### COMBINATIONAL ICs

- REPRESENTATION OF BINARY VARIABLES AT THE PHYS-ICAL LEVEL
- BASIC SWITCH. STRUCTURE OF GATES AND THEIR OP-ERATION
- REALIZATION OF GATES USING CMOS CIRCUITS
- CHARACTERISTICS OF CIRCUITS: LOAD FACTORS AND FANOUT FACTORS, PROPAGATION DELAYS, TRANSITION TIMES, AND EFFECT OF LOAD

more ...

- THREE-STATE GATES (DRIVERS) AND BUSES
- NOISE AND NOISE MARGINS
- EVOLUTION OF ICs. VLSI CIRCUIT-LEVEL DESIGN STYLES
- PACKAGING LEVELS: CHIPS, BOARDS AND CABINETS.

### REPRESENTATION OF BINARY VARIABLES

- REPRESENTATION OF 0 AND 1 BY ELECTRICAL SIGNALS
  - VOLTAGES
  - CURRENTS
  - ELECTRICAL CHARGES
- REALIZATION OF CIRCUITS THAT OPERATE ON THESE SIGNALS TO IMPLEMENT DESIRED SWITCHING FUNCTIONS

TYPICAL VALUES FOR A 3.3V CMOS TECHNOLOGY

 $V_{Hmax}$  3.3V  $V_{Lmax}$  0.8V  $V_{Hmin}$  2.0V  $V_{Lmin}$  0.0V

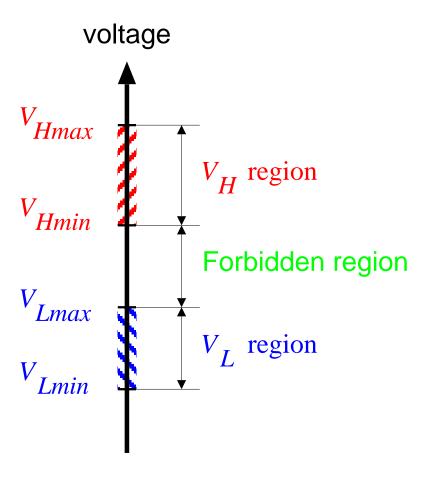


Figure 3.1: VOLTAGE REGIONS.

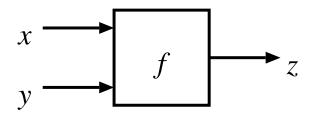


Figure 3.2:

 $\begin{array}{c} POSITIVE\ LOGIC \\ V_{H} \longleftrightarrow \mathbf{1} \\ V_{L} \longleftrightarrow \mathbf{0} \end{array}$ 

 $\begin{array}{l} NEGATIVE\ LOGIC \\ V_{H} \longleftrightarrow \mathbf{0} \\ V_{L} \longleftrightarrow \mathbf{1} \end{array}$ 

Input		Output	Positive		Negative			
voltages		voltage	logic		logic			
x	y	z	x	$\overline{y}$	z	x	$\overline{y}$	z
$V_L$	$V_L$	$V_L$	0	0	0	1	1	1
$V_L$	$V_H$	$V_L$	0	1	0	1	0	1
$V_H$	$V_L$	$V_L$	1	0	0	0	1	1
$V_H$	$V_H$	$V_H$	1	1	$\mid 1 \mid$	0	0	0
			f	=	AND	f	=	OR

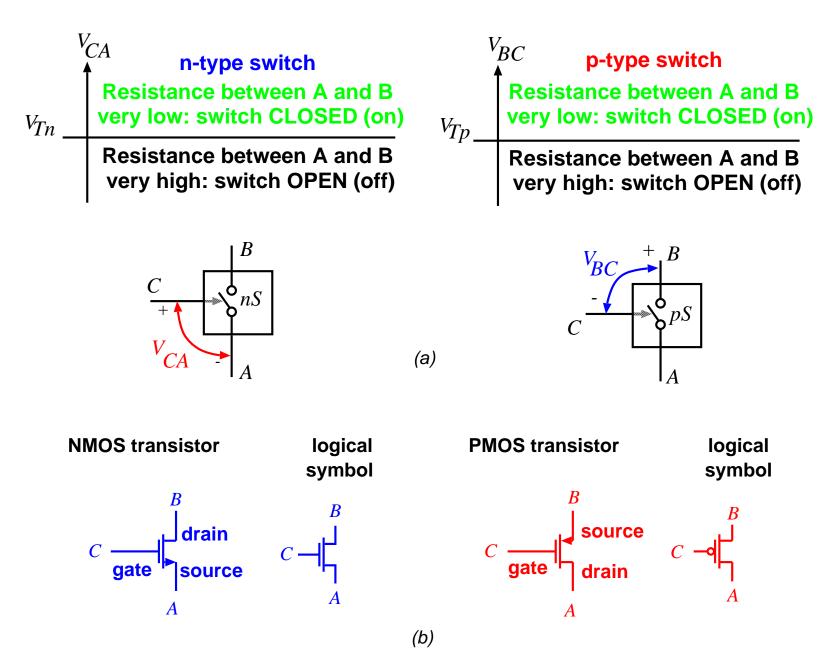


Figure 3.3: a) N-TYPE AND P-TYPE CONTROLLED SWITCHES. b) NMOS AND PMOS TRANSISTORS.

### SWITCH AND MOS TRANSISTORS

#### N-TYPE:

OPEN (OFF) if  $V_{CA} < V_{Tn}$  closed (ON) if  $V_{CA} > V_{Tn}$   $V_{Tn}$  – The Threshold voltage for N-Type switch

### P-TYPE:

OPEN (OFF) if  $V_{BC} < V_{Tp}$  closed (ON) if  $V_{BC} > V_{Tp}$   $V_{Tp}$  – The threshold voltage for P-type switch

### COMPLEMENTARY MOS CIRCUIT

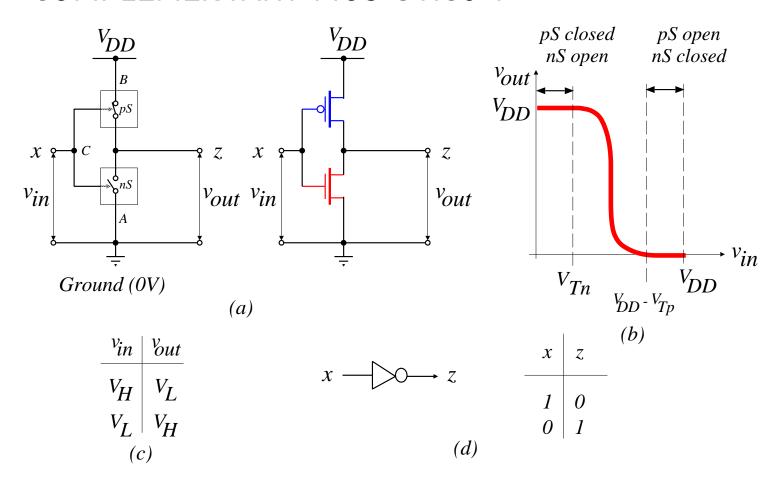


Figure 3.4: CIRCUIT, I/O CHARACTERISTIC, AND SYMBOL

### OPERATION OF NOT GATE

$$egin{aligned} V_{BC} &= V_{DD} - v_{in} \; (V_{DD} = V_{BC} + v_{in}) \ 1. \; v_{in} &< V_{Tn} \implies V_{CA} &< V_{Tn} \ \implies & \text{N-SWITCH OPEN} \ If \; V_{DD} &> V_{Tn} + V_{Tp} \; \text{then} \; V_{BC} &> V_{Tp} \ \implies & \text{P-SWITCH CLOSED AND} \; v_{out} &= V_{DD} \end{aligned}$$

2. 
$$v_{in} > V_{DD} - V_{Tp} \implies V_{BC} < V_{Tp}$$
 $\implies$  P-SWITCH IS OPEN
If  $V_{DD} > V_{Tn} + V_{Tp}$  then  $V_{CA} > V_{Tn}$ 
 $\implies$  N-SWITCH IS CLOSED AND  $v_{out} = 0$ 

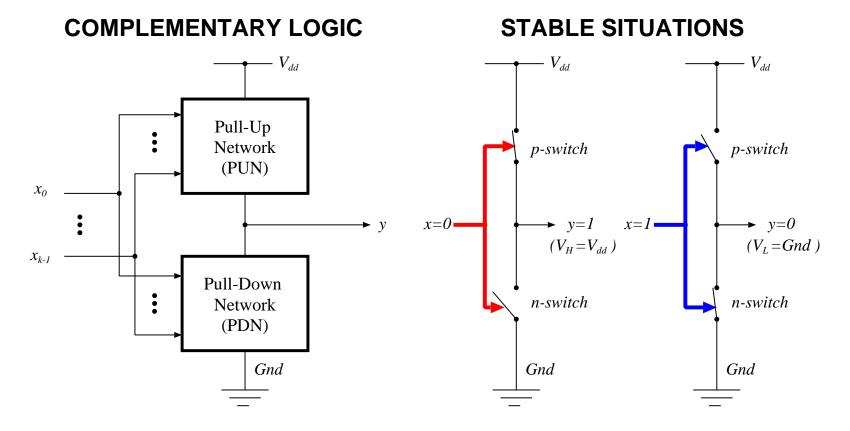
## OPERATION (cont.)

### CIRCUIT OPERATES AS NOT GATE IF

$$V_{Lmax} < V_{Tn}$$

$$V_{Hmin} > V_{DD} - V_{Tp}$$

$$V_{DD} > V_{Tn} + V_{Tp}$$

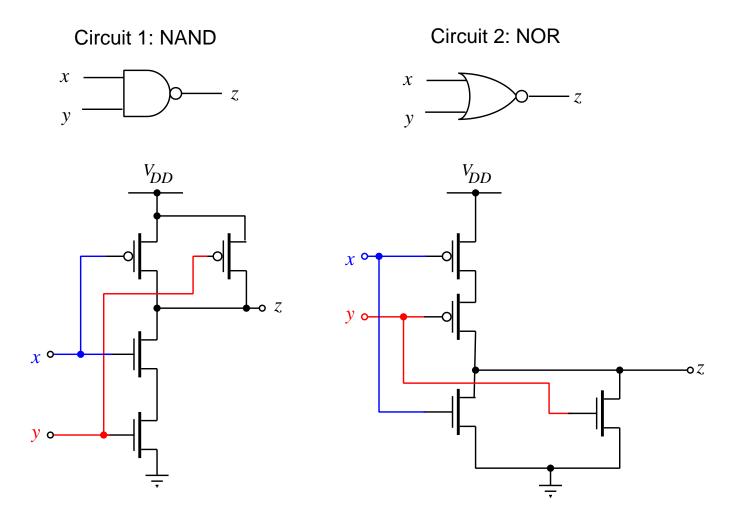


<sup>°</sup> no static current in stable state

Figure 3.5:

<sup>=&</sup>gt; low power dissipation

<sup>°</sup> faster transitions



 $\label{eq:Figure 3.5: CIRCUITS FOR NAND and NOR GATES.}$ 

# NAND and NOR GATES (cont.)

		Circuit 1	Circuit 2
x $y$	y	z	z
0 (	0	1	1
0 :	1	1	0
1 (	0	1	0
1	1	0	0

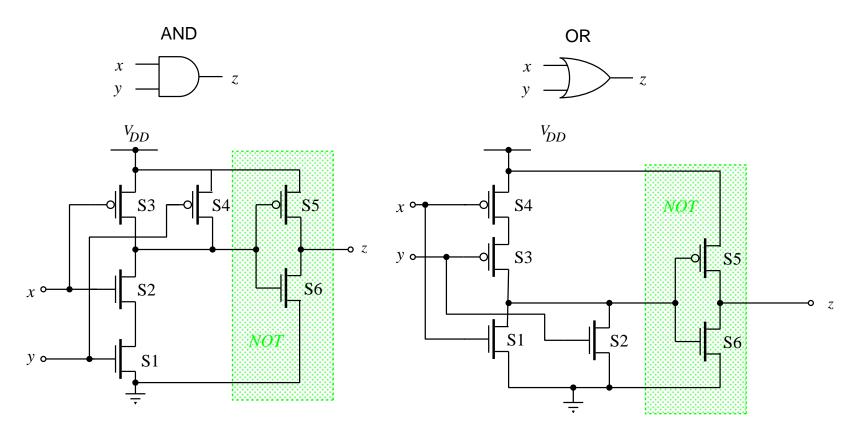


Figure 3.6: CIRCUITS FOR AND and OR GATES.

### **AND-OR-INVERT (AOI)**

# 

### **OR-AND-INVERT (OAI)**

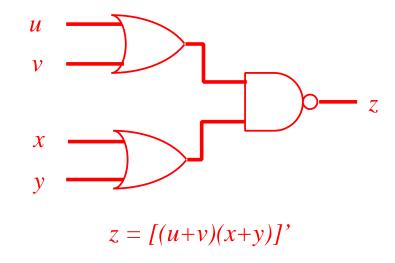


Figure 3.7: COMPLEX GATES.

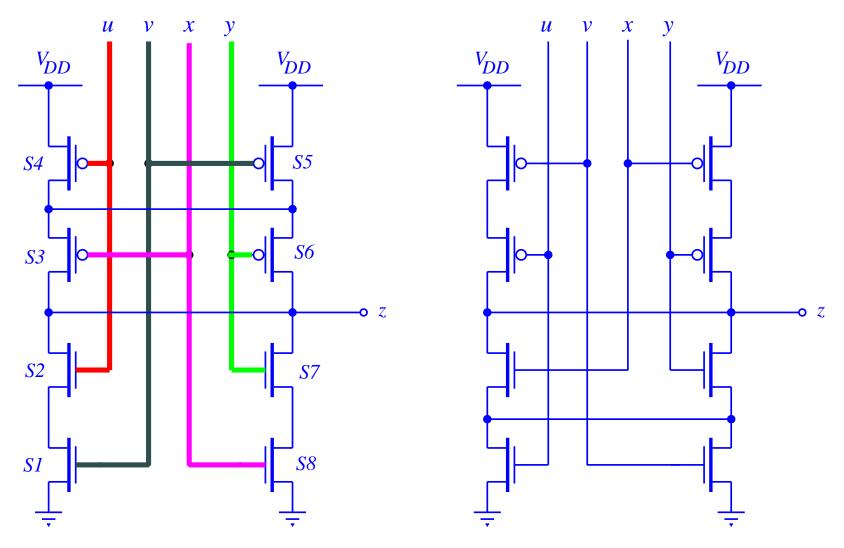
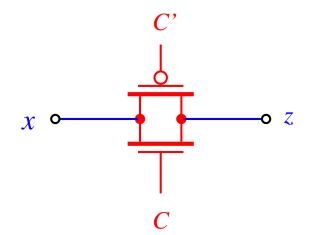


Figure 3.7: EXAMPLES OF COMPLEX GATES.



C	n-switch	p-switch	z
0	off	off	Z
1	on	on	$\boldsymbol{\mathcal{X}}$

Z - high impedance state

*(a)* 

Figure 3.8: a) TRANSMISSION GATE

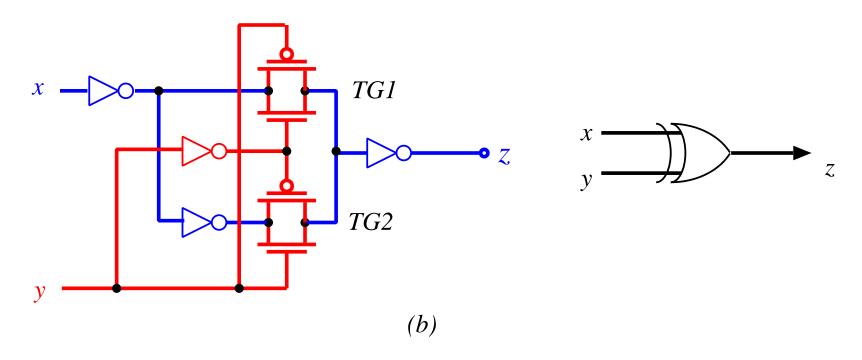


Figure 3.8: b) XOR GATE

y	TG1	TG2	z
0	ON	OFF	x
1	OFF	ON	x'

### MUX WITH TRANSMISSION GATES

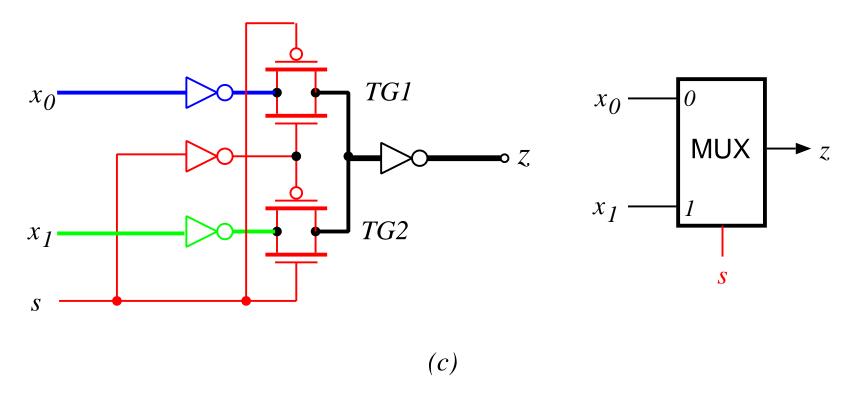


Figure 3.8: c) 2-INPUT MUX.

$$z = \text{MUX}(x_1, x_0, s) = x_1 s + x_0 s'$$

$$\begin{vmatrix} s & TG1 & TG2 & z \\ 0 & \text{ON OFF } & x_0 \\ 1 & \text{OFF ON } & x_1 \end{vmatrix}$$

## TIMING PARAMETERS

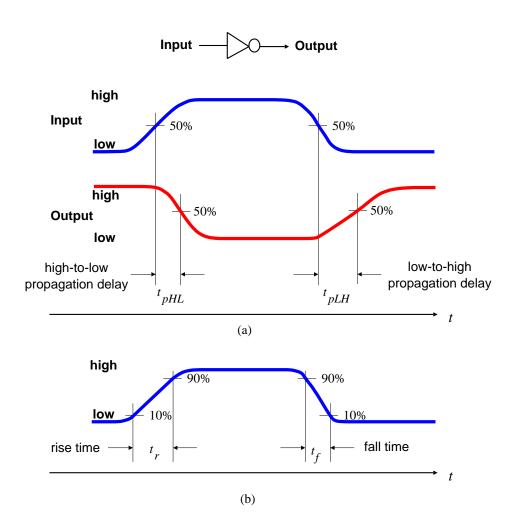


Figure 3.9: a) PROPAGATION DELAY. b) RISE AND FALL TIMES.

## EFFECT OF LOAD

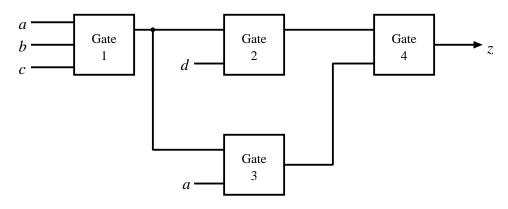


Figure 3.10: A GATE NETWORK

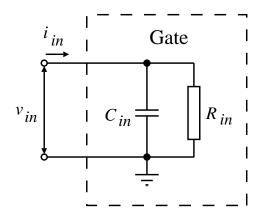


Figure 3.11: EQUIVALENT CIRCUIT FOR GATE INPUT.

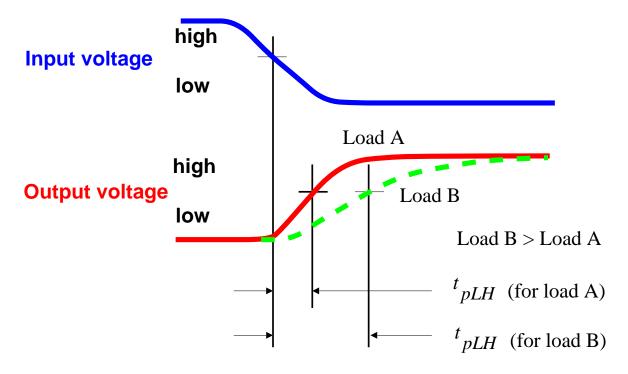


Figure 3.12: EFFECT OF LOAD ON PROPAGATION DELAY.

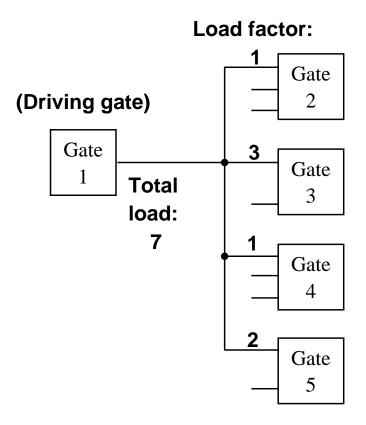


Figure 3.13: OUTPUT LOAD OF GATE 1.

### **VOLTAGE VARIATIONS AND NOISE MARGINS**

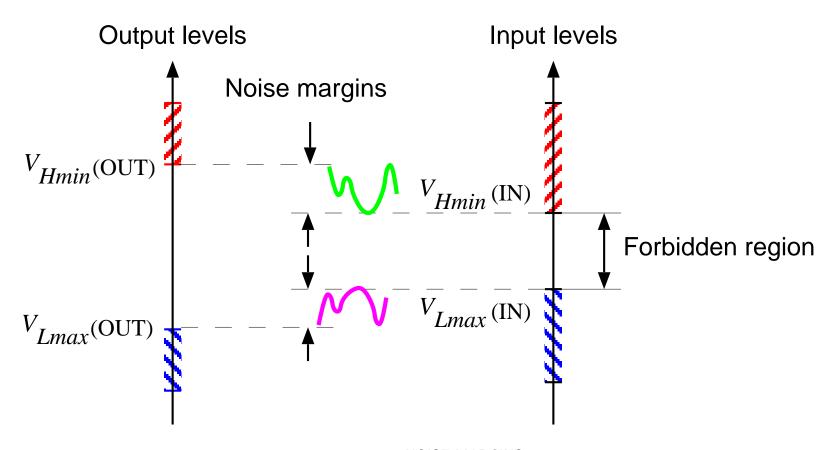


Figure 3.14: NOISE MARGINS.

## NOISE MARGINS: EXAMPLE

LEVELS			NOISE MARGIN
HIGH	$V_{Hmin}({ t OUT})$	2.4 V	0.4 V
	$V_{Hmin}({ m IN})$	2.0 V	
LOW	$V_{Lmax}(\text{OUT})$	0.4 V	0.4 V
	$V_{Lmax}({ m in})$	0.8 V	

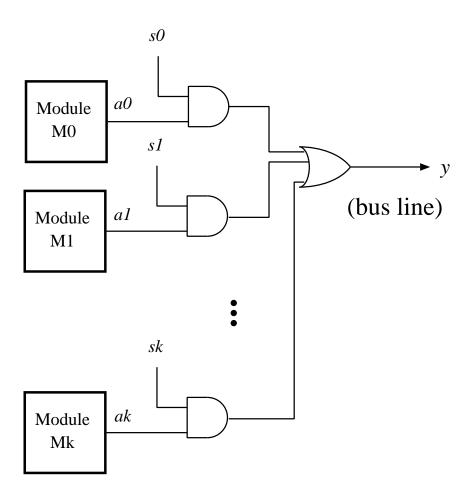
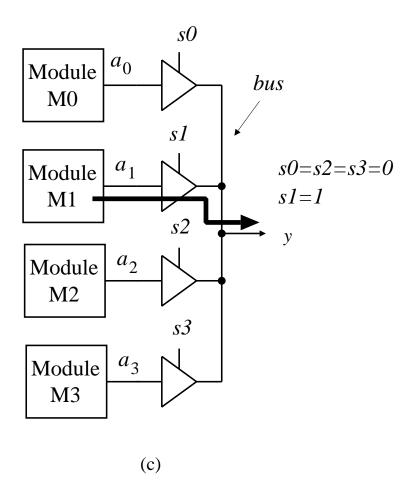


Figure 3.15: GATE NETWORK FOR SELECTING A MODULE OUTPUT.

## THREE-STATE DRIVER (BUFFER)



 $\rm Figure~3.16:~c)$  EXAMPLE OF USE OF THREE-STATE DRIVERS

Figure 3.16: a) THREE-STATE GATE: SYMBOL AND FUNCTION. b) CIRCUIT AND OPERATION.

(b)

Table 3.2: Characteristics of a family of CMOS gates

Gate	Fan-	Propagation delays		Load factor	Size
type	in	$t_{pLH}$	$t_{pHL}$		
		[ns]	[ns]	[standard	[equiv.
				loads]	gates]
AND	2	0.15 + 0.037L	0.16 + 0.017L	1.0	2
AND	3	0.20 + 0.038L	0.18 + 0.018L	1.0	2
OR	2	0.12 + 0.037L	0.20 + 0.019L	1.0	2
OR	3	0.12 + 0.038L	0.34 + 0.022L	1.0	2
NOT	1	0.02 + 0.038L	0.05 + 0.017L	1.0	1
NAND	2	0.05 + 0.038L	0.08 + 0.027L	1.0	1
NAND	3	0.07 + 0.038L	0.09 + 0.039L	1.0	2
NAND	8	0.24 + 0.038L	0.42 + 0.019L	1.0	6
NOR	2	0.06 + 0.075L	0.07 + 0.016L	1.0	1
NOR	3	0.16 + 0.111L	0.08 + 0.017L	1.0	2
NOR	8	0.54 + 0.038L	0.23 + 0.018L	1.0	6
XOR	2*	0.30 + 0.036L	0.30 + 0.021L	1.1	3
		0.16 + 0.036L	0.15 + 0.020L	2.0	
XOR	3*	0.50 + 0.038L	0.49 + 0.027L	1.1	6
		0.28 + 0.039L	0.27 + 0.027L	2.4	
		0.19 + 0.036L	0.17 + 0.025L	2.1	
XNOR	2*	0.30 + 0.036L	0.30 + 0.021L	1.1	3
		0.16 + 0.036L	0.15 + 0.020L	2.0	
XNOR	3*	0.50 + 0.038L	0.49 + 0.027L	1.1	6
		0.28 + 0.039L	0.27 + 0.027L	2.3	
		0.19 + 0.036L	0.17 + 0.025L	1.3	
2-OR/NAND2	4	0.17 + 0.075L	0.10 + 0.028L	1.0	2
2-AND/NOR2	4	0.17 + 0.075L	0.10 + 0.028L	1.0	2

### VLSI CIRCUIT-LEVEL DESIGN STYLES

- FULL-CUSTOM
- SEMI-CUSTOM (standard cells)
- GATE-ARRAY; FIELD-PROGRAMMABLE GATE ARRAY (FPGA)

FPGAs DISCUSSED IN CHAPTER 12

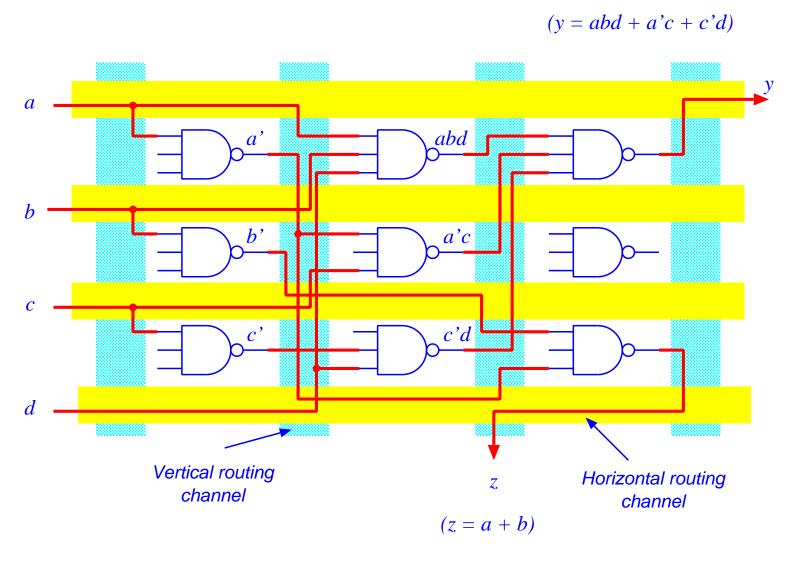


Figure 3.17: EXAMPLE OF GATE ARRAY.

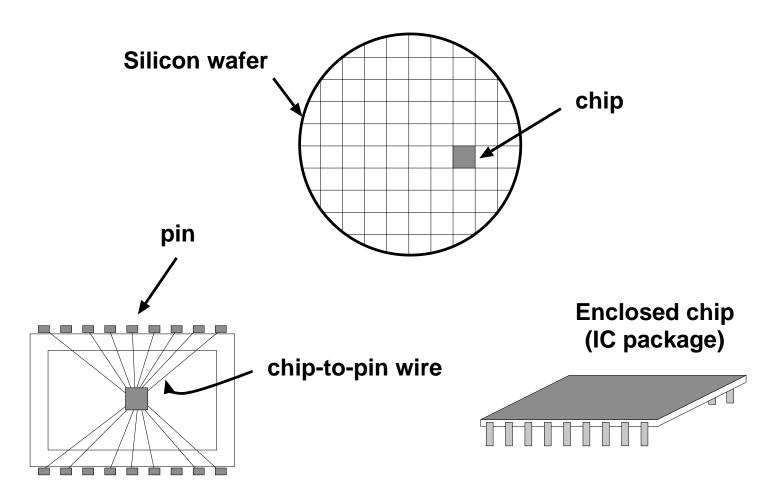


Figure 3.18: SILICON WAFER, CHIP AND INTEGRATED CIRCUIT PACKAGE

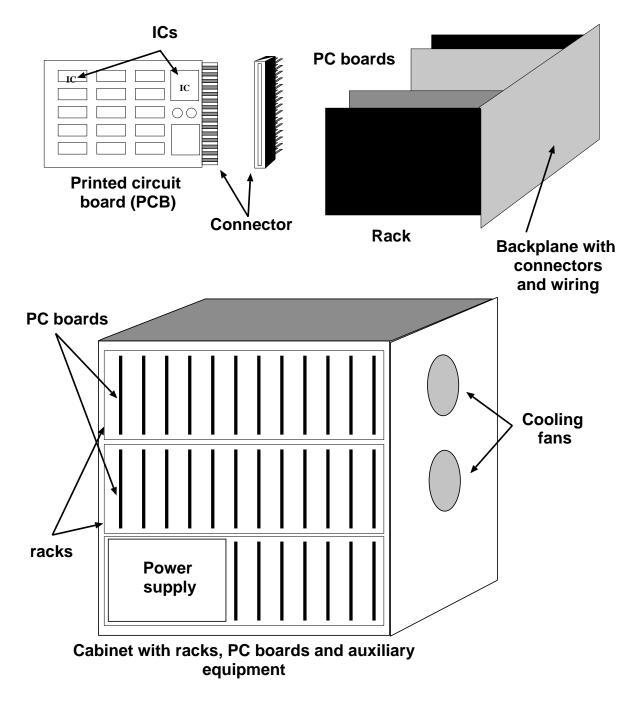


Figure 3.19: PACKAGING LEVELS

## IBM 3081 central processing unit:

Level of	Number of	Size	
Packaging	Components	$[mm \times mm]$	
Module	100-133 chips		
PC Board	6 – 9 modules	$600 \times 700$	
Subsystem (processor)	3 boards		
System (CPU)	2 subsystems		