Lecture 3: CMOS Logic

CSCE 5730
Digital CMOS VLSI Design

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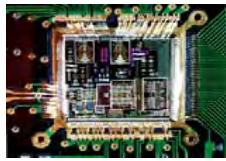
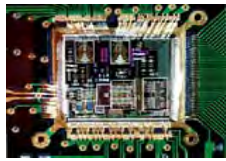
Lecture Outline

- MOS Transistors
- CMOS Logic



Introduction

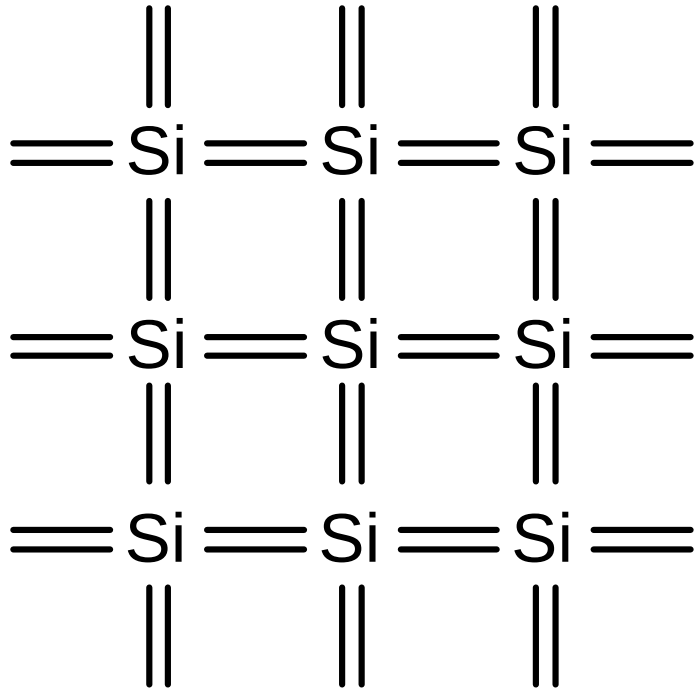
- Integrated circuits: many transistors on one chip.
- *Very Large Scale Integration* (VLSI): very many
- *Complementary Metal Oxide Semiconductor*
  - Fast, cheap, low power transistors
- How to build your own simple CMOS chip
  - CMOS transistors
  - Building logic gates from transistors
  - Transistor layout and fabrication



Silicon

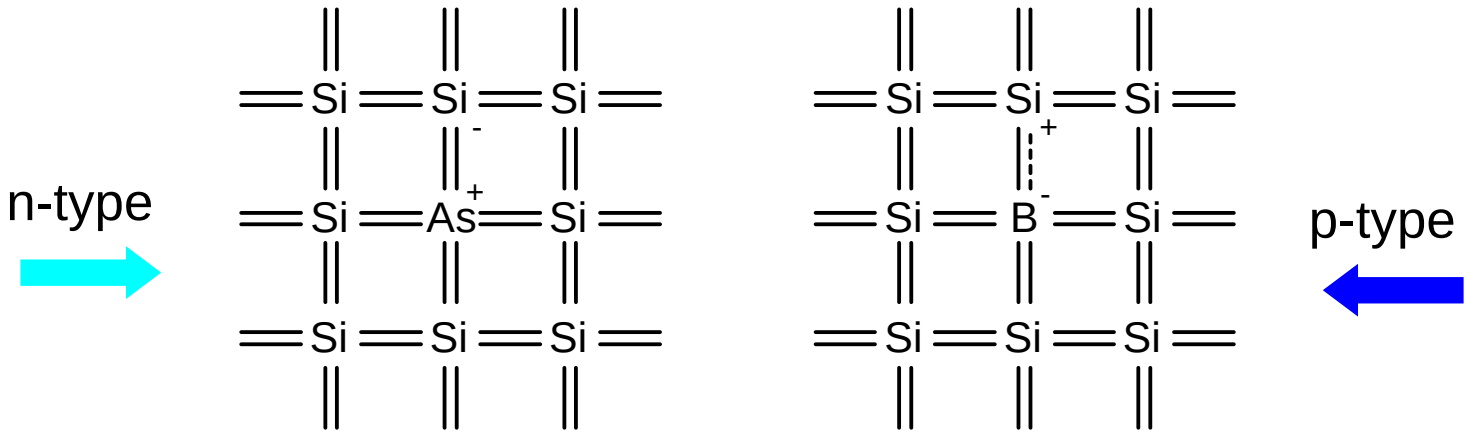
Silicon Lattice

- 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).

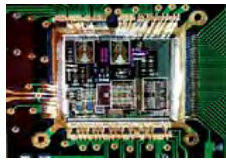


Why Silicon?

Could any other group IV metal serve purpose ?

Key Advantages:

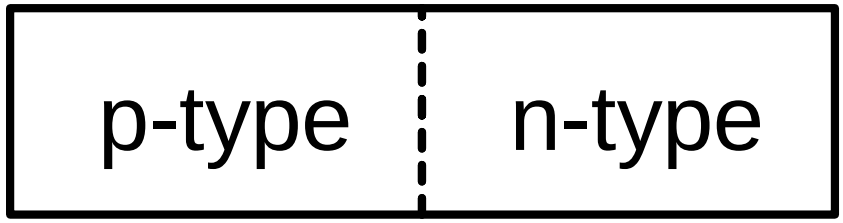
- Available abundantly in nature.
- Has excellent physical and electrical properties.
- Matured chemistry for fabrication.



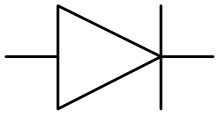
Devices

p-n Junctions

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



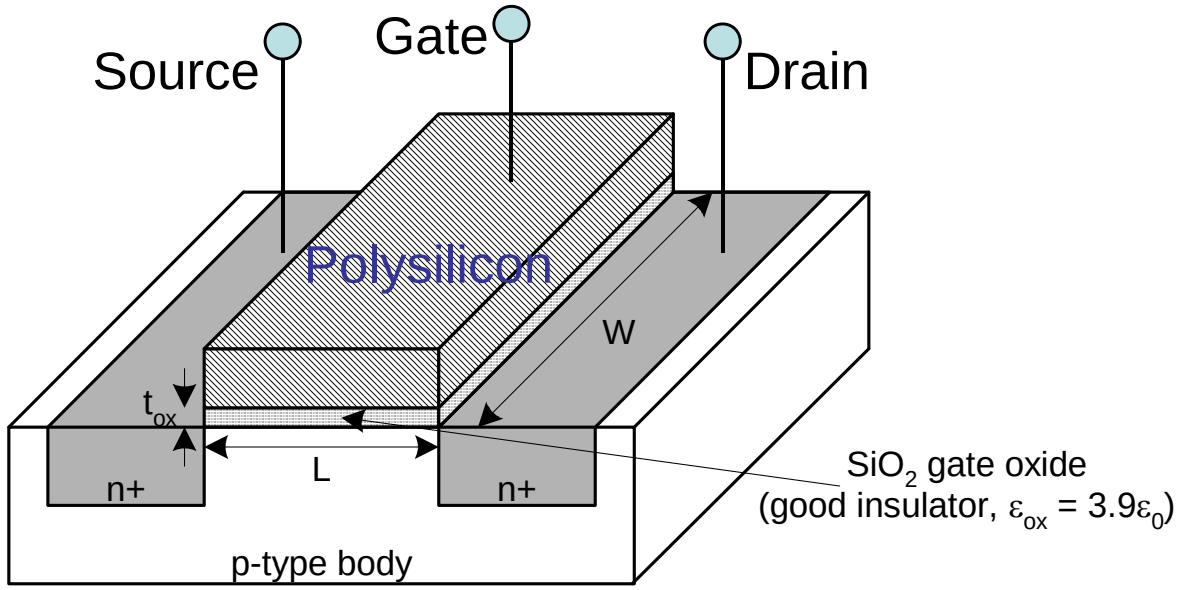
anode cathode

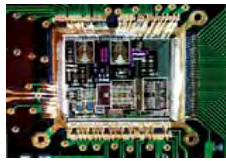


symbol

MOS Transistor

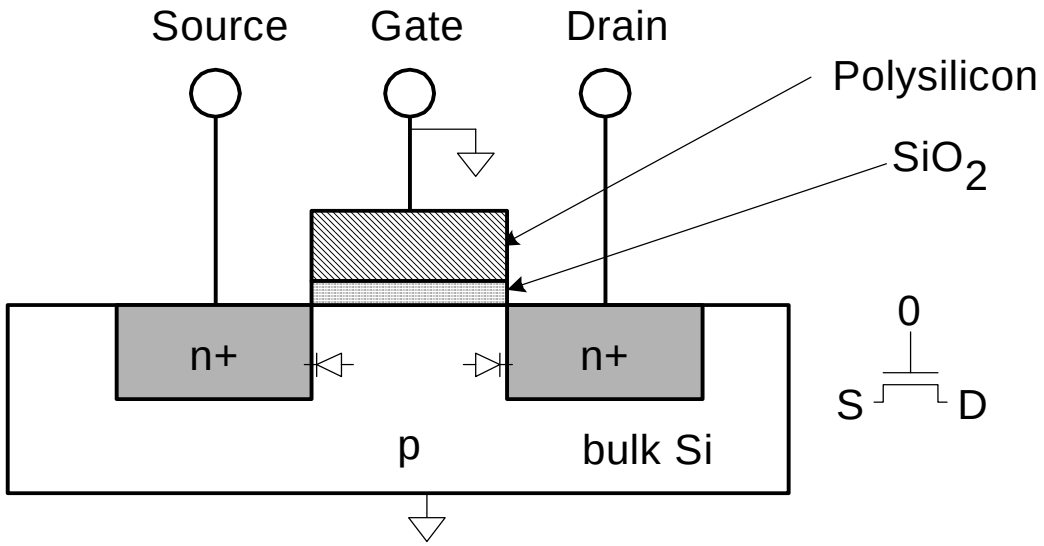
- Four terminals: gate, source, drain, body (bulk, or substrate)
- Gate – oxide – body stack looks like a capacitor
  - Gate and body are conductors
  - SiO_2 (oxide) is a very good insulator
  - Called metal – oxide – semiconductor (MOS) capacitor
  - Even though gate is no longer made of metal

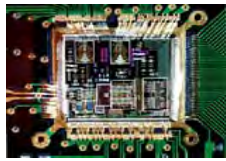




NMOS Operation

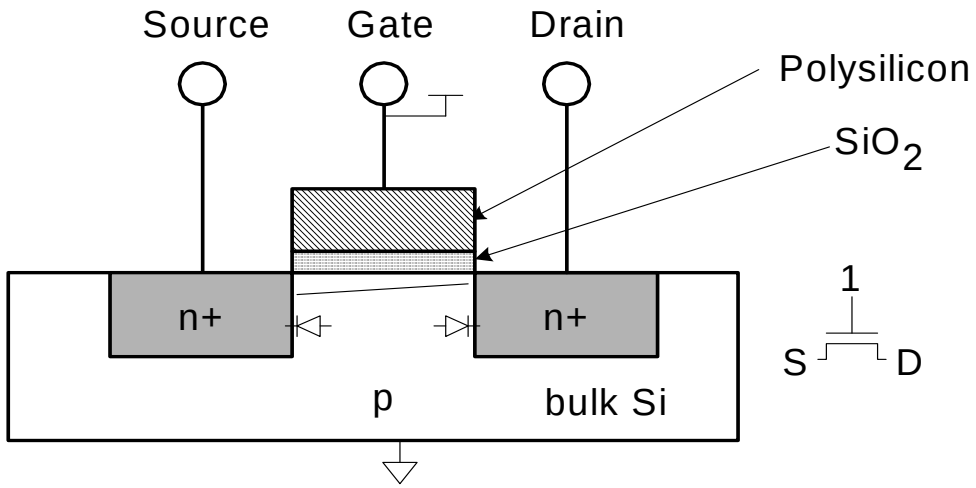
- Body is commonly tied to ground (0 V).
- When the gate is at a low voltage:
  - P-type body is at low voltage
  - Source-body and drain-body diodes are OFF
  - No current flows, transistor is OFF





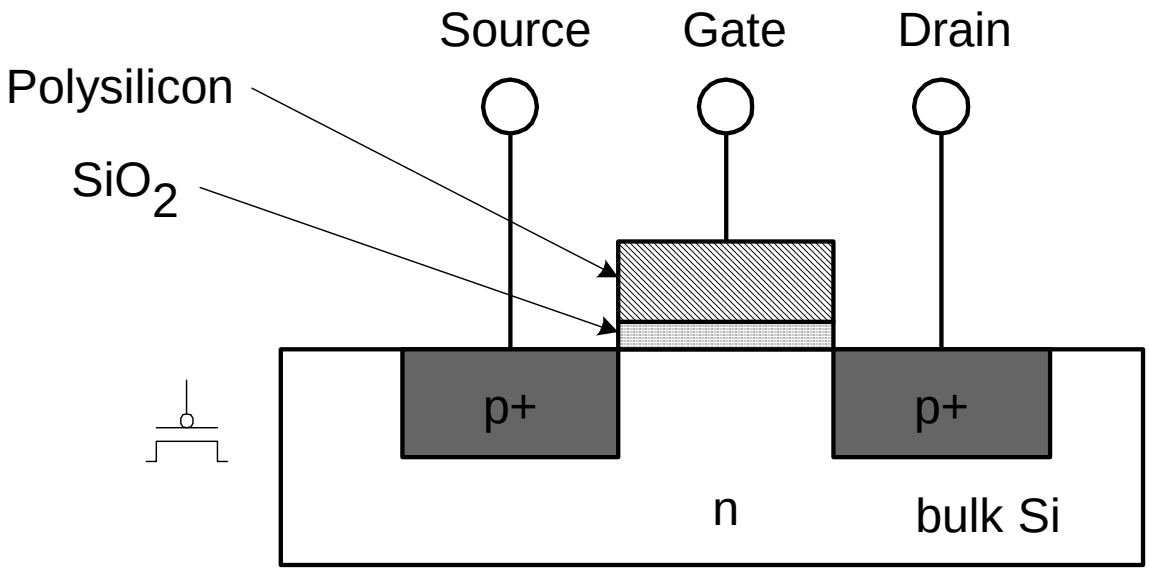
NMOS Operation …..

- When the gate is at a high voltage:
  - Positive charge on gate of MOS capacitor
  - Negative charge attracted towards gate
  - Inverts a channel under gate to n-type
  - Now current can flow through n-type silicon from source through channel to drain, transistor is ON



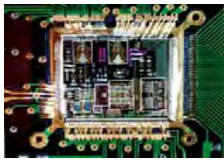
PMOS Transistor

- 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

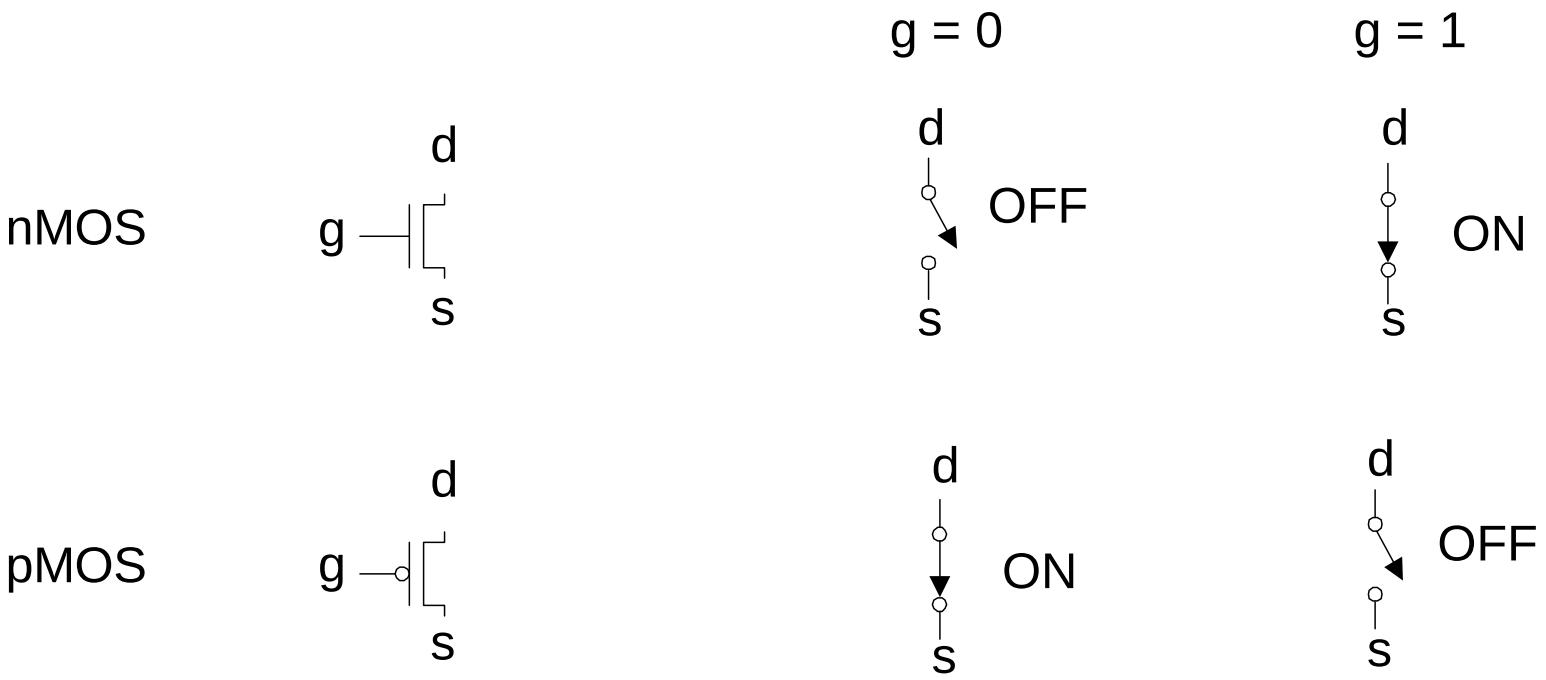
- GND = 0 V
- In 1980's, V_{DD} = 5V
- V_{DD} has decreased in modern processes
  - High V_{DD} would damage modern tiny transistors
  - Lower V_{DD} saves power
- V_{DD} = 3.3, 2.5, 1.8, 1.5, 1.2, 1.0, …
- For 65nm or 45nm it is approximately 0.7V.



CMOS Circuits with Transistor as Switch

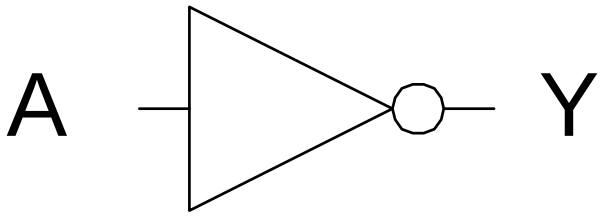
Transistors as Switches: Ideal

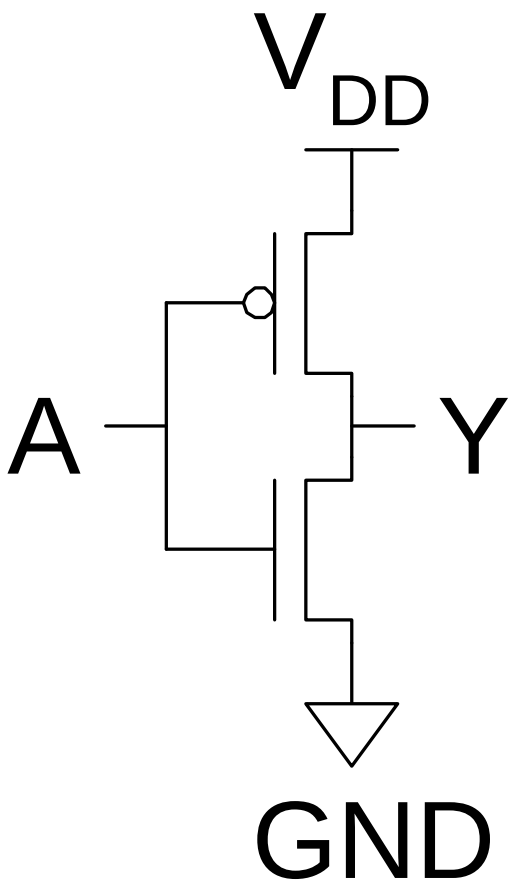
- We can view MOS transistors as electrically controlled switches.
- Voltage at gate controls path from source to drain.



CMOS Inverter

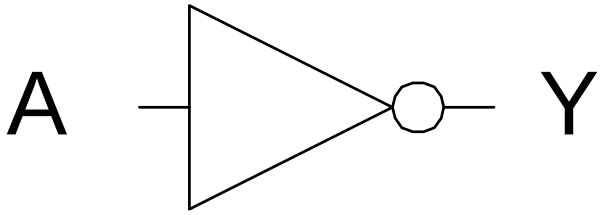
A	Y
0	
1	

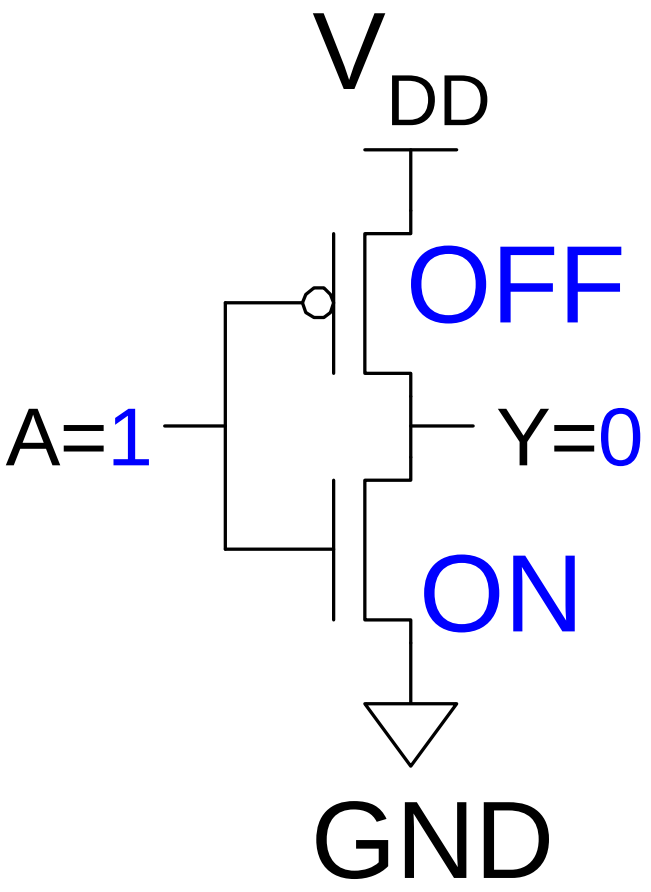




CMOS Inverter

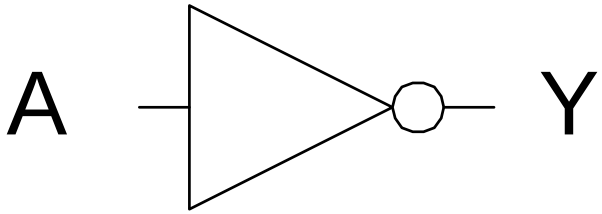
A	Y
0	
1	**0**

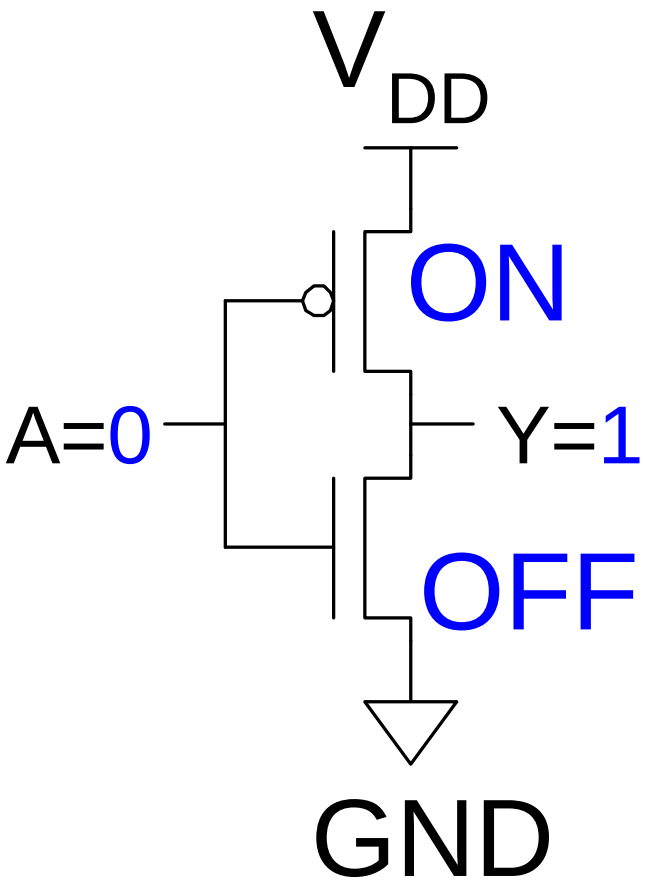




CMOS Inverter

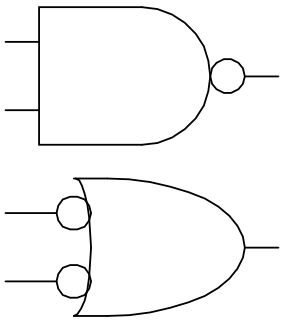
A	Y
0	**1**
1	0

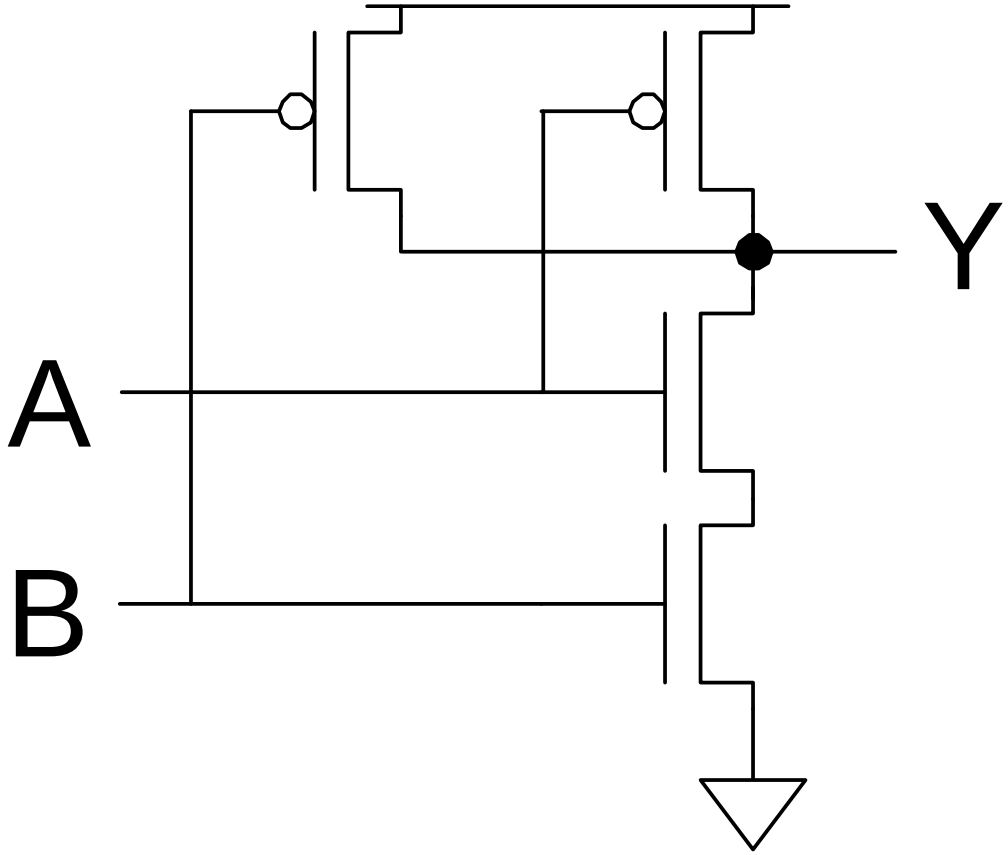




CMOS NAND Gate

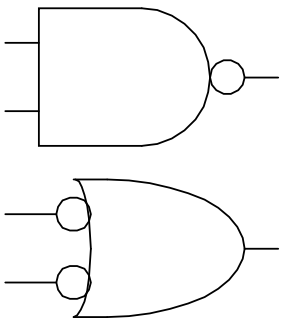
A	B	Y
0	0	
0	1	
1	0	
1	1	

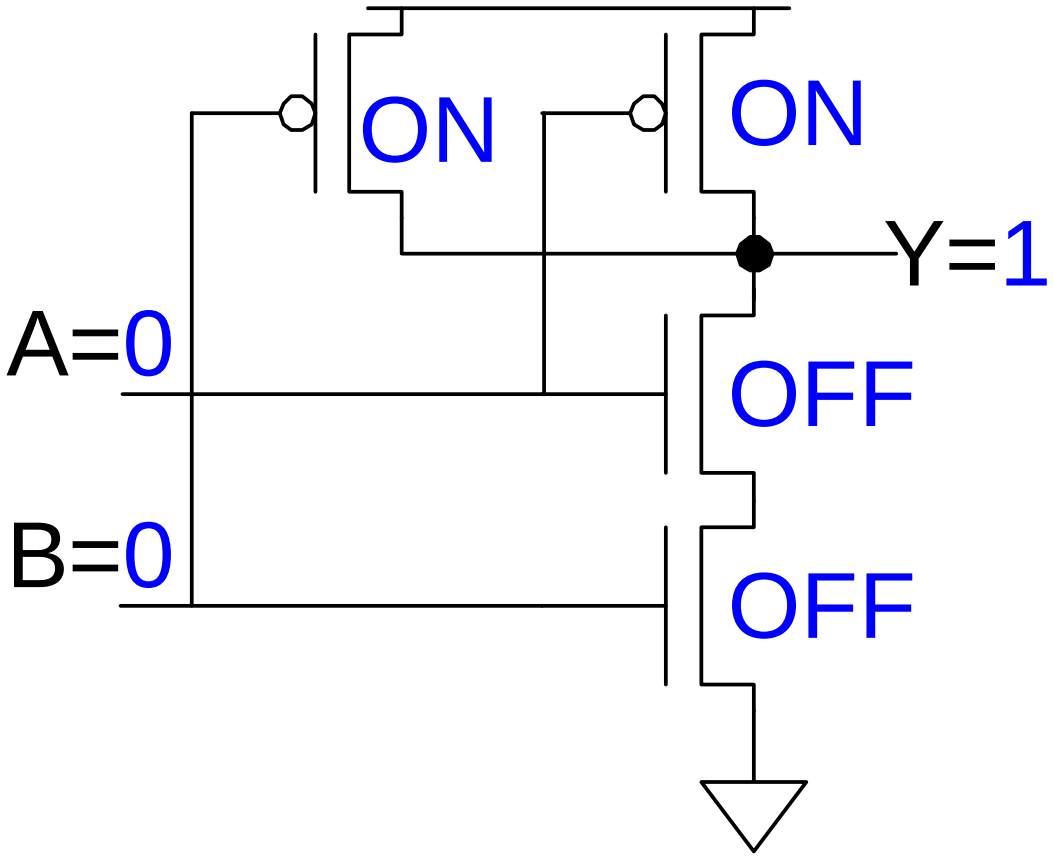




CMOS NAND Gate

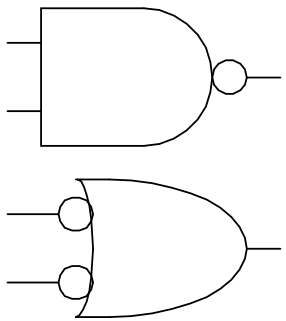
A	B	Y
0	**0**	**1**
0	1	
1	0	
1	1	

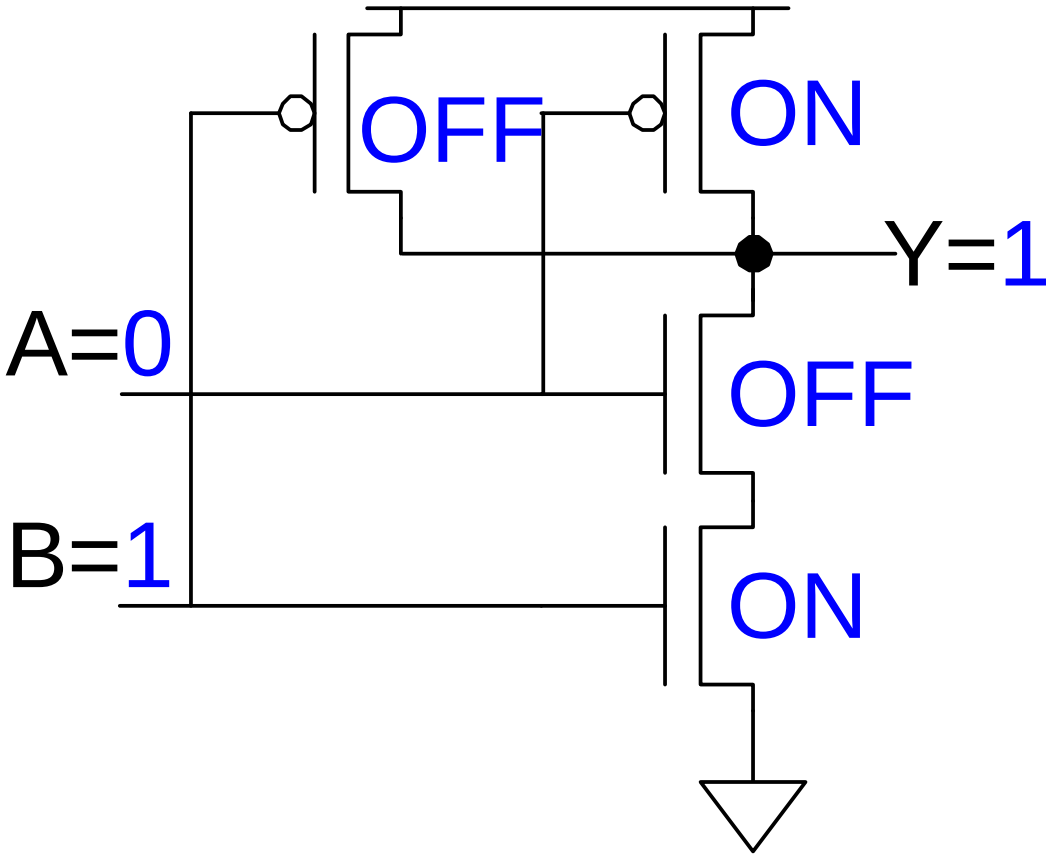




CMOS NAND Gate

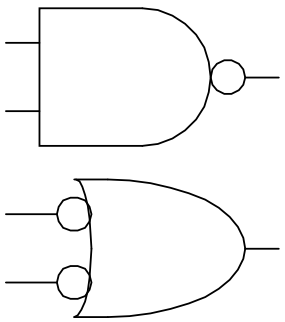
A	B	Y
0	0	1
0	**1**	**1**
1	0	
1	1	

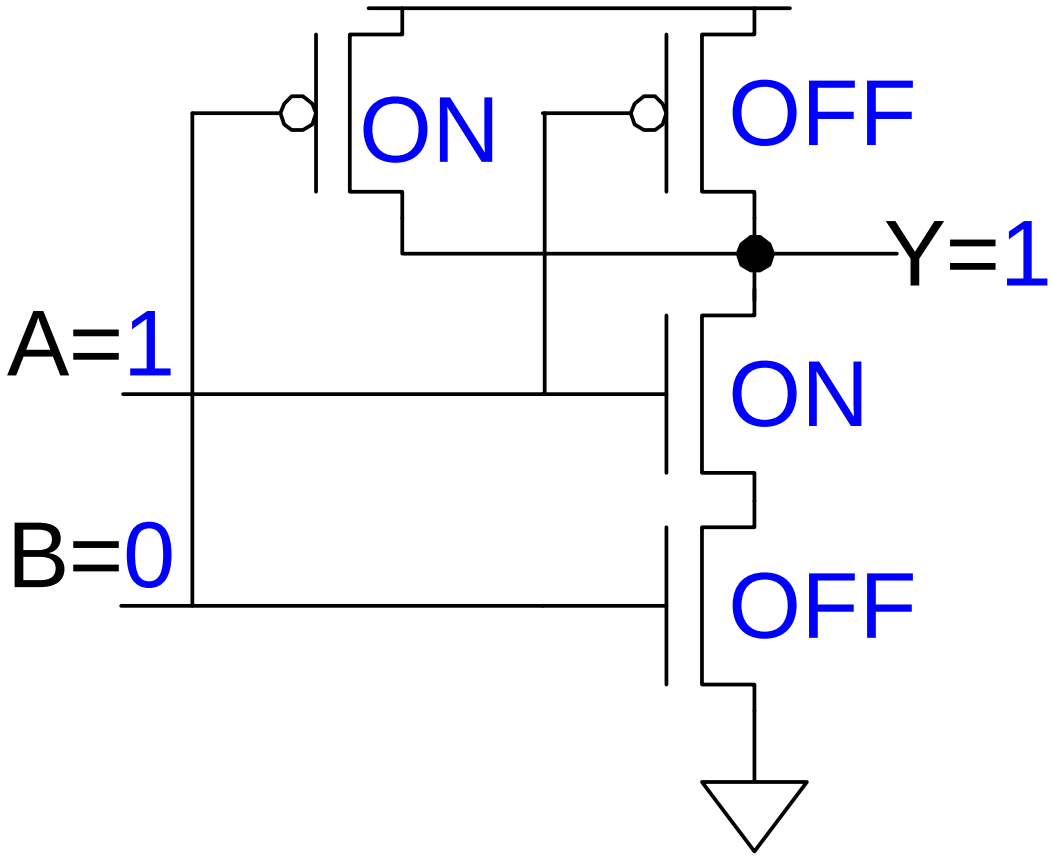




CMOS NAND Gate

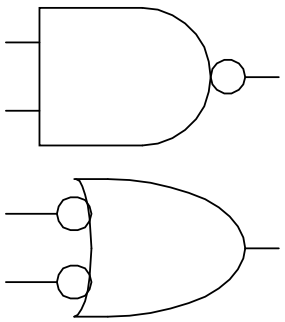
A	B	Y
0	0	1
0	1	1
1	**0**	**1**
1	1	

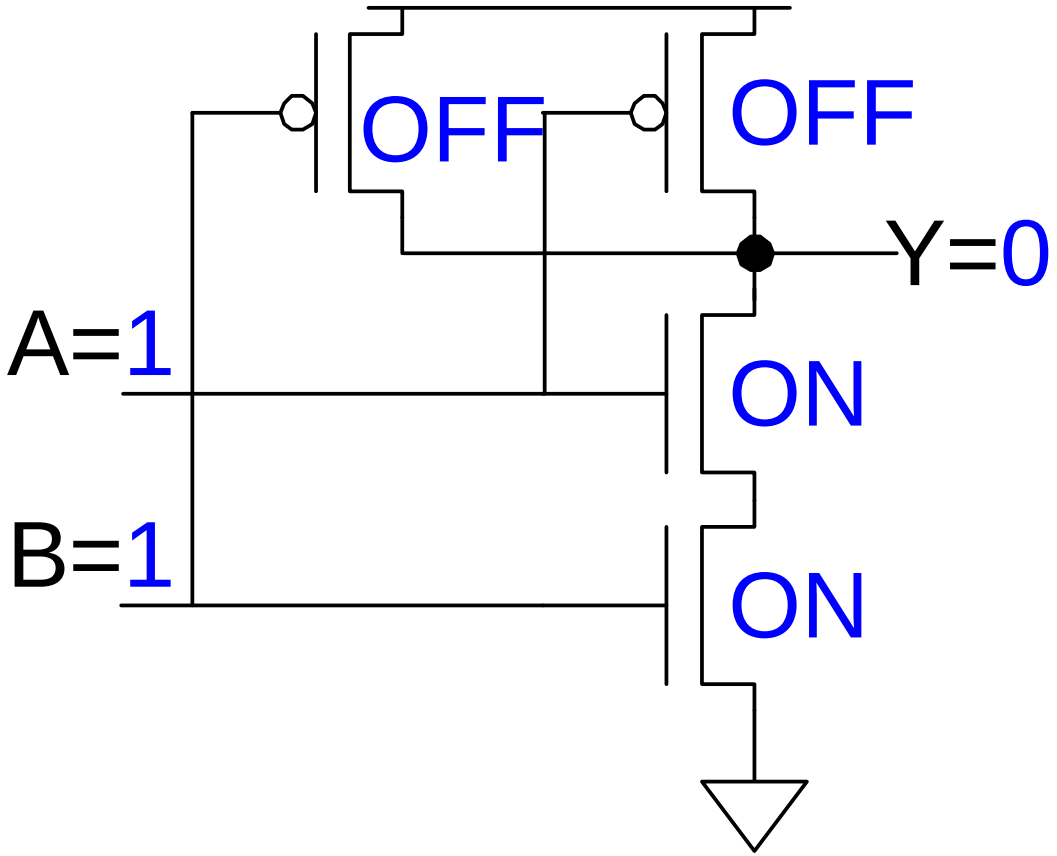




CMOS NAND Gate

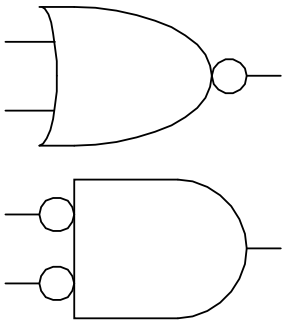
A	B	Y
0	0	1
0	1	1
1	0	1
1	**1**	**0**

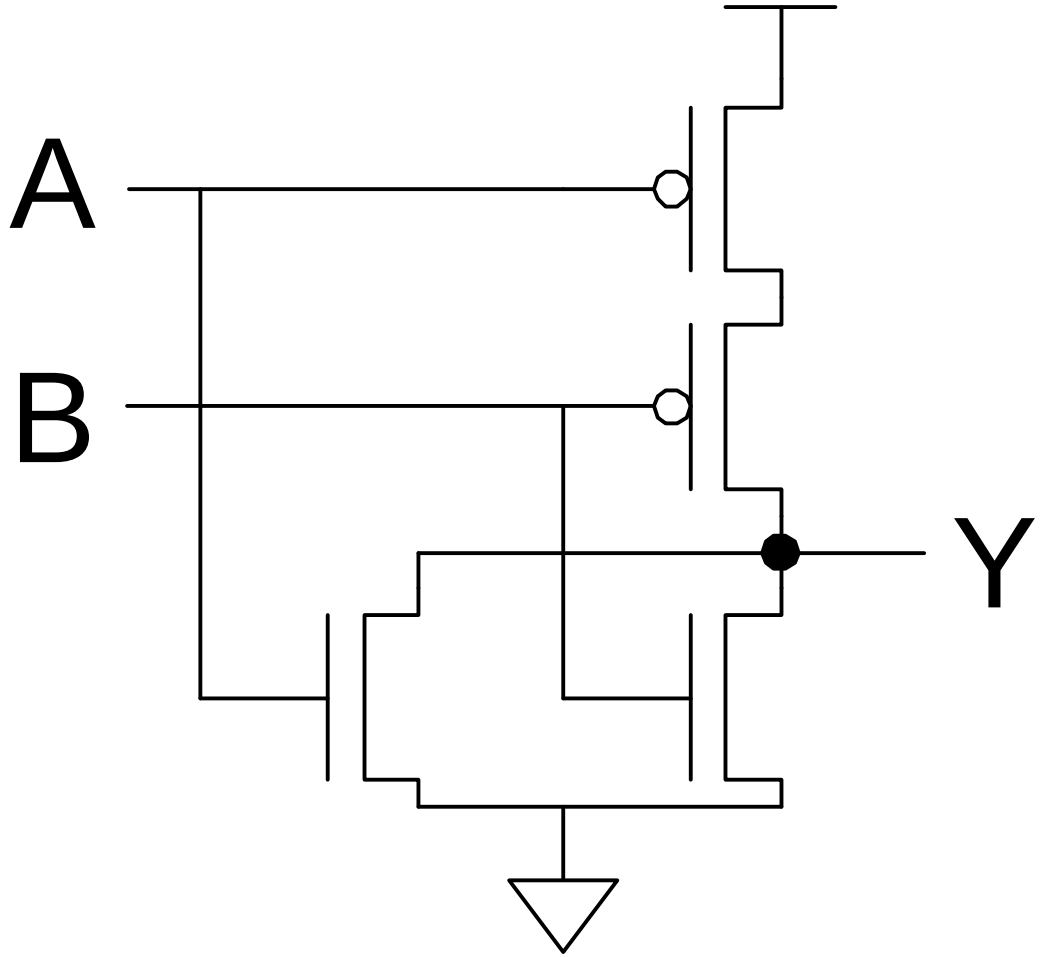


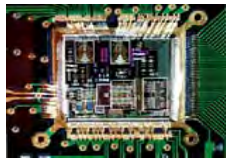


CMOS NOR Gate (Dual of NAND)

A	B	Y
0	0	1
0	1	0
1	0	0
1	1	0

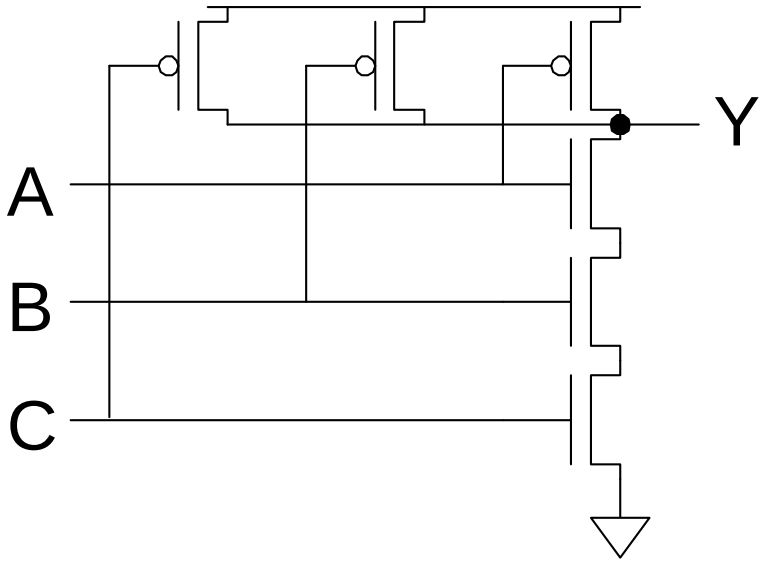




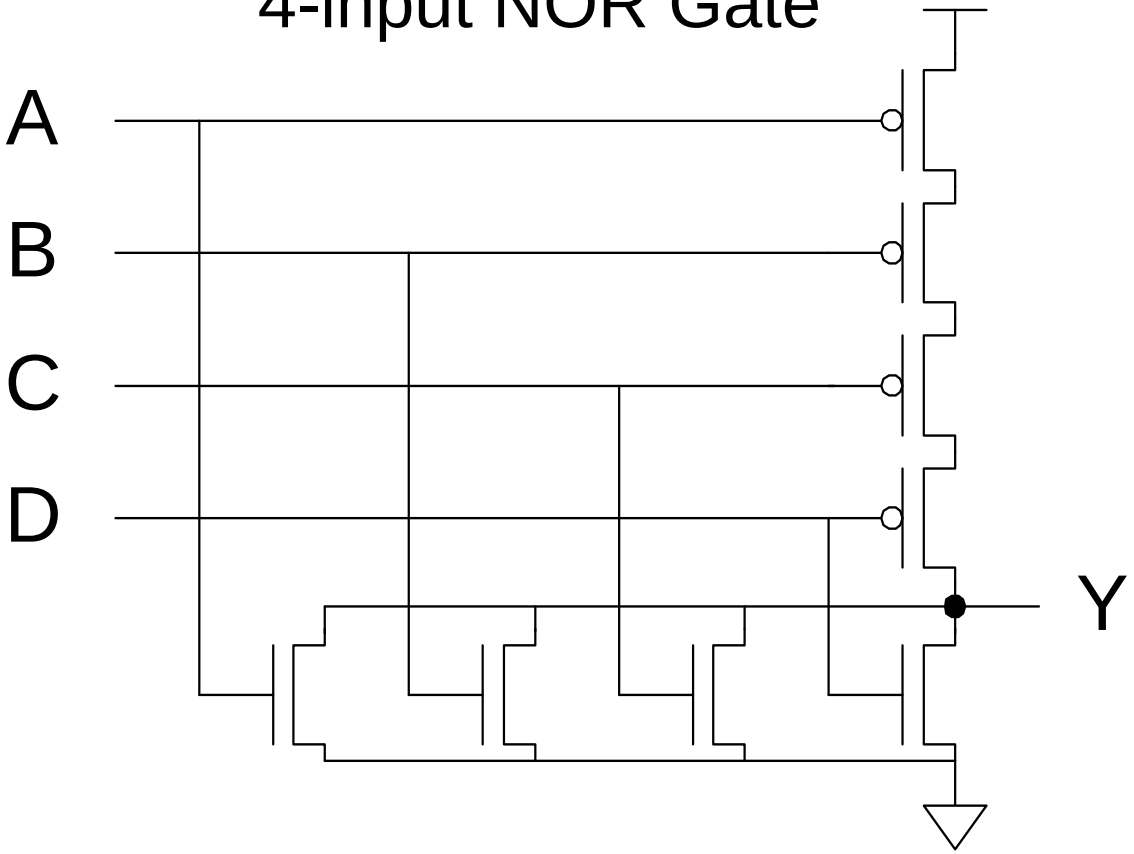


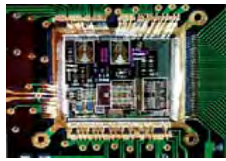
3-input NAND / 4-input NOR Gate

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



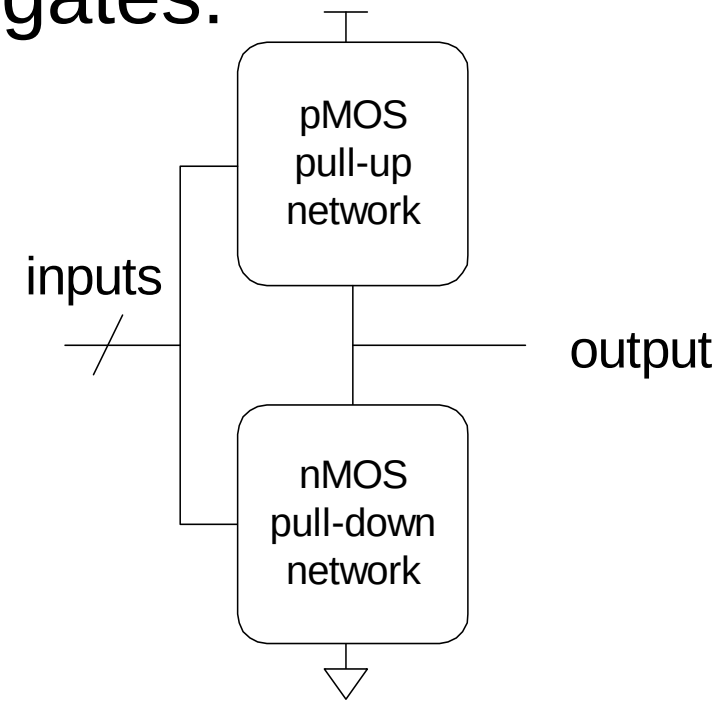
4-input NOR Gate





Complementary CMOS : General

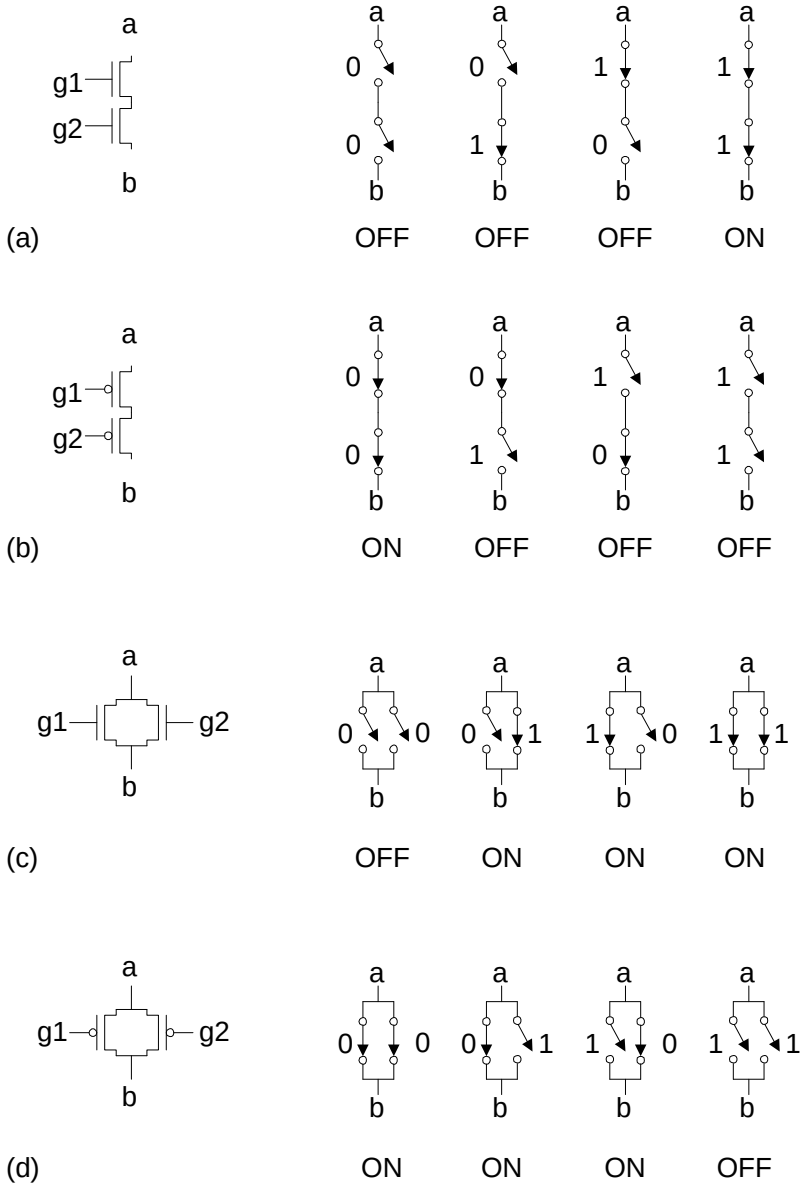
- Complementary CMOS logic gates:
  - NMOS *pull-down network*
  - PMOS *pull-up network*
  - *a.k.a.* static CMOS



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

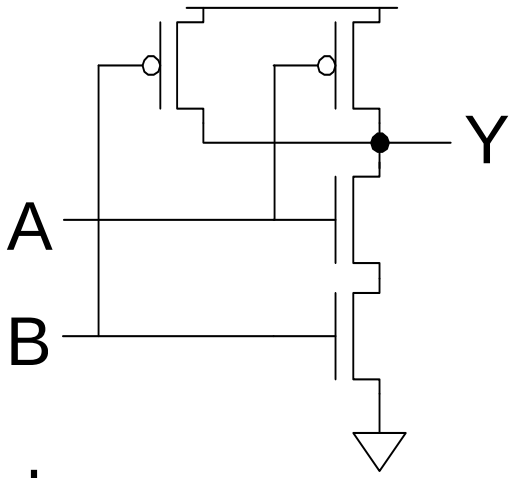
Connection and Behavior of Transistors

- NMOS: 1 = ON
- PMOS: 0 = ON
- *Series*: both must be ON
- *Parallel*: either can be ON



Conduction Complement

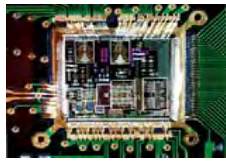
- Complementary CMOS gates always produce 0 or 1.
- Example: NAND gate
  - Series NMOS: Y=0 when both inputs are 1
  - Thus Y=1 when either input is 0
  - Requires parallel PMOS



- Rule of *Conduction Complements*
  - Pull-up network is complement of pull-down
  - Parallel -> series, series -> parallel

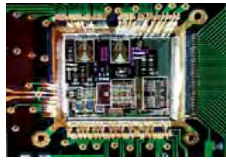
Signal Strength

- *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 degraded or weak 1
- PMOS pass strong 1
  - But degraded or weak 0
- Thus, NMOS are best for pull-down network.
- And, PMOS are best for pull-up network.



CMOS Transistor Synthesis of Boolean

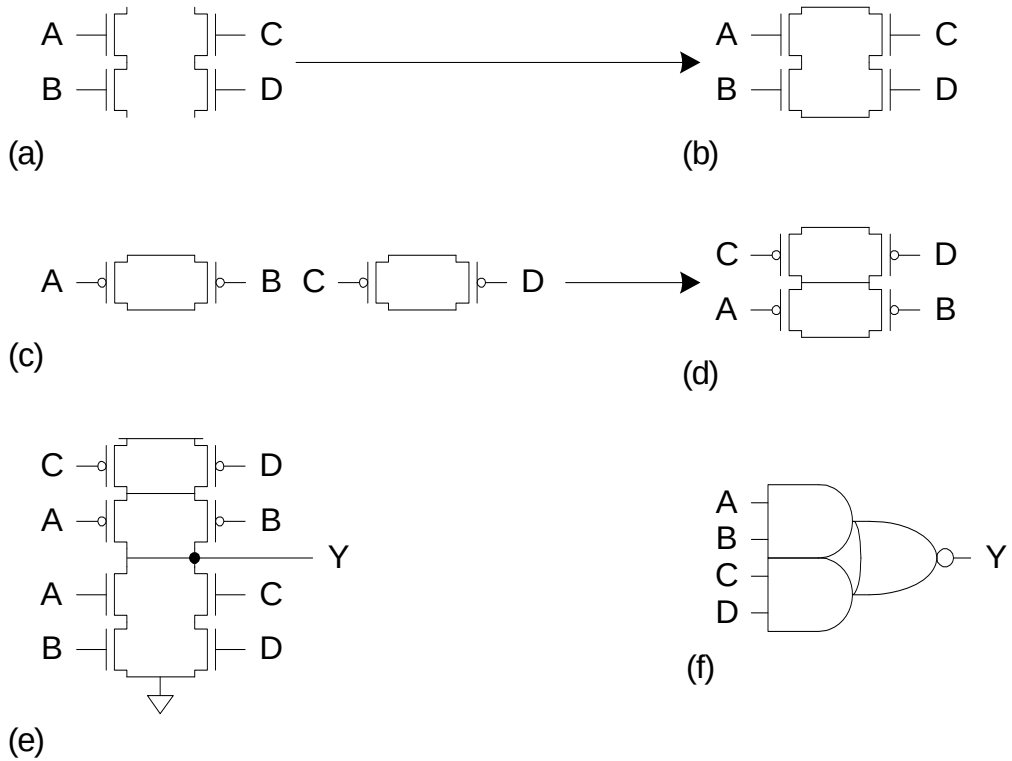
- Formed using combination of series and parallel switch structures.
- *Compound gates* can do any inverting function.
- Synthesis Steps:
  - Express the function in inverting form.
  - Do NMOS realization of the new function without inverting. Series is AND and parallel is OR.
  - Do PMOS realization which is dual of NMOS. Dual means NMOS becomes PMOS, series becomes parallel and parallel becomes series.
  - Connect the NMOS and PMOS realizations. Connecting point is the output point.

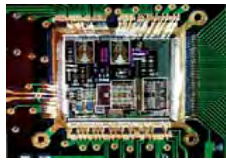


Compound Gates

- Example:

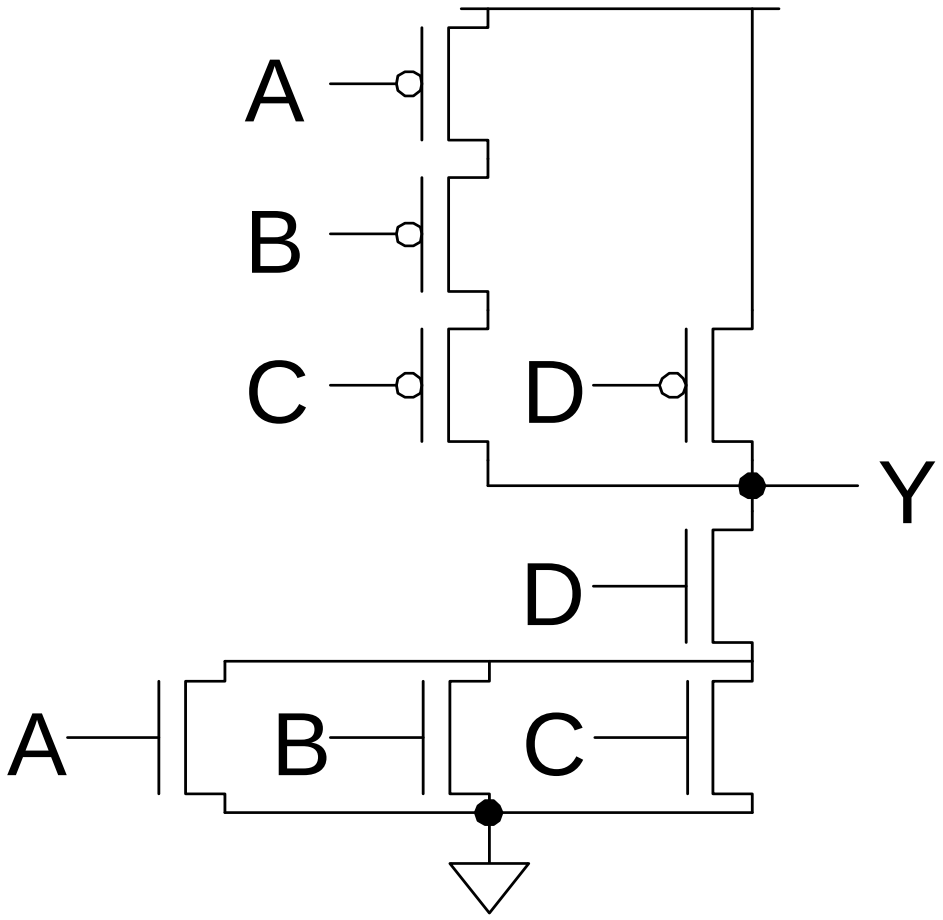
$$Y = \overline{A \cdot B + C \cdot D} \text{ (AND-AND-OR-INVERT)}$$





Compound Gates …

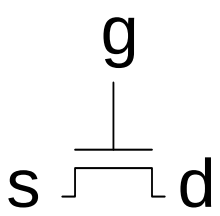
Example: $Y = \overline{(A + B + C) \cdot D}$

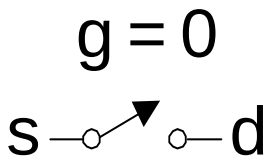


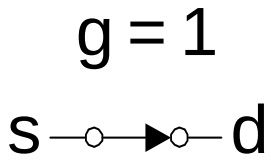
Solve Example 6.2, page-240, Rabaey book.

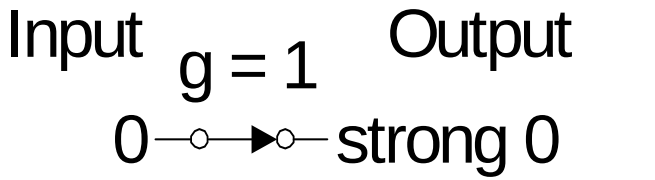
Pass Transistors

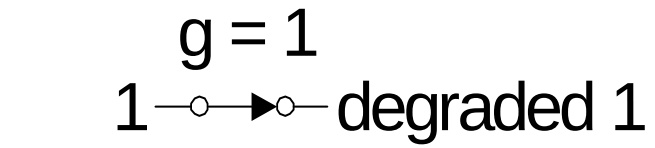
- Transistors can be used as switches.

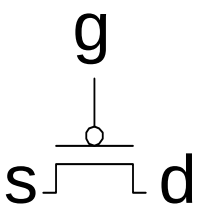


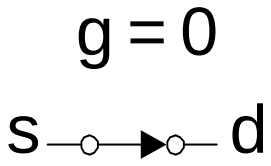


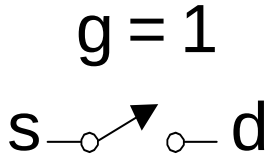


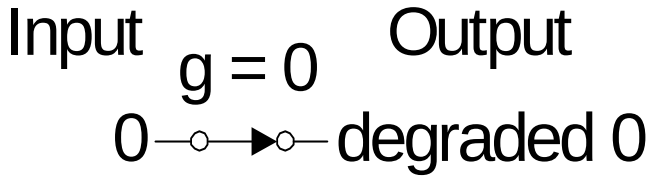






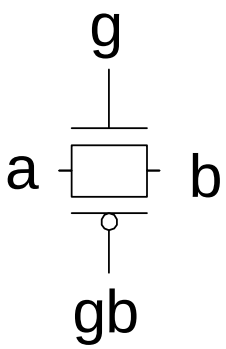




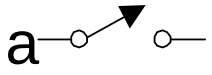


Transmission Gates

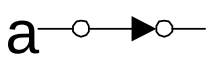
- Pass transistors produce degraded outputs.
- *Transmission gates* pass both 0 and 1 well.



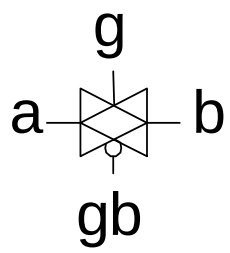
g = 0, gb = 1

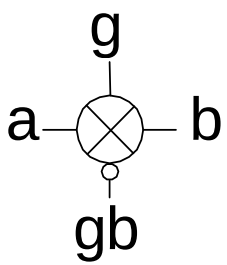


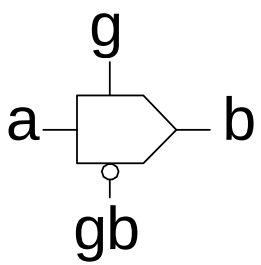
g = 1, gb = 0



Input	Output
g = 1, gb = 0 0	strong 0
g = 1, gb = 0 1	strong 1



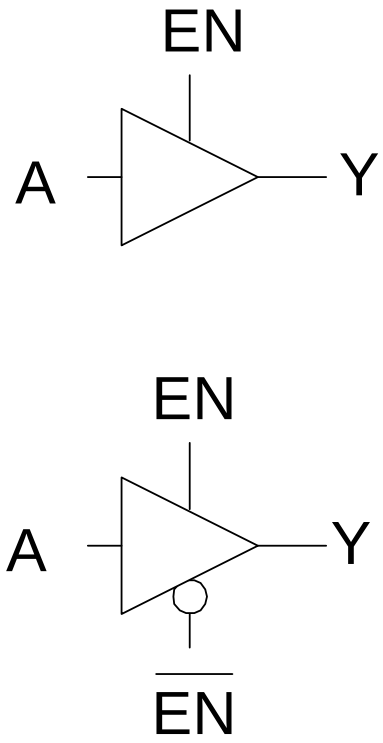




Tristate Buffer

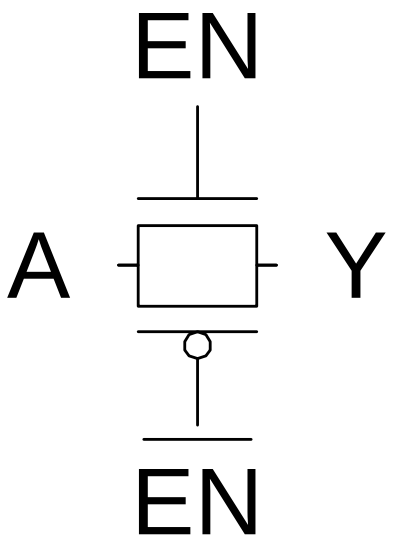
- *Tristate buffer* produces Z when not enabled.

EN	A	Y
0	0	Z
0	1	Z
1	0	0
1	1	1



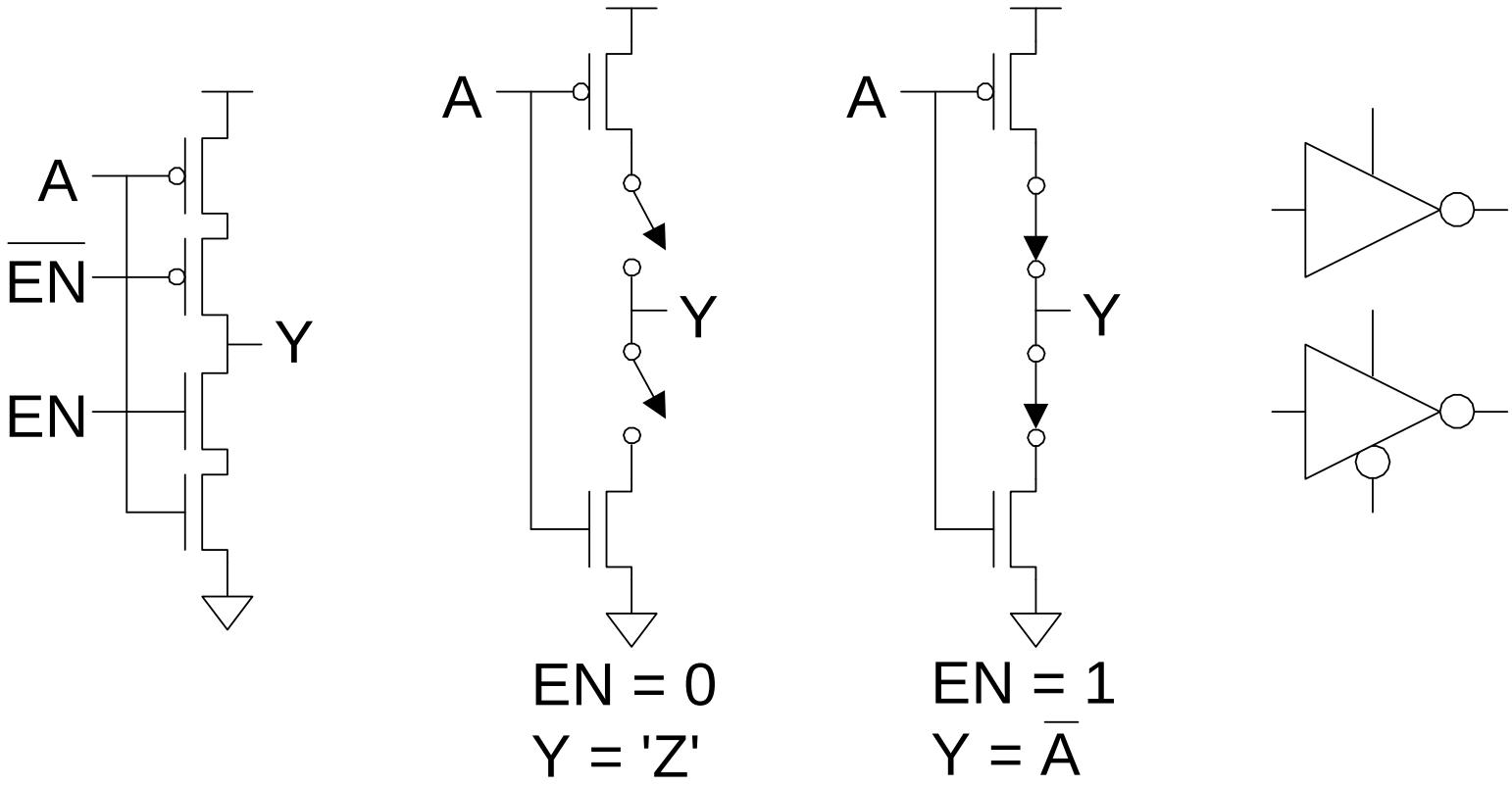
Nonrestoring Tristate Buffer

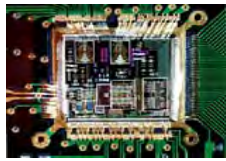
- Transmission gate acts as tristate buffer.
  - Only two transistors
  - But *nonrestoring*
    - Noise on A is passed on to Y



Tristate Inverter

- Tristate inverter produces restored output.
  - Violates conduction complement rule
  - Because we want a Z output

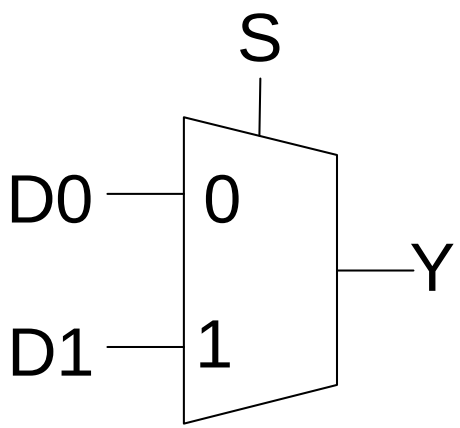




Multiplexers

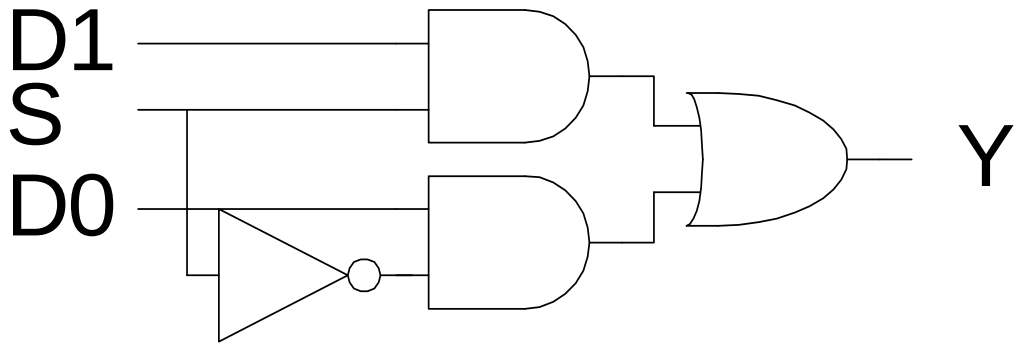
- 2:1 multiplexer chooses between two inputs.

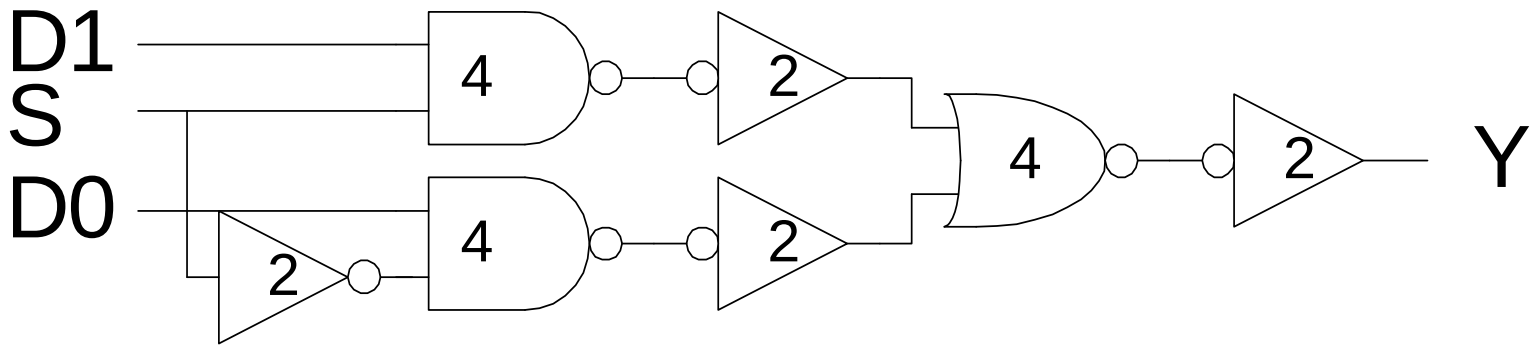
S	D1	D0	Y
0	X	0	0
0	X	1	1
1	0	X	0
1	1	X	1

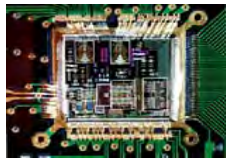


Multiplexers Design : One Approach

- $Y = SD_1 + \overline{S}D_0$ (too many transistors)
- How many transistors are needed? 20

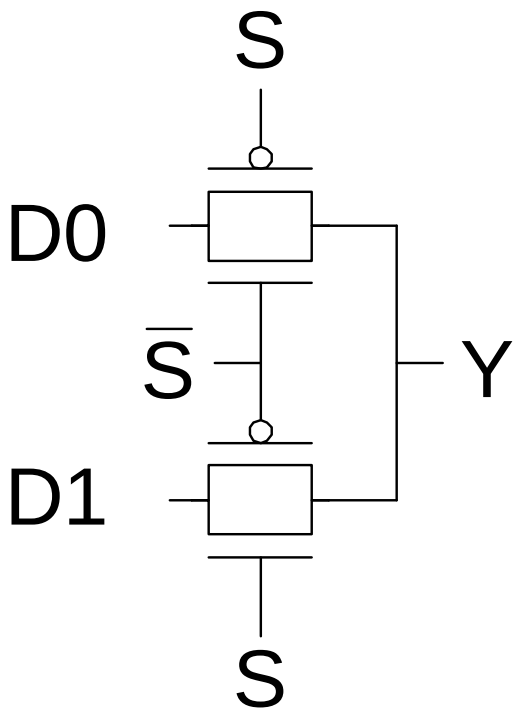


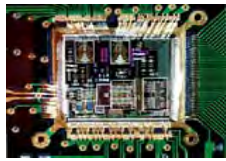




Multiplexers Design : 2nd Approach

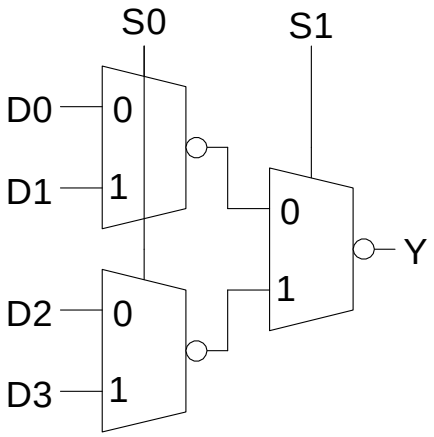
- Nonrestoring mux uses two transmission gates.
  - Only 4 transistors

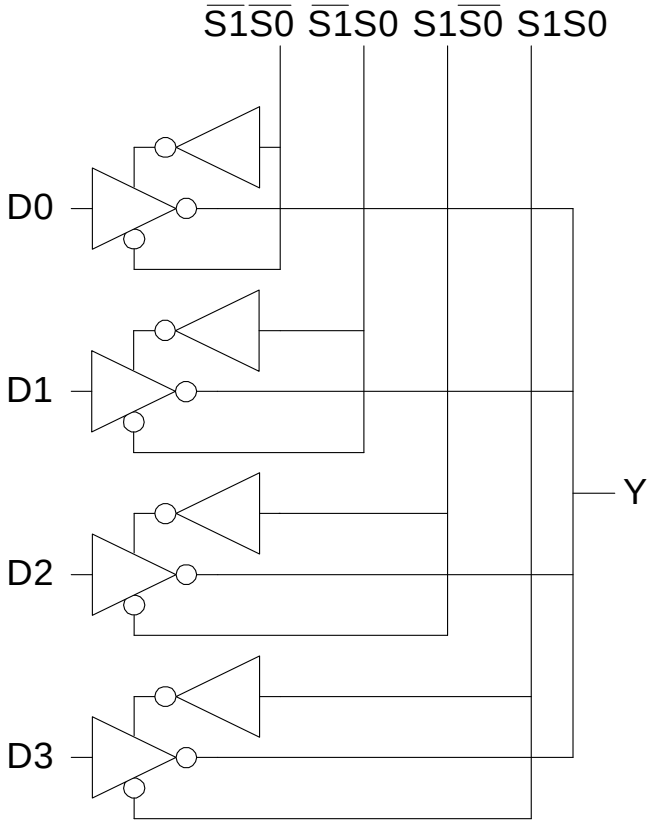


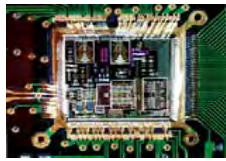


4:1 Multiplexer

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

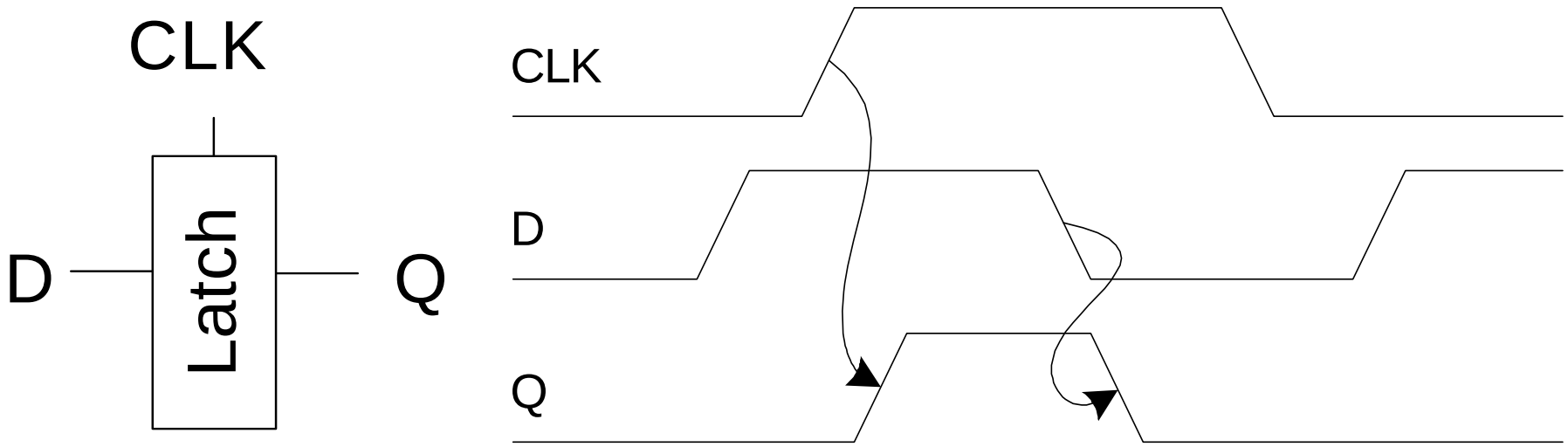


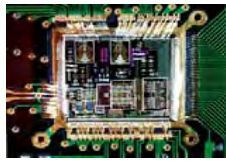




D Latch

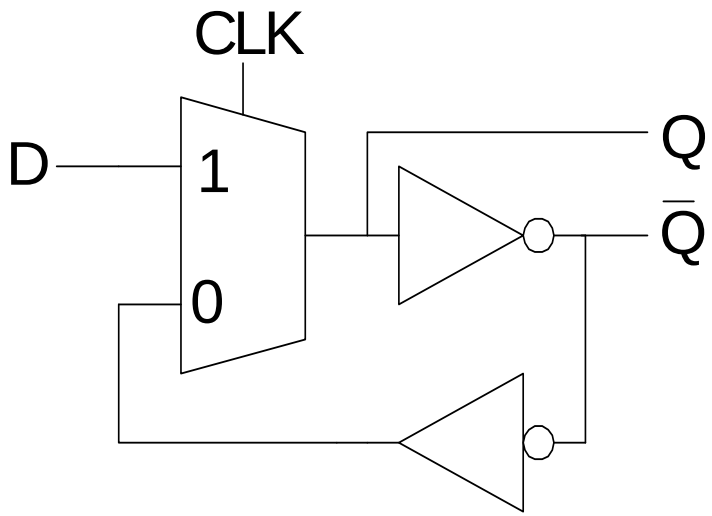
- When CLK = 1, latch is *transparent*
  - D flows through to Q like a buffer
- When CLK = 0, the latch is *opaque*
  - Q holds its old value independent of D
- *a.k.a. transparent latch* or *level-sensitive latch.*

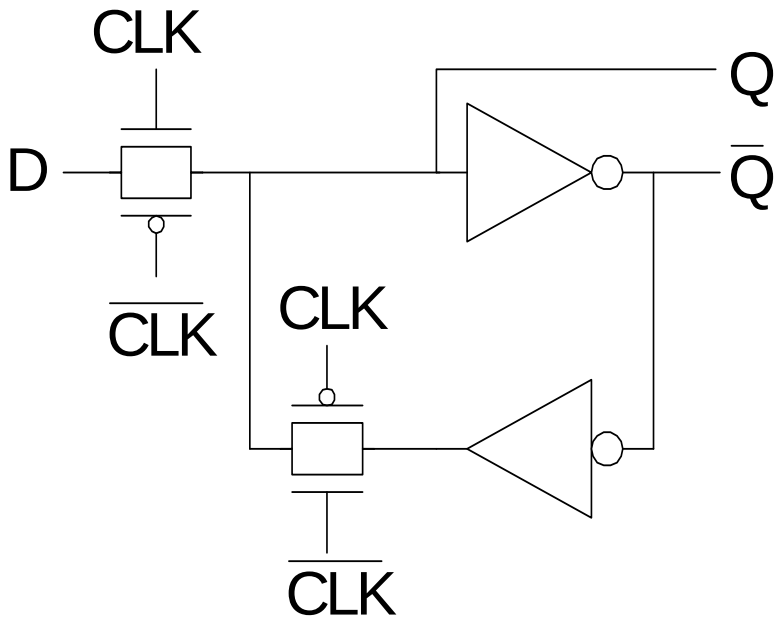


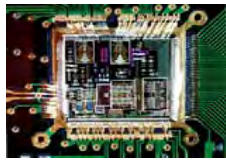


D Latch : Design

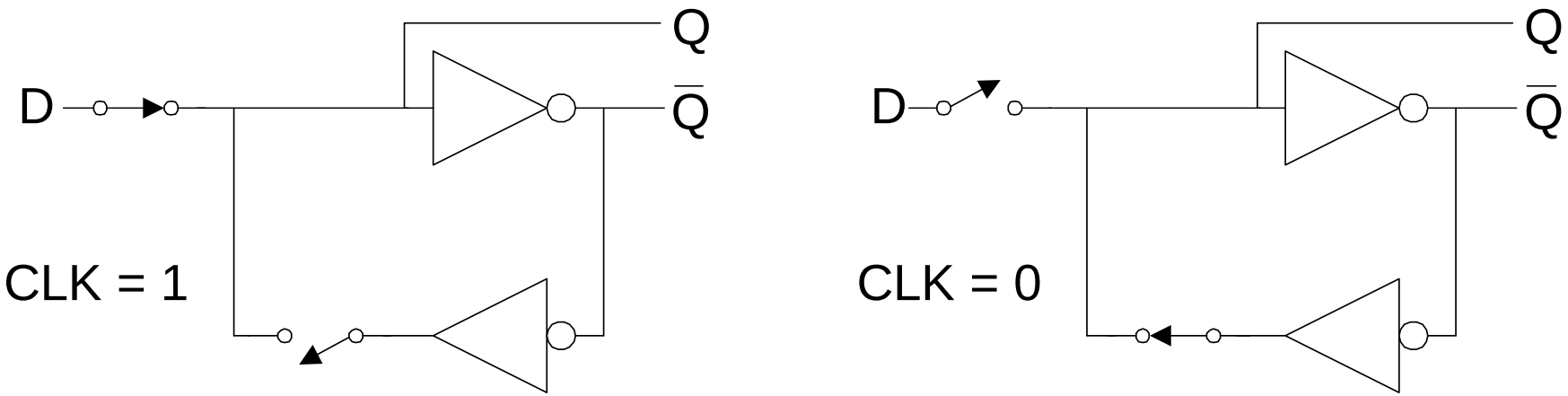
- Multiplexer chooses D or old Q.

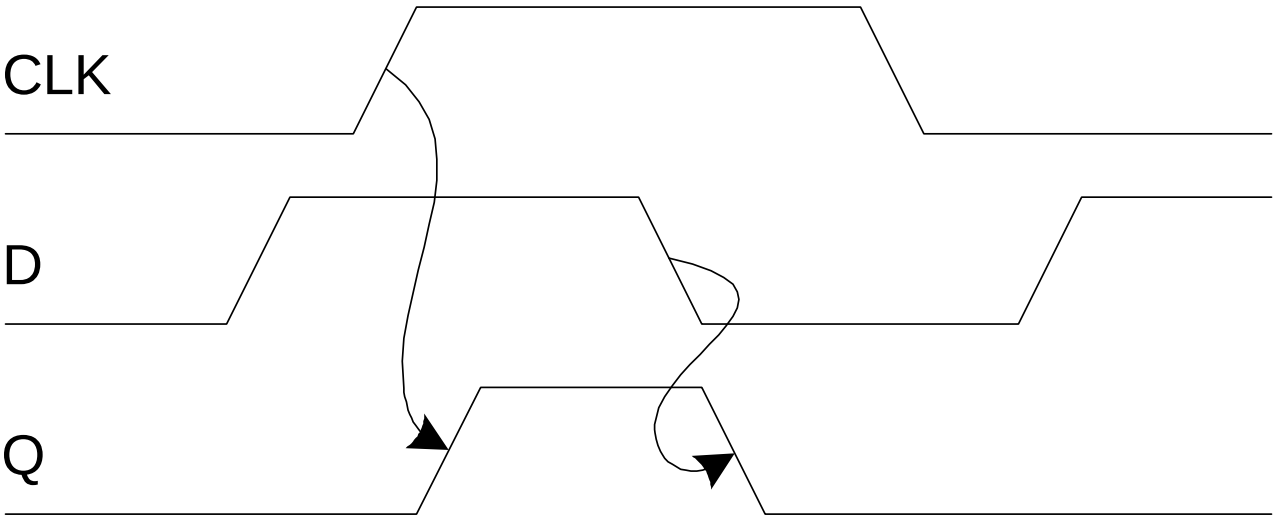






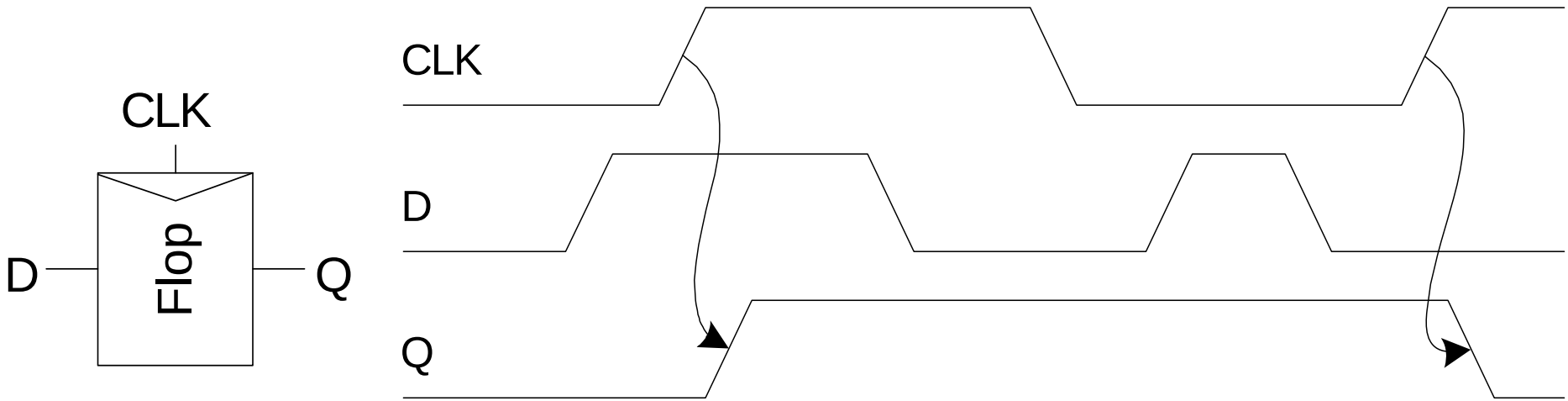
D Latch : Operation

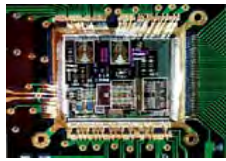




D Flip-flop

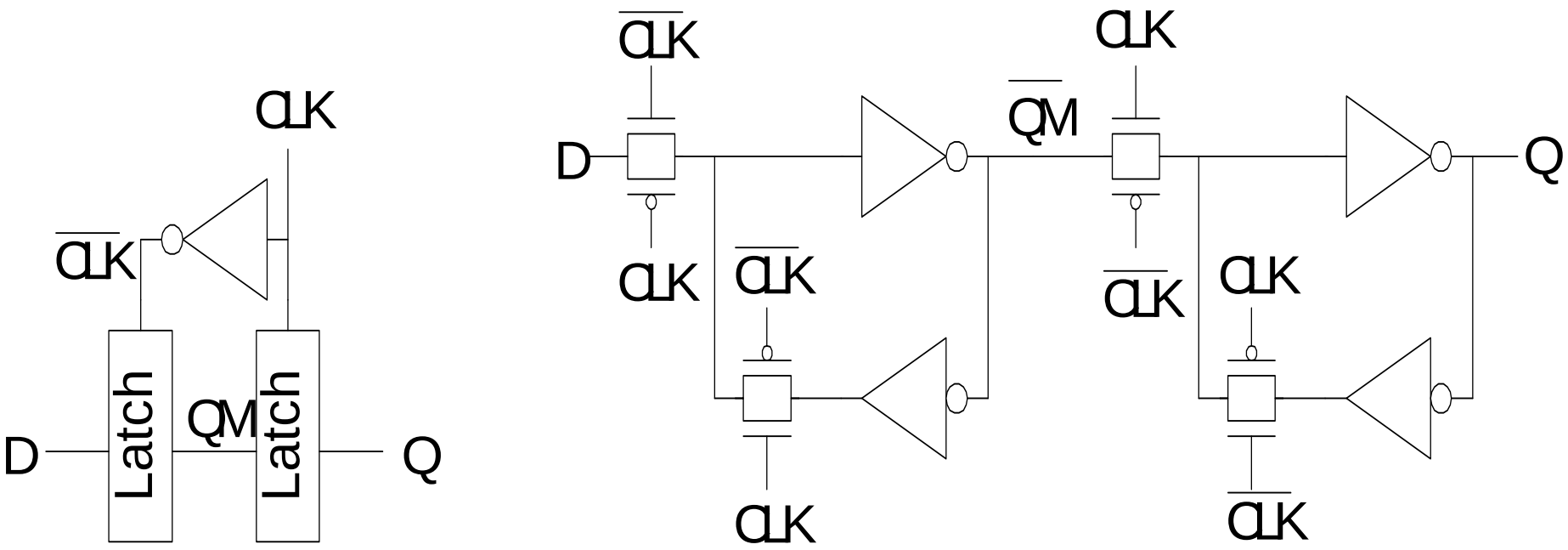
- When CLK rises, D is copied to Q.
- At all other times, Q holds its value.
- a.k.a. *positive edge-triggered flip-flop*, *master-slave flip-flop*.



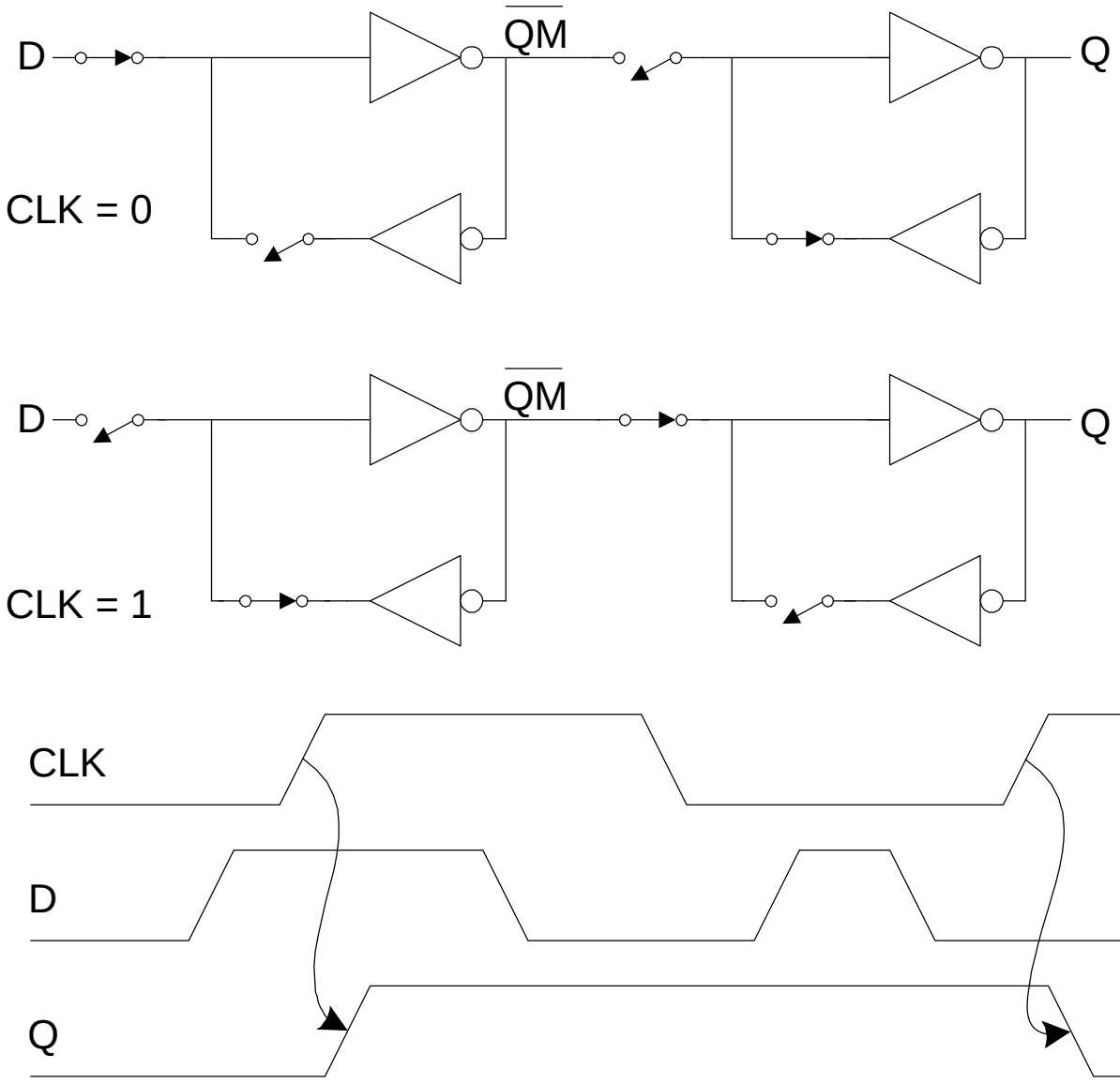


D Flip-flop : Design

- Built from master and slave D latches.

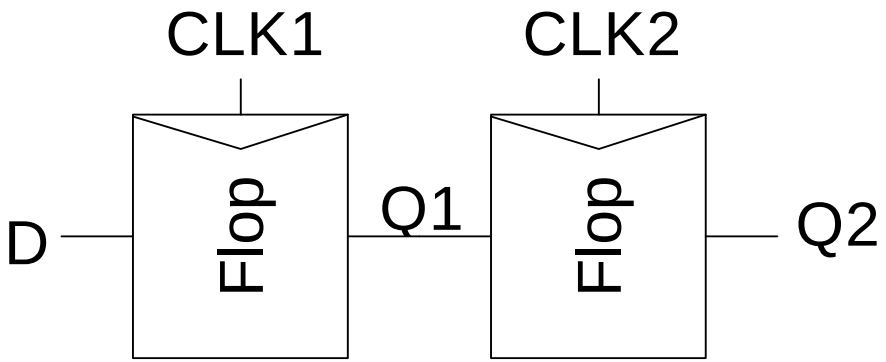


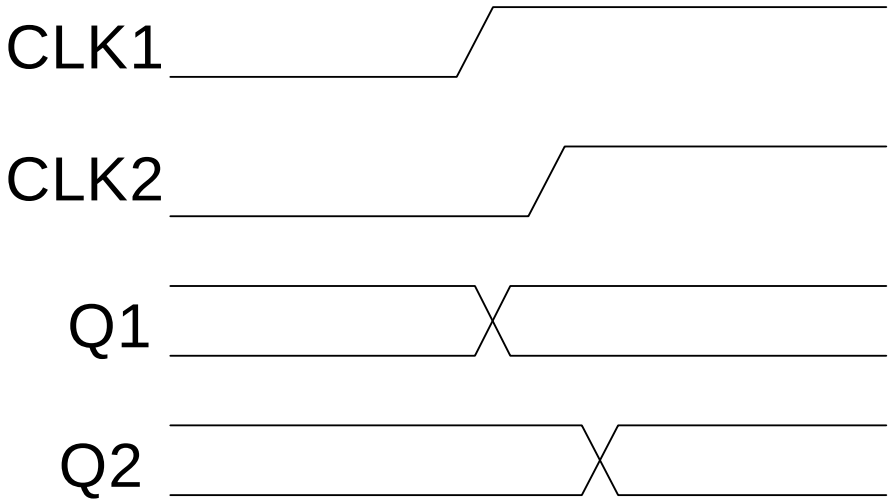
D Flip-flop : Operation

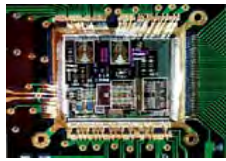


D-FF : Race Condition

- Back-to-back flops can malfunction from clock skew.
  - Second flip-flop fires late
  - Sees first flip-flop change and captures its result
  - Called *hold-time failure* or *race condition*







D-FF: Nonoverlapping Clocks

- Nonoverlapping clocks can prevent races.
  - As long as nonoverlap exceeds clock skew
- We will use them in this class for safe design.
  - Industry manages skew more carefully instead