8. Design Tradeoffs

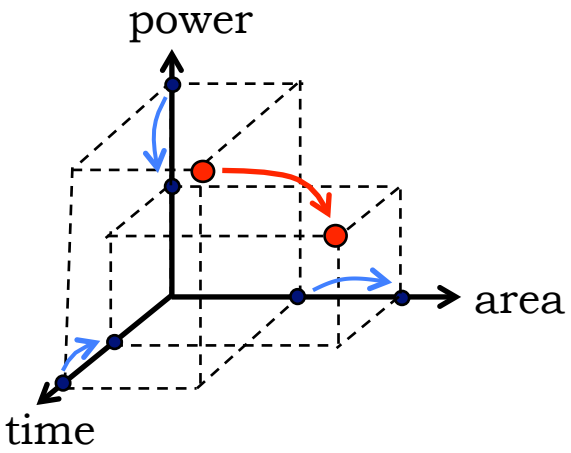
6.004x Computation Structures
Part 1 – Digital Circuits

Optimizing Your Design

There are a large number of implementations of the same functionality -- each represents a different point in the area-time-power space

Optimization metrics:

1. Area of the design
2. Throughput
3. Latency
4. Power consumption
5. Energy of executing a task
6. …



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vs.

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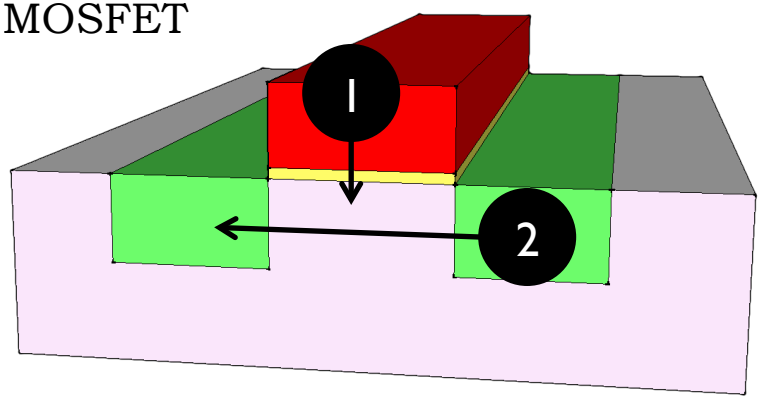
CMOS Static Power Dissipation

MOSFET

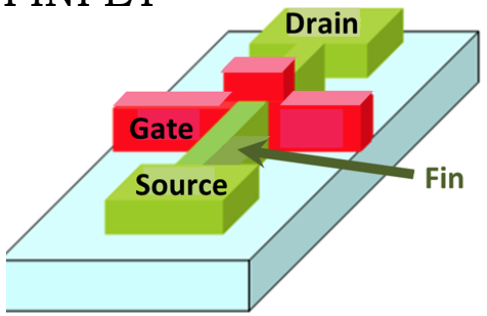


1 Tunneling current through gate oxide: SiO_2 is a very good insulator, but when very thin (< 20Å) electrons can tunnel across.

2 Current leakage from drain to source even though MOSFET is "off" (aka sub-threshold conduction)

- Leakage gets larger as difference between V_{TH} and "off" gate voltage (eg, V_{OL} in an nfet) gets smaller. Significant as V_{TH} has become smaller.
- Fix: 3D FINFET wraps gate around inversion region

FINFET



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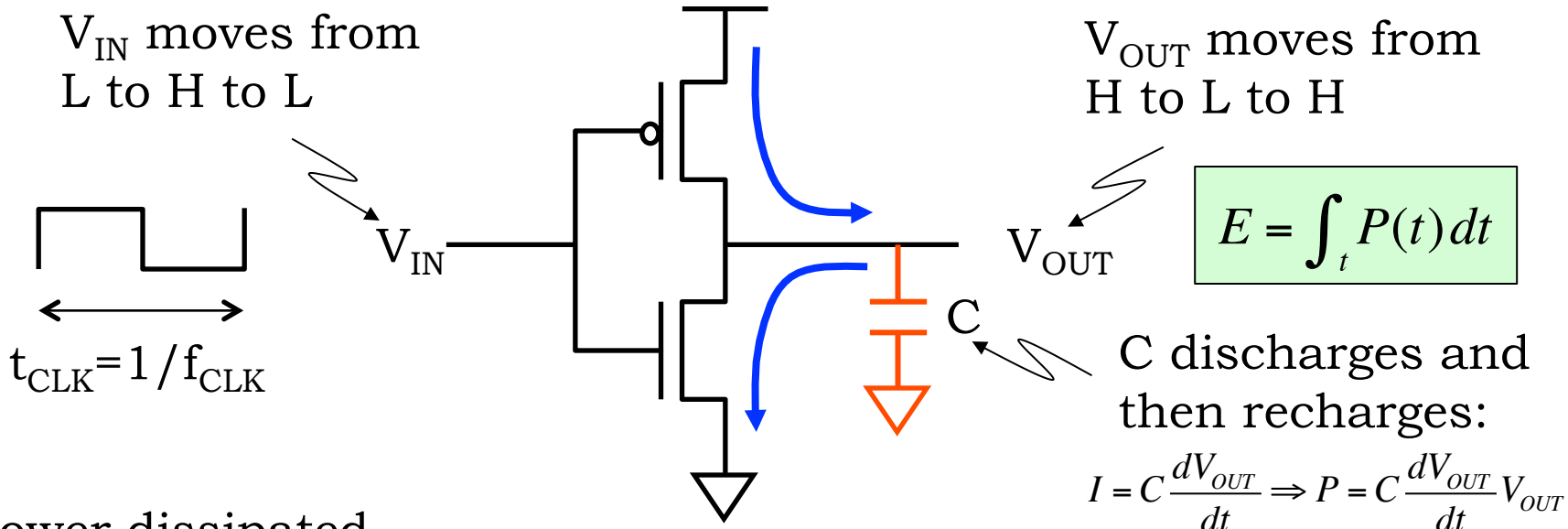
CMOS Dynamic Power Dissipation



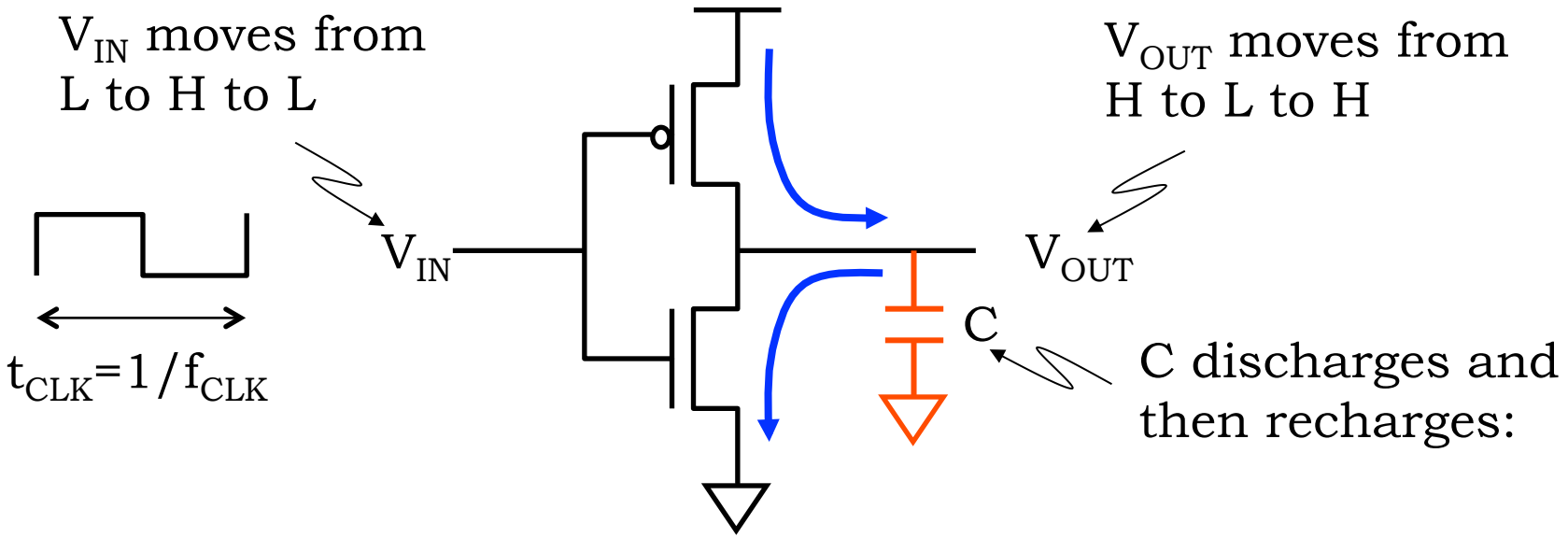
Power dissipated to discharge C:

$$P_{NFET} = f_{CLK}\int_0^{t_{CLK}/2} i_{NFET}V_{OUT}\,dt$$
$$= f_{CLK}C\int_0^{t_{CLK}/2} -C\frac{dV_{OUT}}{dt}V_{OUT}\,dt$$
$$= f_{CLK}C\int_{V_{DD}}^{0} -V_{OUT}\,dV_{OUT}$$
$$= f_{CLK}C\frac{V_{DD}^2}{2}$$

Power dissipated to recharge C:

$$P_{PFET} = f_{CLK}\int_{t_{CLK}/2}^{t_{CLK}} i_{PFET}V_{OUT}\,dt$$
$$= f_{CLK}\int_{t_{CLK}/2}^{t_{CLK}} C\frac{dV_{OUT}}{dt}V_{OUT}\,dt$$
$$= f_{CLK}C\int_0^{V_{DD}} V_{OUT}\,dV_{OUT}$$
$$= f_{CLK}C\frac{V_{DD}^2}{2}$$

CMOS Dynamic Power Dissipation



Power dissipated

= f C V_{DD}^2 per node

= f N C V_{DD}^2 per chip

where

f = frequency of charge/discharge

N = number of changing nodes/chip

"Back of the envelope": trends

f ~ 1GHz = 1e9 cycles/sec ↑

N ~ 1e8 changing nodes/cycle ↑

C ~ 1fF = 1e-15 farads/node ↓

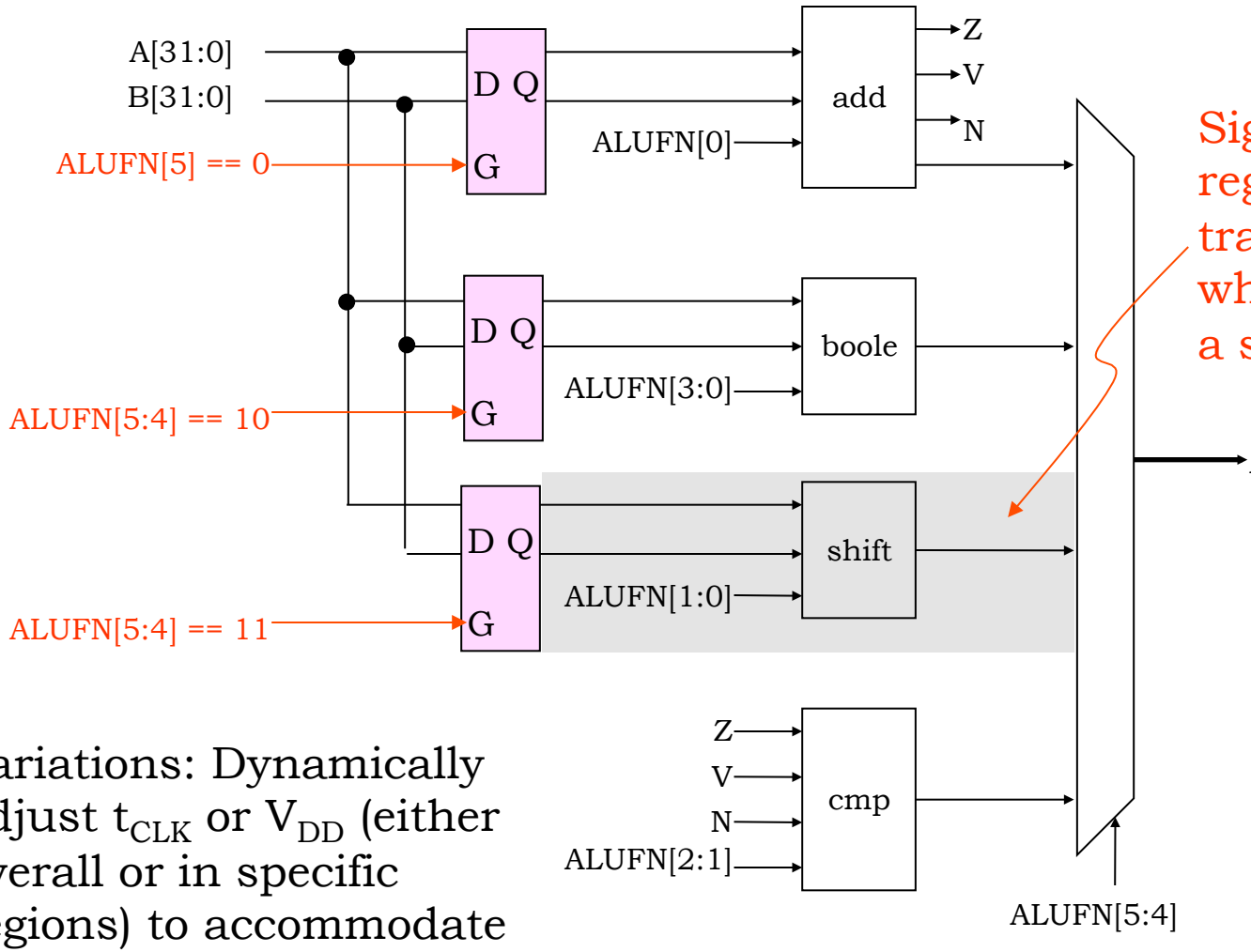
V ~ 1V ↔

⇒ 100 Watts

How Can We Reduce Power?

What if we could eliminate unnecessary transitions? When the output of a CMOS gate doesn't change, the gate doesn't dissipate much power!

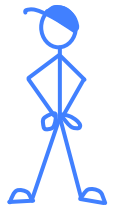
Fewer Transitions → Lower Power



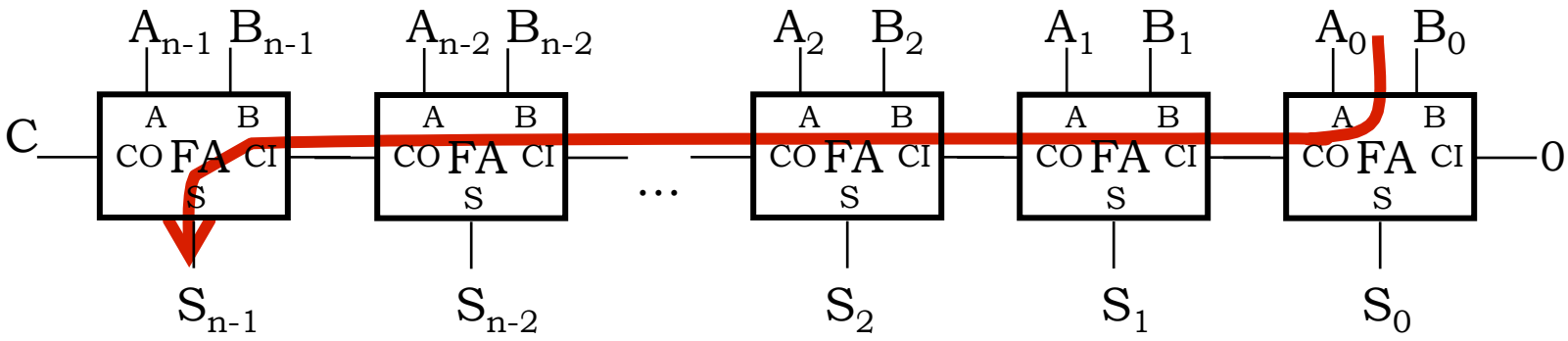
Signals in this region make transitions only when ALU is doing a shift operation

Variations: Dynamically adjust t_{CLK} or V_{DD} (either overall or in specific regions) to accommodate workload.

Must computation consume energy? See §6.5 of Notes



Improving Speed: Adder Example



Worse-case path: carry propagation from LSB to MSB, e.g., when adding 11…111 to 00…001.

$$t_{PD} = (N\text{-}1)*(t_{PD,NAND3} + t_{PD,NAND2}) + t_{PD,XOR} \approx \Theta(N)$$

CI to CO

CI_{N-1} to S_{N-1}

$\Theta(N)$ is read "order N" and tells us that the latency of our adder grows in proportion to the number of bits in the operands.

Performance/Cost Analysis

"Order Of" notation:

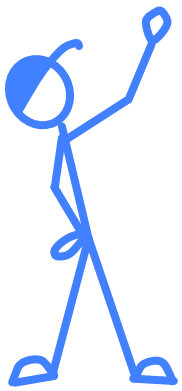
"g(n) is of order f(n)" $g(n) = \Theta(f(n))$

$g(n)=\Theta(f(n))$ if there exist $C_2 \geq C_1 > 0$ such that for all but finitely many integral $n \geq 0$

$$C_1 \cdot f(n) \leq g(n) \leq C_2 \cdot f(n)$$

$\Theta(...)$ implies both inequalities; $O(...)$ implies only the second.

$g(n) = O(f(n))$



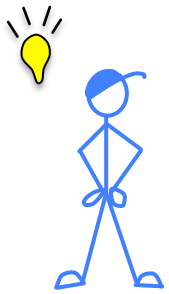
Example:

$n^2+2n+3 = \Theta(n^2)$

since

$n^2 < n^2+2n+3 < 2n^2$

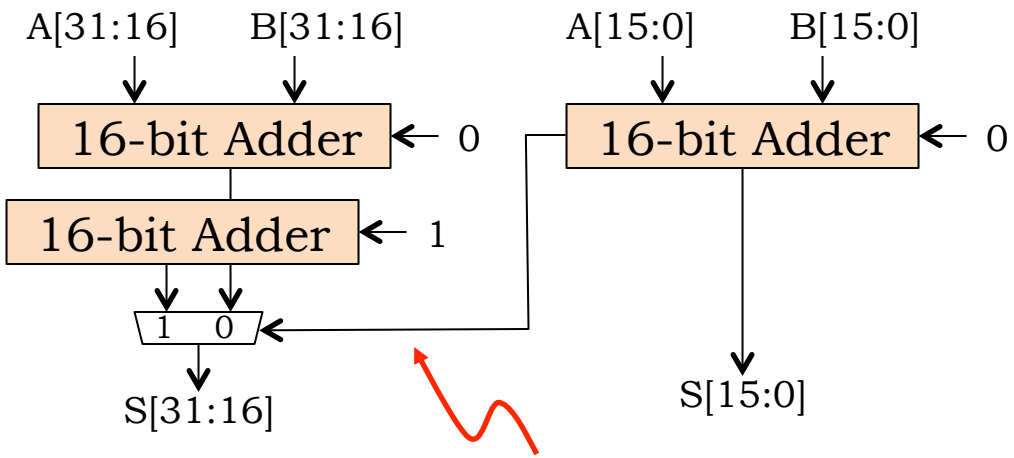
"almost always"



Carry Select Adders

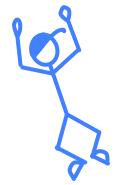
Hmm. Can we get the high half of the adder working in parallel with the low half?

Two copies of the high half of the adder: one assumes a carry-in of "0", the other carry-in of "1".



Once the low half computes the actual value of the carry-in to the high half, use it select the correct version of the high-half addition.

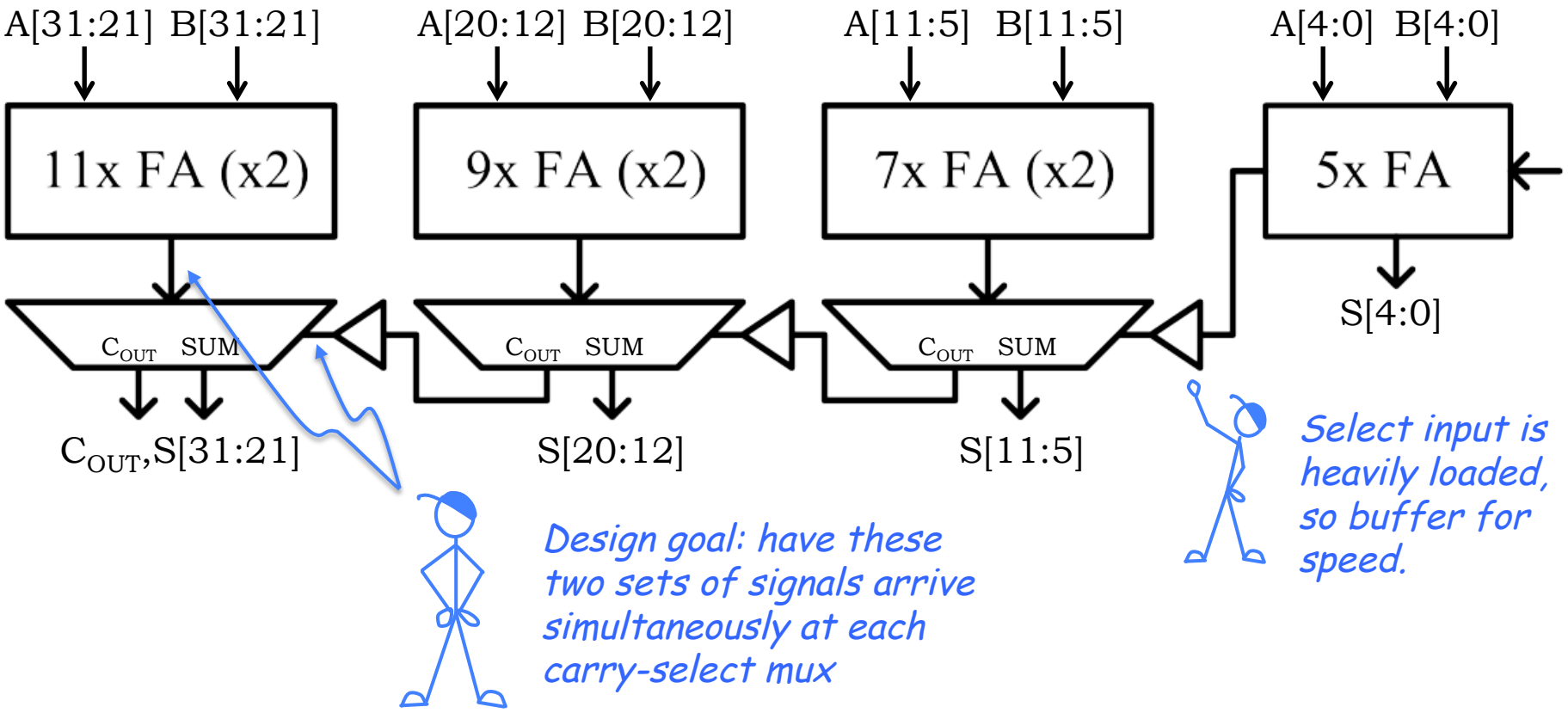
$$t_{PD} = 16*t_{PD,CI\rightarrow CO} + t_{PD,MUX2} \approx \text{half of } 32*t_{PD,CI\rightarrow CO}$$



Aha! Apply the same strategy to build 16-bit adders from 8-bit adders. And 8-bit adders from 4-bit adders, and so on. Resulting t_{PD} for N-bit adder is $\Theta(\log N)$.

32-bit Carry Select Adder

Practical Carry-select addition: choose block sizes so that trial sums and carry-in from previous stage arrive simultaneously at MUX.



Wanted: Faster Carry Logic!

Let's see if we can improve the speed by rewriting the equations for C_{OUT}:

$$C_{OUT} = AB + AC_{IN} + BC_{IN}$$

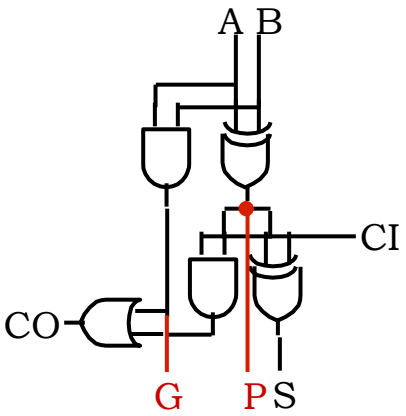
$$= AB + (A + B)C_{IN}$$

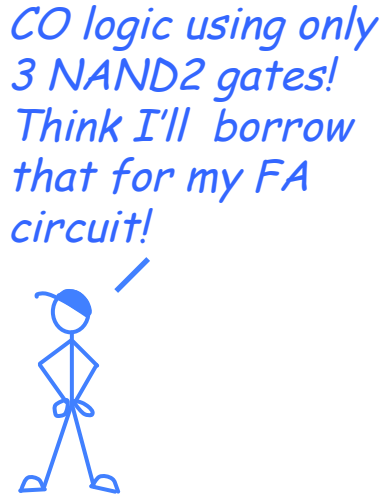
$$= G + P\,C_{IN} \qquad \text{where } G = AB \text{ and } P = A + B$$

generate propagate

Actually, P is usually defined as $P = A \oplus B$ which won't change C_{OUT} but will allow us to express S as a simple function of P and C_{IN}:

$$S = P \oplus C_{IN}$$





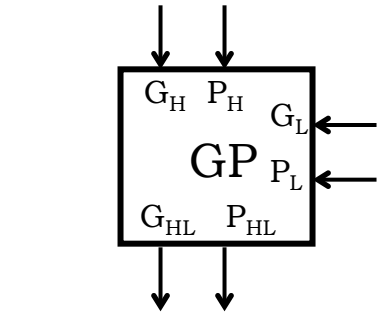
Carry Look-ahead Adders (CLA)

We can build a hierarchical carry chain by generalizing our definition of the Carry Generate/Propagate (GP) Logic. We start by dividing our addend into two parts, a higher part, H, and a lower part, L. The GP function can be expressed as follows:

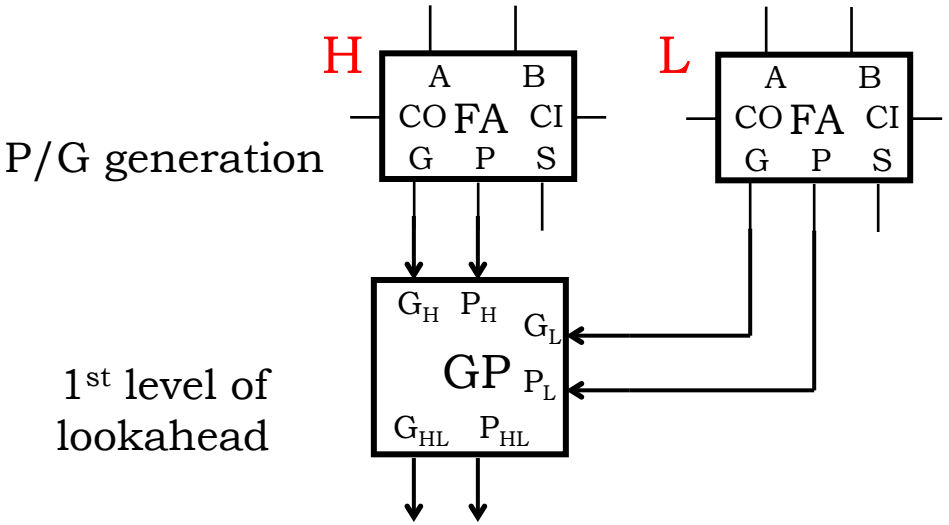
$$G_{HL} = G_H + P_H G_L$$

$$P_{HL} = P_H P_L$$

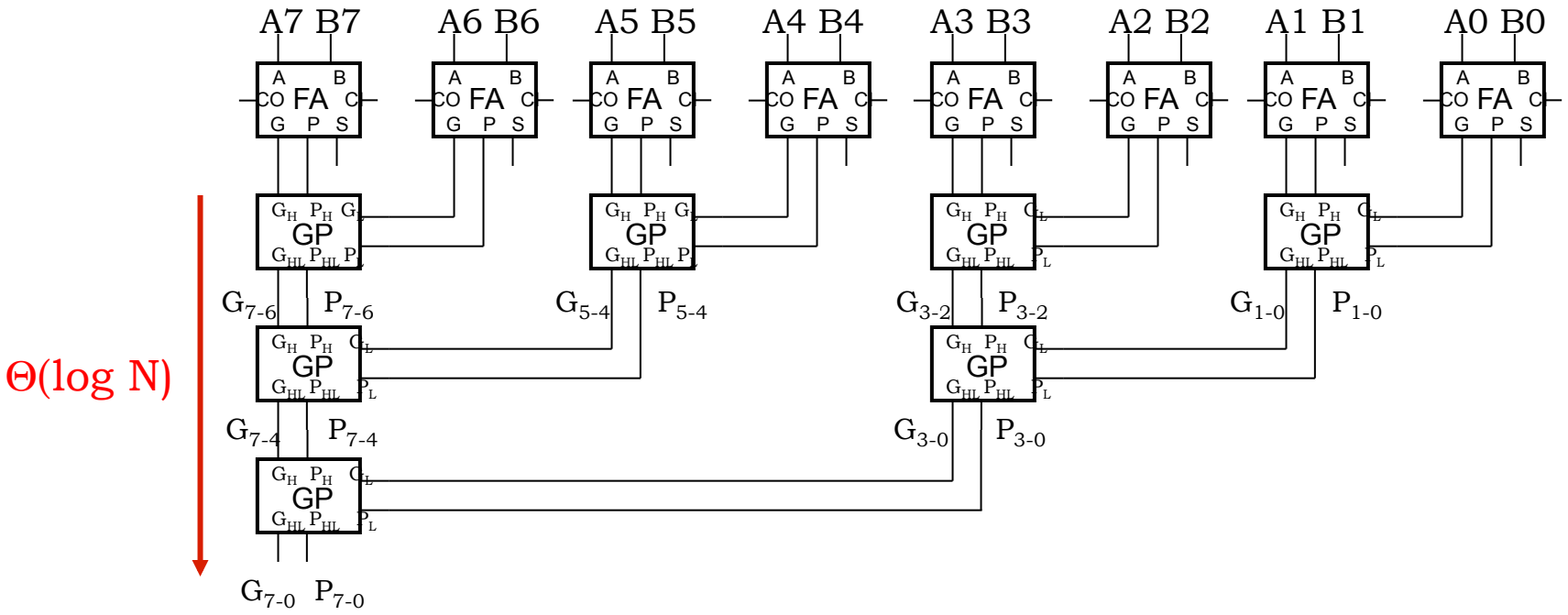
Generate a carry out if the high part generates one, or if the low part generates one and the high part propagates it. Propagate a carry if both the high and low parts propagate theirs.



Hierarchical building block



8-bit CLA (generate G & P)



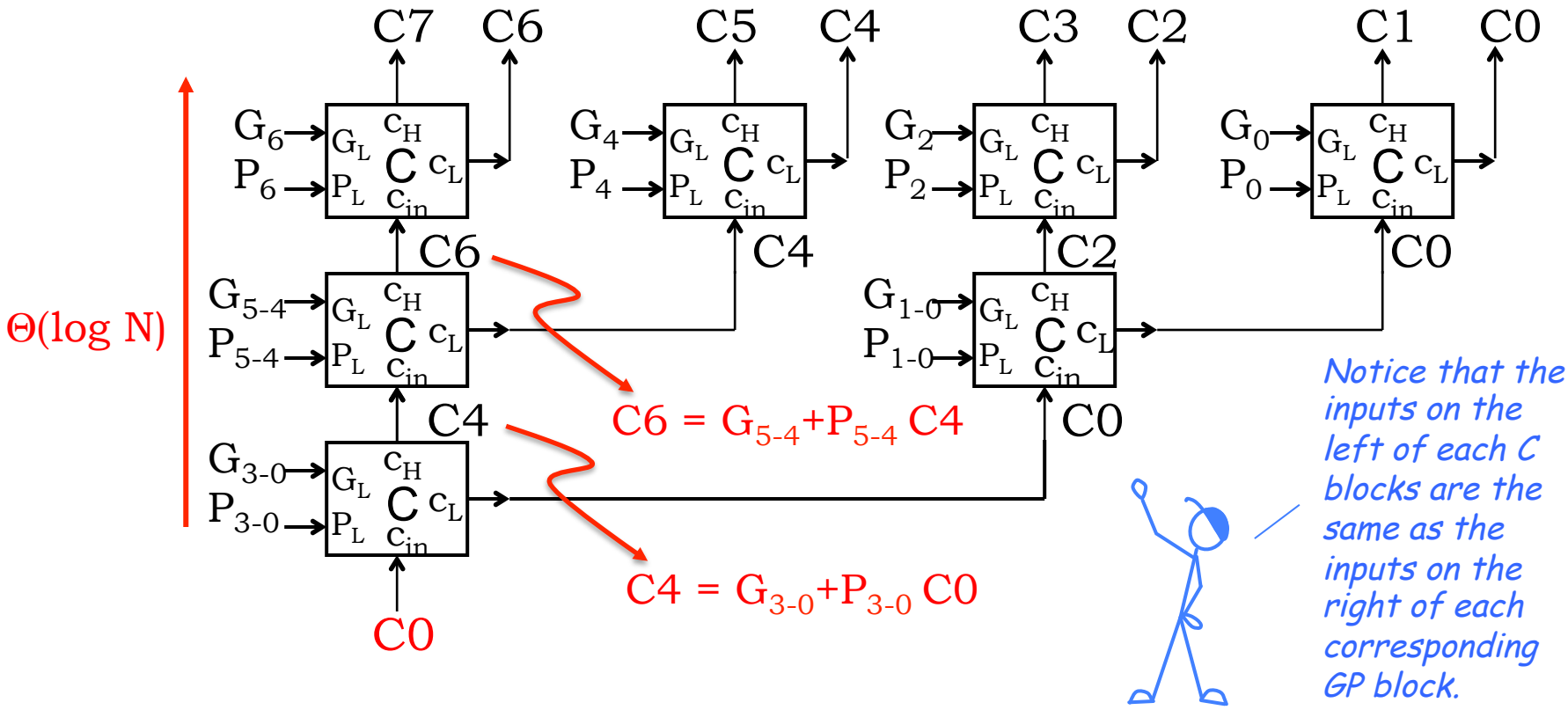
We can build a tree of GP units to compute the generate and propagate logic for any sized adder. Assuming N is a power of 2, we'll need N-1 GP units.

This will let us to quickly compute the carry-ins for each FA!

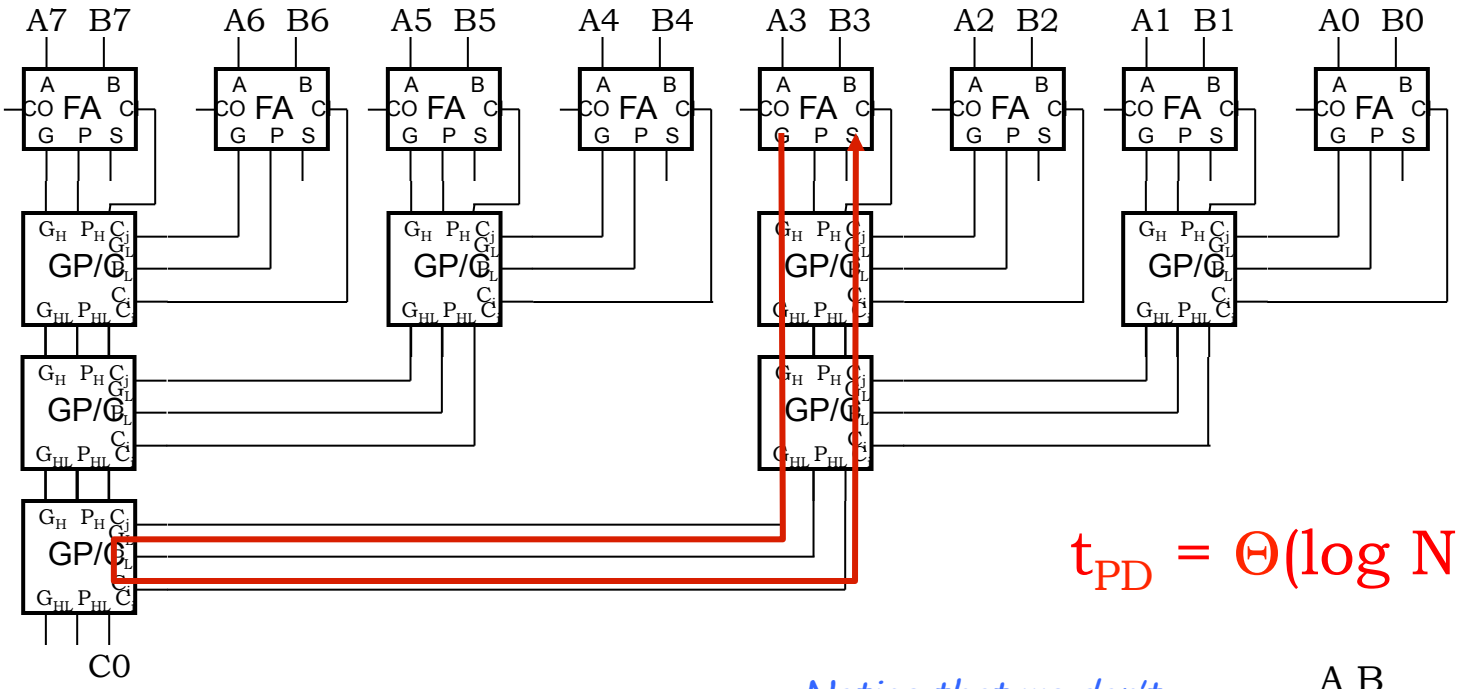
8-bit CLA (carry generation)

Now, given a the value of the carry-in of the least-significant bit,we can generate the carries for every adder.

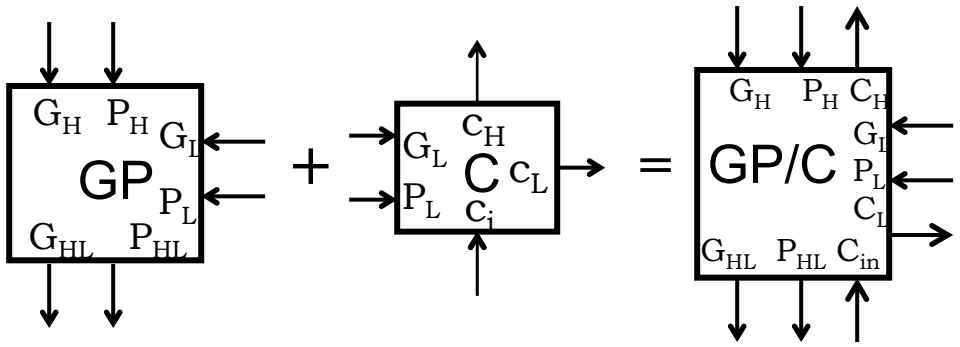
$$c_H = G_L + P_L c_{in}$$
$$c_L = c_{in}$$



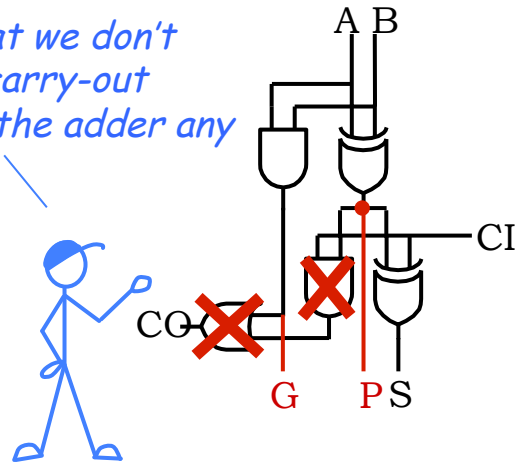
8-bit CLA (complete)



$t_{PD} = \Theta(\log N)$



Notice that we don't need the carry-out output of the adder any more.



To learn more, look up Kogge-Stone adders on Wikipedia.

Binary Multiplication*

The "Binary" Multiplication Table

*	0	1
0	0	0
1	0	1

* Actually unsigned binary multiplication

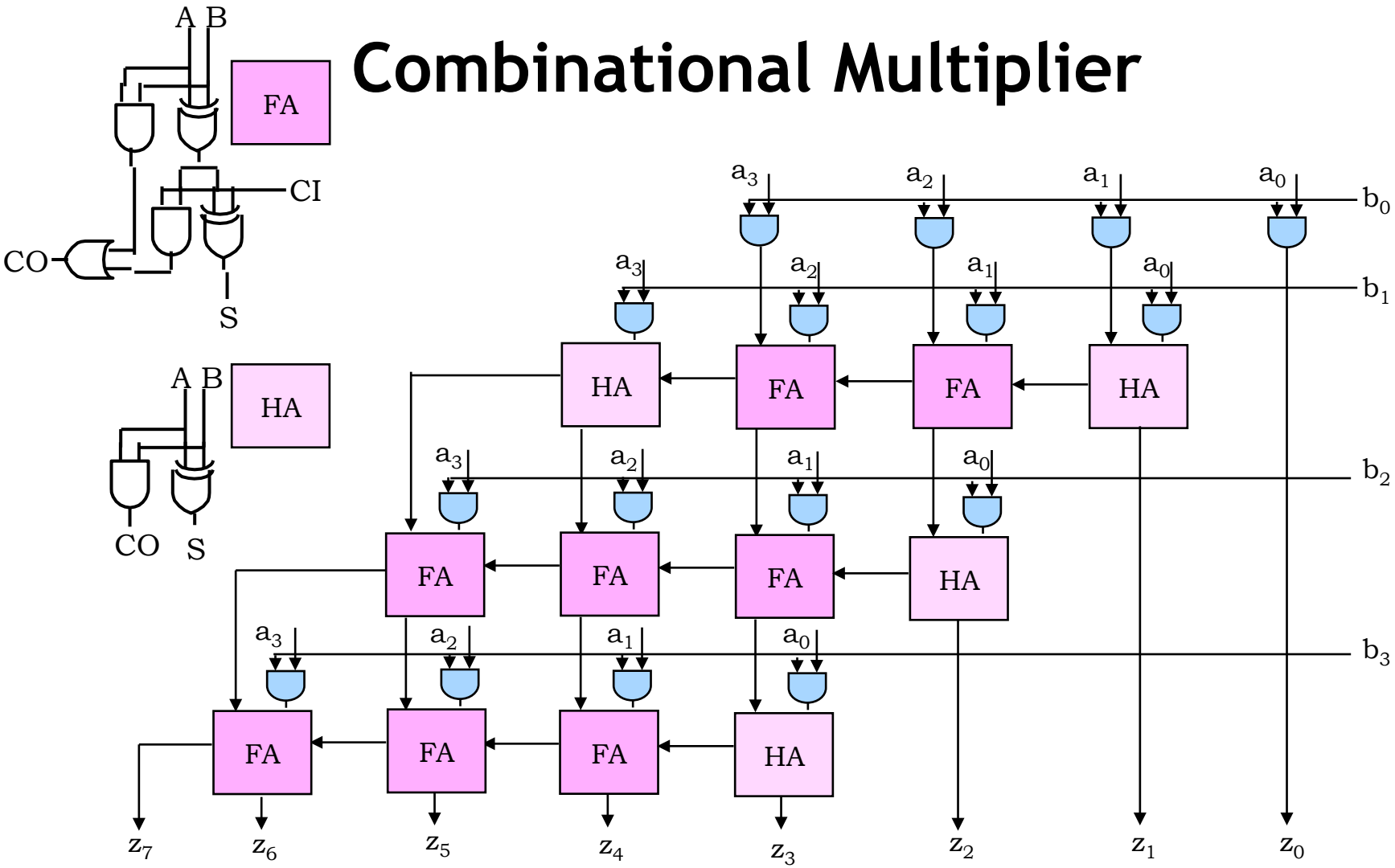
$$
\begin{array}{rcccc}
 & A_3 & A_2 & A_1 & A_0 \\
\times & B_3 & B_2 & B_1 & B_0 \\
\hline
 & A_3B_0 & A_2B_0 & A_1B_0 & A_0B_0 \\
 & A_3B_1 & A_2B_1 & A_1B_1 & A_0B_1 \\
 & A_3B_2 & A_2B_2 & A_1B_2 & A_0B_2 \\
+ & A_3B_3 & A_2B_3 & A_1B_3 & A_0B_3 \\
\hline
\end{array}
$$

AB_i called a "partial product"

Multiplying N-digit number by M-digit number gives (N+M)-digit result

Easy part: forming partial products (just an AND gate since B_I is either 0 or 1)
Hard part: adding M N-bit partial products

Combinational Multiplier



Latency = $\Theta(N)$
Throughput = $\Theta(1/N)$
Hardware = $\Theta(N^2)$

2's Complement Multiplication

Step 1: two's complement operands so high order bit is -2^{N-1}. Must sign extend partial products and subtract the last one

```
                        X3    X2    X1    X0
                    *   Y3    Y2    Y1    Y0
                    --------------------
  X3Y0  X3Y0  X3Y0  X3Y0  X3Y0  X2Y0  X1Y0  X0Y0
+ X3Y1  X3Y1  X3Y1  X3Y1  X2Y1  X1Y1  X0Y1
+ X3Y2  X3Y2  X3Y2  X2Y2  X1Y2  X0Y2
- X3Y3  X3Y3  X2Y3  X1Y3  X0Y3
-----------------------------------------
    Z7    Z6    Z5    Z4    Z3    Z2    Z1    Z0
```

Step 2: don't want all those extra additions, so add a carefully chosen constant, remembering to subtract it at the end. Convert subtraction into add of (complement + 1).

```
  X3Y0  X3Y0  X3Y0  X3Y0  X3Y0  X2Y0  X1Y0  X0Y0
+                         1
+ X3Y1  X3Y1  X3Y1  X3Y1  X2Y1  X1Y1  X0Y1
+                   1
+ X3Y2  X3Y2  X3Y2  X2Y2  X1Y2  X0Y2
+ ____  ____    1   ____  ____
+ X3Y3  X3Y3  X2Y3  X1Y3  X0Y3      } –B = ~B + 1
+                         1
+         1
-         1     1     1     1
```

Step 3: add the ones to the partial products and propagate the carries. All the sign extension bits go away!

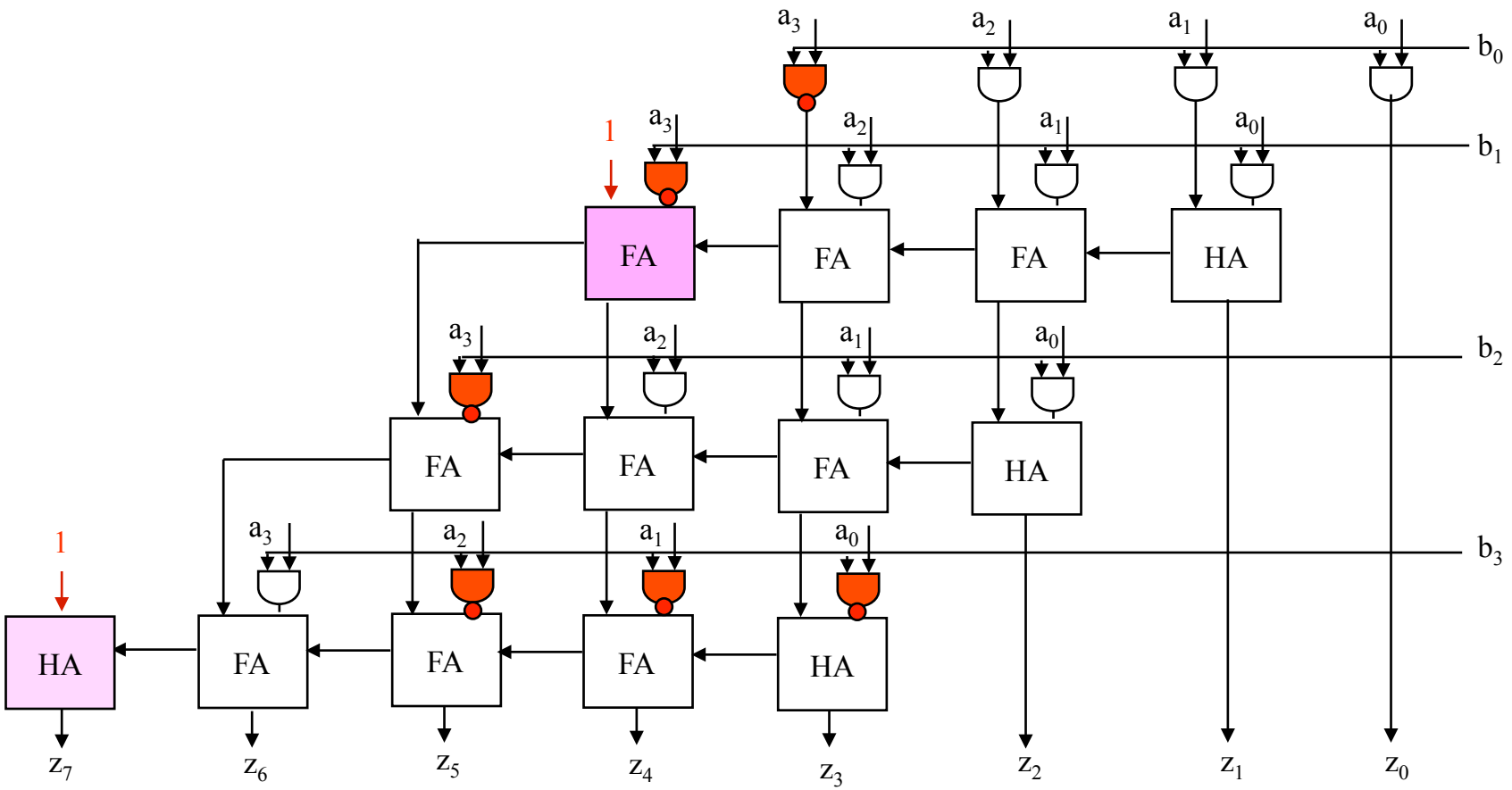
```
                          ____
                    ____  X3Y0  X2Y0  X1Y0  X0Y0
+             ____  X3Y1  X2Y1  X1Y1  X0Y1
+       ____  X3Y2  X2Y2  X1Y2  X0Y2
+ X3Y3  X2Y3  X1Y3  X0Y3
+                         1
-         1     1     1     1
```

Step 4: finish computing the constants…

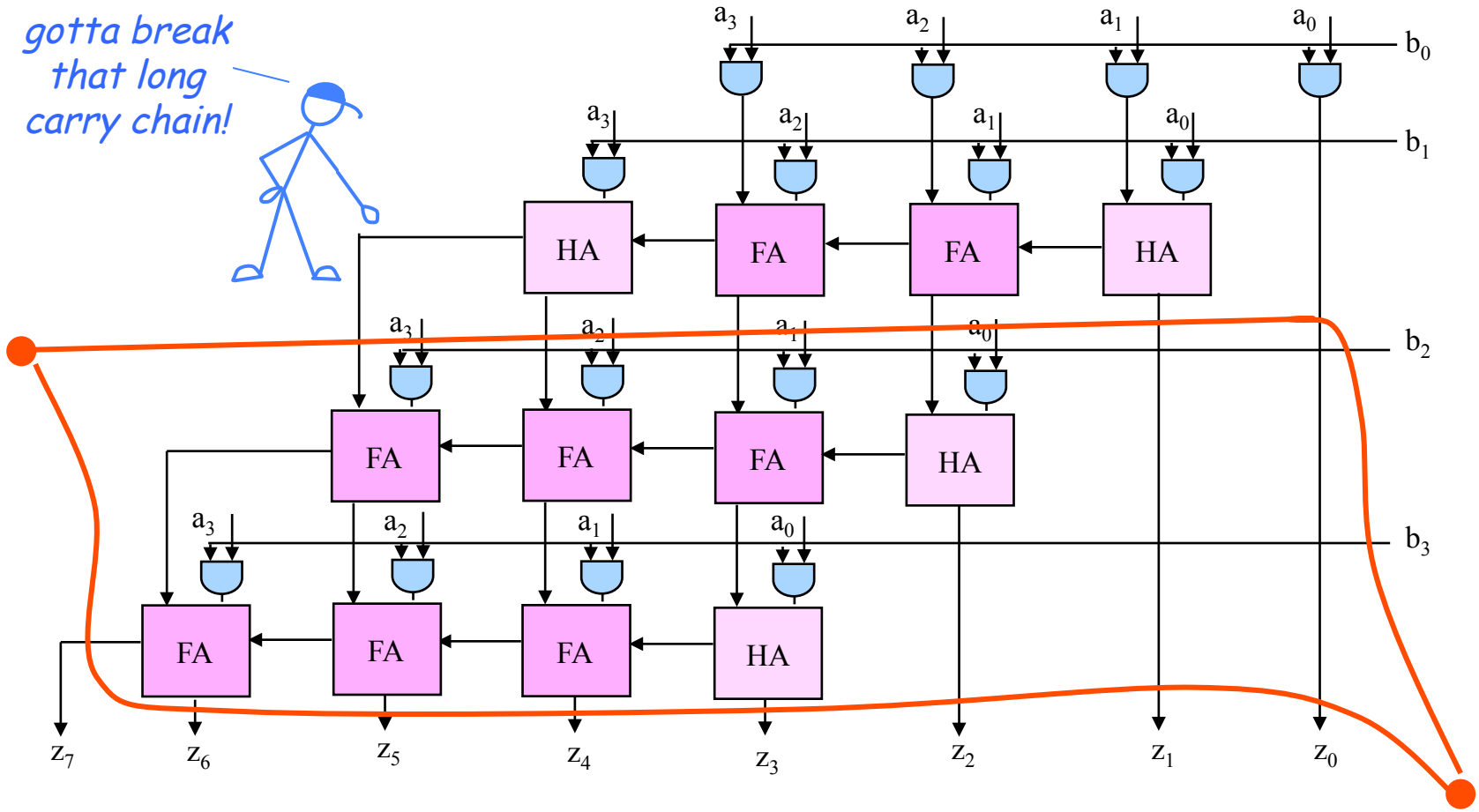
```
                          ____
                    ____  X3Y0  X2Y0  X1Y0  X0Y0
+             ____  X3Y1  X2Y1  X1Y1  X0Y1
+       ____  X3Y2  X2Y2  X1Y2  X0Y2
+ X3Y3  X2Y3  X1Y3  X0Y3
+    1              1
```

Result: multiplying 2's complement operands takes just about same amount of hardware as multiplying unsigned operands!

2's Complement Multiplier



Increase Throughput With Pipelining

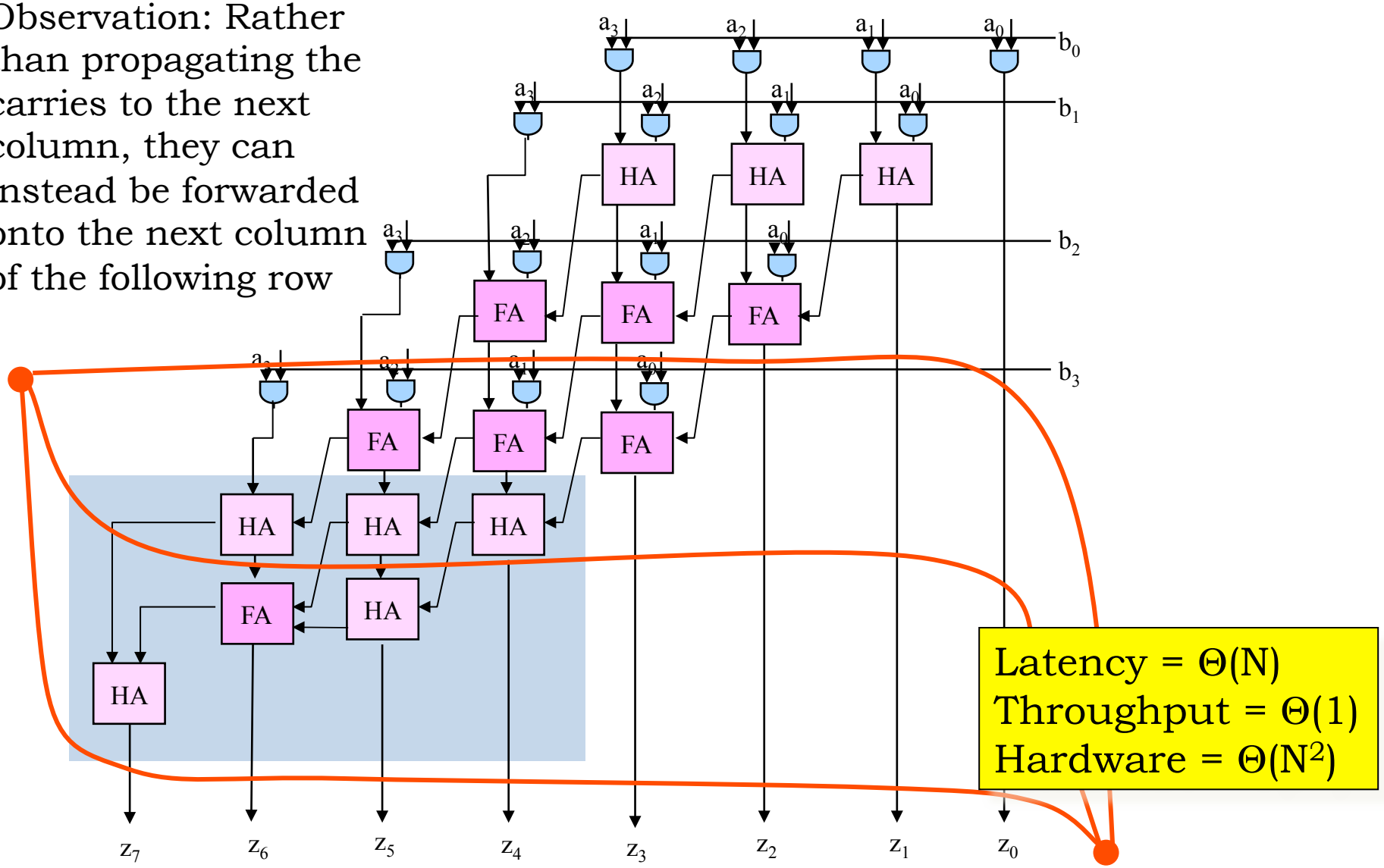


Before pipelining: Throughput = ~1/(2N) = Θ(1/N)

After pipelining: Throughput = ~1/N = Θ(1/N)

"Carry-save" Pipelined Multiplier

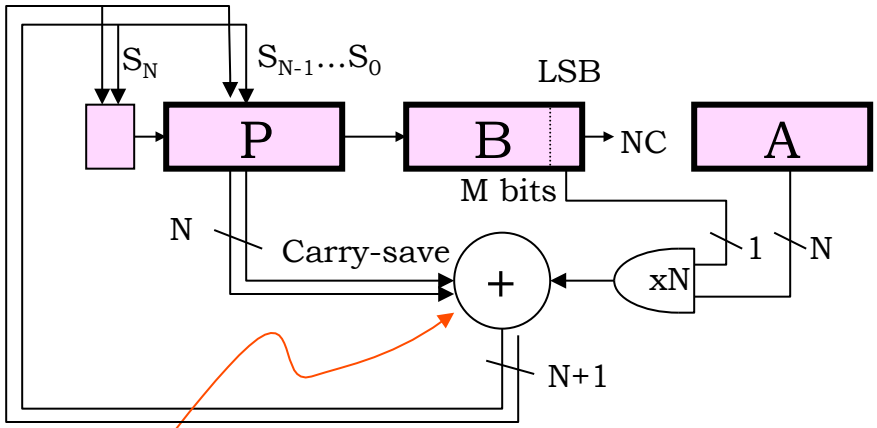
Observation: Rather than propagating the carries to the next column, they can instead be forwarded onto the next column of the following row



Latency = Θ(N)
Throughput = Θ(1)
Hardware = Θ(N^2)

Reduce Area With Sequential Logic

Assume the multiplicand (A) has N bits and the multiplier (B) has M bits. If we only want to invest in a single N-bit adder, we can build a sequential circuit that *processes a single partial product at a time* and then cycle the circuit M times:




```
Init: P←0, load A&B

Repeat M times {
   P ← P + (B_LSB==1 ? A : 0)
   shift S_N,P,B right one bit
}

Done: (N+M)-bit result in P,B
```

N+1 Sum bits and N saved carries

Latency = Θ(N)
Throughput = Θ(1/N)
Hardware = Θ(N)

T_{PD} = Θ(1) for carry-save (see previous slide), but adds Θ(N) cycles & Θ(N) hardware

Summary

- Power dissipation can be controlled by dynamically varying T_{CLK}, V_{DD} or by selectively eliminating unnecessary transitions.
- Functions with N inputs have minimum latency of O(log N) if output depends on all the inputs. But it can take some doing to find an implementation that achieves this bound.
- Performing operations in "slices" is a good way to reduce hardware costs (but latency increases)
- Pipelining can increase throughput (but latency increases)
- Asymptotic analysis only gets you so far – factors of 10 matter in real life and typically N isn't a parameter that's changing within a given design.