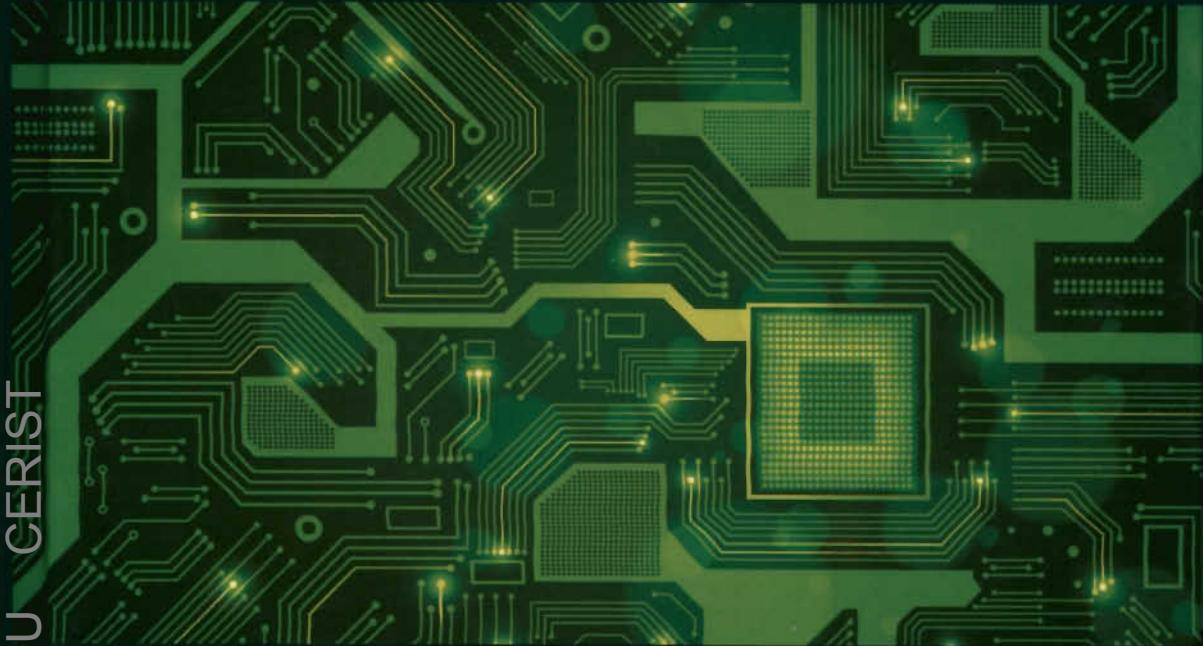


ELECTRONICS ENGINEERING SERIES

BIBLIOTHEQUE DU CERIST



CAD of Circuits and Integrated Systems

Ali Mahdoum

ISTE

WILEY

BIBLIOTHEQUE DU CERIST

Series Editor
Robert Baptist

CAD of Circuits and Integrated Systems

Ali Mahdoum



WILEY

Contents

Preface	ix
Chapter 1. Basic Notions on Computational Complexity and Approximate Techniques	1
1.1. Computational complexity	1
1.1.1. Introduction	1
1.1.2. Big O notation	2
1.1.3. Ω Notation	3
1.1.4. Calculation of $T(n)$	4
1.2. Language computability	10
1.2.1. Turing machine and class P	10
1.2.2. Non-deterministic algorithm and class NP	12
1.2.3. NP-complete problems	16
1.2.4. NP-hard problems	27
1.2.5. NP-intermediate problems	31
1.2.6. Co-NP problems	33
1.2.7. Class hierarchy	34
1.3. Heuristics and metaheuristics	35
1.3.1. Definitions	35
1.3.2. Graph theory	36
1.3.3. Branch and bound technique	37
1.3.4. Tabu search technique	41
1.3.5. Simulated annealing technique	43
1.3.6. Genetic and evolutionary algorithms	45
1.4. Conclusion	48

Chapter 2. Basic Notions on the Design of Digital Circuits and Systems	49
2.1. Introduction	49
2.2. History of VLSI circuit design	49
2.2.1. Prediffused circuit	49
2.2.2. Sea of gates	49
2.2.3. Field-programmable gate array – FPGA	51
2.2.4. Elementary pre-characterized circuit (standard cells)	52
2.2.5. Full-custom circuit	53
2.2.6. Silicon compilation	54
2.3. System design level	57
2.3.1. Synthesis	57
2.3.2. Floorplanning	64
2.3.3. Analysis	65
2.3.4. Verification	66
2.4. Register transfer design level	69
2.4.1. Synthesis	69
2.4.2. Analysis	90
2.4.3. Verification	91
2.5. Module design level	92
2.5.1. Synthesis	92
2.5.2. Analysis	93
2.5.3. Verification	98
2.6. Gate design level	99
2.6.1. Synthesis	99
2.6.2. Analysis	111
2.6.3. Verification	112
2.7. Transistor level	112
2.7.1. NMOS and CMOS technologies	112
2.7.2. Theory of MOS transistor (current I_{DS})	114
2.7.3. Transfer characteristics of the inverter	117
2.7.4. Static analysis of the inverter	118
2.7.5. Threshold voltage of the inverter	119
2.7.6. Estimation of the rise and fall times of a capacitor	120
2.8. Interconnections	124
2.8.1. Synthesis of interconnections	126
2.8.2. Synthesis of networks-on-chip	140
2.9. Conclusion	151

Chapter 3. Case Study: Application of Heuristics and Metaheuristics in the Design of Integrated Circuits and Systems	153
3.1. Introduction	153
3.2. System level	154
3.2.1. Synthesis of systems-on-chip (SoCs) with low energy consumption	154
3.2.2. Heuristic application to dynamic voltage and frequency scaling (DVFS) for the design of a real-time system subject to energy constraint	160
3.3. Register transfer level	174
3.3.1. Integer linear programming applied to the scheduling of operations of a data flow graph (DFG)	174
3.3.2. The scheduling of operations in a controlled data flow graph (considering the speed–power consumption tradeoff)	176
3.3.3. Efficient code assignment to the states of a finite state machine (aimed at reaching an effective control part in terms of surface, speed and power consumption)	176
3.3.4. Synthesis of submicron transistors and interconnections for the design of high-performance (low-power) circuits subject to power (respectively time) and surface constraints	196
3.4. Module level	207
3.4.1. Design of low-power digital circuits	207
3.4.2. Reduction of memory access time for the design of embedded systems	219
3.5. Gate level	227
3.5.1. Estimation of the average and maximal power consumption of a digital circuit	227
3.5.2. Automated layout generation of some regular structures (shifters, address decoders, PLAs)	234
3.5.3. Automated layout generation of digital circuits according to the River PLA technique	238
3.6. Interconnections	239
3.6.1. Low-power buffer insertion technique for the design of submicron interconnections with delay and surface constraints	239
3.6.2. Data encoding and decoding for low-power aided design of submicron interconnections	250

3.6.3. High-level synthesis of networks-on-chip subject to bandwidth, surface and power consumption constraints	253
3.7. Conclusion	263
References	267
Index	273

This book addresses the difficulty of obtaining a quality solution, that is, pre optimal or even optimal, in a reasonable time from a central processing unit (CPU). As polynomial problems can be treated by exact methods, the problem posed concerns non-polynomial problems, for which it is necessary to develop efficient algorithms based on heuristics or meta-heuristics.

Chapter 3 of this book demonstrates how to develop such algorithms, which are characterized by: an initialization of argued solutions (sometimes, the global optimum can be obtained from such an initialization); a non-random generation of solutions (to avoid generating the same solution several times, or even generating solutions that cannot be achieved); avoidance of being trapped by a local optimum; good use of CPU time by reducing the size of the space of solutions to be explored (which is often very large for such problems) without compromising the quality of the solution; plus a reasoned displacement from one solution to another, to improve the quality of the solution as the processing is carried out.

These aspects are applied to concrete applications in the design of integrated circuits and systems at various levels. To do this and to help the reader better understand this problem, Chapters 1 and 2 present basic notions on computational complexity, and the design of integrated circuits and systems.

Ali Mahdoum is a full-time researcher at the Centre de Développement des Technologies Avancées (Center for Development of Advanced Technologies) in Algiers, Algeria. He also teaches part-time in the Departments of Computer Science and Electronics at Université Saad Dahlab de Blida in Algeria. His research interests include the computer-aided design of integrated circuits and systems.