TanerEDA版图设计

基础知识:

"Design" versus "Library"

Designs and libraries in L-Edit are both collections of cells. The term "design" usually refers to the final product that is fabricated and "library" usually refers to component cells that are reused in many different designs. However, there is no distinction between the two in the way L-Edit operates. Designs or libraries can both instance cells from other designs or libraries.

"设计"与"图书馆"

L-Edit 中的设计和库都是单元格的集合。术语"设计"通常指制造的最终产品, "库"通常指在许多不同设计中重复使用的组件单元。不过,两者在 L-Edit 的操作方式上没有区别。设计或库都可以实例化其他设计或库中的单元。

TDB Database Structure

Tanner Database (TDB) is a proprietary, machine-readable format optimized for the Tanner Tools environment. TDB files are saved with the .tdb filename extension.

Along with the design itself, a TDB file contains setup information including layer rendering information, CIF and GDSII setup information, design rules, and L-Edit configuration settings.

When a file is saved, L-Edit automatically backs up previously-saved versions of the file with a .tdo

TDB数据库结构

Tanner 数据库(TDB)是一种专有的机器可读格式, 针对 Tanner Tools 环境进行了优化。 TDB 文作以, tdb 文件扩展名保存。

除了设计本身之外,TDB 文件还包含设置信息,包括图层渲染信息、CIF 和 GDSII 设置信息、设计规则和 L-Edit 配置设置。

保存文件时, L-Edit 会自动备份以前保存的文件版本, 扩展名为.tdo。

OpenAccess Database Structure

In an OpenAccess database, each cell in a library is stored in a separate folder. Each view of a cell, such as the schematic view, layout view or symbol view, is stored in a separate sub-folder within the cell directory. Typically the filename in the view folder will indicate the view type, as in "layout.oa" or "symbol.oa," as shown in the illustration below.

OpenAccess 数据库结构

在 OpenAccess 数据库中,库中的每个单元都存储在单独的文件夹中。单元的每个视图(例如原理图视图、布局视图或符号视图)都存储在单元目录内的单独子文件夹中。通常,视图文件夹中的文件名将指示视图类型,如"layout.oa"或"symbol.oa",如下图所示。

第一种数据格式 —— TDB

TDB全称——Tanner DataBase,它是Tanner公司自己开发的数据格式

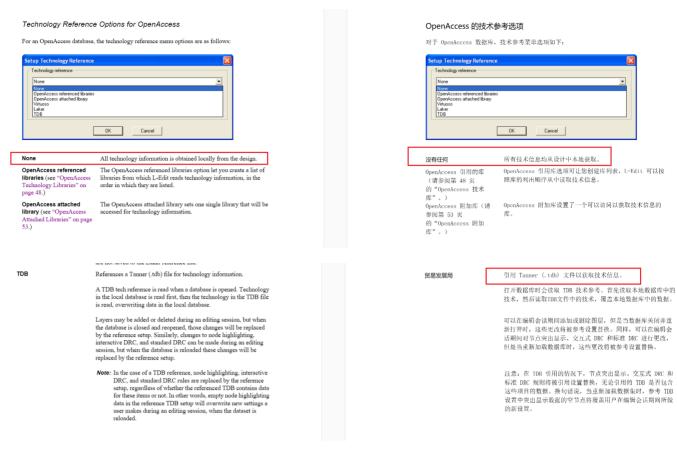
我们可以打开.\Tech\TDB文件夹看一下,其中后缀以 ".TDB" 为结尾的文件就是Tanner自定义的数据格式

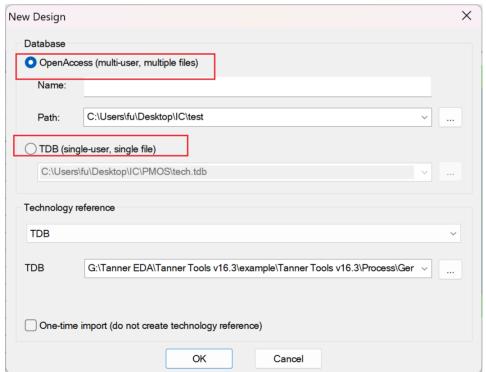
第二种数据格式 —— OA

OA全称——OpenAccess, 是种开源的数据格式

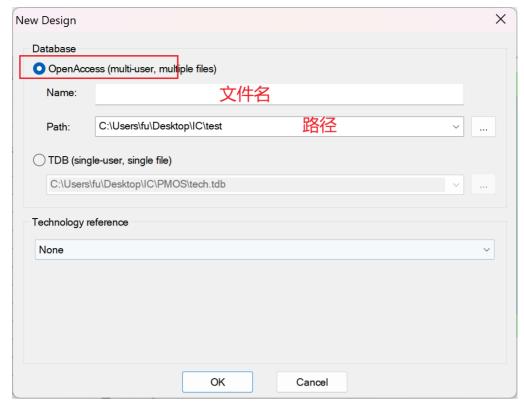
Tanner软件在16之前的版本只支持.TDB格式,在16版之后开始,开放OA格式

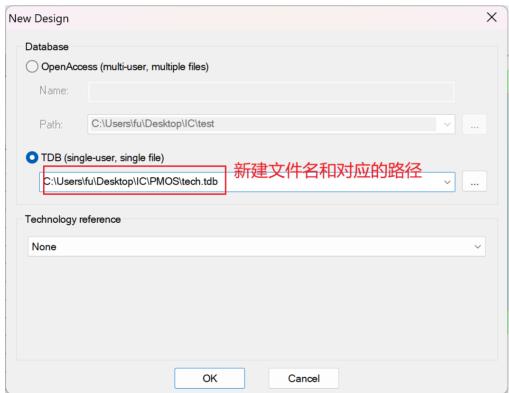
使用OA格式好处在于可以多人同时进行设计,而Tanner自己的TDB格式文件,仅能容许一人编辑



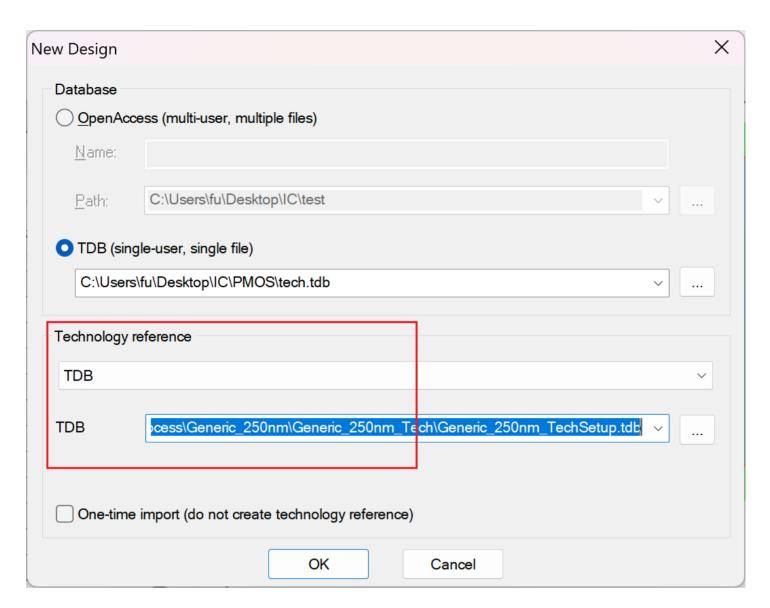


新建有两种数据格式





工艺基准:



使用导入的TDB设计文件作为当前设计的工艺基准并覆盖本地的工艺基准,比如图层设置,tdb文件中包含了图层信息



layout视图的文件是以.oa后缀保存的

You also can launch L-Edit with a specific file:

- a .**tdb** file (Tanner database)
- a lib.defs file (OpenAccess)
- a layout.oa file from a view folder (OpenAccess)

Double-click on the file in Windows Explorer, use **File > Open**, dr *used* file list to find and launch either of these file types.



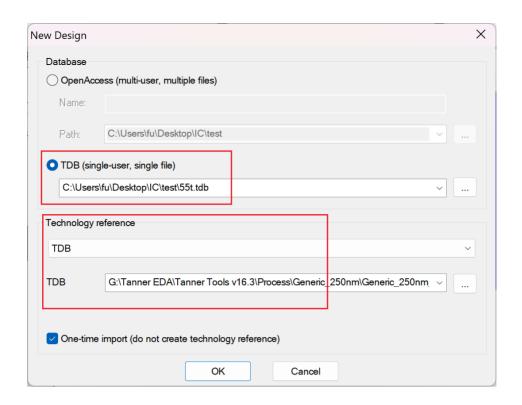
主网格

次要网格线则是相对较细的线,用于在主要网格间隔之间提供更详细的参考

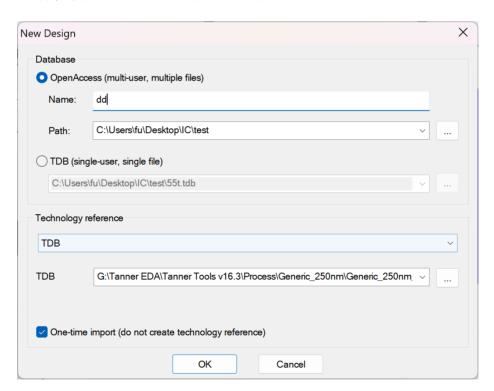
步骤:

新建design:

新建TDB文件,使用250nm工艺库TDB文件



也可以新建一个OA文件,使用250nm工艺库TDB文件

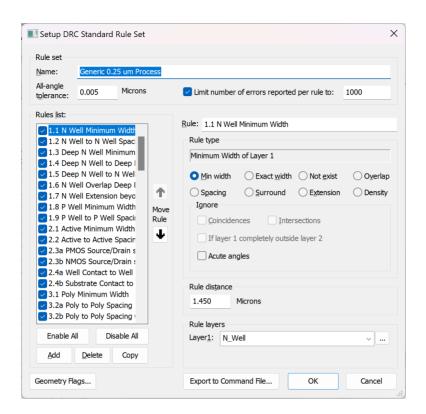


两者只是数据格式不同,可以选择相同的工艺库

Technology Reference Options for a Tanner Database

For a TDB database, the technology reference options are None, Virtuoso or Laker technology (.tf) and display (.drf) files or a Tanner database (.tdb) file. These options behave as described in Setting the Technology Reference in an OpenAccess Database" on page 50.

DRC规则:



阱层最小宽度的值为1.45微米

P Select层最小宽度的值为0.5微米

有源区的最小宽度为0.35微米

PMOS晶体管的有源区到N阱之间的最小距离为0.75微米

多晶硅栅Poly的最小宽度为0.25微米

栅极伸出有源区的最小长度为0.3微米

有源区接触孔的大小为0.25微米

有源区覆盖有源区接触孔的最小距离为0.15微米

有源区接触孔到栅的最小距离(Active Contact to Gate Spacing)为0.25微米。

Metal1的最小宽度为0.35微米

Poly层覆盖Poly Contact接触孔的最小距离(Poly Overlap of PolyCnt)为0.15微米 金属1包围有源区接触孔的最小距离为0.15微米。

Poly层和Poly层的最小距离为0.5微米。

Poly层和有源区的最小距离为0.2微米。

Metal1层和Metal1层的最小距离为0.35微米。

Metal1和Poly层可以重叠

有源区接触孔之间的最小距离为0.5微米

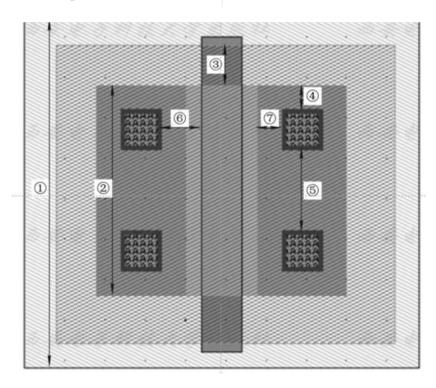
有源区的边缘和选择层边缘的最小距离(Active to Select Edge)为0.25微米

- ①—N阱的最小宽度(N Well Minimum Width);
- ②—有源区的最小宽度(Active Minimum Width);
- ③—栅极伸出有源区的最小长度(Gate Extension out of

Active);

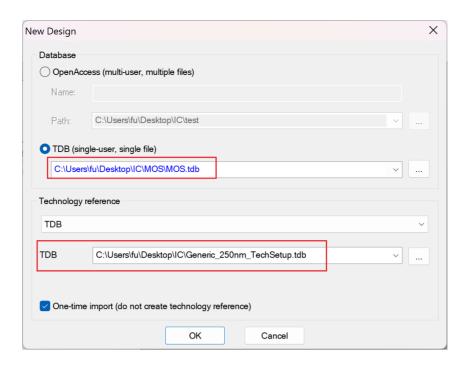
④—有源区包围有源区接触孔的最小长度(Active Overlap of Active Contact);

- ⑤—有源区接触孔之间的最小距离(Active Contact to Active Contact Spacing);
- ⑥—有源区接触孔到栅极之间的距离(Active Contact to Gate Spacing);
- ⑦—金属1层包围有源区接触孔的最小长度(Metall Overlap of Active Contact)。

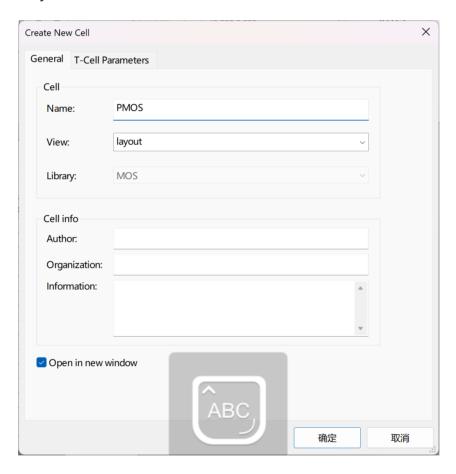


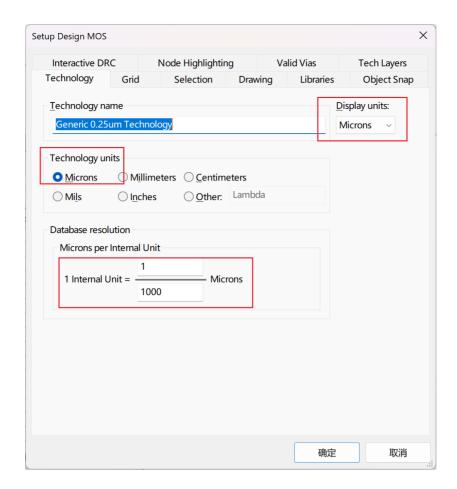
PMOS:

新建design,使用250nm的工艺库



新建一个名为PMOS的layout文件





Display units是指显示的数值的单位

Technology units是指版图中测量的单位

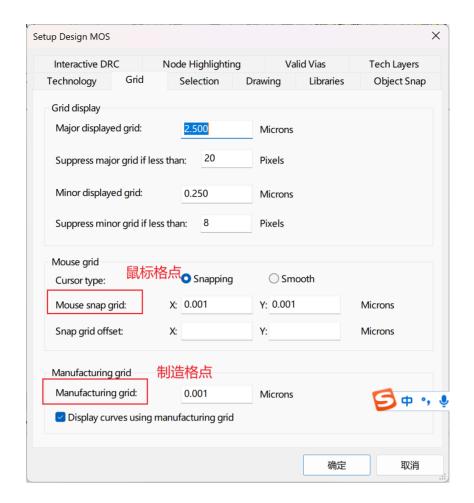
Internal units是指软件画布自身的计量单位,也即是分辨率,需要指定Internal units和Technology units的关系

最小为1个Internal units

For its own computation. L-Edit uses *internal units* (30-bit signed integers). Before beginning your design, it is important that you define the relation between L-Edit's internal units and physical, or *technology*, units, as this will determine the extent of the layout area and the smallest object that can be drawn. This relation is also critical when you replace your design setup or export a design to CIF or GDSII format. Defining this relationship sets the scale of the design file.

The L-Edit layout area extends from .536,870,912 to .536,870,912 internal units in both the x-(horizontal) and y- (vertical) directions. Thus, if 1 internal unit = 0.001 micron, the largest possible design is 1,073,741 microns (almost 42.3 inches) on a side. Similarly, the smallest dimension L-Edit can define is 1 internal unit. If 1 internal unit = 0.001 micron, the smallest possible feature size would be 0.001 micron. (In practical terms, of course, 0.001 micron is an unrealistically small feature size.)

设置网格



如果vertices(顶点)和instances(实例)不在制造格点上,那么DRC的Flag off-grid会识别到即报错 Manufacturing grid最小一个Internal units

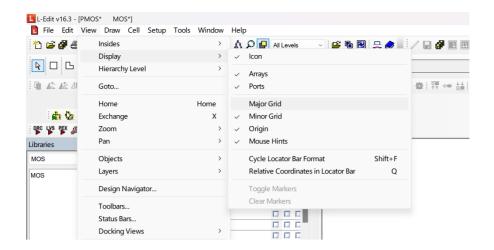
Manufacturing Grid

Sets the absolute spacing of the manufacturing grid.

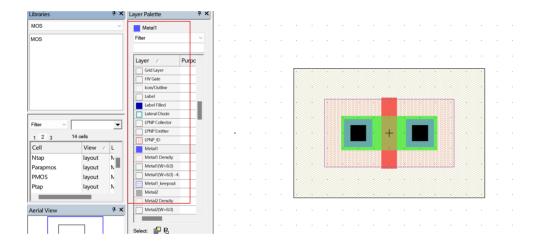
The DRC option **Flag off-grid** identifies vertices and instances that are not on the manufacturing grid.

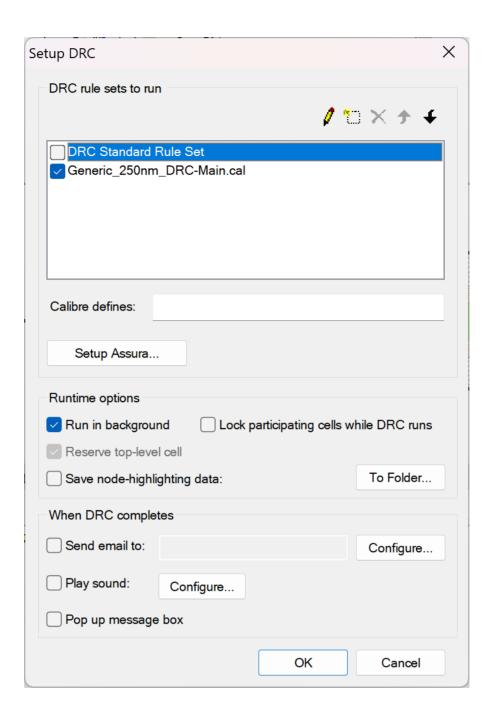


调整显示内容:



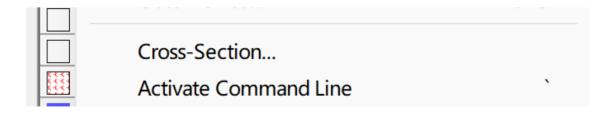
绘制版图,DRC

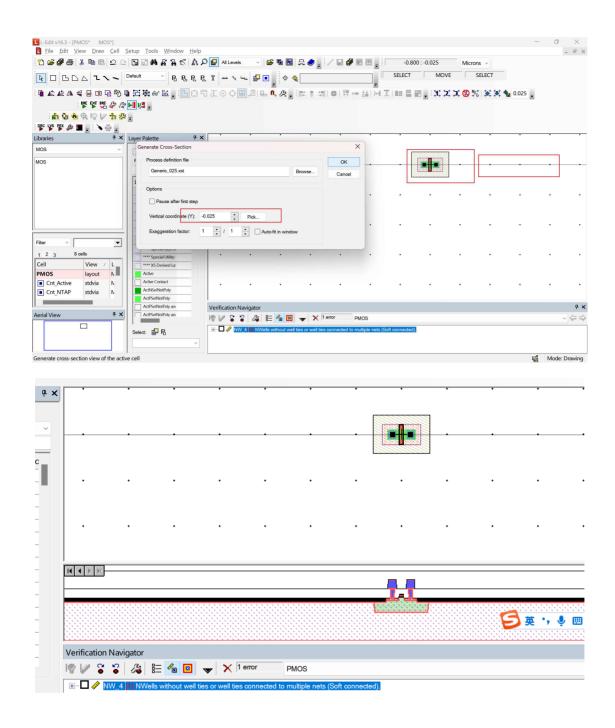




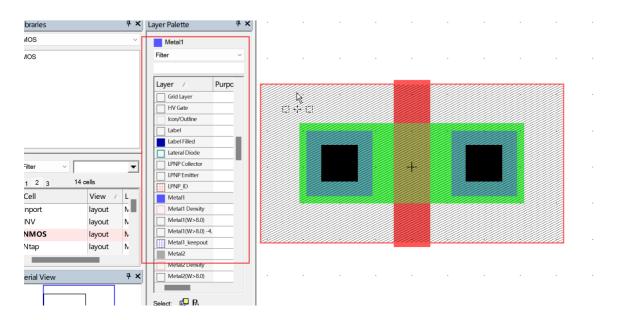
横截面观察:

tools-->cross-section

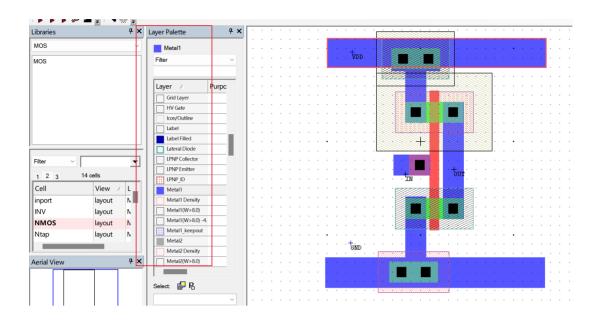




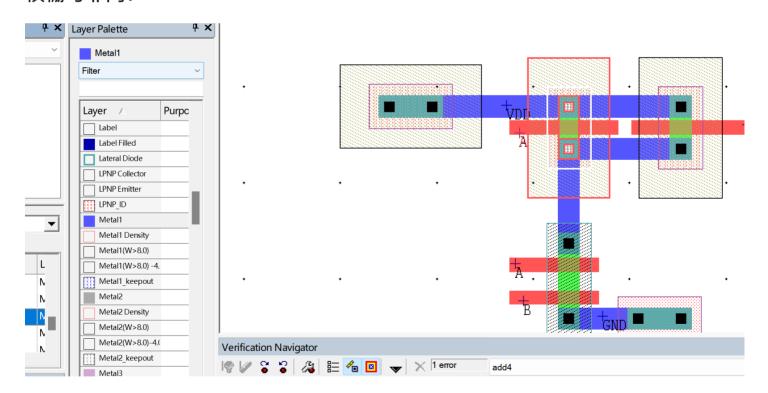
NMOS:



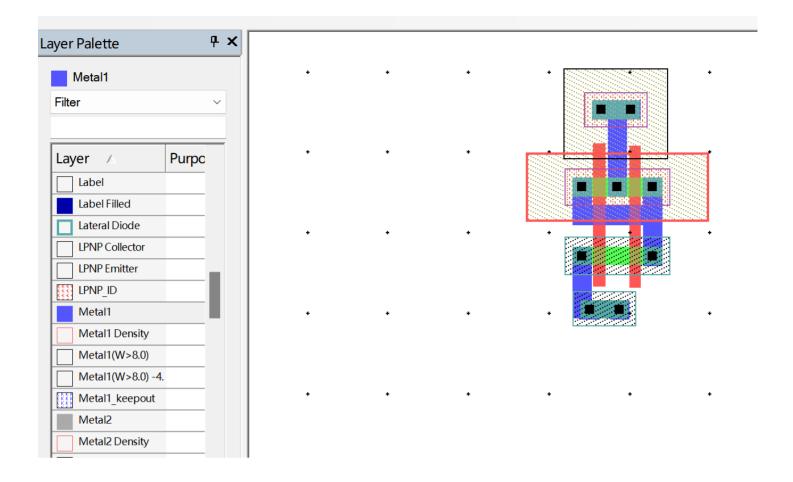
反相器:



横栅与非门:



竖栅与非门:



并联晶体管:

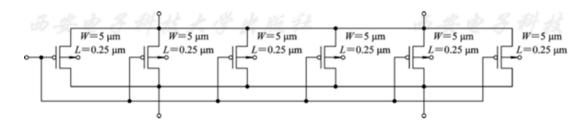
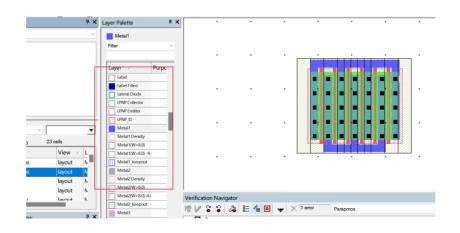


图6.36 拆分后的晶体管电路图



串联晶体管:

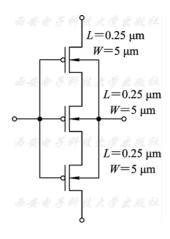
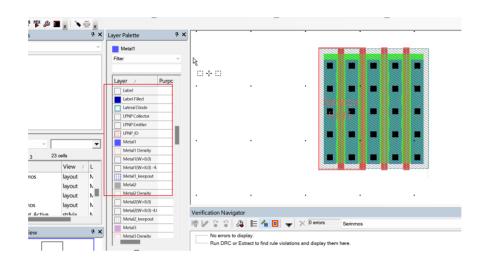
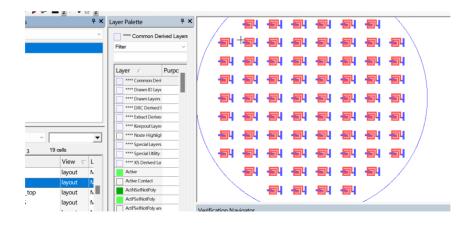


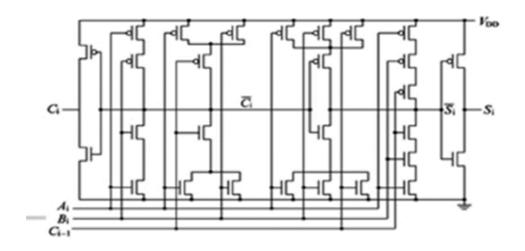
图6.49 三个串联的NMOS晶体管电路图



MEMS:

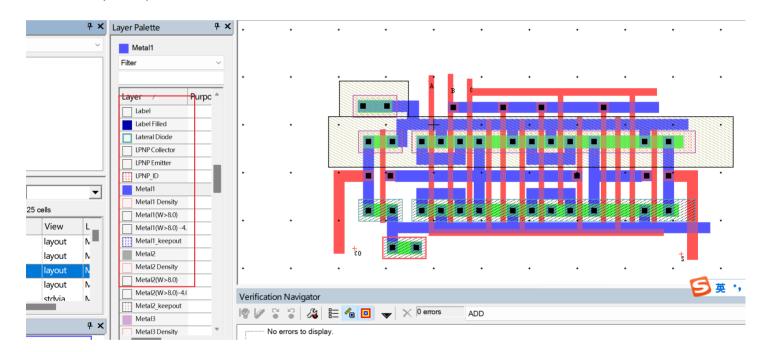


28管1bit全加器:

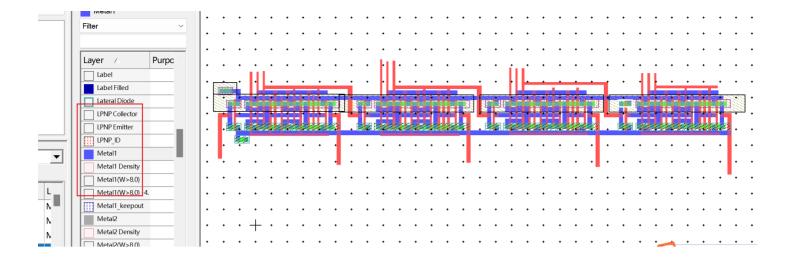


S = (A+B+C)CO+ABC

CO = AB + (A + B)C



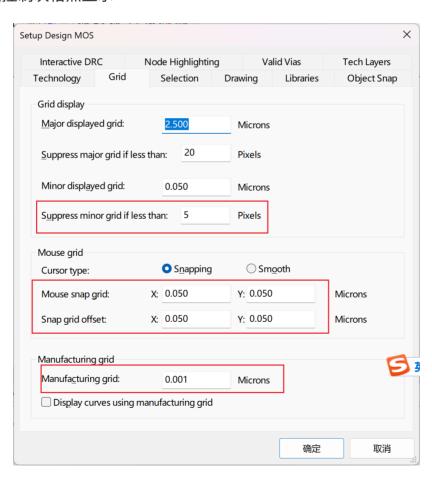
4bit28管全加器:

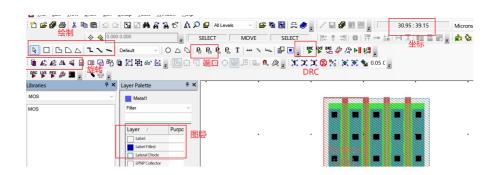


技巧:

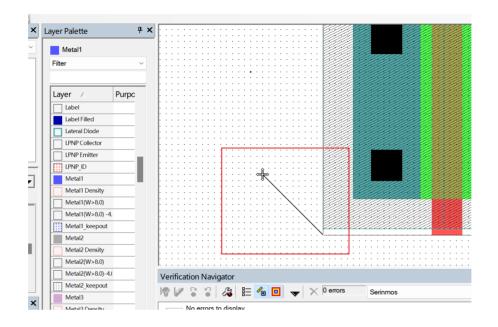
使用键盘方向键移动的时候默认是0.05进行移动的,所以鼠标格点最好设置为0.05,这样移动的时候,容易对齐

画布放大之后, 可以控制次格点显示





移动的时候,使用飞线会移动到端点处



坐标,根据DRC规则移动,不要随意拖动,拖动后容易不对齐