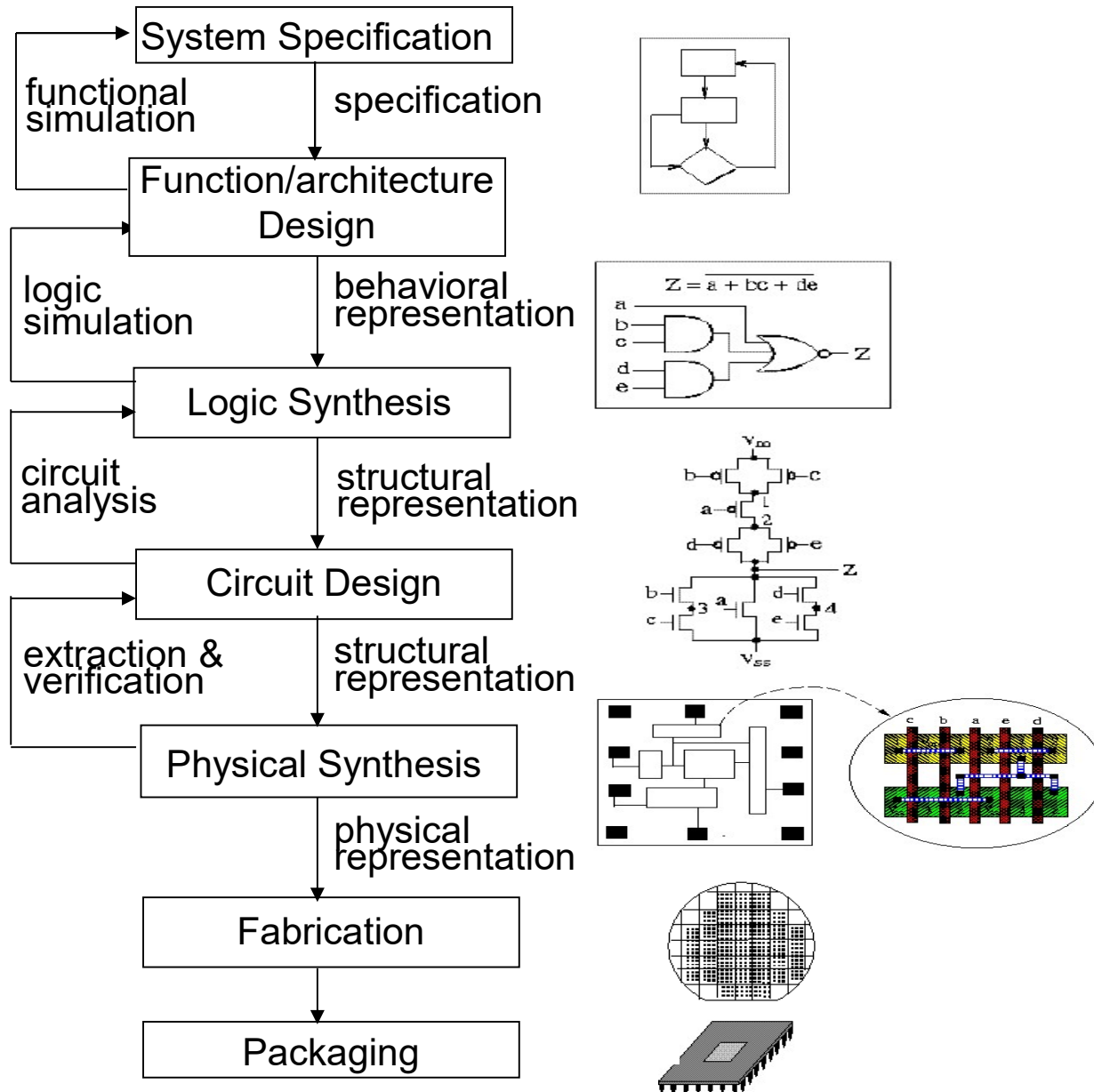


Layout and Stick Diagrams

VLSI Design Flow



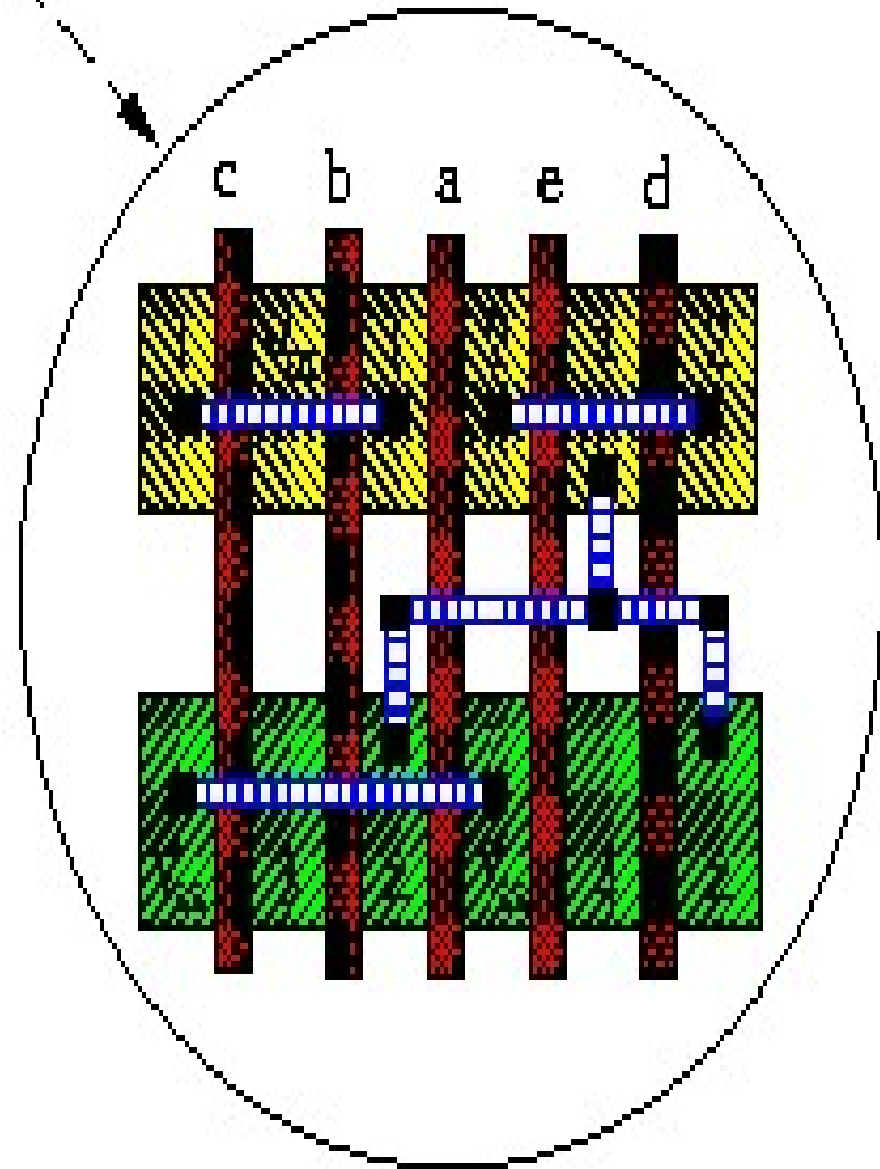
Layout

Layout consists of creating appropriate masks that define the sizes and locations of sources, drains, gates, and the necessary interconnections

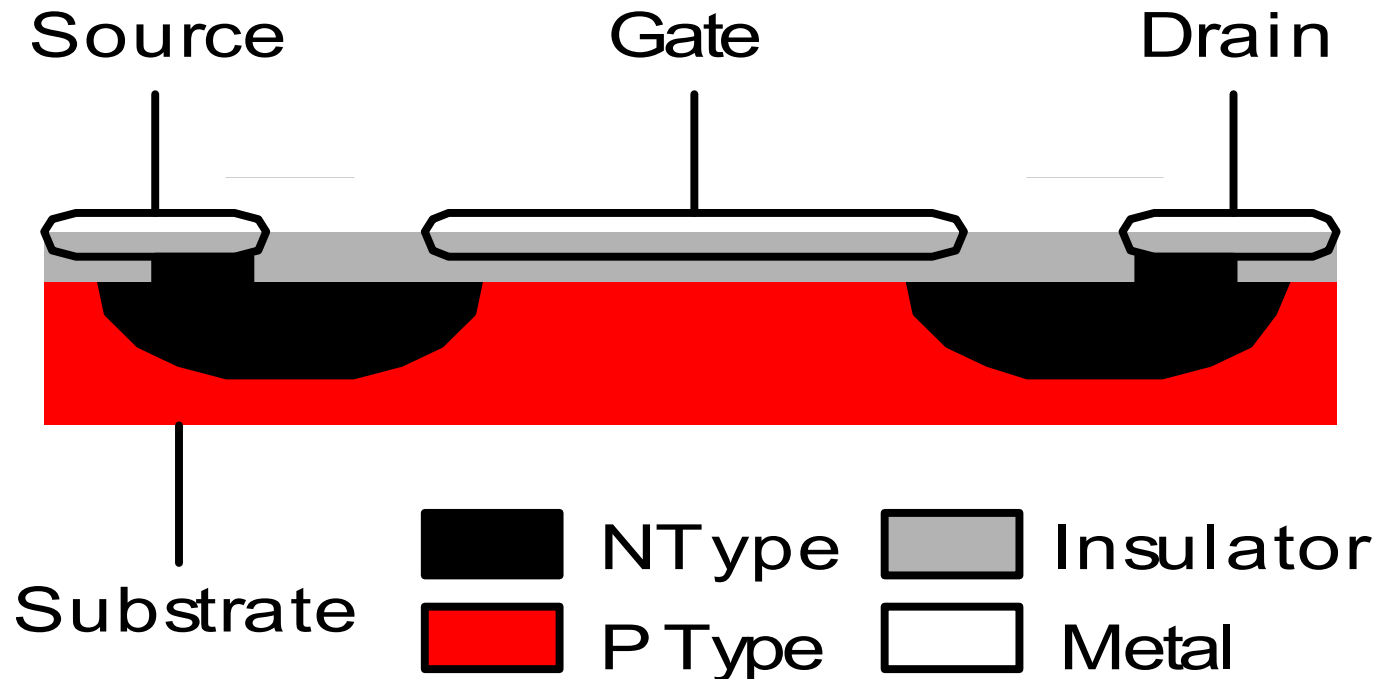
Layout is the lowest level of design abstraction for VLSI

Layout is directly sent to the manufacturer

Layout determines the circuit topology and the characteristics of components



MOSFET: Metal Oxide Semiconductor Field-Effect Transistor



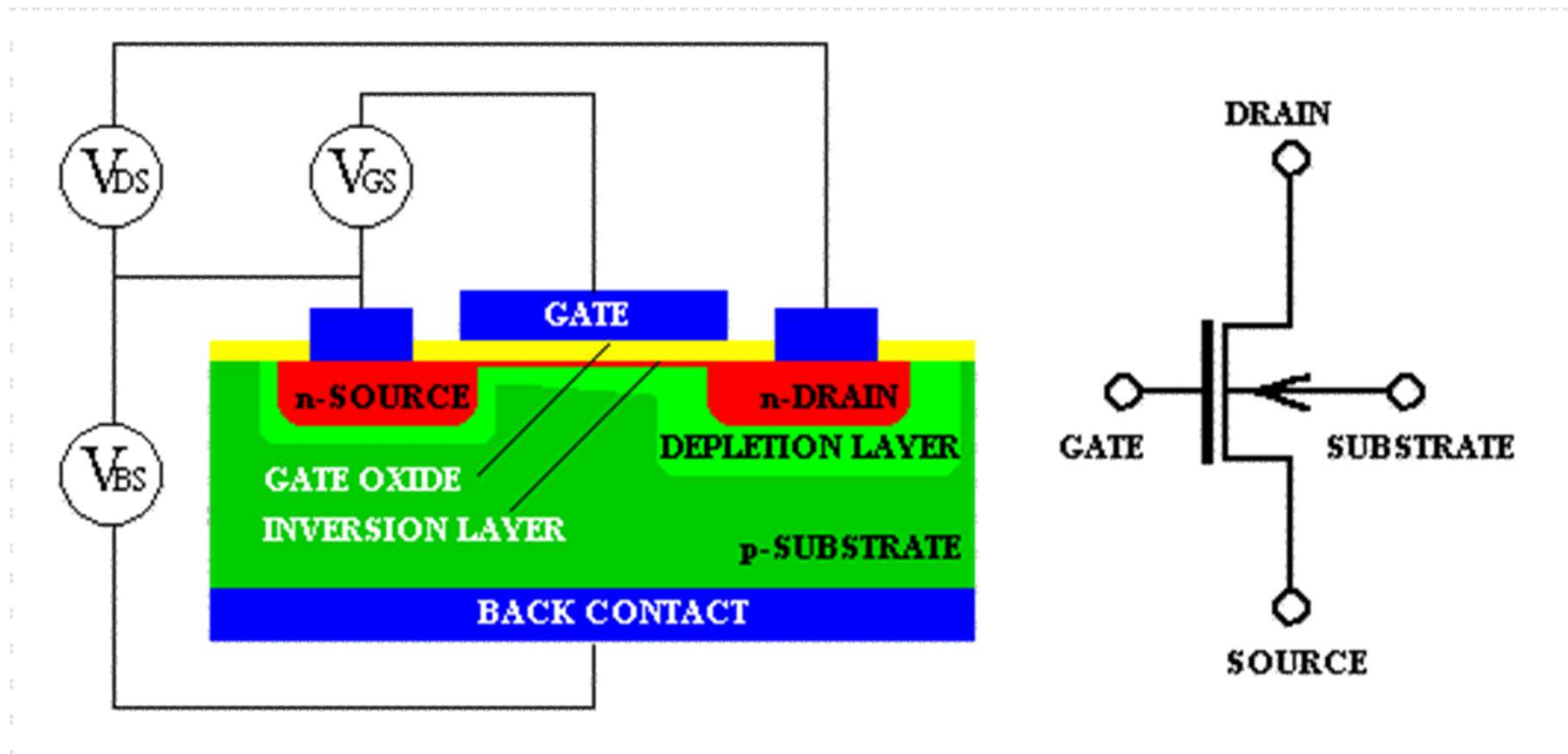
n channel MOSFET

In lightly doped p-type substrate, two highly doped n regions (source and drain) are diffused

Insulator is grown over surface and holes are cut into it to have contact with source and drain

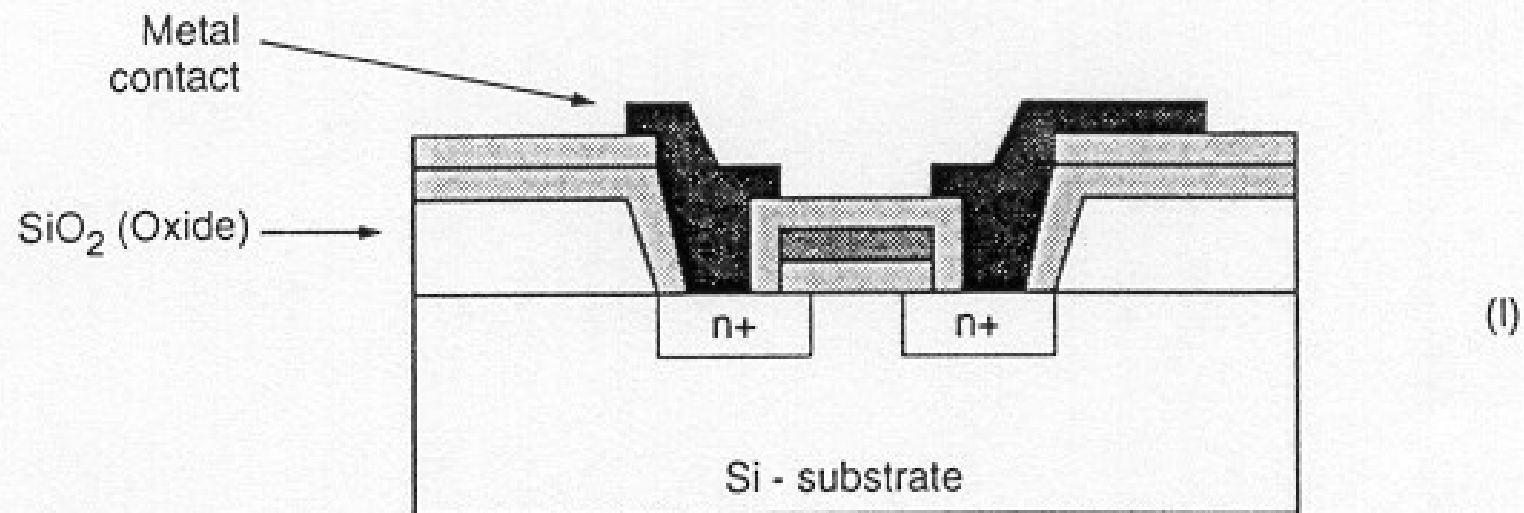
For Si substrate, SiO_2 is used as the Insulator

Metal-Oxide-Semiconductor Field-Effect Transistor (MOSFET)



n-channel

NMOS

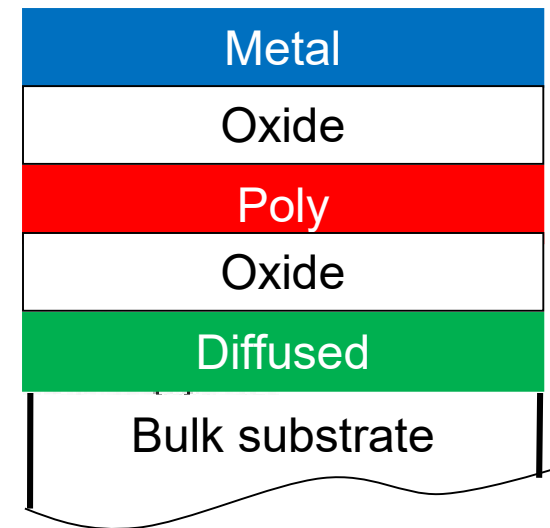


MOS Metalization process

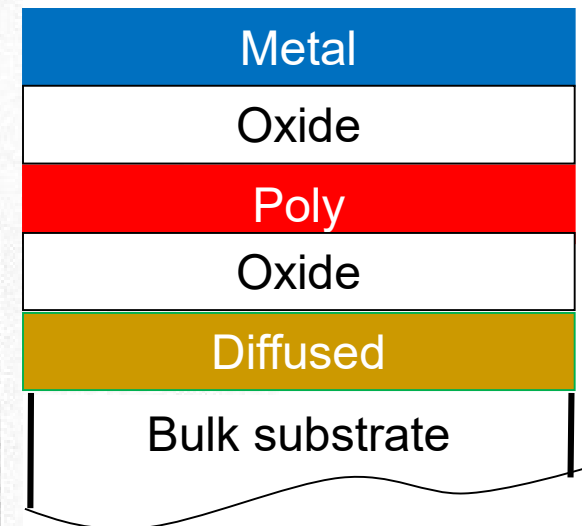
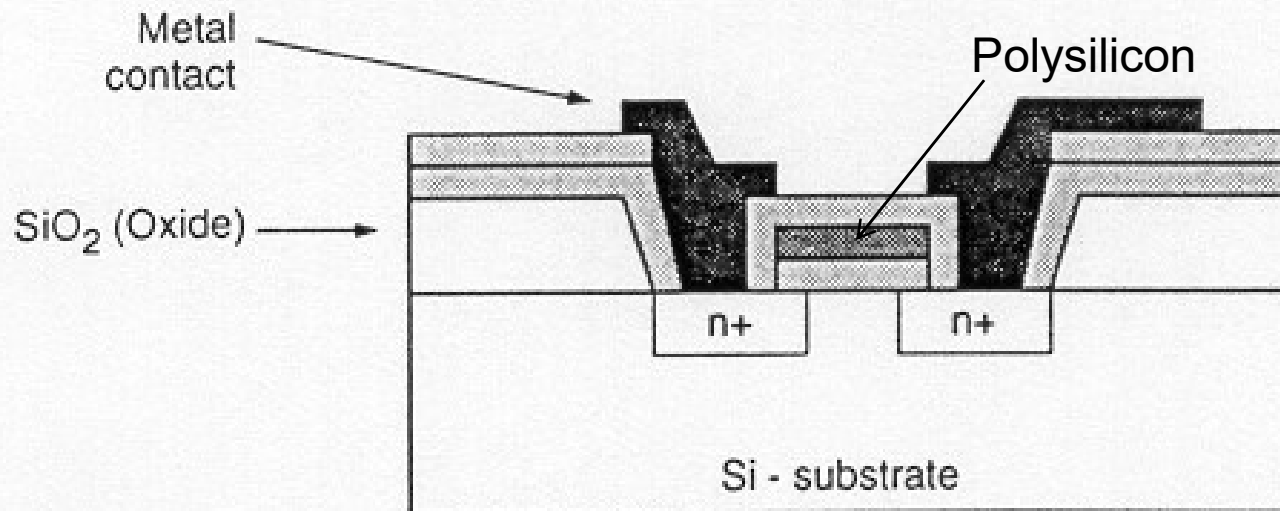
It consists of three levels of conducting material (Diffused region, polysilicon, metal)

Each layer is isolated from the layers immediately above and below

Layers are color coded according to different photolithigraphic masks needed



NMOS



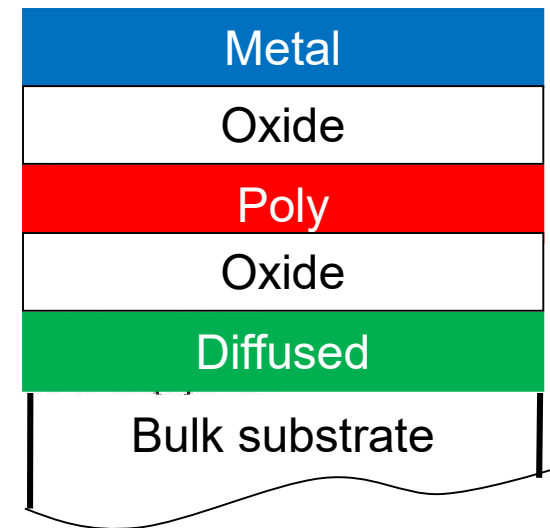
PMOS

MOS Metalization process

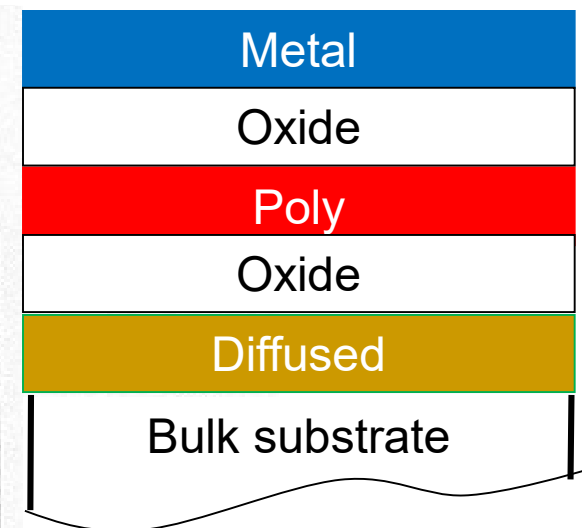
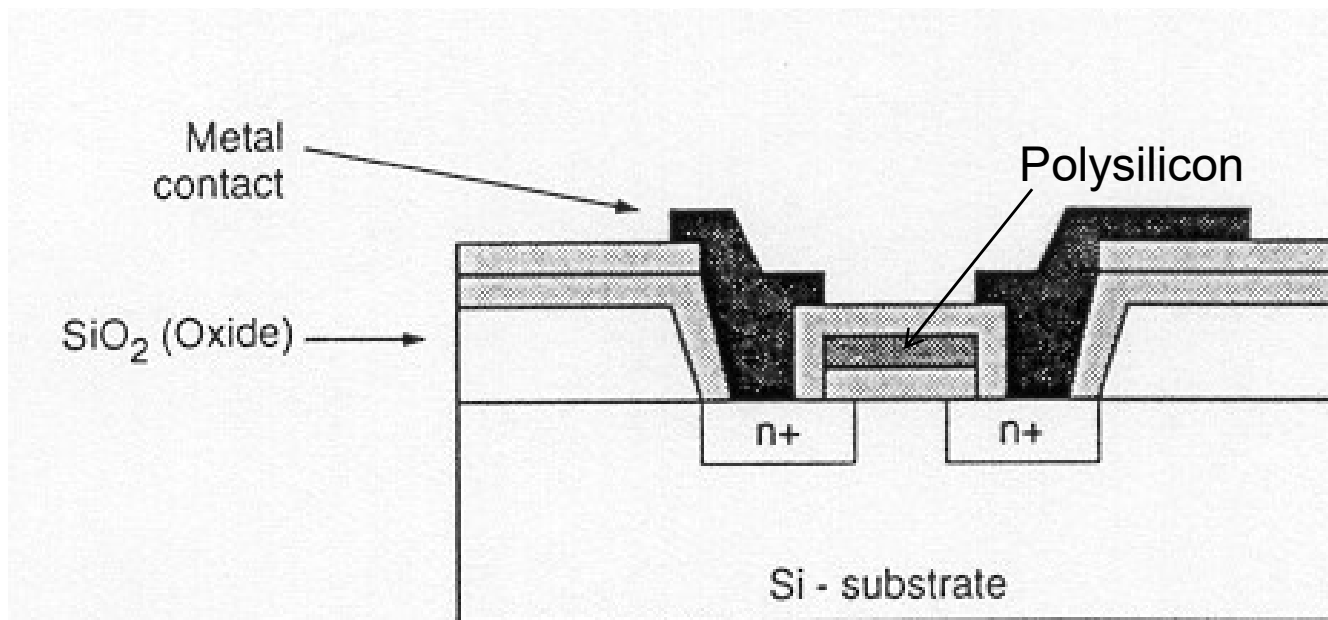
In some processes, there may be second metal layer

In some processes, a second polysilicon layer may exist

Layers may be joined together where contacts are formed



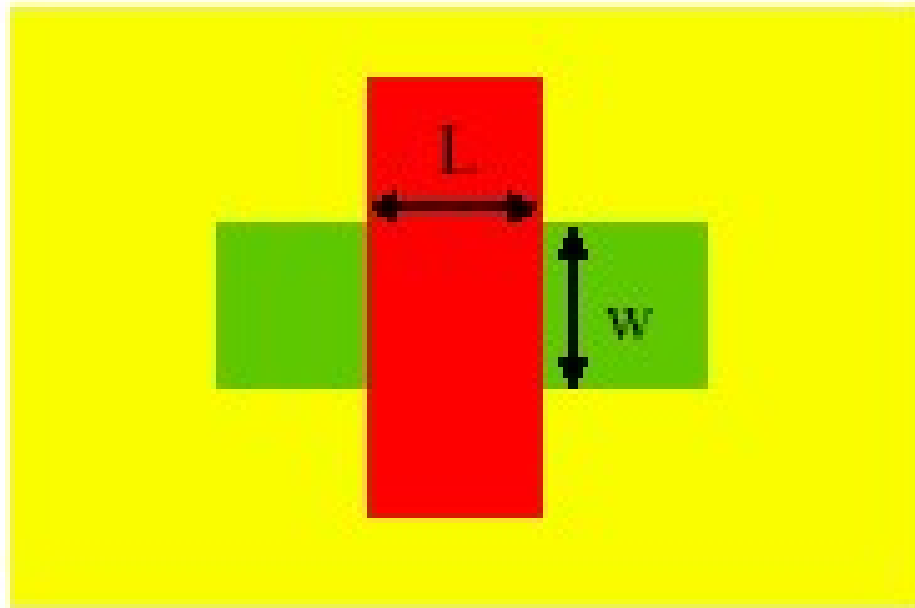
NMOS



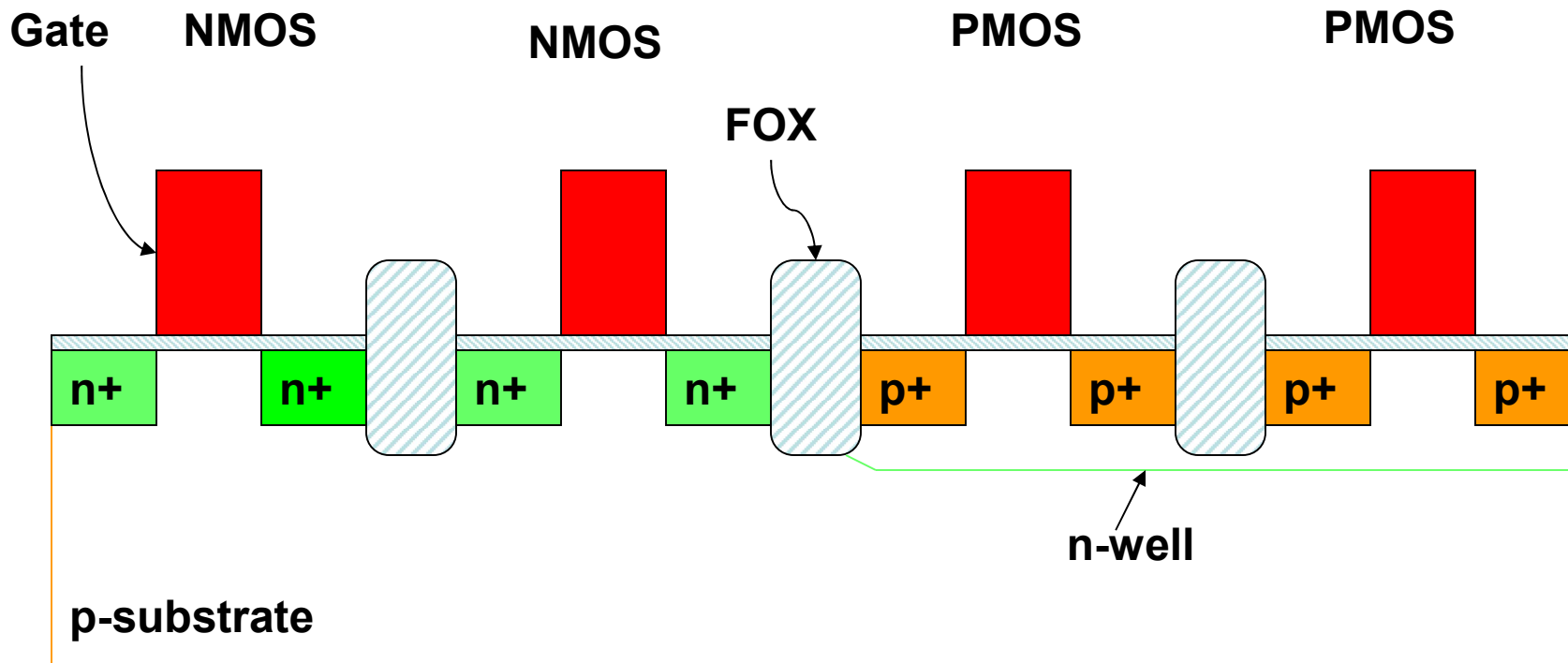
PMOS

Transistor Layout

n-type (tubs may vary):



n-well process



MOSFET Layers in an n-well process

Layer Types

- p-substrate
- n-well
- n+
- p+
- Gate oxide
- Gate (polycilicon)
- Field Oxide
 - Insulated glass
 - Provide electrical isolation

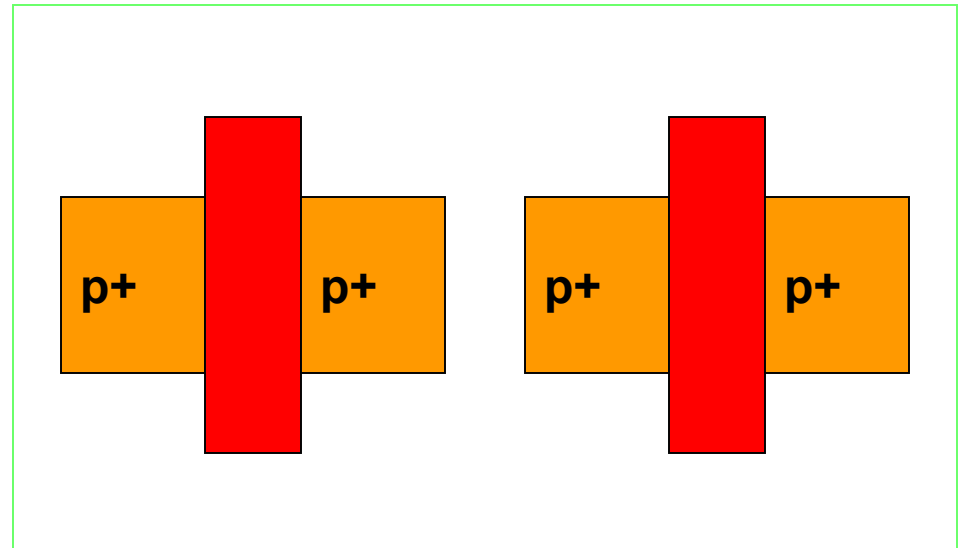
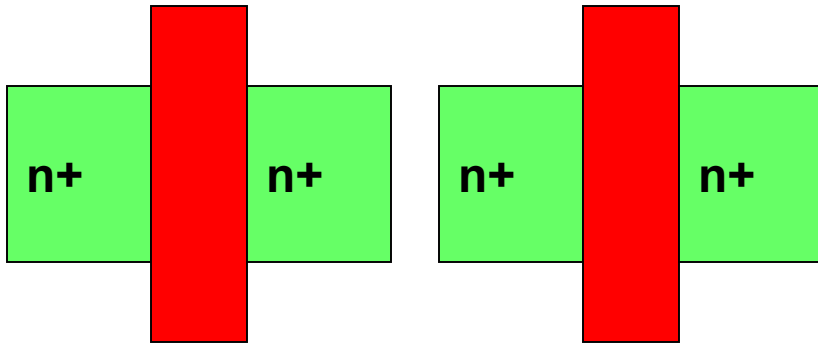
Top view of the FET pattern

NMOS

NMOS

PMOS

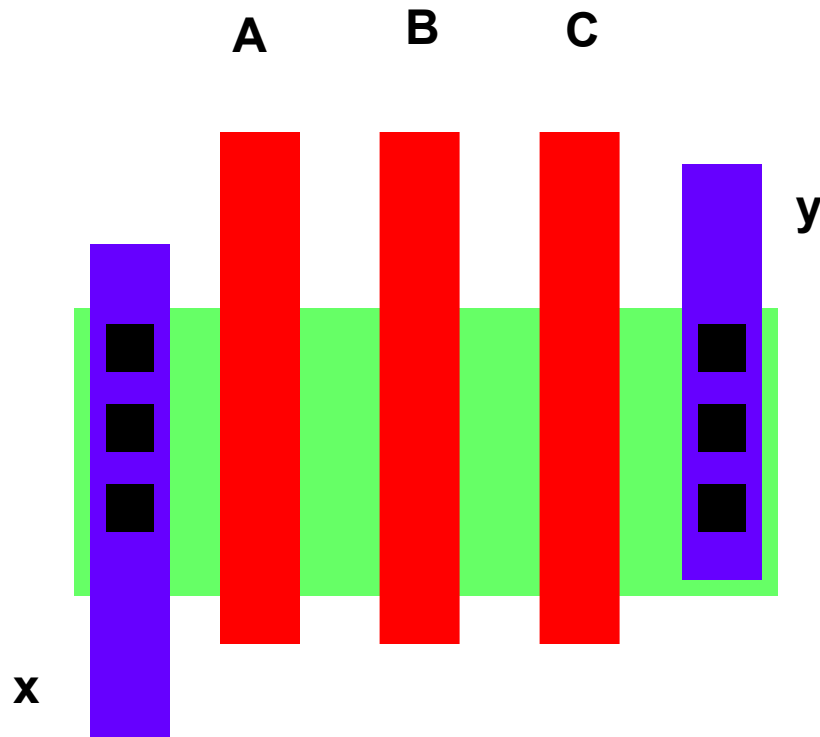
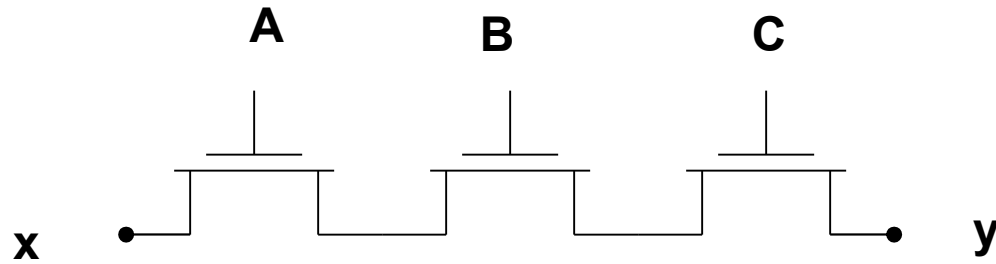
PMOS



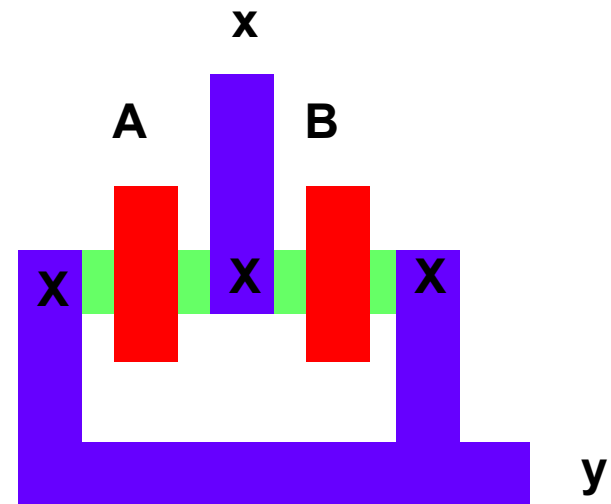
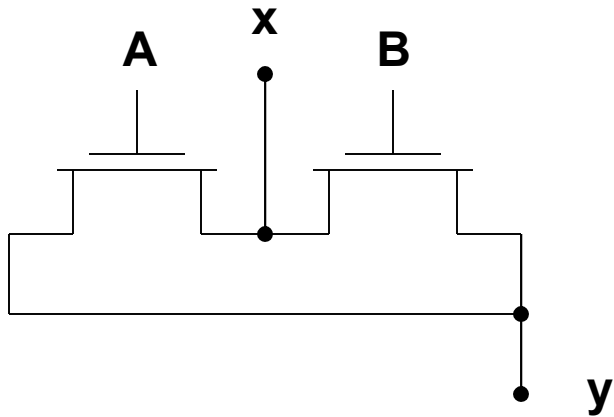
n-well



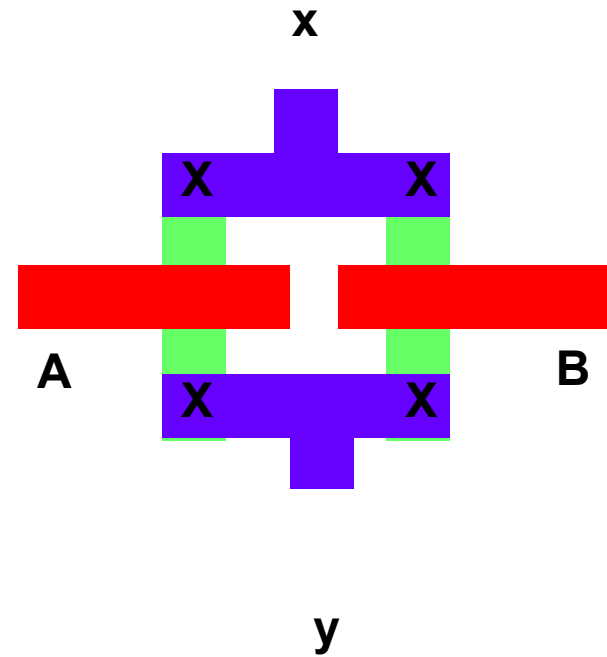
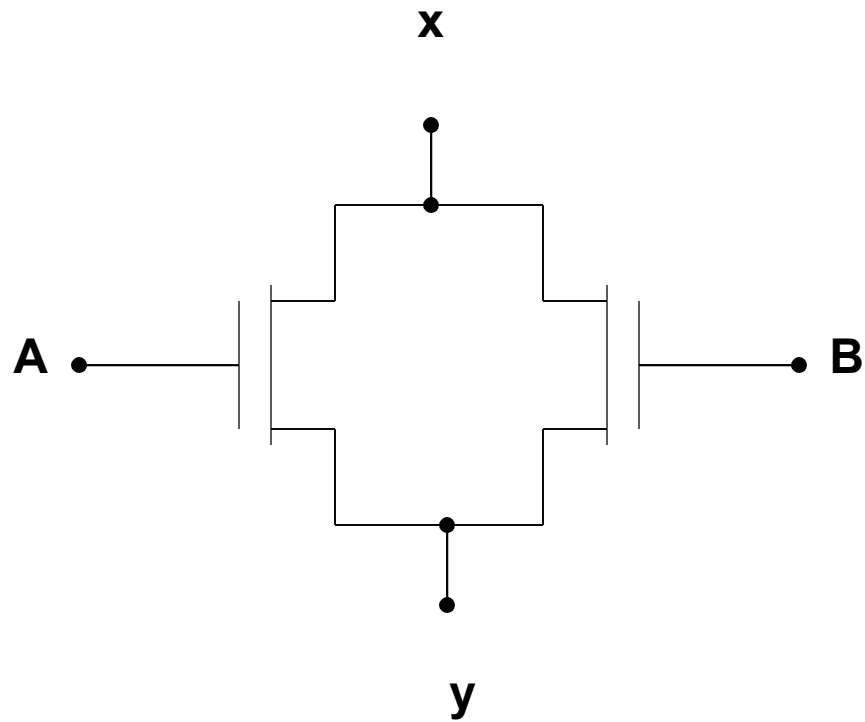
Designing MOS Arrays



Parallel Connected MOS Patterning



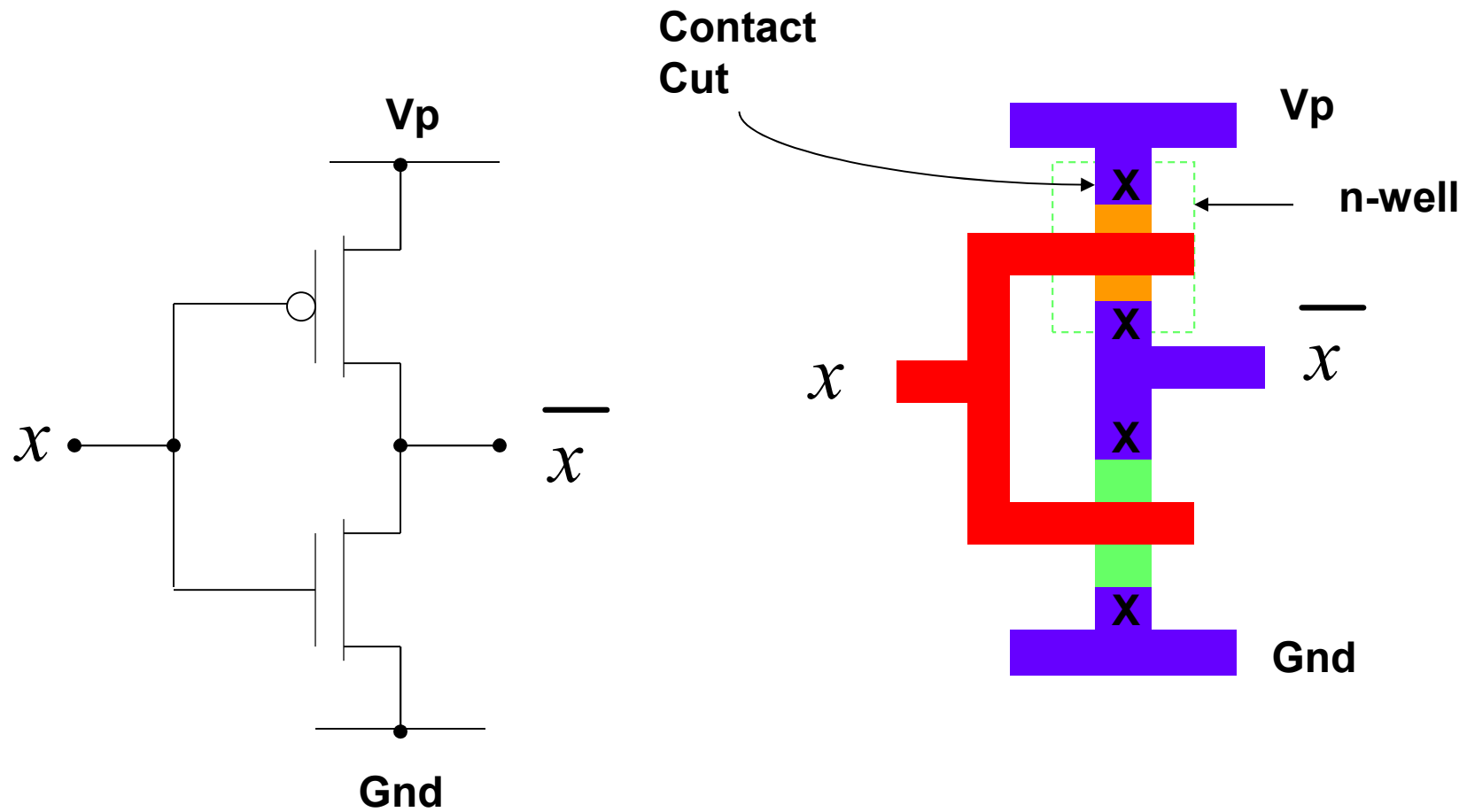
Alternate Layout Strategy



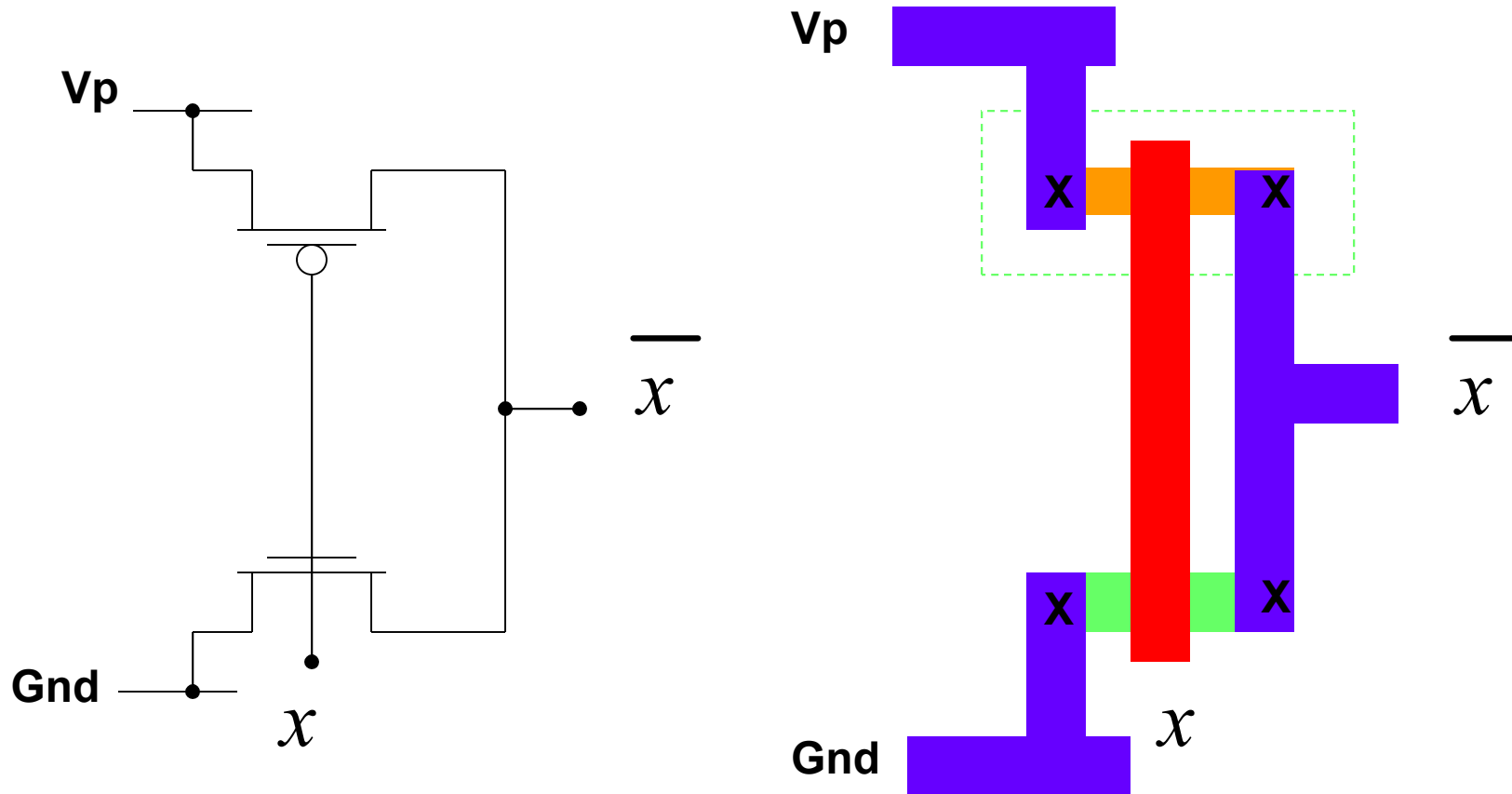
Basic Gate Design

- Both the power supply and ground are routed using the Metal layer
- n+ and p+ regions are denoted using the same fill pattern. The only difference is the n-well
- Contacts are needed from Metal to n+ or p+

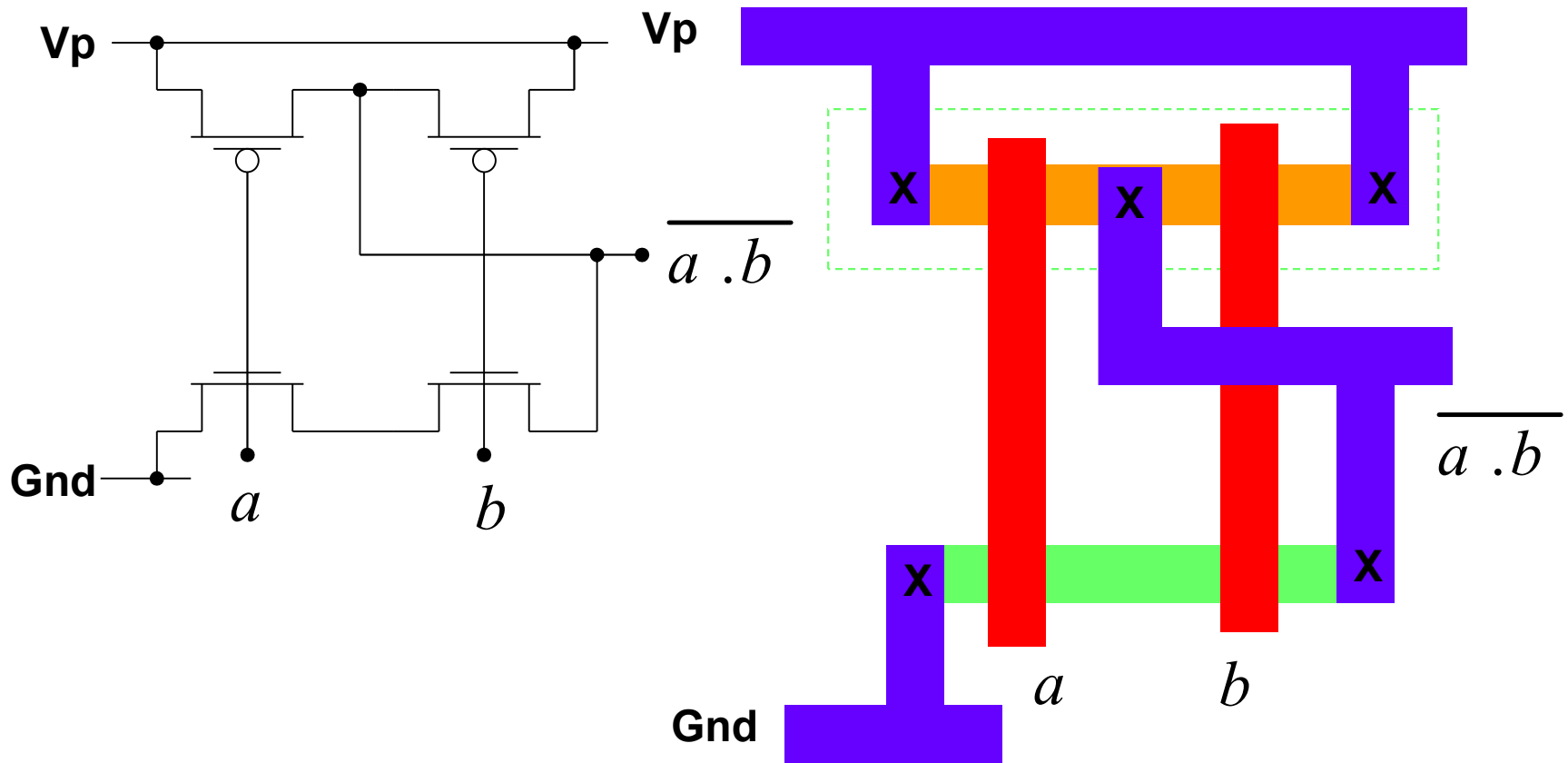
The CMOS NOT Gate



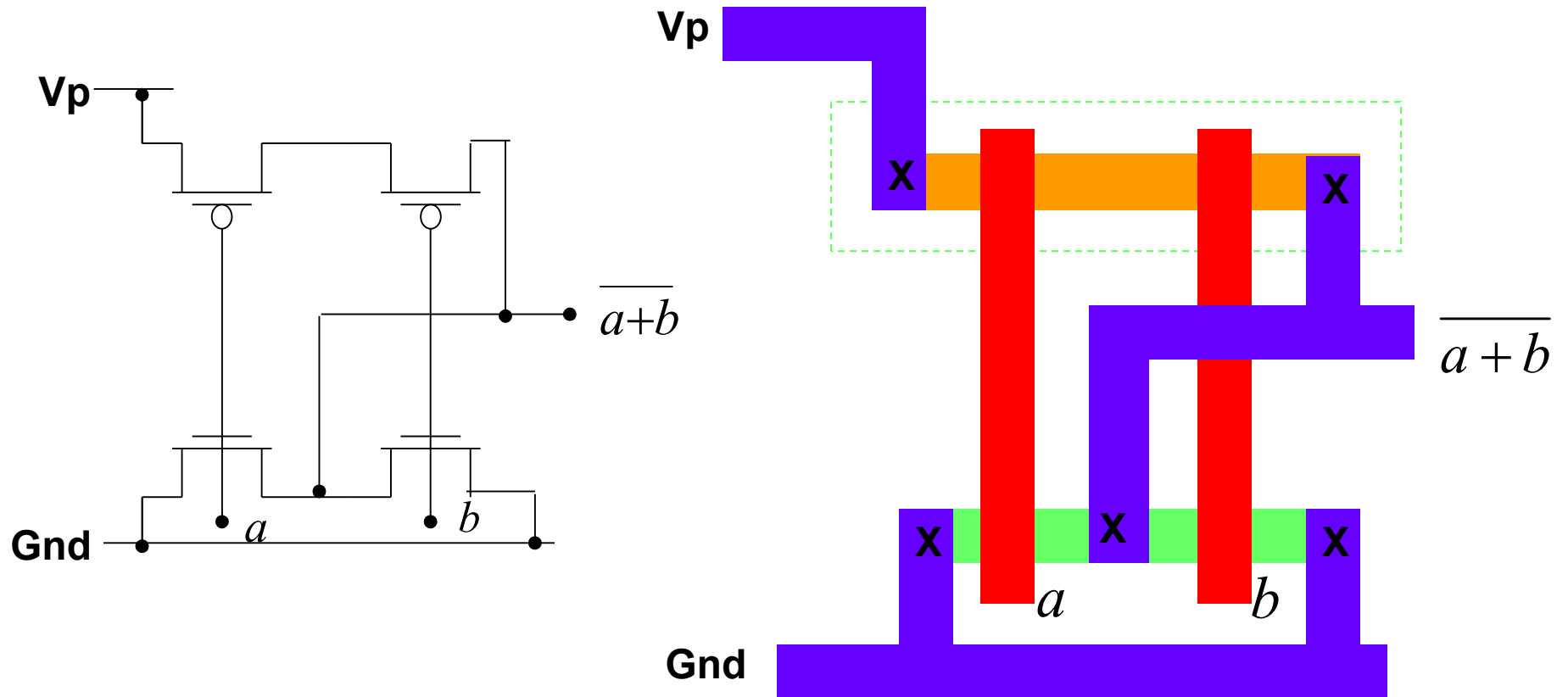
Alternate Layout of NOT Gate



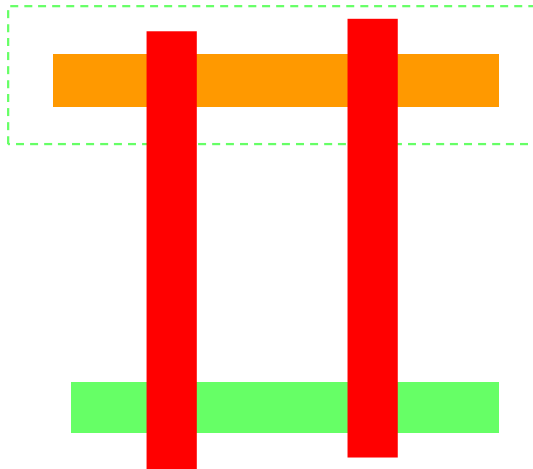
NAND2 Layout



NOR2 Layout

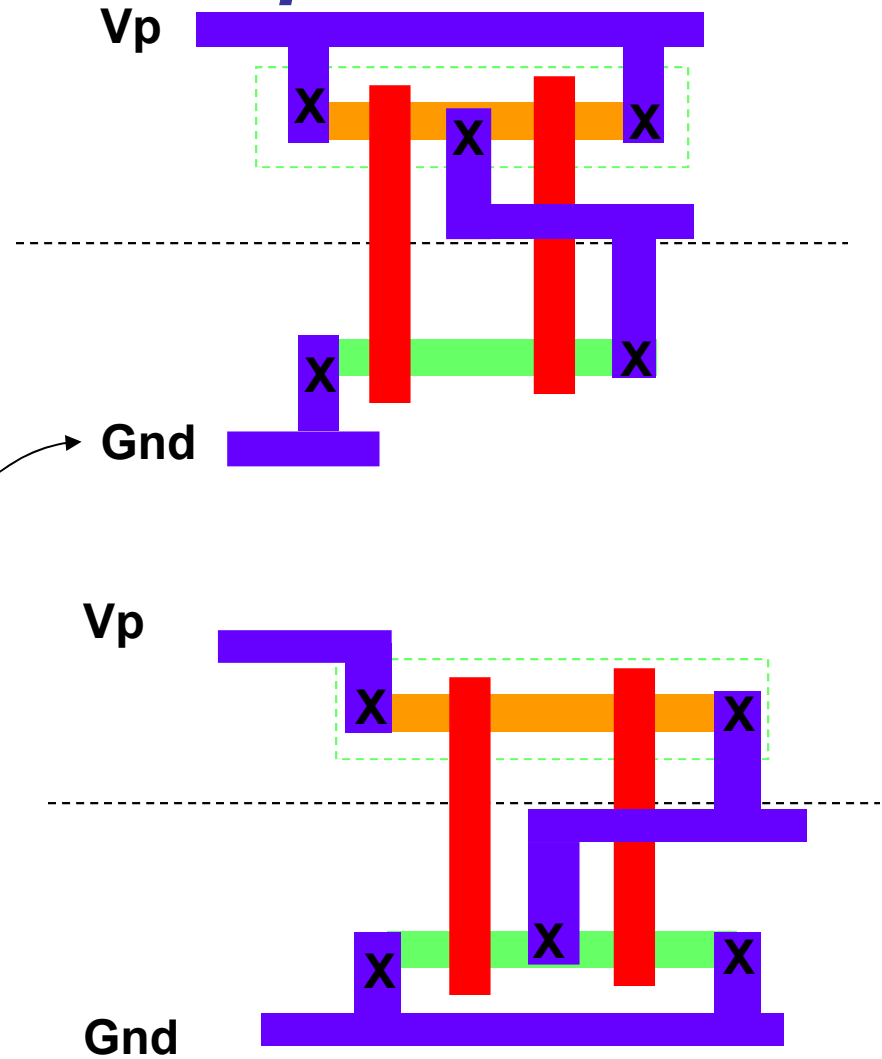


NAND2-NOR2 Comparison

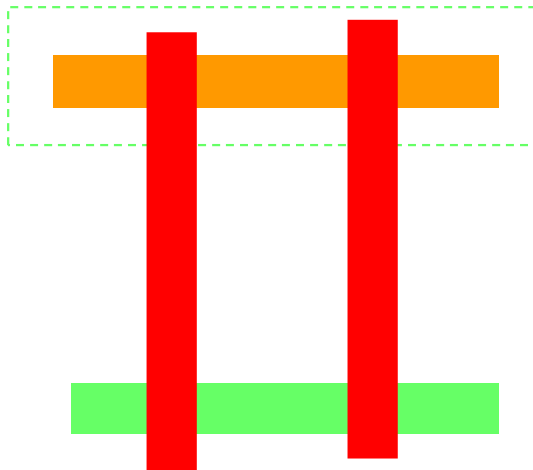


MOS Layout

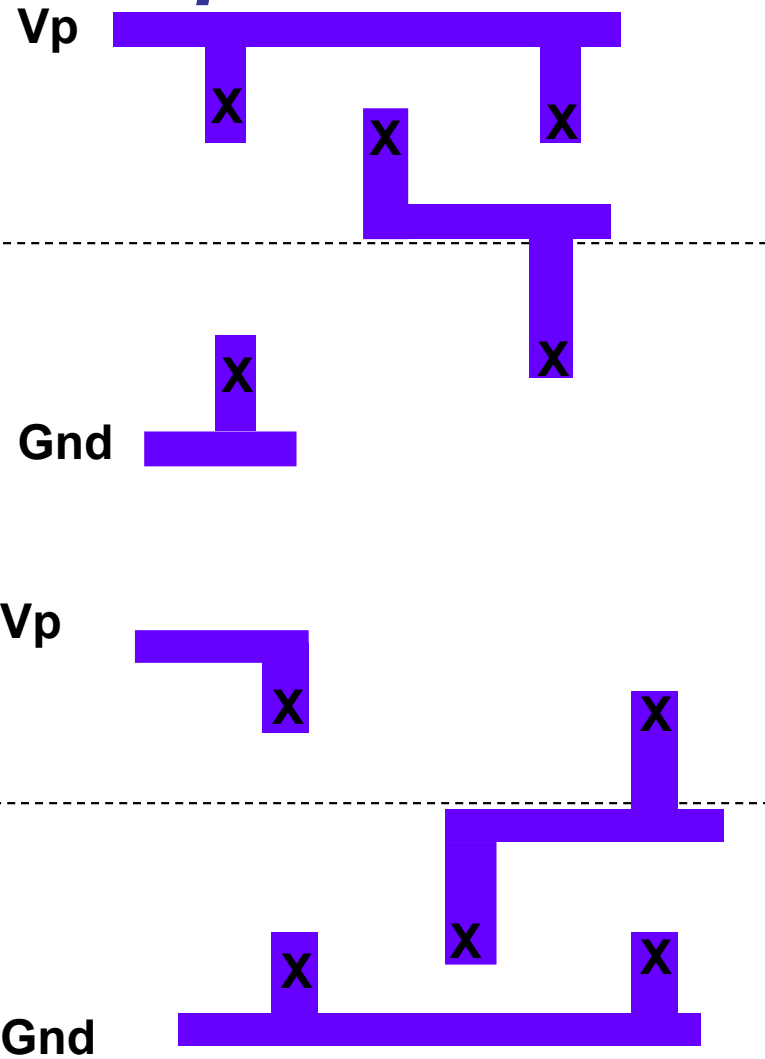
Wiring



NAND2-NOR2 Comparison

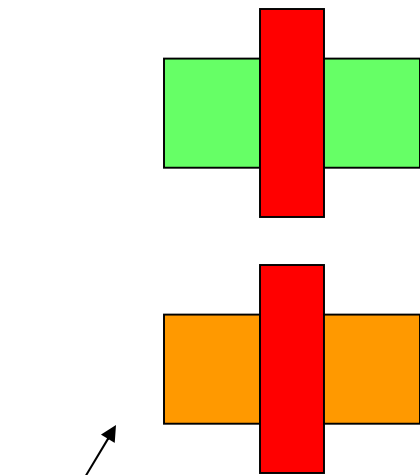


Wiring

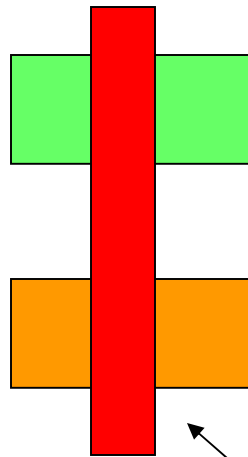


General Layout Geometry

Vp

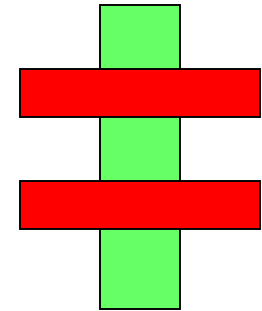
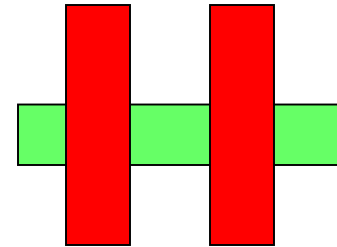
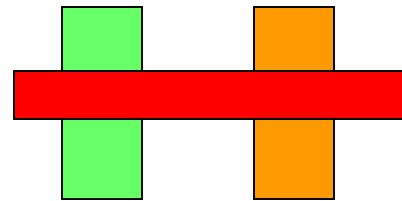


Individual
Transistors



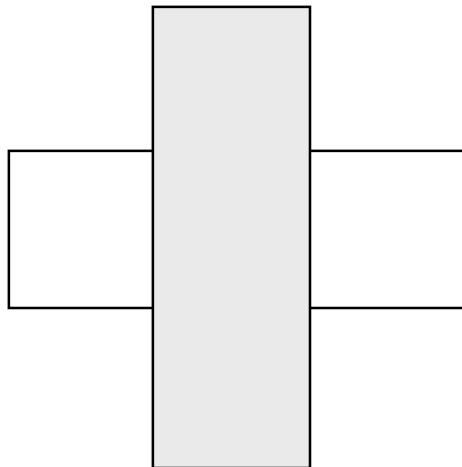
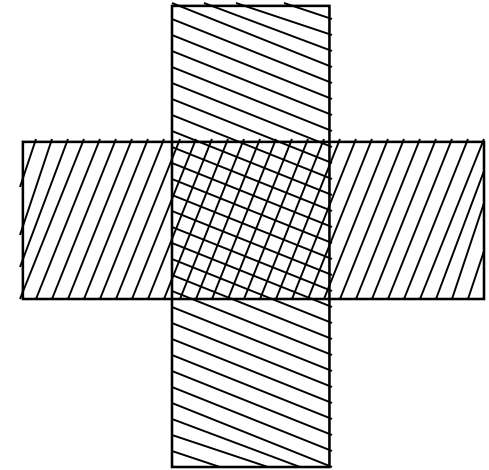
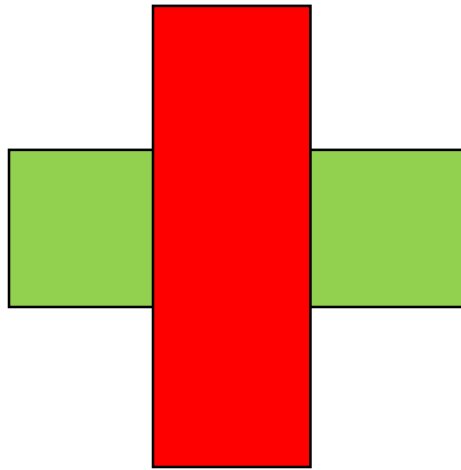
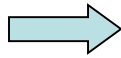
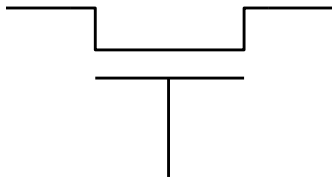
Shared Gates

Shared drain/
source

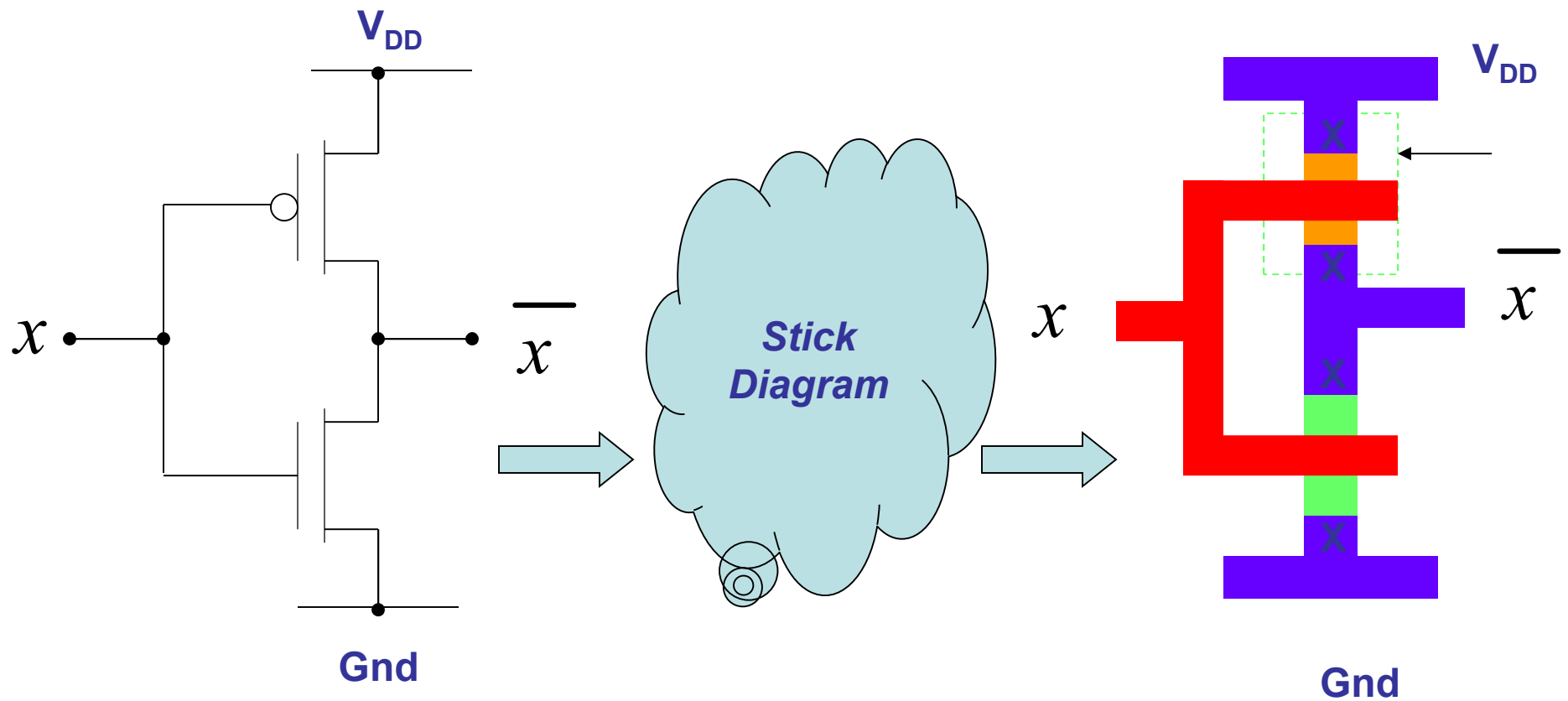


Gnd

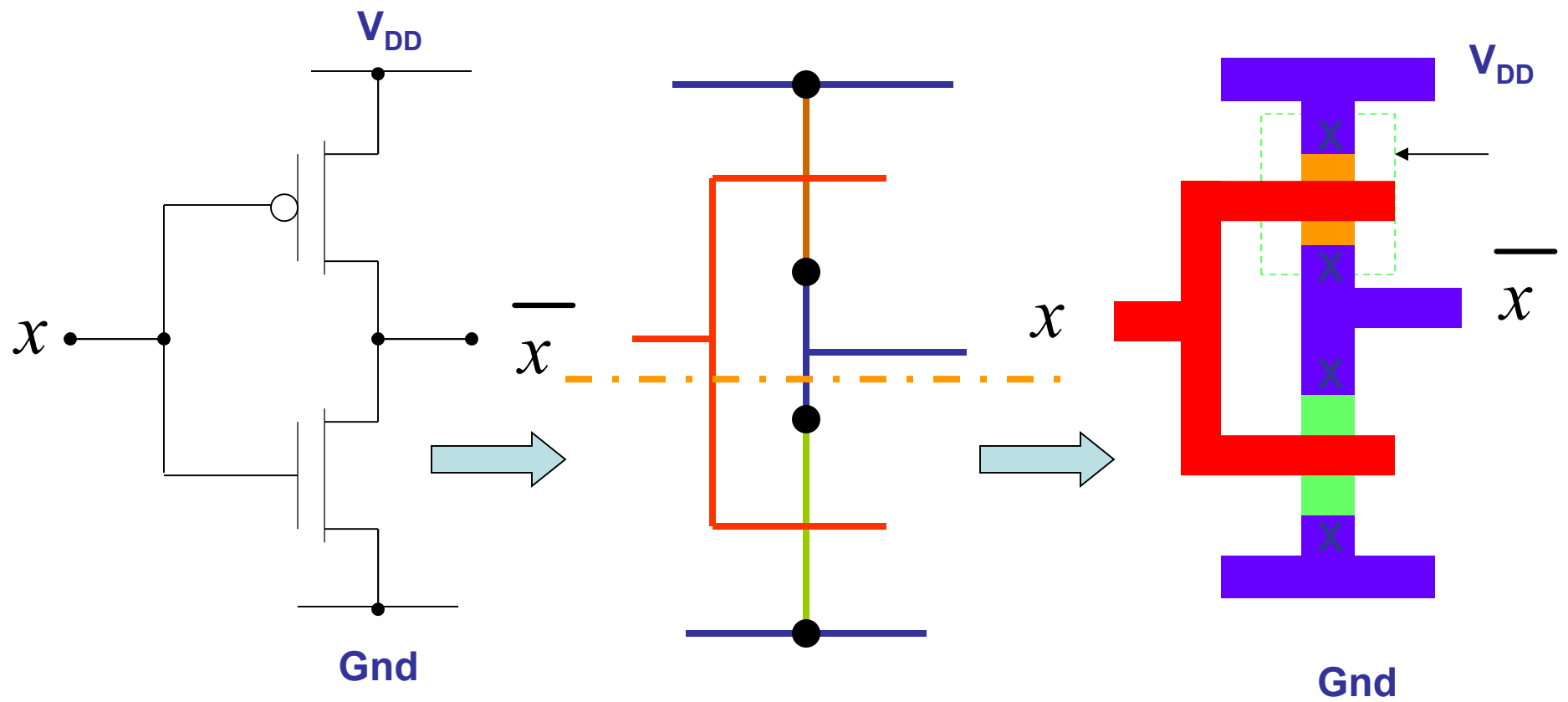
Layout



Stick Diagrams

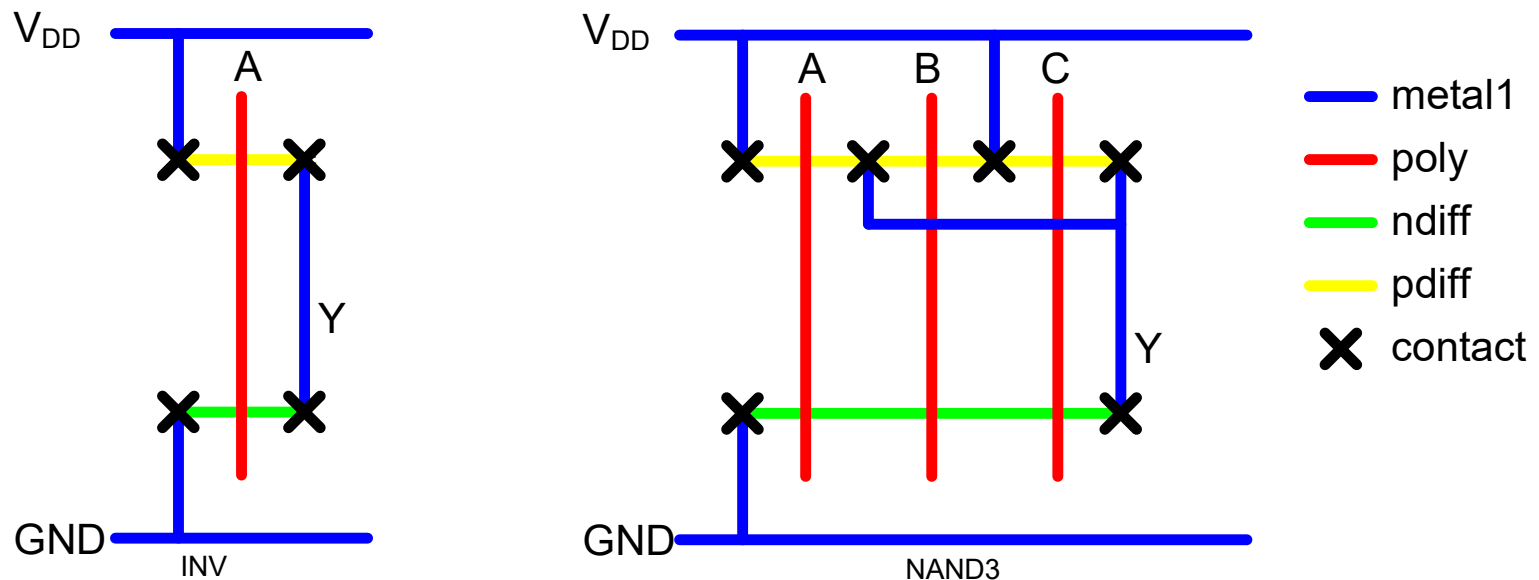


Stick Diagrams



Stick Diagrams

- *Stick diagrams* help plan layout quickly
 - Need not be to scale
 - Draw with color pencils or dry-erase markers



Stick Diagrams

- VLSI design aims to translate circuit concepts onto silicon.
- stick diagrams are a means of capturing topography and layer information using simple diagrams.
- Stick diagrams convey layer information through colour codes (or monochrome encoding).
- Acts as an interface between symbolic circuit and the actual layout.

Stick Diagrams









- Does show all components/vias.
- It shows relative placement of components.
- Goes one step closer to the layout
- Helps plan the layout and routing

A stick diagram is a cartoon of a layout.

Stick Diagrams

- Does ***not*** show
 - Exact placement of components
 - Transistor sizes
 - Wire lengths, wire widths, tub boundaries.
 - Any other low level details such as parasitics..

Stick Diagrams

Metal		
poly		
ndiff		
pdiff		

Can also draw
in shades of
gray/line style.

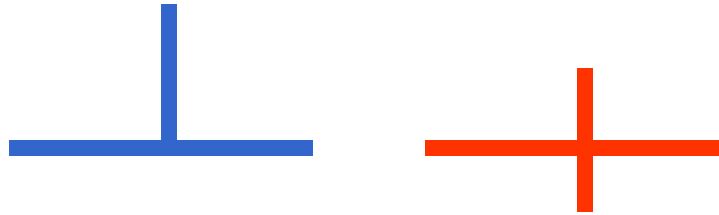
Buried Contact 

Contact Cut 

Stick Diagrams – Some rules

Rule 1.

When two or more 'sticks' of the same type cross or touch each other that represents electrical contact.

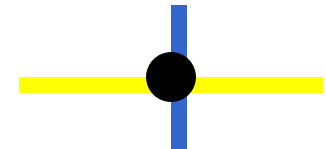
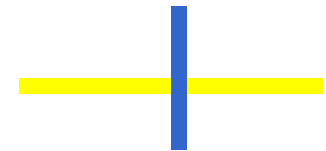
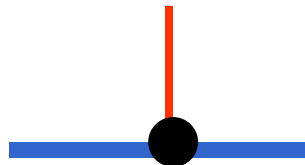
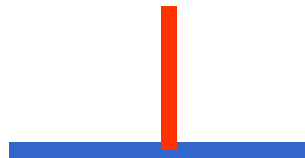


Stick Diagrams – Some rules

Rule 2.

When two or more 'sticks' of different type cross or touch each other there is no electrical contact.

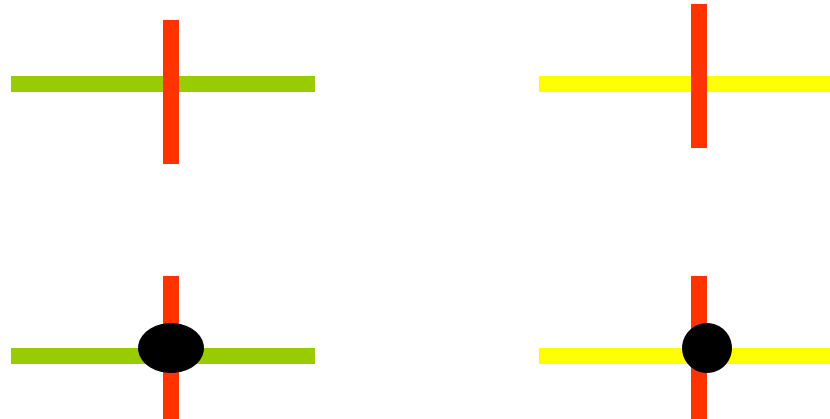
(If electrical contact is needed we have to show the connection explicitly).



Stick Diagrams – Some rules

Rule 3.

When a poly crosses diffusion it represents a transistor.



Note: If a contact is shown then it is **not** a transistor.

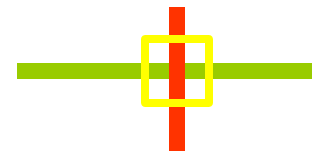
Stick Diagrams

Rule 4.

For depletion mode transistor put a yellow rectangle

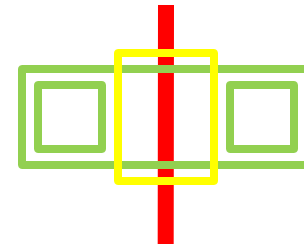
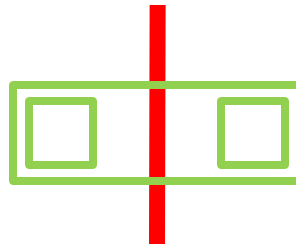


Enhancement type

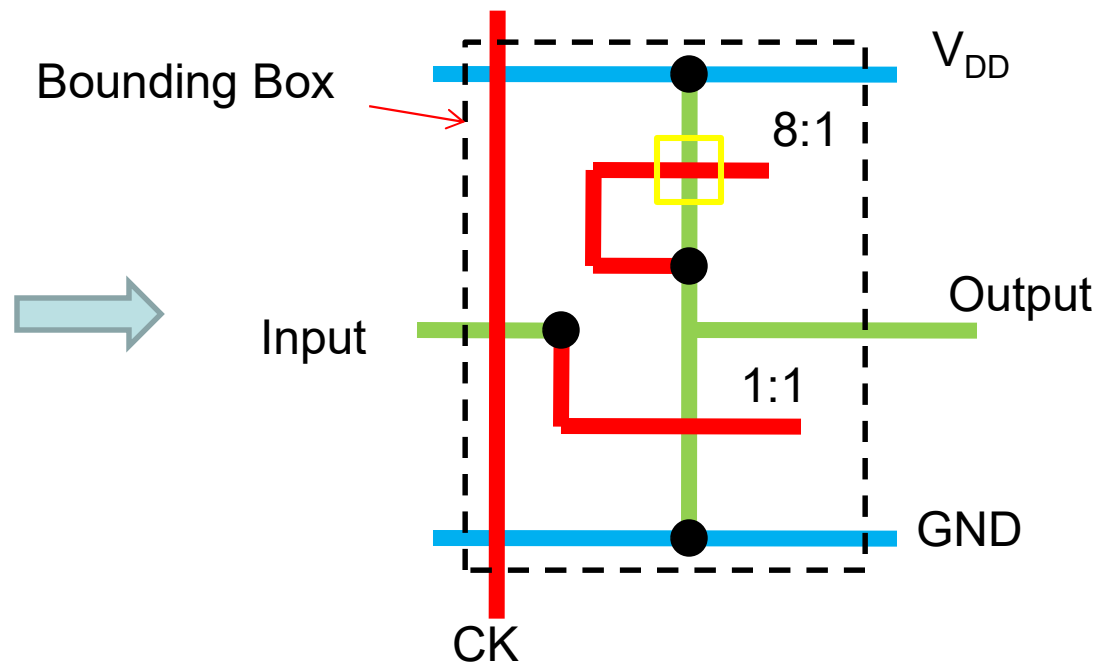
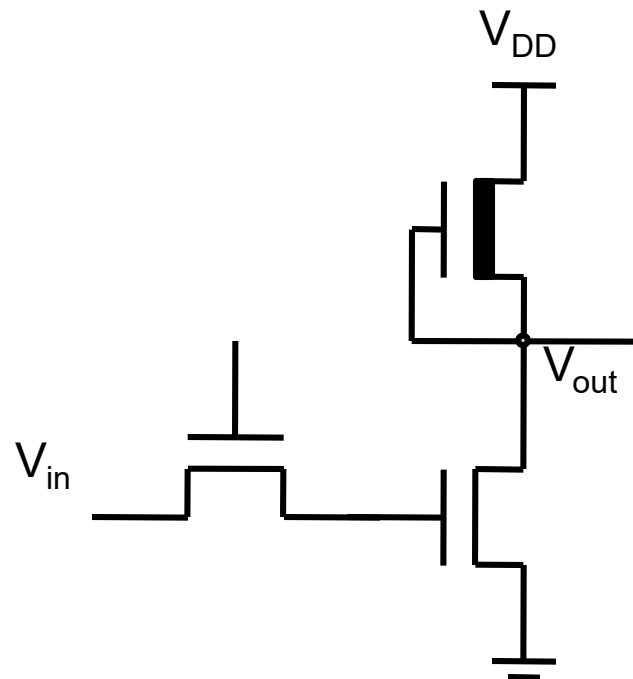
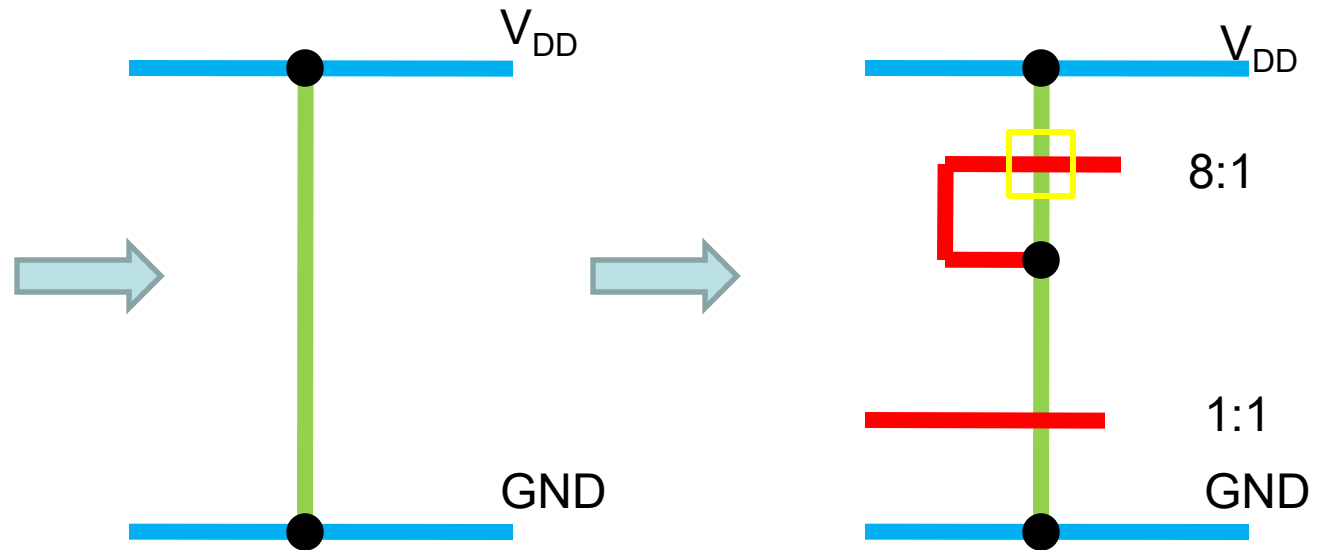
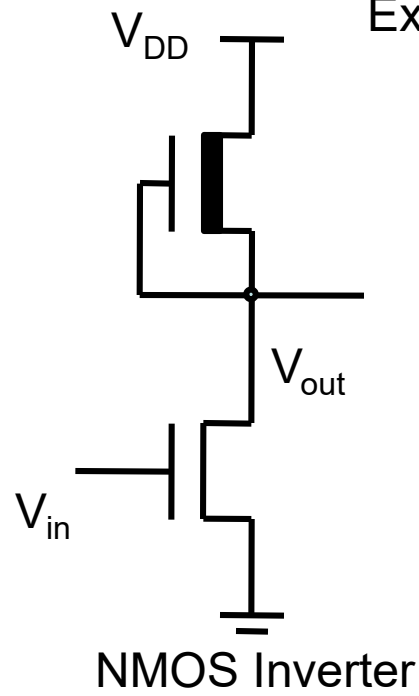


Depletion type

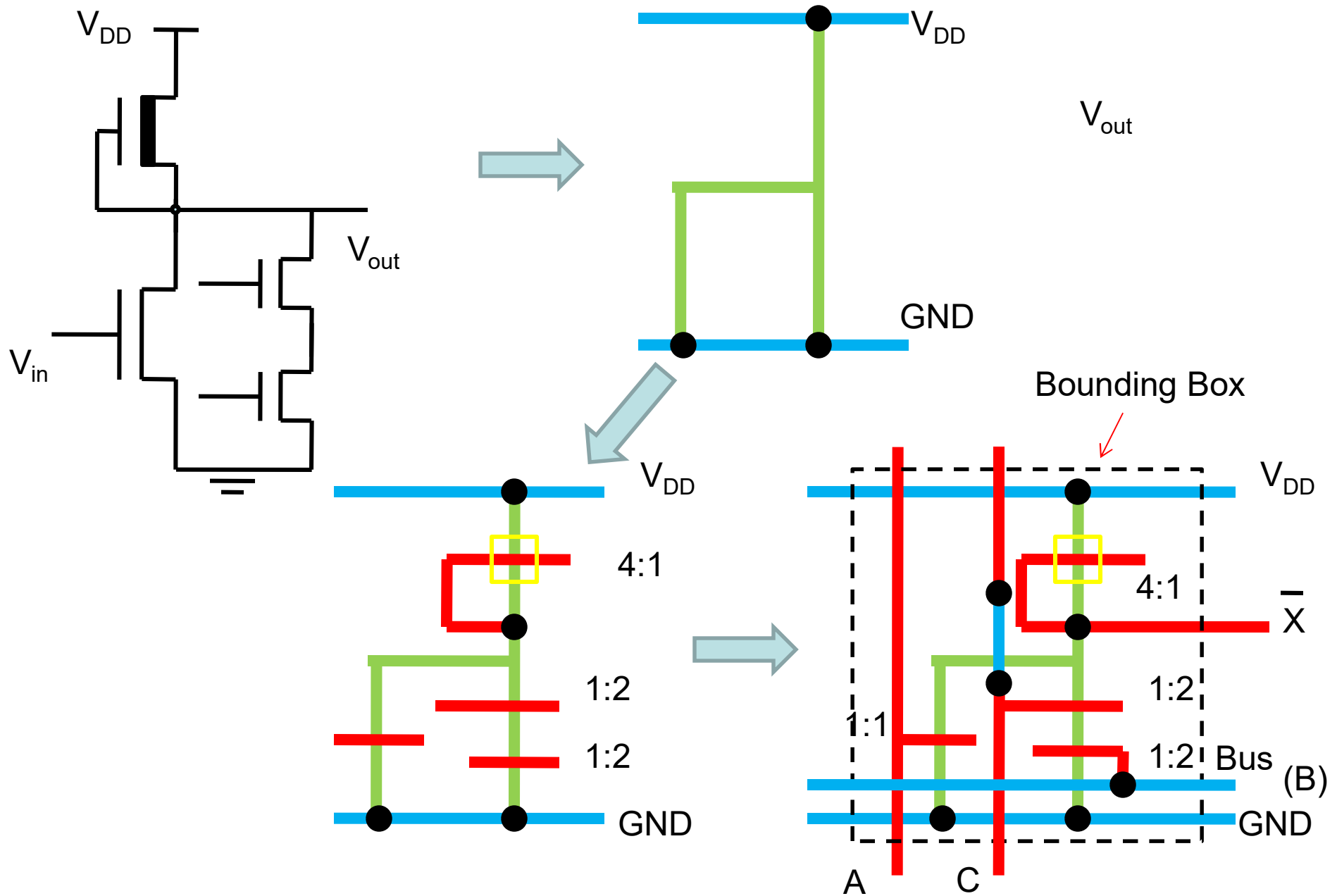
Feature Symbol:



Examples of NMOS Stick layout Design Style



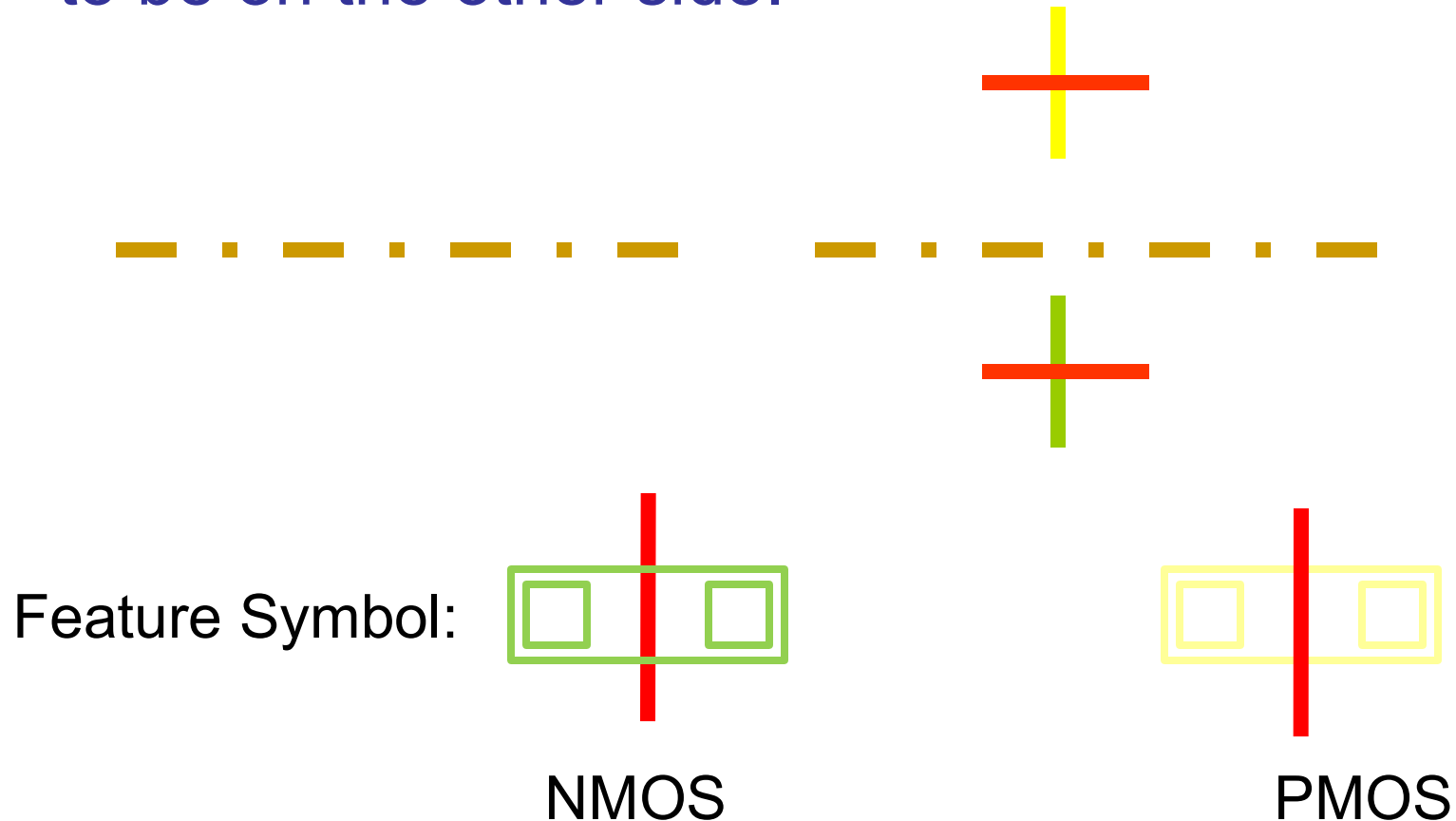
Examples of NMOS Stick layout Design Style: Realizing a logic function $\bar{X} = A + BC$



Stick Diagrams – Some rules

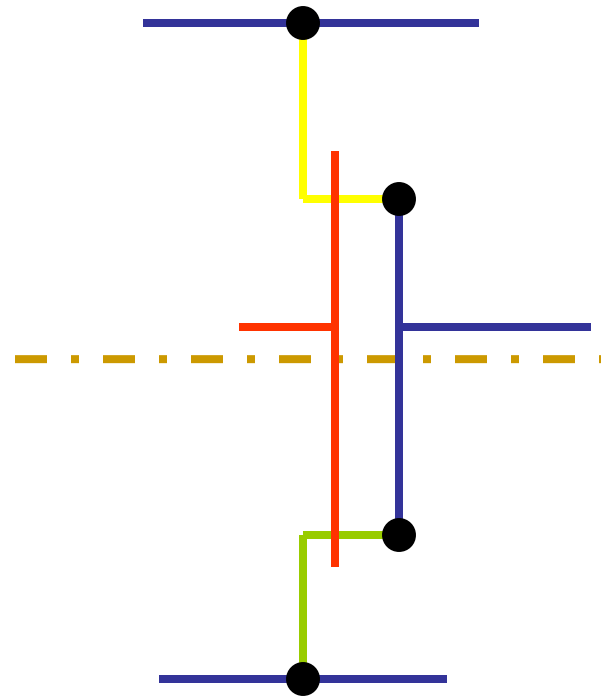
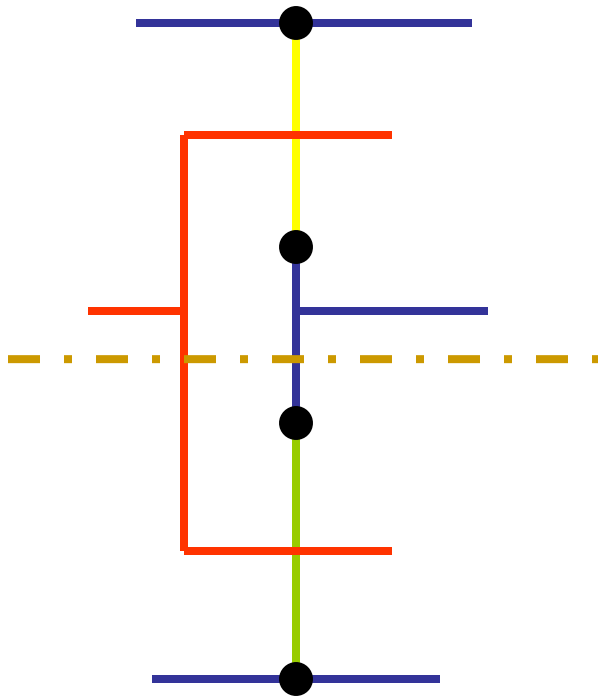
Rule 5.

In CMOS a demarcation line is drawn to avoid touching of p-diff with n-diff. All pMOS must lie on one side of the line and all nMOS will have to be on the other side.

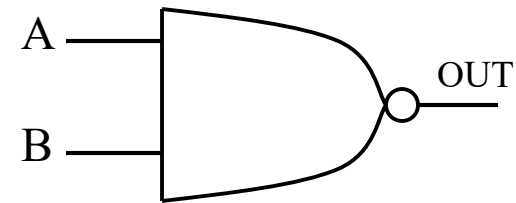
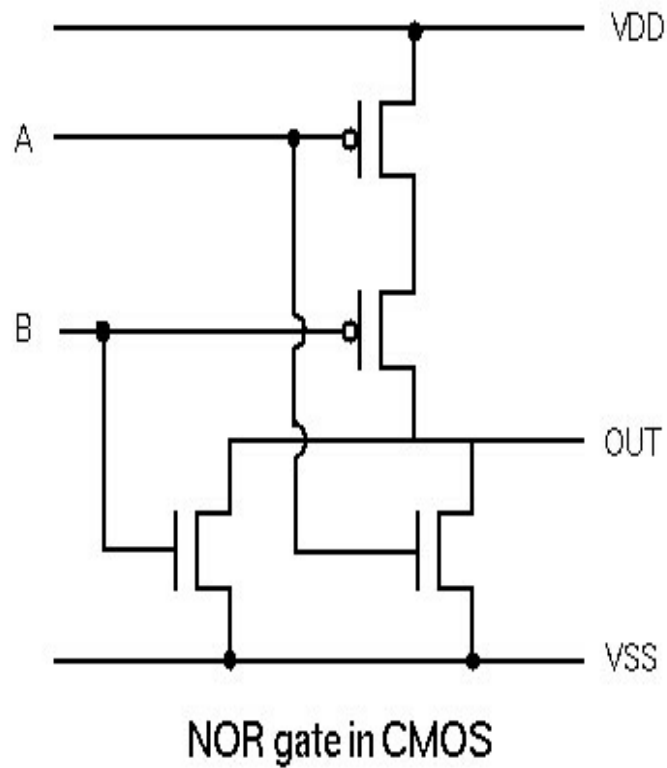


Stick Diagrams

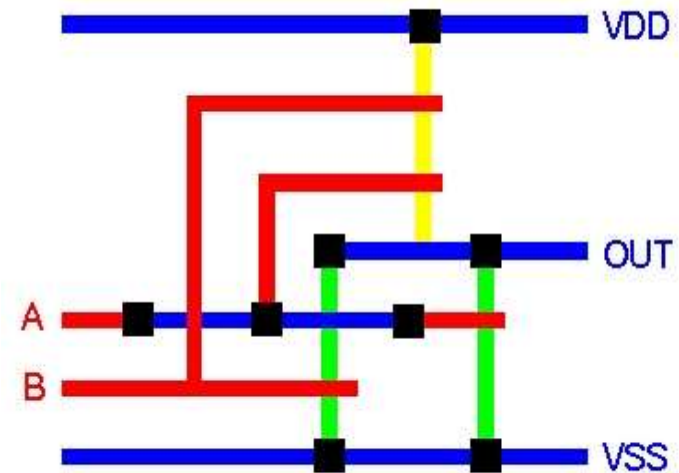
How to draw Stick Diagrams



Stick Diagram – Example

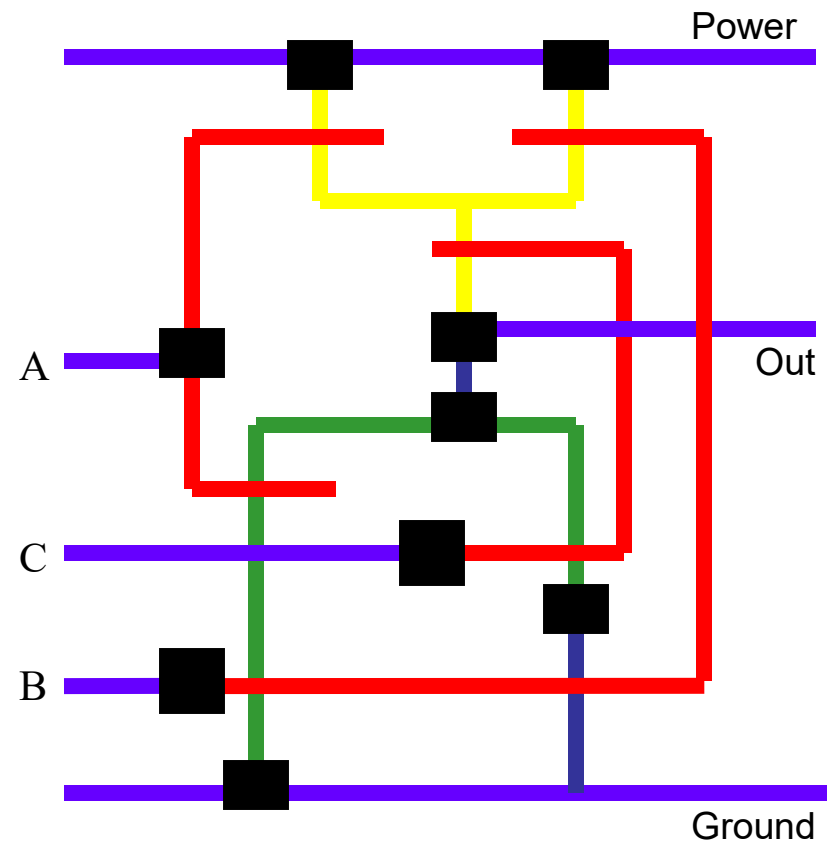
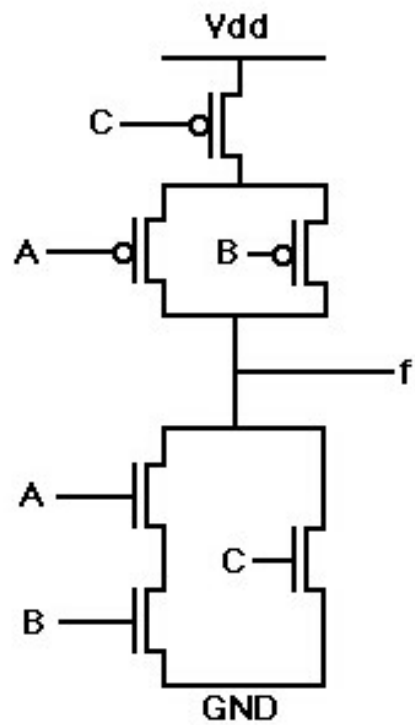


NOR Gate

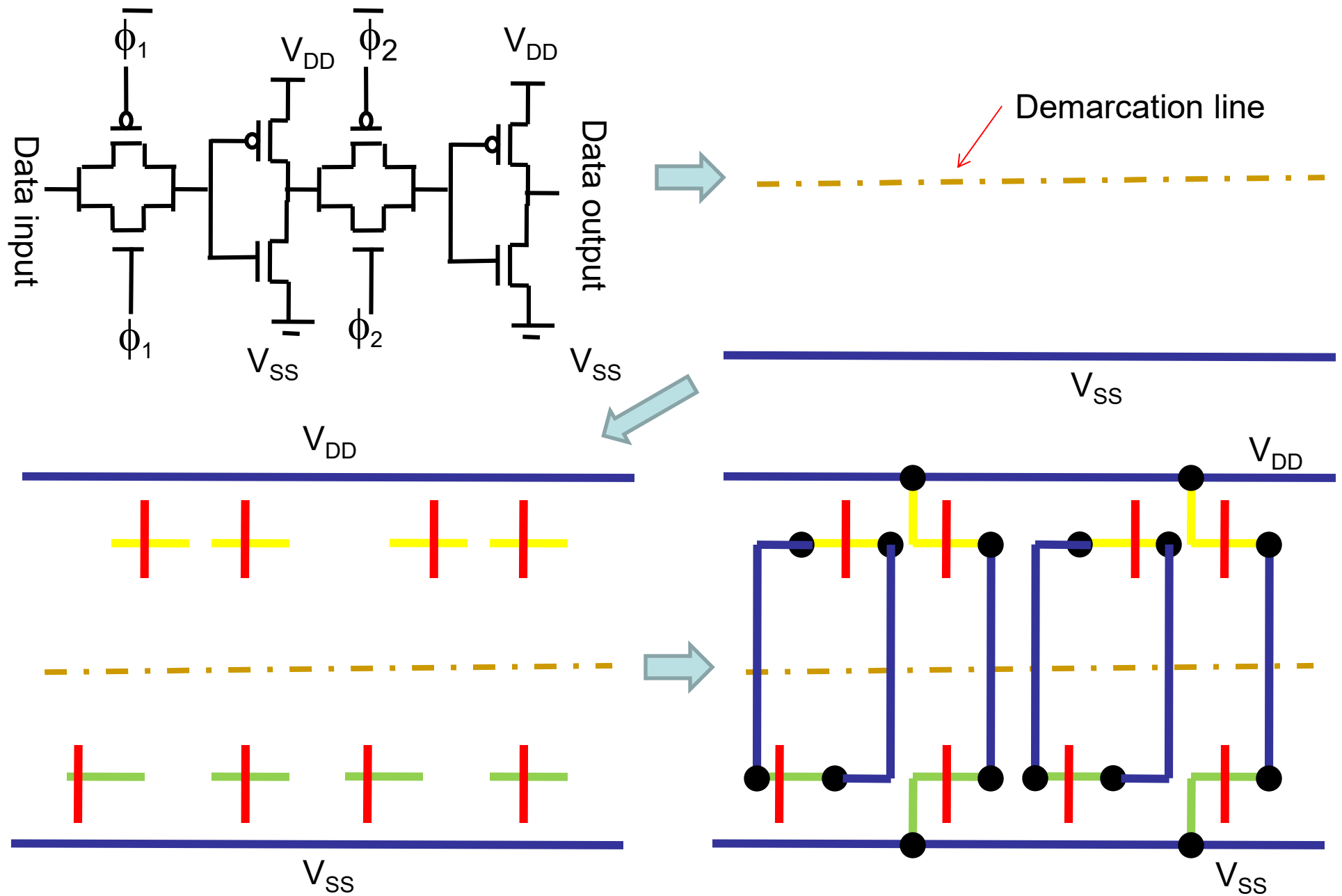


Stick Diagram - Example

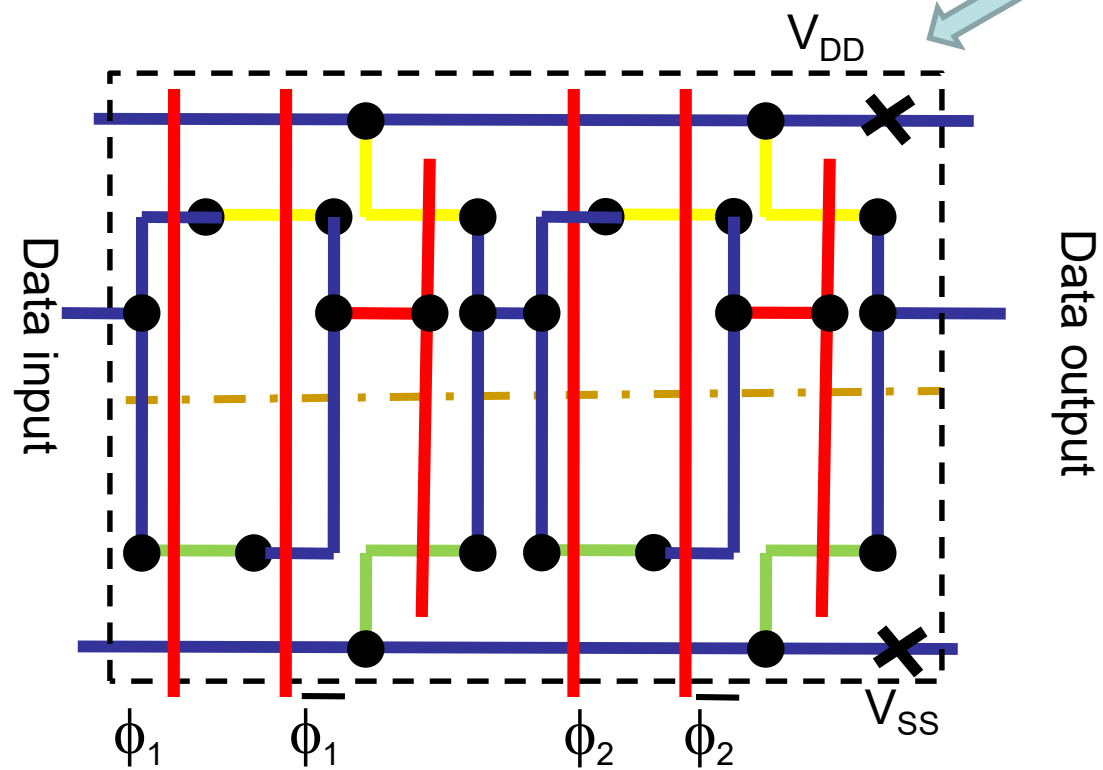
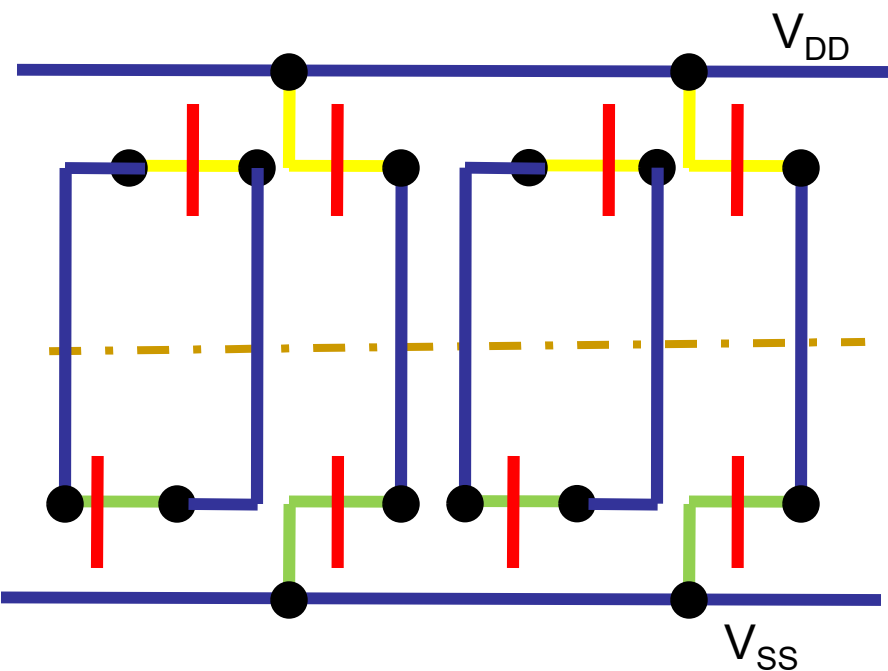
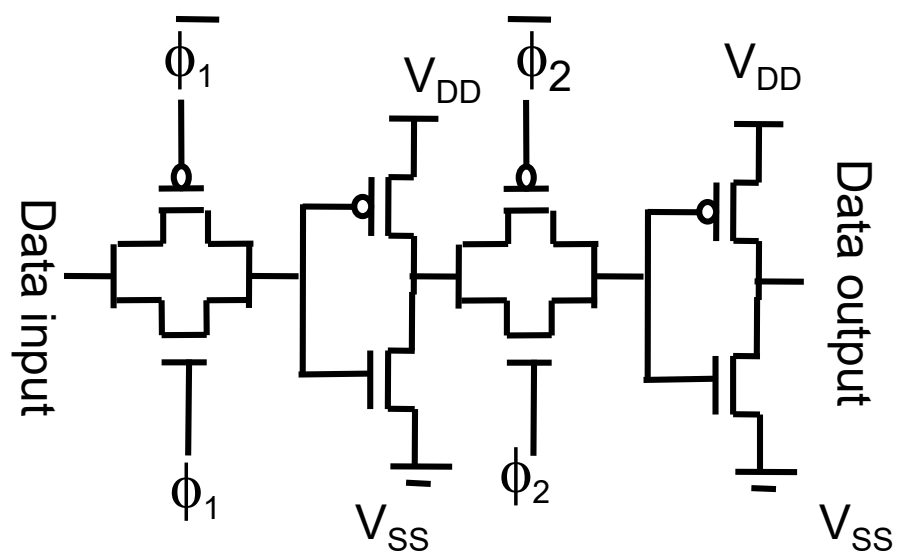
Example: $f = \overline{(A \cdot B) + C}$



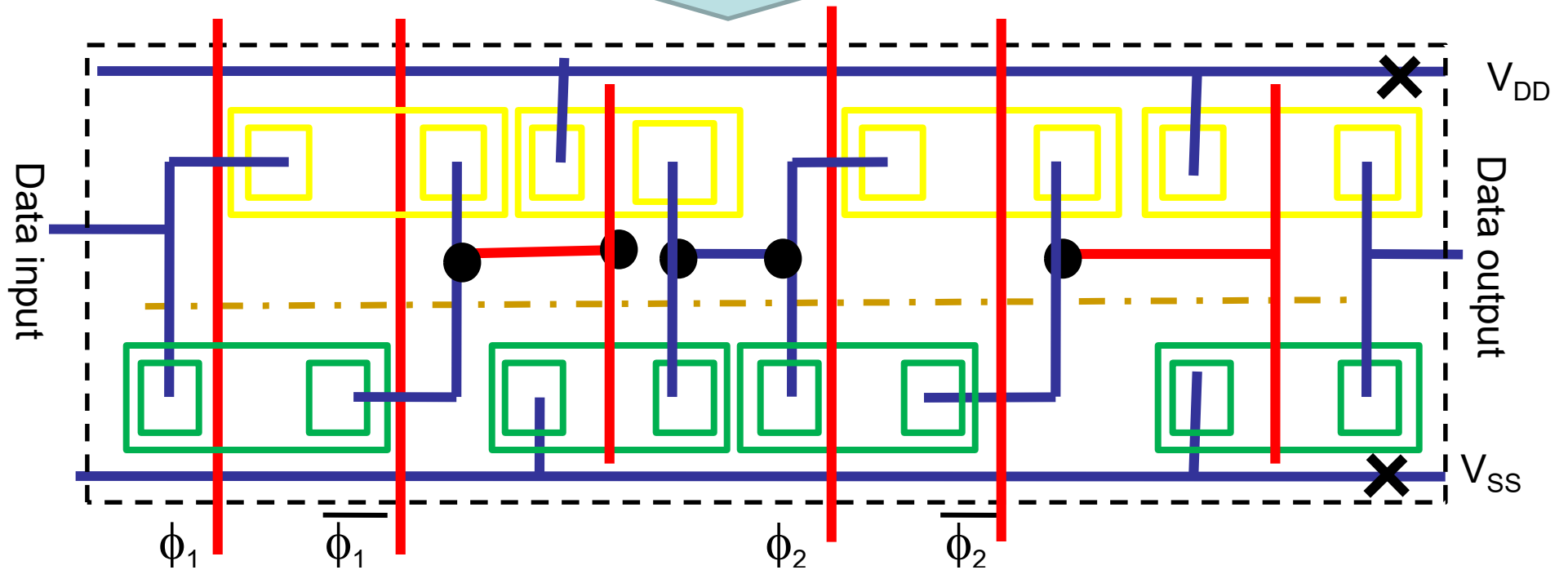
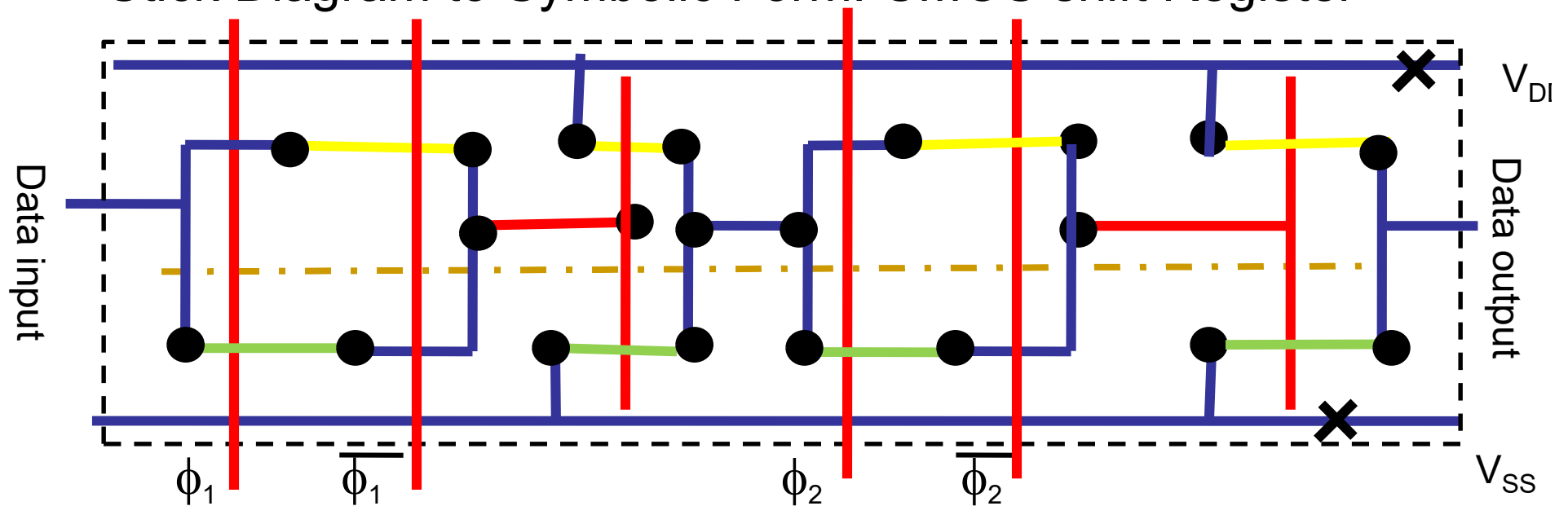
Example: 1 bit shift register



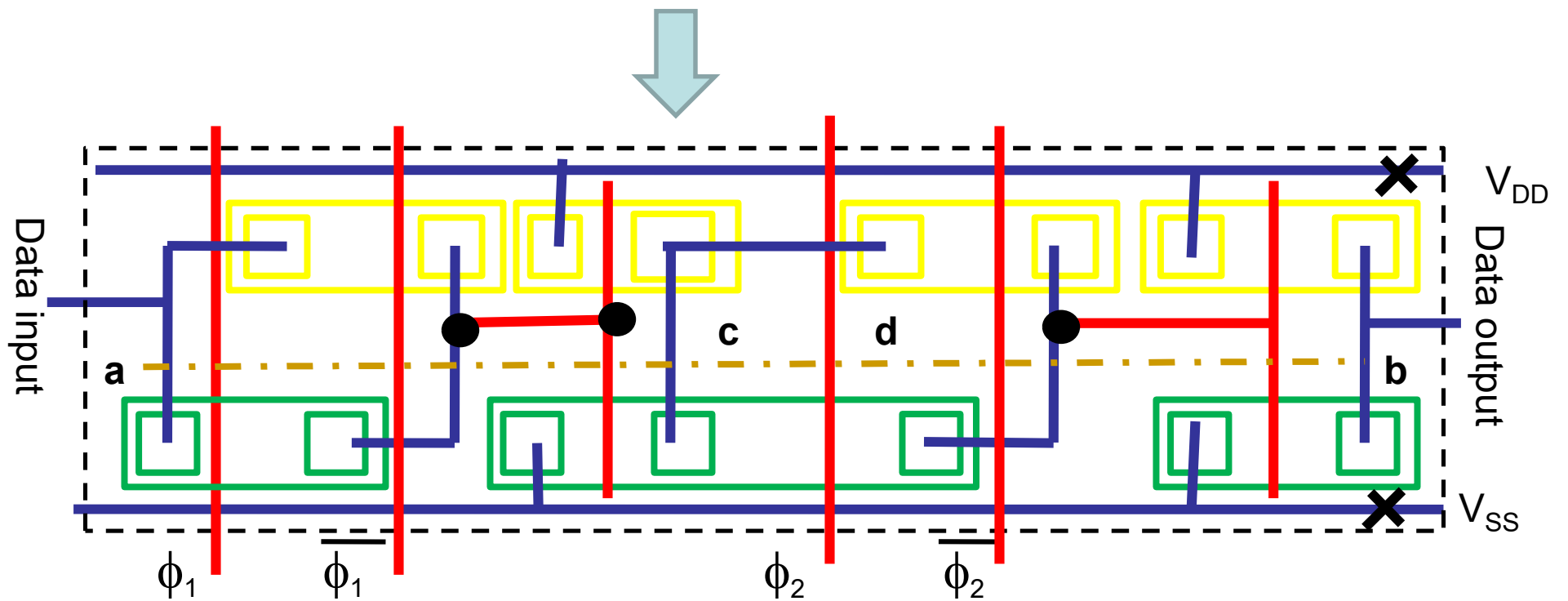
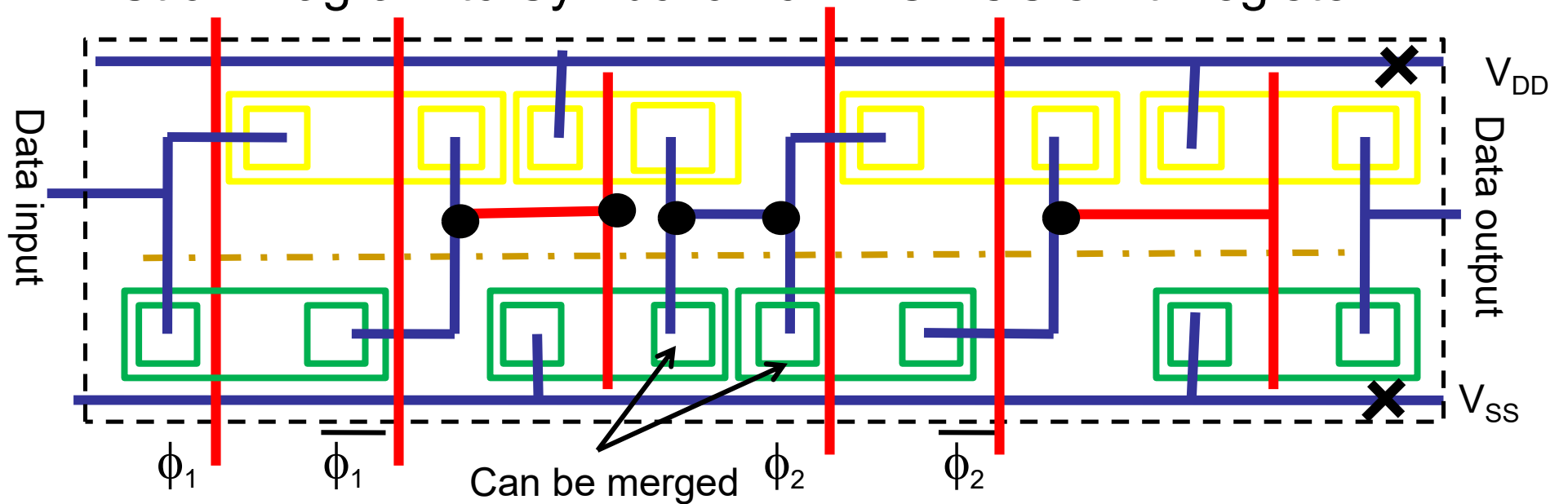
Example: 1 bit shift register



Stick Diagram to Symbolic Form: CMOS shift Register



Stick Diagram to Symbolic Form: CMOS shift Register



Points to Ponder

- be creative with layouts
- sketch designs first
- minimize junctions but avoid long poly runs
- have a floor plan plan for input, output, power and ground locations

Layout Comparison

- Which layout is better?

