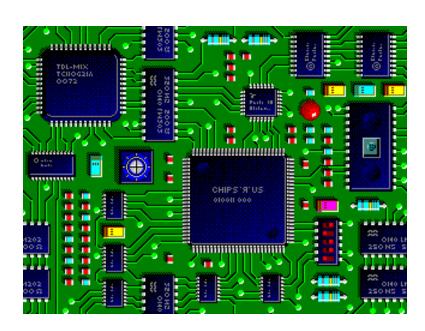
# Lee's Wire Routing Algorithm

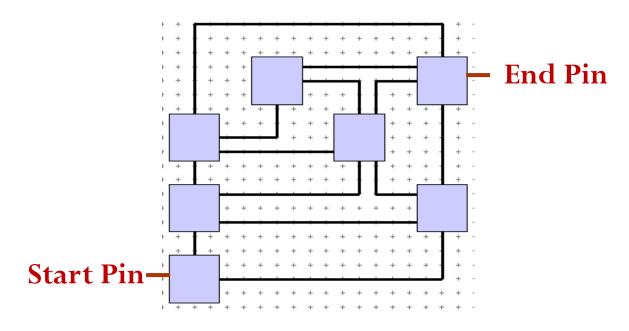
# Application of Queue: Wire Routing

- Select paths to connect all pairs of pins that need to be connected together.
- An important problem in electronic design automation.



#### A Simplified Problem

- Condition: We have all blocks laid on the chip. We also have some of the wires routed.
- Problem: We want to connect the next pair of pins.
- Constraint: we can only draw wires horizontally or vertically.

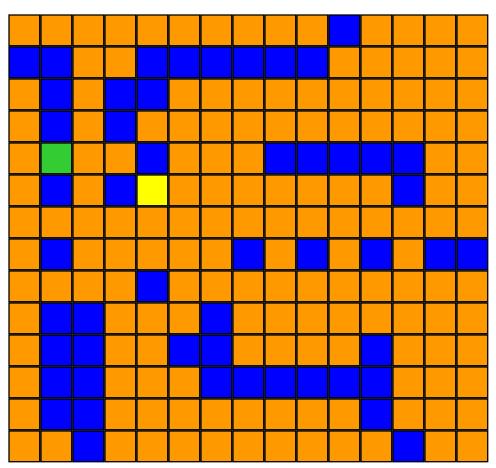


#### Modeling as a Grid

- Start Pin
- End Pin

- Blue squares are **blocked** squares.
- Orange squares are available to route a wire.

How to find a path from the start pin to the end pin?



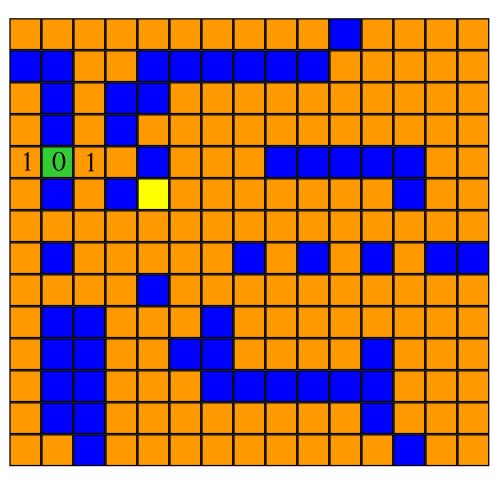
#### Wire Routing: Lee's Algorithm

- A queue of reachable squares from the start pin is used.
- The cell of the start pin is set with a distance value of 0.
- It is enqueued into an initial empty queue.
- While the queue is not empty.
  - A cell is **dequeued** from the queue and made the **examine cell**.
  - Is the examine cell the end pin? If yes, path found and return.
  - Otherwise, <u>all</u> unreached unblocked squares adjacent to the examine cell are marked with their distance (this is 1 more than the distance value of the examine cell) and enqueued.
- When queue becomes empty but not reach end pin yet, means no path found.

start pin

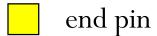
end pin

Expand "0"

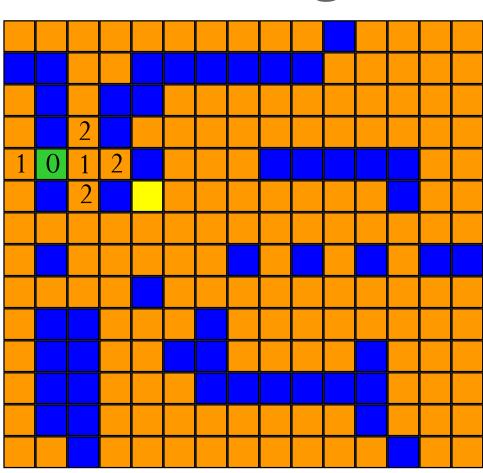


queue: 0



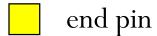


Expand right "1"

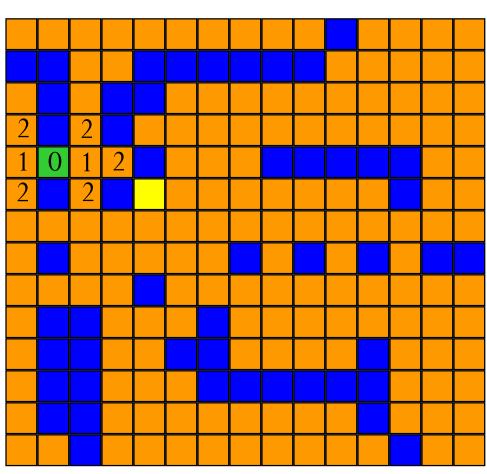


queue: 1, 1





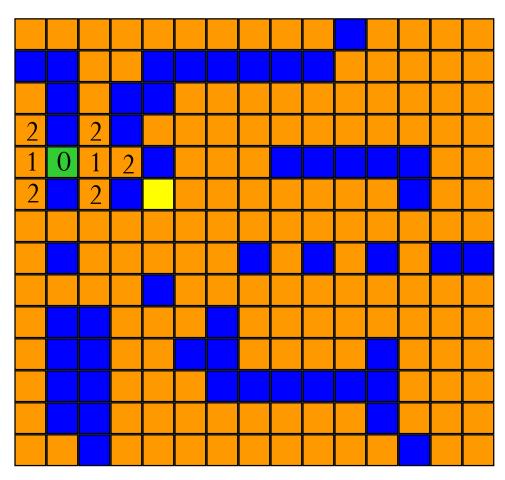
Expand left "1"



queue: 1,2,2,2

start pin

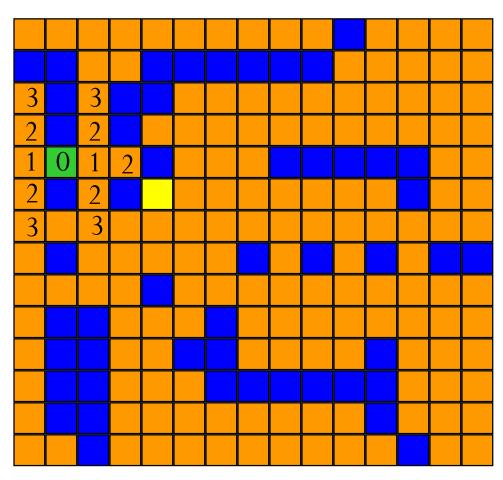
end pin



Expand and reach all squares 3 units from start.

start pin

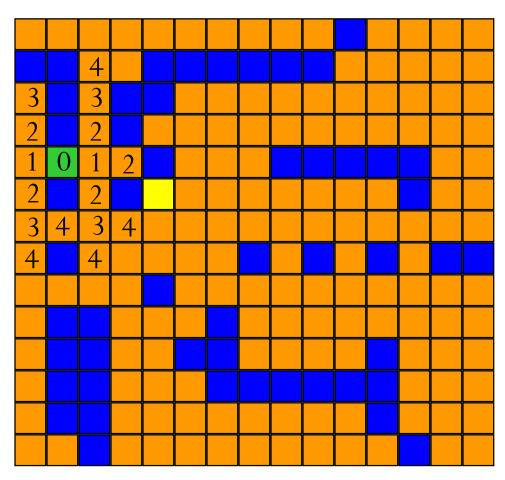
end pin



Expand and reach all squares 4 units from start.

start pin

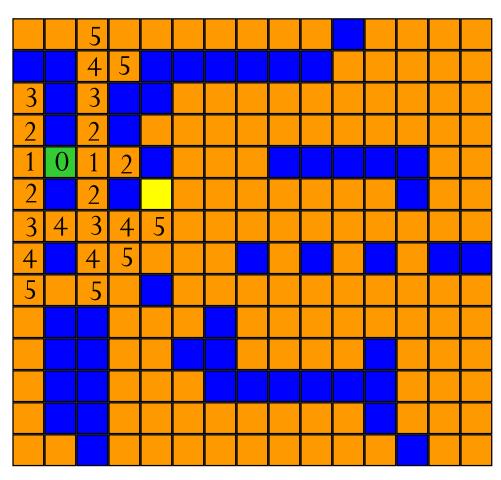
end pin



Expand and reach all squares 5 units from start.

start pin

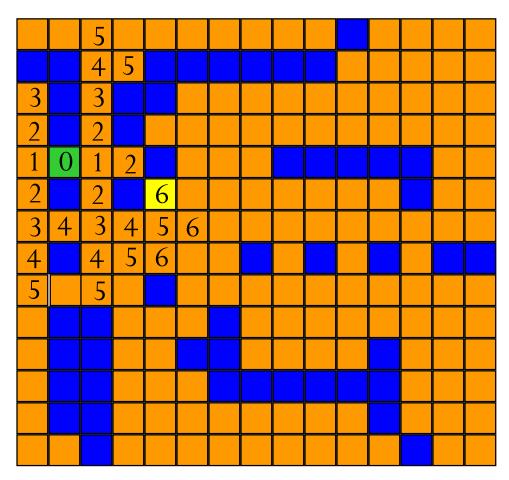
end pin



Expand and reach all squares 6 units from start.

start pin

end pin



End pin reached. Trace back.

start pin

end pin

