Logic Synthesis and Verification

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Sequential Synthesis

part of the following slides are by courtesy of Andreas Kuehlmann

Motivation

- Pure combinational optimization can be suboptimal since relations across register boundaries are disregarded

Overview of Circuit Optimization

Sequential Optimization Techniques

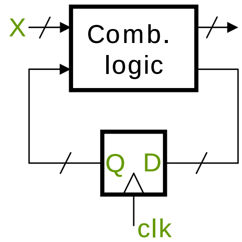
- Clock skew scheduling
  - balance path delays by adjusting the relative clocking schedule of individual registers
- Retiming
  - balance path delays by moving registers within circuit topology
  - can be interleaved with combinational optimization techniques
- Architectural restructuring
  - add sequential redundancy
    - fixed: does not change input/output behavior
    - flexible: change input output behavior
- System-level optimization

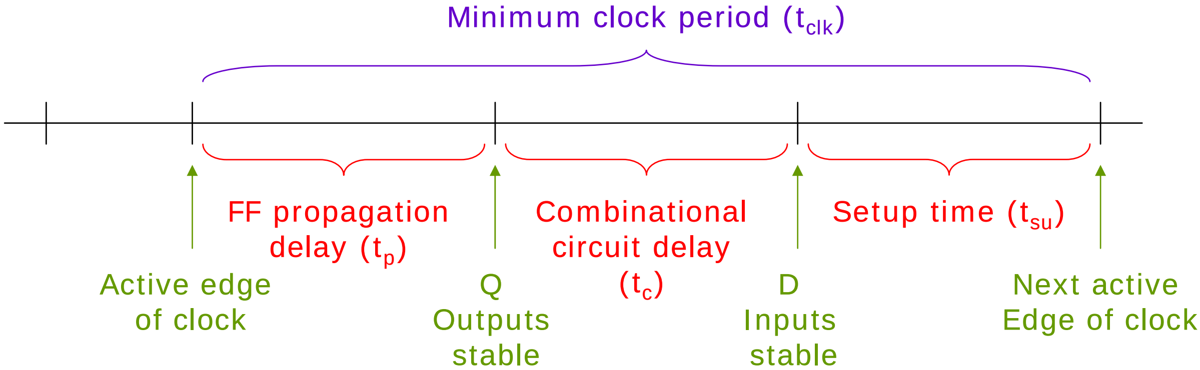
Integration in Design Flow

- Optimization space
  - significantly more optimization freedom at a higher level for improving performance, power, area, etc.
- Distant from physical implementation
  - difficult to accurately model impacts on final implementation
  - difficult to mathematically characterize optimization space
- Verification challenge
  - departure from combinational comparison model would impede formal equivalence checking
  - different simulation behaviors cause acceptance problems
- Necessity of tight tool integration!

Sequential Timing Constraints

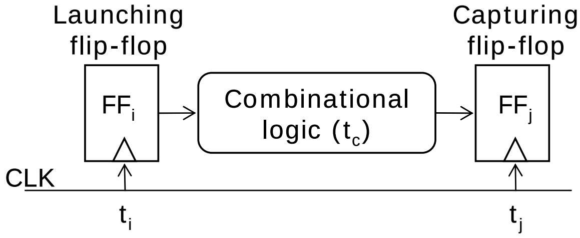
- The minimum clock period
  - $t_{clk}(min) = t_x + t_c + t_{su}$, where t_x is the time after the active clock edge at which the X inputs are stable
  - $t_{clk}(min) = t_p + t_c + t_{su}$, if $t_x \le t_p$

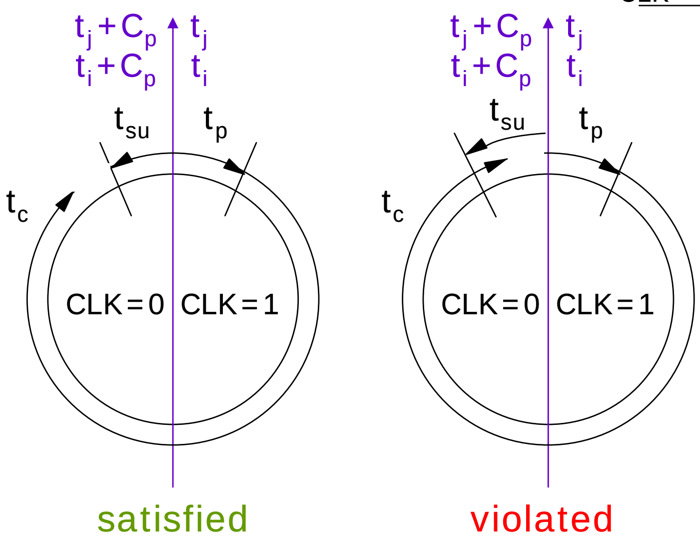




Sequential Timing Constraints

- Setup-time constraint
  - $C_p \ge t_p + t_c^{max} + t_{su}$

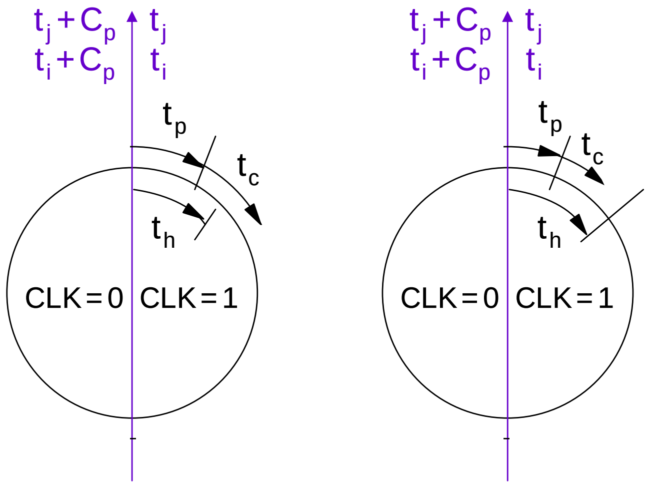




C_p: clock period

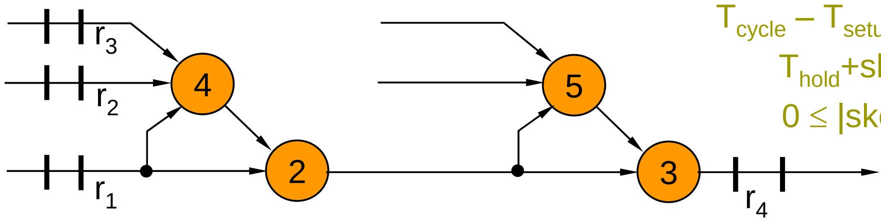
Sequential Timing Constraints

- Hold-time constraint
  - $t_p + t_c^{min} \geq t_h$



satisfied　　violated

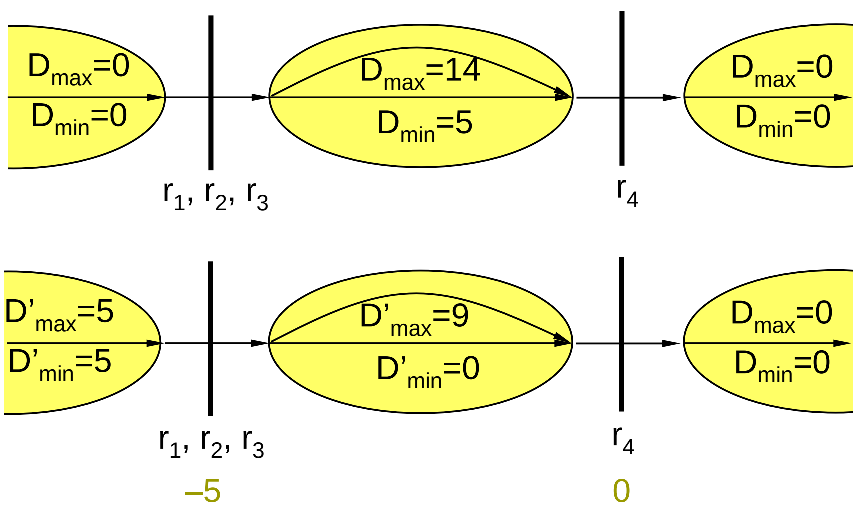
Clock Skew Scheduling



$T_{cycle} - T_{setup} + skew \geq D_{max}$

$T_{hold} + skew \leq D_{min}$

$0 \leq |skew| < T_{cycle}$



Skew =0
$T_{cycle}=14$

Skew =5
$T_{cycle}=9$

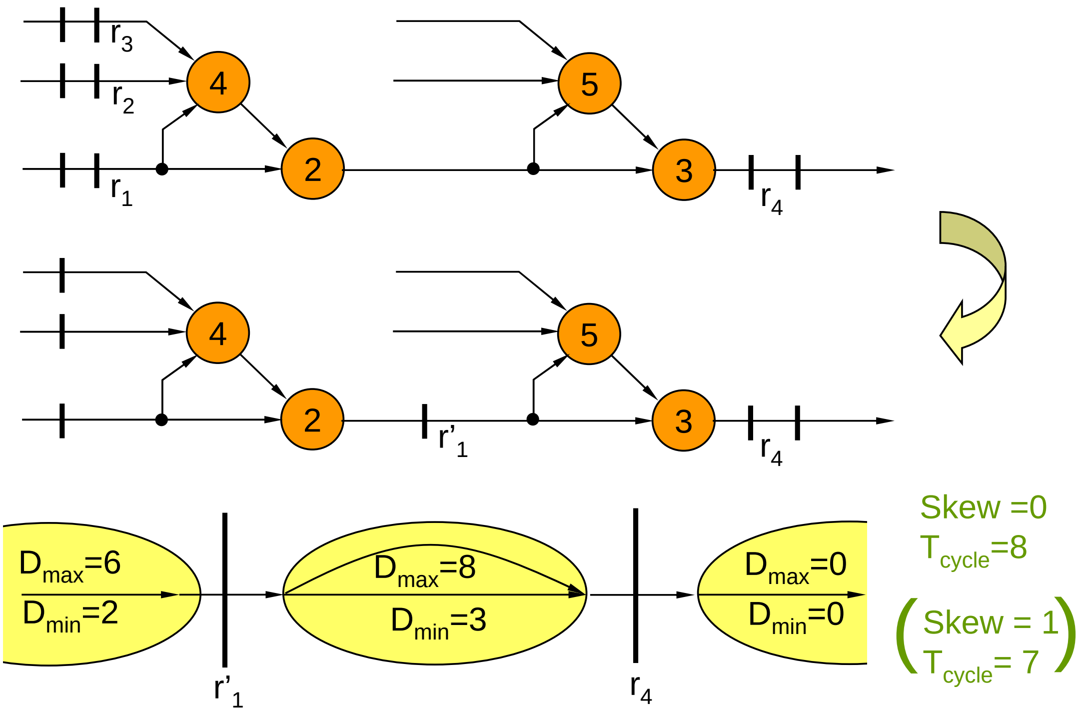
Clock Skew Scheduling

- By controlling clock delays on registers, clock frequency may be increased
  - Do not change transition and output functions (not the case in retiming)
    - Good for functional verification
  - May require sophisticated timing verification
- Clock skew: clock signal arrives at different registers at different times
  - Positive skew: the sending register gets the clock earlier than the receiving register
  - Negative skew: the receiving register gets the clock earlier than the sending register

Clock Skew Scheduling

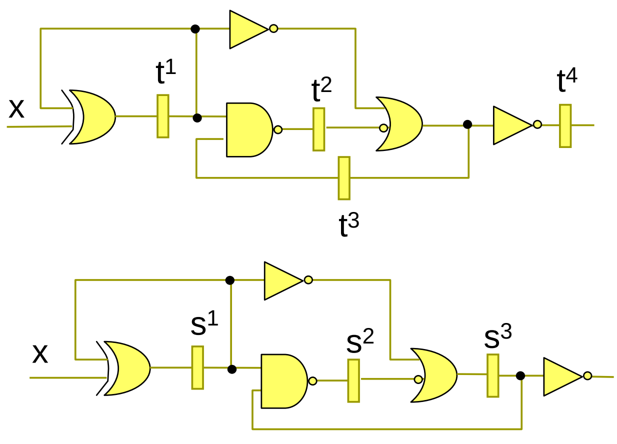
- Pros
  - Inexpensive “post synthesis” technique to further reduce clock period
  - Combinational design model is preserved
- Cons
  - Setup **and** hold time constraints must be obeyed
    - including hold time constraints from scan chain
  - Interleaving with combinational optimizations impossible
  - Replication of clocking tree required

Retiming



Retiming

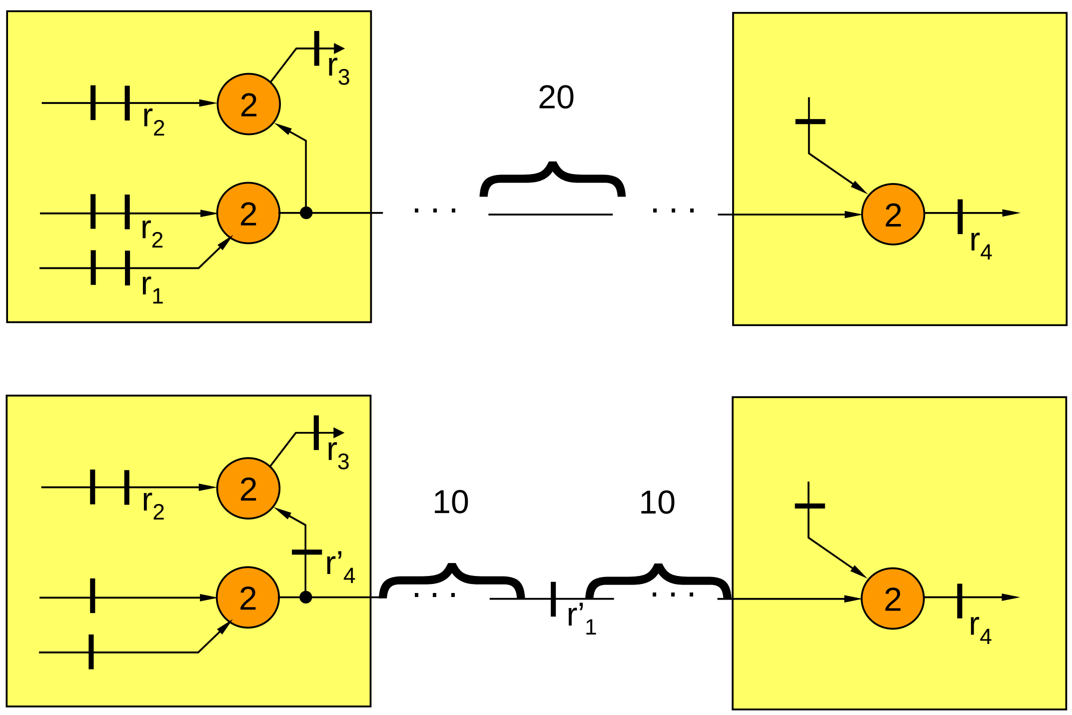
- Optimize sequential circuits by repositioning registers
  - Move registers so that clock cycle decreases or register count decreases
  - Input-output behavior is preserved; however, transition and output functions are changed due to the register movement



Retiming

- Pros
  - Only setup time constraint (0 clock skew)
  - Simple integration with other logical (e.g. combinational) or physical optimizations
    - E.g., iterative retiming and resynthesis
  - Easy combination with clock skew scheduling to obtain global optimum
- Cons
  - Changes combinational model of design
    - Severe impact on verification methodology
  - Inaccurate delay model if applied globally
  - Computation of equivalent reset state required

Architectural Retiming



Architectural Retiming

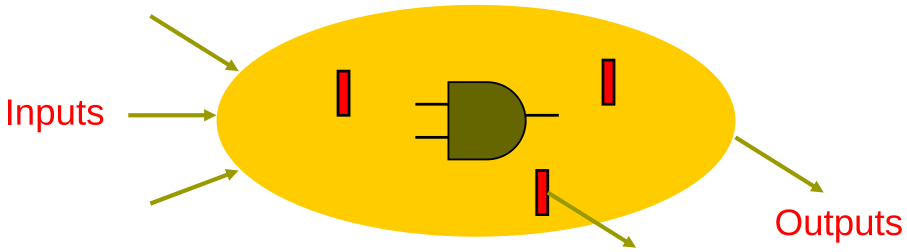
- Pros
  - Smooth extension of regular retiming
  - Potential to alleviate global performance bottlenecks by adding sequential redundancy and pipelining
- Cons
  - Significant change of design structure
    - substantial impact on verification methodology
  - Flexible architectural restructuring changes I/O behavior
    - existing RTL specification methods not always applicable

Verification Issues

- Timing verification unchanged
- Functional verification affected
  - Except for clock skew scheduling, sequential optimization does change register (transition) functions
  - Traditional combinational equivalence checking not applicable
  - Simulation runs not recognizable by designers - acceptance problems
  - Solution:
    - preserve retime function (mapping function) from synthesis for:
      - reducing sequential EC problem back to combinational case
        - *no false positives possible!*
      - modifying simulation model to reproduce original simulation output

Retiming Circuits

- Objectives:
  - Reduce clock cycle time
  - Reduce register count (area)
  - Reduce power, etc.
- Input: A netlist of gates and registers

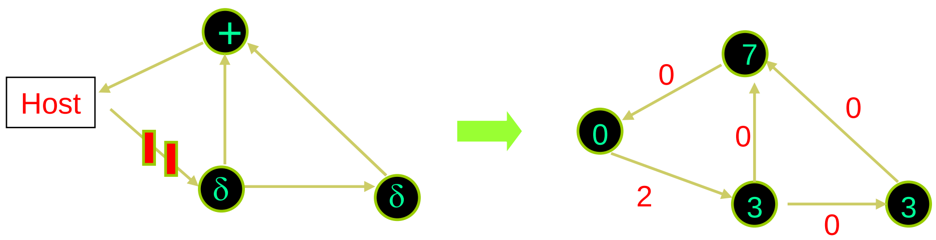


Retiming Circuits

- Circuit represented as retiming graph G(V, E) [Leiserson and Saxe 1983, 1991]
  - V: vertex set representing logic gates
  - E: edge set representing connections
  - d(v) = delay of gate/vertex v, ($d(v) \geq 0$)
  - w(e) = number of registers on edge e, ($w(e) \geq 0$)

Retiming Circuits

- Example
  - Synchronous circuit assumption: every cycle of a circuit has at least one register, i.e., no combinational loop



Circuit   Retiming Graph

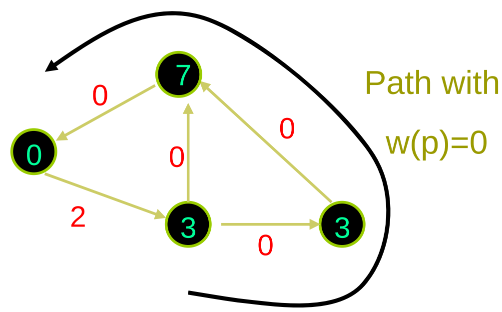
The host node represents the environment that interacts with the circuit via the primary inputs and outputs

Operation	delay
δ	3
+	7

Retiming Circuits

- For a path *p* : $v_0 \xrightarrow{e_0} v_1 \xrightarrow{e_1} \cdots v_{k-1} \xrightarrow{e_{k-1}} v_k$
  - Path delay $d(p) = \sum_{i=0}^{k} d(v_i)$ (includes endpoints)
  - Path weight $w(p) = \sum_{i=0}^{k-1} w(e_i)$
- Minimum clock cycle

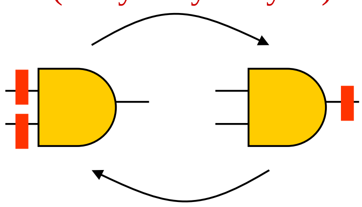
$$c = \max_{p:w(p)=0} \{d(p)\}$$



c = 13

Retiming Circuits

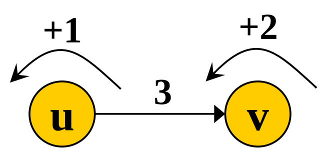
- Atomic operation
  - Move registers across a gate in a forward or backward direction



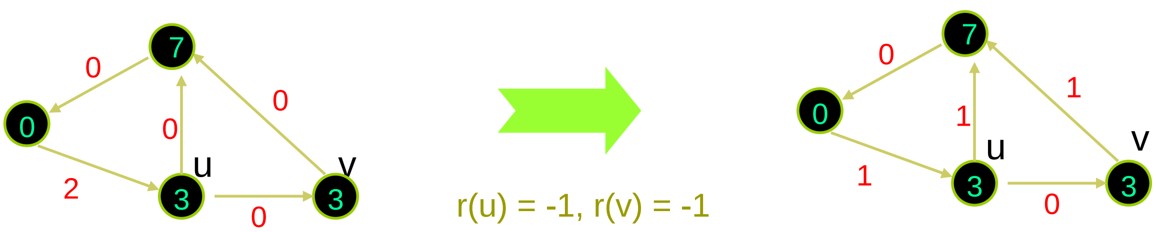
  - Does not affect gate functionality, but timing

Retiming Circuits

- Retiming can be formalized with a retime function $r: V \rightarrow \mathbb{Z}$, where $\mathbb{Z}$ is the set of integers
  - I.e., a retime function performs integer labeling on vertices
- Weight update after retiming with r
  - $w_r(e) = w(e) + r(v) - r(u)$, for edge $e = (u,v)$
  - $w_r(p) = w(p) + r(t) - r(s)$, for path p from s to t
- A retiming with some r is legal if $w_r(e) \geq 0$, $\forall e \in E$



$w_r(u,v) = 3 + 2 - 1 = 4$



Min-Cycle Retiming

- **Problem Statement**: (minimum cycle retiming)
  Given *G*(*V*, *E*) with delay function *d* and weight function *w*, find a legal retiming *r* so that

$$c = \max_{p:\, w_r(p)=0} \{d(p)\}$$

  is minimized

- **Retiming**: two important matrices
  - Register weight matrix

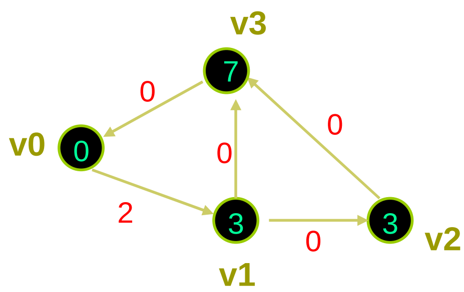
$$W(u,v) = \min_p \{w(p) : u \xrightarrow{p} v\}$$

  - Delay matrix

$$D(u,v) = \max_p \{d(p) : u \xrightarrow{p} v, w(p) = W(u,v)\}$$

Min-Cycle Retiming

- Example



For some constant α, minimum clock cycle $c \le \alpha \Leftrightarrow \forall p$, if $d(p) > \alpha$ then $w(p) \ge 1$

W

	V0	V1	V2	V3
V0	0	2	2	2
V1	0	0	0	0
V2	0	⊥	0	0
V3	0	⊥	⊥	0

D

	V0	V1	V2	V3
V0	0	3	6	13
V1	13	3	6	13
V2	10	⊥	3	10
V3	7	⊥	⊥	7

W = register path weight matrix
(minimum # registers on all paths between u and v)
D = path delay matrix
(maximum delay on the paths between u and v with w(p)=W(u,v))

Don't count paths passing through the host!

Min-Cycle Retiming

- Assume that we are asked to check if a retiming exists for a clock cycle α
- Legal retiming: $w_r(e) \geq 0$ for all e. Hence
  $w_r(e) = w(e) + r(v) - r(u) \geq 0$, or
  $r(u) - r(v) \leq w(e)$
- For all paths p: $u \rightarrow v$ such that $d(p) \geq \alpha$, we require $w_r(p) \geq 1$
  Thus

$$1 \leq w_r(p) = \sum_{i=0}^{k-1} w_r(e_i)$$

$$= \sum_{i=0}^{k-1} [w(e_i) + r(v_{i+1}) - r(v_i)]$$

$$= w(p) + r(v_k) - r(v_0)$$

$$= w(p) + r(v) - r(u)$$

- Take the least w(p) (tightest constraint) $r(u)-r(v) \leq W(u,v)-1$
  - Note: This is independent of the path from u to v, so we just need to apply it to u, v such that $D(u,v) > \alpha$

Min-Cycle Retiming

- Example

Assume $\alpha = 7$

W

	V0	V1	V2	V3
V0	0	2	2	2
V1	0	0	0	0
V2	0	⊥	0	0
V3	0	⊥	⊥	0

D

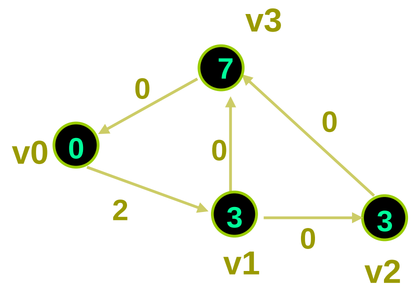
V0	V1	V2	V3	
0	3	6	13	V0
13	3	6	13	V1
10	⊥	3	10	V2
7	⊥	⊥	7	V3

Legality: $r(u)-r(v) \leq w(e)$

$$r(v_0) - r(v_1) \leq 2$$
$$r(v_1) - r(v_2) \leq 0$$
$$r(v_1) - r(v_3) \leq 0$$
$$r(v_2) - r(v_3) \leq 0$$
$$r(v_3) - r(v_0) \leq 0$$

D>7: $r(u)-r(v) \leq W(u,v)-1$

$$r(v_0) - r(v_3) \leq 1$$
$$r(v_1) - r(v_0) \leq -1$$
$$r(v_1) - r(v_3) \leq -1$$
$$r(v_2) - r(v_0) \leq -1$$
$$r(v_2) - r(v_3) \leq -1$$



All constraints are in the difference-of-2-variable form and closely related to shortest path problem

Min-Cycle Retiming

- Example

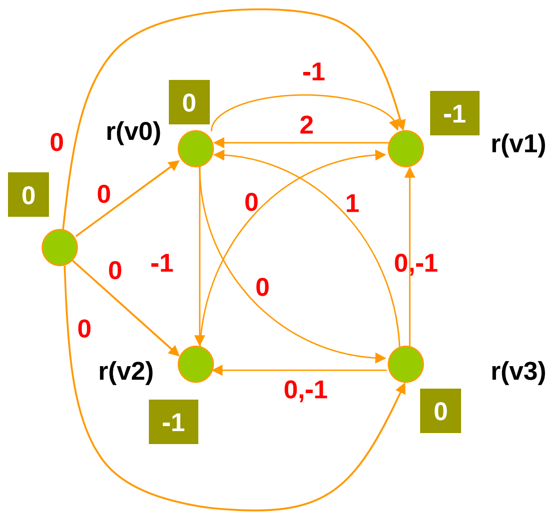
Legality: r(u)-r(v)≤w(e)

$r(v_0)-r(v_1)\le 2$
$r(v_1)-r(v_2)\le 0$
$r(v_1)-r(v_3)\le 0$
$r(v_2)-r(v_3)\le 0$
$r(v_3)-r(v_0)\le 0$

D>7: r(u)-r(v)≤W(u,v)-1

$r(v_0)-r(v_3)\le 1$
$r(v_1)-r(v_0)\le -1$
$r(v_1)-r(v_3)\le -1$
$r(v_2)-r(v_0)\le -1$
$r(v_2)-r(v_3)\le -1$

Constraint graph



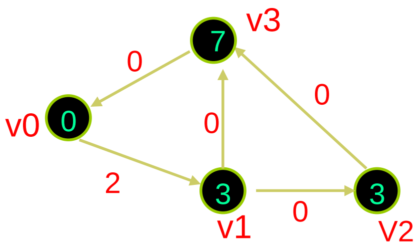
Search shortest path on constraint graph:
Bellman-Ford algorithm O(|V||E|) or O(|V|[3])

A solution exists if and only if there exists **no** negative weighted cycle

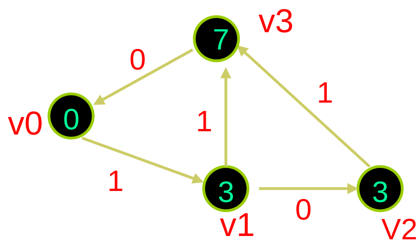
A solution is $r(v_0) = r(v_3) = 0$, $r(v_1) = r(v_2) = -1$

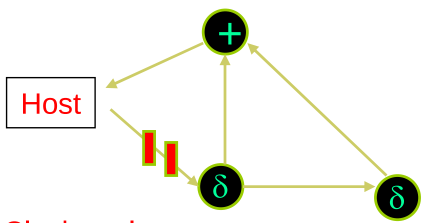
Min-Cycle Retiming

- To find the minimum cycle time, do a binary search among the entries of the D matrix O(|V||E| log|V|)



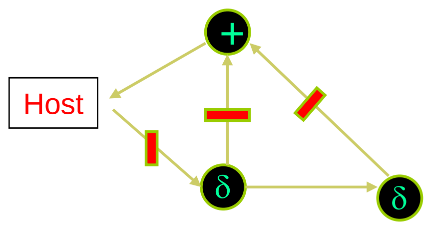
$r(v_0) = r(v_3) = 0$,
$r(v_1) = r(v_2) = -1$





Clock cycle = 3+3+7=13

Retime



Clock cycle = 7

Min-Cycle Retiming

- **Theorem:** r is a legal retiming on G such that the clock cycle $c \leq \alpha$ for some constant α if and only if
  1. $r(v_h)=0$
  2. $r(u)-r(v) \leq w(e)$ for every edge $e(u,v)$
  3. $r(u)-r(v) \leq W(u,v)-1$ (i.e. register count > 1) for every (u, v) with $D(u,v) > \alpha$
- Solve the integer linear programming problem
  - Bellman-Ford method $O(|V|^3)$

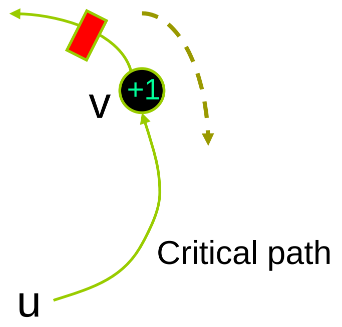
Min-Cycle Retiming

- Algorithm of optimal retiming:
  1. Compute W and D
  2. Binary search the minimum achievable clock period by applying Bellman-Ford algorithm to check the satisfication of the prior Theorem
  3. Derive $r(v)$ under the minimum achievable clock period found in Step 2
- Complexity $O(|V|^3 \lg|V|)$

Min-Cycle Retiming

- Two more algorithms:

1. Relaxation based:
   - Repeatedly find critical path
   - Retime vertex at end of path by +1 (O(|V||E|log|V|))



2. Also, Mixed Integer Linear Program formulation

Min-Area Retiming

- Goal: minimize number of registers used

$$\begin{aligned}
\min N_r &= \sum_{e \in E} w_r(e) \\
&= \sum_{e:u \to v} (w(e) + r(v) - r(u)) \\
&= \sum_{e \in E} w(e) + \sum_{e:u \to v} (r(v) - r(u)) \\
&= N + \sum_{u \to v} (r(v) - r(u)) \\
&= N + \sum_{v \in V} \left[r(v)(\#\, fanin(v) - \#\, fanout(v) \right] \\
&= N + \sum_{v \in V} a_V r(v)
\end{aligned}$$

where a_v is a constant

Min-Area Retiming

- Minimize:

$$\sum_{v \in V} a_v r(v)$$

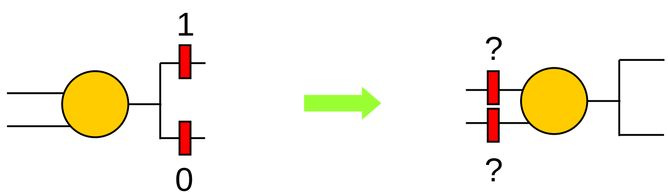
- Subject to:

$$w_r(e) = w(e) + r(v) - r(u) \geq 0$$

- Note: It is reducible to a flow problem

Retiming Issues

- Computation of equivalent initial states
  - Equivalent initial states may not always exist



  - General solution requires replication of logic for initialization
- Timing models
  - Too far away from actual implementation

Retiming + Clock Scheduling

- Mathematical formulation
  - s: E→ℝ, a real edge labeling
  - s(e) denotes the clock signal delay of all registers of e
- In addition to the register weight matrix and delay matrix for the maximum delay, we also need the minimum paths delays

$$W(u,v) = \min_p \{w(p) : u \xrightarrow{p} v\}$$
$$D(u,v) = \max_p \{d(p) : u \xrightarrow{p} v, w(p) = w(u,v)\}$$
$$D_{\min}(u,v) = \min_p \{d(p) : u \xrightarrow{p} v, w(p) = w(u,v)\}$$

Retiming + Clock Scheduling

- A valid retiming and clock skew schedule is an assignment to r and s such that:

$$(1) \quad w_r \geq 0$$
$$(2) \quad \forall (u',u),(v,v'):$$
$$w(u',u) > 0 \wedge w(v,v') > 0 \wedge W(u,v) = 0 \Rightarrow$$
$$D_{\min}(u,v) + s(u',u) - s(v,v') \geq T_{hold} \wedge$$
$$D(u,v) + s(u',u) - s(v,v') \leq T_{clock} - T_{setup}$$

- Solution Mixed Integer Linear Program (MILP)

Retiming & Resynthesis

- Combine retiming and combinational optimization
  - Retime registers such that the circuit has a large combinational logic block for optimization
  - Resynthesize the combinational logic block with combinational logic minimization techniques
  - Retiming and resynthesis can be iterated
    - Can achieve any state re-encoding

Retiming & Resynthesis

- Example