

*Introduction to
CMOS VLSI
Design*

*MIPS in Verilog
Lecture 1*

Lecture by Peter Kogge

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University of Notre Dame

Using slides by Jay Brockman Notre Dame 2008,
and David Harris, Harvey Mudd College

<http://www.cmosvlsi.com/coursematerials.html>

MIPS Architecture

- ❑ Example: subset of MIPS processor architecture
 - Drawn from Patterson & Hennessy
- ❑ MIPS is a 32-bit architecture with 32 registers
 - Consider 8-bit subset using 8-bit datapath
 - Only implement 8 registers (\$0 - \$7)
 - \$0 hardwired to 00000000
 - 8-bit program counter
- ❑ David Harris has developed labs to implement
 - Uses Electric CAD tools
 - Illustrate the key concepts in VLSI design

Instruction Set

Table 1.7 MIPS instruction set (subset supported)

Instruction	Function	Encoding	op	funct
add \$1, \$2, \$3	addition: \$1 → \$2 + \$3	R	000000	100000
sub \$1, \$2, \$3	subtraction: \$1 → \$2 - \$3	R	000000	100010
and \$1, \$2, \$3	bitwise and: \$1 → \$2 and \$3	R	000000	100100
or \$1, \$2, \$3	bitwise or: \$1 → \$2 or \$3	R	000000	100101
slt \$1, \$2, \$3	set less than: \$1 → 1 if \$2 < \$3 \$1 → 0 otherwise	R	000000	101010
addi \$1, \$2,	add immediate: \$1 → \$2 + imm	I	001000	n/a
beq \$1, \$2, imm	branch if equal: PC → PC + imm ^a	I	000100	n/a
j destination	jump: PC_destination ^a	J	000010	n/a
lb \$1, imm(\$2)	load byte: \$1 → mem[\$2 + imm]	I	100000	n/a
sb \$1, imm(\$2)	store byte: mem[\$2 + imm] → \$1	I	110000	n/a

Instruction Encoding

- ❑ 32-bit instruction encoding
 - Requires four cycles to fetch on 8-bit datapath

format	example	encoding					
R	add \$rd, \$ra, \$rb	6	5	5	5	5	6
		0	ra	rb	rd	0	funct
I	beq \$ra, \$rb, imm	6	5	5	16		
		op	ra	rb	imm		
J	j dest	6	26				
		op	dest				

Fibonacci (C)

$$f_0 = 1; f_{-1} = -1$$

$$f_n = f_{n-1} + f_{n-2}$$

$$f = 1, 1, 2, 3, 5, 8, 13, \dots$$

```
int fib(void)
{
    int n = 8;          /* compute nth Fibonacci number */
    int f1 = 1, f2 = -1; /* last two Fibonacci numbers */

    while (n != 0) {   /* count down to n = 0 */
        f1 = f1 + f2;
        f2 = f1 - f2;
        n = n - 1;
    }
    return f1;
}
```

Fibonacci (Assembly)

- ❑ 1st statement: $n = 8$
- ❑ How do we translate this to assembly?

Fibonacci (Assembly)

```
# fib.asm
# Register usage: $3: n $4: f1 $5: f2
# return value written to address 255
fib:  addi $3, $0, 8      # initialize n=8
      addi $4, $0, 1      # initialize f1 = 1
      addi $5, $0, -1     # initialize f2 = -1
loop: beq $3, $0, end     # Done with loop if n = 0
      add $4, $4, $5      # f1 = f1 + f2
      sub $5, $4, $5      # f2 = f1 - f2
      addi $3, $3, -1     # n = n - 1
      j loop              # repeat until done
end:  sb $4, 255($0)      # store result in address 255
```

Fibonacci (Binary)

- ❑ 1st statement: `addi $3, $0, 8`
- ❑ How do we translate this to machine language?
 - Hint: use instruction encodings below

format	example	encoding					
R	<code>add \$rd, \$ra, \$rb</code>	6 0	5 ra	5 rb	5 rd	5 0	6 funct
I	<code>beq \$ra, \$rb, imm</code>	6 op	5 ra	5 rb	16 imm		
J	<code>j dest</code>	6 op	26 dest				

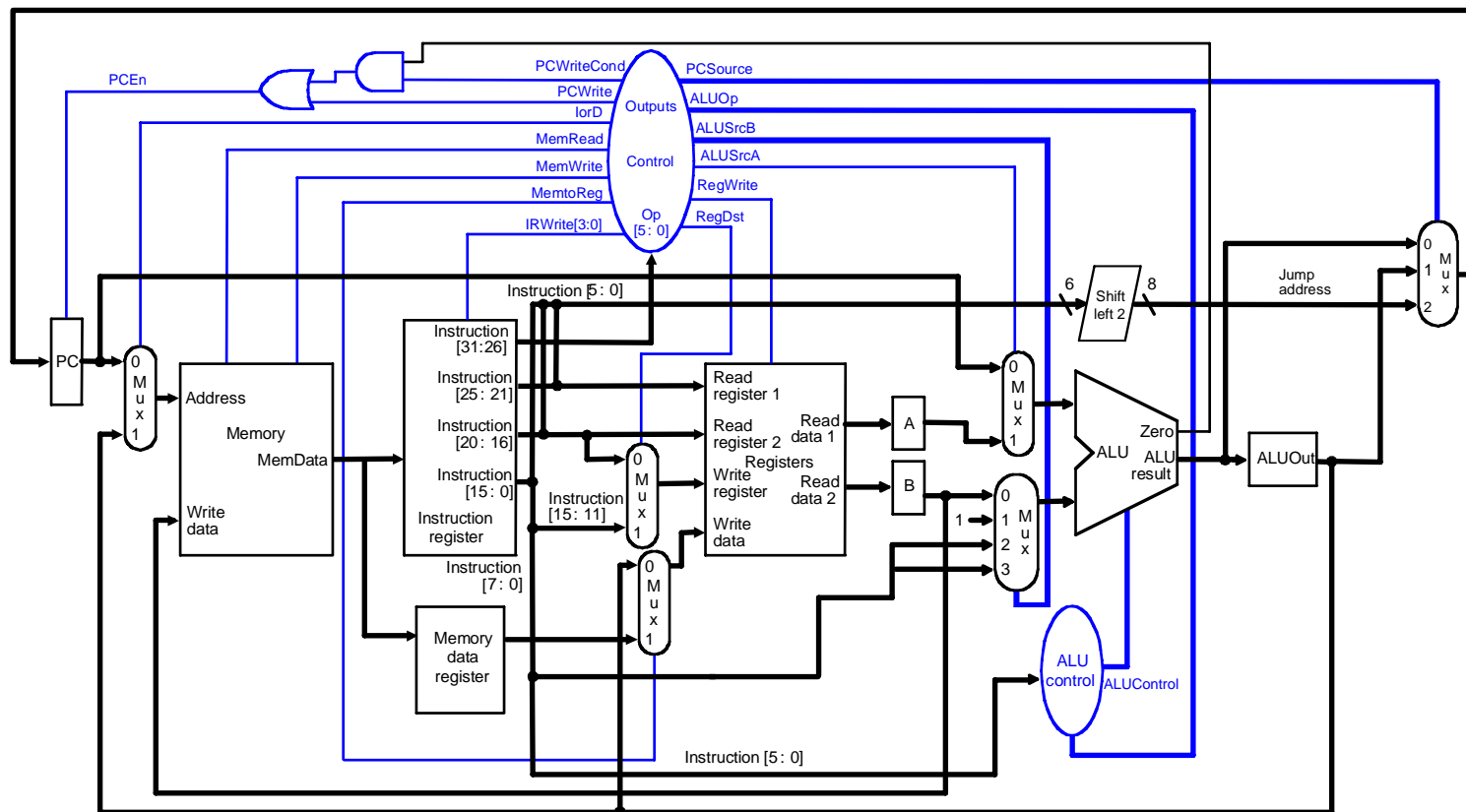
Fibonacci (Binary)

□ Machine language program

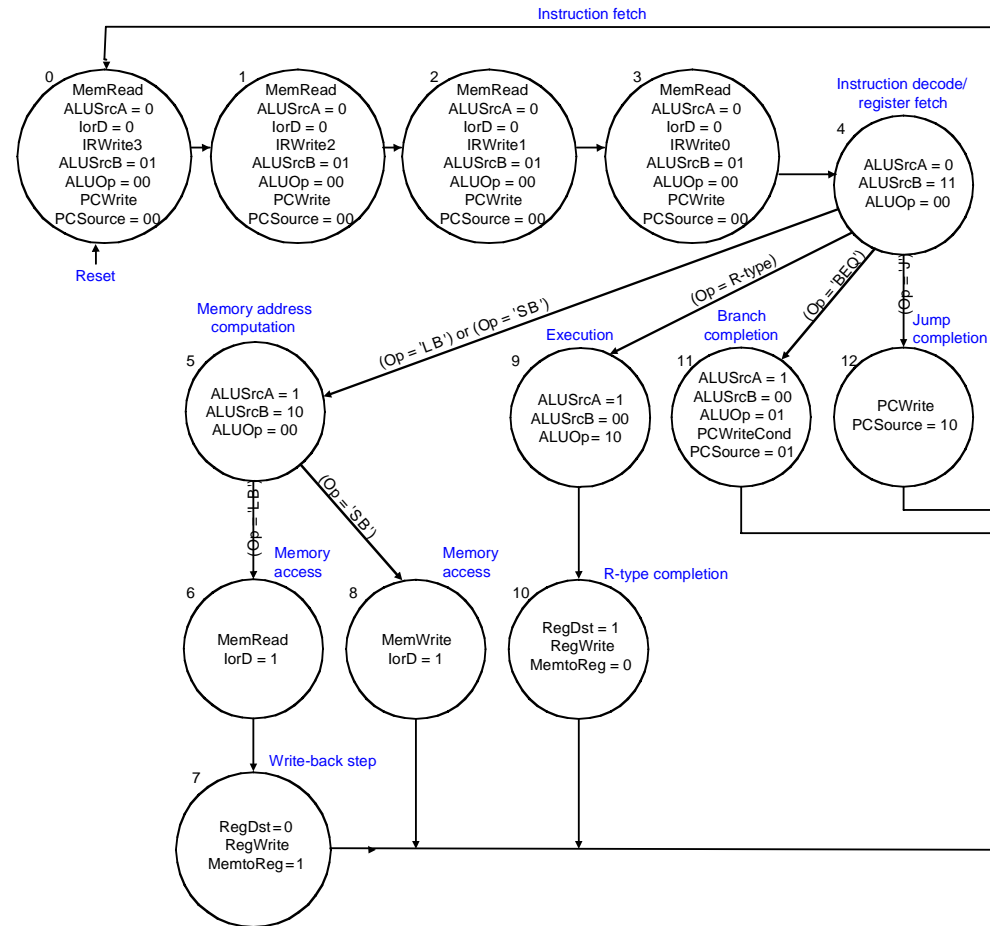
Instruction	Binary Encoding	Hexadecimal Encoding
addi \$3, \$0, 8	001000 00000 00011	0000000000001000 20030008
addi \$4, \$0, 1	001000 00000 00100	0000000000000001 20040001
addi \$5, \$0, -1	001000 00000 00101	1111111111111111 2005ffff
beq \$3, \$0, end	000100 00011 00000	0000000000000101 10600005
add \$4, \$4, \$5	000000 00100 00101 00100 00000 100000	00852020
sub \$5, \$4, \$5	000000 00100 00101 00101 00000 100010	00852822
addi \$3, \$3, -1	001000 00011 00011	1111111111111111 2063ffff
j loop	000010 00000000000000000000000000000011	08000003
sb \$4, 255(\$0)	110000 00000 00100	0000000011111111 a00400ff

MIPS Microarchitecture

- ❑ Multicycle μ architecture from Patterson & Hennessy

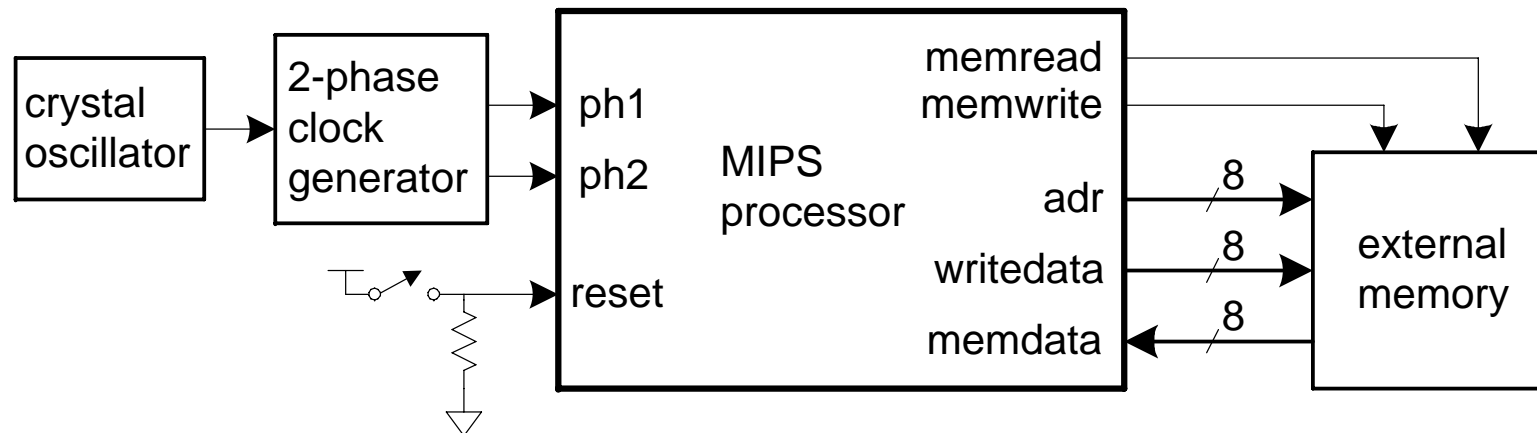


Multicycle Controller

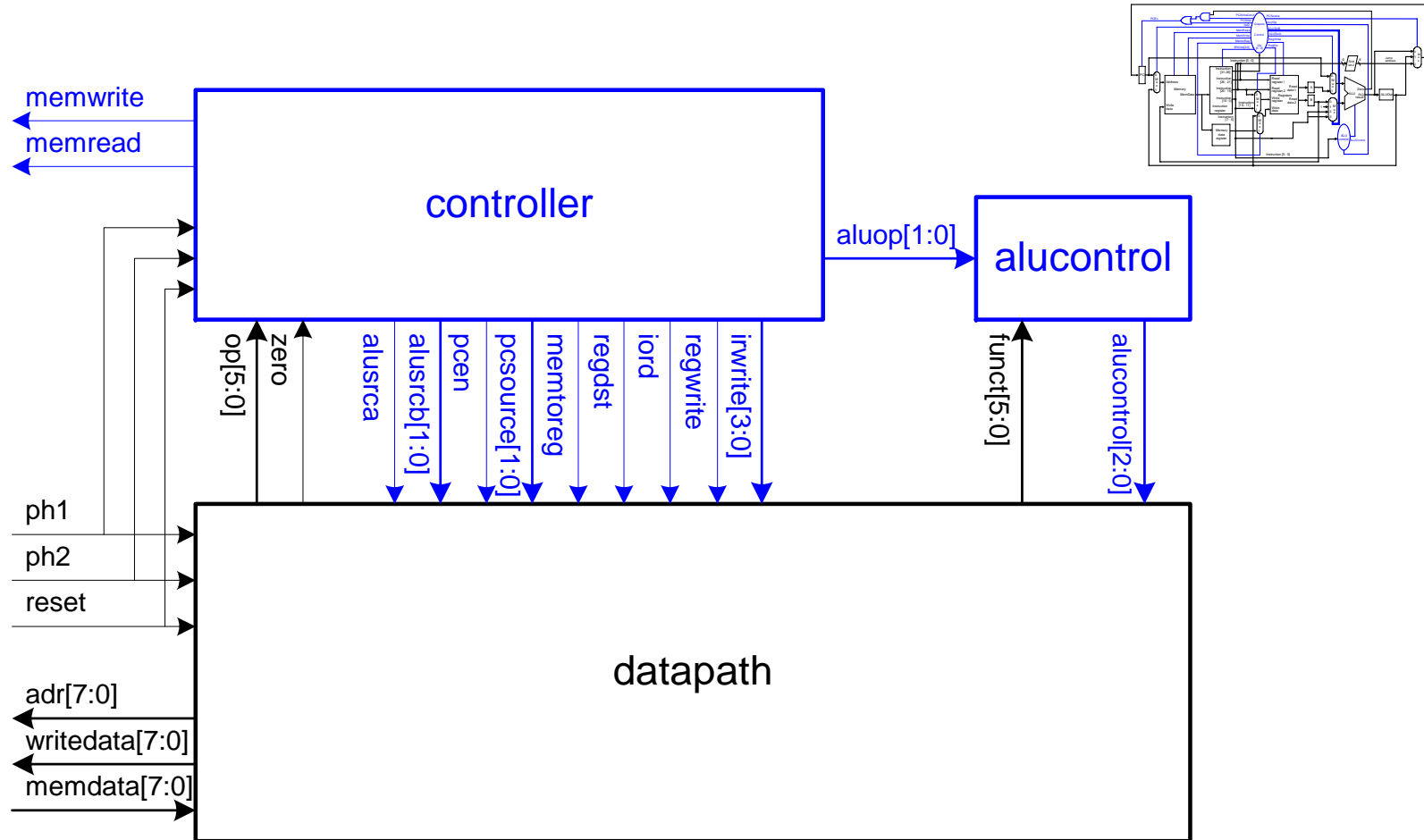


Logic Design

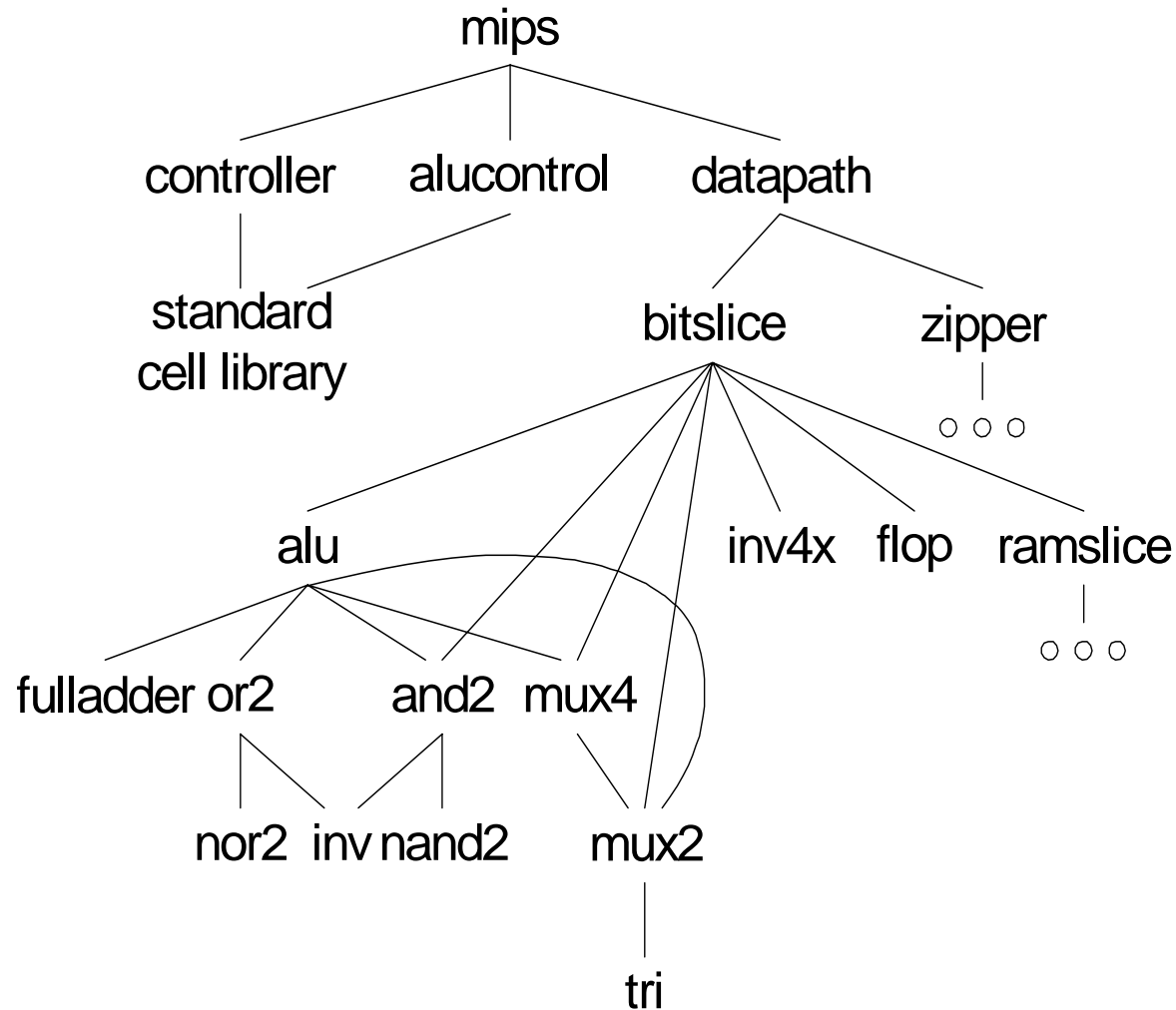
- ❑ Start at top level
 - Hierarchically decompose MIPS into units
- ❑ Top-level interface



Block Diagram



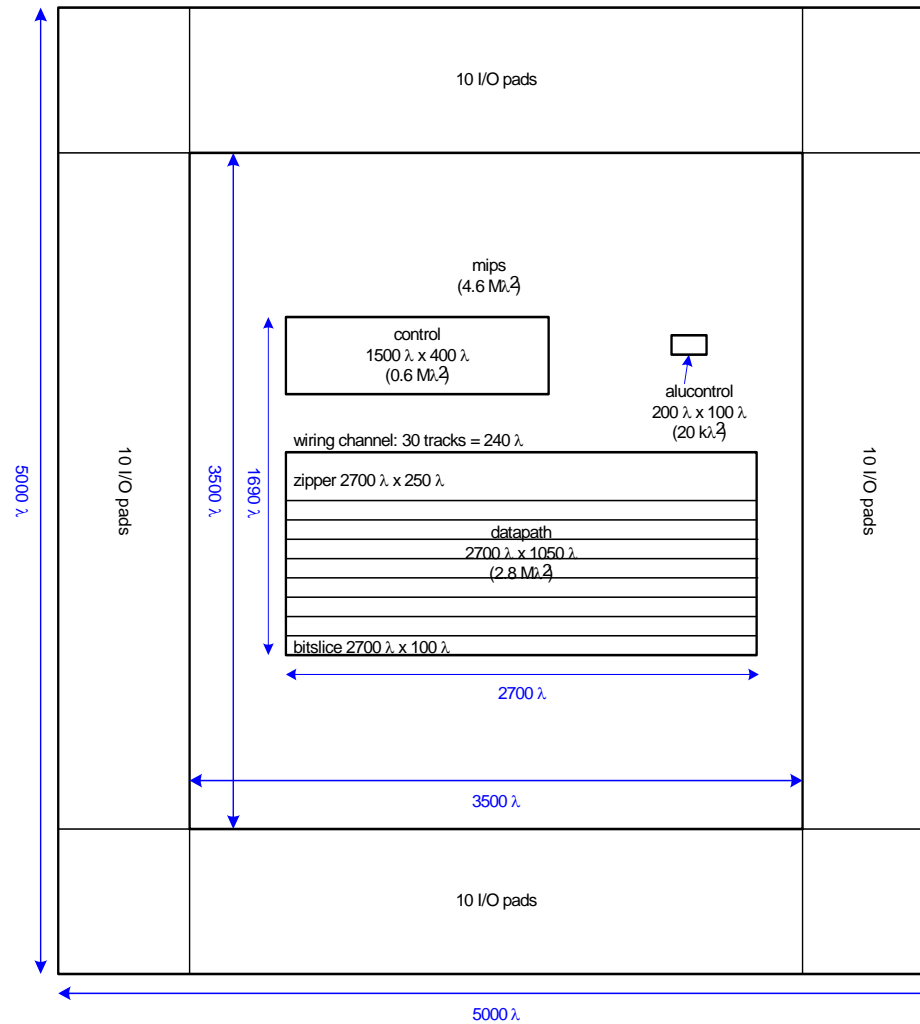
Hierarchical Design



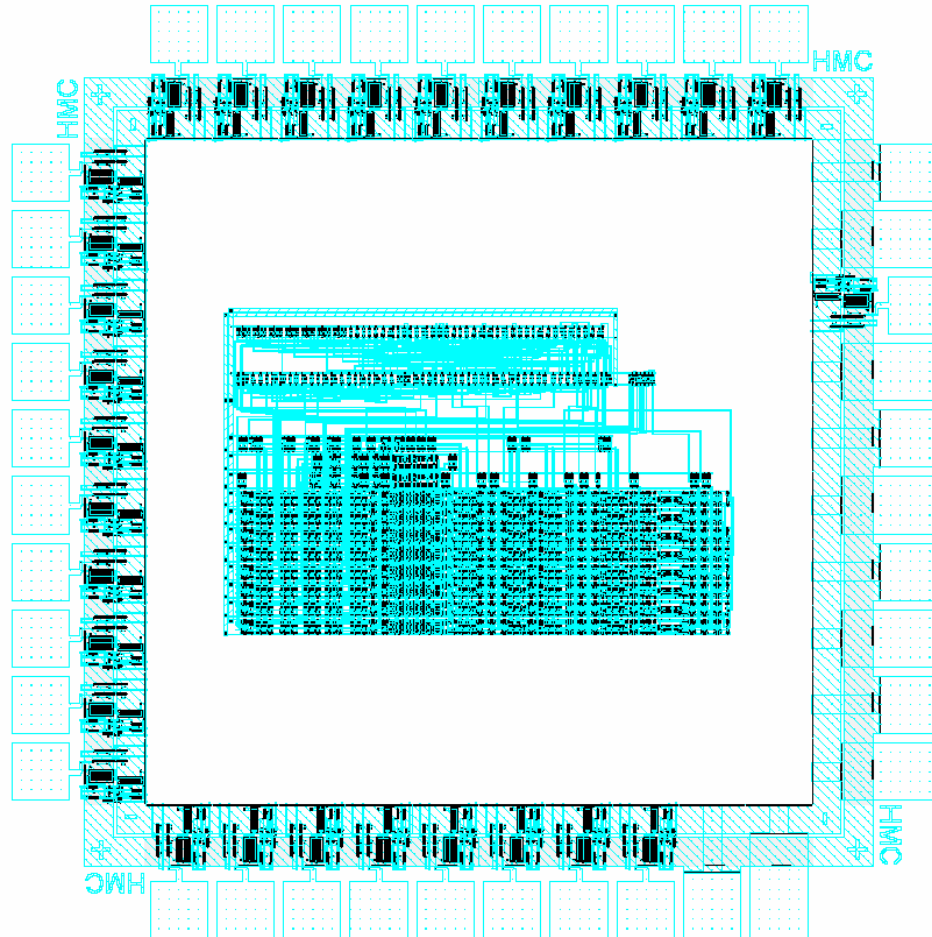
Physical Design

- ❑ Floorplan
- ❑ Standard cells
 - Place & route
- ❑ Datapaths
 - Slice planning
- ❑ Area estimation

MIPS Floorplan

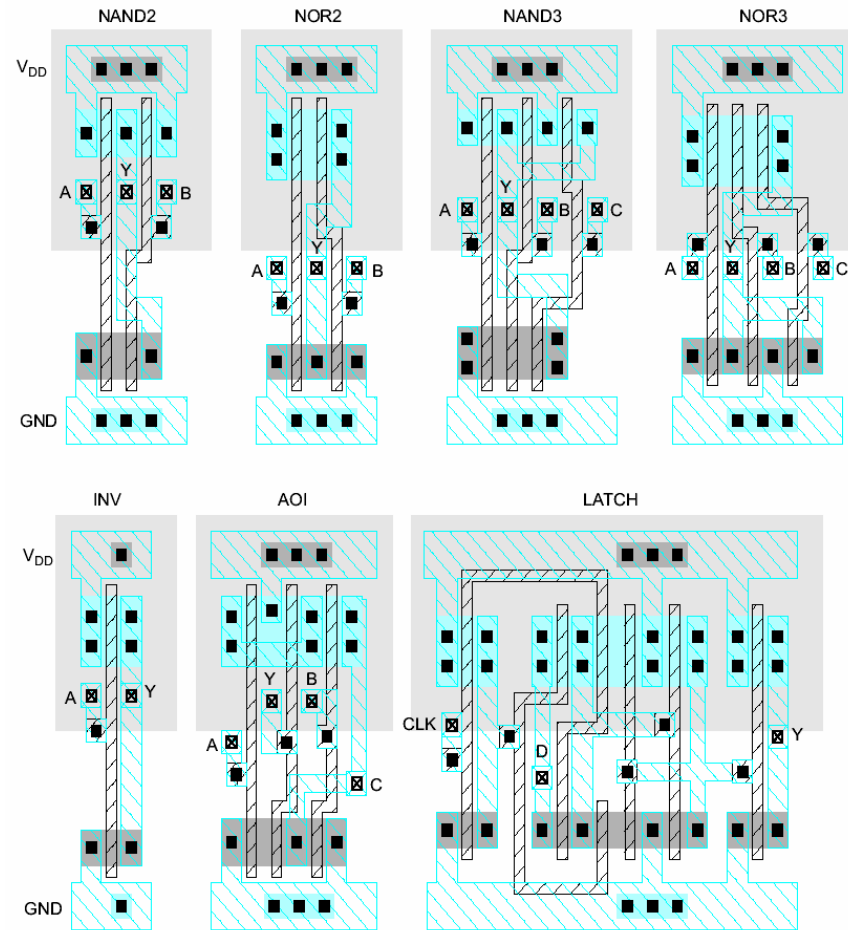


MIPS Layout



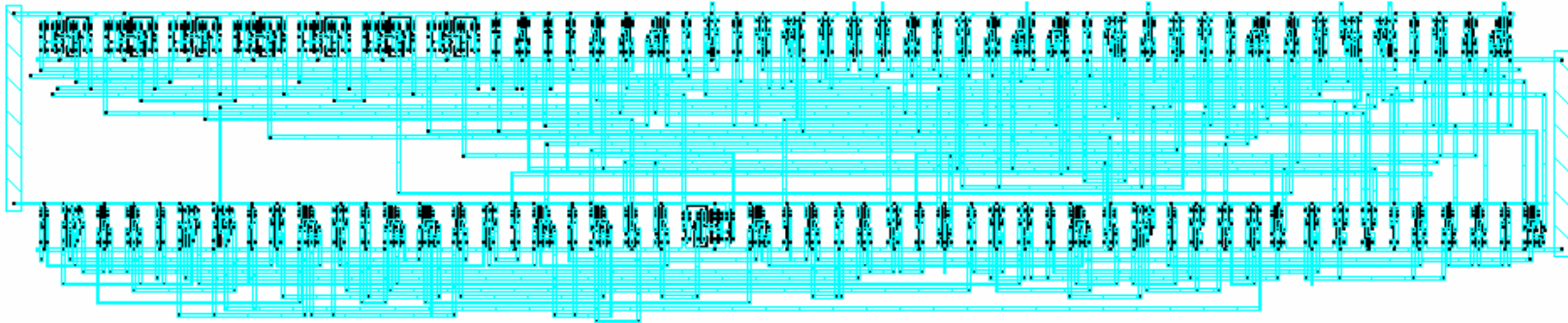
Standard Cells

- ❑ Uniform cell height
- ❑ Uniform well height
- ❑ M1 V_{DD} and GND rails
- ❑ M2 Access to I/Os
- ❑ Well / substrate taps
- ❑ Exploits regularity



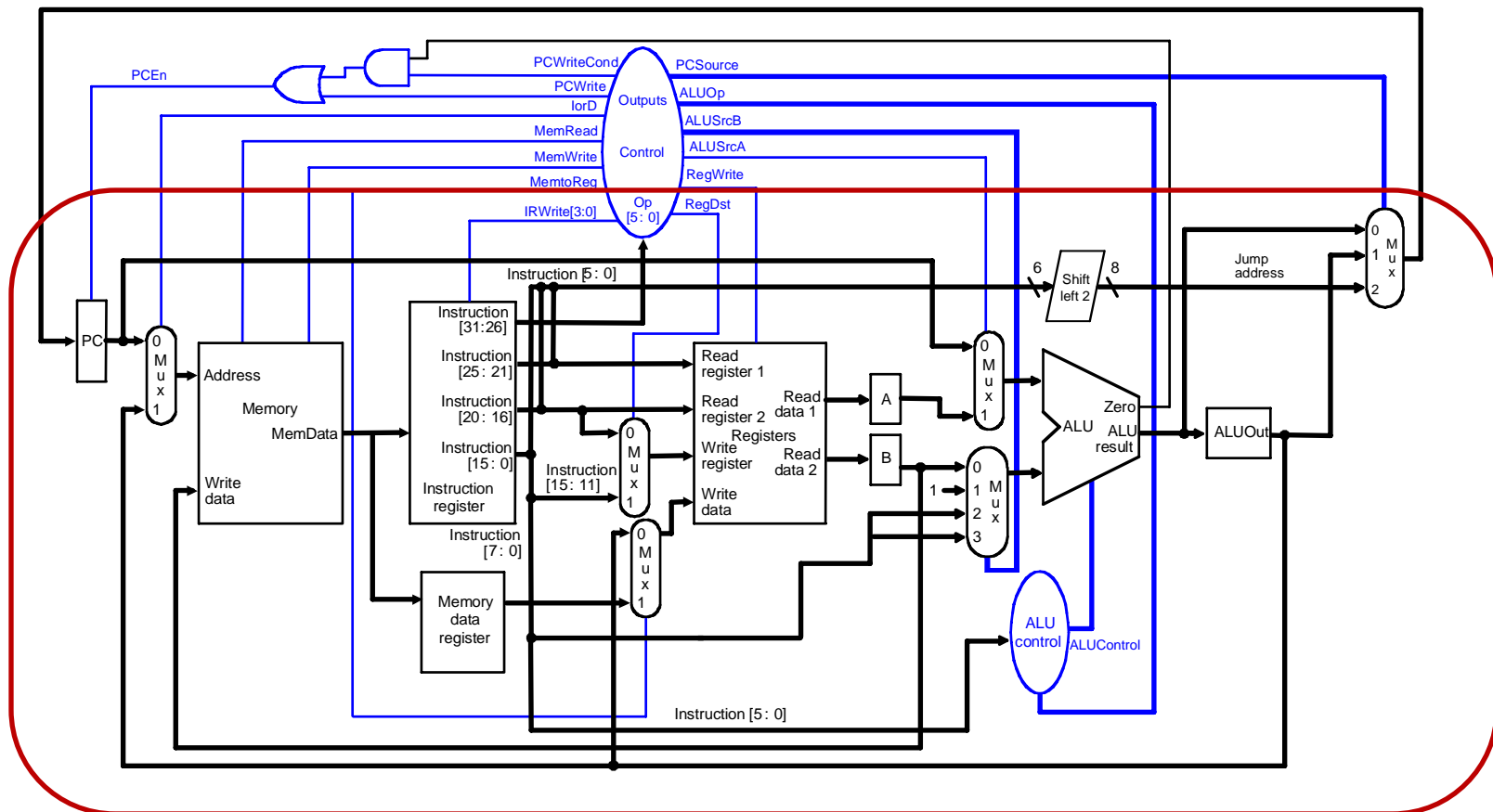
Synthesized Controller

- ❑ Synthesize HDL into gate-level netlist
- ❑ Place & Route using standard cell library



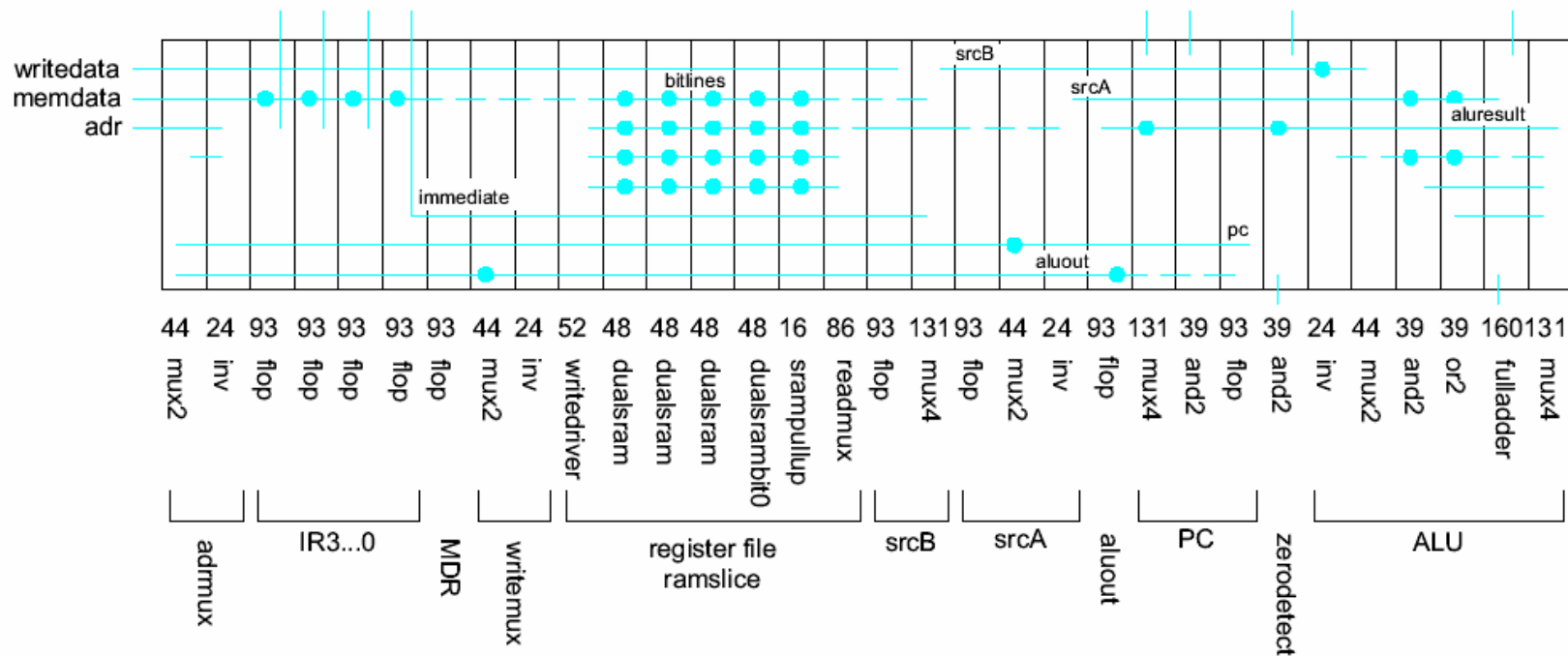
MIPS Datapath

- ❑ Multicycle μ architecture from Patterson & Hennessy



Slice Plans

- ❑ Slice plan for bitslice
 - Cell ordering, dimensions, wiring tracks
 - Arrange cells for wiring locality



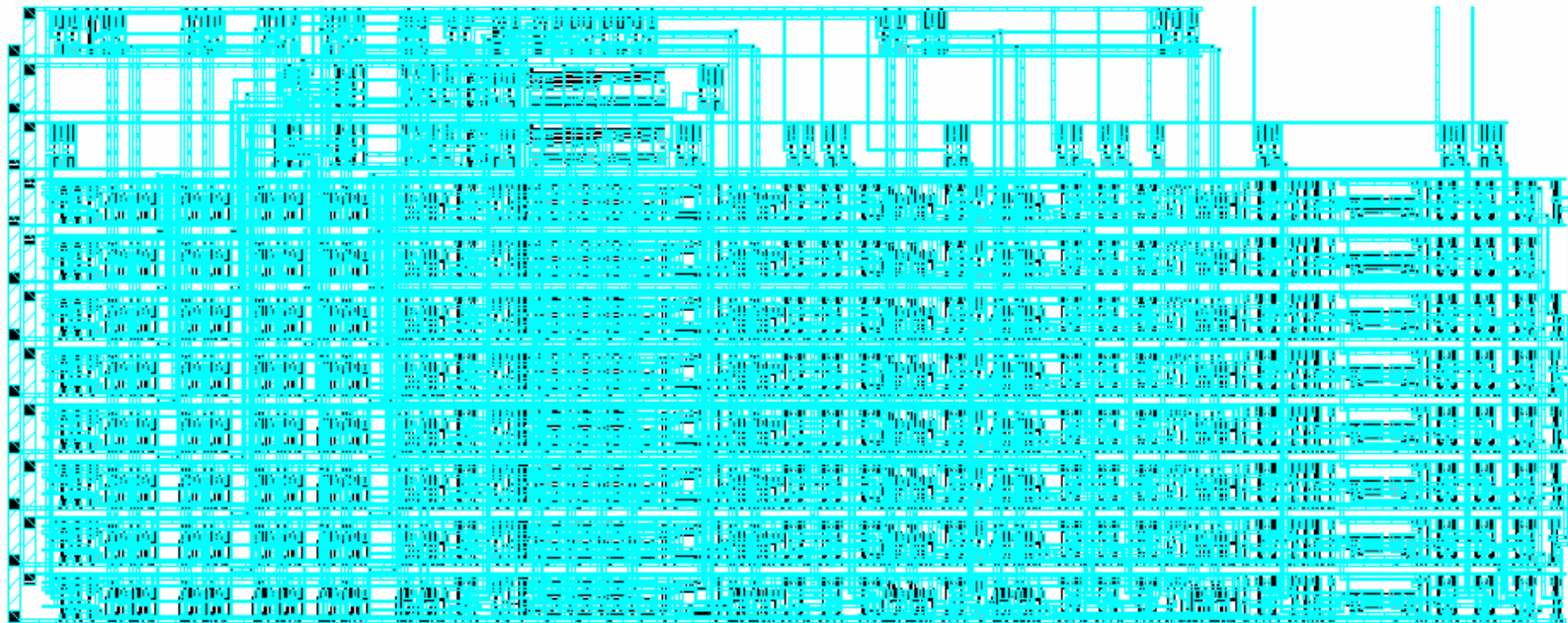
Pitch Matching

- ❑ Synthesized controller area is mostly wires
 - Design is smaller if wires run through/over cells
 - Smaller = faster, lower power as well!
- ❑ Design snap-together cells for datapaths and arrays
 - Plan wires into cells
 - Connect by abutment
 - Exploits locality
 - Takes lots of effort

A	A	A	A	B
A	A	A	A	B
A	A	A	A	B
A	A	A	A	B
C		C		D

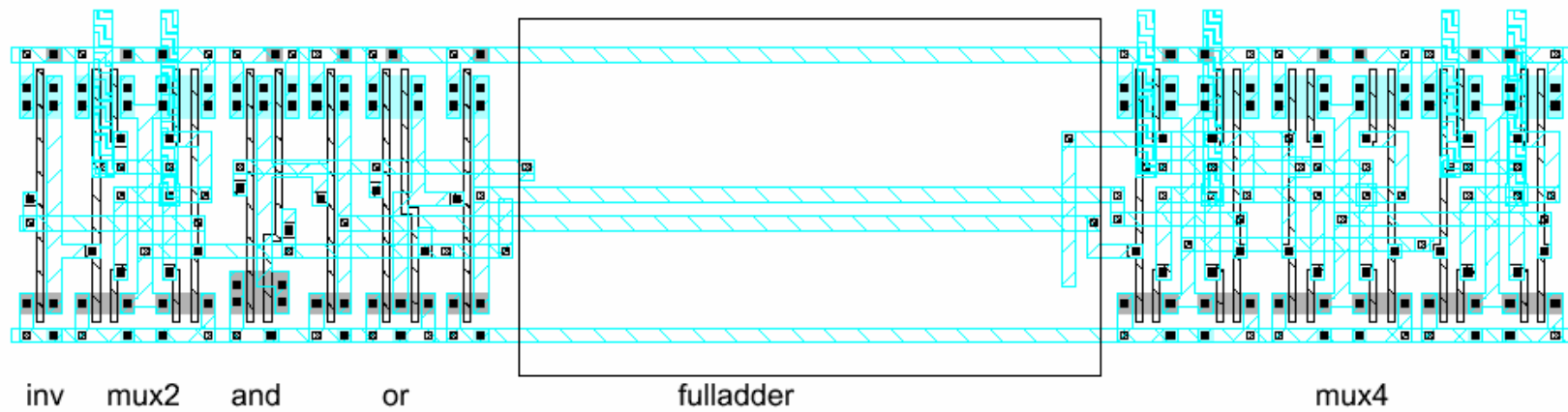
MIPS Datapath

- ❑ 8-bit datapath built from 8 bitslices (regularity)
- ❑ Zipper at top drives control signals to datapath



MIPS ALU

- Arithmetic / Logic Unit is part of bitslice



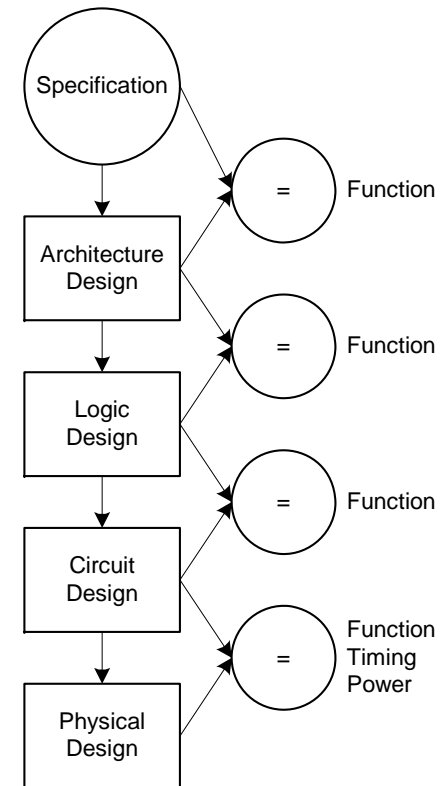
Area Estimation

- ❑ Need area estimates to make floorplan
 - Compare to another block you already designed
 - Or estimate from transistor counts
 - Budget room for large wiring tracks
 - Your mileage may vary!

Table 1.10 Typical layout densities	
Element	Area
random logic (2-level metal process)	1000 – 1500 λ^2 / transistor
datapath	250 – 750 λ^2 / transistor or 6 WL + 360 λ^2 / transistor
SRAM	1000 λ^2 / bit
DRAM (in a DRAM process)	100 λ^2 / bit
ROM	100 λ^2 / bit

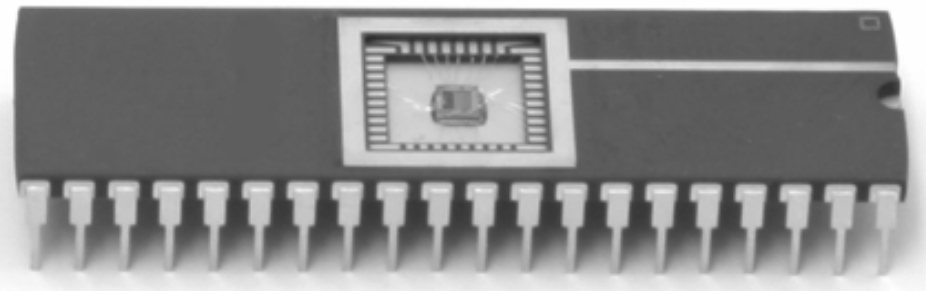
Design Verification

- ❑ Fabrication is slow & expensive
 - MOSIS 0.6 μ m: \$1000, 3 months
 - State of art: \$1M, 1 month
- ❑ Debugging chips is very hard
 - Limited visibility into operation
- ❑ Prove design is right before building!
 - Logic simulation
 - Ckt. simulation / formal verification
 - Layout vs. schematic comparison
 - Design & electrical rule checks
- ❑ Verification is > 50% of effort on most chips!



Fabrication & Packaging

- ❑ Tapeout final layout
- ❑ Fabrication
 - 6, 8, 12" wafers
 - Optimized for throughput, not latency (10 weeks!)
 - Cut into individual dice
- ❑ Packaging
 - Bond gold wires from die I/O pads to package



Testing

- ❑ Test that chip operates
 - Design errors
 - Manufacturing errors
- ❑ A single dust particle or wafer defect kills a die
 - Yields from 90% to < 10%
 - Depends on die size, maturity of process
 - Test each part before shipping to customer