## ON THE AREA OF BINARY TREE LAYOUTS

R. P. BRENT AND H. T. KUNG

## Abstract

The binary tree is an important interconnection pattern for VLSI chip layouts. Suppose that the nodes are separated by at least unit distance and that a wire has unit width. The usual layout of a complete binary tree with n leaves takes chip area  $\Omega(n \log n)$ , but it can be arranged that all the leaves are on the boundary of the chip. In contrast, the "recursive H" layout has area of order n, but has only  $O(\sqrt{n})$  leaves on the boundary. Thus, the recursive H layout enjoys a small area at the expense of a small number of possible I/O ports.

This note shows that it is not possible to design a complete binary tree layout with area O(n)and all leaves on the boundary. More precisely, if the boundary of the chip is a convex plane curve and the leaves on the boundary are separated by at least unit distance, then area of order  $n \log n$  is necessary just to accomodate all the wires.

## Comments

Only the Abstract is given here. The full paper appeared as [2]. For related work, see [1, 3].

## References

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rpb056a typeset using  $\mathcal{AMS}$ -IATEX.

<sup>1991</sup> Mathematics Subject Classification. Primary 68Q35; Secondary 65Y05, 68M07, 68Q25. Key words and phrases. Chip area, area complexity, tree, layout, lower bound, VLSI.

Received 27 September 1979; revised 11 April 1980.

This research was supported in part by the National Science Foundation under Grant MCS 78-236-76 and the Office of Naval Research under Contracts N00014-76-C-0370 and N00014-80-C-0236.

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