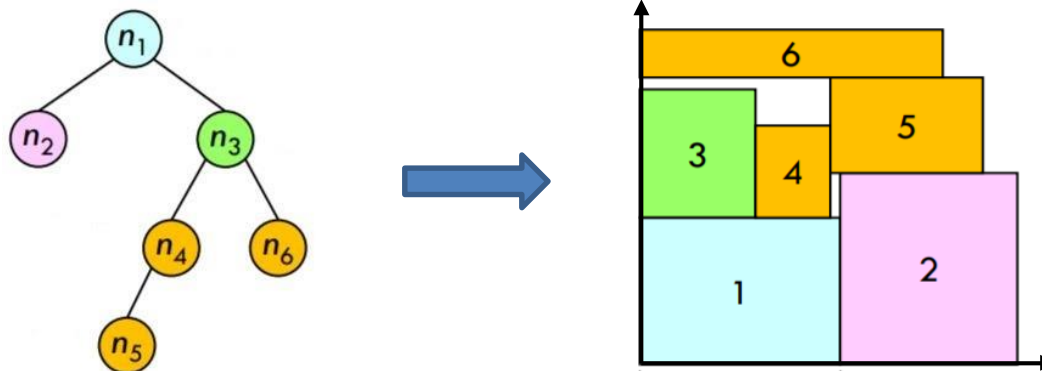


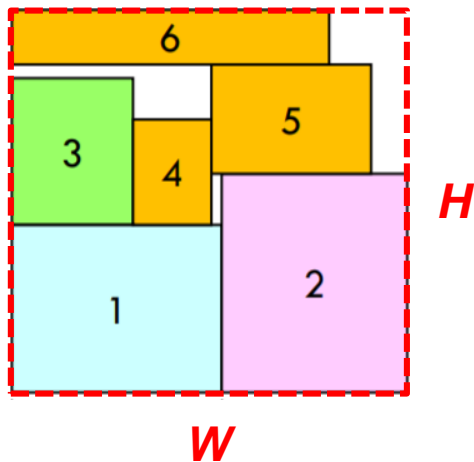
Homework #2

- ◆ **Due 00:00 am, May 26, 2021**
- ◆ Language
 - ◆ Please use C++ language to implement your program.
- ◆ Program
 - ◆ Given the structure of a B*-tree, show its packing result.
 - ◆ Use B*-tree packing algorithm to determine coordinates of modules.
 - ◆ After packing, calculate total area and wirelength of modules.

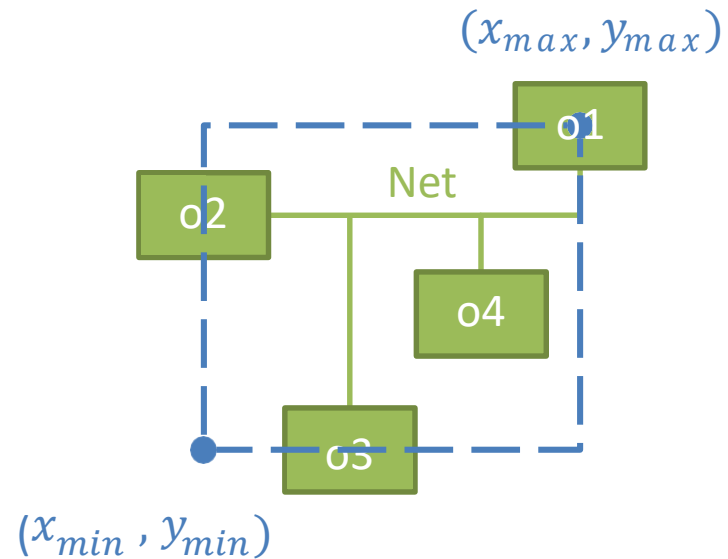


Homework #2

- ◆ Calculate Area
 - ◆ The area of the minimum rectangle containing all modules.
- ◆ Calculate Wirelength
 - ◆ Use Half-Perimeter Wire Length(HPWL).
 - ◆ All net pins of the modules are located on center.
 - ◆ Calculate the sum of all nets HPWL.



$$Area = W \times H$$



$$HPWL = (x_{max} - x_{min}) + (y_{max} - y_{min})$$

Homework #2

◆ Two input files

◆ .nodes

- ◆ Name : module name.
- ◆ Dimension : width, height.
- ◆ Relation : parent, left, right,
where X is "NULL".

```
example.nodes - 記事本
檔案(F) 編輯(E) 格式(O) 檢視(V) 說明(H)

NumNode : 3

name : o1
dimension : 2 3
relation: X o2 o3

name : o2
dimension : 1 3
relation: o1 X X

name : o3
dimension : 3 1
relation: o1 X X
```

◆ .nets

- ◆ Net name
module1 module2

```
example.nets - 記事本
檔案(F) 編輯(E) 格式(O) 檢視(V) 說明(H)

NumNet : 3

NET1
    o1 o2
NET2
    o2 o3
NET3
    o1 o2 o3
```



Homework #2

◆ Two output files

- ◆ ** is **benchmark name**
- ◆ **.m : The coordinates of all modules in Matlab format. Please see “**Output_format.pdf**” for detailed information.
- ◆ report_**.txt : Contain benchmark name, area, wirelength.

report_ami33.txt

Benchmark : ami33

Wirelength : 12345678

Area : 500

◆ Execution program

- ◆ ./PK_EXXX.exe benchmark_name
 - ◆ You must input the **benchmark name**.
 - ◆ In your code, you must revise the name to read *.nodes and *.nets files.
 - ◆ ex.

input ami33 → read “ami33.nodes” and “ami33.nets”



Homework #2

◆ Note

- ◆ There are 3 test data and 1 hidden test data.
- ◆ There exists **no overlap between modules**.
- ◆ The area and wirelength take integers.

◆ Upload data

- ◆ Please upload a **zip** file.
- ◆ The zip file contains a folder which is named by your student ID.
- ◆ Put your executable file, source code and header(if exists) in the folder.
 - ◆ e.g. PK_XXXX.exe , PK_XXXX.cpp and PK_XXXX.h.
Your student ID Your student ID Your student ID