

Part 2 Project Report:

Minimum-Cut Placement Algorithm

Introduction

In integrated circuit design and hardware implementation, there are many developed algorithms that deal with netlist/design components placement onto the physical chip. Placement algorithms can be implemented by many different techniques such as Partitioning-based algorithms, analytic techniques and stochastic algorithms.

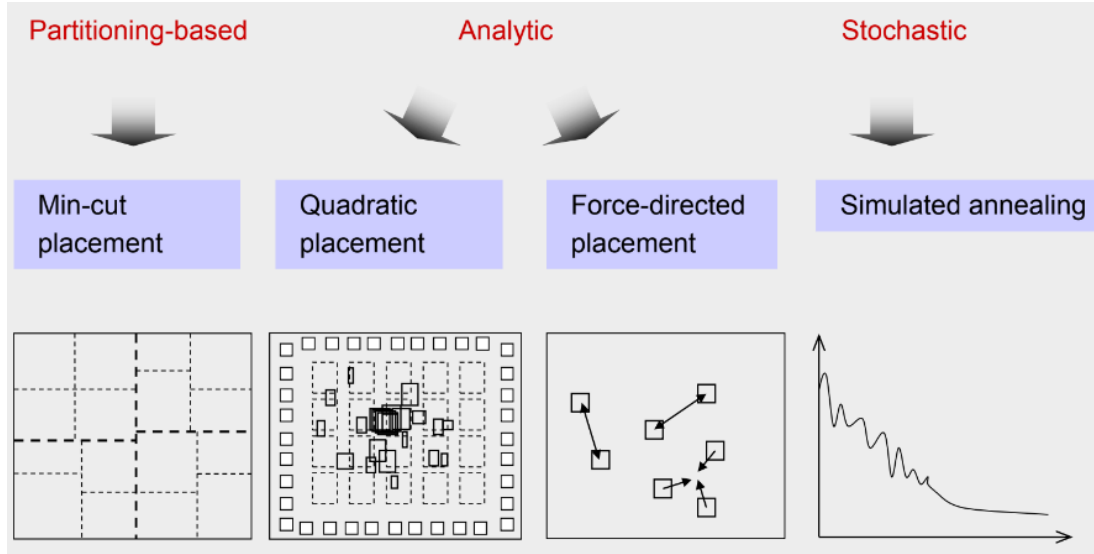


Figure 1 Partitioning Schemes

We are demonstrating the Min-cut placement algorithm which is a partitioning-based algorithm that incorporates the KL Algorithm in each partitioning step.

Implementation:

- The header and program files are submitted with commentary explaining all functions used
- The Min-Cut placement function is generic and is not specific to some kind or number of netlist, it can do as many cuts up to 15 (4h).
- There is an extra work done to optimize the estimated wire length but it is specific only to 2x4 grids.
- The results below shows the placement of the netlist file named: *netlist_small_no_hypernet.txt*

Algorithm

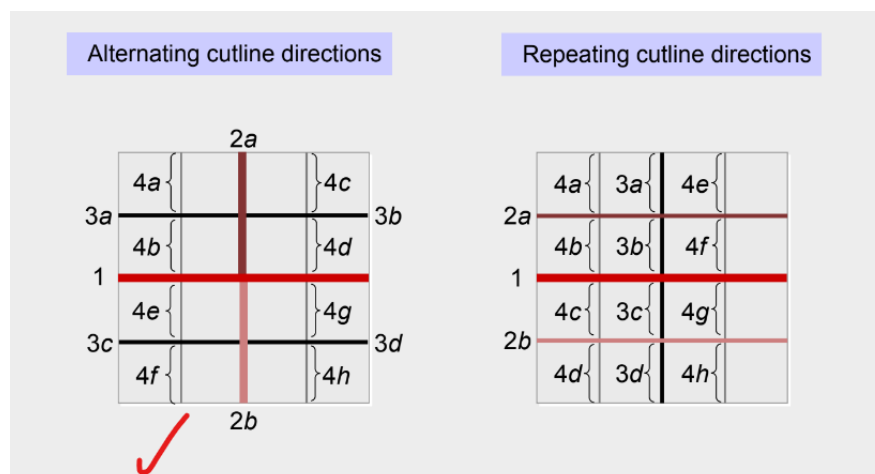


Figure 2 We use Alternating cutline direction

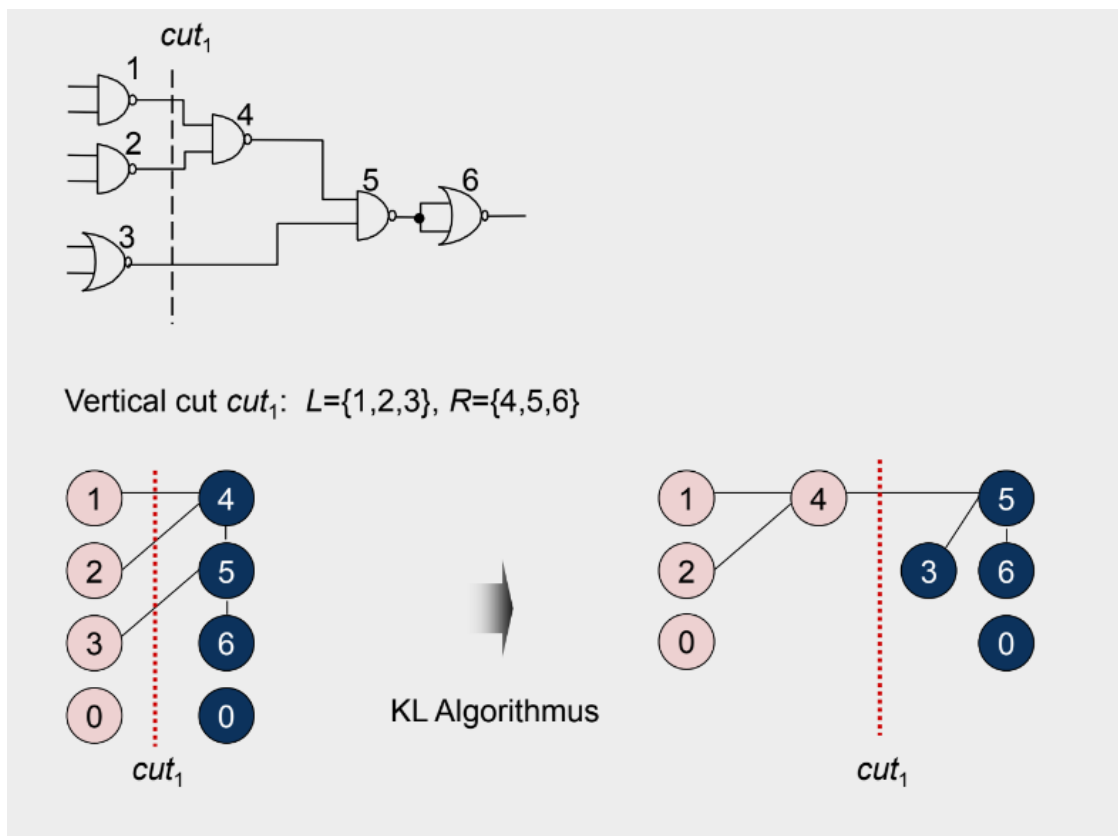


Figure 3 Step1

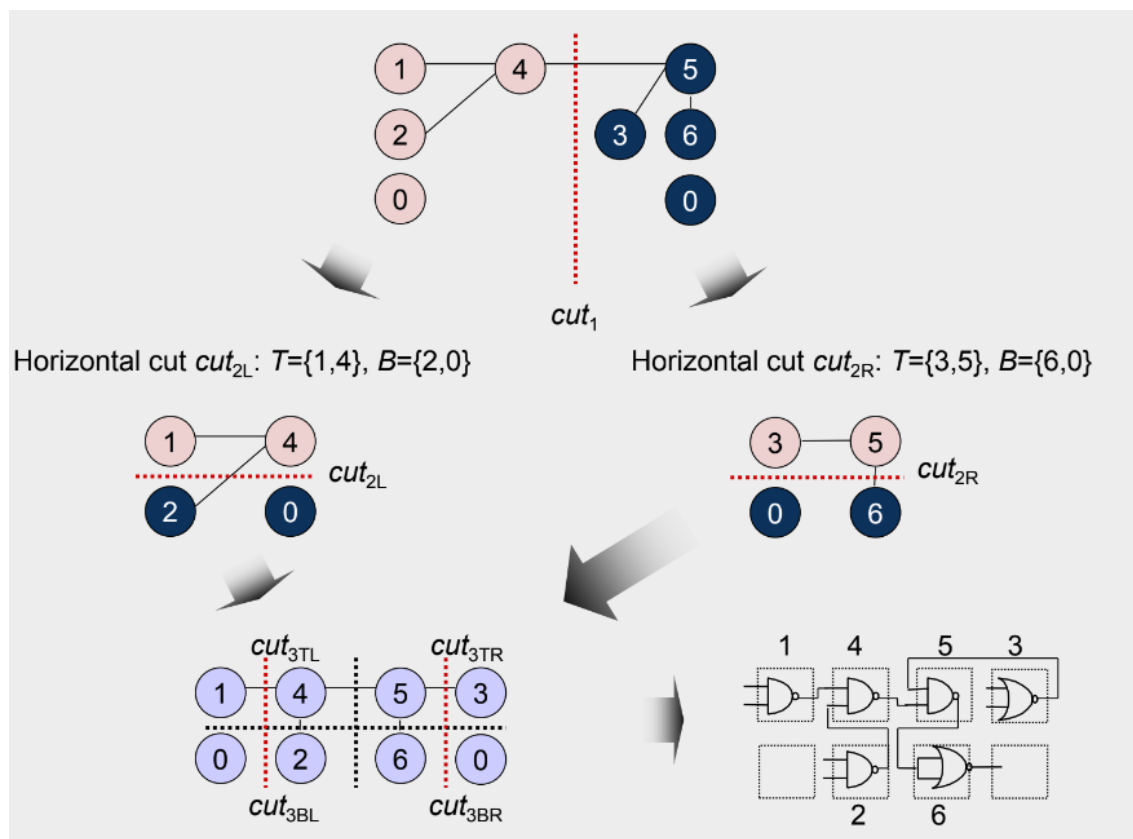


Figure 4 Step2

Results

```
1  Number of Lines: 8
2  Number of Pins: 0
3  Number of Gates: 8
4
5  Gate 1 Name: A1      IN1:  Q1      IN2:  Q2      OUT:  S1
6  Gate 2 Name: O1      IN1:  Q2      IN2:  Q3      OUT:  S2
7  Gate 3 Name: X1      IN1:  S3      IN2:  S4      OUT:  S5
8  Gate 4 Name: I1      IN1:  S2      IN2:           OUT:  S4
9  Gate 5 Name: A2      IN1:  Q3      IN2:  S3      OUT:  S6
10 Gate 6 Name: F1      IN1:  S1      IN2:  Clk1     OUT:  Q4
11 Gate 7 Name: F2      IN1:  S5      IN2:  Clk1     OUT:  Q5
12 Gate 8 Name: X2      IN1:  Q4      IN2:  Q5      OUT:  S7
13
14 Connectivity Matrix:
15 |      A1      O1      X1      I1      A2      F1      F2      X2
16 A1      0      1      0      0      0      1      0      0
17 O1      1      0      0      1      1      0      0      0
18 X1      0      0      0      1      1      0      1      0
19 I1      0      1      1      0      0      0      0      0
20 A2      0      1      1      0      0      0      0      0
21 F1      1      0      0      0      0      0      1      1
22 F2      0      0      1      0      0      1      0      1
23 X2      0      0      0      0      0      1      1      0
24
25 ||===== Applying Kernighan-Lin (KL) Algorithm =====||
26
27
28 -> Best configuration after 2 Pass(es):
29 -----
30 Partition A [1]:
31 Gate 1 Name: F1
32 Gate 2 Name: F2
33 Gate 3 Name: A1
34 Gate 4 Name: X2
35
36 Partition B [1]:
37 Gate 1 Name: X1
38 Gate 2 Name: A2
39 Gate 3 Name: O1
40 Gate 4 Name: I1
41
42 ||===== Applying Kernighan-Lin (KL) Algorithm =====||
43
44
45 -> Best configuration after 2 Pass(es):
46 -----
47 Partition A [2a]:
48 Gate 1 Name: A1
49 Gate 2 Name: F1
50
51 Partition B [2a]:
52 Gate 1 Name: X2
53 Gate 2 Name: F2
54
55 ||===== Applying Kernighan-Lin (KL) Algorithm =====||
56
57
58 -> Best configuration after 1 Pass(es):
59 -----
60 Partition A [2b]:
61 Gate 1 Name: O1
62 Gate 2 Name: A2
63
64 Partition B [2b]:
65 Gate 1 Name: X1
66 Gate 2 Name: I1
```

```

68  ||===== Applying Kernighan-Lin (KL) Algorithm =====||
69
70
71  -> Best configuration after 1 Pass(es):
72  -----
73  Partition A [3a]:
74  Gate 1 Name: F1
75
76  Partition B [3a]:
77  Gate 1 Name: A1
78
79  ||===== Applying Kernighan-Lin (KL) Algorithm =====||
80
81
82  -> Best configuration after 1 Pass(es):
83  -----
84  Partition A [3b]:
85  Gate 1 Name: F2
86
87  Partition B [3b]:
88  Gate 1 Name: X2
89
90  ||===== Applying Kernighan-Lin (KL) Algorithm =====||
91
92
93  -> Best configuration after 1 Pass(es):
94  -----
95  Partition A [3c]:
96  Gate 1 Name: A2
97
98  Partition B [3c]:
99  Gate 1 Name: O1
100
101  ||===== Applying Kernighan-Lin (KL) Algorithm =====||
102
103
104  -> Best configuration after 1 Pass(es):
105  -----
106  Partition A [3d]:
107  Gate 1 Name: I1
108
109  Partition B [3d]:
110  Gate 1 Name: X1
111
112  ||===== Done ALL KL in MinCut =====||
113
114

```

Figure 5 Min Cut results

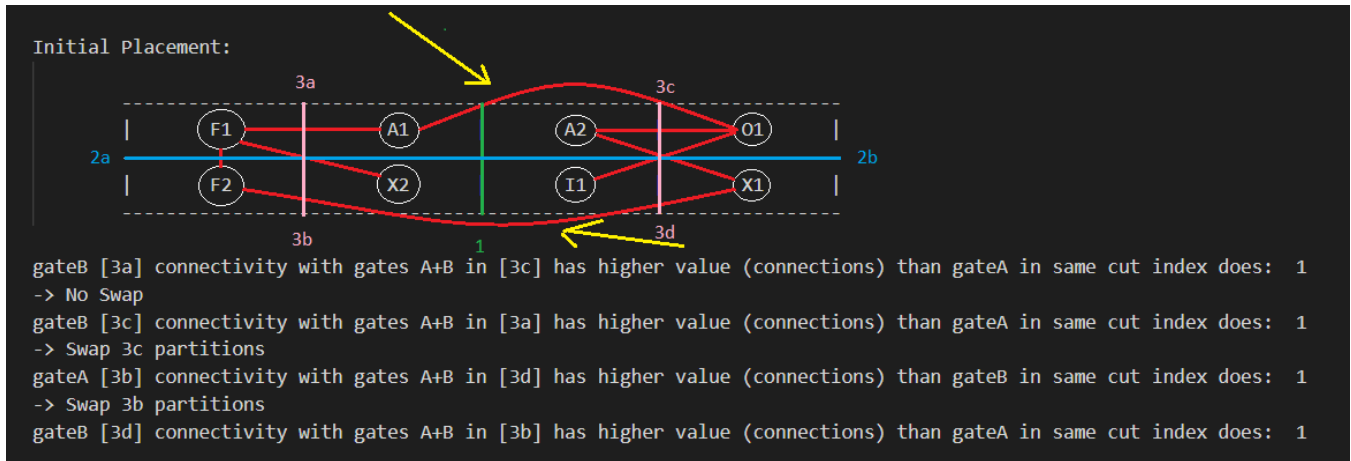


Figure 7 Initial placement

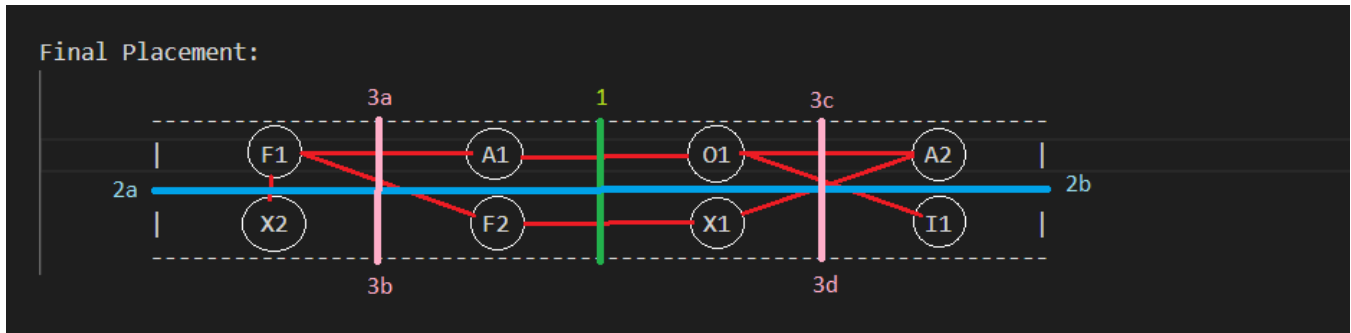


Figure 6 Final refinement