Abstract

The complexity and routability of layout depends on the number of layers, which can be used for the completion of interconnections. The global routing can be solved by graph based techniques. Efficient 3D routing methods are efficient to minimize the via overflows and total number of vias. The minimization methods rip-up and reassignment for an integer programming based layer assignment. Benchmark process is used to achieves performance of routability and minimum wire length.
Aerial Monotonic based Layer Assignment on 3D Global Routing


Index Terms

Computer Science    Algorithms
Keywords
Global Routing   Integer Programming