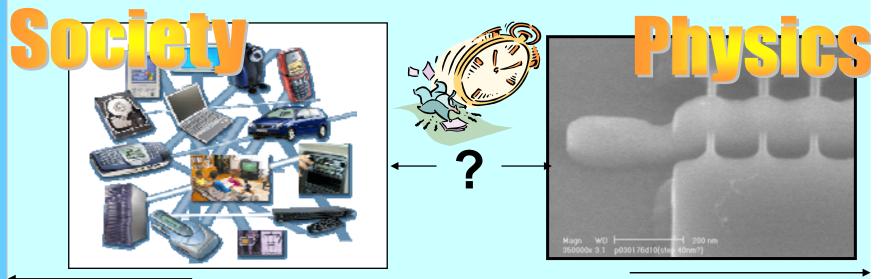




Bridging the Gaps between System Level Complexity and Nano-Scale Uncertainties



Systems

Devices

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Design Metrics for Ambient Intelligent Digital Devices (isscc'05, 1.2)

- Power Efficiency (PE): 10 to 200 GOPS/Watt
- Part cost < 10€ ⇔ NRE cost > 50M€

PE two-orders-of-magnitude > GP microprocessor at 1/20 th of part cost

• Flexible by (downloadable) embedded software

From Hw centric ASIC to Sw centric PLATFORM

- Real-time stream based processing (MM, SDR)
 - Memory intensive (> 70% area, power)
 - Not min gate delay (ps) BUT max throughput/Watt (Gbit/s;op/s)/Watt

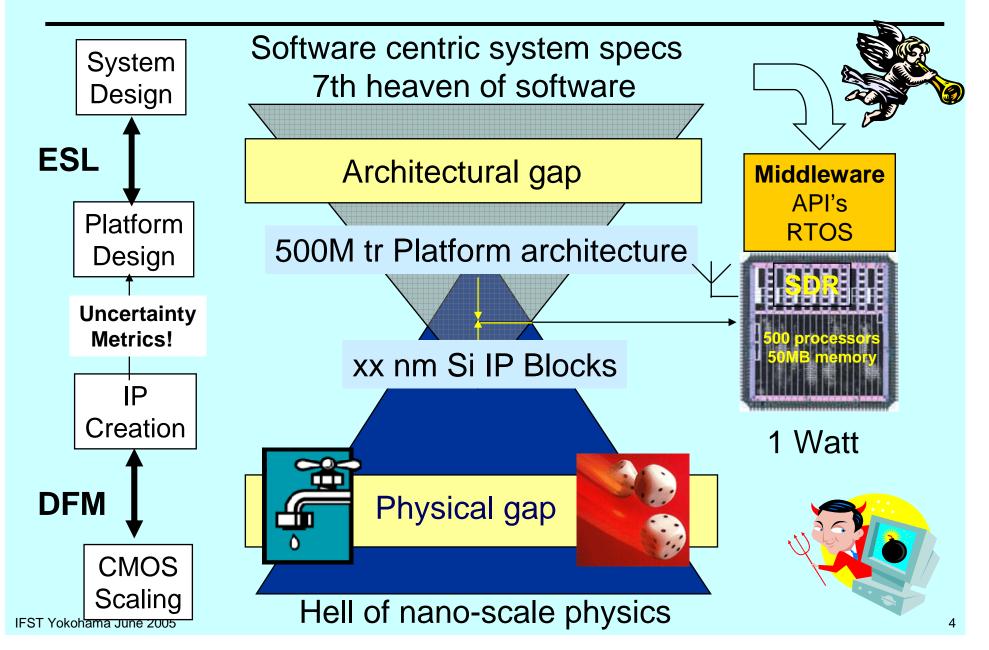
Min Gate delay vs. Max Throughput

- Min Tr delay (min Cg.V_{DD}/I_{on}) :
 - A device issue (scaling, materials, device architecture)
 Scaling justification is in cost reduction rather than improvement of 'gate performance'
- Max Throughput / Watt

A micro-architectural issue (sw, //, interconnect, storage hierarchy)

Joint research crucial for further progress!

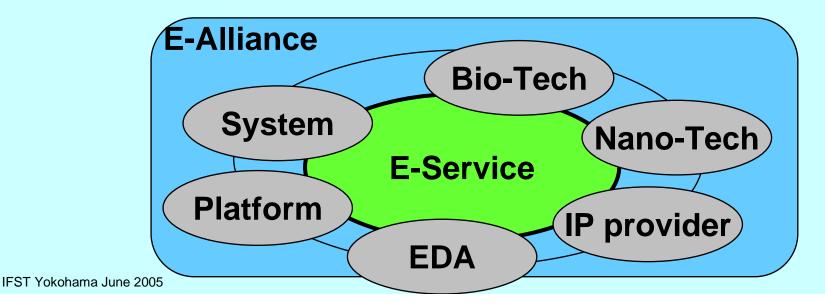
Two Growing Gaps ...



Bottom Line...

We can no longer afford a living-apart-together relationship between system design and process development.

More Moore will depend on forming VIRTUAL VERTICALLY INTEGRATED R&D ALLIANCES rallied around strategically important e-services for society



1. The Architectural Gap

"Managing Giga-Complexity"

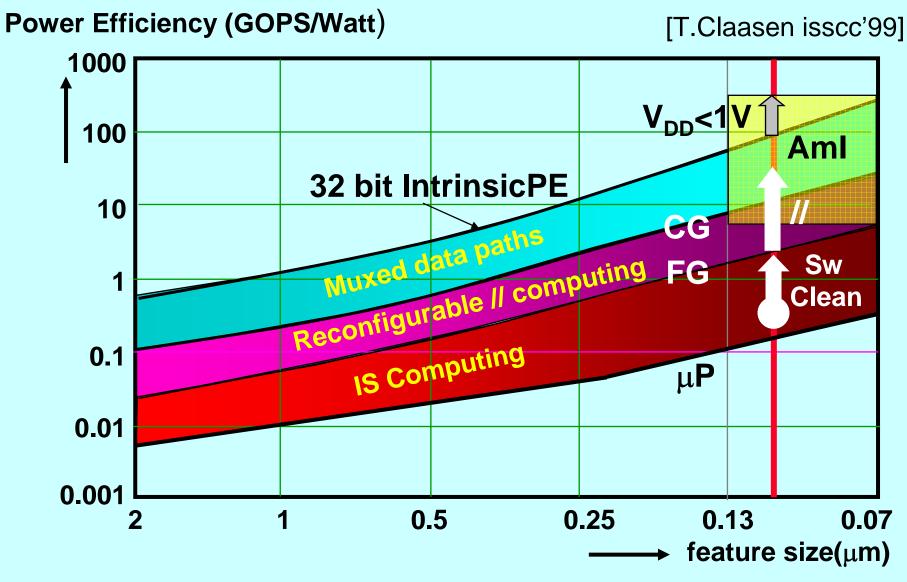
Create SL methods, tools and skills for designing flexible, yet power-efficient platforms

= 1 B uncertain devices + >10M lines of code

for mapping real-time MULTIPLE S/W applications on them at lowest NRE cost

Greatest Challenge: Overcome Power-Flexibility Conflict While coping with CMOS (r)evolution

Power-Flexibility Conflict



How to Reconcile PE and Flexibility?

• Cleaning software for low power

- Minimize # memory transfers, operations = energy
- Regularize, vectorize code, min. data-size
- Factor 5 to 10 lower power but tools and skills needed

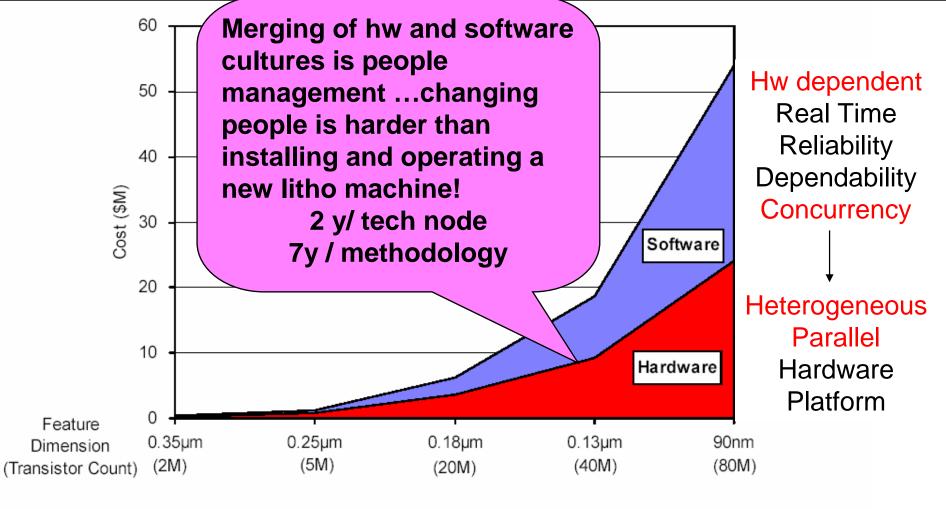
• Exploit parallelism to reduce power

- Better to use 20 processors @ 100MHz than 1@ 2Ghz
- But urgent need for design methods, tools and skills to support Hw/Sw co-design (devil is in the software!)
- Exploit task level dynamism

> Just enough V_{DD} , F_{cl} , I_{L}

The Devil is in the Software and the NRE cost...

Software productivity increase 5.8%/y <-> 58%/y Moore



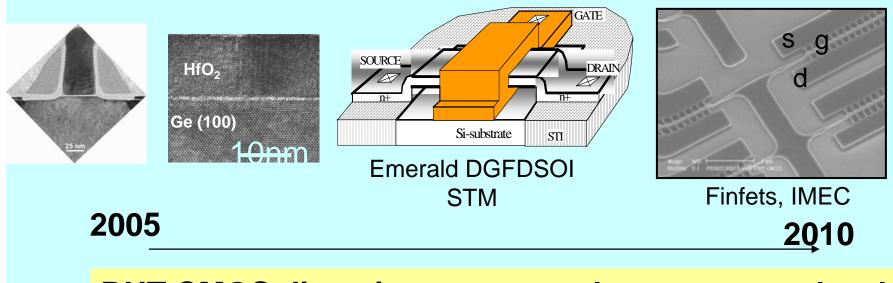
Ref: Handel Jones,

2. Hell of Nano-Scale Physics

- Leakage power starts to dominate
 - Iarger gate delay than scaling for performance predicts
- Voltage headroom shrinks
 - makes A&RF guys deeply worried (sub 1 Volt circuits)
- Interconnect claims the first role...
 - > challenging timing, power, synchronism, signal integrity
- Increasing device variability
 - > jeopardizes predictability and yield, affects design process
- <u>New device architectures needed<45nm</u>
 - Impact layout style, need for DFM and IP library design

"NewCMOS" Device Architectures below 65nm

- Gate leakage: Hi-k, metal (fusi) gates
- SD leakage: Hi VT, M-VT⇒Hi-VDD
 ⇔ dyn power, variability
- Mobility keeper:Strained Si, (Ge...)
- Ion boost: Multi-Gate, FINFET, DGFDSOI



IFST Yokoha BUT CMOS diversity must percolate to system level...

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Different CMOS for Different People...

For Microprocessor, Servers

@100 Watt active power, 20W leakage acceptable \Rightarrow low V_{TH}, high I_{on}, ABB to manage leakage yield

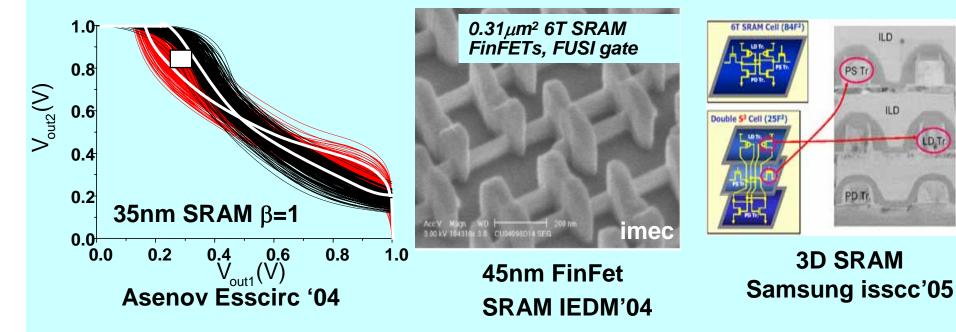
BUT for AmI...

Leakage mWatt nodes <10mW, µWatt nodes<10µW ⇒ Scaling for low leakage at expense of gate delay ⇒ More GOPS from more transistors ⇔ faster ones ⇒ Wires more important anyway…change layout style



Variability Impact

- Adds a new dimension to design space (P-A-T-Y)
- Statistical design, device sizing for yield crucial
- SRAM first victim...VDD scaling problematic
- Below 65nm new device architectures needed

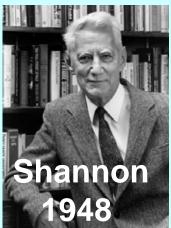




Better than worst case design else loose advantage of scaling

Design reliable systems from uncertain components

Allow errors to happen!

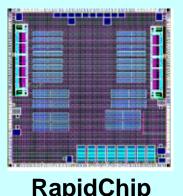




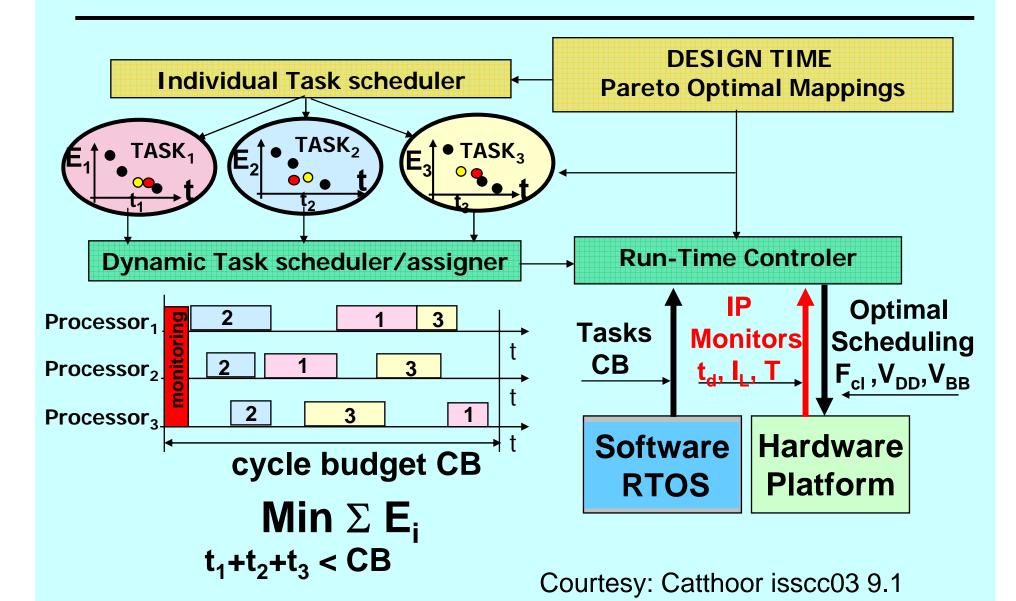
Ways to Cope...

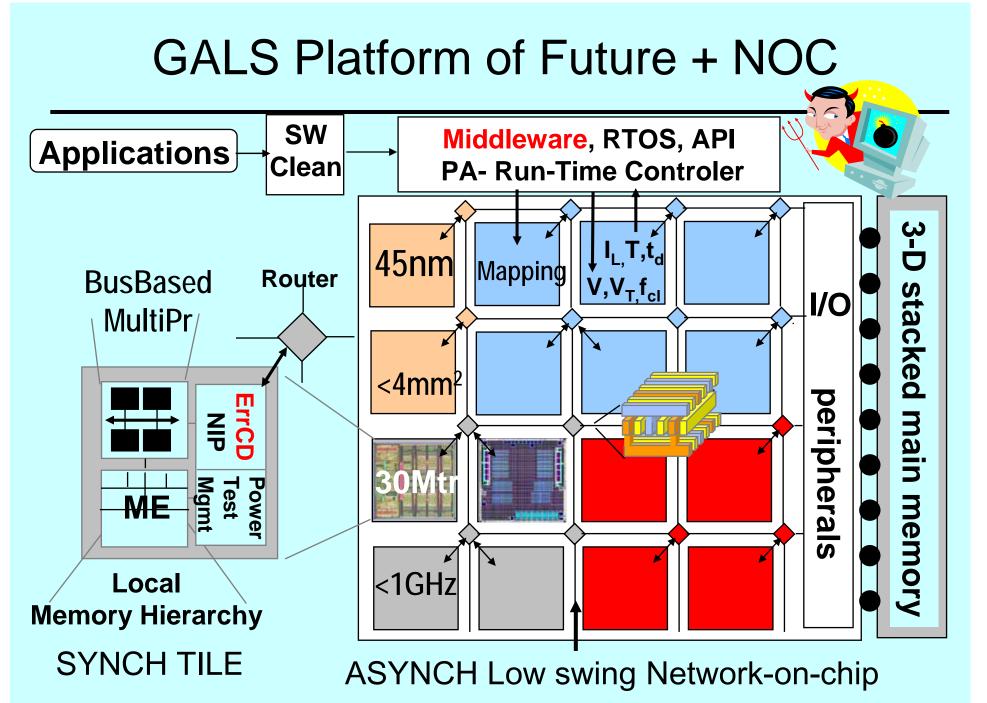
- Adapt V_{DD}, f_{cl}, I_L at run time to whatever mother nature provides and to dynamic nature of software tasks
- 2. Use tile based GALS architectures, networks-on-chip, and error correcting onchip communication techniques

3. Back to regularity (Litho, context)

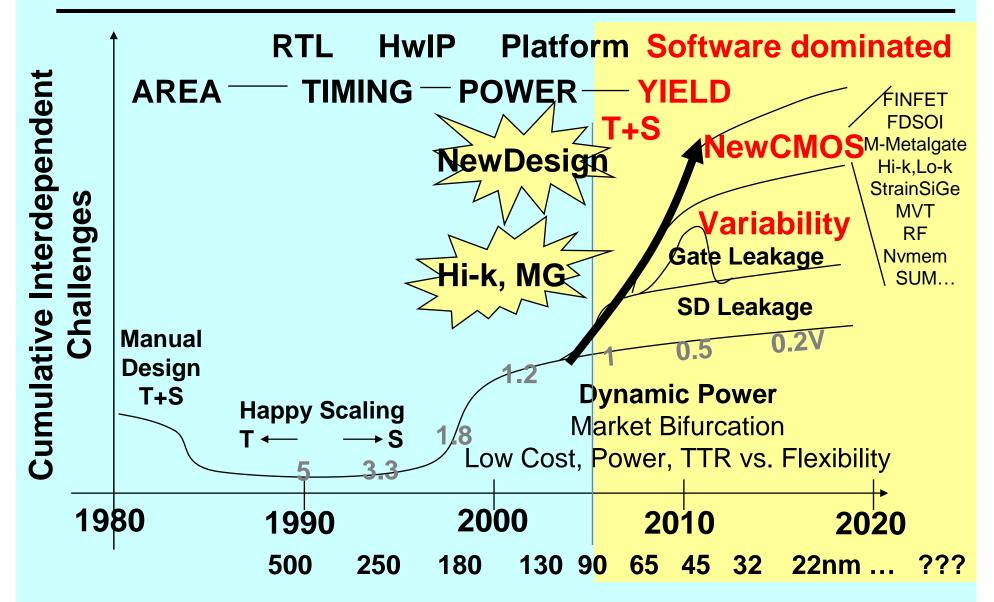


Run Time Adaptive Design





Interesting Times Ahead...



More Moore = more than more of the same...

• Greater challenges than ever before:

- Managing giga-complexity faced with CMOS diversification
- > New design methods, tools and skills urgently needed
- To reconcile the hell of physics with heaven of Aml dreams
 - > But easier to install equipment than to change people's mind
 - > New processing nodes 2 years, new design tools take 7 years,

Need for sharing multi-disciplinary R&D cost

- From material science to computer science and societal engineering...Open innovation alliances from software to process development
- Not for the faint of heart:
 - Few platforms by industry-R&D alliances and disciplined armies of engineers...

