

EDA = Electronic Design Automation Are you kidding?

EDP 2010

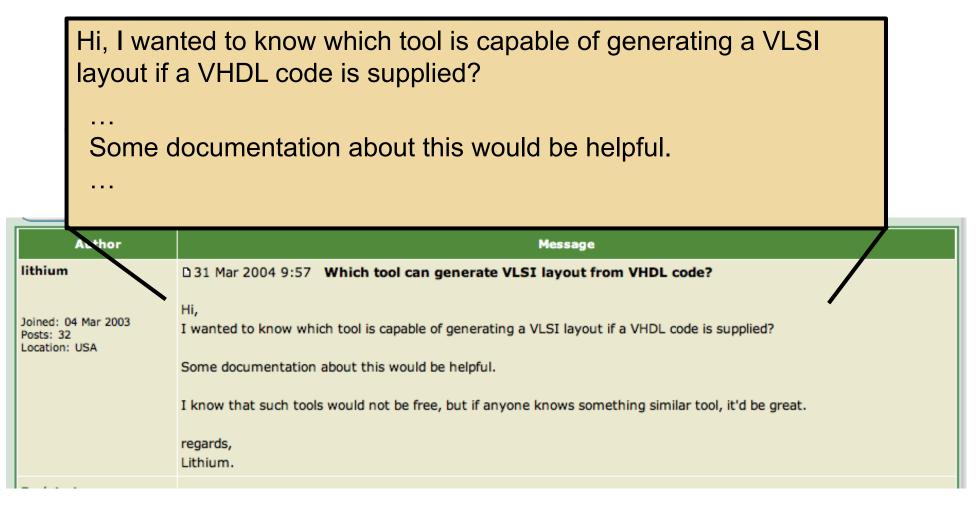
Andreas Kuehlmann



R E S E A R C H L A B O R A T O R I E S



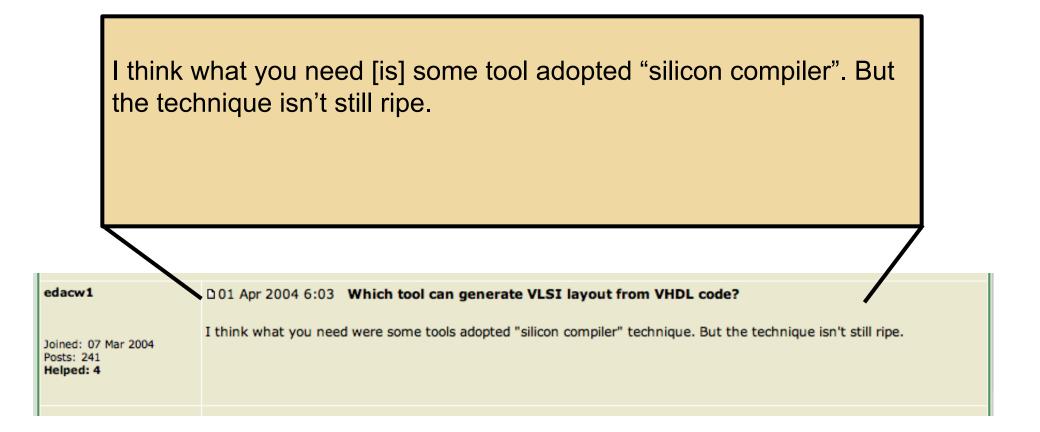
EDA is now more than 30 years old....







... a response came within a few hours







... so, what happened to the "Silicon Compiler"?

Carver A. Mead and George Lewicki, "Electronics" magazine 1982:

"Silicon compilers and foundries will usher in user-designed VLSI"

Anatomy of a Silicon Compile
^{dited by} Robert W. Brodersen

/*	Read instruction	*/
/*	Execute instruction	•/
	String at bit 0, length 6 bit	*/
	Simple opcodes	*/ */
/*	Undefined opcodes	*/
		*/ */
	/* /* /* /*	<pre>/* Read instruction /* Execute instruction /* String at bit 0,</pre>

References

1.

- R.K. Brayton, N.L. Brenner, C.L. Chen, G. DeMicheli, C.T. McMullen and R.H.J.M. Otten. The YORKTOWN Silicon Compiler. *1985 ISCAS Proceedings*, pages 391-394, Kyoto, June 1985.
- R.K. Brayton, R. Camposano, G. DeMicheli, R.H.J.M. Otten and J.T.J. van Eijndhoven. The Yorktown Silicon Compiler System. in D. Gajski (Editor), editor, Silicon Compilation, Addison-Wesley, 1988. (also IBM Research Report RC 12500, Mathematics, Yorktown Heights, December 1986).



... another prediction of the "Silicon Compiler"?

John Gray, Irene Buchanan, Peter Robertson, DAC 1982:

"...It allows the engineer to design for performance, wirability and testability by manipulating a textual description of a design. The principle features of this are a high-level language for design description, completely automatic layout, and an integrated simulator. The total package can be referred to as a silicon compiler..."



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They got it almost right...

... except that

"a high-level language"

should have meant

"a pile of files with many languages"

VHDL, Verilog, Spice, Systemverilog, C, C++, SystemC, BlueSpec, UML, ...

and then the other "beauties" such as

tcl, grep, awk, sed, perl, sh, csh, ksh, bash, ...



What do I want, as a designer?

Tools that...

- ... produce "optimal" results for me.
 - ... results that are predictable and repeatable.
 - ... results that are incremental.
- ... know what results I will like and takes it into account.
- ... I can micromanage when needed because I am an Engineer!



What do we give them?

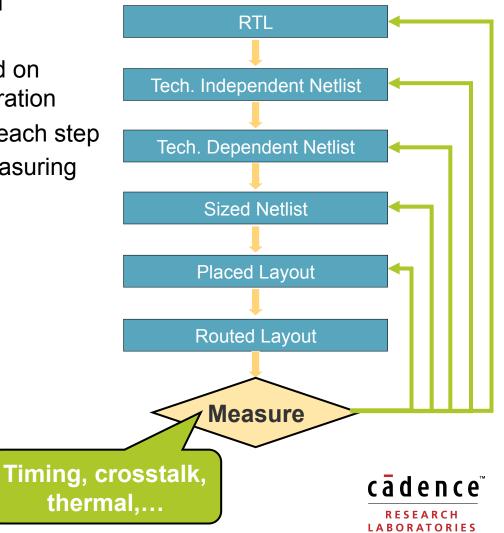
Many Tools that...

- ... utilize instable algorithms
- ... have many variations and thousands of options
- ... and are buggy



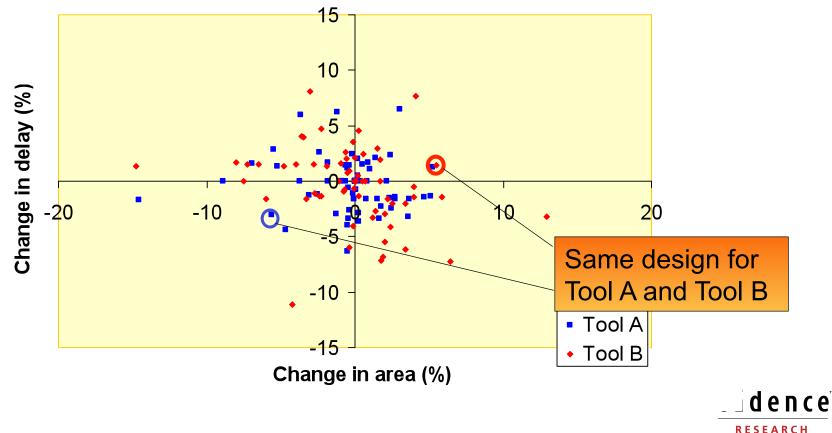
Today's Design Flows are Split into many Steps

- There is **no** monolithic optimization approach to the RTL-to-GDSII synthesis problem
 - Traditional approaches based on horizontal flow slicing and iteration
 - Simplified models applied at each step
 - Optimization achieved by measuring and readjusting weights
- There is **no** guarantee of convergence!
- There is **no** guarantee of incrementality
- Result:
 - Extremely instable flows



Example: Instability of Logic Synthesis

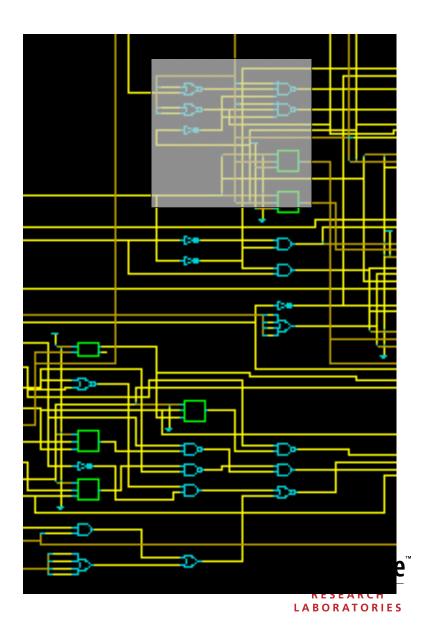
- Logic synthesis experiment with public benchmarks (IWLS 2005)
 - Original RTL synthesized versus identical RTL with names mangled



RESEARCH LABORATORIES

Why is it like this – three reasons?

- Reason # 1: Windowing
 - Many synthesis algorithms don't scale and need to be applied to a small window. The window is being shifted over the design which make the results order dependent which can dramatically change with a small change of the design.



Why is it like this – three reasons?

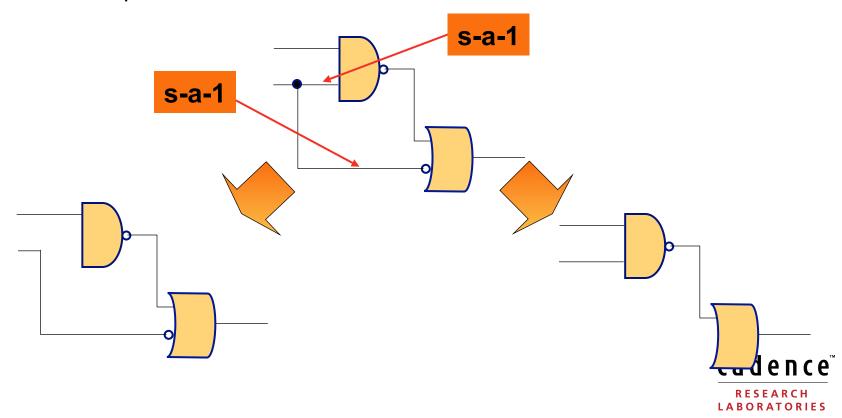
- Reason # 2: Decision Threshold
 - The complexity of many synthesis algorithm is controlled by resource thresholds after which a transformation attempt is aborted. A small change of the design can cause a jump over the threshold spawning completely different results.

```
int search(unsigned max_backtracks)
{
  for(i = 0; i < max_backtracks; i++) {
    success = try_something(i);
    if(success) return 1;
  }
  return 0;
}</pre>
```



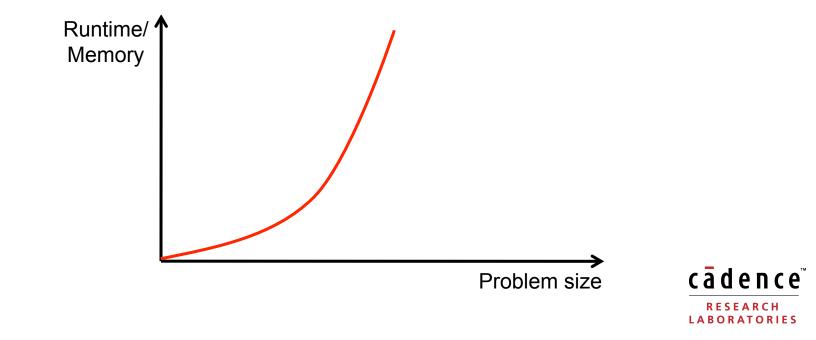
Why is it like this – three reasons?

- Reason # 3: Order of transformations
 - Certain transformation on single nets are mutually exclusive.
 Depending on the order in which they are applied a different outcome can be produced.



Most algorithms are computationally hard: NP-hard or worse

Logic optimization, technology mapping, placement, routing, verification, ...



How do we solve the problem?

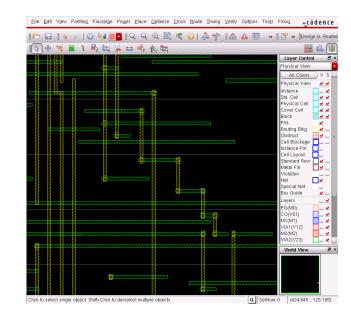
Ingredient #1: Let's add another option to the tool!

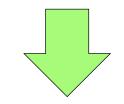
... setRouteMode -routemagictrick 34876 ...

- Can solve any problem such as
 - "I know a better route"
- Number of options:

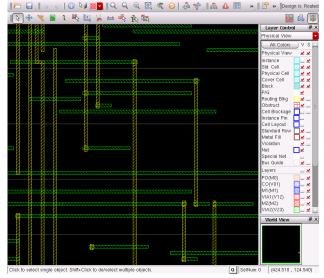
O(n*m*k)

- n number of designs
- m number designers
- k number of features to be controlled











How do we solve the problem?

```
Ingredient #2:
If you don't like what the tool does ...
```

... why don't you program it yourself!

```
...
Source my_magic_script.tcl
...
```

Very clever!

- Outsources programming from the tool provider to its customer
- Gives the illusion of freedom
- Makes tool sticky





How do we solve the problem?

Ingredient #3: We ship a neural network with the tool that helps you navigate through the maze

Also called:

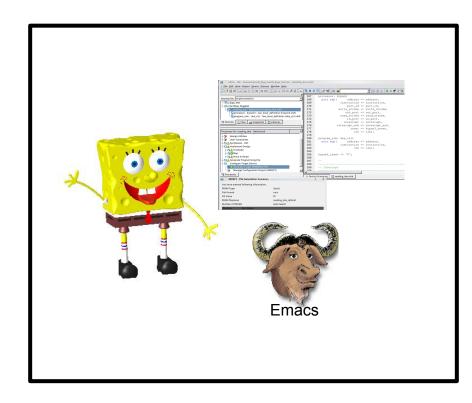
Application Engineer





All together it makes...

SiliconCompiler 2.0





Thank you!

