

# Methodology for Standard Cell Compliance and Detailed Placement for Triple Patterning Lithography

**Bei Yu**   Xiaoqing Xu   Jhih-Rong Gao   David Z. Pan

Department of Electrical & Computer Engineering  
University of Texas at Austin, TX USA

Nov. 18, 2013

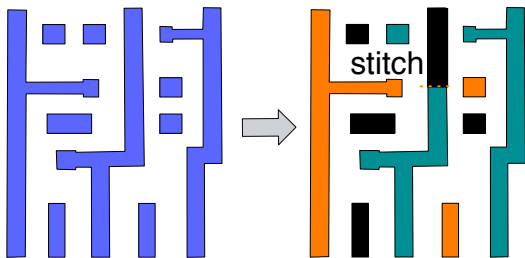
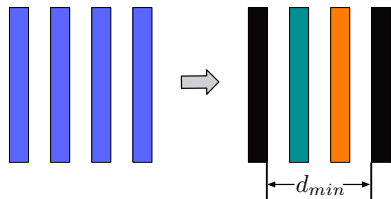
Supported by IBM scholarship, NSF, NSFC, SRC



# Triple Patterning Lithography (TPL)

## ITRS roadmap

- 28nm single-patterning
- 20nm double-patterning
- 14nm triple-patterning / EUV
- 10nm quadruple-patterning / EUV



# TPL Layout Decomposition Works

- **ILP or SAT**

[Cork+, SPIE'08][Yu+, ICCAD'11][Cork+, SPIE'13]

- **Graph Search for Row based Layout**

[Tian+, ICCAD'12][Tian+, SPIE'13][Tian+, ICCAD'13]

- **Heuristic**

[Ghaida+, SPIE'11][Fang+, DAC'12][Chen, ISQED'13]  
[Kuang+, DAC'13][Tang+, Patent'13][Zhang+, ICCAD'13]

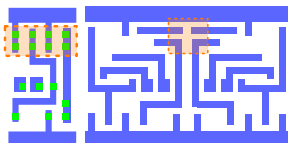
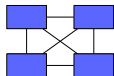
- **Semidefinite Programming (SDP)** (trade-off)

[Yu+, ICCAD'11][Yu+, ICCAD'13]

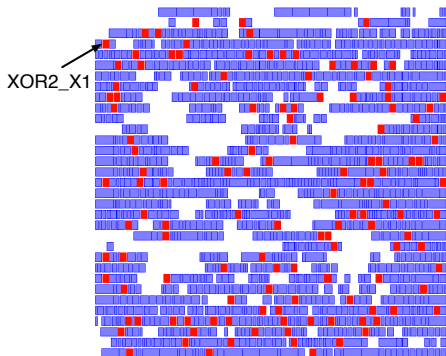


# Post-Layout Too Late

- ▶ Native conflict from early stages



- ▶ Redundant decomposition

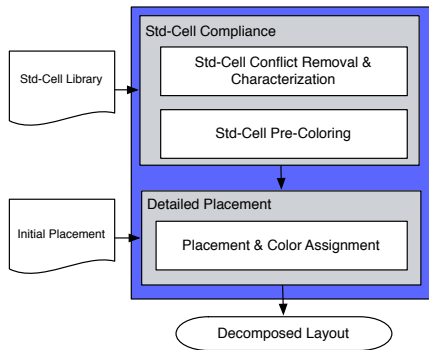


# Lithography Into Early Stage

- **DFM aware Detailed Placement** [Hu+,ISPD'07]  
[Gupta+,ICCAD'09] [Gao+,SPIE'13] [Agarwal+,Patent'13]
- **TPL aware Routing**  
[Ma+,DAC'12] [Lin+, ICCAD'12]
- **DPL aware Design Flow**  
[Liebmann+,SPIE'11] [Ma+,SPIE'13]



# Our TPL aware Design Flow



- ▶ 2 Stages
- ▶ **No** additional layout decomposition

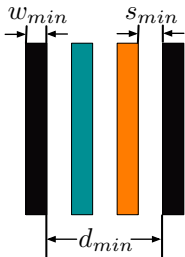


# Row Structure Layout

- $d_{min}$ : minimum coloring distance
- $d_{row}$ : metal spacing between rows

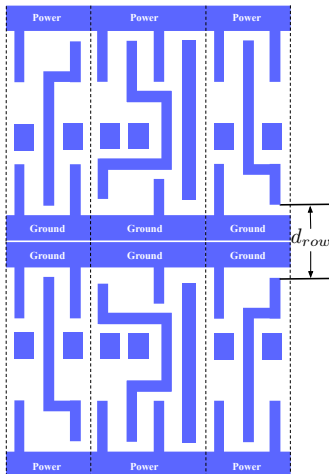
$$d_{min} = 2 \cdot w_{min} + 3 \cdot s_{min}$$

$$d_{row} = 4 \cdot w_{min} + 2 \cdot s_{min}$$

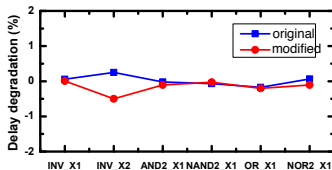
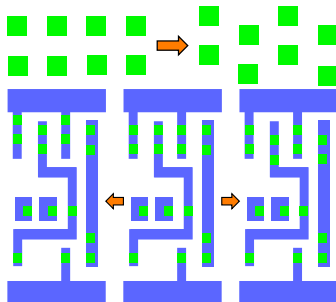
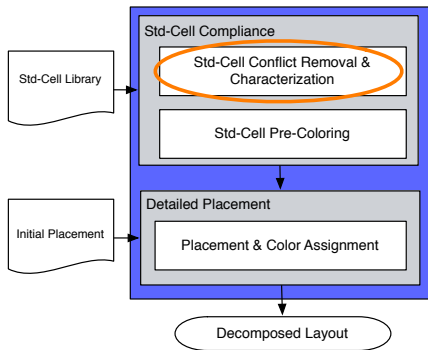


$2 \cdot w_{min} > s_{min}$ , then

No interactions between rows  
( $d_{row} > d_{min}$ ).

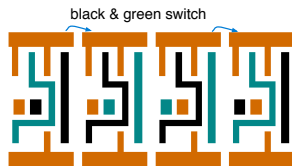
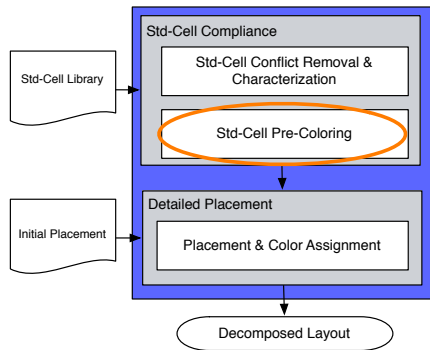


# Std-Cell Conflict Removal

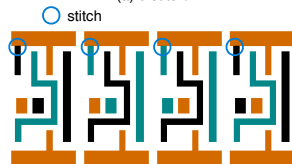




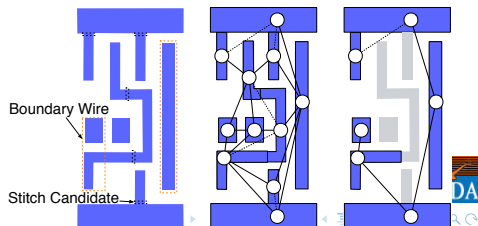
# Std-Cell Pre-Coloring



(a) 0 stitch

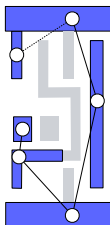


(b) 1 stitch

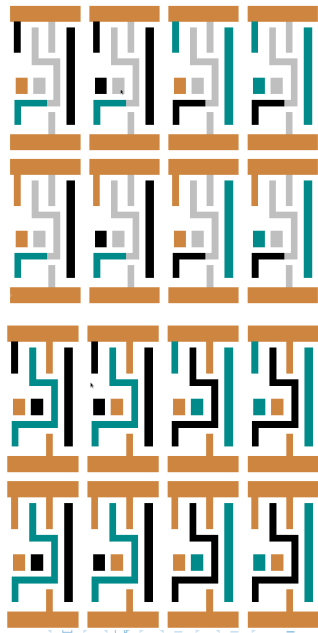
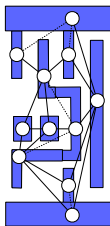


# Std-Cell Pre-Coloring— Example

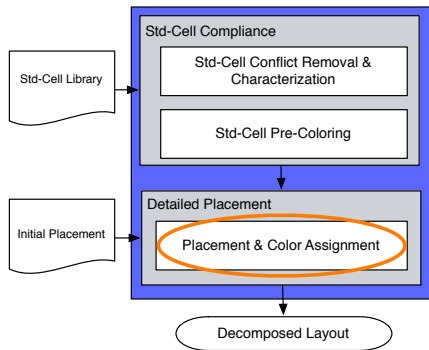
– Stage 1:



– Stage 2:

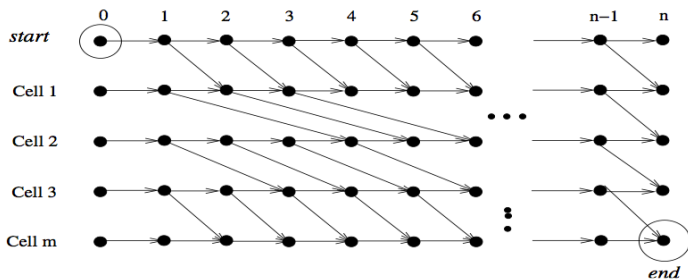


# TPL aware Detailed Placement



# Ordered Single Row Problem

- ▶ Well studied
- ▶ [Kahng+,ASPDAC'99] [Kahng+,ICCAD'05] [Brenner+,DATE'00]
- ▶ Shortest path based



# TPL-Ordered Single Row (TPL-OSR) Problem

## Problem Formulation

**Input** Ordered single row placement; pre-coloring library

**Output** Legal placement and color assignment

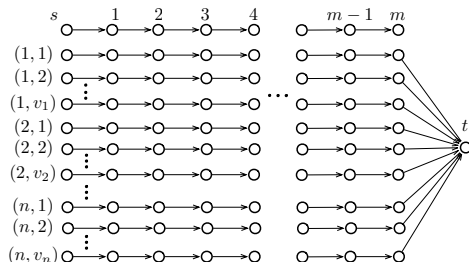
**Objective** Min HPWL, total stitch number

## New Challenges

- ▶ Placement + Color Assignment
- ▶ Can not estimate total row length



# Graph Model for TPL-OSR



– What's New?

- ▶ Row  $r(i, p)$ : cell  $i$  is with  $p$ -th coloring solution
- ▶ Ending edges
- ▶ Cost on diagonal edges

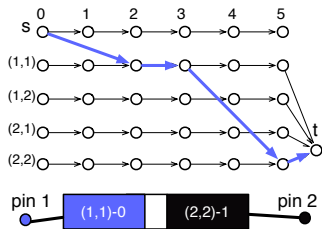
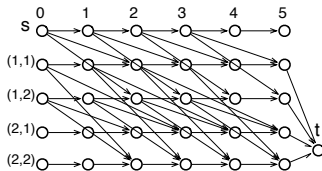
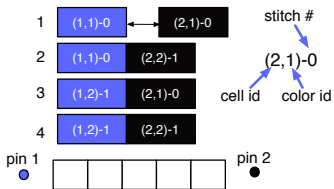
**Figure** :  $n$  cells to be placed in  $m$  sites (no diagonal edges shown).

## TPL-OSR solution

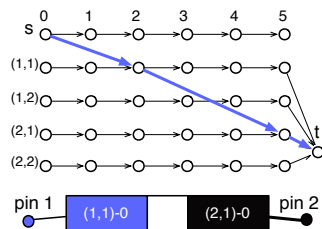
A shortest path from  $s$  to  $t$ ,  $O(nmk)$ .



# TPL-OSR Examples



(a) 1 stitch result

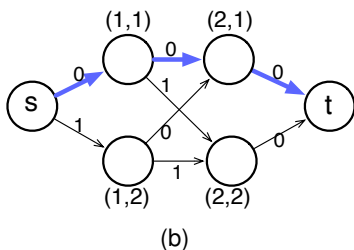
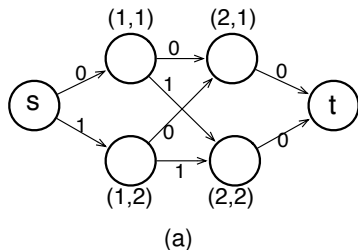


(b) 0 stitch result



# Two-Stage Speedup– Stage 1

- Color assignment to minimize stich number
  - ▶  $O(nk)$
  - ▶ Considering current cell locations





## Two-Stage Speedup— Stage 2

– Ordered single row problem to assign locations

- ▶ Coloring is fixed
- ▶ May extend cell with to resolve conflict
- ▶ traditional OSR problem
- ▶  $O(mn)$

– **Speedup:**  $O(nmk) \rightarrow O(nk + mn)$



# Overall Placement Scheme

## TPL aware Detailed Placement

**Require:** cells to be placed;

**repeat**

Sort all rows;

Label all rows as *FREE*;

**for** each row  $row_i$  **do**

Solve TPL-OSR problem for  $row_i$ ;

**if** exist unsolved cells **then**

Global Moving; [Pan+, ICCAD'05]

Update cell widths considering assigned colors;

Solve traditional OSR problem for  $row_i$ ;

**end if**

Label  $row_i$  as *BUSY*;

**end for**

**until** no significant improvement



# Experimental Set-Up

- ▶ Std-cell pre-coloring and detailed placement in C++
- ▶ Linux with 3.0GHz Intel Xeon CPU, 32GB memory
- ▶ Single thread
- ▶ Design Compiler to synthesize OpenSPARC T1 designs

- ▶ alu, byp, div, ecc, efc, ctl, top



	alu	byp	div	ecc	efc	ctl	top
cell#	1626	4265	2896	1303	1050	1657	12512

- ▶ Nangate 45nm open cell library scaled to 16nm
- ▶ Encounter for initial placement results
- ▶ Three different core utilization rates: (0.7, 0.8, 0.9)



# Comparison for Conflict & Stitch

bench	Post-Decomposition		GREEDY		TPLPlacer		TPLPlacer-SPD	
	CN#	ST#	CN#	ST#	CN#	ST#	CN#	ST#
alu-70	605	4092	0	1254	0	1013	0	994
alu-80	656	4100	N/A	N/A	0	1011	0	994
alu-90	596	3585	N/A	N/A	0	1006	0	994
byp-70	1683	9943	0	3254	0	2743	0	2545
byp-80	1918	10316	N/A	N/A	0	2889	0	2545
byp-90	2285	10790	N/A	N/A	0	3136	0	2514
div-70	1329	6017	0	2368	0	2119	0	2017
div-80	1365	5965	0	2379	0	2090	0	2017
div-90	1345	5536	0	2365	0	2080	0	2017
ecc-70	206	3852	N/A	N/A	0	247	0	228
ecc-80	265	3366	0	433	0	274	0	228
ecc-90	370	4015	N/A	N/A	0	369	0	228
efc-70	503	3333	0	1131	0	1005	0	1005
efc-80	570	4361	N/A	N/A	0	1008	0	1005
efc-90	534	4040	0	1133	0	1005	0	1005
ctl-70	425	2583	0	703	0	573	0	553
ctl-80	529	3332	0	714	0	561	0	553
ctl-90	519	3241	0	726	0	556	0	553
top-70	5893	27981	N/A	N/A	0	8069	0	8034
top-80	6775	32352	N/A	N/A	0	8120	0	8015
top-90	7313	29343	N/A	N/A	0	8710	0	7876
Average	<b>1700</b>	8664	<b>N/A</b>	N/A	<b>0</b>	<b>2314</b>	<b>0</b>	<b>2186</b>

**Post-Decomposition** traditional flow + layout decomposer

**Greedy** greedy detailed placement algorithm [SPIE'13]

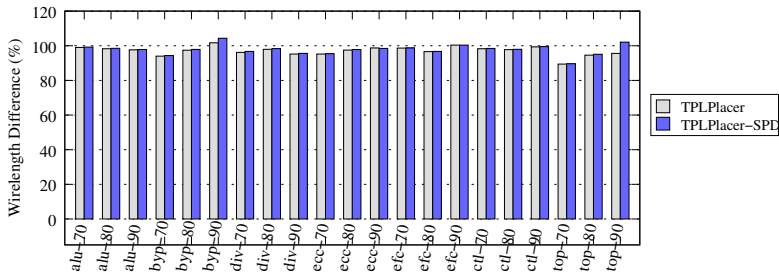
**TPLPlacer** cell placement and color assignment simultaneously

**TPLPlacer-SPD** fast two-stage graph models

► **TPLPlacer-SPD: 5%**  
more reduction in  
stitches



# TPLPlacer-SPD v.s. TPLPlacer – Wirelength

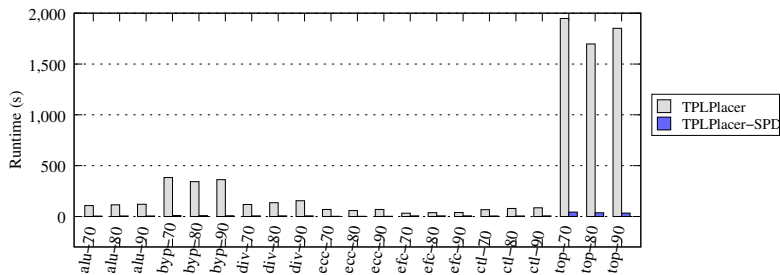


– Wirelength

TPLPlacer-SPD : 0.22% worse



# TPLPlacer-SPD v.s. TPLPlacer – Runtime

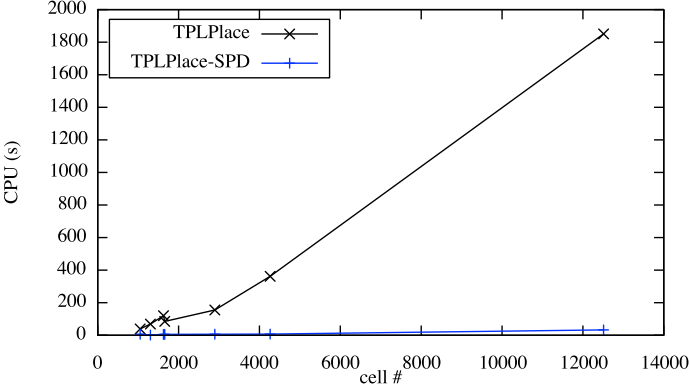


– Runtime

TPLPlacer-SPD : 14x speedup



# Scalability



# Conclusions and Future Work

- **Std-Cell Compliance & Detailed Placement for TPL**
- **No Just For TPL**
  
- **Future Work**
  - ▶ Balanced density
  - ▶ Congestion control in placement





# Thank You !

