



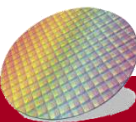
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Introduction to VLSI

From MOS Transistor to ALU

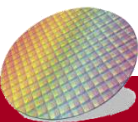
Reading: Chapter 1 in “CMOS VLSI Design: A Circuits and Systems Perspective,” by N. Weste, D. Harris



Course Administration (2024/2/27)



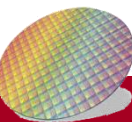
- HW0 & HW1 is posted on Moodle
 - Due: 3/5
- Makeup class: 9/28
- Today: From MOS Transistor to ALU





Introduction

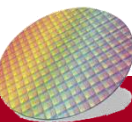
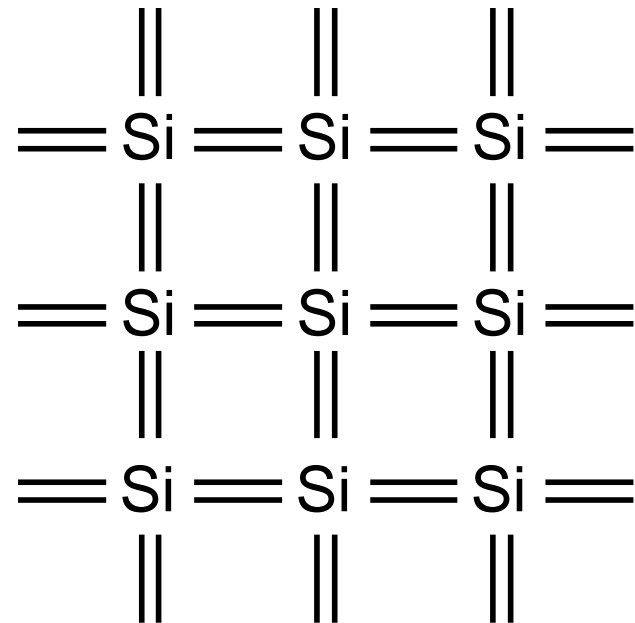
- **Integrated circuits**: many transistors on one chip.
- **Very Large Scale Integration (VLSI)**: very many
>10K gates in a chip
- **Complementary Metal Oxide Semiconductor (CMOS)**
 - Fast, cheap, low power transistors
- Today:
 - CMOS transistors
 - Building logic gates from transistors





Silicon Lattice

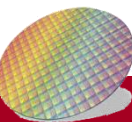
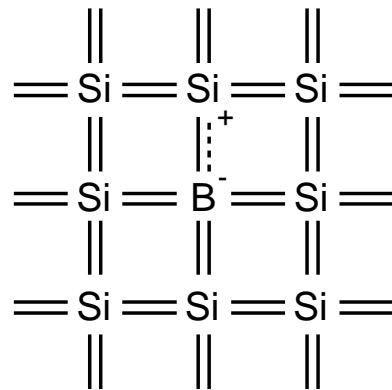
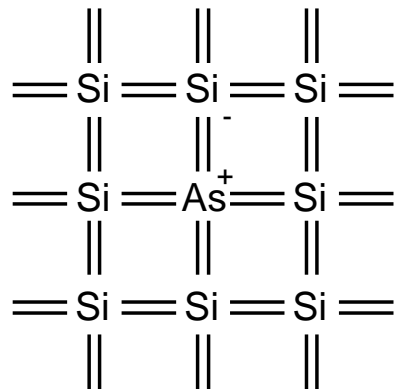
- Transistors are built on a silicon substrate
- Silicon is a **Group IV** material
- Forms crystal lattice with bonds to **four** neighbors





Dopants

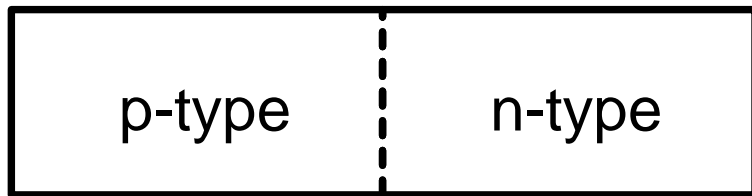
- Silicon is a semiconductor
- Pure silicon has no free carriers and conducts poorly
- Adding **dopants** increases the conductivity
- Group **V**: extra **electron** (**n-type**)
- Group **III**: missing electron, called **hole** (**p-type**)





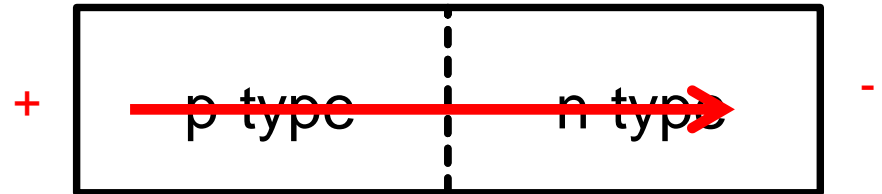
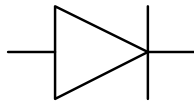
p-n Junctions

- A junction between **p-type** and **n-type** semiconductor forms a diode.
- Current flows only in **one** direction



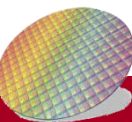
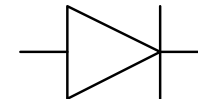
anode

cathode



anode

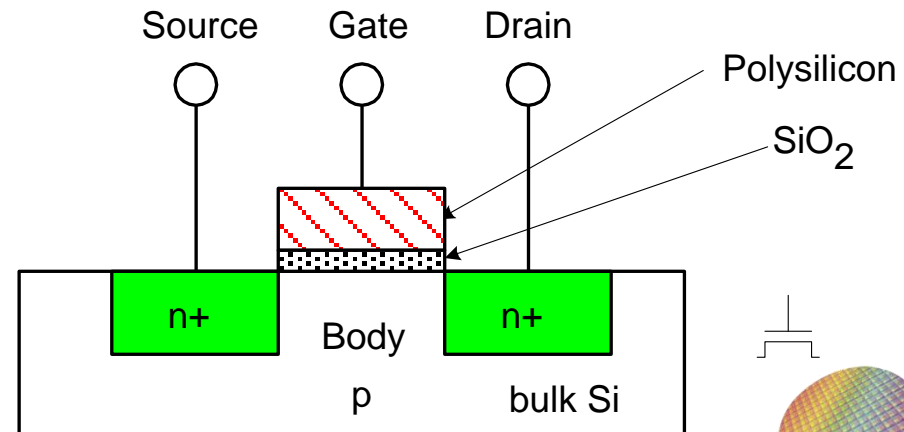
cathode



nMOS Transistor

- Four terminals: **gate**, **source**, **drain**, **body**
- **Source** and **drain**: n type (n+ mean it is heavily doped)
- Body: p type
- Gate is used to control the transistor
- MOS stands for metal–oxide–semiconductor (MOS)
- Gate–oxide–body stack looks like a capacitor
 - **Gate** and **body** are conductors
 - **SiO₂ (oxide)** is a very good insulator

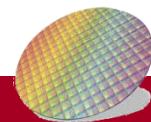
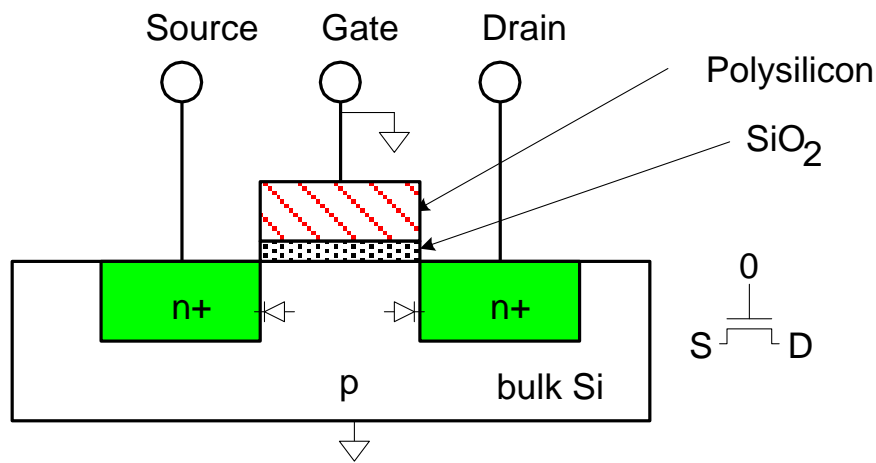
Even though gate is no longer made of **metal**





nMOS Operation ($V_G=0V$)

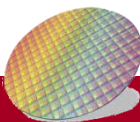
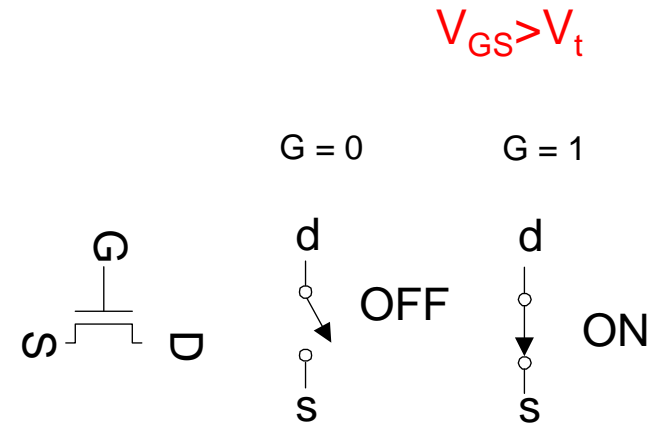
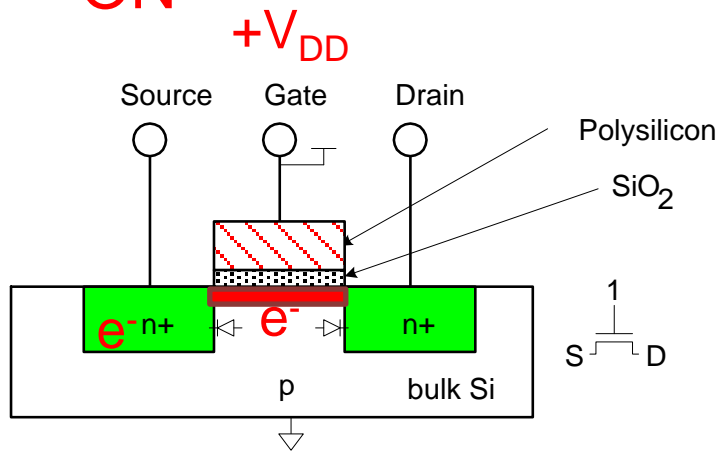
- Body is commonly tied to ground (0 V)
- When the **gate** is at a **low** voltage ($V_G=0V$):
 - P-type body is at low voltage
 - Source-body and drain-body diodes are **OFF**
 - No current flows, transistor is **OFF**





nMOS Operation ($V_G = V_{DD}$)

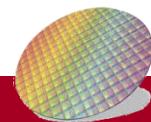
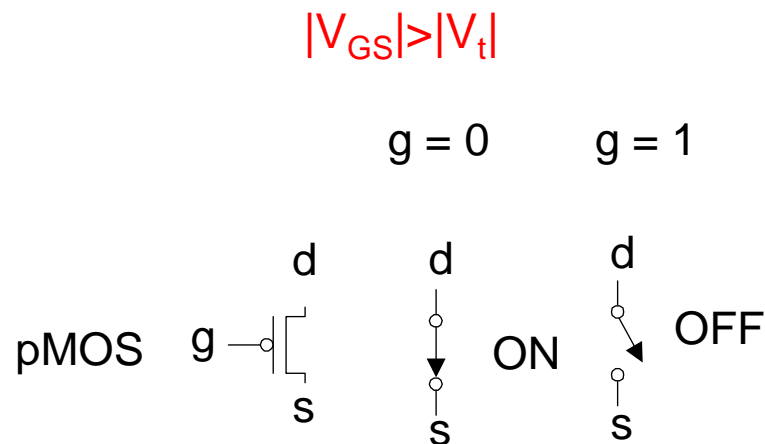
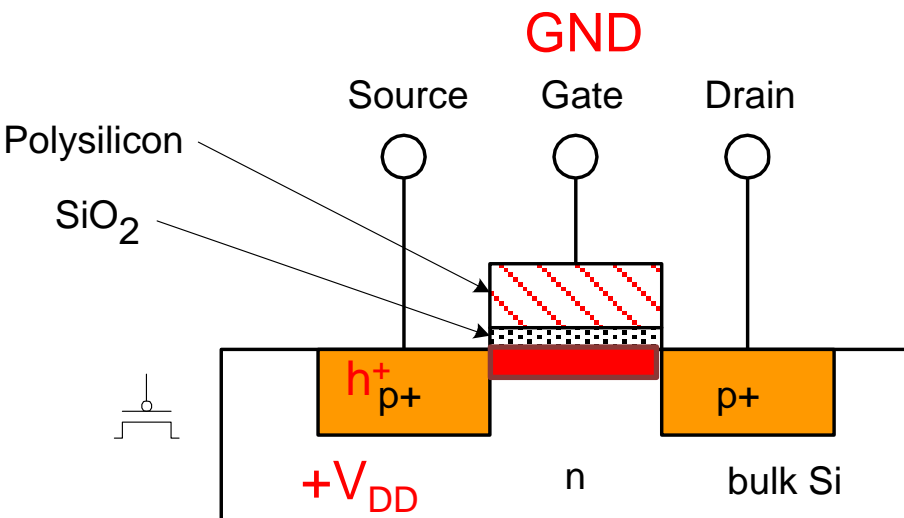
- When the gate is at a **high** voltage ($V_G = V_{DD}$):
 - **Positive** charge on the gate of MOS capacitor
 - Negative charge attracted to body
 - Inverts a channel under the gate to n-type
 - Now current can flow through n-type silicon from the source through the channel to drain; the transistor is **ON**





pMOS Transistor

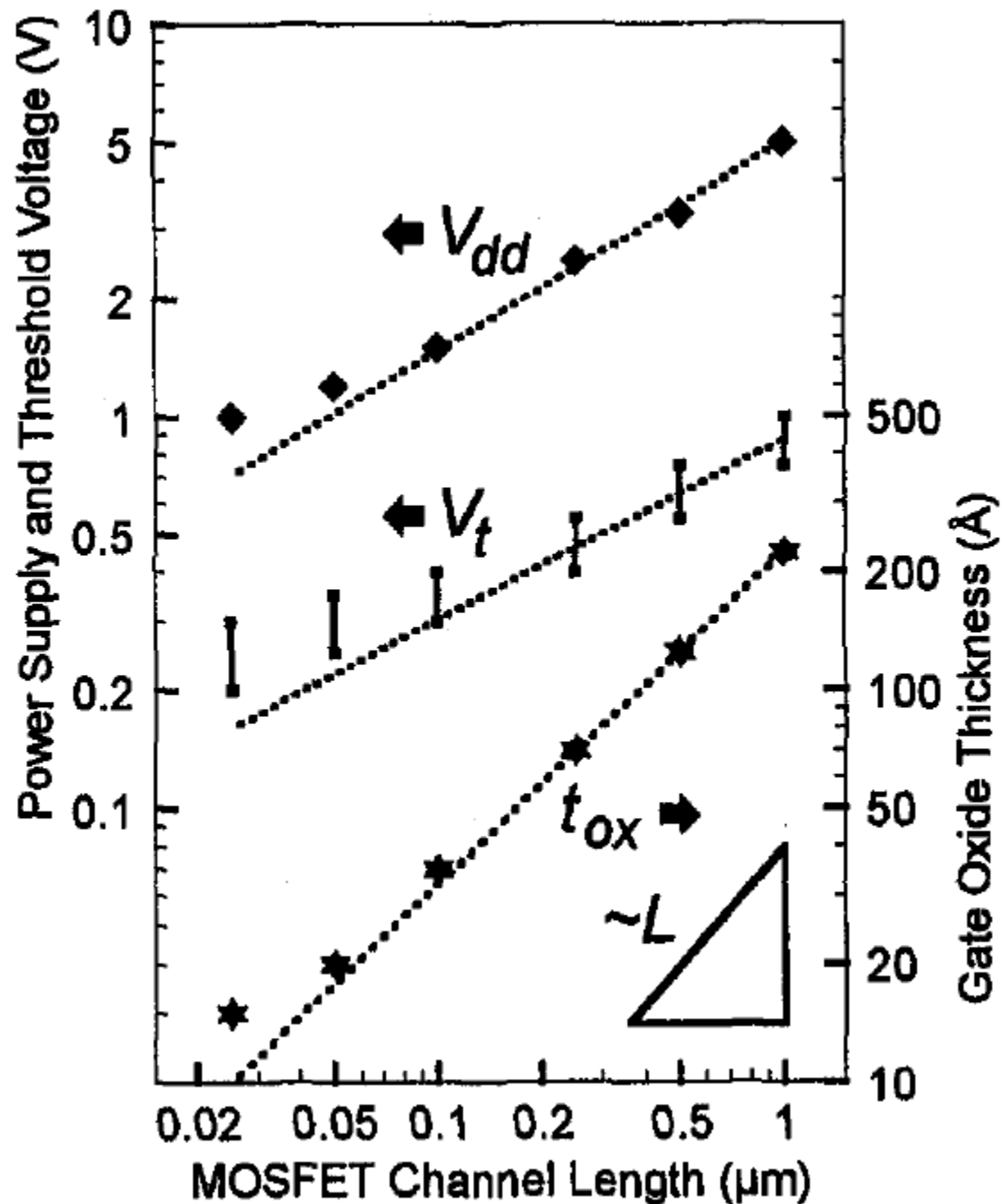
- Similar, but doping and voltages reversed
 - Body tied to high voltage (V_{DD})
 - Gate low: transistor **ON**
 - Gate high: transistor **OFF**
 - Bubble indicates **inverted** behavior



Power Supply Voltage

- $GND = 0\text{ V}$
- In 1980's, $V_{DD} = 5\text{ V}$
- V_{DD} has decreased in modern processes
 - High V_{DD} would damage modern tiny transistors
 - Lower V_{DD} saves power
- $V_{DD} = 3.3, 2.5, 1.8, 1.5, 1.2, 1.0, \dots$

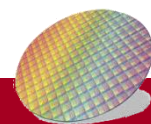
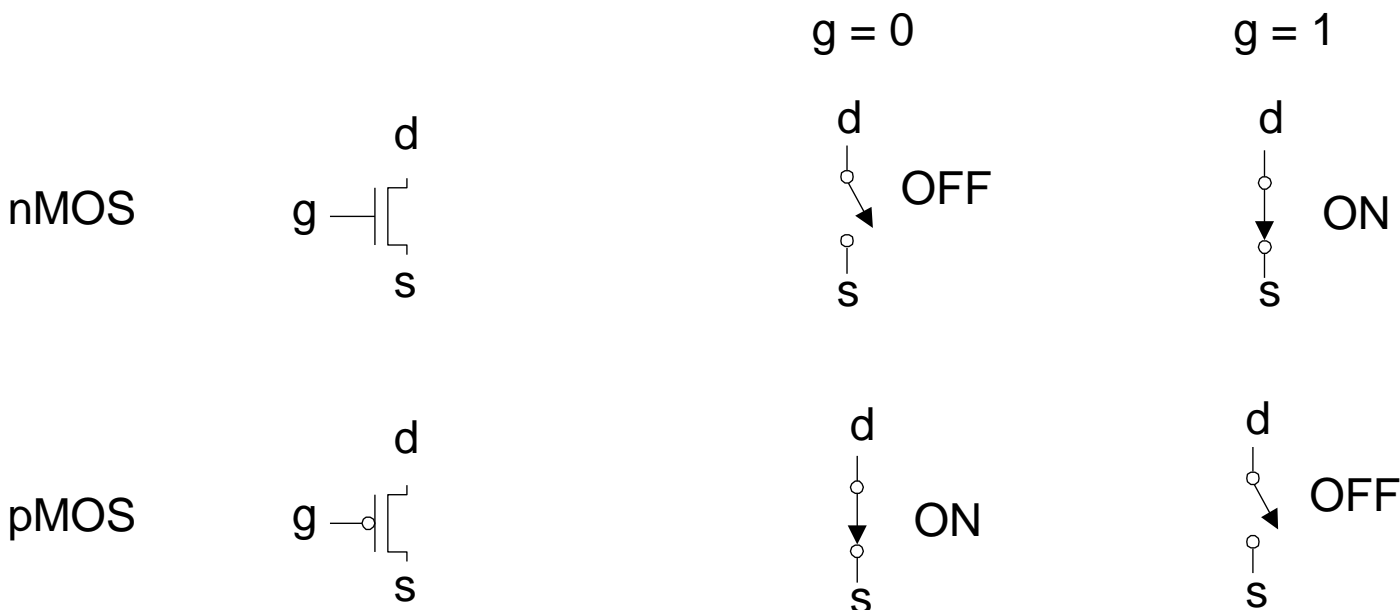
Source: Scaled CMOS Technology Reliability Users Guide





Summary: Transistors as Switches

- We can view MOS transistors as electrically controlled switches
- Voltage at the gate controls the path from source to drain

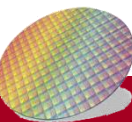




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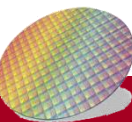
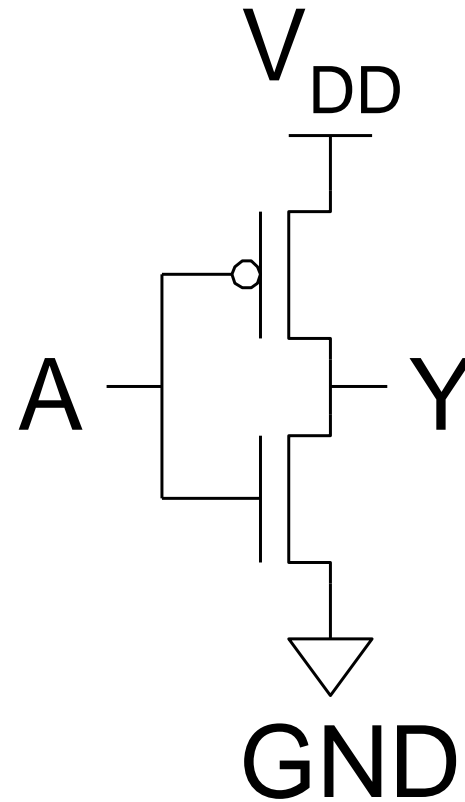
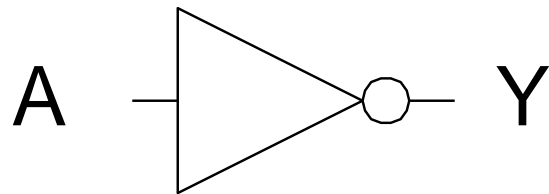
CMOS Logic Gate Design





CMOS Inverter

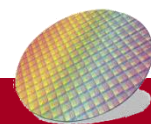
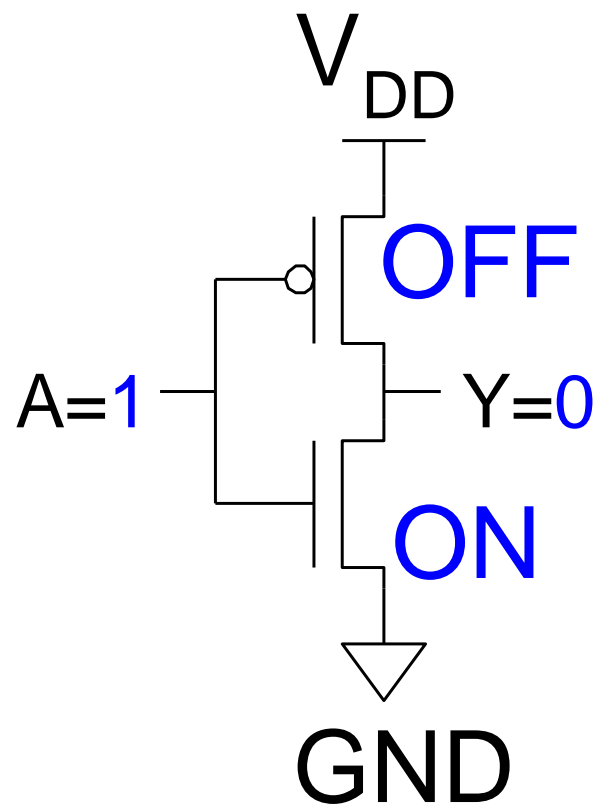
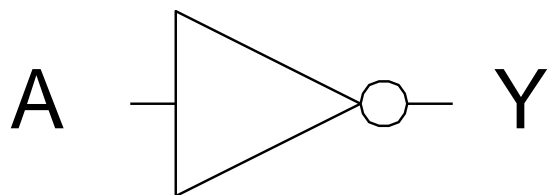
| A | Y |
|---|---|
| 0 | |
| 1 | |





CMOS Inverter

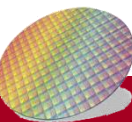
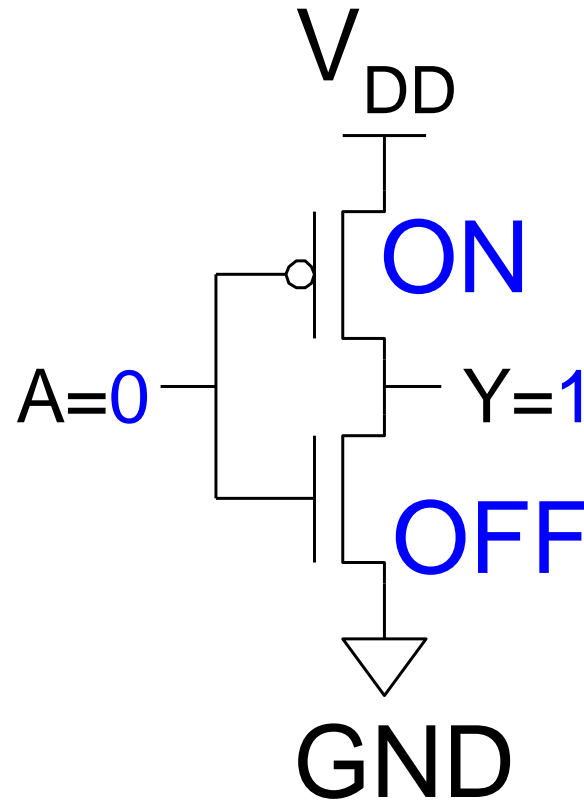
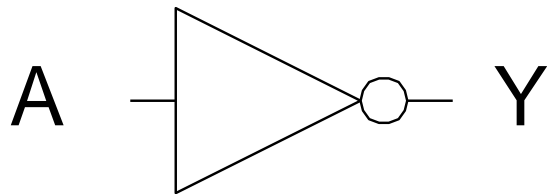
| A | Y |
|---|---|
| 0 | |
| 1 | 0 |





CMOS Inverter

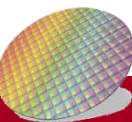
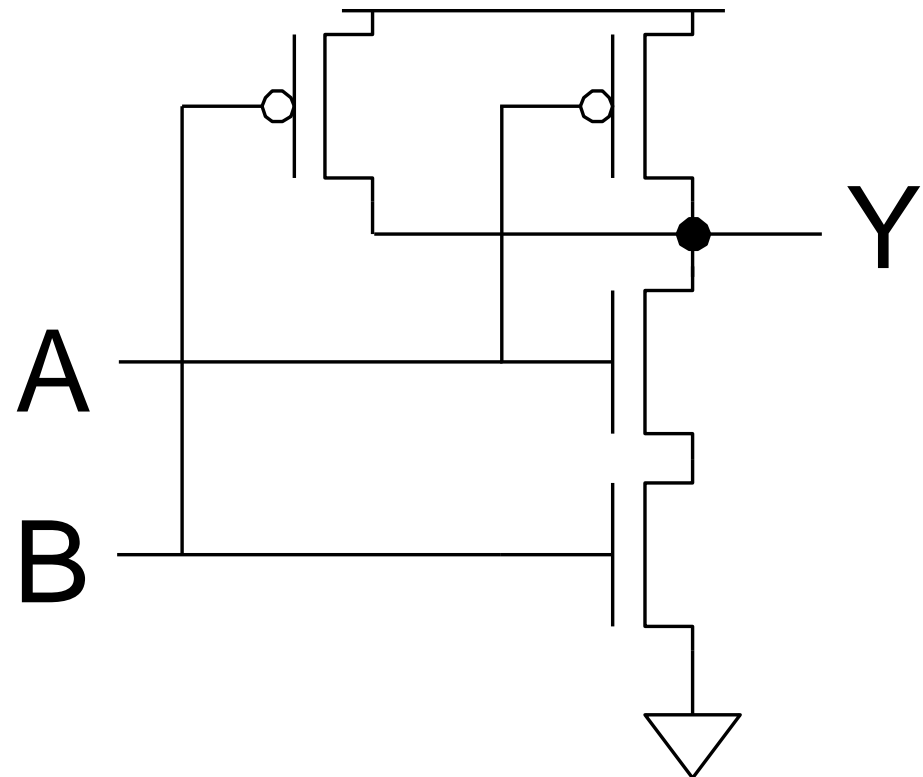
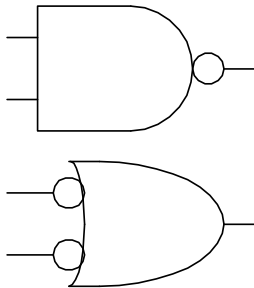
| A | Y |
|---|---|
| 0 | 1 |
| 1 | 0 |





CMOS NAND Gate

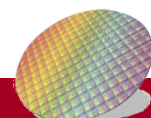
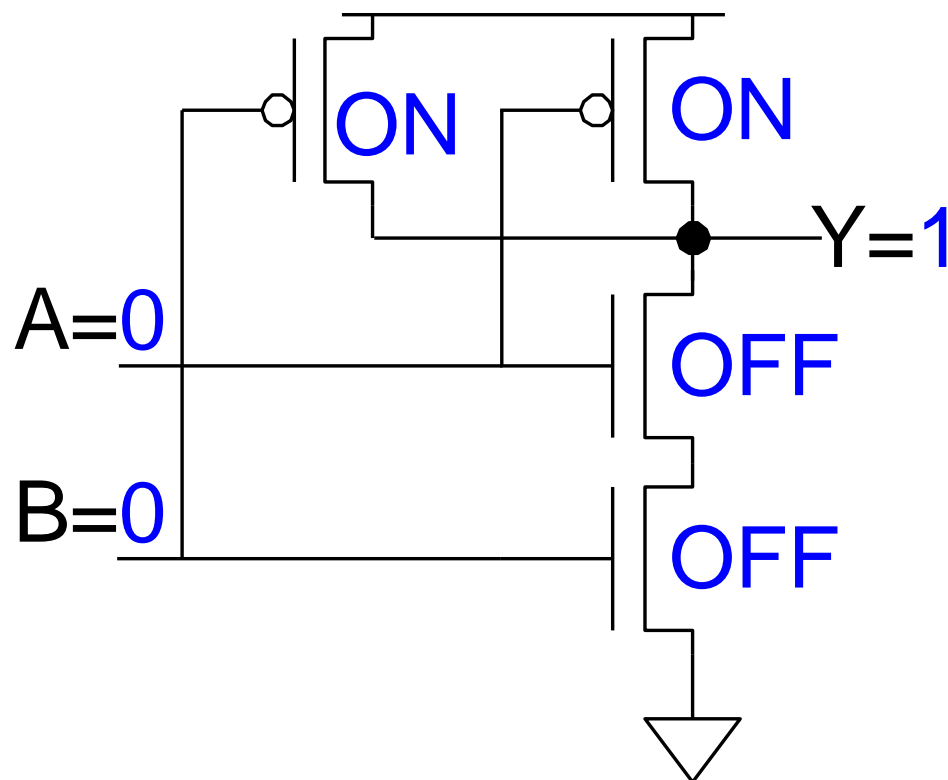
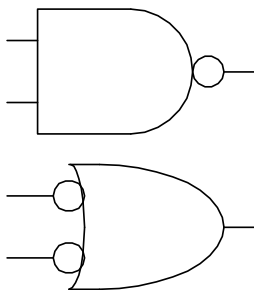
| A | B | Y |
|---|---|---|
| 0 | 0 | |
| 0 | 1 | |
| 1 | 0 | |
| 1 | 1 | |





CMOS NAND Gate

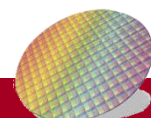
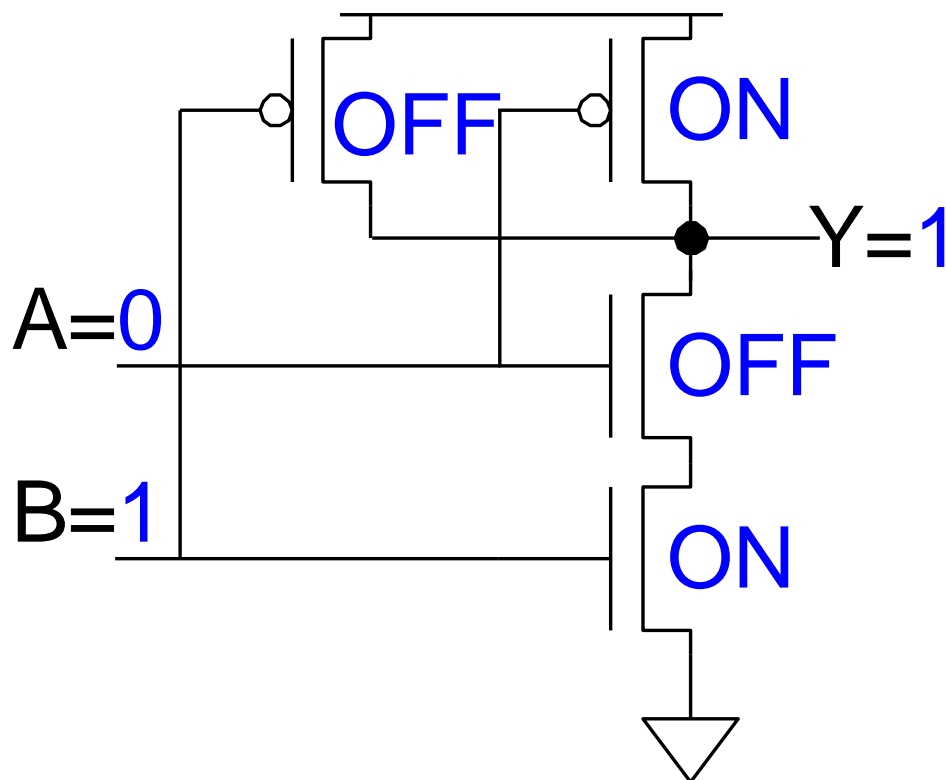
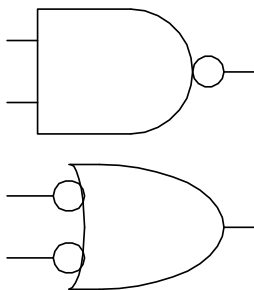
| A | B | Y |
|---|---|---|
| 0 | 0 | 1 |
| 0 | 1 | |
| 1 | 0 | |
| 1 | 1 | |





CMOS NAND Gate

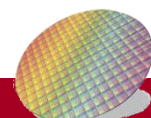
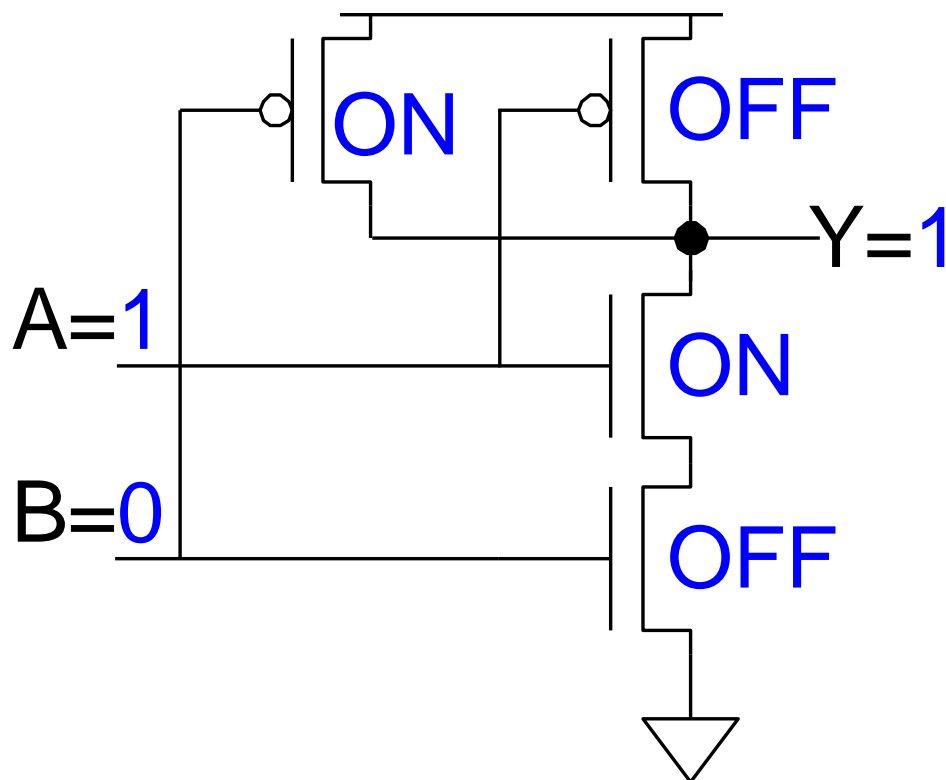
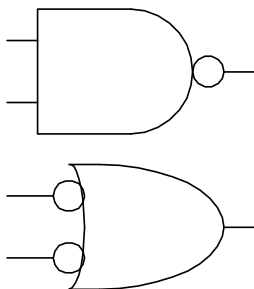
| A | B | Y |
|----------|----------|----------|
| 0 | 0 | 1 |
| 0 | 1 | 1 |
| 1 | 0 | |
| 1 | 1 | |





CMOS NAND Gate

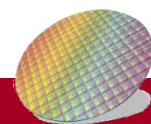
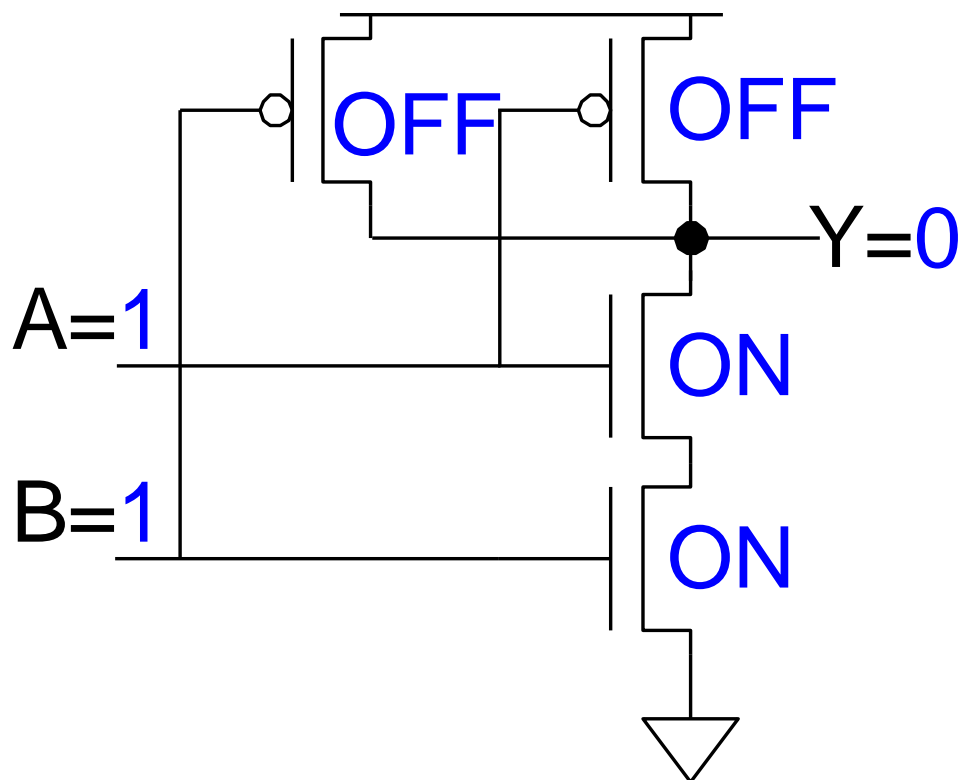
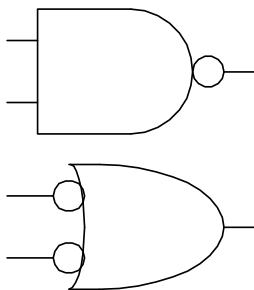
| A | B | Y |
|---|---|---|
| 0 | 0 | 1 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | |





CMOS NAND Gate

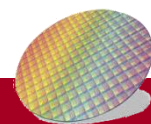
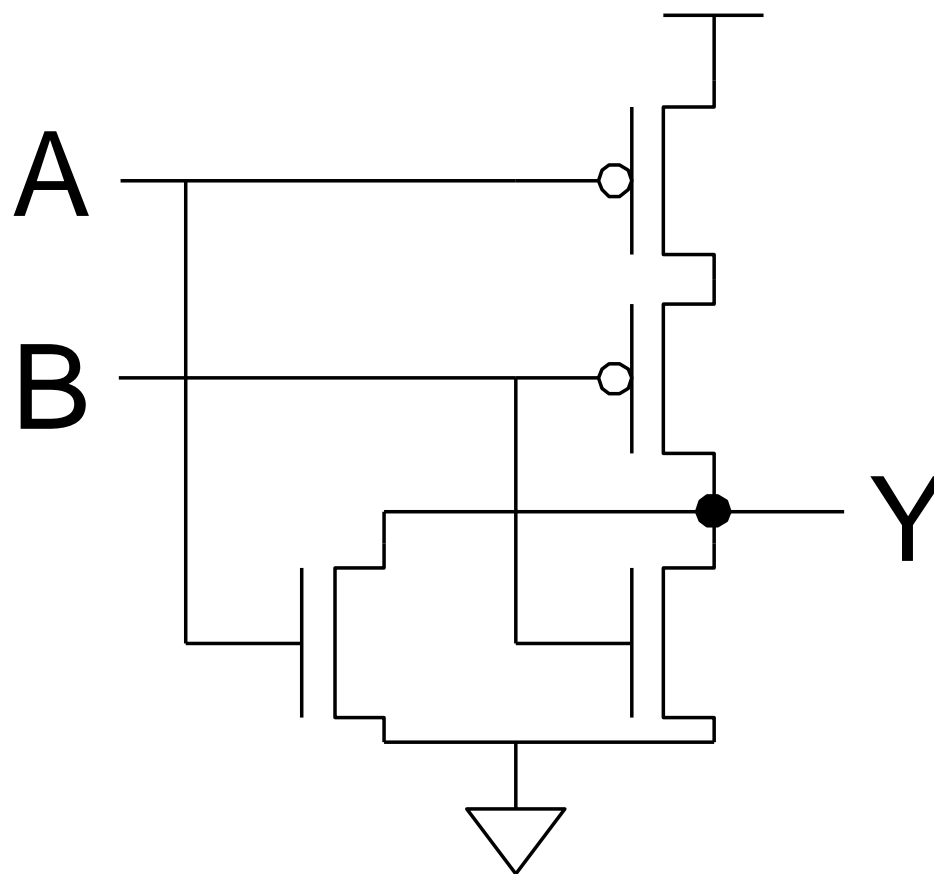
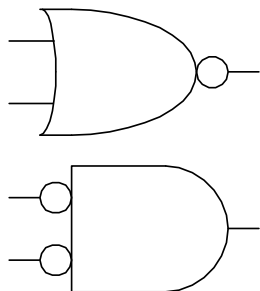
| A | B | Y |
|---|---|---|
| 0 | 0 | 1 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |





CMOS NOR Gate

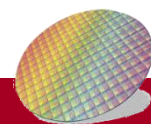
| A | B | Y |
|---|---|---|
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 0 |



3-input NAND Gate

- Y pulls low if ALL inputs are 1
- Y pulls high if ANY input is 0

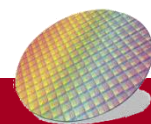
| A | B | C | Y |
|---|---|---|---|
| 0 | 0 | 0 | 1 |
| 0 | 0 | 1 | 1 |
| 0 | 1 | 0 | 1 |
| 0 | 1 | 1 | 1 |
| 1 | 0 | 0 | 1 |
| 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 0 |



3-input NOR Gate

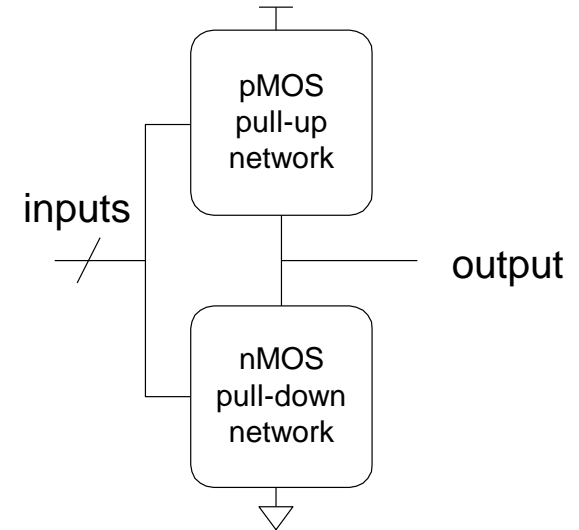
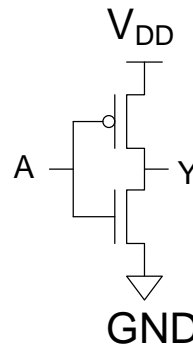
- Y pulls high if ALL inputs are 0
- Y pulls low if ANY input is 1

| A | B | C | Y |
|---|---|---|---|
| 0 | 0 | 0 | 1 |
| 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 0 | 0 |
| 1 | 0 | 1 | 0 |
| 1 | 1 | 0 | 0 |
| 1 | 1 | 1 | 0 |

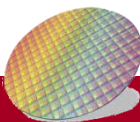


Gate design using Complementary CMOS

- Complementary CMOS logic gates
 - nMOS *pull-down network*
 - pMOS *pull-up network*



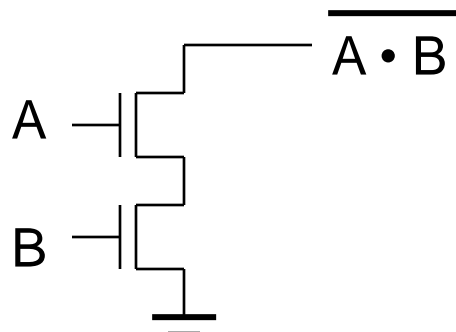
| | Pull-up OFF | Pull-up ON |
|---------------|-------------|-------------|
| Pull-down OFF | Z (float) | 1 |
| Pull-down ON | 0 | X (crowbar) |



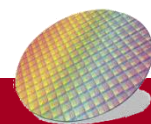
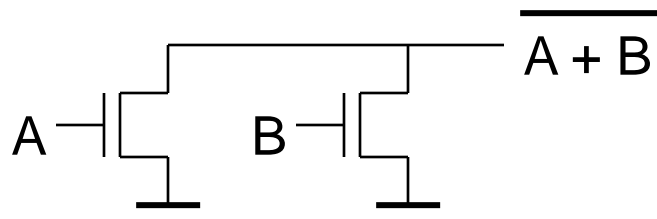


Construction of PDN

- NMOS devices in **series** implement a NAND function



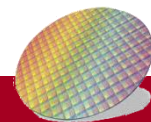
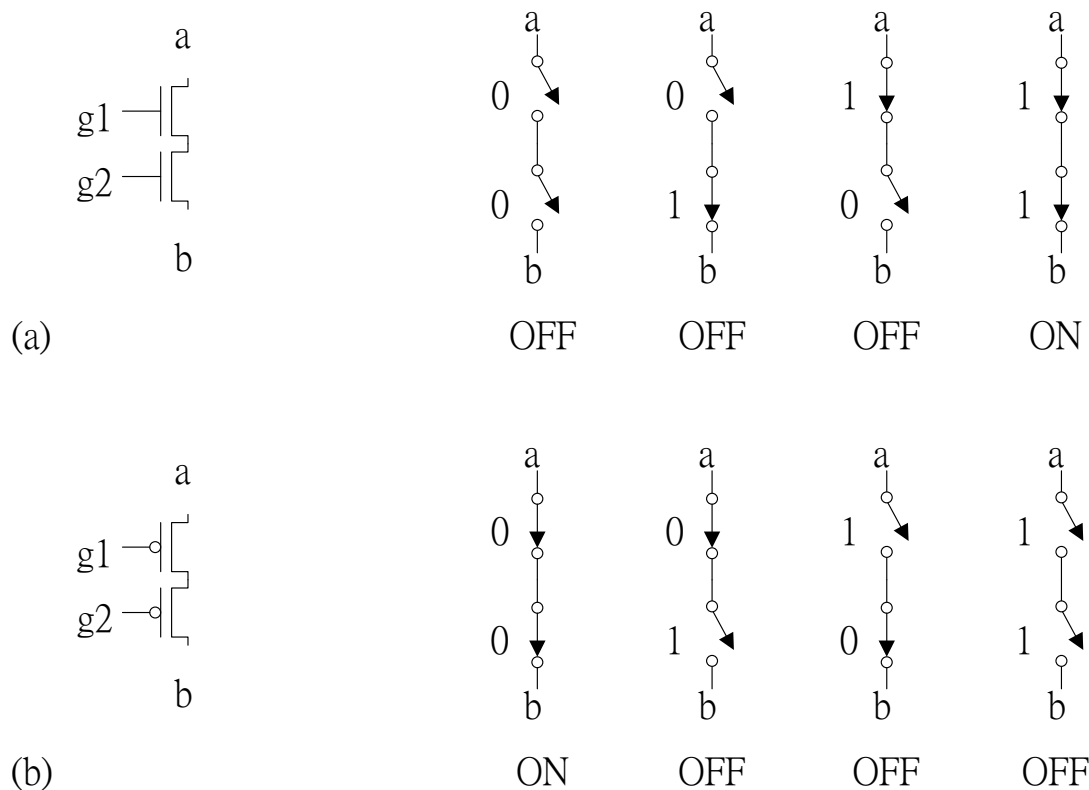
- NMOS devices in **parallel** implement a NOR function





Series and Parallel (1)

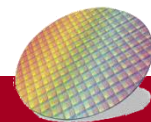
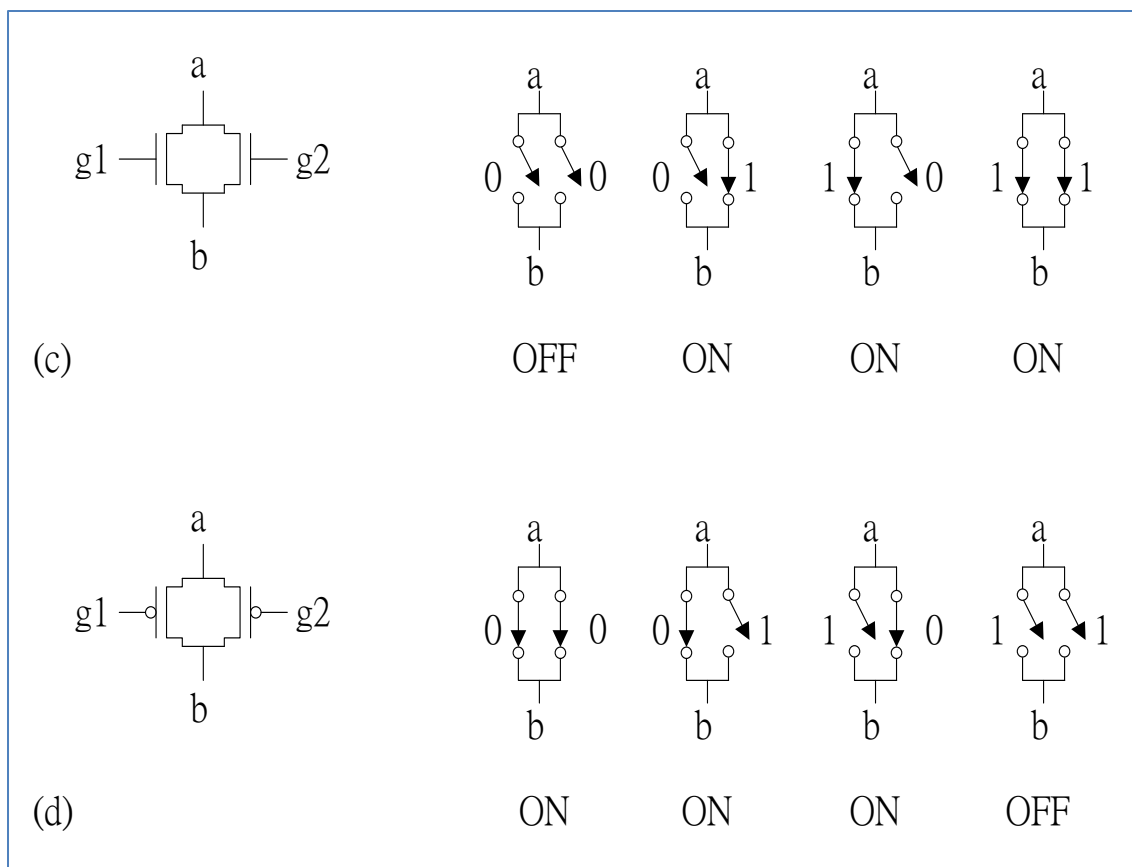
- **Series:** both must be ON to be conductive
- **Parallel:** either can be ON to be conductive





Series and Parallel (2)

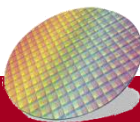
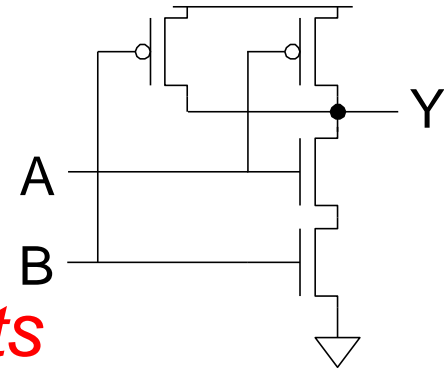
- **Series:** both must be ON to be conductive
- **Parallel:** either can be ON to be conductive





Conduction Complement

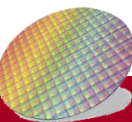
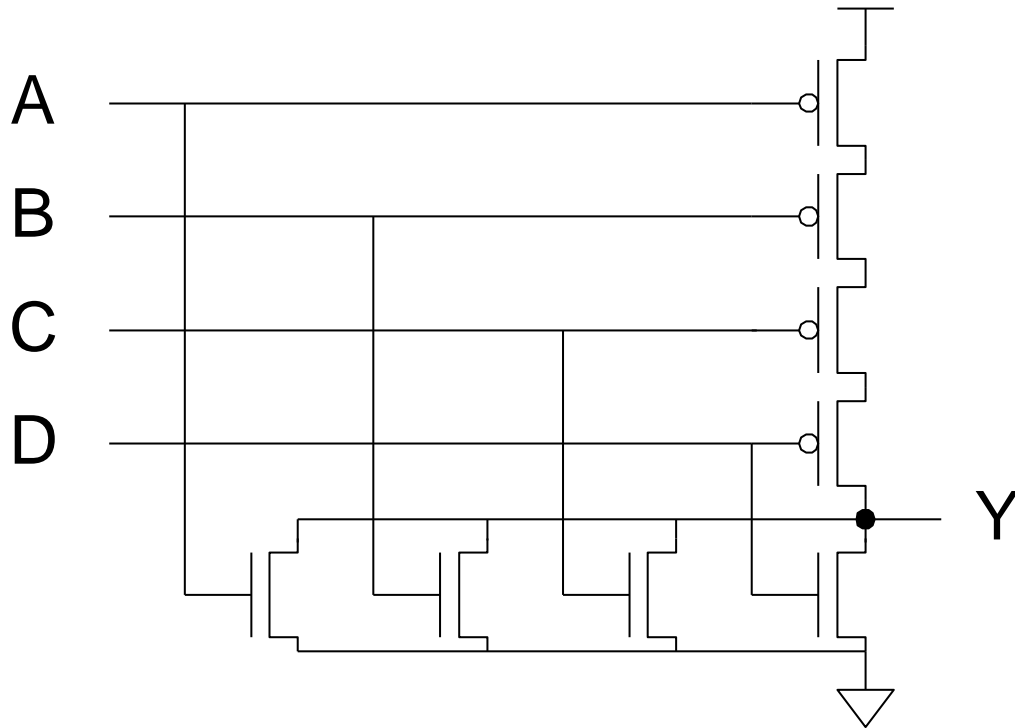
- Complementary CMOS gates always produce **0** or **1**
- Ex: NAND gate
 - Series nMOS: **$Y=0$** when both inputs are **1**
 - Thus $Y=1$ when **either** input is 0
 - Requires **parallel** pMOS
- Rule of **Conduction Complements**
 - Pull-up network is complement of pull-down
 - **Parallel -> series, series -> parallel**





4-input CMOS NOR gate

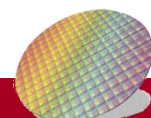
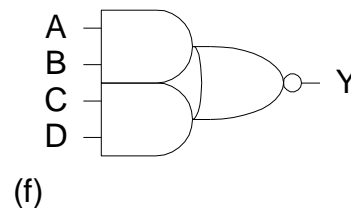
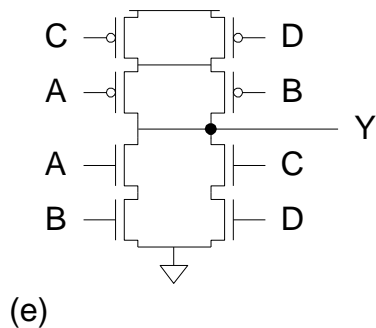
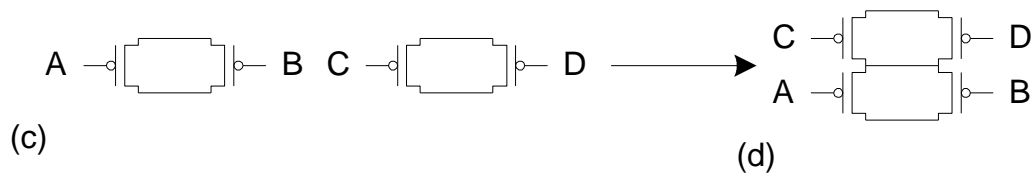
- Activity:
 - Sketch a 4-input CMOS NOR gate





Compound Gates

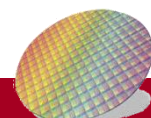
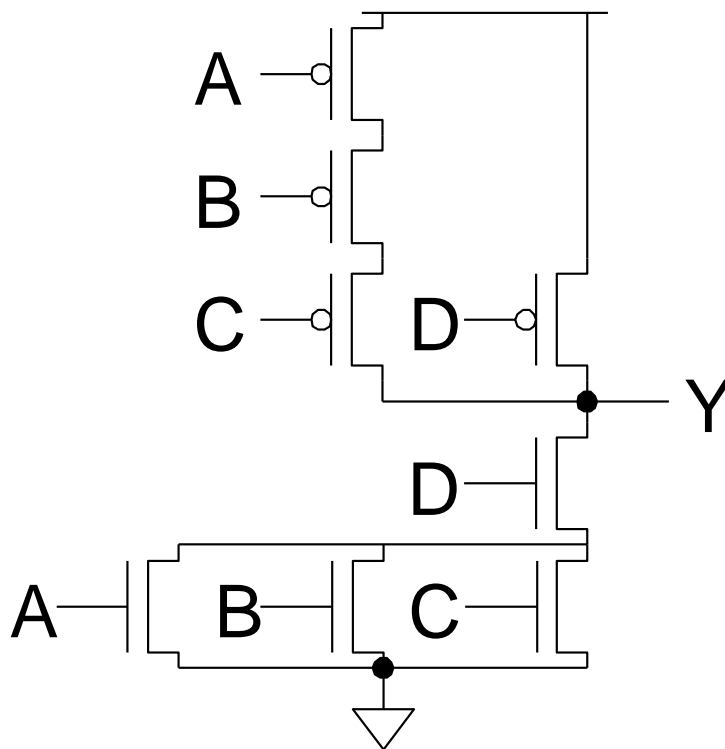
- *Compound gates can do any inverting function*
- Ex: AND-OR-INVERT, AOI22 $Y = \overline{A \cdot B + C \cdot D}$





Example: O3AI

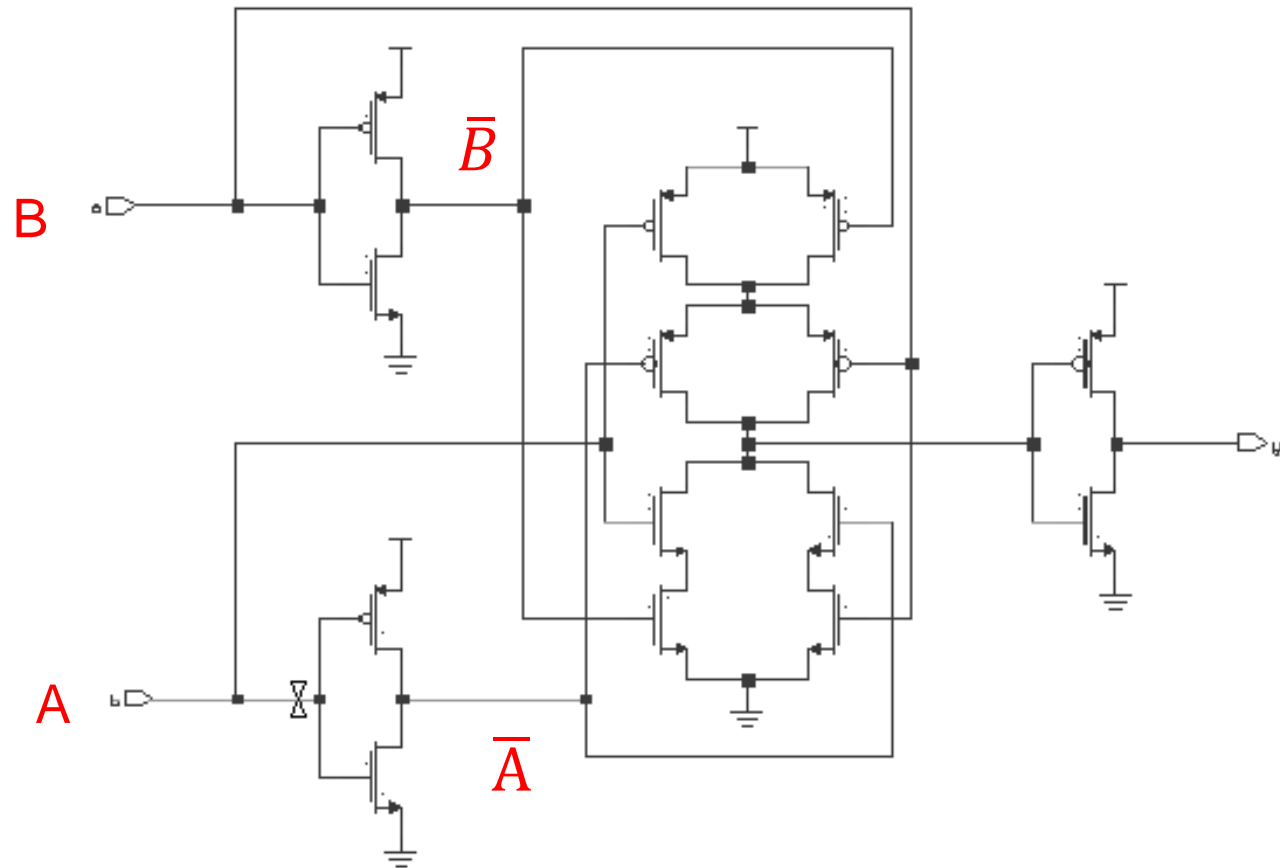
- $$Y = \overline{(A + B + C)} \cdot D$$



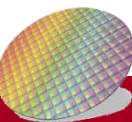


Example: XOR

$$A \oplus B = \bar{A}B + A\bar{B}$$



How many transistors? : 14 T

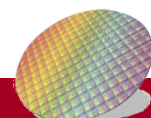
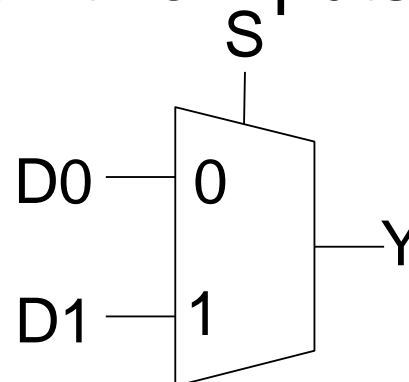




Multiplexers

- 2:1 multiplexer chooses between two inputs

| S | D1 | D0 | Y |
|---|----|----|---|
| 0 | X | 0 | 0 |
| 0 | X | 1 | 1 |
| 1 | 0 | X | 0 |
| 1 | 1 | X | 1 |

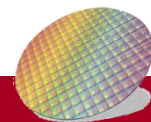
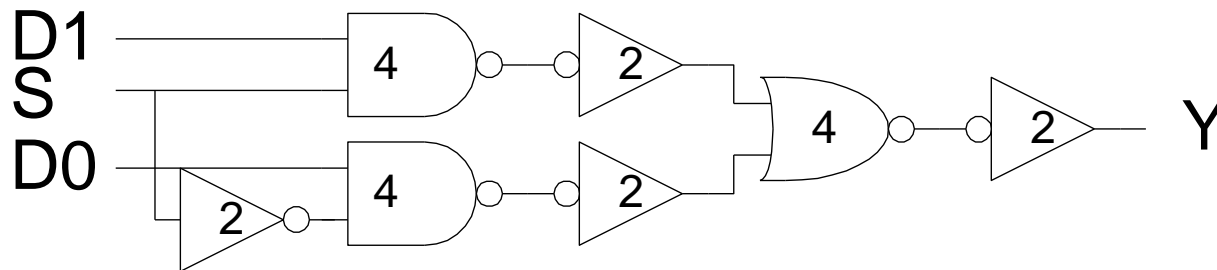
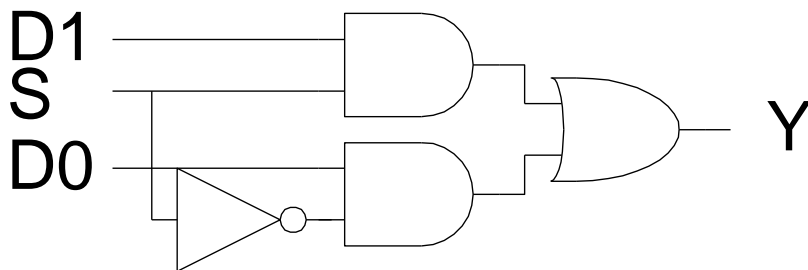




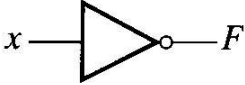
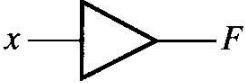
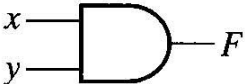
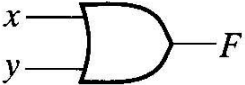
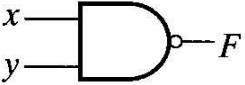

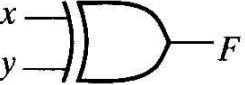
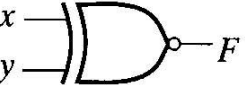
Gate-Level Mux Design

- How many transistors are needed? 20

$$Y = SD_1 + \bar{S}D_0$$



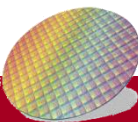
Gate Comparison -1

| NAME | GRAPHIC SYMBOL | FUNCTIONAL EXPRESSION | COST (NUMBER OF TRANSISTORS) | GATE DELAY (NS) |
|----------|---|-----------------------|------------------------------|-----------------|
| Inverter |  | $F = x'$ | 2 | 1 |
| Driver |  | $F = x$ | 4 | 2 |
| AND |  | $F = xy$ | 6 | 2.4 |
| OR |  | $F = x + y$ | 6 | 2.4 |
| NAND |  | $F = (xy)'$ | 4 | 1.4 |
| NOR |  | $F = (x + y)'$ | 4 | 1.4 |
| XOR |  | $F = x \oplus y$ | 14 | 4.2 |
| XNOR |  | $F = x \odot y$ | 12 | 3.2 |

1. Cost (# of trans.)

2. Delay

Gate delay is dependent on the VLSI technology and the cell library.

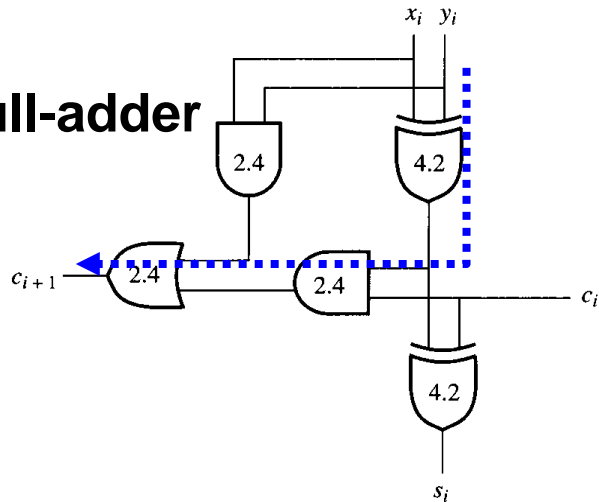


Gate Comparison-2

Which adder has lower transistor number?

Which adder has lower delay?

Full-adder

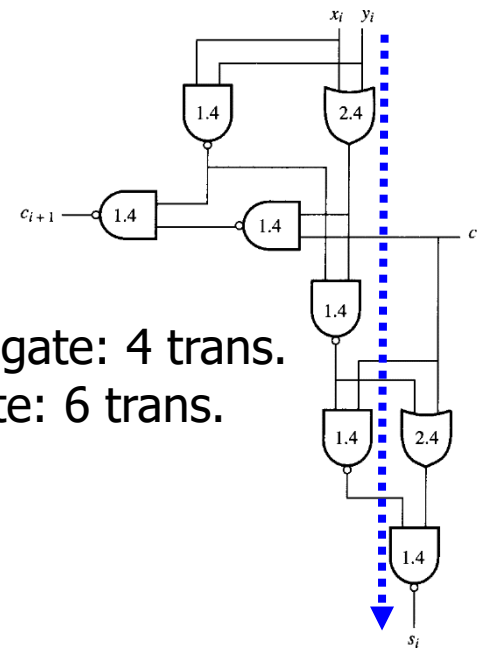


and gate: 6 trans. xor gate: 14 trans.

Totally, 46 transistors

| INPUT/OUTPUT PATH | DELAY (ns) |
|-------------------------|------------|
| c_i to c_{i+1} | 4.8 |
| c_i to s_i | 4.2 |
| x_i, y_i to c_{i+1} | 9.0 |
| x_i, y_i to s_i | 8.4 |

Delay (critical path)= 9.0 ns

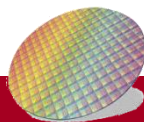


nand gate: 4 trans.
or gate: 6 trans.

Totally, 36 transistors

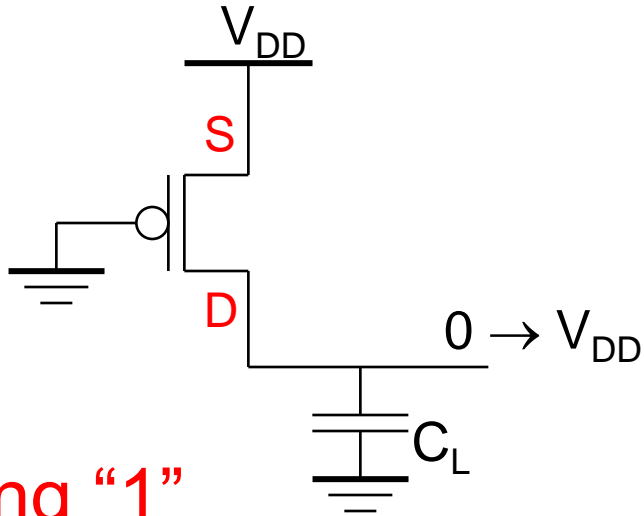
| INPUT/OUTPUT PATH | DELAY (ns) |
|-------------------------|------------|
| c_i to c_{i+1} | 2.8 |
| c_i to s_i | 3.8 |
| x_i, y_i to c_{i+1} | 5.2 |
| x_i, y_i to s_i | 7.6 |

Delay (critical path)
=7.6 ns



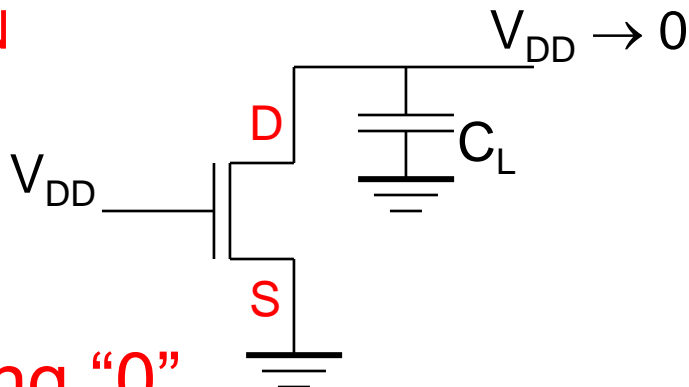
Threshold Drops

PUN

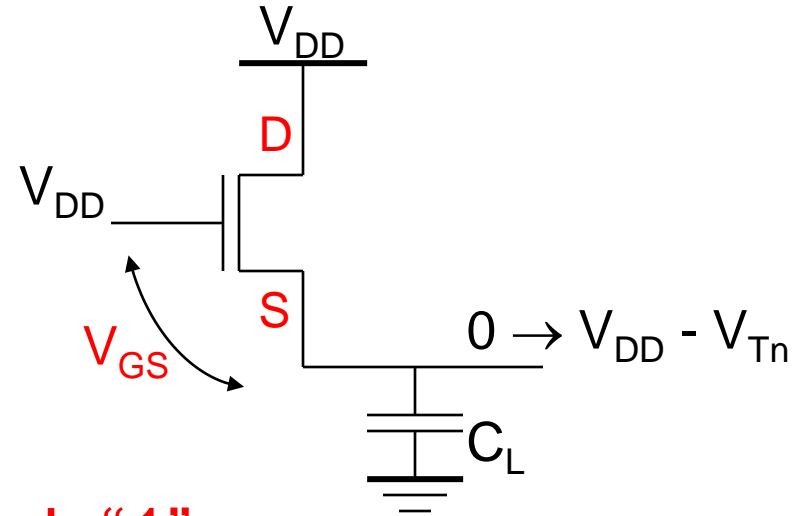


Strong "1"

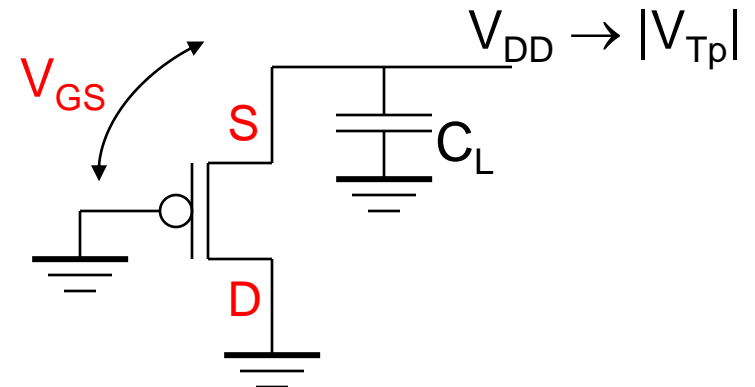
PDN



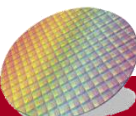
Strong "0"



Weak "1"



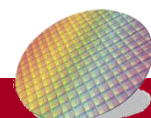
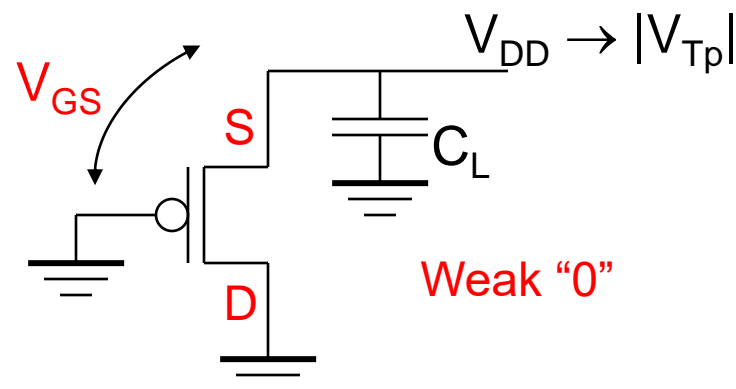
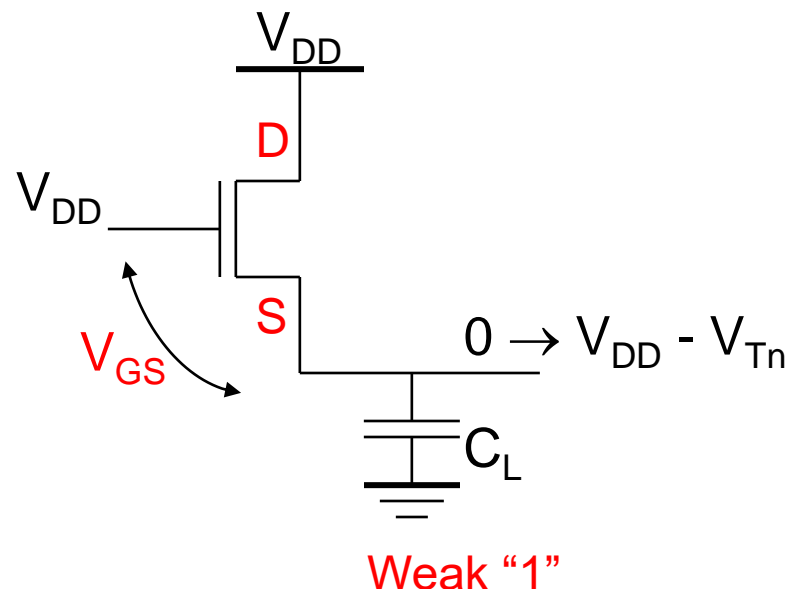
Weak "0"





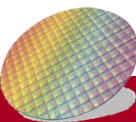
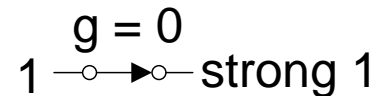
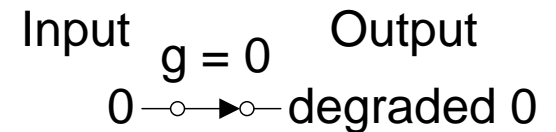
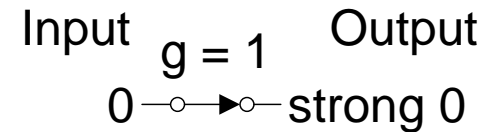
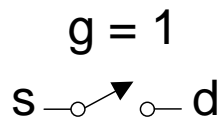
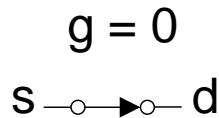
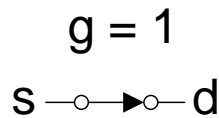
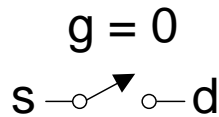
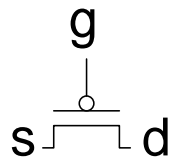
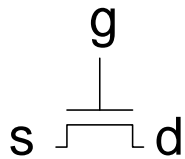
Signal Strength

- **Strength of signal:** How close it approximates ideal voltage source
- V_{DD} and GND rails are strongest 1 and 0
- nMOS pass **strong 0**
 - But pass degraded or weak 1
- pMOS pass **strong 1**
 - But pass degraded or weak 0
- Thus nMOS are best for pull-down network, pMOS are best for pull-up



Pass Transistors

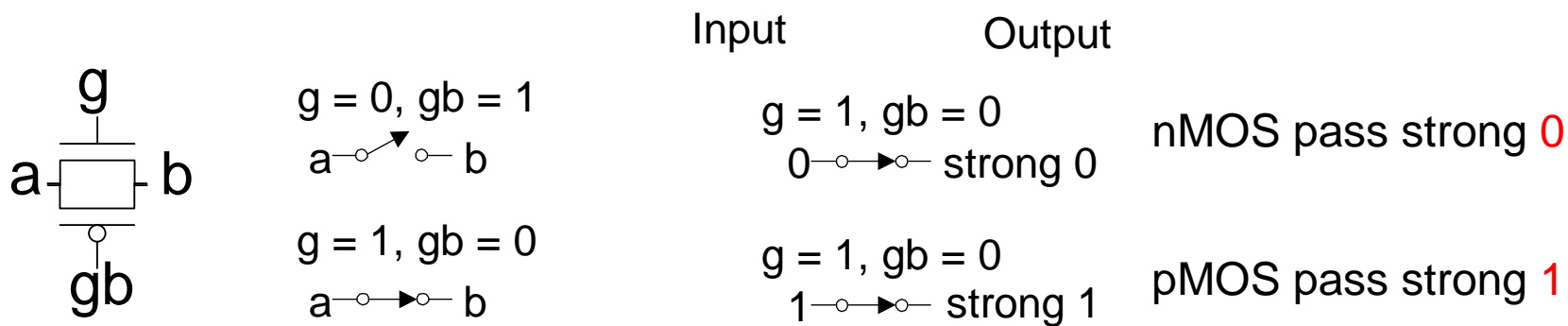
- Input is from the source
- Transistors can be used as switches



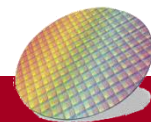
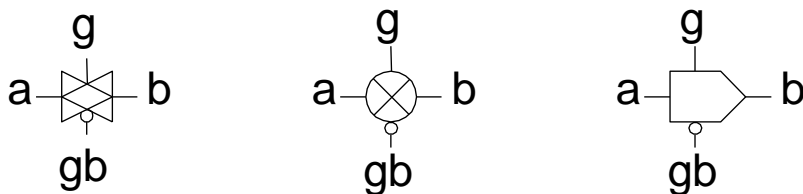


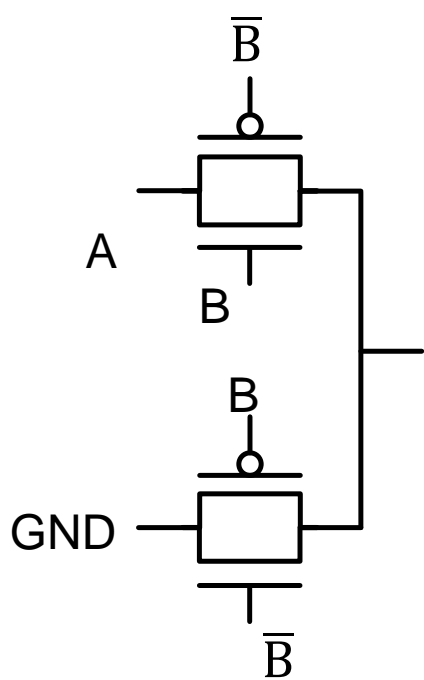
Transmission Gates

- Pass transistors produce degraded outputs
- *Transmission gates* pass both strong 0 and 1



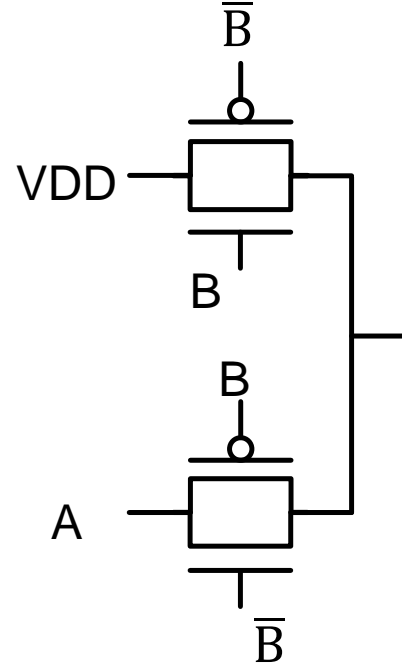
Symbol of Transmission Gates





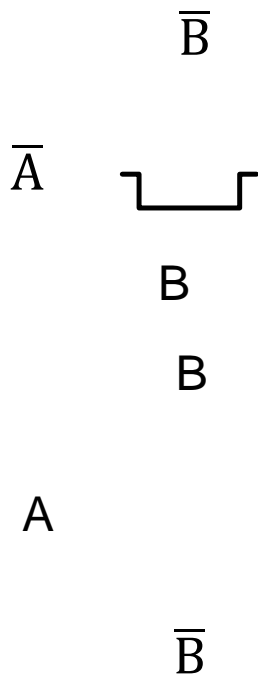
| A | B | Y |
|---|---|---|
| 0 | 0 | 0 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

AND Gate



| A | B | Y |
|---|---|---|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |

OR Gate



$\bar{A}B$

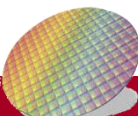
$A\bar{B}$

| A | B | Y |
|---|---|---|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

XOR Gate

8 Transistors (4+ 2*inverter)

Finish other gates by yourself

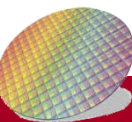
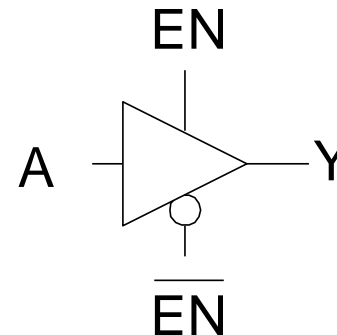
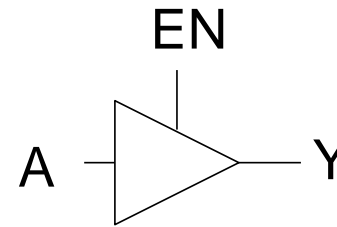




Recap: Tristate buffer

- *Tristate buffer* produces Z when not enabled

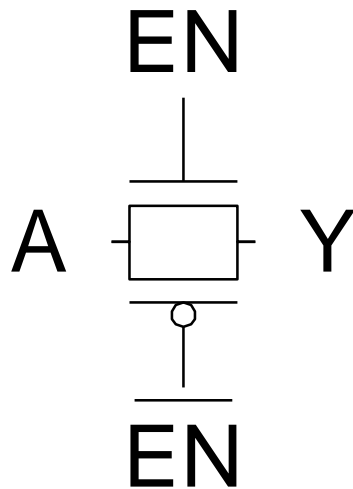
| EN | A | Y |
|----|---|---|
| 0 | 0 | Z |
| 0 | 1 | Z |
| 1 | 0 | 0 |
| 1 | 1 | 1 |



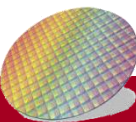


Transmission gate as a tristate buffer

- Transmission gate acts as tristate buffer
 - Only two transistors
 - Issue: signal is *nonrestoring*
 - Noise on A is passed on to Y



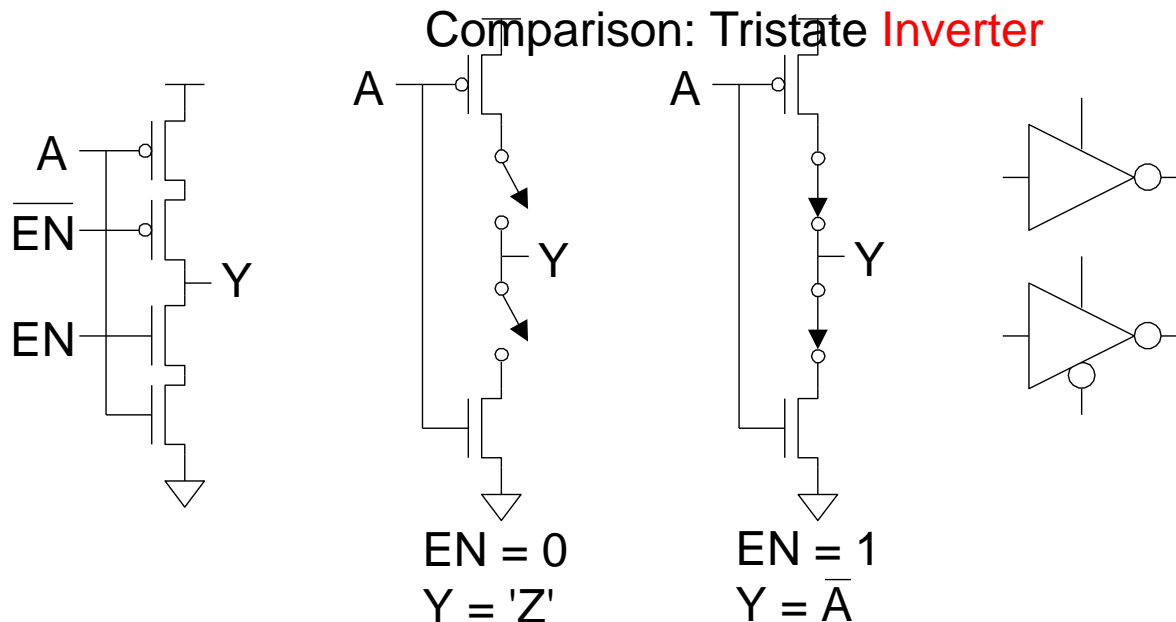
| EN | A | Y |
|----|---|---|
| 0 | 0 | Z |
| 0 | 1 | Z |
| 1 | 0 | 0 |
| 1 | 1 | 1 |



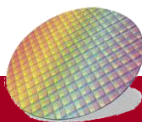


Comparison: Tristate Inverter

- Tristate inverter that produces **restored** output
 - Restored** output: output is strongly driven and noise in the input is not passed to output
 - Violates **conduction complement** rule because we want a **Z** output



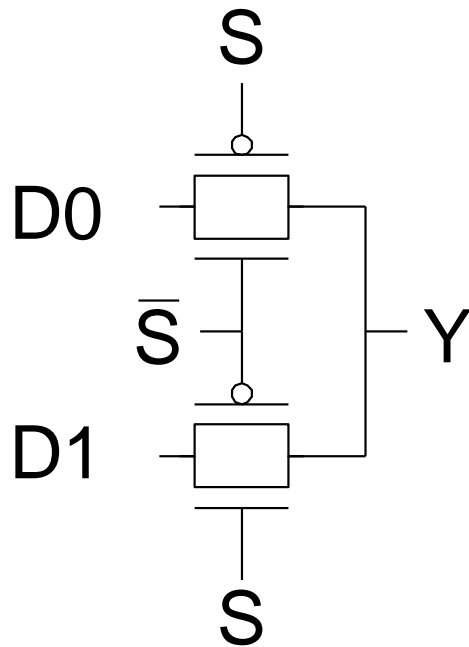
| EN | A | Y |
|----|---|---|
| 0 | 0 | Z |
| 0 | 1 | Z |
| 1 | 0 | 1 |
| 1 | 1 | 0 |





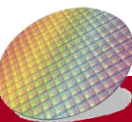
Multiplexer with Transmission Gate

- **Nonrestoring** mux uses two transmission gates



Only 4 transistors + an Inverter

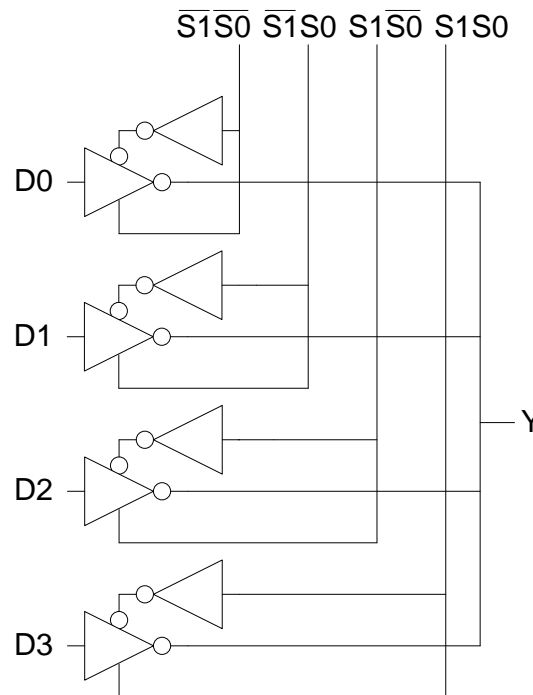
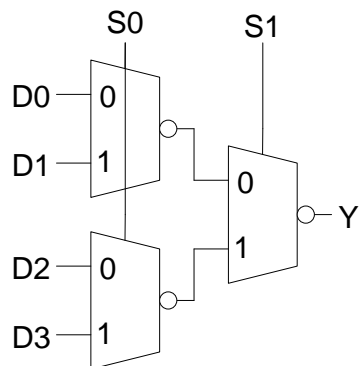
| S | \bar{S} | Y |
|---|-----------|----|
| 0 | 1 | D0 |
| 1 | 0 | D1 |



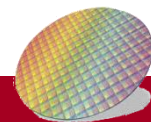


4:1 Multiplexer

- 4:1 mux chooses one of 4 inputs using two selects
 - Two levels of 2:1 muxes
 - Or four tristates



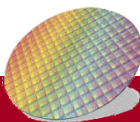
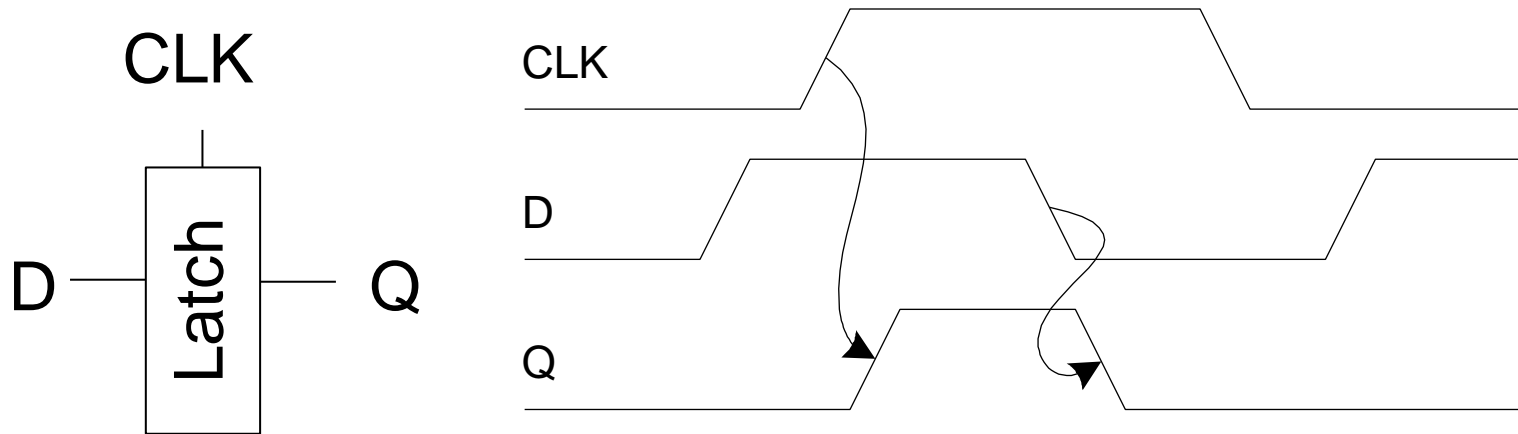
four tristates





D Latch

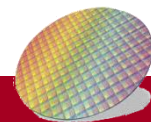
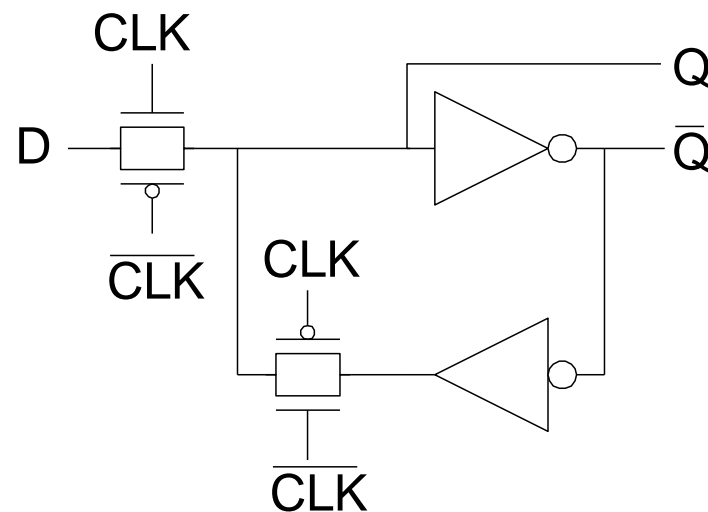
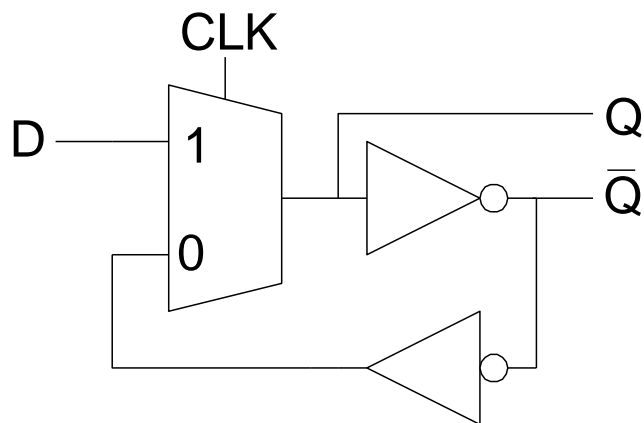
- When CLK = 1, latch is *transparent*
 - D flows through to Q like a buffer
- When CLK = 0, the latch is *opaque*
 - Q holds its old value independent of D
- a.k.a. *transparent latch* or *level-sensitive latch*





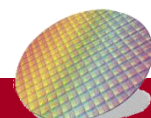
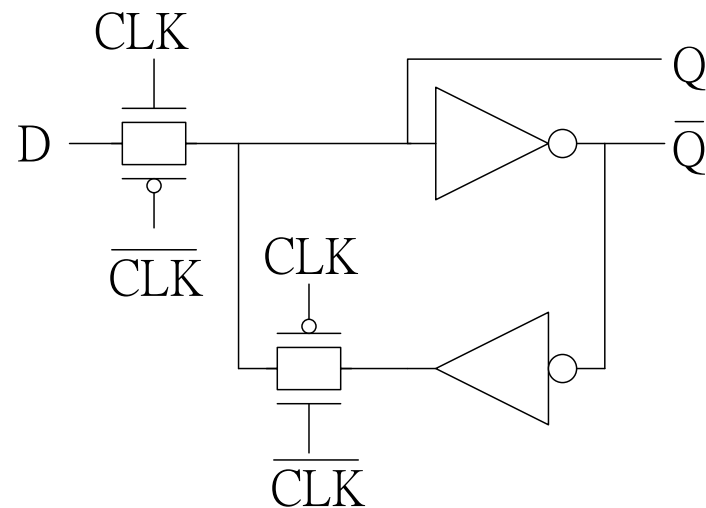
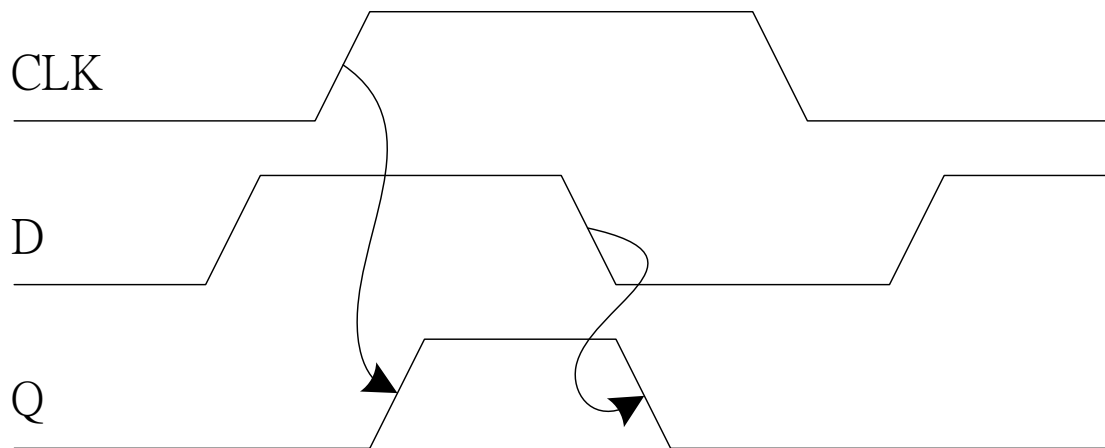
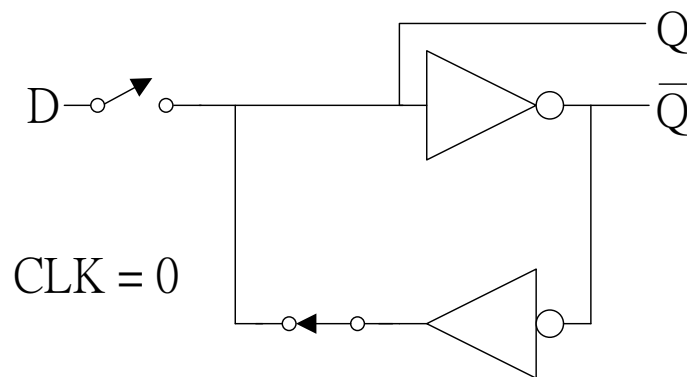
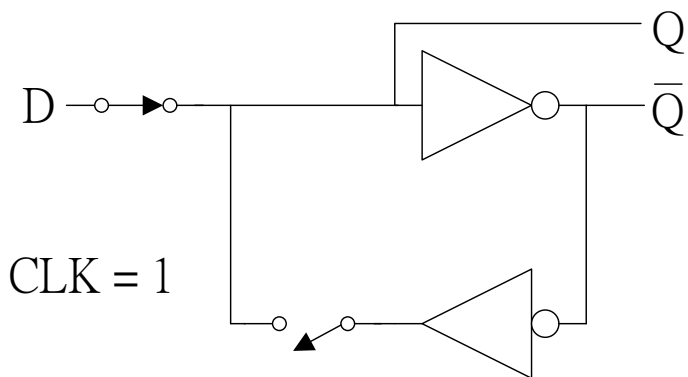
D Latch Design

- **Multiplexer** chooses D or old Q
- See the D operation in the next slide





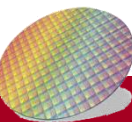
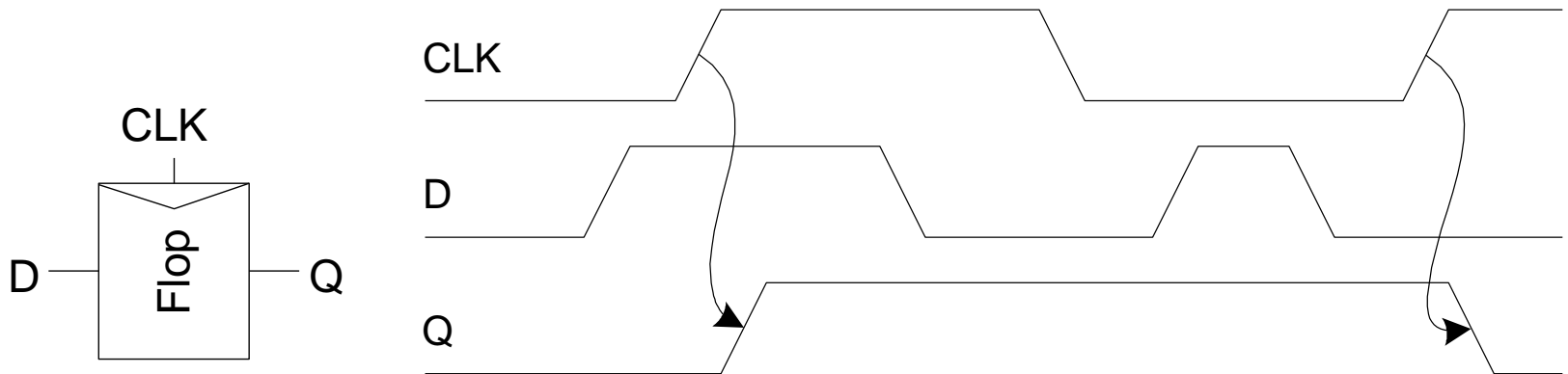
D Latch Operation





D Flip-flop

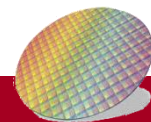
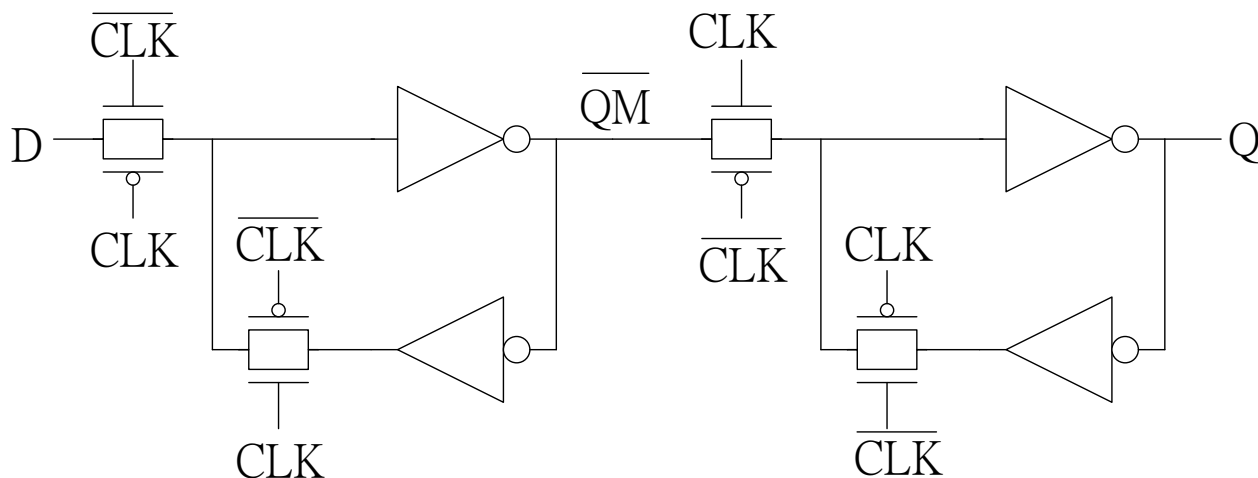
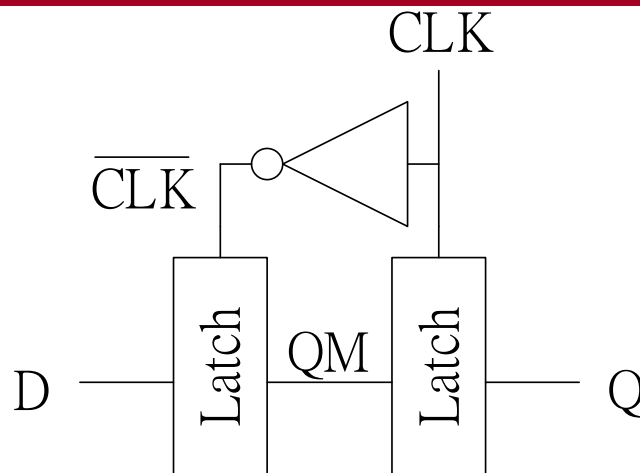
- When CLK **ris**es, D is copied to Q
- At all other times, Q **holds** its value
- a.k.a. *positive edge-triggered flip-flop*





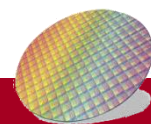
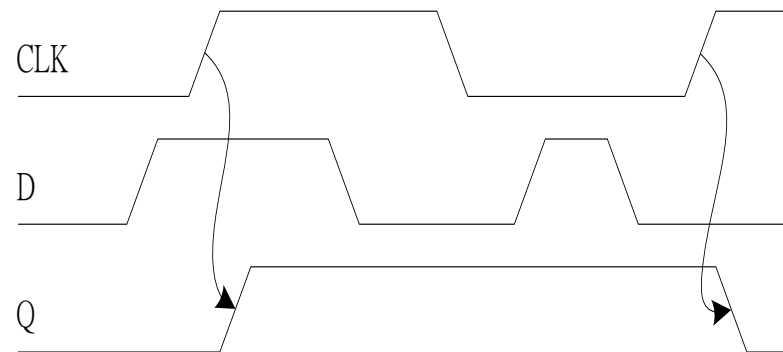
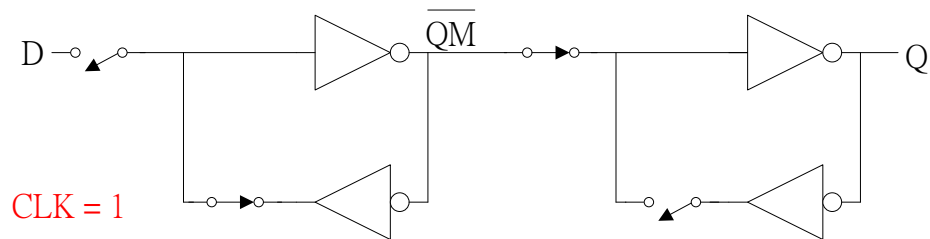
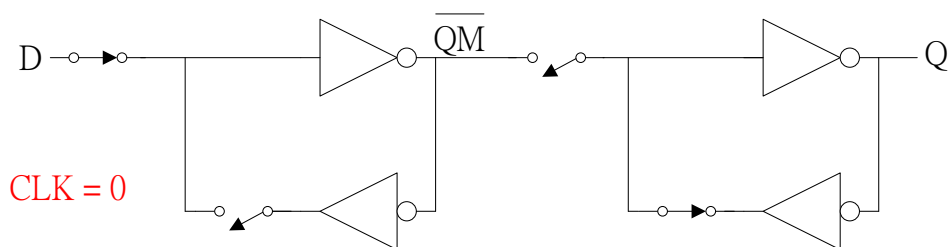
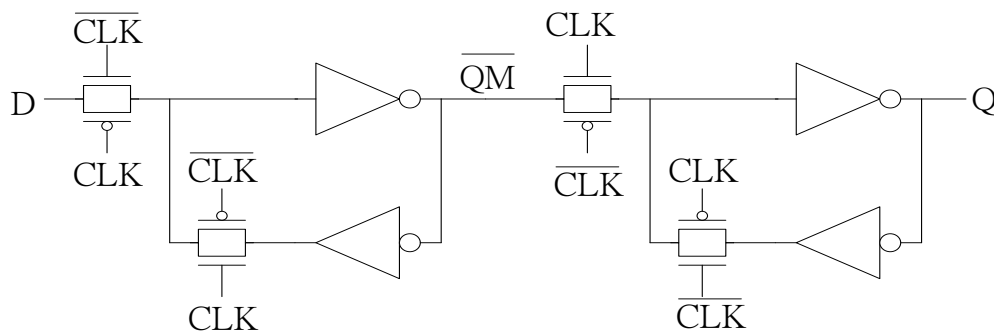
D Flip-flop Design

- Built from **master** and **slave** D latches





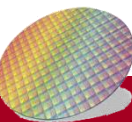
D Flip-flop Operation





Summary

- MOS Transistors are stack of **gate**, **oxide**, **silicon**
- Can be viewed as electrically controlled **switches**
- Build logic **gates** and flip-flops out of **switches**
- Now you know everything necessary to start designing schematics and layout for a simple chip!





成功大學

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Backup slides

