

# **A Multi-story Power Delivery Technique for 3D Integrated Circuits**

**Pulkit Jain, Tae-Hyoung Kim, John Keane,  
and Chris H. Kim**

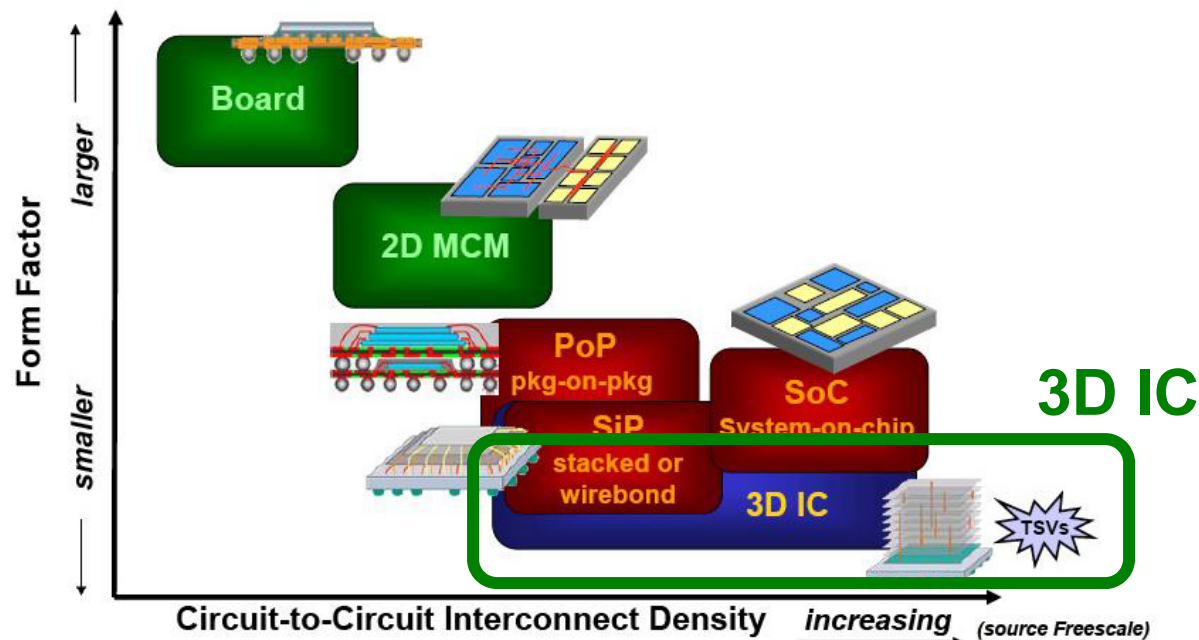
***University of Minnesota  
Department of Electrical and Computer Engineering***

***[jainx104@umn.edu](mailto:jainx104@umn.edu)  
[www.umn.edu/~chriskim/](http://www.umn.edu/~chriskim/)***

# Presentation Agenda

- **3D IC: Motivation and roadblocks**
  - **3D IC: Power Supply Network (PSN) model**
  - **Power supply integrity: 2D vs. 3D**
  - **Multi-Story Power Delivery (MSPD) for 3D**
  - **3D SRAM test layout**
  - **Conclusion**
-

# 3D Integration Technology



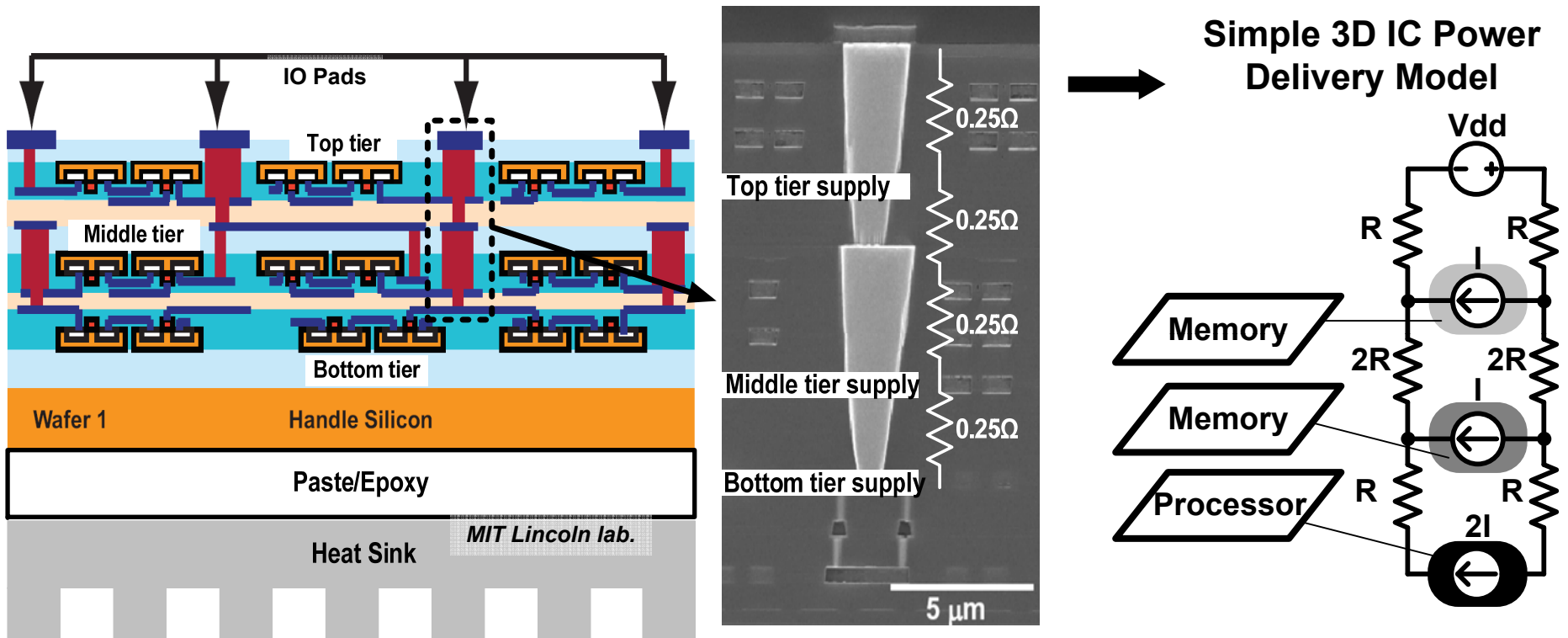
## Motivation

- Reduced interconnect lengths, form factor
- Integrating varied technologies

## Challenges

- Alignment issues, thermal congestion
- **Power delivery issues**

# Power Delivery Model for 3D IC



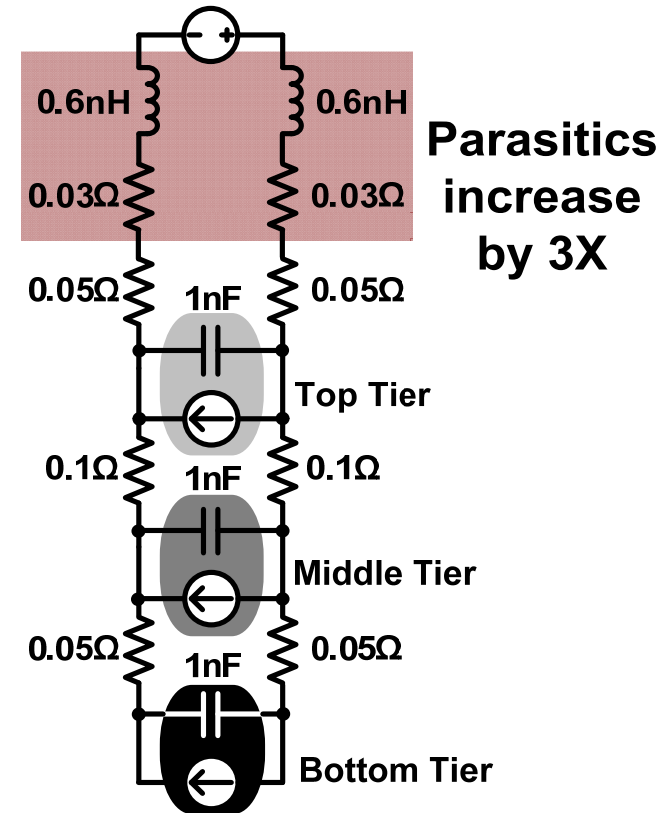
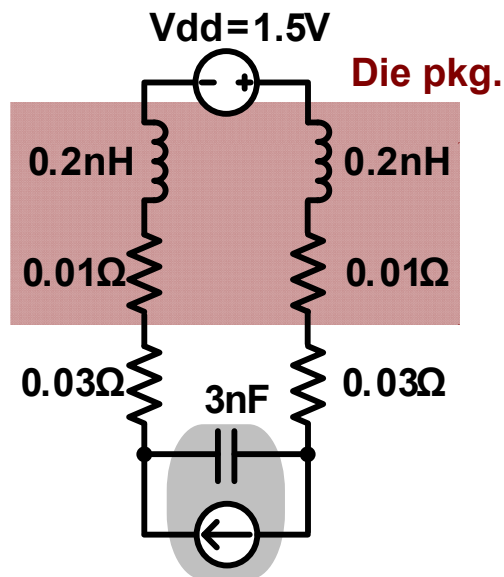
- 0.18μm 3-tier fully-depleted SOI process
- Stacked Through-Si Via (TSV):  $R \sim 1\Omega$

**Issue: Power supply noise at the bottom tier**

# Simplified 2D and 3D PSN Models

## 2D power delivery

- Lump model with core ckt & package and grid parasitics
- Simplified model with 10 I/O pads

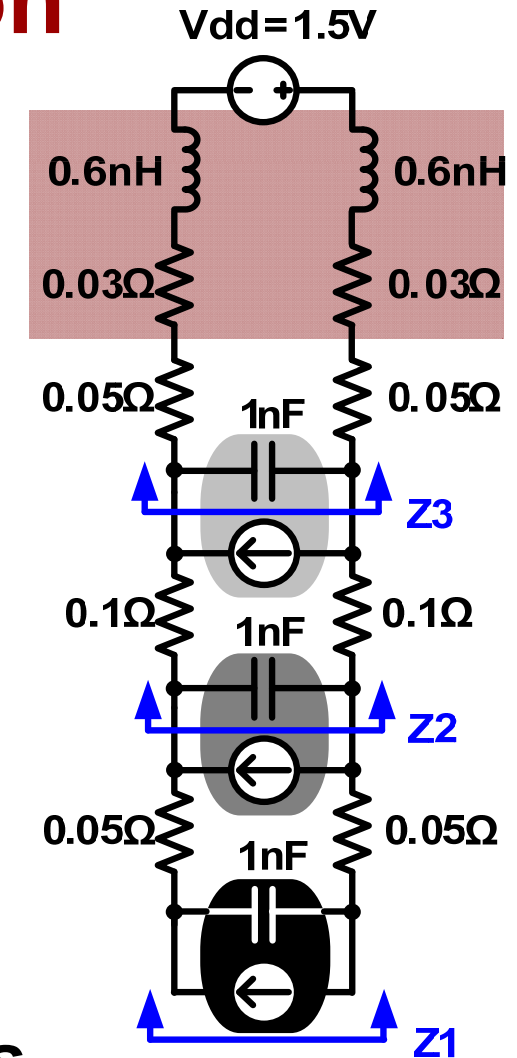
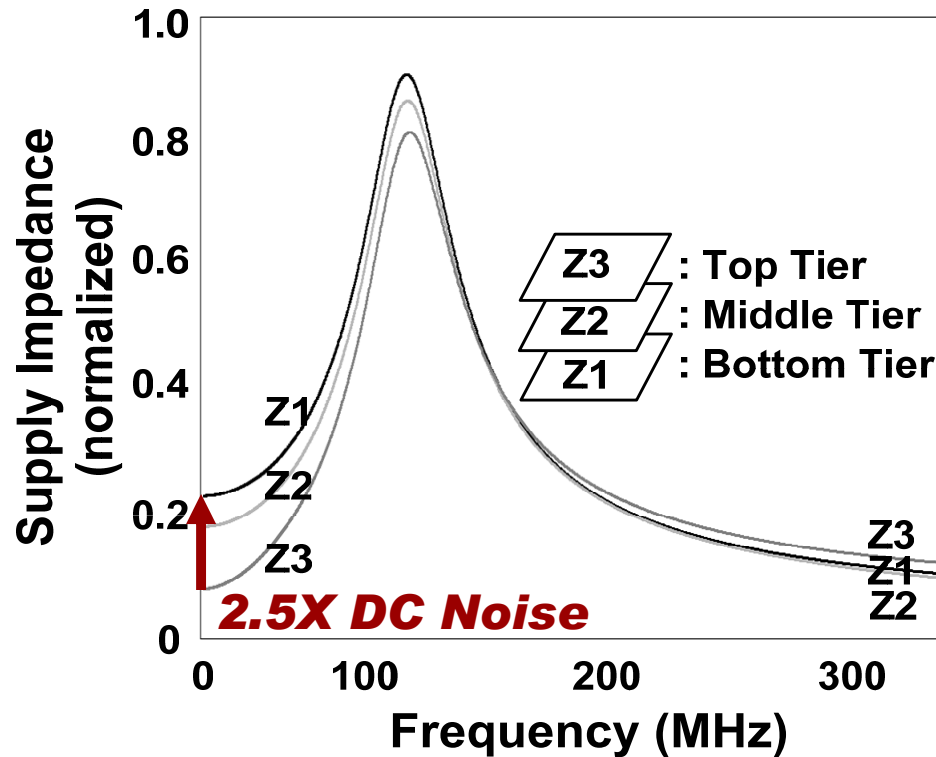


## 3D power delivery

- Reduced footprint  $\rightarrow$  3X parasitics
- Distributed decap
- Additional TSVs in supply path

# Power Supply Noise in 3D IC

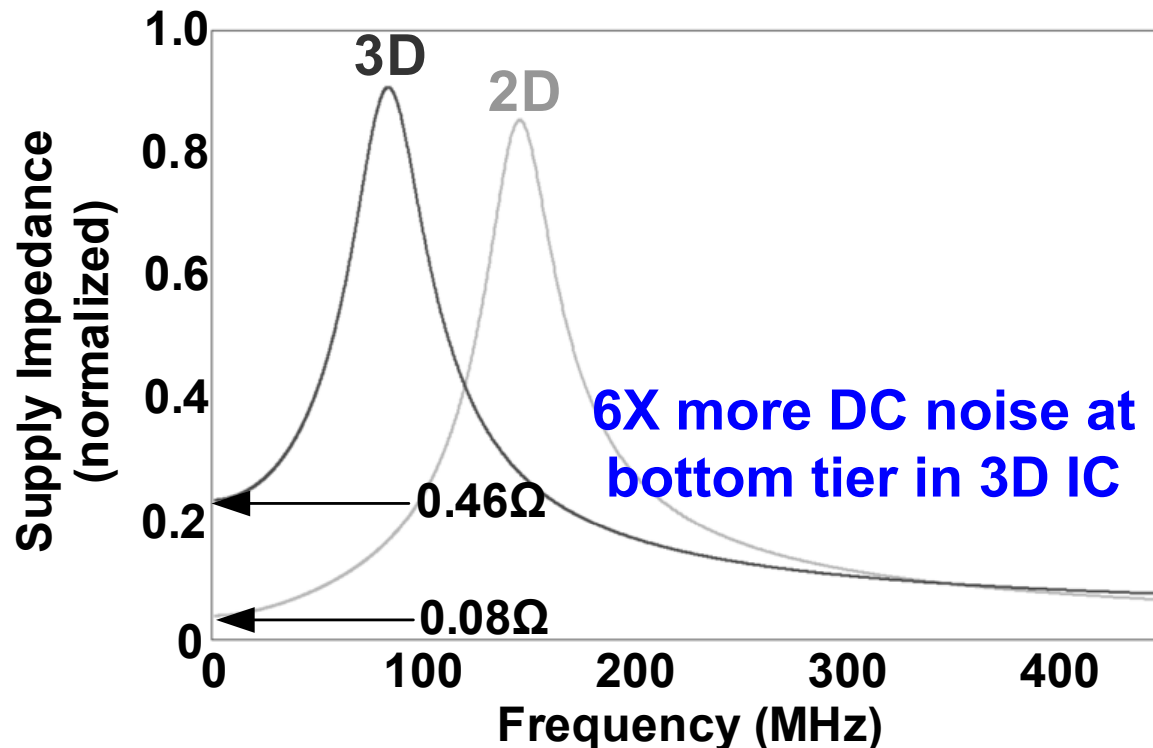
## Tier-tier comparison



- Low freq. noise:  $Z1 > Z2 > Z3$
- High freq. noise:  $Z3 > Z1 > Z2$
- Similar resonant freq. between tiers

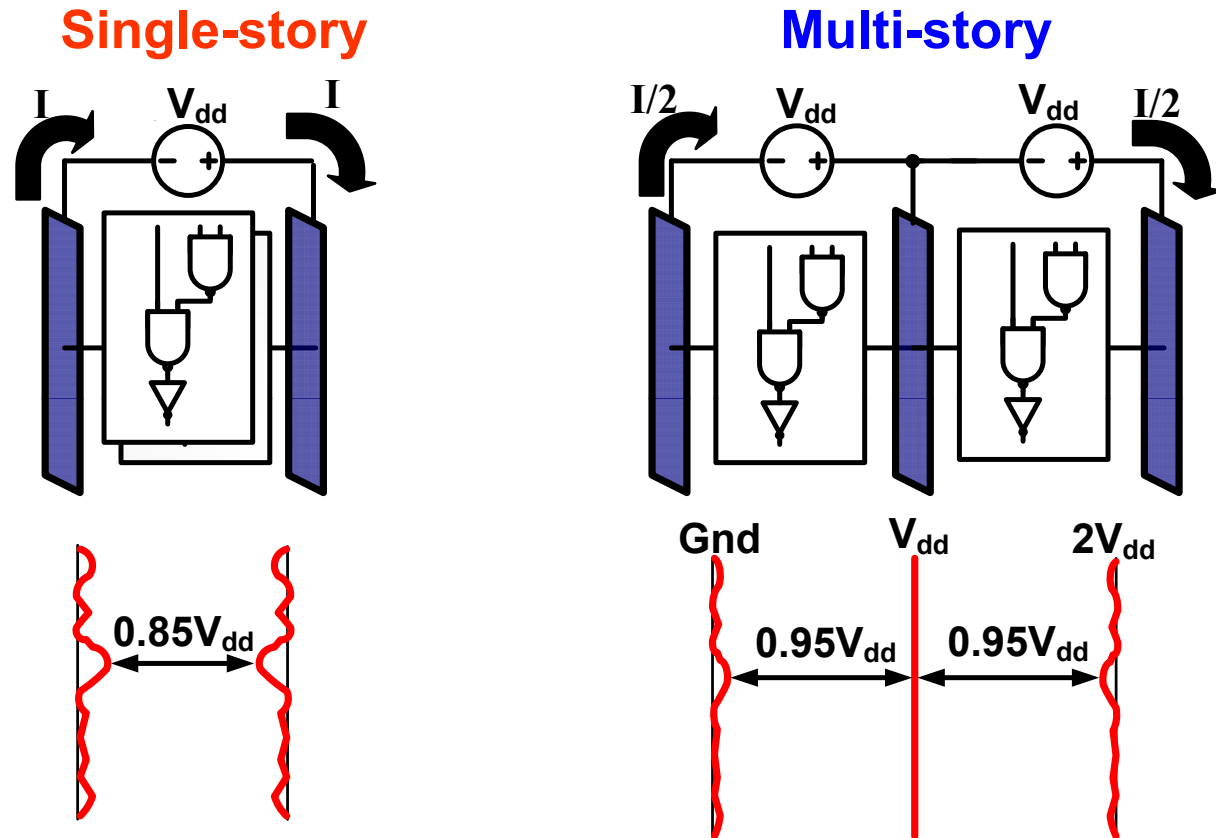
# Power Supply Noise in 3D IC

## 2D vs. 3D



- **DC noise greater issue in 3D IC**
- Increased L decreases the resonant freq. in 3D.
- Resonant peak almost unchanged

# Multi-Story Power Delivery (MSPD)



Rajapandian et al.  
ISSCC 2005

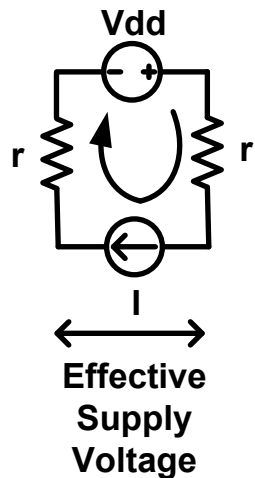
Gu et al.  
ISLPED 2005

- Current consumption halved, which cuts DC noise
- The middle supply is *quiet* due to current balance
- 3D ICs offer readily separable PSNs

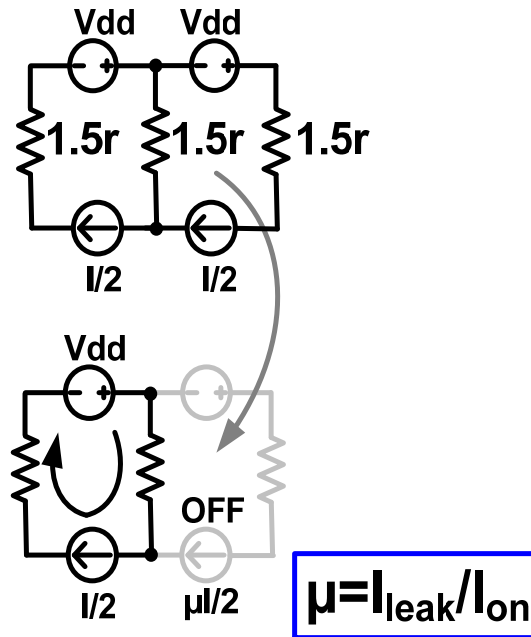


# DC Supply Noise in MSPD

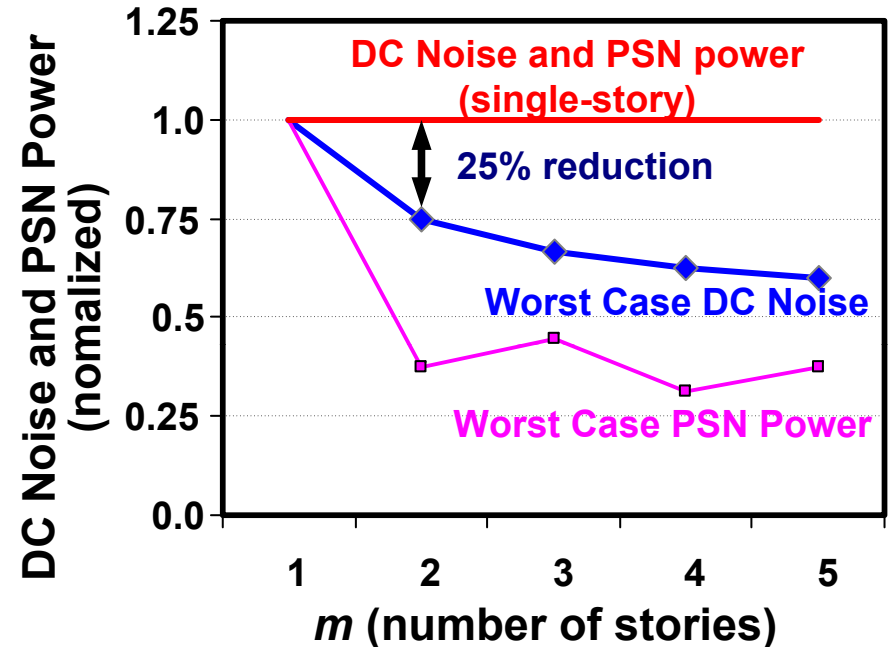
## Single-story



## Two-story



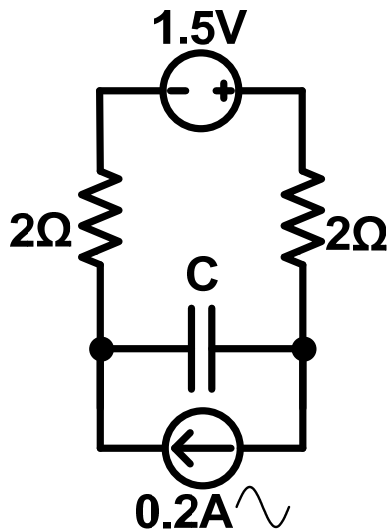
## $m$ -story Case ( $\mu=0$ )



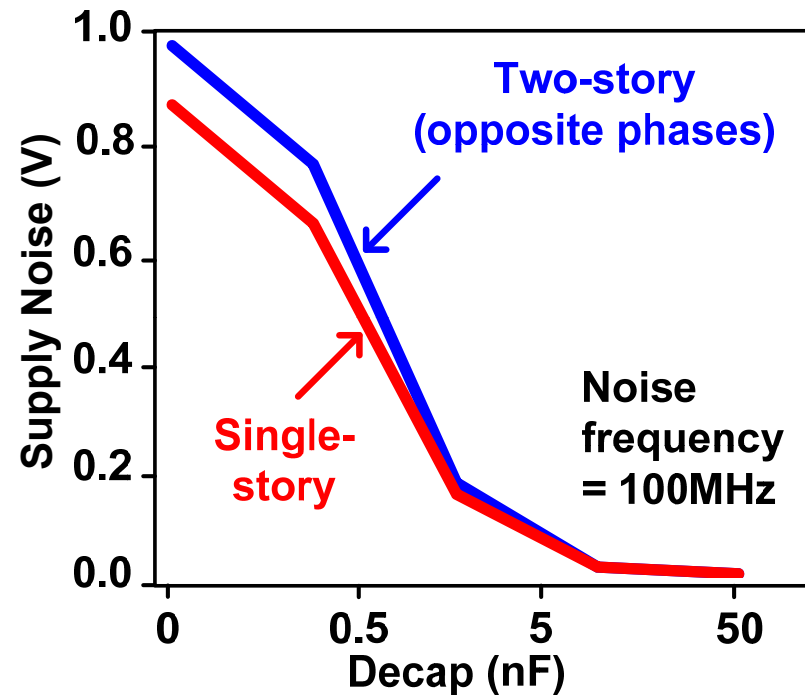
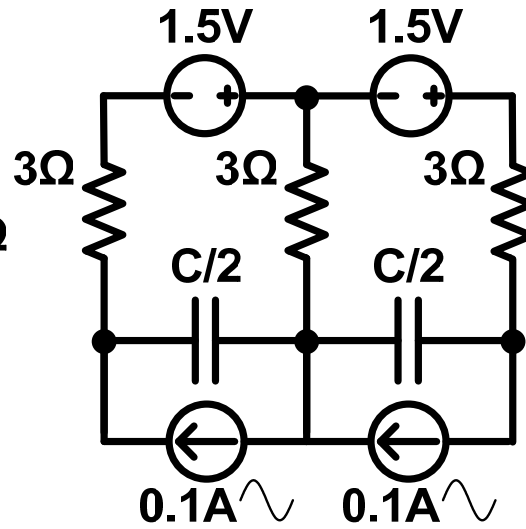
- Worst case scenarios compared while keeping the number of supply paths constant.
- **Beneficial effect of leakage**
- 25% noise reduction for 2-story case with no leakage ( $\mu=0$ )
- Diminishing returns beyond 2 stories

# AC Supply Noise in MSPD

Single-story



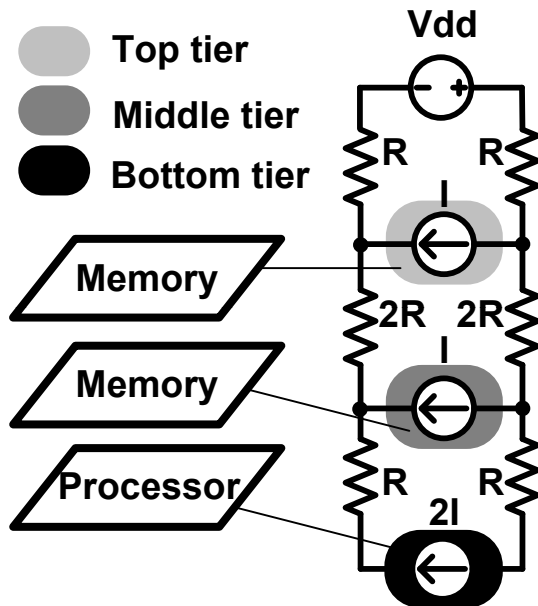
Two-story



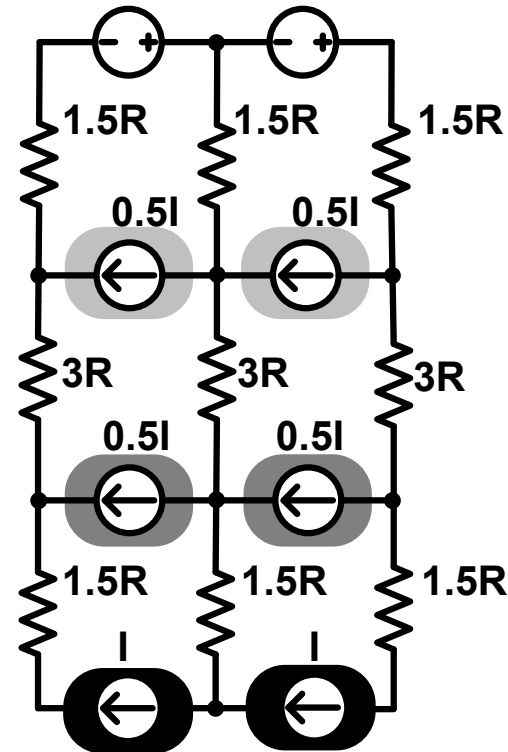
- Total decap and noise source made identical
- Noise in two-story worse for small decaps
- Comparable noise at decap more than 1nF

# MSPD in 3D ICs

## Single-story 3D IC



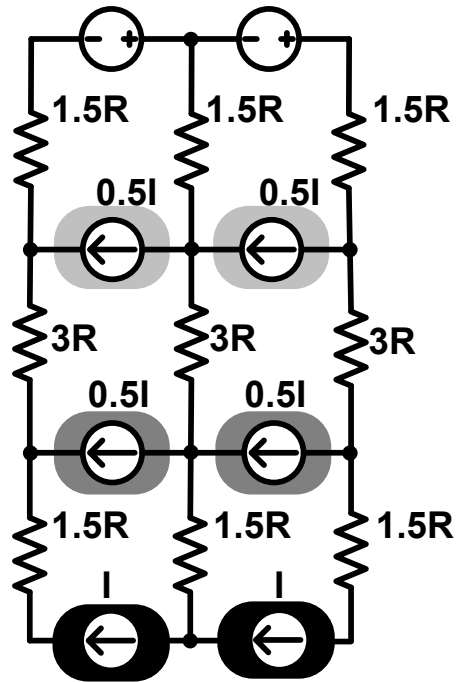
## Proposed Balanced Two-story 3D IC



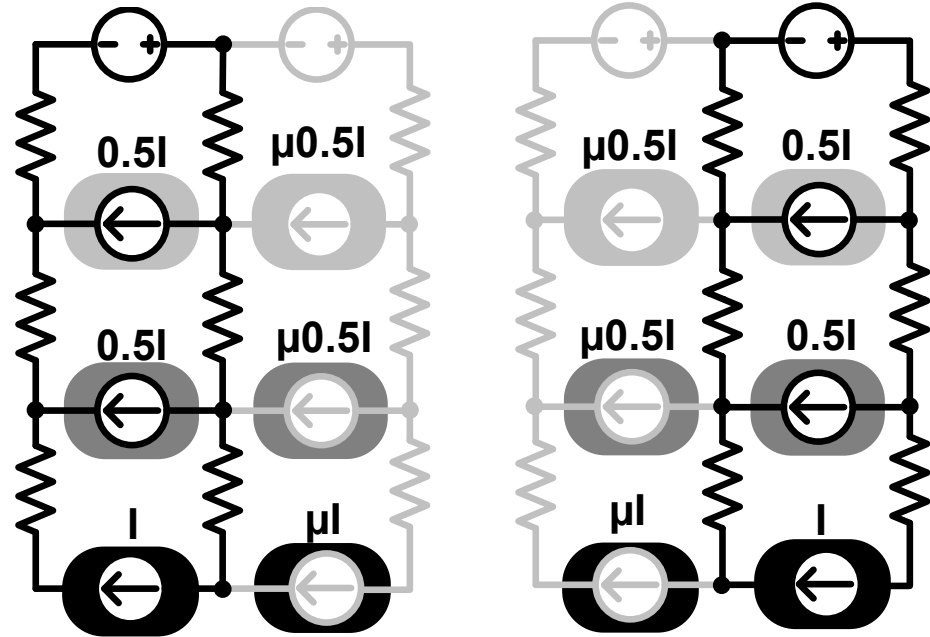
- Simple memory-memory-processor model
- Fine grain MSPD in each tier

# MSPD in 3D ICs

## Balanced Two-story 3D IC



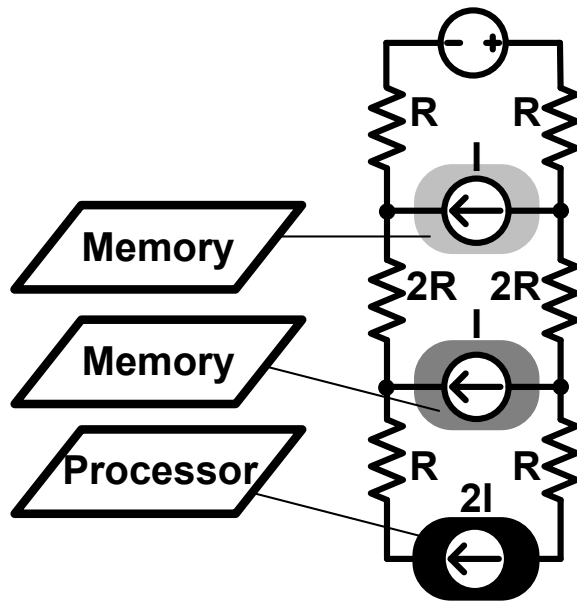
## Worst Case Conditions



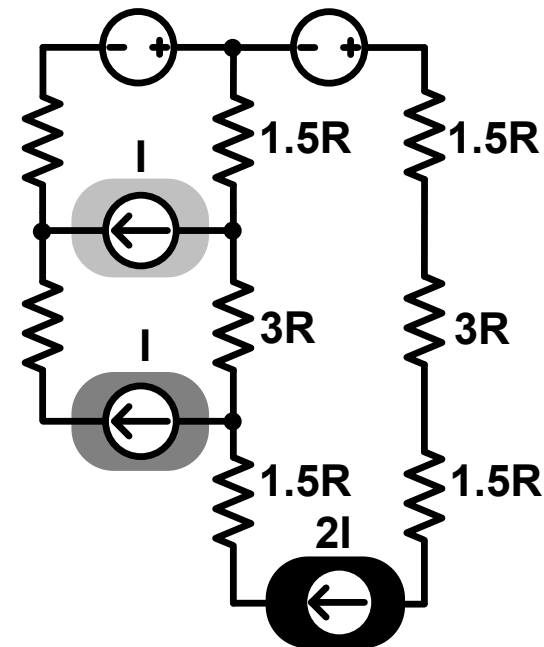
- 44% reduced worst case noise at 50% leakage
- PSN power reduction of 60%
- Implementation issues: Body effect in bulk process, level conversion

# Coarse MSPD in 3DIC

## Single-story 3D IC



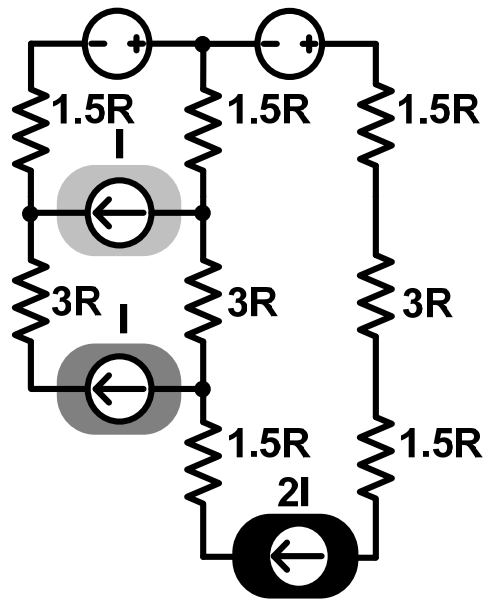
## Proposed Coarse Two-story 3D IC



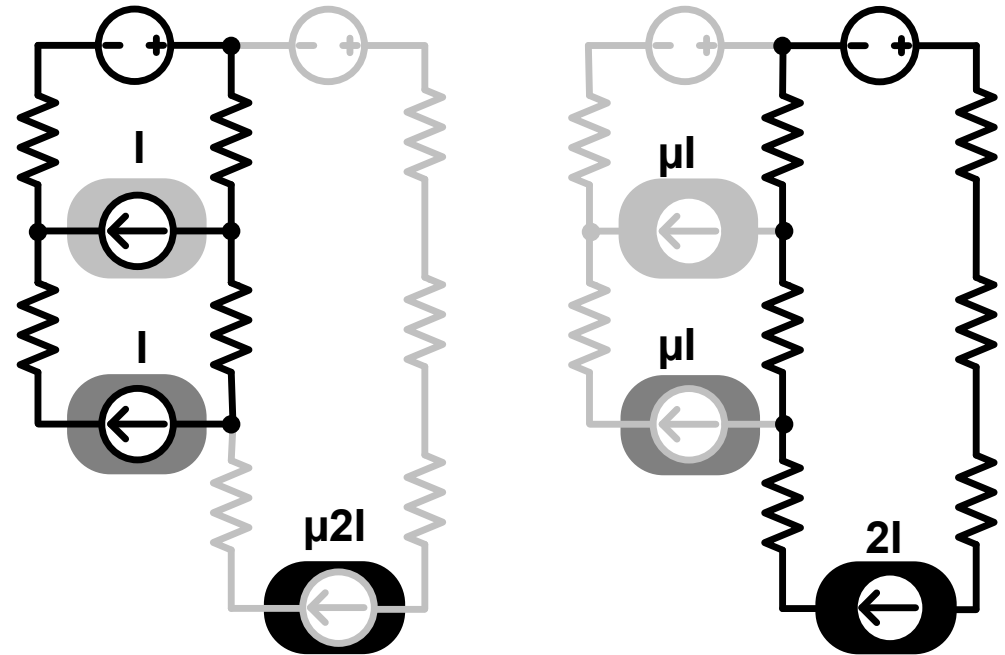
- 3D configuration offers discrete separable stories
- Body effect not an issue

# Coarse MSPD in 3DIC

## Proposed Coarse Two-story 3D IC



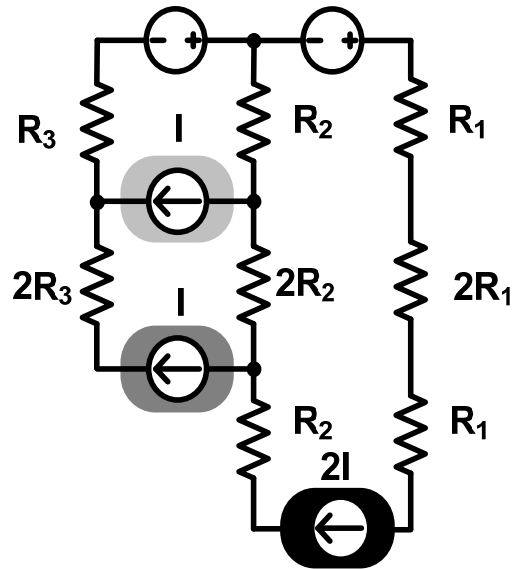
## Worst Case Conditions



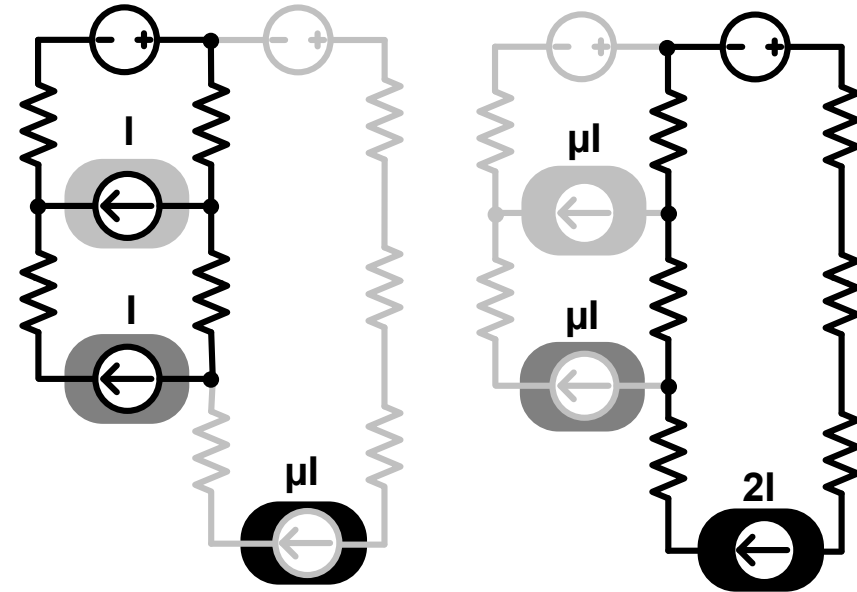
- TSV redistribution required to leverage MSPD for DC noise reduction
- PSN power reduction of 60%

# TSV Optimization in Coarse MSPD

## Proposed Coarse Two-story 3D IC



## Worst Case Conditions

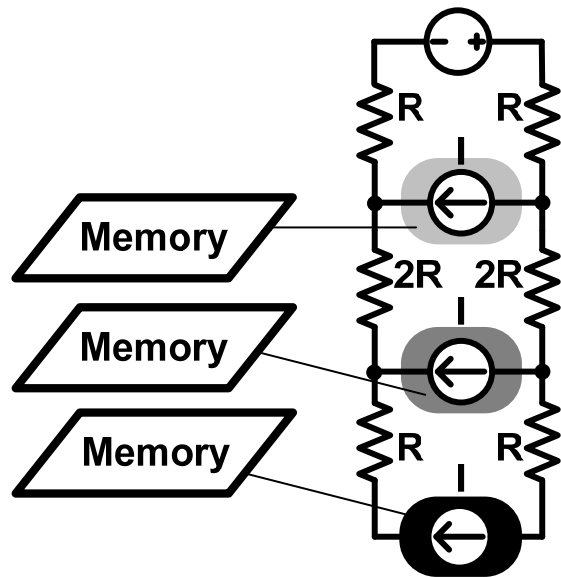


% leakage	TSV Distribution ( $N_1, N_2, N_3$ )	DC noise reduction	$R_1, R_2, R_3$ values
0%	0.86N, 0.86N, 0.28N	22.5%	1.16R, 1.16R, 3.5R
25%	0.95N, 0.79N, 0.27N	28%	R, 1.27R, 3.7R
50%	N, 0.75N, 0.25N	34%	R, 1.33R, 4R

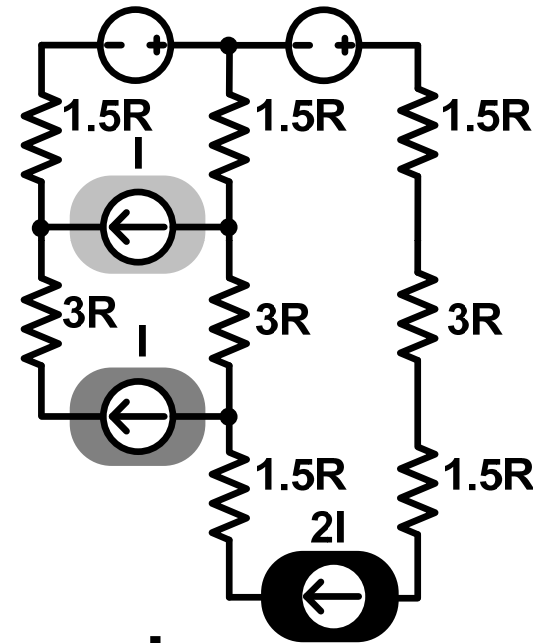
- DC noise reduction up to 35%
- Similar optimization for PSN power reduction

# Coarse MSPD in 3D Memory

Single-story  
3D memory



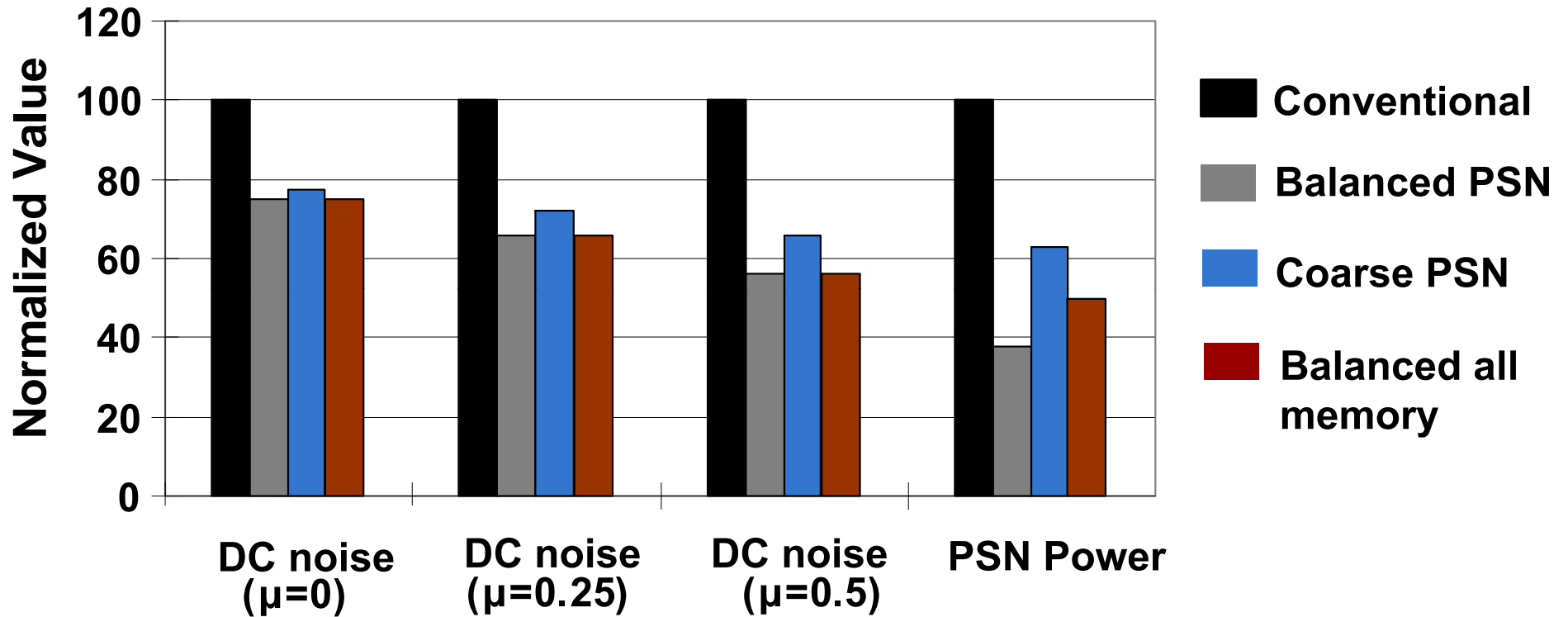
Proposed Coarse  
Two-story 3D Memory



- Worst cases inherently balanced
- DC noise reduction up to 40%
- Simpler implementation
- PSN power reduction of 50%

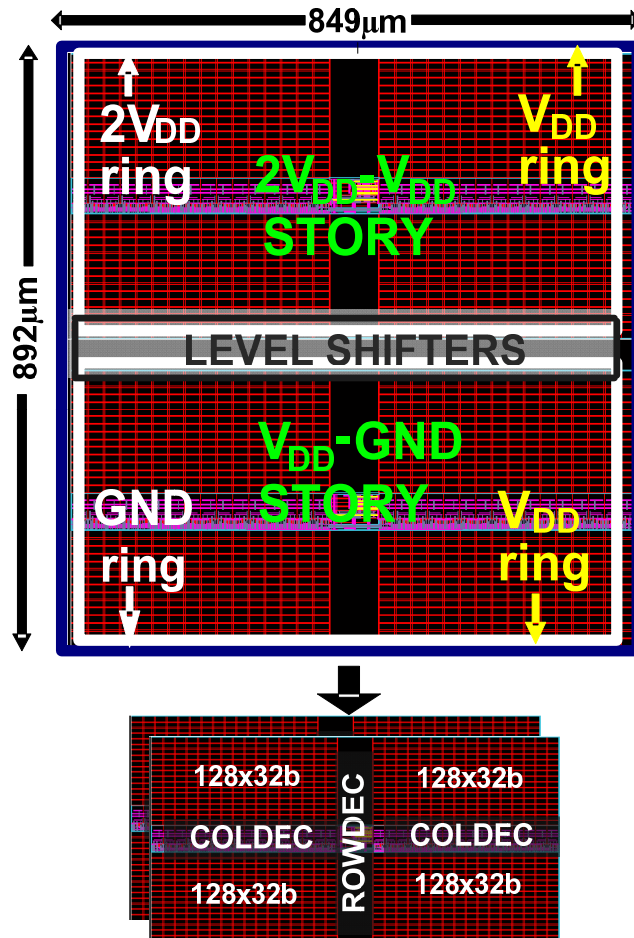


# Noise and Power Comparison



- Power supply noise reduction of 25-45% depending on preferred topology & leakage
- PSN power dissipation cut down by 37-63%

# 3D SRAM Layout with MSPD



Technology	0.18μm MITLL 3D FD-SOI
Features	128b x 128b x 2 SRAM on each of two upper tiers. Bottom tier left intact for logic integration.
Dimensions	892μm x 849μm
Area overhead	7.4%
Supply voltage	1.5V
Write speed	3.29ns
Read access cycle	1.10ns
Active power	6.8mW
Standby current	8uW

- Balanced MSPD structure with level shifters
- **Concentric ring structure** for power supply

# Conclusion

- **Power delivery issues for 3D ICs analyzed**
  - DC noise is more of a concern in 3D IC
  - Middle tiers shielded away from high freq. noise
- **Inherent split configuration makes MSPD attractive and promising for 3D ICs**
  - 25-45% DC noise reduction
  - 37-63% PSN power reduction
  - Comparable behavior under high freq. noise
- **Test layout of 3D SRAM using MSPD shows an area overhead of 7.4%**