
Microprocessor Technology & Case Studies

NBAY 6120

March 6, 2018

Donald P. Greenberg

Lecture 2

- ***Required Reading:***

- Craig R. Barrett. From Sand to Silicon: Manufacturing an Integrated Circuit, *Scientific American*, Special Issue, The Solid-State Century, January 1998, pp. 55-61. (Search: e-Journals/ Scientific American Archive Online/article (full text)

<http://www.library.cornell.edu/johnson/library/general/emba.html>

- Peter J. Denning and Ted G. Lewis. “Exponential Laws of Computing Growth.” *Communications of the ACM*. January 2017. ACM.org.

- ***Optional Reading:***

- Mack, Chris. "The Multiple Lives of Moore's Law." *IEEE Spectrum* Apr. 2015: 30-37. *Cornell University Library*. Web.

<http://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=7065415>

Economics of the Semiconductor Industry

- *Required Reading:*

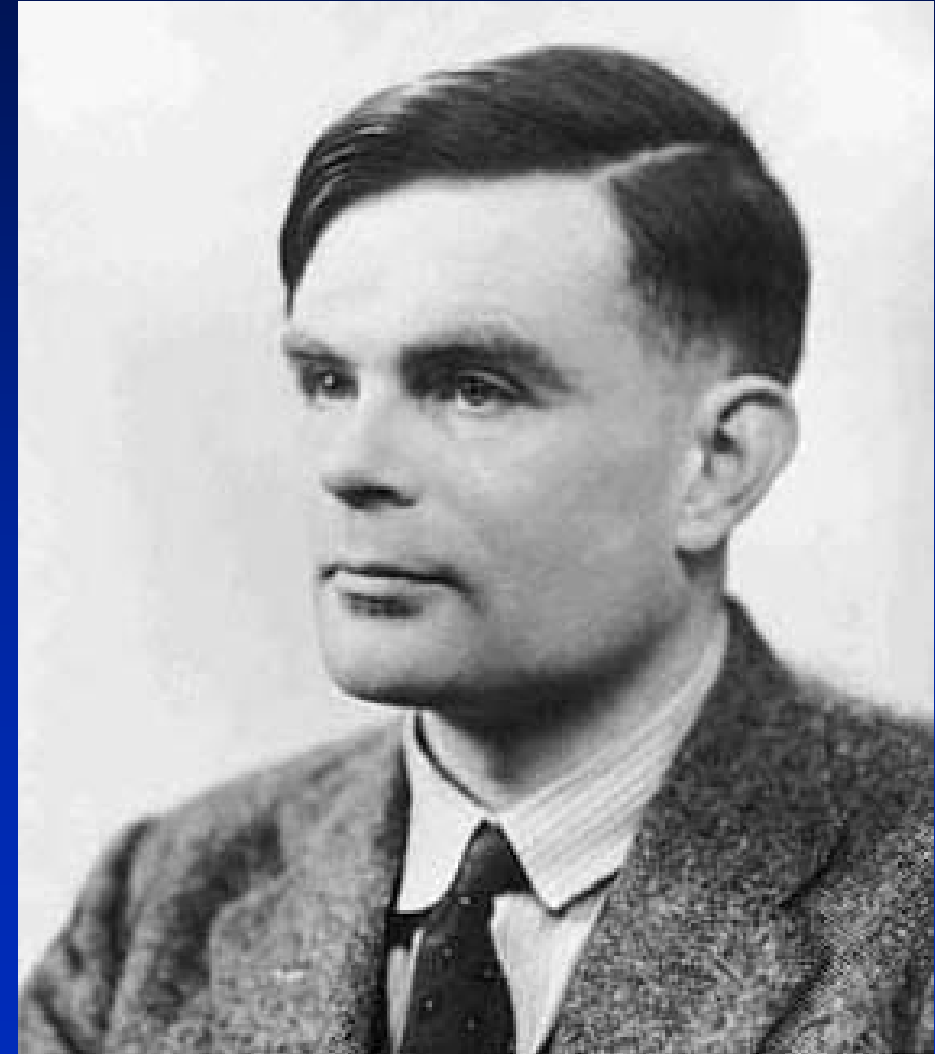
- G. Dan Hutcheson and Jerry D. Hutcheson. Technology & Economics in the Semiconductor Industry, Scientific American, January 1996.

Bletchley Park

1940s

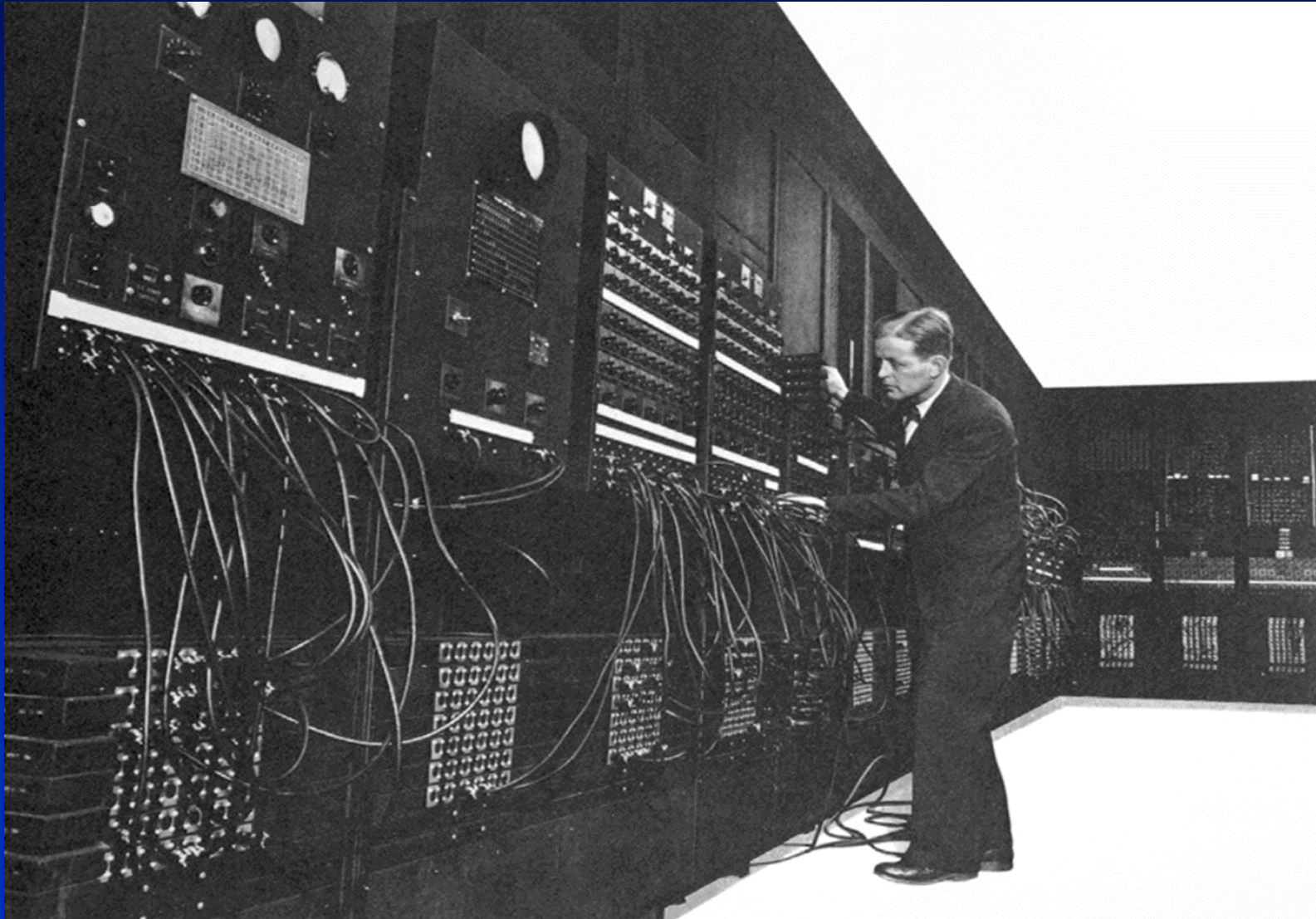


Alan Turing

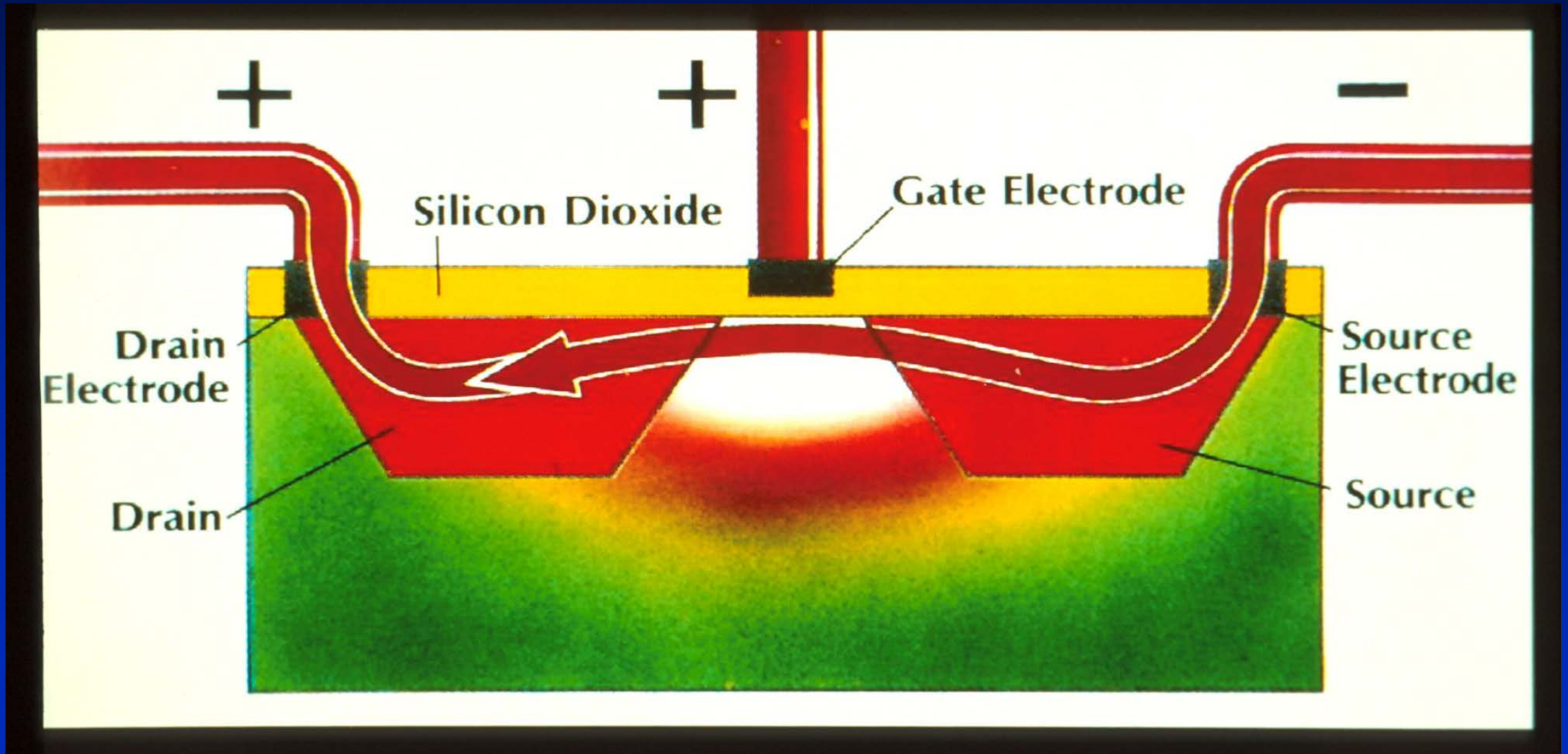


Eniac

1946

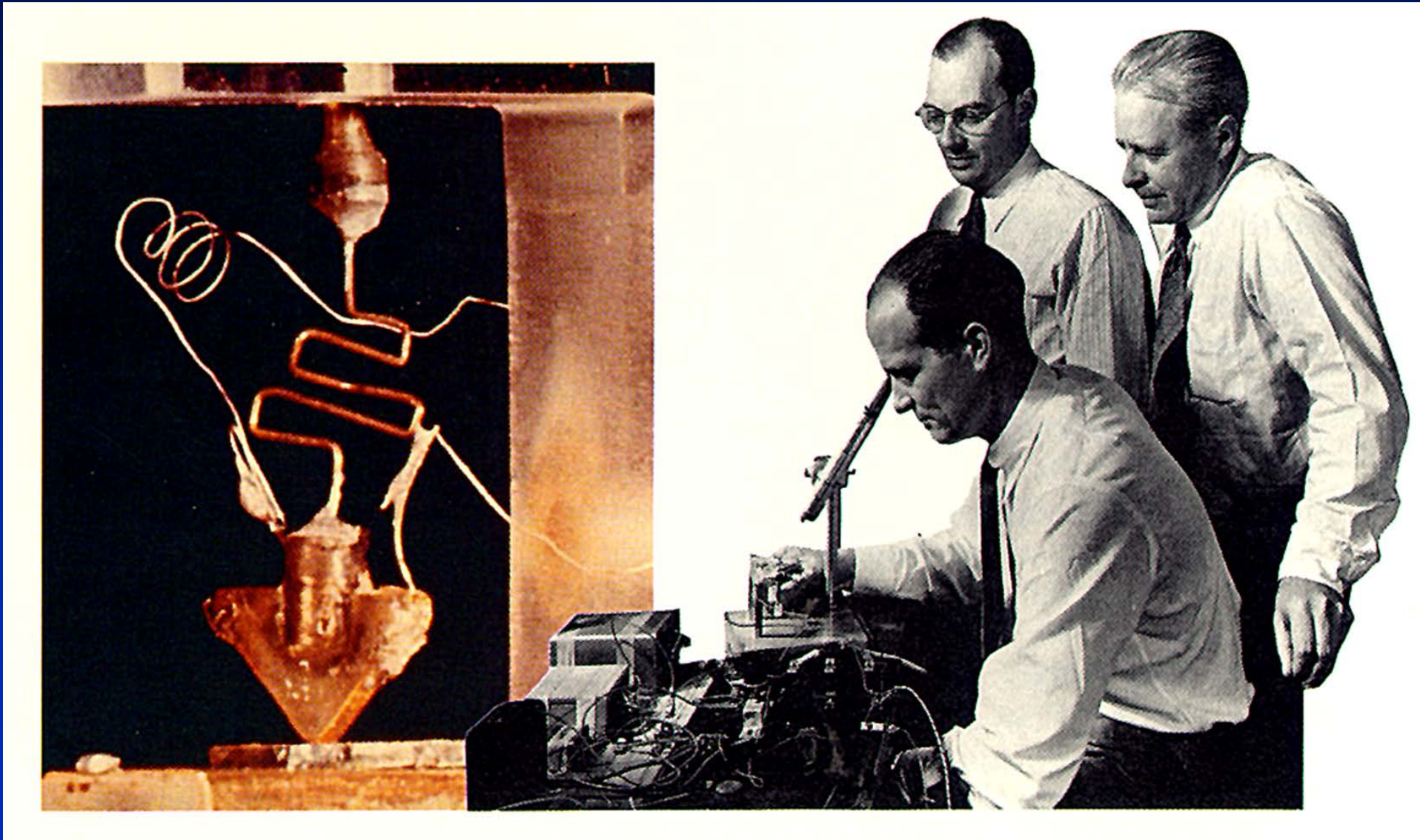


Transistor



Shockley, Bardeen & Brattain

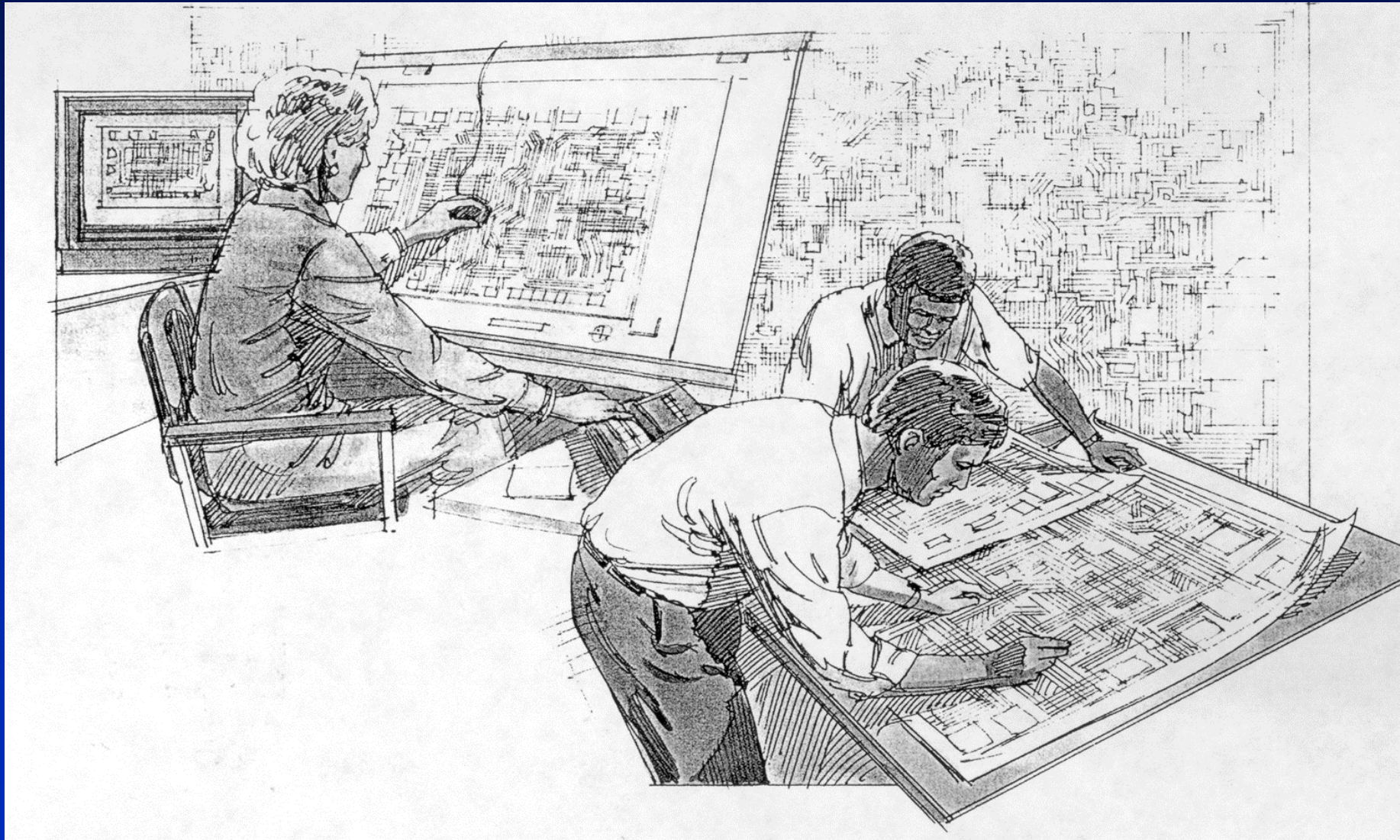
1947



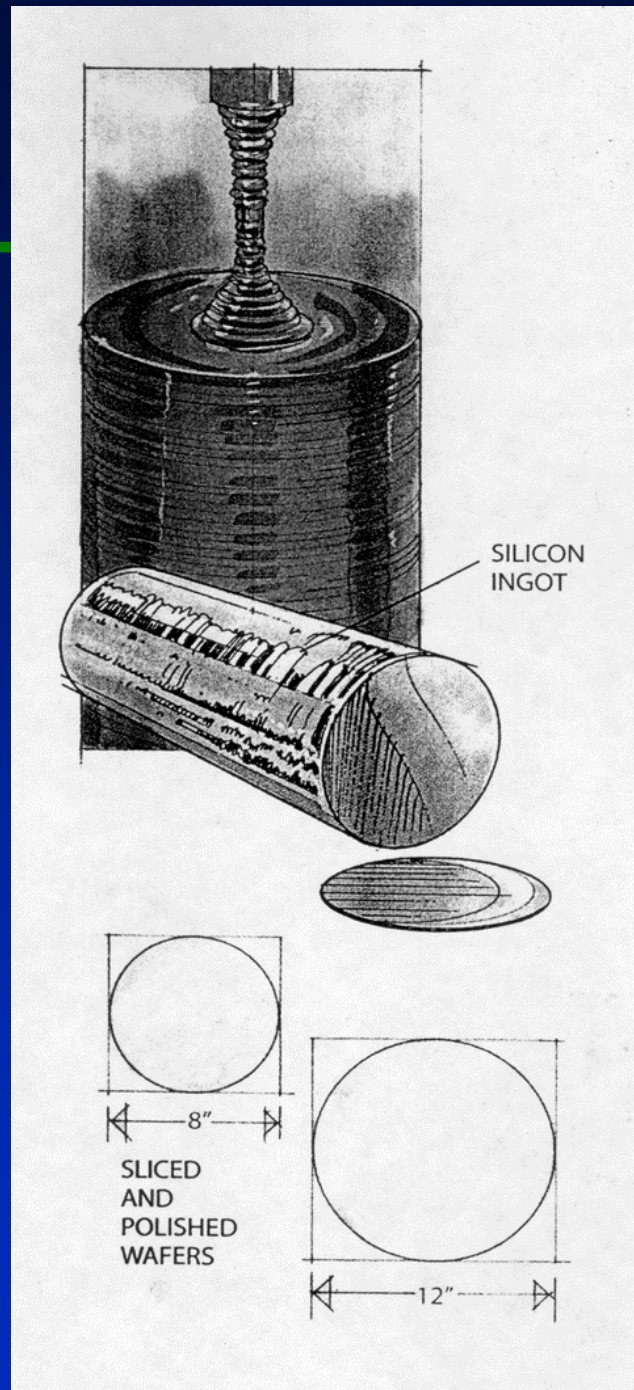
From Sand to Silicon – Manufacturing an Integrated Circuit

Scientific American: The Solid-State
Century, Special Issue 1998

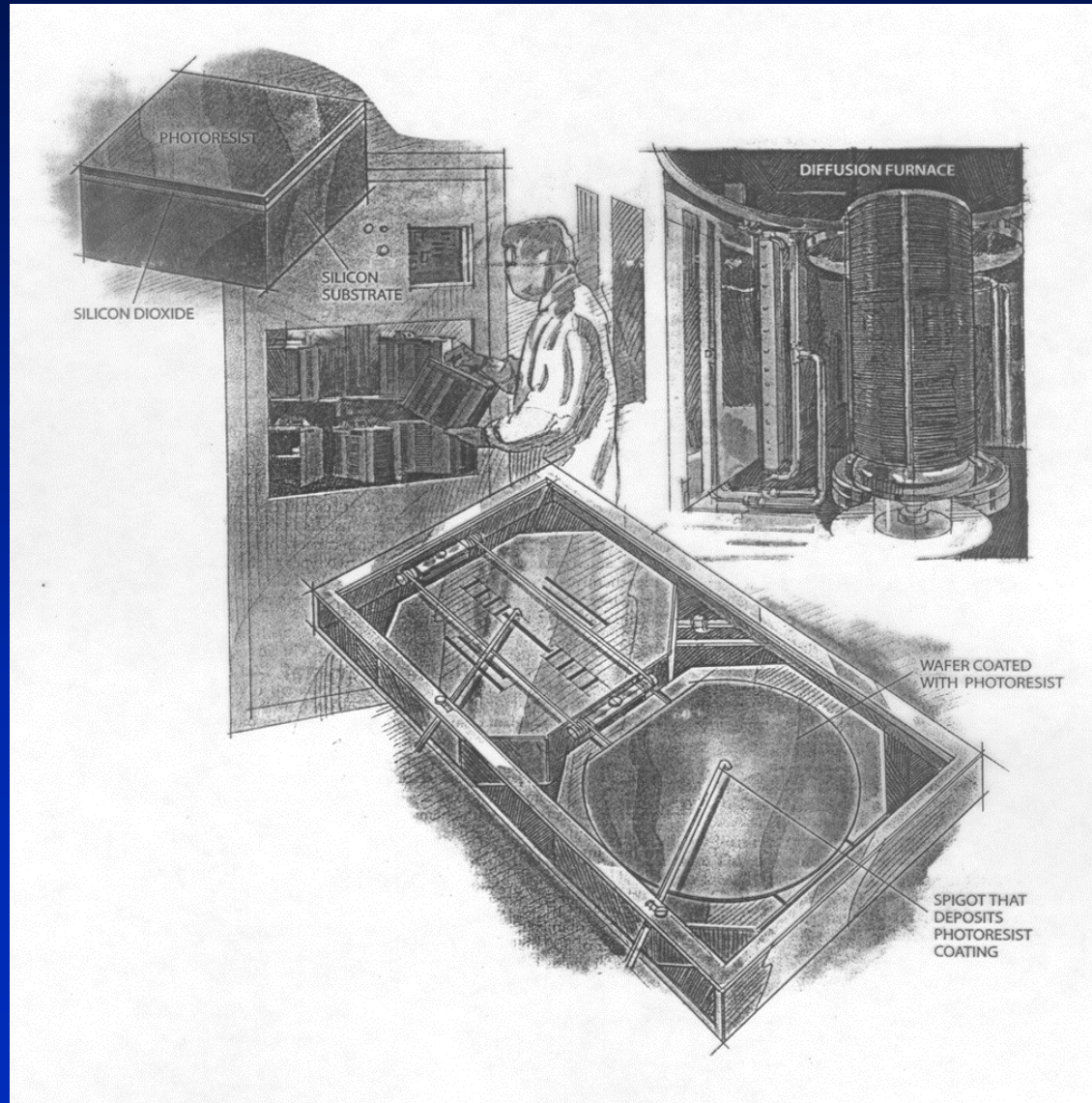
Chip Design



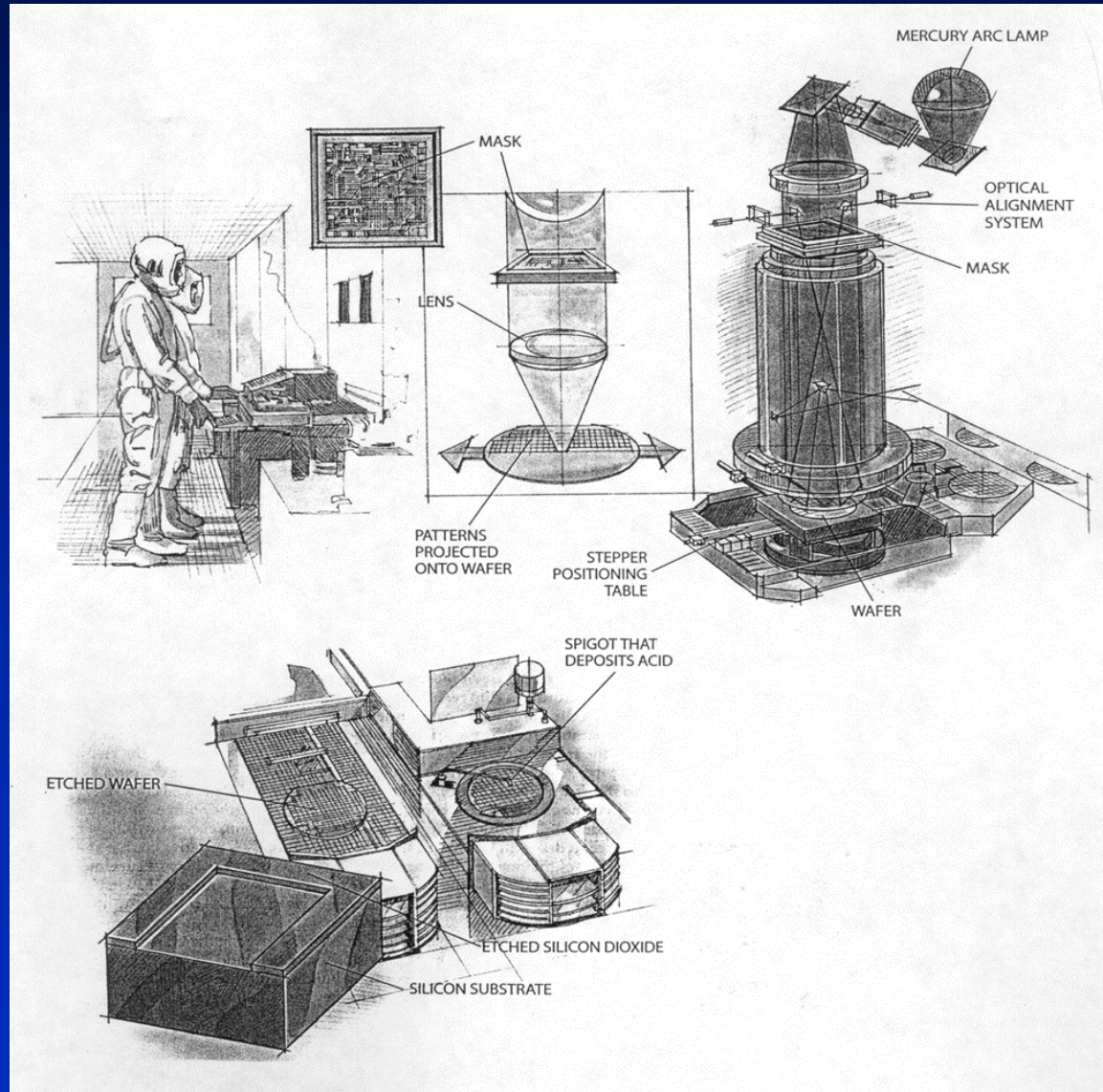
Silicon Crystal



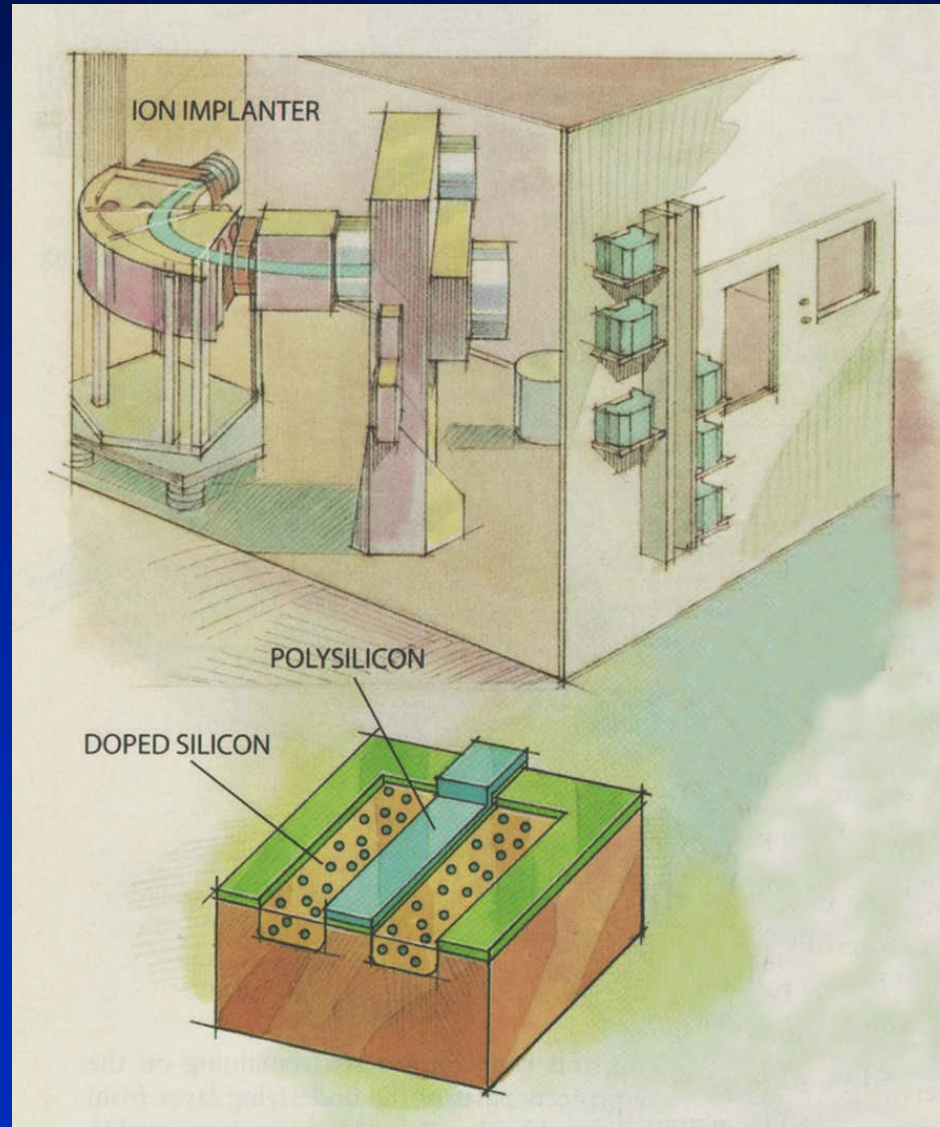
Layering



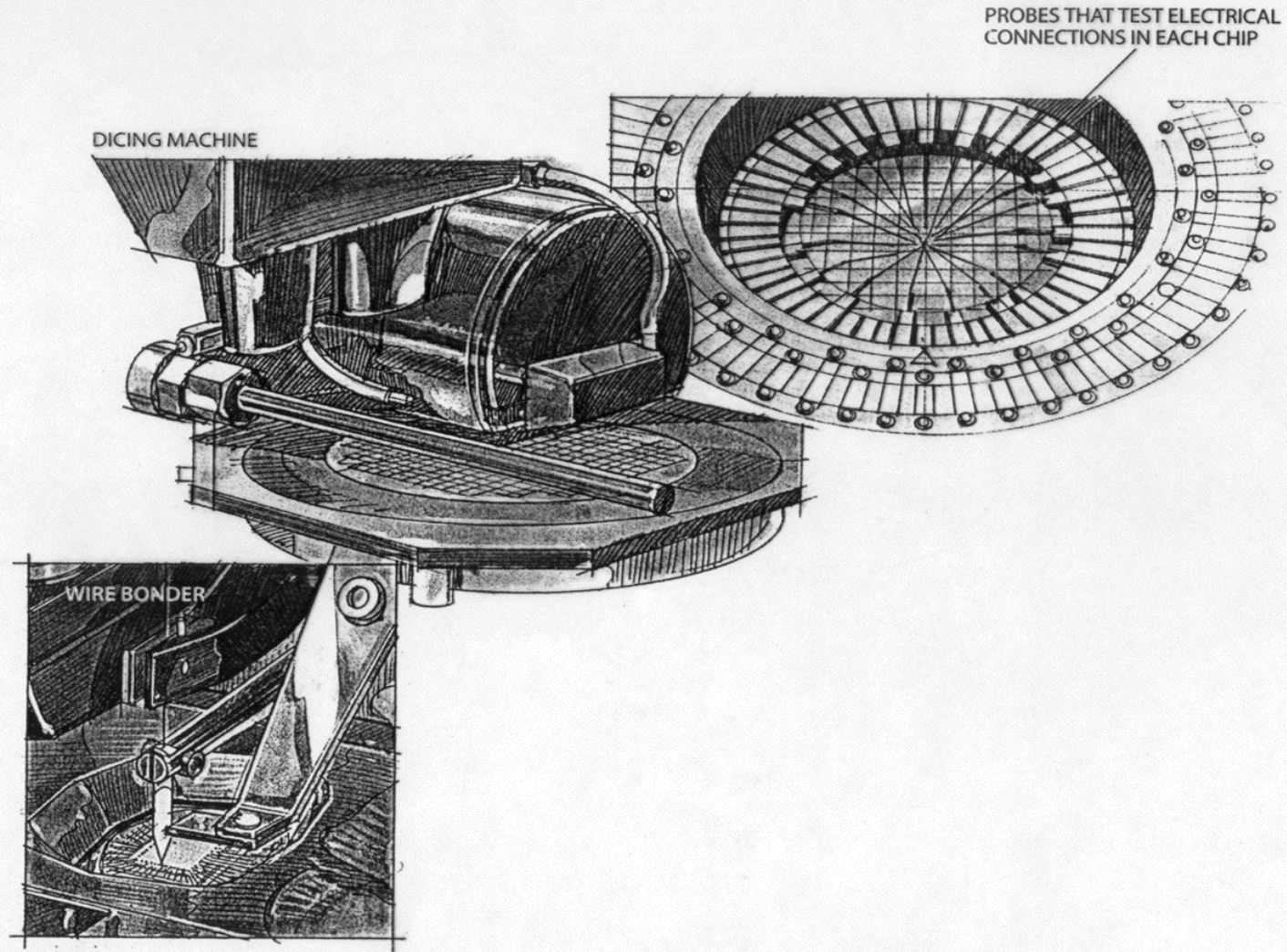
Masking & Etching



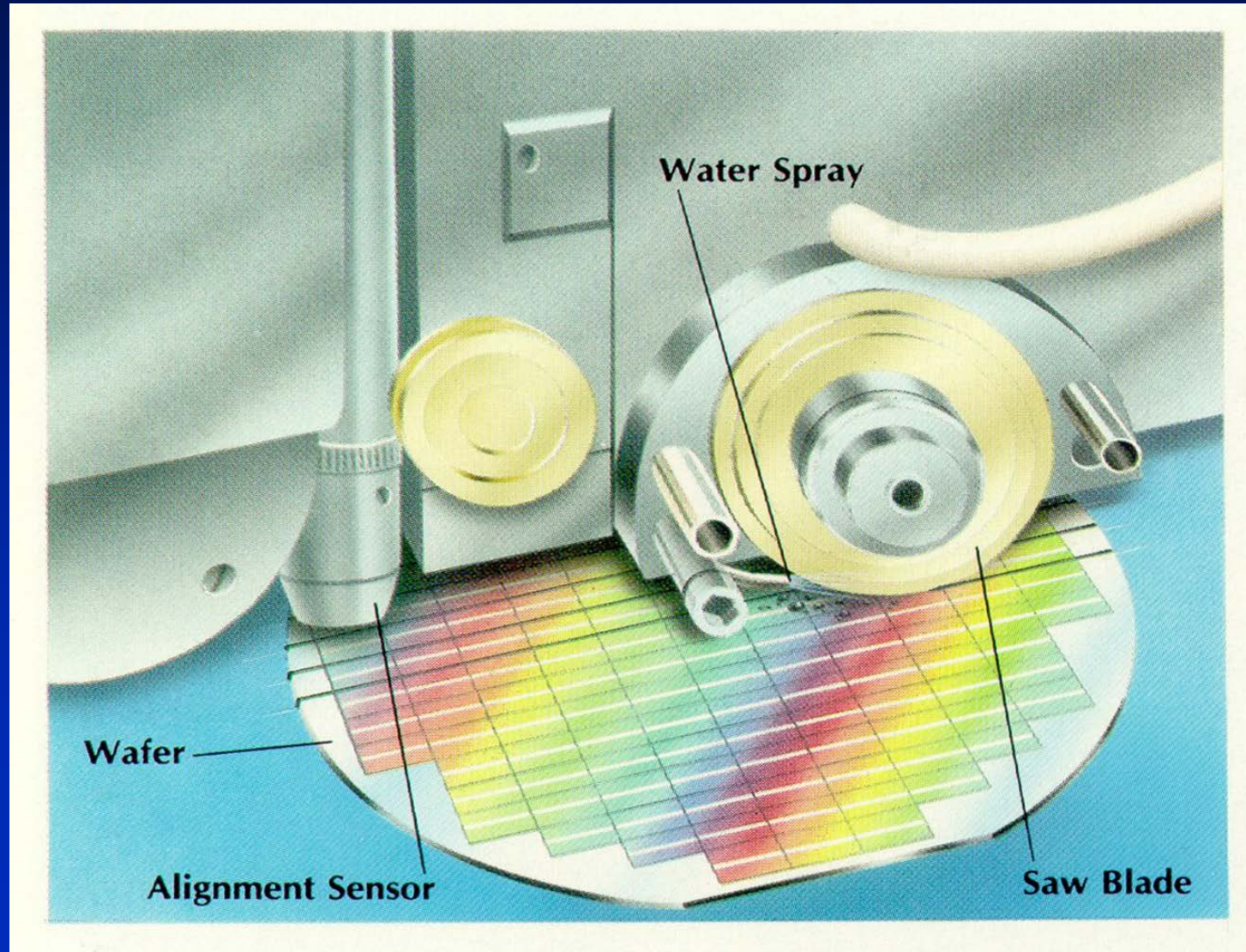
Doping



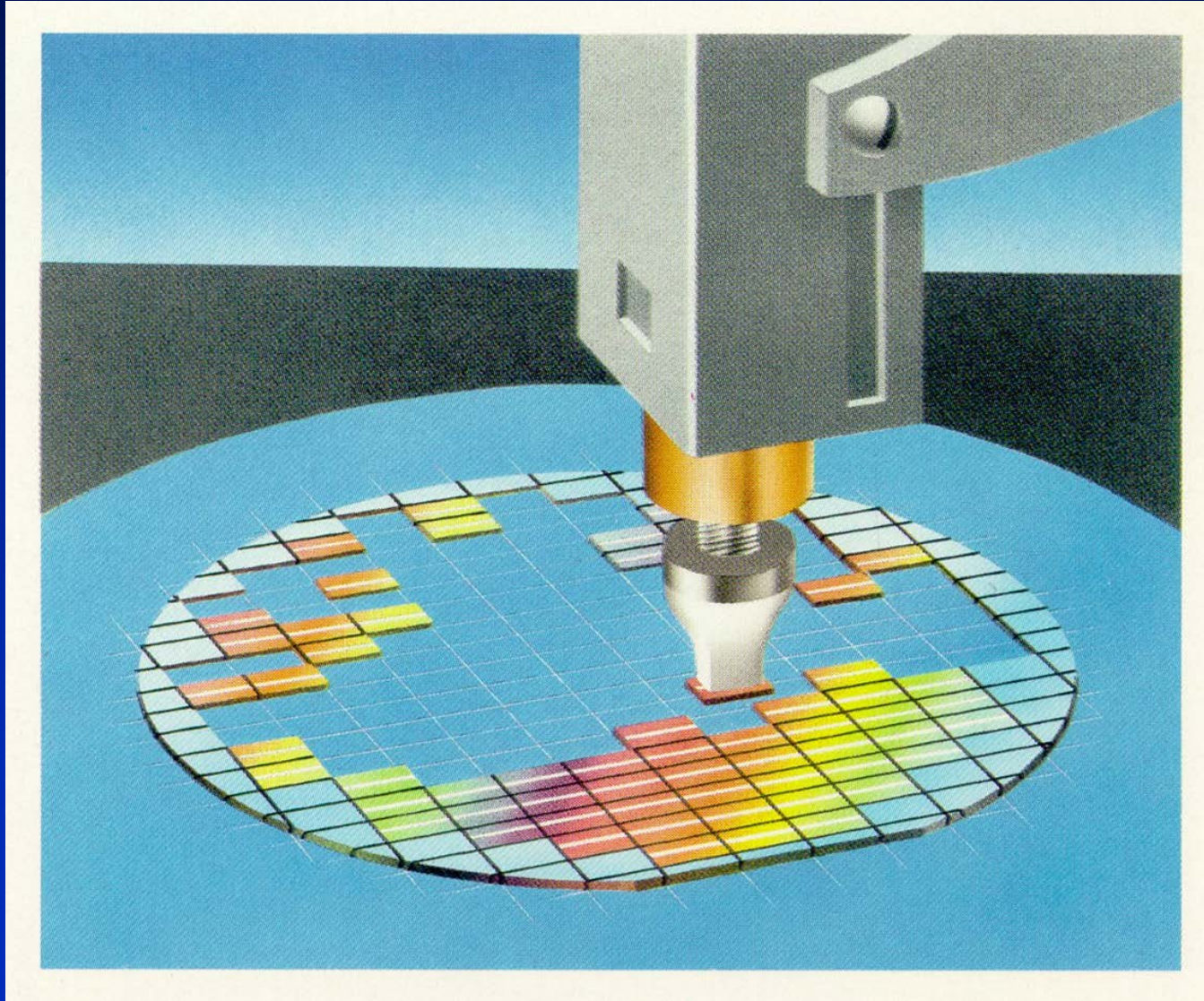
Interconnections & Dicing



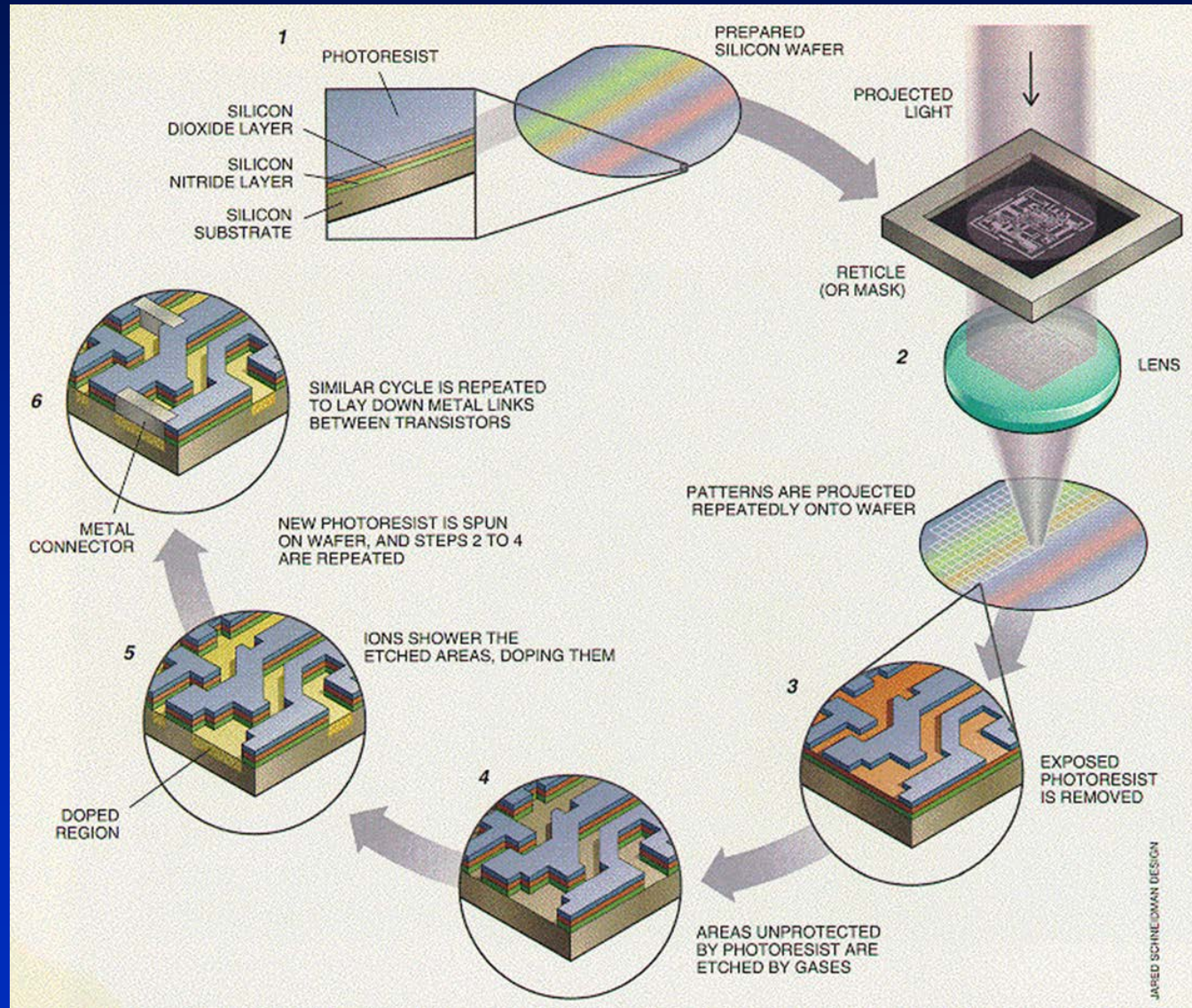
Dicing



Chip Selection



Chip Fabrication



International Technology Roadmap for Semiconductors

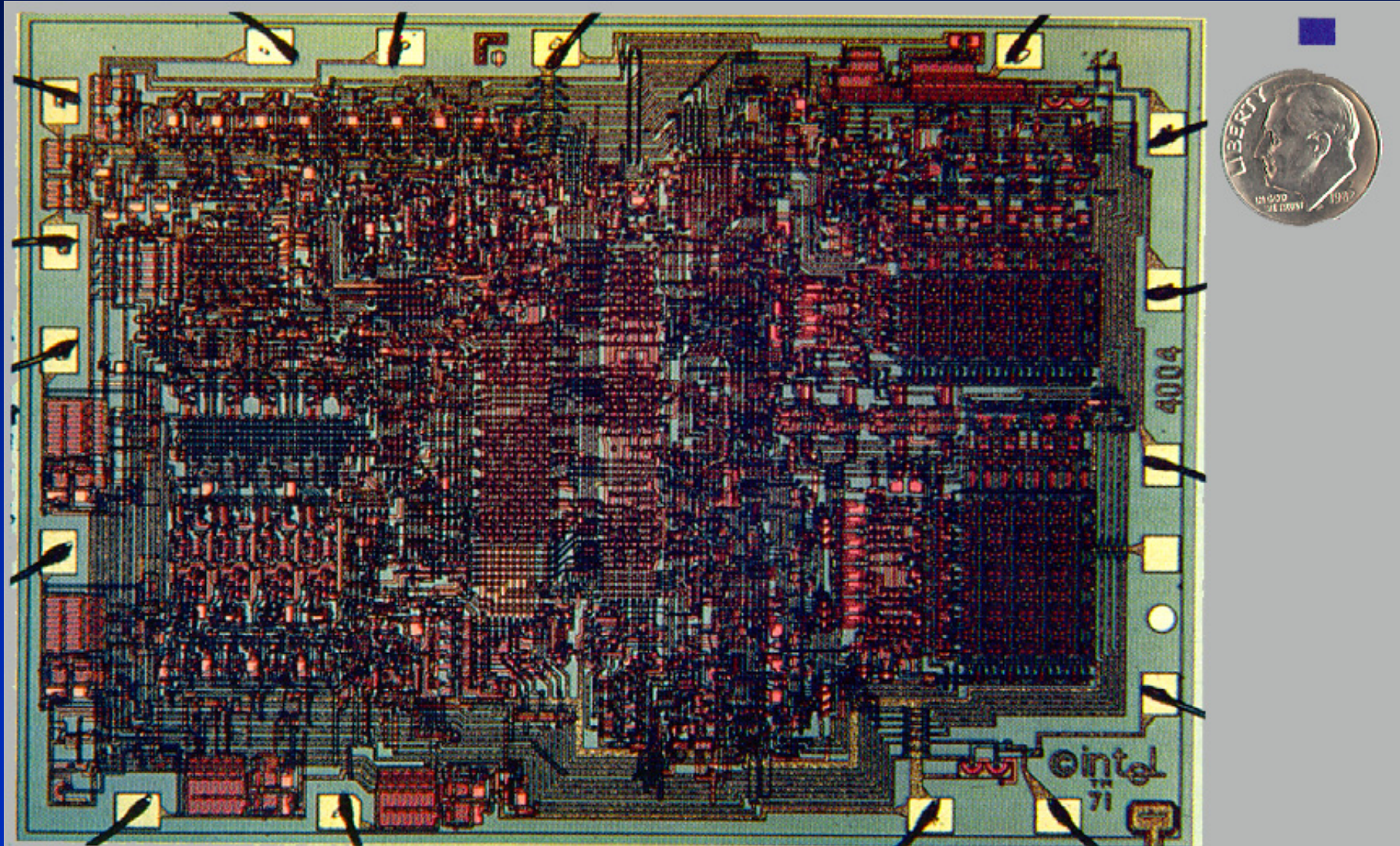
	2001	2004	2007	2010	2013	2016
Technology (nanometers)	130nm	90nm	65nm	45nm	32nm	22nm
Functions per Chip (millions)	97	193	386	1546	3092	6184
Clock Speed (Ghz)	2.5Ghz	4.1Ghz	9.3Ghz	15Ghz	23Ghz	40Ghz
Wafer Size (millimeters)	200mm	300mm	300mm	300mm	450mm	450mm
Chip Size (mm²)	140 mm ²	140 mm ²	140 mm ²	140 mm ²	140 mm ²	140 mm ²

Roughly 0.5 shrink every 3 years.

Intel released 22 nm chips in 2013

Intel 4004

November 1971

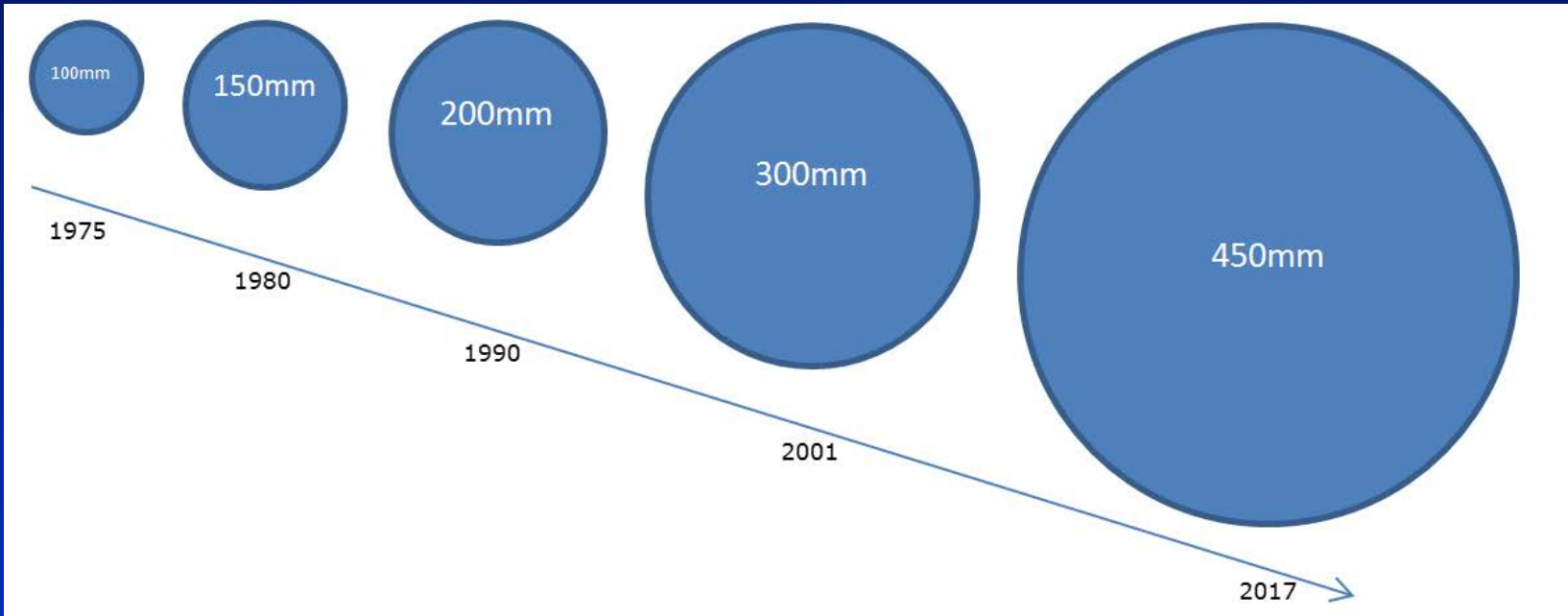


Moore's Law – CPU Transistor Counts

Processor	Transistor count	Date of introduction	Manufacturer	Process	Area
Core 2 Duo	291,000,000	2006	Intel	65 nm	
AMD K10	463,000,000	2007	AMD	65 nm	
AMD K10	758,000,000	2008	AMD	45 nm	
Itanium 2 with 9MB cache	592,000,000	2004	Intel	130 nm	
Core i7 (Quad)	731,000,000	2008	Intel	45 nm	263 mm ²
POWER6	789,000,000	2007	IBM	65 nm	341 mm ²
Six-Core Opteron 2400	904,000,000	2009	AMD	45 nm	
Six-Core Core i7	1,170,000,000	2010	Intel	32 nm	
Dual-Core Itanium 2	1,700,000,000	2006	Intel	90 nm	596 mm ²
Six-Core Xeon 7400	1,900,000,000	2008	Intel	45 nm	
Quad-Core Itanium Tukwila	2,000,000,000	2010	Intel	65 nm	
Six-Core Core i7 (Sandy Bridge-E)	2,270,000,000	2011	Intel	32 nm	434 mm ²
8-Core Xeon Nehalem-EX	2,300,000,000	2010	Intel	45 nm	684 mm ²
10-Core Xeon Westmere-EX	2,600,000,000	2011	Intel	32 nm	512 mm ²
Six-core zEC12	2,750,000,000	2012	IBM	32 nm	597 mm ²
8-Core Itanium Poulson	3,100,000,000	2012	Intel	32 nm	544 mm ²
15-Core Xeon Ivy Bridge-EX	4,310,000,000	2014	Intel	22nm	541 mm ²
62-Core Xeon Phi	5,000,000,000	2012	Intel	22 nm	350 mm ²
Xbox One Main SoC	5,000,000,000	2013	Microsoft	28 nm	363 mm ²
18-core Xeon Haswell-E5	5,560,000,000	2014	Intel	22 nm	661mm ²
IBM z14 Storage Controller	9,700,000,000	2017	IBM	14 nm	696mm ²
32-core SPARC M7	10,000,000,000	2015	Oracle	20 nm	
Centriq 2400	18,000,000,000	2017	Qualcomm	10 nm	398 mm ²
32-core AMD Epyc	19,200,000,000	2017	AMD	14 nm	4× 192 mm ²

Paul S. Otellini – Intel Corporation CEO

2007



Why are we continuing to strive for smaller and smaller technology?

- More transistors/chip → increased functionality and performance
- Higher speeds → partially depends on how close together the components are placed
- Cheaper – more chips/wafer, greater yields

Yield Ratio

$$yield = \frac{n_w}{n_t}$$

$$n_w = yield \cdot n_t$$

n_w = number of working chips/wafer

n_t = total number of chips/wafer

Old fab lines, yield $\rightarrow > 90\%$

New fab lines, yield $\rightarrow < 40\%$

Yield Ratio

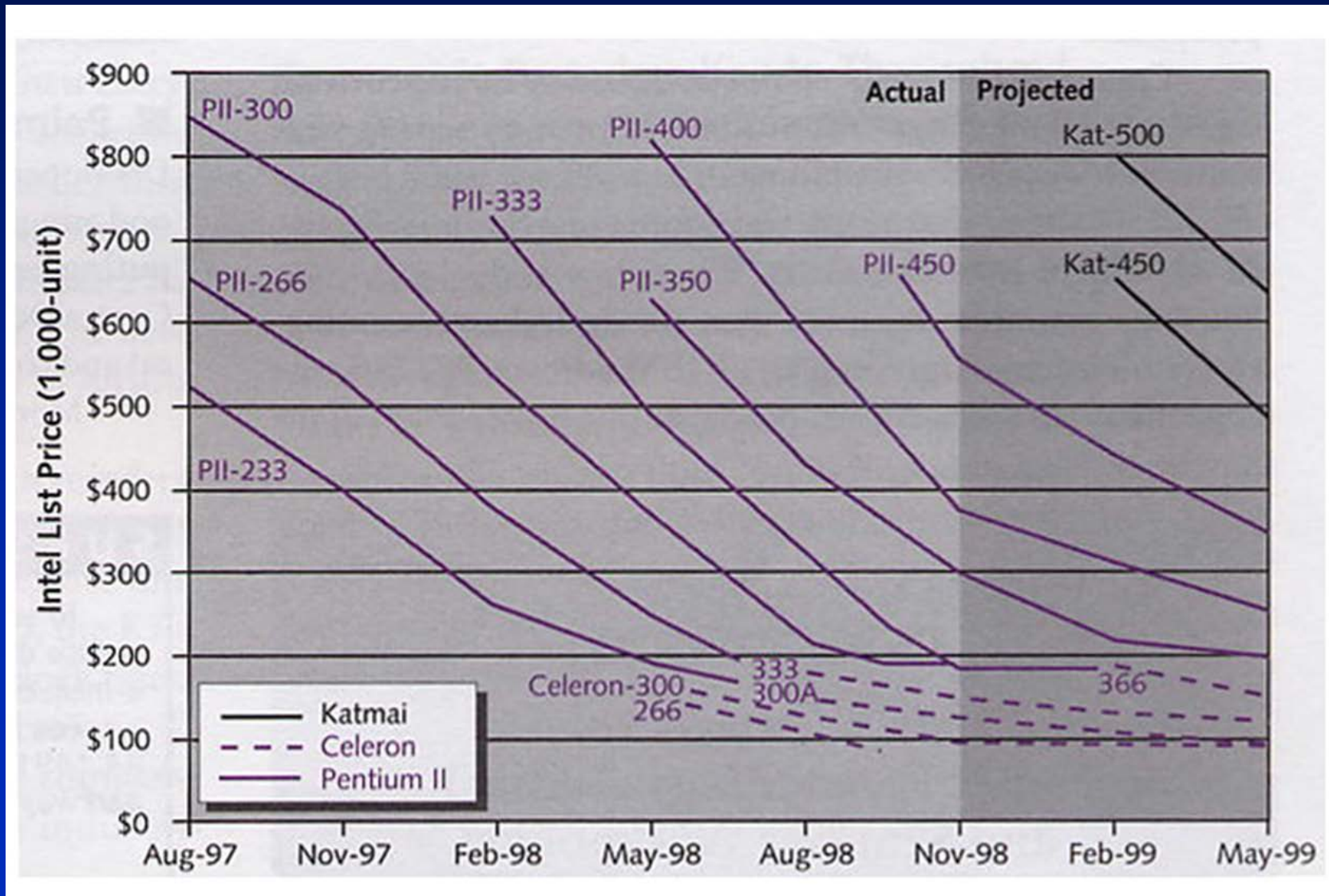
Number of defects/unit area depends on the process

$$\therefore \text{Yield} \approx \frac{1}{\text{Chip Area}}$$

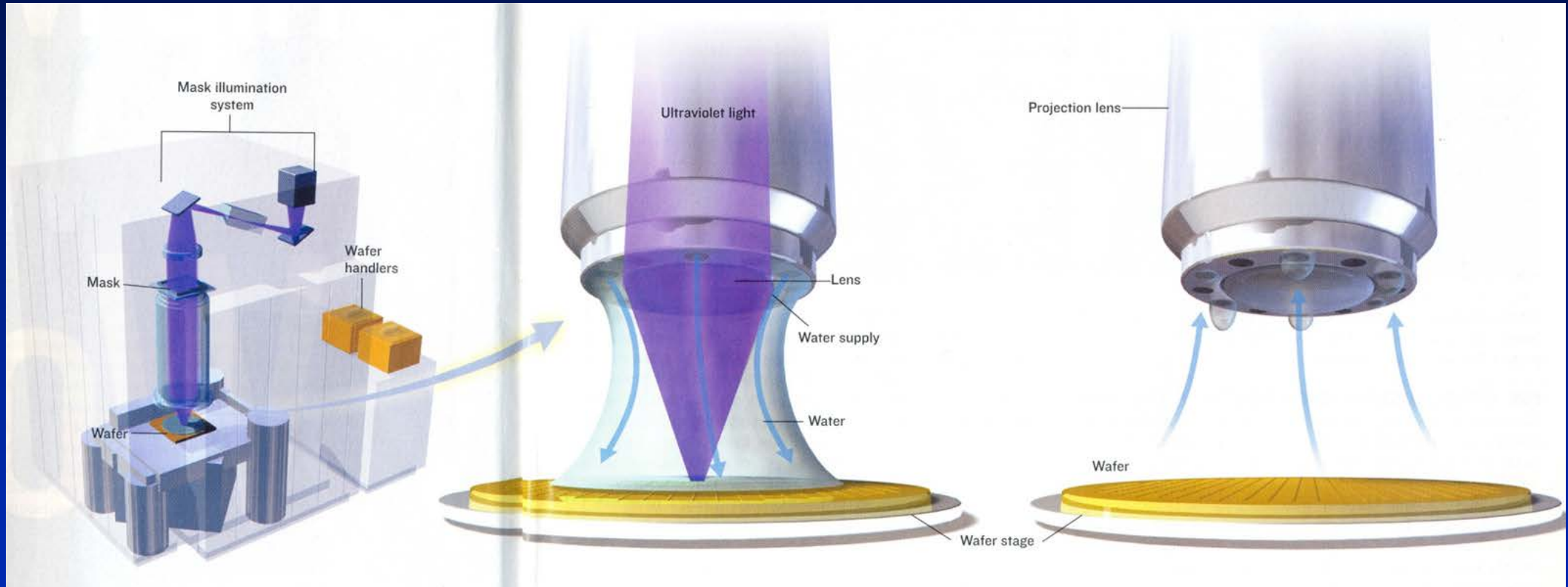
Total chips (n_t) for a given wafer size is also inversely proportional to the chip area

**Why does the shrinking technology make
the cost of manufacturing cheaper per
component?**

Projected Chip Pricing



Getting Wafers Wet



By adding a thin layer of water between the projection lens and the wafer, the immersion system can create features 30 percent smaller.

Photolithography

- Defining the smallest components requires short wavelengths of light.
- Currently, most fabrication processors use extreme ultra-violet light at 193nm.
- Can pass the light through water. The water slows the light (less velocity) shrinking its wavelength. It is estimated that this technique will meet demands for 7 more years.
- On February 20, 2006 IBM Almaden & JSR Micro demonstrated a system using an “unidentified” light slowing liquid yielding patterns 29.9nm wide.

Science News, March 2, 2006

10 Nanometer Technology

- Nov. 15, 2012, Samsung unveiled a 64 gigabyte (GB) multimedia card (eMMC) based on 10 nm technology.
- April 11, 2013, Samsung announced it was mass-producing High-Performance 128-gigabit NAND Flash Memory with 10 nm and 20 nm technology.
- April 2015, TSMC announced that 10 nm production would begin at the end of 2016.
- May 23rd 2015, Samsung Electronics showed off a wafer of 10nm FinFET chips.

Factors Contributing to Advancing Microprocessor Performance

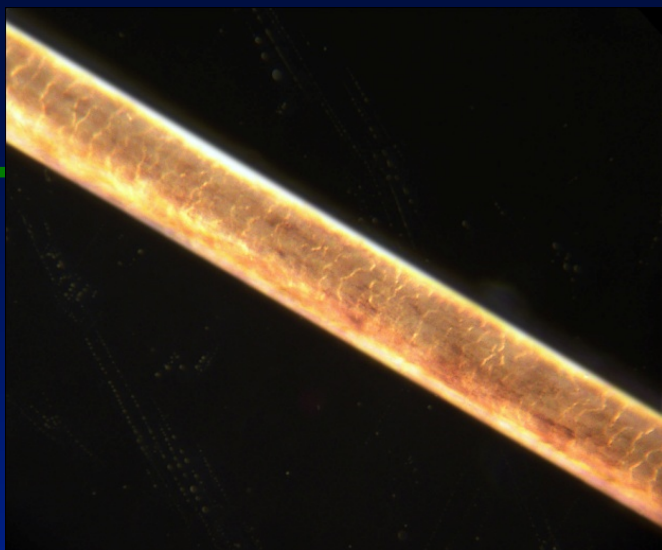
- Shrinking Component Size
- Increasing Speed
- Reducing Circuit Resistance
- New Materials

Factors Contributing to Advancing Microprocessor Performance

- RISC vs. CISC
- VLIW
- Multi-level Cache
- Parallelism & Pipelining

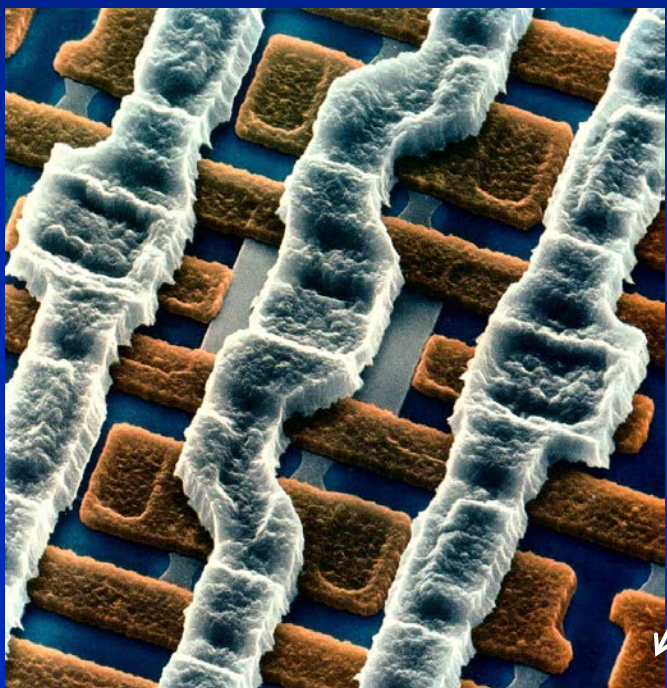
Factors Contributing to Advancing Microprocessor Performance

- RISC vs. CISC
- VLIW
- Multi-level Cache
- Parallelism & Pipelining
- Multi-core Technology



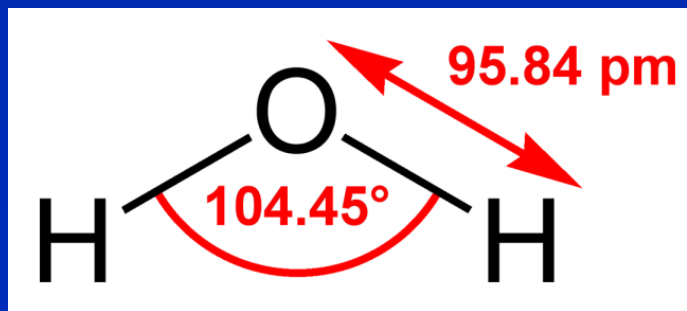
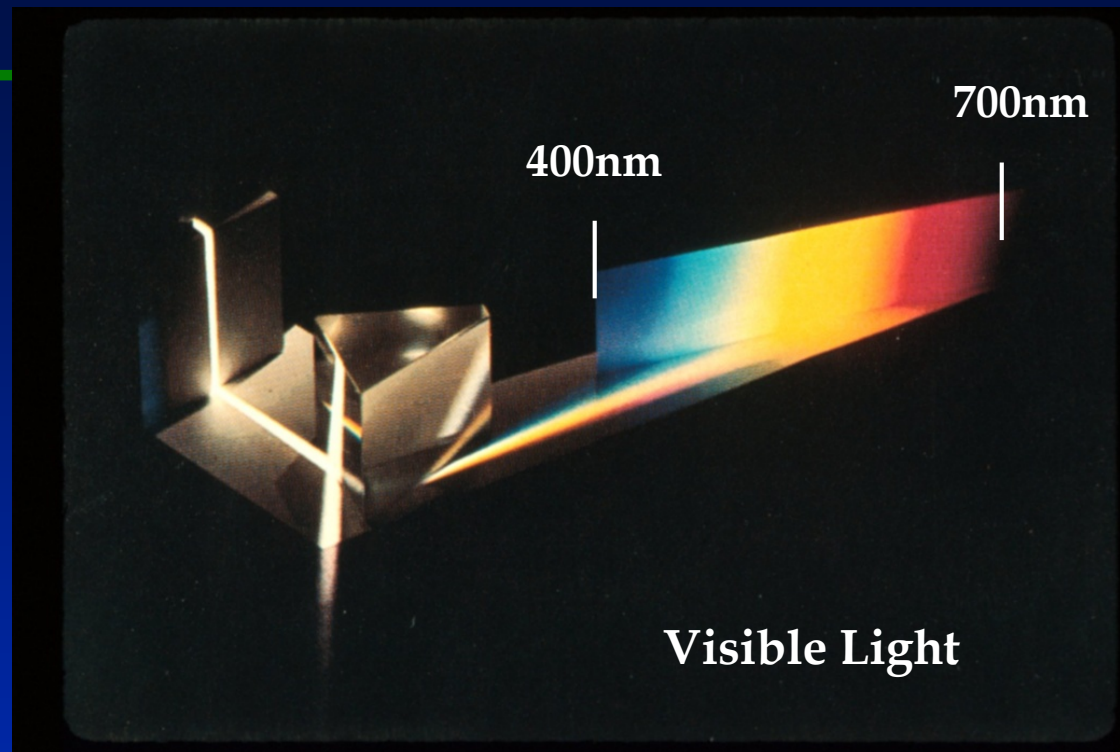
Human Hair

50 μ m



Integrated Chip

32nm



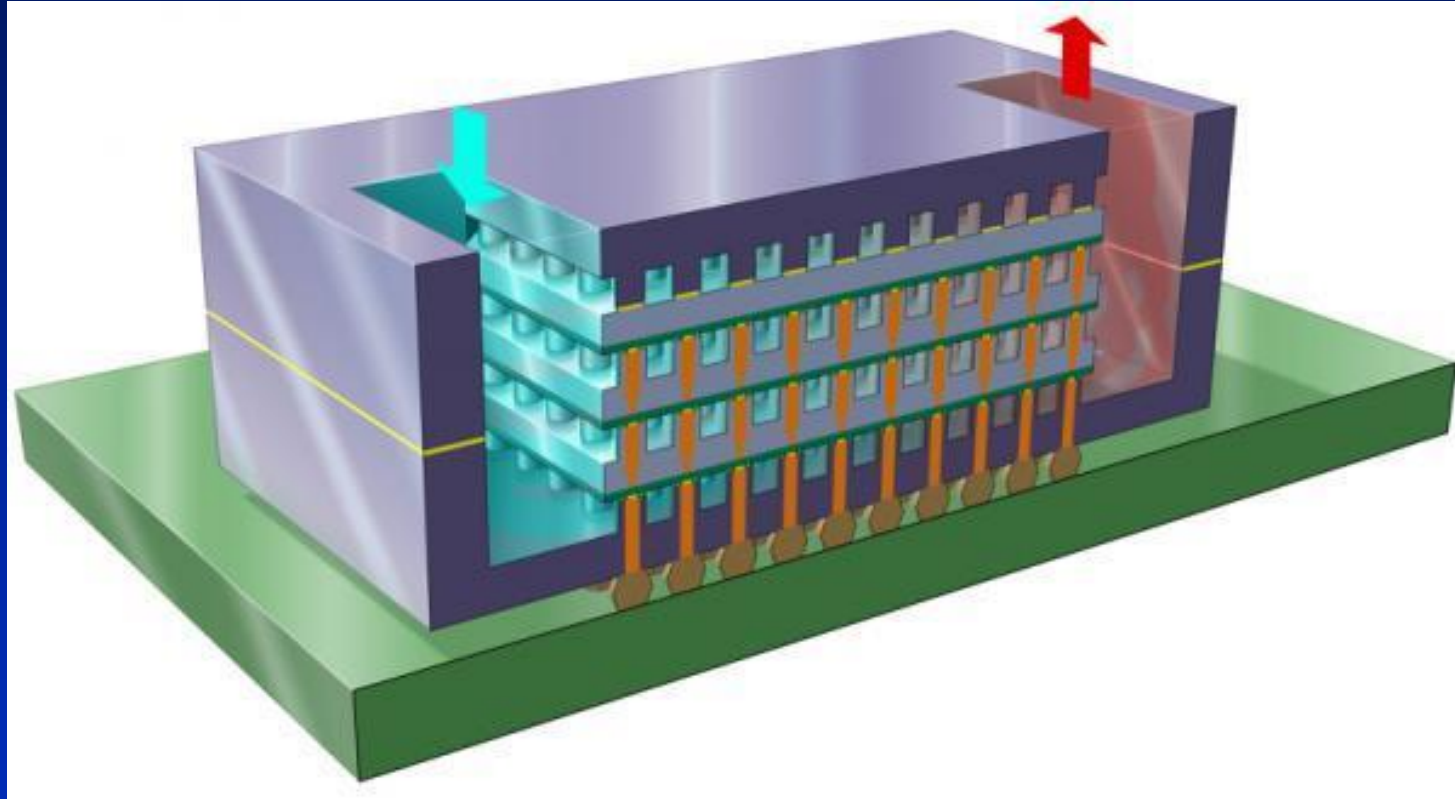
-
- How long can Moore's Law continue?
 - What are the limits to this integrated circuit technology?

“There are two constraints:

- The finite velocity of light*
- The atomic nature of materials”*

- Stephen Hawking

IBM's Chip Stacking Technology



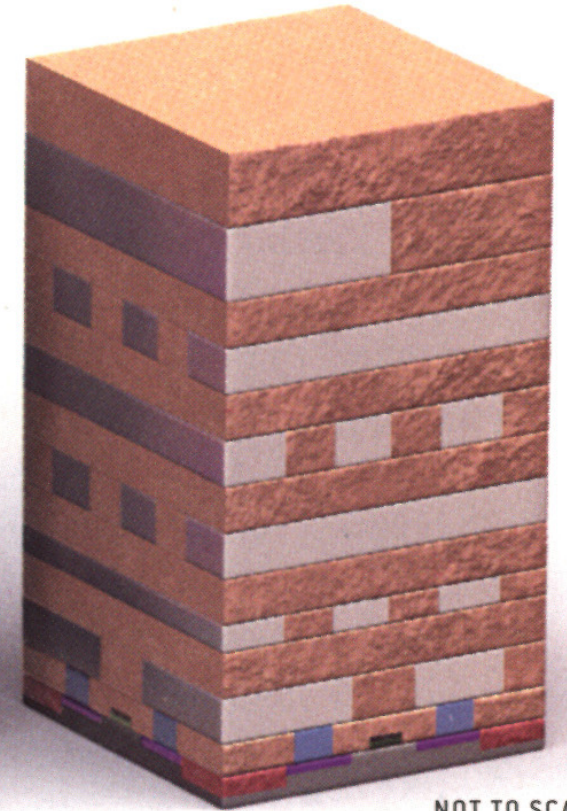
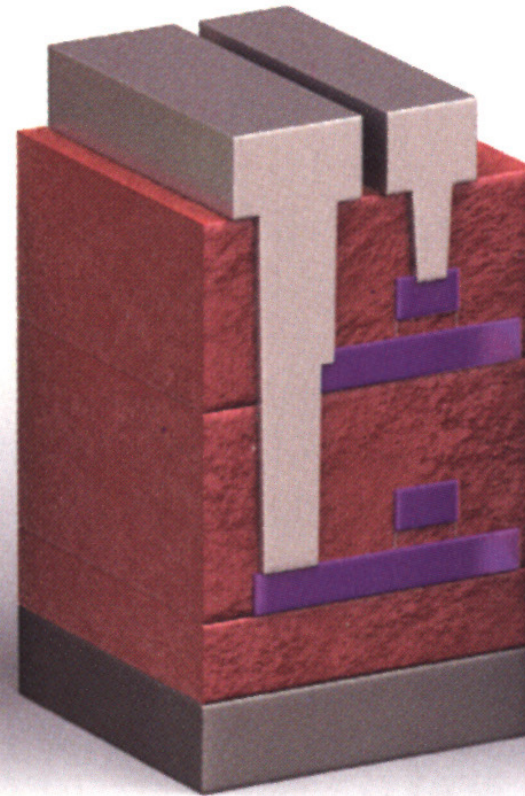
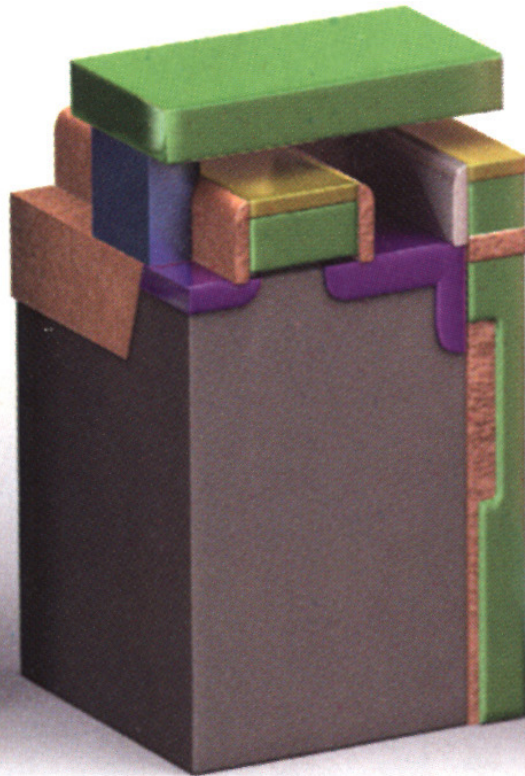
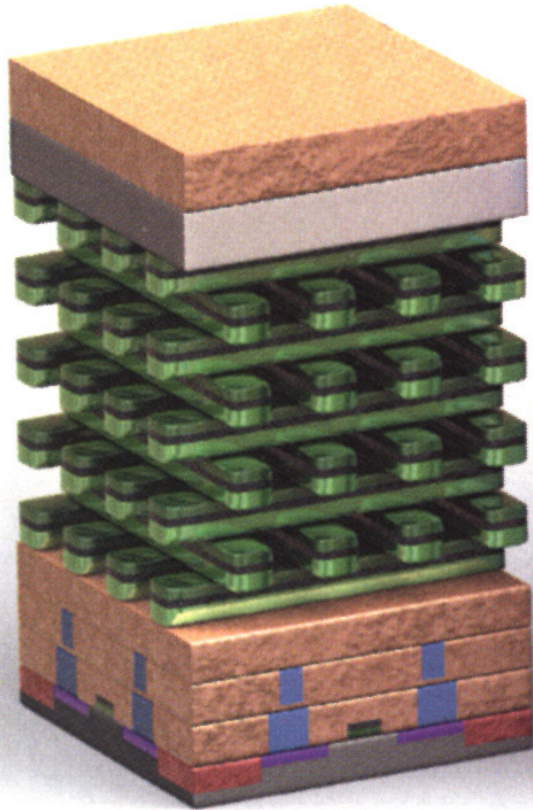
Interior Structure of 3-D chips

3-D Volatile Memory
[Matrix Semiconductor]

2-D Random-Access Memory
[IBM 256-Megabit]

3-D Logic Circuit
[Lab Prototype]

2-D Microprocessor
[Advanced Micro Devices Athlon]



NOT TO SCALE

■ Monosilicon substrate

■ Insulators

■ Aluminum wires

■ Polysilicon

■ Tungsten plugs

■ Ion-doped silicon

■ Isolation oxides

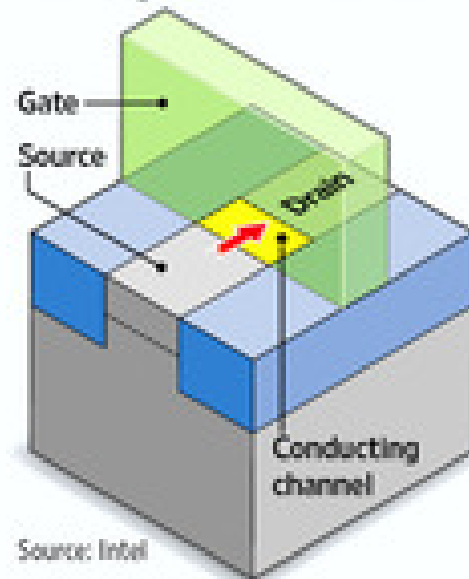
■ Silicide

Intel's Move Into 3-D

The chip maker breaks from conventional approaches to make transistors.

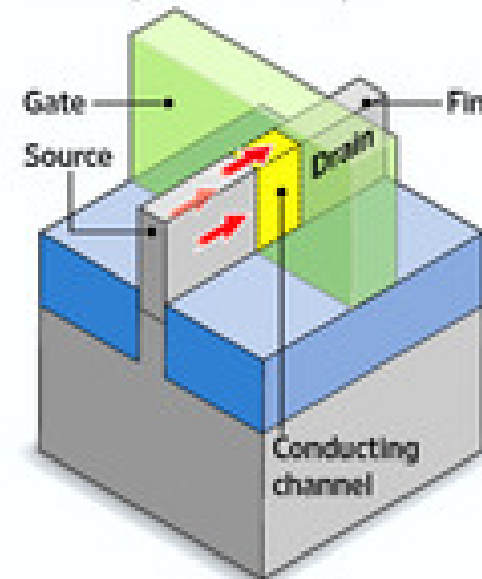
Conventional transistor:

Electrons flow between components called a **source** and a **drain**, forming a two-dimensional **conducting channel**. A component called a **gate** starts and stops the flow, switching a transistor on or off.



Source: Intel

Intel's new transistor: A fin-like structure rises above the surface of the transistor with the **gate** wrapped around it, forming **conducting channels** on three sides. The design takes less space on a chip, and improves speed and reduces power consumption.



“Every economic era is based on a key abundance and a key scarcity.”

*George Gilder,
Forbes ASAP, 1992*

What are the key scarcities?

Computer Processing

Case Studies

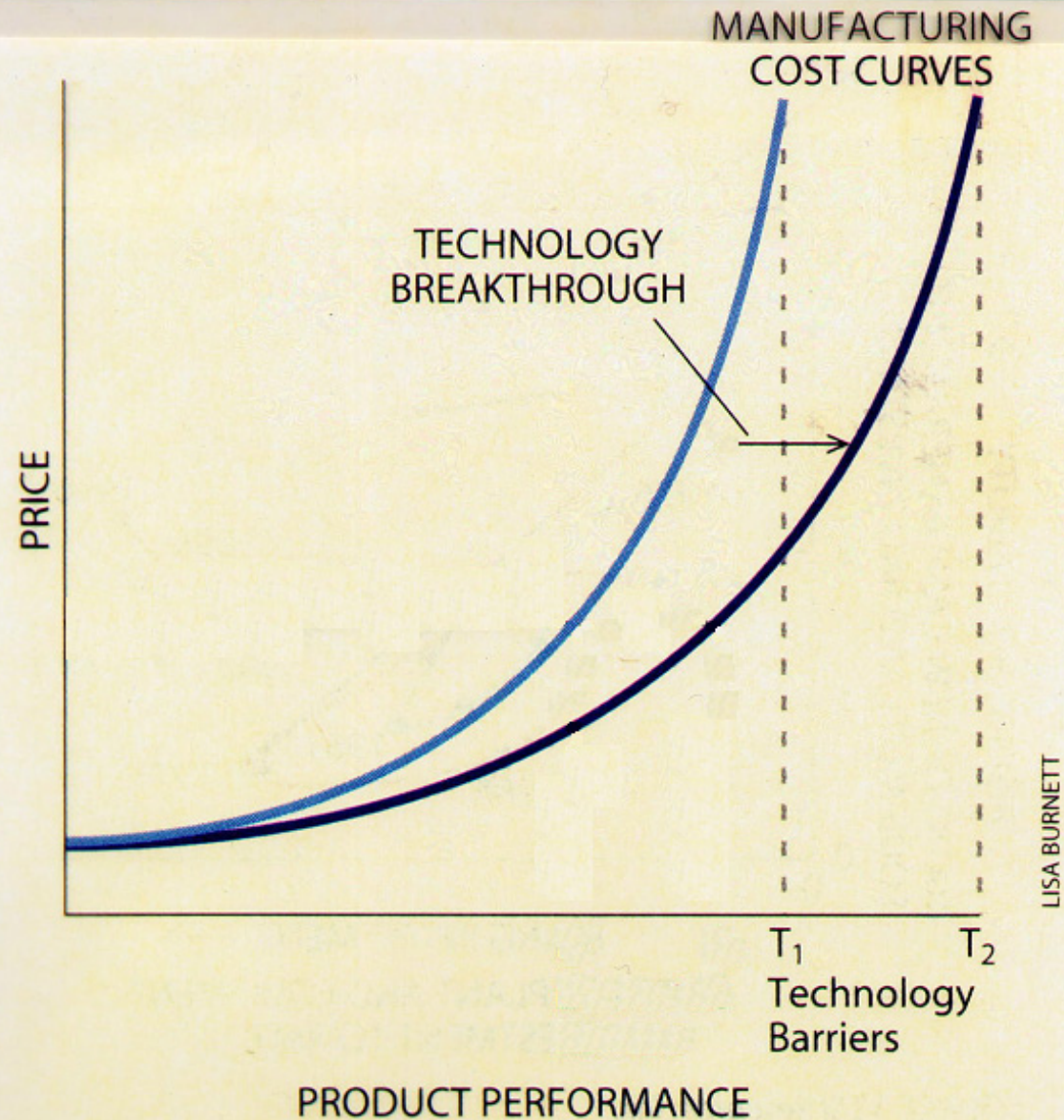
NBAY 6120

March 6, 2018

Donald P. Greenberg

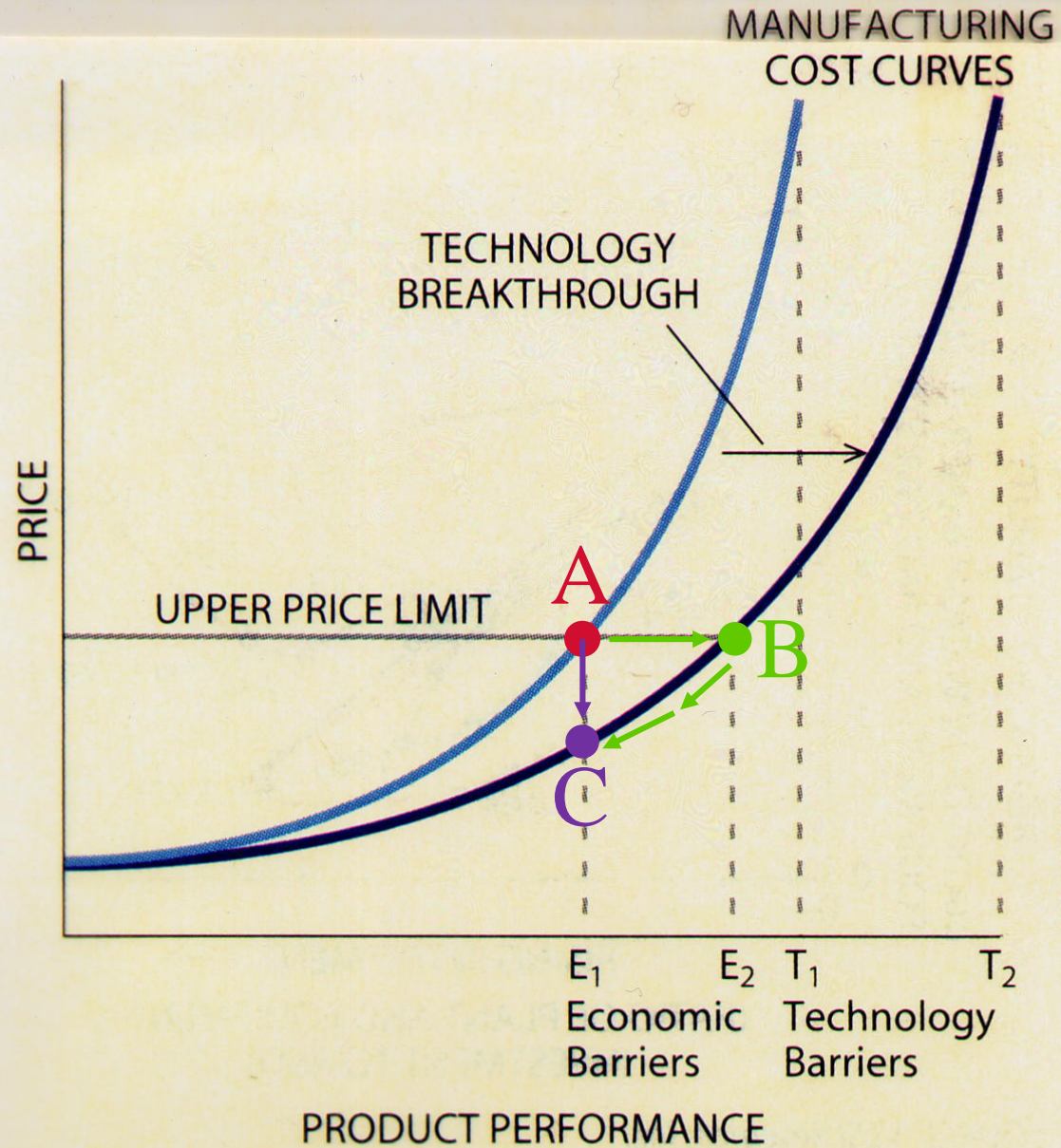
Lecture 2

PRICE VERSUS PERFORMANCE



SOURCE: VLSI Research, Inc.

PRICE VERSUS PERFORMANCE



LISA BURNETT

SOURCE: VLSI Research, Inc.

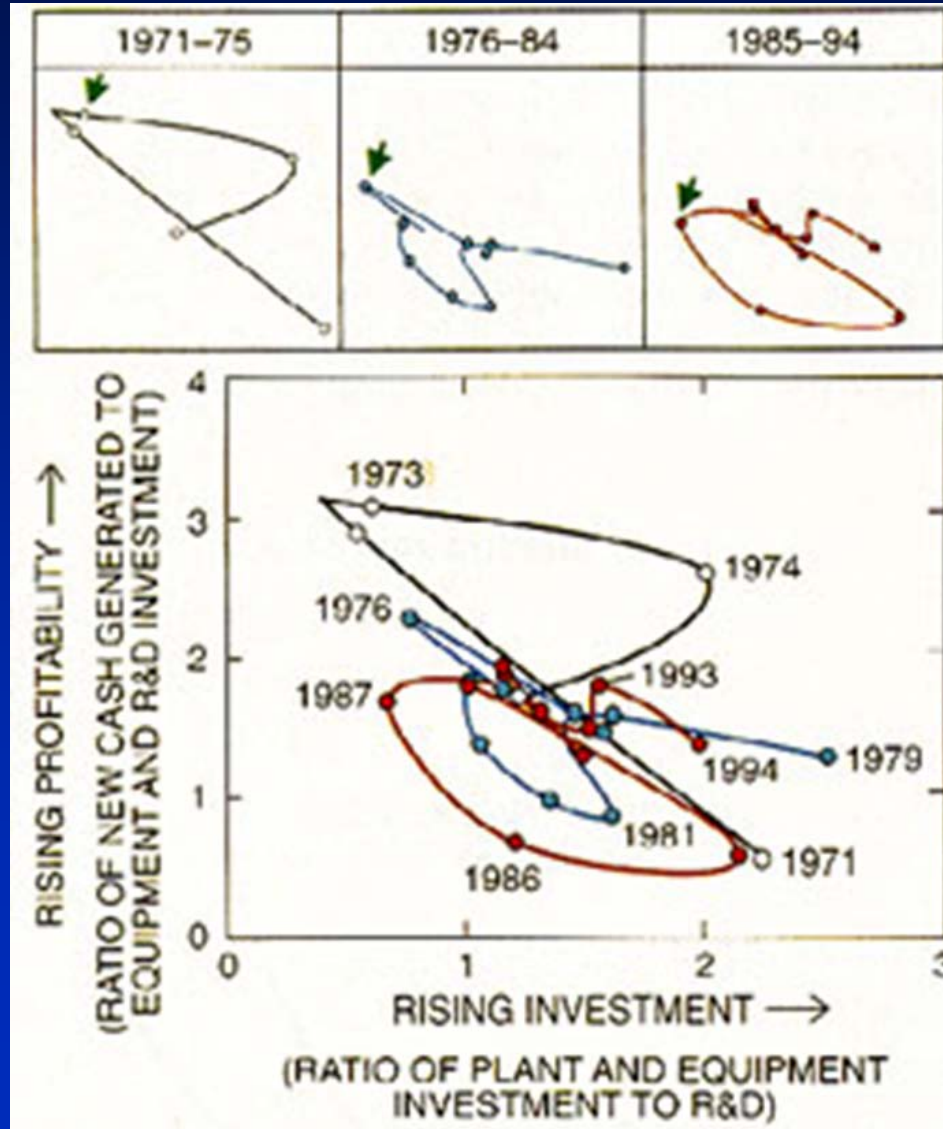
How do you predict what the technology, manufacturing cost, **market demand**, **market supply**, and competition will be five years in the future?

Return on Investment (ROI) Model does not work well

Difficulties:

- How long does the product last?
- What is the price (revenue)/unit?
- Exponential change
- Non-linear pricing behavior
- Competition (monopoly pricing)
- Prediction of demand
- Technical obstacles

Profitability vs. Investment in the Computer Industry



Profitability vs. Investment in the Computer Industry

Rising Profitability

Measured by ratio = $\frac{\text{cash generated during year}}{\text{investments made in new technology previous year}}$

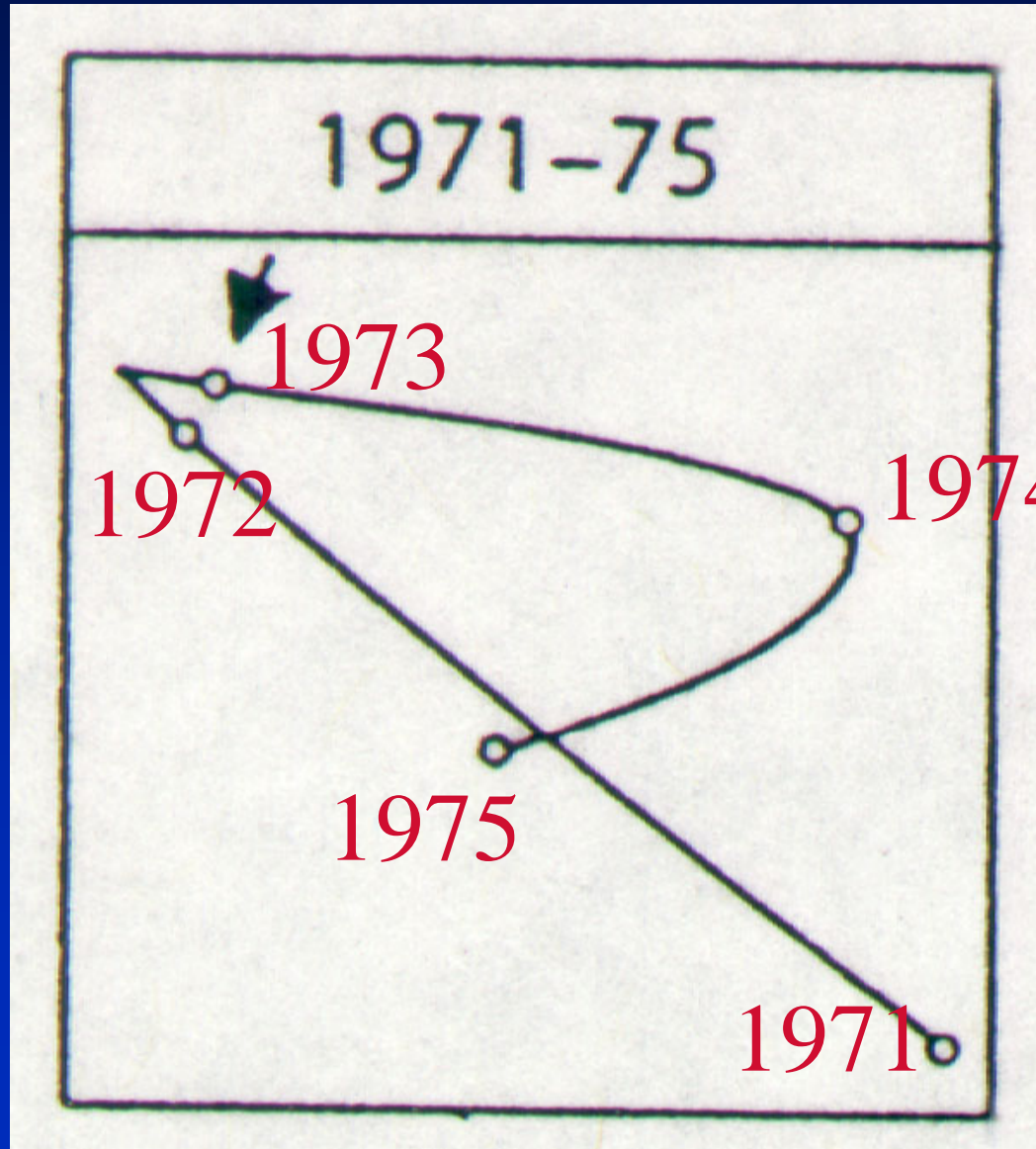
where new technology = new equipment + R & D

cash = gross profit (including R & D)

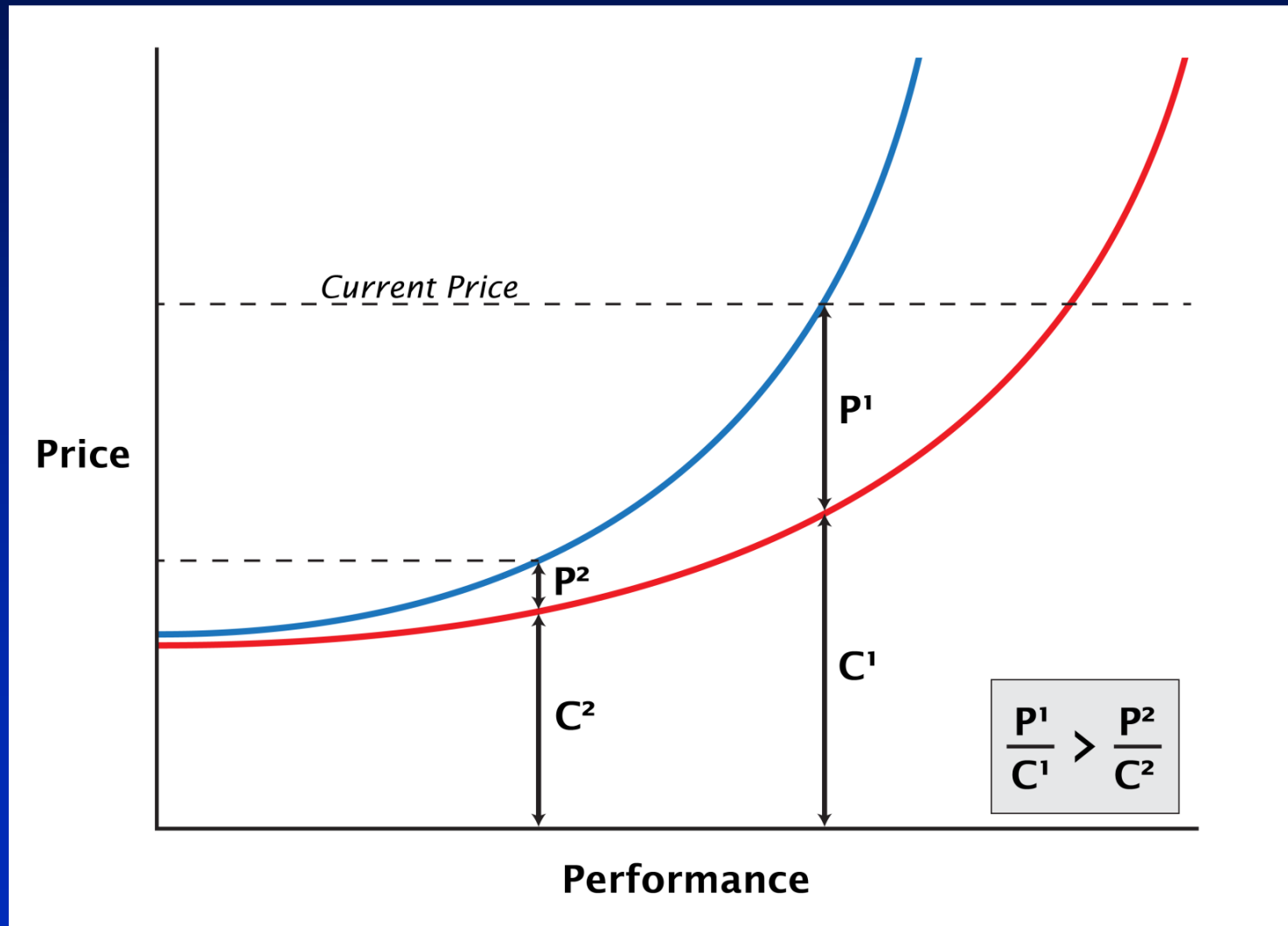
Rising Investment

Measured by ratio = $\frac{\text{plant \& equipment investment}}{\text{R \& D}}$

Profitability vs. Investment

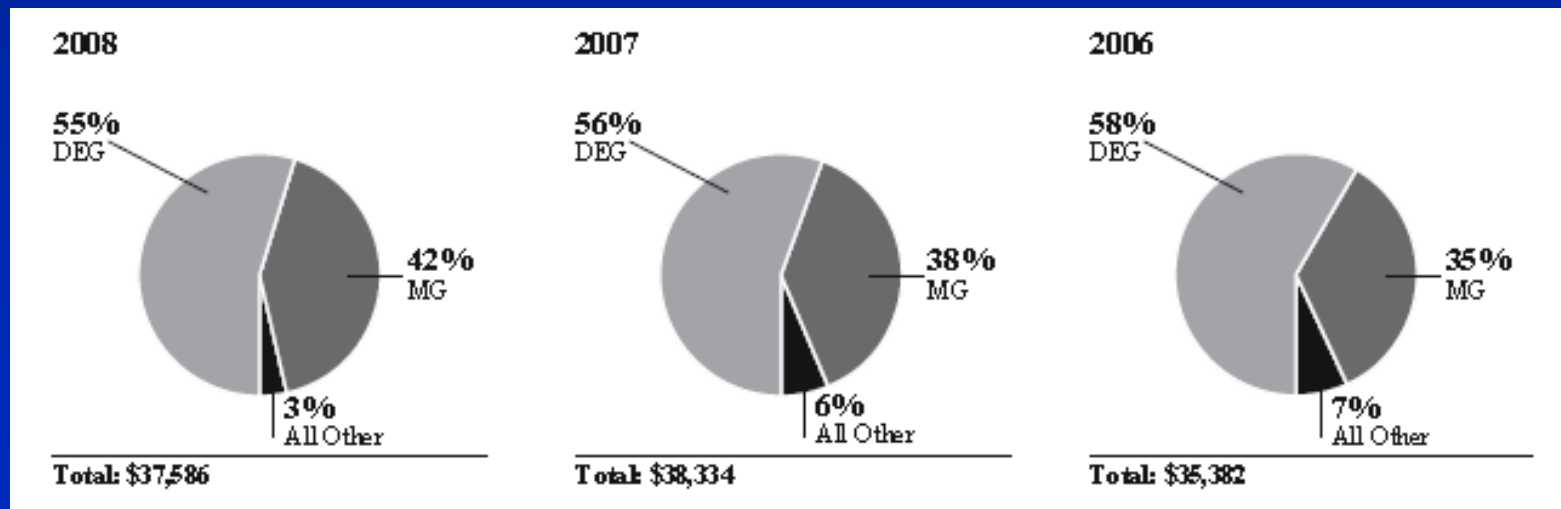


Diminishing Profitability



- Mobile microprocessors ASP's are less than desktop microprocessor ASP's.
- In 2007 gross margins were negatively impacted by declining ASP's and higher start-up costs for the new 45nm process technology.
- At the end of 2007, Intel had roughly \$20B cash.

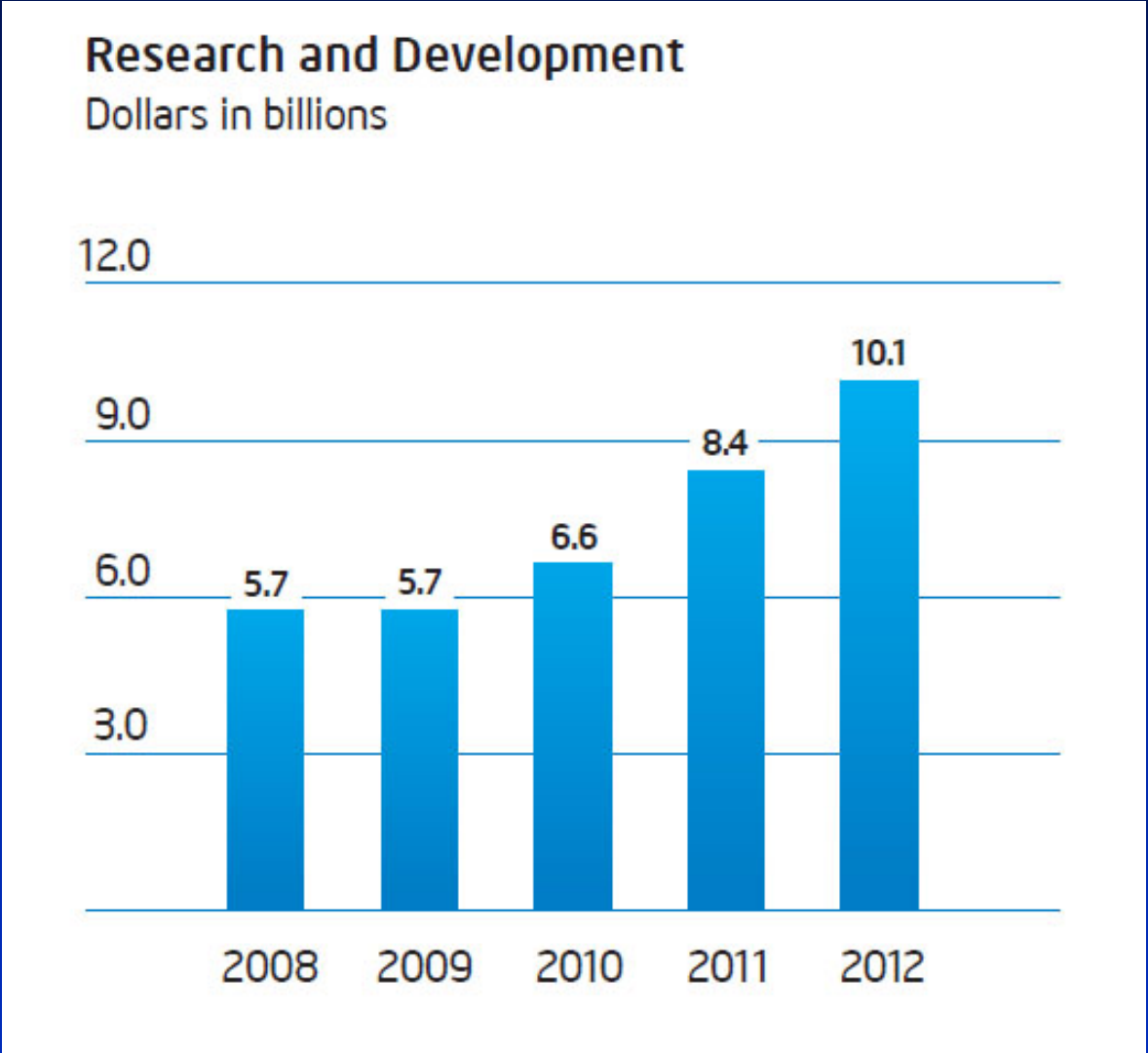
- In 2008 the average selling price for all products continued to decline
- The revenues for the mobility group as contrasted to the digital enterprise group continued to increase



Percentage of Revenue
(Dollars in Millions)

Intel Research & Development

2012



Obama at Intel

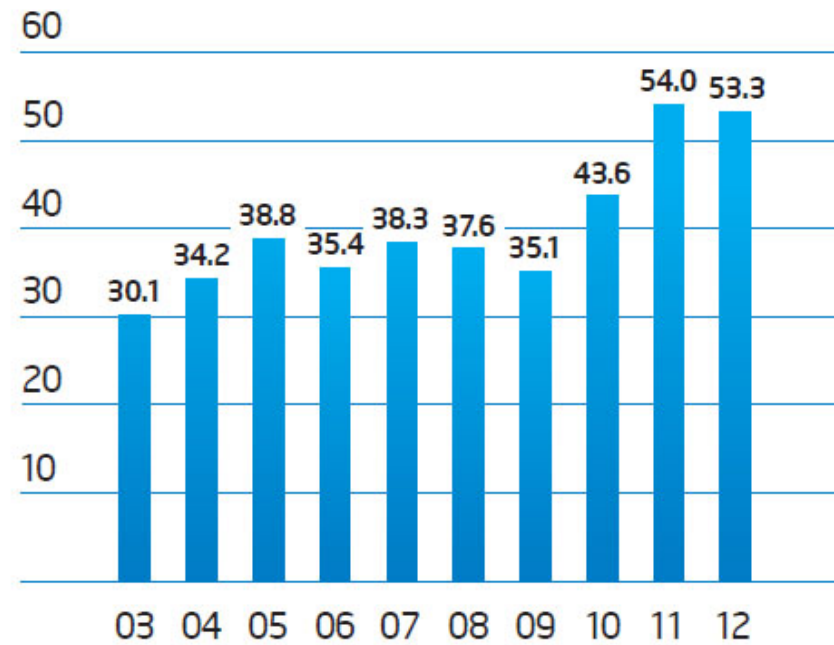
2012



Intel Net Revenue

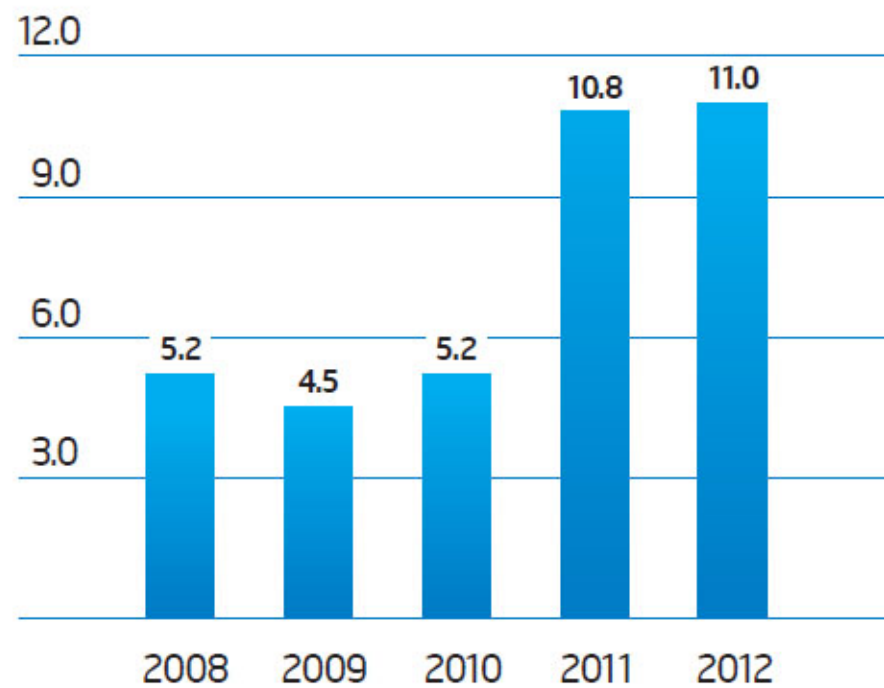
2012

Net Revenue
Dollars in billions



Capital Additions to Property, Plant and Equipment

Dollars in billions



- Intel announced that it would spend \$9B to upgrade four fabrication plants to move to 22nm technology (one in Israel).
- ARM and IBM announced a joint agreement to move to 14nm technology.

Computer Industry Problem

2013

- The high price servers are representing a much smaller percentage of revenue stream
- The prices of laptops and netbook computers are continuing to decrease
- Competition and price wars in the mobile computing segments (mobile phones, smart devices, tablets) are fierce

Intel cancels 14nm Fab 42 in AZ, due to increasing competition from ARM



- Intel again delays 10nm technology. It will depend on revenue increase from Windows 10 and its new Skylake processor.
- The second generation of 14nm production technology had significant yield improvements.
- At the same time, Intel moved to purchase Altera so it could shift from PC's to mobile devices.

Intel's \$7B Investment

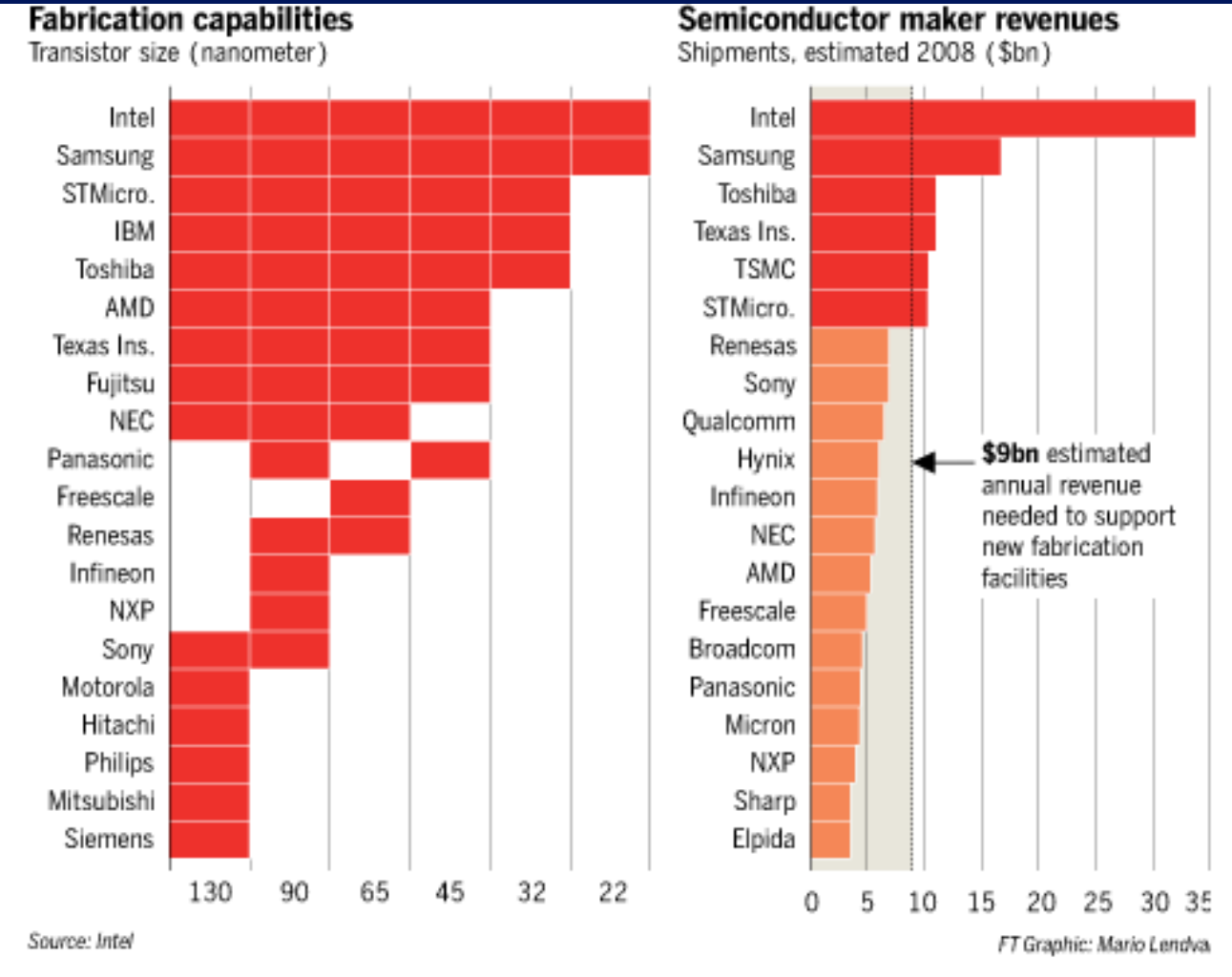


Potential Plans

- 7 nanometer chip technology
- 5 G Networks
- Drones

Fewer companies can deliver smaller and more powerful chips

July 20, 2009



Foundry Model

- Many companies (Integrated Device Manufacturers, IDMs) design and manufacture integrated circuits (efficiency through vertical integration)
- Today, there are many companies that:
 - only design devices (fabless semiconductor companies),
 - as well as *merchant foundries* that only manufacture devices.
- The *foundry model* is a business vision that seeks to optimize productivity.
- In 1987, the world's first dedicated merchant foundry opened its doors: Taiwan Semiconductor Manufacturing Company (TSMC)

TSMC's Customers

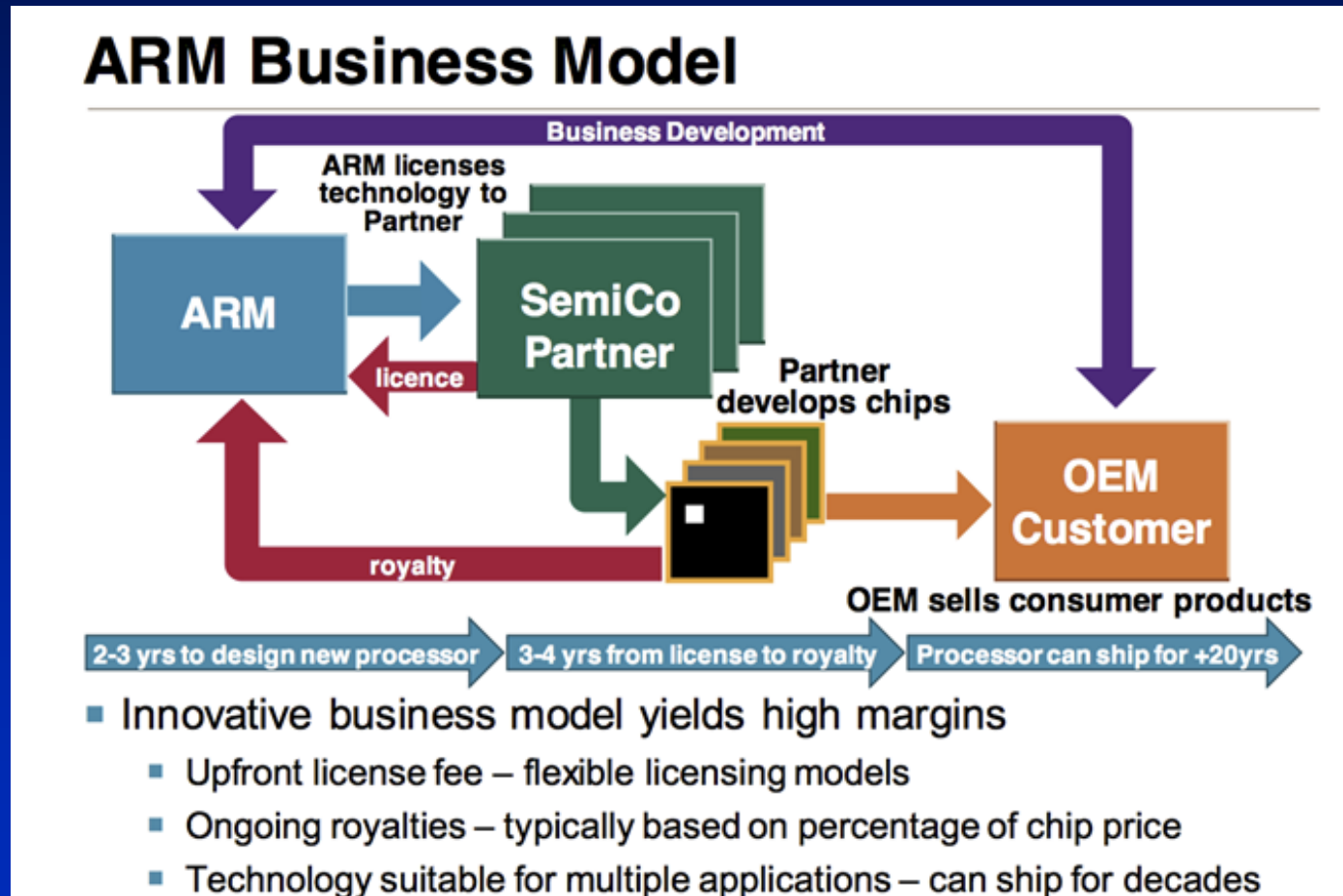
- Manufacture's chips for
 - Qualcomm
 - Nvidia
 - Advanced Micro Devices (AMD)
 - Broadcom, Altera
 - > (even some for Intel & Texas Instruments)
 - Apple's A5, A6 for iPad & iPhone
 - Apple's new A8

TSMC's Fabrication Plants

2014

- TSMC had **four 300mm wafer plants** in Taiwan
- TSMC had **four 200mm wafer plants** in Taiwan
- TSMC had **one 200mm wafer plant** in Shanghai, Washington State, Singapore, and other smaller plants.

ARM Holdings - Business Model



ARM Holdings

- Original name was Acorn Computers
- In 1990 a new customer arrived, Apple: and company was renamed **Advanced RISC Machines (ARM)**

“Watts are more important than MIPS or FLOPS”

- George Gilder

ARM's Customers

- Apple (iPhone 5, iPad, iPhone 5s, iPhone 6, etc.)
- Samsung (Galaxy S4, S5, etc.)
- Qualcomm (Snapdragon)

Japan's Softbank Purchased ARM For \$32B

2016

- Influenced by the growing “Internet of Things” (IOT)
- Price was greater than 40% over the closing stock price

Predicting Demand

How do you predict what the technology, manufacturing cost, **market demand**, **market supply**, and competition will be five years in the future?

Marketing & Advertising Strategies in the Computer Industry

- > *In a fast moving technology, how do you market your product?*
- > *How do you get brand name recognition?*
- > *When do you start advertising?*

What is MMX?

- First major extension to x86 instruction set since 1985
- 57 new instructions to accelerate:

2D & 3D graphics

Video

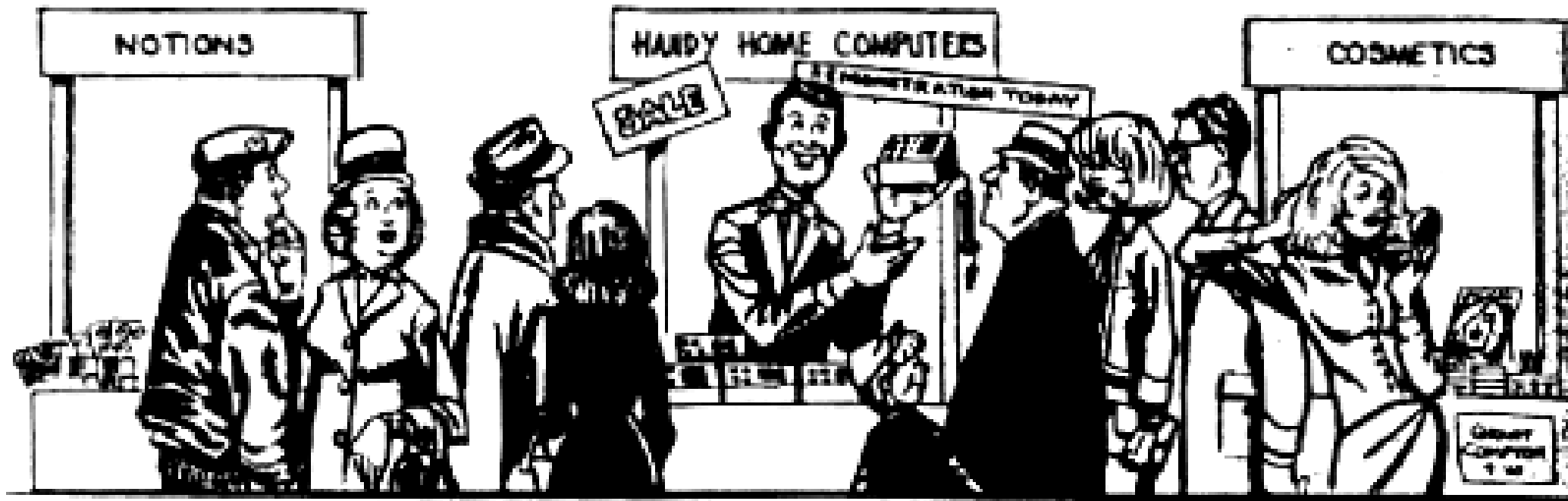
Speech synthesis and recognition

Lessons Learned?

- Need to completely integrate new product development, production capacity, advertising and marketing
- New products need to be introduced frequently to keep ASP constant or at high levels
- Case explains the drive for continually shrinking technology

Moore's Original Article

1965



“Every economic era is based on a key abundance and a key scarcity.”

George Gilder,
Forbes ASAP, 1992

END...
