

# Case Studies Isolating Types of Power-Integrity Effects on Signal-Integrity, and Means of Mitigation

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This session was presented as part of the DesignCon 2019 Conference and Expo For more information on the event, please go to DesignCon.com



JAN 29 - 31, 2019



### Speaker



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## Outline

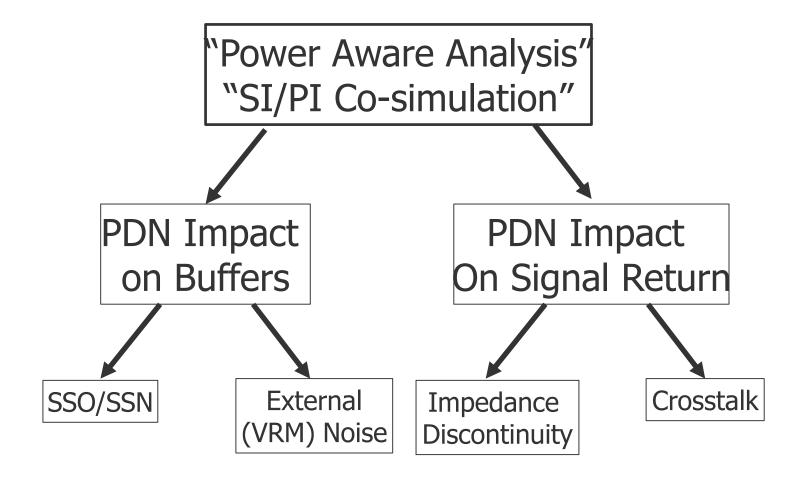
### Background

- PDN effects on Buffer
- Return path PDN effects
- Test Case





### Background

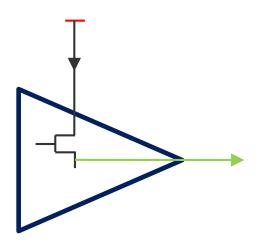






# **BUFFER EFFECTS**

### **Buffer Effects** > **Background**

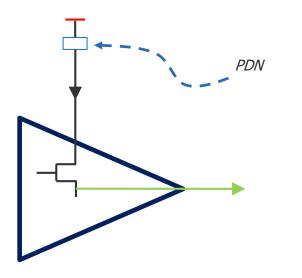


- Traditional driver assumes ideal power supply
- Provide power equally well across all frequencies





### **Buffer Effects** > **Background**

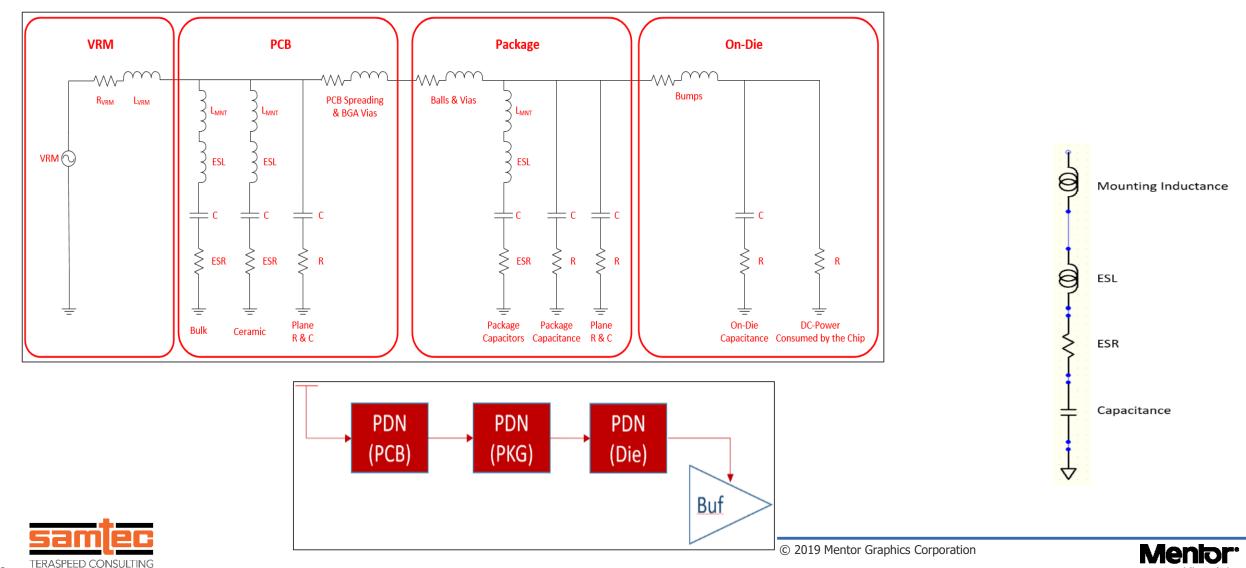


- In reality, power is delivered to the driver through an imperfect Power Delivery Network (PDN)
- PDN might not be able to react fast enough to provide power to the driver equally well at all frequencies
- Signal quality can be affected





### **Buffer Effects > Modeling the PDN**



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### **Buffer Effects > Two methods of Analysis**

#### **Frequency Domain**

- Ensure that impedance in Zparameter is below requirement across all frequencies of interest
- Easy to visualize and detect errors
- Can be difficult to get frequency dependent impedance requirement
- Does not correspond to Jedec's timing requirements at DRAMs

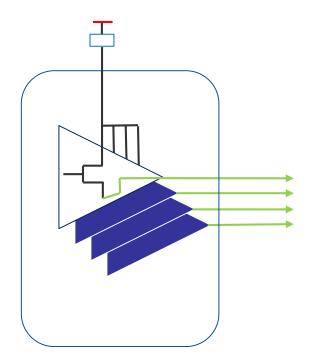
#### **Time Domain**

- Complete analysis including timing requirements at controller and DRAM
- Noise visible on signals might not be easily separated from other sources of noise
- Correctly generated Power-Aware IBIS models v5.0 (or equivalent) are required





### Simultaneously Switching Noise > Background



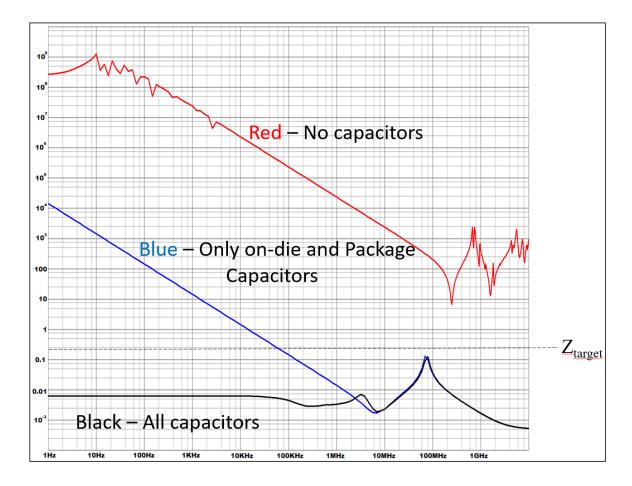
- Effect exacerbated when multiple signals demand power at the same time from the same PDN
- Simultaneously Switching Output (SSO) causes Simultaneously Switching Noise (SSN)







### **SSN > Frequency Domain Analasys**



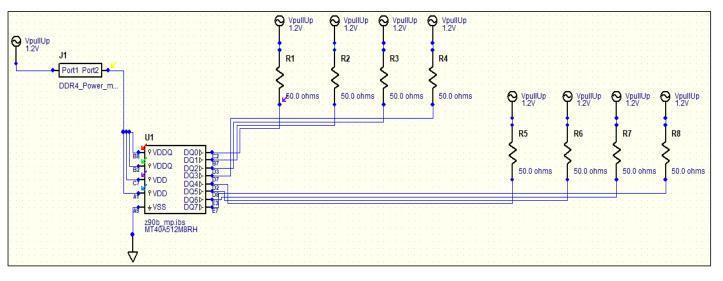
#### 3 Cases

- No Capacitors anywhere
- Add only Pkg/Die Capacitances helps higher frequencies
- Add all capacitors and DC source





### **SSN > Time Domain Setup**



#### Actual Board PDN

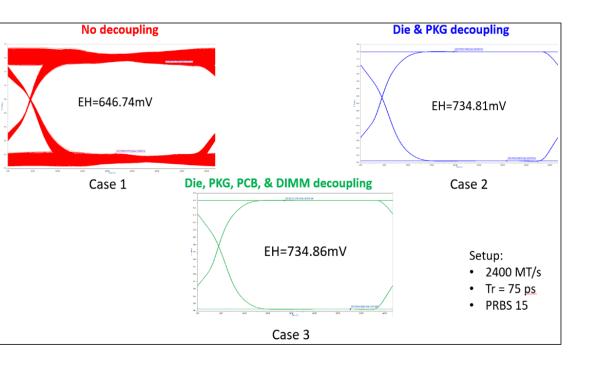
- Without any Decoupling Capacitors
- With only Pkg+Die Capacitors
- With all Capacitors and DC source
- Signals directly terminated no transmission line or other "irrelevant" effects







### SSN > Time Domain Results – Vary Decoupling



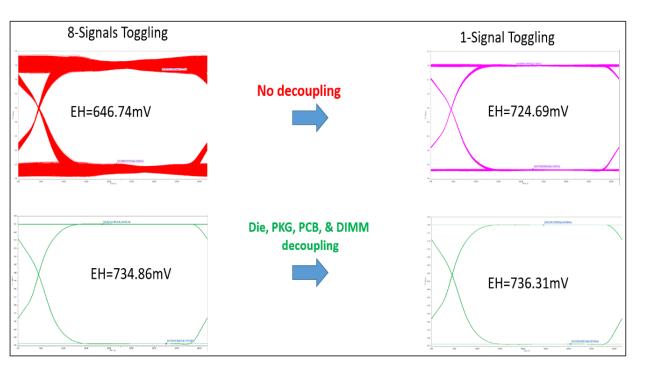
- 8 bits toggling PRBS 15 at 2400MT/s
  Only Pkg+Die
  - Less than **1mV** worse than best case
- No Decoupling
  - 88mV worse than best case
- Only Pkg/On-Die decoupling has real effect on SSN



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### **SSN > Time Domain Results – Vary Number Bits**

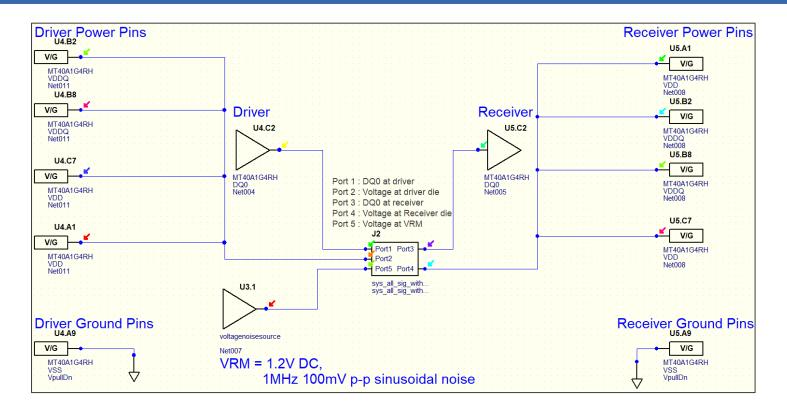


- All bits active vs. one bit active
- All bits active (rest held high)
   Decoupling impacts 88mV noise
- One bit active
  - Decoupling impacts **2mV** noise
- SSN is Bit-Pattern sensitive





### VRM Noise > Setup



#### Same PDN as before

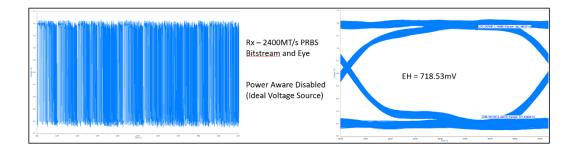
VRM Assumed to have 1MHz 100mV p-p Sinuosoidal noise

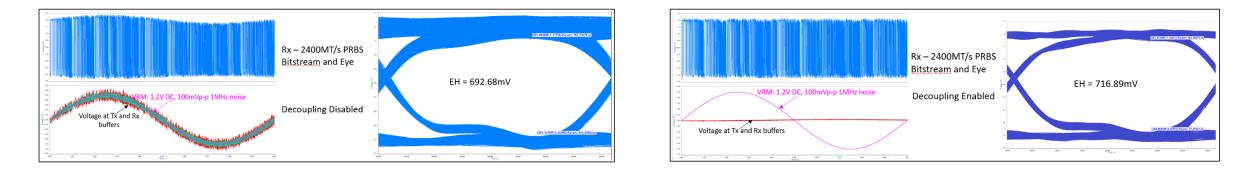






### **VRM Noise > Results**





- 100mV p-p noise causes eye collapse by about 26mV (no decoupling)
- Good Decoupling opens up nearly all of it







### Detection

### Frequency Domain gives quick feedback about potential issues

- Impedance below target over all frequencies
- Impedance flat (reduced resonances)
- Find difference in Time-Domain setup
  - With Power-Aware effects Enabled
  - With Power-Aware effects Disabled
- If difference is large, potential PDN related issue
- Can take long time to run with power-aware effects, especially at low frequencies

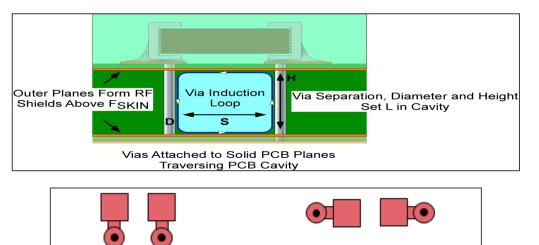




## Mitigation

### Reduce inductance for Decoupling capacitors

- Place close to load
- Mount with low-inductance method



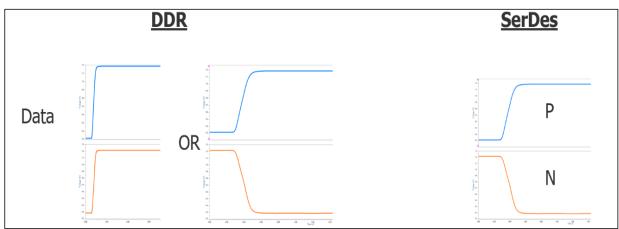
Vias on Side Mounting Vias on End Mounting



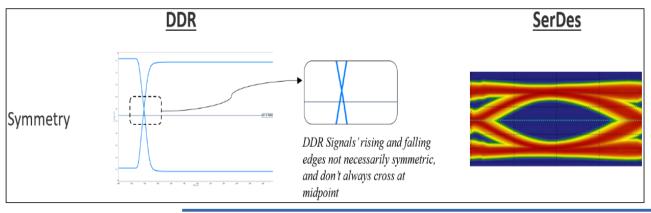


### Why is DDR more susceptible to SSN?

#### Single Ended Signals



#### Asymmetric Signals





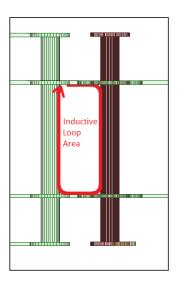
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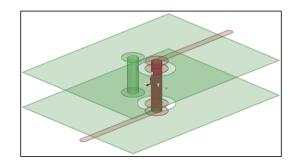


# **RETURN PATH EFFECTS**

### **Return Path Effects > Background**

- Channel's characteristics must take into account return path
- If return path is too far away, the inductive loop will adversely affect channel behavior



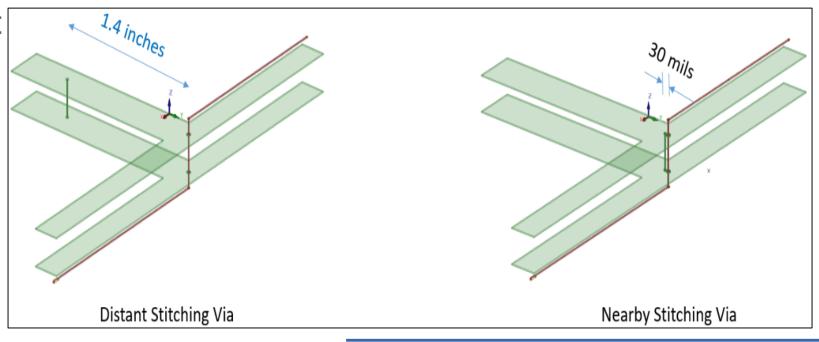






## **Return Path Effects > Signal Signal Setup**

- Compare signal with nearby stitching via vs. distant stitching via
- Ground plane cutout to create some resonances as with many return planes
- Compare:
  - Signal via is ideal short
  - Nearby Stitching via
  - Distant Stitching via

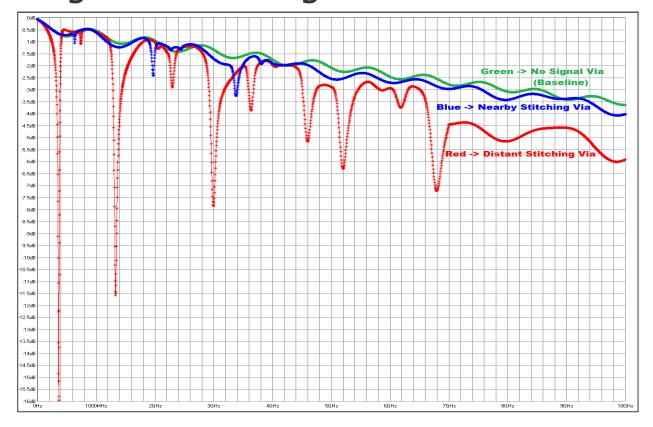






### **Return Path Effects > Signal Signal FD Results**

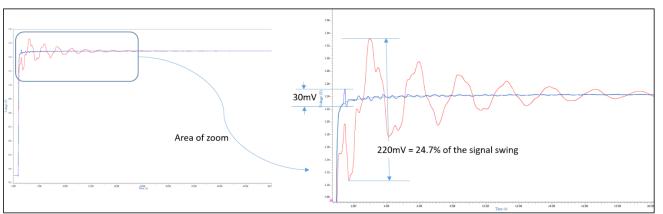
Board edges are "visible" to channel if stitching via is far from signal via
Nearby stitching via makes signal close to ideal



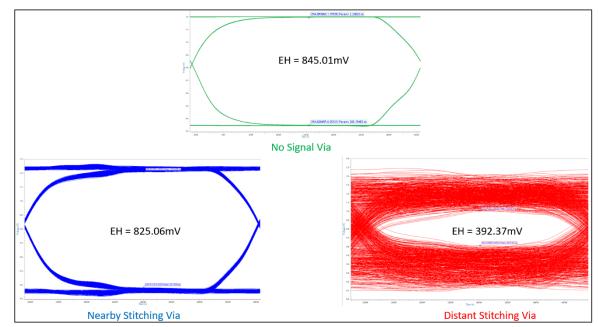




### **Return Path Effects > Signal Signal TD Results**



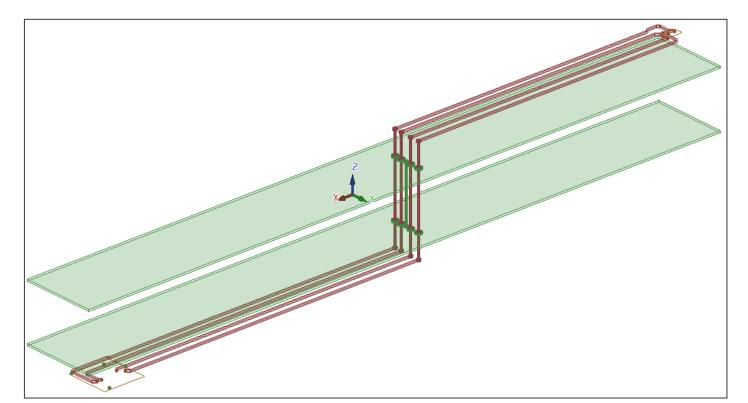
- Nearby Stitching closes eye by about 20mV
- Distant Stitching closes eye by about 450mV





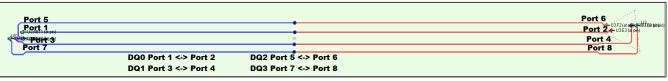


### **Return Path Effects > Crosstalk Setup**



One Stitching Via being shared by four signals

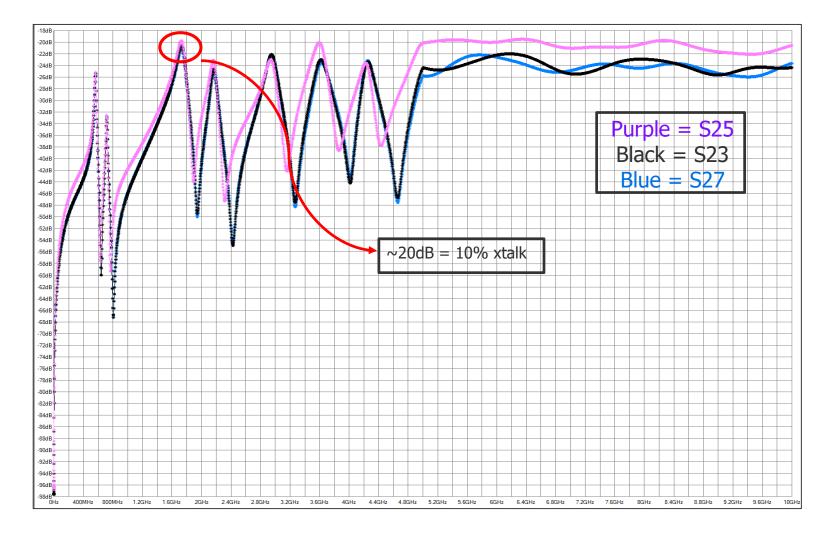
- 8 mil wide traces
- Outer two signals are separated by 50 mils
- Inner two signals are separated by 80 mils







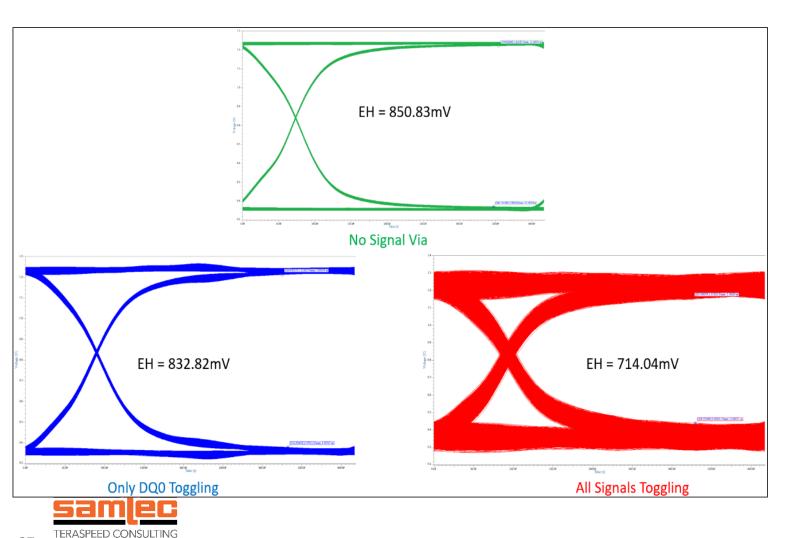
### **Return Path Effects > Crosstalk FD Results**







### **Return Path Effects > Crosstalk TD Results**

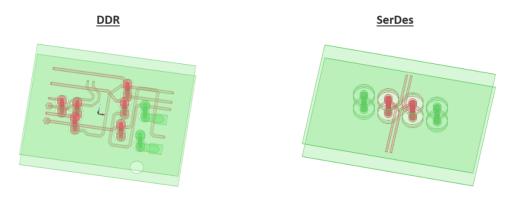


### Crosstalk closes eye by about **135mV**



### Why is DDR More Susceptible?

- Single Ended Signals without dedicated return path structures
- Ground vias often not explicitly thought through during design



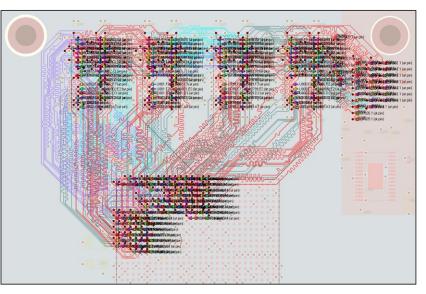


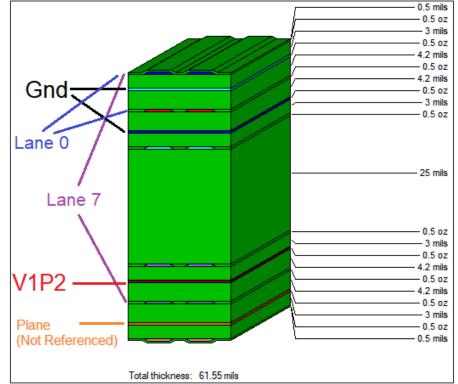


# **EFFECTS ON TEST CASE**

### **Bringing it all together – Test case**

- DDR4 2400 MT/s
- Lane 0 (DQ0) traverses layers 1 and 3
- Lane 7 (DQ56) traverses Layers 1 and 8
- x16 DRAM driving 2400MT/s DDR4 signal

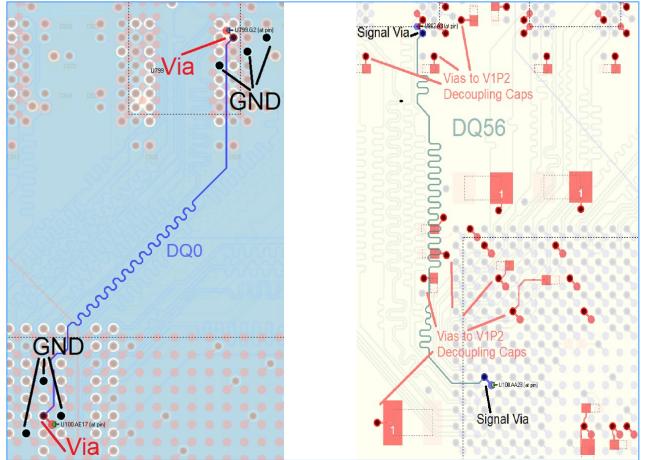








## Signal layout – DQ0 and DQ56



- DQ0 does not change reference layers
- DQ56 changes reference layers, but does not have nearby decoupling caps





### **Return Path Effects - Single Signal**



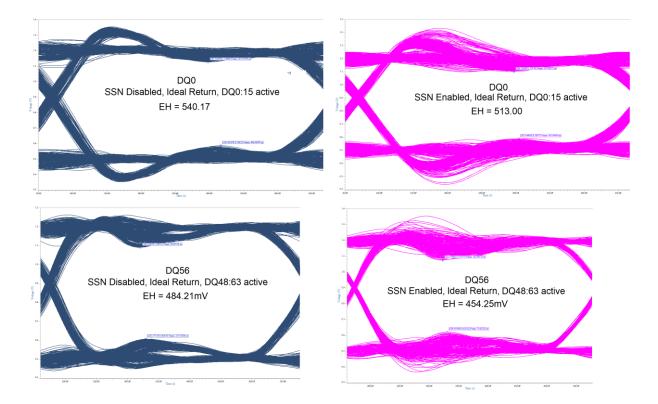
	Eye Height with ideal return assumption	Eye Height with actual return path	Impact of imperfect return path
DQ0	567mV	567mV	< 1mV
DQ56	496mV	419mV	77mV

- Baseline assumes signal via has ideal return path
- Single signal active effect purely due to channel return path discontinuity





### **Effect of SSN**



	Eye Height baseline with no power effects	Eye Height with SSN	Impact of SSN
DQ0	540mV	513mV	27mV
DQ56	484mV	454mV	30mV

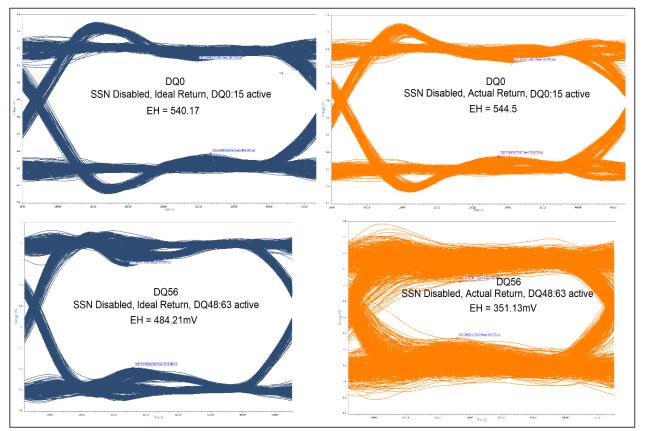
- Baseline has 16 bits toggling and incorporates package xtalk
- Both DQ0 and DQ56 have about **30mV** SSN.
  - Not dependent on layout







### **Return Path Effect - Crosstalk**



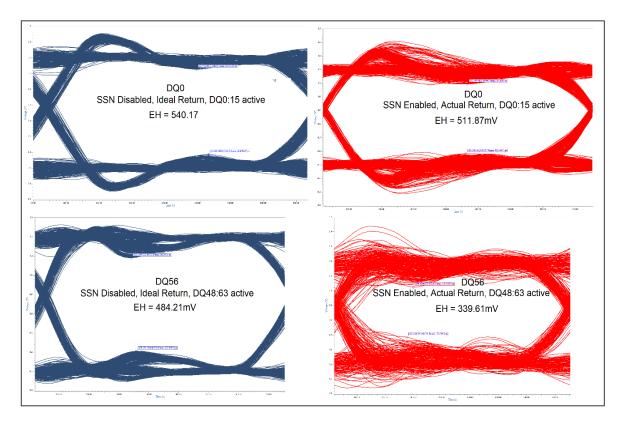
	Eye Height baseline with no power effects	Eye Height with via-via crosstalk	Impact of via-via crosstalk
DQ0	540mV	544	<negligible></negligible>
DQ56	484mV	351	133mV

- Baseline has 16 bits toggling and incorporates package xtalk
- DQ0 is very nearly unaffected by shared return path crosstalk
- DQ56 is very affected by return path crosstalk





### **All Effects combined**



	Eye Height baseline with no power effects	Eye Height with SSN and actual return path	Impact of SSN+Imperfect return path
DQ0	540mV	512	28mV
DQ56	484mV	340	144mV

- Baseline has 16 bits toggling and incorporates package xtalk
- DQ0 is primarily affected by SSN
   Good return path layout
- DQ56 is primarily affected by return path crosstalk
   — Poor return path layout





### DDR5 Data rate – 4000MT/s



	Eye Height baseline with no power effects	Eye Height with SSN and actual return path	Impact of SSN+Imperfect return path
DQ0	613mV	514mV	99mV
DQ56	542mV	345mV	197mV

- Baseline has 16 bits toggling and incorporates package xtalk
- Overclocking DDR4 IBIS at 4000MT/s
- Impact of both SSN and return path effects increase with increased data rates
- Only single signal return path effect
   \*might\* be offset by DFE
  - Crosstalk effects (SSN or return path) can't





