When Will Machines Make Machines? Using machine learning to develop EDA tools

Laleh Behjat

December 8, 2020

CMC EDA Workshop



Land Acknowledgement

"In the spirit of reconciliation, I acknowledge that I live, work and play on the traditional territories of the Blackfoot Confederacy (Siksika, Kainai, Piikani), the Tsuut'ina, the Nakoda Nations, the Métis Nation (Region 3), and all people who make their homes in the Treaty 7 region of Southern Alberta."

The main task of an EDA Designer is to fit all of transistors and the wires in the chip

How do we fit 10 Billion transistors in a chip?

We need to make machine intelligent enough to make themselves

Intelligence

"Intelligence is measured by the capacity to remember and predict patterns in the world, including language, mathematics, physical properties of objects, and social situations." Jeff Hawkins, 2004

"The ability to learn, understand, and make judgments or have opinions that are based on reason" Cambridge Advanced Learner's Dictionary, 2006

"Sensory capacity, capacity for perceptual recognition, quickness, range or flexibility or association, facility and imagination, span of attention, quickness or alertness in response." F. N. Freeman

Intelligence - 1

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Creative team — Eh?Predictor

Eh? Predictor

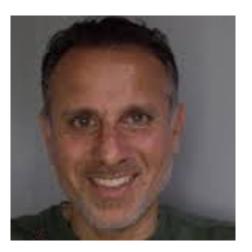


Aysa Fakheri-Tabrizi Alea



Logan Rakai

Cloud Academy



Ismail Bustany

Xilinx

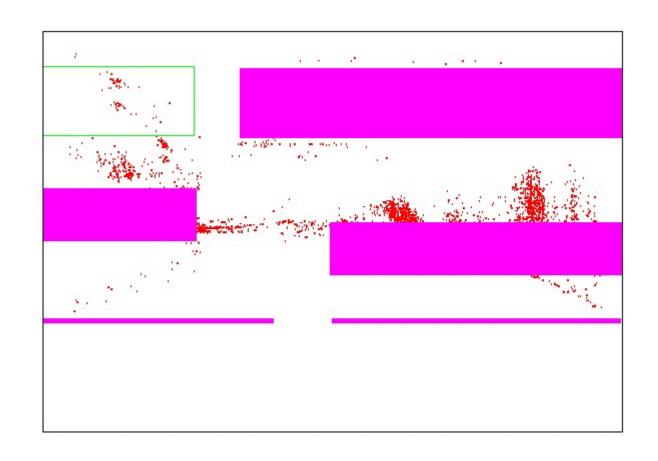


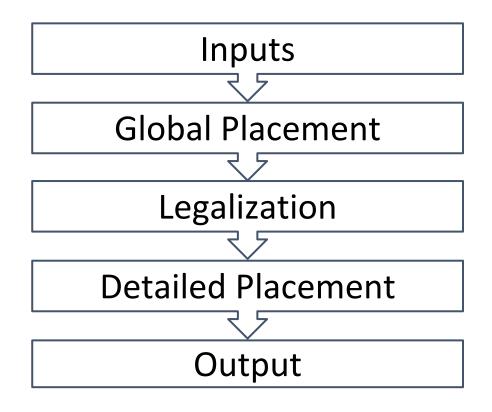
Nima Karimpour Darav Efinix Inc.



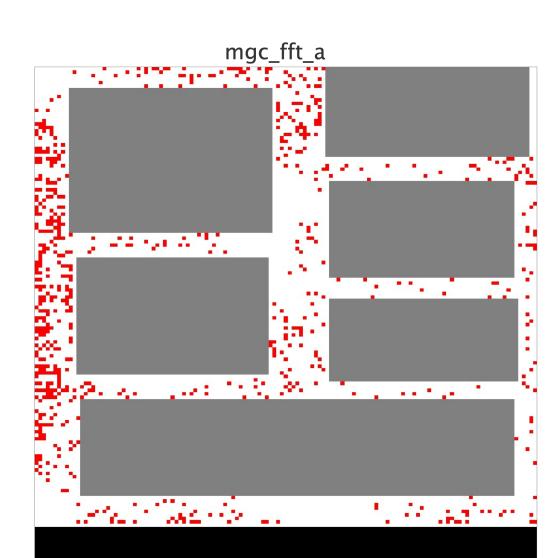
Laleh Behjat University of Calgary

Placement problem

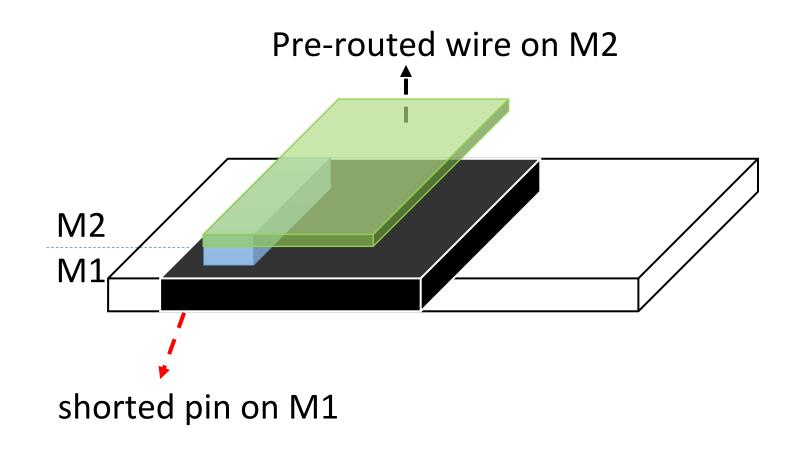


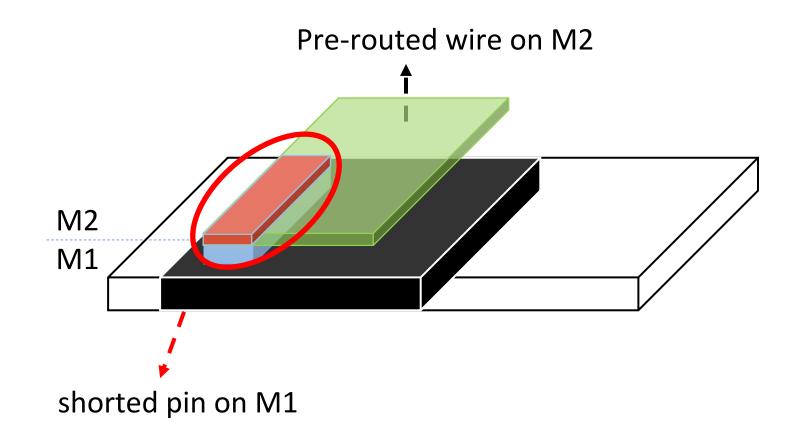


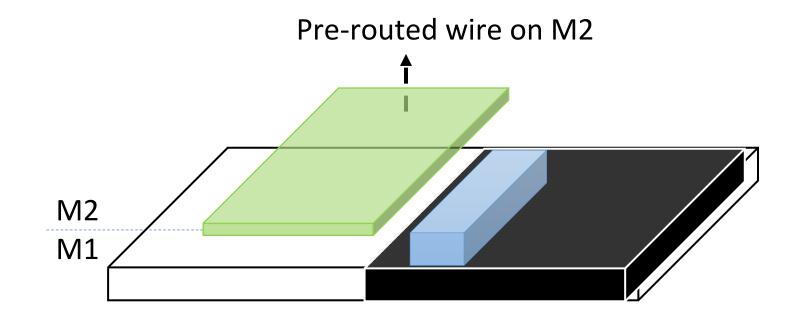
Catalyst for technical creativity -No matter how good the placement, detailed routing is hard



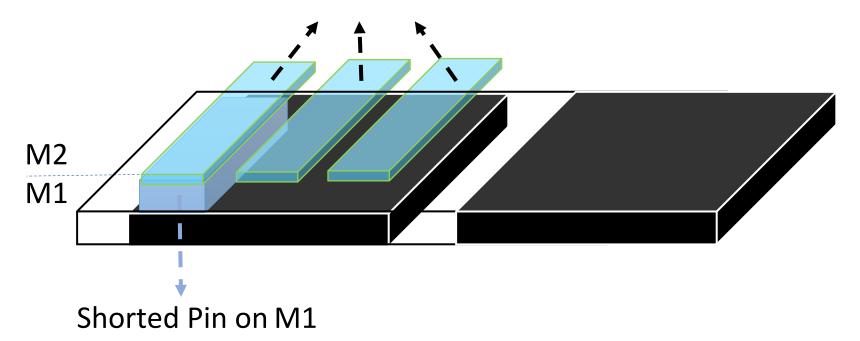
Shorts after routing for circuit mgc_fft_a



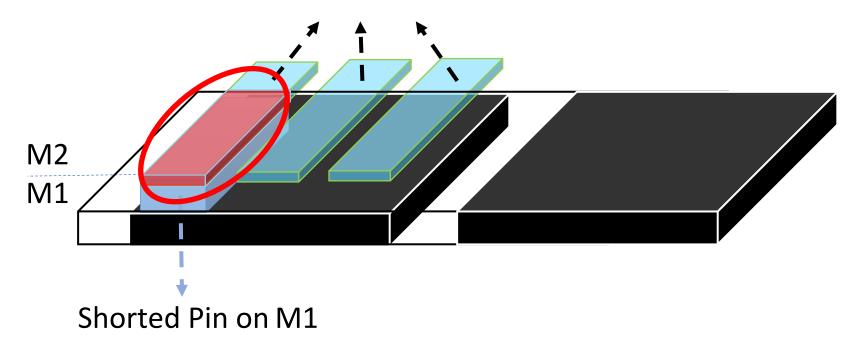




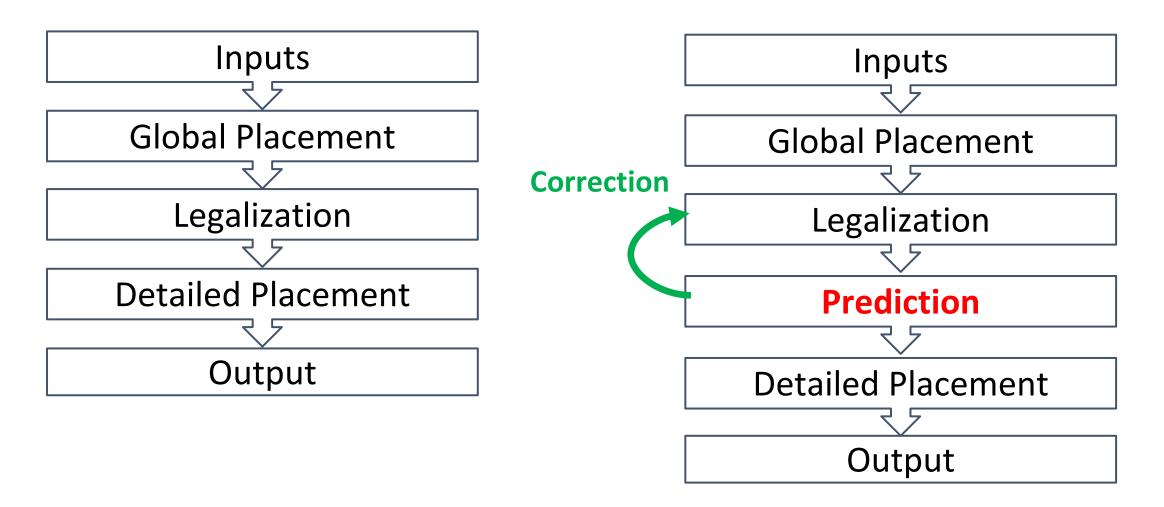
Detailed-routed wires on M2



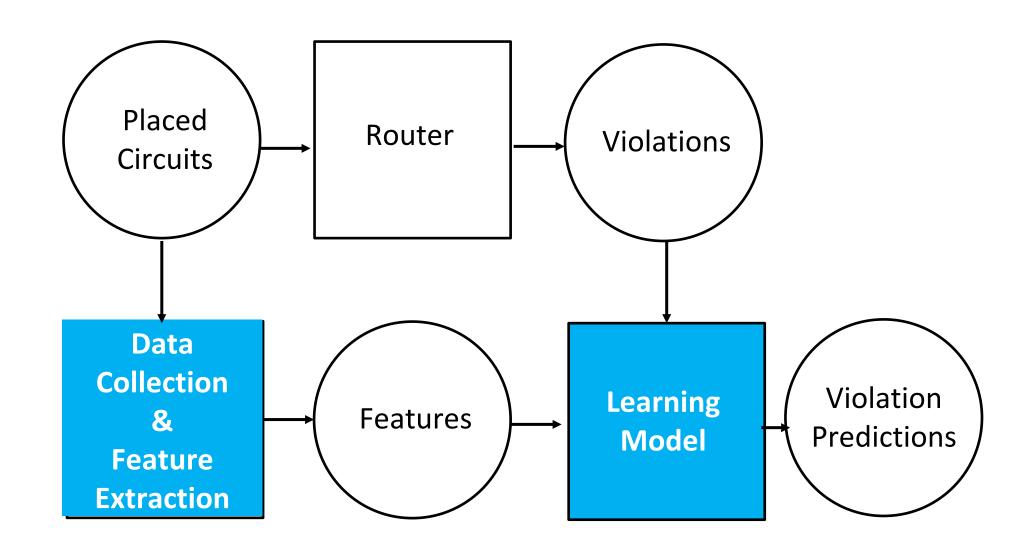
Detailed-routed wires on M2



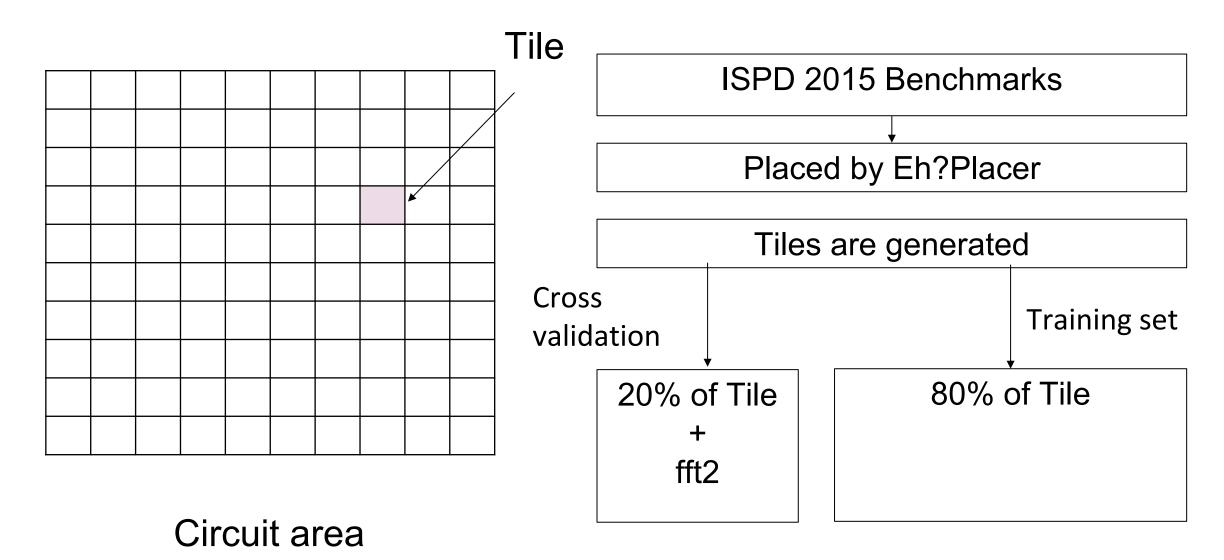
Main idea



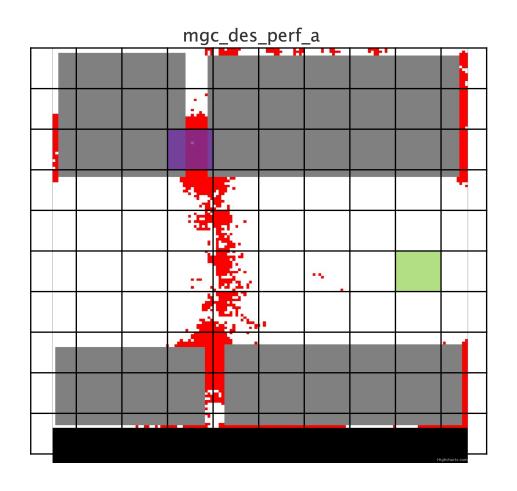
Eh? Predictor

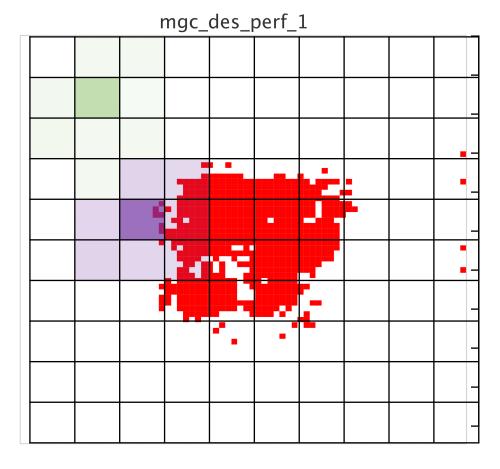


Data Collection



Feature Extraction - Position



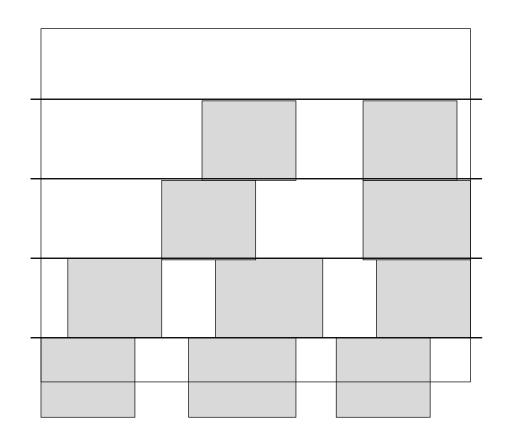


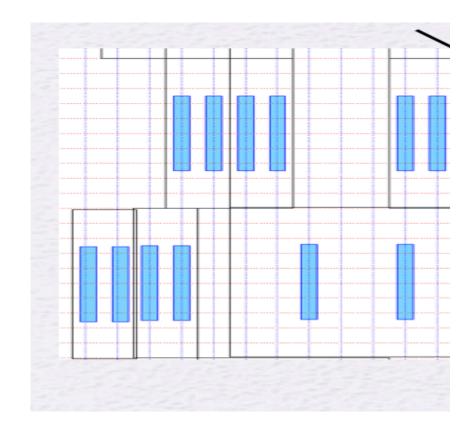
Position

Neighborhood

lighcharte con

Feature Extraction - Density



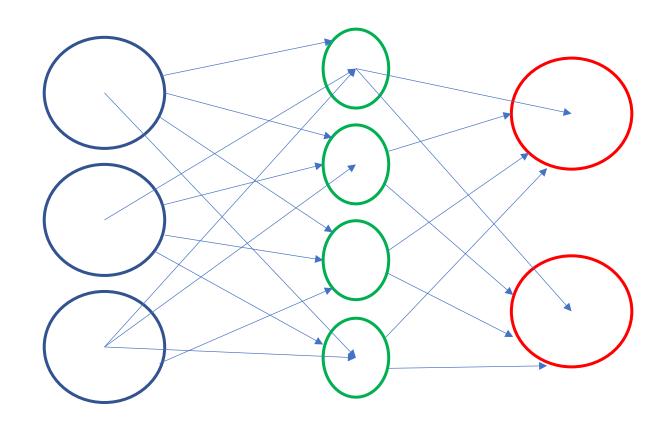


Cell Density

Pin Density

Model Selection

Neural Network with up to 4 hidden layers



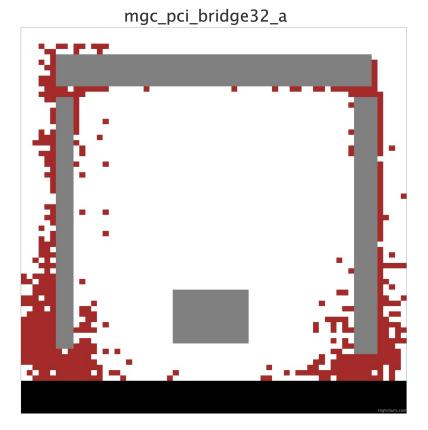
Evaluation - TPR

True Positive Rate (TPR):			100				•	9
Overall	93%	SPC (%)	50-					
#shorts > 500	96%		0					
100< #shorts < 500	87%		0	20	40	60	80	100
#shorts < 100	73%				TPI	R (%)		
		sh	nort ratio	0.0000			0	0.1500

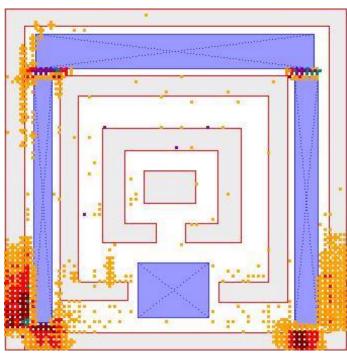
Evaluation - SPC

Specificity (SPC):			100				•	~;
Overall	93%	SPC (%)	50-					•
#shorts > 500	60%		0					
100< #shorts < 500	91%		0	20	40	60	80	100
#shorts < 100	93%				TPF	R (%)		
		sh	ort ratio	0.0000			0	.1500

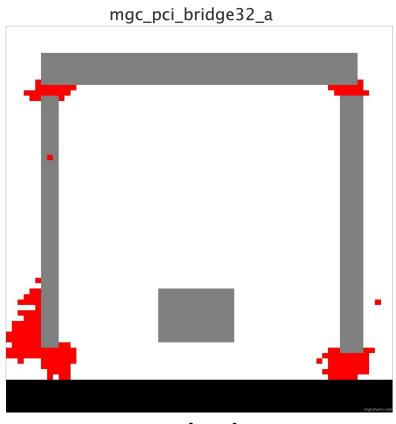
Case Study – Narrow channel - bridge32_a



Our prediction

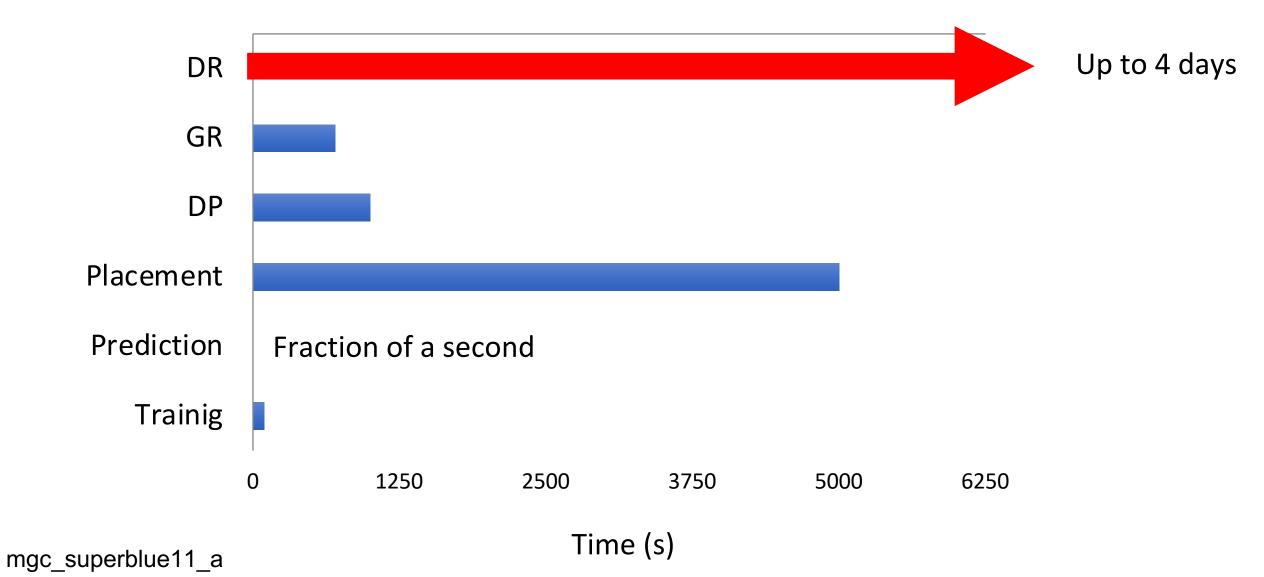


Global Routing



Detailed Routing

Runtime



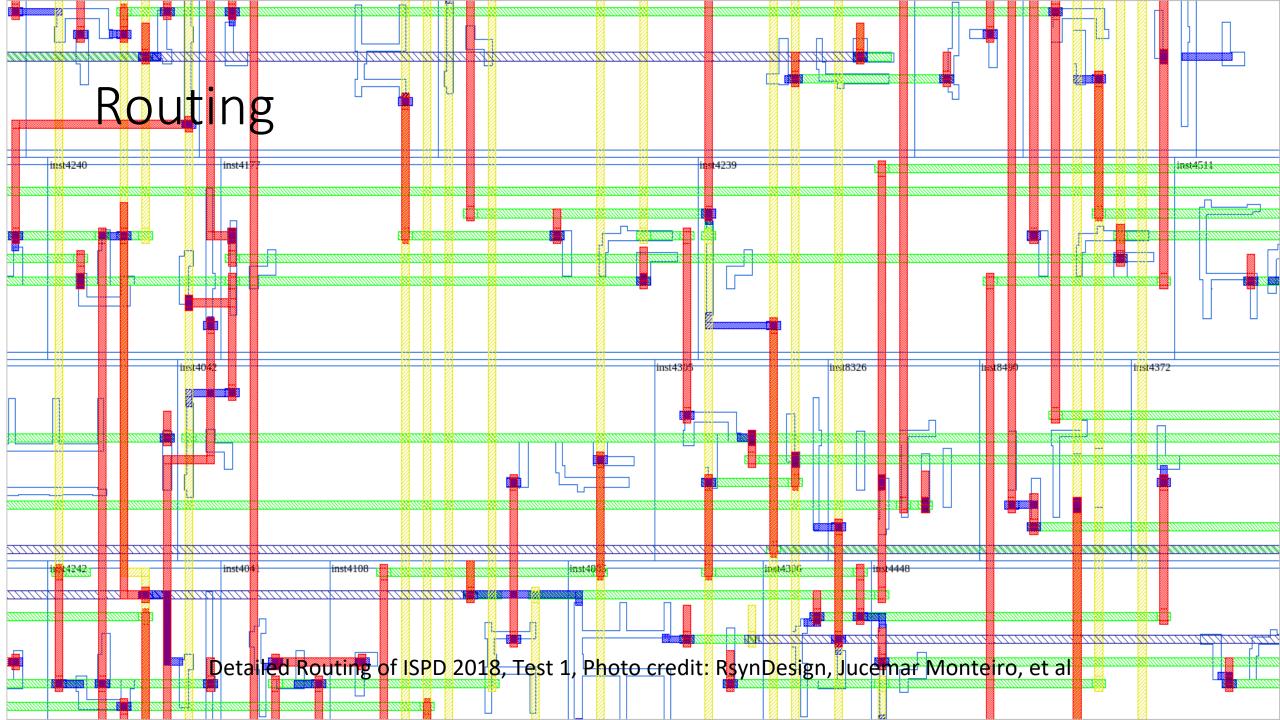
Bigger picture consequences

"Intelligence is measured by the capacity to remember and predict patterns in the world, including language, mathematics, physical properties of objects, and social situations." Jeff Hawkins, 2004

EDA algorithms can remember and predict patterns.

Intelligence

"The ability to learn, understand, and make judgments or have opinions that are based on reason" Cambridge Advanced Learner's Dictionary, 2006



Very complicated

Too many constraints

No good models for optimization

Can we use Machine Learning to solve the routing problem?

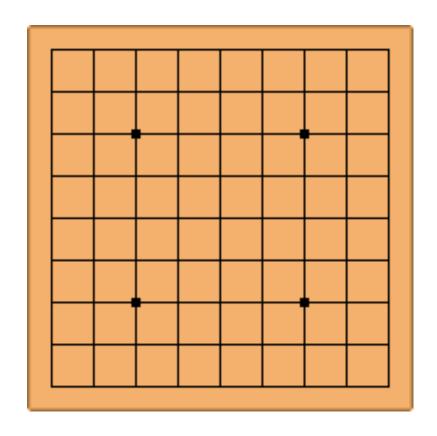
Machine Learning Needs Data

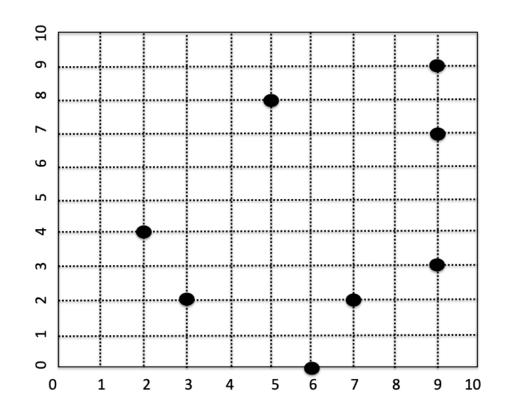
Have 14 benchmarks available.

The best way to do this is to use Reinforcement learning.

Inspiration came from AlphaGo Zero

Catalyst – These board look alike





The game of Go Board

Image Source : https://senseis.xmp.net/?Go

Grid based Metal layers

Creative Team



Upma Gandhi University of Calgary



Bill Swartz Timberwolf

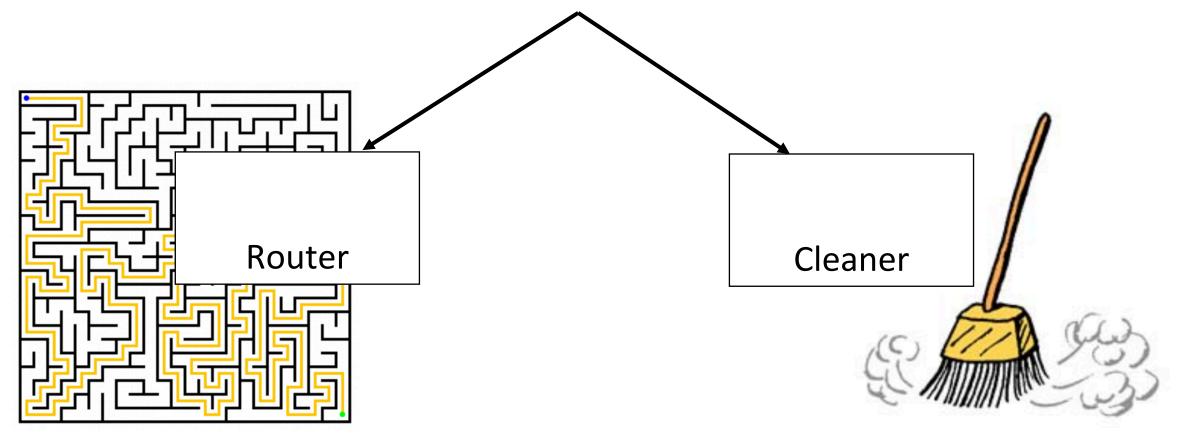


Ismail Bustany Xilinx



Laleh Behjat
University of Calgary

α PD-ROUTER Players



α PD-ROUTER Players

0	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

Cleaner: Rip one of the candidate

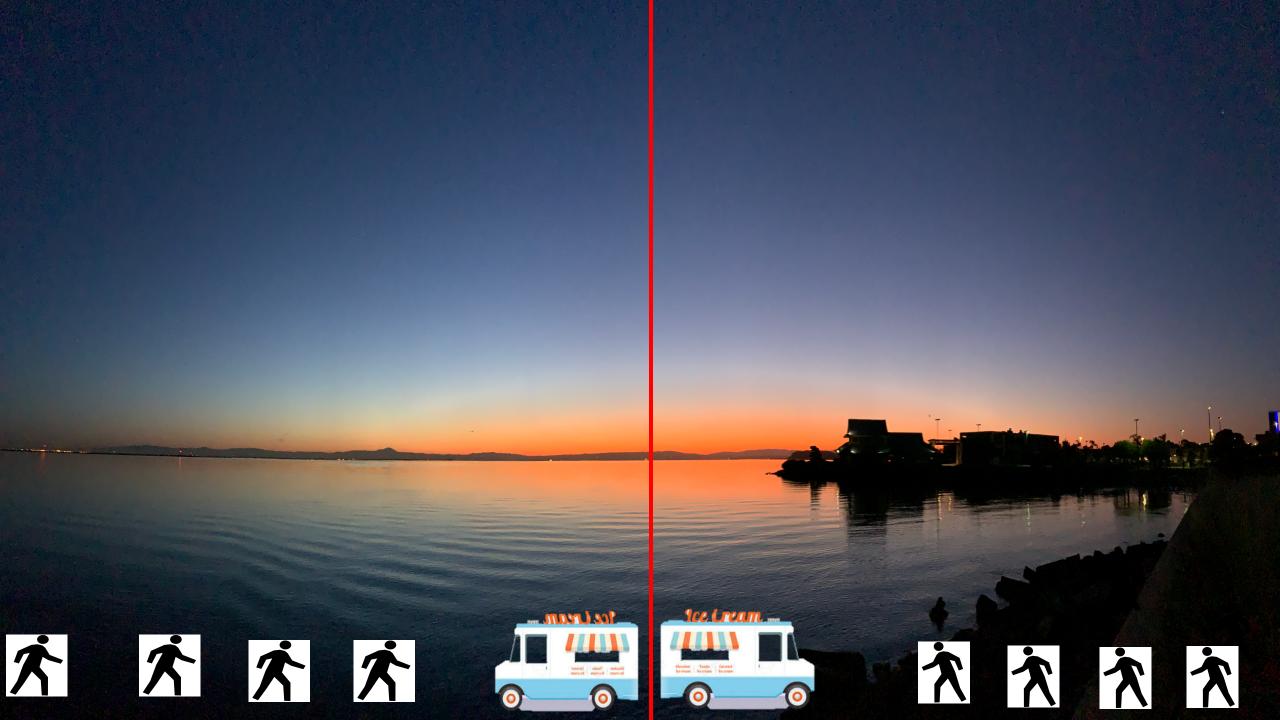
Router: Route all nets using A*

nets

Competition versus collaboration

When the two players are competing against each other we often get to a Nash equilibrium. This equilibrium is not an optimal point.

In this case, we decided to make sure that our two players collaborate versus compete.



cleaner: Gets rewards based on routers ability to route

Prospective net boards to re-route

0	1 S1	2	3	4
5	6	⁷ d3	8 d1	9
10	¹¹ d2	12	13	14 s2
15	16	17	18	19
²⁰ s3	21	22	23	24

0	¹ s1	2	3	4
5	6	⁷ d3	8 d1	9
10	¹¹ d2	12	13	14 S2
15	16	17	18	19
²⁰ s3	21	22	23	24

Router: Gets rewards based on making less DRC

0	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

0	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

Bigger Picture Consequences

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EDA Algorithms can learn, understand and make good judgments.

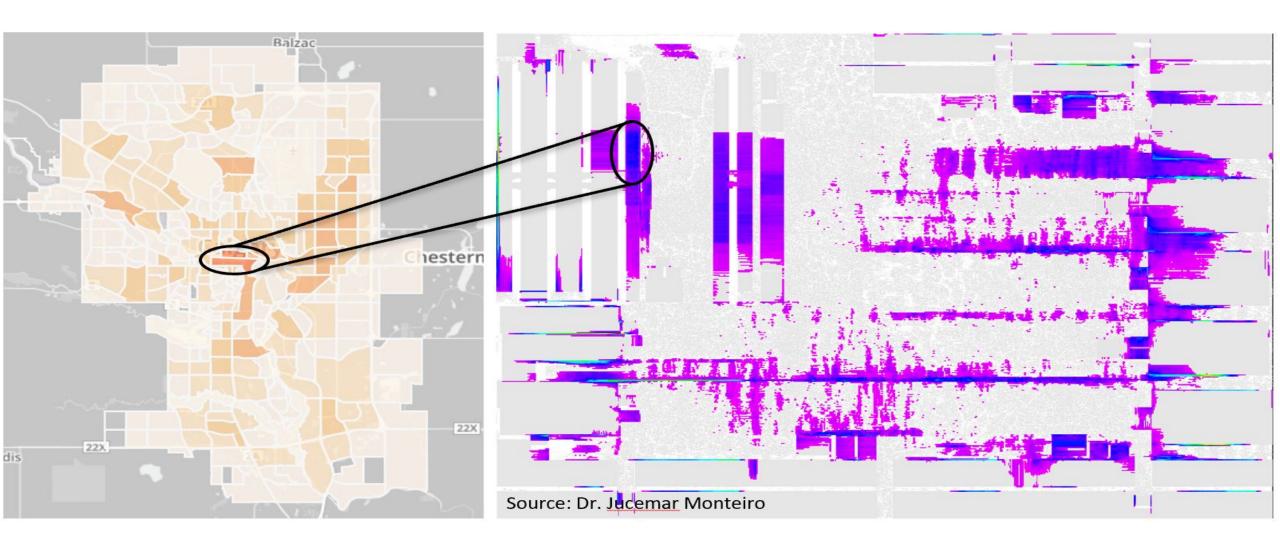
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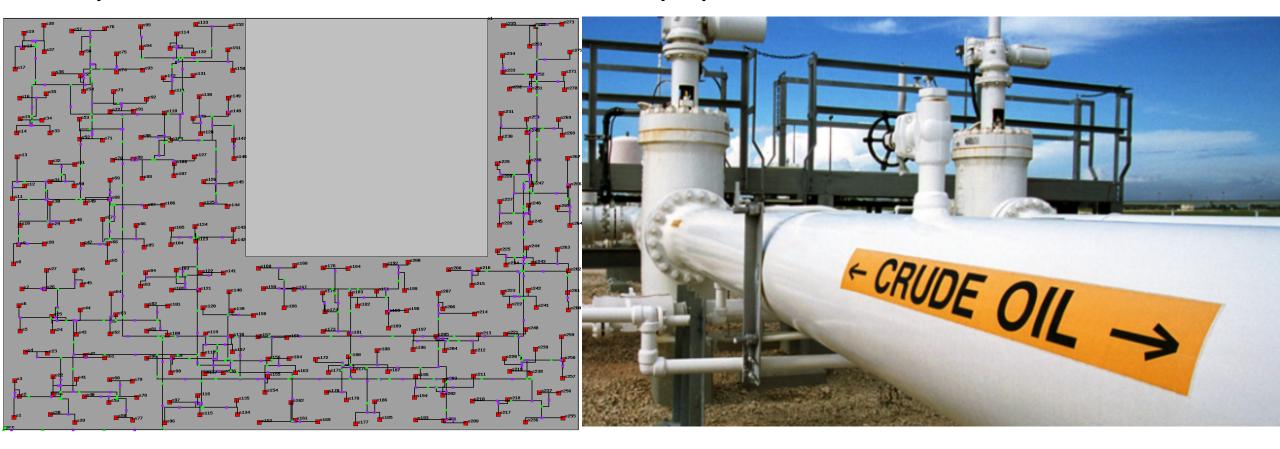
The advances in technology, especially in terms of the artificial intelligence and biological advances would mean that in the 21st century, we will be able to recreate our, systems, cities, societies and even ourselves. We will also create many different real and virtual worlds. We need researchers from all parts of the human knowledge to work together to shape a world that we all will not only survive but also thrive in.

Can we use some of the EDA solutions to solve these pressing problems?

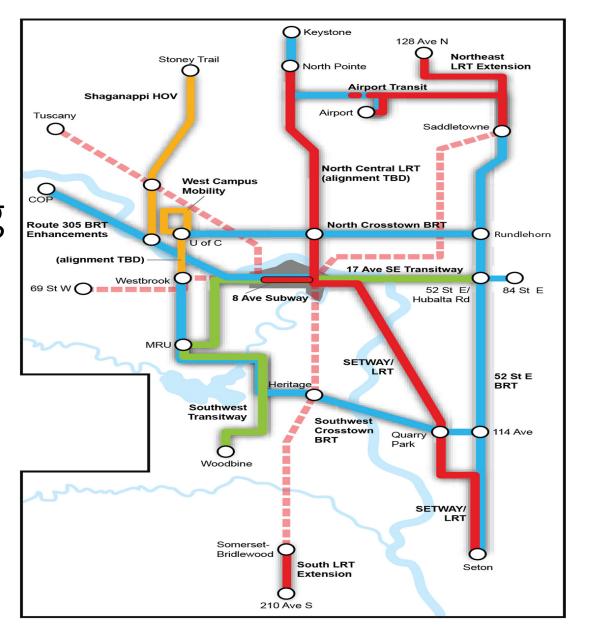
Use Machine Learning to Make Safer Cities



Use Clock network Optimization for reducing power to send crude oil I pipelines



Use reinforcement learning to make a collaborative public/private transportation system using autonomous vehicles



Intelligence

"Sensory capacity, capacity for perceptual recognition, quickness, range or flexibility or association, facility and imagination, span of attention, quickness or alertness in response." F. N. Freeman

Can we make EDA algorithms that make association and have imagination?

"We can only see a short distance ahead, but we can see plenty there that needs to be done"

Alan Turing















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