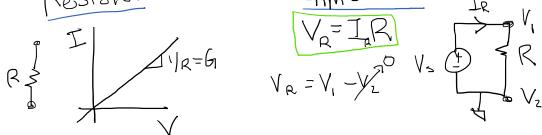
Tuesday, June 23, 2020 10:44 AM

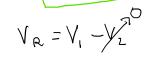
(Use h) egns in green box)
(Vocab underlined in blue)
(edits after class from DH & chat greating)

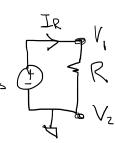
Voltage

Current

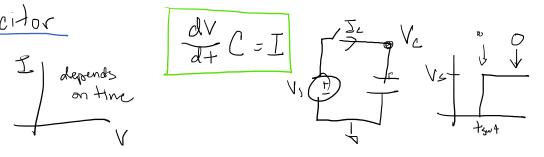
Resistor





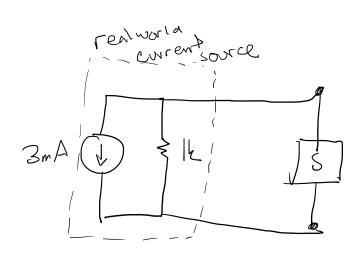


Capacitor



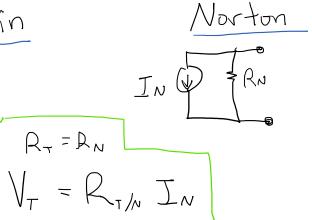
Inductor did+

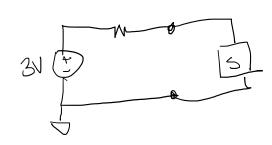
 $\frac{dI}{d+}L=VI_{S}$ 





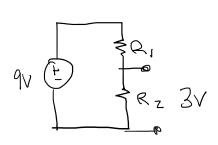
The venin





a v 9

Voltage Divider



$$V_{0} = V_{in} \frac{R_{z}}{R_{i} + R_{z}}$$

$$3V = 9V \frac{R_{z}}{R_{i} + R_{z}}$$

$$\frac{R_{1}}{R_{z}} = \frac{Z}{I} \frac{ZK_{z}}{IK_{z}}$$

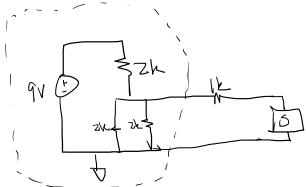
## Rosistor Equivalence

#### Serles

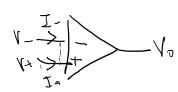
31 Source



$$R_{\rho} = \frac{1}{R_1 + R_2} = \frac{R_1 R_2}{R_1 + R_2}$$



# Opamps (!)



#### Golden Rules

Non-Inverting



$$(z) \quad I_{R_1} = I_{R_2}$$

$$\frac{O - V_m}{R_i} = \frac{V_m - V_o}{R_z}$$

$$\Delta_{v} = \frac{V_{o}}{V_{ln}} = \frac{R_{z}}{R_{l}} + 1$$

$$\frac{V_1 - 0}{R_1} = \frac{0 - V_0}{R_2}$$

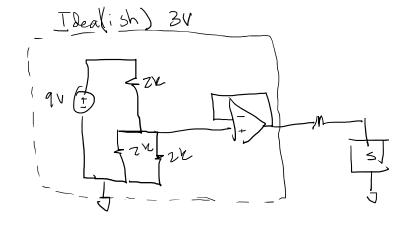
$$\frac{V_{1}-0}{R_{1}} = \frac{0-V_{0}}{R_{2}}$$

$$A_{V} = \frac{V_{0}}{V_{1}} = \frac{-R_{2}}{R_{1}}$$

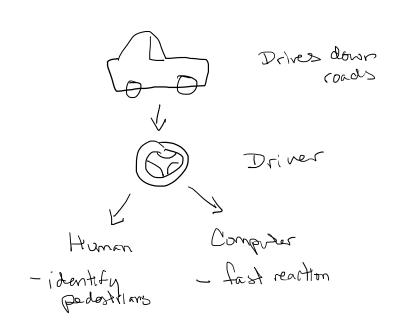
Buffer (Non-Inverting)

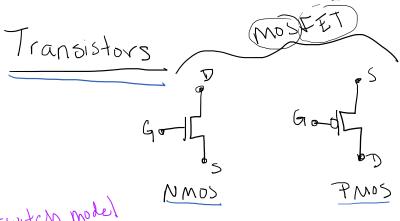
Av= Rz + 1 = 1





Choosing the right model ...





SWITCH IN

NMOS
$$G = 0$$

16B model

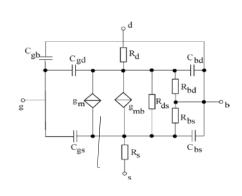
	OFF	DN		
Ν	$C_1 < V_{TH}$	0 N G>Vтн		
P	(7> VTH	G< VIH		

- Switch resistance
- gate capacitance
- the shold voltage

105 model

- analog Vas

140 model



- details of analog

Simulation Model

* PTH 130nm NMOS								
.model	rmos-BSI/H138	nmos lev	/el = 54					
*version	= 4.0	binunit	: = 1	paranchi	k= 1	mobmod	= 0	
*capmod	= 2	igomod	= 1	igbmod	= 1	geomod	= 1	
*diomod	= 1	rdsmod	= 0	rbodymos	d= 1	rgatemod	= 1	
+permod	= 1	acnqsmo	od= 0	trngsmo	d= 0			
+tnom	= 27	toxe	= 2.25e-9	toxp	= 1.6e-9	toxm	= 2.25e-9	
+dtax	= 0.65e-9	epsnox	= 3.9	wint	= 5e-889	lint	= 10.5e-009	
+11	= 0	wl	= 0	11n	= 1	wln	= 1	
+lw	= 0	WM	= 0	1wn	= 1	WWIT	- 1	
+lwl	■ 0	ver1	= 0	xpart	<b>=</b> 0	toxnef	= 2.25e-9	
+x1	■ -68e-9							
+vth0	<ul><li>0.3782</li></ul>	k1	= 0.4	k2	= 0.01	k3	= 0	
+k3b	■ 0	WB	= 2.5e-886	dvt0	- 1	dvt1	= 2	
+dvt2	= -0.032	dytev	= 0	dvtlw	= 0	dvt2v	= 0	
+dsub	= 0.1	minv	= 0.05	voff1	= B	dvtp0	= 1.2e-810	
*dvtp1	= 0.1	lpe8	= B	1peb	m 0	×d	= 3.92e-888	
*ngate	= 2e+828	ndep	= 1.54e+818	nsd	= 2e+828	phin	= 0	
*cdsc	= 0.0002	cdscb	= 0	cdscd	= 0	cit	= 8	
*voff	= -0.13	nfactor	= 1.5	etab	= 0.0092	etab	= 8	
*vfb	= -0.55	uð.	= 0.05928	ua	= 6e-810	ub	= 1.2e-818	
+uc	= 0	vsat	= 100370	að	= 1		= 1e-028	
+a1	= 0	a2	= 1	ье	= 0	b1	= 0	
+keta	= 0.04	chag	= 0	dwb	= 0	pclm	= 0.05	
+pdiblc1	= 0.001	pdiblc2	2 = 0.001	pdiblcb	= -0.005	drout	= 0.5	
+pvag	= 1e-828	delta	= 0.01	pscbe1	= 8.14e+008		= 1e-007	
+fprout	= 0.2	pdits	= 0.08	pditsd	= 0.23	pditsl	= 2.3e+006	
+rsh	= 5	rdsw	= 200	rsw	= 100	rdw	= 100	
+rdswmin	= B	rdwmin		rsymin	= 0		= 0	
+prwb	■ 6.8e-911	WP	- 1	alpha0	<ul><li>0.074</li></ul>	alpha1	<ul><li>0.005</li></ul>	
+heta8	■ 38	aridl	<ul> <li>8.8882</li> </ul>	heid1	<ul> <li>2.1e+889</li> </ul>	carid1	<ul> <li>A.BAB2</li> </ul>	

Integrated Circuit (IC)

Lecture 2 Page 6

Models in Practice: Inverter lis any voltage > VTH (USUAlly NOD) D Is any voltage & VTH (Usually GND) CPV Designer What's the Power? - Power IN TO IT = 0

Intuitively

Wrong, so

Switches only - Speed are a bad model

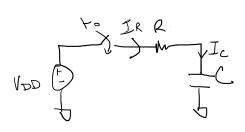
### Useful egas

$$= \bigcap_{P} V_{DD}$$

$$= \frac{1}{2} \left( C_{N/P} V_{DD} \right) V_{DD}$$

Charging a cap in time

We want to know how
fast we can run our logic,
so we need to know where
useful eggs the delay
comes from



$$\mathcal{I}_{c}(t) = C \frac{\lambda}{\lambda +} V_{c}(t)$$

$$Q = C V_{c}(t) = \int_{-\infty}^{\infty} (t) \lambda t$$

$$I_{R}(+) = I_{c}(+)$$

$$V_{DD} = V_{R}(+) + V_{c}(+)$$

 $|\langle x|_{12}$ 

0 -

$$V_{c}(+) = \frac{1}{c} \int z_{c}(+) dt$$

$$I(+) = V_{DD} - V_{c}(+)$$

$$R$$

$$\frac{1}{2} \left( \frac{1}{2} \right) = 0$$

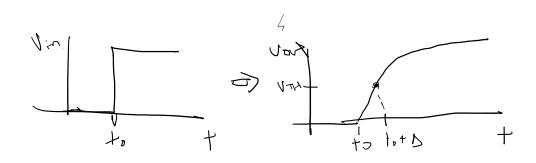
$$\frac{1}{2} \left( \frac{1}{2} \right) = 0$$

$$V_{C}(t_{1}) = V_{C1}$$

$$\sum_{R} |t_{1}\rangle = \frac{V_{DD} - V_{C1}}{R}$$

Intuition: Capacities Charge slower tremore charge on them

ICHIL as VeHIT for const Vs



What do w/ At?
How math At?

Scroll Box