

~~Chiplet Architecture for Large Scale System~~
~~Design~~
Design Space for Chiplet IO

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Agenda

- Chiplet IO types and comparisons
- Cadence UltraLink w/ Spatial Encoding
- Measurement Results
- UCle at a Glance
- Summary

Chiplet IO Types

Serial PAM4 Differential
E.g. USR, XSR (112 G - PAM4)
Pro <ul style="list-style-type: none">• Industry standard (CIE-OIF-XSR112G)• High throughput
Con <ul style="list-style-type: none">• Require FEC for “error-free” links• High latency• High power

Parallel Advanced Package
E.g. AIB, HBM, HBI, UClle (2 - 16 Gbps NRZ)
Pro <ul style="list-style-type: none">• Low power• Low latency• High shoreline density• Low area overhead
Con <ul style="list-style-type: none">• High package cost• Limited access• Low yield

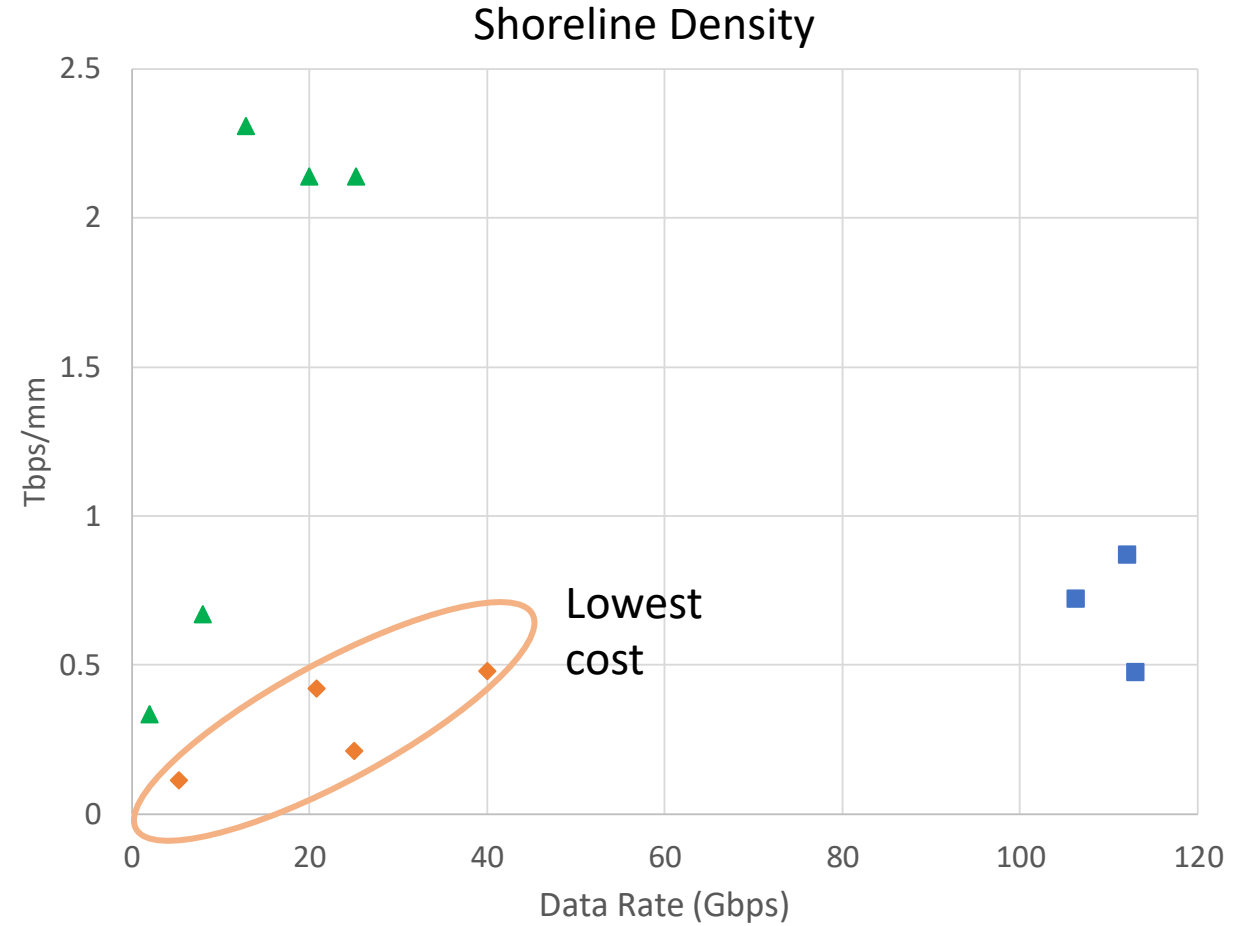
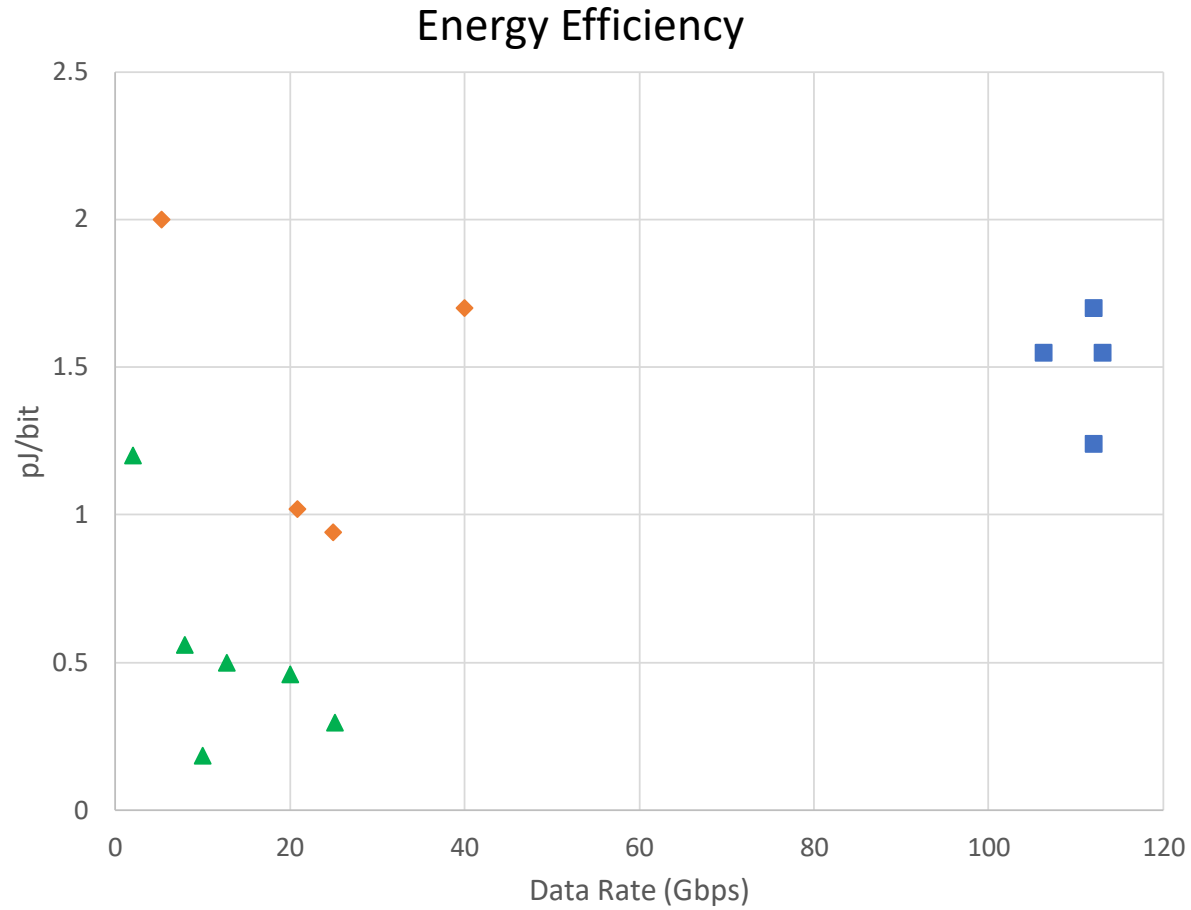
Parallel Standard Package
E.g. BoW, UClle (16 – 32 Gbps NRZ)
Pro <ul style="list-style-type: none">• Organic substrate• High accessibility• Easy routing
Con <ul style="list-style-type: none">• Medium power• Low shoreline density

Chiplet IO Comparisons

	Serial—PAM4 Differential	Parallel—Advanced Package	Parallel—Standard Package
Signaling	PAM4, differential	NRZ, single-ended	NRZ, single-ended
Package type	Standard / organic	Interposer / EMIB / InFO	Standard / organic
Data rate	112G, 56G, 28G, etc	2G, 4G, 8G, 16G, 32G, etc	2G, 4G, 8G, 16G, 32G, 40G, etc
Reach	20-80mm ^{1 2}	< 5mm	< 20mm
Energy efficiency	~1-2 pJ/bit ¹	<0.5pJ / bit	0.5-2pJ/bit
Shoreline density	~870 Gbps/mm ¹	>2 Tbps/mm @ 16Gbps/lane	240 Gbps/mm ³
BW / area	750 Gbps/mm ² ¹	>2 Tbps/mm ² @ 16Gbps/lane	363 Gbps/mm ² ³
BER	1e-9 ¹	<1e-27 for <=16Gb/s <1e-15 for > 16Gb/s	< 1e-15 for 40Gbps ³
FEC	Yes	No	No
Latency	High	Low	Low
Standard	IEEE, OIF	Mixed	Mixed

¹ Poon, VLSI2021, ² Gangasani, ISSCC 2022, ³ McCollough, ISSCC 2021

pJ/bit, BW/mm from IEEE publications



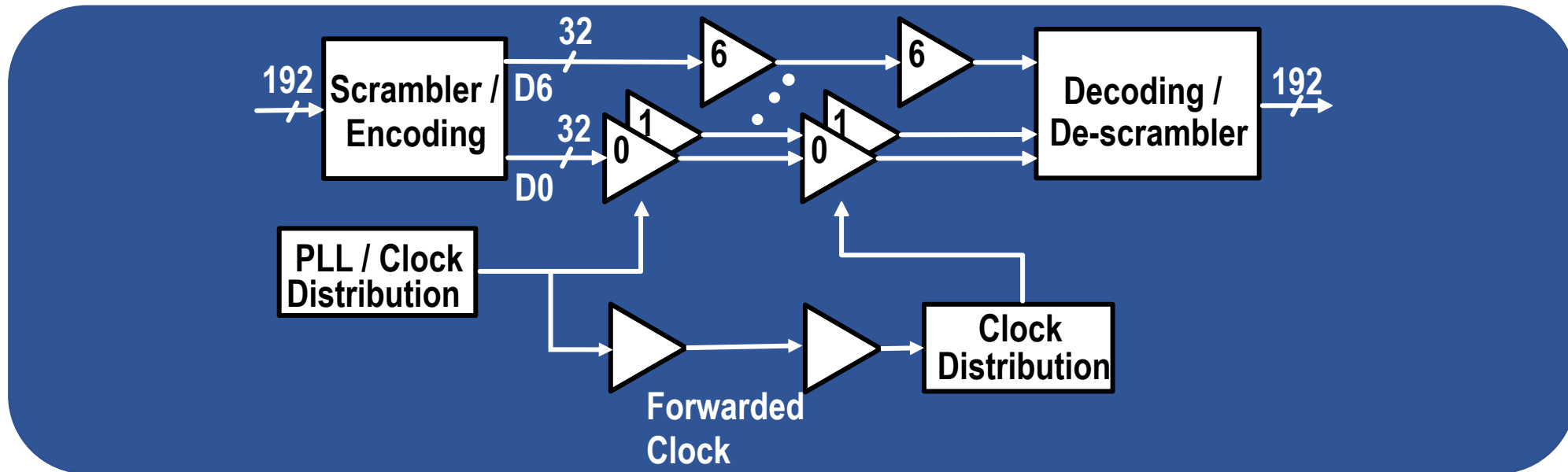
■ Serial - PAM4 differential ◆ Parallel - standard package ▲ Parallel - advanced package

Data from ISSCC, VLSI between 2016-2022, all industry papers

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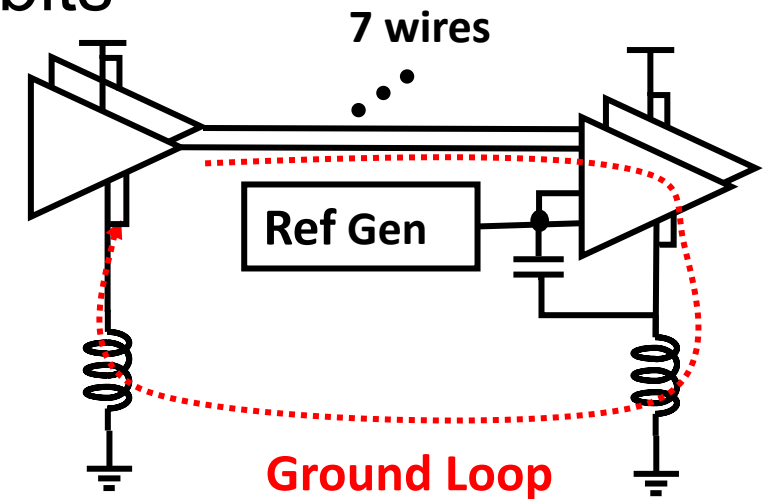
Cadence UltraLink – Spatial Coded D2D Links



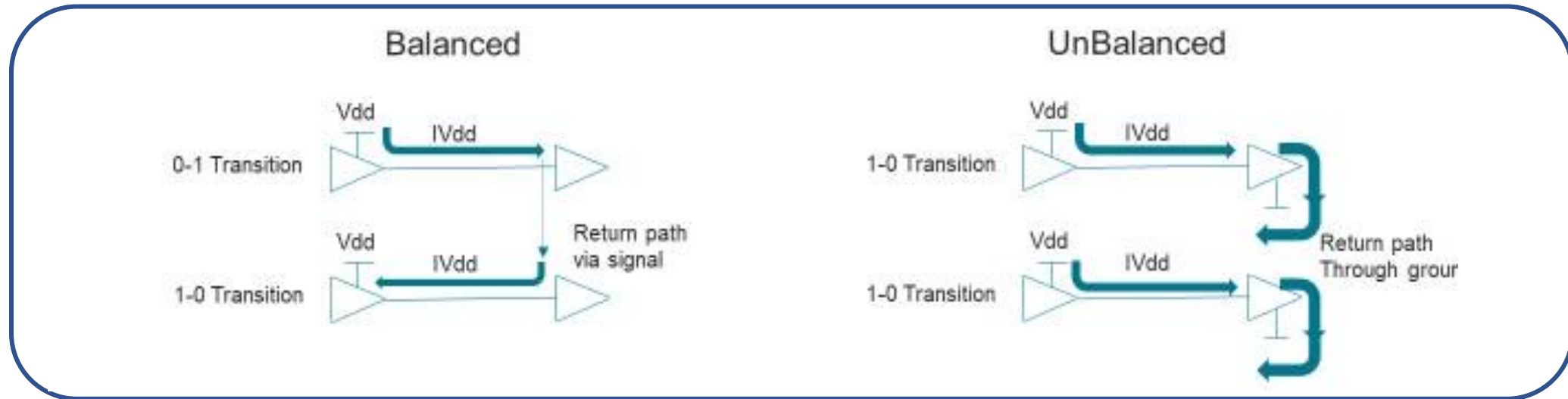
- Standard package, commercially deployed for 5nm and 7nm
- 40Gbps/lane, 1.7/1.5pJ/b for 7/5nm, ~ 8dB channel loss, 80mm
- Scrambling used to minimize long run lengths
- 6/7 encoding used to minimize dynamic power
- Matched forwarded clock used to minimize PLL and clock distribution jitter (Clock and data jitter correlated at RX)

Spatial Encoding

- Performance in single-ended systems is degraded due to ground loops
- Spatial encoding achieves an approximately balanced set of 1's/0's transmitted
- Using a 6/7 code 6 bits are encoded into 7 bits
 - Restriction that 3 or 4 bits are 1
 - Provides $\binom{7}{3} + \binom{7}{4} = 70$ available codes
 - 64 codes for data with 6 additional for control
 - Reduced peak dynamic energy by $\sim 15\text{dB}$

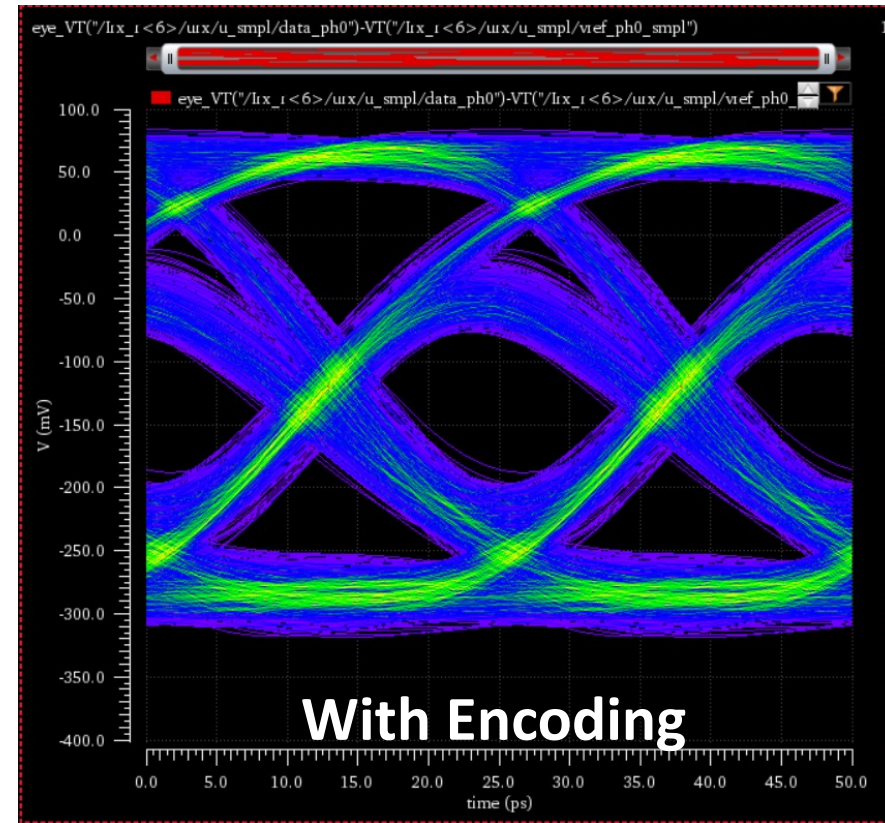
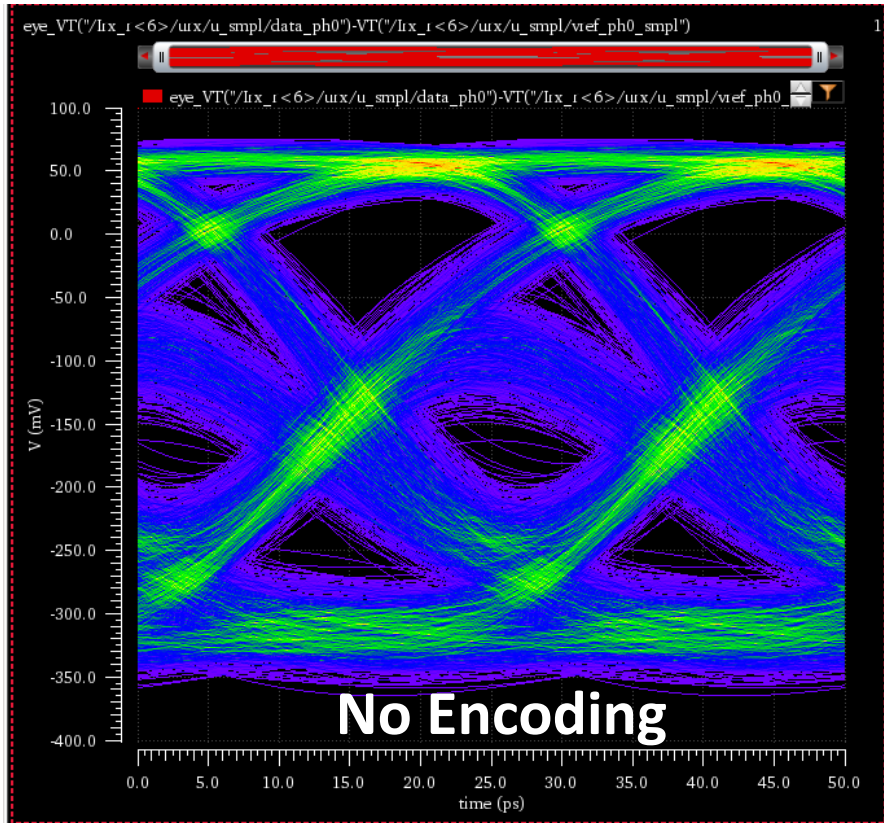


Spatial Encoding



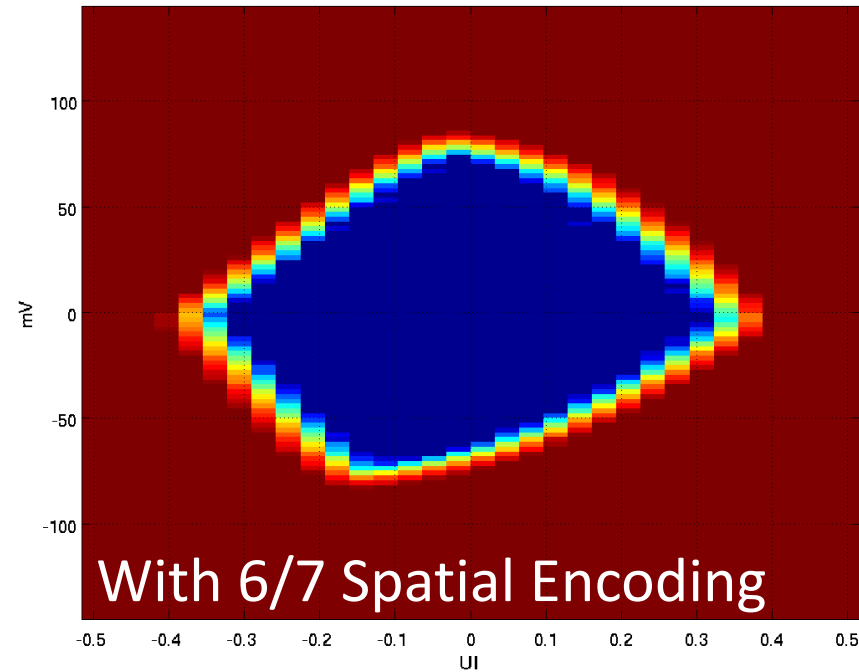
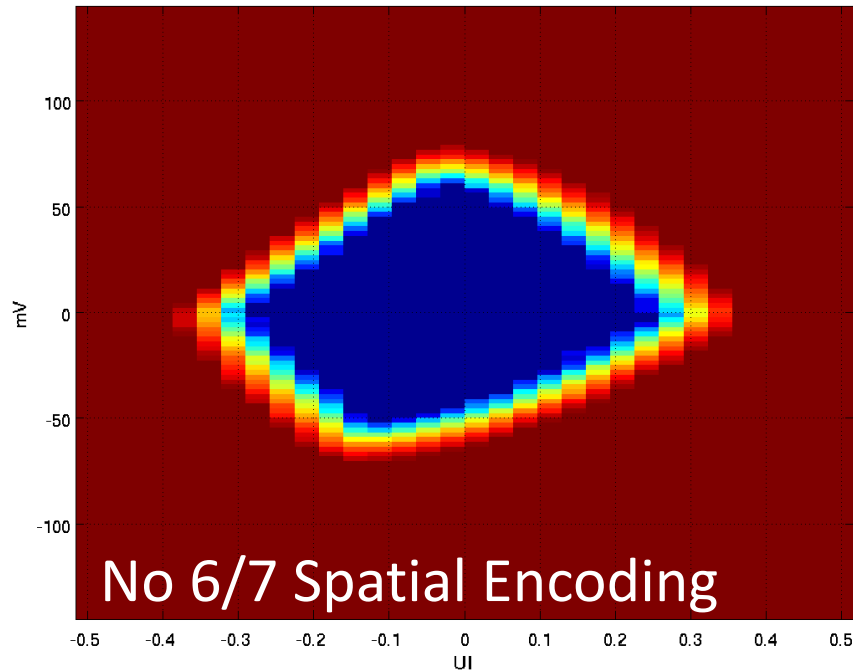
- With spatial encoding there are 3 pairs of outputs that have a 0-1 and a 1-0 transition on all bit boundaries
- For these pairs they look like a differential signal and the return current does not travel through the VDD/GND return
- One of the seven output return currents remains unbalanced

Spatial Encoding



- Simulation with and without spatial encoding (15mm channel with PRBS11)

Spatial Encoding Measurements



- Results of on-board eye plotter with PRBS31, 10mm channel
- Measured with and without the TX/RX clock calibration
 - With encoding: Eye height = 160mVPP Eye width = 0.6UI
 - No encoding: Eye height = 130mVPP Eye width = 0.5UI

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UCIe – Universal Chiplet Interface Express – Emerging Standard

- Specification separated into Standard and Advanced packages
- 16-bit macro for Standard and 64-bit macro for Advanced package
- Transmitter clock adjustment, clock forwarding, per pin skew comp
- 0.3pJ/b for 16GT/s in advanced packages
- > 2Tbps/mm shoreline bandwidth for 16Gb/s in advanced packages
- BER < 1e-27 for < 16GT/s, BER < 1e-15 for >= 16GT/s
- 2ns latency for raw mode
- Only scrambling for coding, relying on path matching to mitigate supply noise induced jitter

Is this the D2D standard of the future?

Summary

- **3 types of Chiplet IO:** Serial - PAM4 differential, Parallel - advanced package, and Parallel - standard package
- **Chiplet IO choice** depends strongly on system requirements and cost: energy efficiency, shoreline density, latency, etc.
- **UltraLink** with 6B/7B spatial code offers low latency, medium energy efficiency, medium shoreline density, and low-cost standard package
- Emerging **UCIe** standard could finally unify the Chiplet IO