SANTA CLARA UNIVERSITY	ELEN 153	Prepared by Vinay Krishna Andra
Laboratory #6: Hierarchy Design Part -2 Two-Input XNOR Layout		

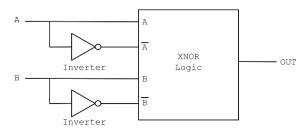
### I. OBJECTIVES

- To create a layout for the Two-input XNOR gate
- To perform DRC and LVS.

### II. LAB PROCEDURE

#### 1. XNOR layout Lab Flow

- As a part of Hierarchy design, this lab is divided into two parts.
  - o **Part-1:** XNOR Logic (This has four Inputs i.e., A, Abar, B, Bbar)
  - o **Part-2:** Four Inputs to Two Inputs using Two Inverters.
- Last week ,you completed XNOR Logic layout.
- This week, you will use XNOR Logic Layout and connect two Inverters to create two input XNOR Gate as shown below.



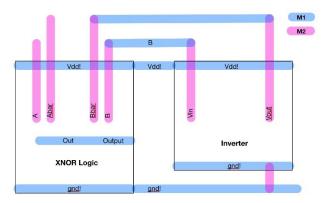
Two - Input XNOR Gate

## 2. Initial Setup (Need to Replace Inverters)

- **Download:** Given Inverter file on Camino.
- Extract (unzip) the Inverter file into the file that contains the entire work of 153L.
- Open **lib.defs** file (this should be the same location as extracted file). A pop-up window prompts up and select "Display". Now at the end of the code add the following line **DEFINE Inverter**./Inverter then save the file and close it. Open the Tool or hit F5 key if the tool is already opened. You should be able to access the inverter file.
- This Inverter file contains schematic, symbol and layout compatible to build Two Input XNOR Gate.
- Open the Two Input XNOR schematic that has Inverters and now replace the old Inverters with the given new inverter and say **check & save**.
- You are ready to work on Two Input XNOR

### 3. Two – Input XNOR gate Layout

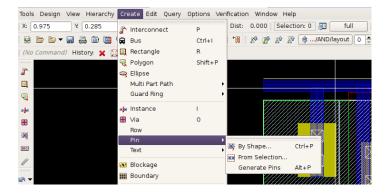
- Open the Library that contains the Schematic of Two Input XNOR gate.
- Create a layout view for your Two Input XNOR gate. Remember that your layout view should be within the same cell that you created the schematic view in.
- Create the Two-Input XNOR layout as shown below, using XNOR Logic, and Inverter cells.
- To add the XNOR Logic and Inverter gate layout. Select Create → instance, or press "i" for its keyboard shortcut. Then select the layout you desire and place it as shown below floor plan.



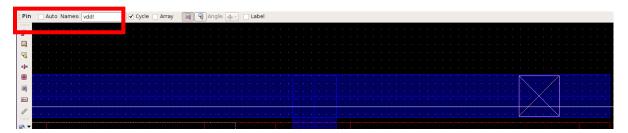
Floor Plan - XNOR Logic and Inverter

**NOTE:** Above floor plan is incomplete, and it is up to student to figure out the rest with the help of TA.

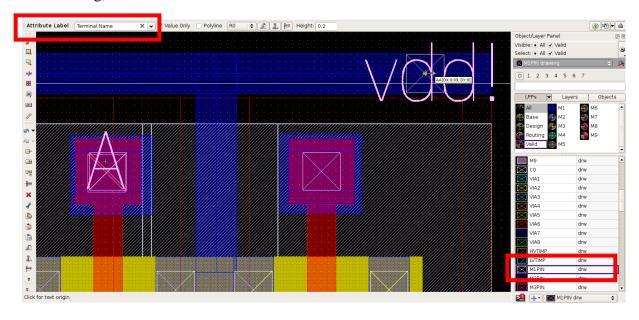
- Creating Pins is similar as in previous lab. If not familiar, then follow the steps below.
- Adding Terminals/Pins: In order to clearly show input/output terminals when used in the hierarchy to build the next stages, it is important to also add Terminals. Follow this procedure to create them:
  - a) It involves two steps. Creating a Pin and placing a Label
  - b) **Pin:** Click Create  $\rightarrow$  Pin  $\rightarrow$  By Shape.



c) Add the name of your pin, in this example we are creating the vdd! Pin. And then use the same M1 or M2 layer to draw a metal rectangle. Since vdd! is made of M1 layer, so use M1 layer as a metal and draw a rectangle.



- d) **Label:** Select Create  $\rightarrow$  text  $\rightarrow$  attribute label (keyboard shortcut shift+1).
- e) From the drop down menu select Terminal Name and select the metal rectangle you drew in step c.
- f) The vdd! Label will show up, but will be in metal layer by default, before placing it, adjust the label to the proper metal pin. (M1pin/M2pin). As this is for vdd! made of M1 layer then use M1 Pin layer as a label.
- g) Place the label.



h) Repeat these steps for all your input/output pins.

#### 4. DRC and LVS

- Perform a Design Rules Check (DRC) as well as a Layout vs. Schematic (LVS) test
- Adjust your layout if necessary to fix any errors.
- Refer to your tutorial as a reference for different steps. Also note that the tutorial includes a troubleshooting guide.

# III. REPORT

Write a short laboratory report that details all the work done. Describe the objective and procedures of this lab with your own words. The lab report should contain the following:

- a) All schematics and layouts are used in your lab.
- b) Screenshots showing your design passed DRC and LVS
- c) Answer any questions in the lab assignment.
- d) Conclusions