



# Proposal for modeling advanced SERDES

IBM, Cadence

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# Presenters, Contributors



## Presenters / Contributors

1. Joe Abler  
IBM Systems & Technology Group  
High Speed Serial Link Solutions
2. C. Kumar  
Architect  
Cadence Design Systems, Inc.

## Supporting Contributors

1. Richard Ward  
Texas Instruments
2. Hemant Shah  
Product Marketing  
Cadence Design Systems, Inc.

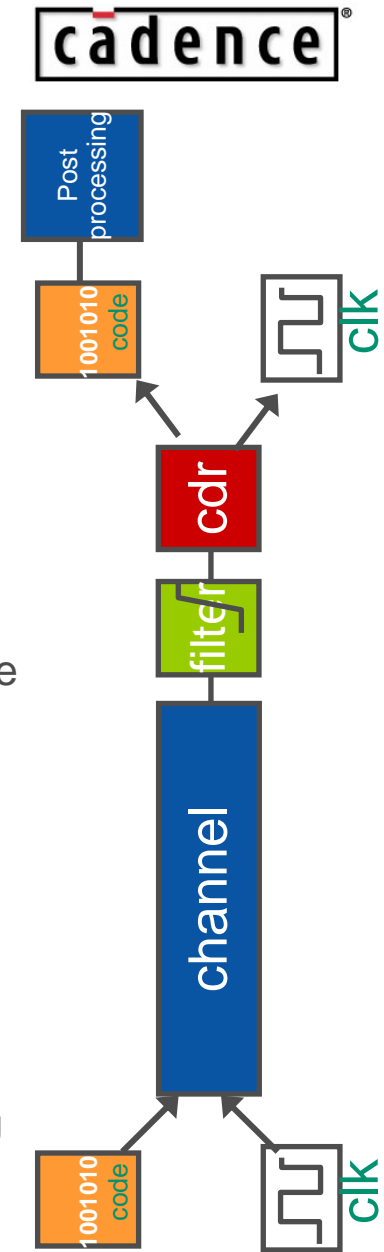
# Agenda



- Introduction / Background
- The Advanced SERDES modeling challenge
- Current Approaches
- Need for system level modeling
  - Key modeling requirements
- Proposed solution
- Benefits

# Advanced Serdes Modeling Challenges

- For 5+Gbps Serdes devices, complex signal processing *algorithms* often need to be represented, like:
  - FFE/DFE tap coefficient optimization (with/without crosstalk)
  - CDR algorithms
  - proprietary noise cancellation techniques
  - proprietary post-processing of data
- Architectural level exploration required
  - Algorithms are easy to represent and already exist at design level
  - They are typically modeled in higher level programming languages like C or Matlab
- These algorithms are very difficult to represent with traditional device modeling techniques
  - Long run times even if you can create them
- There is currently no industry-standard way to represent algorithms
  - IP suppliers have developed & distributed their own proprietary tools, increasing their support costs
  - No interoperability for systems company users



# Limitations of Device Level Modeling



- **Device level models have always been very simple with significant limitations**
  - Combination of Tx output stage with Rx load model
  - Do not even provide a complete jitter budget analysis
- **These models allow one to:**
  - Analyze the ISI introduced across the channel
    - Which must be factored into an independently (hand-calculated) jitter budget
  - Determine optimum pre-emphasis and launch voltage settings
  - Do basic electrical compatibility checking across vendor parts
- **This worked when:**
  - Jitter budgets were vast and generous (relatively)
  - Eyes were open & receiver equalization not required
  - Tx drivers only had a handful of pre-emphasis and launch voltage settings to twiddle with
  - Device non-linearity was a primary consideration
  - Other system effects had insignificant impact on overall performance
    - Crosstalk, Data pattern dependencies, Duty cycle distortion, CDR misalignment, .....
- **Extending this approach does not appear adequate nor practical**
  - Need to accurately model end to end equalization architecture
- **Need to move to system level modeling and channel analysis**

# The Need for System Level Modeling



- **As speeds increase, system level effects have significant performance impacts**
  - Crosstalk
  - Duty cycle distortion - jitter amplification
  - DFE & CDR sampling alignment
- **DFE & CDR control algorithms are becoming more critical to system performance**
  - “Reference model” approaches (ala StatEye) will quickly become inadequate
  - Exclusion of algorithms will not allow accurate modeling of next generation systems
  - Algorithms are vendor specific, and modeling platform must provide a capability to support these
- **Complexity of serdes architecture and simulation requirements continue to grow**
  - Advanced DFE control algorithms
  - Adaptive equalization algorithms
  - Receiver FFE/DFE combinations
  - Complex crosstalk cancellation technologies
- **End to end linearity is a valid assumption**
  - Devices are designed for high linearity to optimize DFE performance
  - Device level modeling of I/O is less critical (particularly when AC coupled)

# Data Pattern Dependencies/Xtalk Effects



- Adequate simulation time required to capture system level effects
  - Data pattern dependencies
  - Crosstalk
- Simulation results for example case
  - Tyco Case 6
    - Includes Tyco xtalk channels
  - 10.3 Gbps operation
  - Random data
  - Only simulation length is varied
- Modeling approach must allow fast, efficient simulation
  - Else an inoperable channel can easily be evaluated as a channel with margin
  - IBM recommends the following simulation times:
    - 1M bit times for through channel analysis
    - 10M bit times for crosstalk analysis

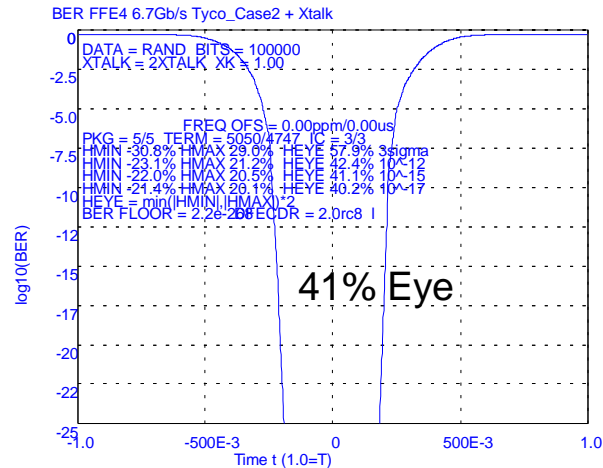
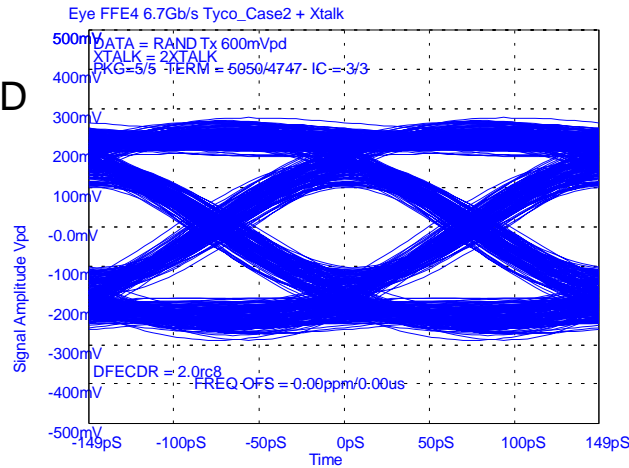
| Sim length<br>(bit times) | Sim time<br>(minutes) | Heye margin<br>(BER E-12) | Heye margin<br>(BER E-15) | Heye margin<br>(BER E-17) |
|---------------------------|-----------------------|---------------------------|---------------------------|---------------------------|
| 100K                      | 0.2                   | 19.8%                     | 17.9%                     | 17.0%                     |
| 1M                        | 1.6                   | 12.5%                     | 11.3%                     | 10.4%                     |
| 10M                       | 20.9                  | 8.4%                      | 5.8%                      | 4.9%                      |
| 100M                      | 159                   | 6.7%                      | 2.9%                      | 0.4%                      |

# Tx DCD Effects through Lossy Channel



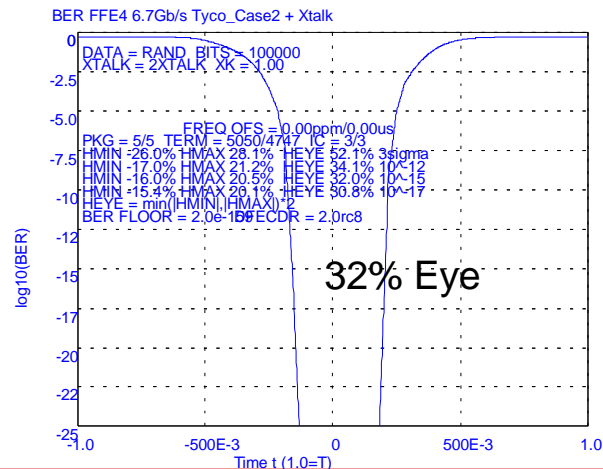
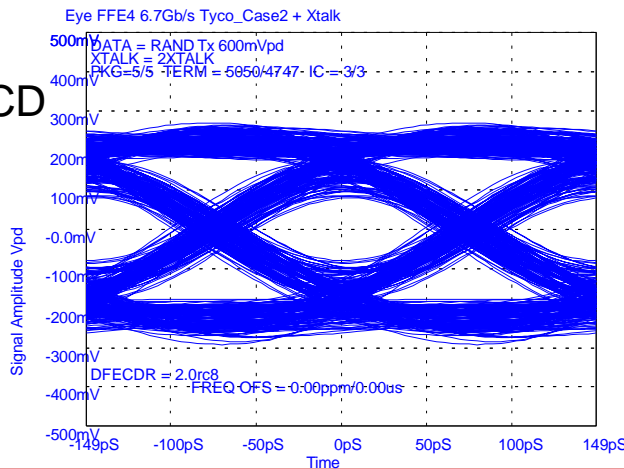
- Tx DCD (& resulting jitter amplification) can quickly close an eye...

0% DCD



41% Eye

3.1% DCD



32% Eye



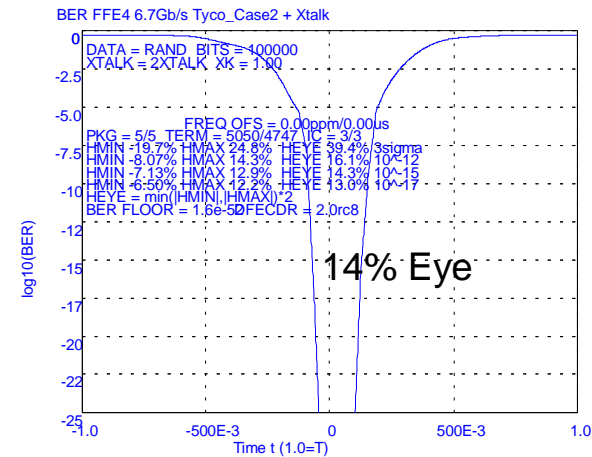
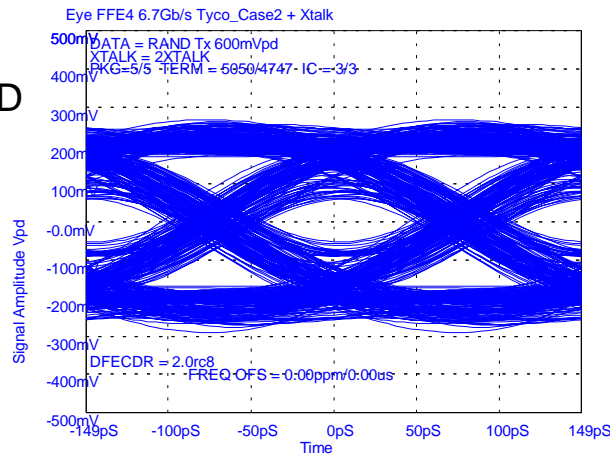
# Tx DCD Effects through Lossy Channel



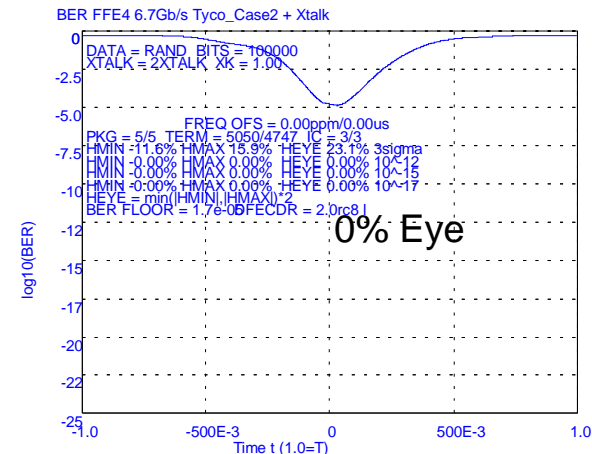
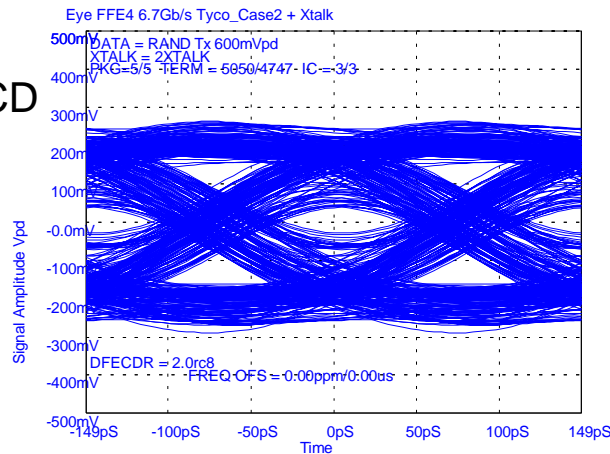
...Down to nothing!

**Control algorithms must be accurately modeled to analyze performance**

6.3% DCD



9.4% DCD



# System / Algorithmic Level Modeling



- **Performance analysis requires a complete end-to-end system model**
  - Transmit device model => package => channel => package => receive device model
  - Must account for system level impairments
    - Complete jitter budget including RJ effects
    - Crosstalk and other noise sources
- **Serdes device models must be comprehensive**
  - Include all jitter sources
  - Accurately model datapath
    - Device I/O, including parasitic extractions
    - Transmitter FFE stages
    - Receiver peaking, AGC, & DFE stages
  - Fully model control algorithms
    - DFE amplitude centering
    - CDR centering & tracking
- **Results need to provide system level analysis & information**
  - Optimization of transmit FFE coefficients
  - System level BER analysis
  - Computations to enable hardware to model correlation
    - Expected DFE coefficient settling
    - Bathtub curves

# Comparison of approaches



| <b>Key components</b>                        | <b>Circuit /<br/>Event driven</b> | <b>System<br/>simulation</b> |
|--|-----------------------------------|------------------------------|
| Filtering (FFE, DFE, VITERBIE, ..)           | Limited                           | Yes                          |
| Filter Optimization                          | No                                | Yes                          |
| CDR  | Partial                           | Yes                          |
| Jitter components                            | Partial                           | Yes                          |
| Channel Compliance                           | No                                | Yes                          |
| High Capacity Simulation (1 to 10<br>M bits) | No                                | Yes                          |
| Pre-Silicon modeling and<br>evaluation       | No                                | Yes                          |

# Key Modeling Requirements



- Ability to capture complex *algorithms*
  - DSP / Filter optimization: CDR, DFE, ...
- Minimal model development time
- High accuracy (hardware correlated) with minimum simulation time
- Protection of IP (Silicon vendors)
- Architectural modeling
  - Ability to model & evaluate IP before silicon is developed (pre-silicon)
- Integration with PCB design environment
- Interoperability of models from different IP /IC Vendors
- Supported by EDA vendors
- Available as a public standard

# Proposed Solution

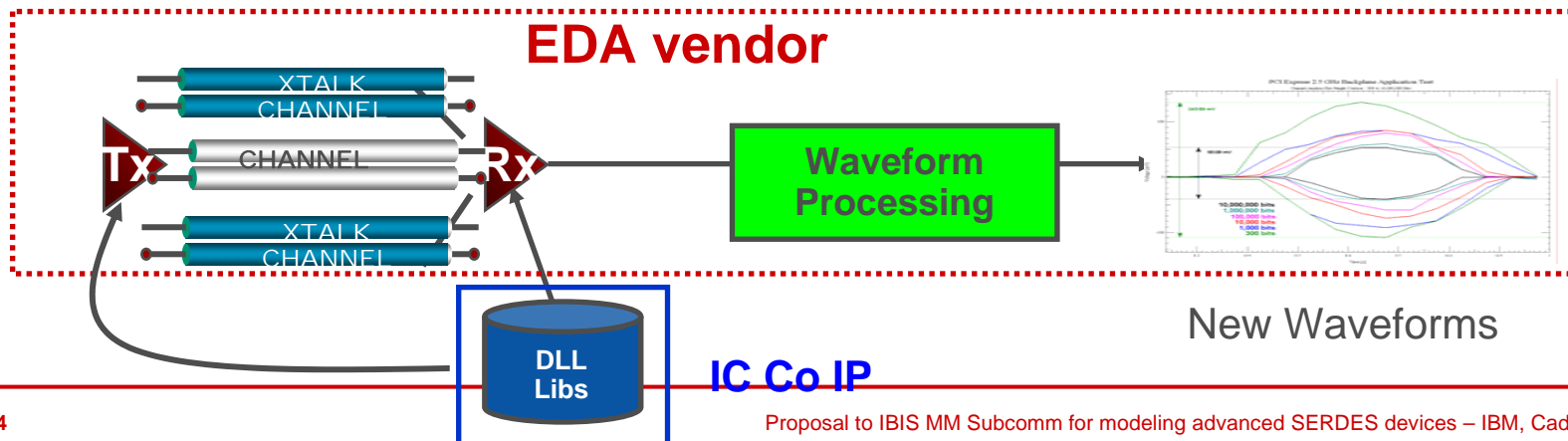


- Allow IC companies to develop “executable” algorithm based models that plug into the system level simulator
- Algorithm methodology
  - Top Down design methodology
    - The level of modeling detail is controllable by the IP vendors
  - Prevalent in SERDES IP vendors companies
  - Enables architectural level exploration / experimentation
  - Enables compliance testing

# Proposed Solution & Architecture



- Allow IC companies to develop “executable” algorithm based models that plug into the simulator through a dynamically linked library (dll)
- Simplest possible public API (C-wrapper)
- Algorithmic Models in a dll
  - Can capture and encapsulate complex algorithms
  - Can add Jitter
  - Can include CDR modules
  - Protects IP without tool-specific encryption, no simulator specific encryption needed
  - Provides SERDES and EDA vendor independent interoperability if standardized



# Simple API



- Init

- Initialize and optimize channel with Tx / Rx Model
- This is where the IC DSP decides how to drive the system: e.g., filter coefficients, channel compensation, ...
- Input: Channel Characterization, system and dll specific parameters from config file
  - **bit period**, **sampling intervals**, # of forward/backward coefficients, ...
- Output: Modified Channel Characterization, status

- GetWave

- Modify continuous time domain waveform [CDR, Post Processing]
- Input: Voltage at Rx input at specific times
- Output: Modified Voltage, Clock tics (dll specific), status

- Close

- Clean up, exit

Parameters passed by the system simulation platform are in red

# API Call Params



- long ***rx\_init*** (double \*a, long row\_size, long col\_size, double bitp, double tr, double tf, void \*\*pdll\_server\_param\_obj, void \*dll\_client\_param, char \*dllcontrol, [**genchdllmsg\_type \*\*msg**])
  - Input: Channel Characterization, system and dll specific parameters from config file
    - **bit period**, **sampling intervals**, # of forward/backward coefficients, ...
  - Output: Modified Channel Characterization, status
- long ***rx\_getwave*** (double \*wave\_in, long size, double dt, double \*clk, void \*dll\_server\_param\_obj, void \*dll\_client\_param, [**genchdllmsg\_type \*\*msg**])
  - Input: Voltage at Rx input at specific times
  - Output: Modified Voltage, Clock tics, status
- long ***rx\_close*** (void \*\*ptr\_2\_dll\_server\_param\_obj)
  - Clean up, exit

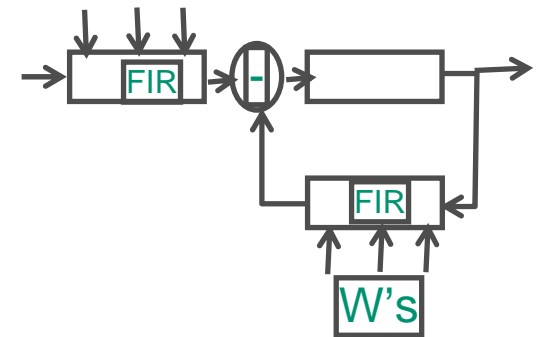
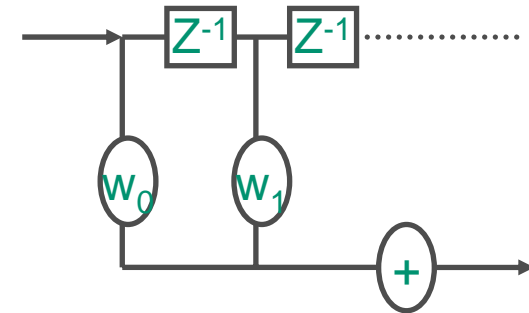
Note: items in [ ] are optional and can be 0(null)



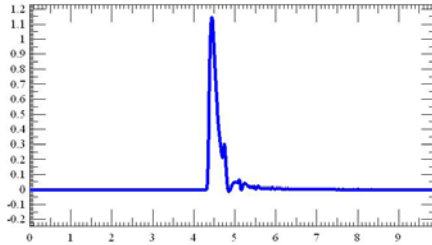
# Sample models

1. Chfffilt
  - Optimized Feed Forward Filter
2. Chdfilt
  - Decision Feedback Filter
3. Chcdr
  - Clock and Data Recovery unit with Proportional Integral (pi) control

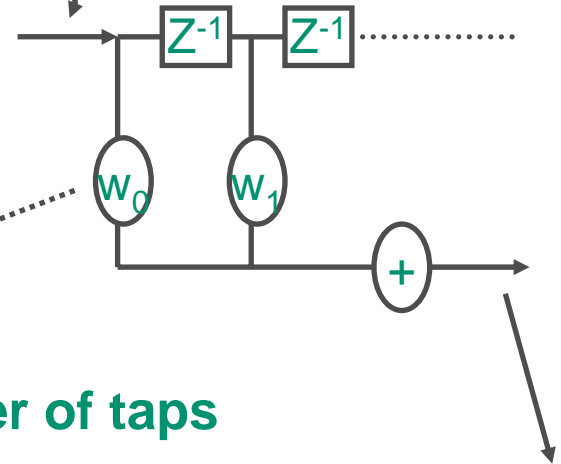
**cadence**<sup>®</sup>



# Sample FFE Filter



- Example FFE Filter
- Multi tap FFE
- MMSE Optimize FFE weights for given channel
- Apply FFE bit by bit



Adjustable number of taps

```
(chfffilt (fwd 5)(pulsein ffein.txt) (pulseout ffeout.txt))
```

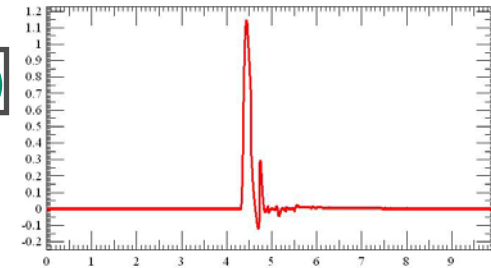
dll Name

5 taps

Parameters

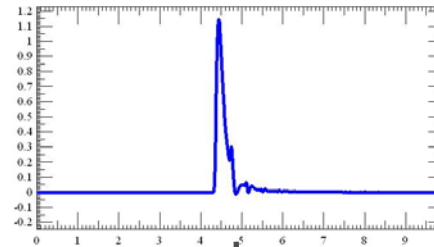
Read pulse from ffein.txt

Write pulse from ffeout.txt

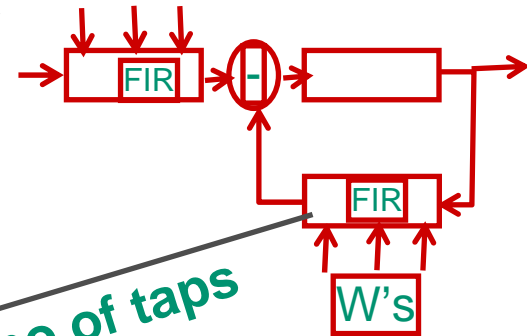


MMSE: Minimum Mean Square Error

# Sample DFE Filter



- Multitap FFE+DFE
- MMSE\* optimization for FFE
- Zero forcing DFE
- Modify pulse response



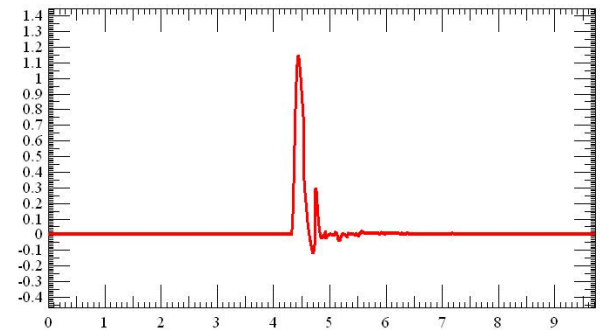
Adjustable no of taps

`chdfefilt (bwd 12)(pulseout dfeout.txt))`

Dll Name

Parameters

Backward # DFE taps

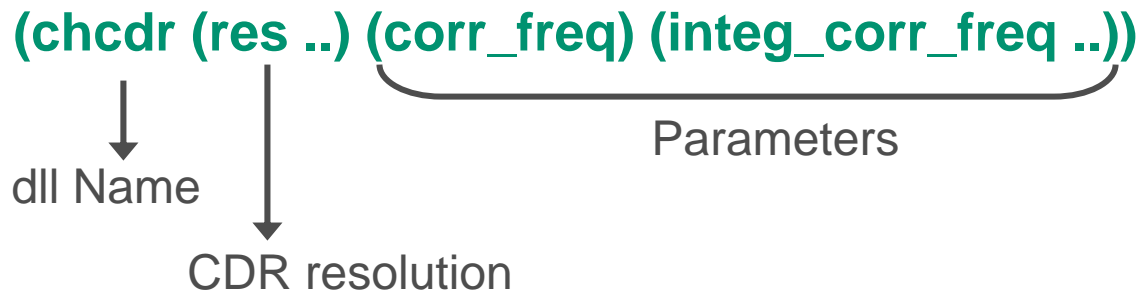
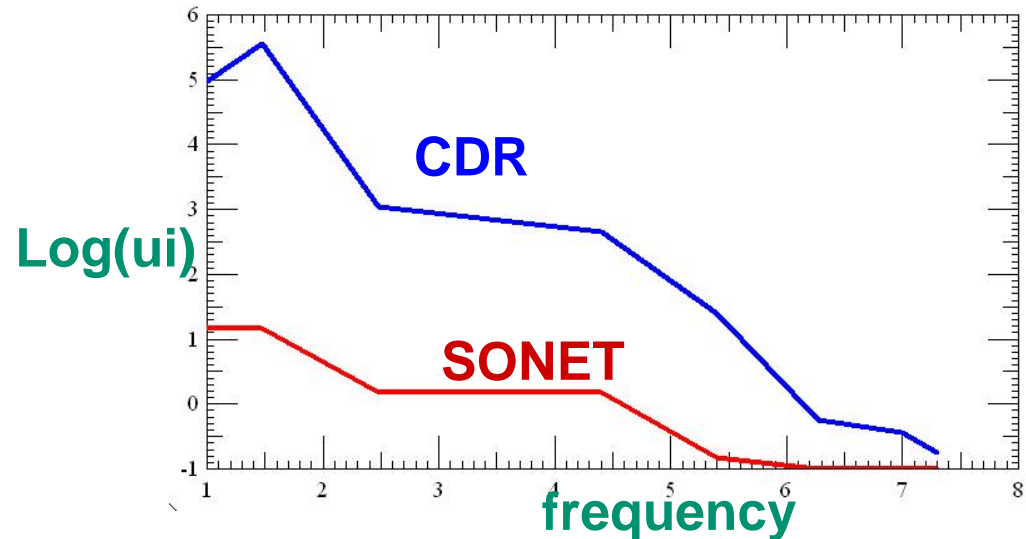


MMSE: Minimum Mean Square Error

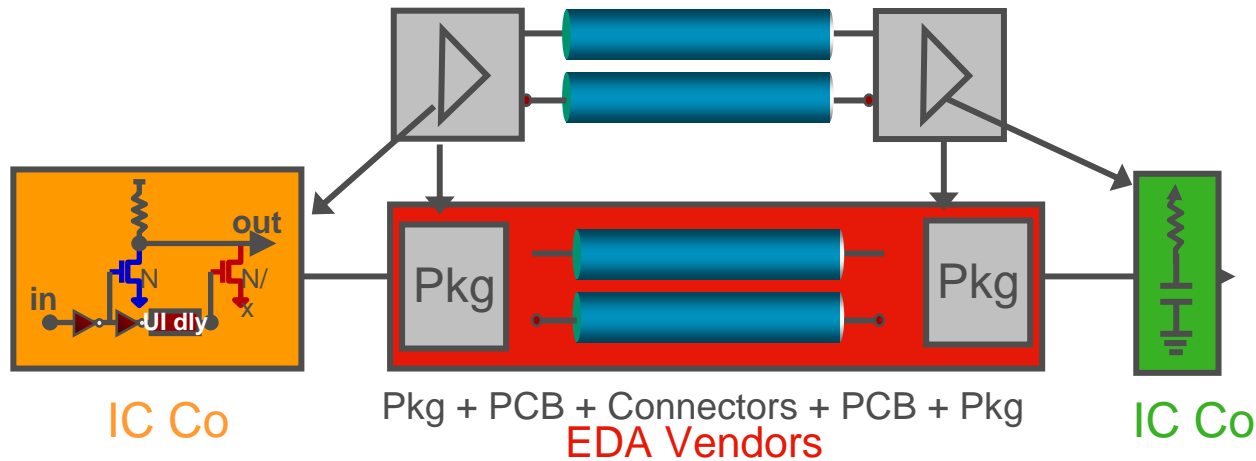
# Sample CDR model



- Clock and Data Recovery unit
- Proportional + integral error control
- Adjustable resolution
- Jitter tolerance



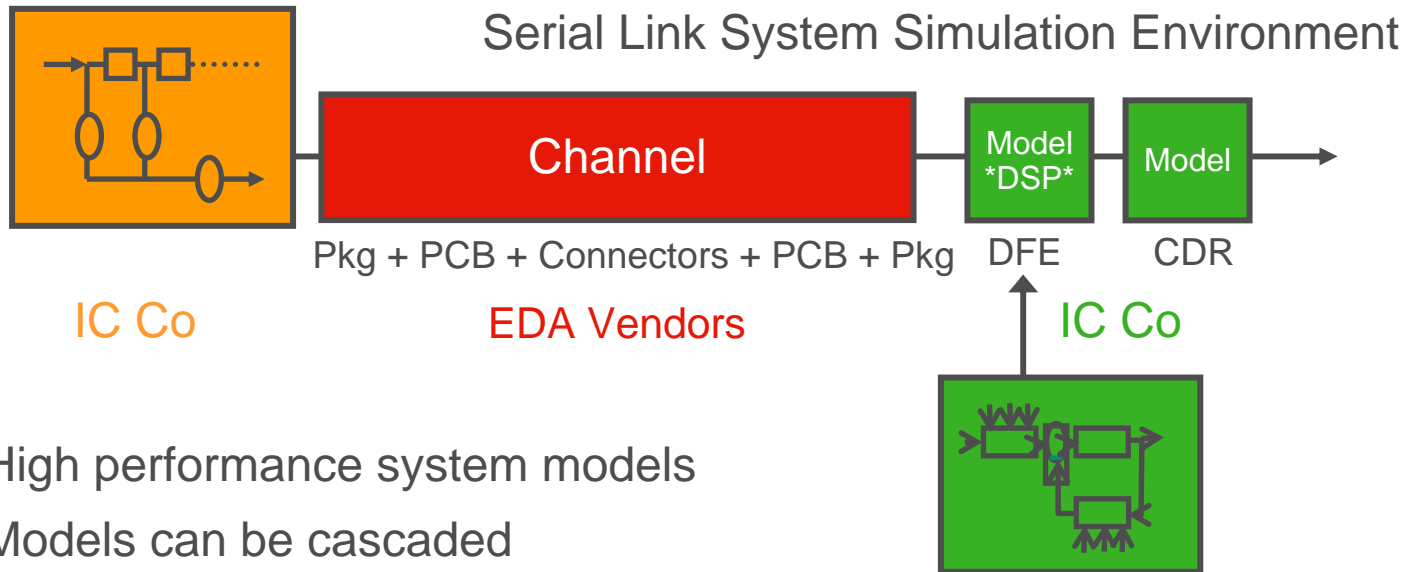
# Simulator – Model functional boundary Present – traditional circuit models



- Circuit models – behavioral, transistor, ..
- Simple models
  - Combination of Tx output stage with Rx load model
  - No jitter budget analysis
- Assumes open-eye system

# Simulator – Model functional boundary

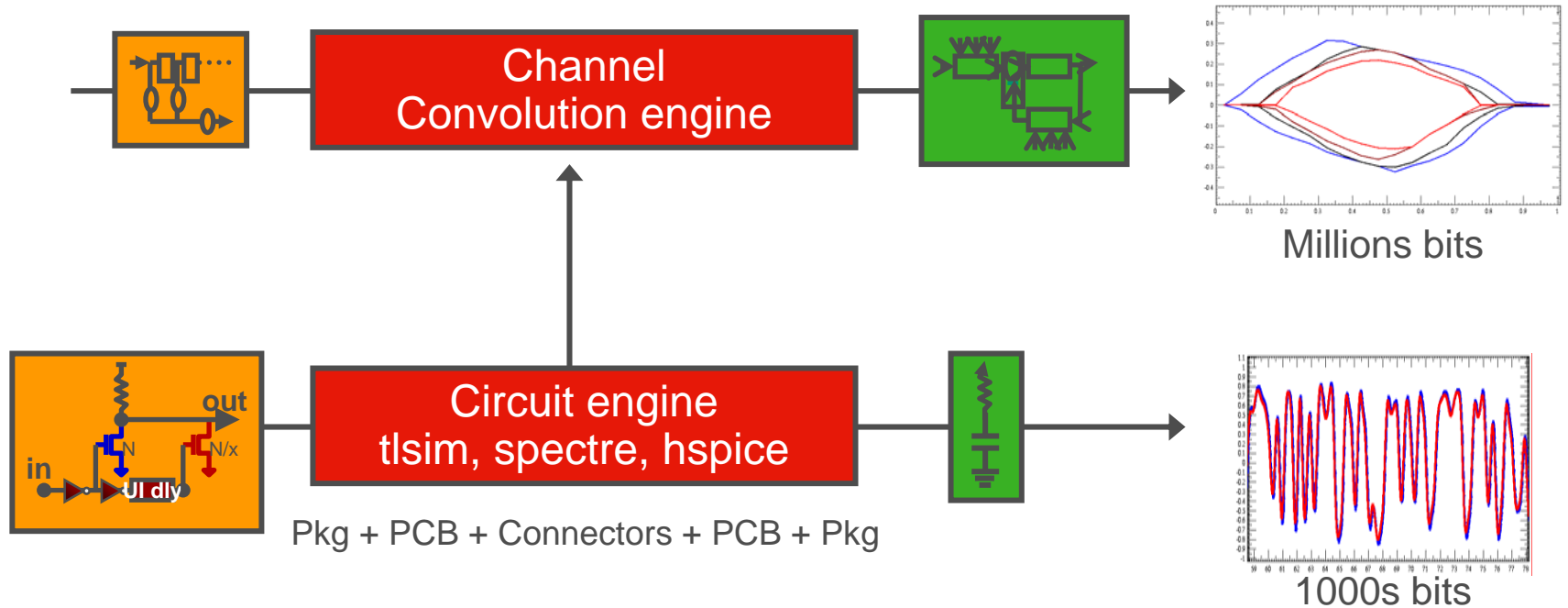
## Proposed Algorithmic modeling environment



- High performance system models
- Models can be cascaded
- In-depth modeling of internal behavior
  - Filter blocks dynamically adapt to the channel
  - Optimal channel compensation (tap settings, ..)
  - Jitter injection, tolerance
- IP Protection

# Simulator – Model functional boundary

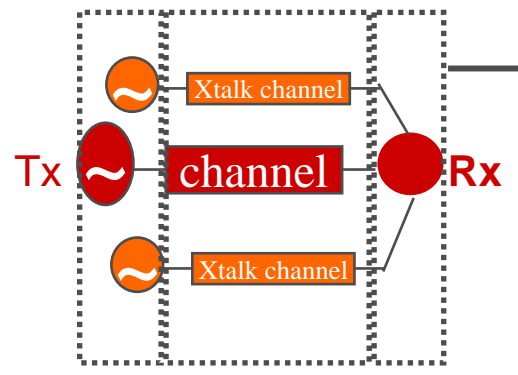
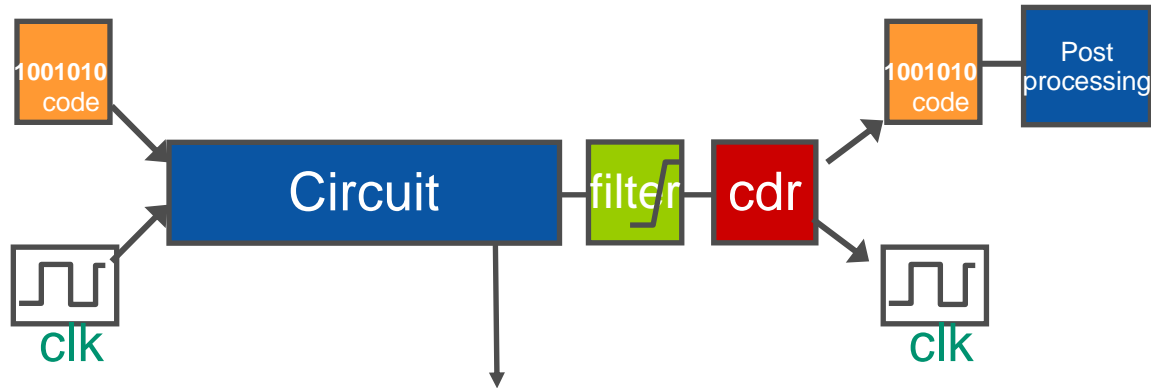
## Scalable engines, interoperable models



# Channel – Bit by Bit simulation

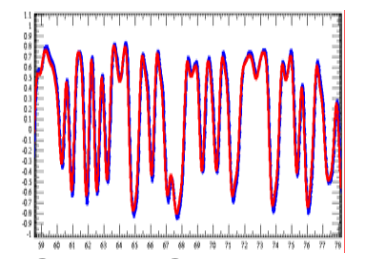
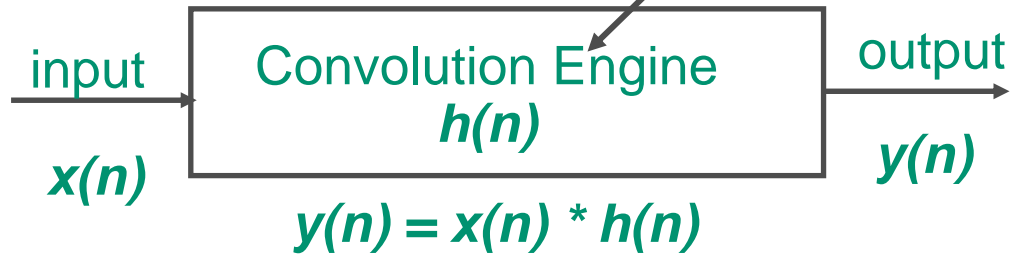
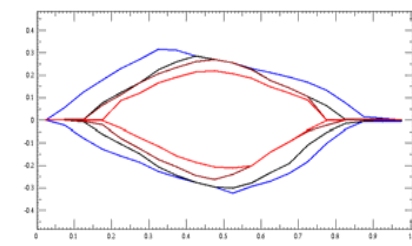
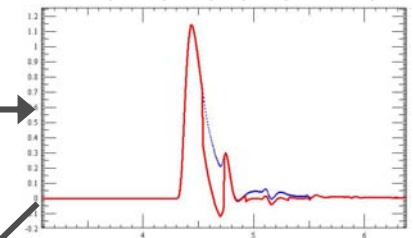


Channel  
"Bit by Bit simulation"



Channel+Algo Models

characterize



Circuit Correlation



# Simulation tools – IP Vendor tasks

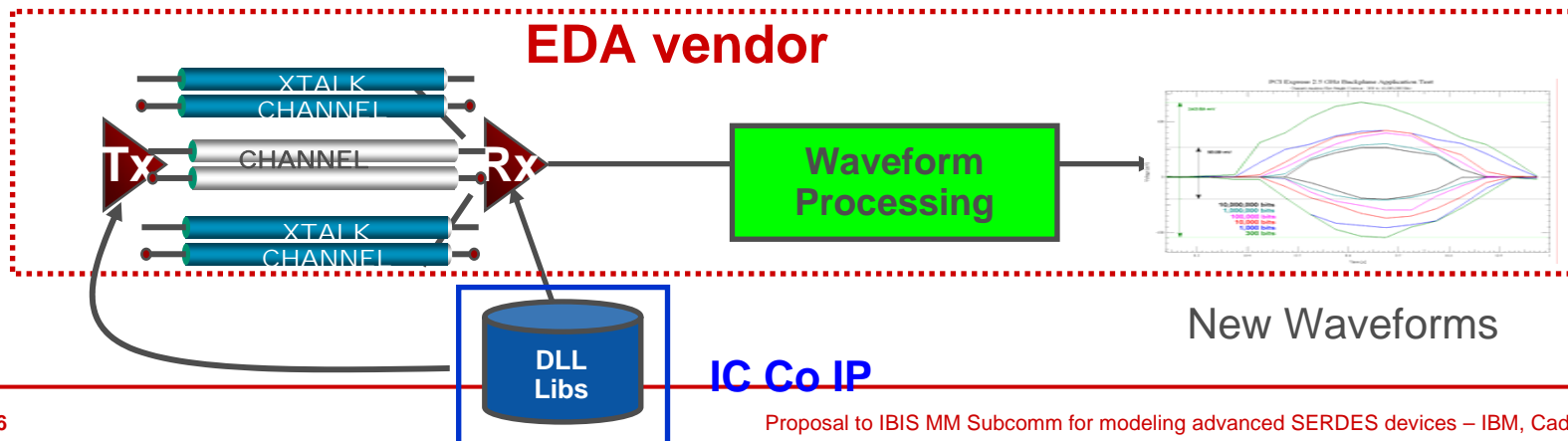


- Base Simulator functionality
  - Convolution engine
  - Bit Error Rate Prediction (BER)
  - GUI / Result Displays (Eye, BER Mask, Bathtub)
  - Jitter injection
  - Input bit generation
  - Input characterization
  - Support API
- IP Vendor
  - Wrap algorithms in API
  - Filter synthesis / Tap optimization
    - DFE / FFE architecture
    - Other equalization & signal processing techniques
  - CDR algorithm
  - Accept channel characterization from Simulator platform
  - Pass back modified channel characterization, waveform data

# Proposed Solution - Benefits



- High level model development
  - Can easily capture complex *algorithms* (DSP / Filter optimization: CDR, DFE)
  - Models can be developed, distributed, evaluated at silicon architecture phase
- Provides interoperability of advanced models for systems company users
- Leverages IC Companies' model development methodology
- Provides Protection of IP
- **Best possible performance**
- **Extensible for future needs**



# Summary



- Current device modeling techniques are inadequate for modeling advanced SERDES devices
- Behavioral modeling may provide short-term extension, but
  - Limitations remain
  - Why make a paradigm shift with limited potential to meet future or even current needs?
- Algorithmic modeling is a communication centric design paradigm
- We request the IBIS committee to consider defining a higher level algorithmic modeling approach
  - With a standardized API accessing compiled models via DLLs