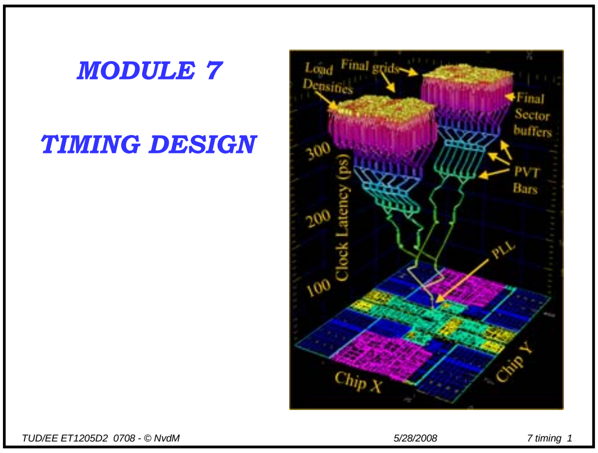
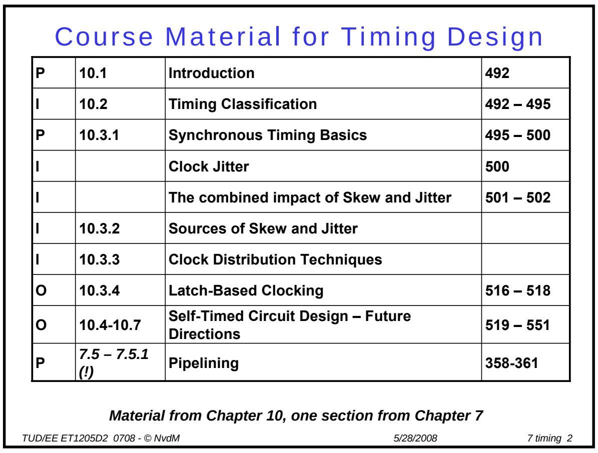


MODULE 7

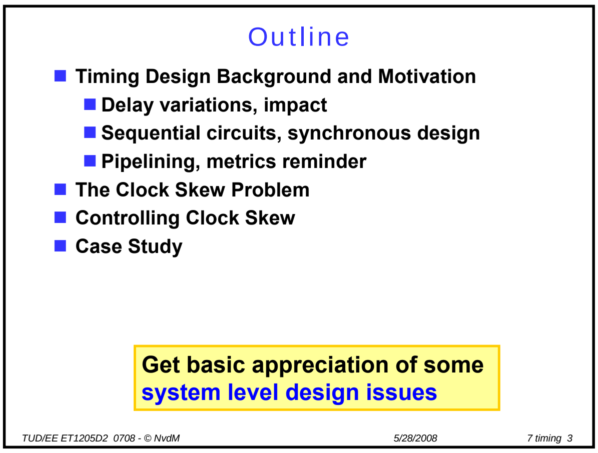
TIMING DESIGN



Course Material for Timing Design

P	10.1	Introduction	492
I	10.2	Timing Classification	492 – 495
P	10.3.1	Synchronous Timing Basics	495 – 500
I		Clock Jitter	500
I		The combined impact of Skew and Jitter	501 – 502
I	10.3.2	Sources of Skew and Jitter	
I	10.3.3	Clock Distribution Techniques	
O	10.3.4	Latch-Based Clocking	516 – 518
O	10.4-10.7	Self-Timed Circuit Design – Future Directions	519 – 551
P	*7.5 – 7.5.1 (!)*	Pipelining	358-361

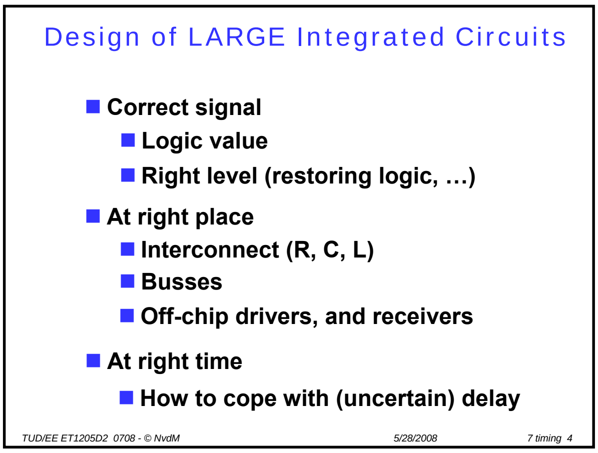
Material from Chapter 10, one section from Chapter 7



Outline

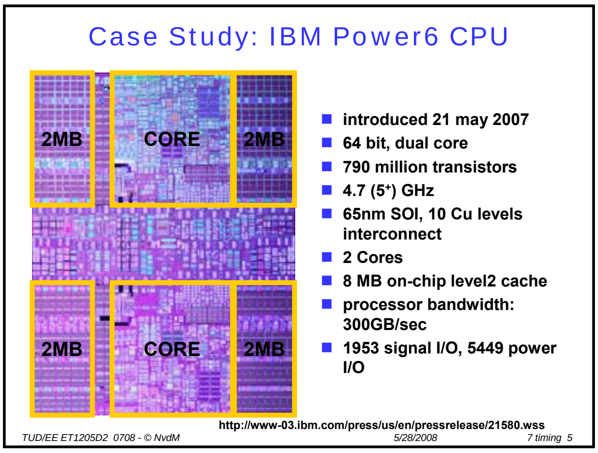
- Timing Design Background and Motivation
  - Delay variations, impact
  - Sequential circuits, synchronous design
  - Pipelining, metrics reminder
- The Clock Skew Problem
- Controlling Clock Skew
- Case Study

Get basic appreciation of some **system level design issues**



Design of LARGE Integrated Circuits

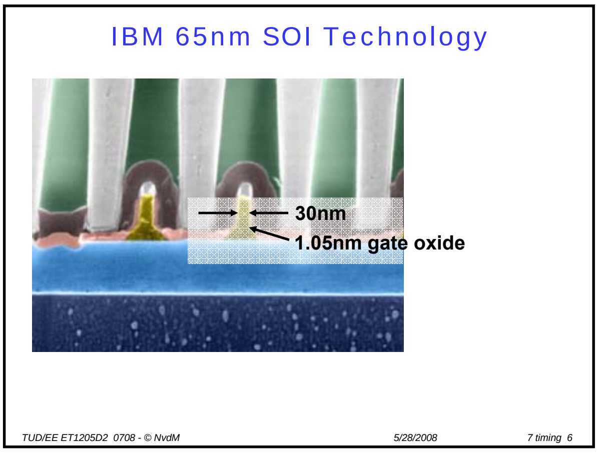
- Correct signal
  - Logic value
  - Right level (restoring logic, …)
- At right place
  - Interconnect (R, C, L)
  - Busses
  - Off-chip drivers, and receivers
- At right time
  - How to cope with (uncertain) delay



Case Study: IBM Power6 CPU

- introduced 21 may 2007
- 64 bit, dual core
- 790 million transistors
- 4.7 (5^+) GHz
- 65nm SOI, 10 Cu levels interconnect
- 2 Cores
- 8 MB on-chip level2 cache
- processor bandwidth: 300GB/sec
- 1953 signal I/O, 5449 power I/O

http://www-03.ibm.com/press/us/en/pressrelease/21580.wss



IBM 65nm SOI Technology

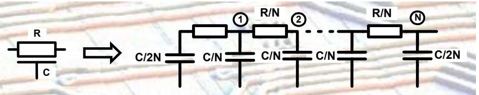
Uncertain Delay

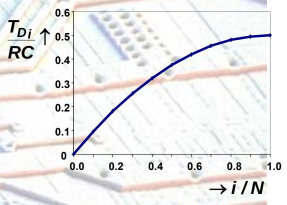
- Data-dependent Delay
- Short and long combinational paths
- Device parameters variations (§3.4)

Batch to batch	V_t threshold voltage
Wafer to wafer	k' transconductance
Die to die	W, L dimensions

- Supply Variations
  - IR drop, dI/dt drop, ringing,
- Interconnect Delay
  - Don't know length of line during logic design
  - Delay at begin of line smaller than at end
  - Interconnect parameter variability

Delay Along a Wire (Module 3)



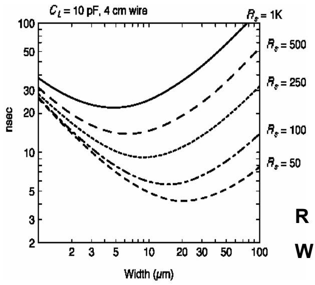


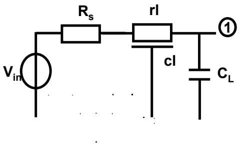
- Signal on RC line exhibits finite propagation speed
- Delay at beginning of line smaller than at end
- Follows from solving diffusion equation
- Elmore delay model also predicts propagation behavior (only approximately)

$$T_{Di} = \sum_{k=1}^{N} R_{ik} C_k$$

- Exercise: draw this graph for N = 3, N = 6, or use integration to solve limit for N →∞

Delay of Clock Wire





R = 0.07 Ω/□, C = 0.04 fF/μm^2

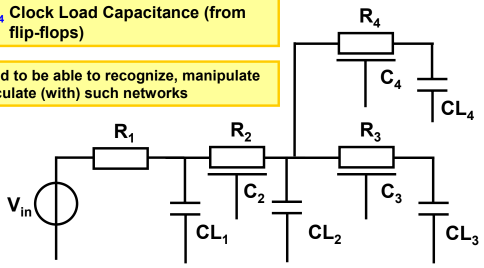
W = Width, r = R/W, c = C*W

5ns compares with 200 MHz

Canonical Clock Tree Network

R_1	Clock Driver Output Resistance
R_2-R_4	Clock Line Segment Resistance
C_2-C_4	Clock Line Segment Capacitance
CL_1-CL_4	Clock Load Capacitance (from flip-flops)

You need to be able to recognize, manipulate and calculate (with) such networks



§ 4.4.3

Impact of Uncertain Delay

- Combinational circuits will eventually settle at correct output values when inputs are stable
- Sequential circuits
  - Have state
  - Must guarantee storing of correct signals at correct time
  - Require ordered computations

Sequential Circuits

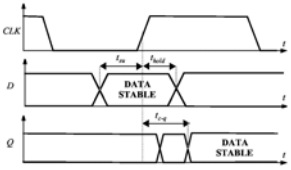
- Sequential circuits require ordered computation
- Several ways for imposing ordering
  - ✓ Synchronous (clock)
  - ✗ Asynchronous (unstructured)
  - ✗ Self-timed (negotiation)

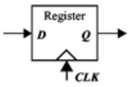
- Clock works like an orchestra conductor

Synchronous Design

- Global Clock Signal
- Synchronicity may be **defeated** by
  - **Delay uncertainty** in clock signal
  - Relative timing errors: **clock skew**
  - **Slow** logic paths
  - **Fast** logic paths

Timing Metrics Reminder





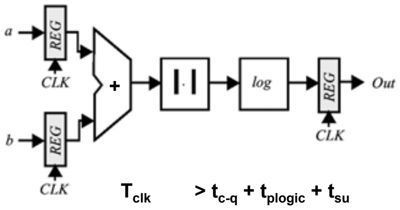
§ 7.1.1

§10.3.1

t_{c-q} : delay from clock (edge) to Q
t_{su} : setup time
t_{hold} : hold time
t_{plogic} : worst case propagation delay of logic
t_{cd} : best case propagation delay (contamination delay)
T : clock period

$T \geq t_{c-q} + t_{plogic} + t_{su}$
$t_{cdregister} + t_{cdlogic} \geq t_{hold}$

Sequential Circuit Timing.

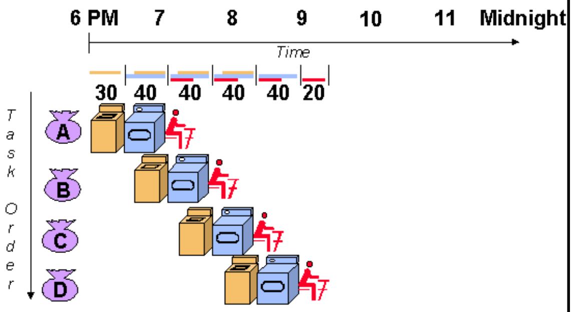


$T_{clk} > t_{c-q} + t_{plogic} + t_{su}$

$t_{plogic} = t_{p,add} + t_{p,abs} + t_{p,log}$

How to reduce T_{clk}?

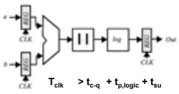
Pipelined Laundry System



Also: http://en.wikipedia.org/wiki/Pipelining

From http://cse.stanford.edu/class/sophomore-college/projects-00/risc/pipelining/index.html which credited http://www.ece.arizona.edu/~ece462/Lec03-pipe/

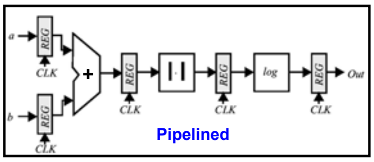
Pipelining



$T_{clk} > t_{c-q} + t_{p,logic} + t_{su}$

$T_{p,logic} = t_{p,add} + t_{p,abs} + t_{p,log}$

Non-pipelined



Pipelined

Clock Period	Adder	Absolute Value	Logarithm
1	$a_1 + b_1$		
2	$a_2 + b_2$	$\|a_1 + b_1\|$	
3	$a_3 + b_3$	$\|a_2 + b_2\|$	$\log(\|a_1 + b_1\|)$
4	$a_4 + b_4$	$\|a_3 + b_3\|$	$\log(\|a_2 + b_2\|)$
5	$a_5 + b_5$	$\|a_4 + b_4\|$	$\log(\|a_3 + b_3\|)$

§ 7.5

$T_{clk} > t_{c-q} + \max(t_{p,add}, t_{p,abs}, t_{p,log}) + t_{su}$

- Improve resource utilization
- Increase functional throughput

Pipelining Observations

- Very popular/effective measure to increase functional **throughput and resource utilization**
- At the cost of increased *latency*
- All high performance microprocessors excessively use pipelining in **instruction fetch-decode-execute sequence**
- Pipelining efficiency may fall dramatically because of **branches** in program flow
  - Requires emptying of pipeline and **restarting**
  - Partially remedied by **advanced branch prediction** techniques
- But all is dictated by **GHz marketing drive**
  - All a customer asks is: **“How many GHz?”**
  - Or says: **“Mine is … GHz!”**

Bottom line: more flip-flops, greater timing design problems

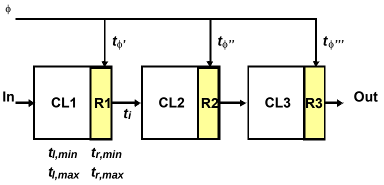
The Clock Skew Problem

- In Single Phase Edge Triggered Clocking
- In Two Phase Master-Slave Clocking

(Also: Katz § 6.2.2)

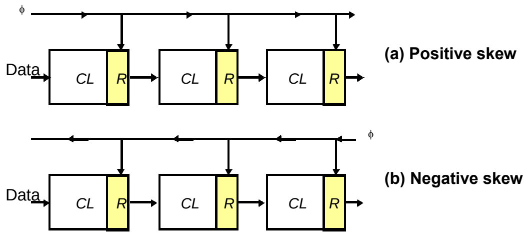
The Clock Skew Problem

Clock Rates >> 1 Ghz in CMOS



- Clock Edge Timing Depends upon Position
  - Because clock network forms distributed RC line with lumped load capacitances at multiple sites (see earlier slide)
- (Relative) Clock Skew $\delta = t_{\phi''} - t_{\phi'}$
- Clock skew can take significant portion of T_{clk}

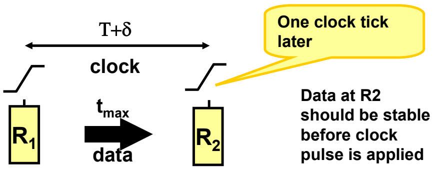
Positive and Negative Skew



(a) Positive skew

(b) Negative skew

Edge-Triggered Slow Path Skew Constraint



Data at R2 should be stable before clock pulse is applied

Timing constraint (t_i = interconnect delay)

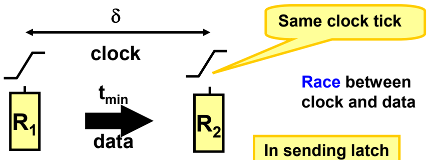
$T + \delta \geq t_{max} = t_{p,logic} + t_i + \boxed{t_{c\text{-}q,max} + t_{su}}$

Internal delay of flip-flop

$T \geq t_{max} - \delta$

- Minimum Clock Period Determined by Maximum Delay between Latches minus skew

Edge-Triggered Fast Path Skew Constraint



Race between clock and data

Timing constraint

$\delta \leq t_{min} = t_{cd,logic} + t_i + t_{c\text{-}q,min} - t_{hold}$

In sending latch

In recv. latch

- Maximum Clock Skew Determined by Minimum Delay between Latches

Clock Constraints in Edge-Triggered Logic

$T \geq t_{max} - \delta$	$\delta \leq t_{min}$

- Observe:
  - Minimum Clock Period Determined by Maximum Delay between Registers minus clock skew
  - Maximum Clock Skew Determined by Minimum Delay between Registers
- Conclude:
  - Positive skew must be bounded
  - Negative skew reduces maximum performance

Controlling Clock Skew

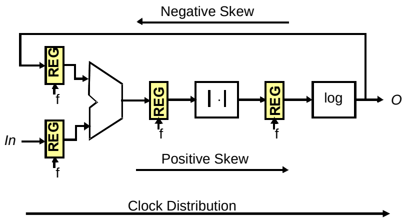
Case Study

§10.3.3

Countering Clock Skew Problems

- Routing the clock in opposite direction of data (negative skew)
  - Hampers performance
  - Dataflow not always uni-directional
  - Maybe at sub circuit (e.g. datapath) level
  - Other approaches needed at global chip-level
  - Useful skew (or beneficial skew) is serious concept
- Enlarging non-overlap periods of clock [only with two-phase clocking]
  - Hampers performance
  - Can theoretically always be made to work
  - Delay in clock network may require impractical/excessively large scheduled $T_{\phi 12}$ to guarantee minimum $T_{\phi 12}$ everywhere across chip
  - Is becoming less popular for large high performance chips

Dataflow not unidirectional

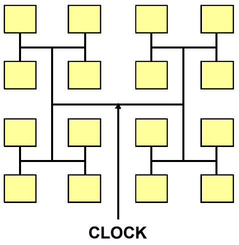


- Data and Clock Routing
- Cannot unambiguously route clock in opposite direction of data
- Need bounded skew

Need bounded Skew

- Bounded skew most practical measure to guarantee functional correctness without reducing performance
- Clock Network Design
  - Interconnect material
  - Shape of clock-distribution network
  - Clock driver, buffers
  - Clock-line load
  - Clock signal rise and fall times
  - …

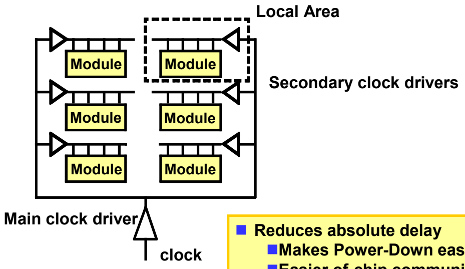
H-tree Clock Network



- All blocks equidistant from clock source ⇒ zero (relative) skew
- Sub blocks should be small enough to ignore intra-block skew
- In practice perfect H-tree shape not realizable

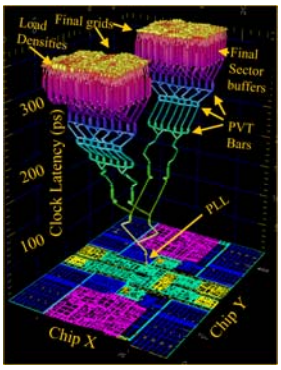
Observe: Only Relative Skew Is Important

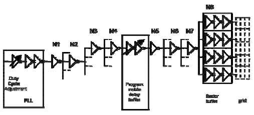
Clock Network with Distributed Buffering



- Reduces absolute delay
  - Makes Power-Down easier
  - Easier of-chip communication
- Sensitive to variations in Buffer Delay

Power6 Clock Distribution

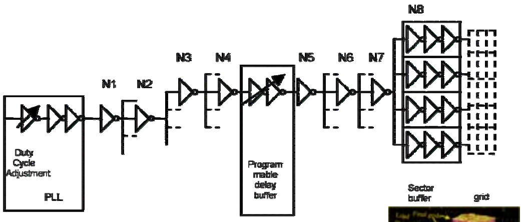


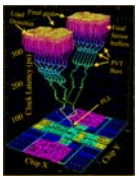


- Latency ~ cycle time

friedrich, isscc 2007

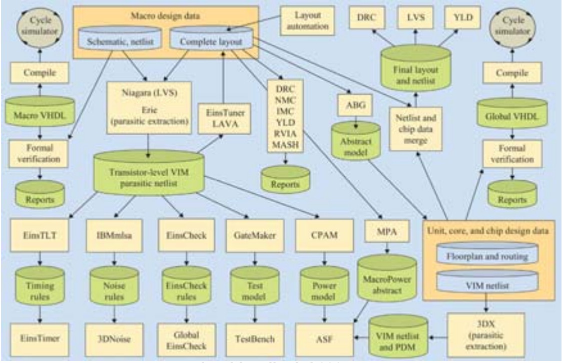
Power6 Clock Distribution





stolt, jssc 2008

IBM Power6 Physical Design Flow



berridge, ibmjrd 2007

Timing Design

- Clocking Scheme is important design decision
- Influences
  - Power
  - Robustness
  - Ease of design, design time
  - Performance
  - Area, shape of floor plan
- Needs to be planned early in design phase
- But is becoming design bottle neck nevertheless
  - Clock frequencies increase
  - Die sizes increase
  - Clock skew significant fraction of T_{clk}
- Alternatives
  - Asynchronous *or* self-timed

Not in this course ☺

Summary

- Timing Design Background and Motivation
  - Delay variations, impact
  - Sequential circuits, synchronous design
  - Pipelining, metrics reminder
- The Clock Skew Problem
- Controlling Clock Skew
- Case Study

Got basic appreciation of some **system level design issues?**