

# 2022-01-12

## chapter1 ~ 2.3

계인혜



*Be as proud of Sogang  
As Sogang is proud of you*

## ◆ Chapter 1

- Introduction
- 1.1a Timing arc
- 1.1b Unate : Timing arc
- 1.1c Unateness of Complex circuit : Timing arc
- 1.2 LIB File syntax for Complex Circuit : Timing sense

## ◆ Chapter 2

- 2.1 Timing Paths
- 2.2 Time Borrowing
- 2.3a Basic concept of Setup-Hold
- 2.3b Basic concept of Setup-Hold Violation
- 2.3c Examples : Setup-Hold Time / Violation

## ◆ Reasons for performing timing analysis

- Timing Constraints
- Operating Environment
- Component Selection

## ◆ Types of Timing Analysis

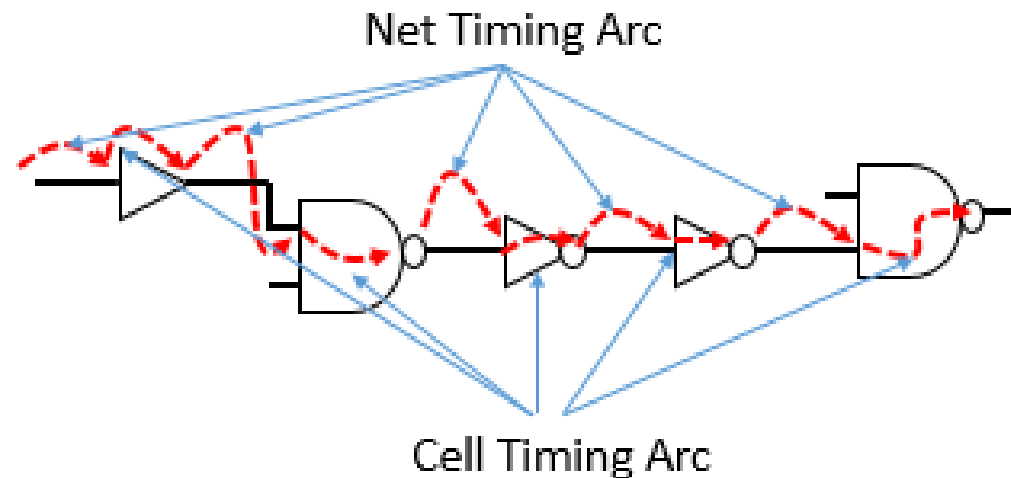
- STA, DTA

◆ **What we are interested in timing analysis.**

- How and when will we get the output after applying a certain input?
- Is there any constraint and if yes, then what are those and on what pin?

◆ **Timing arc : An abstract notion of a timing dependence between the signals at any two related pins of a standard cell.**

- It has a start-point and end-point.
- It can be divided into Net / Cell arc.




## ◆ Unateness : How Input pin is logically connected with output pin?

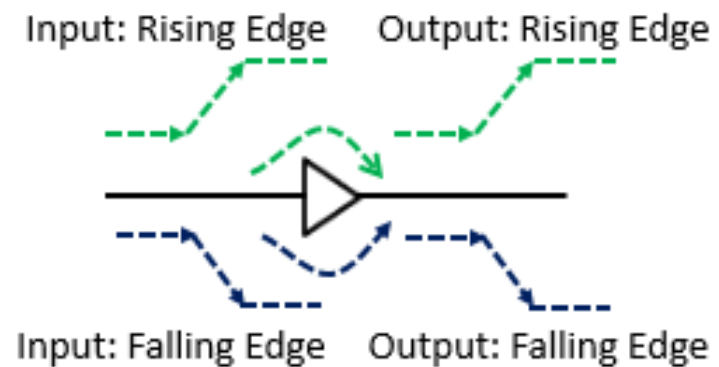
- Positive Unate
  - Rising Input : Rising Output OR No change in Output.
  - Falling Input : Falling Output OR No change in Output.
  - E.g. : BUF, AND, OR
- Negative Unate
  - Rising Input : Falling Output OR No change in Output.
  - Falling Input : Rising Output OR No change in Output.
  - E.g. : INV, NAND, NOR
- Non Unate
  - Output pin is not dependent on single input pin.
  - E.g. : XOR, XNOR

## ◆ Methods to determine the Unateness

- Truth table Method

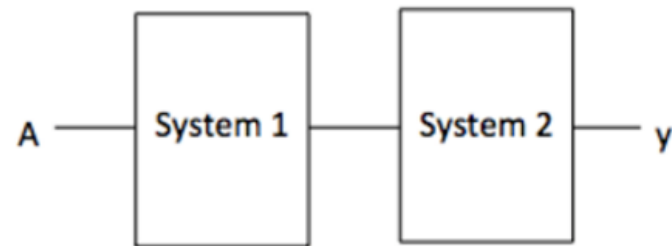


INPUT	OUTPUT
A	
0	1
1	0



## ◆ Methods to determine the Unateness

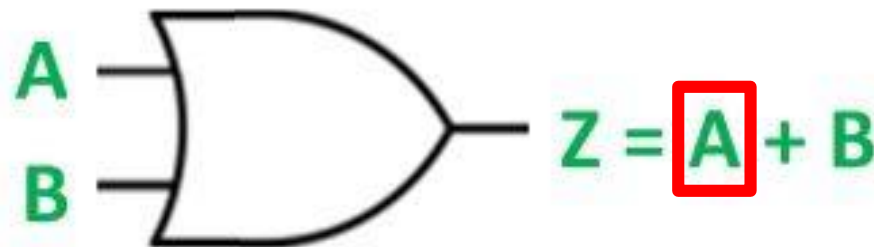
- Circuit Method



System 1 Unate	System 2 Unate	Overall System Unate
Positive	Positive	Positive
Negative	Positive	Negative
Positive	Negative	Negative
Negative	Negative	Positive
Non Unate	Positive / Negative	Non-Unate
Positive / Negative	Non-Unate	Non-Unate
Non Unate	Non Unate	Non Unate

## ◆ Methods to determine the Unateness

- Function Method
  - Positive unate : In SOP representation,  $x'$  doesn't appear.
  - Negative unate : In SOP representation,  $x$  doesn't appear.
  - Non-unate : In SOP representation, both  $x$  and  $x'$  appear.



Z is positive unate with respect to A.



## 1.2b LIB File syntax for Complex Circuit : Timing Sense

```
pin(YS) {  
    direction : output;  
    ....;  
    function : "((A^B)^C)";  
    timing(A_YC) {  
        related_pin : "A";  
        timing_sense : non_unate;  
        ....  
    }  
    timing(B_YC) {  
        related_pin : "B";  
        timing_sense : non_unate;  
        ....  
    }  
    timing(C_YC) {  
        related_pin : "C";  
        timing_sense : non_unate;  
        ....  
    }  
}
```

```
timing(A_Y, B_Y) {  
    related_pin : "A B";  
    timing_sense : positive_unate;  
    ....  
    ....  
}
```

## ◆ For Multiple Input and Single Output

- 2×1 MUX : 2 Input, 1 Select and 1 Output Pin :  $Y = (S' \cdot A) + (S \cdot B)$

```

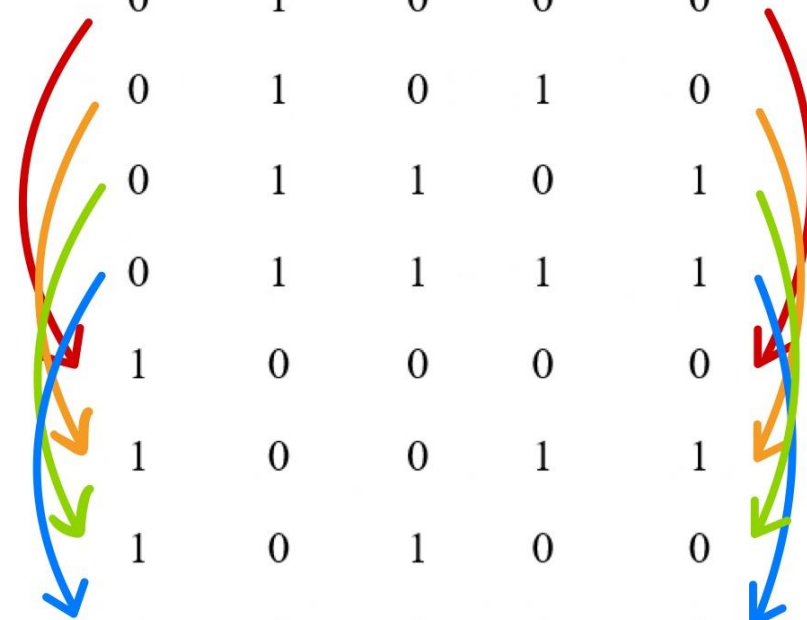
/* ----- */
* Design : MUX2X1 *
* ----- */
cell (MUX2X1) {
    ....
    pin(A) {
        direction : input;
        ....;
    }
    pin(B) {
        direction : input;
        ....;
    }
    pin(S) {
        direction : input;
        ....;
    }
    ....
}

pin(Y) {
    direction : output;
    ....;
    function : "((!S A) + (S B))";
    timing(A_Y) {
        related_pin : "A";
        timing_sense : positive_unate;
        ....
    }
    timing(B_Y) {
        related_pin : "B";
        timing_sense : positive_unate;
        ....
    }
    timing(S_Y) {
        related_pin : "S";
        timing_sense : non_unate;
        ....
    }
}

```

### • Truth table Method

S	S'	A	B	Y
0	1	0	0	0
0	1	0	1	0
0	1	1	0	1
0	1	1	1	1
1	0	0	0	0
1	0	0	1	1
1	0	1	0	0
1	0	1	1	1



No change  
 0->1  
 1->0  
 No change

## ◆ For Multiple Input and Single Output

- AOI gate : 4 Input and 1 Output :  $Y = ((A \cdot B) + (C \cdot D))'$

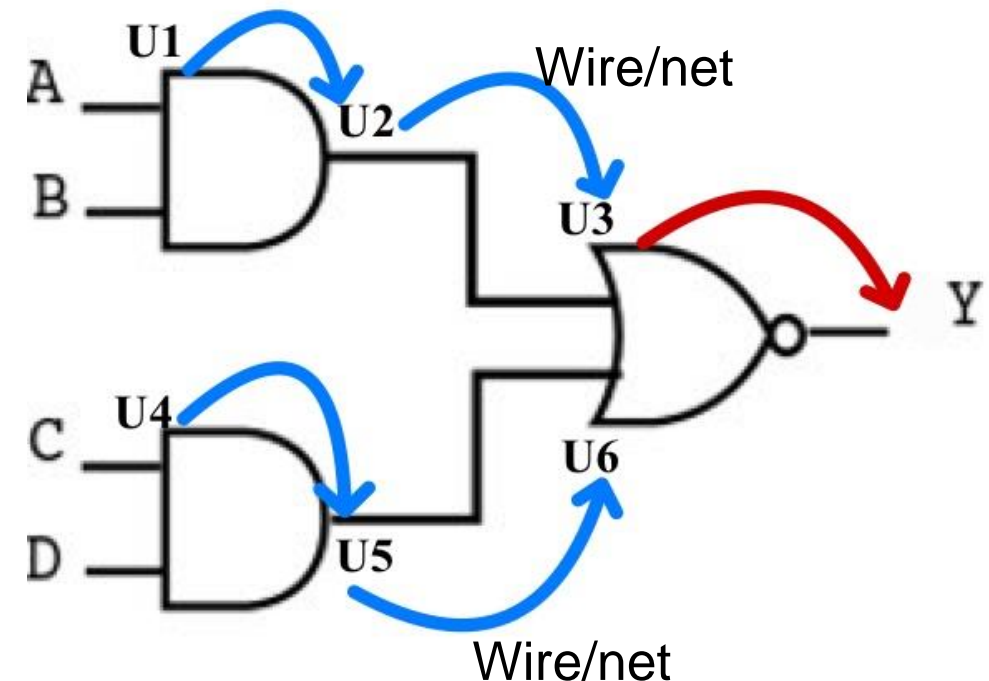
```

/* ----- */
* Design : AOI22X1 *
* ----- */
cell (AOI22X1) {
    ....
    pin(A) {
        direction : input;
        ....;
    }
    pin(Y) {
        direction : output;
        ....;
        function : "!(A B)+(C D)";
        timing(A_Y) {
            related_pin : "A";
            timing_sense : negative_unate;
            ....
        }
    }
}

```

System 1 Unate	System 2 Unate	Overall System Unate
Positive	Positive	Positive
Negative	Positive	Negative
Positive	Negative	Negative
Negative	Negative	Positive
Non Unate	Positive / Negative	Non-Unate
Positive / Negative	Non-Unate	Non-Unate
Non Unate	Non Unate	Non Unate

## • Circuit Method



## ◆ For Multiple Input and Single Output

- OAI gate : 4 Input and 1 Output :  $Y = ((A+B) \cdot (C+D))'$

```

/* ----- */
* Design : OAI22X1 *
* ----- */
cell (OAI22X1) {
    ....
    pin(A) {
        direction : input;
        ....;
    }
    pin(B) {
        direction : input;
        ....;
    }
    pin(C) {
        direction : input;
        ....;
    }
    pin(D) {
        direction : input;
        ....;
    }
}

pin(Y) {
    direction : output;
    ....;
    function : "(!((A+B) (C+D)))";
    timing(A_Y) {
        related_pin : "A";
        timing_sense : negative_unate;
        ....
    }
    timing(B_Y) {
        related_pin : "B";
        timing_sense : negative_unate;
        ....
    }
    timing(C_Y) {
        related_pin : "C";
        timing_sense : negative_unate;
        ....
    }
    timing(D_Y) {
        related_pin : "D";
        timing_sense : negative_unate;
        ....
    }
}

```

### • Function Method

Positive unate : In SOP representation, x' doesn't appear.

Negative unate : In SOP representation, x doesn't appear.

Non-unate : In SOP representation, both x and x' appear.

$$Y = ((A+B) \cdot (C+D))'$$

$$= \underline{A}' \cdot B' + C' \cdot D'$$

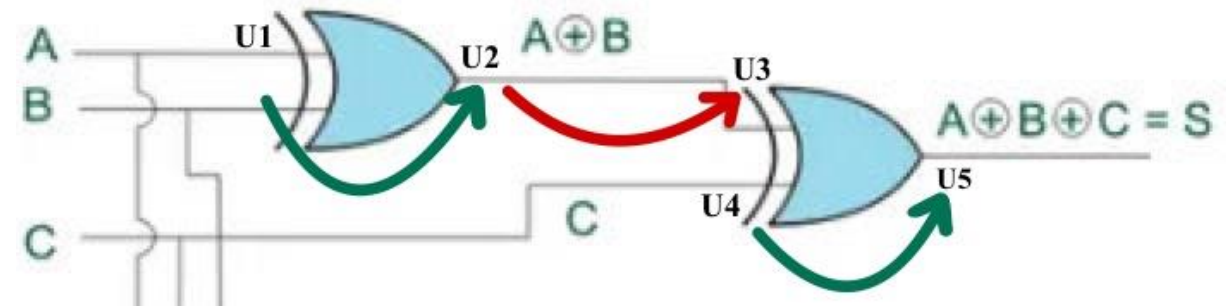
## ◆ For Multiple Input and Multiple Output

- Full Adder :  $YC = ((A \cdot B) + (B \cdot C)) + (C \cdot A)$ ,  $YS = (A \wedge B) \wedge C$

```
pin(YC) {
  direction : output;
  ....;
  function : "(((A B)+(B C))+(C A))";
  timing(A_YC) {
    related_pin : "A";
    timing_sense : positive_unate
    ....
  }
  timing(B_YC) {
    related_pin : "B";
    timing_sense : positive_unate
    ....
  }
  timing(C_YC) {
    related_pin : "C";
    timing_sense : positive_unate
    ....
  }
}
```

```
pin(YS) {
  direction : output;
  ....;
  function : "((A^B)^C)";
  timing(A_YC) {
    related_pin : "A";
    timing_sense : non_unate;
    ....
  }
  timing(B_YC) {
    related_pin : "B";
    timing_sense : non_unate;
    ....
  }
  timing(C_YC) {
    related_pin : "C";
    timing_sense : non_unate;
    ....
  }
}
```

## • Circuit Method



## ◆ For Multiple Input and Single Output

- 2×1 MUX : 2 Input, 1 Select and 1 Output Pin(Other configuration) :  $Y = ((S \cdot A) + (S' \cdot B))'$

```
pin(Y) {
  direction : output;
  ....;
  function : "(!((S A) + (!S B)))";
  timing(A_Y) {
    related_pin : "A";
    timing_sense : negative_unate;
    ....
  }
  timing(B_Y) {
    related_pin : "B";
    timing_sense : negative_unate;
    ....
  }
  timing(S_Y) {
    related_pin : "S";
    timing_sense : non_unate;
    ....
  }
}
```

### • Function Method

Positive unate : In SOP representation, x' doesn't appear.

Negative unate : In SOP representation, x doesn't appear.

Non-unate : In SOP representation, both x and x' appear.

$$\begin{aligned}
 Y &= ((S \cdot A) + (S' \cdot B))' \\
 &= (S' + A) \cdot (S + B') \\
 &= S \cdot S' + S' \cdot B' + A \cdot S + A \cdot B' \\
 &= \underline{S'} \cdot B' + A \cdot \underline{S} + A \cdot B' \text{ (SOP form)}
 \end{aligned}$$

## ◆ STA(Static Timing Analysis) vs. DTA(Dynamic Timing Analysis)

STA	DTA
Can report false errors	Doesn't report false errors
Less accurate	More accurate
Doesn't check logic operations	Checks the functionality of circuits
Fast	Slow
More thorough	Less thorough

Thorough Fast ⇒ Because STA doesn't need to simulate multiple possible logic conditions.

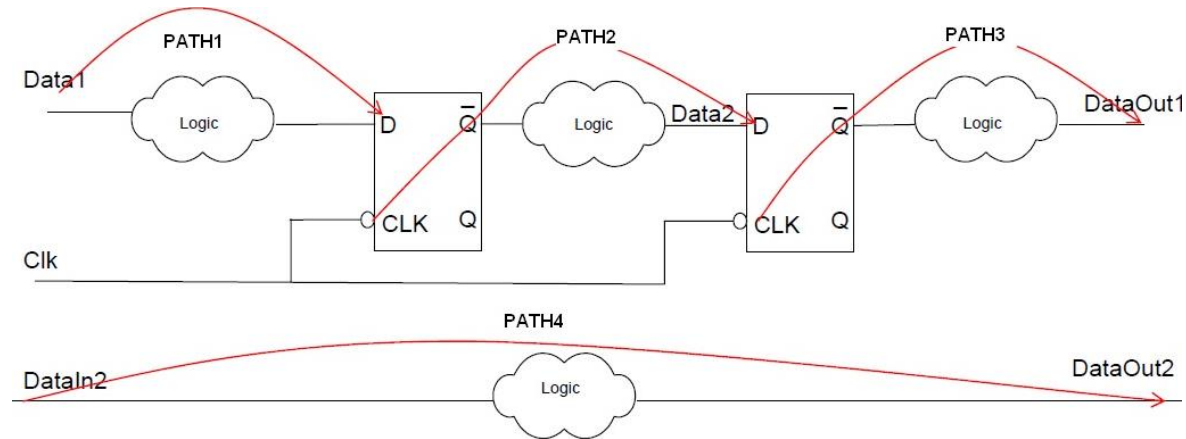
## ◆ Characteristics of STA

- It performs timing analysis on all possible paths. (real/false paths)
- It's efficient only for fully synchronous designs.
- All paths that are constrained by the clock should be constrained.

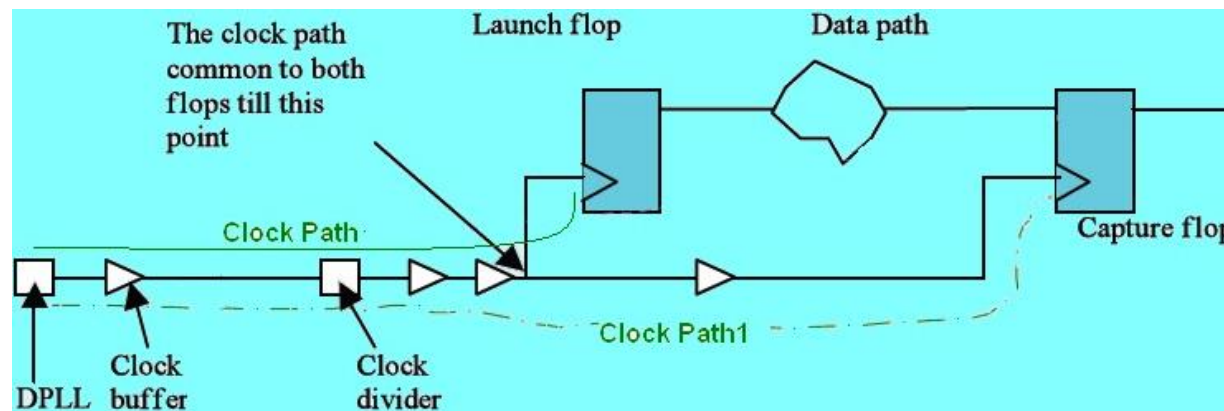


## ◆ Types of Paths for Timing analysis

### ■ Data Path



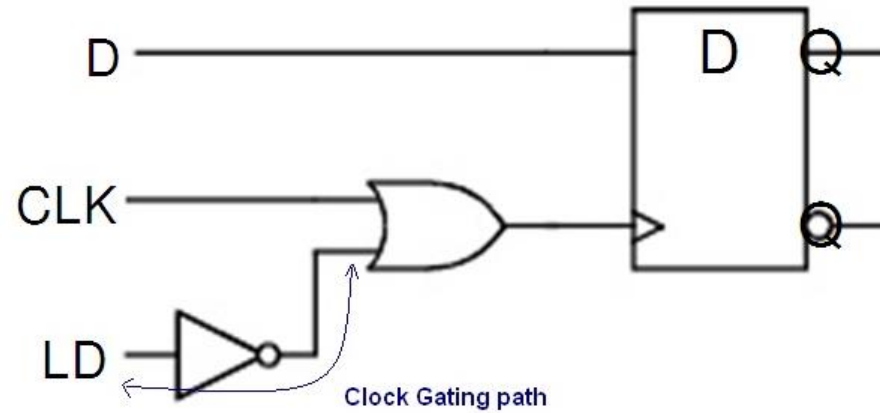
### ■ Clock Path



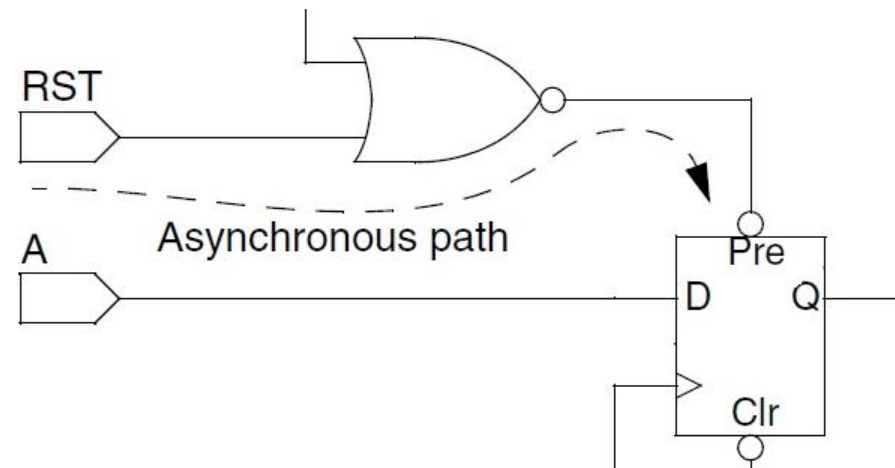


### ◆ Types of Paths for Timing analysis (cont.)

- Clock Gating Path



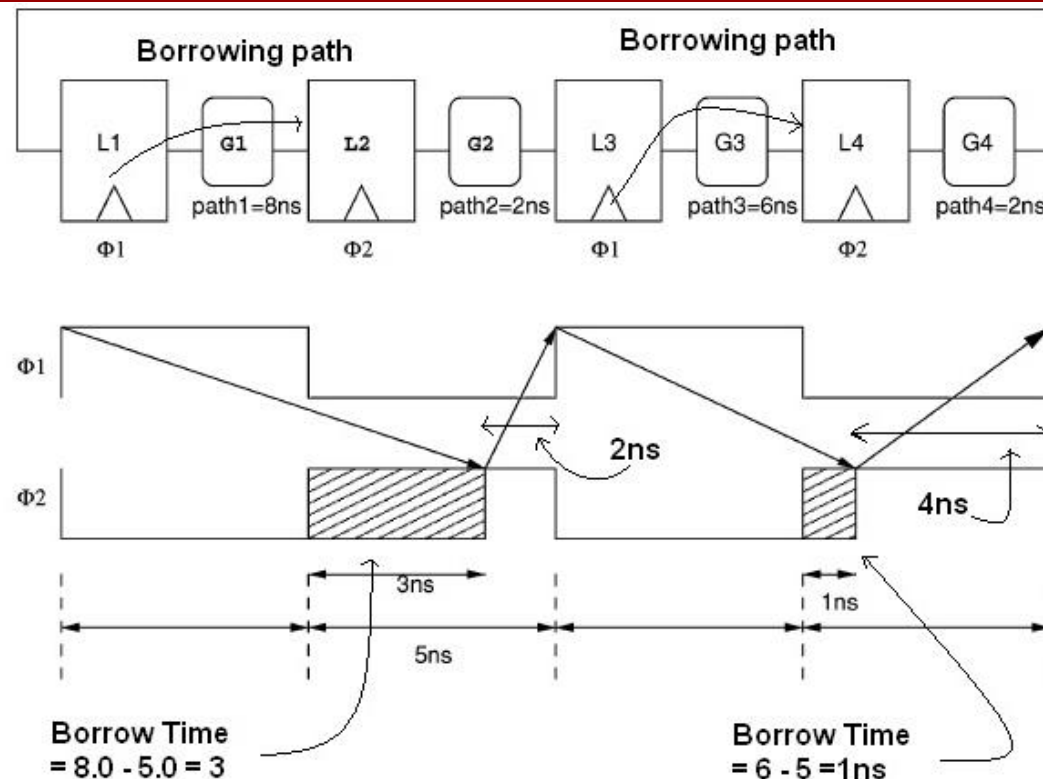
- Asynchronous Path



### ◆ Other types of Paths for Timing analysis (cont.)

- Critical Path
  - The path which creates Longest delay.
- False path
  - Physically exist in the design but those are logically / functionally incorrect path.
- Single cycle Path
  - The path that is designed to take only one clock cycle for the data to propagate.
- Multicycle Path
  - The path that is designed to take more than one clock cycle for the data to propagate.
- Longest Path (Worst Path / Max Path)
  - The path that takes longest time
- Shortest Path (Best Path / Min Path)
  - The path that takes the shortest time

## 2.2 Time Borrowing



- ◆ Launching & capturing latches use the same phase of the same clock.
- ◆ Time borrowing typically only affects setup slack calculation since it slows the data arrival times.
- ◆ Time borrowing can be multistage.
- ◆ **Maximum Borrow Time** : (Clock pulse width) – (Setup time of the Latch)
- ◆ **Negative Borrow Time** : (Arrival time) – (Clock edge) < 0, No borrowing.

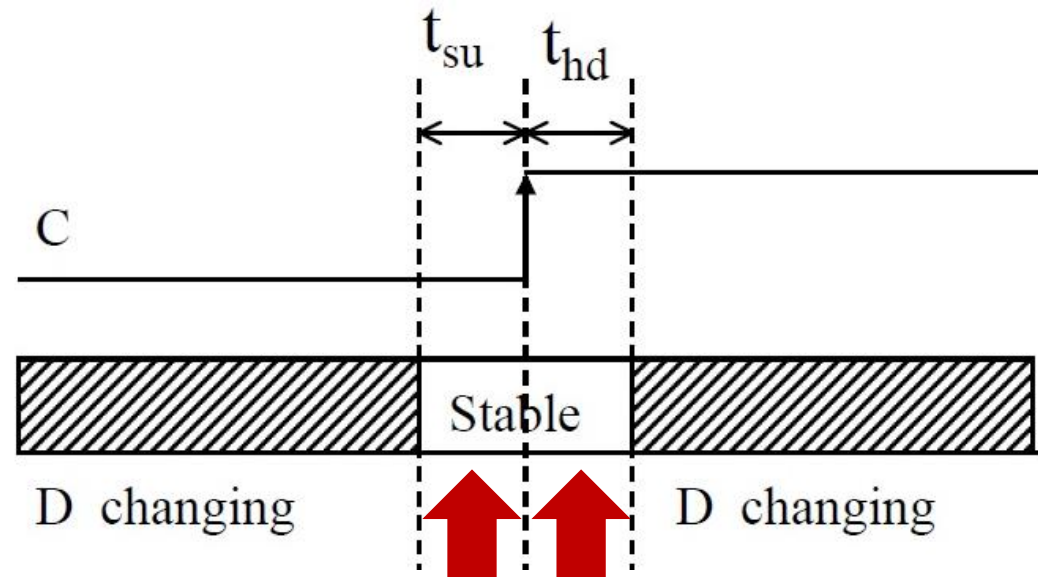
## 2.3a Basic Concept of Setup-Hold

### ◆ Setup time

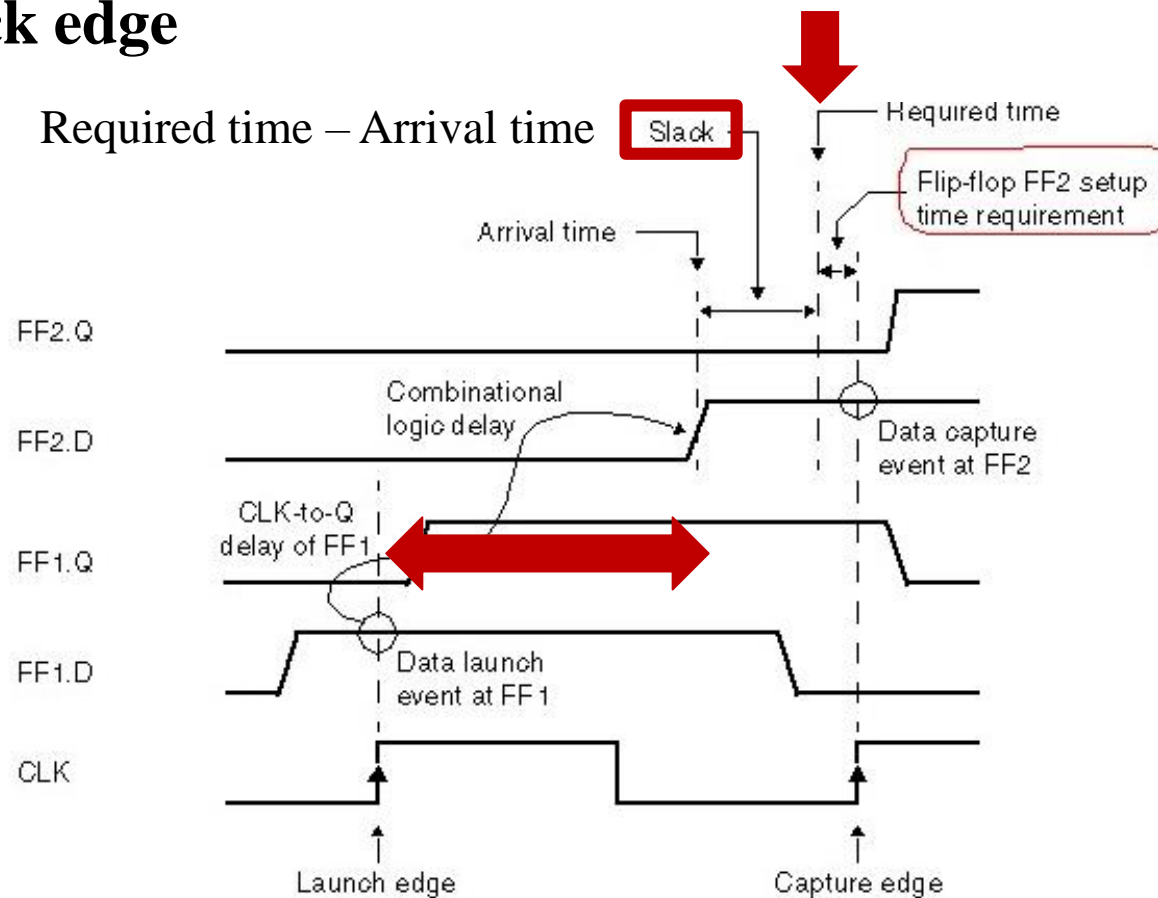
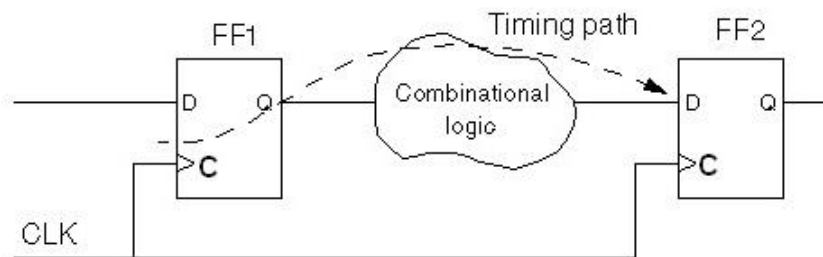
- Time when input data is available and stable before the clock pulse is applied.

### ◆ Hold time

- Time after clock pulse where data input is held stable.

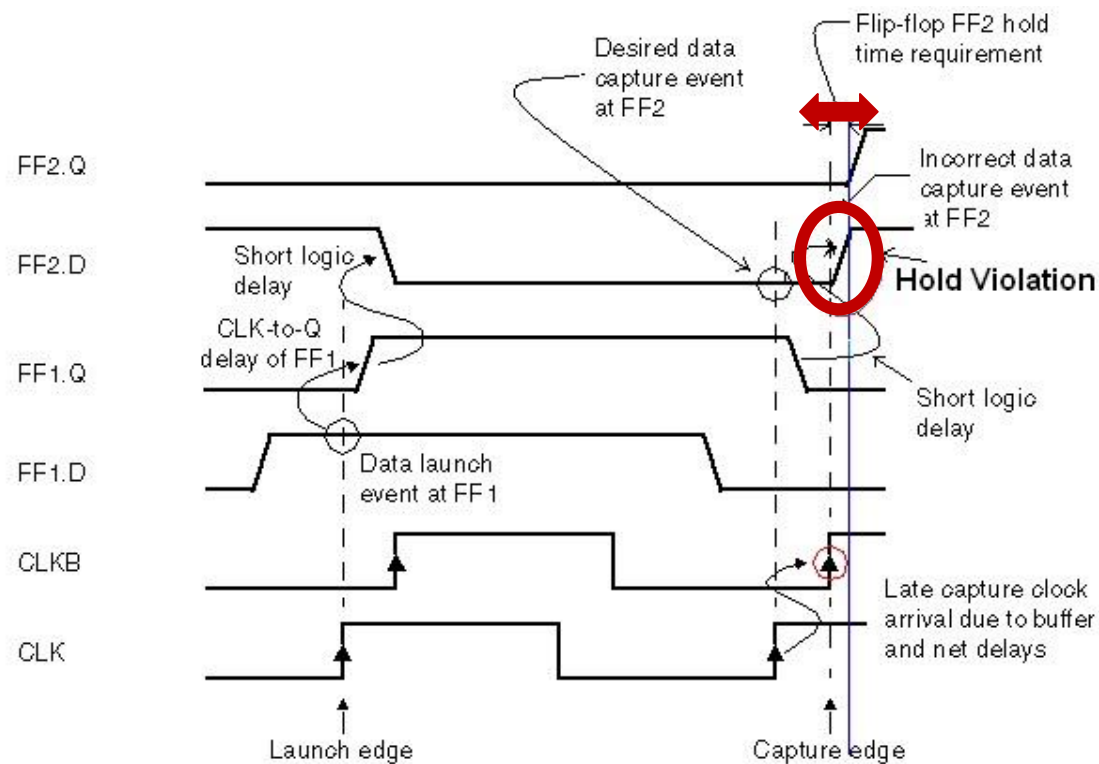
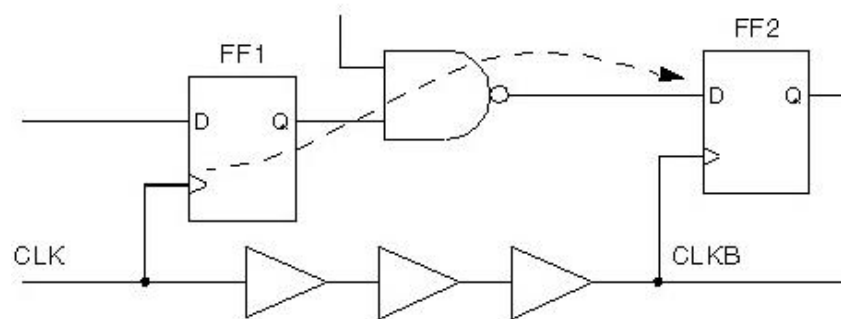


### ◆ Setup Check timing – At next clock edge



## 2.3b Basic Concept of Setup-Hold Violation

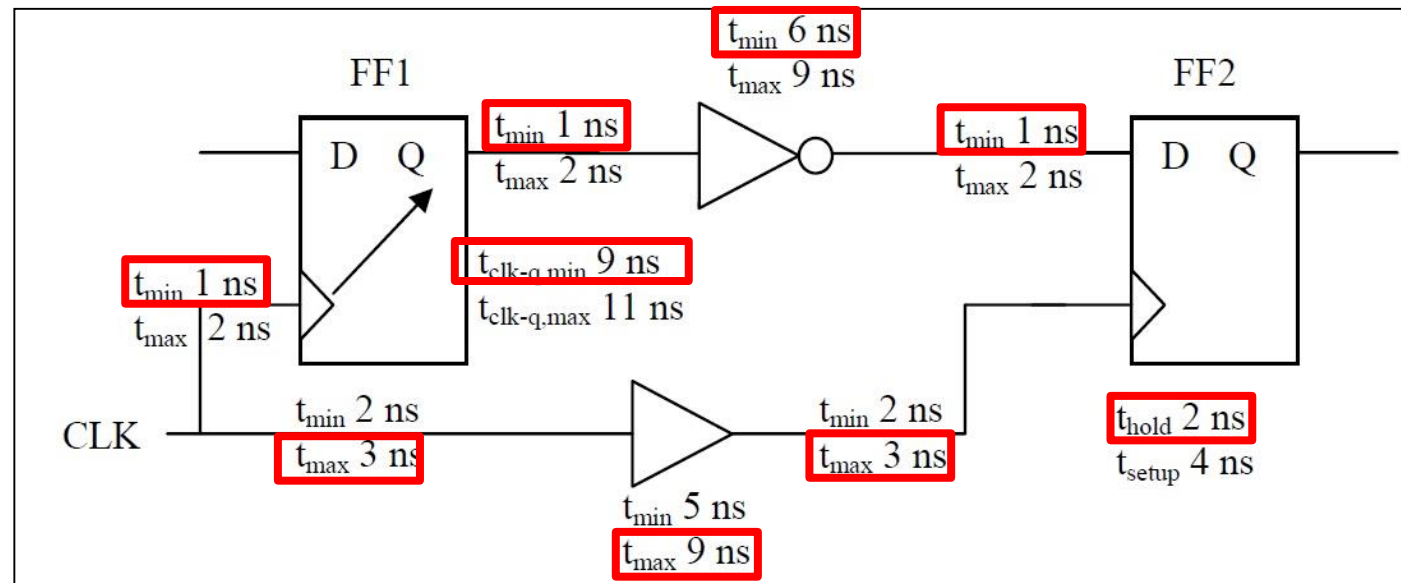
### ◆ Hold Check timing – At same clock edge



## 2.3c Examples : Setup-Hold Time / Violation

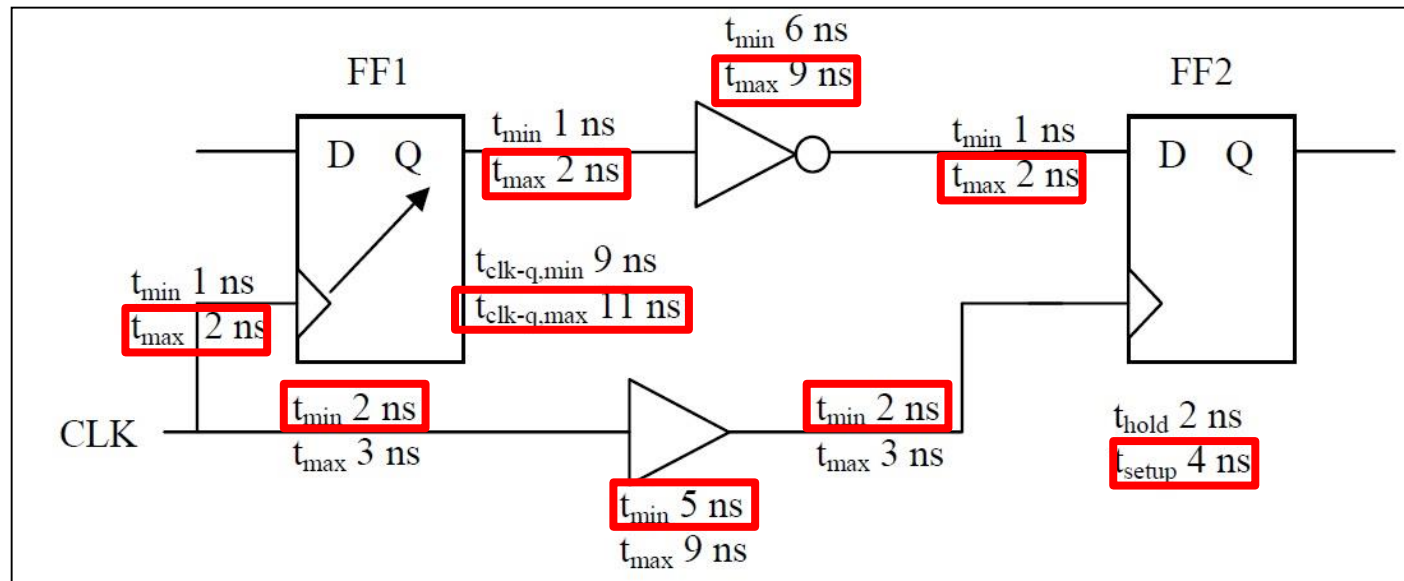
◆ In the following circuit, find out whether there is any Setup or Hold violation?

- Hold analysis
  - Minimum delay along the data path, Maximum delay along the clock path
  - Data path : CLK => FF1/CLK => FF1/Q => INV => FF2/D
    - $1 + 9 + 1 + 6 + 1 = 18\text{ns}$
  - Clock path : CLK => BUF => FF2/CLK
    - $3 + 9 + 3 + 2 = 17\text{ns}$
  - Hold slack =  $T_d - T_{clk} = 18\text{ns} - 17\text{ns} = 1\text{ns} > 0 \Rightarrow$  No hold violation!



- Setup analysis

- Maximum delay along the data path, Minimum delay along the clock path
- Data path : CLK => FF1/CLK => FF1/Q => INV => FF2/D
  - $2 + 11 + 2 + 9 + 2 = 26\text{ns}$
- Clock path : CLK => BUF => FF2/CLK
  - $15 + 2 + 5 + 2 - 4 = 20\text{ns}$
- Setup slack =  $T_{\text{clk}} - T_{\text{d}} = 20\text{ns} - 26\text{ns} = -6\text{ns} < 0 \Rightarrow$  Setup violation!





- ◆ <http://88physicaldesign.blogspot.com/2015/09/cell-delay-and-net-delay.html>
- ◆ <http://www.vlsijunction.com/2015/10/sta-vs-dta.html>
- ◆ <http://www.vlsi-expert.com/2011/03/static-timing-analysis-sta-basic-timing.html>
- ◆ <http://www.vlsi-expert.com/2018/01/unateness-of-complex-circuit-timing-arc.html>