

Custom Compiler

Layout Editor
Block Placer

O-2018.09

Outline

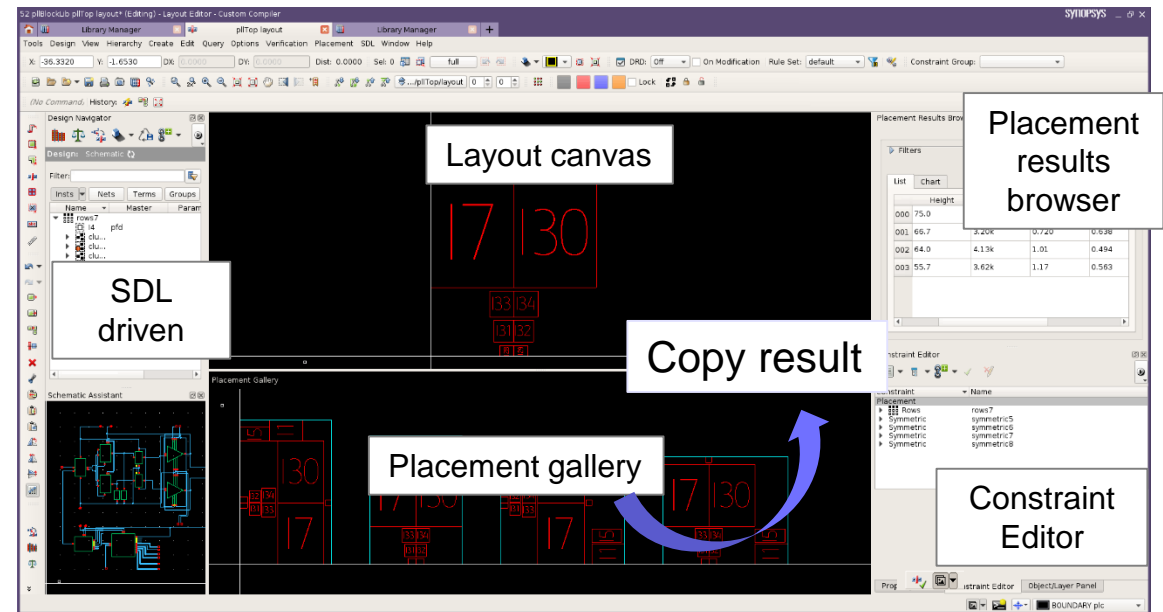
- **Block Placement Introduction**
- **Placement Assistant Overview**
- **Supported Use Models**
- **Pin Placement Options GUI**
- **Pin Placement Usage Flowchart**

Block Placement Introduction

- **Placement Assistant supports constraints to place non-device level instances/Blocks**
- **Instance/Block placement is supported through 3 types of constraints: Arrangement, Enclosure and Intents**
- **Arrangement Constraints like Row, Column, Cluster and standard cells enable connectivity weighted two-dimensional placement**
- **Enclosure constraints like Halo, Guard Rings, Enclosing Shape enable isolation of blocks from other blocks**
- **Intents like Symmetric, Alignment are decorators to enable placement relations between blocks.**

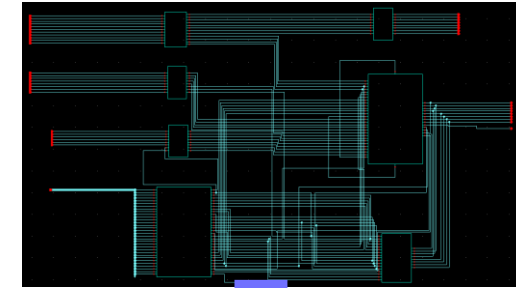
Placement Assistant Overview

- Reads Technology database information
- SDL driven
- Simplified constraint entry through GUI (only if needed)
- Supported use models
 - Design exploration
 - ◆ Topology based auto constraint extraction
 - Iterative refinement
 - ◆ Incremental placement
 - ◆ Preserve the content in layout
 - Result preview in gallery
 - ◆ Placement result variants can be examine in the gallery
 - ◆ Desired result, or a portion of the result can be selectively copied into layout
- Placement results are deterministic. Same input combo leads to the same output

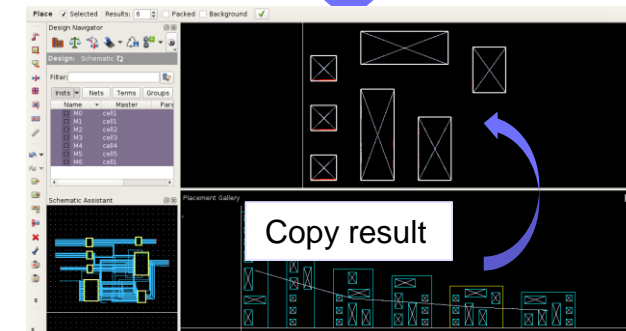
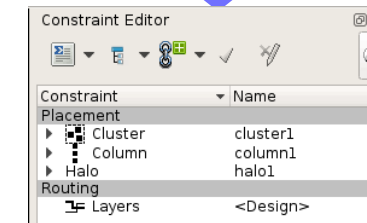


Use Model

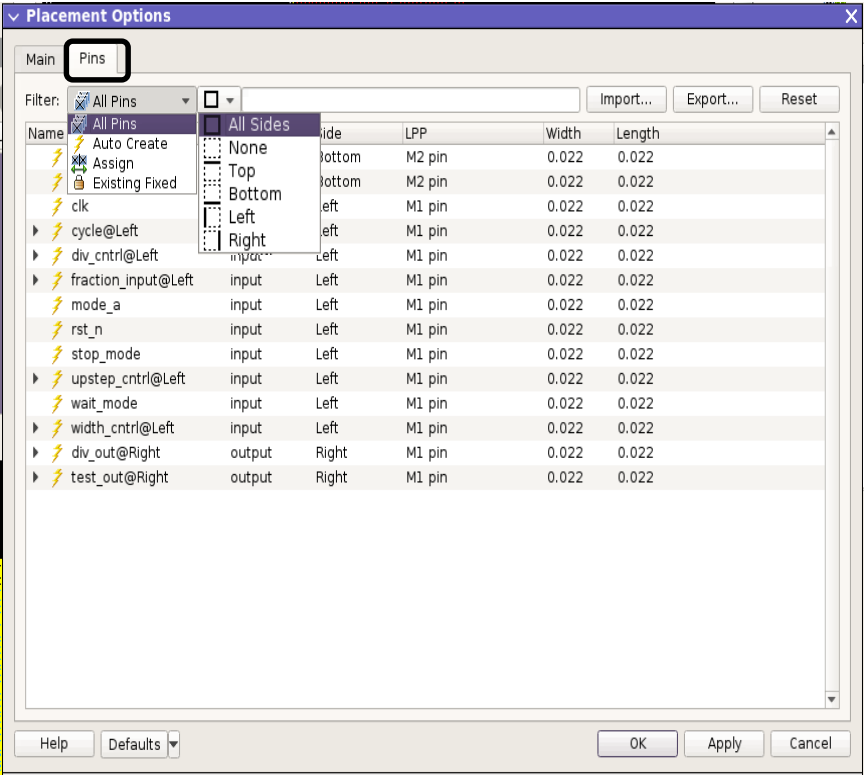
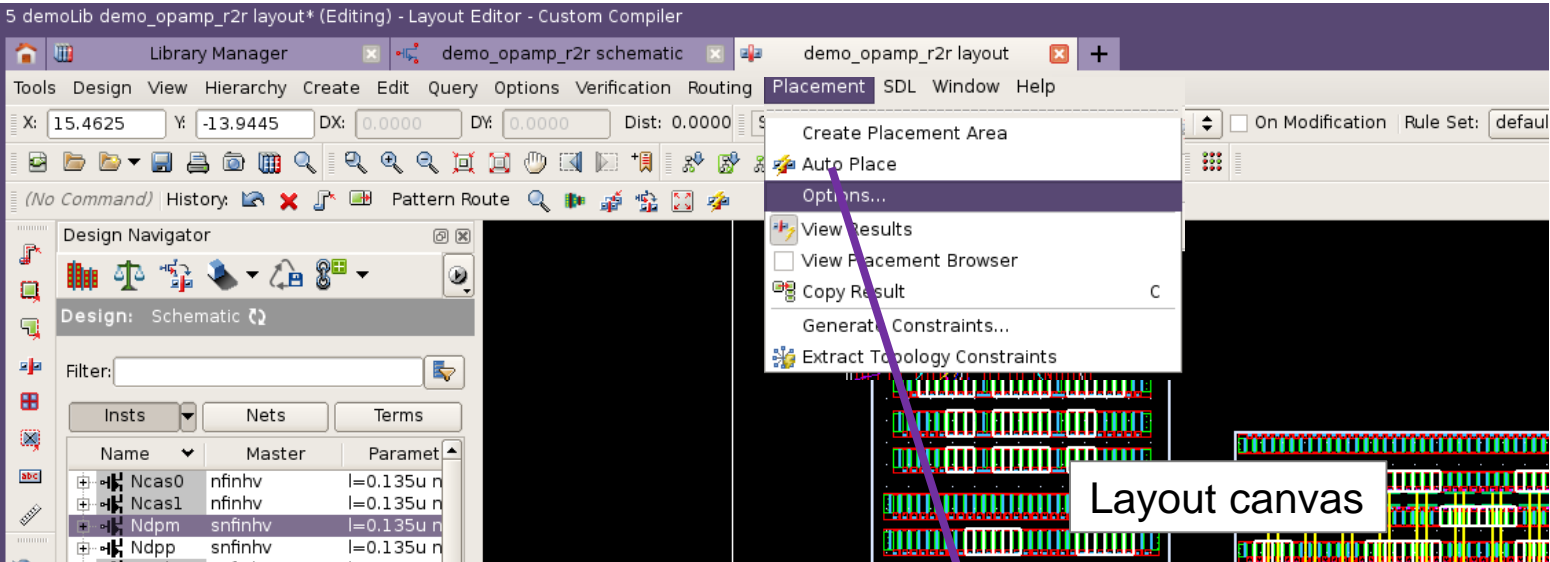
- **Having the design constrained before placing is required**
 - Garbage in, garbage out otherwise
 - No constraints can lead to high runtimes as ALL possible combinations is explored
 - Recommend to limit to total of 10 unconstrained placement entities (constraint groups or instances) at any level of constraint hierarchy
- **Create Constraints**
 - Open design in SDL
 - Select instance/instances in Design Navigator(DN)/Layout canvas
 - Constraint appears in the Constraint Editor
 - Edit constraint options and parameters
- **Set Pin Placement Options (Optional)**
- **Use Place or Place Selected command to place the design/selected instances**
- **Review candidates in Placement Gallery**
- **Copy desired result into layout using Copy Result**



Create Placement Constraints



Pin Placement Interface Overview



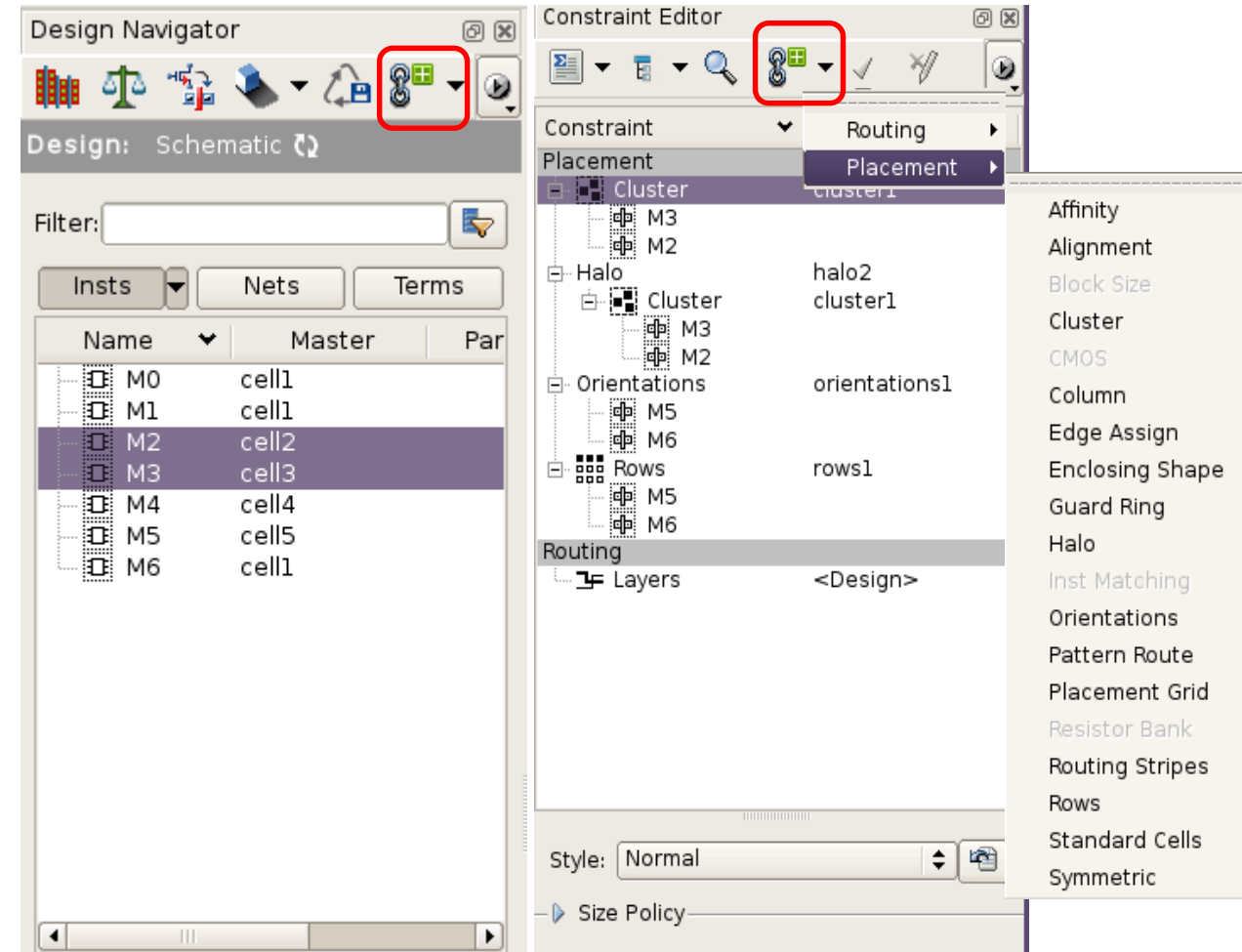
Placement Toolbar



Placement Options Dialog (Pins Tab)

Placement Constraints

- **Placement Constraints are defined on instances/groups of instances to direct the Placer for generating user defined results**
- **Placement Constraints are created, viewed and edited in multiple ways**
 - Design Navigator Constraint Menu for all supported constraints for selected objects
 - Constraint Editor Constraint Menu for all supported constraints for Selected Objects



Typical Block Placement Flow

