



VLSI CAD: Logic to Layout

Part 2 Layout **Lecture 1**

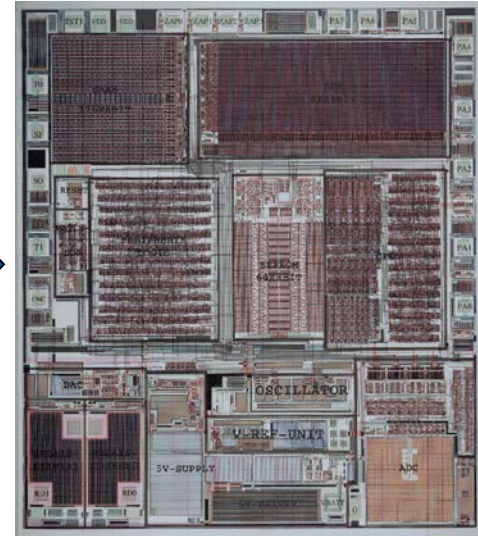
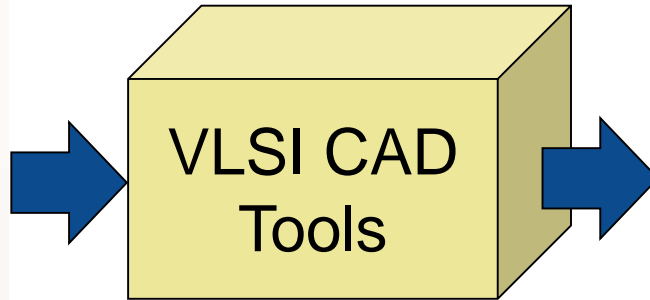
Welcome & Introduction

Rob A. Rutenbar
University of Illinois



Welcome!

- What we are about in this sequence of classes...



Reminder: Our Courses' History...

- Original version of VLSI CAD sequence was **one** 10 week MOOC
 - Emphasized **CAD flow**, from **logic** topics (Boolean stuff) to **layout** topics (geometry)

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VLSI CAD: Logic to Layout


Rob A. Rutenbar

A modern VLSI chip has a zillion parts -- logic, control, memory, interconnect, etc. How do we design these complex chips? Answer: CAD software tools. Learn how to build these tools in this class.

Workload: 10-12 hours/week

Taught In: English

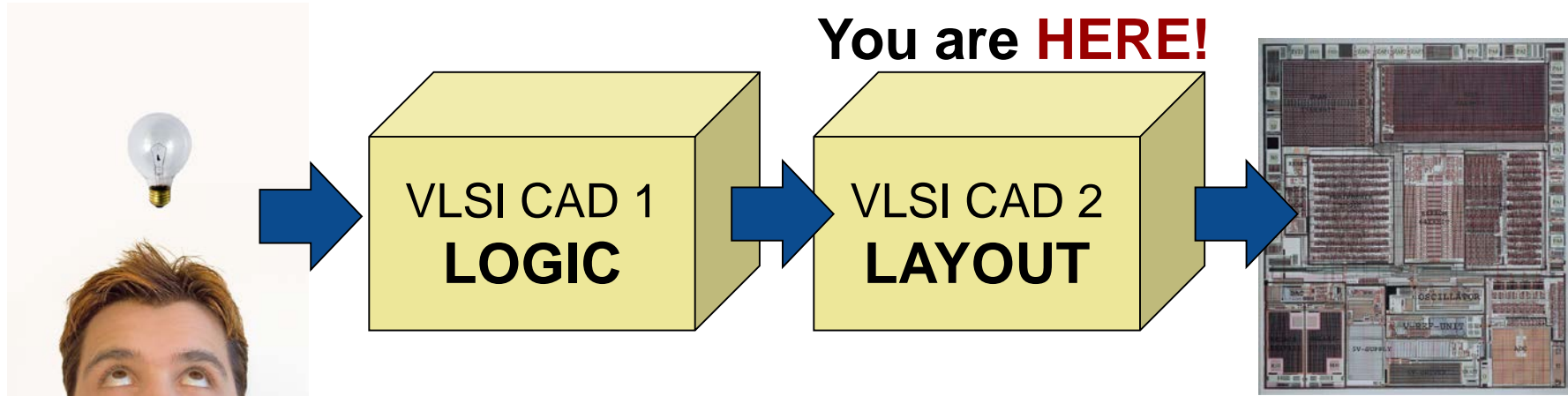
Subtitles Available In: English



Chris Knapton/Digital Vision/Getty Images

8 Weeks of video lectures
8 Problem assignments
4 Optional Programming tasks

Today: Two MOOCs, Two Parts



- Each of our two parts is **half** of the original, longer, single MOOC

Aside...

- This is *still* why intro slides on lectures say “Logic to Layout”



- ...and, this is why the lectures are numbered **continuously...**
- Lectures 1 2 3 4 5 6 7 8
 - Form **Part 1 LOGIC** topics
- Lectures 9 10 11 12
 - Form **Part 2 LAYOUT** topics

What's In A Video Lecture?

1. Title: Content



2. “Talking head” intro



Multiple-Cube Extraction: # Literals Saved

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$\sum \text{element values} = 20$
 $\sum \text{row weights} = 10$
 $\sum \text{column weights} = 2$
 $(\text{value sum}) - (\text{row sum}) - (\text{column sum}) = 20 - 10 - 2 = 8$

Slide 16

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Before

33 literals

$P = af + bf + ag + cg + ade + bde + cde$
 $Q = af + bf + ace + bce$
 $R = ade + cde$

After

25 literals

$X = a + b$
 $P = Xde + Xf + ag + cg + cde$
 $Q = Xce + Xf$
 $R = ade + cde$

Change in #literals = $33 - 25 = 8$!

3. Deep tech content, live writing

Class Logistics

- **5 weeks = 4 weeks of lectures + 1 free week + final exam**
- **Videos every week**
 - 2-3 hours in total
- **4 Problem Sets (i.e., homework assignments)**
 - 4 weeks of video material → 4 assignments
 - Leave a week open at the end for you to finish all your work
- **2 Programming Assignments (Optional, Honors Assignments)**
 - Some conventional coding
 - Some 'scripts' run thru CAD-centric tools running on our servers



About Grading

- **Mastery based**

- Means you get **multiple submissions** on the assignments, which are each **randomly changed** each time you retry
- You need to **pass** all the assignments individually, to pass this course

- **Problem sets**

- 4 weeks of lectures, and 1 problem set for each week, should take about 1 week

- **Final exam**

- At the end of class, looks like a problem set, but it's comprehensive over course

- **See the class web site for details about the logistics...**



About Grading

- **Programming Assignments**

- **Optional!**

- These are Honors Assignments – do them if you want (1) a **deeper engagement** with the technical material, and (2) a **job** in the VLSI CAD / electronic design automation industry (where most people build **software** as well as algorithms).

- **Mechanics**

- We provide **realistic inputs** that model each problem, as a readable file. We tell you a simple **ASCII file format** your software needs to use, to generate output.
 - You **upload** your output to the Coursera web site, and we **auto-grade** it, and also give you some feedback on your solution.
 - You run your code on **your** computer. You can use **any** language, **any** platform.



Other Important Stuff

- **Honor code**

- OK to talk with and work with other people in the class
- BUT – what you submit must be **your own work**, for homework and for any code
- AND – please do **NOT** post solutions to any assignments on Coursera site, or share these solutions face to face, in email, via the web, with others in this course

- **Use Coursera interaction mechanisms**

- Coursera supports discussion forums to ask questions, etc.
- We will make use of these to help connect you to us (and to each other)



What Background Do You Need?

- **Computer science**

- Basic programming skills
- Data structures

- **Computer engineering**

- Basic digital design (gates, flip flops, Boolean algebra, Kmaps)
- Combinational and sequential design (finite state machines)

- **Mathematics**

- Discrete: Basic sets, functions, careful notation
- Exposure to graph theory is nice but not essential
- Continuous: Basic calculus, derivatives, integrals, matrices

- **Basic VLSI knowledge**

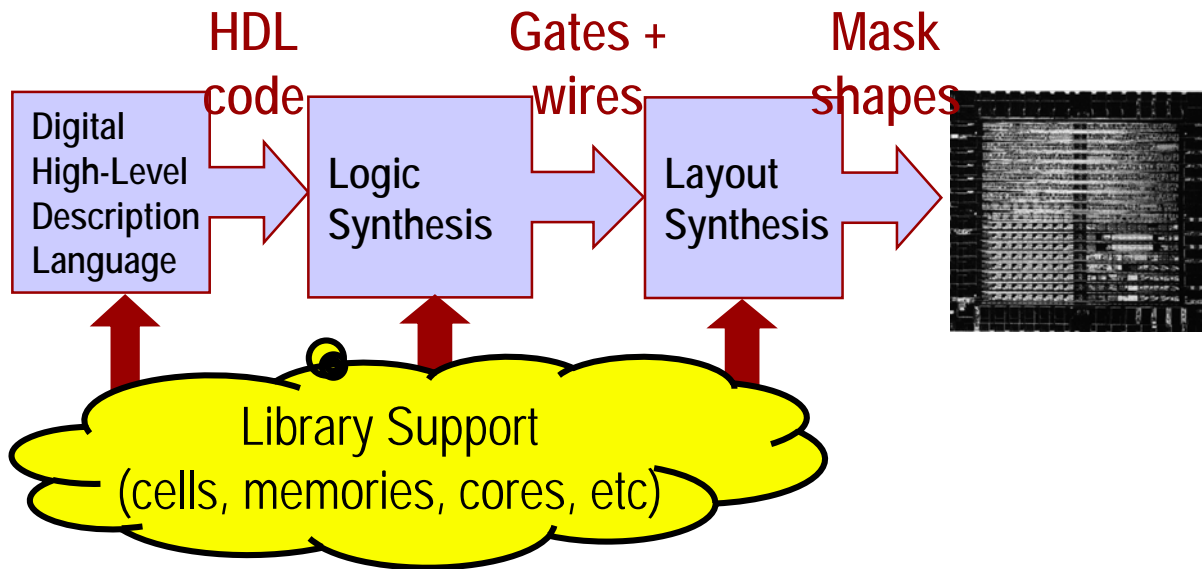
- Some chip layout exposure is nice, but not essential



So What is the Course All About...?

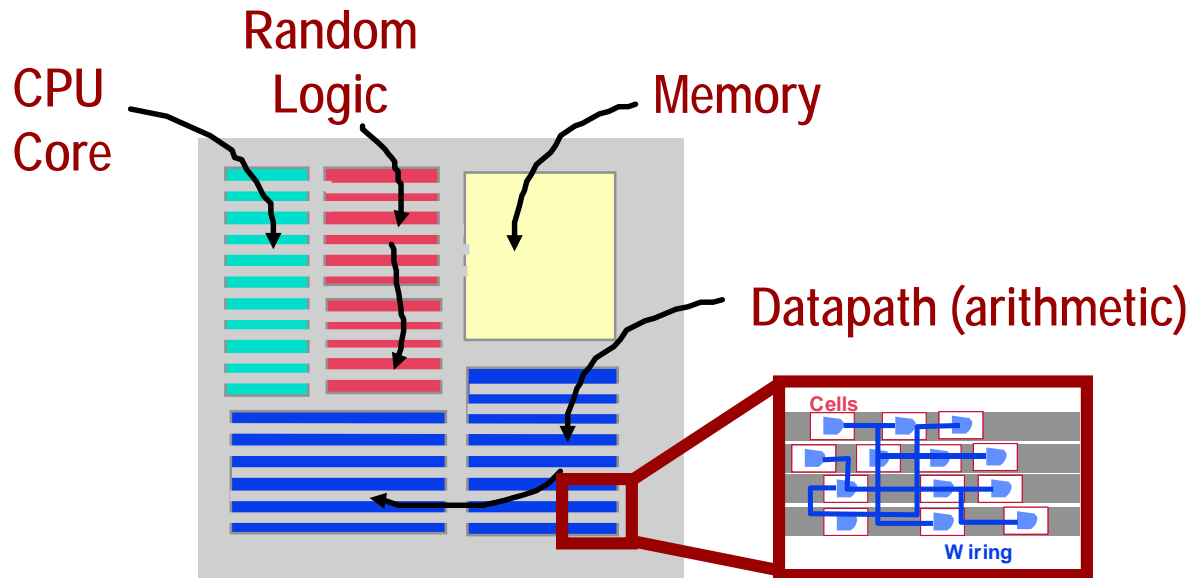
- **CAD for semi-custom ASICs**

- **ASIC** = application-specific integrated circuit
- **Semi-custom** = try to design reusing some already designed parts
- **CAD** = flow through a sequence of design steps and software tools



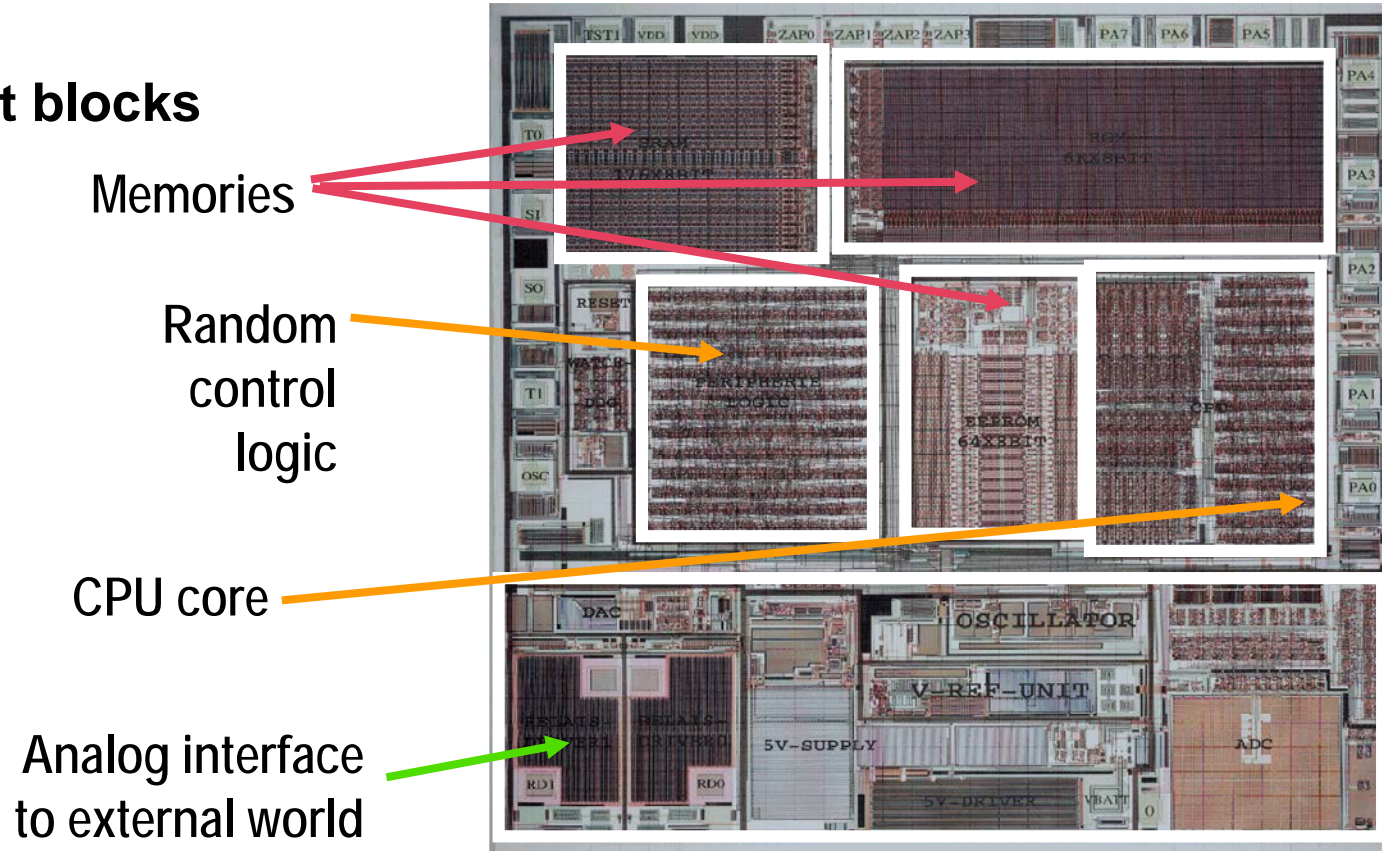
A System-on-a-Chip ASIC

- **SOC: Integrates many blocks of function on one big chip**
 - Most common: row-based standard cells = gates + flops in rows; and big SRAM memories; and perhaps pre-designed blocks like CPUs



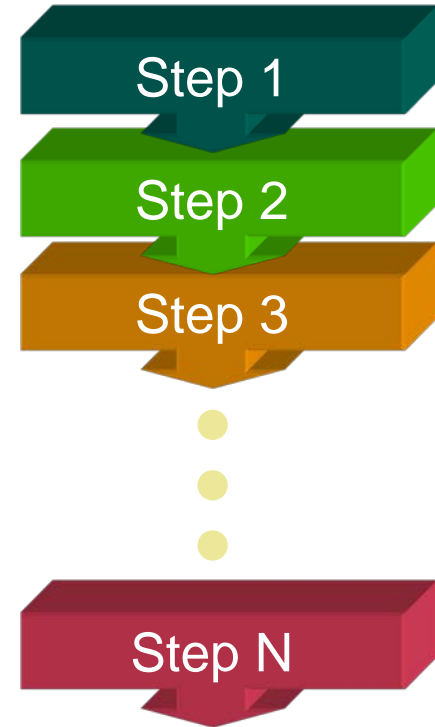
Example: Small SOC Controller Design

- Look at blocks

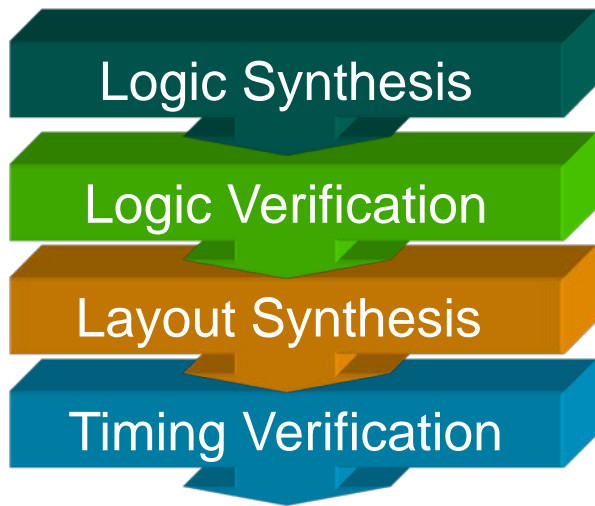


Still Important for Us: CAD Flow

- How to attack big designs like these?
- Big idea: **Levels of abstraction**
 - Break problem down into smaller steps
 - Each step renders design a little more real
- **Synthesis steps:**
 - Go forward in design: Make new stuff
- **Verification steps:**
 - Look backward: Check that it worked
- Complete set of steps called: **A Flow**

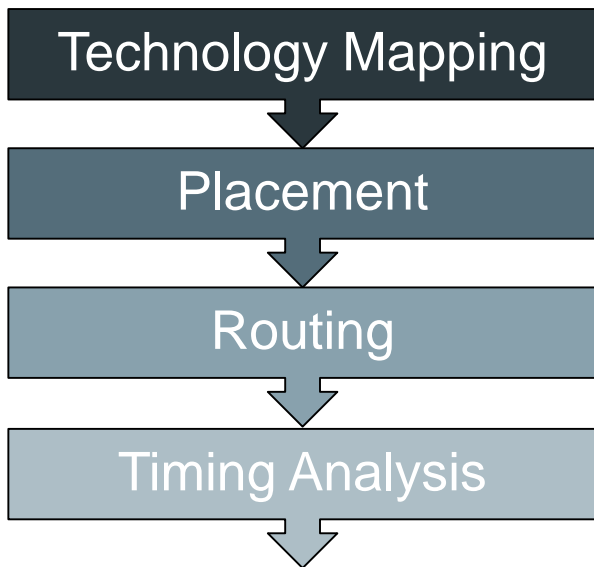


Our Class CAD Tool Flow Over 2 Parts



- Start with some **Boolean / logic** design description...
- ...end with **gates+wires**, located at (x,y) coordinates on chip
- Part 2 LAYOUT focuses on the **bottom two** steps in this flow

What Topics are in Part 2: LAYOUT



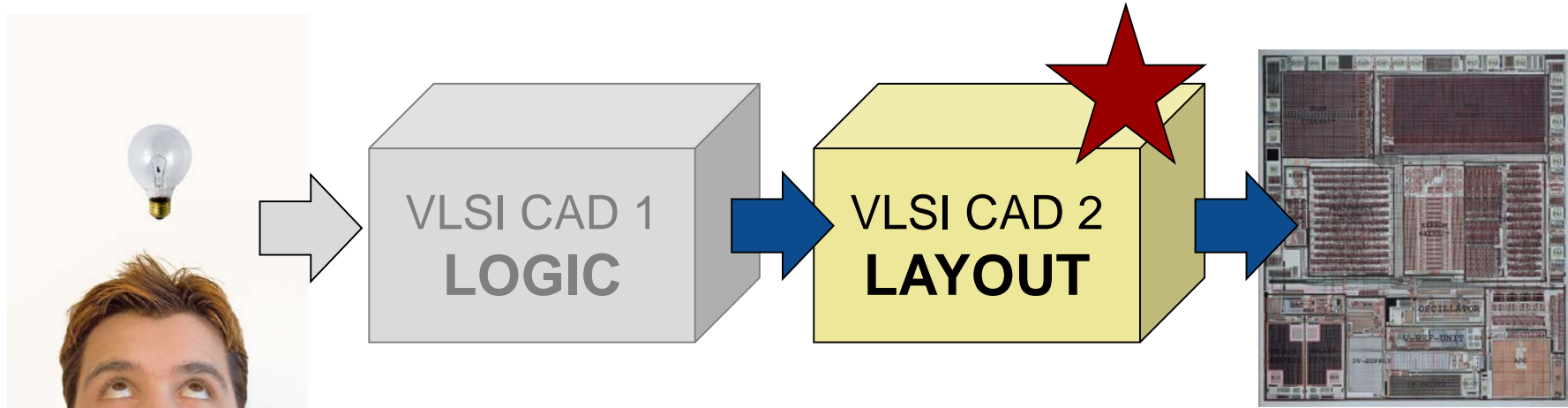
- **Four big topics**
- **Technology Mapping**
 - From synthesized logic to “real” gates
- **Placement**
 - Arrange gates on surface of chip, optimally
- **Routing**
 - Connect wires to all the gates on chip
- **Timing Analysis**
 - How fast is mapped/placed/routed logic?

Aside: Ordering of Topics in Part 2

- **We are doing these four topics **NOT** in the real order that a real CAD tool flow would to them**
 - **Real order:** Tech-map, Place, Route, Timing
 - **Our order:** Place, Tech-map, Route, Timing
- **Why?**
 - We have two (optional) programming assignments, one on Placing and one on Routing. So we moved these topics to allow about 2 weeks of time **after** each lecture to let you (optionally) do each assignment.



You Are Now Starting Part 2: LAYOUT



- **Here we go....!**