

Packaging, Plug-and-play, Modularity and the Impact of Wires

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Outline



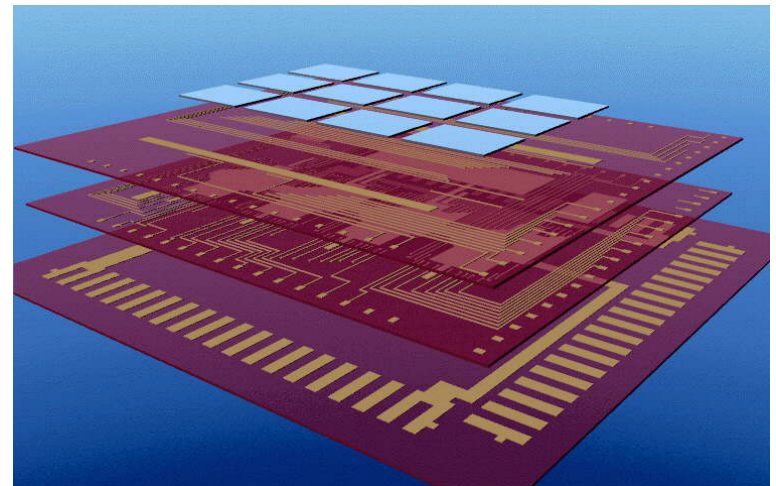
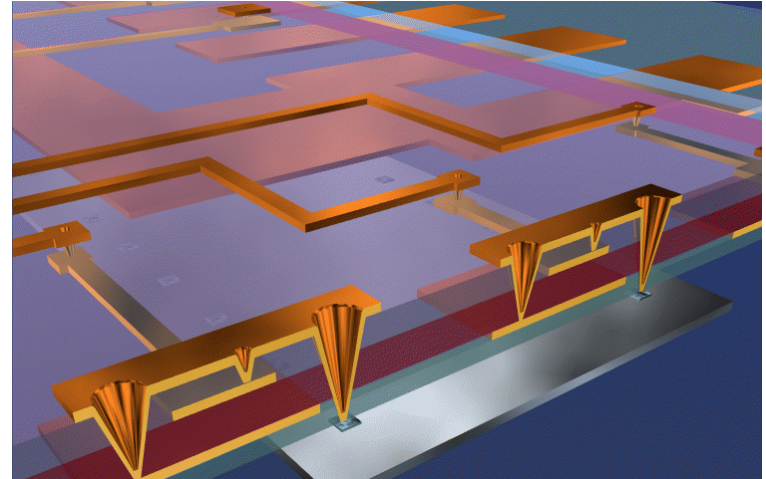
- **Packaging and the “War on Wires”**
- **Nature of Wires**
- **The Pursuit of the Six-Day Spacecraft**
- **Some Eclectic Observations about Wiring**



What is Packaging and Interconnect?

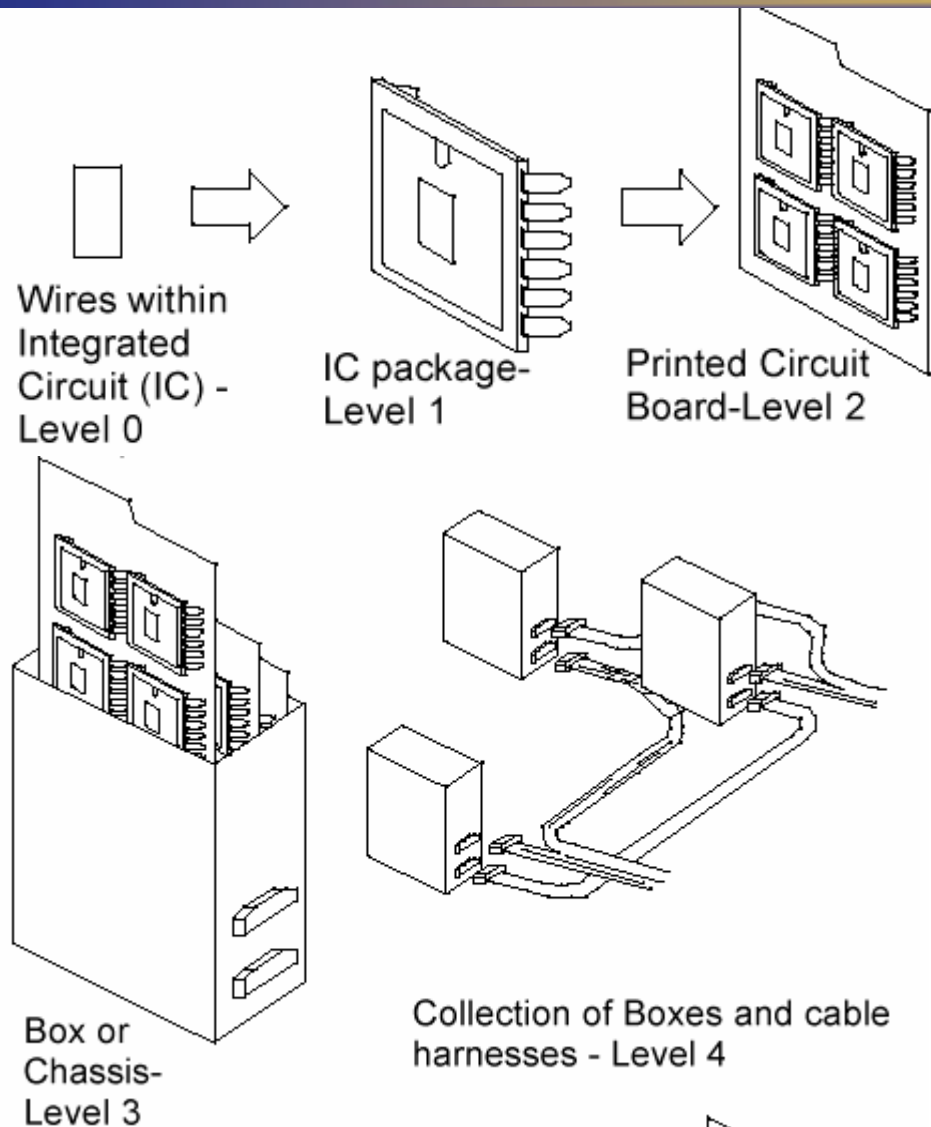


- **Conductor/dielectric structures that provide:**
 - Interconnection between terminals of devices within a system
 - power delivery
 - thermal management
 - protective enclosure
- **Advanced vs. conventional packaging**





The Packaging Hierarchy

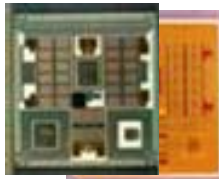


- Packaging is like a structural bureaucracy
- Established and entrenched infrastructures that have evolved through “happenstance”
- Promotes view of packaging as a headache, necessary evil

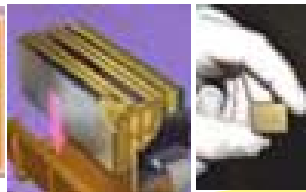
Twenty Years in Space Electronics Miniaturization



High Density Interconnect (HDI)
1987-present



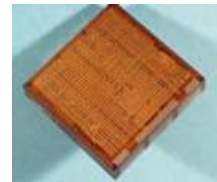
1991– Brilliant Pebbles



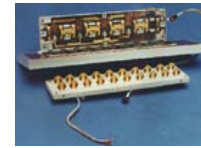
1992 – 2003 3-D packaging



1995 – 2005 Bistable MEMS



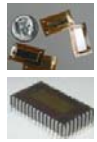
1998 – 2003 Miniature reconfigurable processors



1998 – Microwave HDI

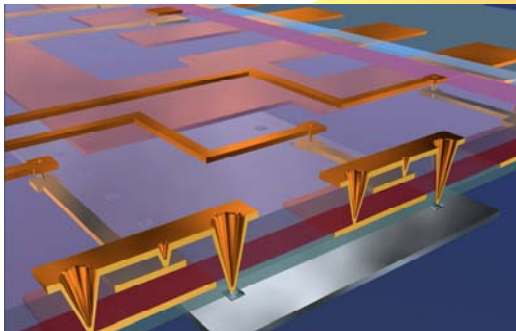


1999 – Plastic HDI

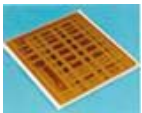
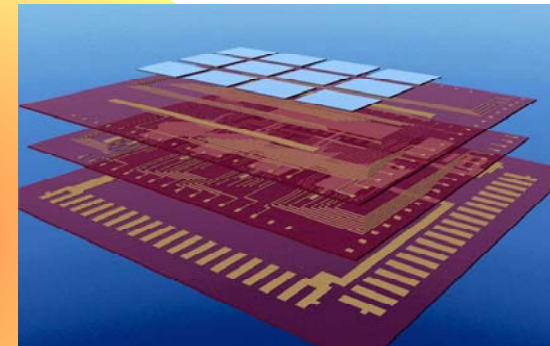


2004 – Ultra-dense 3-D

1990 – SPIRIT III/MSX



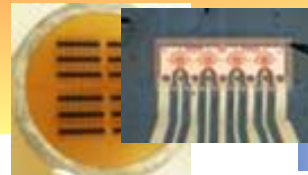
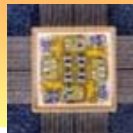
- Commitment to excellence with game-changing technologies
- A rich legacy of innovation and transition



(HCSM) TRMM, HST Servicing Mission 2, MS1



(PASM) GE-Americom



(VCSEL Module) F-16, JSF



(AIC) DS2, JAWSAT, STRV-1D



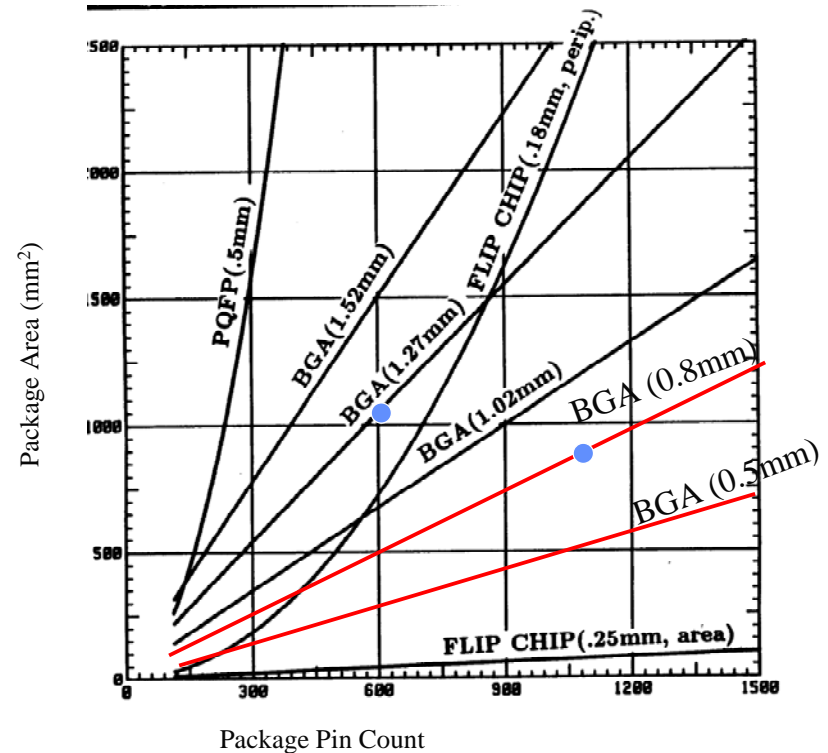
(Flex) GEMS Ultrasound



Evolution of Packaging Technology



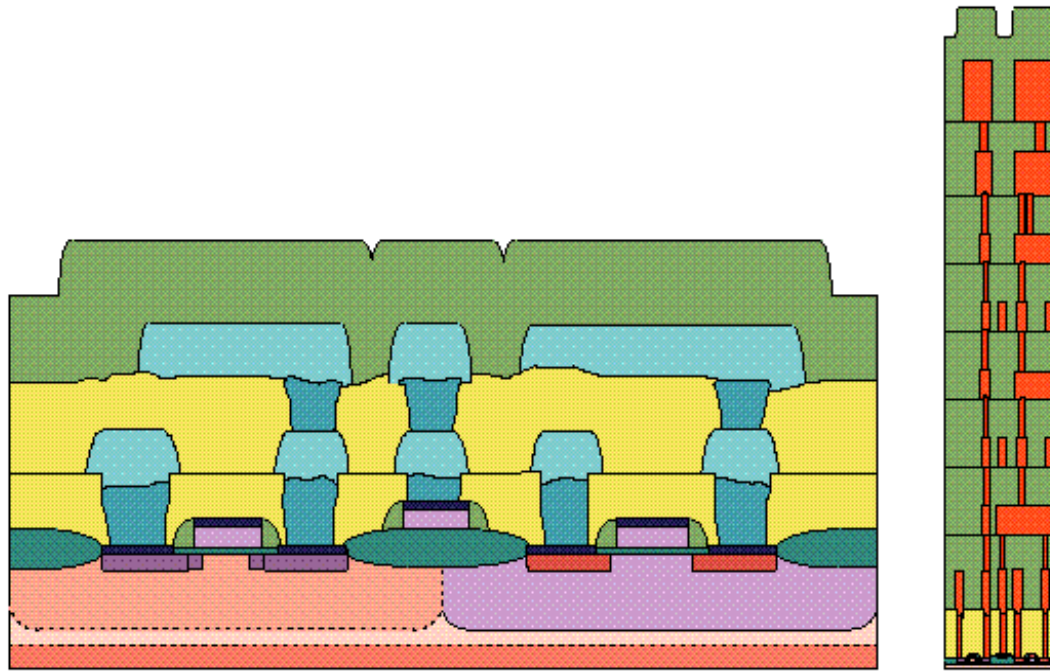
- 2-D
 - multichip modules (MCMs)
 - Dense printed wiring boards
 - BGA, chip-scale packages
- 3-D
 - Stacked die
 - Stacked packages
 - Stackable MCMs





The challenge of interconnect

- Comparison of integrated circuits in 1986 and 2004



1.0 micron

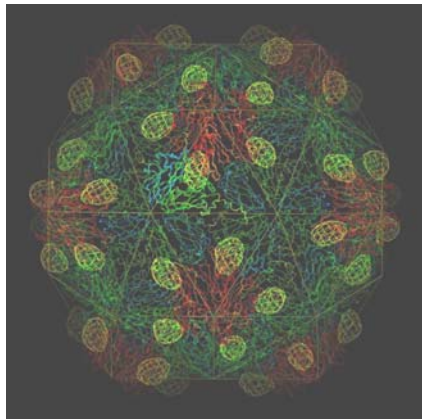
0.1 micron

Drawn to the same scale

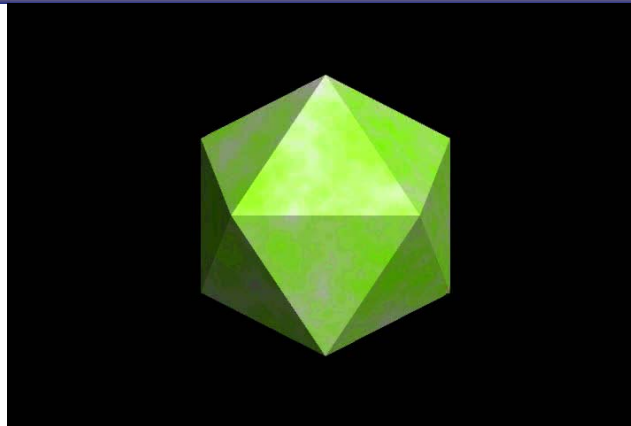
Chart courtesy of Ted Denlin, Sandia National Laboratory



“Molecules-to-pins” Architecture Reconfigurable Cellular Arrays

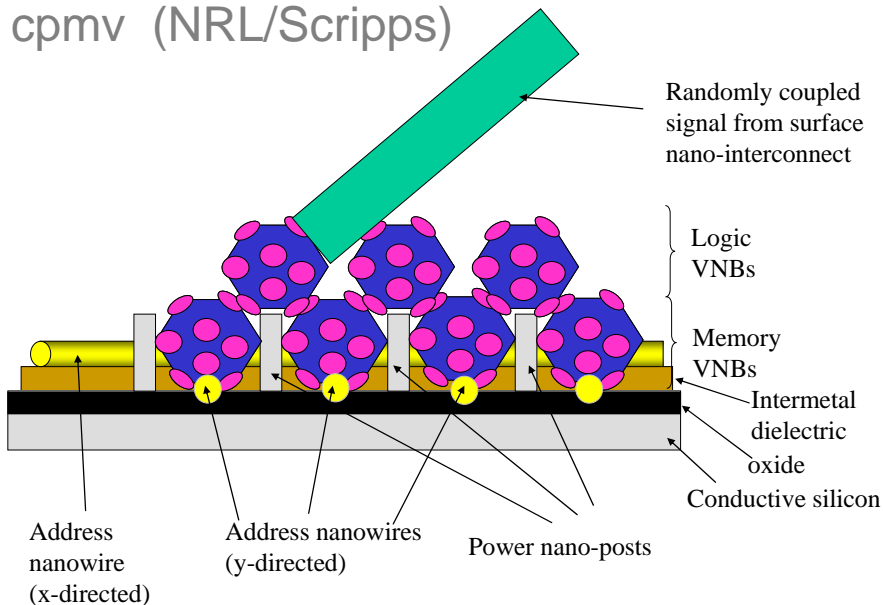
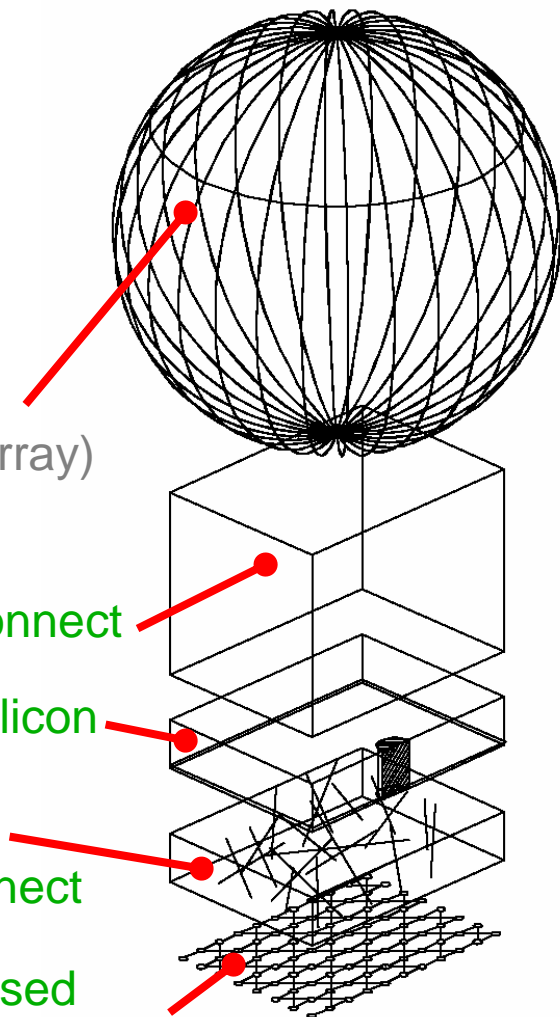


Cowpea Mosaic Virus
cpmv (NRL/Scripps)



AFRL animation

Solder-ball
(ball grid array)



Cross-section of virus-based RCA tile



A War on Wires



- **What can be done?**

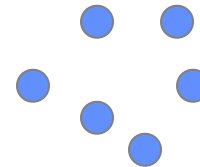
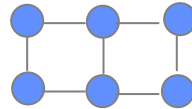
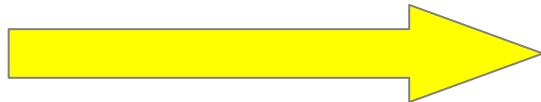
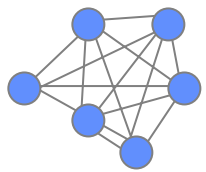


Nature of Wires





Wiring Demand Interconnectivity Ranges



fully
connected
 $p \sim 1$

cellular
automata
 $p \sim 0.5$

unconnected
 $p \sim 0$



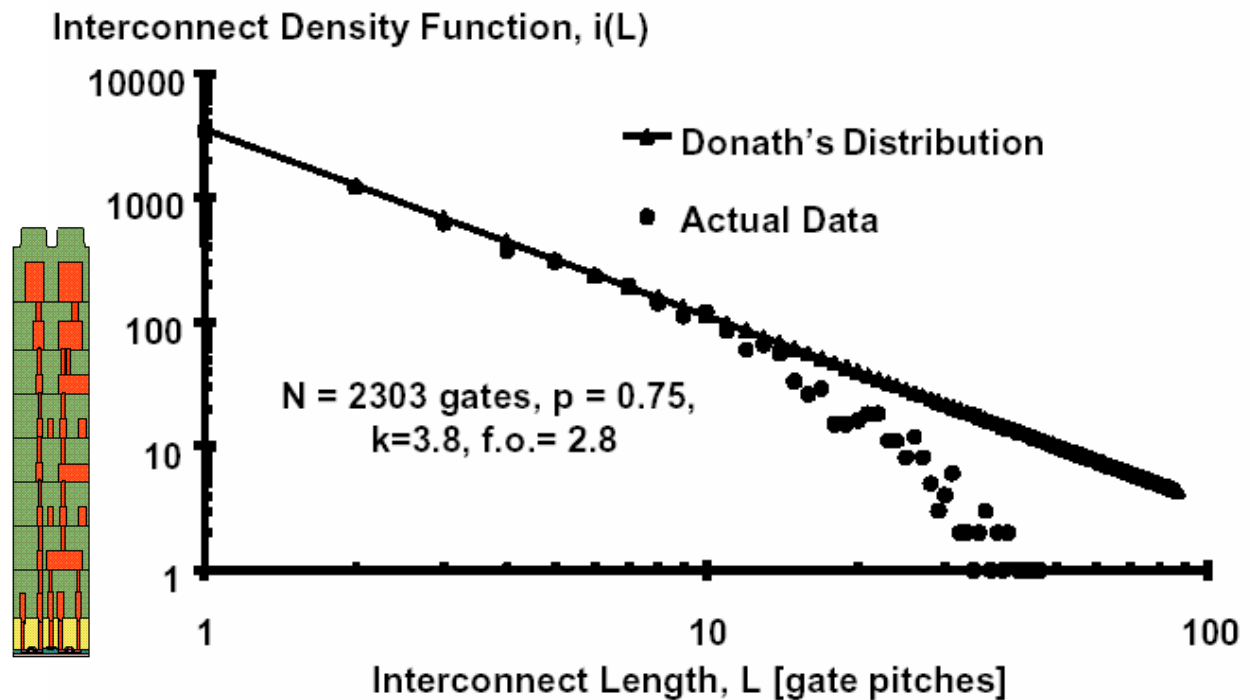
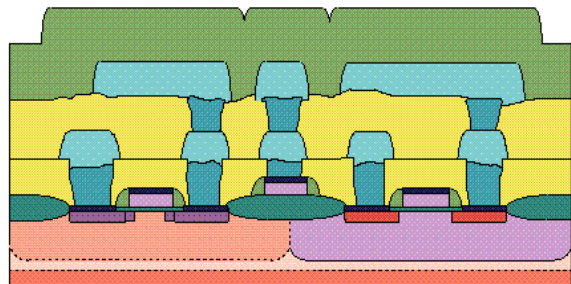
Wiring Models



- **Random Networks (Erdős-Renya)**
- **Small-World (Watts-Strogatz)**
- **Scale-Free (Laszlo-Barabasi)**



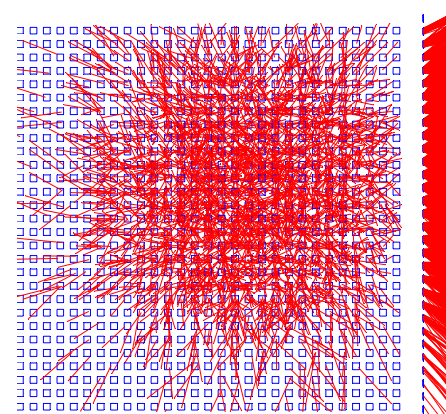
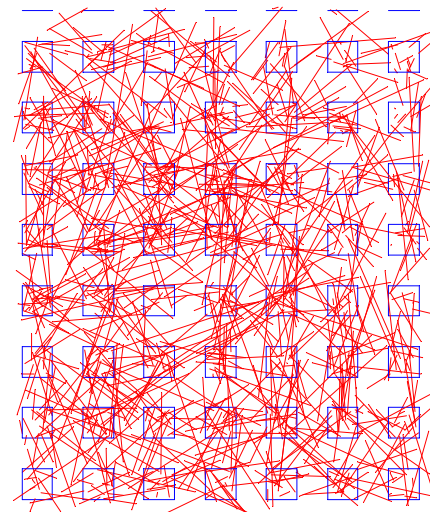
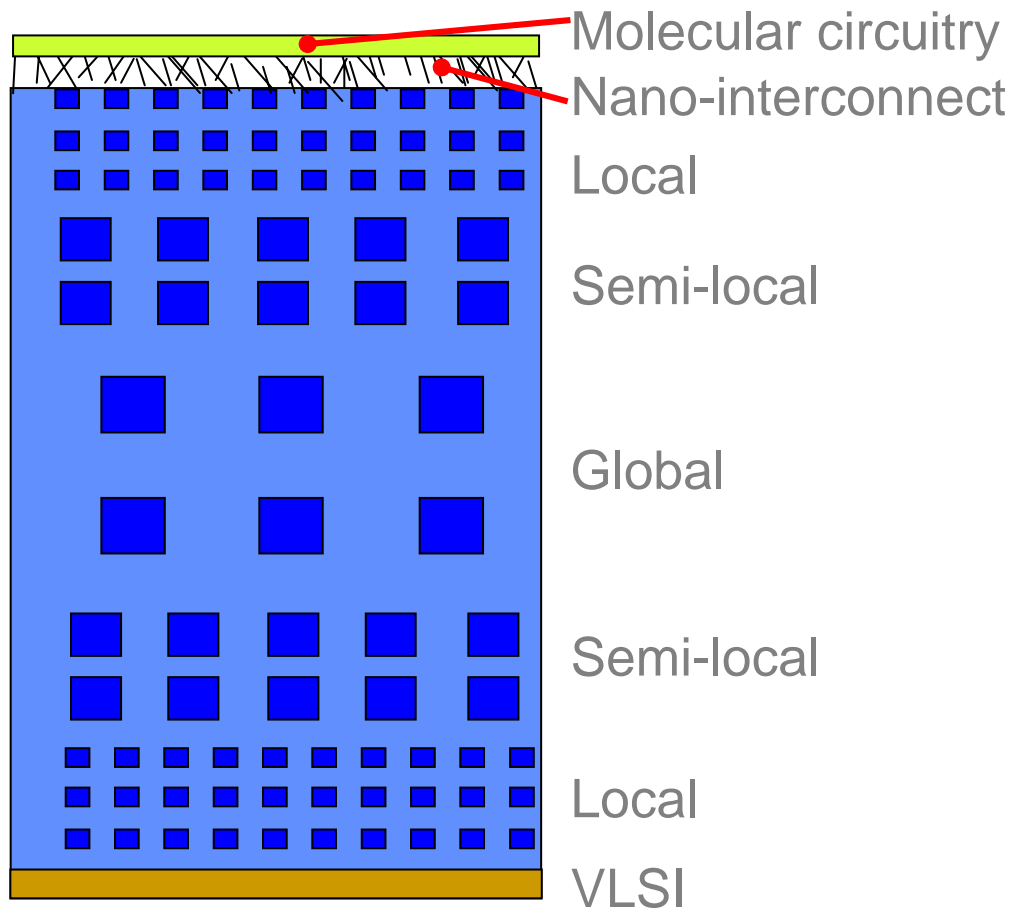
Scale-Free Networks in VLSI



VLSI, Davis Phd thesis



Nano-Interconnection Redistribution



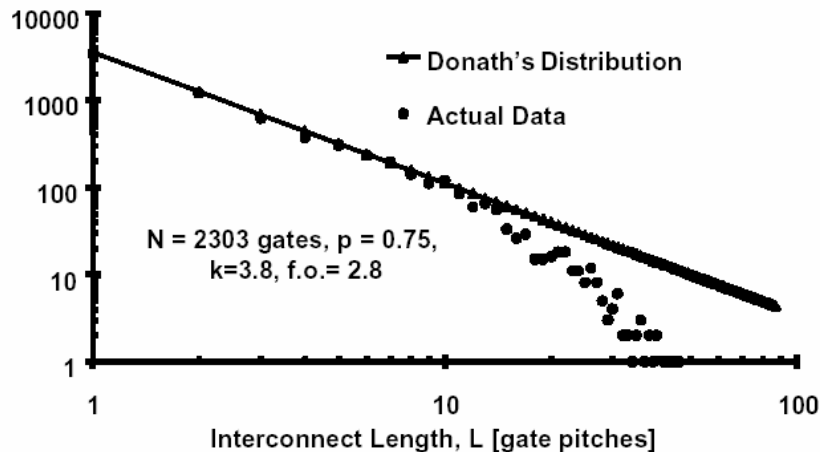
Simulated Distribution
Based on 3-D nanowire sticks



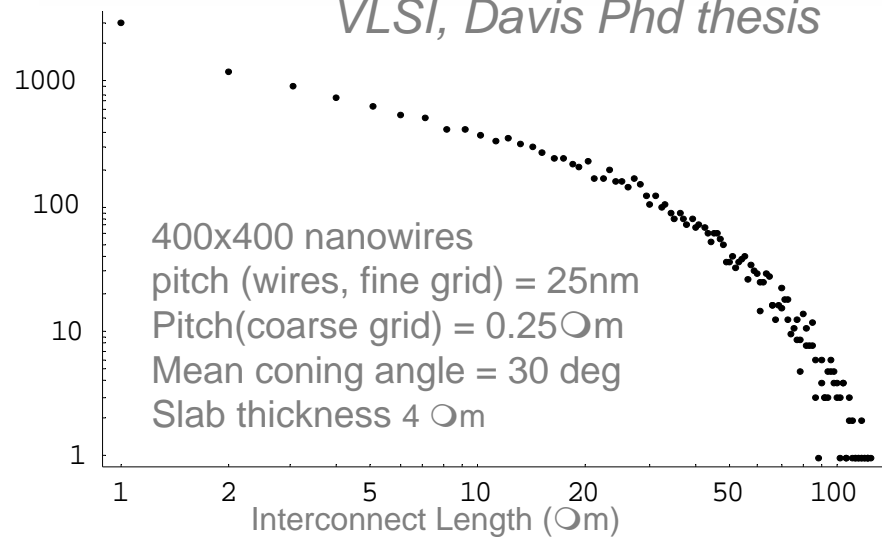
Distribution Results Based on Simulation



Interconnect Density Function, $i(L)$



VLSI, Davis Phd thesis



- 3-D randomized distributions can mimic statistical behavior of complex VLSI systems
- Consistent with scale-free network model (*Barabasi 2002*)

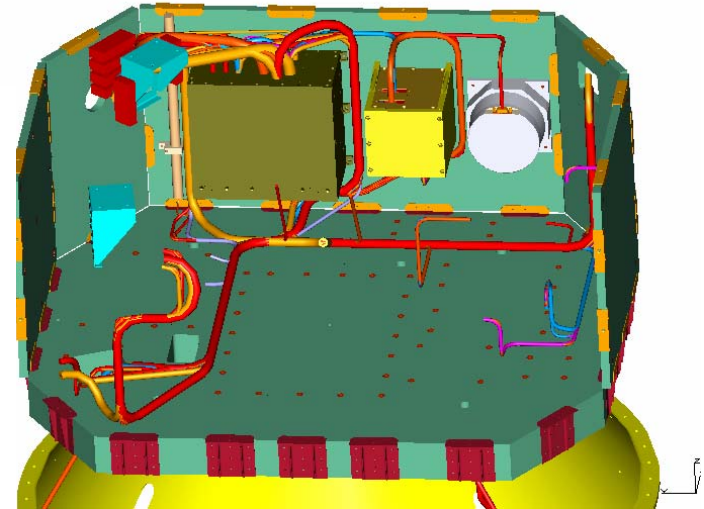
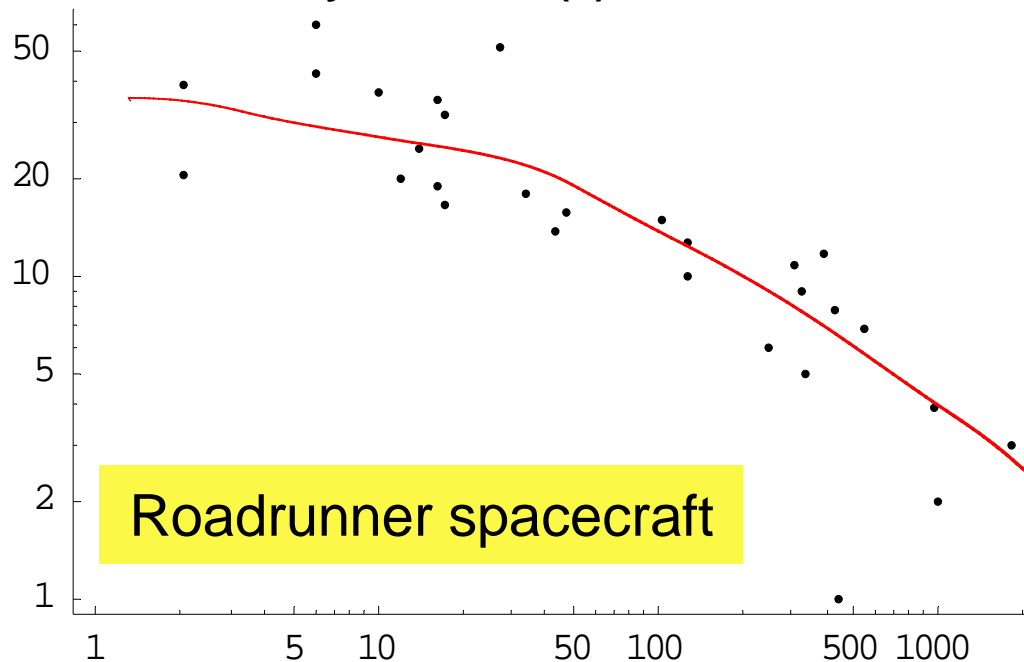
Simulation Results



Distribution of Interconnections Science / Engineering of Wiring Systems



Interconnect Density Function $i(L)$



Interconnect Length, cm (L)

Owczarczak & Lyke (unpublished, 2005)



Interim Summary



- **Wiring demand in most systems we care about seems to follow a scale-free distribution**
- **Can't fight nature?**
- **If you can't beat them...**
 - **What can we do to exploit an understanding of the nature of wiring in systems**
 - **Can we structure wiring supply to follow demand?**



The pursuit of complex systems



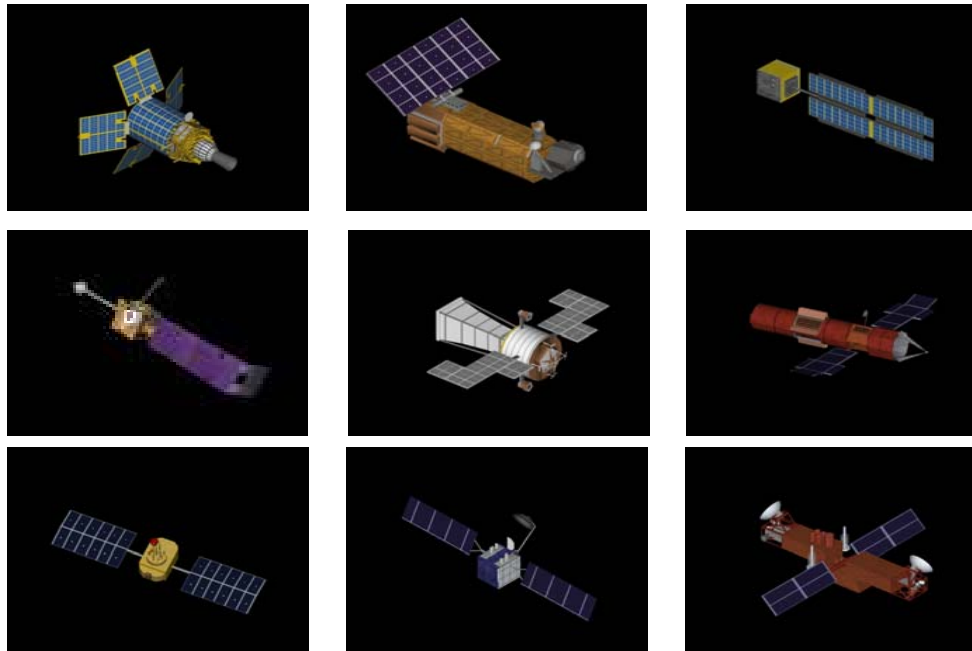
- The needs of operationally responsive space



Problem Formulation



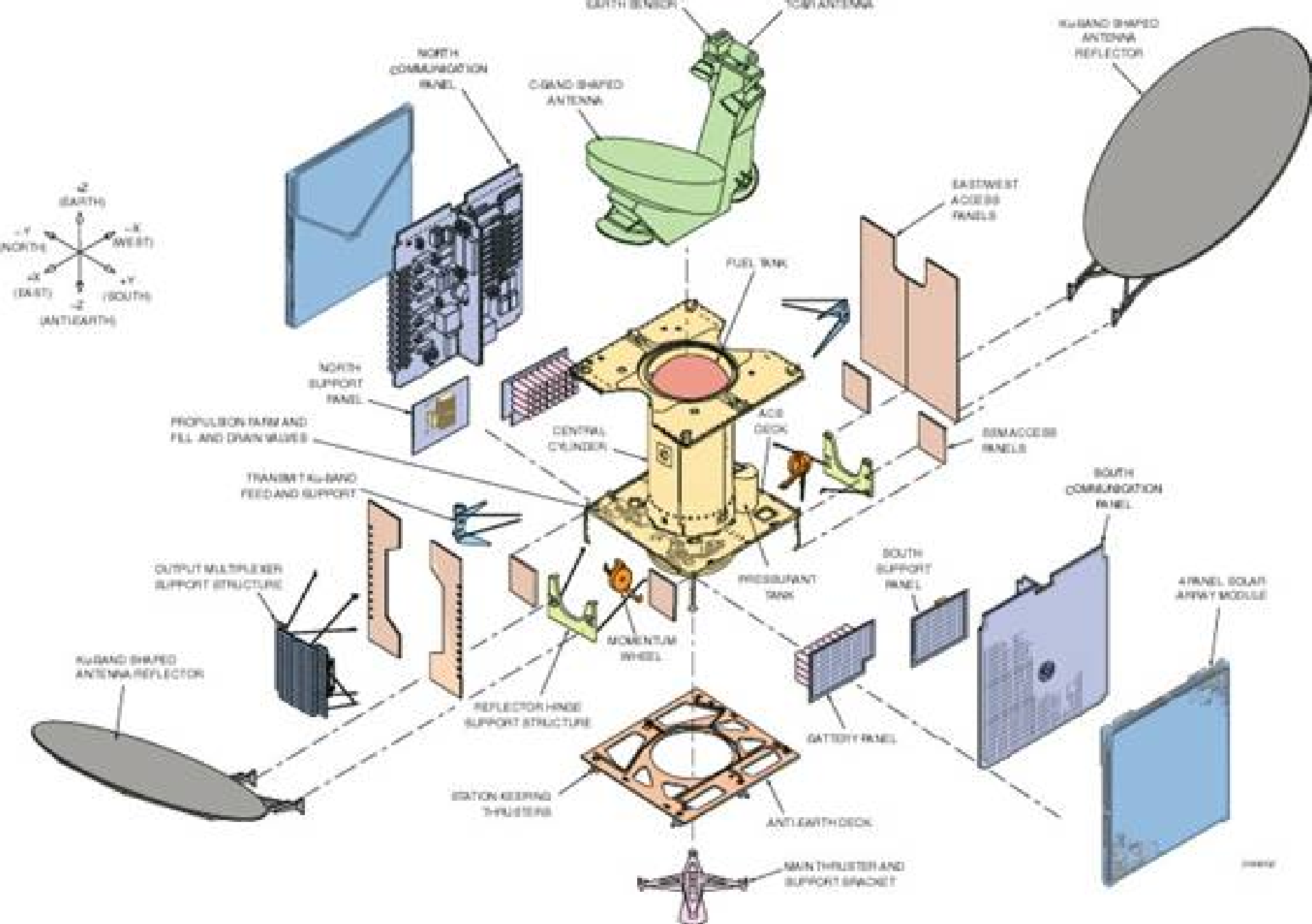
- Create a spacecraft in less than one week





Days Instead of Years....

- **Cannot be achieved by “tweaking” existing processes**
- **Requires fundamentally new approaches**
- **Standards are not enough**





Sources of complexity: TIME DELAYS

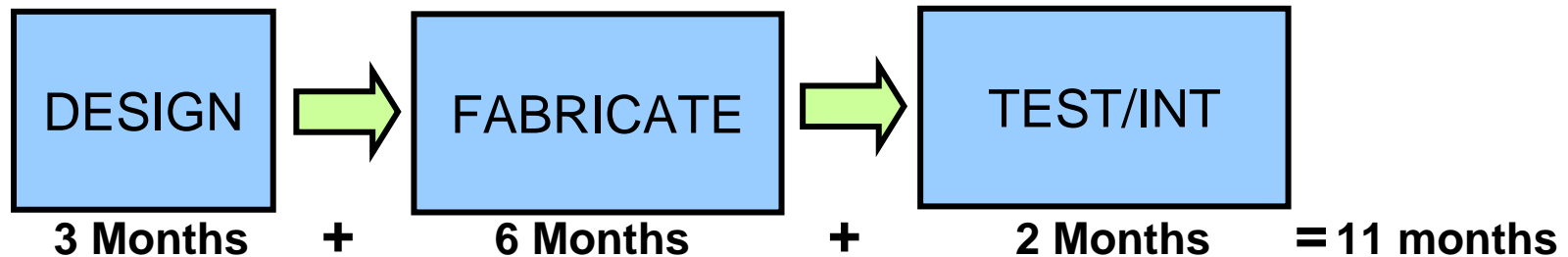


- **Long lead: Component development**
- **Uncertainty: Human errors in interpretation**
- **Long lead: Harnesses**
- **Long lead: Software**
- **Lack of effective modular strategies**
- **Requirements for precision in assembly, etc. counter to rapid integration**

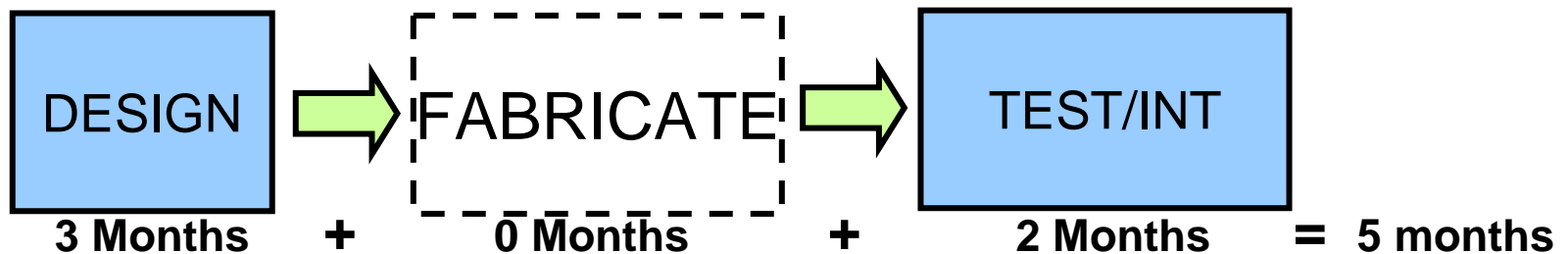


Beating time delay – an example

Integrated Circuit (IC)



Field Programmable Gate Array (FPGA)



Convert one type of time delay into another kind you can deal with!



Opportunities for a “Field-programmable Satellite”

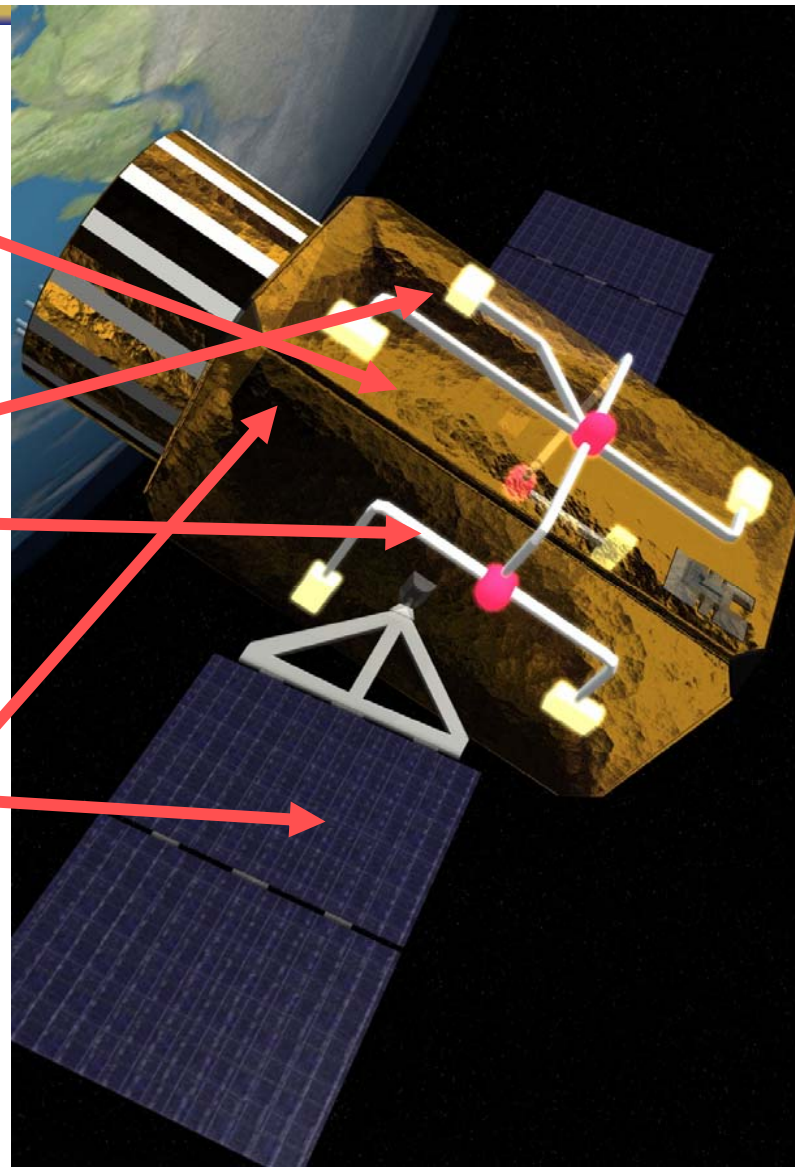


Eliminate wiring harnesses with pre-built programmable wiring

Integrate plug-and-play components into sockets of pre-built panels

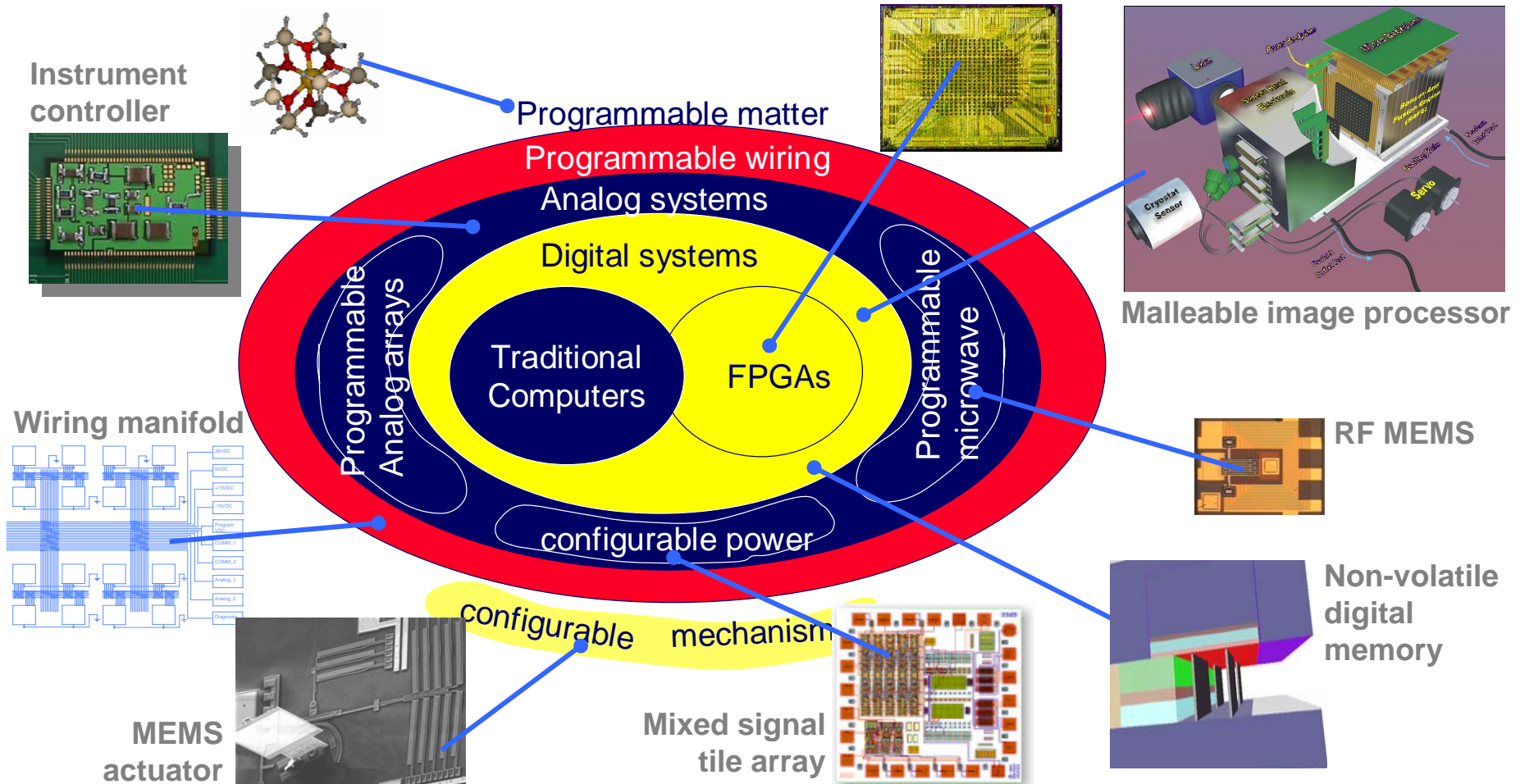
Modularize power system components, add “smart combiners”

Programmable communications with software radio technology



Reconfigurability

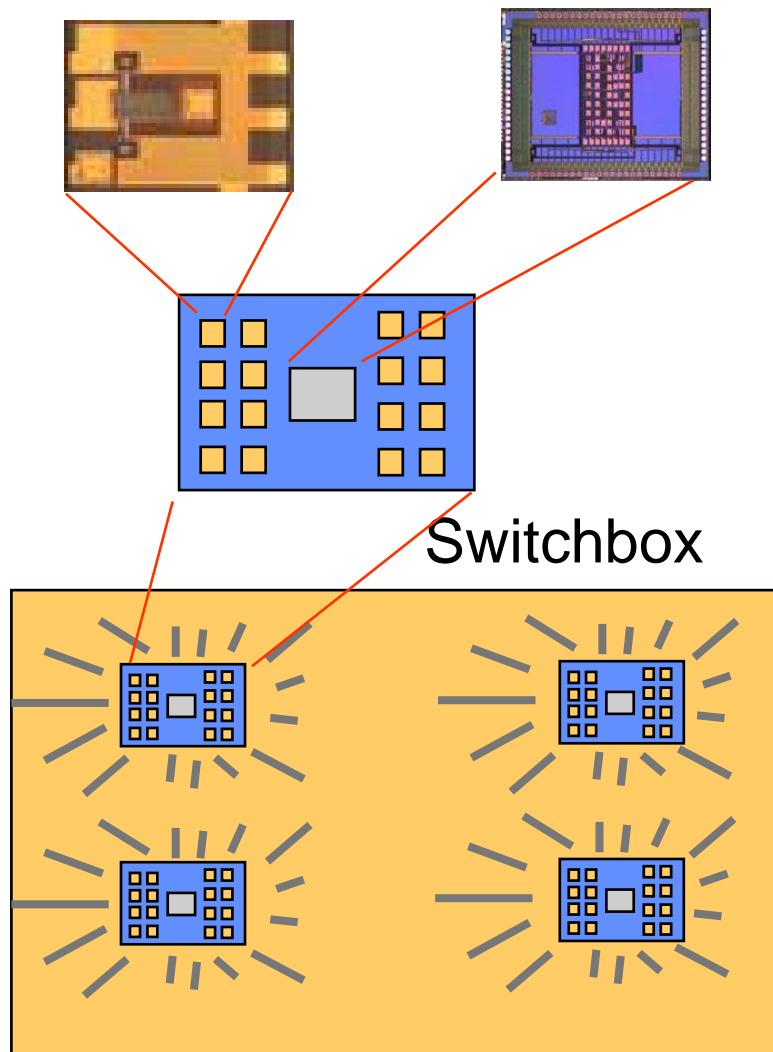
Flexibility, Scalability, Reliability



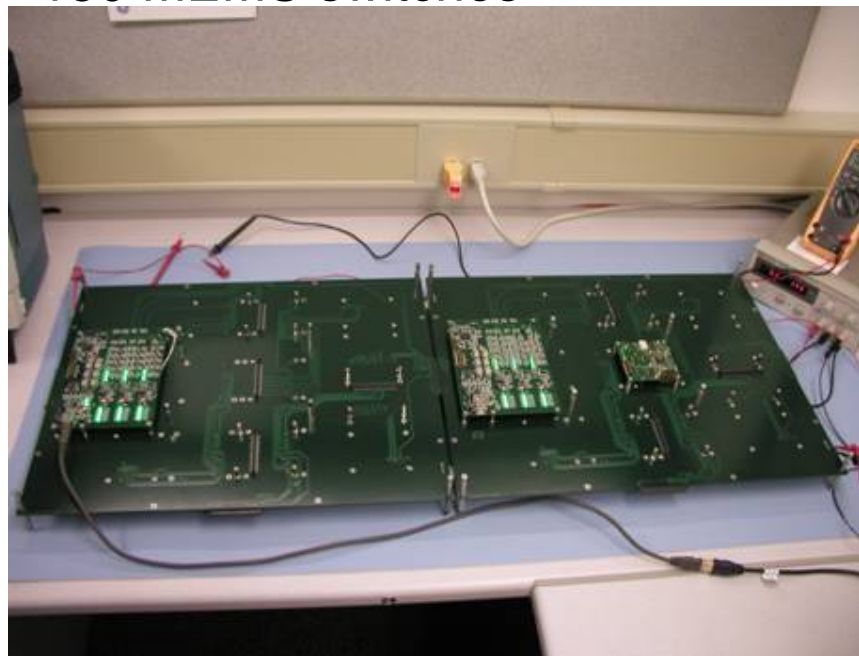
**The Incubator of New Technology with Established Tech
Transitions into Other Branch Programs**



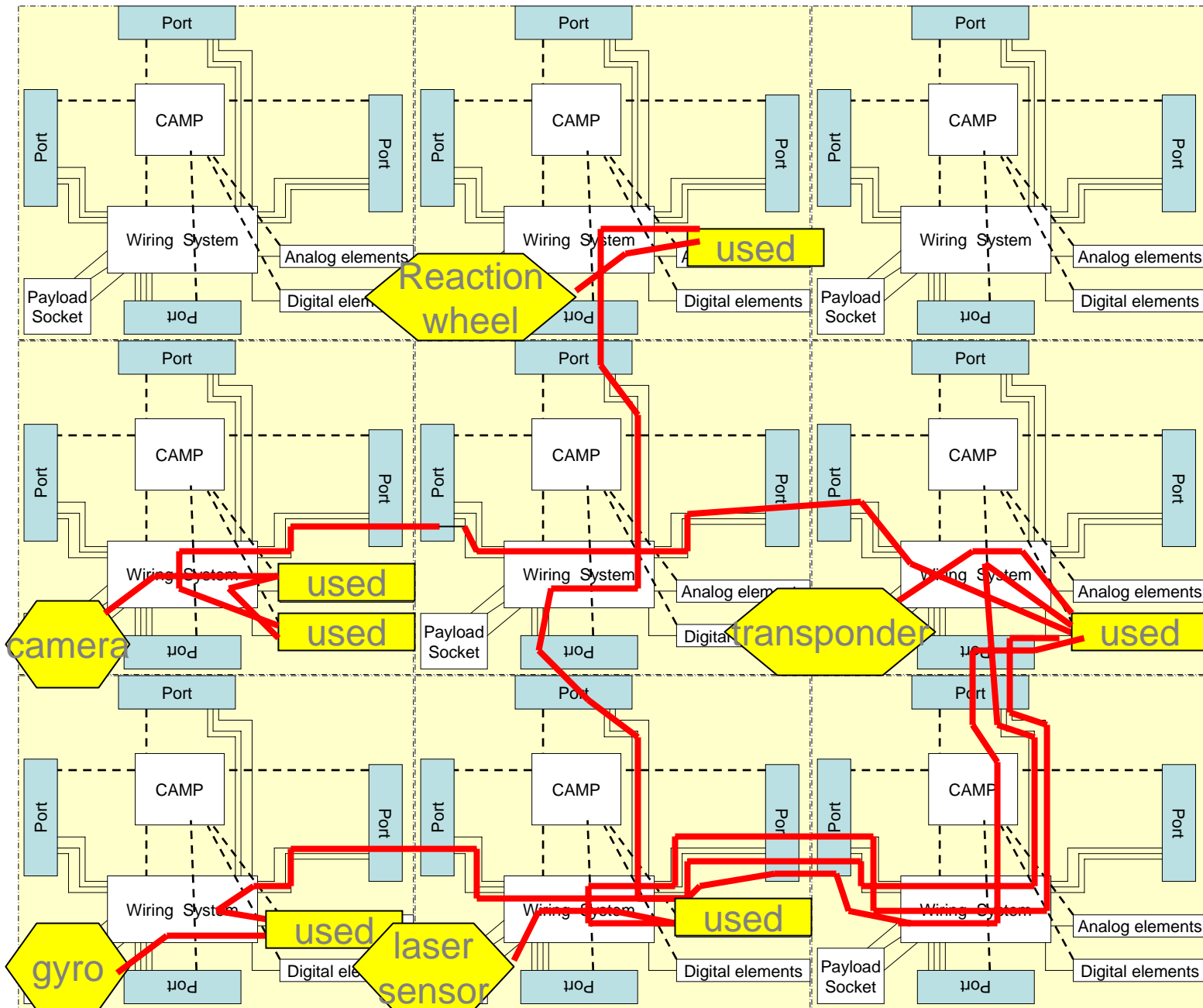
Adaptive Manifold



- Objective: Develop important building block for adaptive wiring harness
- Results to date: Demonstration of Adaptive wiring Manifold with > 150 MEMS switches

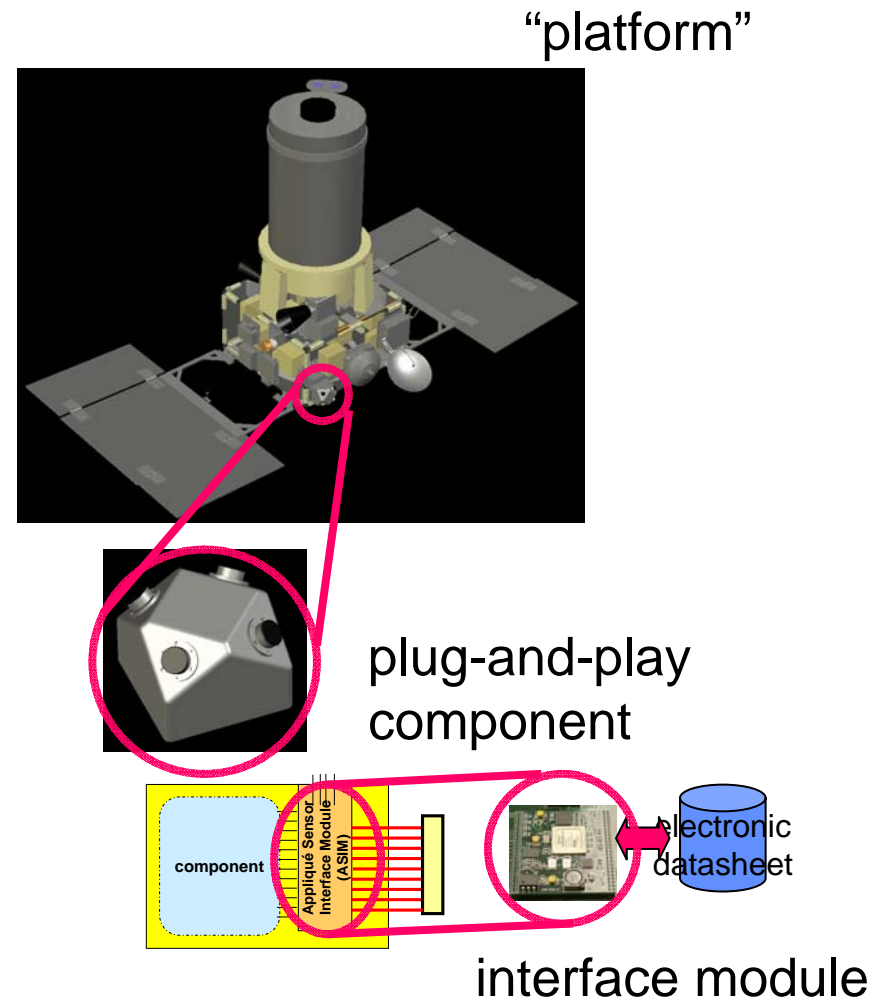
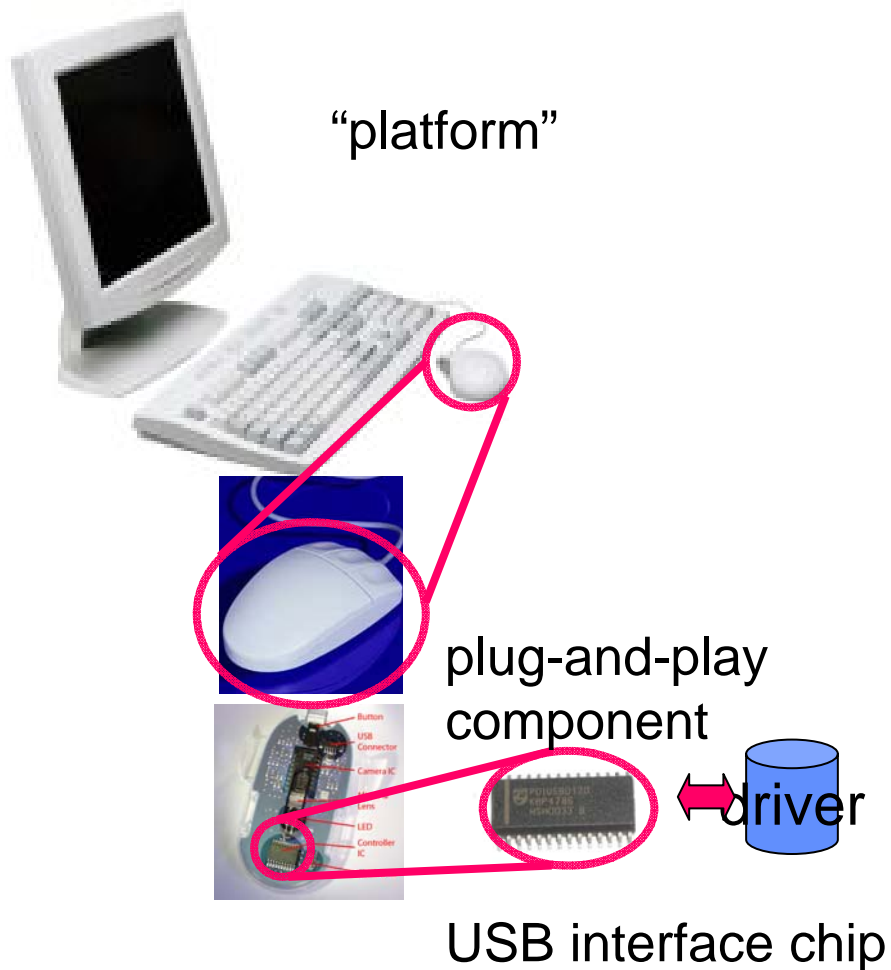


Modular, Building-block Spacecraft





Plug & Play Components Black Box Objects

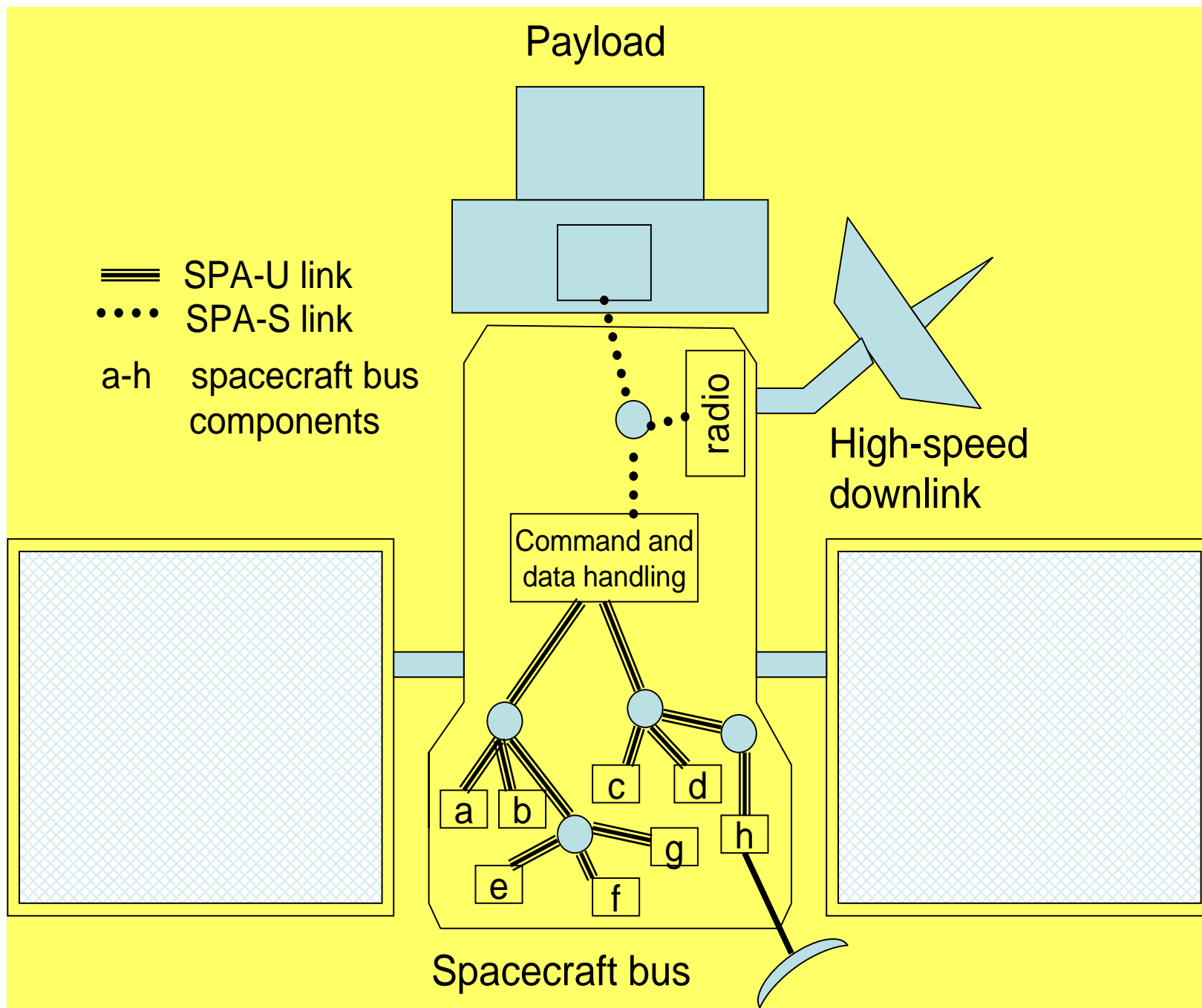


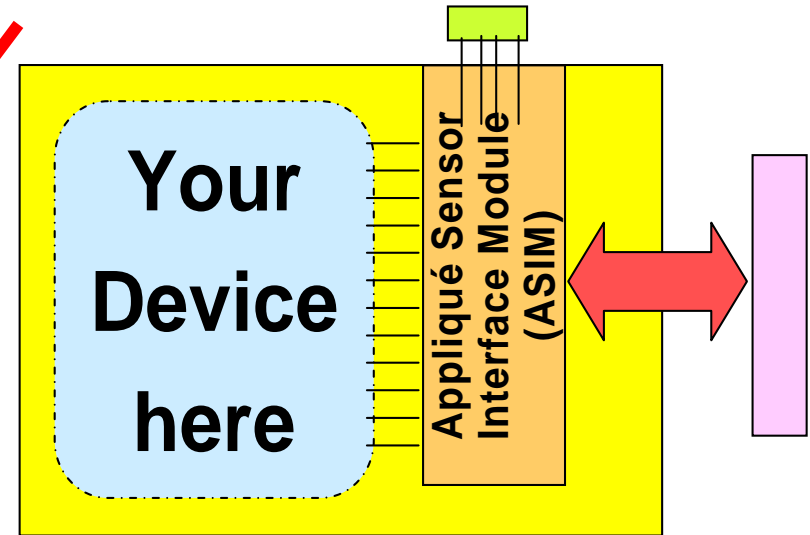
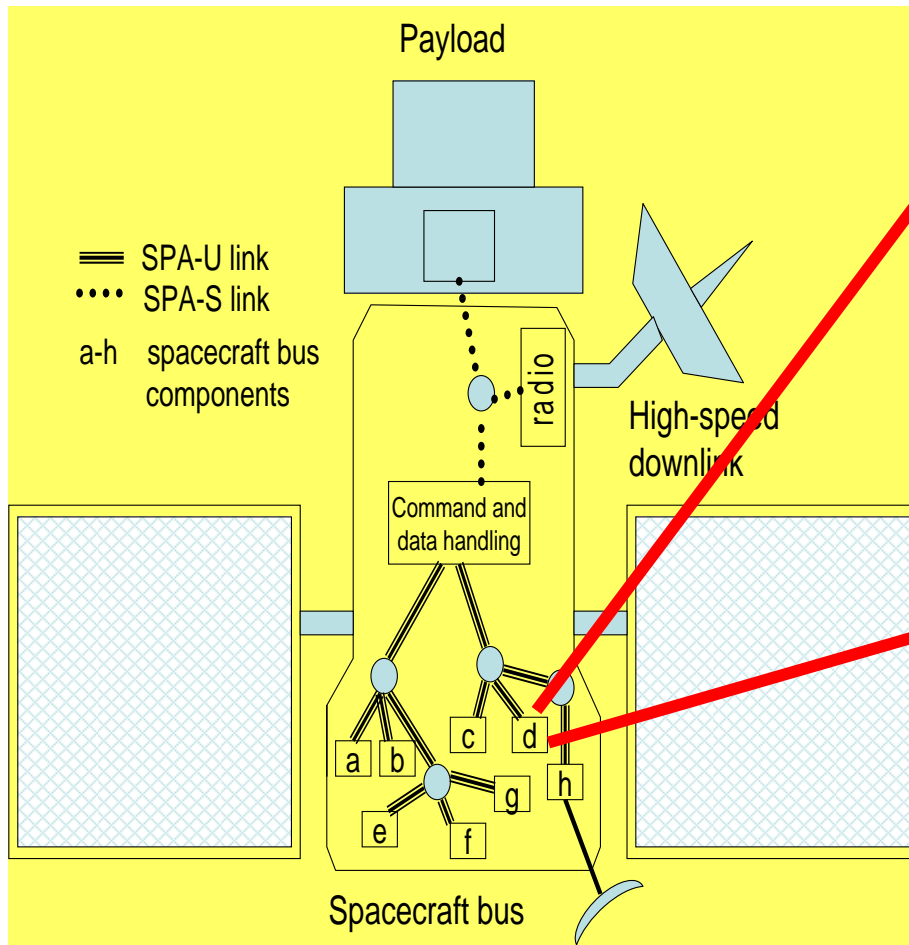


What is Plug-and-play

- Plug-and-play is centrally based on smart components
 - **Every contains built-in electronic datasheet = xTEDS (XML-based electronic datasheet)**
- Components network into a self-organized system

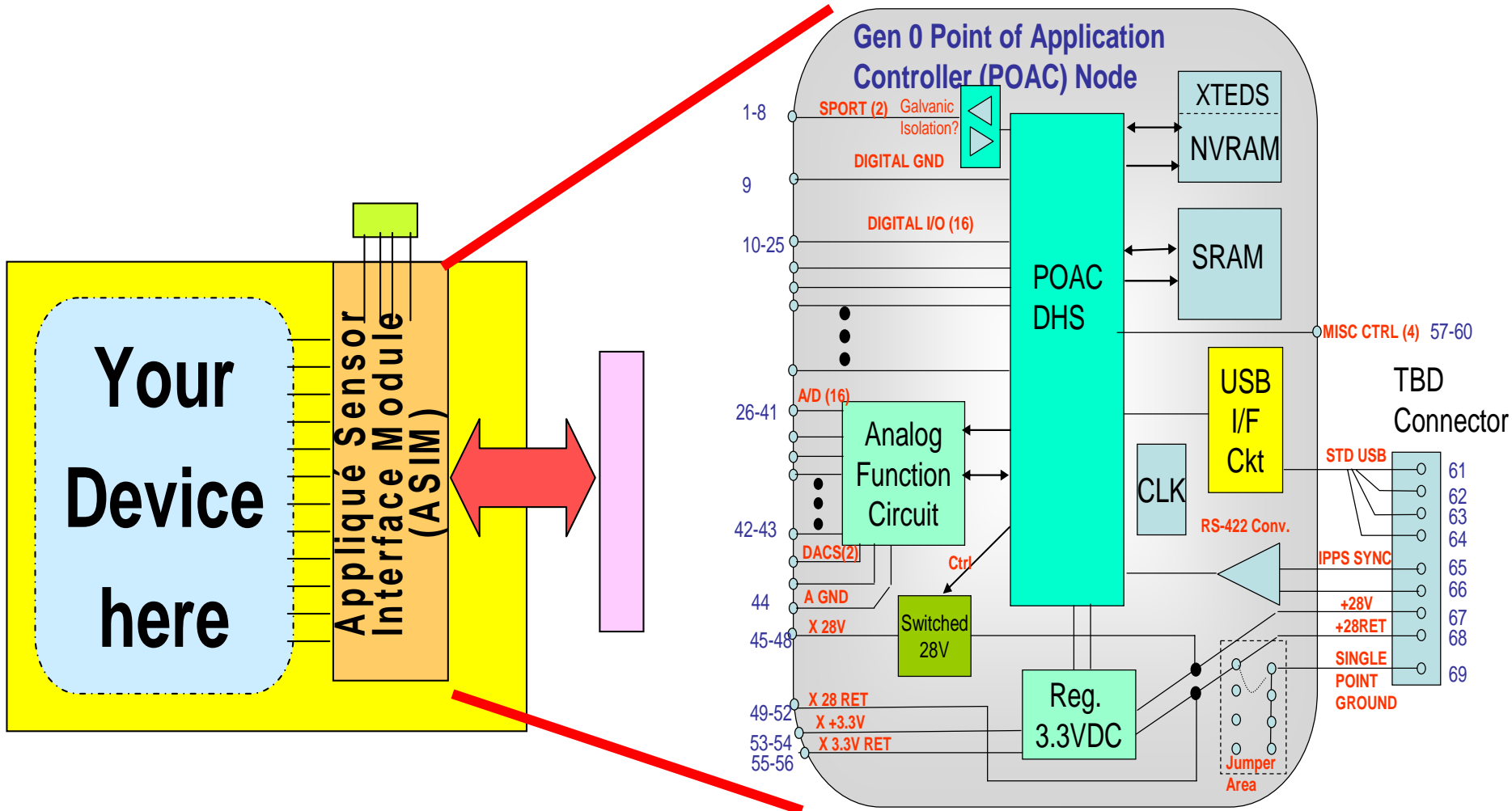
This approach is called “Space Plug-and-play Avionics”



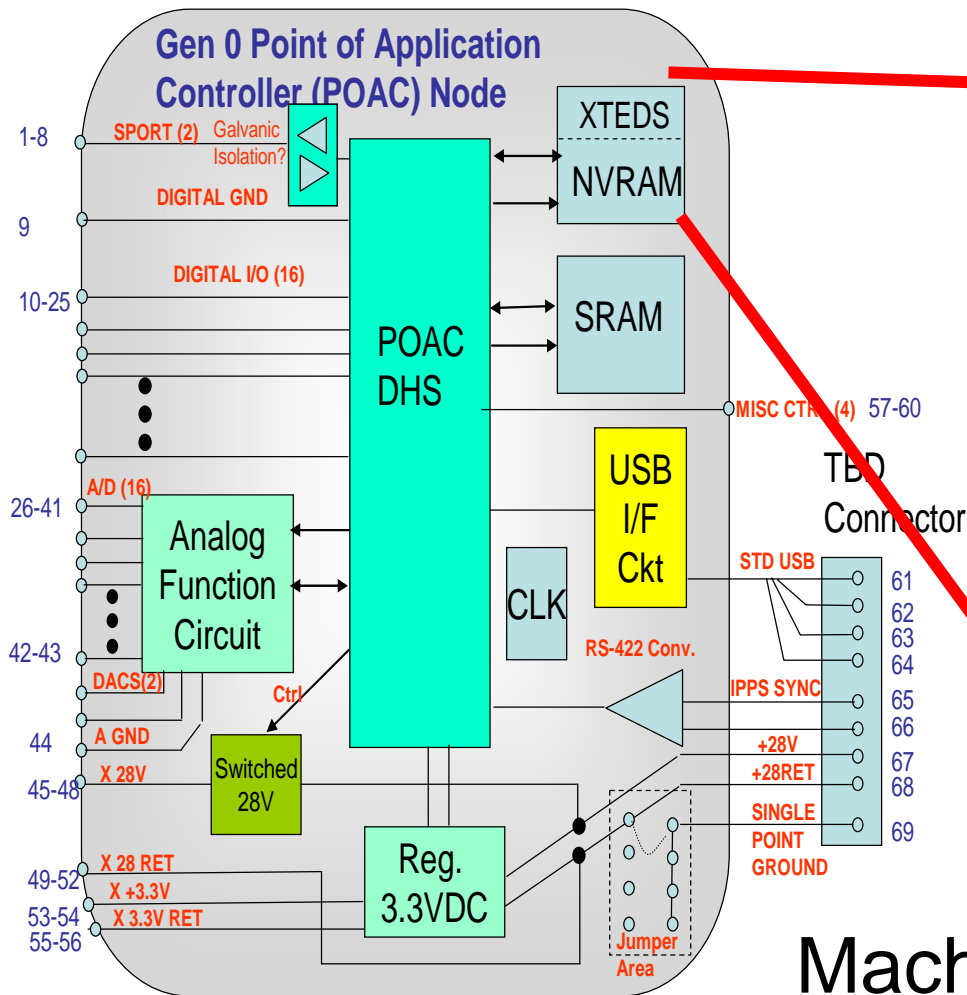


Plug-and-play
components –
black-box
objects

Smart Interface: the Applique Sensor Interface Module (ASIM)



Electronic Interface Descriptions



XML-based
Electronic
Data Sheet
(xTEDS)

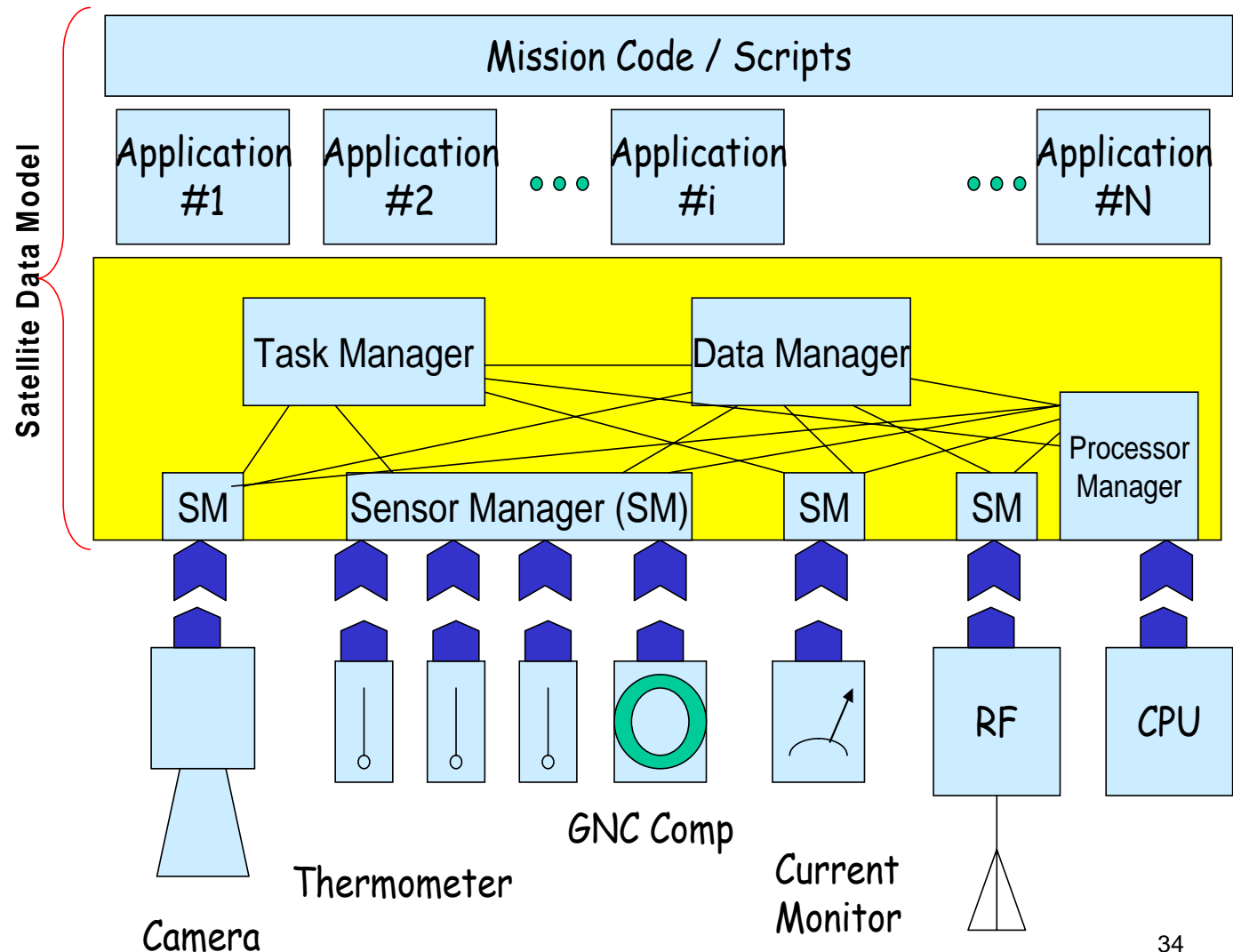
Machine-
negotiated
interfaces



Plug-and-play Software Layered Model



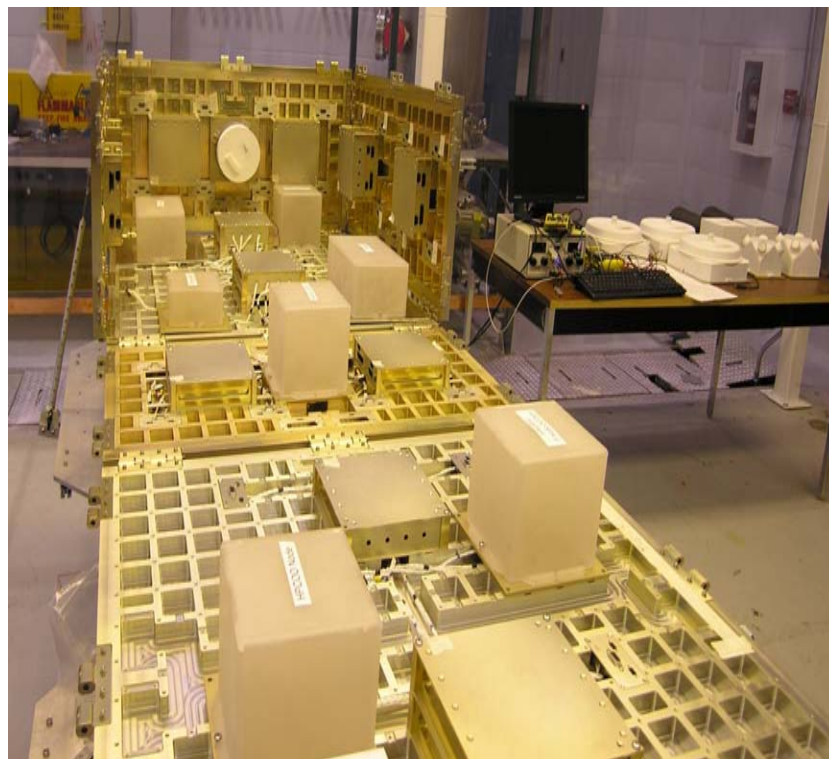
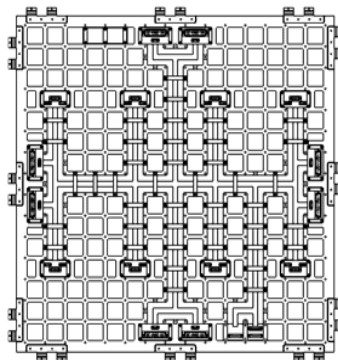
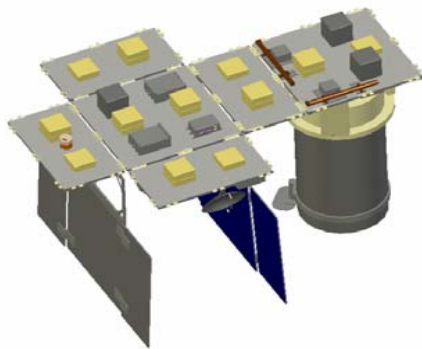
“Satellite data model” (SDM) created to address mechanisms for making software “plug-and-play” aware





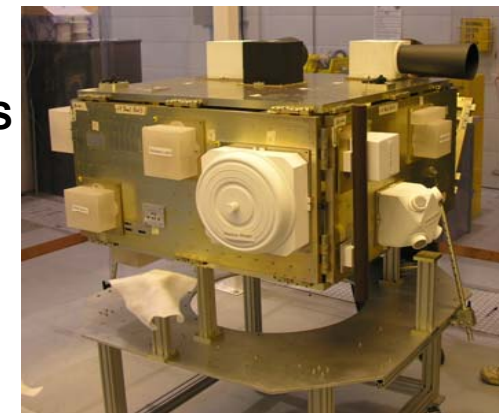
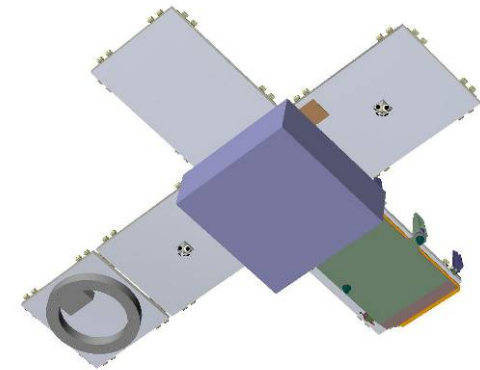
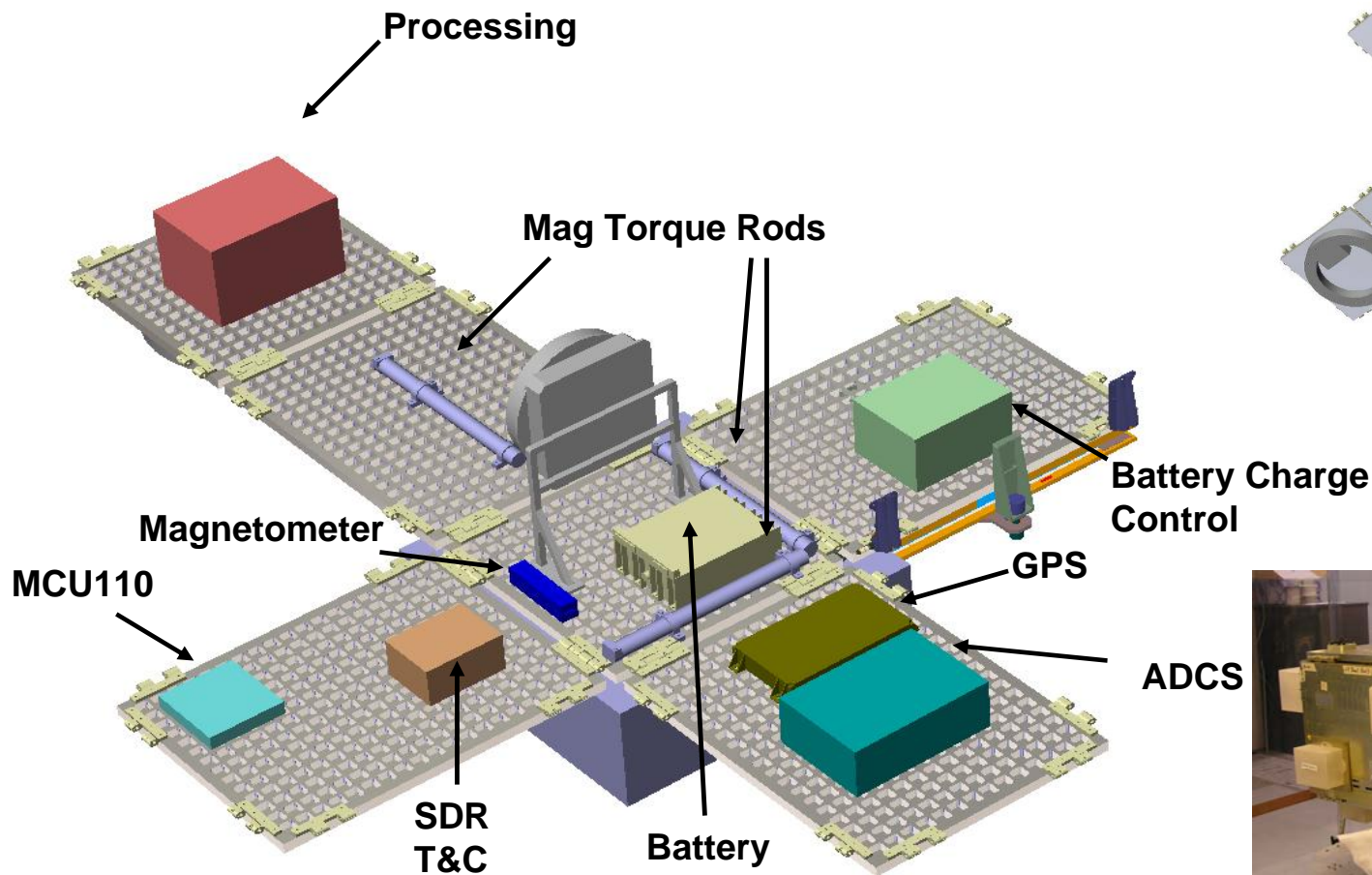
Modular Concept Bus

- Logically extends ideas of plug-and-play to the rest of the satellite
- Standardized Mounting Grid (2" oc, move to 4cm)
- Regular SPA locations
- SPA pre-integrated in panels
- Panels open for easy access

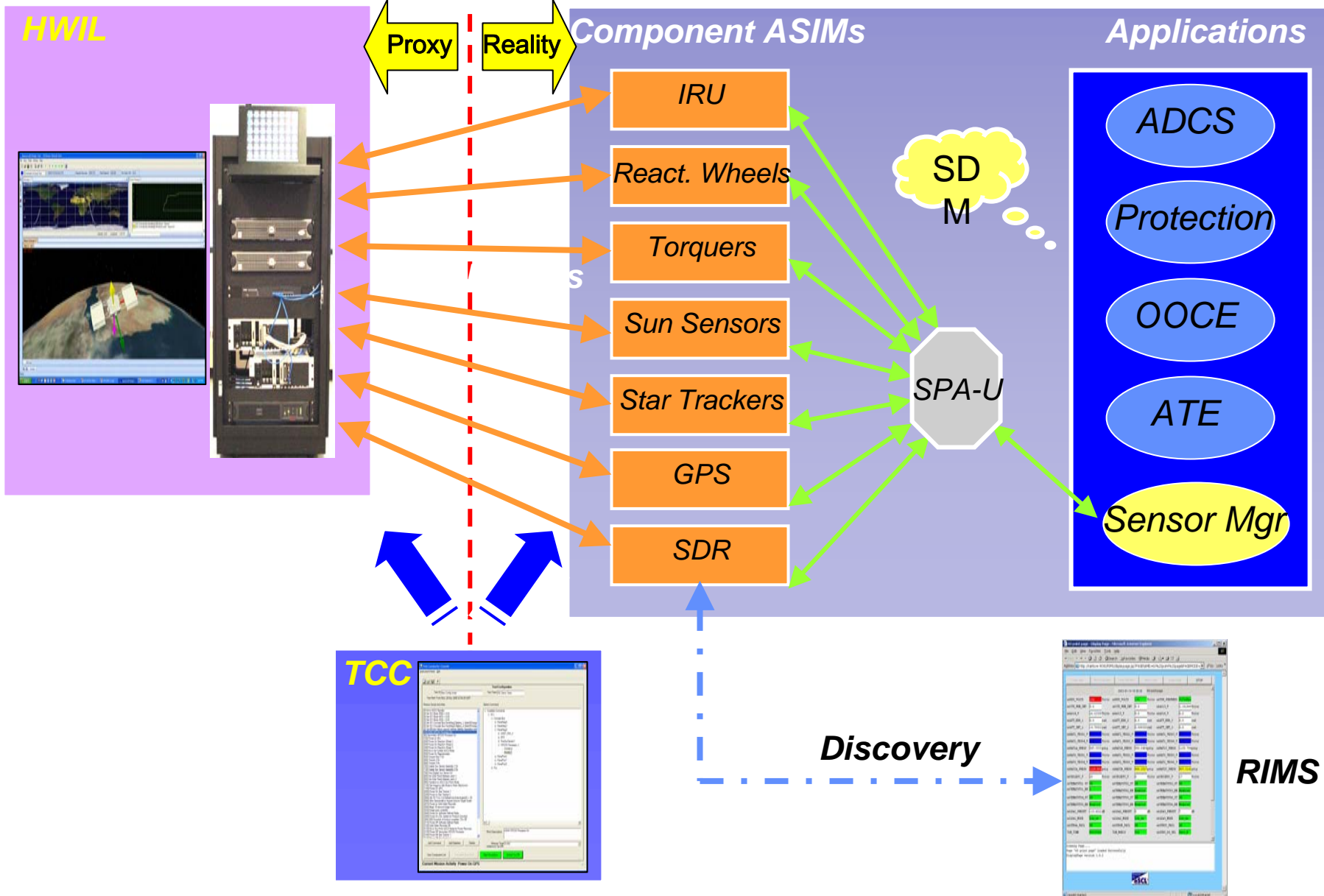




Rapid Assembly, Integration, and Test



Rapid Assembly, Integration, and Test





Observations



- **Improve wiring problems through a few simple principles**
 - **Intelligent modularity**
 - **Scalable serial interconnect (\gg 1Gbps)**
- **Not all wire is needed all the time**
 - **Reconfigurable wiring approaches**
- **Wireless is an encouraging prospect for reducing a lot of the wiring manifold**
 - **Hard to deliver much power without wires**
 - **We are considering for support wiring subsystems such as the test bypass networks in SPA**
- **Distributed Power Management could be a complementary approach**



Summary



- **Packaging is driven by problems of interconnection**
 - **Spacecraft, aircraft, etc. are “large packages”**
- **Nature of wiring seems to follow a scale-free model**
 - **Not purely a random network**
- **Can’t fight nature, employ a number of techniques to deal with the “war on wires”**
 - **Modularity (enforces simplicity in interfaces)**
 - **Reconfigurability (allows repurposing of interconnections)**
 - **Wireless (allows reduction of wiring manifold)**
- **Understanding wiring demand and nature of complex systems drives pursuit of intelligent strategies to combat growth in the wiring manifolds of aerospace systems**