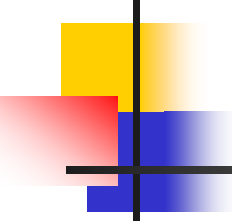


積體電路設計方法

賴源泰

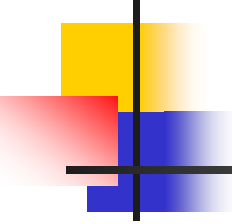
電機系

成功大學



積體電路時代

- Transistors integrated on a single chip
 - 10-100 in 1960
 - 1K-20K in 1970
 - 20K-500K in 1980
 - 10M-20M in 1990



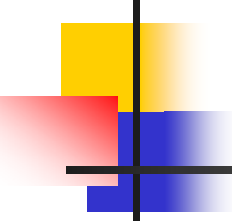
積體電路時代

- Minimum line width in mass production
 - $5\ \mu m$ in 1977
 - $2\ \mu m$ in 1984
 - $1\ \mu m$ in 1995
 - $0.11\ \mu m$ in 2005
 - $25nm$ in 2010

電路設計技術

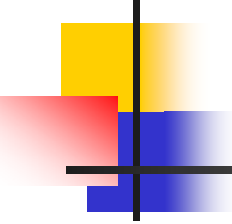
Circuit Design Techniques

- PCB Circuits
 - Circuit system = ICs + Transistors + (RLC) + PCB
- Progress in Fabrication Technology
- SSI $\Rightarrow$ LSI $\Rightarrow$ VLSI $\Rightarrow$ SOC



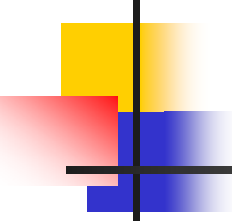
設計自動化

- Design Description
 - High level computer languages
 - Hardware Description Language
 - Verilog HDL
- Design Tools
 - Silicon Compiler (synthesizer)
 - Analyzer



階層式設計法

- Hierarchy (Divide and Conquer)
 - Dividing a circuit into sub-circuits until they are tractable



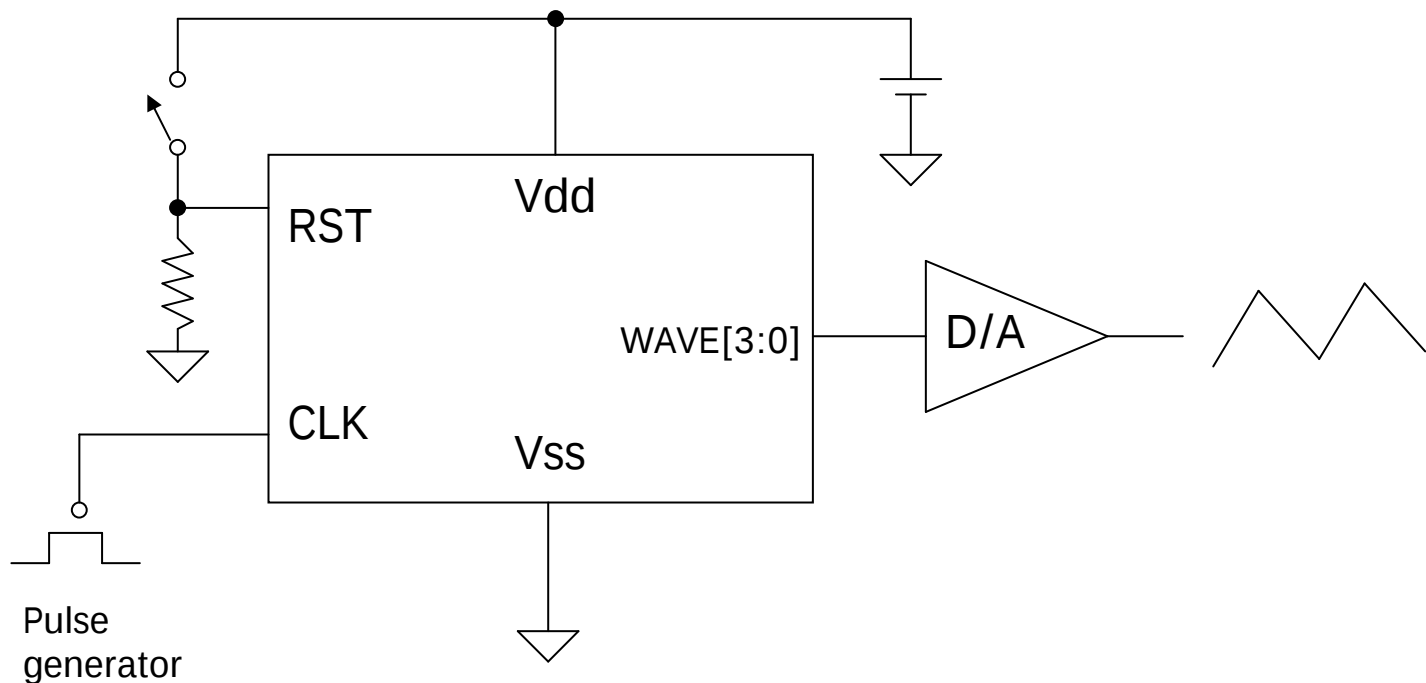
有系統的設計策略

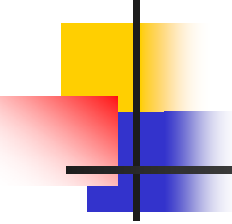
- Structural Design Strategy
 - Behavioral Design 功能設計
 - Structural Design 結構設計
 - Physical Design 實體設計

功能設計範例

Triangle Generator_{1/2}

■ Schematic Diagram





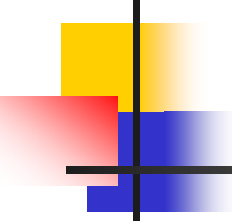
功能設計範例

Triangle Generator_{2/2}

- Description Language

```
main(){  
  triangle()  
}
```

```
triangle ()  
{  int j=1 ;  
    int I = wave = 0 ;  
    while (1) {  
      if (wave==15) j = -1 ;  
      else if (wave == 0) j =1 ;  
      wave = wave +j ;  
    }  
}
```



結構設計

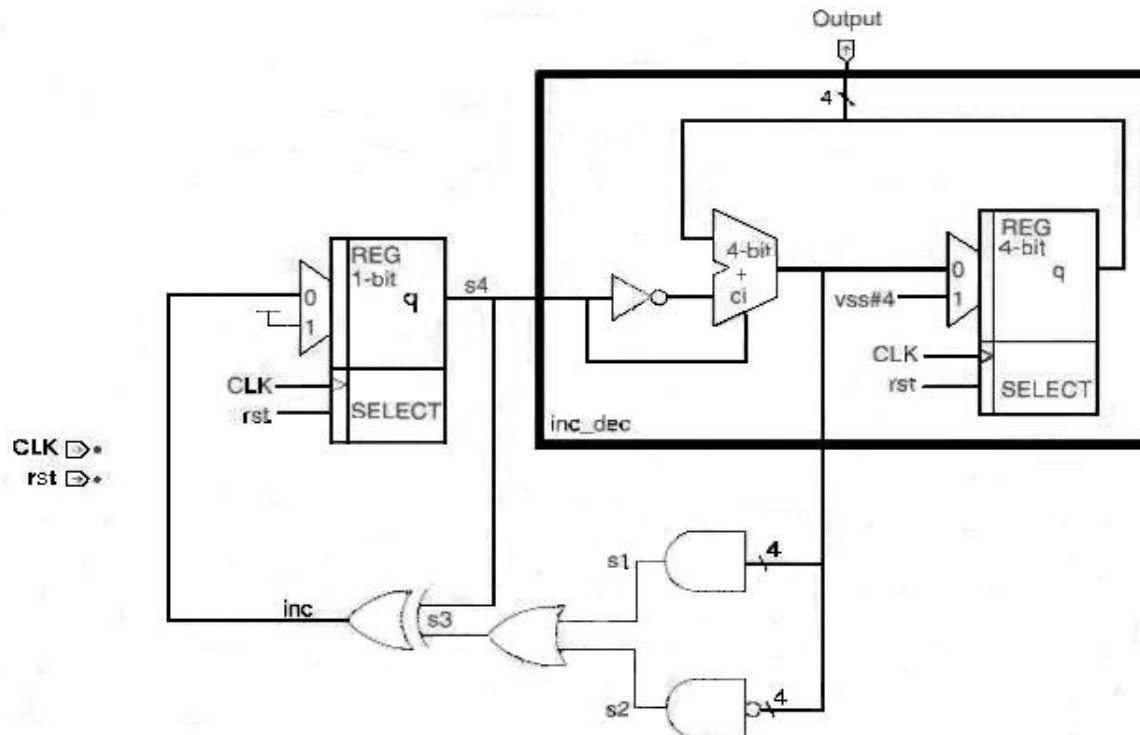
How components are interconnected to perform a certain function

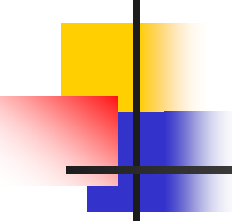
- Components:
 - Registers
 - Gates
 - Functional Blocks
 - And etc.

結構設計範例

Triangle Generator_{1/2}

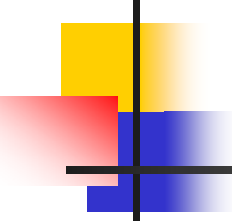
- Schematic diagram





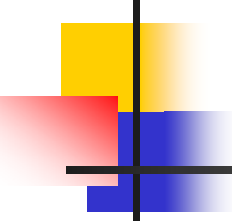
實體電路設計

- How a part is constructed to yield a specific structure and hence behavior



實體電路設計

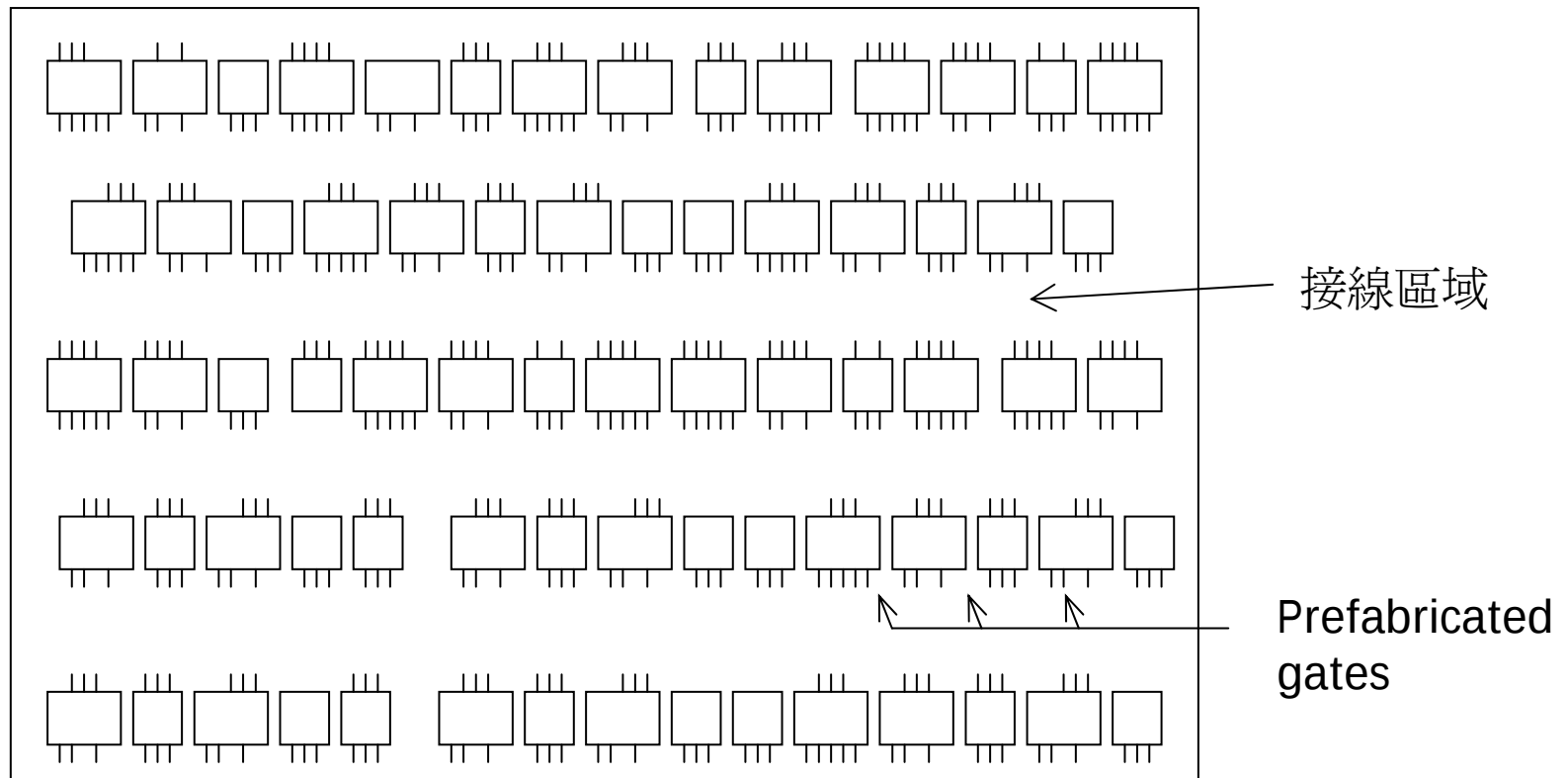
- Gate Array 閘矩陣電路
- Standard Cells 標準單元組成電路
- Field Programmable Gate Array
 現場規劃閘矩陣電路
- System on a Chip 單晶片系統電路



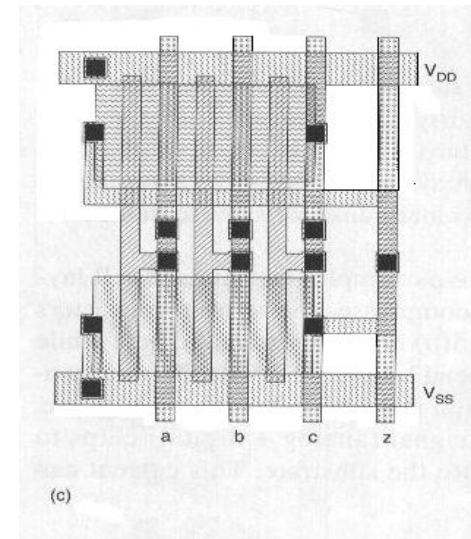
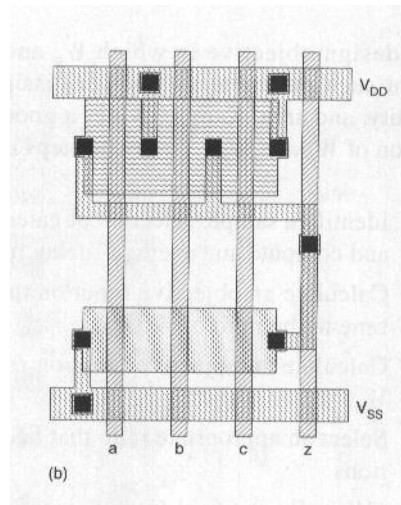
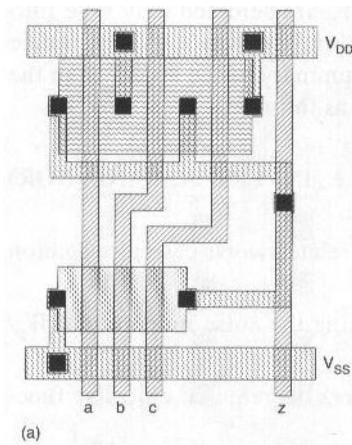
閘矩陣電路 Gate array

- MPGA, mask programmable gate array
 - Prefabricated primitive gates on a silicon substrate
 - Gates are connected to implement desired functions
 - Need no knowledge of detailed technology.
 - Shorter development time and lower development costs

Silicon Substrate of Musk Programmable Gate Array

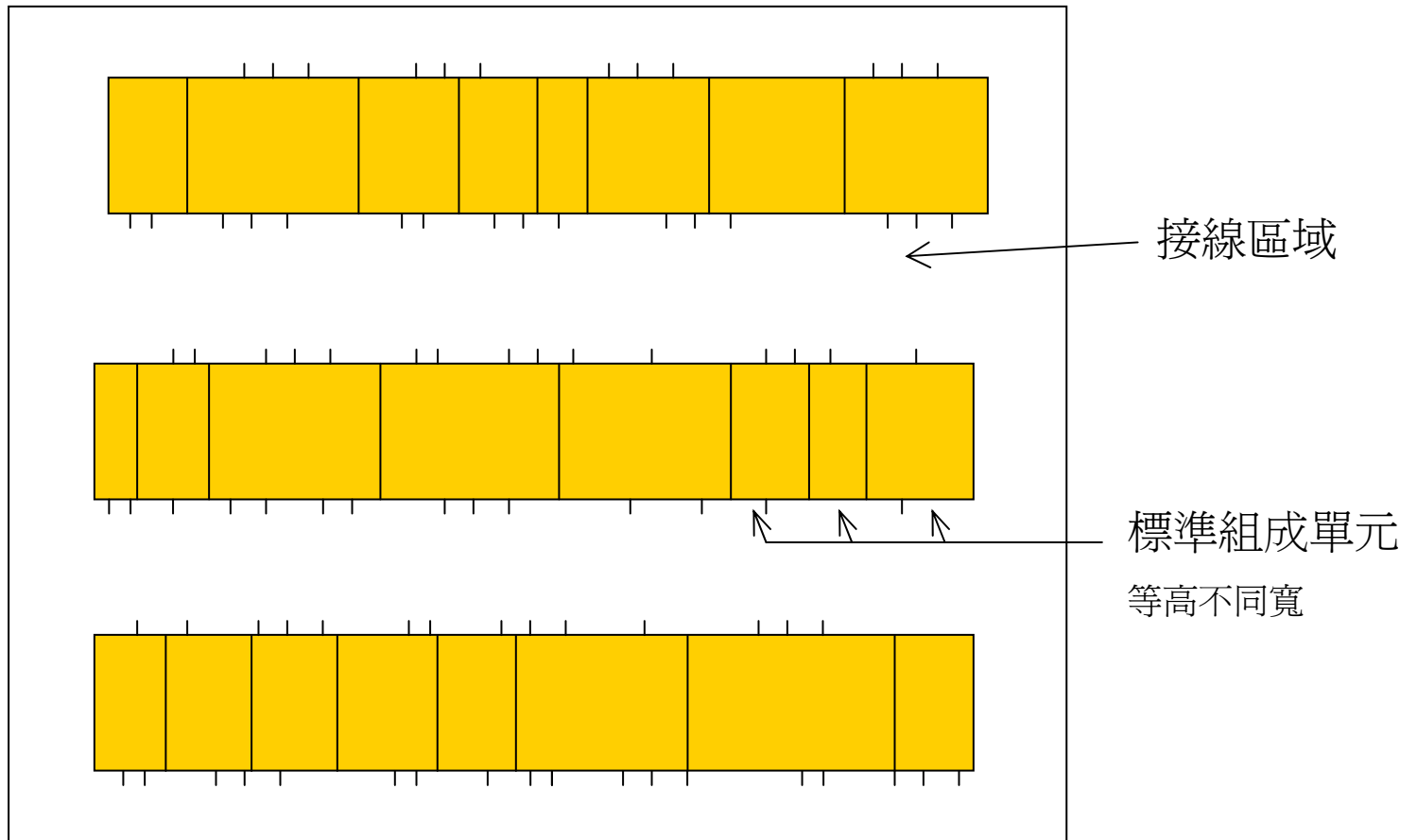


標準單元電路 Standard-cells



標準單元組成電路架構

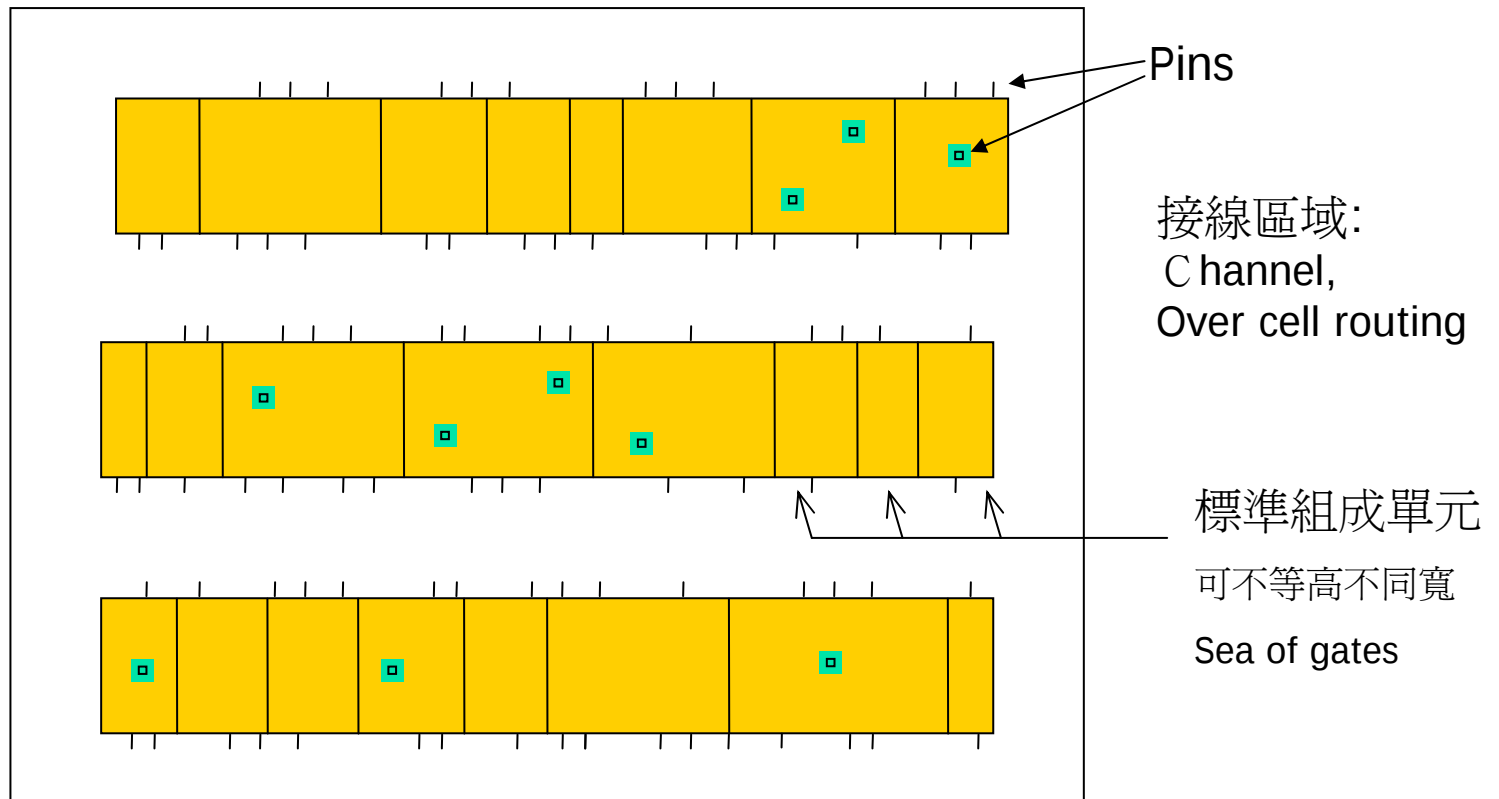
Standard-cell Architecture



標準單元組成電路架構

Standard-cell Architecture

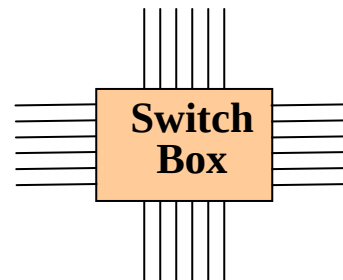
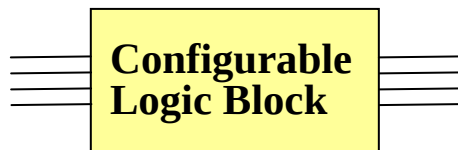
■ Multiple Metal Layers



現場規劃閘矩陣電路

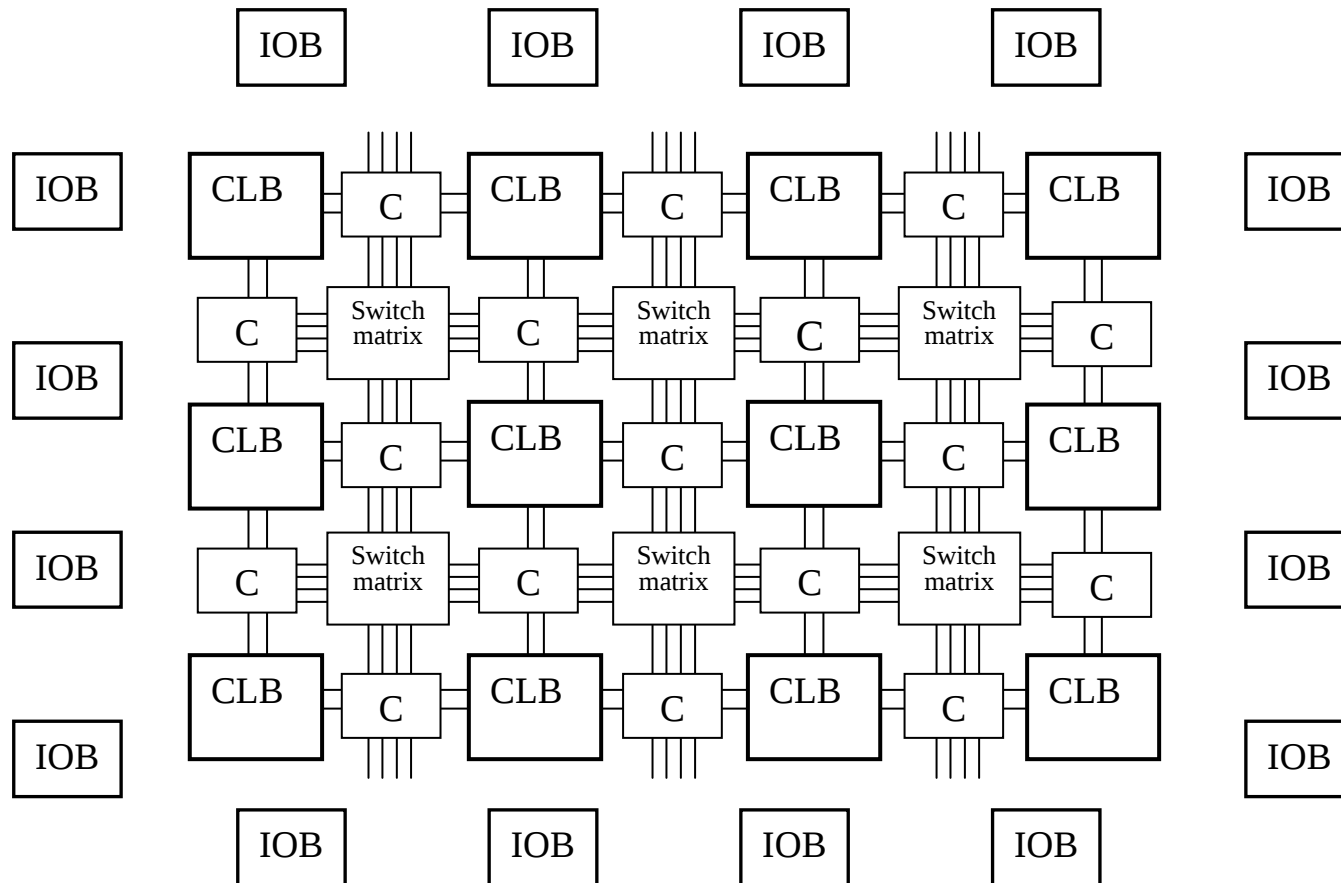
Field Programmable Gate Array

- Extension of
 - *Musk Programmable Gate Array*
 - *Programmable Logic Device*
- Implementation of Data Path Architecture



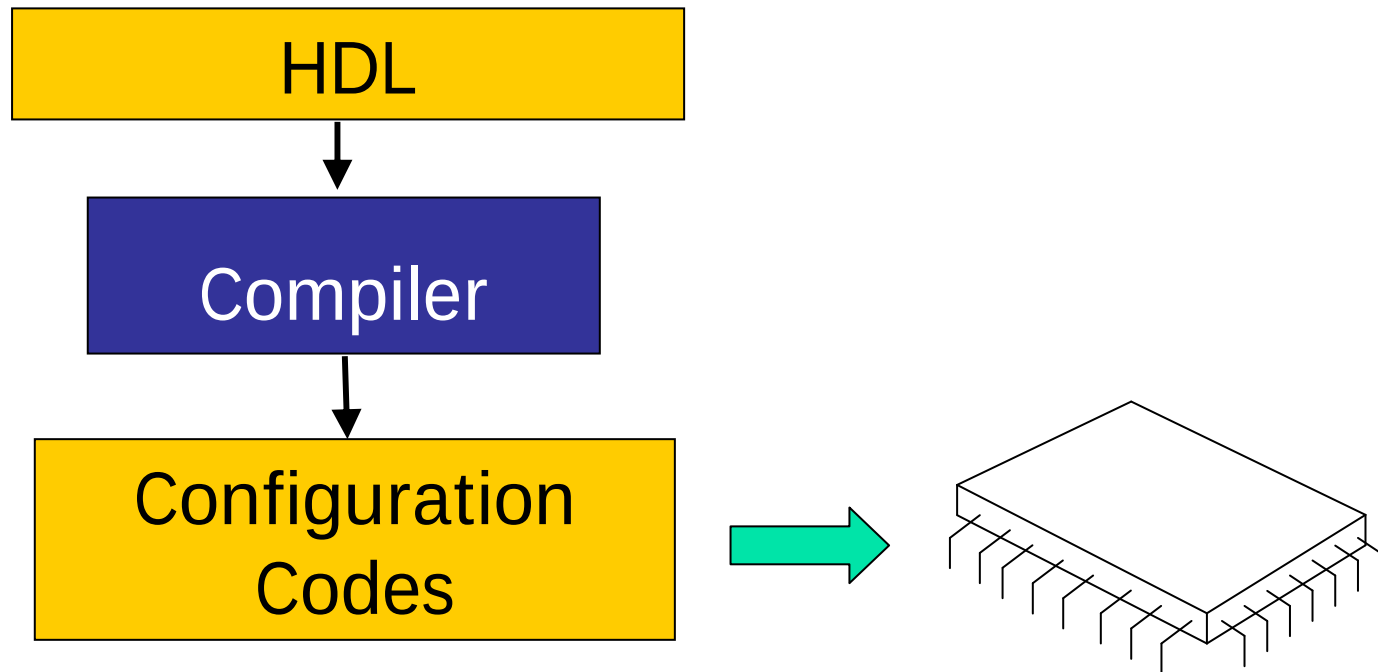
現場規劃閘矩陣電路架構

FPGA Architecture



現場規劃閘矩陣電路映對

Technology Mapping for FPGA



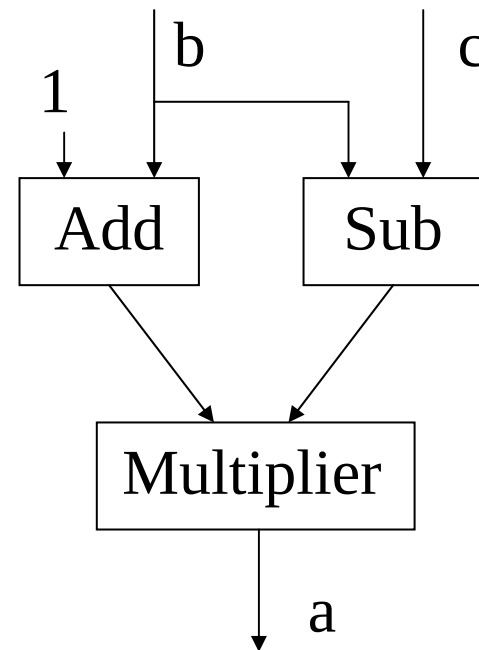
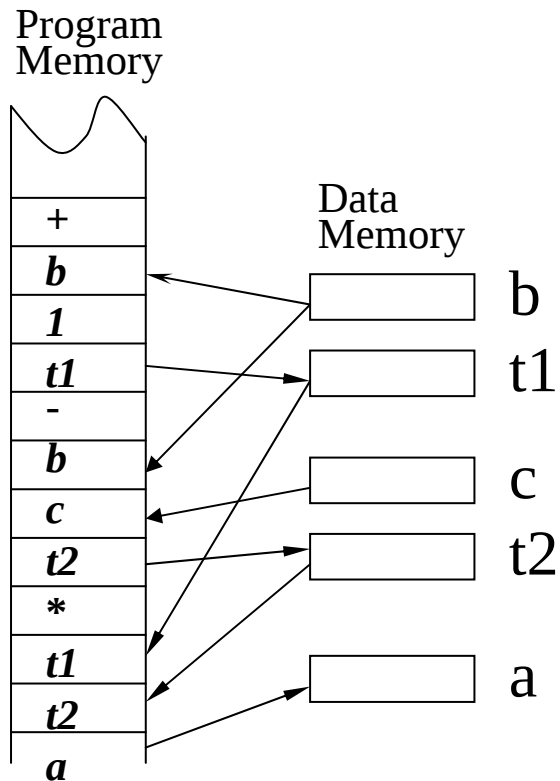
單晶片系統設計

SOC Design

- Software/Hardware Codesign Structure
- Programmable Processor + Data path

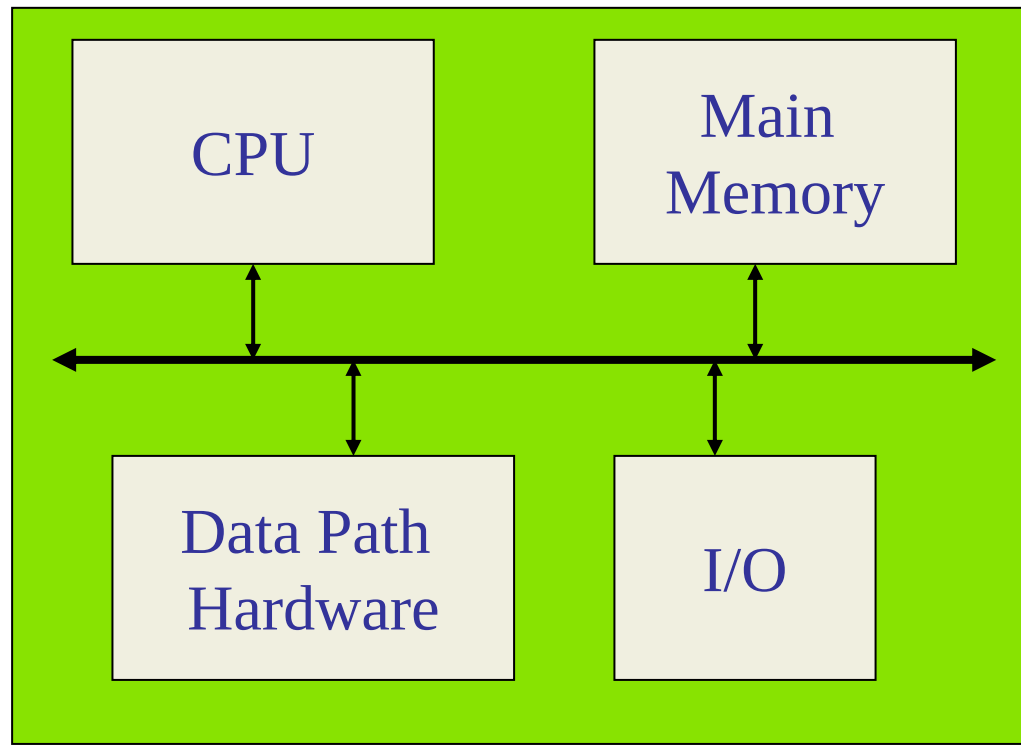
Control Flow Computation v.s. Data flow Computation

- Compute $a = (b+1)*(b-c)$

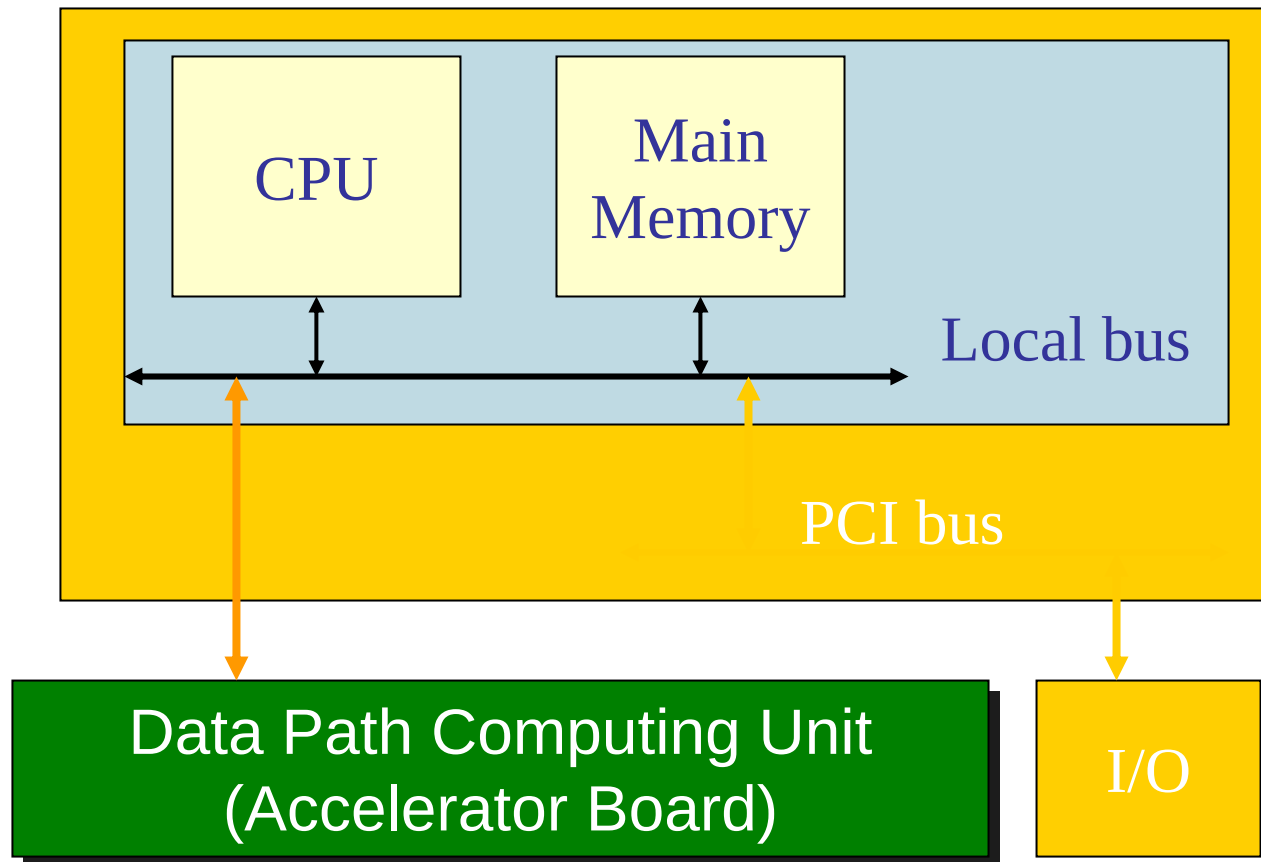


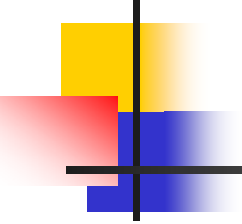
單晶片系統組織架構

Organization of SOC



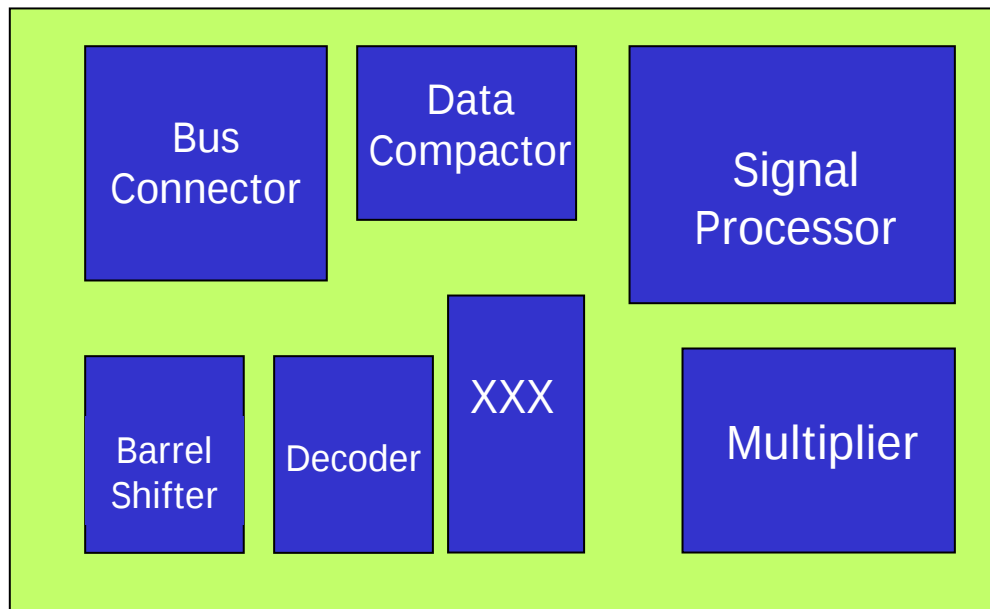
Coupling The Computing Unit to The Host





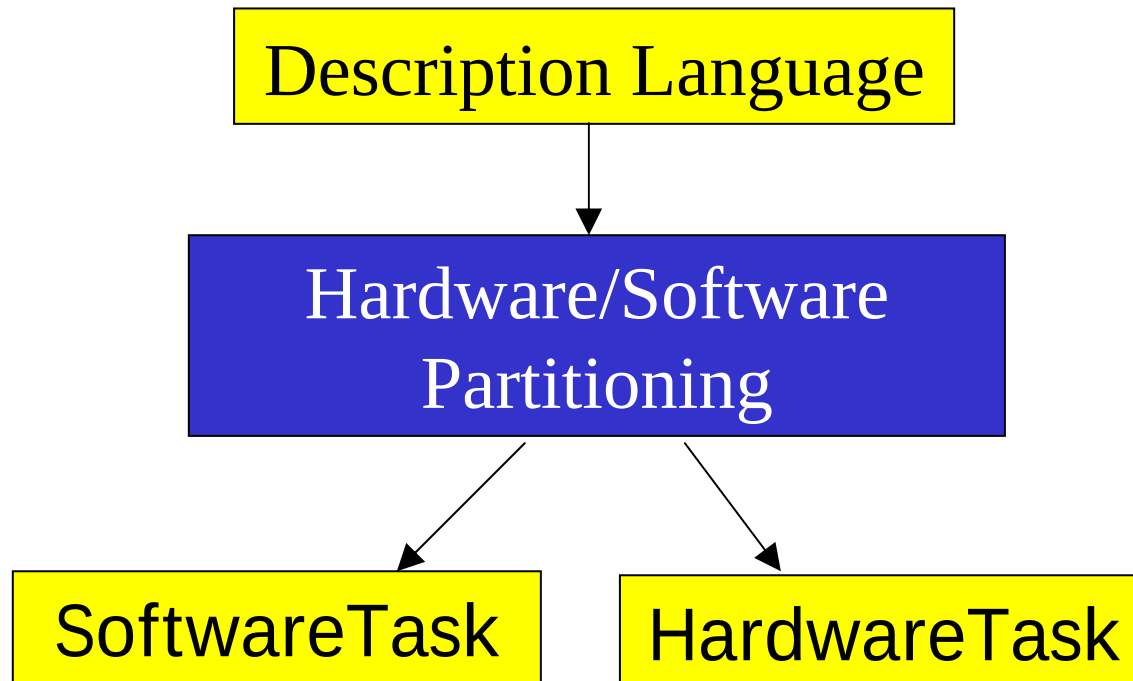
Data Path Hardware

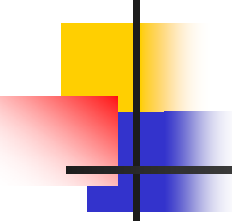
- Composed of IPs (Intellectual Properties)



設計流程 I - 軟體硬體分工

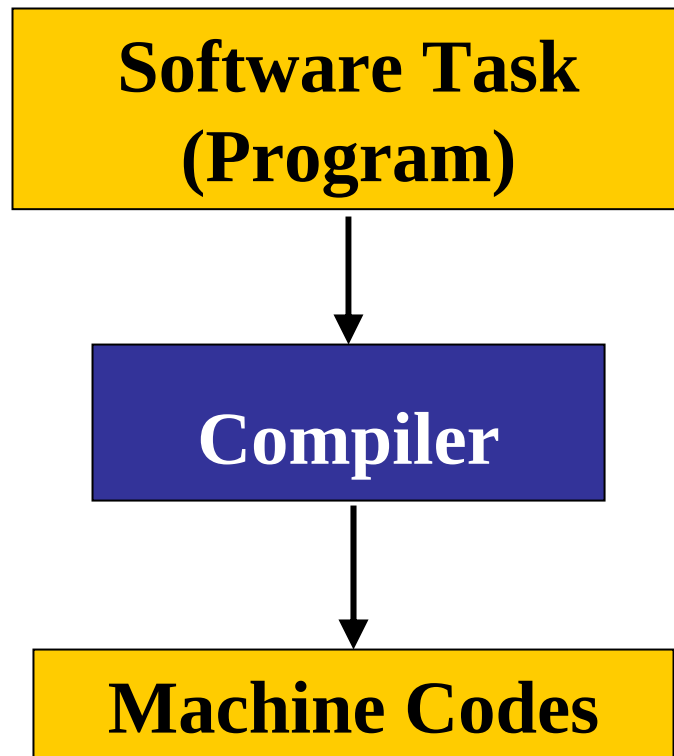
Hardware/Software Partitioning





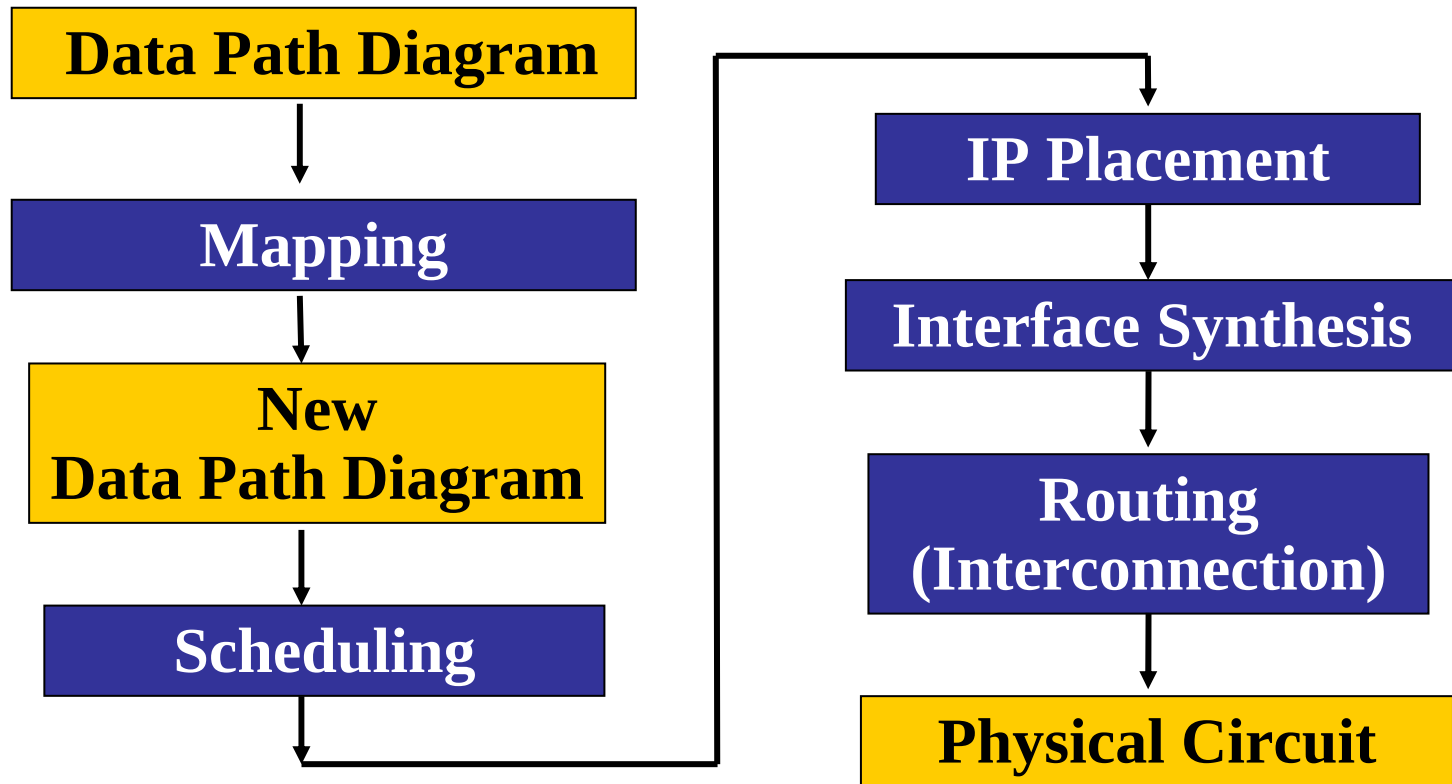
設計流程 II - 軟體編譯

Software Compilation

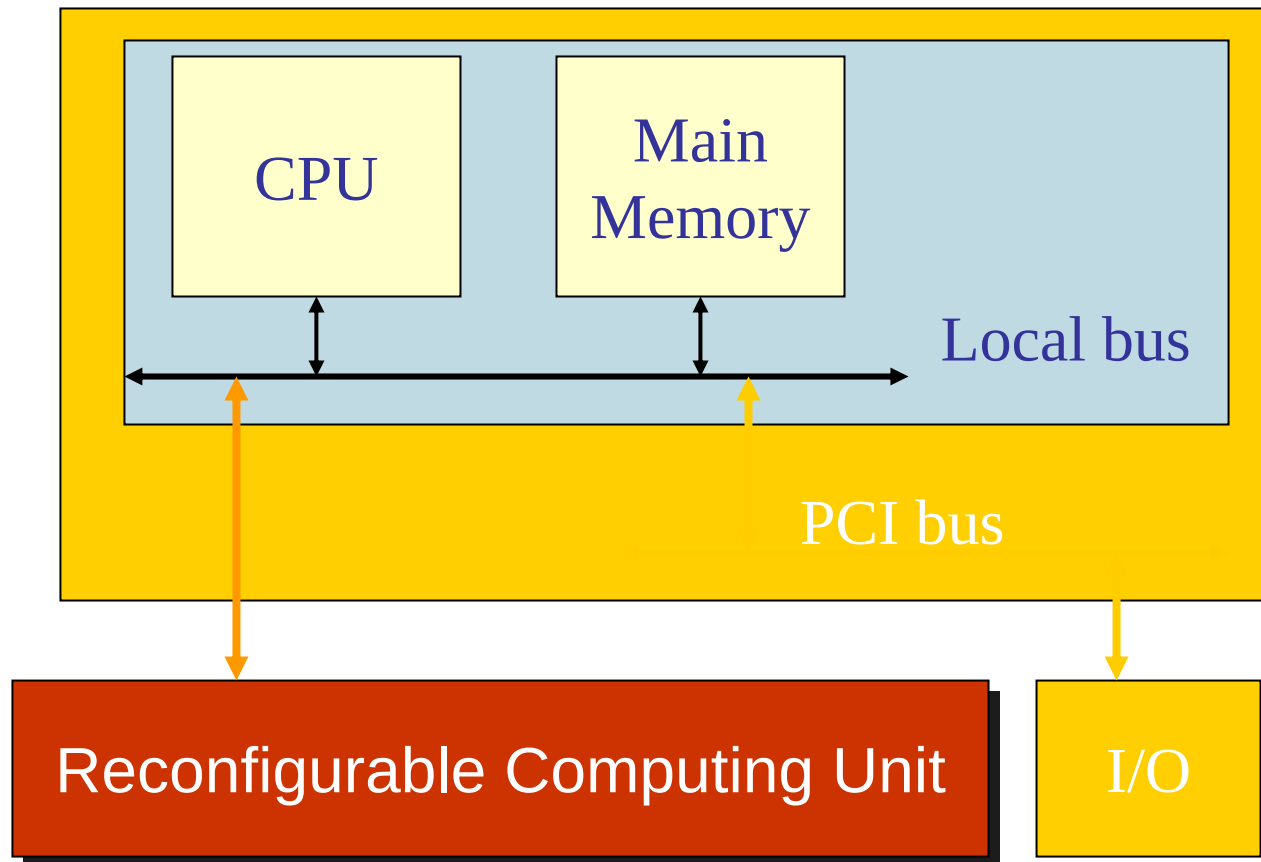


設計流程 III - 硬體設計製作

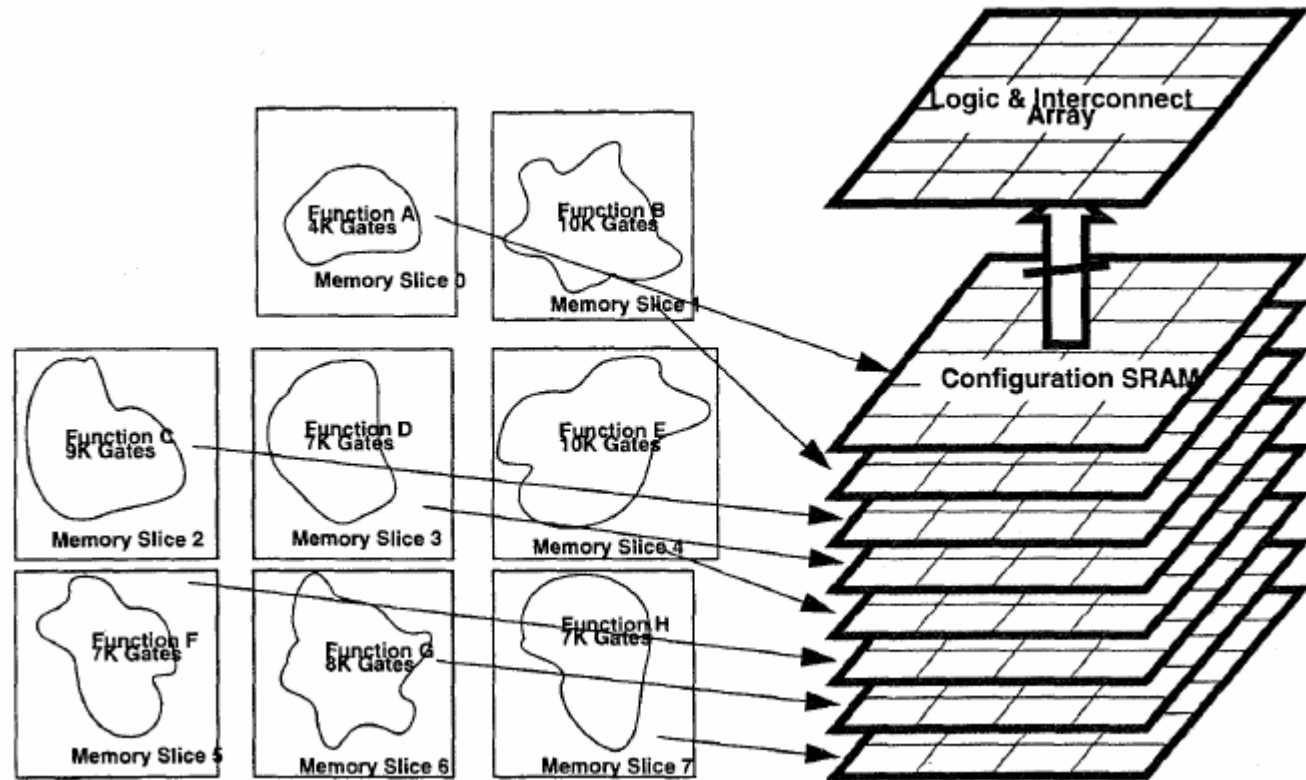
Hardware Implementation

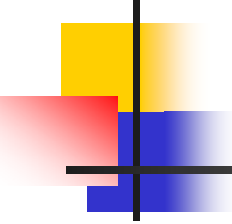


Reconfigurable Computing



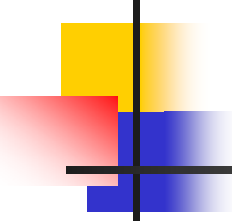
Dynamic FPGA for Configurable Computing





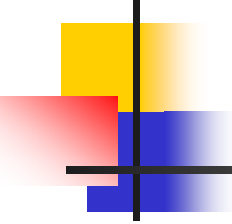
Performance of configurable computer

- One or two orders faster than processor-based computer
- Faster than Supercomputer
- Much Cheaper than Supercomputer



Product Development Cost

- Development
- Manufacturing
- Marketing sales
- General administrative
- Maintenance
- Financial



Development Cost

- Chip/circuit/physical design
- Chip integration
- Verification, test
- Software development
- EDA integration & support
- Infrastructure cost

設計技術的挑戰

Design Technology Challenges

- Design Productivity
- Minimum Power
- Manufacturability
- Reliability
- Interference

設計的產能

Design Productivity

Issues:

- Cost-driven design flow
- Reuse of modules, cores, RF, etc.
- Embedded software design
- Formal Verification
- Automated methods
- Heterogeneous component integration

低耗电

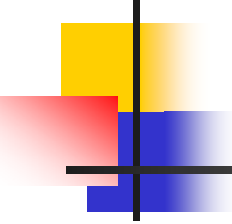
Low Power Design

- Portable System
- Low Voltage
- Low Power
- Power management

可製造的設計

Design for Manufacturability

- Performance/power variability
- Device parameter variability
- Lithography limitations impact on design
- Mixed signal Design for testability
- Mask cost
- System level reliability
- Thermal Built-in-self-test



Reliability

- Logic/Circuit/Layout: mean-time-to-failure aware design
- Built-in self repair
- Software reliability
- Robust design

介面設計

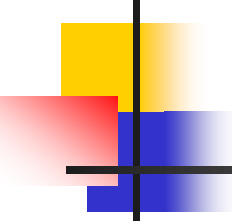
Design of interference

- Logic/circuit/layout: signal integrity analysis
- Electromagnetic interference analysis
- Thermal analysis
- Interference of heterogeneous components (optical, mechanical, bio, etc.)

高速系統

High Performance System

- Video Image Processing
- Accelerators for Combinatorial Problems
- DNA Sequence Matching
- Cryptographic attacks
- Scientific Computation
- Simulation Engines



Conclusions

- Miniature
- High Circuit Density
- Complex System
- High design complexity
- Challenge design work