MISMATCH MODELLING FOR MOSFETS

1. PRINCIPLE

Mismatch models are requested in CMOS090 SPICE models. The <family>_dev parameter (svt_dev for SVT devices for instance) is used to define the simulation strategy. The pre-defined strategies are:

no mismatch: <family>_dev=0

mismatch using Monte-Carlo simulations: <family>_dev=1 + instance parameter mismatch= 1 + Monte-Carlo simulation (.mc in eldo)

So as to easily implement the simulation strategy into the netlists, the <family>-dev parameter has been included in a library file (mismatch.lib), within two libraries. The libraries are:

mismatch_no library: all <family>_dev parameters set to 0, no mismatch used

mismatch_param library: all <family>_dev parameters set to 1, mismatch through Monte-Carlo simulation

2. MODEL EQUATIONS

2.1 Standard deviation calculation

The standard deviation for Vt and mobility mismatch variations are calculated using the following equations:

$$\sigma_{VT} = \frac{A_{VT}}{\sqrt{2 \cdot mult \cdot W \cdot L}} + B_{VT} \text{ and } \sigma_{\beta} = \frac{A_{\beta}}{\sqrt{2 \cdot mult \cdot W \cdot L}} + B_{\beta}$$

where (A_{vt}, B_{vt}) and (A_{β}, B_{β}) are extracted on a pair of transistors by the Electrical Characterization team.

Then, using the above σ values, the total mismatch variations are applied as follows:

$$VT = VT_{w \mid \text{o mismatch}} + \Delta_{VT}$$
 and $mobility = mobility_{w \mid \text{o mismatch}} \cdot (1 + \Delta_{\beta})$

2.2 Mismatch through Monte-Carlo simulations

For Monte-Carlo simulations, the standard deviation values are used in order to define two gaussian distributions for VT and mobility mismatch variations.

These variations are then added to the pre-defined corner.

The mismatch Monte-Carlo simulations can be <u>locally</u> activated using the instance parameter "mismatch" (mismatch=1).

Moreover, it is also <u>globally</u> activated using the <family>_dev parameter (<<u>family>_dev=1</u>). The parameter <family>_dev can be defined in the netlist or via the mismatch.lib file.



Modeling