

$$U_{x} = \frac{i_{1}}{j_{0}} + \frac{i_{x}}{j_{0}}$$

$$\frac{i_{x}=i_{1}-g_{m_{2}}u_{y}}{g_{d_{1}}}$$

$$=\frac{i_{x}}{g_{d_{1}}}$$

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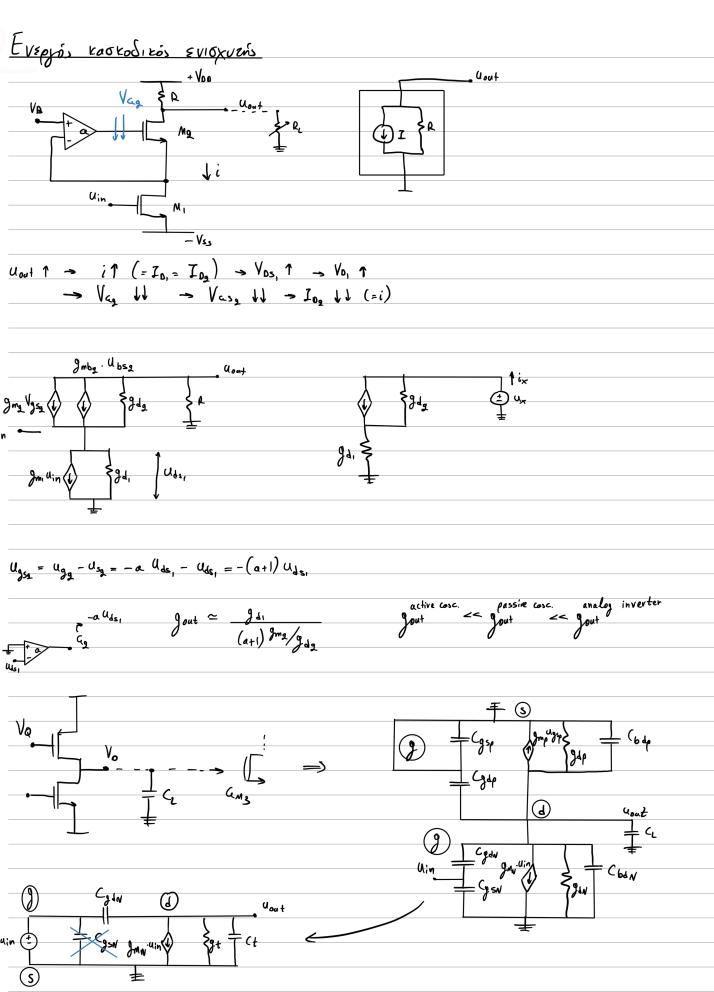
$$=\frac{i_{x}}{g_{d_{1}}}$$

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$$u_{x} = \frac{i_{x}}{3d_{2}} \left(\frac{1 + g_{m_{2}}}{3d_{1}} \right) + \frac{i_{x}}{3d_{1}} = \frac{g_{x}^{-1}}{i_{x}} = \frac{u_{x}}{i_{x}} = \frac{1 + g_{m_{2}}}{3d_{2}} + \frac{1}{3d_{1}} = \frac{1}{3d_{1}} + \frac{g_{m_{2}} + g_{d_{2}}}{3d_{1}} + \frac{1}{3d_{1}} = \frac{1}{3d_{1}} + \frac{g_{m_{2}} + g_{d_{2}}}{3d_{1}} = \frac{1}{3d_{1}} + \frac{g_$$

$$\frac{2}{g_{d_1} \cdot g_{d_2}} = \left(\frac{g_{d_1}}{g_{m_2}/g_{d_2}}\right)^{-1}$$

Acascode =
$$-\frac{1}{3x + 3y}$$
 >> Ainverter



$$yt = ydN + ydP \qquad (t = Cydp + Cd + CbdN + CbdP)$$

$$Z_L = yt //(t$$

