# VLSI CAD: Logic to Layout

Part 1 Logic Lecture 1

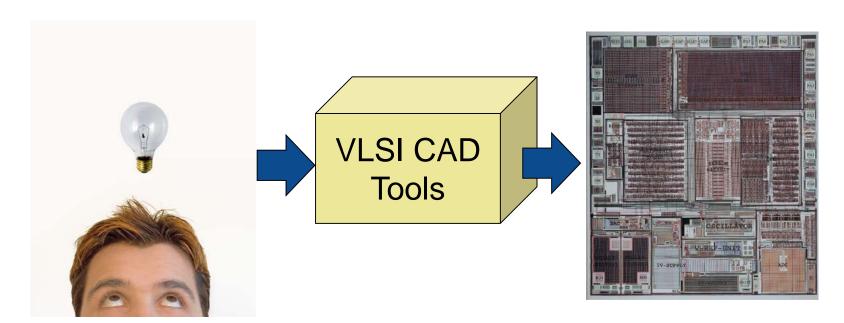
Welcome & Introduction

Rob A. Rutenbar University of Illinois



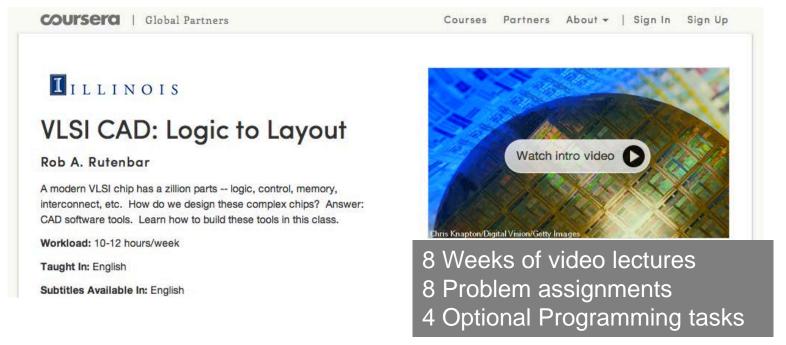
### Welcome!

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

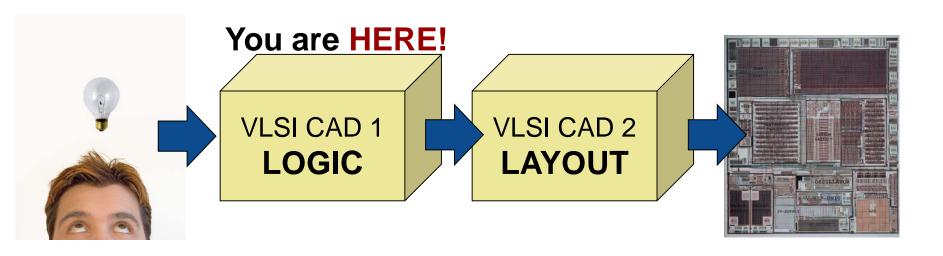


## A Little Bit Of History...

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



## Today: Two MOOCs, Two Parts



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

### Aside...

 This is why the 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

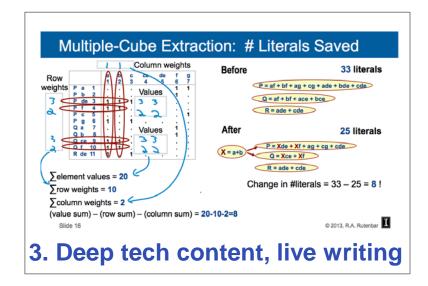
### What's In A Video Lecture?

1. Title: Content



2. "Talking head" intro





## 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

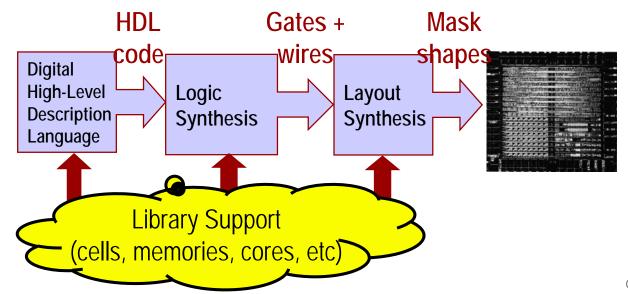
 Some chip layout exposure is nice, but not essential



### 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



# Some Useful Acronyms

#### Semi-custom ASIC

- Application-specific IC design a chip for a specific task, using mostly semicustom techniques
- Do not expect to make a billion of them, so cannot afford full custom
- Not quite as dense (transistors / area) or as fast (GHz) as full custom

#### Semi-custom vs. full-custom

- Semi-custom: designs mostly from pre-existing parts (gates, memories)
- Full-custom: designs right down at the individual transistor level
- Today, only things like microprocessors are "full custom"
- And in fact, even these chips have huge semi-custom parts on them



### One More: CAD vs. EDA

### CAD: Computer-Aided Design

- What we all used to call this world of tools for chip design
- Problem: other people do "CAD" too, like mechanical engineers, architects, etc.

### EDA: Electronic Design Automation

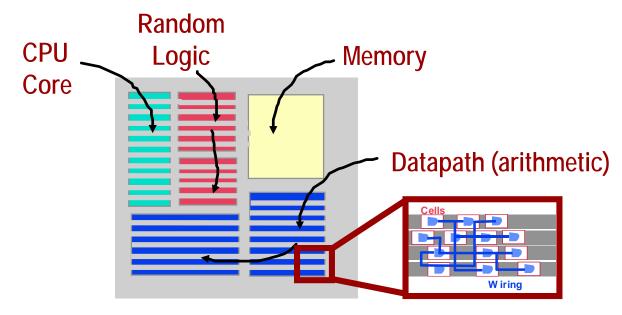
- What most "insider" chip folks call it. More accurate, more descriptive name
- Problem: people outside the business not always clear what it means.

So, I called this class "VLSI CAD," but it's really "VLSI EDA"



## More Acronyms: 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

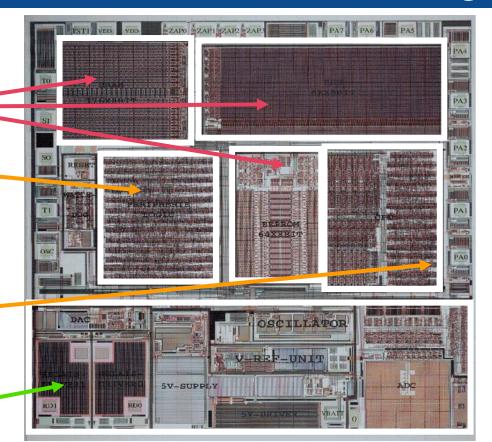
Look at blocks

**Memories** 

Random control logic

**CPU** core

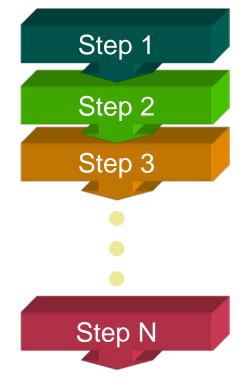
Analog interface to external world





## Another Important Term: 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

Logic Synthesis

Logic Verification

Layout Synthesis

Timing Verification

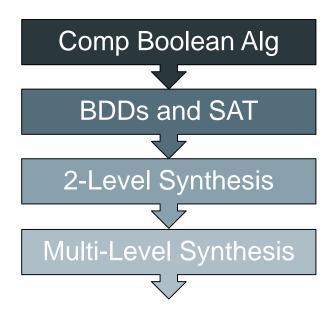
- Start with some Boolean / logic design description...
- ...end with gates+wires, located at (x,y) coordinates on chip

 Part 1 LOGIC focuses on the top two steps in this flow

- Big goal(s) for both classes
  - Explain the critical algorithms, data structures & modeling assumptions used in each of these big steps



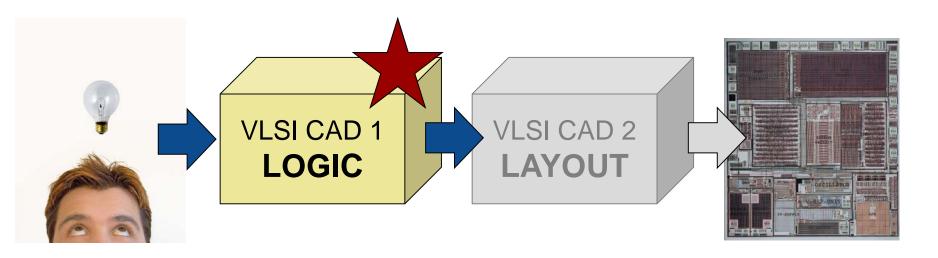
## What Topics are in Part 1: LOGIC



- Four big topics
- Computational Boolean Algebra
  - Boolean eqns like computational objects
- Boolean Verification
  - Critical methods: BDDs and SAT
- 2-Level Logic Synthesis
  - Logic synthesis for AND/OR structures
- Multi-Level Logic Synthesis
  - Logic synthesis for the general case



# You Are Now Starting Part 1: LOGIC



Here we go....!

