

A unified Data Model for EDA tool Integration

Patrick Groeneveld EDPS 2005 Monterey

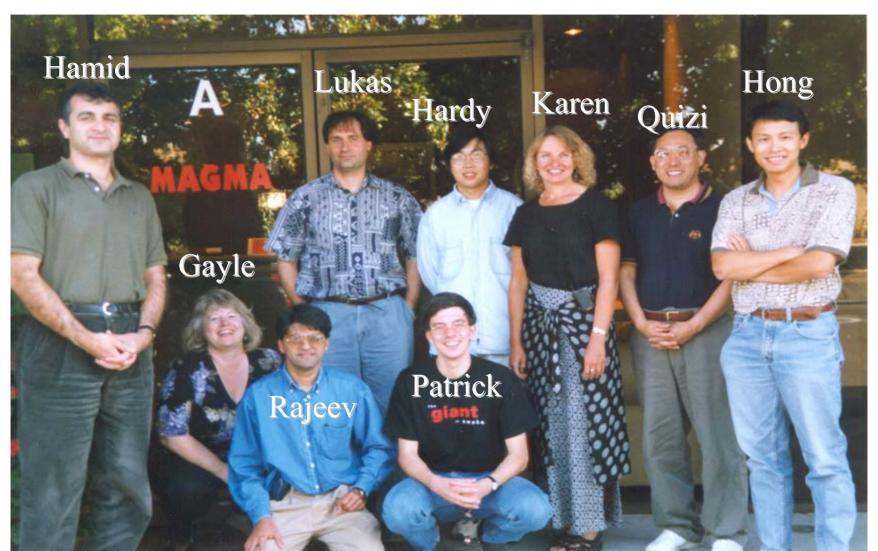
Summary

- ·History and guiding concepts
- ·Objects in the data model
- · Data structure for rectangle
- TCL access to data model
- ·GUI and Volcanoes
- $\cdot STA$
- Conclusions



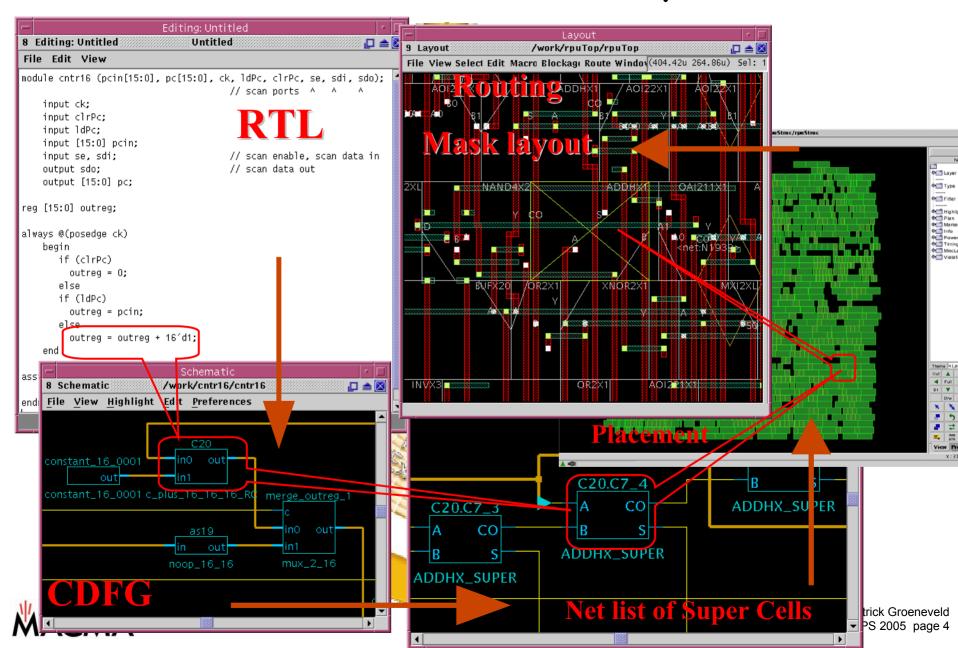
Magma, August 1997

Terra Bella Avenue, Mountain View, CA





Goal: RTL to GDSII system

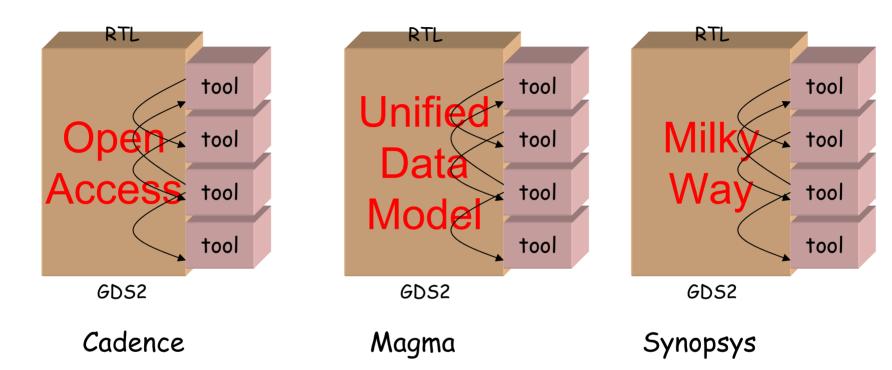


Initial Data Model design objectives

- Somehow link logical and physical world
 - Look for similarities
- Minimize implementation effort
 - Maximize code re-use: fewer lines = fewer bugs
- · Efficient, fast:
 - Minimize tool communication overhead.
 - Since we anticipated significant communication
- Enable fast incremental operation
 - Keep data in-core
 - Timer, placer, routers
- Not as objective:
 - Foreign tool integration



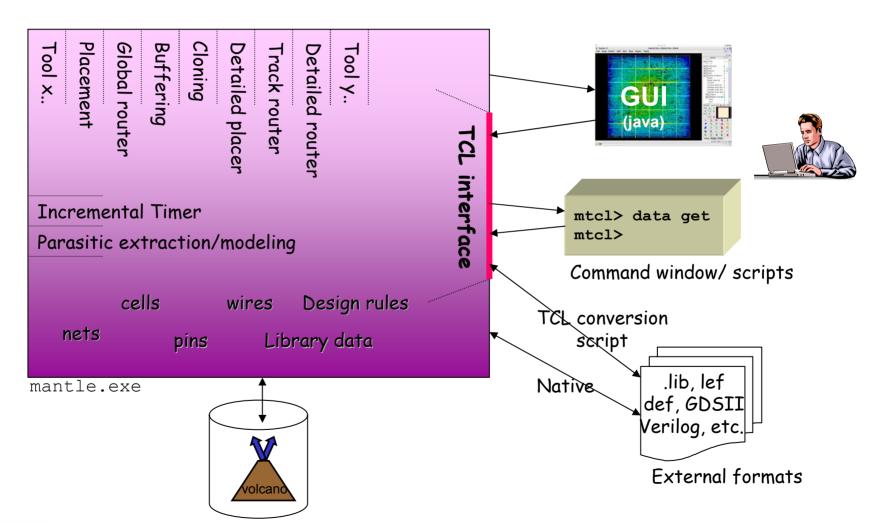
Interoperability for RTL2GDS2 flows



- · Plugging a tool into a new environment is hard work
- Format/API is not the real tool integration problem.
- Instead, it's the interpretation of the exact meaning of the design data, and the tuning of the tool in the flow.
- · Fixing the exact interpretation stifles innovation.



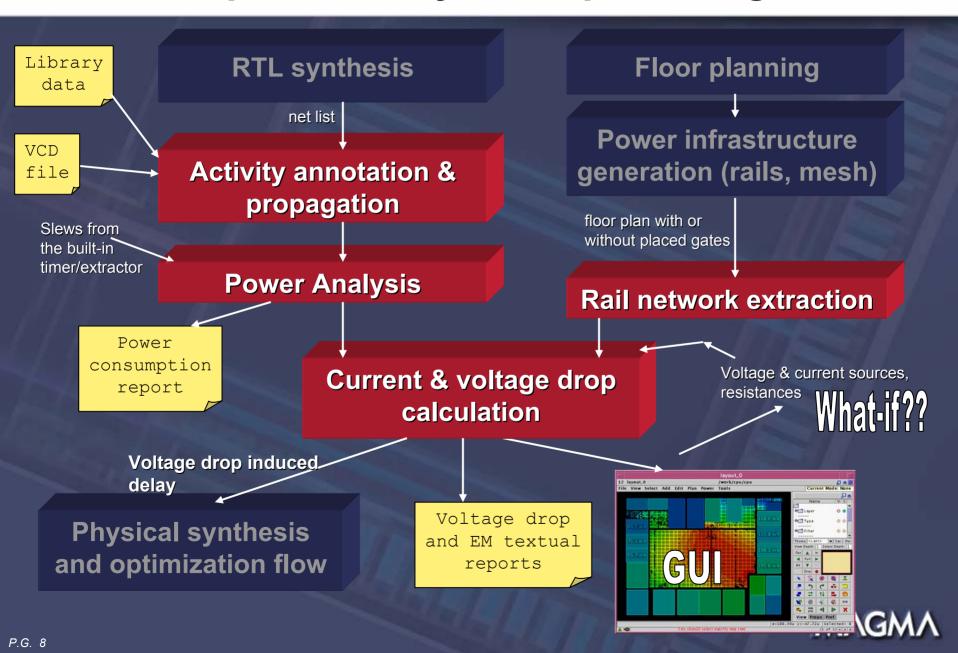
General architecture



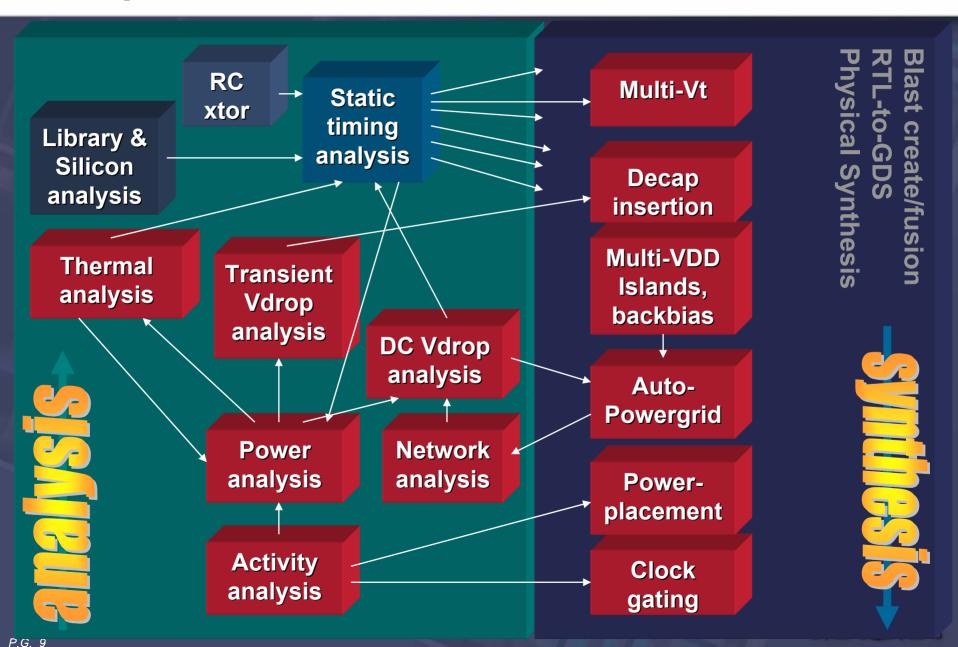
Disk image



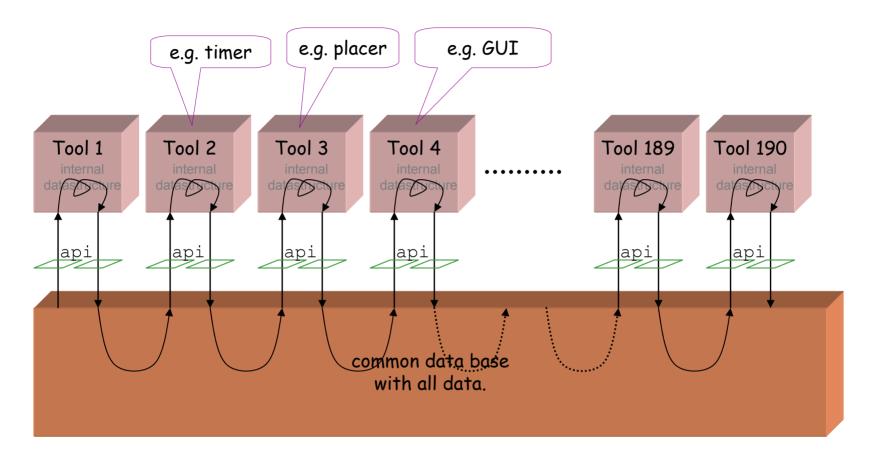
Blast Rail power analysis steps in magma flow



Complex tool interactions without disk access



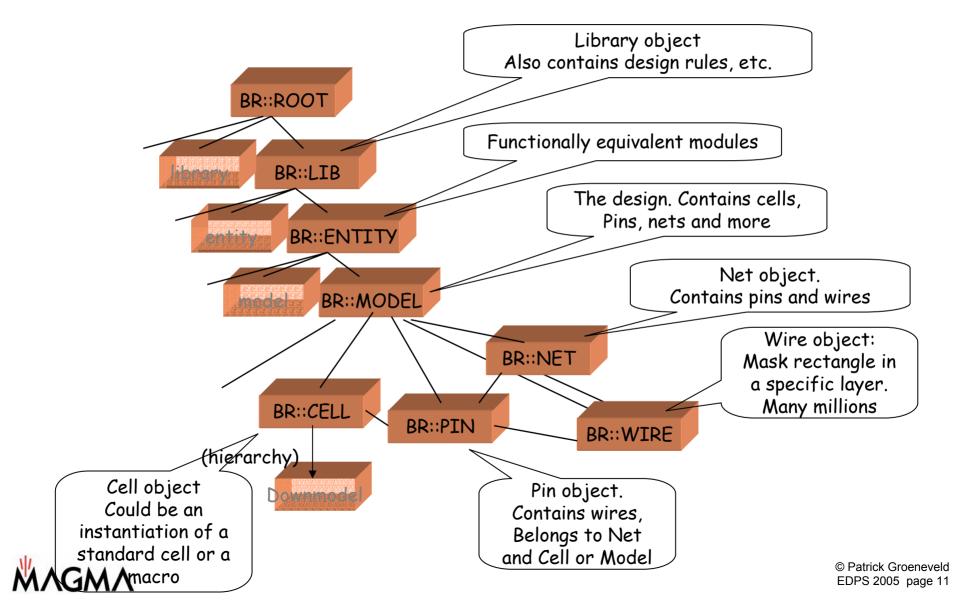
Transport database doesn't work well



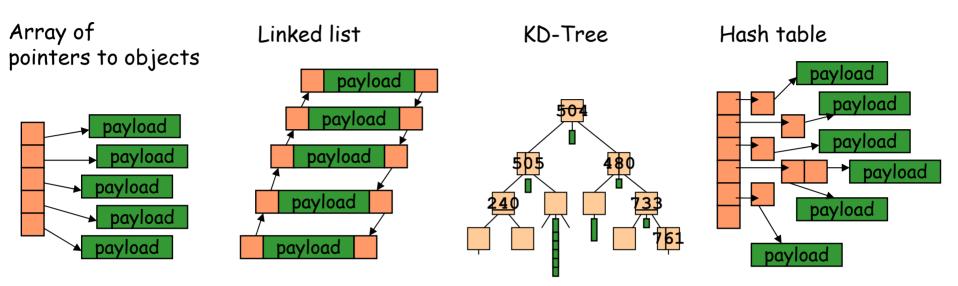
- The communication between tools cannot afford this slow format conversions.
- · Data is duplicated.



Base objects in the in-core data model



Implementing ordered collections of objects



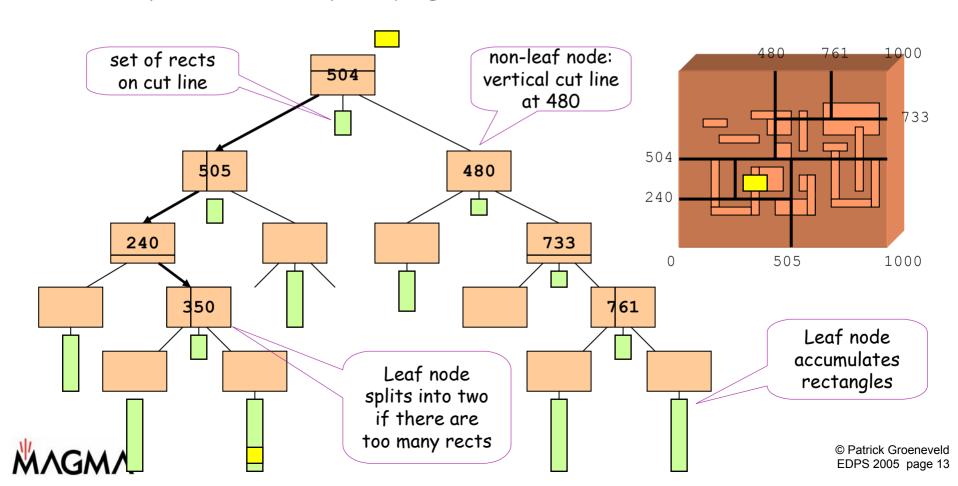
Each structure has its own "sweetspot":

	Memory overhead	Find specific object	Find neighboring	Add/remove speed
Array	15%	n	n	bad
Linked list	30%	n	n	Very good
KD-Tree	20%	log(n)	log(n)	OK
Hash Table	30%	1	n	good

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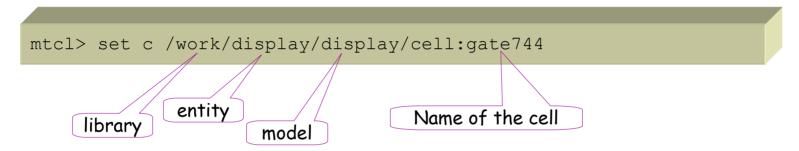
The structure in GEO::KDTREE

- This is a binary tree. The nodes of the tree contain a set of rectangles.
- A non-leaf node contains cuts the design in three pieces:
 - the part that is completely left (below) the cut line
 - the part that touches the line
 - the part that is completely right (above) the cut line



MTCL: access to data model through TCL

- Full access to the data model is provided through TCL
- · Every object is uniquely 'addressable' by a text string.
- This addresses cell 'gate744' in model 'display':



This would list the nets in model \$m:

```
mtcl> data list model_net $m
  /work/display/display/net:clock1, /work/display/display/net:enable,..
```

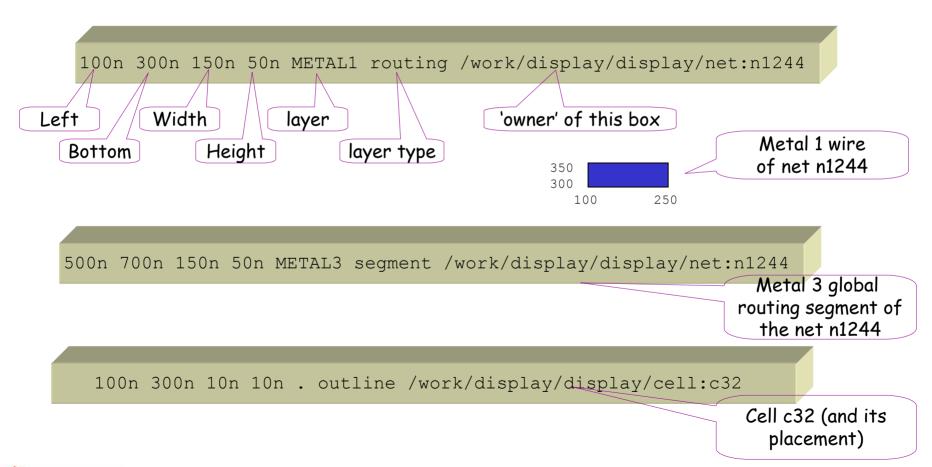
· This deletes a net:

mtcl> data delete object /work/display/display/net:clock2



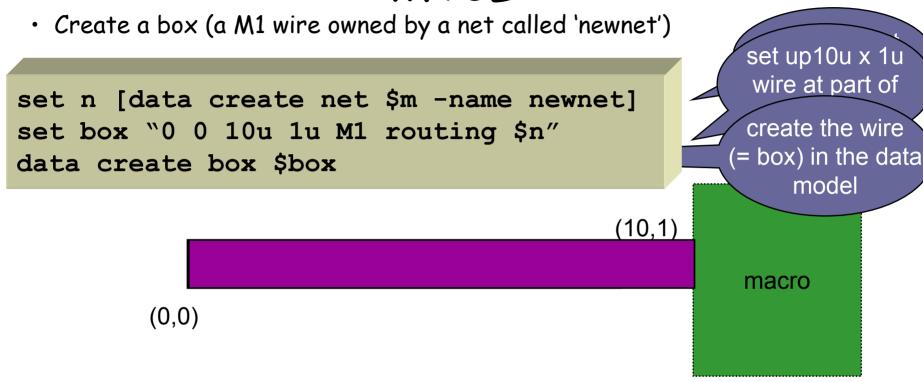
MTCL: addressing rectangles

 The millions of physical objects can be uniquely addressed by their coordinates in the string





Example: manual interaction through MTCL

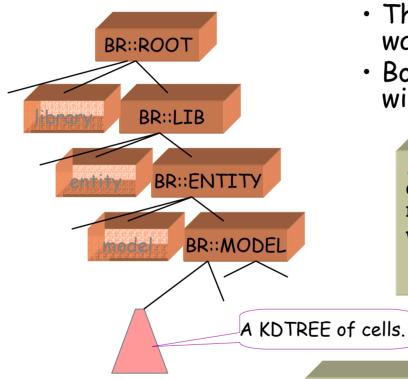


Stretch the power line such that it touches the macro:

set macrobox [data only model_outline \$macro]
data put \$box right [box left \$macrobox]



Finding the cells in a window



- The cells in our model (= BR::MODEL) are rectangles (= GEO::RECT).
- They are stored in a GEO:: KDTREE. In that way, they are easily area-queryable.
- Both the C++ as the MTCL iterator take a window as optional argument.

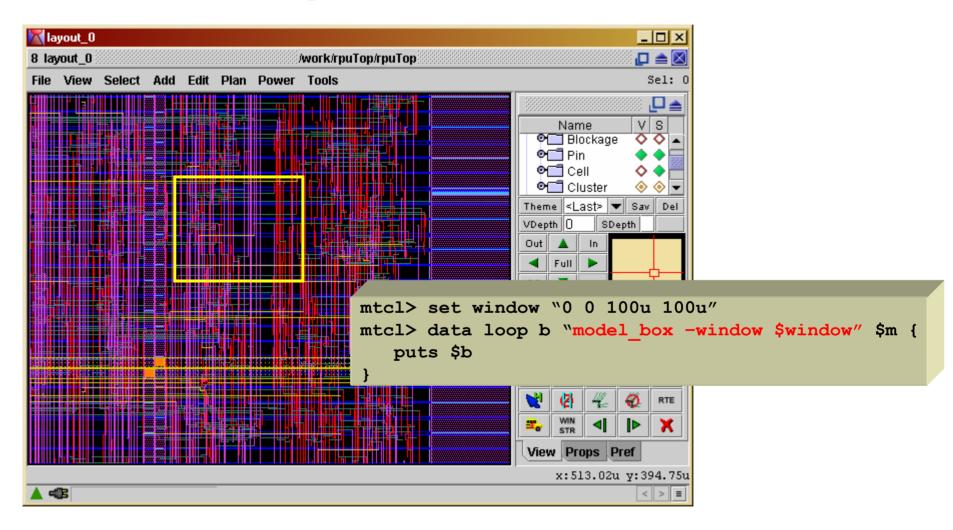
```
// prints all cells in the window
GEO::RECT window(0, 0, 100000, 100000);
BR::MODEL::CELL_ITER cit(model, &window);
while(cell = cit.next()) {
    cell->print();
}
```

BR::CELL BR::CELL

```
mtcl> set window "0 0 100u 100u"
mtcl> data loop c "model_cell -window $\$window " $\$m {
   puts $c
}
```



Getting the wires in a window



 This is based on the KDTREE area query. The complexity of the layer structure and the hierarchy is hidden behind this iterator.



Magma RTL-to-GDS script in TCL

set m [import verilog mydesign.v]
import volcano library.volcano
fix rtl \$m \$1
fix time \$m \$1
fix plan \$m \$1
fix cell \$m \$1
fix clock \$m \$1
fix wire \$m \$1
export volcano mydesign.volcano
export gdsii \$m mydesign.gds

check model \$m -level final
run route stub \$m

run route global \$m -antenna
run route track \$m -optimize noise
run route power \$m -final
check route spacing_short \$m

check route open -segment \$m

run route final \$m -singlepass
run route antenna \$m

run route refine \$m

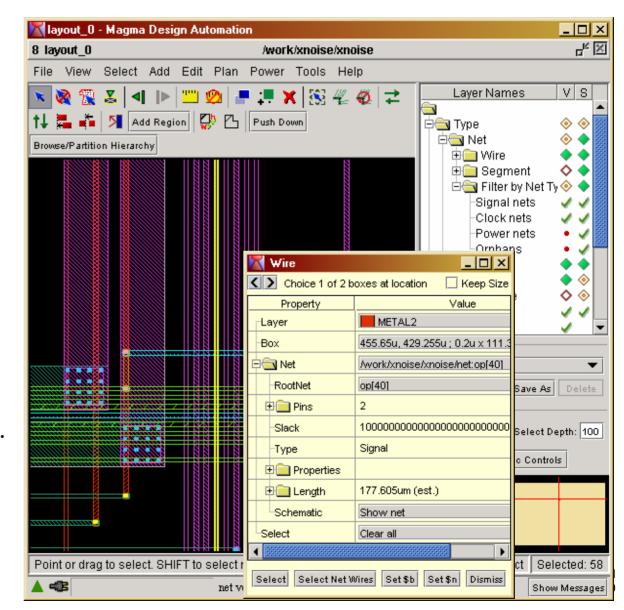
run route final -incremental \$m

check route drc \$m



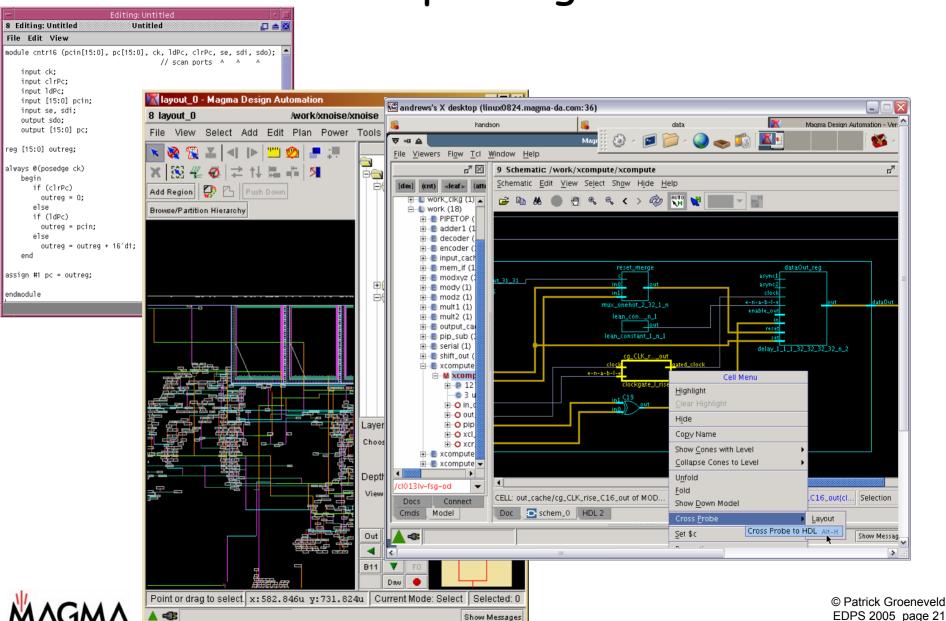
The GUI

- The GUI is a universal viewer and editor on the data model
 - A graphical extension of TCL access.
- All physical objects can be viewed, queried and modified.
- Use straightforward KDTREE iteration for drawing a window.
- 'right-mouse-button click' shows all properties of the object.
- Also displays timing paths, DRC's, hierarchy, voltage drop, etc. etc.



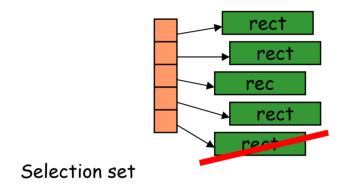


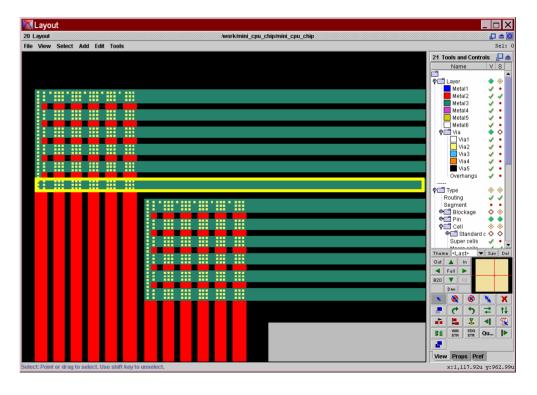
X-probing



Engineering issue: safety

- TCL access to data model must be very robust.
- · Major problem is the reference of 'dead objects'





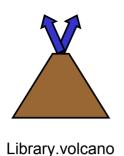


'Volcanoes': snapshots of the flow

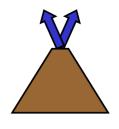
 The contents of the magma data model can be written to disk at any time during the design flow. A volcano contains a complete snapshot of all design data.

Resume operation, or use as backup. Timing constraints Designrules Floorplan (.lef (.def) .lib RTL **GDSII** Verilog/ Magma flow mask data library.volcano rtl.volcano logic.volcano floorplan.volcano place.volcano route.volcano final.volcano





Volcanoes



Optimize.volcano

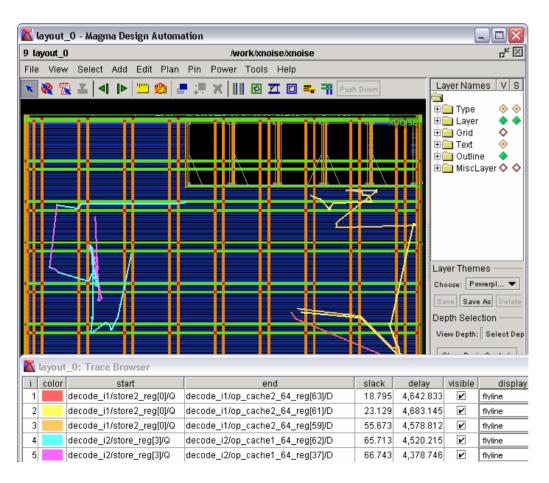
- Essential for team cooperation. Flows can be cut into pieces.
- Key is the all-or-nothing concept: a single volcano is enough!
- Format is binary, but portable across platforms.
- Built in compression reduces disk image.

```
# script part 1
source mysettings.tcl
...
fix_whatever $m $1
...
export volcano part1.volcano
exit
```

```
# script part 2
source mysettings.tcl
import volcano part1.volcano
fix_somethingelse $m $1
...
export volcano part2.volcano
exit
```



Built-in incremental Timer



- · Incremental.
 - The data model records any changes. Values are cached and recalculated when necessary.
- Timer has 4 different levels of accuracy to evaluate wire load:
 - WLM, HPW, global route, detailed route
- Performs 'on-the-fly' parasitic extraction of wires.



Summary

- Fast high-capacity in-core data model:
 - Data is stationary in Data Model
 - Tools operate on it.
- Simple object-oriented structure
- · Deep access to all data enables extensive customization.
- Built-in timer, extractor and DRC
 - Data is correct and up-to-date at any time.
- Data model was key for the success of Magma
 - Used on many hundreds of tape-outs.