

# Declarative Language for Geometric Pattern Matching in VLSI Process Rule Modeling

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# Regular Expressions

`[Aa][ie]ro?plane` << pattern of interest

Airplane  
aeroplane  
aerooplane

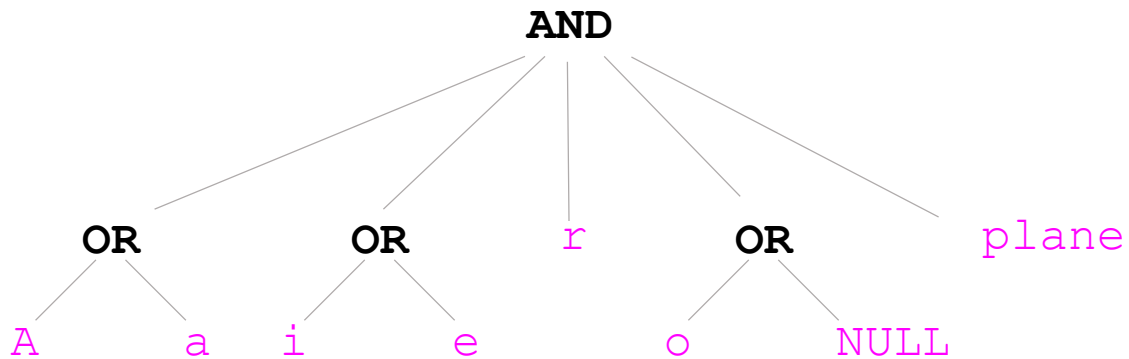
| Which one of these words will match the regular expression?

# Regular Expressions

`[Aa][ie]ro?plane` << pattern of interest

`Airplane` << match  
`aeroplane` << match  
`aerooplane` << no match

AND  
OR  
A  
a  
OR  
i  
e  
r  
OR  
o  
NULL  
plane



assumed spatial adjacency →

# Regular Expressions

`([Aa][ie]ro?plane ){2}` << pattern of interest

I'm just a aeroplane poor boy and nobody loves me, He's just a poor boy from a poor family, Spare him his life from this monstrosity, Easy come easy go will you let me go, Bismillah, Airplane aeroplane no we will aiirplane not let you go, let him go, Bismillah, we will not let you go, Airplane let him go, Bismillah, we will not airpplan let you go, let me go, (Will not let you go) let me go (never, never let you go) let me Airplane Aeroplane go (never let me go), Oh oh no, no, no, no, no, no, no, Oh mama mia, mama mia, mama mia let me go, Beelzebub has a devil put aside for me for me for me for me aeroplane Airplane for me airplane for you Airplane for them aeroplane.

# Regular Expressions

`([Aa][ie]ro?plane ){2}` << pattern of interest

I'm just a aeroplane poor boy and nobody loves me, He's just a poor boy from a poor family, Spare him his life from this monstrosity, Easy come easy go will you let me go, Bismillah, **Airplane aeroplane** no we will aiirplane not let you go, let him go, Bismillah, we will not let you go, Airplane let him go, Bismillah, we will not airpplan let you go, let me go, (Will not let you go) let me go (never, never let you go) let me **Airplane Aeroplane** go (never let me go), Oh oh no, no, no, no, no, no, no, Oh mama mia, mama mia, mama mia let me go, Beelzebub has a devil put aside for me for me for me for me **aeroplane Airplane** for me airplane for you Airplane for them aeroplane.

- Formal
- Non-ambiguous
- Expressive
- Compact
- Can be typed in by non-programmers
- **Wouldn't it be nice to have to a similar language for VLSI layout patterns?**

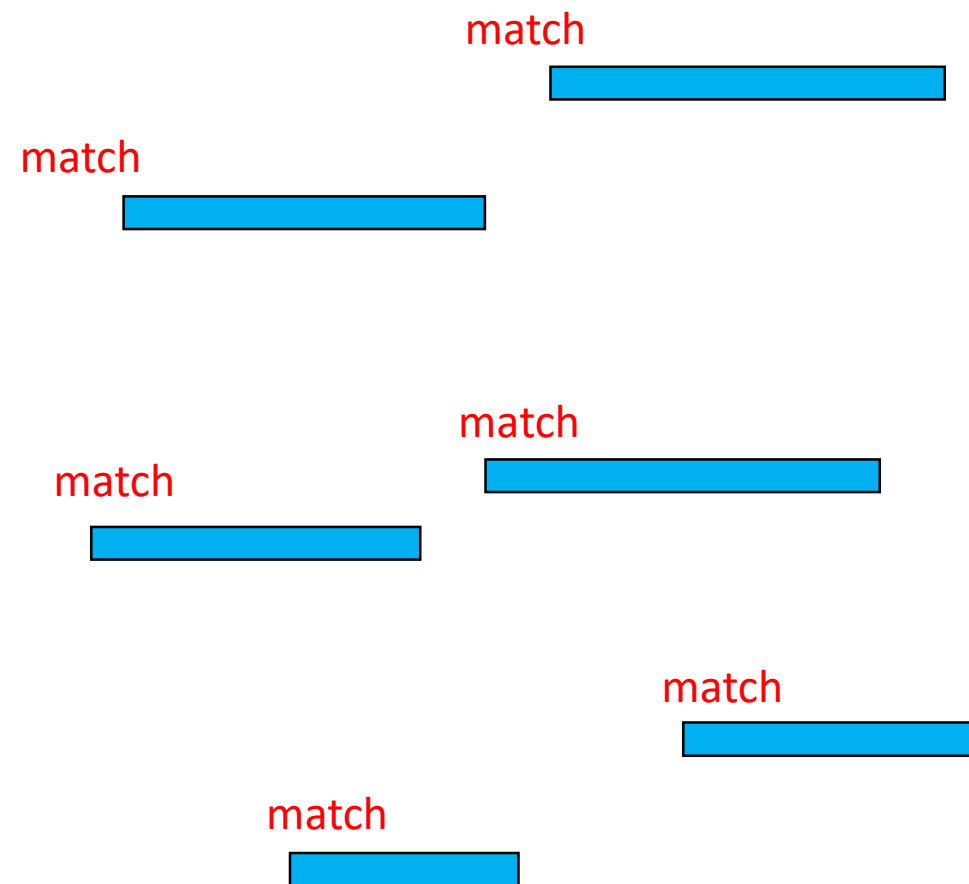
# Simple Example

```
Type Fuselage Wire layer=metal2 orient=H dy=10
```

```
Pattern Airplane
```

```
AND
```

```
  f Fuselage ; there exists a fuselage
```



# Simple Example

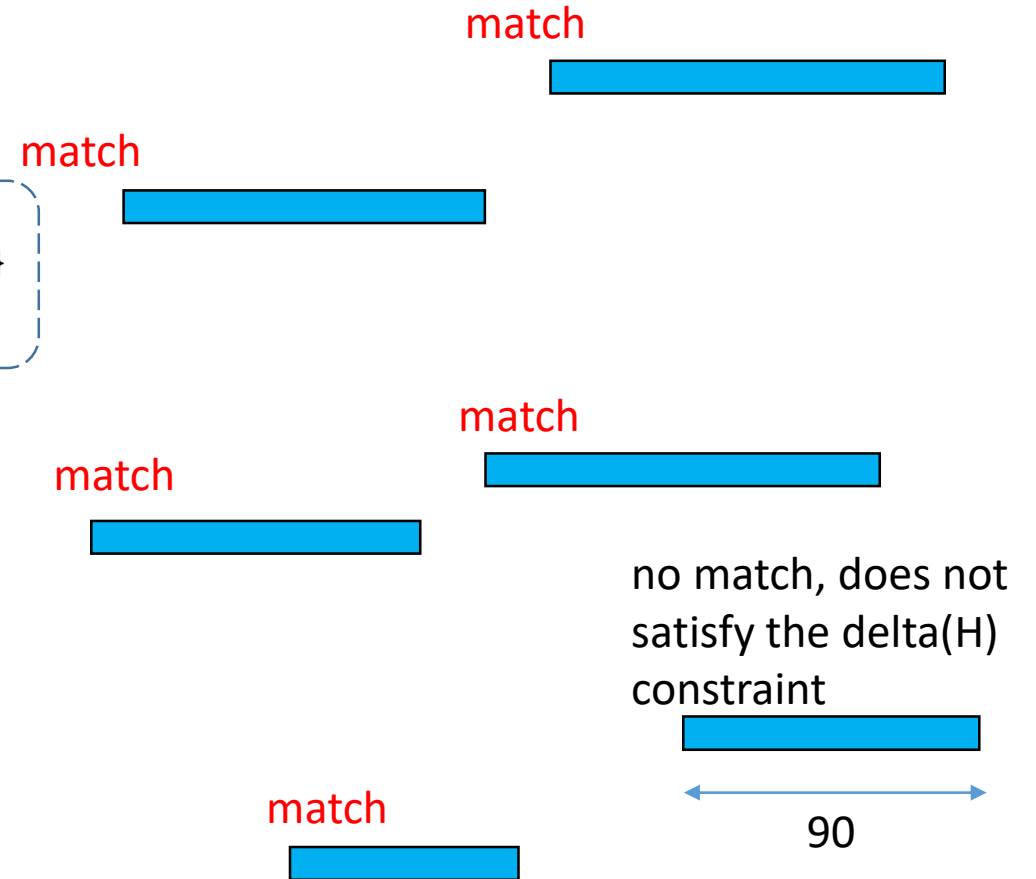
**Type** Fuselage Wire layer=metal2 orient=**H** dy=10

**Pattern** Airplane

**AND**

f Fuselage | f.delta(**H**) in {70, [100, 120], 140}

guard expression  
such-that horizontal dimension  
is in the given interval set

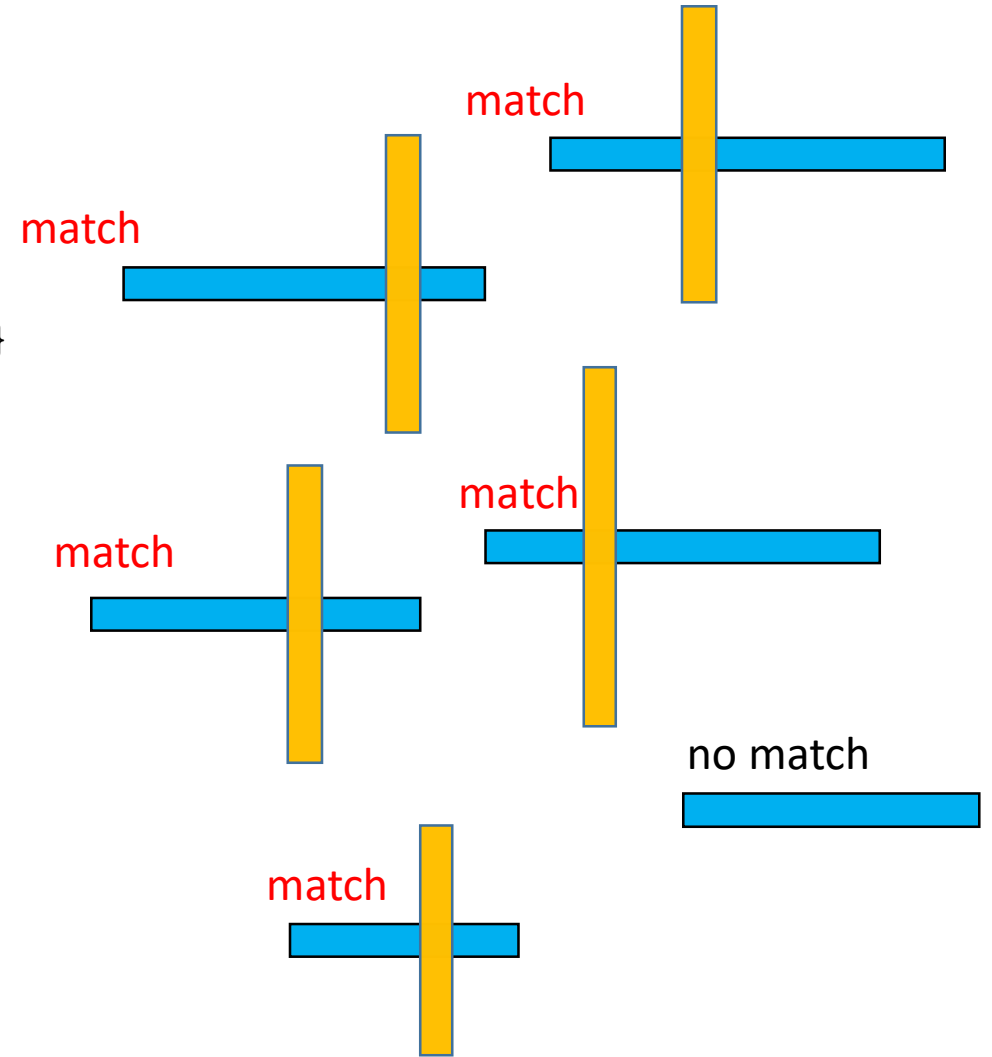


# Simple Example

```
Type Wing      Wire layer=metal1 orient=V
```

```
Pattern Airplane
```

```
AND  
  f Fuselage | f.delta(H) in {70, [100, 120], 140}  
  w Wing     | w.delta(V) in [70, 110]  
             | w.yc == f.yc  
             | f.contains(w, H)
```





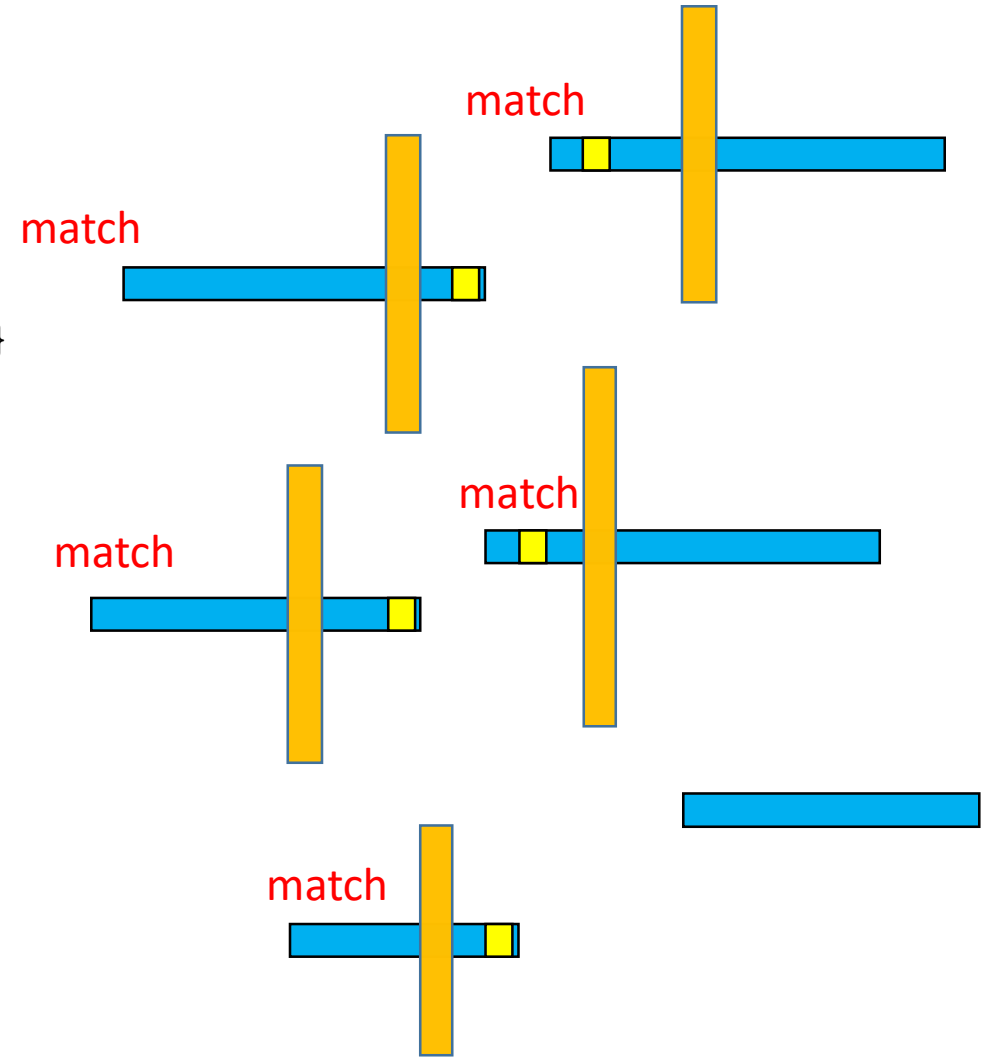
# Simple Example

**Type** Cockpit Via layer=via2

**Pattern** Airplane

**AND**

- f Fuselage | f.delta(H) in {70, [100, 120], 140}
- w Wing | w.delta(V) in [70, 110]  
w.yc == f.yc  
f.contains(w, H)
- p Cockpit | f.contains(p)  
**NOT** w.intersects(p)



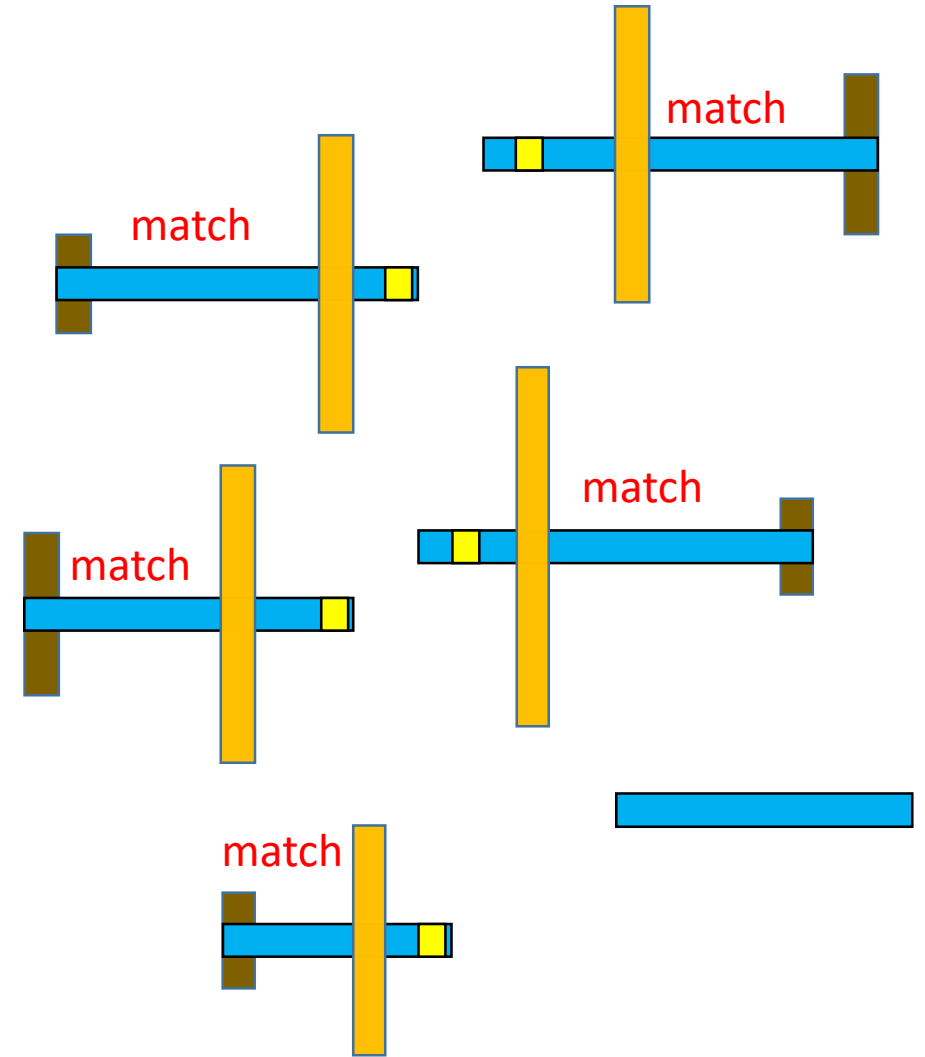
# Example of a Complete Airplane

**Type** Tail      Wire layer=metal3 orient=**V**

**Pattern** Airplane

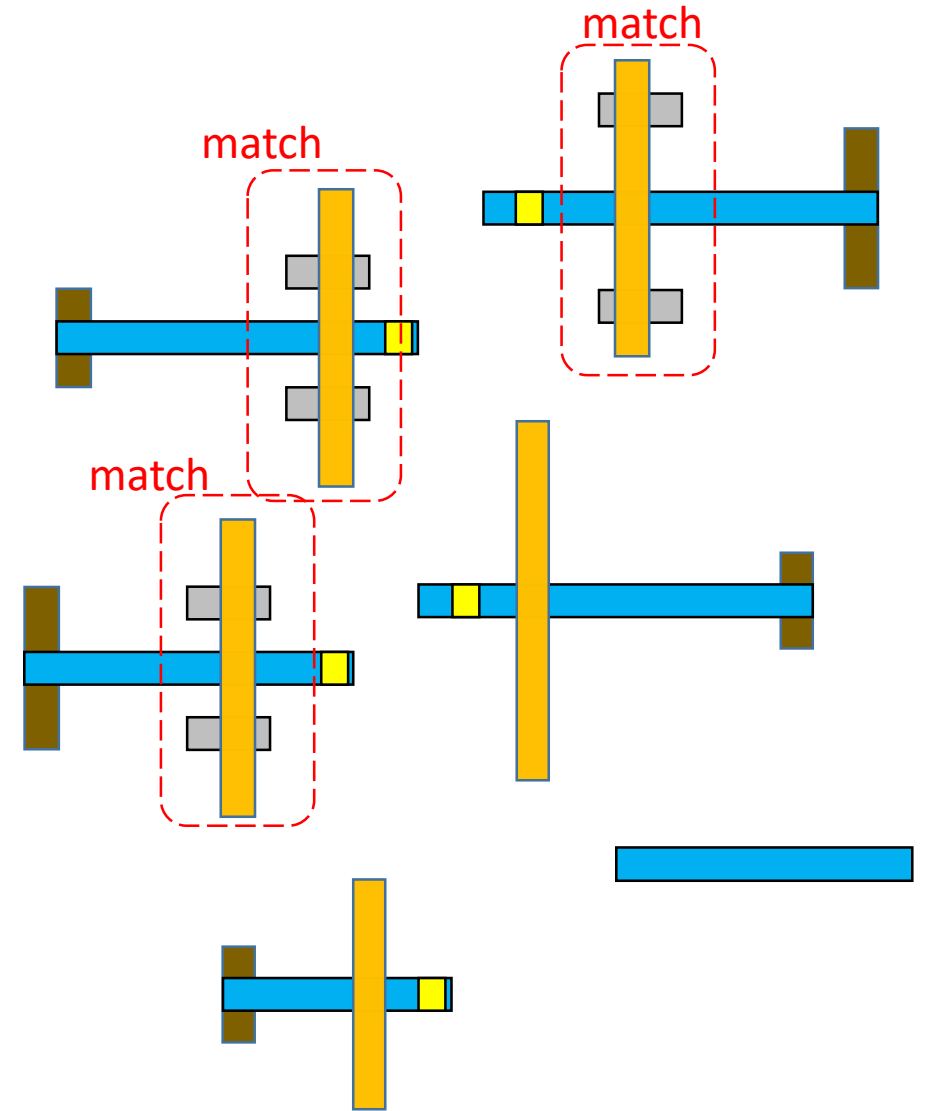
**AND**

f Fuselage		f.delta( <b>H</b> ) in {70, [100, 120], 140}
w Wing		w.delta( <b>V</b> ) in [70, 110]
		w.yc == f.yc
		f.contains(w, <b>H</b> )
p Cockpit		f.contains(p)
		<b>NOT</b> w.intersects(p)
t Tail		t.yc == f.yc
		f.contains(t, <b>H</b> )



# Wing With Engines Pattern

```
Type Engine Wire layer=metal4 orient=H  
  
Pattern WingWithEngines  
AND  
  w Wing  
  e1, e2 Engine | w.contains(this, V)  
                  this.contains(w, H)  
  e1.generalized_intersection(e2).yc == w.yc
```



# Glider Pattern

**Pattern** Glider

**AND**

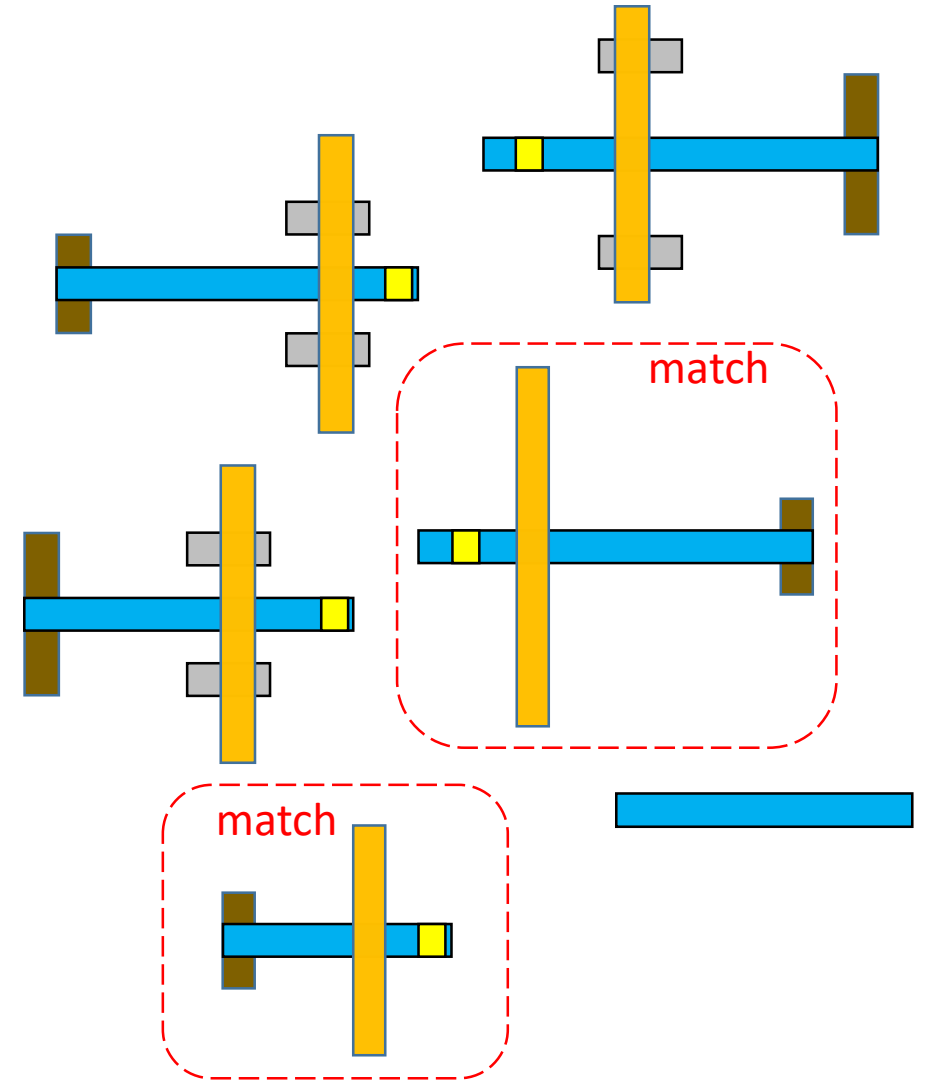
**a** Airplane

; there does not exist a WingWithEngines

; such-that its wing is identical

; with a's wing

**NOT** w WingWithEngines | w.w == a.w



# Jet Pattern

**Pattern** Jet

**AND**

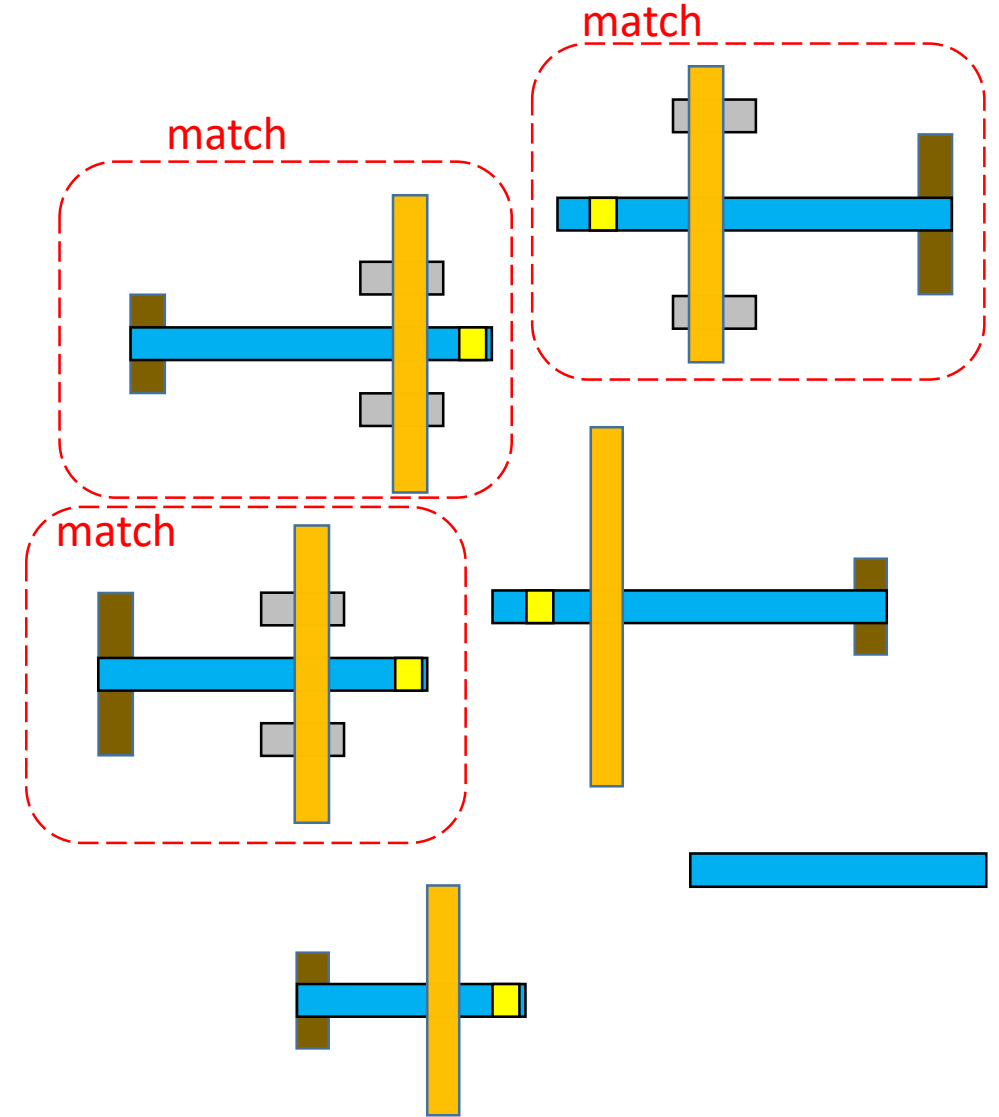
a Airplane

; there does exist a WingWithEngines

; such-that its wing is identical

; with a's wing

w WingWithEngines | w.w == a.w



# Jet Pattern, with Windows

```
Type Window Via layer=vial
```

```
Pattern Jet
```

```
AND
```

```
  a Airplane
```

```
  ; there does exist a WingWithEngines
```

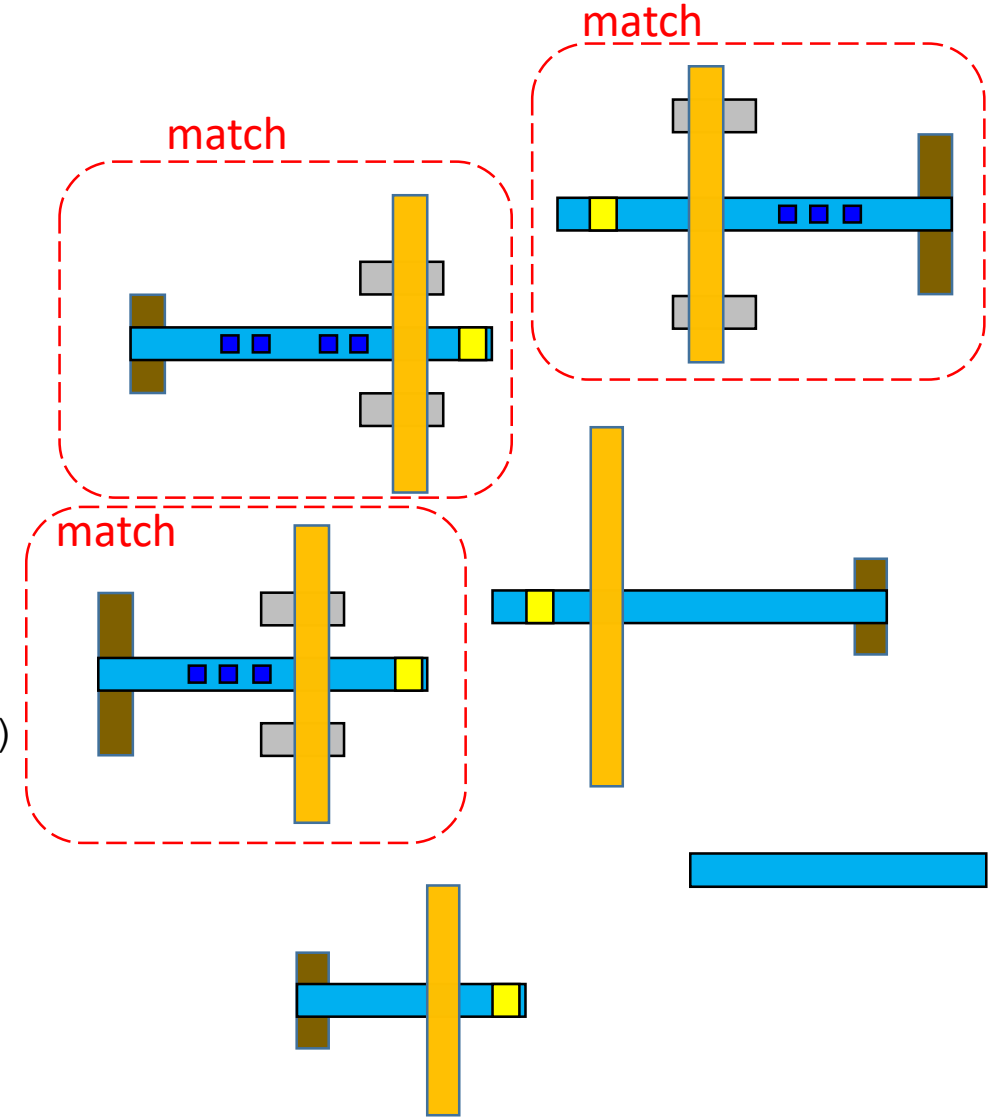
```
  ; such-that its wing is identical
```

```
  ; with a's wing
```

```
  w WingWithEngines | w.w == a.w
```

```
  let windows = Set {Window} | a.f.contains(this)
```

```
  windows.count in [3, 5]
```



# Jet Pattern, with Windows on Grid

```
Grid g offset=0 period=10 orient=V
```

```
Pattern Jet
```

```
AND
```

```
a Airplane
```

```
; there does exist a WingWithEngines
```

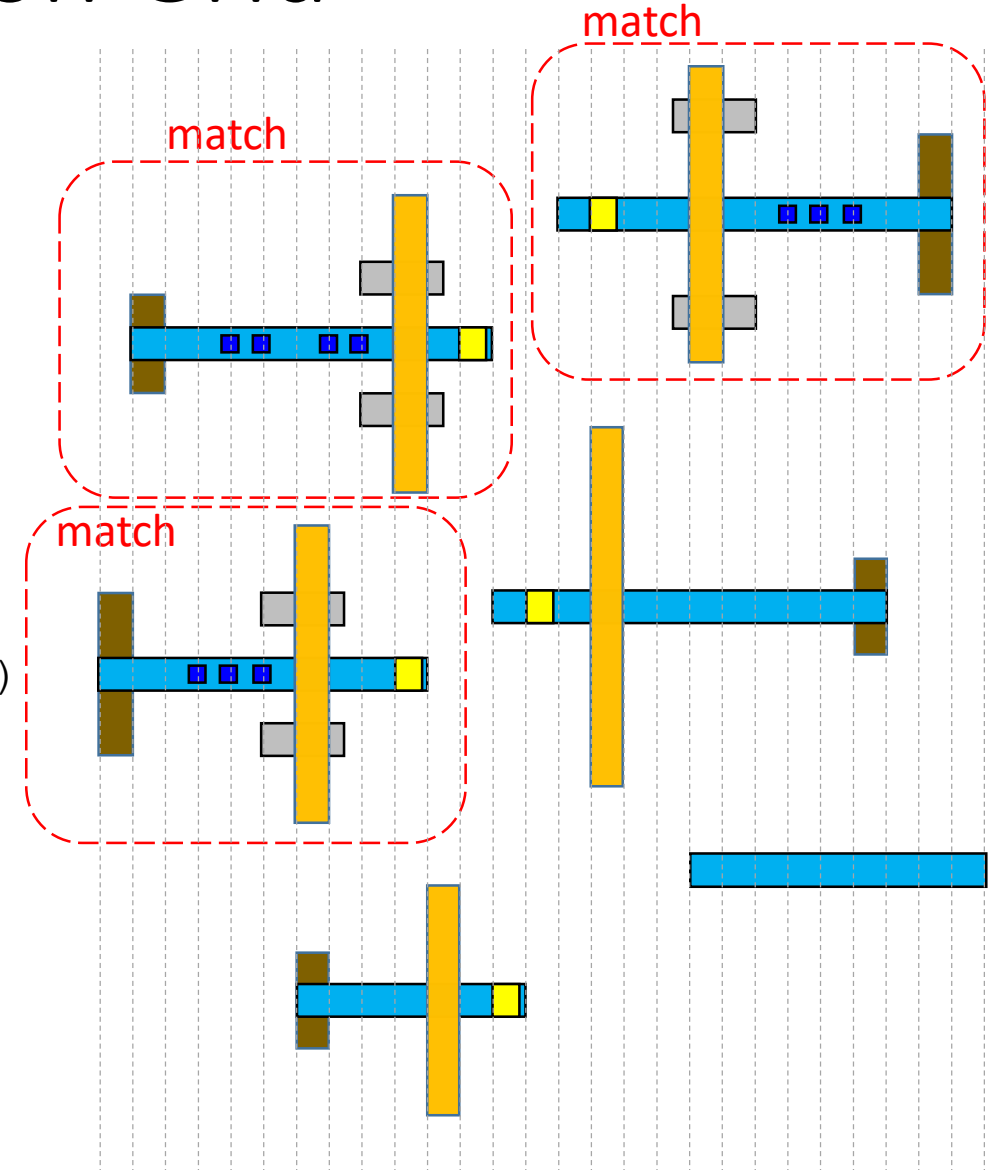
```
; such-that its wing is identical
```

```
; with a's wing
```

```
w WingWithEngines | w.w == a.w
```

```
let windows = Set {Window} | a.f.contains(this)  
this.xc on g
```

```
windows.count in [3, 5]
```



# Formation Pattern

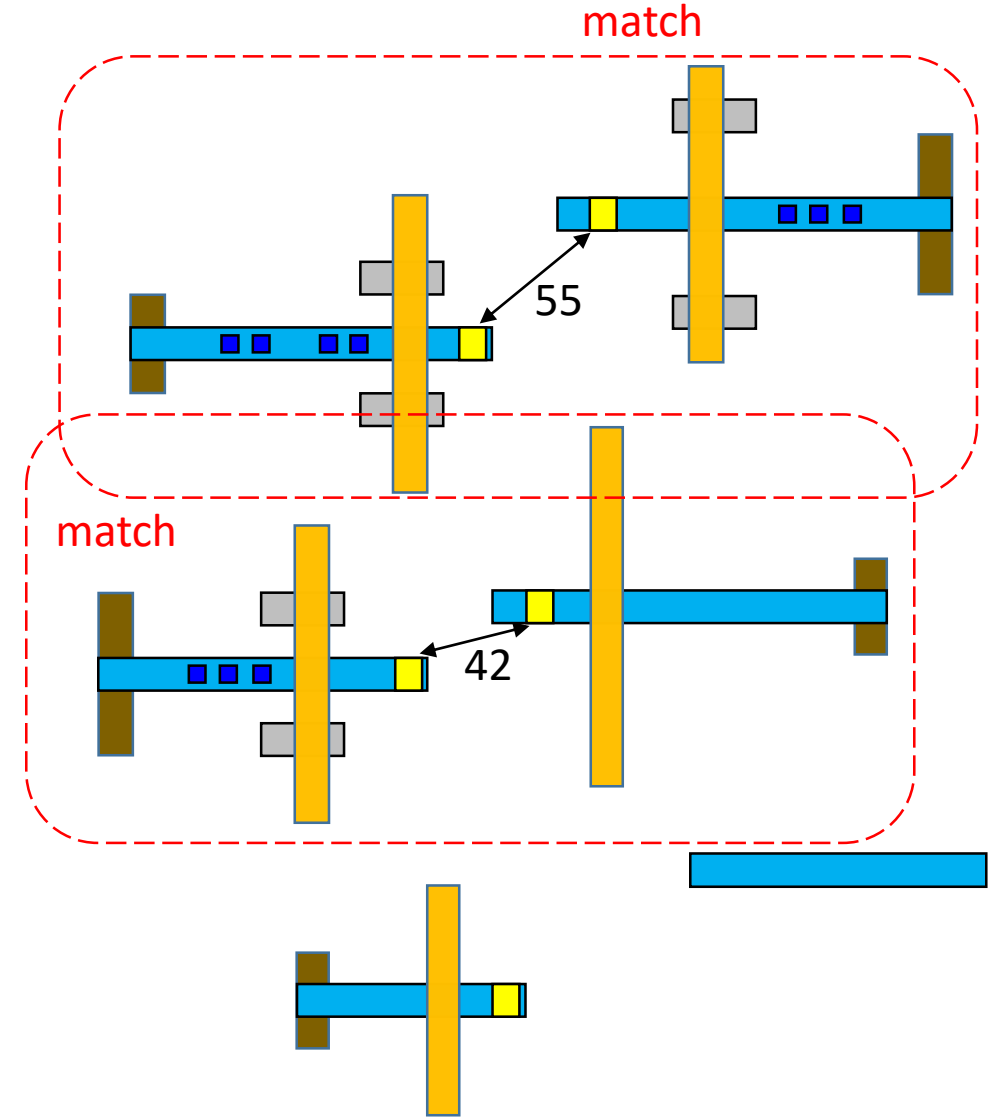
**Pattern** Formation

**AND**

a1 Jet

a2 {Jet, Glider} ; a2 is Jet or Glider

a1.a.p.euclidean\_distance(a2.a.p) < 60





# CloseFormations Pattern

**Rule** CloseFormations

**AND**

`f1, f2 Formation`

`f1.bbox.intersects(f2.bbox)`

`; there does not exist an airplane a`

**NOT** `a Airplane |`

**OR**

`a.bbox.spacing(f1.bbox, V) < 20` false

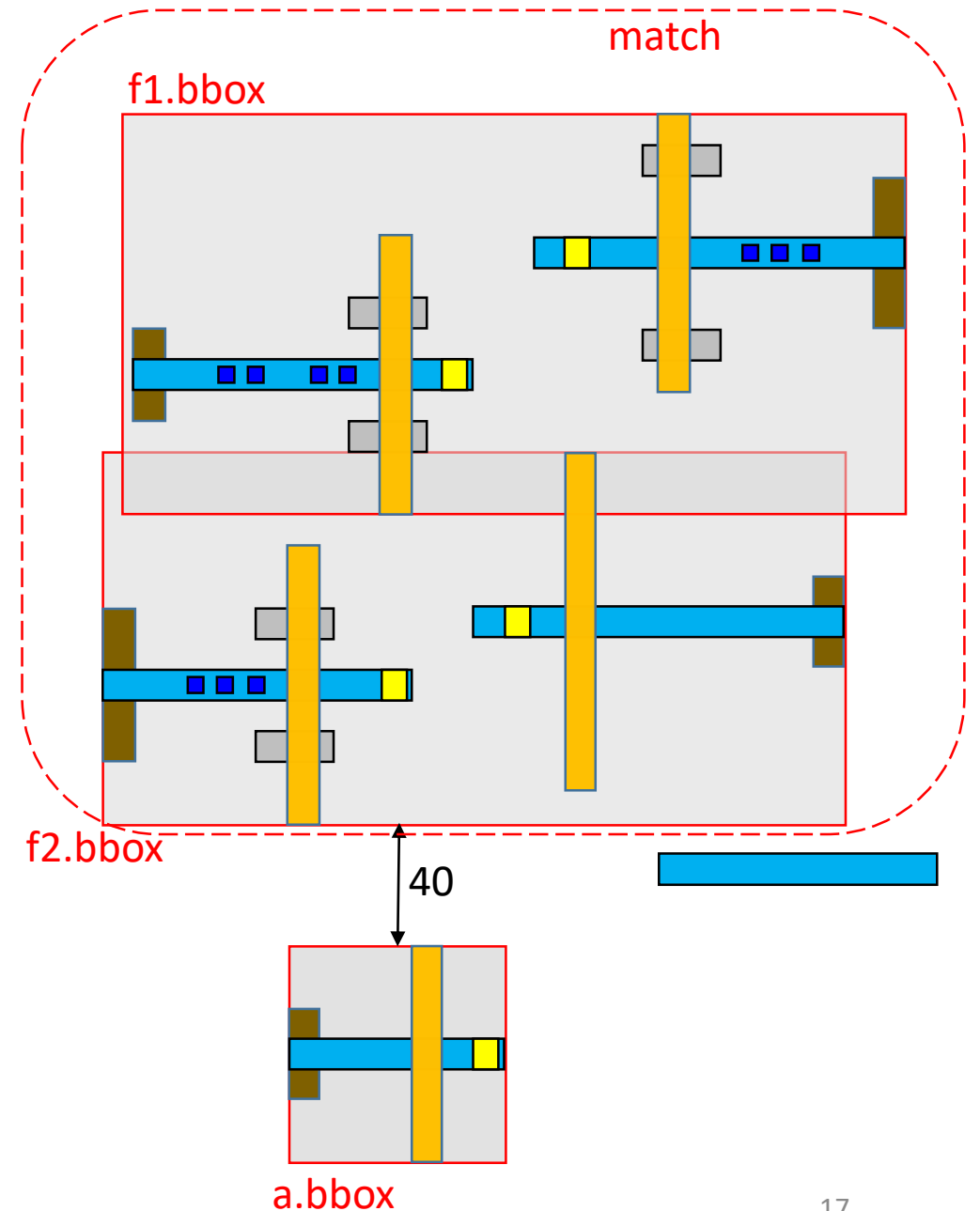
`a.bbox.spacing(f2.bbox, V) < 20` false

false

false

true

true



# CloseFormations Pattern

**Rule** CloseFormations

**AND**

f1, f2 Formation

f1.bbox.intersects(f2.bbox)

; there does not exist an airplane a

**NOT** a Airplane |

**OR**

a.bbox.spacing(f1.bbox, V) < 20 false

a.bbox.spacing(f2.bbox, V) < 20 true

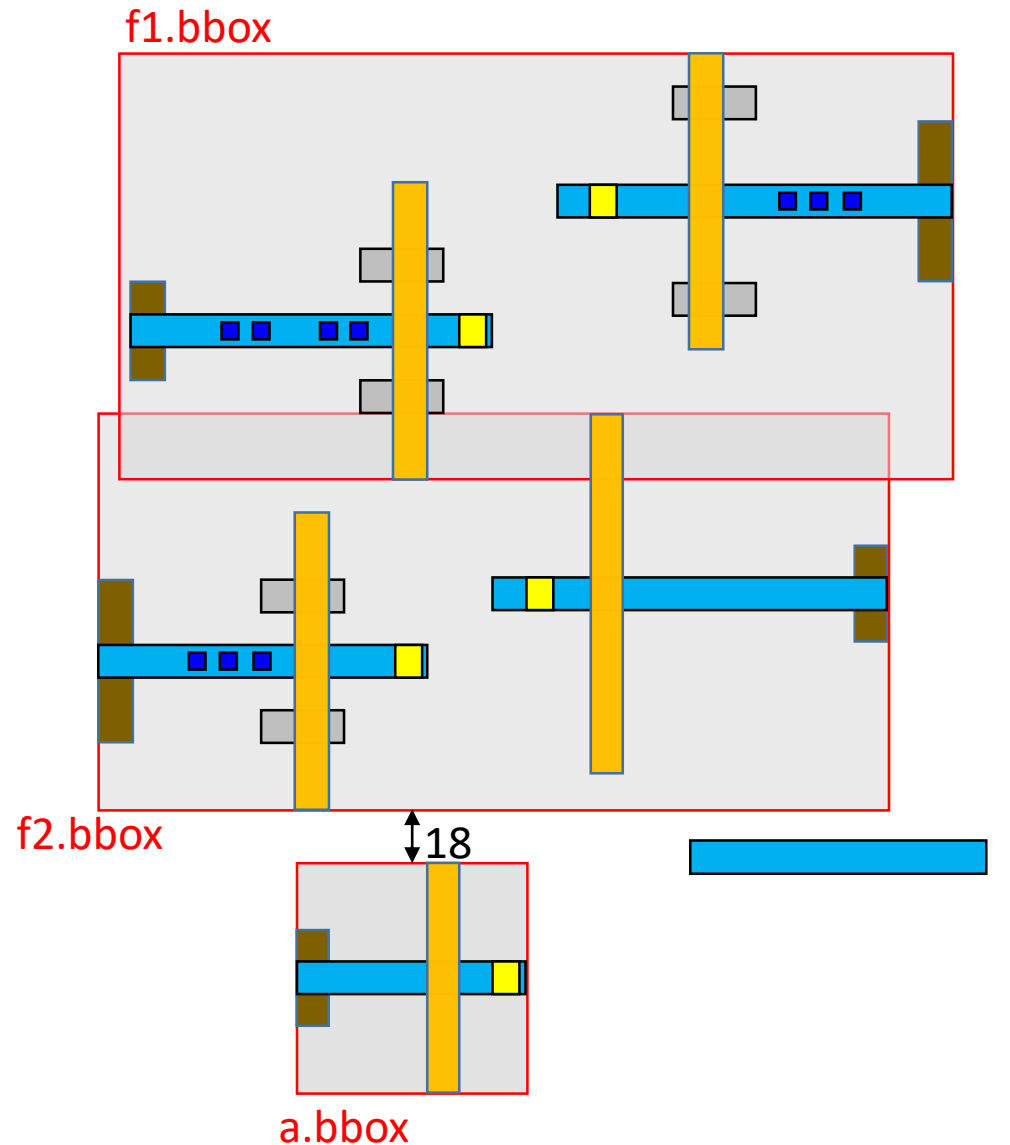
true

true

false

false

no match



# Automatic Test Layout Generation

**Pattern** Formation

**AND**

a1 Jet

a2 Glider

a1.a.p.euclidean\_distance(a2.a.p) < 60

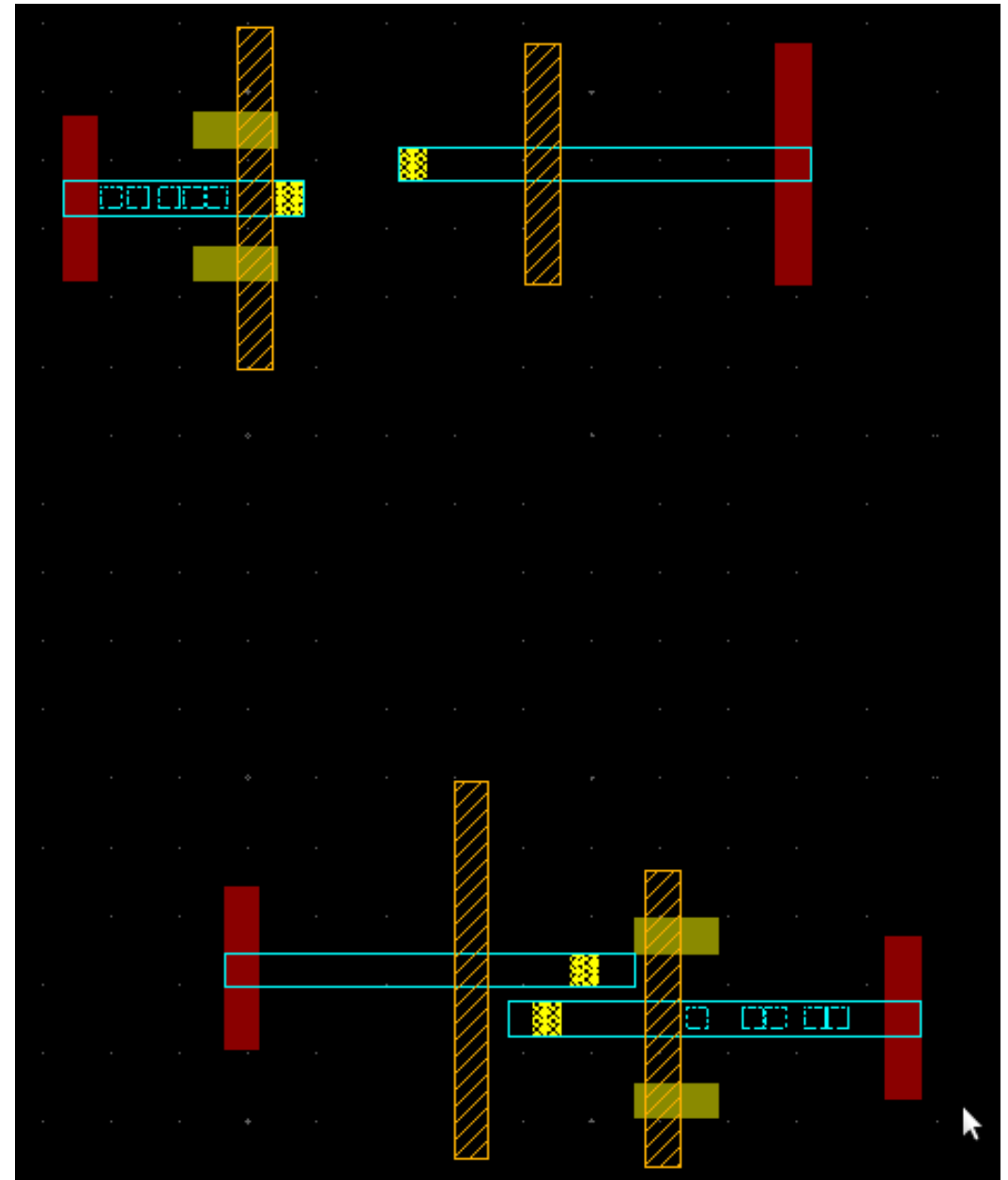
**Rule** CloseFormationsSimplified

**AND**

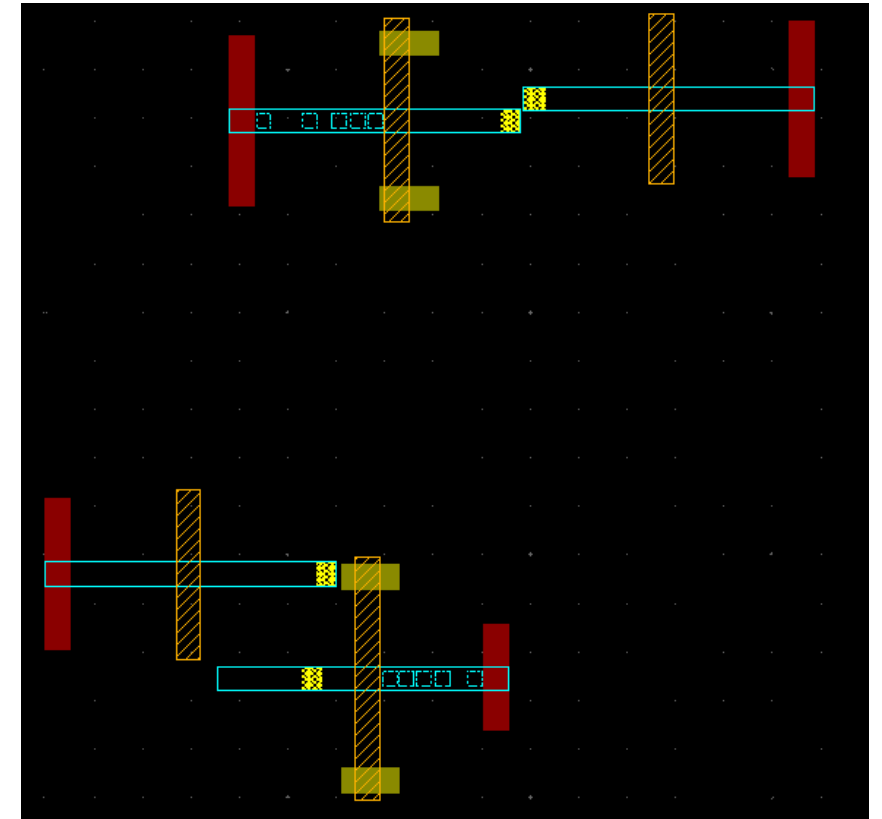
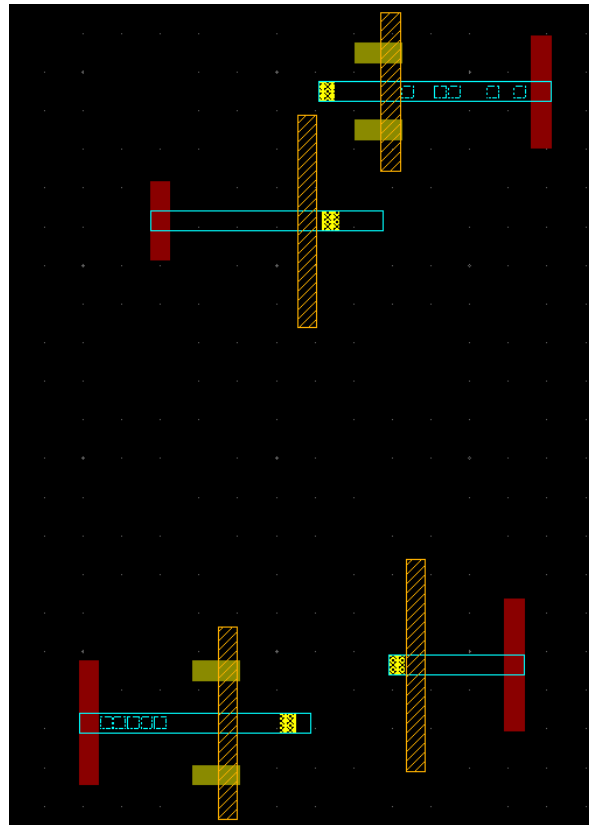
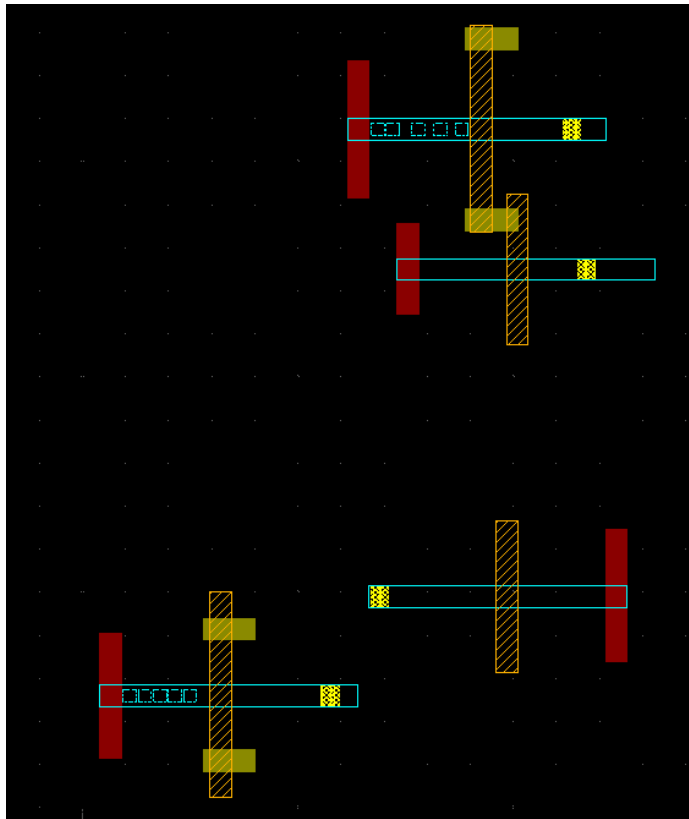
f1, f2 Formation

f1.bbox.spacing(f2.bbox, V) in [150, 300]

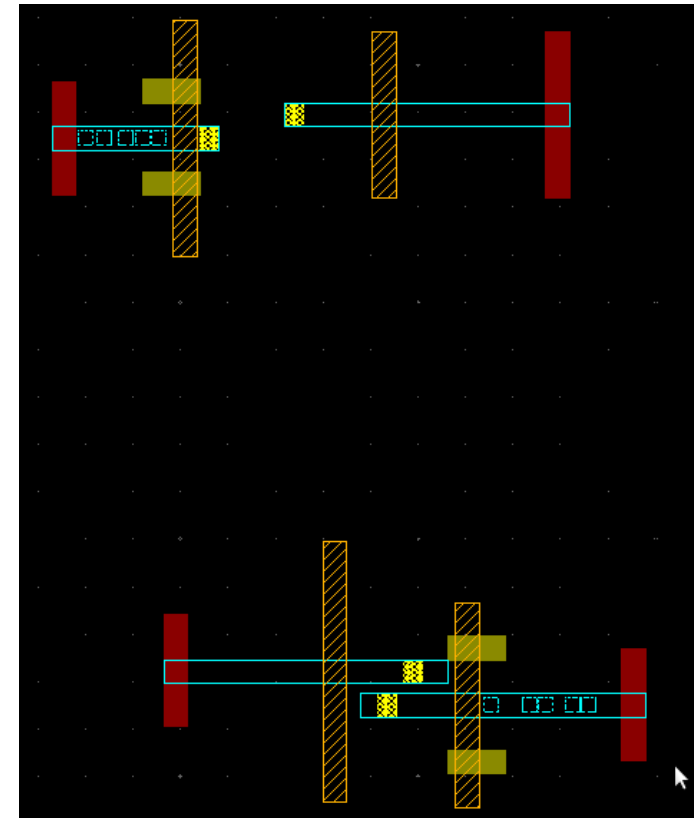
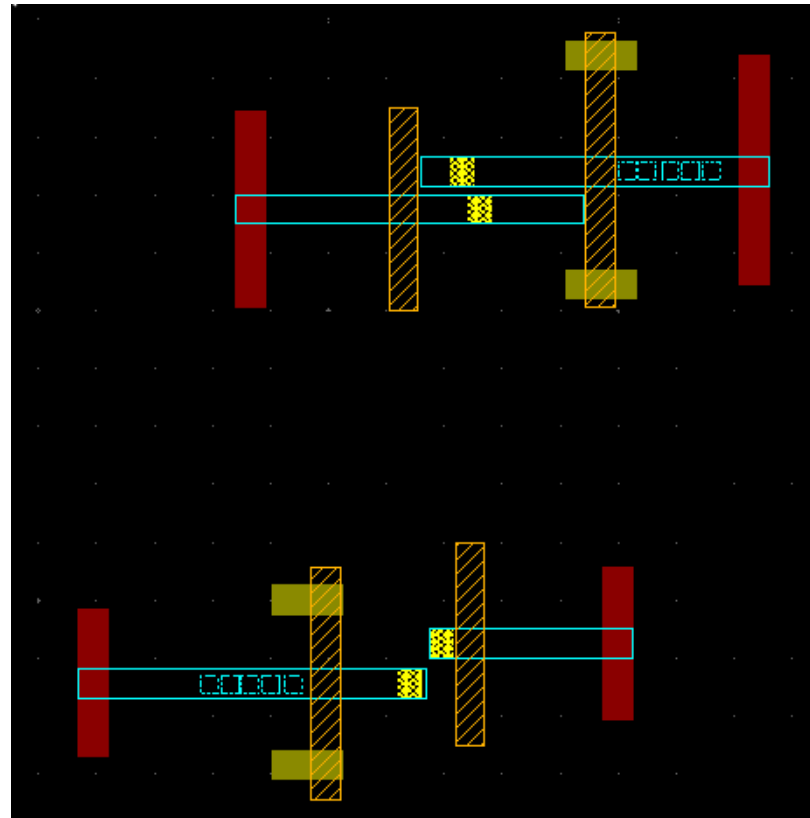
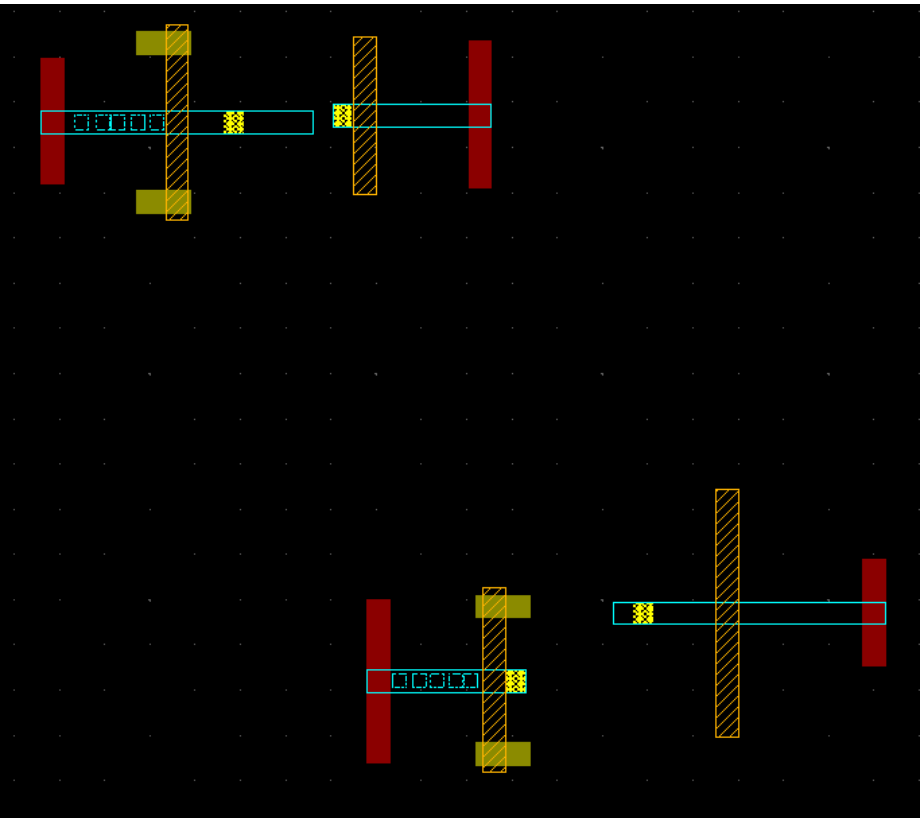
Test Layout Automatically  
Generated from the rule above



# More Auto-generated Test Layouts

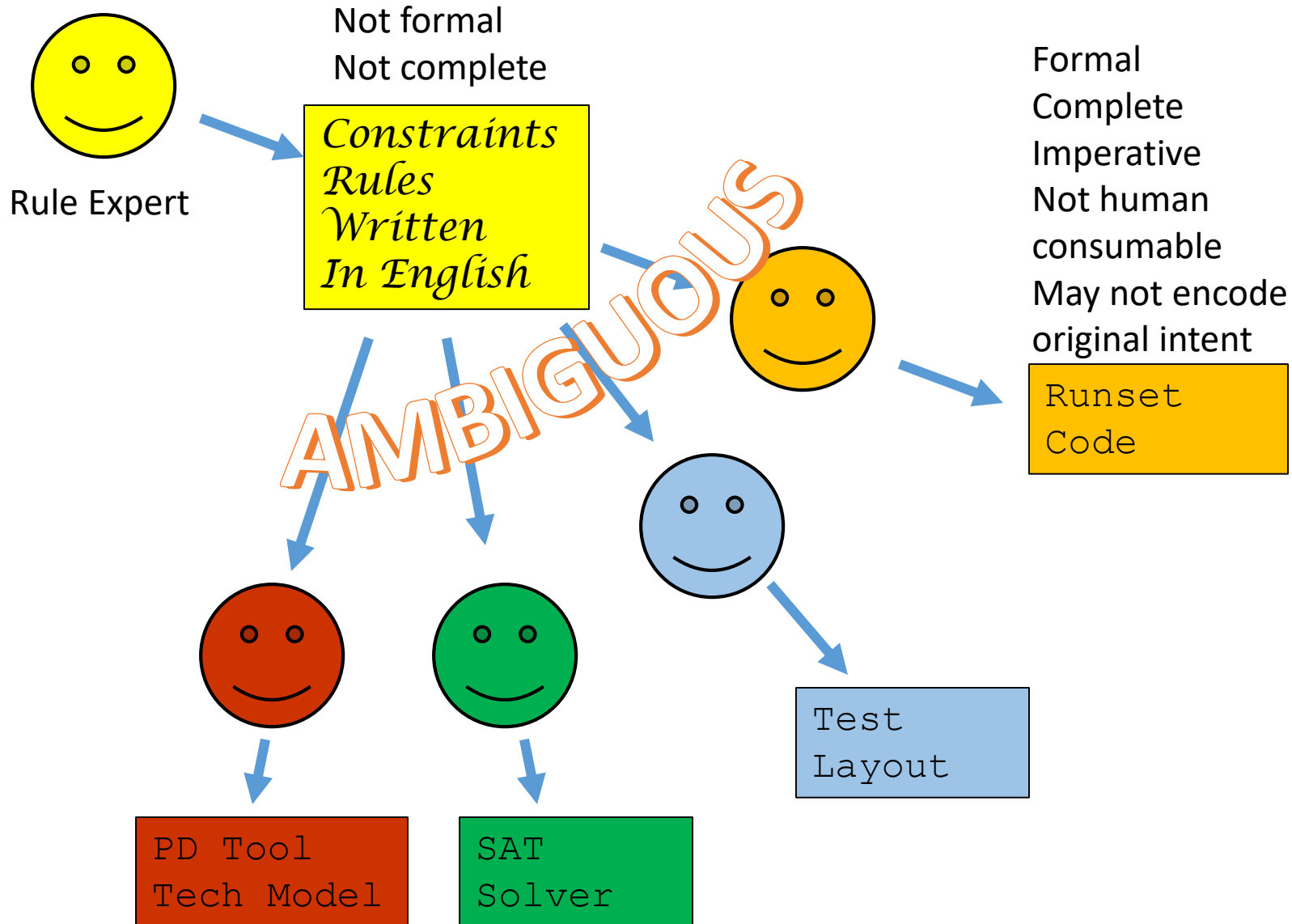


# More Auto-generated Test Layouts, cont'd



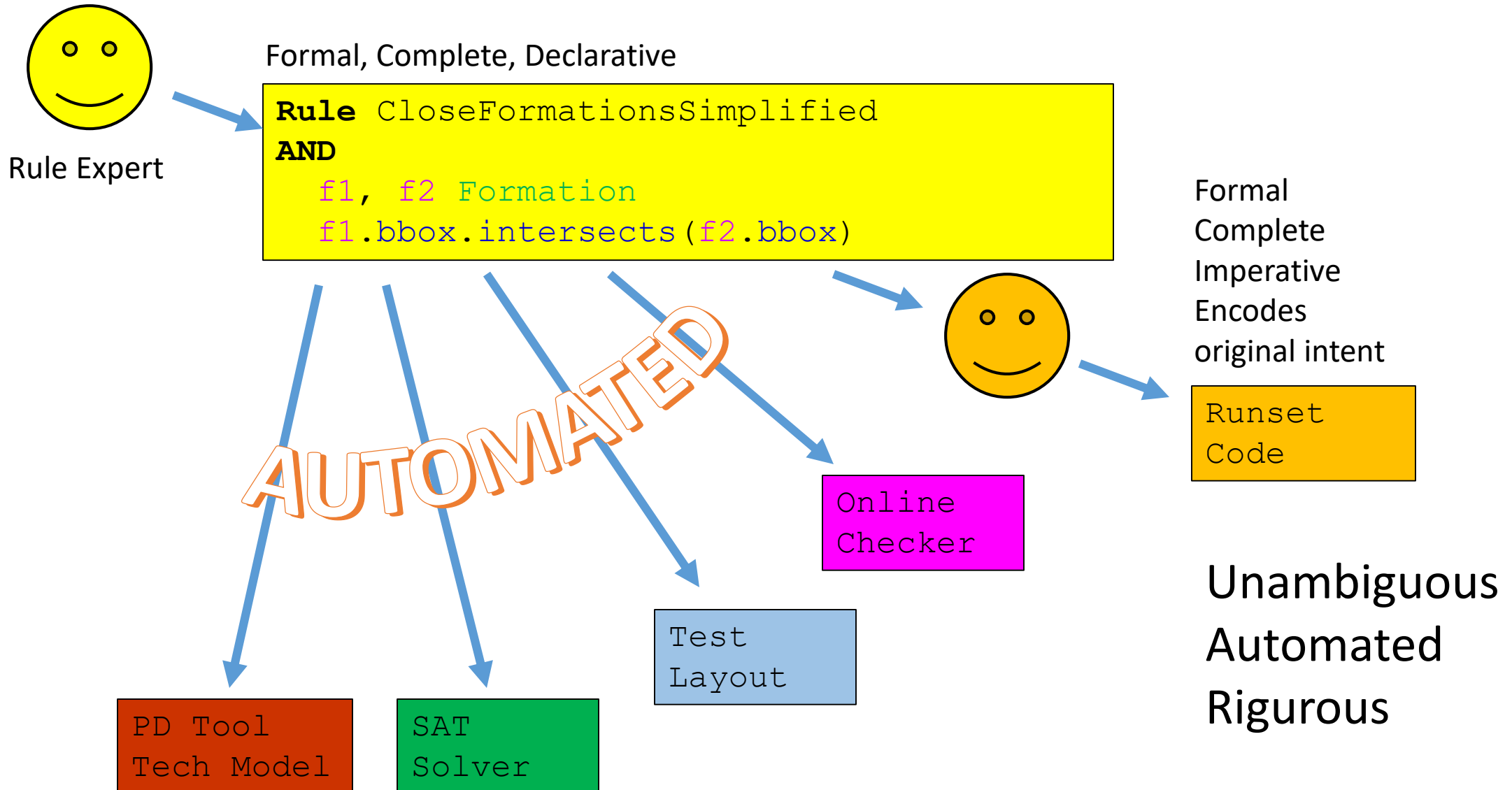
All these test layouts were automatically generated from the rule `CloseFormationsSimplified`, using mathematical solvers. The number of tests to be generated is an input parameter, can be in the thousands or higher.

# Why?



Ambiguous  
Labor intensive  
Error-prone

# Future, with the Declarative Language



# What

- A declarative language (think math, expressions, no state-change)
- Formal (computer readable)
- Compact, expressive
- Easy to teach, easy to write, easy to understand
- Support rules of any complexity, w/o need to modify language
- Aims to be the de-facto language for rule communication
  - Human to human, human to machine, machine to machine
- Expansive geometric function set
- Polygon Set support
- Advanced features: Patterns, Nested Patterns, Exceptions, Custom Functions, Grids, Sets, etc.



# Status. Future Work.

- Language productized
- Online checker productized
- Automatic Test Layout Generator in Alpha release
- Automatic conversion to PD tool model – proof of concept
- Language open sourced to Si2 under OPAL name, older version

# BACKUP

Actual layout used in  
unit testing patterns  
presented in this  
document

