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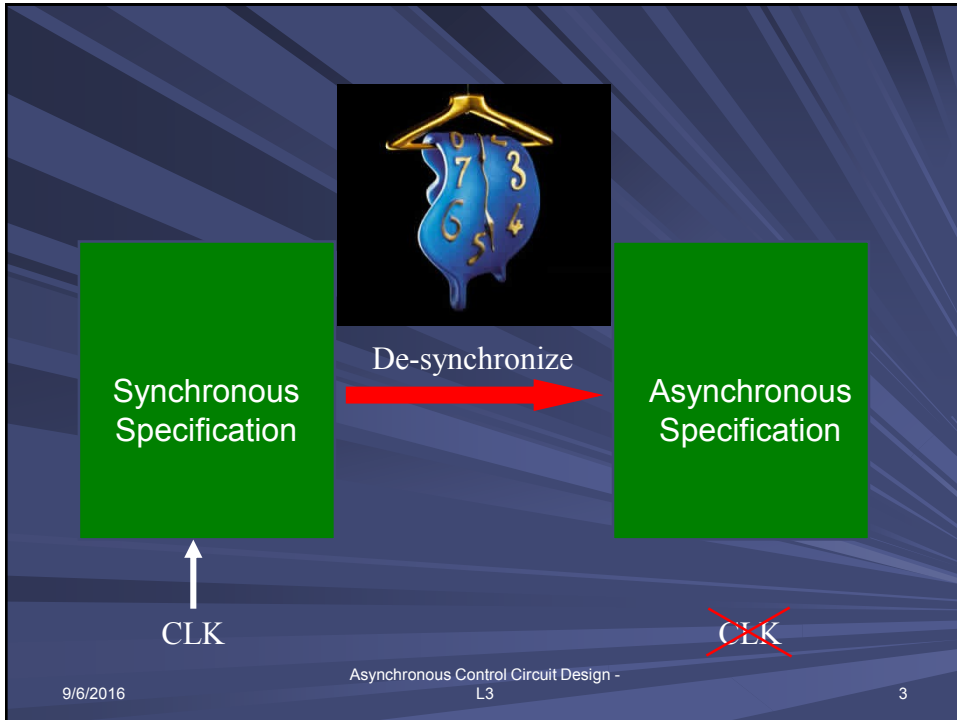
# Asynchronous Design Seminar at University of Verona – Lecture Notes 3

## De-Synchronization

1 Asynchronous Control Circuit Design - L3 9/6/2016

# De-synchronization Theory and Fundamentals

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## Prior work

- **Micropipelines** (Sutherland, 1989)
- **Local generation of clocks**
  - Varshavsky et al., 1995
  - Kol and Ginosar, 1996
- **Theseus Logic** (Ligthart et al., 2000)
  - Commercial HDL synthesis tools
  - Direct translation and special registers
- **Phased logic** (Linder and Harden, 1996)  
(Reese, Thornton, Traver, 2003)
  - Conceptually similar
  - Different handshake protocol (2 phase vs. 4 phase)

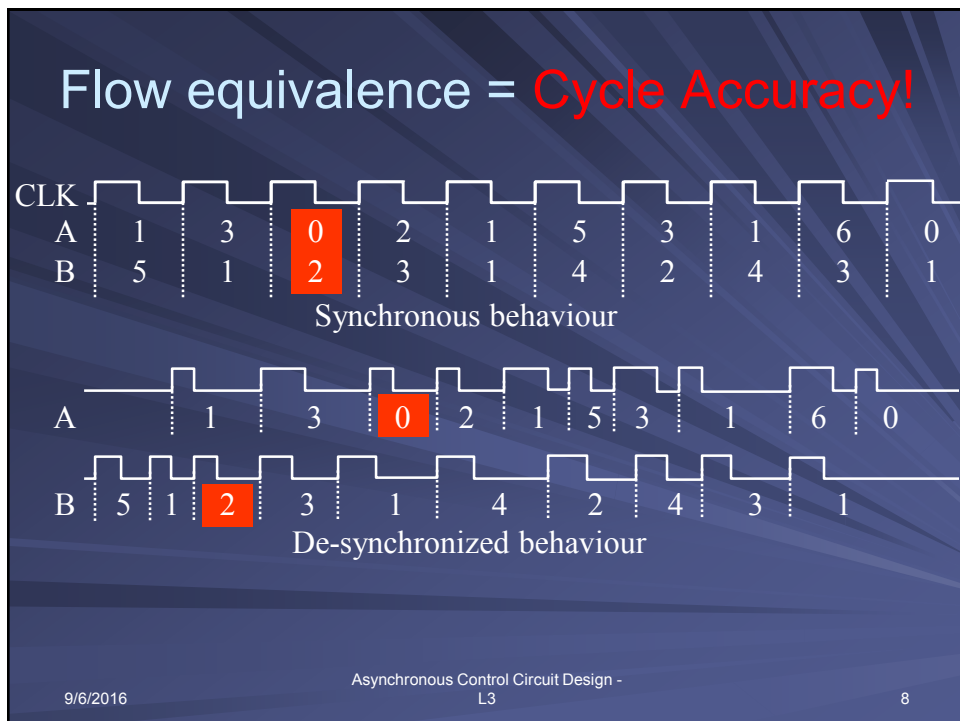
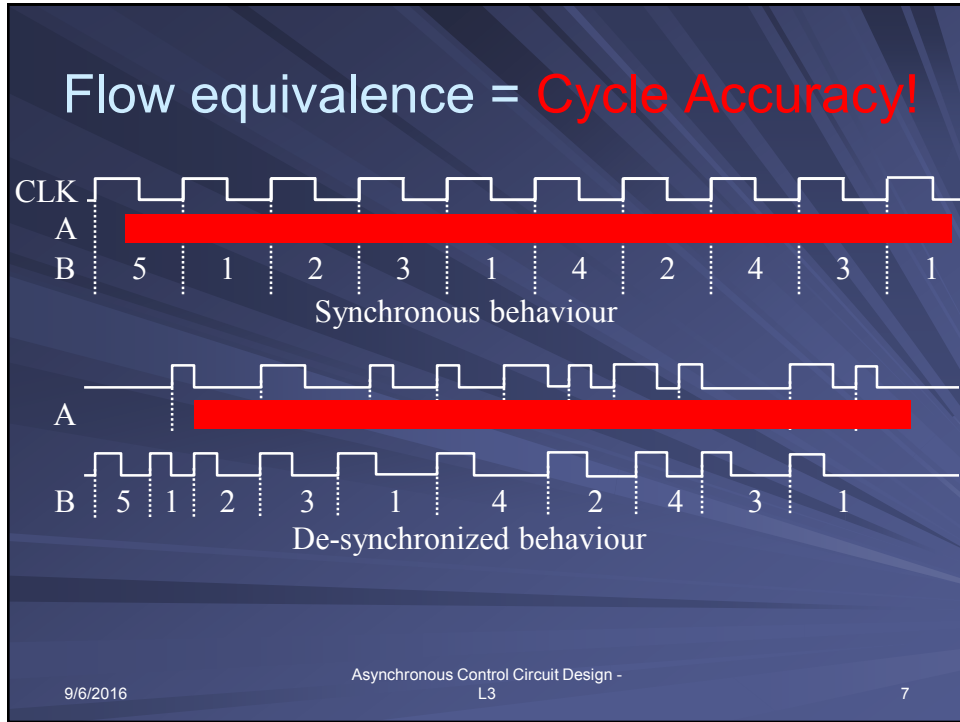
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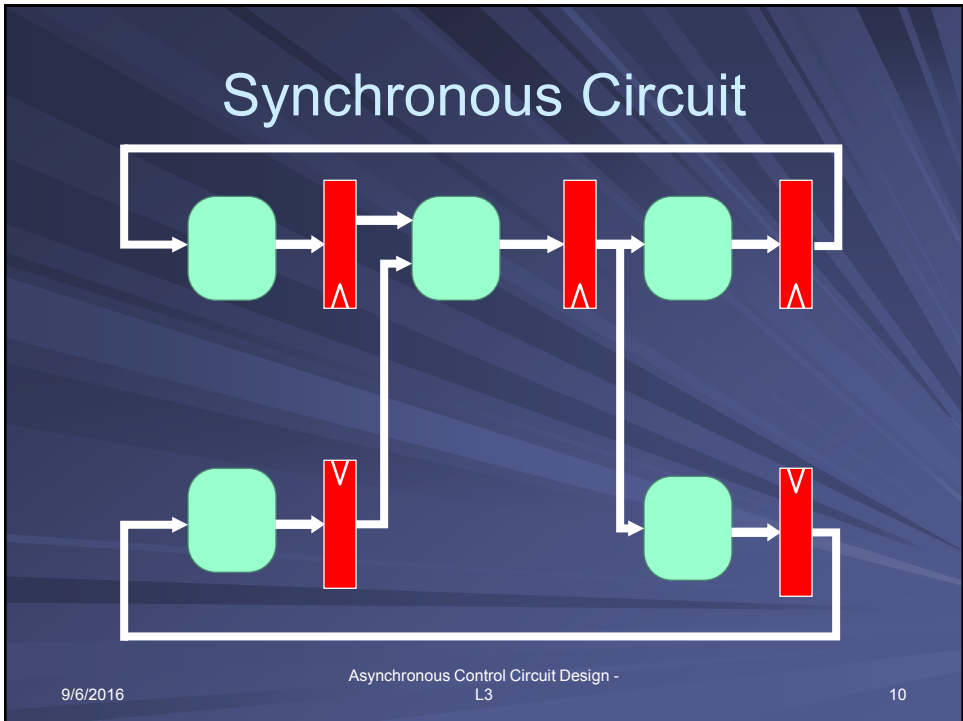
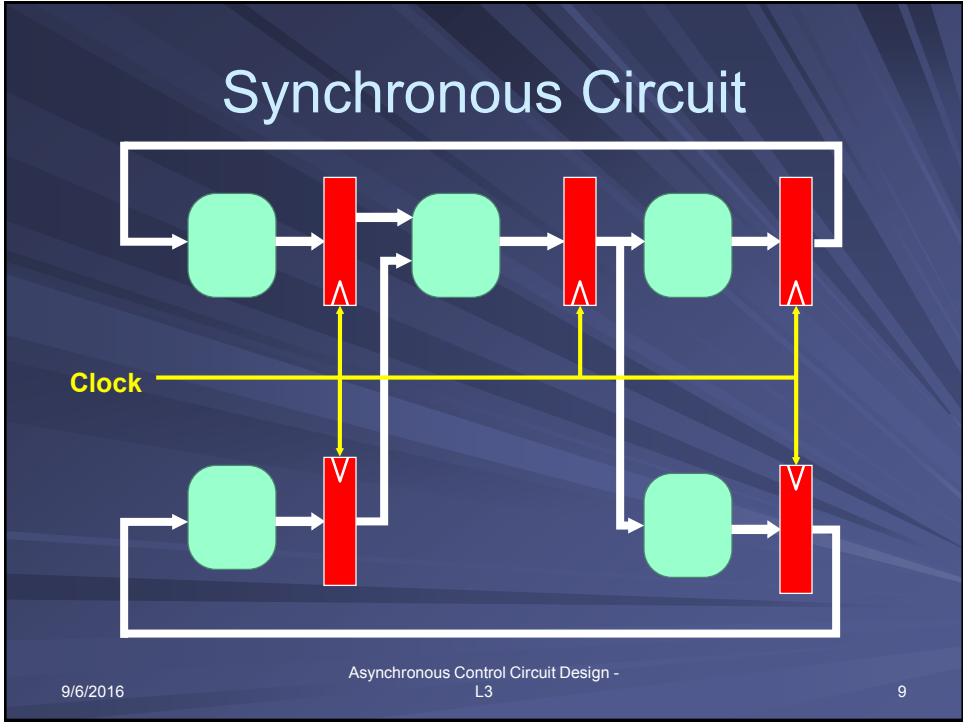
# Flow equivalence

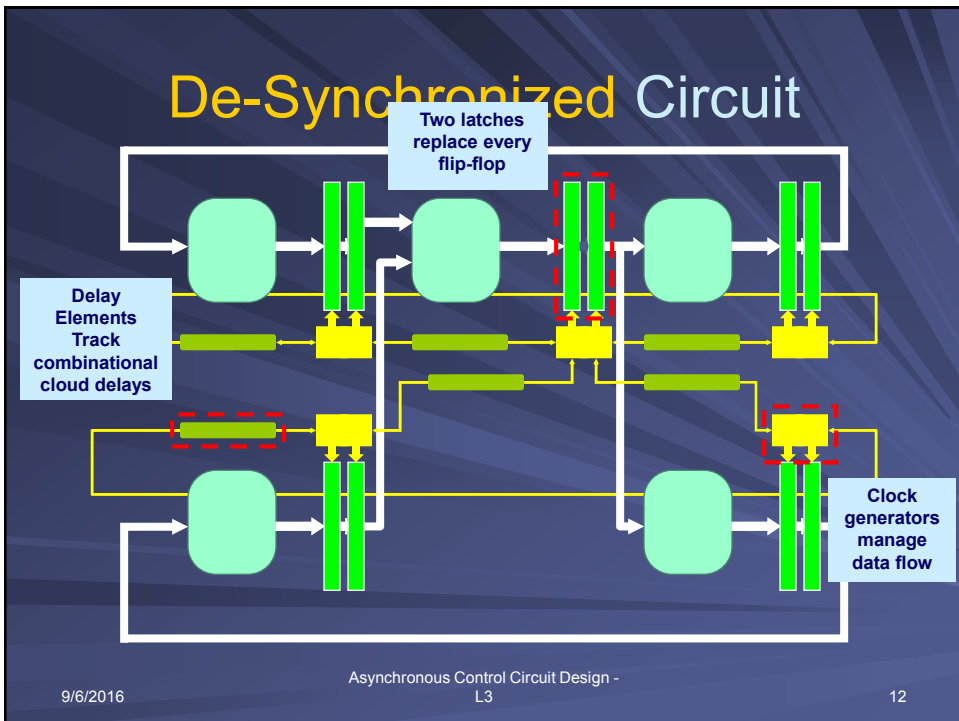
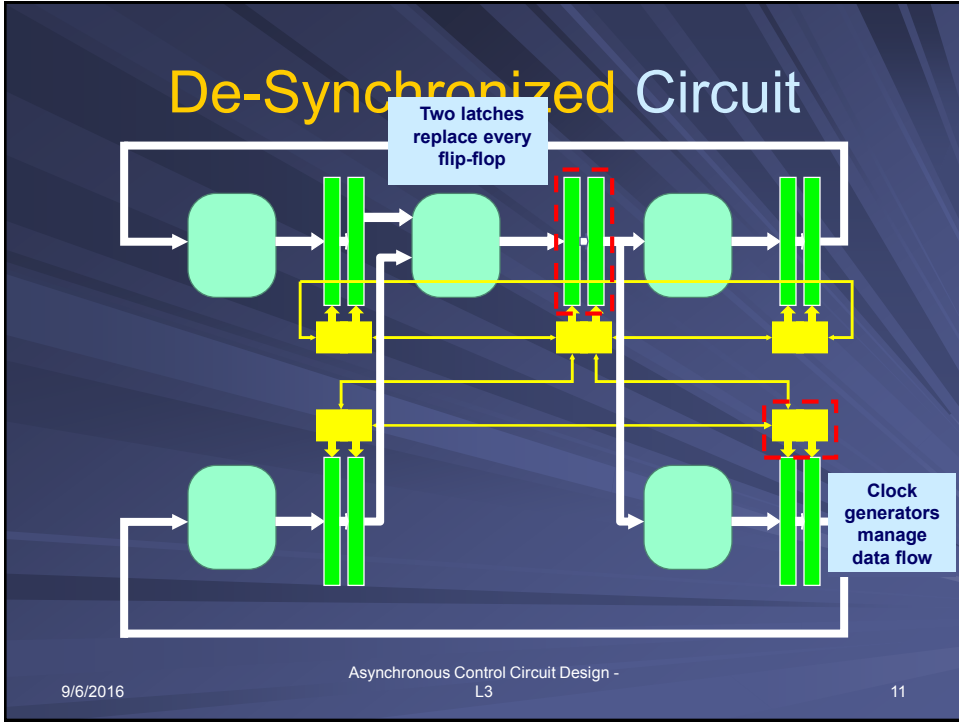
[Guernic, Talpin, Lann, 2003]

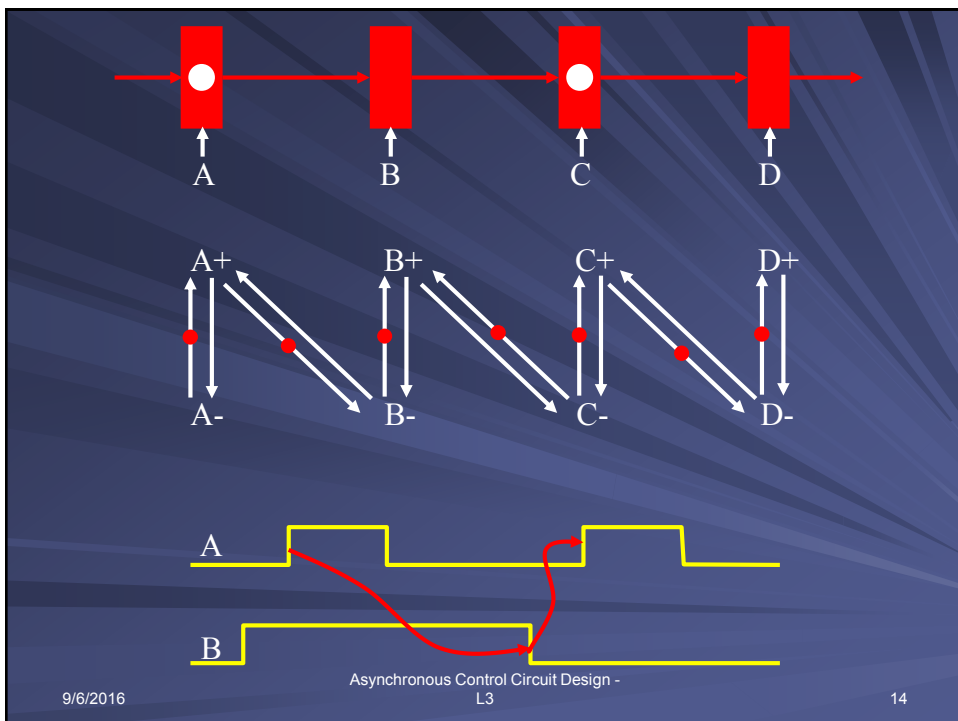
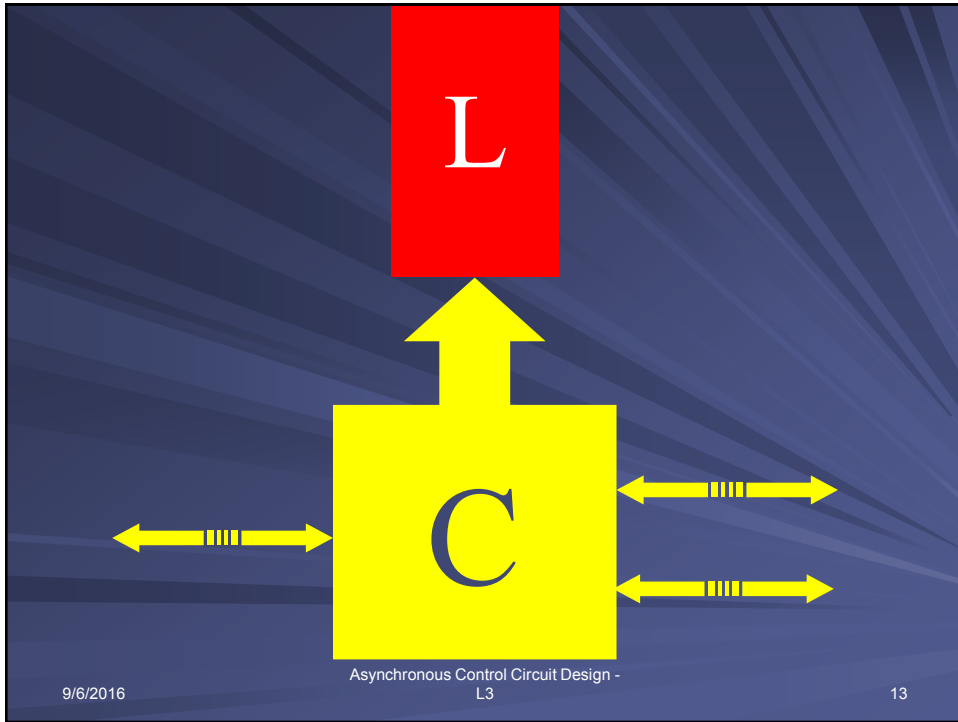
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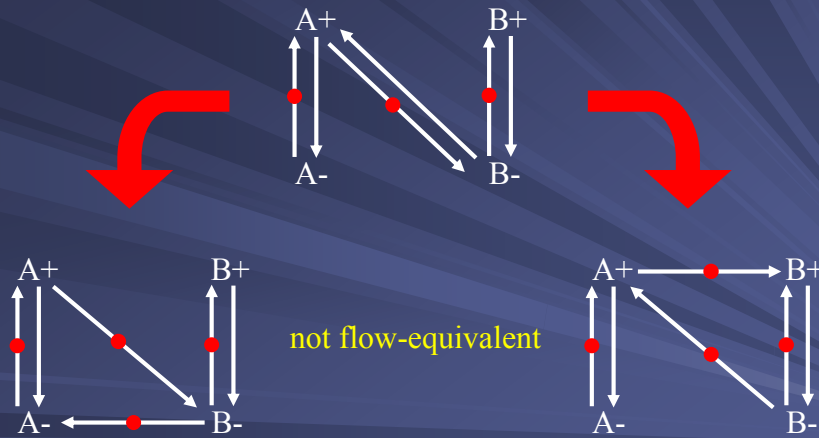








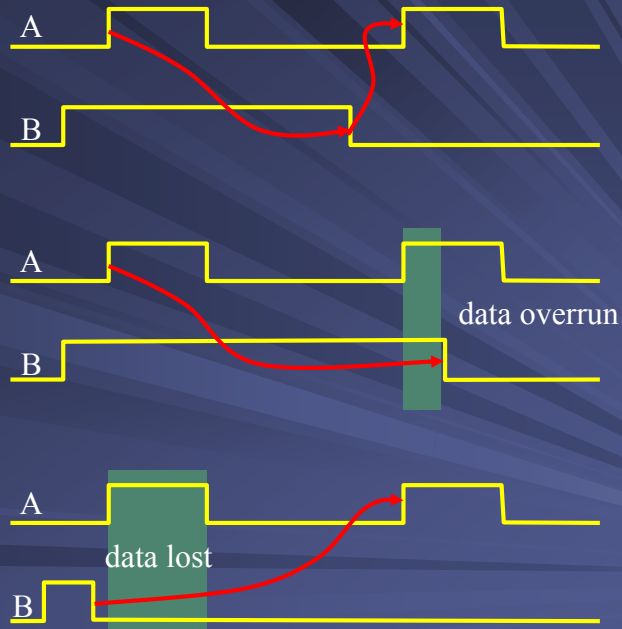
# Can we increase concurrency ?



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Can we reduce concurrency ? How much ?

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(8 states)

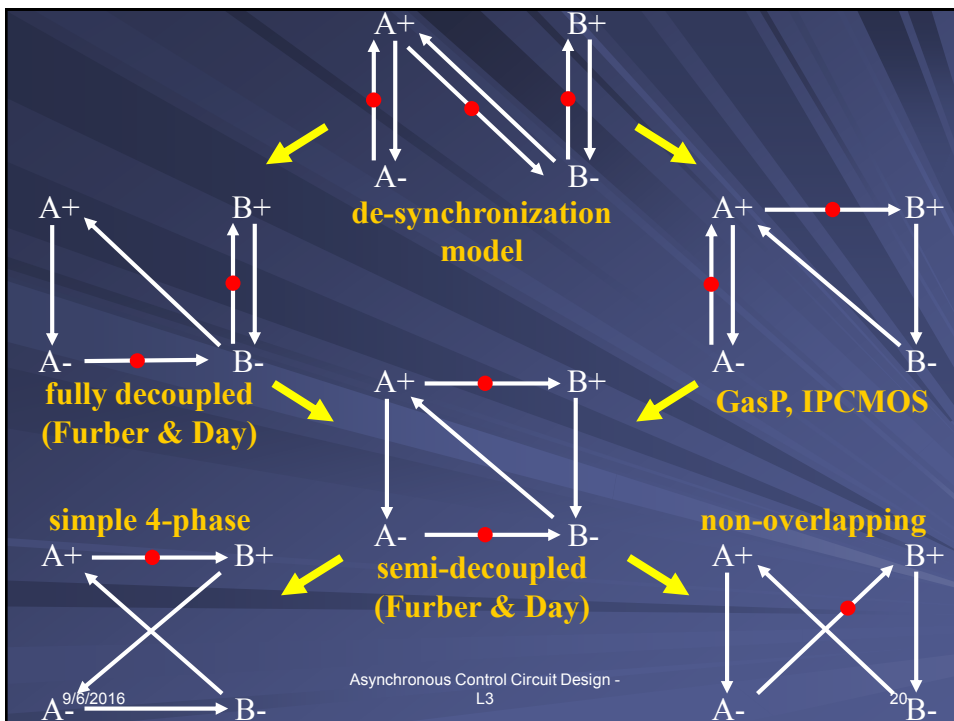
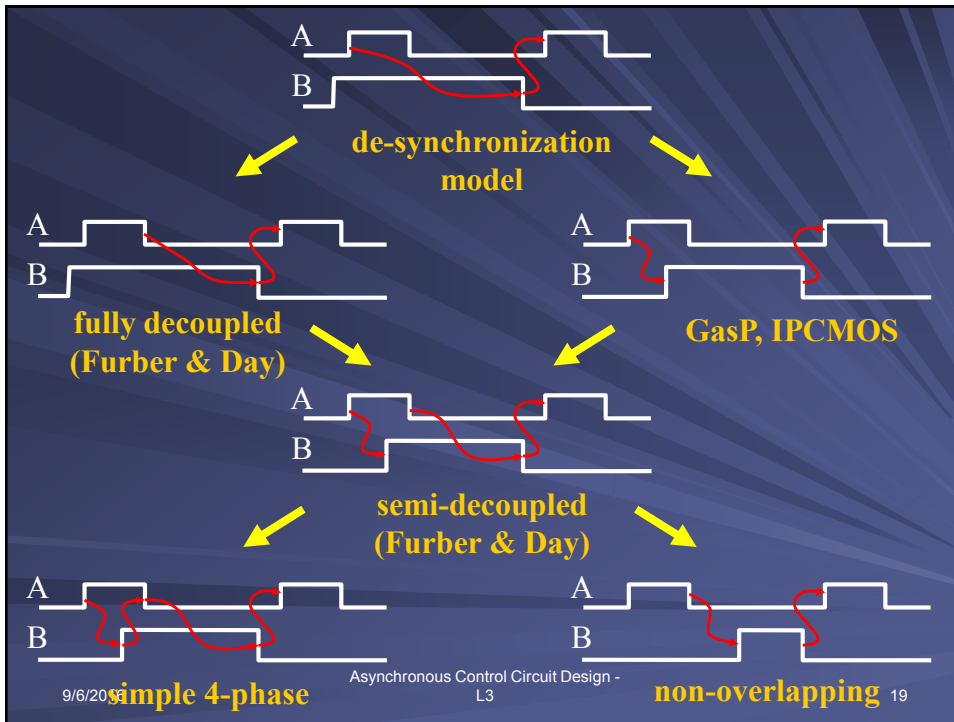
(6 states)

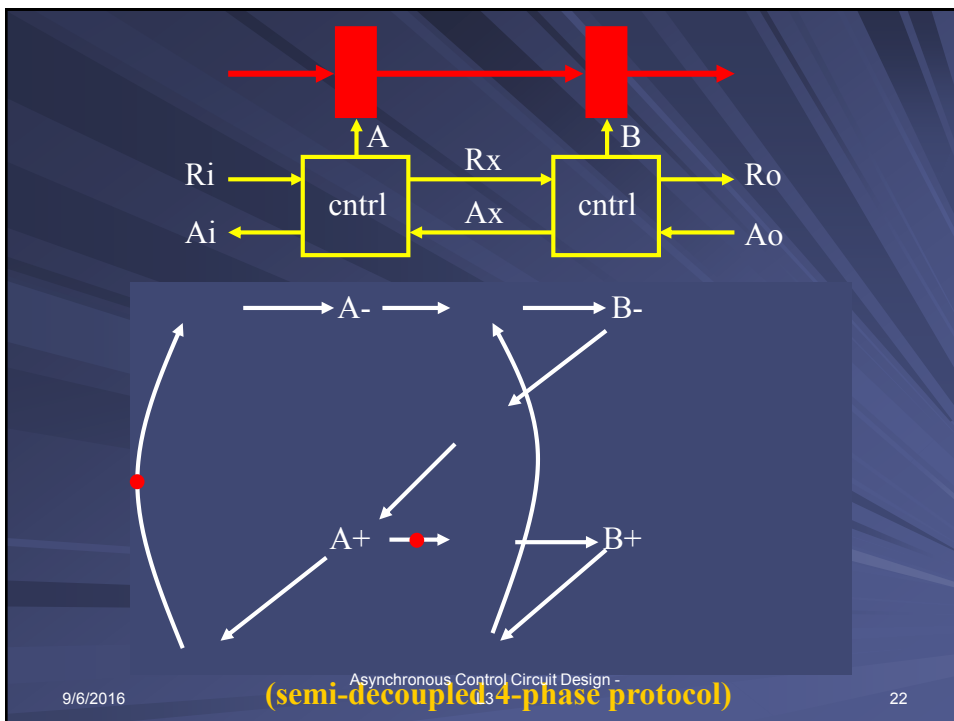
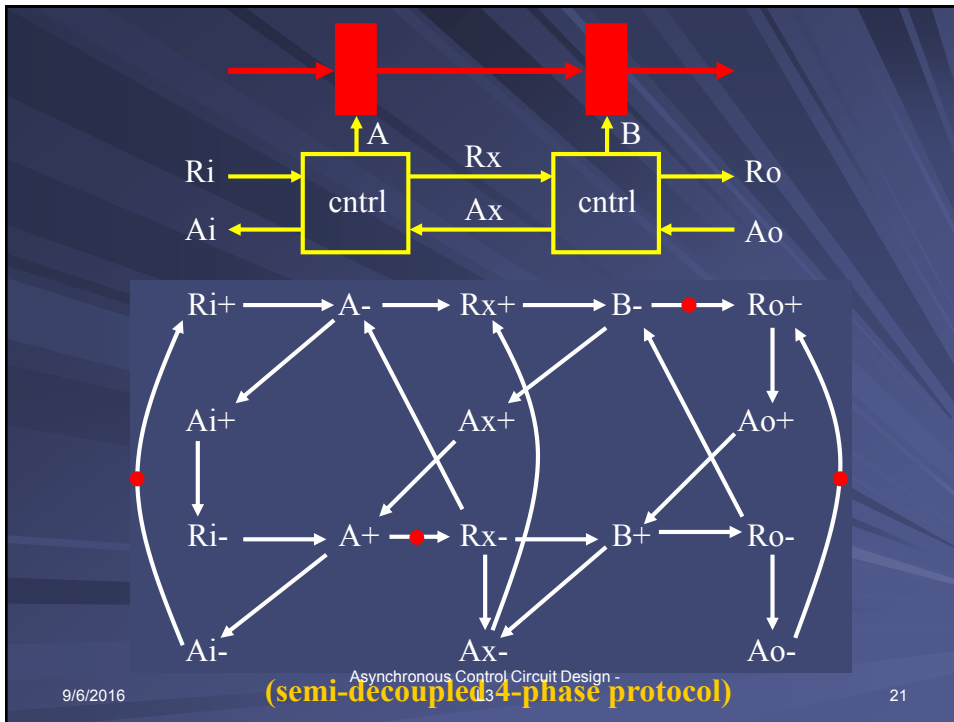
(5 states)

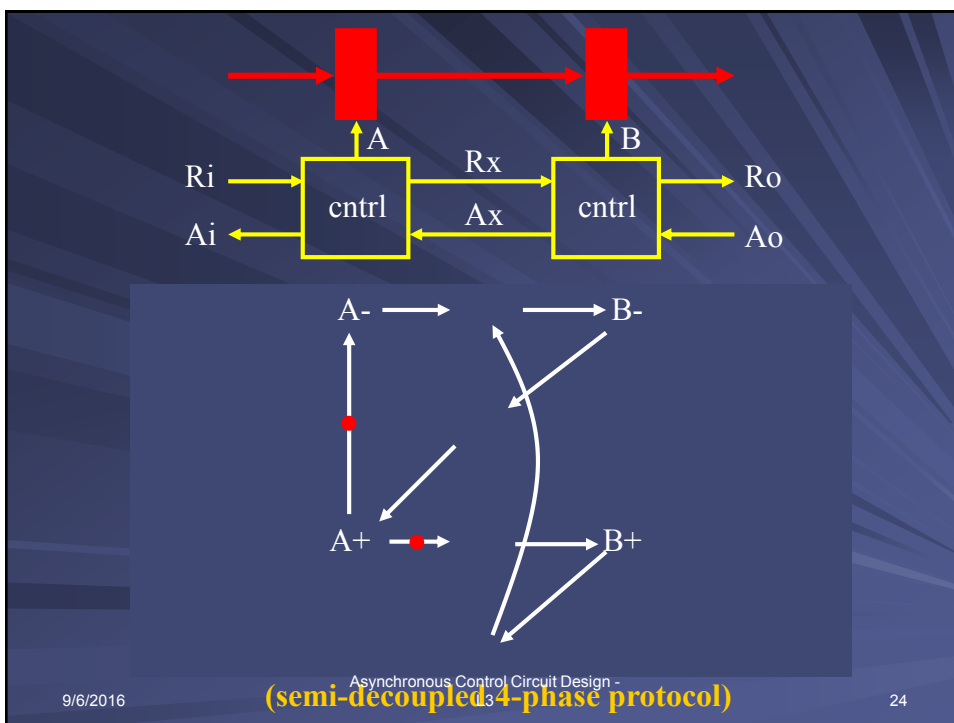
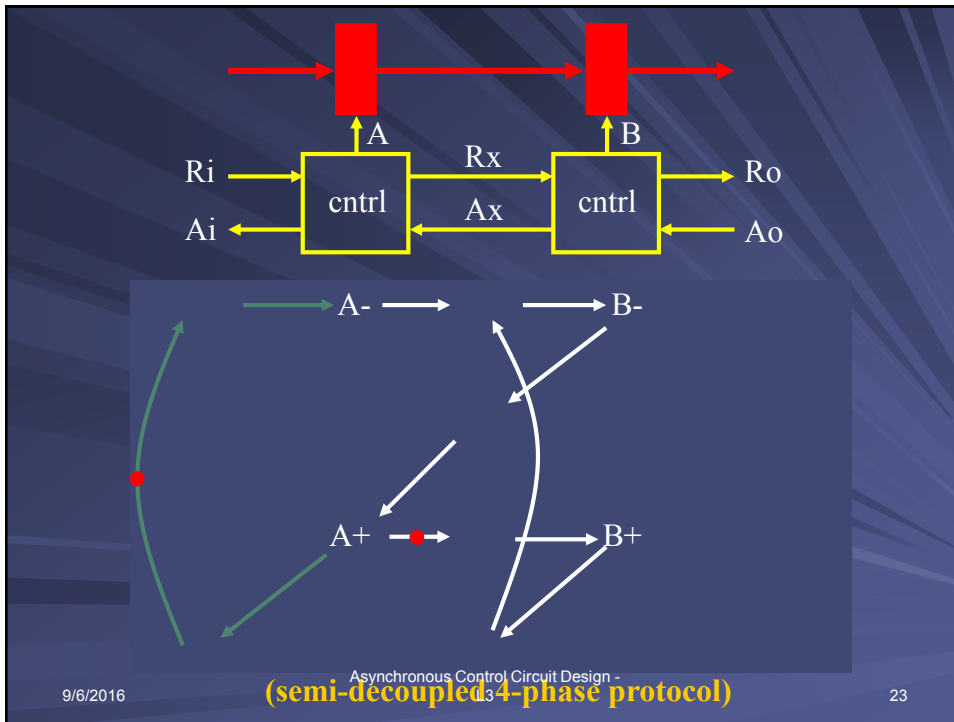
(4 states)

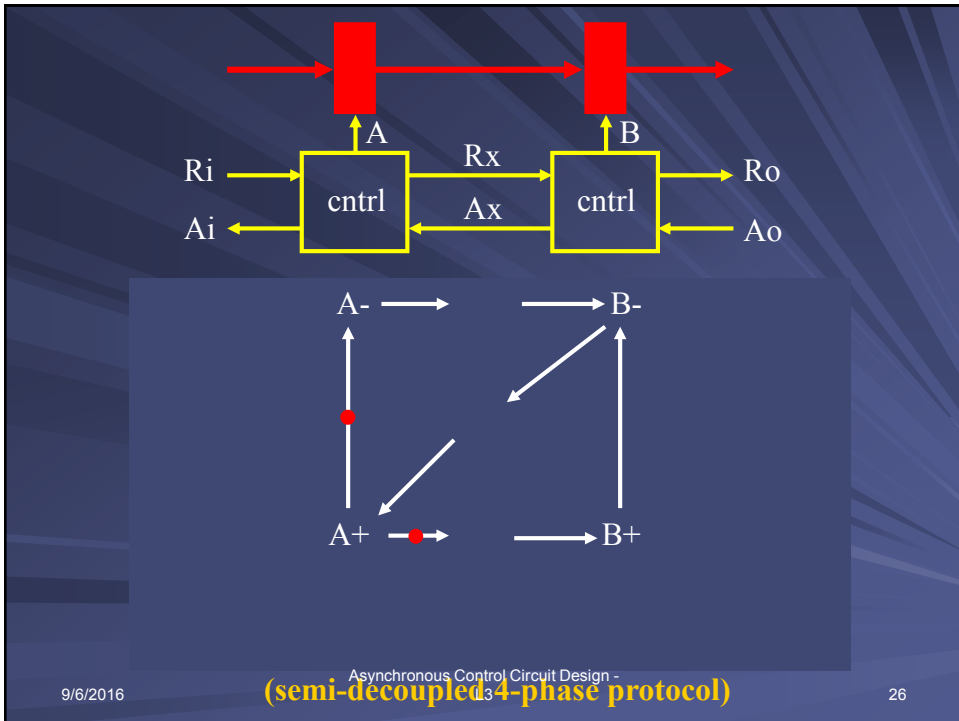
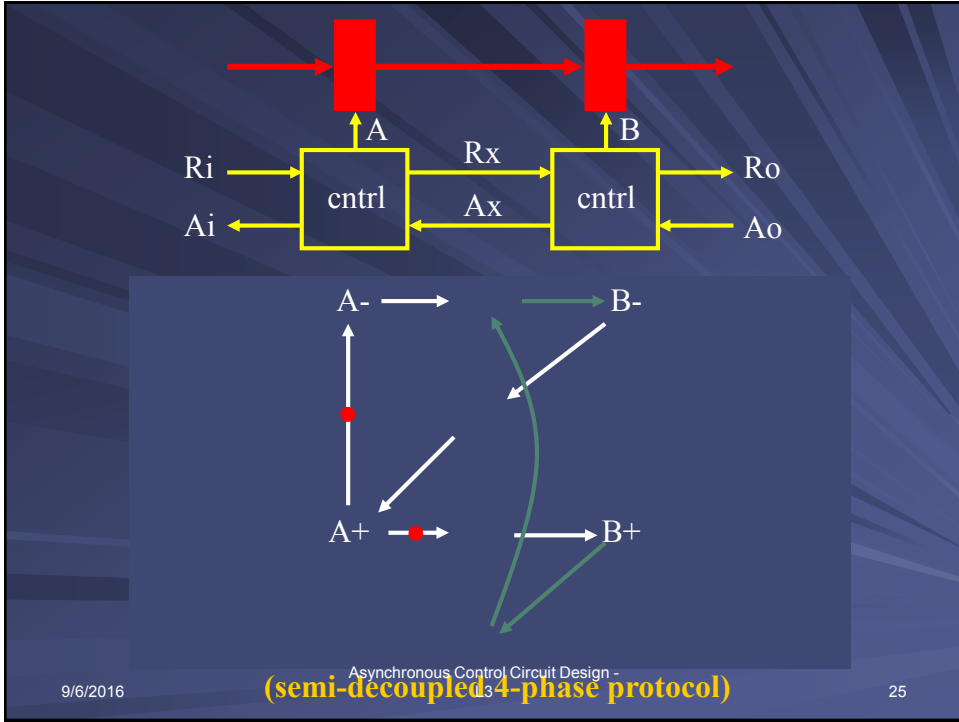
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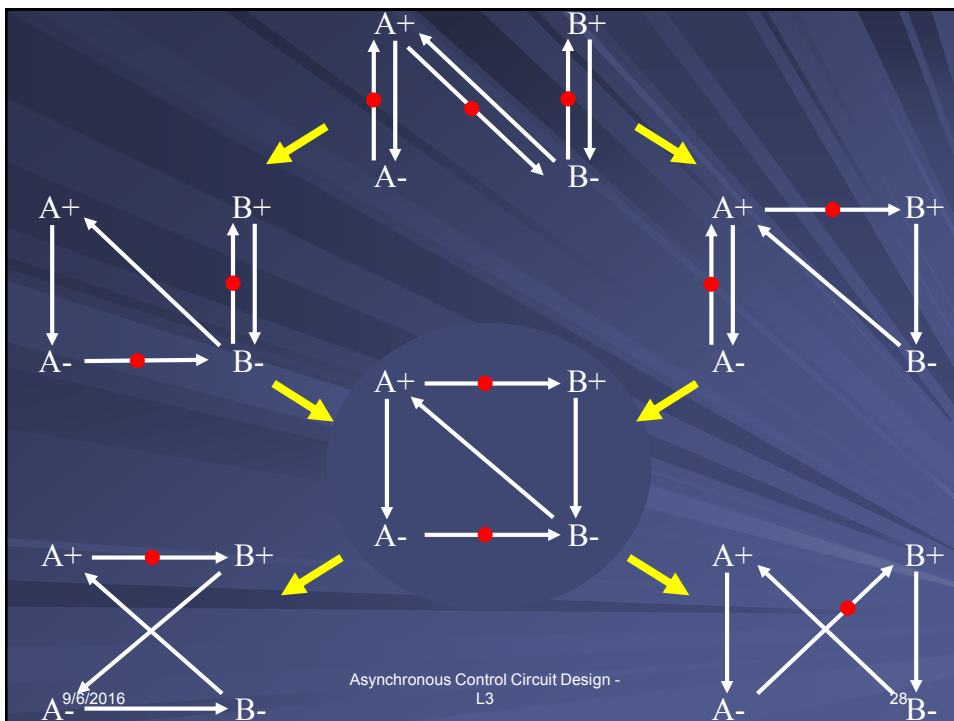
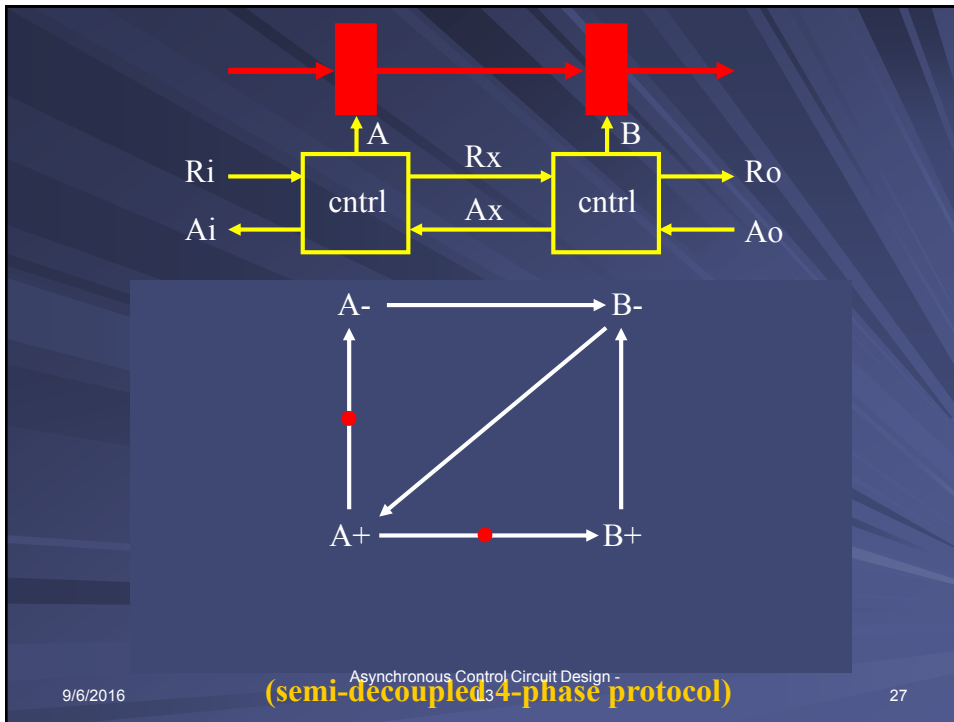
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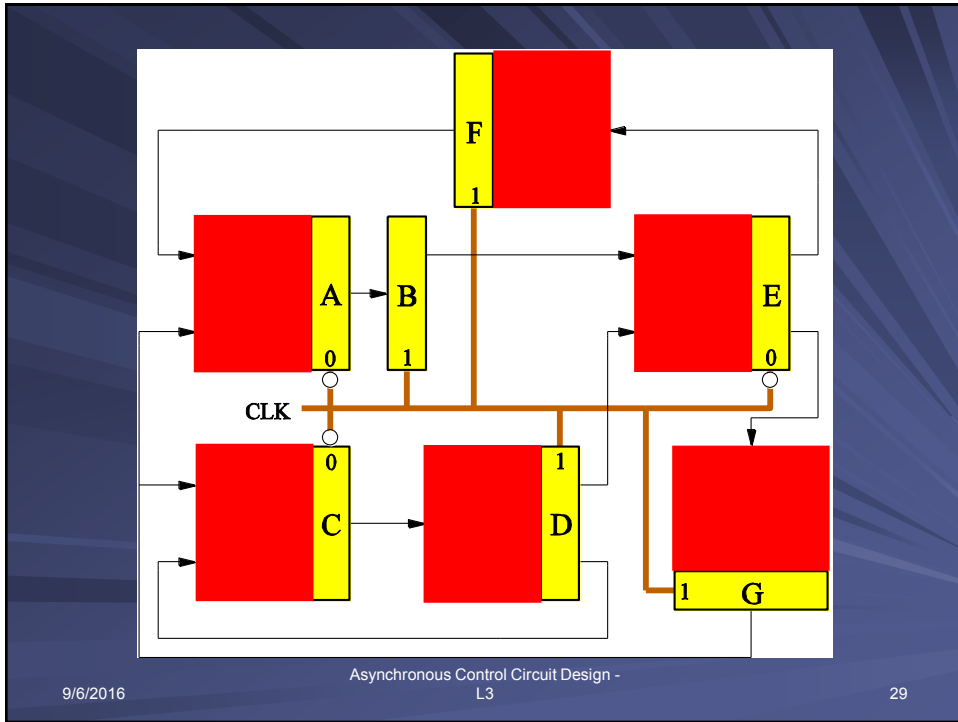










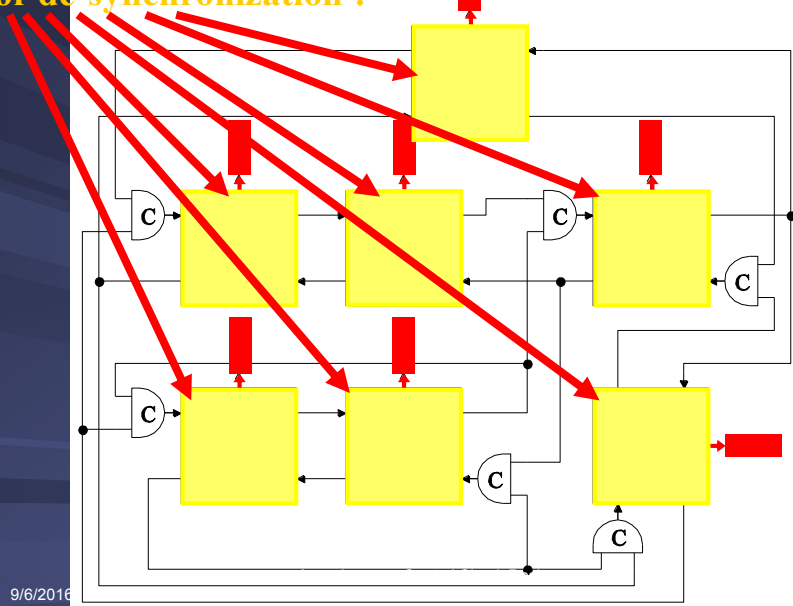


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Which protocols are valid/fast/effective for de-synchronization ?



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**Theorem:**  
 the de-synchronization protocol  
 preserves flow-equivalence

**Proof:** by induction on the length of the traces

Induction hypothesis: same latch values at reset  
 Induction step:  
 same values at cycle  $i \rightarrow$  same values at cycle  $i+1$

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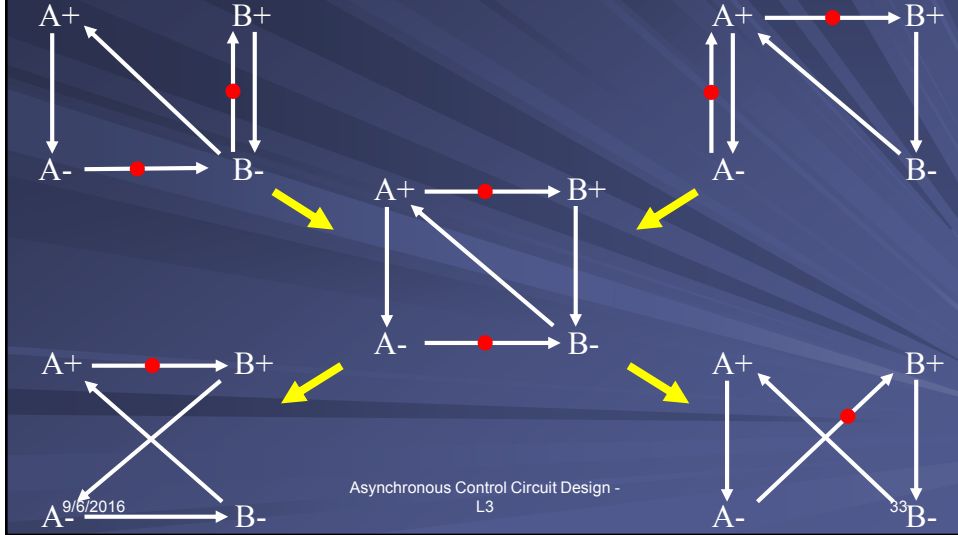
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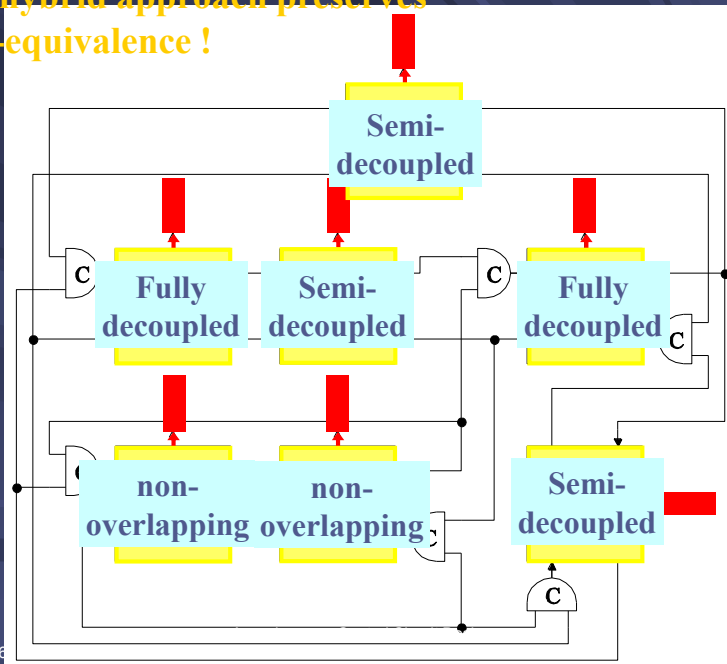


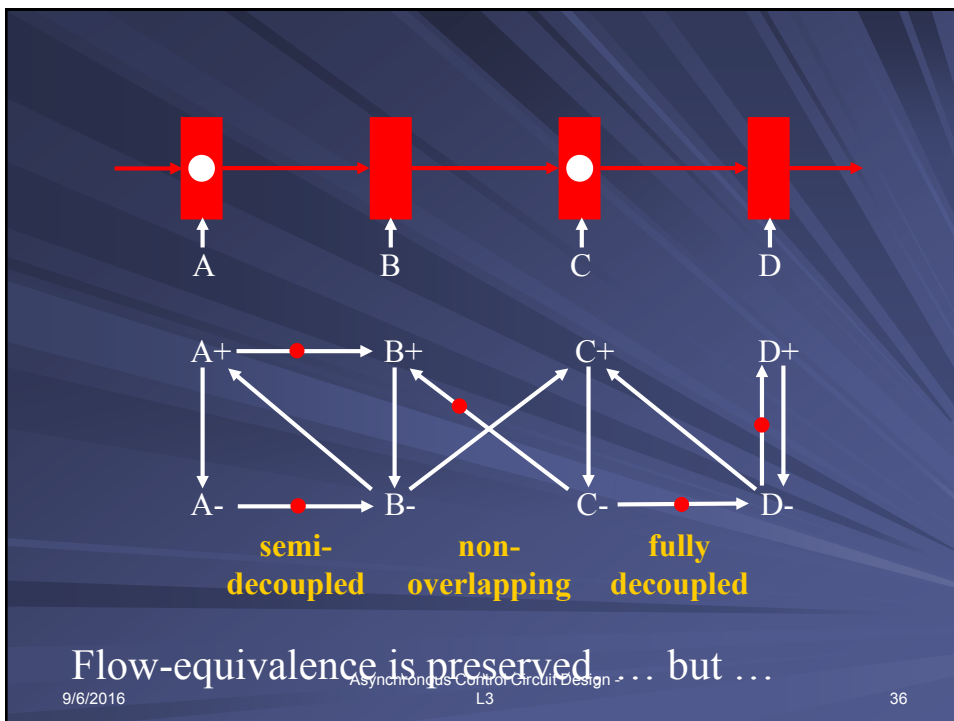
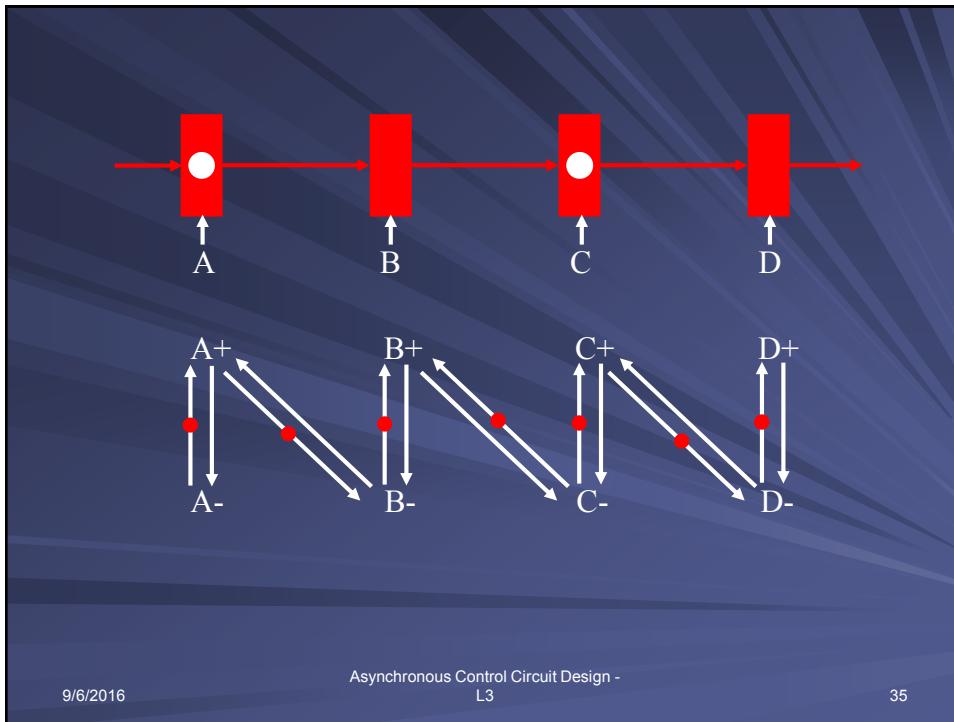
**Theorem:**

any reduction in concurrency preserves flow-equivalence



Any hybrid approach preserves flow-equivalence !





# Live-ness?

## ■ Preservation of flow-equivalence:

*all the generated traces are equivalent*

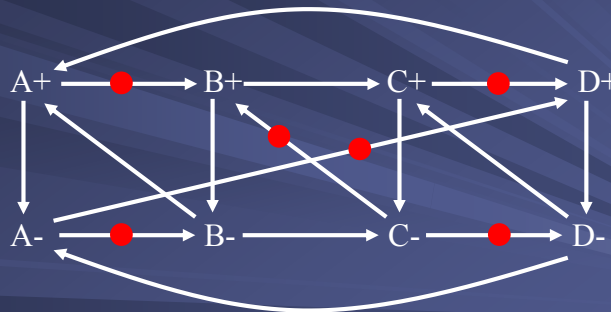
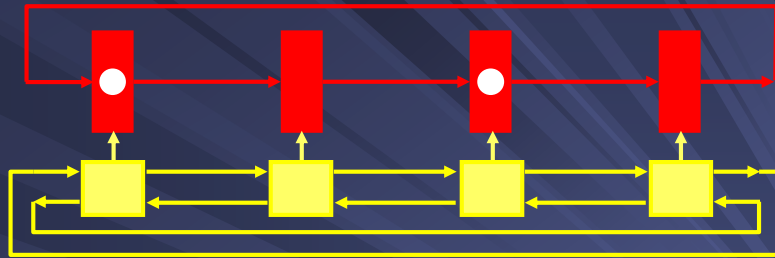
## ■ Are all traces generated ? (Is the marked graph live ?)

*Not always !*

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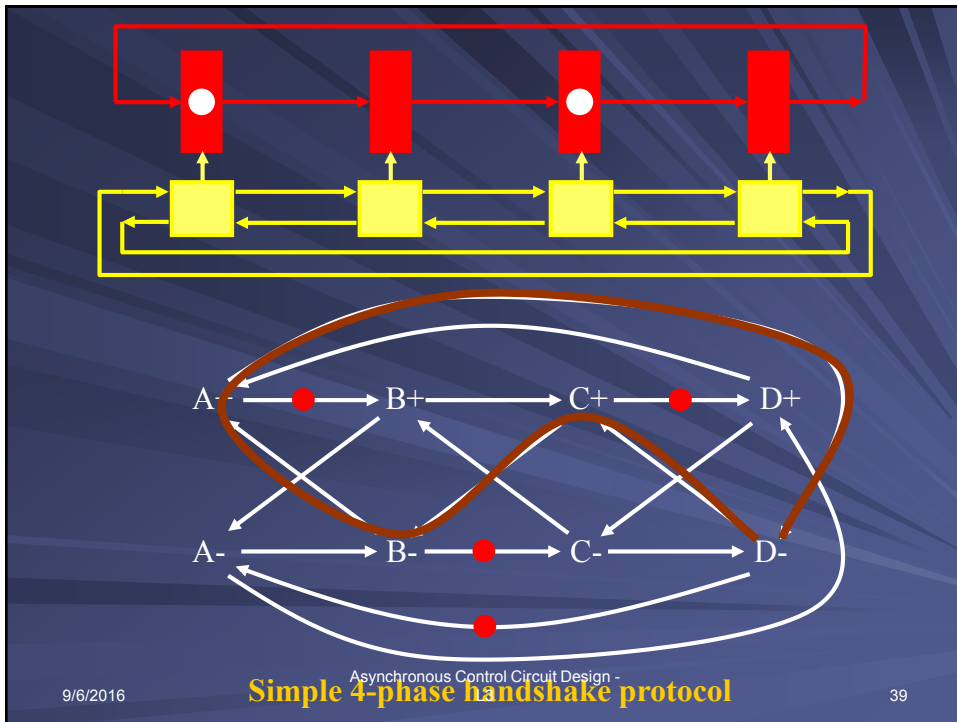


### Semi-decoupled 4-phase handshake protocol

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Liveness: all cycles have at least one token [Commoner 1971]

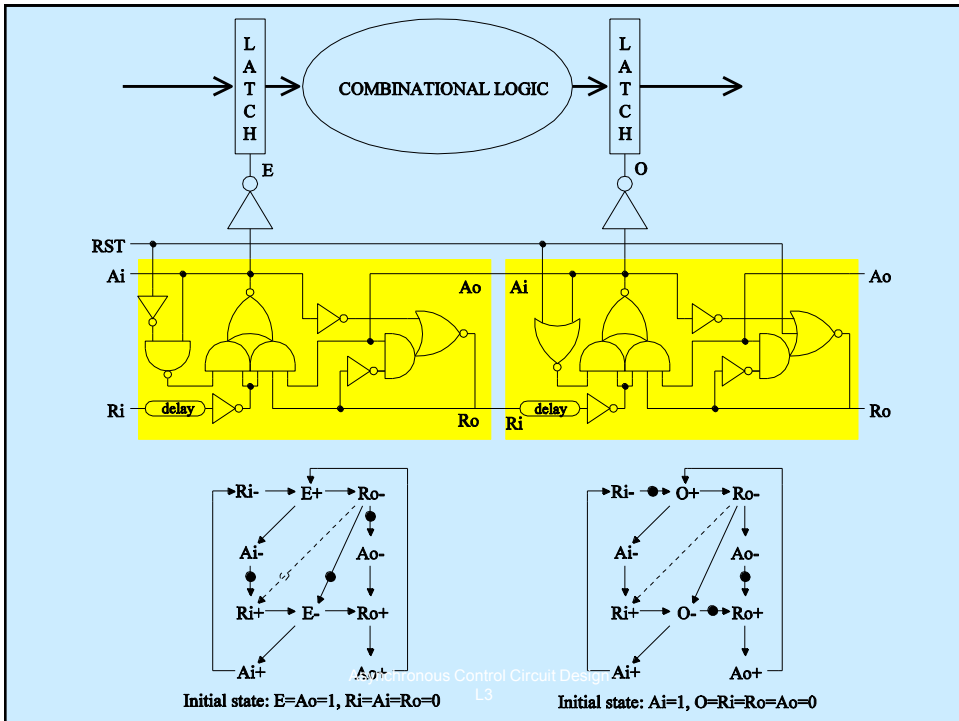
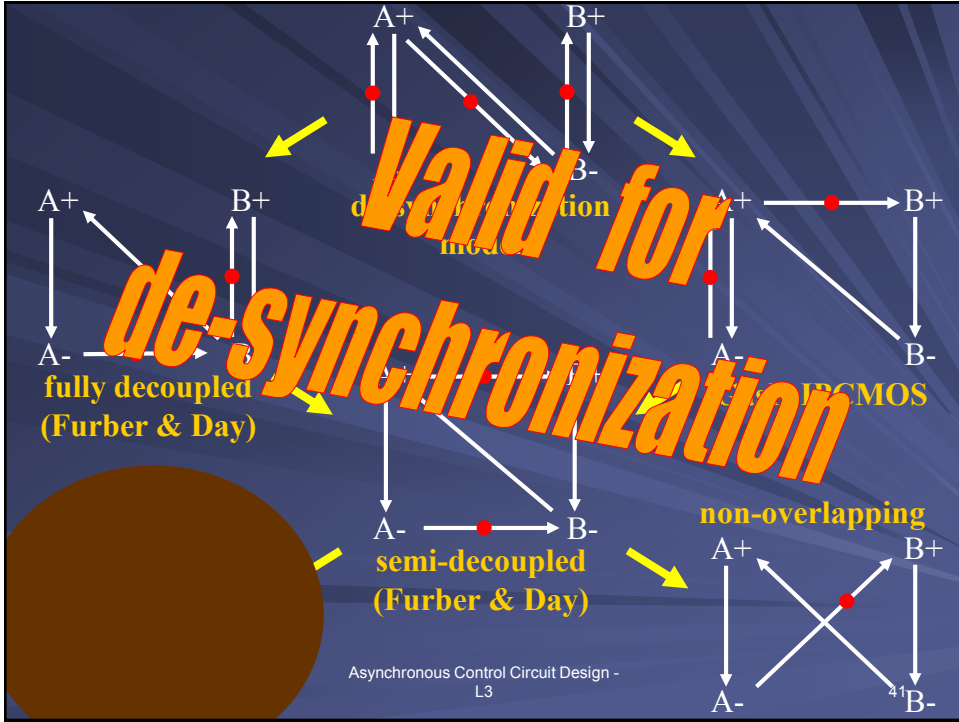
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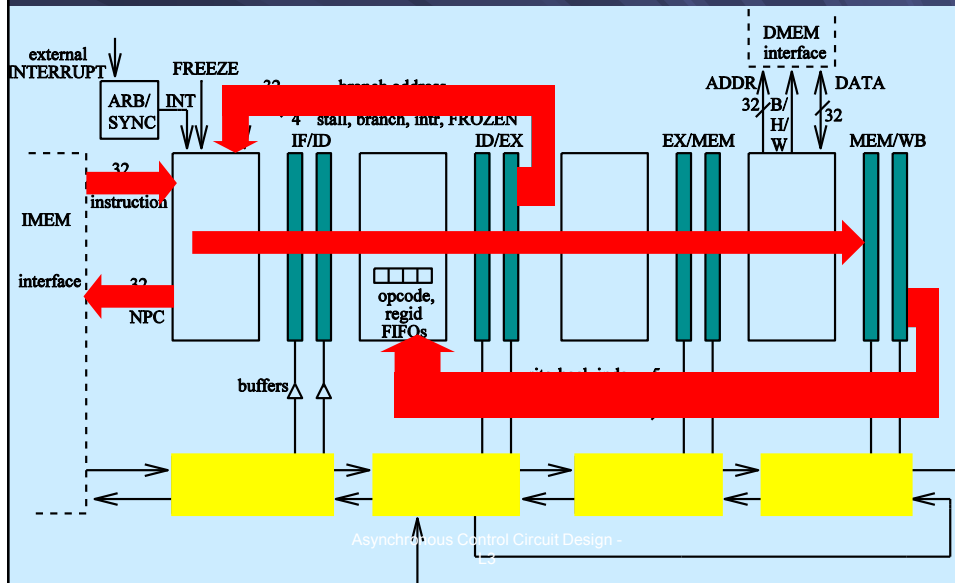
## Results regarding Live-ness

- At least three latches in a ring are required with only one data token circulating [Muller 1962]
- **Theorem:**  
*any hybrid combination of protocols is live if the simple 4-phase protocol is not used*

**Proof:** *any cycle has at least one token*



# ASPIDA DLX block diagram



## De-synchronization on FPGA

# ASPIDA FPGA Implementation

- Xilinx Spartan IIE FPGA on a Diligent 2DE board
- FPGA contained:
  - De-synchronized DLX,
  - Processor memories
  - VGA driver
- Implemented Xilinx ISE
- Technology-portable Verilog design
- The full integer ISA and interrupt support is included
- DLX runs the “Game of Life” Algorithm
  - Fully-asynchronous
- VGA is fully synchronous



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<http://www.cse.cornell.edu/carv/async/demo/>

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## De-synchronized DLX on FPGA



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# ASPIDA ASIC Design

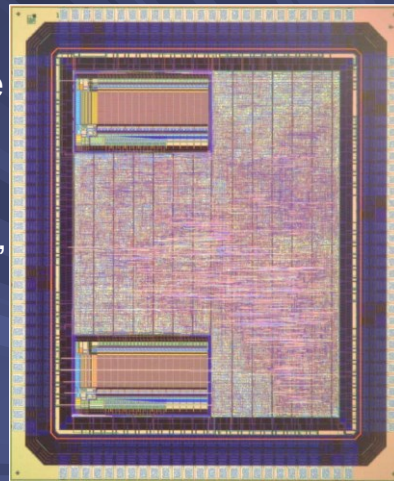
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## ASPIDA IC

- 32-bit RISC CPU
- EU funded research project
- Two fully-functional ICs were manufactured with IHP 0.25um technology
- Runs in both *synchronous* and *de-synchronized* modes,
  - Direct comparison of results
- Measurements
  - Performance, Voltage scaling and EME measurements
  - On-tester functional tests
  - Lab analysis



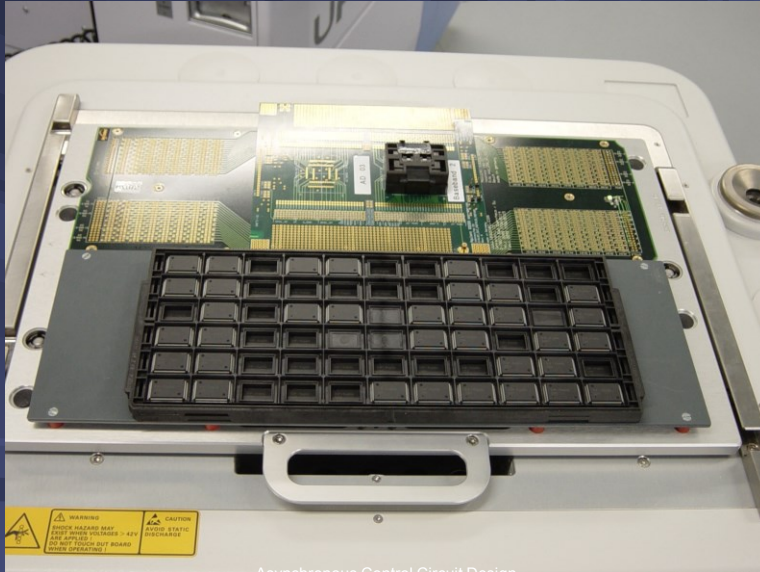
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## ASPIDA IC Testing

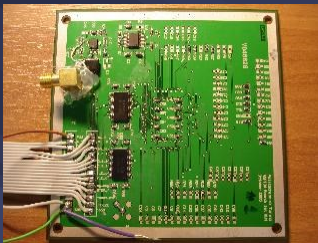


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## ASPIDA PCB Design



PCB with RISC IC (back)



PCB with RISC IC (front)

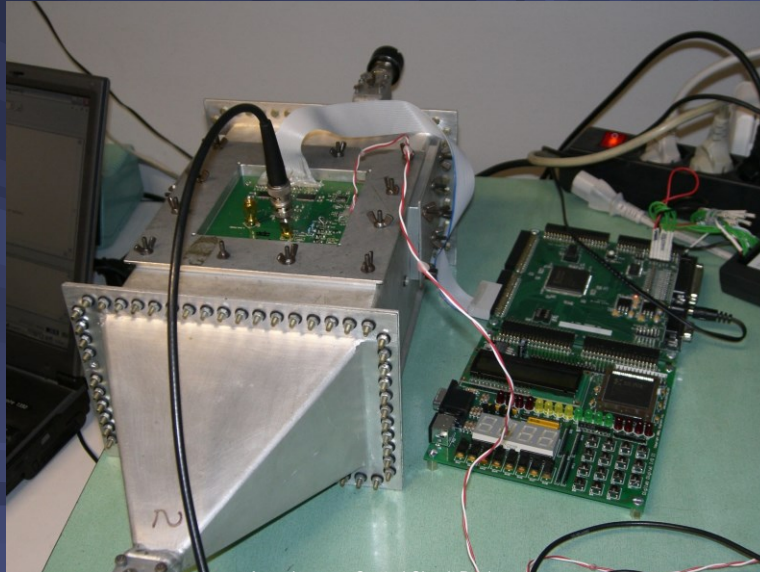
- 32-bit RISC CPU with DFV and adaptive (P, V, T) timing
- DFV embedded automatically to RISC CPU Verilog netlist using NanoSync V0 tool
- 700K Transistor Design, 0.25um CMOS process
- Full-scan testable, Adaptive Timing operation
- DFV Voltage Scaling from 3.3V down to 0.95V (2.5V process nominal)
- DFV Speed Scaling period from 18ns cycle @ 2.5V to 4,000ns @ 0.95V

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# ASPIDA TEM Cell Measurements



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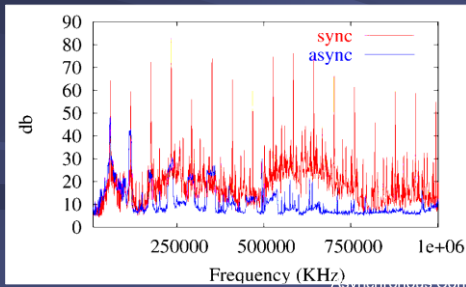
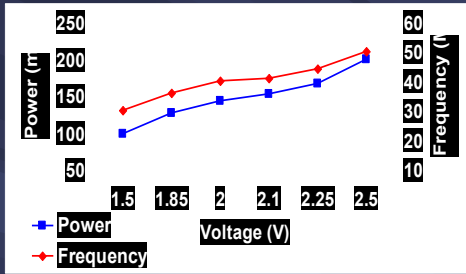
# ASPIDA Results

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# ASPIDA Measurements



- Performance results
  - Synchronous: 52 MHz
  - De-Synchronized: all chips worked above 63 MHz
  - ~20% Lower-power through Voltage Scaling!
- Power results
  - Scaling: 200 mW (50 MHz) dropped to 98 mW (30 MHz)
  - Chips could scale down to 0.95 V (250 KHz), well beyond allowed voltage
- EME reduction
  - 30 dB (average)
  - 50 dB (max)
  - EME measurements were done using a TEM cell to guarantee accuracy

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# ASPIDA Schmo Plot



- Period vs. VDD for desynchronized operation
- Fully functional on any voltage above 0.95 V

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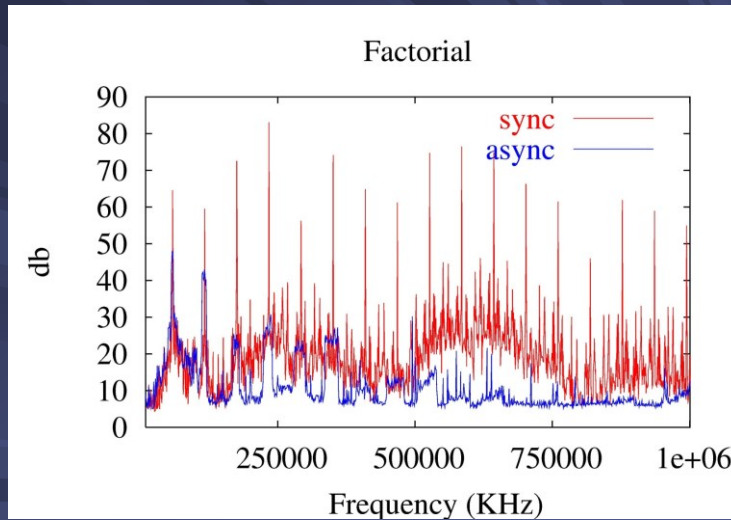
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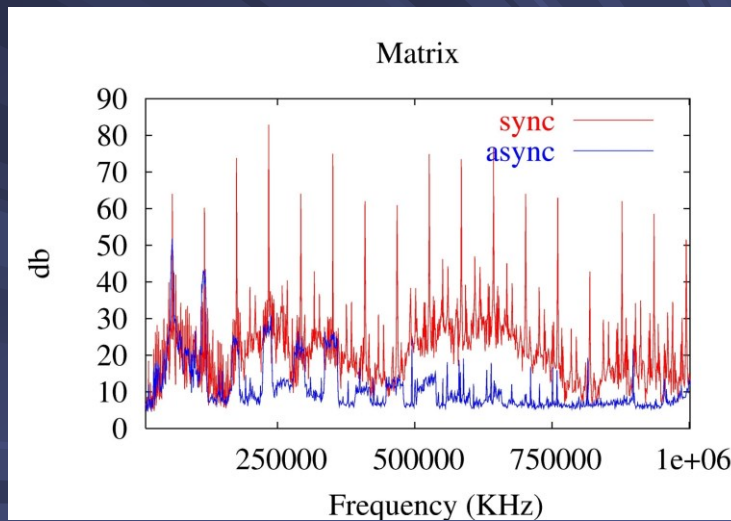
# ASPIDA EME Results



**ASPIDA running Factorial on TEM**

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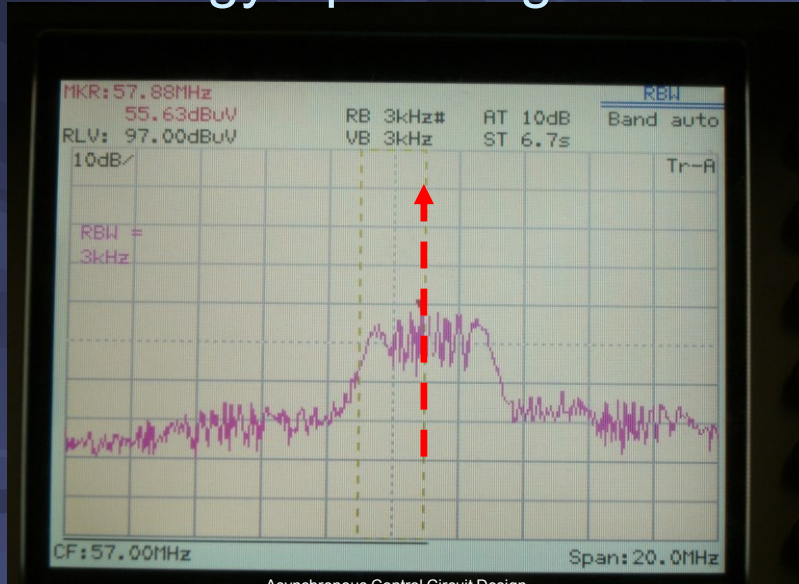
# ASPIDA EME Results



**ASPIDA running Matrix on TEM**

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# Energy Spreading Effect



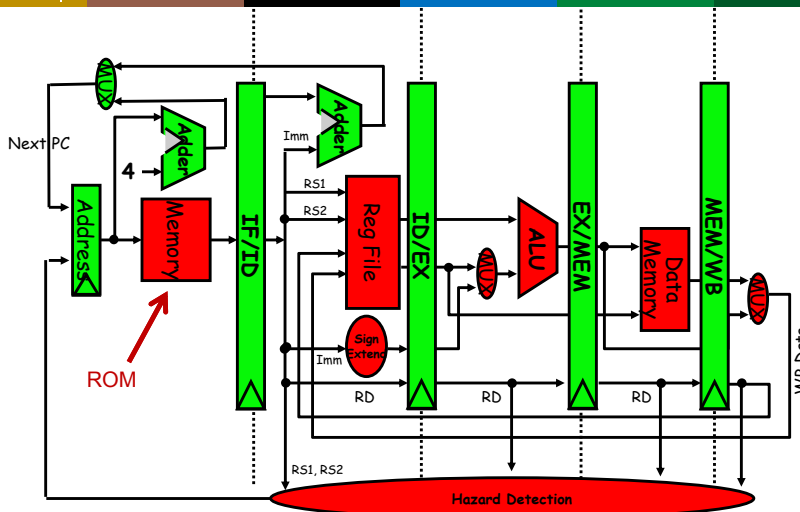
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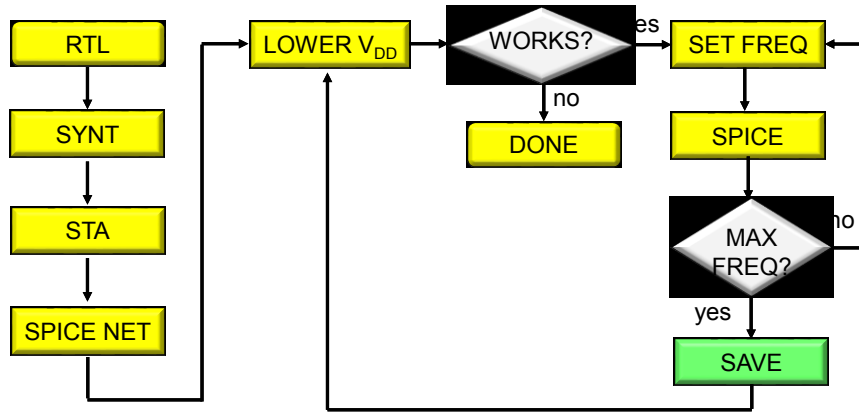
# Synchronous Pipelined MIPS



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## Synchronous Design Flow and Study

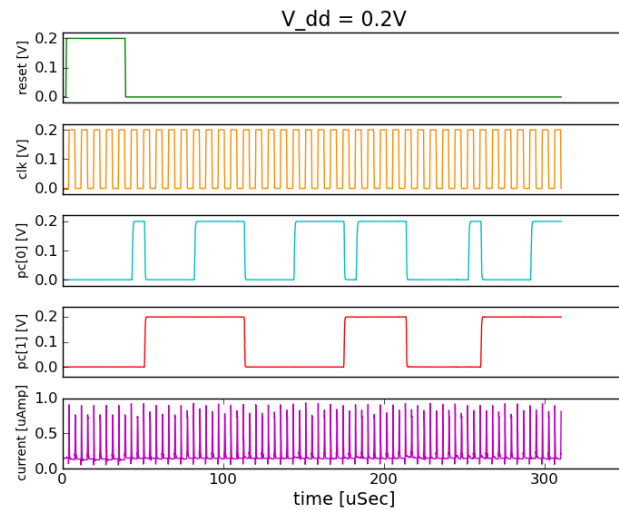


STA only at  $V_{dd}$  NOM (libraries calibrated)  
 → Iterative simulations for lower voltages

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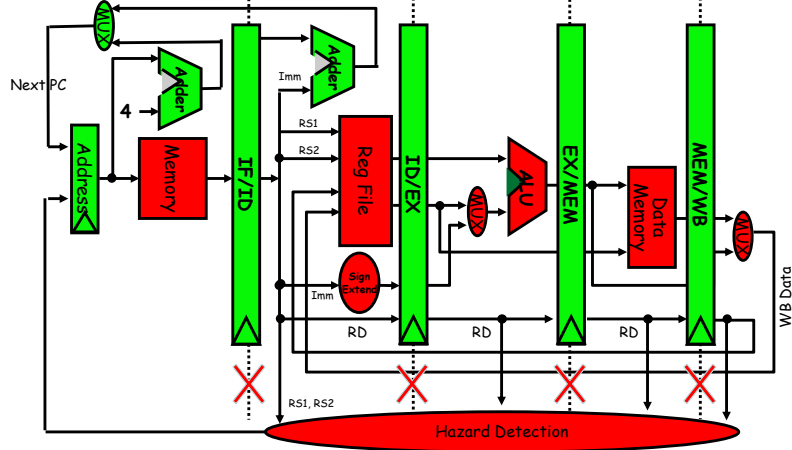
## Synchronous Operation at 0.2V



▶ 63

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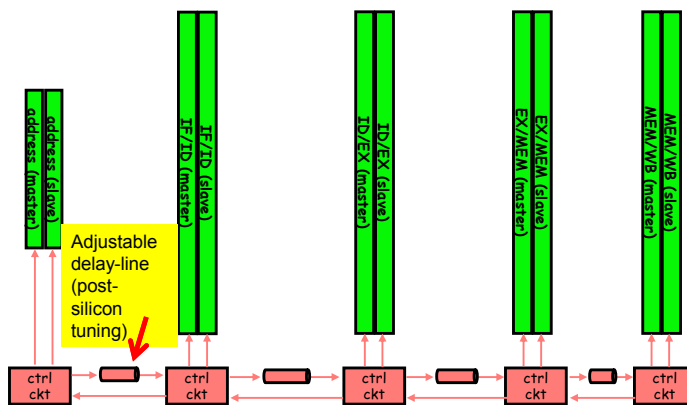
## De-Synchronizing the MIPS



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## De-Synchronized Bundled-Data MIPS for sub-VT (uaMIPS)

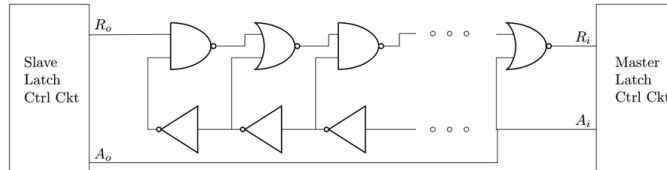


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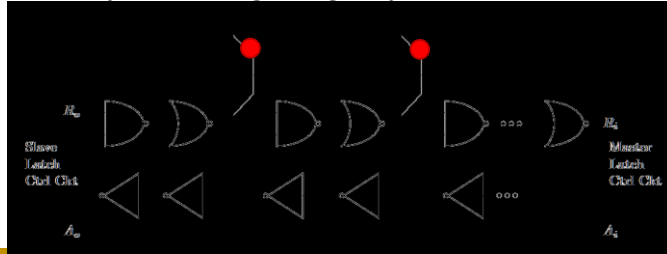
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## Post Silicon Tunable Asymmetric Delay Line

- ▶ Asymmetric Delay Lines, for fast Return to Zero



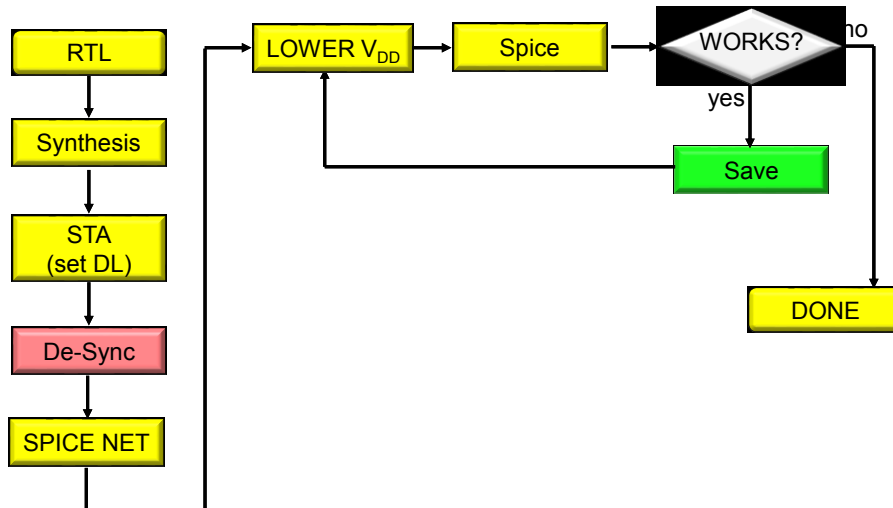
- ▶ Post-Si delay line tuning: Mitigate process variation



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## Asynchronous Design Flow and Study

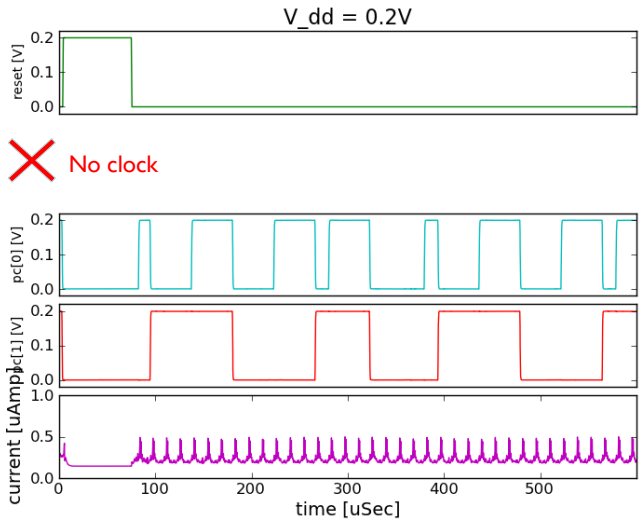


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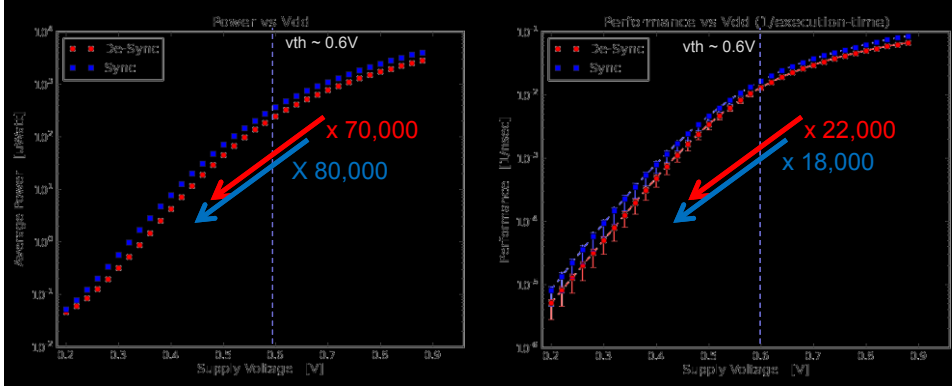
## Asynchronous Operation at 0.2V



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## Asynchronous vs. Synchronous uMIPS vs. uaMIPS Performance

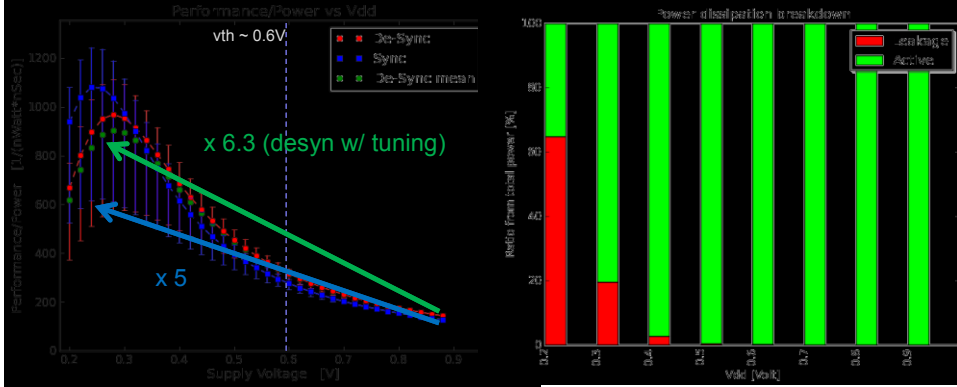


Diamant, R, Ginosar, R, Sotiriou, C, "Asynchronous Sub-Threshold Ultra-Low Power Processor", Proceedings of PATMOS 2015, September 2015.

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# uaMIPS Results

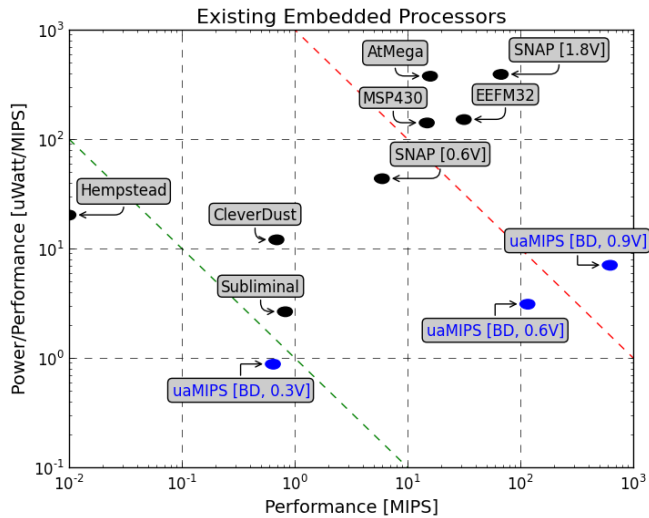


- ▶ Post-silicon tuning of delay lines:
  - ▶ No need to accommodate for process variations

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# ULP Embedded Processor Landscape



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# Conclusions

- Asynchronous is NOT a Religion!
  - Stop evangelizing goodness Axioms
  - It is NOT about asynchronous OR synchronous!
  - It is about clocking selectively!
- Need Pragmatic Design Approaches and Flows
- Need New EDA Tools
- Need New EDA Algorithms
- Don't need new Library Cells for ASIC/SoC
- Don't need new Silicon Architecture for FPGAs
- Killer Apps are here to stay; Understand them!
  - SoC synchronization
  - Low-Power
  - Variability