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***EECS 244:  
Overview of  
the IC Design Flow***

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1

## ***Class News***

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- Web page almost up – stay tuned!

2

## ***Important Class Dates***

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- Project teams + topics (1 paragraph) due 9/13
- Full project proposals due 9/29
- Exam 1 Handed out 10/6
- Exam 1 collected at BEGINNING of class 10/11
- Preliminary project report due 11/1
- Exam 2 Handed out 11/3
- Exam 2 collected at BEGINNING of class 11/8
  
- Final project presentations – between 12/6 and 12/8

3

## ***Application***

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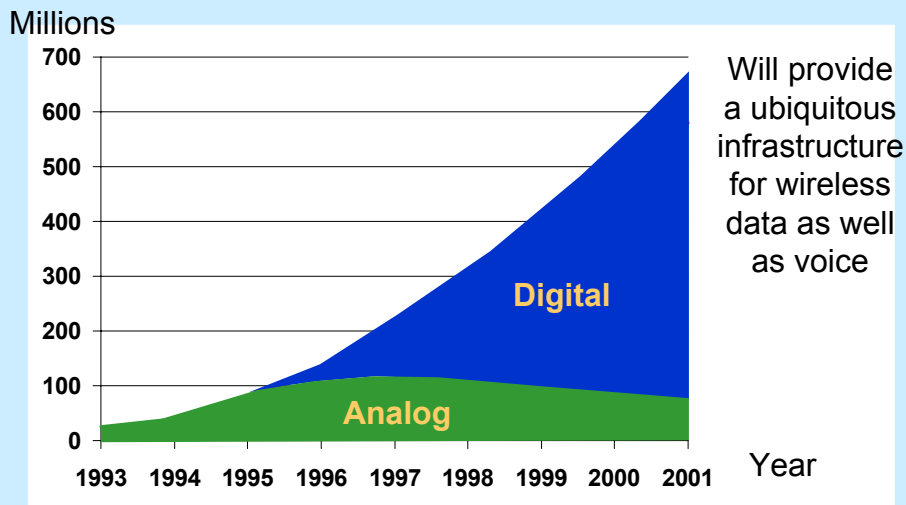
- Motivated by:
  - A bright idea
  - A market opportunity
    - An emerging market
    - A high growth market
  - A technological breakthrough

For example - wireless telephony



4

## Market Opportunity - World's Cellular Subscribers



Source: Ericsson Radio Systems, Inc. <sup>5</sup>

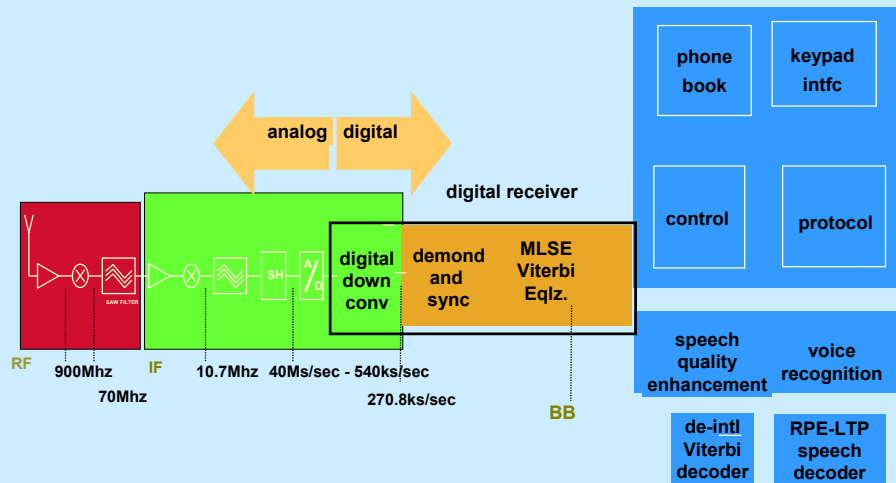
## Specification

- Function, performance (power, delay, area), cost
  - A competitor's
    - Integrated circuit
    - Data sheet
  - A napkin
  - An industry standard

For example, GSM standard for cellular telephony

## System Level Model: GSM System

- System model is organized into major components

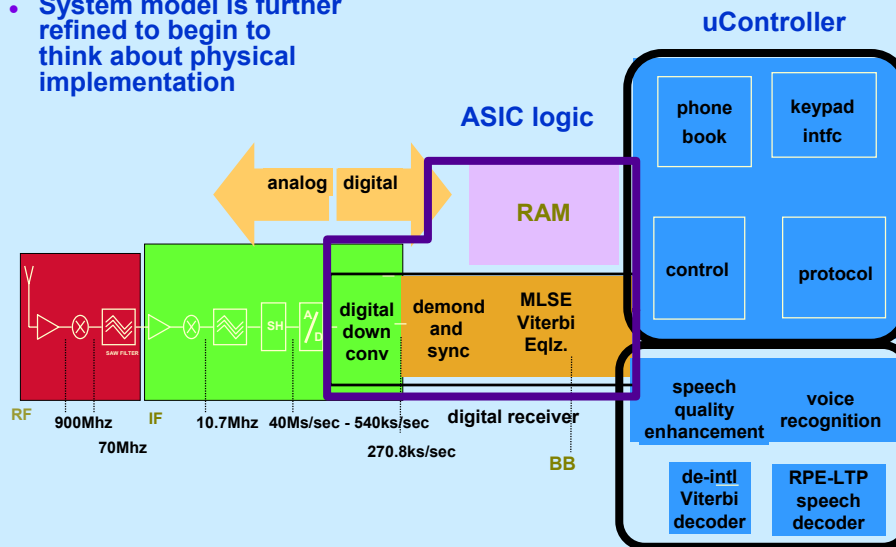


Courtesy Ravi Subramaniam

7

## Targeting an IC Implementation

- System model is further refined to begin to think about physical implementation



Courtesy Ravi Subramaniam

DSP Core 8

# Mapping onto a system on a chip

The diagram illustrates the mapping of external components onto a system-on-chip (SoC) architecture. The SoC is represented by a green dashed border containing four main blocks: RAM (green), S/P (red) and DMA (red) stacked vertically,  $\mu$ C (yellow), ASIC LOGIC (light green), and DSP CORE (blue). External components are shown to the right, with arrows indicating their mapping to the SoC blocks:

- S/P (red box):** Maps to the S/P block within the SoC.
- DMA (red box):** Maps to the DMA block within the SoC.
- phone book keypad intfc (yellow box):** Maps to the  $\mu$ C block within the SoC.
- control protocol (yellow box):** Maps to the  $\mu$ C block within the SoC.
- speech quality enhancement (blue box):** Maps to the DSP CORE block within the SoC.
- voice recognition (blue box):** Maps to the DSP CORE block within the SoC.
- de-int'l & decoder (blue box):** Maps to the DSP CORE block within the SoC.
- RPE-LTP speech decoder (blue box):** Maps to the DSP CORE block within the SoC.
- demodulator and synchronizer (light green box):** Maps to the ASIC LOGIC block within the SoC.
- Viterbi equalizer (light green box):** Maps to the ASIC LOGIC block within the SoC.

# Full Wireless Phone Organization

The diagram illustrates the architecture of a full wireless phone, organized into several functional blocks:

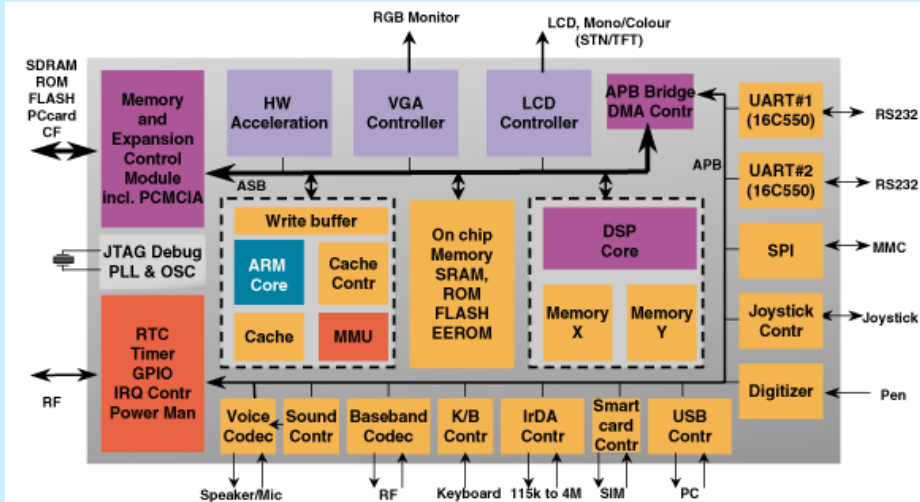
- SINGLE-CHIP ANALOG BASEBAND:** Contains an **AUDIO INTERFACE** (with **VOICE CODEC**, **AUDIO AMP**, and **AUDIO AMP**), **SPEAKER**, and **MICROPHONE**.
- ASIC BACKPLANE:** Connects the analog baseband to the digital baseband.
- SINGLE-CHIP DIGITAL BASEBAND:** Contains the **C540 TMS320C54 DSP CODE** and **ARM7 ARM7TDMI (I/O) MICROCONTROLLER**, both with **S/W** (Software) labels. It also includes **PERIPHERALS / MEMORY**.
- RF SECTION:** Includes an **ANTENNA**, **RECEIVER**, **SYNTHESIZER**, **MODULATOR**, and **POWER AMP**.
- POWER MANAGEMENT:** Includes **SUPPLY VOLTAGE SUPERVISOR**, **LOW DROPOUT VOLTAGE REGULATORS**, **PMOS SWITCHES**, and **BATTERY MANAGEMENT**.
- SIGNAL CONDITIONING:** Includes **IBX** and **INTEGRATED POWER SUPPLIES**.
- USER INTERFACE:** Includes a **USER DISPLAY** and **KEYPADS**.

**Key Advantages:**

- Flexible
- Reusable

10

## A more complex design – SOC architecture



Courtesy Synopsys 11

## From specification to design entry

- **Design** : specify and enter the design intent



### Verify:

verify the correctness of design and implementation



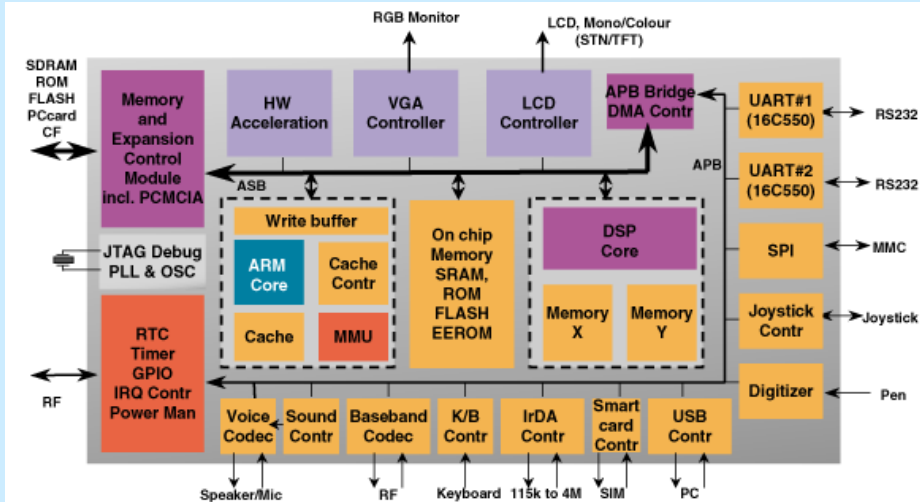
### Implement:

refine the design through all phases



12

## A more complex design – SOC architecture



Courtesy Synopsys 13

## Current Practice: HDL at RTL Level

```
module foobar (q,clk,s,a,b);
    input clk, s, a, b;
    output q; reg q; reg d;
    always @(a or b or s) // mux
    begin
        if( !s )
            d = a;
        else if( s )
            d = b;
        else
            d = 'bx;
    end // always @ (a or b or s)
```

```
always @(clk) // latch
begin
    if( clk == 1 )
        q = d;
    else if( clk != 0 )
        q = 'bx;
end // always @ (clk)

endmodule
```

## RTL level

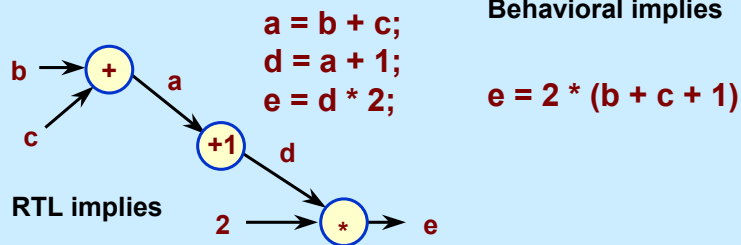
An RTL description is always implicitly structural - the registers and their interconnectivity are defined

Thus the clock-to-clock behavior is defined

Only the control logic for the transfers is synthesized.

This approach can be enhanced:

- Register inferencing
- Automating resource allocation



15

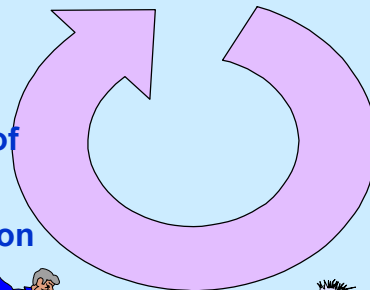
## Verification

- **Design** : specify and enter the design intent



### Verify:

verify the correctness of design and implementation



### Implement:

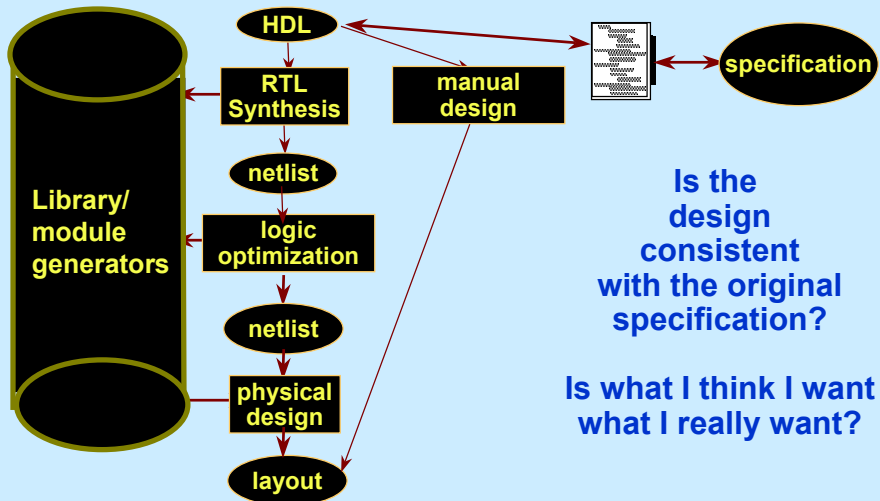
refine the design through all phases



16

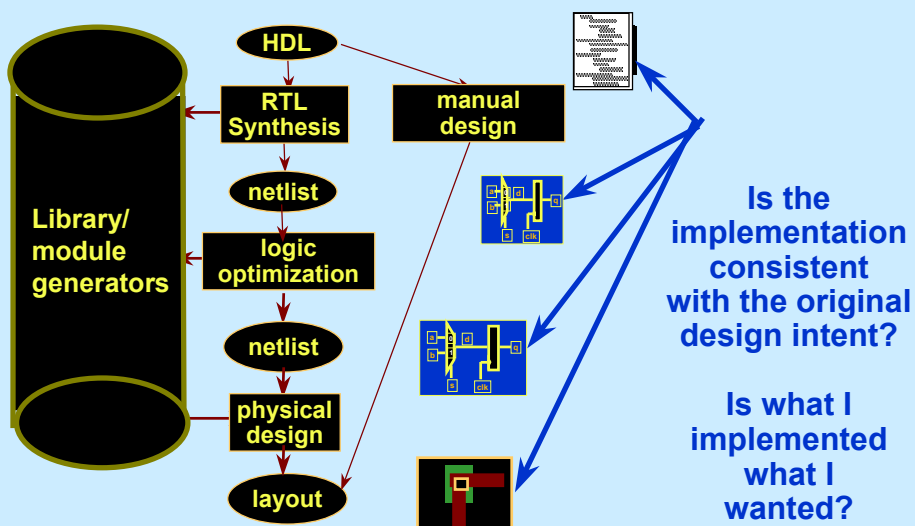


## Design Verification



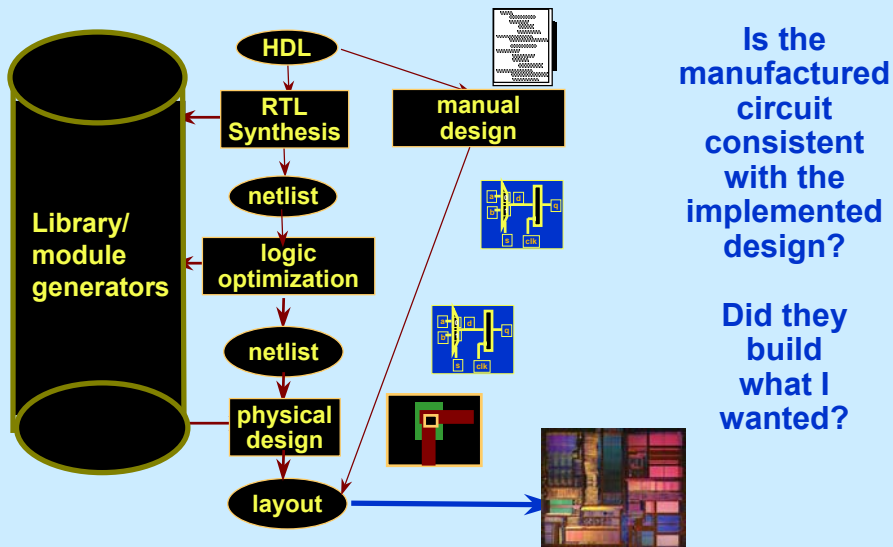
17

## Implementation Verification



18

## Manufacture Verification (Test)



19

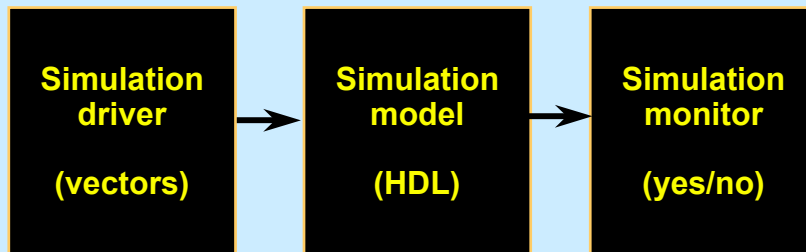
## Approaches to Design Verification

- Formal verification
  - Model checking - prove properties relative to model
  - Theorem proving - prove properties of a circuit
- Simulation
  - Application of simulation stimulus to model of circuit
- Emulation
  - Implement a version of the circuit on emulator
- Rapid prototyping
  - Create a prototype of actual hardware

20

## Software Simulation

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21

## Types of software simulators

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- Circuit simulation
  - Spice, Advice, Hspice
  - Timemill + Ace, ADM
- Event-driven gate/RTL/Behavioral simulation
  - Verilog - VCS, NC-Verilog, Turbo-Verilog, Verilog-XL
  - VHDL - VSS, MTI, Leapfrog
- Cycle-based gate/RTL/Behavioral simulation
  - Verilog - Speedsim
  - VHDL - Cyclone
- Generic system-level simulation - SystemC
- Domain-specific simulation
  - SPW, COSSAP,
- Architecture-specific simulation
  - VAST, Axys, Lisatek

22

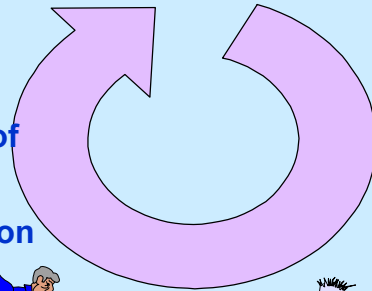
## Implementation

- **Design** : specify and enter the design intent



### Verify:

verify the correctness of design and implementation



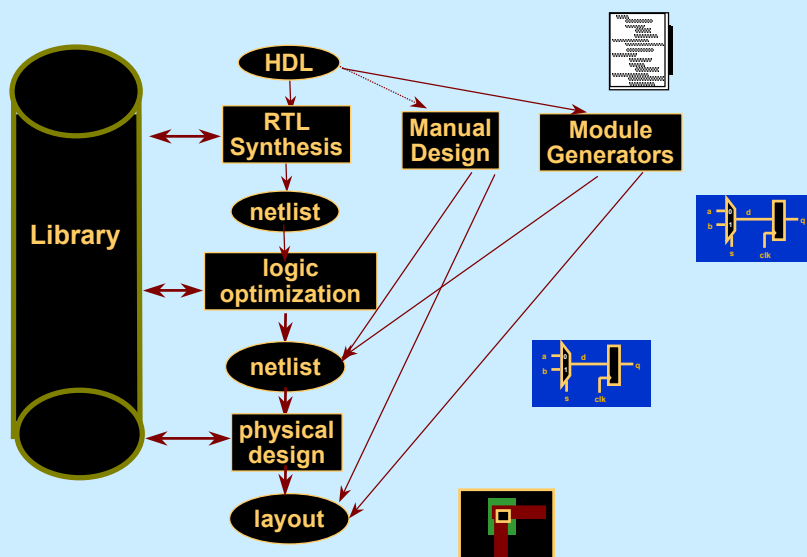
### Implement:

refine the design through all phases



23

## RTL Design Flow



24

## ***Manual Design***

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- Performed at
  - Gate level (100 gates/week) /gate-level editor
  - Transistor level (10 - 20 gates week)/tr level editor
- Very expensive in design cost and design time -
- Used for:
  - Analog
  - Leaf cells - libraries, memory cells
  - Datapaths in high performance designs - DSP, microprocessor etc.

25

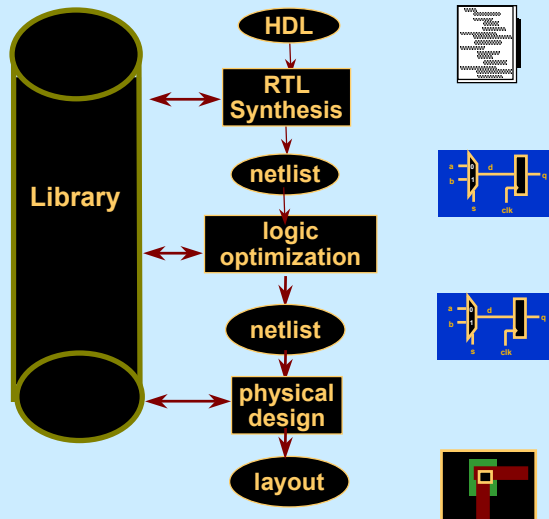
## ***Module Generators***

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- Parameterized generators of actual physical layout
- Typically used for:
  - Memories (word length, #words, # ports)
  - Programmable logic arrays (PLA)
  - Register files
- Occasionally used for:
  - Multipliers
  - General-purpose datapath
  - Datapaths in high performance designs - DSP, microprocessors etc.

26

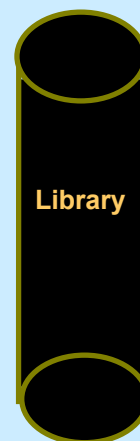
## Workhorse: RTL Synthesis Flow



27

## Library

- Contains for each cell:
  - Functional information:  $\text{cell} = a * b * c$
  - Timing information: function of
    - input slew
    - intrinsic delay
    - output capacitancenon-linear models used in tabular approach
  - Physical footprint (area)
  - Power characteristics
- Wire-load models - function of
  - Block size
  - Wiring

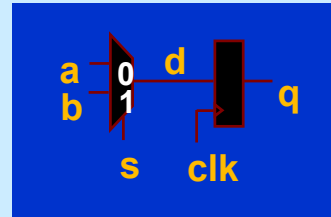
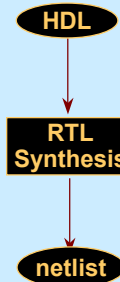


28

## RTL Synthesis

```
module foobar (q,clk,s,a,b);  
  input clk, s, a, b;  
  output q; reg q; reg d;
```

```
  always @(a or b or s) // mux  
  begin  
    if(~s)  
      d = a;  
    else if( s )  
      d = b;  
    else  
      d = 'bx;  
  end // always @ (a or b or s)
```

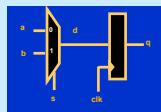
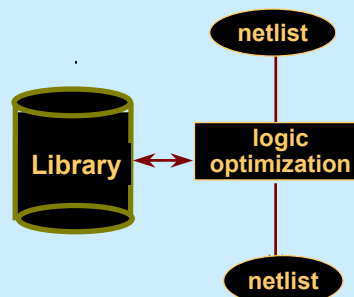


translate HDL source into netlist

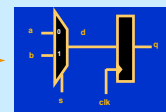
29

## Logic Optimization

- Perform a variety of transformations and optimizations
  - Structural graph transformations
  - Boolean transformations
  - Mapping into a physical library



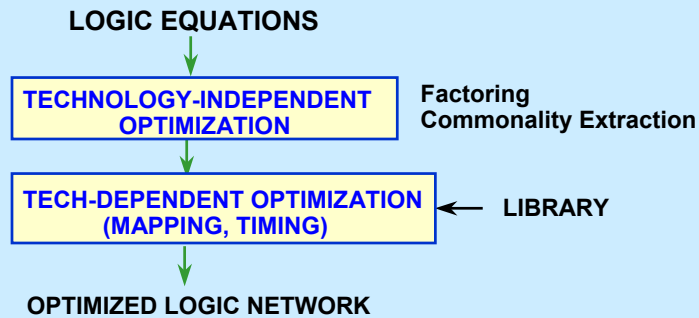
pre-optimized



smaller, faster  
less power

30

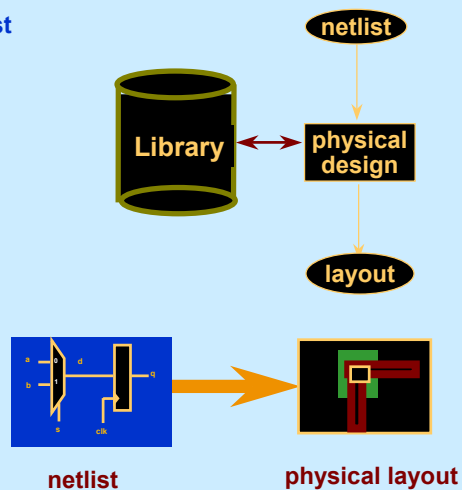
## Optimization Technologies



31

## Physical Design

- Transform sequential circuit netlist into a physical circuit
  - *place* circuit components
  - *route* wires
  - transform into a mask
- Or for FPGA's
  - *place* look-up tables
  - *route* wires



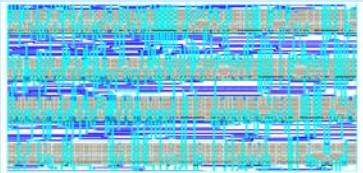
32



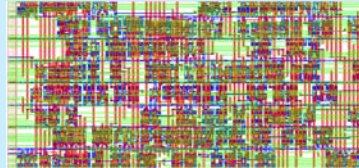
## Channeled and Channel less

- **Routing:**
  - **Channel based:** Routing only in channels between gates (few metal layers: 2)
  - **Channel less:** Routing over gates (many metal layers: 3 - 6)
- **Often split in two steps:**
  - **Global route:** Find a coarse route depending on local density
  - **Detailed route:** Generate routing layout

Channel based



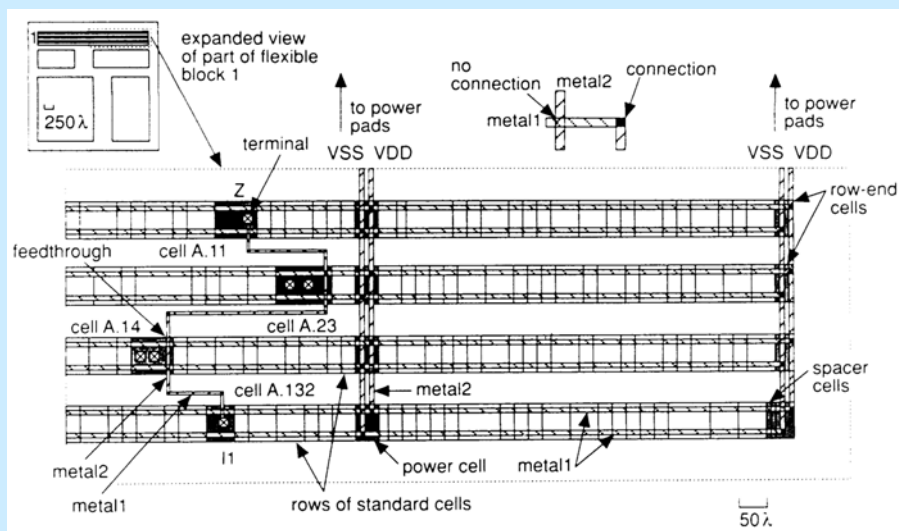
Channel less



- J. Christiansen,
- CERN - EP/MIC
- Jorgen.Christiansen@cern.ch

33

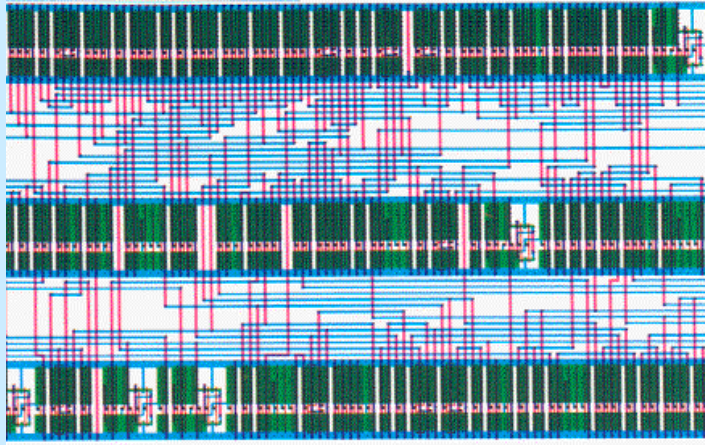
## Channeled Gate Array



34

## *Standard Cell Layout*

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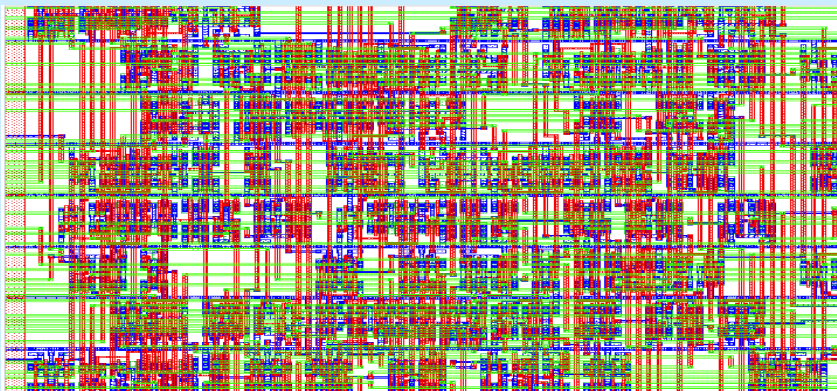


35

## *Channel less Cells*

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- Arbitrary routing over cells



36

## Gordian Placement Flow

J. Kleinhaus, G. Sigl, F. Johannes, K. Antreich,  
*GORDIAN: VLSI Placement by Quadratic  
 Programming and Slicing Optimization*,  
 IEEE Trans. on CAD, March, 1991, pp. 356 - 365

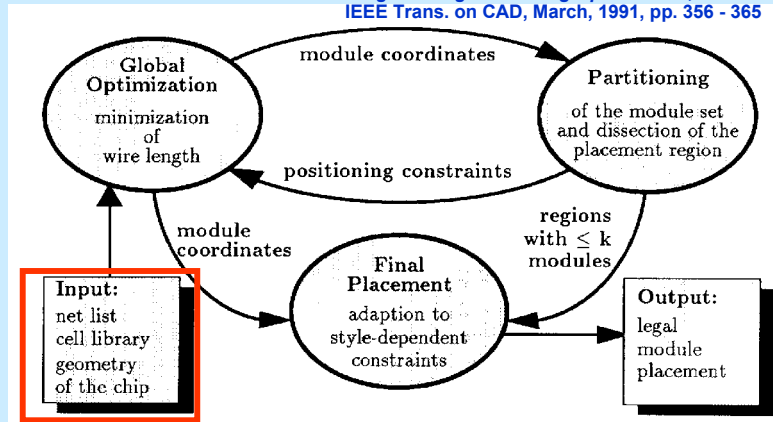
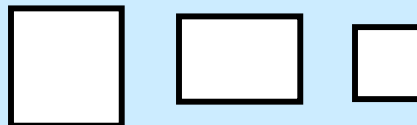
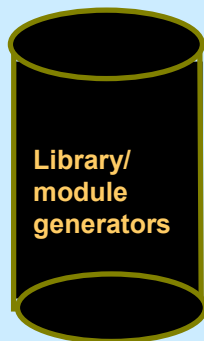


Fig. 1. Data flow in the placement procedure GORDIAN.

37

## Library, Netlist, and Aspect Ratio

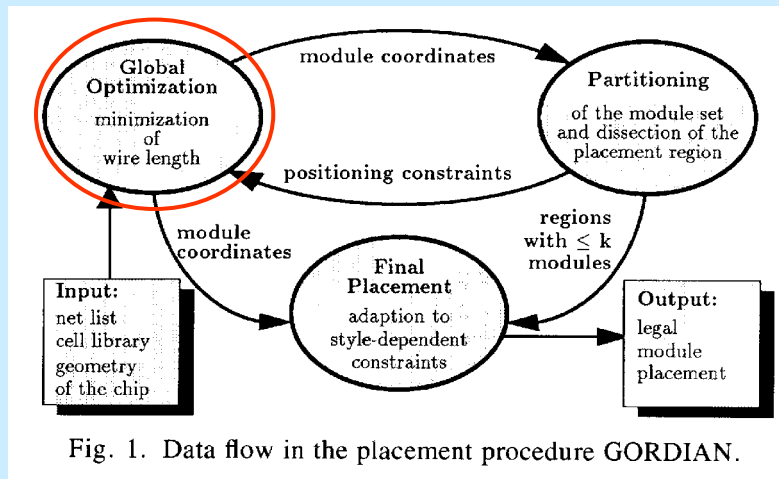
Netlist - >100K cells from library



Size and aspect ratio of core die

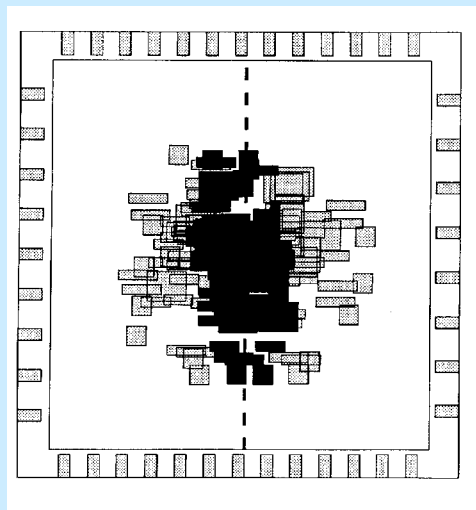
38

## Setting up Global Optimization



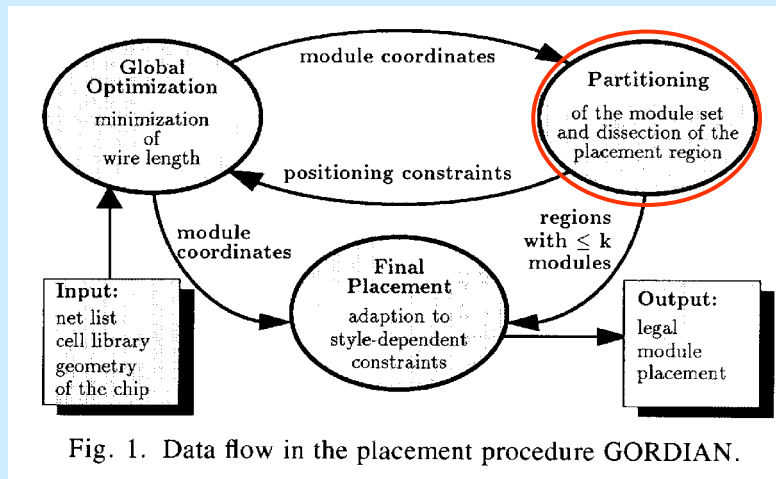
39

## Resulting Layout



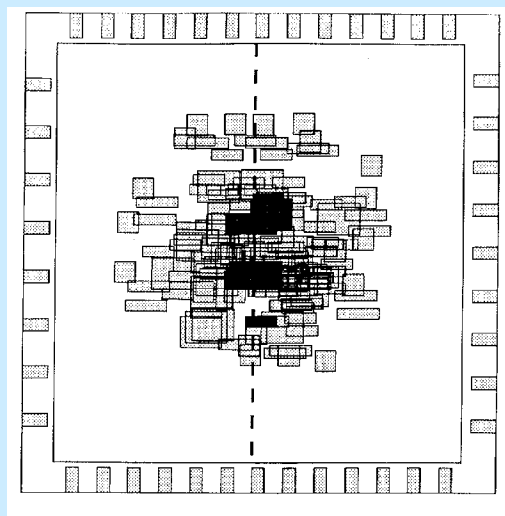
40

## Partitioning



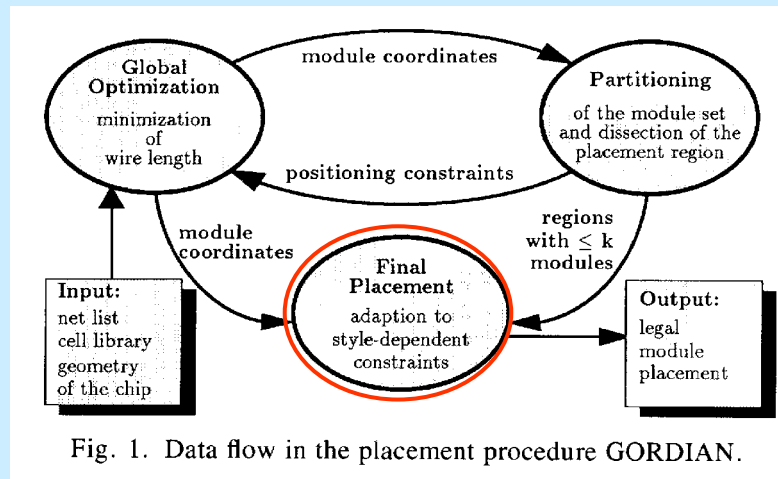
41

## Layout after Min-cut



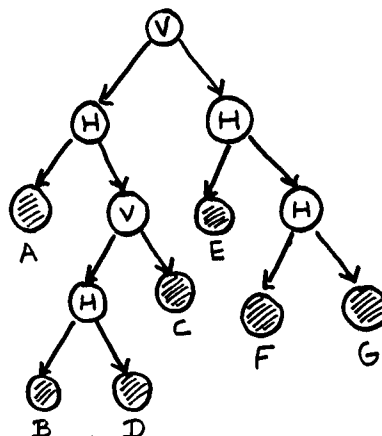
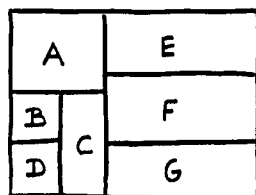
42

## Final Placement



43

## Slicing Tree

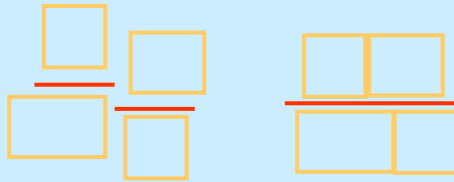


44

## Other details - slotting constraints

A. E. Dunlop, B. W. Kernighan,  
*A procedure for placement of standard-cell VLSI circuits*, IEEE Trans. on CAD, Vol. CAD-4, Jan, 1985, pp. 92-98

- Slotting constraints



45

## Generating Final Placement

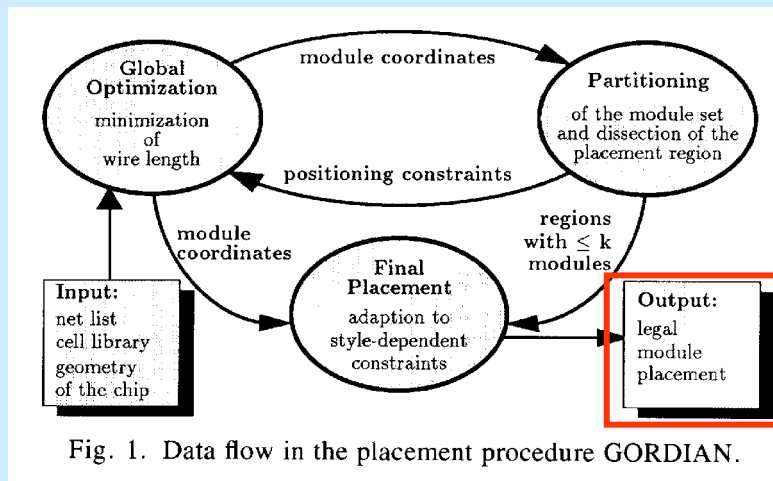
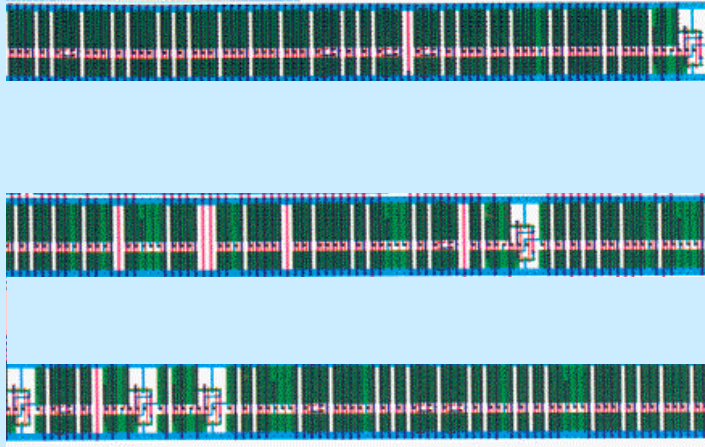


Fig. 1. Data flow in the placement procedure GORDIAN.

46

## Standard Cell Layout

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47

## Routing

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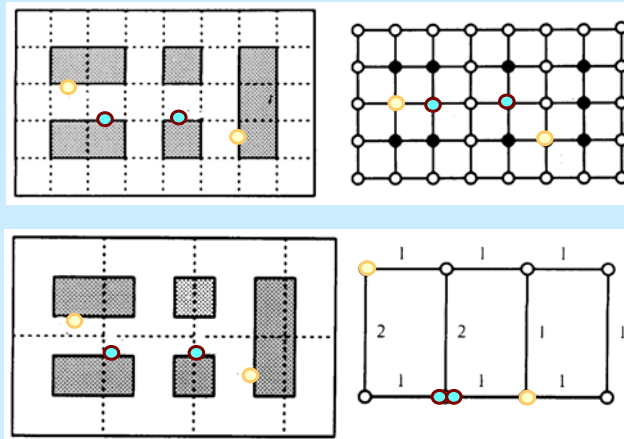
- To simplify routing problem, divide it into two phases
  - Global
  - Detailed
- Global routing
  - Define routing regions
  - Assign nets to regions
- Detailed (Channel) routing
  - Route nets within each region
  - Assign nets to pins

48



## Global Routing

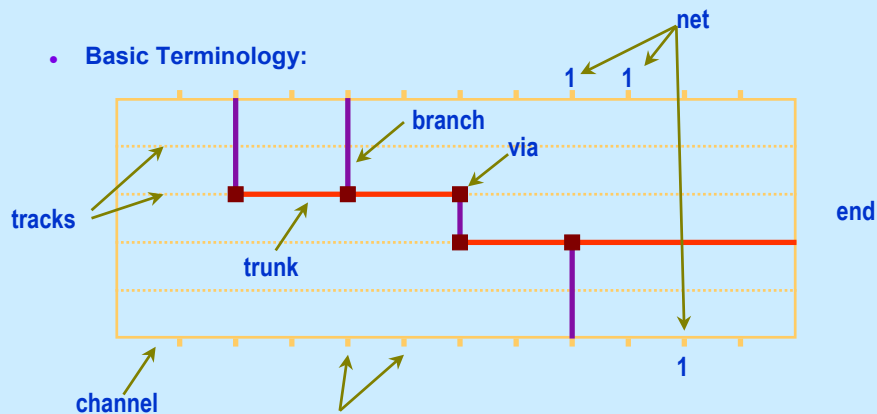
- Grid-Graph Model
- Checker-Board Graph (also use slicing structure)



49

## Channel Routing

- Basic Terminology:



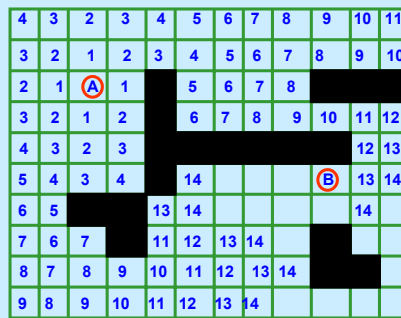
- Fixed pin positions on top and bottom edges
- Classical channel: no nets leave channel
- Three-sided channel possible

50

## Maze Routing

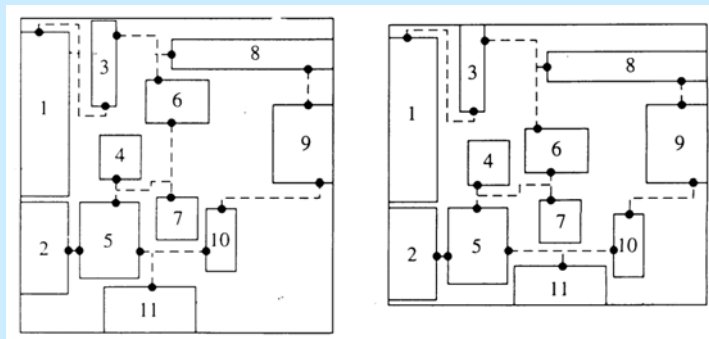
Basic idea -- wave propagation method(Lee, 1961)

- Breadth-first search
- Back-tracing after finding the shortest path
- guarantee to find the shortest path



51

## Followed by Two-Dimensional Compaction

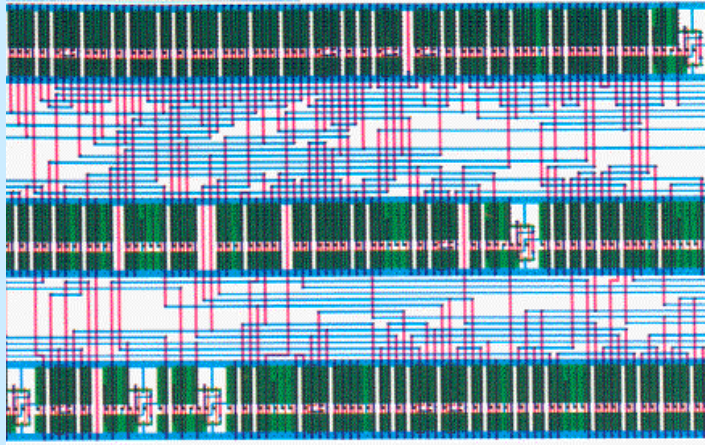


**X then Y 1D Compaction**      **Y then X 1D Compaction**

52

## *Placed and Routed Standard Cells*

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53

## *Another Final Placement*

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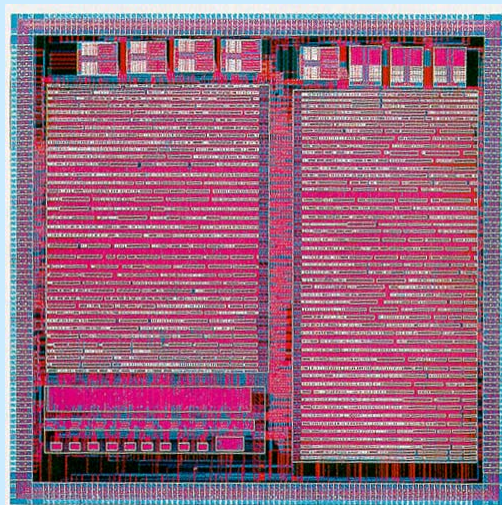
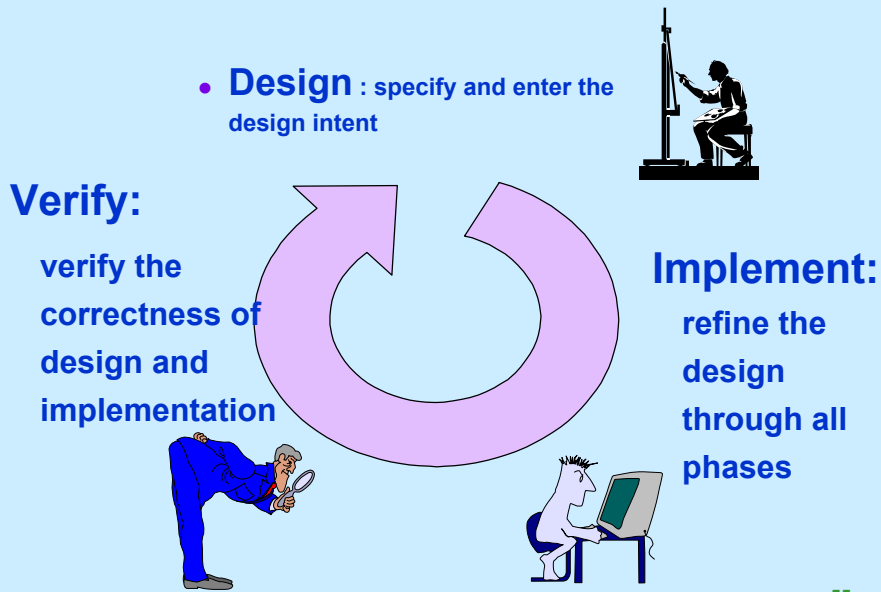


Fig. 10. Macrocell design with standard cell blocks *scb8* and *scb9*.

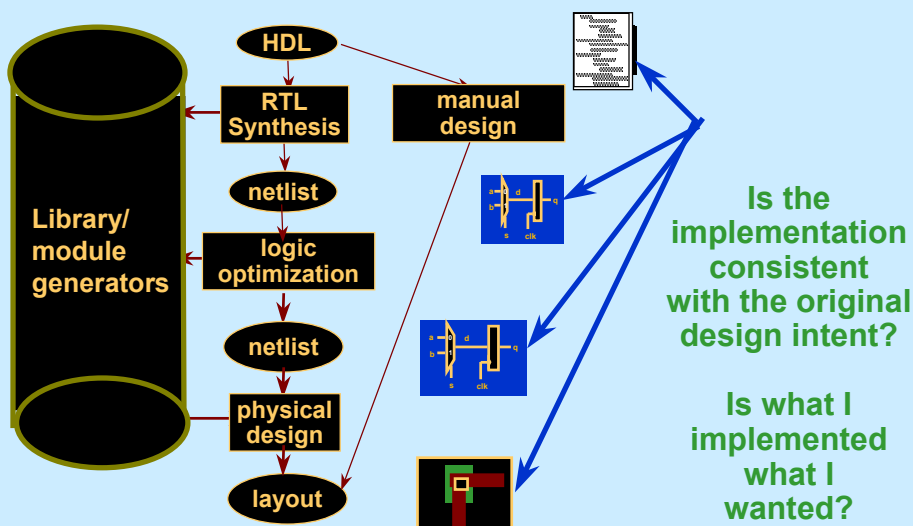
54

## Re-visiting Verification



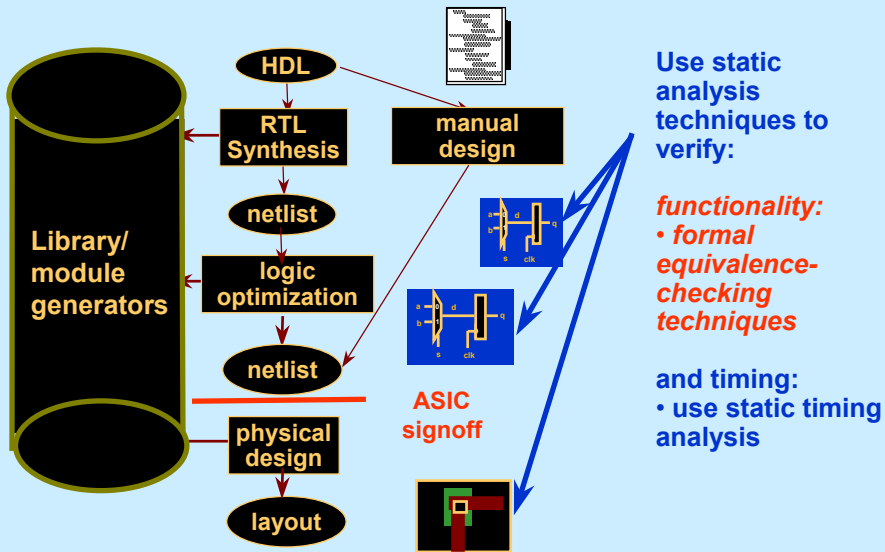
55

## Implementation Verification



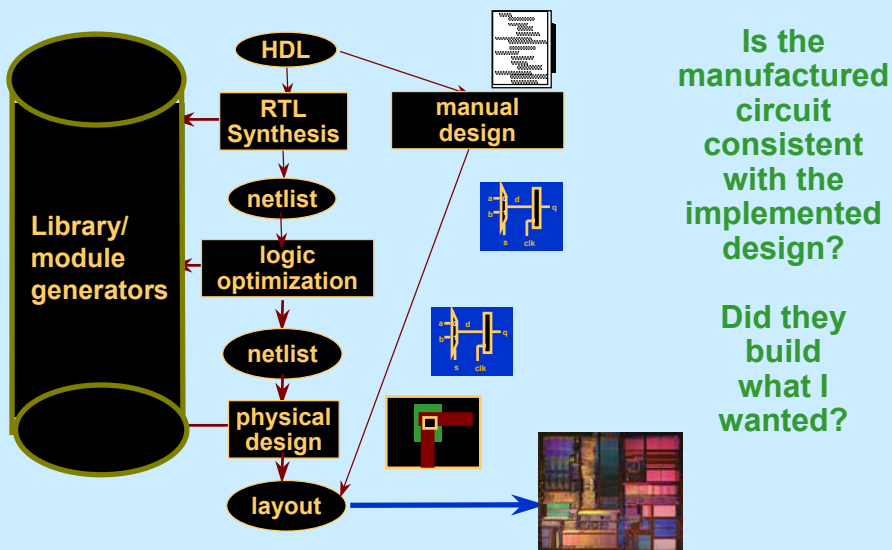
56

## Static Sign-off



57

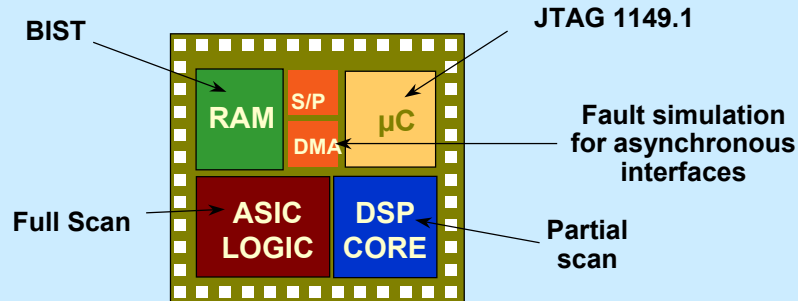
## Manufacture Verification (Test)



58

## Test Synthesis

- Full-chip test requires:



59

## Current Status of RTL Design Flow

- Current RTL design flow is able to produce
  - High speed microprocessors - e.g. Alpha, Pentium Pro > 1M gate-equivalents > 1GHz. (with intervention)
  - System-on-a-chip/Systems on silicon
    - Integration of micro-p, DSP, memory and ASIC on a single die > 10M gate-equivalents > 500MHz.
  - Rapid turnaround "Structured" ASIC
    - ISSP-90 HIS from NEC
    - ~ 3M usable gates
    - ~10 Mb SRAM; 10G SerDes
- RTL Design flow now used for FPGA's as well
  - RTL synthesis provided by independent vendors – e.g. Synplicity – as well as FPGA providers – e.g. Xilinx
  - Place and route provided by FPGA vendors – e.g. Xilinx

60