ASIC Physical Design
Top-Level Chip Layout

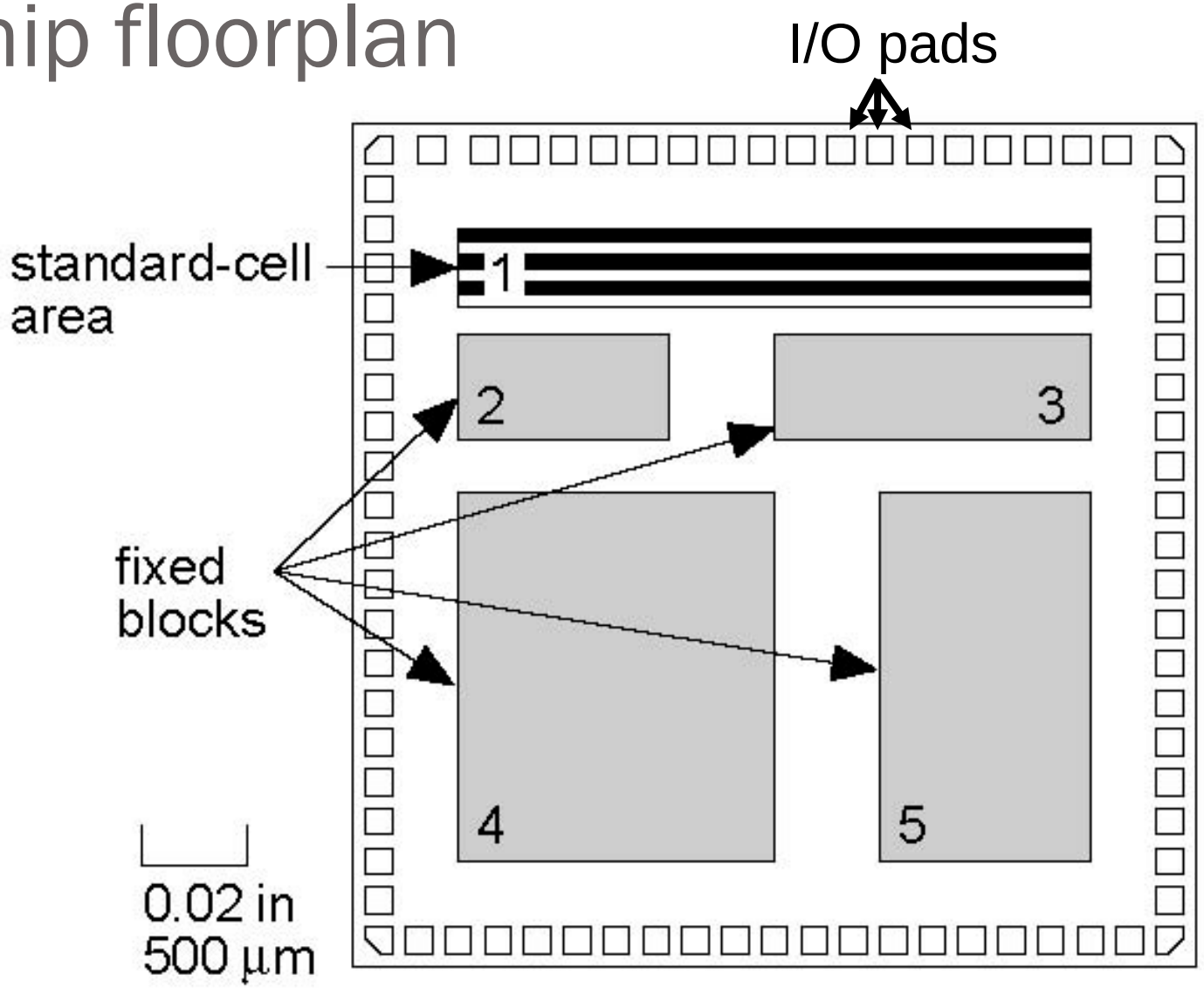
References:

- M. Smith, *Application Specific Integrated Circuits*, Chap. 16
- Cadence Virtuoso User Manual

Top-level IC design process

- Typically done before individual circuit block layouts
  - Top-level netlists usually created before any layout
- Create top-level schematic
  - "Components" are functional blocks and I/O pads
  - Blocks include IP and user-created modules
- Create a chip "floor plan" from the schematic
  - Place functional blocks and I/O pads
  - Connections shown as overflows
- Route top-level connections (automatic or interactive)
- Eliminate overflows, DRC errors, shorts
- Create layouts of user-designed modules

Chip floorplan



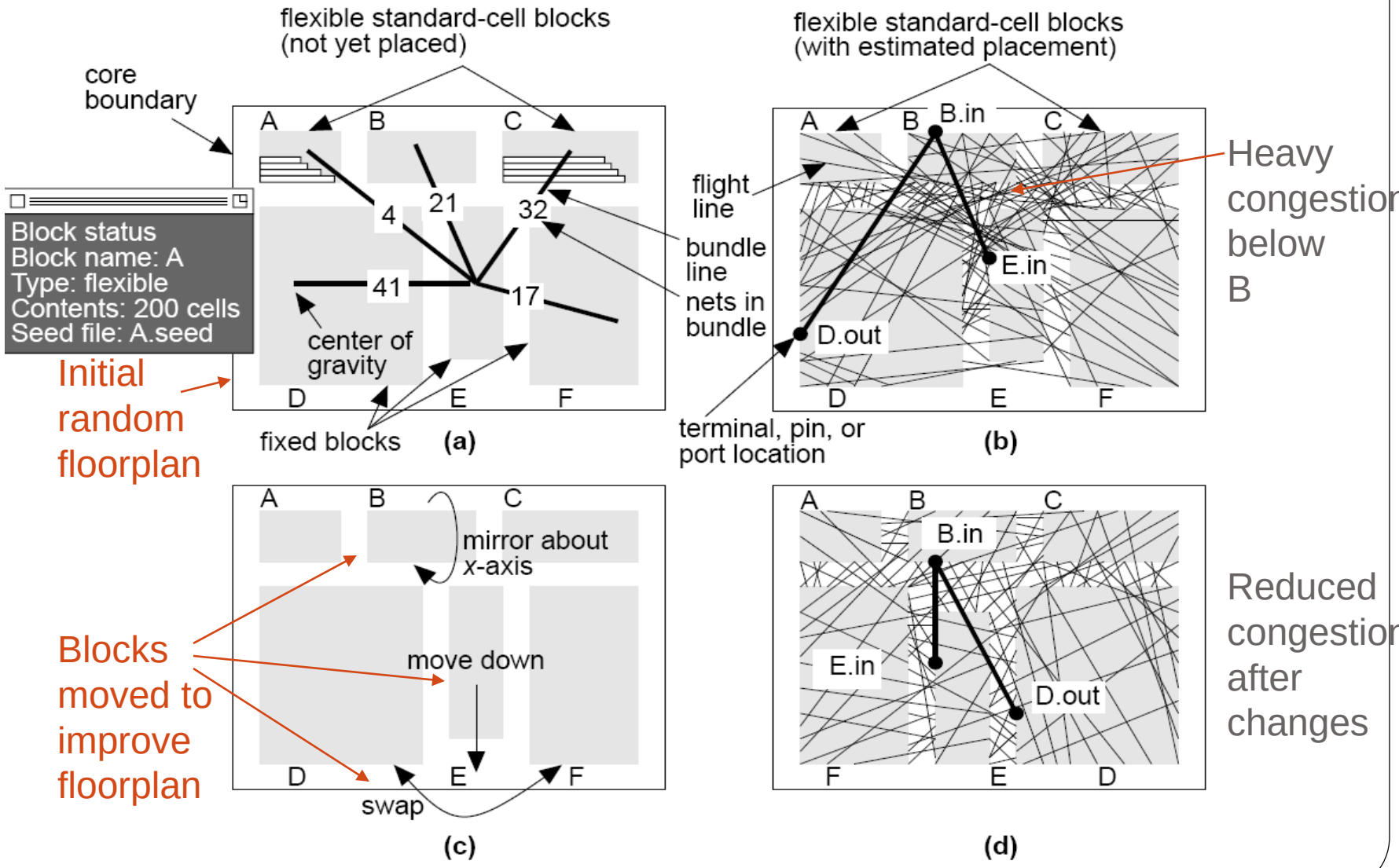
Modulo-7 counter in pad frame

Floorplanning (Smith text chap. 15, 16)

- Floorplanning: arrange major blocks prior to detailed layout to optimize chip area
  - input is a **netlist of circuit blocks** (hierarchical)
    - after system "partitioning" into multiple ICs
  - estimate layout areas, shapes, etc.
    - Flexible blocks – shape can be changed
    - Fixed block – shape/size fixed
  - do initial placement of blocks (keep highly-connected blocks close)
  - decide location of I/O pads, power, clock

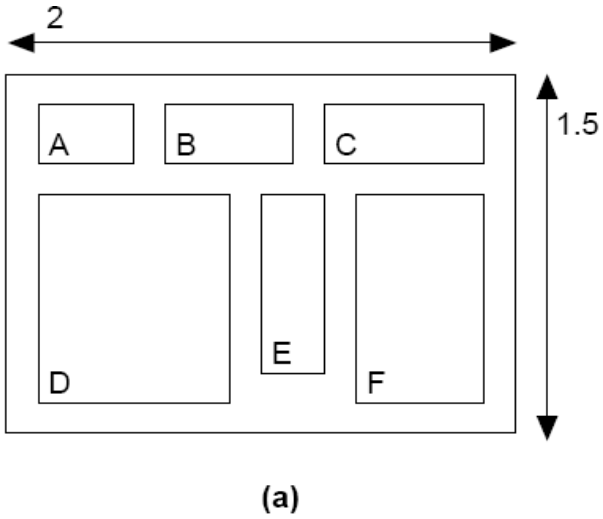
Floorplan a cell-based IC (Fig. 16.6)

- may have to fit into “die cavity” in a package



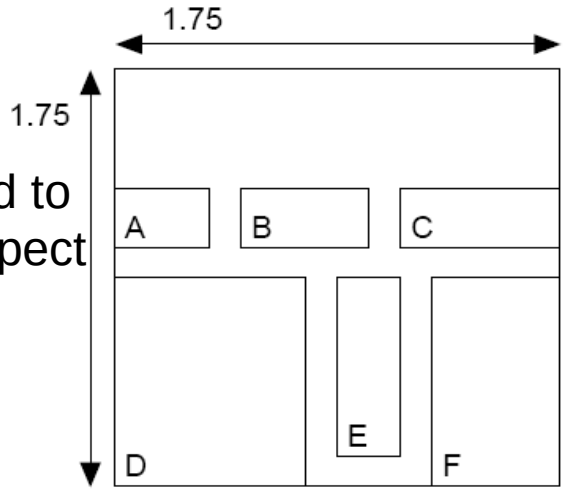
Congestion analysis (Fig. 16.7)

Initial 2:1.5 die aspect ratio



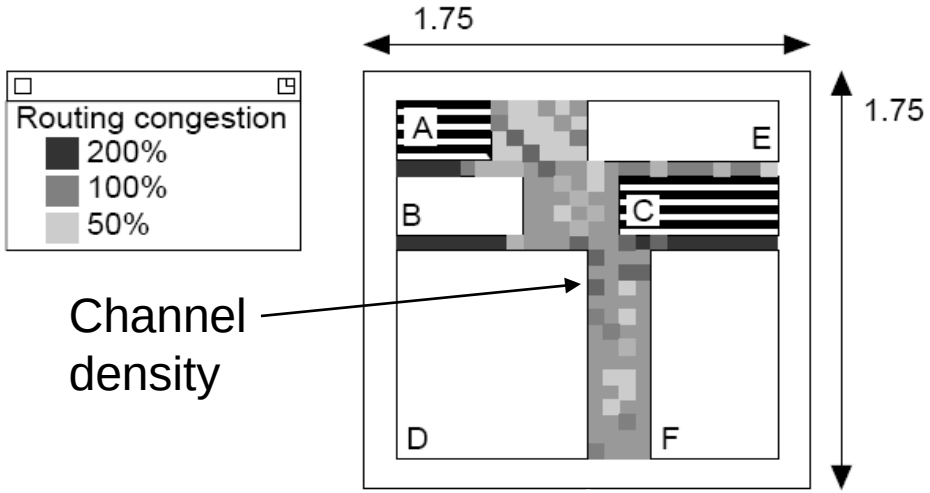
(a)

Altered to 1:1 aspect ratio

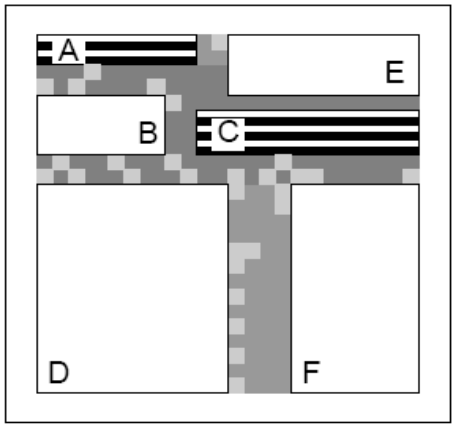


(b)

A & B resized to reduce congestion

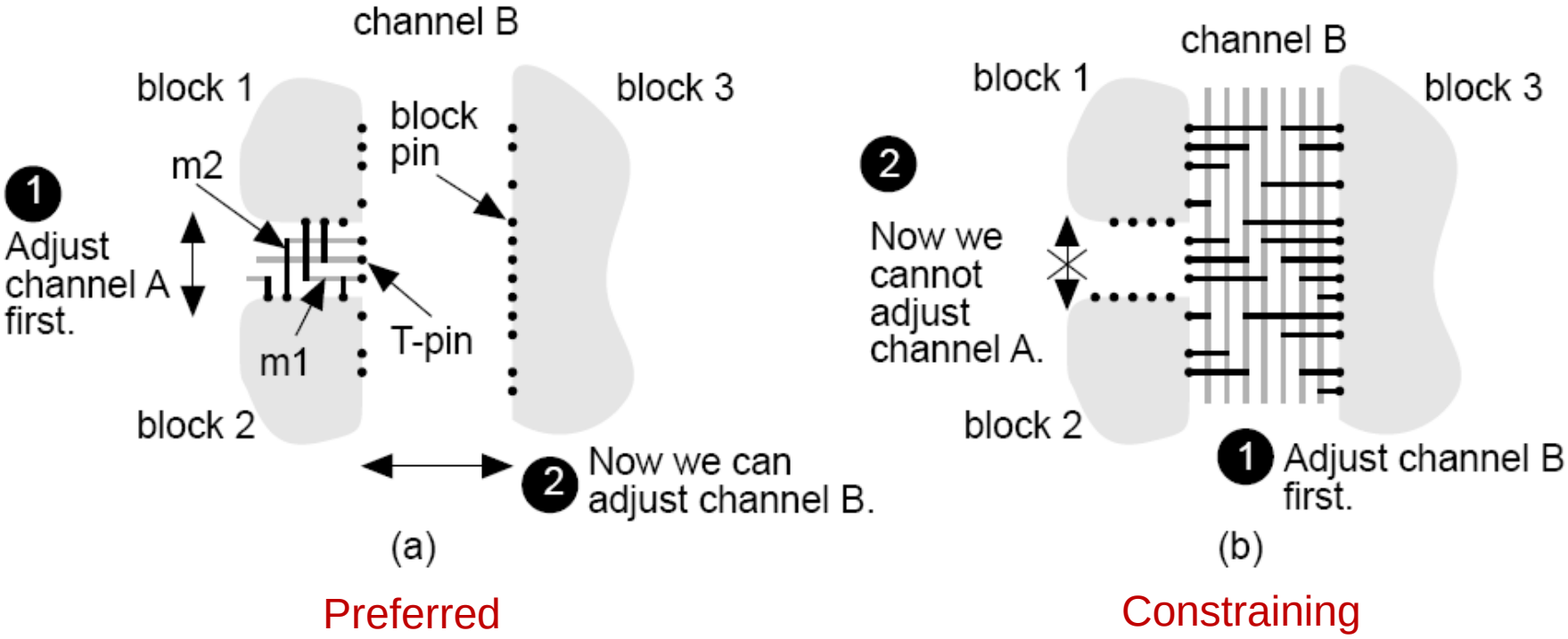


(c)

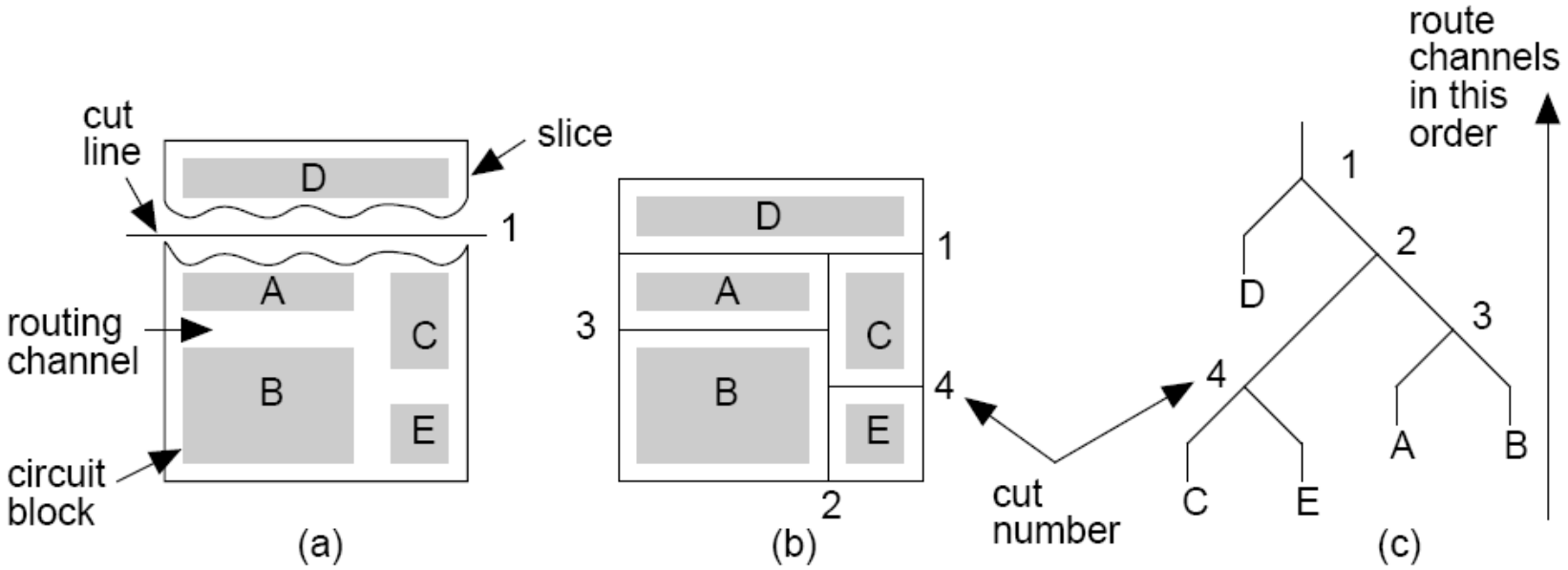


(d)

Routing a T junction

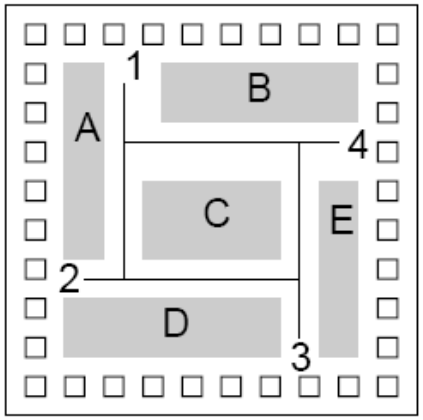


Define channel routing order



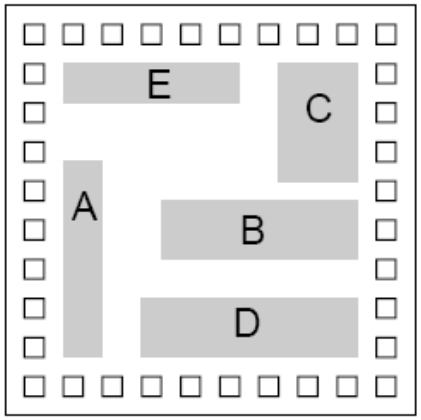
- Make “cuts” (slice in two) to separate blocks
- Slicing tree, corresponding to sequence of cuts, determines routing order for channels
  - route in inverse order of cuts

Non-slicing structure



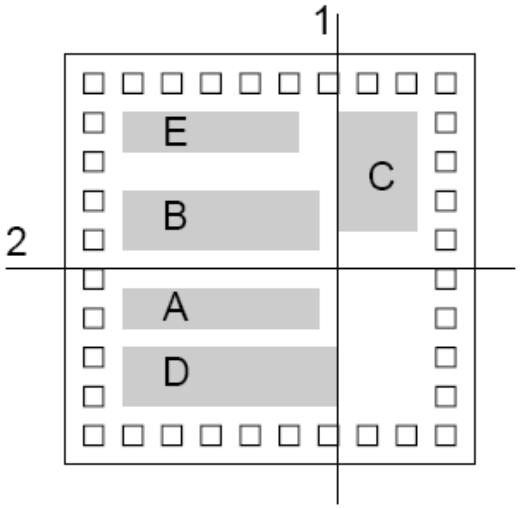
(a)

Cyclic constraint prevents channel routing



(b)

Cannot find slicing floorplan without increasing chip area



(c)

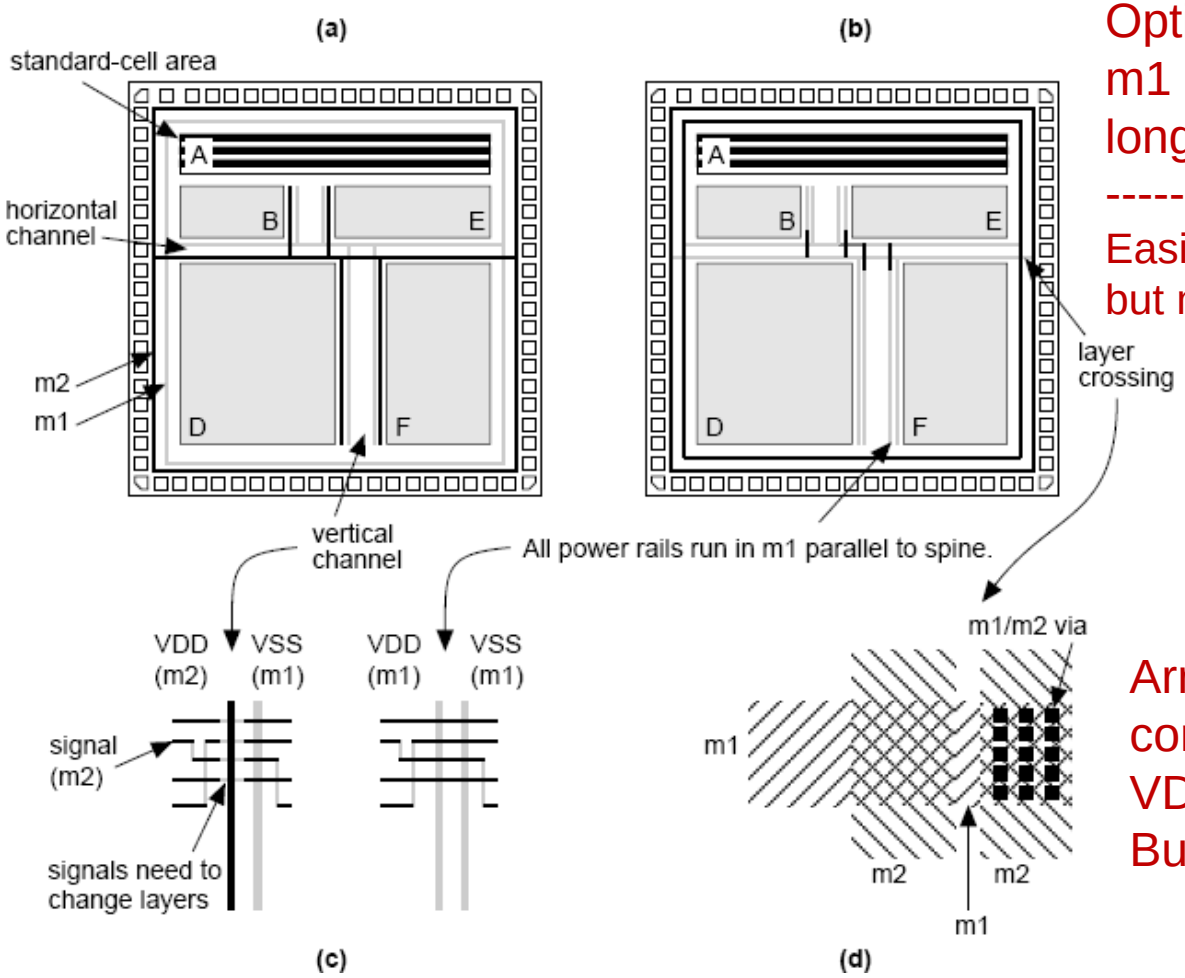
Slicing floorplan possible, but inefficient in use of chip area

Power distribution

Uses special power pads, wires, routing

Option a:
m1 for VSS
m2 for VDD

Potential problems in routing channel



Option b:
m1 parallel to longest side

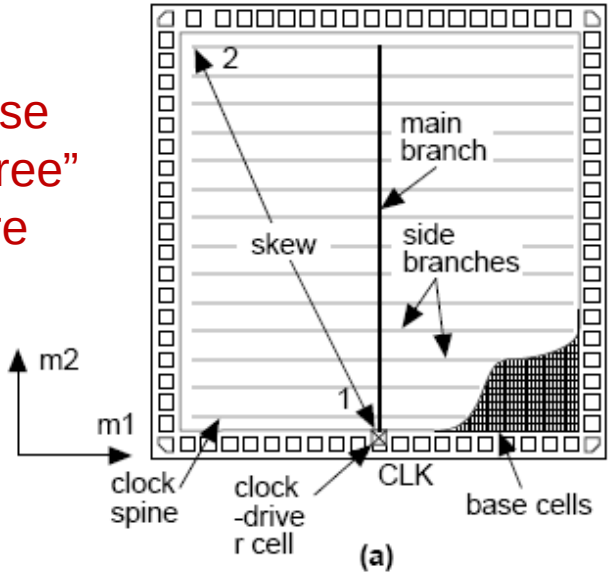
Easier routing but more vias

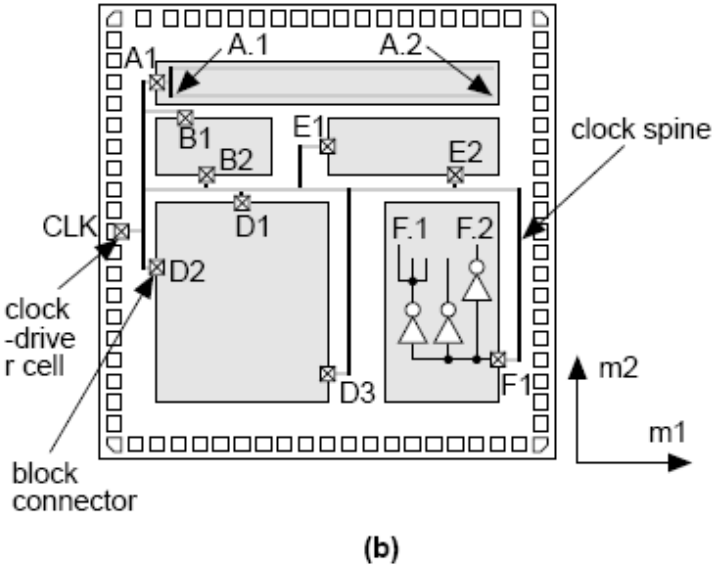
Many layer changes/vias if VDD/VSS on different layers

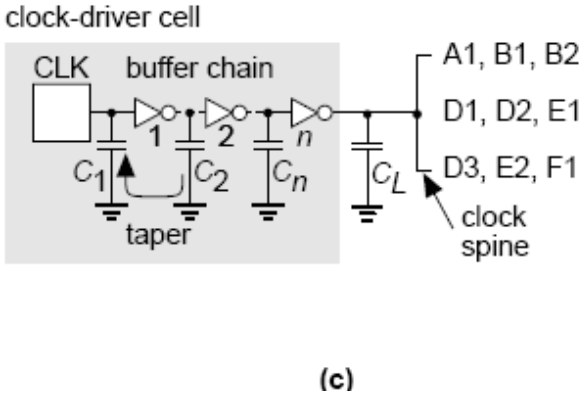
Array of via contacts for VDD/VSS Buses.

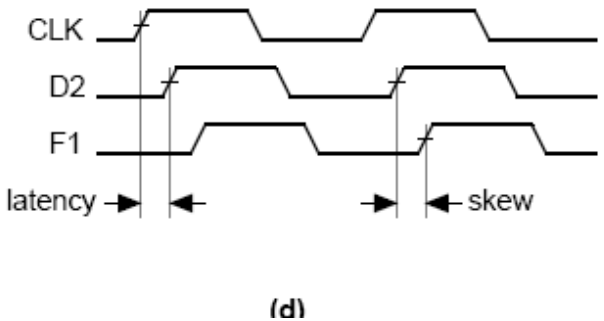
Clock distribution (minimize skew)

Often use "clock tree" structure







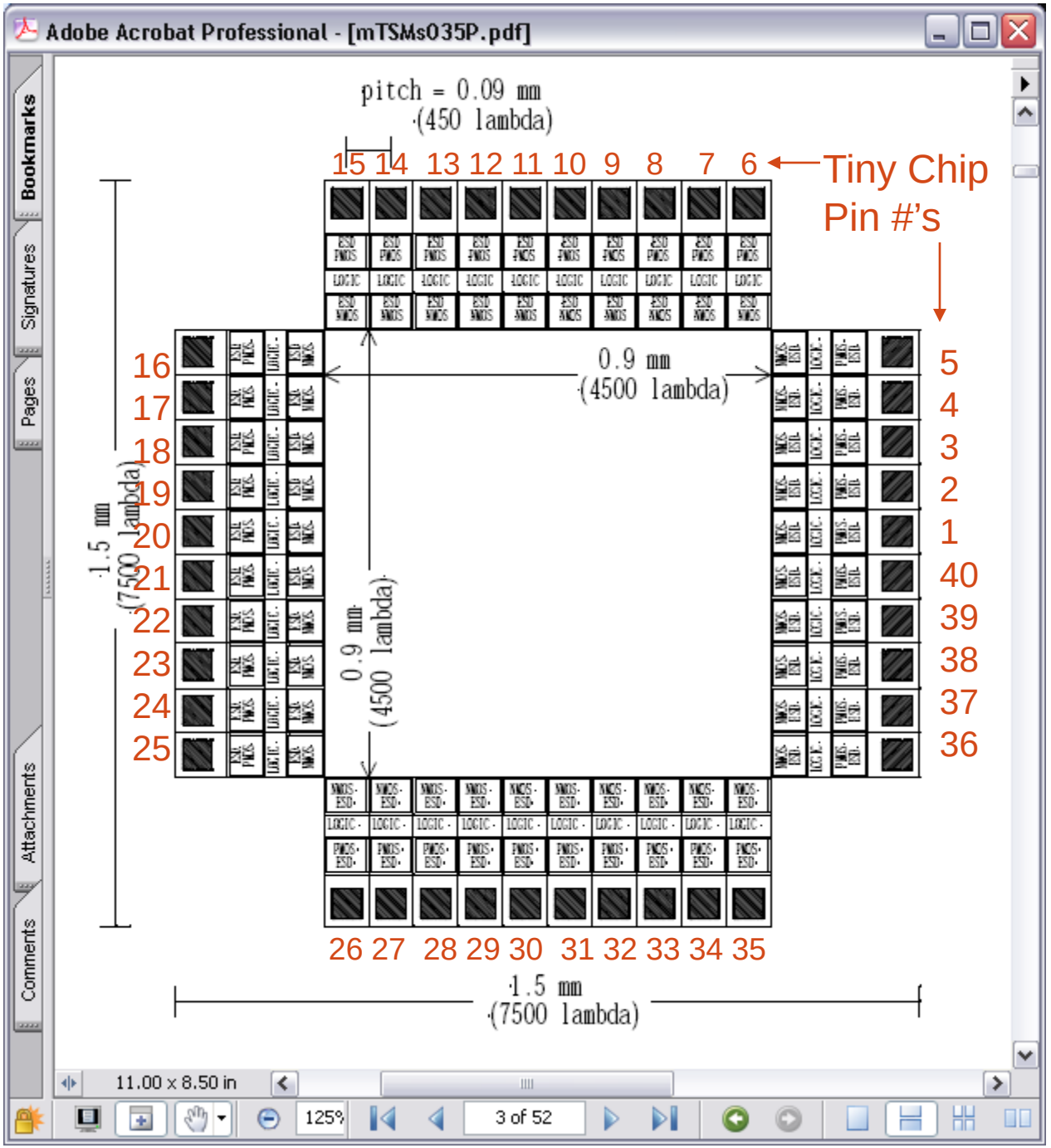


MOSIS SCMOS Pad Library

- Includes 6 pad types:
  - Input & output pads with buffers
  - VDD & GND pads with ESD
  - Analog IO pad with ESD
  - Analog reference pad with ESD
- Assemble into a "frame" in which pads butt against each other
  - Allows VDD & GND wires to form a continuous ring
  - Special "spacer" and "corner" pads complete the ring
- ADK tools will generate a pad frame from a schematic

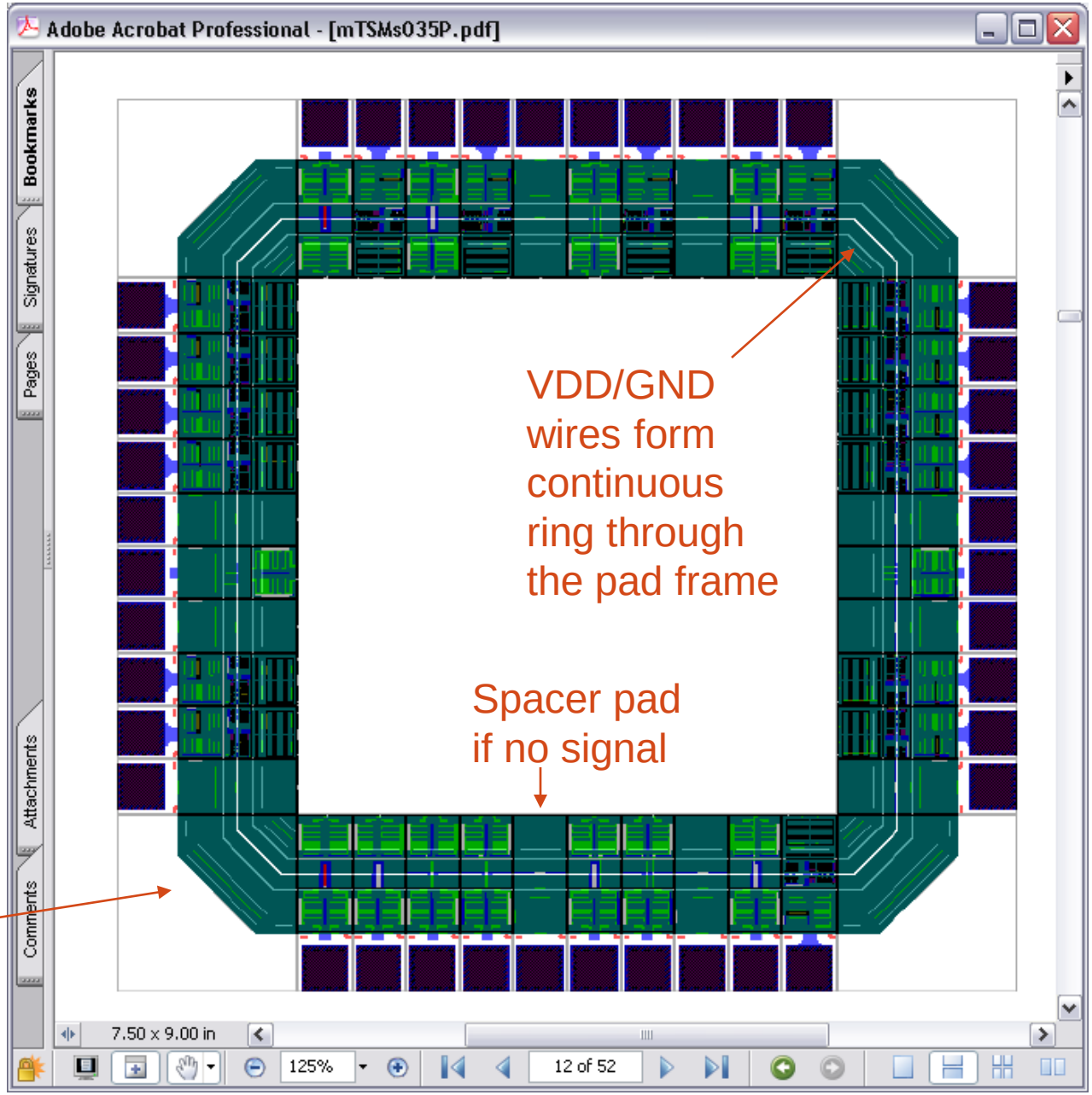
MOSIS
TSMC 0.35um
Hi-ESD
Pad Frame

(l) lambda=0.30um

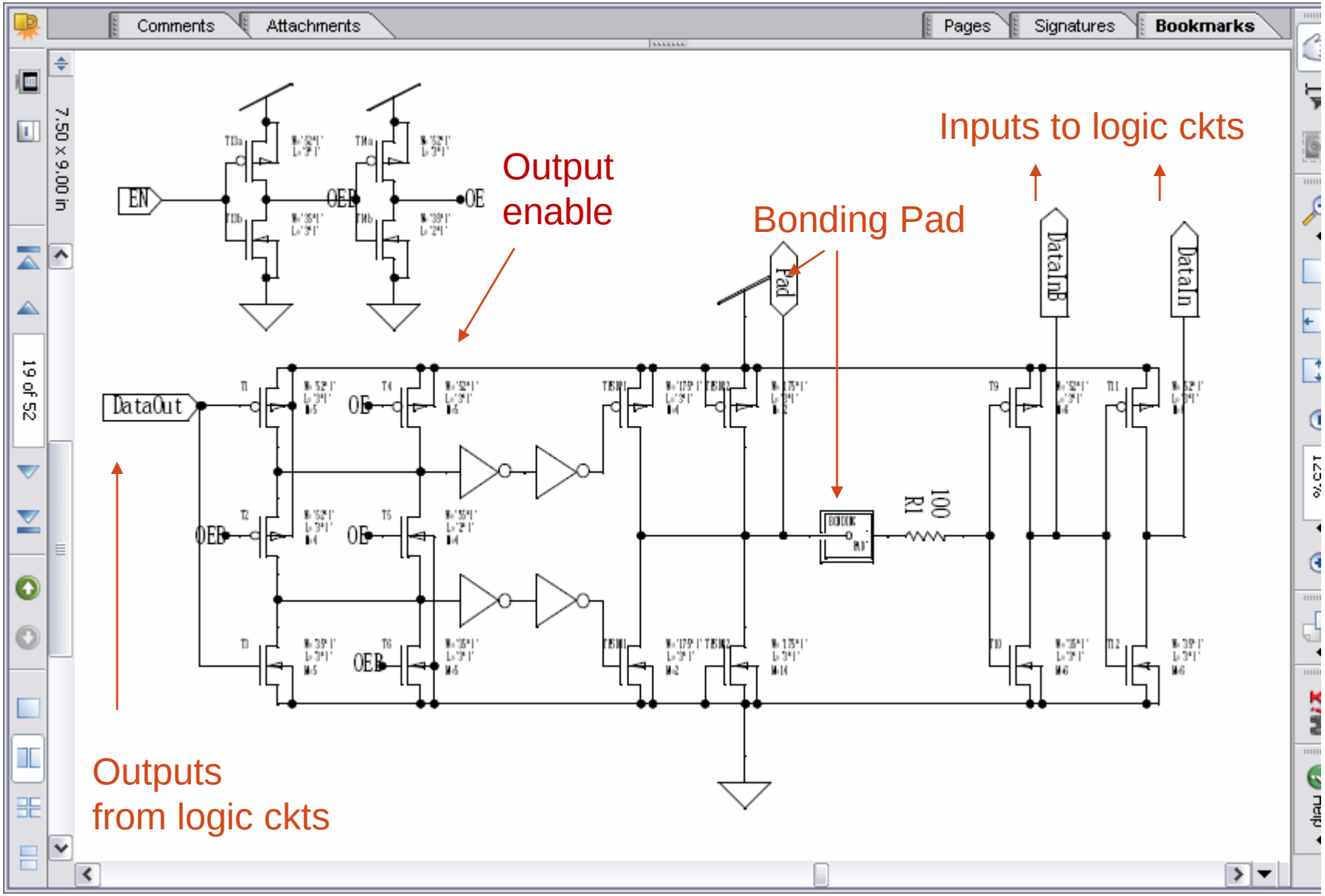


MOSIS
TSMC 0.35um
Hi-ESD
Pad Frame

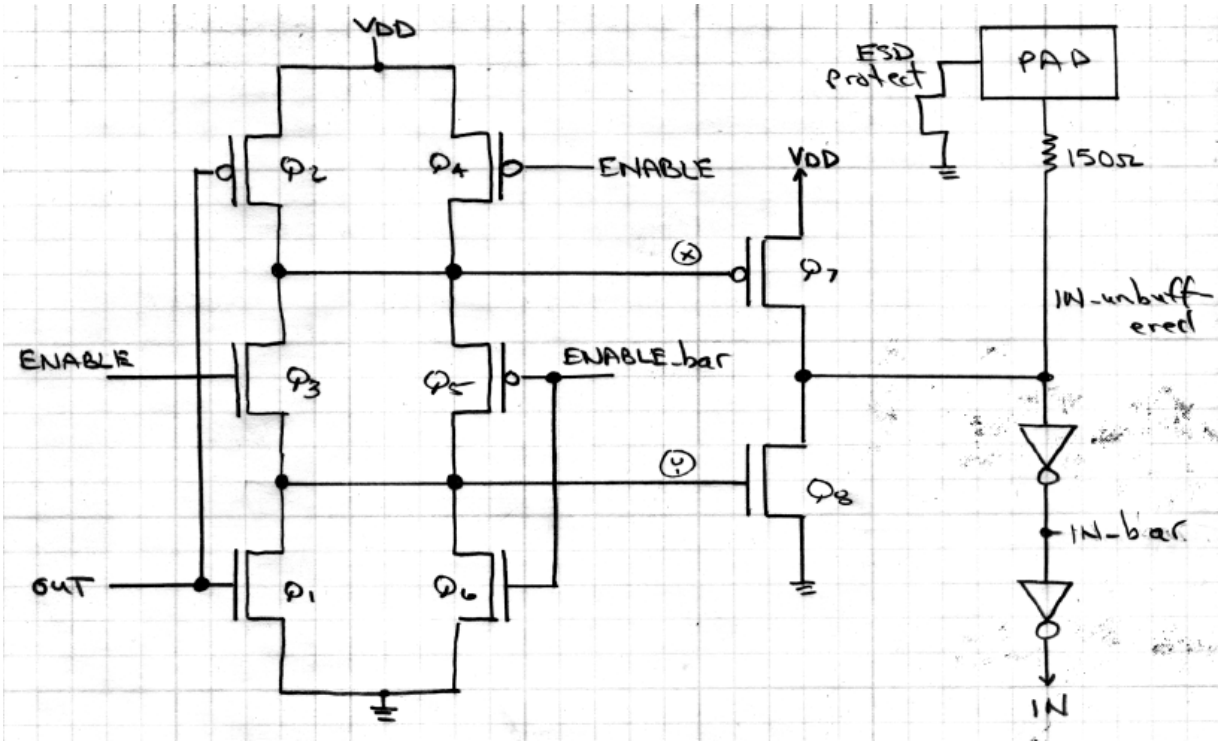
Physical layout



MOSIS I/O Pad Schematic



Simplified pad circuit



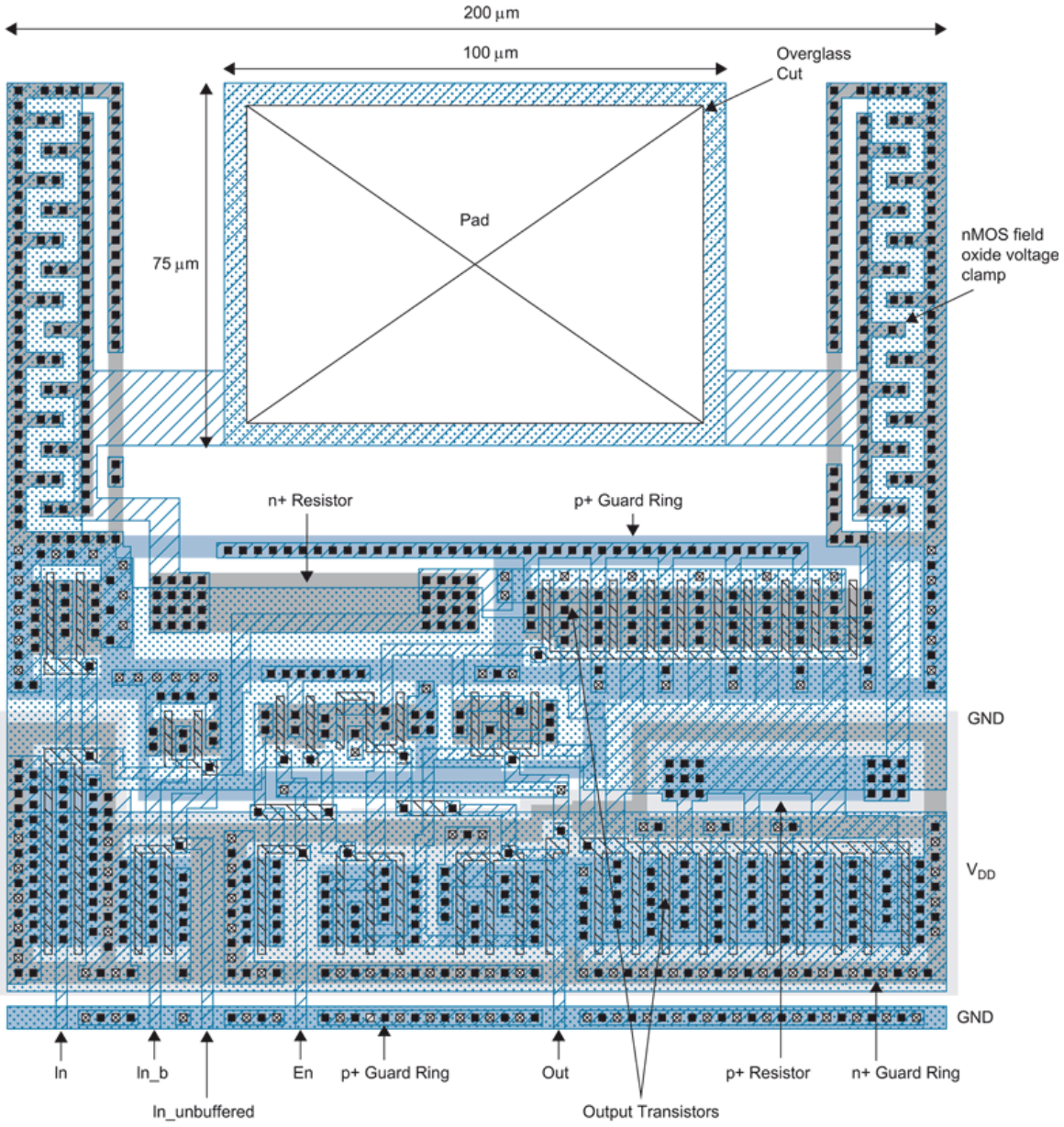
ENABLE = 0 (ENABLE_bar = 1)

P3 off
P4 on - pulls X to VDD => P7 off
P5 off
P6 on - pulls Y to GND => P8 off

ENABLE = 1

P3 on → X = P = $\overline{OUT}$ => Inverted by P7/P8
P4 off
P5 on
P6 off

MOSIS 1.6 um bidirectional pad



To Core

FIG 12.23 MOSIS 1.6 µm bidirectional pad. Color version on inside front cover.

Source: Weste, "CMOS VLSI Design"

ASIC frame + core in Virtuoso

Process:

1. Create “core” block
2. Create pad frame
3. Connect them

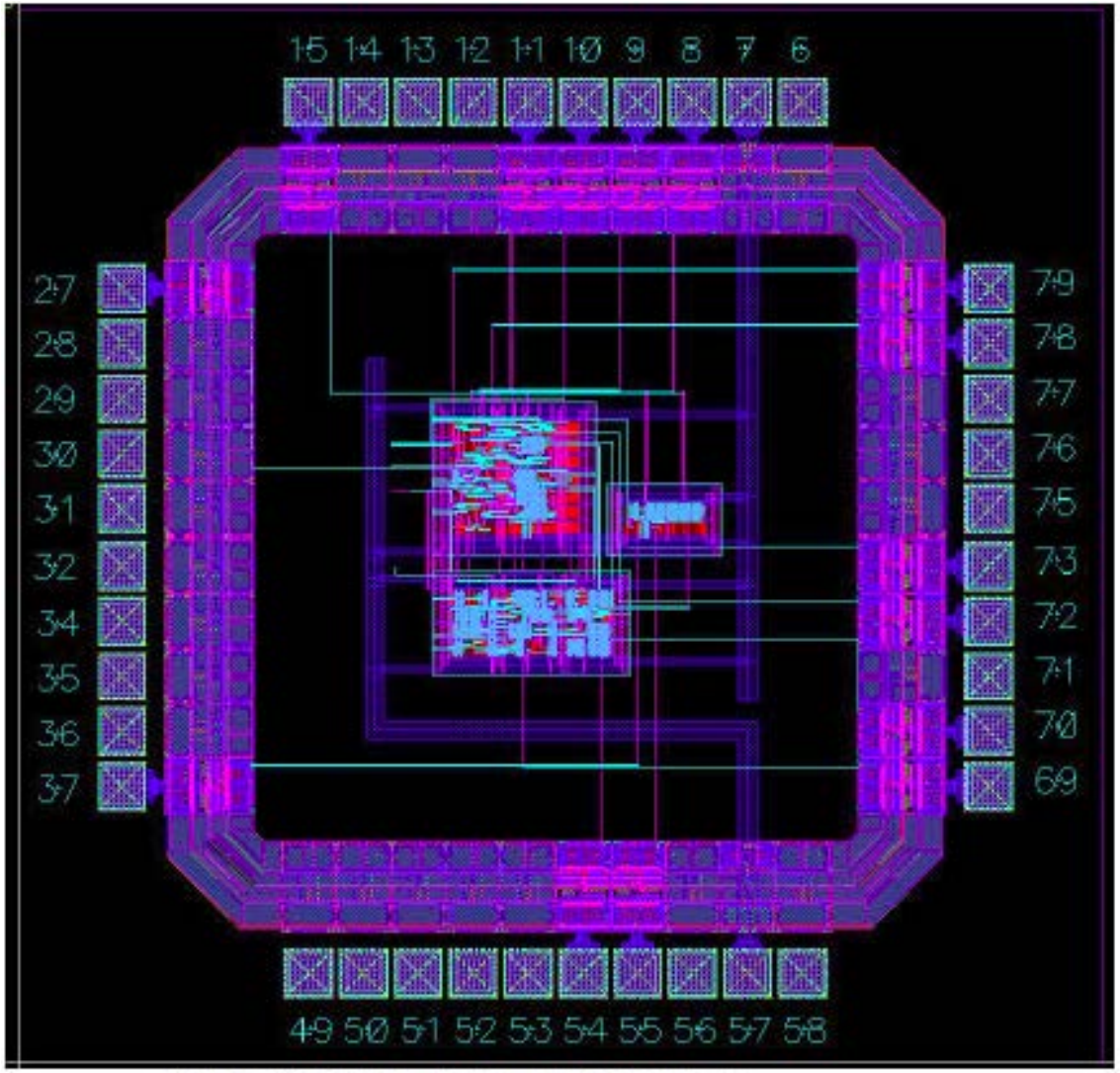


Figure 12.22: Frame and core after routing in *Virtuoso*

Top-level bottom-up design process

- Generate block layouts and for each block:
  - Import the GDSII (or DEF) stream into a Virtuoso library
  - Import the Verilog netlist into the library
  - Perform DRC and LVS on each block until "clean"
  - Create a schematic symbol from the netlist in the library
- Create a block diagram/schematic in Virtuoso "Composer"
  - Create a library for the top-level circuit block and create a schematic view
  - Instantiate schematic symbols from the library
  - Interconnect with nets and add pins
  - Check and save
- Create a layout from the schematic diagram

Top-level block schematic in “Composer”

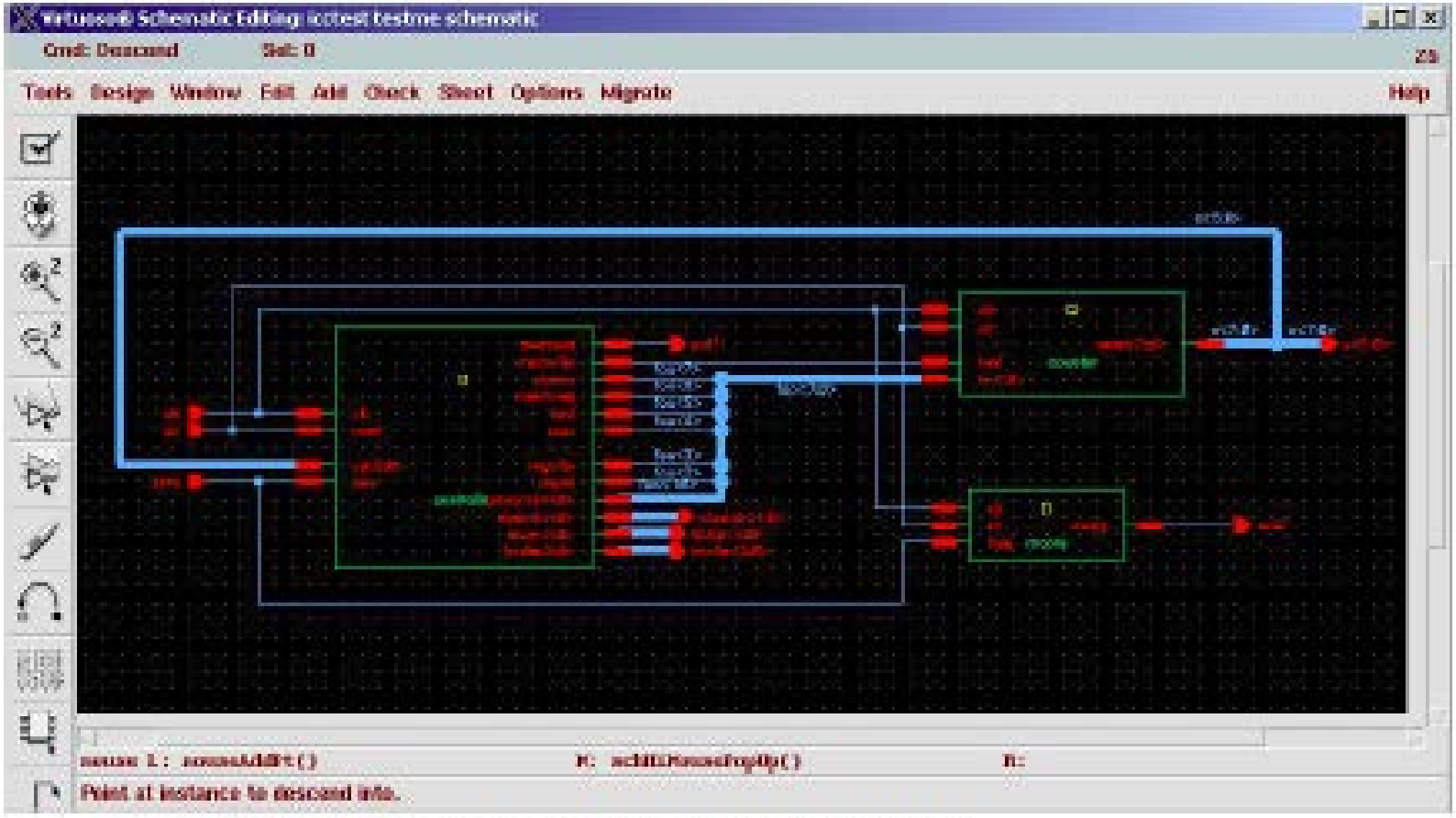


Figure 12.1: Starting schematic showing the three connected modules

Before module and I/O placement

Blocks initially outside boundary

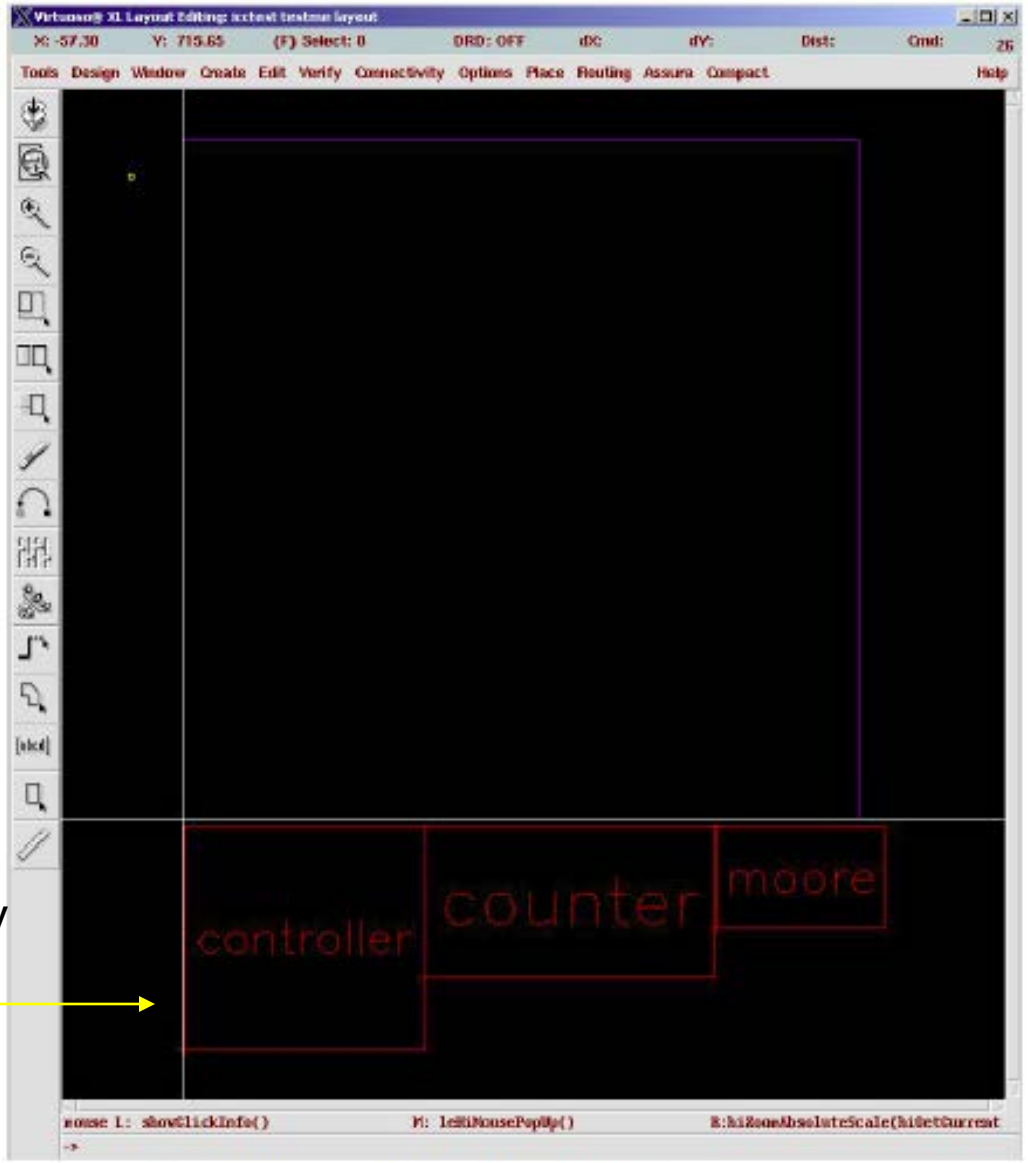


Figure 12.3: Initial layout before module and I/O placement

After placing modules and pins

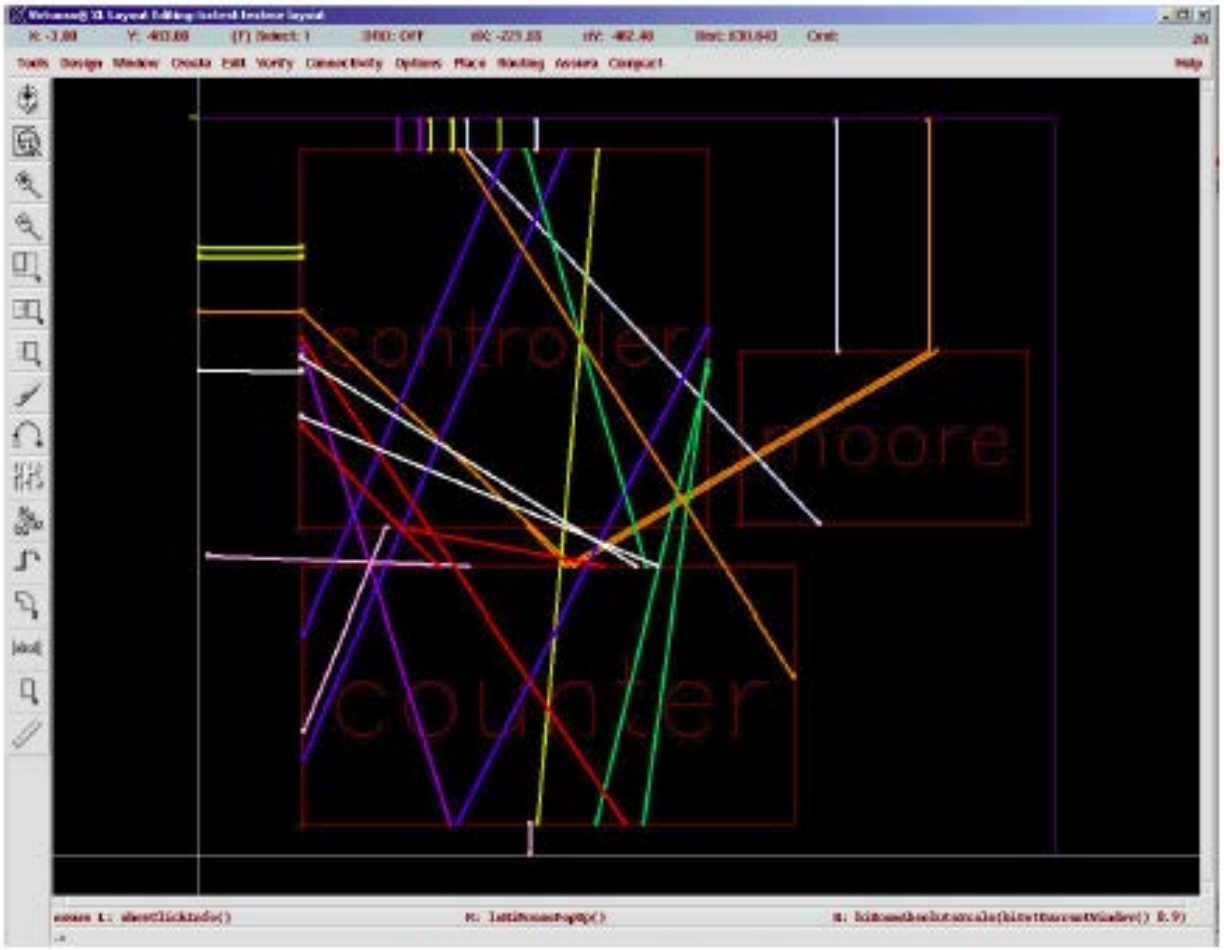


Figure 12.4: A placement of modules and IO pins with unrouted nets turned on

Power routing between blocks

Connect power rings

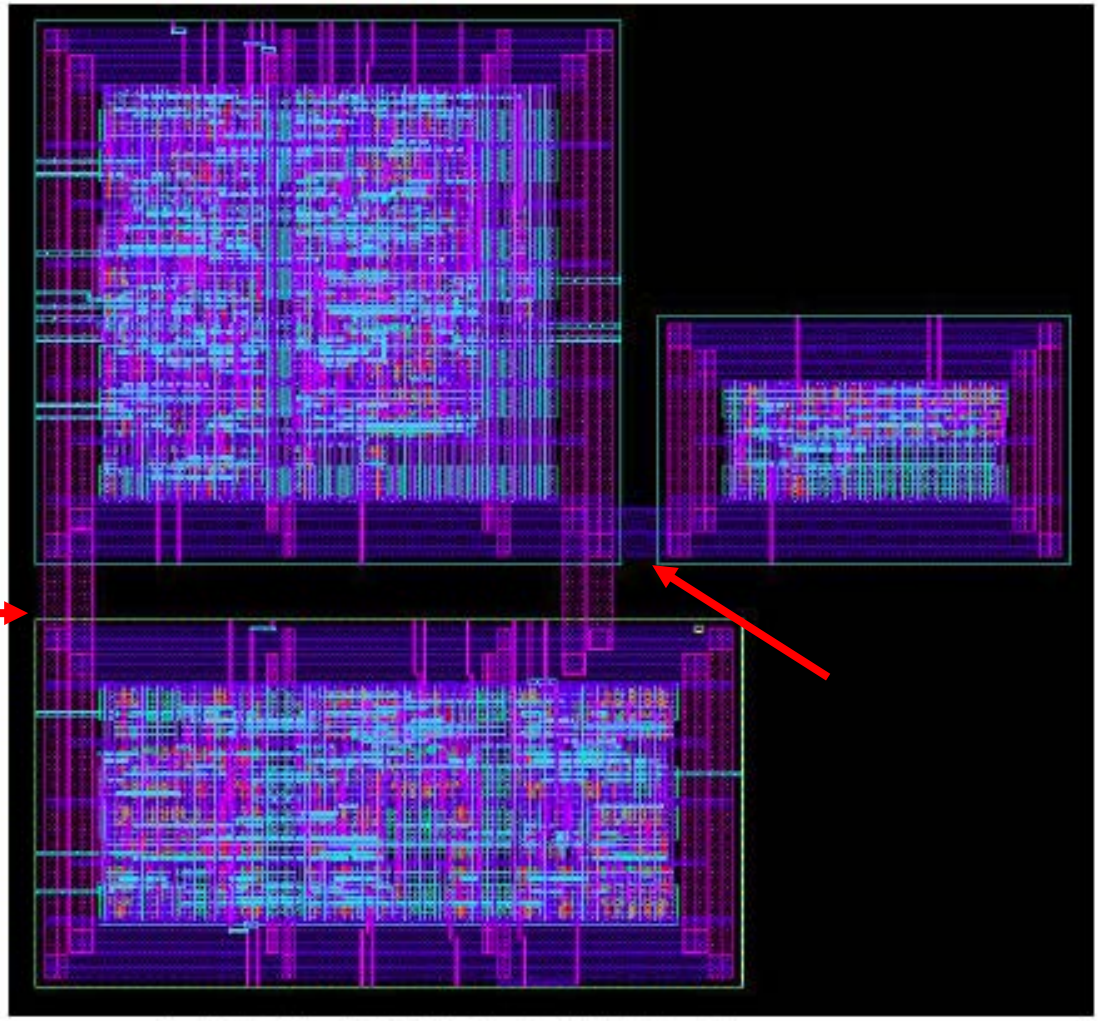


Figure 12.5: Layout showing placement and power routing before routing

Nets shown as “overflows”

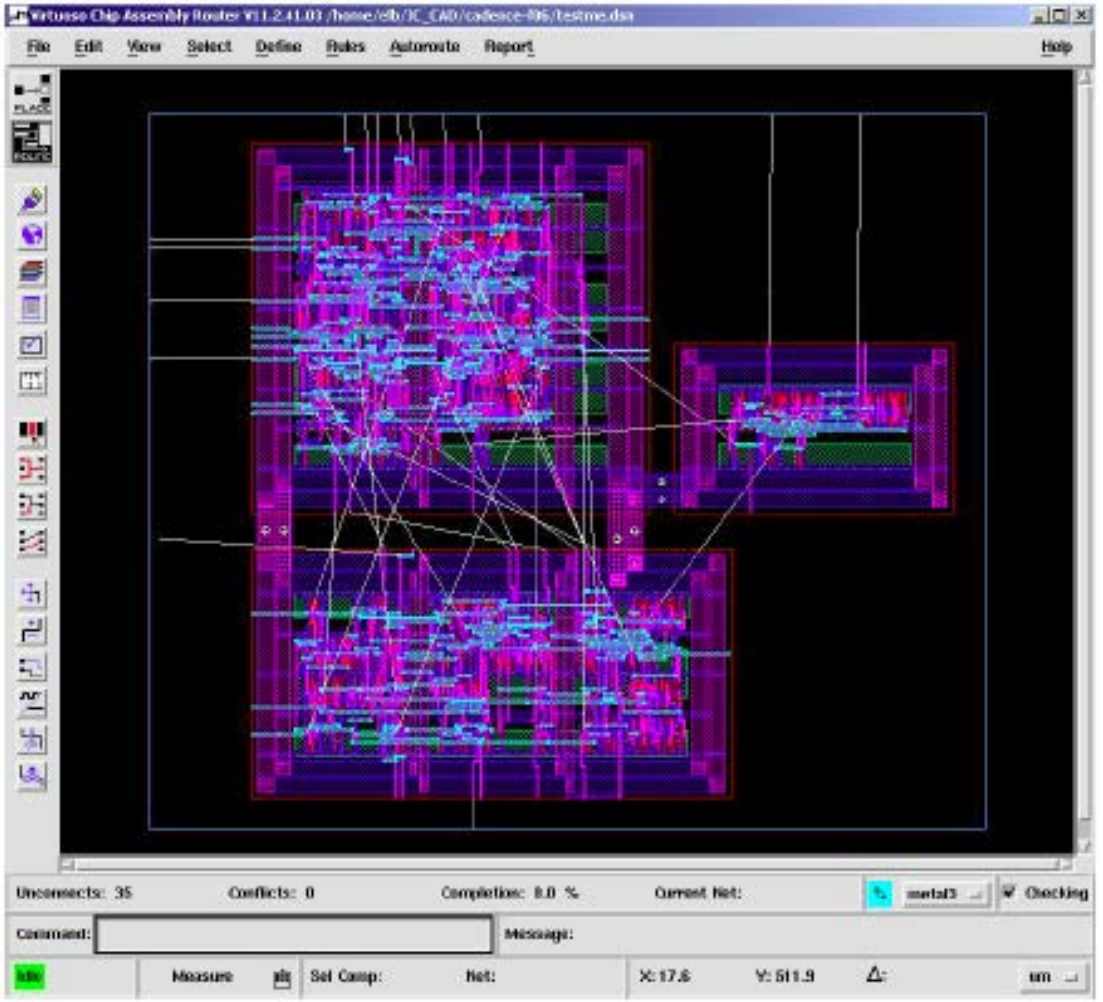


Figure 12.7: Initial ocar window

Routed circuit block

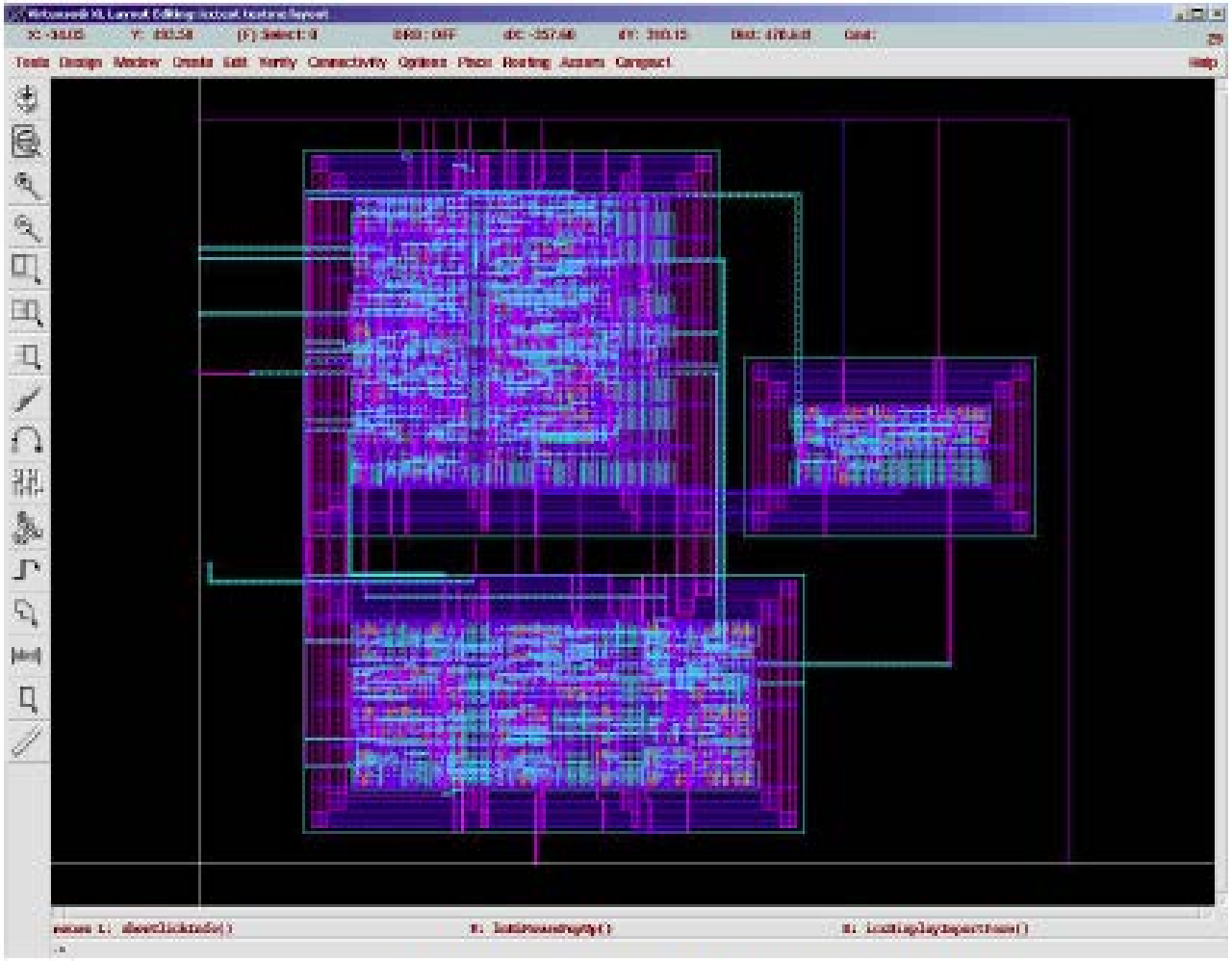


Figure 12.10: Final routed circuit (shown in *Virtuoso* window)

Block symbol (to connect to I/O pads)

Figure 12.11: Symbol for the **Three Blocks** example core

Pad frame with signal wires

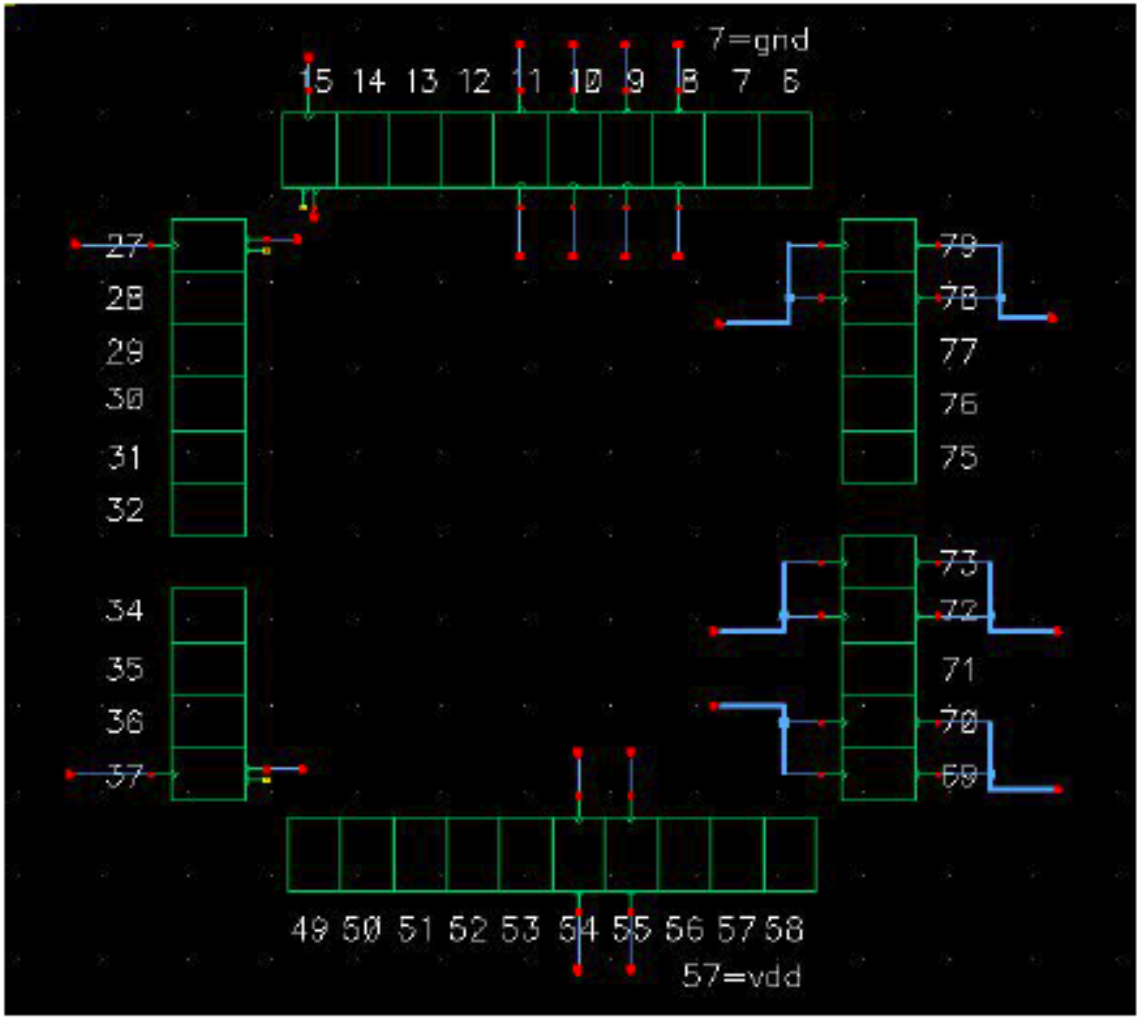


Figure 12.12: Pad frame with signal wires

Zoomed view of pad frame

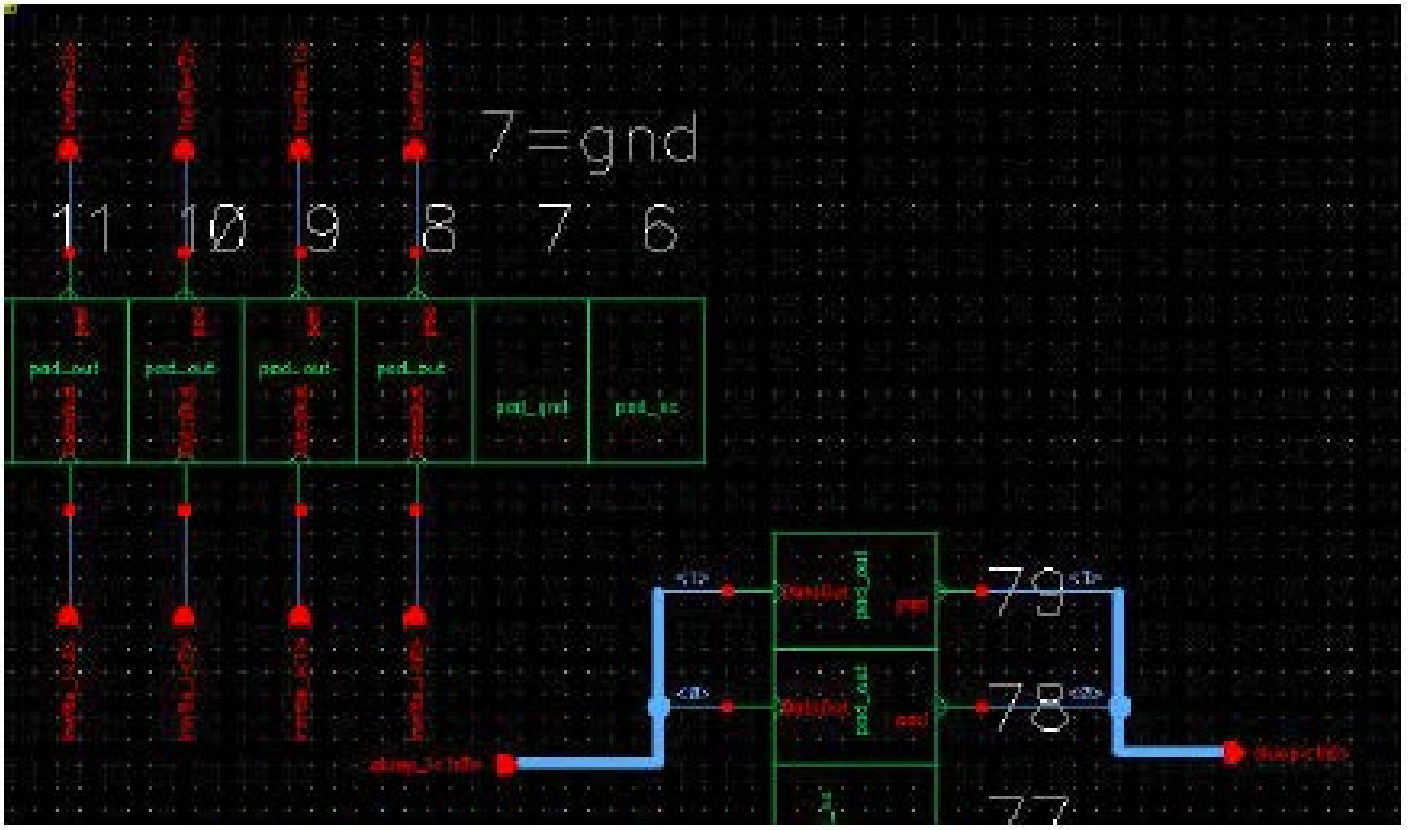


Figure 12.13: Pad frame with signal wires (zoomed view)

Schematic: block + pad frame

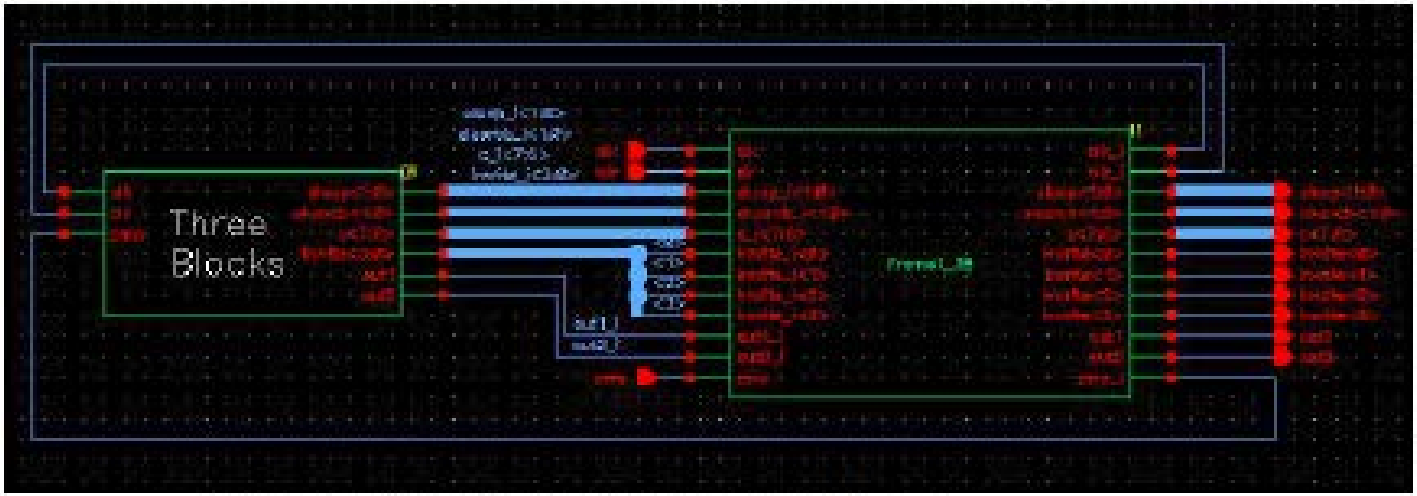


Figure 12.14: Frame and core components connected together

Placement of frame and core

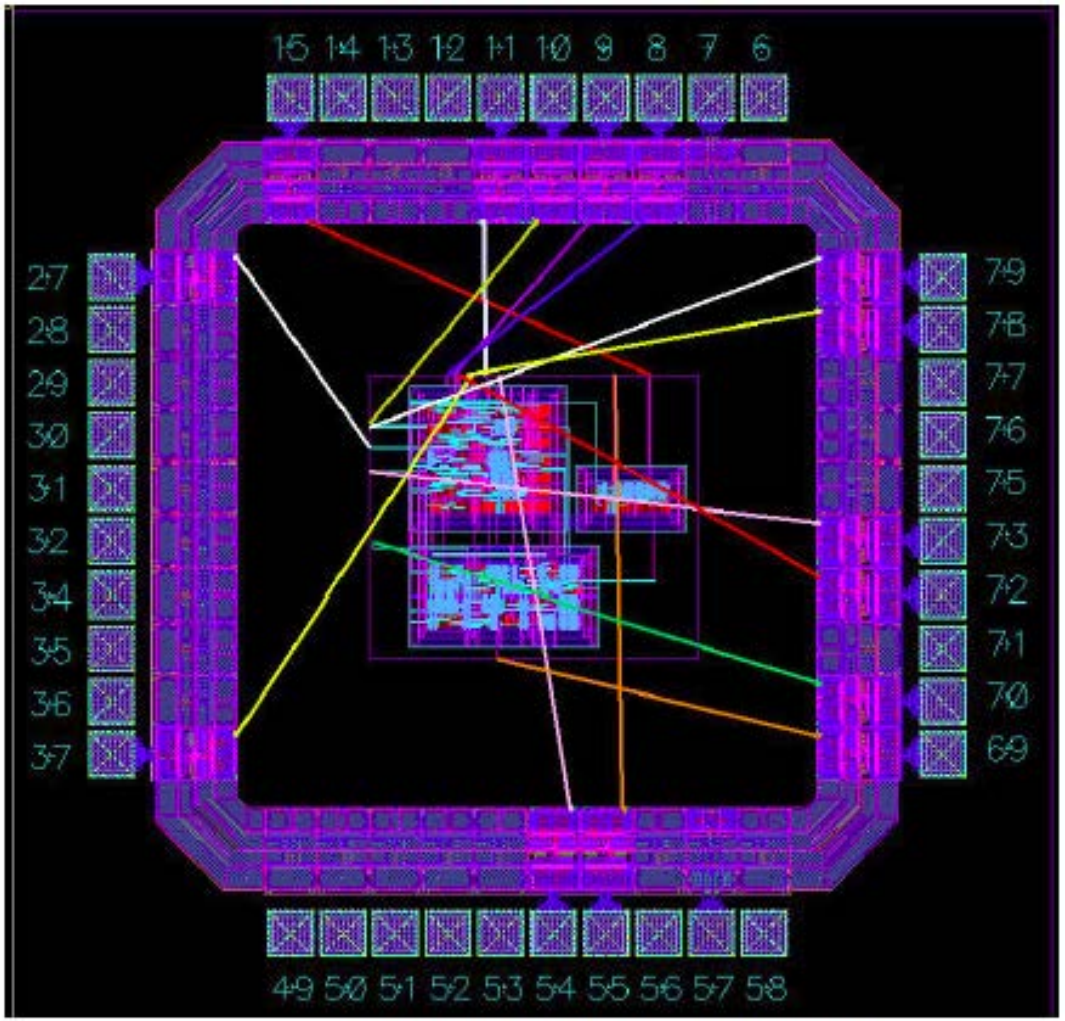


Figure 12.19: Frame and core placed in *Virtuoso-XL*

Power/ground routed manually

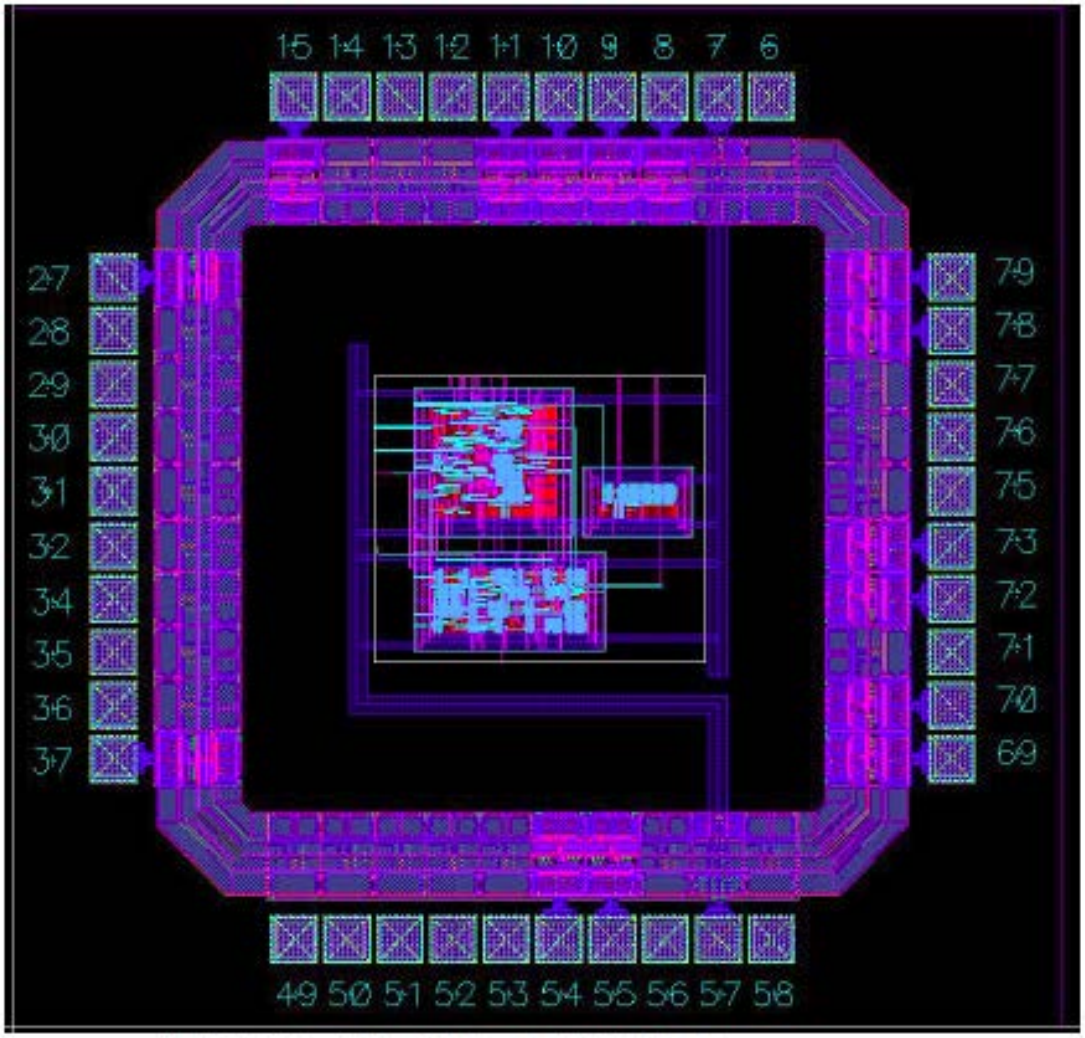


Figure 12.20: Frame and core placed in *Virtuoso-XL* with **vdd** and **gnd** routing completed

Before signal routing

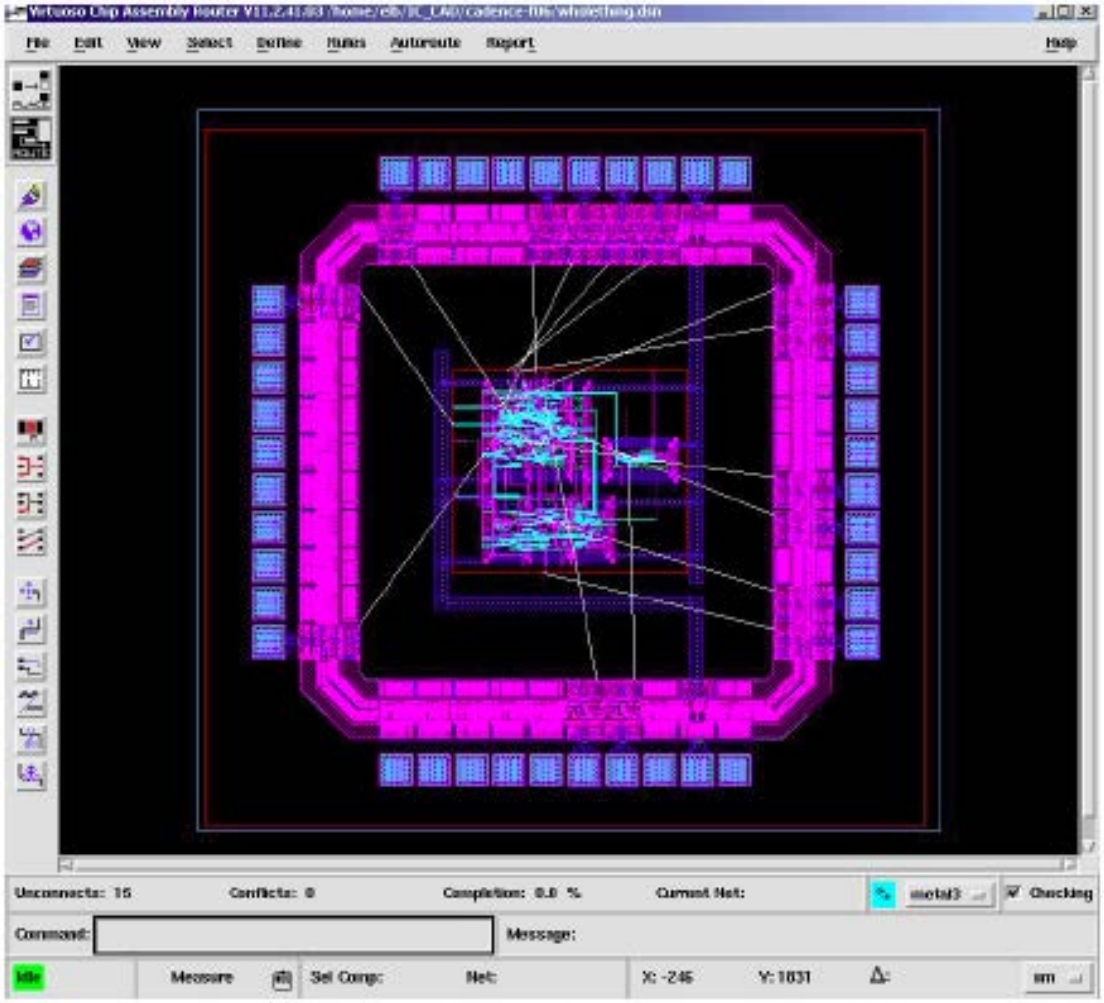


Figure 12.21: Frame and core before routing in *ccar*

After routing – final layout

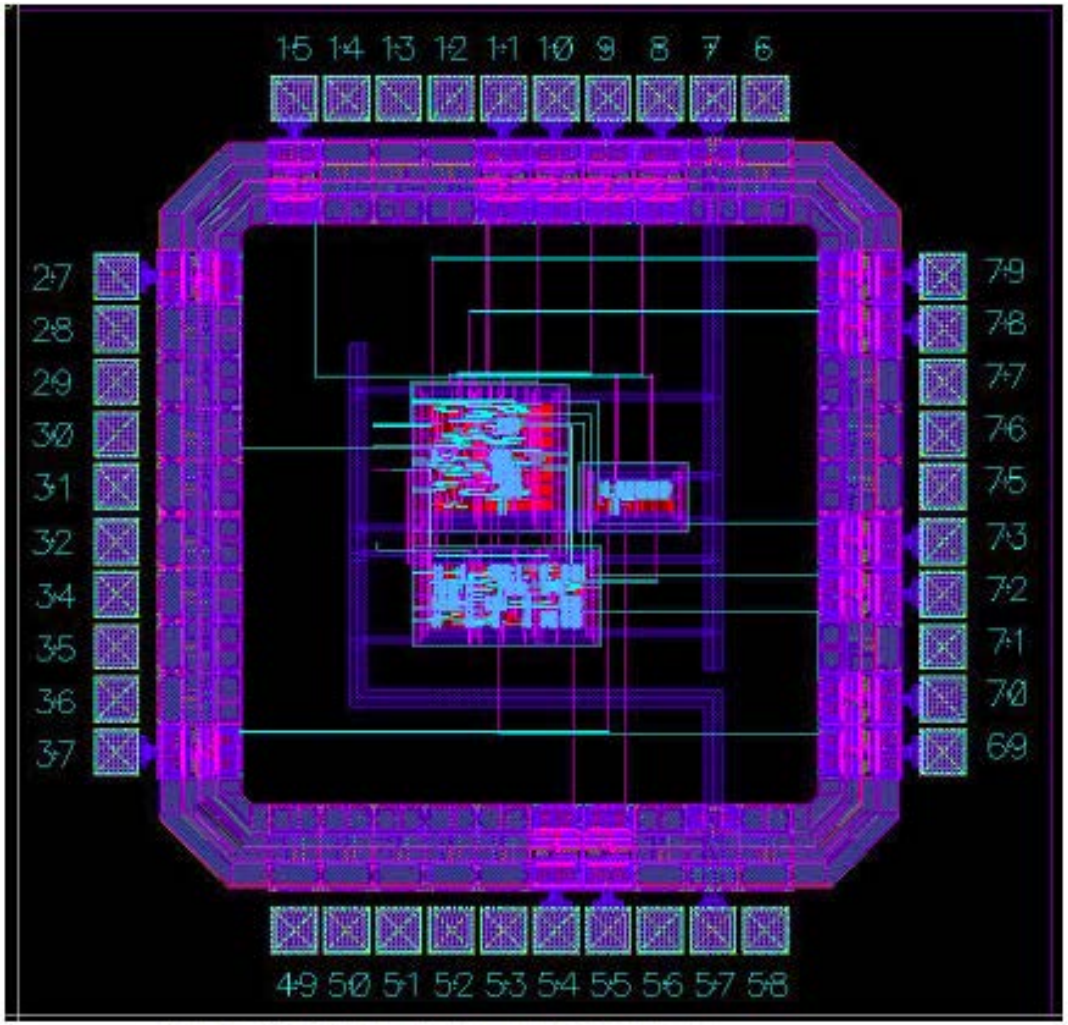


Figure 12.22: Frame and core after routing in *Virtuoso*