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# **Delivering Quality Delivers Profits**

### Joe Costello Chairman & CEO, think3

IEEE ISQED; March 27, 2001



# For System on a Chip Designs: Quality = First Silicon Success



- The future of electronics is System on a Chip (SoC)
- Design Lag + Design Gap = Economic Loss
- Bridging the Design Gap
  - Design Methodology + Design Technology + Design Expertise
  - Drives business success and quality
- High-end design is a driving force
- Innovative-EDA & high-end chip design are symbiotic
- Accelerating the SoC revolution



## The Future of Electronics is SoC





## The SoC Market Is Hot



### The SoC opportunity is \$30B in 2001

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# First-to-Market and First-to-Volume = Revenue





Design lag represents significant economic cost

- Fab capacity under-utilization  $\rightarrow$  many M\$ / day depreciation
- Higher product cost (carried in the entire product "food chain")



Increasing Lag with Advances in Technology







Increasing design complexity

- IC complexity = ~58 % / year
  Design productivity = ~21 % / year
- DSM electrical design issues
  - Timing closure, power, clocking, signal integrity

# Program size & scale

- ♦ # development sites  $1 \rightarrow 5$
- ♦ # engineers (Platform) ~15  $\rightarrow$  ~70

# IC Content

• Digital  $\rightarrow$  Digital + analog



# More System on a Chip





# Cirrus Logic 0.5um - 0.35um VLSI ICs



### Design scale

- ◆ 66 100 MHz
- ◆ ~5 mm. x 5 mm.

### Process

- ◆ 0.5 um– 0.35 um
- 3 layer metal

### Package

◆ 184 - 208QFPs

### Program scale

- ~800K transistors
- 1 development site
- ◆ 5 15 engineers
- ◆ 3 9 months

### Design content

- Synthesized digital
- Analog: Xtal, PLL, 1394, etc.
- Asynchronous + static-timinganalyzable
- ~15 such designs
- First silicon success



### Cirrus Logic 3Ci<sup>™</sup>: 1st. SOC for MHDD electronics

- Mixed-signal SOC; 1.45M transistors
- ISSCC99: MP2.5
- 1998 EDN "Innovation of the Year"
- 1999 IDC "Top Ten"
- First silicon success
- VLSI  $\rightarrow$  SOC: No degradation in







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# Sony Computer Entertainment: GS®I-32

### Enhanced architecture: 8x higher eDRAM vs. PS<sup>®</sup>2 GS<sup>®</sup>





# **SoC Methodology is Complex**



### Need a fundamental enhancement to chip design methodology



# System Design → SOC Design

### SOC Design = IP block creation + block integration



- Enable concurrent engineering
- Reduce project complexity
- Simplify program management
- Leverage proven IP blocks
  - Enhances quality
  - Enhance TTM and TTV
    - Reduce technical, schedule risks
  - Leverage platform infrastructure
    - Verification, validation



# **Design Approach**

#### Hierarchical design

- Netlist to tape-out in 10 weeks
  - Includes I/O timing & SI, floorplanning, power distribution, clock circuit design, timing convergence, P&R, internal SI, ERC/DRC/LVS
     Design challenges





# ... DSM Design is Extremely Complex



### **Requires Advanced Technologies and Methodologies**



### It's an Interconnect-Centric World ...

#### Above 0.18



0.18 mand Below





# SoC Failures Cause Production Delays





# **Bridging the Design Gap**

All of the most advanced chips in the world were created with a combination of design expertise, design methodology and innovative design technology



# Expertise + Methodology + Technology

#### 100% First-Time Silicon Success







# **Shortening the Innovation Cycles**

- High-end design drives design technology, EDA evolution
- Combining chip design and innovative EDA provides focus
- Focus accelerates innovation
- Innovative-EDA & high-end chip design are symbiotic



# First-to-Market & Volume → Business Success



- Cirrus Logic 2<sup>nd</sup> Gen. 3Ci™
- First Silicon Success
- First to Market and Volume



# Cirrus Logic 3Ci<sup>™</sup> - Impact on MHDD electronics

~1996

#### ~1998









- Read/Write Channel (RDC)
- Micro-Controller (uC)
- Bus Controller
- Hard Disk Controller (HDC)
- Servo Assist

### Sony Computer Entertainment: GS®I-32: Closing the Design Gap



Sony Computer Entertainment & Sony Corporation. Graphics Synthesizer GS<sup>®</sup>I-32. Copyright 2000 - Sony Computer Entertainment Inc. Presented at ISSCC2001; 9.6 - 2/6/01

# Expertise + Methodology + Technology

### Focus on silicon engineering

## ■ IC design → design methodology, technology

- 0.35um: Mixed-signal integration, hierarchical design, CWLM, RC effects, "black-box" modeling
- ◆ 0.25um: Signal integrity, transmission line effects
- 0.18um: Fully-hierarchical timing convergence, nonlinear delay calculation technology, power distribution, signal integrity (crosstalk, buffer insertion, RC transmission lines)

### 0.15um – 0.13um work

Technology validation, signal integrity, RLC, substrate, others

# Rapid feedback and response between IC design and design technology $\rightarrow$ SOC design acceleration



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