

# STATIC TIMING ANALYSIS

Your solution should be capable of handling a netlist as large as 150,000 gates (but do not statically allocate that much memory by default: only get as much memory as needed by a circuit). I would strongly encourage you to make sure it works for a range of circuits: small (e.g., c17), medium (e.g., c7552), and large (e.g., b19\_1).

## Reading Material:

Read the following chapters from [Bhasker]:

J. Bhasker and R. Chadha, "Static Timing Analysis for Nanometer Designs: A Practical Approach", DOI: 10.1007/978-0-387-93820-2\_6, Springer Science + Business Media, LLC, 2009

- Chapter 2

- Pages 43-53 (skip Sec. 3.2.3), 56-59 (Sec. 3.3 & 3.3.1).

- I also recommend 3.4 up to (and not including) 3.4.2., but this is optional.

Optional reading for STL: (thanks to Arvind Karandikar @ U of M for suggesting the books) :

- Nicolai M. Josuttis, "The C++ Standard Library: A Tutorial and Reference", Addison-Wesley, 1999, ISBN: 0-201-37926-0.

- David Vanevorde and Nicolai M. Josuttis, "C++ Templates, the Complete Guide", Addison-Wesley, 2003, ISBN: 0-201-73484-2.

## Description of the project

In this project you will calculate the delay of a circuit by performing static timing analysis (STA) on it, similar to the topological traversal of a graph as discussed in class. Each node of the graph corresponds to each gate of the circuit, while each edge denotes a wire connection.

The delay of each gate is a nonlinear function of its load capacitance and the input slew, and its calculation is summarized in the following figure.

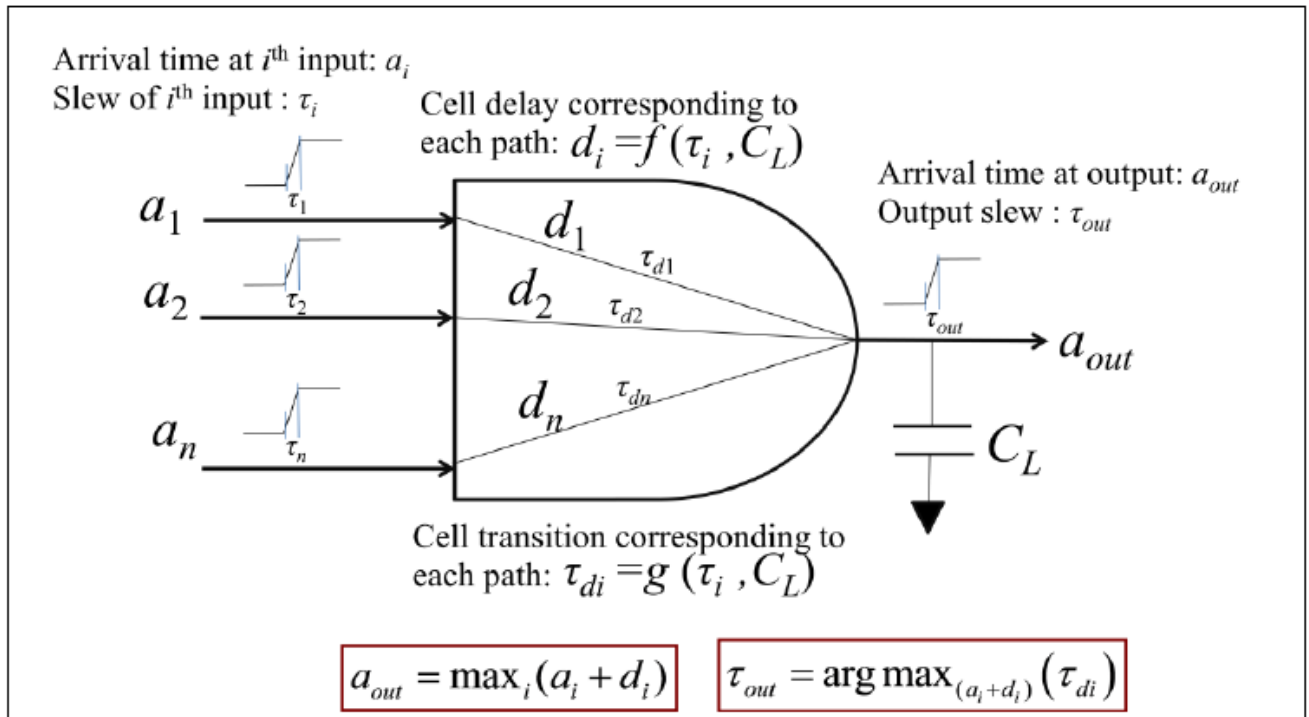


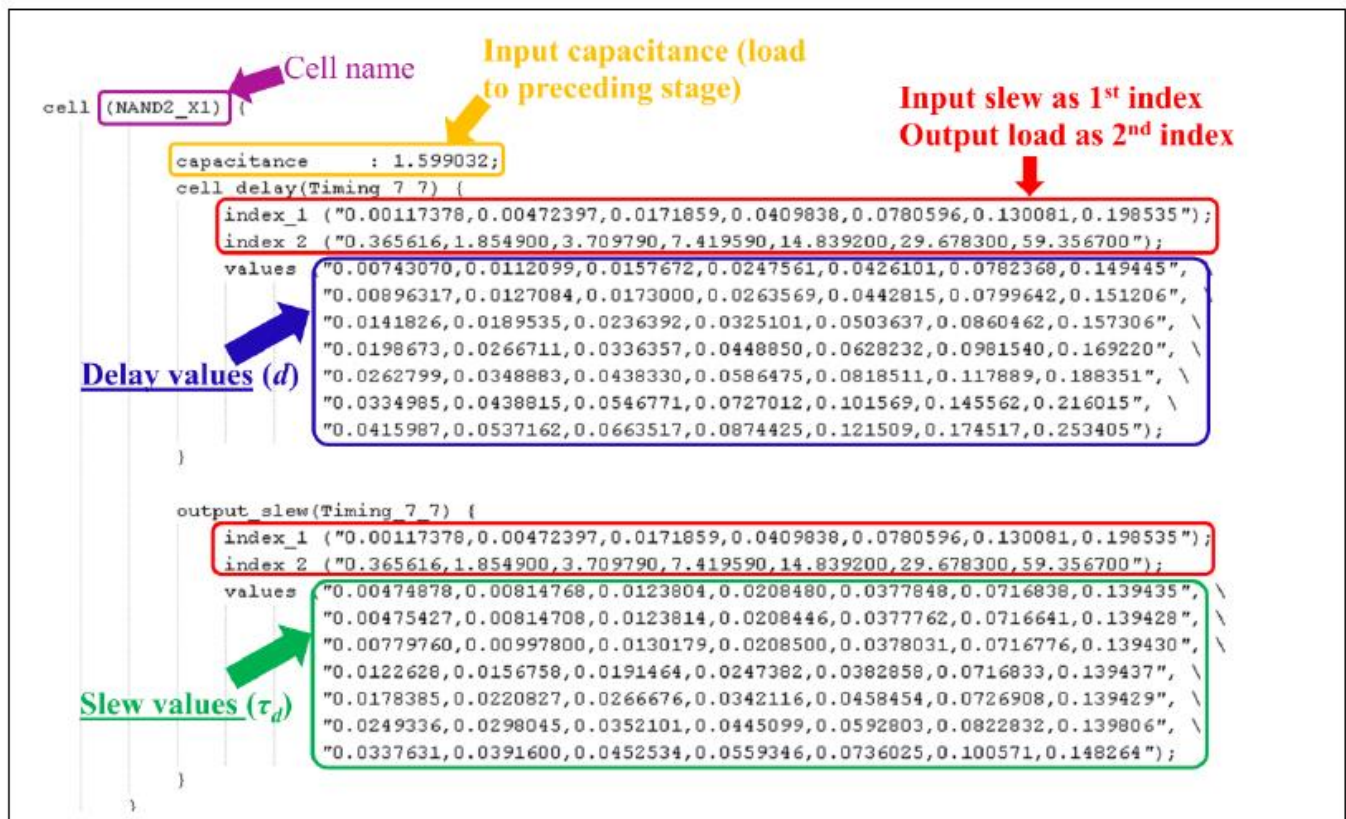
Figure 1. Delay (and output slew) of an  $n$ -input gate with a load capacitance of  $C_L$

The functions,  $f$  and  $g$ , in Fig. 1, called the non-linear delay models (NLDMs), are typically provided by the foundry as look-up tables (LUTs). Each index of the LUT corresponds to the load capacitance ( $C_L$ ) and input slew ( $\tau_i$ ) of a gate. The entries of the LUT represent either the delay ( $d$ ) or the output slew

values ( $\tau_d$ ) of the cell corresponding to ( $\tau_i$ ,  $C_L$ ).

The NLDMs are stored in a \*.lib file (called the “liberty” file). You are provided with one such file, “NLDM\_lib\_max2Inp”. This file is an overly simplified version of a real liberty file, and currently only includes delay/slew values corresponding to 2-input gates.

A snippet from sample\_NLDM.lib with explanation of each part is provided below:



To make your life easier, we are asking you to make the following simplifying assumptions:

- Since the liberty file only contains 2-input gates, for an  $n$ -input gate (with the same logic function) in a circuit under test, multiply the entry from the LUT with  $(n/2)$  to obtain the corresponding delay/slew values<sup>1</sup>.
- The input capacitance of the  $n$ -input gate may be assumed to remain unchanged from that of the corresponding 2-input gate.
- No need to differentiate between rise and fall transitions and you can assume the same delay/slew LUTs for both. You can also assume the same delay/slew LUTs for all the input-output paths within the gate<sup>2</sup>.

### Deliverables

You have to perform STA on the circuit under test, find the slack at each gate output, and eventually, print the critical path. Your program should expect exactly two arguments: the first argument is the circuit file name, and the second argument would be the liberty file name. You can make the following assumptions:

- The arrival times at each primary input is 0, and input slew is 2 picoseconds (ps).
- The load capacitance of each gate is equal to the sum of capacitance of each of its fanout gates (i.e., ignore any wire capacitance).
- The load capacitance of the final stage of gates (which are simply connected to the primary outputs) is equal to four times the capacitance of an inverter from the liberty file.
- The required arrival time is 1.1 times the total circuit delay, and is the same at each primary output of the circuit.

The expected output of your program is outlined in **Appendix-1**.

For finding circuit delay, first perform the forward traversal of the circuit. At each gate, using the LUT, find the appropriate delays (and slews) of each path from its inputs to its output. The details of obtaining values corresponding to particular input slew and load cap for a path is provided in **Appendix-2**.

Next find the arrival time at the output of this gate by the “max” function as shown in Fig. 1. Repeat this until you reach the primary outputs. The maximum among the arrival times at all the primary outputs is

the circuit delay.

For finding the slack at each gate, you need to perform a backward traversal of the circuit. Find the required arrival time at the output of each gate. The difference of the required arrival time and the actual arrival time (obtained from the forward traversal) is the slack at this gate.

Finally, find the critical path of the circuit based on the slack values. Start with the primary output with the minimum slack, and traverse backwards selecting the gates connected to this output with minimum slack, till you reach the primary input. If more than one primary output have the same value of the slack that is minimum, select any one randomly.

<sup>1</sup> In reality, the  $n$ -input gate would have its own LUT, but to make the assignment easier, we are asking you to make the simplifying assumption.

<sup>2</sup> In reality separate LUTs are provided for rise and fall transitions for each input-output path within the gate.

Figure 2. A snippet from the sample liberty file for a 2-input NAND gate.

#### **Appendix-1: Sample expected output**

The command “./sta NLDLib\_max2Inp c17\_dummy.bench” should produce a file called “ckt\_traversal.txt”, with each line as follows (contents within the dashed lines):

```
-----  
Circuit delay: <val> ps  
Gate slacks:  
NAND-n10: <val> ps  
NAND-n11: <val> ps  
NAND-n16: <val> ps  
NOR-n19: <val> ps  
NAND-n22: <val> ps  
NOR-n23: <val> ps  
Critical path:  
INP-n1, NAND-n10, NAND-n22 <or whatever the path that you find>  
-----
```

The <val> above is a placeholder for that value you will actually calculate in ps. Same with the critical path.