

# DREAMPlace 3.0: Multi-Electrostatics Based Robust VLSI Placement with Region Constraints

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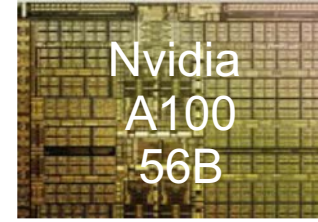
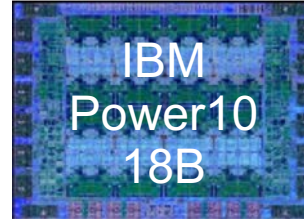
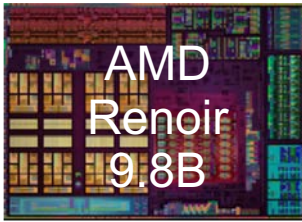
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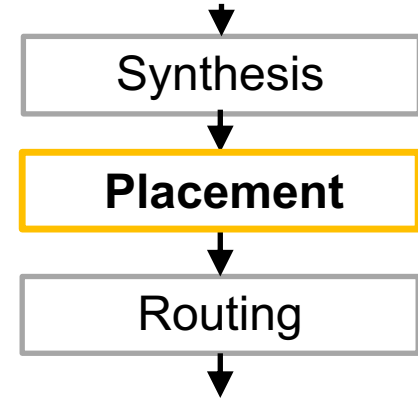
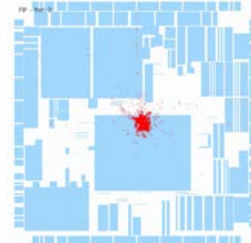
# VLSI Placement and Challenges

- ◆ Modern VLSI scale and design complexity grow rapidly
  - › Billion-cell design
  - › More design rules and constraints
  - › Higher performance requirements

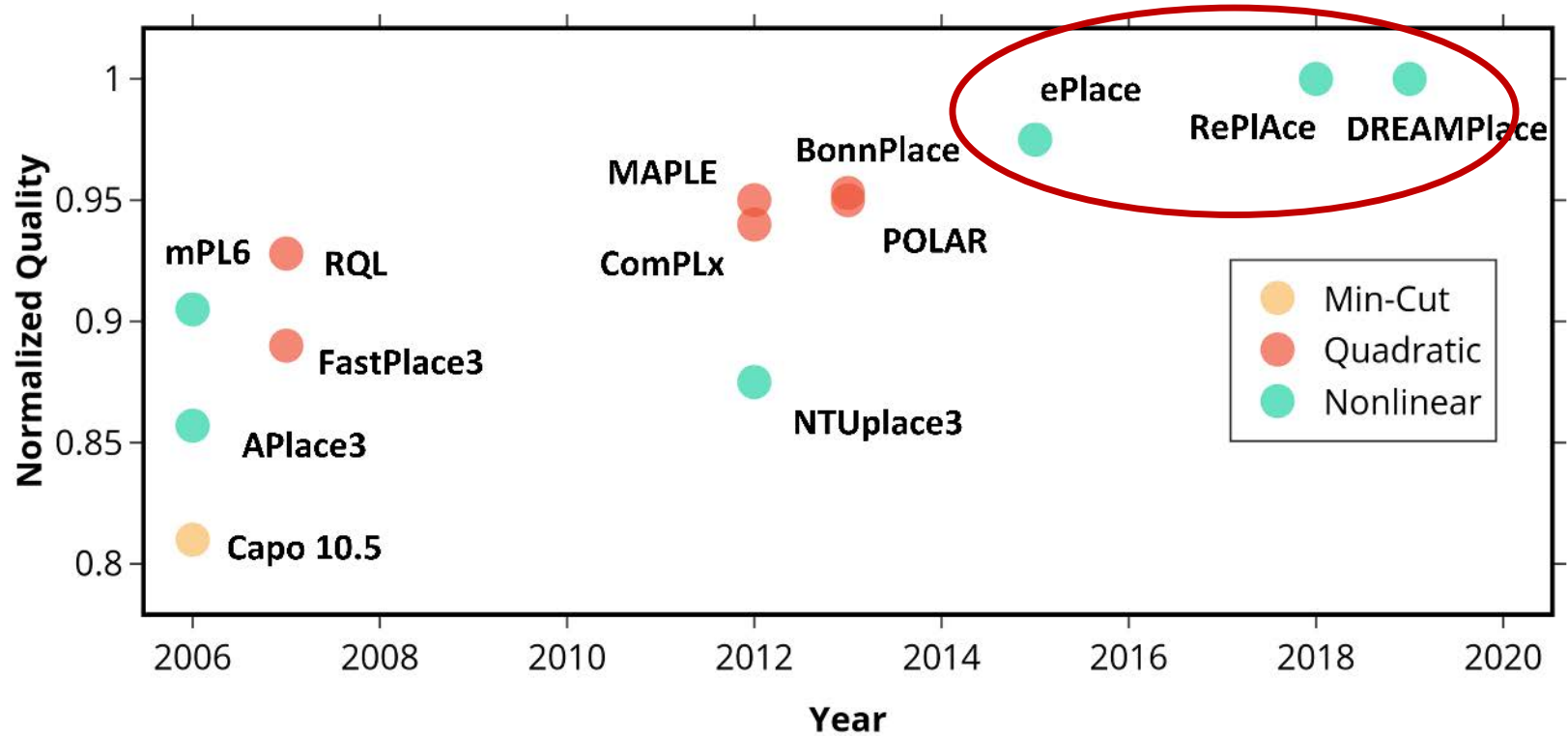


- ◆ Placement plays a **critical** role in design closures
  - › Wirelength
  - › Congestion / Routability
  - › Timing
  - › ...

[Courtesy RePIAce]



# Recent Development of VLSI Placement



\*Data collected from RePIAce [Cheng+, *TCAD'18*] and <http://vlsi-cuda.ucsd.edu/~ljw/ePlace/> on ISPD 2005 benchmarks

# DREAMPlace Evolution

0.0

- DAC 2019
- DREAMPlace: VLSI placement using DL framework

1.0

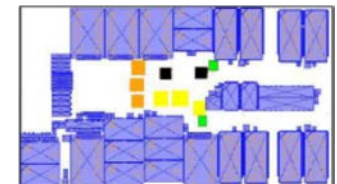
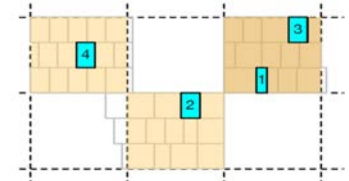
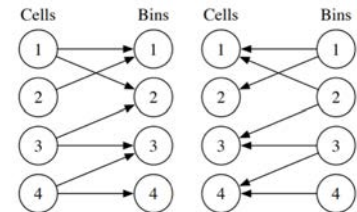
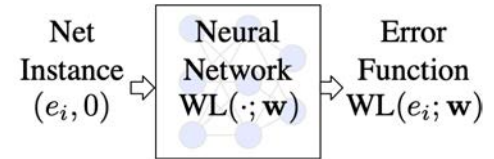
- TCAD 2020
- Improved kernels; Routability-driven placement

2.0

- TCAD 2020
- ABCDPlace: accelerated detailed placement

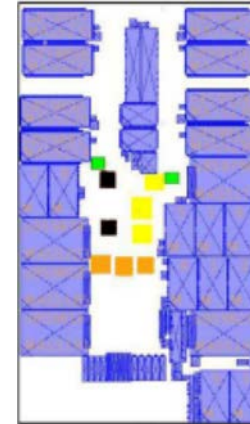
3.0

- ICCAD 2020
- Multi-electrostatics-based placement



# Placement with Region Constraints

- ◆ Place cells with the same function in a confined subregion
  - › Support voltage islands
  - › Improve manufacturability
  - › Reduce datapath delay
  - › Decrease clock power
- ◆ *Fence region*
  - › Member-hard and non-member-hard
  - › Cell assignment is exclusive
  - › Hard constraints
- ◆ Severe quality loss if not considered



[Bustany+, ISPD'15]

- disconnected region1
- disconnected region2
- disconnected region3
- disconnected region4

mgc\_superblue11\_a



ISPD 2015  
mgc\_des\_perf\_a\_5

# Placement Formulation with Fence Region

$$\min_{\mathbf{x}, \mathbf{y}} \sum_{e \in E} \text{WL}(e; \mathbf{x}, \mathbf{y})$$

$$\text{s.t. } \mathcal{D}(\mathbf{x}, \mathbf{y}) \leq \hat{\mathcal{D}},$$

$$v_k = (\mathbf{x}_k, \mathbf{y}_k) \in r_k, \quad k = 0, \dots, K$$

  
Relax

$$\min_v \sum_{e \in E} \text{WL}(e; v) + \langle \lambda, \mathcal{D}(v, r) \rangle$$

$$\lambda = (\lambda_0, \dots, \lambda_K)$$

$$\mathcal{D}(v, r) = (\mathcal{D}(v_0, r_0), \dots, \mathcal{D}(v_k, r_k))$$

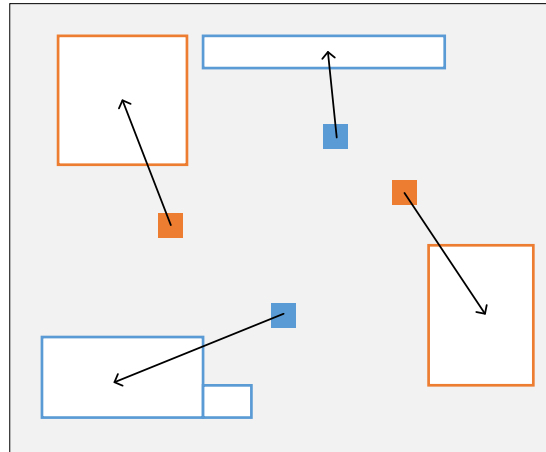
## Previous solutions

- ◆ NTUp1ace4dr: region-aware clustering + new wirelength model [Huang+, TCAD'18]
- ◆ Eh?Placer: upper-bound-lower-bound + look-ahead legalization [Darav+, TODAES'16]
- ◆ RippleDR: upper-bound-lower-bound + look-ahead legalization [Chow+, SLIP'17]
- ◆ ePlace-family: not supported

Challenge: **Efficient and robust region-aware placement with a global view**

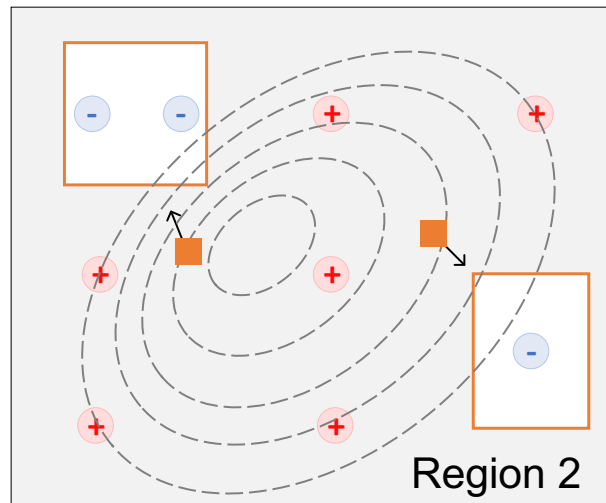
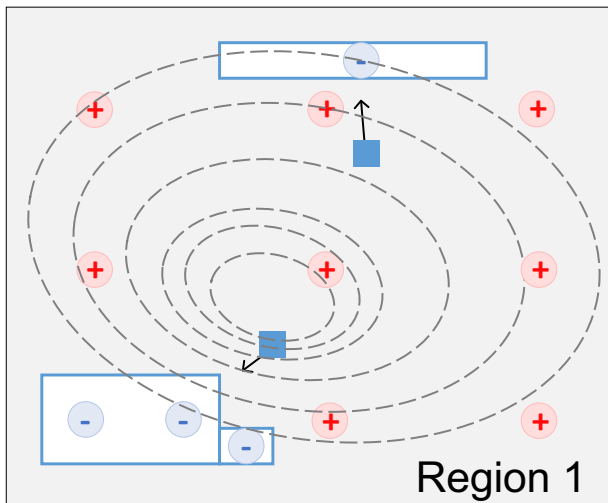
# Intuition Behind Cell Assignment

- ◆ Clustering & Partitioning [NTUp1ace4dr]
  - › Local view ✗
  - › Region capacity aware ✓
  - › Suboptimal solution ✗



# Cell Assignment via Multi-Electrostatics

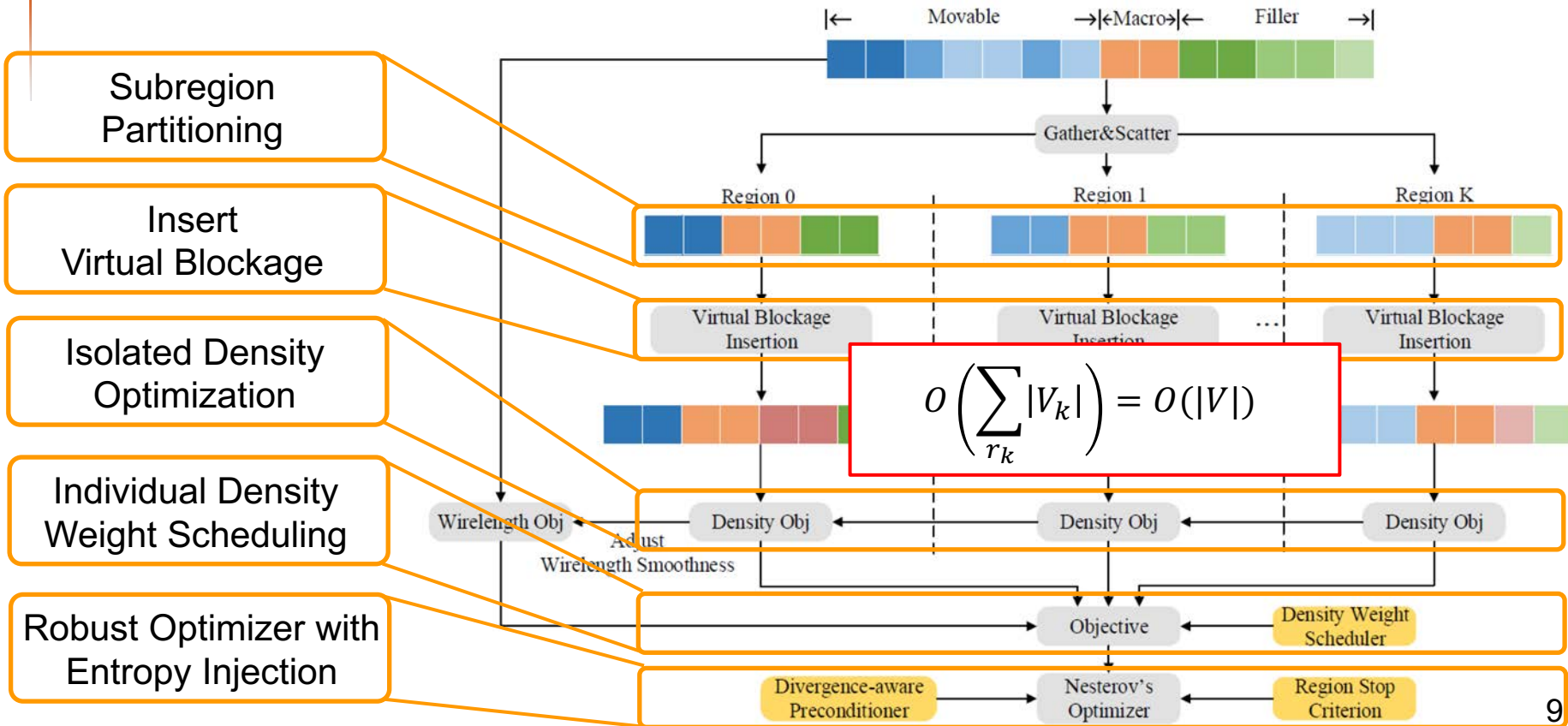
- ◆ Multi-electrostatic system
  - › Global view for cell assignment ✓
  - › Low computation complexity ✓
  - › Region capacity aware ✓





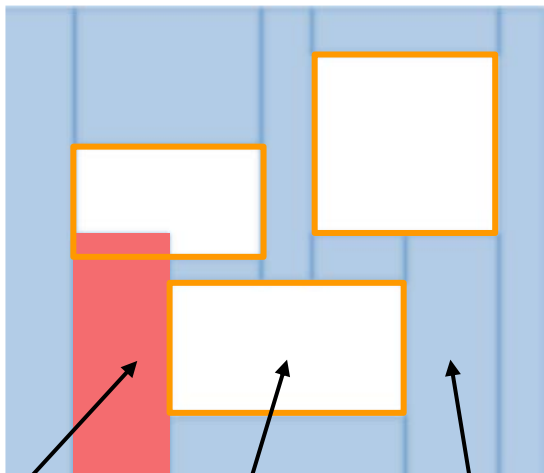
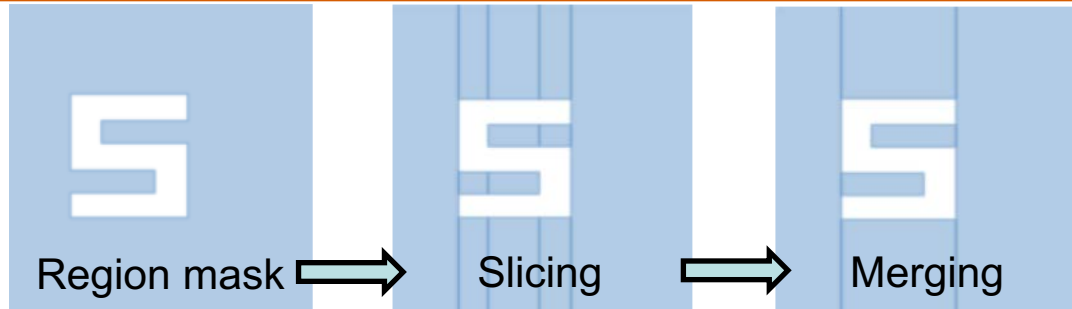
# Proposed Method

## ◆ Multi-Electrostatics based placement



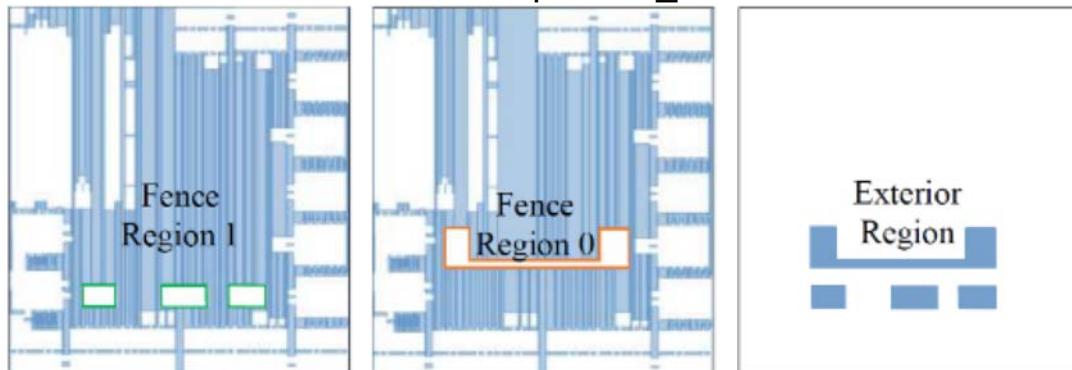
# Virtual Blockage Insertion

- Virtual blockage insertion
  - Rectangle slicing



Physical macro  $m$       Fence region  $r$       Virtual blockage  $b$

ISPD2015 superblue\_16a



$$\hat{D}_k = \max (LocalAreaUtil + \epsilon, \hat{D}) = \max \left( \frac{Area(v_k)}{Area(r_k \setminus m)} + \epsilon, \hat{D} \right)$$

# Quadratic Density Penalty

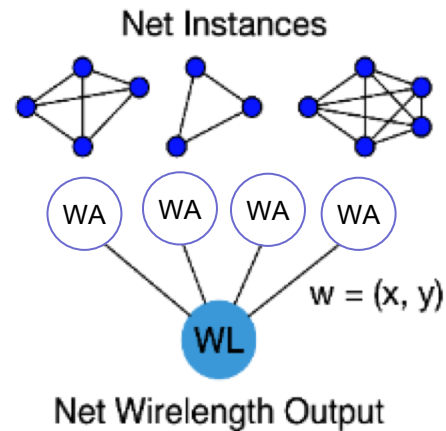
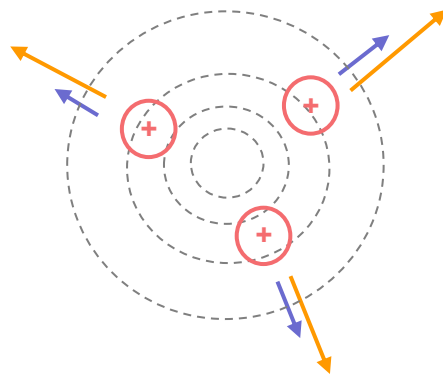
- ◆ Modified augmented Lagrangian formulation [Zhu+, DAC 2018]

$$f = \sum_{e \in E} \text{WL}(e; v) + \left\langle \lambda, \mathcal{D}(v, r) + \frac{1}{2} \mu \mathcal{P}_\lambda \odot \mathcal{D}^2(v, r) \right\rangle$$

- ◆ Wirelength [Hsu+, TCAD 2013]
  - › Weighted-average WL model with smoothness control

- ◆ Quadratic term
  - › Accelerate initial spreading

- ◆ Density weight  $\lambda = (\lambda_0, \dots, \lambda_K)$ 
  - › Independent for each region
  - › Also controls quadratic term



# Density Weight Scheduling

- ◆ Update Lagrangian multiplier  $\lambda$ 
  - › Normalized preconditioned sub-gradient descent

$$\hat{\nabla}_{\lambda} f = \nabla_{\lambda} f \odot \mathcal{P}_{\lambda}$$

$$\lambda \leftarrow \min \left( \lambda_{max}, \lambda + \alpha \frac{\hat{\nabla}_{\lambda} f}{\|\hat{\nabla}_{\lambda} f\|_2} \right)$$

- ◆ Adaptive step size  $\alpha$ 
  - › Exponentially increased step size based on density

$$\alpha \leftarrow \gamma(\mathcal{D}, \mathcal{P}_{\lambda}) \alpha$$

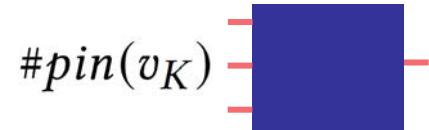
# Preconditioned Nesterov's Optimizer

- ◆ Multi-field divergence-aware preconditioning
  - › Stabilize optimization for the exterior region

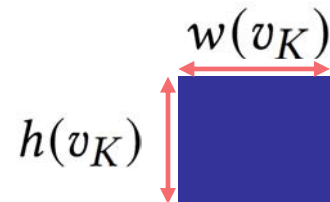
$$\hat{\nabla} f = \nabla f \odot \mathcal{P}$$

$$\mathcal{P}_K = \min \left( 1, \left( \nabla_{v_K}^2 \sum WL(e, v) + \beta \lambda_K \nabla_{v_K}^2 \mathcal{D}(v_K, r_K) \right)^{-1} \right)$$

- ◆ Wirelength Hessian [*Courtesy ePlace*]
  - › Estimate the diagonal by pin count of an instance



- ◆ Density Hessian [*Courtesy ePlace*]
  - › Estimate the diagonal by instance area

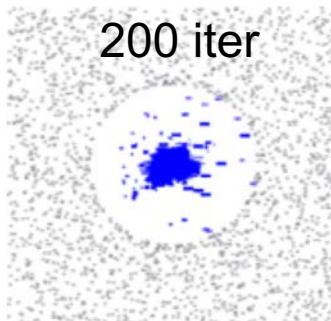


- ◆ Exponentially increased  $\beta$  factor to slow down large-cell movement

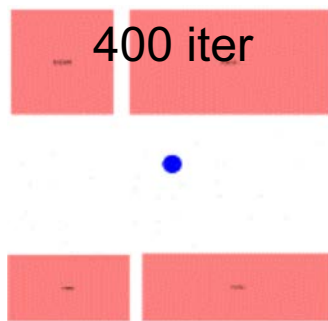
# Intuition Behind Optimizer Robustness

## ◆ Slow convergence

- › Slow spreading
- › 30%-50% runtime for spreading



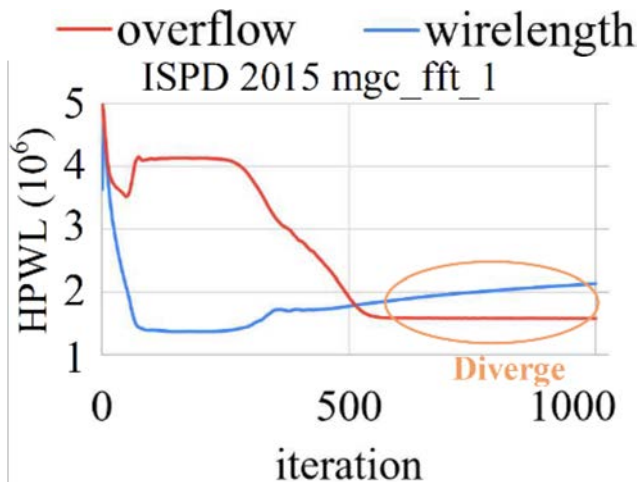
[ISPD'19 test1]



[ISPD'15 mgc\_des\_perf\_a]

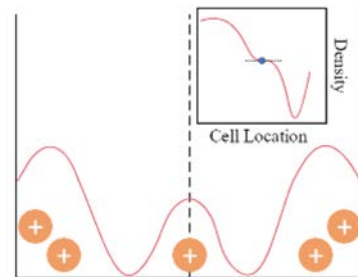
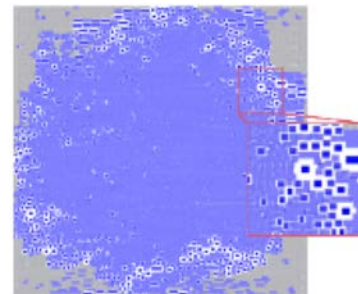
## ◆ Optimizer divergence

- › Stagnant density overflow
- › Increasing wirelength



## ◆ Stuck in saddle-point

- › Saddle-point circle that harms the HPWL



[ISPD'19 test1]

# Robust Placement

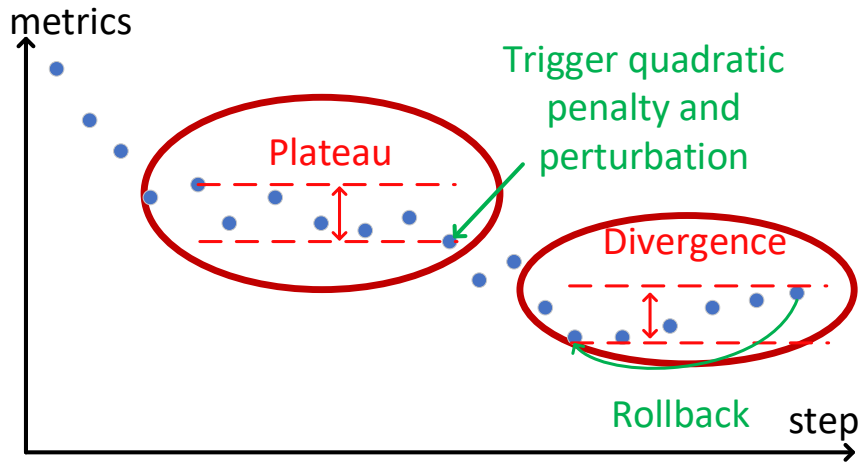
- ◆ Adaptive quadratic penalty and entropy injection
  - › Window-based plateau detector

$$PLT = \begin{cases} \frac{\max_L(OVFL) - \min_L(OVFL)}{\text{avg}_L(OVFL)} < \delta_{PLT}, & OVFL > 0.9 \\ \text{False}, & OVFL \leq 0.9, \end{cases}$$

- › Quadratic penalty with doubled density weight if triggered
- › Entropy injection as location perturbation and shrinking
  - » Escape saddle-point
  - » Faster convergence

$$\hat{x} = s \left( x - \frac{\sum_{i \in v} x_i}{|v|} \right) + \frac{\sum_{i \in v} x_i}{|v|} + \Delta x$$

- ◆ Divergence-aware rollback



# Post-GP Placement

- ◆ Fence region aware legalization
  - › Per region greedy legalization (gl) with virtual blockage

$$v_k^g \leftarrow \text{gl}(v_k^m, m, b_k)$$

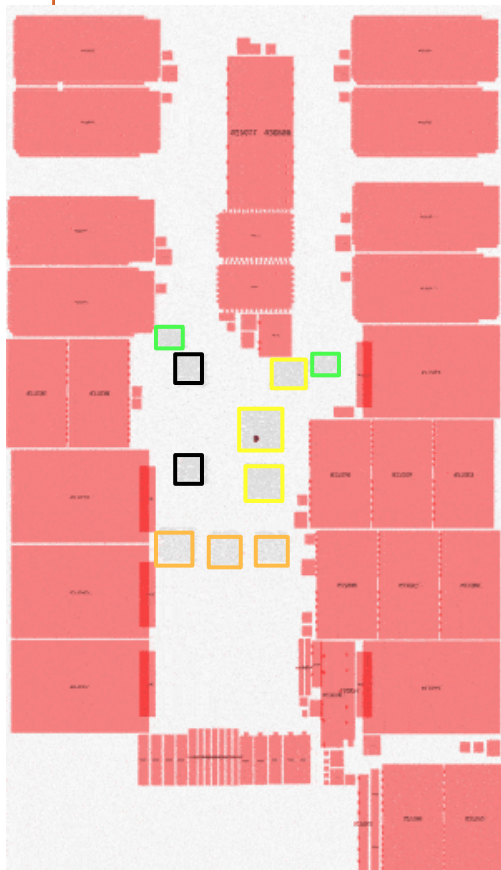
- › Abacus (al) [Spindler+, ISPD'08] algorithm to minimize displacement with virtual blockage

$$\tilde{v}_k \leftarrow \text{al}(v_k^m, v_k^g, m, b_k)$$

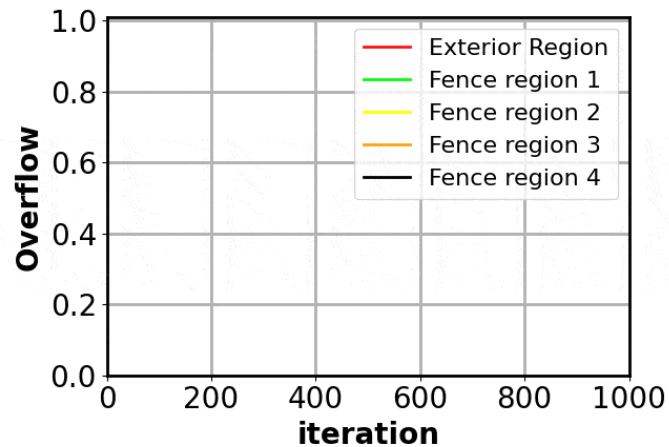
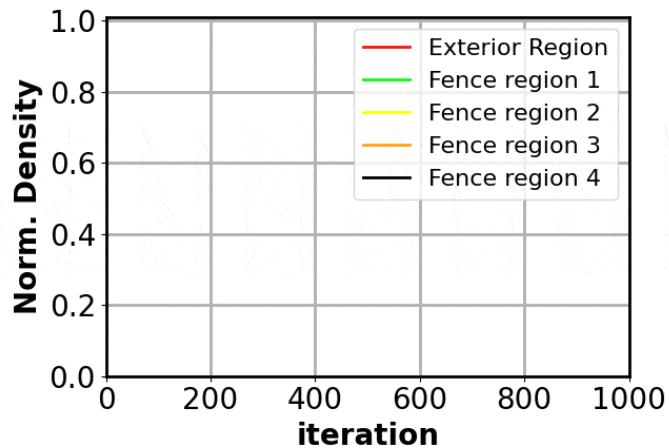
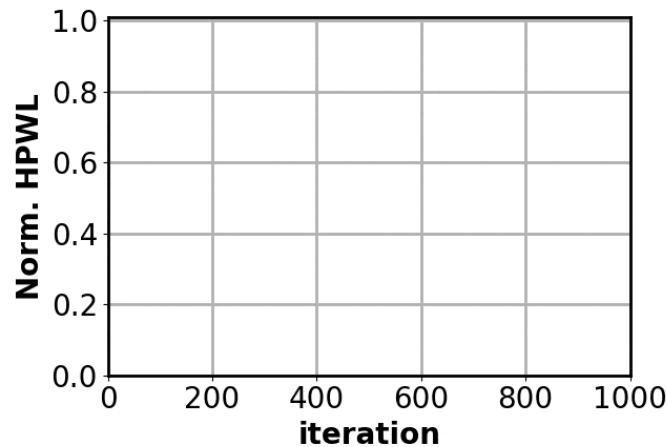
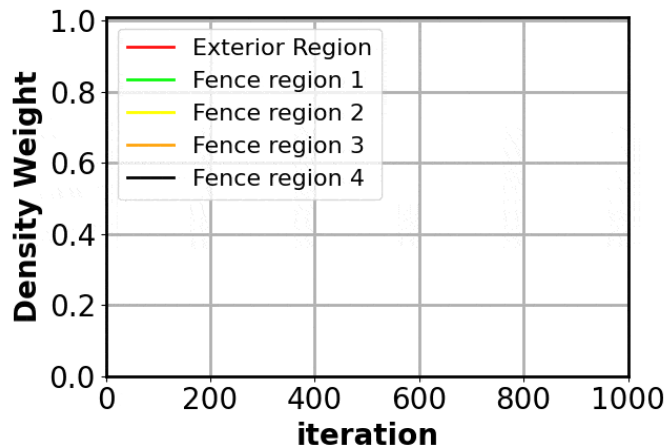
- ◆ Finish the flow with detailed placement using ABCDP1ace [Lin+, TCAD 2019]
  - › Support fence region constraints



# DREAMPlace 3.0 Animation



ISPD'15 mgc\_superblue11\_a



# Experimental Setup

## ◆ Machine

- › Intel Core i9-7900X CPUs (3.3 GHz and 10 cores)
- › 128 GB RAM
- › NVIDIA TitanXp GPU

## ◆ Benchmark suits

- › ISPD 2015
- › ISPD 2019 (used as placement benchmarks)
- › ICCAD 2014

## ◆ Baseline

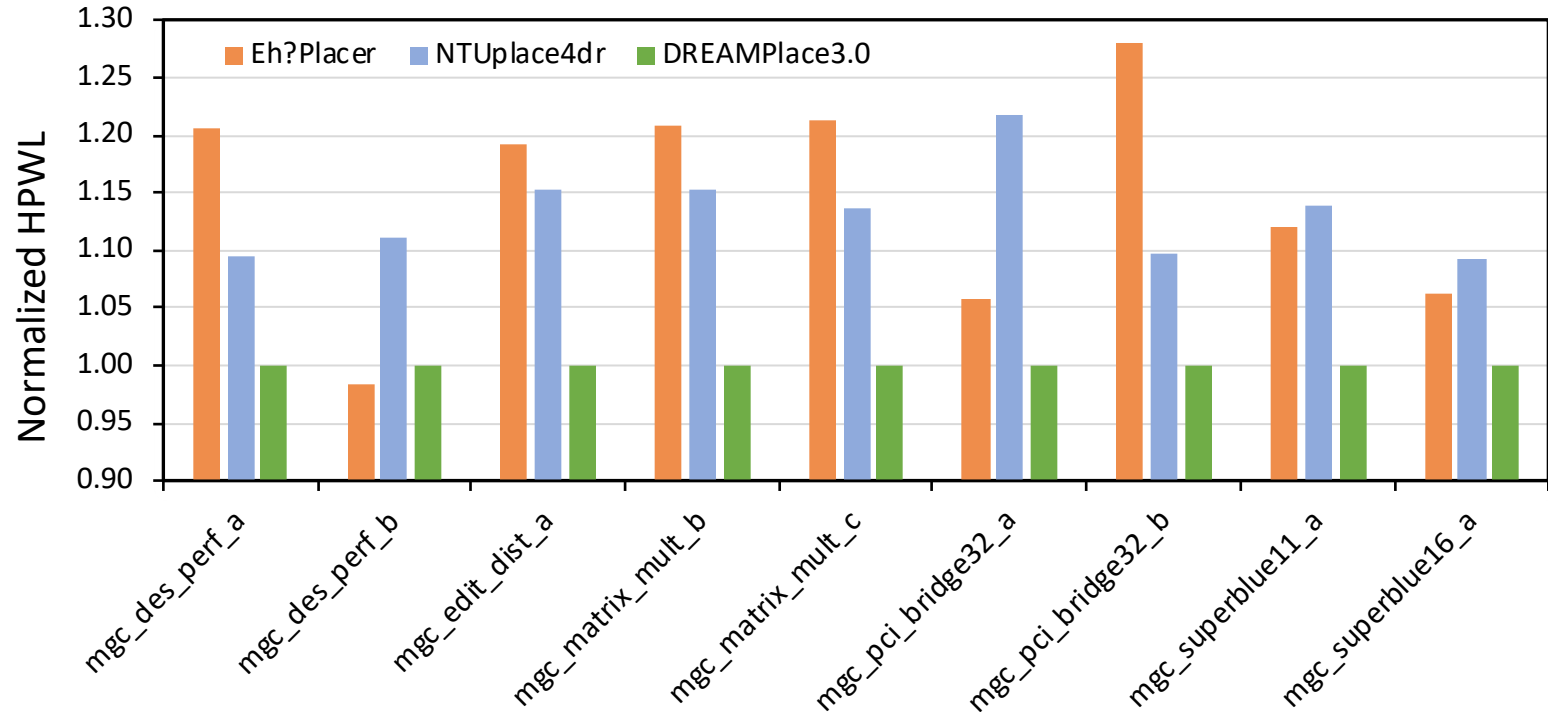
- › DREAMPlace [Lin+, DAC 2019] and ABCDPlace [Lin+, TCAD 2020]

## ◆ Placers for comparison

- › NTUPlace4dr [Huang+, TCAD 2018]
- › Eh?Placer [Darav+, TODAES 2016]
- › DREAMPlace [Lin+, DAC 2019]

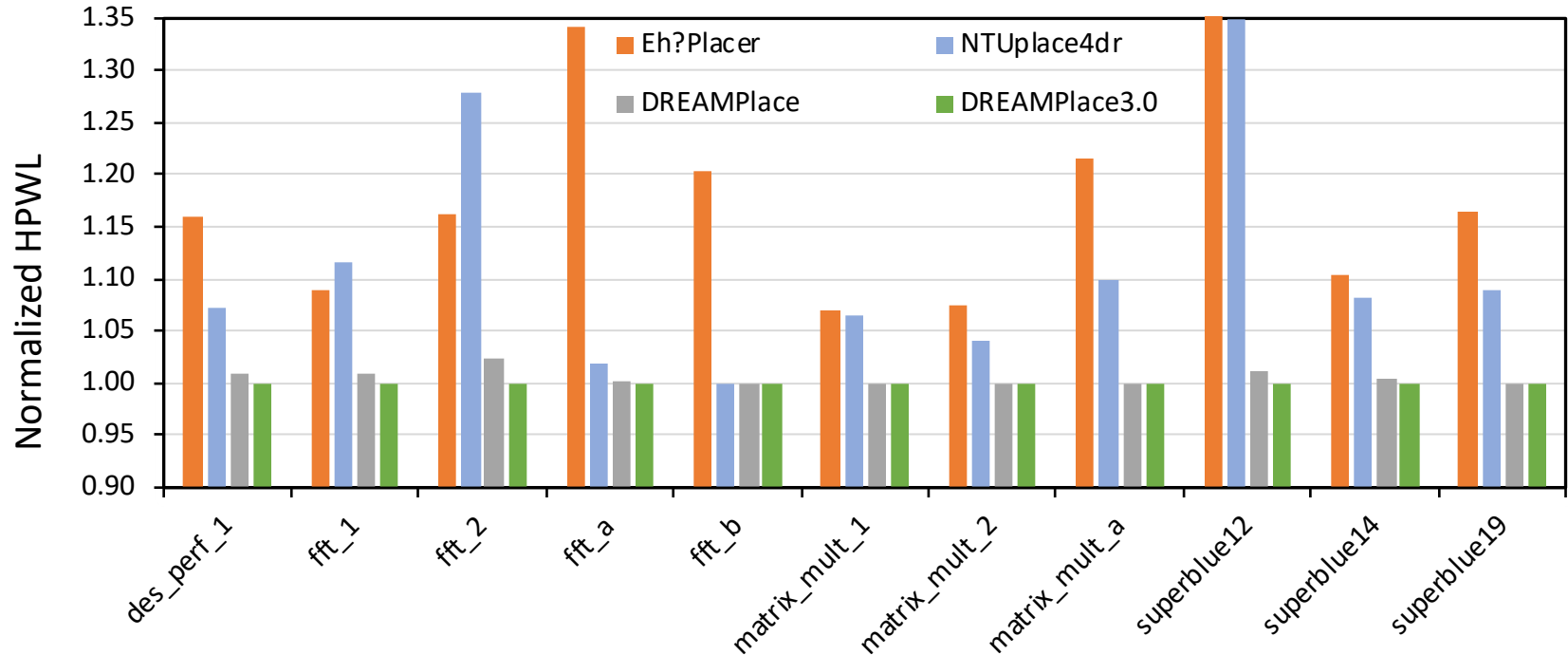
# HPWL Comparison (w/ Region)

- ◆ DREAMPlace3.0 significantly outperforms other region-aware placers on ISPD15
  - › 20.6% better than Eh?Placer
  - › 13.3% better than NTUplace4dr



# HPWL Comparison (w/o Region)

- ◆ DREAMPlace3.0 outperforms other placers on ISPD15
  - › 17.0% better than Eh?Placer
  - › 7.4% better than NTUPlace4dr
  - › 1.2% better than DREAMPlace



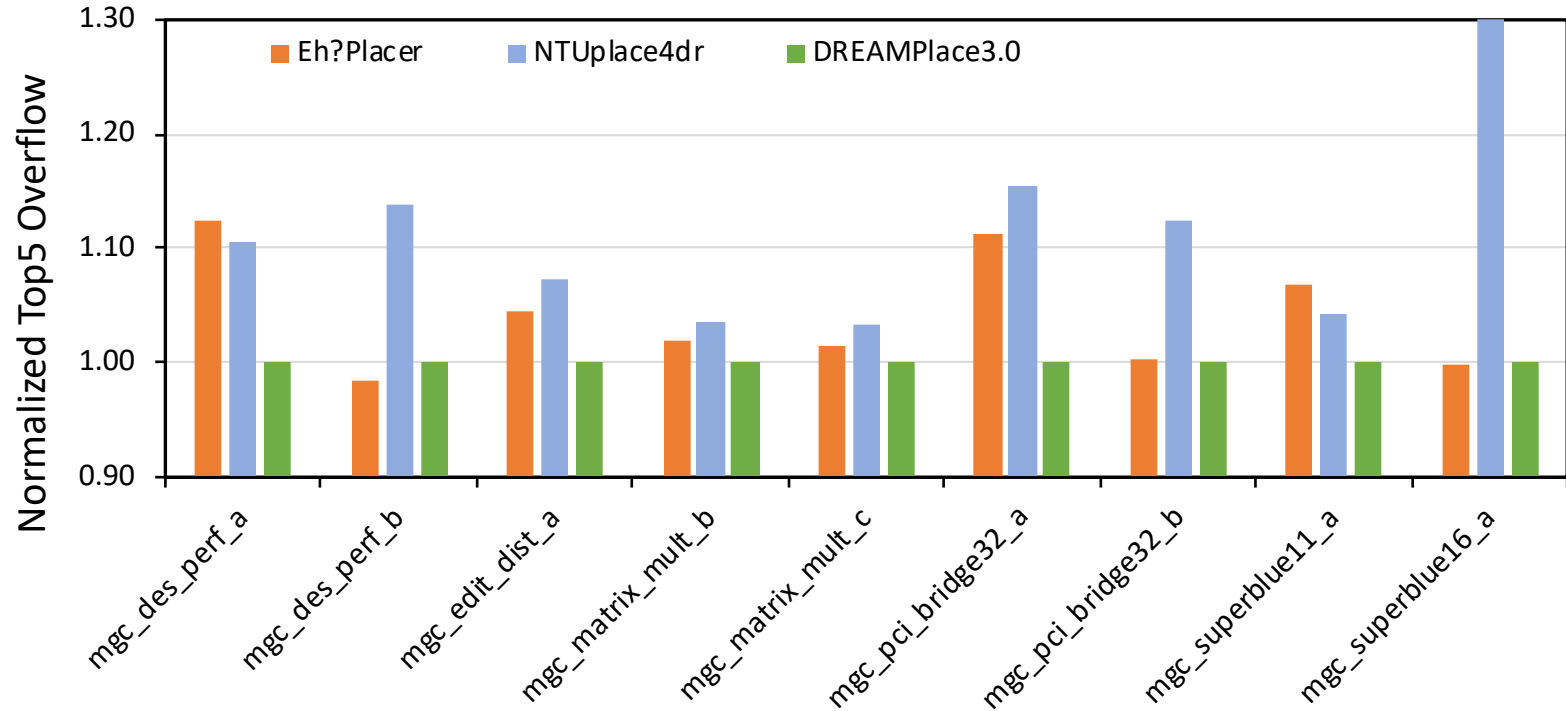
# Top 5 OVFL Comparison (w/ Region)

◆ DREAMPlace3.0 outperforms other region-aware placers on ISPD15

› 12.4% better than Eh?Placer

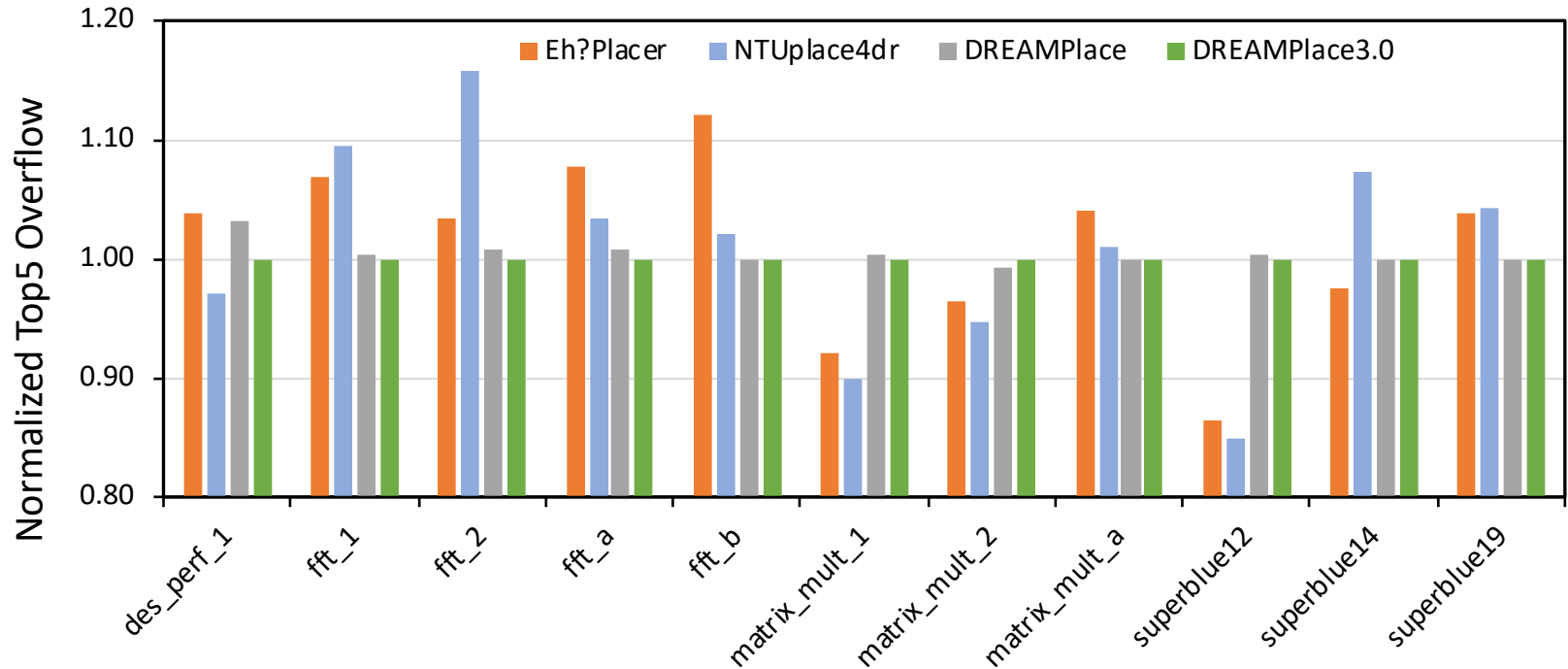
\*reported by NCTU-GR [Dai+, TVLSI 2012]

› 11.2% better than NTUplace4dr



# Top 5 OVFL Comparison (w/o Region)

- ◆ DREAMPlace3.0 outperforms other region-aware placers on ISPD15
  - › 3.8% better than Eh?Placer
  - › 2.9% worse than NTUplace4dr
  - › 3.3% better than DREAMPlace



# Runtime/Robustness Comparison

- ◆ On ISPD 2015 (w/ region), GPU-based DREAMPlace 3.0 is
  - › 3.7× faster than 8-threaded Eh?Placer
  - › 34.8× faster than 8-threaded NTUPlace4dr
- ◆ On ISPD 2015 (w/o region), GPU-based DREAMPlace 3.0 is
  - › 13.9× faster than 8-threaded Eh?Placer
  - › 37.8× faster than 8-threaded NTUPlace4dr
  - › 1.9% faster than DREAMPlace
- ◆ On ISPD 2019 and ICCAD 2014, GPU-based DREAMPlace 3.0 is
  - › 10.8% faster than DREAMPlace
  - › More stable in convergence with similar solution quality

# Conclusion and Future Direction

## ◆ Conclusion

- › **Multi-electrostatics system:** handle fence region constraints with a *global view*
- › **Virtual blockage and field isolation:** parallel multi-region placement
- › **Adaptive quadratic penalty and entropy injection:** more stable convergence
- › **>13% better HPWL and 11% better overflow** than region-aware placers
- › **10% faster and more stable** than DREAMPlace

## ◆ Future direction

- › Honor more placement constraints
- › Other optimization algorithms
- › New acceleration methods in multi-field placement





***Thank you!***