

# **High Performance Dummy Fill Insertion with Coupling and Uniformity Constraints**

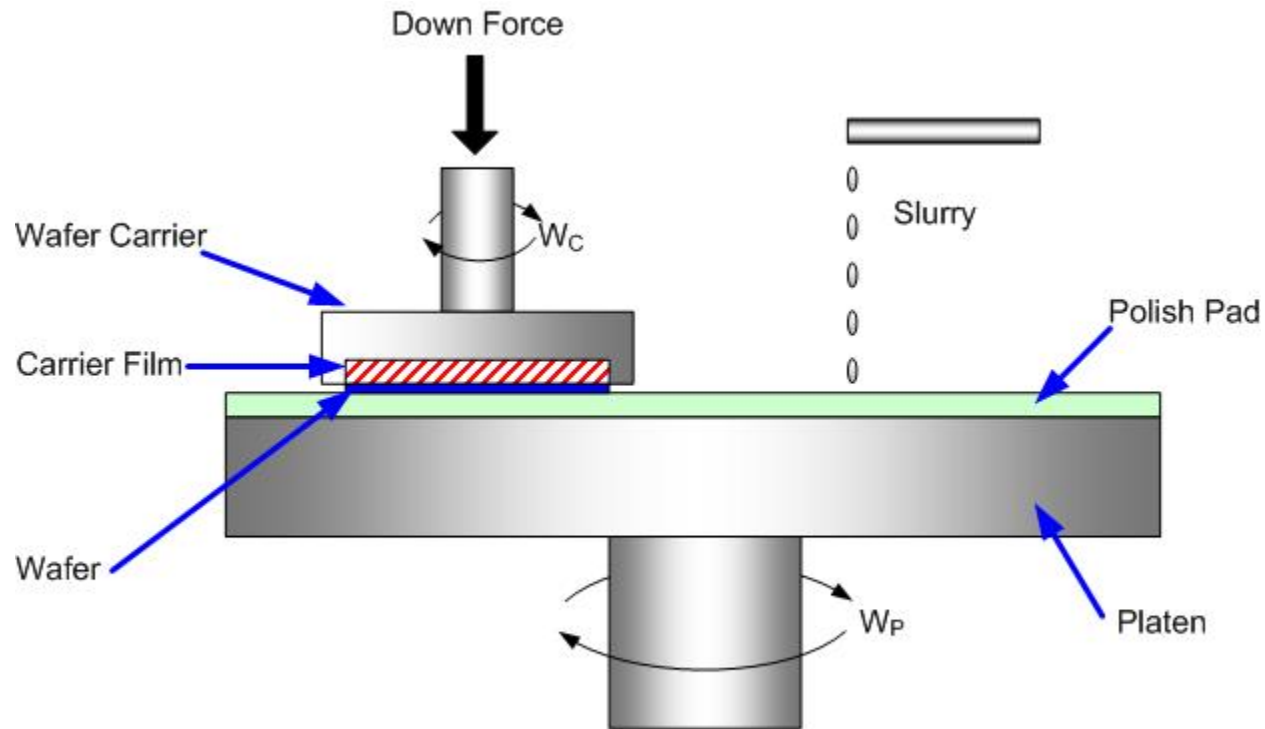
Yibo Lin, Bei Yu, David Z. Pan  
Electrical and Computer Engineering  
University of Texas at Austin

# Outline



- Introduction
- Problem Formulation
- Algorithms
- Experimental Results
- Conclusion

# Chemical Mechanical Polishing (CMP)

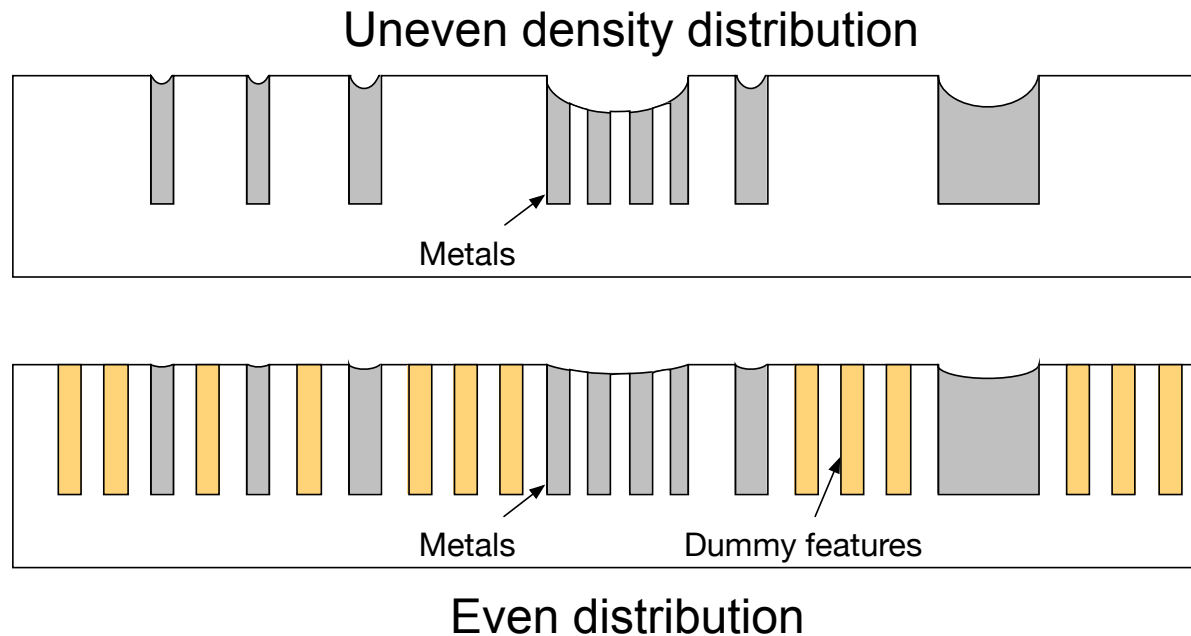


Example of CMP [source: [www.ntu.edu.sg](http://www.ntu.edu.sg)]

# Uniformity



## ➤ Layout uniformity for CMP



## ➤ Coupling capacitance

# Related Works

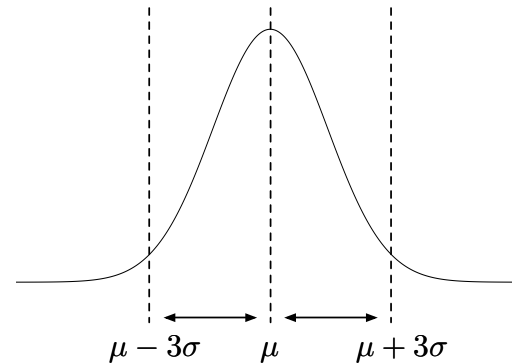
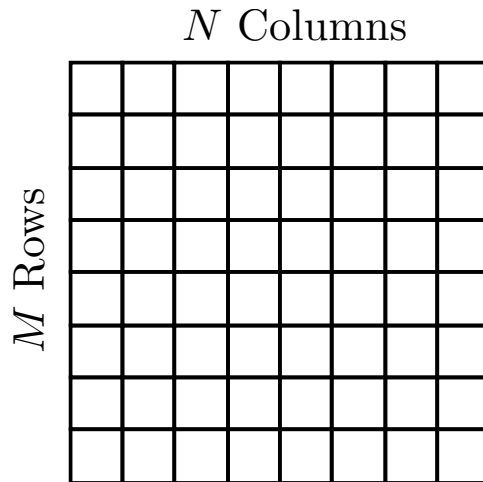


- Minimize density variation and number of fills
  - Linear Programming (LP)
    - [Kahng+, TCAD'99]
    - [Tian+, TCAD'01]
    - [Xiang+, TCAD'08]
  - Monte Carlo and heuristic approaches
    - [Chen+, ASPDAC'00]
    - [Chen+, DAC'00]
    - [Wong+, ISQED'05]
- Minimize density variation with coupling capacitance constraints
  - ILP
    - [Chen+, DAC'03], [Xiang+, ISPD'07]

# Holistic Metrics for Uniformity



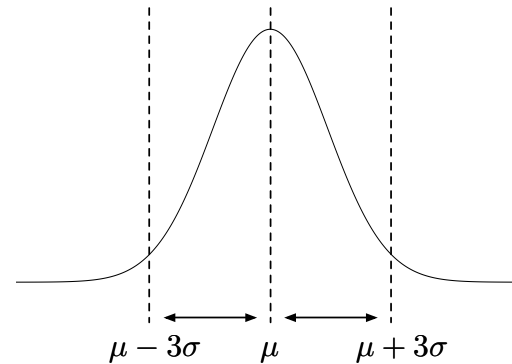
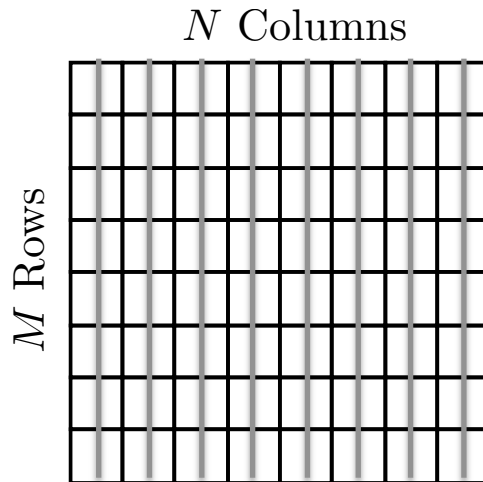
- Holistic metrics for layout uniformity from IBM (ICCAD 2014 Contest)
  - Variation (standard deviation)
  - Line hotspots
  - Outlier hotspots



# Holistic Metrics for Uniformity

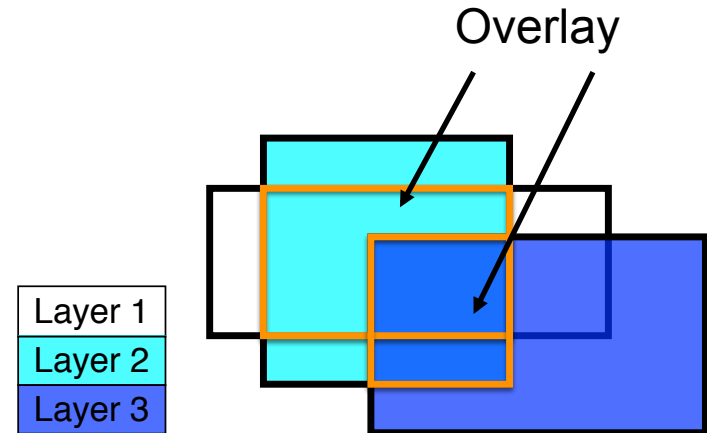
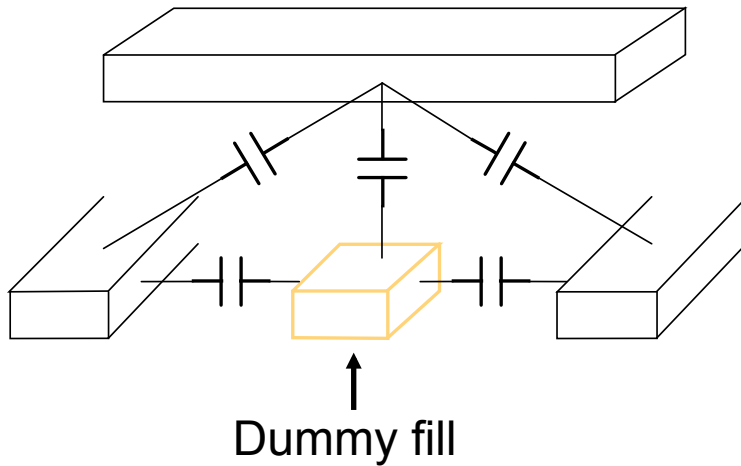


- Holistic metrics for layout uniformity from IBM (ICCAD 2014 Contest)
  - Variation (standard deviation)
  - Line hotspots
  - Outlier hotspots



# Metrics for Coupling Capacitance

- Coupling capacitance
  - Minimize overlay between layers





# Problem Formulation

## Based on the ICCAD 2014 contest

### ➤ Input

- Layout with fill insertion regions
- Signal wire density information across each window

### ➤ Quality score

- Overlay area (20%)
- Variation/std. dev. (20%)
- Line hotspot (20%)
- Outlier hotspot (15%)
- File size for dummy fill insertion (5%)

Normalization function

$$f(x) = \max\left(0, 1 - \frac{x}{\beta}\right)$$

The **higher** score, the **better**

### ➤ Overall score

- Quality score (80%)
- Runtime (15%)
- Memory usage (5%)

### ➤ Output

- Dummy fill positions and dimensions with **maximum** quality score

# Outline



- Introduction
- Problem Formulation
- **Algorithms**
- Experimental Results
- Conclusion

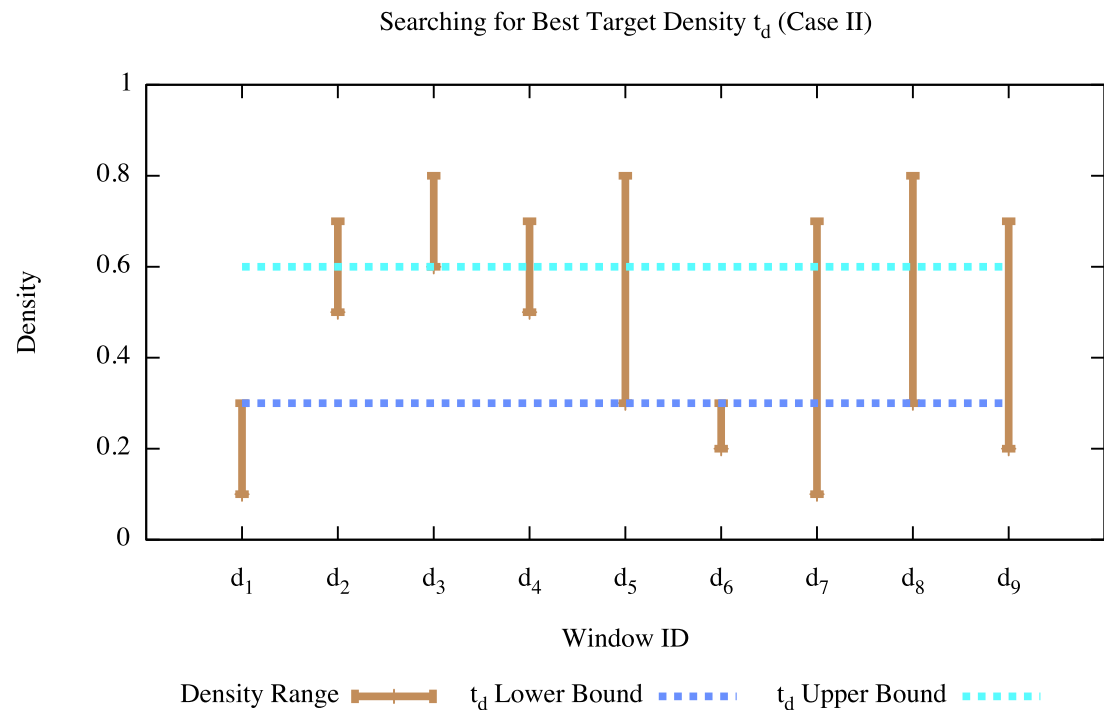
# Step 1: Density Planning



$d_1$	$d_2$	$d_3$
$d_4$	$d_5$	$d_6$
$d_7$	$d_8$	$d_9$

Linear scan with  
a small step to  
find best target  
density

- Given density ranges of each window
- Find target density  $t_d$  for each window
- Maximize density scores



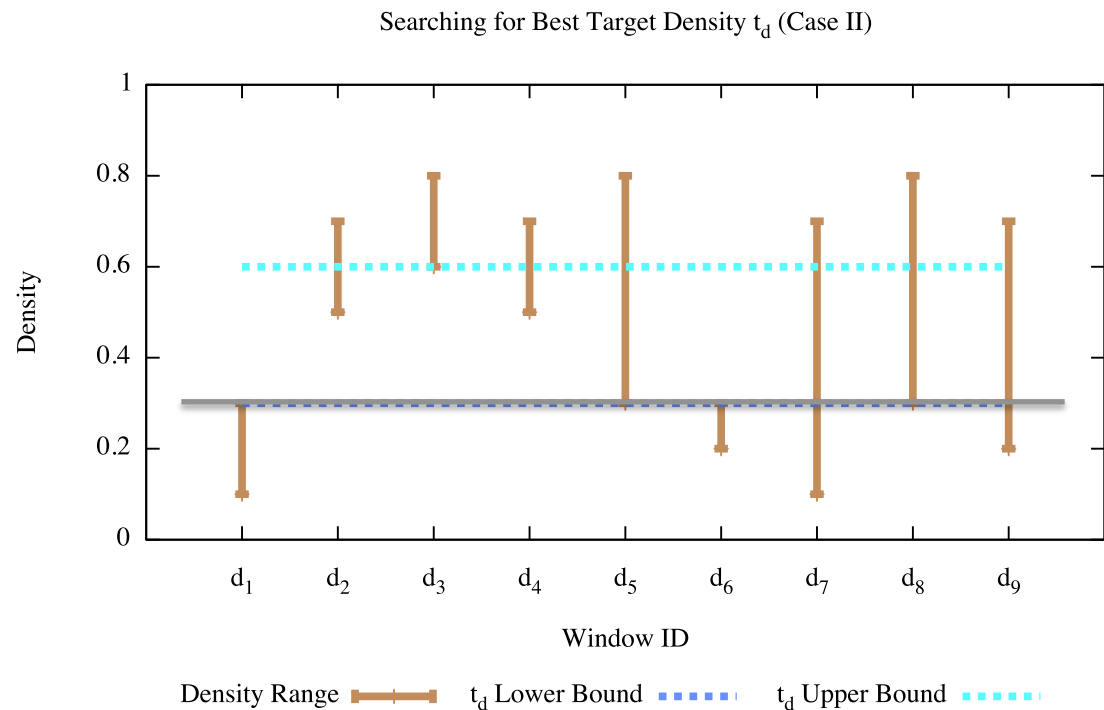
# Step 1: Density Planning



0.3	0.5	0.6
0.5	0.4	0.4
0.4	0.4	0.4

Linear scan with  
a small step to  
find best target  
density

- Given density ranges of each window
- Find target density  $t_d$  for each window
- Maximize density scores



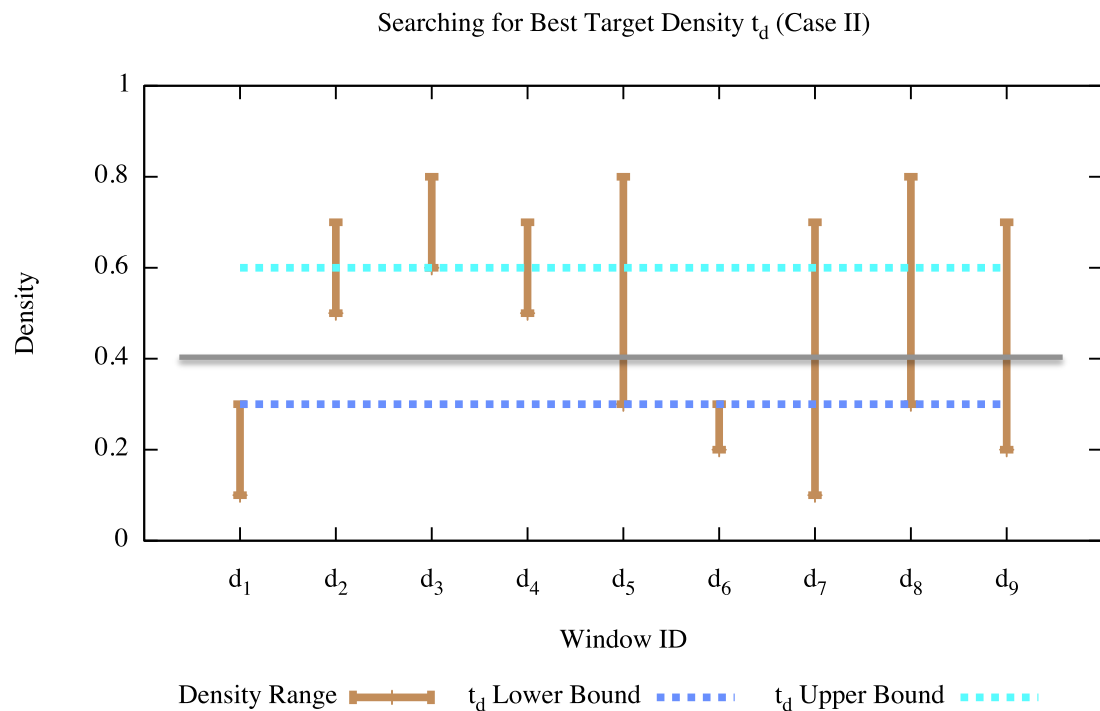
# Step 1: Density Planning



0.3	0.5	0.6
0.5	0.4	0.4
0.4	0.4	0.4

Linear scan with  
a small step to  
find best target  
density

- Given density ranges of each window
- Find target density  $t_d$  for each window
- Maximize density scores



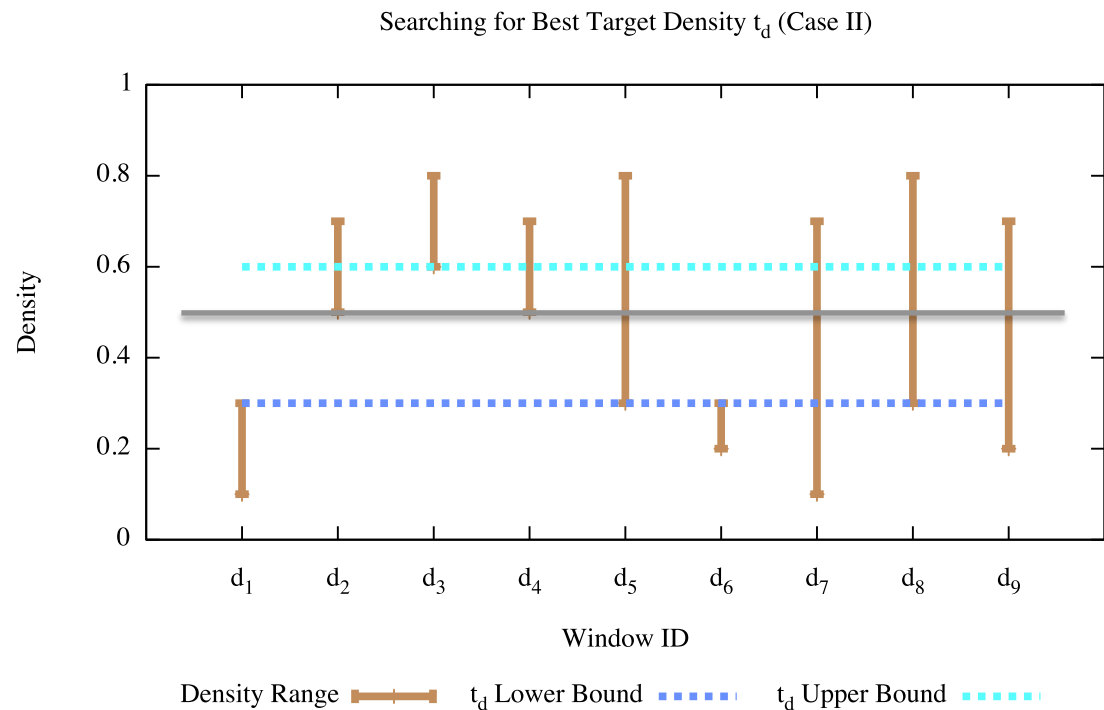
# Step 1: Density Planning



0.3	0.5	0.6
0.5	0.4	0.4
0.4	0.4	0.4

Linear scan with  
a small step to  
find best target  
density

- Given density ranges of each window
- Find target density  $t_d$  for each window
- Maximize density scores



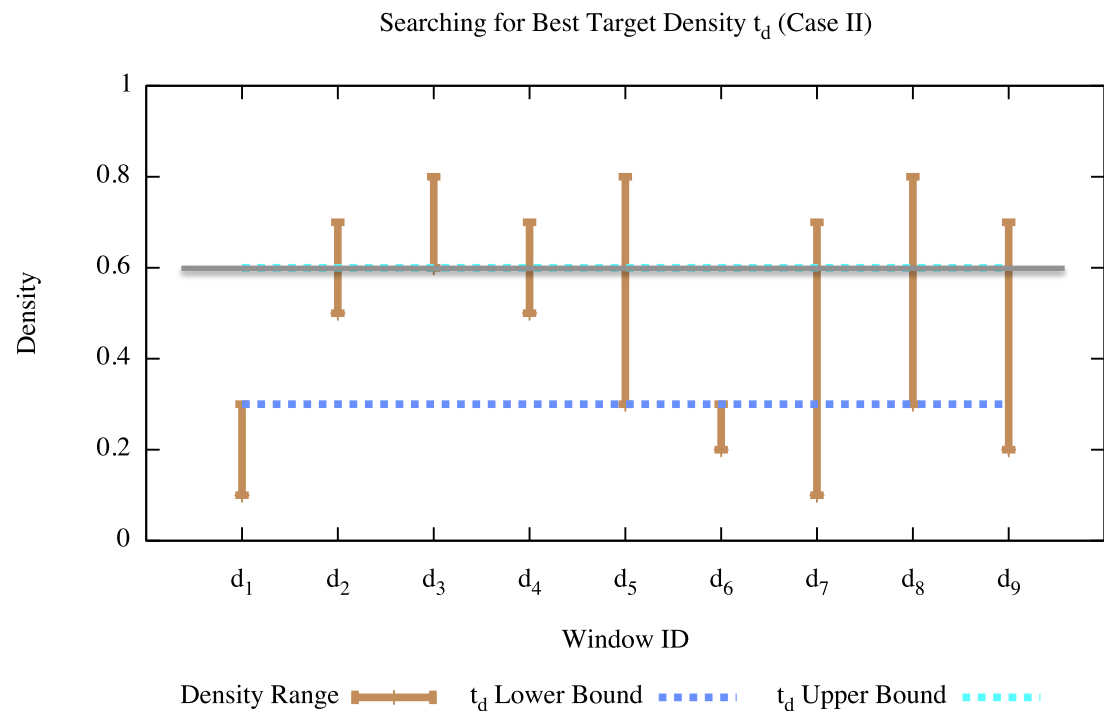
# Step 1: Density Planning



0.3	0.5	0.6
0.5	0.4	0.4
0.4	0.4	0.4

Linear scan with  
a small step to  
find best target  
density

- Given density ranges of each window
- Find target density  $t_d$  for each window
- Maximize density scores



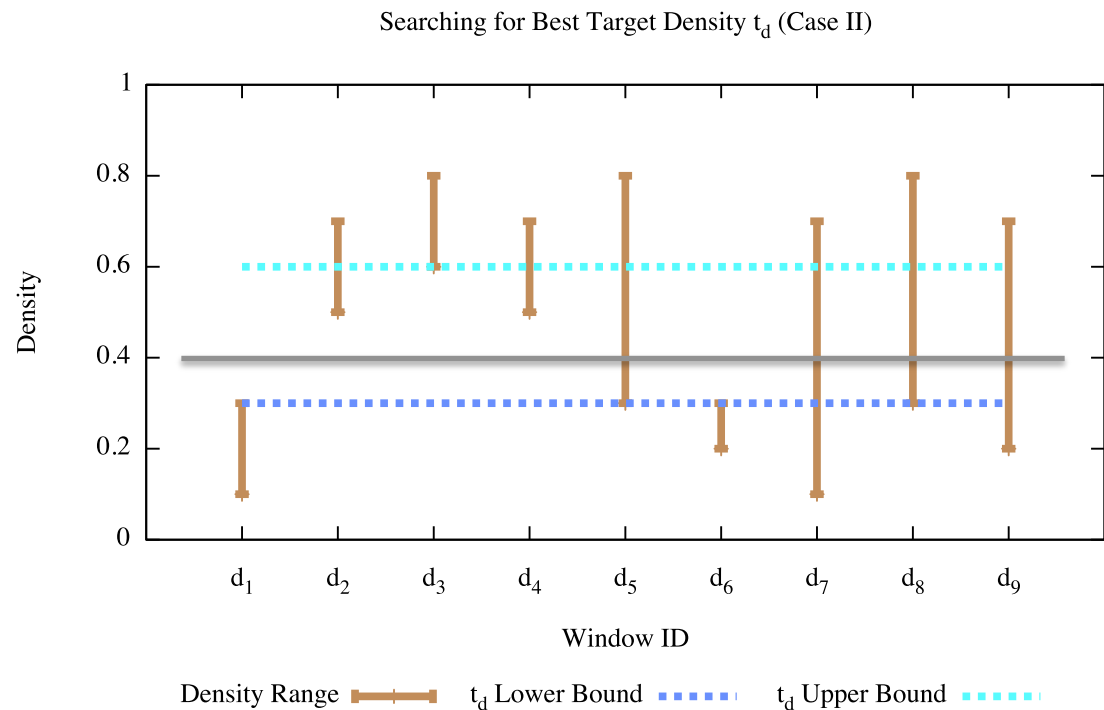
# Step 1: Density Planning



0.3	0.5	0.6
0.5	0.4	0.4
0.4	0.4	0.4

Linear scan with  
a small step to  
find best target  
density

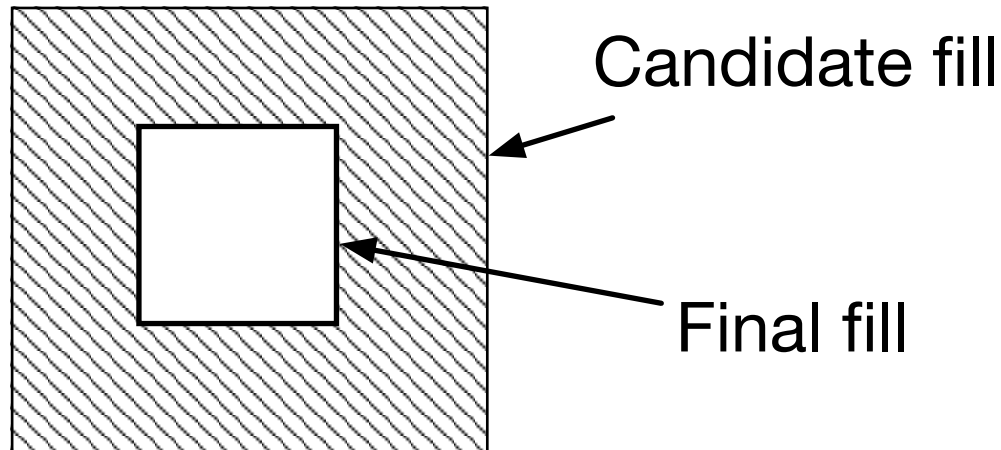
- Given density ranges of each window
- Find target density  $t_d$  for each window
- Maximize density scores





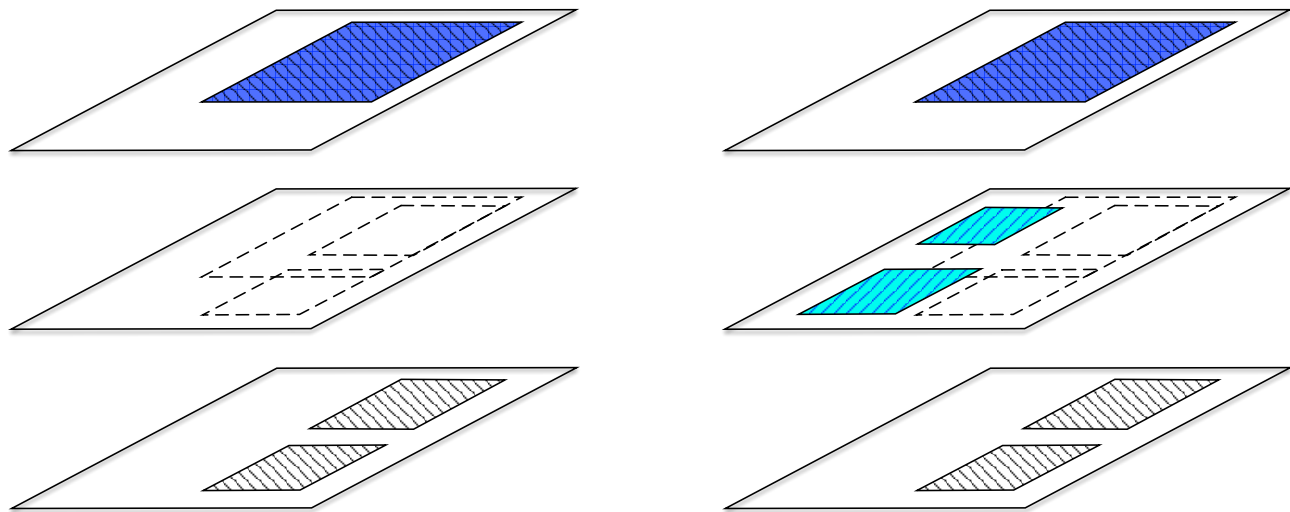
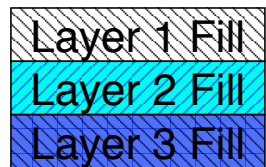
## Step 2: Candidate Fill Generation

- Generate candidate fills with minimum overlay
- With the guidance of target density
- A final fill is a rectangle within a candidate fill



## Step 2: Candidate Fill Generation

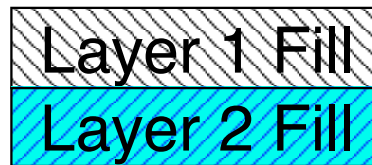
- Generate candidate fills with minimum overlay
- With the guidance of target density
- A final fill is a rectangle within a candidate fill



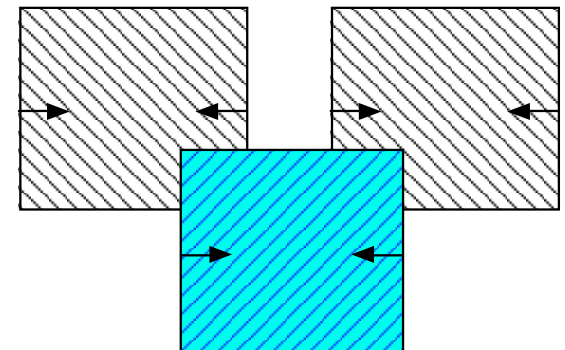
$$q = -\frac{\text{fill overlay}}{\text{fill area}} + \gamma \cdot \frac{\text{fill area}}{\text{window area}}$$

# Step 3: Dummy Fill Insertion (1)

- Given a set of candidate fills
- Determine dimension of fills
- Under DRC constraints
- Minimize overlay area and density variation

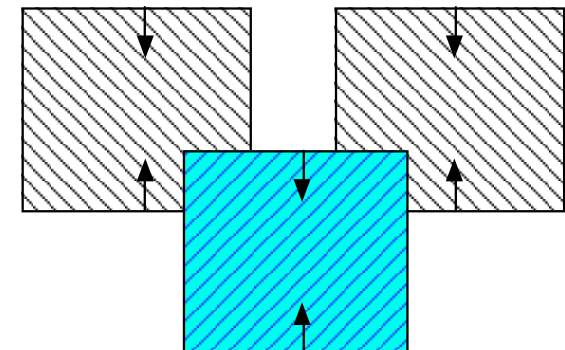
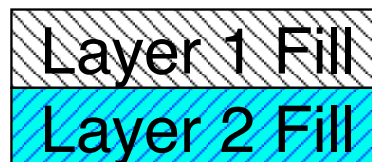


Shrink in horizontal direction



- Solve in an iterative manner

Shrink in vertical direction



# Step 3: Dummy Fill Insertion (2)

An example of the mathematical formulation in one iteration

$$\min \frac{|(x_2 - x_1) \cdot h_A + (x_4 - x_3) \cdot h_B - t_{d1} \cdot A_{win}| + |(x_6 - x_5) \cdot h_C - t_{d2} \cdot A_{win}|}{+ (x_2 - x_5) \cdot h_{AC} + (x_6 - x_3) \cdot h_{BC}}$$

s.t.  $x_2 - x_1 \geq W_{min}$

$x_4 - x_3 \geq W_{min}$

$x_6 - x_5 \geq W_{min}$

$x_3 - x_2 \geq S_{min}$

$(x_2 - x_1) \cdot h_A \geq A_{min}$

$(x_4 - x_3) \cdot h_B \geq A_{min}$

$(x_6 - x_5) \cdot h_C \geq A_{min}$

$x_2 - x_5 \geq 0$

$x_6 - x_3 \geq 0$

$l_i \leq x_i \leq u_i, \quad i = 1, 2, \dots, 6$

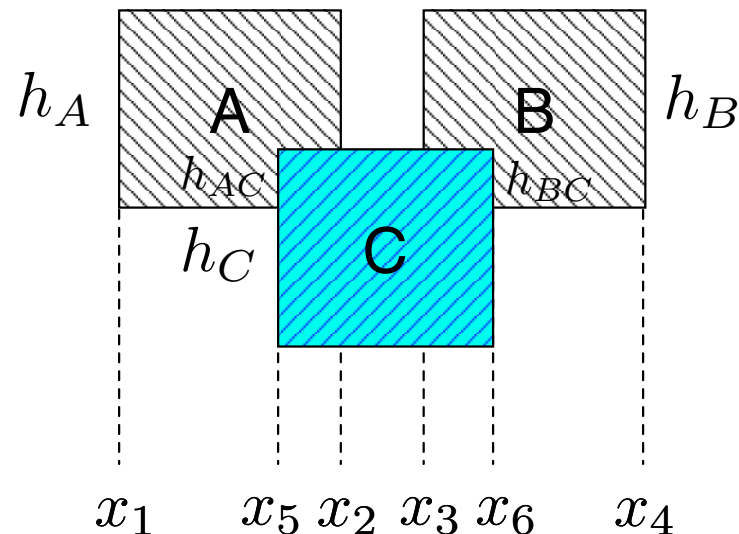
DRC rules

Overlay constraints

Overlay area

Density variation

Shrink in horizontal direction



$A_{win}$ : area of a window

$W_{min}$ : minimum width

$S_{min}$ : minimum spacing

$A_{min}$ : minimum area

## Step 3: Dummy Fill Insertion (3)



$$\min \frac{|(x_2 - x_1) \cdot h_A + (x_4 - x_3) \cdot h_B - t_{d1} \cdot A_{win}| + |(x_6 - x_5) \cdot h_C - t_{d2} \cdot A_{win}|}{+ (x_2 - x_5) \cdot h_{AC} + (x_6 - x_3) \cdot h_{BC}}$$

- Further relax to remove absolute operation
- Add tighter bound constraints to variables

# Step 3: Dual to Min-Cost Flow



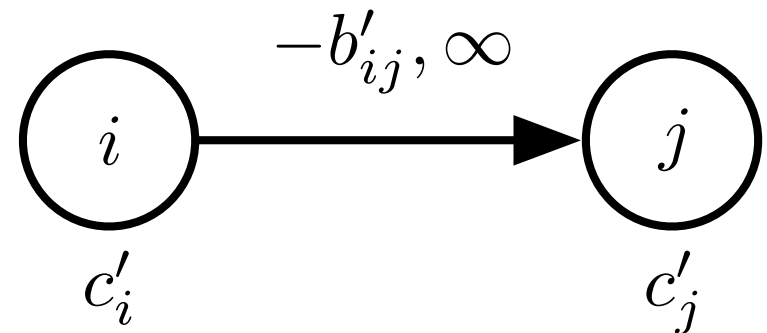
Prime

$$\min_{x_i} \sum_{i=1}^N c_i x_i$$

$$\begin{aligned} \text{s.t. } & x_i - x_j \geq b_{ij}, \quad (i, j) \in E, \\ & l_i \leq x_i \leq u_i, \quad i = 1, 2, \dots, N, \\ & x_i \in \mathbb{Z} \end{aligned}$$

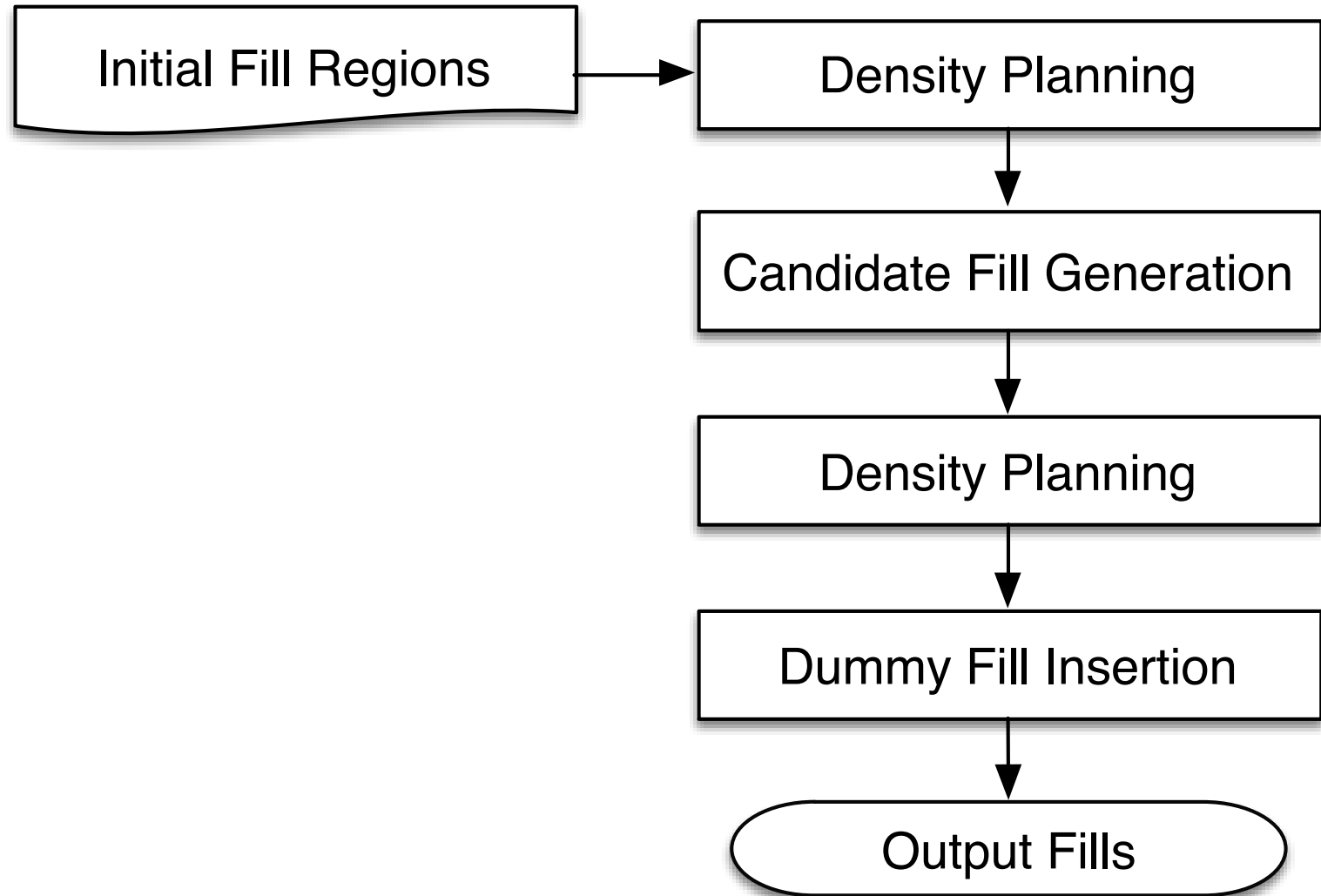
- Convert bound constraints to differential constraints
- Dual to min-cost flow

Dual



$$c'_i = \begin{cases} c_i & i = 1, 2, \dots, N \\ -\sum_{i=1}^N c_i & i = 0 \end{cases}$$
$$b'_{ij} = \begin{cases} b_{ij} & (i, j) \in E \\ l_i & i = 1, 2, \dots, N, j = 0 \\ -u_i & i = 0, j = 1, 2, \dots, N \end{cases}$$

# Overall Flow



# Experimental Environment



- Implemented in C++
- 8-Core 3.4GHz Linux server
- 32GB RAM
- ICCAD 2014 contest benchmarks

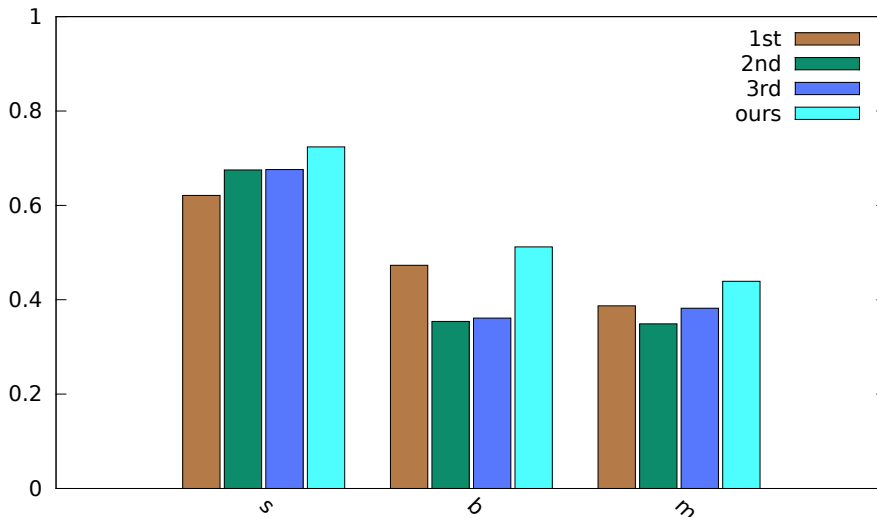


# Experimental Results



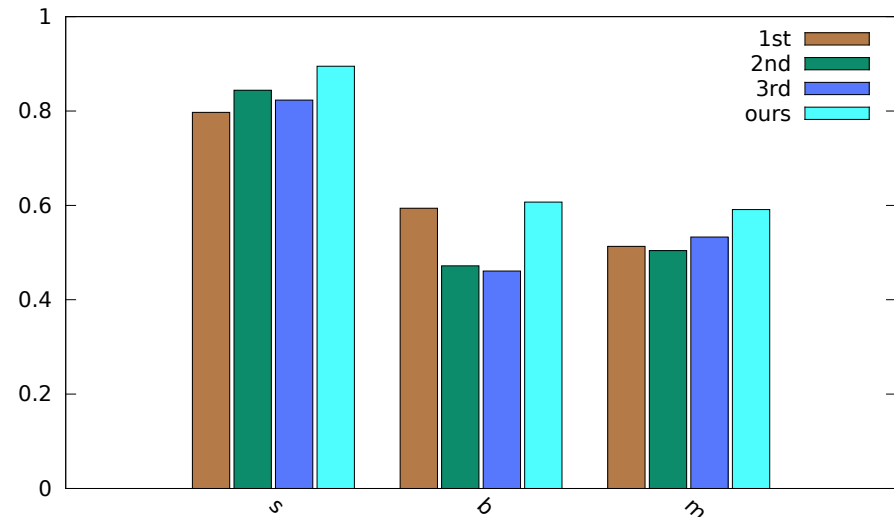
- Compared with contest winners
  - Quality Scores (13% better than the 1<sup>st</sup> place winner)
  - Overall Scores (10% better than the 1<sup>st</sup> place winner)

Comparison of Testcase Quality Score between Our Results and Contest Top 3



Quality Sores

Comparison of Testcase Score between Our Results and Contest Top 3



Overall Scores

# Experimental Results



## ➤ Detailed results

Table 3: Experimental Results on ICCAD 2014 Benchmark

Design	Team	Overlay*	Variation*	Line*	Outlier*	Size*	Run-time*	Memory*	Testcase Quality	Testcase Score
s	1st	0.743	0.636	0.733	1.000	0.976	0.877	0.885	0.621	0.797
	2nd	0.743	0.909	0.967	0.975	0.103	0.846	0.831	0.675	0.844
	3rd	0.613	0.985	0.990	1.000	0.158	0.842	0.429	0.676	0.823
	ours	0.723	0.948	0.979	0.994	0.887	0.872	0.818	<b>0.724</b>	<b>0.895</b>
b	1st	0.748	0.368	0.364	0.871	0.924	0.515	0.891	0.473	0.594
	2nd	0.841	0.381	0.534	0.000	0.053	0.513	0.828	0.354	0.472
	3rd	0.576	0.485	0.601	0.000	0.568	0.554	0.339	0.361	0.461
	ours	0.685	0.499	0.470	0.953	0.765	0.351	0.852	<b>0.512</b>	<b>0.607</b>
m	1st	0.598	0.462	0.486	0.204	0.941	0.556	0.845	0.387	0.513
	2nd	0.668	0.460	0.618	0.000	0.000	0.780	0.761	0.349	0.504
	3rd	0.510	0.509	0.689	0.000	0.807	0.748	0.772	0.382	0.533
	ours	0.493	0.643	0.766	0.088	0.905	0.750	0.786	<b>0.439</b>	<b>0.591</b>

# Conclusion



- Methodology for fill optimization with holistic and multiple objectives
- Validated on industry benchmarks
  - ICCAD 2014 contest benchmark
- Future work
  - Lithography related impacts

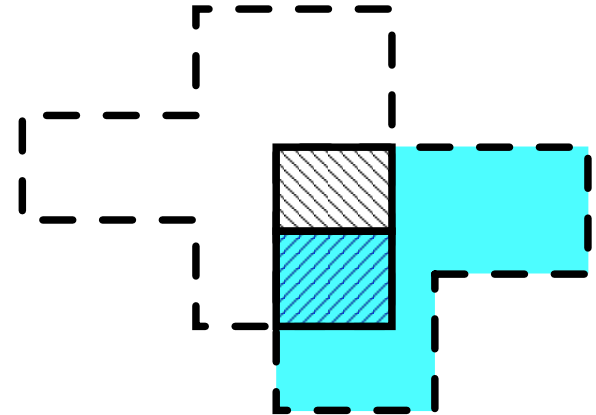
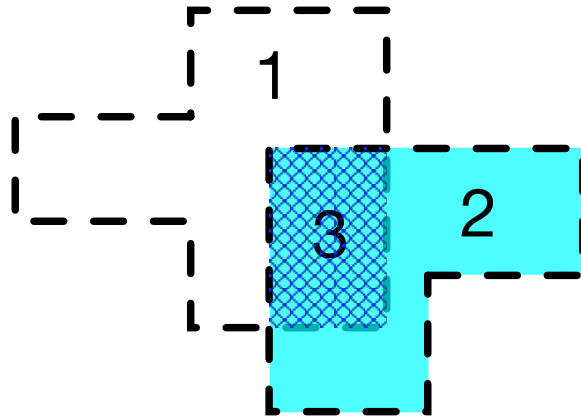


**Thank you!**

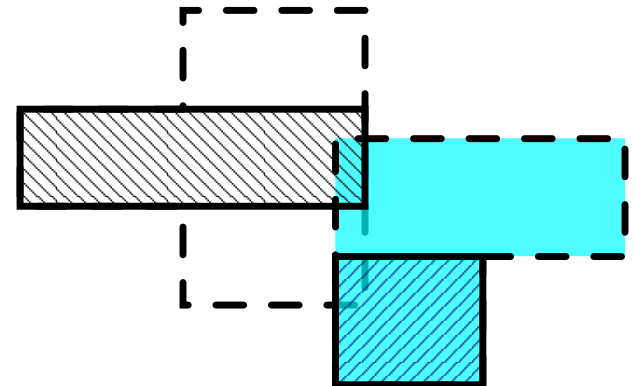
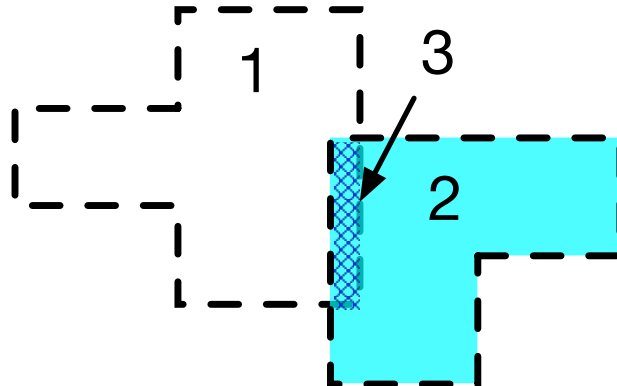
# Backup



Layer 1
Layer 2
Layer 1 Fill
Layer 2 Fill



Layer 1
Layer 2
Layer 1 Fill
Layer 2 Fill



# Backup



$$\begin{aligned} \min_{x_i} \quad & \sum_{i=1}^N c_i x_i \\ \text{s.t.} \quad & x_i - x_j \geq b_{ij}, \quad (i, j) \in E, \\ & l_i \leq x_i \leq u_i, \quad i = 1, 2, \dots, N, \\ & x_i \in \mathbb{Z} \end{aligned}$$

## Dual

$$\begin{aligned} \max_{f_{ij}} \quad & \sum_{i,j} b'_{ij} f_{ij}, \\ \text{s.t.} \quad & \sum_i f_{ij} - \sum_k f_{jk} = -c'_j, \\ & f_{ij} \geq 0 \end{aligned}$$



## Prime

$$\begin{aligned} \min_{y_i} \quad & \sum_{i=0}^N c'_i y_i, \\ \text{s.t.} \quad & y_i - y_j \geq b'_{ij}, \quad (i, j) \in E', \\ & y_i \in \mathbb{Z}, \end{aligned}$$

where

$$\begin{aligned} x_i &= y_i - y_0, \quad i = 1, 2, \dots, N \\ c'_i &= \begin{cases} c_i & i = 1, 2, \dots, N \\ -\sum_{i=1}^N c_i & i = 0 \end{cases} \\ b'_{ij} &= \begin{cases} b_{ij} & (i, j) \in E \\ l_i & i = 1, 2, \dots, N, j = 0 \\ -u_i & i = 0, j = 1, 2, \dots, N \end{cases} \end{aligned}$$



# Dual Min-cost Flow Example (1)



$$\begin{array}{ll}\min & x_1 + 2x_2 + 3x_3 + 4x_4 \\ \text{s.t.} & x_1 - x_2 \geq 5, \\ & x_4 - x_3 \geq 6, \\ & 0 \leq x_i \leq 10, \quad i = 1, 2, 3, 4, \\ & x_i \in \mathbb{Z}, \quad i = 1, 2, 3, 4\end{array}$$

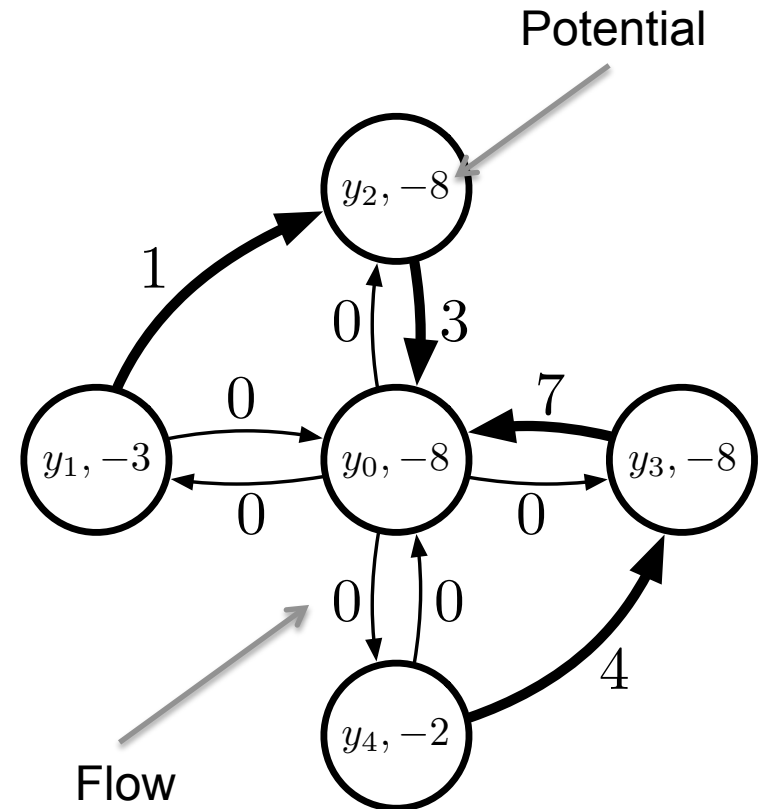
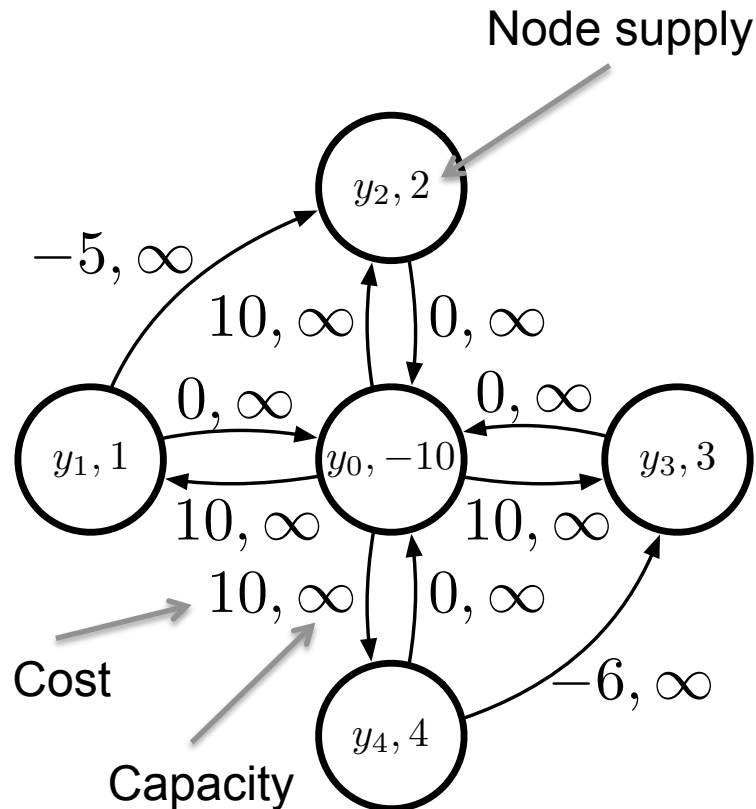
Original problem



$$\begin{array}{ll}\min_{f_{ij}} & 10f_{01} + 10f_{02} + 10f_{03} + 10f_{04} - 5f_{12} - 6f_{43}, \\ \text{s.t.} & f_{10} + f_{20} + f_{30} + f_{40} - f_{01} - f_{02} - f_{03} - f_{04} = 10, \\ & f_{01} - f_{10} - f_{12} = -1, \\ & f_{12} + f_{02} - f_{20} = -2, \\ & f_{43} + f_{03} - f_{30} = -3, \\ & f_{04} - f_{40} - f_{43} = -4, \\ & f_{ij} \geq 0, \quad i, j = 0, 1, 2, 3, 4\end{array}$$

Min-cost flow problem

# Dual Min-cost Flow Example (2)



$$x_i = y_i - y_0, \quad i = 1, 2, \dots, N$$



# Step 3: Dummy Fill Insertion (3)



$$\min \frac{|(x_2 - x_1) \cdot h_A + (x_4 - x_3) \cdot h_B - t_{d1} \cdot A_{win}| + |(x_6 - x_5) \cdot h_C - t_{d2} \cdot A_{win}|}{+ (x_2 - x_5) \cdot h_{AC} + (x_6 - x_3) \cdot h_{BC}}$$

Further relax to remove absolute operation

$$E = (x_2 - x_1) \cdot h_A + (x_4 - x_3) \cdot h_B$$

$$\text{if } E \leq t_{d1} \cdot A_{win}$$

then

$$|E - t_{d1} \cdot A_{win}| \rightarrow t_{d1} \cdot A_{win} - E$$

else

$$|E - t_{d1} \cdot A_{win}| \rightarrow E - t_{d1} \cdot A_{win}$$

$$l_i \leq x_i \leq l_i + \epsilon \quad i = 1, 3$$

$$u_i - \epsilon \leq x_i \leq u_i \quad i = 2, 4$$

$$\epsilon = \frac{\text{current total fill area} - t_{d1} \cdot A_{min}}{\text{current total fill width} + \text{current total fill height}}$$