# Multilevel Optimization for Large-Scale Circuit Placement

Tony F. Chan Mathematics Department University of California at Los Angeles

Collaborators (UCLA CS & Math Dept): Chin-Chih Chang, Jason Cong, Tianming Kong, Michalis Romesis, Joseph Shinnerl, Kenton Sze, Min Xie, Xin Yuan, Yan Zhang

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## **Purpose of Talk**

- Introduce problem and some key math & algorithmic ideas --- minimal details
- Overview of our Multilevel framework
- Connection to Optimization, Multigrid, Total Variation
- Will give general references at the end.

# **VLSICAD** Design Flow



#### **Logical Specification**

#### **Geometrical Specification**

#### Hypergraph H = (V, E) model

A NET (hyperedge) is a subset of interconnected CELLS (vertices).



**Placement problem:** arrange the cells to minimize total wirelength (= sum of the half perimeter wirelength in each nets).

#### Good Placement vs. Bad Placement



Good

Bad

### **The Circuit Placement Problem**

Given:

- N circuits, a.k.a "blocks," "modules," or "cells"
- A rectangle ("the chip") in which the circuits must be placed *without overlapping*
- Connectivity specs (a hypergraph "netlist")
- Constraints, e.g., timing, heat dissipation, routability

Problem: Find an arrangement of the circuits on the chip that minimizes total wirelength subject to all constraints above.

**Difficulty:** 

- Non-convex and non-differentiable objective function
- Modeling all O(N<sup>2</sup>) non-overlap constraints when  $10^4 \le N \le 10^7$

## **Smooth Approximation of the Objective Function (Wirelength)**

Approx. 
$$\sum_{e \in E} \max_{v, w \in e} (|x(v) - x(w)| + |y(v) - y(w)|)$$

**by** 
$$\sum_{e \in E} \sum_{v, w \in e} [|x(v) - x(w)|^k + |y(v) - y(w)|^k]$$

- Squared Euclidean distance (k=2) (Quadratic Wirelength)
  - Advantage: Involve solving a sparse positive definite linear system.
  - But too much penalty on long nets.
- Manhattan distance (k=1) (Linear Wirelength)
  - Advantage: Good approximation
  - But need to solve a sequence of weighted quadratic programming.

## **Smoothing the Placement Domain**

**Two steps in placement:** 

- Global Placement
  - Relax the placement region. Allow overlapping.
- Detailed Placement
  - Put the cells in standard rows by preserving the global placement as much as possible.



#### **Nonlinear Programming Formulation**

 $\min f(x)$ subject to  $c(x) \ge 0$  (NP) where  $x \in \mathbb{R}^n$ .

- $f: \mathbb{R}^n \to \mathbb{R}$  objective function ( $n \approx 2N$  or 3N)
- $c: \mathbb{R}^n \to \mathbb{R}^m$  constraint functions ( $m \approx N(N-1)/2 + N$ )
- $F \equiv \{x \in \mathbb{R}^n | c(x) \ge 0\}$  feasible region
- x\* local solution to NP (KKT conditions)
- Assumption: *f* and *c* are "smooth"
- Difficulty:
  - Active set  $A \equiv \{i | c_i(x^*) = 0\}$  is unknown
  - A lot of local minimizers
  - N is large

## Why Use Multilevel for Placement Problem?

• Better Scalability:

need to solve placement problems with millions of cells

• *Better Global Optimization*: need to find a good local minima in the placement problem

#### Motivation and Related Work Multilevel Methods in Scientific Computation

- Originally developed to solve boundary-value partial differential equation (PDE) problems on continuous field
- Discretized elliptic PDE is a structured, positivedefinite system of linear equations
  - Multi-grid method
  - Algebraic Multi-grid (AMG)

## **Multilevel Methods in VLSICAD**

- Successfully applied to solve hypergraph partitioning problem:
  - Hmetis [ G. Karypis 1998]
  - MLpart [C. Alpert, J. Huang, A. Kahng 1998]
- Our goal:
  - Want to apply the Multilevel ideas to solve placement problem directly, not as an equation solver.

#### **Our Multilevel Placement Framework**



## Main Components in Multilevel Framework

- 1. Create coarser problems [aggregation/coarsening/clustering]
- 2. Optimize coarser problems [relaxation/smoothing]
- **3. Transform coarser problem solution to finer level**

[Interpolation/declustering]

Challenge: Blend PDE-based & VLSI-specific

# **Overview** of Our Multilevel Placement

- Coarsening ←
  - Modified First Choice clustering
- Relaxation (Intralevel Optimization)
- Interpolation
- Iterated Multilevel Flow

### **Coarsening by Recursive Aggregation First Choice Aggregation [Karypis, 1999]**



Transform the hypergraph to clique model graph using the weight 1/(|e|-1)



Match each vertex with a neighboring vertex with which it shares the most total hyperedge weight

#### mPL Coarse-Level Formulation [Chan, Cong, Kong, Shinnerl; ICCAD 2000]

- Nonlinear-Programming Formulation
  - Direct formulation for the coarse placement problem
  - Cells are modeled as circular disks for smoothness
  - Quadratic wirelength objective on a clique-model
  - Pairwise nonoverlap constraints
- Reasonable performance for coarse-level sizes N <= 500 only.

# **Overview** of Our Multilevel Placement

- Coarsening
- Relaxation (Intralevel Optimization)
  - Quadratic relaxation on subsets (QRS) +
    bounded domain ripple-move to relieve area congestion
- Interpolation
- Iterated Multilevel Flow

#### Quadratic Relaxation on Noncontiguous Subsets (QRS)

- Select a subset *M* of cells to move.
- Identify other cells and pads, *F*, connected to *M* by nets in

$$E_M = \{ e \in E \mid e \cap M \neq \phi \}.$$

M is obtained as segments of length 3 along a DFS vertex traversal of the netlist, where starting the DFS at a vertex connected with largest wirelength.



- Movable cell
- **fixed cell**

## Solving the Subproblem

• Problem formulation (horizontal case):

$$\min \sum_{e \in E_M} \sum_{v \in e} \frac{(x(v) - x_e)^2}{|x^{(k)}(v) - x_e^{(k)}| + \varepsilon}$$
  
where  $x_e = \frac{1}{|e|} \sum_{v \in e} x(v)$ ,  $\varepsilon$  is small number.

• Iteratively solve the *weighted quadratic* minimization problem, using the current solution to determine the weight (Gordian-L).

#### **Ripple-move Legalization [Hur and Lillis, 2000]**

Because QRS ignores overlap constraints, post-QRS cell swaps are used to remove the area congestion.

Bound the searching region for scalability Define a DAG on neighboring bins. Edge cost reflects the best wirelength gain over all cell swaps between two bins. Calculate a max-gain monotone path on the bin-grid graph



# **Overview** of Our Multilevel Placement

- Coarsening
- Relaxation (Intralevel Optimization)
- Interpolation ←
  - AMG-based weighted disaggregation
- Iterated Multilevel Flow

### AMG-based Linear Interpolation [A. Brandt 1986]



Within each cluster, select the one with maximum degree as C-point; others are considered as F-points  $V_i = \sum_{C-\text{points } V_j} a_{ij} V_j + \sum_{F-\text{points } V_j} a_{ij} V_j$ 23

AMG-based $\begin{pmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \dots & a_{nn} \end{pmatrix}$ 

- Use the clique-model graph to define connectivity weights (connectivity matrix)
- Within each cluster, select the one with *maximum degree* as a C-point
- Each C-point is placed at the cluster's position.
- Each F-point is placed at the weighted average of the C-points and F-points to which it is strongly connected
- The F-points' positions can be iteratively improved.

# **Overview** of Our Multilevel Placement

- Coarsening
- Relaxation (Intralevel Optimization)
- Interpolation
- Iterated Multilevel Flow ←

## Iterated Multilevel Flow

Make use of placement solution from 1<sup>st</sup> V-cycle



#### **Adjustable Vertex Affinity for Re-aggregation**

• First V-cycle affinity:

$$r_{ij} = \sum_{\{e \in E | i, j \in e\}} \frac{w(e)}{(|e| - 1)area(e)}$$



• Next V-cycle affinity (distance is incorporated):

$$r_{ij} = \sum_{\{e \in E | i, j \in e\}} \frac{w(e)}{(|e| - 1)\operatorname{area}(e)d(v_i, v_j)}$$

#### **Placement: pre-1997 State of the Art**

- Simulated Annealing-based methods (SA) can handle complex design constraints, but its runtime does not scale well (Timberwolf/iTools).
- Quadratic Programming-based methods (QP) are very efficient, but they cannot handle complex constraints well (Gordian-L)

– Force-directed methods (Kraftwerk)

• Recursive Bipartitioning was not competitive with QP and SA.

### **Multilevel Hypergraph Partitioning**

- 1997: hMetis (Karypis et.al.), MLpart (Caldwell et al.)
- The first widely successful implementation of multilevel hypergraph partitioning.
- 10x speedup or more; improved scalability; improved cutsize
- Very influential on current algorithms for placement
  - Dragon (Sarrafzadeh et al., 2000): top-down 4-way partitioning by hMetis with wirelength improvement at each stage by simulated annealing
  - Capo (Kahng et al., 2000) Recursive multilevel hypergraph bipartitioning with carefully chosen cutlines and branch-and-bound on base cases (<= 30 cells).</li>

## mPL3.0 vs. mPL1.0, Capo8.5, Dragon and Gordian-L



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#### Experimental Results on PEKO and PEKU [C. Chang, J. Cong, M. Romesis, M. Xie, 2003]



mPL3.0 outperforms other placers on PEKO and keep relative good performance when % of global nets increa<sup>3</sup>ed

# **Some Open Issues**

- More complex design objectives and constraints
  - clock frequency, routability, heat dissipation, widely varying cell sizes, ...
- AMG theory/algorithms for optimization on hypergraphs
  - control #hyperedges at coarser levels
  - continuous vs. discrete relaxations
- Multi-level FAS optimization framework

## **Relevant Annual Conferences all are associated with IEEE/ACM**

- **DAC: Design Automation Conference**
- ICCAD: International Conference on Computer-Aided Design
- ISPD: International Symposium on Physical Design
- ASPDAC: Asia South-Pacific Design Automation Conference



#### Institute For Pure and Applied Mathematics University of California, Los Angeles presents a workshop in

#### Multilevel Optimization in VLSICAD Computer-Aided Design of Very-Large-Scale Integrated Circuits December 3—5, 2001

	Achi Brandt Jason Cong Ding-zhu Du Stephan Hartmann Bruce Hendrickson Michael Lewis George Karypis John Lillis Stephen Nash Majid Sarrafzadeh Lieven Vandenberghe Chandu Visweswariah Chris Walshaw Jacob White	Weizmann Institute of Science, Appl. Math. & CS UCLA, CS University of Minnesota, CS&E TU Berlin, Math Sandia National Labs, Parallel CS College of William & Mary, Math University of Minnesota, CS&E University of Illinois Chicago, EECS George Mason University, Systems Eng. & Op. Res. UCLA, CS UCLA, EE IBM Research, Design Automation University of Greenwich, Computing and Math. Sci. MIT_EECS
2	Chandu Visweswariah	IBM Research, Design Automation
	lacob White	
-	Cobriel Wittum	University of Heidelborg IM/R (Sei Comp.)
	Martin Wong	University of Texas at Austin, CS

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