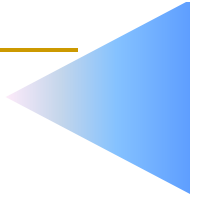

Point Reduction Method for IBIS Curves

Lance Wang

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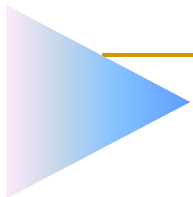
Asian (China) IBIS Summit
Shenzhen, Nov. 9, 2010





Outline

- Point Reduction Introduction
- “Greatest Change” method
- Issue with “Greatest Change” method for IBIS curve representation
- The “Weighted Best Point” (WBP) method
- Conclusions



Point Reduction Introduction



- What is Point Reduction method for?
 - In some situations, a set of data (e.g. waveform) can not satisfy a specification (e.g. IBIS) data limit without sacrifice of its accuracy. For an example, 10,000 extracted I-V curve data points for only 100 point limit in IBIS specification.
 - Point Reduction method intends to use algorithms for proper point number reduction with minimum sacrifices on its accuracy. It is about accurate representation of whole data set with limited data points
- IBIS Cookbook introduces two methods:
 - Points selected using a regular interval
 - Points selected using “greatest change” algorithm

Point Reduction Introduction

5.3 Data Limiting

The IBIS version 2.1 through 3.2 specifications limit V-T tables to 100 points or rows of data total, for each corner, for the [Rising Waveform] and [Falling Waveform] keywords. This limit was extended to 1000 points in IBIS version 4.0. Similarly, I-V table tables are also limited to 100 points total, for each corner, for the [Pullup], [Pulldown], [POWER Clamp], and [GND Clamp] keywords.

These limitations mean that some sort of algorithm must be used to select which points from the raw data file are used in the final IBIS model, should the data file contain more than 100 points. The algorithms used are now in use:

- Points selected using a regular interval
- Points selected using “greatest change” algorithm

The first of these simply selects data points at regular intervals from a table data set containing 200 points, from 0 ns to 199 ns plus zero; the sequence would then be 0 ns, 2 ns, 4 ns, 6 ns, 8 ns, 10 ns, 12 ns, 14 ns, 16 ns, 18 ns, 20 ns, 22 ns, 24 ns, 26 ns, 28 ns, 30 ns, 32 ns, 34 ns, 36 ns, 38 ns, 40 ns, 42 ns, 44 ns, 46 ns, 48 ns, 50 ns, 52 ns, 54 ns, 56 ns, 58 ns, 60 ns, 62 ns, 64 ns, 66 ns, 68 ns, 70 ns, 72 ns, 74 ns, 76 ns, 78 ns, 80 ns, 82 ns, 84 ns, 86 ns, 88 ns, 90 ns, 92 ns, 94 ns, 96 ns, 98 ns, 100 ns, 102 ns, 104 ns, 106 ns, 108 ns, 110 ns, 112 ns, 114 ns, 116 ns, 118 ns, 120 ns, 122 ns, 124 ns, 126 ns, 128 ns, 130 ns, 132 ns, 134 ns, 136 ns, 138 ns, 140 ns, 142 ns, 144 ns, 146 ns, 148 ns, 150 ns, 152 ns, 154 ns, 156 ns, 158 ns, 160 ns, 162 ns, 164 ns, 166 ns, 168 ns, 170 ns, 172 ns, 174 ns, 176 ns, 178 ns, 180 ns, 182 ns, 184 ns, 186 ns, 188 ns, 190 ns, 192 ns, 194 ns, 196 ns, 198 ns, 200 ns.

While this method is simple to implement, it does not take advantage of the fact that many data points are redundant. If a V-T table has settled by the 50th use and added to the IBIS file, though the voltage information is still present, it is not used.

IBIS Open Forum

IBIS Model

This is remedied by use of a “greatest change” algorithm, where each data point is added to the final IBIS table based on the degree of difference between it and surrounding points. In this way, more points in the final IBIS file will be expended on areas of the tables where large changes take place, such as inflections. Few points will be used on areas where the output does not change, such as the settled voltages before and after a V-T transition.

An example is shown in Figure 5.13 below. Note that “flat” or unchanging areas of the graph use few points, while curves and other rapidly changing features are represented with more points.

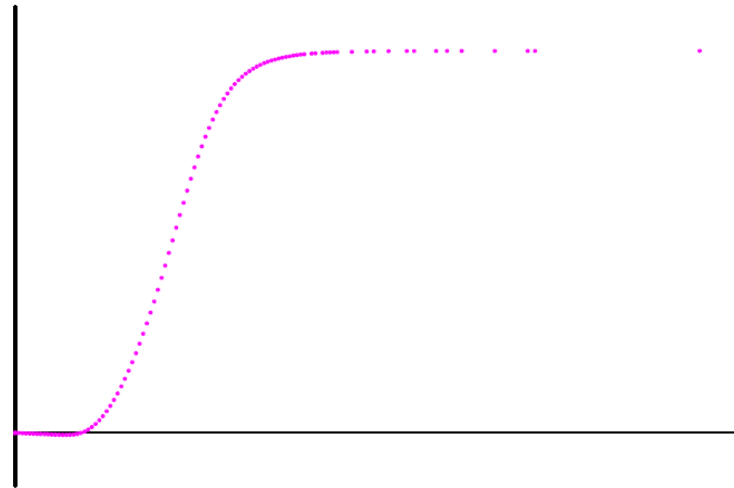
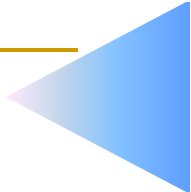
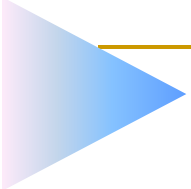
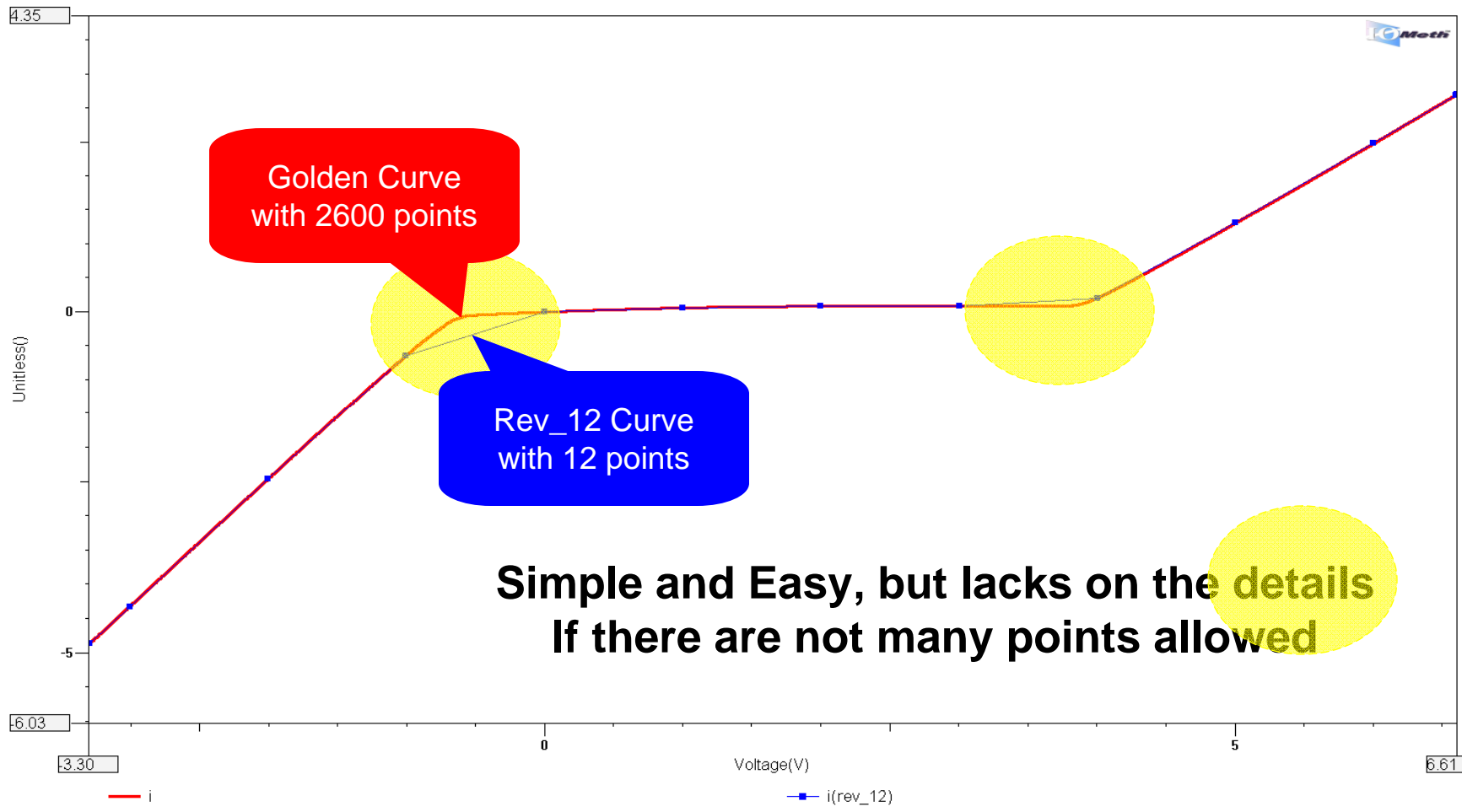


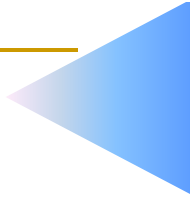
Figure 5.13 – Data Point Selection Example

From IBIS Cookbook



Points selected using “a regular interval” – even spacing

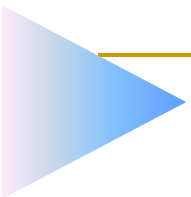
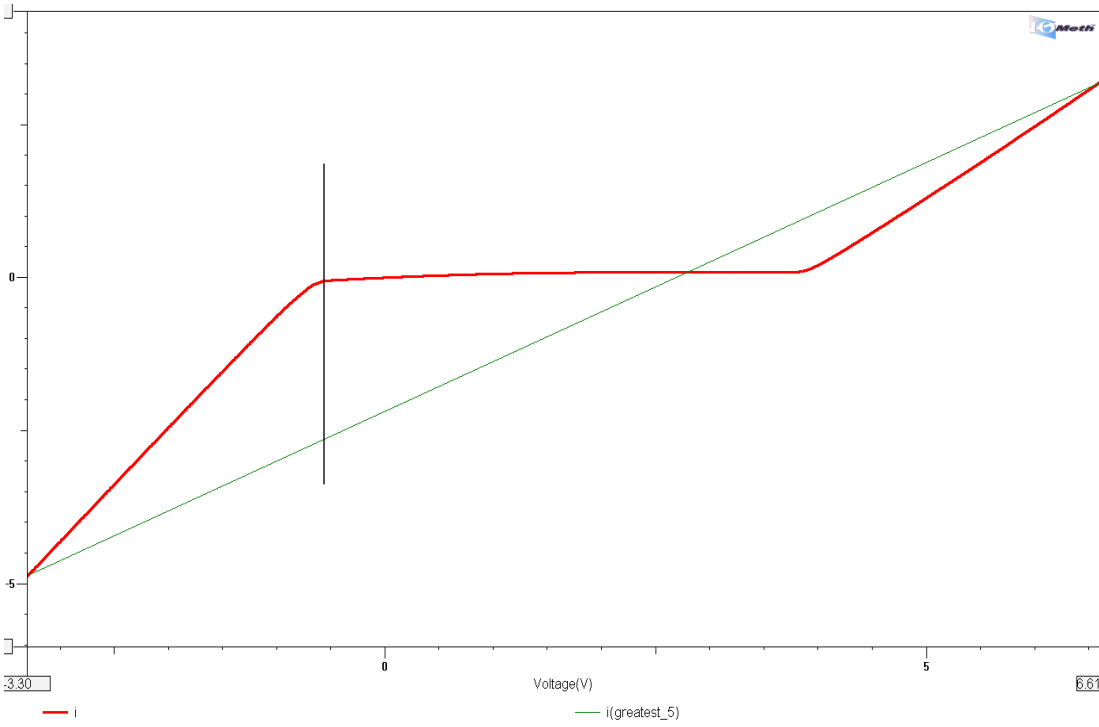


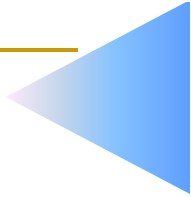


Points selected using “greatest change” algorithm

How it works?

- Draw a line between the first and the last points; find the greatest difference (Y-axle) point between these two curves; add the third point there.

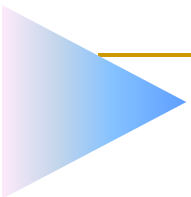
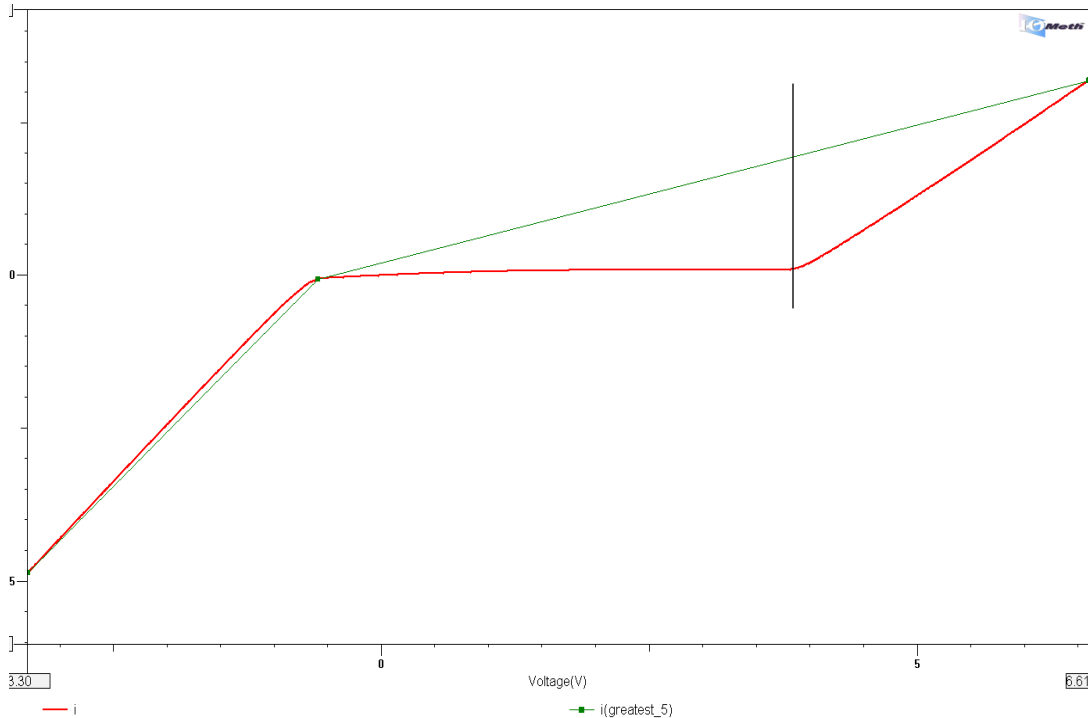


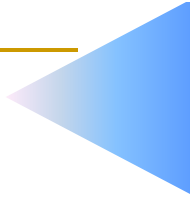


Points selected using “greatest change” algorithm

- Find next the greatest difference (Y-axle) and add 4th point

How it works?

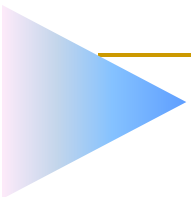
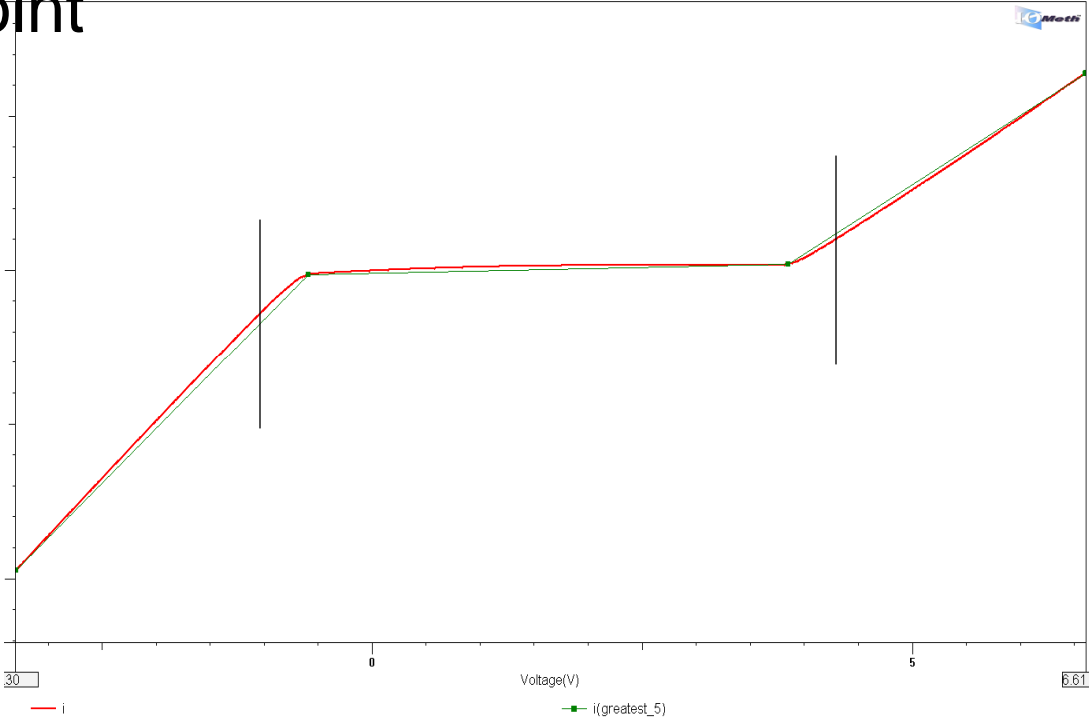


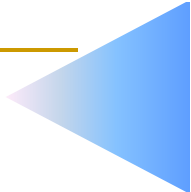


Points selected using “greatest change” algorithm

How it works?

- Find next the greatest differences (Y-axle) and add 5th and 6th point

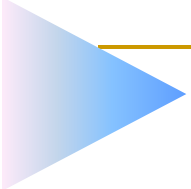
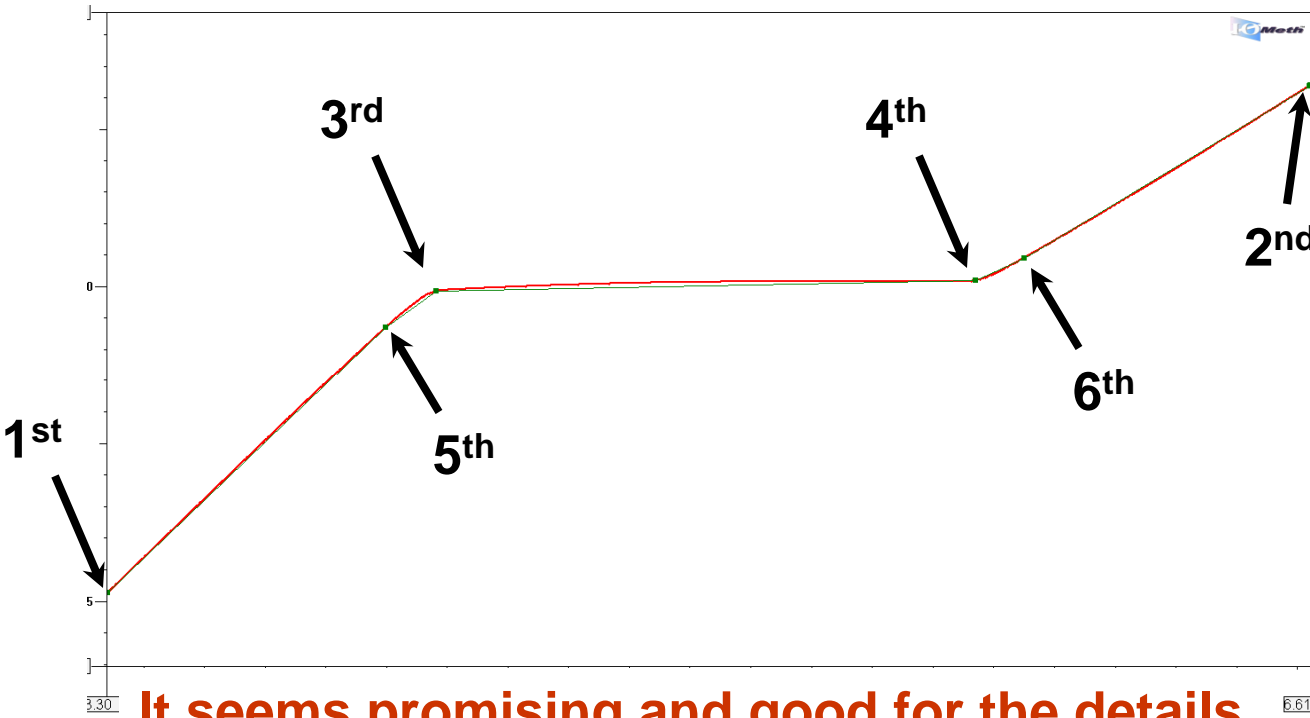




Points selected using “greatest change” algorithm

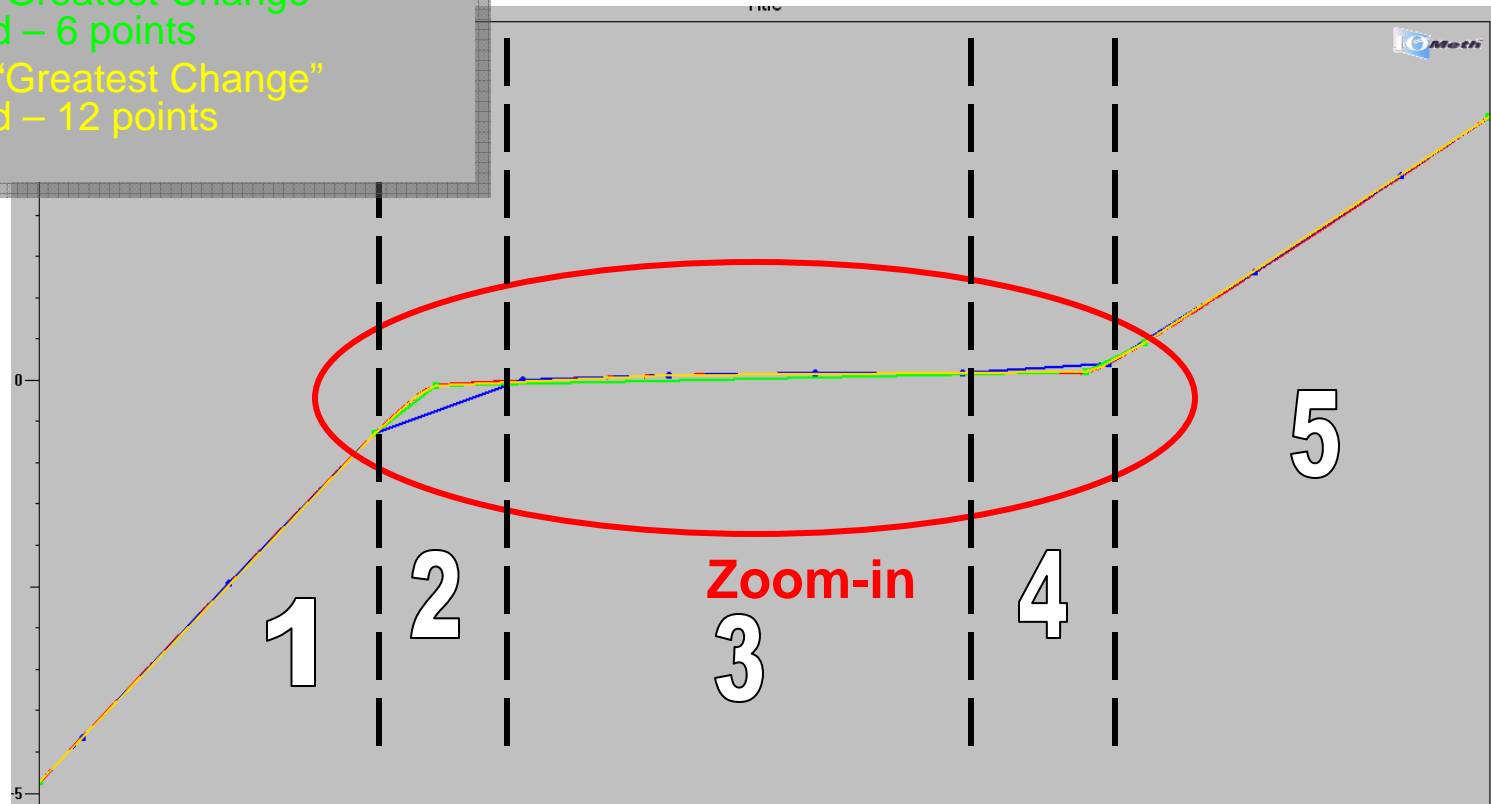
- And so on ...

How it works?



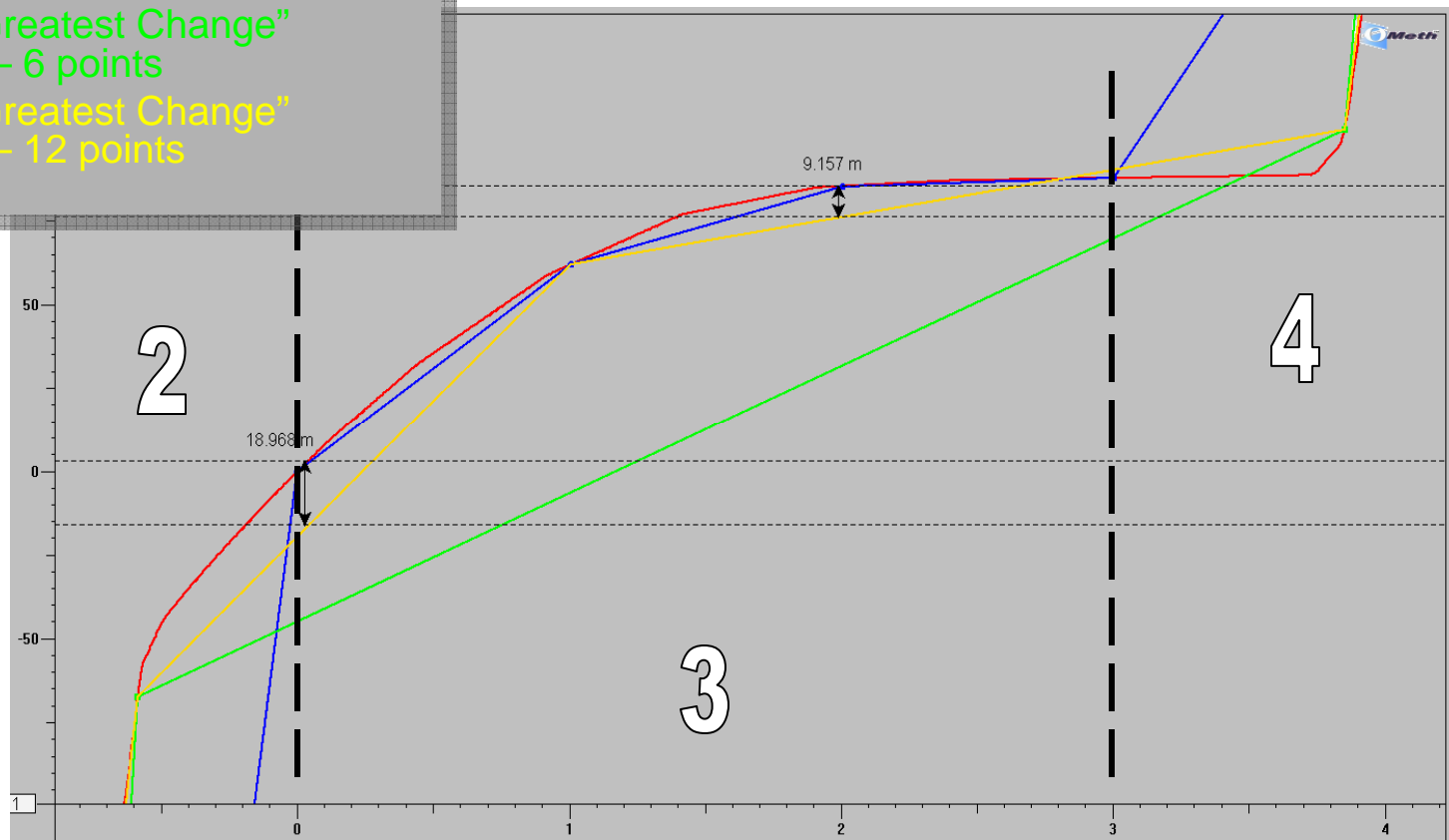
Comparing two methods with Golden curve

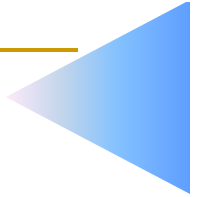
- Golden curve
- Using "a regular interval" method – 12 points
- Using "Greatest Change" method – 6 points
- Using "Greatest Change" method – 12 points



Comparing two methods with Golden curve

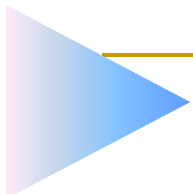
- Golden curve
- Using "a regular interval" method – 12 points
- Using "Greatest Change" method – 6 points
- Using "Greatest Change" method – 12 points

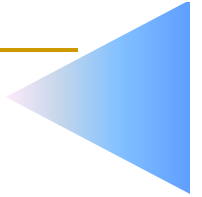




Comparing two methods with Golden curve

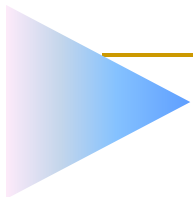
- We got:
 - “a regular interval” method – even spacing
 - Simple and easy
 - Lack on the details
 - Accuracy is highly depended on space/point numbers
 - “greatest change algorithm” method
 - Higher accuracy on average
 - Good on the details
 - May have “too few” points in the certain areas and it could compacts the results of simulations

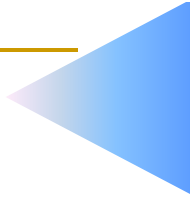




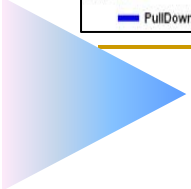
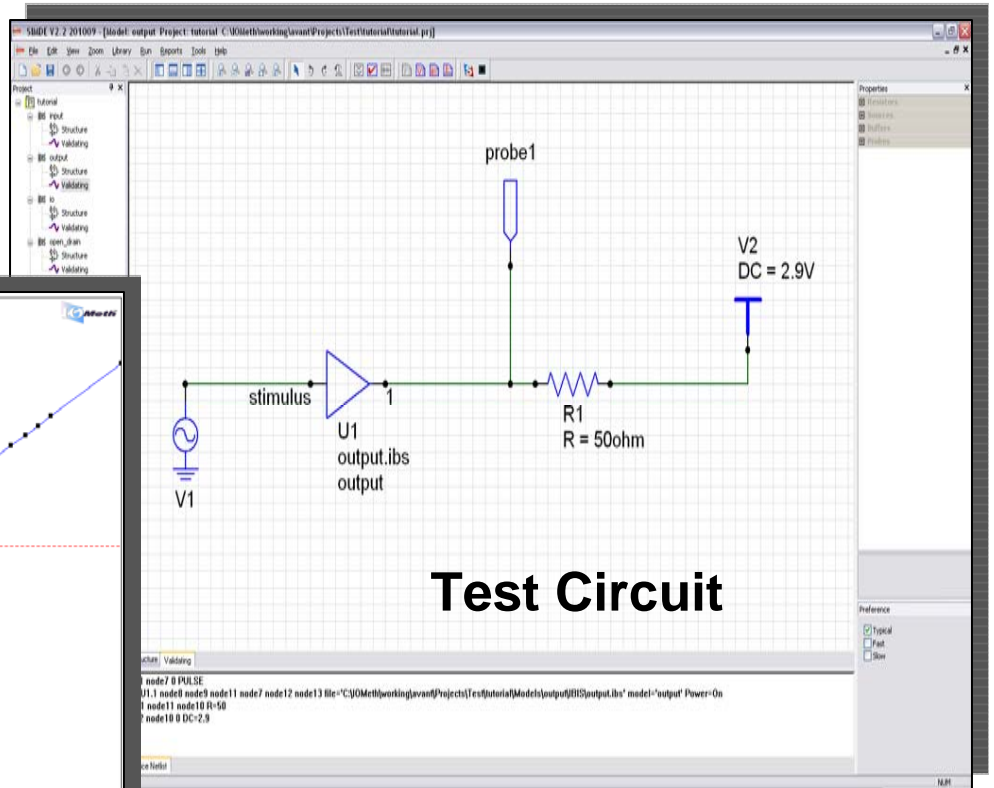
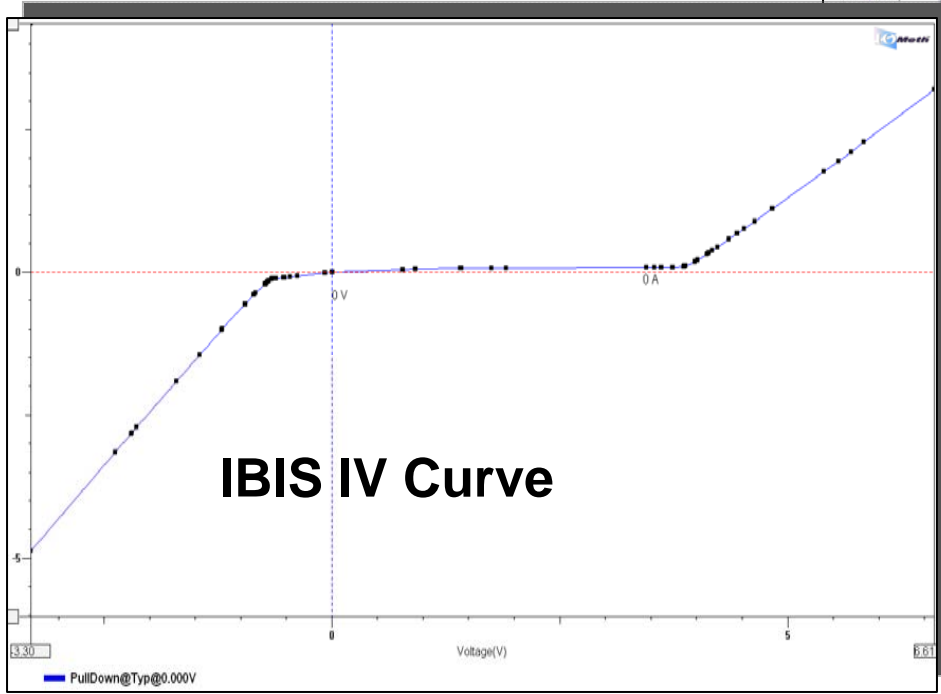
Issue with “Greatest Change” method for IBIS curve representation

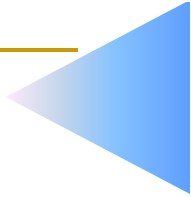
- The most of IBIS generation tools are using “Greatest Change” algorithm (so called “Best Point” too) now.
- It works fine with IBIS VT curve point reduction
 - The big part of reason is that VT curves are co-factor in simulation calculations. More details are better.
- Sometimes it causes inaccurate simulation result due to too few points in the working range in the IV curves



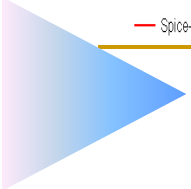
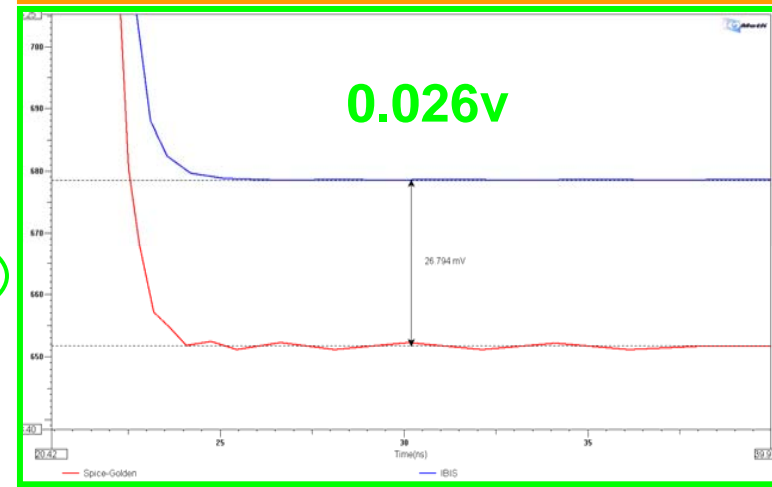
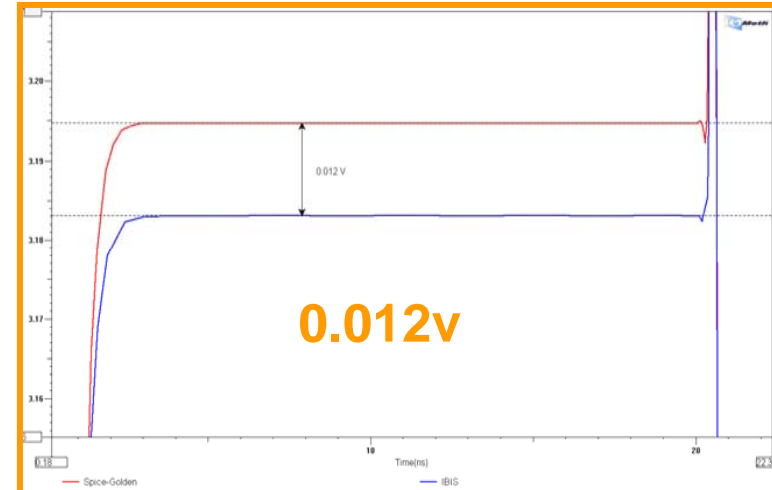
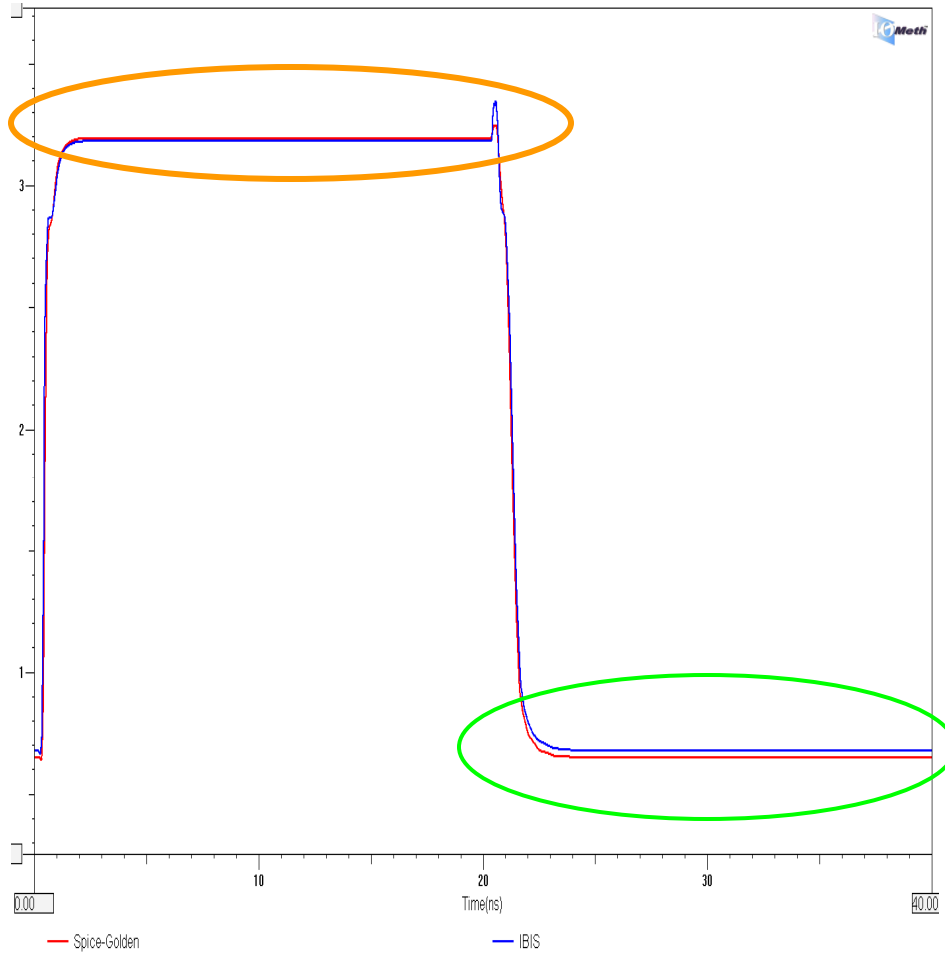


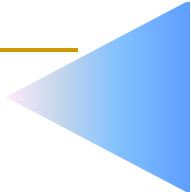
A test case for the curves using “the greatest change” algorithm method



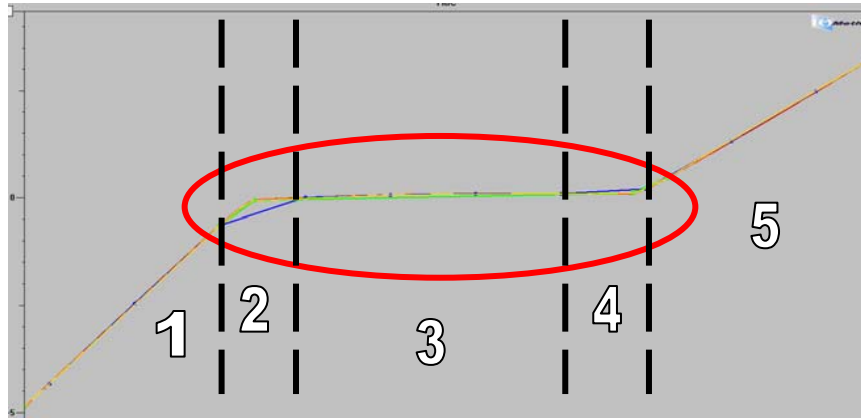


A test case for the curves using “the greatest change” algorithm method

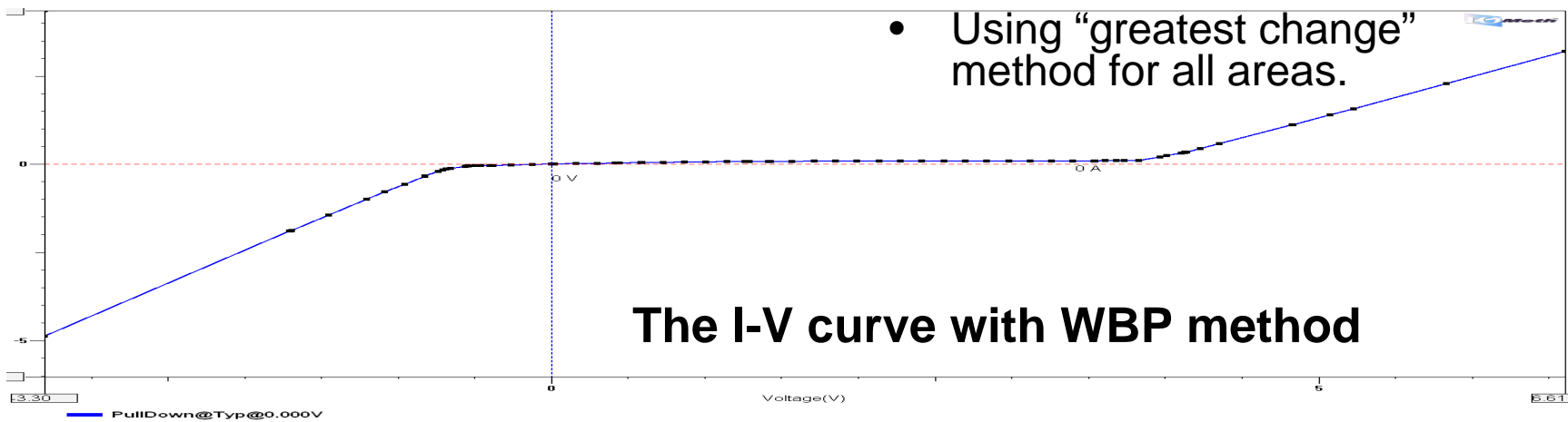




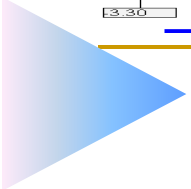
The Weighted Best Point (WBP) method



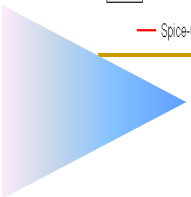
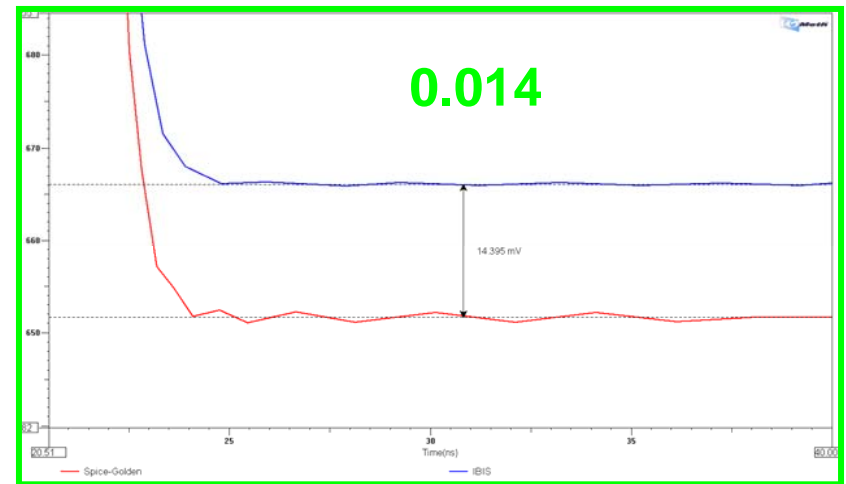
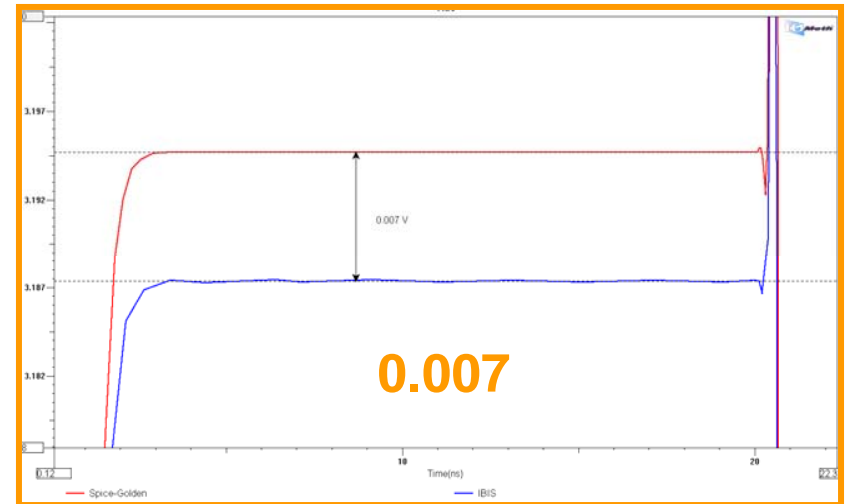
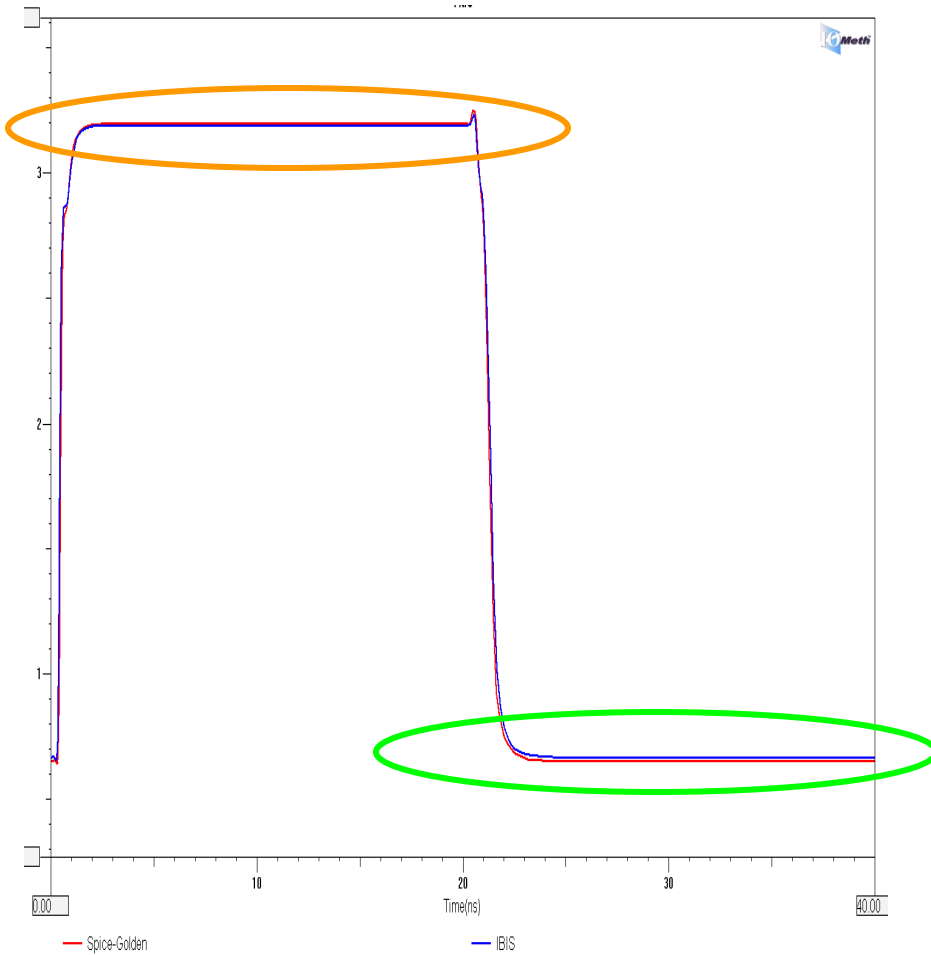
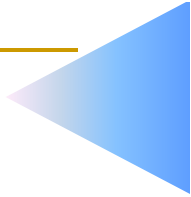
- WBP method is a combination of “regular interval” and “greatest change” methods with more focuses on working range
 - Using “regular interval” for Area 3 (working range)
 - Using dedicated number of points with “greatest change” method for Area 3, 2 and 4 (detailed areas)
 - Using “greatest change” method for all areas.



The I-V curve with WBP method



Test result with WBP processed IBIS model



Conclusion



- Point Reduction method is needed for buffer I-V and V-T curve representations in IBIS format
- Both “Regular Interval” and “Greatest Change” algorithm methods have strong and weak areas
- WBP method combined both methods with focused areas. It improves the accuracy in IBIS simulations.
 - It is more effective for low-level signal buffer models

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