



# ***Introduction to IC***

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**Instructor: NCTU**





# Outline

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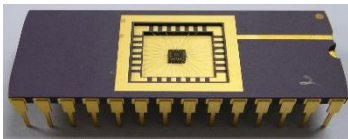
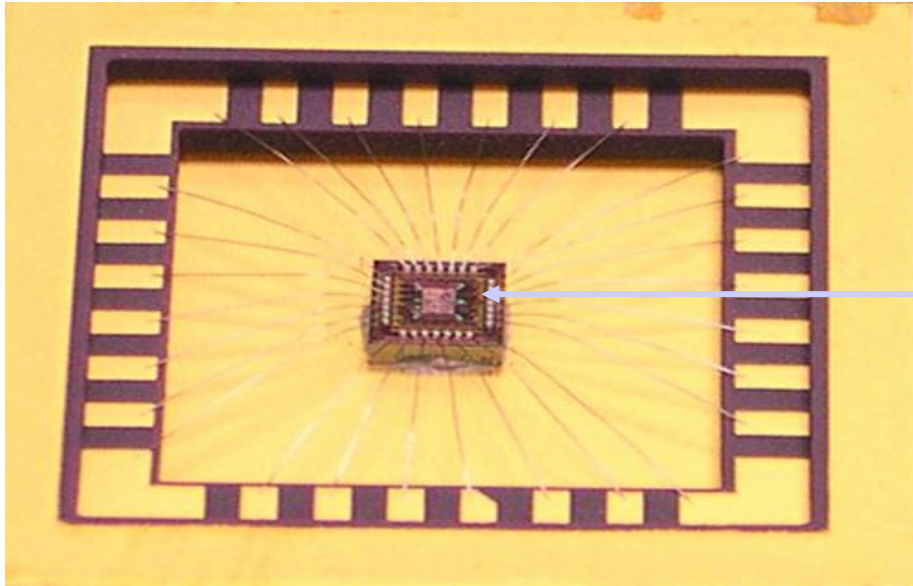
- Introduction to Integrated Circuits (IC or Chip)

# Chip Everywhere!

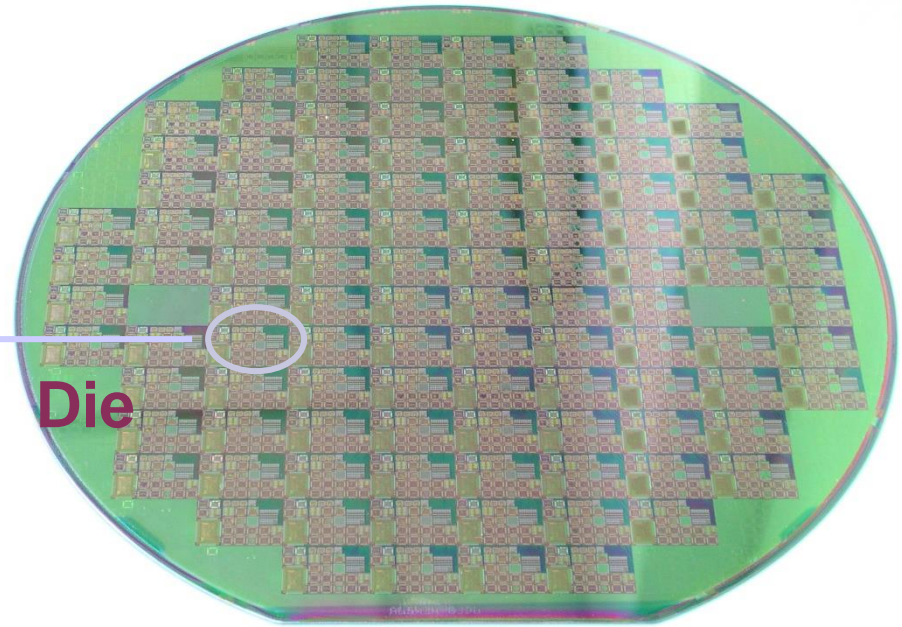


# Wafer & Die & Packaging

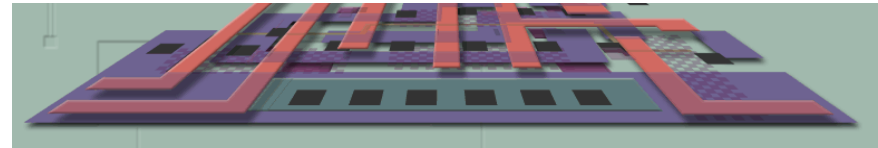
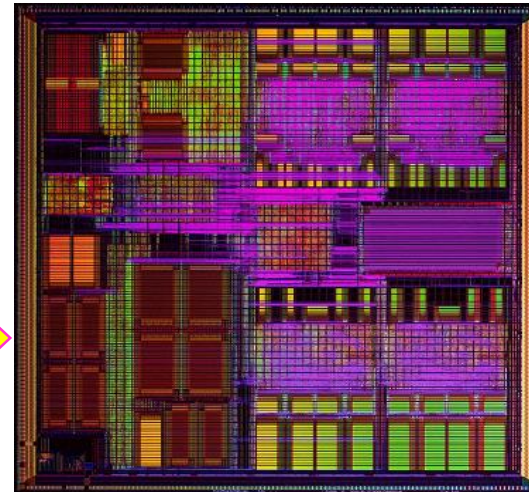
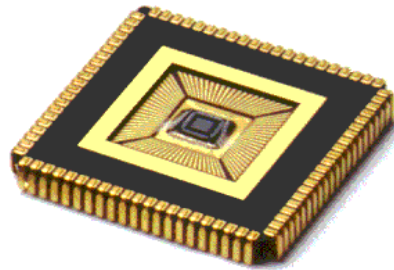
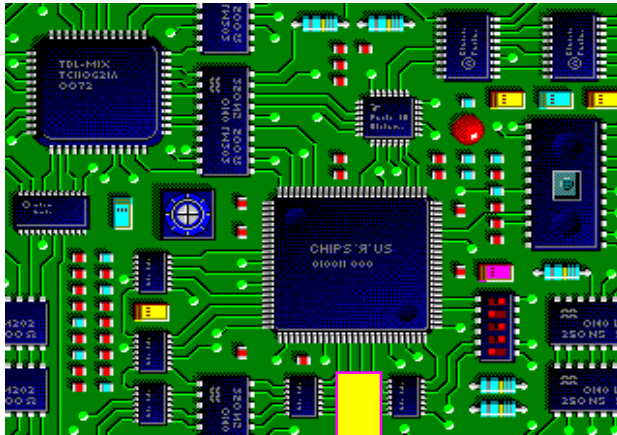
Assembly/Packaging



Wafer



# Integrated Circuits (ICs)

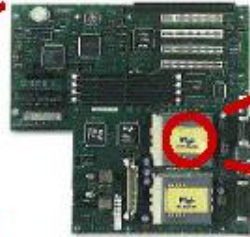




# Modern System Engineering



Personal Computer:  
Hardware & Software



Circuit Board:  
 $\approx 8$  / system  
1-2G devices

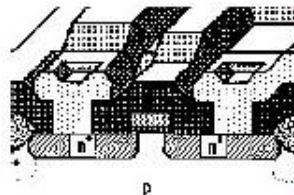


Integrated Circuit:  
 $\approx 8-16$  / PCB  
.25M-16M devices



Module:  
 $\approx 8-16$  / IC  
100K devices

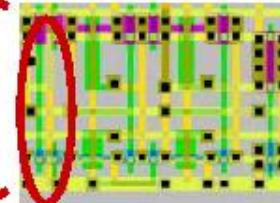
MOSFET



Scheme for  
representing  
information



Gate:  
 $\approx 2-16$  / Cell  
8 devices



Cell:  
 $\approx 1K-10K$  / Module  
16-64 devices



# IC Design History

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## ■ In 1970's

- The layout was the design
- IC design was an ART
- No simulation, no verification

## ■ In 1980's

- Technology CMOS 2.0~1.0
- Design complexity 30K~400K transistors
- Daisy, DEC (2MB RAM, .5GB HD, 1MIPS)
- Logic simulation, Verification, CAD layout
- ASICs

## ■ In 1990's

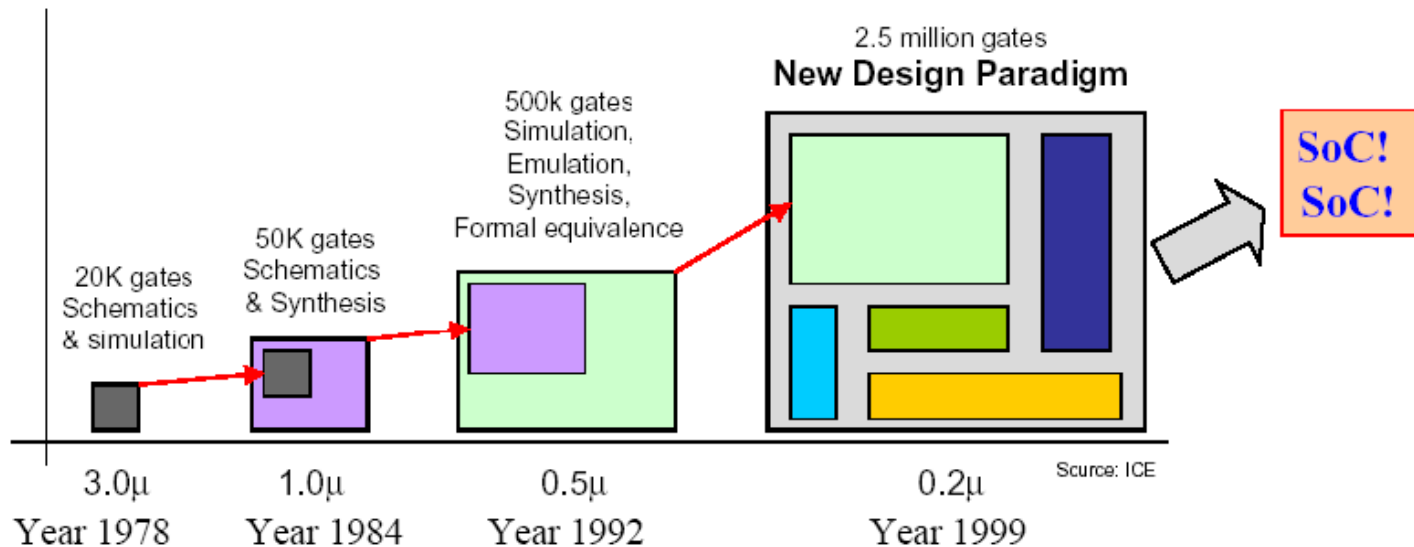
- Technology CMOS 1.0~0.18
- Design complexity 400K~10M gates
- SUN Sparc, Pentium4 (4GB-16GB, 1 Terabyte HD)
- Synthesis, P&R
- ASICs, Processors, Embedded software, FPGA

## ■ In 2000's

- ?

# Evolution of Microelectronics

- Today's Silicon process technology
  - 0.13 $\mu\text{m}$  CMOS
  - ~100 M of devices, 3GHz internal clock
- Yesterday's chips are today's function blocks





# MOS (Metal Oxide Semiconductor)

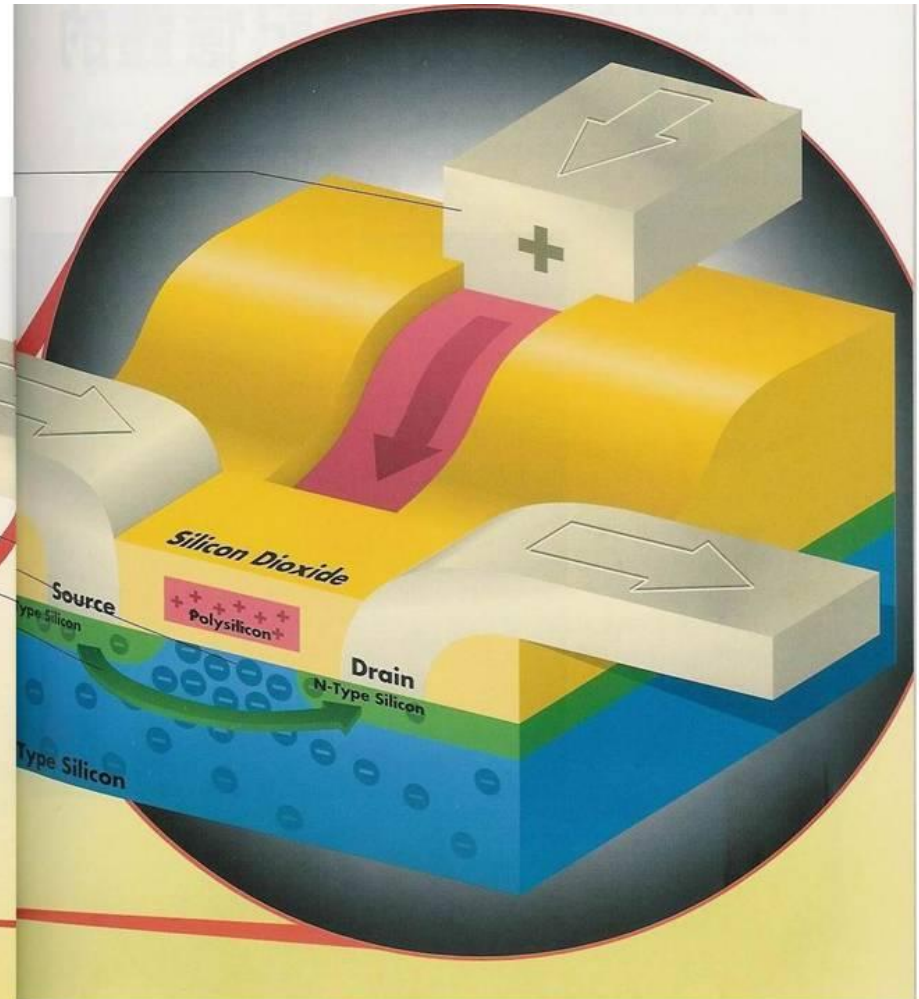
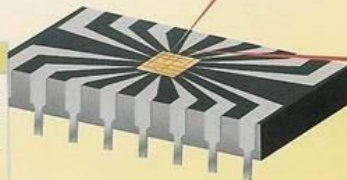
**1** 小量的正電荷順著鋁接頭進入電晶體，這些正電荷被導入由絕緣的二氧化矽包圍的複合矽導體。一般的矽子裡，就有很多這種複合矽導體，加州的矽谷也正因此而得名。

**2** 電晶體的底層是一大片 P 型矽膠，及兩小塊分離的 N 型矽膠；複合矽導體裡的正電荷，會吸引同為正極的 P 型矽膠負電荷。

**3** P 型矽膠裡的負電荷被複合矽導體裡的正電荷吸住時，所產生的電子真空狀態，由另一個稱為源極的導體引入電荷，這些電荷除了填補 P 型矽膠的電子真空之外，還會流向另一端稱為漏極的導體，形成一個電路，也就是把電晶體打開，代表一個 1 位元。如果把負電荷導入複合矽導體，來自源極的電荷就無法進入，因此電晶體就是在關的狀態。

## 電晶體構成晶片

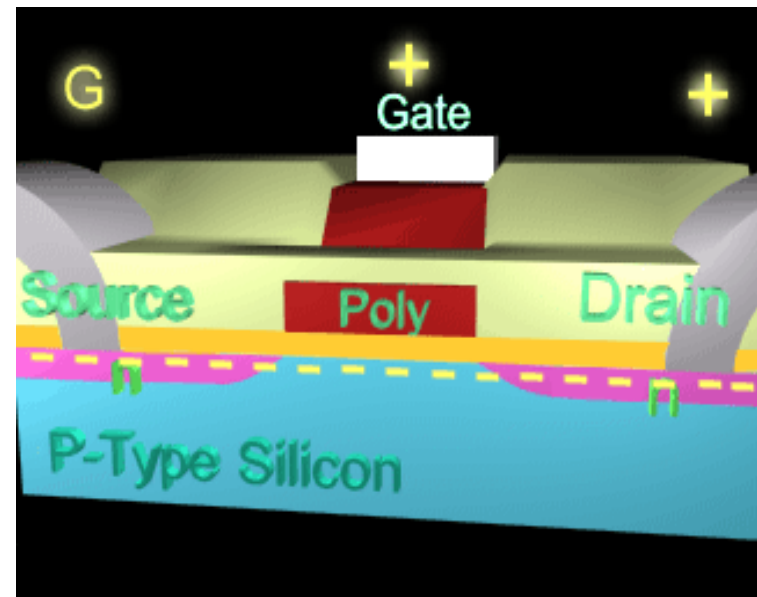
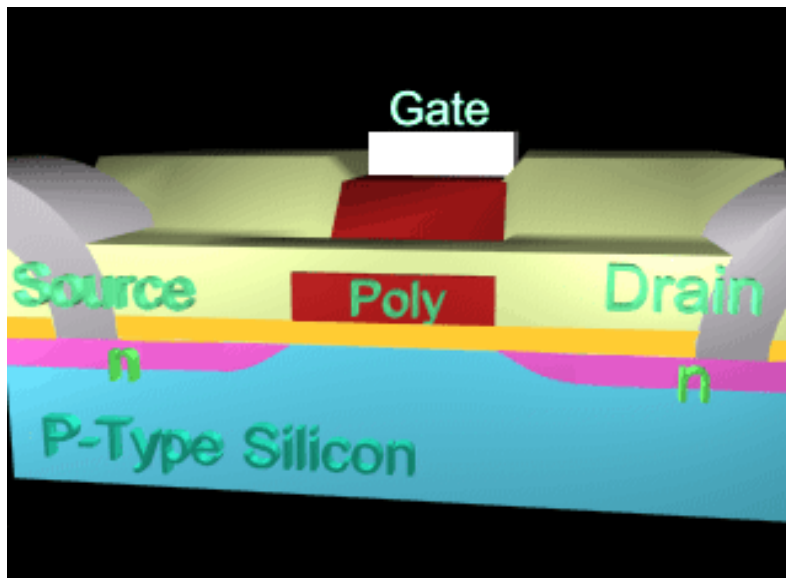
薄薄的矽片裡，有數以千計的電晶體，外層以塑膠或陶瓷材料包裝，以接腳和外界連結。經由接腳，外界的訊號流入晶片，內部的訊號也經由接腳送給電腦的其他組件。



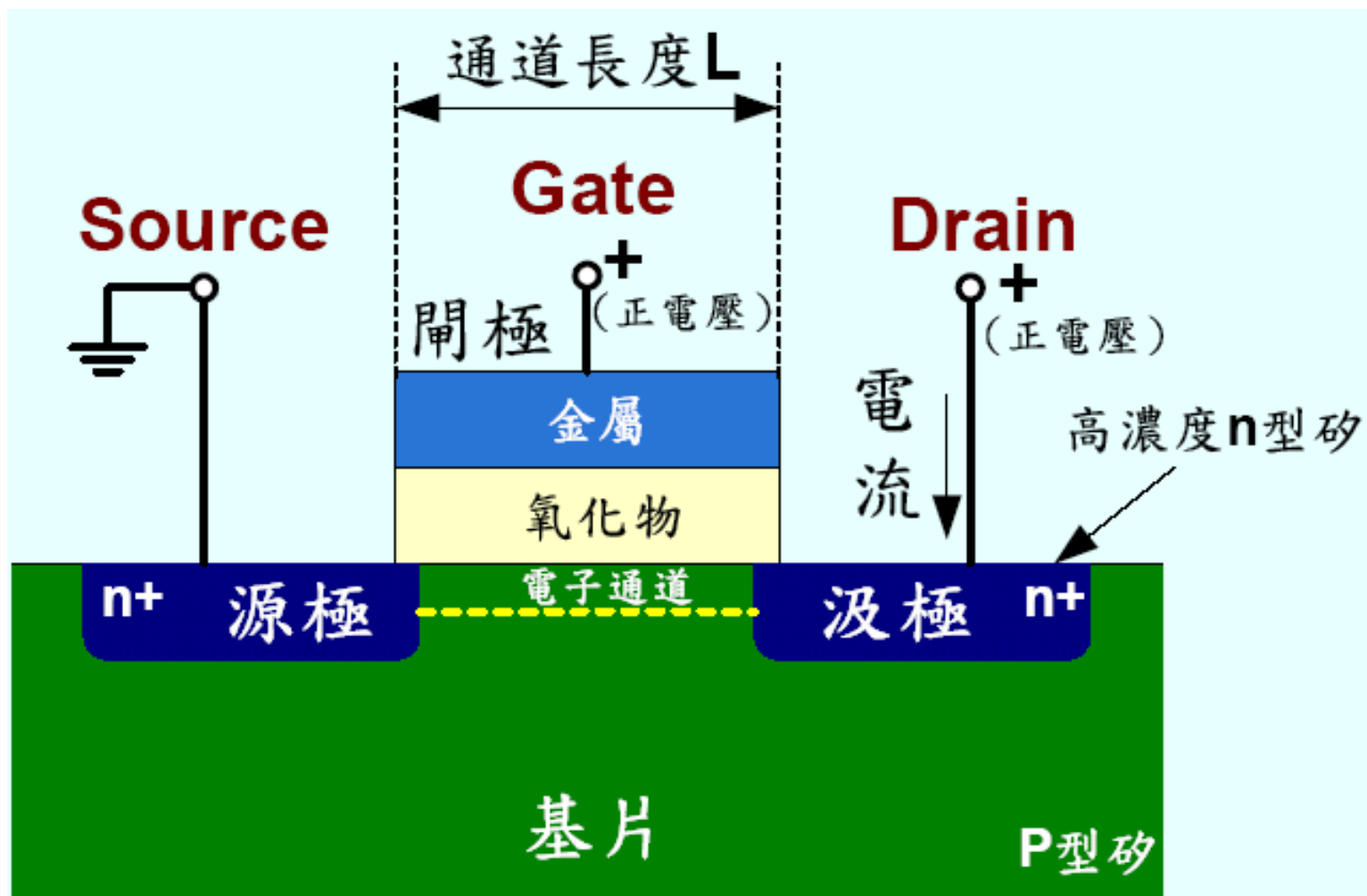
# N-channel Metal-Oxide-Semiconductor

## ■ NMOS

- Gate – poly
- Source, Drain – n-type
- Substrate – p-type
- Carrier – electrons



# MOS電晶體示意圖





# SOC相關技術

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- 製程技術 (Process Technology)
- 設計 (Design)
- 測試 (Testing)
- 封裝 (Packaging)
- 輔助設計工具 (Electronic Design Automation, EDA tools)



# VLSI-related Topics

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- **VLSI design**

- Designs of layouts, circuits, logic gates, architectures, or behaviors

- **VLSI technology**

- Process technology of fabricating transistors in VLSI chips (UMC, TSMC)

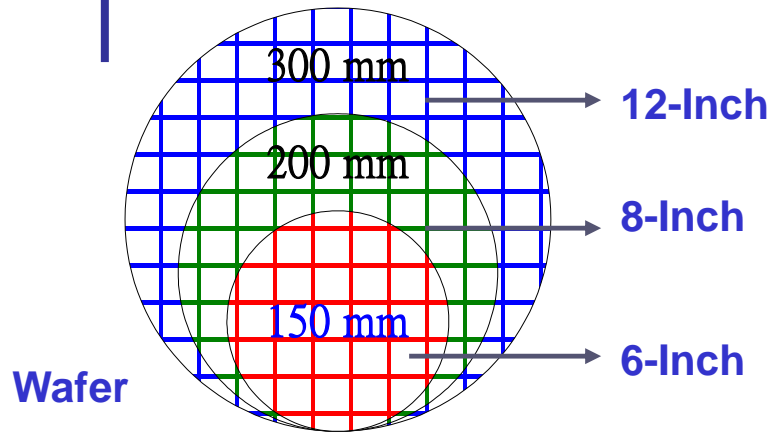
- **VLSI testing**

- 1/3 of total costs, design for testability

- **VLSI CAD**

- All the related EDA (electronic design automation) tools during VLSI designs

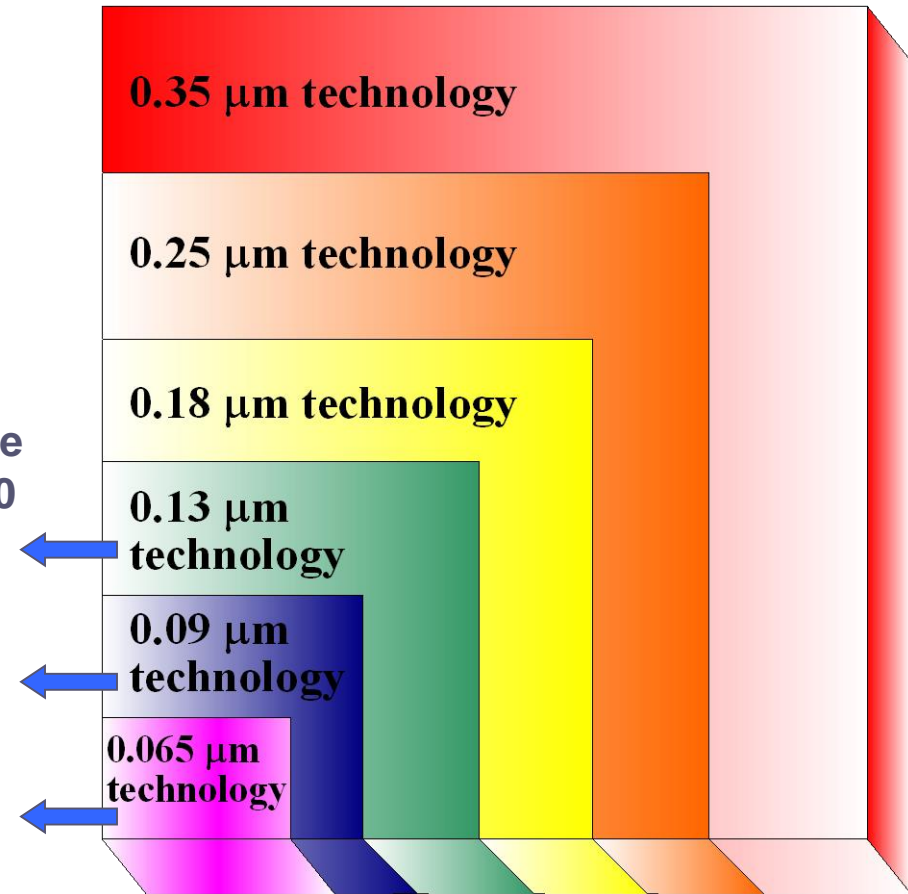
# Feature Technology and Size



When compared to the **0.18-micron** process, the new **0.13-micron** process results in less than 60 percent the die size and nearly 70 percent improvement in performance

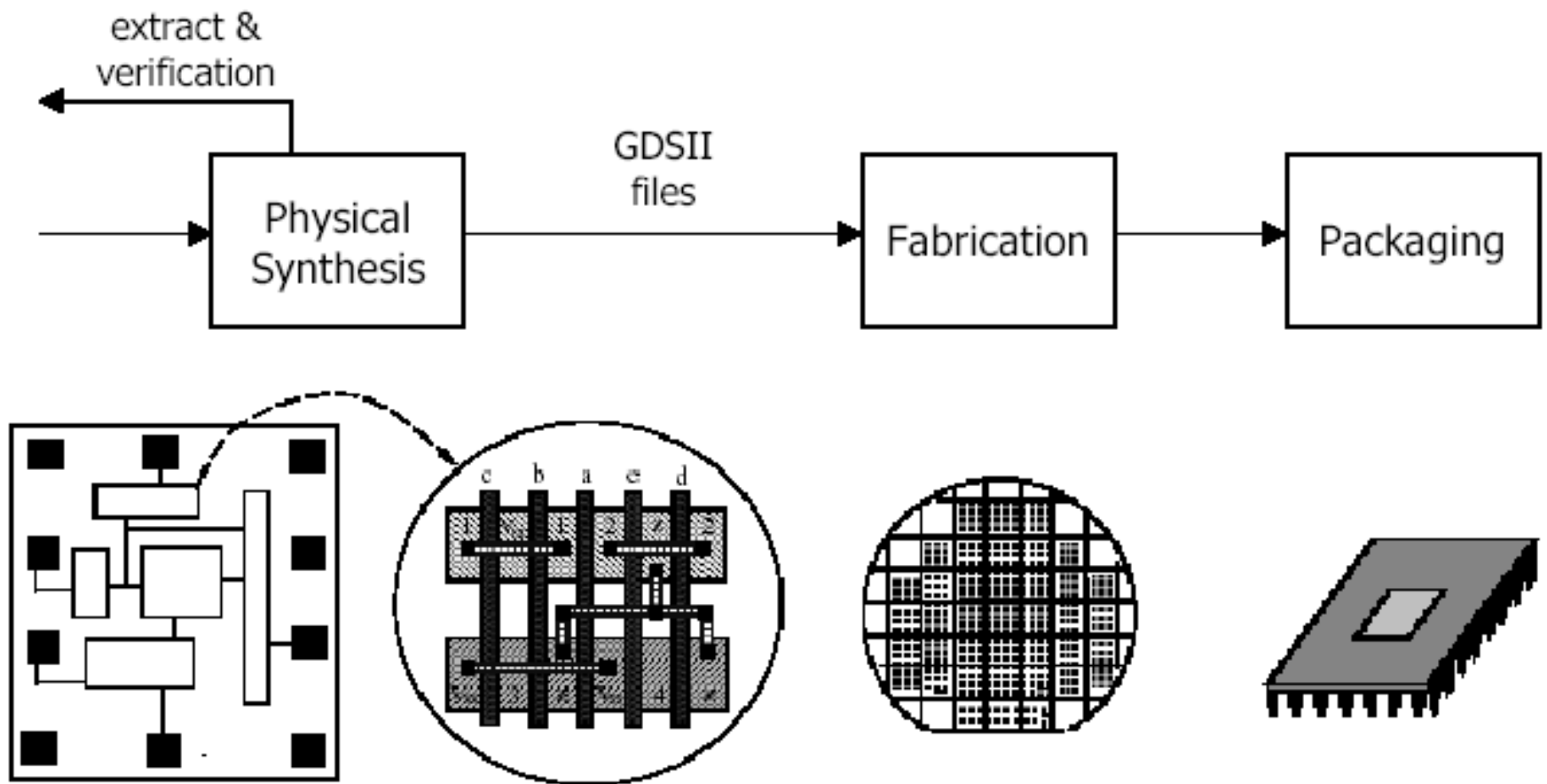
The **90-nm** process will be manufactured on 300mm wafers

NEC devises low-k film for second-generation **65-nm** process

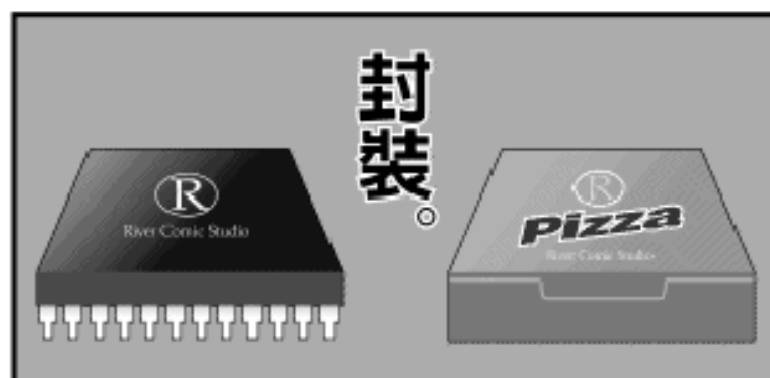
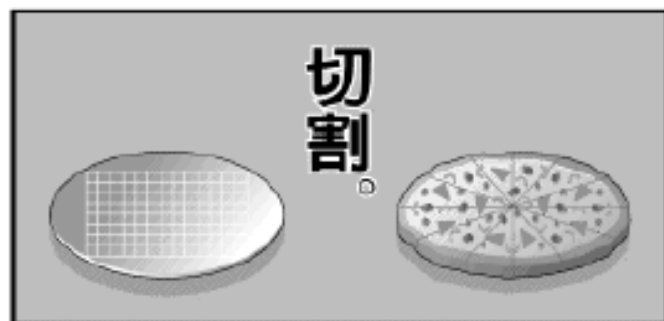
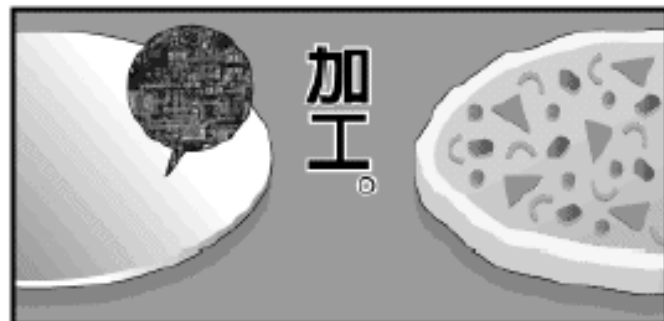
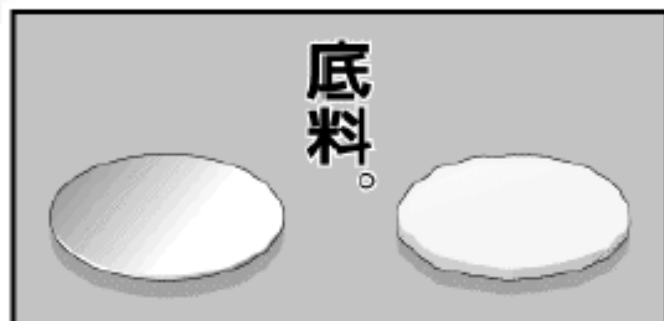




# IC設計與晶圓代工



# IC Fabrication



Web Site: <http://www.river.com.tw>

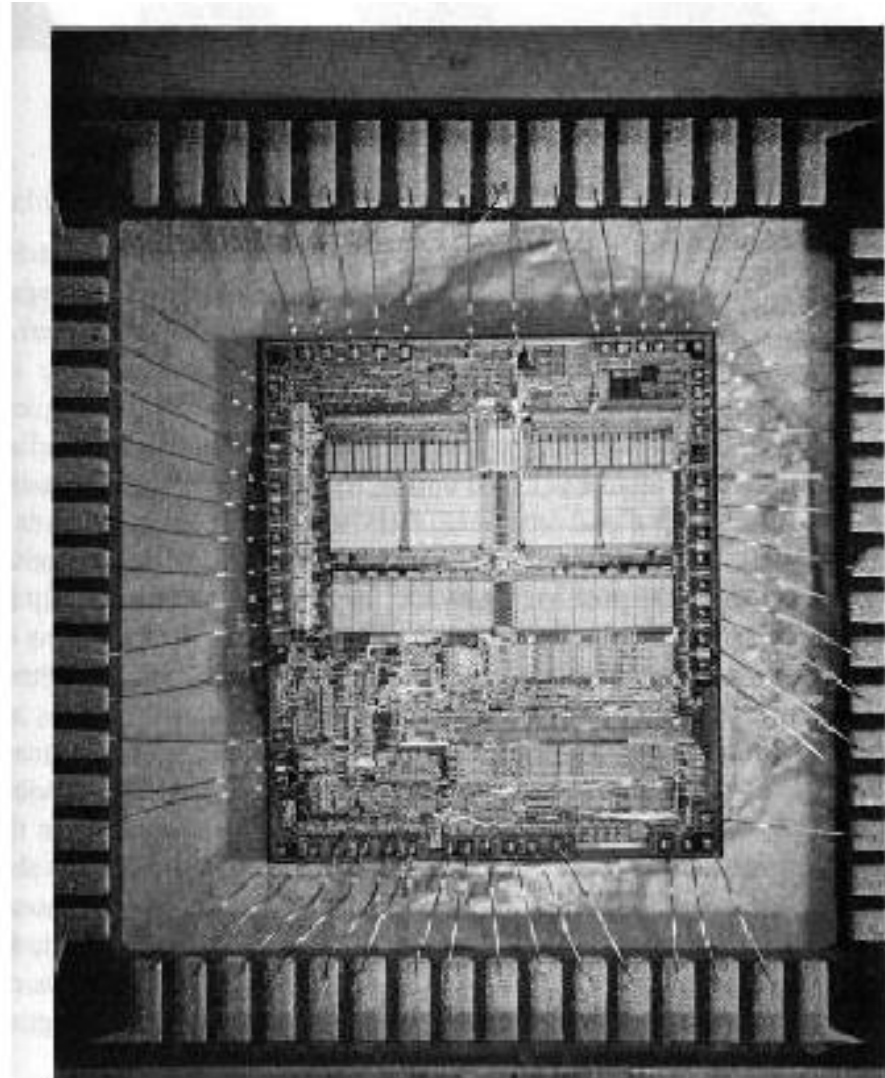
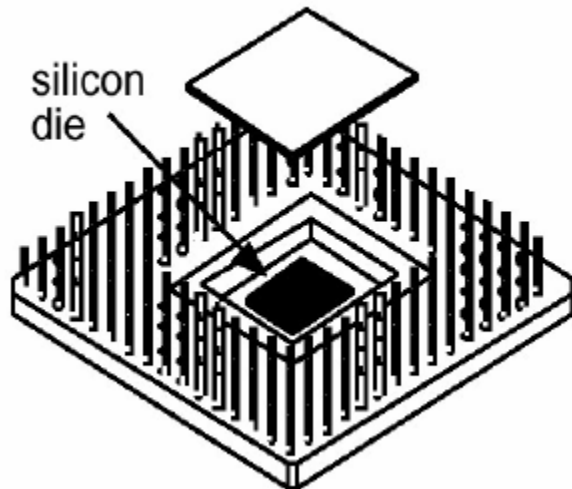
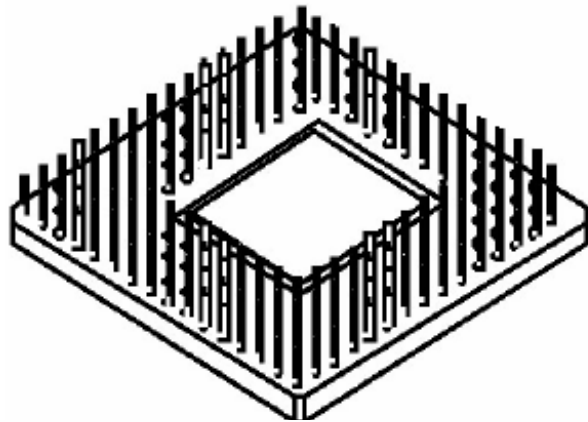


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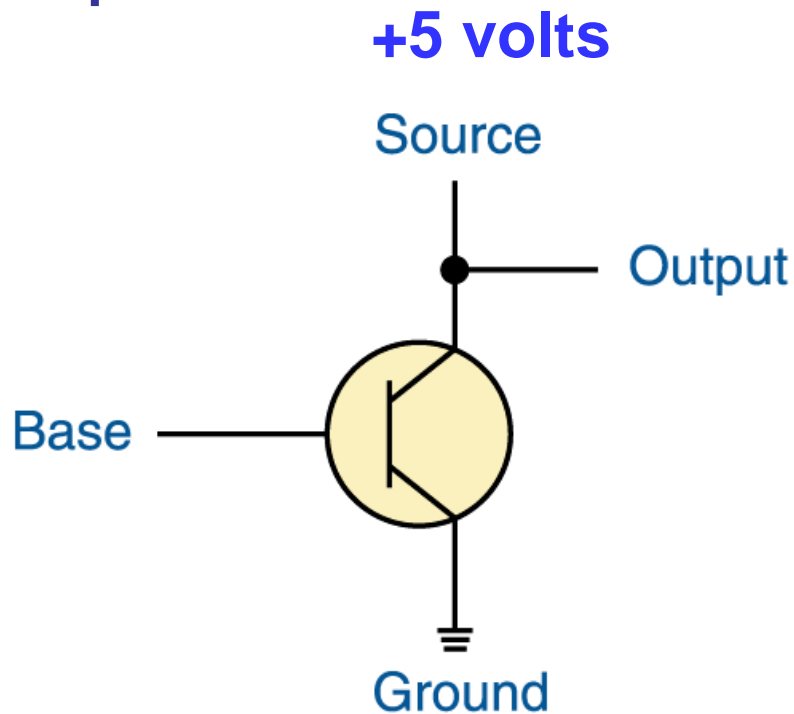
# Sawing a Wafer into Chips



# IC and Die



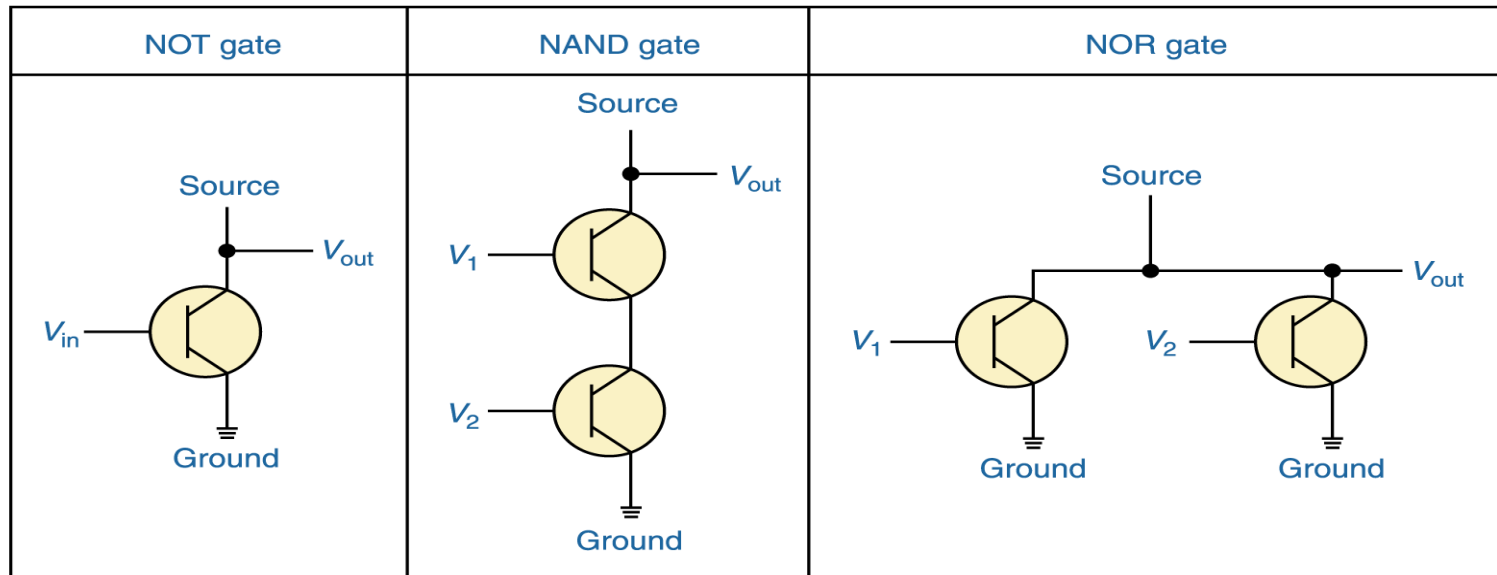
# Constructing Gates



- A transistor has three terminals
  - A source (feed with 5 volts)
  - A base
  - An emitter, typically connected to a ground wire
- If the base signal is high (close to +5 volts), the source signal is grounded and the output signal is low (0). If the base signal is low (close to 0 volts), the source signal stays high and the output signal is high (1)

# Constructing Gates

It turns out that, because the way a transistor works, the easiest gates to create are the NOT, NAND, and NOR gates



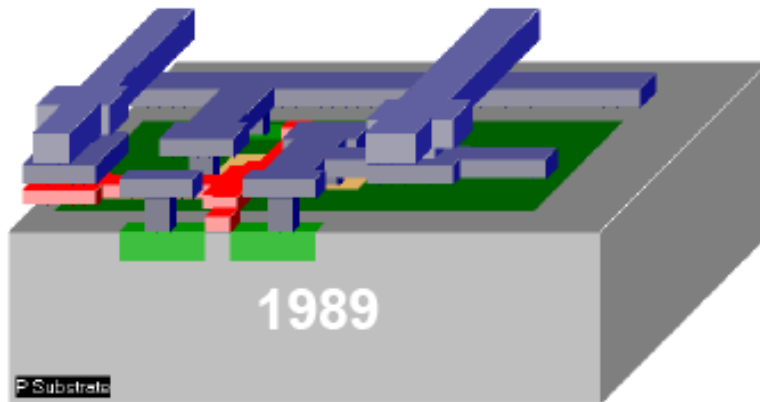
$V_{in}$	$V_{out}$
0	1
1	0

$V_1$	$V_2$	$V_{out}$
0	0	1
0	1	1
1	0	1
1	1	0

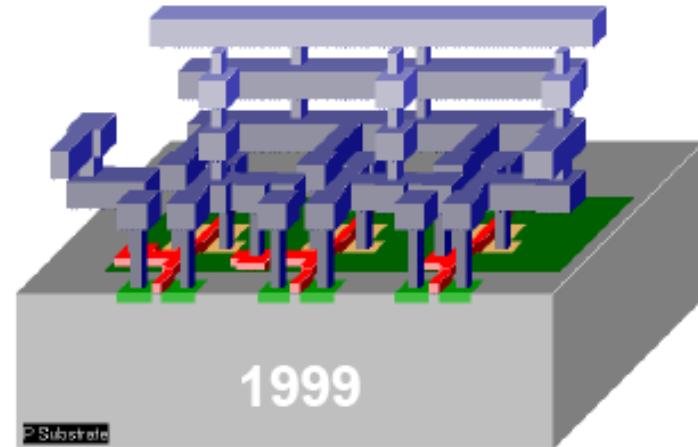
$V_1$	$V_2$	$V_{out}$
0	0	1
0	1	0
1	0	0
1	1	0



# Changes in Real ICs



0.8 $\mu$ m CMOS



0.18 $\mu$ m CMOS

Technology:	0.8 $\mu$ m	0.18 $\mu$ m	0.07 $\mu$ m
# of Metal layers:	2~3	6	8-9
G.W. Aspect ratio (t/w):	~0.8	~1.8	~2.7
Wire length(m/chip):	~130	~1,480	~10,000

**Interconnects Start to Dominate  
Cost and Performance**

**Interconnect starts to be main  
design constraints**

Source: L.-R. Zheng, KTH

# Moore's Law in Action

## ■ Example:

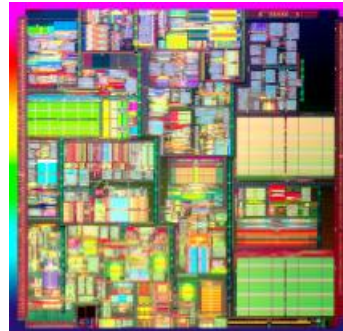
### Intel Pentium 4 microprocessor evolution

#### ■ 0.18 micro technology

- 42M transistors
- Die size: 217 mm<sup>2</sup>

#### ■ 0.13 micro technology

- 55M transistors
- Die size: 146 mm<sup>2</sup>



Source: Intel

# Snapshot



## ■ 30mm wafer and Pentium 4™

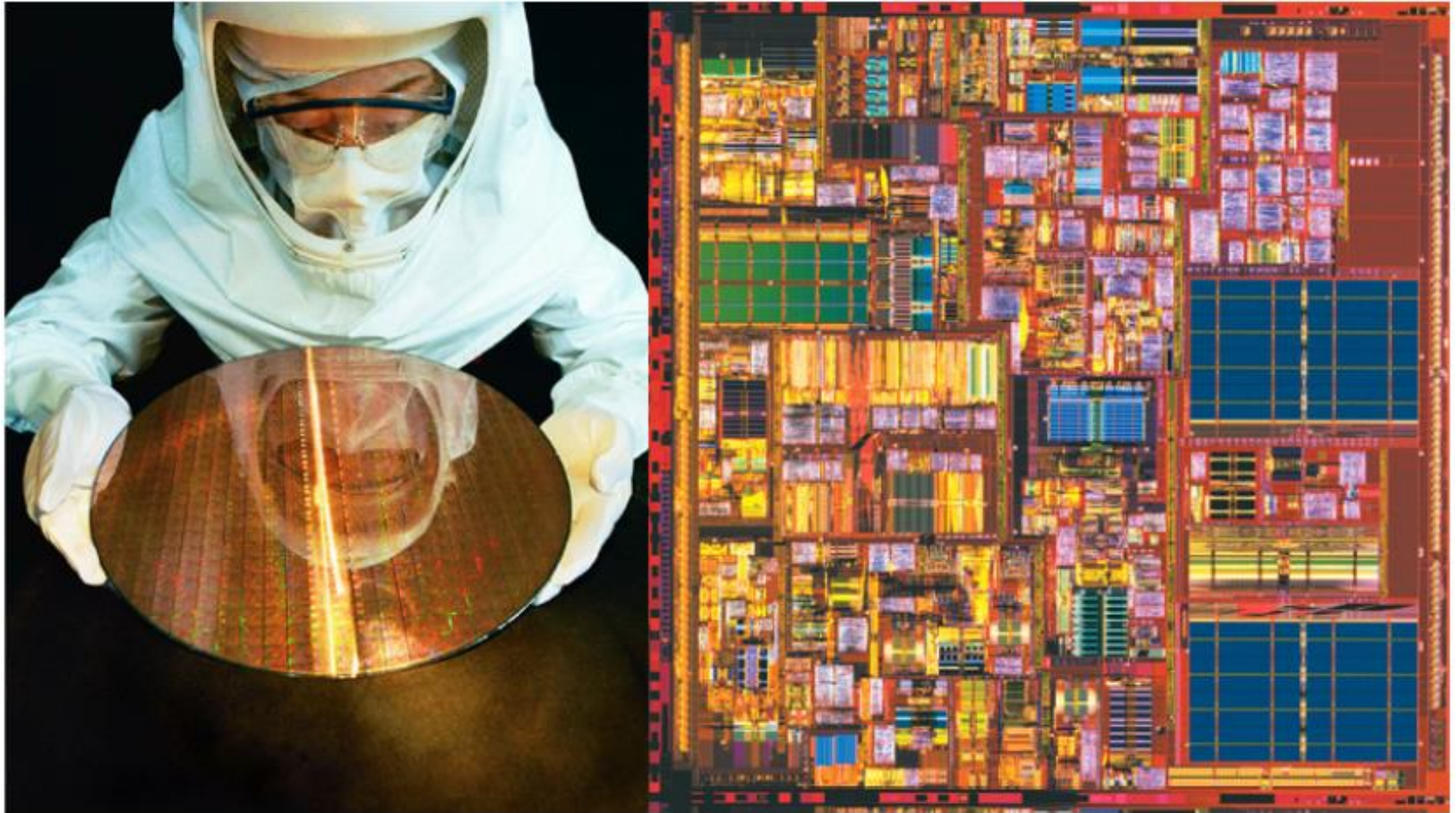
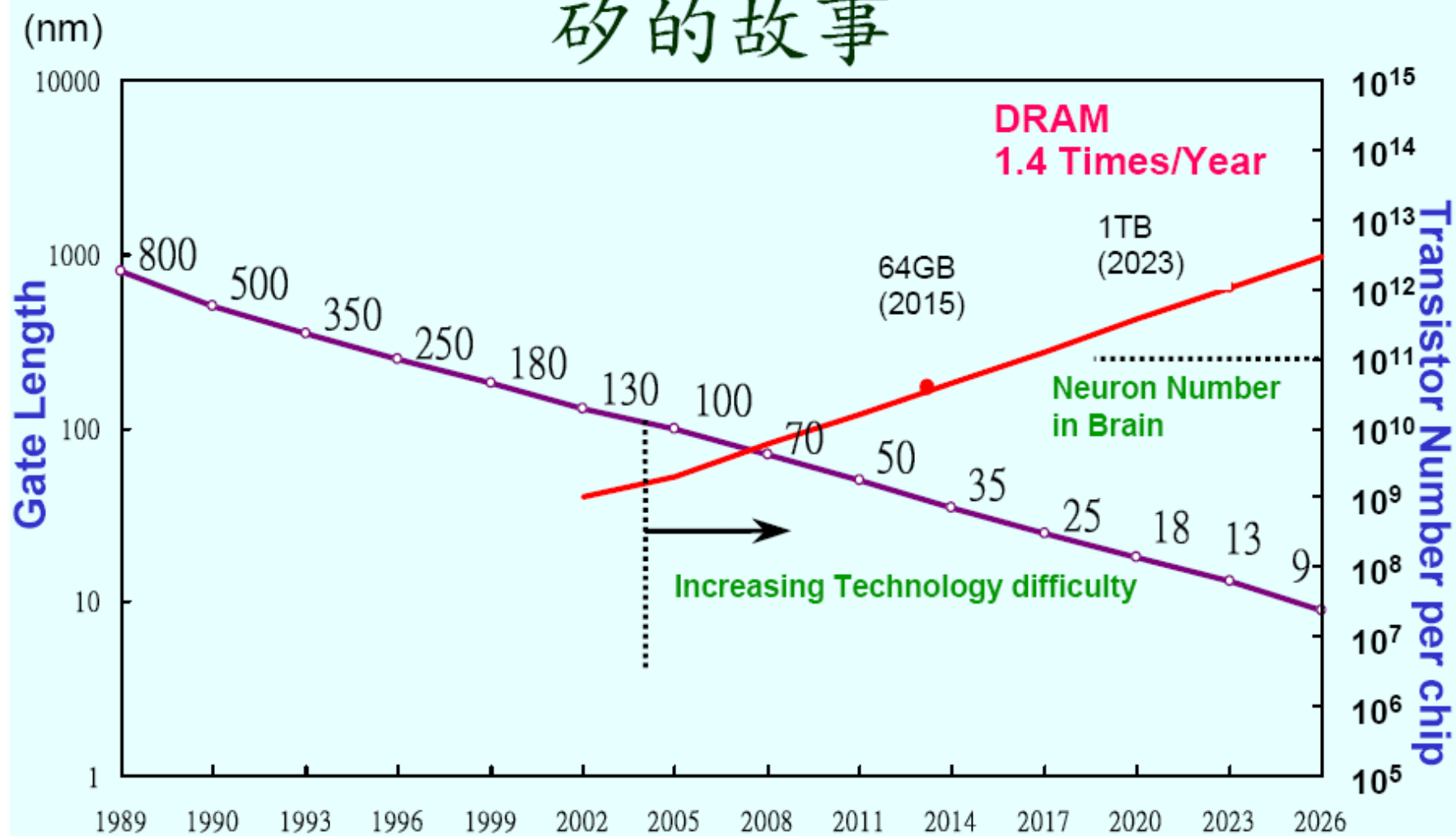


Photo courtesy of Intel

# 製程技術演進與預測

## 矽的故事



# Expectation By SRC Roadmap

Year of first DRAM shipment	1995	1998	2001	2004	2007	2010
Minimum feature of size (mm)	0.35	0.25	0.18	0.13	0.10	0.07
Memory in bits/chip (DRAM/FLASH)	64M	256M	1G	4G	16G	64G
Microprocessor transistor per chip ( 2.3 times per generation)	12M	28M	64M	150M	350M	800M
ASIC (gate per chip)	5M	14M	26M	50M	210M	430M
Chip frequency (MHz) for a high-performance on-chip clock	300	450	600	800	1,000	1,100
Maximum number of wiring levels (logic), on chip	4-5	5	5-6	6	6-7	7-8
Power supply voltage (V) for desktop	3.3	2.5	1.8	1.5	1.2	0.9
Maximum power for high performance with heat sink (W)	80	100	120	140	160	180

Source: SIA (Semiconductor Industry Association) road map





# System Development Flow

Applications



Specifications

傳輸距離：100 m  
功率消耗：2 W  
功能：影像傳輸、  
          語音傳輸  
螢幕：176 x 220 pixel  
          65535 色  
          1.8 吋 TFT  
其他

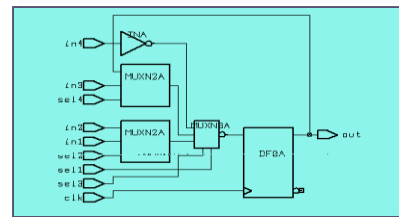
System Design

**Hardware:**  
CPU,  
RAM, I/O...

**Software:**  
C, C++

Component Design

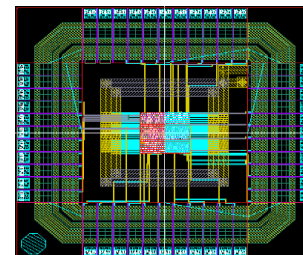
```
always @(posedge clk)
begin
  if (sel1) begin
    out=in1;
  else
    out=in2;
  end
end
```



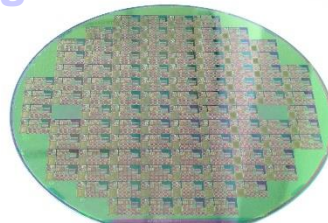
Synthesis

Placement &  
Routing

Layout



Fabrication



Testing



Marketing





# IC Designers

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Who	What to do
System Design Engineer ASIC Design Engineer IP Design Engineer Circuit Design Engineer CAD Engineer Test Engineer	Specification Definition Behavioral Design and Simulation Register Transfer Level (RTL) Design, Simulation and Testing Gate/Switch/Circuit Level Design, Simulation and Testing
IC Layout Engineer	Physical Layout Layout Verification Post-layout Verification (Simulation)





# SoC: System on Chip

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## ■ System

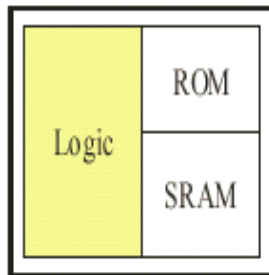
A collection of all kinds of components and/or subsystems that are appropriately interconnected to perform the specified functions for end users.



## ■ A SoC design is a “product creation process” which

- Starts at identifying the end-user needs (or system)
  - Hardware
  - Software
- Ends at delivering a product with enough functional satisfaction to overcome the payment from the end-user

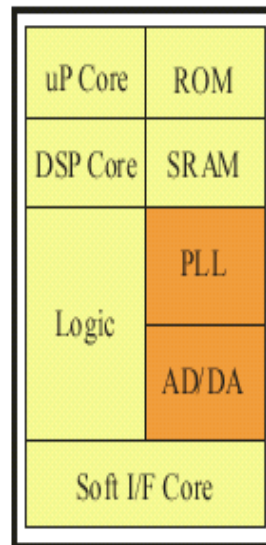
# SoC Evolution



First phase



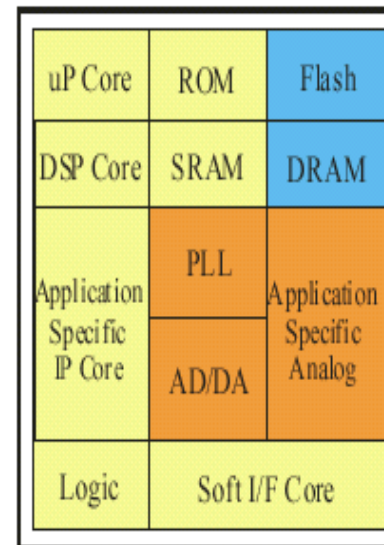
 Logic  
 Logic

Second phase



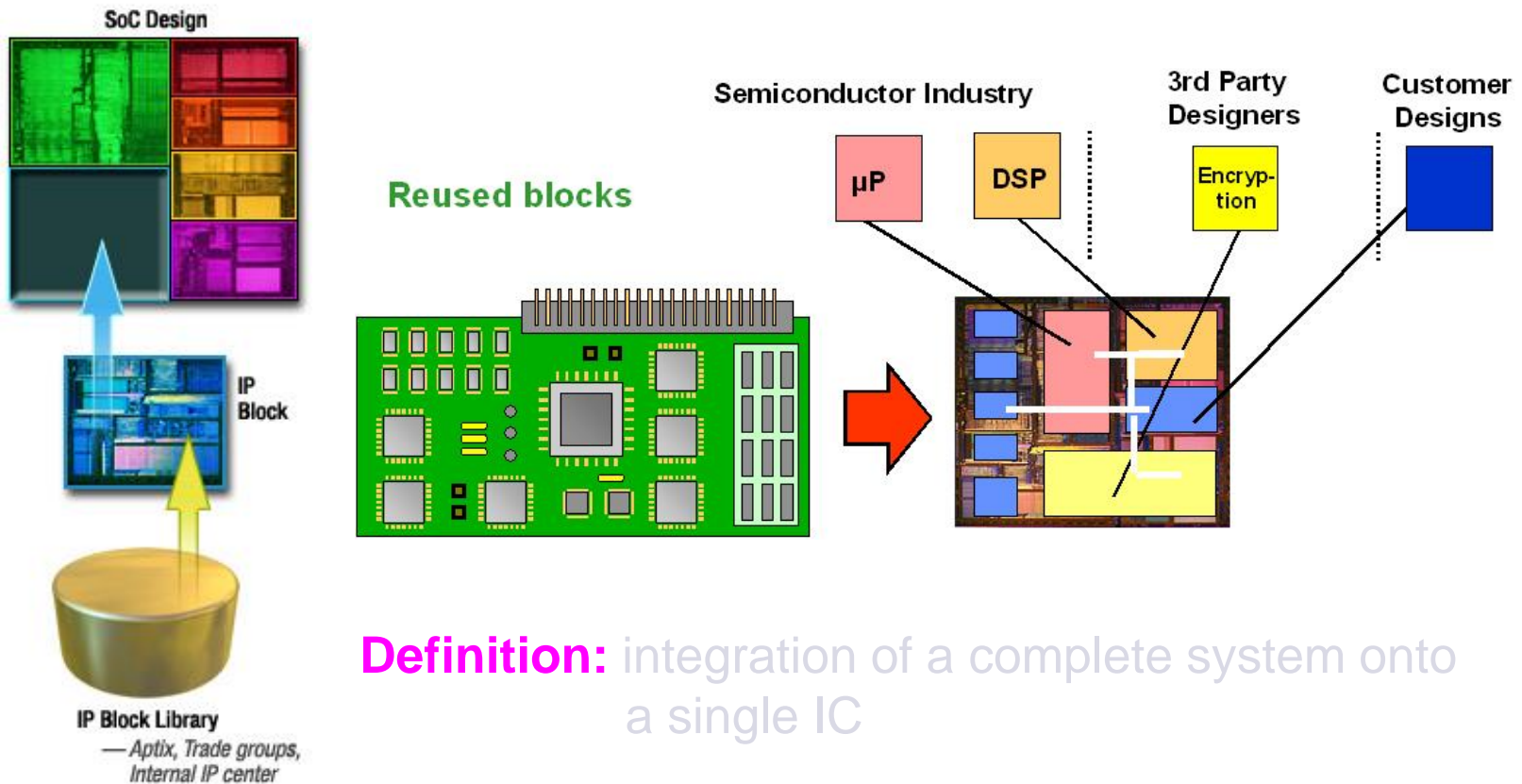
 Logic  
 Analog

Third phase



 Logic  
 Analog  
 DRAM  
 Flash

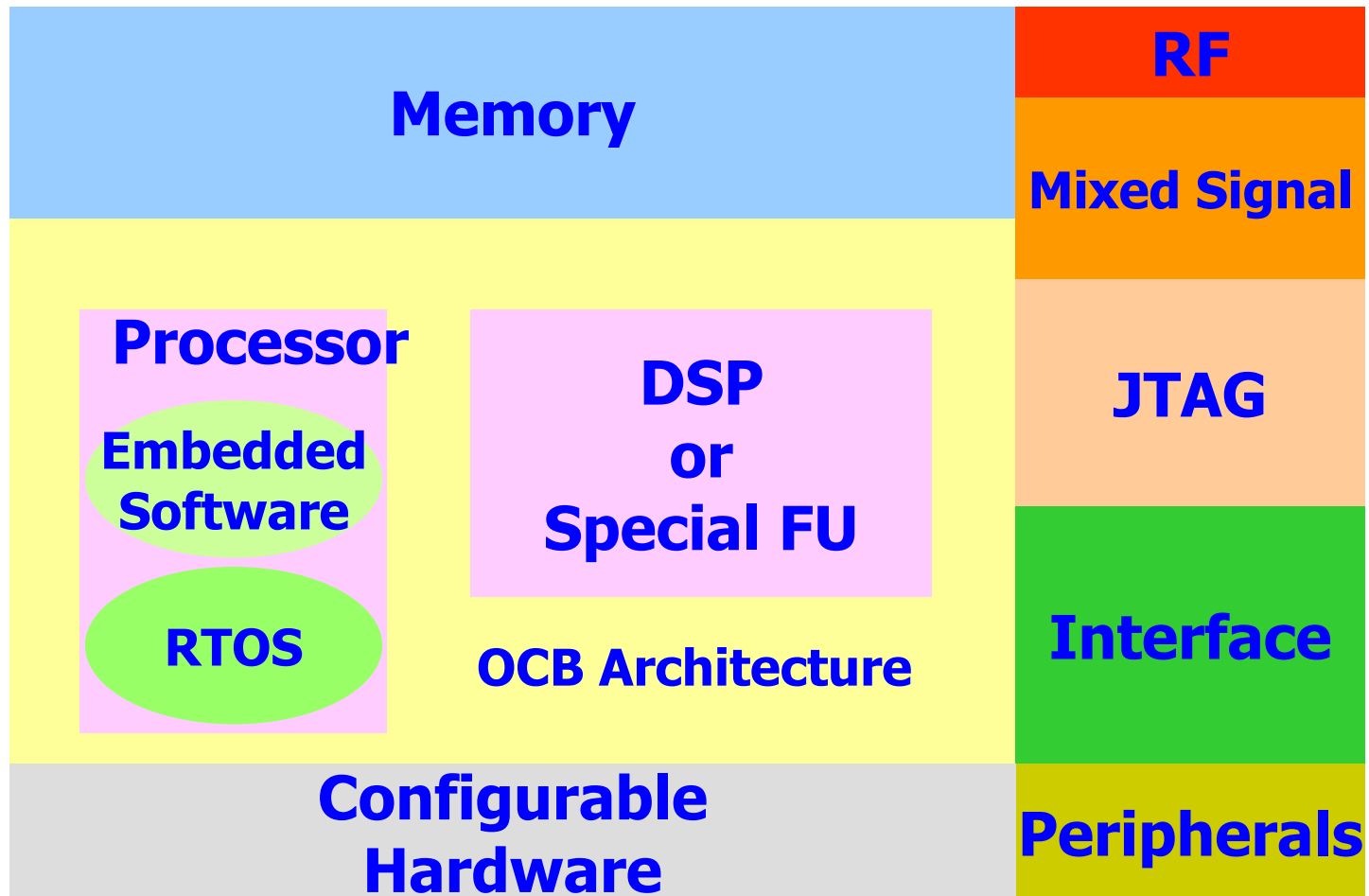
# What is SoC in your mind?



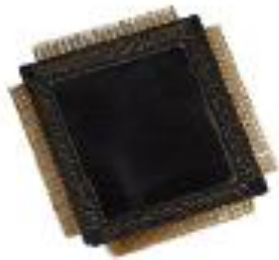


# SoC Architecture

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# SOC is industry trend



ASIC/ASSP

Today

Assembly



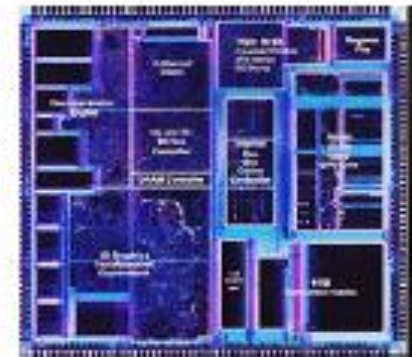
System-Board



IP/System-Board

Tomorrow

Integration



SOC



# Example: Mobile Phone

## Yesterday

Flash  
Memory

DSP

Radio

Processor



- Voice only; 2 processors
- 4 year product life cycle
- Short talk time

## Today

### Single Chip

- 5~8 Processors
- Memory
- Graphics
- Bluetooth
- GPS
- Radio
- WLAN



- Voice, data, video, SMS
- <12 month product life cycle
- Lower power; longer talk time

Source: EI-SONICS



# VLSI Applications

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- **Microprocessors or microcontroller**
  - Pentium, ARM, DSP processors
- **Memory**
  - DRAM, SRAM, ROM, ..
- **Special purpose processors**
  - Audio, image or video compression
    - Image: JPEG, JPEG2000
    - Video: MPEG1,2,4,7, H.26x
    - Audio: MP3, AC3,
  - Communication (wired or wireless)
- **Information Appliance (IA)**