

# Hammer VLSI Flow

Jerry Zhao

UC Berkeley

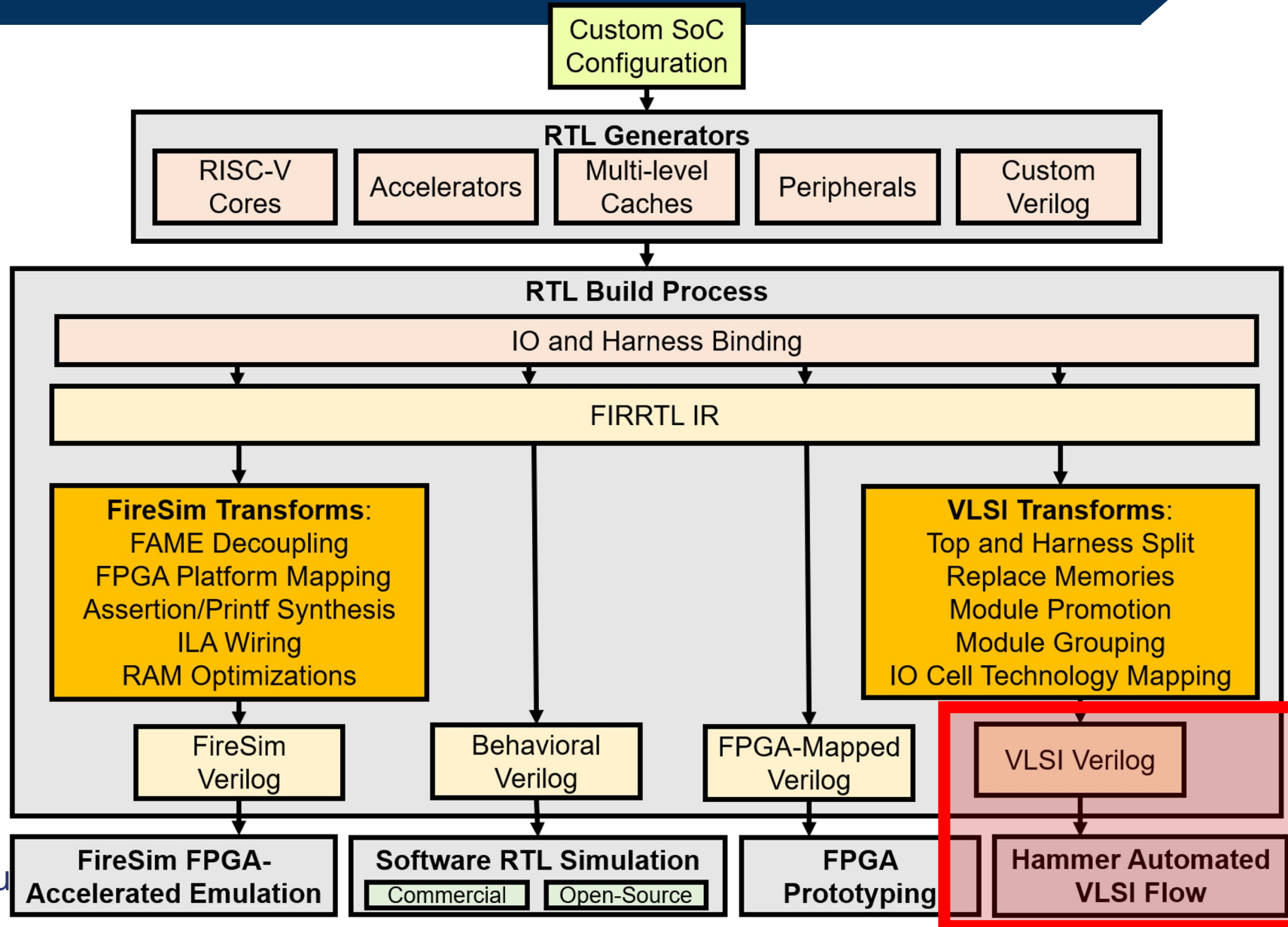
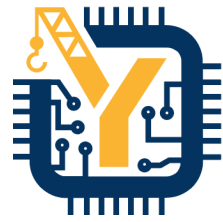
jerryz123@berkeley.edu



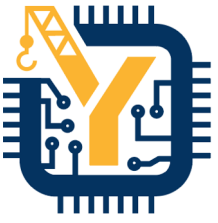
Berkeley  
Architecture  
Research

CHIPYARD

# Tutorial Roadmap



# Goals



- Hammer applications
- Fixing traditional VLSI flows: One size doesn't fit all
- Overview of Hammer's abstractions
- Hammer open development and growth



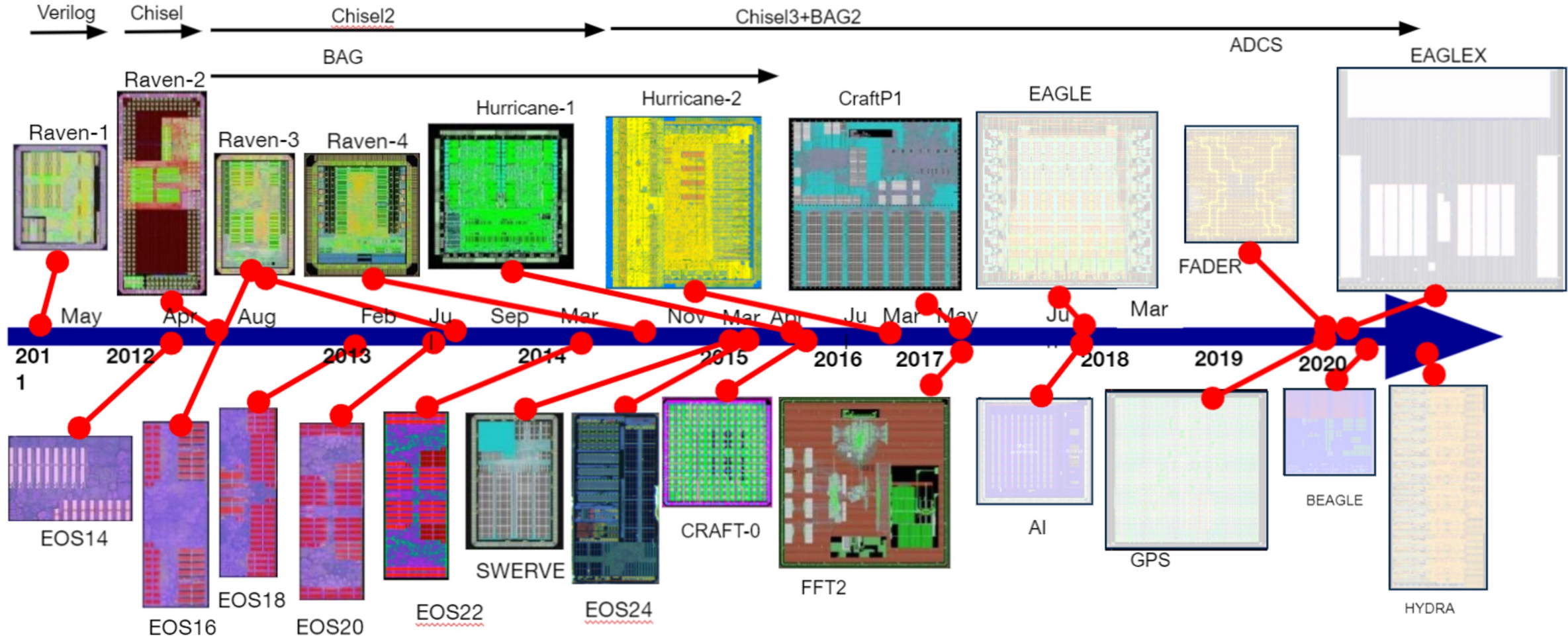
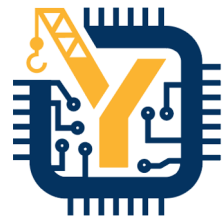
# Goals



- Hammer applications
- Fixing traditional VLSI flows: One size doesn't fit all
- Overview of Hammer's abstractions
- Hammer development model



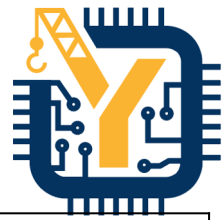
# Hammer for Real Tapeouts



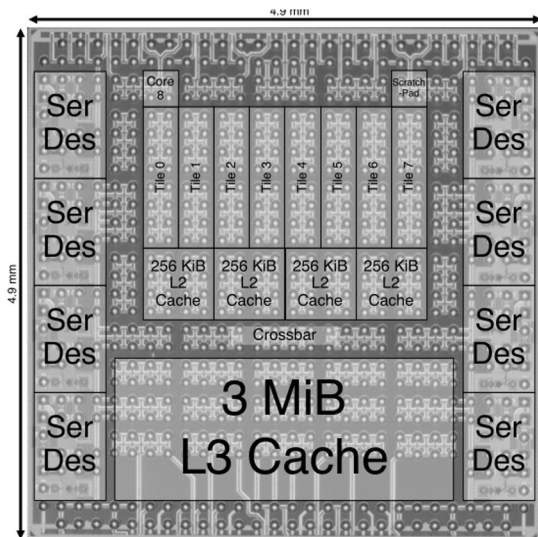
Raven, Hurricane: ST 28nm FDSOI, SWERVE: TSMC 28nm EOS: IBM 45nm SOI, CRAFT: 16nm TSMC,



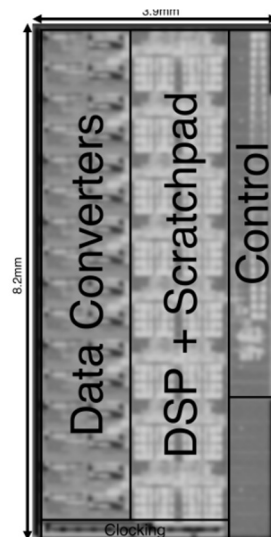
# Many Different Chips!



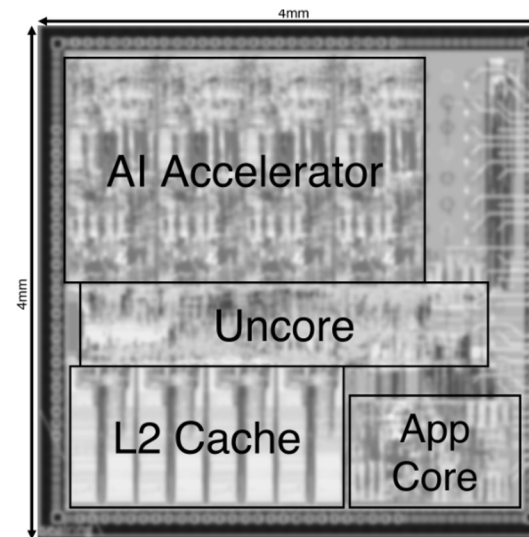
	Eagle [1]	HugeFlyingSoC	NavRx	WaterSerpent	MythicChip	OsciBear [2]	HDBinaryCore
<b>Description</b>	9-core RISC-V SoC	22-core RISC-V SoC	GPS receiver SoC	MU-MIMO baseband SoC	RISC-V SoC for ML	Bluetooth SoC	Hyperdim. computing proc.
<b>Foundry Node</b>	A 16nm	A 16nm	A 16nm	B 22nm	C 12nm	A 28nm, Sky130	A 28nm
<b>Signoff Freq.</b>	1.05 GHz	1.05 GHz	500 MHz	2 GHz	1.1 GHz	50 MHz	-
<b>Hierarchy levels</b>	3	3	1	3	2	1	1
<b>Person-months</b>	22	10	6	5	4	8, 1	8



Eagle [1]



WaterSerpent

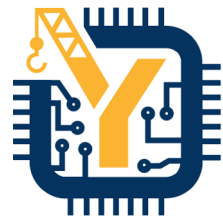


MythicChip

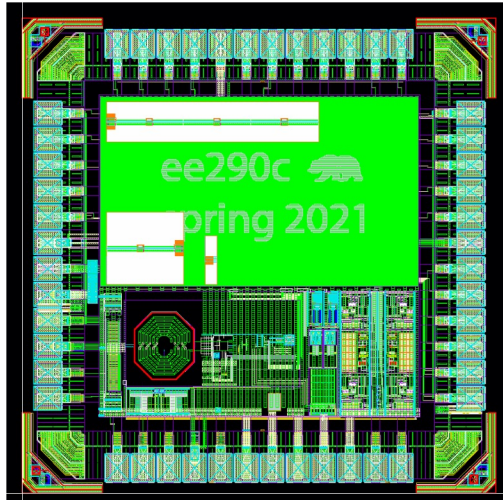
[1] C. Schmidt, et. al, *ISSCC 2021*  
 [2] D. Fritchman et. al, *IEEE SSSC Magazine, Spring 2022*



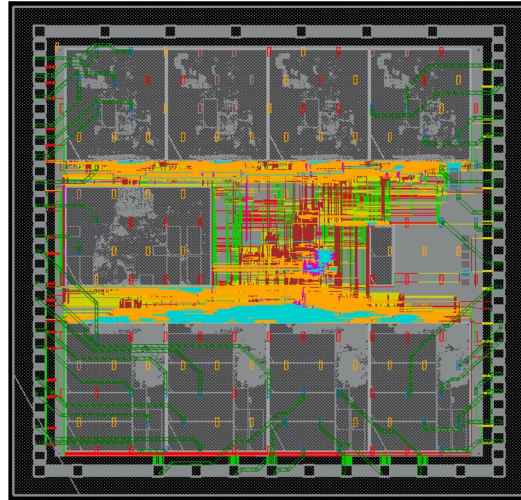
# Hammer in Courses



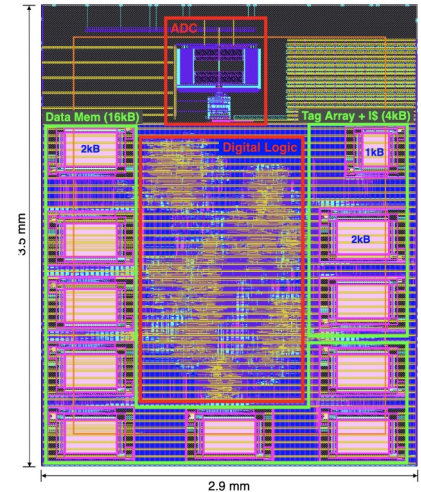
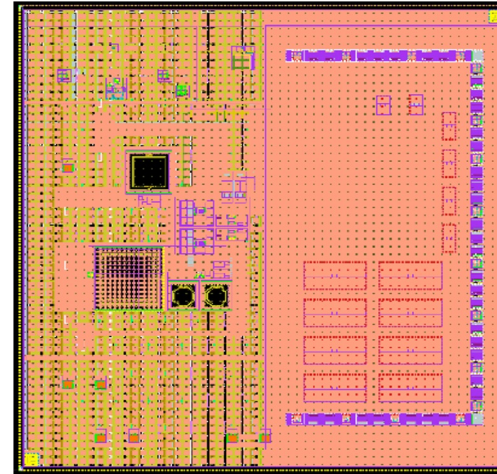
- Introduced in undergraduate digital circuits and systems labs:
  - <http://github.com/EECS150> (ASAP7 and Sky130 plugins)
- Special topics ‘tapeout’ class
  - Spring 2022: 1 sophomore, 15 juniors, 19 seniors, 3 5<sup>th</sup>-yr MS, 2 MEng, 1 PhD



2021 EE194/290C: OsciBear  
TSMC 28nm



2022 EE194/290C: BearlyML (left) & SCuM-V (right)  
Intel 16nm



Sky130 MPW-2  
Skywater 130nm



# Plugins Supported



Tech plugins	
Foundry	Node
A	16nm FinFET 28nm Planar
B	16nm FinFET 22nm FinFET
C	12nm FinFET 14nm FinFET
D	28nm SOI
Education	ASAP7 FreePDK45
Skywater	130nm

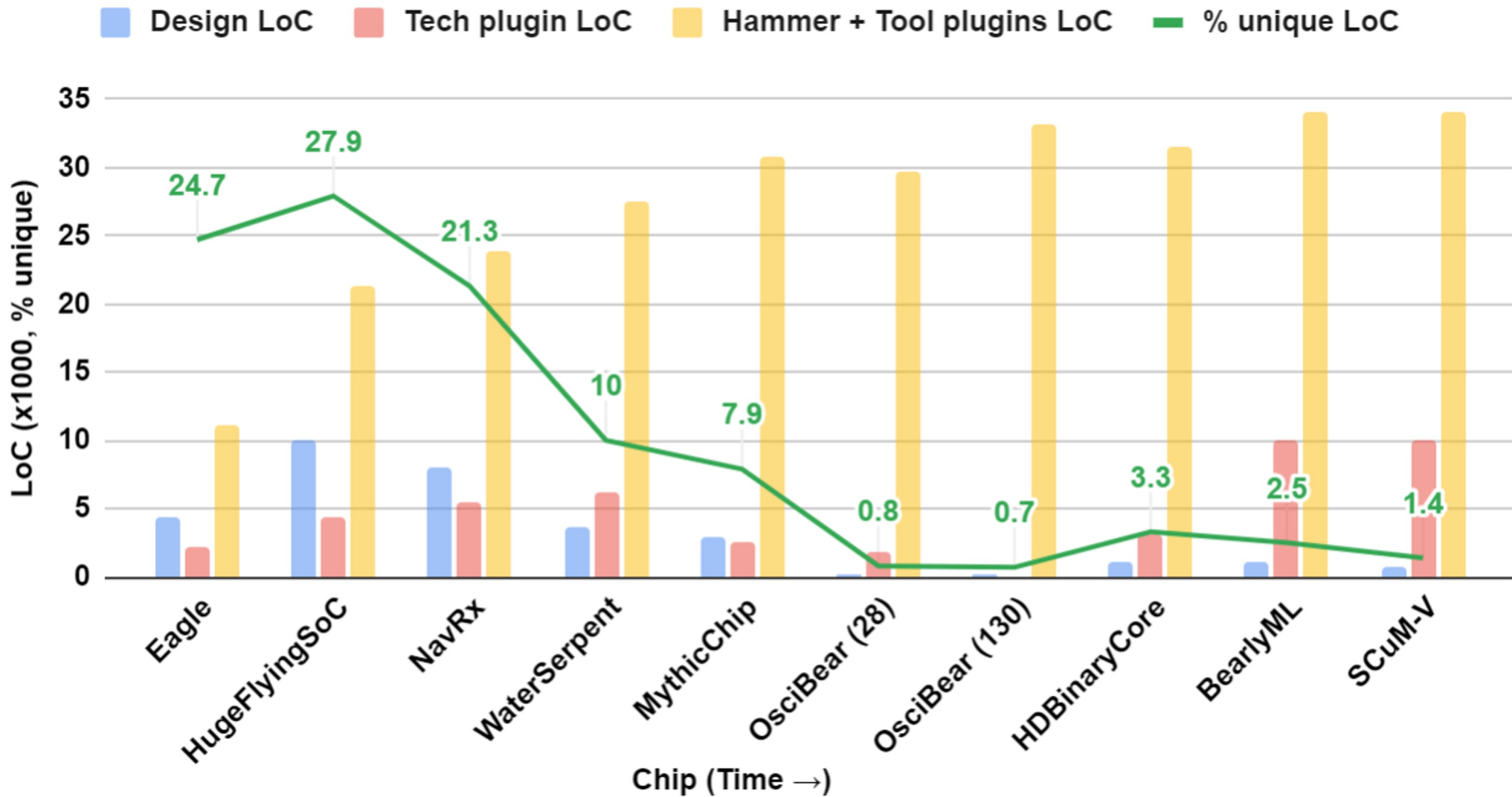
Tool plugins	
Action	Tool
Logic synthesis	Genus <sup>C</sup> , Yosys, Vivado <sup>X</sup> , DC <sup>S</sup>
Place and Route	Innovus <sup>C</sup> , Vivado, OpenROAD, ICC <sup>S</sup>
DRC/LVS	Calibre <sup>M</sup> , ICV <sup>S</sup> , Magic/Netgen
Simulation	VCS <sup>S</sup> , Xcelium <sup>C</sup>
Power, EM/IR	Joules <sup>C</sup> , Voltus <sup>C</sup>
LEC	Conformal <sup>C</sup> , Yosys

<sup>C</sup>Cadence   <sup>S</sup>Synopsys   <sup>M</sup>Siemens Mentor   <sup>X</sup>Xilinx

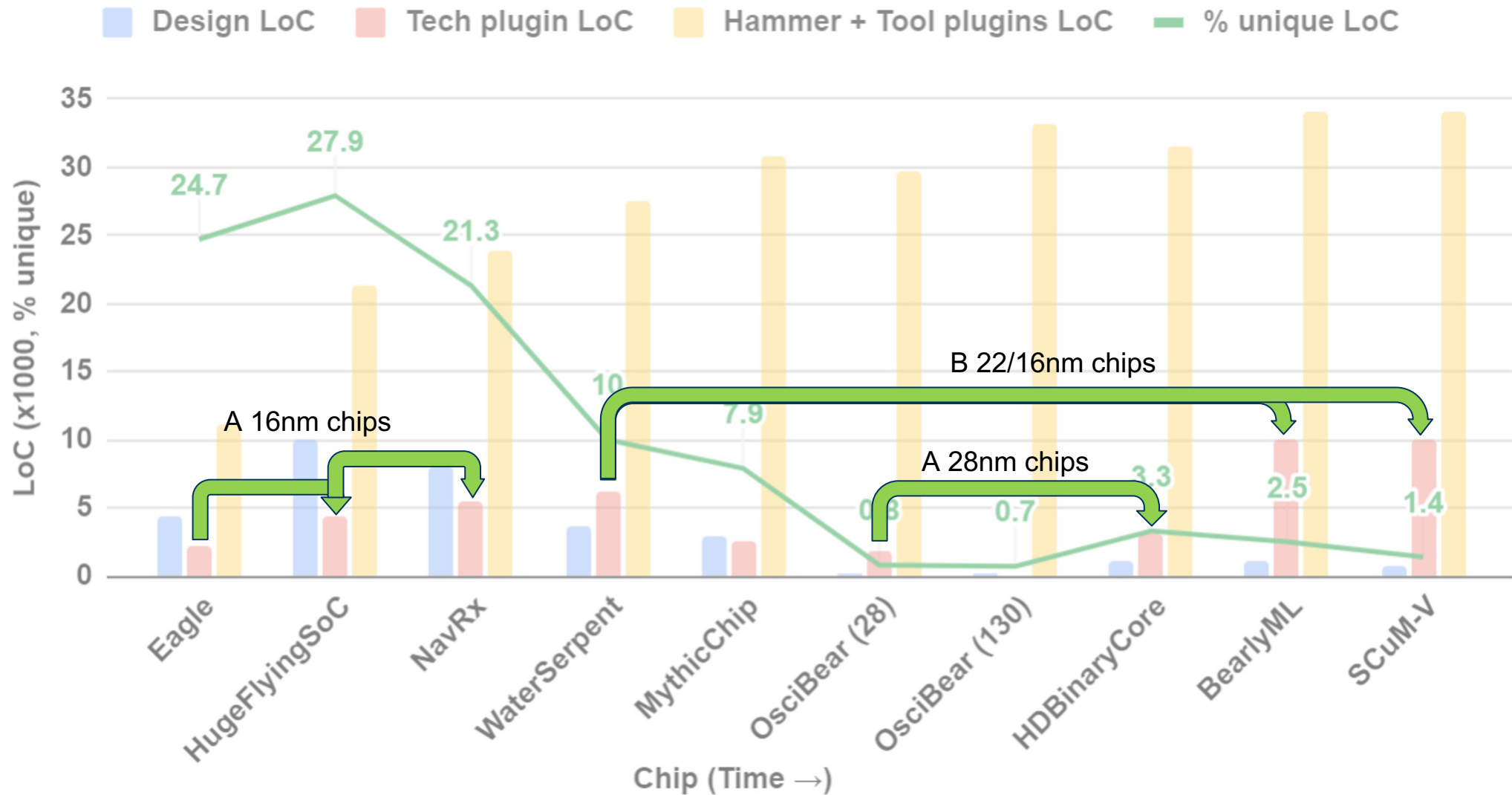




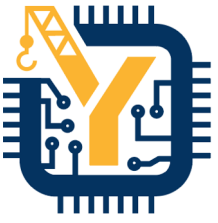
# Increasing Flow Reusability



# Tech Plugin Reusability



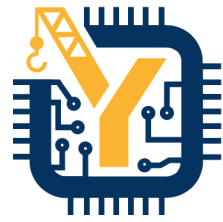
# Goals



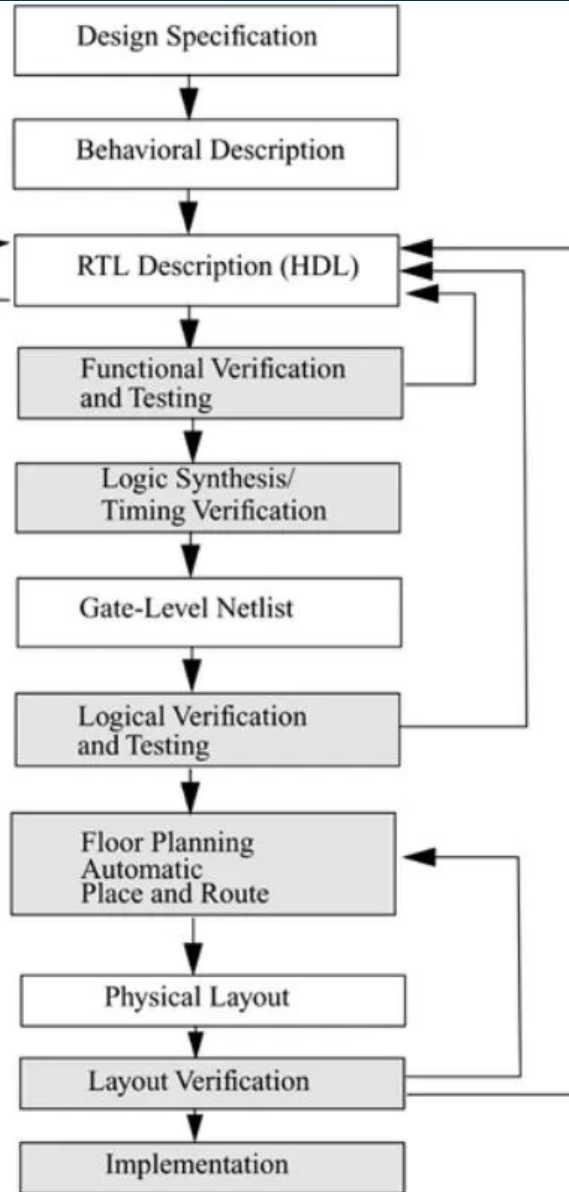
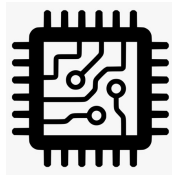
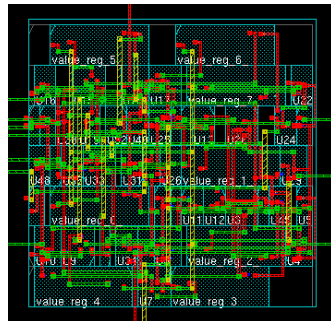
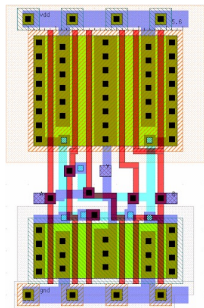
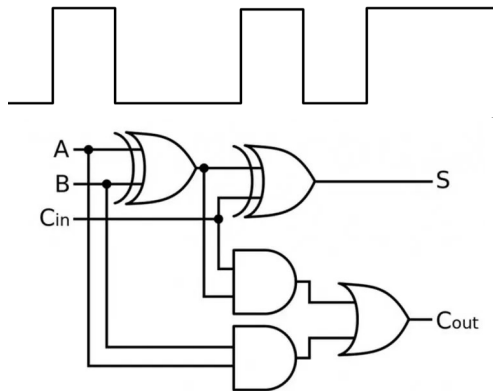
- Hammer at 10,000 feet
- **Fixing traditional VLSI flows: One size doesn't fit all**
- Overview of Hammer's abstractions
- Hammer development model



# ASIC Flow



```
module nand2(out, a, b);  
  output out;  
  input a, b;  
  assign out = ~(a & b);  
endmodule // nand2
```



**synthesis**

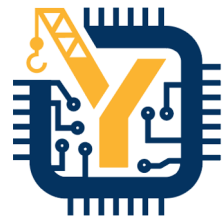
**place-and-route**

**DRC**

**LVS**



# Components of VLSI Flows



## Design

- RTL
- IP cores
- Floorplan
- Constraints
- ...



# Components of VLSI Flows



## Design

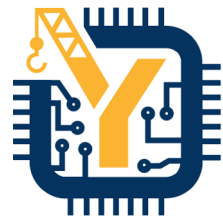
- RTL
- IP cores
- Floorplan
- Constraints
- ...

## Tech

- Intel 16
- TSMC N5
- SkyWater 130nm
- ...



# Components of VLSI Flows



## Design

- RTL
- IP cores
- Floorplan
- Constraints
- ...

## Tech

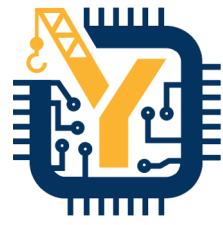
- Intel 16
- TSMC N5
- SkyWater 130nm
- ...

## Tools

- Synopsys VCS
- Cadence Genus
- OpenROAD
- ...



# Why is Physical Design so Hard?



*VLSI flows are custom built for each project*



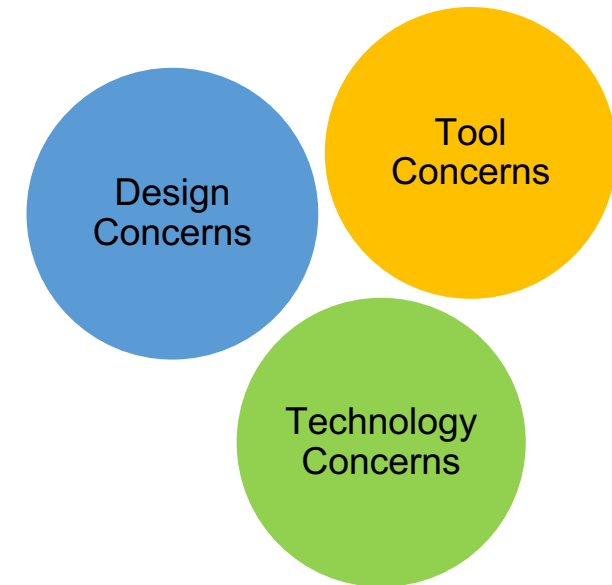


# Why is Physical Design so Hard?



VLSI flows *are custom built for each project*

- Flows tailored to design/tech/tool combo
  - Different design? New constraints...
  - Switching tech? New rules, IP, SRAMs, ...
  - Updated tool? Different commands...

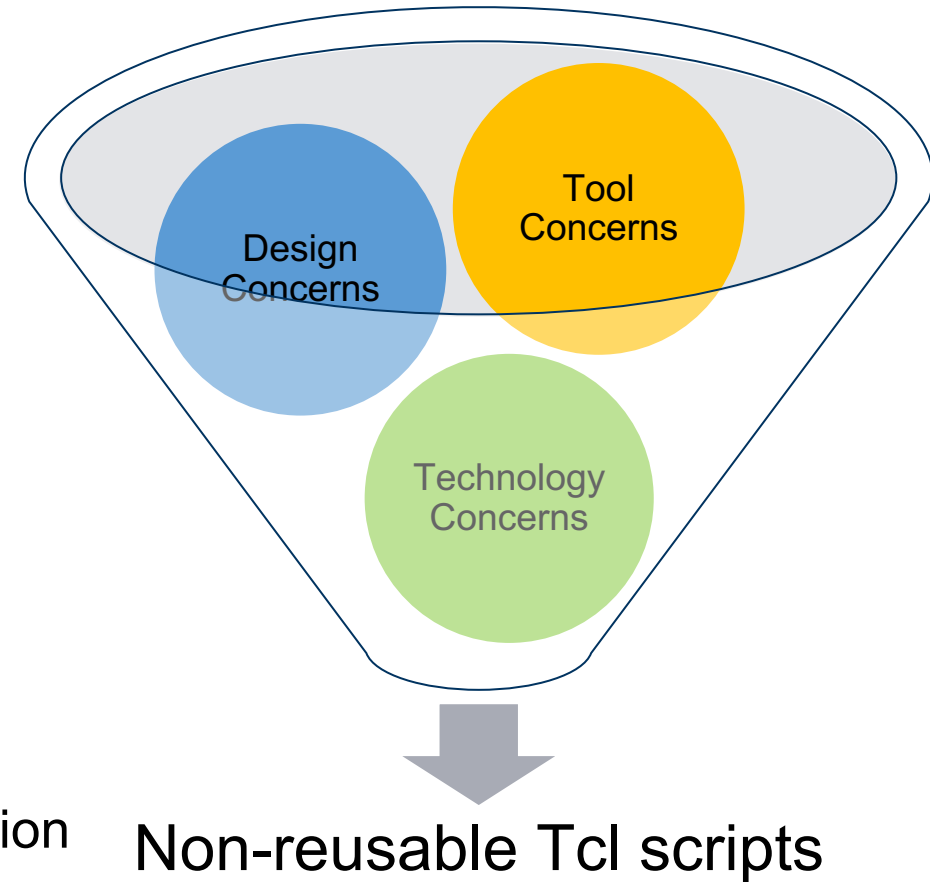


# Why is Physical Design so Hard?

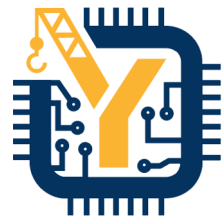


VLSI flows *are custom built for each project*

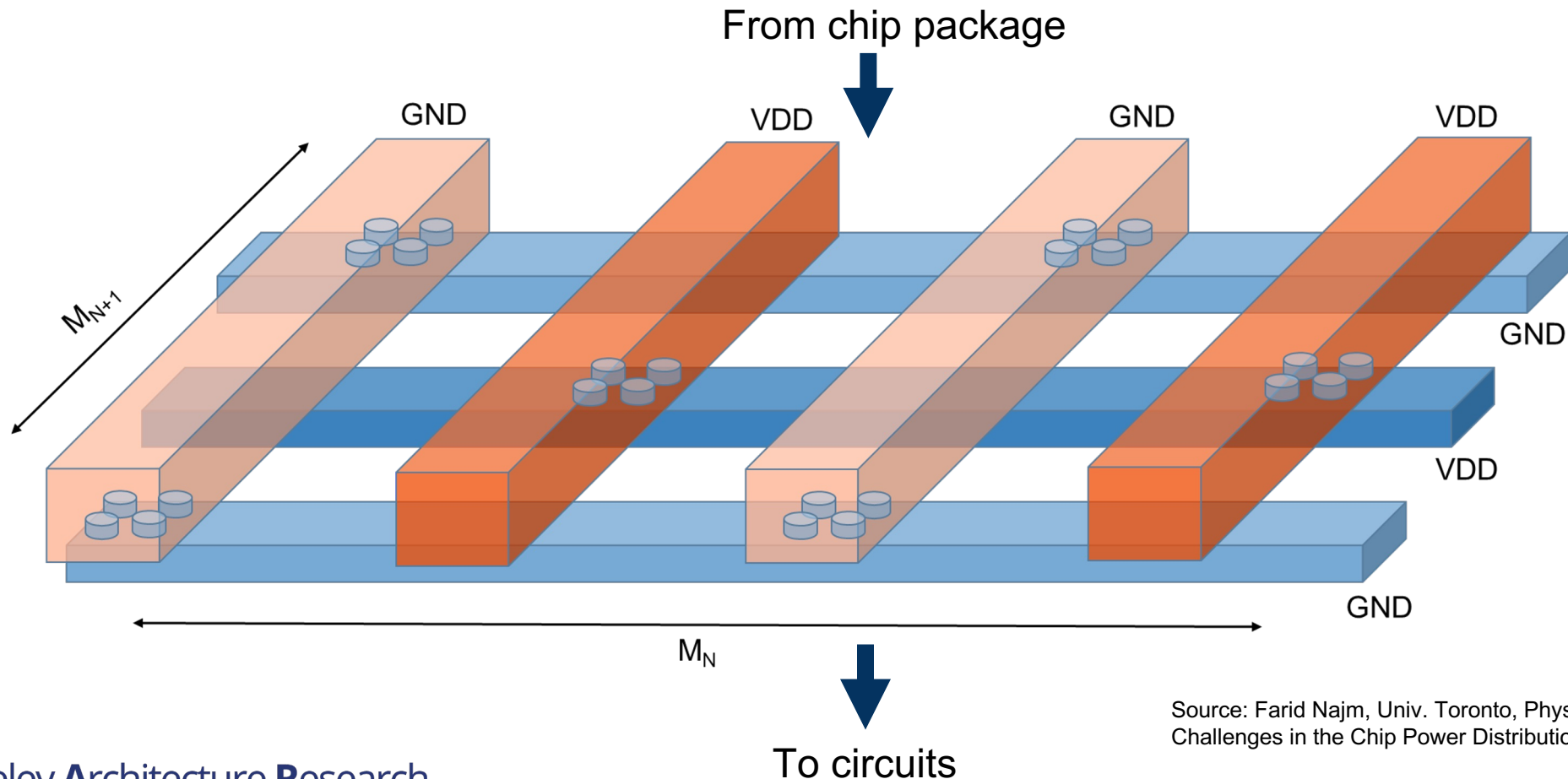
- Flows tailored to design/tech/tool combo
  - Different design? New constraints...
  - Switching tech? New rules, IP, SRAMs, ...
  - Updated tool? Different commands...
- Design intent & expertise tied up in scripts!
  - Today, wide range of technology options  
and domain specialization demand architectural exploration



# Example: Power Straps



- How to distribute power from package to transistors



Source: Farid Najm, Univ. Toronto, Physical Design Challenges in the Chip Power Distribution Network

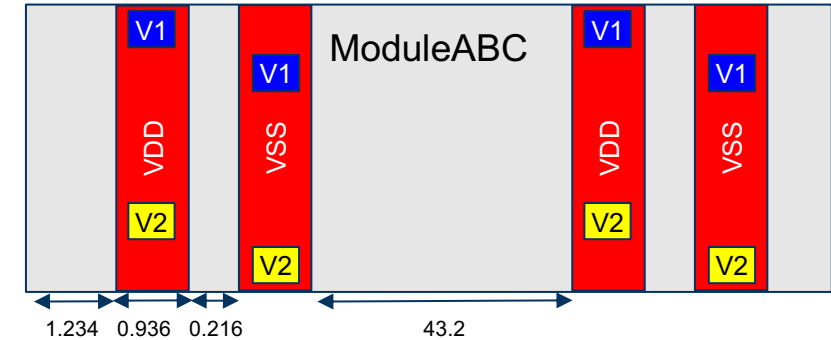


# Example



- Hypothetical power strap creation command:

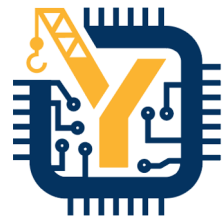
```
set some_proprietary_option M1
set some_other_proprietary_option M3
create_power_stripes -nets {VSS VDD} -layer M2 -direction vertical \
  -via_start M1 -via_stop M3 -group_pitch 43.200 -spacing 0.216 -width 0.936 \
  -area [get_bbox -of ModuleABC] \
  -start [expr [lindex [lindex [get_bbox -of ModuleABC] 0] 0] + 1.234]
```



**# Repeat for each layer!**

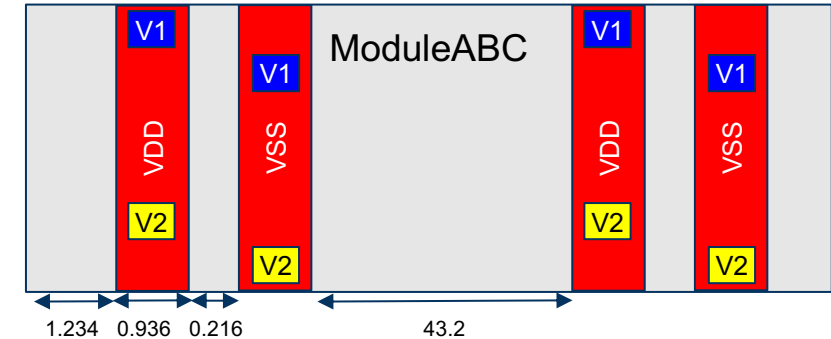


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# Repeat for each layer!

Tool-specific

The command + options

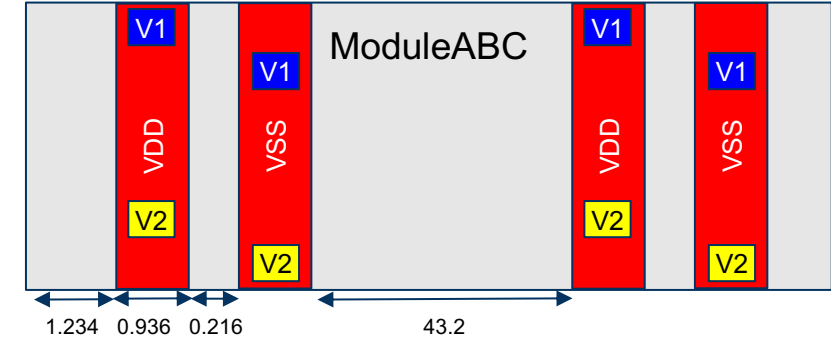


# Example



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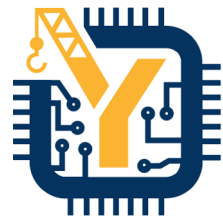
The command + options

Tech-specific

DRC/ERC-compliant  
dimensions

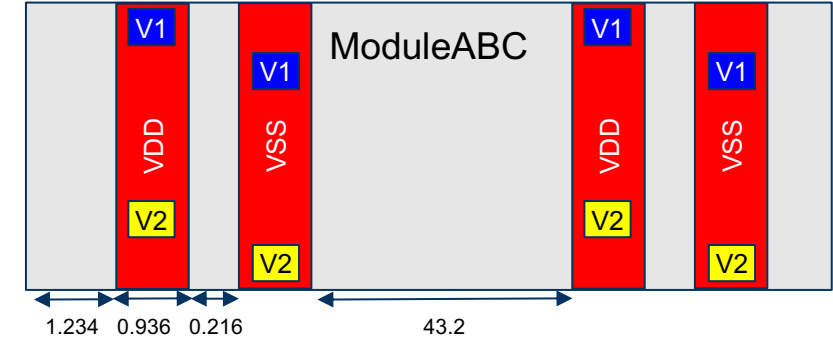


# Example



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```



# Repeat for each layer!

Tool-specific

The command + options

Tech-specific

DRC/ERC-compliant  
dimensions

Design-specific

Layers, power domains,  
floorplan, density



# Goals



- Hammer applications
- Fixing traditional VLSI flows: One size doesn't fit all
- **Overview of Hammer's abstractions**
- Hammer example



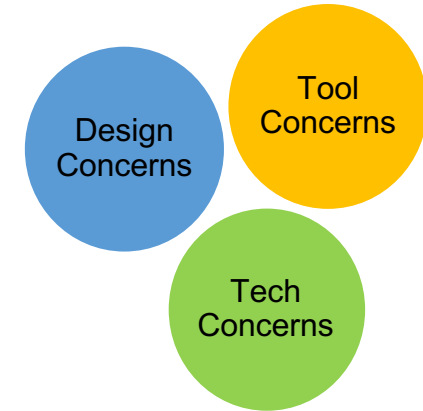


# Hammer Design Principles



## 1. Separation of Concerns

- Decouple design-, tool-, and tech-specific concerns



# Hammer Design Principles

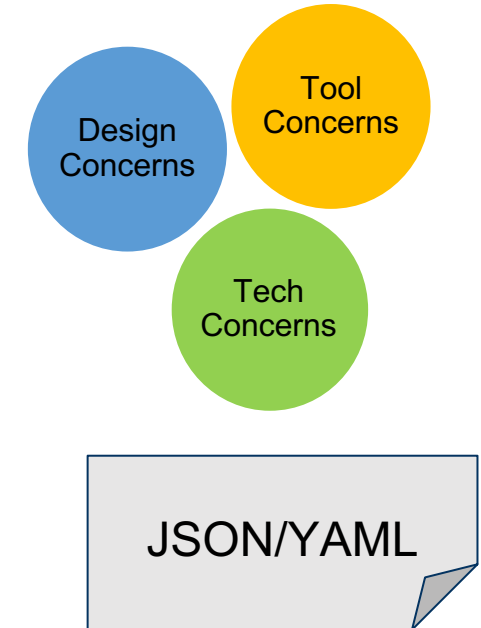


## 1. Separation of Concerns

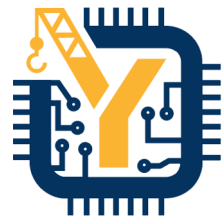
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## 2. Standardization

- Data interchange schema for constraints, options, files



# Hammer Design Principles



## 1. Separation of Concerns

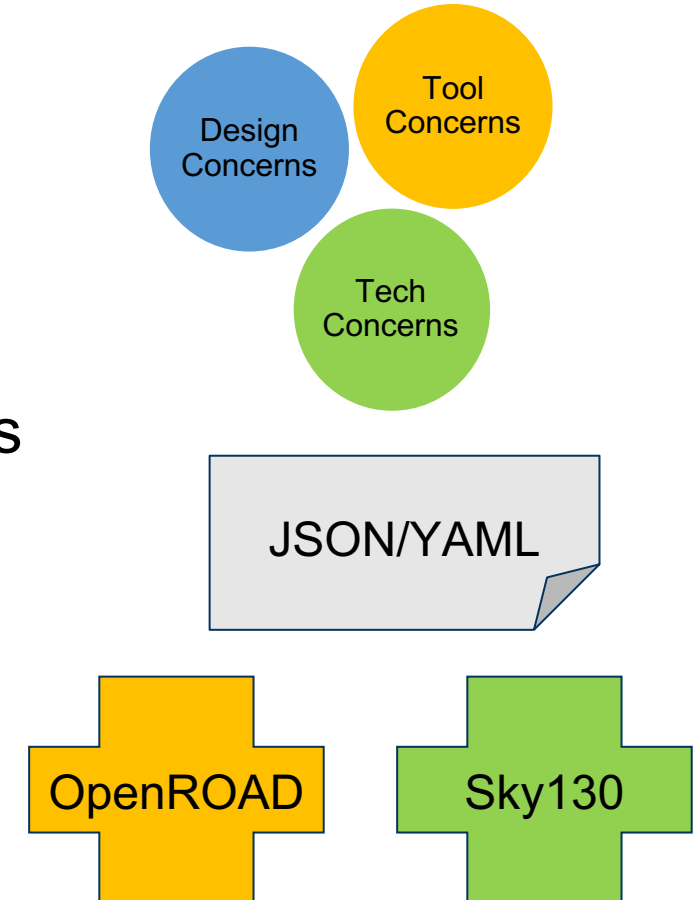
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## 2. Standardization

- Data interchange schema for constraints, options, files

## 3. Modularity

- Interchangeable & shareable tool & tech plugins



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## 2. Standardization

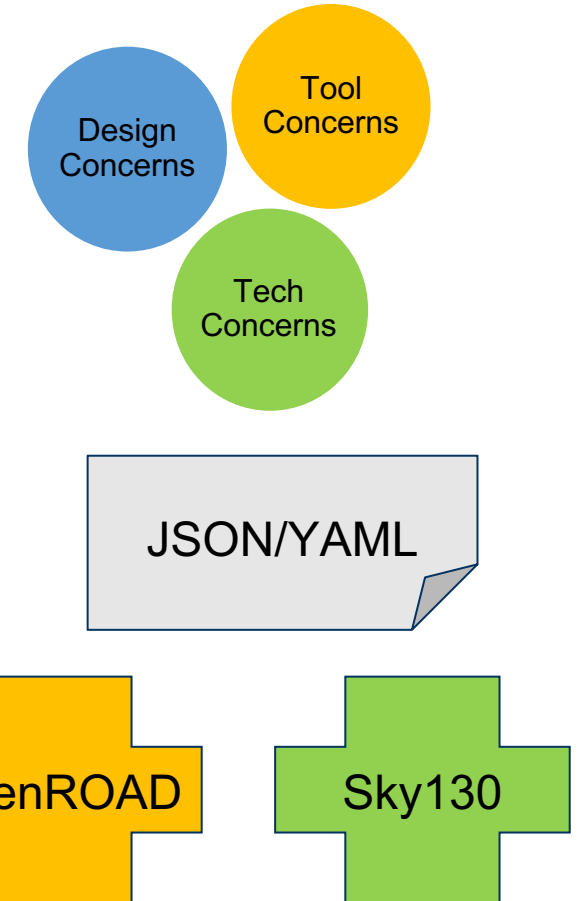
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## 3. Modularity

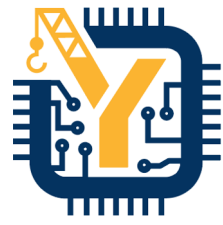
- Interchangeable & shareable tool & tech plugins

## 4. Incremental Adoption

- Mix reusable & custom solutions

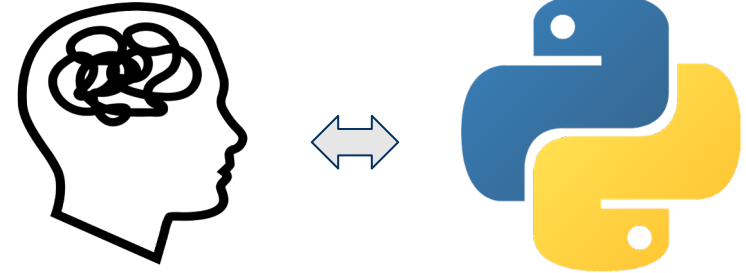


# What is Hammer?



Hammer is:

... a Python framework for abstracting and building standardized flows



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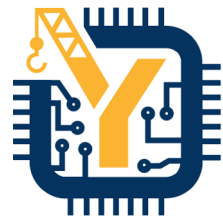
Hammer is:

... a Python framework for abstracting and building standardized flows

... not a typical CAD tool—it generates scripts and manages tool execution



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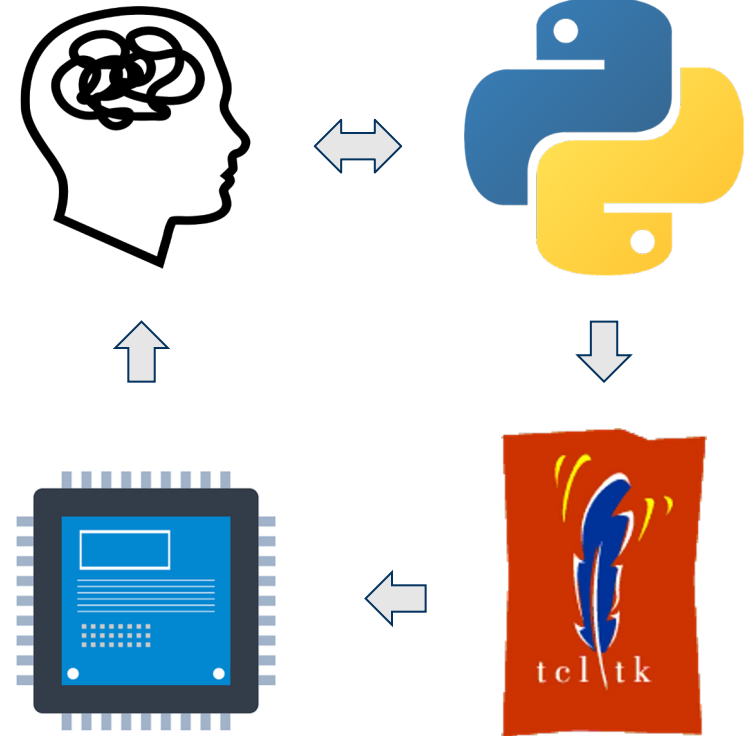


Hammer is:

... a Python framework for abstracting and building standardized flows

... not a typical CAD tool—it generates scripts and manages tool execution

... proven for architecture exploration, teaching, and research chips



# What is Hammer?



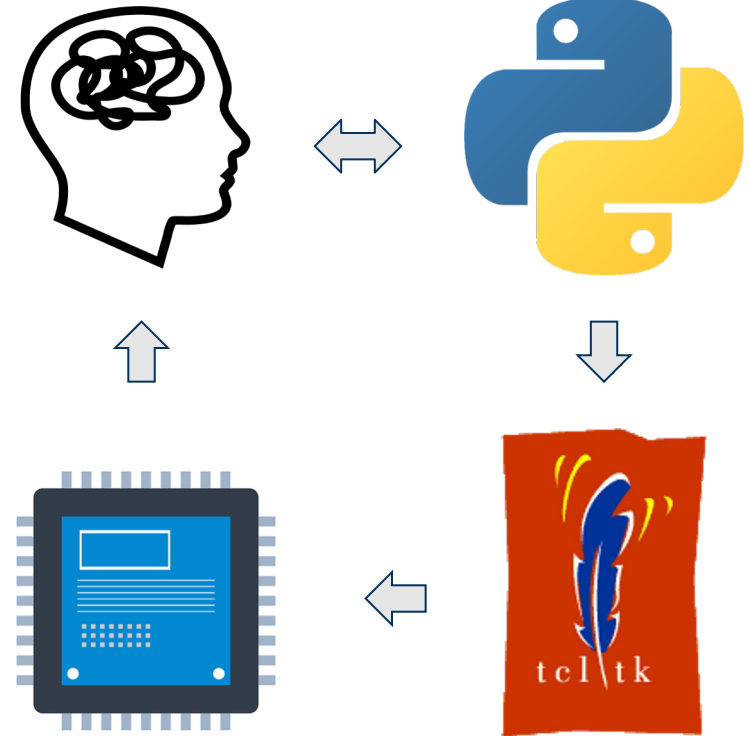
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... open-source!





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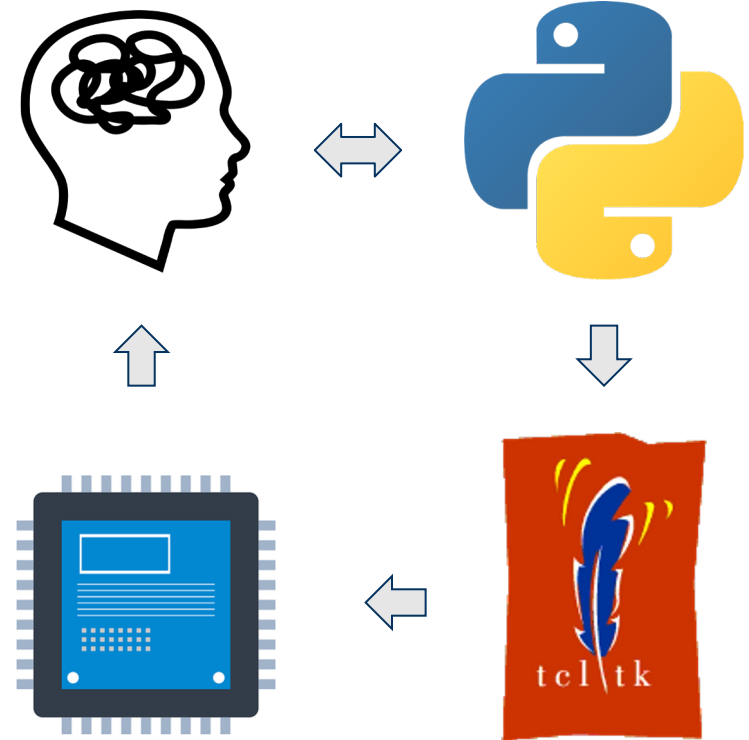
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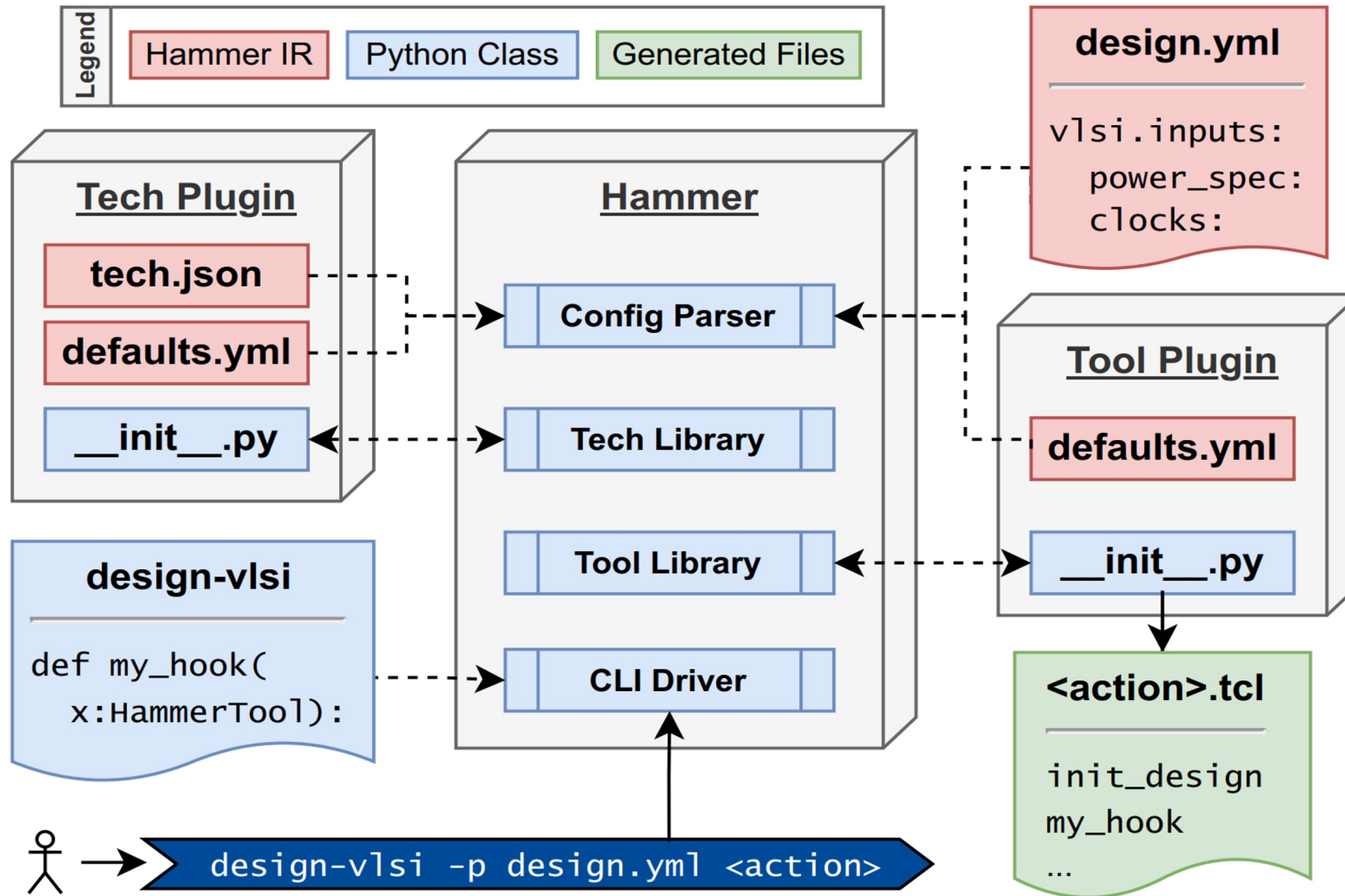
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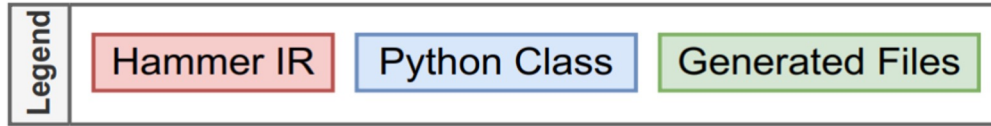
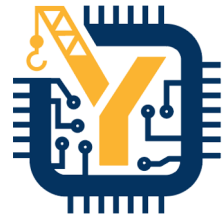
Project started in 2015, research chip use from 2016, class use from 2019, currently ~35k lines of code



# Hammer Software Architecture



# Hammer Intermediate Representation (IR)



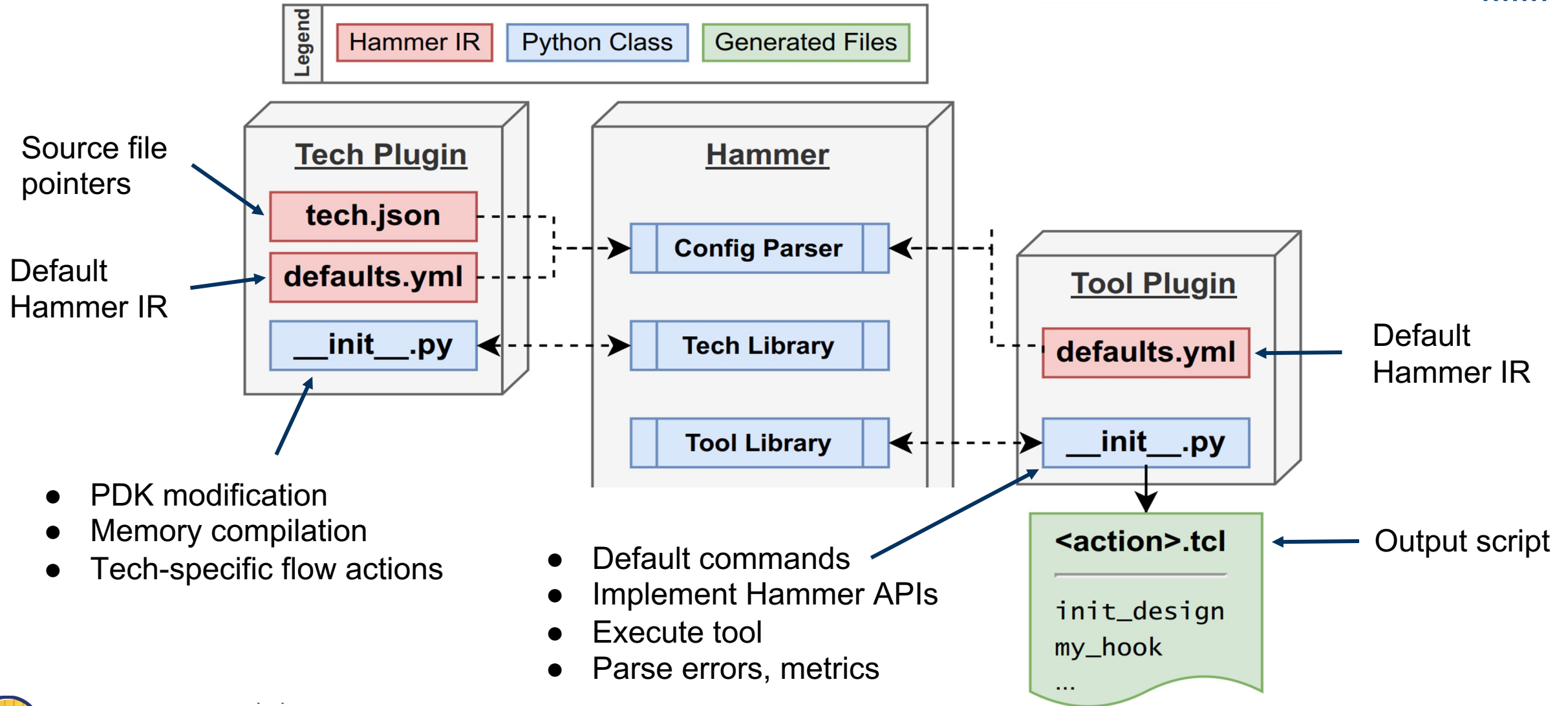
**design.yml**

```
vlsi.inputs:  
  power_spec:  
  clocks:
```

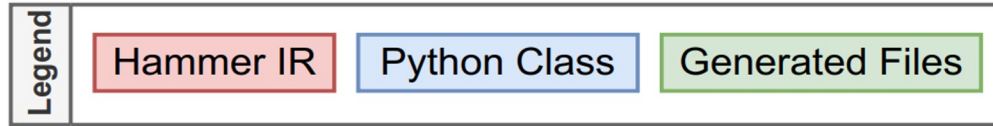
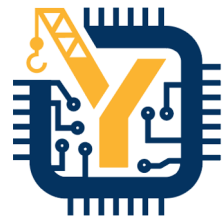
- Standard data interchange format
  - Constraints, options, intermediate files, etc.
  - YAML for humans, JSON for programs (annotation format)
  - **De-embeds designer intent and expertise from Tcl scripts**
- IR Metaprogramming
  - Modify any IR key with traceable history, type- and validity-checking
  - **Mechanism for partitioning and customizing design intent**



# Tool and Tech Plugins

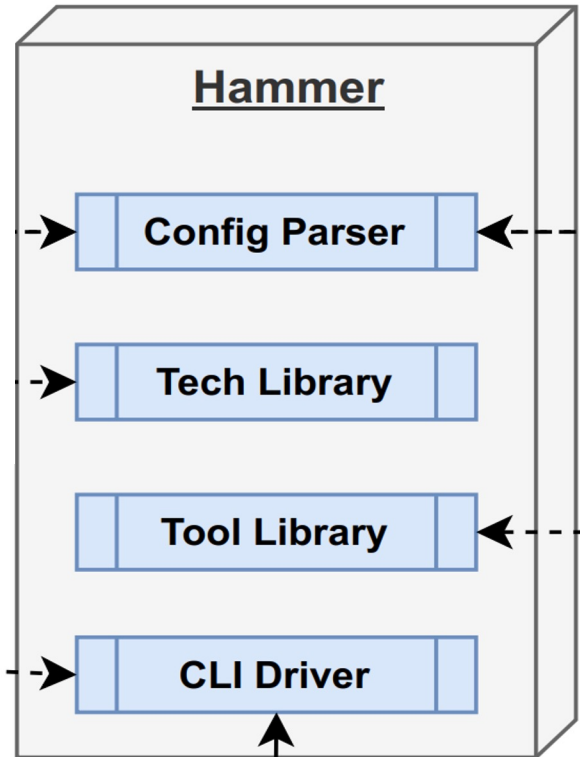


# Hooks and Drivers



## Hooks = customization

- Replace, modify, insert flow steps (inject Tcl)
- Written by designer or supplied by tech plugin



## Hammer Driver

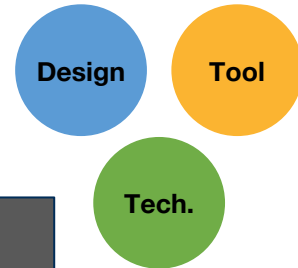
- Parses all IR, hooks
- Auto-generates hierarchical flow graph as Makefile
- Easy-to-use CLI



# Hammer IR + Plugins



## Separated Concerns



- Hammer IR (intermediate representation) codifies design information in JSON/YAML
- “Namespaces” = categories of attributes (e.g. `vlsi.core`)
- Metaprogramming
  - Modify attributes with additional Hammer IR snippets
  - Great for overriding tech- and tool-default settings
- Tool and technology plugins translate IR to Tcl scripts
  - Implement Hammer APIs
  - Include default settings, flow steps, and helper methods
  - Interchangeable = reusable!

```
# Specify clock signals
vlsi.inputs.clocks: [
  {name: "clock", period: "1ns", uncertainty: "0.1ns"}
]
# Generate Make include to aid in flow
vlsi.core.build_system: make
# Pin placement constraints
vlsi.inputs.pin_mode: generated
vlsi.inputs.pin.generate_mode: semi_auto
vlsi.inputs.pin.assignments: [
  {pins: "*", layers: ["M5", "M7"], side: "bottom"}
]
```



# Goals



- Hammer at 10,000 feet
- Fixing traditional VLSI flows: One size doesn't fit all
- Overview of Hammer's abstractions
- **Hammer example**



# Power Straps Example



## Separated Concerns

Design

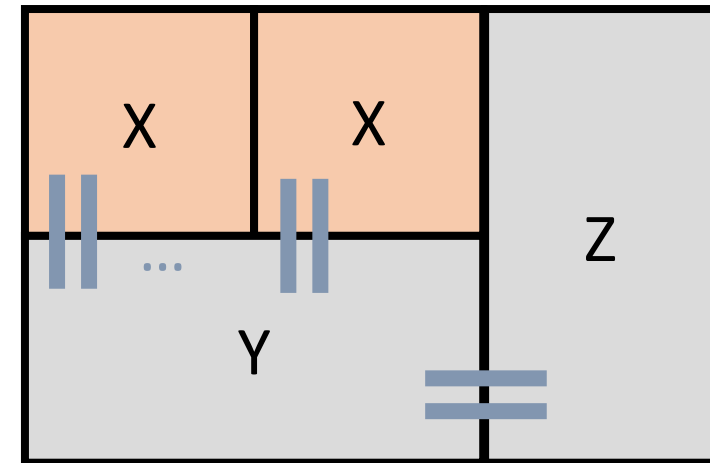
Tool

Tech.

- To specify power straps, need to know:
  - DRC rules
  - Target power dissipation
  - IR drop spec
  - Domain areas

```
set some_proprietary_option M1
set some_other_proprietary_option M3
create_power_stripes -nets {VSS VDD} -layer M2 -direction vertical \
-via_start M1 -via_stop M3 -group_pitch 43.200 -spacing 0.216 -width 0.936 \
-area [get_bbox -of ModuleABC] \
-start [expr [lindex [lindex [get_bbox -of ModuleABC] 0] 0] + 1.234]
```

- Hierarchical also adds physical constraints:
  - Tiled modules require pitch-matching
  - Easy to make mistakes when reworking

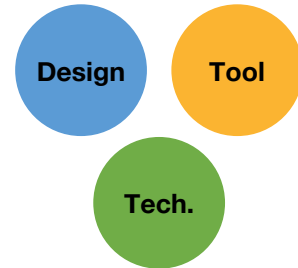




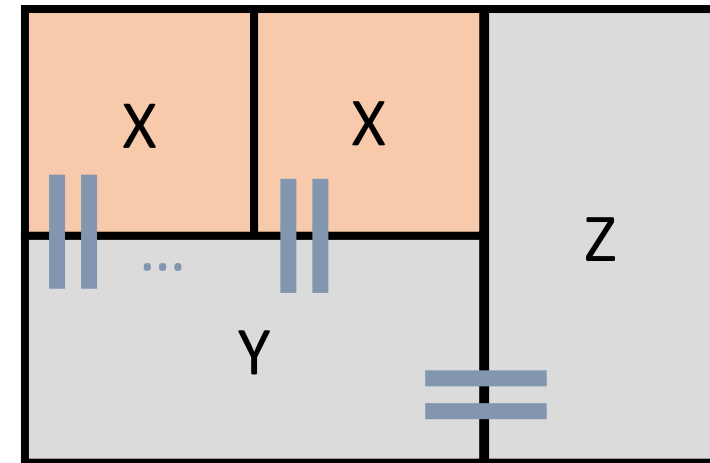
# Power Straps Example



## Separated Concerns



- Don't make the designer do math!
  - Codify design process in tech- and tool-agnostic code
- Method:
  - Determine valid pitches for hierarchical design
  - Automatically calculate offsets for hierarchical blocks
  - Generate layout-optimal, DRC clean straps
  - Specify intent at a higher-level than length units
- Example: Using “By tracks” specification



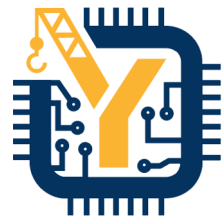
# Goals



- Hammer at 10,000 feet
- Fixing traditional VLSI flows: One size doesn't fit all
- Overview of Hammer's abstractions
- **Hammer community development**



# Everyone can use Hammer



How: provide sensible defaults with methods to override

Sensible default	Override method
A default set of flow steps for every action (syn, par, etc.)	Hooks - inject your own steps anywhere
Auto-generated timing (SDC) & power (CPF) constraints	Use your own custom SDC and CPF files
Auto-generated power meshes from high-level parameters	Use foundry-provided or your own mesh generator
Auto-generated Makefile implementing flow graph	Running Hammer via command line, custom Makefiles

Result: gets you 80-90% of the way there out of the box

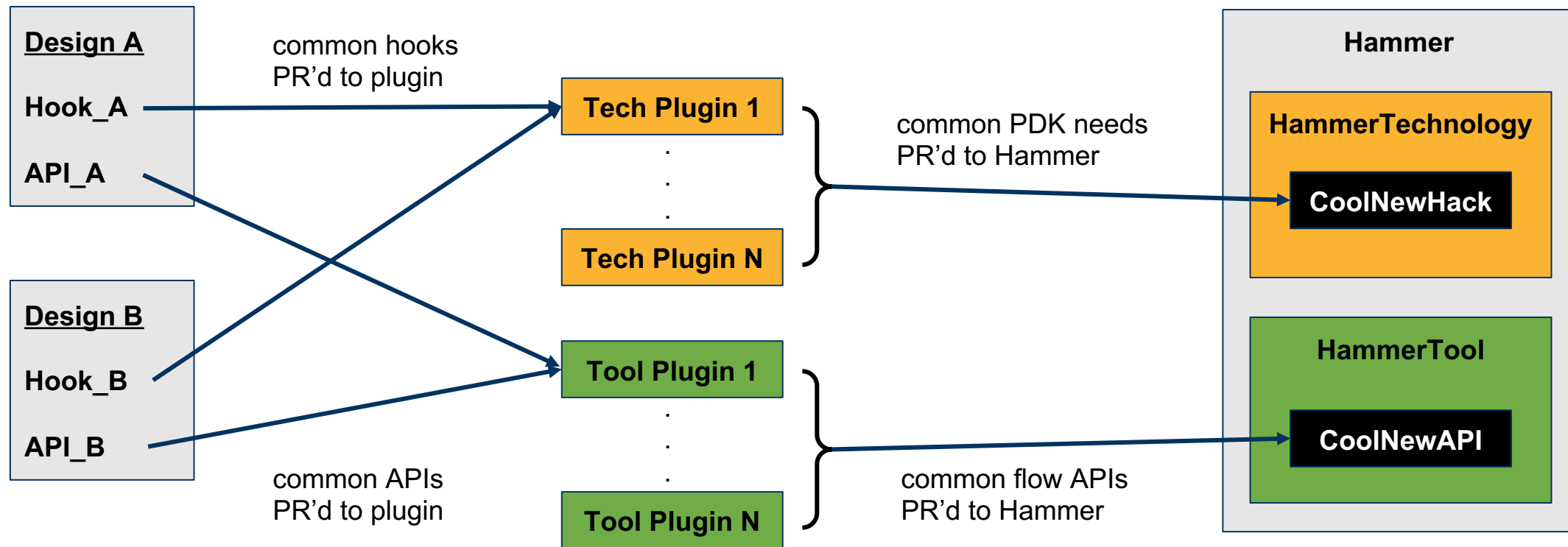
- Easily learn the VLSI flow, get early design feedback
- [Chipyard examples](#) with ASAP7, Sky130



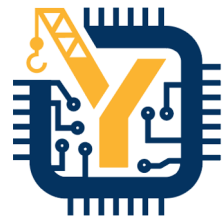
# Everyone can contribute to Hammer



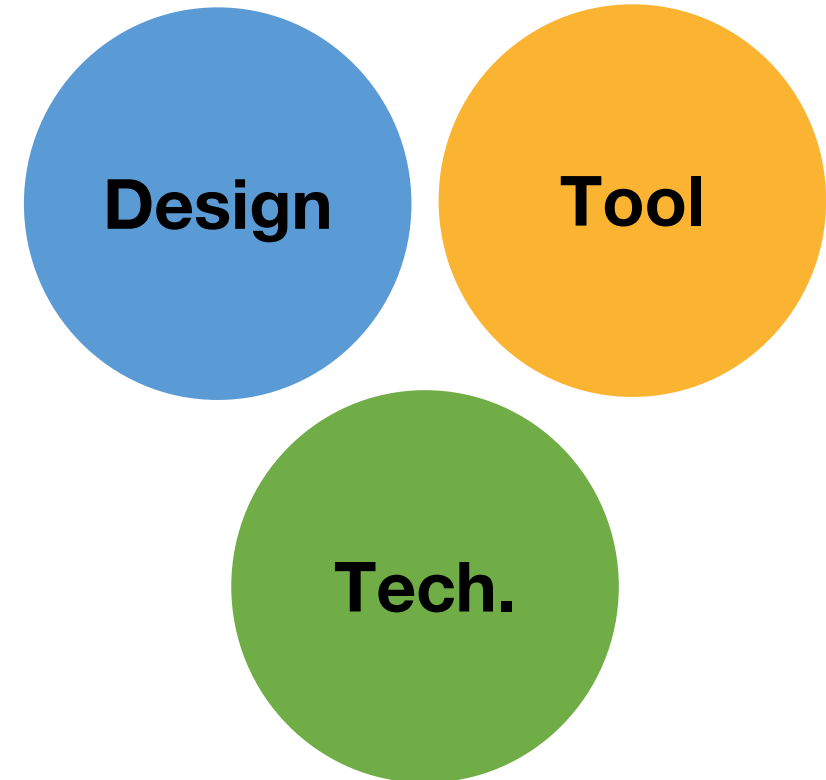
Modular design + override features = community contributions



# Summary



- Physical design is hard—there are good reasons why most people try to avoid it.
  - Chips are growing in complexity
  - Un-natural evolution of the EDA/PDK stack
- Hammer helps separate design, tool, and technology concerns
  - Enables re-use
  - Enables advanced abstractions and generators
- Easy power and area evaluation
  - Using Hammer, open source PDK, commercial EDA



# Future of Hammer



- More tool integration: metrics parsing, constraints feedback
- Aspect-Oriented Chisel Floorplanning
  - Higher-level abstractions
    - Hierarchical partitioning, power strap/pin alignment
    - BAG IP collateral generation/integration
  - Reconfiguring Chisel designs based on physical design feedback
    - e.g. change clock constraints based on timing metrics
- Abutment/partition-based hierarchical flow
- True multi-clock & power domain (for DVFS, etc.)
- Dev work is cyclical -> typically happens alongside tapeouts
  - Lots of ideas, help always wanted



# Learn More



- Github: <https://github.com/ucb-bar/hammer/>
- Documentation: <https://hammer-vlsi.readthedocs.io/>
- Chipyard-specific documentation: <https://chipyard.readthedocs.io/en/latest/VLSI/index.html>
- User mailing list: [hammer-users@googlegroups.com](mailto:hammer-users@googlegroups.com)
- Plugin access requests: [hammer-plugins-access@lists.berkeley.edu](mailto:hammer-plugins-access@lists.berkeley.edu)
  - [Cadence](#), [Synopsys](#), and [Mentor](#)
- UCB Digital Design labs: [https://github.com/EECS150/asic\\_labs\\_sp22](https://github.com/EECS150/asic_labs_sp22)
  - full lab releases coming soon!

