

# An Interconnect-Centric Approach to Cyclic Shifter Design

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# Outline

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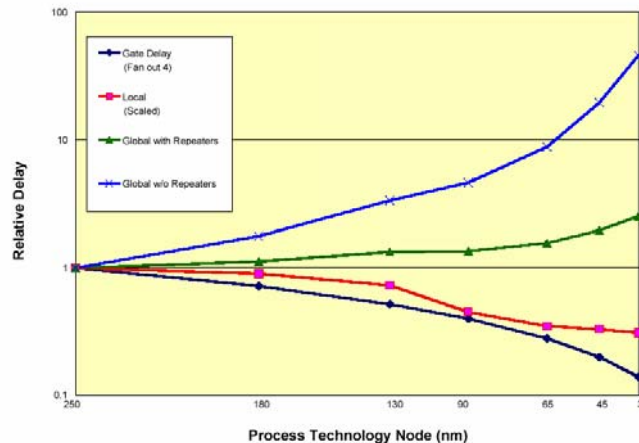
- Motivation
- Previous Work
- Approaches
  - Fanout-Splitting
  - Cell order optimization by ILP
- Conclusions



# Motivation

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- Interconnect dominates gate in present process technology
  - Delay, power, reliability, process variation, etc.



Source: ITRS roadmap 2005

- Conventional datapath design focuses on logic depth minimization



# Technology Trends

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- Device (ITRS roadmap 2005, Table 40a)

Gate length (nm)	90	65	% decreasing
Vdd (V)	1.1	1.1	-
Vth (V)	0.195	0.165	-
NMOS gate Cap (fF/ $\mu\text{m}$ )	0.573	0.469	18.2%
NMOS intrinsic delay (ps)	0.870	0.640	26.4%

- Updated Berkeley Predictive Interconnect Model

Gate length (nm)	90	65	% decreasing
Inter-layer dielectric constant	2.8	2.6	-
Capacitance of local interconnect (fF/ $\mu\text{m}$ )	0.186	0.173	7.0%



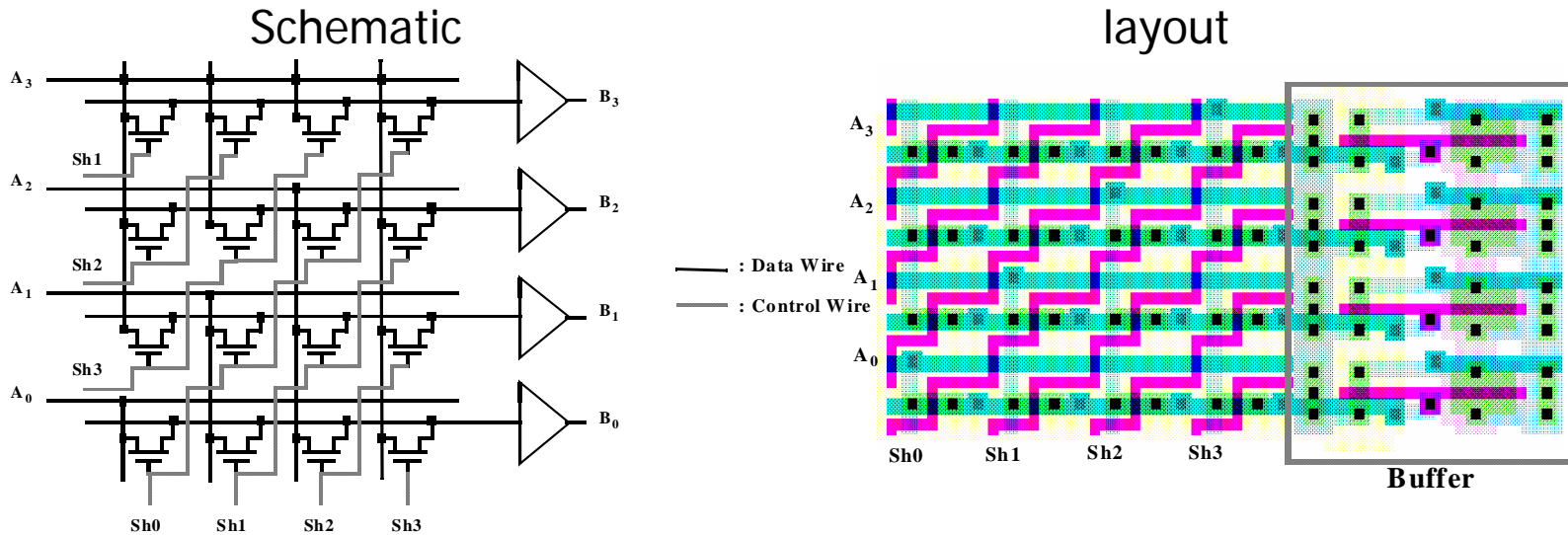
# Shifter Taxonomy

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- Functionality
  - Logical Shift: MSBs stuffed with 0's
  - Arithmetic Shift: Extend original MSB
  - Cyclic Shift (rotation)
  - Bidirectional Shift
- Circuit Topology
  - Barrel Shifter
  - Logarithmic Shifter



# Barrel Shifter

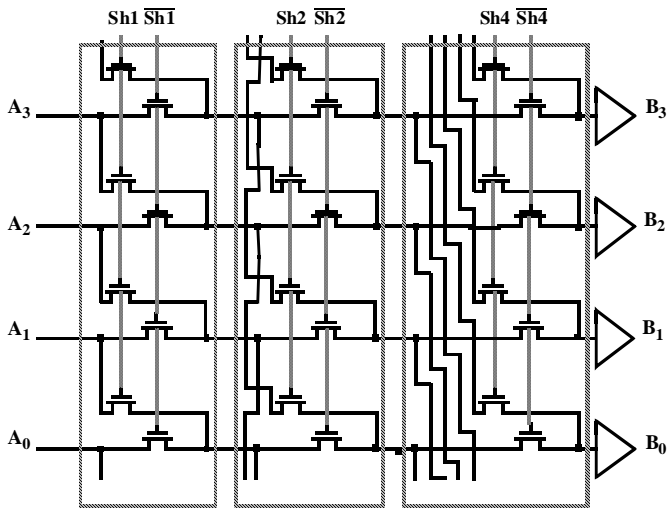


- **Pros**
  - Every data signal pass only one transmission gate
- **Cons**
  - Input capacitance is  $O(N)$
  - # transistors =  $O(N^2)$
  - Requires additional decoder for control signals

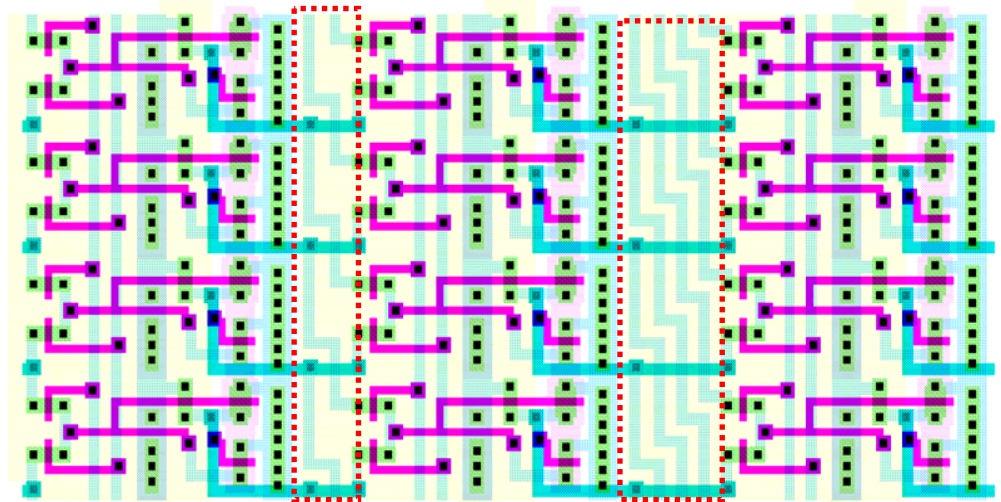


# Logarithmic Shifter

Schematic



layout



- Pros
  - # transistors =  $O(N \log_2 N)$
- Cons
  - Long inter-stage wires, especially for cyclic shifters

Target of Optimization

# Cyclic Shifter -- Applications

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- Finite Field Arithmetic
  - In normal basis, squaring is done by cyclic shifting.
- Encryption
  - ShiftRows operation in Rijndael algorithm.
- DCT processing unit
  - Address generator
- Bidirectional shifting
  - Can be implemented as a cyclic shifter with additional masking logic
- CORDIC algorithm
- etc ...





# Previous Work

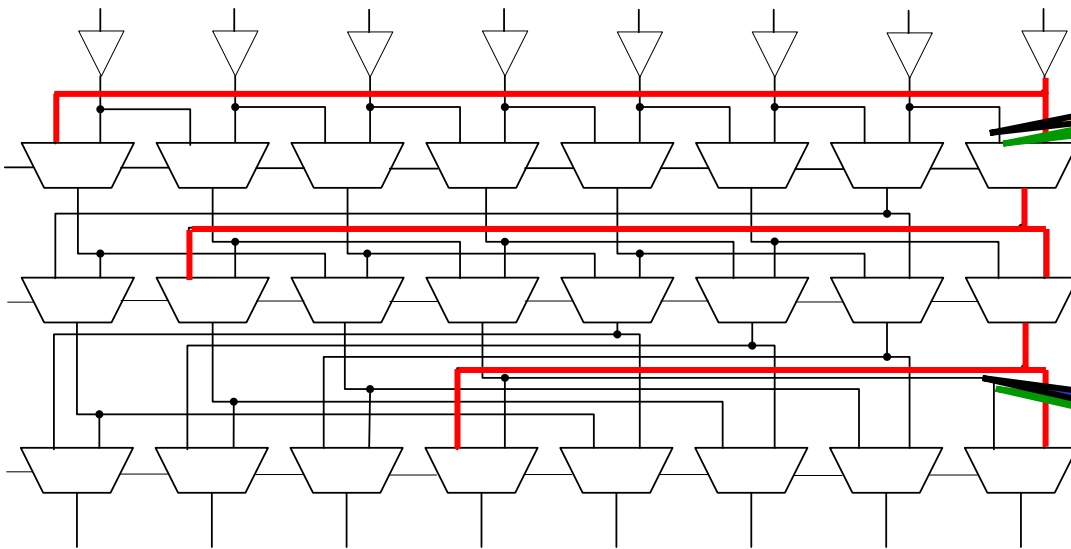
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- Bit interleave
- Two dimensional folding strategy
- Gate duplicating
- Ternary shifting
- Comparison between barrel shifter and log shifter



# Cyclic Shifter – Traditional Design

- MUX-based



## Timing

- Shifting & non-shifting paths are intertwined together.
- Wire load on the critical path is  $O(N \log_2 N)$

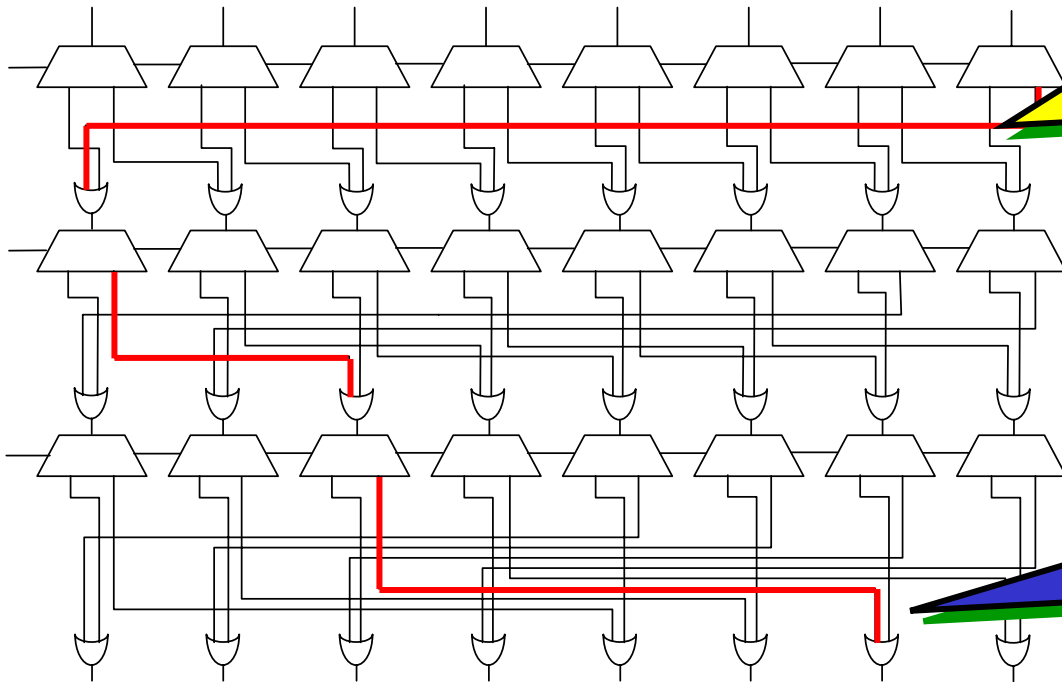
## Power

- When configured to pass through, the non-shifting paths have to be switched as well.



# Fanout Splitting Shifter

- Use DEMUXEs instead of MUXEs



## Timing

- Shifting & non-shifting paths are now decoupled.
- Wire load on the longest path is  $O(N)$

## Power

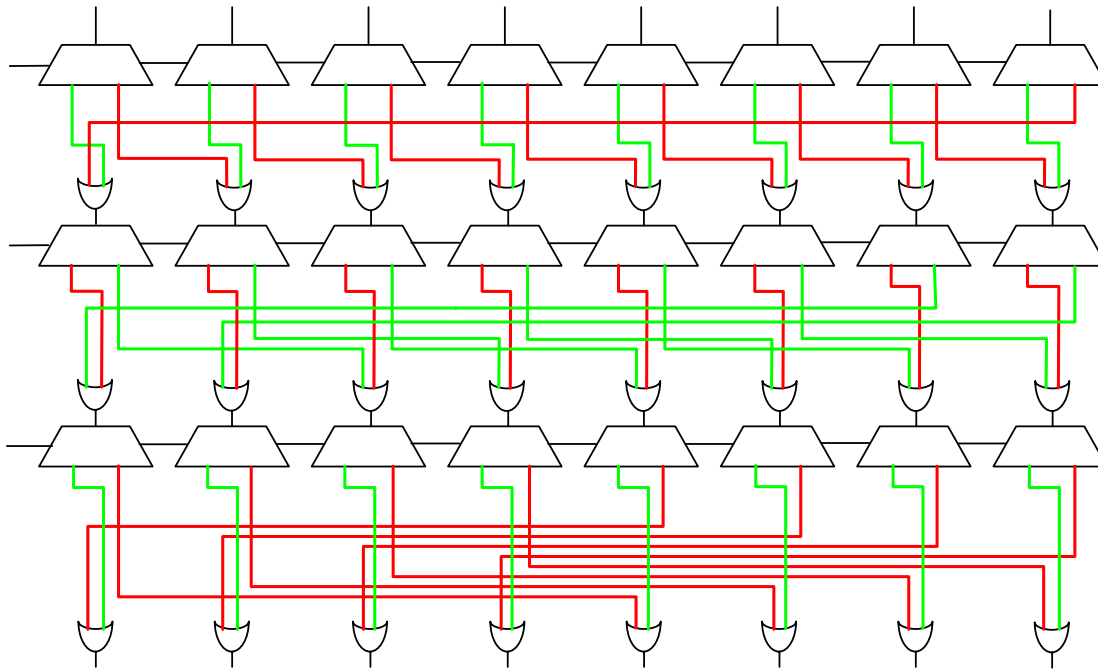
- When shifting, non-shifting paths are at rest.



# Example

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Right rotate 5 bits



Red lines are signal lines

Green lines are quiet lines

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D<sub>7</sub>

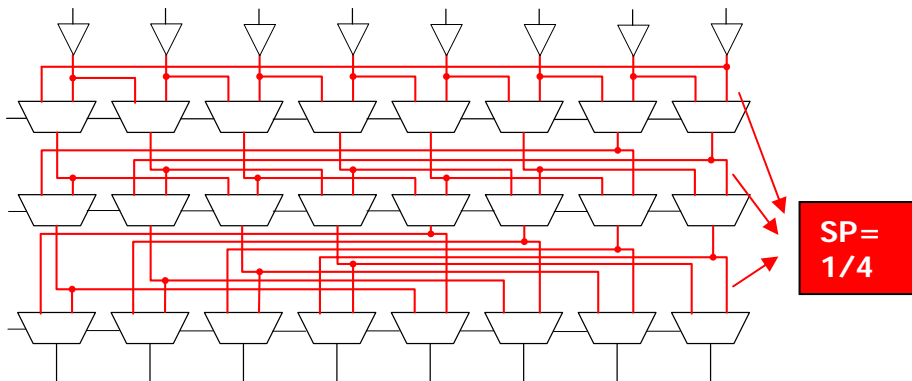
D



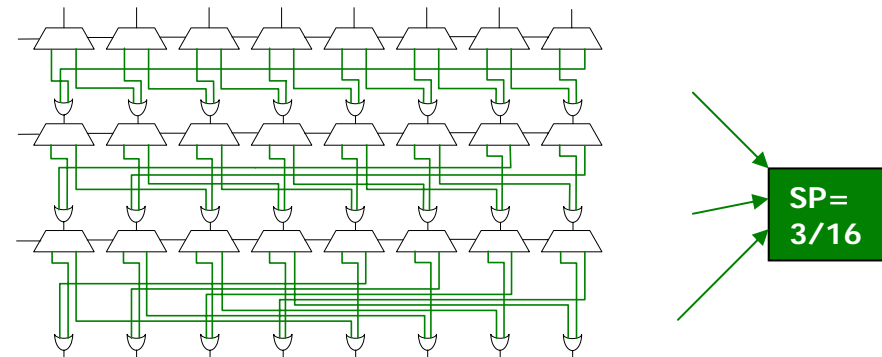
# Dynamic Power Consumption

- Dynamic Power  $P_{\text{dynamic}} = \frac{C_{\text{eff}} V_{\text{supply}}^2}{2} = \frac{(C_{\text{load}} P_{0 \rightarrow 1}) V_{\text{supply}}^2}{2}$
- Switching Probability  $P_{X|0 \rightarrow 1} = P_{X=0}(1 - P_{X=0})$

MUX based design



DEMUX based design



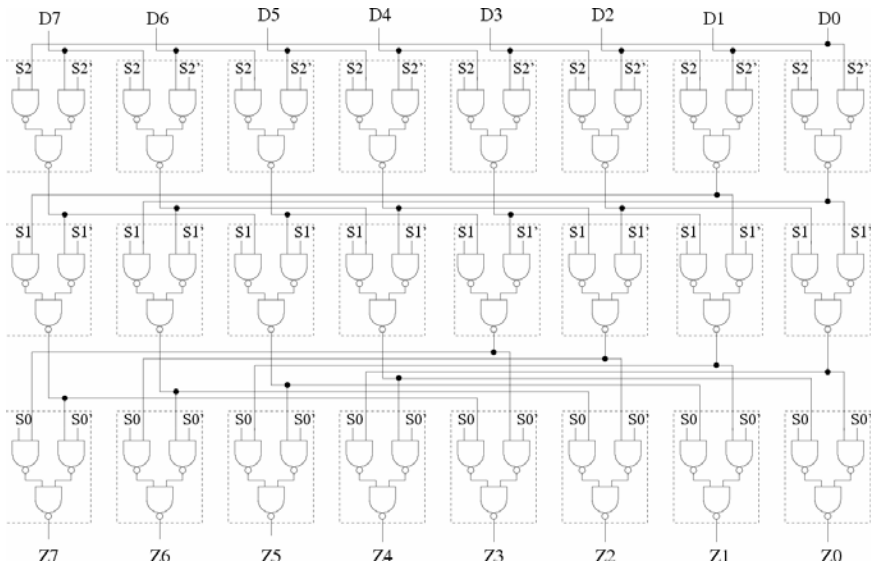
SP = Switching Probability



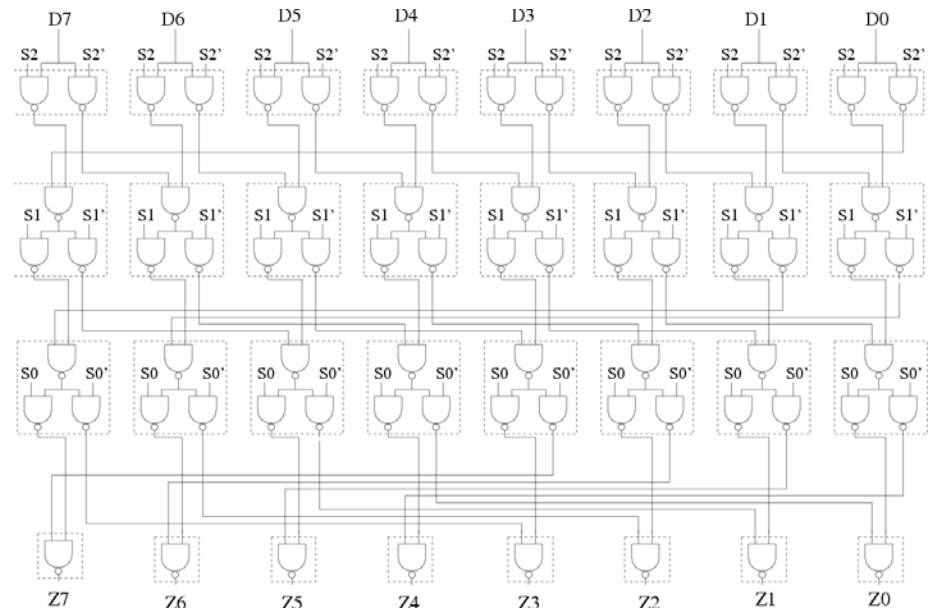
# Gate Complexity

- Re-factoring design
  - No extra complexity at gate level, both are  $O(N \log_2 N)$

MUX-based

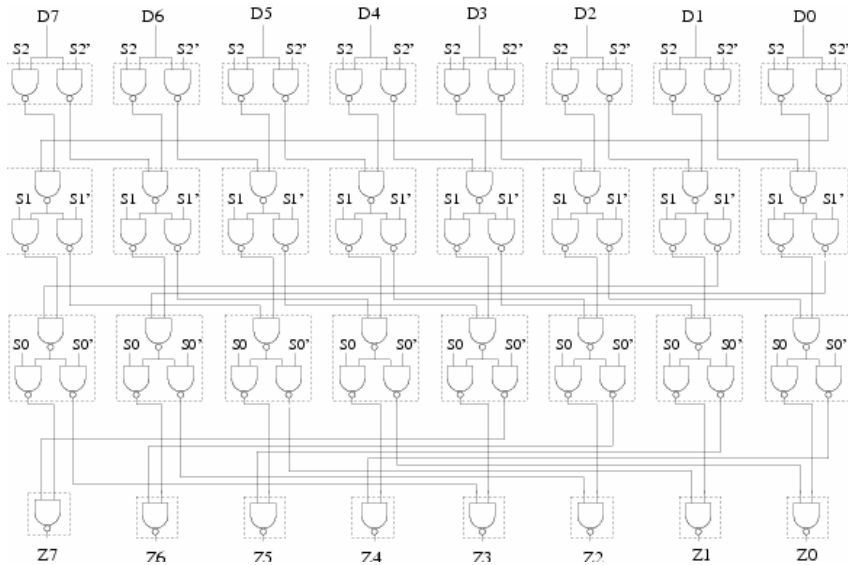


DEMUX-based

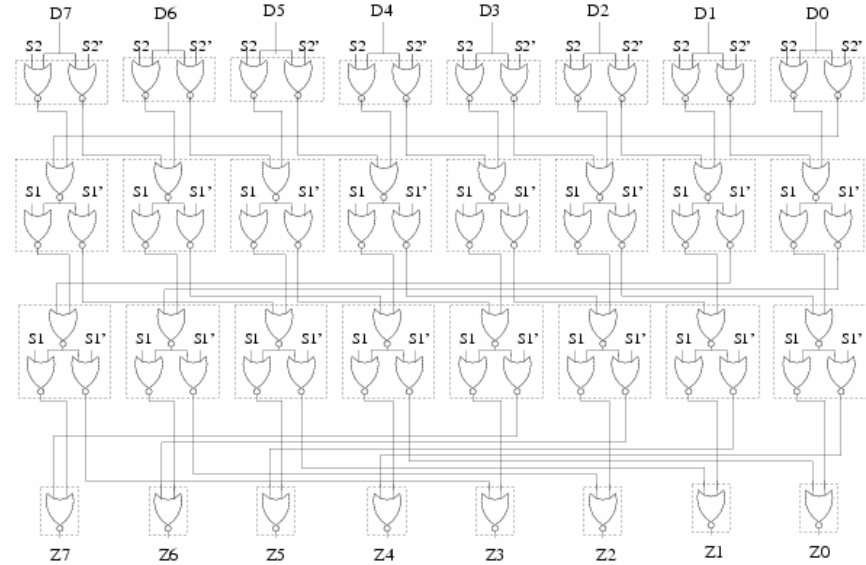


# Duality

NAND gates network



NOR gates network



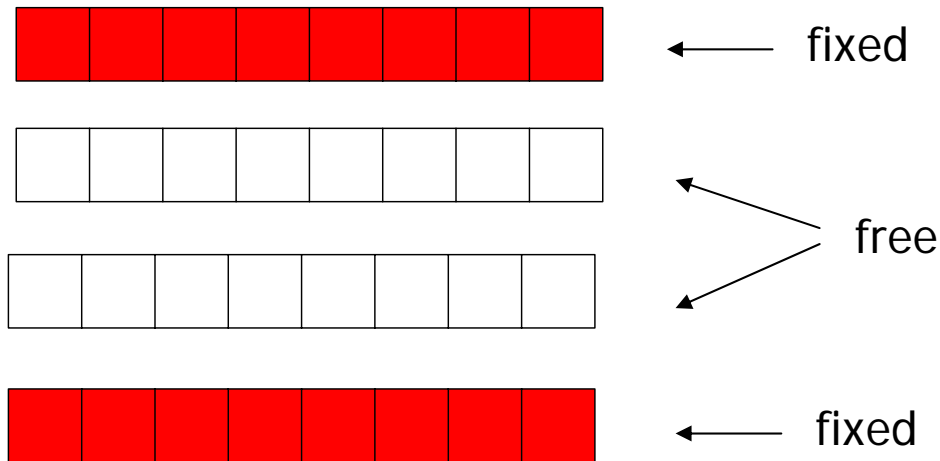
- Duality provides flexibility for low level implementation
  - NAND gates are good for static CMOS.
  - NOR gates are good for dynamic circuits.



# Cell Permutation

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- Datapath usually assumes bit-slice structure
  - The cell order of the input/output stages must be fixed
  - However, the cells in the intermediate stages are free to permute.





# Problem Statement

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- Given
  - A N-bit rotator
  - Fixed linear order of the input/output stages
- Find
  - An optimal permutation scheme of the intermediate stages such that the longest path is minimized (or, the total wire length s.t. delay constraint).



# ILP Formulation

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- Introduce a set of binary decision variables  $x_{ij}^l \in \{0, 1\}$ 
  - $x_{ij}^l = 1$  if and only if logic cell  $i$  is at physical location  $j$  on level  $l$
- The solution space is fully defined by constraints

$$\sum_{i=0}^{N-1} x_{ij}^l = 1 \quad (0 \leq j \leq N-1, 1 \leq l \leq n-1)$$

$$\sum_{j=0}^{N-1} x_{ij}^l = 1 \quad (0 \leq i \leq N-1, 1 \leq l \leq n-1)$$



# ILP Formulation (cont')

- Minimum delay formulation

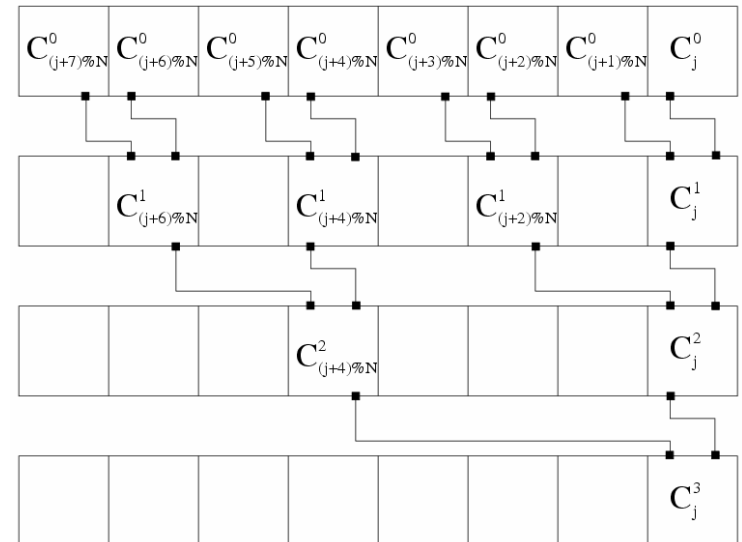
$$T_{\max} = \max\{\text{length of the delay path from } C_i^0 \text{ to } C_j^n, 0 \leq i, j \leq N - 1\}$$

Which can be expanded into

$$T_{\max} \geq \text{length of the delay path from } C_i^0 \text{ to } C_j^n \text{ for } 0 \leq i, j \leq N - 1$$

objective

$$\text{minimize } T_{\max}$$



- Minimum power formulation

$$\text{minimize } T_{\text{total}}$$

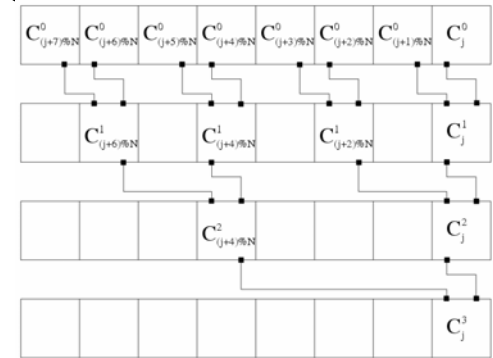
$$\text{s.t. } T_{\max} < \text{const}$$



# ILP Formulation (cont')

- Represent the length of a single wire segment

$$d = \left| \sum_{j=1}^{N-1} j \cdot x_{i_1 j}^0 - \sum_{j=2}^{N-1} j \cdot x_{i_2 j}^1 \right|$$



- Formulating absolute operation

$$d = |D| \Rightarrow d = \max\{D, -D\}$$

$$\Rightarrow \begin{cases} d \geq D \\ d \geq -D \\ \cancel{d \leq D + \text{INF} \cdot g} \\ \cancel{d \leq -D + \text{INF} \cdot (1 - g)} \end{cases}$$

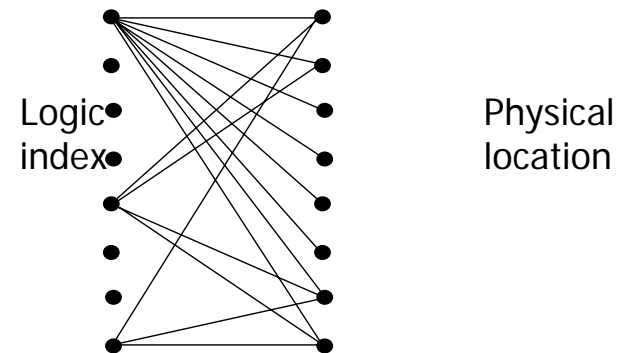
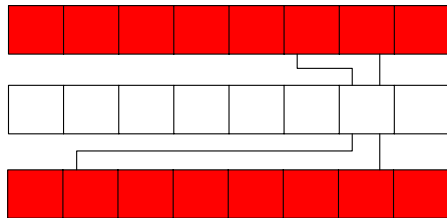
Pseudo-linear constraints discarded because we're trying to minimize



# Complexity

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- Minimum total wire length formulation
  - The case of one level of free cells is a minimum weight bipartite matching problem



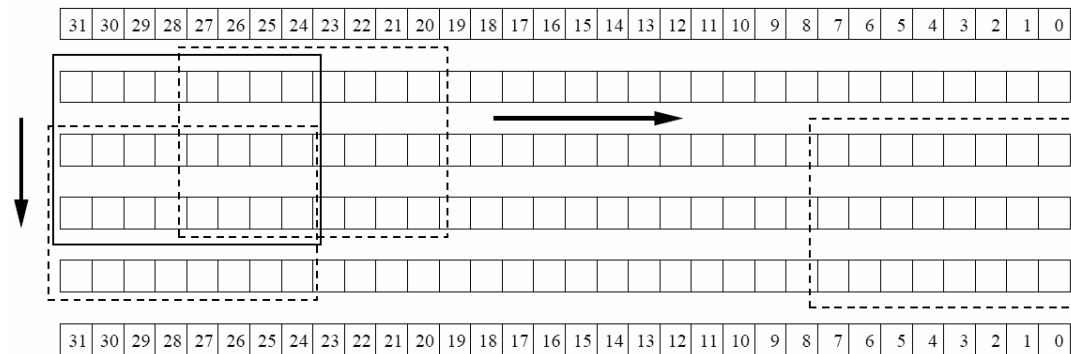
- For the case of two or more levels of free cells, optimal polynomial algorithm is unknown
- Hardness of minimum delay formulation un-established.



# ILP Complexity

- The ILP formulation does not scale well
  - Both #integer variables and #constraints are  $O(N^2)$
  - CPLEX uses on branch & bound – exponential growth
- Sliding window scheme
  - Only cells in the window are allowed to permute
  - Consists of multiple passes; terminate when there is no improvement between passes

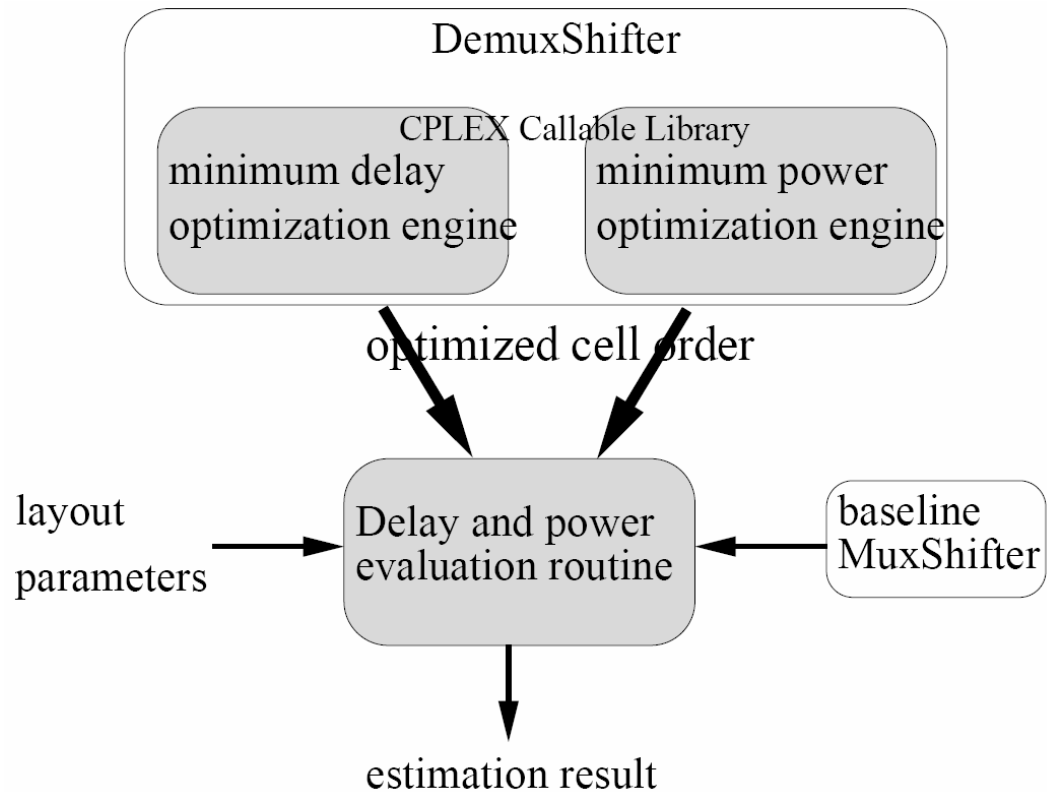
WW = 8 columns  
WH = 3 rows  
HS = 4 columns  
VS = 1 column



# Power & Delay Evaluation

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- Overall Flow



# Optimal solution for 8-bit case

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7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---

7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---

7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---

7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---

7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---

6	5	4	3	7	2	1	0
---	---	---	---	---	---	---	---

3	4	2	6	7	5	1	0
---	---	---	---	---	---	---	---

7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---

A global optimal solution





# 16-bit and 32-bit cases

## 16-bit, global optimal solution

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
----	----	----	----	----	----	---	---	---	---	---	---	---	---	---	---

>> 1 bit

13	14	12	9	11	10	8	15	7	6	5	3	4	1	2	0
----	----	----	---	----	----	---	----	---	---	---	---	---	---	---	---

>> 2 bit

11	12	7	10	9	15	14	6	13	5	8	3	4	2	1	0
----	----	---	----	---	----	----	---	----	---	---	---	---	---	---	---

>> 4 bit

7	6	5	15	14	3	12	13	11	10	9	8	4	2	0	1
---	---	---	----	----	---	----	----	----	----	---	---	---	---	---	---

>> 8 bit

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
----	----	----	----	----	----	---	---	---	---	---	---	---	---	---	---

## 32-bit, suboptimal solution by sliding window method

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	---	---	---	---	---	---	---	---	---	---

>> 1 bit

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	31	14	13	12	11	10	9	8	6	7	5	4	3	2	1	0
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	---	---	---	---	---	---	---	---	---	---

>> 2 bit

28	27	26	25	24	23	22	21	20	19	18	17	16	31	15	14	30	13	12	29	11	10	9	8	7	5	6	4	3	0	1	2
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>> 4 bit

24	23	22	21	20	19	18	17	16	15	14	31	13	12	30	29	28	27	26	11	10	25	8	9	7	6	5	2	3	4	0	1
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	---	---	---	---	---	---	---	---	---	---

>> 8 bit

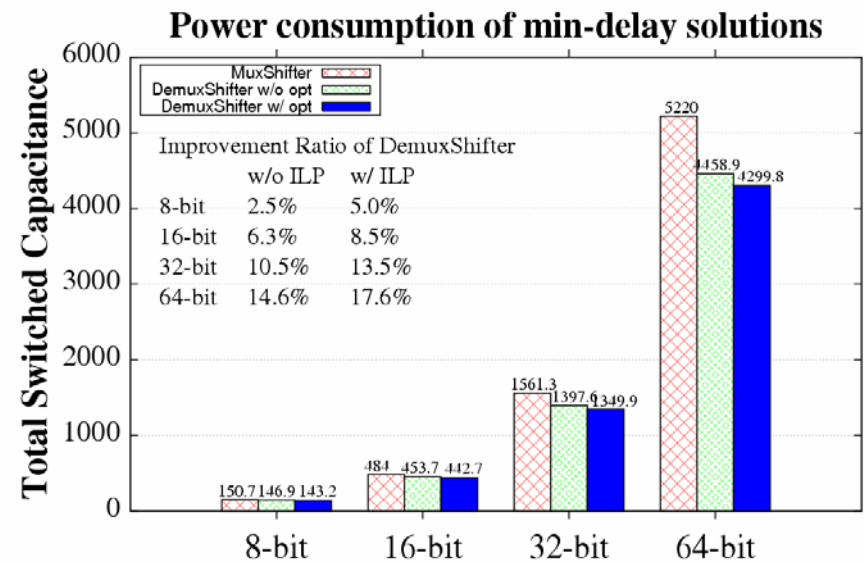
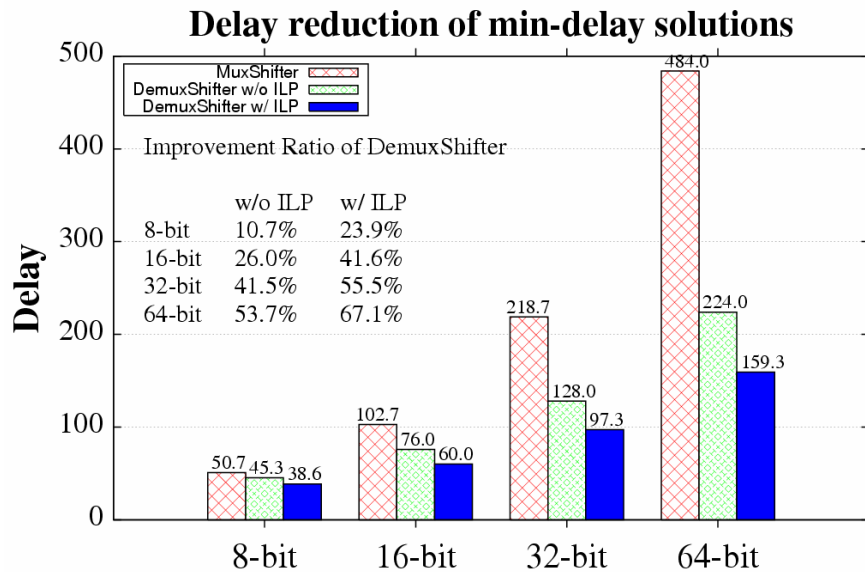
15	14	13	12	16	11	10	31	9	8	30	29	28	27	26	25	24	23	22	21	20	19	18	7	6	17	5	2	4	3	1	0
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>> 16 bit

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
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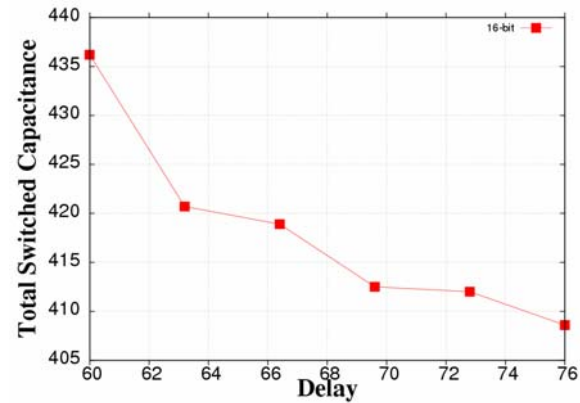
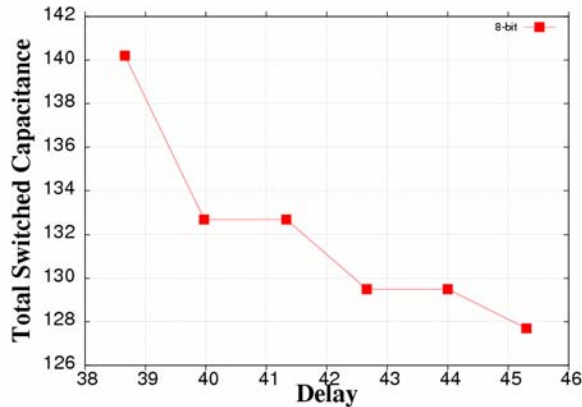


# Analysis Results

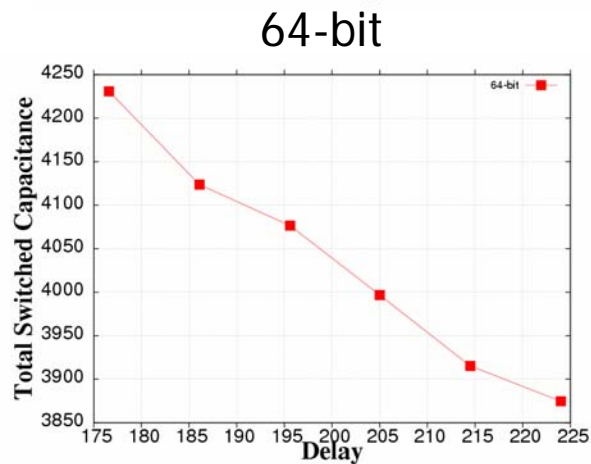
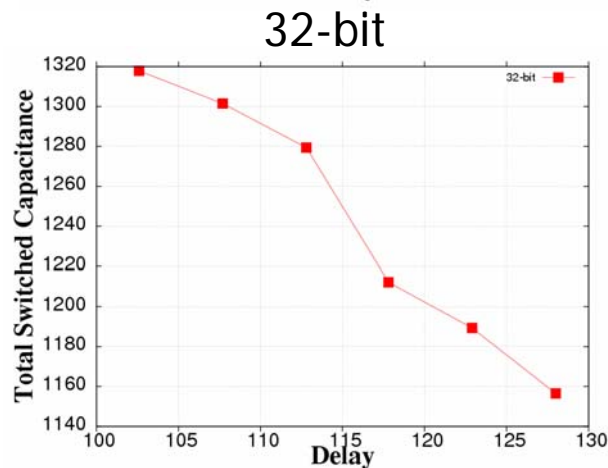


# Power-Delay Tradeoff

- Given  $T_{\max}$  constraint, optimize  $T_{\text{total}}$



8-bit & 16-bit are global optimum by cplex



32-bit & 64-bit are suboptimal result by sliding window scheme



# Implementation Results

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- Implementation methodology
  - Standard cell based design using relative placement (by synopsys Physical Compiler)
  - Routing and timing analysis in synopsys Astro
  - Power estimation by synopsys PrimePower
  - Control signals manually buffered following FO4 rule
  - TSMC 90nm technology
  - Three types of designs investigated
    - Mux shifter using NAND2X2 gates
    - Mux shifter using MX2X2 gates
    - Demux shifter using NAND2X2 gates



# Implementation Results – Cont'

- 64-bit results
  - Most improvement comes from the interconnect

	Delay Components			muxsft64 <sup>A</sup> (NAND2X2)	muxsft64 <sup>B</sup> (MX2X2)	Demuxsft64 <sup>C</sup> (NAND2X2)	Imp. (C/A)
	Gate	Wire load	Xtalk				
Global critical path delay (ns)	✓			0.7243	0.8731	0.7243	0%
	✓	✓		1.5534	1.5534	1.1135	28%
	✓	✓	✓	1.9599	2.073	1.4503	26%
Critical data-in/data-out path delay (ns)*	✓			0.4839	0.6120	0.4717	2.5%
	✓	✓		1.2520	1.1745	0.8473	32.3%
	✓	✓	✓	1.5986	1.5578	1.0882	31.9%
Power (w) @ 500M	Cell Power			5.165e-04	7.707e-04	5.129e-04	0.7%
	Net Power			1.112e-03	9.907e-04	9.833e-04	11.6%
	Total			1.629e-03	1.761e-03	1.496e-03	8.2%

\* For mux shifters, this is d[0]->z[0] while for demux shifter it is d[0]->z[1]



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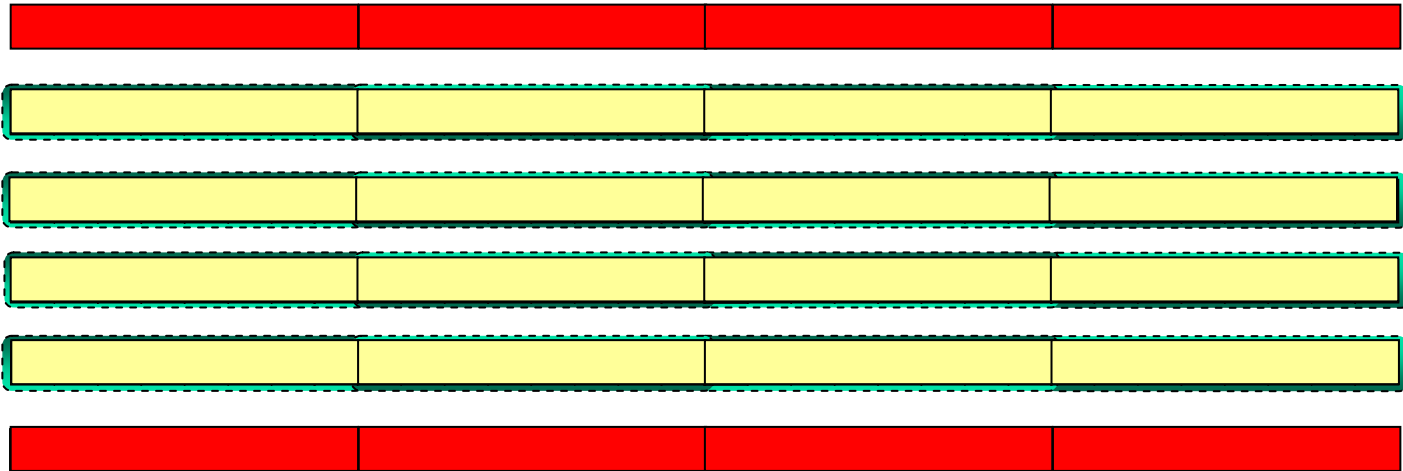
- Motivation
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  - Cell order optimization by ILP
- **Conclusions and future work**



# Conclusions & Future Work

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- We have proposed
  - Fanout-splitting design
  - ILP based layout optimization
- Future directions
  - Extend the fanout splitting idea and ILP formulation to ternary shifter
  - Try alternative hierarchical approach to tackle the ILP complexity issue



The End

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*Thank you!*

