

GUC 2.5D/3D Multi-Die System Design

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GUC Advanced Package Technology (APT) Development

CoWoS-S Flow

- Interposer design 7.2G
- eDTC insertion
- 3D stack PV & Multi-die IR

CoWoS-R Flow

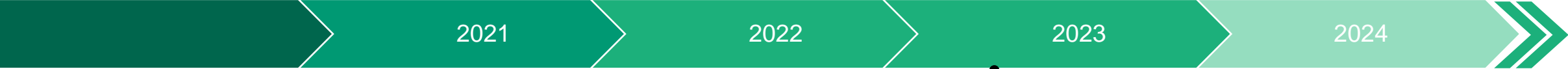
- 3D stack PV
- Multi-die IR

SoIC-WoW Flow

- Hybrid-bond Planning
- Cross-die STA signoff
- Multi-die IR & 3D stack PV
- Thermal analysis

CoWoS-L Flow

- Local Silicon Interconnect
- eDTC insertion
- 3D stack PV & Multi-die IR



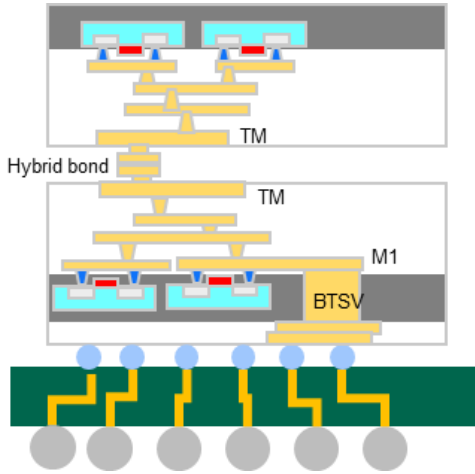
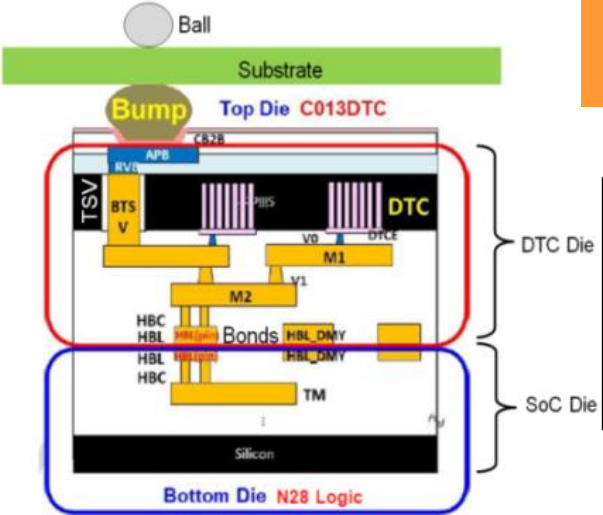
SoIC-WoW w/ DTC TPO

- TK1 pilot
- Bottom Die: N28 SoC
- Top Die: CL013 DTC

SoIC-WoW TPO

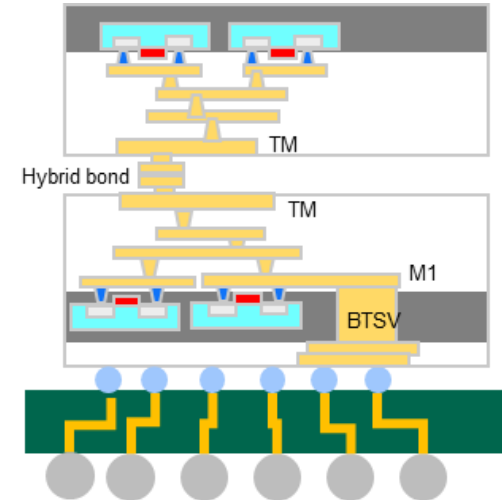
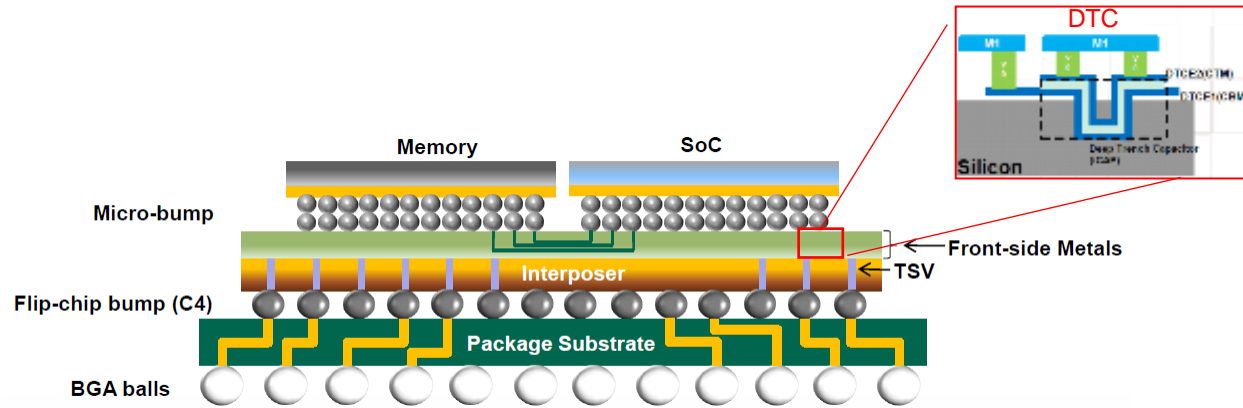
- TK1 pilot
- Bottom Die: N7 SoC
- Top Die: N7 Cache Memory

- IR drop 20% → 14.7% for multi-core ramp-up
- Improve Vmin 20mV in ACSCAN ATE test



- 3D hierarchical low power design (8 blocks + 2 tops)
- CTS plan for cross-die OCV reduction, MMMC-STA critical corner analysis
- PG TSV #/pitch plan, BTSV array macro design

3DFabric – Versatile from 2.5D to 3D Chiplets

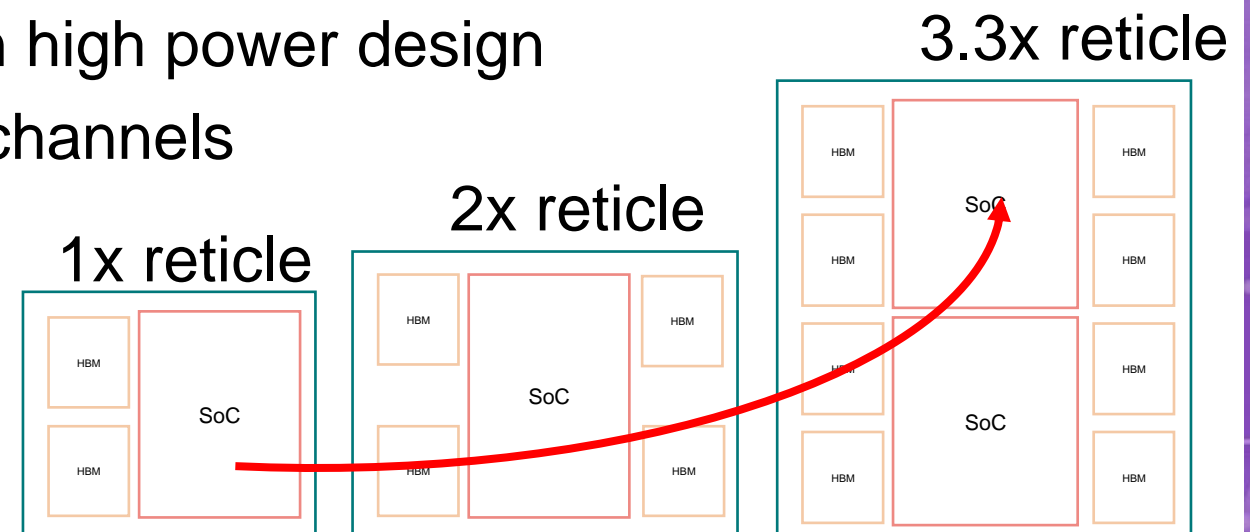


- Benefits in heterogeneous integration and flexibility.
- Use TSV to connect stacked dies vertically
 - More complex issues like stress, thermal and others
- Deep trench capacitor can provide good PI & SI performance
- Benefit with smaller chip size
- Use hybrid bonding connects dies and provides better PPA
- Use TSV through logical dies to connect to substrate. Challenges SoC PnR, thermal, and PI

2.5D CoWoS Design

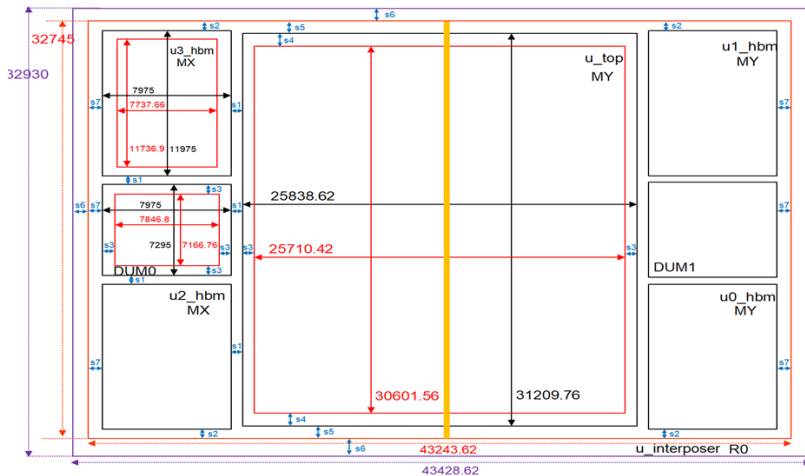
2.5D CoWoS Design Challenges

- Interposer size getting bigger and bigger
 - Important to do cross die bump assignment for better IR quality
 - Increased iterations of cross die micro bump assignment update
 - More assemble issues on the die floorplan – Implicit uncheckable rule handling
- Micro bump location needs to be frozen in early stage
 - Interposer stitching is important in SoC floorplan
- Need robust die to die routing pattern to meet the performance spec
- Interposer eDTC capacitor is needed in high power design
- SI/PI simulation takes long time for all channels
 - Need to make sure channels are balanced

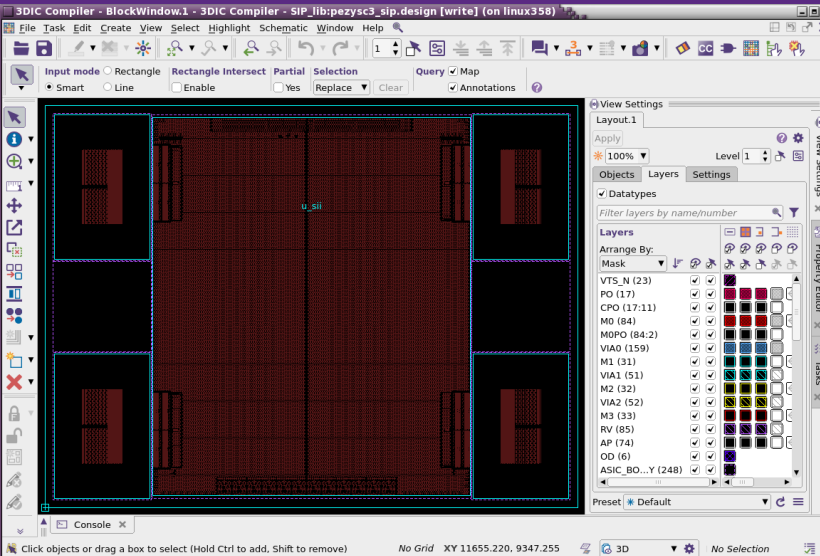


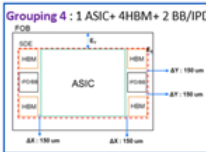
CoWoS Die Planning and Prototype

- Floorplan & Size Estimation
 - Foundry design rule consideration
 - Fast verify the available SoC/Interposer size
 - Consider with scribeline, kerf, mask reticle size, dummy die insertion



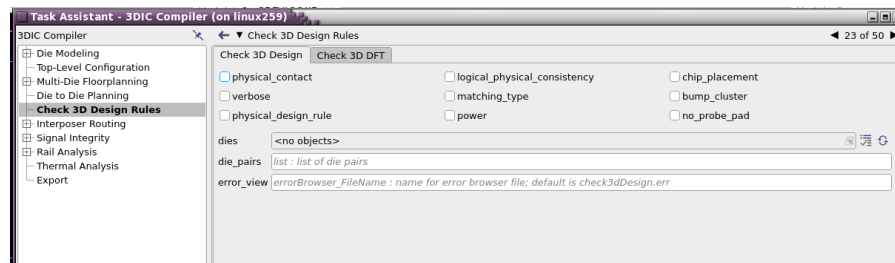
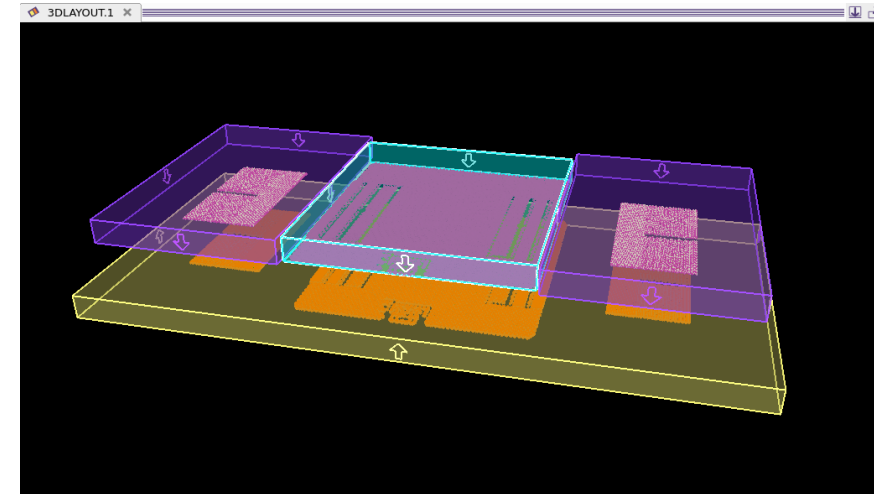
Synopsys 3DIC Compiler can show the real physical locations of die & bumps base on our estimation result



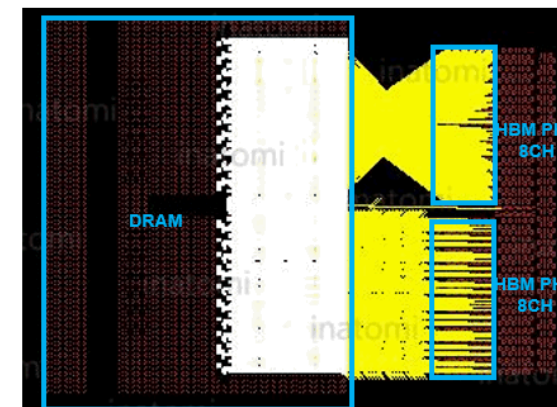
| Region | Customer Name | Project Code | UX0015A | Business Model | TK1 | State | Active |
|---|---|-----------------|-------------|----------------|-------|-------|--------|
| Application | Computing Centric/Super Computing | | | | | | |
| History | | | | | | | |
|  | | | | | | | |
| Technology N7 | | | | | | | |
| GDS SOC X | 25710 um | GDS SOC Y | 30601 um | | | | |
| Seal Ring | 21.6 um | | | | | | |
| Scribe Line X | 120 um | Scribe Line Y | 660 um | | | | |
| Kerf Width | 35 um | | | | | | |
| Physical ASIC X(with SR/SL) | 25838.20 um | Physical ASIC Y | 31269.20 um | | | | |
| HBM X | 7975 um | HBM Y | 11975 um | | | | |
| BB/IPD X | 7975 um | BB/IPD Y | 7166 um | | | | |
| Ex | 1000 um | Ey | 1000 um | | | | |
| Ehy | -73.39999999! um | | | | | | |
| ΔX | 150 um | ΔY | 150 um | | | | |
| SDE B_X | 42088.20 um | SDE B_Y | 31416 um | | | | |
| SDE | 1322242891. um2 | | | | | | |
| FOB_X | 44088.20 um | FOB_Y | 33416 um | | | | |
| FOB | 1473251291. um2 | | | | | | |
| FOB Reticle | 1.72 | | | | | | |
| Summary Table | | | | | | | |
| Rules No. | Description | Result | Op. | Rule | Check | | |
| | Minimum size of SDE | 7166.00 | >= | | Pass | | |
| | Maximum size of SDE | 31269.20 | <= | | Pass | | |
| | Area of each SDE | 807939843.44 | <= | | Pass | | |
| | Aspect Ratio of ASIC boundary box | 1.21 | <= | | Pass | | |
| | Aspect Ratio of DMTBoundary | 1.11 | <= | | Pass | | |
| | Aspect Ratio of IPDboundary | 1.11 | <= | | Pass | | |
| | Top die scribe line must >= 120um | 120.00 | >= | | Pass | | |
| | Both vertical and horizontal enclosure of HBMboundary by SDE Bounding Box (Ehy) | 73.3999999999 | <= | | Pass | | |

CoWoS Top Die Floorplanning with Synopsys 3DIC Compiler

- Multi-die bump planning
 - Top die floorplan
 - Bump mirroring from top die to interposer
 - SoC IP and partition block floorplan
- Quick verification on planning stage
 - Bump alignment, logical connectivity, probepad connection, route-ability check



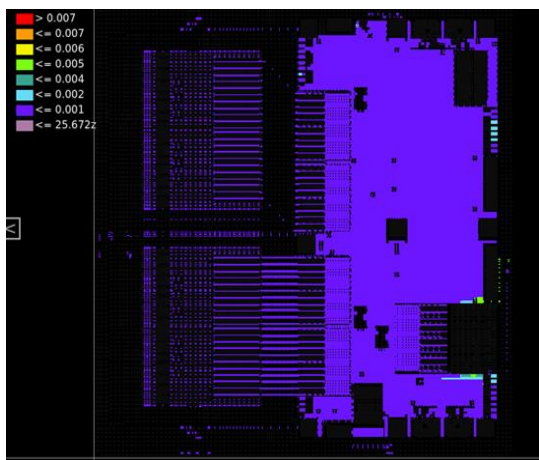
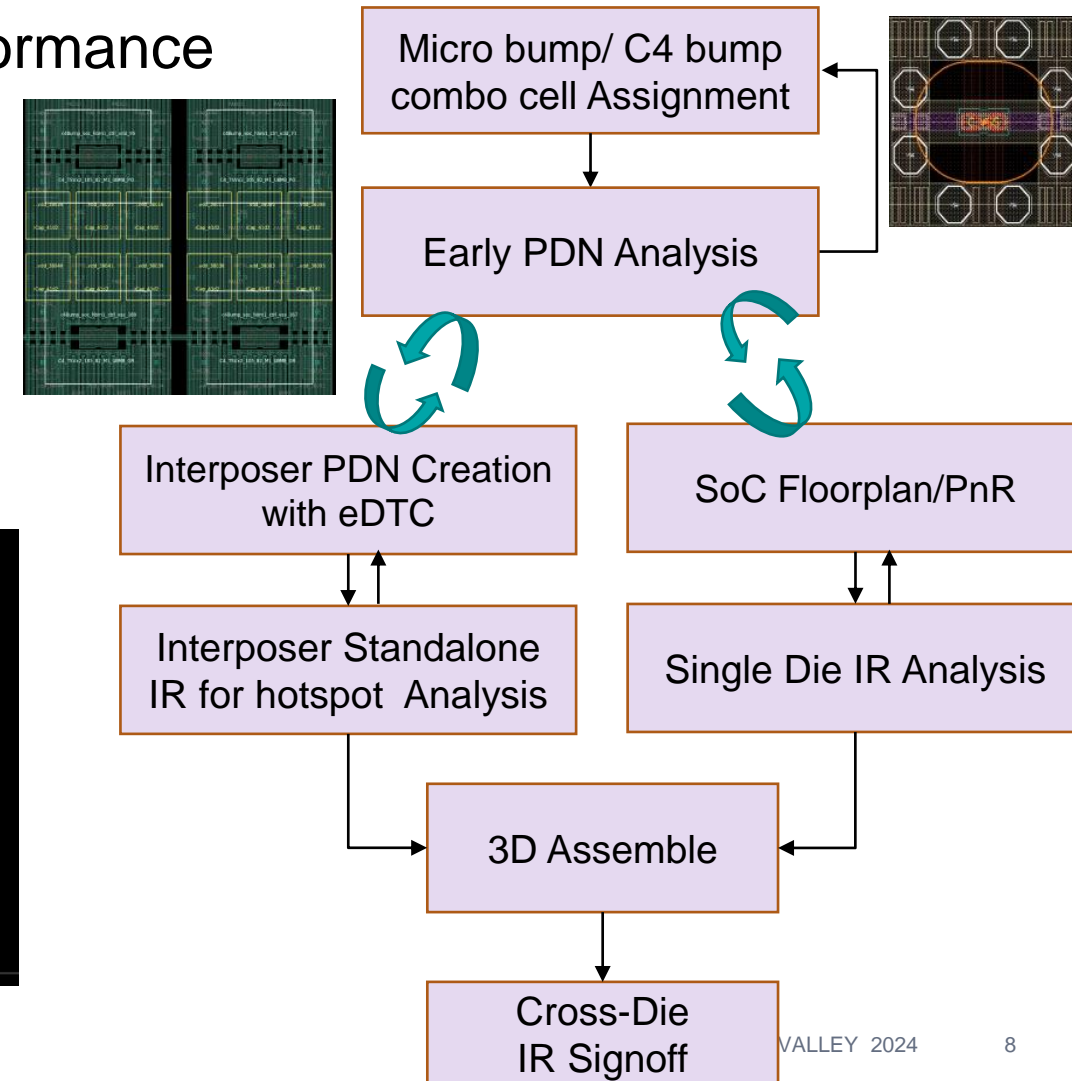
- Early stage to check SoC IP harden correctness
 - Flyline check routability



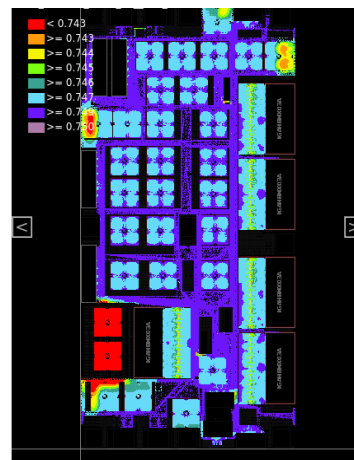
CoWoS Bump/DTC PDN Co-design

Synopsys 3DIC Compiler can help with bump mirroring and provide stacked view

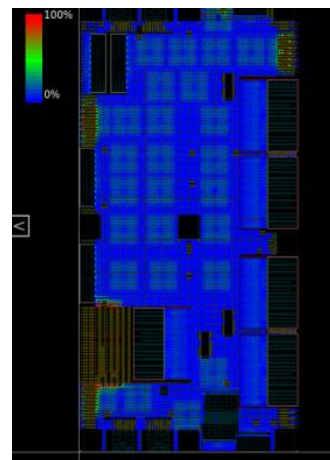
- Use combo C4 bump to have better power performance
- Reduce PG bump change iterations
- Deep Trench Capacitor PDN co-design
- Interposer single-die IR verification
 - Quick static IR verification from ubump to C4bump
 - Attach power on ubump as the current sink



Interposer single die IR

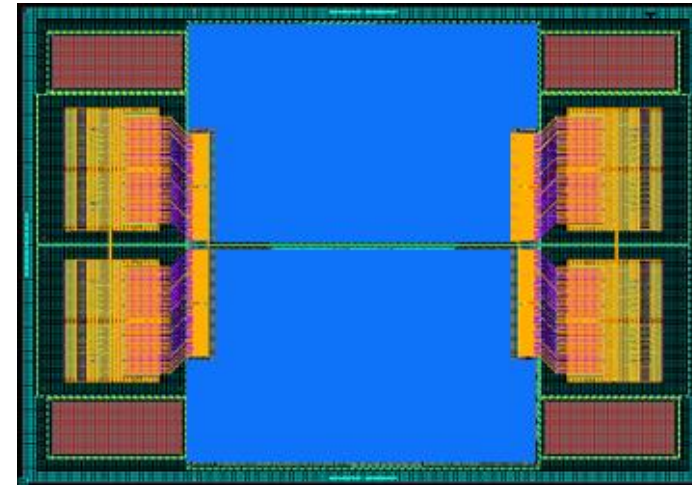
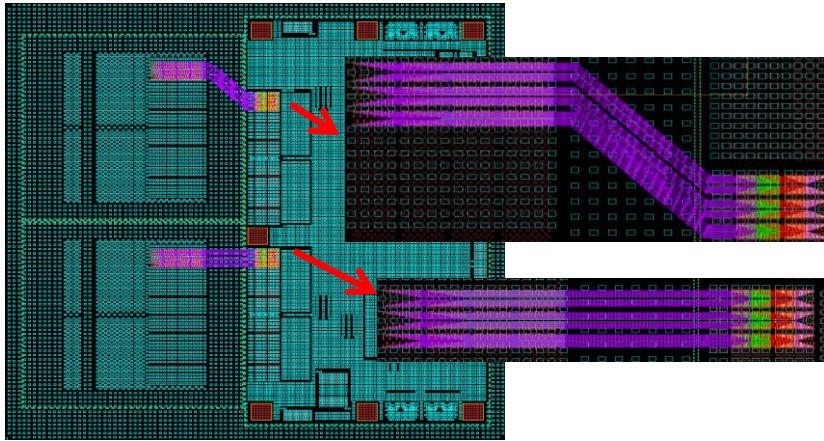


SoC+Interposer cross die IR



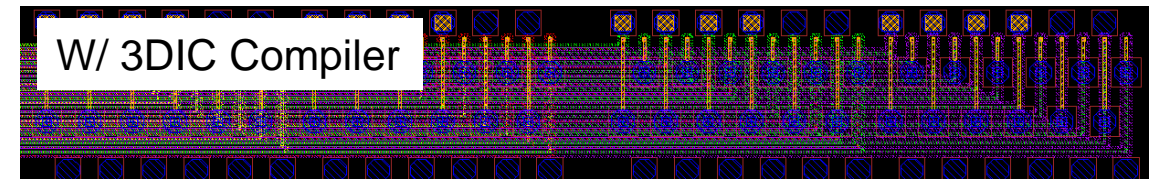
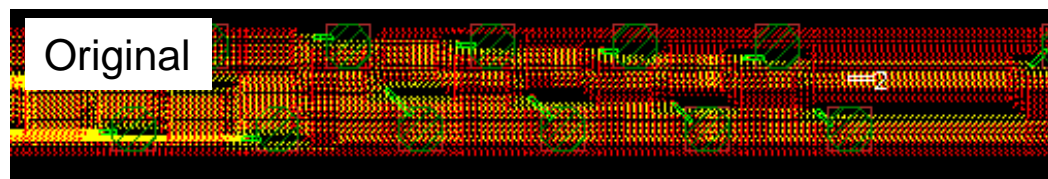
CoWoS HBM D2D Routing

- GUC in-house routing pattern can overdrive HBM3 to 7.2Gbps



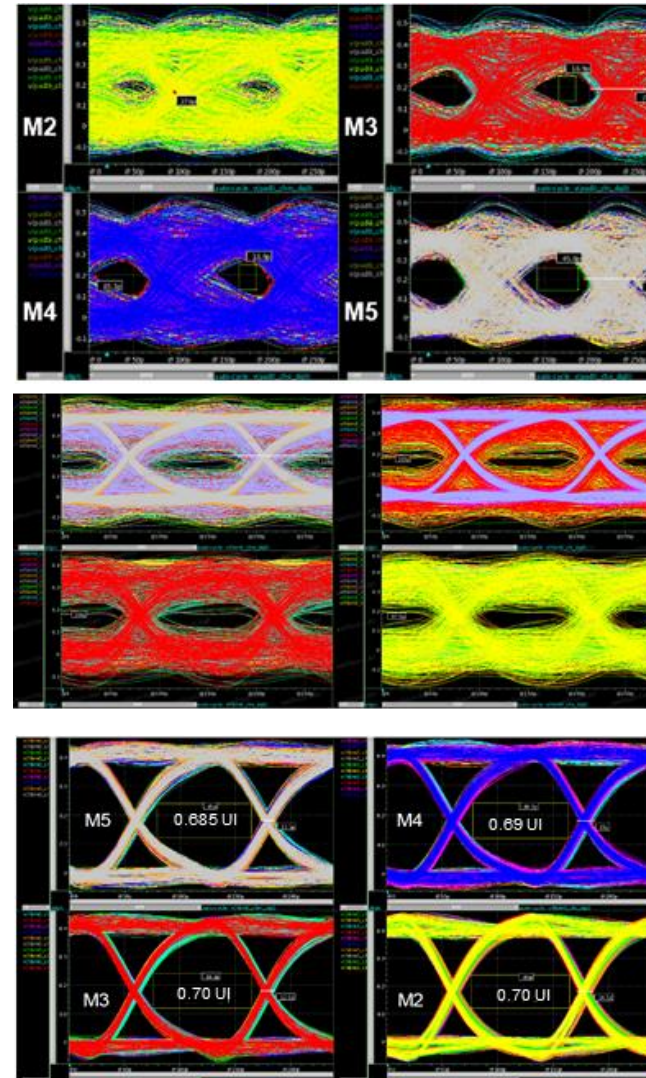
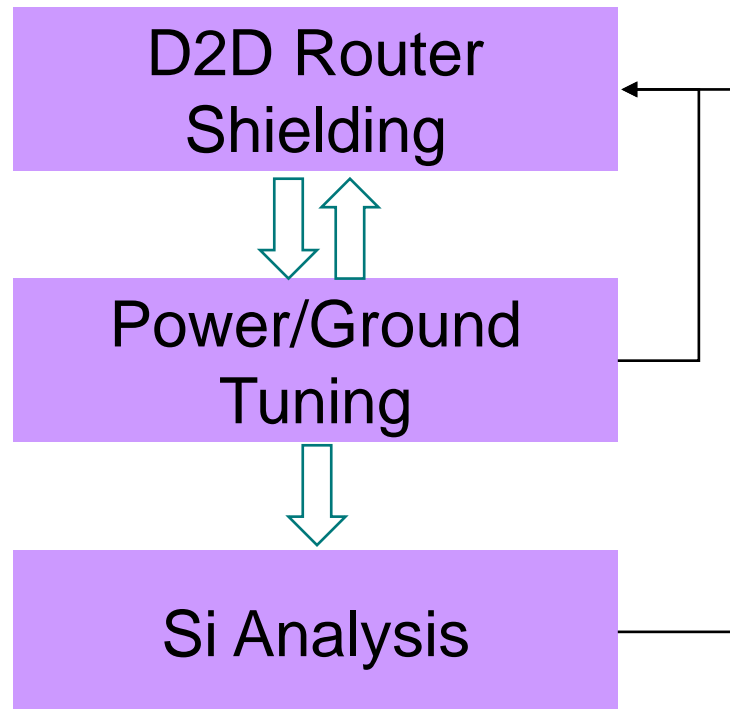
- Synopsys 3DIC Compiler D2D Routing Pattern

- Work at 7.2Gbps through SI simulation
- Shorten channel signal routing runtime by 50%
- Easy for channel routing balance



Synopsys 3DIC Compiler HBM Auto Router

- HBM3 SI Analysis @ 7.2Gbps
 - Result with simple ground shielding
 - Result with default GUC PG pattern
 - Result with PG and shielding fine tune



0.1UI



0.3UI ~ 0.5UI



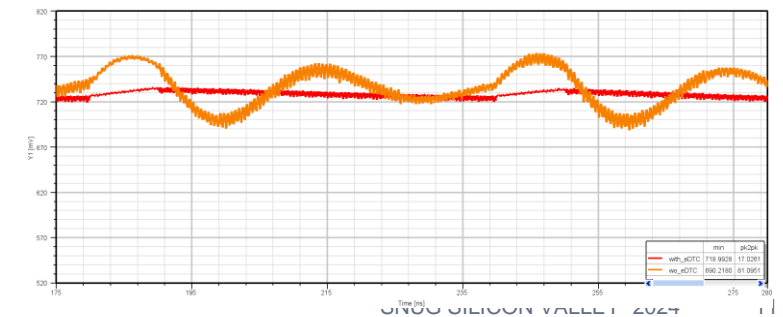
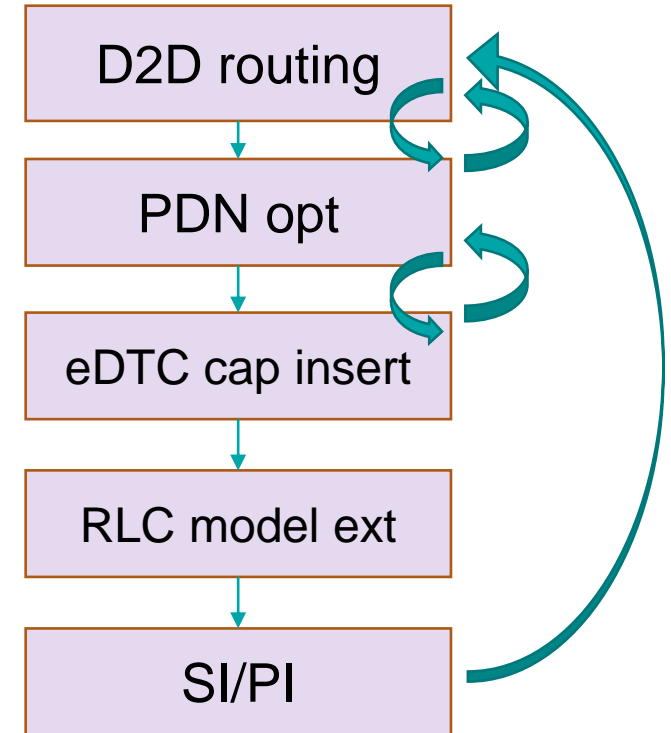
0.685UI

Meet GUC Criteria : 0.5UI

Summary

Synopsys 3DIC Compiler addresses design challenges

- Need to have a useful router
 - 3DIC Compiler can easily modify width, spacing, shielding style
- Need to have a good PG structure
 - GUC has in-house power/ground pattern
- Need to handle critical electrical effect
 - Return loss, crosstalk, insertion loss, etc.
- Need several iterations of pattern fine tune
 - Reduce the iterations with 3DIC Compiler

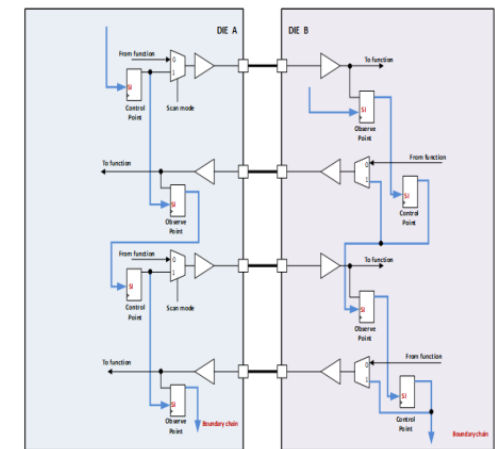
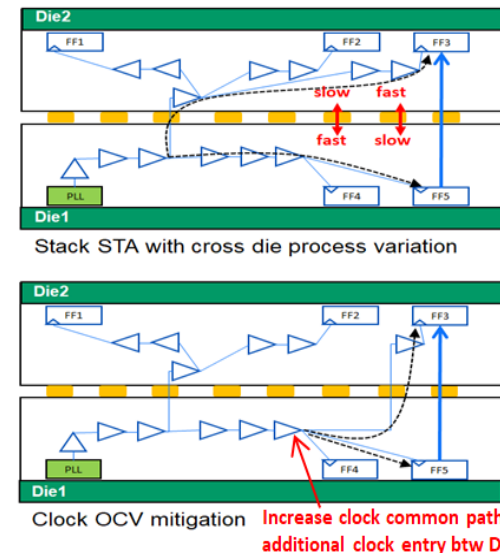
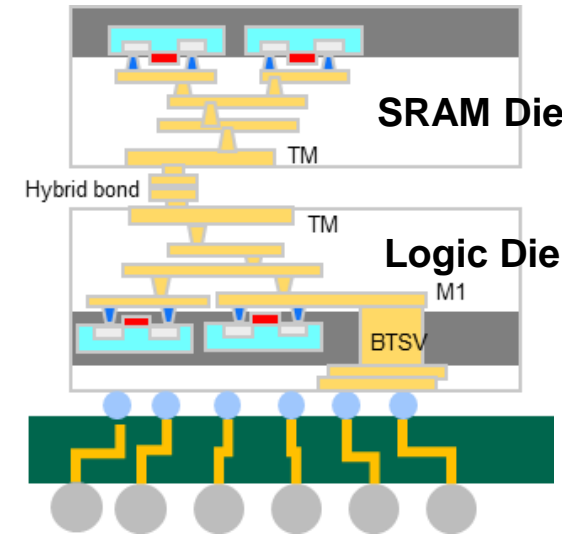


| | Initial Develop | Adjust Pattern | RLC extraction, SI simulation |
|----------------------|-----------------|----------------|-------------------------------|
| Scripting | weeks | days | Weeks to Days |
| 3DIC Compiler router | days | hours | |
| Fully Layout | weeks | week | |

3DIC WoW Design

3D Stacking Design Challenges

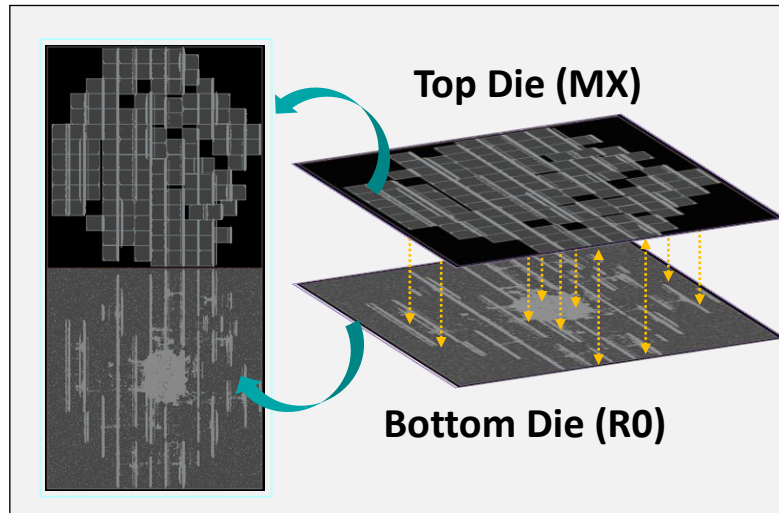
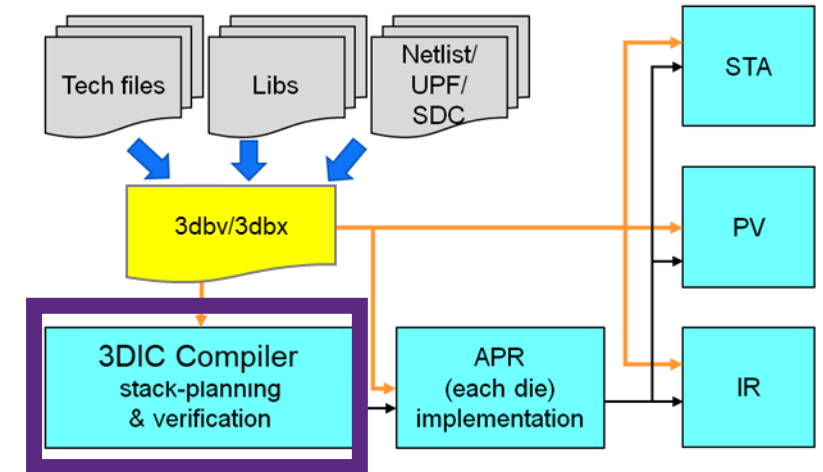
- **Die-to-die interface hybrid-bond assignment**
 - Cross-die hierarchical block stacking & flip alignment for 3D hierarchical design
 - 3D clocking for cross-die OCV reduction
 - P/G and signal hybrid-bond co-design
- **3D-stacking power plan, IR/EM sign-off**
 - Power consumption, TSV #/pitch estimation
 - P/G BTSV array macro design
- **3D-stacking STA: cross-die coupling extraction and process variation**
- **3D-stacking thermal analysis**
- **3D PV: DRC/LVS/3D-stacking check**
- **DFT scan scheme for fault detection**



Scan wrapper for HB fault detection

GUC is Adopting 3Dblox Design Flow

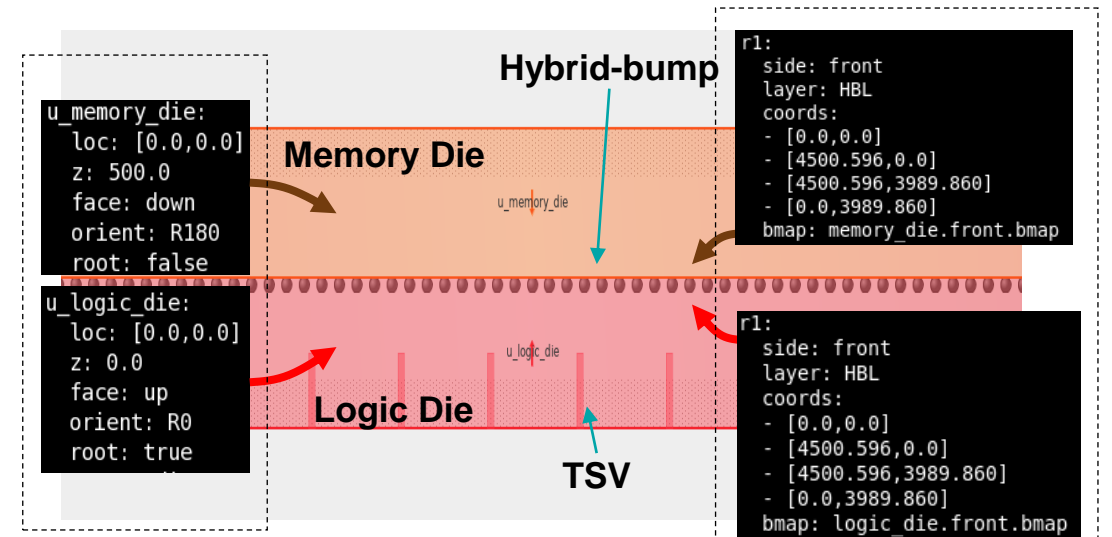
- 3Dblox is a specification of chiplets stacking and connectivity to enable 3D fast prototyping
 - 3Dblox spec (3dbv/3dbx) is defined and fine tuned in early 3D design planning, that verifies the 3D design intent
 - Golden spec to streamline flow integration of P&R, sign-off
- GUC is adopting 3Dblox in 2.5D / 3D chiplet design
 - Synopsys 3DIC Compiler eases adoption of 3Dblox



```
Design:
name: system_top
external:
  verilog_file: [system_top.v]
  upf_file: [system_top.upf]
```

```
ChipletInst:
u_logic_die:
  master: logic_die
  external:
    verilog_file: [logic_die.v]
    upf_file: [logic_die.upf]
    sdc_file: ...
```

```
u_memory_die:
  master: memory_die
  external:
    verilog_file: [memory_die.v]
    upf_file: [memory_die.upf]
    sdc_file: ...
```



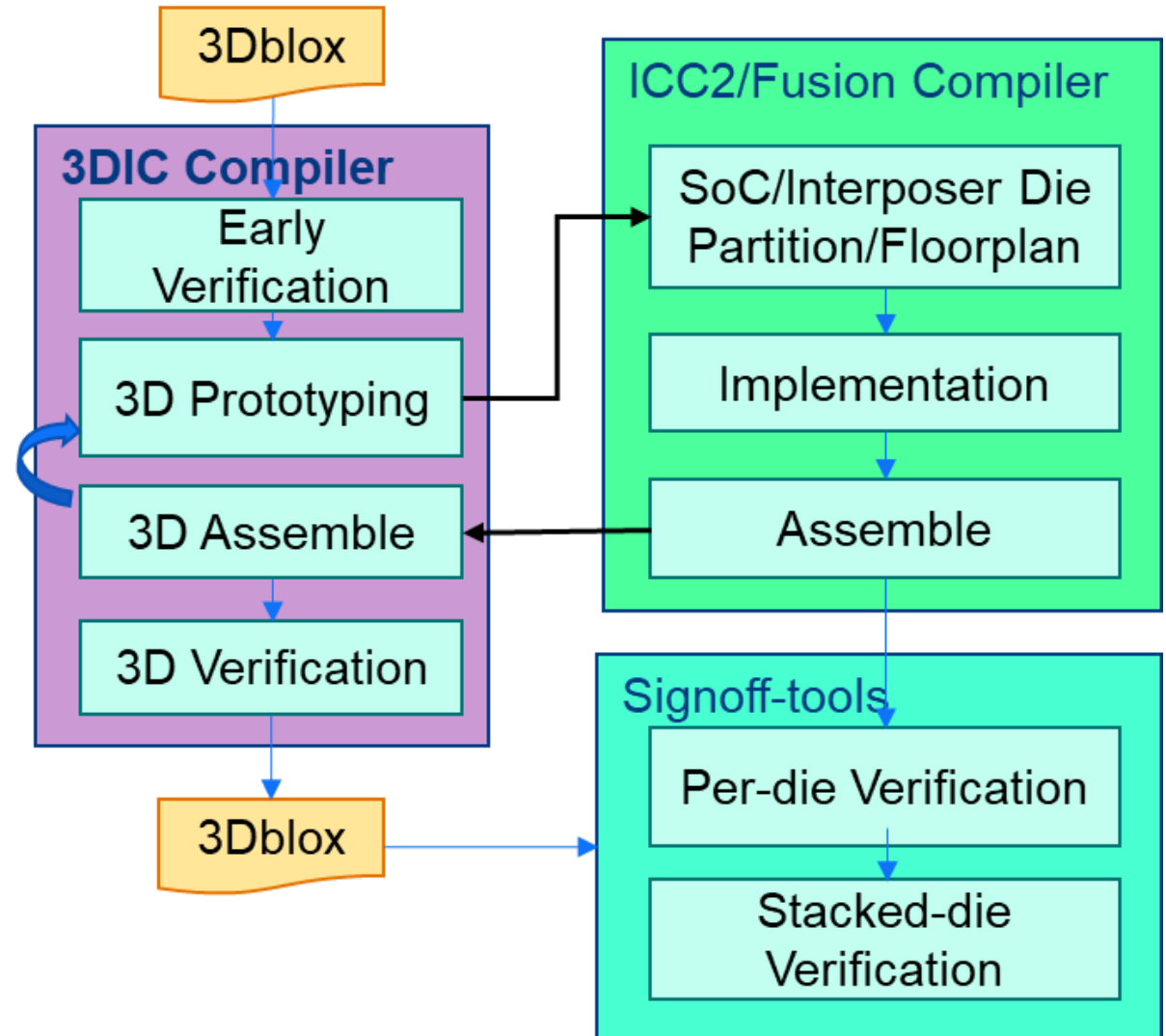
Stack spec

Connection spec

2.5D/3DIC Implementation with 3Dblox

Synopsys 3DIC Compiler

- 3D Prototyping & Early Verification
 - Cross die bump assignment
 - Early PDN verification
- 3D Assemble & 3D Verification
 - Bump alignment check
 - Path Assertion
 - Synopsys StarRC cross die VIB extraction
- Signoff by using 3Dblox to physical verification and RC extraction

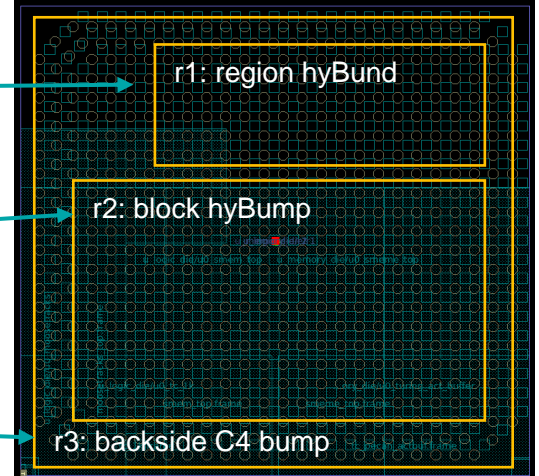


Synopsys 3DIC Compiler

3D Bump Assignment and Alignment Check

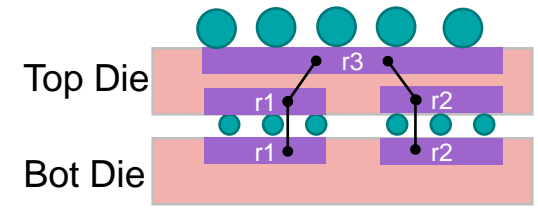
- 3Dblox specify regions for bump assignment. It's useful for the partial bump update

```
regions:
r1:
  side: front
  layer: HBL
  coords:
  - [898.0,2239.840]
  - [4500.496,2239.840]
  - [4500.496,3989.860]
  - [898.0,3989.860]
  bmap: memory_die.front.bmap
r2:
  side: front
  layer: HBL
  coords:
  - [0.0,556.0,0]
  - [4500.596,2239.860]
  - [0.0,2239.860]
  bmap: top_die.front.bmap.block1_region
r3:
  side: back
  layer: APS
  coords:
  - [0.0,0.0]
  - [4500.596,0.0]
  - [4500.596,3989.860]
  - [0.0,3989.860]
  bmap: top_die.back.bmap
```



- 3Dblox path assessment can quickly check cross die bump alignment

```
Connection:          Path:
Conn1:               Path1:
top: u_bot_die.regions.r1 - u_bot_die.regions.r1
bot: u_top_die.regions.r1 - u_top_die.regions.r1
thickness: 0.0
                    Path2:
                    top: u_bot_die.regions.r3
                    bot: u_top_die.regions.r3
Conn2:               Path2:
top: u_bot_die.regions.r2 - u_bot_die.regions.r2
bot: u_top_die.regions.r2 - u_top_die.regions.r2
thickness: 0.0
                    Path1:
                    top: u_bot_die.regions.r1
                    bot: u_top_die.regions.r1
```

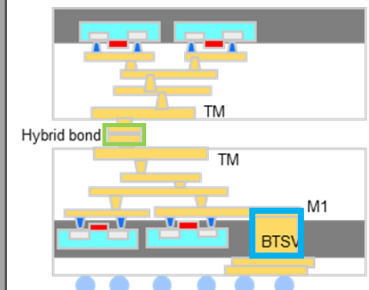
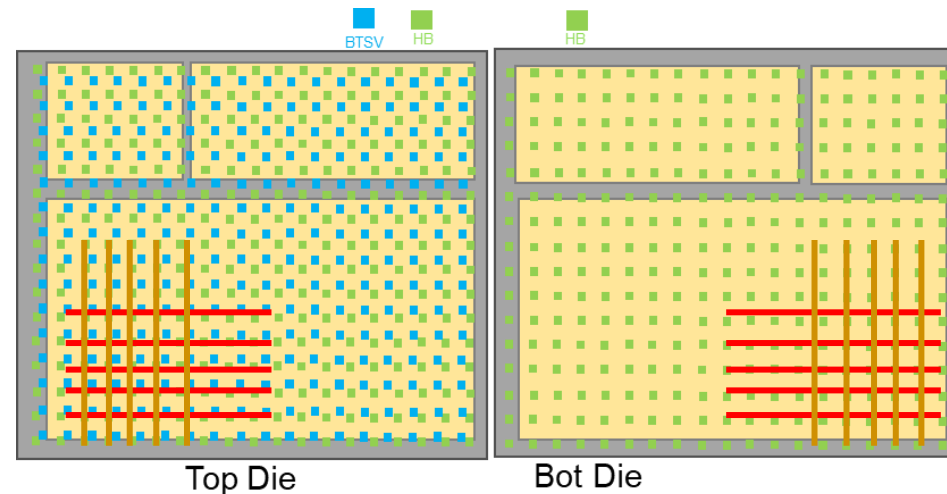
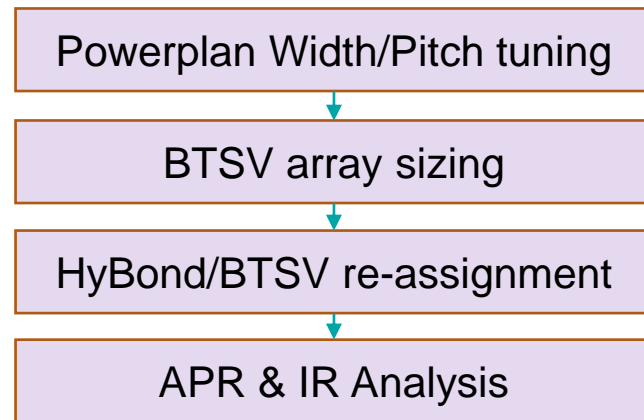
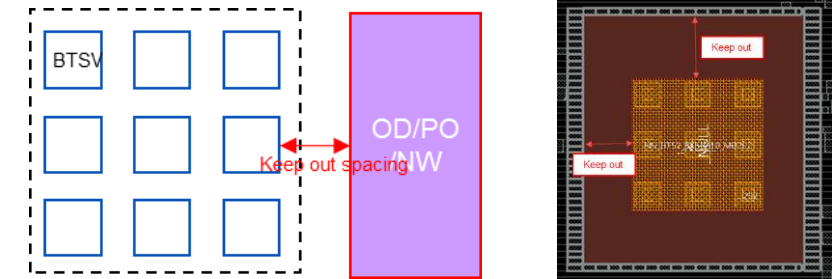


- Cross die bump alignment check helps physical and logical verification

| ErrorSet | Total | Visible | Fixed | Ignored | Waived | Not Checked | Checked |
|----------|-------|---------|-------|---------|--------|-------------|---------|
| edge | 4779 | 4779 | 0 | 0 | 0 | 0 | 0 |
| err | 4779 | 4779 | 0 | 0 | 0 | 0 | 0 |
| | 4779 | 4779 | 0 | 0 | 0 | 0 | 0 |

Power Plan with BTSV Array Structure

- ◆ BTSV has OD/PO/NW keep-out spacing, a trade off between power and routability
- ◆ Achieve it with considering metal width, bump pitch, BTSV array size

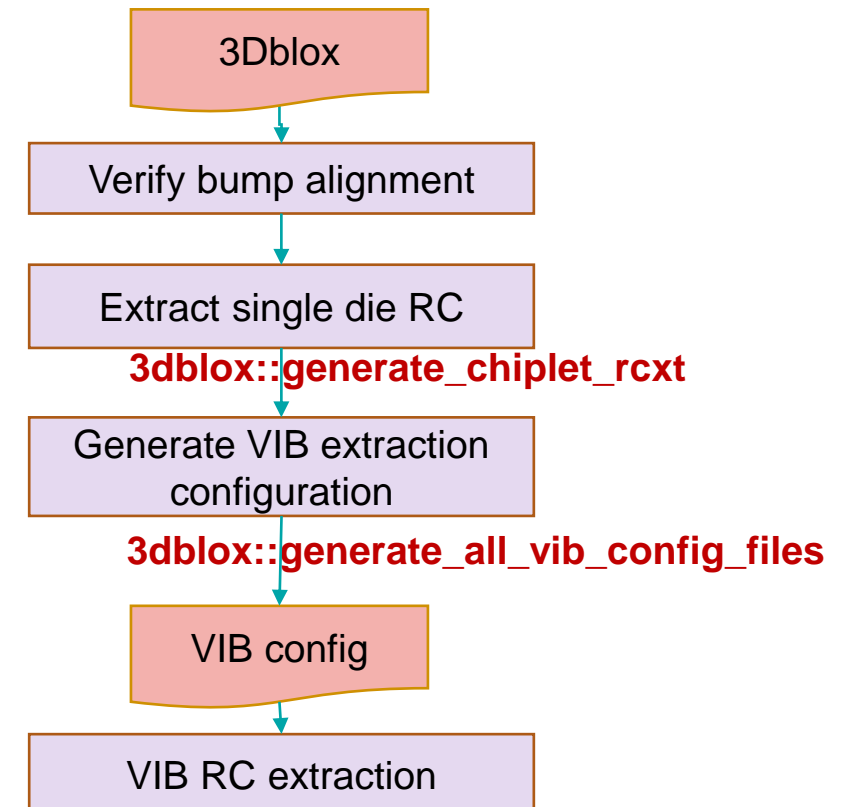
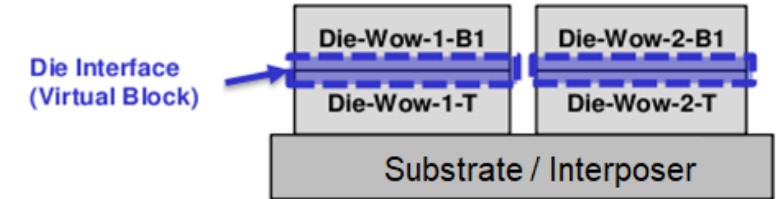


◆ Synopsys 3DIC Compiler rail analysis

- Leverage in-design Ansys Redhawk_SC with early PG constrains for quick early IR analysis. It reduces our design iterations.

3D Cross-Die VIB RC Extraction

- For cross die STA, it needs to consider interface RC parasitic
- Synopsys StarRC support cross-die virtual interface block (VIB) RC extraction
- Synopsys 3DIC Compiler integrate VIB extraction by verifying interface alignment with 3Dblox and generating StarRC VIB configuration
 - 3Dblox specify DEF, LEF, LIB, RC files for each die
- GUC used to achieve it with scripting on die stacking and bump alignment, a long development to pipe-clean the flow



Conclusion

Conclusion



- 2.5D/3DIC have become more and more complex. It's essential to have an assembly tool to handle whole design in 3D view.
- Synopsys 3DIC Compiler improves our HBM routing results, simplifies 3DIC stacking, and improves design quality.
- 3Dblox facilitates the specification of 3D design intent, good for data preparation, version control, and easy communication in design hand-off.
- With 3Dblox & Synopsys 3DIC Compiler, we save numerous design iteration, resulting in much shorter time to market.

THANK YOU

Our
Technology,
Your
Innovation™