## Digital VLSI Design

## Lecture 1: Introduction

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**EnICS Labs @BIU** 

NanoElectronics Track

**E**nlCS **Emerging Nanoscaled** Integrated Circuits and Systems Labs

## Faculty of

#### **Electrical Engineering**

Engineering

"Educating the future of chip design in Israel."





## **Lecture Outline**



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## Motivation

7

• Houston, we have a problem...



"Moore's Law of Engineers"

## Motivation

• How on earth do we design such a thing???

Simplistic functional view of a Mobile Phone



## The Solution:

## Design Abstraction

## Design Automation

Design Re-use (IP)

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## Syllabus

- Lecture 1: Introduction
- Lecture 2: Verilog
- Lecture 3: Logic Synthesis
- Lecture 4: Static Timing Analysis
- Lecture 5: Moving to the Physical Domain
- Lecture 6: Placement
- Lecture 7: Clock Tree Synthesis
- Lecture 8: Routing

10

- Lecture 9: I/O and Packaging
- Lecture 10: Design for Test



## References

- Way too many to state all, and hopefully many are cited on the slides themselves, but here are a few:
  - Rob Rutenbar "From Logic to Layout" (available on Coursera)
  - Nir Sever Low Power Design (BGU)
  - Roy Shor תכן לוגי (BGU)
  - IDESA Digital Design Course
  - Rabaey "Digital Integrated Circuits" 2<sup>nd</sup> Edition
  - Weste, Harris "CMOS VLSI Design"
  - Google (oh, thank you Google!)
  - Cadence Support (support.cadence.com)
  - Synopsys SolveNet (solvenet.synopsys.com)
  - And many, many more...







## **General Design Approach**

- How do engineers build a bridge?
- Divide and conquer !!!!
  - Partition design problem into many sub-problems, which are manageable
  - Define mathematical model for sub-problem and find an algorithmic solution
    - Beware of model limitations and check them !!!!!!
  - Implement algorithm in individual design tools, define and implement general interfaces between the tools
  - Implement checking tools for boundary conditions
  - Concatenate design tools to general design flows which can be managed
  - See what doesn't work and start over.







## **System Level Abstraction**

#### Abstract algorithmic description of high-level behavior

• e.g., C-Programming language

- Abstract because it does not contain any implementation details for timing or data
- Efficient to get a compact execution model as a first design draft
- Difficult to maintain throughout project because no link to implementation



## Register-Transfer Level (RTL)

- Cycle accurate model "close" to the hardware implementation
  - bit-vector data types and operations as abstraction from bit-level implementation
  - sequential constructs

     (e.g., if-then-else,
     while loops) to support
     modeling of complex
     control flow

```
module mark1;
  reg [31:0] m[0:8192];
  reg [12:0] pc;
  reg [31:0] acc;
  reg[15:0] ir;
  always
   begin
     ir = m[pc];
     if(ir[15:13] == 3b'000)
        pc = m[ir[12:0]];
     else if (ir[15:13] == 3'b010)
        acc = -m[ir[12:0]];
     . . .
   end
endmodule
```



16



## **Transistor to Mask Level**

#### • As we've seen in previous courses:

- Transistor Level:
  - Use compact models to enable accurate circuit simulation.
- Layout Level:
  - Draw polygons to implement the devices and interconnect.
- Mask Level:
  - Create actual photo-masks for performing lithography during fabrication process.





18 Images courtesy of wikipedia

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## **The Chip Hall of Fame**

## To get started, let's remember the CPU that started it all The Intel 4004 Microprocessor

- The first commercially available monotlithic CPU.
- Release date: March 1971
- Transistor Count: 2,300 Process: 10 um pMOS
- Frequency: 740 KHz 4-bit data bus
- Designed as a side project to drum up some cash, while Intel developed its *real* product line, memory chips.
- Developed as part of a 4-chip product line (MCS-4 chipset) for the Busicom calculator.







Federico Faggin and the 4004 layout









## The (really) Olden Days

• Early chips were prepared entirely by hand:



Schematic of Intel 4004 (1971)



Mainframe CAD System (1967)

<sup>21</sup> http://www.computerhistory.org/revolution/digital-logic

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## The (really) Olden Days

• Early chips were prepared entirely by hand:



Hand drawn gate layout (Fairchild)





Rubylith Operators (1970)



The original Tape-Out?

http://www.computerhistory.org/revolution/digital-logic © Adam Teman, 2018

8088A Mask Transparent Overlays (1976)

## **Design Automation Today**

#### Design:

- High-Level Synthesis
- Logic Synthesis
- Schematic Capture
- Layout
- PCB Design

#### Simulation:

- Transistor Simulation
- Logic Simulation
- Hardware Emulation
- Technology CAD
- Field Solvers

#### <u>Validation</u>:

- ATPG
- BIST

#### Analysis and Verification:

- Functional Verification
- Clock Domain Crossing
- Formal Verification
- Equivalence Checking
- Static Timing Analysis
- Physical Verification

#### Mask Preparation:

- Optical Proximity Correction (OPC)
- Resolution Enhancement Techniques
- Mask Generation

## **EDA in this Course**

- RTL
  - Verilog
- Synthesis
  - Cadence Genus
- Place and Route
  - Cadence Innovus
  - Static Timing Analysis Tempus
  - Power Estimation Voltus
  - Parasitic Extraction QRC
  - Clock Tree Synthesis CCOpt

### Logic Simulation

Cadence Incisive

# cādence<sup>®</sup>

#### ACADEMIC NETWORK



Source: IEEE Electronics 360

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## How a chip is built

- Definition and Planning
- Design and Verification (Frontend)
- Logic Synthesis (Frontend and Backend)
- Physical Design (Backend)
- Signoff and Tapeout
- Silicon Validation
- Don't forget package & board design, software design, test plan, etc., etc., etc.



## **Definition & Planning**

- Marketing Requirements Document (MRD)
- Chip Architecture
  - Define bus structures, connectivity
  - Partition Functionality
  - High-Level System Model (Bandwidths, Power, Freq.)
  - System partitioning (HW vs SW, #Cores, Memories...)
- Design Documents
- Floorplan/Board Requirements
- Process and fab
- Project kick-off transfer to implementation



## **Design and Verification**

- RTL (Register Transfer Level) Design
- Integration/Development of IPs
- RTL Lint/Synthesability checks
- Formal Verification
- Functional verification all the IPs:
  - Unit level
  - Sub-system level
  - Chip (SOC) level





## **Design and Verification - IP Integration**

#### • Hard IP

- IP provided as pre-existing layouts with:
  - Timing models
  - Layout abstracts
  - Behavioral models (Verilog/VHDL)
  - Sometimes with Spice models, full-layouts
- This is the standard delivery format for custom digital blocks
  - RAMs, ROMs, PLLs, Processors

#### Soft IP

- RTL Code
  - Can be encrypted
  - Instantiated just like any other RTL block
- Sometimes with behavioral models





## **Design and Verification - Prototyping**

#### Different levels of verification:

- Specification driven testing
- Bug driven testing
- Coverage driven testing
- Regression

#### • FPGA Prototyping:

- Synthesize to FPGA
- Speeds up testing where possible.

#### Hardware Emulation:

• Big servers that can emulate the entire design.



Definition and Planning

**Design and Verification** 

Source: Cadence

## Logic Synthesis

#### • Inputs:

- Technology library file
- RTL files
- Constraint files (SDC)
- DFT definitions
- Output:
  - Gate-level netlist

#### • Synthesis

- Converting RTL code into a generic logic netlist
- Mapping
  - Mapping generic netlist into standard cells from the core library
- Optimization
  - To meet Timing / Area / Power constraints

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#### Post Synthesis checks

- Gate-level simulation
- Formal verification (Logic Equivalence)

**Definition and Planning** 

**Design and Verification** 

Logic Synthesis

**Physical Design** 

Signoff and Tapeout

**Silicon Validation** 

- Static Timing Analysis (STA)
- Power/Area estimation





## Physical Design – Backend Flow



Definition and Planning

**Design and Verification** 

## Signoff and Tapeout

- Parasitic Extraction
- STA with SI
- DRC/LVS/ERC/DFM
- Post-layout Gate-level Simulation
- Power Analysis
- DFT
- Logic Equivalence





#### • Just to cover most of the terminology of today's lesson:

- RTL
- GTL
- CAD
- EDA
- DFT (ATPG, Scan, BIST)
- OPC
- Frontend
- Backend
- Verification
- Signoff
- Tapeout

- Hard IP
- Soft IP
- FPGA
- Emulation
- Lint
- Formal Verification
- STA
- SDC
- SI
- DRC, LVS, EM
- GDSII

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