
Contents

1	Introduction	1
1.1	Electronic Design Automation (EDA)	2
1.2	VLSI Design Flow	5
1.3	VLSI Design Styles	10
1.4	Layout Layers and Design Rules	15
1.5	Physical Design Optimizations	18
1.6	Algorithms and Complexity	20
1.7	Graph Theory Terminology	23
1.8	Common EDA Terminology	26
References		29
2	Netlist and System Partitioning	31
2.1	Introduction	31
2.2	Terminology	32
2.3	Optimization Goals	34
2.4	Partitioning Algorithms	34
2.4.1	Kernighan–Lin (KL) Algorithm	34
2.4.2	Extensions of the Kernighan–Lin Algorithm	39
2.4.3	Fiduccia–Mattheyses (FM) Algorithm	39
2.5	A Framework for Multilevel Partitioning	47
2.5.1	Clustering	48
2.5.2	Multilevel Partitioning	48
Exercises		50
References		51
3	Chip Planning	53
3.1	Introduction to Floorplanning	54
3.2	Optimization Goals in Floorplanning	55
3.3	Terminology	58
3.4	Floorplan Representations	60
3.4.1	Floorplan to a Constraint Graph Pair	60
3.4.2	Floorplan to a Sequence Pair	62
3.4.3	Sequence Pair to a Floorplan	63

3.5	Floorplanning Algorithms	67
3.5.1	Floorplan Sizing	67
3.5.2	Cluster Growth	72
3.5.3	Simulated Annealing	77
3.5.4	Integrated Floorplanning Algorithms	81
3.6	Pin Assignment	81
3.7	Power and Ground Routing	85
3.7.1	Design of a Power-Ground Distribution Network	87
3.7.2	Planar Routing	88
3.7.3	Mesh Routing	89
	Exercises	91
	References	92
4	Global and Detailed Placement	95
4.1	Introduction	95
4.2	Optimization Objectives	97
4.3	Global Placement	104
4.3.1	Min-Cut Placement	105
4.3.2	Analytic Placement	112
4.3.3	Simulated Annealing	120
4.3.4	Modern Placement Algorithms	123
4.4	Legalization and Detailed Placement	125
	Exercises	128
	References	129
5	Global Routing	131
5.1	Introduction	131
5.2	Terminology and Definitions	133
5.3	Optimization Goals	136
5.4	Representations of Routing Regions	139
5.5	The Global Routing Flow	140
5.6	Single-Net Routing	141
5.6.1	Rectilinear Routing	141
5.6.2	Global Routing in a Connectivity Graph	147
5.6.3	Finding Shortest Paths with Dijkstra's Algorithm	152
5.6.4	Finding Shortest Paths with A* Search	157
5.7	Full-Netlist Routing	158
5.7.1	Routing by Integer Linear Programming	158
5.7.2	Rip-Up and Reroute (RRR)	162
5.8	Modern Global Routing	164
5.8.1	Pattern Routing	165
5.8.2	Negotiated Congestion Routing	165
	Exercises	167
	References	168

6	Detailed Routing	171
6.1	Terminology	171
6.2	Horizontal and Vertical Constraint Graphs	174
6.2.1	Horizontal Constraint Graphs	174
6.2.2	Vertical Constraint Graphs	176
6.3	Channel Routing Algorithms	178
6.3.1	Left-Edge Algorithm	178
6.3.2	Dogleg Routing	181
6.4	Switchbox Routing	184
6.4.1	Terminology	184
6.4.2	Switchbox Routing Algorithms	184
6.5	Over-the-Cell and Gcell Routing Algorithms	186
6.5.1	OTC Routing Methodology	188
6.5.2	OTC and Gcell Routing Algorithms	188
6.6	Modern Challenges in Detailed Routing	190
Exercises		192
References		193
7	Specialized Routing	195
7.1	Area Routing	195
7.1.1	Introduction	195
7.1.2	Net Ordering	197
7.2	Non-Manhattan Routing	199
7.2.1	Octilinear Steiner Trees	200
7.2.2	Octilinear Maze Search	202
7.3	Clock Routing	202
7.3.1	Terminology	203
7.3.2	Problem Formulations for Clock-Tree Routing	205
7.4	Modern Clock Tree Synthesis	208
7.4.1	Constructing Trees with Zero Global Skew	208
7.4.2	Clock Tree Buffering in the Presence of Variation	216
Exercises		219
References		221
8	Timing Closure	223
8.1	Introduction	223
8.2	Timing Analysis and Performance Constraints	225
8.2.1	Static Timing Analysis	227
8.2.2	Delay Budgeting with the Zero-Slack Algorithm	231
8.3	Timing-Driven Placement	236
8.3.1	Net-Based Techniques	237
8.3.2	Embedding STA into Linear Programs for Placement	239
8.4	Timing-Driven Routing	241
8.4.1	The Bounded-Radius, Bounded-Cost Algorithm	242
8.4.2	Prim-Dijkstra Trade-Off	244
8.4.3	Minimization of Source-to-Sink Delay	245

8.5	Physical Synthesis	247
8.5.1	Gate Sizing	247
8.5.2	Buffering	249
8.5.3	Netlist Restructuring	249
8.6	Performance-Driven Design Flow	253
8.7	Conclusions	262
	Exercises	264
	References	265
9	Appendix	269
9.1	Machine Learning in Physical Design	269
9.1.1	Introduction	269
9.1.2	ML: Promise and Challenges in Physical Design	270
9.1.3	Canonical ML Applications	270
9.1.4	The State of ML for Physical Design	272
9.1.5	Future Developments	276
9.2	Solutions to Chapter Exercises	277
9.2.1	Chapter 2: Netlist and System Partitioning	277
9.2.2	Chapter 3: Chip Planning	279
9.2.3	Chapter 4: Global and Detailed Placement	283
9.2.4	Chapter 5: Global Routing	286
9.2.5	Chapter 6: Detailed Routing	290
9.2.6	Chapter 7: Specialized Routing	294
9.2.7	Chapter 8: Timing Closure	302
9.3	Example CMOS Cell Layouts	307
	References	309
	Index	311