



Optimization of Complex Circuits at System Level



MunEDA Corporate Overview

 EDA Software Vendor – Tools SPT & WiCkeD[™] for Migration, Sizing and Verification of full custom nanometer IC designs.

- Worldwide Sales & Support Offices in USA, Korea, China, Taiwan, Japan, UK, Ireland, Scandinavia, South America
- Worldwide Customer & Partner Base with Semiconductor IDMs, Fabless Design Houses & Foundries





For more information visit <u>www.muneda.com</u>



MunEDA EDA Solutions for Full Custom IC Migration, Sizing & Verification

MunEDA – Comprehensive EDA Tools for Migration, Sizing and Verification of Nanometer Custom IC Designs



MunEDA WiCkeDTM Circuit Sizing & Tuning

MunEDA WiCkeDTM Circuit Analysis & Verification





Circuit Sizing & Tuning with WiCkeDTM Meet performance specifications over all types of variation, design and operation parameters with MunEDA sizing & optimization tools



Circuit Verification with WiCkeD[™]

Analyze and verify your circuit designs for constraints, performance specifications, operating and process parameters, global and mismatch variation, reliability and others

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Empowering Innovation

MunEDA WiCkeD[™] Tool Suite for Circuit Sizing & Tuning



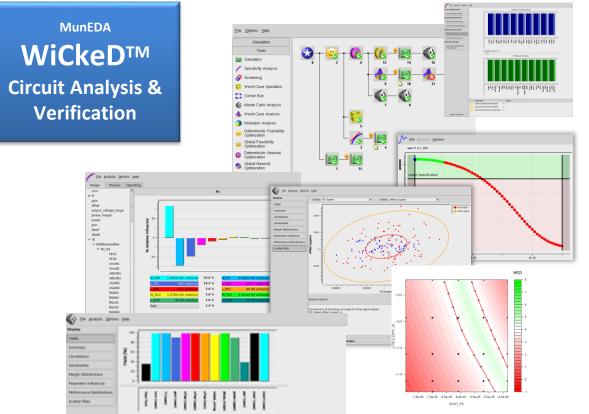
Selected Features:

- Circuit Constraint & Feasibility Optimization
- Deterministic Nominal Circuit Optimization
- Global Nominal Circuit Optimization
- Discrete Circuit Optimization
- Yield Optimization
- Circuit sizing under consideration of degradation and reliability effects
- Circuit Design History & Database
- Parallel simulation environment (supporting industry-standard SPICE simulators)
- Multitestbench-Support
- MunEDA WiCkeD[™] Circuit Sizing & Tuning: simulation-based tools to improve and optimize custom circuits
- Targets constraint fulfilment, performance specifications, robustness, targets for yield, area, stability, timing, power, reliability, aging, degradation, stress, self heating and more !

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Empowering Innovation

MunEDA WiCkeD[™] Tool Suite for Circuit Analysis & Verification



Selected Features

- Parallel simulation environment (supporting industry-standard SPICE simulators)
- Multitestbench-Support
- Circuit Constraint Feasibility Check
- Circuit Sensitivity Analysis for performances, gain, frequency, slewrates, power, stability, area, others
- Fast PVT & Operating Corner Analysis: influence of corner cases on given circuit performances
- Parameter Screening
- Fast & Enhanced Monte Carlo Analysis (3-5 sigma)
- High Sigma Worst Case Analysis (6-9 sigma)
- Importance Sampling & Robustness Verification
- Global and local (mismatch) variation and yield analysis
- Reliability & aging analysis for degradation effects
- Yield plot sweeps for global variation
- RSM Circuit Modelling & Model Generation
- MunEDA WiCkeD[™] Circuit Analysis & Verification: comprehensive and powerful tools for simulation-based analysis and verification of Custom IC
- Targets circuit constraints, design parameters, PVT, operating corners, specifications, sensitivities, correlations, process dependencies, sweeps, global and mismatch variation, Monte-Carlo, Worst-Case, High Sigma, reliability and more !

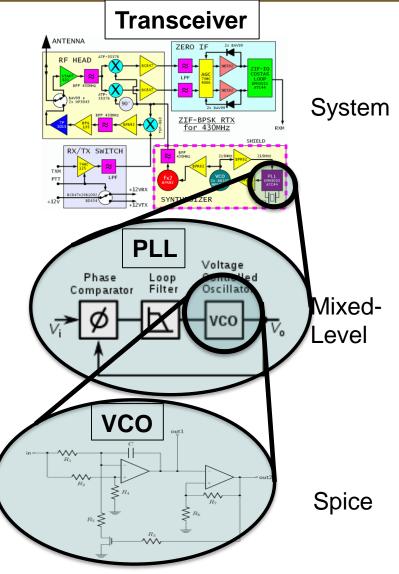
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Motivation

7 Complexity

- Analysis and optimization requires multiple simulations
- Works well with simulation times in the range of seconds/minutes
- Successfully applied with spice simulations at block level (OpAmps, Bandgaps, Memory cells, standard cells, etc.)
- For more complex circuits with simulation times of several hours (i.e. PLL, ADC) → no fun



Source of graphics: Wikipedia, http://readingrat.net/

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Motivation

オ Approaches

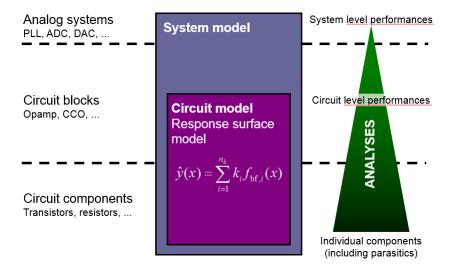
- Methodologies to create behavioural models of complex circuits
 → stuck in tradeoff between effort to create the model vs. accuracy
- Methodology to break up in blocks, model and simulate mixed-mode
 → cumbersome, mixed-tool environment

オ Requirements

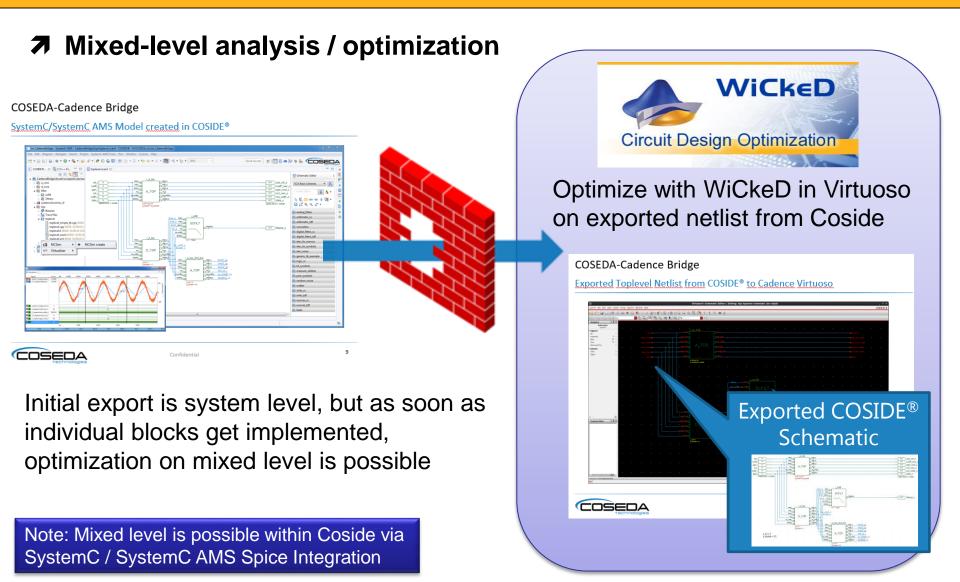
- Simplified creation of AMS Models
- Mixed-Level Simulation for optimization, verification, and debugging

Solution via Coside

- System C / System C AMS enables simulation of complex circuits X times faster than spice level
- Coside practical tool for modeling, mixed-simulations, and debugging







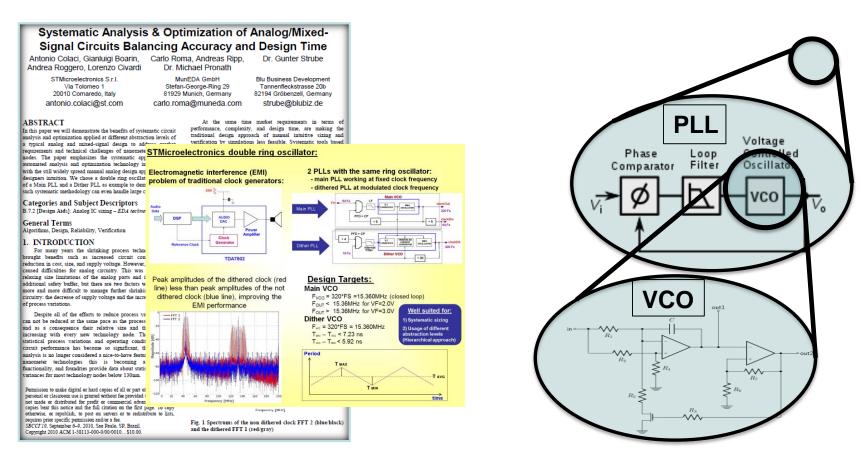
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Mixed-Level Optimization

Mixed-level optimization within normal EDA design framework

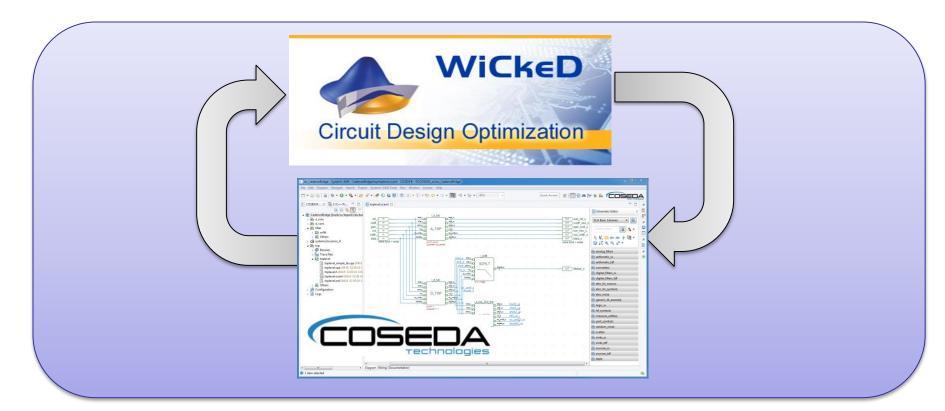
オ STM paper in 2010 →optimization of VCO within Dithered PLL





Using Coside to Apply Optimization to System

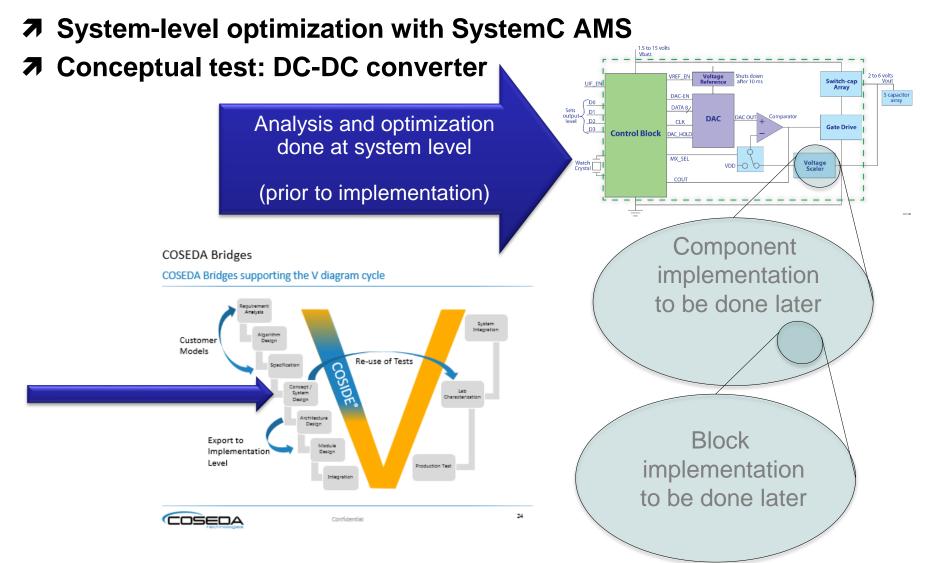
- **7** Full hierarchcial flow: use WiCkeD @ system level
- WiCkeD / Coside interface → optimize using SystemC simulation



- Mixed level is possible by Coside SystemC / SystemC AMS Spice Integration
- Optimization can include "other components" (mechanical, etc.)

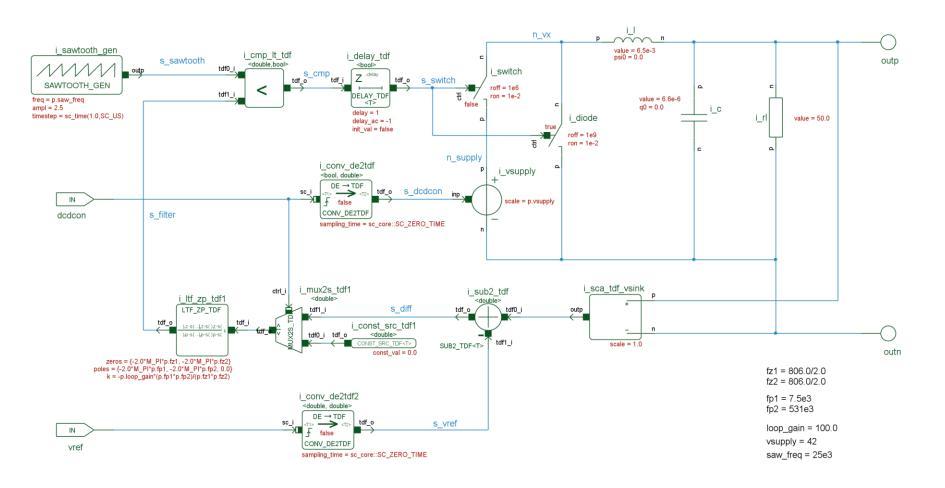


System-Level Optimization



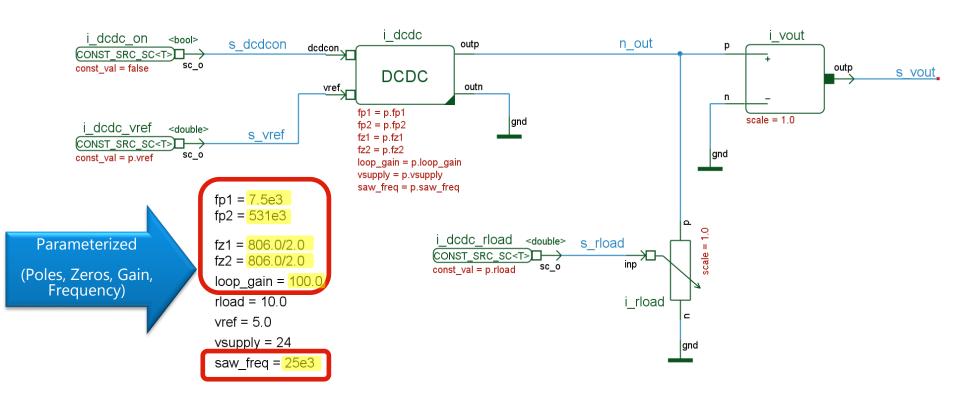
Source of graphic: https://www.ridgetopgroup.com/products/semiconductors-for-critical-applications/instacell-ip-core-library/dcdc-converter/

DCDC Systemlevel model





Testbench





Input parameter file

```
//parameter for optimization
fp1 = 7.5e3; //loop filter poles and zeros
fp2 = 531e3;
fz1 = 403.0;
fz2 = 403.0;
loop_gain = 10000.0; //loop gain
saw_freq = 25e3; //sawtooth generator frequency
```

```
//configuration parameter
rload = 10.0; //load resitance
vref = 5.0; //reference voltage
vsupply = 24; //supply voltage
```

```
trace_file="onchar.dat"; //trace file
```

//measurement configuration

```
settling_tolerance=0.1; // +/- vref to be consdered as inbound
settle_time=5e-3; // inbound time to be considered as settled
max_settle_time=50e-3; //maximum measurement time -> if not
settled within this time -> unsettled
```

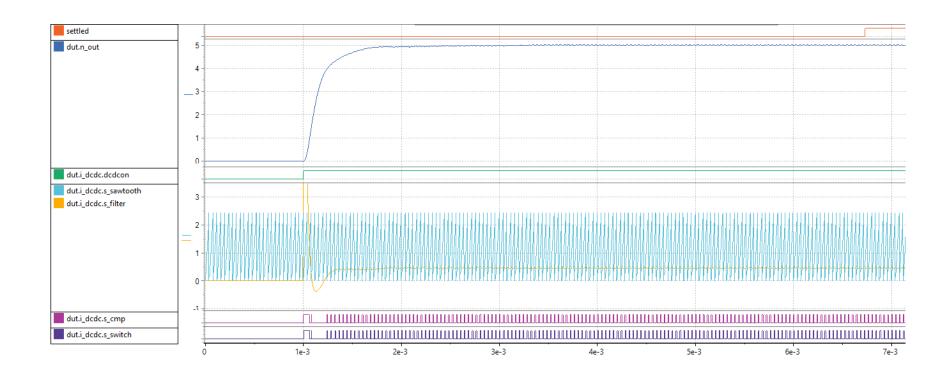


Testsequence (to calculate settling time)

```
case INBAND:
void dcdc_tb_stim_onchar::stimulus_sequence()
                                                                                                                                 if(fabs(vout-dut_p->vref)>s.settling_tolerance) cstate=OUTBAND;
{
    std::cout << sc core::sc_time_stamp() << " Stimulus sequence started..." << std::endl;</pre>
                                                                                                                                if((ctime-last_outtime)>s.settle_time) //settled
    const sc_core::sc_event& change_ev=s.vout.get_new_value_event(); /* get event for dcdc out*/
                                                                                                                                  settling time=ctime-dcon time-s.settle time;
                                                                                                                                  s.settled=true;
    wait(1.0,SC MS);
                                                                                                                                  finished=true:
                                                                                                                                break;
    s.dcon.set_value(true); //switch converter on
                                                                                                                             }
    double dcon_time=sc_time_stamp().to_seconds();
                                                                                                                             if(finished)
    check state cstate=OUTBAND;
                                                                                                                             std::cout << "Settling time: " << settling time << std::endl;
std::cout << "overshot: " << max_overshot << std::endl;
std::cout << "undershot: " << max undershot << std::endl;</pre>
    double last outtime=0.0;
    double settling_time=1e9;
                                                                                                                             break;
    double max_overshot=0.0;
    double max_undershot=0.0;
    bool finished=false;
                                                                                                                             if(sc_time_stamp().to_seconds()-dcon_time > s.max_settle_time)
    bool shot=false;
                                                                                                                             std::cout << "Not settled" << std::endl;</pre>
                                                                                                                              break;
    while(true)
    {
        wait(change_ev); /* continue if next dcdc out value available*/
        double vout= s.vout.get_value();
                                                                                                                              std::ofstream fstr("dcdcon result.dat");
                                                                                                                             fstr << std::setprecision(15);</pre>
        if(vout > dut_p->vref) shot=true; //if once over vref -> start shot measurement
                                                                                                                             if(!finished)
                                                                                                                             fstr << "Settling time = " << " " " << ";" << std::endl;
fstr << "overshot = " << max_overshot << std::endl;
fstr << "undershot = " << max_undershot << std::endl;</pre>
        if(shot)
          if(vout-dut_p->vref>max_overshot) max_overshot=vout-dut_p->vref;
          if(vout-dut_p->vref < max_undershot) max_undershot=vout-dut_p->vref;
                                                                                                                              else
        }
                                                                                                                           fstr << "Settling time = " << settling_time << ";"<< std::endl;</pre>
                                                                                                                             fstr << "overshot = " << max_overshot << ";"<< std::endl;
fstr << "undershot = " << max_undershot << ";"<< std::endl;</pre>
        double ctime=sc_time_stamp().to_seconds();
        switch(cstate)
                                                                                                                             fstr.close();
        {
          case OUTBAND:
                                                                                                                             std::cout << sc_core::sc_time_stamp() << " Stimulus sequence finished." << std::endl;</pre>
                 last outtime=ctime;
                                                                                                                             wait(1.0,SC MS);
                if(fabs(vout-dut_p->vref)<s.settling_tolerance) cstate=INBAND;</pre>
                                                                                                                             sc_core::sc_stop();
         break:
```

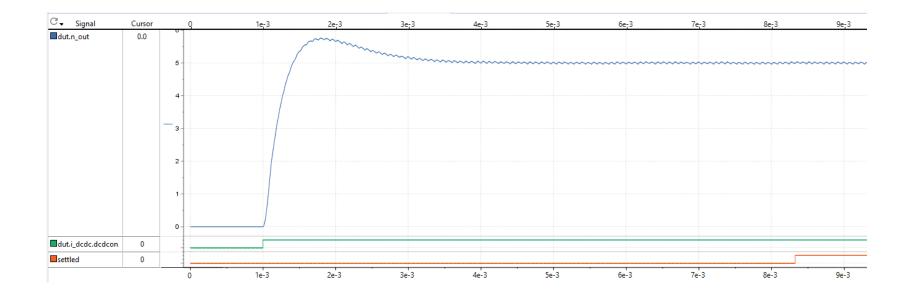


Example for simulation result





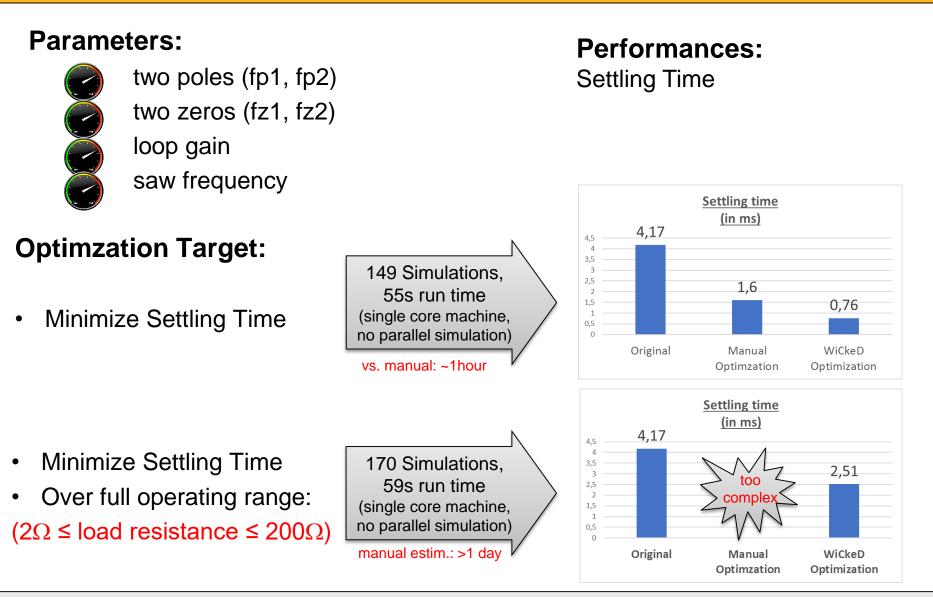
Simulation Result







Optimization Example





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Summary

- Simple demonstrator showed tool coupling example
- Optimization worked fast and showed good results (applicable to far higher complexity than this simple demonstrator)
- ➔ Interesting learnings / observations from this simple example:
 - Difference between implementation and system level not just different abstraction: Parameters at system level are not physical dimensions (as transistor widths)
 - Parameters at system level can be performances (results) of sub-blocks
 → completely new field of applications opening up

7 Outlook:

- Same environment can be extended to more complex circuits
- Interfaces at system level enable cross domain simulation (analog/digital, hardware, software, embedded, mechanical, etc.)





Thank You !