



Implementation of the Stockmeyer Algorithm

ECE 6133

Amanda Cummings

The Algorithm itself

- The goal of the algorithm is to find the optimal orientation of the blocks in the floorplan for the minimal area.
- Often used as a post-process to further optimize the area objective

How it was implemented

- Will use the example on pg 65 in the book.
 - Polish expression for the book example is “3-7-H-5-I-V-8-2-H-V-4-V-6-V-H”.
 - The slicing tree and the original floorplan:

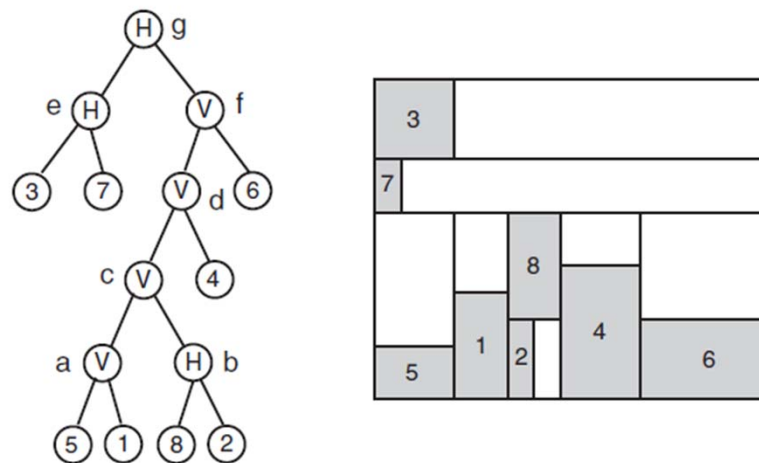


Figure 3.1. A slicing tree and its floorplan. Note that the lower left corner of each block is placed at the lower left corner of its room.

Polish Expression

- Postorder traversal
- Assume that xyH means x is top and y is bottom, and xyV means x is left and y is right
 - The area of the cut xyH has a width = $\max(W_x, W_y)$ and a height = $H_x + H_y$
 - The area of the cut xyV has a width = $W_x + W_y$ and a height = $\max(H_x, H_y)$

Inputs into Stockmeyer Code

- The input is a .ple file
 - The first line has the polish expression of the floorplan consisting of blocks starting a 0 and the '-' delimiter
 - The rest of the lines contain the width and height of a block separated by a space
 - 2nd line has the width and height of block 0, 3rd line has the width and height of block 1, etc.

Parse Input file

- My code takes the polish expression string out to parse
- Then, it places all of the widths and heights into a vector of pairs.
 - `wh[0].first` = width of block 0
 - `wh[0].second` = height of block 0

Start to build a Tree

- Created a structure called node that will be used to build a tree
- While loop with the condition of the polish expression string does not equal null, then parse the string using the '-' delimiter
 - If the parse is an H or a V, then it is a root, and special calculations need to happen
 - Else create a leaf with NULL left and right pointers

Connecting the root nodes to its children

- Postorder expression gives you left,right,root:

3-7-H-5-1-V-8-2-H-V-4-V-6-V-H

H

Right node = 7

Left node = 3

Temporary Vector =

$$\begin{bmatrix} H \\ 7 \end{bmatrix}$$

Calculations Needed

- First, sort width and height combinations (stored in a vector) of the children according to the root
 - H sorts into decreasing widths
 - V sorts into increasing widths
- Calculate width and height combinations of the root and store in a vector
 - Store information of what child combinations created the root combination in a separate vector

Calculations (cont'd)

Table 3.1. Summary of the bottom-up dimension computation in Stockmeyer algorithm. The minimum area floorplan is $13 \times 9 = 117$.

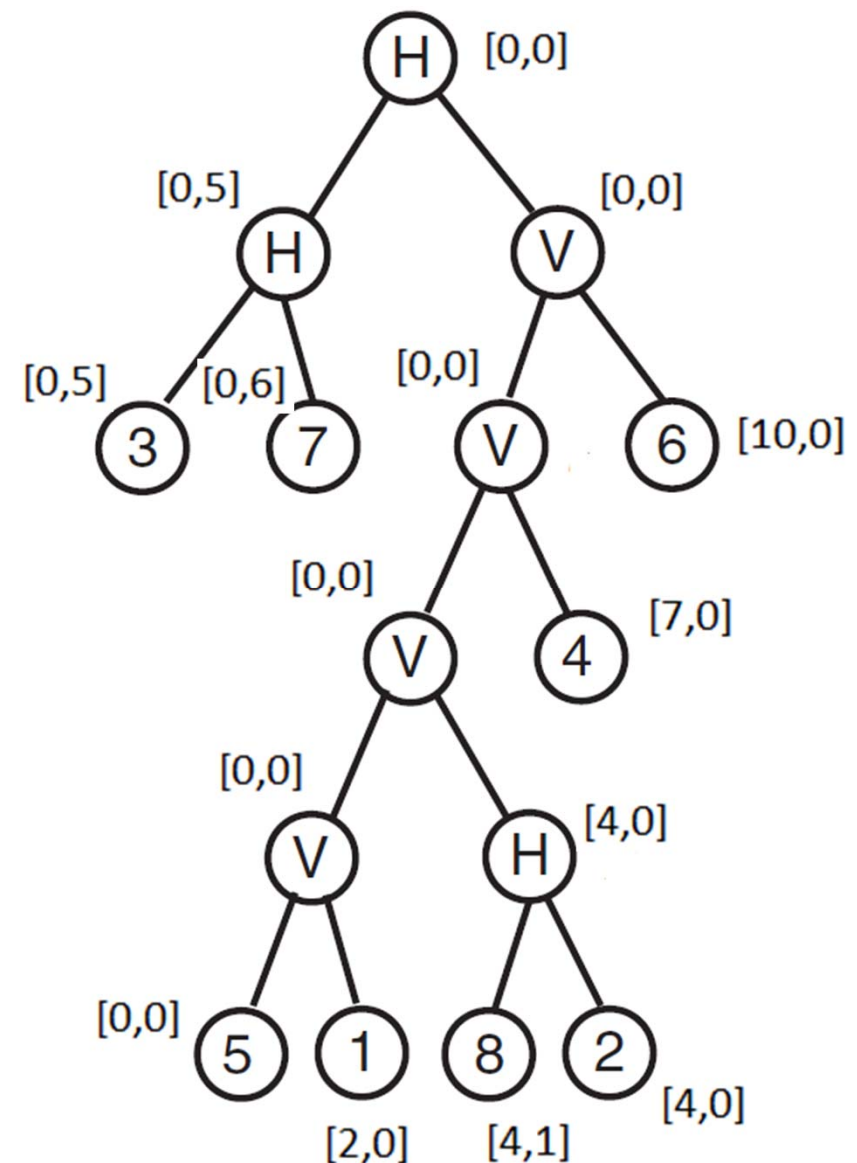
| Node | Dir | Dimensions |
|----------|-----|---|
| <i>a</i> | ver | $L = \{(2, 3), (3, 2)\}$ $R = \{(2, 4), (4, 2)\}$ $D = \{(4, 4), (6, 3), (7, 2)\}$ |
| <i>b</i> | hor | $L = \{(4, 2), (2, 4)\}$ $R = \{(3, 1), (1, 3)\}$ $D = \{(4, 3), (3, 5), (2, 7)\}$ |
| <i>c</i> | ver | $L = \{(4, 4), (6, 3), (7, 2)\}$ $R = \{(2, 7), (3, 5), (4, 3)\}$ $D = \{(6, 7), (7, 5), (8, 4), (10, 3)\}$ |
| <i>d</i> | ver | $L = \{(6, 7), (7, 5), (8, 4), (10, 3)\}$ $R = \{(3, 5), (5, 3)\}$ $D = \{(9, 7), (10, 5), (13, 4), (15, 3)\}$ |
| <i>f</i> | ver | $L = \{(9, 7), (10, 5), (13, 4), (15, 3)\}$ $R = \{(3, 5), (5, 3)\}$ $D = \{(12, 7), (13, 5), (18, 4), (20, 3)\}$ |
| <i>e</i> | hor | $L = \{(3, 3)\}$ $R = \{(2, 1), (1, 2)\}$ $D = \{(3, 4)\}$ |
| <i>g</i> | hor | $L = \{(3, 4)\}$ $R = \{(20, 3), (18, 4), (13, 5), (12, 7)\}$ $D = \{(20, 7), (18, 8), (13, 9), (12, 11)\}$ |

New Area and traversal

- Once all of the width and height calculations are done, sort through the Main Root's width and height combinations to get the minimum area
- Traverse back down the tree to change the orientations of the leaves that is needed to obtain the
- Calculate the coordinates of the leaves while traversing back down the tree

New Area and traversal (cont'd)

| Node | Dir | Dimensions |
|----------|-----|--|
| <i>a</i> | ver | $L = \{(2, 3), (3, 2)\}$ Rotate!!! $R = \{(2, 4), (4, 2)\}$ $D = \{(4, 4), (6, 3), (7, 2)\}$ |
| <i>b</i> | hor | $L = \{(4, 2), (2, 4)\}$ $R = \{(3, 1), (1, 3)\}$ Rotate!!! $D = \{(4, 3), (3, 5), (2, 7)\}$ |
| <i>c</i> | ver | $L = \{(4, 4), (6, 3), (7, 2)\}$ $R = \{(2, 7), (3, 5), (4, 3)\}$ $D = \{(6, 7), (7, 5), (8, 4), (10, 3)\}$ |
| <i>d</i> | ver | $L = \{(6, 7), (7, 5), (8, 4), (10, 3)\}$ $R = \{(3, 5)(5, 3)\}$ $D = \{(9, 7), (10, 5), (13, 4), (15, 3)\}$ |
| <i>f</i> | ver | $L = \{(9, 7), (10, 5), (13, 4), (15, 3)\}$ $R = \{(3, 5)(5, 3)\}$ Rotate!!! $D = \{(12, 7), (13, 5), (18, 4), (20, 3)\}$ |
| <i>e</i> | hor | $L = \{(3, 3)\}$ $R = \{(2, 1)(1, 2)\}$ Rotate!!! $D = \{(3, 4)\}$ |
| <i>g</i> | hor | $L = \{(3, 4)\}$ $R = \{(20, 3), (18, 4), (13, 5), (12, 7)\}$ $D = \{(20, 7), (18, 8), (13, 9), (12, 11)\}$ |

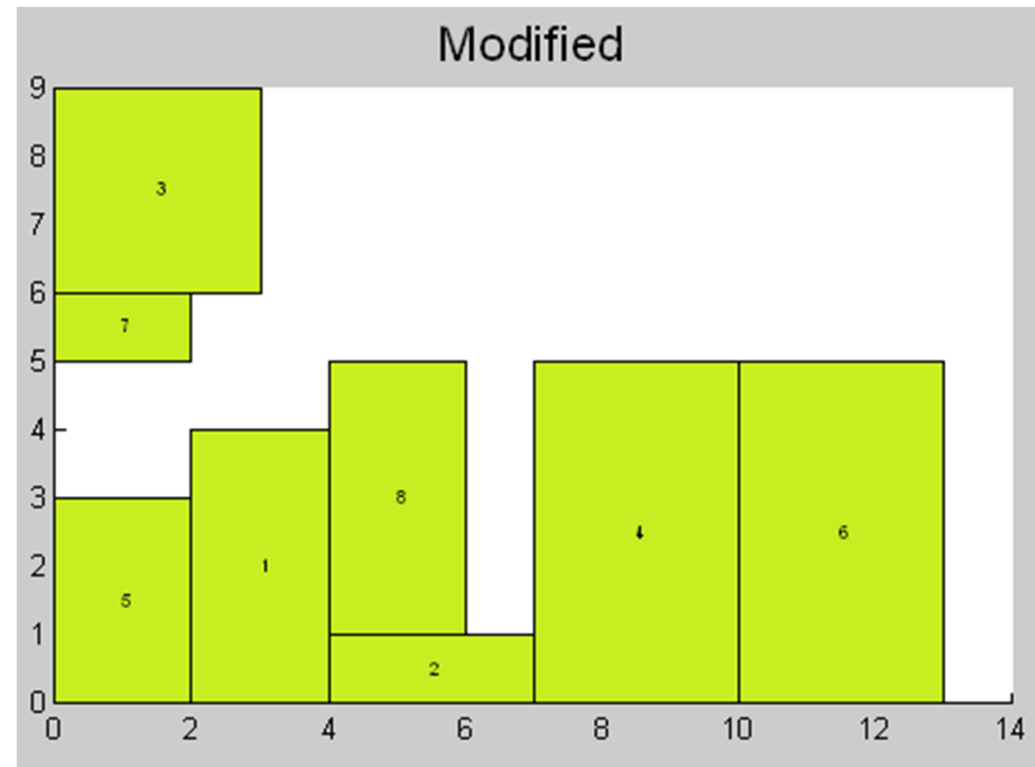
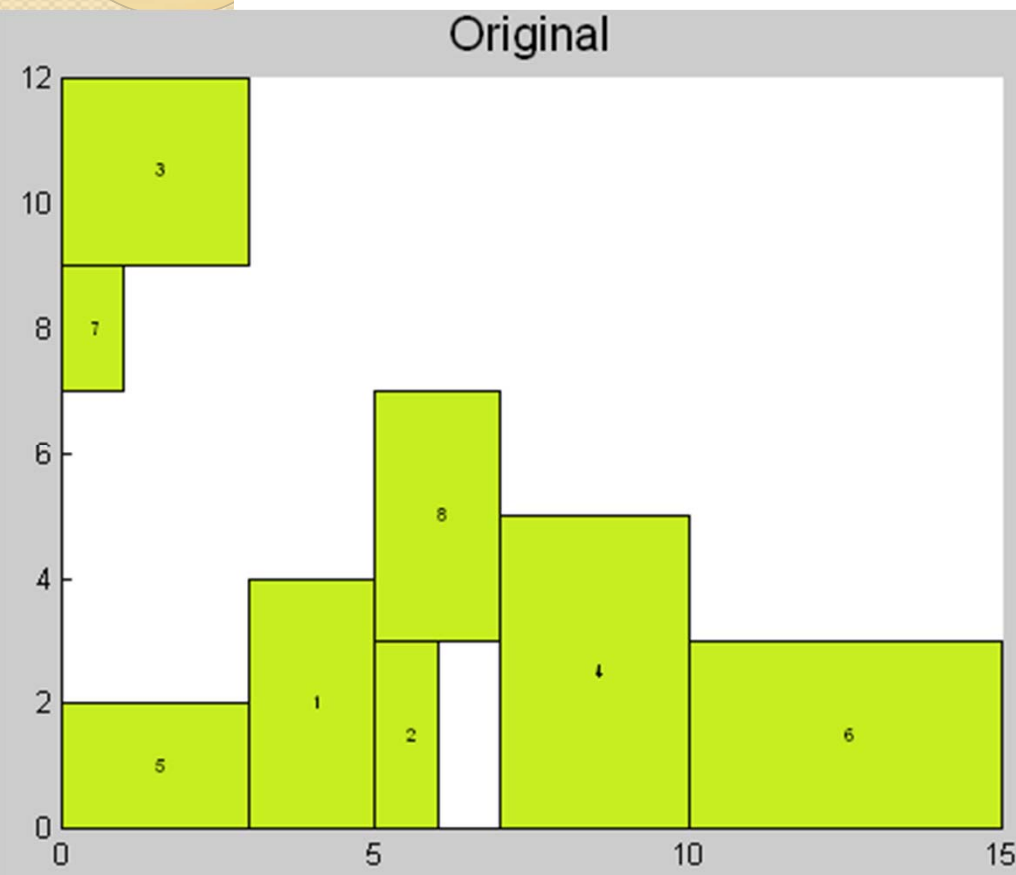


Plotting Floorplan

- Not part of the Stockmeyer Algorithm!
- Output the old coordinates, old width and heights, and block number into a .txt file
- Output the new coordinates, new width and heights, and block number into a .txt file
- Use Matlab to plot

Floorplan of Example

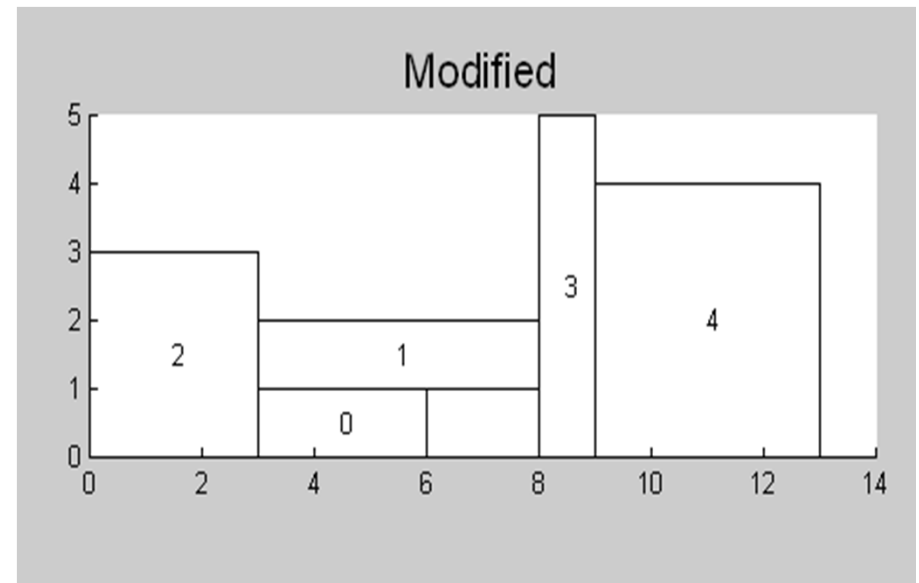
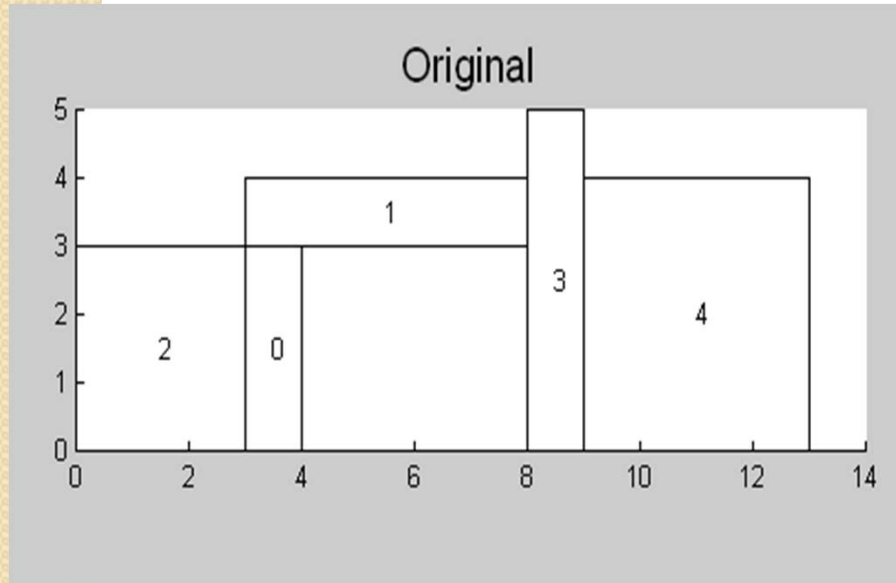
- The blocks that rotated were 6, 2, 5 and 7



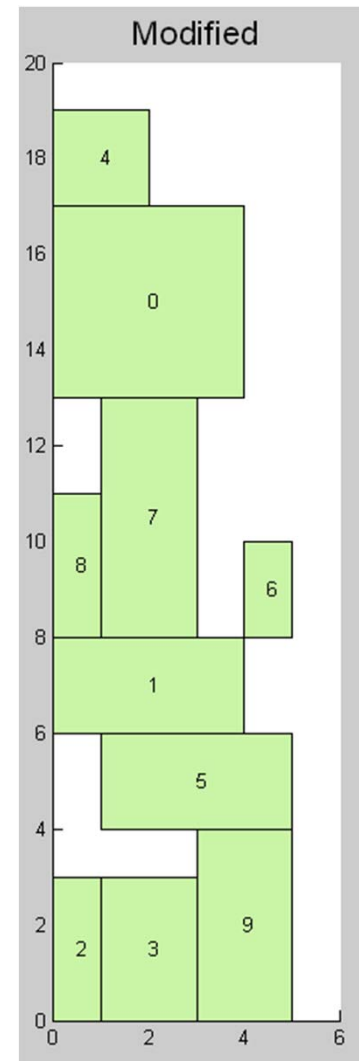
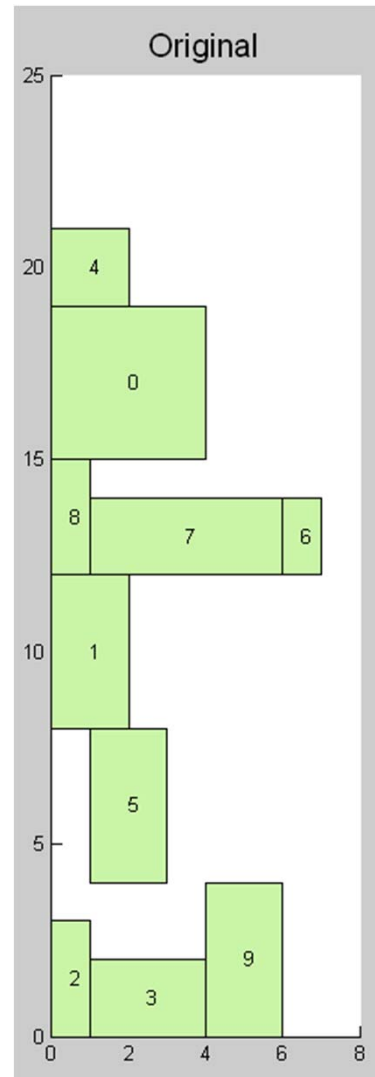
Results

| # Blocks | Original Area | New Area | % improvement | Performance Time | # Blocks Rotated | Blocks rotated |
|----------|---------------|----------|---------------|------------------|------------------|--|
| 5 | 65 | 65 | 0 | 0.009017778 | 1 | 0 |
| 10 | 147 | 95 | 35.37414966 | 0.009522222 | 4 | 1, 3, 5, 7 |
| 30 | 1075 | 748 | 30.41860465 | 0.010381111 | 8 | 2, 15, 16, 18, 22, 23, 24, 27, 28 |
| 100 | 7119 | 4264 | 40.10394718 | 0.015953333 | 38 | 1, 2, 3, 5, 7, 8, 10, 11, 16, 18, 21, 23, 26, 32, 33, 41, 42, 49, 50, 54, 55, 62, 63, 64, 66, 68, 74, 75, 76, 77, 78, 80, 81, 82, 87, 90, 91, 96 |
| 150 | 14104 | 8316 | 41.0380034 | 0.018414444 | 56 | 3, 7, 8, 10, 18, 20, 23, 25, 31, 32, 34, 35, 39, 44, 45, 46, 47, 58, 63, 64, 65, 66, 70, 71, 72, 73, 74, 78, 79, 82, 83, 85, 86, 88, 91, 97, 98, 99, 102, 105, 113, 114, 118, 119, 121, 124, 134, 135, 137, 139, 141, 142, 143, 144, 146, 147 |

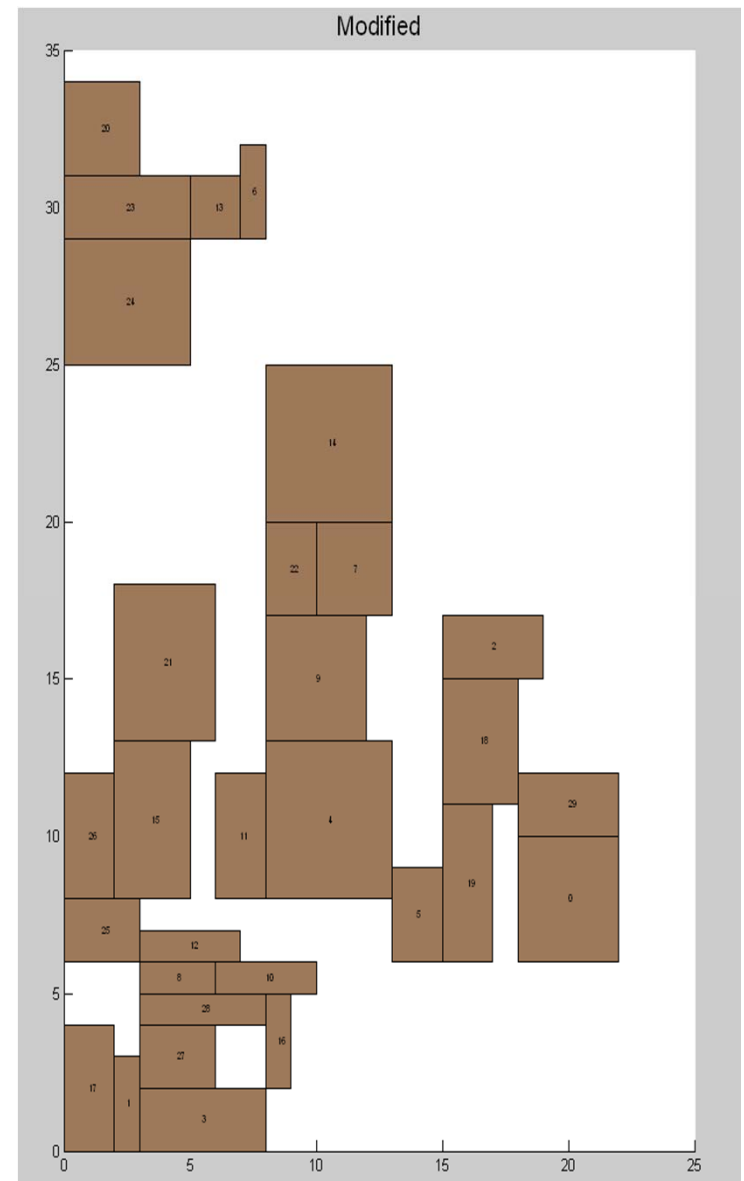
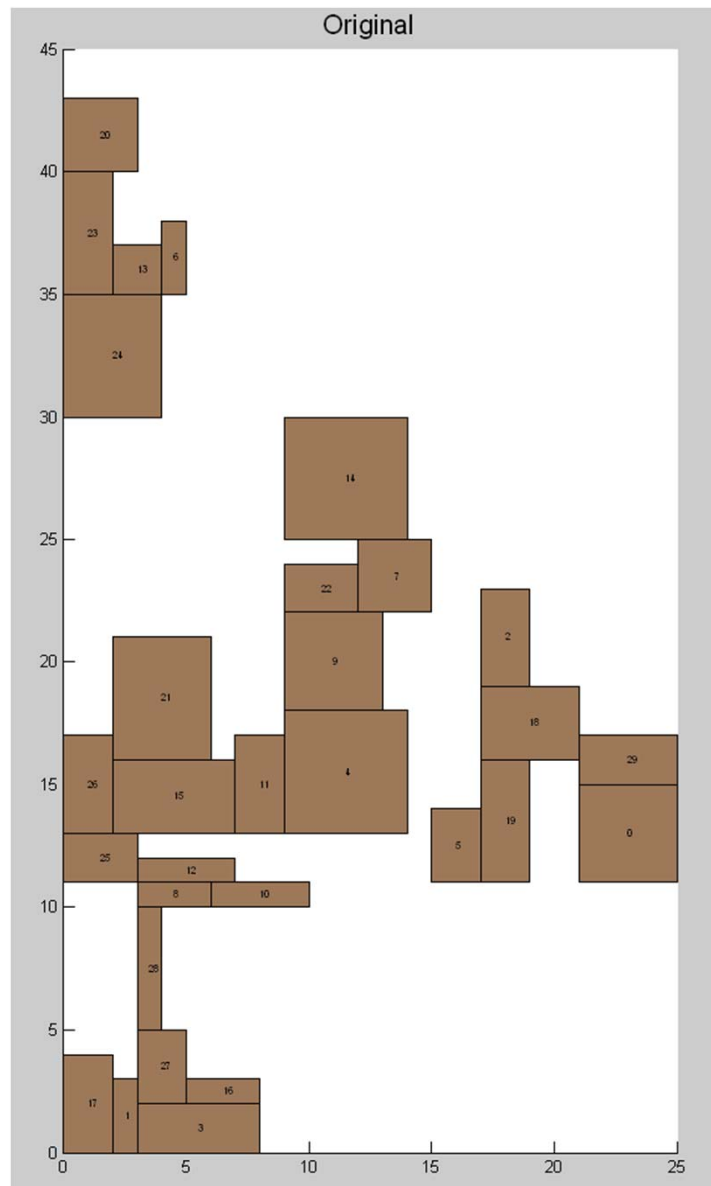
5 Block Problem



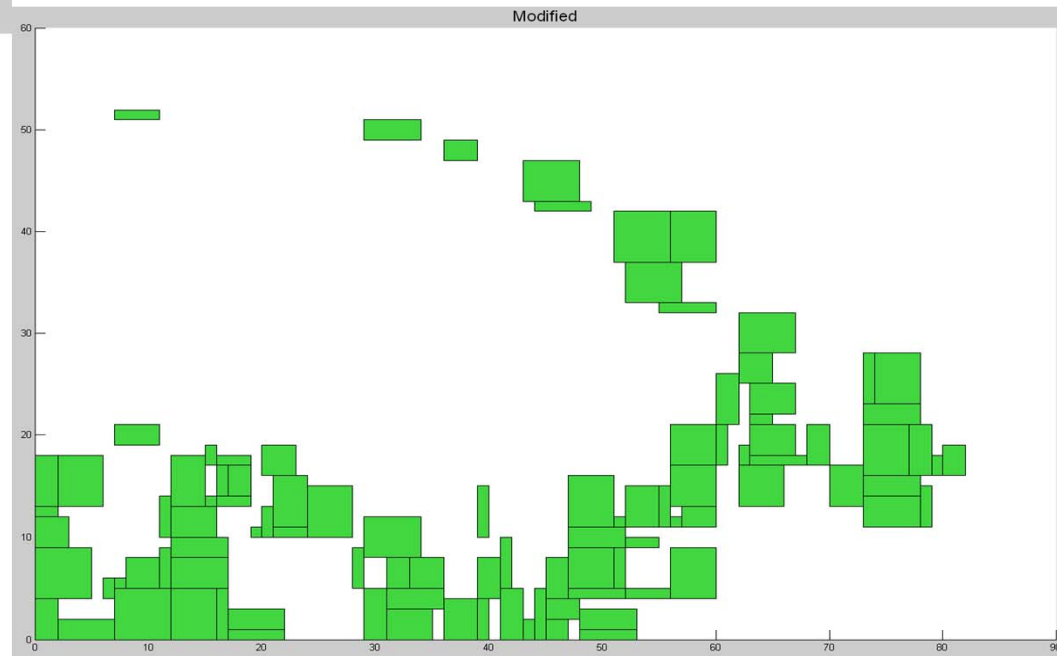
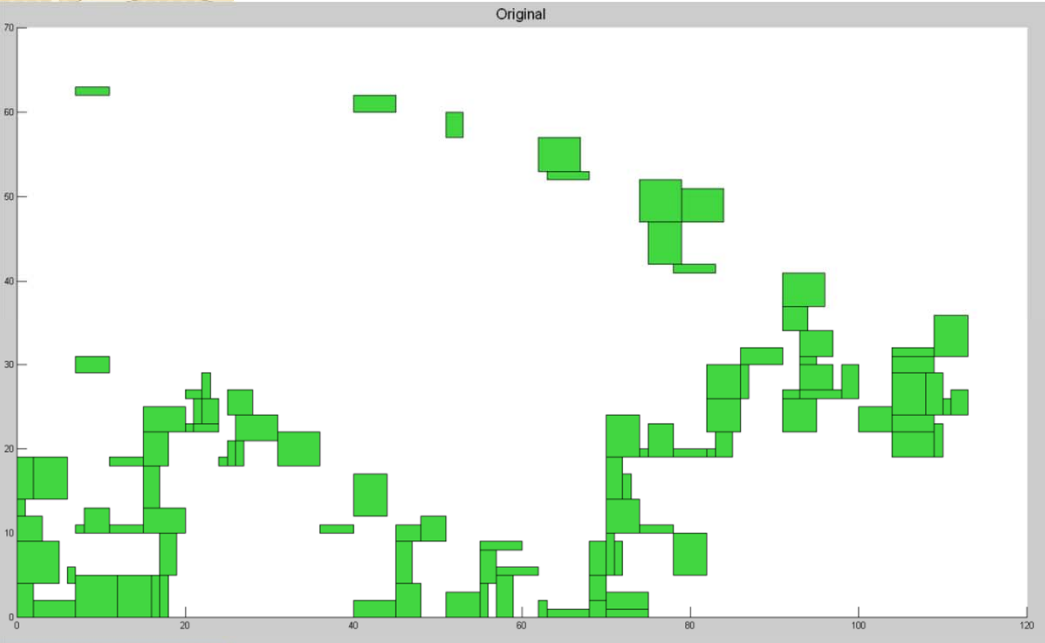
10 Block Problem



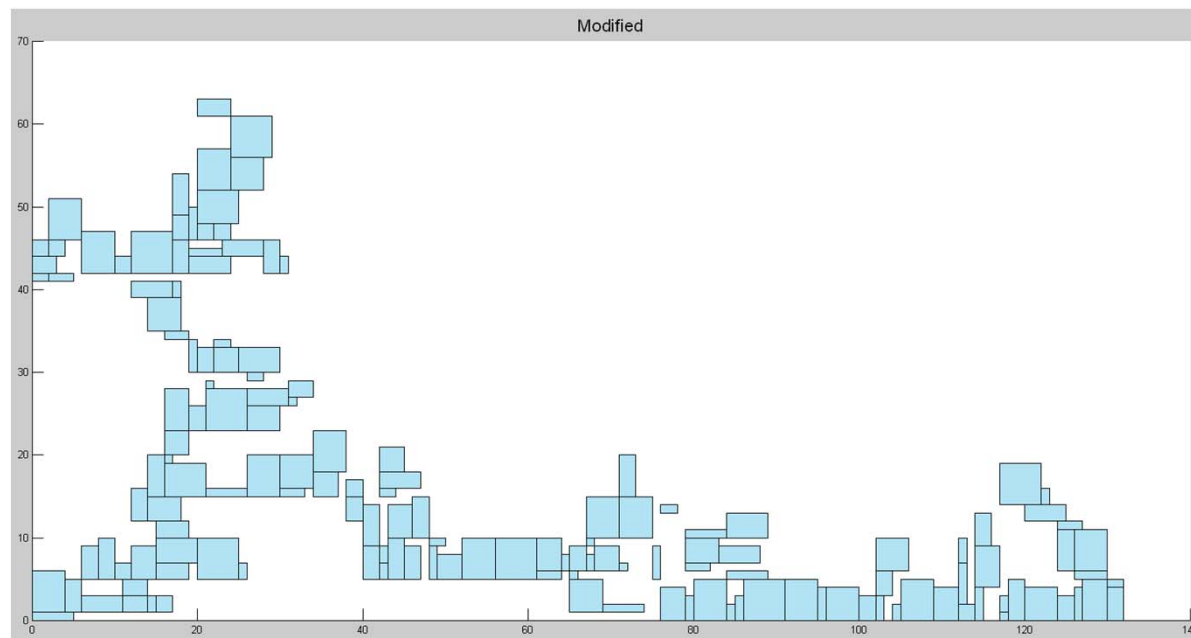
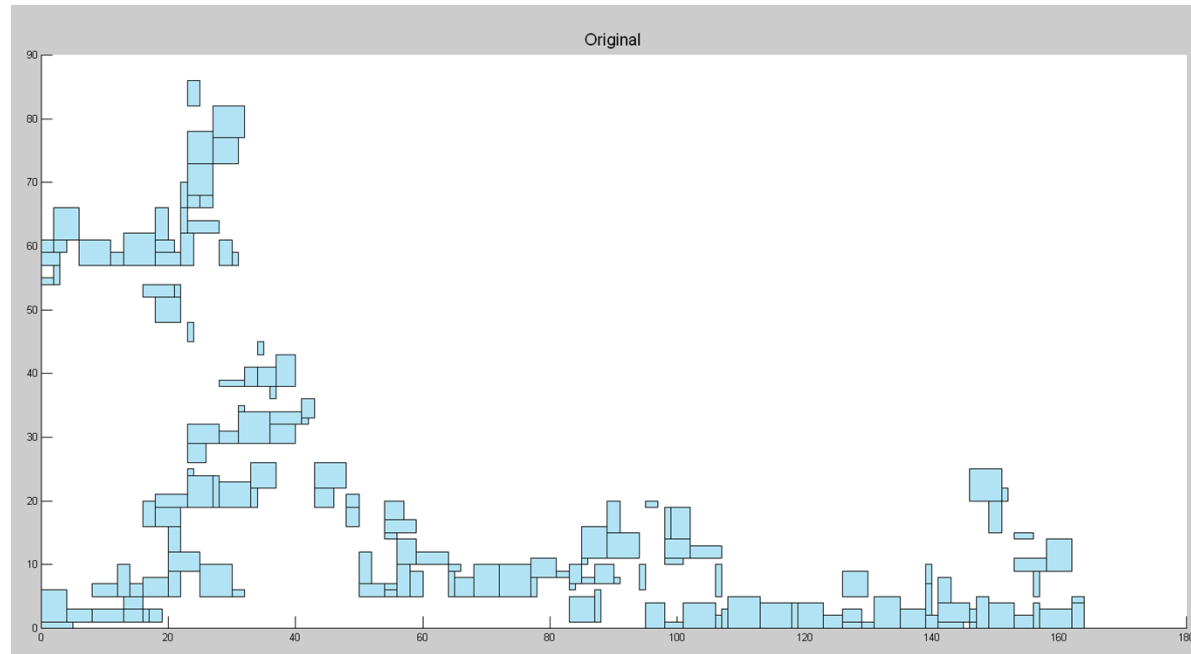
30 Block Problem



100 Block Problem



150 Block Problem



Conclusion

- The Stockmeyer Algorithm can improve the area significantly, or not at all, depending on the original placement and the critical path
 - If critical path is already minimized, then the area will stay the same.
- Wire routing would become a significant real world problem that the algorithm does not take into account



Any Questions?

Sources

- Lim, Sung Kyu, “Practical Problems in VLSI Physical Design Automation”
- L. Stockmeyer, "Optimal Orientation of Cells in Slicing Floorplan Designs"