CS184: Computer Architecture (Structure and Organization)

Day 7: January 21, 2005
Energy and Power

Today

- Energy Tradeoffs?
- Voltage limits and leakage?
- Thermodynamics meets Information Theory
- Adiabatic Switching

At Issue

- Many now argue power will be the ultimate scaling limit
  - (not lithography, costs, …)
- Proliferation of portable and handheld devices
  - …battery size and life biggest issues
- Cooling, energy costs may dominate cost of electronics

What can we do about it?

$$E = \frac{1}{2}CV^2$$

$$\tau_{gd}=Q/I=(CV)/I$$

$$I_d=(\mu C_{OX}/2)(W/L)(V_{gs}-V_{TH})^2$$

Tradeoff

- $E \approx V^2$
- $\tau_{gd} \approx 1/V$
- Can trade speed for energy
- $E \times (\tau_{gd})^2 \approx$ constant

Martin *et al. Power-Aware Computing*, Kluwer 2001
http://caltechcstr.library.caltech.edu/308/

Questions

- How far can this go?
  - (return to later in lecture)
- What do we do about slowdown?

Parallelism

- We have Area-Time tradeoffs
- Compensate slowdown with additional parallelism

- …trade Area for Energy ➔ Architectural Option

Ideal Example

- Perhaps: 1nJ/32b Op, 10ns cycle
- Cut voltage in half
- 0.25nJ/32b Op, 20ns cycle
- Two in parallel to complete 2ops/20ns
- 75% energy reduction

Power Density Constrained Example

- Logic Density: 1 foo-op/mm^2
- Energy cost: 10nJ/foo-op @ 10GHz
- Cooling limit: 100W/cm^2
- How many foo-ops/cm^2/s?
  - 10nJ/mm^2 x 100mm^2/cm^2=1000nJ/cm^2
  - ➔ top speed 100MHz
  - 100M x 100 foo-ops = 10^{10} foo-ops/cm^2/s

What can we support?

$$100W/cm^2 = \left(\frac{10nJ}{\left(\frac{t_{cycle}}{100\,ps}\right)^2}\right) \times 100 \times \left(\frac{1}{t_{cycle}}\right)$$

(Pushing through the Math)

$$\left(t_{cycle}\right)^3 = \frac{10nJ \times 100 \times \left(100\,ps\right)^2}{100J/s}$$

$$t_{cycle} = \sqrt[3]{10^{-8} \times \left(10^{-10}\right)^2 s^3}$$

$$t_{cycle} = 4.64 \times 10^{-10}\,s \approx 500\,ps$$

Improved Power

- How many foo-ops/cm^2/s?
  - 2GHz x 100 foo-ops = 2 ×10^{11} foo-ops/cm^2/s
  - [vs. 100M x 100 foo-ops = 10^{10} foo-ops/cm^2/s]

How far?

Limits

- Ability to turn off the transistor
- Noise
- Parameter Variations

Sub Threshold Conduction

- To avoid leakage want I_{off} very small
- Use I_{on} for logic – determines speed
- Want I_{on}/I_{off} large

$$I_{off} = I_{VT} \times 10^{-(V_T / S)}$$

$$S = (\ln(10))\eta kT / e$$

[Frank, IBM J. R&D v46n2/3p235]

Sub Threshold Conduction

- S≈90mV for single gate
- S≈70mV for double gate
- 4 orders of magnitude I_{VT}/I_{off} ➔ V_T>280mV

$$I_{off} = I_{VT} \times 10^{-(V_T / S)}$$

$$S = (\ln(10))\eta kT / e$$

[Frank, IBM J. R&D v46n2/3p235]

Thermodynamics

Lower Bound?

- Reducing entropy costs energy
- Single bit gate output
  - Set from previous value to 0 or 1
  - Reduce state space by factor of 2
  - Entropy: $\Delta S = k \times \ln(\text{before/after}) = k \times \ln 2$
  - Energy=T $\Delta S = kT \times \ln(2)$
- Naively setting a bit costs at least $kT \times \ln(2)$

Numbers (ITRS 2001)

- kT×ln(2) = 2.87×10^{-21}J (at R.T K=300)

Table 35b High-performance Logic Technology Requirements—Long-term

Year of Production	2010	2013	2016
DRAM ½ Pitch (nm)	45	32	22
MPU / ASIC ½ Pitch (nm)	50	35	25
Energy per (W/L_{gate}=3) device switching transition (C_{gate}*(3*L_{gate})*V^2) (fJ/Device) [14]	0.015	0.007	0.002

Table 36b Low Operating Power (LOP) Logic Technology Requirements—Long-term

Energy per (W/L_{gate}=3) device switching transition (C_{gate}*(3*L_{gate})*V^2) (fJ/Device) [11]	0.032	0.015	0.006

0.002fJ = 2×10^{-18}J

Sanity Check

- CV^2=2×10^{-18}J
- V=0.4V
- Q=CV=5×10^{-18} columbs
- e=1.6×10^{-19} columbs
- Q=30 electrons?

- Energy in α particle?
  - 10^5—10^6 electrons?

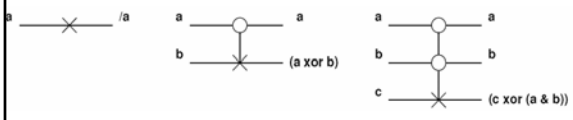
Hmm…

- CV^2=2×10^{-18}J
- 300,000 nm^2/bit (22nm)
- ➔3×10^{6}gates/mm^2
- 6×10^{-12}J/mm^2
- 6×10^{-10}J/cm^2
- @100W/cm^2

Recycling…

- Thermodynamics only says we have to dissipate energy if we discard information
- Can we compute without discarding information?
- Can we use this?

Three Reversible Primitives

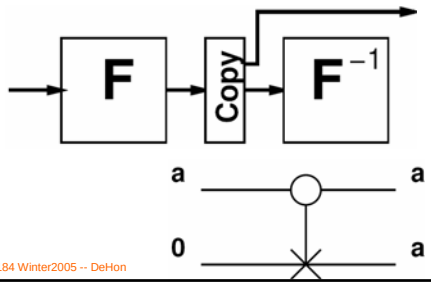


Universal Primitives

- These primitives
  - Are universal
  - Are all reversible
- If keep all the intermediates they produce
  - Discard no information
  - Can run computation in reverse

Cleaning Up

- Can keep "erase" unwanted intermediates with reverse circuit



Thermodynamics

- In theory, at least, thermodynamics does not demand that we dissipate any energy (power) in order to compute

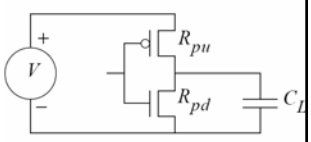
Adiabatic Switching

Two Observations

1. Dissipate power through on-transistor charging capacitance
2. Discard capacitor charge at end of cycle

Charge Cycle

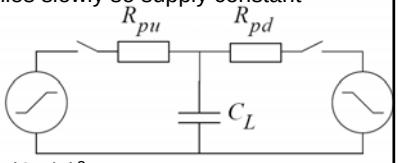
- Charging capacitor
  - Q=CV
  - E=QV
  - $E=CV^2$
    - Half in capacitor, half dissipated in pullup



[Athas/Koller/Svensoon, USC/ISI ACMOS-TR-2 1993]

Adiabatic Switching

- Current source charging:
  - Ramp supplies slowly so supply constant curret
  - $P=I^2R$
  - $E_{total}=P*T$
  - $Q=IT=CV$
  - $I=CV/T$
  - $E_{total}=I^2R*T=(CV/T)^2R*T$
  - $E_{total}=I^2R*T=(RC/T)\ CV^2$



Impact of Adiabatic Switching

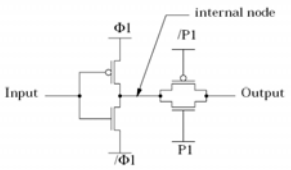
- $E_{total}=I^2R*T=(RC/T)\,CV^2$
- $RC=\tau_{gd}$
- $E_{total} \propto (\tau_{gd}/T)$
- Without reducing V
  - Can trade energy and time
- E×T=constant

Adiabatic Discipline

- Never turn on a device with a large voltage differential across it.
- $P=\Delta V^2/R$

SCRL Inverter

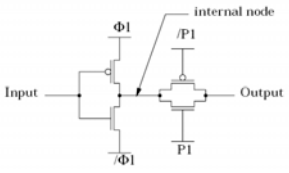
- Φ's, nodes, at Vdd/2
- P1 at ground
- Slowly turn on P1
- Slow split Φ's
- Slow turn off P1's
- Slow return Φ's to Vdd/2



[Younis/Knight ISLPED(?) 1994]

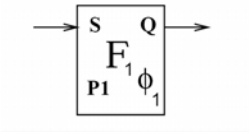
SCRL Inverter

- Basic operation
  - Set inputs
  - Split rails to compute outpı adiabatically
  - Isolate output
  - Bring rails back together
- Have transferred logic to output
- Still need to worry about resetting output adiabatically



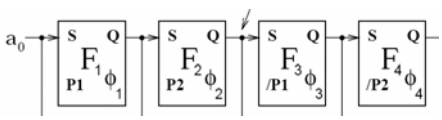
SCRL NAND

- Same basic idea works for nand gate
  - Set inputs
  - Adiabatically switch output
  - Isolate output
  - Reset power rails



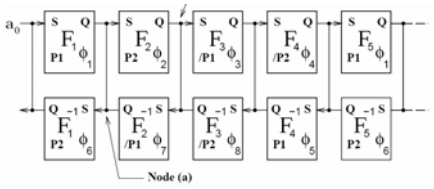
SCRL Cascade

- Cascade like domino logic
  - Compute phase 1
  - Compute phase 2 from phase 1…
- How do we restore the output?



SCRL Pipeline

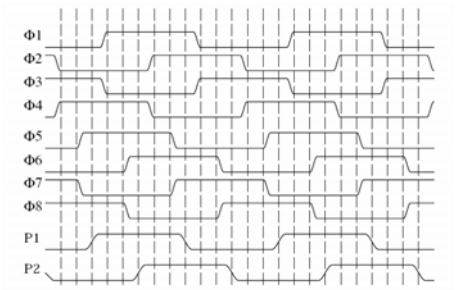
- We must **uncompute** the logic
  - Forward gates compute output
  - Reverse gate restore to Vdd/2



SCRL Pipeline

- P1 high (F1 on; F1 inverse off)
- Φ1 split: a=F1(a0)
- Φ2 split: b=F2(F1(a0))
- $F2^{-1}(F2(F1(a0))=a$
- P1 low – now $F2^{-1}$ drives a
- F1 restore by Φ1 converge
- …restore F2
- Use $F2^{-1}$ to restore a to Vdd/2 adiabatically

SCRL Rail Timing

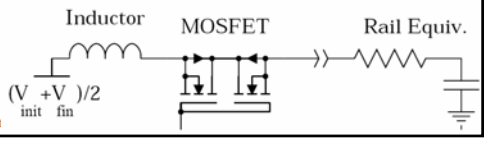


SCRL

- Requires Reversible Gates to uncompute each intermediate
- All switching (except IO) is adiabatic
- Can, in principle, compute at any energy

Trickiness

- Generating the ramped clock rails
- Use LC circuits
- Need high-Q resonators
- Making this efficient is key to practical implementation



Big Ideas

- Can trade time for energy
  - …area for energy
- Noise and subthreshold conduction limit voltage scaling
- Thermodynamically admissible to compute without dissipating energy
- Adiabatic switching alternative to voltage scaling
- Can base CMOS logic on these observations