

# **TIMING CLOSURE FOR ULTRA DEEP SUBMICRON DESIGN**

**ASP-DAC 2001, Yokohama  
Tutorial 3**

## **Presenters:**

**Jason Cong - University of California, Los Angeles**

**Olivier Coudert - Monterey Design Systems**

**Patrick Groeneveld - Magma Design Automation**

**Lou Scheffer – Cadence Design Systems**

# Tutorial Outline

- **Part I: Introduction (Jason Cong)**
- **Part II: Timing closure today (Lou Scheffer)**
- **Part III: Gain-based synthesis (Patrick Groeneveld)**
- **Part IV: Physical design closure (Olivier Coudert)**
- **Part V: New approaches to harness global interconnects (Jason Cong)**

# Tutorial Schedule

- **09:30am: Introduction (Jason Cong)**
- **09:40am: Timing closure today (Lou Scheffer)**
- **10:50am Break**
- **11:10am: Gain-based synthesis (Patrick Groeneveld)**
- **12:30pm: Lunch**
- **02:00pm: The Quest for design closure (Olivier Coudert)**
- **03:20pm: Coffee Break**
- **03:40pm: New approaches to harness global interconnects (Jason Cong)**
- **05:00pm: Wrap-up and conclusions**

# Exponential Growth of Chip Capacity

- Moore's Law
  - ◆ Min. transistor feature size decreases by 0.7X every three years
  - ◆ True for at least 30 years! (first published in April 1965)
- 1997 National Technology Roadmap for Semiconductors

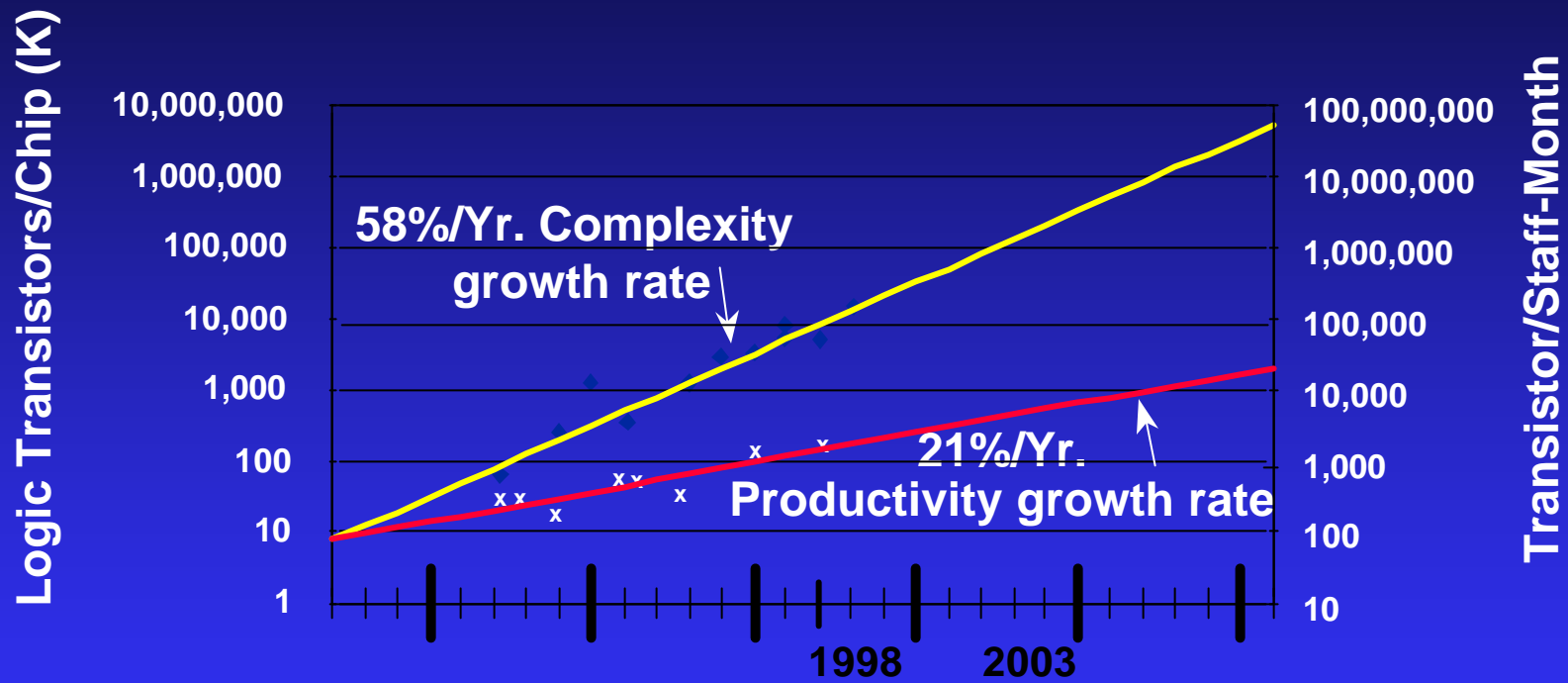
<i>Technology (um)</i>	<i>0.25</i>	<i>0.18</i>	<i>0.15</i>	<i>0.13</i>	<i>0.10</i>	<i>0.07</i>
<b>Year</b>	1997	1999	2001	2003	2006	2009
<b># transistors</b>	11M	21M	40M	76M	200M	520M
<b>On-Chip Clock (MHz)</b>	750	1200	1400	1600	2000	2500
<b>Area (mm<sup>2</sup>)</b>	300	340	385	430	520	620
<b>Wiring Levels</b>	6	6-7	7	7	7-8	8-9

- Enables system-on-a-chip integration



# Productivity Gap

## - Where Moore Law May Break



## Chip Capacity and Designer Productivity

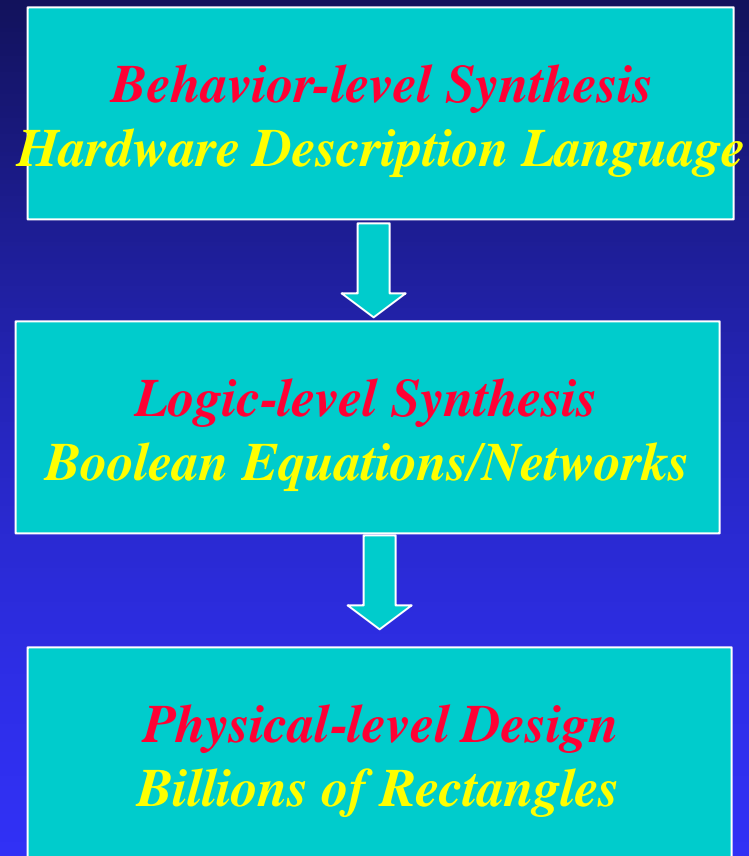
Source: NTRS'97

# Approaches to Increase Design Productivity

- Raise level of design abstraction
- Use hierarchical design

**Both require synthesis and layout timing closure**

# Levels of Abstraction in VLSI Design



# Difficulties in Maintaining High-Level Abstraction & Hierarchical Design

- Interconnect delay far dominates device delay
  - ◆ Can no longer design in behavior/functional domain

<b>Technology (um)</b>	<b>0.25</b>	<b>0.18</b>	<b>0.15</b>	<b>0.13</b>	<b>0.10</b>	<b>0.07</b>
<b>Intrinsic gate delay (ns)</b>	<b>0.071</b>	<b>0.051</b>	<b>0.049</b>	<b>0.045</b>	<b>0.039</b>	<b>0.022</b>
<b>1mm (ns)</b>	<b>0.059</b>	<b>0.049</b>	<b>0.051</b>	<b>0.044</b>	<b>0.052</b>	<b>0.042</b>
<b>2cm no-opt (ns)</b>	<b>2.589</b>	<b>2.48</b>	<b>2.65</b>	<b>2.62</b>	<b>3.73</b>	<b>4.67</b>
<b>2cm best-opt (ns)</b>	<b>0.895</b>	<b>0.793</b>	<b>0.77</b>	<b>0.7</b>	<b>0.77</b>	<b>0.672</b>

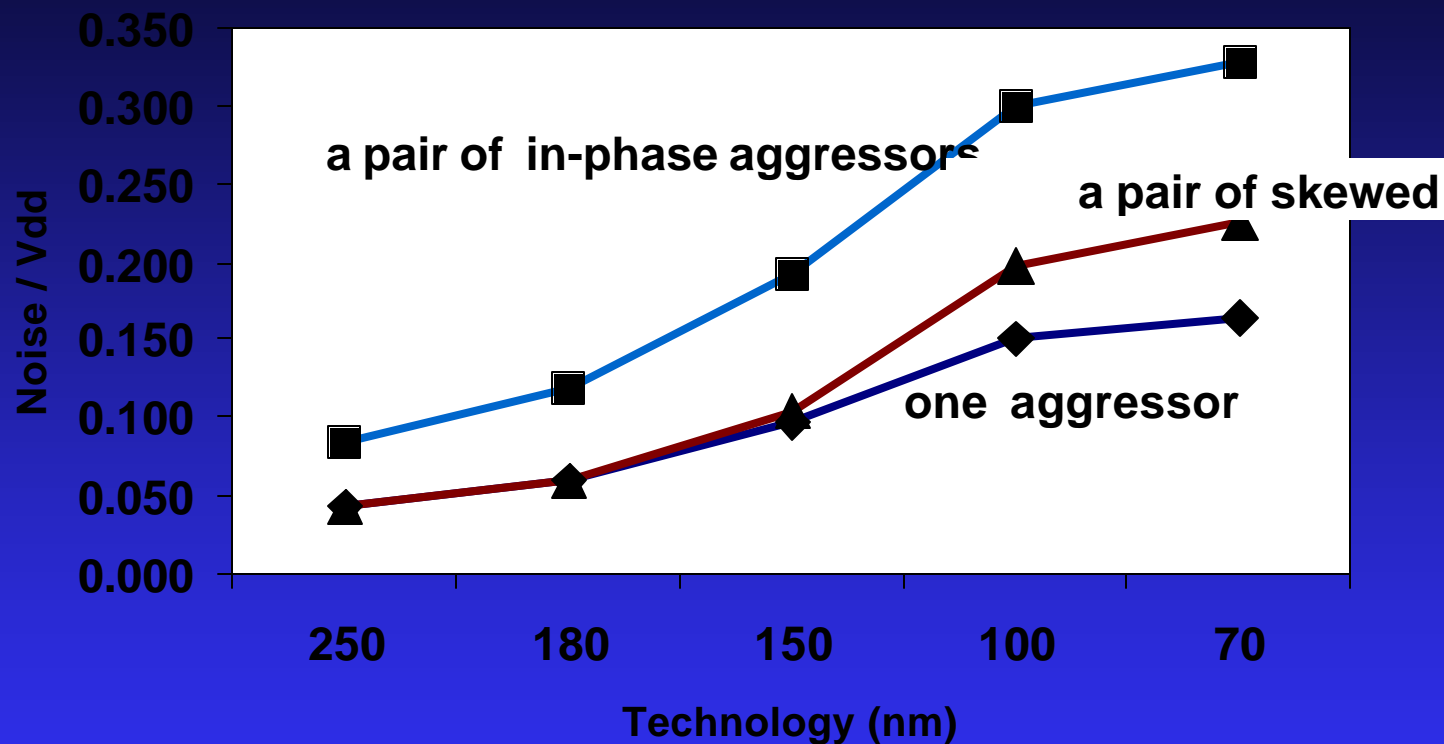
- Best-opt uses simultaneous buffer insertion, driver/buffer sizing, and wiresizing
- Reverse scaling of higher metal layers were not considered
- Source: [Cong97] SRC Working Papers <http://www.src.org/research/frontier.dgw>



# Difficulties in Maintaining High-Level Abstraction & Hierarchical Design

- **Current design hierarchy is based on functionality**
    - ◆ interconnect delay
    - ◆ crosstalk
    - ◆ P/G bounce due to simultaneous switching, etc ...
- => do not fit naturally into function hierarchy**

# Coupling Noise Problem



Coupling noise from two adjacent aggressors to the middle victim wire (1 mm) with 2x min. spacing. Rise time is 10% of projected clock period.

- Coupling noise depends strongly on both spatial and temporal relations!

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