

EE 531: ADVANCED VLSI DESIGN

Automated Design Fundamentals

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SOME GENERAL TERMS

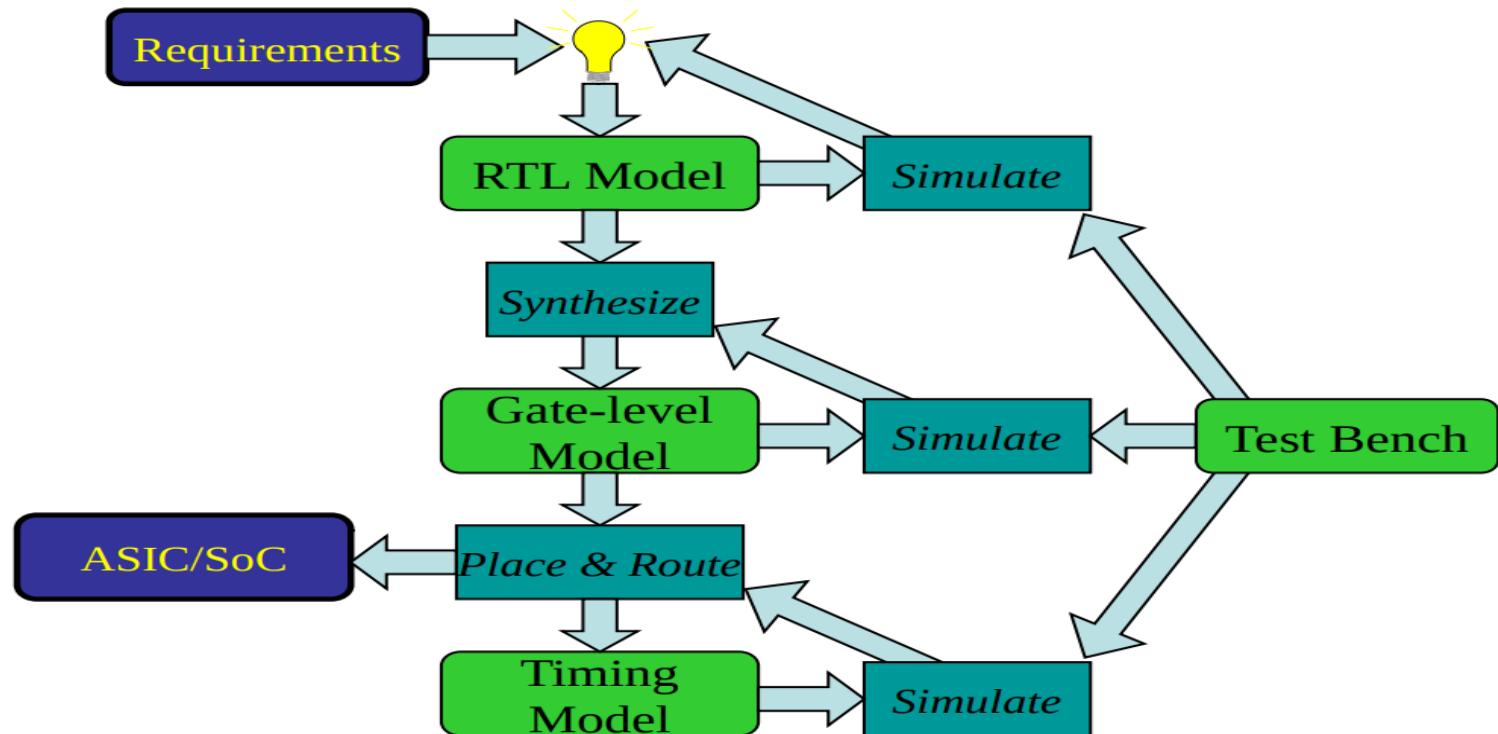
- **VLSI** – Very Large Scale Integration
- **ASIC** – Application Specific Integrated Circuit
- **FPGA** – Field Programmable Gate Array
- **SoC** – System on Chip
- **NoC** – Network on Chip

- **HDL** – Hardware Description Language (VHDL, Verilog, or SystemVerilog)
- **RTL** – Register Transfer Level

THE ASIC

- The term “ASIC” has been applied to many design styles
- Technically, refers only to application specific circuits Often, ASIC is used to refer to automated designs developed using some hardware description language
- Usually want an ASIC fast – clear design flows applied ASICs are low volume integrated circuits
- In recent years, ASICs are less common since an FPGA can be used to implement desired function
 - Some might say... “FPGA is the new ASIC”

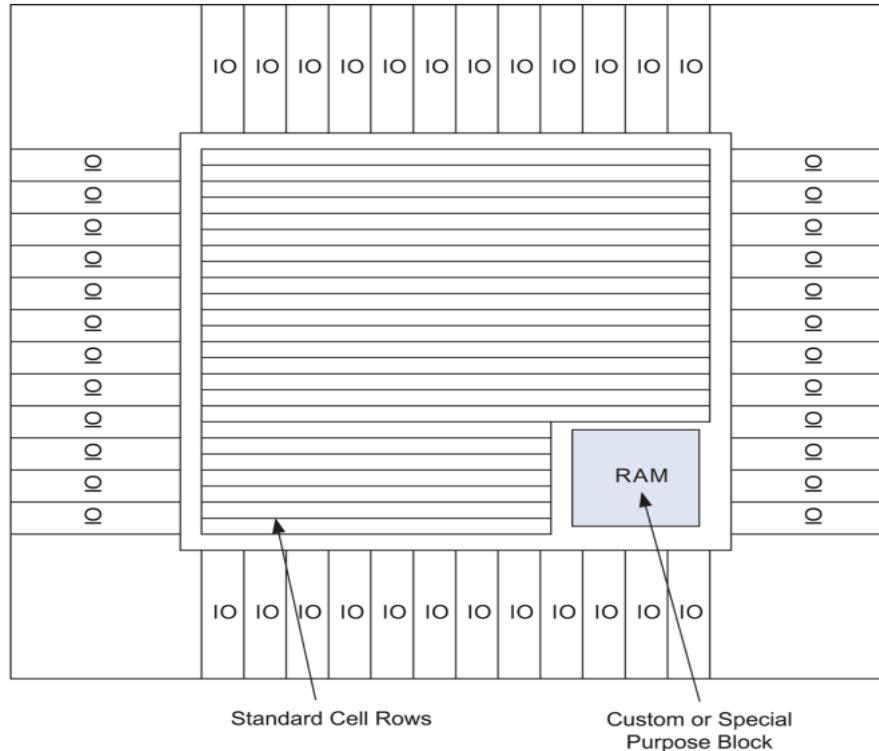
TYPICAL ASIC DESIGN FLOW



ASIC DESIGN STEPS

- RTL design and verification – must write the HDL code
 - Can use VHDL, Verilog, or SystemVerilog
 - In this class, we will focus on SystemVerilog
- Synthesis – compiles HDL design description into a *gate level netlist*
- Floorplanning – before place & route, must decide where functional modules will be placed on the die or FPGA
- Place & Route
 - Placement – determines where standard cells are placed
 - Routing – adds wires (configures switch blocks) connecting gates to implement final design
- *Every step must include simulation & verification*

PLACEMENT OF CELLS: ASIC STANDARD CELL VIEW

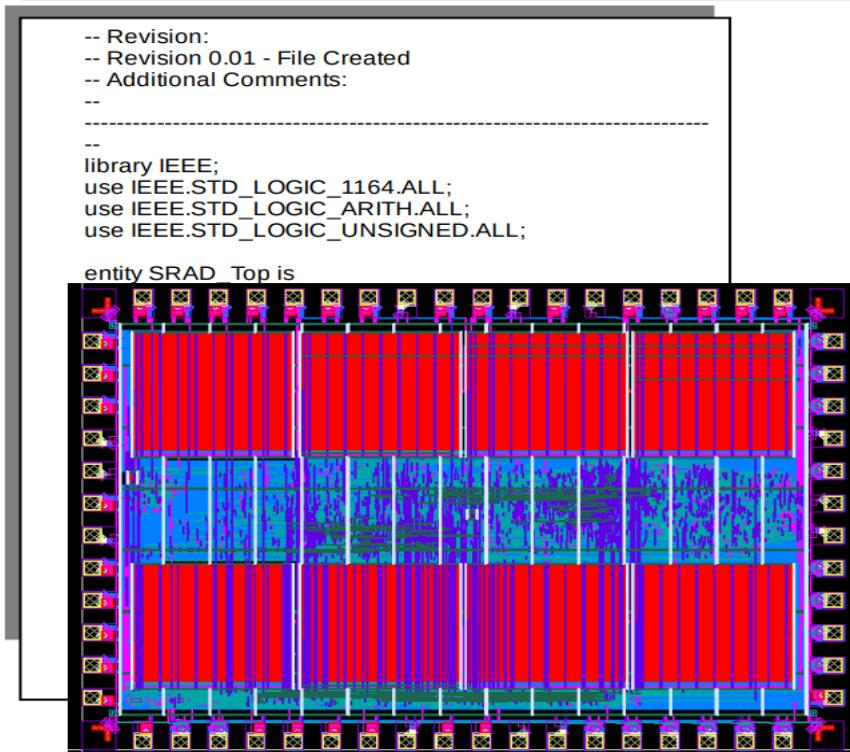


SYSTEM ON CHIP (SOC)

- SoC implies a system of fairly high-level blocks (e.g., memory, processors, DSP, etc.) integrated into one design
- SoC often refers to heterogeneous systems encompassing a great deal of functionality, often mixed signal
- Complex blocks are designed individually and not modified at the highest level – each block essentially a “black box”
- Designers often use intellectual property (IP) cores for the building blocks of higher-level designs
- Repository of useful, yet free IP: www.OpenCores.org

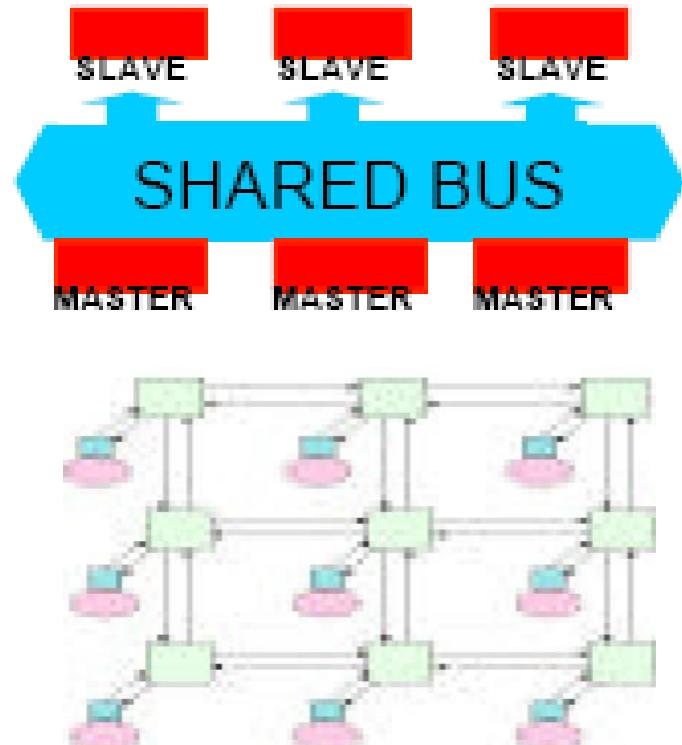
SYSTEM ON CHIP DESIGN

- Start with high level HDL description
- Some blocks synthesized from HDL,
some custom
- Research opportunities in power/temp.
management, interconnection issues,
etc.
- Example: an ultrasound image
processing system



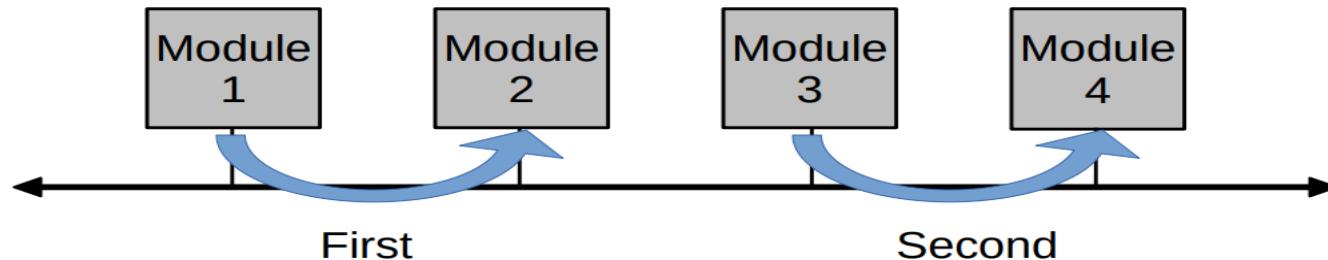
SYSTEM ON CHIP DESIGN

- On-chip communication: major design consideration for IP blocks
- Shared Bus (broadcast)
 - Low area
 - Poor scalability
 - High energy consumption
- Network on Chip (point-to-point)
 - Scalability
 - Low energy consumption
 - High area

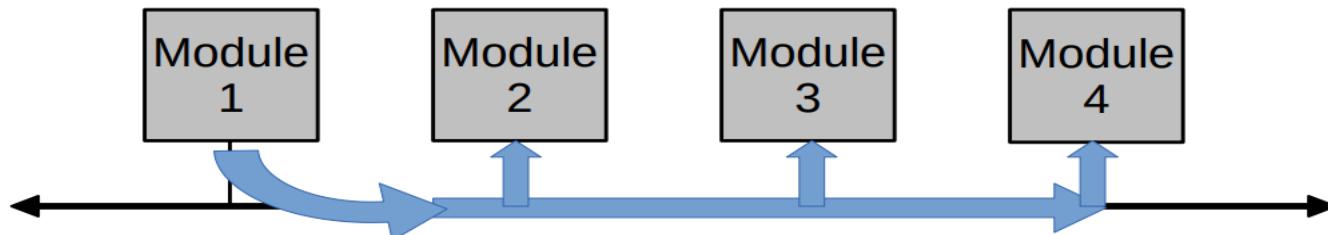


BUS BASICS

- Bus communications follows strict order – serial nature

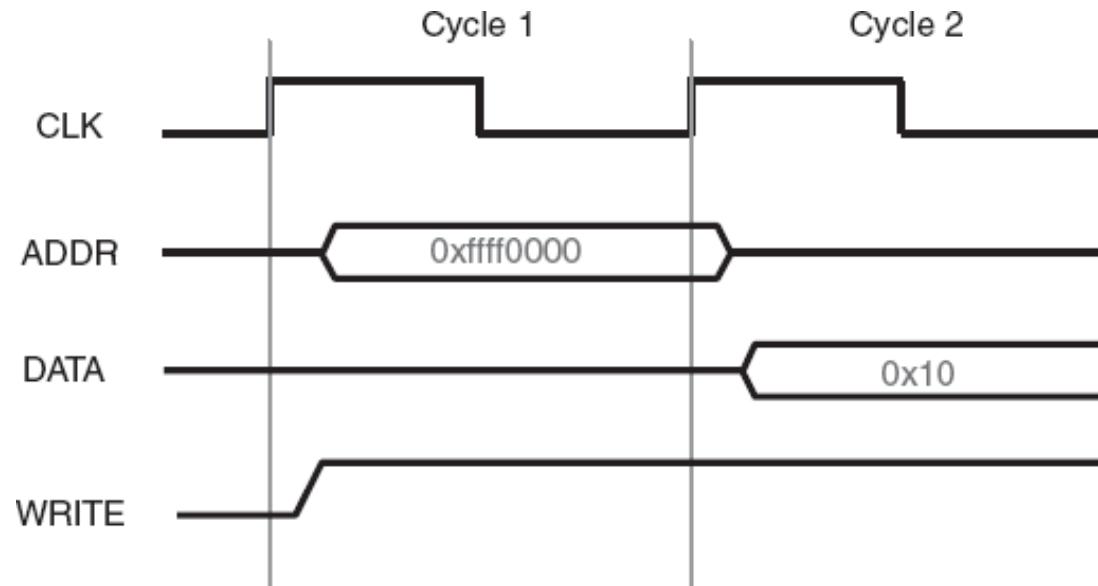


- Can broadcast – multiple destinations at the same time



BUS BASICS

- Bus communication operates in units of cycles, messages and transactions

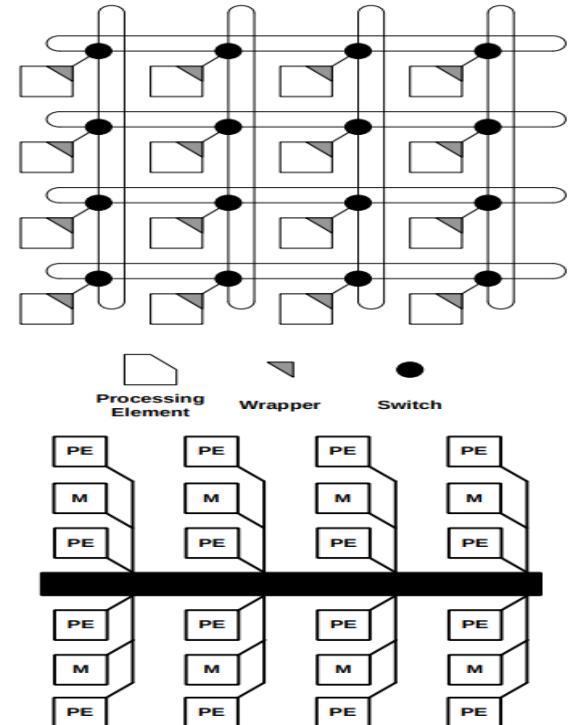


NETWORK ON CHIP (NOC)

- As more and more complex systems are integrated, interconnection becomes a critical issue
- An NoC is literally a network (usually passing packets) on the chip not unlike the networks of macroscopic systems such as supercomputers, LANs, or the internet
- NoC has become more attractive since bus architectures only allow two devices to communicate at a time
- The on-chip network can be implemented in a variety of ways such as a simple crossbar, Clos, mesh, and so on

NETWORK ON CHIP (NOC)

- Networks can be implemented on chip to circumvent issues:
 - Synchronization – NoC may be globally asynchronous
 - Multiple paths to avoid faults and allow many connections
 - Cool, low-power operation



COMMUNICATIONS STANDARDS

- Standards must be adopted to allow reliable communication between different IP blocks on the chip
- Bus architecture defines what IP blocks gain access to bus and handshaking / flow control mechanisms
- Some example bus standards:
 - AMBA Bus Architecture – ARM Microcontroller Bus Arch.
 - IBM CoreConnect
 - OpenCores Wishbone – used for most IP on www.OpenCores.org

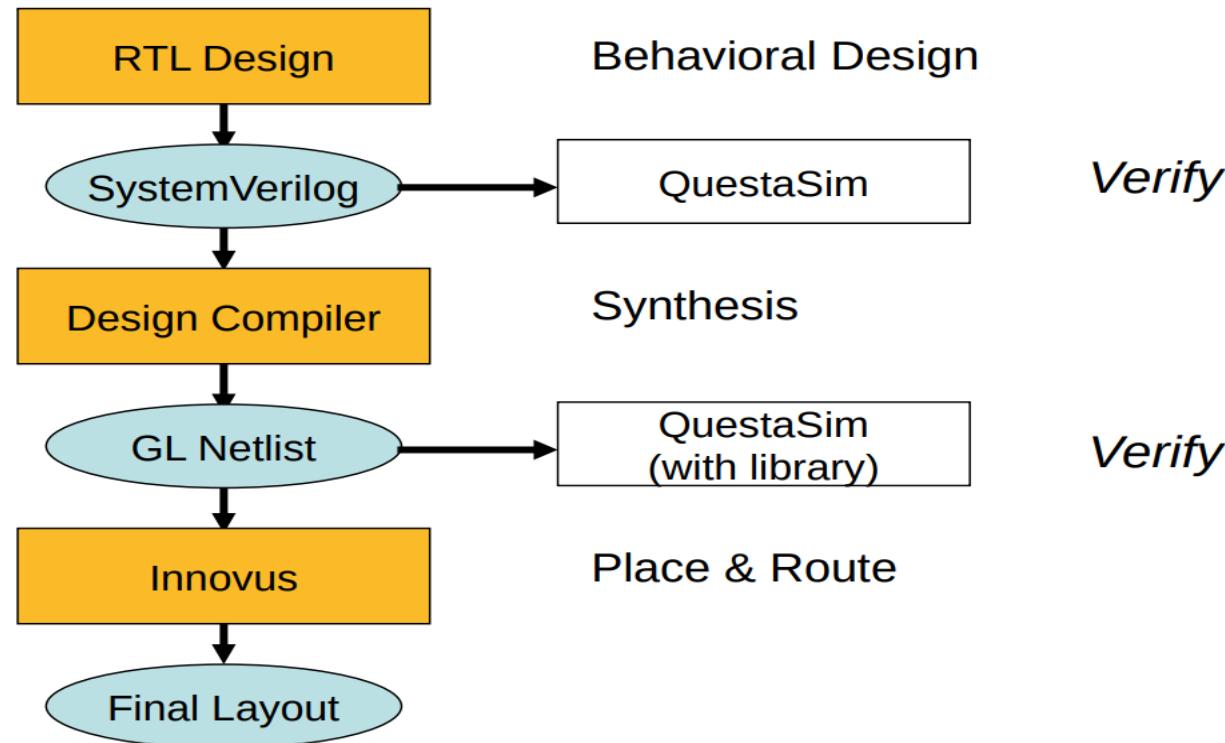
EARLY DESIGN CONSIDERATIONS

- First, need to partition the design
 - What, if anything will be custom?
 - What 3rd party IP can I use? Where will IP be used?
 - What HDL code do I need to develop?
- Determine communications standard
 - What am I familiar with? If AMBA, go with that...
 - What IP is available for a particular standard?
- Sketch high-level block diagram of the system
- Start working!

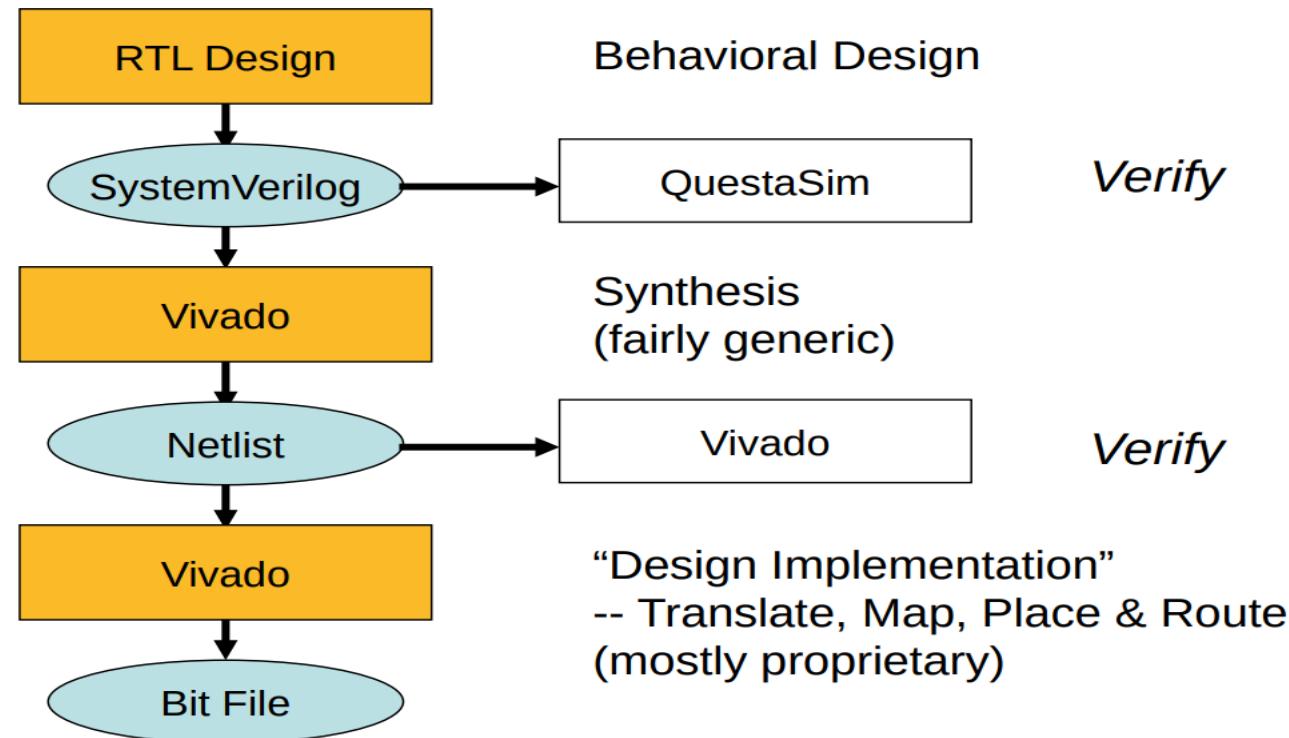
DESIGN FLOW REVISITED

- Some tools useful in flow:
 - RTL Verification – QuestaSim
 - Synthesis – Design Compiler, Genus
 - Place & Route – Cadence Innovus
- RTL (register transfer level) written in VHDL, Verilog, or SystemVerilog using any text editor (e.g., **gedit**) and verified with Vivado or **QuestaSim**
- **Design Compiler (Design Vision)** takes high level HDL code and synthesizes to a gate-level netlist (this is a Verilog netlist)
- **Innovus** takes the Verilog netlist from **Design Compiler** as input to place and route the final design

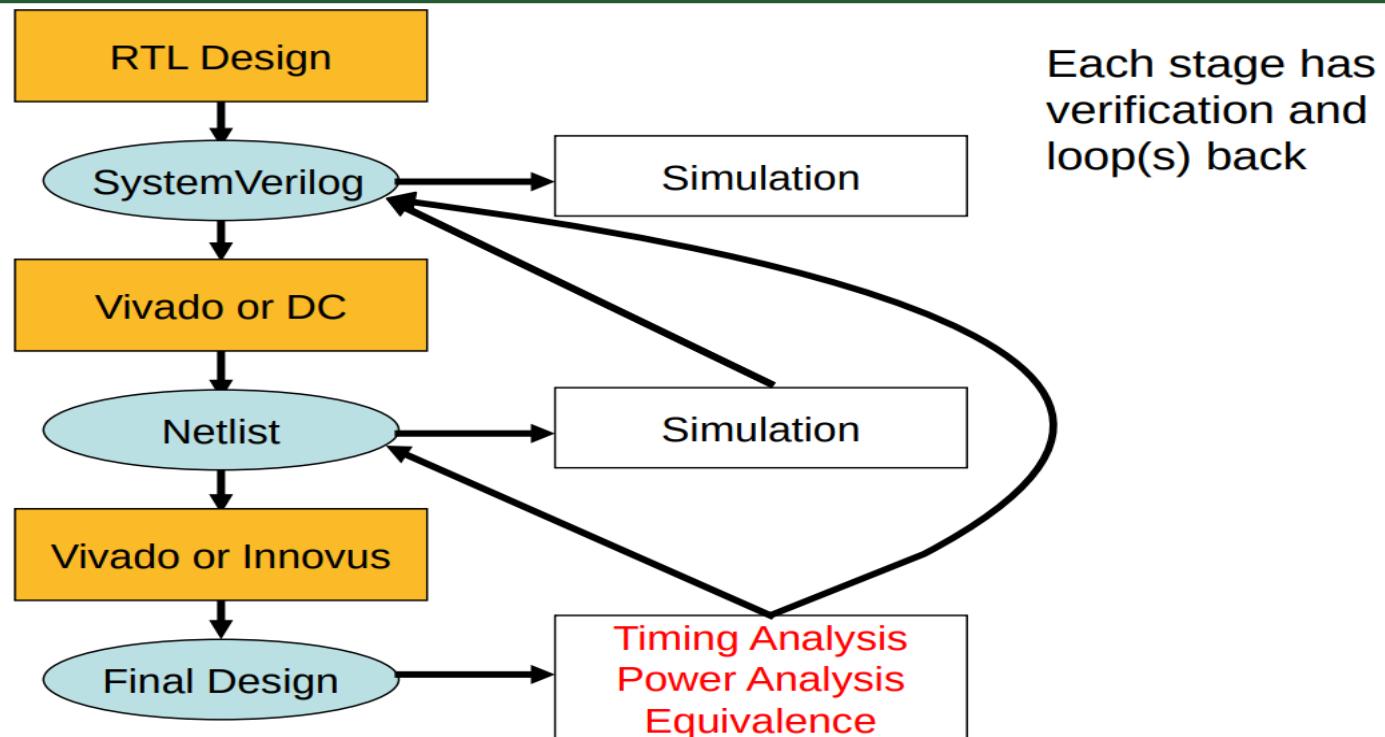
DESIGN FLOW REVISITED - SILICON



DESIGN FLOW REVISITED - FPGA



STILL MORE...



WHAT THE DESIGNER CONTROLS

- HDL description – likely starts high-level then becomes more structured with time
 - It all starts here...
- Constraints – extra files are included with HDL indicating performance targets to synthesis and other tools
 - Timing constraints needed to meet performance targets
 - Pin placement also falls under constraint
 - Can constrain tool to place blocks at certain locations
- CAD tool options – tools can be “tweaked” to use different algorithms, seed parameters, etc.

CODING FOR CIRCUITS

- Design always begins with initial behavioral description – RTL code
- RTL description is very high-level form written in some HDL, either VHDL, Verilog or SystemVerilog
- RTL describes the design in terms of microarchitectural components such as registers & ALUs
- Example of lower-level HDL is the gate level netlist and even lower than that is transistor level
 - netlists can be written in an HDL such as Verilog

Thank you!