ECE 471 – Embedded Systems
Lecture 21

Vince Weaver

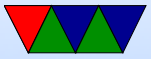
http://web.eece.maine.edu/~vweaver

vincent.weaver@maine.edu

17 November 2016

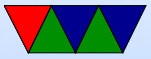
Announcements

- Don't forget Project status reports.
- HW#8 grades will be posted



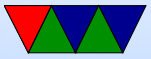
CANbus

- Automotive. Introduced by BOSCH, 1983
- One of OBD-II protocols
- differential, 2 wires, 1MBps important things like engine control
- single wire, slower cheaper, hvac, radio, airbags

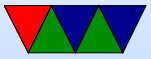


CANbus Protocol

- id, length code, up to 8 bytes of data id (usually 11 or 29 bits) type and who is sending it. Also priority (lower is higher) length is 4 bits. some always send 8 and pad with zeros
- Type is inferred from id. Can be things like engine RPM, etc
- DBC database has the ids and values. ASCII text database, hard to get legally.

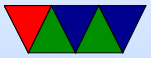


- Dominant/Recessive. Message with lowest ID wins arbitration.
- CAN-FD – extended version with larger sizes



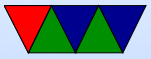
CANbus Linux

- Can4linux – `open("/dev/can0"); read(); write();` External project?
- SocketCAN – contributed by Volkswagen. In kernel. Uses socket interface. /Documentation/networking/can.txt



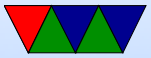
CANbus on Pi

- No

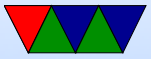


ISA Bus

- Introduced with IBM-PC in 1981
- 8-bit (4.77MHz) then 16-bit (8MHz)
- +/-5V, +/-12V, 8 data, 20 address, DMA, IRQ
- Replaced by VLB (more pins, extra header), EISA (double pins in same connector), MCA micro-channel (different proprietary from IBM)

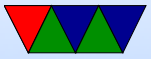


- Not enumerable at first, set jumpers. Later “Plug-n-Play”



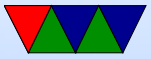
LPC Bus

- Low-pin-count bus
- Intel, 1998, try to get rid of ISA
- Things like PS/2, Serial ports, floppy, etc.
  Still used for TPM Trusted Computing nonsense
- Replace 16-bit 8.33MHz parallel bus with 4-bit wide 33.3MHz bus. Only 7 wires. Easier to route than 72



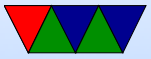
“Conventional” PCI Bus

- Peripheral Component Interconnect
- Enumerable
- 1993, intel
- 62-pins, parallel, 133MB/s
- Extended with 32 or 64-bit versions, 33 or 66MHz, 3.3 or 5V. All slight differences in connectors to support all that.



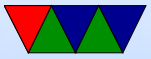
- AGP (Accelerated Graphics Card) for graphics cards. 1997. Direct connect to CPU (not shared), multiple channels, faster clock

- PCI-X 1998, extension to 133MHz. Not to be confused with PCI-Express (PCIe)



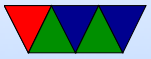
PCI protocol

- 256B Config space, mapped into CPU address. Small area system can probe, used to setup larger mappings
- Can have on-board ROM that can be executed. Problem when using on non-x86 systems (emulators needed? special [expensive] PowerPC versions?)
- Latency timers keep bus-master from hogging bus
- 4 interrupt lines, can be shared. Level rather than edge-triggered interrupts make sharing easier

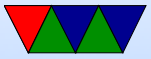


PCIe

- PCI-express, 2003
- Serial, replaced point-to-point with lanes, packet-based x1, x2, x4, x8 x16, x32
- Compatible with PCI at software level
- Differential Signaling
- External – Thunderbolt

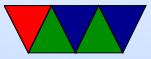


- Serial better due to timing skew
- New x86 audrino quark has PCIe



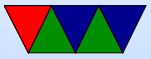
PCIexpress Mini

- PCIe x1, USB, SMBus, etc
- Smaller card



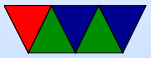
PCMCIA Bus

- Personal Computer Memory Control International Association
- 16-bit
- Cardbus, 32-bit
- Mostly replaced these days



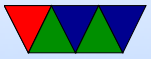
PC/104 Bus

- Stackable small x86 boards usually
- Run ISA or PCI signals up vertically



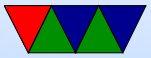
VME Bus

- m68k bus but generic enough
- Still found in some embedded systems

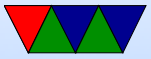


Other

- SATA, eSATA, PATA, SCSI (disk drives)
- Firewire
- RapidIO
- Quickpath QPI
- Hypertransport
- Thunderbolt (requested)

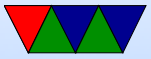


- List of competing busses at end of USB wiki article

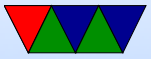


Measuring Power and Energy

- Sense resistor or Hall Effect sensor gives you the current
- Sense resistor is small resistor. Measure voltage drop. Current V=IR Ohm's Law, so V/R=I
- Voltage drops are often small (why?) so you made need to amplify with instrumentation amplifier
- Then you need to measure with A/D converter
- $P = IV$ and you know the voltage



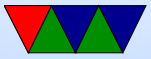
- How to get Energy from Power?



Definitions

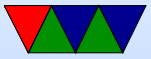
People often say Power when they mean Energy

- Dynamic Power – only consumed while computing
- Static Power – consumed all the time.
  Sets the lower limit of optimization

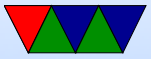


Units

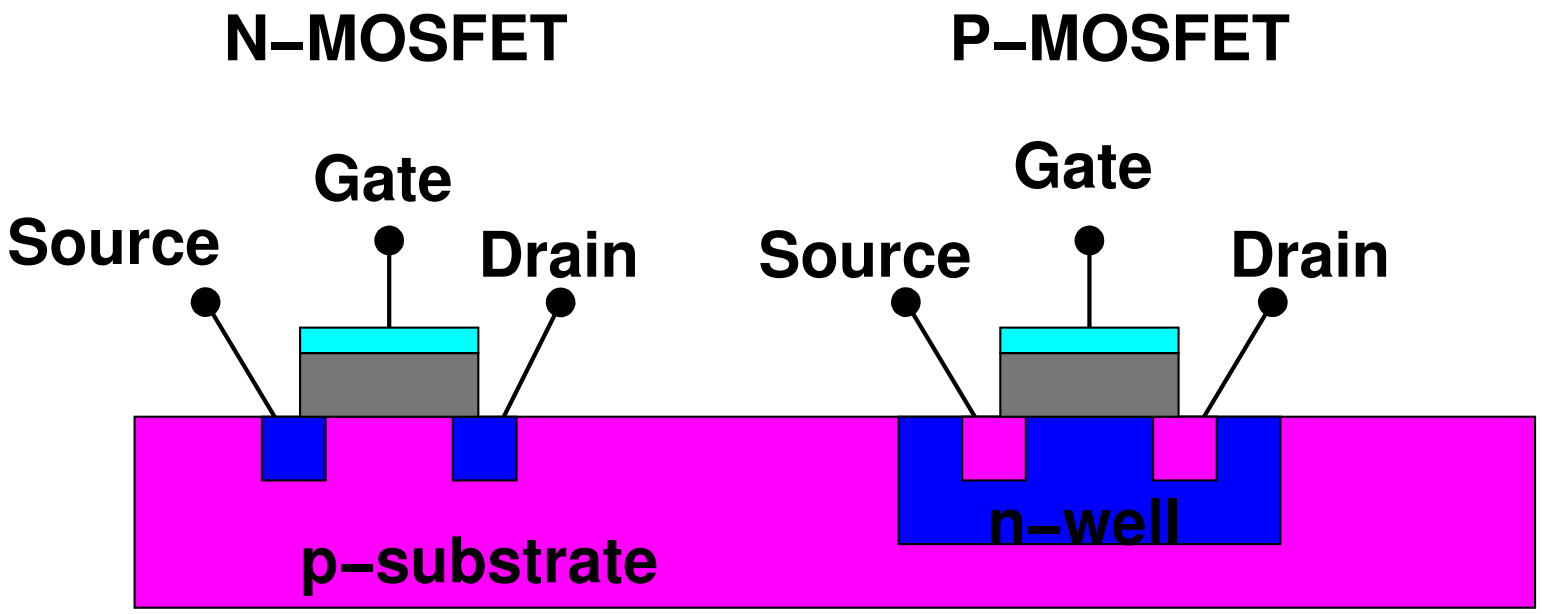
- Energy – Joules, kWH (3.6MJ), Therm (105.5MJ), 1 Ton TNT (4.2GJ), eV (1.6×10^{-19} J), BTU (1055 J), horsepower-hour (2.68 MJ), calorie (4.184 J)
- Power – Energy/Time – Watts (1 J/s), Horsepower (746W), Ton of Refrigeration (12,000 Btu/h)
- Volt-Amps (for A/C) – same units as Watts, but not same thing
- Charge – mAh (batteries) – need voltage to convert to Energy

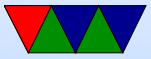


CPU Power and Energy



CMOS Transistors



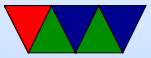


CMOS Dynamic Power

- $P = C\Delta V V_{dd} \alpha f$
  Charging and discharging capacitors big factor ($C\Delta V V_{dd}$) from V_{dd} to ground
  α is activity factor, transitions per clock cycle
  f is frequency

- α often approximated as $\frac{1}{2}$, $\Delta V V_{dd}$ as V_{dd}^2 leading to $P \approx \frac{1}{2} C V_{dd}^2 f$

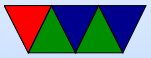
- Some pass-through loss (V momentarily shorted)



CMOS Dynamic Power Reduction

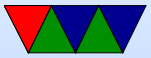
How can you reduce Dynamic Power?

- Reduce C – scaling
- Reduce V_{dd} – eventually hit transistor limit
- Reduce α (design level)
- Reduce f – makes processor slower



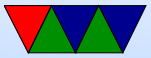
CMOS Static Power

- Leakage Current – bigger issue as scaling smaller. Forecast at one point to be 20-50% of all chip power before mitigations were taken.
- Various kinds of leakage (Substrate, Gate, etc)
- Linear with Voltage: $P_{static} = I_{leakage} V_{dd}$



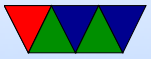
Leakage Mitigation

- SOI – Silicon on Insulator (AMD, IBM but not Intel)
- High-k dielectric – instead of SO2 use some other material for gate oxide (Hafnium)
- Transistor sizing – make only critical transistors fast; non-critical can be made slower and less leakage prone
- Body-biasing
- Sleep transistors



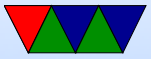
Total Energy

- $E_{tot} = [P_{dyanmic} + P_{static}]t$
- $E_{tot} = [(C_{tot}V_{dd}^2\alpha f) + (N_{tot}I_{leakage}V_{dd})]t$



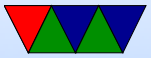
Delay

- $T_d = \frac{C_L V_{dd}}{\mu C_{ox}(\frac{W}{L})(V_{dd}-V_t)}$
- Simplifies to $f_{MAX} \sim \frac{(V_{dd}-V_t)^2}{V_{dd}}$
- If you lower f, you can lower V_{dd}



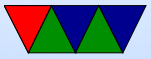
Thermal Issues

- Temperature and Heat Dissipation are closely related to Power
- If thermal issues, need heatsinks, fans, cooling



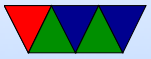
Metrics to Optimize

- Power
- Energy
- MIPS/W, FLOPS/W (don't handle quadratic V well)
- $Energy * Delay$
- $Energy * Delay^2$



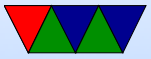
Power Optimization

- Does not take into account time. Lowering power does no good if it increases runtime.



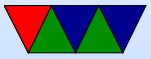
Energy Optimization

- Lowering energy can affect time too, as parts can run slower at lower voltages



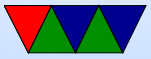
Energy Delay – Watt/t*t

- Horowitz, Indermaur, Gonzalez (Low Power Electronics, 1994)
- Need to account for delay, so that lowering Energy does not made delay (time) worse
- Voltage Scaling – in general scaling low makes transistors slower
- Transistor Sizing – reduces Capacitance, also makes transistors slower



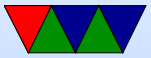
- Technology Scaling – reduces V and power.
- Transition Reduction – better logic design, have fewer transitions
  Get rid of clocks? Asynchronous? Clock-gating?
- Example with inverse ED (higher better):

Alpha 21064	SPEC=155	Power=30W	SPEC*SPEC/W=800
PPC603	SPEC=80	Power=3W	SPEC*SPEC/W=2100



Energy Delay Squared– E*t*t

- Martin, Nyström, Pénzes – Power Aware Computing, 2002
- Independent of Voltage in CMOS
- Et can be misleading
  Ea=2Eb, ta=tB/2
  Reduce voltage by half, Ea=Ea/4, ta=2ta, Ea=Eb/2, ta=tb
- Can have arbitrary large number of delay terms in Energy



product, squared seems to be good enough