#### Electronics and Communication Systems

#### **Electronics Systems**

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#### **Outline**

- **♦ CMOS Logic** 
  - Static Logic (hard node)
  - Dynamic Logic (soft node)
- ♦ Example: NAND4 Area-Speed trade-off

# Hard-Node (Static Logic)

- Have positive feedback (regeneration) with an internal connection between the output and the input. Storage is performed through circuit topology
- ♦ Preserve state as long as the power is on
- ♦ Useful when updates are infrequent

# Soft Node (Dynamic Logic)

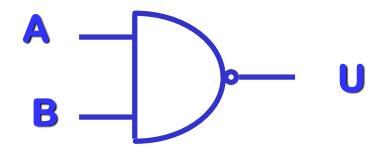
- ♦ Store state on parasitic capacitors
- ♦ Only hold state for short periods of time
- ♦ Require periodic refresh
- Usually simpler, so higher speed and lower power

#### **NAND**

#### **Truth Table**

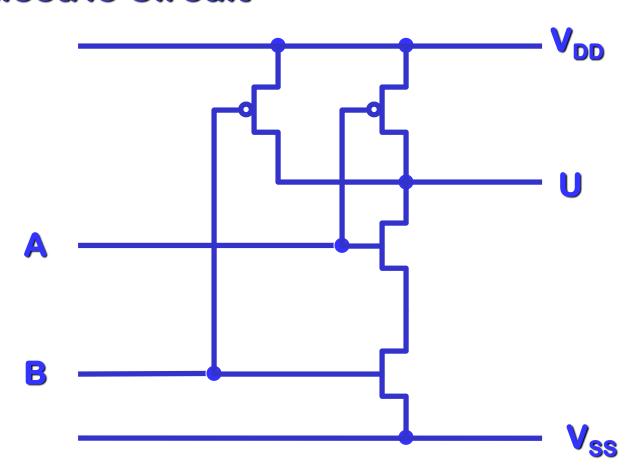
A	В	U
0	0	1
0	1	1
1	0	1
1	1	0

#### **Logic Symbol**

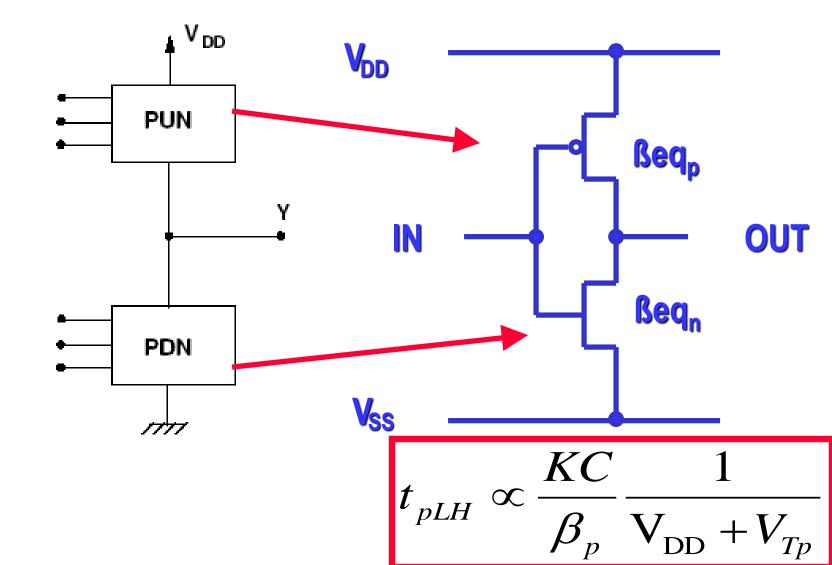


# **CMOS** Implementation

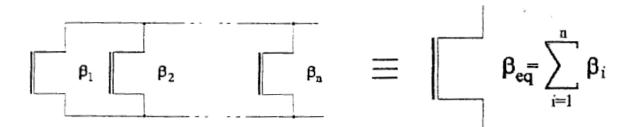
#### **♦ Electric Circuit**

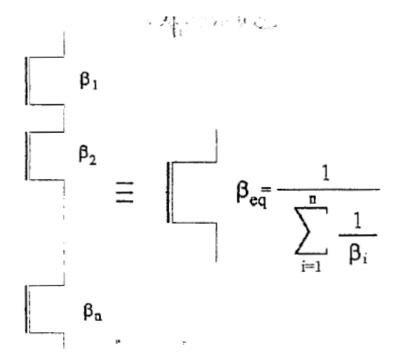


Dynamic A  $t_{pHL} \propto \frac{KC}{\beta_n} \frac{1}{\mathrm{V_{DD}} - V_{Tn}}$ 

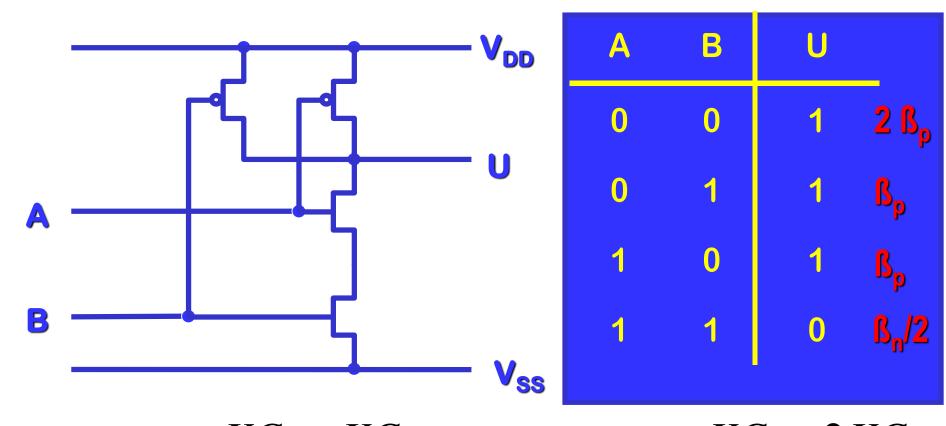


# **Dynamic Analysis**





#### **Dynamic Analysis**



$$t_{pLH} \propto \frac{KC}{\beta_{eqp}} = \frac{KC}{\beta_{p}}$$

$$t_{pHL} \propto \frac{KC}{\beta_{eqn}} = \frac{2KC}{\beta_n}$$

## **Dynamic Analysis**

$$t_{pLH} \propto \frac{KC}{\beta_{eqp}} = \frac{KC}{\beta_{p}}$$

$$t_{pHL} \propto \frac{KC}{\beta_{eqn}} = \frac{2KC}{\beta_n}$$

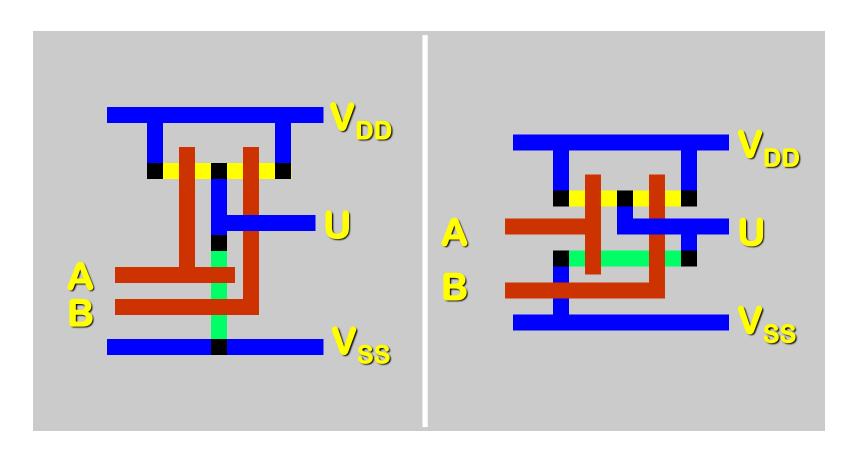
 $\Rightarrow$  tp<sub>HL</sub> = tp<sub>LH</sub> in the worst case

$$\beta_p = \frac{\beta_n}{2} \to \beta_n = 2\beta_p \to \mu_n \frac{W_n}{L_n} = 2\mu_p \frac{W_p}{L_p}$$

$$\mu_p = \frac{\mu_n}{2} \qquad L_n = L_p = L_{\min} \qquad \longrightarrow \qquad W_n = W_p$$

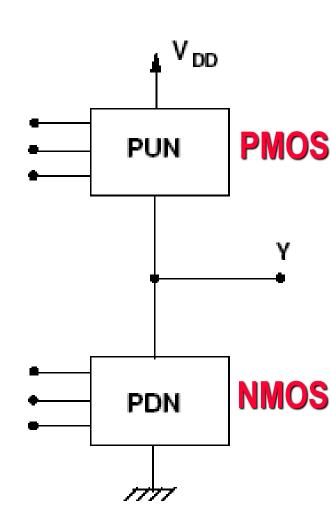
#### Stick Diagram

#### ♦ Different topological solutions



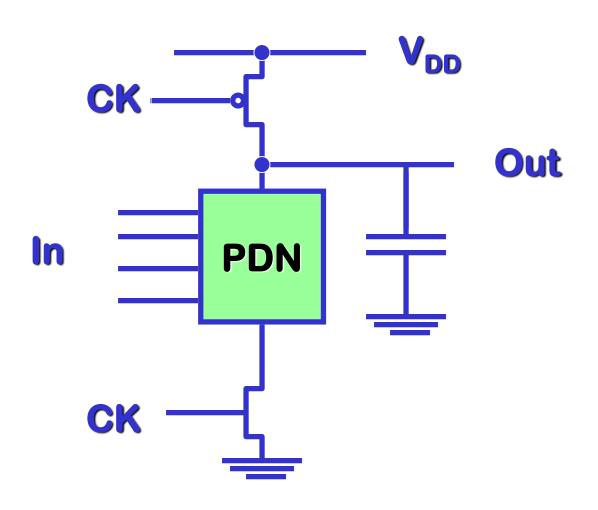
## **Complementary CMOS**

- **♦ Static Logic**
- ♦ No Threshold Drop
- ♦ Maximum Noise Margin
- ♦ No Static Power Cons. (VDD-GND)
- ♦ Possible TR sizing for tp<sub>HL</sub>=tp<sub>LH</sub>
- ♦ Flexible Layout
- → Transistor Complexity for a logic function with N input: 2 N MOS

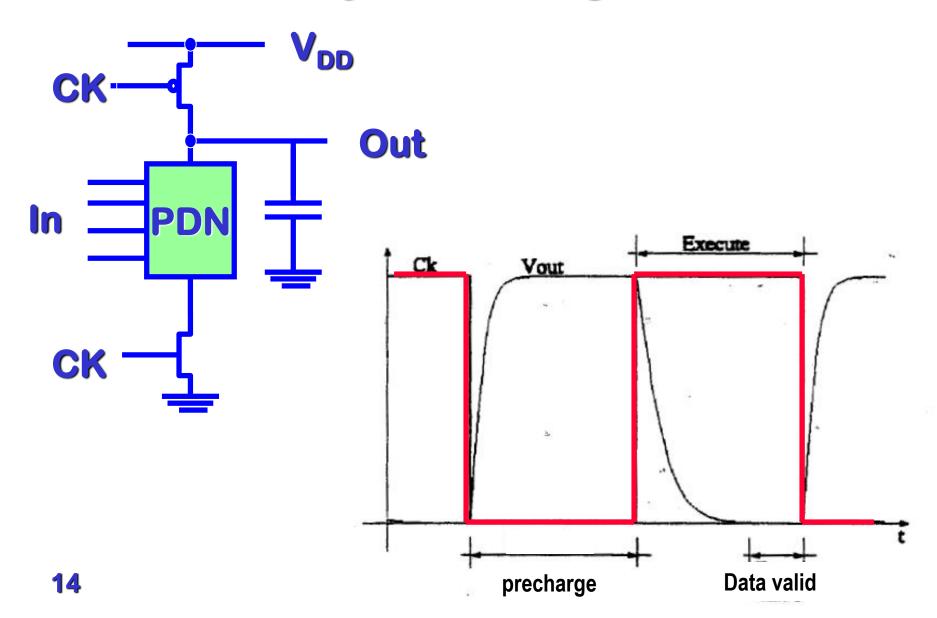


PDN and PUN are dual

# **Dynamic Logic**



# **Dynamic Logic**



#### **Dynamic Logic**

PRO N MOS + 2

Reduced C<sub>in</sub>

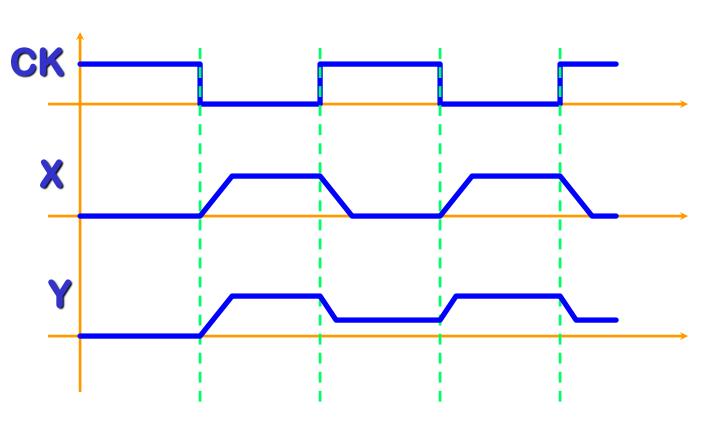
CONTRA
Output is valid only for
CK=1 (fraction of)
input have to be stable
when CK=1

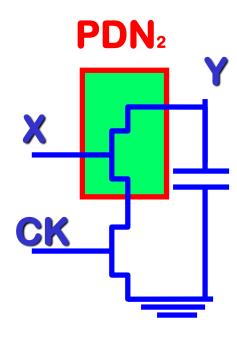
# **Cascaded of Dynamic Logic**

# ♦ Descharge problem CK X PDN<sub>1</sub> PDN<sub>2</sub> CK

#### Forme d'Onda

#### ♦ Y state is not defined





#### **Domino Logic**

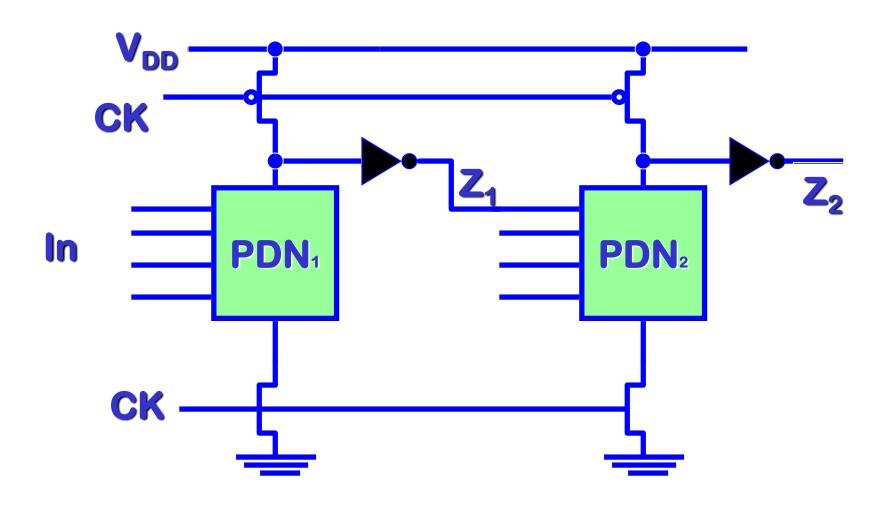
**♦ Note** 

-Descharge is due to the precharge to "1"

**♦ Solution** 

-precharge to "0"

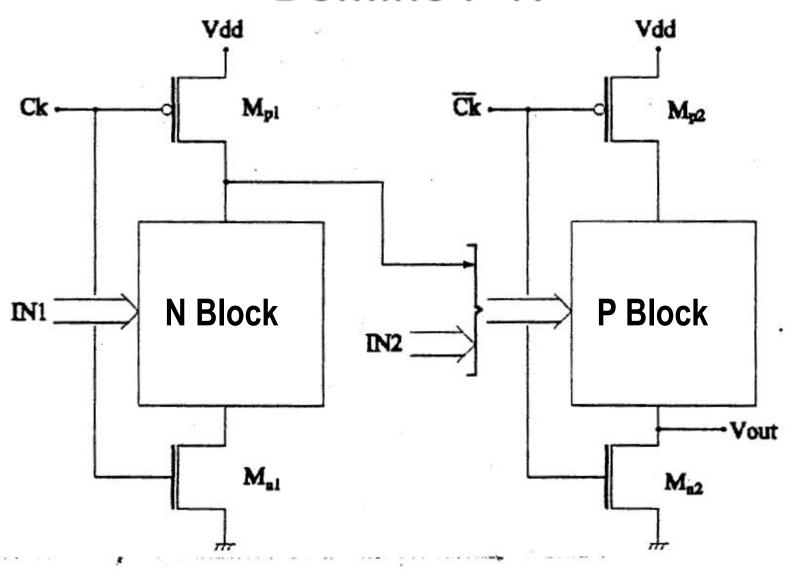
#### **Domino Logic Scheme**



#### **Note on Domino Logic**

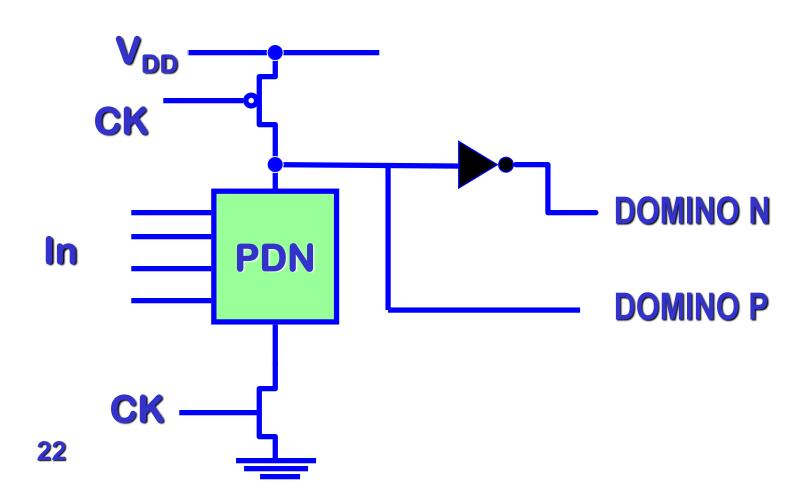
- ♦ The name of Domino Logic derived from the fact that output "fall" one after the other as in the "DOMINO" game !!
- ♦ Negative Function cannot be implemented

#### **Domino P-N**



#### **Domino P-N**

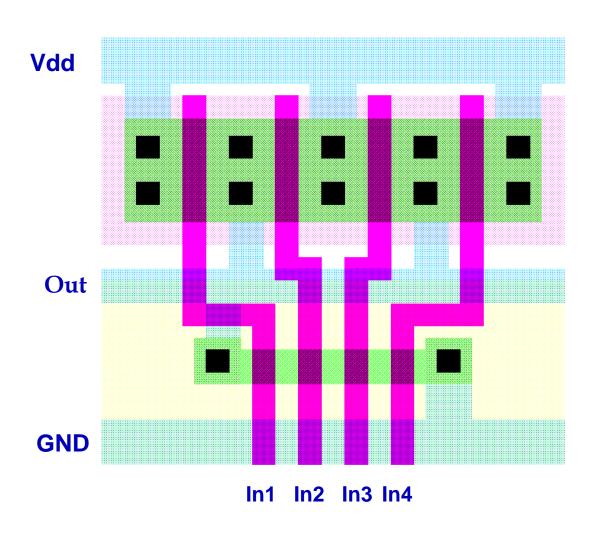
#### **♦A DOMINO N gate can drive:**

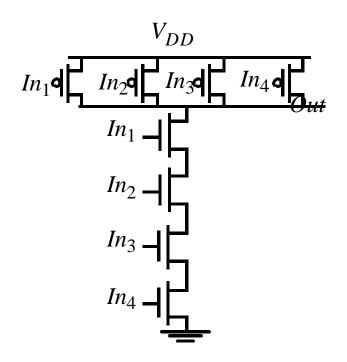


# NAND 4 comparison

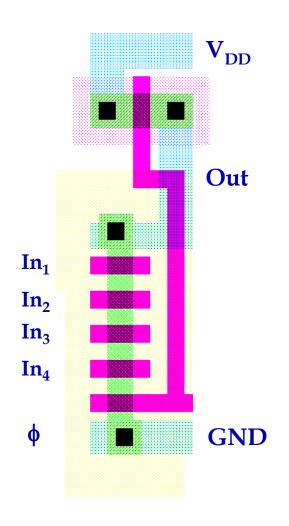
- **♦ Complementary CMOS**
- ♦ Dynamic Logic

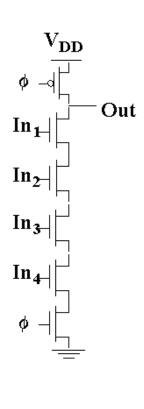
# NAND 4 - Complementary CMOS





# NAND 4 - Dynamic Logic

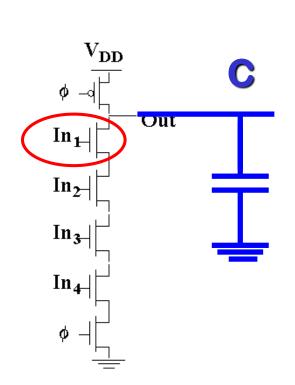


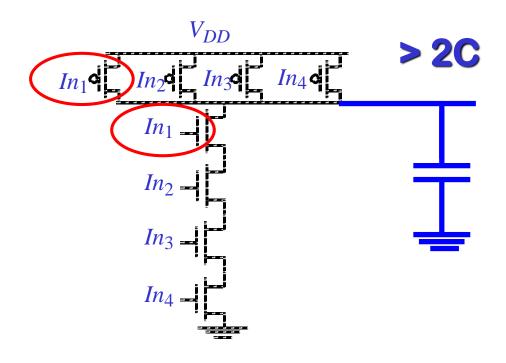


# NAND 4 - Comparison

Style	# Transistor	Area (µm²)	Propagation Delay (ns)
Complementary	8	<b>533</b>	0.61
Dynamic	6	212	0.37

# NAND 4 - Comparison





$$t_{pHL} \propto \frac{KC}{\beta_n} \frac{1}{V_{DD} - V_{Tn}}$$

