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# ELEC 402

## Static CMOS Logic Lecture 9

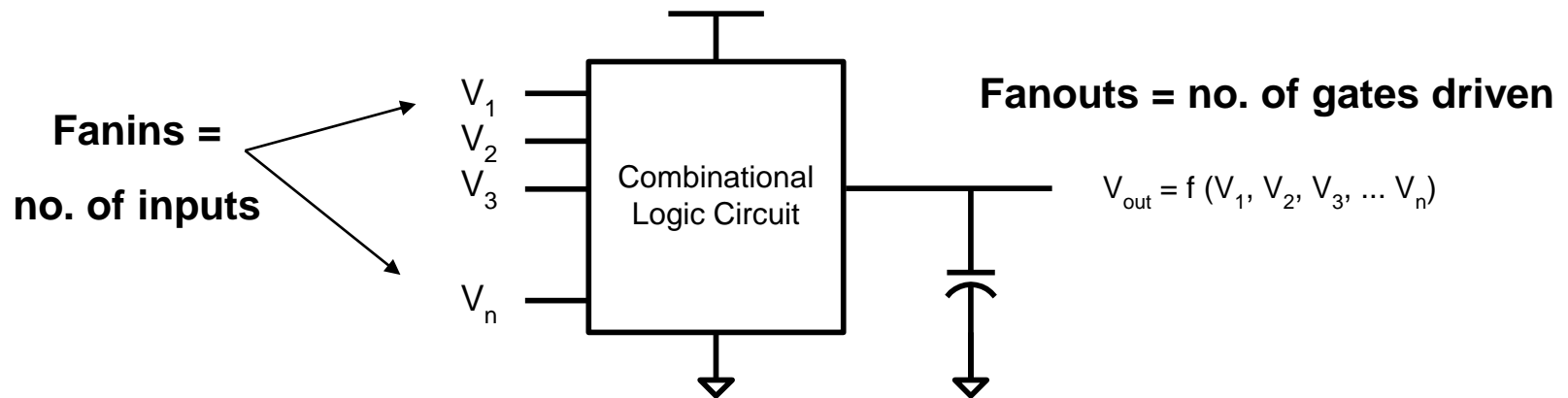
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Slides Courtesy : Dr. Dipanjan Sengupta (AMD), Prof. Sudip Shekhar (UBC)

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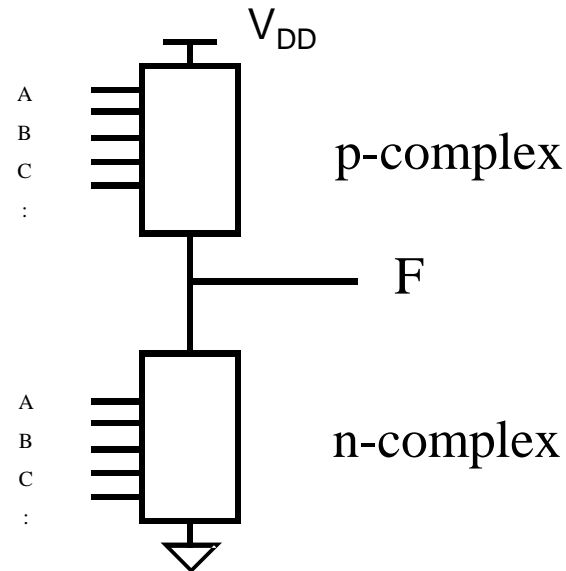
# Combinational MOS Logic

- Now that we understand the logic abstraction and the properties of valid logic gates, we can consider the issues of design basic building blocks of digital systems
- Typical combinational gate is a multiple input – single output system
- Performs Boolean operations on multiple input variables, drives one or more gates
- Design parameters and considerations:
  - Propagation delay
  - Static and dynamic power
  - Area
  - Noise margins (VTC)



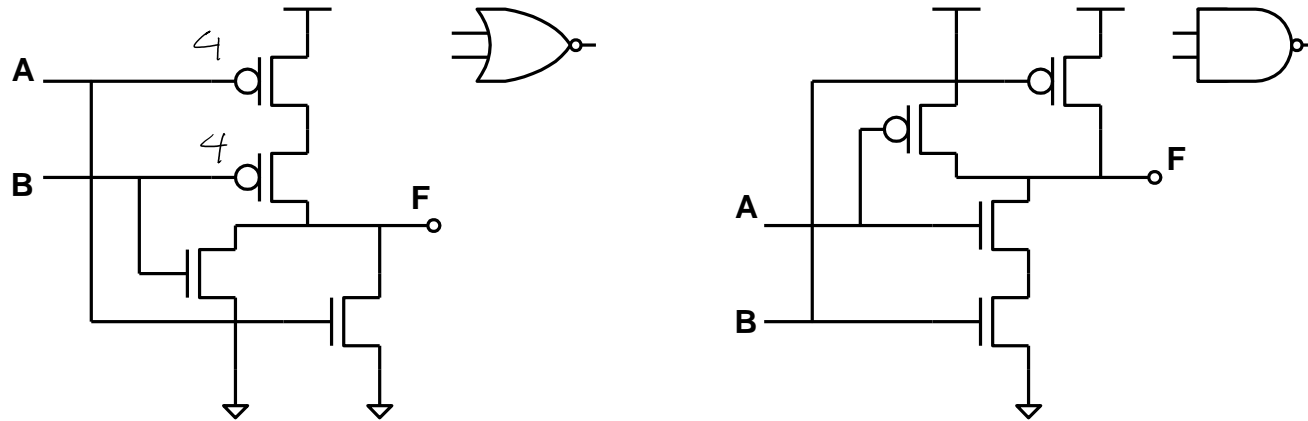
# Pull-up and Pull-down Networks

**Basic Structure  
Of all CMOS logic gates**



- PMOS pull-up and NMOS pull-down networks are duals of each other
- Configuration of pull-up and pull-down networks create a current connection from the output to *either*  $V_{DD}$  or  $GND$ , based on the inputs
- PMOS devices have lower drive capability and thus require wider devices to achieve the same on-resistance as its pull-down counterpart

# Static CMOS Logic Gates



- These are the most common type of static gates
- Can implement any Boolean expression with these two gates
- Why is static CMOS so popular?
  - It's very robust!
  - it will eventually produce the right answer
  - Power, shrinking  $V_{DD}$ , more circuit noise, process variations, etc. limit use of other design styles

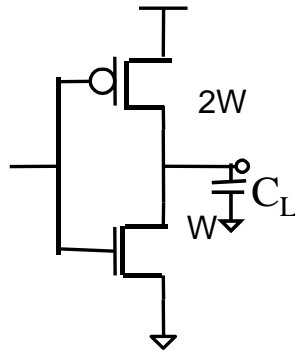
# More Properties of Static CMOS Logic

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- Fully complementary
- Low static power dissipation!
- Outputs swing full rail –  $V_{dd}$  ( $V_{OH}$ ) to Gnd ( $V_{OL}$ )
- Works fine at low  $V_{dd}$  voltages
  - But lower  $V_{dd}$  = less current = slower speed
- Combinational operation
  - Feed it some inputs, wait some delay, result comes out
  - No clocks required for normal operation
- Moderately good performance
  - Drive strength is proportional to transistor size
  - Large loads require large  $W$
- Dual logic networks for N- and P-Channel devices

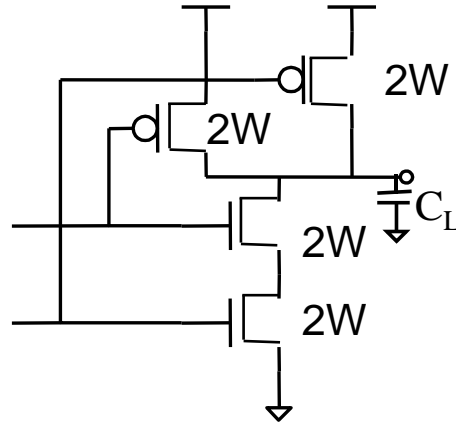
# NAND and NOR Sizing

First Design Inverter

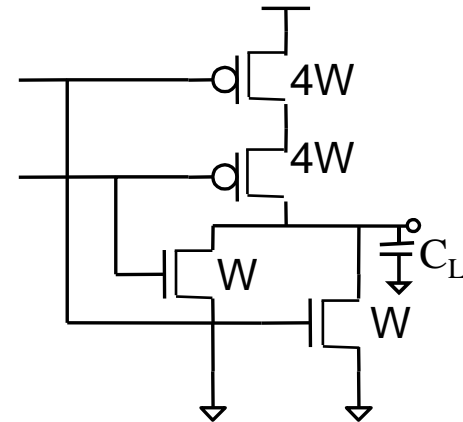


(a) Inverter

Then Map Results to Gates



(b) NAND

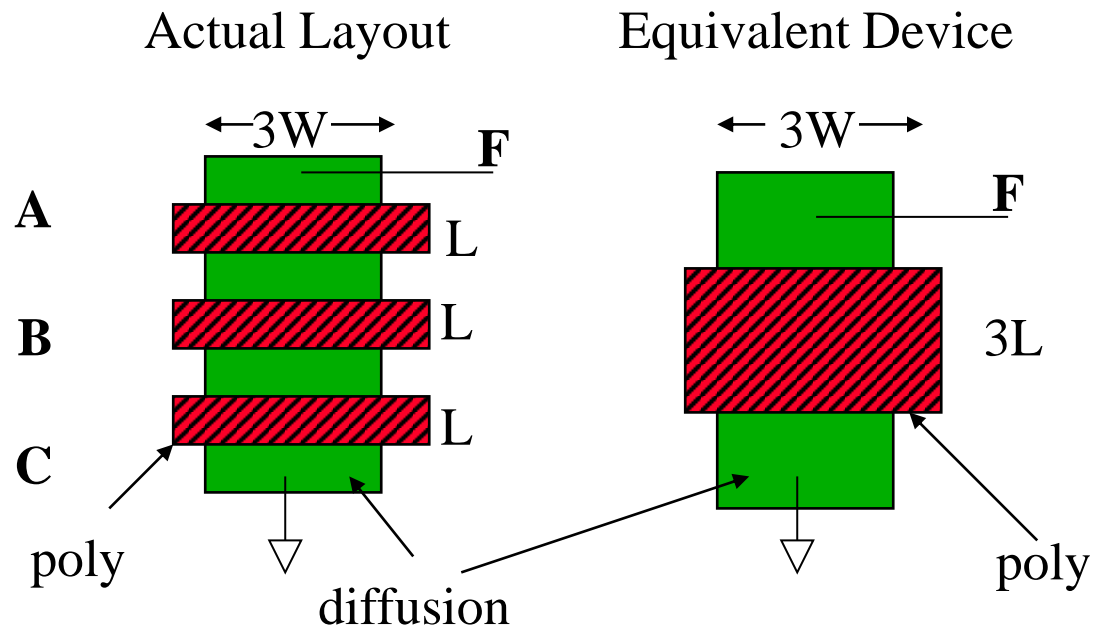


(c) NOR

- Drive strength determined by device widths -  $W$  (assume  $L$  is minimum size)
- For the moment, consider only  $C_L$  (we are ignoring the device self-capacitance)
  - Pick the right sizes for the basic inverter and then assign values to gates
    - What does that mean for parallel and series combinations?
      - For parallel transistors, direct mapping from inverter
      - For series transistors, need to compute equivalent sizes

# Equivalent Sizes - NAND

Consider a three-input NAND gate (NMOS portion only):

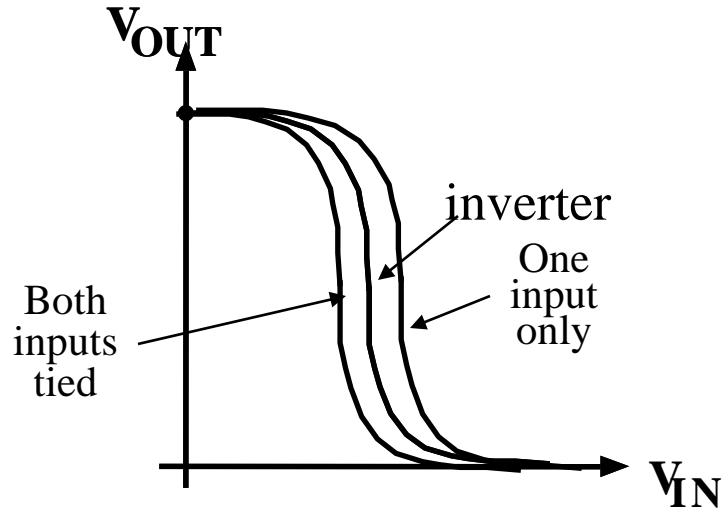


# Equivalent Sizes - NAND

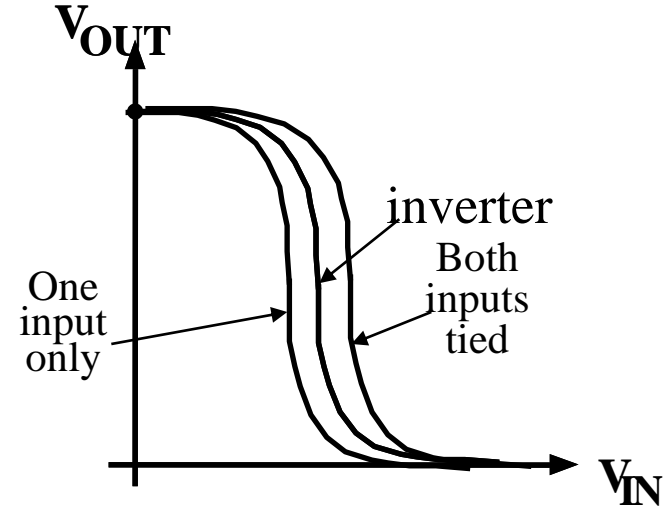
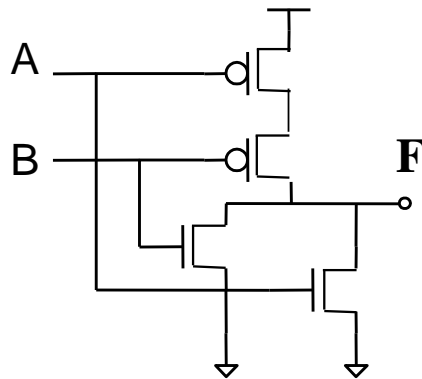
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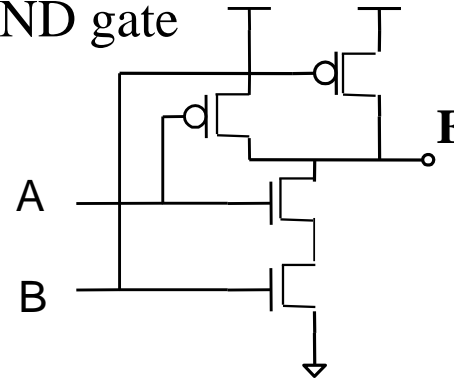
# VTC and Noise Margins – NAND and NOR



NOR gate

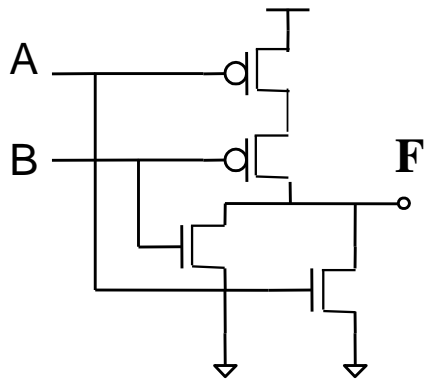


NAND gate



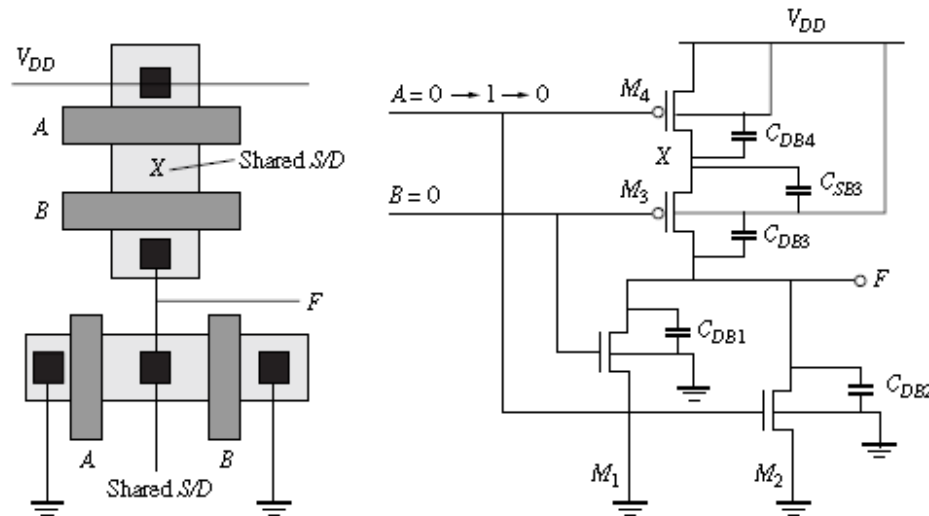
# VTC and Noise Margins – NAND and NOR

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NOR gate

# Load Capacitance for NAND and NOR



What is worst-case capacitance calculations, why does it matter for speed calculations?

$$\begin{aligned}
 C_{\text{self}} &= \underbrace{C_{DB1} + C_{DB2}}_{n^+ \text{ shared S/D}} + C_{DB3} + \underbrace{C_{SB3} + C_{DB4}}_{p^+ \text{ shared S/D}} \\
 &= C_{DB12} + C_{DB3} + C_{SDB34}
 \end{aligned}$$

**Example:** what is the worst case input and output capacitance for a NAND3 CMOS gate  
(Board Notes)

# Load Capacitance for NAND and NOR

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**Example:** what is the worst case input and output capacitance for a NAND3 CMOS gate

# Complex Logic Circuits

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- The ability to easily build complex logic gates is one of the most attractive features of MOS logic circuits
- Design principle of the pull-down network:
  - OR operations are performed by parallel connected drivers
  - AND operations are performed by series connected drivers
  - Inversion is provided by the nature of MOS circuit operation
- Don't get too carried away... Use this knowledge wisely
  - Remember that complex functions don't have to be implemented with a single gate
  - Can break up very complicated Boolean expressions into a cascade of gate stages
  - Limit series stacks to 3~4
- We will use De Morgan's Law to build the dual networks

# Review of DeMorgan's Law

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$$\begin{array}{c} \text{a} \\ \text{b} \end{array} \text{ AND } = \begin{array}{c} \text{a} \\ \text{b} \end{array} \text{ OR } \quad \overline{ab} = \overline{a} + \overline{b}$$

$$\begin{array}{c} \text{a} \\ \text{b} \end{array} \text{ OR } = \begin{array}{c} \text{a} \\ \text{b} \end{array} \text{ AND } \quad \overline{a} \overline{b} = \overline{a + b}$$

- De Morgan's theorem:

*The complement of any logic function is found by complementing all input variables and replacing all AND operations with OR and all OR operations with AND*

## **Circuit Design Rule**

- Use De Morgan's law to find the complement of a function for the pull-down network
- Use Duality to find the pull-up network

# Complex CMOS Gate Design Example

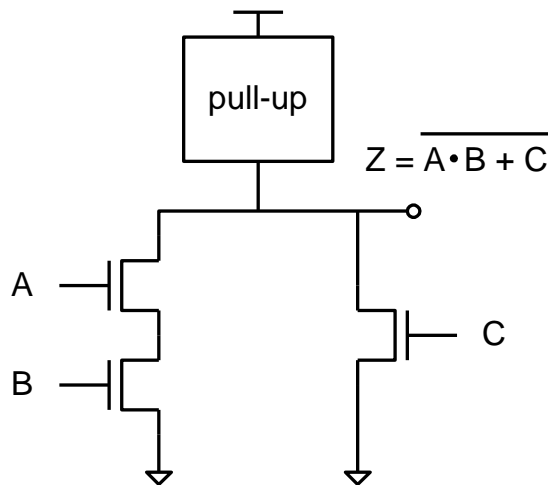
- Implement an AND-OR-INVERT (AOI) function

$$Z = \overline{A \cdot B + C}$$

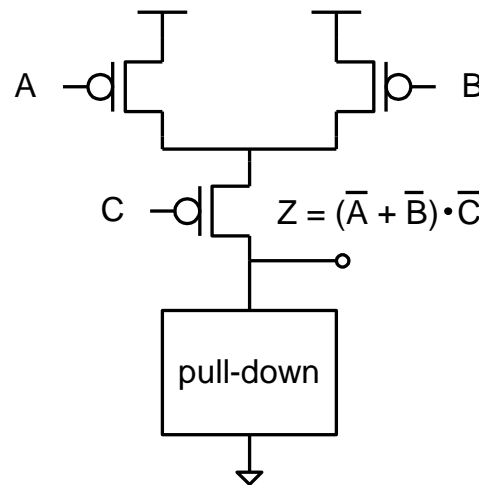
- Get the expression into forms that enable easy implementation of pull-up and pull-down networks

$$\overline{Z} = (A \cdot B + C)$$

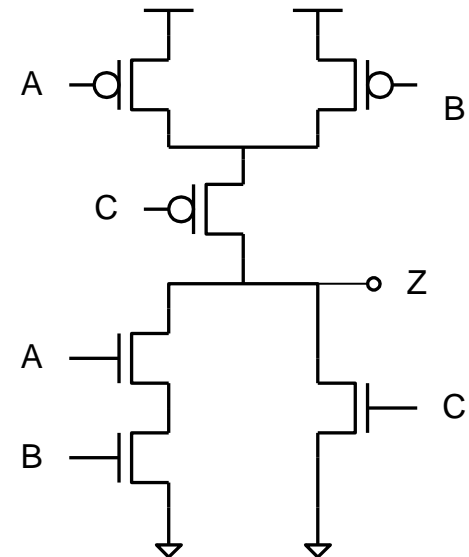
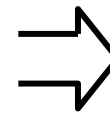
$$Z = (\overline{A} + \overline{B}) \cdot \overline{C}$$



Complement of Z



Dual of Complement of Z



Combine Results

# Complex CMOS Gate Design Example

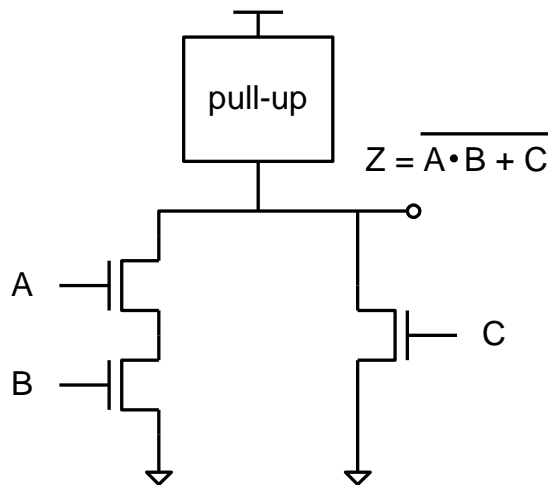
- Implement an AND-OR-INVERT (AOI) function

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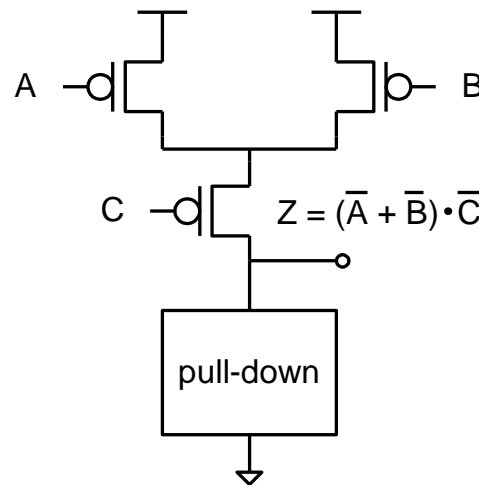
- Get the expression into forms that enable easy implementation of pull-up and pull-down networks

$$\overline{Z} = (A \cdot B + C)$$

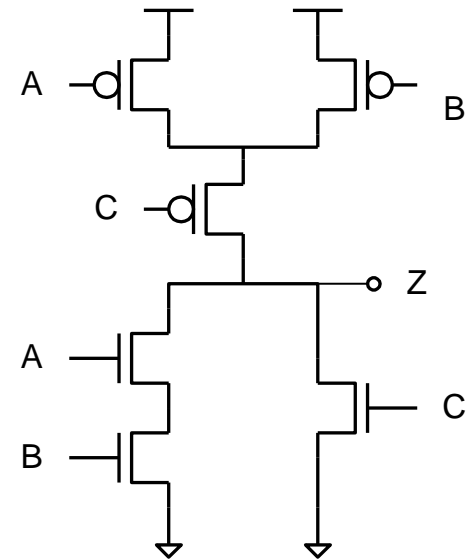
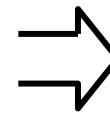
$$Z = (\overline{A} + \overline{B}) \cdot \overline{C}$$



Complement of Z



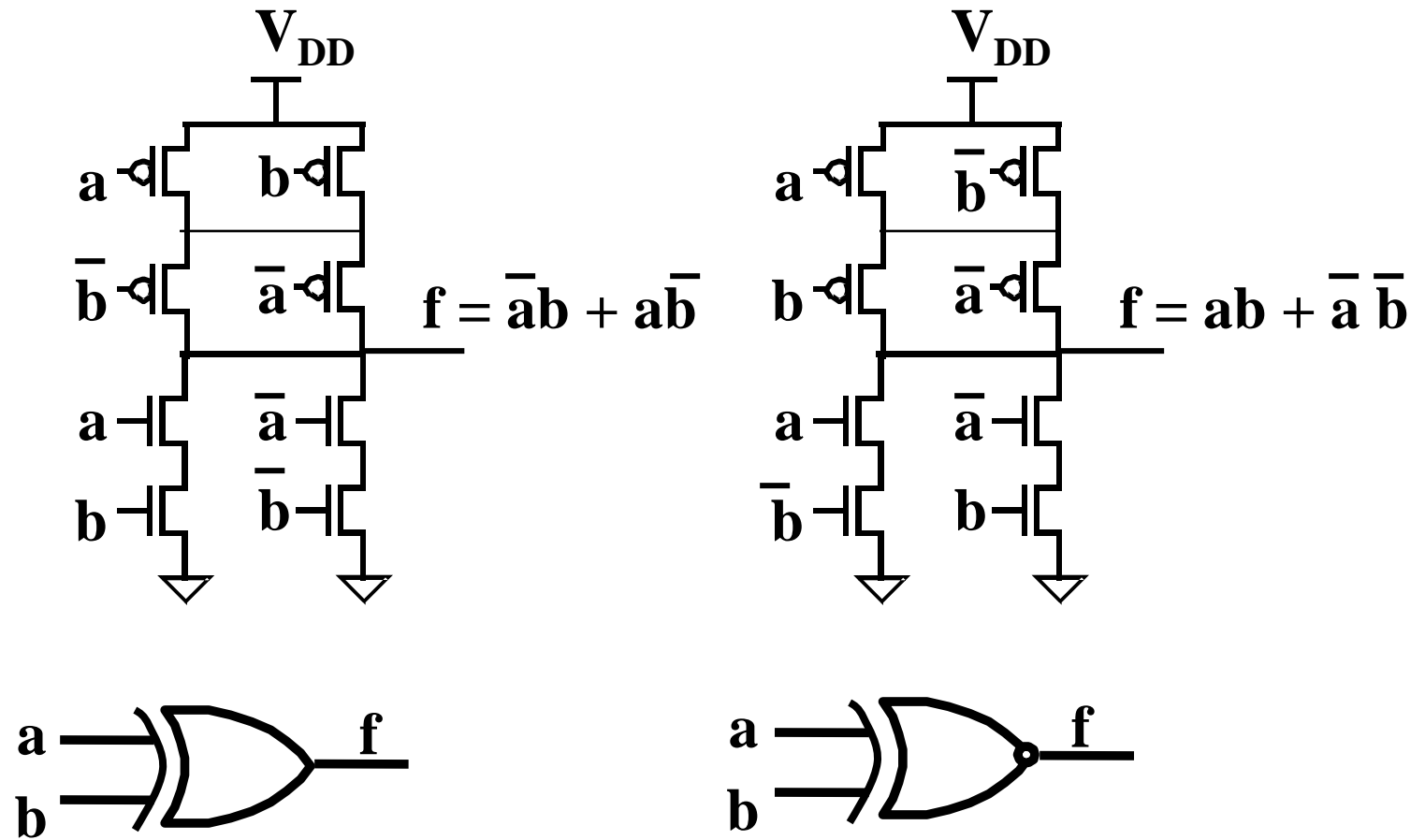
Dual of Complement of Z



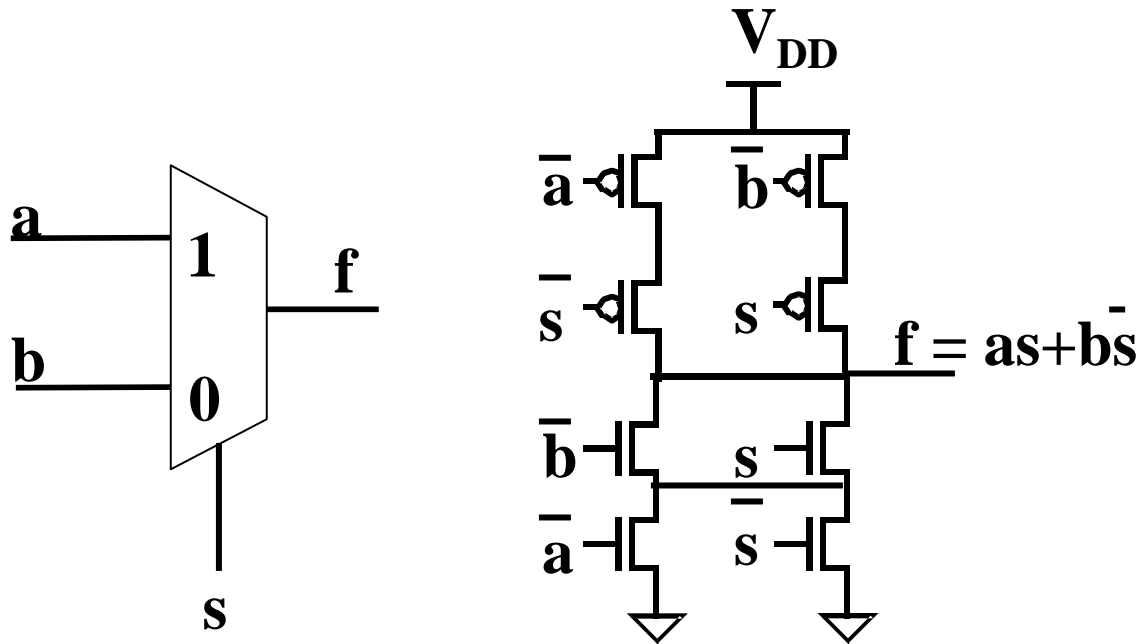
Combine Results



# XOR and XNOR Gates



# CMOS Multiplexer

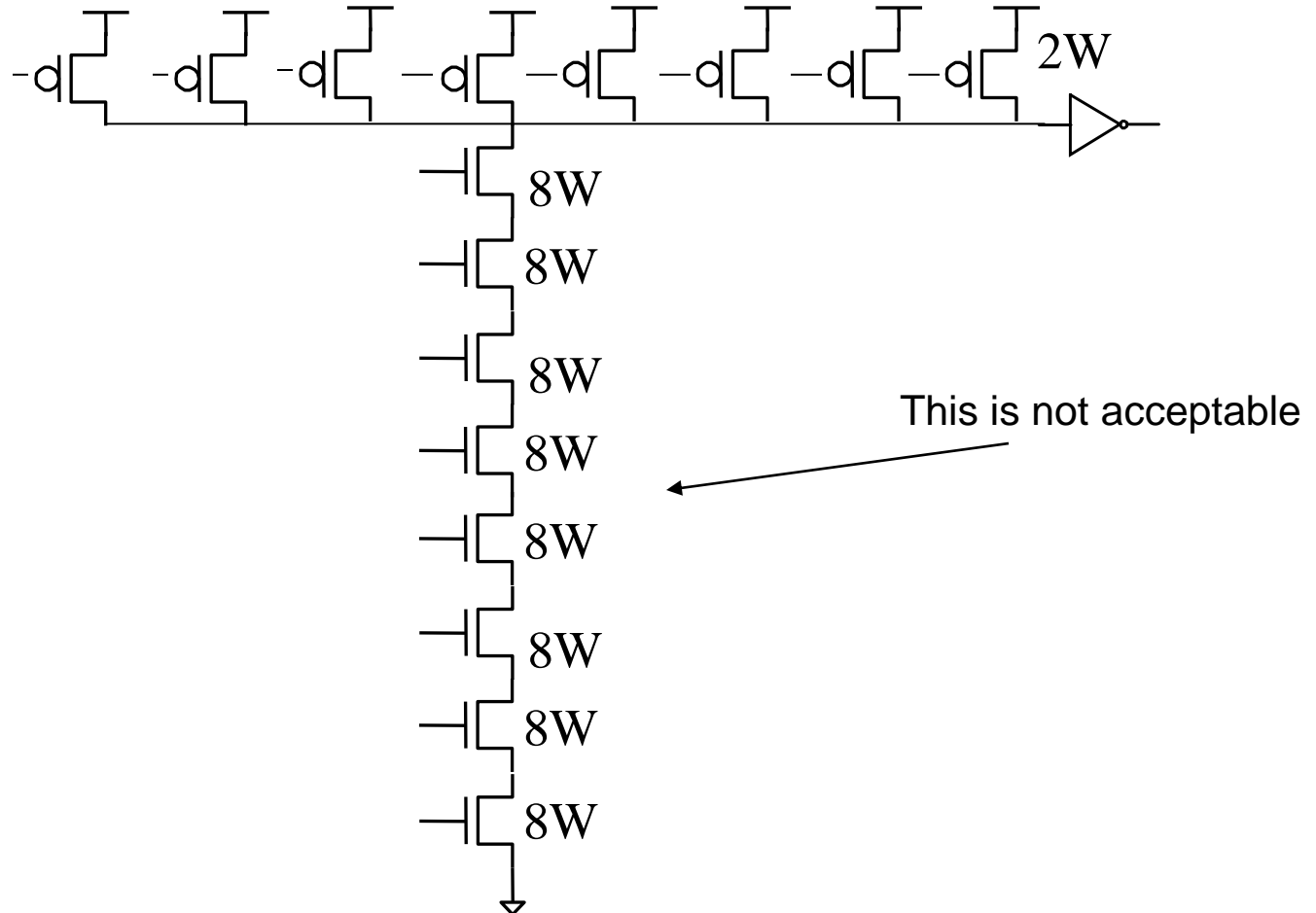


# The Bad News

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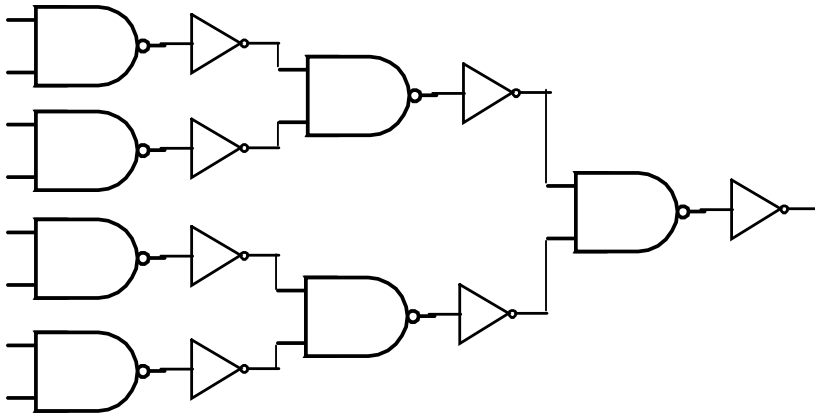
- Slows down dramatically for large fanins due to long series stack of transistors
  - fanin = number of inputs
  - PMOS series stacks worse than nMOS series stacks
- Large number of transistors
  - $2n$  devices for  $n$ -input NAND
  - At least 2 devices per input
- Bigger layout
  - $n+$  to  $p+$  spacing rule and well spacing rule
  - Large device sizes required to counteract series stack
- Limit the fanin to 3 or 4...or delay and area will be too large

# Eight-Input AND gate

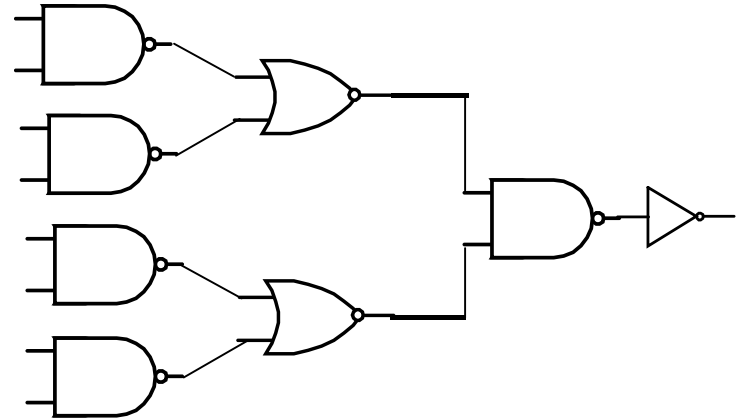


# Multi-level Logic Implementations

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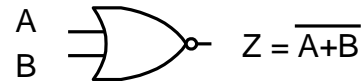
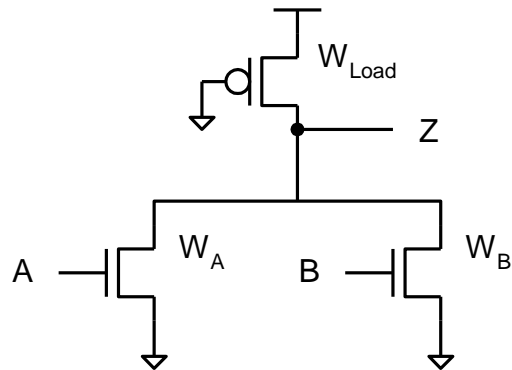
NAND2-INV-NAND2-INV



NAND2-NOR2-NAND2-INV

- There are many more options to try
- Better than stacked version but signal has to travel through multiple stages

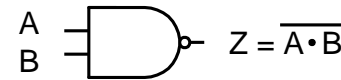
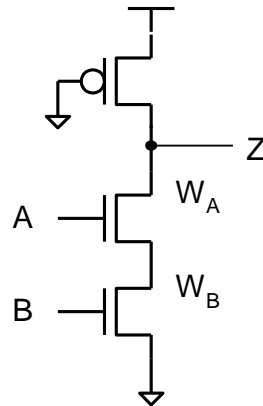
# Pseudo-NMOS Logic – NOR gate



A	B	Z
0	0	1
0	1	0
1	0	0
1	1	<b>0</b>

- Design issues:
  - Sizing Ratio
    - Ratio pull-up to pull-down ( $V_{OL}$  &  $V_{OH}$ )
    - Propagation delay
  - Subthreshold current can degrade  $V_{OH}$  slightly
  - $V_{OL}$  decreases as more devices turning on

# Pseudo-nMOS Logic – NAND Gate

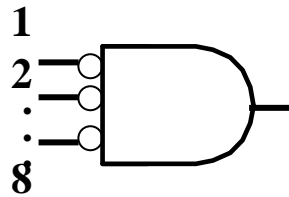


A	B	Z
0	0	1
0	1	1
1	0	1
1	1	0

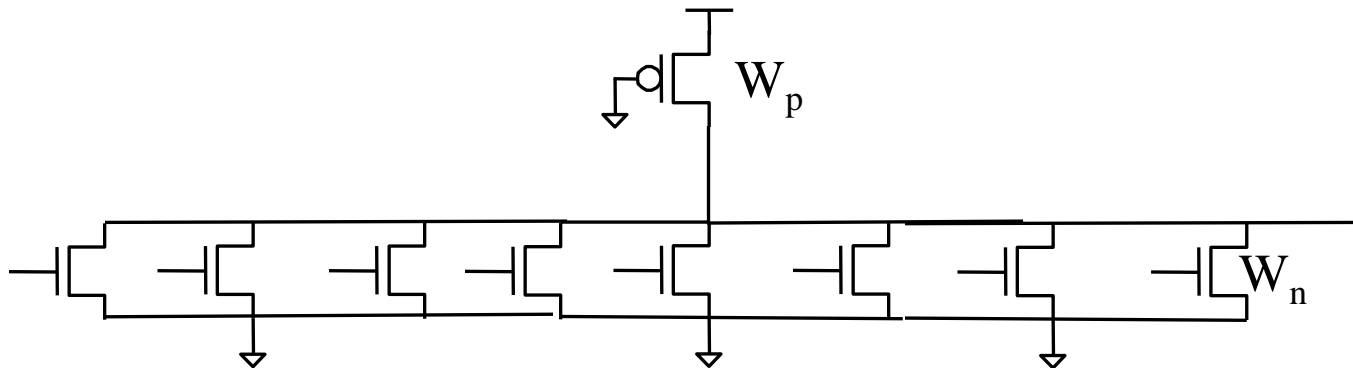
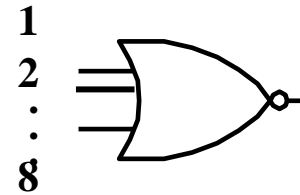
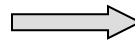
- Issues
  - Sizing Ratio
    - Need to make pull-down devices wider
  - Parasitic cap goes up with bigger devices
  - Lower devices in stack slower compared to upper ones because they see more capacitance

# Back to AND8 Option - Use Pseudo-NMOS

Inputs are  
Inverted, not  
shown here



Bubble pushing



No need for long stack of devices



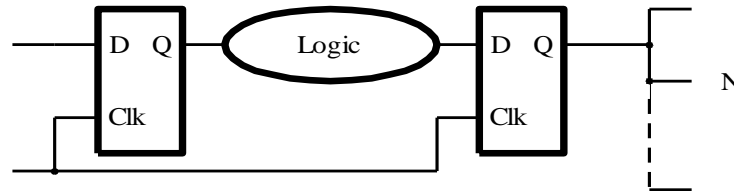
# Properties of Static Pseudo-NMOS Gates

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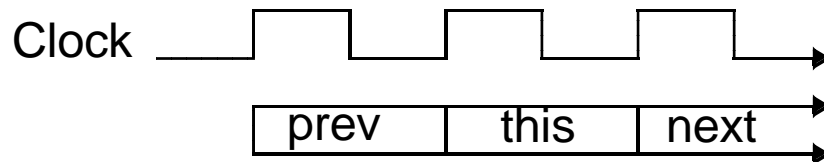
- DC power
  - always conducting current when output is low
- $V_{OL}$  and  $V_{OH}$  depend on sizing ratio and input states
- **Poor low-to-high transition**
- Large fanin NAND gates tend to get big due to ratioing
- As transistor count increases, power consumption is too high
  - Cannot use this approach for all gates on the chip
- But what are its advantages?
  - Good for wide NOR structures
    - Memory decoder
  - Smaller number of transistors (area) / logic function

# Flip-Flops and Latches - Review

Flip-flops and latches are important logic elements used for storage. We typically build finite state machines from combinational logic (next state logic) and latches or flip-flops (storage elements) to store the state information.



We then control latches and flip-flops with a clock to create synchronous logic circuits. The clock ensures that we can tell the difference between previous, current and future states of the logic circuit



# Latch vs. Flip-flop - Review

Latch (level-sensitive, transparent)

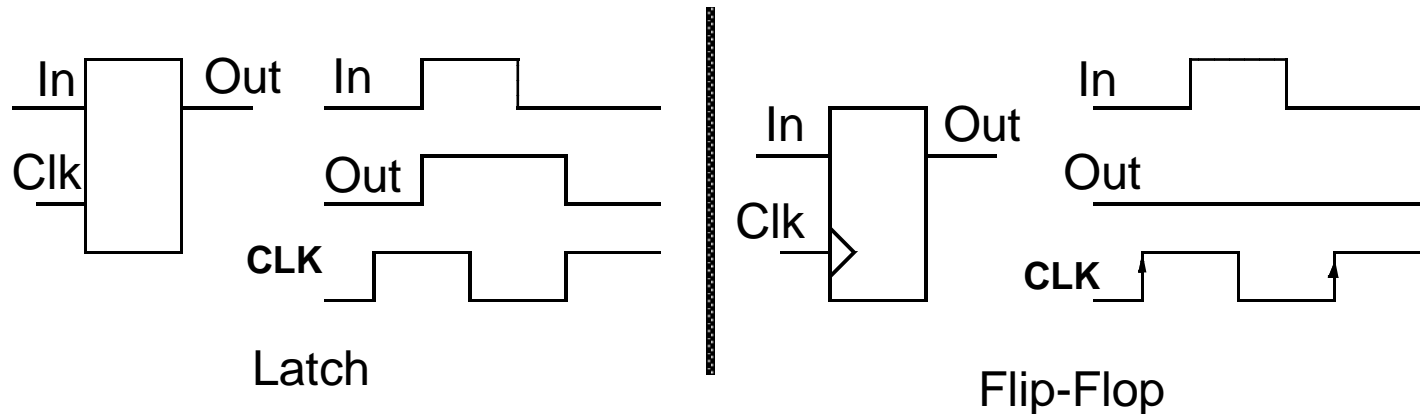
When the clock is high it passes **In** value to **Out**

When the clock is low, it holds value that **In** had when the clock fell

Flip-Flop (edge-triggered, non transparent)

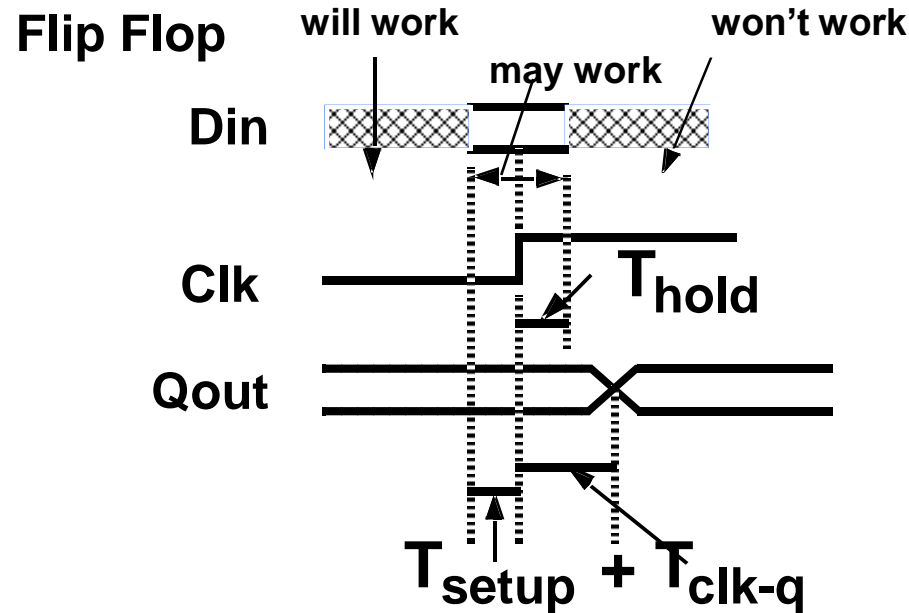
On the *rising* edge of clock (pos-edge trig), it transfers the value of **In** to **Out**

It holds the value at all other times.



# FF Clocking Overhead – Review

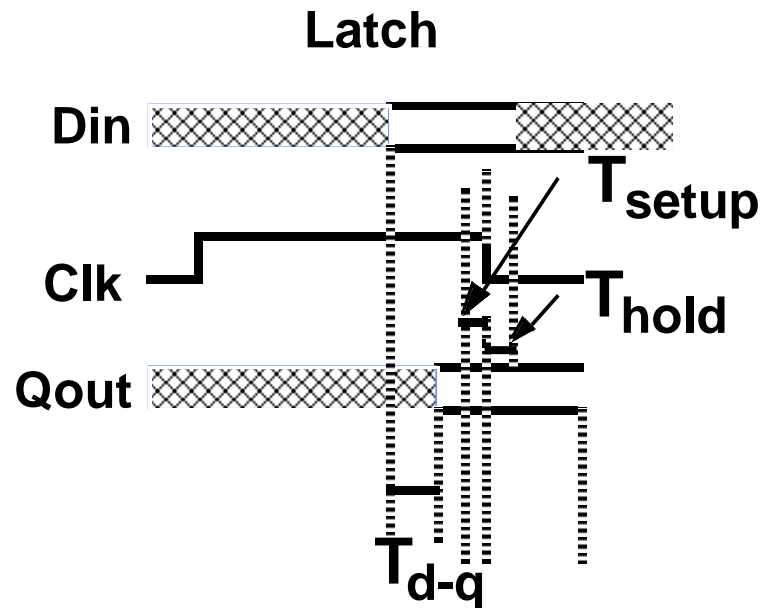
FF have setup and hold times that must be satisfied:



If Din arrives before setup time and is stable after the hold time, FF will work; if Din arrives after hold time, it will fail; in between, it may or may not work; FF delays the slowest signal by the setup + clk-q delay in the worst case

# Latch Clocking Overhead - Review

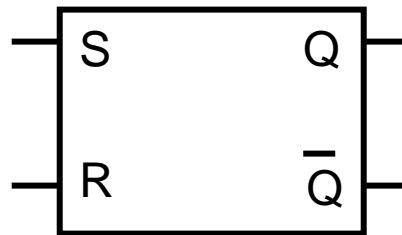
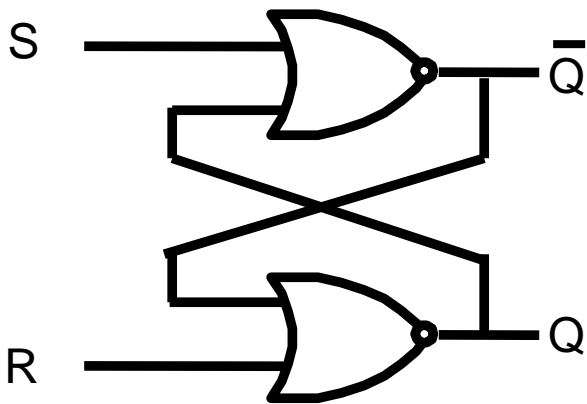
Latches also have setup and hold times that must be satisfied:



But latch has small setup and hold times; however, it delays the late arriving signals by  $T_{\text{d-q}}$  and this is more important than the setup and hold times.

# SR Latch with NOR Gates

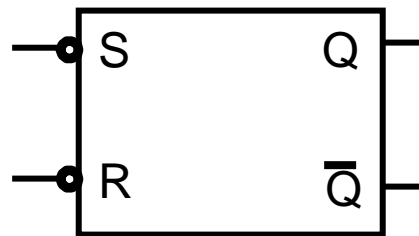
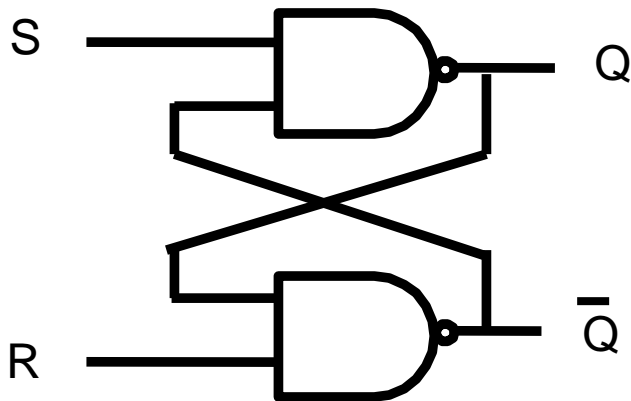
- Simplest FF is a cross-coupled pair of NOR gates
- When  $S=1$ ,  $Q=1$
- When  $R=1$ ,  $Q=0$
- By setting both  $S=0$  and  $R=0$ , the previous state is held
- Illegal state occurs when  $R=1$  and  $S=1$  (actually, the final state is determined by which signal goes low last)



S	R	Q	$\bar{Q}$
0	0	Q	$\bar{Q}$
0	1	0	1
1	0	1	0
1	1	0	0

# SR Latch with NAND Gates

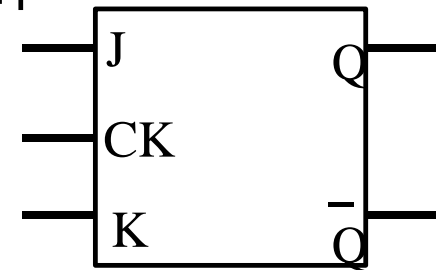
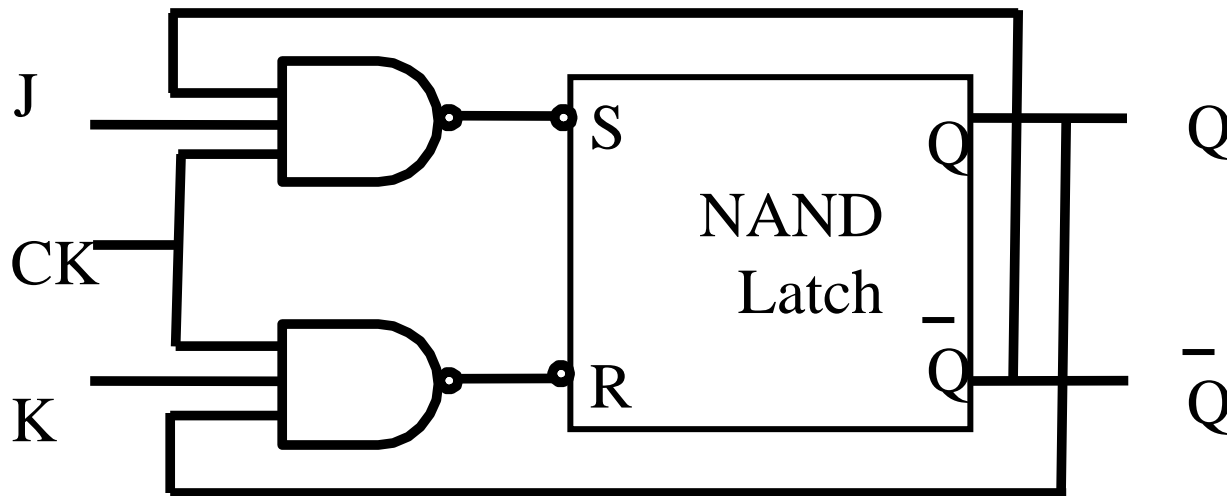
- Similar to NOR latch except that the signals are *active low*
- Illegal state is now  $S=0$  and  $R=0$
- Hold state is  $S=1$  and  $R=1$



S	R	Q	$\bar{Q}$
1	1	Q	$\bar{Q}$
0	1	1	0
1	0	0	1
0	0	1	1

# JK Latch

- To avoid illegal state, use JK flip-flop
- In NAND implementation,  $J=K=1$  flips the state of the output
- Clock is used to enable the output
- Will oscillate if clock is high too long when  $J=K=1$

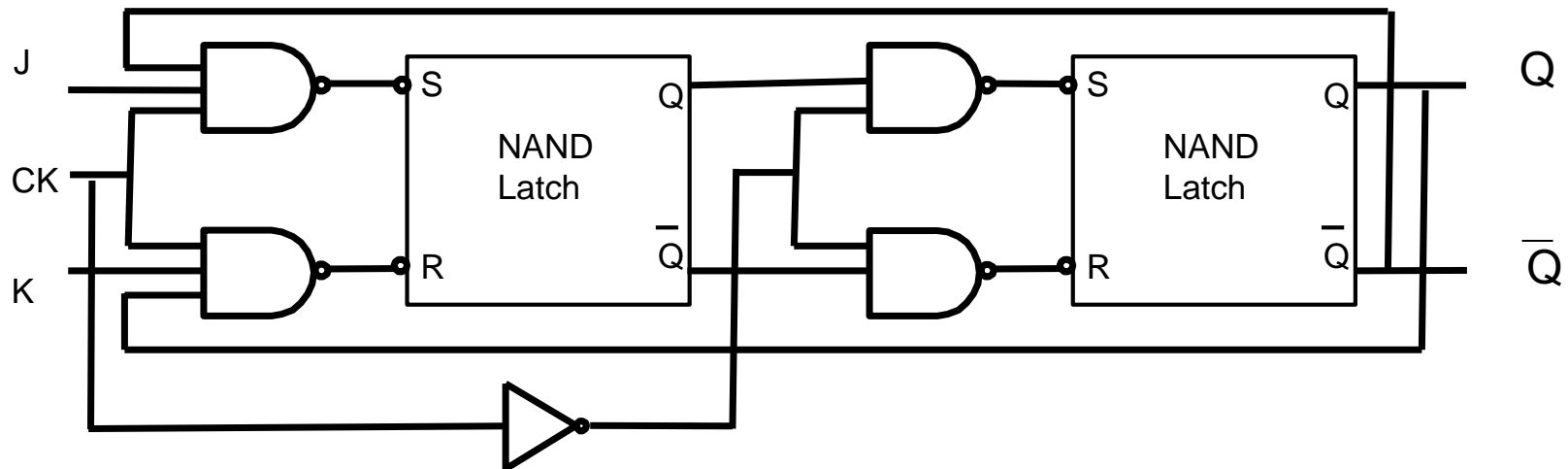


$J_n$	$K_n$	$Q_{n+1}$
0	0	$Q_n$
0	1	0
1	0	1
1	1	$\bar{Q}_n$



# Master-Slave JK Flip-flop

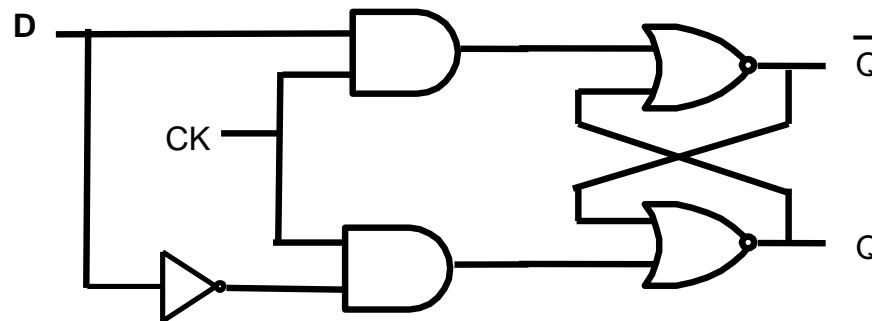
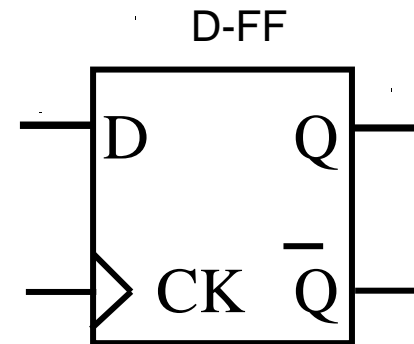
- Cascade of two JK Flip-flops
- Master activated by CK, Slave activated by  $\overline{\text{CK}}$
- Master latches new data, slave launches old data



# Clocked D Latch

- Very useful FF
- Widely used in IC design for temporary storage of data
- May be *edge-triggered* (Flip-flop) or *level-sensitive* (transparent D-latch)

D	$Q_{n+1}$
0	0
1	1



Can implement  
As AOI function





