

Review of Layout Compaction Methods

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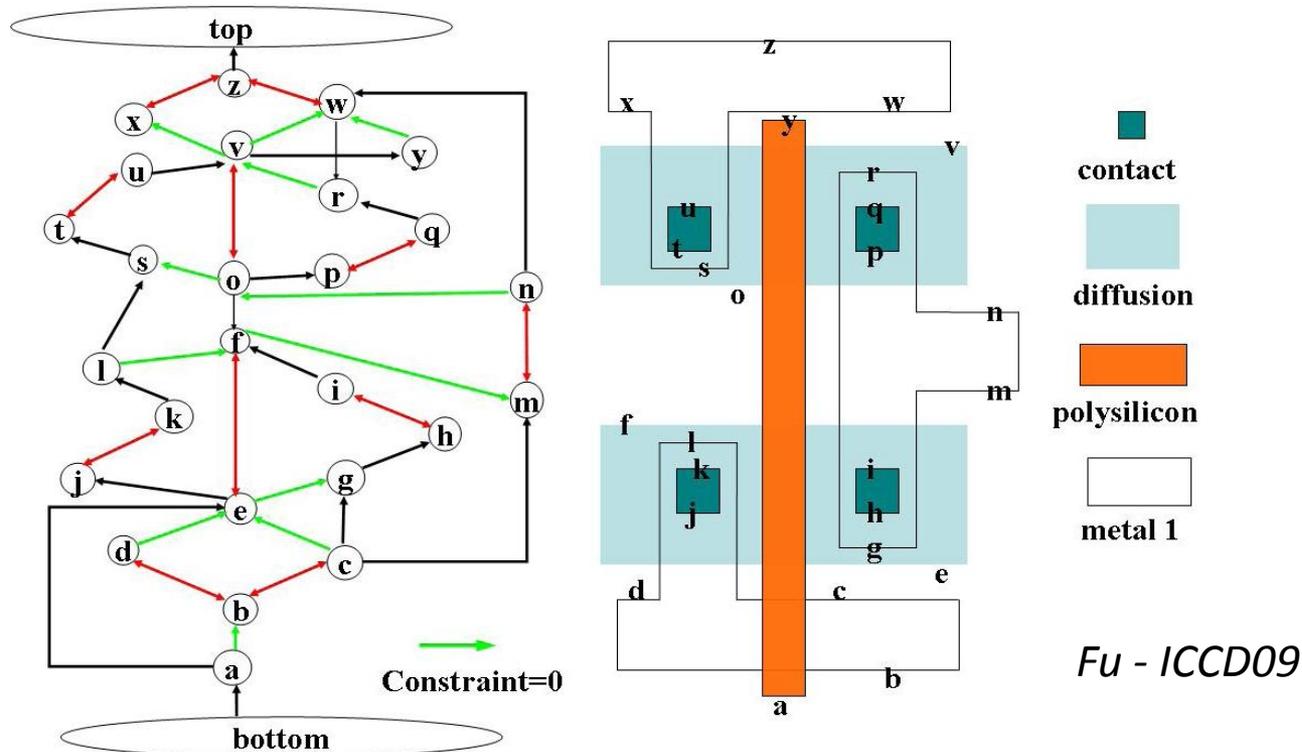
Why Compaction?

- Layout migration to a new technology process
 - Avoid redesigning the same layouts to fit a new tech or small changes in the process
- Layout legalization
 - Fix design rules violations
 - Fix layout for altPSM [Heng ISPD01]
 - Fix layout for double-patterning

How Compaction Works?

- Construct a constraint graph to represent the layout and all constraints
 - E.g., elements A and B needs to be 50nm apart → two nodes A and B with an edge constraint of 50nm
- Constraints represent DRs, layout style, alignment, recommended rules, etc...
- Solve the constraint graph while minimizing an objective
 - 2D compaction is NP-hard
 - Usually approximated to successive 1D compaction in X and Y directions
 - Objectives either area (wirelength) or minimum layout perturbation

Constraint Graph Construction

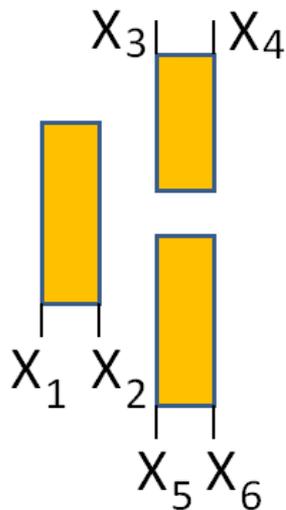


- Graph nodes typically represent layout edges
- Constraint generation between edges and their nearest neighbors only
 - Scanline-based algorithm

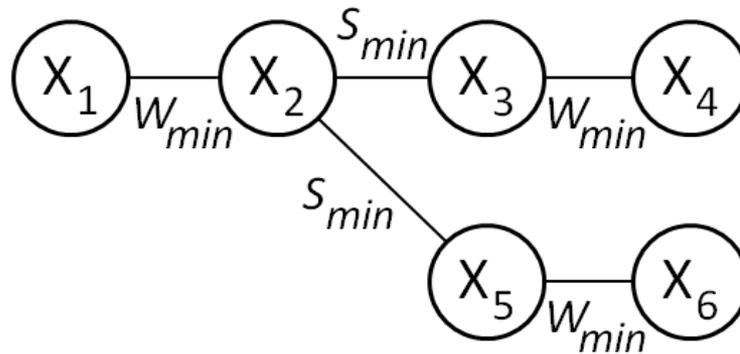
LP Formulation

$$\begin{aligned} \text{Minimize} \quad & \sum_i W_i |X_i - X_i^{init}| \\ \text{Subject to:} \quad & X_j - X_i \geq d_{ij}, \forall A_{ij}, \end{aligned} \quad \rightarrow \quad \begin{aligned} \text{Minimize} \quad & \sum_i W_i (R_i - L_i) \\ \text{Subject to:} \quad & X_j - X_i \geq d_{ij} \quad \forall A_{ij} \\ & L_i \leq X_i, L_i \leq X_i^{init} \quad \forall i \\ & R_i \geq X_i, R_i \geq X_i^{init} \quad \forall i \end{aligned}$$

LAYOUT



CONSTRAINT GRAPH

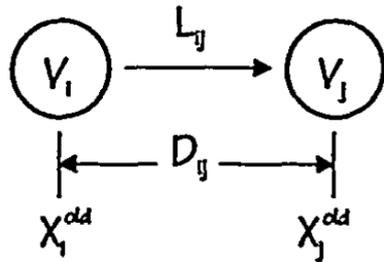


CONSTRAINTS

$$\begin{aligned} X_2 - X_1 &\geq W_{\min} \\ X_3 - X_2 &\geq S_{\min} \\ X_4 - X_3 &\geq W_{\min} \\ X_5 - X_2 &\geq S_{\min} \\ X_6 - X_5 &\geq W_{\min} \end{aligned}$$

Infeasible & Recommended Constraints

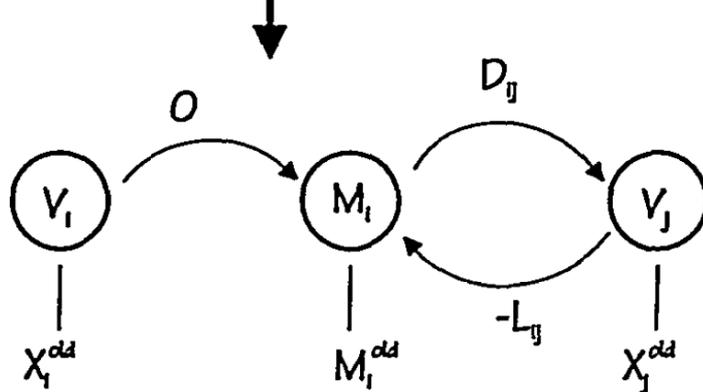
- New variable to relax the constraint and minimize it in the obj. function



$$\text{Minimize: } \sum w_i \times (R_i - L_i) + \lambda \sum (M_i - X_j + L_{ij})$$

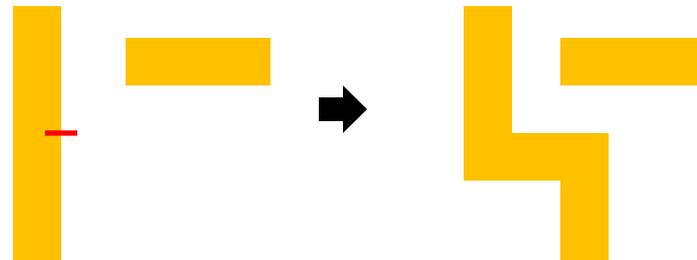
Relaxation of
Constraint

$$\lambda(M_i - X_j + L_{ij}) \text{ is minimum at } X_j - M_i = L_{ij}$$



Other Methods

- Grouping of layout elements
- Defining jog points



- Area-based compaction
 - Objective function to minimize polygons area and min spacing
 - Can minimize wirelength
 - Might cause unwanted changes to the layout
- Other objectives
 - Critical-path centric, critical area, etc...