

# **An Update on OpenROAD**

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# **Biography**



## • Zhiang Wang (王志昂)

- Assistant Professor at Fudan University (from August)
- PostDoc at UC San Diego (2024/03 2025/07)
- PhD at UC San Diego, Advisor: Andrew Kahng (2019/09 2024/03)
- BS at University of Science and Technology of China (USTC), 2019

#### Research area:

- Digital physical design
- System Technology Co-Optimization
- Open-source EDA
- GPU-accelerated EDA

# **Agenda**



- Research Overview
- Deep Dive of OpenROAD (My Contributions)
  - Partitioning
  - Macro Placement
  - GPU-accelerated Global Placement
  - GPU-accelerated Detailed Placement
  - GPU-accelerated Routing
  - ORFS-agent: LLM-based Flow Tuning for OpenROAD
- Future Directions and Ongoing Works

## **Research Overview**

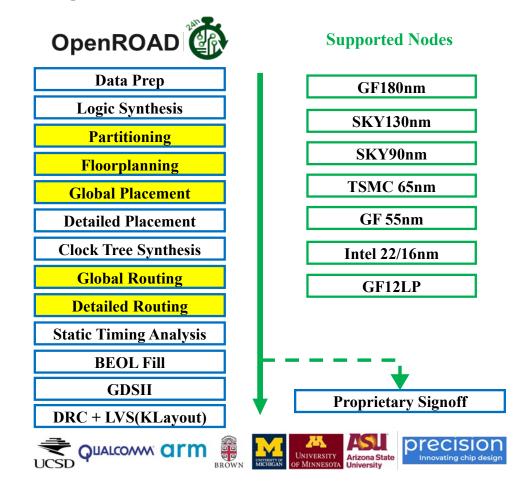


## Open-Source EDA for Digital Electronics Designs

- OpenROAD Infrastructure
- IEEE CEDA DATC Robust Design Flow

## Optimization in VLSI CAD

- Partitioning
- Floorplanning
- Placement (GPU-accelerated)
- Routing (GPU-accelerated)
- LLM-based autotuning



# **Contests Built on OpenROAD**



# **OpenROAD**

## **2025 Contests**

#### **ISPD**

Performance-Driven Large Scale Global Routing

#### **MLCAD**

ReSynthAI: Physical-Aware Logic Resynthesis for Timing Optimization Using AI

#### **ICCAD**

Incremental Placement
Optimization Beyond Detailed
Placement [Problem C]

## **2024** Contests

### **ICCAD**

Scalable Logic Gate Sizing Using ML
Techniques and GPU Acceleration
[Problem C]

#### **ICLAD**

GenAI Chip Hackathon @DAC



## 2023 Contests

#### **ICCAD**

Static IR Drop Estimation Using Machine Learning [Problem C]

#### Also:

- ICCAD19 LEF/DEF Based Global Routing
- ISPD26/27 Buffering and Sizing

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# TritonPart: 21st Century Netlist Partitioner



- Open-source replacement for hMETIS in all contexts
  - Integrated with OpenROAD (src/par in OpenROAD)
  - Published at ICCAD 2023
- Key features (constraints-driven partitioning engine)
  - Real-valued multi-dimensional vertex weights e.g., multi-FPGA resources
  - Multi-dimensional balance constraints e.g., satisfy multi-FPGA balance
  - Community constraints: groups of vertices that stay together during partitioning e.g., keep macros and their direct fanins/fanouts together
  - Multi-way partitioning
  - Embedding-aware partitioning e.g., placement coordinates
  - Timing-driven partitioning e.g., minimize cuts on critical paths
- Key results:
  - Improvements over hMETIS up to ~20% on some benchmarks
  - ~21X reduction of cuts on timing-critical paths compared to hMETIS and KaHyPar

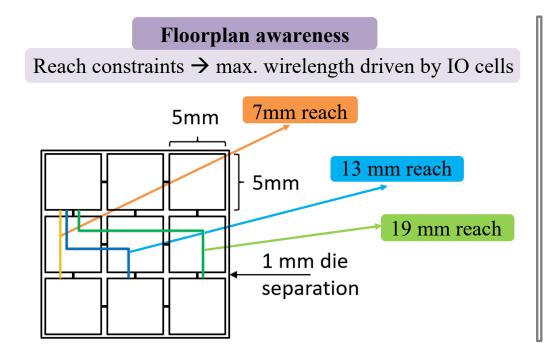


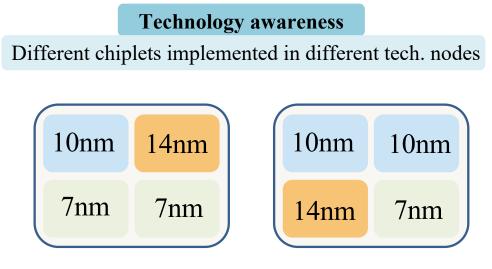
source code

# **Extension To Chiplet Partitioning: ChipletPart**



- Cost-aware (integration with CATCH chiplet cost model from UCLA)
- Floorplan-aware (annealing-based chiplet floorplanning)
- Technology-aware (chiplet technology assignments via genetic algorithm)
- Up to 23% improvement in chiplet cost with heterogeneous technology compared to homogeneous integration



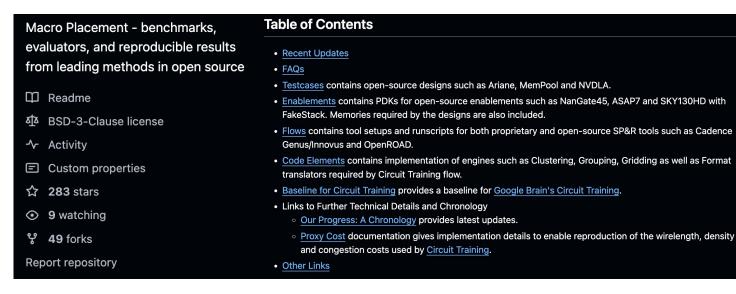


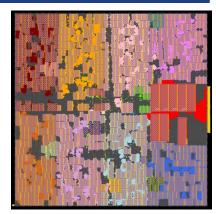
Which partitioning solution is better?

## Early Design Space Exploration (Arch, RTL)

- Can we better explore architecture, RTL, and SoC floorplan design spaces?
  - Ideal: ultra-fast, yet match actual implementation
- Hier-RTLMP (src/mpl in OpenROAD): RTL- and dataflow-driven, human expert-like results

#### **TILOS Macro Placement Benchmarks**





Results for an AI Accelerator (GF12LP, 760 macros)

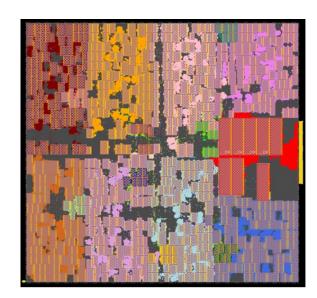


Scan me for TILOS benchmarks

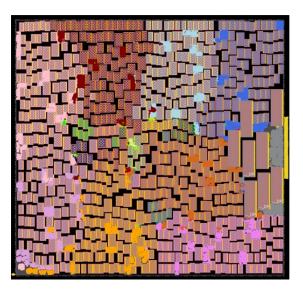
## **Hier-RTLMP vs. Commercial Macro Placer**



• Results for an AI Accelerator (GF12LP, 760 macros)



**Hier-RTLMP** (PostRoute)

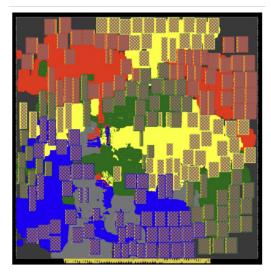


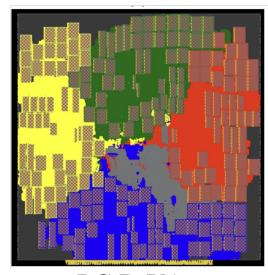
**Commercial Macro Placer (PostRoute)** 

Macro Placer	Std Cell Area $(mm^2)$	Power (mW)	WNS (ns)	TNS (ns)
Hier-RTLMP	0.160	640	-0.085	-0.417
Comm	0.165	689	-0.370	-92.246

## **Dataflow-Driven GPU-Accelerated RePlAce (DG-RePlAce)**







OpenROAD RePlAce

**DREAMPlace** 

**DG-RePlAce** 

Global Placer	WL	Power	WNS	TNS	GP (s)	TAT (s)
RePIAce	1.00	1.00	-0.123	-108.15	387	653
DREAMPlace	0.92	0.98	-0.023	-2.623	61	88
DG-RePIAce	0.90	0.97	-0.014	-0.078	32	200

Testcase: BlackParrot RISC-V (Quad-Core) (evaluator: INVS 21.1) (827K stdcells, 196 macros in GF12LP)

## **Speed Enables Autotuning and Better Quality**

#### **Step 1**: Specify hyperparameters

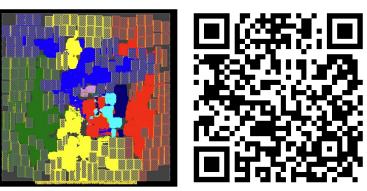
#### Hyperparameters (specified in configspace.json)

- coarsening\_ratio: range = [6, 20], type = int
- max\_num\_level: range = [1, 2], type = int
- virtual\_iter: range = [1, 8], type = int
- num\_hops: range = [1, 8], type = int
- halo\_width: range = [1.0, 3.0], type = float
- target\_density: range = [0.5, 0.8], type = float

A tota	l of 29 unique	configurations	were sampled.
A tota	l of 29 runs v	were executed.	
The ru	n took 10548.9	seconds to com	plete.
# Pare	to-optimal poi	nts = 9	W
	rsmt	congestion	density
:	:	:	:
6	1.07373e+07	70.18	0.631724
11	1.10367e+07	66.1	0.503092
14	1.09998e+07	69.44	0.508124
17	1.08384e+07	70.97	0.554149
18	1.07772e+07	68.33	0.581476
22	1.08833e+07	69.77	0.558474
25	1.08008e+07	64.91	0.563338
26	1.07329e+07	68.42	0.68759
27	1.08633e+07	77.63	0.550306
Pareto	candidates:		
1 1	rsmt	congestion	density
:	:	:	:
14	1.09998e+07	69.44	0.508124
17	1.08384e+07	70.97	0.554149
18	1.07772e+07	68.33	0.581476
26	1.07329e+07	68.42	0.68759
27	1.08633e+07	77.63	0.550306

Step 2: Bayesian Opt. / NSGA-II tuner

Early evaluation is done by global router in OpenROAD



**Post-route layout of RUN ID = 14** 

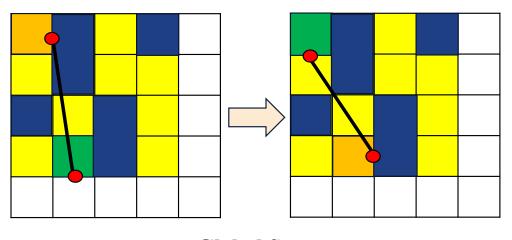


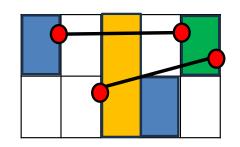
RUN_ID	WL	Power	WNS	TNS
default	0.90	0.972	-0.014	-0.078
14	0.86	0.967	-0.002	-0.007
17	0.85	0.971	-0.014	-1.048
18	0.86	0.968	-0.012	-0.216
26	0.85	0.969	-0.027	-1.794
27	0.86	0.970	-0.007	-0.139

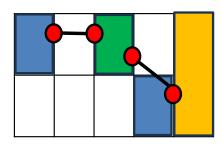
**Step 3**: Run INVS P&R for Pareto candidates

## **GPU-Accelerated Detailed Placement Optimizer**

- First known implementation of GPU-accelerated detailed placement operators that move multi-height cells cf., e.g., ABCDPlace
  - GPU-accelerated global swap
  - GPU-accelerated local reordering
  - GPU-accelerated maximum Independent set matching
- Considers constraints that help maintain routability







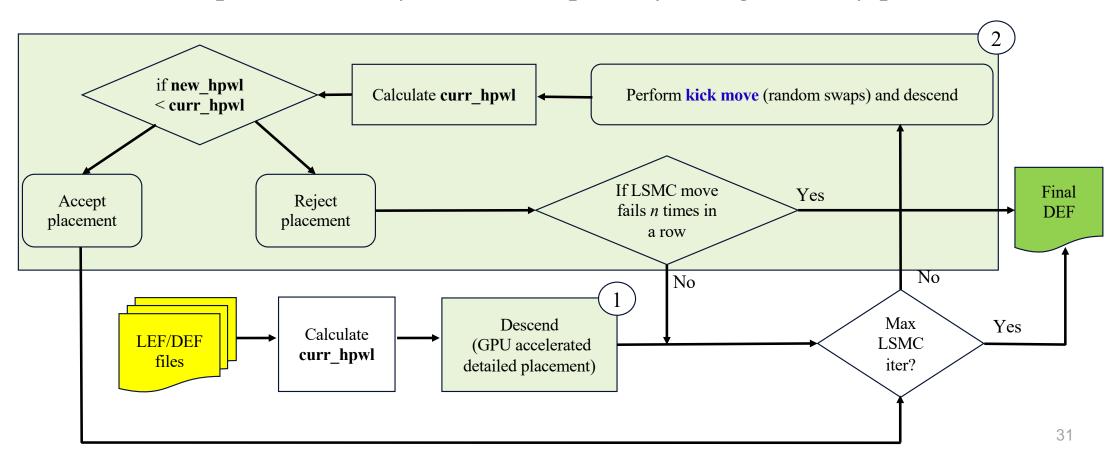
30X Speedup!!!

**Global Swap** 

**Local Reordering** 

## LSMC Framework for Better Quality (GPU-DPO)

• LSMC (Large-Step Markov Chain) metaheuristic enables better exploration of solution space efficiently on GPU, especially in high-density placements



## **LSMC Framework for Better Quality**

GPU-DPO achieves 1.7% and 3.5% lower post-detailed placement
 HPWL compared to DPO and ABCDPlace

Testcase (Utilization)	Cells	Detailed Placer	HPWL (um)	DP Time (s)	TAT (s)
AES (0.91)	15K	DPO	44823	5	10
		ABCDPlace	45412	1	4
		GPU-DPO	44226	2	4
JPEG (0.72)	61K	DPO	98092	34	42
		ABCDPlace	101537	3	10
		GPU-DPO	93665	5	13
Mempool-Group (0.41)		DPO	25089409	1138	1375
	2548K	ABCDPlace	25102382	24	77
		GPU-DPO	24963574	35	164

Testcases with multi-height cells: AES, JPEG, MemPool-Group Platform: ASAP7 Evaluator: OpenROAD



## **GPU-Accelerated Global Routing**



## Motivations:

- FastRoute (2012, default in OpenROAD) suffer inefficiency on large-scale highutilization testcases.
- Contest-driven CUGR-based routers only work on contest testcases.

An open-source global router for large-scale high-utilization real testcases!

## Our Goals:

- Excellent scalability and superior speed: 50M nets in half an hour
- **High quality:** achieve better performance on high-utilization real testcases.
- Fully open-source: integrated into OpenROAD
- Easy-to-use:
  - Real global router in routing stage → better wirelength, less #DRVs
  - Early global router in placement stage → congestion/timing estimation

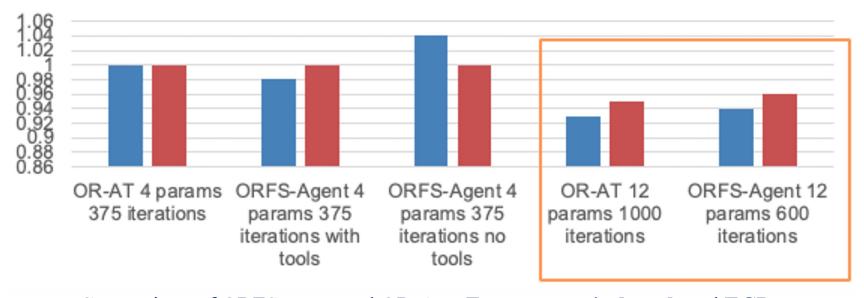
# **ORFS-agent (MLCAD Best Paper Award 2025)**



- Autotunes OpenROAD flow using batch-based LLM exploration
  - Built atop Claude-3.7 (Anthropic), now we are exploring DeepSeek
- Batch exploration: runs 25 OpenROAD jobs in parallel, each with different parameters
- Training data: generates <parameter set, quality metrics> tuples (e.g., rWL, ECP)
- Learning loop: LLM observes results and **proposes better configurations** over time
- Goal: discover "optimal" flow (tool) parameters
- Git: <a href="https://github.com/ABKGroup/ORFS-Agent/tree/main">https://github.com/ABKGroup/ORFS-Agent/tree/main</a>
- Paper: <a href="https://vlsicad.ucsd.edu/Publications/Conferences/417/c417.pdf">https://vlsicad.ucsd.edu/Publications/Conferences/417/c417.pdf</a>
- Slides: <a href="https://vlsicad.ucsd.edu/Publications/Conferences/417/c417\_slides.pdf">https://vlsicad.ucsd.edu/Publications/Conferences/417/c417\_slides.pdf</a>

## **ORFS-agent vs. OR-AutoTuner**





Comparison of ORFS-agent and OR-AutoTuner w.r.t. wirelength and ECP

Normalization: Results with OR-AT4 params and 375 iterations set as 1.0

- Baseline: OR-AT (4 vars, 375 iters)  $\equiv 1.0$
- ORFS-agent can achieve  $\approx 40\%$  fewer iters iso-QOR  $\approx 13\%$  gains in WL or ECP (single-objective) (details in the paper)

# Agenda

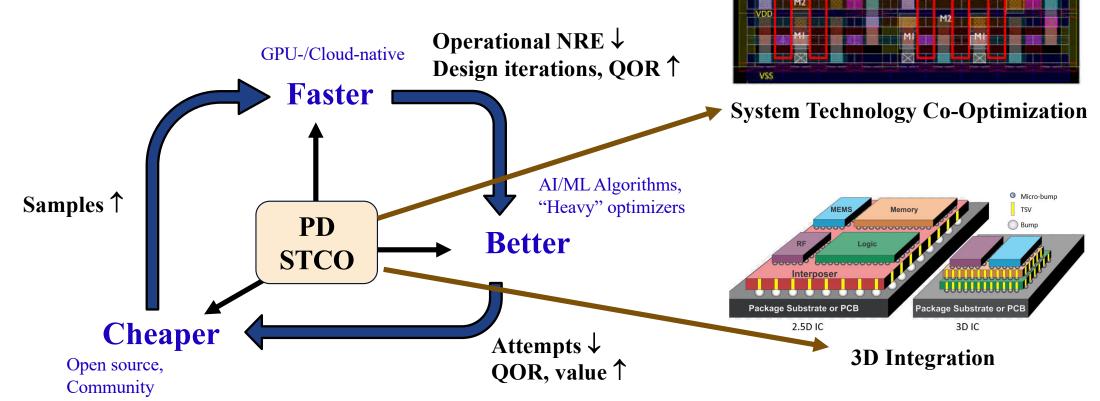


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# Goal: Faster, Better and Cheaper EDA



- "Faster, Better, Cheaper pick any two" (it's the law!)
- Question: Can open-source EDA give us all three at once?



# Physical Design for 3D IC (F2F)



## **Current OpenROAD flow**

## **3D Extension**

## **TritonPart**

Multiple-constraints driven partitioning multi-tool

## **DG-RePlAce**

GPU-accelerated dataflow-driven global placer

## Co-DG-RePlAce

Co-optimize tier partition and instance placement (GPU-accelerated, dataflow-driven)

## **TritonRoute-WXL**

State-of-the-art open-source global-detailed router

3D-TRoute (future work)

# To Do: Fill in GPU-accelerated PD Flow

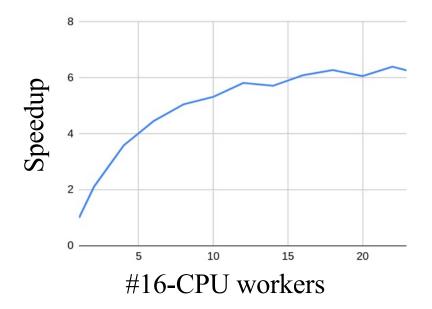


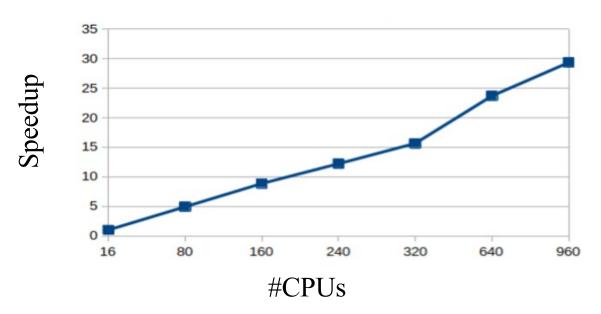
Physical Design Flo	w Academic GPU-Accelerated Tools
RTL Simulation	RTLFlow [ICPP'22]
Logic Synthesis	CULS [DAC'23]
Partitioning	HyperG [ASP-DAC'25]
Macro Placement	AutoDMP [ISPD'23]
Global Placement	DREAMPlace [DAC'19] , Xplace [DAC'22], DG-RePIAce [TCAD'25]
Detailed Placement	ABCDPlace [TCAD'20]
Clock Tree Synthesis	Missing: time-consuming #2
Global Routing	GAMER [ICCAD'21], FastGR [DATE'22], GGR [ICCAD'22]
Detailed Routing	Missing: time-consuming #1
DRC Checker	OpenDRC [DAC'23]
STA Engine	[TCAD'23a], [TCAD'23b] (From Prof. Yibo Lin)
Design Closure, Opt	Missing complex operators: may be very time-consuming 39

# Distributed Computing for Physical Design

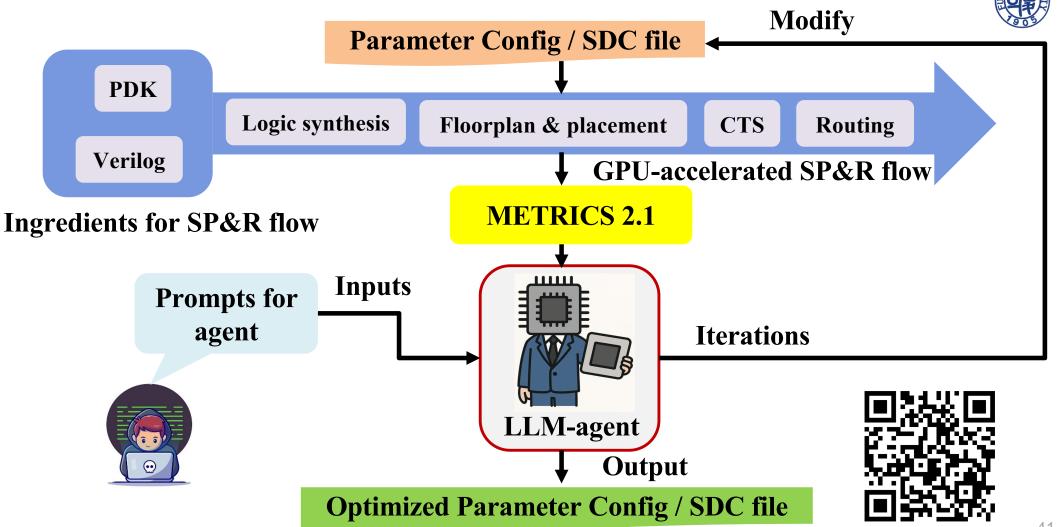


- Hardware limits the adoption of GPU-accelerated PD for extremely large designs
- Could deployment complements GPU acceleration
  - Could deployment + Open-source EDA (no license cost) → Faster and Better Solution
- Distributed incremental DR: ~100X speedup w/20 16-core workers
- Cloud-based pin access analysis: 30X speedup



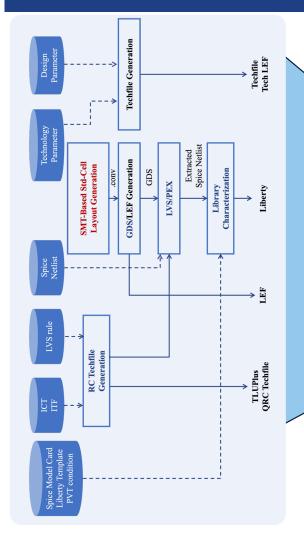


# LLMs Meet GPU-Accelerated Physical Design



# **Support System-Technology Co-Optimization (STCO)**





# Design Exploration Platform Cell Design / 3DIC Packaging

Std.

Cells

Characterization

Cell Generation

PDK Generation

**Design** 

**Enablement** 

Layout

Architectural
Exploration
Synthesis
P&R

Extraction STA. DRC

Evaluate
Design
QoR

**DSO** 

Design

## 3D-OpenROAD

(Extend the P&R Engines for 3D ICs)

#### **OR-Silicon Compiler**

(GPU-accelerated physical synthesis engine)

#### **OpenROAD-Research Platform**

#### **OR Flow Optimization**

- OR-Autotuner (flow tuning based on Bayesian Optimization)
- OR-Agent (flow optimization based on LLM agents)

**Open-Source Design Exploration Platform** 

**Tool Support** 

**PROBE3.0 Framework** 

## OpenROAD-Research: Accelerate Open-source Ecosystem



- Platform for developing and sharing for advanced P&R engines
  - Open-source physical design for 2D/3D ICs
  - GPU-accelerated physical design or distributed computing for physical design
  - LLM/ML for physical design
- Originated from OpenROAD (Developed at UCSD)
- Part of IEEE CEDA DATC efforts (Please check our talk/paper at October 30)
- Fully open-source and free to use (BSD 3-Clause License)
- Copyrights are preserved through DCO authentication
- Led by Professor Zhiang Wang at Fudan University



Scan me for more information of OR-Research



Scan me for more information of ORFS-Research

# Call for Participation: ISPD26/27 Contest

## **Physical Design Flow**

**RTL Simulation** 

**Logic Synthesis** 

**Partitioning** 

**Macro Placement** 

**Global Placement** 

**Detailed Placement** 

**Clock Tree Synthesis** 

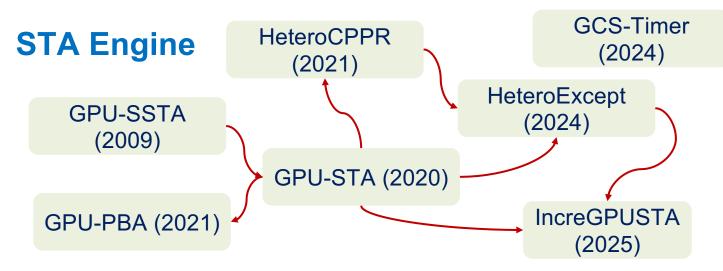
**Global Routing** 

**Detailed Routing** 

**DRC Checker** 

**STA Engine** 

**Design Closure, Opt** 



### ISPD26 Contest: Post-Placement Buffering and Sizing

Organizing Team: UCSD, Fudan University, POSTECH

#### Co-Chairs

Dr. Yiting Liu, UCSD ABKGroup [yil375@ucsd.edu]
Prof. Zhiang Wang, Fudan University [zhiangwang@fudan.edu.cn]

#### **Table of Contents**

- Contest description: ISPD26\_contest\_description.pdf
- Benchmarks: The first set of released benchmarks including aes\_cipher\_top, jpeg\_encoder and ariane.
- Platform/ASAP7: Technology platform files and libraries for the ASAP7 PDK.
- Evaluation scripts: Evaluation scripts for aes\_cipher\_top, jpeg\_encoder and ariane.
- <u>Docker containers and submission formatting</u>: Dockerfile and commands required to maintain a consistent evaluation and submission environment can be found at the <u>README</u>.

### **Organizing Team**

UCSD (USA)
Fudan University (China)
POSTECH (Korea)



Join Now!!!

