MODULE 8

MODULARITY

Course Material for Modularity

Chapter 11 P = primair, I = Illustratie, O = overslaan

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Outline

- Background on Modular Design
  - Hierarchy, reuse, regularity
  - Architecture, bit-slicing
- Adder Design
- Multiplier Design
- Shifter Design
- Layout Strategies (regularity)
- Design as a Trade-Off

contains a lot of reminders

Get further appreciation of some system level design issues

Adder Design

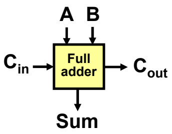
- Adders are fundamental building blocks
  - Digital filtering (DSP): MP3 en/decoder, GSM, GPS, …
  - Data processing
  - Multiplication
  - Address arithmetic
  - …
- Good performance is key
- Many architectures
  - √ Static adder
  - × Dynamic adder (Manchester Carry Chain)
  - × Pipelined Adder
  - × Carry-Bypass, Carry Lookahead, Carry Select
  - × …
- Design trade-offs, optimization
  - √ Architecture level
  - √ Logic level
  - √ Circuit level
  - √ Layout level

↑ Most effective

↓ Least effective

Also see Digital Systems – Katz § 5.5

Full-Adder



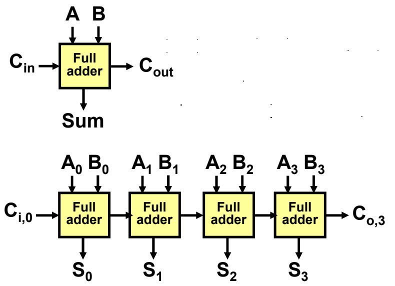
A	B	C_i	S	C_o
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

Add three one-bit numbers

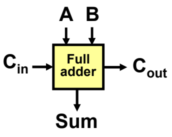
Equivalently: count # 1's in A, B, C_i

Output as 2-bit number $<C_oS>$

The Ripple-Carry Adder



The Binary Adder



	$\bar{C}$	C
$\bar{A}\bar{B}$		1
$\bar{A}B$	1	
AB		1
$A\bar{B}$	1	

(a) SUM

	$\bar{C}$	C
$\bar{A}\bar{B}$		
$\bar{A}B$		1
AB	1	1
$A\bar{B}$		1

AB + BC + AC

(b) CARRY

$S = A \oplus B \oplus C_i$

$= \bar{A}\bar{B}C_i + \bar{A}B\bar{C}_i + A\bar{B}\bar{C}_i + ABC_i$

$C_0 = AB + BC_i + AC_i$

AND-OR expressions for sum and carry

Naïve Complementary CMOS Implementation

- Use DeMorgan to convert AND-OR expressions for *SUM* and *CARRY* to NAND-NAND
- $PQ + RS = \overline{\overline{PQ}\;\overline{RS}}$ (example)

Q: What is advantage of NAND-NAND over NOR-NOR? Consider drive strength vs. area

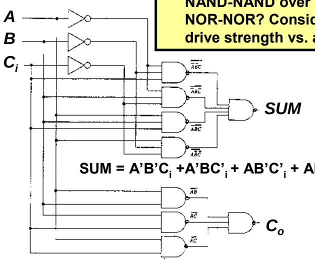
Transistor Count

3 × INVERT

3 × NAND-2

5 × NAND-3

1 × NAND-4


A
B
C_i
$\overline{\bar{A}\bar{B}C}$
$\overline{\bar{A}B\bar{C}}$
$\overline{A\bar{B}\bar{C}}$
$\overline{ABC}$
SUM
$\overline{AB}$
$\overline{BC}$
$\overline{AC}$
C_o

SUM = $A'B'C_i + A'BC'_i + AB'C'_i + ABC_i$

Can do better using more clever boolean factoring, but…

Full-Adder Boolean Factoring

$S = A\bar{B}\bar{C}_i + \bar{A}B\bar{C}_i + \bar{A}\bar{B}C_i + ABC_i$

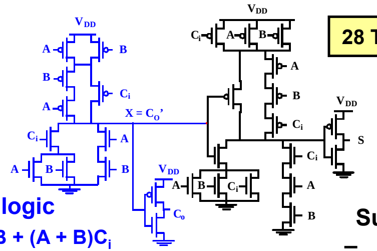
$= ABC_i + \bar{C}_0(A + B + C_i)$

$C_0 = AB + BC_i + AC_i$

$= AB + (A + B)C_i$

A	B	C_i	S	C_o
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

Improved Complementary Static Full Adder



28 Transistors

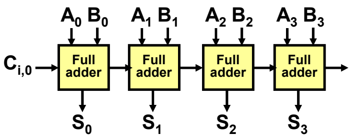
Carry logic

$C_0 = AB + (A + B)C_i$

Sum logic

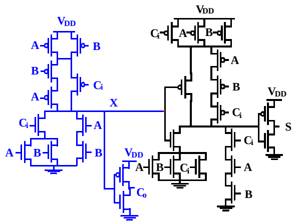
$S = ABC_i + \bar{C}_0(A + B + C_i)$

Ripple-Carry Adder Delay



- Worst case delay through full carry path (ripple carry)
- Linear with the number of bits (N)
- T_{adder} = (N-1) T_{carry} + Max (T_{carry}, T_{sum})
- T_{adder} = O(N) "T_{adder} is of Order N" *means linear with N*
- **Goal: Make the fastest possible carry path circuit**

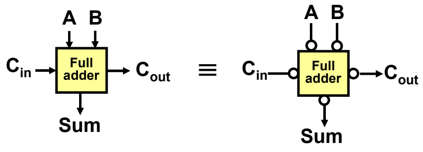
Adder Evaluation



Carry Chain:

- Long PMOS chains
- High C at X
- 2 (inverting) stages

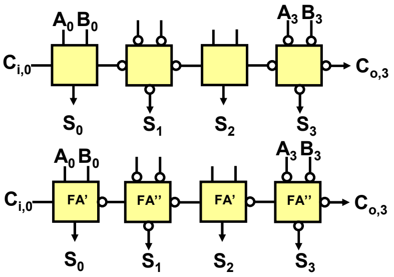
Inversion Property



$$\overline{S}(A,B,C_i) = S(\overline{A},\overline{B},\overline{C_i})$$

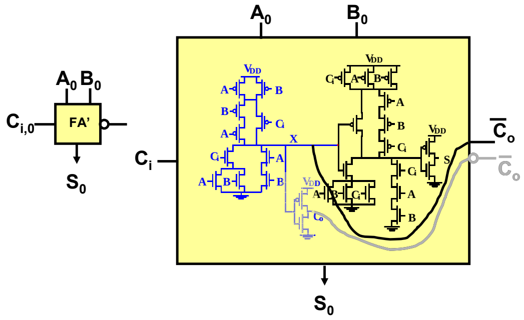
$$\overline{C_0}(A,B,C_i) = C_0(\overline{A},\overline{B},\overline{C_i})$$

Minimize Critical Path by Reducing Inverting Stages



- Can eliminate inverter in carry from each FA
- Need 2 different types of cells, but both with inverting carry – will require only one stage per bit

Eliminate Inverter In Carry



Multiplier Design

- Multipliers are fundamental building blocks too
  - Digital filtering (DSP): MP3 en/decoder, GSM, GPS, …
  - Data processing
  - Address arithmetic
  - …
- Good performance is key, often they are the performance bottleneck
- Multipliers are complex arrays of adders
- Many architectures
  - ✓ Basic Array Multiplier
  - ✗ Bit-serial
  - ✗ Booth-encoding multiplier
  - ✗ Baugh-Wooley multiplier
  - ✗ Wallace tree multiplier
  - ✗ …
- Design trade-offs, optimization
  - ✓ Architecture level, Logic level, Circuit level, Layout level

The Binary Multiplication

$$X = \sum_{i=0}^{M-1} X_i 2^i \quad Y = \sum_{j=0}^{N-1} Y_j 2^j$$

$$Z = X \times Y = \sum_{k=0}^{M+N-1} Z_k 2^k$$

$$= \left(\sum_{i=0}^{M-1} X_i 2^i\right)\left(\sum_{j=0}^{N-1} Y_j 2^j\right)$$

$$= \underbrace{\sum_{i=0}^{M-1}\left(\sum_{j=0}^{N-1}\right.}_{\text{ADD}} \underbrace{X_i Y_j}_{\text{AND}} \left.\underbrace{2^{i+j}}_{\text{SHIFT}}\right)$$

Example: 42 x 11 = 462

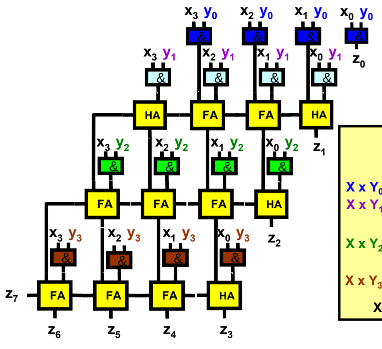
```
       1 0 1 0 1 0
           1 0 1 1  x
       -----------
       1 0 1 0 1 0
     1 0 1 0 1 0
   0 0 0 0 0 0
 1 0 1 0 1 0
 -----------------  +
 1 1 1 0 0 1 1 1 0
```

Each partial product formed by bitwise AND operation

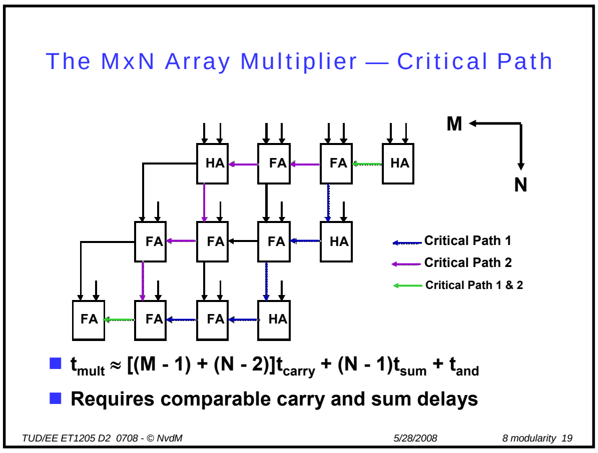
Partial products are shifted before being added

- **Conclusion:** similar to decimal multiplication
- $X_{10} \times Y_{10} = \sum_{i=0}^{M-1}\left(\sum_{j=0}^{N-1} X_i Y_j 10^{i+j}\right)$

The Array Multiplier

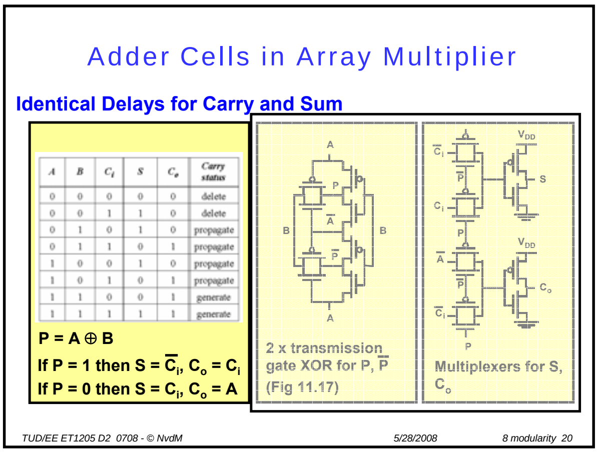


```
              X       1 0 1 0
              Y       1 0 1 1
                      -------  x
X x Y_0 x 2^0         1 0 1 0
X x Y_1 x 2^1       1 0 1 0
                    ---------  +
                    0 1 1 1 0
X x Y_2 x 2^2     0 0 0 0
                  -----------  +
                  1 0 1 1 1 0
X x Y_3 x 2^3   1 0 1 0
                -------------  +
          X x Y 1 0 0 1 1 1 0
```



The MxN Array Multiplier — Critical Path

- $t_{mult} \approx [(M - 1) + (N - 2)]t_{carry} + (N - 1)t_{sum} + t_{and}$
- Requires comparable carry and sum delays



Adder Cells in Array Multiplier

Identical Delays for Carry and Sum

A	B	C_i	S	C_o	Carry status
0	0	0	0	0	delete
0	0	1	1	0	delete
0	1	0	1	0	propagate
0	1	1	0	1	propagate
1	0	0	1	0	propagate
1	0	1	0	1	propagate
1	1	0	0	1	generate
1	1	1	1	1	generate

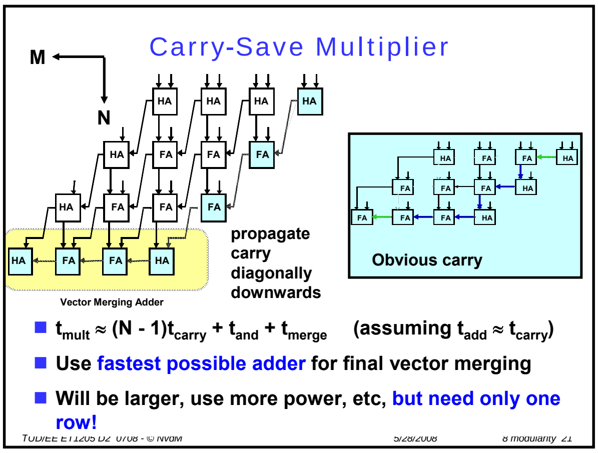
$P = A \oplus B$

If $P = 1$ then $S = \overline{C_i}$, $C_o = C_i$

If $P = 0$ then $S = C_i$, $C_o = A$

2 x transmission gate XOR for P, $\overline{P}$ (Fig 11.17)

Multiplexers for S, C_o



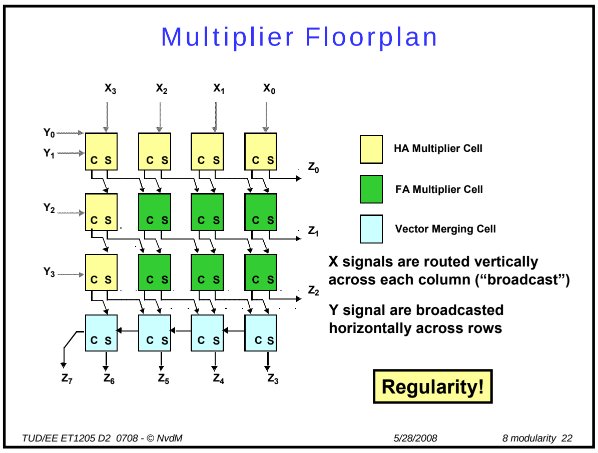
Carry-Save Multiplier

Vector Merging Adder

propagate carry diagonally downwards

Obvious carry

- $t_{mult} \approx (N - 1)t_{carry} + t_{and} + t_{merge}$ (assuming $t_{add} \approx t_{carry}$)
- Use fastest possible adder for final vector merging
- Will be larger, use more power, etc, but need only one row!



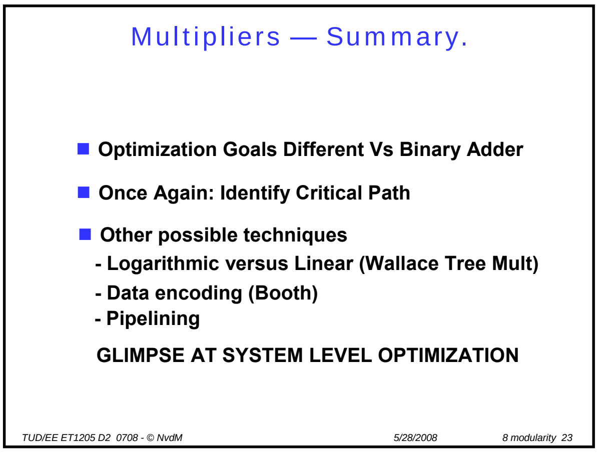
Multiplier Floorplan

🟨	HA Multiplier Cell
🟩	FA Multiplier Cell
▢	Vector Merging Cell

X signals are routed vertically across each column (“broadcast”)

Y signal are broadcasted horizontally across rows

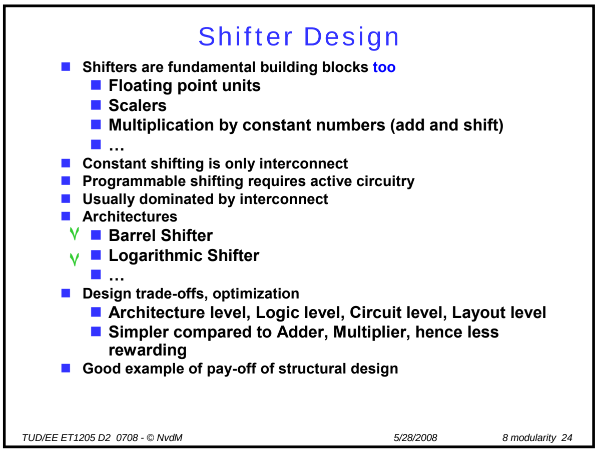
Regularity!



Multipliers — Summary.

- Optimization Goals Different Vs Binary Adder
- Once Again: Identify Critical Path
- Other possible techniques
  - Logarithmic versus Linear (Wallace Tree Mult)
  - Data encoding (Booth)
  - Pipelining

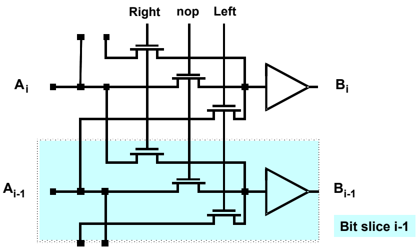
GLIMPSE AT SYSTEM LEVEL OPTIMIZATION



Shifter Design

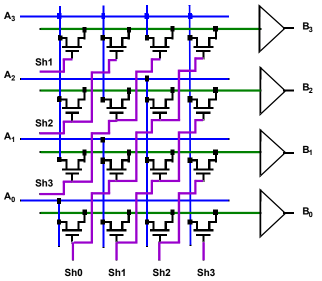
- Shifters are fundamental building blocks too
  - Floating point units
  - Scalers
  - Multiplication by constant numbers (add and shift)
  - …
- Constant shifting is only interconnect
- Programmable shifting requires active circuitry
- Usually dominated by interconnect
- Architectures
  - √ Barrel Shifter
  - √ Logarithmic Shifter
  - …
- Design trade-offs, optimization
  - Architecture level, Logic level, Circuit level, Layout level
  - Simpler compared to Adder, Multiplier, hence less rewarding
- Good example of pay-off of structural design

The Binary Shifter



- Multibit shifters by cascading
- M stages for M-bit shift
- Complex and slow for larger M
- More structured approach needed

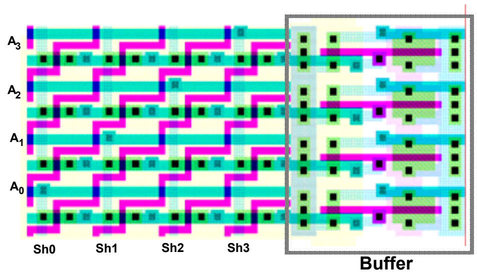
The Barrel Shifter



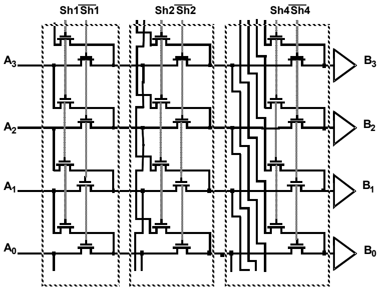
- Shift 1-N positions
- One control bit high

- Need M stages for M-bit shift
- Signal passes only one pass-transistor => delay?
- Area Dominated by Wiring, not (always) by # transistors

4x4 Barrel Shifter

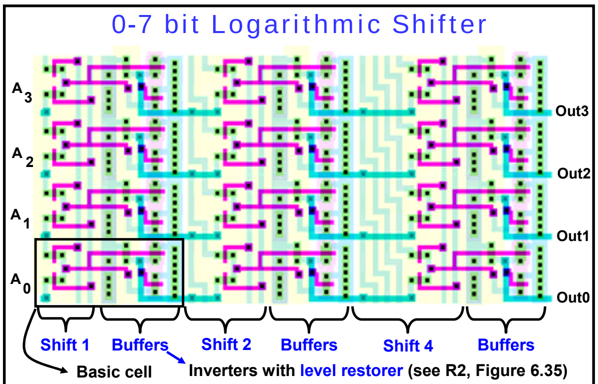


Logarithmic Shifter



- Section i shifts $2^{(i-1)}$ bits
- Need only log_2M stages for M-bit shift

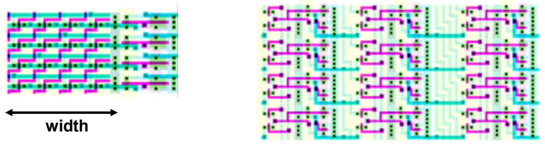
0-7 bit Logarithmic Shifter



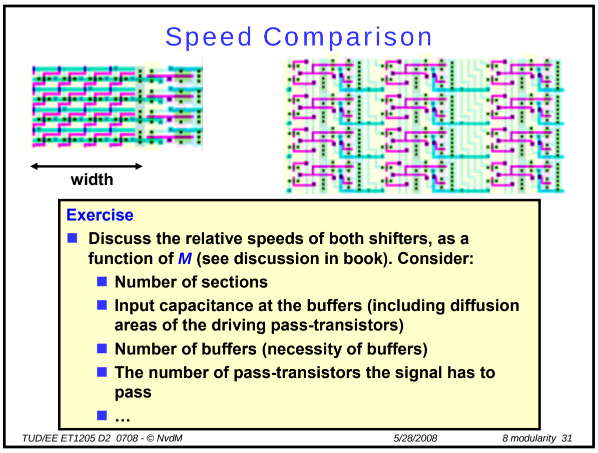
Inverters with level restorer (see R2, Figure 6.35)

Exercise: decipher layout of basic cell and draw transistor circuit

Size Comparison



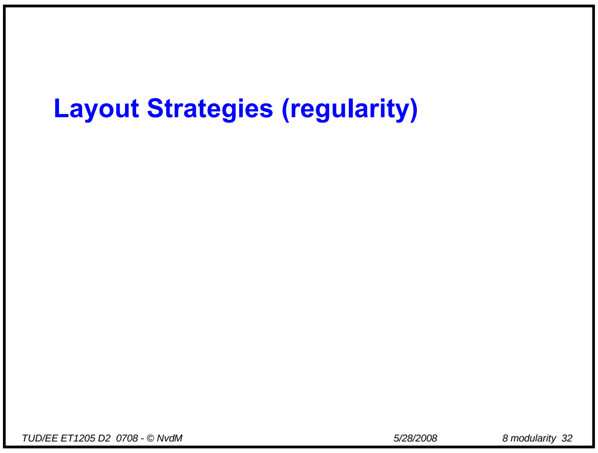
- *M* is maximum bit displacement, $K = log_2M$
- For large *M*, width is dominated by vertical metal wires
- Disregard buffer size, only count vertical wires
- Barrel shifter needs 1 control and 1 data wire per stage
- # Wires: $2M$
- Log shifter needs 2 control + 2^{i-1} data wires for stage *i*
- # Wires: $2K+(1+2+4+\ldots+2^{K-1}) = 2K+2^K-1 = 2\,log_2M + M - 1$
- Log shifter will have smaller area for larger *M*!



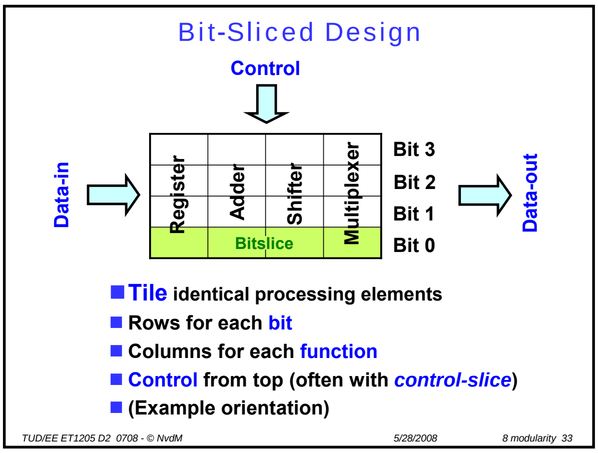
Speed Comparison

Exercise

- Discuss the relative speeds of both shifters, as a function of *M* (see discussion in book). Consider:
  - Number of sections
  - Input capacitance at the buffers (including diffusion areas of the driving pass-transistors)
  - Number of buffers (necessity of buffers)
  - The number of pass-transistors the signal has to pass
  - …

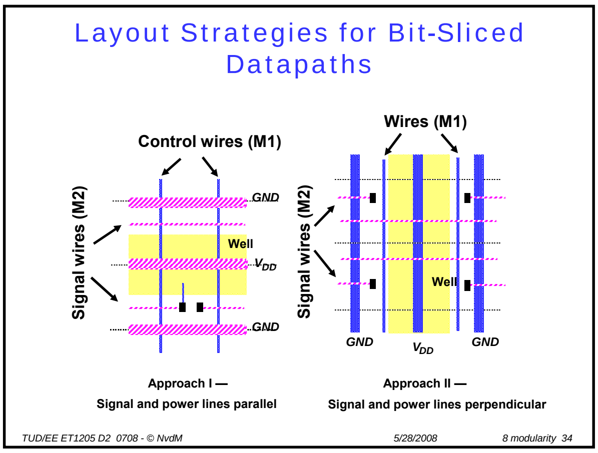


Layout Strategies (regularity)



Bit-Sliced Design

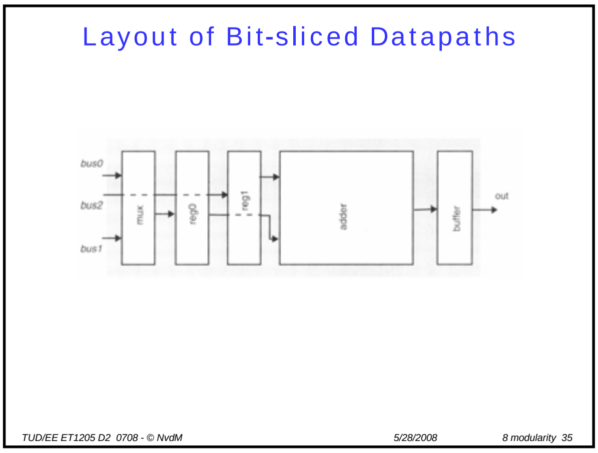
- **Tile** identical processing elements
- Rows for each **bit**
- Columns for each **function**
- **Control** from top (often with ***control-slice***)
- (Example orientation)



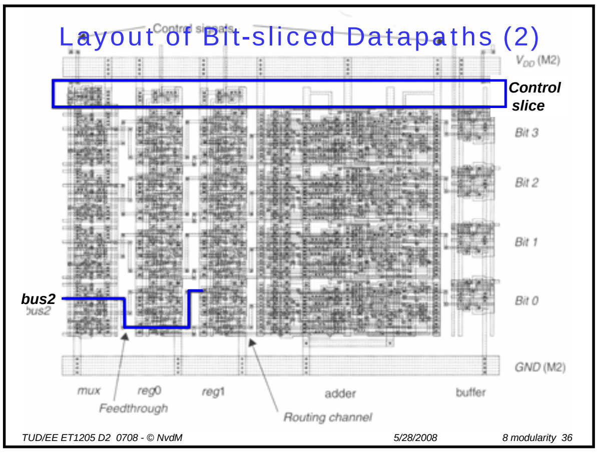
Layout Strategies for Bit-Sliced Datapaths

Approach I — Signal and power lines parallel

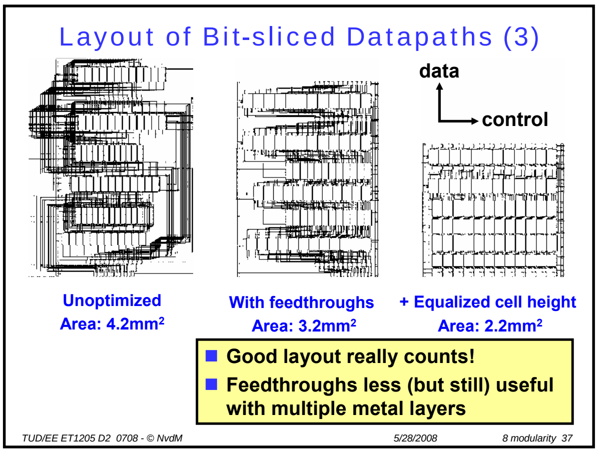
Approach II — Signal and power lines perpendicular



Layout of Bit-sliced Datapaths



Layout of Bit-sliced Datapaths (2)



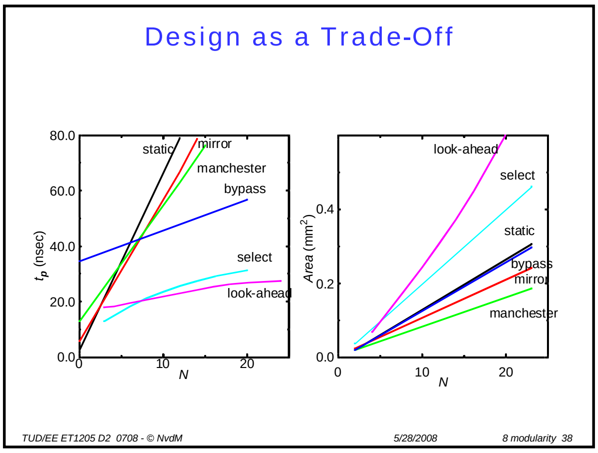
Layout of Bit-sliced Datapaths (3)

Unoptimized
Area: 4.2mm^2

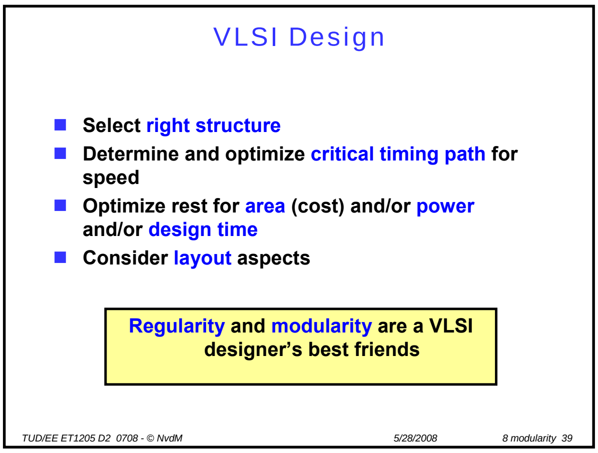
With feedthroughs
Area: 3.2mm^2

+ Equalized cell height
Area: 2.2mm^2

- **Good layout really counts!**
- **Feedthroughs less (but still) useful with multiple metal layers**



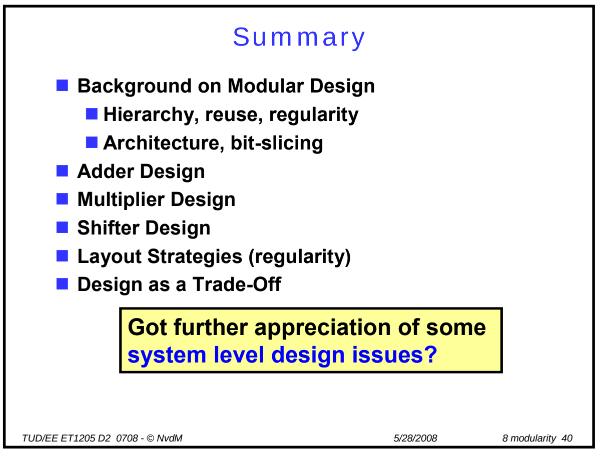
Design as a Trade-Off



VLSI Design

- **Select right structure**
- **Determine and optimize critical timing path for speed**
- **Optimize rest for area (cost) and/or power and/or design time**
- **Consider layout aspects**

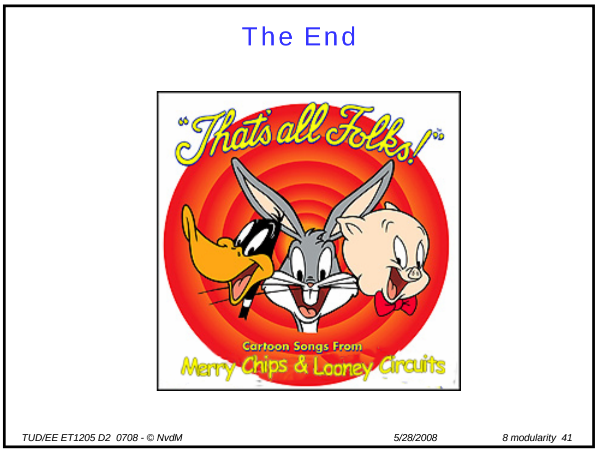
Regularity and modularity are a VLSI designer's best friends



Summary

- **Background on Modular Design**
  - **Hierarchy, reuse, regularity**
  - **Architecture, bit-slicing**
- **Adder Design**
- **Multiplier Design**
- **Shifter Design**
- **Layout Strategies (regularity)**
- **Design as a Trade-Off**

Got further appreciation of some system level design issues?



The End