

# Optimizing Technology Mapping by Limiting Standard Cell Selection

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# Introduction

- Standard cell libraries can have thousands of different cells
- Most designs don't need many of these cells for an efficient mapping
- Removing some cells from the library can result in mappings with less delay and area when using heuristic mapping methods like ABC

- Used ABC for testing
- Library with 161 cells
- 22k line ode.abc.blif design file used for testing

# The genlib library "ASAP7_7nm_LVT_FF_genlib" with 161 gates written by ABC on Mon Apr 10 12:43:35 2023									
2	GATE	_const0	0.00	z=CONST0;					
3	GATE	_const1	0.00	z=CONST1;					
4	GATE	BUFx10_ASAP7_75t_L	3.27	Y=A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
5	GATE	BUFx12_ASAP7_75t_L	3.73	Y=A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
6	GATE	BUFx12f_ASAP7_75t_L	4.20	Y=A;	PIN *	UNKNOHNN	999	1.00	0.00 1.00 0.00
7	GATE	BUFx16f_ASAP7_75t_L	5.13	Y=A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
8	GATE	BUFx24_ASAP7_75t_L	7.00	Y=A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
9	GATE	BUFx2_ASAP7_75t_L	1.17	Y=A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
10	GATE	BUFx3_ASAP7_75t_L	1.40	Y=A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
11	GATE	BUFx4_ASAP7_75t_L	1.63	Y=A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
12	GATE	BUFx4f_ASAP7_75t_L	1.87	Y=A;	PIN *	UNKNOHNN	999	1.00	0.00 1.00 0.00
13	GATE	BUFx5_ASAP7_75t_L	1.87	Y=A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
14	GATE	BUFx6f_ASAP7_75t_L	2.33	Y=A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
15	GATE	BUFx8_ASAP7_75t_L	2.80	Y=A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
16	GATE	HB1xp67_ASAP7_75t_L	0.93	Y=A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
17	GATE	HB2xp67_ASAP7_75t_L	1.17	Y=A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
18	GATE	HB3xp67_ASAP7_75t_L	1.40	Y=A;	PIN *	UNKNOHNN	999	1.00	0.00 1.00 0.00
19	GATE	HB4xp67_ASAP7_75t_L	1.63	Y=A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
20	GATE	INVx11_ASAP7_75t_L	3.03	Y=1A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
21	GATE	INVx13_ASAP7_75t_L	3.50	Y=1A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
22	GATE	INVx1_ASAP7_75t_L	0.70	Y=1A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
23	GATE	INVx2_ASAP7_75t_L	0.93	Y=1A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
24	GATE	INVx3_ASAP7_75t_L	1.17	Y=1A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
25	GATE	INVx4_ASAP7_75t_L	1.40	Y=1A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
26	GATE	INVx5_ASAP7_75t_L	1.63	Y=1A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
27	GATE	INVx6_ASAP7_75t_L	1.87	Y=1A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
28	GATE	INVx8_ASAP7_75t_L	2.33	Y=1A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
29	GATE	INVxp33_ASAP7_75t_L	0.70	Y=1A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
30	GATE	INVxp67_ASAP7_75t_L	0.70	Y=1A;	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
31	GATE	ANDx2_ASAP7_75t_L	1.40	Y=(A * B);	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
32	GATE	ANDx4_ASAP7_75t_L	2.33	Y=(A * B);	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
33	GATE	ANDx6_ASAP7_75t_L	2.80	Y=(A * B);	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
34	GATE	ANDx31_ASAP7_75t_L	1.40	Y=(A * B * C);	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
35	GATE	ANDx32_ASAP7_75t_L	1.63	Y=(A * B * C);	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
36	GATE	ANDx34_ASAP7_75t_L	3.73	Y=(A * B * C);	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
37	GATE	ANDx41_ASAP7_75t_L	1.63	Y=(A * B * C * D);	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
38	GATE	ANDx42_ASAP7_75t_L	3.73	Y=(A * B * C * D * E);	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
39	GATE	ANDx51_ASAP7_75t_L	1.87	Y=(A * B * C * D * E);	PIN *	UNKNOHNN	1 999	1.00	0.00 1.00 0.00
40	GATE	ANDx52_ASAP7_75t_L	4.67	Y=(A * B * C * D * E);	PIN *	UNKNOHNN	1 999	1.00</	

# Baseline

read 7nm.genlib; read ode.abc.blif; map; write temp.blif; read 7nm\_lvt\_ff.lib; read -m temp.blif; ps; topo; upsize; dns; stime;

Area = 9341.46

Delay = 906.43 ps

```
WireLoad = "none"  Gates = 9573 ( 20.5 %)  Cap = 1.1 ff ( 2.9 %)
Area = 9341.46 ( 87.4 %)  Delay = 906.43 ps ( 4.3 %)
```

# Selection Method #1: Random Sampling

- We can randomly sample a certain number of cells from the library and construct a new library using only those cells.
- 20 cell example:

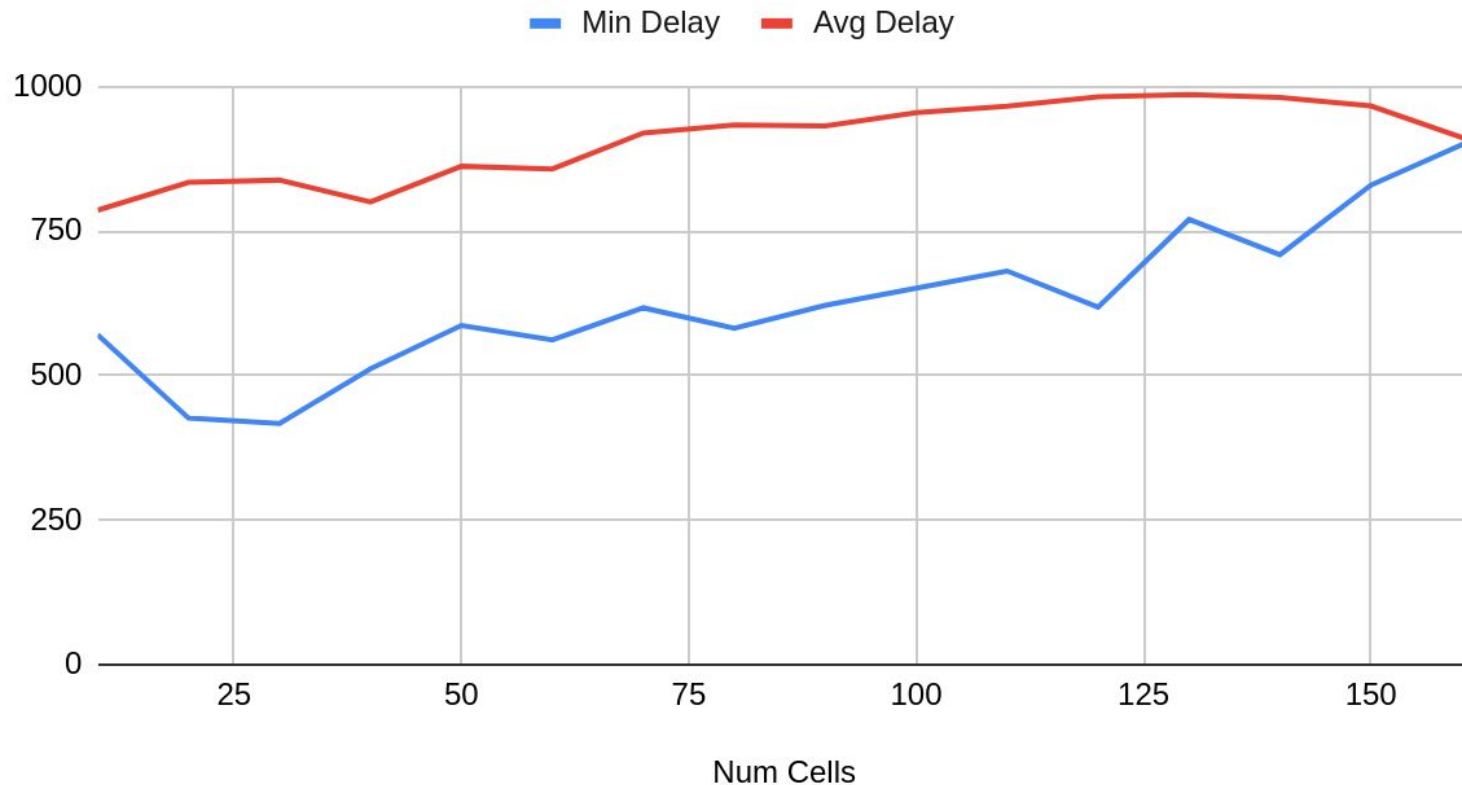
1 GATE OAI322xp33_ASAP7_75t_L	2.10	$Y = (!A1 * !A2 * !A3) + (!B1 * !B2) + (!C1 * !C2);$	PIN * UNKNOWN	1 999	1.00	0.00	1.00	0.00
2 GATE OA333x1_ASAP7_75t_L	2.80	$Y = (A1 * B1 * C1) + (A1 * B1 * C2) + (A1 * B1 * C3) + (A1 * B2 * C1) + (A1 * B2 * C2) + (A1 * B2 * C3) + (A1 * B3 * C1) + (A1 * B3 * C2) + (A1 * B3 * C3) + (A2 * B1 * C2) + (A2 * B1 * C3) + (A2 * B2 * C1) + (A2 * B2 * C2) + (A2 * B2 * C3) + (A2 * B3 * C1) + (A2 * B3 * C2) + (A2 * B3 * C3) + (A3 * B1 * C1) + (A3 * B1 * C2) + (A3 * B1 * C3) + (A3 * B2 * C1) + (A3 * B2 * C2) + (A3 * B2 * C3) + (A3 * B3 * C1) + (A3 * B3 * C2) + (A3 * B3 * C3);$	PIN * UNKNOWN	1 999	1.00	0.00	1.00	0.00
3 GATE BUFx2_ASAP7_75t_L	1.17	$Y = A;$	PIN * UNKNOWN	1 999	1.00	0.00	1.00	0.00
4 GATE OAI21xp5_ASAP7_75t_L	1.17	$Y = (!A1 * !A2) + (!B);$	PIN * UNKNOWN	1 999	1.00	0.00	1.00	0.00
5 GATE AO22x1_ASAP7_75t_L	2.10	$Y = (A1 * A2) + (B1 * B2);$	PIN * UNKNOWN	1 999	1.00	0.00	1.00	0.00
6 GATE BUFx3_ASAP7_75t_L	1.40	$Y = A;$	PIN * UNKNOWN	1 999	1.00	0.00	1.00	0.00
7 GATE XOR2x2_ASAP7_75t_L	2.57	$Y = (A * !B) + (!A * B);$	PIN * UNKNOWN	1 999	1.00	0.00	1.00	0.00
8 GATE OA331x2_ASAP7_75t_L	2.57	$Y = (A1 * B1 * C1) + (A1 * B2 * C1) + (A1 * B3 * C1) + (A2 * B1 * C1) + (A2 * B2 * C1) + (A2 * B3 * C1) + (A3 * B1 * C1) + (A3 * B2 * C1) + (A3 * B3 * C1);$	PIN * UNKNOWN	1 999	1.00	0.00	1.00	0.00
9 GATE HB3xp67_ASAP7_75t_L	1.40	$Y = A;$	PIN * UNKNOWN	1 999	1.00	0.00	1.00	0.00
10 GATE AO333x2_ASAP7_75t_L	3.03	$Y = (A1 * A2 * A3) + (B1 * B2 * B3) + (C1 * C2 * C3);$	PIN * UNKNOWN	1 999	1.00	0.00	1.00	0.00
11 GATE OA222x2_ASAP7_75t_L	2.80	$Y = (A1 * B1 * C1) + (A1 * B1 * C2) + (A1 * B2 * C1) + (A1 * B2 * C2) + (A2 * B1 * C1) + (A2 * B1 * C2) + (A2 * B2 * C1) + (A2 * B2 * C2);$	PIN * UNKNOWN	1 999	1.00	0.00	1.00	0.00
12 GATE NAND2xp5_ASAP7_75t_L	0.93	$Y = (!A) + (!B);$	PIN * UNKNOWN	1 999	1.00	0.00	1.00	0.00
13 GATE OAI22xp5_ASAP7_75t_L	1.40	$Y = (!A1 * !A2) + (!B1 * !B2);$	PIN * UNKNOWN	1 999	1.00	0.00	1.00	0.00
14 GATE OR4x2_ASAP7_75t_L	1.87	$Y = (A) + (B) + (C) + (D);$	PIN * UNKNOWN	1 999	1.00	0.00	1.00	0.00
15 GATE OR5x2_ASAP7_75t_L	2.10	$Y = (A) + (B) + (C) + (D) + (E);$	PIN * UNKNOWN	1 999	1.00	0.00	1.00	0.00
16 GATE XNOR2xp5_ASAP7_75t_L	2.10	$Y = (A * B) + (!A * !B);$	PIN * UNKNOWN	1 999	1.00	0.00	1.00	0.00
17 GATE BUFx16f_ASAP7_75t_L	5.13	$Y = A;$	PIN * UNKNOWN	1 999	1.00	0.00	1.00	0.00
18 GATE OR3x2_ASAP7_75t_L	1.63	$Y = (A) + (B) + (C);$	PIN * UNKNOWN	1 999	1.00	0.00	1.00	0.00
19 GATE _const0_	0.00	$z = \text{CONST0};$						
20 GATE _const1_	0.00	$z = \text{CONST1};$						

# Random Sampling Test Methodology

- Create 1000 libraries with 10 randomly sampled cells, 1000 libraries with 20 randomly sampled cells, etc up to 150 randomly sampled cells
- Map the design using each library in ABC and record the minimum delays and areas, as well as the averages

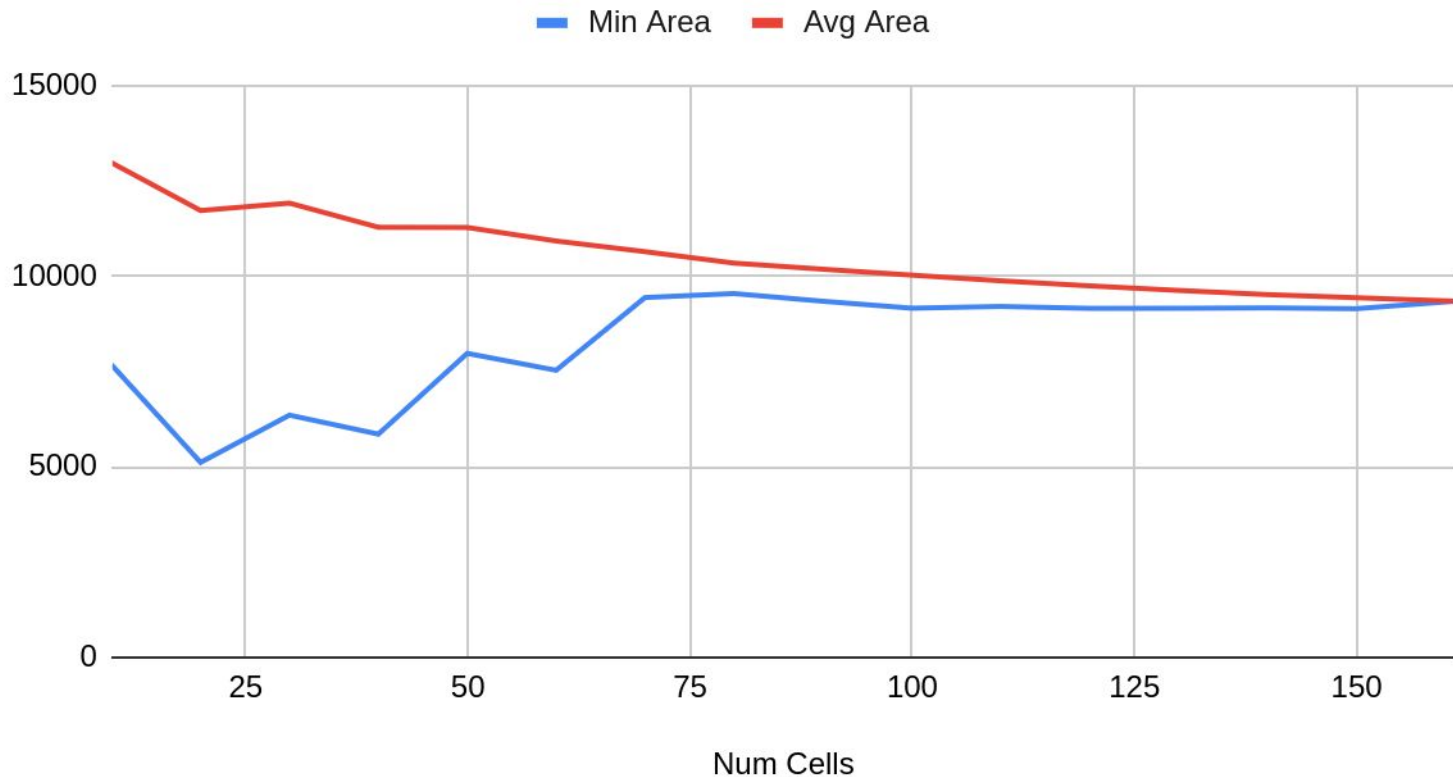
# Random Sampling Results

Min Delay and Avg Delay vs Number of Cells Selected



# Random Sampling Results

Min Area and Avg Area vs Number of Cells Selected





# Best Random Sampling Result

- I noticed that for this library, design, and mapping tool, selecting just ~20 cells resulted in the best results, so I tested 10k+ random samples of 20 cells
- Out of all those, the best selection resulted in a mapping with an area of just 1663 and a delay of just 135.73 ps.

```
WireLoad = "none"  Gates = 2315 ( 48.5 %)  Cap = 0.1 ff ( 6.7 %)  
Area = 1663.05 ( 52.8 %)  Delay = 135.73 ps ( 1.0 %)
```

- Recall the baseline had an area of 9341.46 and a delay of 906.43 ps, so this demonstrates potential of 5x gains in some situations

```
WireLoad = "none"  Gates = 9573 ( 20.5 %)  Cap = 1.1 ff ( 2.9 %)  
Area = 9341.46 ( 87.4 %)  Delay = 906.43 ps ( 4.3 %)
```

# Selection Method #2: Sequential Optimization

1. Begin with the full library selected
2. Check all possible cells to remove, and remove the one that gives the best improvement to area or delay
3. Repeat until none of the cells give an improvement when removed

Using this method resulted in a delay of 685.07

Similar method:

1. Begin with full library selected
2. Loop through cells, try removing each one, and only keep the change if it results in better delay or area
3. Repeat step 2 starting at the first cell in the library each time until none of the removals give an improvement.

Using this method resulted in a delay of 700.78, but was much faster

## Selection Method #3: DQN Reinforcement Learning

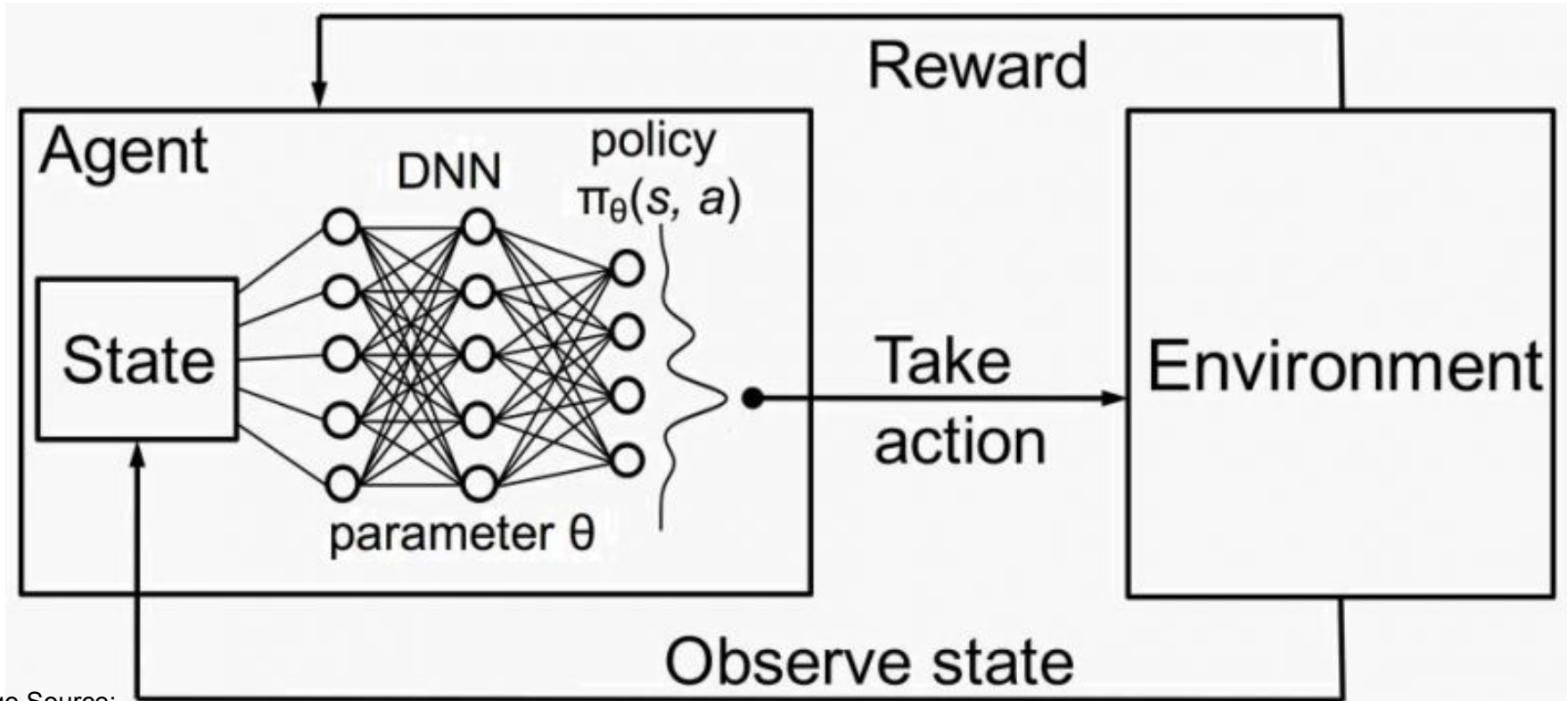


Image Source:

<https://medium.com/@vishnuvijayanpv/deep-reinforcement-learning-value-functions-dqn-actor-critic-method-backpropagation-through-83a277d8c38d>

# Sequential DQN Setup

## Environment:

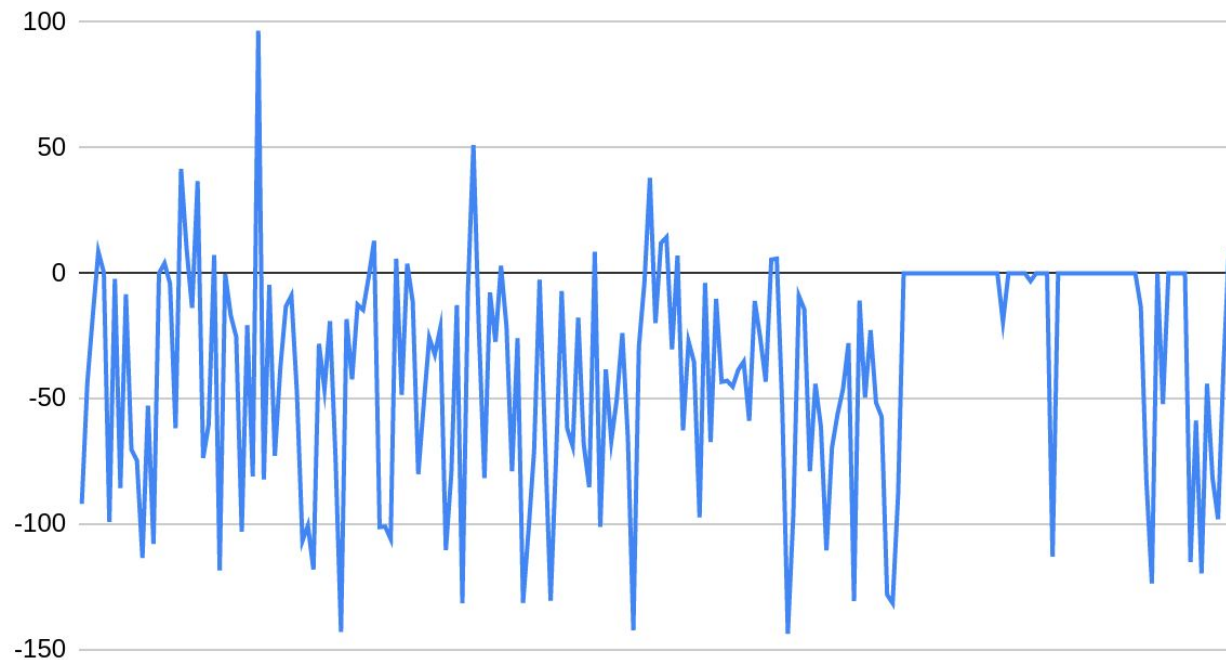
- Setup with path to full library, path to design, and goal (min area or min delay)
- On setup and reset it has a state with all cells selected
- For each step it takes an input action which is a cell to change (add or remove), and it returns a reward based on the mapping from the new change

## Agent:

- The neural network takes in the current environment state (selected cells) and outputs the action that it predicts will lead to the best reward
- Both the input and output layers have a number of nodes equal to the number of cells in the original library

# Sequential DQN Results

Sequential DQN Reward Over Episodes



## Alternate DQN Implementation

- Instead of the neural net selecting just one cell to change with its output, the action can be to select all the desired cells. Same neural net dimensions.
- I've been having trouble getting the loss function working properly for this idea, but in theory it is not much harder to implement than the sequential DQN.

## Selection Method #4: ChatGPT, just for fun

- Told ChatGPT to minimize delay by passing in boolean arrays which represent its selection.
- It worked for a while, but for a longer time it would likely get off track or forget previous information

```
1, 0, 0, 0, 1, 1, 1, 1, 1, 0]`
```

Please input this binary array into iMap and check whether the delay has improved or not.



Delay: 718.02



Great to hear that the delay has improved! Here's another binary array that iMap has generated in an attempt to optimize the delay:



[1, 1, 0, 0, 0, 0, 0, 1, 1, 1, 0, 0, 1, 1, 1, 1, 1, 0, 0, 0, 1, 1, 1, 1,  
0, 0, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 1, 0, 0, 1, 1, 1, 1, 0, 0, 0, 0, 1,  
1, 1, 1, 1, 0, 0, 0, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1,  
1, 1, 0, 0, 1, 1, 1, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 0, 1, 1, 1,  
1, 1, 1, 0, 0, 0, 1, 1, 1, 1, 1, 1, 0]

Please input this binary array into iMap and check whether the delay has improved or not.



Delay: 1035.41



It looks like the delay has increased. Here's another binary array that iMap has generated in an attempt to optimize the delay:



[1, 1, 0, 0, 0, 0, 0, 1, 1, 1, 0, 0, 1, 1, 1, 1, 1, 0, 0, 0, 1, 1, 1, 1,  
0, 0, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 1, 0, 0, 1, 1, 1, 1, 0, 0, 0, 0, 1,  
1, 1, 1, 1, 0, 0, 0, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1,  
1, 1, 0, 0, 1, 1, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 1, 1, 1,  
1, 1, 1, 0, 0, 1, 1, 1, 1, 1, 1, 1, 0]

Please input this binary array into [Regenerate response](#) the delay has improved or not.

 Regenerate response

Send a message.

# Conclusion

- There appears to be potential to better optimize technology mapping by strategically reducing the number of cells in the standard cell library
- With many attempts, random sampling works quite well to reduce delay and area significantly
- More strategic methods may lead to more efficient or more consistent results
- Further work is needed to better understand the potential of this idea