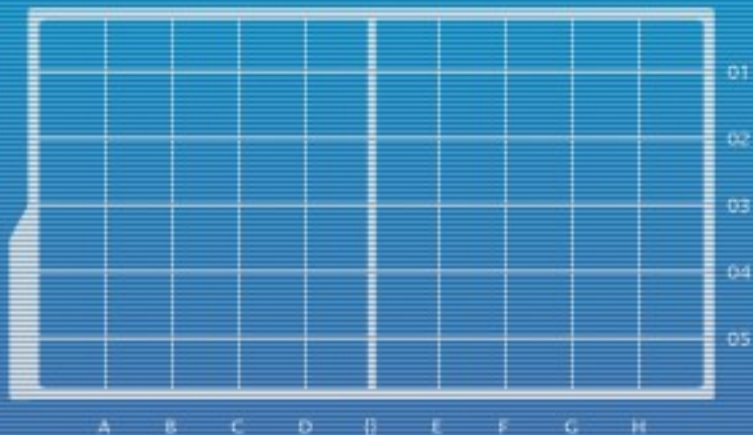




# DEPARTMENT OF INFORMATION SYSTEMS AND COMPUTER SCIENCE



```
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1010010100100100101010101010101010101010101010101010
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11101010111100101000100101111010100010100100111010
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00101010010101001010100000001010101001111101000011001
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100101010101001010101010100101010101001010101010
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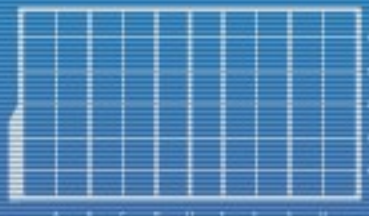
# CMOS Logic Design

Analog Transistors for Digital Gates

# Lecture Time!

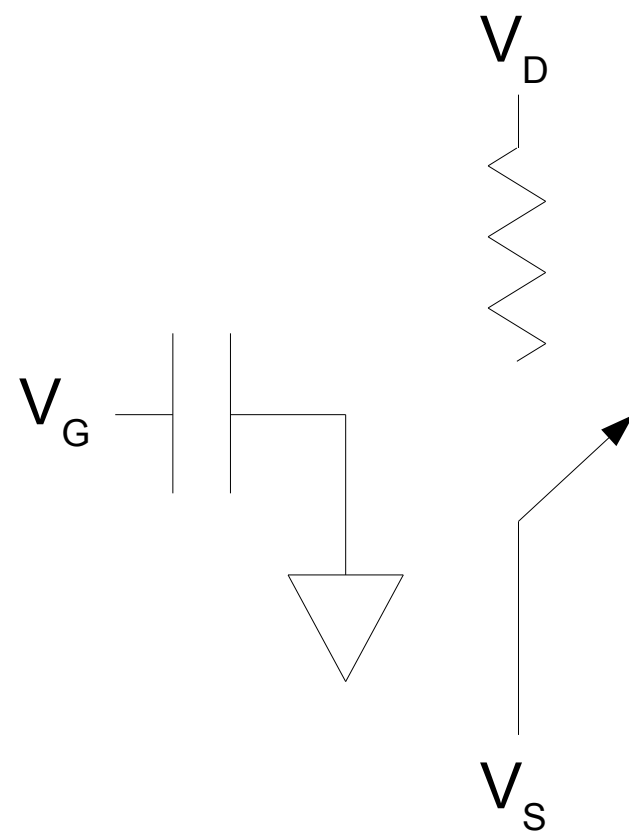
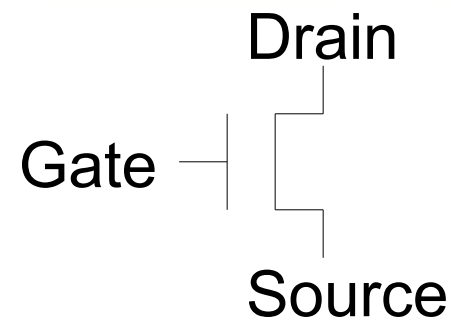
- Transistors: No Problem
- CMOS: Teamwork in Basic Electronics
- CMOS Gates: From Paper to Circuits

00101010010101000011110100001100  
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110010101010100001001100101010100  
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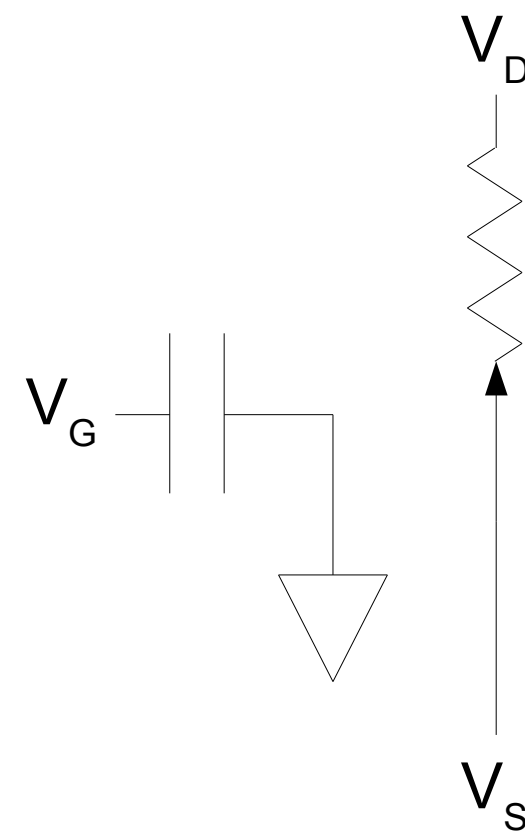


DISCS

# The NFET (N-channel Field Effect Transistor)

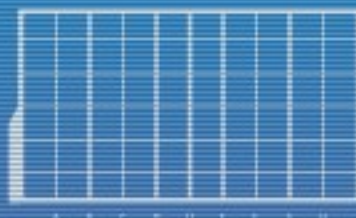


Switch OFF if  $V_G$  is LOW / 0



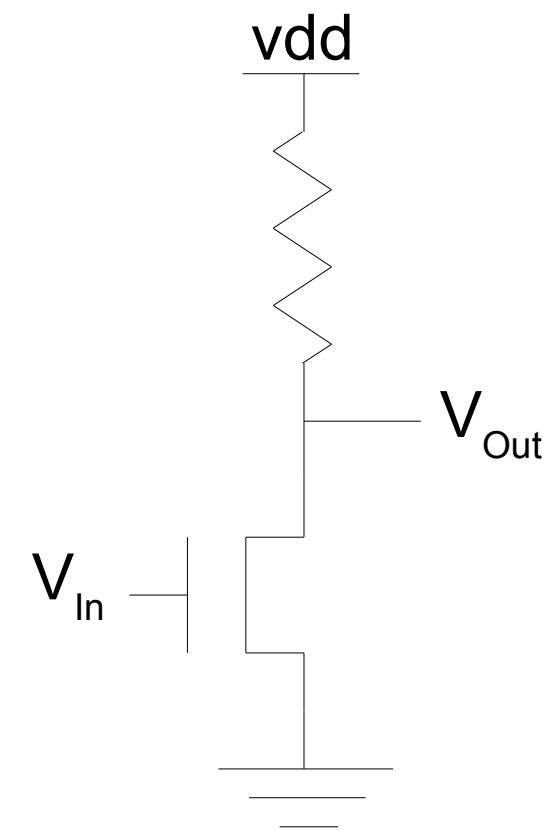
Switch ON if  $V_G$  is HIGH / 1

00101010010101000011110100001100  
10001100100001111001101010010101  
11001010101010100001001100101010100  
100101001001001010101010101010101  
11100001111010110000000111101001  
001001010100101001001010010010110  
10010100100001010100100101001010  
100101001010101001010010101010101  
100101001010101010101010101010101



# Proposed NMOS Inverter

- N-channel Metal Oxide Semiconductor (see Lab 1)
  - When  $V_{In}$  is low, resistor  $R$  pulls  $V_{Out}$  up to  $V_{DD}$ .
  - What if  $V_{In}$  is high?



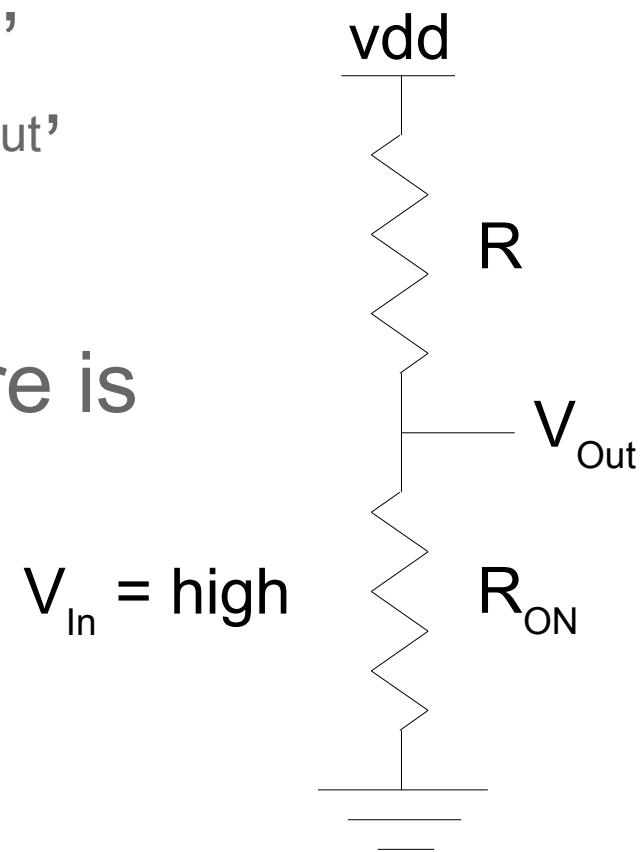
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110010101010100001001100101010100  
1001010010010010101010101010101  
11100001111010110000000111101001  
001001010100101001001010010010110  
10010100100001010100100101001010  
10010100101010010100101010010101  
10010100101010010101010101010101



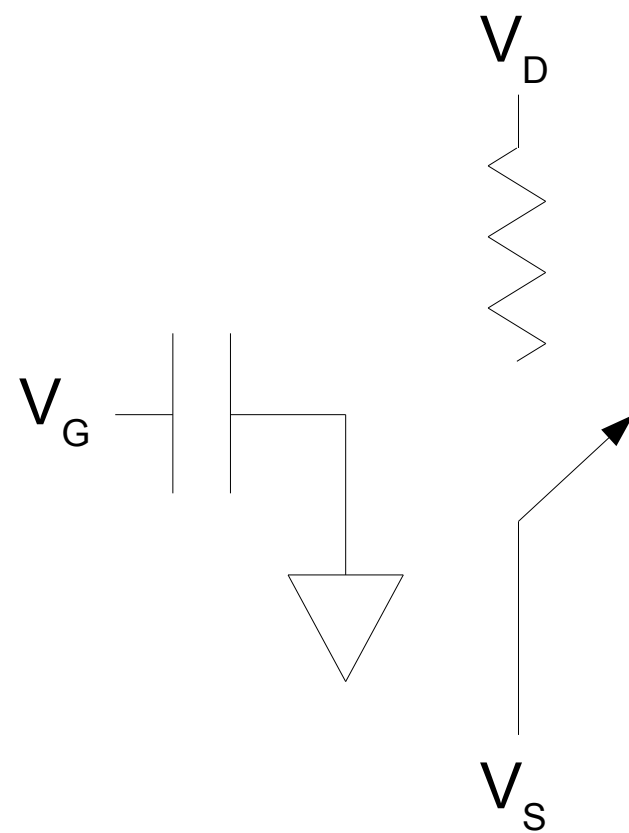
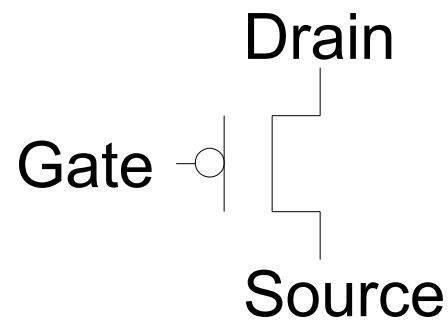


# Problems with NMOS Inverter

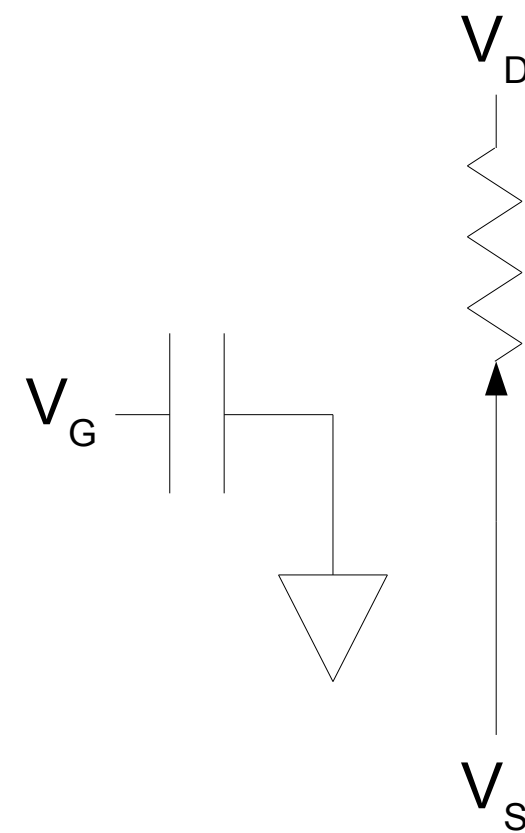
- When  $V_{in}$  is high, and if  $R_{ON}$  is significantly less than  $R$ ,  $V_{out}$  close to but not quite zero! (again, see Lab 1)
- Large  $R$  causes other complications, such as slow rising transition at  $V_{out}$ , so increasing  $R$  is not advised.
- We need another switch so that there is no direct connection between VDD and ground!
  - (except maybe during unavoidable transitions)



# The PFET (P-channel Field Effect Transistor)

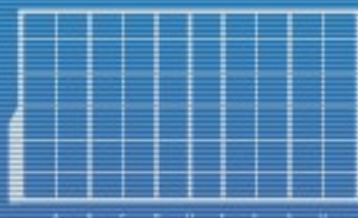


Switch OFF if  $V_G$  is HIGH / 1



Switch ON if  $V_G$  is LOW / 0

00101010010101000011110100001100  
10001100100001111001101010010101  
110010101010100001001100101010100  
1001010010010010101010101010101  
11100001111010110000000111101001  
001001010100101001001010010010110  
10010100100001010100100101001010  
10010100101010010100101010010101  
1001010010101001010101001010101



# Confused? Can't Memorize?

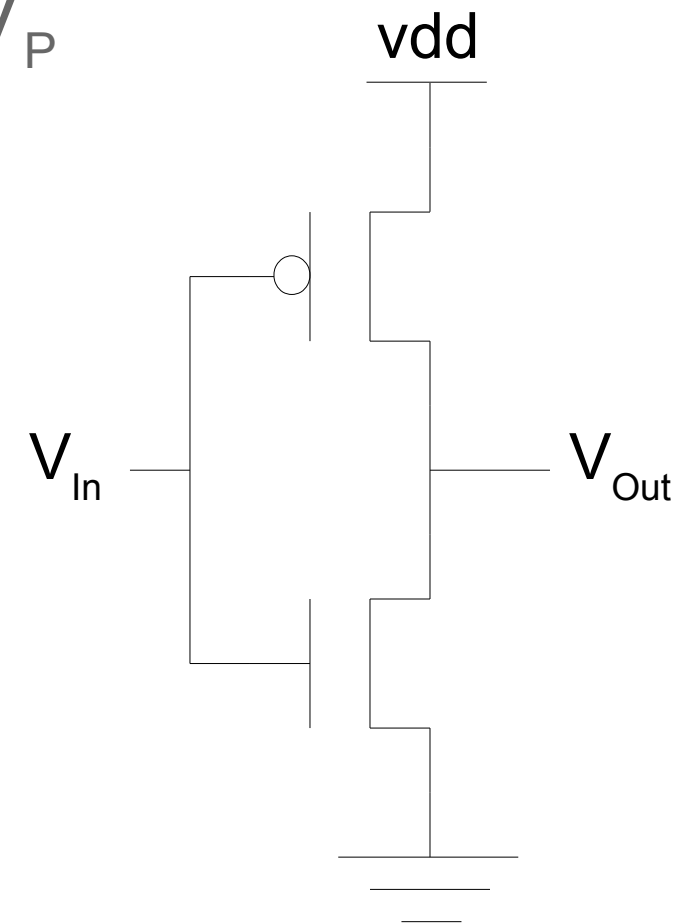
- Note: Some electronics books say switch is 'closed' if on or connected, 'open' if off or disconnected.
- Can't remember the difference between NFETs and PFETs?
- 0P1N = OPIN = a mispronounced 'open'
  - 0P = PFET is ON if input voltage is signal 0
    - low, ground, etc.
  - 1N = NFET is ON if input voltage is signal 1
    - high, vdd, etc.

00101010010101000011110100001100  
10001100100001111001101010010101  
110010101010100001001100101010100  
1001010010010010101010101010101  
11100001111010110000000111101001  
001001010100101001001010010010110  
10010100100001010100100101001010  
10010100101010010100101010010101  
1001010010101001010101001010101



# Proposed CMOS Inverter

- “Complementary” MOS (see Lab 2)
- $V_{OL} = 0V$ ,  $V_{OH} = VDD$ ,  $V_{IL} = V_N$ ,  $V_{IH} = V_P$ 
  - $V_N$  and  $V_P$  are the voltage levels which turn on the transistors.
  - Let's try drawing the VTC of this device!



00101010010101000011110100001100  
10001100100001111001101010010101  
11001010101010100001001100101010100  
1001010010010010101010101010101  
11100001111010110000000111101001  
001001010100101001001010010010110  
10010100100001010100100101001010  
10010100101010010100101010010101  
10010100101010010101010101010101

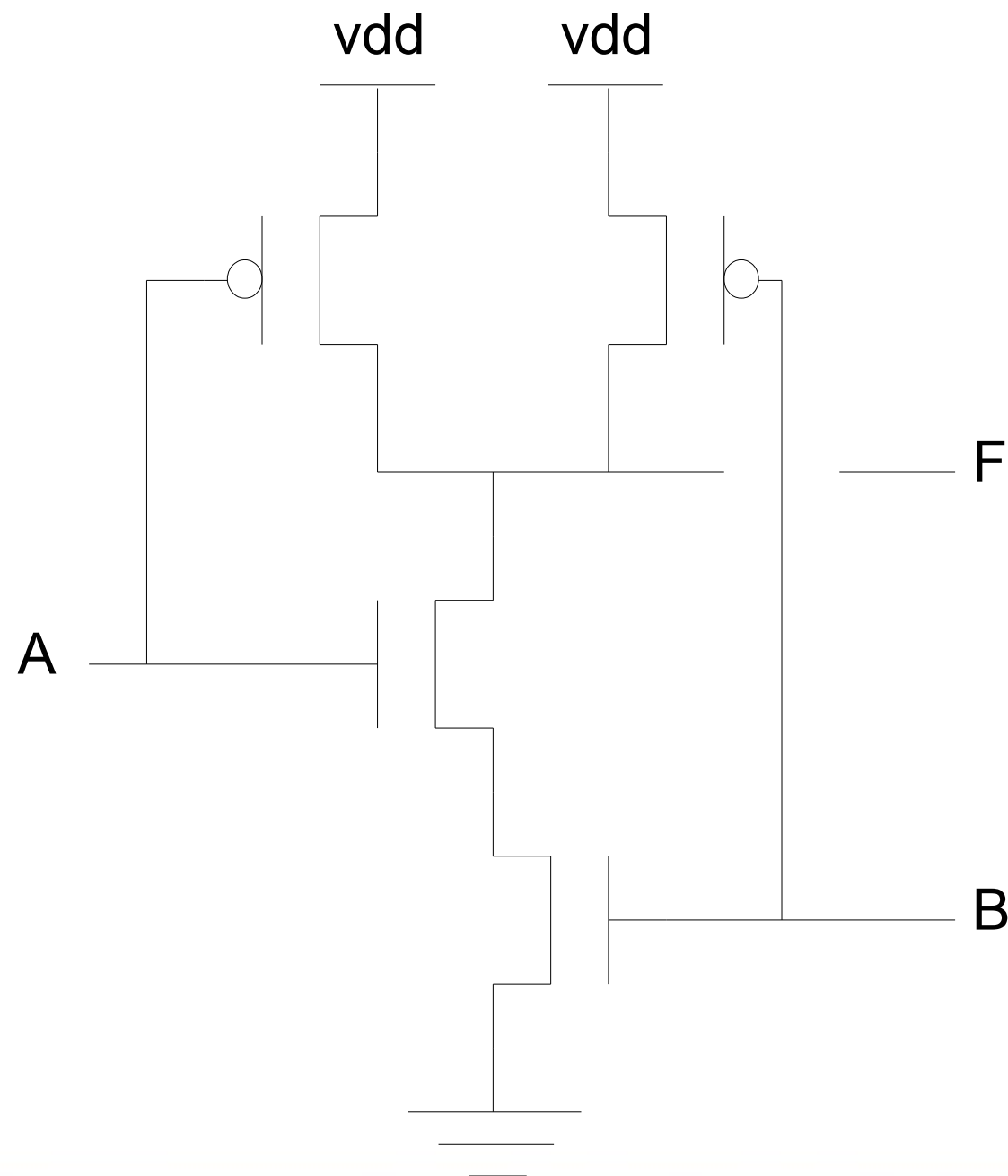


DISCS

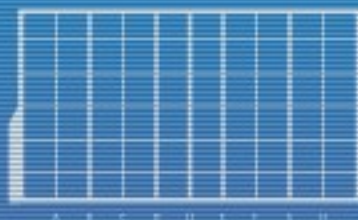


# 2-Input Logic Functions

- What function does this circuit compute?

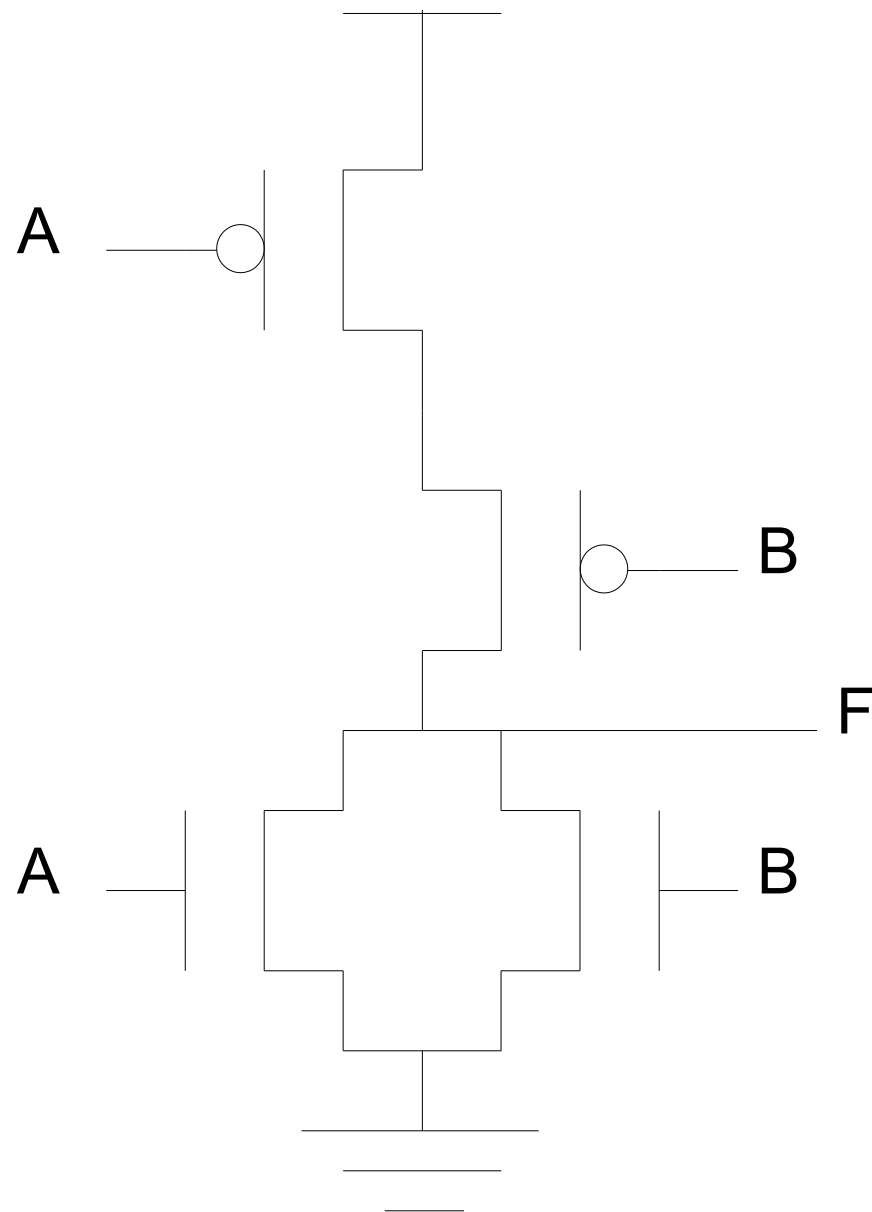


00101010010101000011110100001100  
10001100100001111001101010010101  
110010101010100001001100101010100  
1001010010010010101010101010101  
11100001111010110000000111101001  
001001010100101001001010010010110  
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10010100101010010100101010010101  
10010100101001010101010101010101

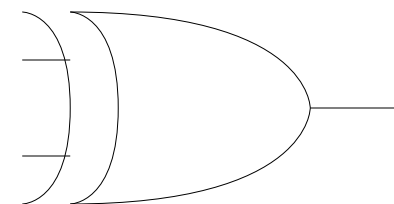
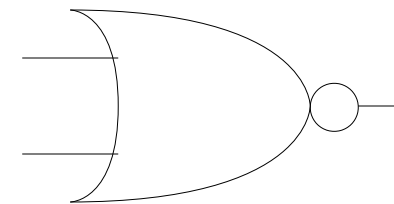
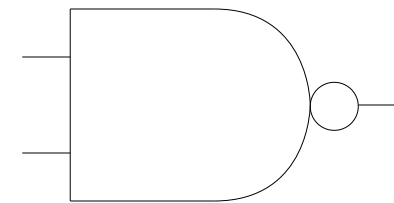


# 2-Input Logic Functions

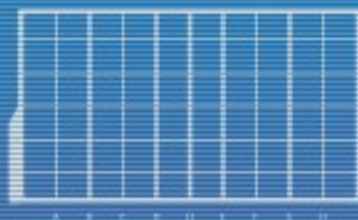
- What about this one?



- Are you familiar with these?



00101010010101000011110100001100  
10001100100001111001101010010101  
110010101010100001001100101010100  
1001010010010010101010101010101  
11100001111010110000000111101001  
001001010100101001001010010010110  
10010100100001010100100101001010  
10010100101010010100101010010101  
1001010010101001010101001010101



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# Advantages of CMOS over NMOS

- Much Better Output Voltages
  - No more voltage divider.
  - Output connected to either vdd or ground but not both.
- Faster
  - No more need for big pullup R.
  - Can have smaller RC time constants.
- Much less power consumption
  - No current between vdd and ground except during transition times.
  - If values are not changing, very little power consumption.
    - CMOS memory is used for configuration settings in desktops since it can be powered by small batteries.

00101010010101000011110100001100  
10001100100001111001101010010101  
110010101010100001001100101010100  
1001010010010010101010101010101  
11100001111010110000000111101001  
001001010100101001001010010010110  
10010100100001010100100101001010  
10010100101010010100101010010101  
10010100101010010101010101010101



# Transistor Limitations

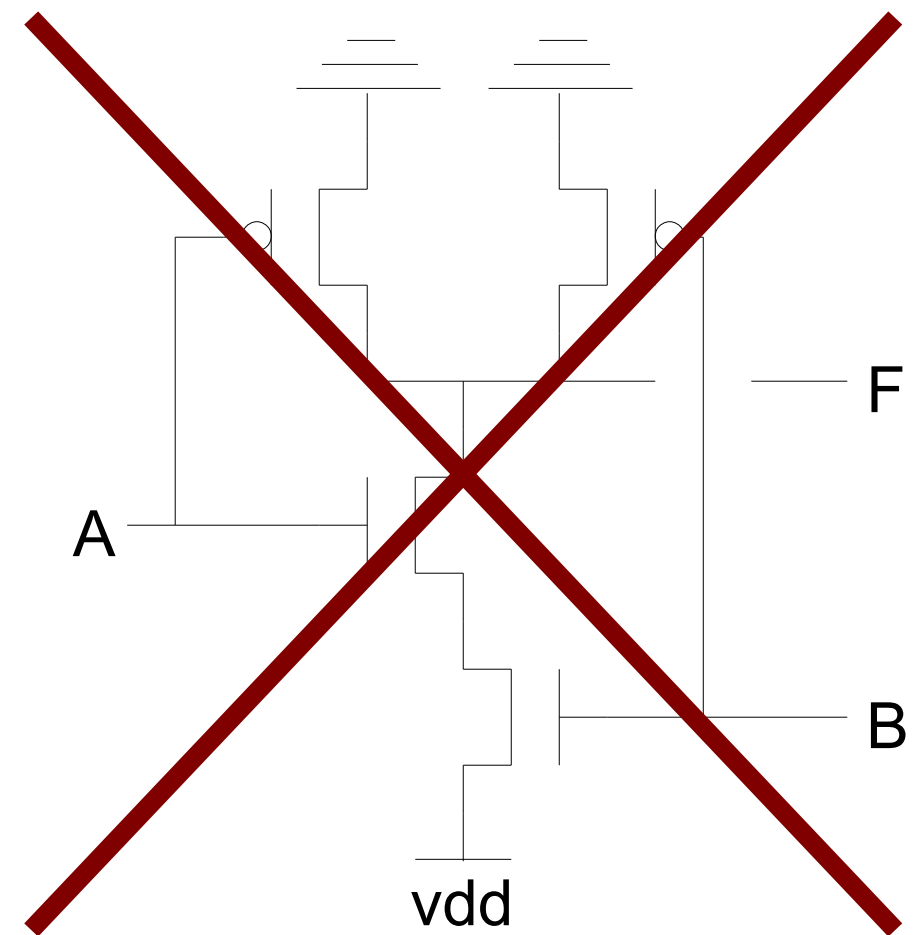
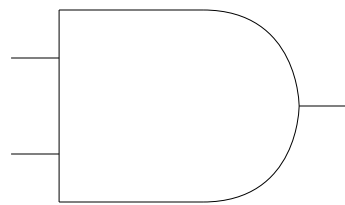
- These transistors are not perfect and have physical limitations.
- Theoretically, NFETs and PFETs are just switches, but in reality:
  - NFETs - good for 0's, bad for 1's
  - PFETs - good for 1's, bad for 0's
  - But we're CS, not CE or PS, so we're not going to discuss the reason. We just need to know that they work like that, so that we can use them to make our RELIABLE circuits.
- That's why CMOS always has NFETs connected to ground, and PFETs to power/VDD.

00101010010101000011110100001100  
10001100100001111001101010010101  
110010101010100001001100101010100  
1001010010010010101010101010101  
11100001111010110000000111101001  
001001010100101001001010010010110  
10010100100001010100100101001010  
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1001010010101001010101001010101



# Transistor Limitations

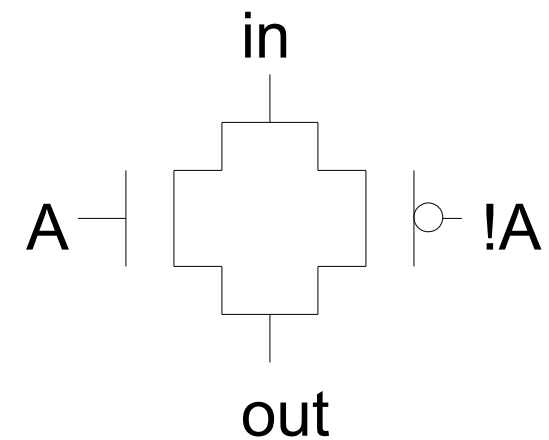
- In other words, you can't get AND by swapping the vdd and ground nodes in a NAND circuit.
  - So what should we do?
  - What if !A and !B (not-A and not-B) were available?
    - And at no extra transistor cost!



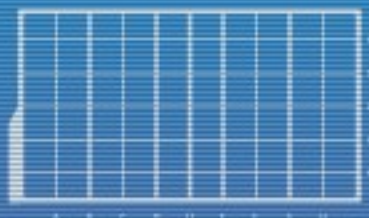


# Transistor Limitations

- Transmission Gate
  - Basically a switch
  - Needs both an NFET and a PFET
  - Needs A and !A



00101010010101000011110100001100  
10001100100001111001101010010101  
110010101010100001001100101010100  
1001010010010010101010101010101  
11100001111010110000000111101001  
001001010100101001001010010010110  
10010100100001010100100101001010  
10010100101010010100101010010101  
10010100101010010101010101010101



# Building CMOS gates

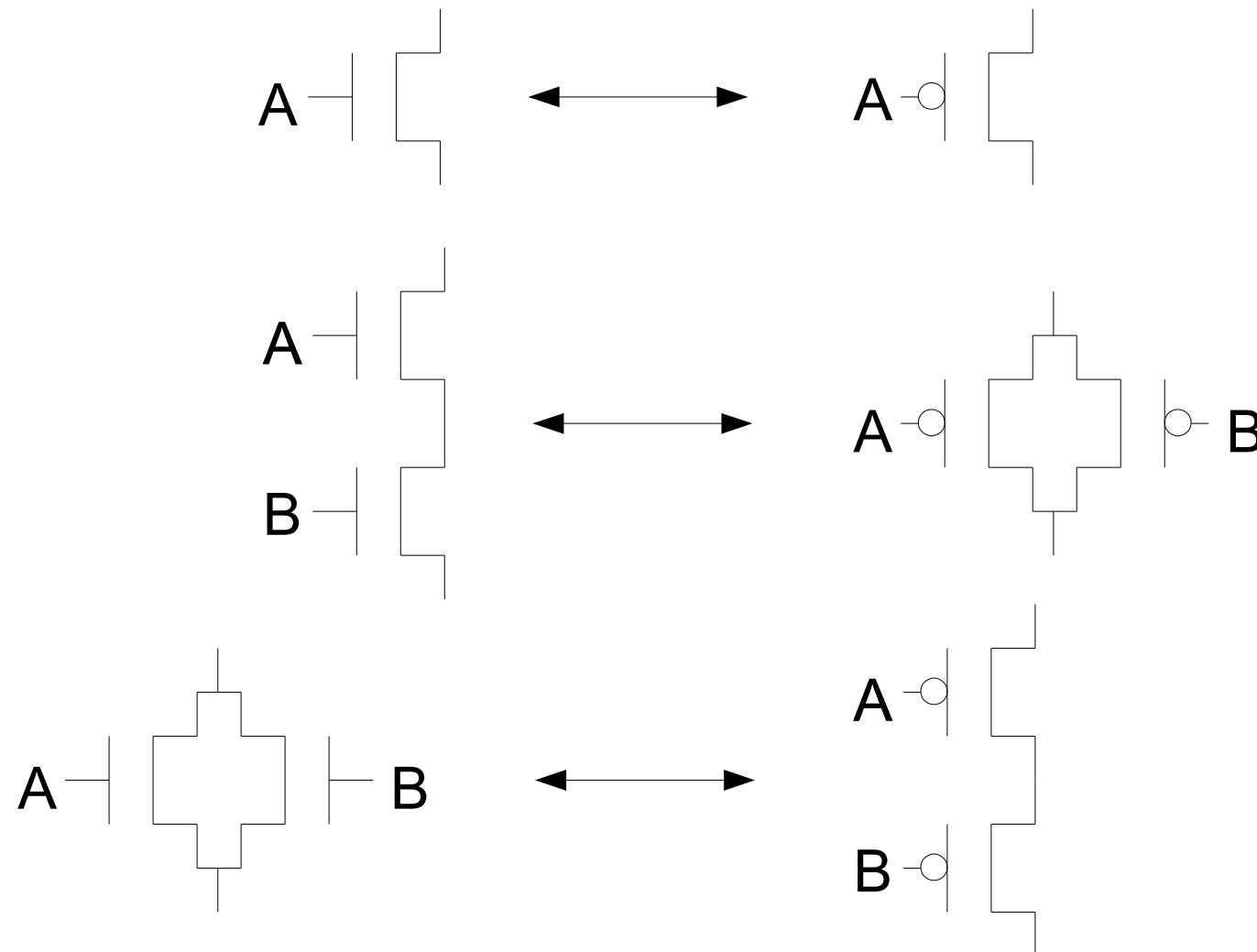
- Have a boolean function that you need to implement?
- Build PULLDOWN or PULLUP first:
  - AND: series
  - OR: parallel
- Note that the AND and OR here might not pertain to the actual function, but instead to certain conditions that determine the function's output.
- Example: In a 2-input NAND, output 1 if A or B is 0. In the pullup side, note that PFETs are in parallel.
- Then, build the other part as the dual or complement of the first part.

00101010010101000011110100001100  
10001100100001111001101010010101  
110010101010100001001100101010100  
1001010010010010101010101010101  
11100001111010110000000111101001  
001001010100101001001010010010110  
10010100100001010100100101001010  
10010100101010010100101010010101  
1001010010101001010101001010101



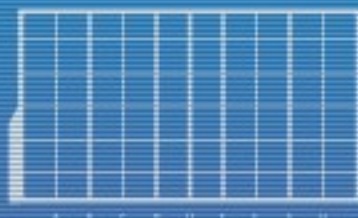
# CMOS complements

- If one is ON, the other should be OFF.



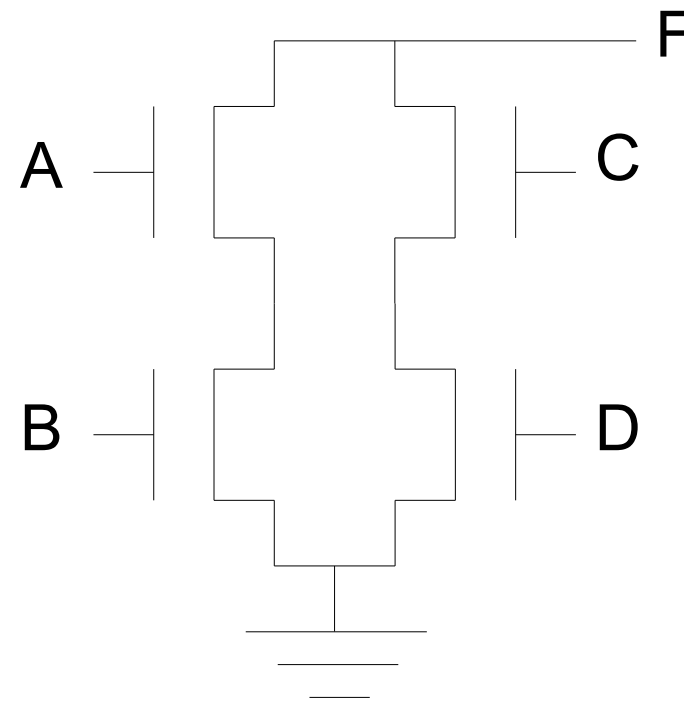
- Not a visual person? This can be done through math.

00101010010101000011110100001100  
10001100100001111001101010010101  
11001010101010100001001100101010100  
100101001001001010101010101010101  
11100001111010110000000111101001  
001001010100101001001010010010110  
10010100100001010100100101001010  
10010100101010010100101010010101  
1001010010101001010101010010101



# Example

- Given the pulldown part only, what function should the circuit compute?
- Build the pullup part.
  - Use visual guide for obtaining duals.
- Verify that both pulldown and pullup part compute the same function.
  - Use math (de Morgan's law).



00101010010101000011110100001100  
10001100100001111001101010010101  
110010101010100001001100101010100  
1001010010010010101010101010101  
11100001111010110000000111101001  
001001010100101001001010010010110  
10010100100001010100100101001010  
10010100101010010100101010010101  
1001010010101001010101010010101



# More CMOS Functions

- 2-input AND?
- 4-input OR?
- 2-input XOR?
- $F = A + !B$  ?
- $F = !(AB) + C(!D)$  ?
  - Note: For all these exercises, assume that inverted inputs are available.
    - You can use !A immediately as a transistor's gate input without building an inverter for input A.
  - General rule: For every input, exactly 2 transistors must be added to the circuit.
    - Exception being the XOR gate?

00101010010101000011110100001100  
10001100100001111001101010010101  
110010101010100001001100101010100  
1001010010010010101010101010101  
11100001111010110000000111101001  
001001010100101001001010010010110  
10010100100001010100100101001010  
10010100101010010100101010010101  
1001010010101001010101010010101



DISCS