Lecture 21: NMOS inverter

Sung-Min Hong (smhong@gist.ac.kr)

Semiconductor Device Simulation Lab.
School of Electrical Engineering and Computer Science
Gwangju Institute of Science and Technology

Why digital?

- You know the answer.
 - And you know what it actually is. (Binary)
- Today, we will consider the following questions:
 - How can we treat the arithmetic operations (Addition, subtraction, multiplication, ...)
 - What is the elemental operation?
 - Then, what are the essential circuits to build such a system?
 - (It will be a short review on <u>Digital Design</u>.)
- Inverter and NAND gates

Addition

- Once you can add two numbers, x and y, you can do
 - Addition, x + y (of course)
 - Subtraction, x y = x + (-y)
 - A simple example) 4-digit binary numbers, a = 0110 and b = 0011.
 - The 1's complement of *b* is 1100.
 - The 2's complement of *b* is 1101.
 - Sum of 0110 and 1101 is 10011.
 - Discarding the end carry gives us the correct answer, 0011.
 - Multiplication, $x \times y$

Even in addition,

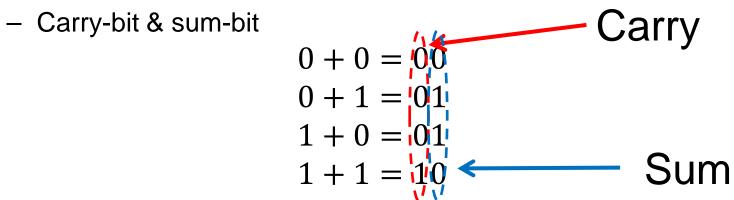
- You can recognize that
 - Addition of two 1-bit binary numbers is the core operation!
 - There are only four possible cases!

$$0 + 0 = 0$$

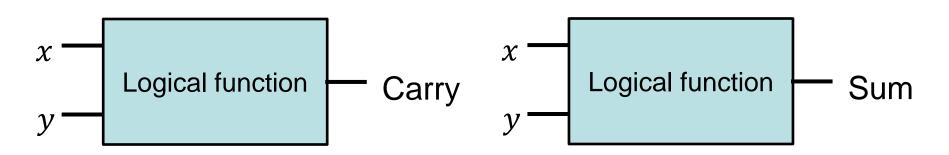
 $0 + 1 = 1$
 $1 + 0 = 1$
 $1 + 1 = 10$ Carry

Inclusion of carry-bit

We introduce a separate bit for representing the carry.



Treat them separately!



Relation btw x, y, and sum

- Concentrate on the sum-bit.
 - A table can be made.
 - It is called a truth table.

x	y	sum
0	0	0
0	1	1
1	0	1
1	1	0

Yes, it is the exclusive OR, x XOR y.

Relation btw x, y, and carry

- Concentrate on the carry-bit.
 - A table can be made, again.

x	y	carry
0	0	0
0	1	0
1	0	0
1	1	1

Yes, it is the AND operation, x AND y

After all,

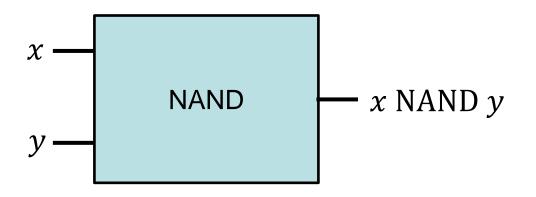
- As much as we have AND, OR, and NOT gates, we can implement any Boolean function.
 - For example, x XOR y = (x AND (NOT y)) OR ((NOT x) AND y)
 - With <u>NAND</u>, <u>NOR</u>, <u>and NOT gates</u>, we can, too.

Inverter and NAND

NOR can be implemented similarly.



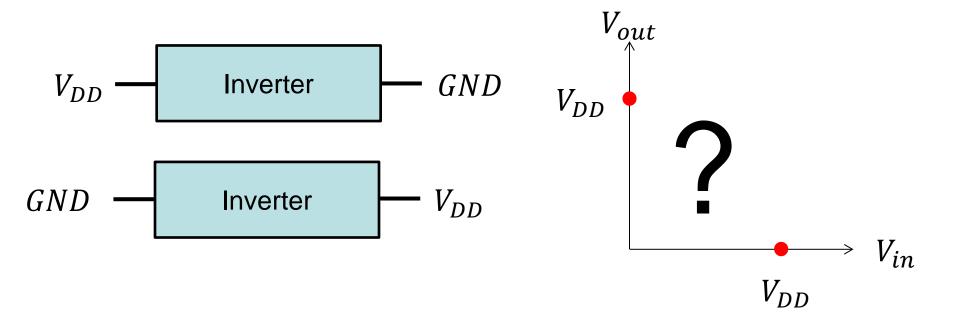
x	NOT
0	1
1	0



x	y	NAND
0	0	1
0	1	1
1	0	1
1	1	0

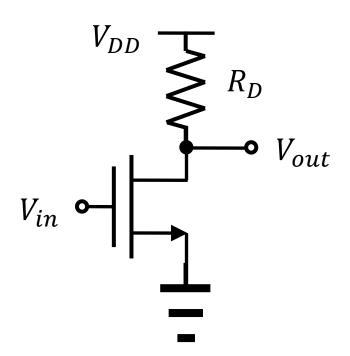
In circuit,

- How can we represent 0 and 1?
 - V_{DD} is assigned to the logical value, 1.
 - GND is assigned to the logical value, 0.



NMOS inverter

- How can we have an output, 0?
 - Only when the input is high. <u>You have seen it before!</u>



Vin	Vout
0	1
1	0

Voltage transfer

- When $V_{in} < V_{TH}$, trivially, $V_{out} = V_{DD}$.
- When V_{in} is slightly larger than V_{TH} , the NMOSFET is in the saturation region.

$$V_{out} = V_{DD} - I_D R_D$$

$$V_{out} = V_{DD} - \frac{1}{2} \mu_n C_{ox} \frac{W}{L} R_D (V_{in} - V_{TH})^2$$

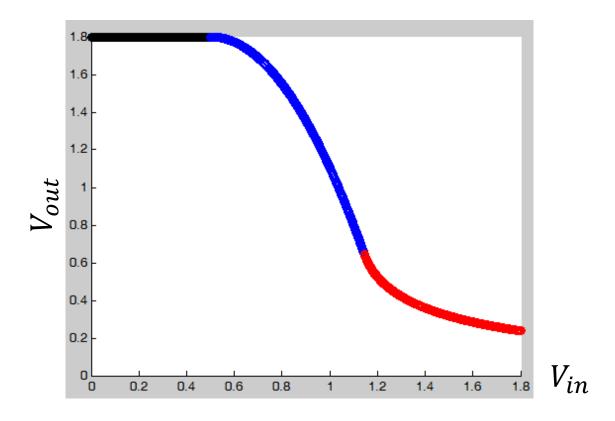
• When V_{in} is further increased, the NMOSFET is in the triode region.

$$V_{out} = V_{DD} - \frac{1}{2} \mu_n C_{ox} \frac{W}{L} R_D [2(V_{in} - V_{TH})V_{out} - V_{out}^2]$$

Draw it! (1/2)

Parameters in Example 17. 14 (Razavi) w/o modification.

$$\mu_n C_{ox} = 100 \ \mu\text{A/V}^2$$
, $V_{TH} = 0.5 \ \text{V}$, $\frac{W}{L} = \frac{10}{0.18}$, $R_D = 1k\Omega$ and $V_{DD} = 1.8 \ \text{V}$

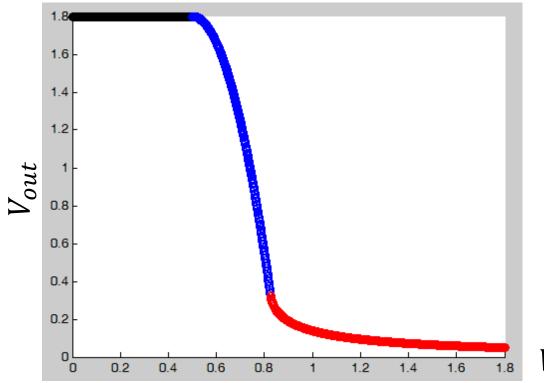


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Draw it! (2/2)

With a wider NMOSFET

$$\mu_n C_{ox} = 100 \ \mu\text{A/V}^2$$
, $V_{TH} = 0.5 \ \text{V}$, $\frac{W}{L} = \frac{50}{0.18}$, $R_D = 1k\Omega$ and $V_{DD} = 1.8 \ \text{V}$



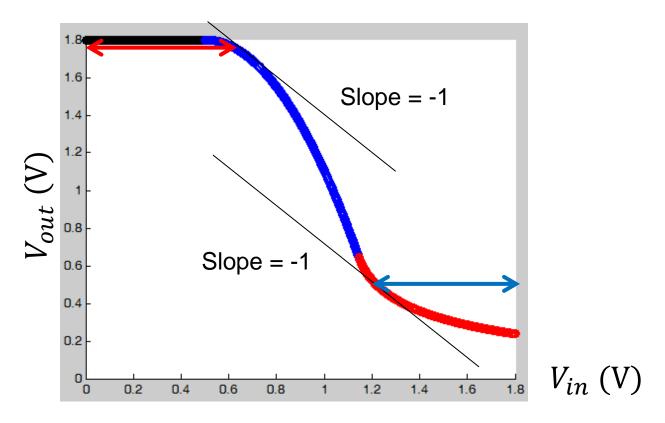
 V_{in}

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Noise margin

Verbatim

 - "(It) is the maximum amount of degradation (noise) at the input that can be tolerated before the output is affected significantly."



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Noise margin of CS stage

- Let's calculate $NM_L = V_{IL}$.
 - In this case, (blue curve)

$$V_{out} = V_{DD} - \frac{1}{2} \mu_n C_{ox} \frac{W}{L} R_D (V_{in} - V_{TH})^2$$

- Taking the differentiation w. r. t. V_{in} ,

$$\frac{\partial V_{out}}{\partial V_{in}} = -\mu_n C_{ox} \frac{W}{L} R_D (V_{in} - V_{TH})$$

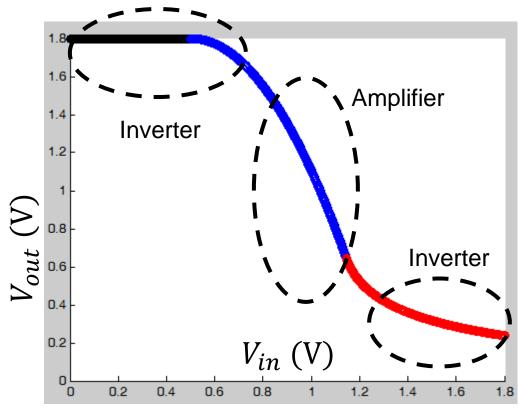
- At $V_{in} = V_{IL}$, the slope becomes -1,

$$NM_L = V_{IL} = \frac{1}{\mu_n C_{ox} \frac{W}{L} R_D} + V_{TH}$$

- (Stronger NMOS yields a reduces NM_L .)

Common-source

- Common-source configuration
 - It can be used as an inverter.
 - It can be used as an amplifier.
 - $\frac{dV_{out}}{dV_{in}}$ is the voltage gain.



Homework#9

- Due: 09:00, May 27 (Mon)
- Solve the following problems of the final exam in 2018.
 - P9
 - P10
 - P11
 - P12
 - P13
 - P14