



**UNIVERSITAT POLITÈCNICA  
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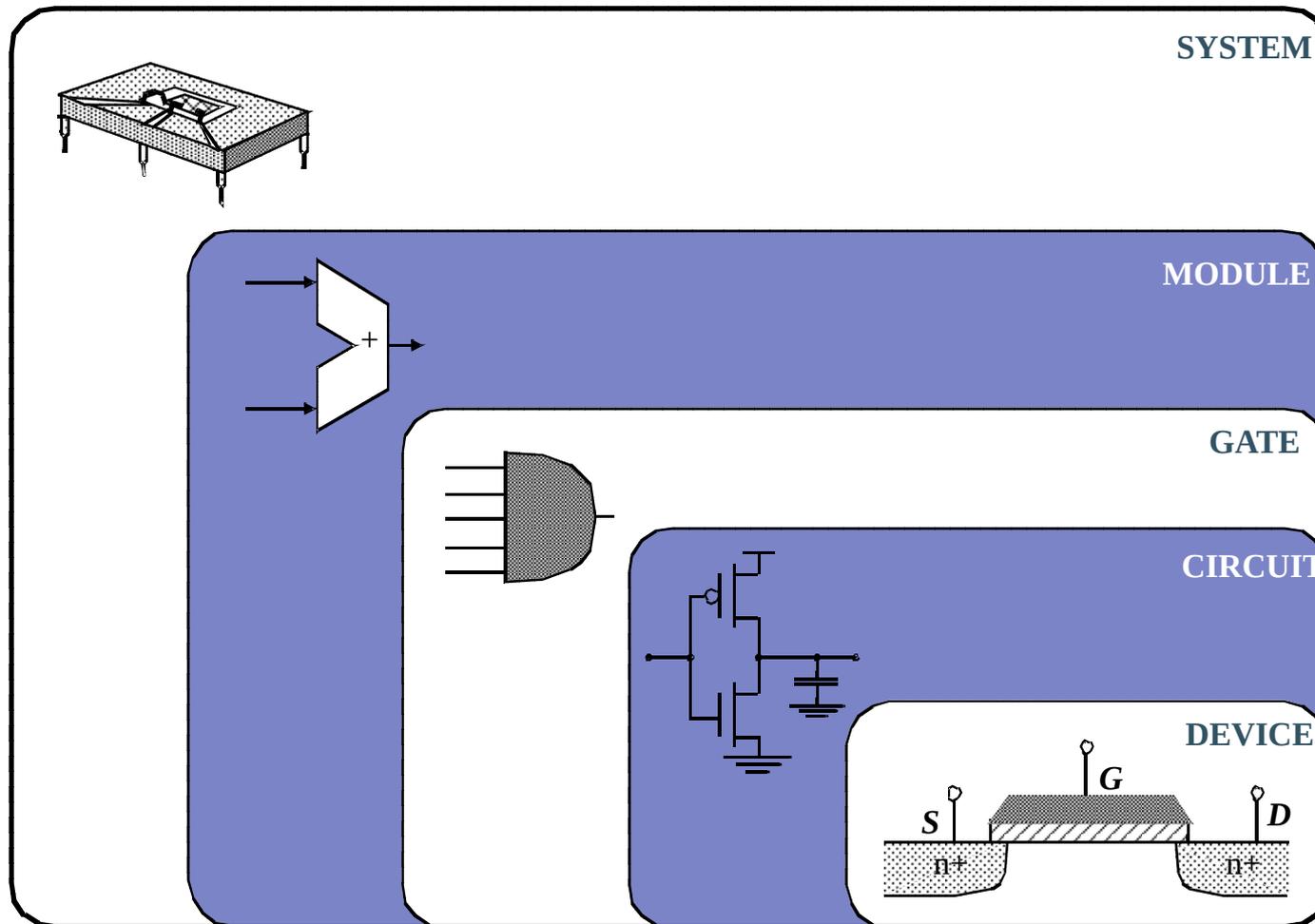
# Processor Design

José María Arnau

# Technology Scaling

- Technology shrinks 0.7x per generation
  - 2x more functions per chip on each new generation
- However, engineering population does not double every two years
- We need better and more efficient design techniques
  - Take advantage of abstraction levels

# Design Abstraction Levels



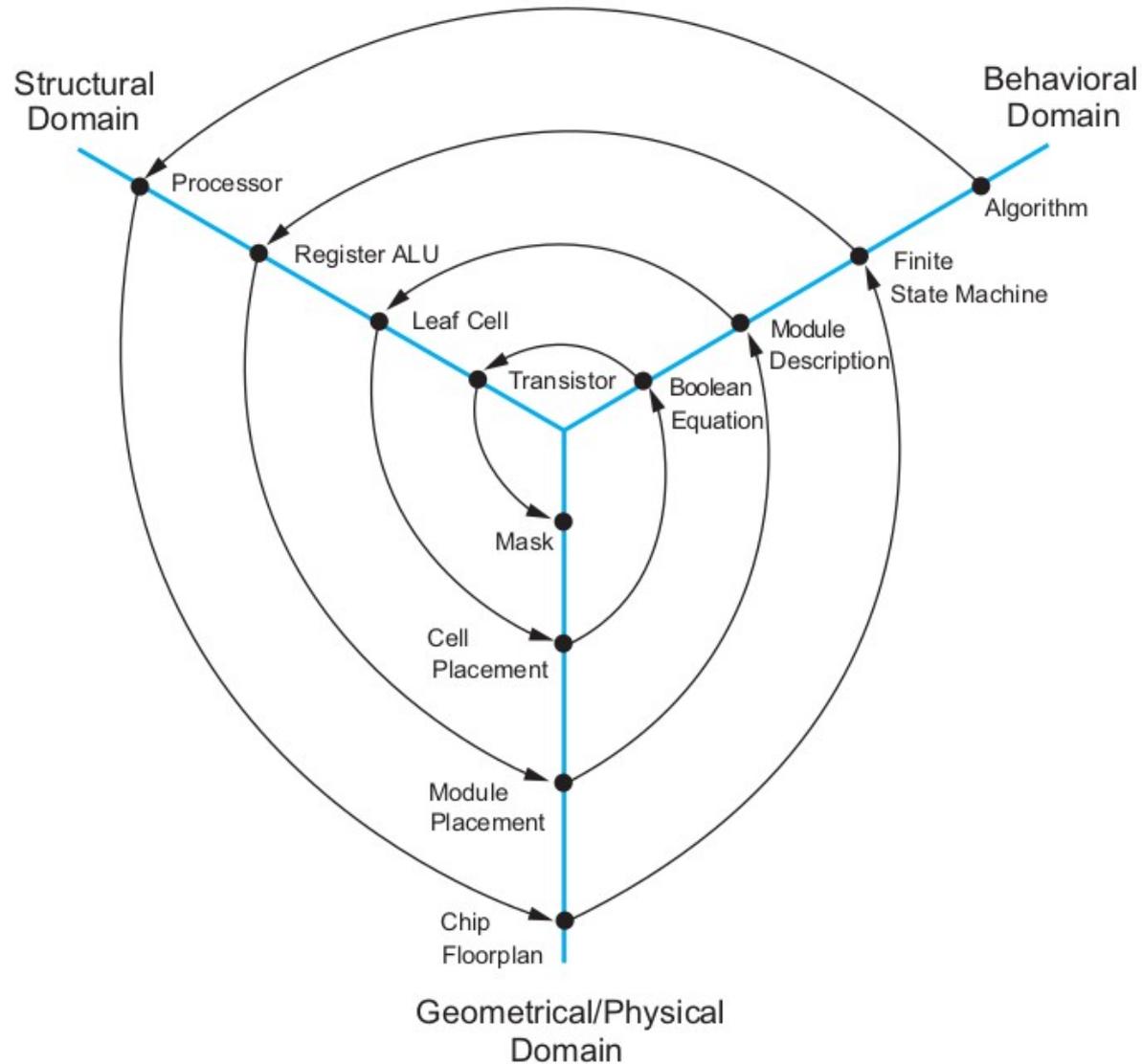
# VLSI Design Tools

- VLSI system design is a complex process
  - Requires automatization of the synthesis cycle
- EDA tools:
  - Synthesis
    - Convert HDL to physical representation
  - Analysis and Verification
    - Guarantee correctness of the design
  - Testing
    - Check errors in the fabrication process

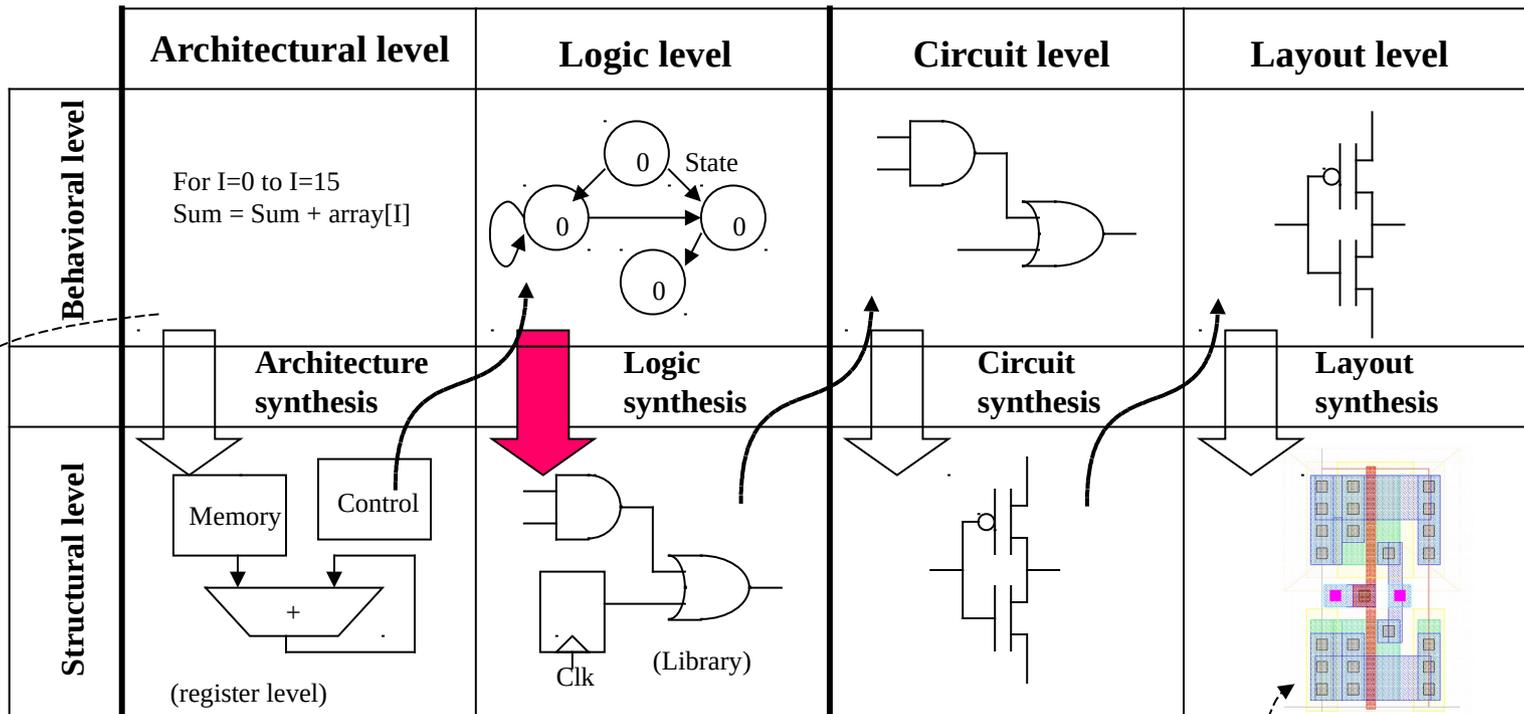
# VLSI Design Tools

- Synopsys
  - Design Compiler, IC Compiler, VCS...
- Cadence
  - Virtuoso, Incisive, SoC encounter...
- Mentor
  - Questa/ModelSim, Calibre, Nitro-SoC...
- Qflow (Free and Open Source)
  - Yosys, Graywolf, QRouter....

# Design Domains (Gajski i Kuhn)



# Abstraction Levels and Synthesis



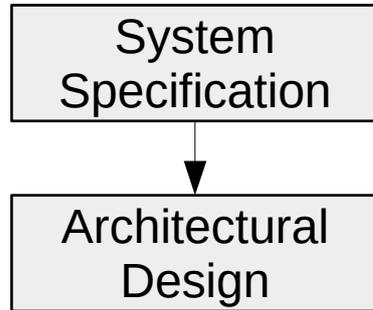
Silicon compilation (not a big success)



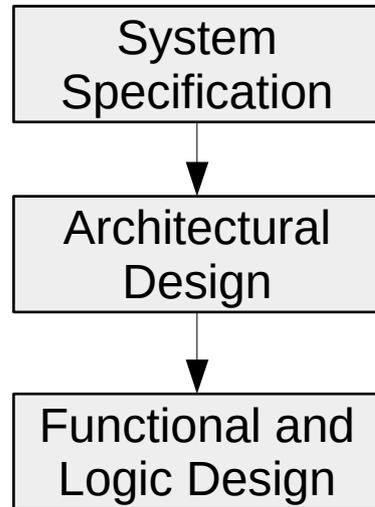
# VLSI Design Flow

System  
Specification

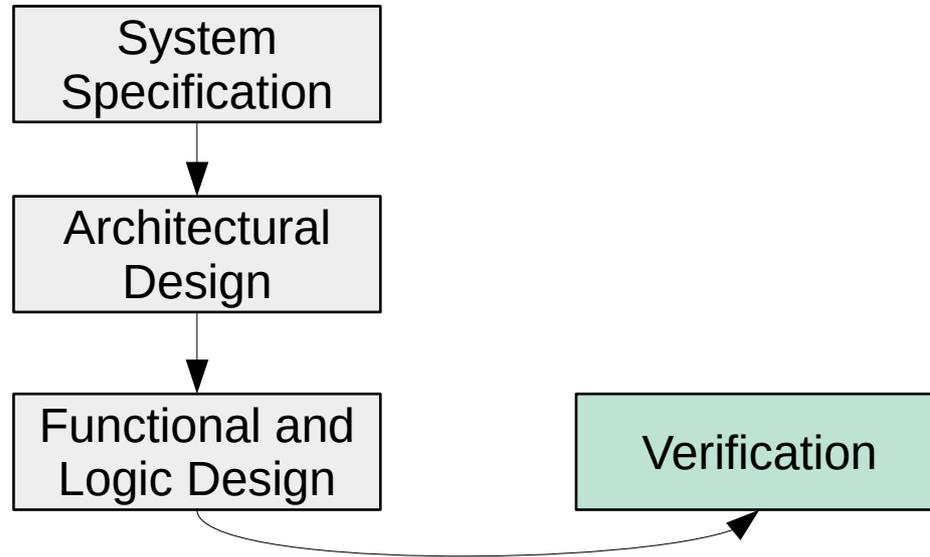
# VLSI Design Flow



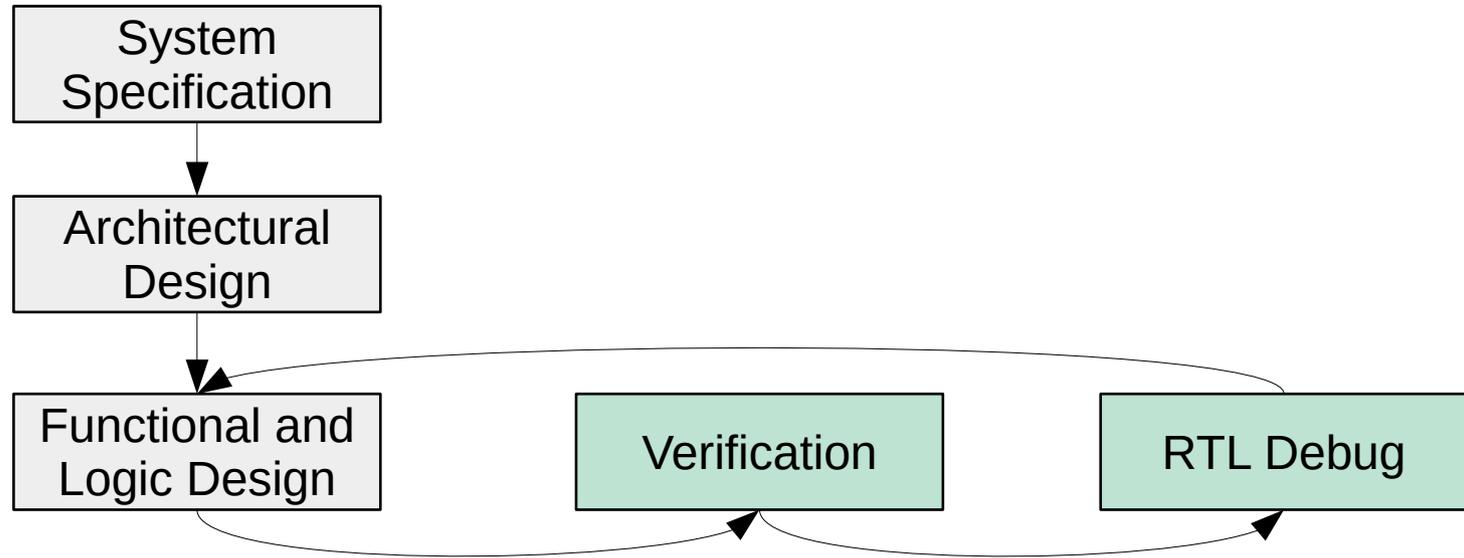
# VLSI Design Flow



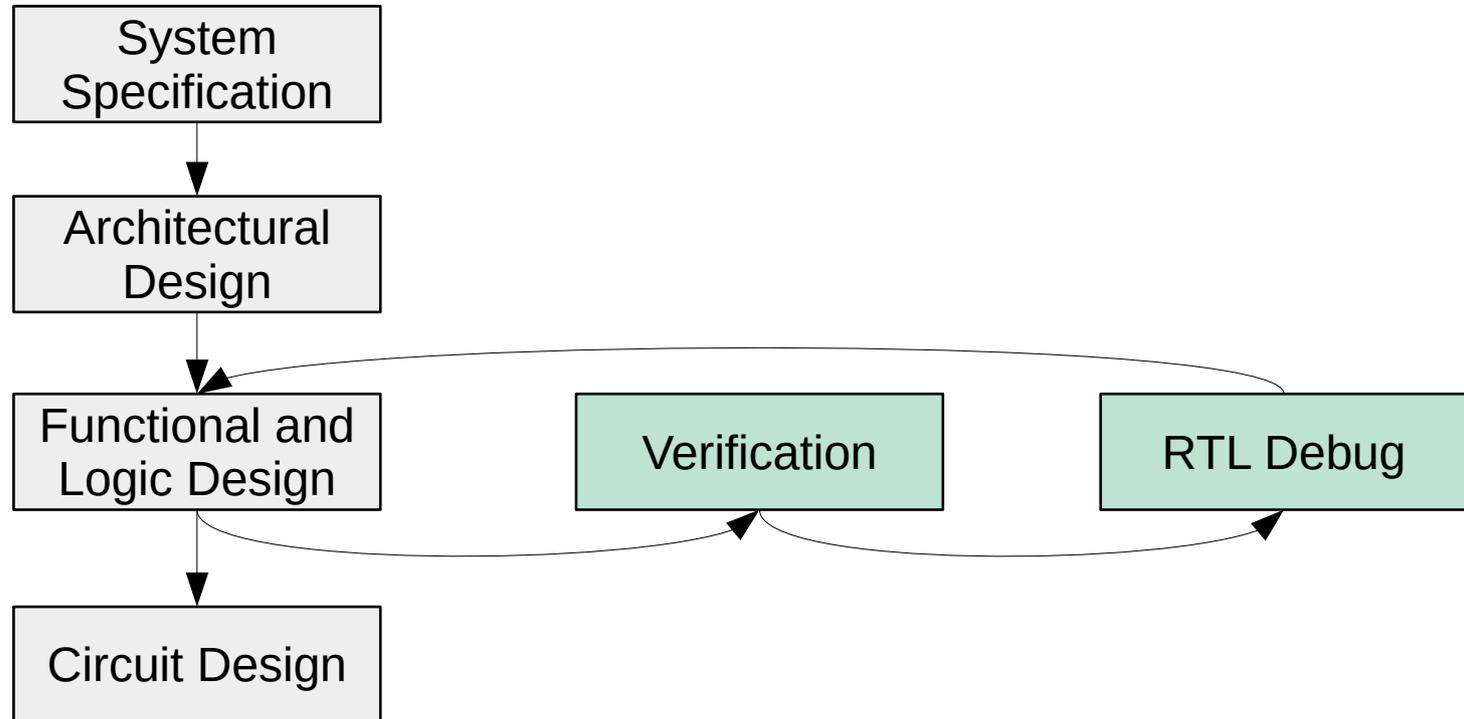
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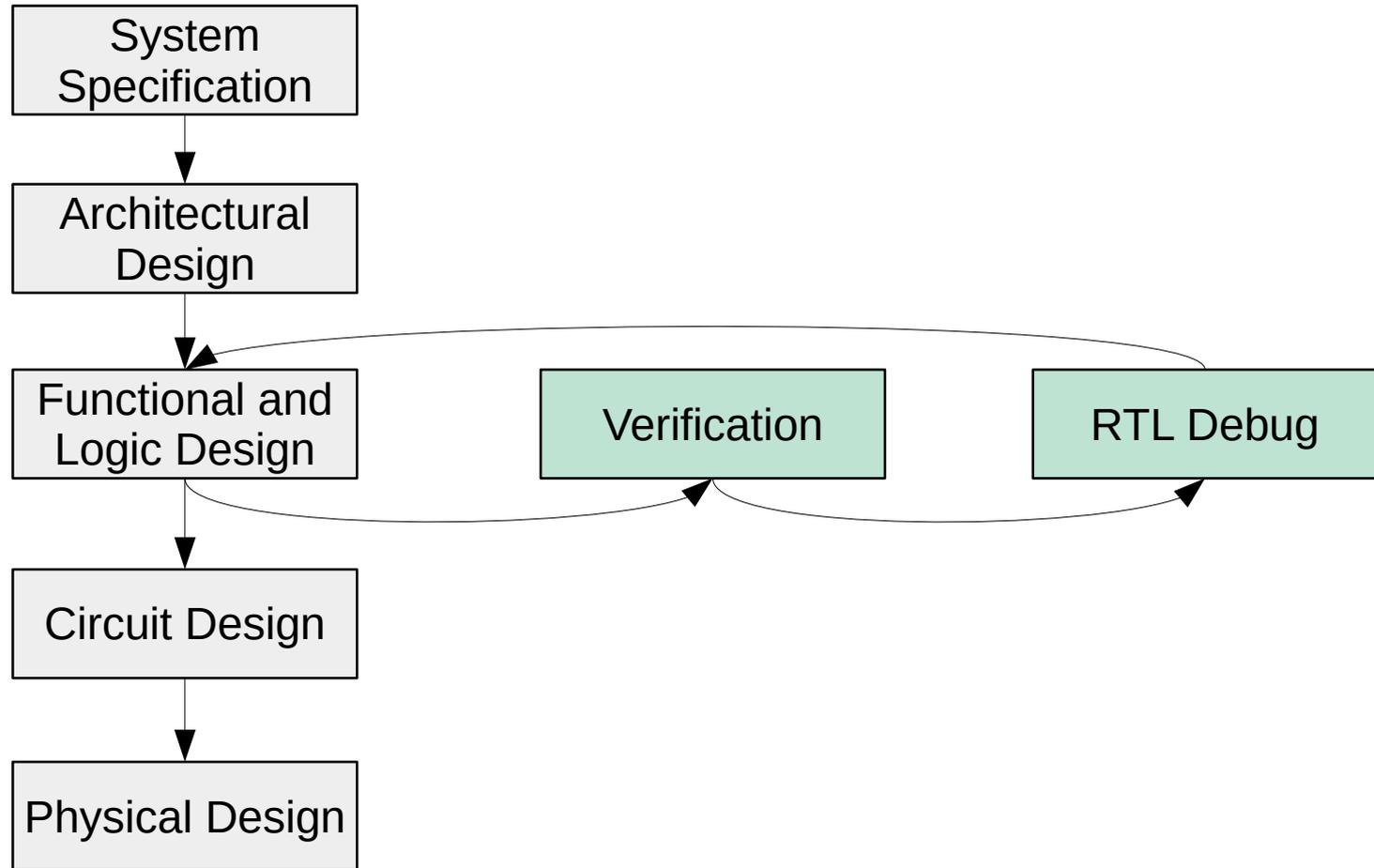
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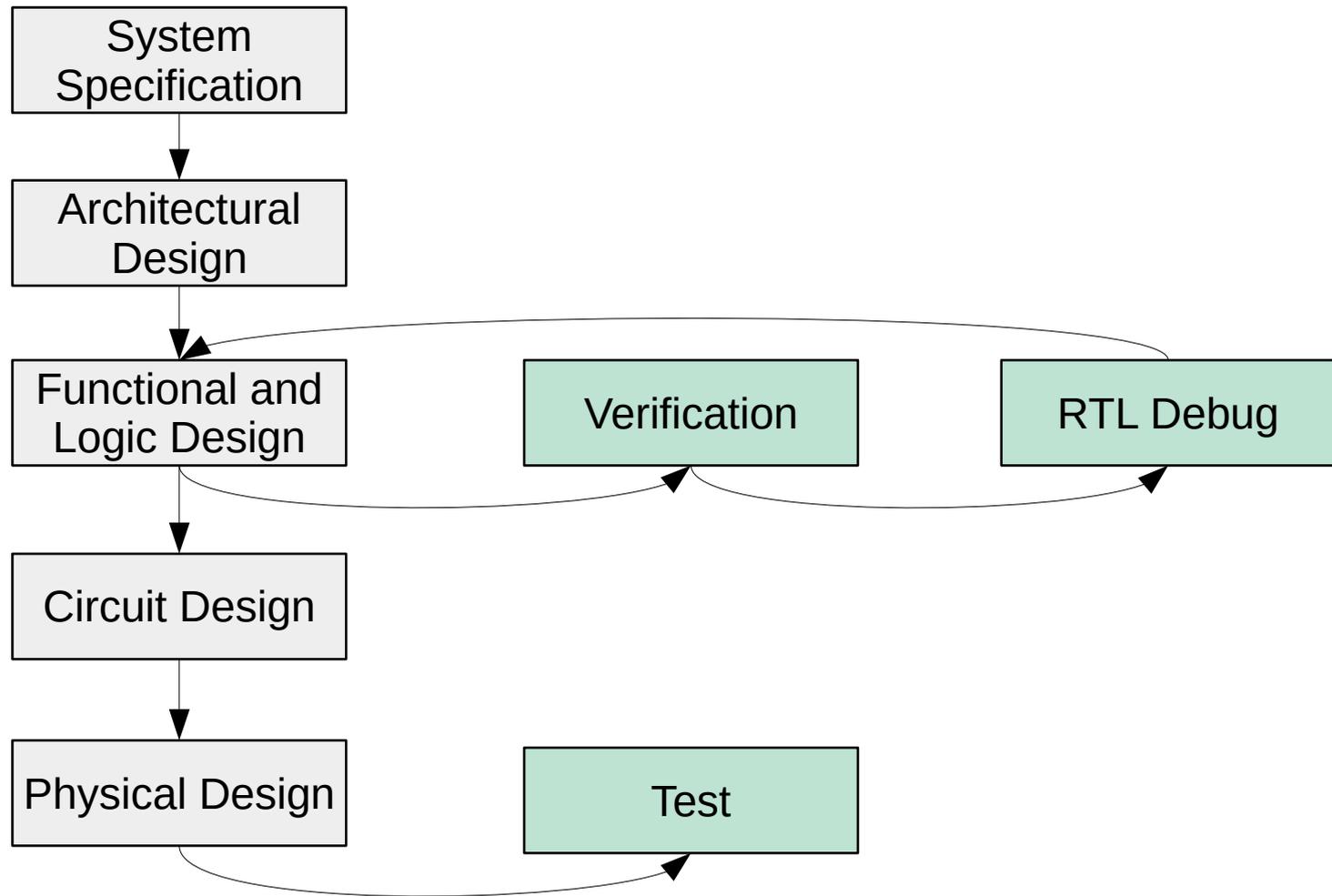
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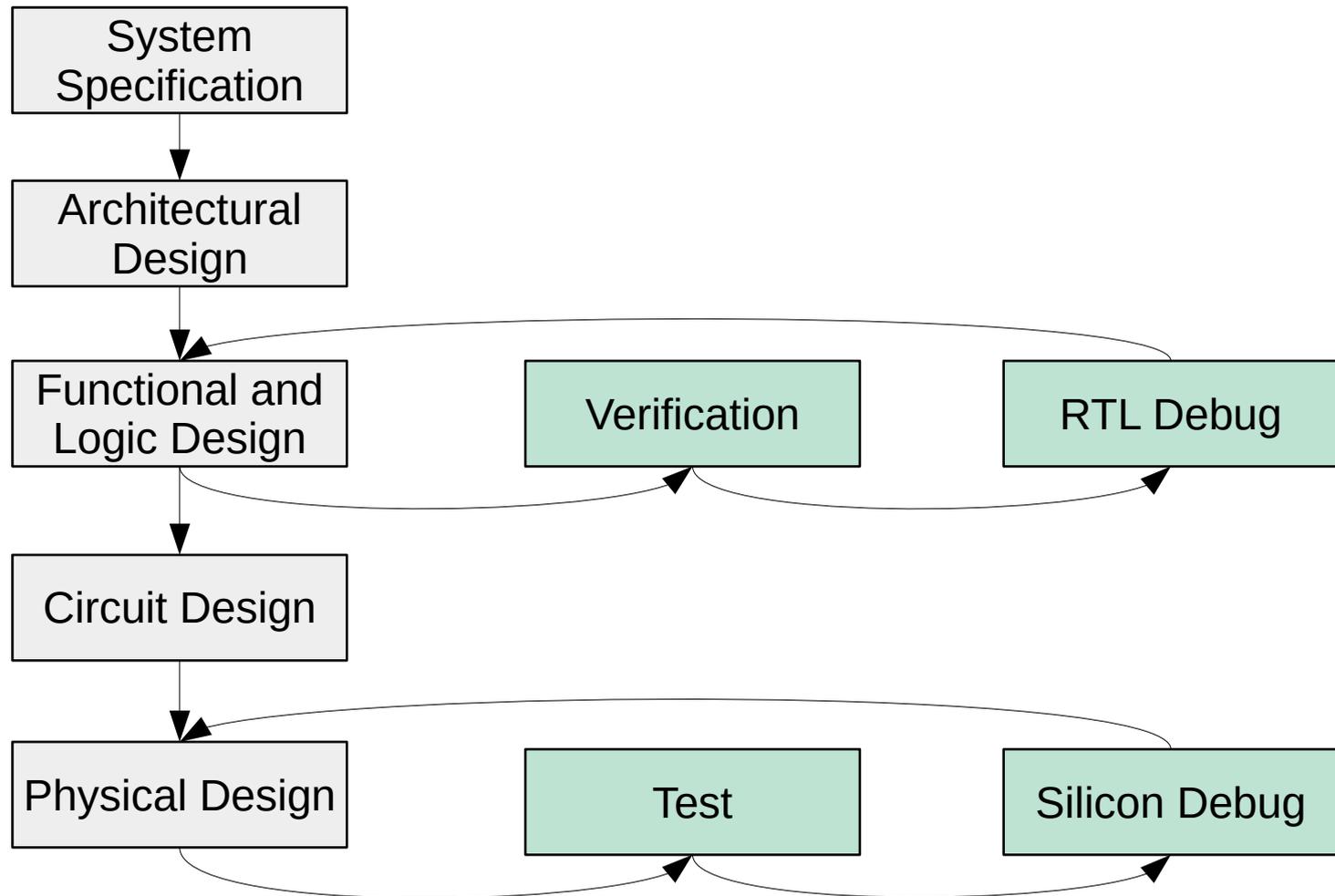
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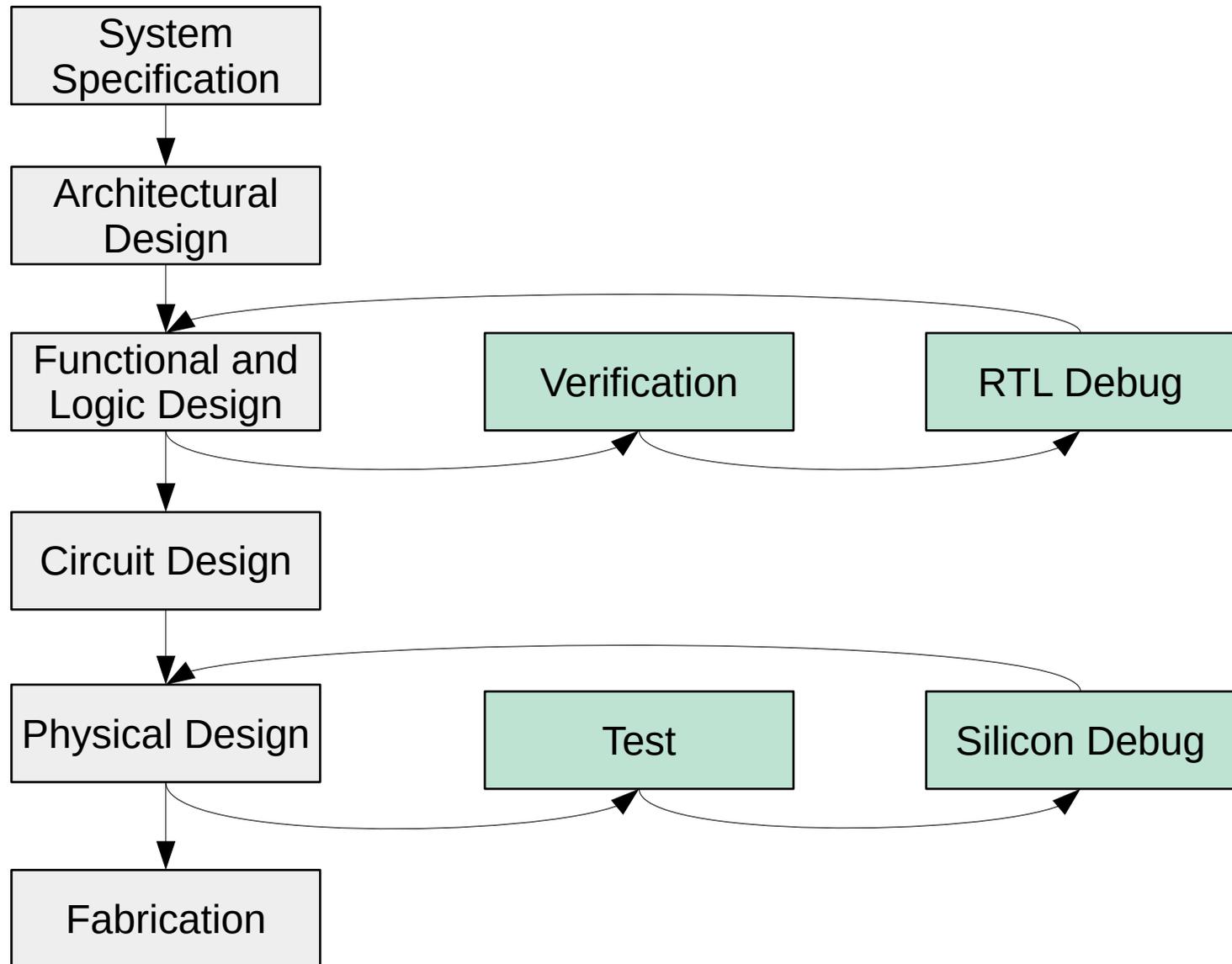
# VLSI Design Flow



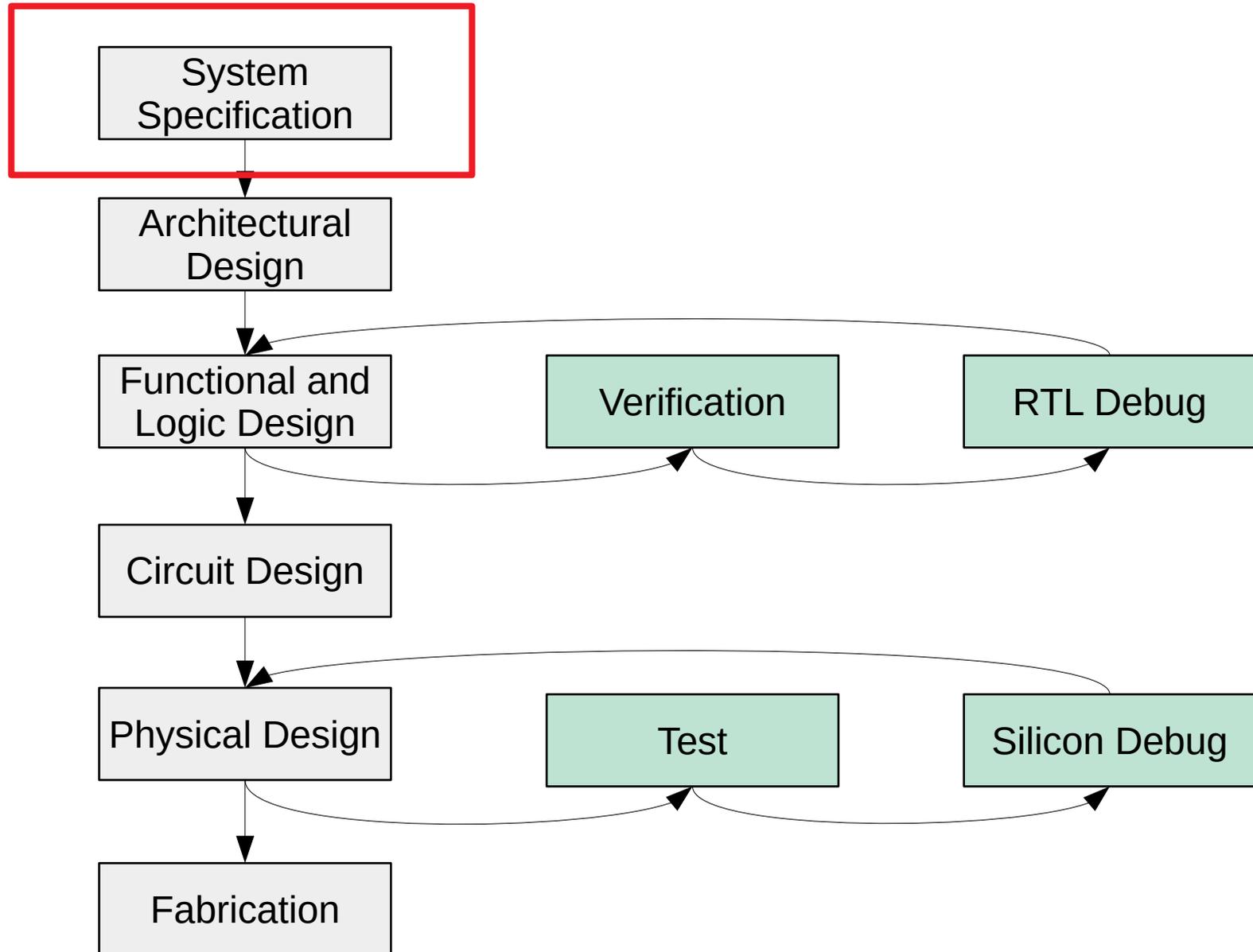
# VLSI Design Flow



# VLSI Design Flow



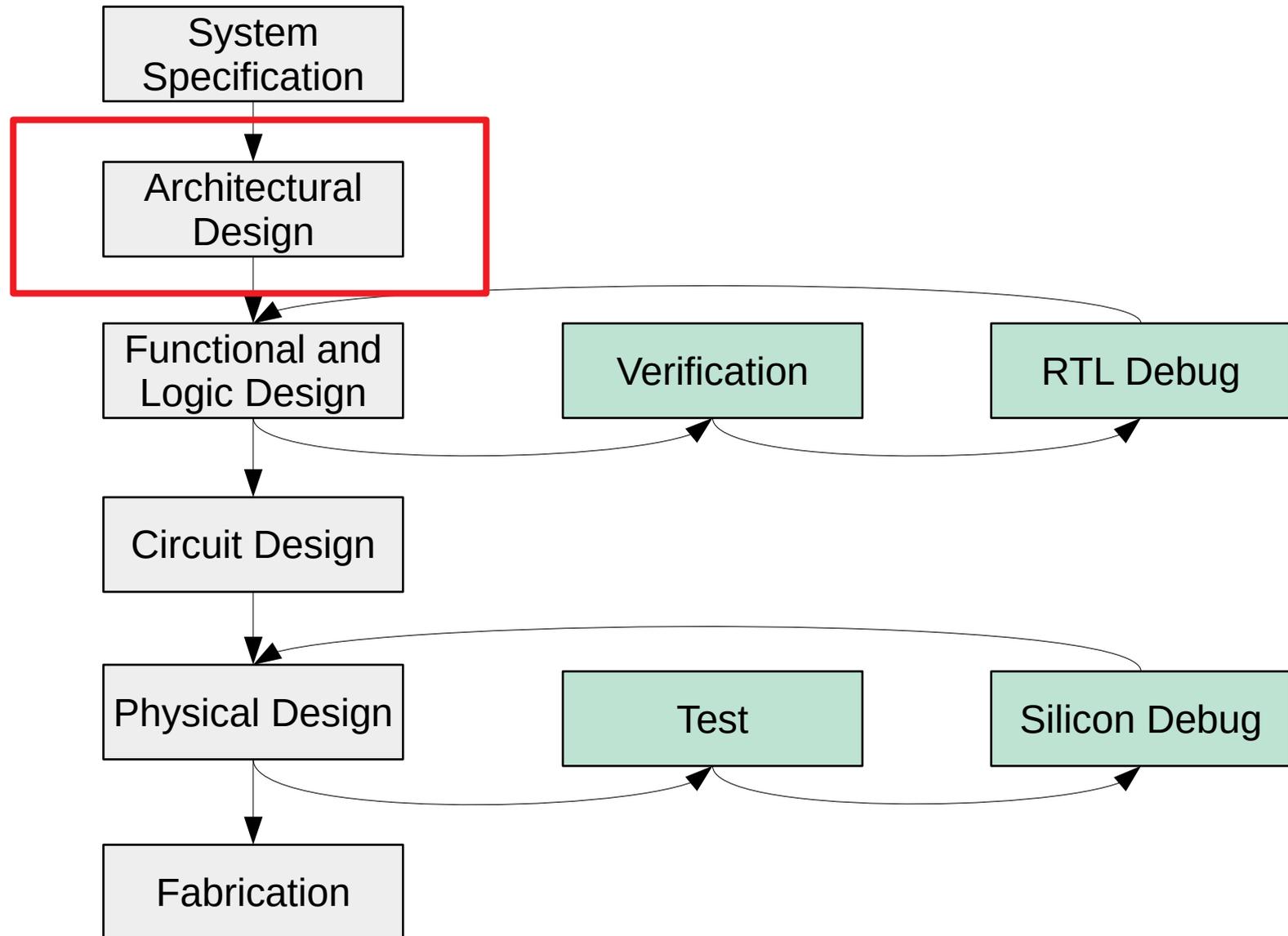
# VLSI Design Flow



# System Specification

- Define overall goals and requirements
  - Functionality
  - Performance/Power/Area
- Format
  - Textual description (English)
  - Flowcharts
  - State transition graphs
  - Timing charts
  - Executable specification (SystemC)

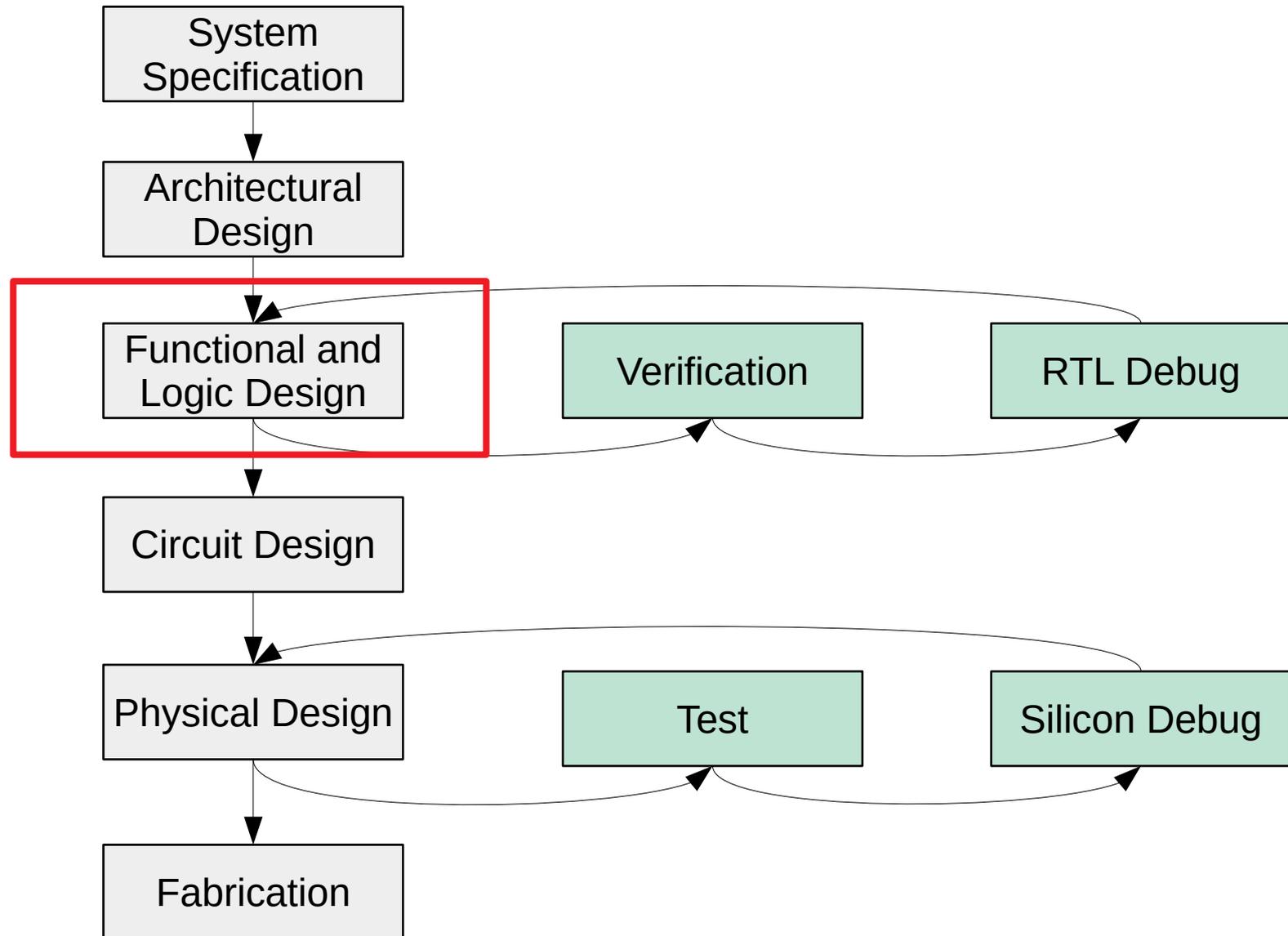
# VLSI Design Flow



# Architectural Design

- Determine the architecture to meet the specifications
  - Microarchitecture details
    - Branch predictor
    - Caches
    - Datapath and Control Unit
  - Usage of hard IP blocks
  - Choice of process technology
- Simulators used to validate architecture
  - Check functional correctness and perform DSE

# VLSI Design Flow





# Functional and Logic Design

- System described using HDL
  - Programming language to describe hardware
  - Behavioral description
  - Register-Transfer Level (RTL) description
- Two most common HDLs
  - VHDL
  - Verilog

# Why HDL?

- Allows write-run-debug cycle for hardware development
  - Similar to software development
- Higher productivity than using schematics
  - Easier to describe complex circuits with millions of gates
- Input to synthesis EDA tools
  - Only the **synthesizable** subset
- Design space exploration with simulation



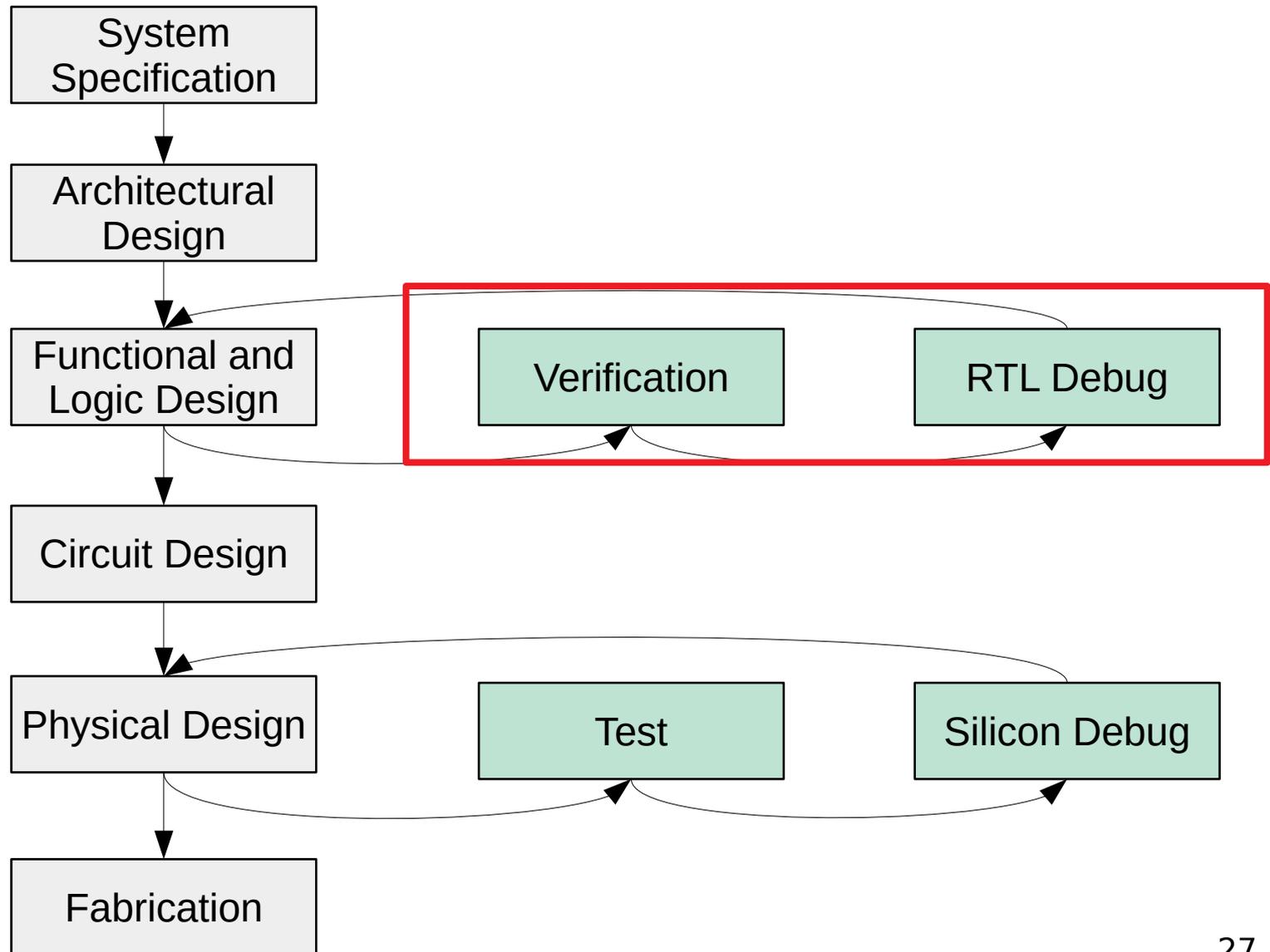
# Why HDL?

- Why not use a general purpose language?
  - Support for structure and **instantiation**
  - Support for describing **bit-level** behavior
  - Support for **timing**
  - Support for **concurrency**

# HDLs

- Verilog
  - Close to C
  - More than 60% of the world digital design market (larger share in US)
  - IEEE standard since 1995
  - Extensive support for Verification (SystemVerilog)
- VHDL
  - Close to Ada
  - Large standard developed by the US DoD

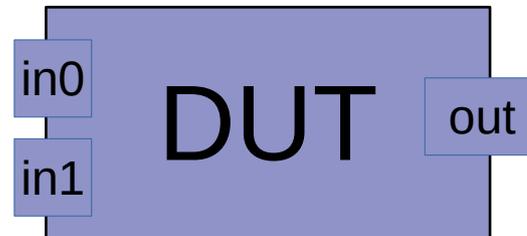
# VLSI Design Flow



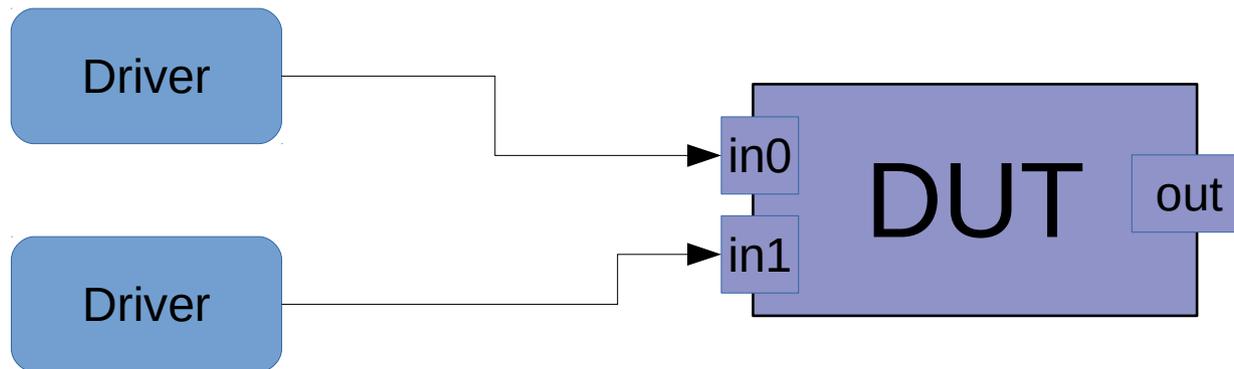
# Hardware Verification

- Verify the functional correctness of the design
- Verification methodology
  - Prepare verification plan from specification
  - Prepare testbenches
    - Instantiate Design Under Test (DUT)
    - Provide stimuli to the DUT
    - Check DUT's output
  - Run testbenches using HDL simulator
    - Verilog: icarus verilog, verilator
    - VHDL: GHDL
    - VCS, ModelSim

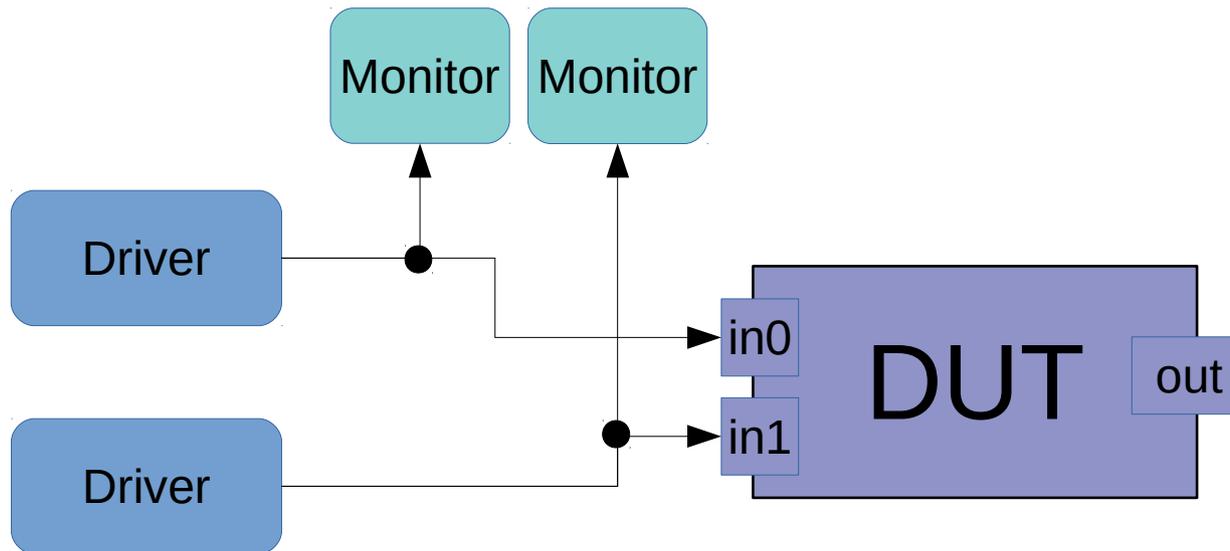
# Testbench Architecture



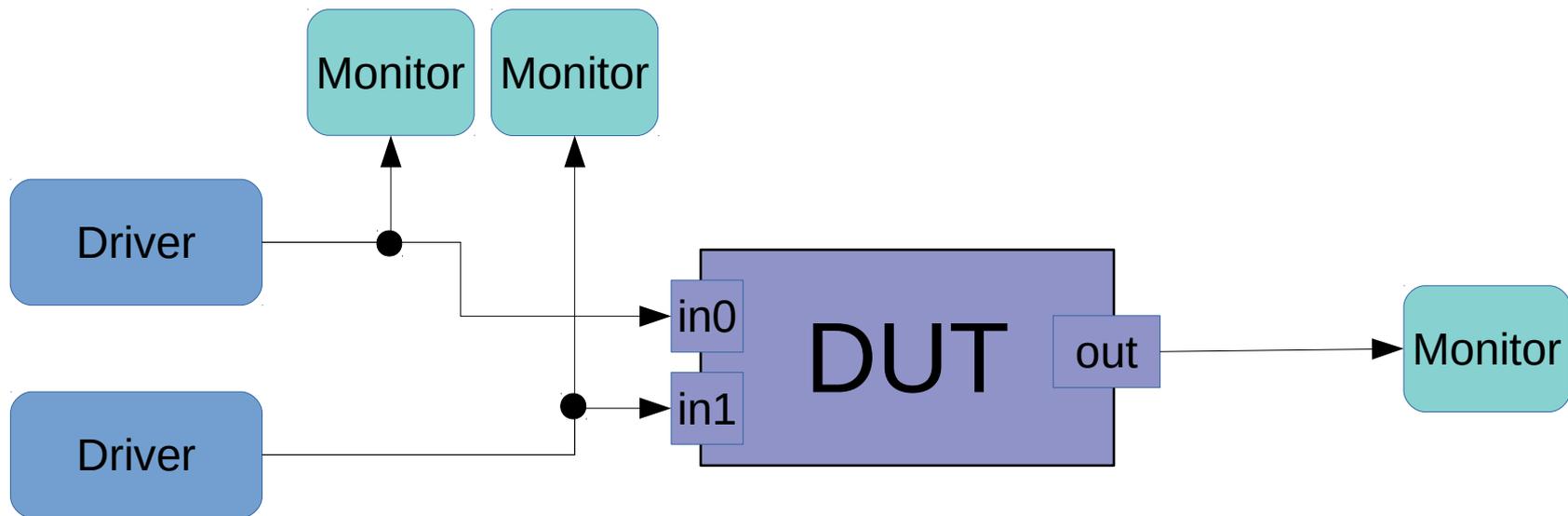
# Testbench Architecture



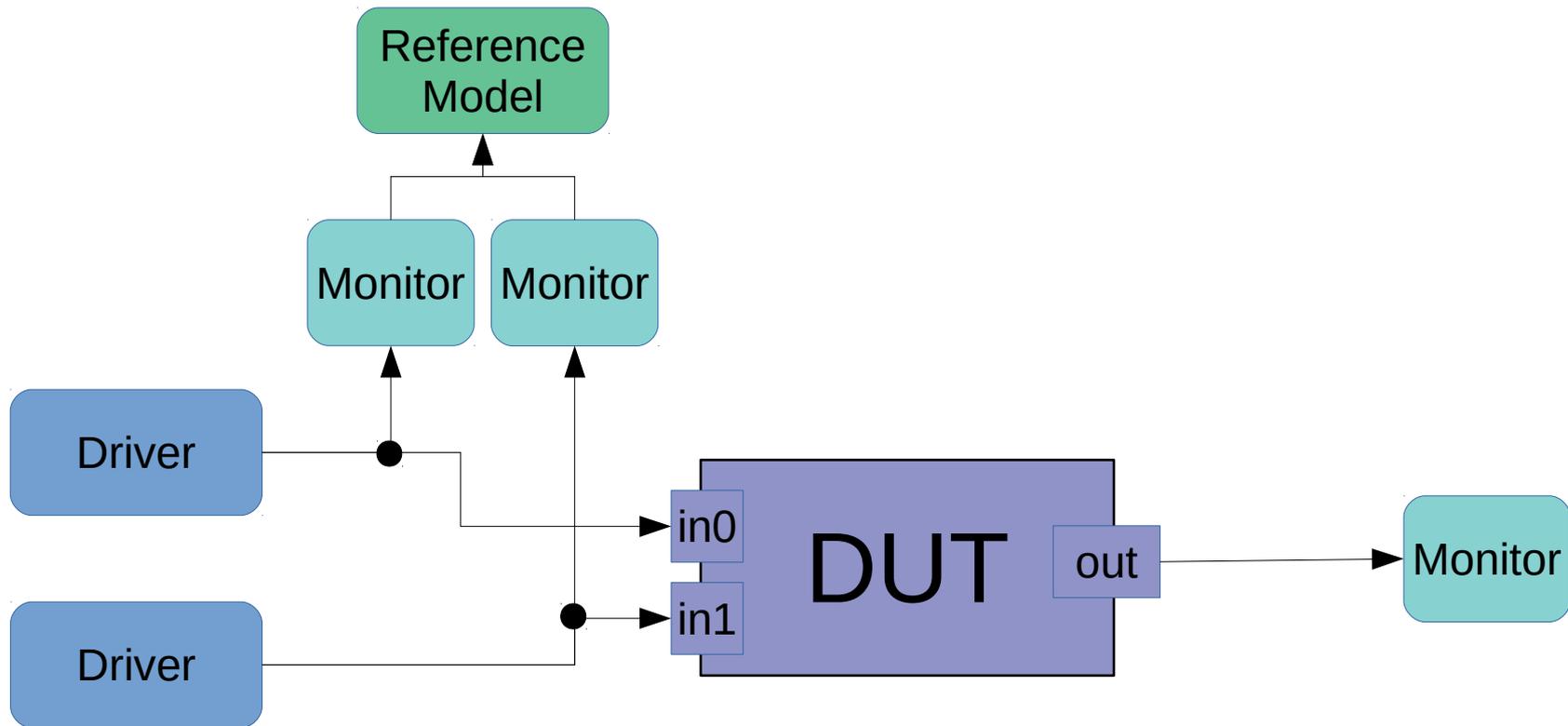
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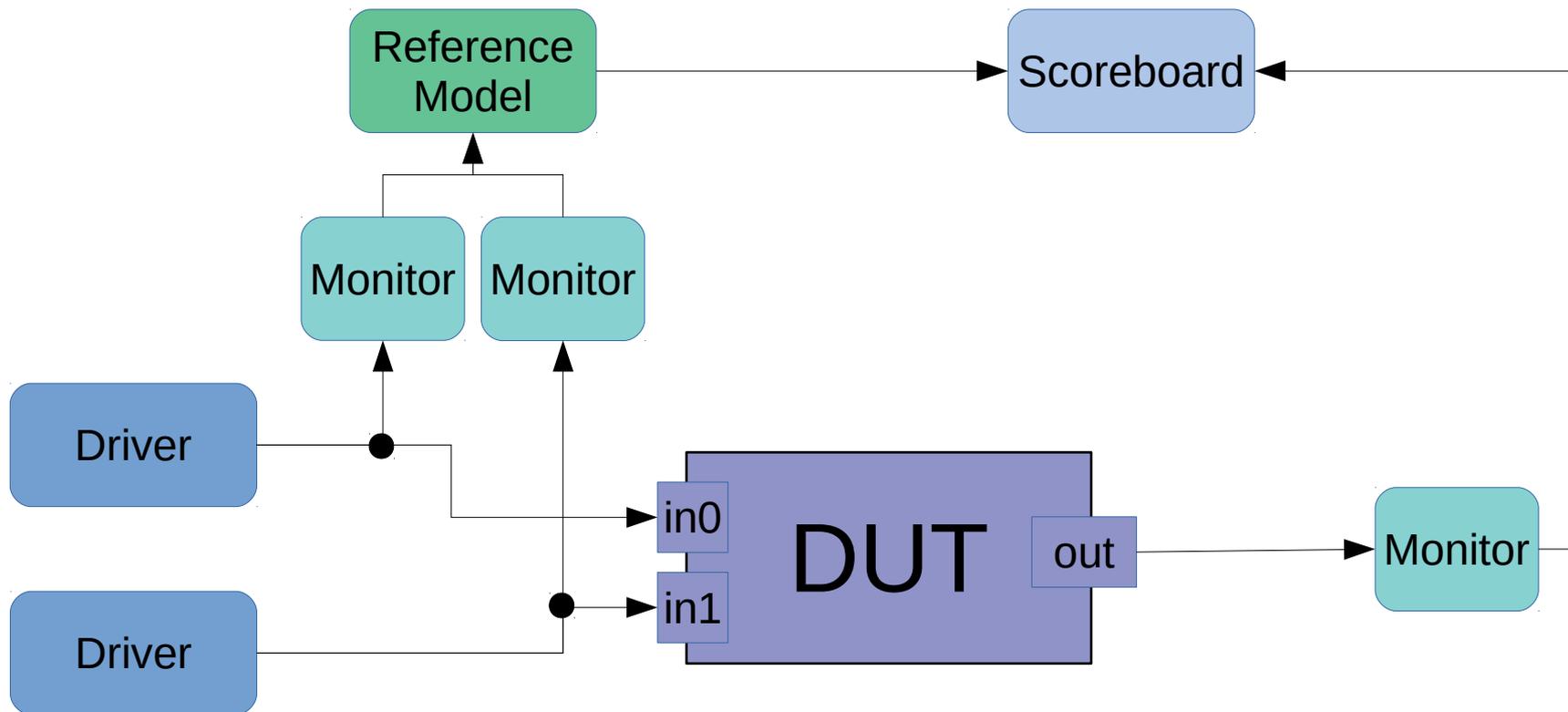
# Testbench Architecture



# Testbench Architecture



# Testbench Architecture



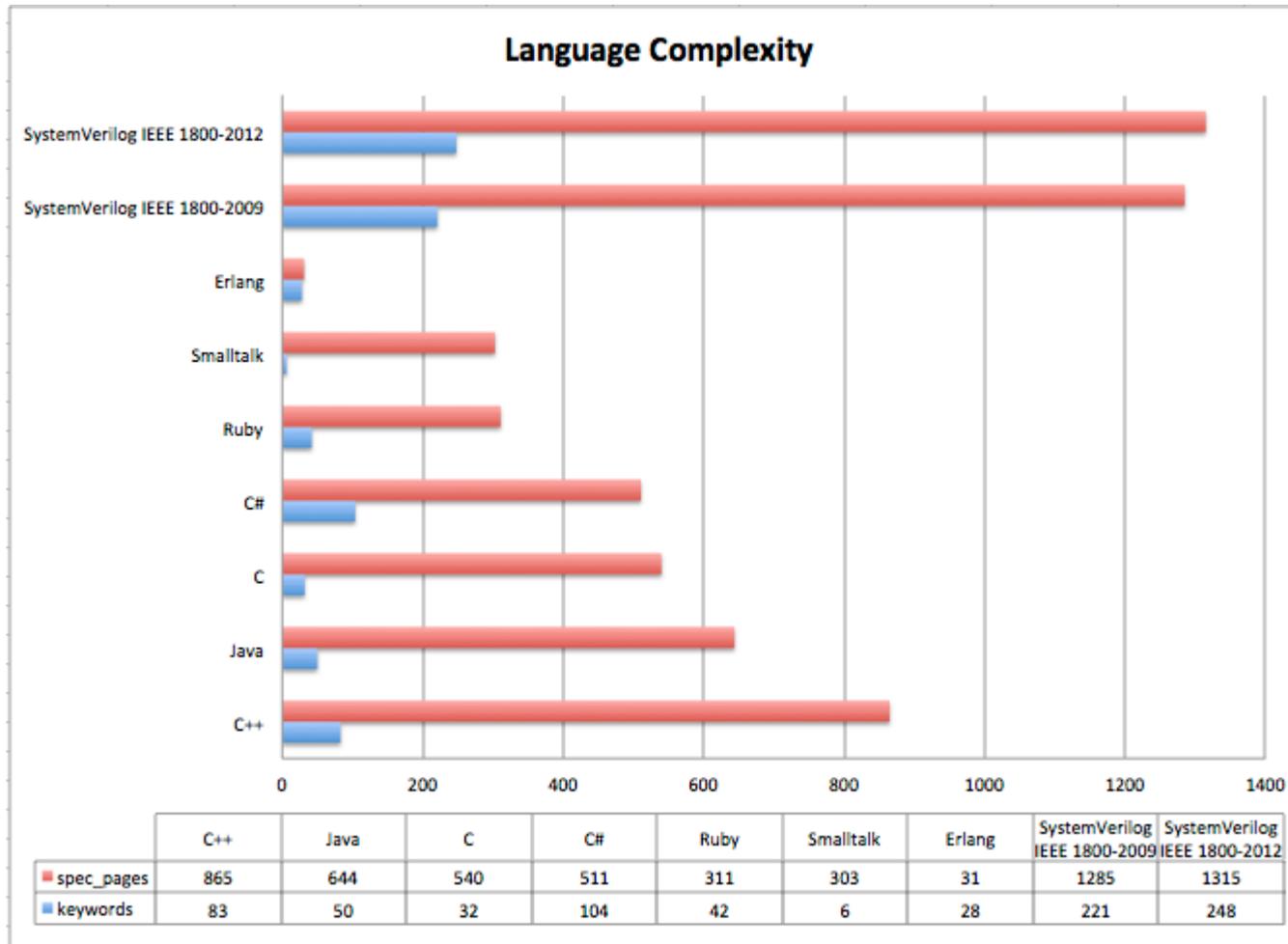
# Hardware Verification

- Directed tests
  - “Manually” prepare input stimuli (test vectors)
  - Only find bugs you are looking for
- Constrained Random Verification
  - Randomize input stimuli with restrictions
  - How do we know which functionality has been tested?
- Coverage
  - Code coverage
  - Functional coverage

# Verification tools

- Universal Verification Methodology (UVM)
  - Class library written in SystemVerilog
  - Very powerful, but very complex
    - Over 300 classes in UVM!
  - Grad students unlikely to have prior experience with SystemVerilog
- Open Source VHDL Verification Methodology (OSVVM)
  - Library written in VHDL
  - Similar to UVM

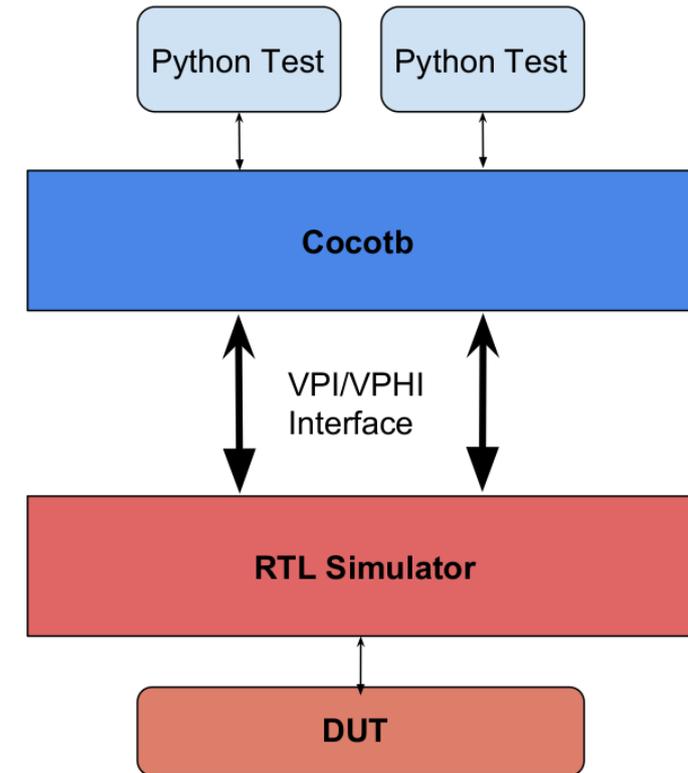
# SystemVerilog Complexity



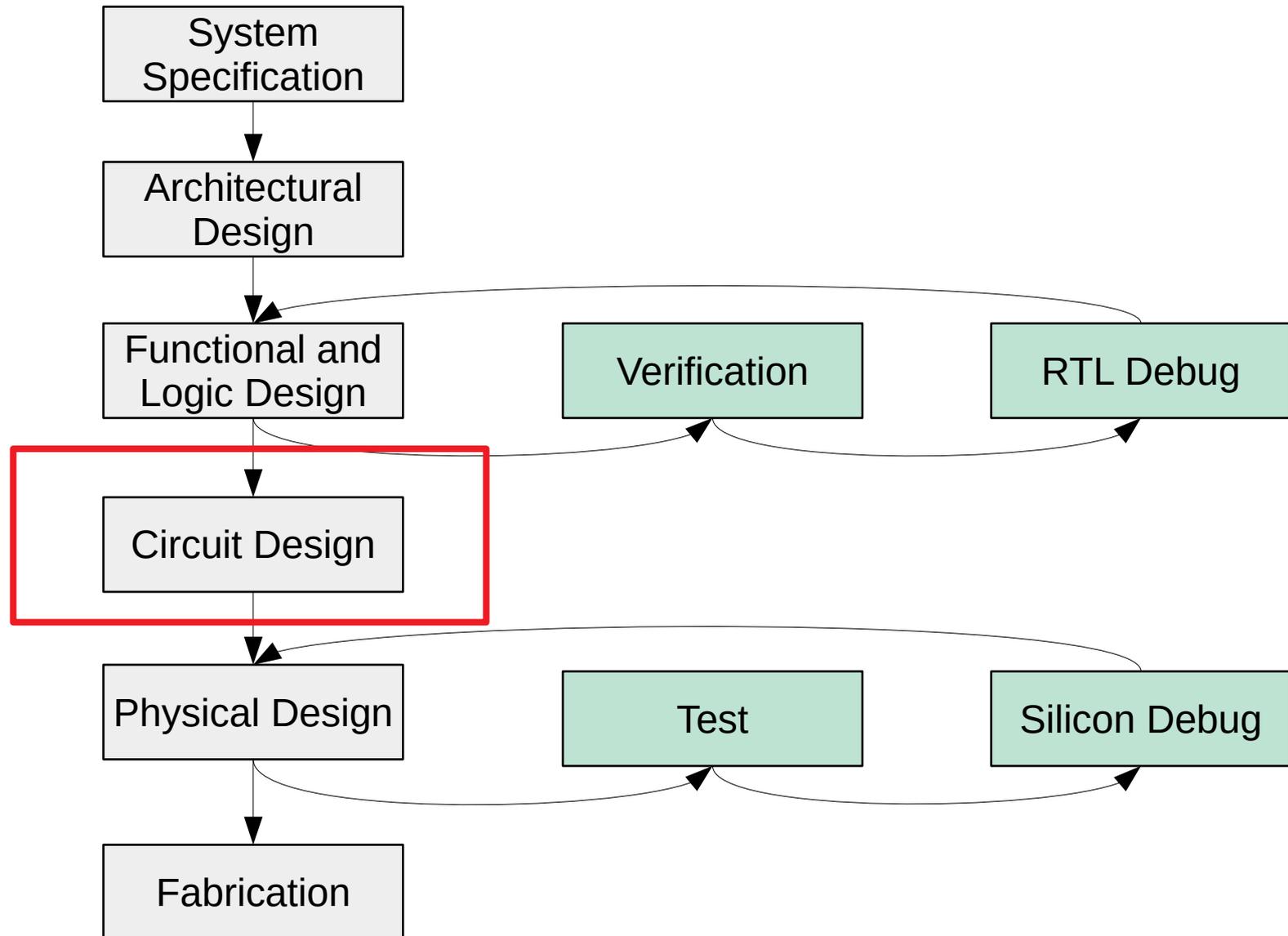
<http://www.fivecomputers.com/language-specification-length.html>

# Cocotb

- Coroutine Cosimulation TestBench
  - Write testbenches in Python!
  - VHDL and Verilog
  - Interface to RTL simulators
    - Icarus, GHDL, ModelSim, VCS...
- Cocotb-coverage
  - Constrained Random Verification
  - Functional Coverage
  - Regression Tests



# VLSI Design Flow



# Logic Synthesis

- Converts RTL description to gate-level netlist
  - Automatically performed by EDA tool
    - Synopsys Design Compiler
    - Yosys
  - Standard cell library
    - Collection of low-level electronic logic functions
      - AND, OR, INVERT, flip-flops, latches...
      - Layout, schematic, timing, power...
    - Process Development Kit (PDK)

# Standard Cell Design

- Design circuits using standard cells
  - Cells: gates, latches...
- Technology mapping selects cells
- EDA tools
  - Place and route the cells
  - Wiring in channels
  - Minimize area, delay



# Qflow - Yosys

- Framework for Verilog RTL synthesis
- Implements multiple optimization passes
- Input:
  - Synthesizable Verilog code (Verilog-2005)
  - Standard cell library
- Output:
  - Gate-level netlist: BLIF, Verilog
  - Post-synthesis verification using same testbenches

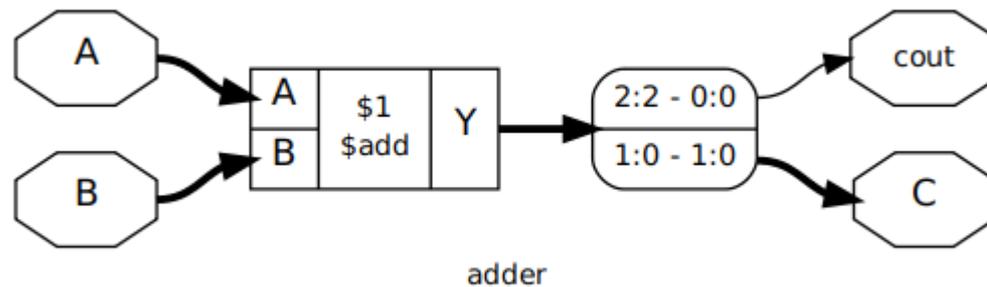
# Example: 2-bit adder

- RTL code

```
module adder (input wire [1:0] A,  
             input wire [1:0] B,  
             output wire [1:0] C,  
             output wire cout);  
  
    assign {cout, C} = A + B;  
  
endmodule
```

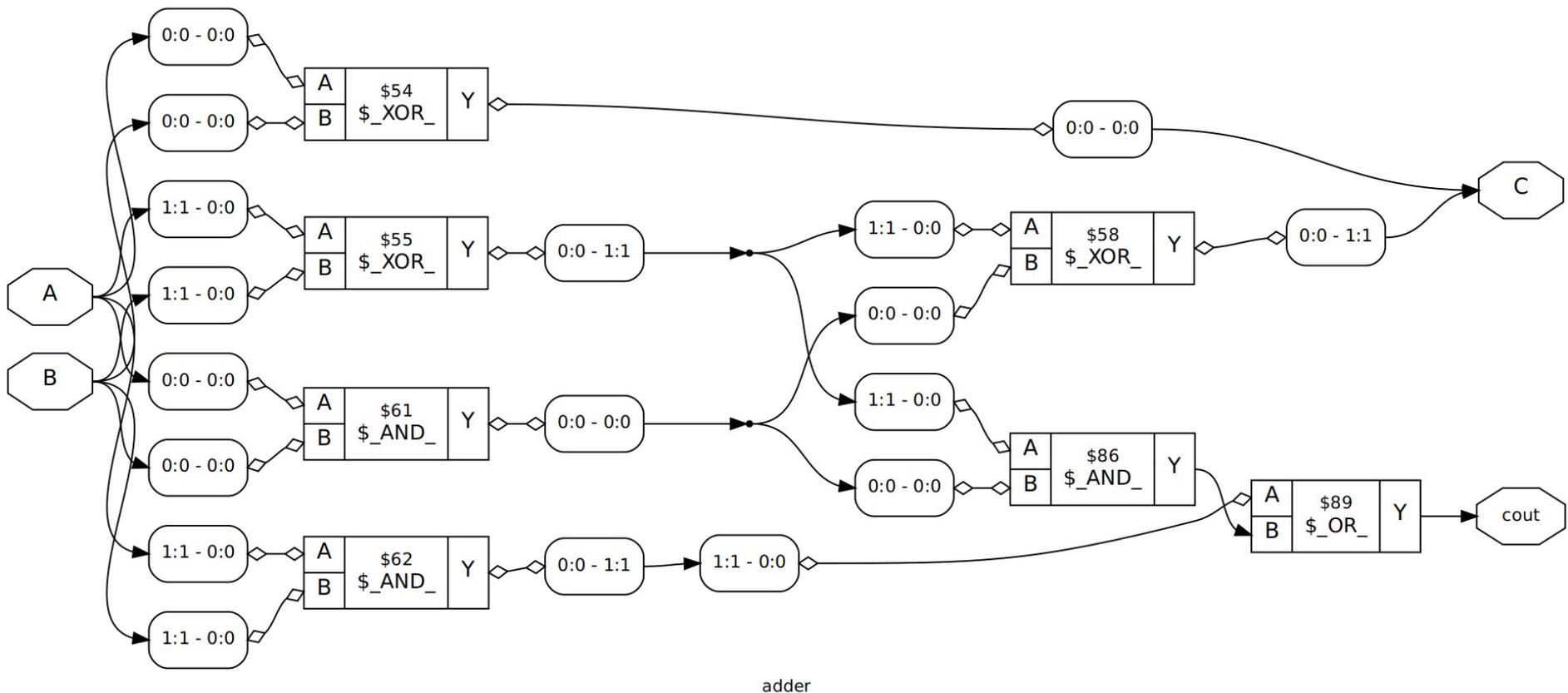
# Example: 2-bit adder

- Yosys – Read and process Verilog



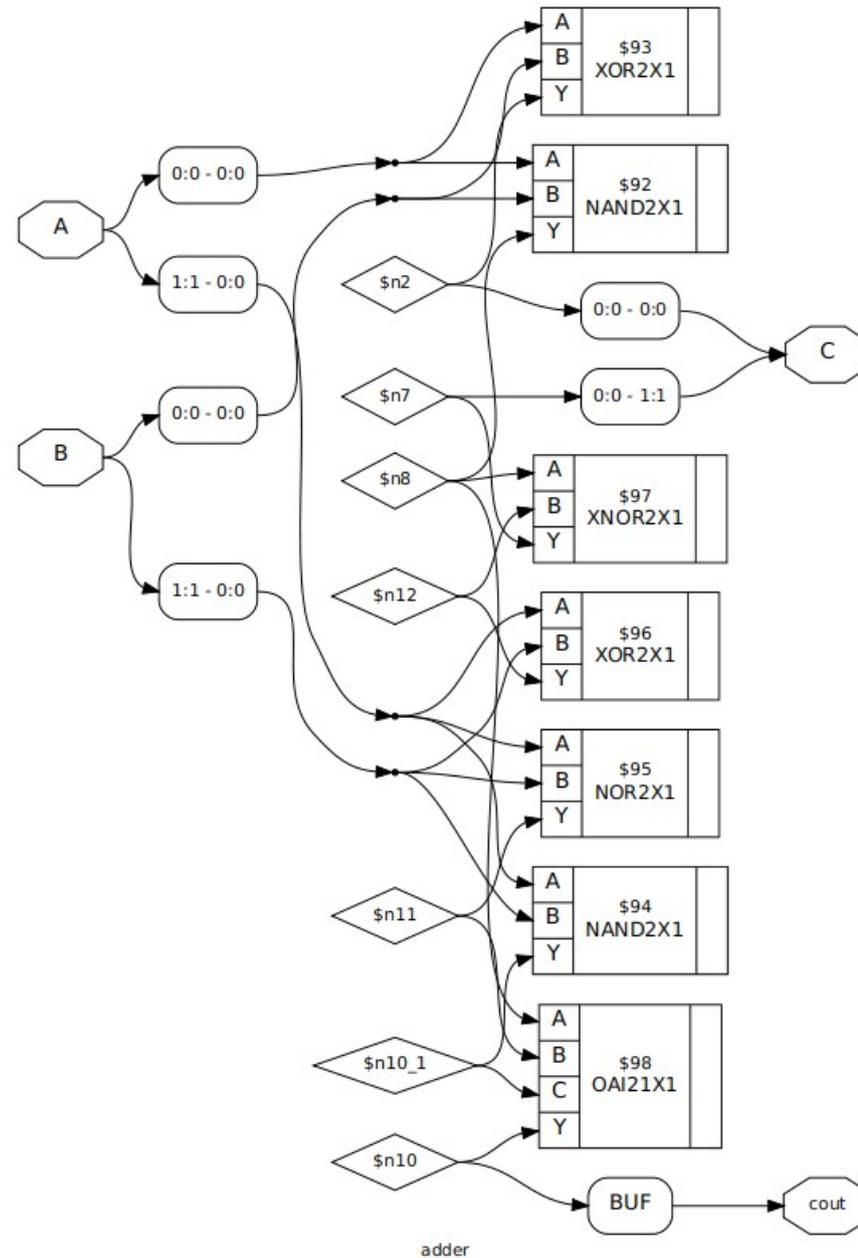
# Example: 2-bit adder

- Yosys – Map to internal technology library



# Example: 2-bit adder

- Yosys/ABC:
  - Map to standard cell library

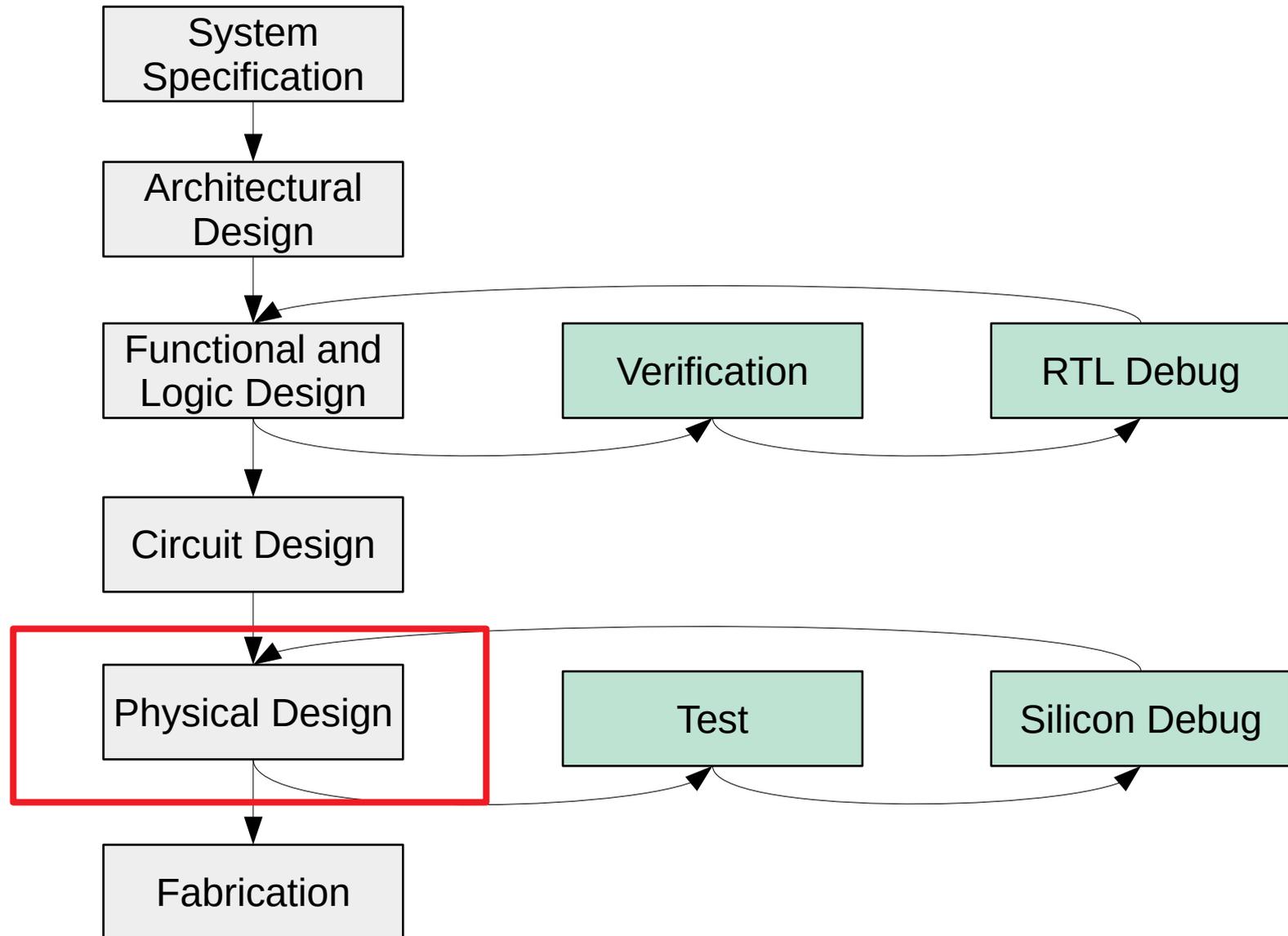


# Example: 2-bit adder

- Yosys – Gate-level netlist in Verilog

```
module adder(A, B, C, cout);
  wire _00_;
  wire _01_;
  wire _02_;
  wire _03_;
  input [1:0] A;
  input [1:0] B;
  output [1:0] C;
  output cout;
  NAND2X1 _04_ (.A(A[0]), .B(B[0]), .Y(_03_));
  XOR2X1 _05_ (.A(A[0]), .B(B[0]), .Y(C[0]));
  NAND2X1 _06_ (.A(A[1]), .B(B[1]), .Y(_00_));
  NOR2X1 _07_ (.A(A[1]), .B(B[1]), .Y(_01_));
  XOR2X1 _08_ (.A(A[1]), .B(B[1]), .Y(_02_));
  XNOR2X1 _09_ (.A(_03_), .B(_02_), .Y(C[1]));
  OAI21X1 _10_ (.A(_03_), .B(_01_), .C(_00_), .Y(cout));
endmodule
```

# VLSI Design Flow



# Physical Design

- Produce a geometric chip layout from an abstract circuit design
- Inputs:
  - Gate-level netlist
  - Standard cell library
  - Constraints
- Output:
  - Silicon layout (geometric description of the chip)



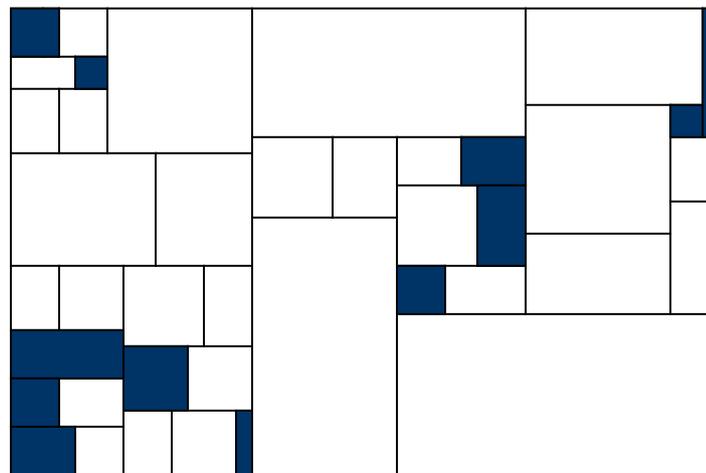
# Physical Design - Steps

- Partitioning
- Chip planning
- Placement
- Global routing
- Detailed routing



# Floorplanning

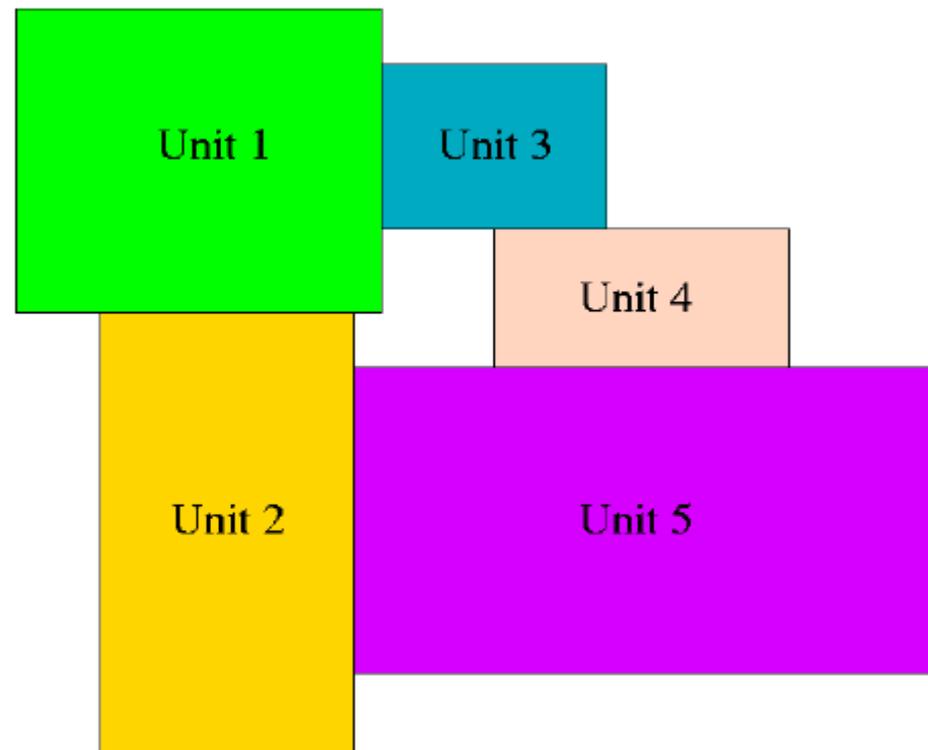
- Set up a plan for a good layout
- Place the blocks at early stage when details like shape, area, position of I/O pins... are not yet fixed



■ Deadspace

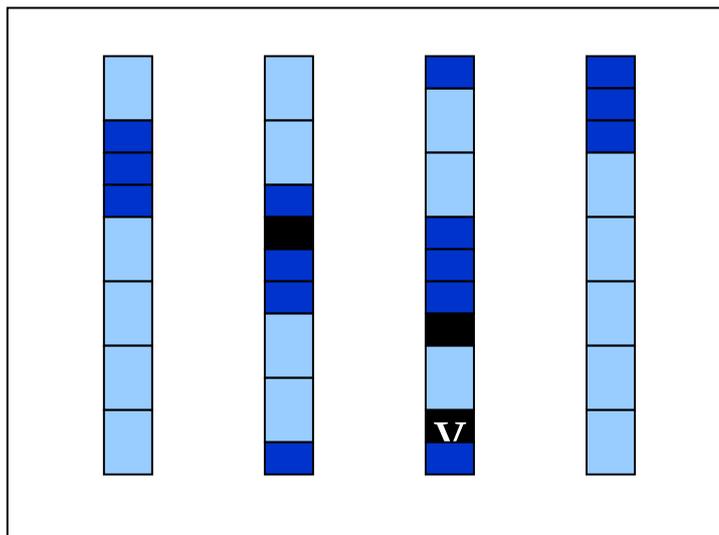
# Floorplanning

- Blocks are placed in order to minimize area and the connections between them



# Placement

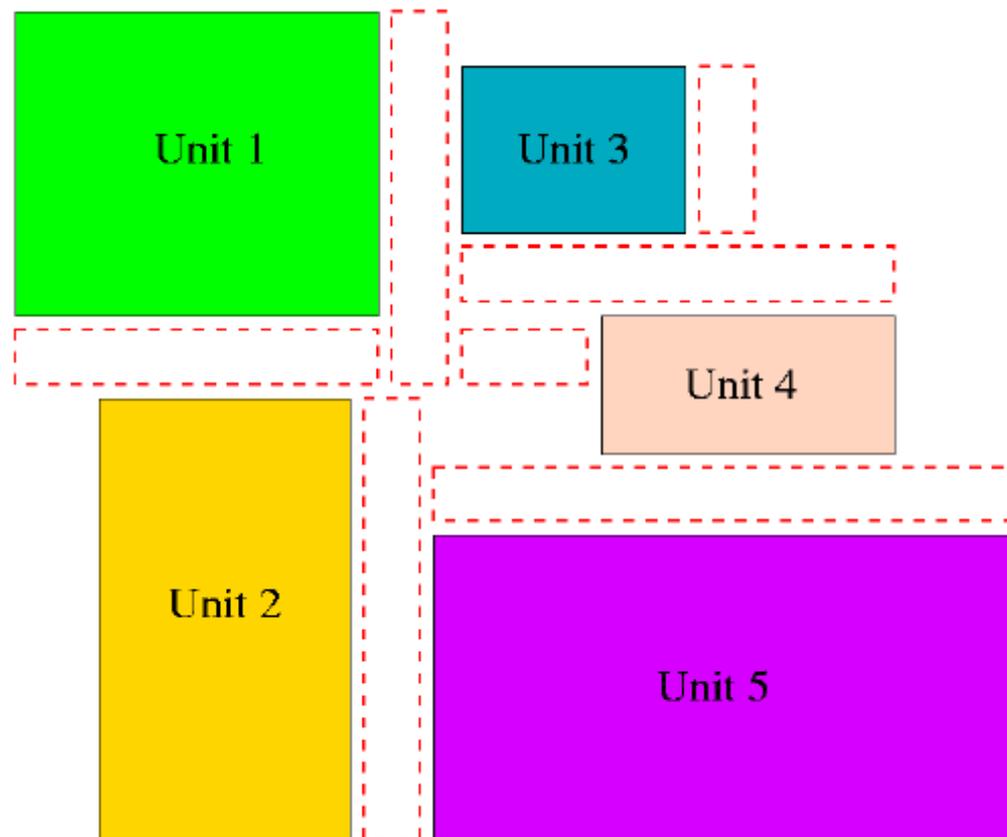
- Exact placement of the modules
  - Modules can be gates, standard cells...
- Details of design are known
  - Goal is to minimize total area and interconnect cost



- Feedthrough
- Standard cell type 1
- Standard cell type 2

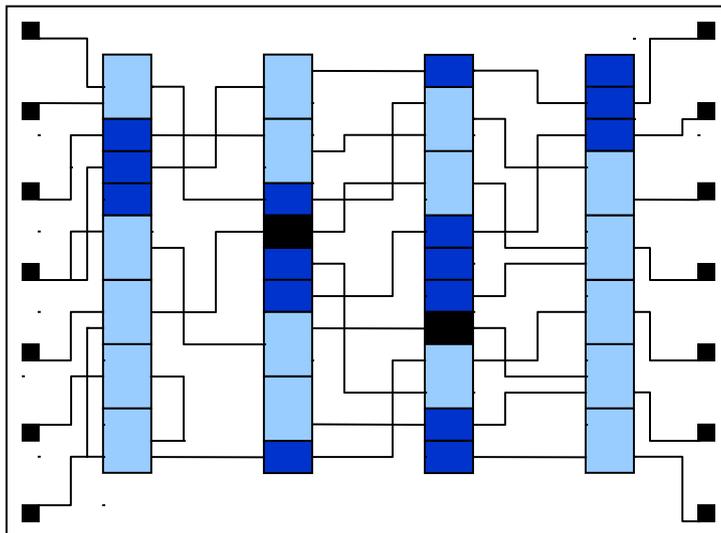
# Placement

- Blocks are placed so empty rectangular spaces are left between them
- These spaces will be later used to make the interconnection



# Routing

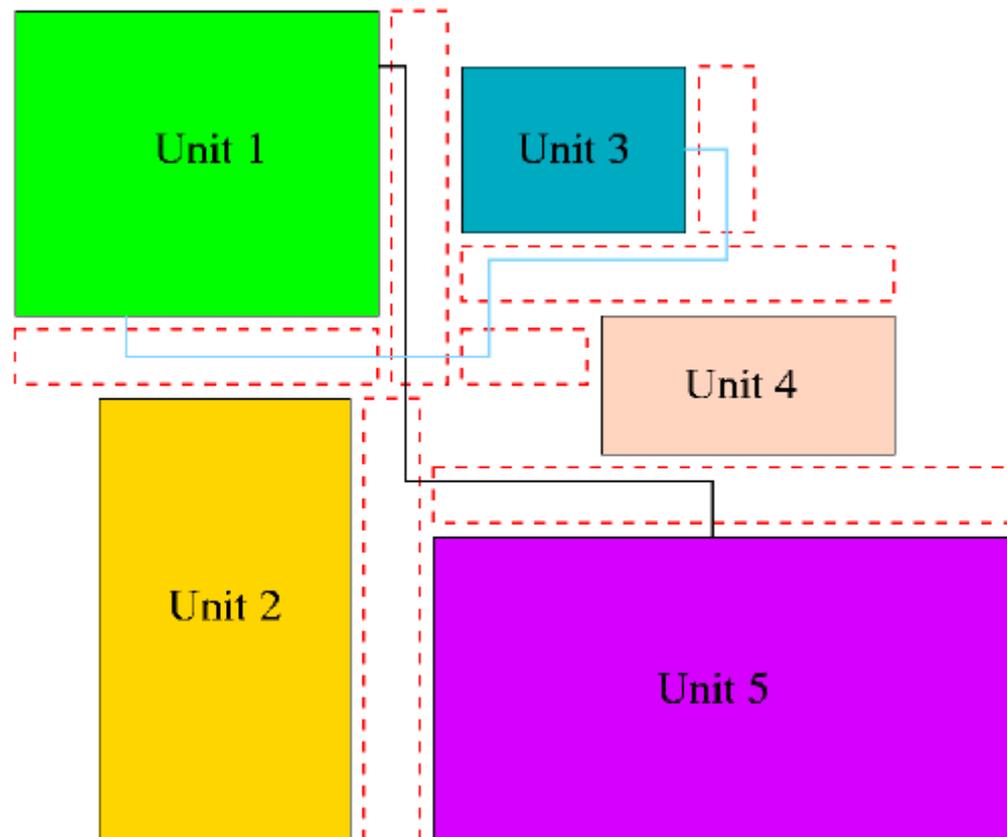
- Completes the interconnections between modules
- Considers delay of critical path, wire spacing...
- Global routing and detailed routing



- Feedthrough
- Standard cell type 1
- Standard cell type 2

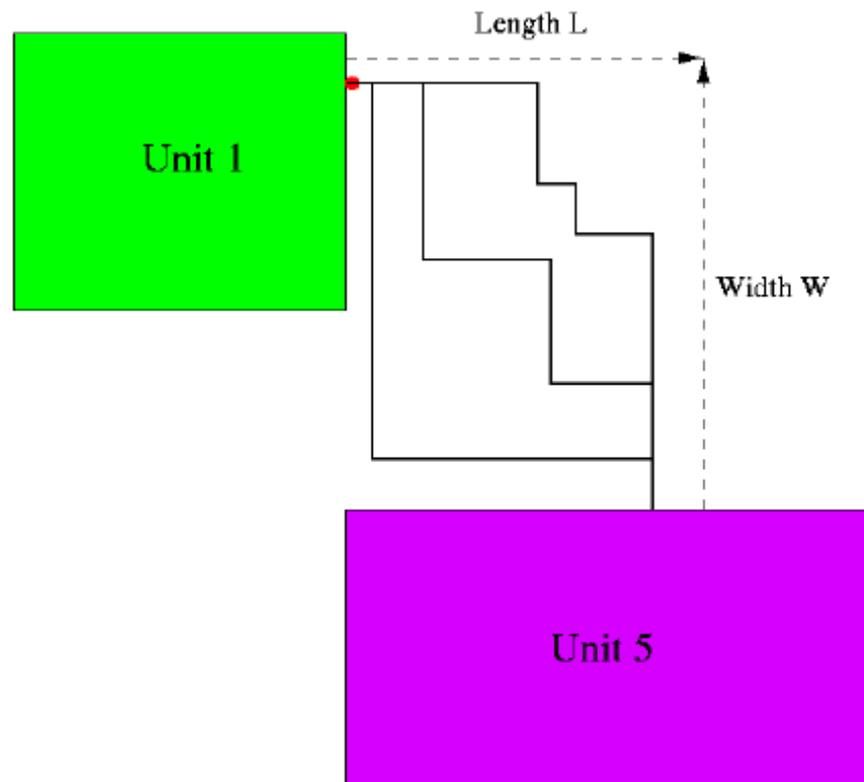
# Global Routing

- Each connection will go from each origin block, through the channels until the end block



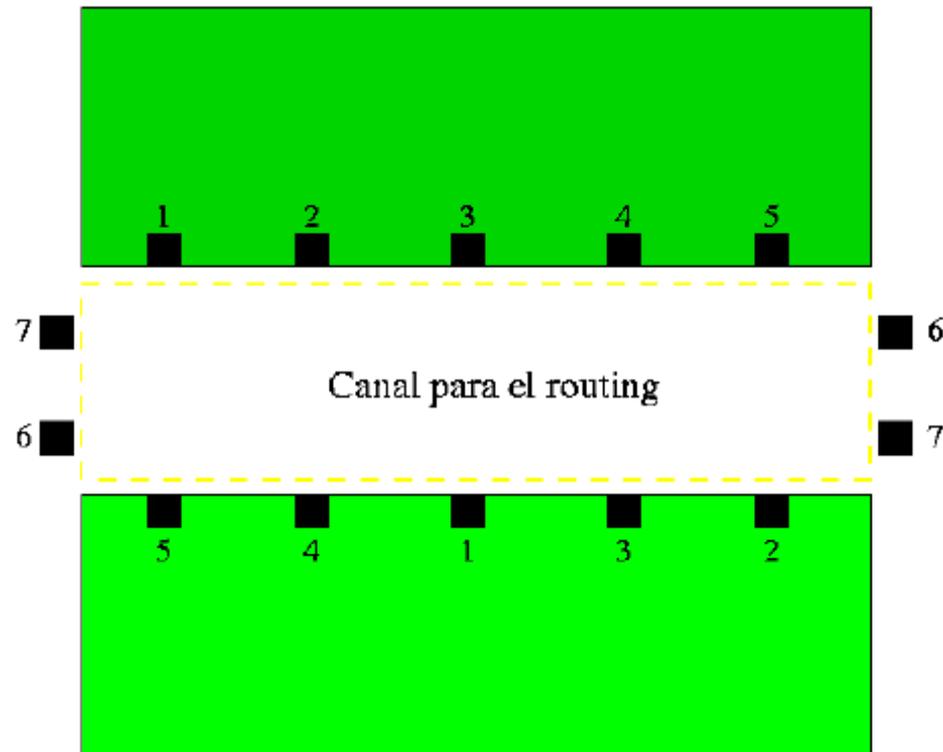
# Global Routing

- The length of the connections will depend on the situation of the blocks rather than the way the routing is done



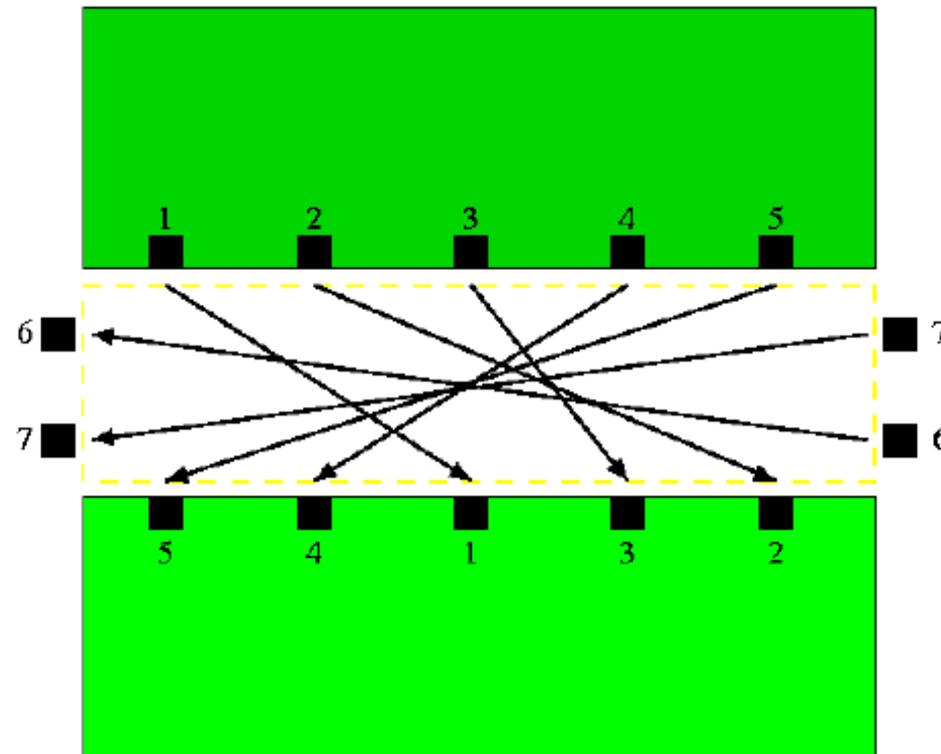
# Detailed Routing

- The space required for each channel will depend on the complexity and density of the connections



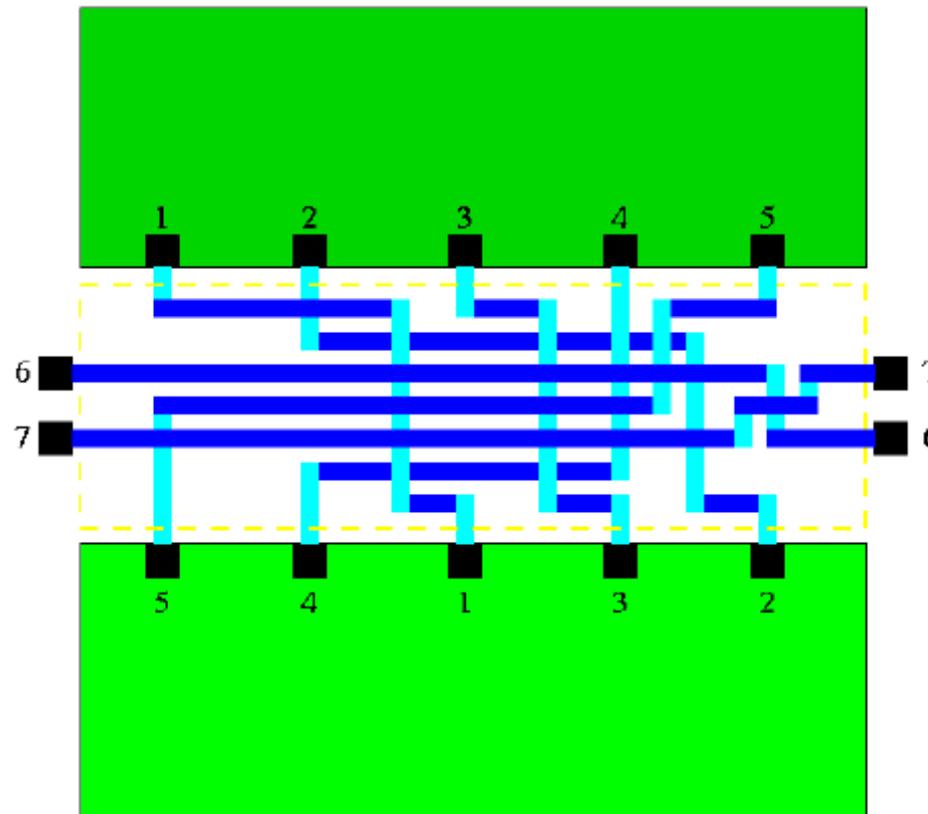
# Detailed Routing

- Non-aligned connections increment the complexity of the routing, increasing the amount of space required



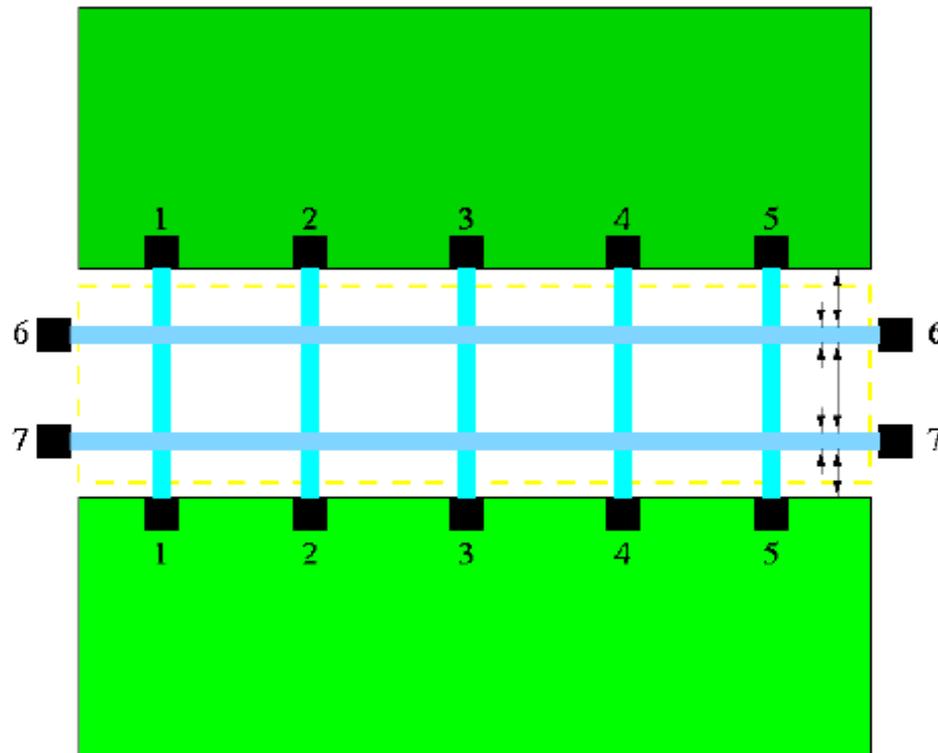
# Detailed Routing

- The number of crossings determines the space required



# Detailed Routing

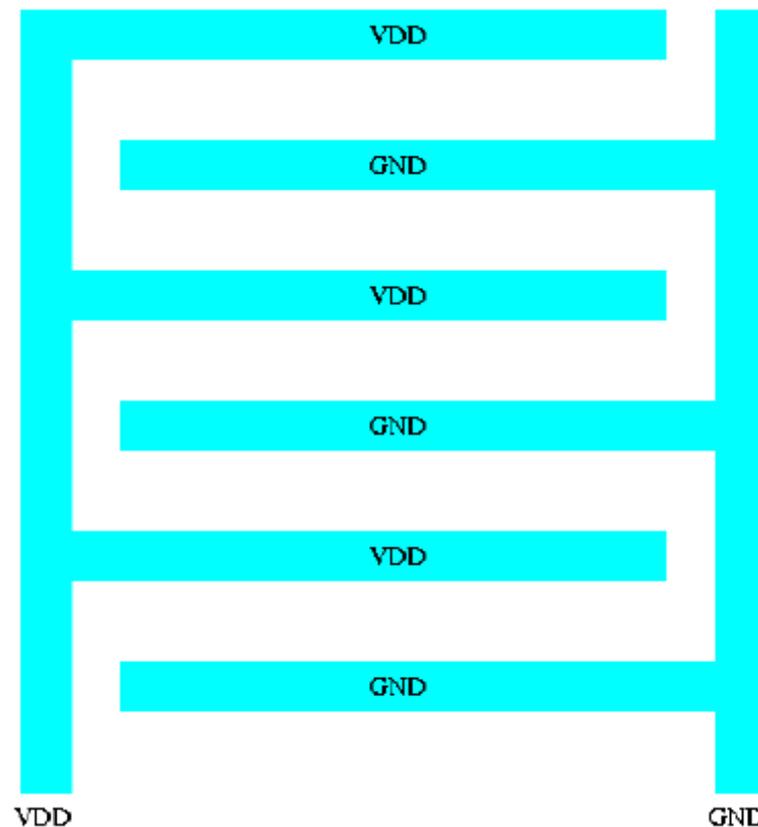
- Aligned connections reduce dramatically the area required of the channel from completing routing



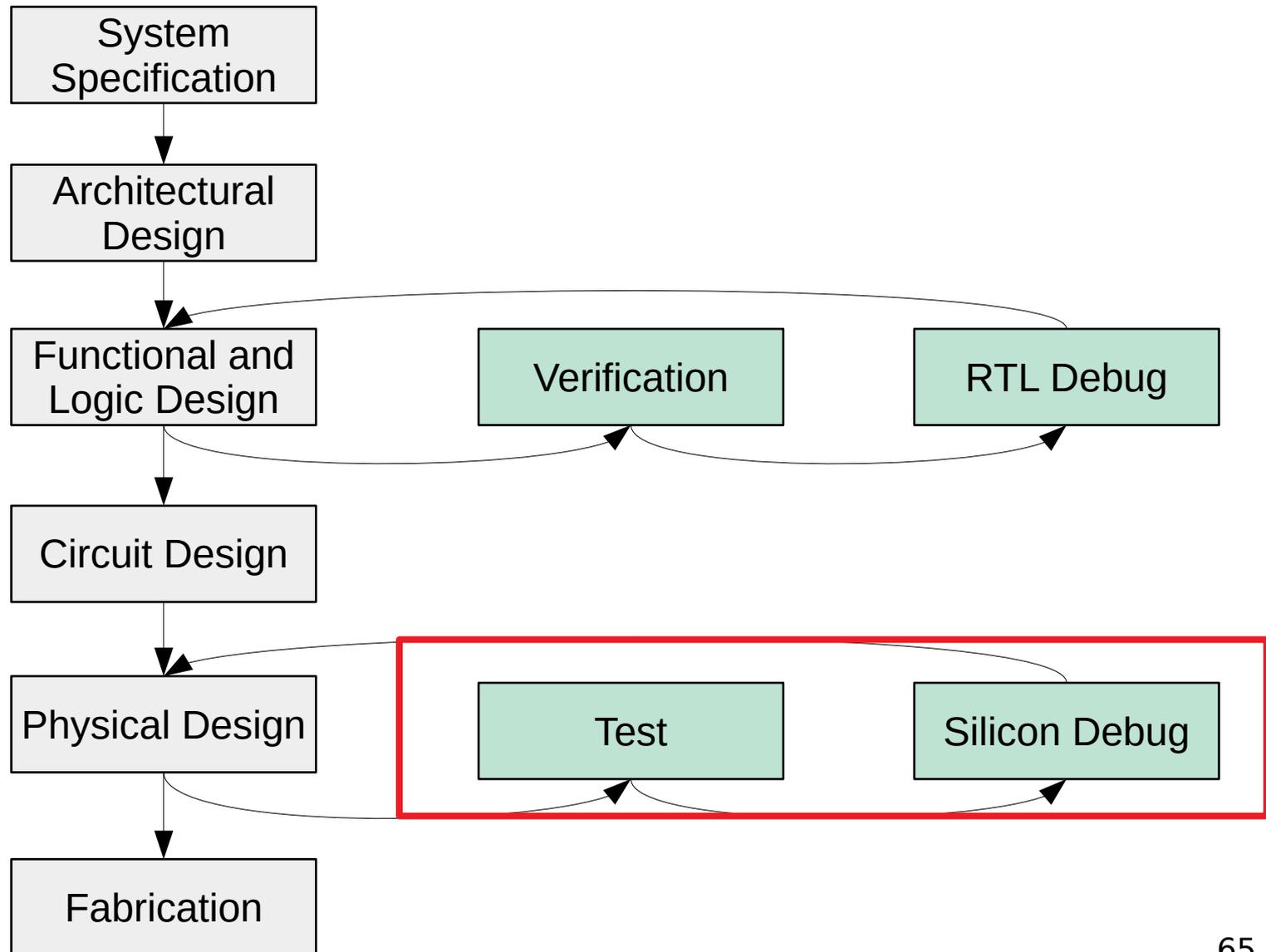


# Power Distribution

- Interlaced distribution minimizes number of metal levels
- Thickness will vary according to power consumption



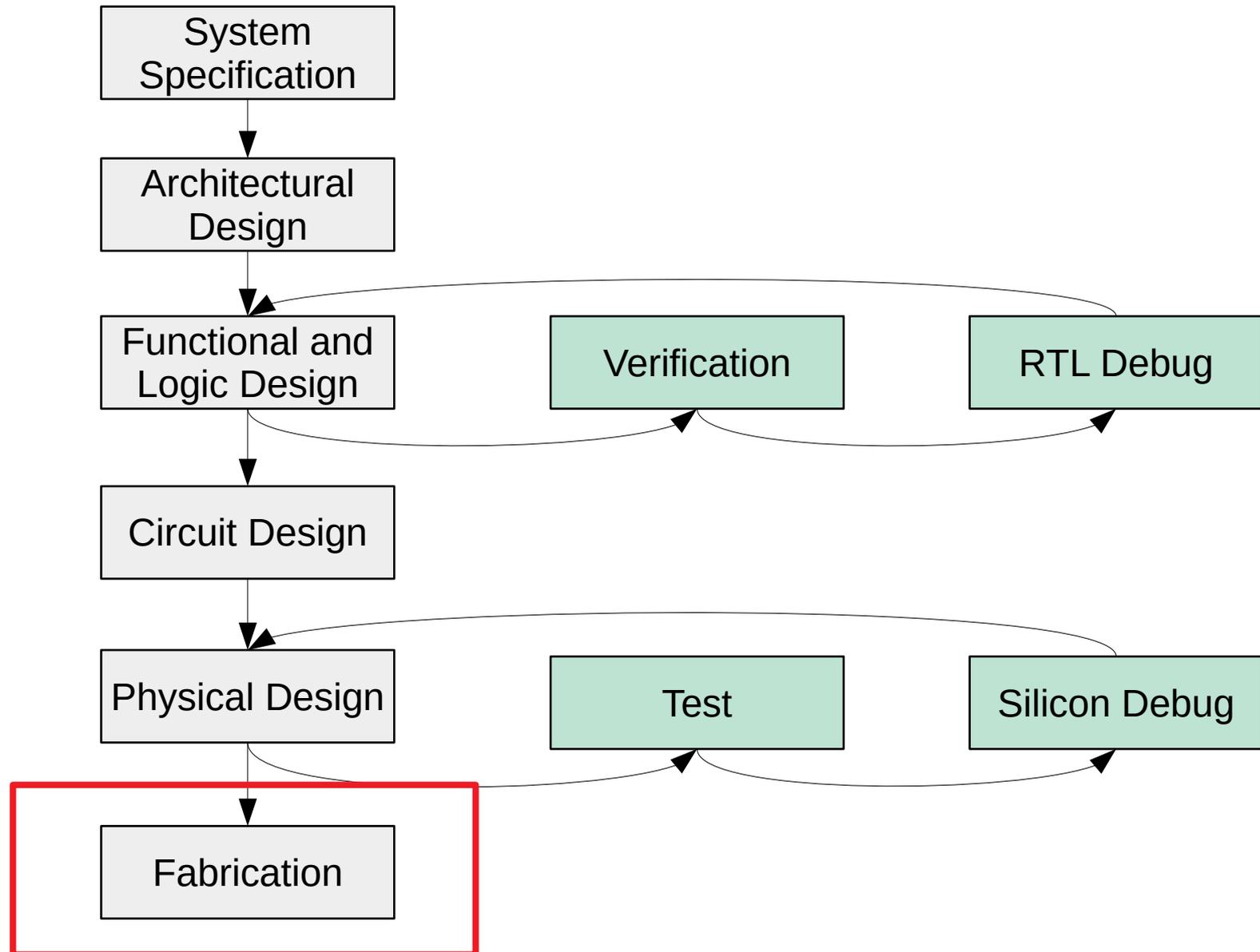
# VLSI Design Flow



# Testing

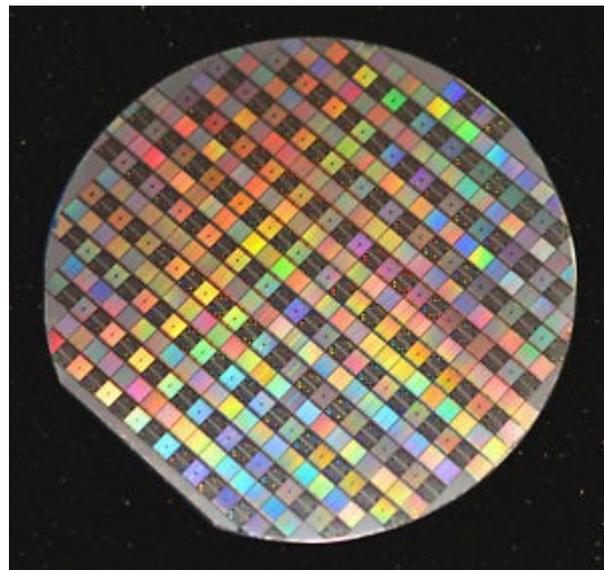
- Check the correctness of the layout
- Design rule checking (DRC)
  - Verifies that layout meets all technology-imposed constraints
- Layout vs schematic (LVS)
  - Verifies the functionality of the design
  - A netlist from the layout is derived and compared with original netlist
- Electrical rule checking (ERC)
  - Verifies the correctness of power and ground connections, signal transition times...

# VLSI Design Flow

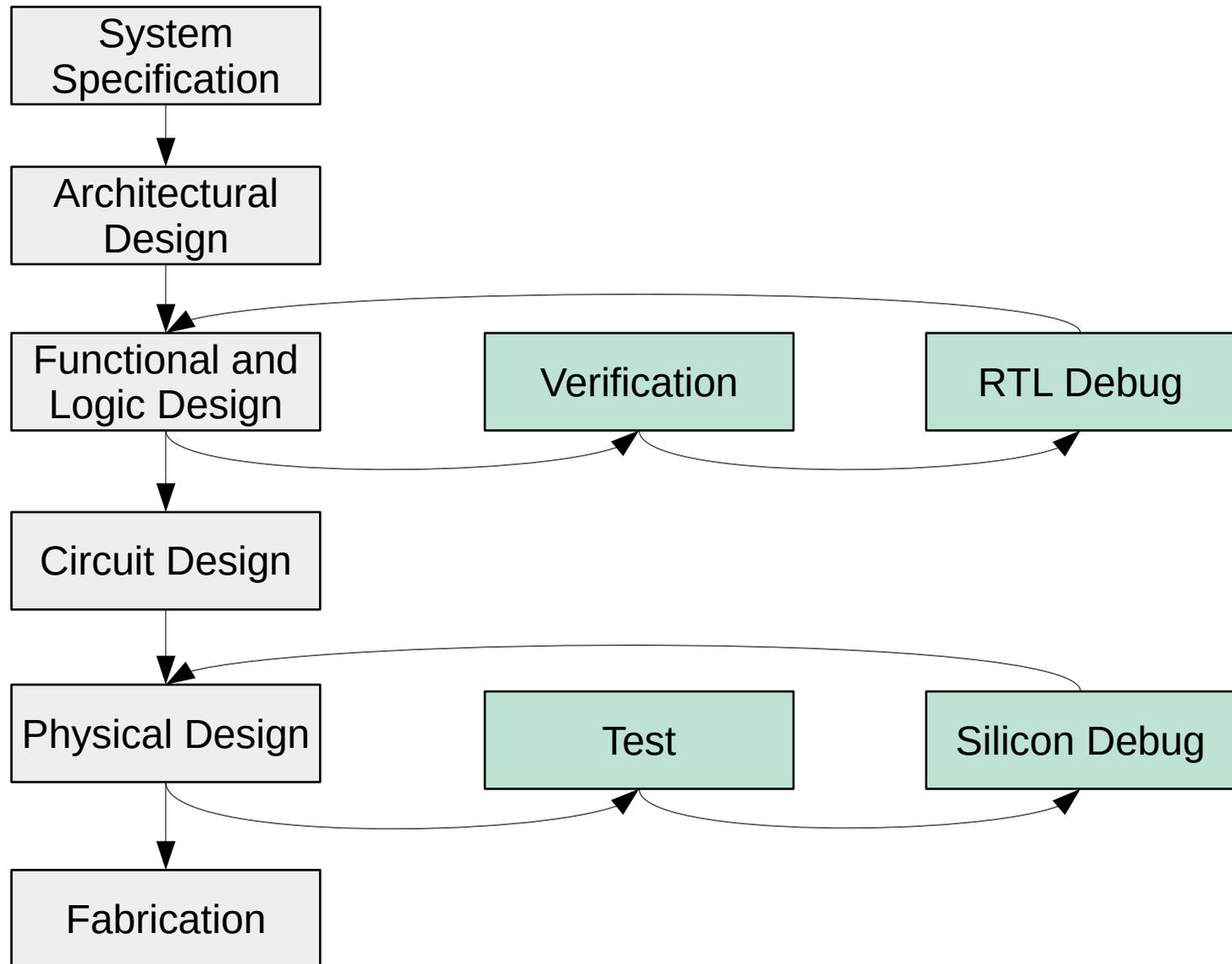


# Fabrication

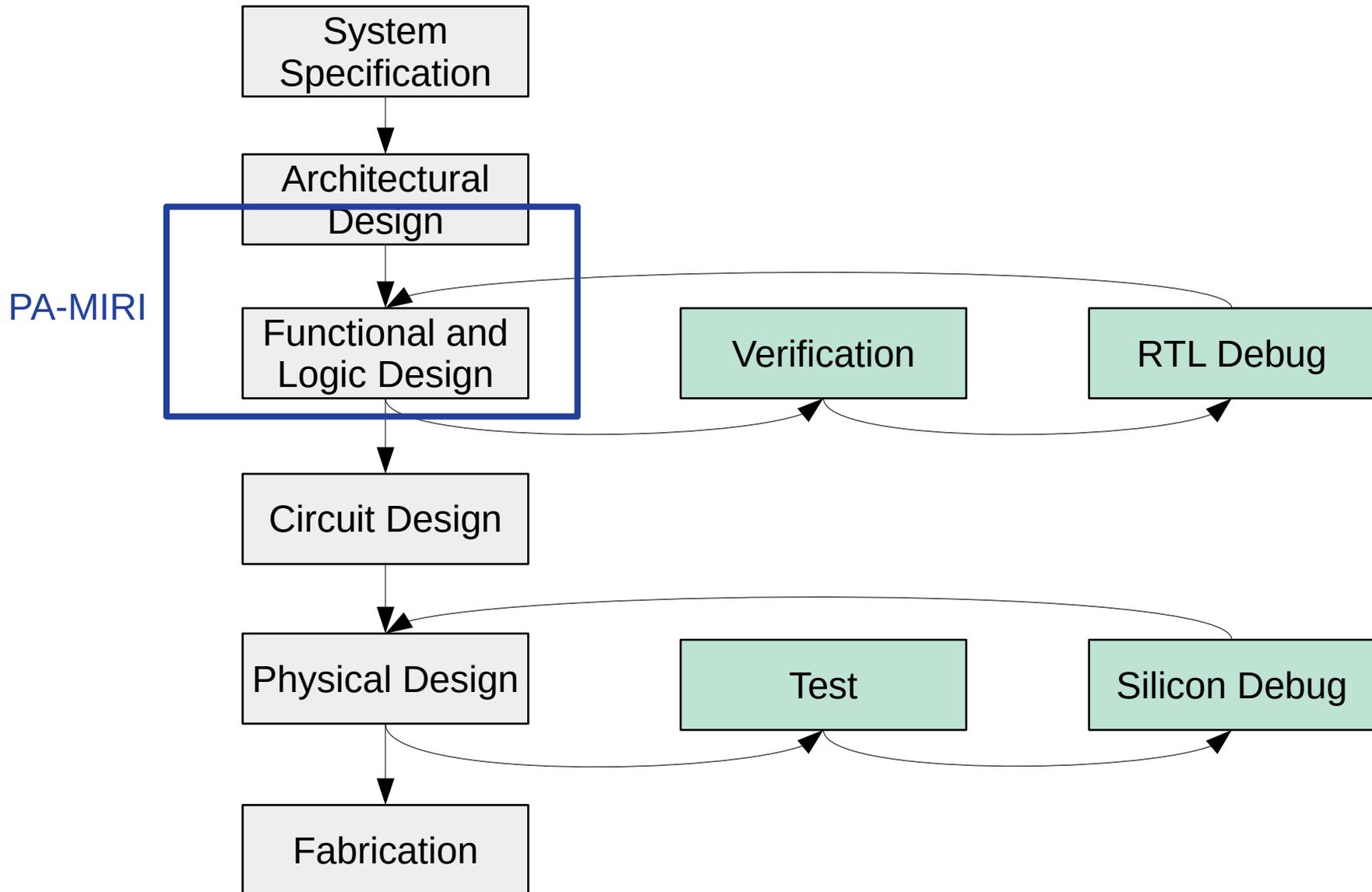
- The final layout (GDSII Stream format) is sent to a dedicated silicon foundry (fab)
- Tapeout
  - Final result of the design process for integrated circuits before they are sent for manufacturing



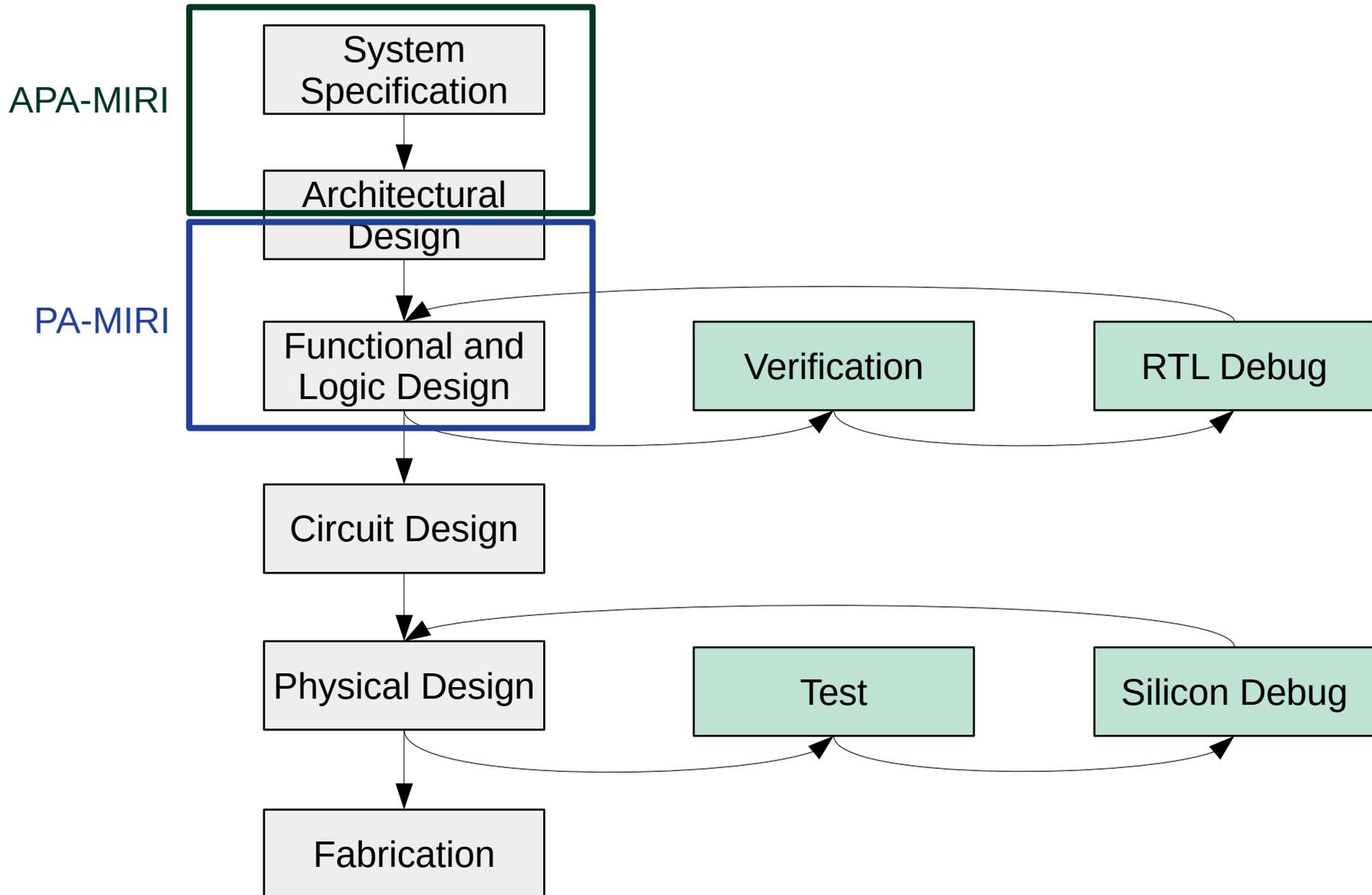
# VLSI Design Flow



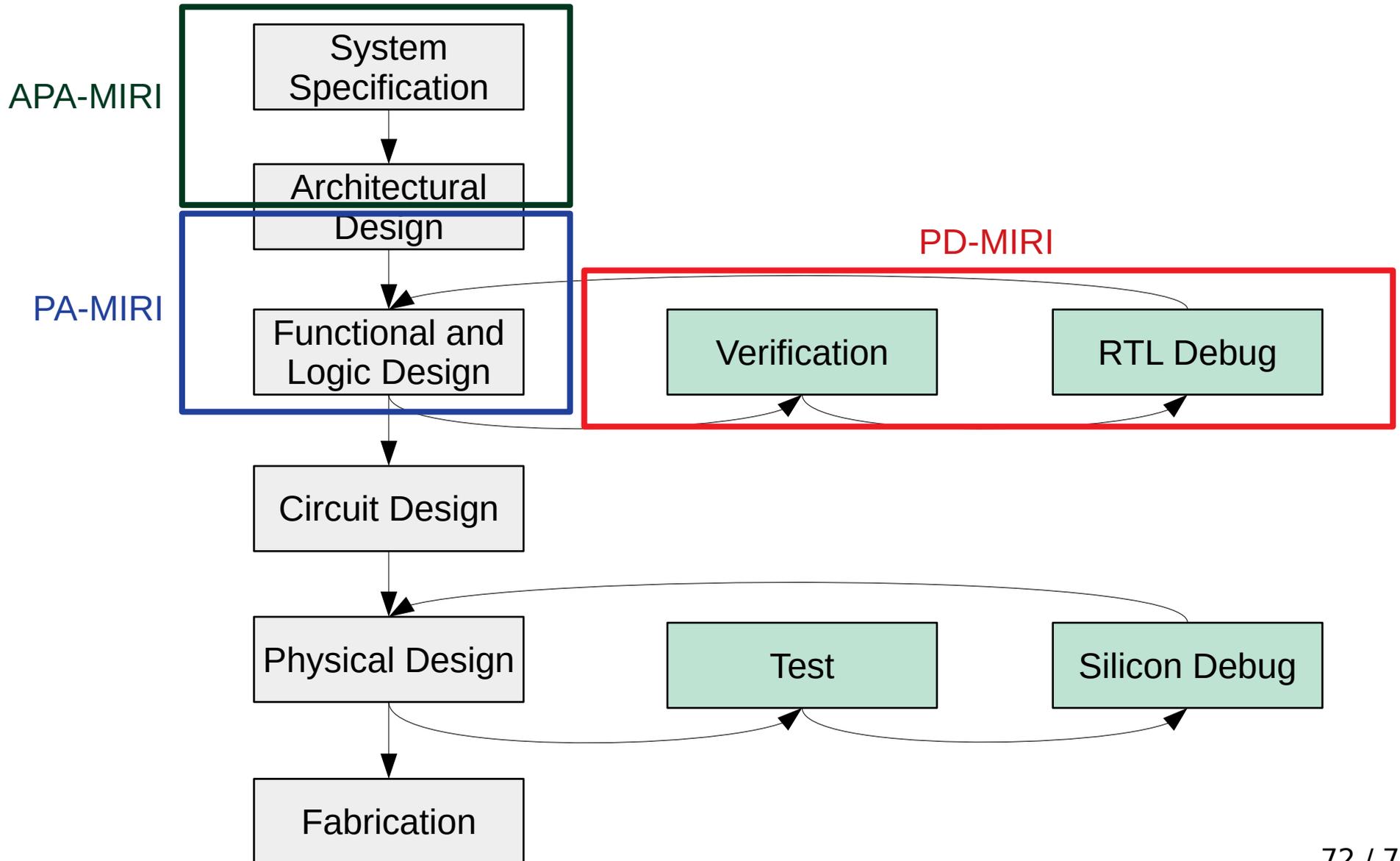
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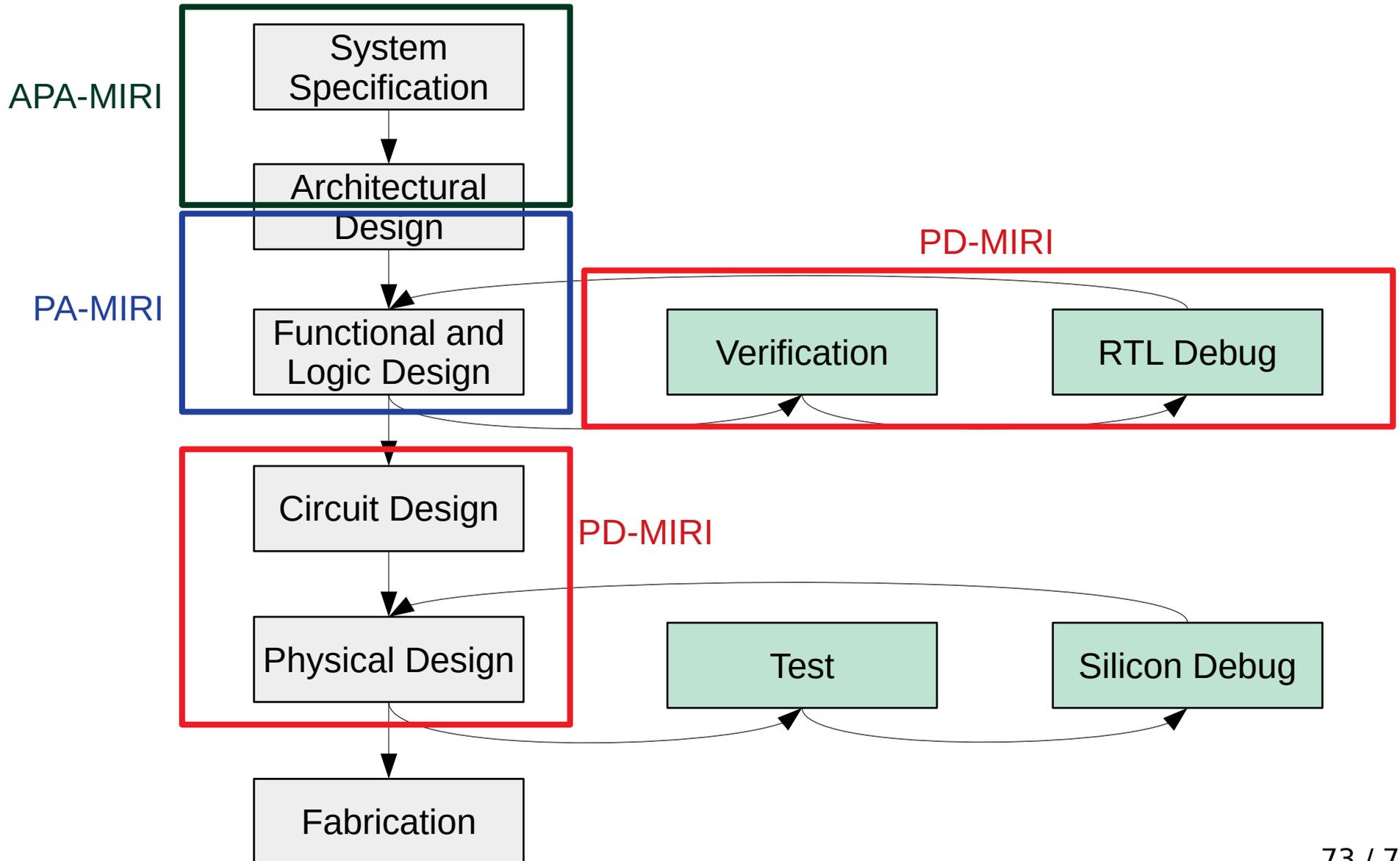
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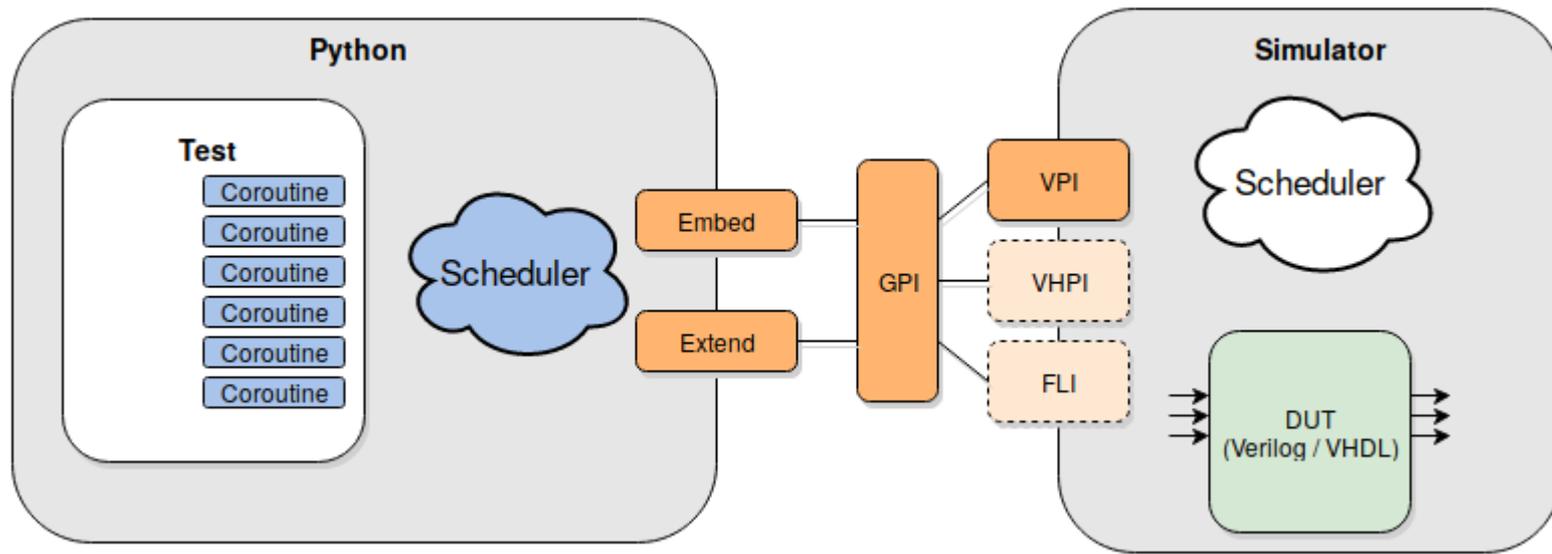
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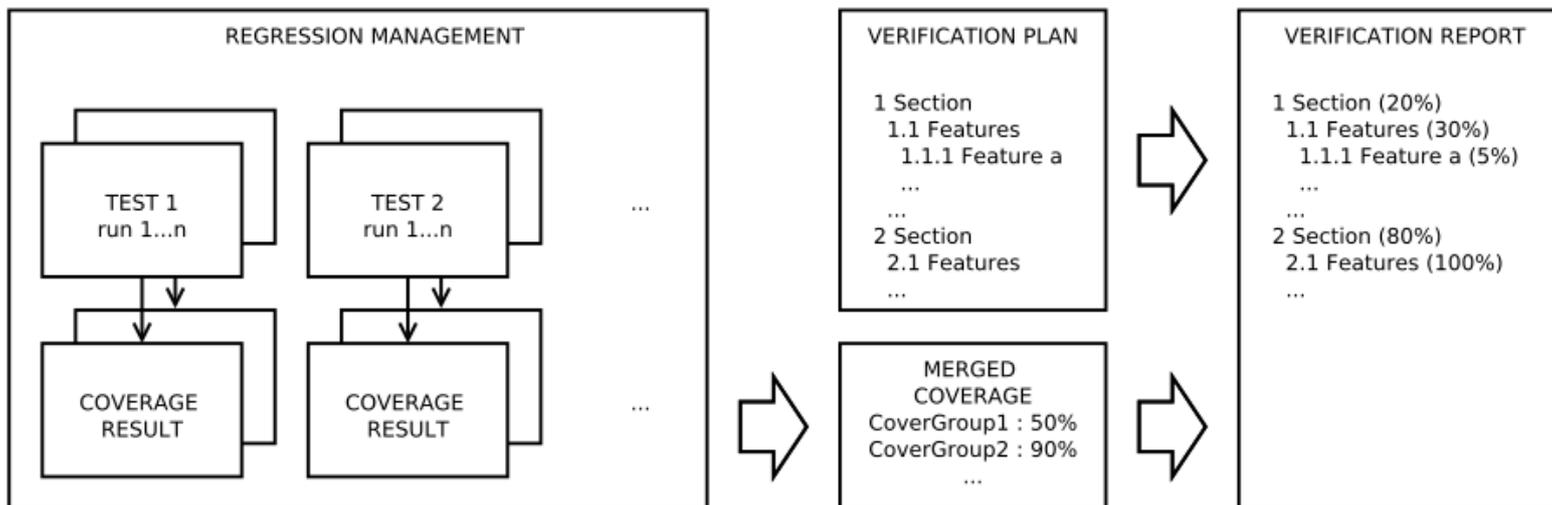
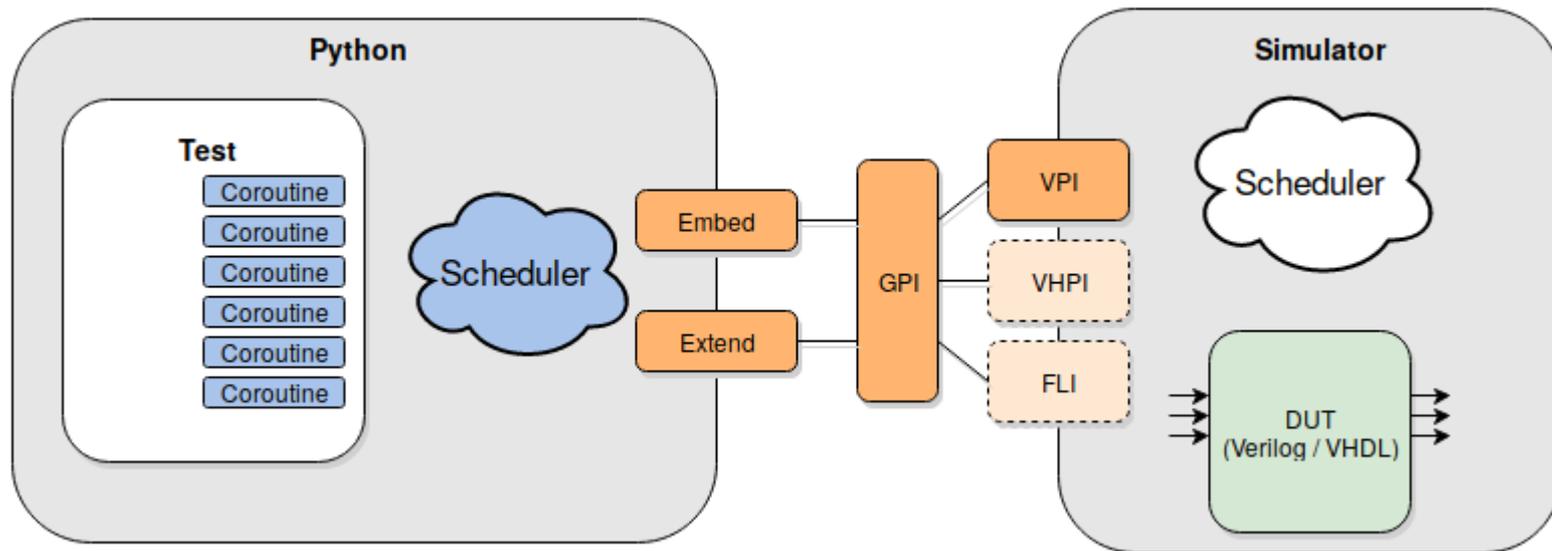
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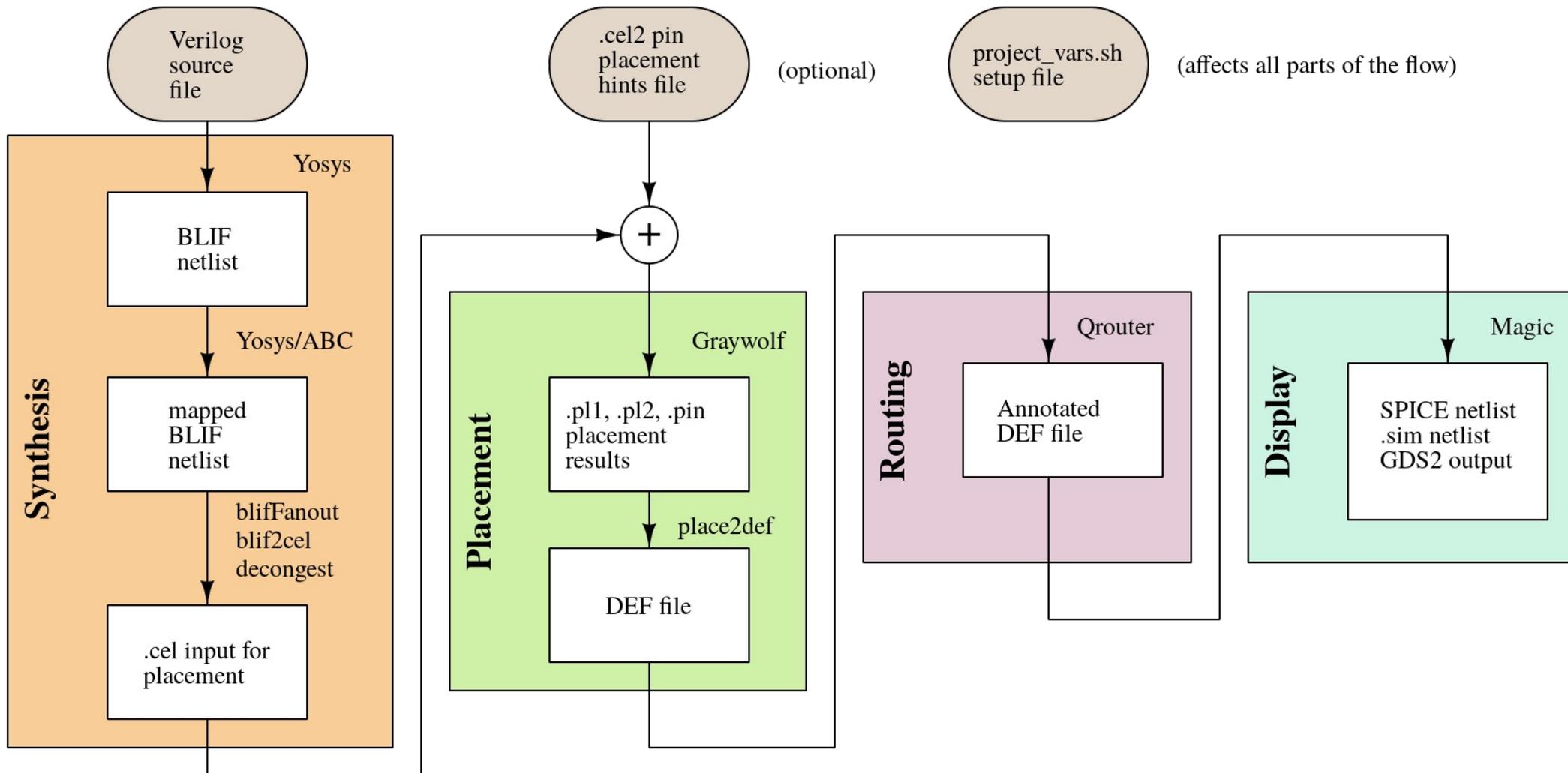
# Cocotb - Verification Tool



# Cocotb - Verification Tool



# Qflow - Synthesis Tool



# Bibliography

- Weste, N. H., & Harris, D. “CMOS VLSI Design : A Circuits and Systems Perspective”. 4<sup>th</sup> Edition, 2010.
- Kahng AB, Lienig J, Markov IL, Hu J. “VLSI Physical Design: from Graph Partitioning to Timing Closure”. Springer Science & Business Media; 2011 Jan 27.
- Mead, C., & Conway, L. (1980). Introduction to VLSI systems (Vol. 1080). Reading, MA: Addison-Wesley.