Computer Aided Design Optimization

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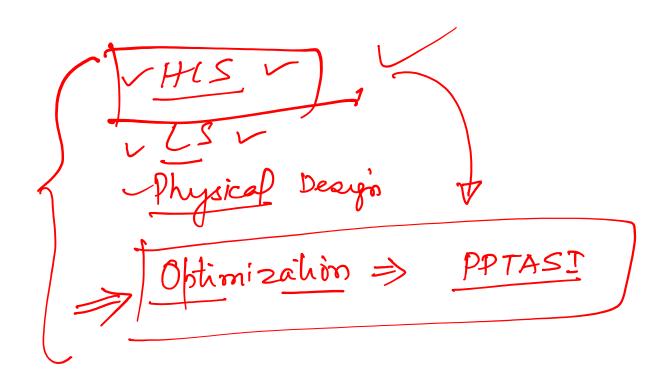
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EE-677: Foundations of VLSI CAD



CADSL



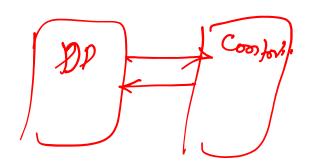
HIGH LEVEL Architectural Synthesis

Architectural Level Abstraction

- Datapath
- Controller

Architectural Synthesis

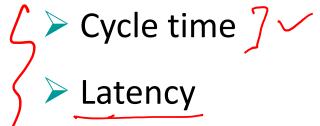
Constructing the macroscopic structure of a digital circuit starting from behavioural models that can be captured from Data flow or Sequencing Graph





Objective





- > Throughput
- Worst case bound
- **Evaluation**

Architectural Exploration











Architectural synthesis tool can select an appropriate design point according to some user specific criterion and construct corresponding user specific Datapath and Controller

Circuit Specification for Architectural Synthesis

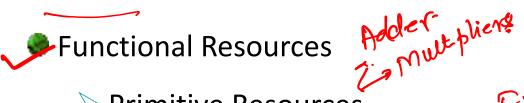
> Behavioural circuit model

- > Details about resources being used and constraints
- Capture by Sequencing Graph



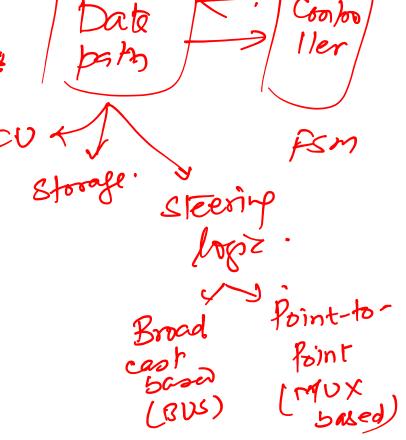


Resources



- Primitive Resources
- Application Specific Resources
- Memory Resources
 - Interface Resources

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Circuit Specification

- Sequencing Graph
- A set of functional resources, fully characterized in terms of area and execution delay
- A set of constraints





Computation: Differential Equation Solver

$$Y'' + 3 \times y' + 3y = 0$$

$$X(0) = 0$$

$$y(0) = y$$

$$y'(0) = u$$

```
Diffeq{
    read (x, y, u, dx, a)
    repeat{
         xI = x + dx
        ul = u - (3*x*u*dx) - (3*y*dx)
      \sqrt{yl} = y + (u_j^*dx); \quad \checkmark
         x = xI; u = uI; y = yI;
     until (c);
     write (y)
```



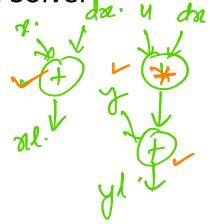
```
architecture BEHAVIOUR of DIFFEQ is
begin
process
           variable x, y, u, dx, a, xl, ul, yl: bit8;
begin
   wait until start'event and start = '1';
           x := x port; y := y port; a := a port; u := u port; dx := dx port;
           DIFFEQ LOOP:
           while (x < a) loop
                       wait until clk'event and clk = '1';
                      xI = x + dx;
                      ul = u - (3*x*u*dx) - (3*y*dx);
                      yl = y + (u*dx);
                      x = xI; u = uI; y = yI;
           end loop DIFFEQ LOOP;
           y port := y;
end process
end BEHAVIOUR;
```





Computation: Differential Equation Solver,

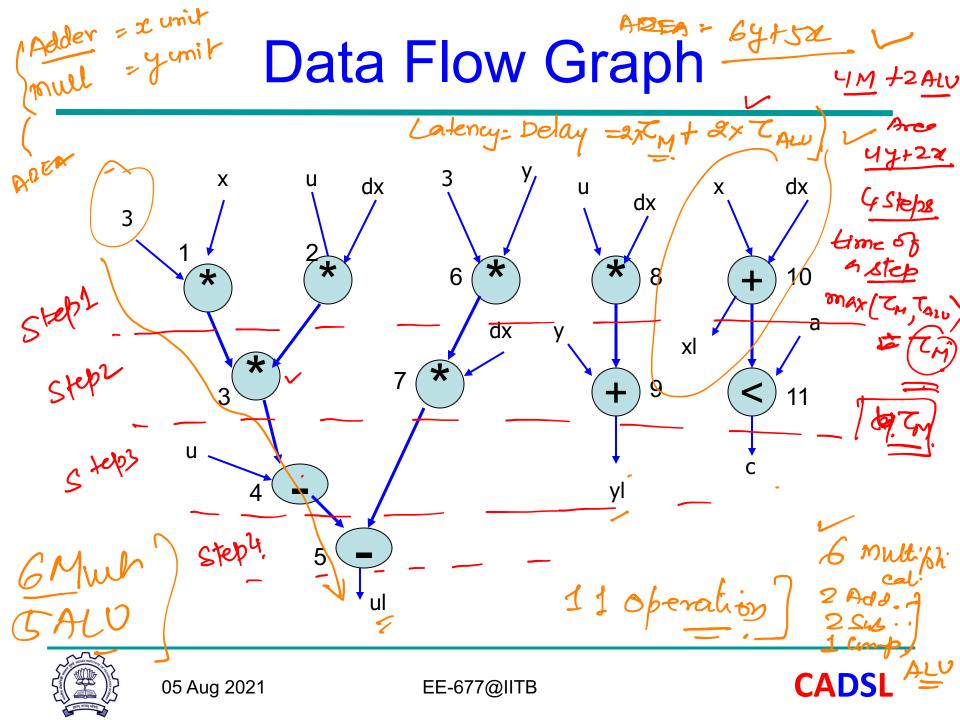
$$xl = x + dx$$
 $ul = u - (3*x*u*dx) - (3*y*dx)$
 $yl = y + (u*dx);$
 $c = xl < a$

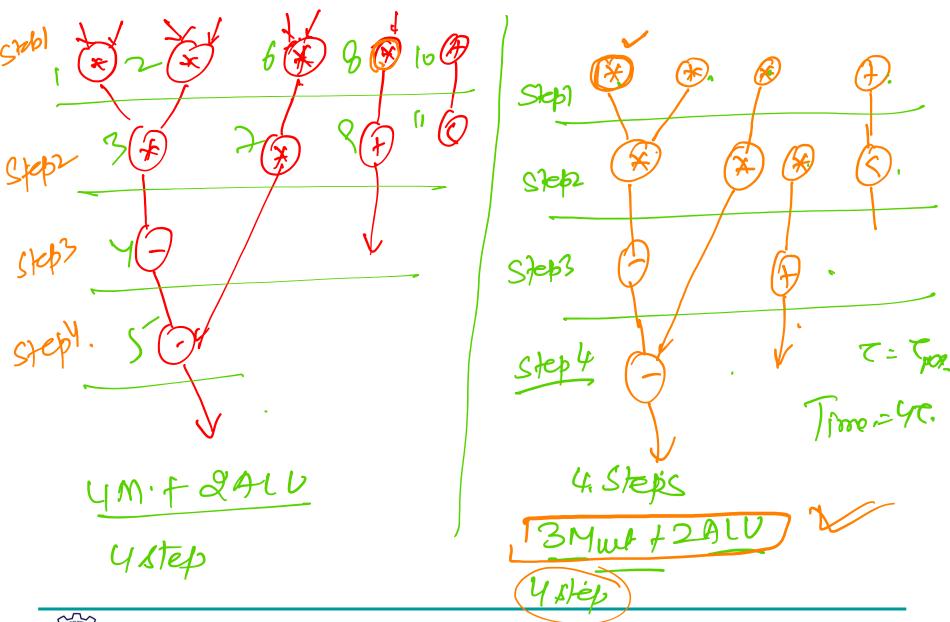


Data Flow Graph (DFG): represent operation and data dependencies









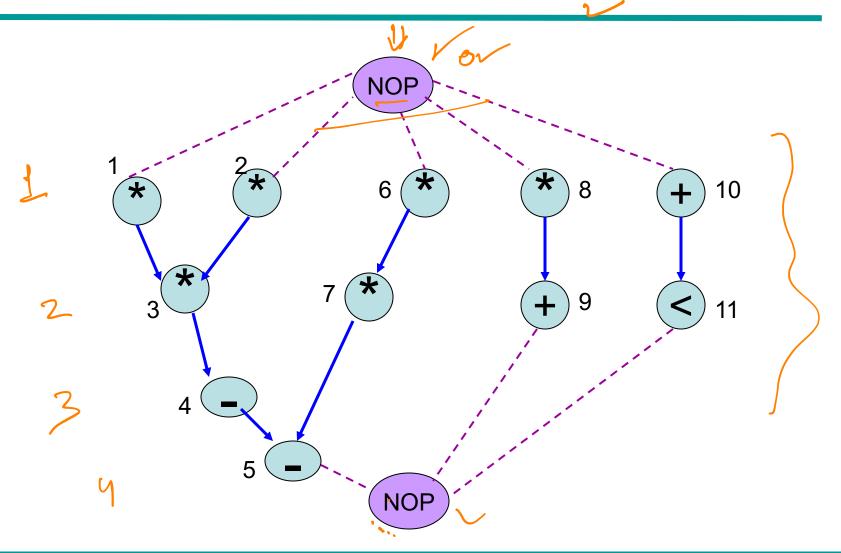


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CADSL

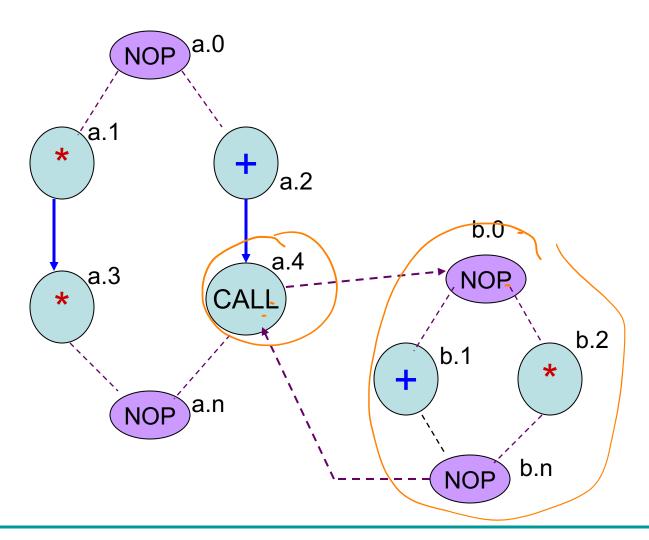
Sequencing Graph







Hierarchical Sequencing Graph







Architectural Synthesis and optimization consists of two stages

- 1. Placing the operation in time and in space, i.e., determining their time interval of execution and binding to resources
- Determining detailed interconnection of the datapath and the logic-level specifications of the control unit





Delay
$$\mathbf{D} = \{d_i; i = 0,1, 2, n\}$$

node. = operator

Start time T =
$$\{t_i; i=0, 1,, n\}$$

Scheduling: Task of determining the start timing, subject to preceding constraints specified by sequencing graph

Latency
$$\lambda = t_n - t_0$$







A scheduled sequencing graph is a vertex-weighted sequencing graph, where each vertex is labeled by its start time

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Start time

V1,V2,	v6,	v8,	v10
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V4

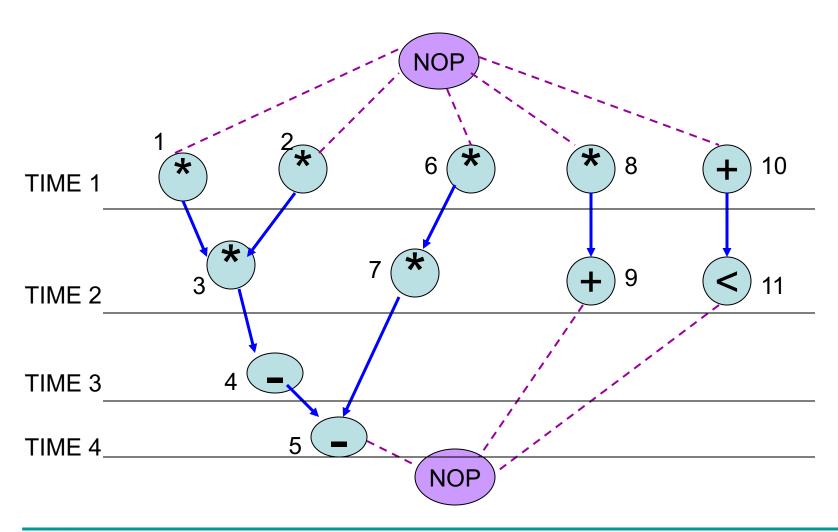
V5



Chaining

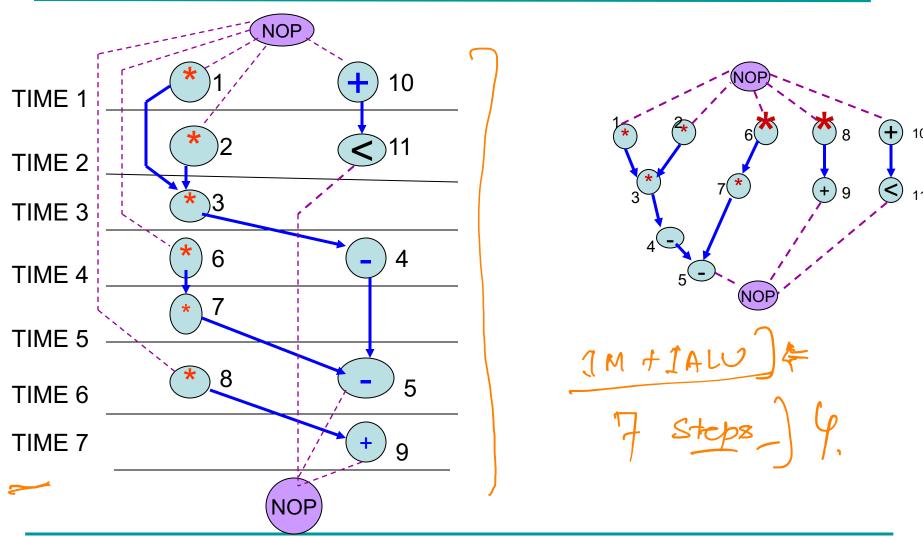
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A fundamental concept that relates operation to resources is binding

- Resource types
- Resource sharing

Simple case of binding is a dedicated resources





$$\beta(v1) = (1,1)$$

$$\beta(v2) = (1,2)$$

$$\beta(v3) = (1,3)$$

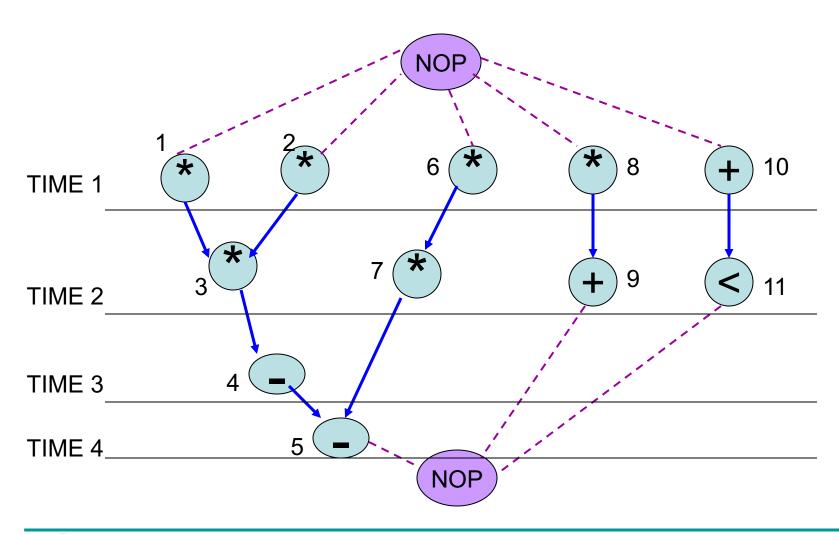
$$\beta(v4) = (2,1)$$

$$\beta(v5) = (2,2)$$

• •









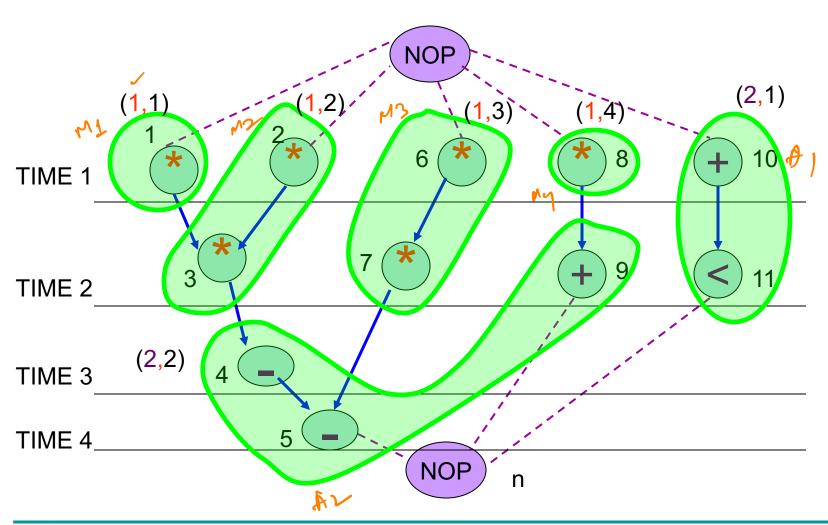


A necessary condition for resource binding to produce a valid circuit implementation is that operation corresponding to the shared resource do not execute concurrently

 \blacktriangleright A resource binding can be represented by a labeled hyper-graph, where the vertex set V represents operations and the edge set E_{β} represents the binding of the operation to the resources

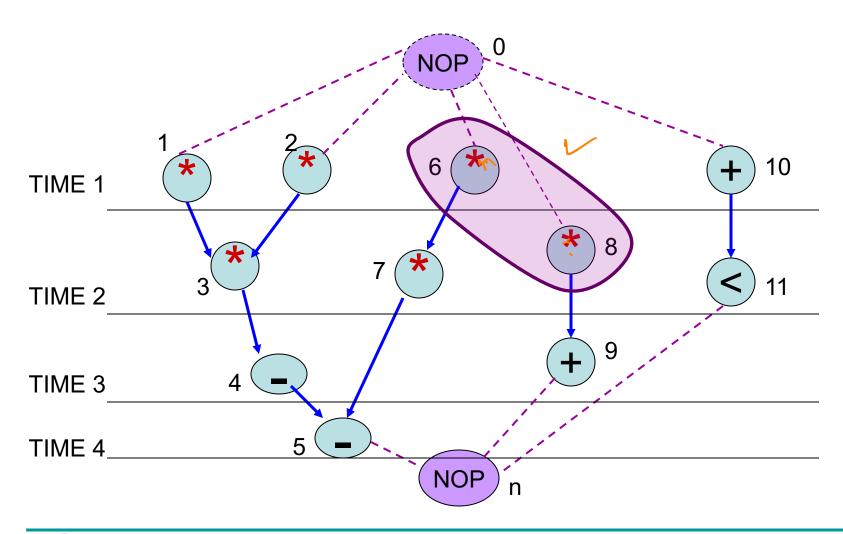








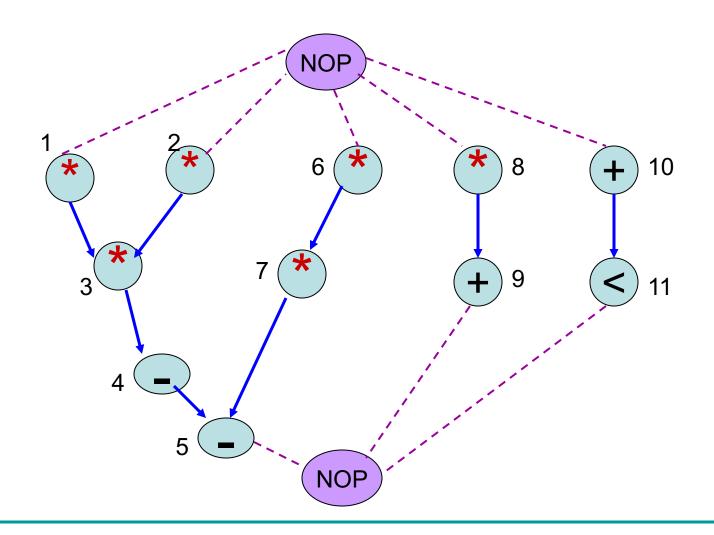








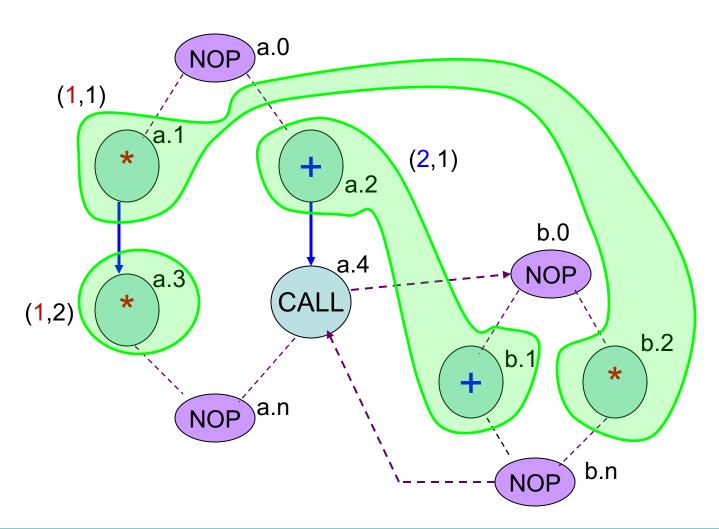
Sequencing Graph







Hierarchical Sequencing Graph







Area/Performance Estimation

Accurate area and performance estimation is not an easy task

Schedule: provides latency

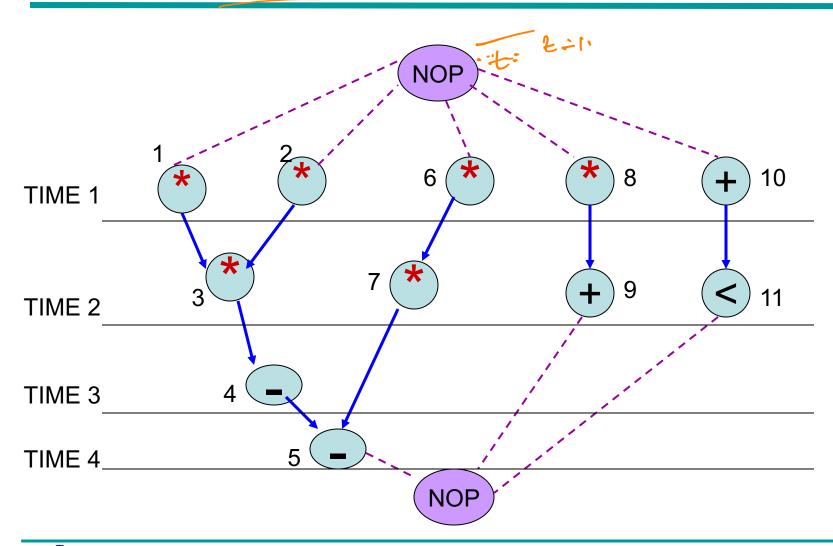
Binding: provides information about the area







ASAP Scheduling







ASAP Scheduling

```
ASAP(G_s(V,E)){
        Schedule v_0 by setting t_0^s = 1;
         repeat{
                  select vertex v<sub>i</sub> whose predecessors are
                  all scheduled;
                  schedule v_i by setting t_i^s \neq \max\{t_j^s + d_j\}
                  } untill (v<sub>n</sub> is scheduled)
                  return (ts);
                                                                      341
```



Thank You



