# Flip－Chip Routing with IO Planning Considering Practical Pad Assignment Constraints 

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## Introduction

## Introduction (1/2)

- Flip-Chip packaging technologies

- Re-distribution layer (RDL)
- Accomplish the interconnection between bump pads and IO pads (single layer routing problem)
- Free-assignment
- The net assignments are free
- Pre-assignment
- The net assignments are predefined by designers


## Introduction(2/2)

$\square$ Power pads and ground pads have been mixed in the modern flip-chip packaging.


Q Signal IO
回 Power IO
G Ground IO
O Assignable bump
O Unassignable bump
$\square$ For signal
$\square$ For power
$\square$ For power and ground
$\square$ For ground
--- Partition line

## Challenges

## Challenges (1/3)

$\square$ Facilitation of substrate layout routing design

- P/G bumps for power pads should not be isolated from the P/G bumps for the P/G mesh
- P/G pads are routed to the bumps of inner rings
- Signal ○ Power ○ Ground a Substrate $\otimes$ Ground mesh bump


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## Challenges (2/3)

$\square$ Ground nets are connected together in the substrate

- More than one ground nets may share a single bump to reduce bump utilization and wirelength wire



## Challenges (3/3)

$\square$ Minimum-cost maximum-flow cannot be applied

- Cross edges appearance



## Contributions

## Contributions

- We propose the first work of free-assignment flip-chip routing considering
- Mixed IO pads assignment problem
- Practical IO-bump pad constraints
$\square$ We propose a comprehensive algorithm flow
- Global-routing based IO-bump assignment
- Linear programming (LP)-based relay point insertion
- Dynamic programming (DP)-based IO planning algorithm


## Global Routing-based IO-Bump Assignment

## Global Routing-based IO-Bump Assignment (1/3)

- Multi-commodity flow network (MCFN) model is proposed
- Intermediate nodes are inserted to the middle of any two bumps
- Distinguish all IO nets as an independent net
- Objective: IO-bump assignment solution with minimum wire length, minimum \# used bumps and minimum \# used bump rings

$\diamond$ Intermediate node
- IO vertex

O Bump vertex

- Intermediate vertex
$\rightarrow$ Signal edge
$\rightarrow$ Power edge
$\Rightarrow$ Ground edge


## Global Routing-based IO-Bump Assignment (2/3)

$\square$ The creation of fanout edges
$-\left|x_{s}-x_{t}\right| \leq \alpha \times \frac{B P}{2}$

- Where $B P$ is the distance between two bumps
- Where $\alpha$ is a user-defined parameter



## Global Routing-based IO-Bump Assignment (3/3)

- 0/1 ILP-based algorithm for MCFN

$\operatorname{minimize} \sum_{p \in P} \sum_{e_{i, j}^{p} \in E} d_{i, j} \times f_{i, j}^{p}$
subject to
a. Unique flow constraint

$$
\sum_{e_{i, j}^{p} \in E} f_{i, j}^{p}=1
$$

b. Flow conservation constraint

$$
\sum_{e_{i, j}^{p} \in E} f_{i, j}^{p}=\sum_{e_{j, k}^{p} \in E} f_{j, k}^{p}
$$

c. Bump sharing constraint

$$
\sum_{p \in P} \sum_{e_{i, j}^{p} \in E} f_{i, j}^{p} \leq \beta
$$

d. Design rule constraint

$$
\sum_{p \in P} f_{i, j}^{p} \times w p_{p}+s+w_{b} \leq B P
$$

e. Crossing avoidance constraint

$$
f_{i, j}^{p}+f_{i, j^{\prime}}^{p} \leq 1
$$

## Detailed Routing

## Detailed Routing

- LP-based algorithm is proposed
- Objective: Split all intermediate nodes into successive relay points with minimum x-direction distances
- Constraint:
- The relay points order must be the same as the IO pins order
- Minimum spacing rule must be hold


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- Pad1 relay point
- Pad2 relay point
- Pad3 relay point


## Detailed Routing

$\square$ Critical point insertion technique is proposed to complete all detailed routing path

- The line with slope $\tan 22.5^{\circ}$ and $\tan 67.5^{\circ}$ are needed
- Avoidance of violating minimum spacing rule



## Dynamic Programing-based IO planning algorithm

## DP-based IO Planning Algorithm (1/4)

- DP-based IO planning algorithm is proposed
- Minimize the number of wire bends by slightly adjusting the position of IO pads
- Objective: find the maximum number of IO pads that can be aligned with the $x$-coordinates of their first relay points


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## DP-based IO Planning Algorithm (2/4)

- Notations
- $G(i, j)$ : the maximum gain of wire bend reduction between the $i-$ th IO pad and $j$ - th IO pad
- Under the constraint that the $i$ - th IO pad and $j$ - th IO pad are aligned with their first relay point
- $f(i, j)$ : a $0 / 1$ variable
- $f(i, j)=1$ : a feasible IO planning solution exists
- $f(i, j)=0$ : otherwise


## DP-based IO Planning Algorithm (3/4)

$\square$ Case 1:


$$
\begin{gathered}
D(i, j) \geq w_{p} \times 2+s_{p} \times 3 \\
f(i, j)=1 \\
G(i, j)=+2
\end{gathered}
$$

$\square$ Case 2:


$$
\begin{gathered}
D(i, j)<w_{p} \times 2+s_{p} \times 3 \\
f(i, j)=0 \\
G(i, j)=-\infty
\end{gathered}
$$

## DP-based IO Planning Algorithm (4/4)

$\square$ Case 3:


## Experimental results

## Experimental Results (1/6)

$\square$ Test cases for RDL routing problem

- Randomly generated by imitating real industrial cases

| Case name | \#Bumps | \#lOs |
| :---: | :---: | :---: |
| fc1 | 84 | 36 |
| fc2 | 312 | 108 |
| fc3 | 722 | 177 |
| fc4 | 1300 | 249 |
| fc5 | 1624 | 284 |
| fc6 | 2048 | 319 |
| fc7 | 2450 | 354 |
| fc8 | 2964 | 389 |

## Experimental Results (2/6)

- The comparison of MCMF and ours

| Case <br> name | \#Opened nets |  | CPU time |  |
| :---: | :---: | :---: | :---: | :---: |
| fc1 | MCMF | Ours | MCMF | Ours |
| fc2 | 23 | 0 | 0.1 | 0.22 |
| fc3 | 20 | 0 | 1.34 | 2.26 |
| fc4 | 35 | 0 | 5.5 | 7.73 |
| fc5 | 40 | 0 | 13.63 | 20 |
| fc6 | 40 | 0 | 28.89 | 27.62 |
| fc7 | 43 | 0 | 38 | 51.74 |
| fc8 | 60 | 0 | 49.44 | 68.88 |
| Average | 34 | 0 | 19.62 | 27.16 |
| Comp. | - | - | 1.00 | 1.38 |

## Experimental Results (3/6)

- The routing result with/without the bump sharing

| Case <br> name | Total wirelength $(\mu m)$ |  | \#Used bumps |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| fc1 | 16320.8 | 15877.5 | 51 | 46 |
| fc2 | 49753.7 | 48751.7 | 146 | 135 |
| fc3 | 77092.4 | 76150.4 | 234 | 219 |
| fc4 | 113157 | 106075 | 336 | 313 |
| fc5 | 132147 | 127706 | 379 | 352 |
| fc6 | 133416 | 131466 | 424 | 395 |
| fc7 | 153794 | 151883 | 472 | 440 |
| fc8 | 156063 | 153299 | 518 | 484 |
| Average | 103968 | 101401 | 320 | 298 |
| Comp. | 1.00 | 0.97 | 1.00 | 0.93 |

## Experimental Results (4/6)

- The results with/without DP-based IO planning algorithm

| Case <br> name | Total wirelength $(\mu m)$ |  | \#Wire bends |  |
| :---: | :---: | :---: | :---: | :---: |
| fc1 | 15877.5 | 15304.8 | 46 | 22 |
| fc2 | 48751.7 | 48044.1 | 122 | 78 |
| fc3 | 76150.4 | 75253.2 | 199 | 134 |
| fc4 | 106075 | 104660 | 297 | 197 |
| fc5 | 127706 | 126309 | 333 | 201 |
| fc6 | 131466 | 129766 | 376 | 244 |
| fc7 | 151883 | 149293 | 394 | 267 |
| fc8 | 153299 | 151151 | 437 | 278 |
| Average | 101401 | 99972.6 | 276 | 178 |
| Comp. | 1.00 | 0.99 | 1.00 | 0.64 |

## Experimental Results (5/6)

$\square$ The routing result of fc1


## Experimental Results (6/6)

## - The routing result of fc6



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## Conclusion

## Conclusion

- A new flip-chip routing algorithm flow is proposed
- Stage 1: We apply MCFN model to complete the global-routing based IO bump assignment and solve it by 0/1 ILP-based algorithm
- Stage 2: The LP-based relay point insertion algorithm is utilized to determine all detailed routing paths, and those detailed routing paths are routed by two predefined topologies
- Stage 3: DP-based IO planning optimization is used to further minimize the number of wire bends and total wirelength



## Thanks for listening

