



# WPI

## ECE 574

# Advanced Digital System Design

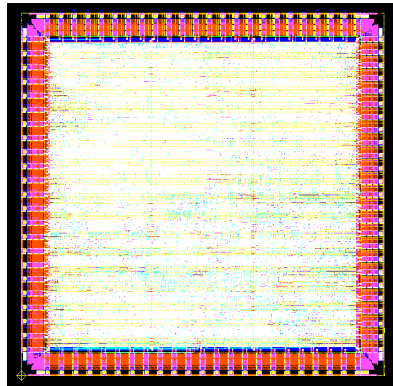
# What is an ASIC? Why do we need it?

Patrick Schaumont

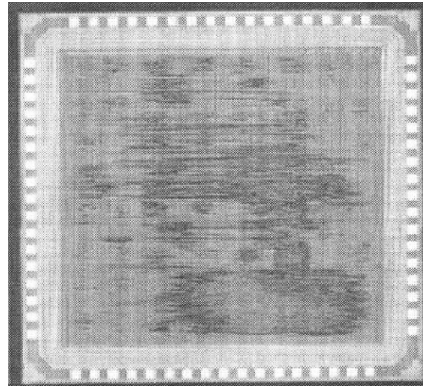
Electrical and Computer Engineering

[pschaumont@wpi.edu](mailto:pschaumont@wpi.edu)

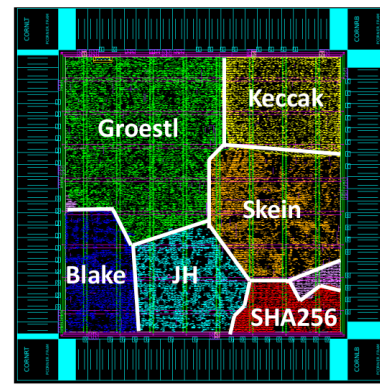
# A few cryptographic chips



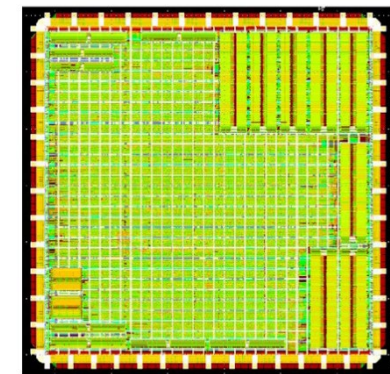
1999 – Modem ☺



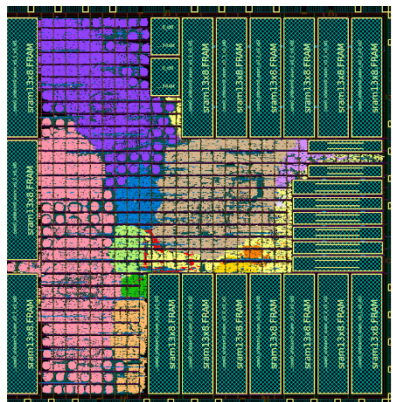
2002 - AES



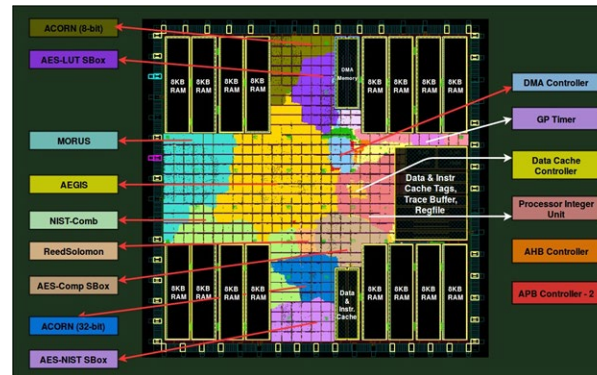
2013 - SHA3



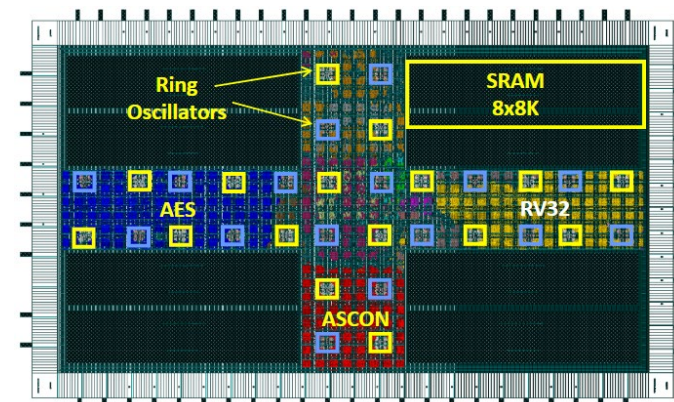
2015 - FAME v1



2017 - FAME v2

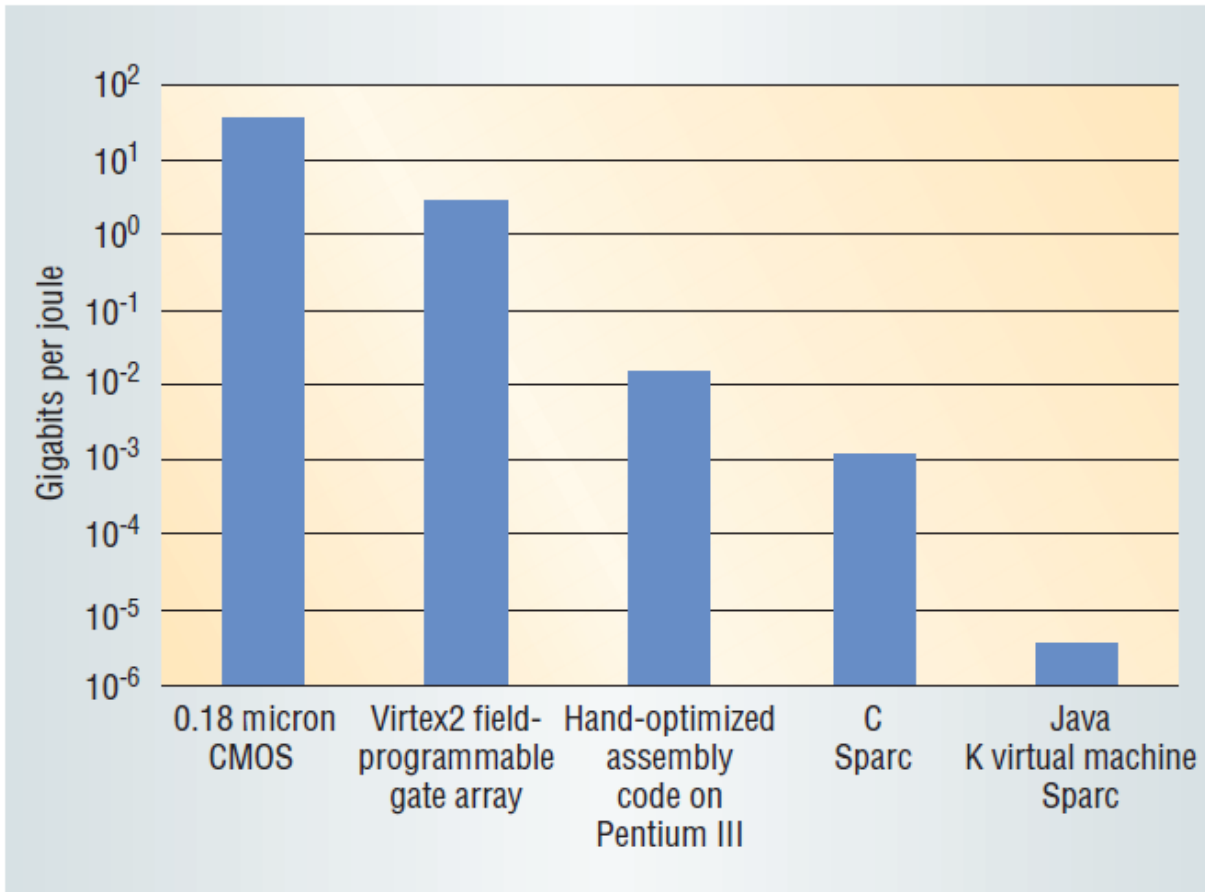


2019 - SKIVA + CAESAR



2021 - PICOSOC

# Why Is All That Hardware Needed?



**Figure 1. Energy efficiency of the Advanced Encryption Standard on five platforms. The energy efficiency, which spans seven orders of magnitude, is expressed as the number of gigabits the system can encrypt per joule ([www.ee](http://www.ee).**

- For the same functionality, hardware is more energy efficient than software

*P. Schaumont and I. Verbauwhede, "Domain-specific codesign for embedded security," in Computer, vol. 36, no. 4, pp. 68-74, April 2003, doi: 10.1109/MC.2003.1193231.*

# Need for Efficiency Became A Call to Arms!

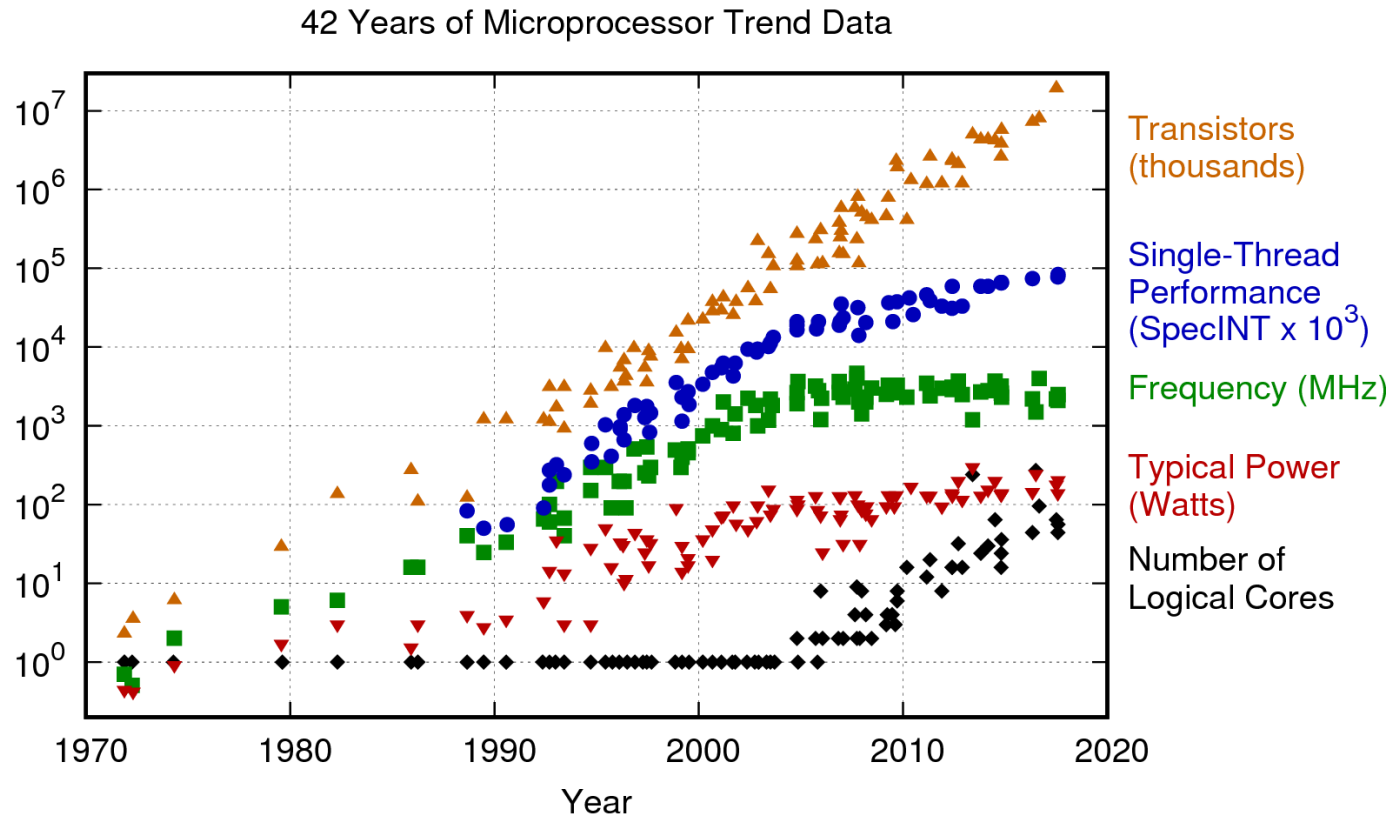
**Table 1. Speedups from performance engineering a program that multiplies two 4096-by-4096 matrices.** Each version represents a successive refinement of the original Python code. "Running time" is the running time of the version. "GFLOPS" is the billions of 64-bit floating-point operations per second that the version executes. "Absolute speedup" is time relative to Python, and "relative speedup," which we show with an additional digit of precision, is time relative to the preceding line. "Fraction of peak" is GFLOPS relative to the computer's peak 835 GFLOPS. See Methods for more details.

Version	Implementation	Running time (s)	GFLOPS	Absolute speedup	Relative speedup	Fraction of peak (%)
1	Python	25,552.48	0.005	1	—	0.00
2	Java	2,372.68	0.058	11	10.8	0.01
3	C	542.67	0.253	47	4.4	0.03
4	Parallel loops	69.80	1.969	366	7.8	0.24
5	Parallel divide and conquer	3.80	36.180	6,727	18.4	4.33
6	plus vectorization	1.10	124.914	23,224	3.5	14.96
7	plus AVX intrinsics	0.41	337.812	62,806	2.7	40.45

*C. E. Leiserson, N. C. Thompson, J. S. Emer, B. C. Kuszmaul, B. W. L'Hampson, D. Sanchez, et al., "There's plenty of room at the Top: What will drive computer performance after Moore's law?" in Science, American Association for the Advancement of Science, vol. 368, no. 6495, **2020**. <https://doi.org/10.1126/science.aam9744>*



# Need for Efficiency Became A Call to Arms!



Original data up to the year 2010 collected and plotted by M. Horowitz, F. Labonte, O. Shacham, K. Olukotun, L. Hammond, and C. Batten  
New plot and data collected for 2010-2017 by K. Rupp

- In the future, performance gains will come from better utilization of transistors
- “Plenty of room at the top” by
  1. algorithmic innovation
  2. better software (better mapping to hardware)
  3. better hardware (domain specialization)

<https://www.karlrupp.net/2018/02/42-years-of-microprocessor-trend-data/>

# The Hardware Renaissance Is Now

- Agile Hardware Development
  - Small teams and quick iterations achieve better results, faster than large teams in waterfall development cycles
- Open Source Hardware Development
  - Based on Reuse and Improvement
  - Tremendous Opportunity from Open Access
- Affects every Aspect of Hardware Design
  - Open Intellectual Property
  - Open Design and Verification Tools
  - Open Technology



Agile and Open-Source Hardware



IEEE Micro July/August 2020



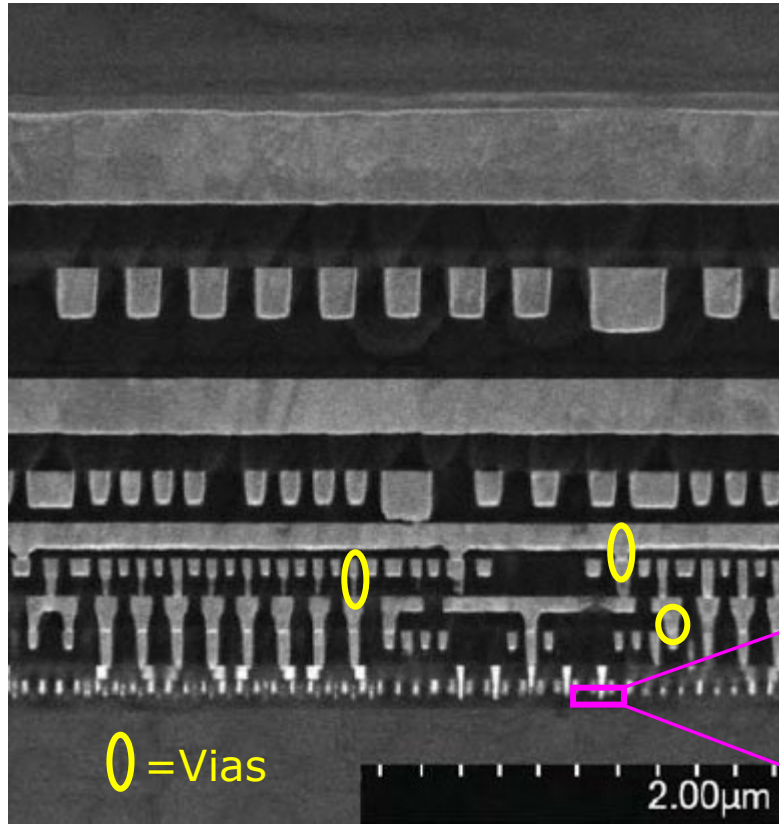
# WPI

**All right, let's look beyond  
software optimization and build  
better hardware!**

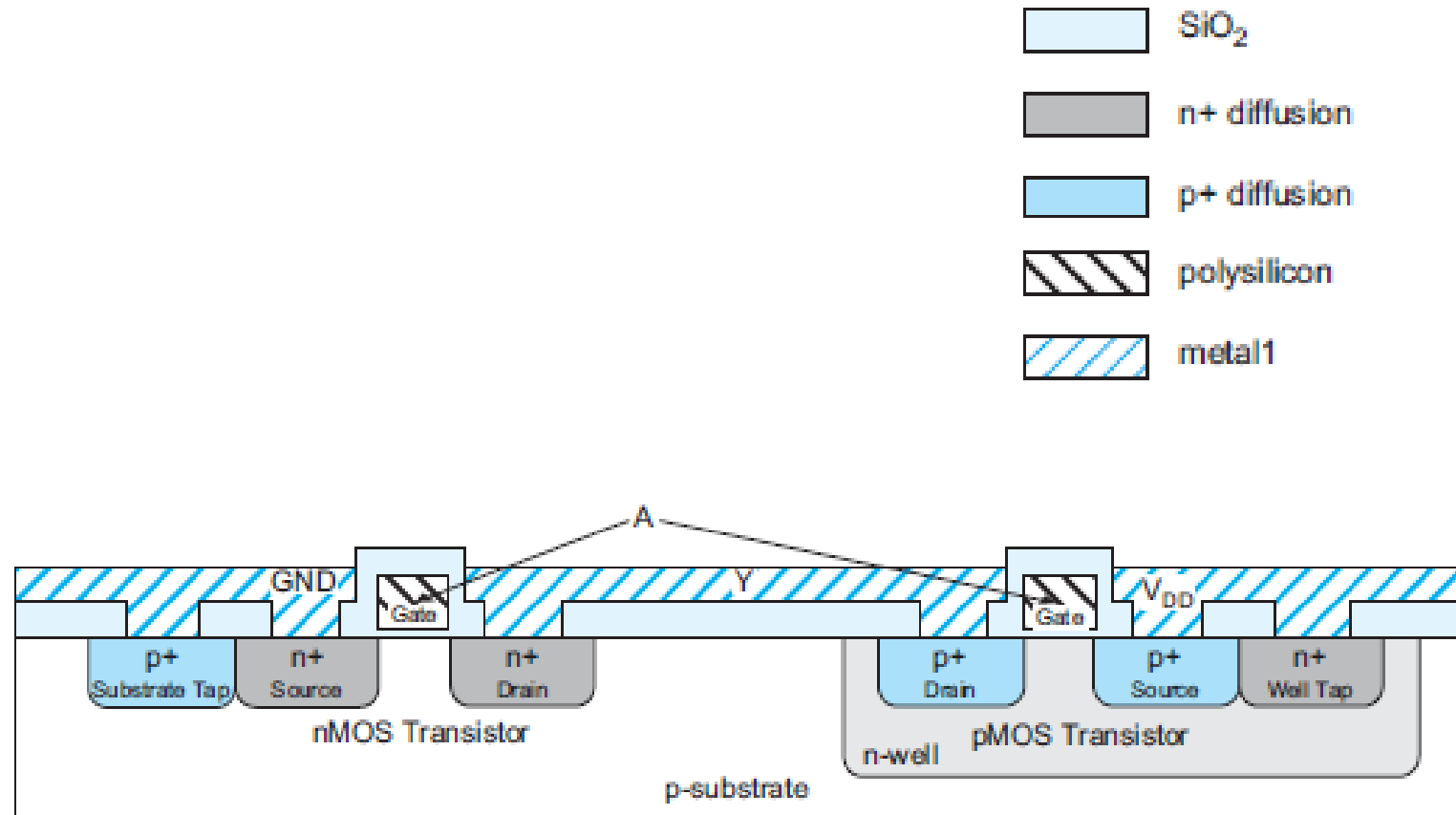
**How do you design a chip, really?**

# Cross Section of a traditional 2D ASIC

IC Cross Section



[Teshima 2014]

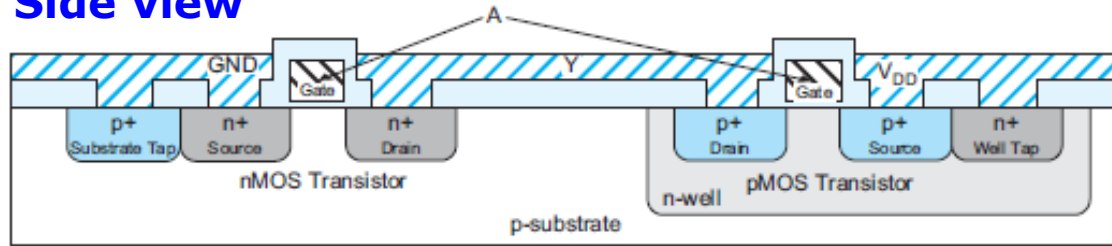


[Weste & Harris 2016]

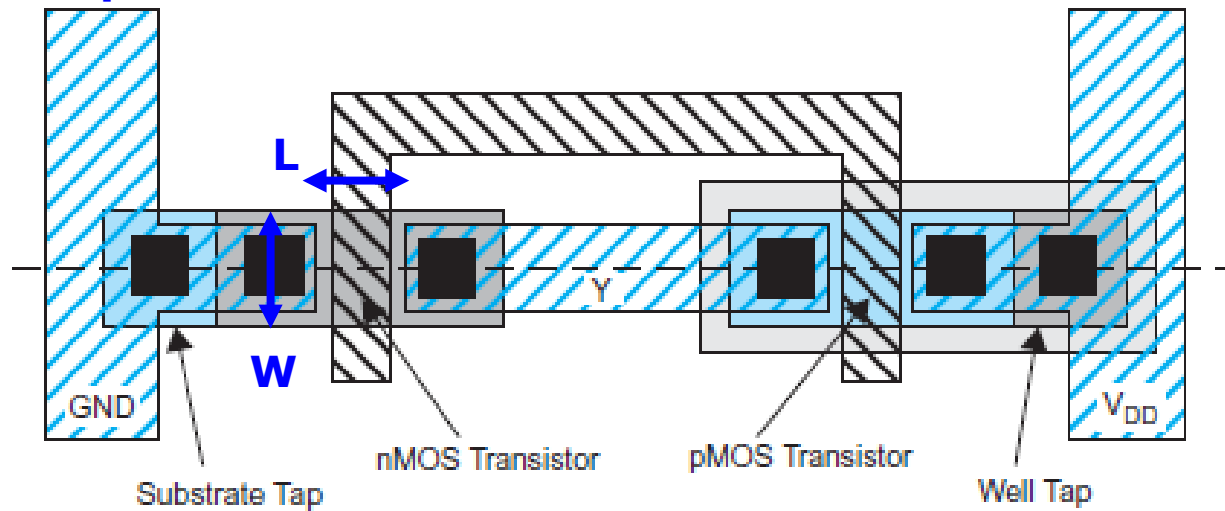


# Cross Section of an Inverter

Side view

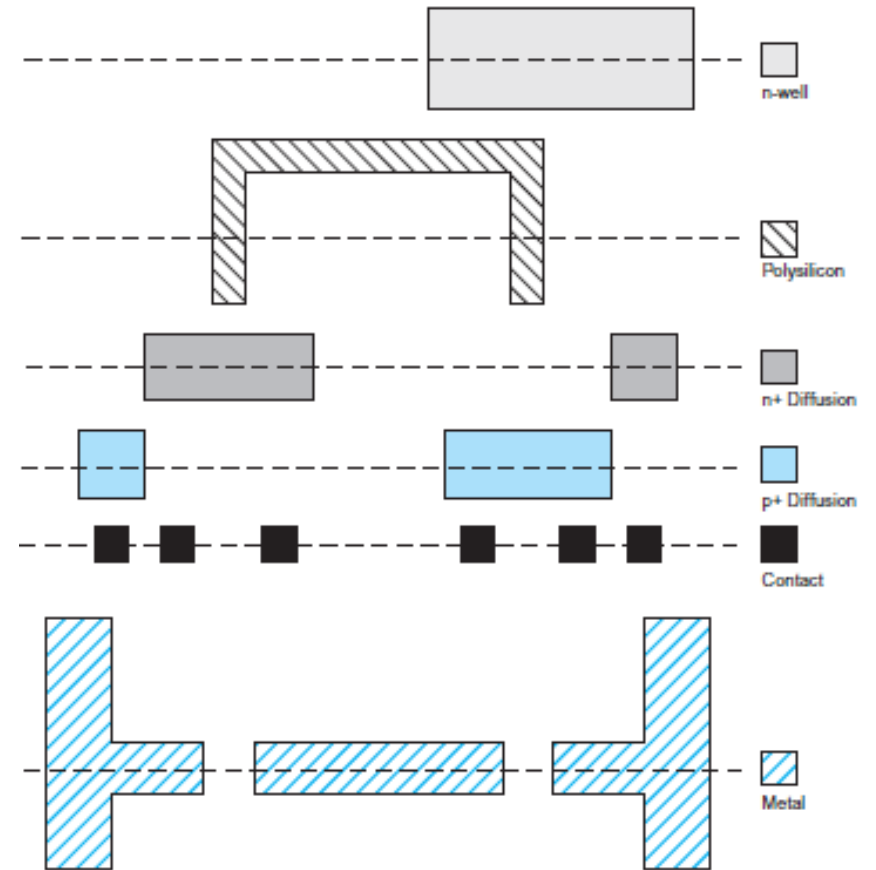


Top view



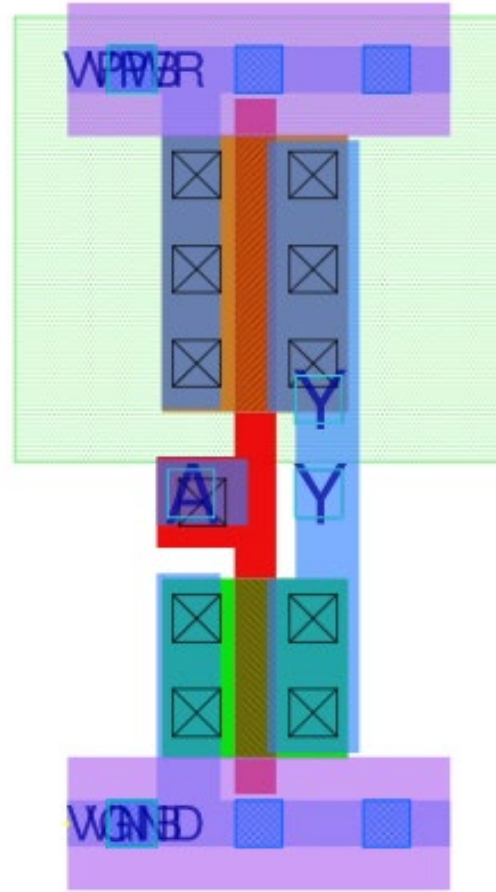
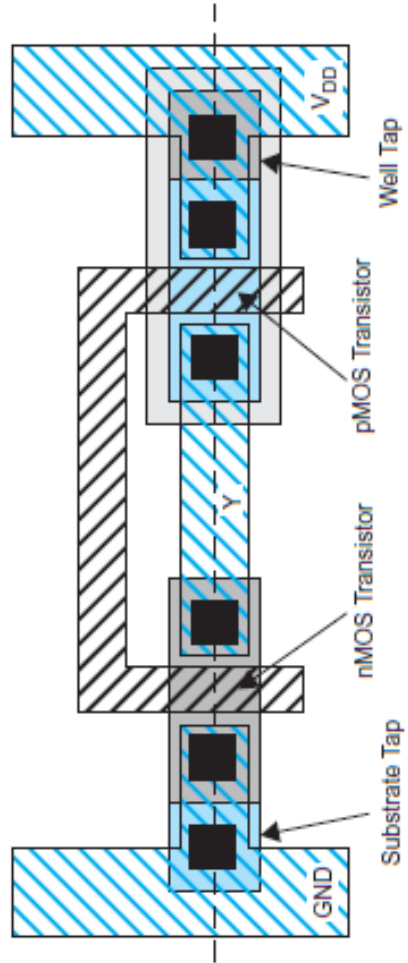
[Weste & Harris 2016]

Layered view

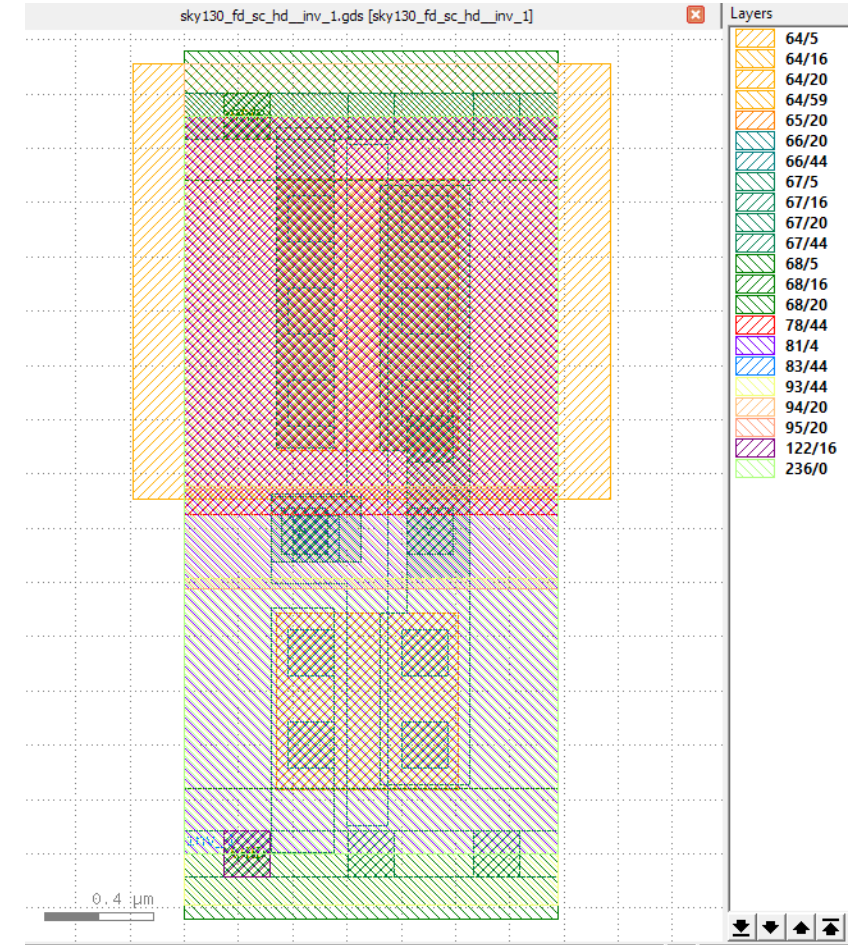


# Diagram and GDS View of an Inverter

[Weste & Harris 2016]

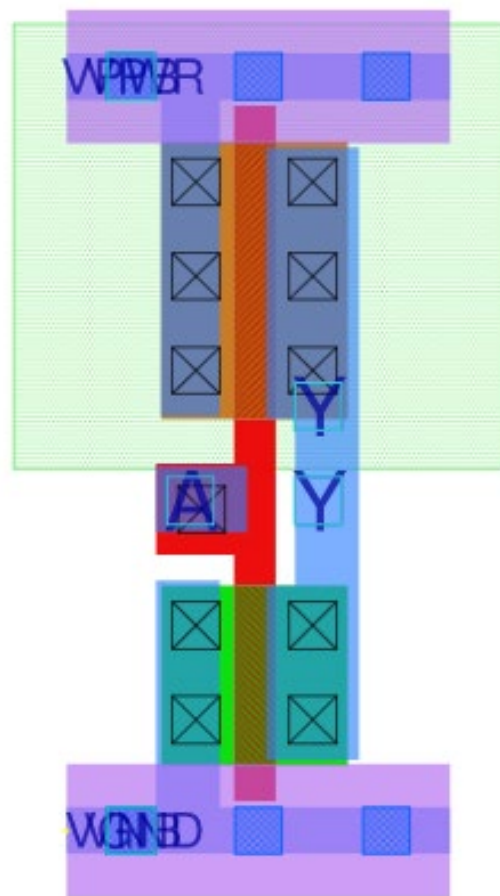


Standard Cell

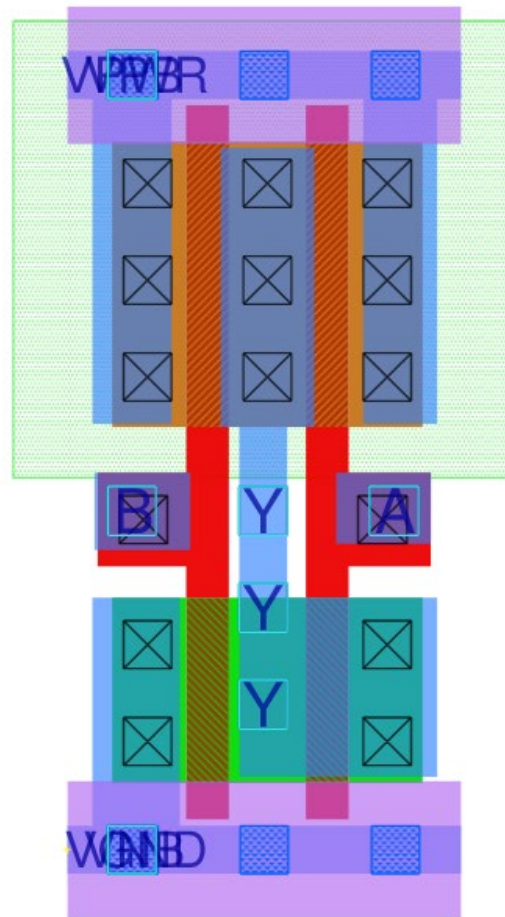


Standard Cell  
(GDS View)

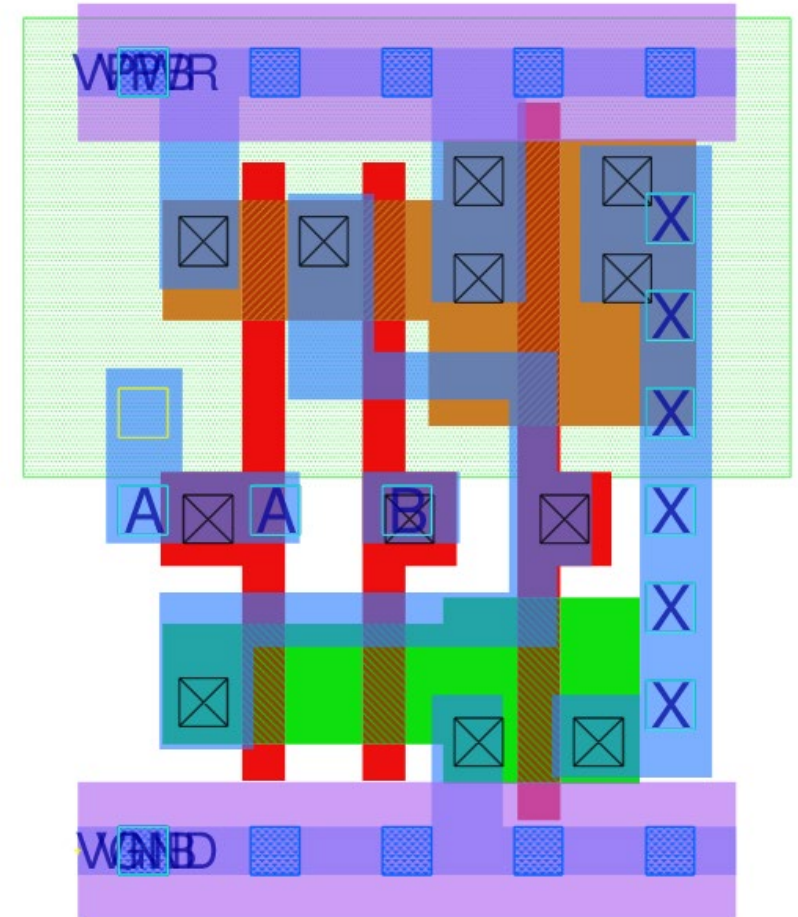
# Standard cells



**Inverter (2 transistors)**



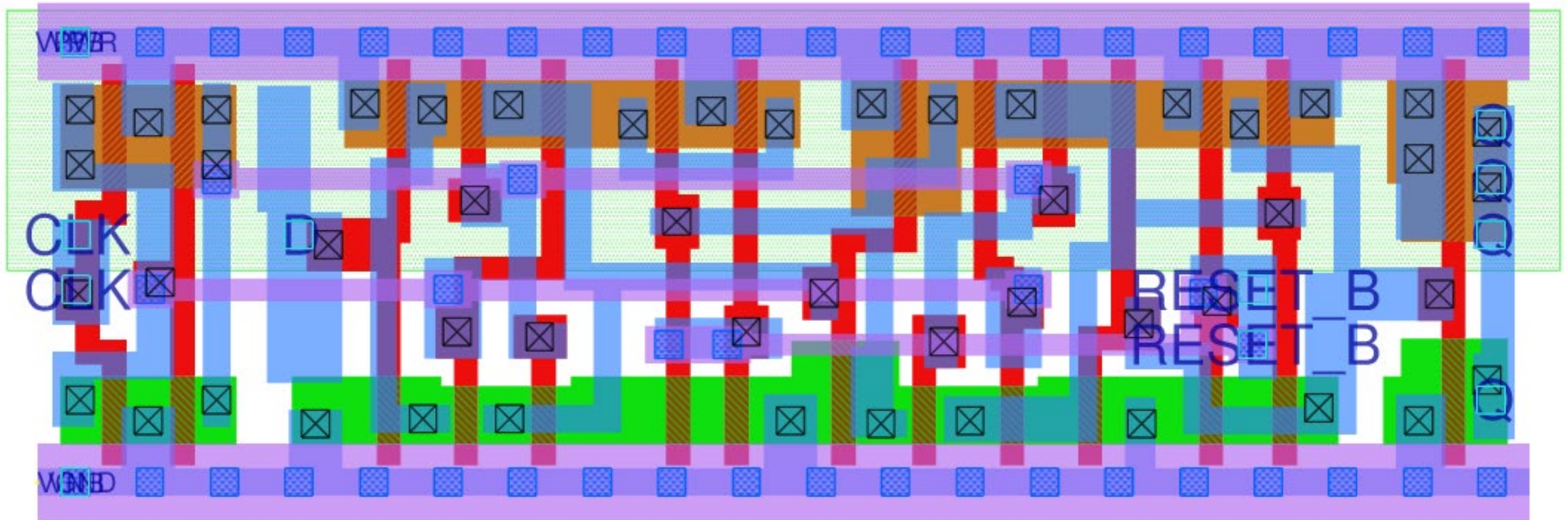
**NAND (4 transistors)**



**AND (6 transistors)**

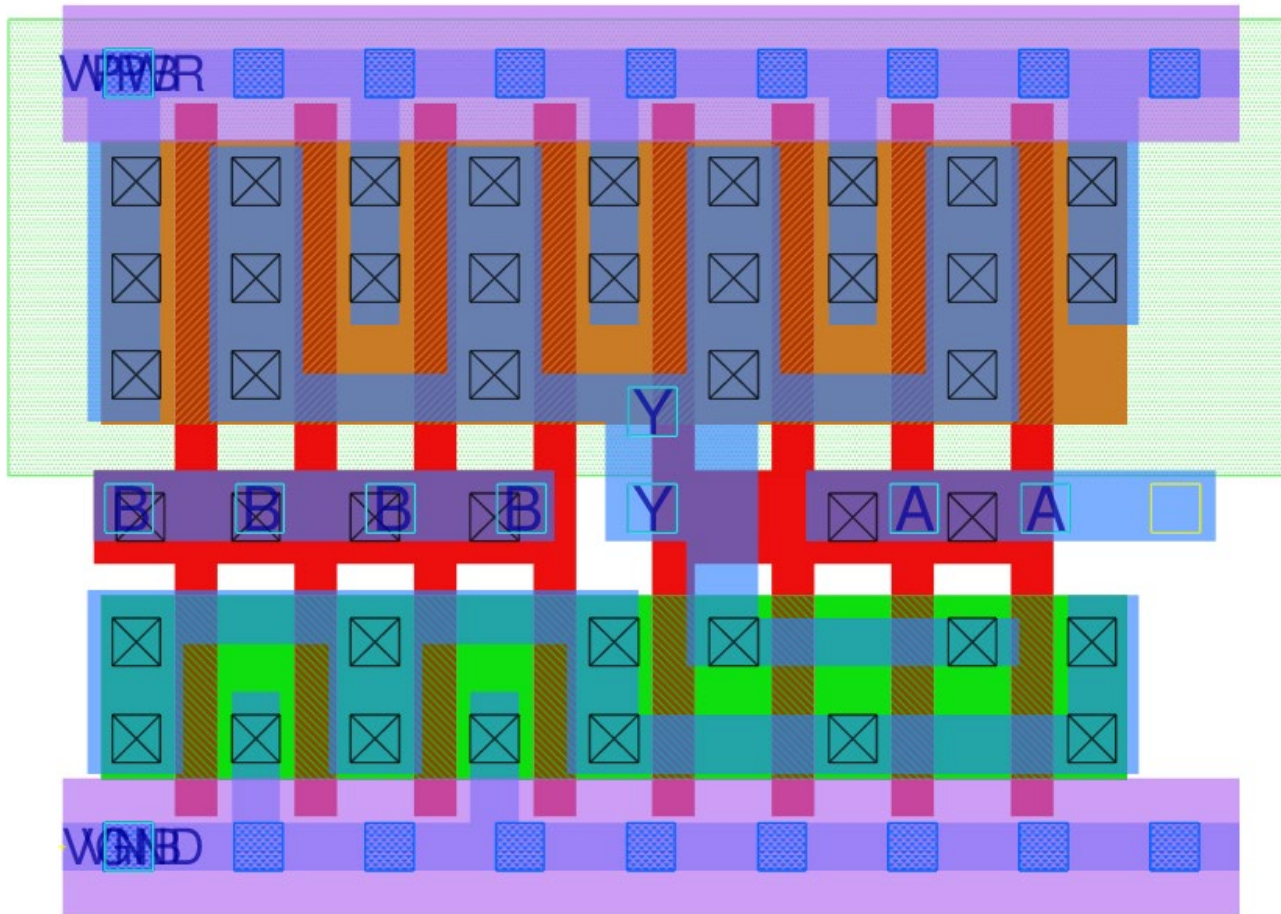


# Standard Cells

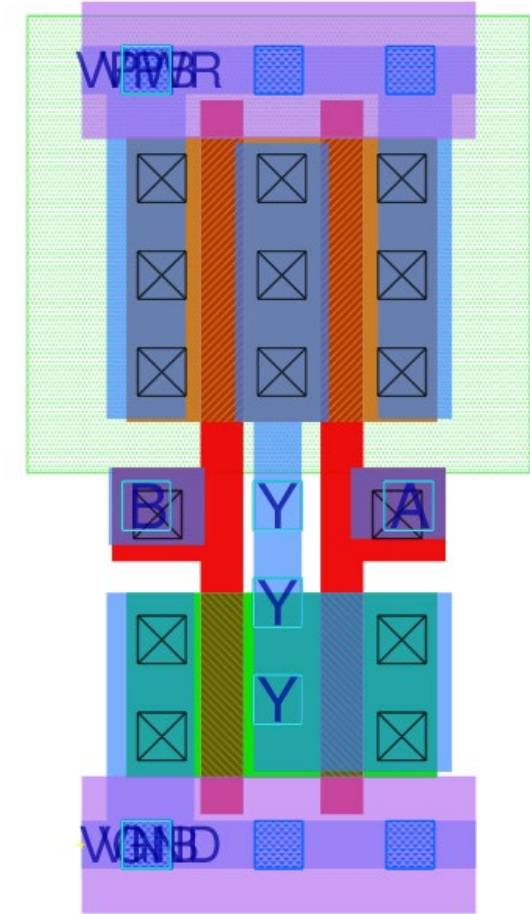


**Flip-Flop (28 transistors)**

# Standard Cells



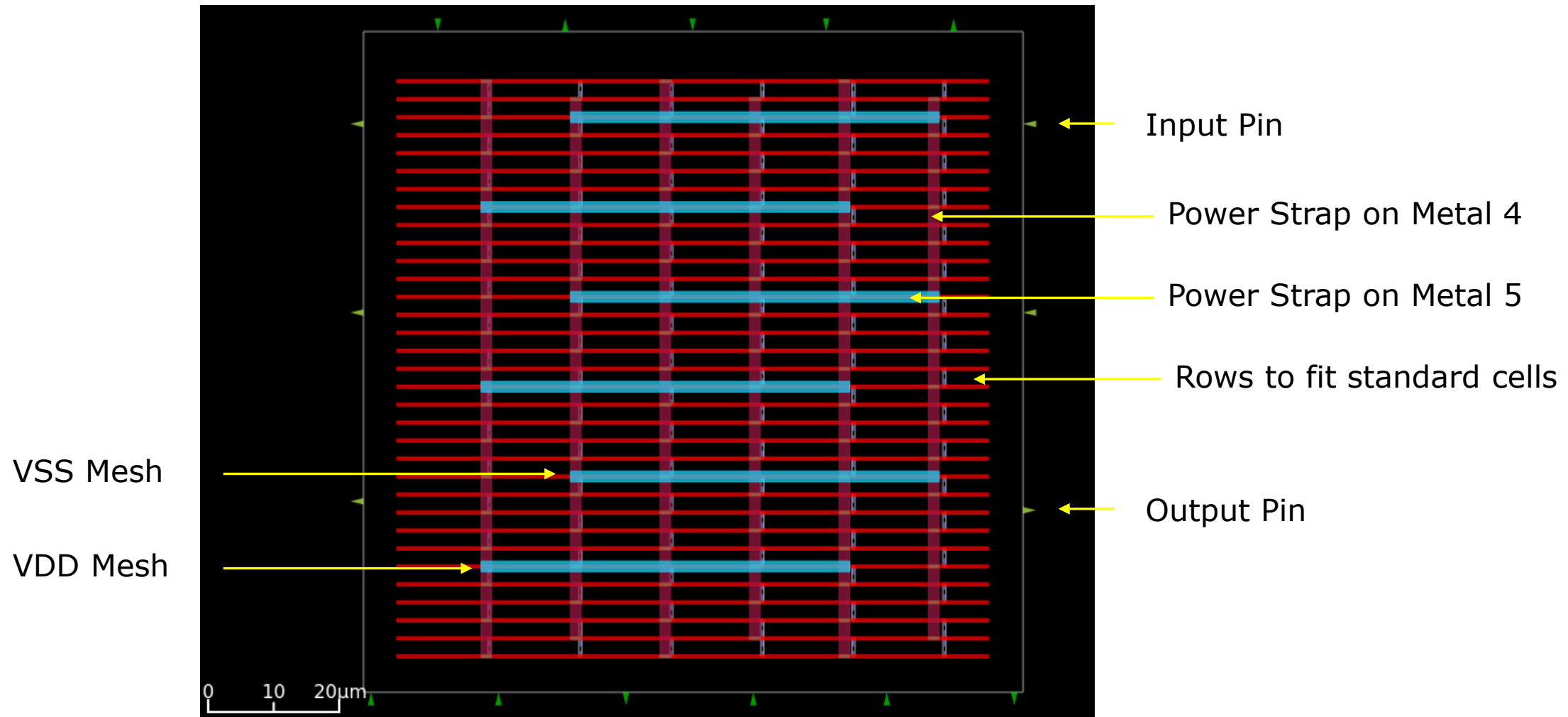
**NAND with drive 4 (16 transistors)**



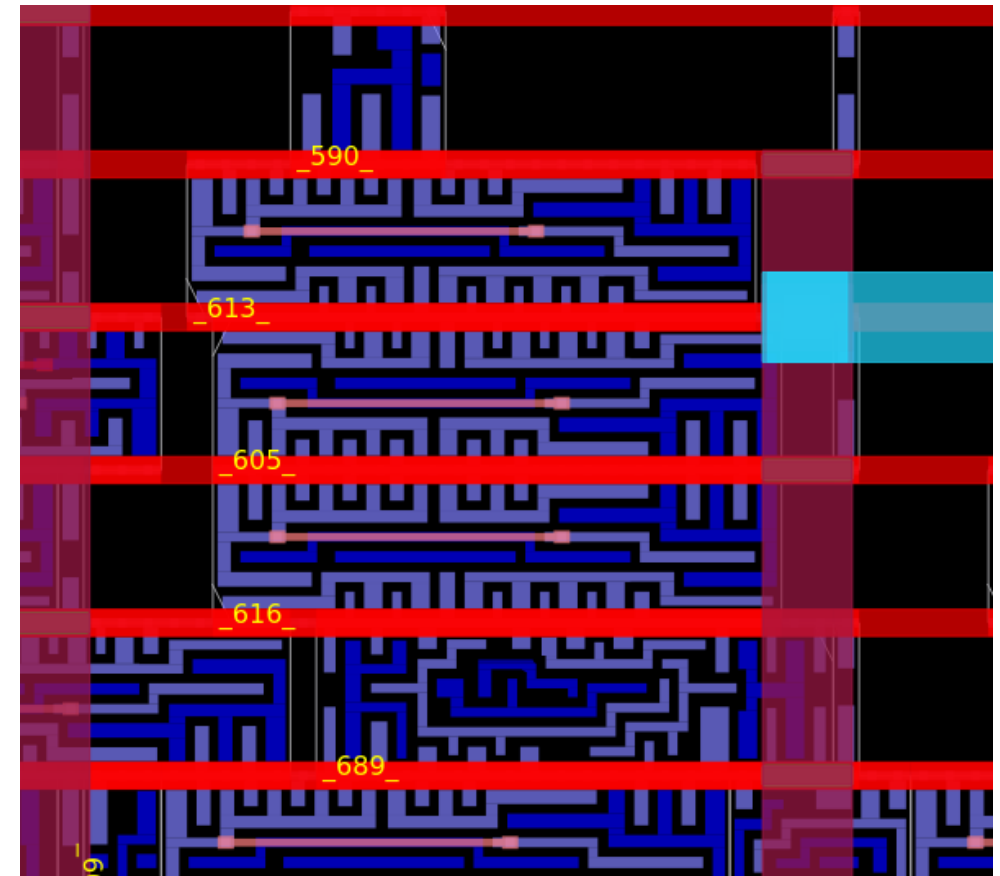
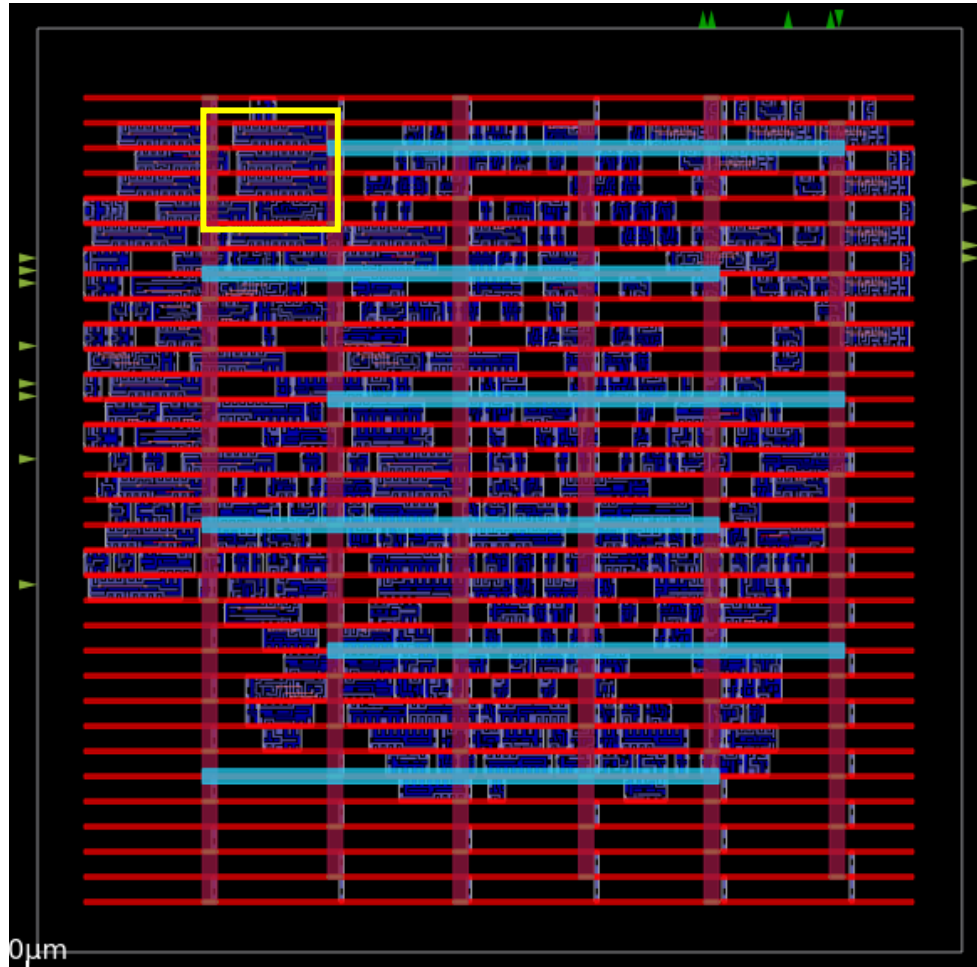
**NAND with drive 1 (4 transistors)**



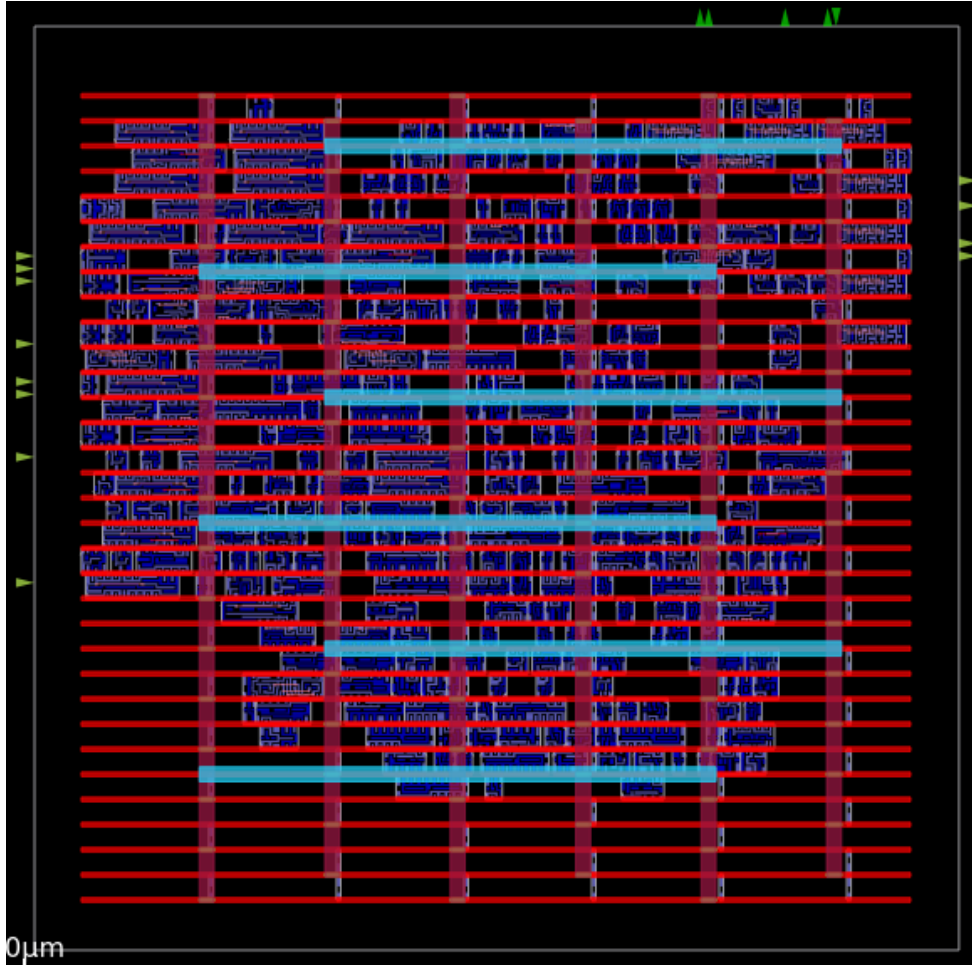
# Standard Cells Laid Out Using A Floorplan



# Standard Cell Placement



# Utilization



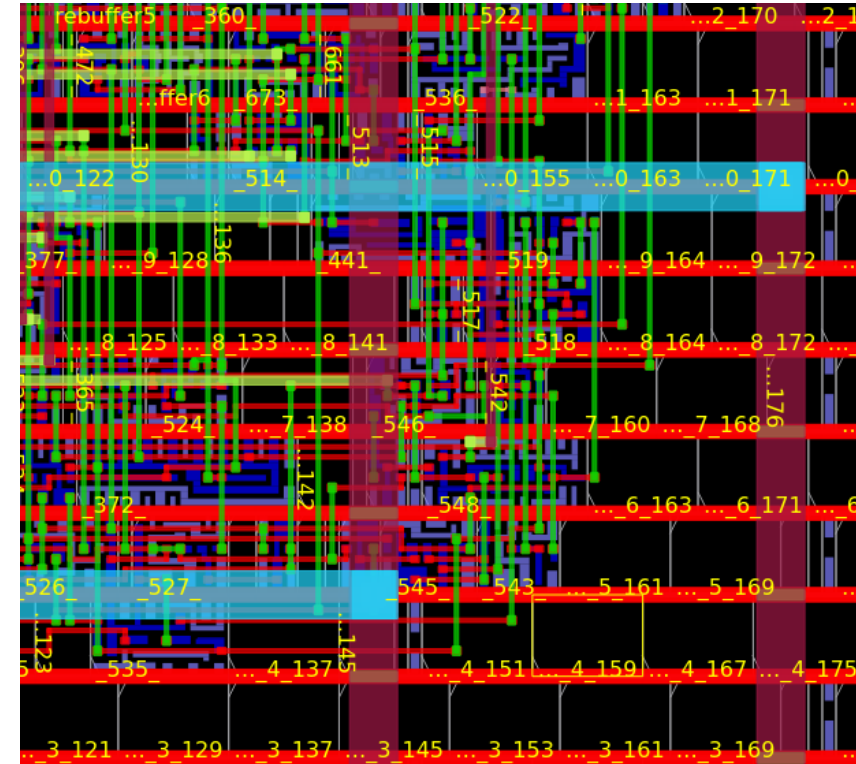
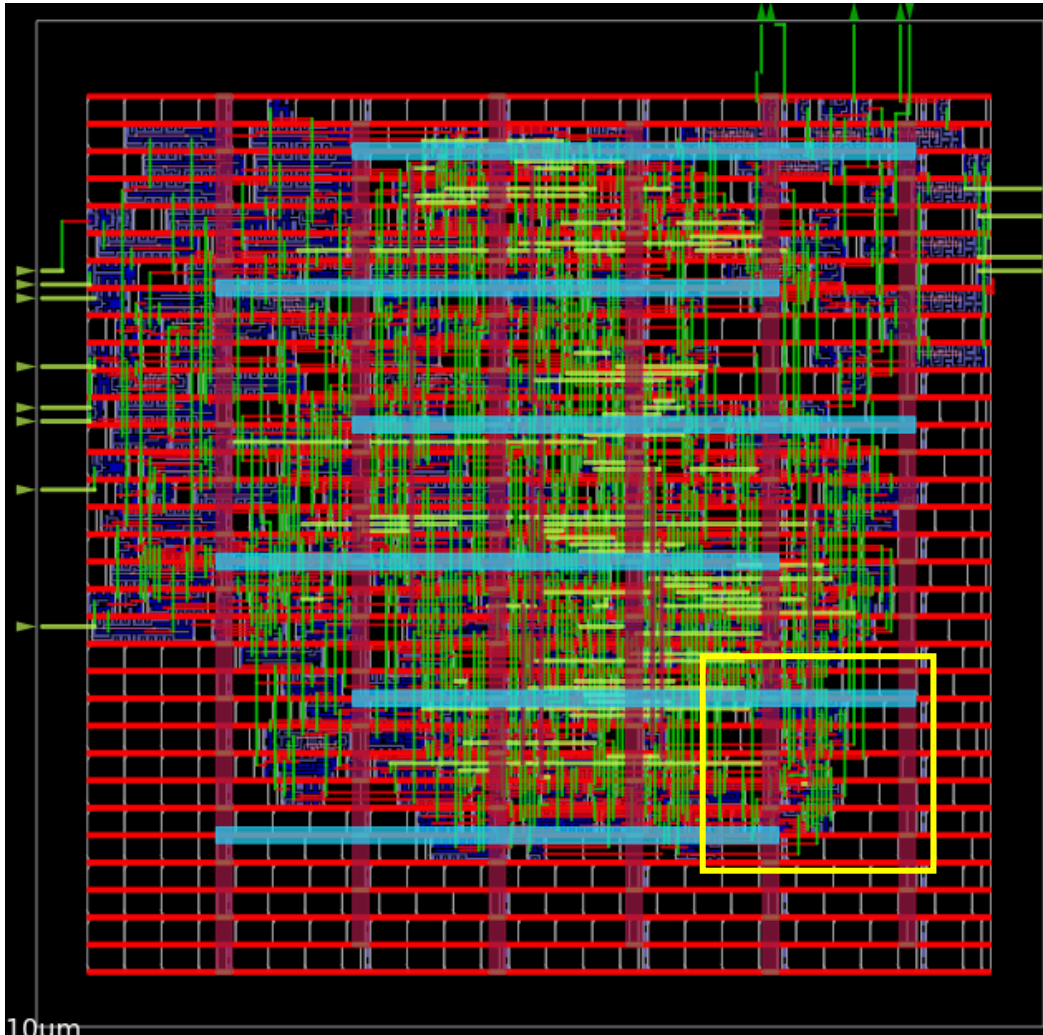
- Utilization (%)

$$\frac{\text{Standard Cell Area}}{\text{Core Area}}$$

Figure has 50% utilization  
Typical value is 70-80%

- Excessive utilization makes routing hard (and sometimes impossible)

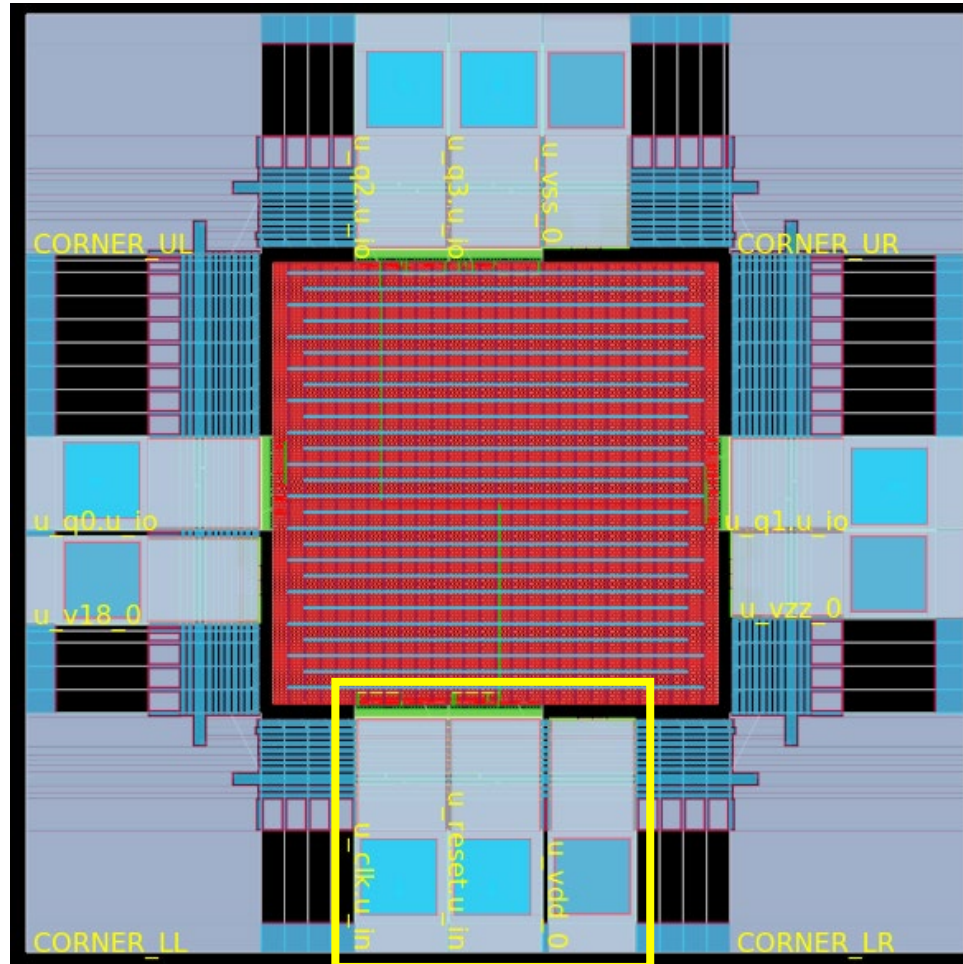
# Interconnect



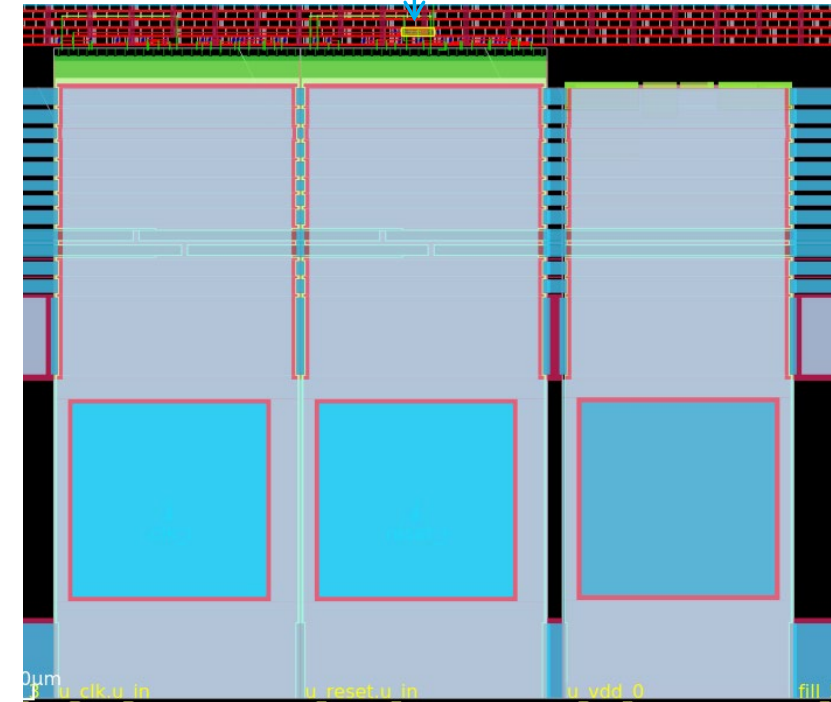
- Filler cells
- Routing congestion



# Padcells



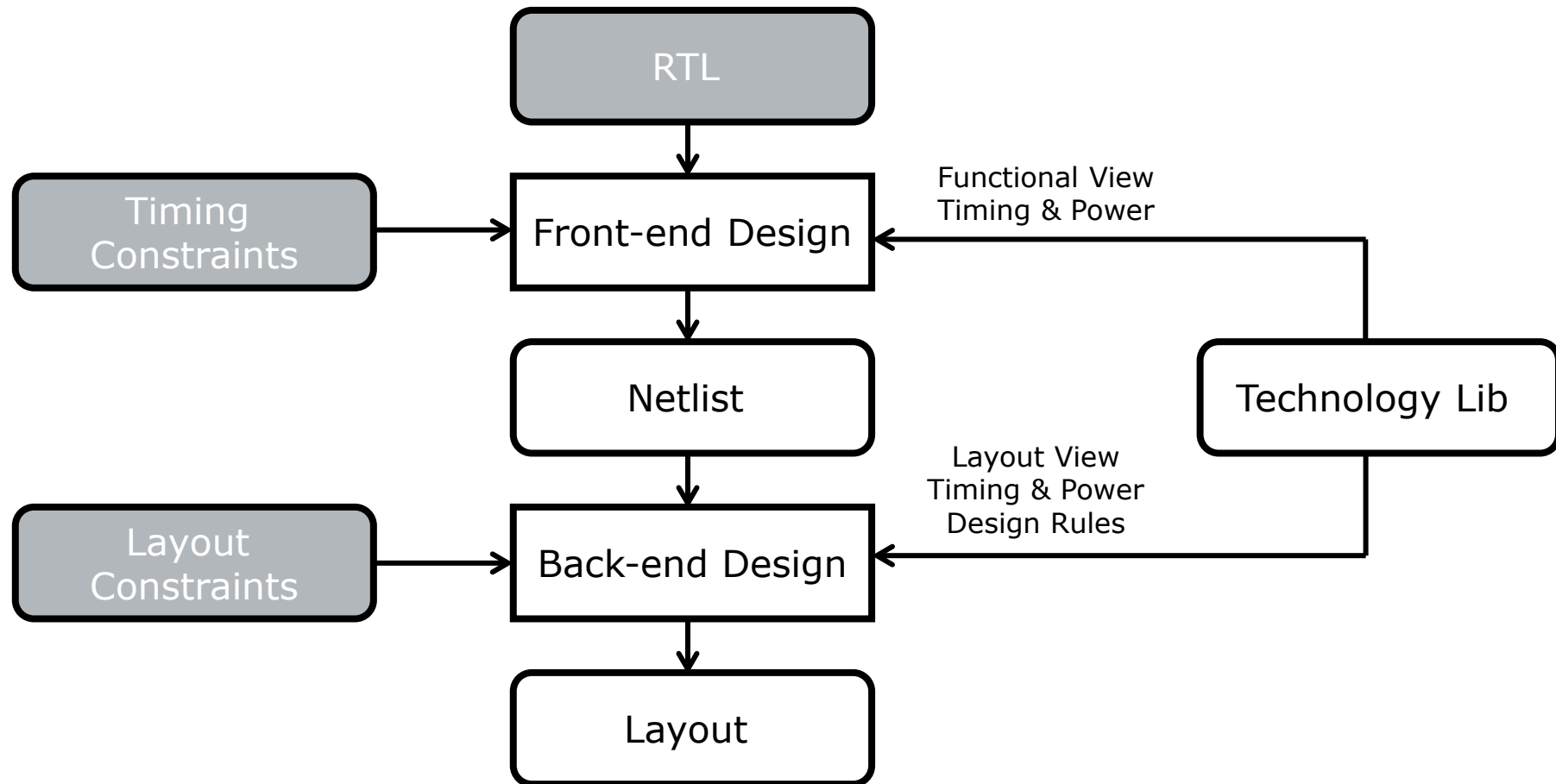
Flip-flop Standard Cell



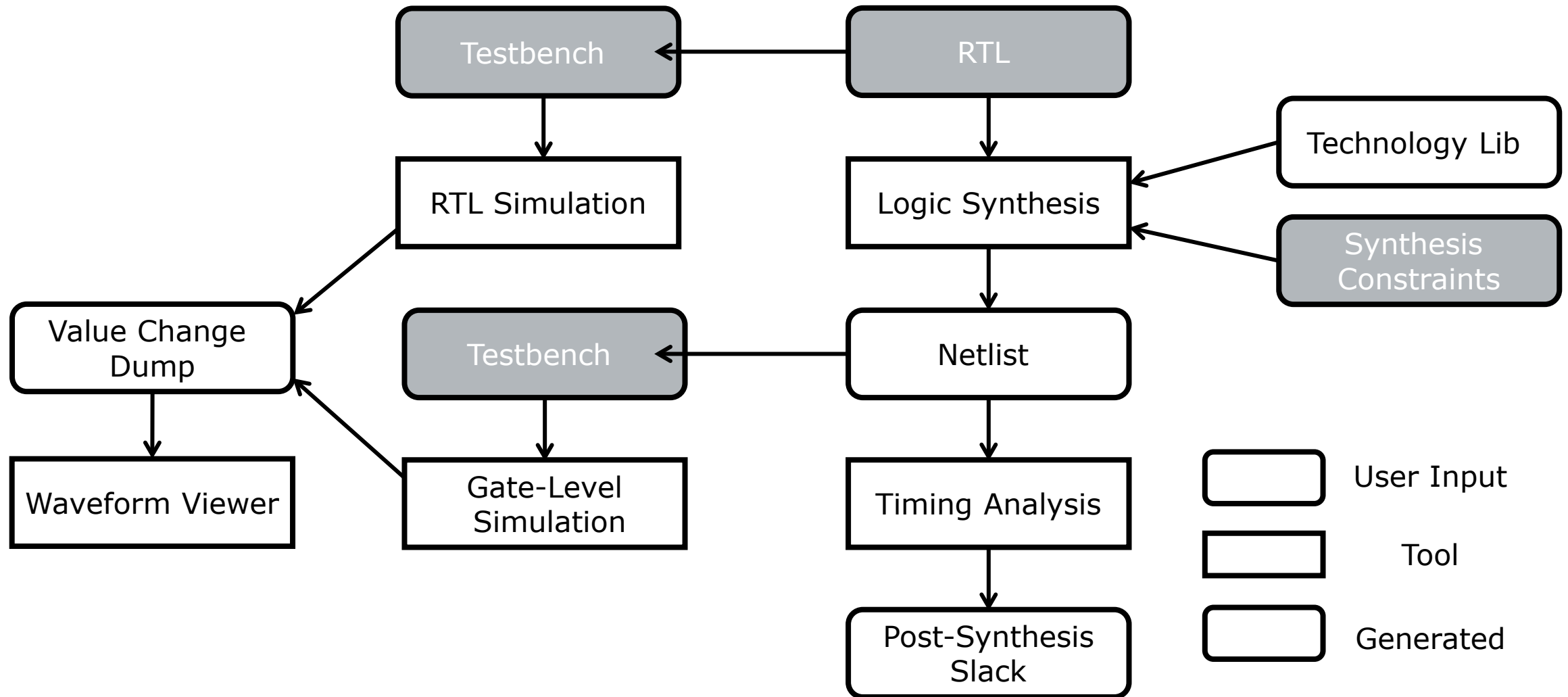


# ASIC Design Flow

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# Front-end Design



# Back-end Design

