



Multi net routing: Steiner Min/Max Trees

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Presentation Outline

- **Overview of SMMT algorithm**
- **SMMT Phase – Prim’s algorithm**
- **SP Phase – Floyd’s algorithm**
- **Implementation details**
- **Experimental Results**
- **Demo**



Overview of SMMT

- **Routes multiple nets one-by-one**
- **Rip-up and re-routing**
- **Order in which nets are routed is important**
- **Given an undirected, edge-weighted graph $G(V,E)$ and a net n that contains a subset of nodes D , SMMT of n is a Steiner tree of n , where maximum weight among all edges in the tree is minimized**
- **Edge weight is equivalent to usage which reflects congestion**



SMMT Cont'd

– **SMMT phase (Reduces the maximum weight among all edges)**

For each un-routed net from list of ordered nets,

- **Build MST for the routing graph**
- **Remove 1-degree Steiner nodes which results in SMMT**
- **If wirelength of SMMT is less than $(c_j * HPBB)$, update the routing graph with the SMMT, else discard it.**

Multiple passes helps routing nets that failed in the previous passes

– **SP Phase (Reduces wire length)**

For each net from list of ordered nets,

- **Rip-up from routing graph**
- **Build Shortest Path tree between nodes of the net**
- **If wirelength of SP tree is less than wirelength of SMMT, accept SP tree, else discard it.**



MST – Prim's Algorithm

Consider weighted graph $G = (V, E)$

Begin with $U = \{1\}$

Add one edge from $(V-U)$ to U at a time

Find the shortest edge that connects U and $(V-U)$ and add the vertex to U

Repeat until $U = V$



Implementation – Prim's

Graph is represented using Adjacency Matrix

$C[u][v]$ - Cost of going from node 'u' to node 'v'

Lowcost[x] - Contains lowest cost through which nodes in U-V are connected to U

Closest[x] – Contains the node in {U} that is closest to node 'x'

Initialize Lowcost[i] = $C[1,i]$

Closest[i] = 1 // $U = \{1\}$

min = Min (Lowcost (2 to n)) //say kth node has Low cost

Add node k to U and make Lowcost[k] = ∞

Update Lowcost and Closest Arrays

for (j = 2 to n)

If ($C[k,j] < \text{Lowcost}[j]$)

Lowcost[j] = $C[k,j]$

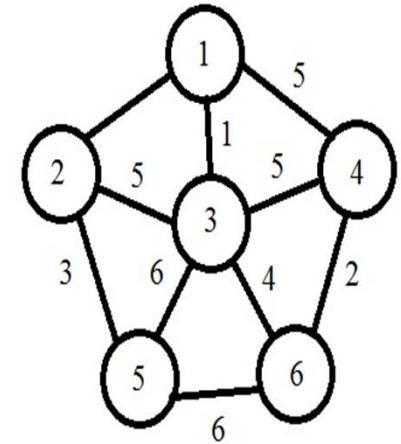
Closest[j] = k

end



Prim's Algorithm - Example

C[u][v]	1	2	3	4	5	6
1	∞	6	1	5	∞	∞
2	6	∞	5	∞	3	∞
3	1	5	∞	5	6	4
4	5	∞	5	∞	∞	2
5	∞	3	6	∞	∞	6
6	∞	∞	4	2	∞	6



Graph (V,E)



Example Cont'd

$U = \{1\}$	2	3	4	5	6
Lowcost	6	1	5	∞	∞
Closest	1	1	1	1	1

$\min = 1; k = 3$

$U = \{1,3\}$	2	3	4	5	6
Lowcost	5	∞	5	6	4
Closest	3	1	1	3	3

$\min = 4; k = 6$

$U = \{1,3,6\}$	2	3	4	5	6
Lowcost	5	∞	2	6	∞
Closest	3	1	6	3	3

$\min = 2; k = 4$



Example Cont'd

U = {1,3,6,4}	2	3	4	5	6
Lowcost	5	∞	∞	6	∞
Closest	3	1	6	3	3

min = 5 ; k = 2

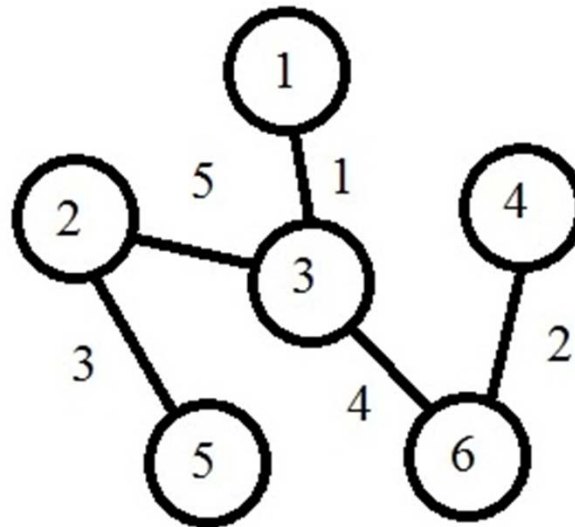
U = {1,3,6,4,2}	2	3	4	5	6
Lowcost	∞	∞	∞	3	∞
Closest	3	1	6	2	3

min = 3 ; k = 5



Example Cont'd

U = {1,3,6,4,2,5}	2	3	4	5	6
Lowcost	∞	∞	∞	∞	∞
Closest	3	1	6	2	3



MST of Graph (V,E)



SP – Floyd's Algorithm $O(n^3)$

All pairs Shortest Path Solution

$C[u][v]$ - Represents the cost of going from node 'u' to node 'v'

$A[u][v]$ – Shortest distance to go from node 'u' to 'v'

$P[u][v]$ – Stores information of intermediate node connecting node 'u' and node 'v'

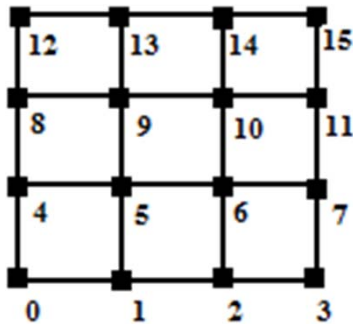
```
for (i = 1 to n)
    for(j = 1 to n)
         $A[i][j] = C[i][j]$ 
         $P[i][j] = 0$ 
    end
end
for(i = 1 to n)
     $A[i][i] = 0$ 
end
for (k = 1 to n)
    for (i = 1 to n)
        for(j = 1 to n)
            if(  $A[i][k] + A[k][j] < A[i][j]$ ) then begin
                 $A[i][j] = A[i][k] + A[k][j]$ 
                 $P[i][j] = k$ 
            end
        end
    end
end
end
```



Implementation Details

Adjacency Matrix for Routing Grid

Routing Grid



	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	∞	0	∞	∞	0	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞
1	0	∞	0	∞	∞	0	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞
2	∞	0	∞	0	∞	∞	0	∞	∞	∞	∞	∞	∞	∞	∞	∞
3	∞	∞	0	∞	∞	∞	∞	0	∞	∞	∞	∞	∞	∞	∞	∞
4	0	∞	∞	∞	∞	0	∞	∞	0	∞	∞	∞	∞	∞	∞	∞
5	∞	0	∞	∞	0	∞	0	∞	∞	0	∞	∞	∞	∞	∞	∞
6	∞	∞	0	∞	∞	0	∞	0	∞	∞	0	∞	∞	∞	∞	∞
7	∞	∞	∞	0	∞	∞	0	∞	∞	∞	∞	0	∞	∞	∞	∞
8	∞	∞	∞	∞	0	∞	∞	∞	∞	0	∞	∞	0	∞	∞	∞
9	∞	∞	∞	∞	∞	0	∞	∞	0	∞	0	∞	∞	0	∞	∞
10	∞	∞	∞	∞	∞	∞	0	∞	∞	0	∞	0	∞	∞	0	∞
11	∞	∞	∞	∞	∞	∞	∞	0	∞	∞	0	∞	∞	∞	∞	0
12	∞	∞	∞	∞	∞	∞	∞	∞	0	∞	∞	∞	∞	0	∞	∞
13	∞	∞	∞	∞	∞	∞	∞	∞	∞	0	∞	∞	0	∞	0	∞
14	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	0	∞	∞	0	∞	0
15	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	0	∞	∞	0	∞



Implementation Cont'd

- **Use of 3 states for weights:**
 - **INF** → Edge cannot exist
 - **0** → Edge can exist but no net has been routed
 - **n** → Edge can exist and has nets routed along that edge
- **Accessing each node in the routing grid**
 - $k = x * MAX + y$

Where,

 - **(x,y)** -> co-ordinate of the vertex
 - **MAX** -> Maximum size of routing grid
- **Size of routing grid**
 - Use of **MAX** and **actual_MAX** (Static arrays)



Experimental Analysis

Number of nets	Number of terminals	Grid size	Wire length	Maximum Edge usage
10	31	8	71	3
20	67	10	258	5
30	87	13	313	7
50	133	16	465	18



Inference

- **Routing results are dependent on the constraint c_j**
 - Smaller $c_j \rightarrow$ tighter constraint \rightarrow Routing efficiency decreases
- **Congestion is dependent on grid size**
 - Smaller grid with more nets increases congestion (increases maximum edge weight)
 - SMMT tries to reduce the usage (reduces congestion)
 - SP tries to reduce wire length at the cost of usage (increases congestion)
 - Multiple passes increases routing efficiency at the cost of runtime
 - During each pass, the underlying routing grid is different, although the same net is routed again
 - Hence, those nets for which routing failed in the previous passes also become routable



Routing Efficiency Vs Passes ($c_j = 1$)

- **SMMT Pass 1:**
- Routing in SMMT phase for net 0: **not accepted**
- Routing in SMMT phase for net 1: **not accepted**
- Routing in SMMT phase for net 2: **not accepted**
- Routing in SMMT phase for net 3: **not accepted**
- Routing in SMMT phase for net 4: accepted
- Routing in SMMT phase for net 5: **not accepted**
- Routing in SMMT phase for net 6: **not accepted**
- Routing in SMMT phase for net 7: accepted
- Routing in SMMT phase for net 8: **not accepted**
- Routing in SMMT phase for net 9: **not accepted**
- **SMMT Pass 2:**
- Routing in SMMT phase for net 0: **not accepted**
- Routing in SMMT phase for net 1: **not accepted**
- Routing in SMMT phase for net 2: **not accepted**
- Routing in SMMT phase for net 3: **not accepted**
- Routing in SMMT phase for net 4: accepted
- Routing in SMMT phase for net 5: **not accepted**
- Routing in SMMT phase for net 6: accepted
- Routing in SMMT phase for net 7: accepted
- Routing in SMMT phase for net 8: accepted
- Routing in SMMT phase for net 9: **not accepted**



Illustration Cont'd

SMMT Pass 3:

Routing in SMMT phase for net 0: **not accepted**
Routing in SMMT phase for net 1: **not accepted**
Routing in SMMT phase for net 2: **not accepted**
Routing in SMMT phase for net 3: **not accepted**
Routing in SMMT phase for net 4: accepted
Routing in SMMT phase for net 5: **not accepted**
Routing in SMMT phase for net 6: accepted
Routing in SMMT phase for net 7: accepted
Routing in SMMT phase for net 8: accepted
Routing in SMMT phase for net 9: **not accepted**

SP Phase:

Routing in SMMT phase for net 0: **not accepted**
Routing in SMMT phase for net 1: accepted
Routing in SMMT phase for net 2: **not accepted**
Routing in SMMT phase for net 3: accepted
Routing in SMMT phase for net 4: accepted
Routing in SMMT phase for net 5: accepted
Routing in SMMT phase for net 6: accepted
Routing in SMMT phase for net 7: accepted
Routing in SMMT phase for net 8: accepted
Routing in SMMT phase for net 9: accepted



Routing Efficiency Vs Passes ($c_j = 3$)

SMMT Pass 1:

Routing in SMMT phase for net 0: accepted

Routing in SMMT phase for net 1: **not accepted**

Routing in SMMT phase for net 2: accepted

Routing in SMMT phase for net 3: accepted

Routing in SMMT phase for net 4: accepted

Routing in SMMT phase for net 5: accepted

Routing in SMMT phase for net 6: accepted

Routing in SMMT phase for net 7: accepted

Routing in SMMT phase for net 8: accepted

Routing in SMMT phase for net 9: accepted

SMMT Pass 2:

Routing in SMMT phase for net 0: accepted

Routing in SMMT phase for net 1: **not accepted**

Routing in SMMT phase for net 2: accepted

Routing in SMMT phase for net 3: accepted

Routing in SMMT phase for net 4: accepted

Routing in SMMT phase for net 5: accepted

Routing in SMMT phase for net 6: accepted

Routing in SMMT phase for net 7: accepted

Routing in SMMT phase for net 8: accepted

Routing in SMMT phase for net 9: accepted



Illustration Cont'd

SMMT Pass 3:

Routing in SMMT phase for net 0: accepted

Routing in SMMT phase for net 1: **not accepted**

Routing in SMMT phase for net 2: accepted

Routing in SMMT phase for net 3: accepted

Routing in SMMT phase for net 4: accepted

Routing in SMMT phase for net 5: accepted

Routing in SMMT phase for net 6: accepted

Routing in SMMT phase for net 7: accepted

Routing in SMMT phase for net 8: accepted

Routing in SMMT phase for net 9: accepted

SP Phase:

Routing in SMMT phase for net 0: accepted

Routing in SMMT phase for net 1: accepted

Routing in SMMT phase for net 2: accepted

Routing in SMMT phase for net 3: accepted

Routing in SMMT phase for net 4: accepted

Routing in SMMT phase for net 5: accepted

Routing in SMMT phase for net 6: accepted

Routing in SMMT phase for net 7: accepted

Routing in SMMT phase for net 8: accepted

Routing in SMMT phase for net 9: accepted



SMMT Vs SP

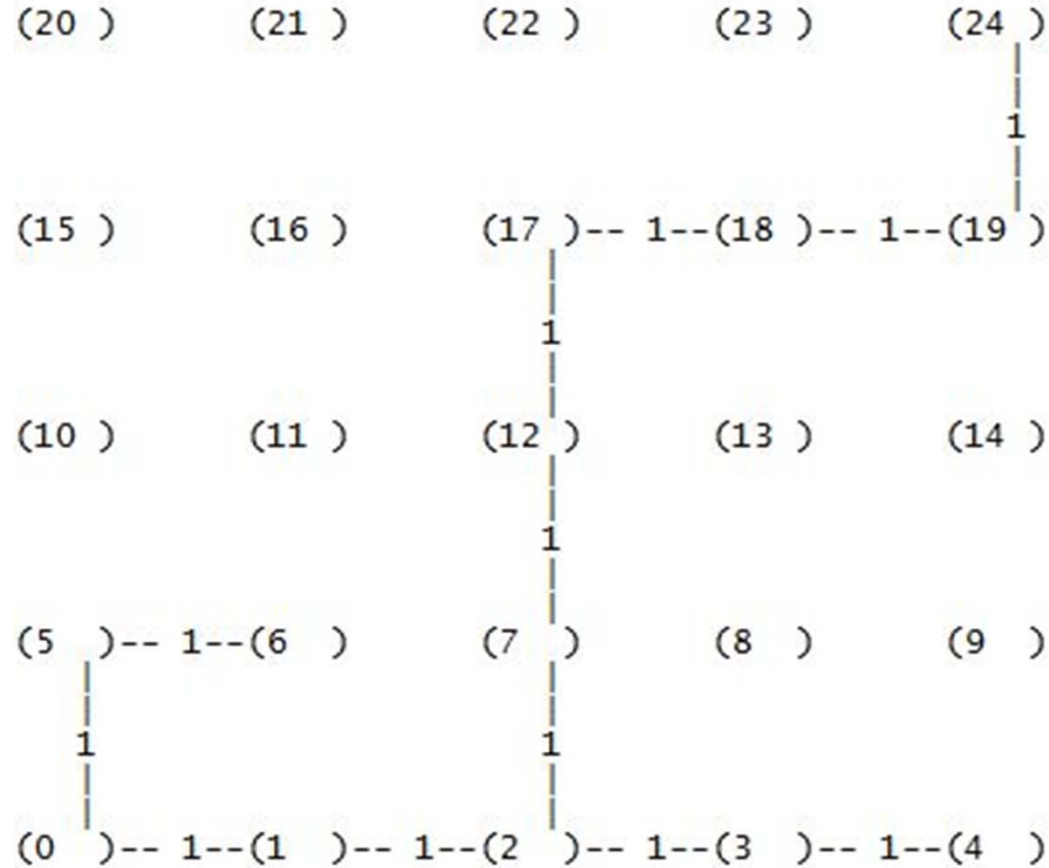
SMMT PHASE			SP PHASE	
NET	MAX E WGT	WIRELENGTH	MAX E WGT	WIRELENGTH
0	1	N/R	1	N/R
1	1	N/R	2	17
2	1	N/R	1	N/R
3	1	N/R	2	25
4	1	4	1	4
5	1	N/R	2	11
6	1	25	2	7
7	1	5	2	5
8	1	9	1	7
9	1	N/R	1	6



Results –Phase I (SMIMT)

SMIMT - Phase I Net #1

(1,1) (2,2) (4,0) (4,4)

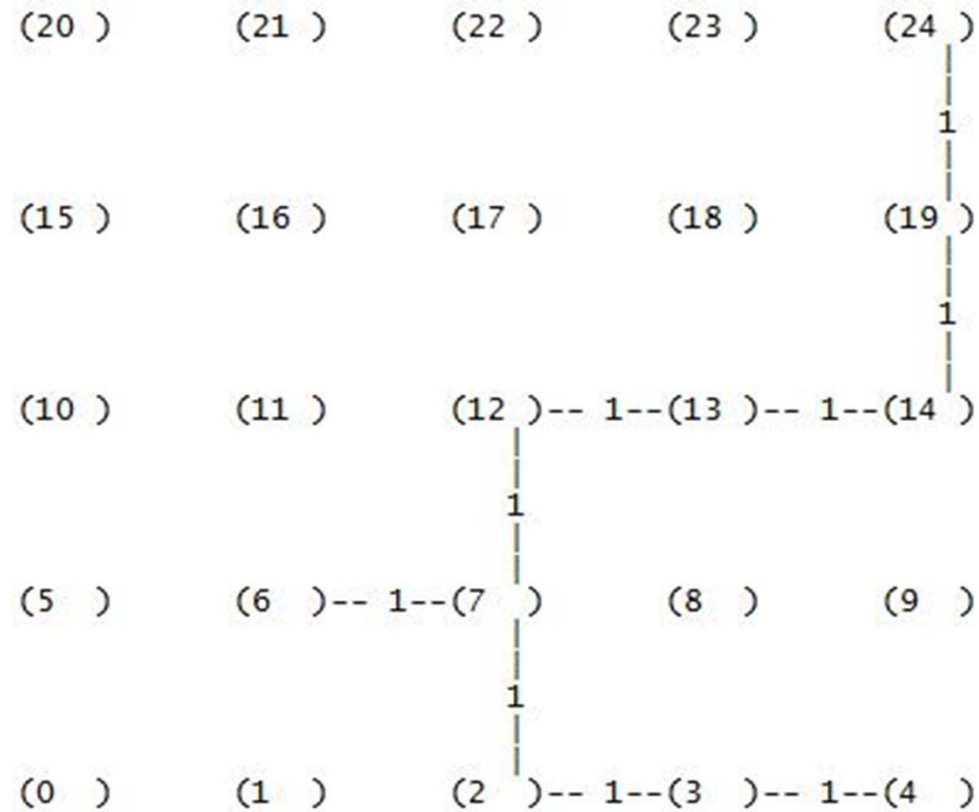


Net 1 result after Phase I

Results – Phase II (SP)

Net 1:WL of SP(9) is less than WL of MST(12)

SHORTEST PATH - PHASE II



Net 1 result after Phase II

Results – Final Grid

GRID

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

Final Grid

Thank You !