#### Oticon

NOCs in highly optimized commercial chipsets for hearing aids.





**Mogens Cash Balsby** 

Sr. Director Silicon Engines



the introduction the challenges the design choices the implementation

Agenda



## the introduction

your presenter

your Hearing Aid manufacturer

the hearing aid



#### Introduction

#### Your presenter

- Sr. Director Silicon Engines in Oticon
- B.Sc.E.E
- PCB → ASIC designer
- Networking
- MIPS processors
- Hearing Instruments







#### **Oticon**

#### Your hearing aid manufacturer

- Oticon part of William Demant
- World leading manufacturer
- > 1,5 B\$
- > 5.000 people
  - > 1.400 in Denmark
- > 400 in R&D
  - In Demark and Switzerland





## The Oticon history

- > Founded in 1904 by Hans Demant
- > Hans wanted to help his deaf wife
- > H.D. died in 1910
- > His son, William, took over the business
- ➤ The 20's and 30's: Sales in Europe





H. Demant,
Symaskine- & Cyklefabrik,
57, Kongensgade 57,
Odense.



## The Oticon story

- ➤ The 40's
  Own production
- The 60'sOwn distribution network in Europe
- ➤ The 70's
  The world's leading hearing aid
  producer with a market share of 15%



## **Oticon Product Breakthroughs**

- > MultiFocus, 1991, world's first fully automatic
- ➤ DigiFocus, 1996, world's first fully digital at ear-level
- > Adapto, 2001, world's first with voice recognition
- > Oticon Syncro, 2004, world's first with artificial intelligence
- > Oticon Delta, 2006, revolutionary design
- > Oticon Epoq, 2007, world's first truly binaural with spatial sound
- > Oticon Dual, 2008, outstanding beauty & brains
- > Oticon ConnectLine, 2009, world's first low-latency high quality audio streaming
- > Oticon Agil, 2010, world's first cognitive friendly hearing system





## **Oticon Product Breakthrough 2011**

**World smallest fully wireless HI** 





## The hearing aid industry

#### **Characterized by...**

- Small market size ~10M units/y
- 6 big players
- No standardization
- High degree of design optimizations



# the challenges

Discreteness

Power

Sound



#### One chipset

multiple brands, products, styles





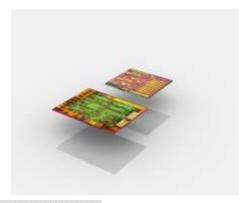










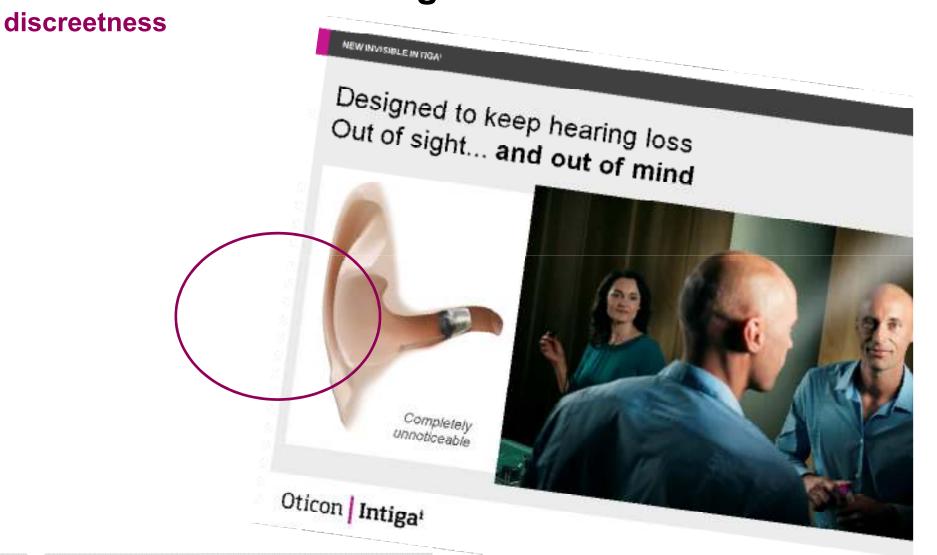


**Few Chipsets** 

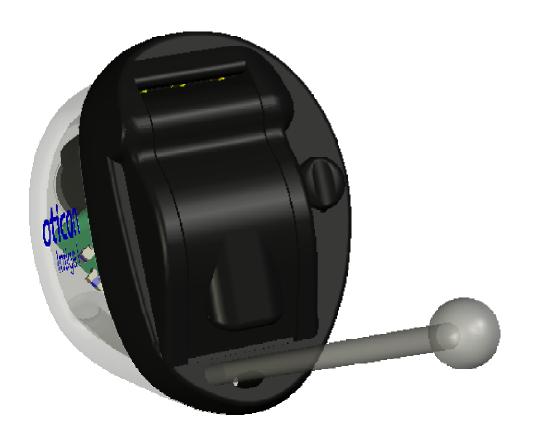




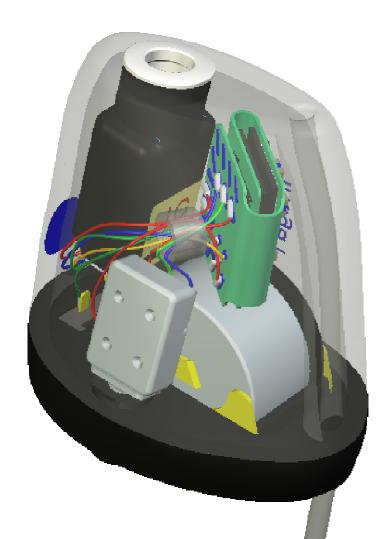
## The mechanical challenge



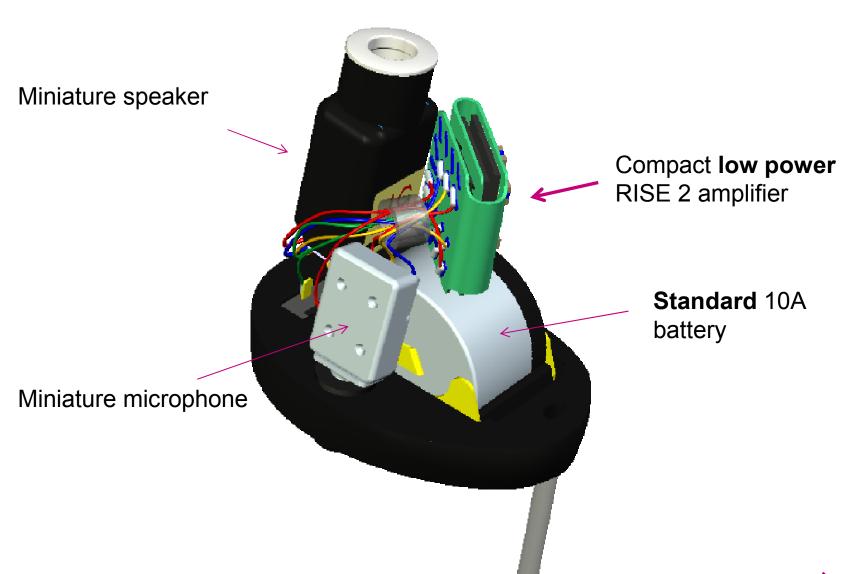








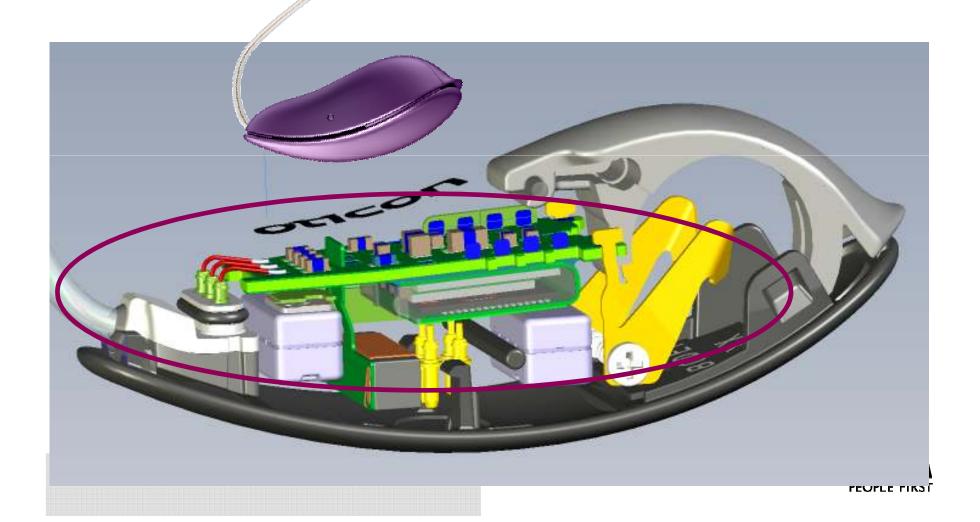






# The mechanical challenge

discreetness



## The power challenge

we save on everything

Battery type	Capacity	Consumption in 1 week
13	~260 mAh	2,0 mA
312	~130 mAh	1,0 mA
10A	~70mAh	0,5 mA

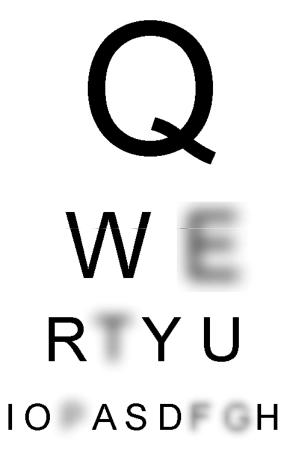


- > Always on
- Wireless streaming



## The sound processing challenge

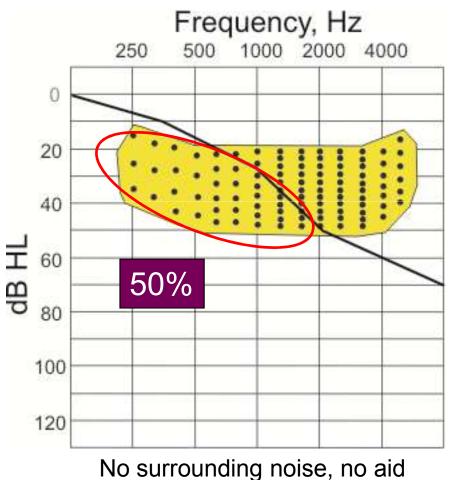
lots of compute power

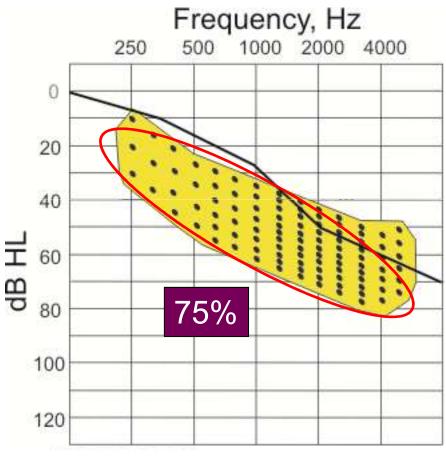




## The sound processing challenge

#### lots of compute power



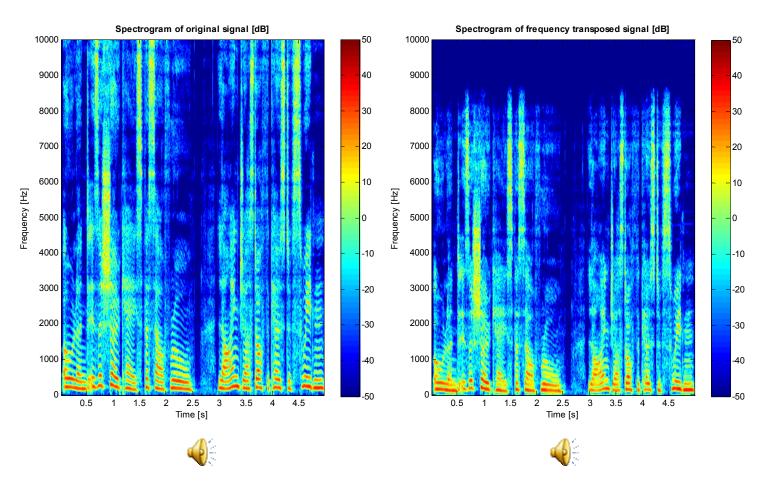


No surrounding noise, aided



## The sound processing challenge

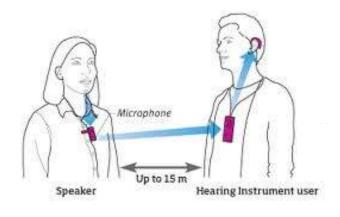
#### frequency transposition





#### The connectivity challenge

#### wireless connection



- Audio streaming
- > Ear to ear
- > Phone
- > TV
- Partner microphone



# the design choices

Voltage<sup>2</sup>

Multiprocessor

NOC



## Voltage<sup>2</sup>

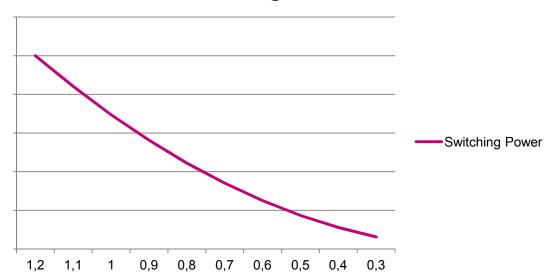
#### The best way to save power

- $\triangleright$  Switching power follows P = V<sup>2</sup>/R
- Lower operating voltage -> lower power





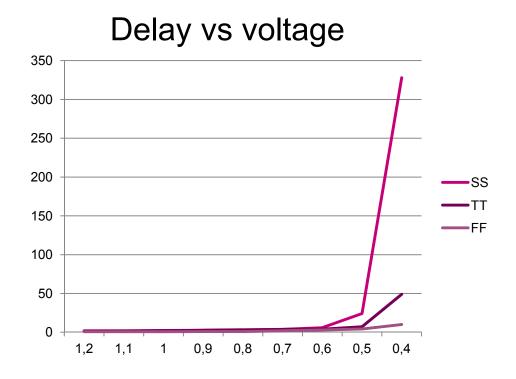
#### **Switching Power**





#### The 2Vt wall

Approaching 2 Vt (NVt + PVt) the cell delay becomes very non linear

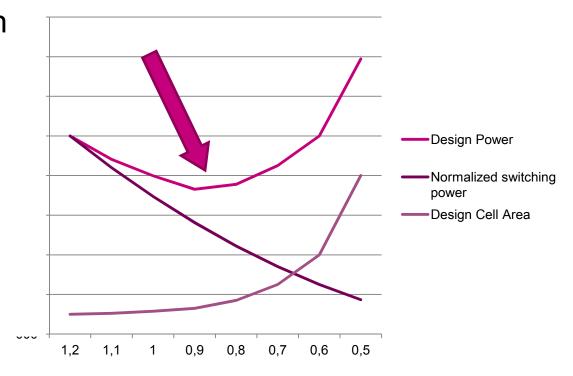




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## **Optimal operating voltage**

Sweet spot between speed and power

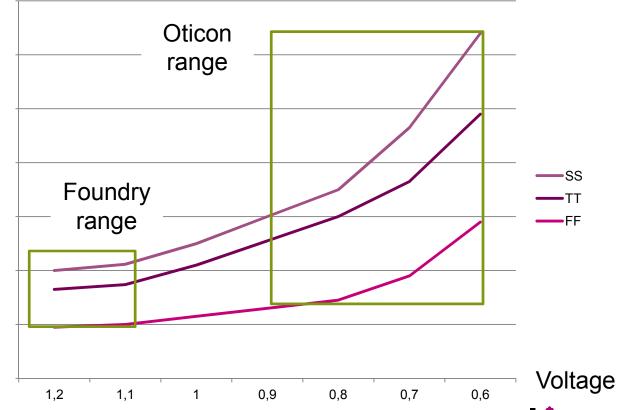




## **Delay range**

#### over Voltage, Silicon and Temperature

- > Foundry range:
  - ➤ Factor ~2
- Oticon range:
  - ➤ Factor ~10



Oticon

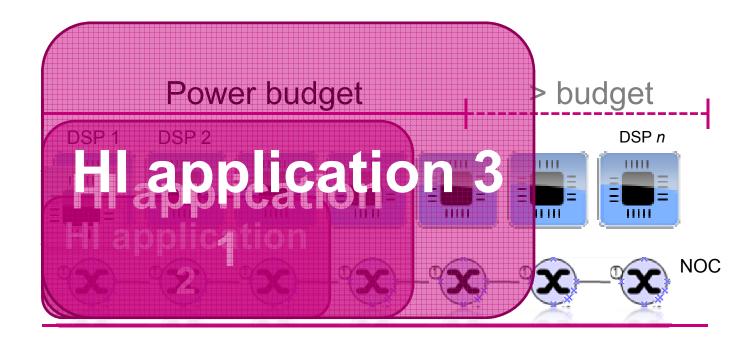
#### **Constraint scenarios**

- > Functional modes : 3
- > Silicon: 3
- ➤ Voltage : 5
- > Temperature : 3
- > Parasitic R + C : 5
  - Sample Scenario : mode\_normal\_ss\_0v95\_n20c\_rcmin
- Number of Scenarios to signoff: 5 \* 3 \* 3 \* 5 \* 3
- Some can be excluded reducing the 675 to appr. = 250
- Applying human judgment, no. of scenarios = 24



## The design choices







# the implementation

the processors

the NOC

the chipset

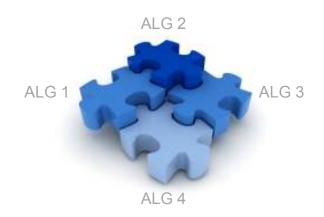


## Low-power Multi-processor design

- Scalability
  - Scalable solution to easily change number of DSP processors in future designs

DSP 1 DSP 2 DSP n

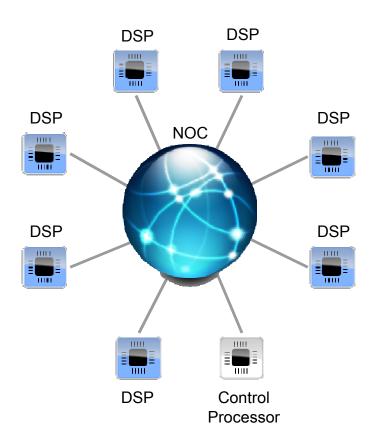
- > Algorithm development
  - Current algorithms "easily" distributed onto parallel DSP processors
    - Algorithms running on each processor can be developed and verified independently
    - Well-defined algorithm interfaces, which separate processing from communication





## **Multi-processor system**

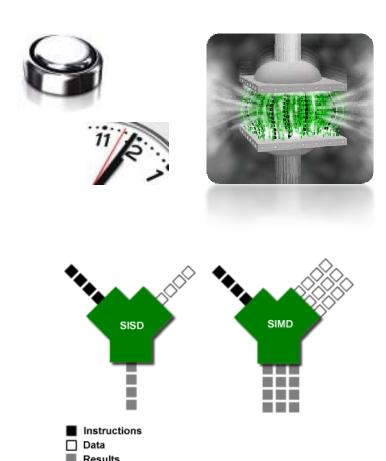
- Multi-processor platform
  - Platform based on set of DSP processors
  - Each DSP processors individually tailored for specific algorithms:
    - Same base processor (ISA) extended with different set of custom hardware accelerators
    - Different amount of dedicated data and program memory
- Control processor
  - Handles system setup and control
    - Select algorithms to be run on DSPs
  - Handles wired/wireless communication





## Low-power DSP processors design

- DSP Processor requirements:
  - High efficiency "Compute power / Watt"
  - Real-time requirements
  - High code density
- Created from algorithm C source code
- DSP Processor features:
  - Vector processing datapath
  - Custom hardware accelerators
  - Parallel instructions
  - Variable instruction length





## Hardware acceleration for DSP processing

- Reduce power and cycle count
  - Accelerating commonly used functionality using hardware accelerators
    - Identifying control-intense code
    - > Identifying compute-intense code
- Hardware accelerators
  - Implemented as extensions to the instruction set for the base DSP core
  - Single-cycle accelerators (small)
    - Complex valued arithmetic, wide accumulators, data normalization etc
  - Multi-cycle accelerators (large)
    - > FFT, FIR, CORDIC, LOG/EXP, Decoders etc

Hardware accelerators (ISA extension)

Hardware accelerators (ISA extension)

Hardware accelerators (ISA extension)

Hardware accelerators (ISA extension)



## Multi-processor software development

- All algorithms developed in C
  - Great advantage for developing and debugging platform/architecture independent code
- Software optimizations
  - Vector processing
    - Requires consideration about data alignment, data storage, data permutations, and memory access patterns
  - Pragmas to guide the compiler
    - Restricted data areas, software pipelining, annotated loop iteration and branch probability
- Software challenges
  - Algorithm partitioning (manual)

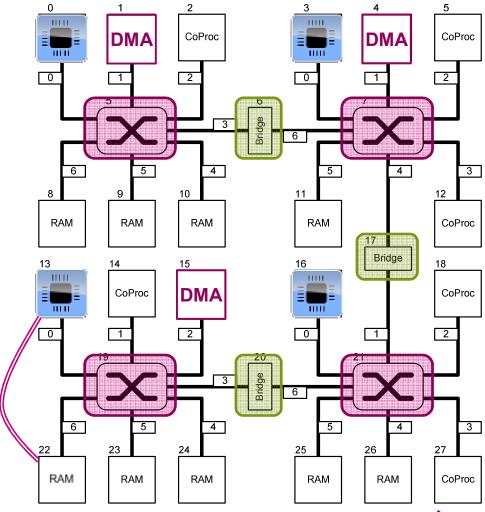
15X



#### the NOC

- Switch is asynchronous
- Bridge is synchronous
- Best effort, with prioritization
- No guaranteed service

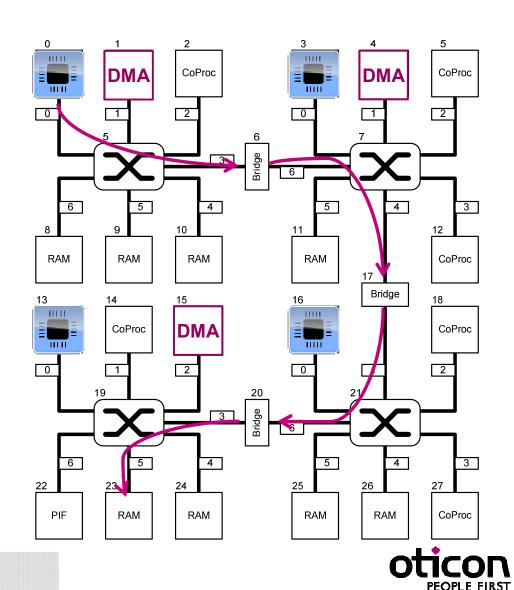
 Processor has direct connection to RAM





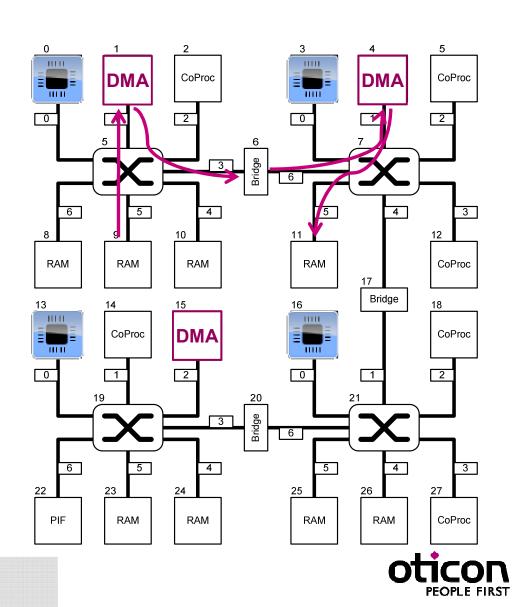
#### the connection

- The Control Processor can configure the routes directly
- "Connect cells" can establish route



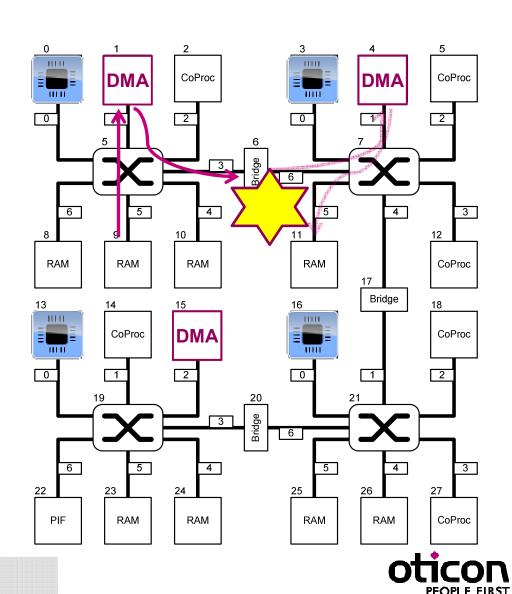
#### the DMA

- DMA 2 DMA streams
- Reuse of DMA setup
- Interrupt on completion



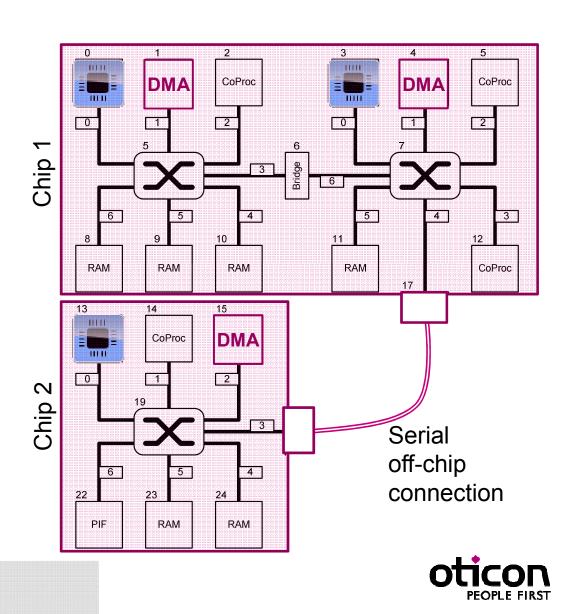
#### error handling

- Timeout of stalled transactions
- Debug information stored
- Different recovery options
  - Fail gracefully



#### long connections

NOC between chips



## The chipset

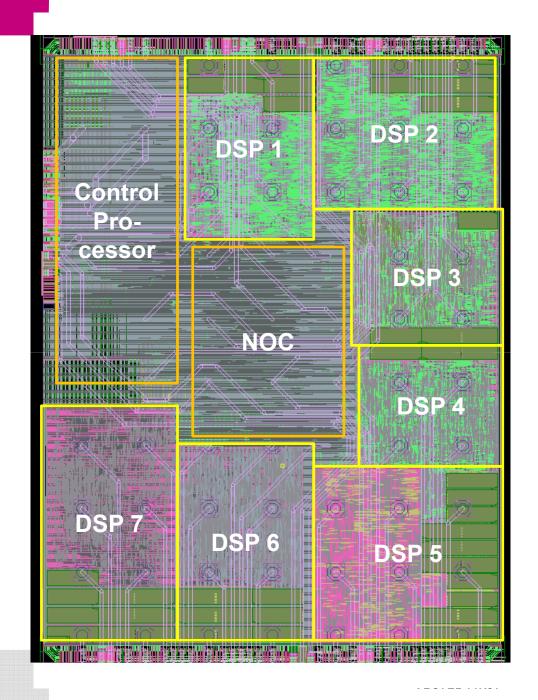
 $2,75 \times 3,74 = 10,2$ mm<sup>2</sup>

35M transistors

81/₂M gates

1,3M wires

52m total wire length

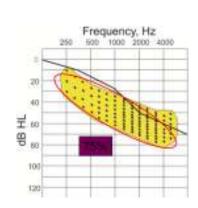


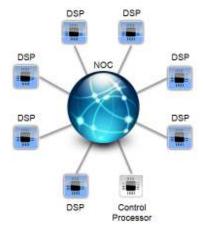
# summary



## **Summary**







- So much room for improvement
- > So much more to learn
- Keep researching
- > We need talent





the end

thanks for listening

