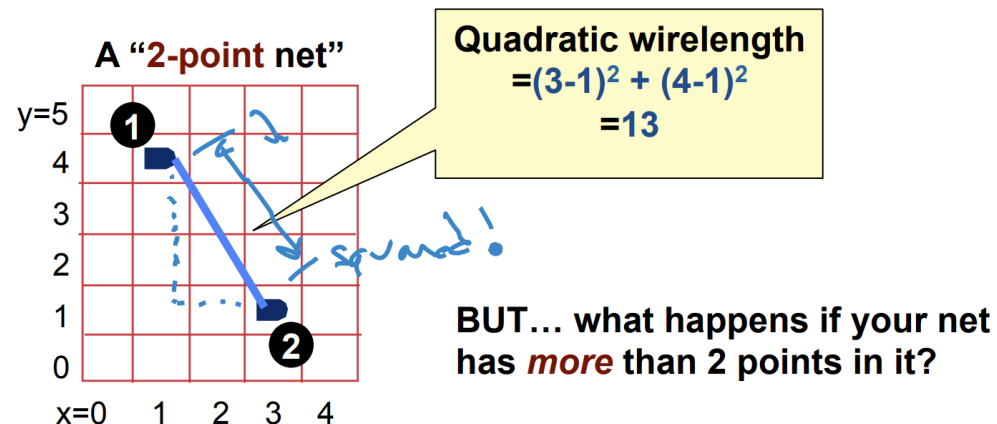


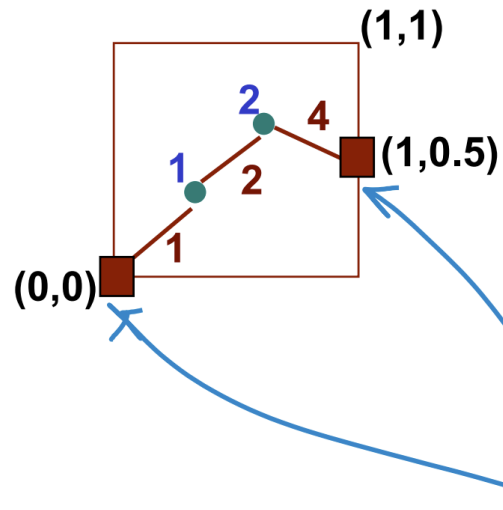
Quadratic Placement

- **Goal:** Write an *equation* whose *minimum* is the placement(!)
 - If you have a million gates, need a million (x_i, y_i) values as result
 - Formulate an appropriate **cost function** for all the gate-level (x_i, y_i) :
$$F(x_1, x_2, \dots, x_{1M}, y_1, y_2, \dots, y_{1M})$$
 - ...then solve **analytically** for $X^*=(x_1, x_2, \dots, x_{1M})$, $Y^*=(y_1, y_2, \dots, y_{1M})$ to **minimize** $F()$
 - The resulting set of values of X^* , Y^* give you the placement of all 1M gates
- For 2-point net: squared length of “distance” line between points
 - Quadratic length = $(x_1 - x_2)^2 + (y_1 - y_2)^2$



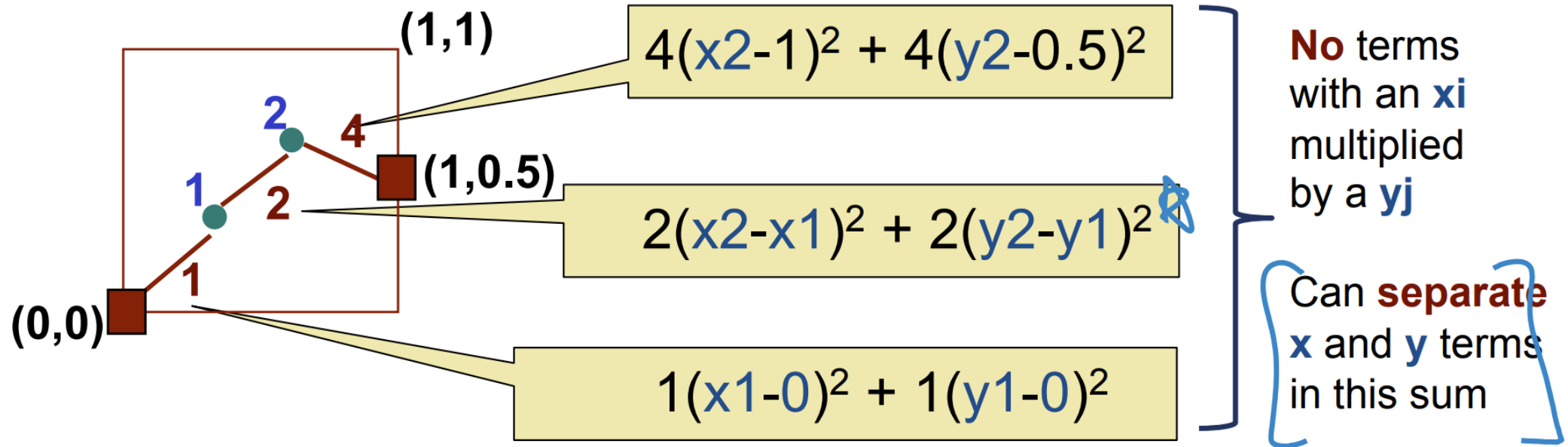
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- **Chip surface is a rectangle**
 - X from 0 to 1; Y from 0 to 1
 - This is totally arbitrary, btw
- **2 gate “points”, index 1 and 2**
- **3 nets, each with a weight**
 - Each net is 2 points to keep manual example small and easy
 - Weights are 1, 2, 4 in diagram
- **2 pads**
 - **Pad = fixed** pin (red square) on the edge of the chip. These do not move.

Quadratic Placement



Add these together: this is the **Quadratic Wirelength**

So... how do we **optimize** this...?

Quadratic Placement

- **Basic calculus! Differentiate, set derivative to 0, then solve!**
 - But this is multiple variables? So, we do **partial derivatives**, set each to 0, solve

$$Q(X): 4(x_2-1)^2 + 2(x_2-x_1)^2 + 1(x_1-0)^2$$



$$\begin{aligned}\partial Q / \partial x_1 &= 0 + 4(x_2-x_1)(-1) + 2(x_1) \\ &= 6x_1 - 4x_2 = 0\end{aligned}$$

$$\begin{aligned}\partial Q / \partial x_2 &= 8(x_2-1) + 4(x_2-x_1) + 0 \\ &= -4x_1 + 12x_2 - 8 = 0\end{aligned}$$

$$Q(Y): 4(y_2-0.5)^2 + 2(y_2-y_1)^2 + 1(y_1-0)^2$$



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Quadratic Placement

- Hey – these are **linear equations**! We know how to **solve** these!

$$Q(X): 4(x_2-1)^2 + 2(x_2-x_1)^2 + 1(x_1-0)^2$$

Minimize

$$\begin{bmatrix} 6 & -4 \\ -4 & 12 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 0 \\ 8 \end{bmatrix}$$

$$x_1 = 0.571 \quad x_2 = 0.857$$

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$$y_1 = 0.286 \quad y_2 = 0.429$$

- Two **matrix** equations: $Ax=b_x$ and $Ay=b_y$. If you have **N** gates, matrix is **NxN**
- Same** matrix for **X, Y**, **different** **b** vectors. **X, Y, b** vectors also have **N** elements

Quadratic Placement

- For $Ax = b_x$ vector...

- If gate i connects to a pad at (x_i, y_i) with a wire with weight w_i
- Then set $b_x[i] = w_i \cdot x_i$

$$\begin{bmatrix} A \end{bmatrix} \begin{bmatrix} x \end{bmatrix} = \begin{bmatrix} b_x \end{bmatrix}$$

i^{th} element of b_x vector

- For $Ay = b_y$ vector...

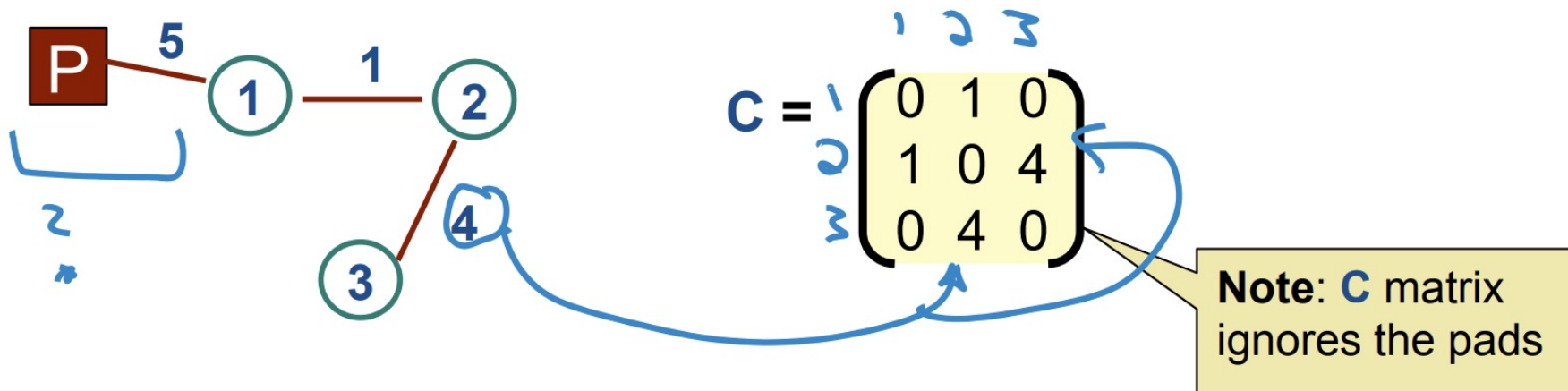
- If gate i connects to a pad at (x_i, y_i) with a wire with weight w_i
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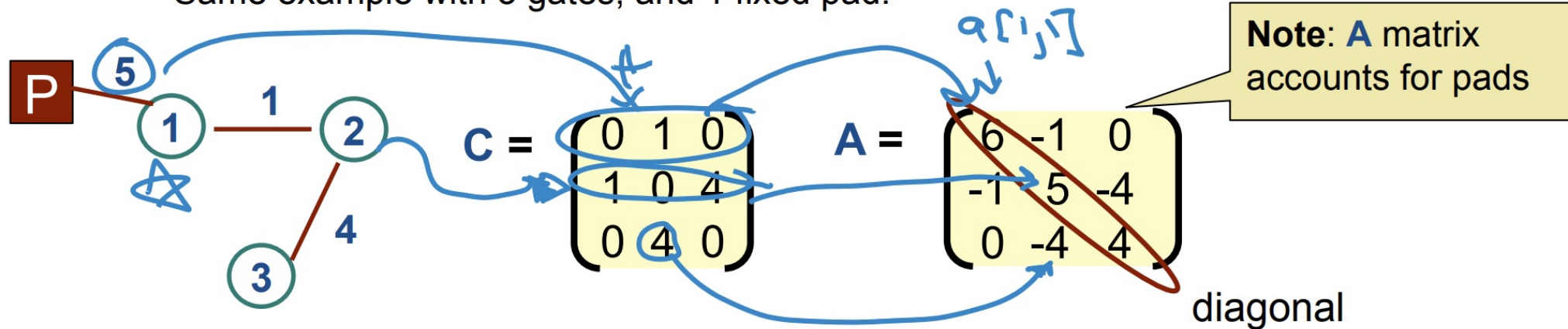
Quadratic Placement: What is Matrix A?

- **Surprisingly simple recipe to build the required A matrix**
 - First, build the $N \times N$ connectivity matrix, called C
 - If gate i has a 2-point wire to gate j with weight w , the $c[i,j] = c[j,i] = w$, else = 0
 - New (bigger) example, with 3 gates, 3 wires (with weights) and 1 pad (P)

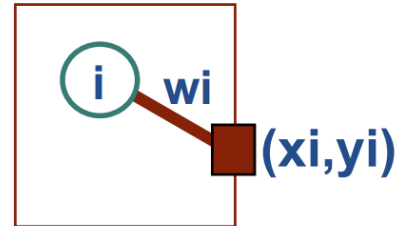


Quadratic Placement: What is Matrix A?

- Use the connectivity **C** matrix to build **A** matrix
 - Elements **a[i,j]** **not** on the matrix diagonal are just $a[i,j] = -c[i,j]$
 - Elements **on the diagonal** are $a[i,i] = \sum_{j=1,n} c[i,j] + (\text{weight of any pad wire})$
 - ...ie, add up the i^{th} row of **C** **and then** add in weight on a (possible) wire to pad
 - Same example with 3 gates, and 1 fixed pad.



How to Build \mathbf{b} Vectors?



- For $\mathbf{Ax} = \mathbf{b}_x$ vector...

- If gate i connects to a pad at (x_i, y_i) with a wire with weight w_i
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$$\begin{bmatrix} \mathbf{A} \end{bmatrix} \begin{bmatrix} \mathbf{x} \end{bmatrix} = \begin{bmatrix} \mathbf{b}_x \end{bmatrix}$$

i^{th} element of \mathbf{b}_x vector

- For $\mathbf{Ay} = \mathbf{b}_y$ vector...

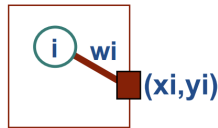
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Quadratic Placement

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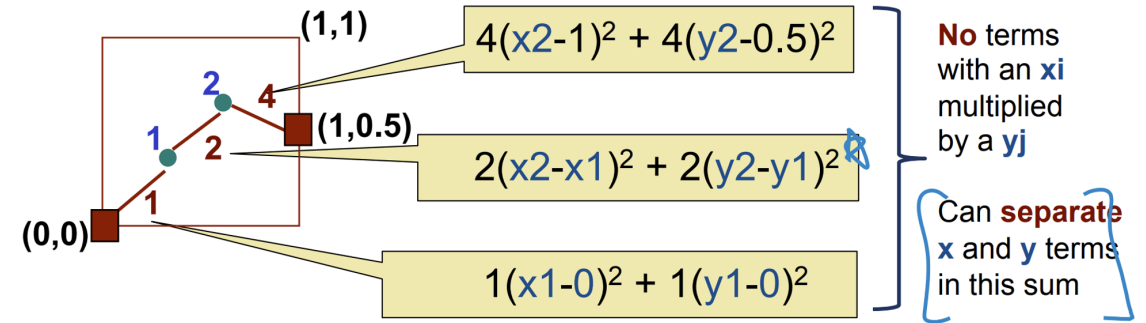
i^{th} element of \mathbf{b}_x vector

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$$\begin{bmatrix} A \end{bmatrix} \begin{bmatrix} y \end{bmatrix} = \begin{bmatrix} b_y \end{bmatrix}$$

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