

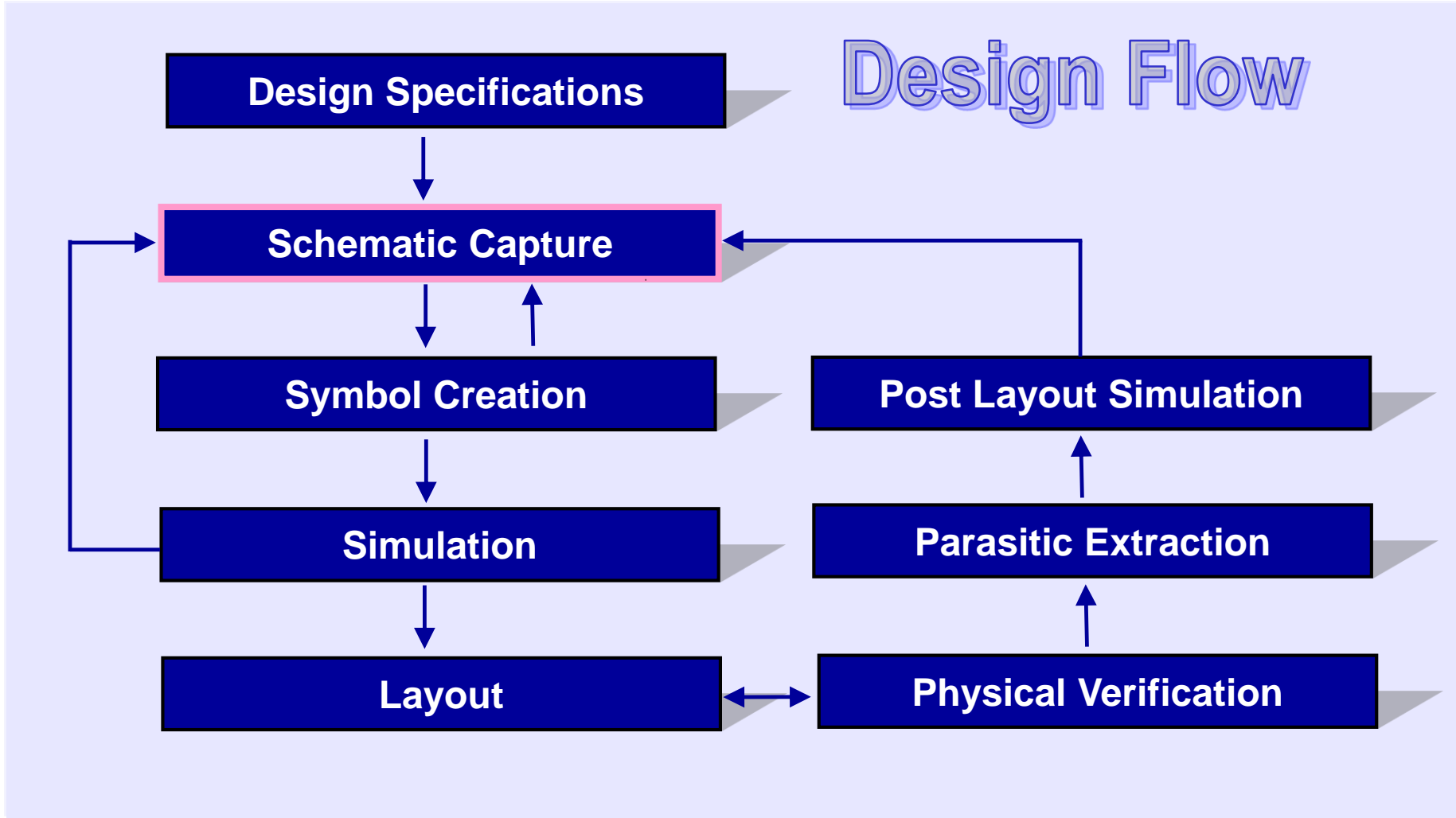
# Custom Compiler

Schematic Editor (SE)

Advanced Schematic Editing

O-2018.09

# Full Custom Compiler Flow



# Unit Objectives

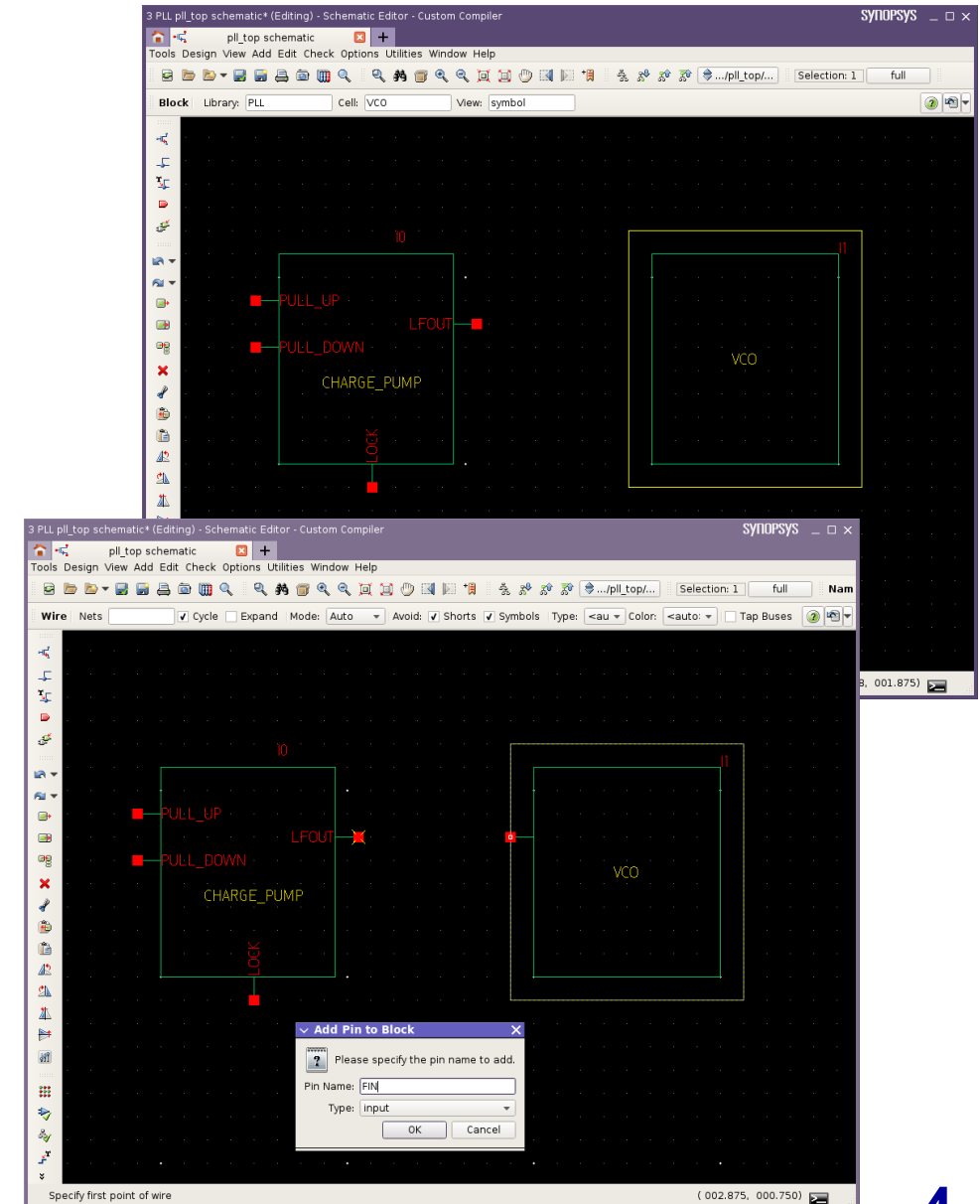


## ■ After completing this unit, you should be able to:

- Create block
- Use bus tapping
- Rename Instances
- Align schematic objects
- Route multiple pins
- Automatically create wire stubs
- Chop wires
- Pick and Magnify
- Create table
- Insert images
- Create Multi-Sheet design
- Use Schematic Object Filter assistant
- Filter Simulation Parameters

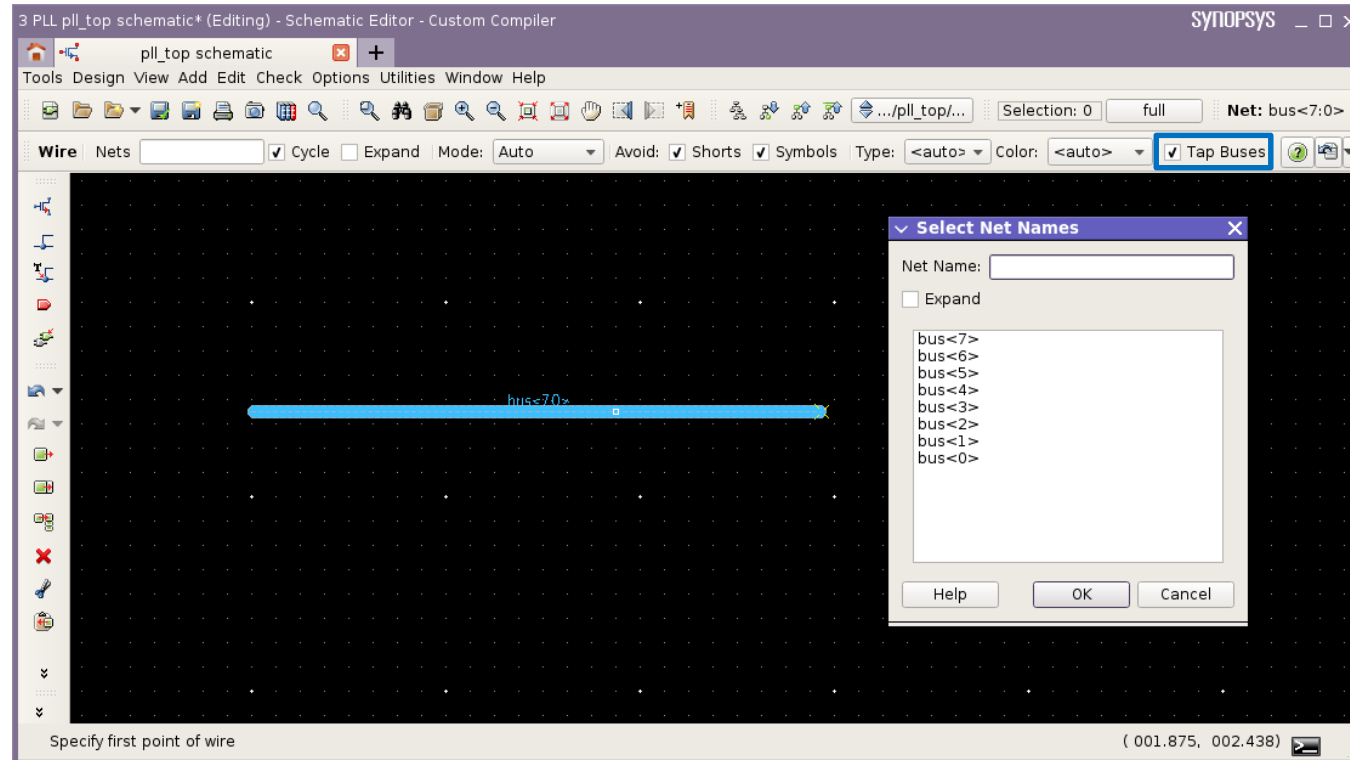
# Block Creation

- Supports top-down design methodology
- Allows to create symbols in place
- Use model
  - Invoke the command (Add > Block)
  - Specify LCV
  - Draw the shape for the symbol
  - Add Pins
    - ◆ Invoke the Wiring command
    - ◆ Click on the boundary of the symbol shape
    - ◆ Specify the pin name and type
    - ◆ Click OK



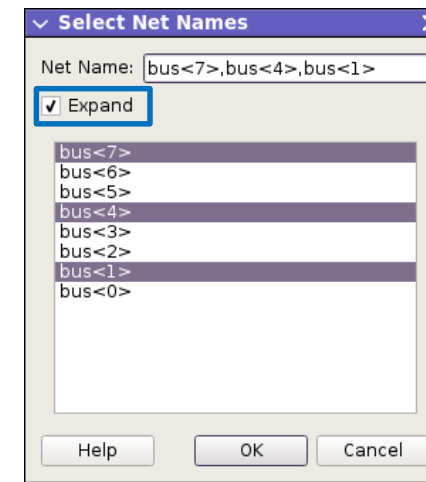
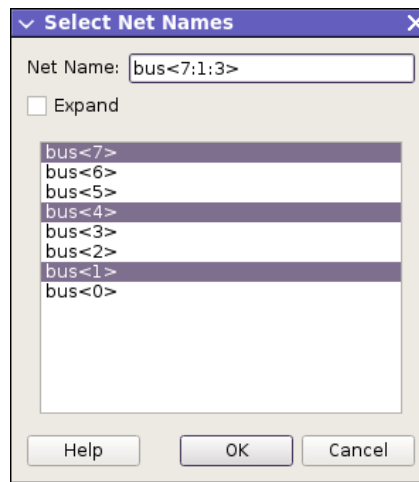
# Bus Tapping

- Allows to select single and multiple bits from the bus or bundle
- Available from the wiring command



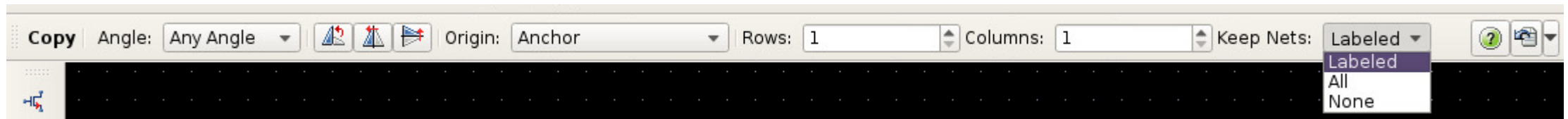
# Bus Tapping

- Tapping multiple bits from the bus results in new bus/bundle
- **Example:** Tapping bus bits: *bus<1> bus<4> bus<7>*
  - Expand Option: OFF
    - ◆ Results in bus<7:1:3>, meaning every 3 bits till 7th bit
  - Expand Option: ON
    - ◆ Results in bus bus<7>,bus<4>,bus<1>



# Net Name Propagation on Copy

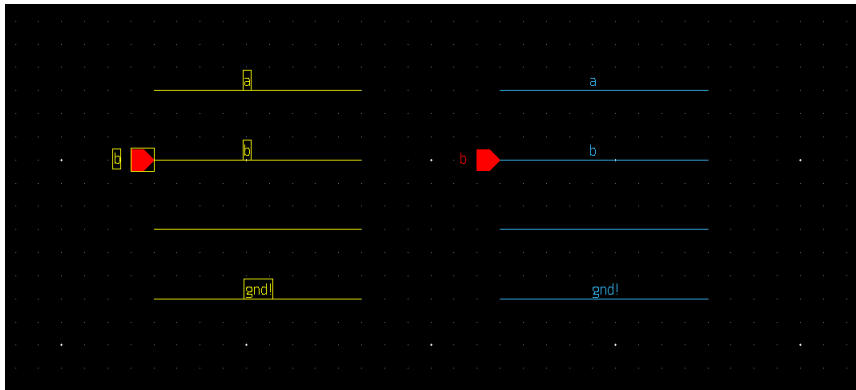
- **Keep nets option allows to select what the final net should be assigned to copied wire segments**



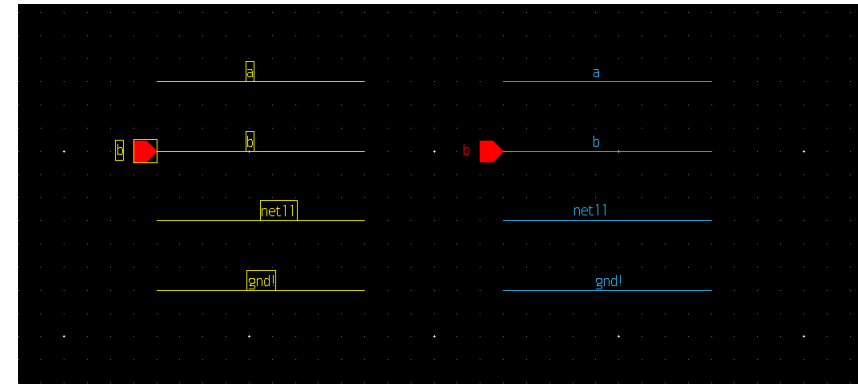
- Labeled - copy all attached wire labels of selected wire segments
  - All - create wire labels for unlabeled nets to keep final nets of all copied segments the same as their sources
  - None - prevent copy command from creating wire label objects of copied segments. This option doesn't affect on selected segments labeled as global
- **Logic is applied to wire labels regardless if they are selected or not**

# Net Name Propagation on Copy

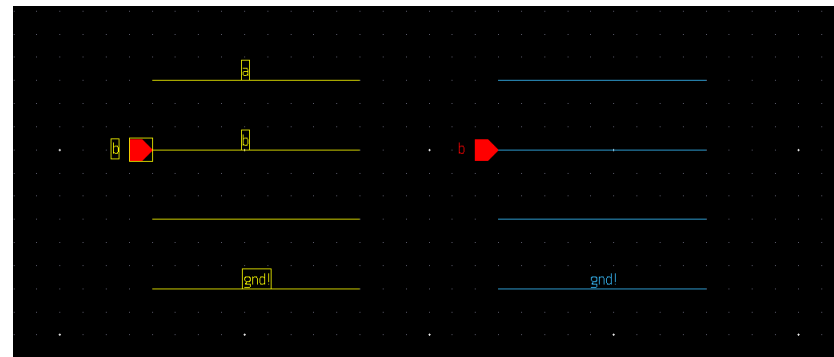
## Keep nets - Labeled



## Keep nets - All



## Keep nets - None

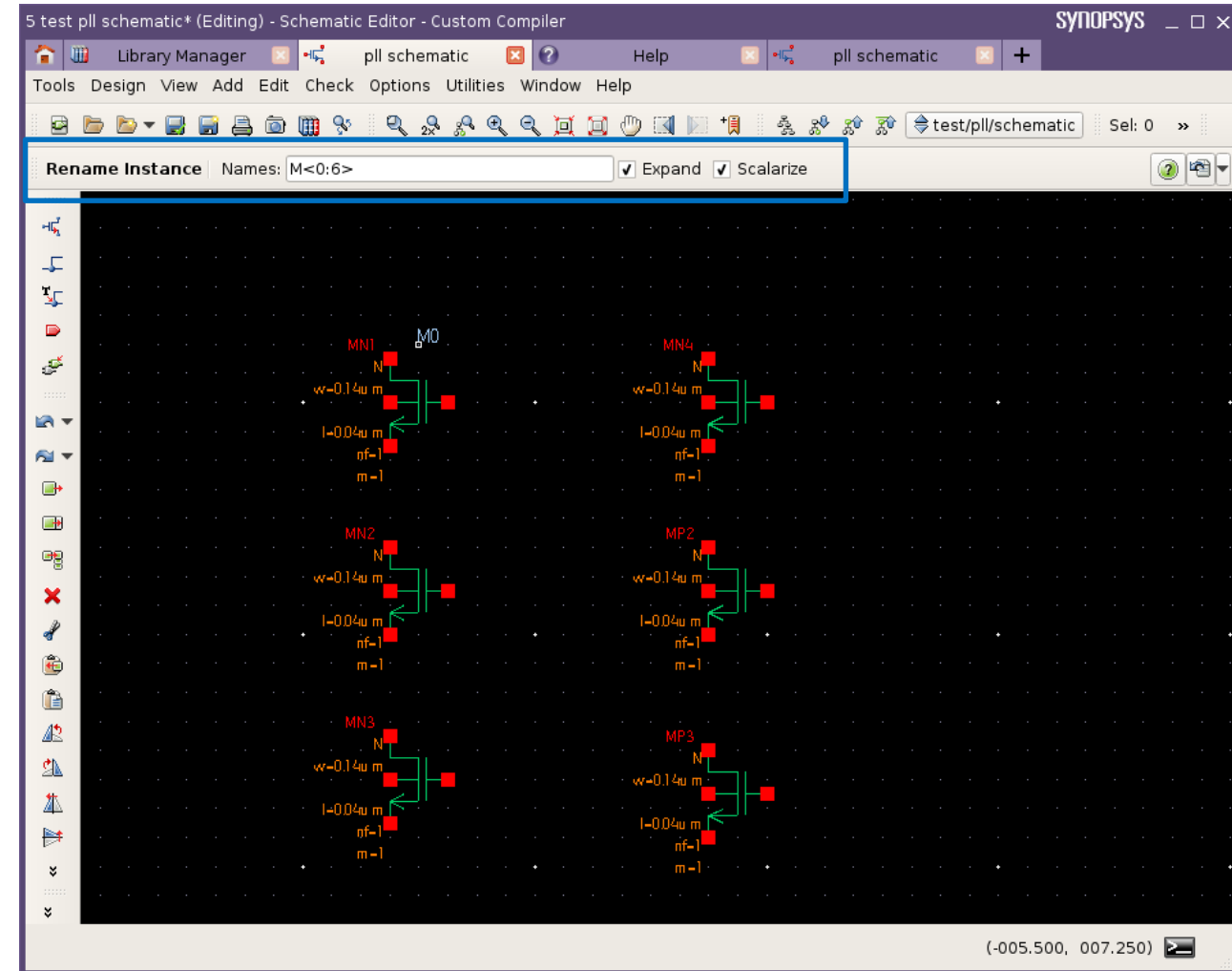




# Rename Instances

## ■ Choose Edit > Rename Instance

- Specify the options
  - ◆ Expand: If the Names field contains a non-scalar name (for example, vectors like A<0:10> or bundles like "X,Y"), the names splits into bits before using.
  - ◆ Scalarize: Makes the vector bit names scalar by removing the brackets
- Hover over the instance and click the rename
- Press Esc to end the command



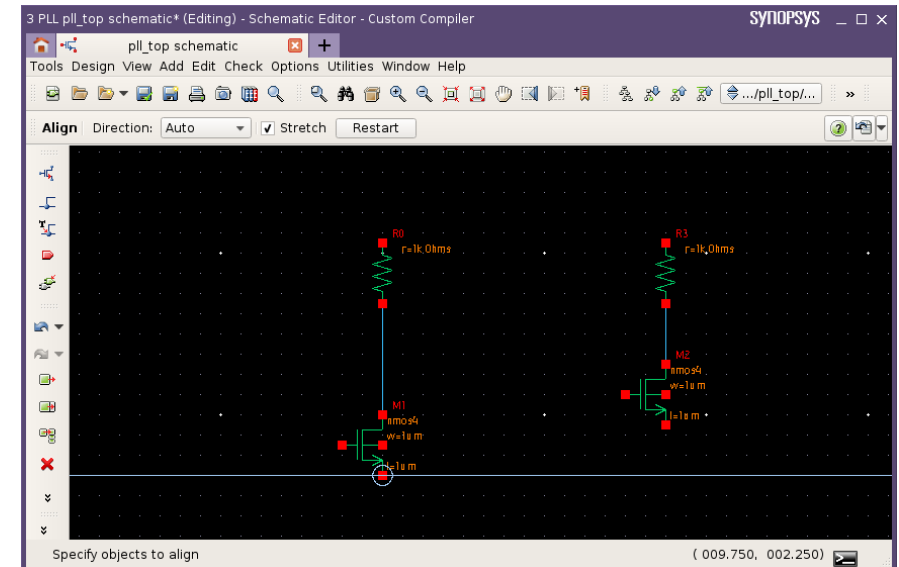
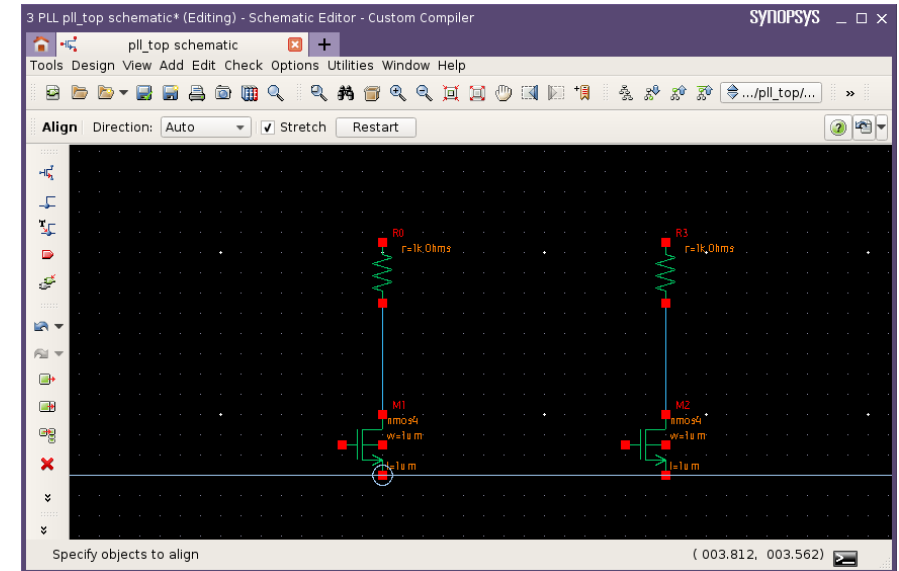
# Schematic Objects Alignment

- Improves the readability of the schematic
- Simplifies routing between aligned pins and instances
- Supports alignment direction:
  - vertical
  - horizontal
  - auto
- Align schematic objects by instance origins
- Preserve connectivity during alignment
- Supports "Restart" option to continue the alignment from the start

# Schematic Objects Alignment

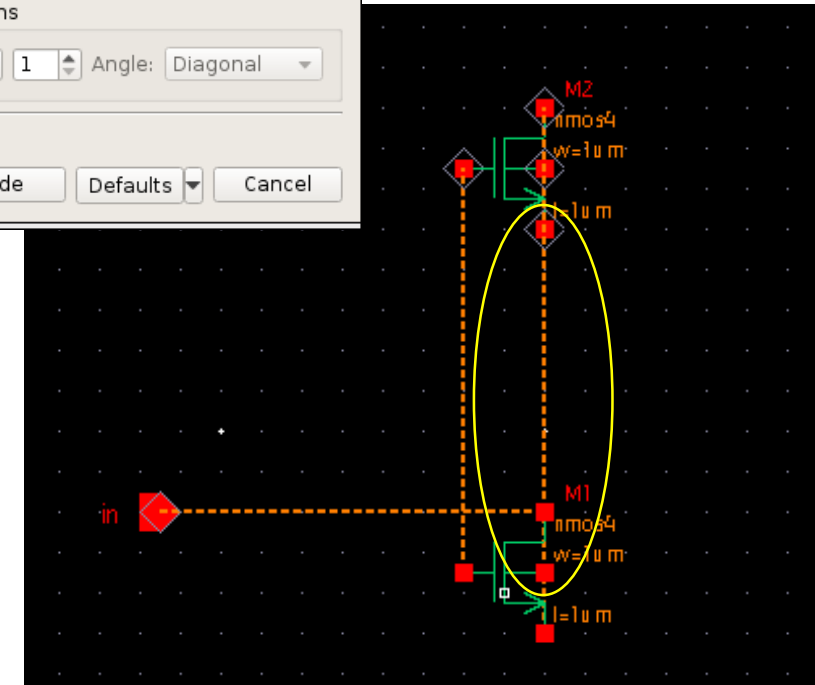
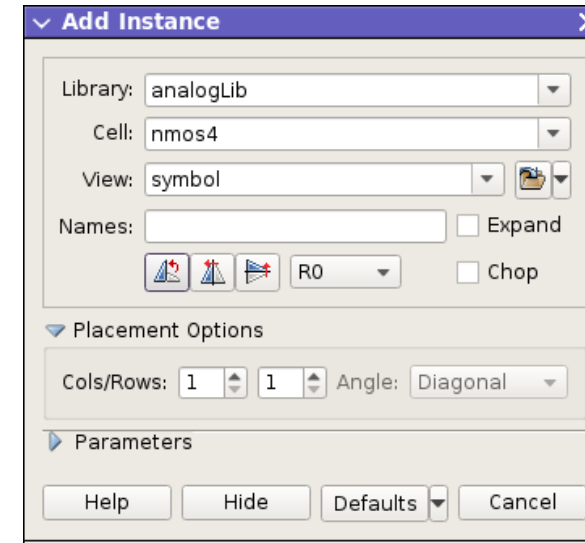
## ■ Use model:

- Invoke the command (Edit > Align)
- Specify alignment direction
- Click to specify source object
- Click again to specify target object
  - ◆ Once target object is specified, it will be aligned with source object



# Schematic Objects Alignment Aids

- Displays alignment lines between instance terminals and pins during instance placement
- Enables correct placement of new instances and pins
  - No need to align instances and pins location later
- Use the ALT+A bindkey to toggle this feature on or off



# River Routing

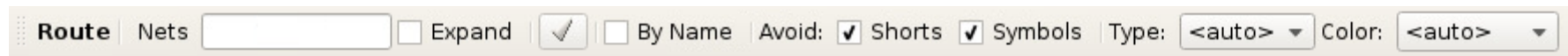
## ■ Creates

- Parallel routing
- One to many routing
- Many to one routing

## ■ Routes multiple pins at once

## ■ Routing Supports:

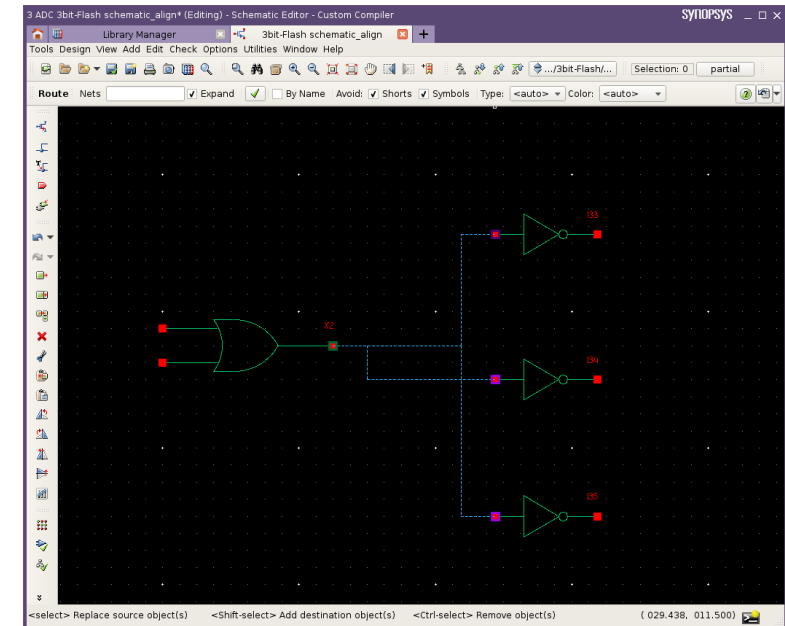
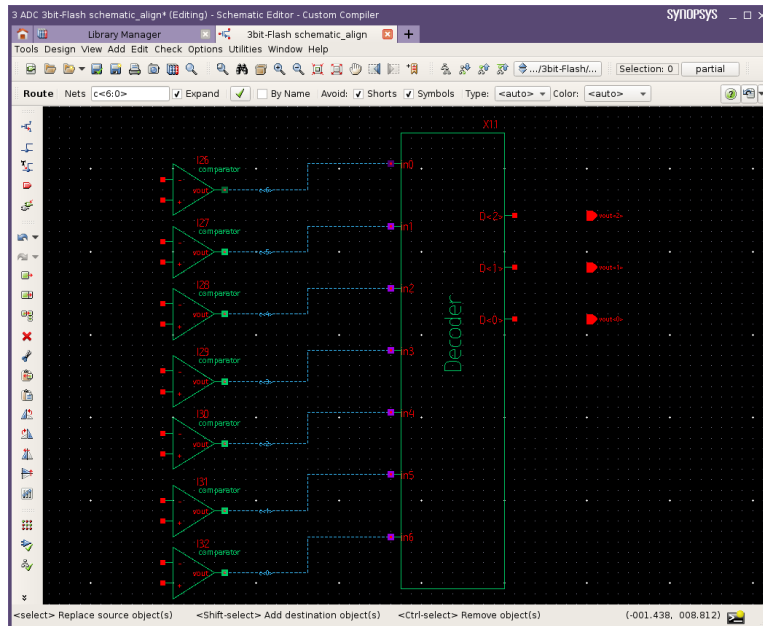
- Connection by name
- Avoid Shorts
- Avoid Symbols



# River Routing

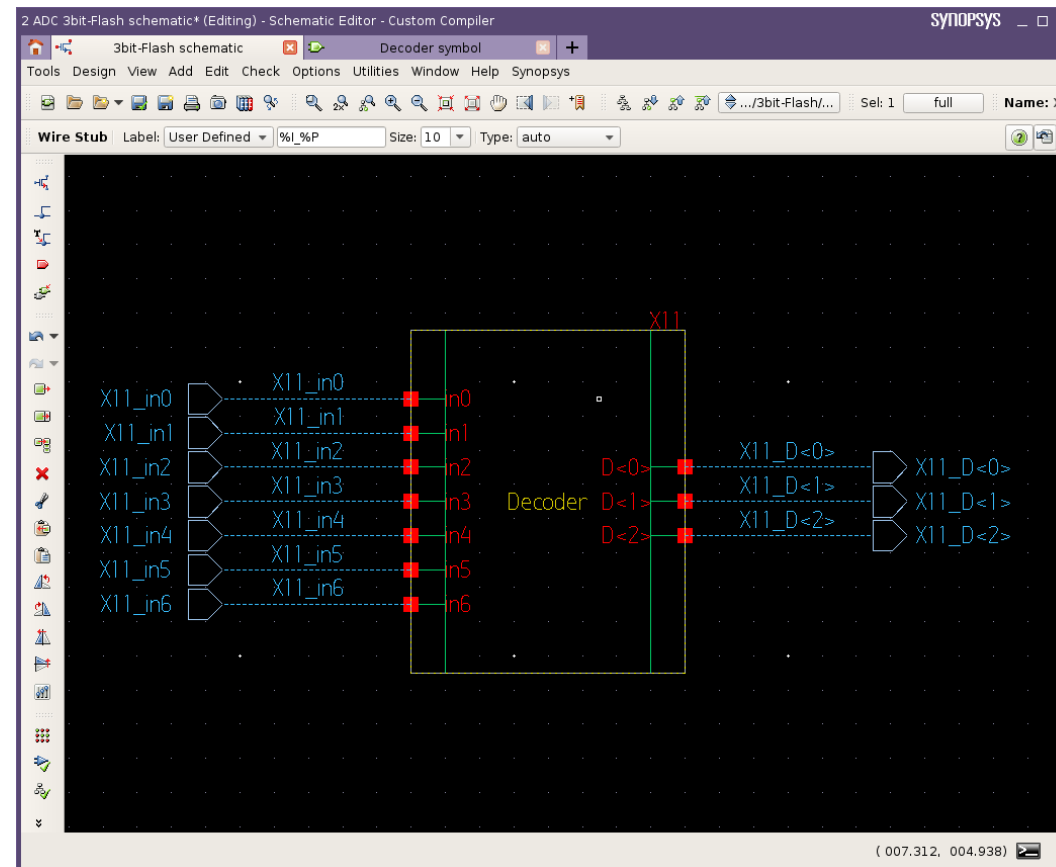
## ■ Use model:

- Invoke the command (Add > Route)
- Select source pin/pins to route from
- Select destination pin/pins to route to
- Commit the routing



# Automatic Stub Creation

- Speeds up the routing process
- Creates wire stubs on the instance terminals



# Automatic Stub Creation

## ■ Label Creation

- None – wire stubs are auto named
- Pin Name - labels with the name of the pins are created
- User Defined – supports parameterized names with predefined variables
  - %I – substituted by instance name
  - %P – substituted by pin name

## ■ Stub Size

- Auto - Adjust wire stub length according to the wire label length
- Wire stub length in grids

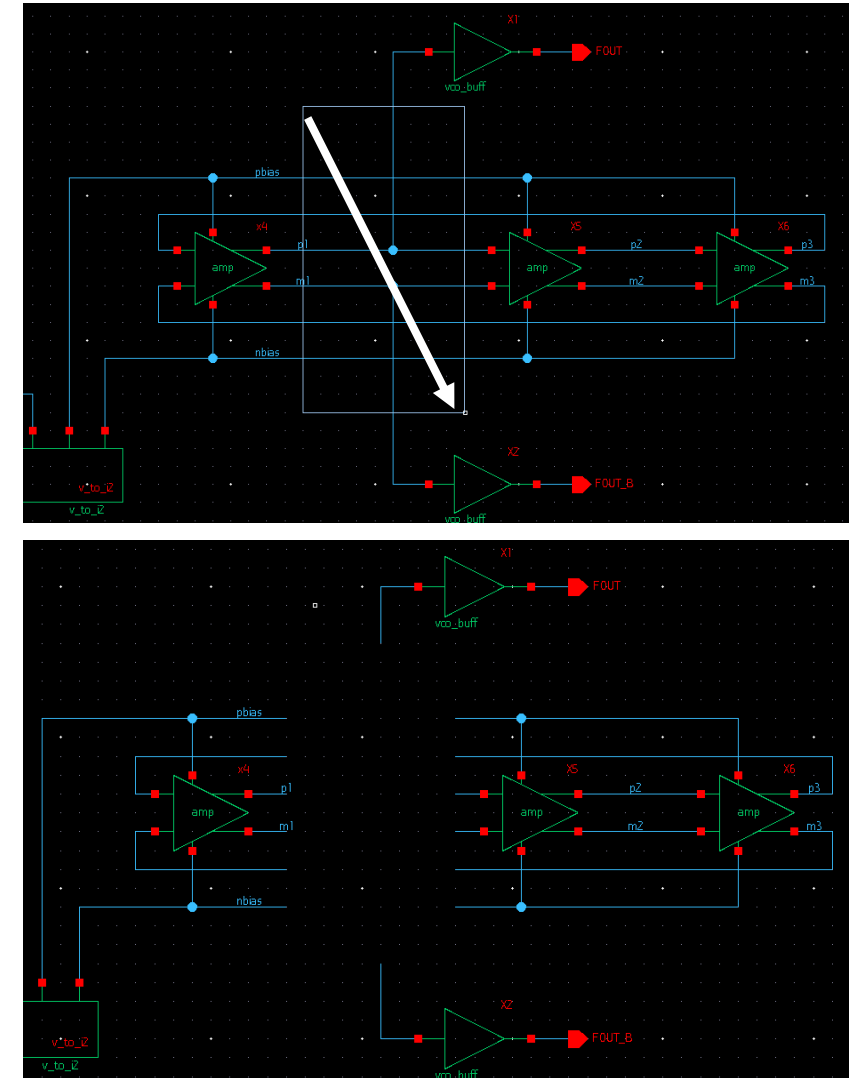
## ■ Type

- Connect wire stub to no connection symbol
  - ◆ Prevents "Floating Instance Pins" connectivity rule violation
- auto, input, output, inputOutput
  - ◆ Create pin and attach to wire stub
  - ◆ auto - adds pins according to pin direction defined in instance master



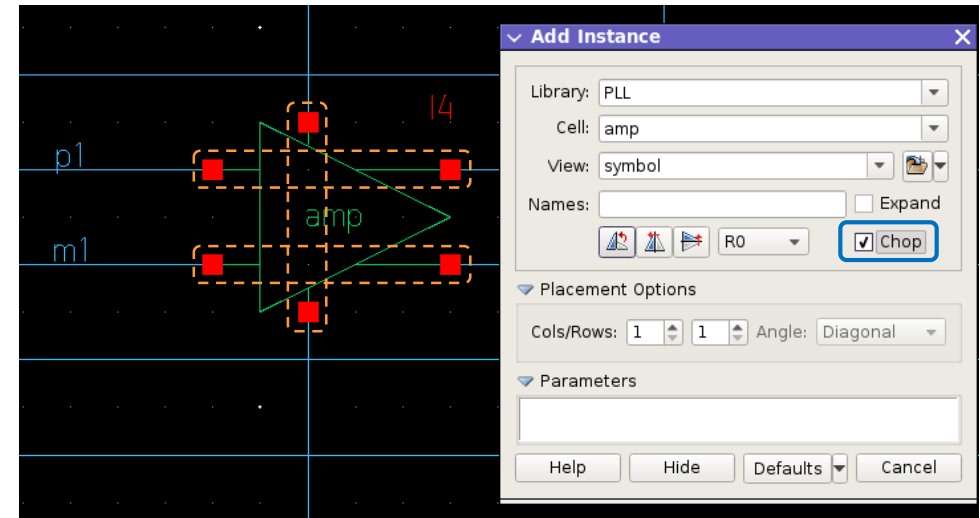
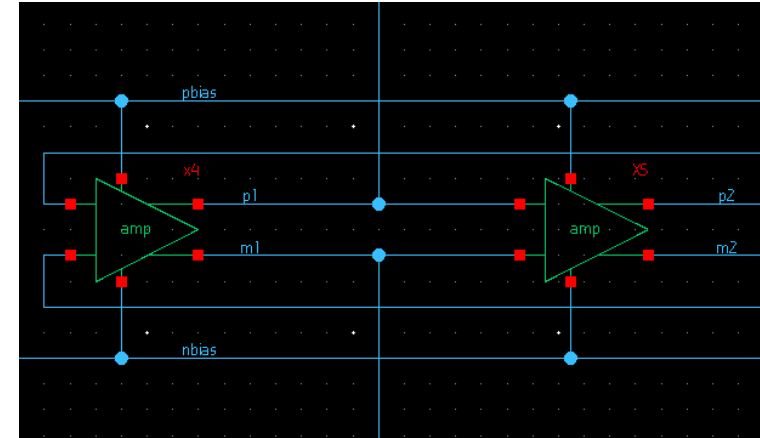
# Chop Wires

- **Ability to delete all wiring objects in the specified area from design**
- **Use Model:**
  - Choose Edit > Chop Wires
  - Click and drag to select the area
  - Second click to end the selection and chop the wiring objects
- **Wire segments/Net name labels located completely in the chopping area are deleted**
- **Wire segments located partially in the chopping area are cut at the point of intersection with area border**
- **Net name labels located partially in the chopping area are not deleted**
- **Instances, Pins, Notes, ... are ignored**



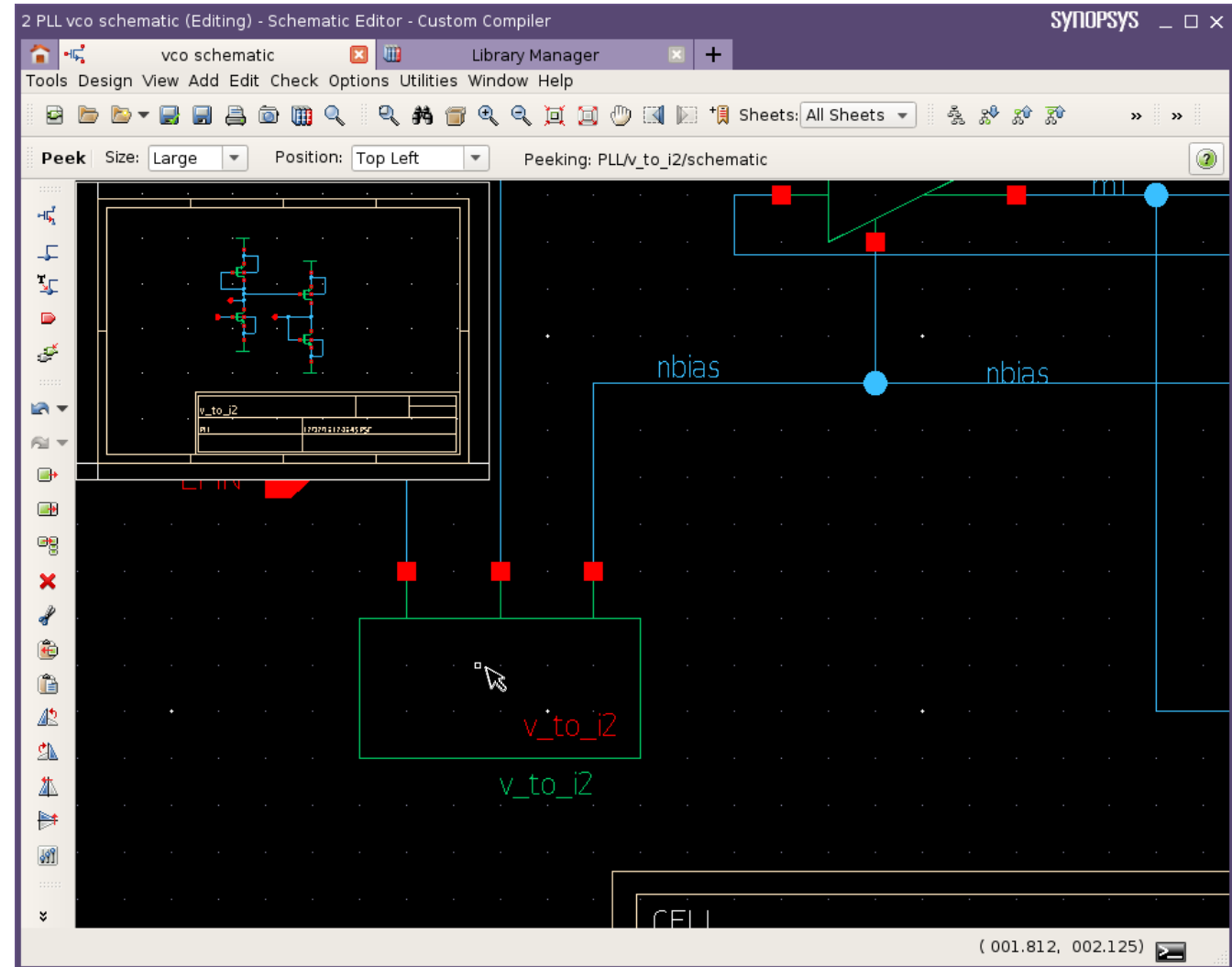
# Wires Auto Chopping in Instance Creation

- When “Chop” option is enabled in “Create Instance” dialog, creates a gap in the existing wire(s) and inserts the instance to this gap with one action
- After the instance is added (that is, after the instance pins are already connected to the wire ends), the shorting wires are chopped under the instance area
  - Only the wire segments of nets that are connected to more than one pin of this instance are affected.



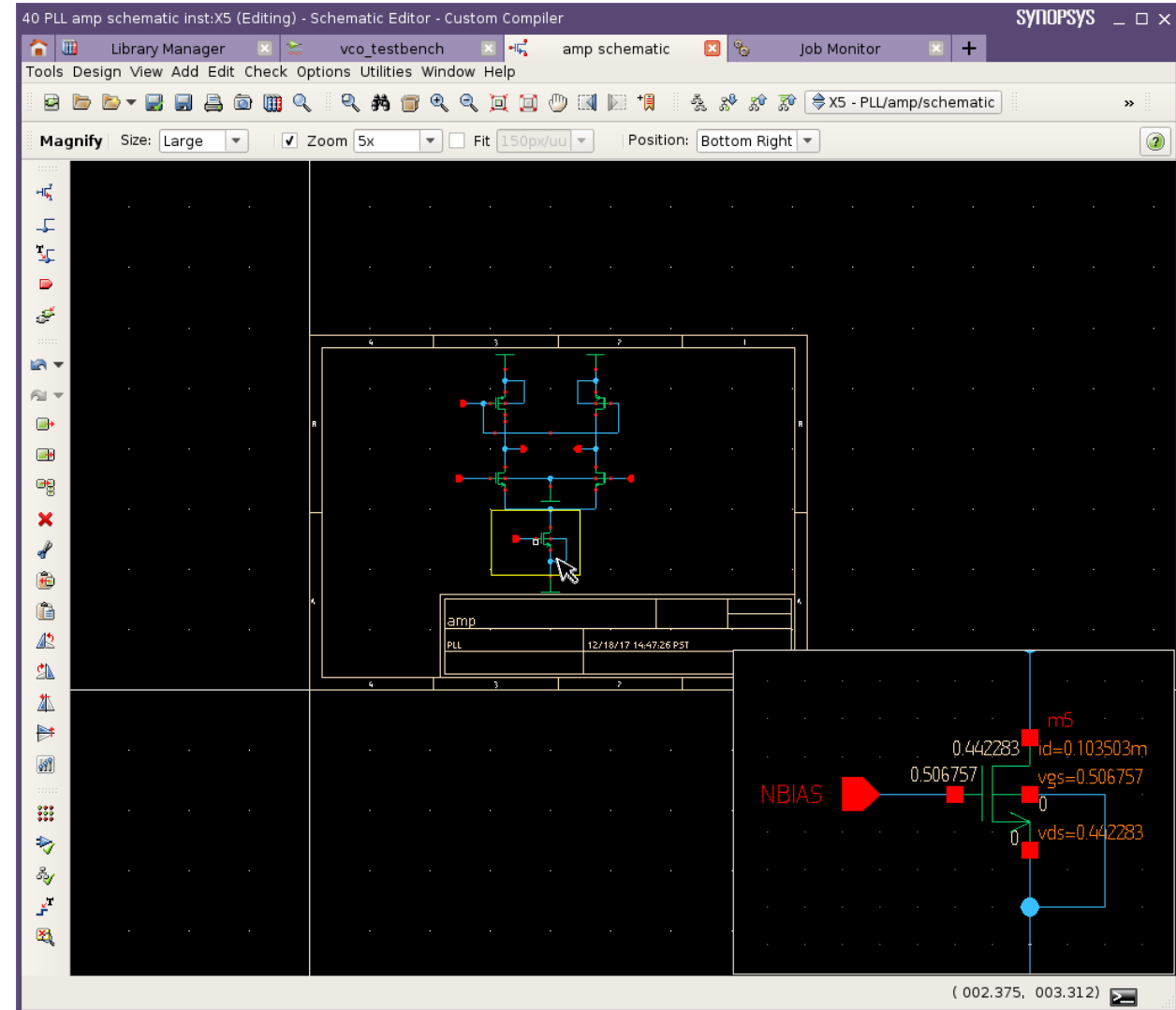
# Peek Command (Visual Descend)

- **Peek enables visual “Descend” without descending**
  - When the mouse is over an instance the next level down is displayed in dynamic window
- **Invoke the command using View > Peek**
- **Eliminates unneeded navigation**
- **Specify size and position of a window used to peek hovered instance**
- **View heat map annotations inside peek window**



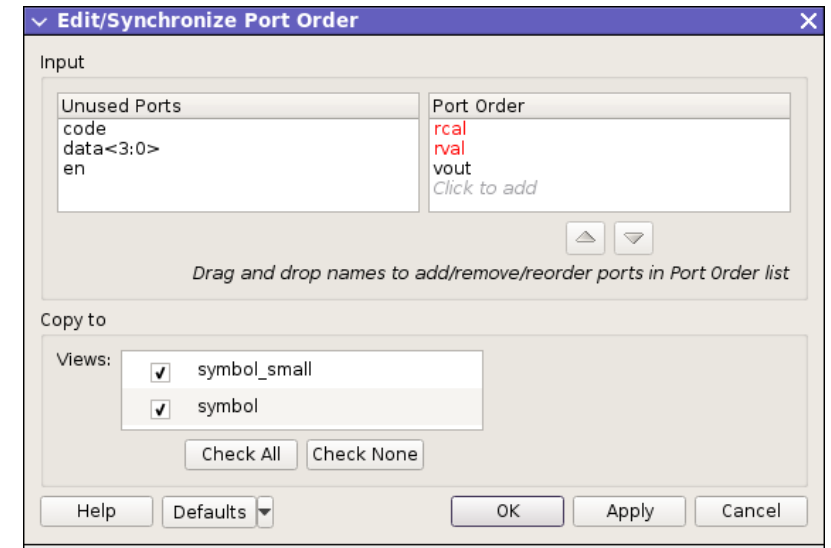
# Magnify Command

- **Magnify specific area in the design without zoom in/out commands**
- **Prevents unneeded zoom actions**
  - Observe annotated OP Point or node voltage values
  - Checking parameter values
- **Invoke the command using View > Magnify**



# Edit / Synchronize Port Order Dialog

- Cleans up obsolete ports from portOrder property
- Maintains consistent port ordering across different views
- GUI can be invoked from Schematic Editor, using Edit > Port Order Edit/Synchronize
- Supports:
  - Drag-and-drop operation
  - Add operation
  - Control ordering
  - Obsolete port highlighting



# Table Creation

- Improves the readability of the annotation data
  - Invoke the command using Add > Table

The screenshot shows the 'Add Table' dialog box with the following settings:

- Name:
- Title: Lookup Table
- Format Table:
  - Cell size: ☒ Auto
  - Width:
  - Height:
  - Color:
  - Line Style:
- Text:
  - Height:
  - Justification:
  - Font:
  - Color:
  - ☐ Rotate First Row Text 90°
- Rows:  Columns:

Below the dialog box, a table visualization is shown with the following data:

	reset	set	en	q
0	0	x	x	
0	1	x	0	
1	0	x	1	
1	1	0	q	
1	1	1	d	

Annotations on the left side of the table include: reset, set, en, d, and q.

Annotations on the right side of the table include: Adjust cell sizes to the table content and Set font attributes.

# Table Editing

- Double click on cell label to edit cell value on canvas
- Double click on table or use “q” bindkey to invoke editing dialog
  - Change position of rows and columns
  - Add/delete rows and columns
  - Change table title and name
  - Update cell values
  - Change font and border attributes

**Edit Table**

Name: Table\_0 hide  
Title: Lookup Table topRight

**Format Table**

Cell size: ☐ Auto Width: 0.2125 Height: 0.200  
Color: orange Line Style: <default>

**Text**

Height: 0.0625 Justification: centerCenter  
Font: stick Color: <default>  
☐ Rotate First Row Text 90°

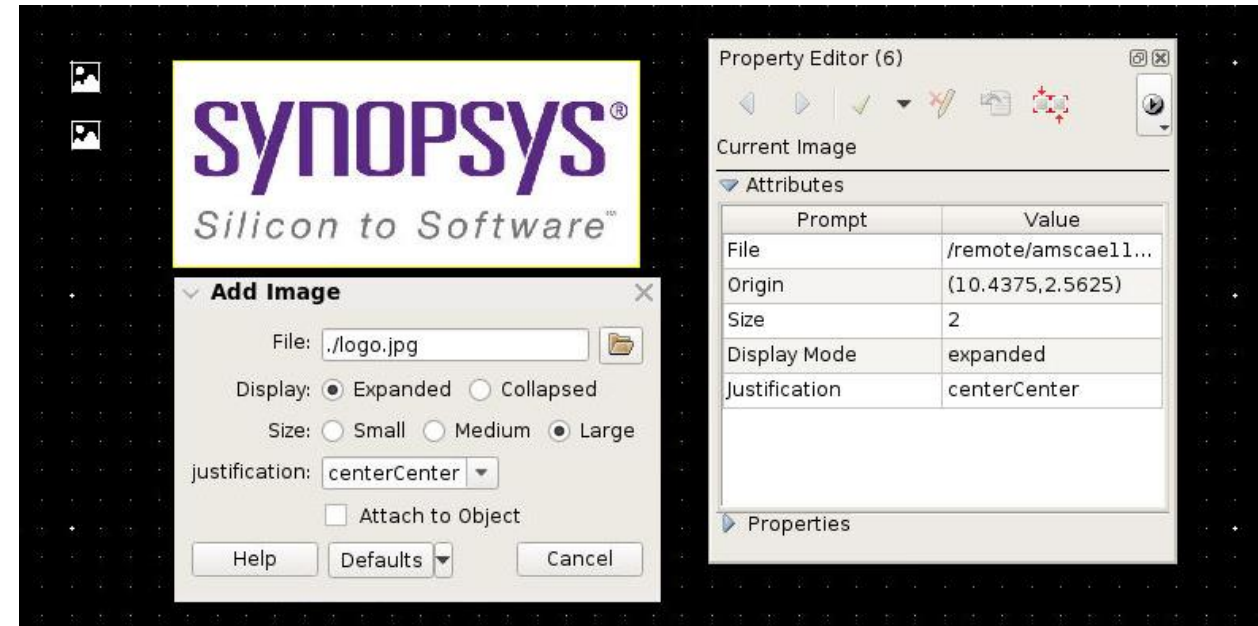
	1	2	3	4
1	reset	set	en	q
2	0	0	x	x
3	0	1	x	0
4	1	0	x	1
5	1	1	0	q
6	1	1	1	d

Help OK Apply Cancel

Manage rows and columns

# Insert Images in Schematic

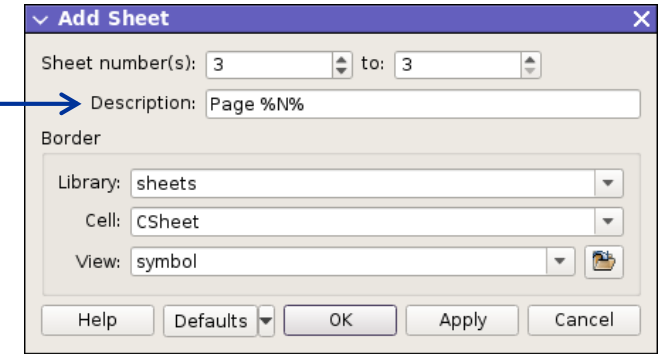
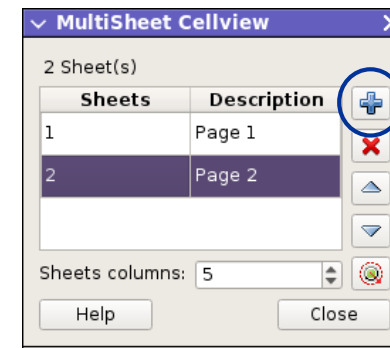
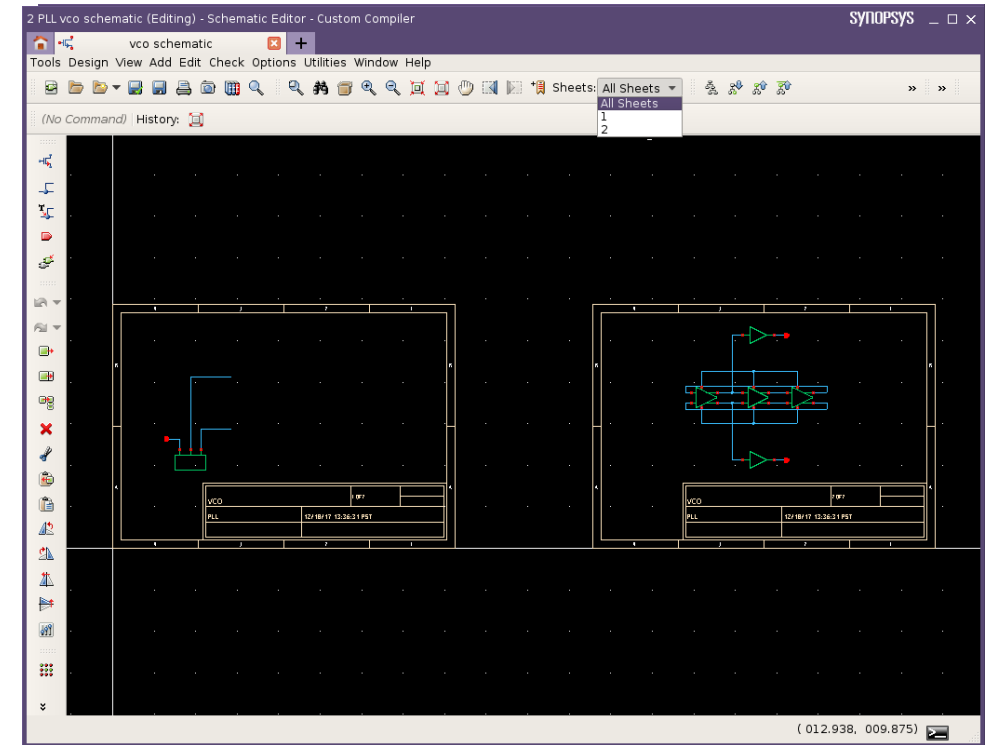
- Invoke the command using Add > Image
- Supported formats: BMP, GIF, PNG, JPG, JPEG, PBM, PGM, PPM, XBM, XPM
- Attach image to any figure (including other images)
- Two modes of images:
  - Expanded
  - Collapsed - show a small icon on canvas, which can be expanded
- Editing of image attributes can be done on the image Tcl object and Property Editor





# Multi-Sheet Schematic Cellview

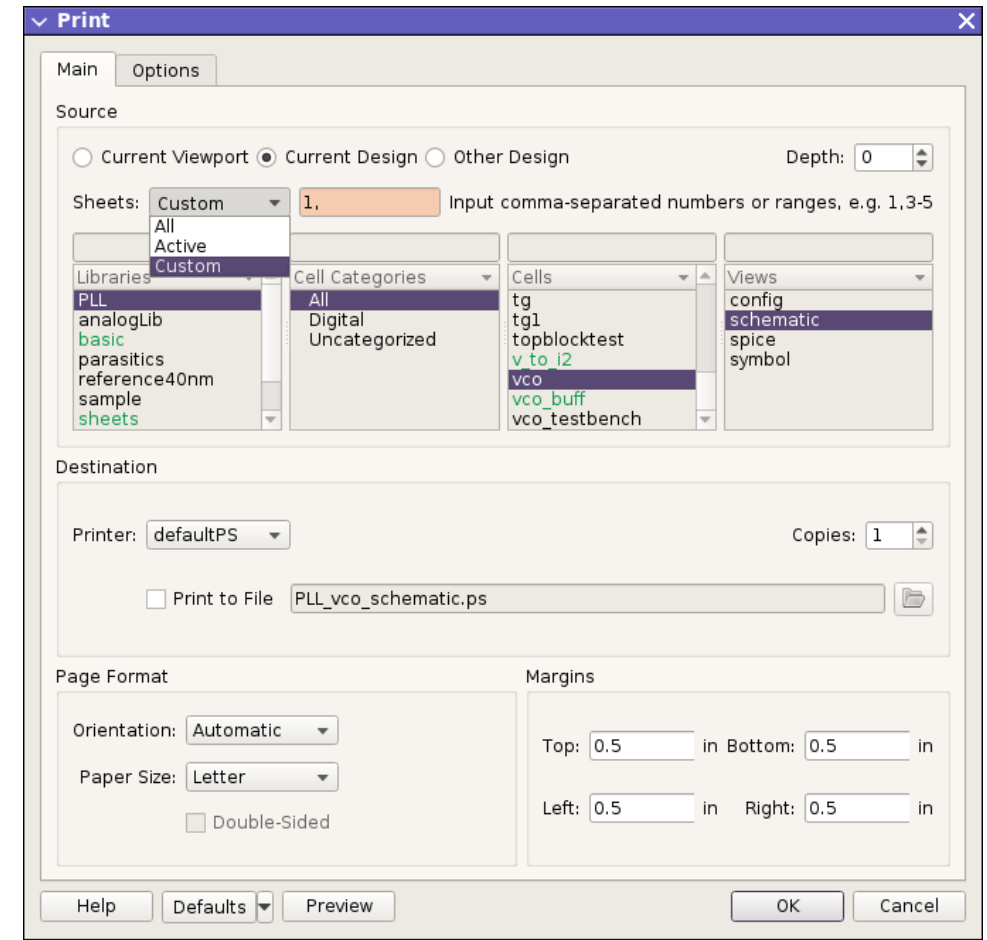
- Easy navigation between sheets
- MultiSheet Cellview dialog allows sheets to be
  - Added
  - Removed
  - Re-arranged
  - Resized
- Enable Mutli-Sheet
  - Add > Sheets



# Multi-Sheet Printing

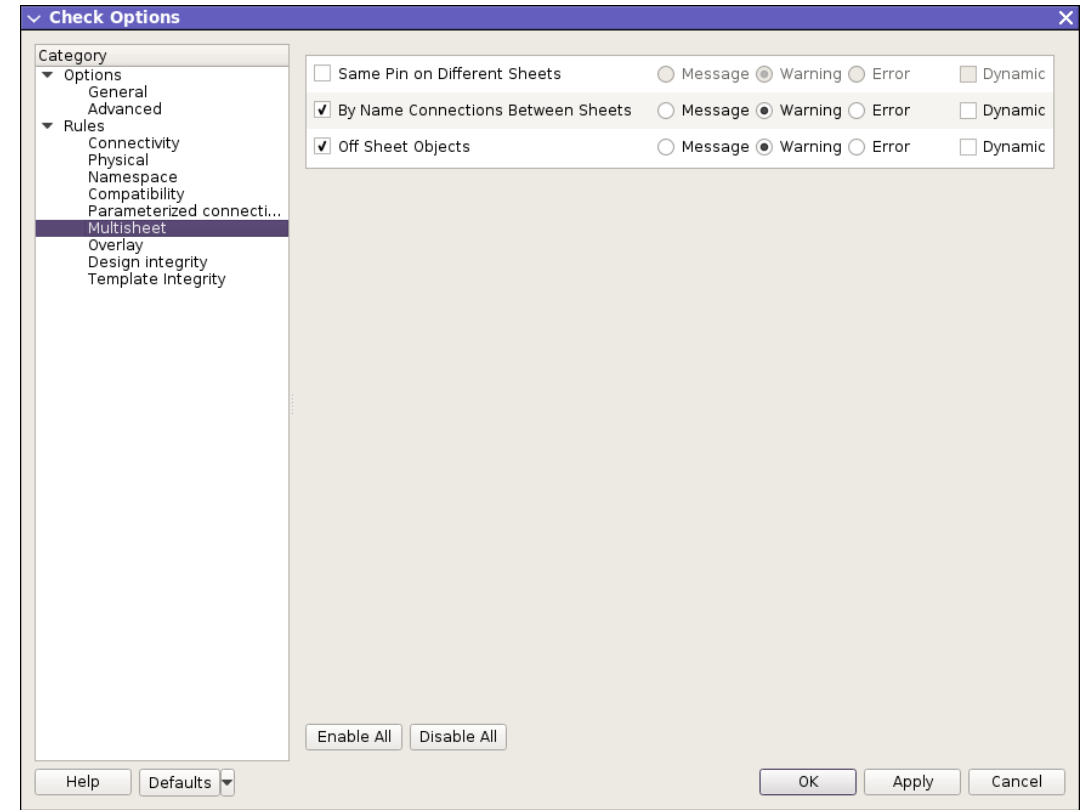
## ■ Specify sheets to be printed

- All
- Active
- Custom
  - ◆ Comma-separated




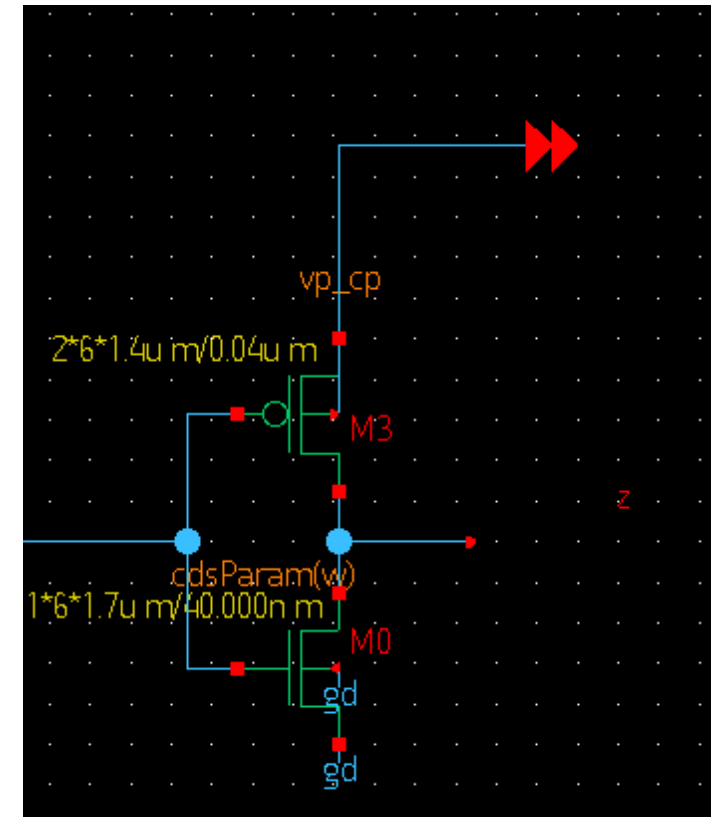
# Multi-Sheet ERC Rules

- **Same Pin on Different Sheets**
- **By Name Connections Between Sheets**
  - Not reported when the by name connection between sheets is created by a global net
- **Off Sheet Objects**



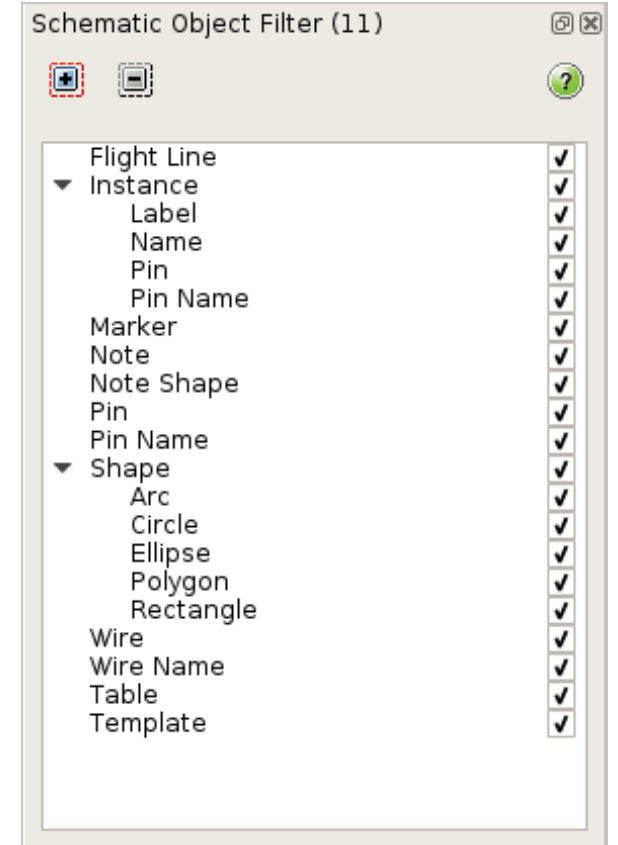
# Multi-Sheet Off-Sheet Connector

- Used when users want to explicitly connect nets from different sheets to avoid ERC error reporting
- Denoted by the symbol:  

- Invoked from:
  - Add > Sheet Connector



# Schematic Object Filter Assistant

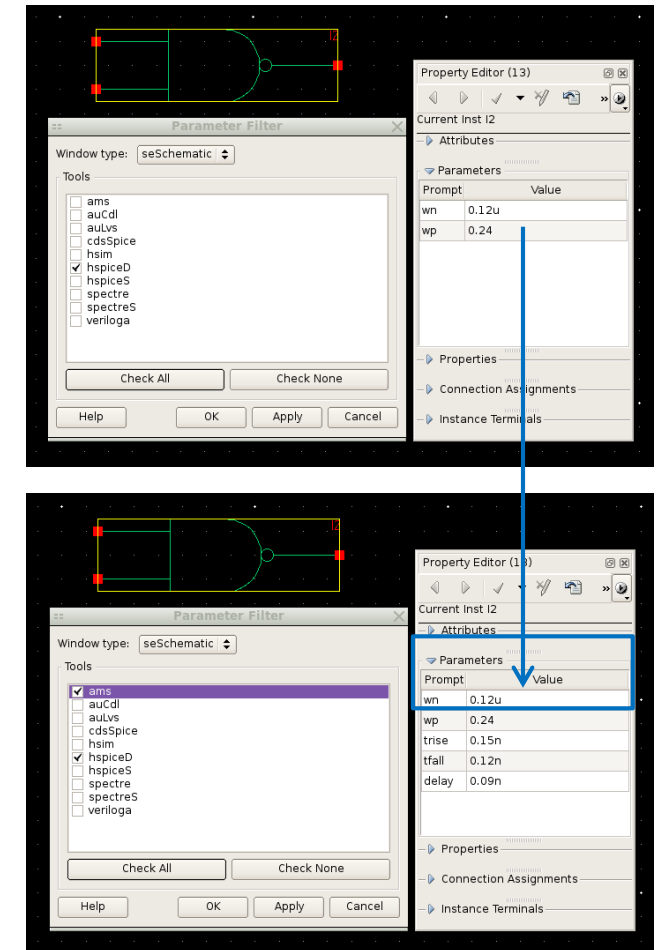
- **Controls the selection of schematic objects**
  - All objects in schematic are selectable by default
- **Useful when certain type of objects need to be modified**
  - Examples:
    - ◆ Changing font size of all the wire names
    - ◆ Deleting all the wires
- **Invoked from:**
  - Window > Assistants > Schematic Object Filter
- **Tcl command**



```
db::setAttr visible -of [de::getObjectFilters -filter {%name=="seSchPinName"}}] -value 0
```

# Parameter Filter

- **The Parameter Filter allows to reduce the set of displayed instance parameters using CDF information**
  - instParameters and otherParameters simInfo fields are used for determining the parameters of interest
  - It does not modify the behavior of the parameter “display” attribute
- **Invoked from:**
  - Edit > Properties > Parameter Filter
- **Tcl command**



```
db::setParamFilter {hspiceD auCdI veriloga} -windowType [gi::getWindowTypes seSchematic]
```



- How can I create pins on newly created block?
- Multiple Pins cannot be routed with River Route. True / False

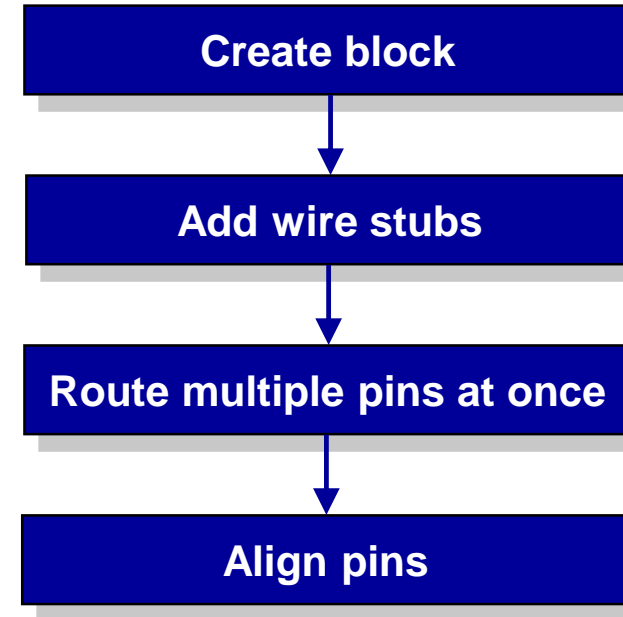
# Lab 1: Schematic Entry Using Wiring Accelerators



**20 minutes**

## **Goals:**

- To understand the advanced editing functions (accelerators)





# Lab 2: Controlling Port Ordering During Netlisting



**20 minutes**

## Goals:

- To understand how to control port ordering during netlisting

