Cell/Block Nomenclature

# Reference Chart

# Name Properties

* Chip cells are prefixed with $\_
* Four types of Chips exist, distinguished by alphabetical tag (binary logic)
  + No Tag: Vanilla chip
  + A: Has (A)bsorber
  + B: Has (B)eEST logo
  + C: (A+B) Has both Absorber and BeEST Logo
* Number of X’s that prefix a cell indicate its depth
  + X\_ cells exist in chip cells directly
  + XX\_ cells exist in X\_ cells
* Bay cells include the groups of 8 pixels on 128-pixel chips that share a common ground
  + Includes all features within cell footprint, including thermalizer
  + Quadrants are the 9-pixel counterpart on 32-pixel chips
    - Quadrant cells are unnecessary, however, because there aren’t any “thermalizer islands” that arise on the 32-pixel layouts
* Pad(s) is(are) the bond pad (array)
* Traces include wiring and thermalizer between the bay and pad footprints