

**Fall 2019: EE 4513 Introduction to VLSI Design**  
**Lab 6: Cadence Layout Lab Assignment**

**Report:**

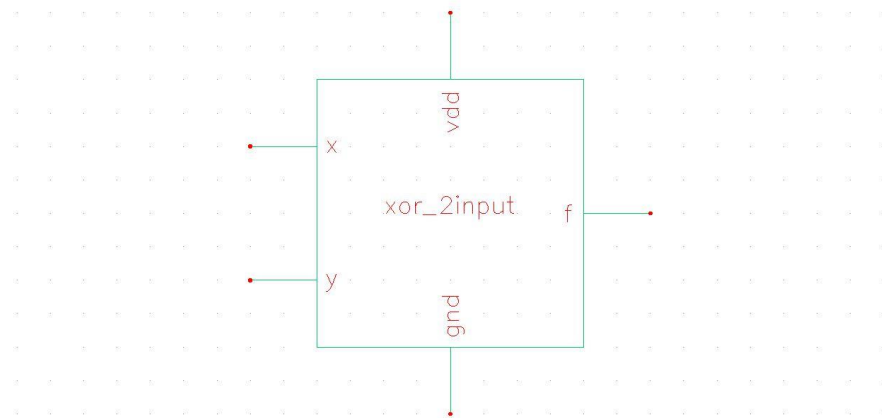
You should turn in a report containing the following items: -

1. Design approach adopted.

I used multiple copies of basic gates like the AND and NAND gates. This was so that in the complex gates I could use those single copies for ease of build, and if I needed to change a specific part of just that gate I could edit it, without changing the original. By running simulations for each gate I reduced any debug time and made sure one part was working as I made my way up to the 8-bit Full Adder. There were some errors, however, I think they were all fixed and the output was shown to be correct.

2. Snapshots of layouts and the corresponding simulation waveforms. Also, include the final gate-level schematic for each part mentioned above.

1. Create the layout for a 2 input XOR gate using Virtuoso. Use the 2 input NAND cell from your library to create the 2 input XOR cell. Use the diagrams below as a guideline. Verify the functionality of the XOR cell for all input combinations using the built-in simulation tool.



*Figure 1: 2-input XOR Symbol*

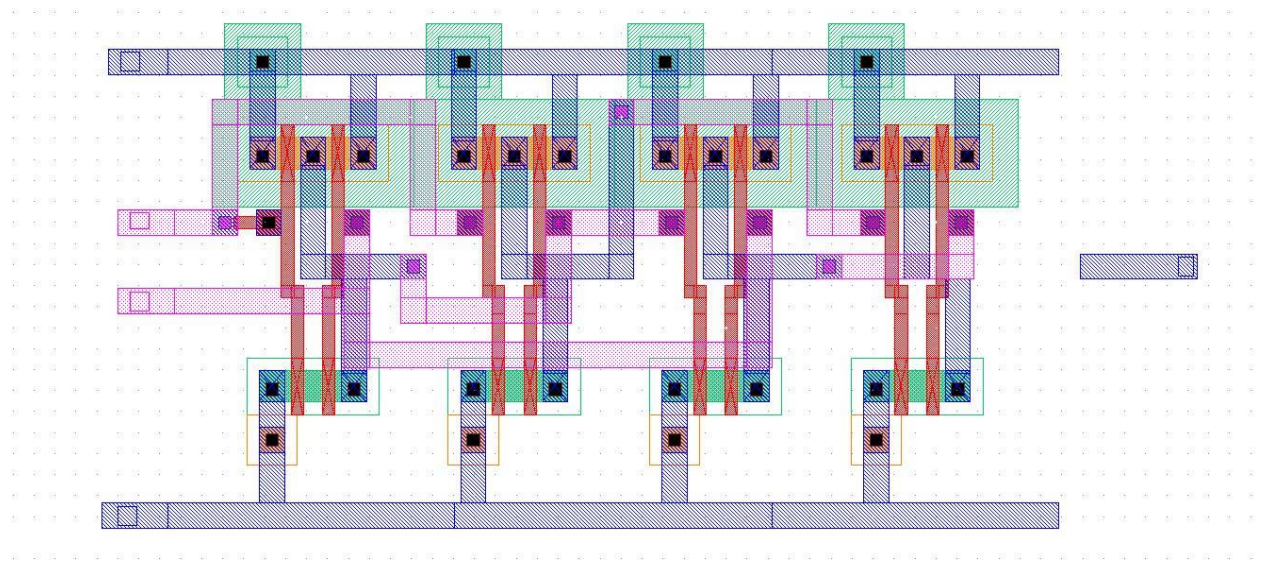


Figure 2: 2-input XOR layout

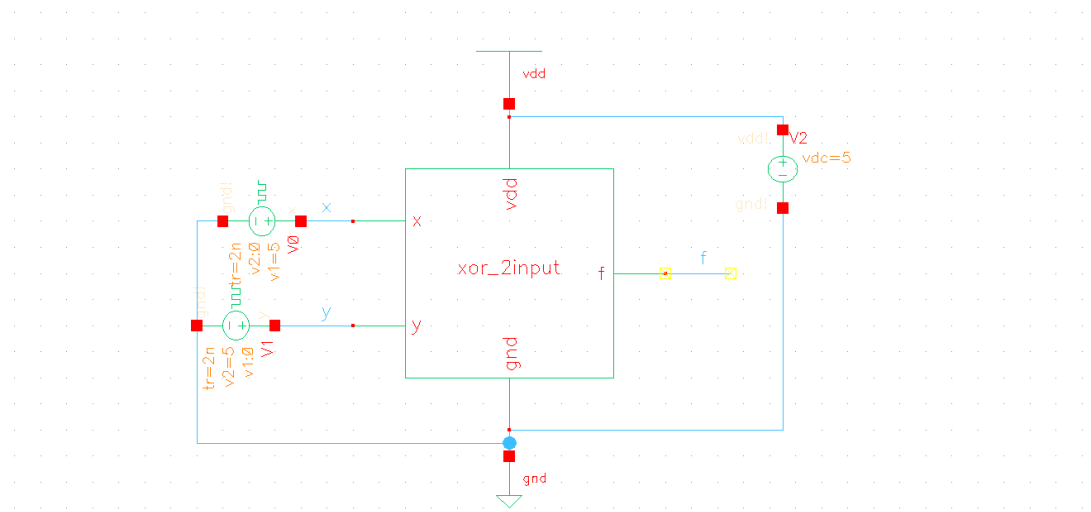


Figure 3: 2-input XOR Schematic



Figure 4: 2-input XOR Simulation

- Using the 2 input XOR cell you created in Step 1 and other basic cells from your library, draw the layout for a Full Adder. Verify for functionality.

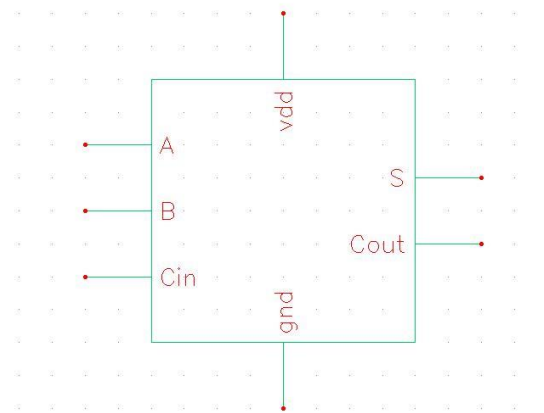


Figure 5: 1-bit Full Adder Symbol

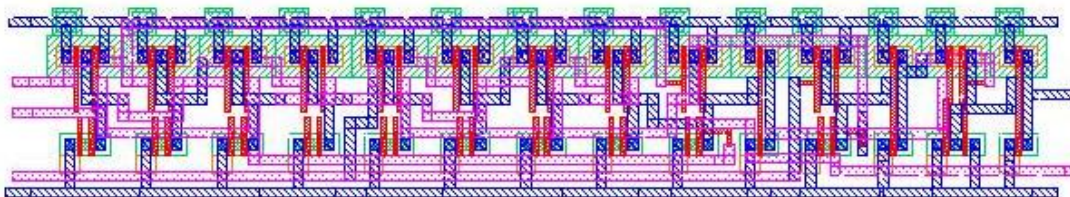


Figure 6: 1-bit Full Adder Layout

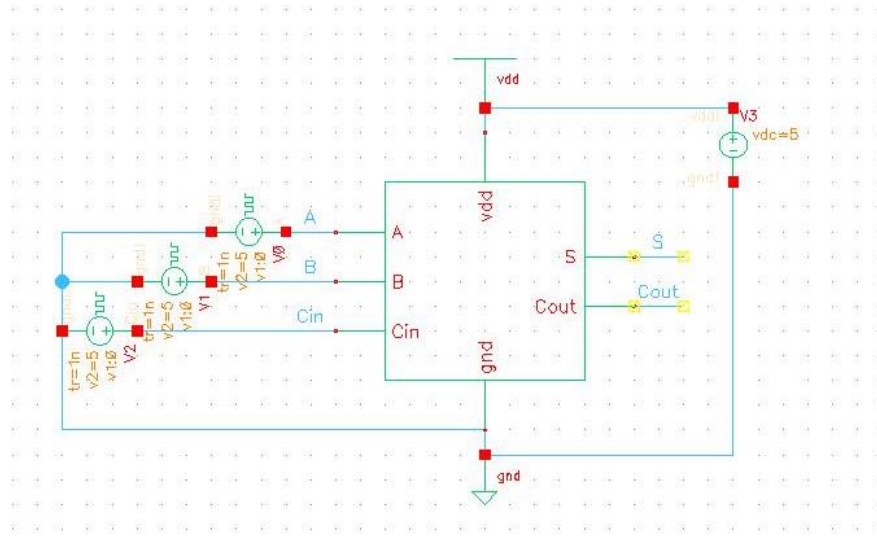


Figure 7: 1-bit Full Adder Schematic

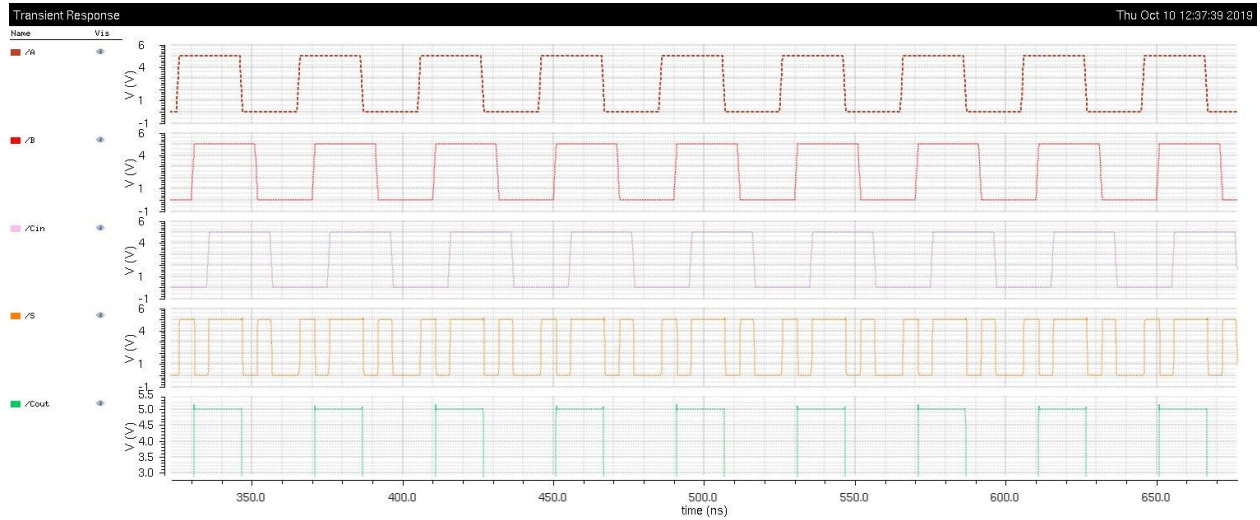


Figure 8: 1-bit Full Adder Simulation

3. Using 8 such FAs (from Step 2) design an 8-bit adder.



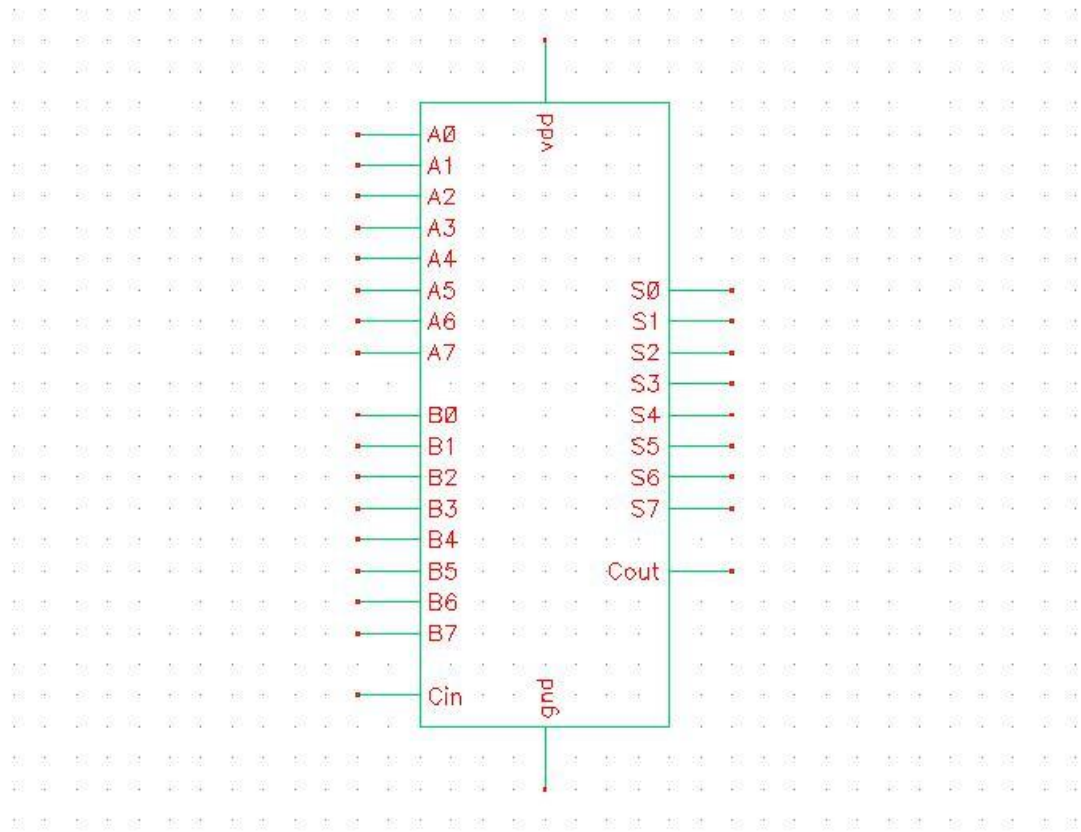


Figure 9: 8-bit Full Adder Symbol

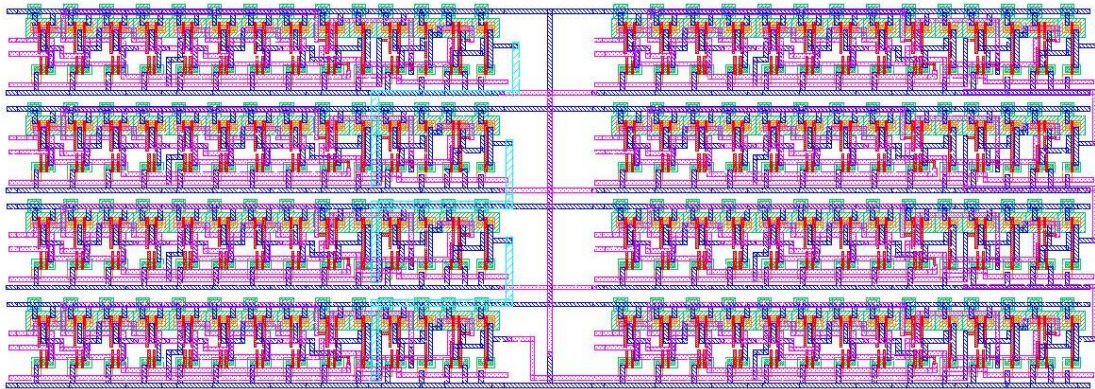


Figure 10: 8-bit Full Adder Layout

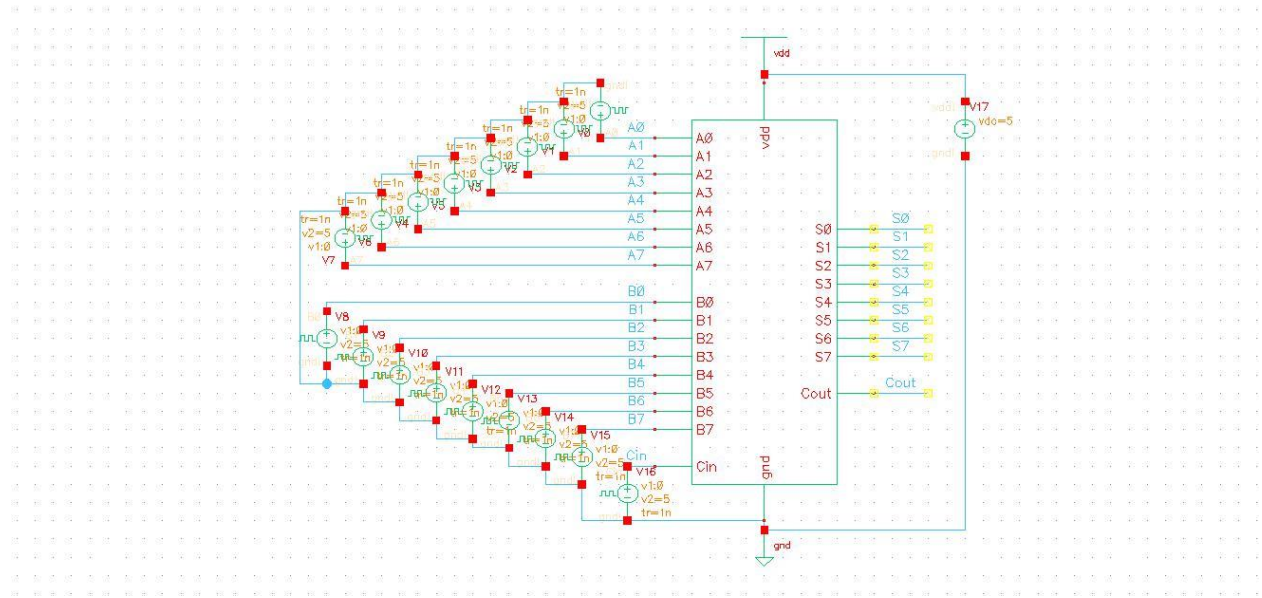


Figure 11: 8-bit Full Adder Schematic

4. Verify the functionality of the 8-bit adder using SPICE for at least four different input combinations. Also indicate the worst-case delay for your layout.

