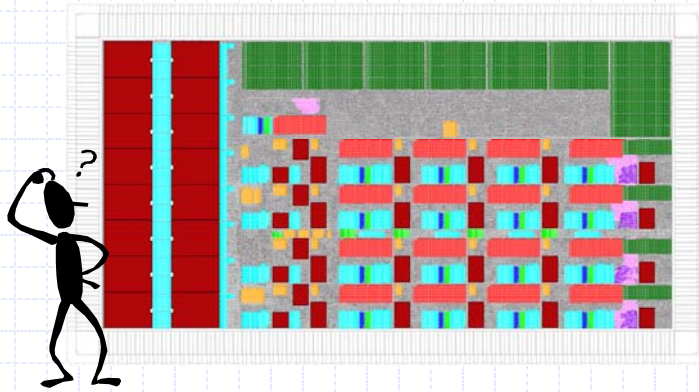


6.375: Complex Digital Systems



Lecturer: Arvind
TA: Richard S. Uhler
Administration: Sally Lee

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L01-1

Why take 6.375

- ◆ Something new and exciting as well as useful
- ◆ Fun: Design systems that you never thought you could design in a course
 - made possible by large FPGAs and Bluespec

You will also discover that is possible to design complex digital systems with little knowledge of circuits

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L01-2

New, exciting and useful ...

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L01-3

Wide Variety of Products Rely on ASICs

ASIC = Application-Specific Integrated Circuit



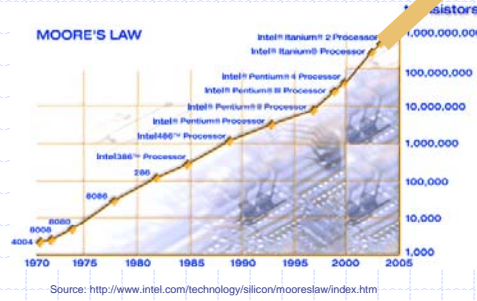
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L01-4

What's required?

ICs with dramatically higher performance, optimized for applications



and at a

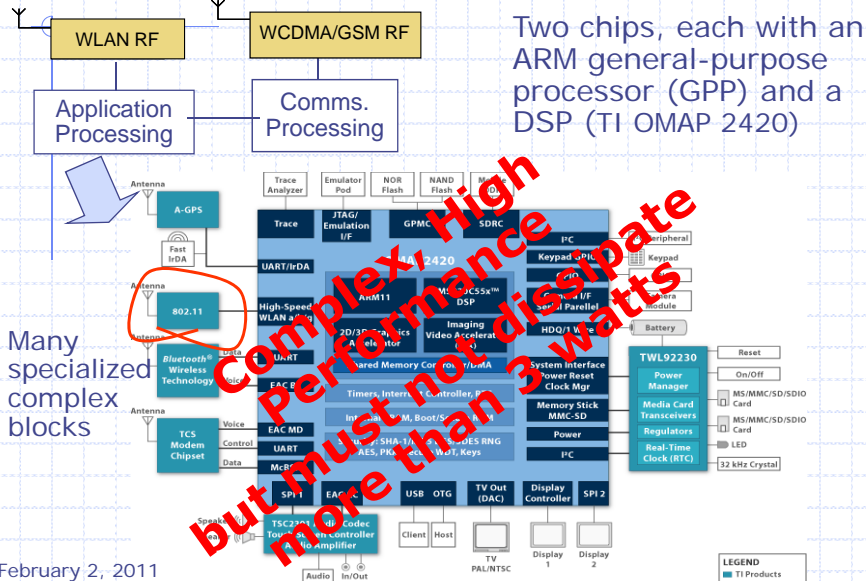
- ◆ size and power to deliver mobility
- ◆ cost to address mass consumer markets

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L01-5

Current Cellphone Architecture



L01-6

Server microprocessors also need specialized blocks

- ◆ compression/decompression
- ◆ encryption/decryption
- ◆ intrusion detection and other security related solutions
- ◆ Dealing with spam
- ◆ Self diagnosing errors and masking them
- ◆ ...

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L01-7

Real power saving implies specialized hardware

- ◆ H.264 video decoder implementations in software vs. hardware
 - the power/energy savings could be 100 to 1000 fold

but our mind set is that hardware design is:

- Difficult, risky
 - ◆ Increases time-to-market
- Inflexible, brittle, error-prone
 - ◆ Difficult to deal with changing standards, ...

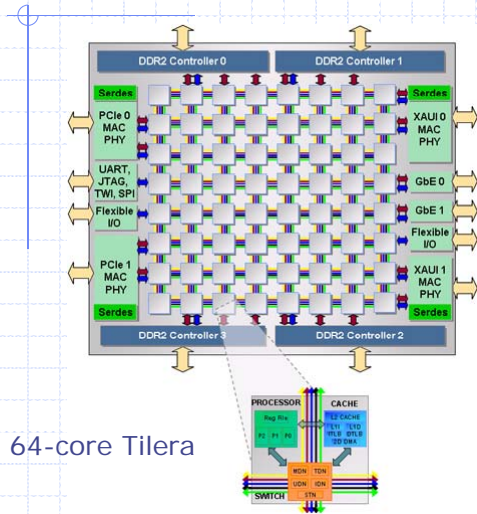
New design flows and tools can change this mind set

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L01-8

Will multicores reduce the need for new hardware?



64-core Tiler

Unlikely –
because of
power and
performance

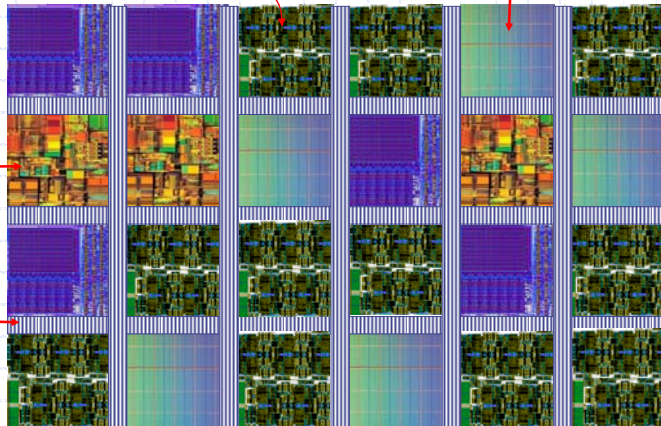
SoC & Multicore Convergence: *more application specific blocks*

Application-specific processing units

General-purpose processors

Structured on-chip networks

On-chip memory banks



To reduce the design cost of SoCs we need ...

- ◆ Extreme IP reuse "Intellectual Property"
 - Multiple instantiations of a block for different performance and application requirements
 - Packaging of IP so that the blocks can be assembled easily to build a large system (black box model)
- ◆ Architectural exploration to understand cost, power and performance tradeoffs
- ◆ Full system simulations for validation and verification

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L01-11

Hardware design today is like programming was in the fifties, i.e., before the invention of high-level languages

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L01-12

Programmers had to know many detail of their computer



IBM 650
(1954)



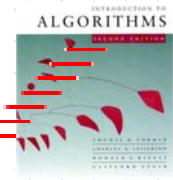
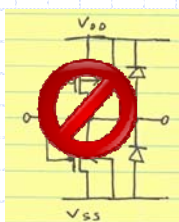
1950s
reaction

IBM 650 Instruction Set (6.1224.1000)
Can you program a computer without knowing, for example, how many registers it has? distribution, put it also into the upper accumulator, set lower accumulator to zero; and then go to location 1009 for the next instruction."

Fortran changed this mind set (1956)

For designing complex SoCs deep circuits knowledge is secondary

Using modern high-level hardware synthesis tools like Bluespec requires computer science training in programming and architecture rather than circuit design



Bluespec A new way of expressing behavior

- ◆ A formal method of composing modules with parallel interfaces (ports)
 - Compiler manages muxing of ports and associated control
- ◆ Powerful and *zero-cost* parameterization of modules
 - ◆ Encapsulation of C and Verilog codes using Bluespec wrappers
 - Helps Transaction Level modeling

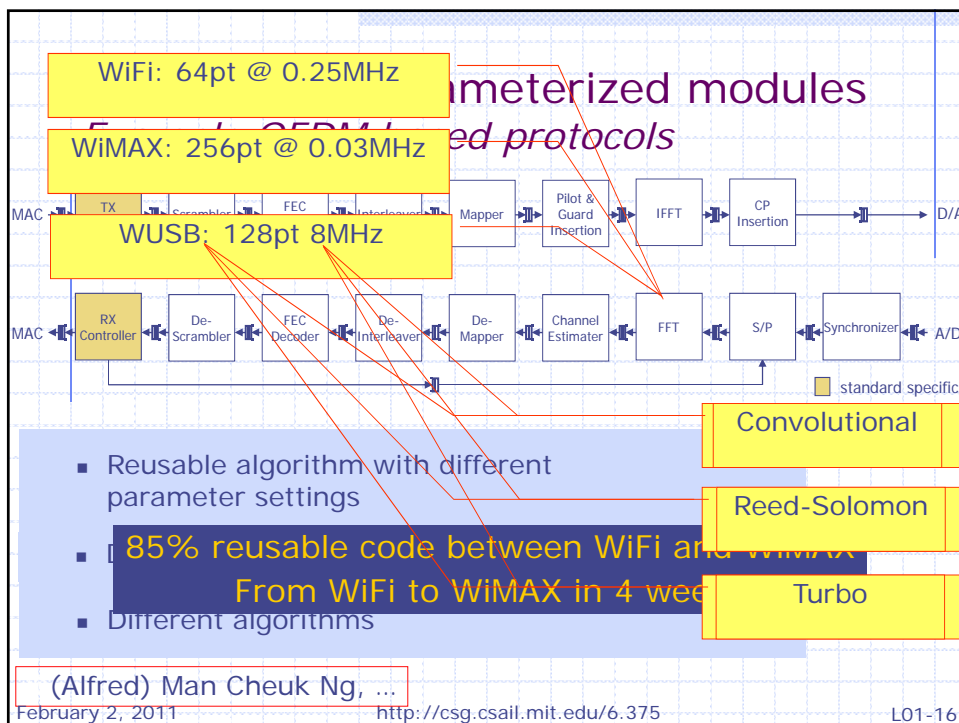
→ *Smaller, simpler, clearer, more correct code*

→ *not just simulation, synthesis as well*

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L01-15

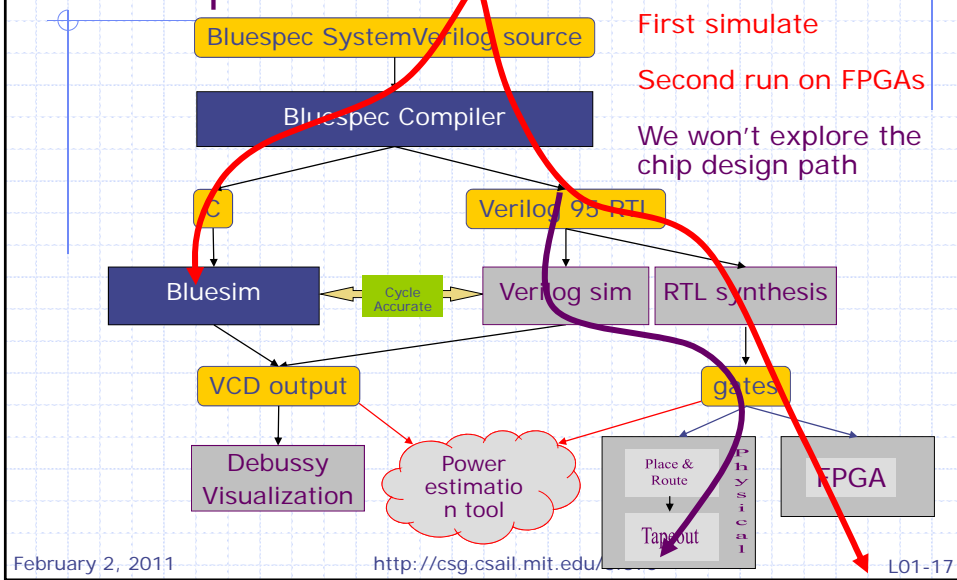


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L01-16

High-level Synthesis from Bluespec



FPGAs: a new opportunity

Chip Design Styles

◆ Custom and Semi-Custom

- Hand-drawn transistors (+ some standard cells)
- High volume, best possible performance: used for most advanced microprocessors

◆ Standard-Cell-Based ASICs

- High volume, moderate performance: Graphics chips, network chips, cell-phone chips

◆ Field-Programmable Gate Arrays

- Prototyping
- Low volume, low-moderate performance applications

Different design styles have vastly different costs

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L01-19

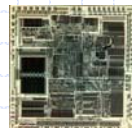
Exponential growth: Moore's Law



Intel 8080A, 1974
3Mhz, 6K transistors, 6u



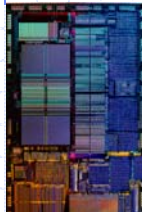
Intel 8086, 1978, 33mm²
10Mhz, 29K transistors, 3u



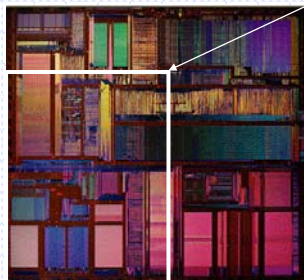
Intel 80286, 1982, 47mm²
12.5Mhz, 134K transistors, 1.5u



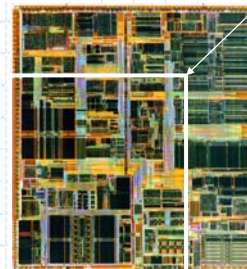
Intel 386DX, 1985, 43mm²
33Mhz, 275K transistors, 1u



Intel 486, 1989, 81mm²
50Mhz, 1.2M transistors, .8u



Intel Pentium, 1993/1994/1996, 295/147/90mm²
66Mhz, 3.1M transistors, .8u/.6u/.35u



Intel Pentium II, 1997, 203mm²/104mm²
300/333Mhz, 7.5M transistors, .35u/.25u

Shown with approximate relative sizes

http://www.intel.com/intel/intelis/museum/exhibit/hist_micro/hof/hof_main.htm

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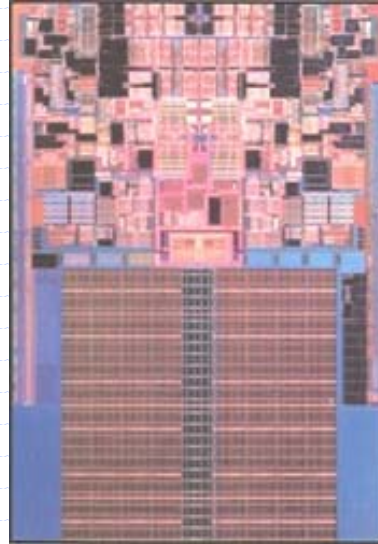
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L01-20

Intel Penryn (2007)

- ◆ Dual core
- ◆ Quad-issue out-of-order superscalar processors
- ◆ 6MB shared L2 cache
- ◆ 45nm technology
 - Metal gate transistors
 - High-K gate dielectric
- ◆ 410 Million transistors
- ◆ 3+? GHz clock frequency

Could fit over 500 486 processors on same size die.



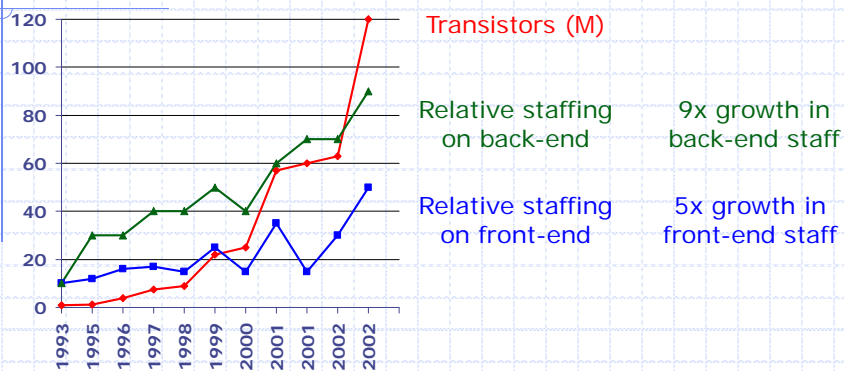
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L01-21

But Design Effort is Growing

Nvidia Graphics Processing Units



- ◆ Front-end is designing the logic (RTL)
- ◆ Back-end is fitting all the gates and wires on the chip; meeting timing specifications; wiring up power, ground, and clock

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L01-22

Design Cost Impacts Chip Cost

An Altera study

- ◆ Non-Recurring Engineering (NRE) costs for a 90nm ASIC is ~ \$30M
 - 59% chip design (architecture, logic & I/O design, product & test engineering)
 - 30% software and applications development
 - 11% prototyping (masks, wafers, boards)
- ◆ If we sell 100,000 units, NRE costs add

$$\$30\text{M}/100\text{K} = \$300 \text{ per chip!}$$

Hand-crafted IBM-Sony-Toshiba Cell microprocessor achieves 4GHz in 90nm, but at the development cost of >\$400M

Alternative: Use FPGAs

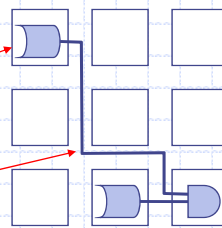
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L01-23

Field-Programmable Gate Arrays (FPGAs)

- ◆ Arrays mass-produced but programmed by customer after fabrication
 - Can be programmed by loading SRAM bits, or loading FLASH memory
- ◆ Each cell in array contains a programmable logic function
- ◆ Array has programmable interconnect between logic functions
- ◆ Overhead of programmability makes arrays expensive and slow as compared to ASICs
- ◆ However, much cheaper than an ASIC for small volumes because NRE costs do not include chip development costs (only include programming)



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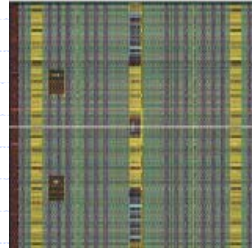
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L01-24

FPGA Pros and Cons

Advantages

- Dramatically reduce the cost of errors
- Little physical design work
- Remove the reticle costs from each design



Disadvantages (as compared to an ASIC)

[Kuon & Rose, *FPGA2006*]

- Switching power around ~12X worse
- Performance up 3-4X worse
- Area 20-40X greater

Still requires tremendous design effort at RTL level

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L01-25

The new opportunity

- ◆ “Big” FPGAs have become widely available
 - A multicore can be emulated on one FPGA
 - but the programming model is RTL and not too many people design hardware
- ◆ Enable the use of FPGAs via Bluespec

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L01-26

Fun: Design systems that you never thought you would design in a course

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L01-27

Some Bluespec/FPGA projects at MIT

- ◆ Video decoder – H.264
- ◆ AirBlue – A new platform to experiment with cross-layer wireless protocols
- ◆ Cycle-accurate performance models
 - Intel's Hasim
 - IBM's PowerPC
- ◆ Hardware software co-generation

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L01-28

H.264 Video Decoder

Chun-Chieh Lin, K Elliott Fleming [MEMOCODE 2008]

- ◆ Used everywhere - cell phones, DVDs, HD-DVDs
- ◆ Initial Design
 - Eight man-months
 - 8K lines of Bluespec
 - ◆ in contrast to 80K lines of C standard
 - Decoded 720p@32FPS
- ◆ Major architectural explorations over 3 months
 - High performance designs (4.2 mm sq in 180nm)
 - ◆ 720p@75FPS, 1080p@65FPS,
 - Low cost designs
 - ◆ QCIF@15FPS (2.2mm sq),
 - ◆ 720p@30FPS (2.4mm sq)



Can be refined further to run 1080p@75FPS on FPGAs

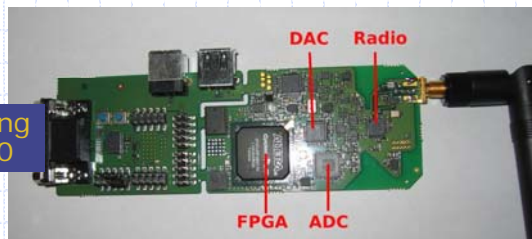
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L01-29

AirBlue: A platform for Cross-Layer Wireless Protocol development

Now building AirBlue2.0



Fits in Nokia N95 phones

- ◆ *Cross-layer protocols* (i.e., jointly optimizing PHY and MAC layers) are the hottest area of research in wireless
- ◆ Several cross-layer experiments (e.g., SoftPhy) have already been conducted on full-speed 802.11a/g implementation

With Prof Hari Balakrishnan

Each new protocol required less than 100 lines of code

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L01-30

IBM: PowerPC Prototype

K. Ekanadham, Jessica Tseng (IBM)
Asif Khan, M. Vijayaraghavan (MIT)

- ◆ Goal: Implement a multithreaded, multicore, in-order PowerPC on an FPGA platform and boot Linux on it **in 12 months**

- ◆ Team:

- 2(IBM) + 2(MIT) + Linux and FPGA help

The team accomplished the goal (Nov 2008)

- Bluespec PowerPC boots Linux on FPGAs in 10min;
- 100M instructions to reach "Hello World";
- 15K lines of Bluespec generated 90K lines of Verilog

IBM synthesized the generated Verilog using their tools in 40nm library

- ran at 500MHz on the first try!

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L01-31

Phase II: IBM/MIT Collaboration

March 2009 –

- ◆ Goal: Produce a *cycle-accurate* and *highly parameterized model* of multithreaded, multicore PowerPC to run on FPGAs
 - demonstrate **1000X speedup and flexibility** by running the models on FPGAs
- ◆ Use cheaper and widely available FPGA boards
 - Xilinx 110 as opposed to 330
- ◆ Target open source distribution

The model is currently able to boot 32-bit Linux on FPGAs and runs at 4.4 MIPS

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L01-32

The Course Philosophy

- ◆ Effective abstractions to reduce design effort
 - High-level design language rather than logic gates
 - Control specified with Guarded Atomic Actions rather than with finite state machines
 - Guarded module interfaces automatically ensure correctness of composition of existing modules
- ◆ Design discipline to avoid bad design points
 - Decoupled units rather than tightly coupled state machines
- ◆ Design space exploration to find good designs
 - Architecture choice has largest impact on solution quality

We learn by doing actual designs

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L01-33

The course has no text book but ...

- ◆ Lecture slides (with animation)
 - Make sure you sure you understand the lectures before exploring other materials
 - <http://csg.csail.mit.edu/6.375/handouts.html>
- ◆ Small Example suite (from Bluespec Inc)
 - A series of small examples (currently over 70), focusing on one topic at a time. Good entry for learning the language by yourself
 - <http://sites.google.com/a/bluespec.com/learning-bluespec/Home/Small-Examples>
 - bluespec.com → Resources → Wiki → Small Examples
- ◆ Bluespec System Verilog Reference manual
 - It is a reference, not a tutorial
 - <http://www.bluespec.com/forum/download.php?id=96>
 - bluespec.com → Resources → Wiki → BSV Documentation → Reference Manual
- ◆ Bluespec System Verilog Users guide
 - How to use all the tools for developing BSV programs
 - <http://www.bluespec.com/forum/download.php?id=107>
 - bluespec.com → Resources → Wiki → BSV Documentation → User Guide

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L01-34