

### The evolution of SoC platform in the new mobile paradigm

Ki Soo Hwang Jan. 23, 2008 Core Logic Inc.

> 11th FL., City Air Tower, 159-9 Samseong-dong, Kangnam-gu, Seoul, 135-979 Korea



#### Contents

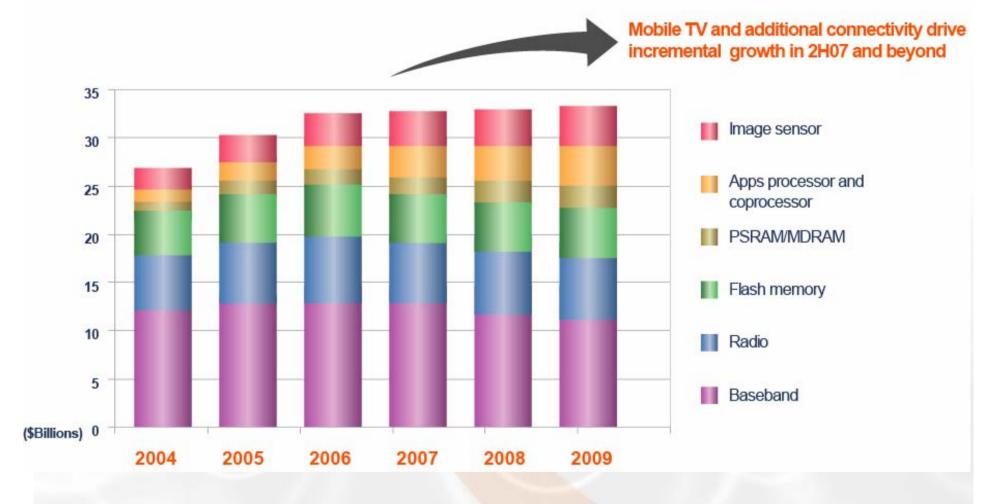
- Mobile Device Market & Technology Overview
- Case Studies
- Future Directions

#### Semiconductor market is growing

- Core Logic
- Semiconductor market has grown continuously through new market creation...and in 2015 we expect...



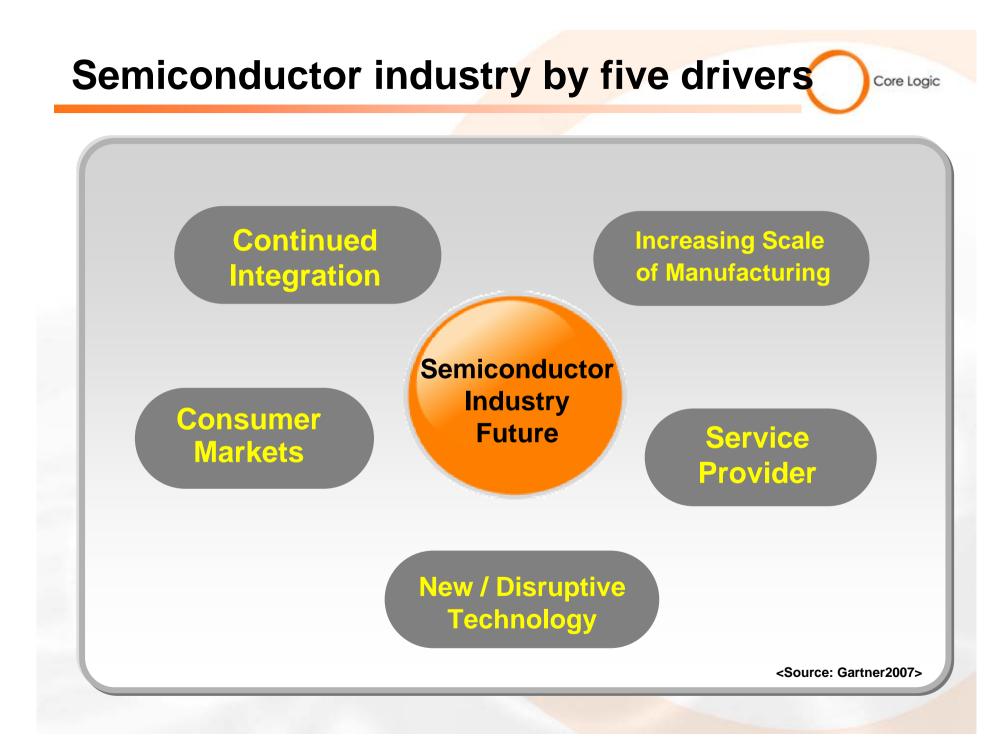
### Semiconductor market for cellular phones core Logic



<Source: Gartner 2007>

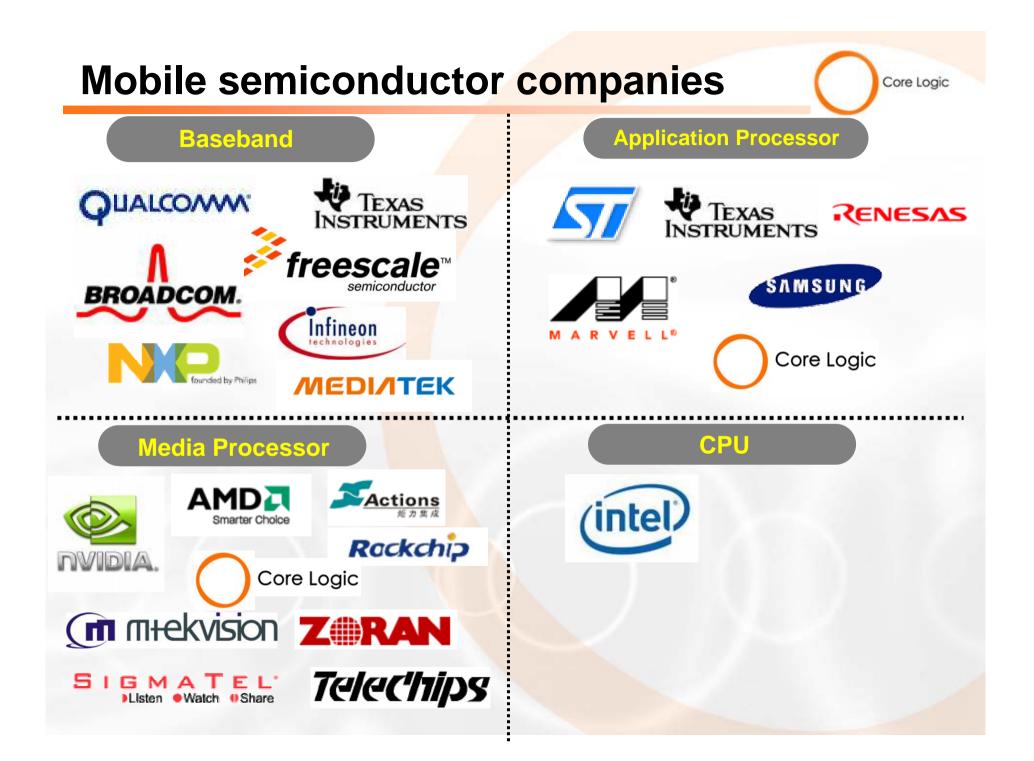
#### **Consumer semiconductor market**





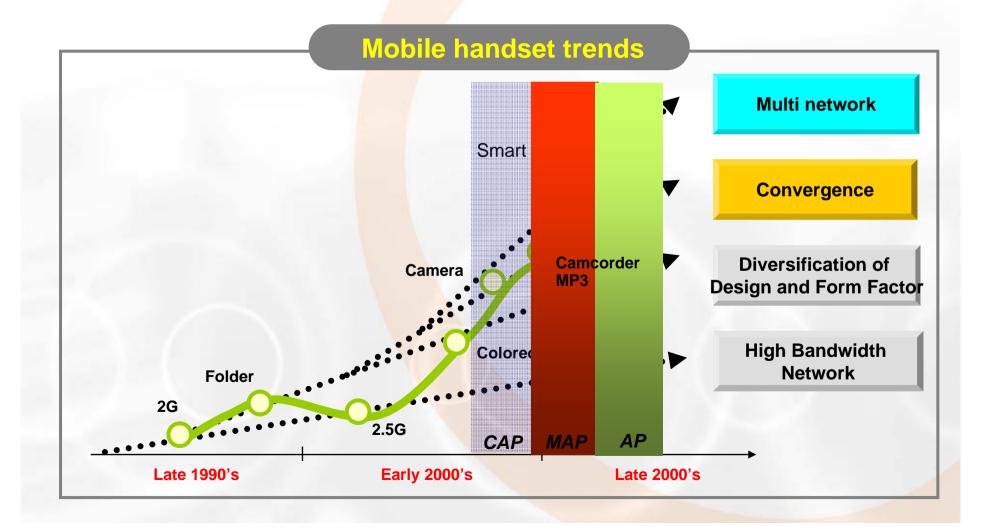






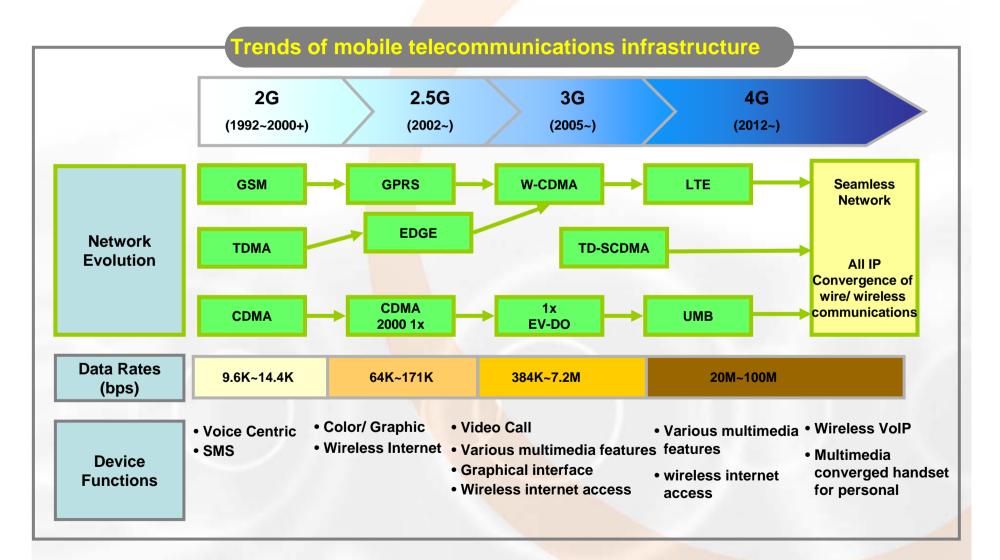
#### **Mobile handset trends**

- Multimedia phones are leading the market
- Convergence and multi network devices will be dominant in the market



#### Trends of mobile telecommunications infrastructure

With the network evolution, various multimedia applications are applied



#### **Multimedia Trends**

CMX <sup>TH</sup> / MP3 / AAC+	CMX/MP3/WMA/REAL/		
	AAC+ / E-AAC+	CMX / MP3 / WMA / REAL / AAC+ / E-AAC+	CMX / MP3 / WMA / REAL / AAC+ / E-AAC+
	400k 3D pixels/sec	7M 3D pixels/sec	133M 3D pixels/sec
2Mpixel	3Mpixel	5Mpixel	8Mpixel
15 fps@QCIF	Record: 15 fps@QCIF Playback: 15 fps@QCIF	Record: 15 fps@QCIF Playback: 30 fps@QCIF	Record: 30 fps@QCIF Playback: 30 fps@QCIF
A-GPS Mode	A-GPS Mode Standalone Mode Enhanced Navigation	A-GPS Mode Standalone Mode Enhanced Navigation	A-GPS Mode Standalone Mode Enhanced Navigation
Bluetooth1.2	Bluetooth1.2	Bluetooth1.2 WLAN Mediacast	Bluetooth2.0 EDR WLAN Mediacast
QCIF [176x144]	QCIF+ [176x220]	QVGA [320x240]	VGA [640x480]
CPU – 50-180MHz QDSP®-75MHz	CPU – 150-225MHz QDSP-75MHz	CPU – 225-300MHz QDSP-90MHz	Dual CPUs 400MHz-1GHz QDSP-250MHz
	15 fps@QCIF A-GPS Mode Bluetooth1.2 QCIF [176x144] CPU – 50-180MHz QDSP®-75MHz	2Mpixel3Mpixel2Mpixel3Mpixel15 fps@QCIFRecord: 15 fps@QCIF15 fps@QCIFPlayback: 15 fps@QCIFA-GPS ModeA-GPS ModeStandalone ModeStandalone ModeBluetooth1.2Bluetooth1.2QCIFQCIF+[176x144][176x220]CPU - 50-180MHzCPU - 150-225MHzQDSP®-75MHzCPU - 150-225MHz	2Mpixel3Mpixel5Mpixel2Mpixel3Mpixel5Mpixel15 fps@QCIFRecord: 15 fps@QCIFRecord: 15 fps@QCIF15 fps@QCIFPlayback: 15 fps@QCIFPlayback: 30 fps@QCIFA-GPS ModeA-GPS ModeA-GPS ModeStandalone ModeStandalone ModeStandalone ModeBluetooth 1.2Bluetooth 1.2WLANQCIFQCIF+QVGA[176x144][176x220][320x240]CPU - 50-180MHzCPU - 150-225MHzCPU - 225-300MHzQDSP®-75MHzCPU - 75MHzQDSP-90MHz

<Source: Qualcomm 2006>

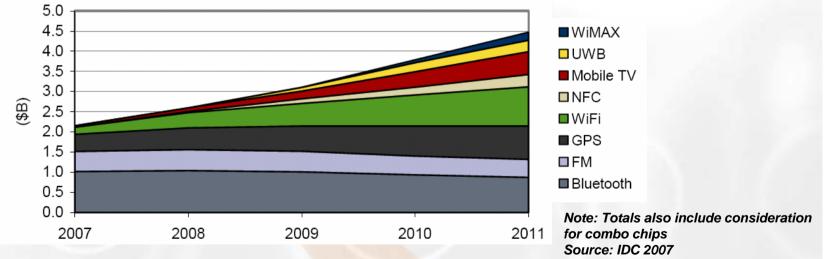
### Connectivity

- Why connectivity is so important?
  - Connectivity is the fastest-growing semiconductor revenue segment, 2007-2011

Core Logic

WiFi is gaining traction in mobile phones and is expected to have 20% penetration in 3G phones by 2011

Worldwide Mobi<mark>le Pho</mark>ne Semiconductor Revenue by Conn<mark>ectivi</mark>ty by type, 2007-2011



Chipset vendors will continue to combine radio subsystems into various combo chip solutions

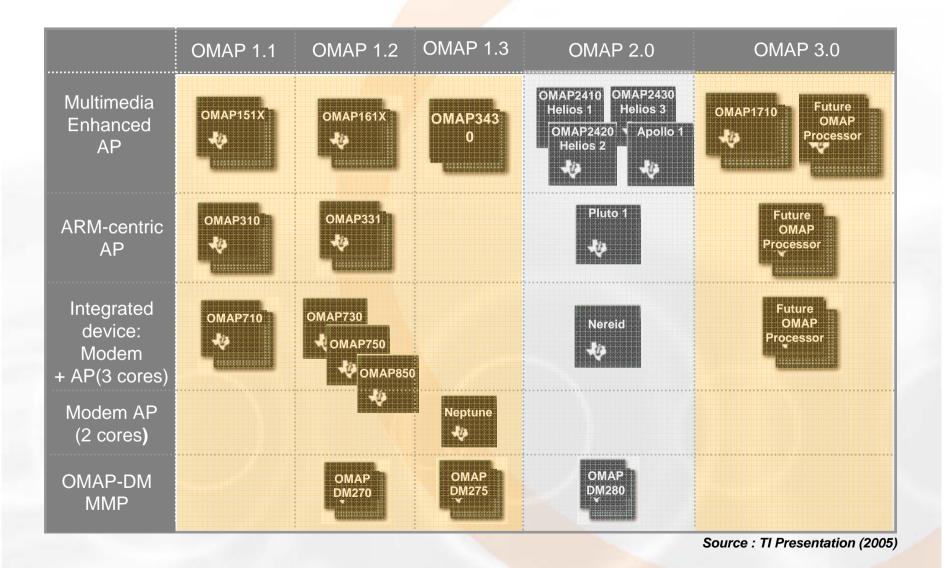
### CDMA (Qualcomm) BB

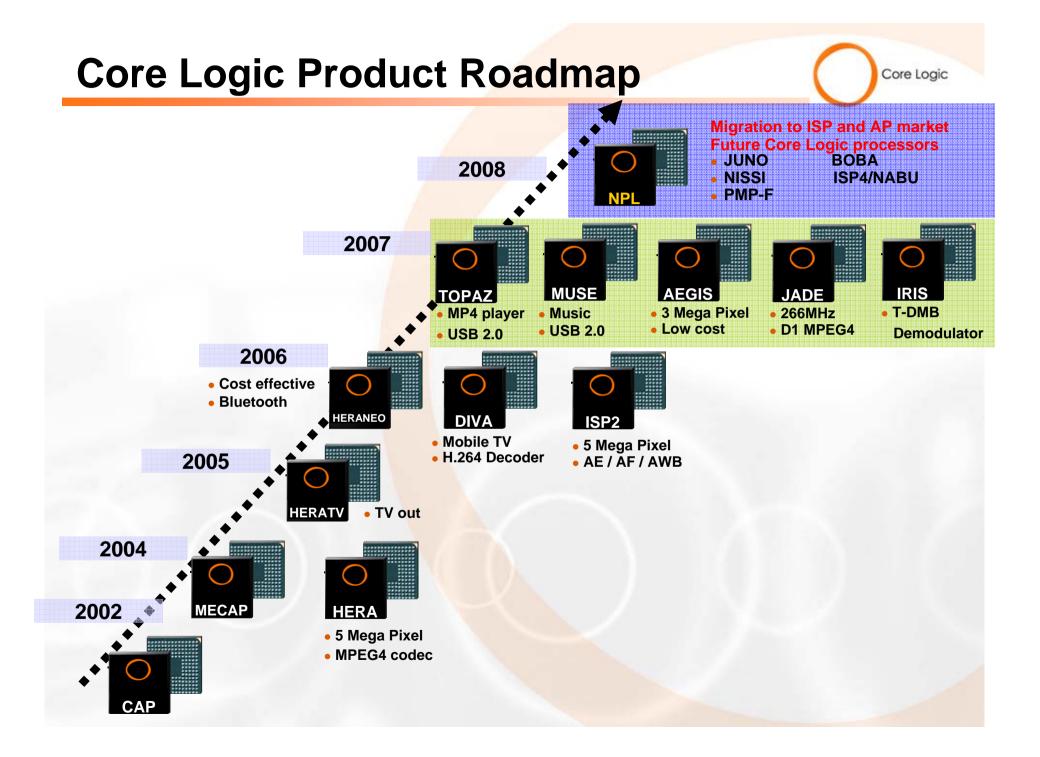


		MULTIMEDIA I All GSM /GPRS Capable						
	CDMA2000	CDMA2000 + GSM - GPRS			WCDMA(UMTS)		All Air	
	1X	1X	1xEV.DO (Rev.0)	1xEV.DO (Rev.D)	1xEV.DO (Rev.A)	GSM/GPRS	EDGE/HSDPA	Modes
Convergence Platform Dual CPU, Single Chip					QUALCOVVVV 7500 1Q '05		<b>Q</b> иаксоллл 7200 4Q '05	QUALCOMM 7600 2006
Enhanced Platform Enhanced Multimedia & Graphics	<b>Ошльсолого</b> 6150 2Q <sup>•</sup> 04		QUALCONNA 6550 2Q '04	<b>Q</b> иацсолло 6700 4Q '04	<b>Q</b> иаксоллол 6800 1Q '05		Qualconno           6280           Qualconno           2H '05           6275           4Q '04	
Multimedia Platform Multimedia & 2D/3D Graphics	<b>Qualconna</b> 6100 3Q '02	<b>Q</b> шацсоллол 6300 3Q '02	<b>Qильсолил</b> 6500 2Q '03			Qualconno           6250           2Q '03           6225           MID '04		
Value Platform Integrated gpsOne Voice&Data Voice	Qualconnn           Qualconnn <t< td=""><td></td><td></td><td></td><td></td><td><b>Филісолил</b> 6200 2Q '02</td><td></td><td></td></t<>					<b>Филісолил</b> 6200 2Q '02		

<Source: Qualcomm 2006>

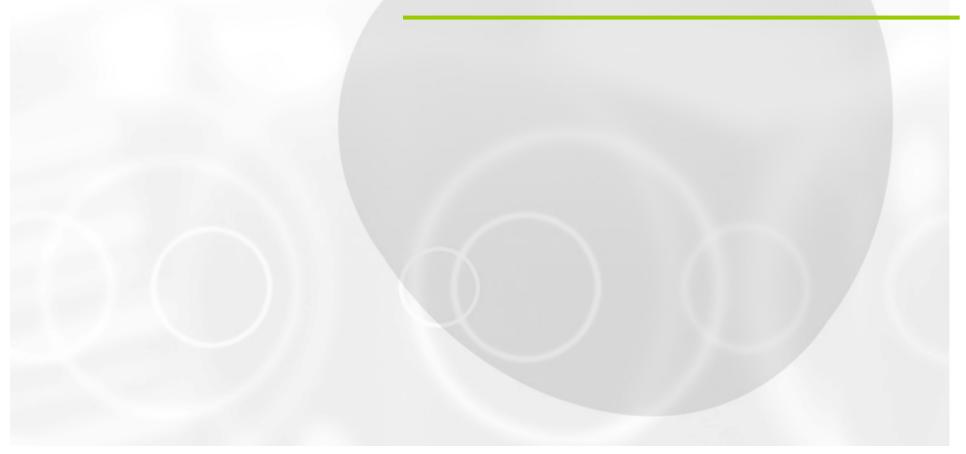
#### **TI OMAP AP Roadmap**



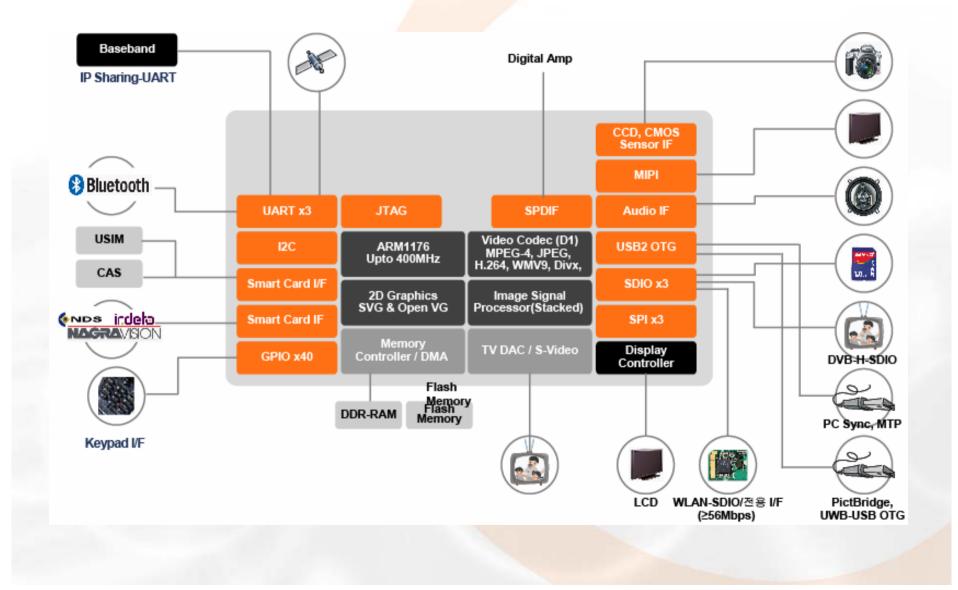




#### Case Studies



#### **Block Diagram – Smart phone**



## Software Block Diagram – Smart phone

Input	Key Input		Touch Panel		
Device	Command s	et			
UI	Phone platform	m UI	UI Engine		
01	Font				
	Camera	Camcorder		Music	
Application	Radio	Recorder		E-book	
	M-TV	Navigation		Phone App.	
Mobile-TV	T-DMB	СММВ		CAS	
MW	DAB-IP	IP-TV		Data Service	
Player	JPEG	MP3		AVS	
	H.263	A. Encoder		RMVB	
	H.264	A. Decoder		WMV	
	Bluetooth	M-TV Demodulator		GPS module	
Driver	SD Card IF	NAND IF		USB MSC	
	LCD	Codec		Camera	
OS Layer	WinCE	Lir	านx	RTOS	
Boot	Master Mod	le	Slave Mode		
	NAND Boo	t	HIF Boot		

#### **Apple \* iPhone – Key features**



#### 🖉 High Technology

#### **Technical Specifications**

Screen size	3.5 inches		
Screen resolution	320 by 480 at 160 ppi		
Input method	Multi-touch		
Operating system	OS X		
Storage	4GB or 8GB		
GSM	Quad-band (MHz: 850, 900, 1800, 1900)		
Wireless data	Wi-Fi (802.11b/g) + EDGE + Bluetooth 2.0		
Camera	2.0 megapixels		
Battery	Up to 5 hours Talk / Video / Browsing		
	Up to 16 hours Audio playback		
Dimensions	4.5 × 2.4 × 0.46 inches / 115 × 61 × 11.6mm		
Weight	4.8 ounces / 135 grams		

Return to High Technology >

#### **Overview**

Core Logic



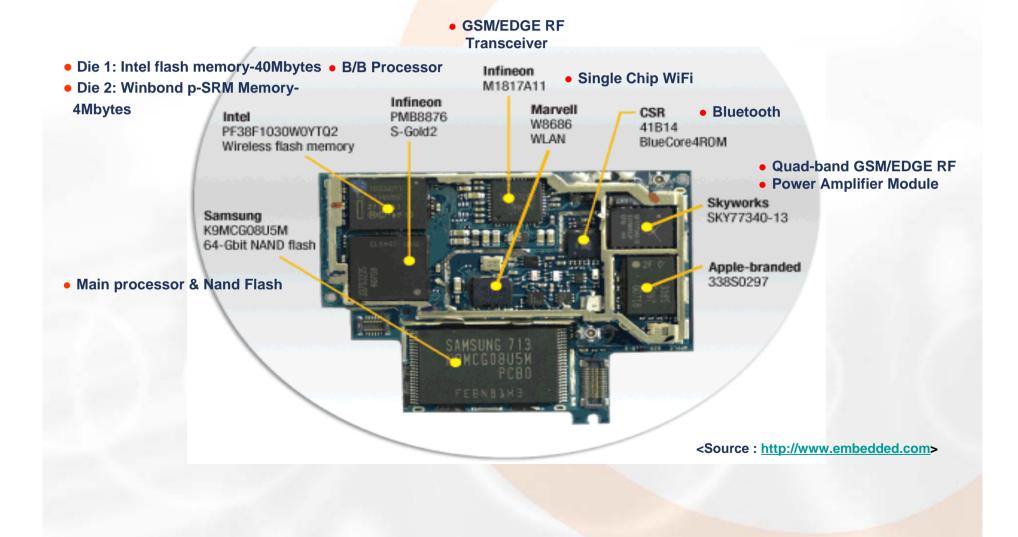
#### **UI multi-touch functions** Flick For scrolling lists Stop • Tap and hold to stop the moving list, while scrolling up/down **Double click** Zoom-in and -out (all apps), zooms in (maps) Click Selecting items Pinch in Zoom-out of photos, maps, Safari Spread out Opposition of pinching, for zoom-in • Four major buttons at the bottom of the screen: call, e-mail, Safari, iPod • Multitasking support: fire up a song on the iPod return to the home screen and check some e-mail go load a few web pages in Safari and while those are loading

- go back and make a phone call
- iPhone always saves whatever you are doing

#### **Apple \* iPhone – Key features**

Core Logic

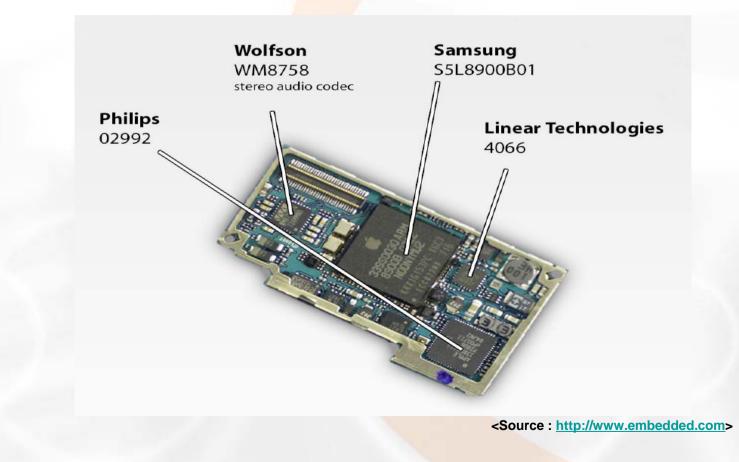
#### • Hardware features



#### **Apple \* iPhone – Key features**

#### Hardware features

Functional layout II of the Apple 339S0030 (Samsung S5L8900B01) application processor founded in the iPhone



### **Google \* Android – Key features**

Core Logic

#### Hardware features



Qualcomm MSM 7X00



- Graphic: NVIDIA
- Touchscreen: Synaptics
- Voice Recognition: Nuance
- Webbrowser: Open-source WEBKIT application framework





Wistron, Chinese design house announced GW4 runs on Android GW4 is based on a TI OMAP 1710 with

- A 216 MHz processor
- 64MB of program memory



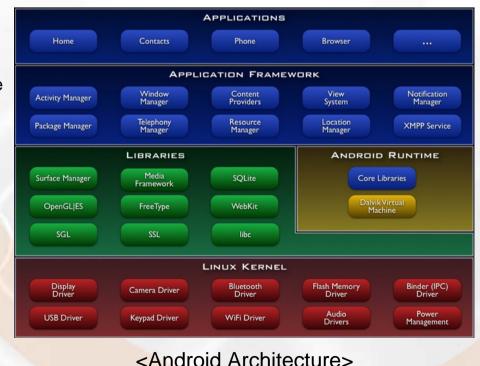
Google Map – SiRF
Connectivity- WiFi

#### What is Android Platform?

 Android is a software stack for mobile devices that includes an operating system, middleware and key applications. This early look at the Android SDK provides the tools and APIs necessary to begin developing applications on the Android platform using the Java programming language.

#### Android – The first complete, open, and free mobile platform

- An Open Handset Alliance Project (30 mobile companies)
- Application framework enabling reuse and replacement of components
- Dalvik virtual machine optimized for mobile devices
- Integrated browser based on the open source engine
- Optimized graphics powered by a custom 2D and 3D graphics
- Media support for MPEG4, H.264, MP3, AAC, AMR, JPG, PNG, GIF
- Bluetooth, EDGE, 3G, and WiFi (hardware dependent)
- Camera, GPS, compass, and accelerometer (hardware dependent)
- Rich development environment



### iPhone Vs. Gphone : Overview

### 🗯 iPhone

- Available: 2007 June
- Price: 500~600 USD
- Size: 4.5H x 2.4W x 0.46T
- Display: 3.5 inch, WVGA (480 x320)
- EDGE/ Wifi (AT&T)
- Multi touch screen
- Max OS
- 2MP camera
- Accelerometer
- 5GB/8GB internal memory
- BT 2.0
- A.P: S3C 2443



## GPhone

- Available: 2008 1Q
- 3G/ WiFi (multi network)
- Linux OS (Openmoko)
- Wider display w/ touch screen
- High resolution camera editing feature
- External memory
- BT2.0 a2DP, USB 2.0(OTG)
- A.P: OMAP, MSM7xxx for next model



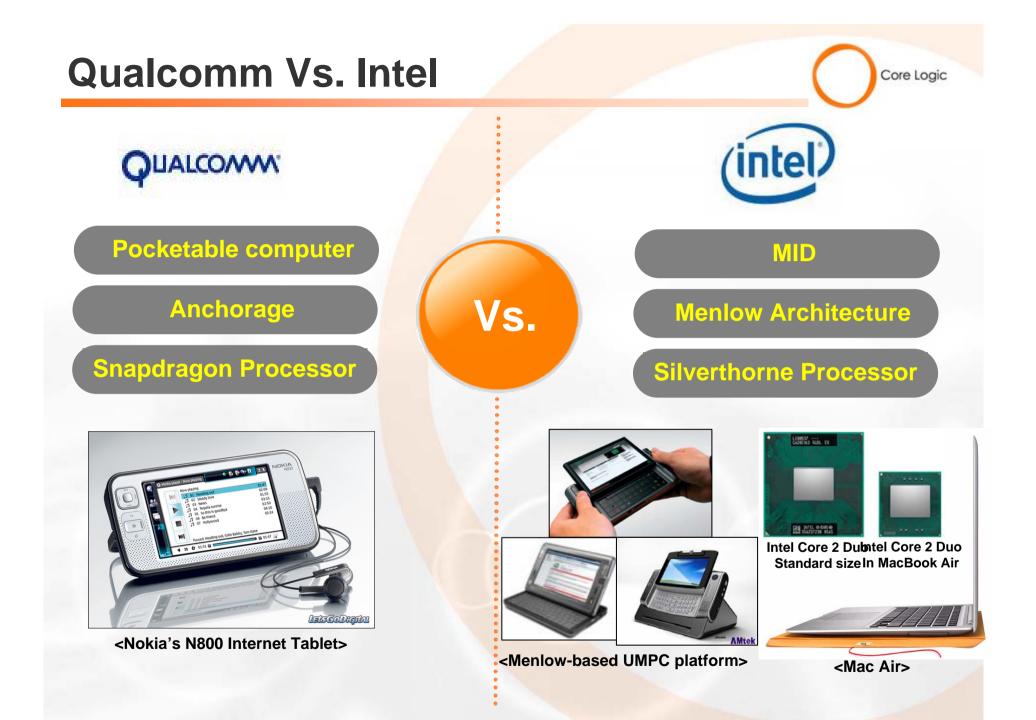
Core Logic

#### Future Directions

### **User Interface (UI)**

- It is all about **UI** 
  - UI = Quality of product



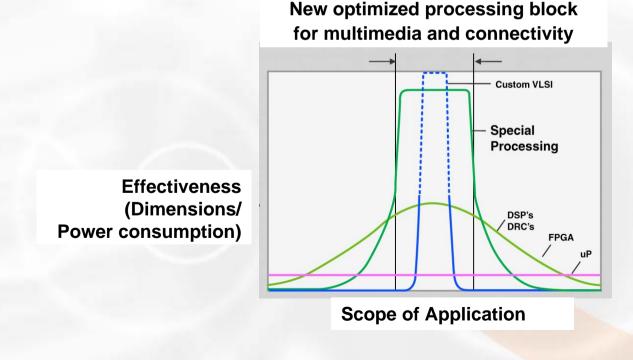


#### The evolution of SoC platform

- System level design for faster time to market and efficient products
- Increasing Verification complexity and time
- Development of standard platform solution with flexible architecture
  - Semiconductor companies need to be able to move fast with flexibility need reuse based on standards at all levels in development flow

Core Logic

Ideal Core development



#### **Multi-core applications**



Multi-core application on a single chip platform solution



### Conclusions

#### **Tradeoff factors**

- Power consumption
- Performance: CPU, Multimedia Codec, Connectivity

Core Logic

• Architecture

• Multimedia for last 10 years, UI for next 10 years

#### **Complete SoC Platform for System Solution**

- Time to Market
- More Software for applications and services

#### **More PC-like functions into Mobile Devices**

- UMPC vs. Smart Phones
- Mobile Internet Devices

Core Logic

# Thank you