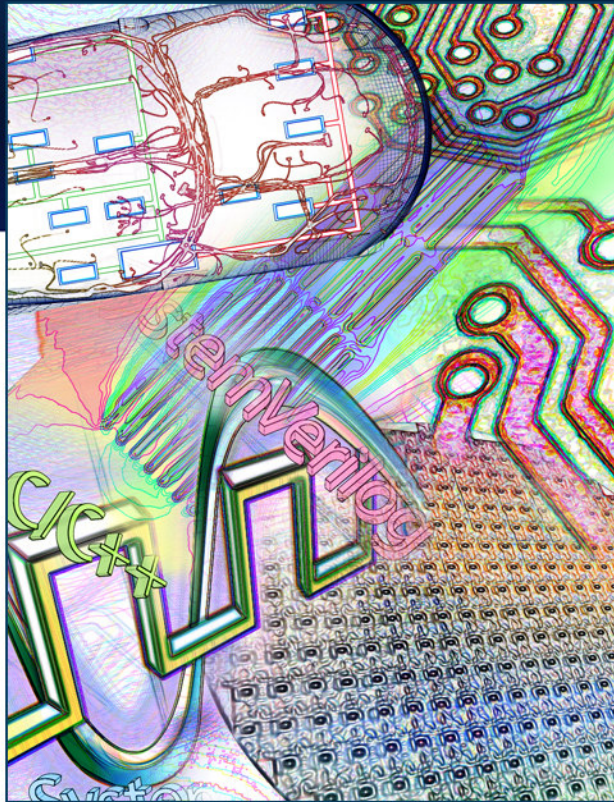


Impact of Manufacturing on Routing Methodology at 32/22 nm

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Outline

■ ASIC detail router challenges at 32/22nm

- Library density and design size
- Complexity of DRC rules
- DFM consideration
- Double Pattern (DP) methodology

■ Methodology Impact

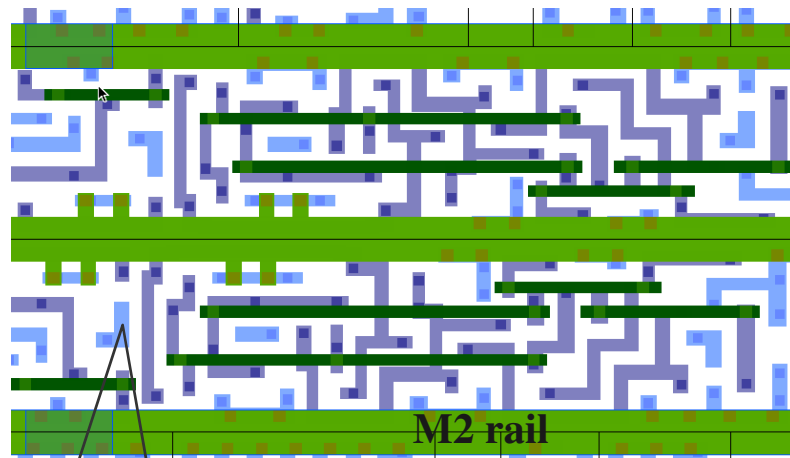
- Accuracy
- Pre-calculation
- Prevention

Density

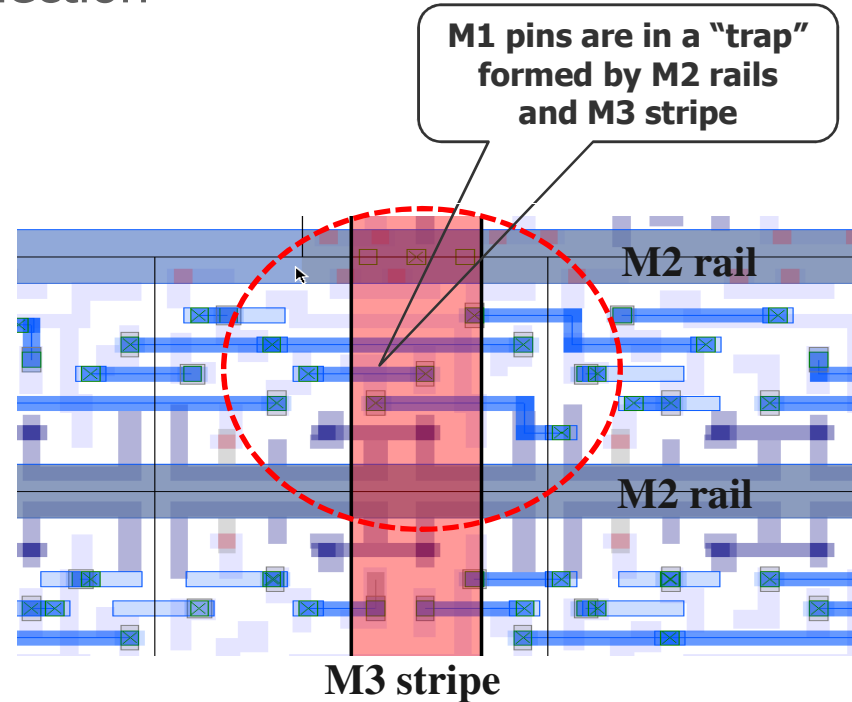
- High density libraries at 32nm
 - M2 PG rails
 - M1 M2 pins
 - Dense library cells cause routing problems
- Aggressive rules
 - Modeling vias and short connections in Global Route
- Size of designs exceeds > 10M instances
 - Geographic database
 - NlogN is not enough

Density: M2 Library

- M2 PG rails and M2 pins:
 - Reduced routing resources
 - Limits possibility for pin connection
 - M3 stripe can cause a trap

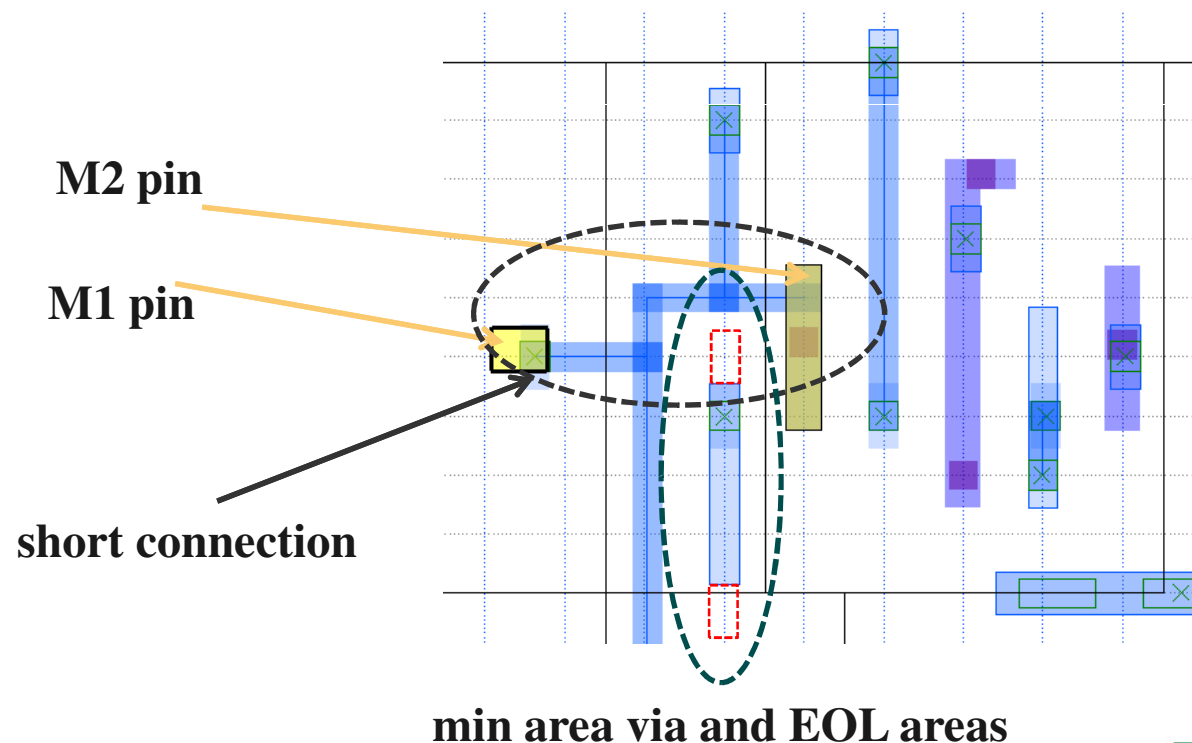


M1 pin surrounded
by M1/M2 shapes



Density: Aggressive Rules

- Global router requires precise modeling
 - Via is not a point anymore
 - Need to consider min area and EOL rules
 - Small connections in gcell affects M2/M3 resources



Density: Size of Designs

- Design size is a challenge
 - 30M design → 1 Billion of wires and vias
 - Geographic database after 1M
- $N \cdot \log(N)$ can be expensive for N – need $n \cdot \log(n)$

```
LargeData {};  
vector<LargeData> data;
```

```
sort (data) ;  
{ ... swap (N1, N2) ; ... }
```

```
LargeData {};  
vector<LargeData*> data;
```

```
sort (data) ;  
{ ... swap (n1*, n2*) ; ... }
```

DRC Complexity

■ DRC rule count

- Increase in number of rules
- Increase in number of ranges per rule

■ Complexity

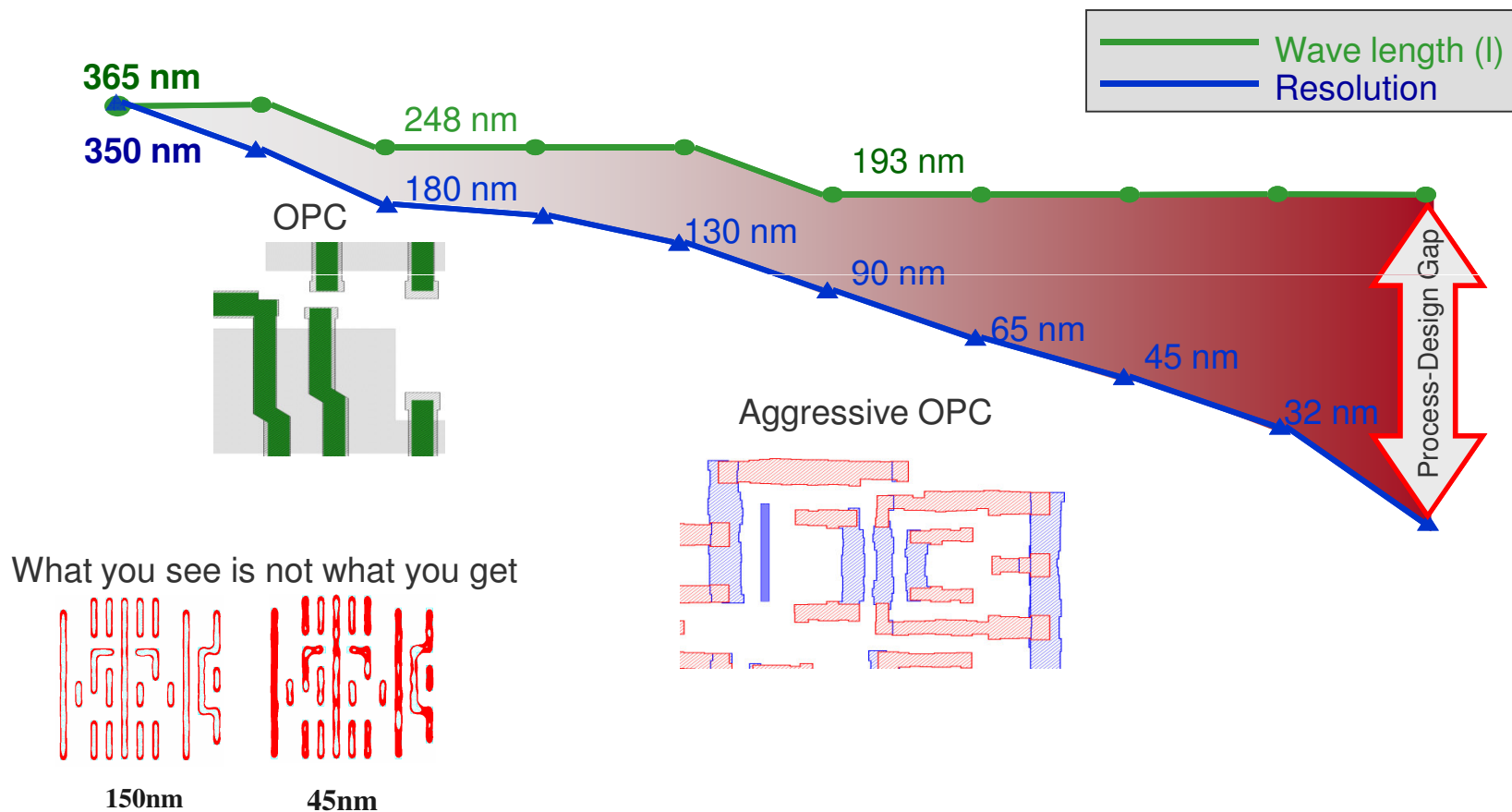
- Actual polygon processing
- Multiple objects result in a violation
- Pessimistic and simple models do not work anymore

■ Various approaches

- Post processing of layout
- Integration of DRC engine with router

DRC: Number of Rules and Complexity

- Manufacture uses 193nm light to print 32nm feature



DRC: Number of Rules and Complexity

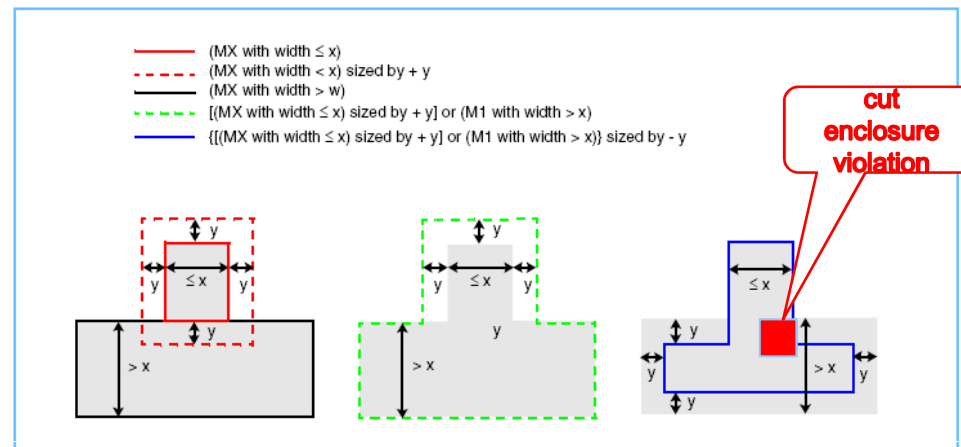
- Increase in DRC rules to address printability issues

Rule	130nm	90nm	65nm	45nm	32nm	22nm
Width-based spacing	1-2	2-3	3-4	4-5	7+	7+
Min-Area	1 pitch	1.5 pitch	1.5 pitch	2 pitch	2.5 pitch	3 pitch
Min-Step (OPC)	-	1	1	2	2	3+
End-of-Line (OPC)	-	-	1	1-2	2-3	2-3
Pinch (OPC)	-	-	-	-	4	4+
Fat Jog (OPC)	-	-	-	-	5	5+
Cut Number (Via)	-	1-2	3-4	5-6	6+	6+
Bar Via spacing	-	-	-	-	Cut-to-Cut	Cut-to-Met
Direction Rules	-	-	-	-	-	Yes
Discrete width	-	-	-	-	-	Yes
Double Patterns	-	-	-	-	-	Yes

DRC: Complexity of Verification

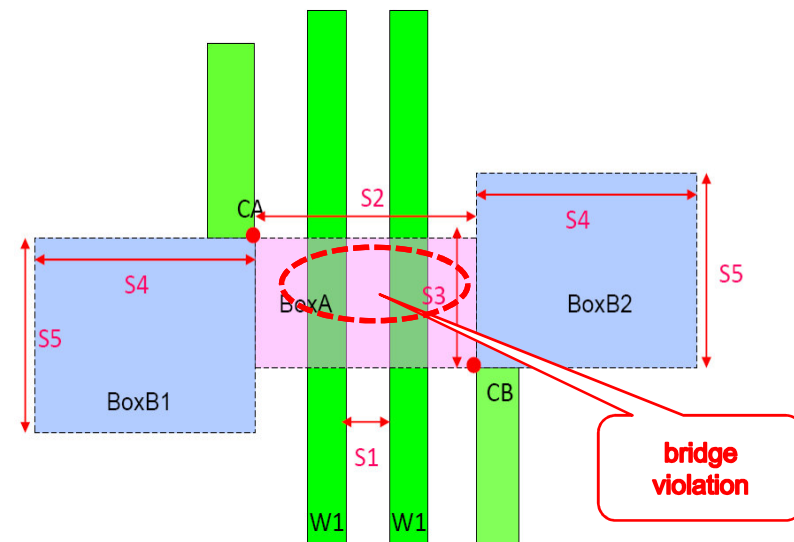
■ Complex polygon operations

- build polygon for shape
- perform 5 reshape operations
- check via enclosure vs. resulted blue contour



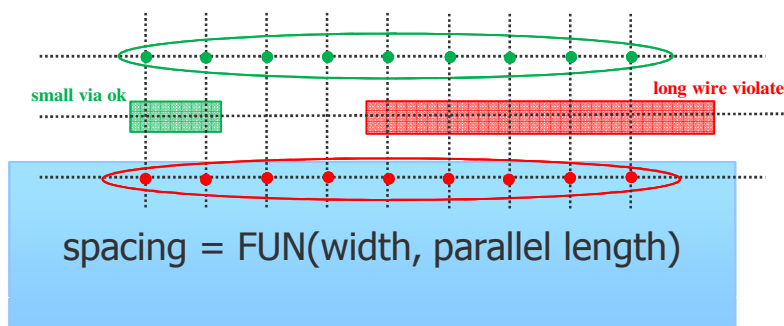
■ Multiple objects in a violation

- two wires (green) with W1 and S1 between two other wire corners (CA CB)
- if no any objects in BoxB1 BoxB2 then OPC will create bridge violation



DRC: Complexity for Router

- Complex shape-dependent rules is a challenge

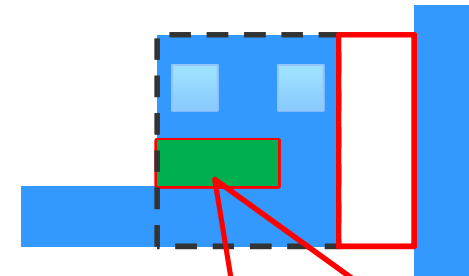


How to consider the track?
pessimistic – loose via
optimistic – bad long wire

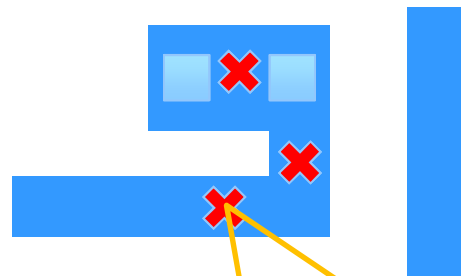
- “Shadowing” grid points do not work
 - There are many “gray” areas around shapes where router should be accurate
 - Router should understand length dependent rules
 - Router should dynamically change solution from “history”

DRC: Complexity for Router

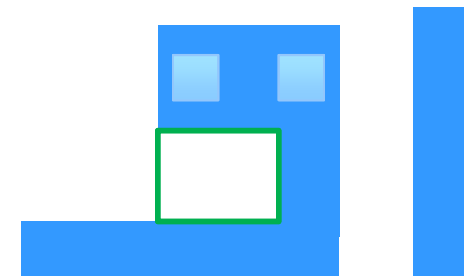
- Addressing complex violations
- Post processing fixing
 - Easy to implement
 - Not guaranteed
- Integration with DRC engine
 - Difficult to implement
 - Best approach



Notch fill results in new fat shape which now violates spacing

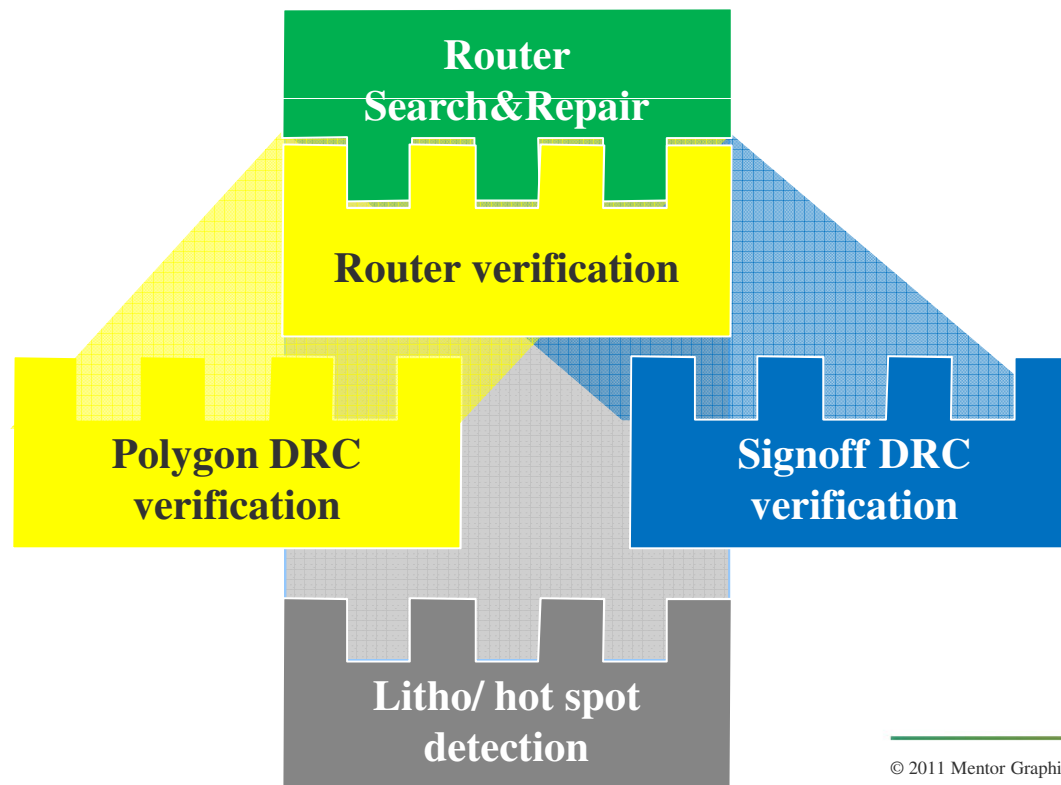


DRC engine annotates candidates for rerouting



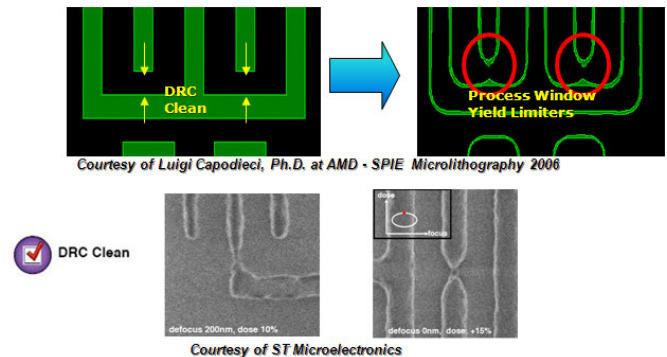
DRC: Router Integration

- Requirement for DRC/DFM closure at 32m/22nm
 - Decouple verification from core router
 - Use polygon based DRC engine
 - Integrate core router with various signoff tools



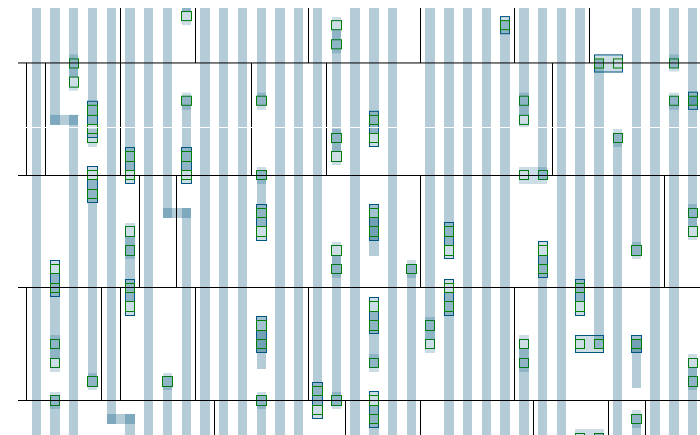
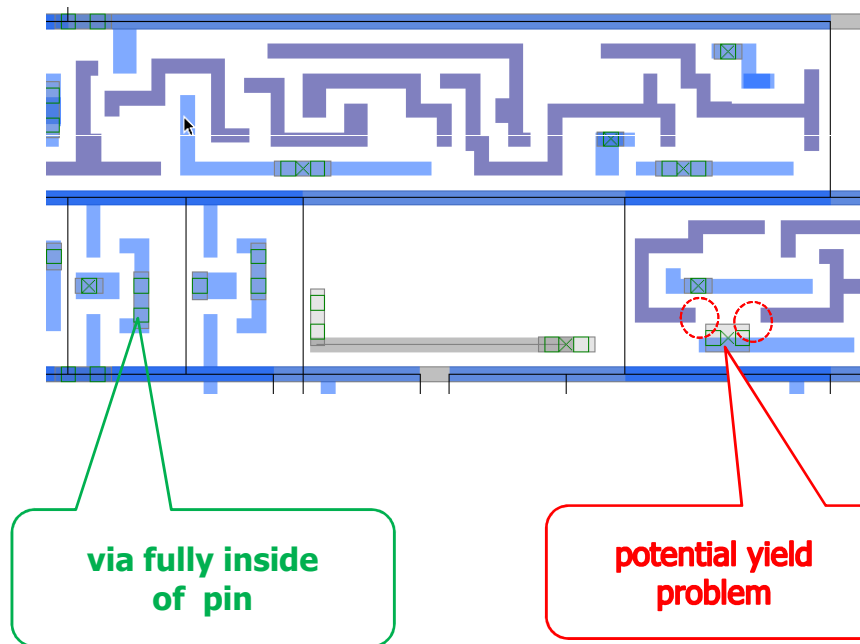
DFM Requirements

- DRC clean does not mean good yield
 - Any angle is the problem for manufacturing
 - Any via is object for failure
- Preferred routing style
 - Enclose via in pin – library pre-calculation
 - Minimize fat shapes – wire/via relations
 - Minimize non-preferred direction
- Various DFM approaches
 - Post processing
 - Concurrent routing with reservation of room
 - Pins pre-calculation for DFM vias



DFM: Preferred Routing Style

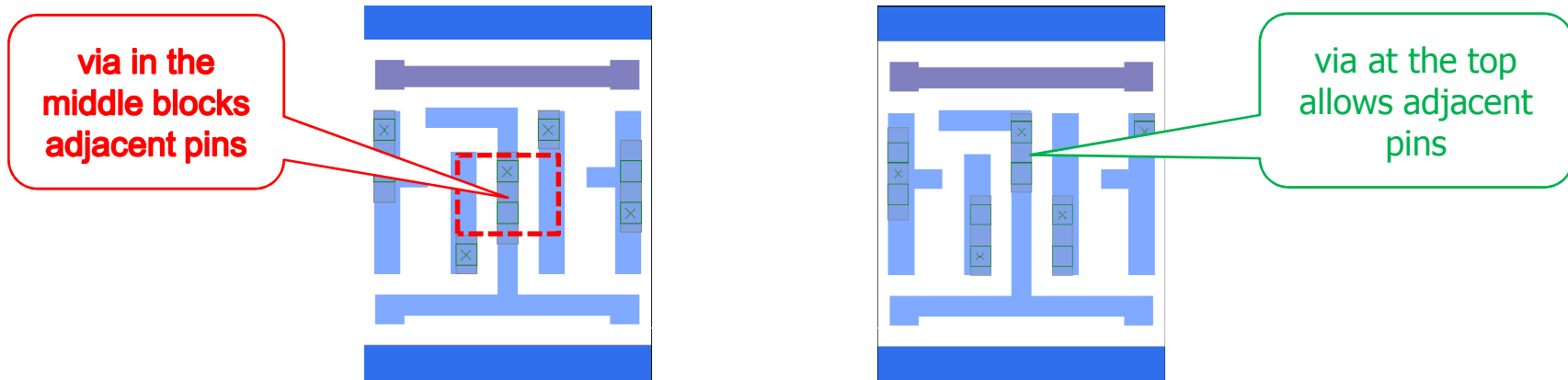
- Via inside of pin, short M1 connections
- Minimize fat shapes and jogs on top layers



ideal routing picture

DFM: DFM Via Approaches

■ Pre-calculate library for DFM



■ Concurrent DFM via usage in routing

- Many vias leads to excessive runtime
- Aggressive via insertion leads to unrecoverable violations
- Space reservation

Double Patterning at 20nm – Another Magnitude Increase in Complexity

- New dimension for routing tasks
 - Multiple schemes of DP
 - Non-formalized rules because DP is a synthesis process
 - Coloring is the core for DP process
 - Global conflict vs. local marker
- Various manufacturing solutions
 - Conservative to flexible
- Routing solutions
 - DRC prevention rules
 - Integration with signoff tools
 - Own coloring algorithm

DP: Problem Statement

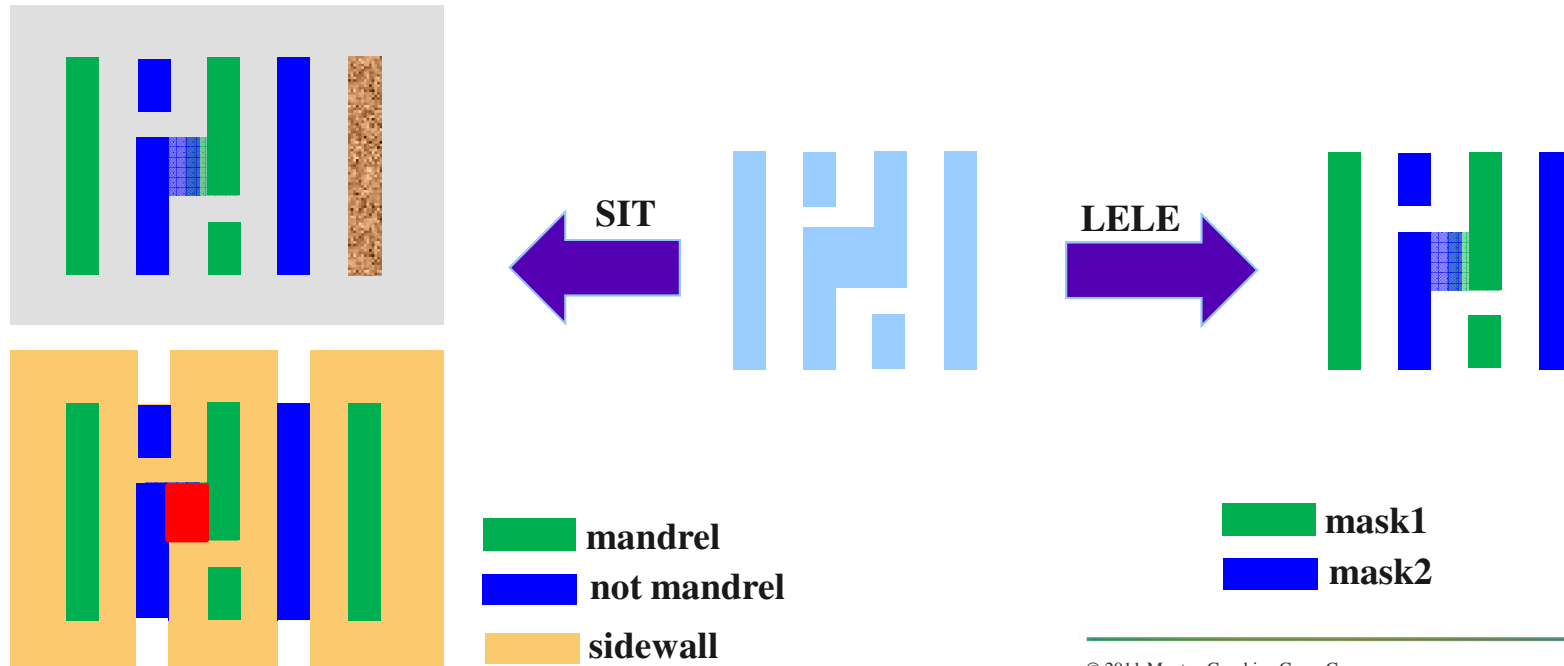
- Create two or more masks
 - Metal line stays as CD
 - Spacing is increased to $3\times\text{CD}$



DP: Problem Statement

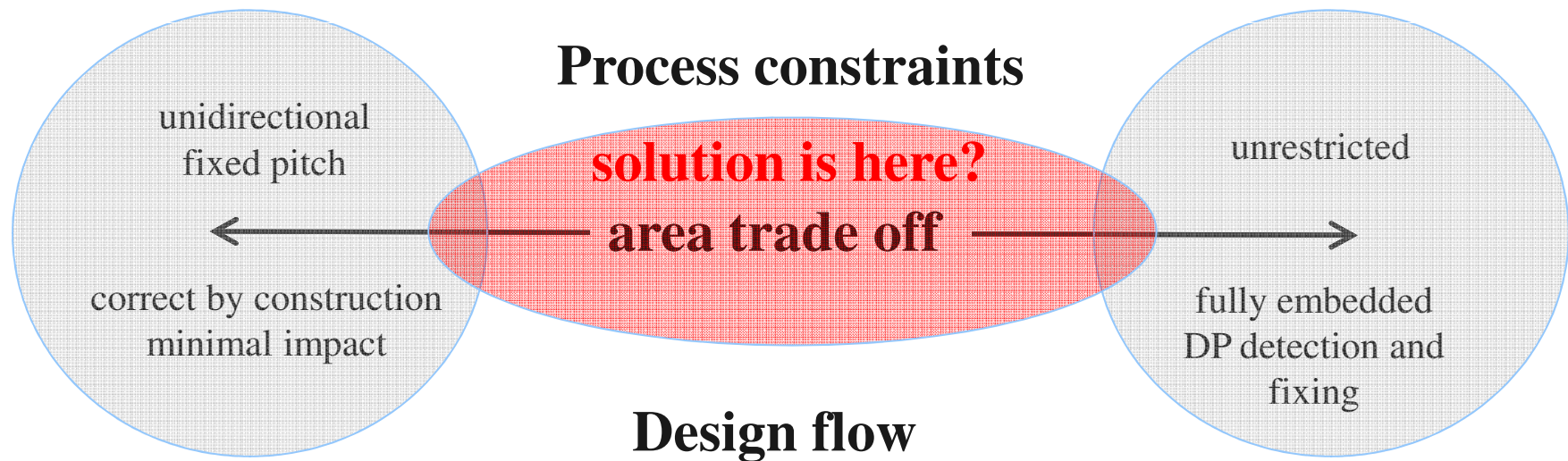
■ Different DP Methodologies

- SIT (SADP): Sidewall Image Transfer (Self Align DP)
- LELE: litho-etch, litho-etch
- Can be mixed in the process
- Every Fab have their own methodology



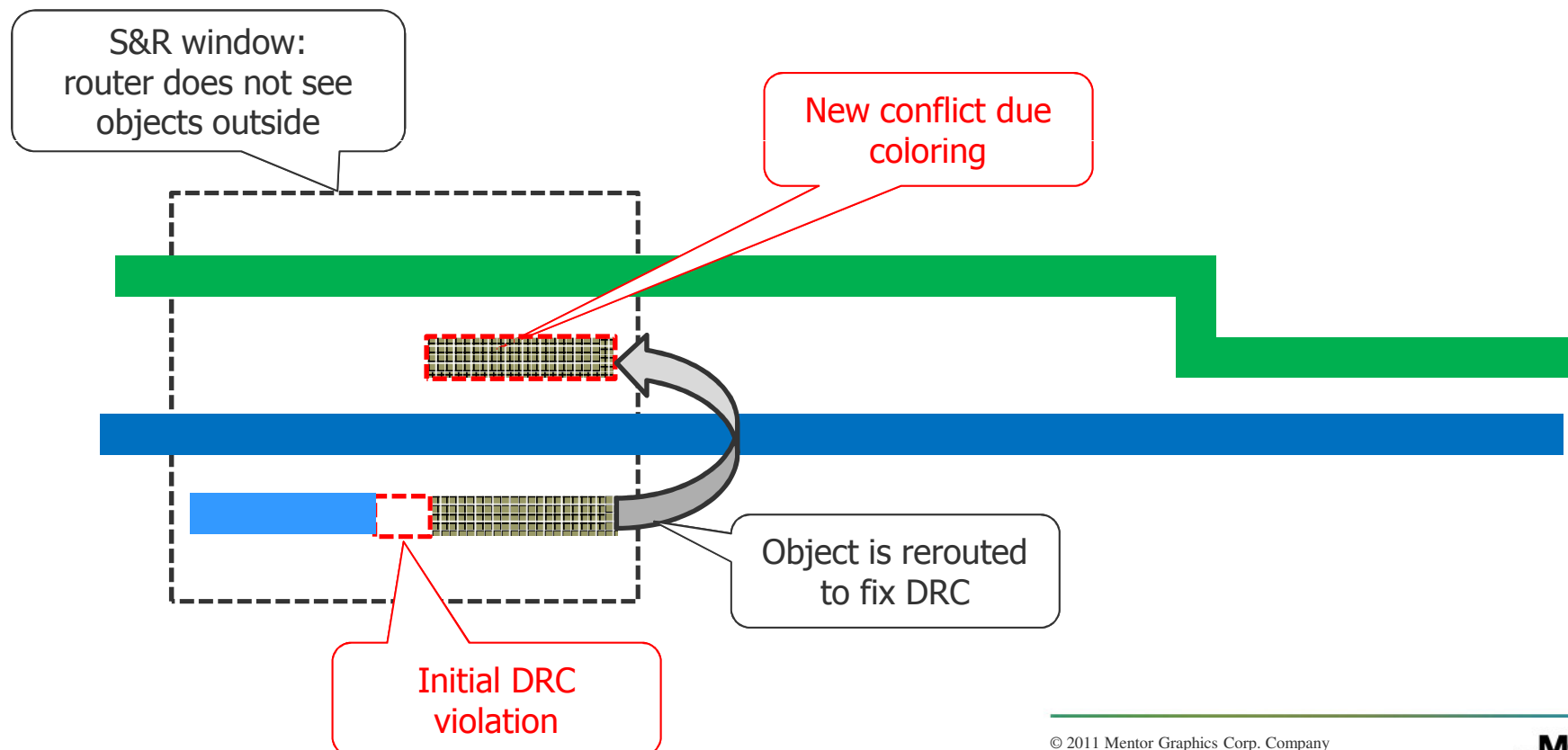
DP: Manufacturing Dilemma

- DP methodology is still evolving
 - No experience on design side for DP conflict resolution
 - Unknown manufacturing cost and design impact
 - No agreement on the best approach



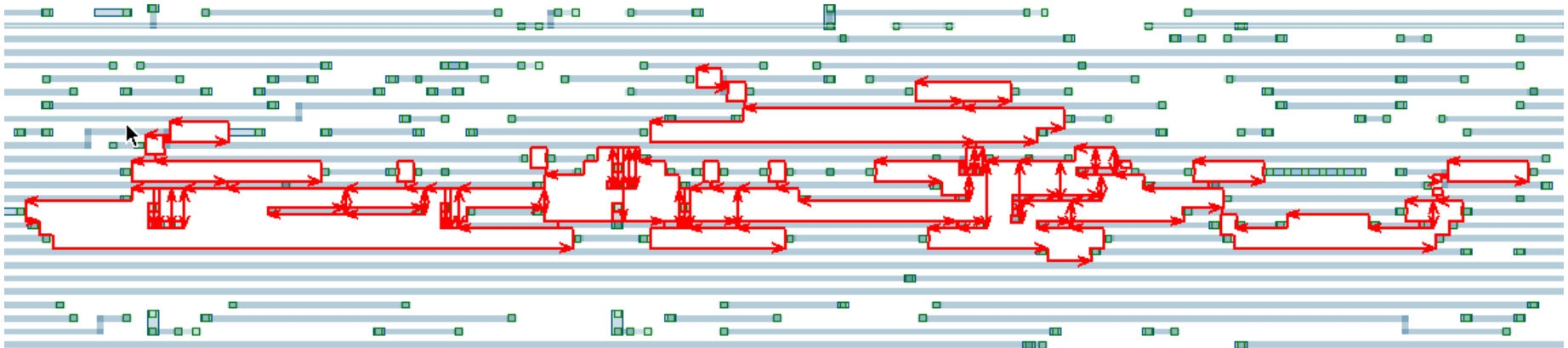
DP: Global Conflict in Routing

- DP problem is not localized as regular DRCs
 - Reroute can result in violation on another portion of the chip
 - Incremental approach is broken



DP: Global Conflict in Routing

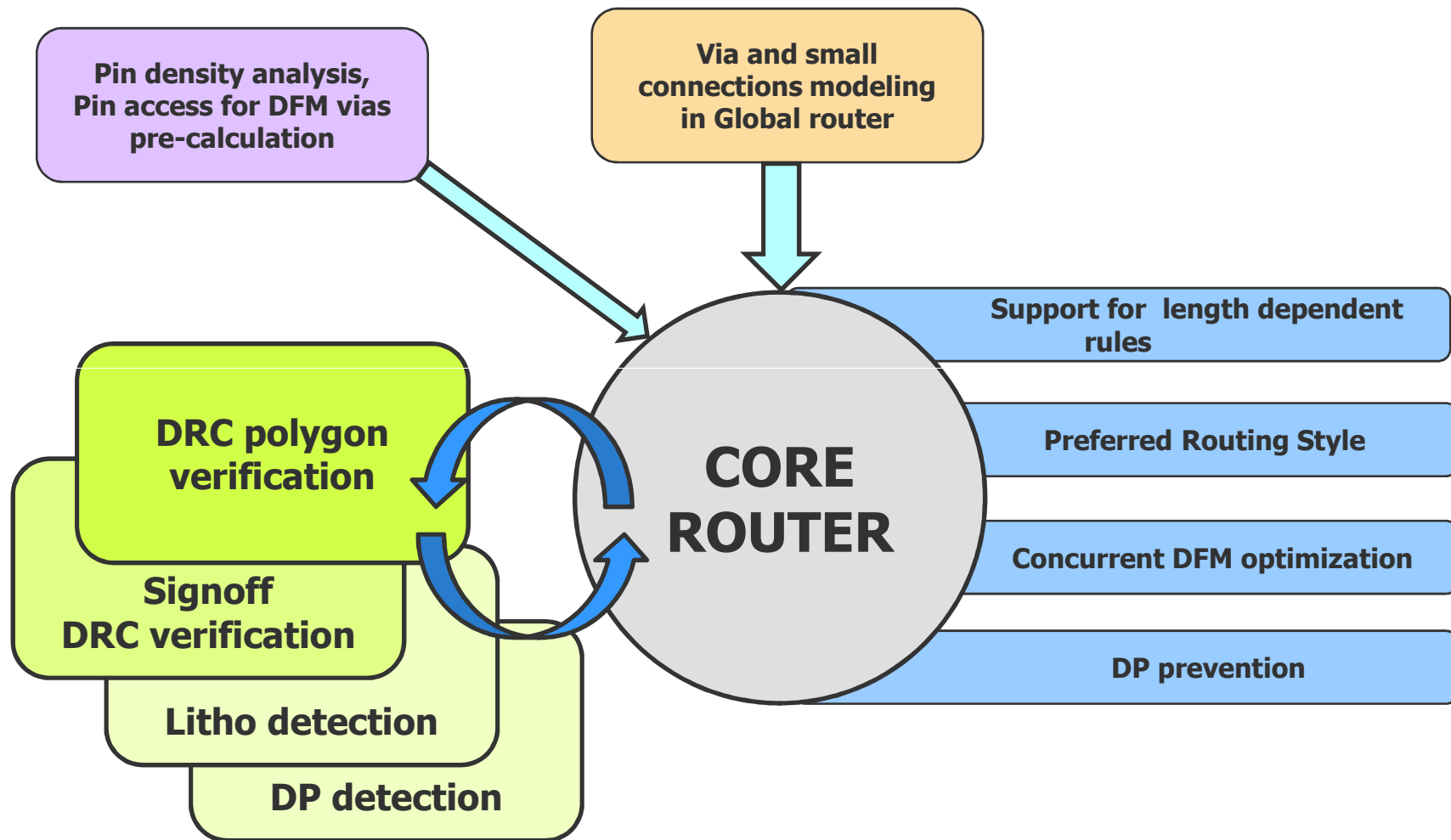
- Conflict contour can include too many objects
 - DP detection does not tell who is the reason of violation
 - Several objects can be the reason in a big contour



DP: Routing Approach

- Prevention by DRC rules
 - Restrictions for non-preferred direction
 - Spacing depending on direction
 - Track routing only
- DP verification
 - Own coloring engine
 - Integration with signoff
- Repair of DP conflicts is still an open question

Modern Detail Router architecture



Summary

- 32/22nm technology complexity stressing traditional models, methodologies and algorithms
 - Advanced DRC
 - DFM
 - DP
- A new routing architecture is needed for predictable and efficient manufacturing closure
 - Adaptable to evolving methodologies vis-à-vis cost vs. benefit
 - Concurrent verification and design
 - Signoff driven prevention and repair



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