# ON THE WAY TO PRACTICAL TOOLS FOR BEYOND DIE CODESIGN AND INTEGRATION

Honoring Prof. Yoji Kajitani 梶谷洋司先生 ISPD 2013

#### Experience I hope the audience to have

- Honoring Prof. Kajitani
  - By showing some traces of exploration path
- Enjoying this talk
  - Embedded 5 research problems (actually 6)

#### Outline

- Prof. Kajitani I know
- The beginning
  - Problem 0
- Inspirations from Prof. Kajitani
  - Problem 1
- Influences
  - Problem 2-4
- Collaboration, visit and exploration
  - Taiwan company visits and forums
  - Problem 5
- Stepping into the future of beyond die tools

### Kajitani: The "Coding" Master

- Famous sequence pair representation for floorplanning/placement
  - Influenced countless researches
- Also an artist
- Very easy-going and amiable
- Likes to swim and walk very much
- Hard-working
- Many more...

# The Beginning

- 2008, lucky year to me
  - Got an invitation to work together
- Why do I have this honor?
  - 2007 ASPDAC paper
  - I am Martin's student ©

# Problem 0: Fast Flip-Chip Pin-Out Designation by Pin-Block Design and Floorplanning

R.-J. Lee and H.-M. Chen

ASPDAC 2007 and TVLSI Aug 2009

#### **Constraints and Considerations**

#### □ Locations of PCB components

Reducing SSN noise

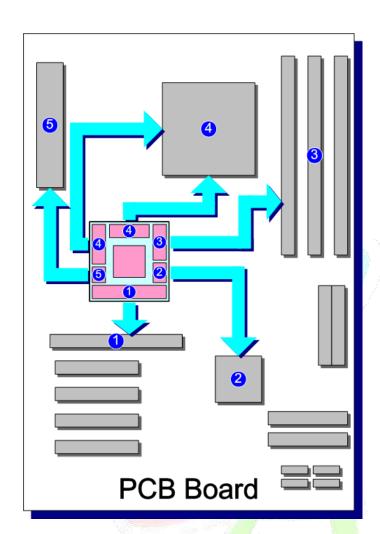
$$V_{SSN} = NL_{tot} \frac{dI}{dt}$$

 $V_{SSN}$ : Simultaneous Switching Noise

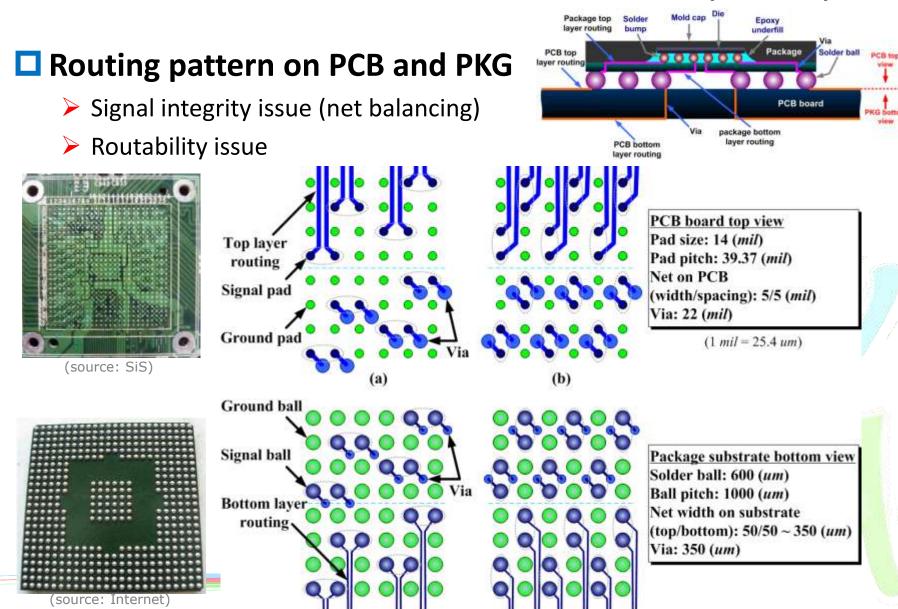
*N*: Number of drivers switching

 $L_{tot}$ : Equivalent inductance in current loop

Facilitating PCB planar routing



### Constraints and Considerations (cont.)



### Constraints and Considerations (cont.)

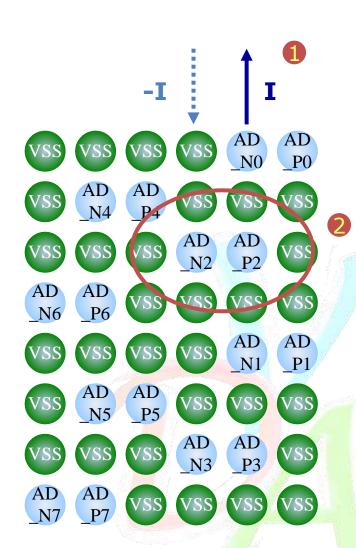
#### ■Signal integrity issue

- Return path pin
- Shielding pin

$$I_{noise,C_m} = C_m \frac{dV_{driver}}{dt}$$

 $I_{noise,C_m}$ : Noise induced by mutual capacitor

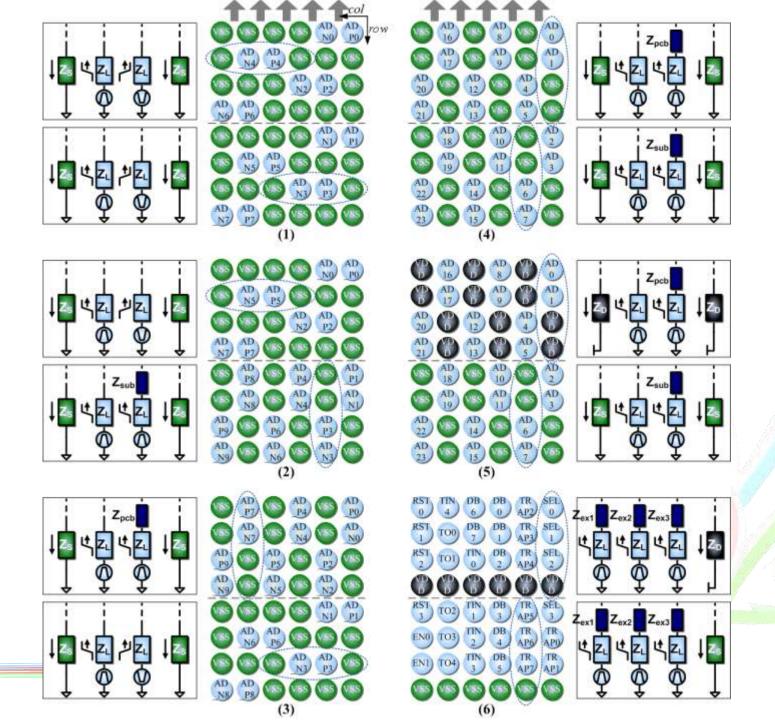
 $C_m$ : Mutual capactance



## Pin Pattern Design

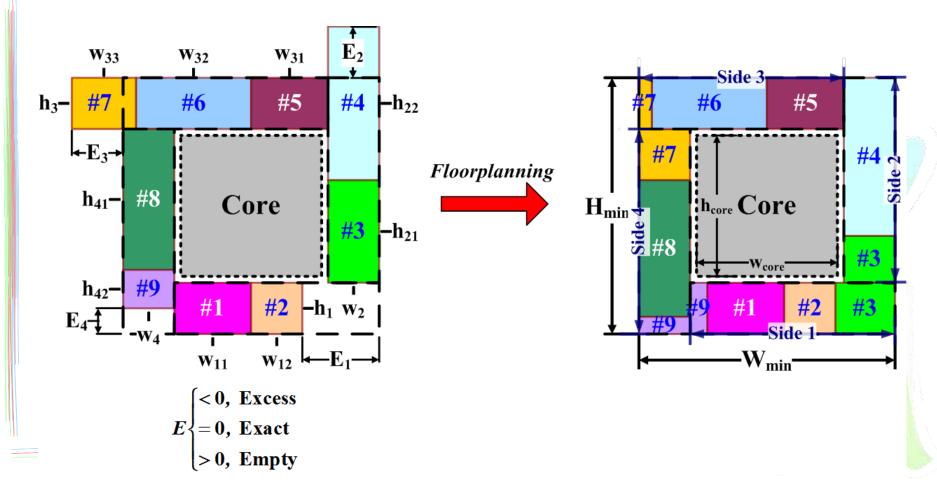
#### □ Characteristics of signal-pin patterns

|              | Application                                  | Signal-<br>pin NO. | Pin-to-pin<br>crosstalk<br>immunity | Net balance |              |                   |              | Signal shielding on<br>package substrate |              | Power    | Pin-        |
|--------------|--|--------------------|-------------------------------------|-------------|--------------|-------------------|--------------|--|--------------|----------|-------------|
|              |  |                    |                                     | PCB board   |              | Package substrate |              | (VDD/VSS)                                |              | delivary | designation |
|              |  |                    |                                     | Top layer   | Bottom layer | Top layer         | Bottom layer | Top layer                                | Bottom layer | aware    | efficiency  |
| Pattern<br>1 | Differential signal                          | 16                 | Excellent                           | Good        | Good         | Good              | Good         | vss                                      | vss          | Without  | Not good    |
| Pattern<br>2 | Differencial signal /<br>Single-ended signal | 20                 | Good                                | Good        | Good         | Good              | Not good     | VSS                                      | vss          | Without  | Average     |
| Pattern<br>3 | Differencial signal /<br>Single-ended signal | 20                 | Good                                | Not good    | Good         | Good              | Good         | vss                                      | vss          | Without  | Average     |
| Pattern<br>4 | Differencial signal /<br>Single-ended signal | 24                 | Excellent                           | Not good    | Good         | Good              | Not good     | VSS                                      | vss          | Without  | Good        |
| Pattern<br>5 | Differencial signal /<br>Single-ended signal | 24                 | Excellent                           | Not good    | Good         | Good              | Not good     | VDD                                      | vss          | With     | Good        |
| Pattern<br>6 | Single-ended signal                          | 36                 | Not good                            | Not good    | Not good     | Not good          | Not good     | None                                     | None         | With     | Excellent   |

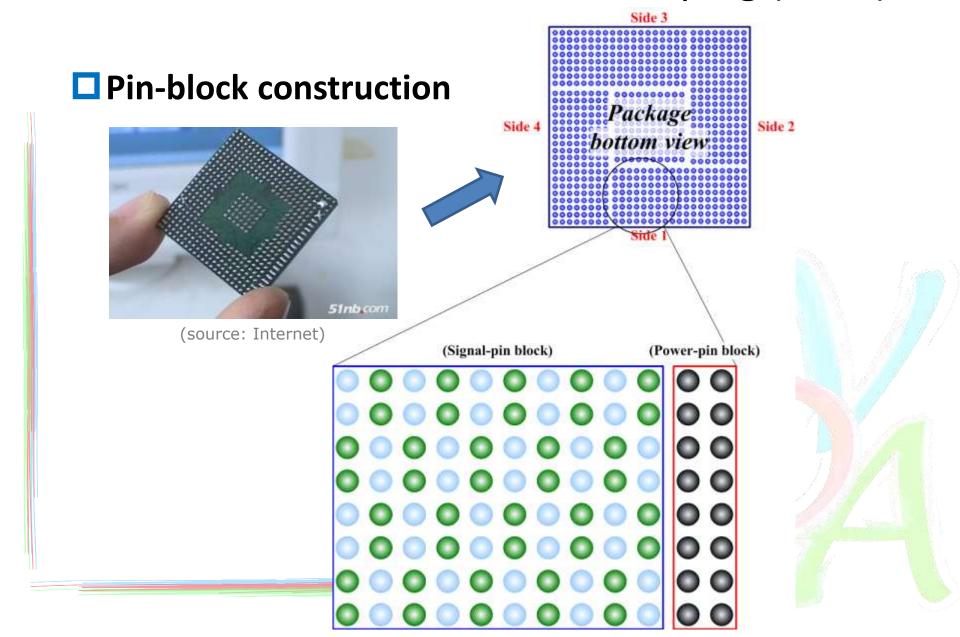


#### Pin-Block (PB) Construction and Grouping

□ PB construction → PB grouping → Rough PB plan
 → Min. PKG size → PB floorplanning → Final PB plan



#### Pin-Block Construction and Grouping (cont.)



# **Start to Work Together**









### Inspiration/Work from Collaboration

- Introducing Problem 1
  - Came from a training assignment for students

The legacy of sequences

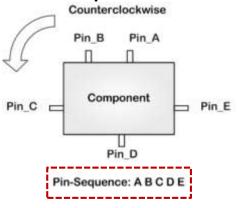
# Problem 1: Escaped Boundary Pins Routing for High Speed Boards

C.-Y. Chin, C.-Y. Kuan, T.-Y. Tsai, H.-M. Chen, and Y. Kajitani

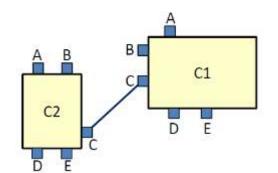
DATE 2010 and TCAD March 2013

# Routing under Fixed-Ordering Pin Locations

#### Pin sequence



Connected Component Point (CCP)& Dynamic Pin Sequence (DPS)



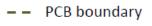
CCP: C

Pin-Seq C\_1: ABCDE

Pin-Seq C\_2: BADEC

**DPS: ABBADECCDE** 

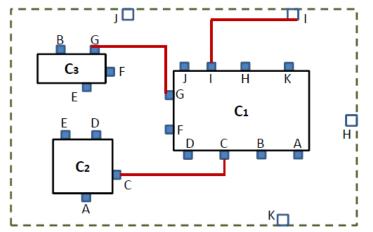
#### Multiple components



component pins

boundary pins

CCPs: C, G, I

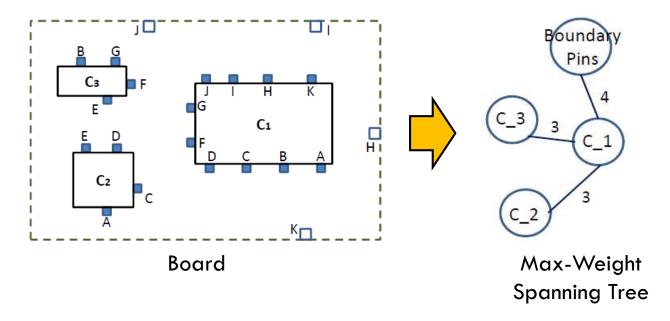


DPS:

KHHKJ<u>II</u>JBEF<u>GG</u>FDDEA<u>CC</u>BA

# Routing under Fixed-Ordering Pin Locations

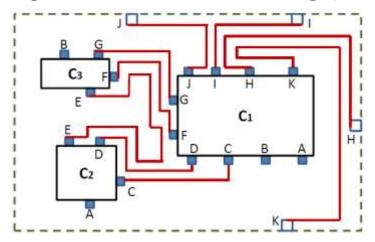
#### CCP Selection



Generation of maximum weight spanning tree. The component with the largest connectivity is chosen to be the base DPS (C\_1 here).

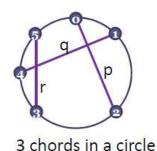
# Routing under Fixed-Ordering Pin Locations

Against-the-wall routing (similar to Boundary Routing)

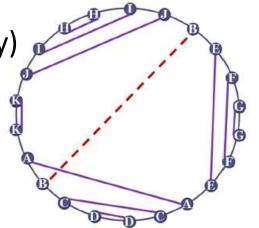


Either net B or net A is unroutable

- Routing order determination(max routability)
  - Supowit's algorithm



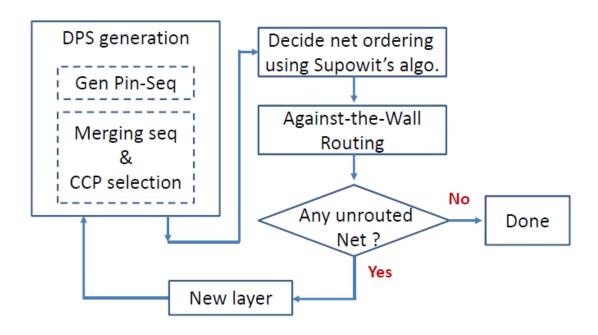
r q q corresponding circle graph



DPS: HIJBEFGGFEACDDCBAKKJIH

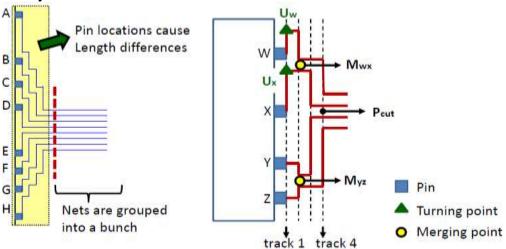
# First Stage Routing: Topological

Overall flow of the topological routing

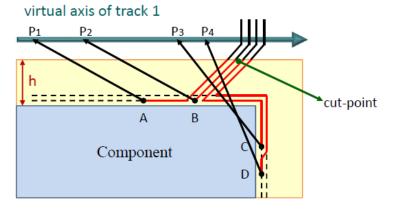


### Second Stage Routing: Length-Constraint-Aware Routing Refinement

Key idea

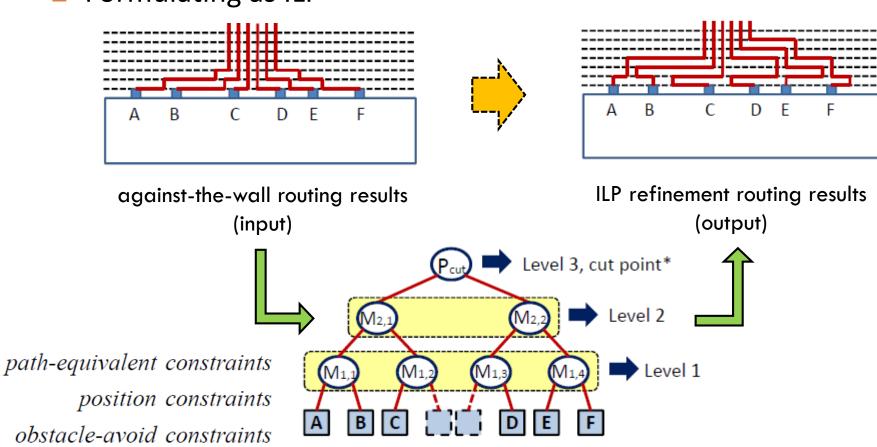


Mapping pin locations to 1-D coordinates



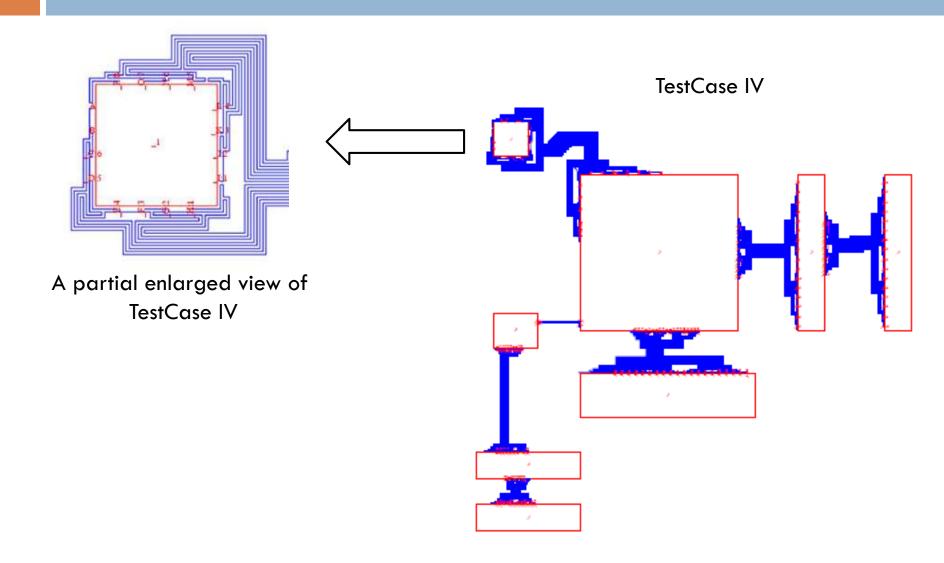
# Length-Constraint-Aware Routing Refinement

#### Formulating as ILP



Merging tree of the ILP formulation

# Routing Instance



#### Influences in Research

 After years of collaboration and discussion, we also come up with our own works influenced by it

- Introducing Problems 2-4
  - Some are related to Martin's works

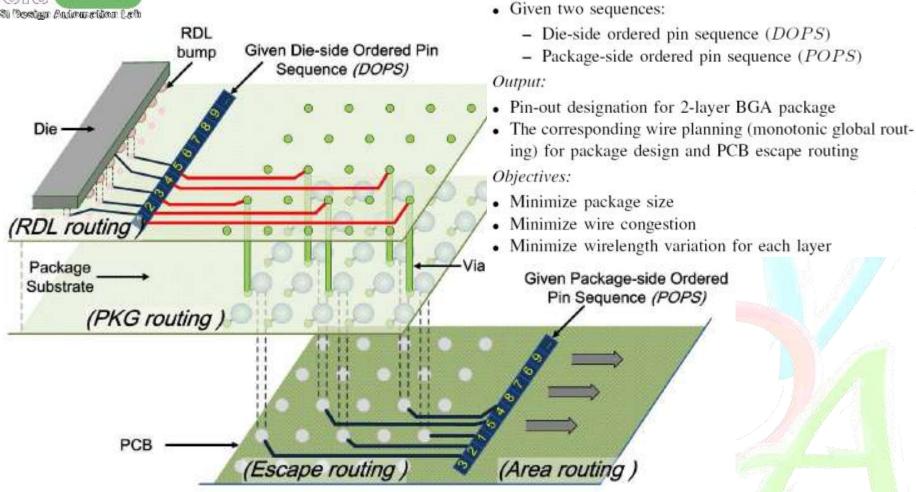
# Problem 2: Board- and Chip-Aware Package Wire Planning

R.-J. Lee, H.-W. Hsu, and H.-M. Chen

IEEE TVLSI Sep 2012



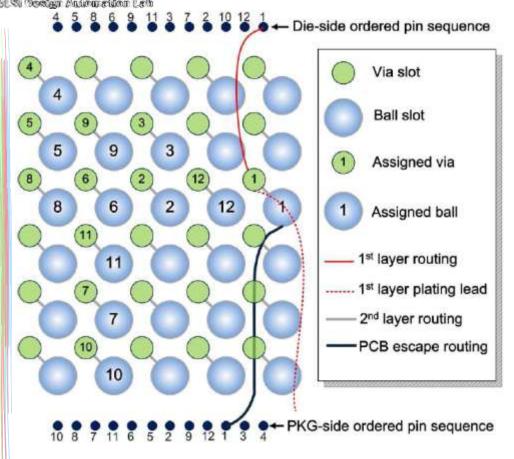
#### Our Problem



Input:



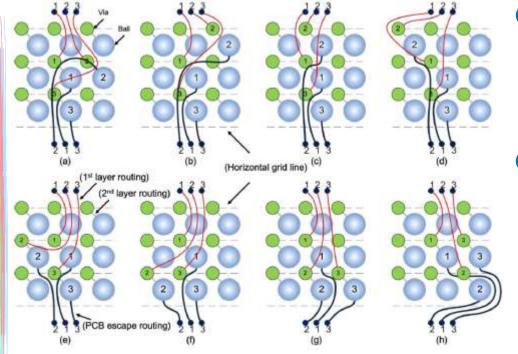
# 2-Layer BGA Model



- BGA model
  - Via in a grid pattern
  - Empty un-used slot
  - Assigned via/ball
- 2-layer package
  - Top layer: DOPS to via
  - Bottom layer: via to ball
- Printed circuit board
  - Ball to POPS



#### Observations

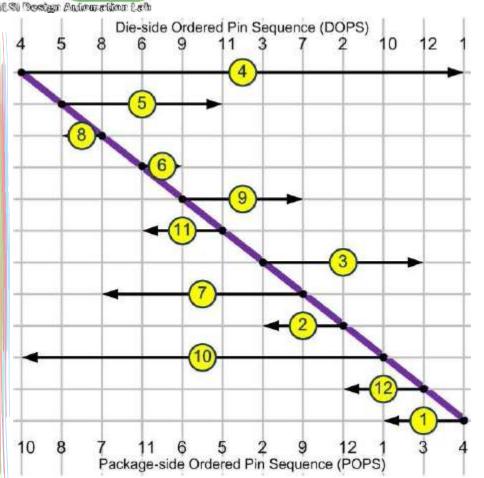


- Monotonic routing
  - Along one direction
  - No turn back
- For net1/net2
  - 1. (a)(e) not monotonic
  - (b)(d)(f)(h) monotonic but use more columns
  - 3. (c) (g) monotonic

Rule1: assign to different row if orderings are reverse Rule2: assign to same column to reduce package size



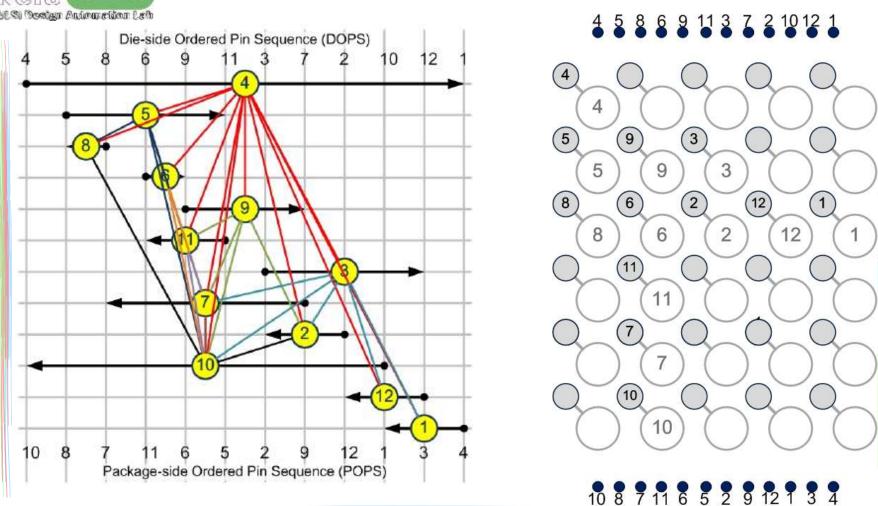
### Interval Diagram



- Analyze DOPS and POPS
- Build an edge if ordering is reverse



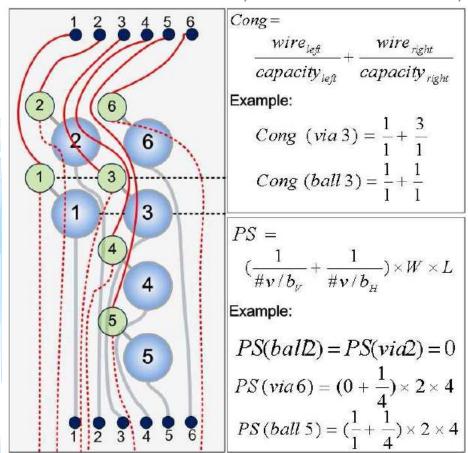
## Initial Pin-Out Designation





# Cost Evaluation: Congestion, Length Difference, Package Size

$$Cost_{vi/bi} = \alpha \times Cong_{vi/bi} + \beta \times Diff_{vi/bi} + \gamma \times PS_{vi/bi}$$



$$Diff_{vi/bi} = dist(v_i/b_i) - dist(avg)$$

- Cost of via/ball
  - Calculated separately
  - Summed up in opt.

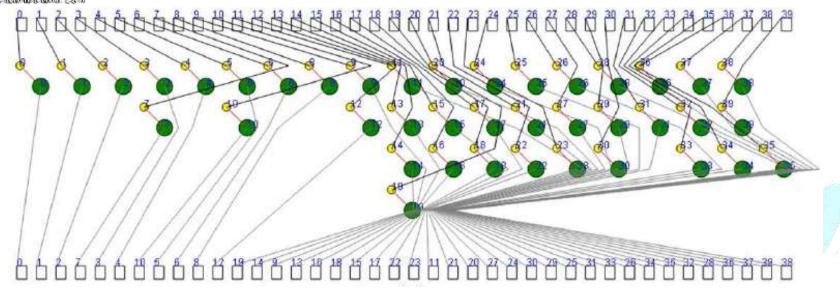
$$cVGA = \sum_{i=0}^{n} Cost_{vi}$$

$$cBGA = \sum_{i=0}^{n} Cost_{bi}$$

$$Sum = cVGA + cBGA$$



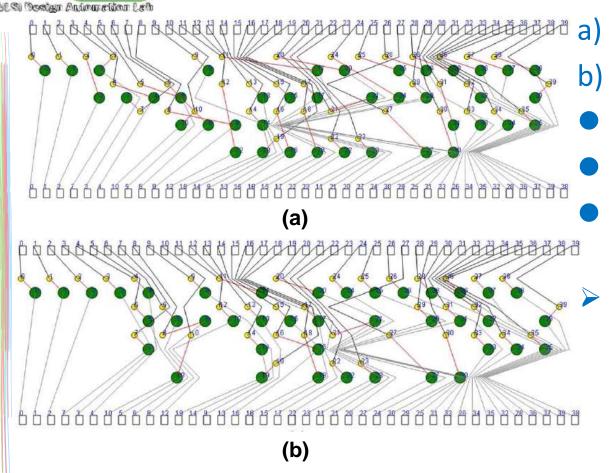
# Wire Planning Instance



Initial solution



### Wire Planning Instance



Greedy-full mode
LPC-full mode
Lower congestion
Lower length variation

Almost the same package size
Trade-off between routability and package size

# Problem 3: BGA Bump Assignment for Chip-Package Codesign

M.-L. Chen and H.-M. Chen

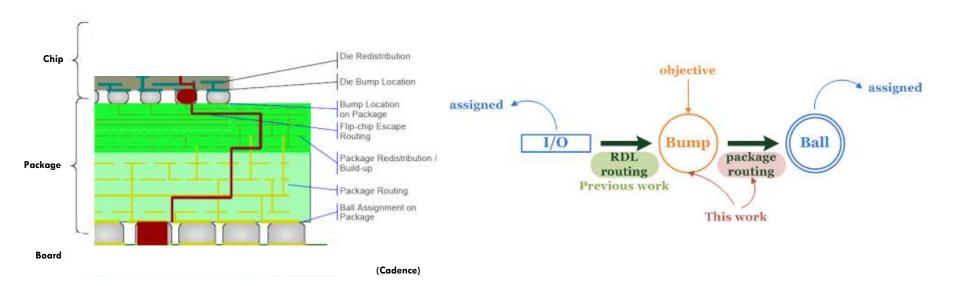
#### **Problem Formulation**

#### Given

- I/Os assignment
- Balls assignment

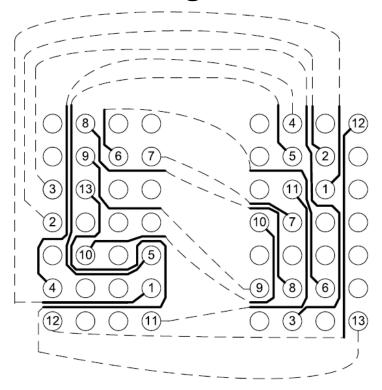
#### Objective

- Find a solution of bump assignment
  - × number of tracks on RDL routing is minimized
  - × routability of package route is maximized



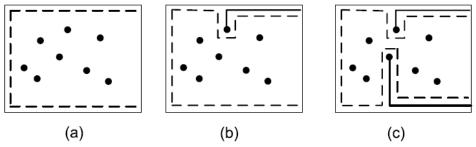
# Simultaneous Escape Routing

 To find planar escape solutions in both components so that they are honoring the same escape ordering.

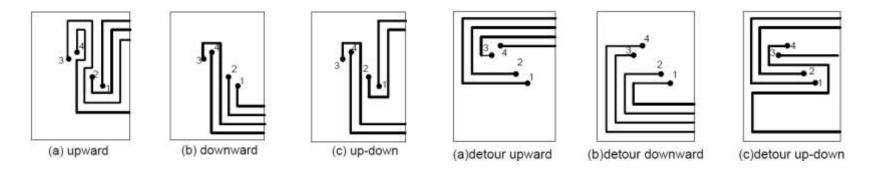


# **Boundary Routing**

Define routing boundary as the boundary of the maximum routable region of the unrouted pins.

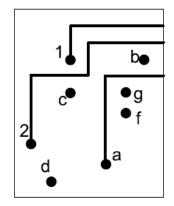


6 routing modes



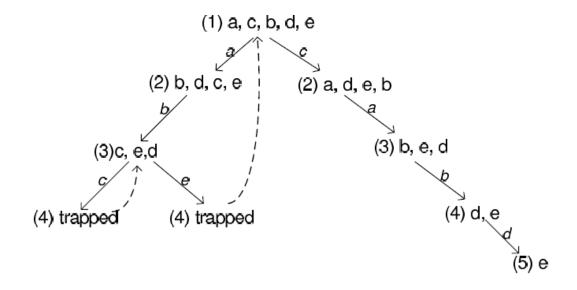
## **Dynamic Net Ordering**

- $\square$  Define routing cost vector ( $\alpha$ ,  $\beta$ )
  - $\square$  # of pins **trapped** (unroutable) by routing current,  $\alpha$
  - # of pins blocked (but still routable) by current routing, β



Cost of Net a:  $(\alpha, \beta)$ 

Trap b :  $\alpha = 1$ Block c :  $\beta = 1$ 



### **B-Escape Routing Algorithm**

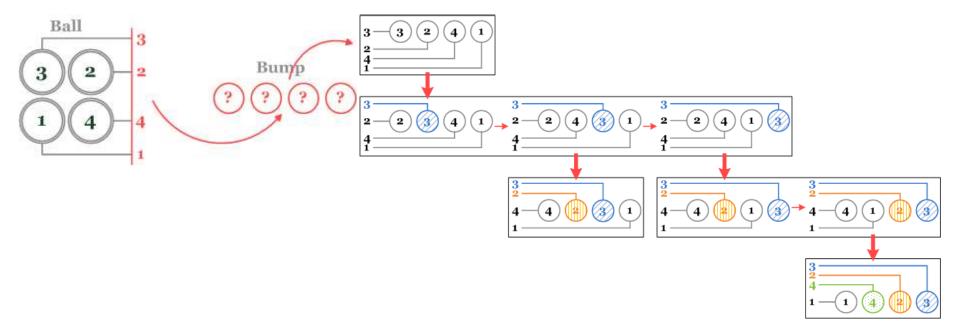
```
1: for each of the six routing modes do
2:
      repeat
        for each unrouted net i do
           route Net i in the left component by current mode
           route Net i in the right component by current mode
5:
           calulate the cost vector for Net i
6:
           clear the routes generated for Net i
7:
        end for
8:
9:
        choose the net j with minimum cost
        if Net j traps other nets then
10:
           backtrack and reorder
11:
12:
        else
           route Net j in the left component by current mode
13:
           route Net j in the right component by current mode
14:
        end if
15:
      until all nets are routed or exceed the backtrack limit
16:
      store the solution for this routing mode
17:
18: end for
19: output the solution with the best routability
```

# What We Proposed: Using B-Escape for Package Routing

```
1: for each of the six routing modes do
2:
      repeat
        for each unrouted net i do
3:
           route Net i in package by current mode
5:
           calulate the cost vector for Net i
6:
           clear the routes generated for Net i
7:
        end for
8:
        choose the net j with minimum cost
9:
        if Net j traps other nets then
10:
           backtrack and reorder
11:
12:
        else
13:
           route Net i in package by current mode
14:
        end if
15:
      until all nets are routed or exceed the backtrack limit
16:
      store the solution for this routing mode
17:
18: end for
19: output the solution with the best routability
```

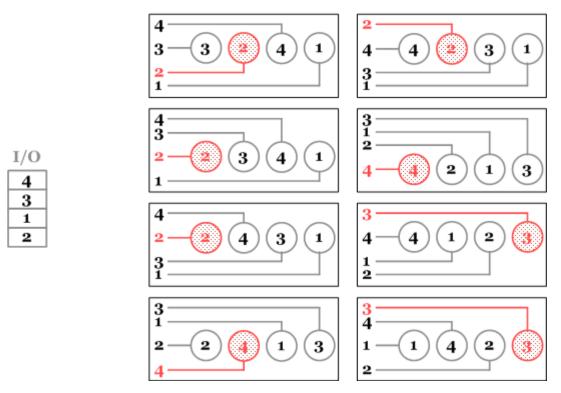
# Bump Assignment (1/2)

 Find bump assignment according to the package escape routing result.



# Bump Assignment (2/2)

 Choosing a solution from bump assignment to minimize the difference between bump pin order and I/O pin order

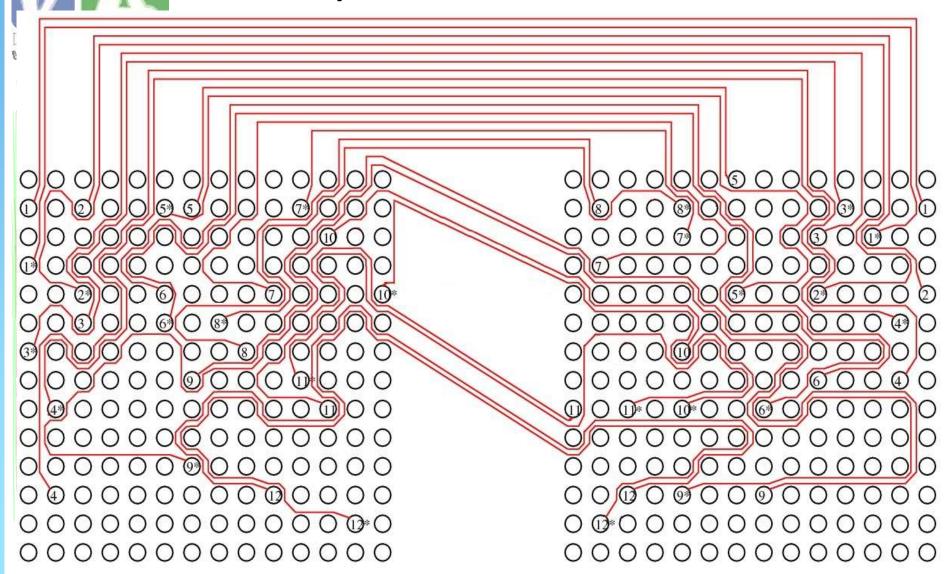


# Problem 4: Simultaneous Escape Routing for Diff Pairs and Multiple Components

C.-Y. Chin, Y.-J. Lee, and H.-M. Chen

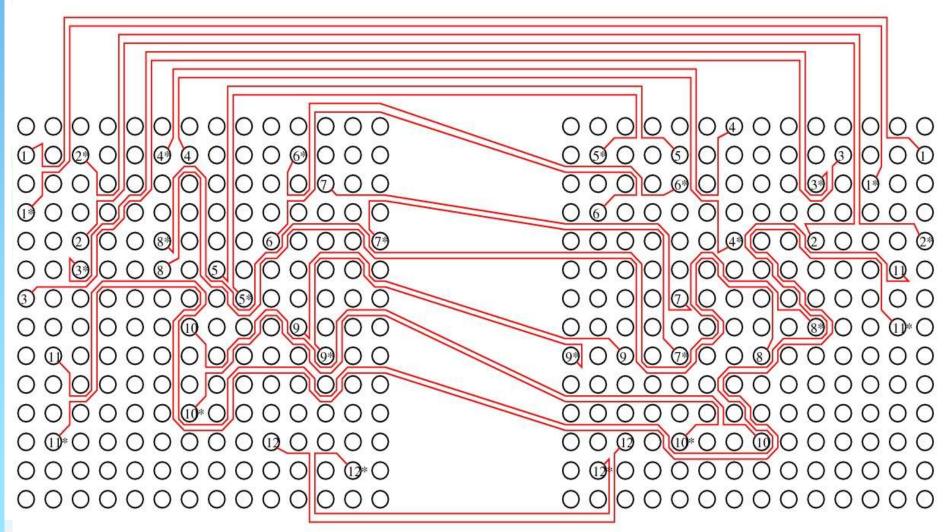


#### **B-Escape: Not Aware of Diff Pairs**





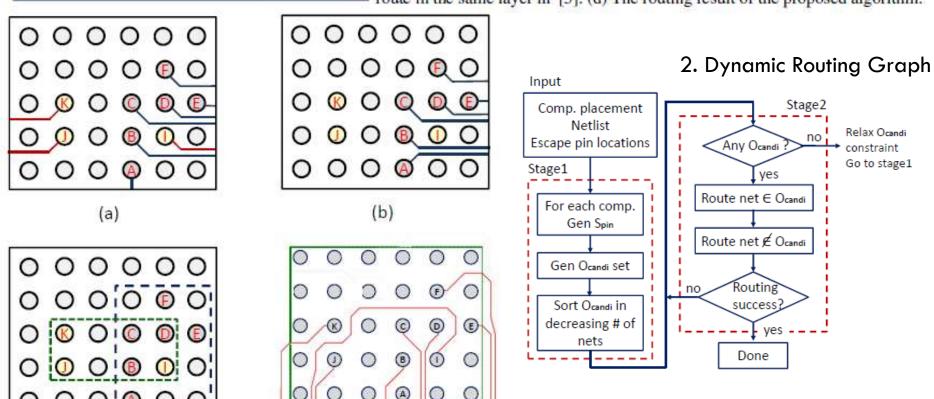
#### Diff Pairs Aware B-Escape



# Simultaneous Escape in Routing Multiple Components

Fig. 1.

component need to be escaped. (a) The routing result is illegal: net I belongs to  $B_2$  but not  $B_1$ , (b) The routing result of  $B_1$ , net I is blocked, (c) The rectangle representation of the two busses, they are overlapped and cannot Bus B\_1 =  $\{A,B,C,D,E,F\}$  Bus B\_2 =  $\{I,J,K\}$ route in the same layer in [5]. (d) The routing result of the proposed algorithm.



(d)

(c)

#### Stage2 Relax Ocandi Any Ocandi constraint Go to stage1 yes Route net ∈ Ocandi

Route net ∉ Ocandi

Routing

success?

Done

1. Topological routing

An illustration of routing problem when multiple busses of a

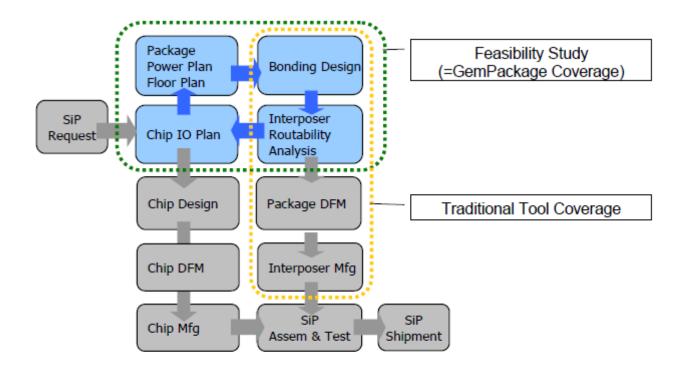
# of nets: 34 # of busses: 4 (3) 3 3 1 2 (G) 0 W (3) (B) 1 0 (1) 9 0 8 0 (B) 6 ® ® (3) @ (5) (E)

### Visits, Forum, and Exploration

- Other attempts
  - Dr. Murata's visit in 2008
  - 2009 Japan-Taiwan EDA Science and Technology Symposium
  - EDA forum 2010@Taiwan
  - Visits to AsRock, Faraday, GUC
    - Introducing Problem 5

### GemPackage by Dr. Murata

#### Concept: Just For Feasibility Study





#### Taiwan EDA Forum 2010

Length Aware Routing and Clock Tree Design

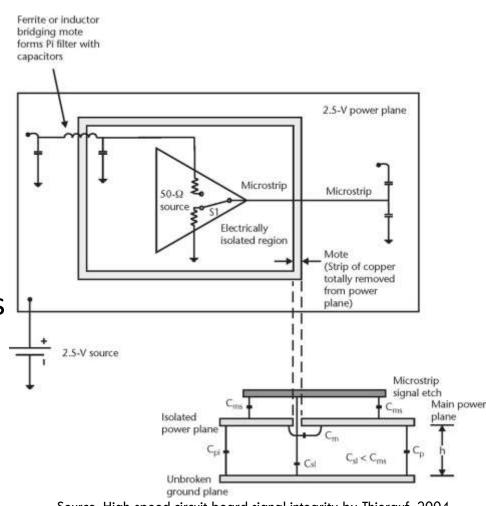
Yoji Kajitani (梶谷洋司) The university of Kitakyushu, Japan

臺灣國科客座教授(Nov. 2010-Jan. 2011)

# Problem 5: PCB Routing Considering Motes

#### What is Mote?

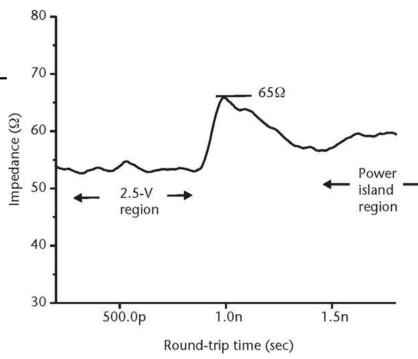
- During our several visits to board design companies, we heard about power islands
- It is called *Motes* 
  - Split-plane situation
  - A total break in the copper plane, forming an isolated region
- This technique is often used to form unique power islands that connect either to a voltage different from the rest of the plane or to the same voltage through a PI filter



Source: High-speed circuit board signal integrity by Thierauf, 2004

#### Problem when Signal Crossing a Mote

- An increase in inductance and reduction in capacitance causes the impedance to increase
  - Therefore it is best to move motecrossing signals to a routing layer that has an unbroken return path
  - Differential signaling is sometimes used to cross motes



TDR of a signal-crossing a mote

# Summary

#### **Conclusion 1**

- We are on the way.?(summary of attempts I know so far)
  - Prof. Martin Wong and Prof. Kajitani in board routing
  - Prof. YW Chang and me and others in chip-package/packageboard codesign
  - Prof. XL Hong and others in package routing
- Practical automation tools for board design and codesign of board/system-package-chip are hard to come by (why?)
  - Situations are very similar what we experienced in analog design automation tools
  - We can discuss offline if more people are interested
- The future of this direction
  - Based on the demands from the industry

#### **Conclusion 2**

- I am really honored and happy to work with Prof.
   Kajitani in these years
  - He is considered my another mentor in my research path: how to dedicate more in research
  - I also get to know some of his students and become good friends
- I really hope the people down below have enjoyed my presentation
  - Let us welcome Prof. Kajitani's intriguing talk!

