# **Energy-Aware Computing**

Lecture 2: CMOS technology

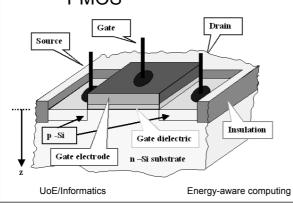
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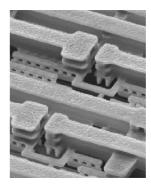
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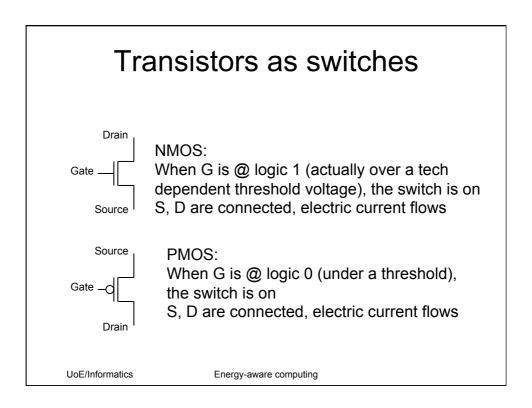
# **Basic components**

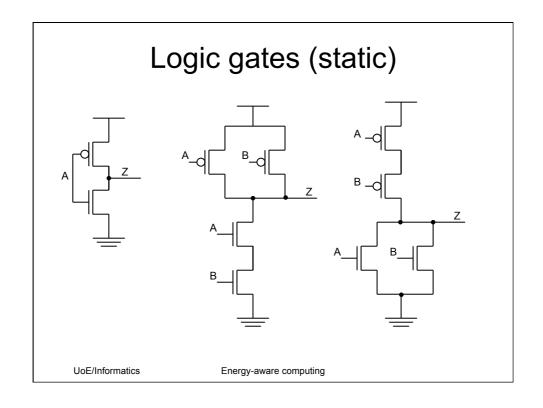
- Transistors
  - Two types: NMOS, PMOS

Wires (interconnect)

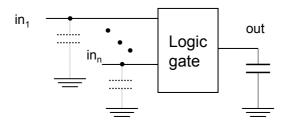








# Capacitances



- Input capacitance is due to:
  - Transistor gate capacitance (NMOS and PMOS)
- Output capacitance is due to:
  - Fanout; number of other gates driven by this one
  - Interconnect (wires)
  - Diffusion capacitance (transistor drain terminals)

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# Switching current Vin Vin Vin Vout Vout Vout Vout Vout Energy-aware computing

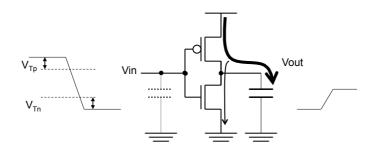
## Energy in electronic circuits

- Power: P = I \* V
  - I current drawn from supply
  - V the supply voltage
- Energy: E = P \* t
- · Energy is expended when current flows
- CMOS circuits only draw current when they switch
  - If no input changes, only *leakage current* flows; more later

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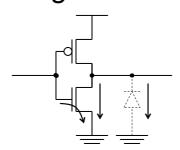
## Short-circuit current



- · Signal transition slopes are finite
  - Both NMOS and PMOS conduct for a while
  - Short-circuit!
- About 15% of total dynamic power
  - Not much to do except design for steep slopes

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## Leakage currents



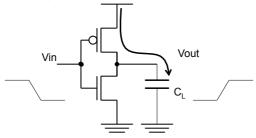
- The transistor is not a perfect switch
  - Gate leakage
  - Sub-threshold current
  - Drain junction leakage

More on leakage in a future lecture

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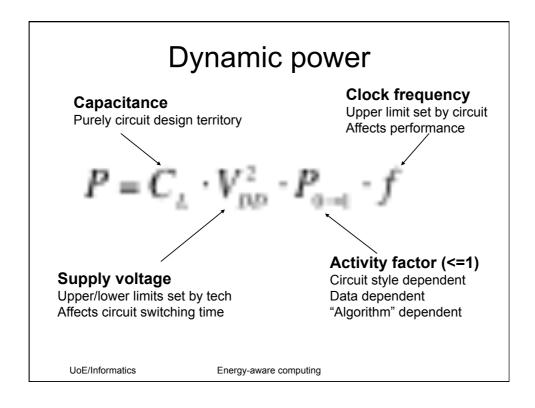
## Dynamic power



Power (rate of energy consumption)

$$C_L \cdot V_{DO}^2 \cdot P_{O-1} \cdot f$$

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## Energy

- Unit: Joules
- Measured over time
  - E.g. run-time of a benchmark
- Time is important!
- Often referred to as the power-delay product
- · Energy is a good metric for
  - Battery life
  - Energy bills
- Proportional to total CV<sup>2</sup>

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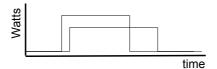
#### Power

- Power: work done per time unit
- Units: Watts (= Joules / sec)
- · Average and peak are of interest
- · Good for
  - Predicting heat dissipation (avg power)
  - Setting the specs for the power delivery system (peak power)

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## Power vs Energy



- Which method (blue/red) is better?
- Compare both energy (area under the curve) and run-time
- Need metrics that combine time with energy and/or power

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## Energy - delay product

- EDP = E \* t = P<sub>avg</sub> \* t<sup>2</sup>
   t is run-time
- Lower is better
- For systems expending equal energy, the fastest one has better EDP
  - Similar for systems with equal run-times
- There is a catch though!

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#### Et<sup>2</sup>

- EDP is misleading when circuits allow voltage scaling
- · Assume systems A, B with

$$-E_{A} = 2E_{B}, t_{A} = t_{B}/2$$

If supply voltage of A can drop by half:

$$-E_{A}' = E_{A} / 4$$
,  $t_{A}' = 2 t_{A}$ 

• Therefore, A is better:

$$-E_{A}' = E_{B} / 2$$
,  $t_{A}' = t_{B}$ 

- Assuming B cannot have voltage scaling

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## More metrics

- What does MIPS/W represent?
  - The **reciprocal** of joules/instruction
  - Larger is better!
  - Essentially an energy metric
- What would be the EDP equivalent?
  - MIPS<sup>2</sup>/W
  - Reciprocal! Larger is better

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## Technology progress

- Currently chips using 45nm, 32nm are being produced
- For comparison (src Intel fact sheet):
  - Rhinovirus = 20nm
  - Silicon atom = 0.24nm

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## Future trends/problems

- Variability
  - Very hard to control certain key parameters such threshold voltage
  - In the same chip, neighbouring transistors of the same size and orientation will operate differently
- Reliability
  - Some transistors will fail or will be so slow that appear faulty

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## Future trends/problems

- · Leakage power is increasing
- Long interconnect is slower
  - Delay due to interconnect used to be negligible
  - Now most of the delay comes from interconnect and this is set to continue

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## Summary

- · Transistors, wires
- Capacitances and what they depend on
- Transistor threshold voltage
- Dynamic, static power/energy
- Dynamic energy expended when switching occurs
- $P = C_{L} \cdot V_{p,p}^{2} \cdot P_{q-1} \cdot f$
- Metrics
- Future trends:
  - Leakage, variability, interconnect, (un)reliability

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