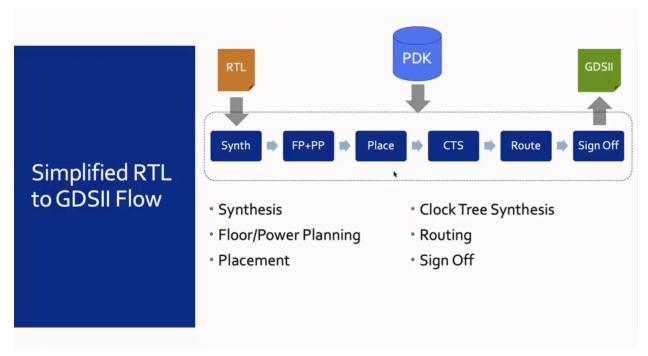
Day 1

Simplified RTL to GDSII Model



Synthesis:

The RTL file is converted into a gate level netlist using components from the Standard Cell Library.

Floor Planning & Power Planning:

Floor Planning: Determines the position of components on the chip to minimize area, including the placement of I/O pins, ports, and pads.

Power Planning: Designs the power supply network (VDD and GND) using power rings, power straps, and power pads, typically on the top metal layers for minimal resistance and delay.

Placement:

Placement is performed in two stages: Global Placement (finding ideal positions for each cell but the cells may overlap) and Detailed Placement (where cell positions obtained from Global placement are minimally altered and are optimally placed following placement rules).

Clock Tree Synthesis:

Clock routing is performed before signal routing to address clock skew i.e, the difference in time for the clock to reach various destinations.

Symmetric Tree Structures (H-tree, I-tree, X-tree) are used to eliminate clock skew.

Routing:

Signal routing is performed using the remaining metal layers and is divided into Global Routing (generates a routing guide based on PDK instructions) and Detailed Routing (actual routing according to the guide).

Sign-off:

Once routing is completed, the chip undergoes various checks during the sign-off stage: Physical Verification Checks: Design Rule Check (DRC) and Layout vs. Schematic (LVS). DRC verifies design rule compliance, while LVS ensures functional correctness against the gate-level netlist.

Timing Checks: Static Timing Analysis (STA) checks the design for timing violations.

Getting familiar with the Basics

Commands used:

cd Desktop/work/tools/openlane_working_dir/openlane docker
./flow.tcl -interactive
package require openlane 0.9
prep -design picorv32a
run_synthesis

Task 1

To calculate the flop ratio and percentage
Flop Ratio = No of D flip flops/Total Number of cells
= 1613/14876
= 0.1084
Percentage = Flop ratio x 100
= 0.1084 x 100
= 10.84%

