



VLSI Design

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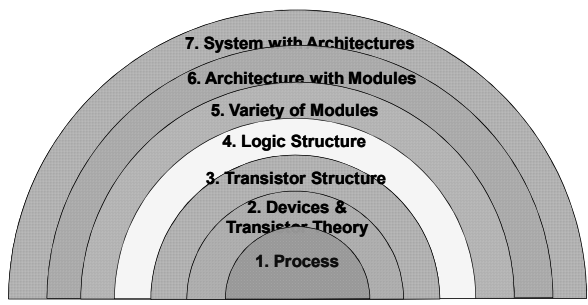
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Syllabus Structure

Bottom-up Hierarchy



7. System with Architectures
6. Architecture with Modules
5. Variety of Modules
4. Logic Structure
3. Transistor Structure
2. Devices & Transistor Theory
1. Process

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Notes

Before Class

- Question and Answer in English
 - ✓ Ask a question in English about last lesson.
- 10-minute Quiz
 - ✓ Answer a 10-minute quiz
 - ✓ Evaluate and correct by each other
 - ✓ Try to answer in English

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Transistor Power/Timing Models

Summary

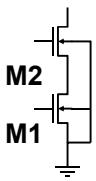
- Switch Models
 - ✓ Ideal Switch: Functional simulation without timing
 - ✓ Resistive Switch: Static power evaluation
 - ✓ Capacitive Switch: Dynamic power evaluation
 - ✓ RC Switch: Basic power and timing evaluation
- Transistor Structure Model
 - ✓ El More Model: loop RC additive.
 - ✓ Rabaey Model: Logical and branch efforts
- IDS Models
 - ✓ Shockley First-Order Equation: accurate manual derivation
 - ✓ Sub-threshold Models
- SPICE Models
 - ✓ Complicate Simulation

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Transistor Network

Relay Logics

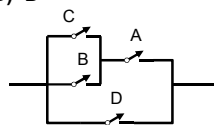
- Stack Effect
 - ✓ Parallel Switch: $S_{on} = A_{on} + B_{on}$, $R_s = R_A // R_B$
 - ✓ Serial Switch: $S_{on} = A_{on} \cdot B_{on}$, $R_s = R_A + R_B$
 - ✓ Parallel Capacitors: $C = C_A + C_B$
- Body Effect
 - ✓ is the threshold voltage changing of source-bulk voltage due to transistor connection in series.

$$V_{t2} \approx V_{t1} + 0.6\sqrt{V_{D1}}$$


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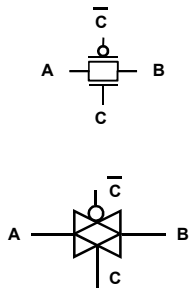
Logic Completeness and Switch

1. {And, Or, Not} is a complete logic set.
2. A logic set is complete if and only if it can combine to all functions of another complete logic set, such as {NAND} and {NOR}
3. A basic relay (switch) logic can represent either AND or OR function only.
4. Example: $F = A(B+C)+D$



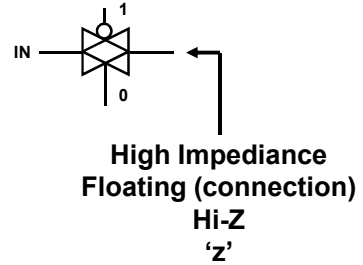
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Transmission Gate



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Tri-State



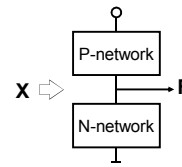
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Tri-State Logic

AND	0	Z	1	OR	0	Z	1
0	0	0	0	0	0	Z	1
Z	0	Z	Z	Z	Z	Z	1
1	0	Z	1	1	1	1	1

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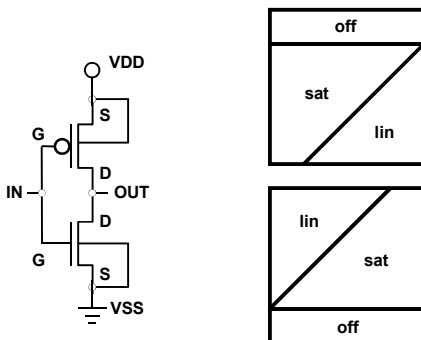
CMOS Logic



1. N network is a relay logic of $\overline{F(X)}$
 2. P network is a relay logic of $F(\overline{X})$
- AND \leftrightarrow OR

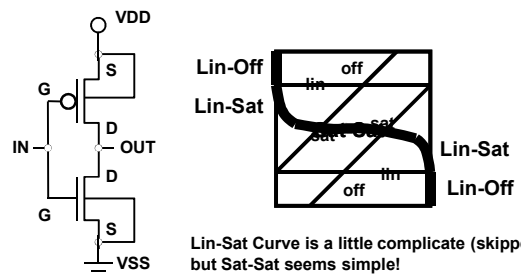
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Transfer Function of CMOS Inverters



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Transfer Function of CMOS Inverters



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Transfer Function of CMOS Inverters

$$\sqrt{I_{DD}} = \frac{\beta_n}{2} (V_{in} - V_{in})^2 = \frac{\beta_p}{2} (V_{DD} - V_{in} - V_{tp})^2$$

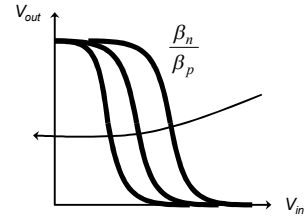
Inverter Size = S = $\frac{\beta_n}{\beta_p} = \frac{\mu_n}{\mu_p} \frac{W_n}{L_n} \frac{L_p}{W_p} \approx 2.6 \frac{W_n}{L_n} \frac{L_p}{W_p}$

Inversion Voltage: = $V_{inv} = \frac{V_{DD} + V_{tp} + V_{in} \sqrt{S}}{1 + \sqrt{S}}$

Unit-size & Equal-inversion: $V_{inv} = \frac{V_{DD}}{2}$

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Beta-Ratio Effects



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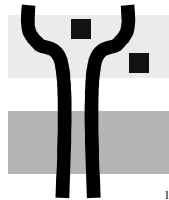
Unary-Sized Inverter

Inverter Size = S = $\frac{\beta_n}{\beta_p} \approx 2.6 \frac{W_n}{L_n} \frac{L_p}{W_p}$

When $L_p=L_n=L$, $W_p : W_n \approx 2.6 : 1 \approx 2$

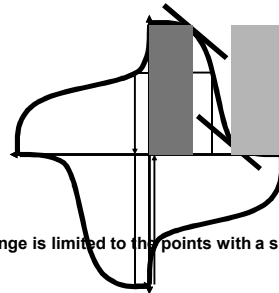
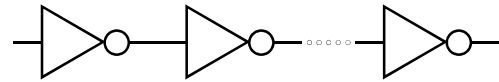
PS. Usual Layout Skill:

Min.-Size: $L=L_{min}, W=W_{min}$



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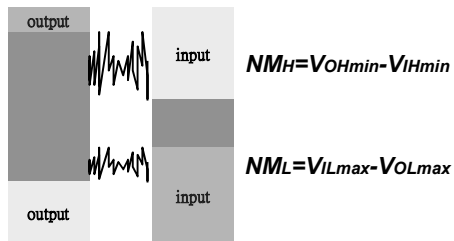
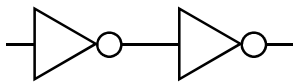
Identical Inverter Cascade



Usually, the input range is limited to the points with a slope 45 degrees.

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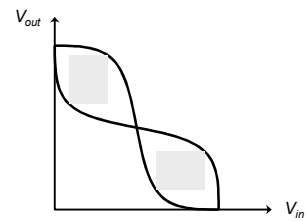
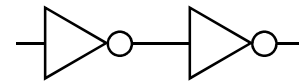
Noise Margin



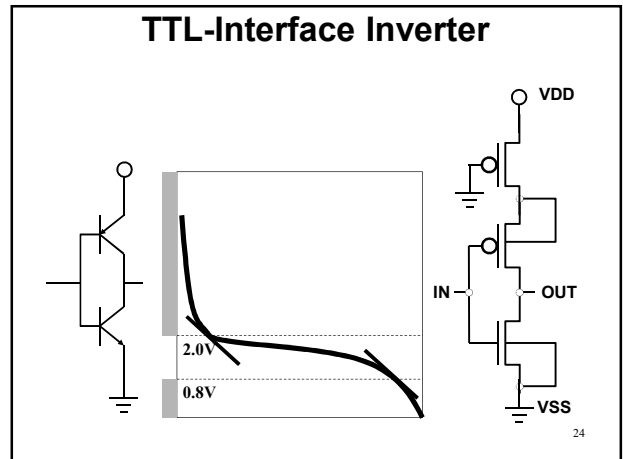
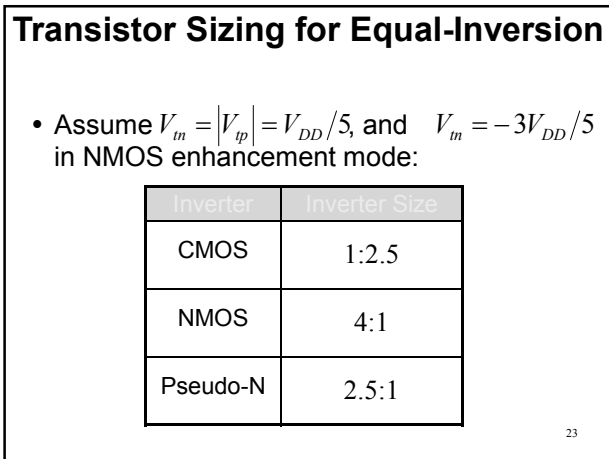
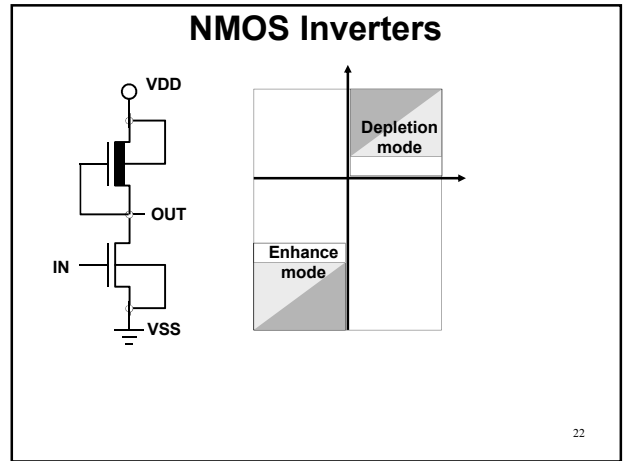
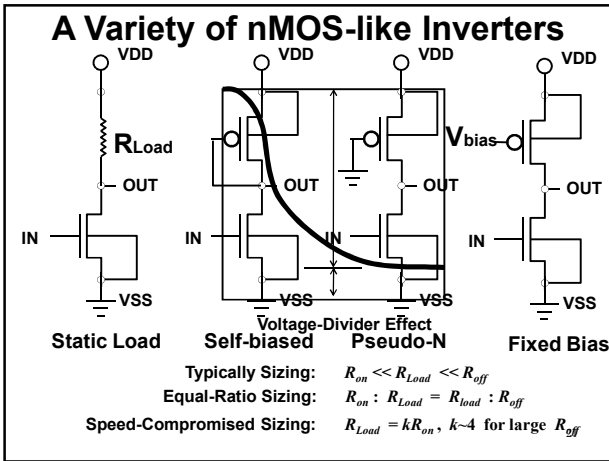
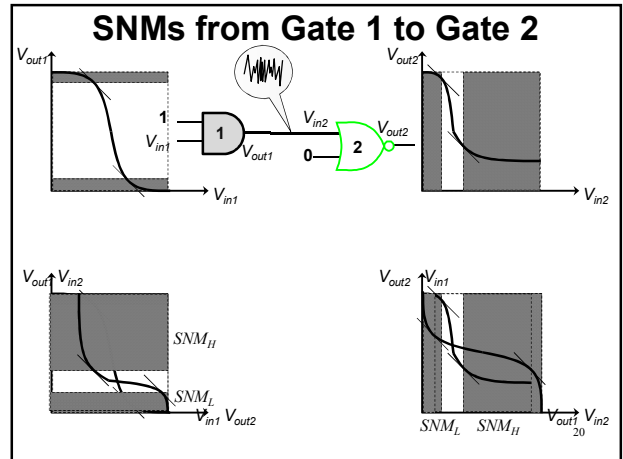
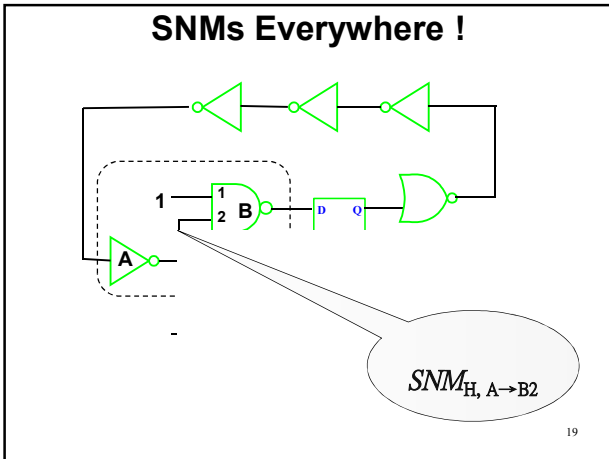
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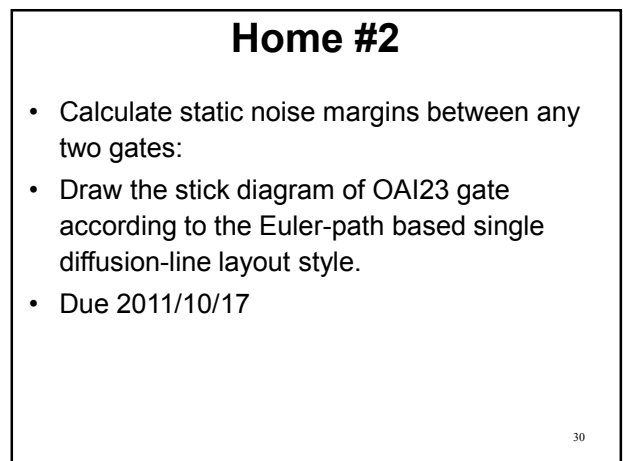
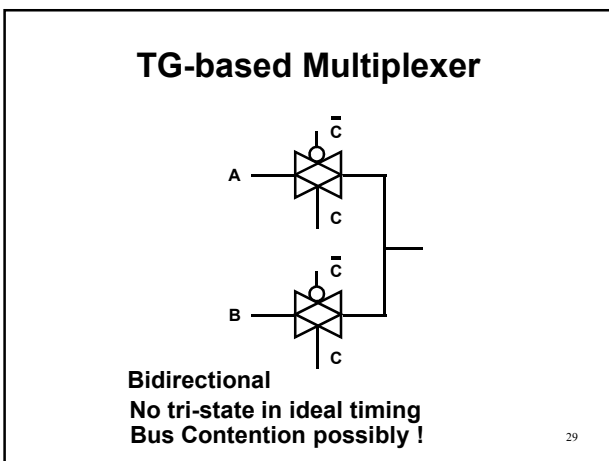
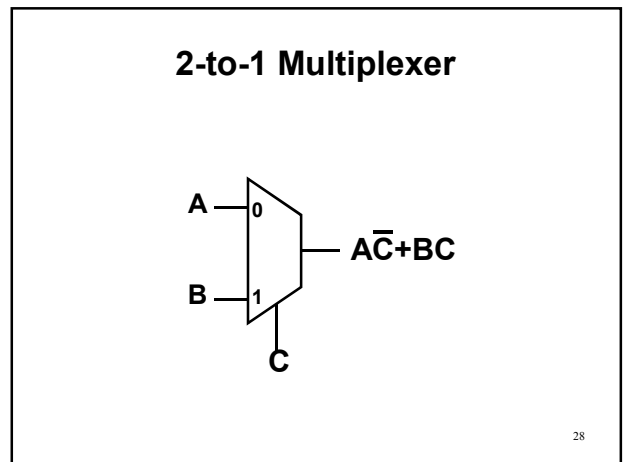
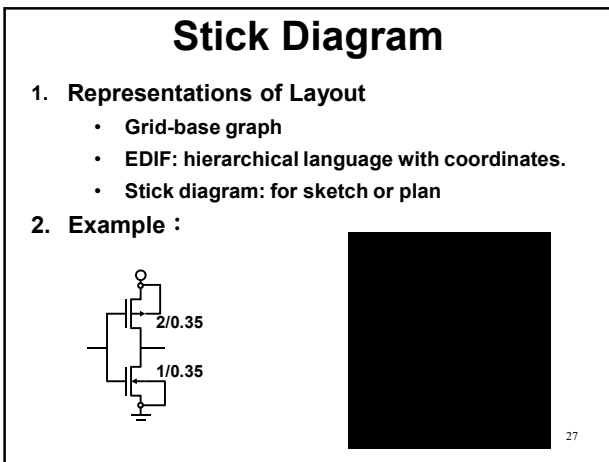
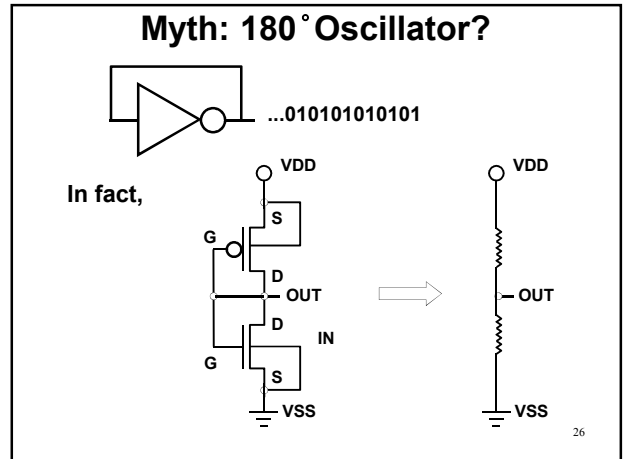
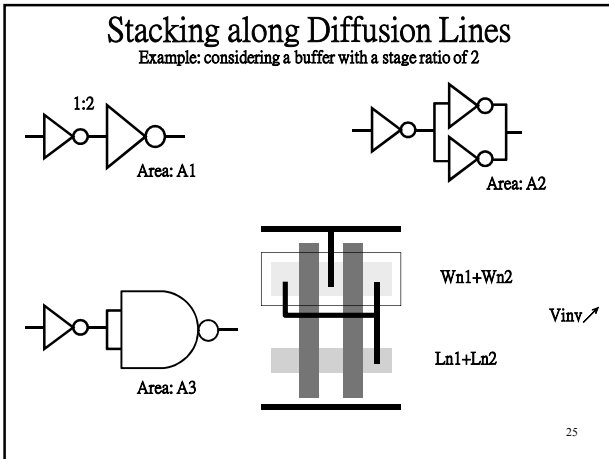
Butterfly Chart

Representing Static Noise Margins



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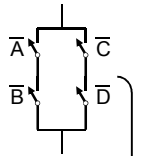




Example : $F = \overline{(A+B)}(C+D)$

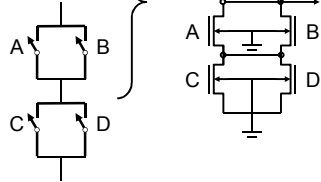
$F = \overline{A} \overline{B} + \overline{C} \overline{D}$

P network :



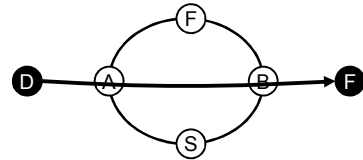
$\overline{F} = (A+B)(C+D)$

N network :

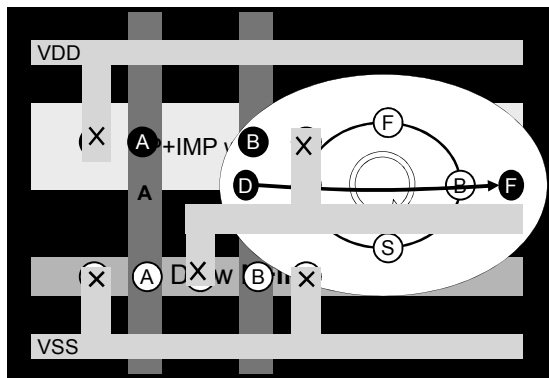


Euler Path

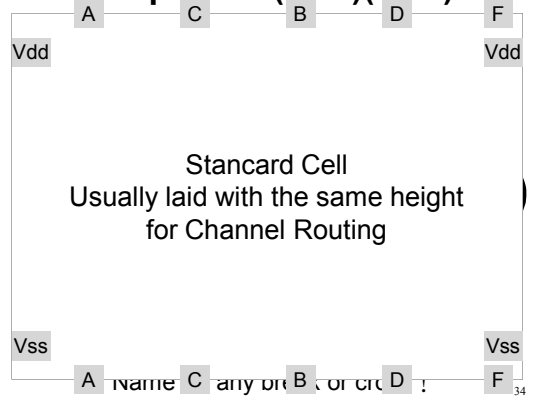
1. Topology in 18th Century Applied in CMOS
2. N path: Relay logic of N network
3. P path: Relay logic of P network
4. N path crosses p path at input X and \overline{X} .



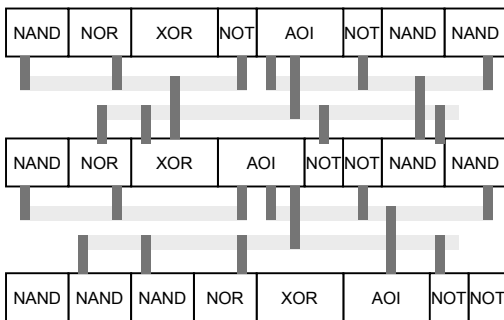
Euler Path Guided Layout



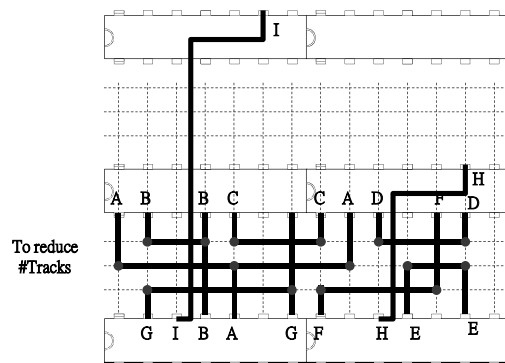
Example : $F = \overline{(A+B)}(C+D)$



Cell-Based Channel Routing

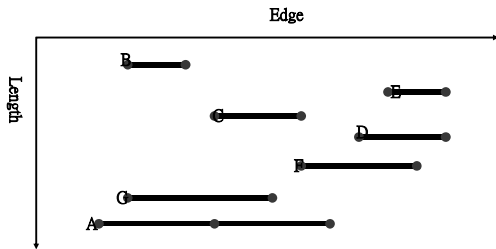


Channel Routing



LEA: Left-Edge Algorithm

1. Sort by length
2. Select from Left Edge



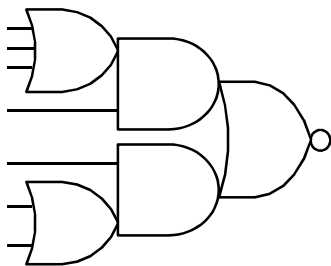
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Primitive Gates

1. Primitive: A-tomic (Cannot be cut off)
2. Properties of a CMOS Primitives:
 - Either pulled up or pulled down;
 - Current from or to the single output
 - $I_{DDQ}=0$ for Ideal CMOS
3. Usual Symbols:
 - directly assembled without wire.
 - {AND, OR} Combo ended with an Inverter

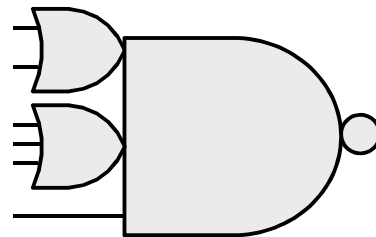
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Complex Primitive Trivial Example



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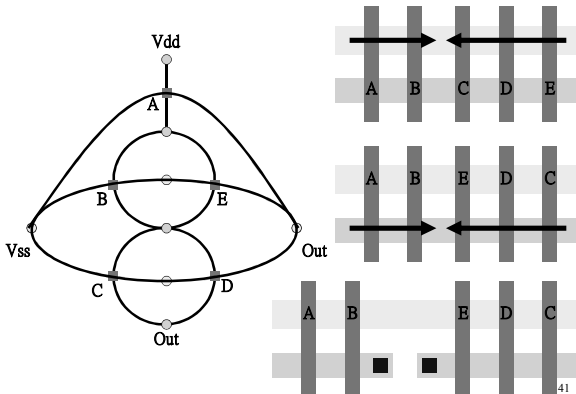
Usual Example and Naming



OAI231

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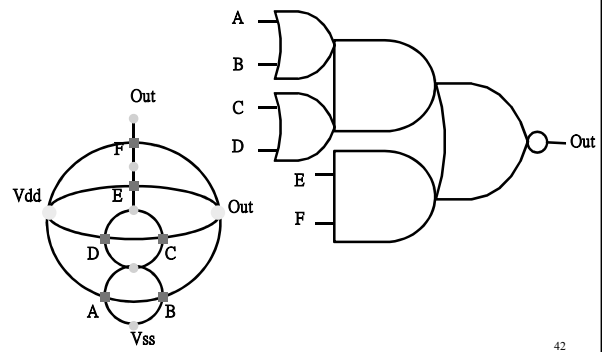
Interlaces of Diffusion Lines



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Minimum Interlace Algorithm

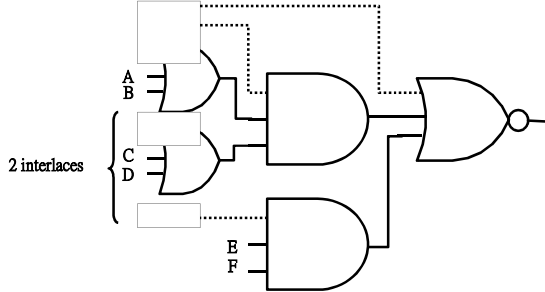
Example: $Out = (A + B)(C + D) + EF$



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Minimum Interlace Algorithm

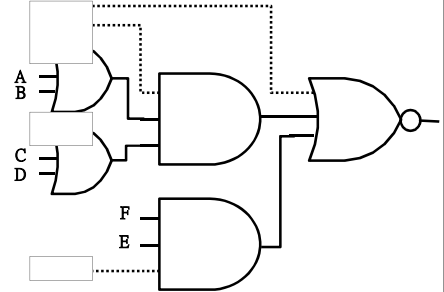
- Adding a pseudo input to each sub-gate such that each sub-gate has odd inputs.



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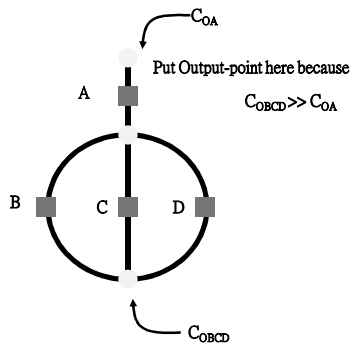
Minimum Interlace Algorithm

- Rotate each axis to reduce the inner interlaces



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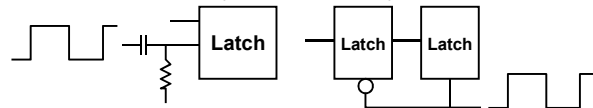
Output Capacitance Minimization



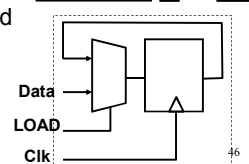
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Memory – Latches and Registers

- Prior to '90s, they're used to be confused.
- Latch: Level Sensitive
- 50's Flipflop (Very slow frequency):



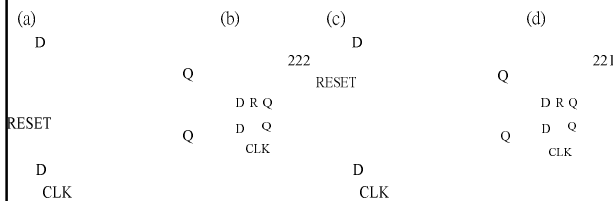
- Later Flipflop: Edge Triggled
- Register: Loadable or Hold



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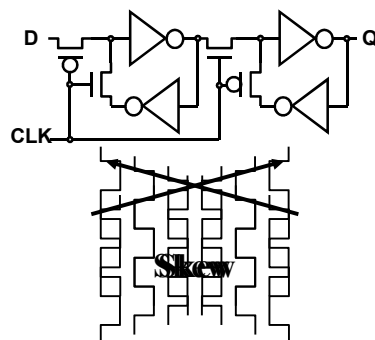
Static Gate Based Latch

Example: Resettable D Latch

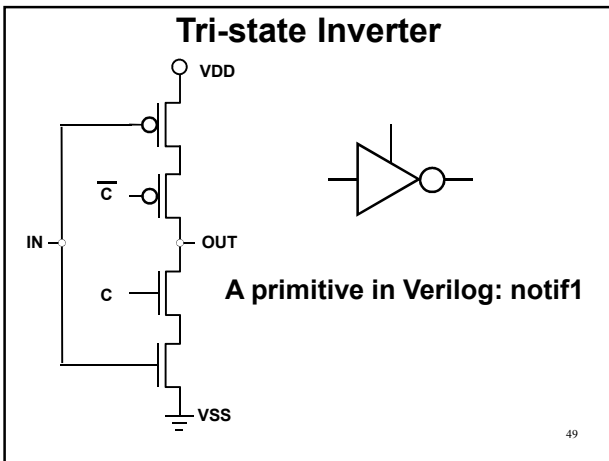


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Switch-Based Static Latch and Flipflop



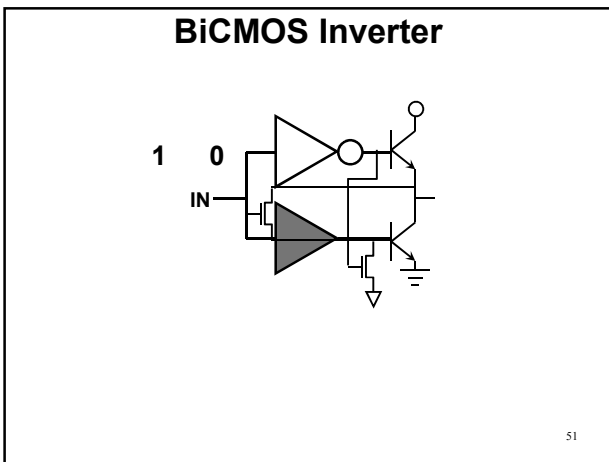
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Basic Concept on BiCMOS Inverters

- Compared with Bipolar Logics:
 - CMOS Logics: Low power ($I_{DDQ} \rightarrow 0$)
 - Poor drive capability
- Basic idea of BiCMOS Inverter:

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Transistor Sizing & Reordering

- Minimizing Area
- Maximizing/Equalizing Noise Margin
- Minimizing/Equalizing Rising & Falling Time
- Minimizing Propagation Time
- Minimizing Power Dissipation
- Reducing Glitch
- Minimizing Charge Sharing Effect
- Increasing Regularity for EDA

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Roughly Area Estimation

- In several synthesis tools (2000):
An N-input CMOS Primitive Cell:
($0.5+0.5N$) units (compared to a unit inverter)
- Dependent on Layout Style

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