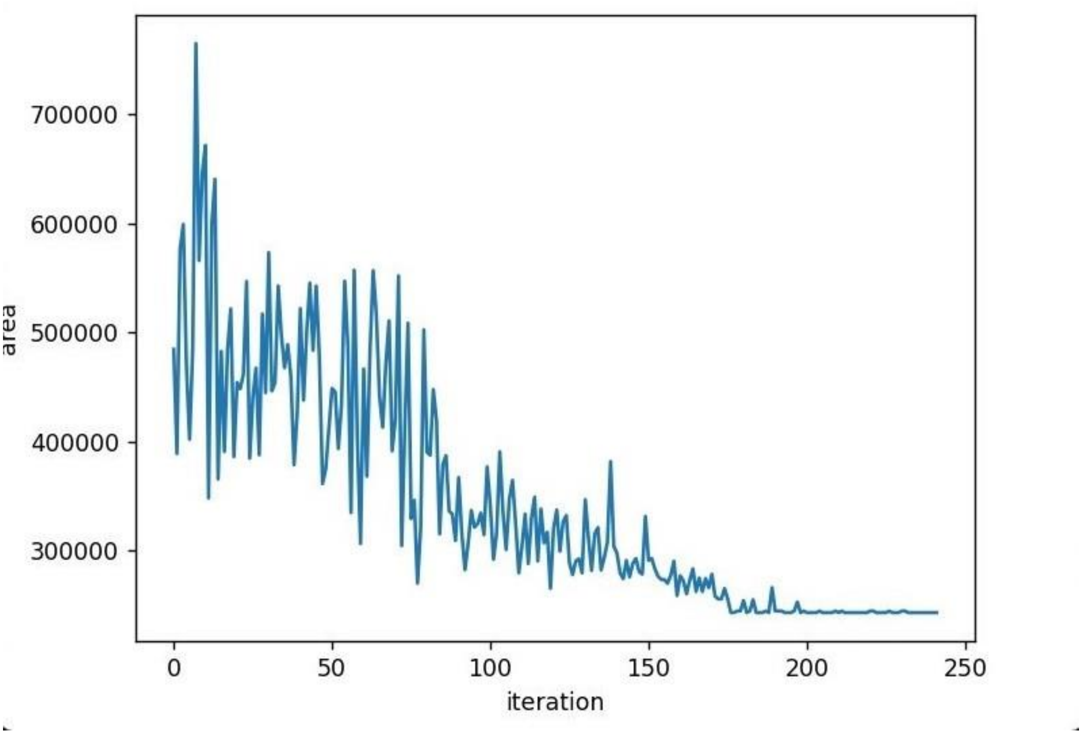
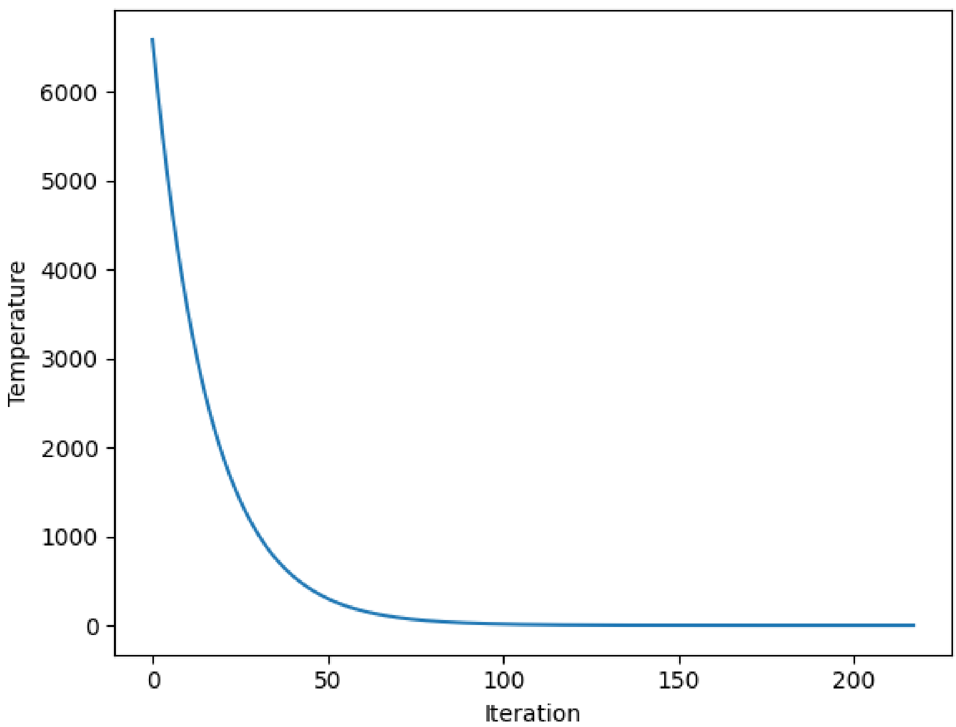
EEE 598 VLSI DESIGN AUTOMATION
Mini Project 2 – Slicing Floorplan

Plots for n100 hard bench:

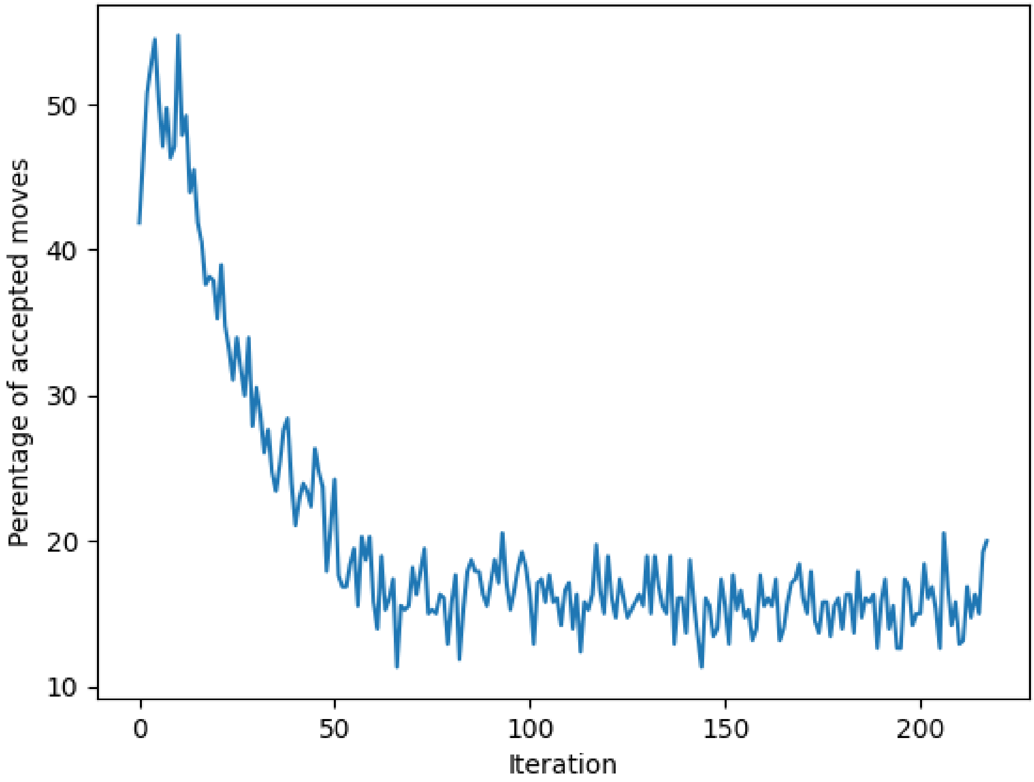
1. Cost functions versus iteration:



2. Temperature schedule:



3. Percentage of accepted moves per temperature step:



<u>Simulated annealing engine:</u>

Tuning the simulated engine was a major challenge of this project to attain a converging result. Initially we tried trial and error method to locate the values for initial temperature, cooling rate and the number of moves per temperature step. From multiple trials we were able to conclude that, number of moves relates to the number of modules present in design. Because of the same reason more iteration steps are needed which demanded us to increase the initial temperature accordingly for blocks with larger number of modules. Another interesting observation we had was in the case of soft modules. Soft modules required a higher value of temperature to start with and higher number of moves per step. This can also be intuitively understood by stating that, changing aspect ratio along with other WL moves, creates more possible number of moves.