

MASTER MICRO
Your one stop shop for Mastering Microelectronics

ADT
Analog Designer's Toolbox
From Designers... To Designers

#2



adt.master-micro.com

MASTER MICRO
Your one stop shop for Mastering Microelectronics

ADT
Analog Designer's Toolbox
From Designers... To Designers

#2

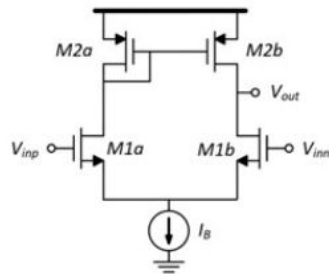


Thursday Analog Quiz

Consider the shown 5T OTA, and assume the square-law is valid. If the bias current (I_B) is halved (multiplied by 0.5) while sizing is kept fixed, then:

- 1) The DC voltage gain is multiplied by
- 2) The bandwidth is multiplied by
- 3) The unity-gain frequency (UGF) is multiplied by
- 4) The input-referred noise density (in V^2/Hz) is multiplied by

Thursday Analog Quiz



1) Multiplied factor to DC Gain

$$I_D = \frac{1}{2} K_n' \frac{W}{L} V_{OV}^2$$

$$V_{OV} = \sqrt{\frac{I_D}{\frac{1}{2} K_n' \frac{W}{L}}}$$

as $\frac{W}{L}$ constant

$$g_m = \frac{2I_D}{V_{OV}} = \frac{2I_D \times \frac{1}{2}}{\sqrt{\frac{I_D \times \frac{1}{2}}{\frac{1}{2} K_n' \frac{W}{L}}}}$$

So g_m is multiplied by $\frac{1}{\sqrt{2}}$

For $r_o \Rightarrow$ as $r_o = \frac{1}{\lambda I_D} \Rightarrow$ then $r_o \times 2$

So $A_V = g_m \times \frac{1}{\sqrt{2}} R_{out} \times 2$

$$\Rightarrow 0,707 \times 2 = 1,414$$

$$A_V \times 1,414$$

2) Multiplied factor to Bandwidth and UGF

$$BW = \frac{GBW}{A_{c1}}, \quad GBW = UGF$$

as GBW/UGF scales mainly with g_m than GBW will scale by 0,707

and so Unity-Gain frequency

so
$$BW = \frac{GBW \times 0,707}{A_{CL} \times 1,414}$$

so BW will be scaled by 0,5

and UGF by 0,707

4) input-referred thermal noise density $\overline{v_n^2}$

as $\overline{v_n^2} \propto \frac{1}{g_m}$ then it will be multiplied by 1,414