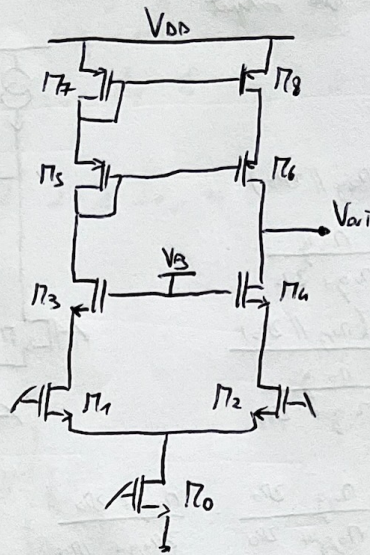


TELESCOPIC CASCODE

This structure has a cascode both on the upper and lower side with respect to V_{ov} ,

$$\approx g_{m,OUT} \approx \frac{\mu^2}{2}$$

DRAWBACK: reduced voltage swing



$$\begin{cases} \rightarrow V_{out}/_{max} = V_{DD} - V_{SG,8} - V_{ov,6} \\ \text{note that we may improve it by using an ENHANCED MIRROR} \end{cases}$$

$$\rightarrow V_{out}/_{min} = V_B - |V_T|$$

$$\begin{cases} \rightarrow V_{ov}/_{max} = V_B - V_{GS,4} + |V_T| = V_B - V_{ov} \\ \rightarrow V_{ov}/_{min} = V_{ov,0} + V_{GS,1} = 2V_{ov} + |V_T| \end{cases}$$

Now, if we increase V_B we

INCREASE the common mode range

DECREASE the output range

and viceversa if we decrease V_B .

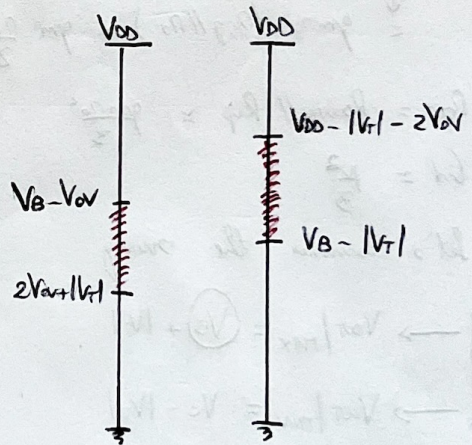
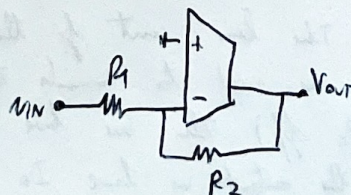
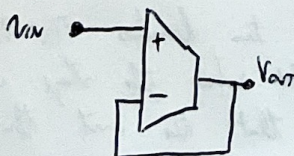
We have that

$$V_B/_{max} = V_{DD} - V_{SG,8} - V_{ov,6} = V_{DD} - 2V_{ov} - |V_T|$$

$$V_B/_{min} = V_{ov}/_{min} - |V_T| + V_{ov,4} + |V_T| = 3V_{ov} + |V_T|$$

We may have two cases:

- BUFFERS, we need the input and output range to overlap as much as possible
- INVERTING CONFIGURATION, the virtual ground doesn't pose requirements on the common mode range



(31)

• FOLDED CASCODE

We avoid the series of many transistors in order to recover voltage swing
let's compute the output resistance:

$$R_{DOWN} = g_m r_o^2$$

$$R_{up} \approx g_m r_o (r_{o2} \parallel 2r_o)$$

$$G_{oop}(\omega) = - \frac{g_m r_o}{r_o g + 2r_o}$$

$$R_{up} = \frac{g_m r_o (r_{o2} \parallel 2r_o)}{1 + \frac{r_o g}{r_o g + 2r_o}}$$

$$= g_m r_o \frac{r_o g \cdot 2r_o}{r_o g + 2r_o} \cdot \frac{r_o g + 2r_o}{2r_o g + 2r_o} =$$

$$= g_m r_o (r_o g \parallel r_o) \approx g_m \frac{r_o^2}{2}$$

$$R_{out} = R_{DOWN} \parallel R_{up} \approx \frac{g_m r_o^2}{3}$$

$$C_d \approx \frac{\mu^2}{3}$$

let's consider the swing

$$\left\{ \begin{array}{l} \rightarrow V_{out}|_{MAX} = V_{B3} + |V_T| \\ \rightarrow V_{out}|_{MIN} = V_C - |V_T| \end{array} \right.$$

BIG DEAL!

$$\left\{ \begin{array}{l} \rightarrow V_{out}|_{MAX} = V_{B3} + |V_{S_{L,3}}| + |V_T| \\ \rightarrow V_{out}|_{MIN} = V_{out,0} + V_{C_{S,1}} + |V_T| + 2V_{ov} \end{array} \right.$$

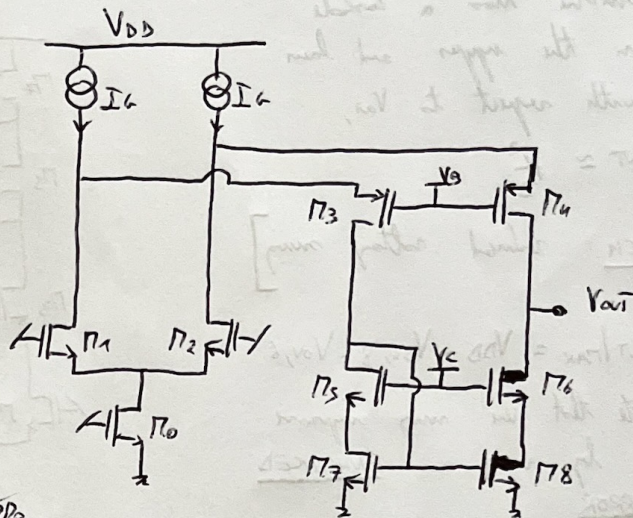
Note that by increasing V_{B3} we increase both the common mode and the output swing.

$$V_{B3}|_{MAX} = V_{DD} - V_{ov,L} - |V_{C_{S,4}}|$$

$$V_{B3}|_{MIN} = V_{out,MIN} - |V_T|$$

• SLEW RATE PERFORMANCE

let's consider I_0 current of M_0 . The bias current of the two branches M_3-M_4 will be $I_C - \frac{I_0}{2}$. To set I_C we need to consider that when the stage is fully unbalanced (for example M_2 off) then we have that the current through M_3 will be $I_C - I_0$ and at the output we have I_0



If $I_L < I_0$, then M_3 and all his branch turns off, the potential of node (A) drops until when M_1 and M_0 go into triode, then matching $I_L = I_0$. On the M_4 branch instead, I_L misses the potential of the output node, then switching off M_4 , or doing it into triode in order to match the needed output current, then doing also I_L into triode.

In this way nodes (A) and (B) reach voltages close to supply or ground, then charging the stray capacitors and slowing down the circuit.

Therefore, not to degrade the performance, we need $I_L \geq I_0$, so more power dissipation.

