

# Estimating Routing Congestion using Probabilistic Analysis

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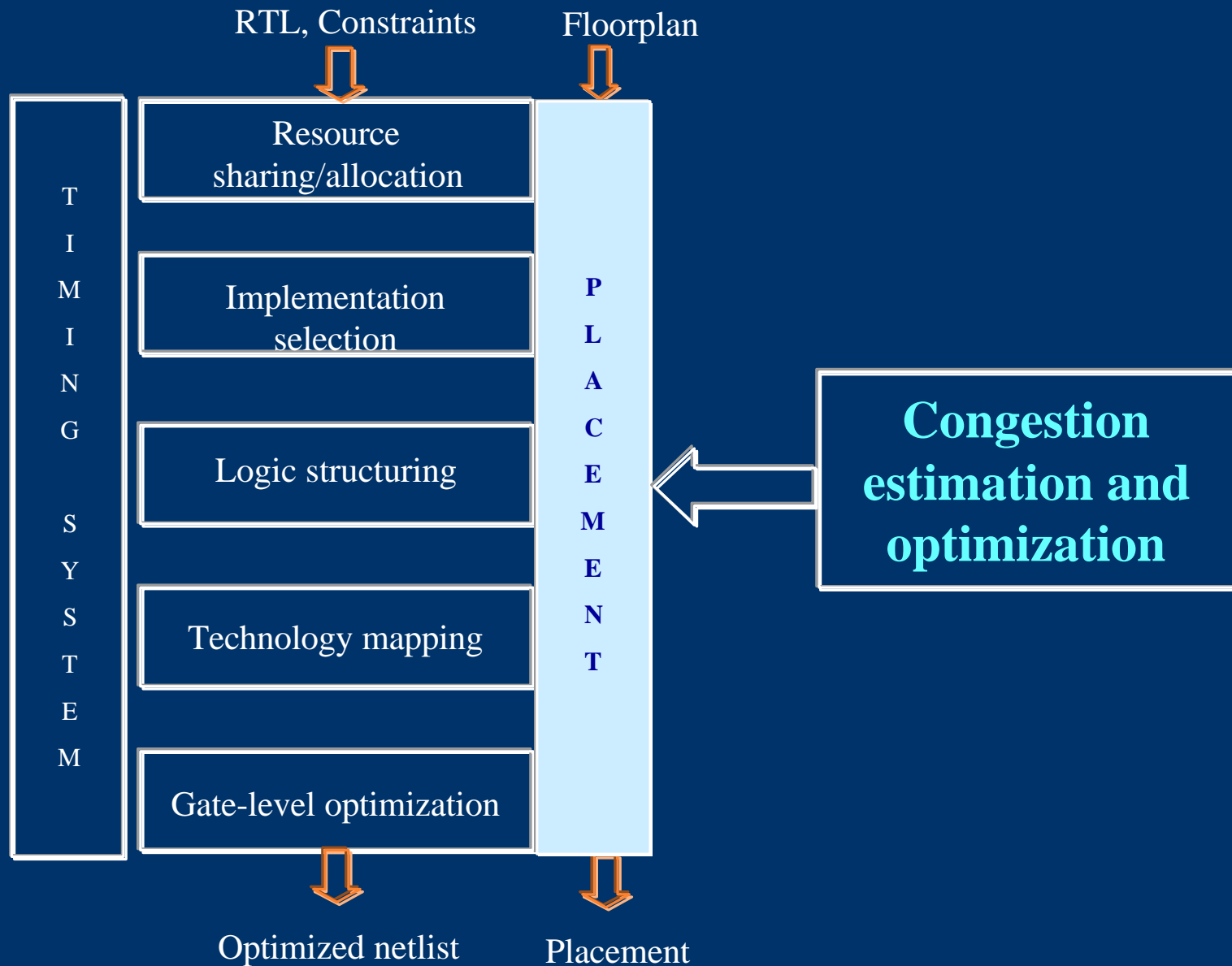
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# Congestion Problem

- ▶ **Wiring congestion is a key metric to predict routability & performance of a design**
  - A good timing result is useful only if routing can be completed
  - Congestion increases delay uncertainty
  - Congestion deteriorate signal integrity
- ▶ **Congestion optimization must be performed early in design cycles**
  - Synthesis adds many new gates to the design increasing cell density and wiring demand
  - Timing-driven placement has to keep critical gates closer
  - Users would like to close timing in same or smaller floorplans
- ▶ **Requires a fast and accurate estimator**

# Physical Synthesis Flow

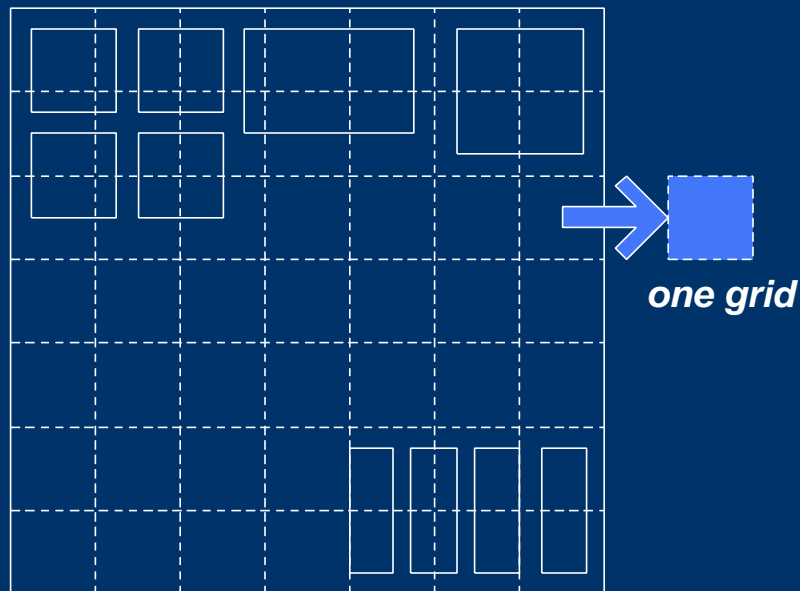


# Summary of Our Contributions

- ▶ **Proposed a probabilistic based congestion estimator**
- ▶ **Based on supply and demand analysis of routing resources**
- ▶ **Independent of implementation details of downstream routing algorithms**
- ▶ **Blockage aware**
- ▶ **Fast and yet accurate**
- ▶ **Congestion optimization based on this algorithm demonstrates its effectiveness**

# Congestion Analysis

- ▶ Divide the core area of the design into congestion grids
- ▶ Analyze the supply and demand for routing resources in each congestion grid



# Routing Supply of a Grid

- $N_h$  : number of horizontal routing layers
- $N_v$  : number of vertical routing layers
- $L_{hi}$  : minimum pitch for the  $i^{th}$  horizontal layer
- $L_{vi}$  : minimum pitch for the  $i^{th}$  vertical layer

$$\text{horizontal\_capacity} = H \times \sum_{i=1}^{N_h} \left( \frac{1}{L_{hi}} \right)$$

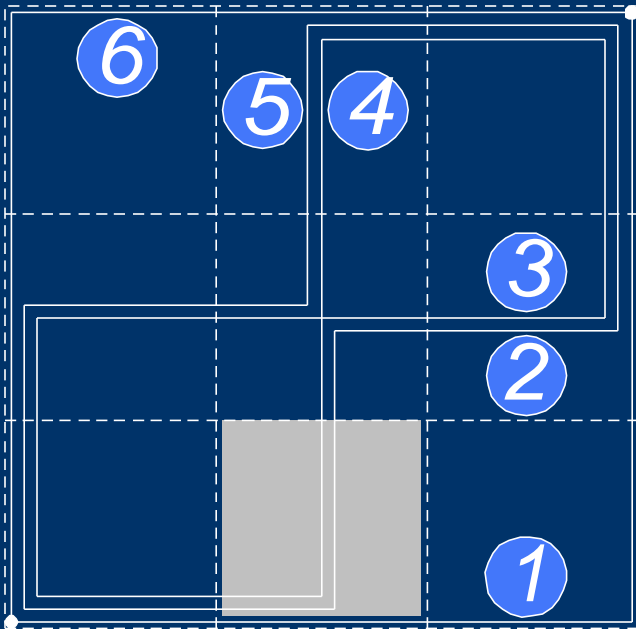
$$\text{vertical\_capacity} = W \times \sum_{i=1}^{N_v} \left( \frac{1}{L_{vi}} \right)$$

# Routing Demand of a Grid

- ▶ **Empirical model**
  - Design dependent
  - Hard to correlate to the real congestion
- ▶ **Global router**
  - Slow
  - Introduce problems for 3rd party routers
- ▶ **Probabilistic analysis**
  - Fast
  - Router independent

# An Example

Estimate a 2-pin nets covering a 3'3 mesh



Total number of possible routes: 6

Horizontal usage =  $0.5 + 0.5 + 1.0 = 2.0$

Vertical usage =  $1.0 + 1.0 = 2.0$

$$\frac{1}{6} \times \begin{bmatrix} (1 \ 1) & (2 \ 2) & (3 \ 3) \\ (2 \ 2) & (2 \ 2) & (2 \ 2) \\ (3 \ 3) & (2 \ 2) & (1 \ 1) \end{bmatrix}$$



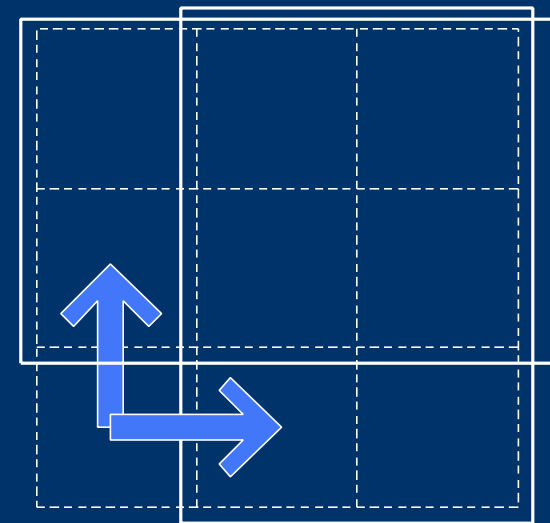
# Number of Possible Routes

For a 2-pin net covering a  $m \times n$  mesh, denote the number of possible routes as  $F(m, n)$  :

$$F(m, n) = F(m-1, n) + F(m, n-1) \quad F(m-1, n)$$

$$F(m, n) = F(n, m)$$

$$F(m, n) = \begin{cases} 1 & n = 1 \\ m & n = 2 \\ \sum_{i_{n-2}=1}^m \sum_{i_{n-3}=1}^{i_{n-2}} \cdots \sum_{i_1=1}^{i_2} i_1 & n \geq 3 \end{cases}$$



# $F(m,n)$ up to $10^4$

1	10	55	220	715	2002	5005	11440	24310	48620
1	9	45	165	495	1287	3003	6435	12870	24310
1	8	36	120	330	792	1716	3432	6435	11440
1	7	28	84	210	462	924	1716	3003	5005
1	6	21	56	126	252	462	792	1287	2002
1	5	15	35	70	126	210	330	495	715
1	4	10	20	35	56	84	120	165	220
1	3	6	10	15	21	28	36	45	55
1	2	3	4	5	6	7	8	9	10
1	1	1	1	1	1	1	1	1	1

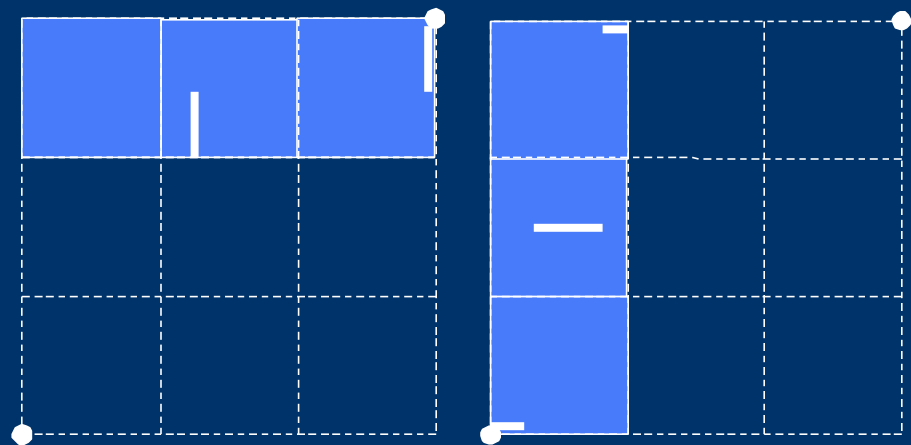
# Probabilistic Usage Matrix

$$P(m, n) = \begin{bmatrix} (P_x(m, 1) & P_y(m, 1)) & \cdots & (P_x(m, n) & P_y(m, n)) \\ \vdots & \cdots & \vdots & \cdots & \vdots \\ (P_x(1, 1) & P_y(1, 1)) & \cdots & (P_x(1, n) & P_y(1, n)) \end{bmatrix}$$

$$P_{x|y}(i, j) = P_{x|y}(m - i + 1, n - j + 1)$$

$$\sum_{j=1}^n P_y(i, j) = 1 \quad \forall i$$

$$\sum_{i=1}^m P_x(i, j) = 1 \quad \forall j$$

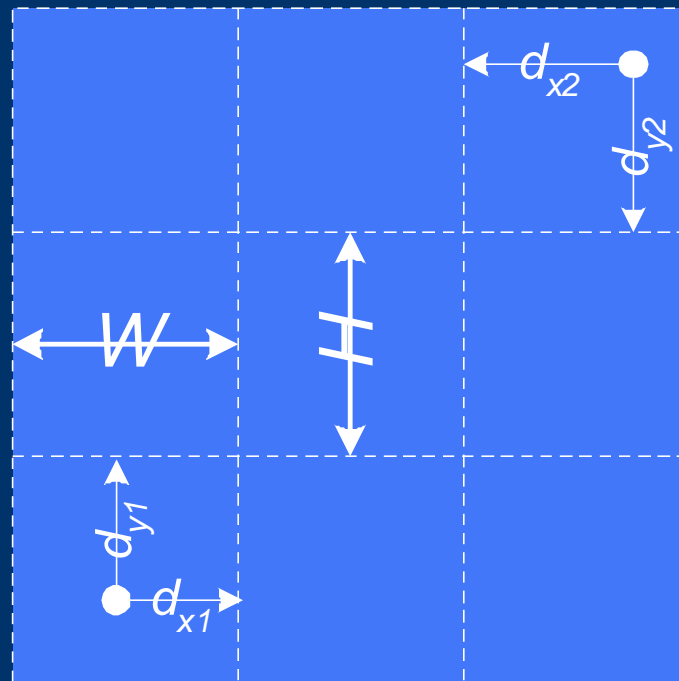


# Computing the Probabilities

$$P_x(i, j) = \frac{1}{F(m, n)} \times \begin{cases} F(m, n-1) & \text{case } a: i = 1, j = 1 \\ 1 & \text{case } b: i = 1, j = n \\ F(m-i+1, n-1) & \text{case } c: 1 < i < m, j = 1 \\ \frac{F(m, n-j+1) + F(m, n-j)}{2} & \text{case } d: i = 1, 1 < j < n \\ \frac{F(i, j)F(m-i+1, n-j) + F(i, j-1)F(m-i+1, n-j+1)}{2} & \end{cases}$$

$$P_y(i, j) = \frac{1}{F(m, n)} \times \begin{cases} F(m-1, n) & \text{case } a: i = 1, j = 1 \\ 1 & \text{case } b: i = 1, j = n \\ \frac{F(m-i+1, n) + F(m-i, n)}{2} & \text{case } c: 1 < i < m, j = 1 \\ F(m-1, n-j+1) & \text{case } d: i = 1, 1 < j < n \\ \frac{F(i, j)F(m-i, n-j+1) + F(i-1, j)F(m-i+1, n-j+1)}{2} & \end{cases}$$

# Off-grid Pins



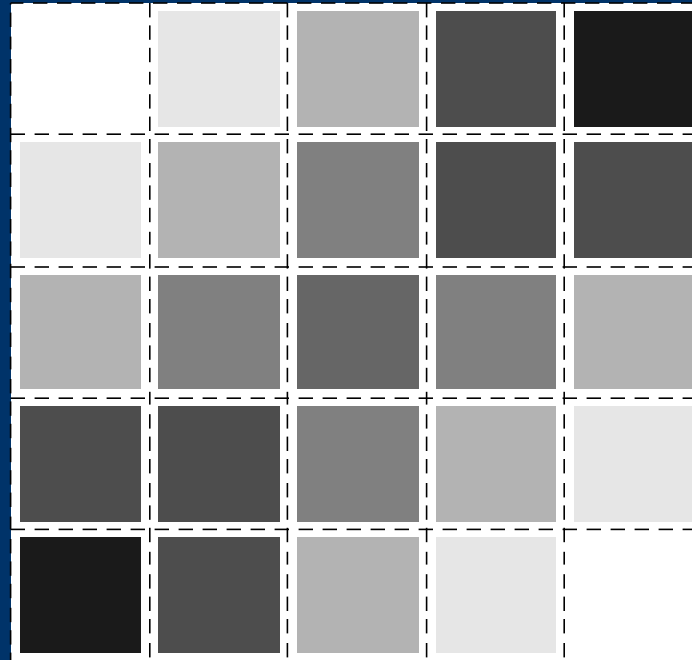
# Horizontal Usage with Off-grid Pins

$$P_x(i, j) = \frac{1}{F(m, n)} \times \left\{ \begin{array}{ll} F(m, n-1) \times \frac{d_{x1}}{W} & \text{case } a: i = 1, j = 1 \\ F(m, n-1) \times \frac{d_{x2}}{W} & \text{case } \tilde{a}: i = m, j = n \\ \frac{d_{x2}}{W} & \text{case } b: i = 1, j = n \\ \frac{d_{x1}}{W} & \text{case } \tilde{b}: i = m, j = 1 \\ F(m-i+1, n-1) \times \frac{d_{x1}}{W} & \text{case } c: 1 < i < m, j = 1 \\ F(i, n-1) \times \frac{d_{x2}}{W} & \text{case } \tilde{c}: 1 < i < m, j = n \\ \frac{F(m, n-j+1) + F(m, n-j)}{2} & \text{case } d: i = 1, 1 < j < n \\ \frac{F(m, j) + F(m, j-1)}{2} & \text{case } \tilde{d}: i = m, 1 < j < n \\ \frac{F(i, j) F(m-i+1, n-j) + F(i, j-1) F(m-i+1, n-j+1)}{2} & \end{array} \right.$$

# Vertical Usage with Off-grid Pins

$$P_y(i, j) = \frac{1}{F(m, n)} \times \left\{ \begin{array}{ll} F(m-1, n) \times \frac{d_{y1}}{H} & \text{case } a: i = 1, j = 1 \\ F(m-1, n) \times \frac{d_{y2}}{H} & \text{case } \tilde{a}: i = m, j = n \\ \frac{d_{y1}}{H} & \text{case } b: i = 1, j = n \\ \frac{d_{y2}}{H} & \text{case } \tilde{b}: i = m, j = 1 \\ \frac{F(m-i+1, n) + F(m-i, n)}{2} & \text{case } c: 1 < i < m, j = 1 \\ \frac{F(i, n) + F(i-1, n)}{2} & \text{case } \tilde{c}: 1 < i < m, j = n \\ F(m-1, n-j+1) \times \frac{d_{y1}}{H} & \text{case } d: i = 1, 1 < j < n \\ F(m-1, j) \times \frac{d_{y2}}{H} & \text{case } \tilde{d}: i = m, 1 < j < n \\ \frac{F(i, j) F(m-i, n-j+1) + F(i-1, j) F(m-i+1, n-j+1)}{2} & \end{array} \right.$$

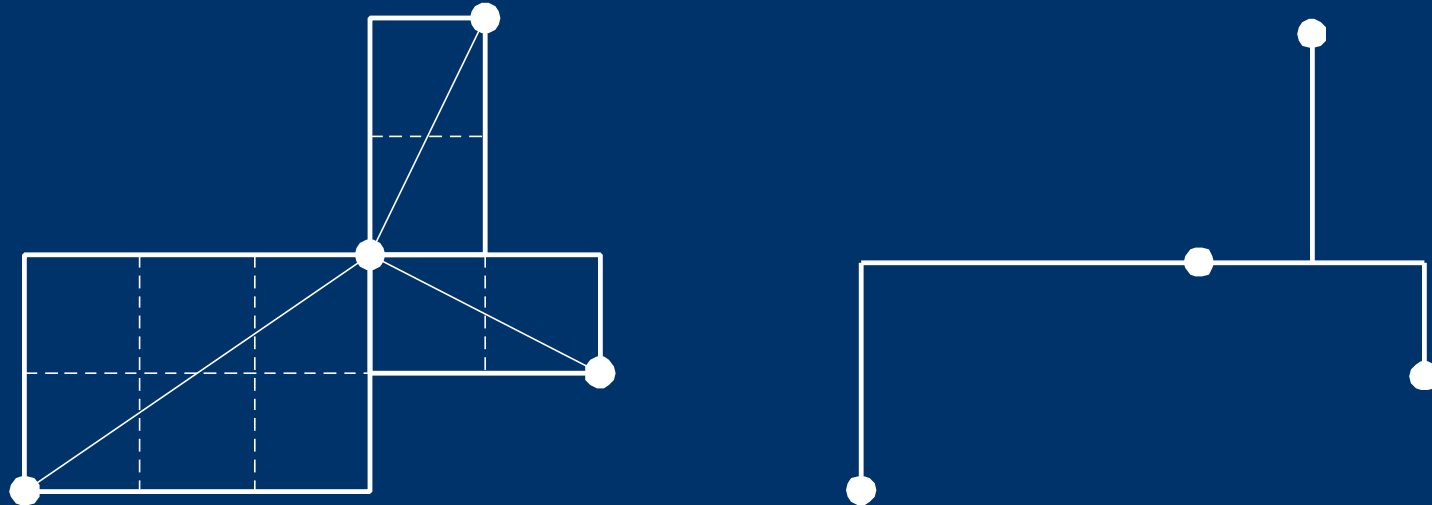
# Track Usages for a 5 ´ 5 Mesh



- ▶ Darker color represents higher probability of usages

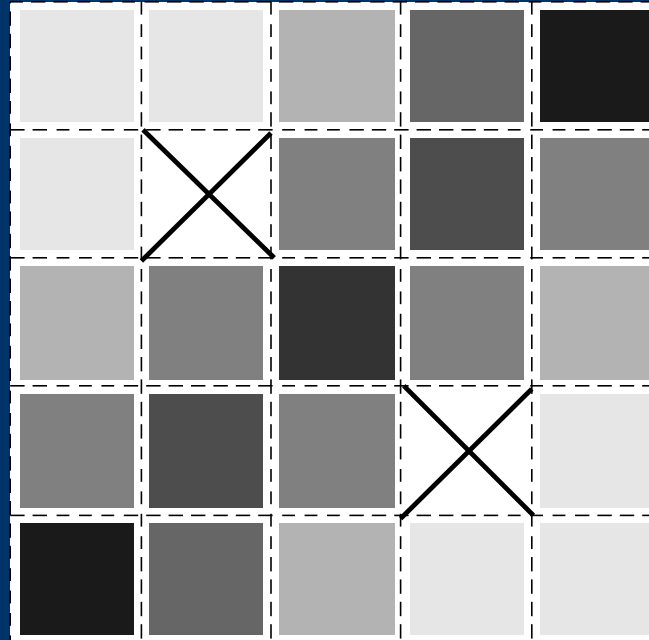


# Multi-pin Nets



- ▶ **MST based algorithm in early stages**
- ▶ **RST based algorithm in later stages**

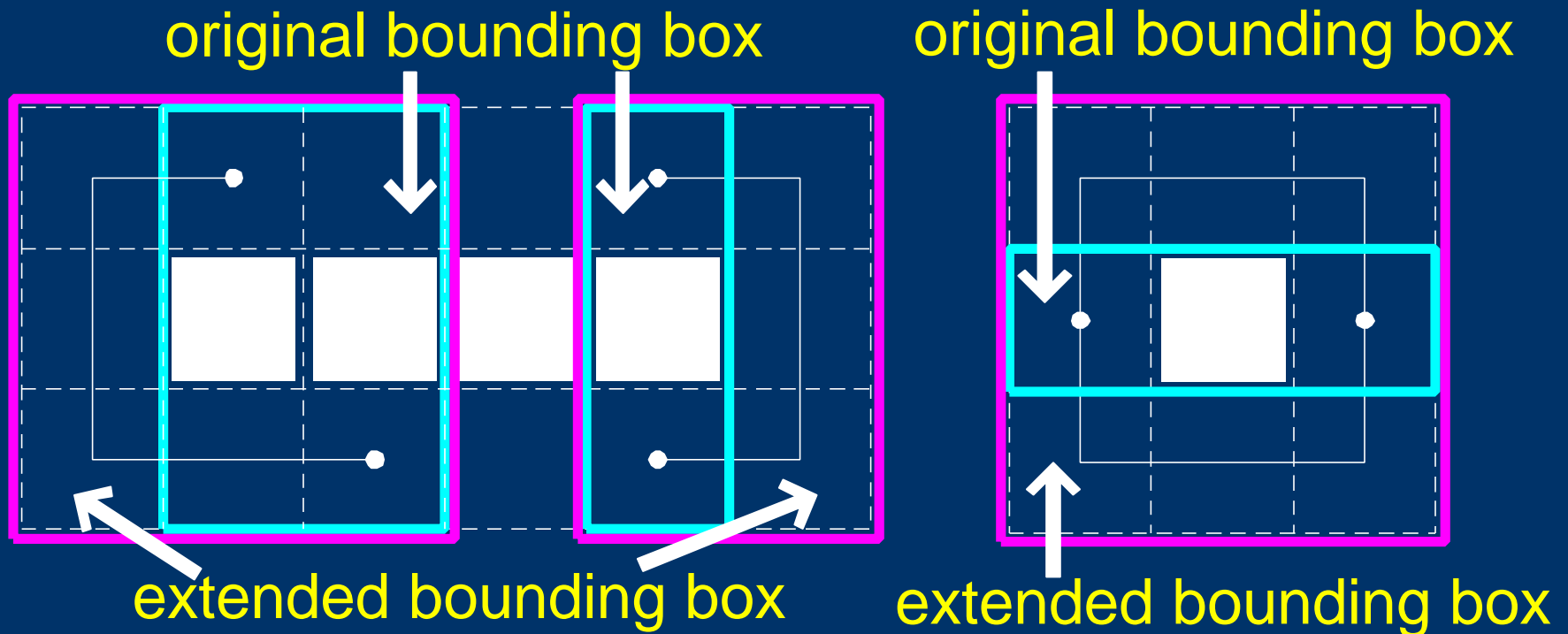
# Simple Routing Blockages



Distribute the usage of a blocked grid to its neighboring grids based on the distance  $d$  and number of unblocked neighbors  $n$ :

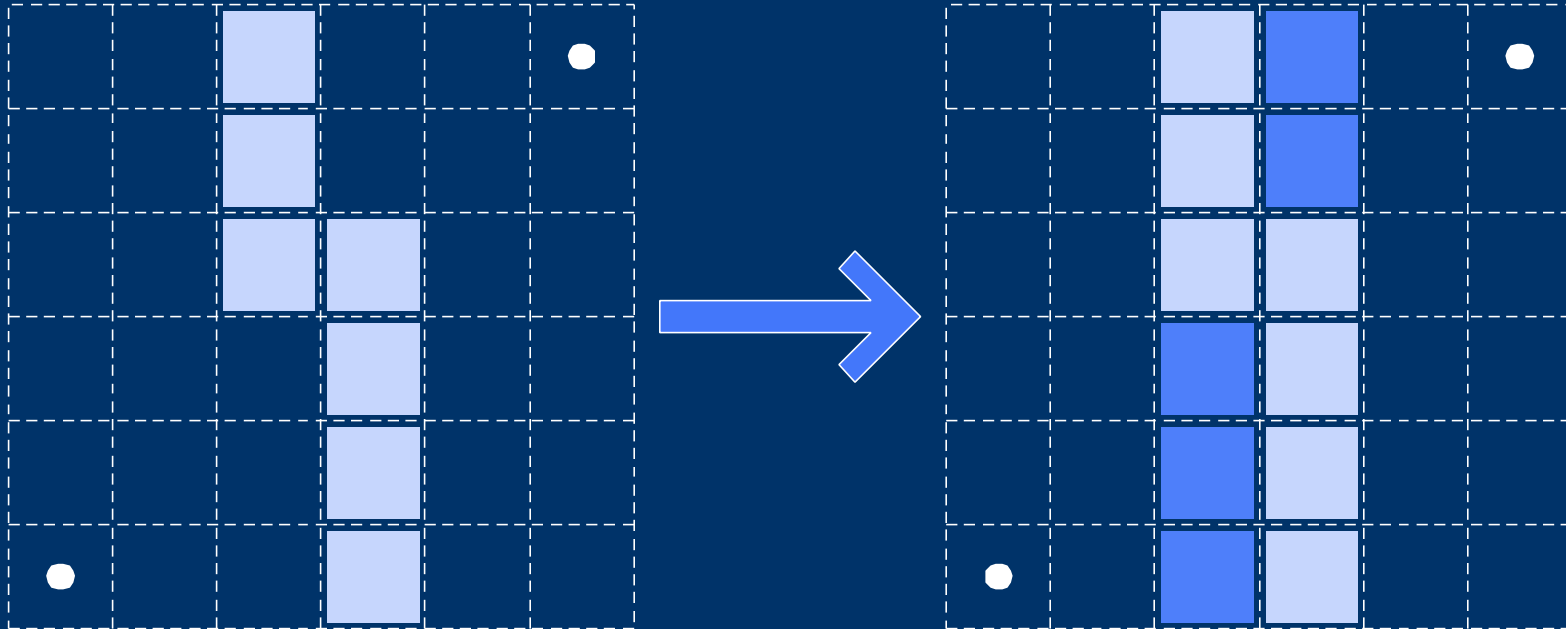
$$w = 2^{-d} \cdot n$$

# Line Blockages



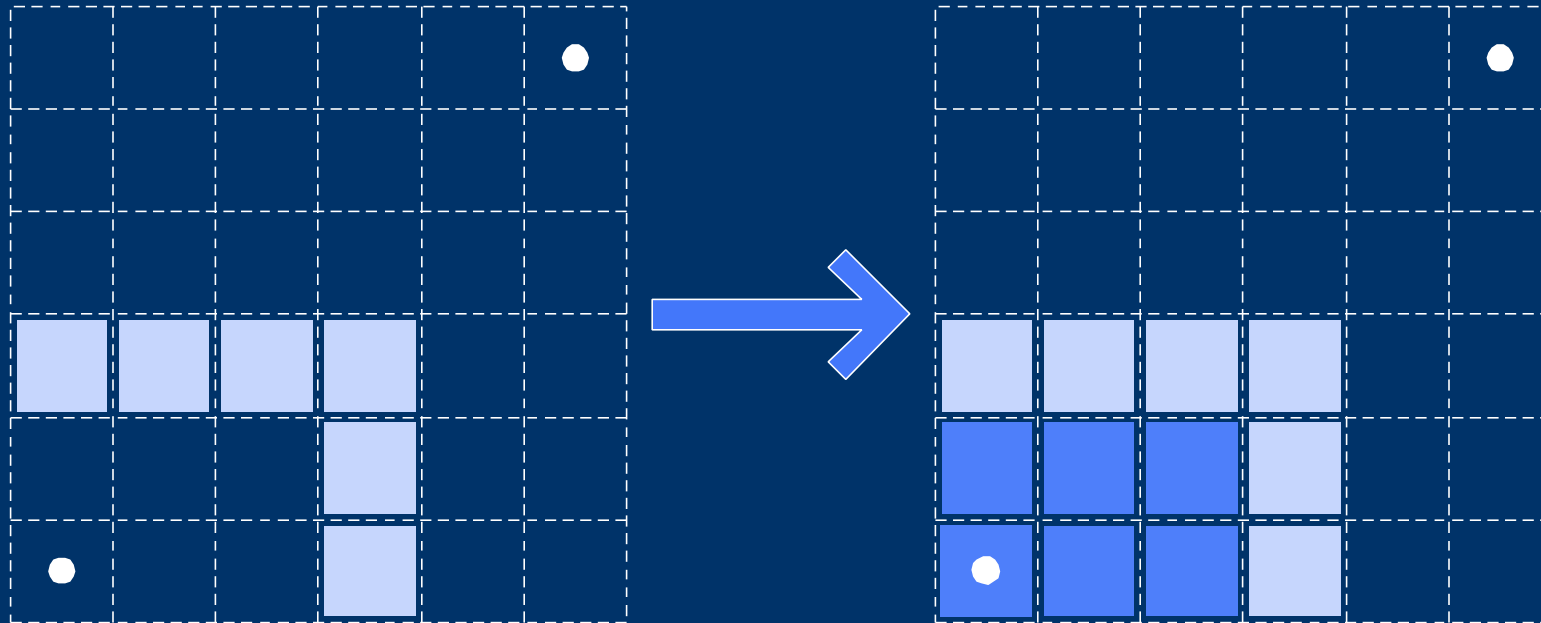
- **Extend the bounding box of the net**

# Adjacent Blockages



- Find the bounding box of the blockages

# Complex Blockages

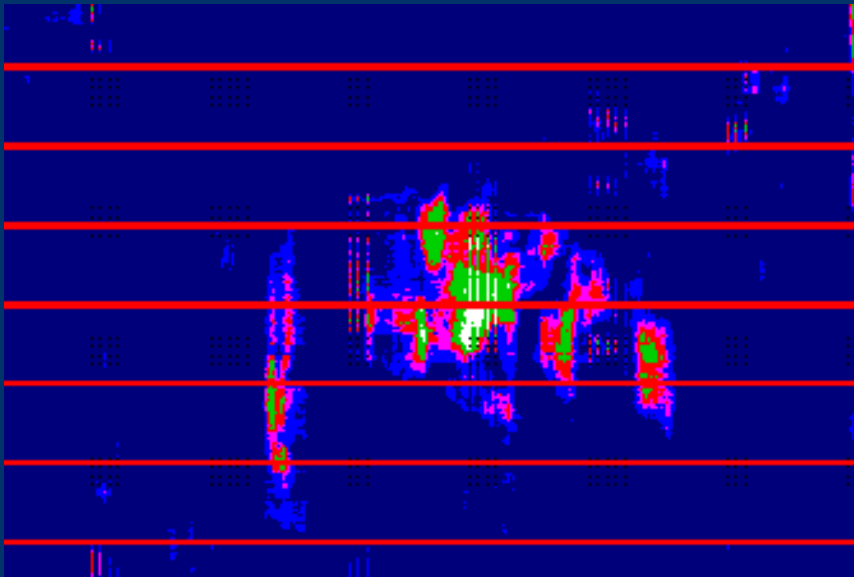


- **Maze router needed**
- **How often do you see this?**

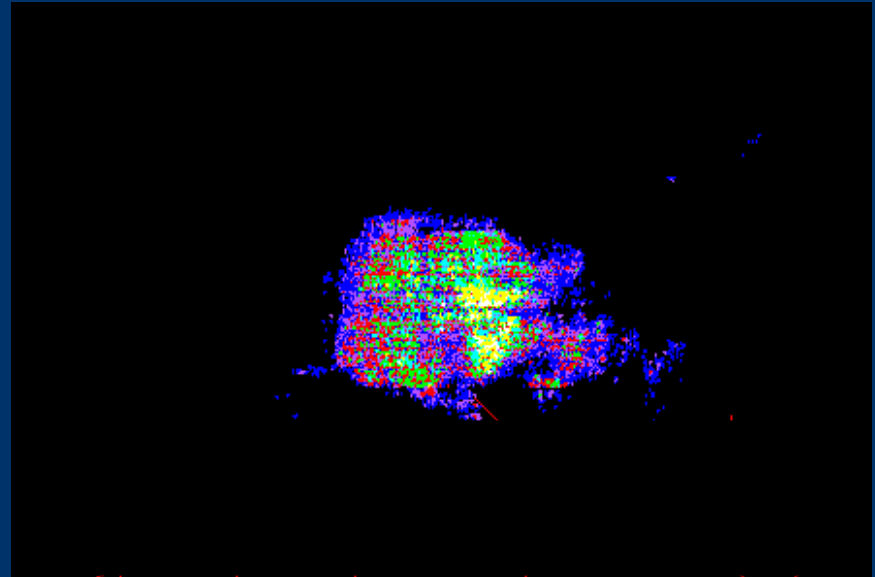
# Runtime for two Testcases

	# of instances	# of nets	CPU time
Design1	316K	332K	70s
Design2	347K	374K	110s

# Testcase I: Congestion Correlation

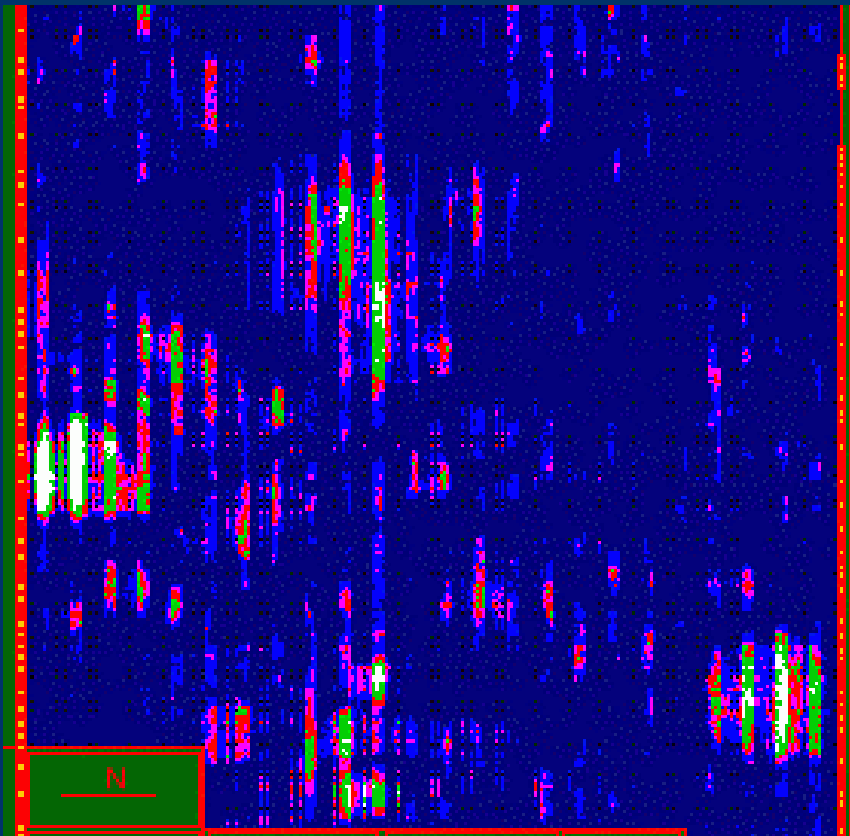


**Estimated congestion**

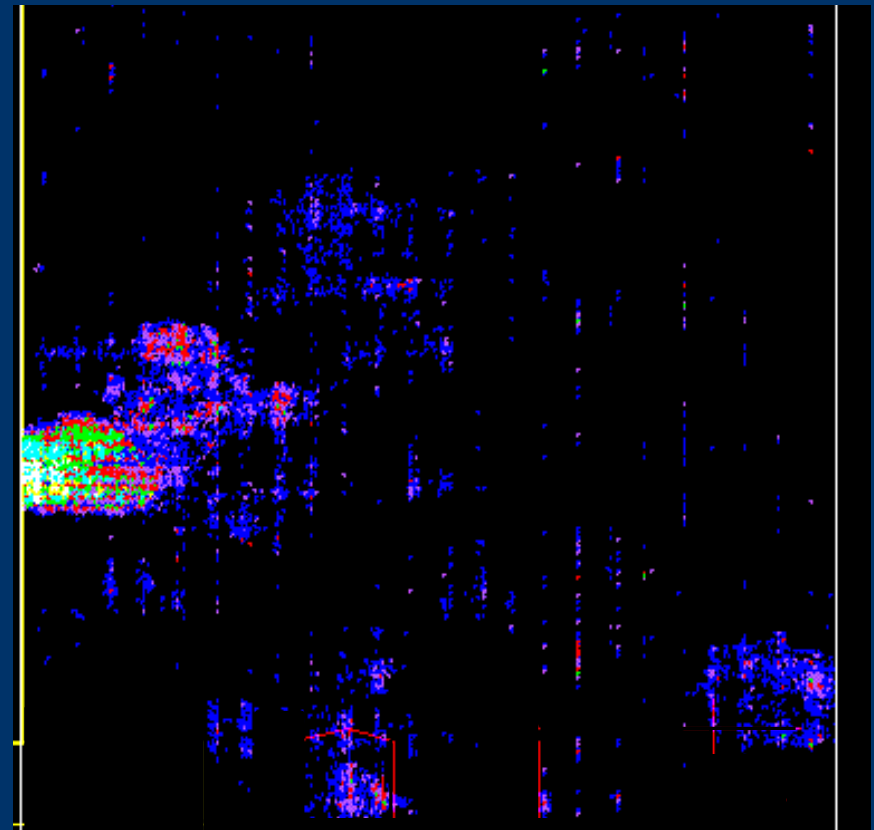


**Post-route congestion**

# Testcase II: Congestion Correlation



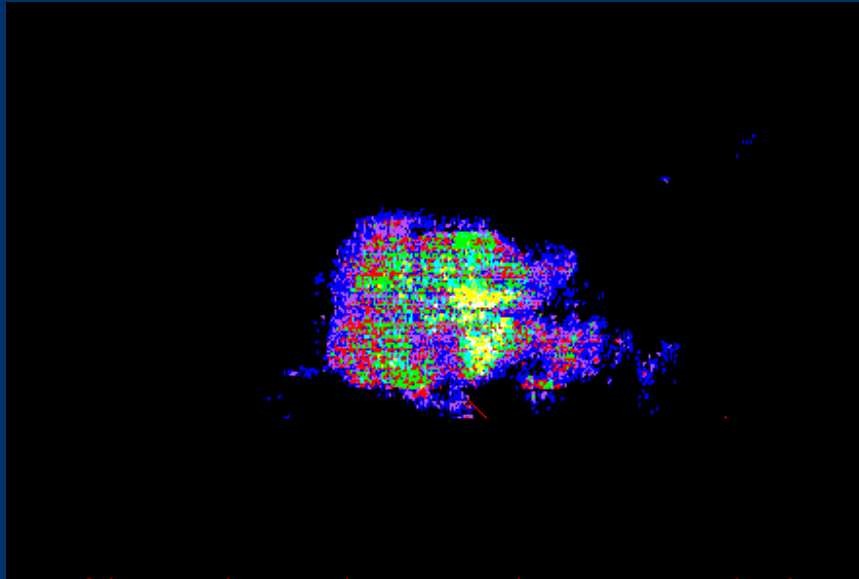
Estimated congestion



Post-route congestion



# Testcase I: Congestion Removal

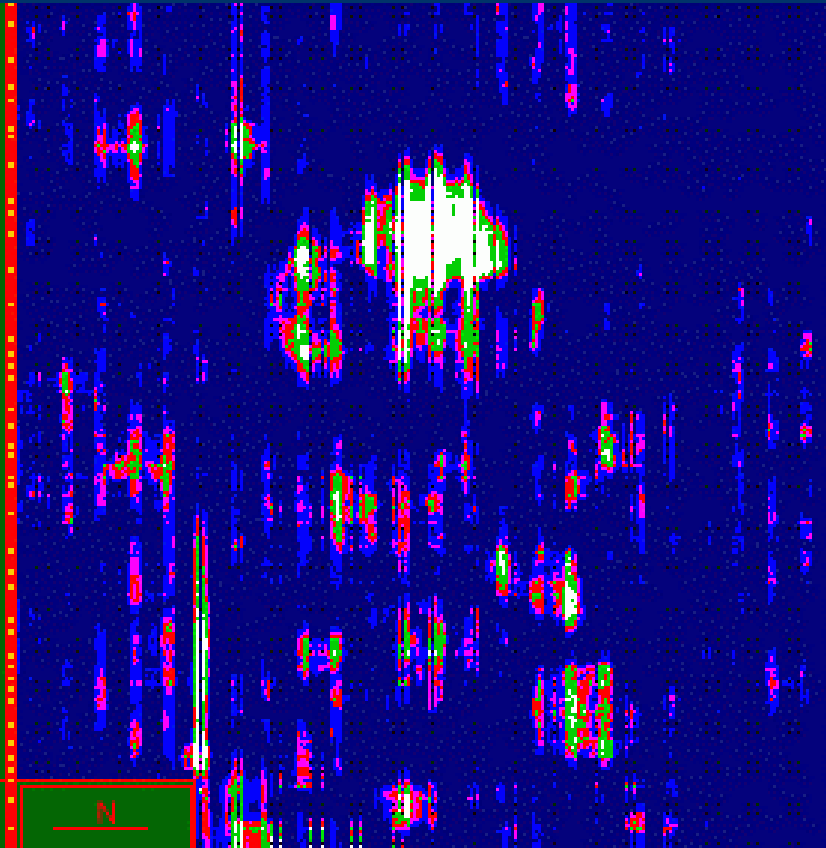


**Congestion without  
optimization**

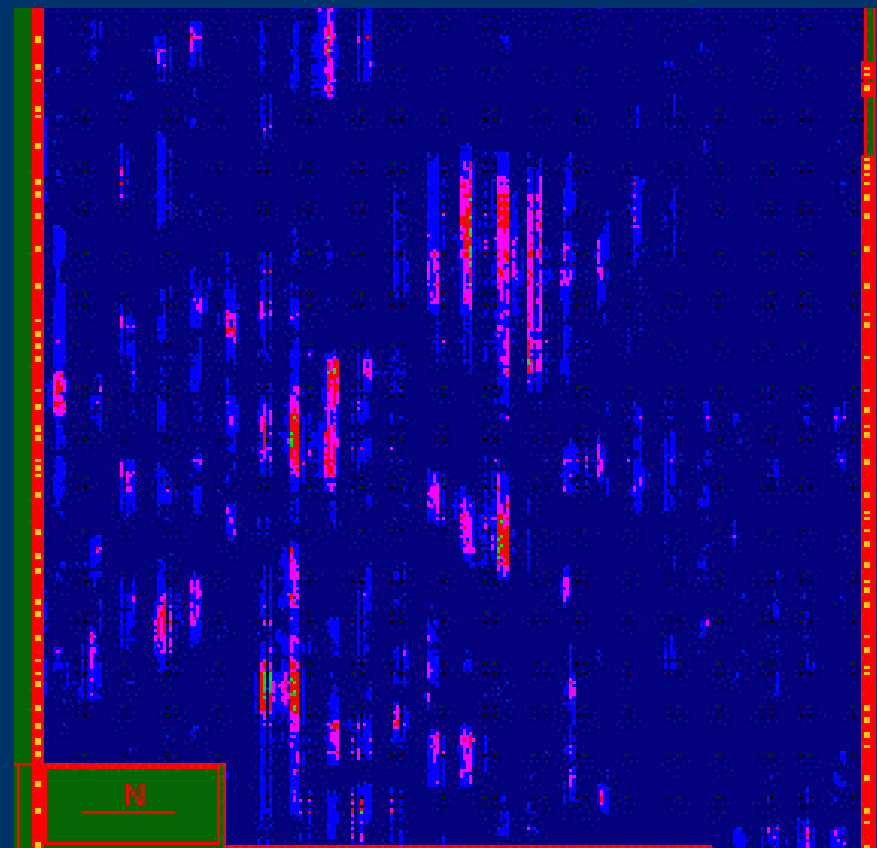


**Congestion with  
optimization**

# Testcase II: Congestion Removal



**Congestion without optimization**



**Congestion with optimization**

# Conclusion

- ▶ **Timing closure for complex designs requires fast and accurate congestion estimators**
- ▶ **Probabilistic congestion estimation is a key technology in physical synthesis**
- ▶ **Congestion optimization based on this algorithm demonstrates its effectiveness**