

Blitz: A Static Timing Analyzer Parallelized Using Operator Formulation

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About Yi-Shan Lu

- PhD student
 - Advisor: Prof. Keshav Pingali
- Research interests
 - Parallelization & language design for domain-specific computation
 - Current focus: EDA algorithms, timing analysis & simulation
- Selected honors
 - Graph Challenge Champion, HPEC 2017
 - Third Place Award, TAU Contest 2019
 - Second Place, CADathlon at ICCAD 2019
 - Participation Award, TAU Contest 2020



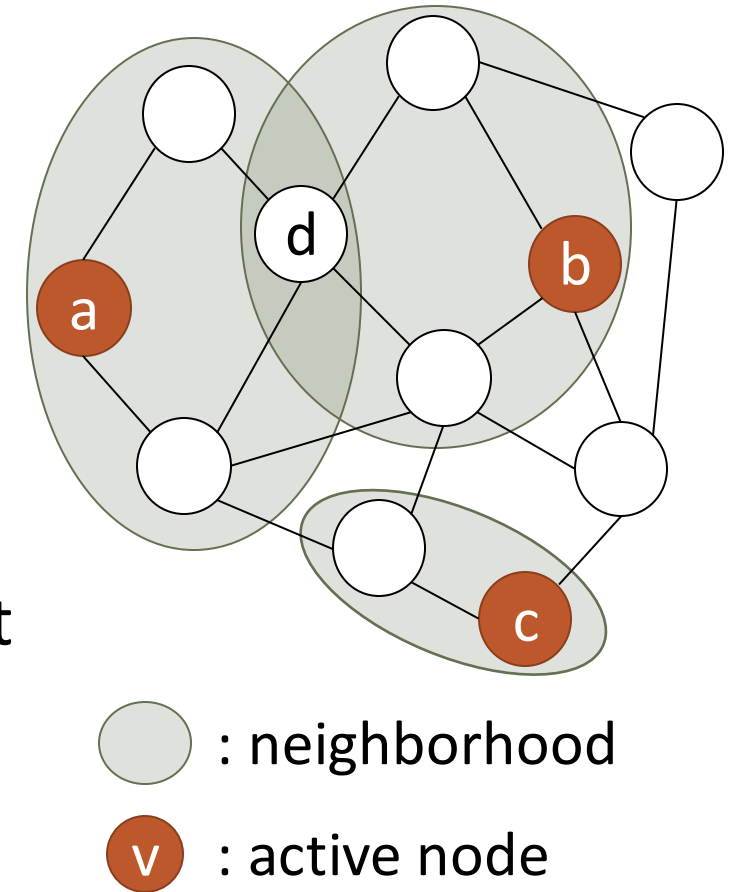
Blitz: a parallel static timing analyzer

- Current capabilities
 - Timing propagation (full as well as incremental update)
 - NLDM delay & power calculation
 - Top-k critical paths
 - MCMC support
- Takes Verilog, SDC, Liberty, SPEF
- Accuracy verified using OpenTimer
- Parallelized using operator formulation
 - Enables shorter turn-around time
 - Candidate timer for timing-driven optimization



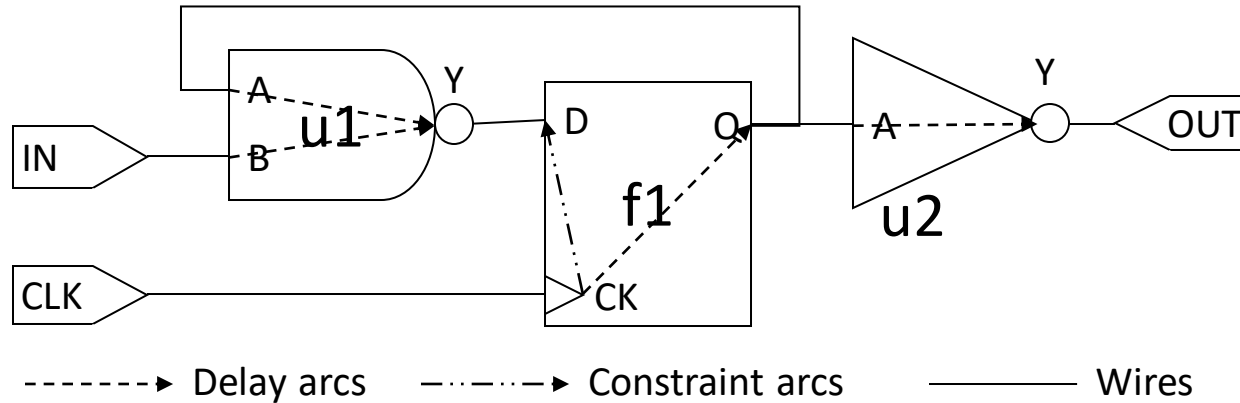
Operator formulation

- Data-centric programming model
 - Programmer specifies actions (updates) on graph
 - Actions performed concurrently if they touch disjoint regions of graph; otherwise sequenced
- Runtime system ensures conflicting actions are not executed concurrently
- Result: safe parallelism even for complex applications on unstructured data
 - Galois library, implemented in C++
 - <https://github.com/IntelligentSoftwareSystems/Galois>



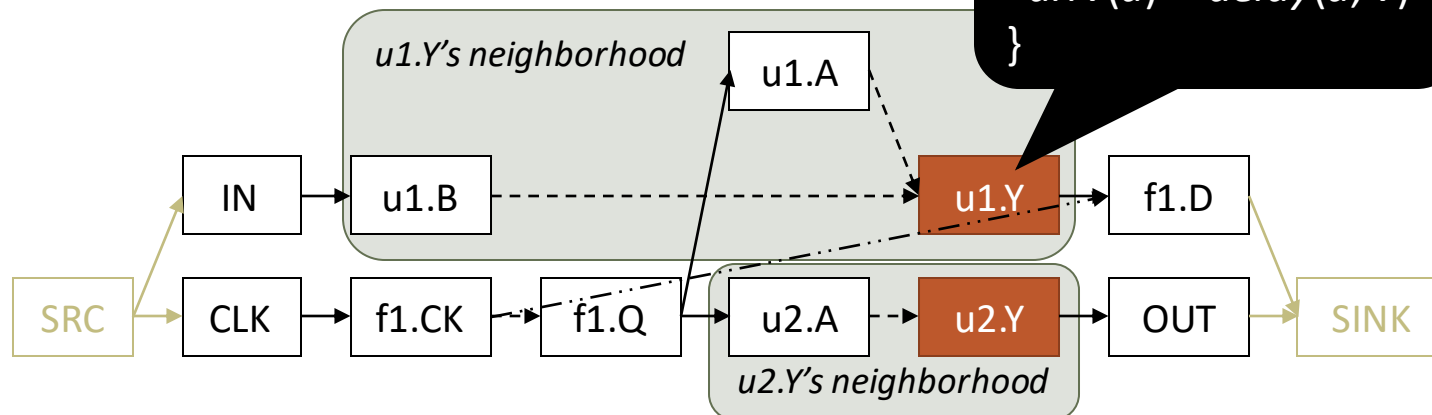
Timing propagation in operator formulation

Netlist



- Parallelism among active nodes
 - $arrv(v)$ writes v and reads u where (u, v) exists
 - If v is active, no other nodes in v 's neighborhood can be active
- Nodes are activated in topological order from PIs
 - Tracked by a worklist

Timing graph

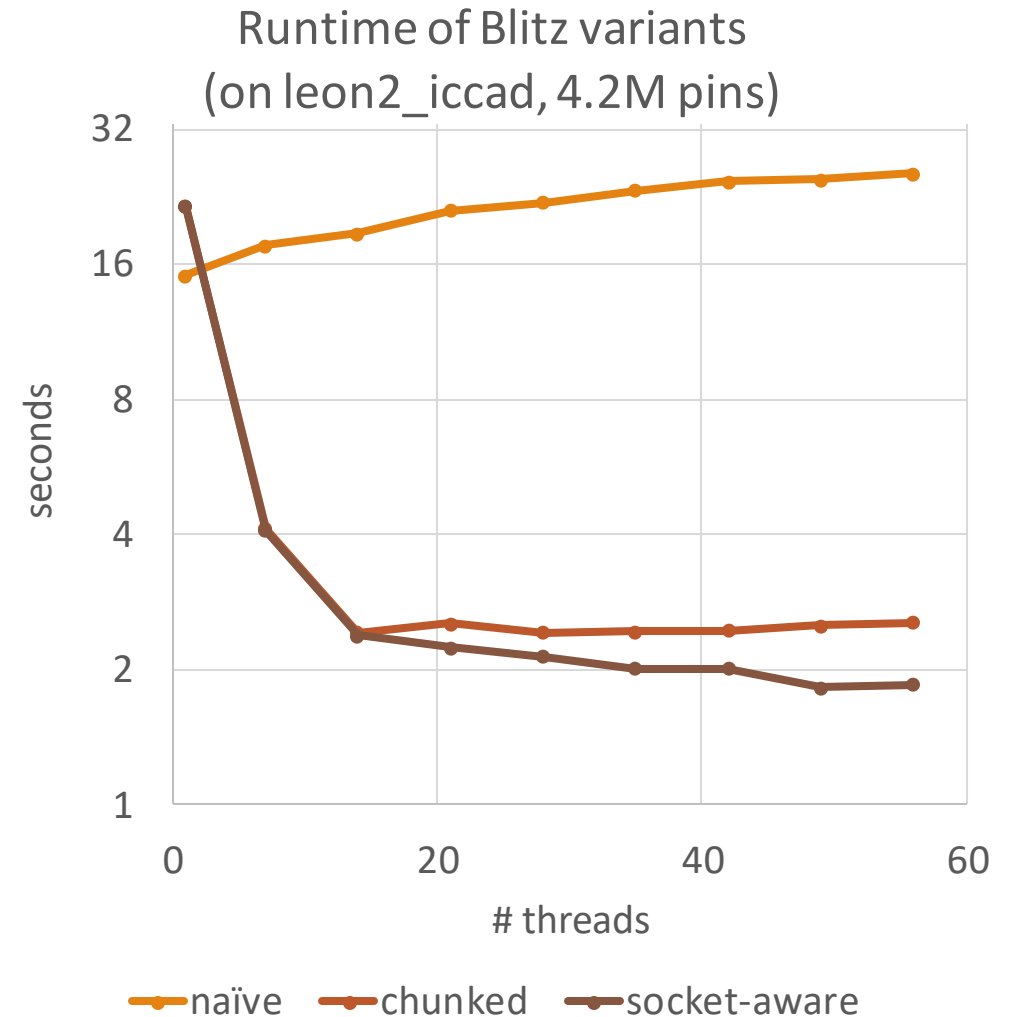


Operator:
 $arrv(v) = \max\{arrv(u) + delay(u, v)\}$



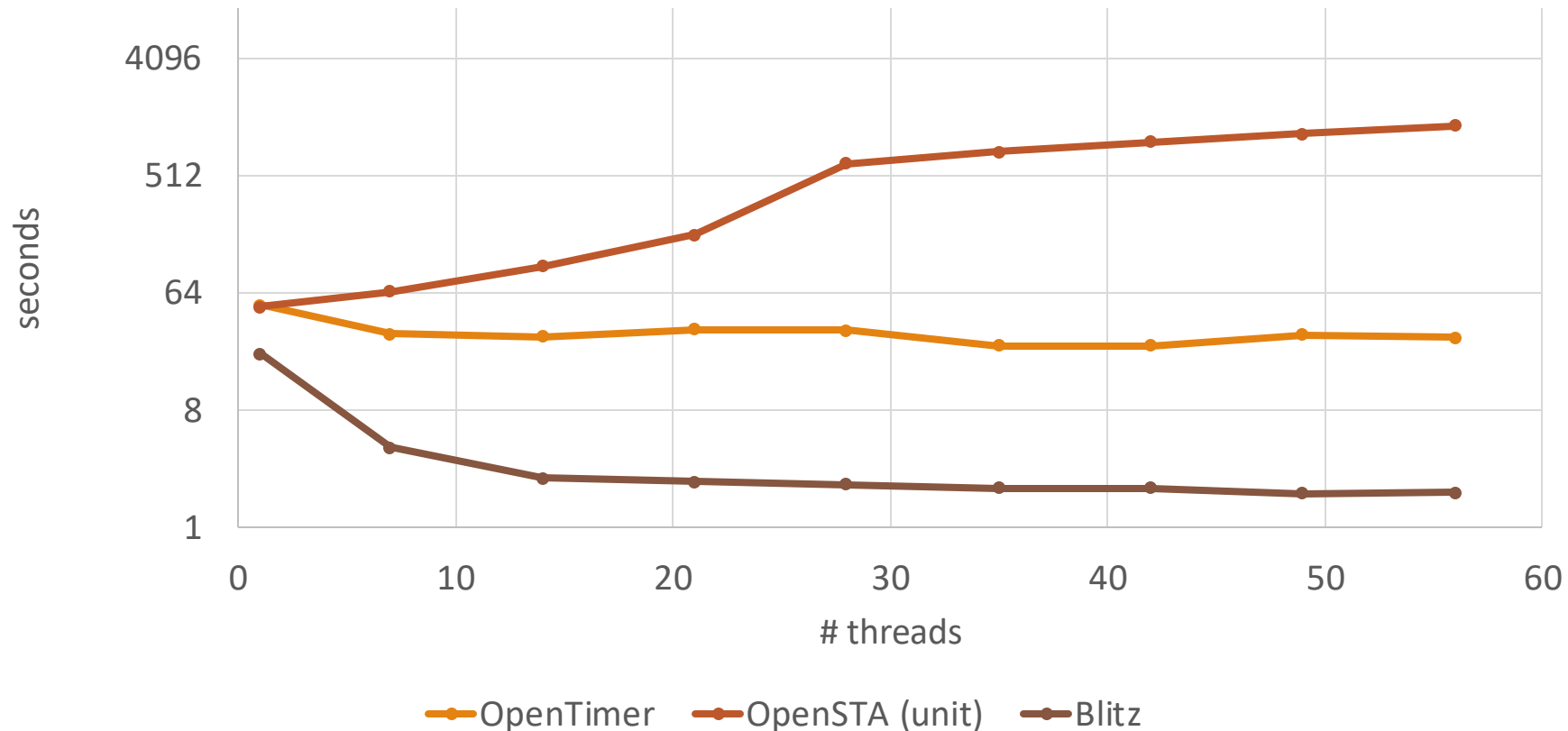
Impact of worklist design

- Naïve
 - Global worklist of active nodes
 - Lock-guarded
- Chunked
 - Group active nodes into chunks
 - Threads push/pop chunks
 - Lock-free worklist
- Socket-aware
 - Everything in chunked
 - Threads interact with local socket
 - Socket leaders interact w/ remote sockets



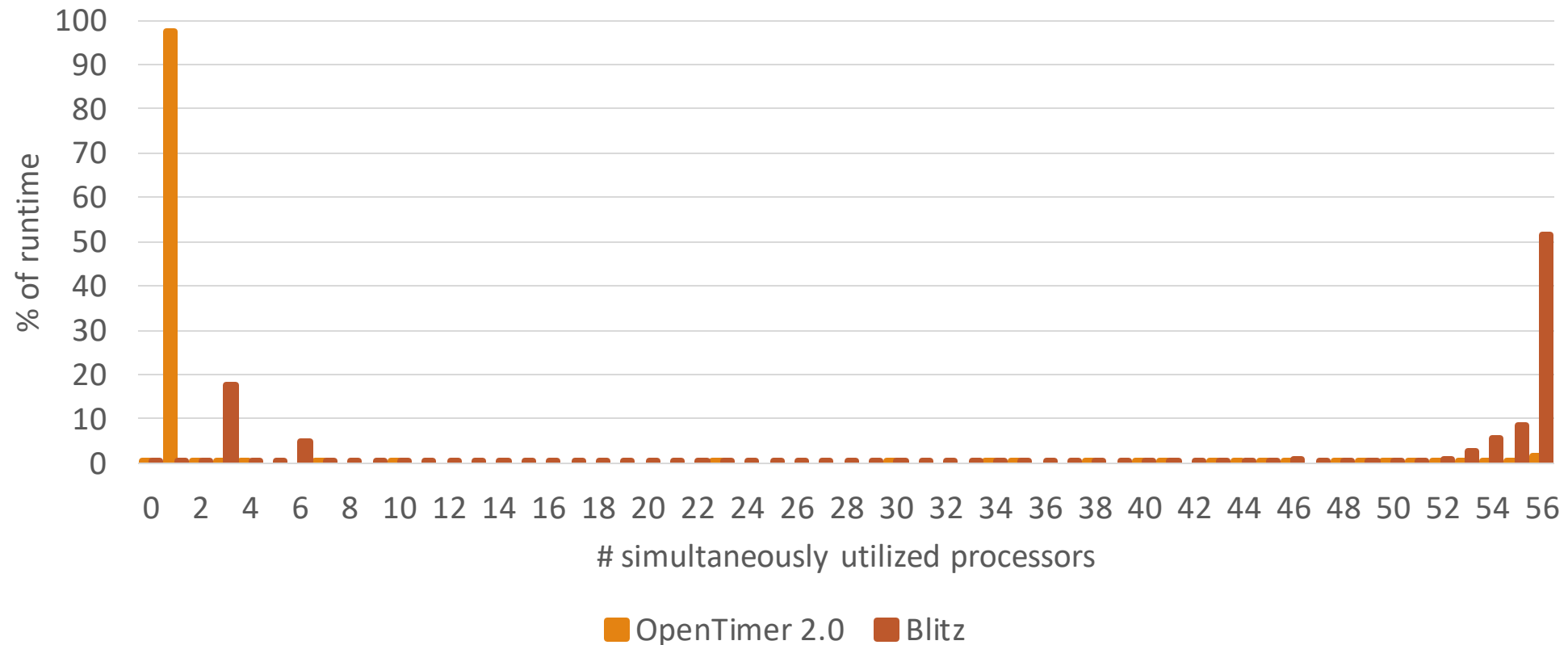
Better performance over open-source timers

Runtime of open-source timers
(on leon2_iccad, 4.2M pins)



Effectively parallelized timing propagation

% of time vs. # processors
(on leon3mp_iccad, 3.3M pins)



Future works

- Feature completion
 - General mechanism to support timing exceptions, e.g., false paths (tuning)
 - CCS delay calculation (tuning)
 - Integration with timing-driven optimization tools, e.g., placer/router (WIP)
- Better scalability
 - Performance scalability beyond one socket
 - Handling larger circuits (in distributed setting)
- Open-source release



Thanks!

Questions?

