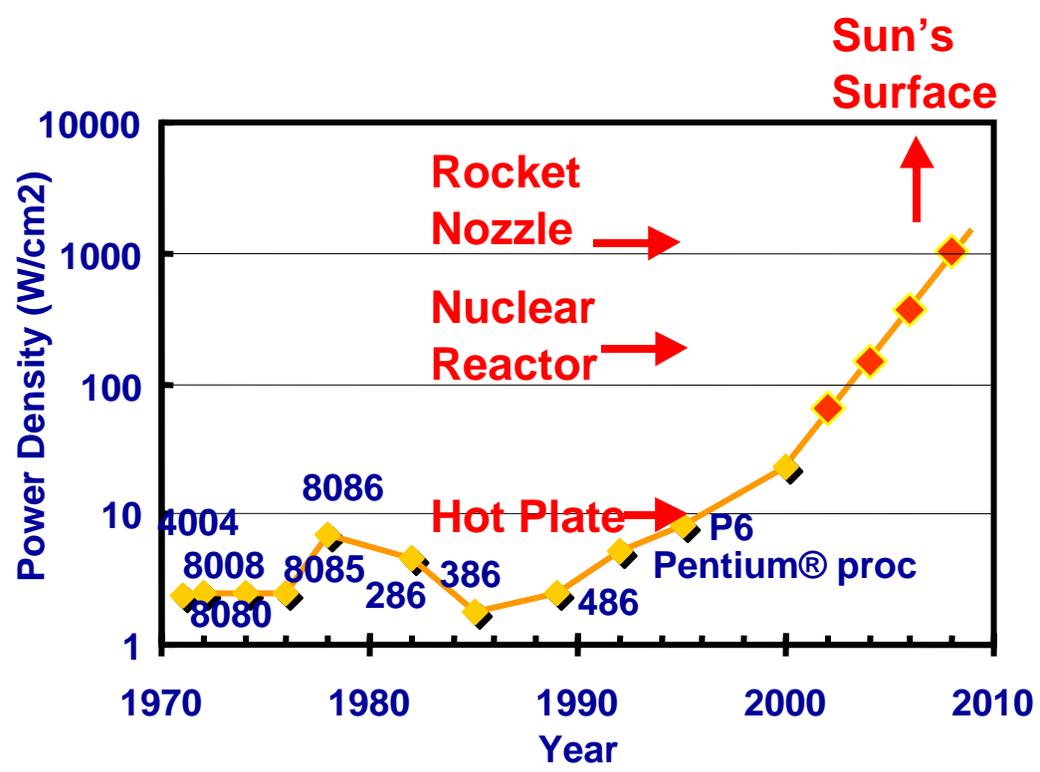
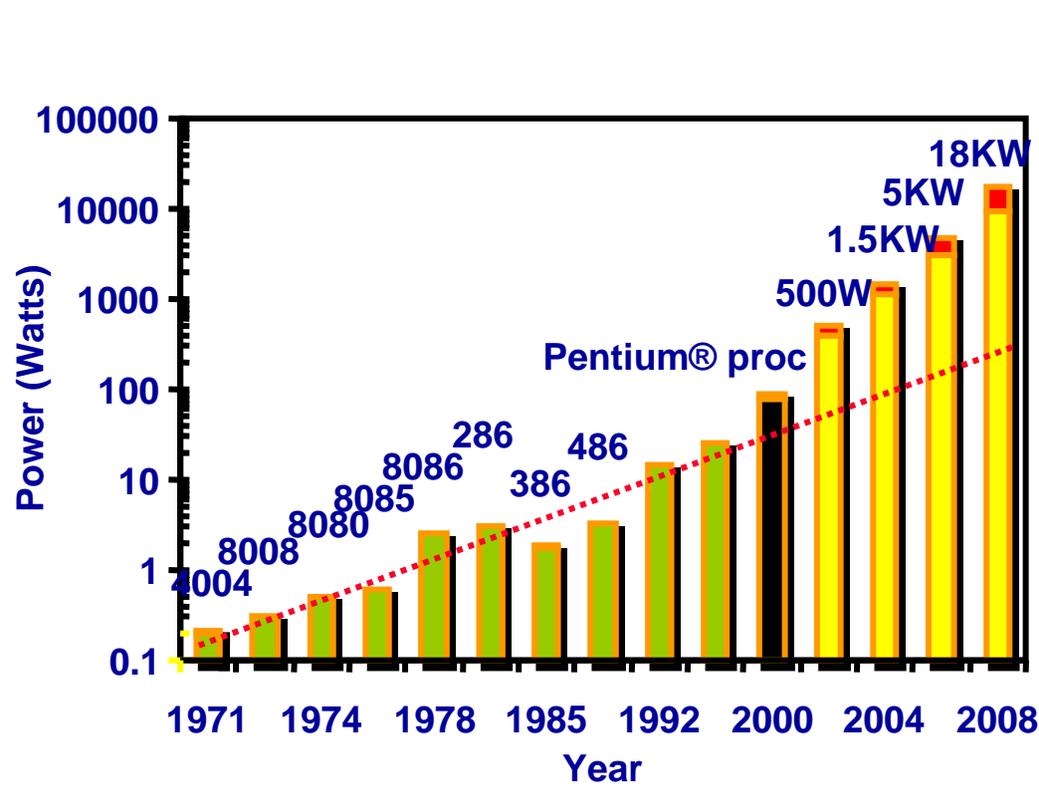
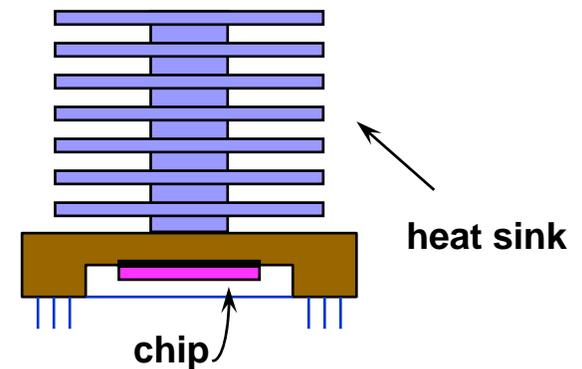


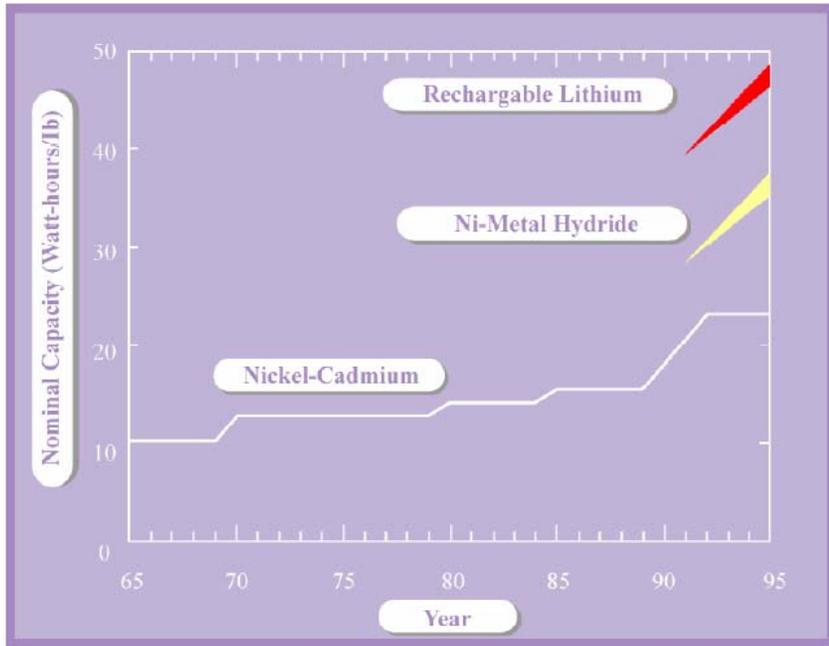
L16: Power Dissipation in Digital Systems



Courtesy Intel (S. Borkar)

How do you cool these chips??





(Image by MIT OCW. Adapted from Jon Eager, Gates Inc. , S. Watanabe, Sony Inc.)



Image by MIT OCW.

The Energy Problem

7.5 cm³
AA battery

Alkaline:
~10,000J

What can *One Joule* of energy do?

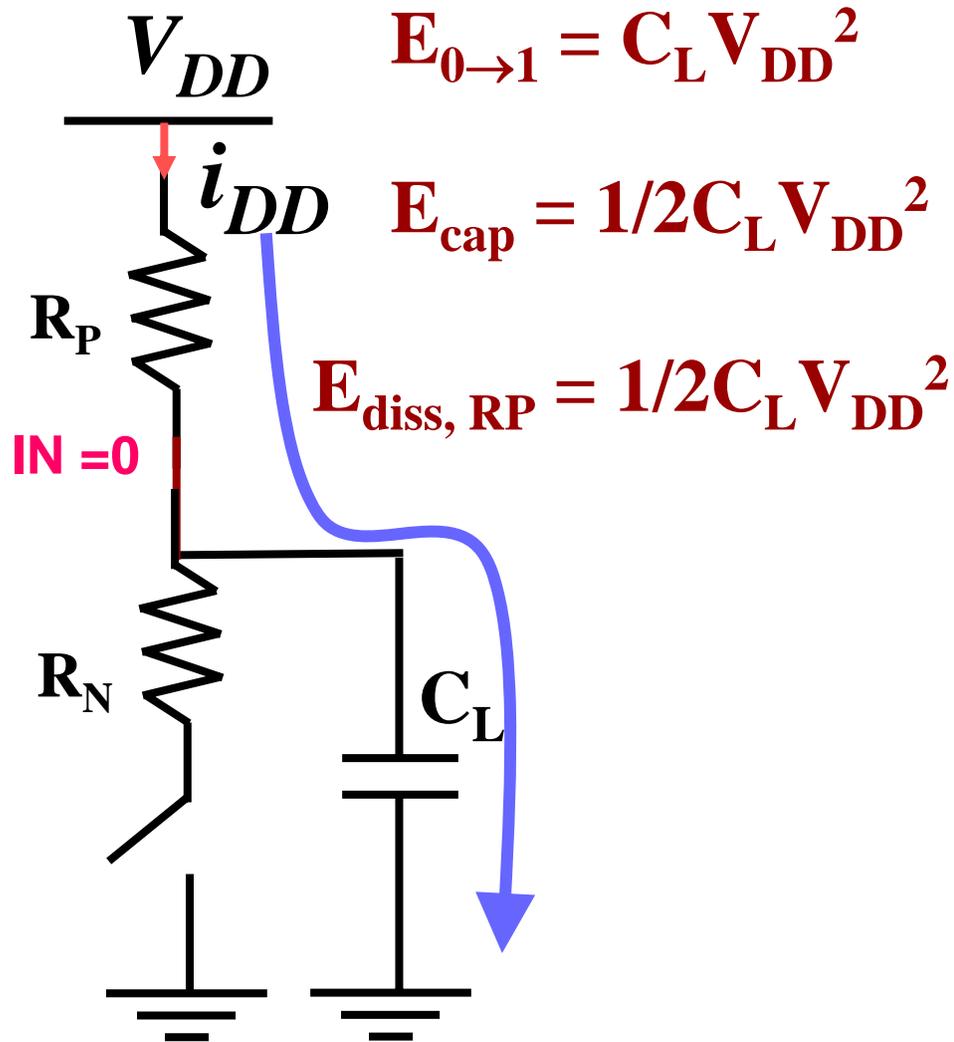
Mow your lawn for
1 ms

Operate a processor
for ~ 7s

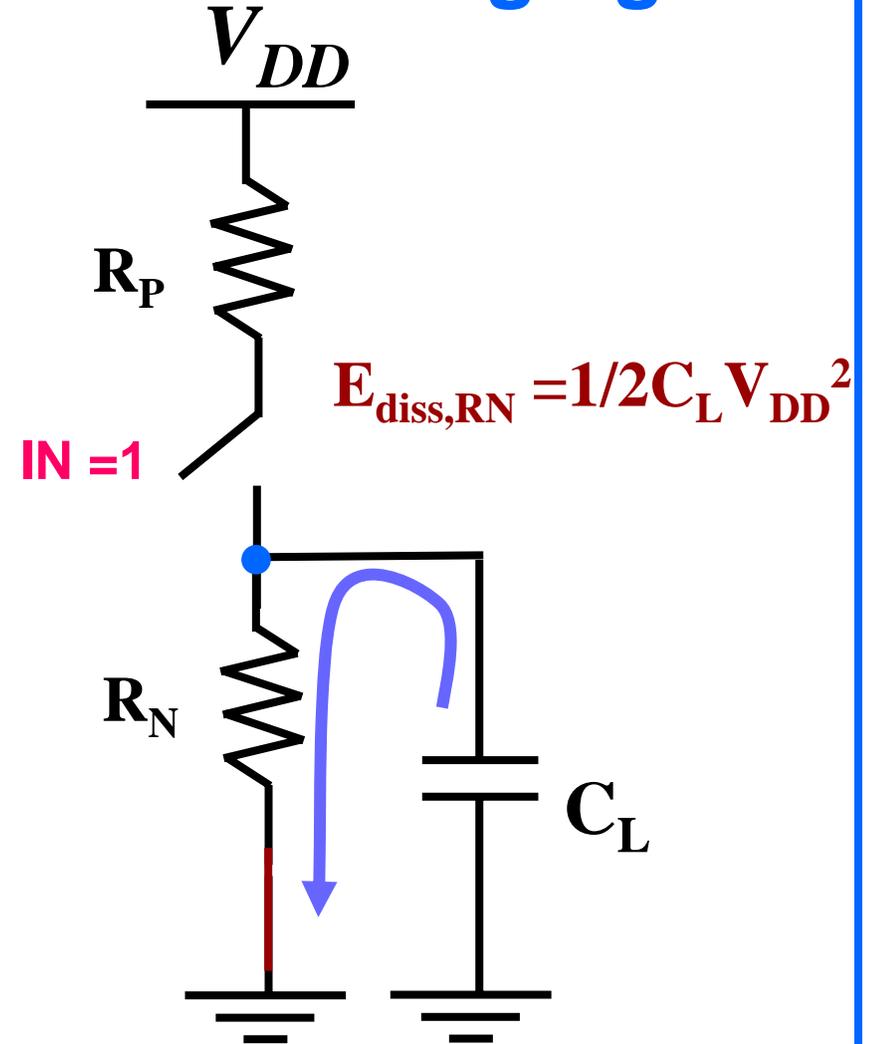
Send a 1 Megabyte
file over
802.11b

No Moore's law for batteries...
Today: Understand where power goes and ways to manage it

Charging

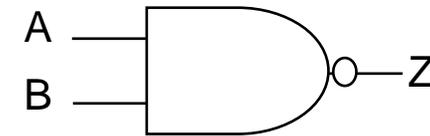


Discharging



$$P = C_L V_{DD}^2 f_{clk}$$

Current Input	Next Input	Output Transition
00	00	1 \rightarrow 1
00	01	1 \rightarrow 1
00	10	1 \rightarrow 1
00	11	1 \rightarrow 0
01	00	1 \rightarrow 1
01	01	1 \rightarrow 1
01	10	1 \rightarrow 1
01	11	1 \rightarrow 0
10	00	1 \rightarrow 1
10	01	1 \rightarrow 1
10	10	1 \rightarrow 1
10	11	1 \rightarrow 0
11	00	0 \rightarrow 1
11	01	0 \rightarrow 1
11	10	0 \rightarrow 1
11	11	0 \rightarrow 0



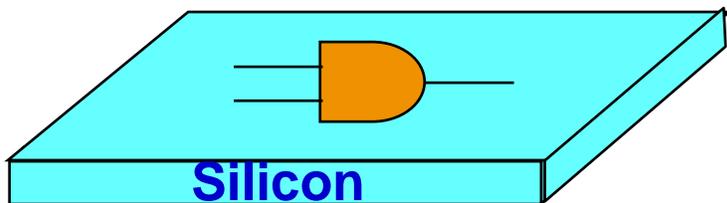
Assume inputs (A,B) arrive at f and are uniformly distributed

What is the average power dissipation?

$$\alpha_{0 \rightarrow 1} = 3/16$$

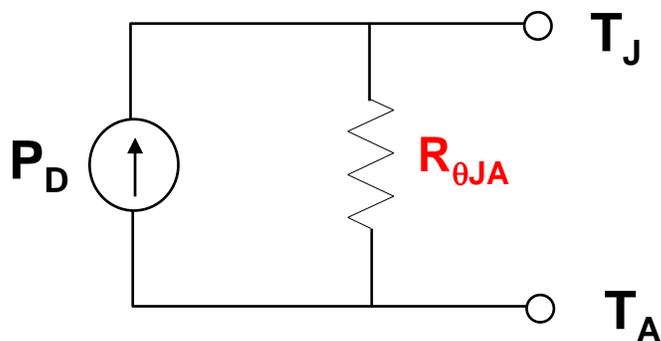
$$P = \alpha_{0 \rightarrow 1} C_L V_{DD}^2 f$$

Simple Scenario



$$T_j - T_a = R_{\theta JA} P_D$$

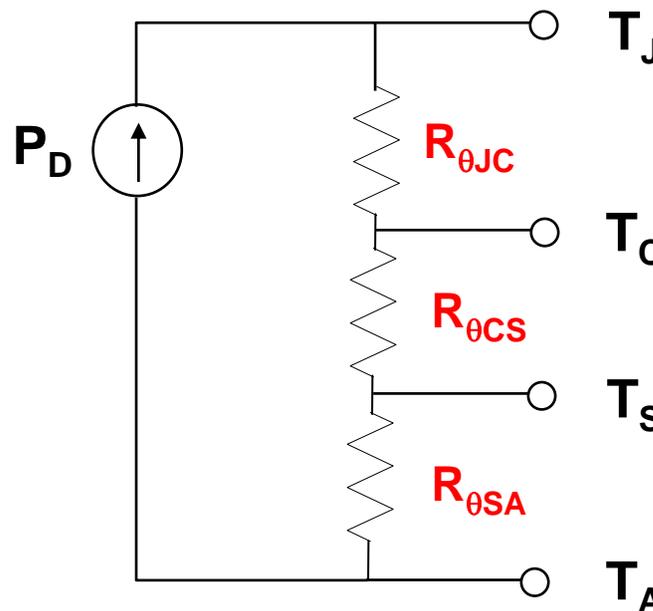
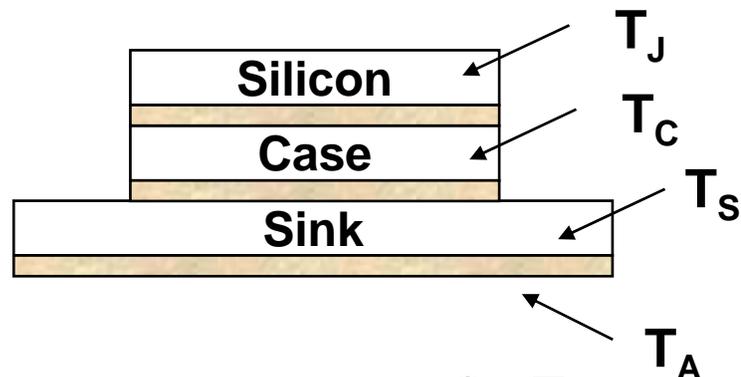
$R_{\theta JA}$ is the thermal resistance between silicon and Ambient



$$T_j = T_a + R_{\theta JA} P_D$$

Make this as low as possible

Realistic Scenario



$$R_{\theta CA} = R_{\theta CS} + R_{\theta SA}$$

is minimized by facilitating heat transfer (bolt case to extended metal surface – heat sink)

- Pentium 4 @ 3.06 GHz dissipates 81.8W!
- Maximum $T_C = 69\text{ }^\circ\text{C}$
- $R_{CA} < 0.23\text{ }^\circ\text{C/W}$ for 50 C ambient
- Typical chips dissipate 0.5-1W (cheap packages without forced air cooling)

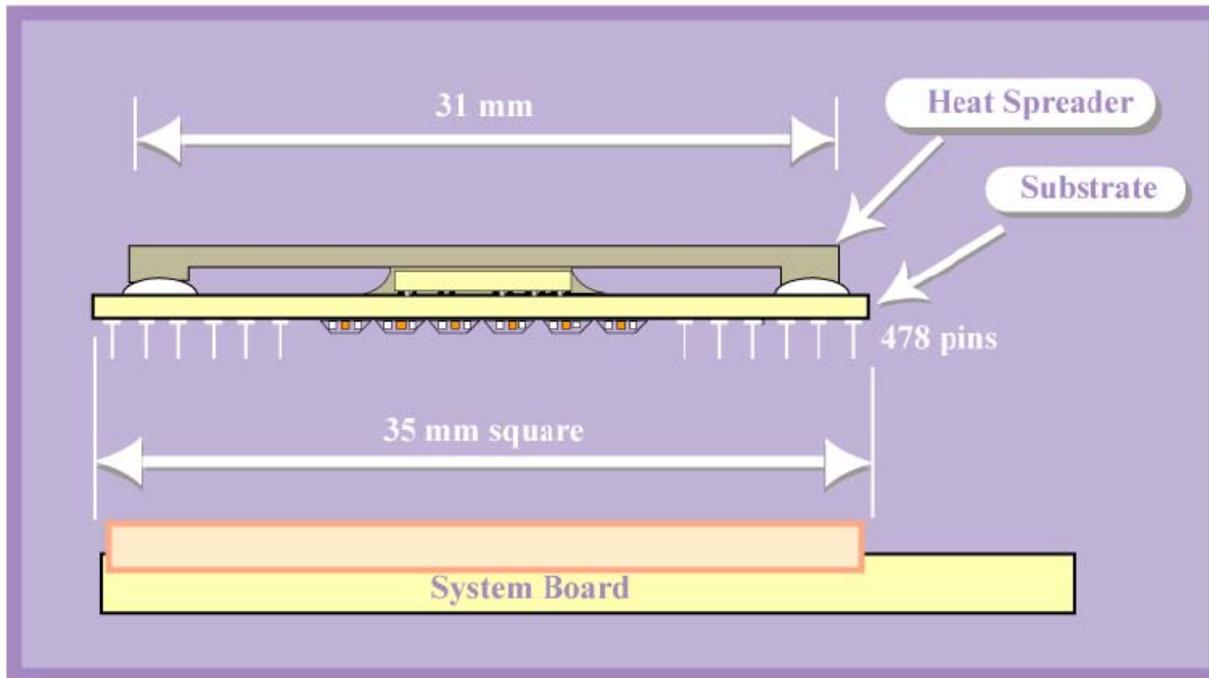


Image by MIT OpenCourseWare.

Processors and Core Frequency	Thermal Design Power (W)
Processors with VID = 1.500V	
2 GHz	52.4
2.20 GHz	55.1
2.26 GHz	56.0
2.40 GHz	57.8
2.50 GHz	59.3
2.53 GHz	59.3
Processors with VID = 1.525V	
2 GHz	54.3
2.20 GHz	57.1
2.26 GHz	58.0
2.40 GHz	59.8
2.50 GHz	61.0
2.53 GHz	61.5
2.60 GHz	62.6
2.66 GHz	66.1
2.80 GHz	68.4
Processors with Multiple VIDs	
2 GHz	54.3
2.20 GHz	57.1
2.26 GHz	58.0
2.40 GHz	59.8
2.50 GHz	61.0
2.53 GHz	61.5
2.60 GHz	62.6
2.66 GHz	66.1
2.80 GHz	68.4
3.06 GHz	81.8

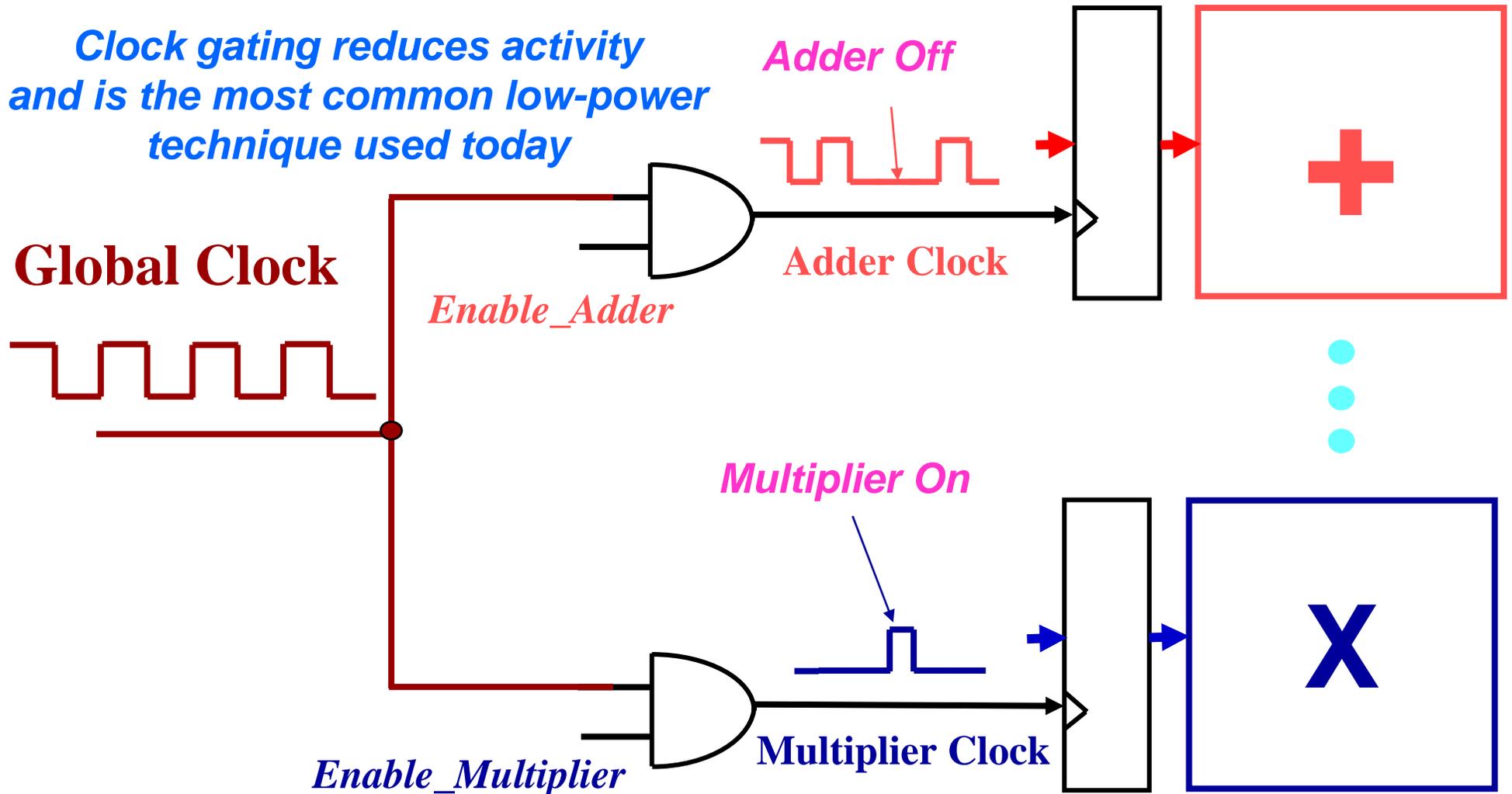
Image by MIT OpenCourseWare. Adapted from Intel Pentium 4 documentation.

$$P = \alpha_{0 \rightarrow 1} C_L V_{DD}^2 f$$

- Reduce Transition Activity or Switching Events
- Reduce Capacitance (e.g., keep wires short)
- Reduce Power Supply Voltage
- Frequency is typically fixed by the application, though this can be adjusted to control power

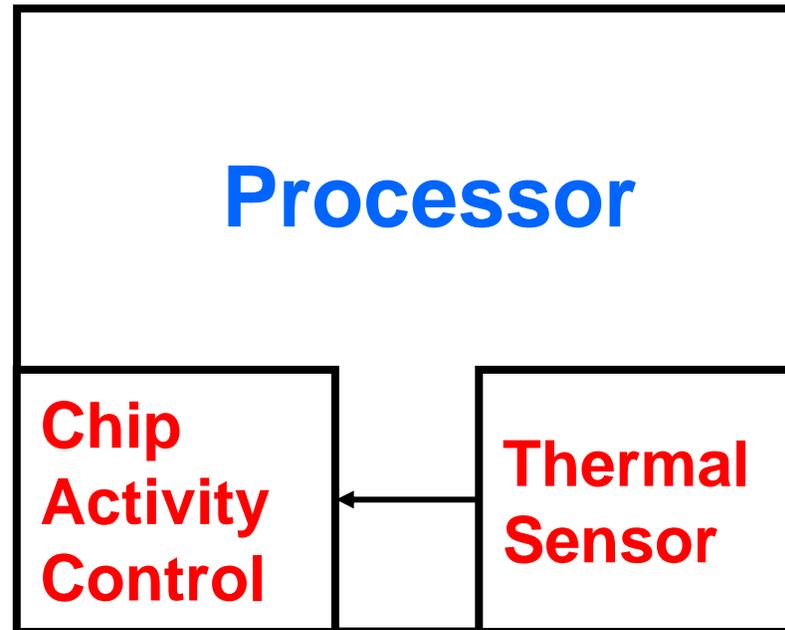
Optimize at all levels of design hierarchy

Clock gating reduces activity and is the most common low-power technique used today



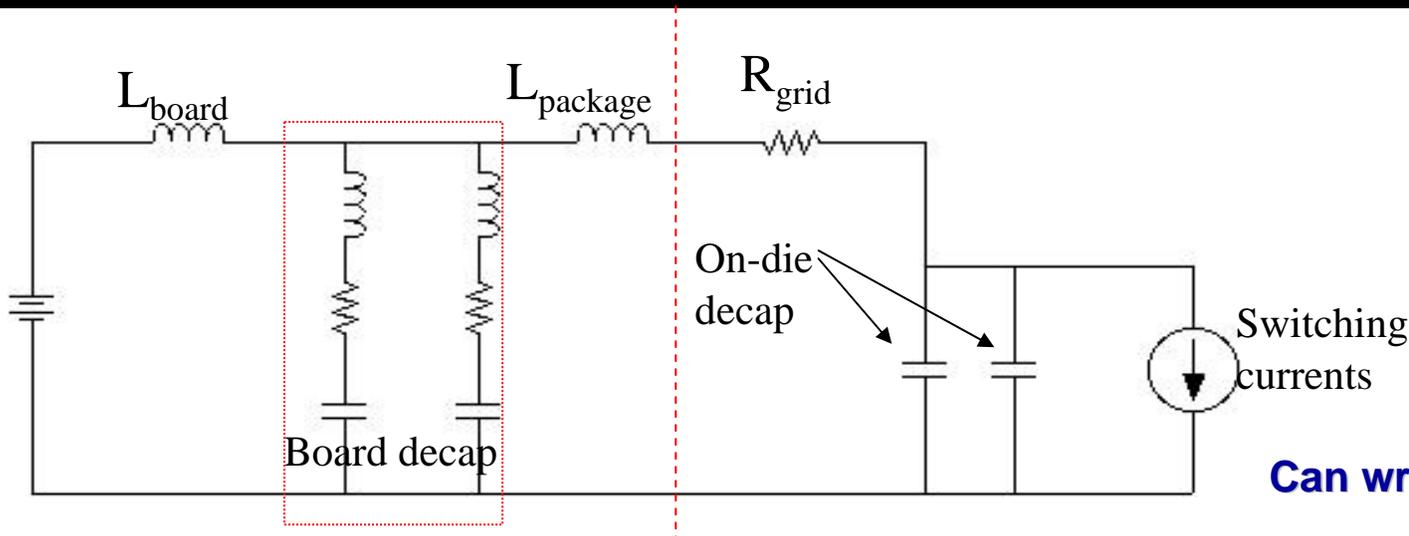
100's of different clocks in a microprocessor

Clock Gating Reduces Energy, does it reduce Power?



- Note that there is a difference between average and peak power
- On-chip thermal sensor (diode based), measures the silicon temperature
- If the silicon junction gets too hot (say 125 °C), then the activity is reduced (e.g., reduce clock rate or use clock gating)

Use of Thermal Feedback



**Can write a Virus to Activate
Power Supply Resonance!**

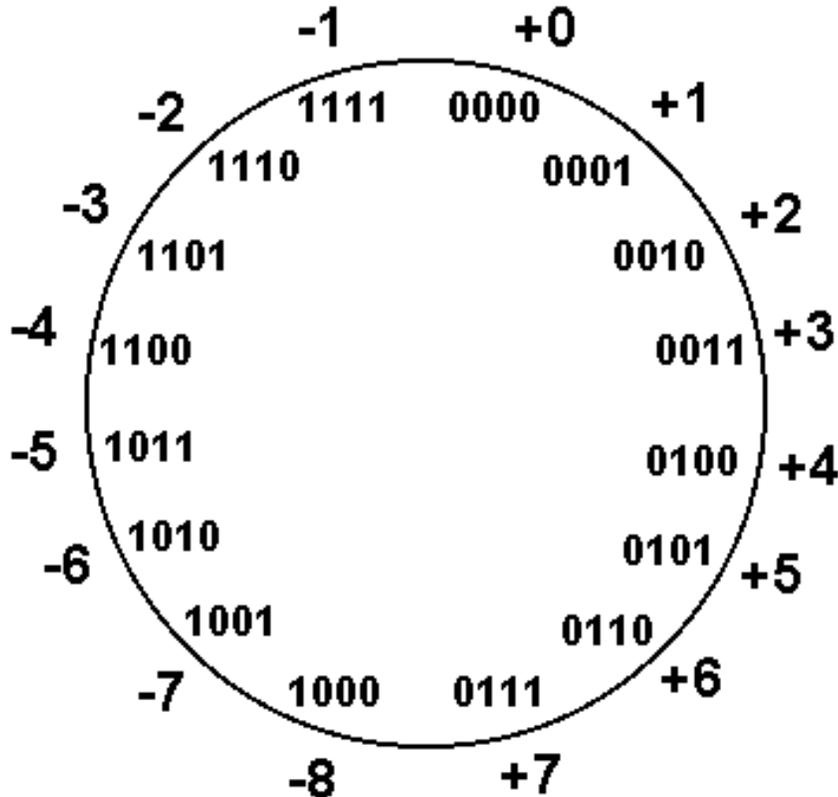
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Image removed due to copyright restrictions.

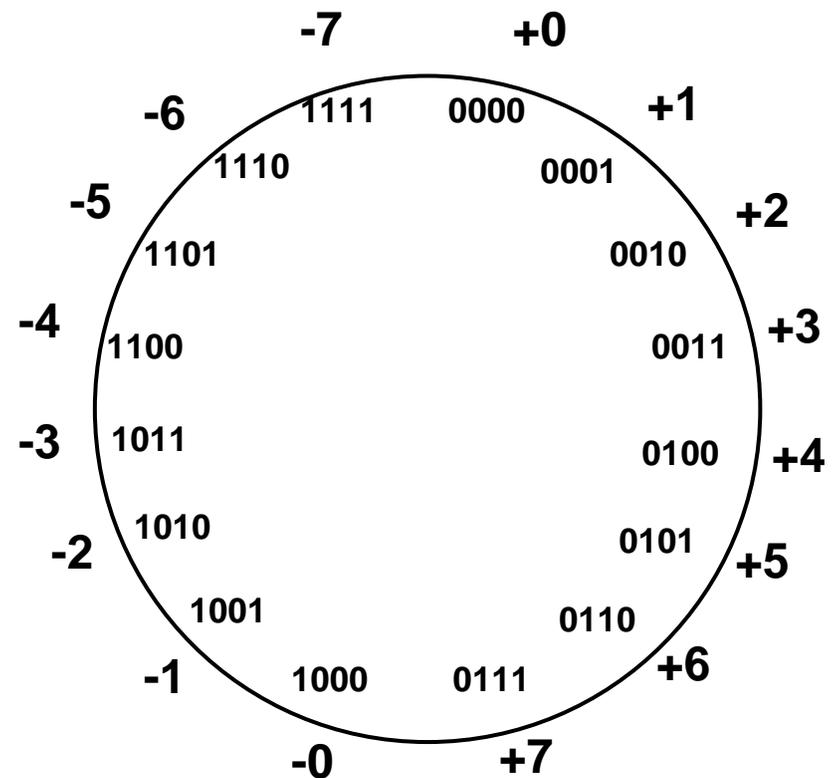
Image removed due to copyright restrictions.

Number Representation: Two's Complement vs. Sign Magnitude

Two's complement



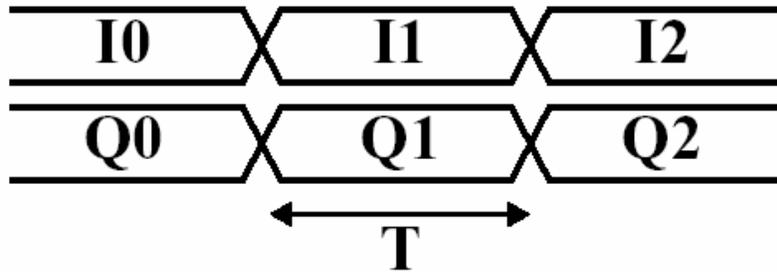
Sign-Magnitude



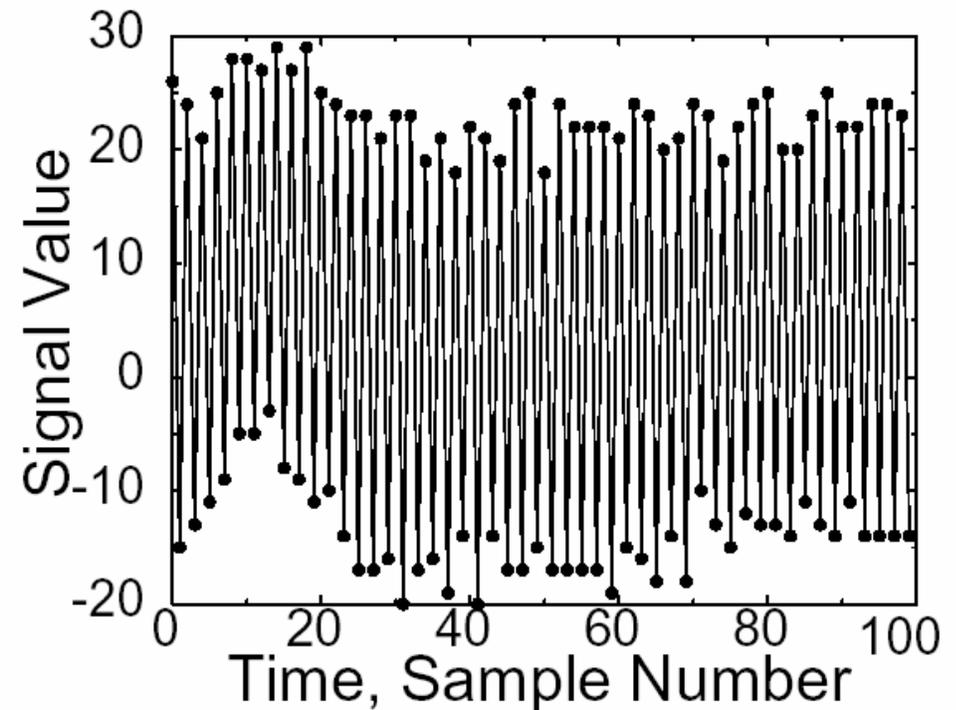
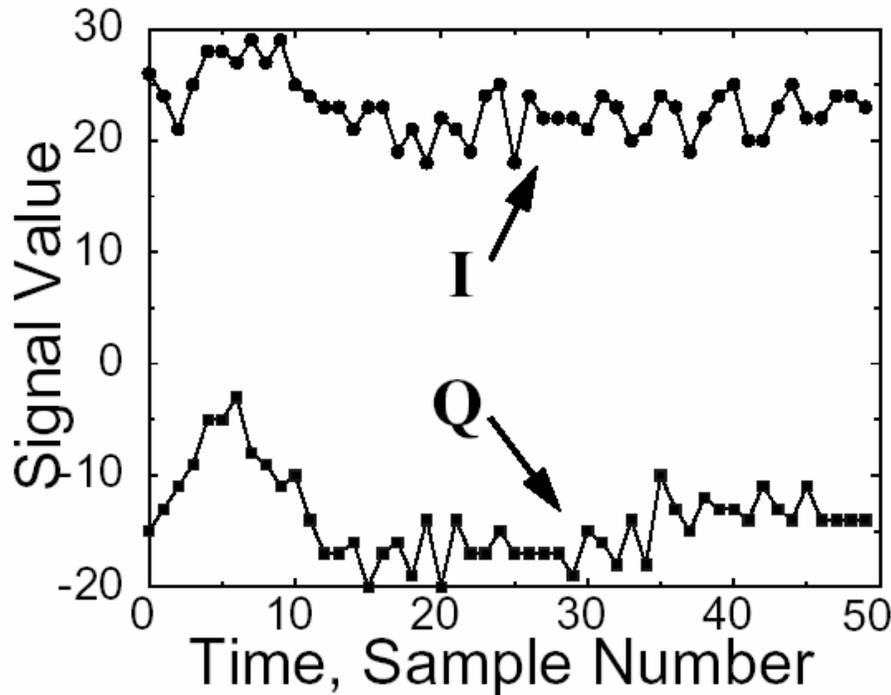
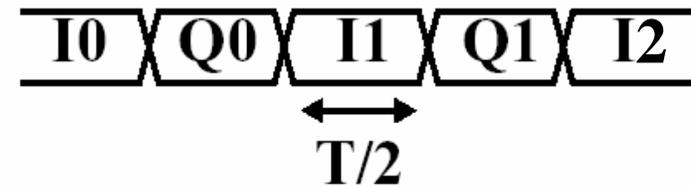
Consider a 16 bit bus where inputs toggles between +1 and -1 (i.e., a small noise input)

Which representation is more energy efficient?

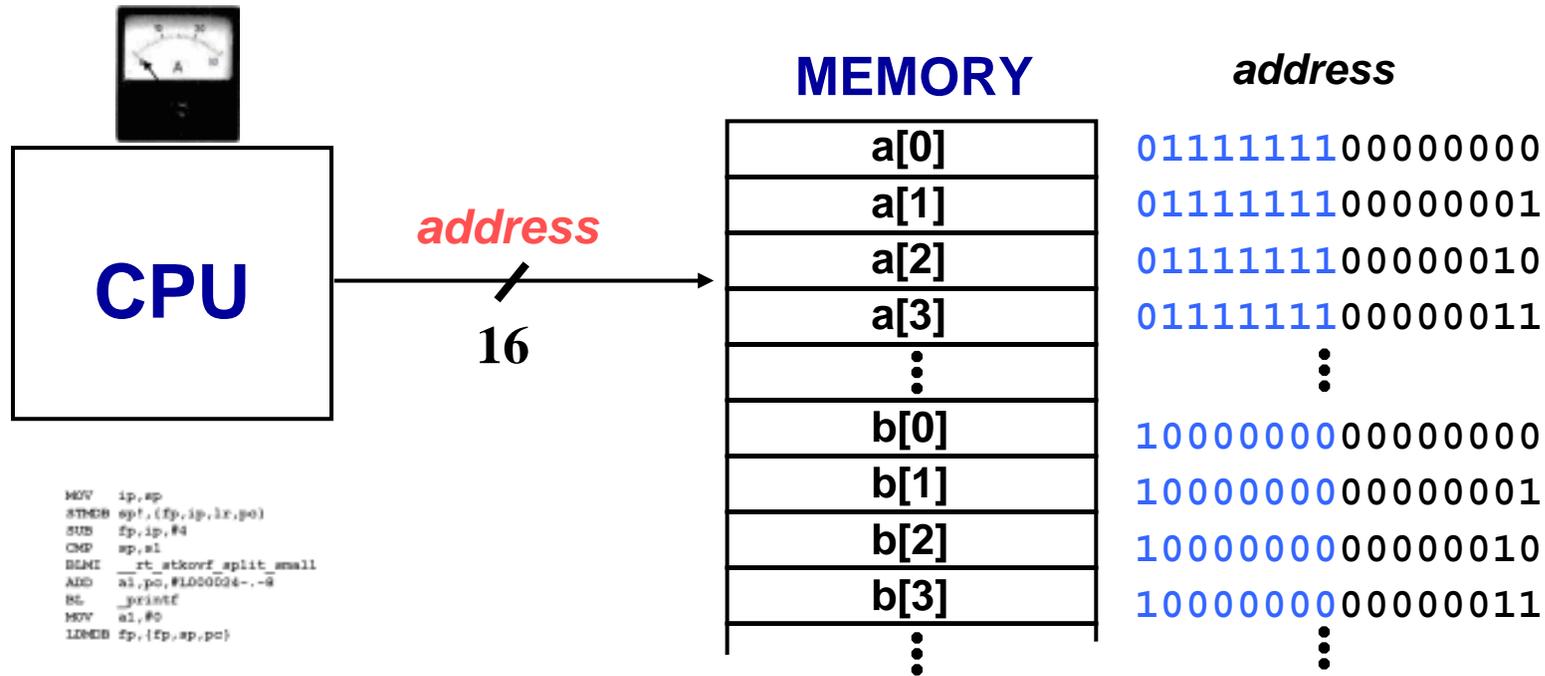
Parallel busses for I,Q



Time-shared bus for I,Q



Time Sharing Increases Switching Activity



float a [256], b[256];
float pi= 3.14;

```

for (i = 0; i < 255; i++) {
    a[i] = sin(pi * i /256);
    b[i] = cos(pi * i /256);
}
    
```

512(8)+2+4+8+16+32+64+128+256
= **4607 bit transitions**

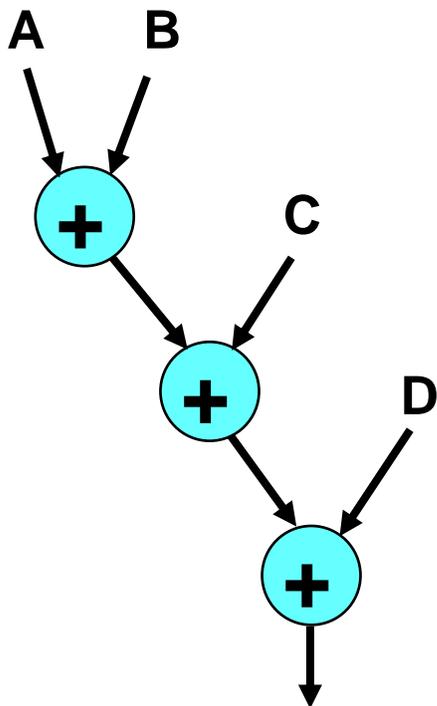
float a [256], b[256];
float pi= 3.14;

```

for (i = 0; i < 255; i++) {a[i] = sin(pi * i /256);}
for (i = 0; i < 255; i++) {b[i] = cos(pi * i /256);}
    
```

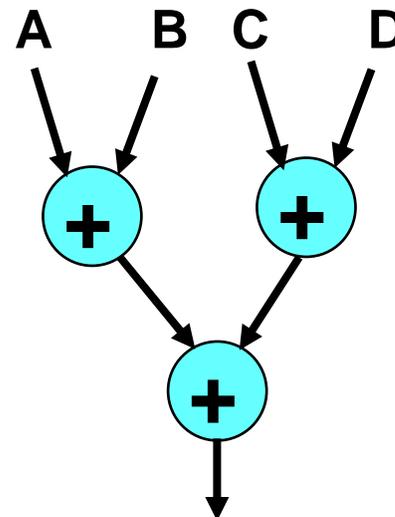
2(8)+2(2+4+8+16+32+64+128+256)
= **1030 transitions**

Chain Topology



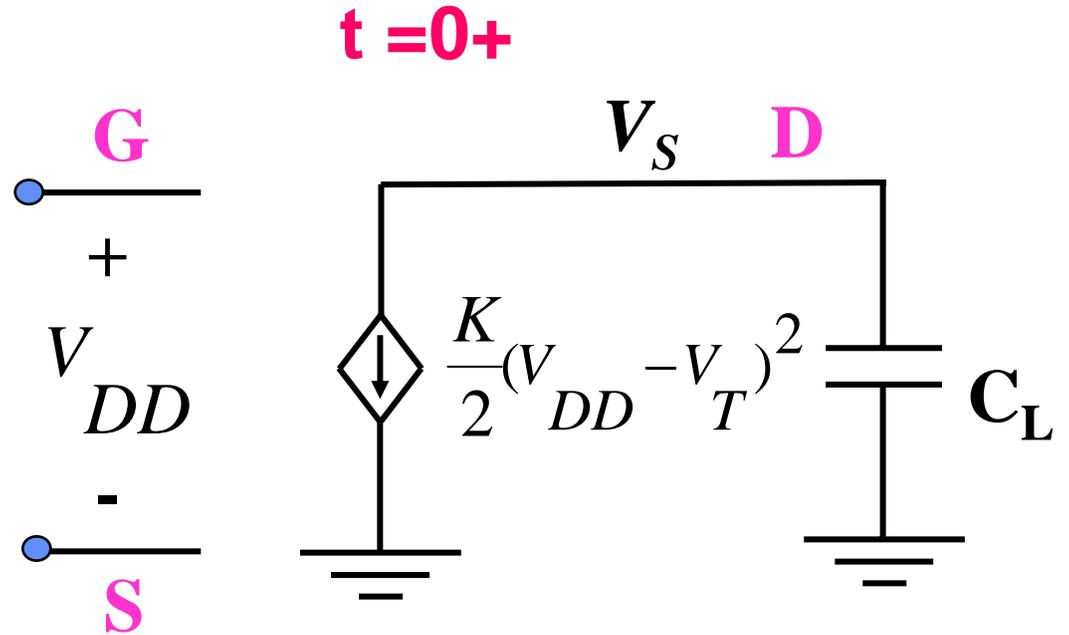
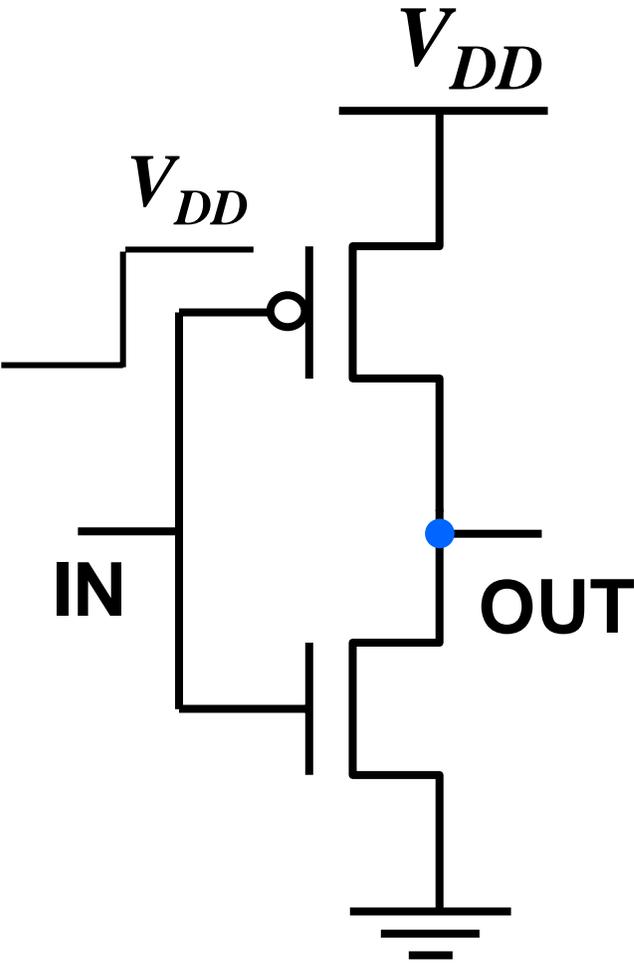
$$(((A+B) + C)+D)$$

Tree Topology



$$(A+B) + (C+D)$$

- Balancing paths reduces glitching transitions
- Structures such as multipliers have lot of glitching transitions
- Keeping logic depths short (e.g., pipelining) reduces glitching

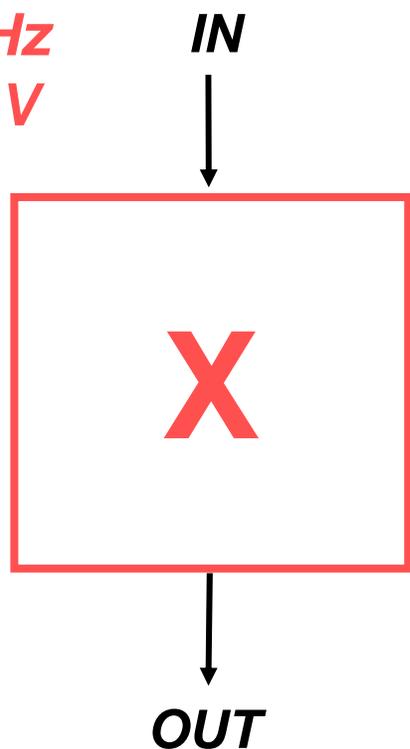


$$Delay = \frac{C_D \cdot \Delta V}{i_D} = \frac{C_D \cdot \frac{V_{DD}}{2}}{\frac{k}{2} (V_{DD} - V_T)^2} \propto \frac{V_{DD}}{(V_{DD} - V_T)^2} \approx \frac{1}{V_{DD}}$$

V_{DD} from 2V to 1V, **energy** ↓ by **x4**, **delay** ↑ **x2**

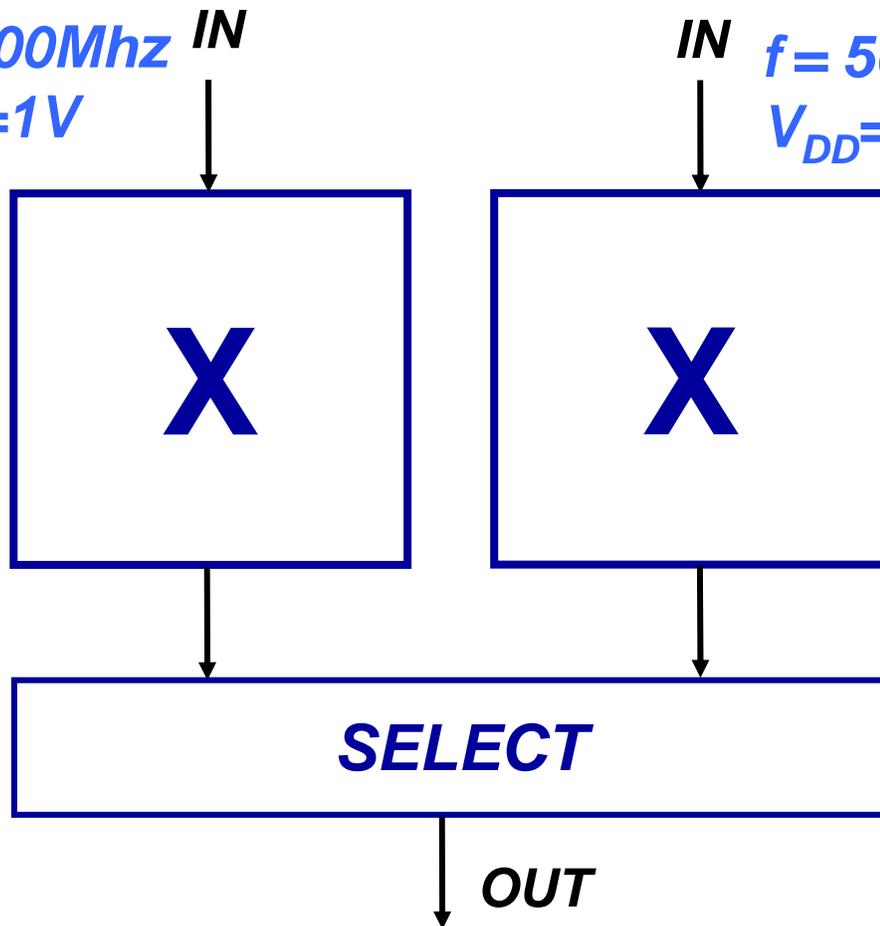
Transistors Are Free... (What do you do with a Billion Transistors?)

$f=1\text{GHz}$
 $V_{DD}=2\text{V}$



$$P_{\text{serial}} = C_{\text{mult}} 2^2 f$$

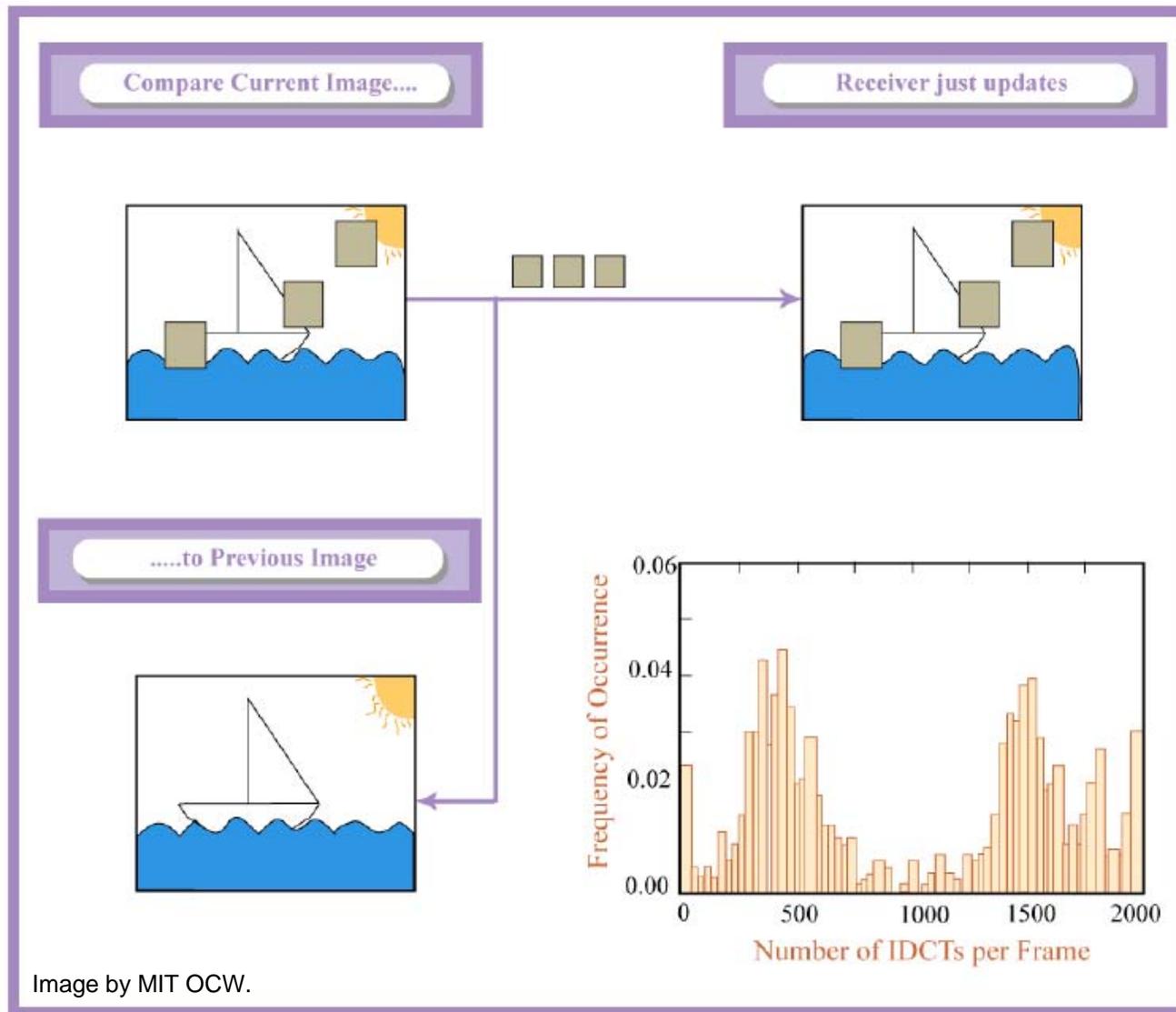
$f=500\text{Mhz}$
 $V_{DD}=1\text{V}$



$f=500\text{Mhz}$
 $V_{DD}=1\text{V}$

$$P_{\text{parallel}} = (2C_{\text{mult}} 1^2 f / 2) = P_{\text{serial}} / 4$$

Trade Area for Low Power



***Exploit Time Varying Algorithmic Workload
To Vary the Power Supply Voltage***

Fixed Power Supply

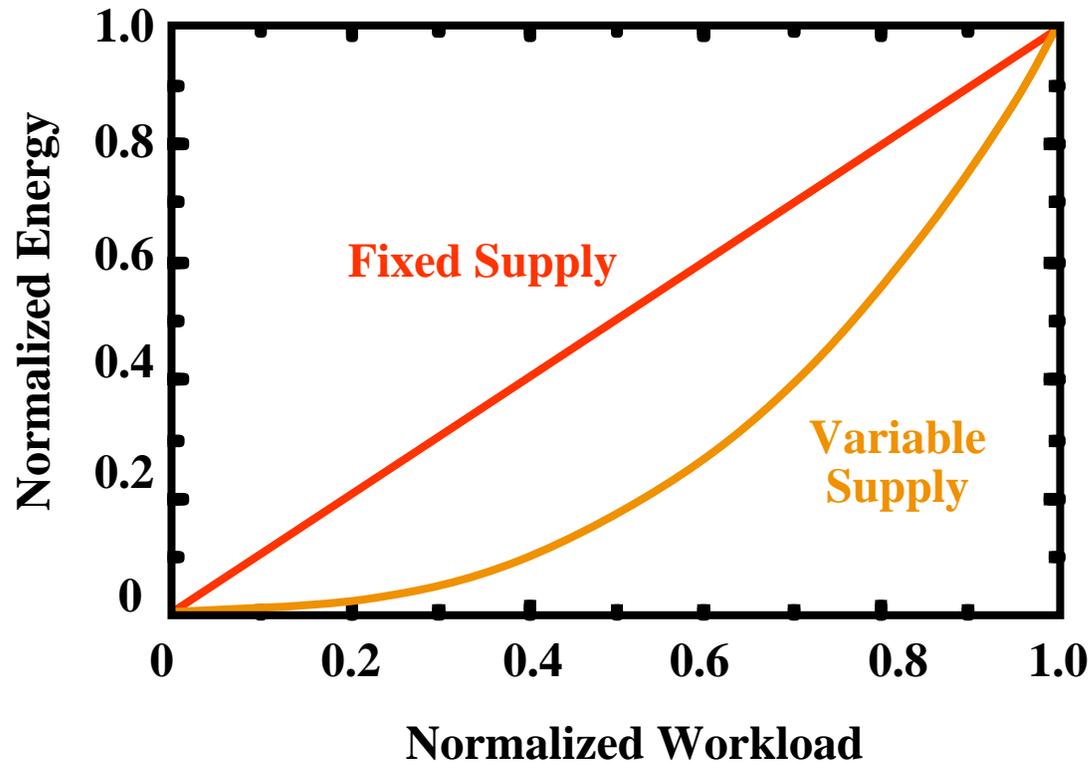


$$E_{\text{FIXED}} = \frac{1}{2} C V_{\text{DD}}^2$$

Variable Power Supply



$$E_{\text{VARIABLE}} = \frac{1}{2} C (V_{\text{DD}}/2)^2 = E_{\text{FIXED}} / 4$$



[Gutnik97]

Digitally adjustable DC-DC converter powers SA-1110 core

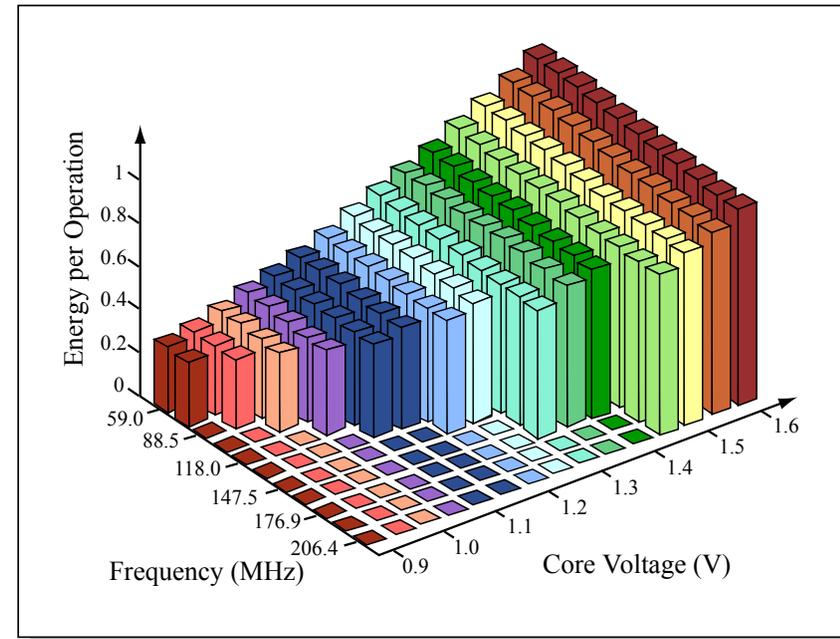
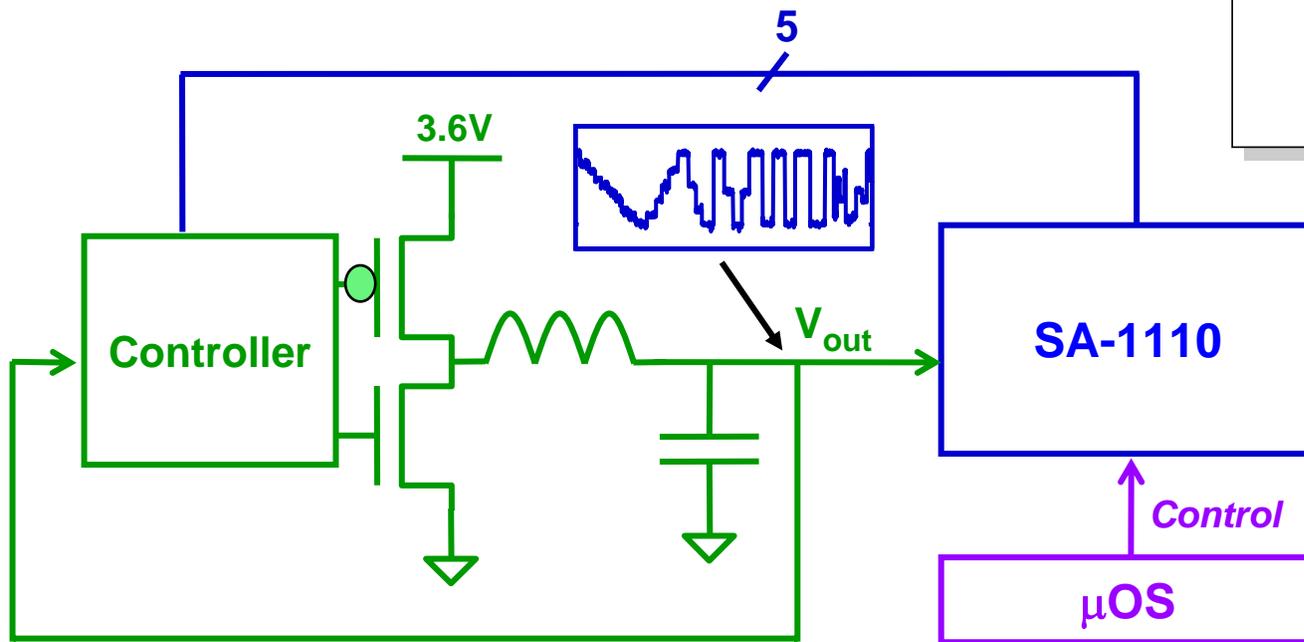


Figure by MIT OpenCourseWare. Adapted from R. Min, T. Furrer, and A. P. Chandrakasan. "Dynamic Voltage Scaling Techniques for Distributed Microsensor Networks." Workshop on VLSI (April 2000): 43-46.

μ OS selects appropriate clock frequency based on workload and latency constraints

Processor (StrongARM-1100)

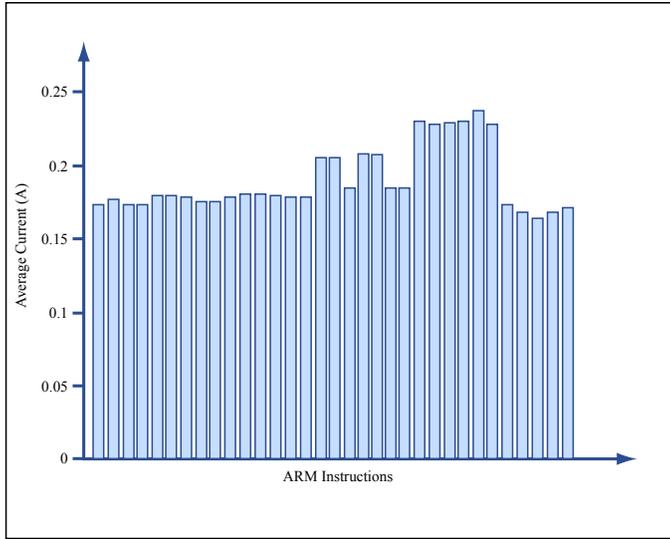


Figure by MIT OpenCourseWare. Adapted from A. Sinha, DAC.

FPGA (Xilinx)

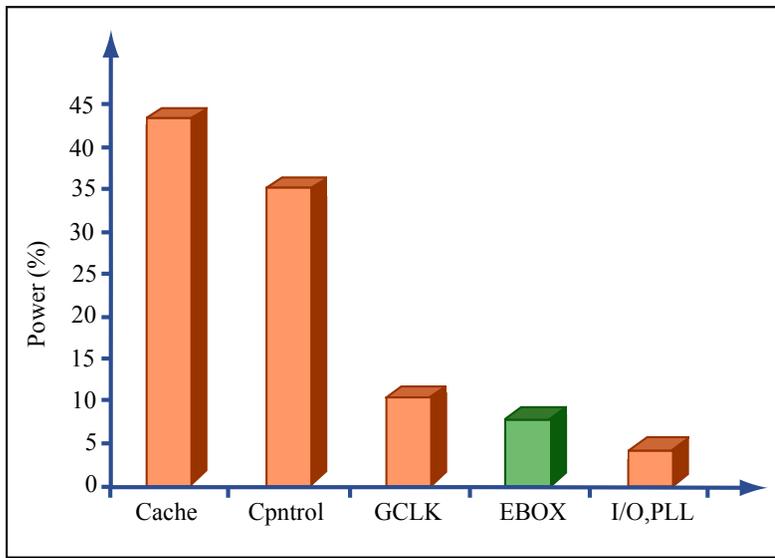
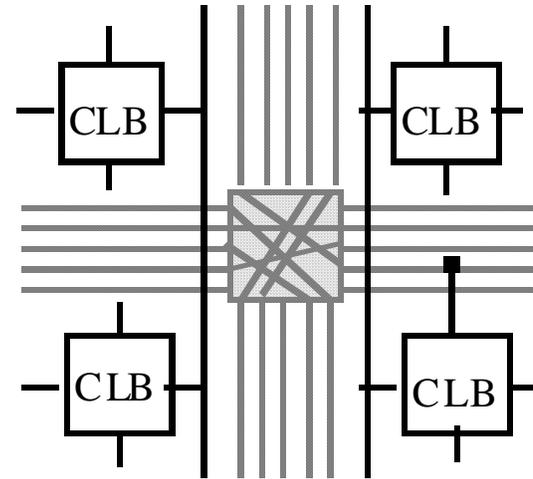


Figure by MIT OpenCourseWare. Adapted from Montanaro 1996, JSSC.

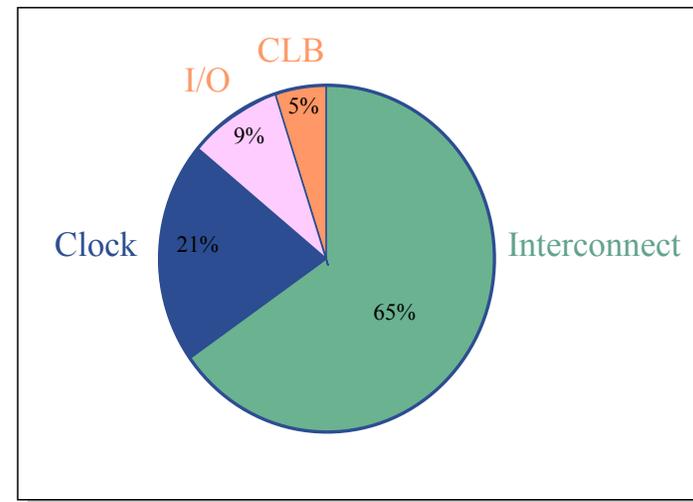
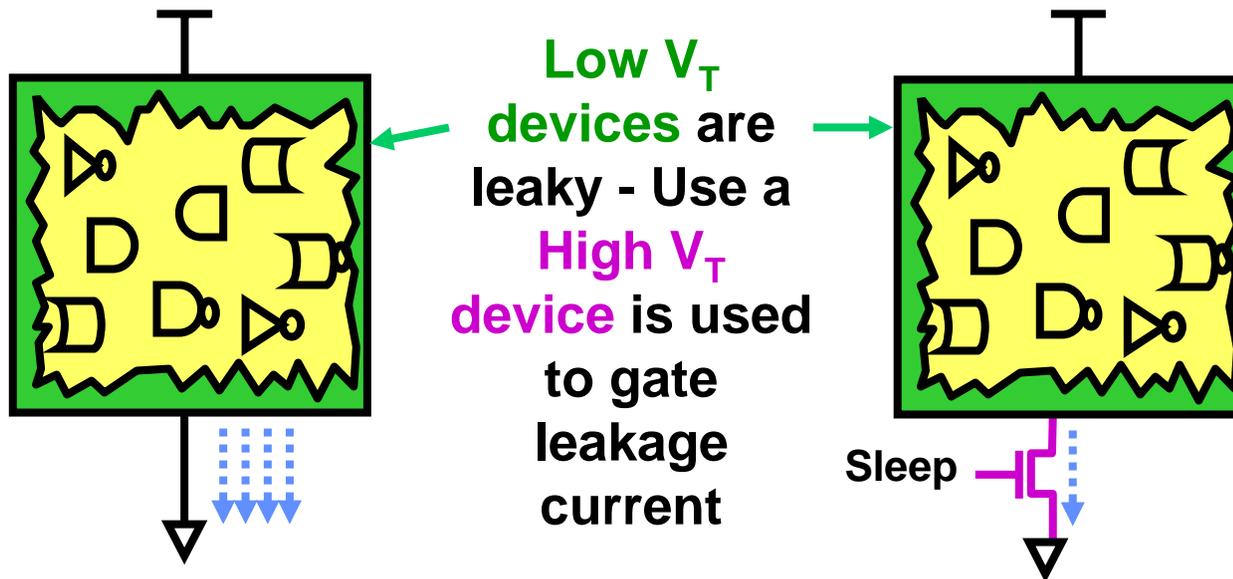
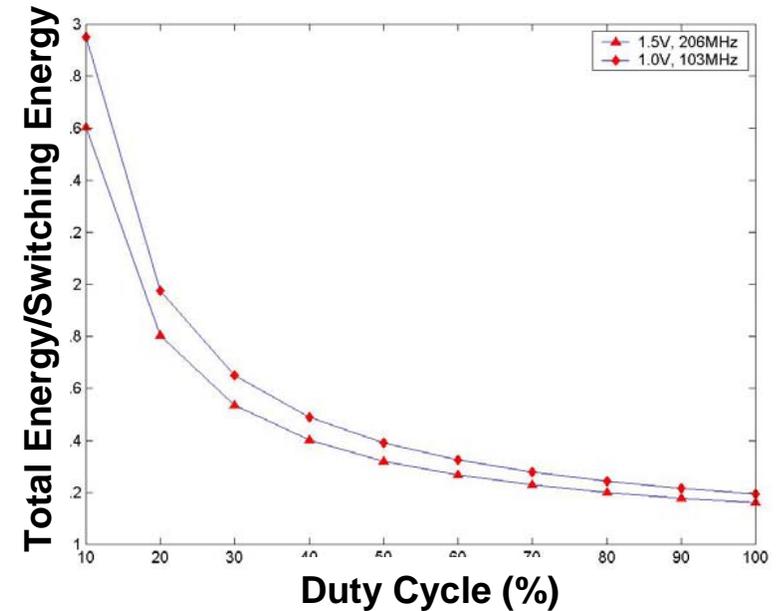
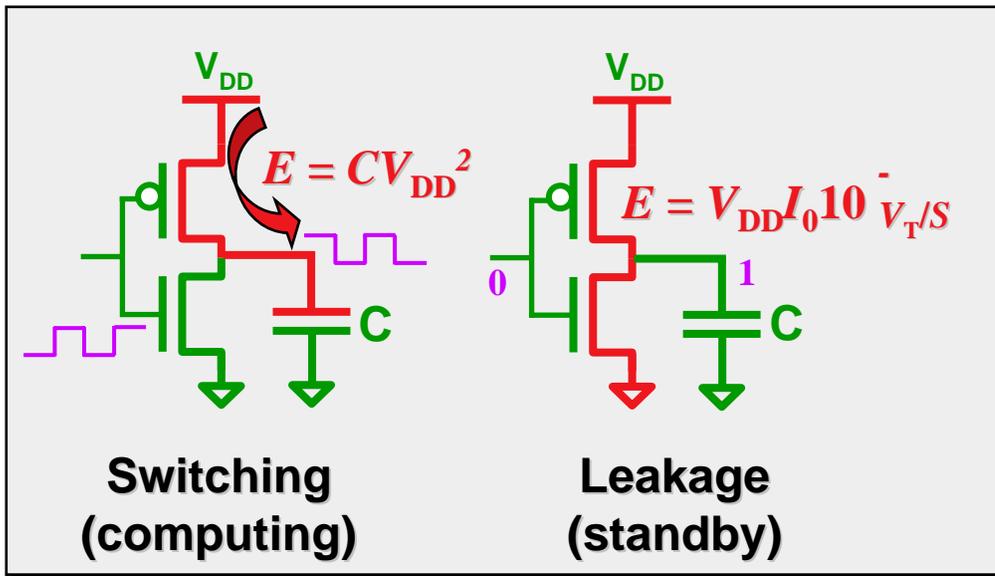


Image by MIT OpenCourseWare. Adapted from Kusse 1998, UCB.

“Software” Energy Dissipation has Large Overhead



MEMS Generator

Image removed due to
copyright restrictions.

Power Harvesting Shoes



Courtesy of Joe Paradiso (MIT Media Lab).
Used with permission.

Vibration-to-Electric Conversion

~ 10 μ W

After 3-6 steps, it provides 3 mA
for 0.5 sec

~10mW