



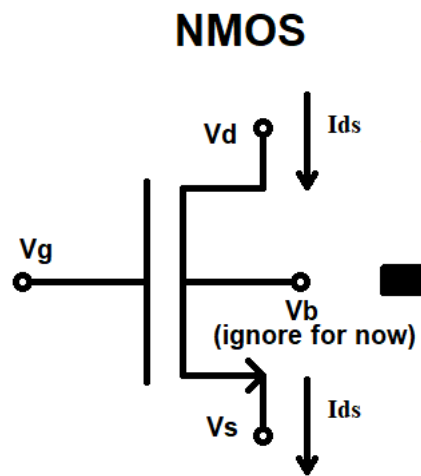
CUDA SPICE CIRCUIT SIMULATOR

MILESTONE 2

ANGELINA RISI, EE 2018

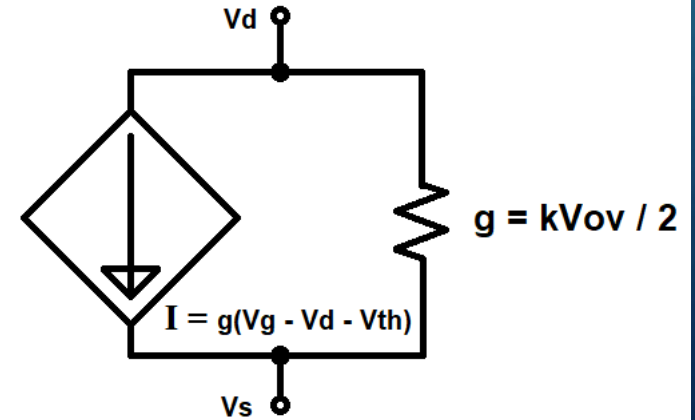
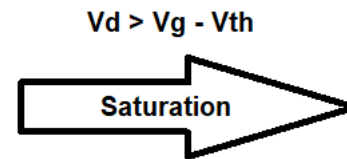
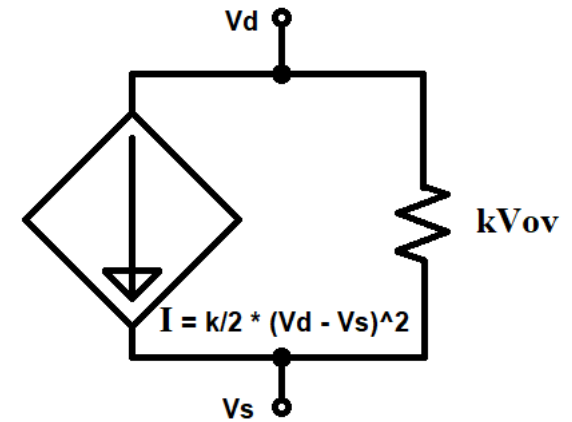
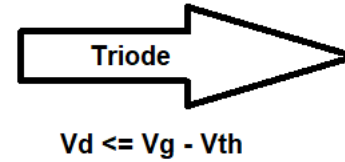
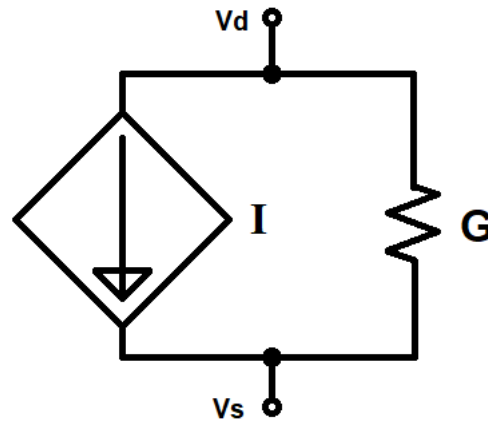
PROGRESS SINCE MILESTONE 1: TRANSISTORS

- Added transistor parsing, not including any extra geometry/layout parameters
- Currently use a default hard-coded NMOS model, need to add model parsing
- Transistor linearization to G and I elements
- Solution of circuits including transistors by:
 - Using previous solution as “Guess” voltages to linearize model
 - Iterating solving circuit until new solution and previous guess converge to within some absolute tolerance (currently $1\mu\text{V}$)
 - This implicitly performs Newton-Raphson method
 - Currently very serial method, only matrix solving on GPU



$$V_{ov} = V_g - V_s - V_{th}$$

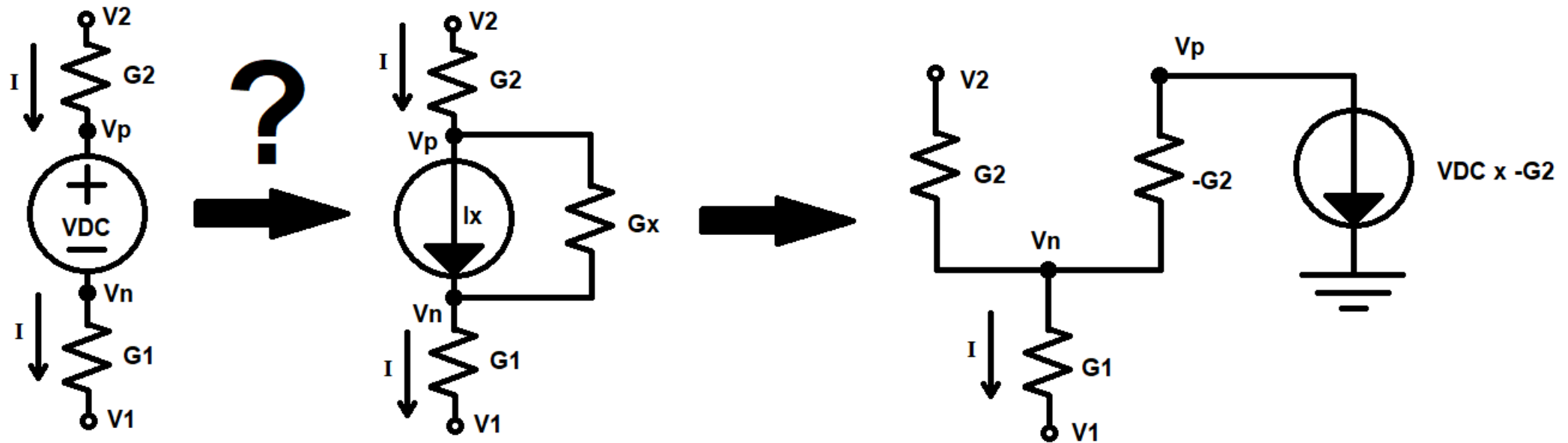
$$k = \mu C_{ox} W/L$$



PROGRESS SINCE MILESTONE 1:

- Code cleanup: overhaul on how we handle circuit elements
 - Instead of separate structs and lists for each type of element, all passives are the same Element with node and parameter arrays (instead of hardcoding how many they have)
 - Other than voltage sources, all passives can be stored on the same list (because VDC needs to be applied last to matrices for reasons described below)
- More edge case testing to locate and correct bugs
 - Located a problem with VDC modelling (problem with conversion to I and G when neither node grounded)
 - Before: Used the fact that the currents flowing out of both positive and negative node are equal to generate G and I matrix entries
 - Problem: Even though $V_p = V_n + V_{dc}$ used to replace one of the voltages in one of the equations to assert Vdc dependence, still dependent on G seen at each node
 - Solution: seems really obvious, but $V_p - V_n = V_{dc} \Rightarrow V_p(G_x) - V_n(G_x) = V_{dc}(G_x) \Rightarrow \text{set } G_x = 1$. We still use the equal currents to generate the V_n row of the matrix, but the V_p row is replaced with 1 in V_p column and -1 in V_n column and V_{dc} in I va

Voltage Source Transformation



CURRENTLY WORKING ON:

- Model parsing and multiline content parsing
 - Models generally specified in separate .include files, but can be in netlist file, .model line
 - Parameters spilling into multiple lines start new line with '+' character, need to look ahead to next line
- DC Sweep – already have idea of how to setup
 - Find swept element, save original parameter value, overwrite with start value
 - Solve, increment value by step size, repeat until stop value reached
- Porting matrix setup to GPU:
 - Parallelize by elements
 - Atomics for race conditions between elements on same node

NEXT MILESTONE:

- Transient (Time step) Simulation
 - Add in capacitors, inductors, AC sources (time-dependent elements)
- Second-order effects (improved transistor modelling)
- Graphical interface or data export and plotting
- Performance optimizations & comparison
- Stream compaction of matrices (expected to be sparse in large circuits)