FP Project Meeting 2013.03.25

Completed tasks:

1. Fixed bug on detectOverlap
2. Code cleanup and added test cases

To Do:

1. Optimize legalization process
   1. Experiment to prove the legalization is not optimal
      1. What to do? How?
      2. Comparing the area of an ArchFP floorplan with what ParquetFP produces. Use ArchFP (original one) and tweak it with AR constraints.
      3. **Learn ParquetFP, know what to be optimized.**
      4. **Write a function in ArchFP that converts the Hotspot flp into ParquetFP Flp.**
      5. **ParquetFP needs multiple files**
2. Tight integration between ParquetFP and ArchFP
   1. Q: Xinchi provided his code in freespace.main, no ParquetFP file is included. Shall we directly integrate it in the floorplan.cc?
   2. **A: Implement as a function in a basic container, internal member function**
3. Framework to call external floorplaner (ex. ParquetFP)
   1. Block Packer (Optimal way to pack rectangles in a bigger one)
   2. ParquetFP
4. Way to implement wires and measuring wire length?
   1. Inter-connects components
   2. Center Coordinate
   3. HPW (Half Perimeter Wire Length)
      1. Rectangle

1) a way to specify that things are connected,

2) a function to call to calculate the total wire length, and

3) a way to print wire length statistics in the output.

On this last point, the data should probably be "commented out" so that it doesn't interfere with HotSpot.  HotSpot doesn't make use of wiring information.

1. Legalization based on wirelength (Internal justify the decision)
   1. Q: It is done after legalization, and as long as the floorplan is legalized, the estimated wirelength is valid. What else?
   2. **Pay attention to Change in wirelength/Change in area**

FP Project Meeting 2013.02.28

Completed tasks:

1. Added TopBottomInversion
2. Added Overlap detection
3. Implemented Sort by decreasing area with legalization
4. Added the flag for legalization and all of its features

TO DO:

1. Expand the boundary based on the overlapping area.
2. Come out with the best expansion direction (TOP or RIGHT) and try it out in order.
3. Increase the area of the bounding box.
4. Always valid output.

ddCompleted Tasks:

1. Handled bagLayout (LeftRight/TopBottom)
2. Handled gridLayout (Mutliple elements)
3. ~~Changed the TopBottom order to BottomTop~~ (removed)
4. Added out-of-bound detection based on remaining area
   1. Different cases
      1. AR constraint (isGoodAR = false)
      2. Simply not enough space due to outer deadspace
      3. Note: Order of the components matters
   2. Question: Should we automatically swap the order in which the components are added or prompt user to do so in some out-of-bound cases?
   3. In other words, should we aim to build a more robust automating or user-customizable system?
5. Added optional overlap detection
   1. exception throwing
   2. not used at the moment

Questions:

1. How to properly design overall and suitable test cases? (+corner cases)
2. Does it matter if a few values from the original design are different?
   1. And it only happens when we optimize the compilation
   2. No difference when we compile normally

Next Week:

* Test basic 180 and Mirror cases.
* Deliver a working solution with non-recursive test cases for LeftRight/TopBottom/180/Mirror
* Deliver a working solution with non-recursive test cases for LeftRightMirror, TopBottomMirror and Center.

Later objective: Deliver an algorithm for recursive test cases