A Fast-Lock All-Digital PLL with a TDC-based FLL

Changhoon Chae and Jongsun Kim
Department of Electronic and Electrical Engineering, Hongik University, Seoul, Korea js.kim@hongik.ac.kr

Abstract— This paper presents a fast-lock all-digital phase-locked loop (PLL) for double-data rate (DDR) interface and zero-delay buffer applications. The proposed PLL utilizes a new time-to-digital converter (TDC)-based frequency-locked loop (FLL) to achieve a fast lock time. Implemented in a 40-nm 1.1V CMOS process, the proposed PLL achieves an operating frequency range of 1.5–3.2 GHz. It achieves a frequency lock time of approximately 100 ns and a phase lock of 310 ns or less. The simulated RMS jitter is 0.87 ps at 2.7 GHz. It occupies a core area of only 0.0345 mm² and consumes a power of 6.2 mW at 2.7 GHz.

Keywords; RCD, PLL, TDC, FLL, DLL

I. Introduction

A registering clock driver (RCD) [1] is an electronic component that distributes clock signals to various DDR4 and DDR5 memory modules and subsystems in a computer or electronic system, ensuring synchronized and minimal skew signals. The RCD market is growing rapidly due to the rising demand for high-performance computing systems and data centers, which require efficient clock distribution networks. RCDs are essential for precise and reliable clock distribution in these systems. A key technical element in RCD technology is the design of fast-lock phase-locked loops (PLLs).

PLLs are being adopted over delay-locked loops (DLLs) for clock generation in RCDs that do not require frequency multiplication [2]. This is due to PLLs' ability to filter jitter effectively through their limited loop bandwidth, a critical feature for RCD applications. Unlike DLLs, which have allpass jitter transfer characteristics, PLLs offer essential jitter suppression for stable and reliable clock distribution, particularly in I/O interface systems where there is latency mismatch between the clock and data paths [3]. In addition, the fast-lock feature allows the PLL to quickly achieve phase and frequency lock with the reference clock, reducing the time it takes to stabilize the clock signal after power-up or frequency changes. However, [2] does not address the fast-lock function.

This paper presents a novel fast-lock all-digital PLL (ADPLL) for RCD applications. The ADPLL employs a new time-to-digital converter (TDC)-based FLL to achieve rapid lock times. Implemented in a 40-nm 1.1V CMOS process, the ADPLL operates within a frequency range of 1.5 to 3.2 GHz. It achieves frequency and phase lock within 310 ns. Post-layout simulations indicate an RMS jitter of 0.87 ps, with a power consumption of 6.2 mW at 2.7 GHz.

II. PROPOSED ADPLL ARCHITECTURE

Fig.1 shows the block diagram of the proposed ADPLL. It consists of a bang bang phase detector (BBPD), a main digital

loop filter (Main_DLF), a frequency-locked loop DLF (FLL_DLF), a digitally controlled oscillator (DCO), a 1/32 divider, a 2-to-1 multiplexer (MUX), and a TDC-based FLL. The FLL consists of a MUX, a D flip-flop, cyclic Vernier TDC, two registers (A and B), a 9-bit comparator, and a FLL controller.

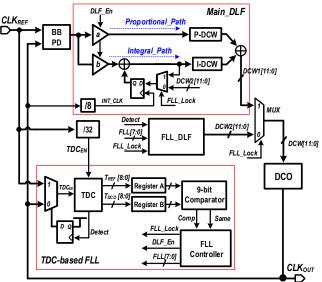


Fig. 1. Block diagram of the proposed ADPLL

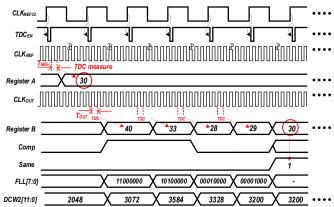


Fig. 2. Frequency locking process of the proposed TDC-based FLL

Fig.2 shows the frequency locking process of the proposed TDC-based FLL. When the TDC_{EN} signal is enabled, the period of the reference clock (= T_{REF}) is measured by the cyclic-Vernier TDC [4] and stored in the register A. Then, when the TDC_{EN} signal is activated repeatedly, the TDC measures the period of the output clock (= T_{OUT}) and stores it in the register B. The 9-bit comparator compares the values of

register A and register B, adjusting the FLL[7:0] control signal of the FLL_DLF using a successive approximation register (SAR)-controlled binary search algorithm until the values match and the "Same" signal is asserted. At the start of PLL operation, the DCW2[11:0] value initializes at the midpoint and is directly applied to DCW[11:0], the DCO control signal, enabling rapid frequency lock completion.

Once frequency locking is achieved and the FLL_Lock and DLF_EN signals are activated, the TDC-based FLL is disabled. The system then switches to phase locking mode, where the BBPD and the Main DLF become operational.

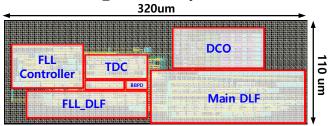


Fig. 3. Chip layout of the proposed ADPLL

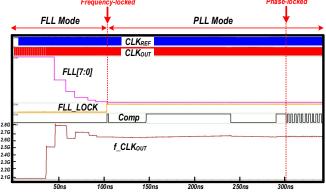


Fig. 4. Post-layout simulated locking process of the ADPLL at 2.7 GHz

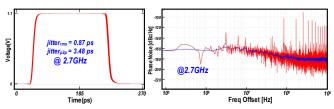


Fig. 5. Post-layout simulated jitter and phase noise simulation results at 2.7 GHz

III. EXPERIMENTS RESULTS

The proposed ADPLL is implemented in a 40nm 1.1-V CMOS process. Fig. 3 shows the layout of the proposed ADPLL with an active area of only 0.0345 mm². Fig. 4 displays the post-layout simulated locking process of the ADPLL at 2.7 GHz. The TDC-based FLL achieves frequency lock within approximately 100 ns. Subsequently, the system transitions to operate as a digital bang-bang PLL, achieving

phase lock with a total lock time of approximately 310 ns. Fig. 5 shows the post-layout simulated jitter and phase noise performance at 2.7 GHz. The proposed PLL achieves a peak-to-peak (p-p) and an RMS jitter of 3.48 ps and 0.87 ps, respectively. Table 1 provides a performance comparison between the proposed ADPLL and other digital PLLs with high loop bandwidth.

IV. CONCLUSION

In this paper, a fast-lock all-digital PLL designed for DDR4/DDR5 RCD applications is introduced. The proposed all-digital PLL incorporates an innovative TDC-based FLL to achieve a rapid frequency lock time of just 100 ns, contributing to a total lock time of under 310 ns. Implemented in a 40-nm CMOS process, the PLL operates with a power consumption of only 6.2 mW at 2.7 GHz and supports a frequency range of 1.5–3.2 GHz. The simulated RMS jitter at 2.7 GHz is only 0.87 ps.

TABLE I. PERFORMANCE COMPARISON

| | [2] | [5] | [6] | This work* |
|-----------------------|----------|----------|---------------|------------|
| Process [nm] | 28 | 65 | 28 | 40 |
| Supply [v] | 1.1 | 1.3 | 1.0 | 1.1 |
| Output freq. (GHz) | 1.05-3.2 | 3.35-5.6 | 3.25- 6.25 | 1.5–3.2 |
| RMS jitter (ps) | 0.27 | 1.8 | 1.15 | 0.87 |
| Power (mW) | 12.1 | 22.5 | 21.23 | 6.2 |
| Lock time (µs) | - | 2.19 | 1.5 | 0.31 |

^{*} Post-layout simulation results

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