

This Hypergraph Partitioning is to Awesome for You to Handle

Foo and Bar

DAT ABSTRACT.

State of the Art:

VLSI Design Flow

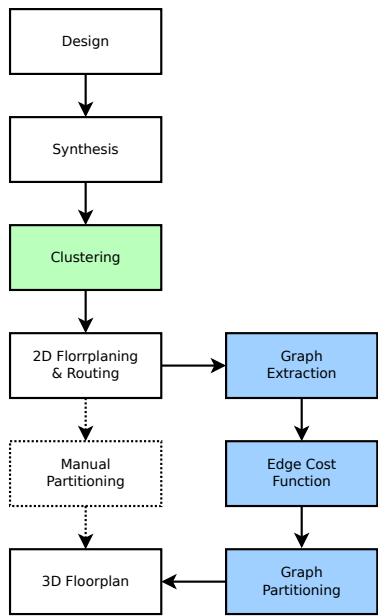


Fig. 1. Modified design flow including the 3D partitioning (in blue).

Graph Partitioning

Graph partitioning is an NP-hard problem¹. As such, heuristics are used to extract an approximated solution in a finite amount of time.

Hypergraph

Multilevel partitioning

Coarsening Phase

Initial Partitioning

- Kernighan-Lin
- Fiduccia-Mattheyses

Uncoarsening phase

¹ Cite the book from INFOF402?