

# Custom Compiler

Layout Editor (LE)  
Abutment and Align Functions

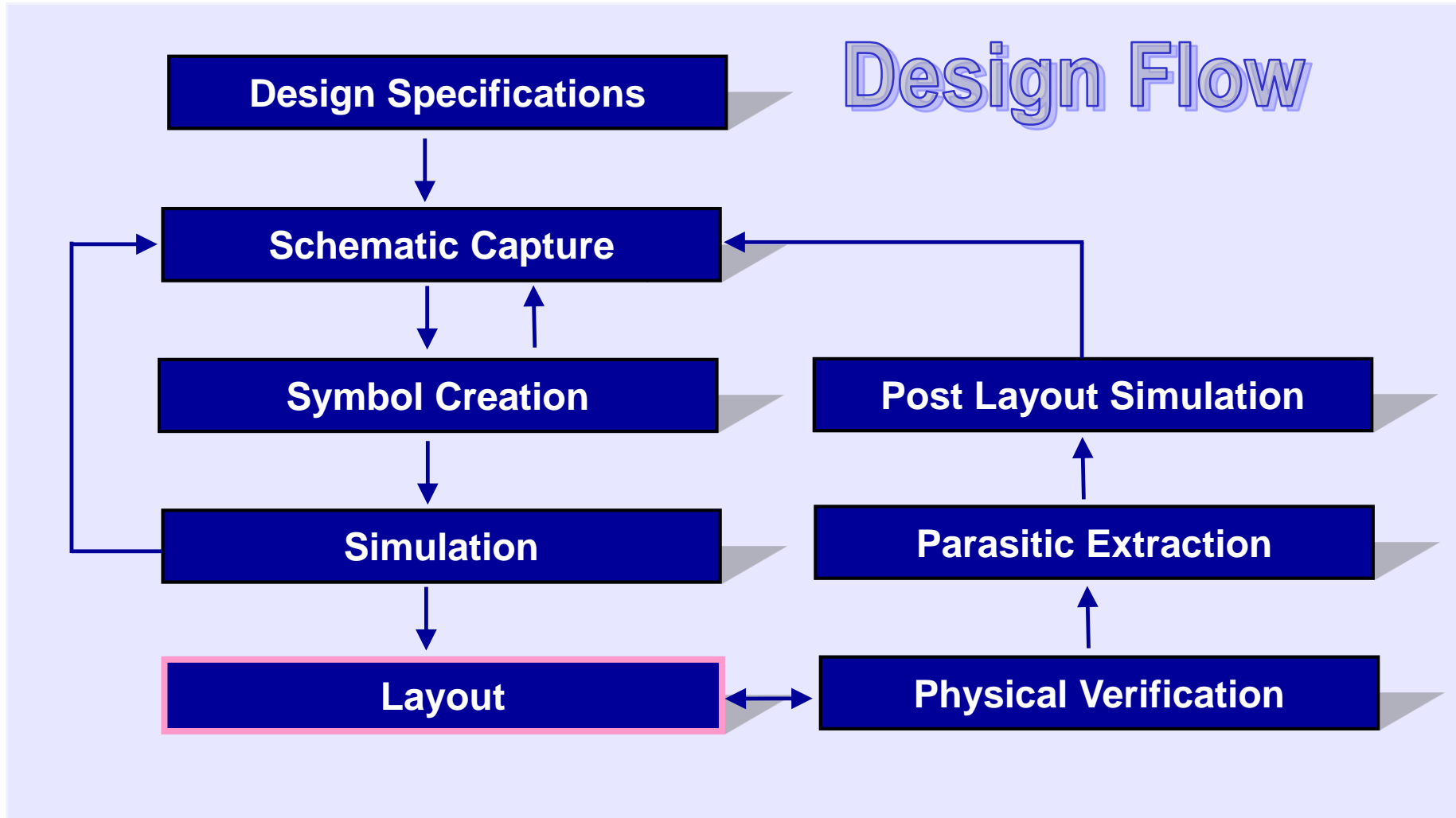
O-2018.09

# Unit Objectives



- **After completing this unit, you will be able to:**
  - Use the abutment function to overlap pin shapes
  - Use the alignment function to align objects

# Full Custom Compiler Flow

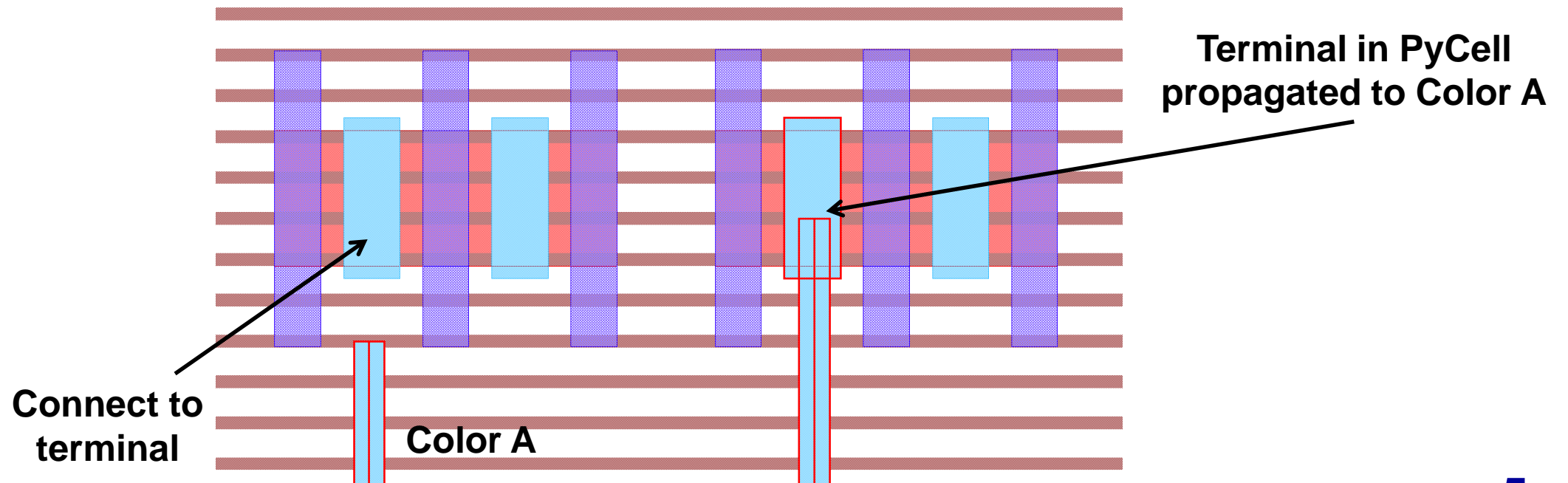


# Pcell Abutment

- **Abutment**
  - Sharing of diffusion for layout compactness
- **Advantages of abutment**
  - Sharing pin shapes to create cell interconnections
  - Reduces layout area
  - Accelerated layout
  - Correct by design construction
- **Abutment function is written by Pcell author for Pcells abutment**
- **Global Preference leAutoAbutment should be ON to trigger abutment**
- **Abutment is also controlled by abutment option on Pcells**

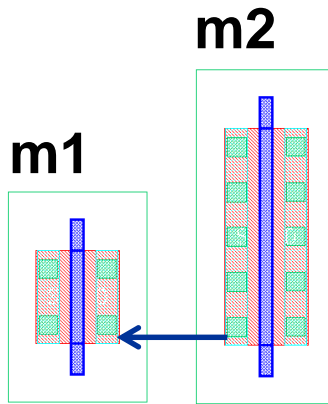
# Hierarchy Connect

- Similar to abutment and triggered when the colored objects and the instances pins or custom vias shapes overlapped
- Works when leAutoHierConnect preference is on
- Uses user-defined TCL code that specifies process of connect and disconnect

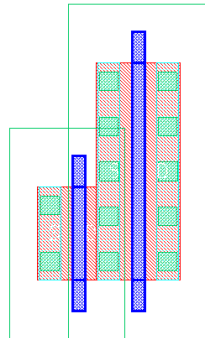


# Pcell Abutment / Un-Abutment Triggers

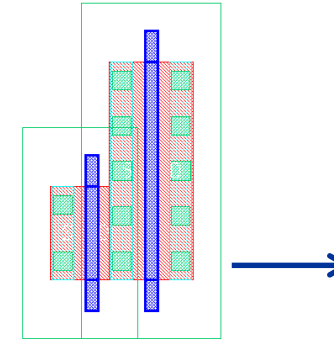
Pcells abutment is triggered when pin shapes overlap and abutment preference is on.



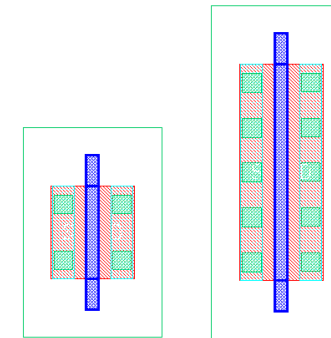
Move m2 over m1 to abut left/right pins



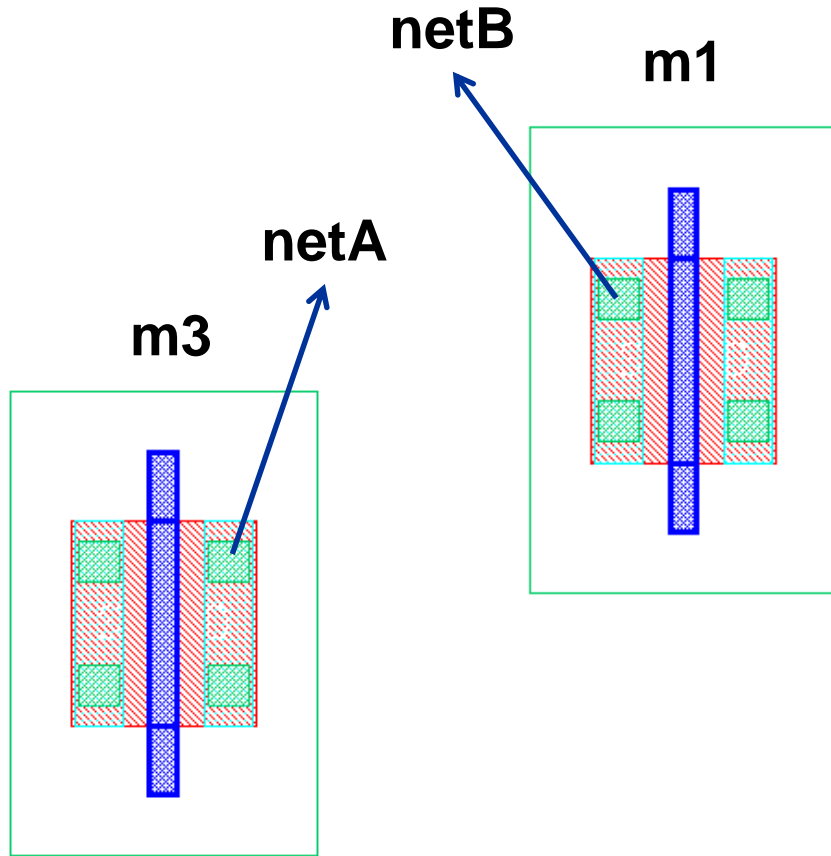
Pcells un-abutment is triggered when pin shapes no longer overlap/abut.



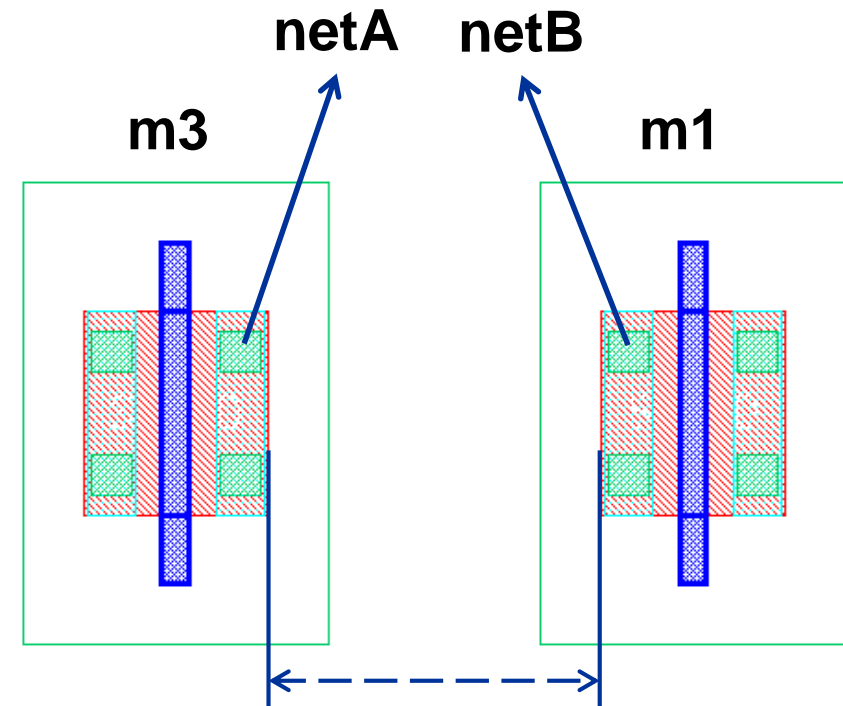
Move m2 away from m1



# Pcell Abutment Rejection



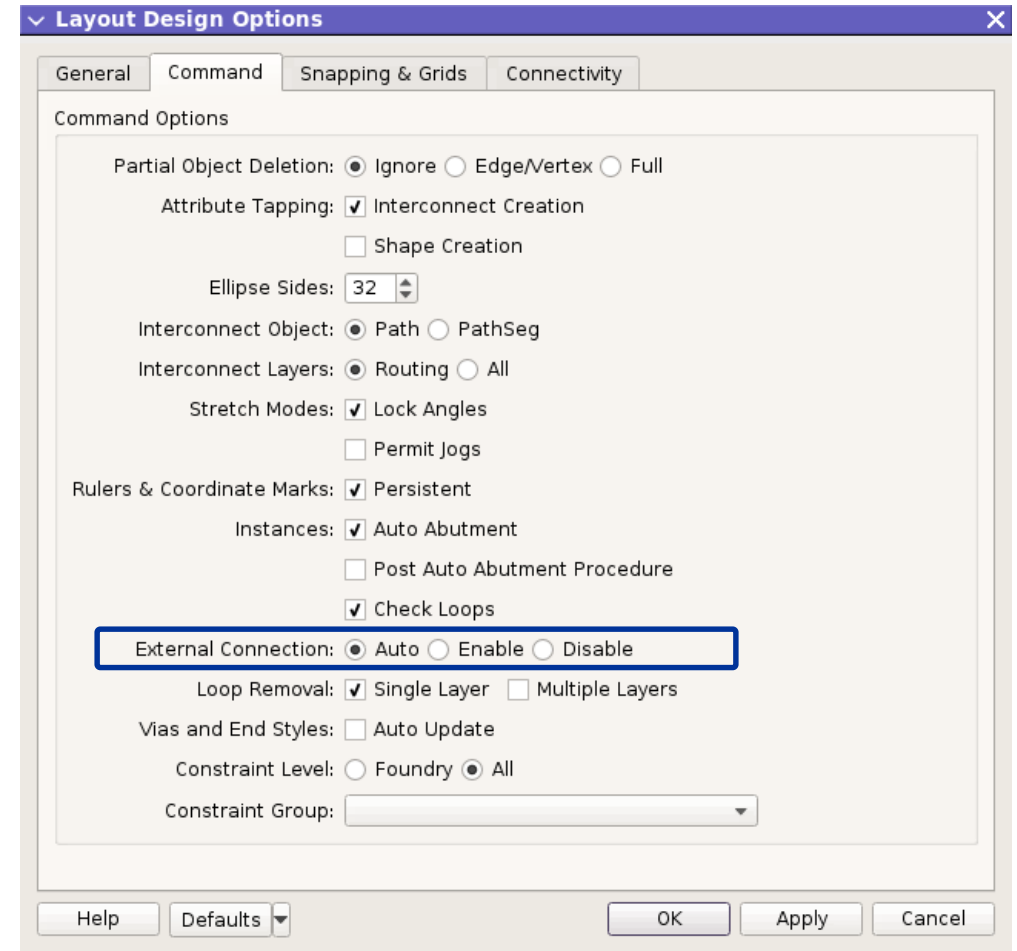
**Move m2 to overlap m1 right terminal**



**Returned is spacing outside the terminals**

# External connection option for Abutment

- **Option to control external connection of abutment, and support of external connection parameter/property look up**
  - Added with 3 values: Auto, Enable and Disable
    - ◆ Auto: first look for parameter/property. If parameter/property not defined, will abut as abutment proc does
    - ◆ Enable: Always keep terminals
    - ◆ Disable: Never keep terminals

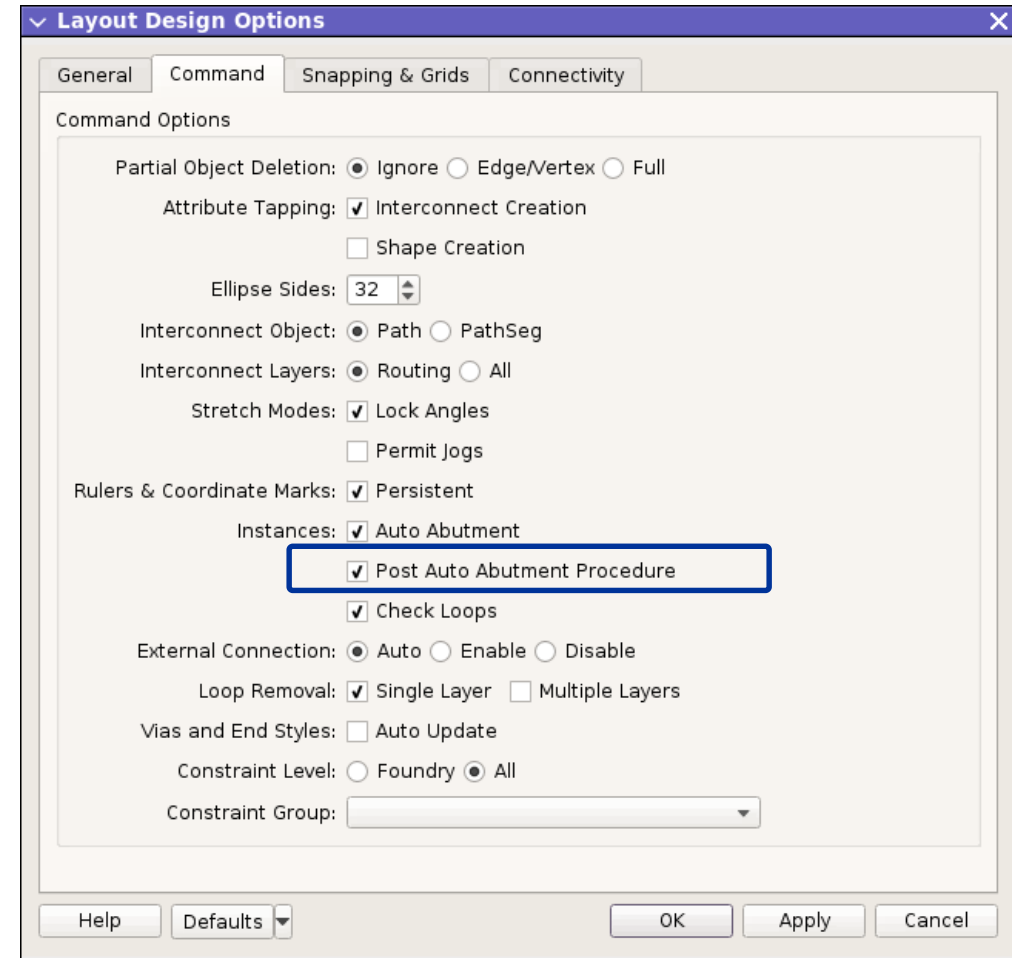




# Post Abutment Procedure

- **Allows to trigger user defined procedure after abutment performed**
  - Enabled from **Options → Design → Command**
  - Option name: Post Auto Abutment Connection
  - Preference name: *lePostAutoAbutmentConnection*
  - User defined post abutment procedure should have the following TCL signature:  

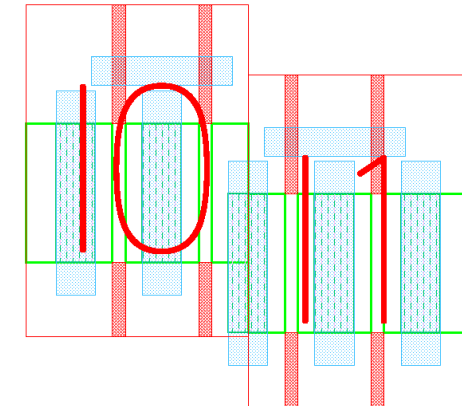
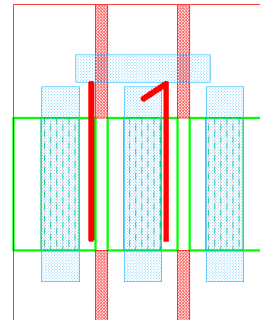
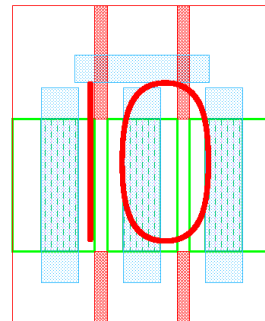
```
proc post_abut_proc_name {{InstId1 InstId2 ...}}
```
  - Required instance to have postAbutTrigger property with value “2”.



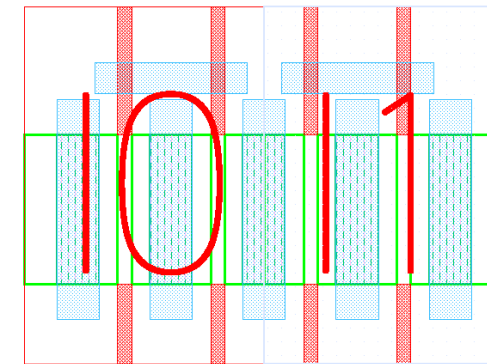
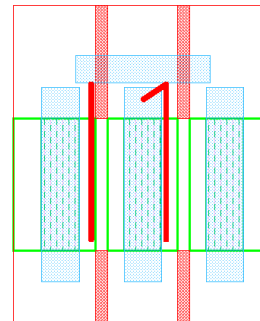
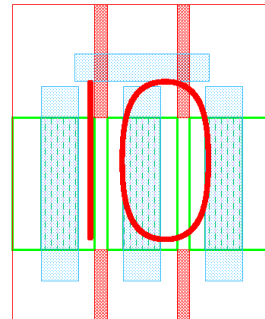
# Perpendicular Align on Abutment

- **Feature allows to not align Pycell instances and Guard Rings when abut shifted vertically**
  - abutPerpendicularAlign optional Boolean property is used
  - Value must be set to false in Property Editor Properties section

Properties	
Name	Value
abutPerpendicularAlign	<input type="checkbox"/>
botGatePos	Add...
connectFunction	Add...
cutLayerFunction	Add...
eraseLayerFunction	Add...
haloOverlapClass	Add...



Properties	
Name	Value
abutPerpendicularAlign	<input checked="" type="checkbox"/>
botGatePos	Add...
connectFunction	Add...
cutLayerFunction	Add...
eraseLayerFunction	Add...
haloOverlapClass	Add...



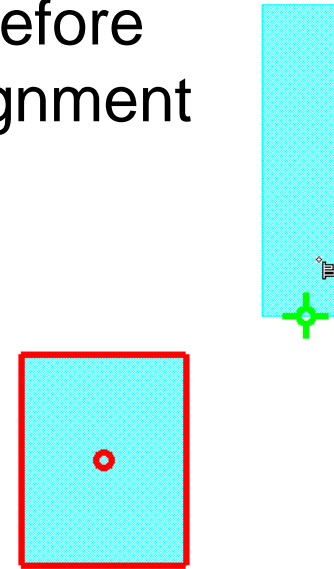
# Align and Distribute Functions

- **Invoked from Edit → Arrange → Align or Edit → Arrange → Distribute**
- **Alignment Function**
  - Adjust placement of an object/instance to another object/instance
  - Perform stretch function for shapes edges
- **Full/Partial selection alignment is allowed**
- **Supports**
  - Infix mode
  - Works in post selection mode

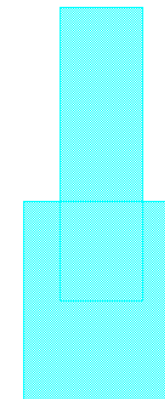
# Align: Fully Selected

- **Alignment of fully selected objects**
  - Selection mode-Full
  - Source marked red and selected in center
  - Target marked green
  - Source center will be aligned with the center of target

Before  
Alignment



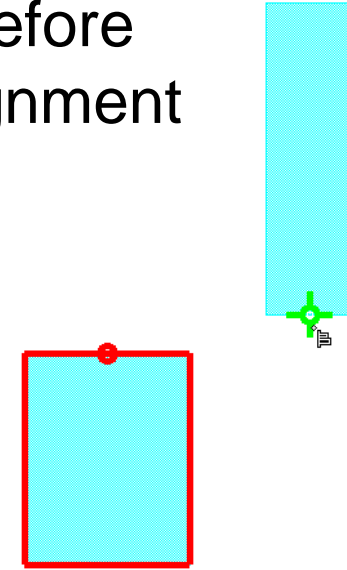
Aligned



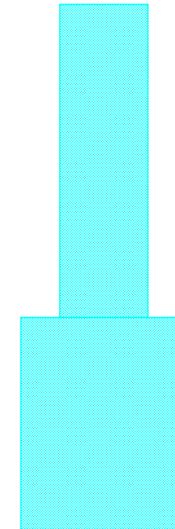
# Align: Fully Selected

- **Alignment of fully selected objects**
  - Selection mode-Full
  - Source marked red and selected in top edge
  - Target edge center marked green
  - Source will be aligned with the center of the edge of target

Before  
Alignment

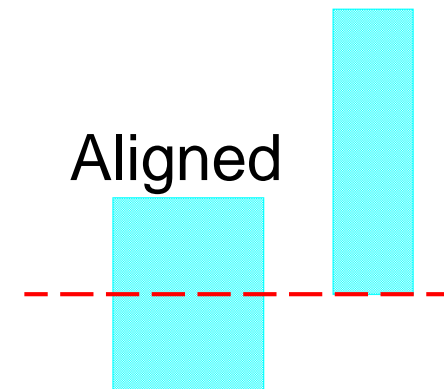
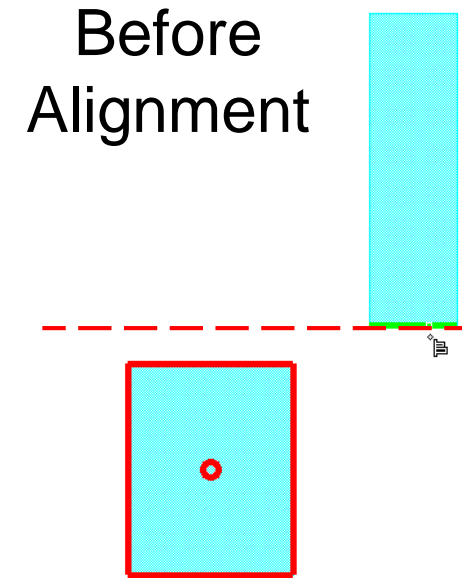


Aligned



# Align: Fully Selected

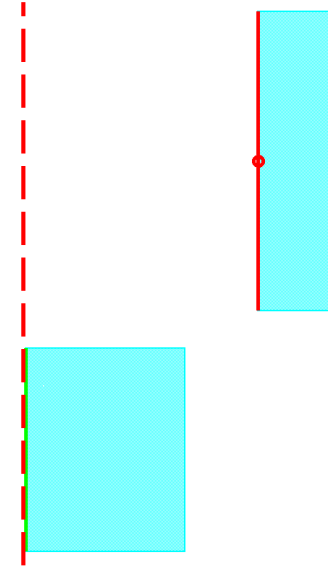
- **Alignment of fully selected objects**
  - Source marked red
  - Target edge marked green
  - Source center will be aligned with the line of the edge of target



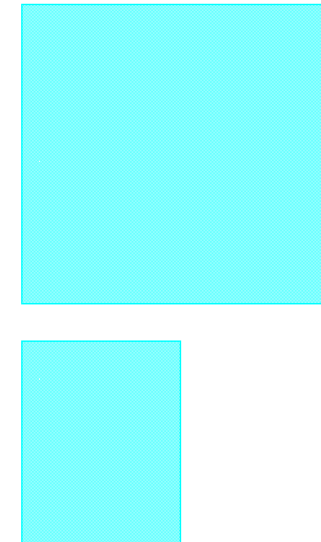
# Align: Partially Selected

- **Alignment of partially selected objects**
  - Source edge marked red
  - Target edge marked green
  - Source edge will be stretched to target edge line

Before  
Alignment



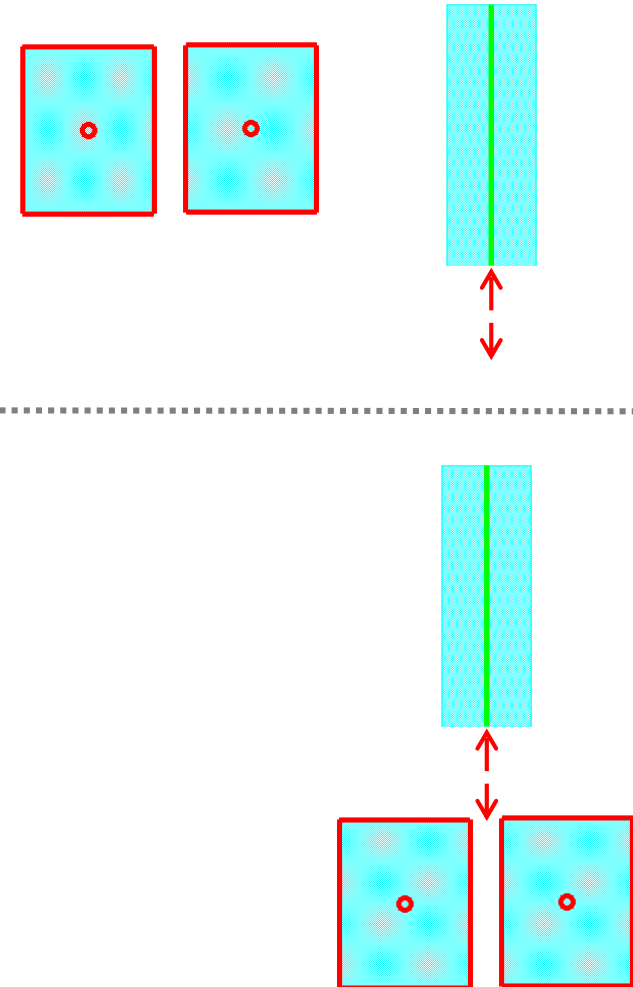
Stretched



# Distribute: Fully Selected

- **Alignment of several fully selected objects**
  - Source marked red
    - ◆ Hold Shift key and click to select several objects
  - Target edge marked green
  - Source center will be aligned with target line
  - Set 'Align As Group' ON
  - Switch to 'Spacing' and enter a spacing value
  - Set 'Distribute From' to Topmost

Before Alignment

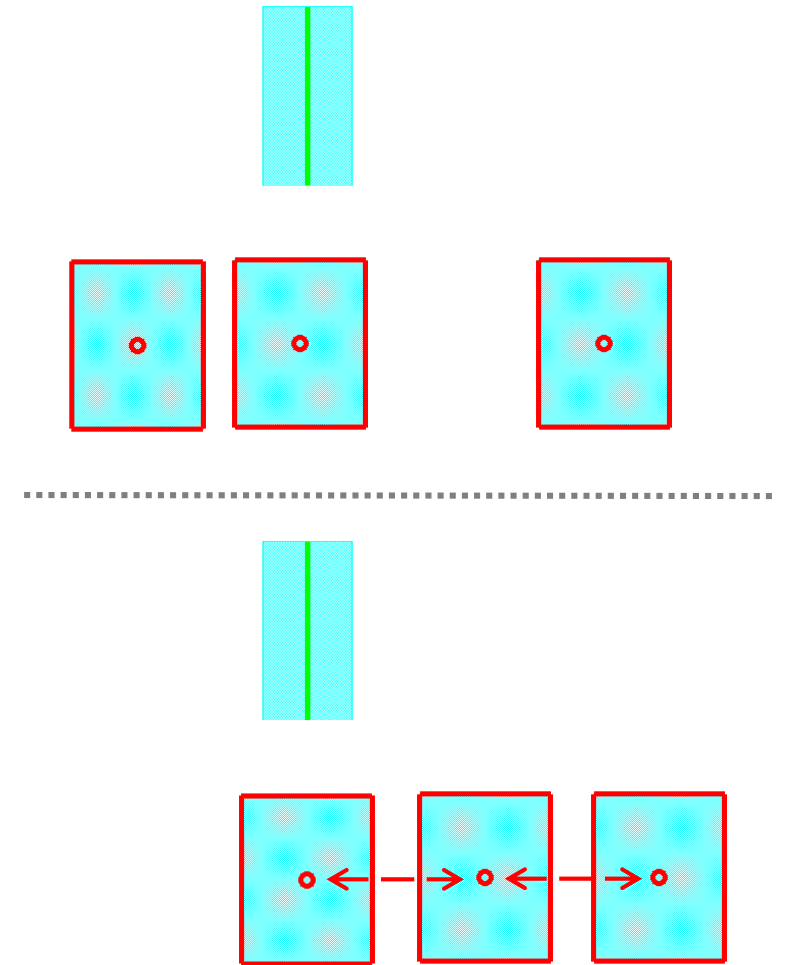




# Distribute: Fully Selected

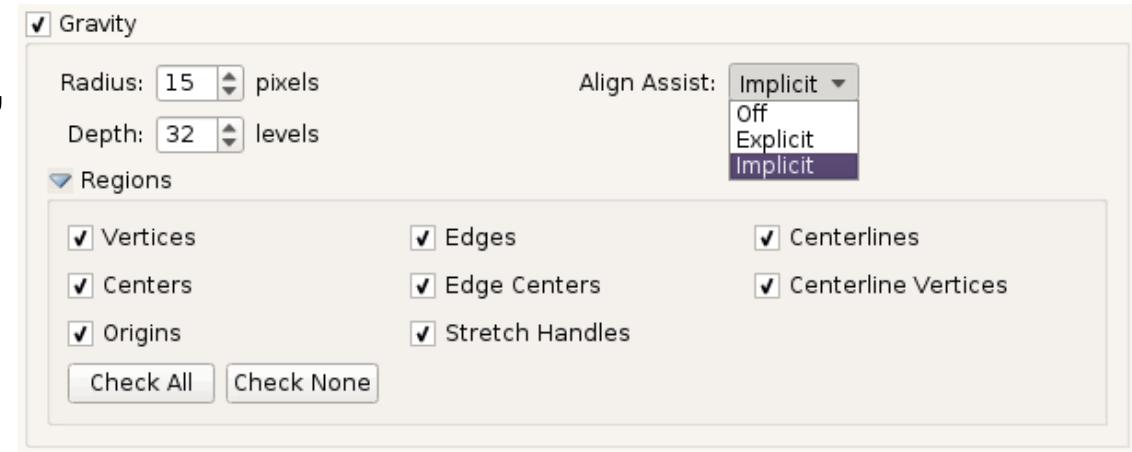
- **Alignment of several fully selected objects**
  - Source marked red
    - ◆ Hold Shift key and click to select several objects
  - Target edge marked green
  - Source center of first object will be aligned with target line
  - Set “Alignment Side” to Reference
  - Switch to ‘Pitch’ and enter a pitch value
  - Set ‘Distribute From’ to Leftmost
  - Objects are distributed with uniform pitch

Before Alignment

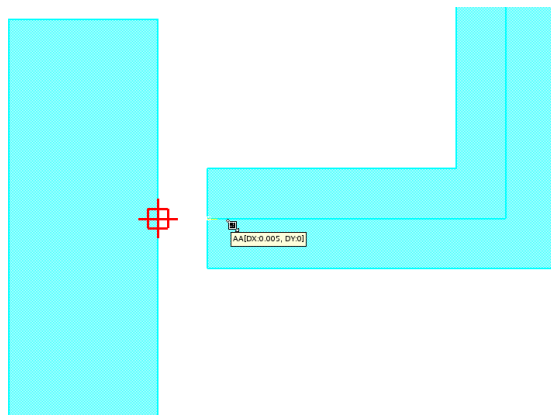


# Auto Alignment Assistant

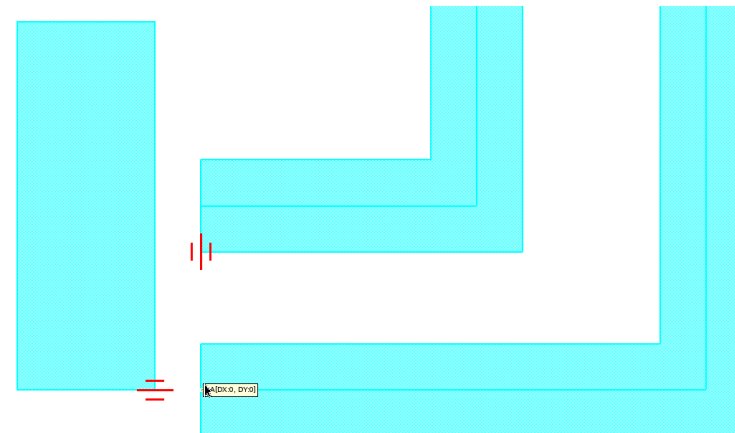
- Options → Design
- Aligns during editing if Gravity is “on”
  - Move, Stretch
- Implicit
  - Aligns cursor to edges



## Single Align

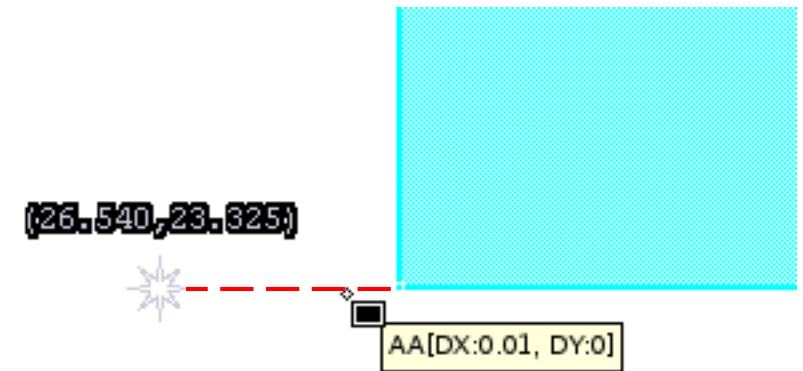
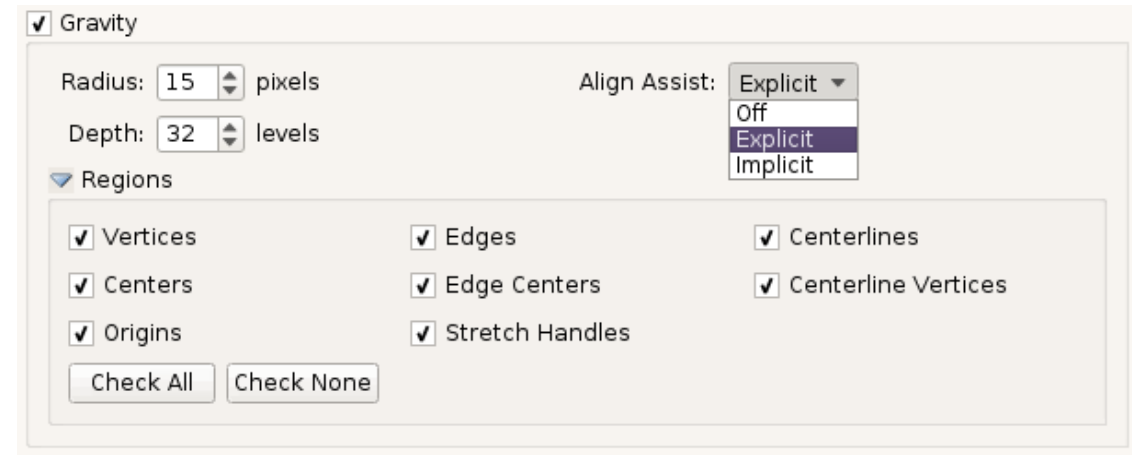


## Multi Aligns



# Auto Alignment Assistant

- Options → Design
- Aligns during editing if Gravity is “on”
  - Move, Stretch
- Implicit
  - Aligns cursor to edges
- Explicit
  - Aligns cursor to the center of coordinate markers
- Tracks take precedence for paths





- Abutment adjusts placement of one instance with respect to another instance: **True / False**

# Lab 1: Layout Advanced Editing Functions



**30 minutes**

## ■ **Goals:**

- Build a mask layout of a differential amplifier by using:
  - ◆ pcells
  - ◆ Instance creation
  - ◆ Manual placement
  - ◆ Routing functions

