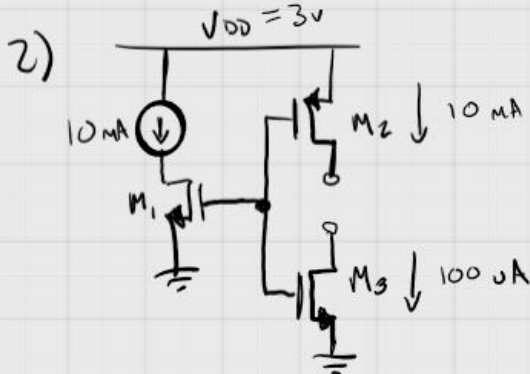


# EE 330 HW 12

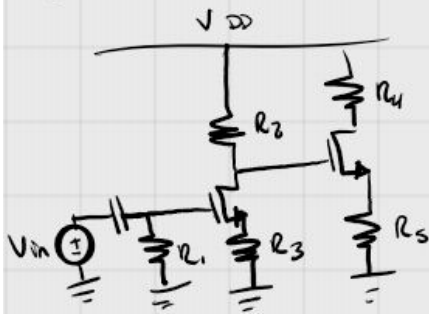
$$1) \bar{Z}_o = 250 \cdot \frac{(\omega_2/L_2) \cdot (\omega_4/L_4)}{(\omega_1/L_1) \cdot (\omega_3/L_3)} \Rightarrow (250 \mu A) \frac{(2)(5)}{(5)(20)} = \boxed{25 \mu A}$$



a) Setting  $\frac{W_1}{L_1}$  of  $M_1 = 1 \Rightarrow \frac{10}{10}$   
 $M_2$  must be  $= 1 \Rightarrow \frac{10}{10} = \frac{W_2}{L_2}$   
 $M_3$  must be  $= .01 \Rightarrow \frac{10}{1000} = \frac{W_3}{L_3}$

b)  $I_{M2} = \frac{(\mu_p C_{ox})}{2} \cdot \frac{W_2}{L_2} (V_{GS} - V_T)^2 \Rightarrow (V_{GS} - V_T)^2 = \frac{10 \mu A \cdot 2 \cdot L_2}{(\mu_p C_{ox}) (W_2)} \Rightarrow$   
 $(V_{GS} - V_T)^2 = \frac{10 \mu A \cdot 2 \cdot 1}{(70 \cdot 10^{-6})(1)} = \boxed{16.9 V}$

3) Use 2 stage CE:



$$A_{Tot} = A_1 \cdot A_2 \quad A_2 = -\frac{R_2}{R_3}$$

$$A_1 = -\frac{R_2 \parallel R_{in2}}{R_3} \quad R_{in2} = \infty$$

$$A_{Tot} = \frac{R_2 \cdot R_4}{R_3 \cdot R_5} = 5$$

Choose:  $R_4 = 5k$   
 $R_2 = R_3 = R_5 = 1k$

$R_{in} \approx R_1$ , set  $\boxed{R_1 = 150k}$

$$4) \quad M = \frac{W_2 \cdot L_1}{W_1 \cdot L_2} \Rightarrow \frac{10}{2} \cdot \frac{4}{4}, \text{ with encroachment on } W,$$

$$M = \frac{10 - 2(1)}{2 - 2(1)} \cdot \frac{4}{4} = \boxed{5.4}$$

5)  $V_{o1}$ : Current through  $R_1$  dictates current through  $Q_1$ , dictates current through  $Q_2$ , dictates current through  $Q_3 \Rightarrow$

$$V_{o1} = I_3 \cdot R_2 \Rightarrow I_3 = \left( \frac{A_3}{A_2} \cdot \beta \right) \cdot I_2 \Rightarrow V_o = \left( \frac{A_3}{A_2} \cdot \beta \right) \cdot I_2 \cdot R_2$$

$$I_2 = \frac{10 - 0.6}{R_1} \quad \boxed{V_{o1} = \left( \frac{A_3}{A_2} \cdot \beta \right) \left( \frac{9.4}{R_1} \right) \cdot R_2}$$

$V_{o2}$ :  $I_{R1} \rightarrow I_{Q1} \rightarrow I_{M5} \rightarrow I_{M6}$

$$V_{o2} = I_{M6} \cdot R_3 \Rightarrow I_{M6} = \left( \frac{W_6 \cdot L_5}{W_5 \cdot L_6} \right) \left( \frac{A_4}{A_1} \cdot \beta \right) \cdot I_1 \cdot R_3$$

$$I_1 = \frac{10 - 0.6}{R_1} \Rightarrow \boxed{V_{o2} = \left( \frac{W_6 \cdot L_5}{W_5 \cdot L_6} \right) \left( \frac{A_4}{A_1} \cdot \beta \right) \left( \frac{9.4}{R_1} \right) \cdot R_3}$$

$$b) \quad V_{o1} = \left( \frac{25 \mu^2}{100 \mu^2} \cdot 100 \right) \left( \frac{9.4}{60k} \right) \cdot R_2 \quad \text{For } V_{o1} = 6V, \quad \boxed{R_2 = 1532 \Omega}$$

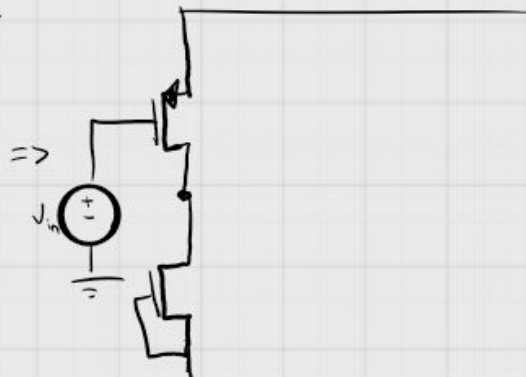
$$V_{o2} = \left( \frac{160 \cdot 10}{100 \cdot 40} \right) \left( \frac{300 \mu^2}{100 \mu^2} \cdot 100 \right) \left( \frac{9.4}{60k} \right) \cdot R_3 \quad \text{For } V_{o2} = 3V, \quad \boxed{R_3 = 160 \Omega}$$

$$6) \quad A_1 = -\frac{g_{m1}}{g_{m2}} \quad A_2 = -\frac{g_{m4}}{g_{m3}} \quad A_3 = -\frac{g_{m5}}{g_{m6}}$$

$$A_{Tot} = -\left(\frac{g_{m1}}{g_{m2}}\right)\left(\frac{g_{m4}}{g_{m3}}\right)\left(\frac{g_{m5}}{g_{m6}}\right)$$

$$b) \quad \bar{I} = (u_{Cox})\left(\frac{W}{2 \cdot L}\right)(V_{G3} - V_T)^2 \Rightarrow$$

$$V_{G3} = V_T + \sqrt{\frac{\bar{I} \cdot 2 \cdot L}{(u_{Cox})(W)}}$$



So. Why the fuck. Is there so much work for this class? It's so counterproductive.

$$7) \quad A_v = \frac{V_o}{V_i} \Rightarrow V_o = -\frac{R_2 \cdot V_A}{R_3} \quad V_{in} = V_A / (g_{m2} \cdot R_1) \left( \frac{g_{m1}}{g_{m1} + g_{m2}} \right)$$

$$\frac{V_o}{V_{in}} = -\frac{R_2 \cdot \cancel{V_A}}{R_3} \cdot \frac{(g_{m2} \cdot R_1) \left( \frac{g_{m1}}{g_{m1} + g_{m2}} \right)}{\cancel{V_A}} \Rightarrow -\frac{R_1 \cdot R_2 \cdot g_{m1} \cdot g_{m2}}{R_3 (g_{m1} + g_{m2})}$$

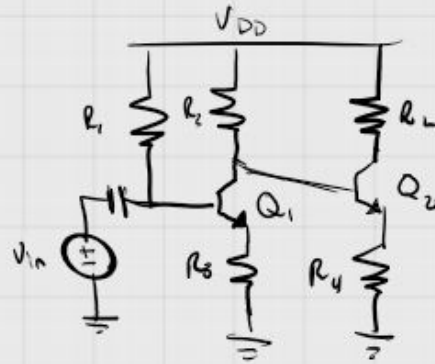
10) Use two CGs in series

$$A_{Tot} = A_{stage1} \cdot A_{stage2} = 60$$

$$A_{stage1} = -\frac{R_L}{R_4}$$

$$A_{stage2} = -\frac{(R_2 \parallel R_{in2})}{R_3}$$

$$R_{in2} = \left( \frac{V_T}{I_{C2}} + R_4 \right) \cdot \beta \Rightarrow \left( \frac{.026}{I_{C2}} + R_4 \right) \cdot 100$$



If we make  $A_{stage1} = -6$ ,  $A_{stage2} \text{ must be } -10$

$$A_{stage1} = -\frac{R_L}{R_4} \Rightarrow -\frac{1000}{R_4} \Rightarrow \boxed{R_4 = 166.6 \Omega}$$

$$\underline{\underline{R_L = 1k}}$$

$$I_{C2} = \beta \cdot I_{B2} \Rightarrow I_{B2} = \frac{V_{DD} - .6 - V_{R4}}{R_2} = \frac{V_{R4}}{R_4} \Rightarrow \boxed{\text{Choose } V_{DD} = 3V, R_2 = R_4}$$

$$\frac{3 - .6 - V_{R4}}{166.6} = \frac{V_{R4}}{166.6}$$

$$2V_{R4} = 2.4$$

$$V_{R4} = 1.2V$$

$$I_B = .0072$$

$$I_C = .72$$

$$A_{stage2} = -\frac{(166.6 \parallel \left( \frac{.026}{.72} + 166.6 \right) \cdot 100)}{R_3} = -10 \Rightarrow \frac{(166.6 \parallel 166.6)}{R_3} = 10$$

$$10 = \frac{165.02}{R_3} \Rightarrow \boxed{R_3 = 16.5 \Omega}$$

$$\boxed{R_1 = 5M\Omega} \text{ should work}$$

This question took over an hour.

I have another project and a half to do by Friday

I am not verifying this in spice.

$$11) \quad A_v = - \left( 1k \parallel \frac{1}{g_{o1}} \parallel \frac{1}{g_{o2}} \right) (g_{m1} + g_{m2}) \quad V_T = .026$$

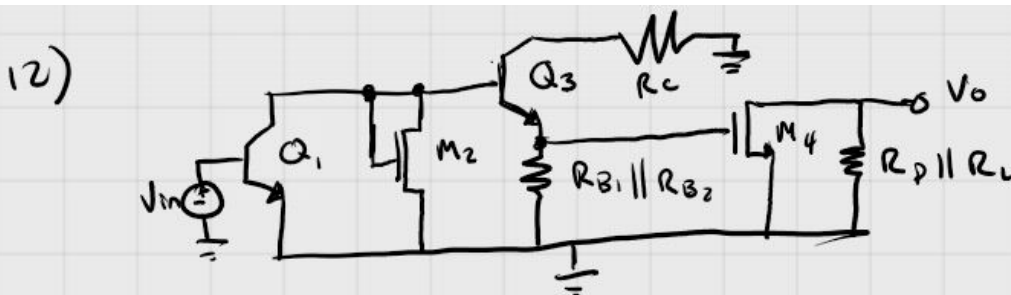
$$g_{m1} = \frac{I_c}{V_T} \quad g_{m2} = \frac{2 \cdot I_c}{V_{GS} - V_T} \quad I_c = J_s \cdot A_E \cdot e^{\frac{V_{BE}}{V_T}} = .0105 \text{ A}$$

$$g_{m1} = .404 \quad g_{m2} = .0046$$

$$g_{o1} = \frac{I_c}{V_{AF}} = \frac{.0105}{100} = 105 \cdot 10^{-6} \quad g_{o2} = \lambda \cdot I_c = .01 \cdot .0105 = 105 \cdot 10^{-6}$$

$$A_v = - \left( 1k \parallel \left( \frac{1}{105 \cdot 10^{-6}} \right) \parallel \left( \frac{1}{105 \cdot 10^{-6}} \right) \right) (.404 + .0046) \Rightarrow \boxed{-337.69}$$

$$b) \quad V_o = -337.69 \cdot .01 \sin(1000t) = \boxed{3.38 \sin(1000t)}$$



b) ~ 3 stages

$$A_v = \left( -g_{m1} \left( R_{in3} \parallel \frac{1}{g_{m2}} \right) \right) \cdot \left( g_{m3} \left( \frac{R_c}{R_{B1} \parallel R_{B2}} \right) \right) \cdot \left( -g_{m4} (R_D \parallel R_L) \right)$$

What was the point of this exercise? I feel very strongly that my time could have been better spent elsewhere.

```
//-----  
// D flip flop with enable designed to  
// only change value on clock posedge  
//  
// Sean Gordon  
// SGordon4  
//-----  
module DFF_Sync (  
    D,  
    clk,  
    rst,  
    en,  
    Q  
);  
    input D, clk, rst, en;  
    output Q;  
    reg Q;  
  
    always @ ((posedge clk) or en)  
    if(en) begin  
        if(rst) begin  
            Q <= 0;  
        end  
        else begin  
            Q <= D;  
        end  
    end  
endmodule  
  
//-----  
// 4-Bit shift register built from  
// synchronous D-Flip-Flops  
//  
// Sean Gordon  
// SGordon4  
//-----
```

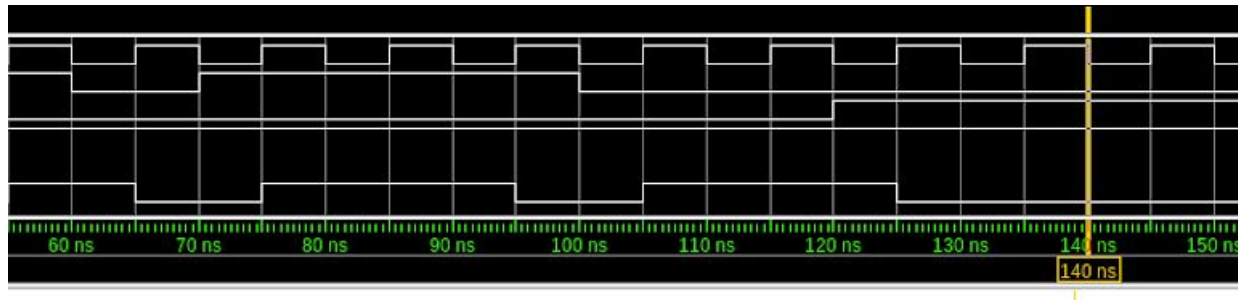
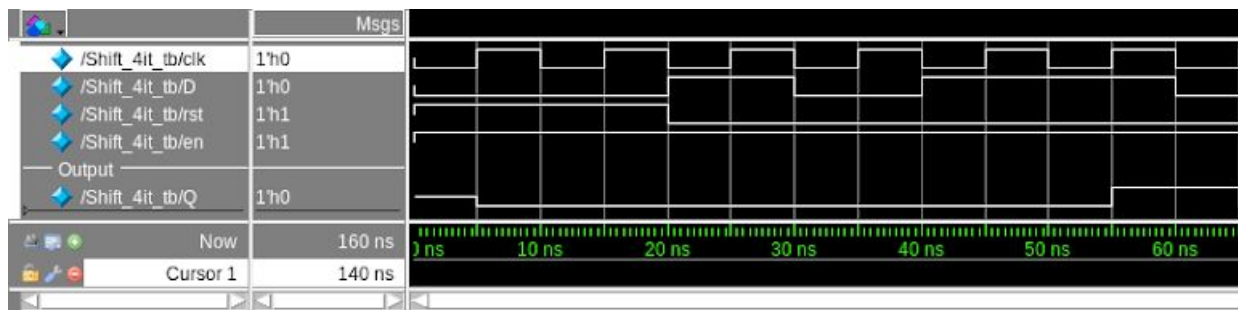
```

module Shift_4Bit(
    D,
    clk,
    rst,
    en,
    Q
);
    input D, clk, rst, en;
    output Q;
    wire s_D1_2, s_D2_3, s_D3_4;

    DFF_Sync DFF1(
        .D      (D),
        .clk     (clk),
        .rst     (rst),
        .en      (en),
        .Q       (s_D1_2)
    );
    DFF_Sync DFF2(
        .D      (s_D1_2),
        .clk     (clk),
        .rst     (rst),
        .en      (en),
        .Q       (s_D1_3)
    );
    DFF_Sync DFF3(
        .D      (s_D1_3),
        .clk     (clk),
        .rst     (rst),
        .en      (en),
        .Q       (s_D1_4)
    );
    DFF_Sync DFF4(
        .D      (s_D1_4),
        .clk     (clk),
        .rst     (rst),
        .en      (en),
        .Q       (Q)
    );

endmodule

```



```

`timescale 1ns/10ps
module Shift_4it_tb;
    reg D;
    reg clk, rst, en;
    wire Q;
    localparam period = 5;

    Shift_4Bit shift(
        .D      (D),
        .clk     (clk),
        .rst     (rst),
        .en      (en),
        .Q       (Q)
    );

    //Do basic setup
    initial begin
        clk = 1'b0;
        en  = 1'b1;
        rst = 1'b1;
        repeat(4) #period clk = ~clk;

        rst = 1'b0;
        forever #period clk = ~clk; // generate a clock
    end
    initial begin

```



```

//Wait for setup to stop before beginning
D = 0;
@(negedge rst);

D = 1;
repeat(1) @(negedge clk);
D = 0;
repeat(1) @(negedge clk);
D = 1;
repeat(1) @(negedge clk);
D = 1;
repeat(1) @(negedge clk);

D = 0;
repeat(1) @(negedge clk);
D = 1;
repeat(1) @(negedge clk);
D = 1;
repeat(1) @(negedge clk);
D = 1;
repeat(1) @(negedge clk);

//Let the shift register propagate out
D = 0;
repeat(1) @(negedge clk);
D = 0;
repeat(1) @(negedge clk);
D = 0;
rst = 1; //Show reset works
repeat(1) @(negedge clk);
D = 0;
repeat(1) @(negedge clk);

//$finish;
end

endmodule

```