

An Approach to Low-power, High-performance, Fast Fourier Transform Processor Design

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Outline

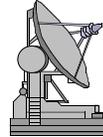
- **Motivation and Introduction**
 - Energy-Efficient VLSI Processing
 - Fast Fourier Transform Overview
 - FFT Chip Architectures
 - The Spiffee Processor
 - Conclusion

The Fast Fourier Transform (FFT)

- One of the most widely used digital signal processing algorithms

- Used in:

- ◆ Communications
- ◆ Radar
- ◆ Instrumentation
- ◆ Medical imaging



Low Power

- As semiconductor processing technology advances....

- ◆ Clock speeds increase
- ◆ Integration increases
- ⇒ Power increases

Year	1995	1998	2001	2004	2007
Technology	0.35 μ m	0.25 μ m	0.18 μ m	0.13 μ m	0.10 μ m
Vdd	3.3 V	2.5 V	1.8 V	1.5 V	1.2 V
Clock	300 MHz	450 MHz	600 MHz	800 MHz	1000 MHz
Power	80 W	100 W	120 W	140 W	160 W

Source: SIA Roadmap

- More and more applications are power-limited

Areas of Contribution

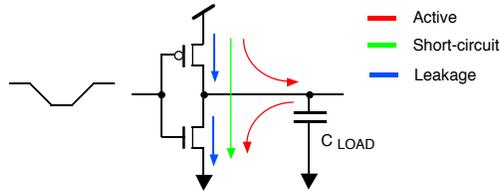
- FFT algorithm and architecture for high energy-efficiency and high-performance
- Circuits for low voltage operation
- Design of a single-chip, 1024-point, FFT processor

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CMOS Power Consumption

- **Power = P_{active} + P_{leakage} + $P_{\text{short-circuit}}$**



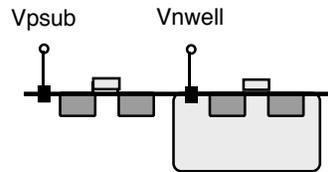
- **$P_{\text{active}} = \sum_{\text{all nodes}} \text{activity} * C * V^2 * \text{frequency}$**

Energy-Efficiency

- **Goal is energy-efficiency with good performance**
 - ◆ Not just low-power, which can be easily obtained by reducing performance
- **For DSP, high energy-efficiency is key**
 - ◆ Algorithms are often easily parallelized
 - ◆ Often insensitive to latency
 - ◆ Therefore, high-performance can usually be obtained through parallel processors

Ultra Low Power (ULP) Overview

- **Key idea: Biggest gain by lowering supply voltage**
 - ◆ Switching energy is a strong function of V^2
- **To maintain performance, must also lower V_t**
 - ◆ Lowering V_t significantly requires a process change
- **Adjust V_t by biasing substrate/wells**
 - ◆ Substrate/well nodes routed to pads

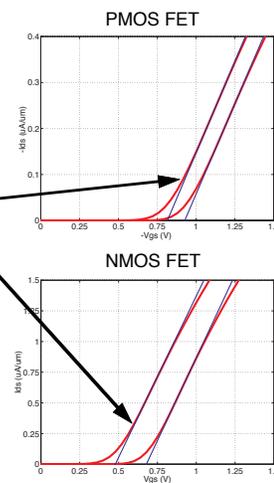


Measured V_t Adjustments

- **V_t shifted by adjusting nwell/p-substrate bias**

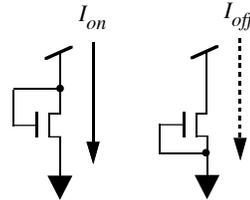
Well / Substrate Bias (Volts)	NMOS V_t (Volts)	PMOS V_t (Volts)
0.0 V	0.63	-0.88
0.5 V	0.43	-0.77

Bias reduces V_t



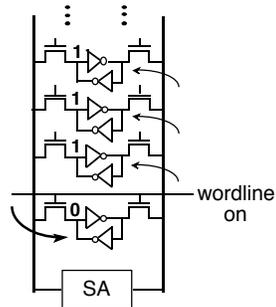
ULP Implications

- Circuits operate with “leaky” transistors (low $\frac{I_{on}}{I_{off}}$ ratio)
- Static circuits generally ok
- No pure dynamic circuits, nmos pass gates,....
- Redesign high fan-in circuits



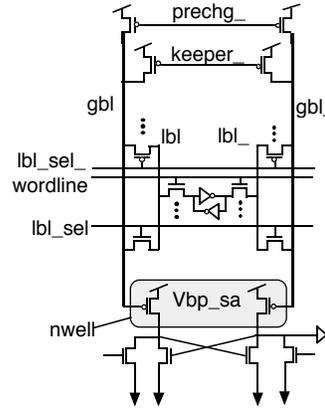
Low Vt Design

- Nodes with high fan-in require re-design
- Memory bitline is a common structure with high fan-in
- Worst case: Reading a '0' in a column with M-1 '1's



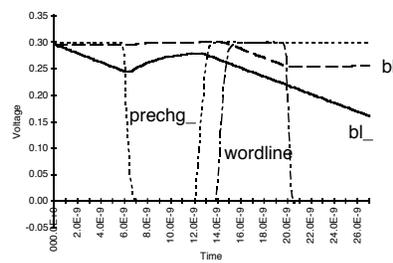
Hierarchical-Bitline SRAM

- **2-level hierarchical bitlines**
 - ◆ Reduces cell leakage on bitlines
 - ◆ Reduces bitline capacitance by almost 50%
- **8 Local-bitlines x 16 cells each**
- **3 Separate nwell biases**

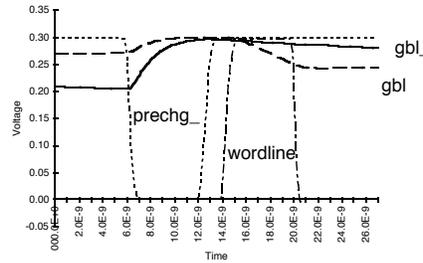


Simulation Results

- **128 word memory, Vdd=300mV, parasitics included**



Non-hierarchical bitline
read failure



Hierarchical bitline
read

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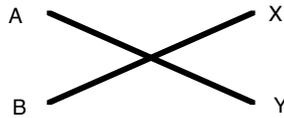
The Fast Fourier Transform (FFT)

- Efficient method of calculating the Discrete Fourier Transform (DFT)
- Believed discovered by Gauss in 1805
- Re-discovered by Cooley and Tukey in 1965
- **N = length of transform, must be composite**
 - ◆ $N = N_1 * N_2 * \dots * N_m$

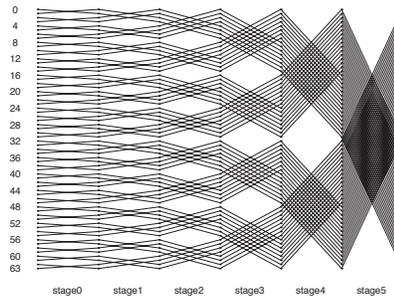
Transform Length	DFT Operations	FFT Operations	DFT ops / FFT ops
64	4,096	384	11
256	65,536	2,048	32
1,024	1,048,576	10,240	102
65,536	4,294,967,296	1,048,576	4,096

FFT Notation

- **Butterfly**



- **Dataflow diagram**



FFT Hardware Algorithms

- **Simple, compact design more important than the number of operations**
- **Nearly all modern FFT processors use common-factor, radix-2^m processors**

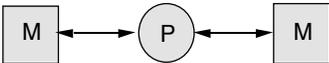
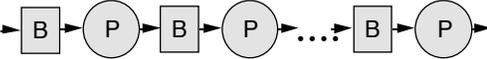
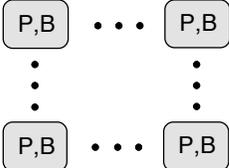
Processor	Architecture
LSI, L64280	radix-2
Plessey, PDSP16510A	radix-4
Dassault Electronique Cobra, Colorado State	radix-4
CNET, E. Bidet	radix-2,4

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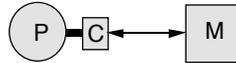
Common FFT Architectures

- **Single memory**

- **Dual memory (ping-pong)**

- **Pipelined**
◆ $\log_r N$ stages

- **Array**


Cached Memory

- **Small cache used to hold frequently-used data**

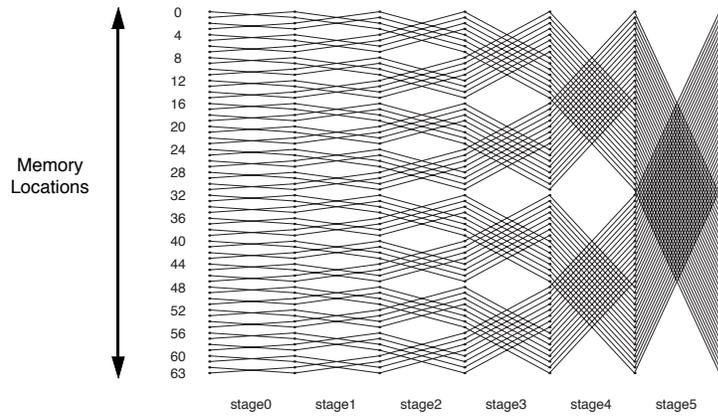


- **Cache size** $C = 2^{\lceil \log_2 \frac{E}{N} \rceil}$
 - ◆ E = Number of “Epochs” or passes through the data
- **Partition processor based on activity**
 - ◆ High activity: processor, cache
 - ◆ Low activity: main memory
 - ◆ Reduce leakage in low activity portion by increasing V_t

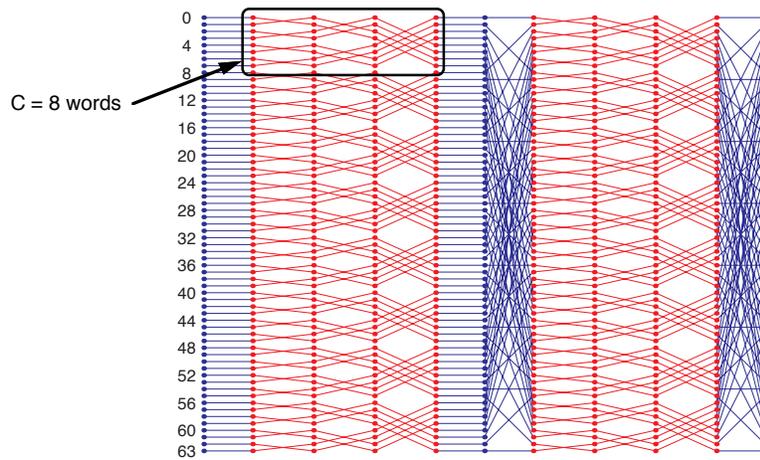
Cached Memory Algorithm

- **Previous Caching algorithms**
 - ◆ Gentleman and Sande, 1966
 - ◆ Singleton, 1967
 - ◆ Brenner, 1969
 - ◆ Rabiner and Gold, 1975
 - ◆ Bailey, 1990
 - ◆ Carlson, 1990
- **Processor’s view: Fast, large memory**
- **Memory’s view: Very large radix processor**
 - ◆ Similar to Radix $N^{1/E}$
- **Especially good algorithm for large N**

Radix-2 Decimation-in-time Dataflow



Radix-2 Decimation-in-time Cached FFT Dataflow Diagram



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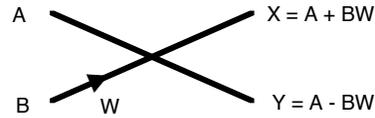
Design Goals

- 1024 complex point FFT processor
- Single-chip
- Deep pipelining
- Functional and good performance at low V_{dd} (400mV), low V_t (0V)
- Robust circuits to operate in a possibly noisy environment

Algorithm

- **Radix-2**

- ◆ One butterfly / cycle
 - 1 complex multiply and 2 complex add/subtracts
- ⇒ 4 multiplies and 6 adds



- **Cached FFT Algorithm**

- ◆ Mem = 1024 words x 36 bits
- ◆ C = $1024^{1/2} = 32$ words x 40 bits

- **Non-iterative datapath**

- ◆ High usage ⇒ good area efficiency

Block Diagram

- **SRAM Arrays (8)**

- ◆ Hierarchical bitlines, 6T cells, 128 x 36-bit

- **Caches (4)**

- ◆ Dual-ported, 10T cells, 16 x 40-bit

- **Multipliers (4)**

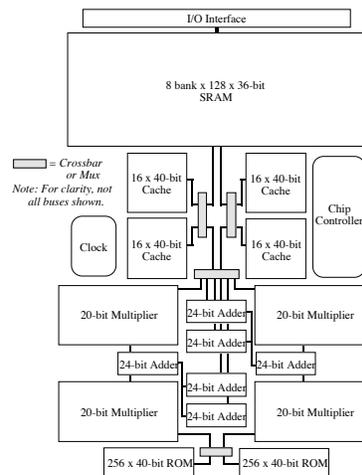
- ◆ 20-bit x 20-bit, 24-bit product 2's complement

- **Adder/Subtractors (6)**

- ◆ 24-bit, CLA-Ripple

- **ROMs (2)**

- ◆ Hierarchical bitlines, 256 x 40-bit



Pipeline Diagram

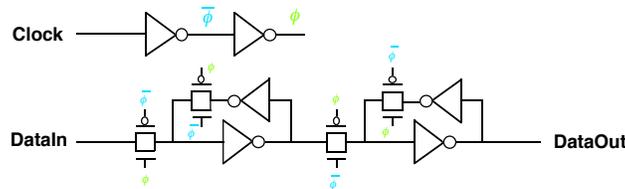
- 9-stage pipeline

MEM RD	CROSSB RD	MULT1	MULT2	MULT3	ADD/SUB CMULT	ADD/SUB XY	CROSSB WR	MEM WR
A B W	—			B x W		X = A+BW Y = A-BW	—	X Y

- Throughput of one complex butterfly per cycle
- Stall 1 out of every 80 cycles due to Read-after-Write hazard

Clocking

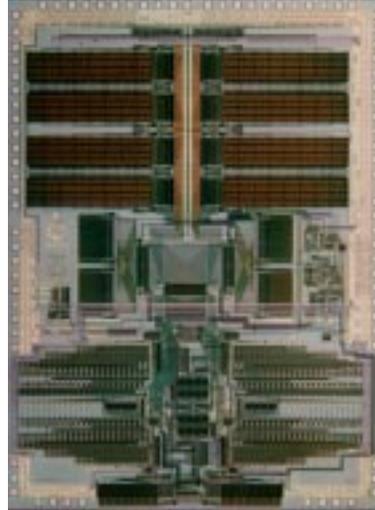
- Single-phase clock
- Each flip-flop contains minimum-size local clock buffers



- Selectable on-chip programmable oscillator or external clock

Spiffee

- 460,000 transistors
- 5.985mm x 8.204mm
(0.7 μ m design rules,
 $L_{poly}=0.6\mu$ m)
- $V_{tn} = 0.63V$, $V_{tp} = -0.88V$
- 1 poly, 3 metal layers
- Full custom
- 650-element scan path



Energy-Efficiency Comparison

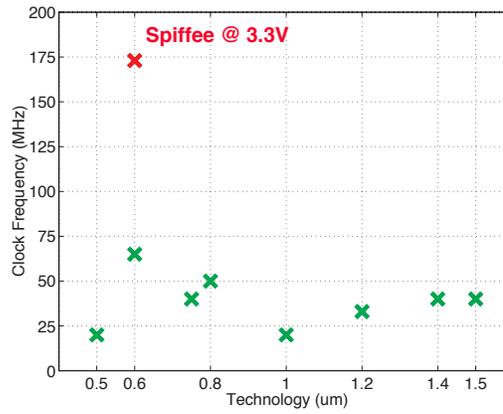
- 17 times more efficient @ 1.1V

Processor	Year	CMOS Tech (μ m)	Datapath width (bits)	Supply Voltage (V)	1024-pt Exec Time (μ sec)	Power (mW)	Clock (MHz)	Number of chips	Adjusted transforms / mJ *
LSI, L64280	1990	1.5	20	5	26	20,000	40	20	11
Plessey, PDSP16510A	1989	1.4	16	5	96	3,000	40	1	12
Dassault Electronique	1990	1	12	5	128	12,000	20	6	1
Texas Mem Sys, TM-66	-	0.8	32	5	65	7,000	50	3	16
Cobra, Colorado State	1994	0.75	23	5	9.5	7,700	40	16	49
Sicom, SNC960A	1996	0.6	16	5	20	2,500	65	1	29
CNET, E. Bidet	1994	0.5	10	3.3	51	330	20	1	30
Spiffee1	1995	0.7	20	1.1	330	9.5	16	1	819
Spiffee1	1995	0.7	20	3.3	30	845	173	1	101

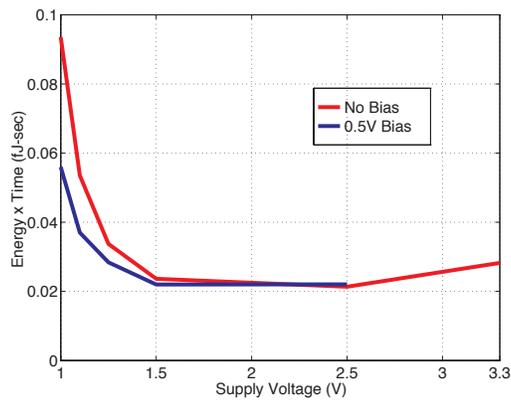
* Adjusted_transforms_per_mJ = $\frac{\text{Tech} * ((\text{DPath}^{*2/3}) + (\text{DPath}^{*1/3}))_{10}}{\text{Power} * \text{Exec_Time}}$

Clock Speed Comparison

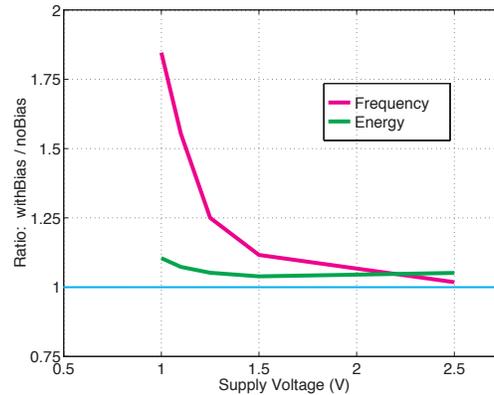
- Caching algorithm allows deep pipelining and high performance



Energy x Time



Improvements Using Well/Substrate Biasing



Estimated Performance in a Low- V_t Process

- Portions of Spiffex were fabricated in a low- V_t $0.8\mu\text{m}$ process with $L_{\text{poly}}=0.26\mu\text{m}$ and included an identical programmable oscillator

High V_t

OSC



Low V_t

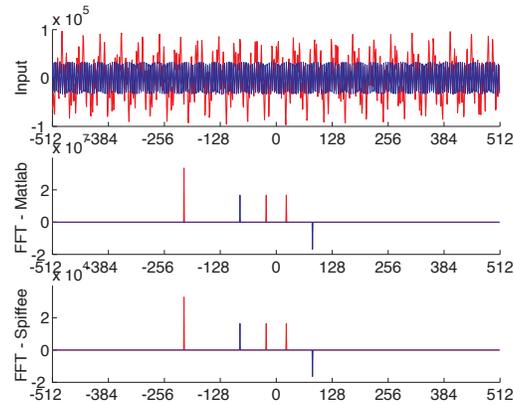
OSC



- Measurements predict at $V_{\text{dd}}=0.4\text{V}$:
 - ◆ 57MHz @ less than 9.7mW
 - ◆ 1024-pt FFT in 93 μsec
 - ◆ More than **66** times more efficient than previously best known

Example Input - Output

- **Input = $\cos(2\pi \cdot 23/N) + \sin(2\pi \cdot 83/N) + \cos(2\pi \cdot 211/N) - j \sin(2\pi \cdot 211/N)$**



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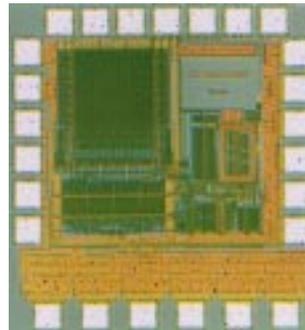
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Contributions

- **FFT caching algorithm for high energy-efficiency**
- **Hierarchical-bitline SRAM and ROM memories for low- V_t operation**
- **Design of a 1024-point, single-chip, full-custom, FFT processor**
 - ◆ Fabricated and fully functional on first-pass silicon
 - ◆ 17 times more efficient than the previously most efficient known
 - ◆ Functional at 173MHz @ 3.3V

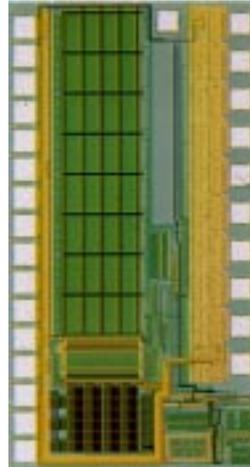
ULPAcc

- **16-word x 24-bit dual-ported memory**
- **24-bit accumulator**
- **On-chip controller and oscillator**
- **11,700 transistors**



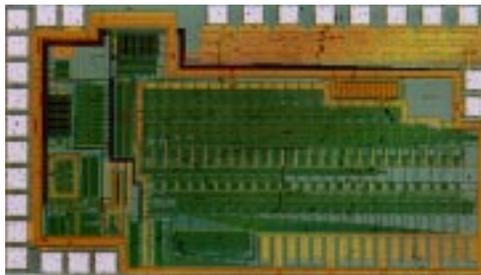
Srambb

- 128-word x 36-bit array
- On-chip controller, buffers, and oscillator
- 46,200 transistors



Multbb

- 20-bit x 20-bit multiplier
- On-chip controller, buffers, and oscillator
- 28,500 transistors



Other Projects and Publications

- **Memory optimizing simulator**
- **MCM Test Chip**
- **Publications**
 - ◆ B. M. Baas, "An Energy-Efficient Single-Chip FFT Processor," Proceedings of the 1996 IEEE Symposium on VLSI Circuits, Honolulu, HI, USA, 13-15 June 1996.
 - ◆ J. B. Burr, Z. Chen, B. M. Baas; "Stanford Ultra-Low-Power CMOS Technology and Applications," in Low-power HF Microelectronics, a Unified Approach. Stevage, UK: The Institution of Electrical Engineers, 1996.
 - ◆ B. M. Baas, "An Energy-Efficient FFT Processor Architecture," StarLab Technical Report NGT-70340-1994-1, January 25, 1994.
 - ◆ B. M. Baas, "A Pipelined Memory System For an Interleaved Processor," StarLab Technical Report NSF-GF-1992-1, June 18, 1992.

Future Work

- **Investigate multiple datapath/cache pair systems**
- **Investigate multiple processor systems**
- **Modify Spiffie to be usable in a system**
- **Possible commercialization**

Acknowledgements

- ◆ Parents and family
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