

Hammer VLSI Flow

Jerry Zhao

UC Berkeley

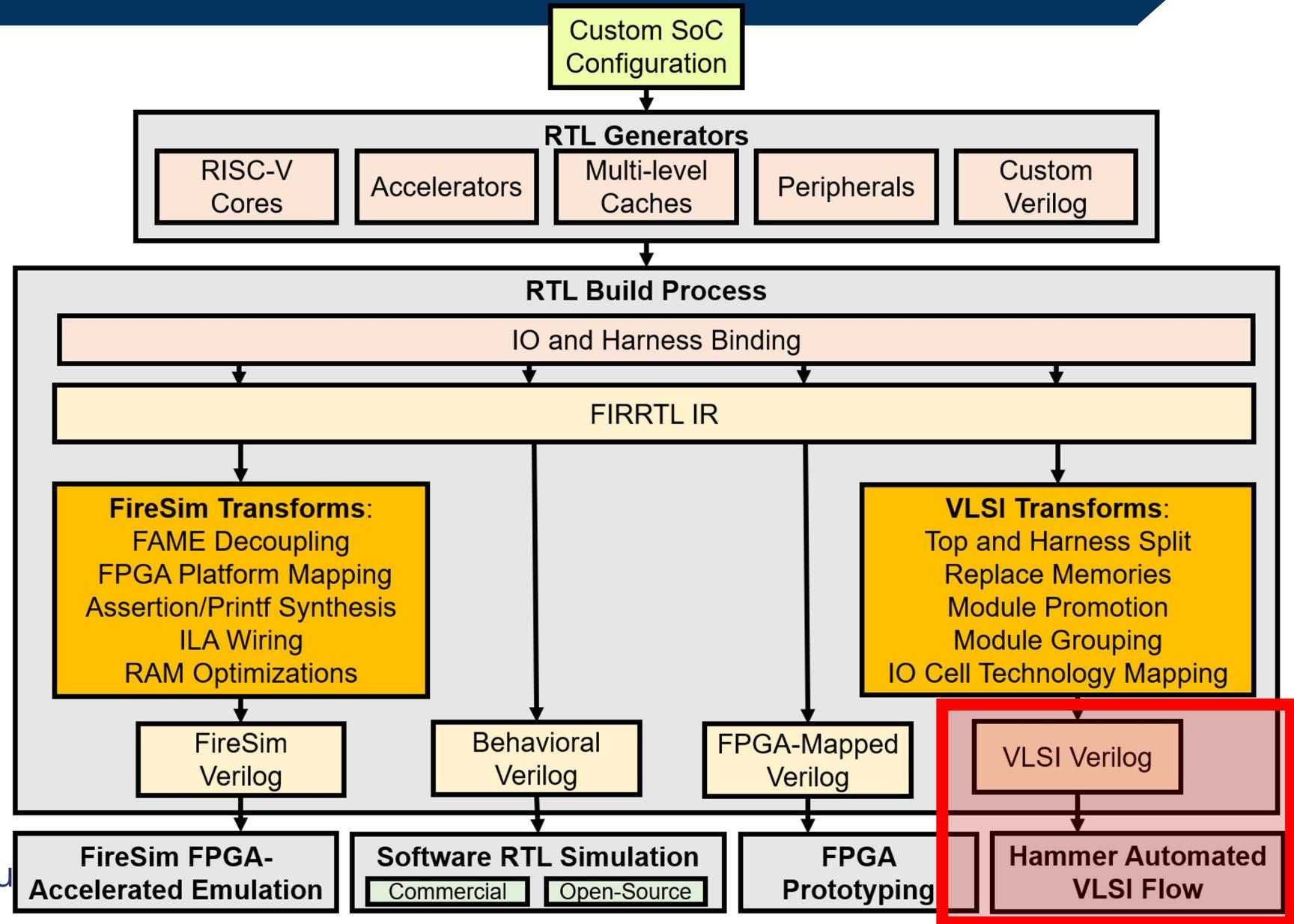
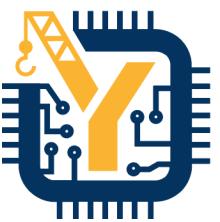
jerryz123@berkeley.edu



Berkeley
Architecture
Research

CHIPYARD

Tutorial Roadmap



Goals



- Hammer applications
- Fixing traditional VLSI flows: One size doesn't fit all
- Overview of Hammer's abstractions
- Hammer open development and growth



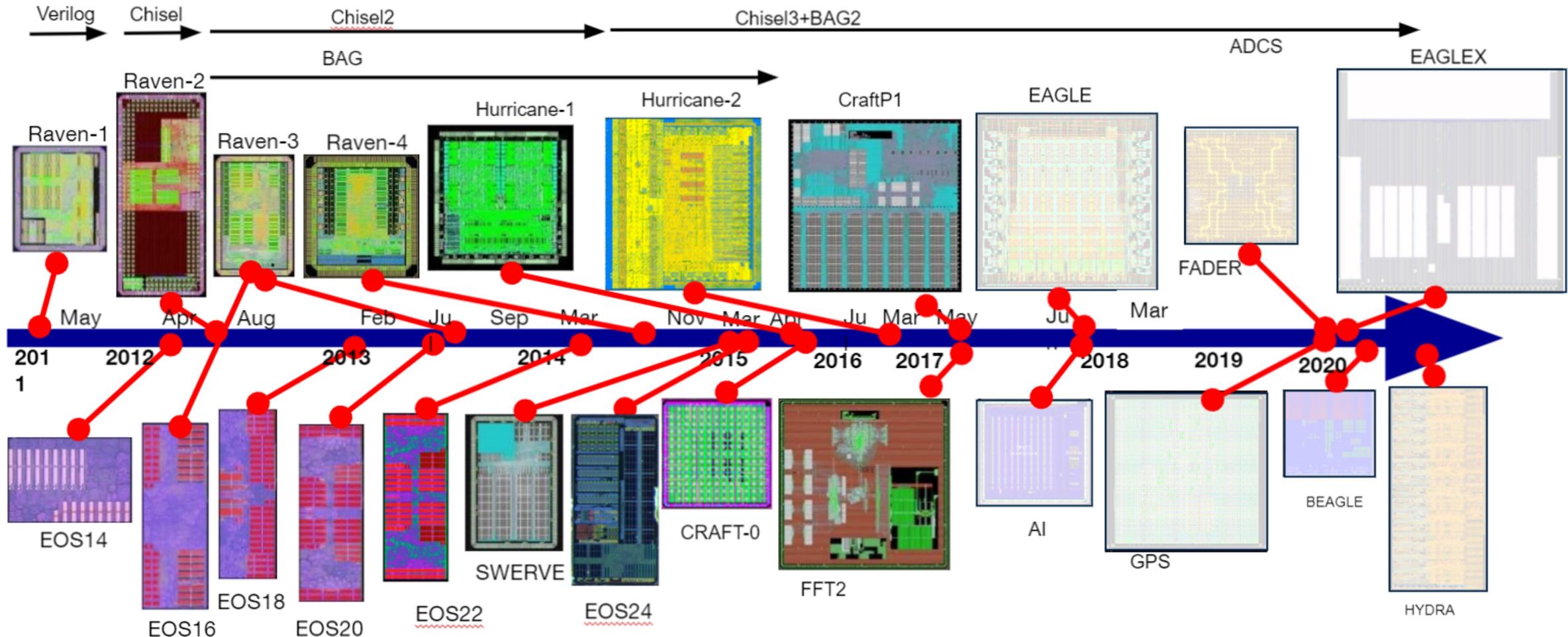
Goals



- Hammer applications
- Fixing traditional VLSI flows: One size doesn't fit all
- Overview of Hammer's abstractions
- Hammer development model

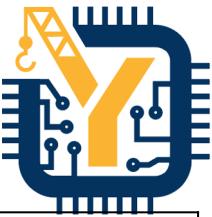


Hammer for Real Tapeouts



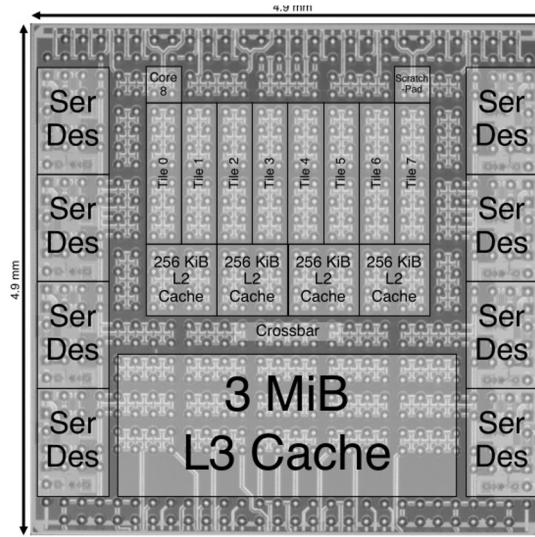
Raven, Hurricane: ST 28nm FDSOI, SWERVE: TSMC 28nm EOS: IBM 45nm SOI, CRAFT: 16nm TSMC,



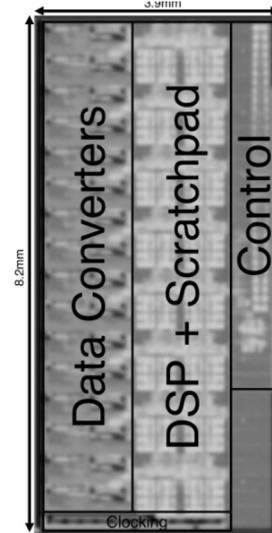


Many Different Chips!

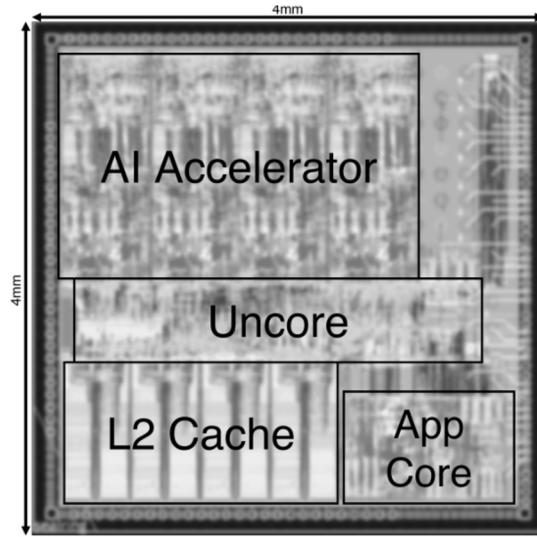
	Eagle [1]	HugeFlyingSoC	NavRx	WaterSerpent	MythicChip	OsciBear [2]	HDBinaryCore
Description	9-core RISC-V SoC	22-core RISC-V SoC	GPS receiver SoC	MU-MIMO baseband SoC	RISC-V SoC for ML	Bluetooth SoC	Hyperdim. computing proc.
Foundry Node	A 16nm	A 16nm	A 16nm	B 22nm	C 12nm	A 28nm, Sky130	A 28nm
Signoff Freq.	1.05 GHz	1.05 GHz	500 MHz	2 GHz	1.1 GHz	50 MHz	-
Hierarchy levels	3	3	1	3	2	1	1
Person-months	22	10	6	5	4	8, 1	8



Berkeley Architecture Research
Eagle [1]



WaterSerpent



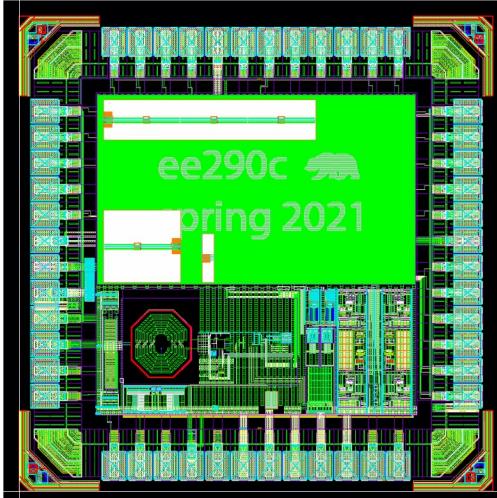
MythicChip

[1] C. Schmidt, et. al, ISSCC 2021
[2] D. Fritchman et. al, IEEE SSCS Magazine, Spring 2022

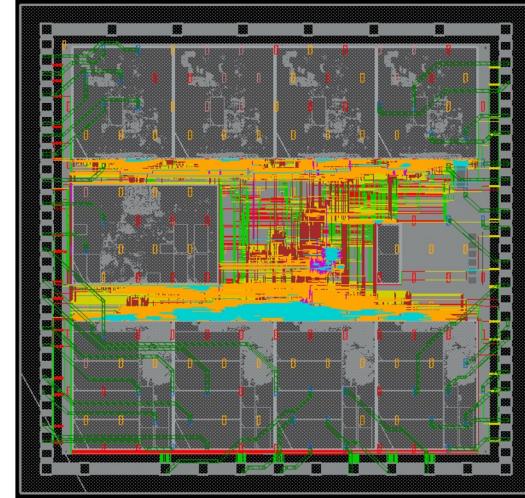


Hammer in Courses

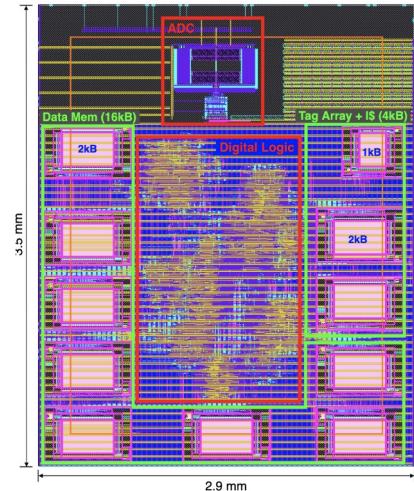
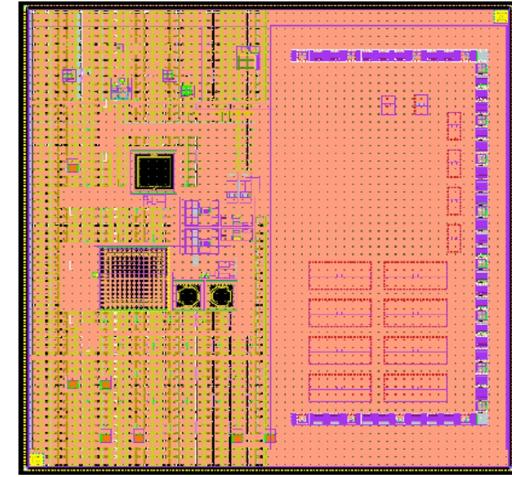
- Introduced in undergraduate digital circuits and systems labs:
 - <http://github.com/EECS150> (ASAP7 and Sky130 plugins)
- Special topics ‘tapeout’ class
 - Spring 2022: 1 sophomore, 15 juniors, 19 seniors, 3 5th-yr MS, 2 MEng, 1 PhD



2021 EE194/290C: OsciBear
TSMC 28nm



2022 EE194/290C: BearlyML (left) & SCuM-V (right)
Intel 16nm



Sky130 MPW-2
Skywater 130nm



Plugins Supported



Tech plugins	
Foundry	Node
A	16nm FinFET 28nm Planar
B	16nm FinFET 22nm FinFET
C	12nm FinFET 14nm FinFET
D	28nm SOI
Education	ASAP7 FreePDK45
Skywater	130nm

Tool plugins	
Action	Tool
Logic synthesis	Genus ^C , Yosys, Vivado ^X , DC ^S
Place and Route	Innovus ^C , Vivado, OpenROAD, ICC ^S
DRC/LVS	Calibre ^M , ICV ^S , Magic/Netgen
Simulation	VCS ^S , Xcelium ^C
Power, EM/IR	Joules ^C , Voltus ^C
LEC	Conformal ^C , Yosys

^CCadence

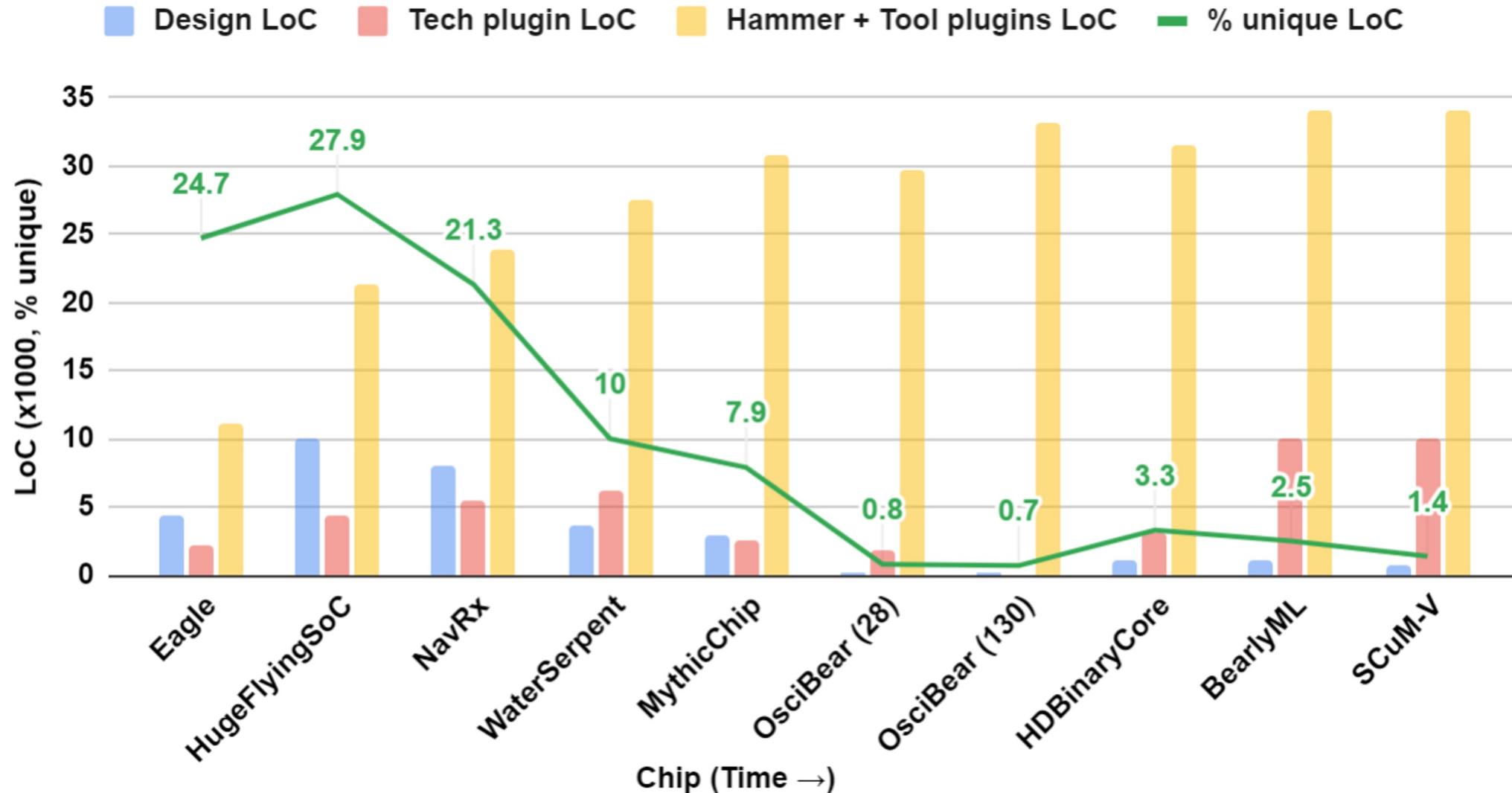
^SSynopsys

^MSiemens Mentor

^XXilinx

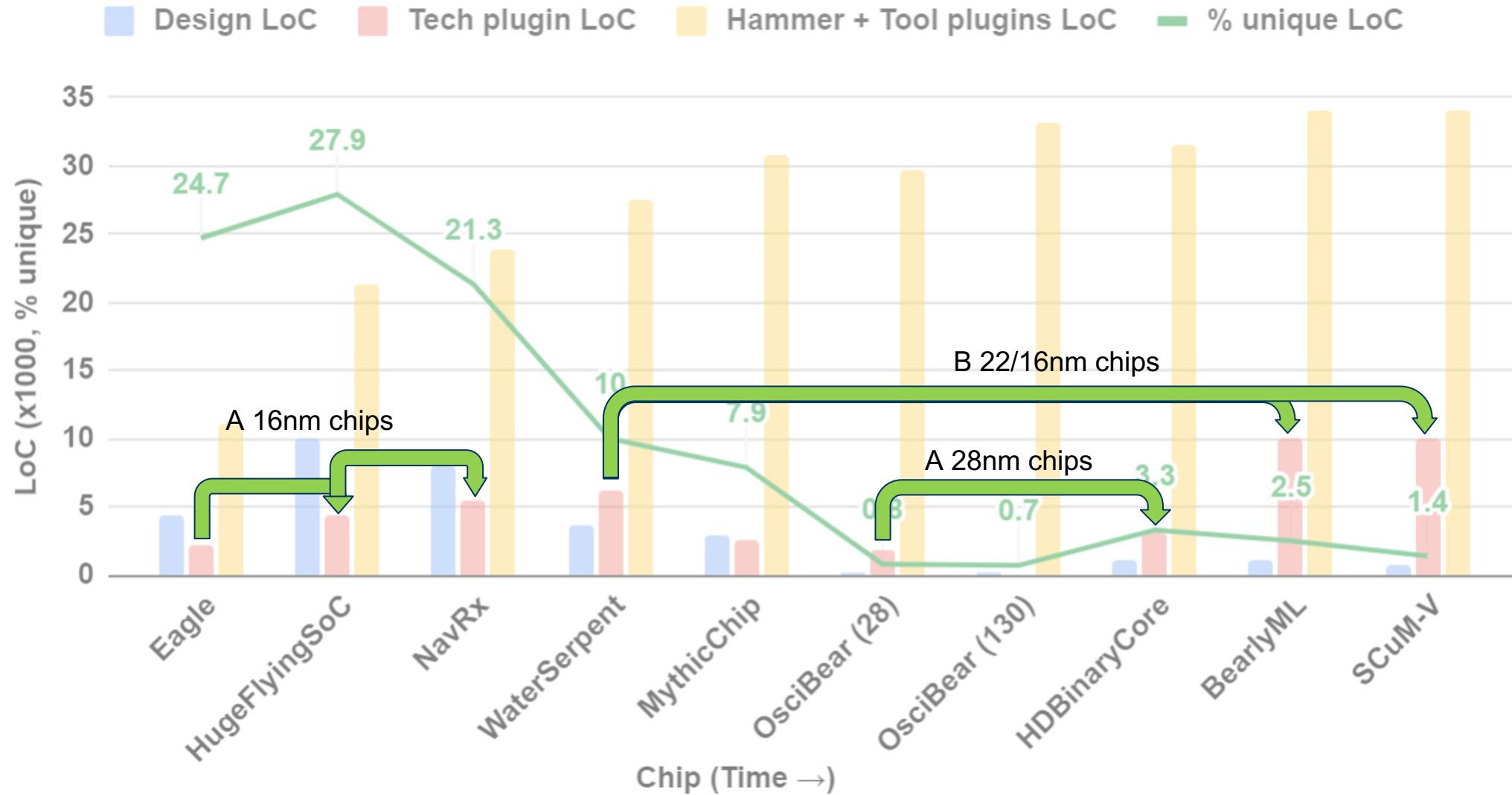


Increasing Flow Reusability





Tech Plugin Reusability



Goals



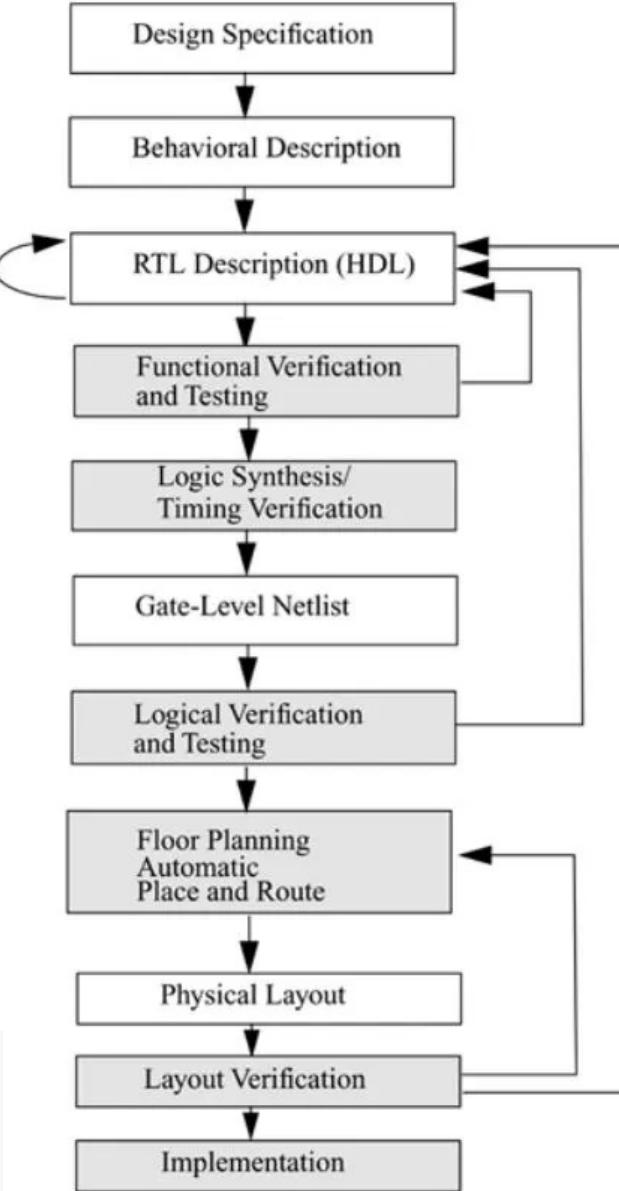
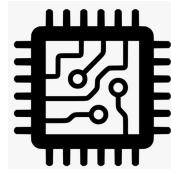
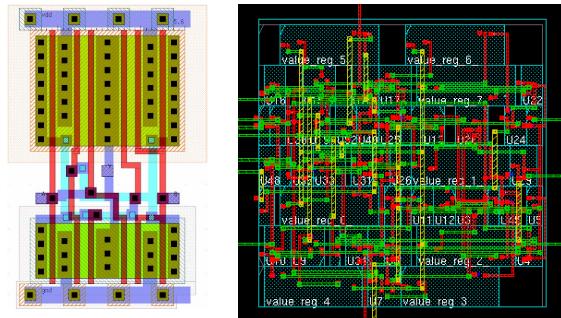
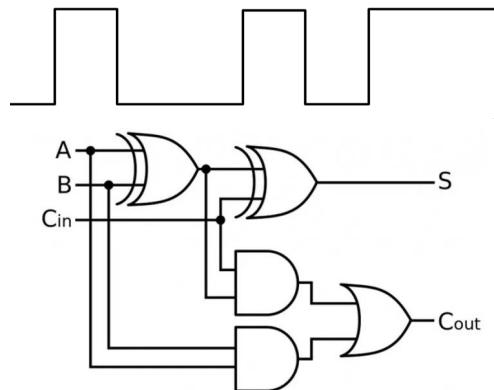
- Hammer at 10,000 feet
- Fixing traditional VLSI flows: One size doesn't fit all
- Overview of Hammer's abstractions
- Hammer development model



ASIC Flow



```
module nand2(out, a, b);
    output out;
    input a, b;
    assign out = ~(a & b);
endmodule // nand2
```



synthesis

place-and-route

DRC

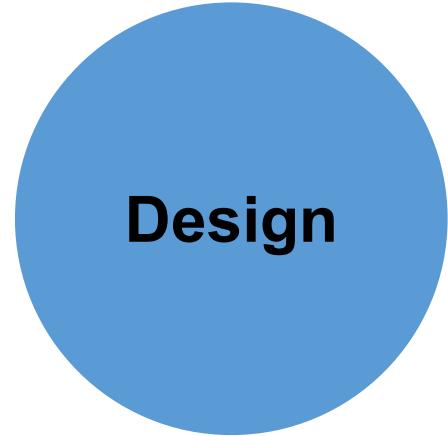
LVS



Berkeley Architecture Research



Components of VLSI Flows



- RTL
- IP cores
- Floorplan
- Constraints
- ...





Components of VLSI Flows

Design

Tech

- RTL
 - IP cores
 - Floorplan
 - Constraints
 - ...
- Intel 16
 - TSMC N5
 - SkyWater 130nm
 - ...



Components of VLSI Flows



Design

- RTL
- IP cores
- Floorplan
- Constraints
- ...

Tech

- Intel 16
- TSMC N5
- SkyWater 130nm
- ...

Tools

- Synopsys VCS
- Cadence Genus
- OpenROAD
- ...





Why is Physical Design so Hard?

VLSI flows *are custom built for each project*

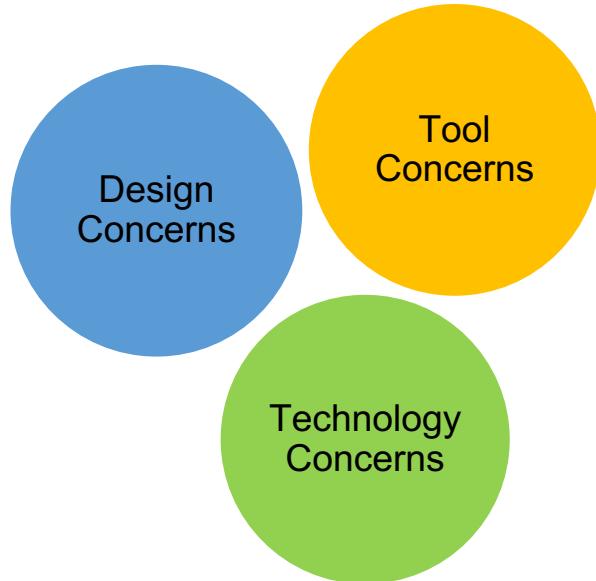




Why is Physical Design so Hard?

VLSI flows are *custom built* for each project

- Flows tailored to design/tech/tool combo
 - Different design? New constraints...
 - Switching tech? New rules, IP, SRAMs, ...
 - Updated tool? Different commands...

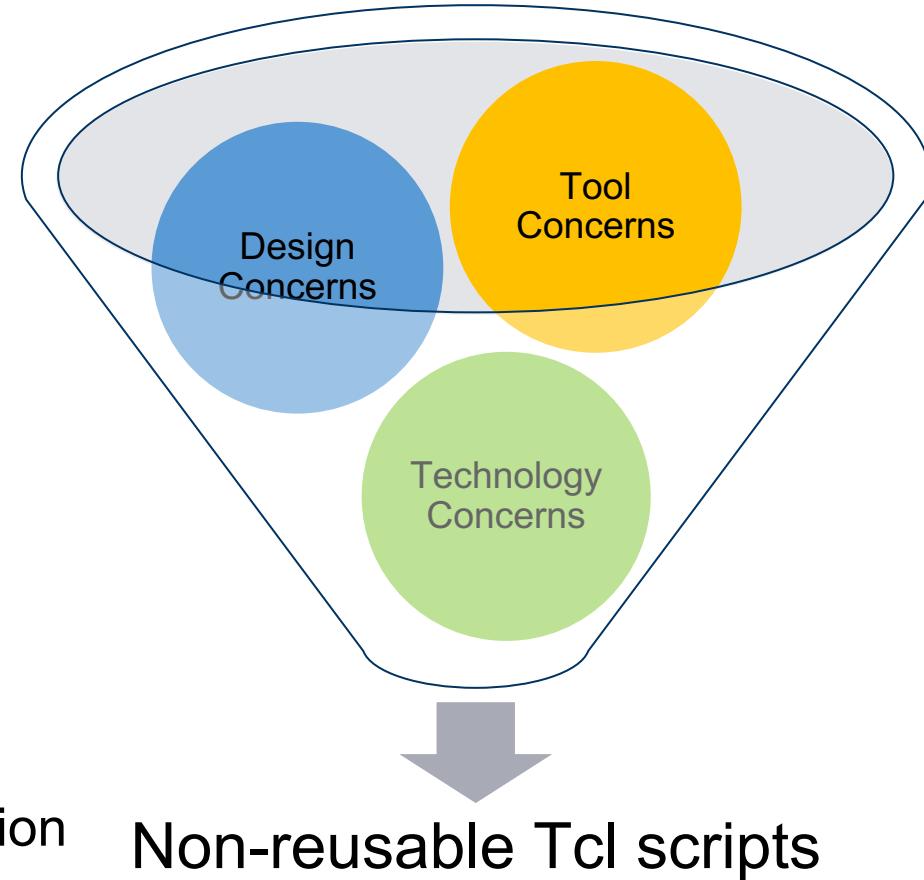




Why is Physical Design so Hard?

VLSI flows are *custom built* for each project

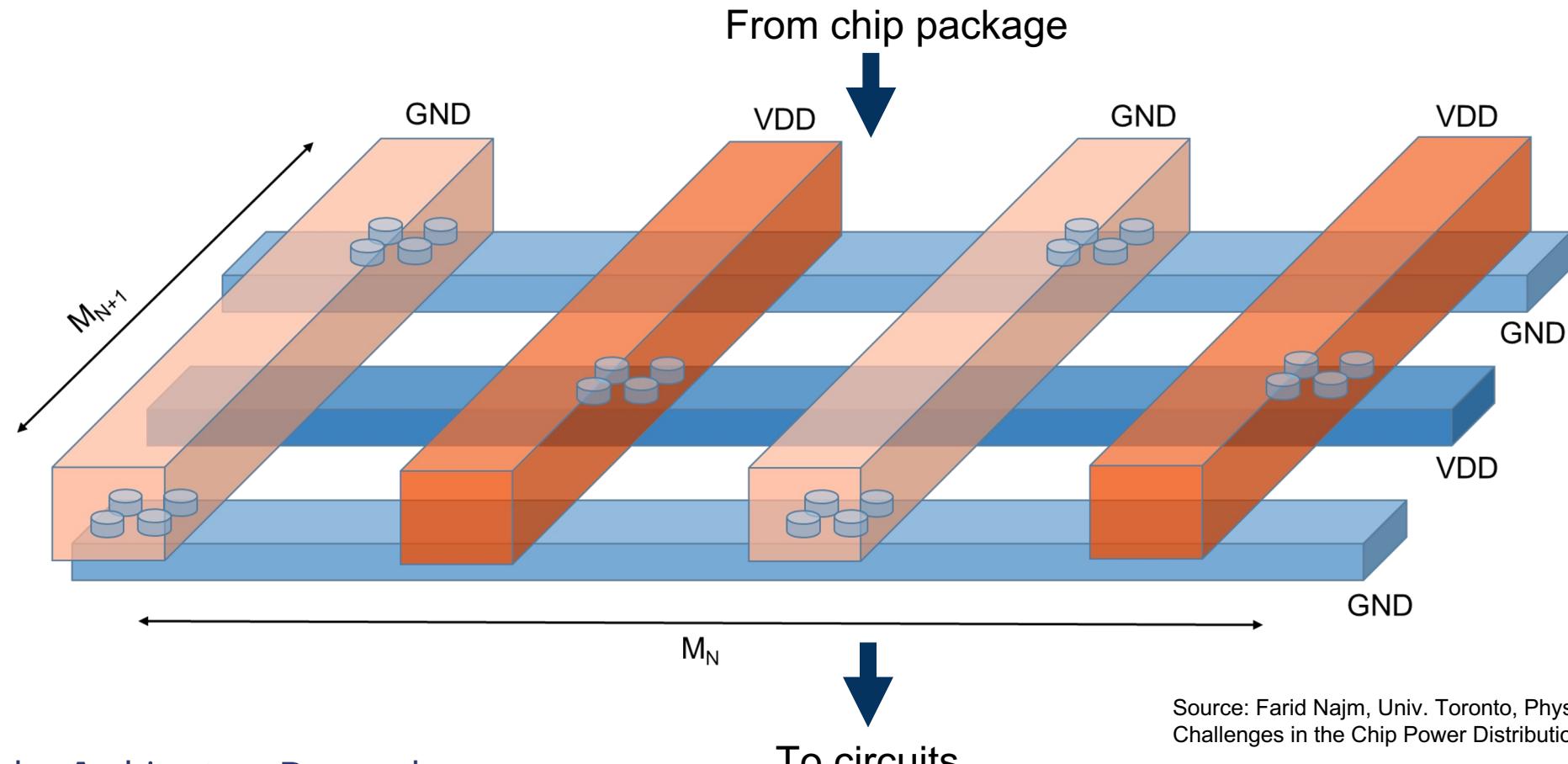
- Flows tailored to design/tech/tool combo
 - Different design? New constraints...
 - Switching tech? New rules, IP, SRAMs, ...
 - Updated tool? Different commands...
- Design intent & expertise tied up in scripts!
 - Today, wide range of technology options and domain specialization demand architectural exploration





Example: Power Straps

- How to distribute power from package to transistors



Source: Farid Najm, Univ. Toronto, Physical Design Challenges in the Chip Power Distribution Network



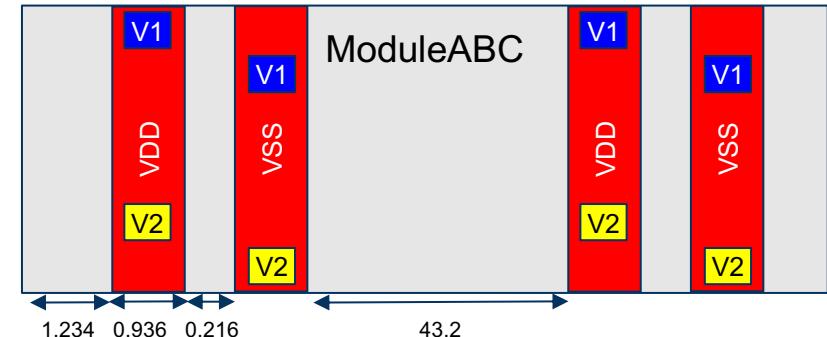
Example



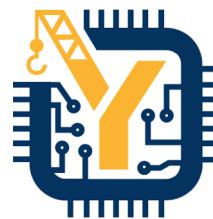
- Hypothetical power strap creation command:

```
set some_proprietary_option M1
set some_other_proprietary_option M3
create_power_stripes -nets {VSS VDD} -layer M2 -direction vertical \
-via_start M1 -via_stop M3 -group_pitch 43.200 -spacing 0.216 -width 0.936 \
-area [get_bbox -of ModuleABC] \
-start [expr [lindex [lindex [get_bbox -of ModuleABC] 0] 0] + 1.234]

# Repeat for each layer!
```



Example



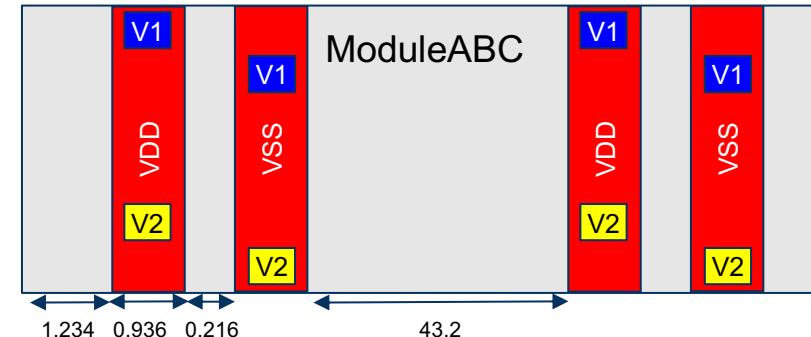
- Hypothetical power strap creation command:

```
set some_proprietary_option M1
set some_other_proprietary_option M3
create_power_stripes -nets {VSS VDD} -layer M2 -direction vertical \
-via_start M1 -via_stop M3 -group_pitch 43.200 -spacing 0.216 -width 0.936 \
-area [get_bbox -of ModuleABC] \
-start [expr [lindex [lindex [get_bbox -of ModuleABC] 0] 0] + 1.234]

# Repeat for each layer!
```

Tool-specific

The command + options



Example



- Hypothetical power strap creation command:

```
set some_proprietary_option M1
set some_other_proprietary_option M3
create_power_stripes -nets {VSS VDD} -layer M2 -direction vertical \
-via_start M1 -via_stop M3 -group_pitch 43.200 -spacing 0.216 -width 0.936 \
-area [get_bbox -of ModuleABC] \
-start [expr [lindex [lindex [get_bbox -of ModuleABC] 0] 0] + 1.234]
```

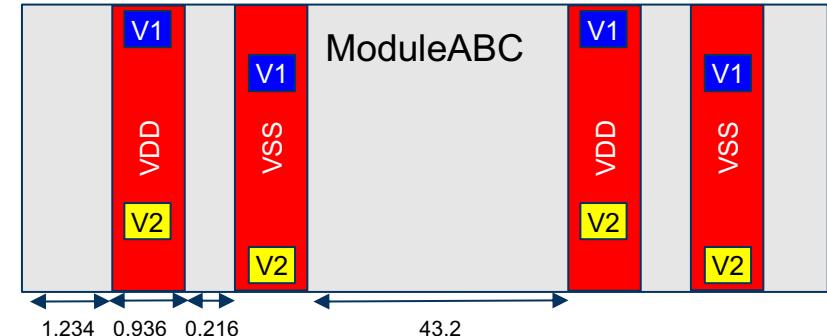
Repeat for each layer!

Tool-specific

The command + options

Tech-specific

DRC/ERC-compliant dimensions



Example



- Hypothetical power strap creation command:

```
set some_proprietary_option M1
set some_other_proprietary_option M3
create_power_stripes -nets {VSS VDD} -layer M2 -direction vertical \
-via_start M1 -via_stop M3 -group_pitch 43.200 -spacing 0.216 -width 0.936 \
-area [get_bbox -of ModuleABC] \
-start [expr [lindex [lindex [get_bbox -of ModuleABC] 0] 0] + 1.234]
```

Repeat for each layer!

Tool-specific

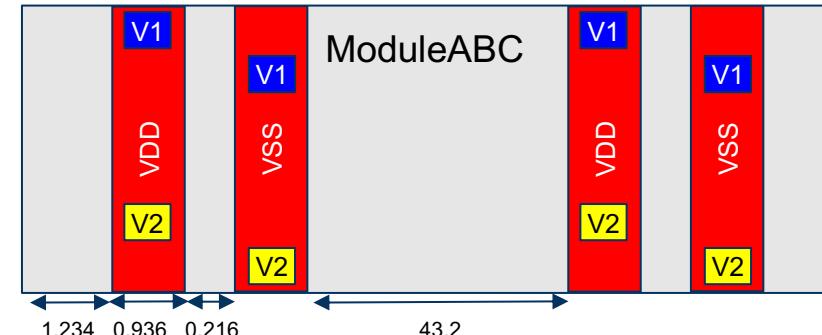
The command + options

Tech-specific

DRC/ERC-compliant dimensions

Design-specific

Layers, power domains,
floorplan, density



Goals



- Hammer applications
- Fixing traditional VLSI flows: One size doesn't fit all
- Overview of Hammer's abstractions
- Hammer example

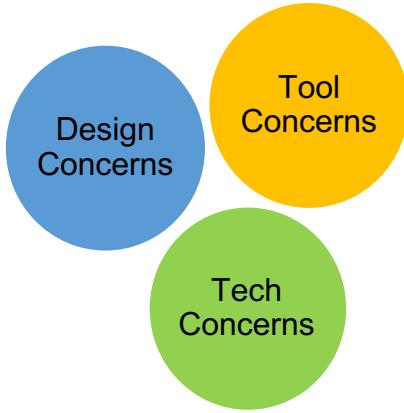


Hammer Design Principles



1. Separation of Concerns

- Decouple design-, tool-, and tech-specific concerns



Hammer Design Principles

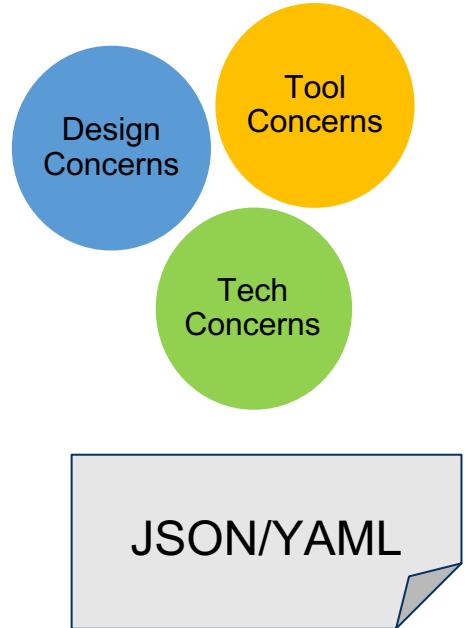


1. Separation of Concerns

- Decouple design-, tool-, and tech-specific concerns

2. Standardization

- Data interchange schema for constraints, options, files



Hammer Design Principles



1. Separation of Concerns

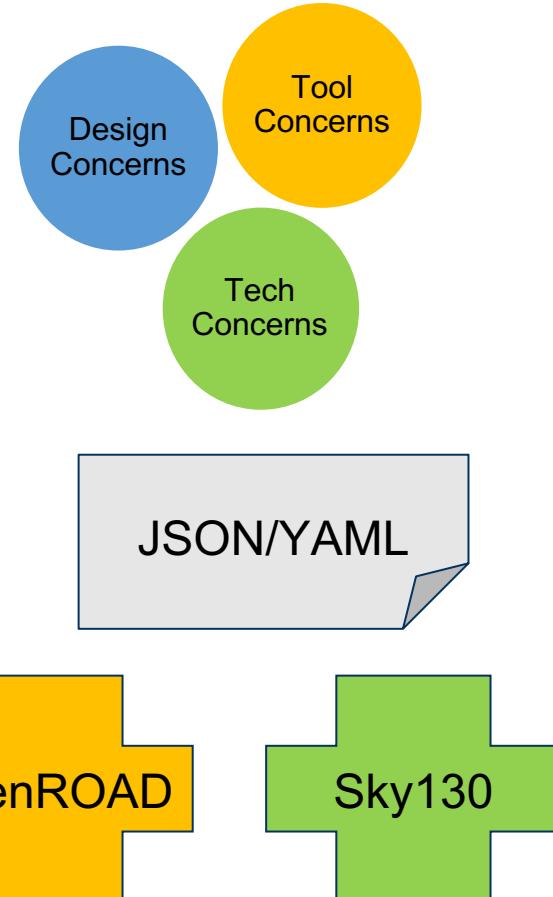
- Decouple design-, tool-, and tech-specific concerns

2. Standardization

- Data interchange schema for constraints, options, files

3. Modularity

- Interchangeable & shareable tool & tech plugins



Hammer Design Principles



1. Separation of Concerns

- Decouple design-, tool-, and tech-specific concerns

2. Standardization

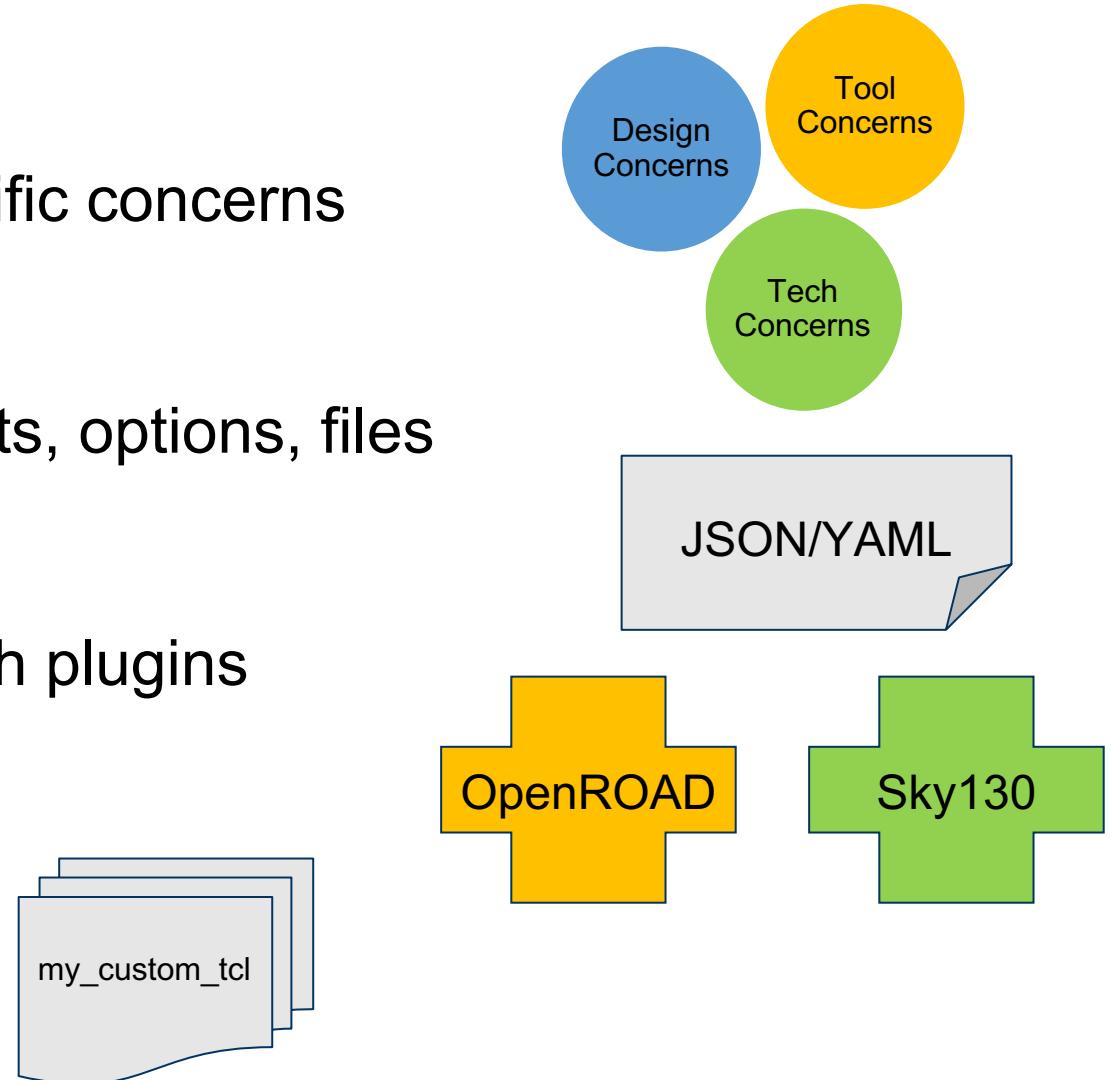
- Data interchange schema for constraints, options, files

3. Modularity

- Interchangeable & shareable tool & tech plugins

4. Incremental Adoption

- Mix reusable & custom solutions

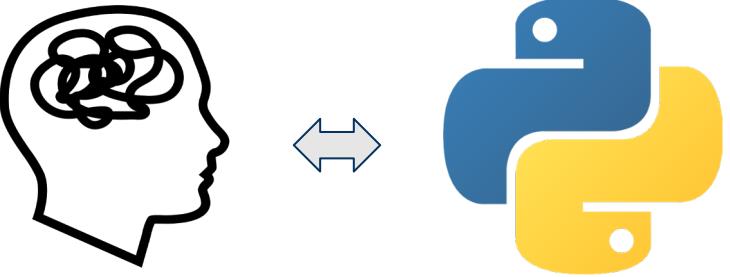




What is Hammer?

Hammer is:

... a Python framework for abstracting and building standardized flows





What is Hammer?

Hammer is:

... a Python framework for abstracting and building standardized flows

... not a typical CAD tool—it generates scripts and manages tool execution



What is Hammer?

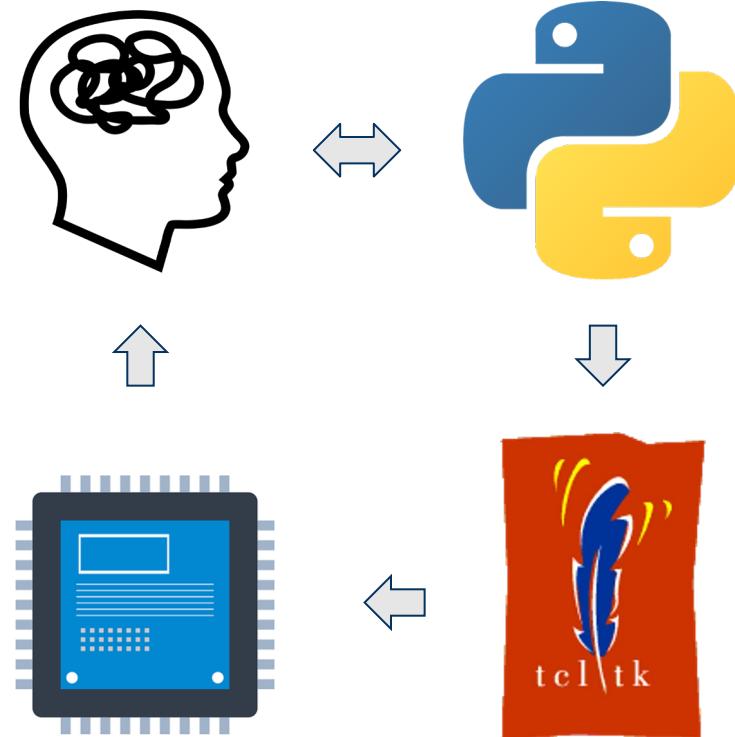


Hammer is:

... a Python framework for abstracting and building standardized flows

... not a typical CAD tool—it generates scripts and manages tool execution

... proven for architecture exploration, teaching, and research chips



What is Hammer?



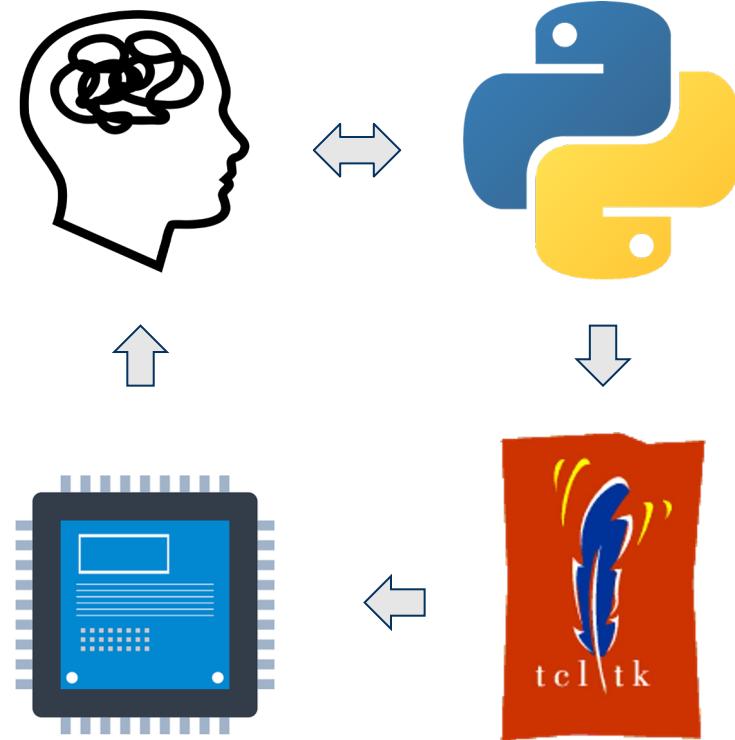
Hammer is:

... a Python framework for abstracting and building standardized flows

... not a typical CAD tool—it generates scripts and manages tool execution

... proven for architecture exploration, teaching, and research chips

... open-source!





What is Hammer?

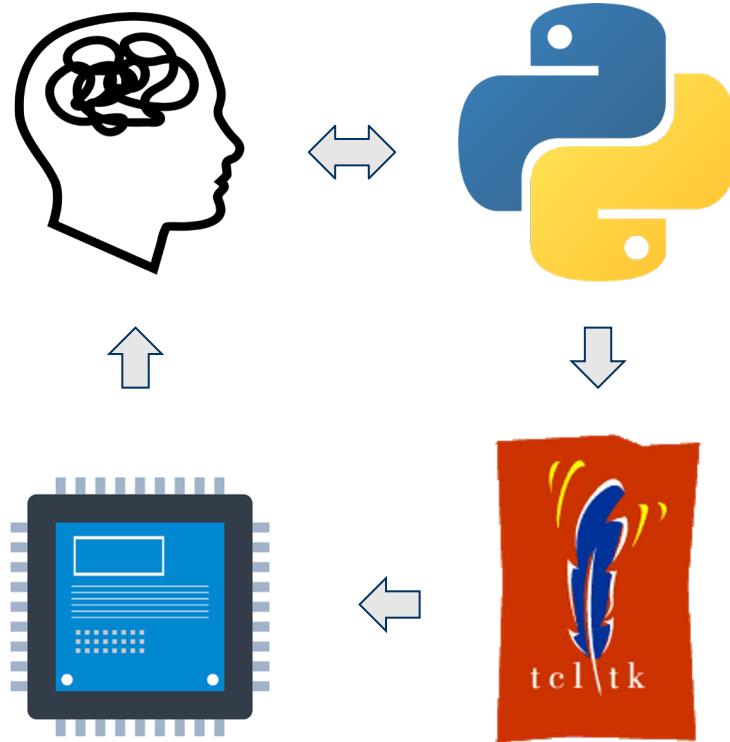
Hammer is:

... a Python framework for abstracting and building standardized flows

... not a typical CAD tool—it generates scripts and manages tool execution

... proven for architecture exploration, teaching, and research chips

... open-source!

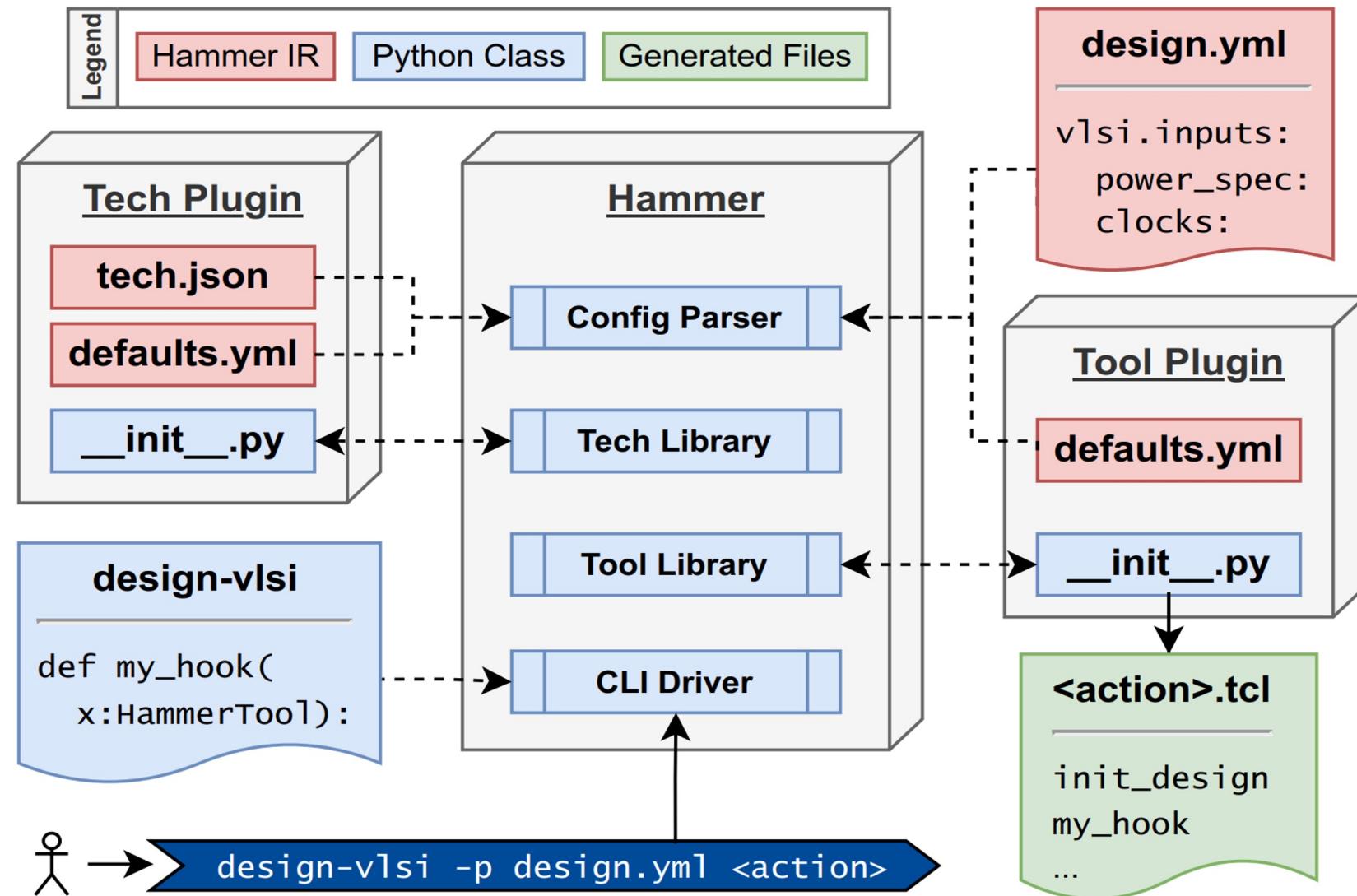


Project started in 2015, research chip use from 2016, class use from 2019, currently ~35k lines of code





Hammer Software Architecture





Hammer Intermediate Representation (IR)

Legend

Hammer IR

Python Class

Generated Files

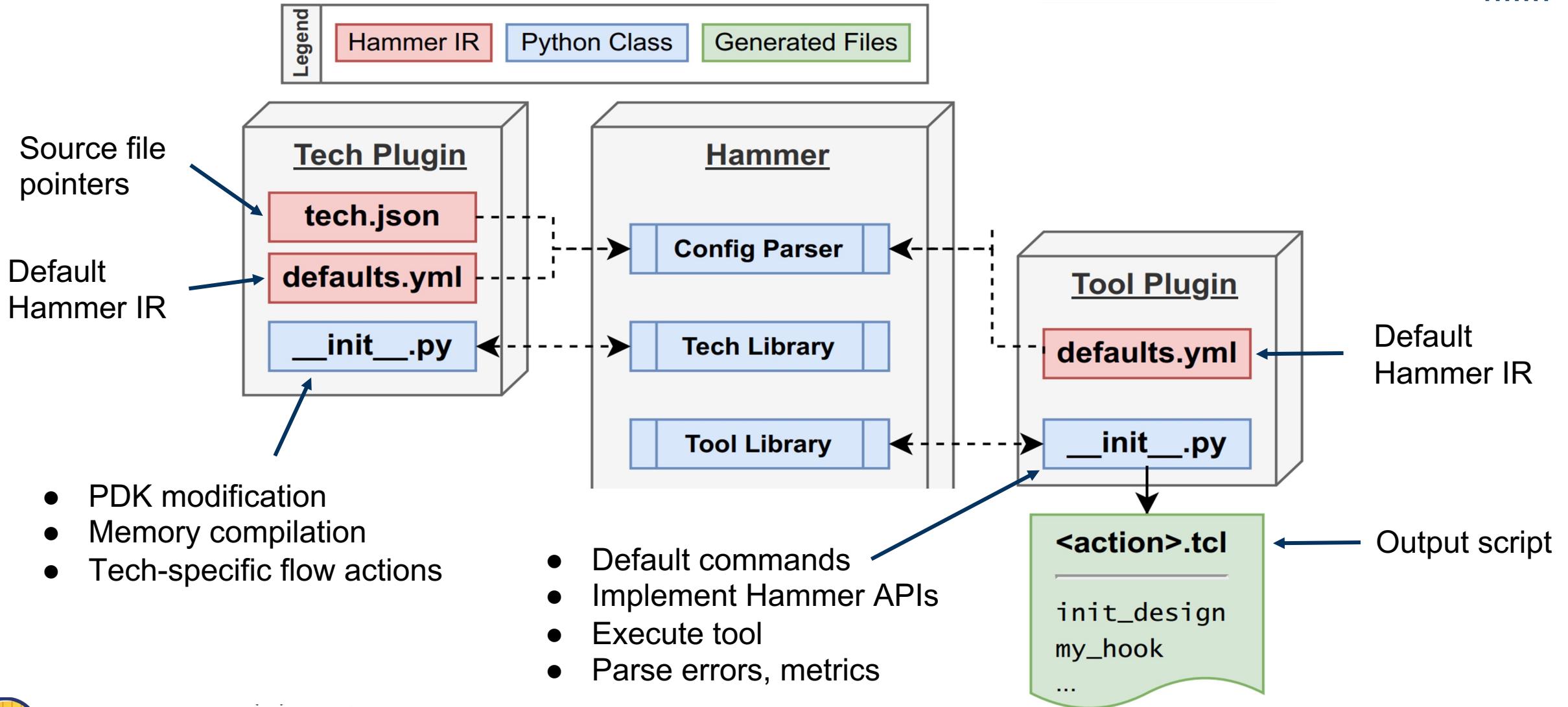
design.yml

```
vlsi.inputs:  
power_spec:  
clocks:
```

- Standard data interchange format
 - Constraints, options, intermediate files, etc.
 - YAML for humans, JSON for programs (annotation format)
 - **De-embeds designer intent and expertise from Tcl scripts**
- IR Metaprogramming
 - Modify any IR key with traceable history, type- and validity-checking
 - **Mechanism for partitioning and customizing design intent**



Tool and Tech Plugins



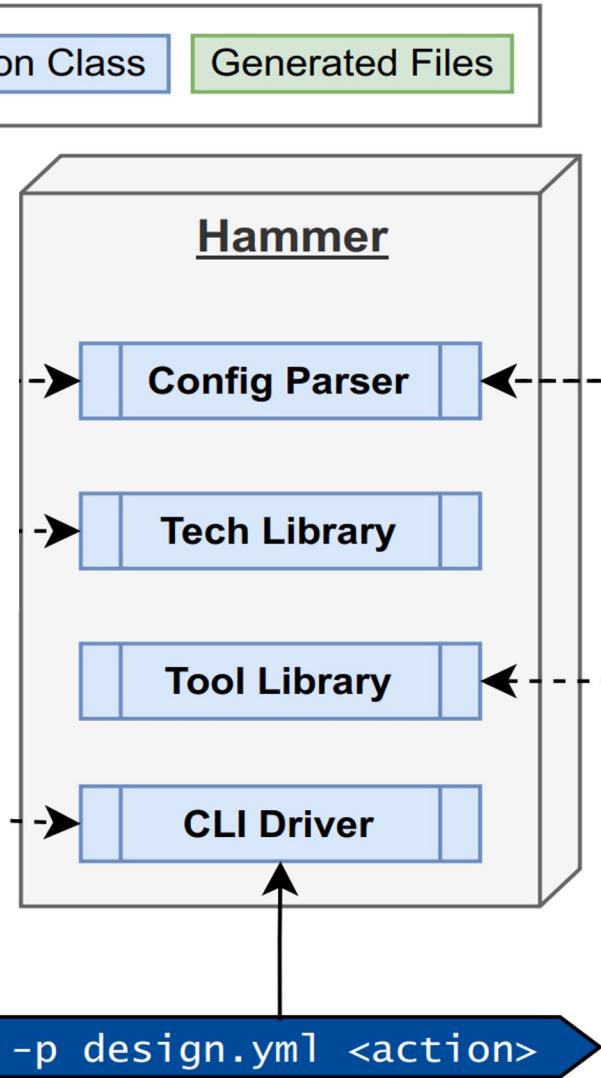


Hooks and Drivers

Hooks = customization

- Replace, modify, insert flow steps (inject Tcl)
- Written by designer or supplied by tech plugin

```
design-vlsi
-----
def my_hook(
    x:HammerTool):
```



Hammer Driver

- Parses all IR, hooks
- Auto-generates hierarchical flow graph as Makefile
- Easy-to-use CLI

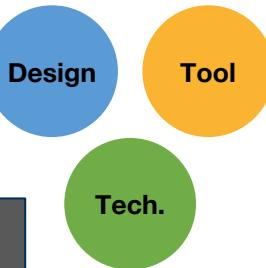




Hammer IR + Plugins

- Hammer IR (intermediate representation) codifies design information in JSON/YAML
- “Namespaces” = categories of attributes (e.g. `vlsi.core`)
- Metaprogramming
 - Modify attributes with additional Hammer IR snippets
 - Great for overriding tech- and tool-default settings
- Tool and technology plugins translate IR to Tcl scripts
 - Implement Hammer APIs
 - Include default settings, flow steps, and helper methods
 - Interchangeable = reusable!

Separated
Concerns



```
# Specify clock signals
vlsi.inputsCLOCKS: [
    {name: "clock", period: "1ns", uncertainty: "0.1ns"}
]
# Generate Make include to aid in flow
vlsi.core.build_system: make
# Pin placement constraints
vlsi.inputs.pin_mode: generated
vlsi.inputs.pin.generate_mode: semi_auto
vlsi.inputs.pin.assignments: [
    {pins: "*", layers: ["M5", "M7"], side: "bottom"}
]
```



Goals



- Hammer at 10,000 feet
- Fixing traditional VLSI flows: One size doesn't fit all
- Overview of Hammer's abstractions
- Hammer example



Power Straps Example

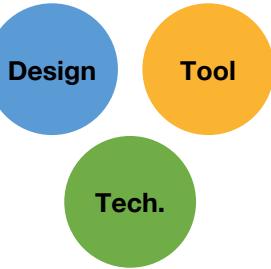


- To specify power straps, need to know:

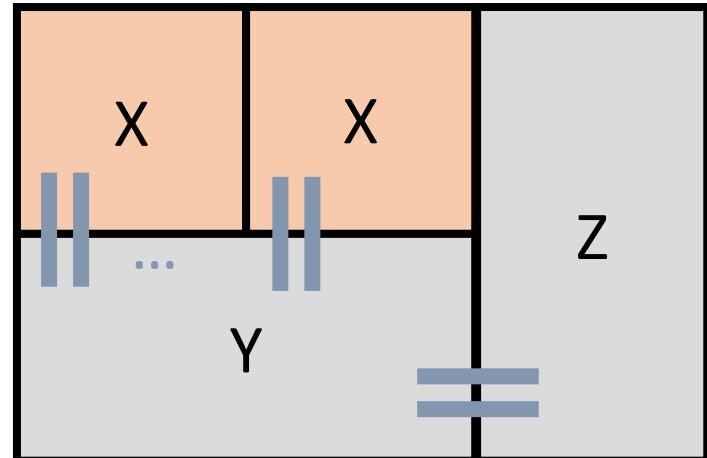
- DRC rules
- Target power dissipation
- IR drop spec
- Domain areas

```
set some_proprietary_option M1
set some_other_proprietary_option M3
create_power_stripes -nets {VSS VDD} -layer M2 -direction vertical \
-via_start M1 -via_stop M3 -group_pitch 43.200 -spacing 0.216 -width 0.936 \
-area [get_bbox -of ModuleABC] \
-start [expr [lindex [lindex [get_bbox -of ModuleABC] 0] 0] + 1.234]
```

Separated
Concerns



- Hierarchical also adds physical constraints:
 - Tiled modules require pitch-matching
 - Easy to make mistakes when reworking

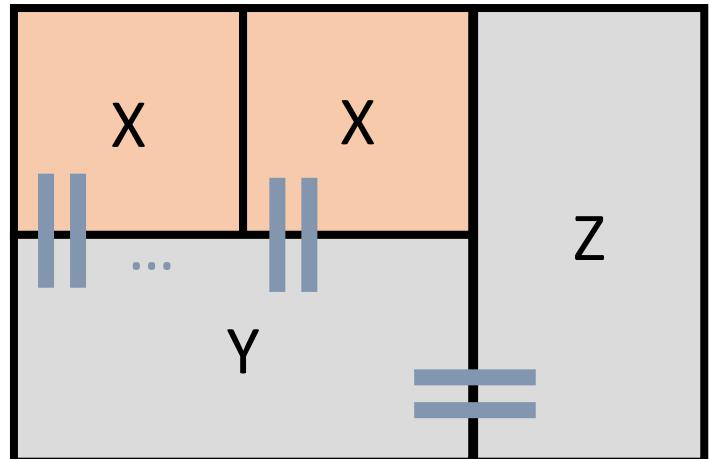
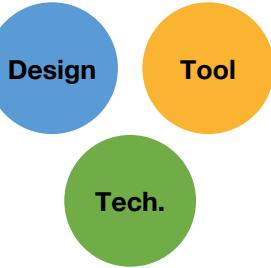


Power Straps Example



- Don't make the designer do math!
 - Codify design process in tech- and tool-agnostic code
- Method:
 - Determine valid pitches for hierarchical design
 - Automatically calculate offsets for hierarchical blocks
 - Generate layout-optimal, DRC clean straps
 - Specify intent at a higher-level than length units
- Example: Using “By tracks” specification

Separated
Concerns



Goals



- Hammer at 10,000 feet
- Fixing traditional VLSI flows: One size doesn't fit all
- Overview of Hammer's abstractions
- Hammer community development





Everyone can use Hammer

How: provide sensible defaults with methods to override

Sensible default	Override method
A default set of flow steps for every action (syn, par, etc.)	Hooks - inject your own steps anywhere
Auto-generated timing (SDC) & power (CPF) constraints	Use your own custom SDC and CPF files
Auto-generated power meshes from high-level parameters	Use foundry-provided or your own mesh generator
Auto-generated Makefile implementing flow graph	Running Hammer via command line, custom Makefiles

Result: gets you 80-90% of the way there out of the box

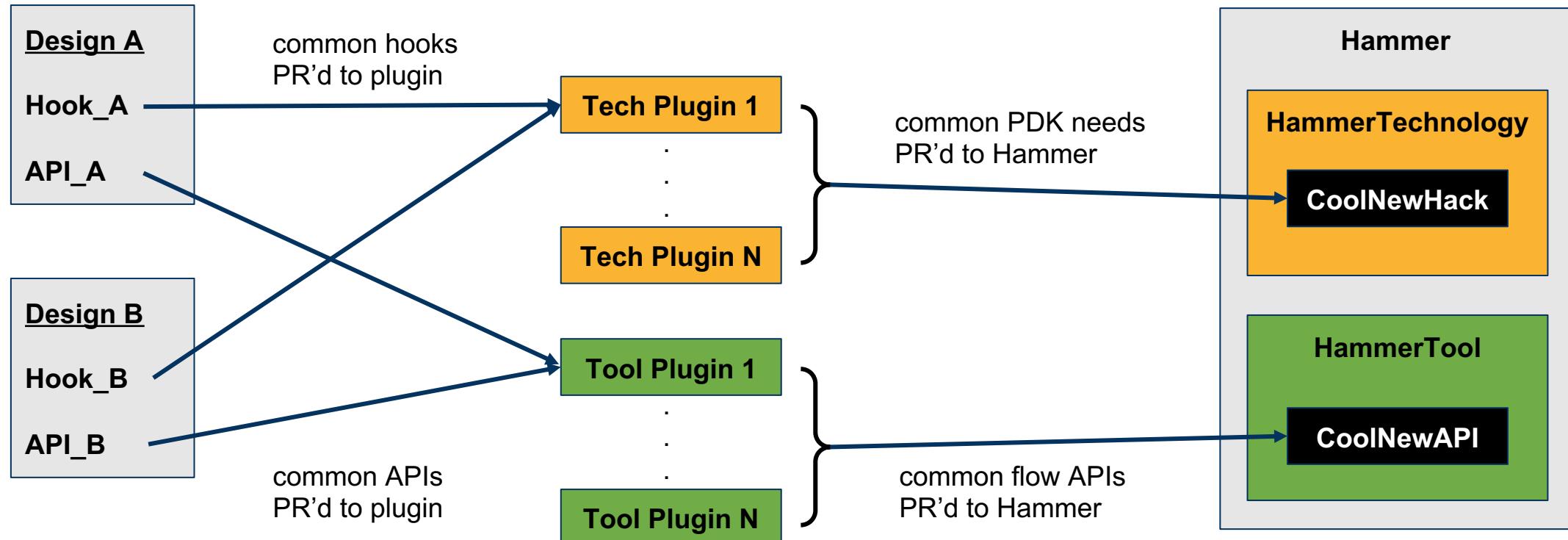
- Easily learn the VLSI flow, get early design feedback
- [Chipyard examples](#) with ASAP7, Sky130



Everyone can contribute to Hammer



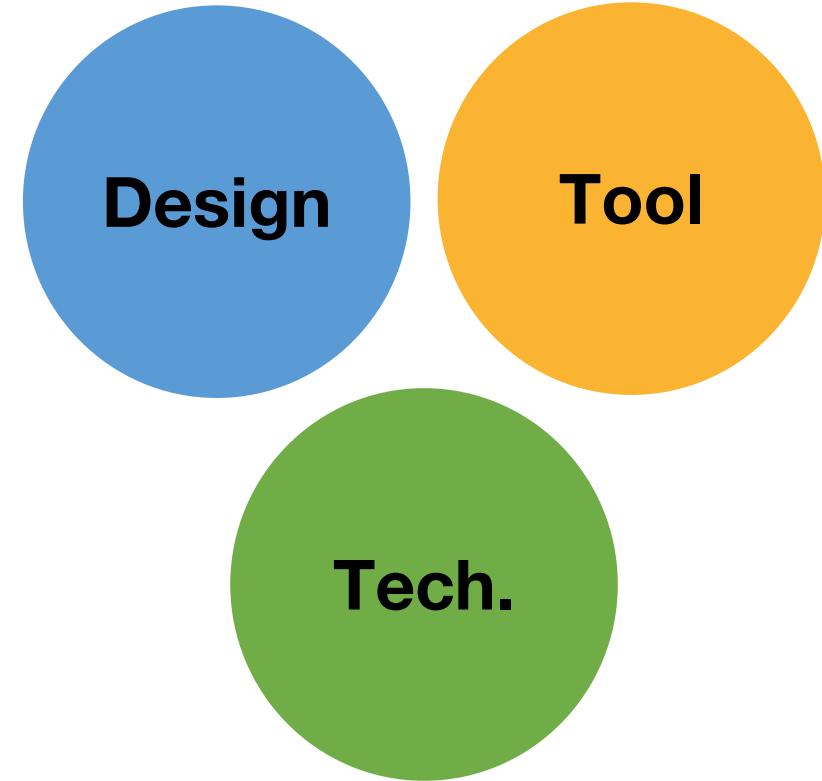
Modular design + override features = community contributions





Summary

- Physical design is hard—there are good reasons why most people try to avoid it.
 - Chips are growing in complexity
 - Un-natural evolution of the EDA/PDK stack
- Hammer helps separate design, tool, and technology concerns
 - Enables re-use
 - Enables advanced abstractions and generators
- Easy power and area evaluation
 - Using Hammer, open source PDK, commercial EDA





Future of Hammer

- More tool integration: metrics parsing, constraints feedback
- Aspect-Oriented Chisel Floorplanning
 - Higher-level abstractions
 - Hierarchical partitioning, power strap/pin alignment
 - BAG IP collateral generation/integration
 - Reconfiguring Chisel designs based on physical design feedback
 - e.g. change clock constraints based on timing metrics
- Abutment/partition-based hierarchical flow
- True multi-clock & power domain (for DVFS, etc.)
- Dev work is cyclical -> typically happens alongside tapeouts
 - Lots of ideas, help always wanted



Learn More



- Github: <https://github.com/ucb-bar/hammer/>
- Documentation: <https://hammer-vlsi.readthedocs.io/>
- Chipyard-specific documentation:
<https://chipyard.readthedocs.io/en/latest/VLSI/index.html>
- User mailing list: hammer-users@googlegroups.com
- Plugin access requests: hammer-plugins-access@lists.berkeley.edu
 - [Cadence](#), [Synopsys](#), and [Mentor](#)
- UCB Digital Design labs: https://github.com/EECS150/asic_labs_sp22
 - full lab releases coming soon!

