

U-4.

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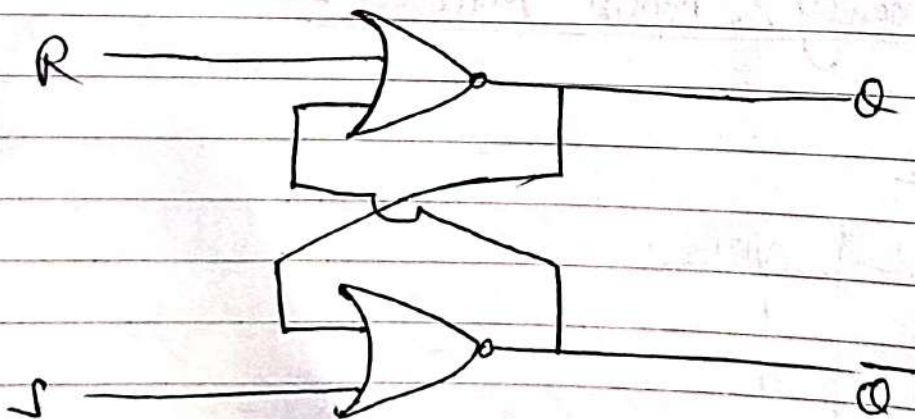
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Basics of VLSI Design.
Implementation of logic functions.
rise time / fall time / delay time considerations.
Fan-in, fan-out, standard cell design,
cell libraries.

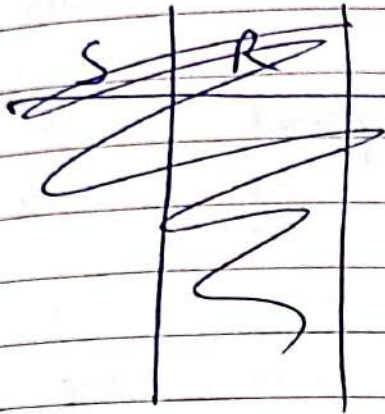
ASICs : various types
design flow
packaging & testing.

~~CMOS logic design circuit.~~
(i) ~~27~~

CMOS SR latch using NOR gates $\rightarrow$



~~Truth Table~~
~~if S=0, Q=0~~
~~if S=1, Q=1~~



S	R	Q	$\bar{Q}$	Operation
0	0	Memory.		Hold prev data
0	1	0	1	Reset
1	0	1	0	Set
1	1	0	0	Not allowed

① $S \rightarrow 0, R \rightarrow 1$.

R ($Q \rightarrow 0$ & q ki NOR, opposite direction sign at, Q feedback with S ($0, 0$) $\rightarrow 1$ Q $\bar{Q}$ o/p).

② $S \rightarrow 1, R \rightarrow 0$.

($\bar{Q} \rightarrow 0$, ($\bar{Q} = 0$ will go in feedback with $R(0)$, at Q o/p 1).

③ $S \rightarrow 0, R \rightarrow 0$.

($Q(0), \bar{Q}(0)$ o/p is not changing, user holding the data where $Q, \bar{Q}$ works as memory).

④ $S \rightarrow 1, R \rightarrow 1$.

(both deno (0) $\rightarrow 1$).

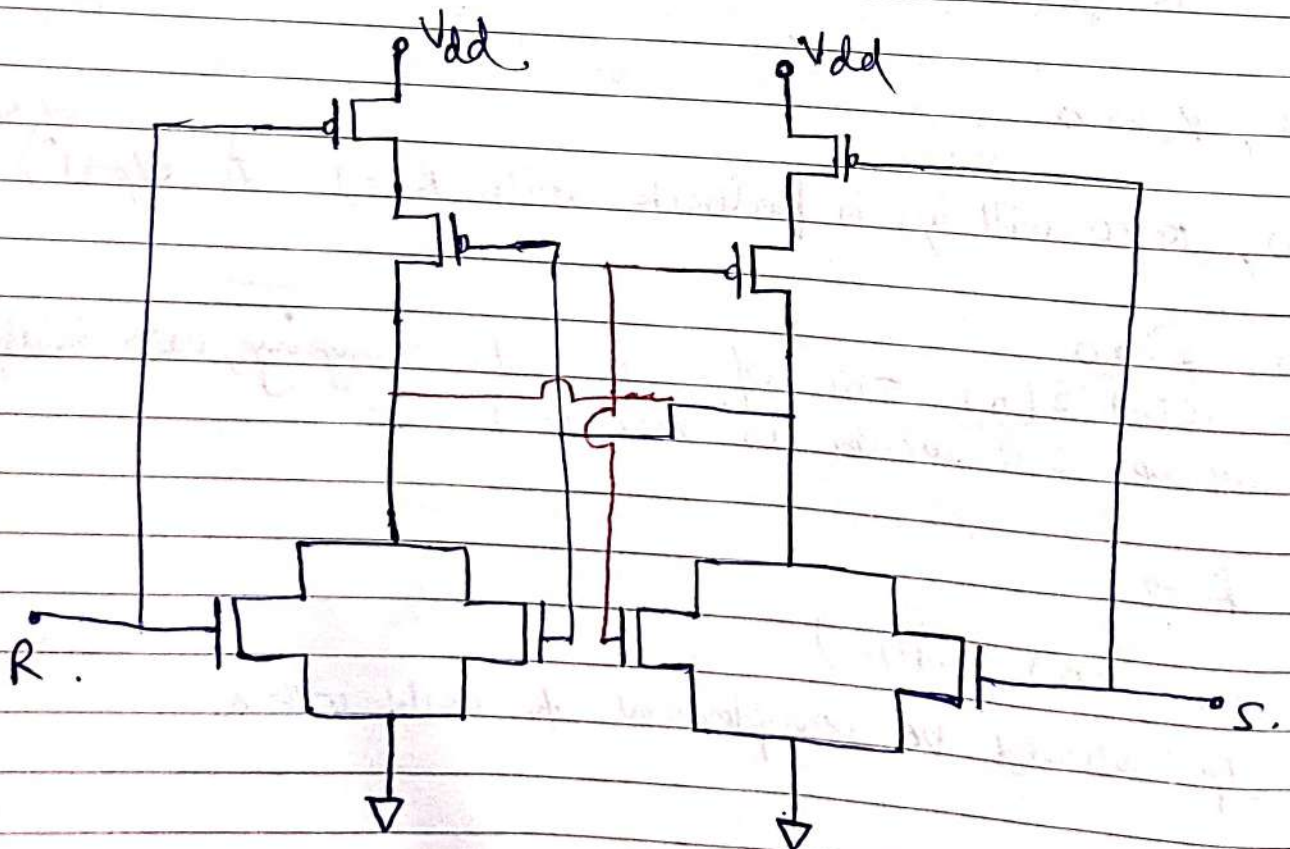
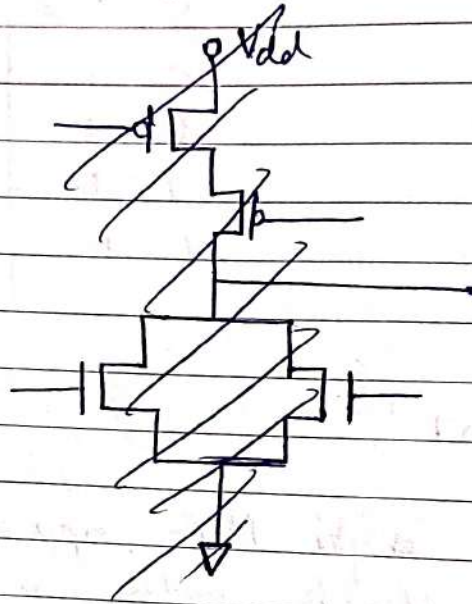
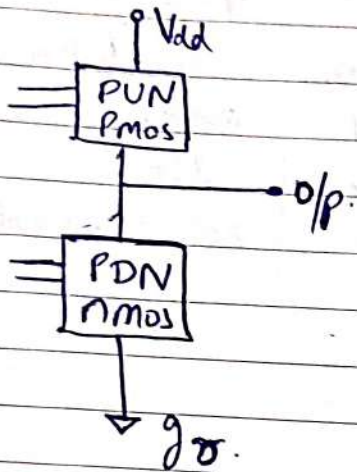
o/p should be complement to each other.

pull up network
pull down network

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CMOS circuit

→ (+) operation → pmos - series → NMOS - parallel.



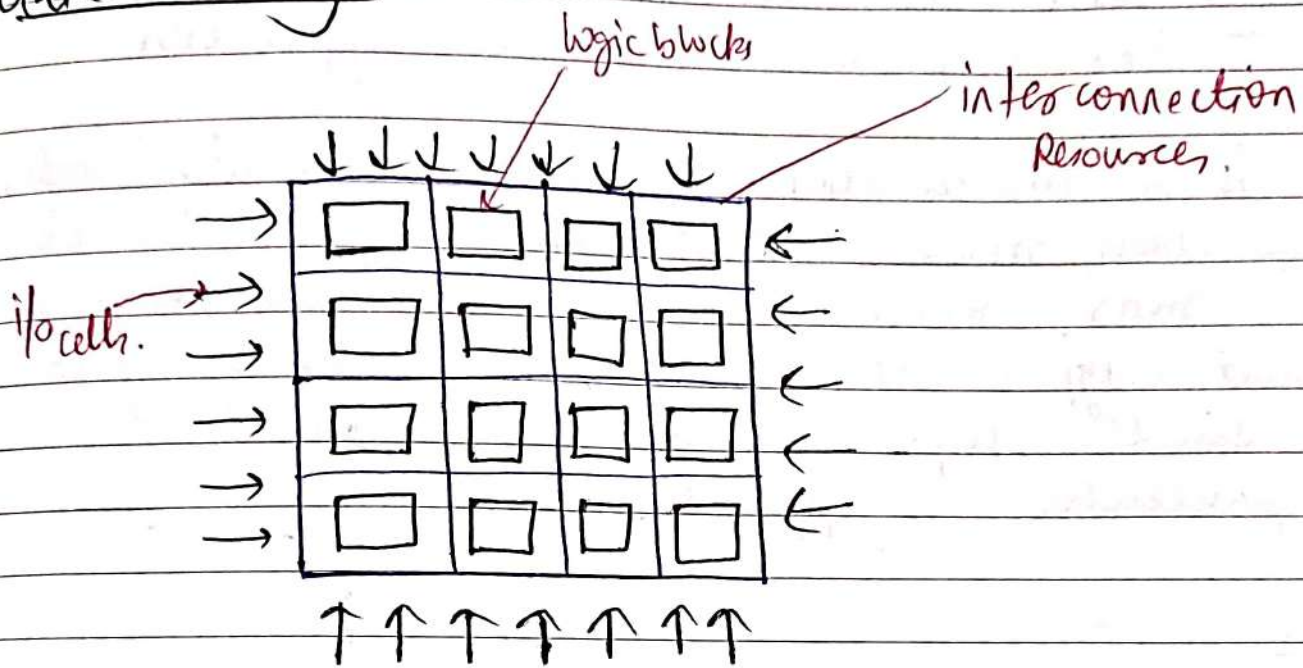
^{Rise}
~~Fall~~ time & fall time.

t_r → Rise time is the time, during transition, when output switches from 10% to 90% of the maximum values.

t_f → fall time is the time, during transition, when o/p switches from 90% to 10% of the maximum value.

~~Gate Array~~.

Gate Array →



- Transistor level masking is fully defined.
- Program wiring & via to implement the desired fn.
- we take die which have all the gates placed but not connected.
- only layout of interconnect is given to fabrication house.

① A gate array circuit is a prefabricated circuit with no particular f^n , in which transistors & other active devices are placed at regular predefined positions.

Advantage

- Reduce the mask cost
- Less time to market

dis.

- size is fixed
- No. of transistors are fixed
- low efficiency.
- suitable for lower production.

ASIC → ASIC is an integrated circuit customized for a particular use or application.

ASIC is a combination of analog function (clock, amplification, noise suppressing), digital function (adder, mux, registers, CPU), programmable logic, different types of memory, power management in a single chip. So here chip is dedicated for a particular application.

Types.

① Semi-custom: It uses predefined logic cell (AND, OR, Flops etc). known as standard cell. The ASIC designer uses all these standard cell stored in the form of library & does placement of these cells & interconnection. All these cells are predefined & so fully optimized. This semi custom design reduces design time & risks. Can also change the transistor size here.

② Full-custom: Here the designers design some or all the logic cell, circuit or layout, interconnection of its own for a specific application.

Its costly, time consuming but provide max performance, minimized area & highest flexibility as designed with own efforts.

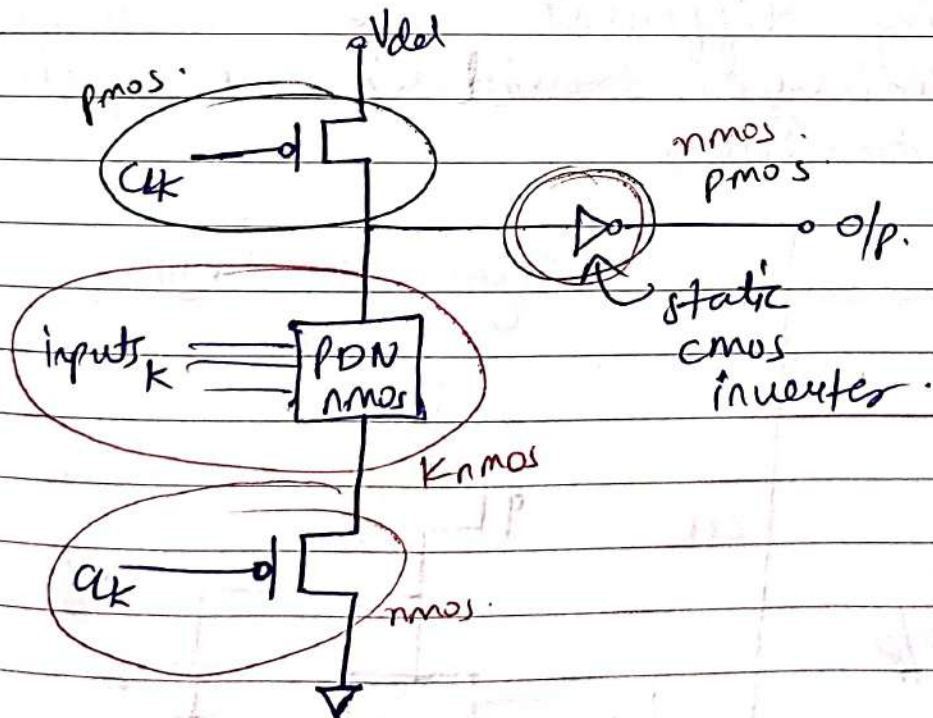
③ Programmable ASIC → FPGA, PLD.

Domino Logic CMOS

In static CMOS, we use PDN made up of pmos.

As pmos have more size, higher load capacitance & slower switching speed, we use dynamic CMOS.

- But if we use dynamic CMOS, there are issues of cascading.
- Soln to cascading problem can be done by domino CMOS.



$$nmos \rightarrow k+1+1$$

$$\rightarrow k+2$$

$$pmos \rightarrow 1+1+1$$

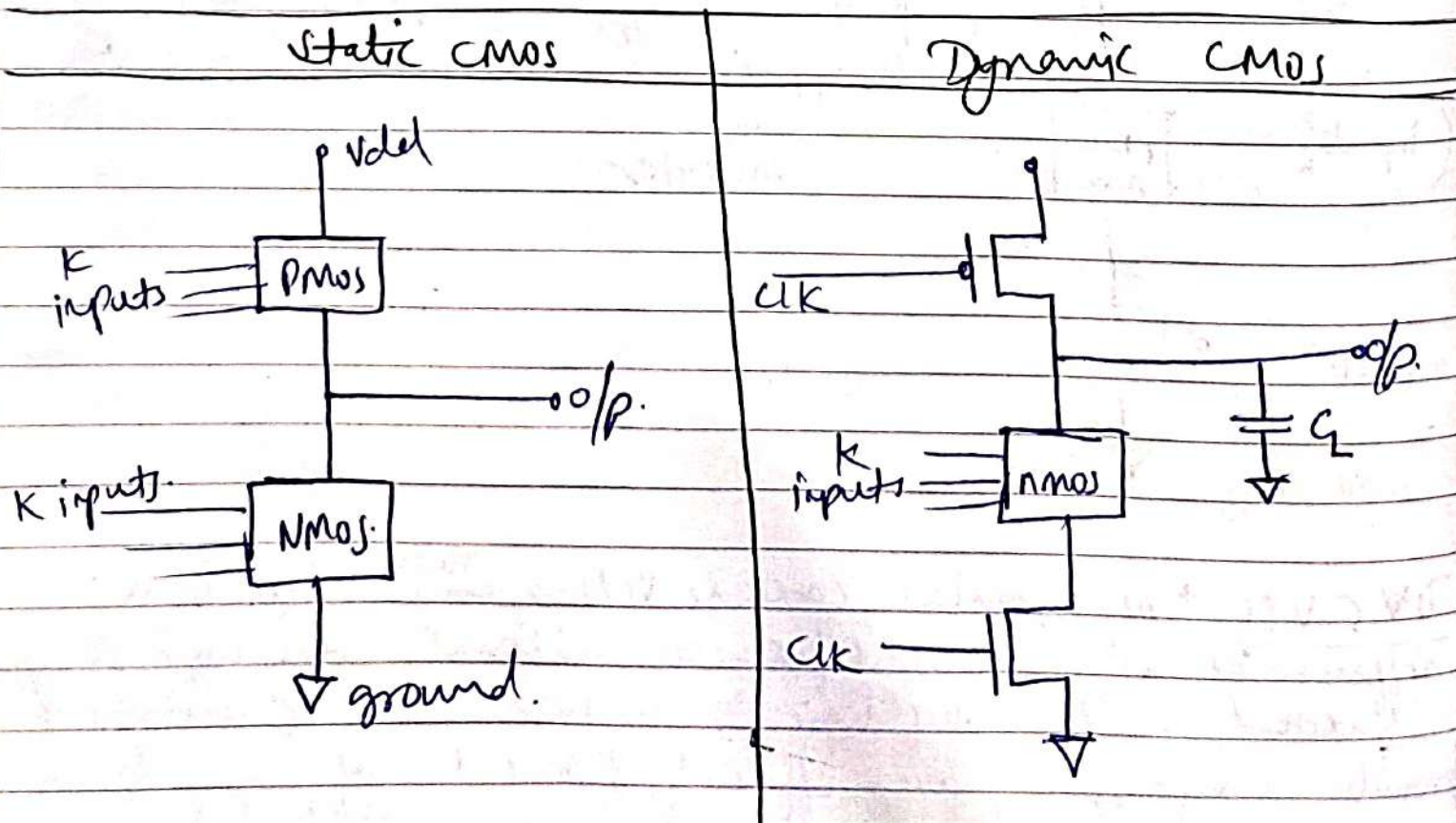
$$\rightarrow 2$$

DVSL → Differential cascode Voltage ^{switch} logic is a differential style derived from conventional CMOS logic & saturated pseudo NMOS logic. It combines their advantages & provide a high speed, area efficient, & rail-to-rail logic design alternative.

Pseudo NMOS logic uses only one PMOS device as a pull-up device for a multi-transistor N-logic block. The used PMOS device has its gate connected to ground & is therefore always "ON".

NP Domino logic & Domino logic is a system design style that eliminates the NMOS-NMOS glitch problem without introducing PMOS-type logic stages.

NP zipper logic & zipper logic is a scheme for improving charge leakage & charge sharing problems. It receives a slightly different clock signals for the pre-charge (discharge) transistors & for pull down (pull up) transistors.



- | | |
|---|--|
| <p>→ $nmos = k$
$pmos = k$.</p> | <p>→ $nmos = k+1$
$pmos = 1$.</p> |
| <p>→ due to $pmos$ overall size is more</p> | <p>→ due to only one $pmos$ overall size is less.</p> |
| <p>→ due to more $pmos$, capacitive loading is more.</p> | <p>→ due to less $pmos$, capacitive loading is less.</p> |
| <p>→ No cascading issues</p> | <p>→ In cascading, some issues.</p> |
| <p>→ No need of pre-charge for operation.</p> | <p>→ Pre-charge of load C_L is needed for dynamic CMOS operation.</p> |
| <p>→ No charge leakage</p> | <p>→ Charge leakage creates problems.</p> |