# **OpenROAD Singleton Removal**

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Abstract— OpenROAD is a widely-used open-source RTL-to-GDSII flow. Recently, it was discovered that removing the static usage across the OpenROAD codebase could enhance the design flow, particularly in eliminating the usage of OpenRoad::openroad(). This paper discusses the suggested solution, which replaces OpenRoad::openroad() with injected OpenRoad objects.

Keywords— OpenROAD Flow Scripts, RTL-to-GDSII flow, open-source tools, automated design, no-human-in-the-loop.

### I. INTRODUCTION (HEADING 1)

OpenROAD is an efficient RTL-to-GDSII flow that provides an end-to-end design implementation solution for the digital integrated circuit industry. It has been widely adopted by the semiconductor community due to its opensource nature and efficiency in the design flow. However, during the development process, it was discovered that the static usage across the OpenROAD codebase, specifically OpenRoad::openroad(), could potentially cause issues in the design flow. Therefore, this paper proposes a solution that replaces the static usage of OpenRoad::openroad() with injected OpenRoad objects.

#### **II. IMPROVEMENTS**

The suggested improvement is to remove the usage of OpenRoad::openroad() across the OpenROAD codebase, specifically in the Design class. Instead, injected OpenRoad objects will be used to replace the static usage. The Design class constructor will be modified to include an additional parameter, std::unique\_ptr<OpenRoad> openroad, which will be injected during runtime. In addition, the readVerilog function in the Design class will also be modified to use the injected OpenRoad object.

The before and after implementation of the Design class is illustrated below:

### **Before:**

```
Design::Design(Tech* tech) : tech_(tech)
{
}
void Design::readVerilog(const std::string& file_name)
{
    auto chip = tech_->getDB()->getChip();
    if (chip && chip->getBlock()) {
        getLogger()->error(ut1::0RD, 36, "A block already exists in the db");
    }
    auto app = OpenRoad::openRoad();
    app->readVerilog(file_name.c_str());
}
```

### After:

<pre>Design::Design(Tech* tech, std::unique_ptr<openroad> openroad) : tech_(tech), openroad_(openroad) { }</openroad></pre>	
<pre>void Design::readVerilog(const std::string&amp; file_name)</pre>	
{	
<pre>auto chip = tech&gt;getDB()-&gt;getChip();</pre>	
if (chip && chip->getBlock()) {	
<pre>getLogger()-&gt;error(utl::ORD, 36, "A block already exists in the db");</pre>	
}	
<pre>openroad&gt;readVerilog(file_name.c_str());</pre>	
}	

## III. CONCLUSIONS AND RECOMMENDATIONS

In conclusion, the removal of the static usage across the OpenROAD codebase, specifically OpenRoad::openroad(), can enhance the design flow. The suggested solution, which replaces the static usage with injected OpenRoad objects, will be implemented in the Design class. The proposed improvement is expected to result in a thread-safe OpenRoad library. The transition will begin in the team's spare cycles, with the ultimate goal being to provide a more efficient and reliable design implementation solution for the semiconductor community.

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