WHERE **INNOVATION** BEGINS

DESIGN AUTOMATION CONFERENCE

JULY 9–13, 2023

MOSCONE WEST CENTER
SAN FRANCISCO, CA, USA

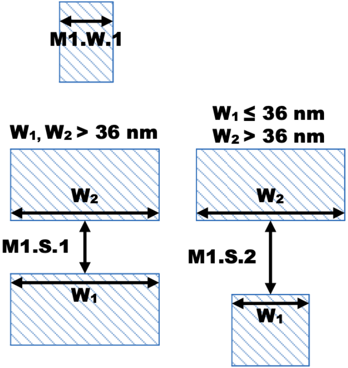
OpenDRC: An Efficient Open-Source Design Rule Checking Engine with Hierarchical GPU Acceleration

Zhuolun He[1,2], Yihang Zuo[2], Jiaxi Jiang[2], Haisheng Zheng[2], Yuzhe Ma[3], Bei Yu[1]

[1]CUHK [2]Shanghai AI Lab [3]HKUSZ(GZ)

Design Rule Checking[1]...

- verifies a deck of layout constraints
- consists of complex rules nowadays
  - geometric, inter-layer, conditional rules...
- is ultra time-consuming in the design flow



[1]Figure from ASAP7 design rule manual

Efficient DRC

There are several ways to improve DRC efficiency:

- better algorithms/data structures
  - sweepline, quad-tree, r-tree, ...
- parallel computing
  - region-based, design hierarchy, edge-based, task parallelism, ...
  - on SIMD engines, specialized hardware, distributed systems, GPUs, ...
- approximation methods
  - hotspot detection, violation type/number prediction, ...
  - other ML-enhanced DRC schemes

Open-Sourcing Tools!

Open-source EDA tools have been inspiring and empowering the evolution of cutting-edge EDA research.

Open-source 'design rule checkers' often appear in

- detailed routers (e.g., TritonRoute[2])
  - not for verification purpose
  - tightly coupled with path searching
- layout editors (e.g., Magic[3], KLayout[4])
  - GUI-centric, not optimized for standalone checking
  - different data structure for efficient editing

---

[2] A. B. Kahng, L. Wang, and B. Xu, "Tritonroute: An initial detailed router for advanced vlsi technologies", in *IEEE/ACM International Conference on Computer-Aided Design (ICCAD)*, 2018.

[3] J. K. Ousterhout, G. T. Hamachi, R. N. Mayo, W. S. Scott, and G. S. Taylor, "The magic vlsi layout system", *IEEE Design & Test of Computers*, vol. 2, no. 1, pp. 19–30, 1985.

[4] M. Köfferlein, *Klayout*, `https://klayout.de/`, 2018.

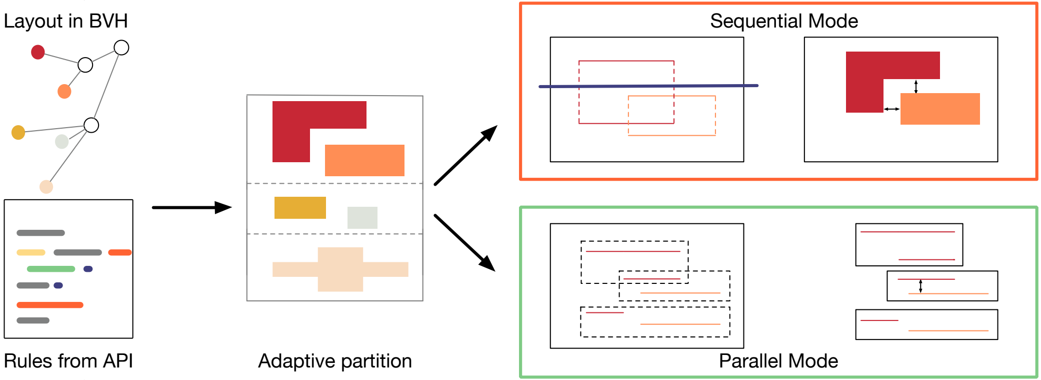
This Work: OpenDRC

We feel that a new (open-source) design rule checking engine is necessary!

This work proposes OpenDRC, which

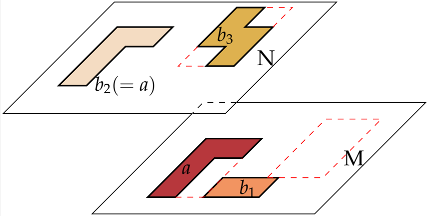
- aims for extremely high efficiency
- supports hierarchical designs
- provides GPU acceleration
- is available at `https://github.com/opendrc/opendrc`

OpenDRC Overall Flow



Hierarchical DRC

- Core data structure: Layer-wise *Bounding Volume Hierarchy* (BVH)
  - does not flatten the layout; preserves design hierarchy
  - maintains *minimum bounding rectangle* (MBR) of cells
- Redundant check elimination



- some are trivial duplications: (a^M, b_1^N) and (b_1^M, a^N) when $M = N$
- some results could be reused: (a^M, a^N) and (b_2^M, b_2^N) when $b_2 = a$
- some violations cannot happen: (a^M, b_3^N)

Adaptive Layout Partition

Intuition (due to row-based placement):

- Layouts can be partitioned into non-overlapping regions (rows) along the y-axis
- By such grouping, x-coordinates of cells in a row are also likely to be separated

Solution: adaptive row-based partition

- solvable as interval merging problem in $\Theta(k+N)$ or $\Theta(k \log k)$
- k is the number of cells, N is the number of unique coordinates ($k \gg N$)

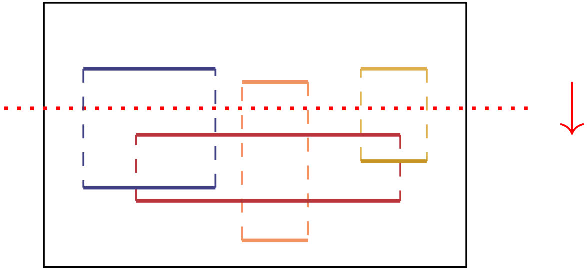
Interval Merging

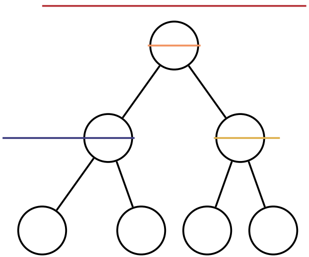
Require: A set S of intervals to be merged
Ensure: Non-overlapping intervals covering the domain of S

Initialize an array A with indices ▷ Step1: Initialize
for all interval $[l, r] \in S$ **do** ▷ Step2: Merge
    Update $A[l] \leftarrow max(A[l], r)$
end for
Initialize current interval end $e \leftarrow -1$
for the i-th element $\in A$ **do** ▷ Step3: Scan
    if $i > e$ **then** ▷ moving across interval boundary
        Create a new interval and reset e
    end if
    Update current interval end $e \leftarrow max(e, A[i])$
end for

Sequential Mode

- Standard sweepline algorithm[5] (but we use interval tree)

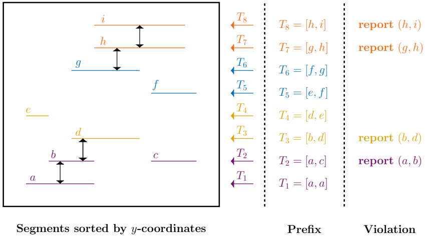




[5] J. L. Bentley and D. Wood, "An optimal worst case algorithm for reporting intersections of rectangles",, vol. 29, no. 07, pp. 571–577, 1980.

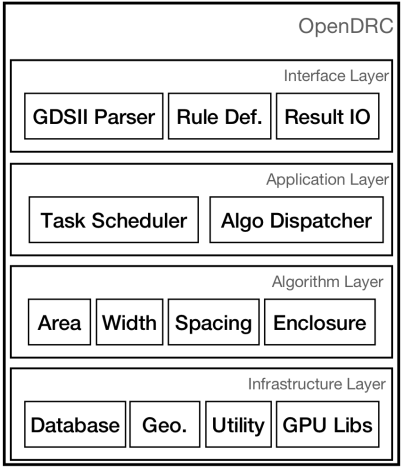
Parallel Mode w/ GPU Acceleration

- parallel DRC row-by-row
- edges of polygons are packed into a flattened array and transferred to device memory
- parallel sweepline[6]
  1. parallel *scan* to determine check range
  2. parallel edge to edge(s) check



[6] Z. He, Y. Ma, and B. Yu, "X-check: Gpu-accelerated design rule checking via parallel sweepline algorithms", in *Proceedings of the 41st IEEE/ACM International Conference on Computer-Aided Design*, 2022, pp. 1–9.

OpenDRC Software Architecture



General Programming Interface

```
auto db = odrc::gdsii::read(/* path-to-gdsii */);
auto e  = odrc::engine();
e.add_rules({
  db.polygons().is_rectilinear(),
  db.layer(19).width().greater_than(18),
  db.layer(20).polygons().ensures(
      [](const auto& p){return !p.name.empty();}
  )
});
e.check(db);
```

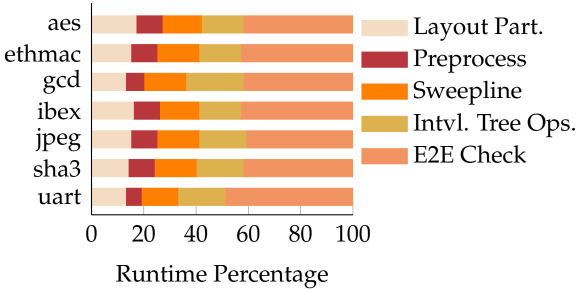
Experimental Evaluation (Intra-Polygon Rules)

Design	Rule	KLayout flat	KLayout deep	KLayout tile	X-Check	OpenDRC Seq.	OpenDRC Par.	Rule	KLayout flat	KLayout deep	KLayout tile	X-Check	OpenDRC Seq.	OpenDRC Par.
aes	M1.W.1	3.45	12.69	0.49	0.41	0.02	0.03	M1.A.1	3.34	3.32	0.65	-	0.02	0.03
	M2.W.1	1.37	3.83	0.23	0.14	0.04	0.04	M2.A.1	1.35	1.33	0.37	-	0.04	0.04
	M3.W.1	2.52	2.98	0.36	0.11	0.03	0.03	M3.A.1	2.49	2.51	0.51	-	0.03	0.03
ethmac	M1.W.1	11.88	45.84	1.56	1.21	0.07	0.08	M1.A.1	11.55	11.55	2.05	-	0.07	0.08
	M2.W.1	3.76	10.72	0.52	0.42	0.10	0.11	M2.A.1	3.62	3.63	1.01	-	0.10	0.11
	M3.W.1	6.36	7.64	0.77	0.31	0.08	0.08	M3.A.1	6.20	6.24	1.24	-	0.08	0.08
gcd	M1.W.1	0.13	0.44	0.13	0.11	< 0.01	< 0.01	M1.A.1	0.13	0.13	0.13	-	< 0.01	< 0.01
	M2.W.1	0.05	0.08	0.05	< 0.01	< 0.01	< 0.01	M2.A.1	0.05	0.05	0.05	-	< 0.01	< 0.01
	M3.W.1	0.06	0.07	0.06	< 0.01	< 0.01	< 0.01	M3.A.1	0.06	0.06	0.06	-	< 0.01	< 0.01
ibex	M1.W.1	3.60	12.38	0.50	0.43	0.02	0.03	M1.A.1	3.52	3.52	0.65	-	0.02	0.03
	M2.W.1	1.30	3.61	0.24	0.14	0.03	0.04	M2.A.1	1.27	1.28	0.36	-	0.04	0.04
	M3.W.1	2.38	2.88	0.36	0.10	0.03	0.03	M3.A.1	2.36	2.35	0.51	-	0.03	0.03
jpeg	M1.W.1	13.32	55.35	1.68	1.39	0.08	0.08	M1.A.1	13.01	13.00	2.17	-	0.07	0.08
	M2.W.1	3.05	8.77	0.46	0.40	0.10	0.10	M2.A.1	2.98	2.95	0.95	-	0.09	0.09
	M3.W.1	4.86	6.14	0.59	0.29	0.08	0.08	M3.A.1	4.79	4.81	1.10	-	0.08	0.07
sha3	M1.W.1	3.48	12.36	0.49	0.43	0.02	0.03	M1.A.1	3.40	3.40	0.63	-	0.02	0.03
	M2.W.1	1.10	2.95	0.21	0.12	0.03	0.03	M2.A.1	1.07	1.09	0.33	-	0.03	0.03
	M3.W.1	1.79	2.15	0.30	0.09	0.02	0.02	M3.A.1	1.79	1.77	0.42	-	0.02	0.02
uart	M1.W.1	0.15	0.40	0.15	0.11	< 0.01	< 0.01	M1.A.1	0.14	0.14	0.15	-	< 0.01	< 0.01
	M2.W.1	0.06	0.12	0.06	< 0.01	< 0.01	< 0.01	M2.A.1	0.06	0.06	0.06	-	< 0.01	< 0.01
	M3.W.1	0.08	0.09	0.08	< 0.01	< 0.01	< 0.01	M3.A.1	0.08	0.08	0.08	-	< 0.01	< 0.01
Average		37.7×	82.1×	9.6×	4.5×	0.9×	1.0×		37.6×	37.6×	13.0×	-	1.0×	1.0×

Experimental Evaluation (Inter-Polygon Rules)

Design	Rule	KLayout			X-Check	OpenDRC		Rule	KLayout			X-Check	OpenDRC	
		flat	deep	tile		Seq.	Par.		flat	deep	tile		Seq.	Par.
aes	M1.S.1	4.33	13.78	0.62	0.17	0.21	0.06	V1.M1.EN.1	468.24	462.28	15.97	0.20	6.44	0.12
	M2.S.1	1.55	4.15	0.29	0.13	0.09	0.02	V2.M2.EN.1	2.93	1.64	0.59	0.14	0.18	0.09
	M3.S.1	2.64	3.25	0.38	0.12	0.15	0.02	V1.M2.EN.2	469.96	468.89	15.71	0.20	0.24	0.12
ethmac	M1.S.1	14.67	48.50	1.89	0.39	0.72	0.14	V1.M1.EN.1	3045.02	3038.10	57.76	2.00	42.35	0.41
	M2.S.1	4.35	11.71	0.59	0.20	0.23	0.05	V2.M2.EN.1	8.29	4.74	1.45	0.23	0.47	0.22
	M3.S.1	6.68	8.17	0.82	0.16	0.39	0.04	V1.M2.EN.2	3031.20	3034.67	55.63	0.36	0.84	0.32
gcd	M1.S.1	0.15	0.46	0.14	0.11	< 0.01	0.01	V1.M1.EN.1	3.06	2.96	3.09	0.11	0.06	< 0.01
	M2.S.1	0.05	0.09	0.05	0.11	< 0.01	< 0.01	V2.M2.EN.1	0.07	0.05	0.08	0.10	< 0.01	< 0.01
	M3.S.1	0.06	0.07	0.06	0.11	< 0.01	< 0.01	V1.M2.EN.2	2.95	2.95	2.99	0.10	< 0.01	< 0.01
ibex	M1.S.1	4.45	13.15	0.63	0.17	0.22	0.06	V1.M1.EN.1	477.86	473.62	16.03	0.21	7.14	0.13
	M2.S.1	1.49	3.96	0.25	0.13	0.09	0.02	V2.M2.EN.1	2.78	1.56	0.56	0.15	0.18	0.08
	M3.S.1	2.50	3.08	0.39	0.12	0.14	0.02	V1.M2.EN.2	479.79	477.17	15.90	0.17	0.24	0.12
jpeg	M1.S.1	15.82	57.36	2.01	0.43	0.80	0.16	V1.M1.EN.1	3609.55	3580.46	58.29	1.59	55.07	0.49
	M2.S.1	3.48	9.79	0.49	0.21	0.20	0.05	V2.M2.EN.1	7.07	4.04	1.22	0.22	0.40	0.20
	M3.S.1	5.17	6.70	0.64	0.16	0.30	0.03	V1.M2.EN.2	3611.69	3588.04	57.01	0.35	0.87	0.32
sha3	M1.S.1	4.23	13.02	0.60	0.16	0.21	0.06	V1.M1.EN.1	476.10	472.44	15.87	0.49	7.07	0.12
	M2.S.1	1.16	3.23	0.22	0.12	0.07	0.02	V2.M2.EN.1	2.32	1.29	0.48	0.13	0.14	0.07
	M3.S.1	1.87	2.31	0.30	0.11	0.11	0.02	V1.M2.EN.2	468.70	467.92	17.28	0.15	0.22	0.11
uart	M1.S.1	0.19	0.44	0.19	0.11	< 0.01	0.01	V1.M1.EN.1	3.61	3.50	3.62	0.10	0.06	< 0.01
	M2.S.1	0.07	0.13	0.07	0.11	< 0.01	< 0.01	V2.M2.EN.1	0.10	0.06	0.10	0.12	< 0.01	< 0.01
	M3.S.1	0.08	0.10	0.08	0.10	< 0.01	< 0.01	V1.M2.EN.2	3.49	3.48	3.54	0.10	< 0.01	< 0.01
Average		47.6×	99.5×	12.0×	5.6×	3.2×	1.0×		514.9×	429.0×	61.5×	2.9×	4.7×	1.0×

Runtime Breakdown for Sequential Spacing Check



The runtime breakdown of OpenDRC sequential *minimum spacing* checks. 'Layout Part' refers to adaptive layout partitioning; 'Intvl. Tree Ops.' refers to interval tree operations `insert`, `remove`, and `query`; 'E2E Check' refers to edge-to-edge checks.

Summary

We develop OpenDRC, a new open-source design rule checking engine

- adaptive row-based layout partition
- efficient sequential/parallel hierarchical DRC procedures
- significant speedup compared with SOTA multi-threading/GPU design rule checkers

Future work:

- systematic evaluation of heterogeneous computing in DRC
- data compression techniques for memory footprint reduction
- supports for general geometric shapes

THANK YOU!