

# EE456: Digital Integrated Circuit Design and Analysis

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or by appointments

## Grading Policy

- 2 Mid-terms + quizzes will account for 60% of the grade. Final will account for 40%. Exams are mandatory and have to be taken on the scheduled day of the exam.
- You are guaranteed an A if your weighted average score over exams, quizzes, is 90 or above.
- Any form of cheating will be heavily penalized and reported to the Dean of students and may result in a failing grade.

## Text and References

- Text:
  - *Digital Integrated Circuits: A Design Perspective*, J. Rabaey et. al., Prentice Hall, Second edition
- References:
  - *Principles of CMOS VLSI Design: A Systems Perspective*, 2nd Ed., N. H. E. Weste and K. Eshraghian, Addison Wesley
  - *Circuits, Interconnects, and Packaging for VLSI*, H. Bakoglu, Addison Wesley
- Class Notes:

## Conferences & Journals

- IEEE Transactions on VLSI Systems
- IEEE Transactions on CAD of IC's
- IEEE Journal of Solid State Circuits
- IEEE VLSI Circuits Symposium
- Journal of Electronic Testing
- ACM Design Automation Conference
- IEEE International Conference on CAD
- IEEE Solid State Circuits Conference
- International symposium on Low-Power Electronics & Design
- IEEE Conference on Computer Design
- IEEE International Test Conference

# Course Outline

- Introduction: Historical perspective and Future Trend
- CMOS Process
- CMOS Logic, Layout techniques
- MOS devices, SPICE models
- Inverters: transfer characteristics, static and dynamic behavior, power and energy consumption of static MOS inverters
- Designing combinational logic gates in CMOS
  - Static CMOS design: Complementary CMOS, ratioed logic, pass-transistor logic
  - Dynamic CMOS logic

## Course Outline (Cont'd)

- Designing combinational logic gates (Cont'd)
  - Power consumption in CMOS gates
  - Low-power design
- Designing sequential circuits
- Interconnect and timing issues
- Designing memory and array structures
- Designing arithmetic building blocks

# Introduction: A Historical Perspective and Future Trends

## References:

Adapted from: *Digital Integrated Circuits: A Design Perspective*,

J. Rabaey © UCB

*Principles of CMOS VLSI Design: A Systems Perspective*,  
2nd Ed., N. H. E. Weste and K. Eshraghian

# Electronics Market

## United States Sales (1987)

(Billions of Dollars)

Chemicals	215
Electronics	235
Automobiles	201
Machinery	156
Petroleum	130

## Worldwide Electronics Market

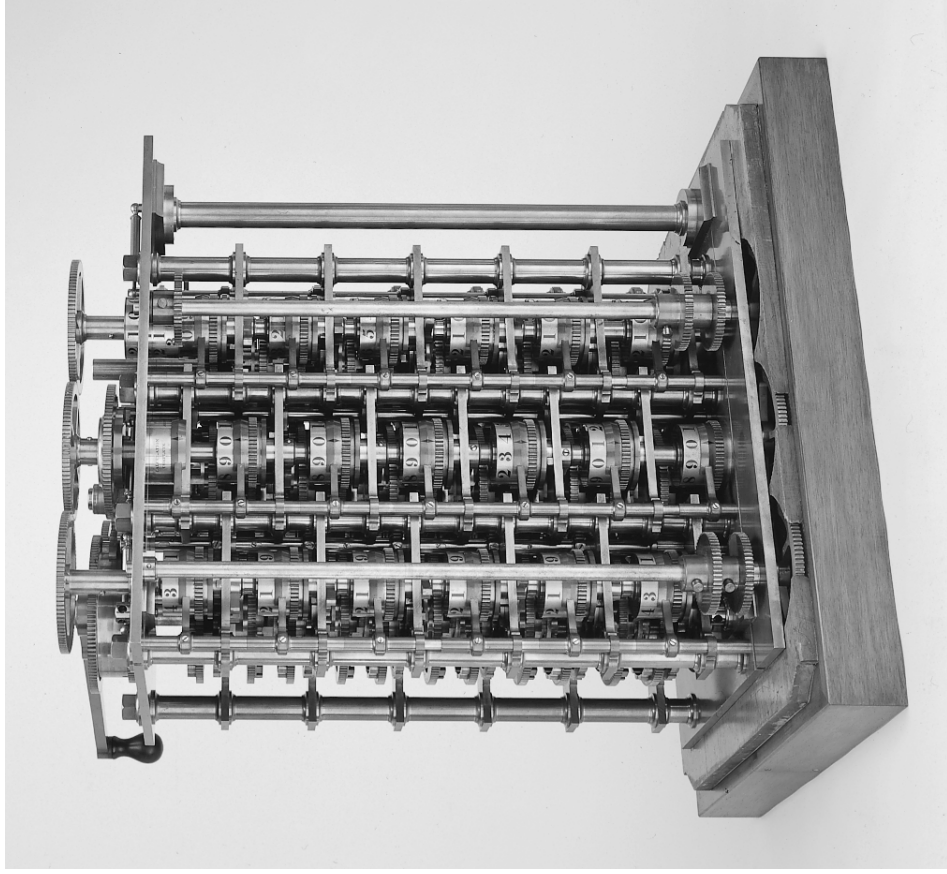
(Billions of Dollars)

	<u>1988</u>	<u>1992</u>
Europe	139	182
Japan	246	360
USA	246	332
Other	127	200
	<u>770</u>	<u>1074</u>



# The First Computer

- The Babbage Differential Engine (1834)
- 25,000 mechanical parts
- Cost £17,470



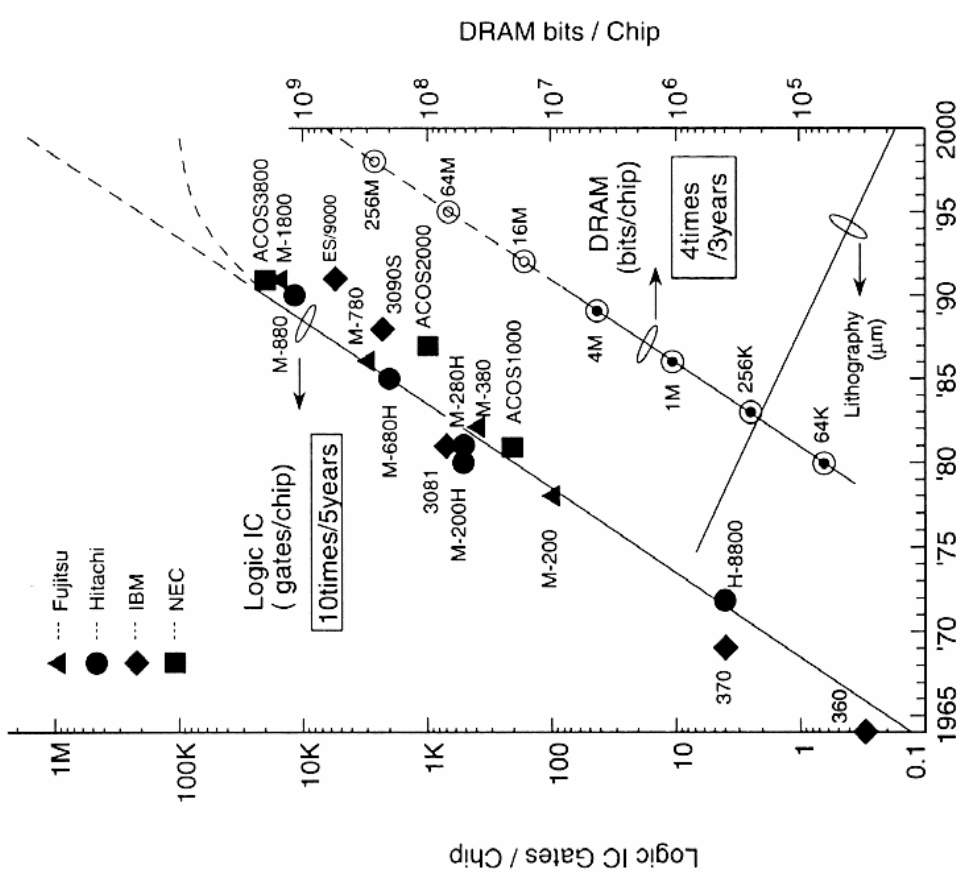
## Digital Electronic Computing

- Started with the introduction of vacuum tube
- ENIAC for computing artillery firing tables in 1946
- Integration density
  - 80 feet long, 8.5 feet high, and several feet wide
  - 18,000 vacuum tubes
- Reliability issues and excessive power consumption
- Did not go far until the invention of the transistor at Bell Lab in 1947

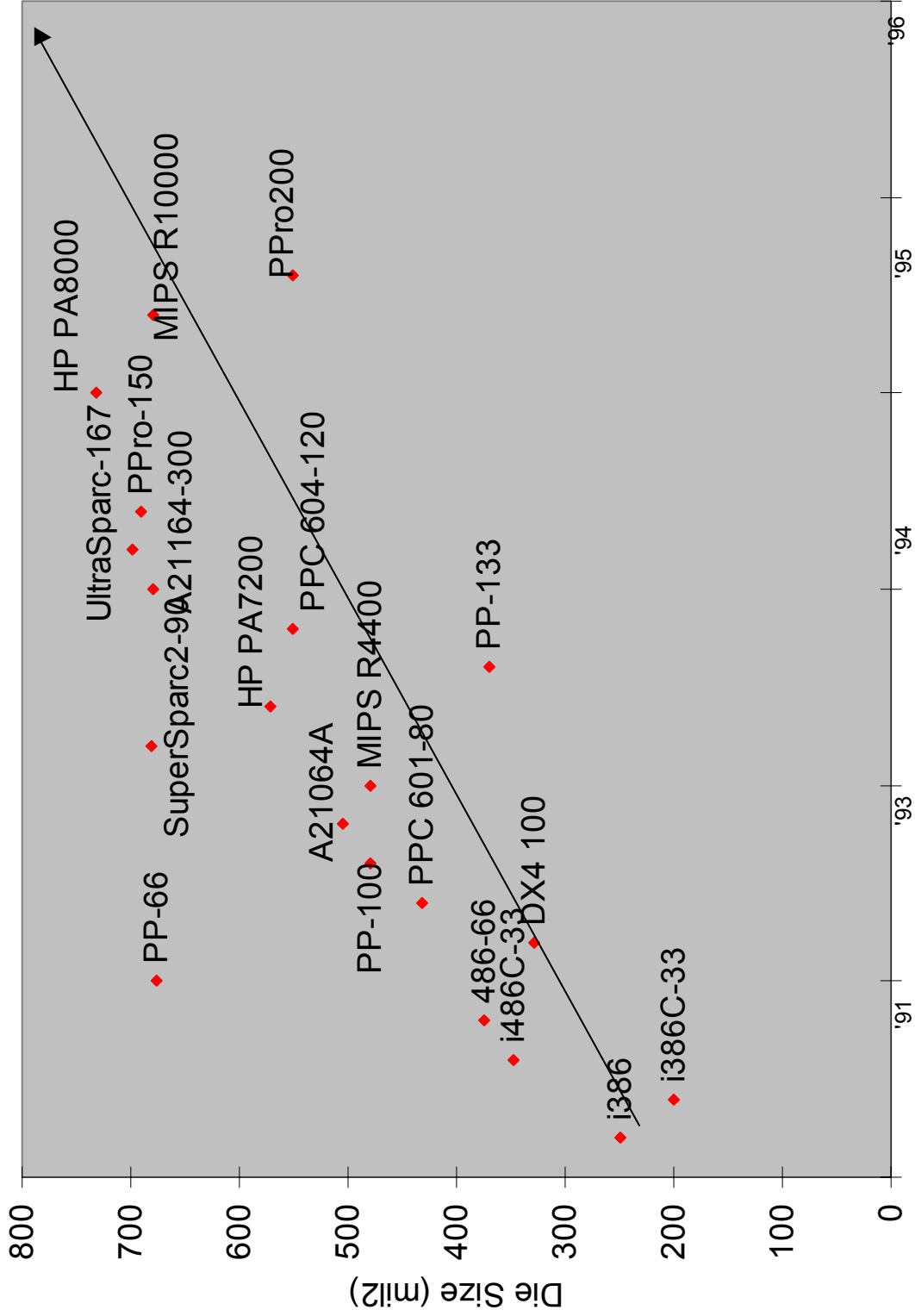
# HISTORY

- MOS field-effect transistor: Lilienfeld (1925), Heil (1935)
- Bipolar transistors: Bardeen (1947), Schockley (1949)
- First Bipolar digital logic: Harris (1956)
  - IC Logic family:
    - Transistor-Transistor Logic (TTL) (1962)
    - Emitter-Coupled Logic (ECL) (1971)
    - Integrated Injection Logic (I<sup>2</sup>L) (1972)
- PMOS and NMOS transistors on the same substrate: Weimer (1962), Wanlass (1965)
- PMOS-only logic until 1971 when NMOS technology emerged
- NMOS-only logic until late 1970s, when CMOS technology took over
- Later developments: BiCMOS, GaAs, low-temperature CMOS, super-conducting technologies, Nano-electronic

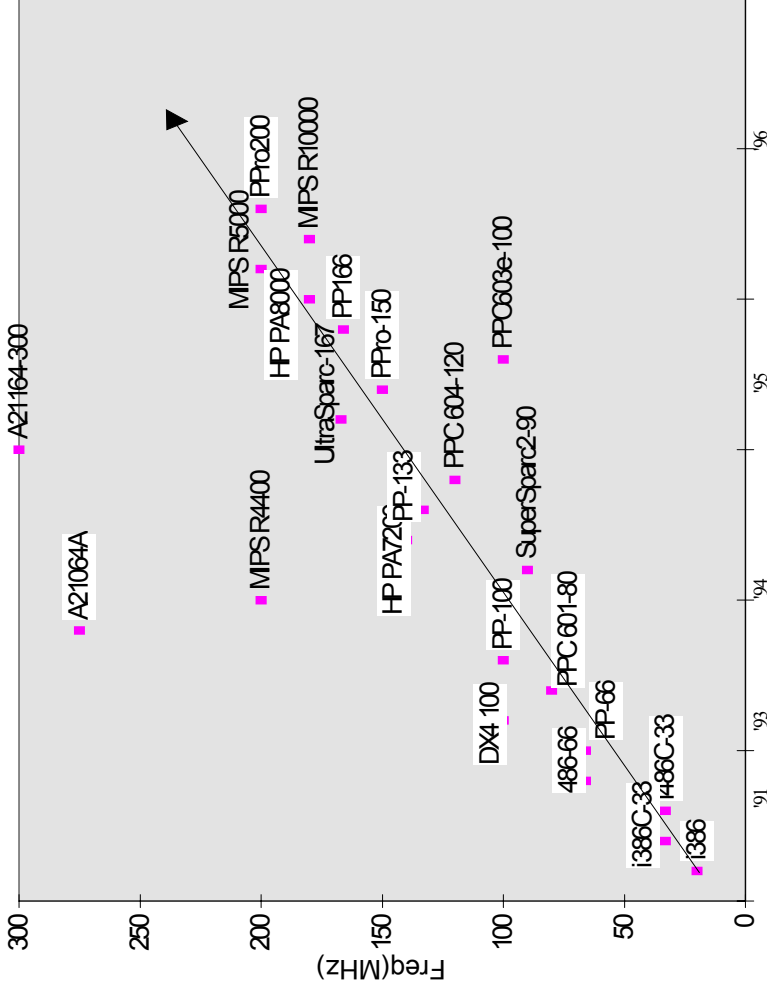
# Evolution in Complexity



# Processor Trends



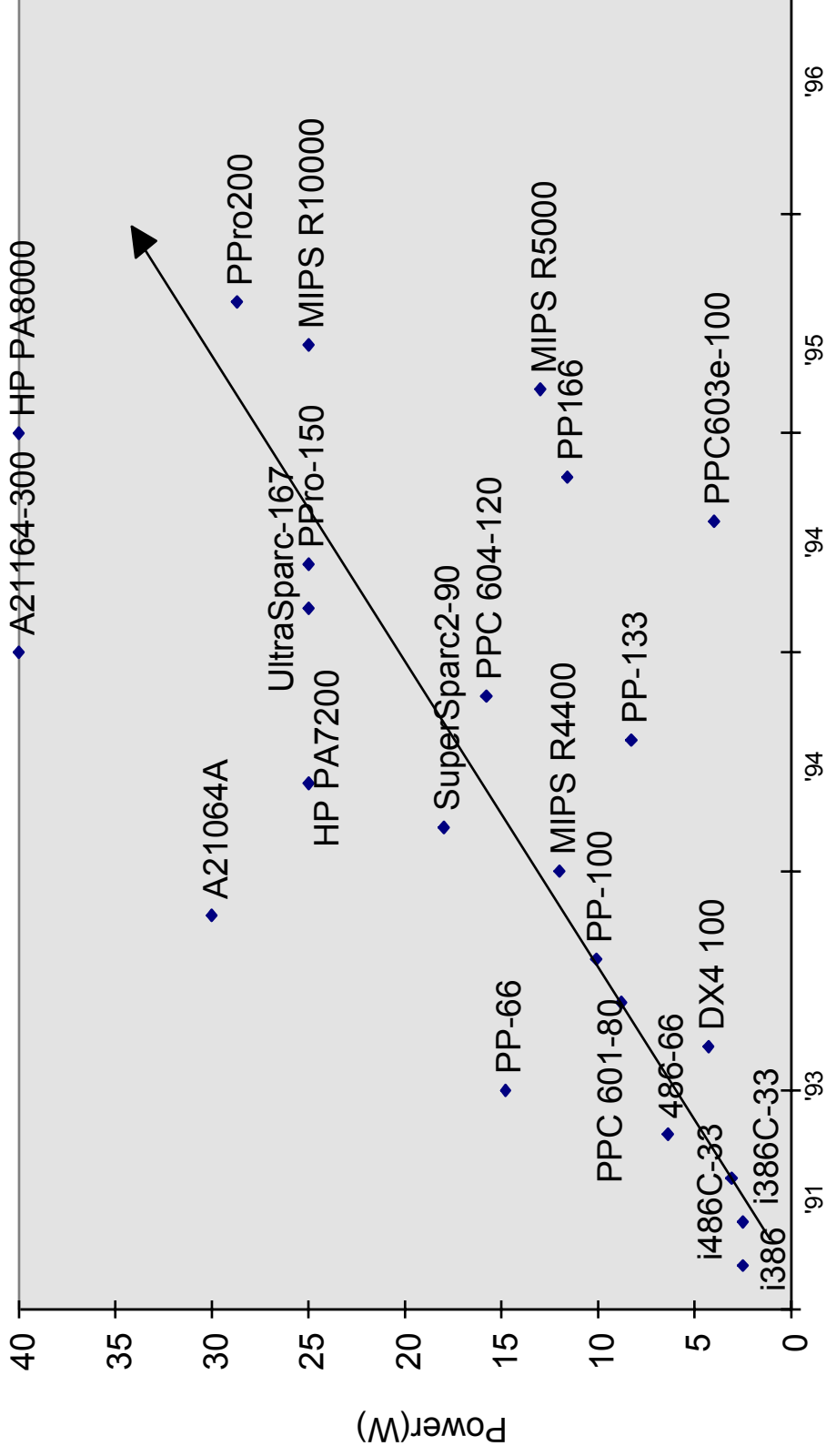
# Processor Trends (cont'd)



## Higher Performance:

- Higher Frequencies (2x/Generation)
- Higher Device counts (2x /Generation)

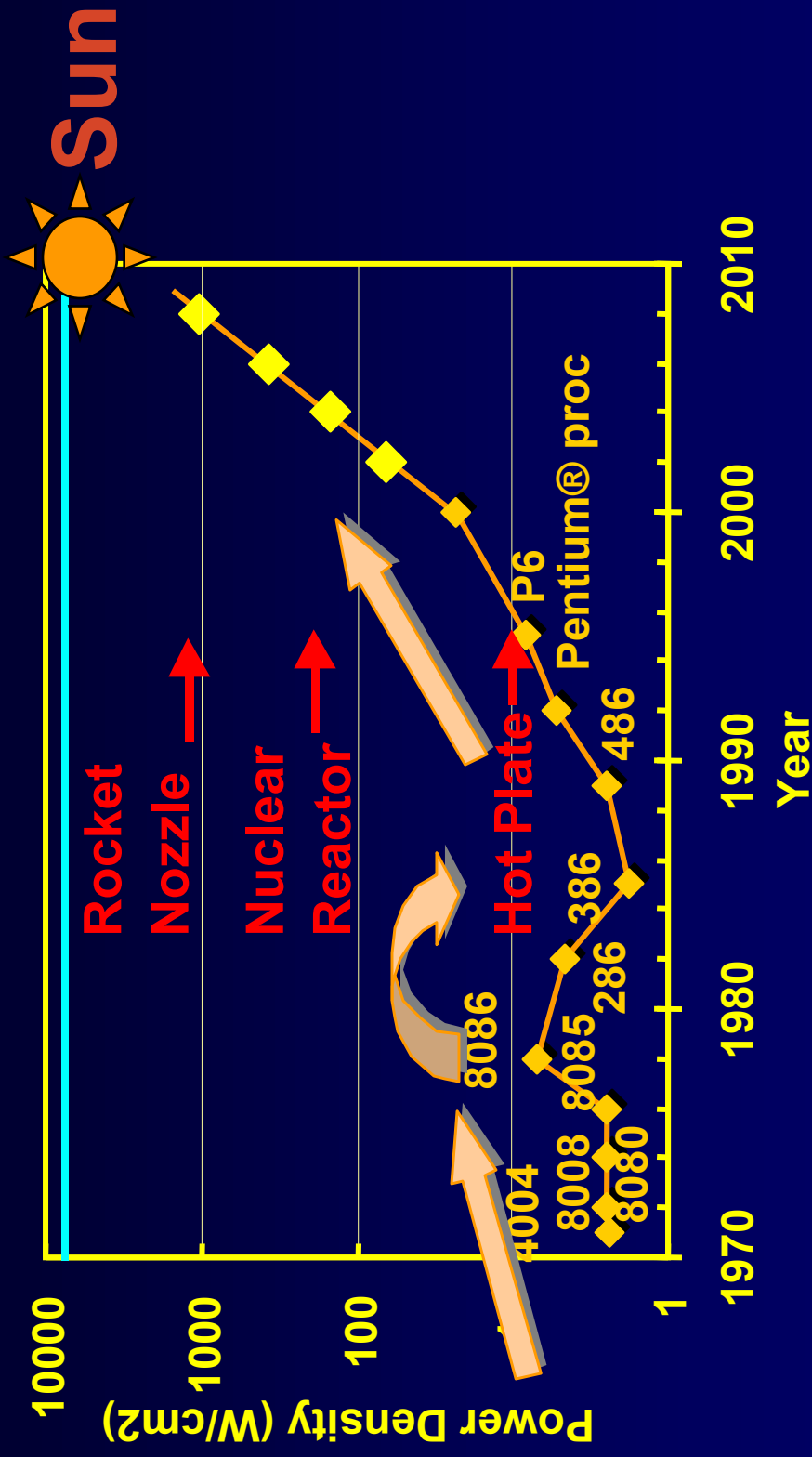
# Power Trends



[Source: Microprocessor Report]

**2x Performance Increase ==> 2x power increase**

# Power density will increase



Power density too high to keep junctions at low temp



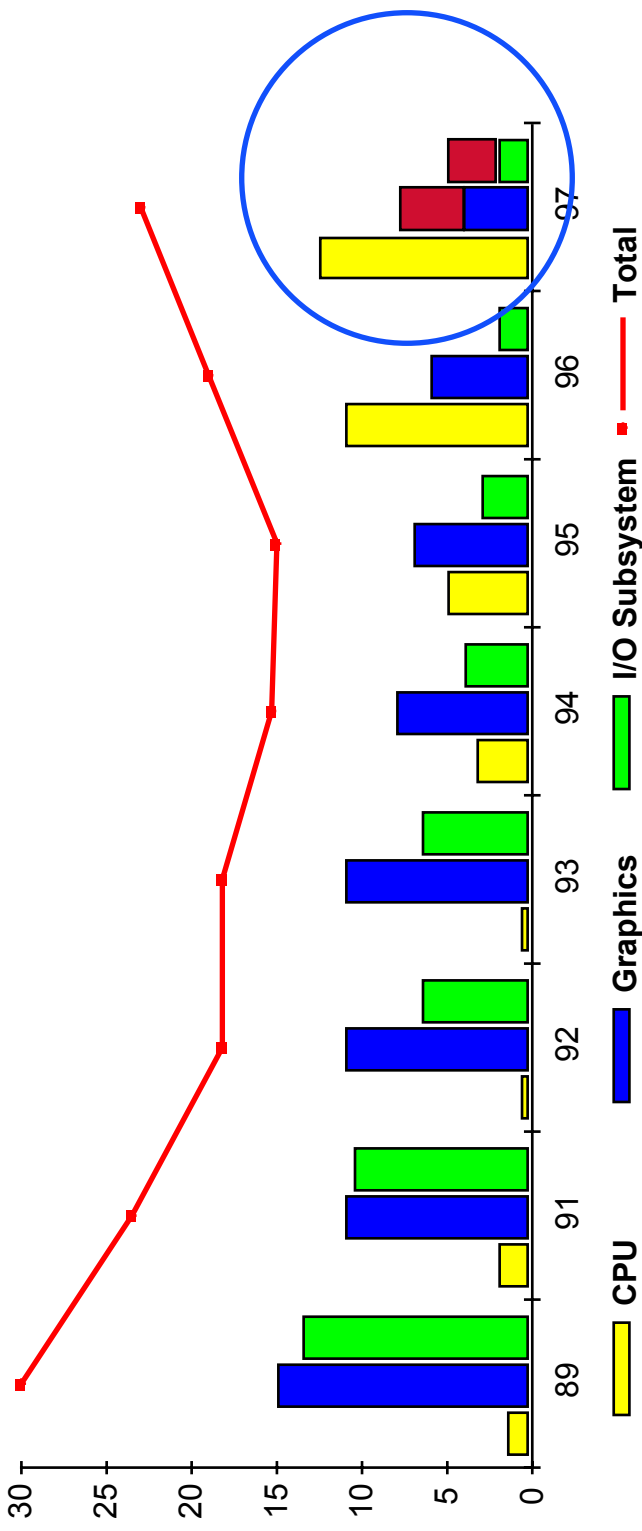
# Heat Dissipation

- Chips fail when they get hot
- Need compact and cost-effective cooling solns

<u>CPU</u>	<u>Thermal Soln Cost</u>
486/33mhz	HeatSink \$0.50
486DX2 66mhz	Heatsink \$1.00
Pentium 66mhz	Larger Heatsink \$2.00 System Fan \$4.00

- Cooling Solns will become more exotic/expensive
  - Extruded Heatsinks, Heatpipes, Blowers, Noise....
- Every Watt impacts System Cost, esp. for HVM

# Where is the Power Going? (Mobile PC)

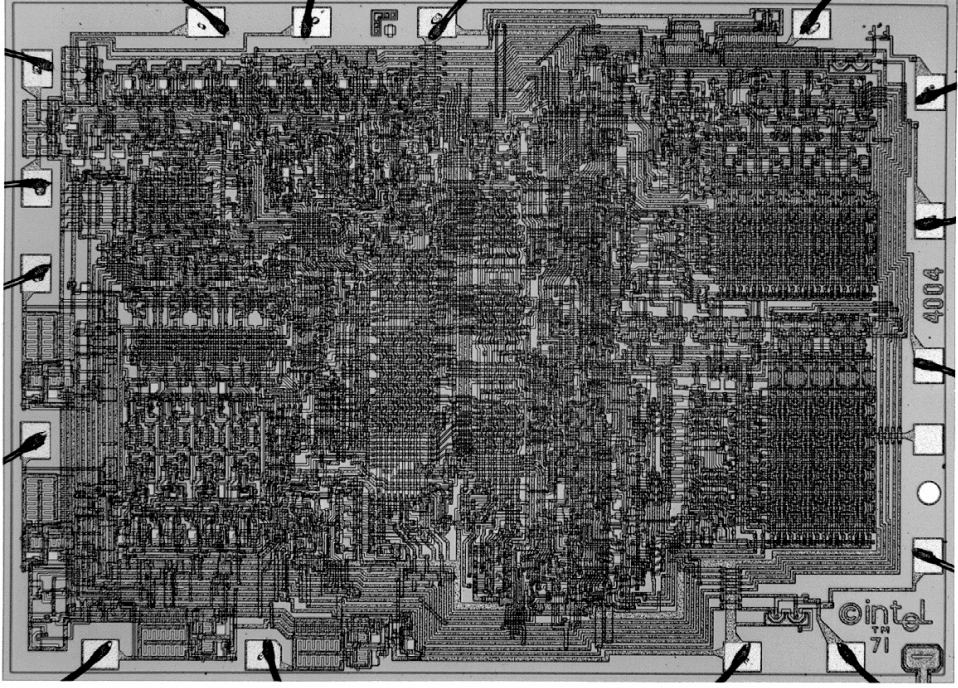


**CPU Power: predicted from average device count/area growth**

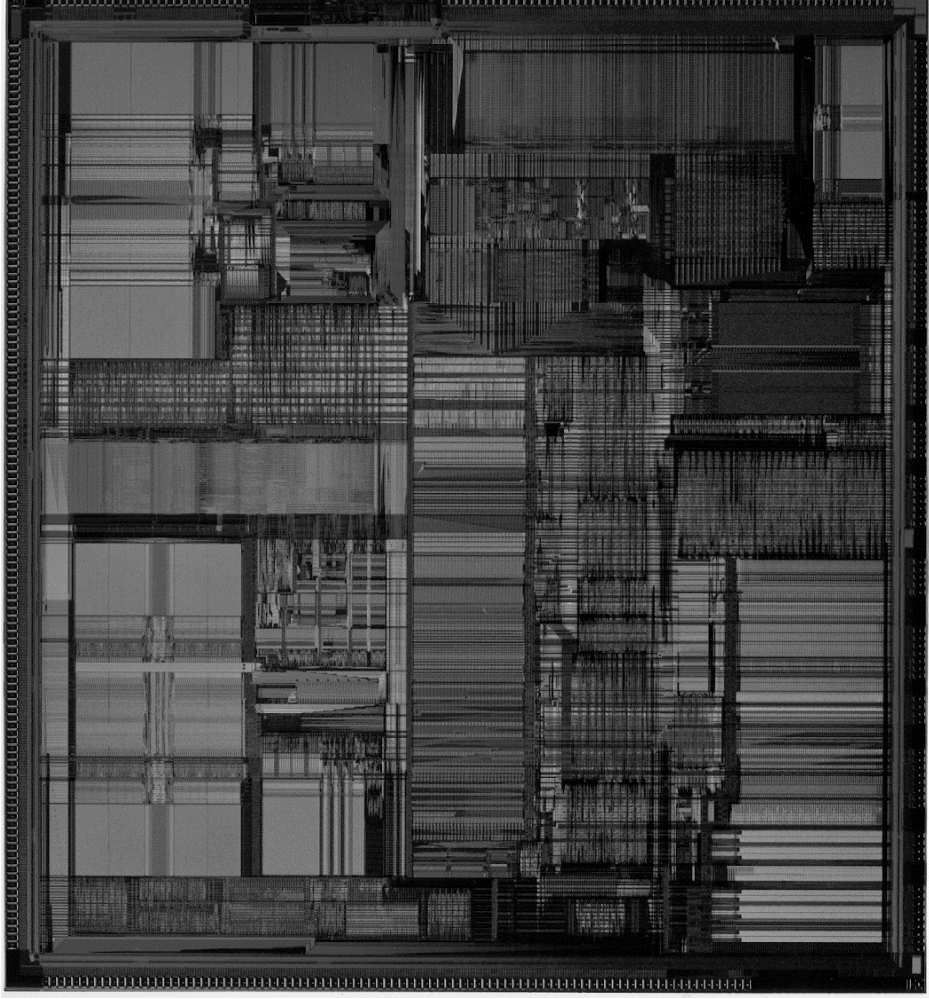
- CPU Power increasing (Predicted in 1994 Low power workshop)
- Graphics & Chipset Power increasing faster than predicted

**Power reduction is not only a CPU problem**

# Intel 4004 Microprocessor



# Intel Pentium (II) Microprocessor



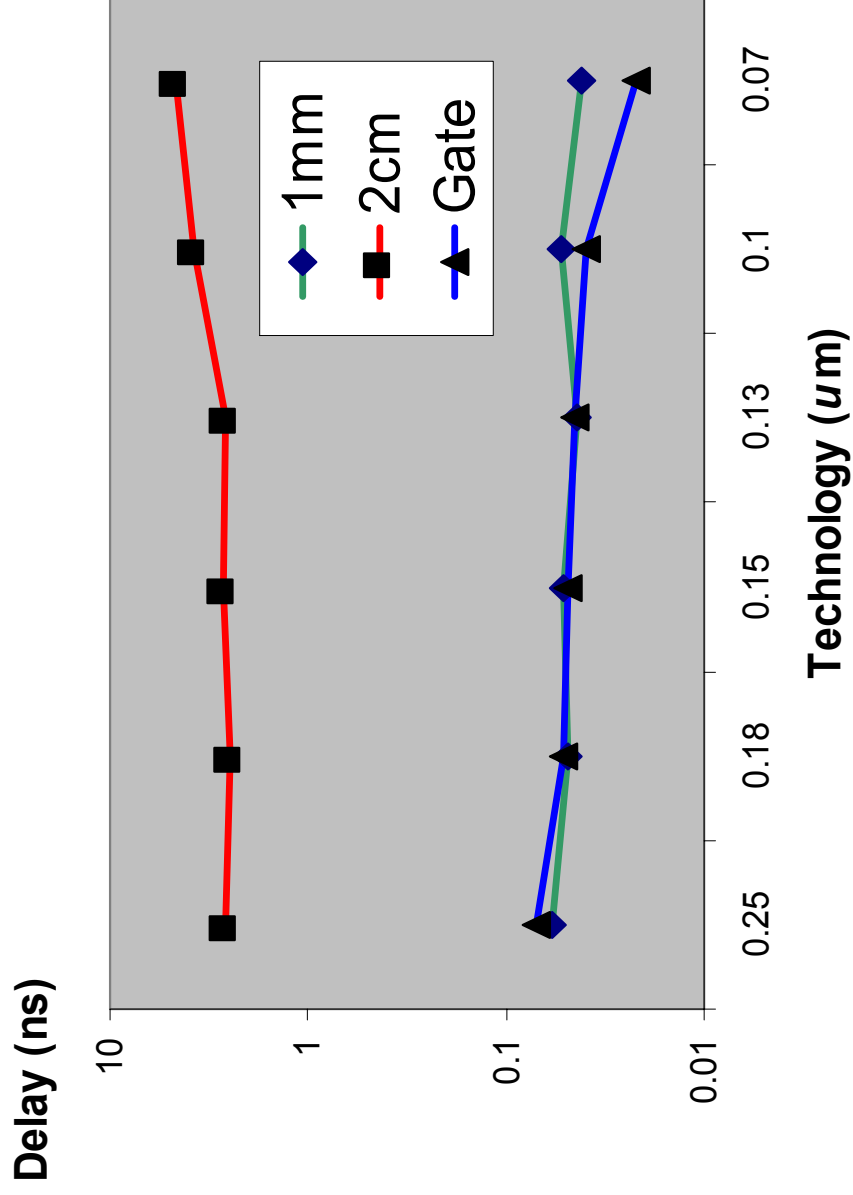
# National Technology Roadmap for Semiconductor (NTRS)

<b><i>Technology (um)</i></b>	<b><i>0.25</i></b>	<b><i>0.18</i></b>	<b><i>0.13</i></b>	<b><i>0.10</i></b>	<b><i>0.07</i></b>
<b>Year</b>	1998	2001	2004	2007	2010
<b># transistors</b>	28M	64M	150M	350M	800M
<b>On-Chip Clock (MHz)</b>	450	600	800	1000	1100
<b>Area (mm<sup>2</sup>)</b>	300	360	430	520	620
<b>Wiring Levels</b>	5	5-6	6	6-7	7-8

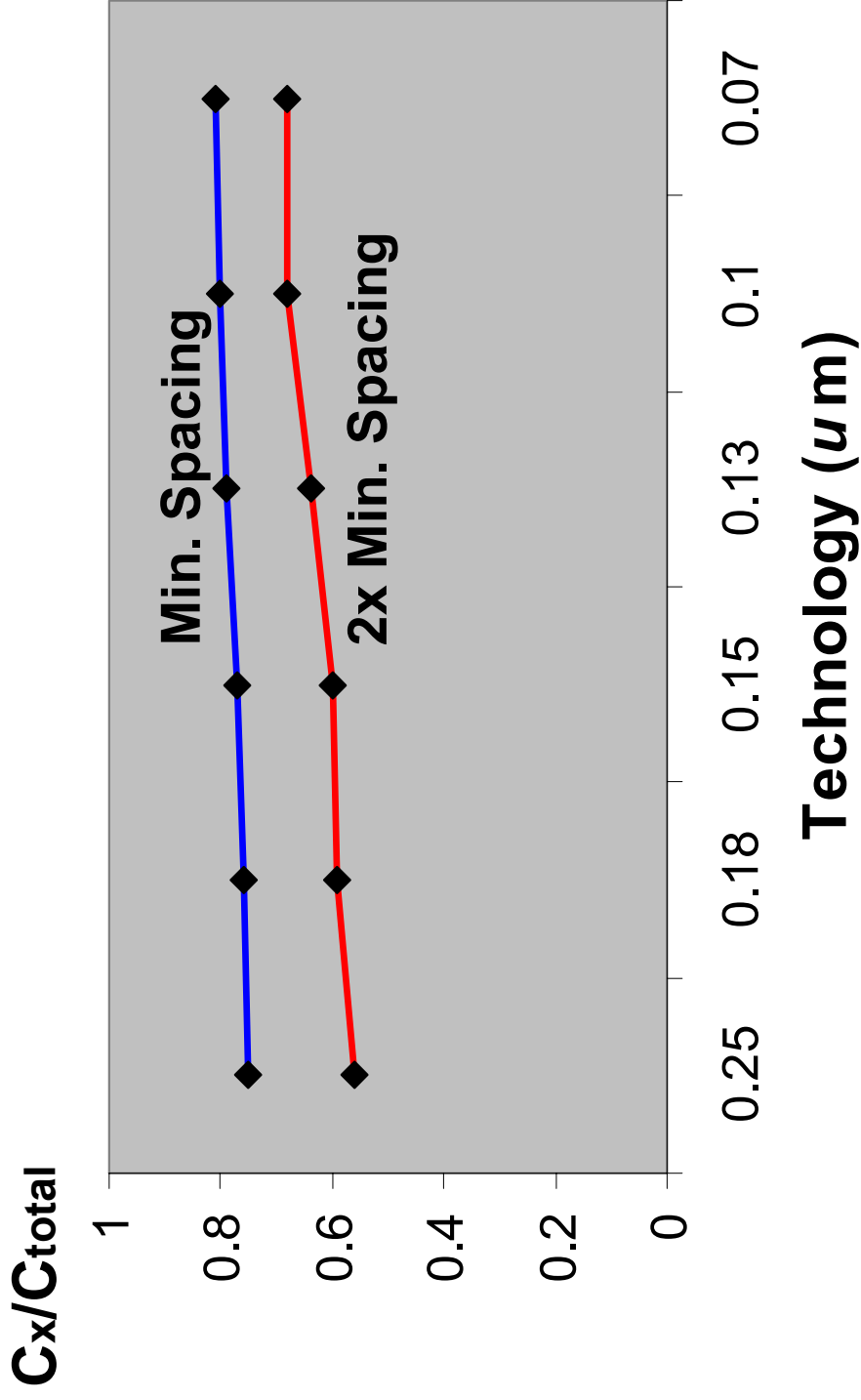
# Interconnect Performance Trend

<b>Technology (<i>um</i>)</b>	<b>0.25</b>	<b>0.18</b>	<b>0.15</b>	<b>0.13</b>	<b>0.10</b>	<b>0.07</b>
<b>2cm line delay (ns)</b>	2.589	2.480	2.650	2.620	3.730	4.670
<b>1mm line delay (ns)</b>	0.059	0.049	0.051	0.044	0.052	0.042
<b>Intrinsic gate delay (ns)</b>	0.071	0.051	0.049	0.045	0.039	0.022

# Interconnect Performance Trend

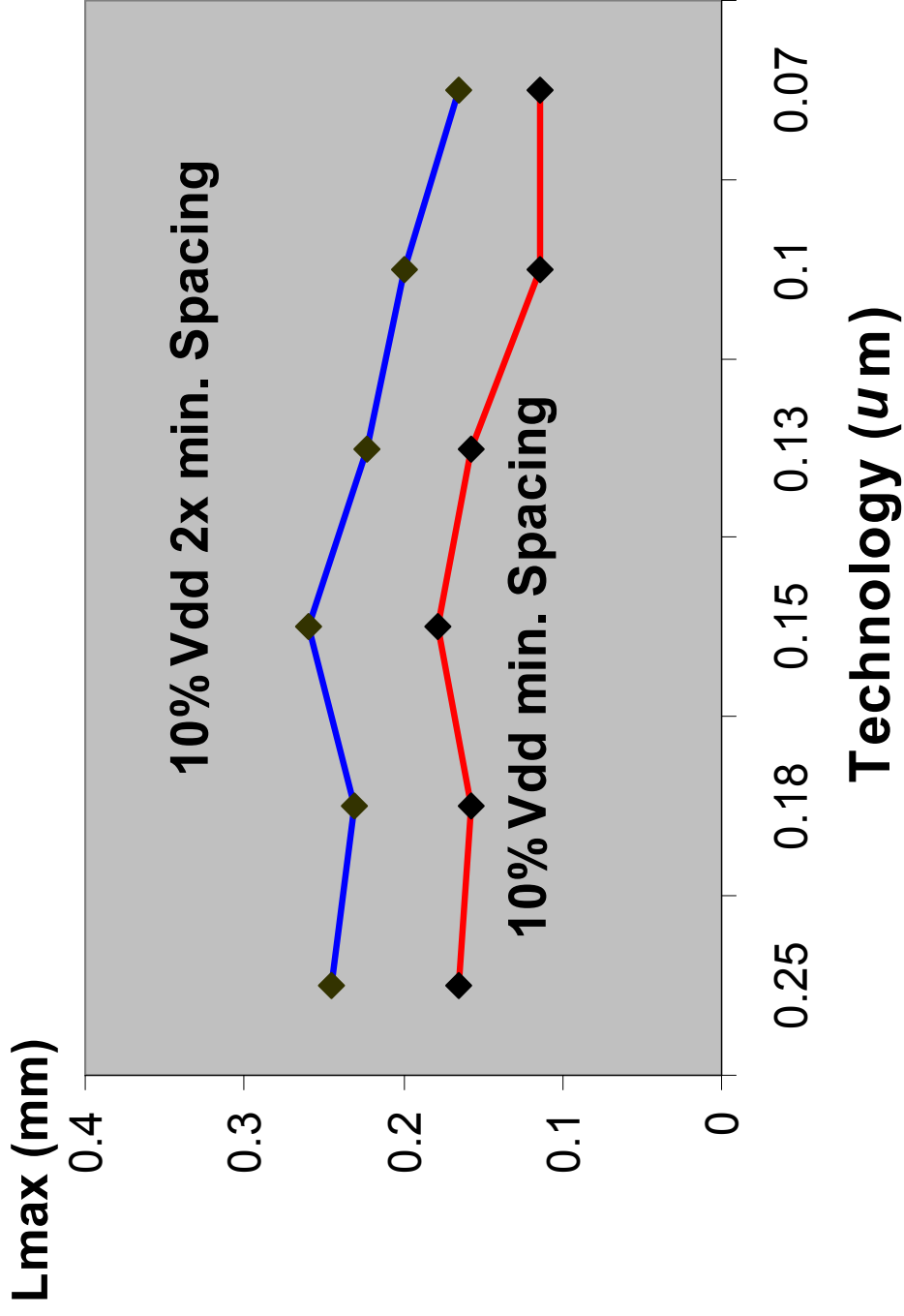


# Significance of Coupling Capacitance





# Coupling Noise

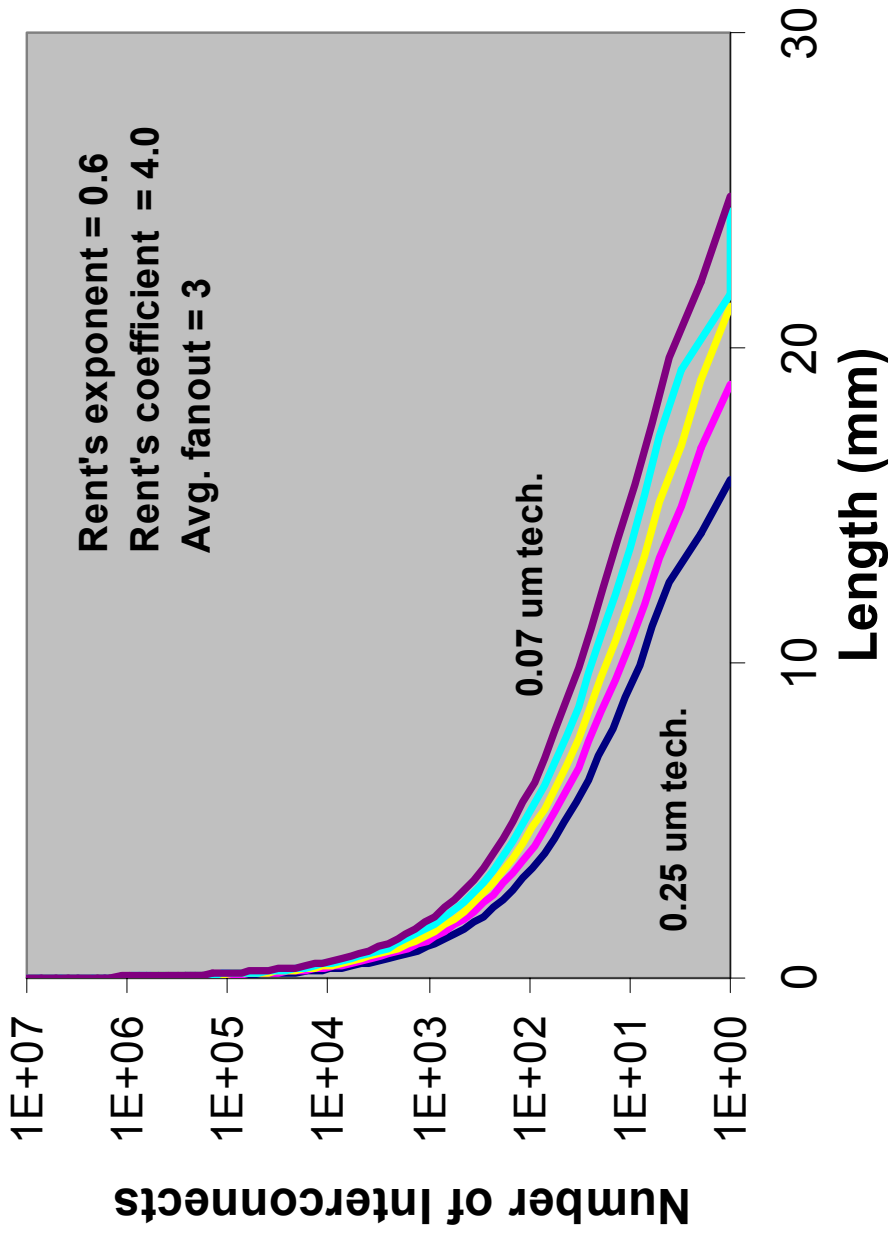


# Interconnect Complexity

<b><i>Technology (um)</i></b>	<b><i>0.25</i></b>	<b><i>0.18</i></b>	<b><i>0.13</i></b>	<b><i>0.10</i></b>	<b><i>0.07</i></b>
<b>Length (m)</b>	820	1,480	2,840	5,140	10,000
<b>Wiring Levels</b>	6	6-7	7	7-8	8-9
<b>Opt. # buffers per net</b>	few	—————→			many
<b>Opt. # wiresizes per net</b>	few	—————→			many
<b>Opt. # buffers per chip</b>	5K	25K	54K	230K	797K

- Performance
- Signal reliability
- Electromigration

# Distributions of Wire lengths

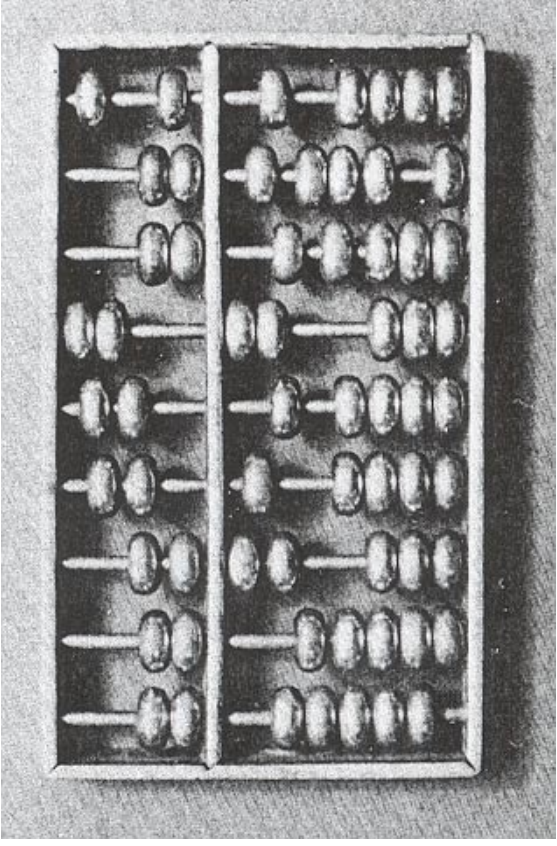


## Constituents of the Information Theory

- **Constituents of the Information Theory**
  - Sender and recipient
  - Symbols (microstates) as elementary units of information
- **Information carriers**

**Information is physical!**

# The Abacus, an ancient digital calculating device



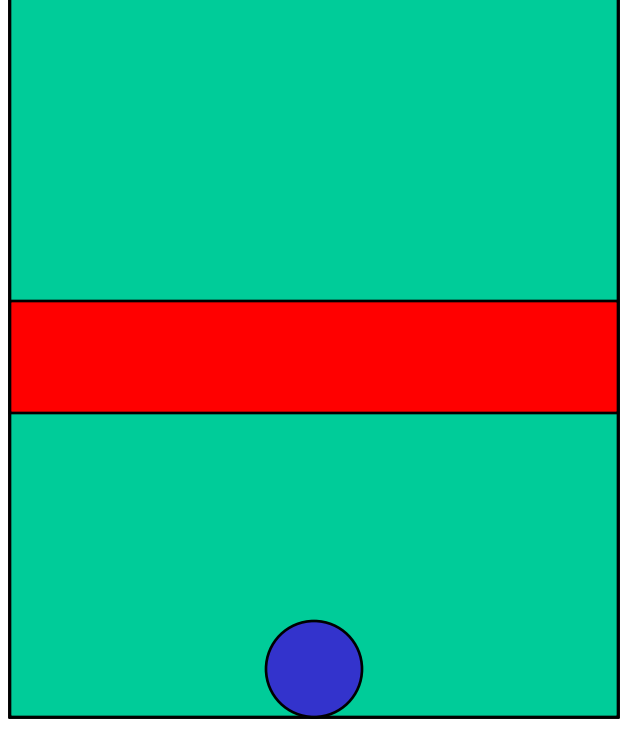
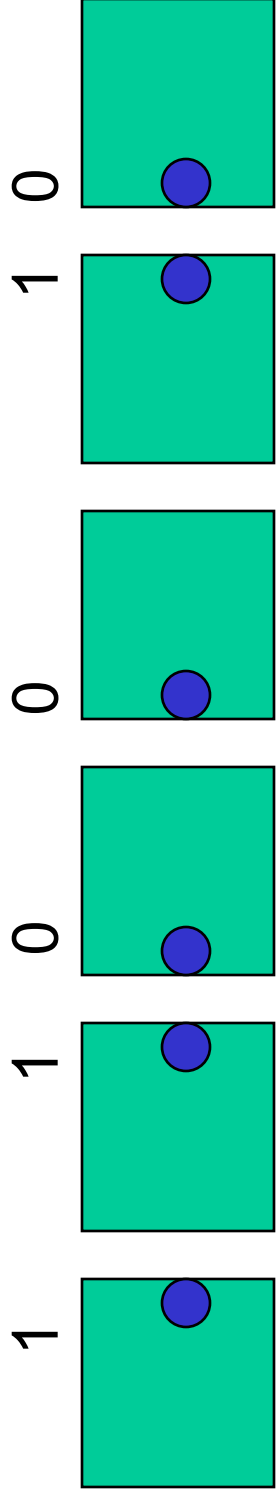
Information is represented in digital form

Each column denotes a decimal digit

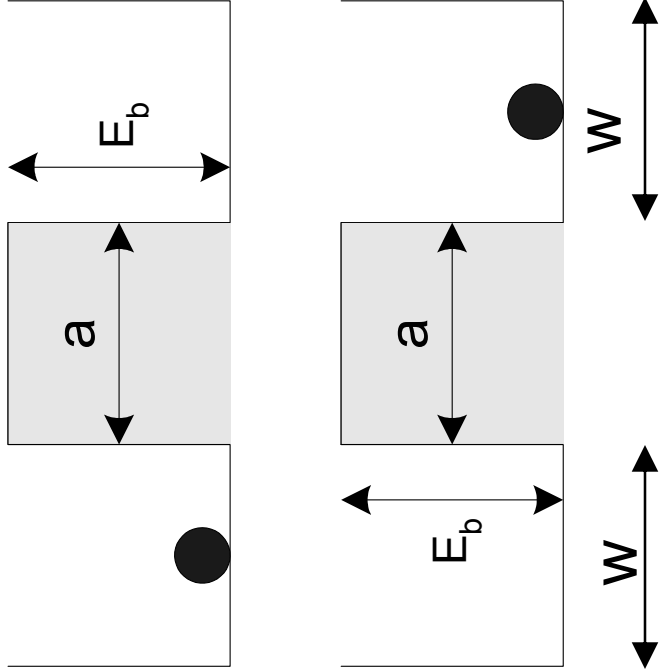
Binary representation: two possible positions for each bead

A bead in the abacus is a memory device, not a logic gate

# Particle Location is an Indicator of State



# Two-well bit



## A physical system as a computing medium

- We need to create a bit first. Information processing always requires physical carrier, which are material particles.
- First requirement to physical realization of a bit implies creating *distinguishable* states within a system of such material particles.
- The second requirement is *conditional* change of state.
- The properties of *distinguishability* and *conditional change of state* are two fundamental properties of a material subsystem to represent information. **These properties can be obtained by creating energy barriers in a material system.**

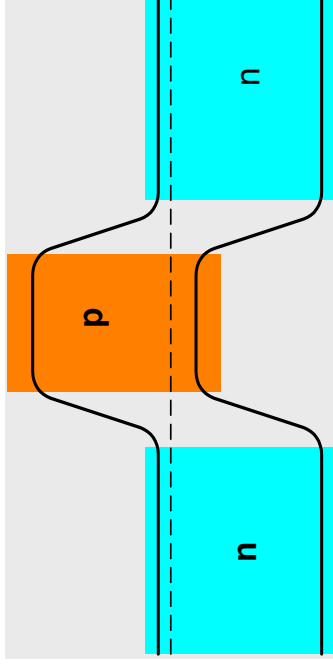


## Kroemer's Lemma of Proven Ignorance

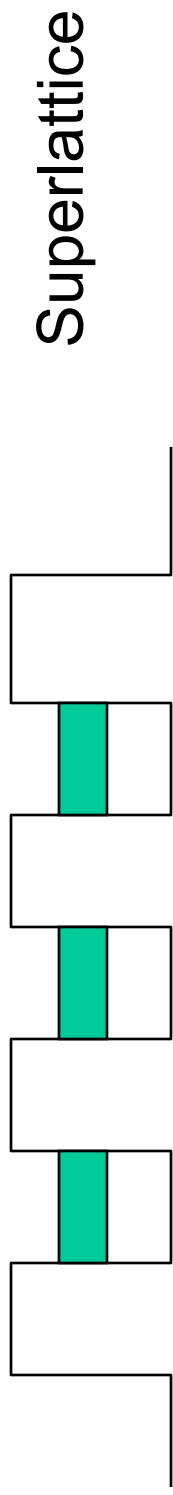
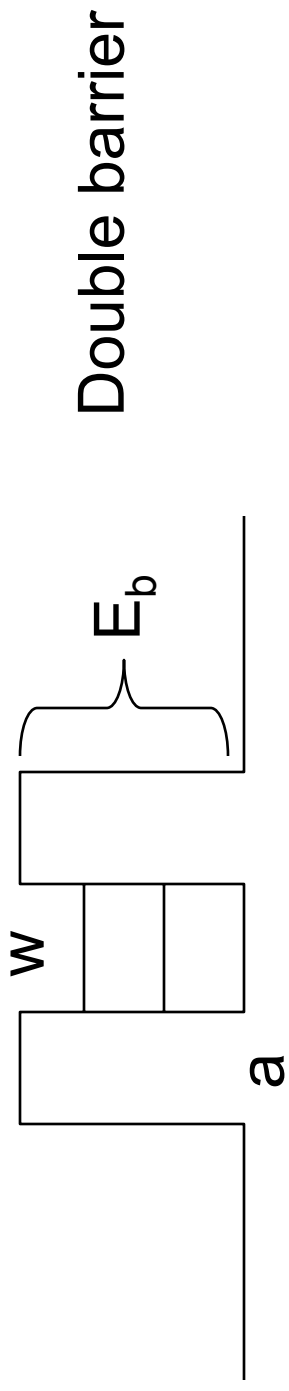
- If in discussing a semiconductor problem, you cannot draw an Energy-Band-Diagram, this shows that *you don't know what are you talking about*
- If you can draw one, but don't, then *your audience won't know what are you talking about*

## Barrier engineering in semiconductors

By doping, it is possible to create a built-in field and energy barriers of controllable height and length within semiconductor. It allows one to achieve conditional complex electron transport between different energy states inside semiconductors that is needed in the physical realization of devices for information processing.



# Heterojunction barriers



## Ideal von Neumann's Computer

### *Designers and Users want:*

- Highest possible integration density ( $n$ )
  - *To keep chips size small and increase yields*
  - *To increase functionality*
- Highest possible speed ( $f=1/t$ )
  - *Speed sells!*
- Lowest possible power consumption ( $P$ )
  - *Decrease demands for energy*
  - *The generation of too much heat means costly cooling systems*

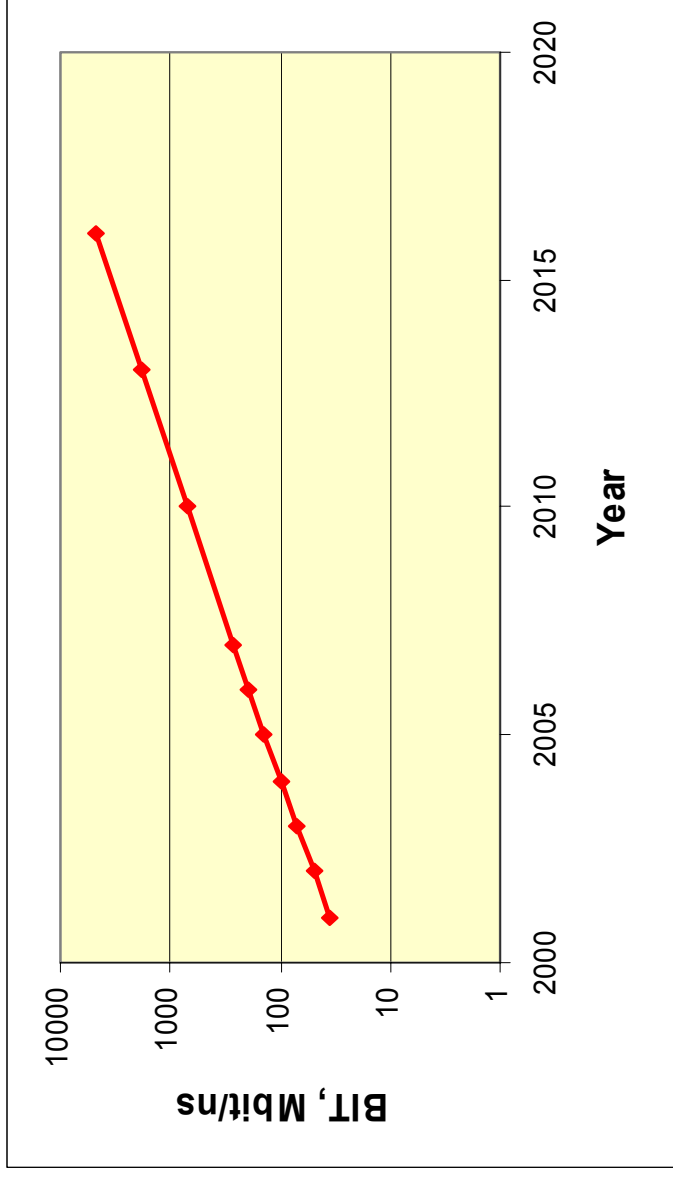
# Binary Information Throughput (BIT)

BIT is the maximum number of binary transition per unit time

$$BIT = n_{bit} f$$

- one measure of computational capability

$n_{bit}$  – the number of binary states (e.g. transistors)  
 $f$ -switching frequency



# Energetics of Computation

$$P = E_{bit} n f$$

Requirements for an ideal computer:

(integration density)

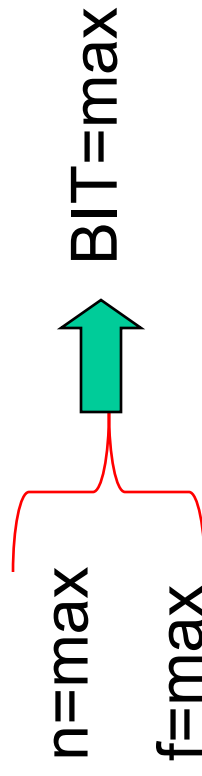
$n = \max$

(switching frequency)

$f = \max$

(power)

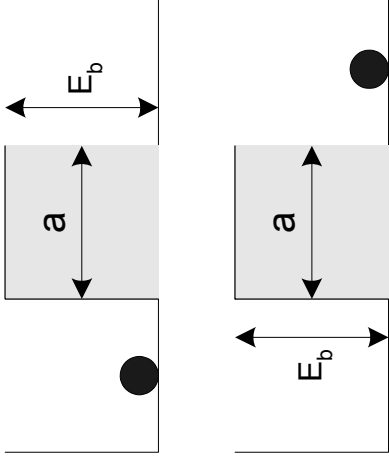
$P = \min$



**Lowest Barrier:  
Distinguishability Barrier**

*Distinguishability D* implies low probability  $\Pi$  of spontaneous transitions between two wells (error probability)

***D=max,  $\Pi=0$***      ***D=0,  $\Pi=0.5$  (50%)***

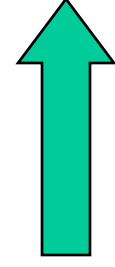


*Classic distinguishability:*

$$\Pi_{classic} = \exp\left(-\frac{E_b}{k_B T}\right)$$

*Minimum distinguishable barrier:  $\Pi=0.5$*

$$\frac{1}{2} = \exp\left(-\frac{E_b}{k_B T}\right)$$

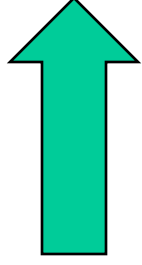


$$E_b = k_B T \ln 2$$

Shannon - von Neumann - Landauer limit

Smallest Size:  
The Heisenberg Barrier

$$\Delta x \Delta p \geq \hbar$$



$$\Delta E \Delta t \geq \hbar$$

$$a_{crit} = \frac{\hbar}{\sqrt{2mE_b}}$$

$$t_{min} = \frac{\hbar}{E_b}$$

$$E_b = kT \ln 2$$



# Classic and Quantum Distinguishability @

$\Pi=0.5$

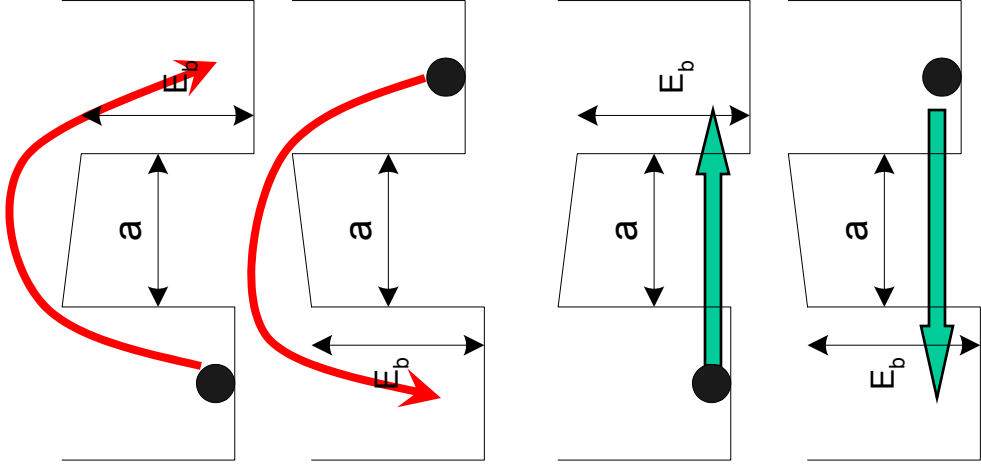
$$\Pi_{\text{classic}} = \exp\left(-\frac{E_b}{k_B T}\right)$$

$$E_b^{\text{min}} = k_B T \ln 2$$

WKB: (Tunneling)

$$\Pi_{\text{quantum}} = \exp\left(-\frac{2\sqrt{2m}}{\hbar} a \sqrt{E_b}\right)$$

$$E_b^{\text{min}} = \frac{\hbar^2 \ln^2 2}{8ma^2}$$



# Technology Scaling

## Technology scaling improves:

- **Transistor & interconnect performance**
- 🌿 **Transistor density**
- 🌿 **Energy consumed per switching transition**

## 0.7X scaling factor (30% scaling) results in:

- **30% gate delay reduction (43% freq. ↑ )**
- 🌿 **2X transistor density increase (49% area ↓ )**
- 🌿 **Energy per transition reduction**

# Technology Scaling

- Speed & Performance
  - High drive current and low parasitics
  - Low gate delay and high frequency
- Density & Area
  - Small feature size
- Power & Reliability
  - Low power supply voltage
  - Low off-state leakage

# Technology Generation Scaling

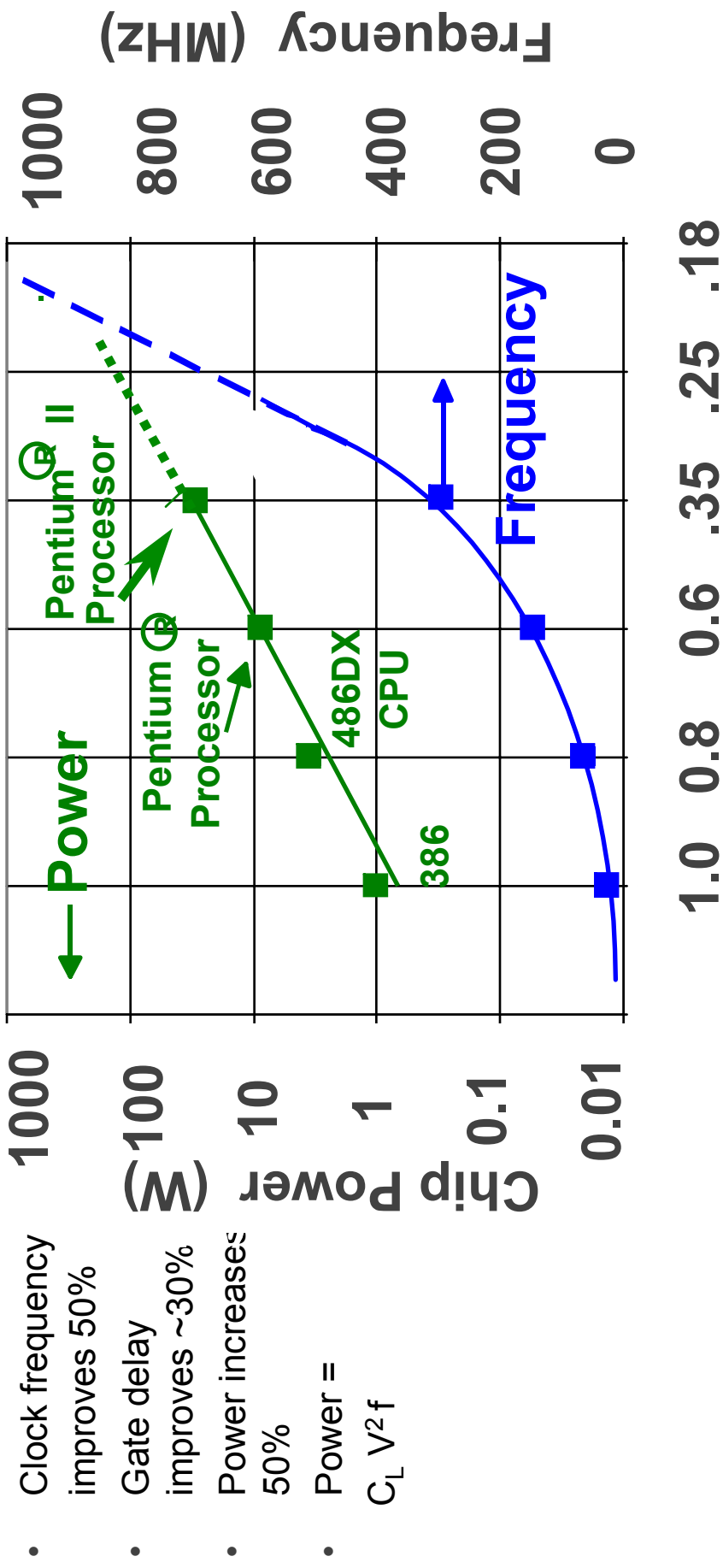
$$\text{Dimensions} \xrightarrow{\text{scale}} 0.7, V_{dd} \xrightarrow{\text{scales}} \beta, V_t \xrightarrow{\text{scales}} \beta$$

$$I = \frac{kW}{T_{ox}} (V_{dd} - V_t) \xrightarrow{\text{scales}} \frac{0.7}{0.7} \times \beta = \beta$$

$$D = \frac{CV_{dd}}{I} \xrightarrow{\text{scales}} \frac{0.7 \times \beta}{\beta} = 0.7 \quad (30\% \text{ delay reduction})$$

$$E = CV_{dd}^2 \xrightarrow{\text{scales}} 0.7\beta^2$$

# IC Frequency & Power Trends



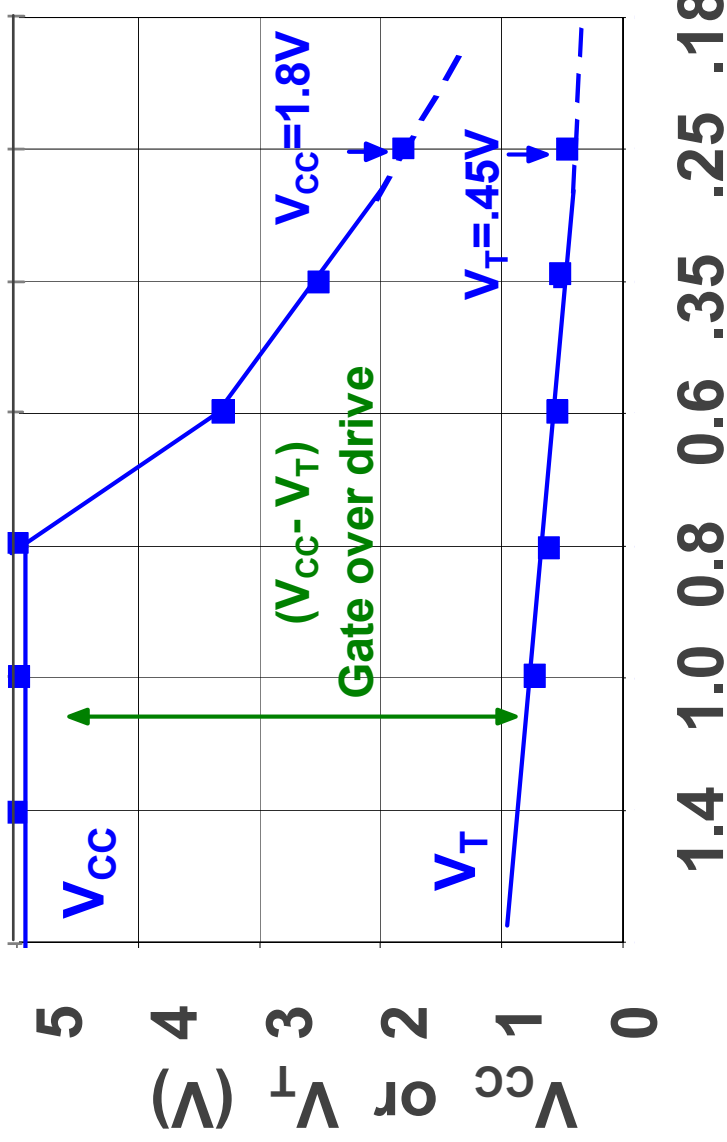
- Clock frequency improves 50%
- Gate delay improves ~30%
- Power increases 50%
- Power =  $C_L V^2 f$

Technology Generation (µm)

↑ Active switched capacitance “ $C_L$ ” is increasing.

# Constant Voltage vs Field Scaling

- Recently: constant e-field scaling, aka voltage scaling
- $V_{CC} \propto 1V$
- $V_{CC}$  & modest  $V_T$  scaling
- Loss in gate overdrive ( $V_{CC}-V_T$ )



Technology Generation ( $\mu m$ )

↑ Voltage scaling is good for controlling IC's active power, but it requires aggressive  $V_T$  scaling for high performance

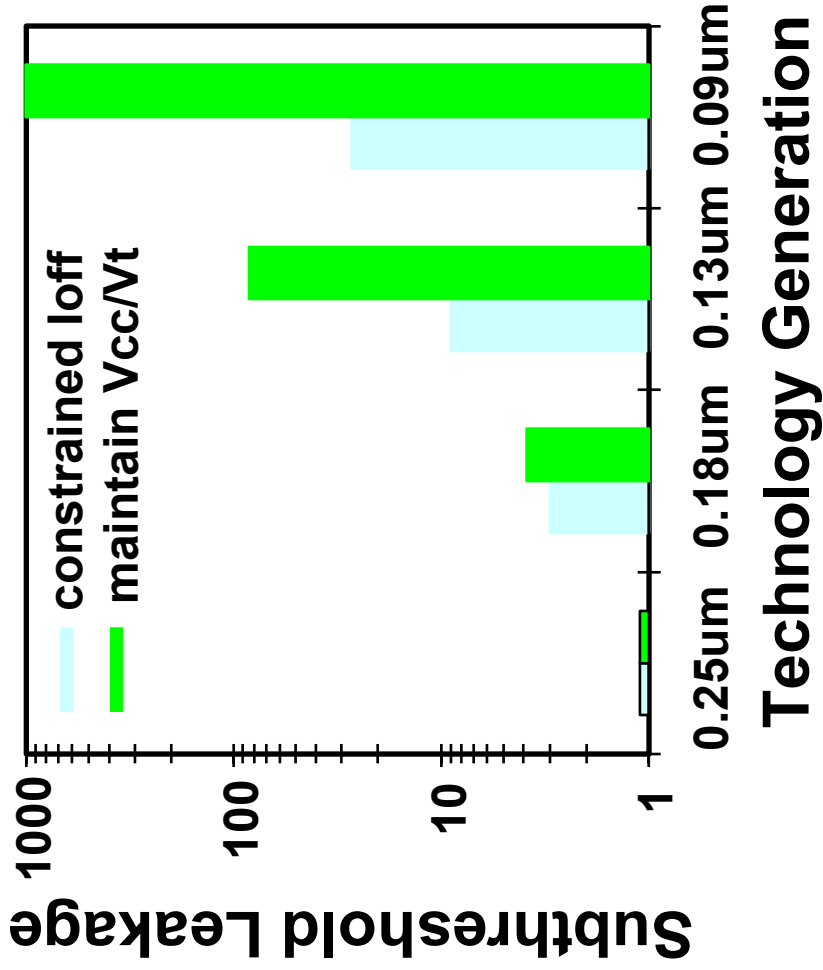
# Barriers to Voltage Scaling

Voltage Scaling = Constant Electric Field Scaling

↓ Voltage scaling is good for IC's active power, but degrades gate over drive. Requires  $V_T$  scaling.

- ⇒ Leakage power
- ✖ Short-channel effects
- ▣ Special circuit functionality, noise
- ⊘ Soft error
- ⊘ Parameter variation

# Barriers to Voltage Scaling



- Leakage power
- Short-channel effects
- Soft error
- Special circuit functionality



# Delay

$$\tau_d = \frac{C_L V_{DD}}{I_D}$$

$$\tau_d = \frac{C_L}{\left(\frac{W}{2L}\right)\mu C_{ox} V_{DD} \left(1 - \frac{V_T}{V_{DD}}\right)^2}$$

Long Channel MOSFET

$$\tau_d = \frac{C_L}{W C_{ox} V_{SAT} \left(1 - \frac{V_T}{V_{DD}}\right)}$$

Short Channel MOSFET

$$\tau = \frac{C_L^{0.5} T_{ox}^{0.5}}{V_{DD}^{0.3} \left(0.9 - \frac{V_T}{V_{DD}}\right)^{1.3}} \left(\frac{1}{W} + \frac{2.2}{W} \frac{p}{n}\right) \quad [1]$$

[1] C. Hu, "Low Power Design Methodologies," Kluwer Academic Publishers, p. 25.

Performance significantly degrades when  $V_{DD}$  approaches  $3V_T$ .

## $V_T$ Scaling: $V_T$ and $I_{OFF}$ Trade-off

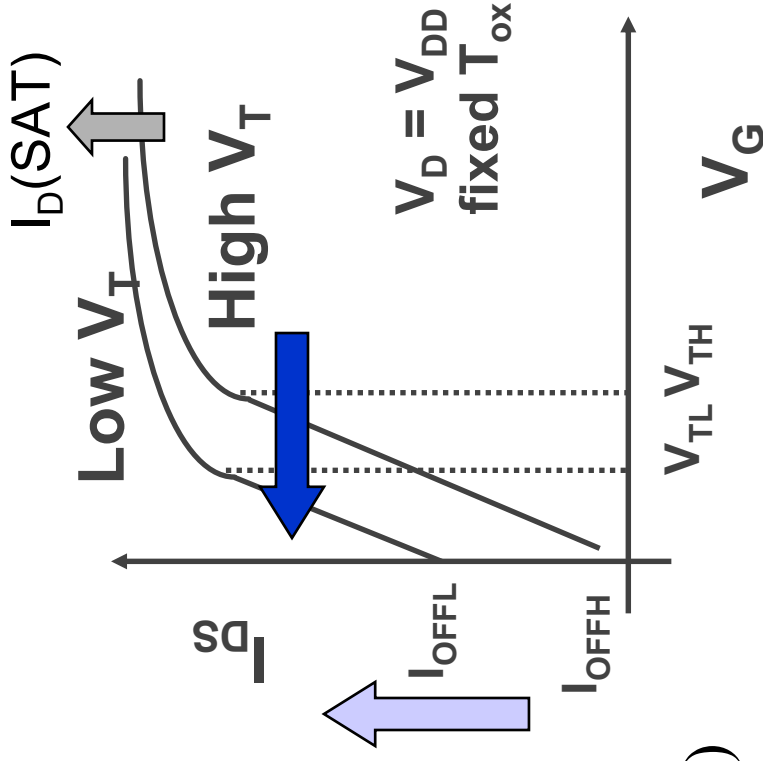
Performance vs Leakage:

$V_T \downarrow \rightarrow I_{OFF} \uparrow \rightarrow I_D(SAT) \uparrow$

$$I_{OFF} \propto I_{subth} \propto \frac{W_{eff}}{L_{eff}} K_1 e^{(V_{GS} - V_T)}$$

$$I_D(SAT) \propto \frac{W_{eff}}{L_{eff}} K_2 (V_{GS} - V_T)^2$$

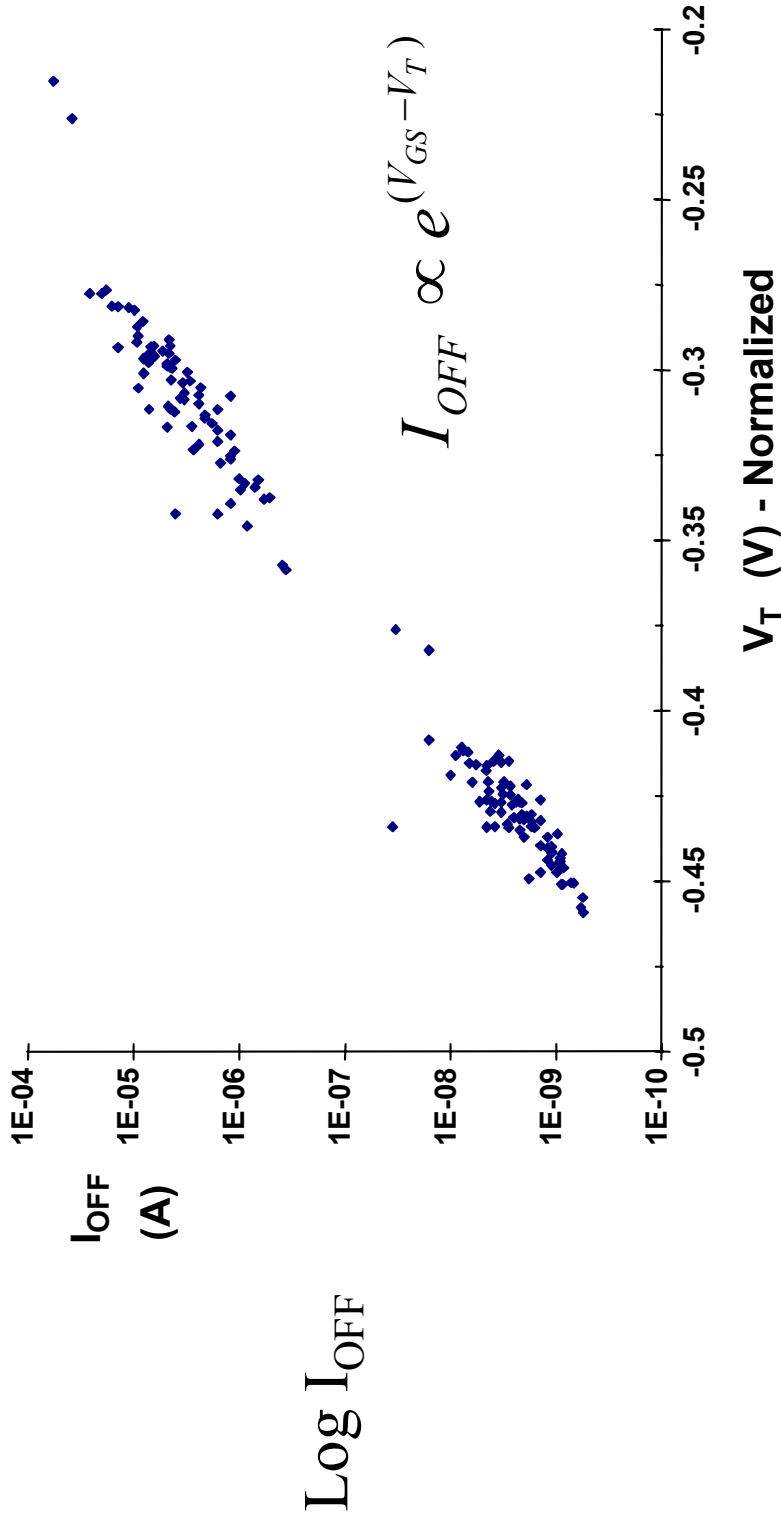
$$I_D(SAT) \propto K_3 W_{eff} C_{ox} \nu_{SAT} (V_{GS} - V_T)$$



↓ As  $V_T$  decreases, sub-threshold leakage increases

↓ Leakage is a barrier to voltage scaling

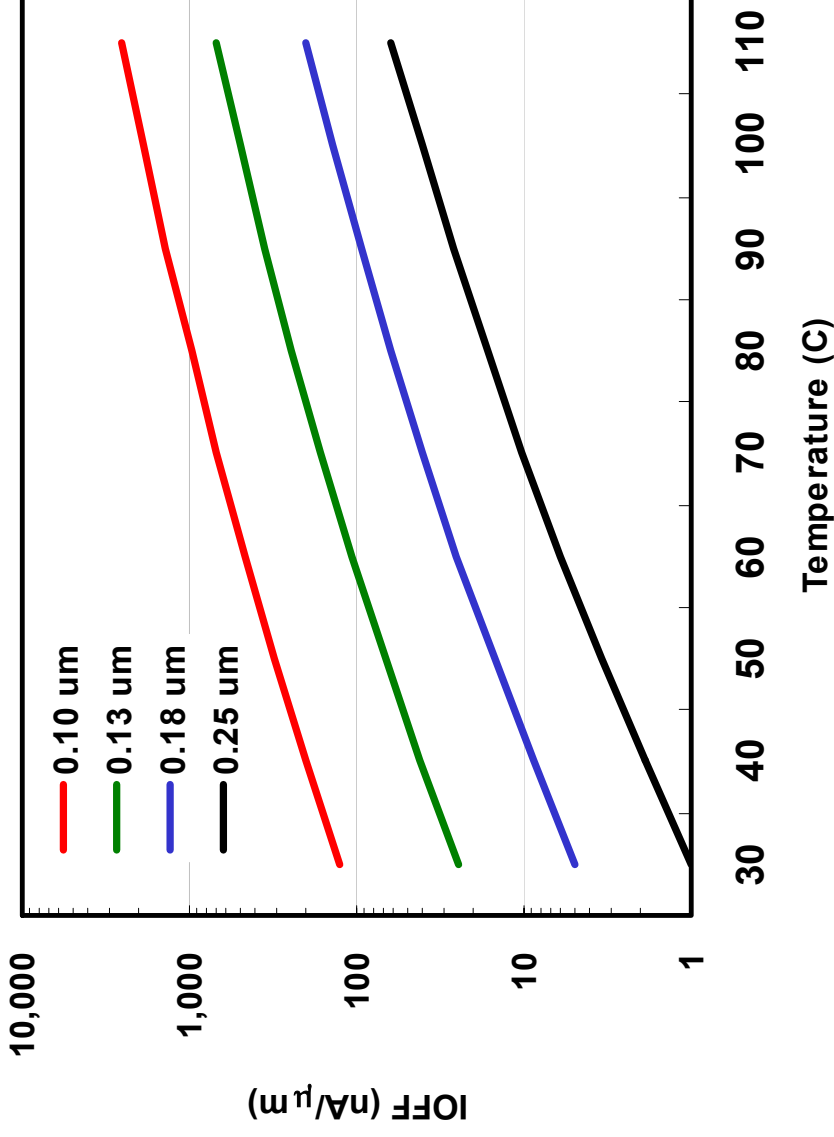
# $I_{OFF}$ VS $V_T$



$V_{TP}$  (V)

$I_{OFF}$  is an exponential function of  $V_T$ .

# Future: Projected Leakage Trends



$I_{\text{OFF}} (0.25\mu\text{m}) = 1 \text{ nA}/\mu\text{m}$  (scales 5X)

$V_T (0.25\mu\text{m}) = 450 \text{ mV}$  (scales by 15%)

$S_t (30\text{C}) = 80 \text{ mV}/\text{dec}$

$S_t (100\text{C}) = 100$

$d V_T/dT = 0.7 \text{ mV}/\text{C}$

## A Technology Scaling Barrier

- Constant electric field scaling ( $V_{CC}$  scaling) to control IC's active power
- Loss in gate overdrive ( $V_G - V_T$ )<sup>n</sup>
- Subthreshold leakage increases with  $V_T$  scaling

V. De et al., 1999.

A. Keshavarzi et al., 1997.

S. Thompson et al., 1997.

B. Davari, 1996.

Y. Taur et al., 1995.

T.C. Holloway et al., 1997.

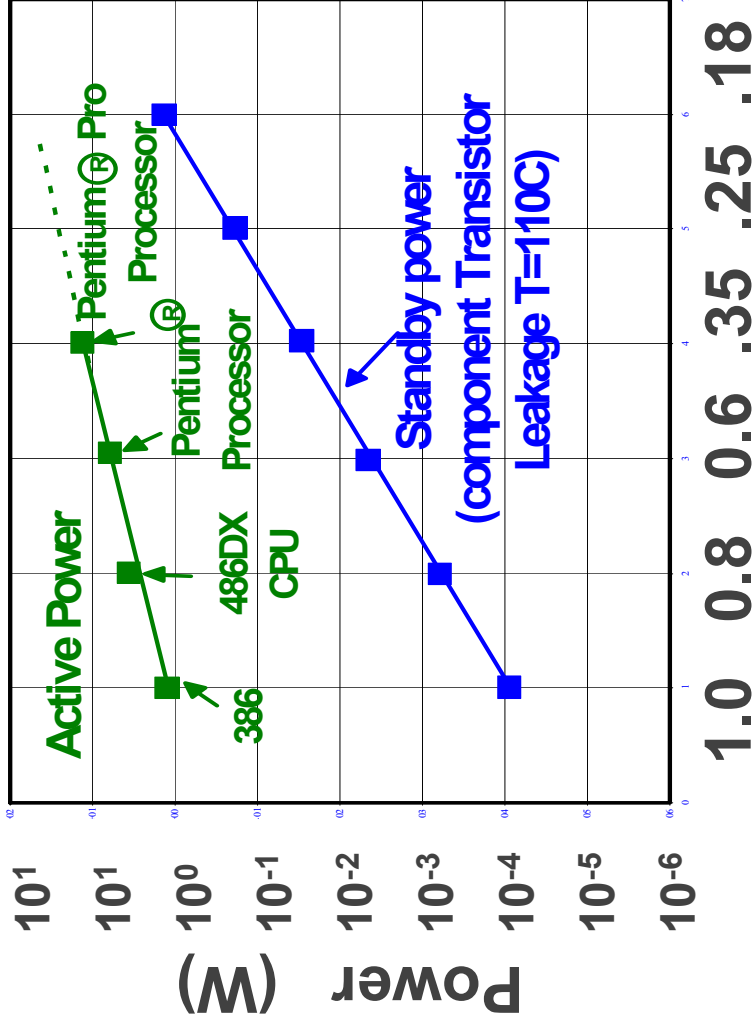
R.A. Chapman et al., 1997.

M. Rodder et al., 1996.

D. Liu et al., 1993.

## Why Excessive leakage an Issue?

- Leakage component to active power becomes significant % of total power
- Approaching ~10% in 0.18  $\mu\text{m}$  technology
- Acceptable limit less than ~10%, implies serious challenge in  $V_T$  scaling!



Technology Generation ( $\mu\text{m}$ )

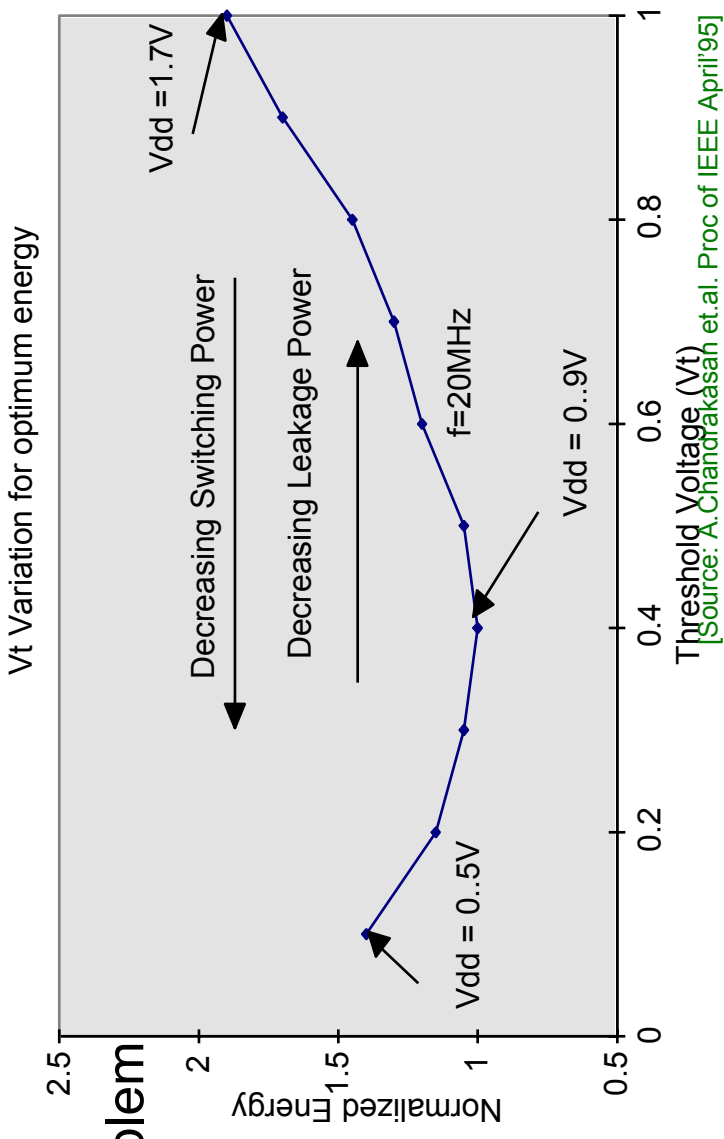
Barrier  $\downarrow$  high static leakage (standby) power

# Power Trends

- Enable development of ultra low voltage circuits

- **At lower  $V_t$ ,**

- leakage becomes a problem
- Signal integrity and Noise margin



- Multiple on-chip  $V_t$ , dynamic  $V_t$
- Other challenges for low voltages ?

# Trends in Microelectronics

- Improvement in device technology
  - Smaller circuits
  - Faster circuits
  - More circuits on a chip
- Higher Integration
  - More complex systems
  - Lower cost of computation
  - Higher reliability
- Limitations
  - Intrinsic device scaling limits
  - Cost of fabrication
  - Interconnect limitation
  - Large scale design management



# Problems of Microelectronics

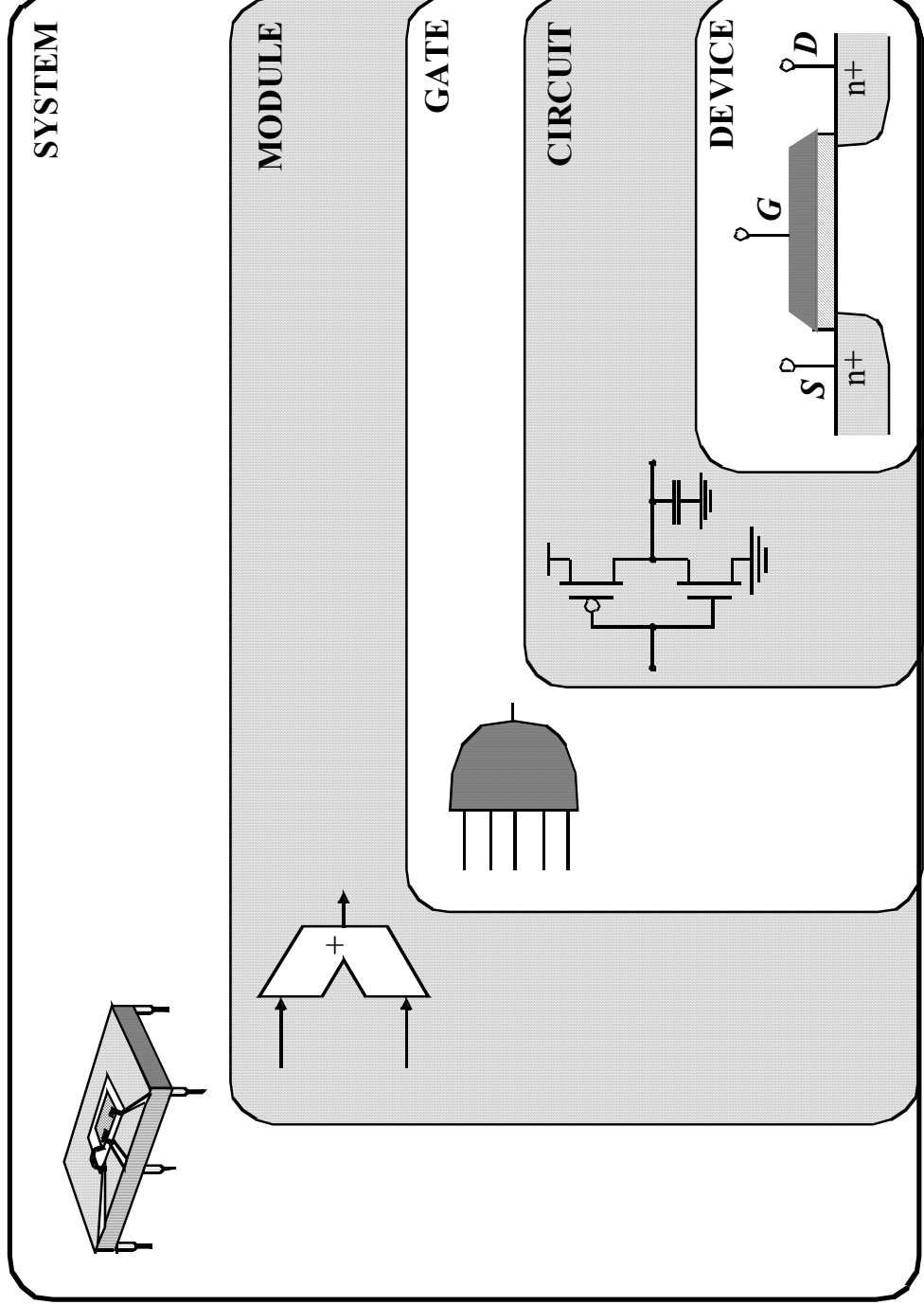
- **Design Cost:**
  - design time
  - fabrication time
  - impossibility to repair
  - reduce design cost to be competitive in price
- **Marketing Issues:**
  - use most recent technologies to stay competitive in performance
  - volume production is inexpensive
  - time-to-market is critical
  - evolving market
- **Solution:**
  - Hierarchical and abstraction
  - Different design styles
  - Computer-Aided-Design

# Circuit and System Representations

Complex digital system  $\longrightarrow$  Component gates  
+  
Memory systems

- 3 design domains
  - Behavioral
    - specifies what a particular system does
  - Structural
    - how entities are connected together to effect the prescribed manner
  - Physical
    - how to actually build a structure that has the required connectivity to implement the prescribed behavior

# Design Abstraction Levels



## For a Digital Design

- Architecture
- Algorithm
- Module or Functional Block
- logical
- Switch
- Circuit
- Layout

## Behavioral Representation Domain

- Hardware description language
  - VHDL, Verilog
- Boolean equation
- Within this domain, there are various level of abstraction
  - Algorithm
  - Register transfer level (communication between registers)

$$\text{Acc} \longleftarrow \text{Acc} + R1$$

- Boolean equations

$$\text{CO} = A.B + A.C + B.C$$

↓  
carry

## Behavioral Representation Domain - cont.

- Algorithm level (Verilog)

can include speed  
info

```
MODULE carry (co, a,b,c)
  output co
  input a, b, c
  assign co = (a&b)|(a&c)|(b&c);
ENDMODULE
```

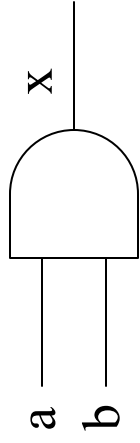
## Structural Domain

- The levels of abstraction include
  - module
  - gate
  - switch
  - circuit

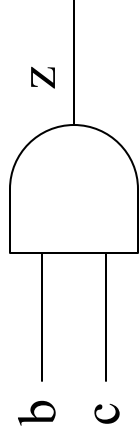
```
MODULE    carry (co, a, b, c)
input a, b, c;
output co;
wire x, y, z
          AND    g1 (x, a, b)
          AND    g2 (y, a, c)
          AND    g3 (z, b, c)
          OR     g4 (co, x, y, z);

ENDMODULE
```

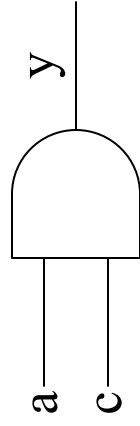
# Structural Domain- cont.



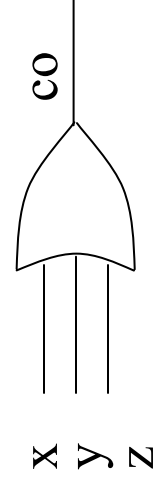
g1



g3



g2



g4



# Physical Representation

```
MODULE    carry ;
Input    a, b, c;
output   co;
boundary [0, 0, 100, 400]
    port a aluminum width = 1 origin = [0,2]
    port b aluminum width = 1 origin = [0,7]
    port
    .
    .
    .
    Port ci polysilicon .....
```

**ENDMODULE**

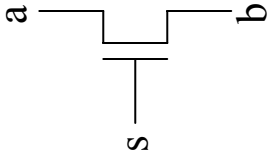
# Transistor Level

```
MODULE    carry (co, a, b, c)
input    a, b, c;
output   co;
wire     i1, i2, i3, i4, cn;

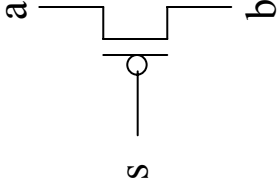
           NNMOS  n1(i1, vss, a)
           NNMOS  n2(i1, vss, b)
           .
           .
           .
           PMOS   p1(i3, vdd, b);
           PMOS   p2(cn, i3, a);
           .
           .
           .

ENDMODULE
```

# CMOS Logic

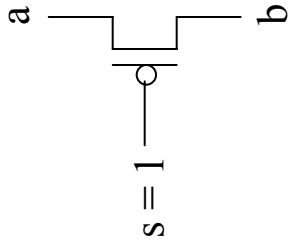
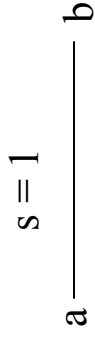
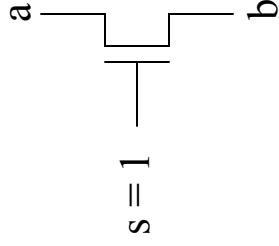
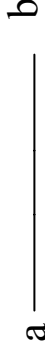
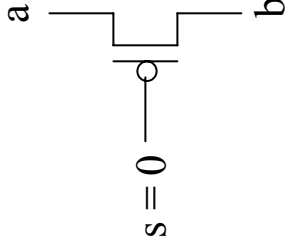
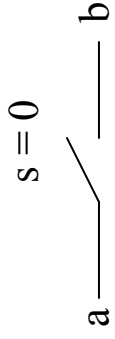
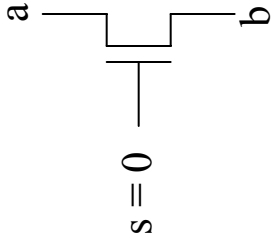


NMOS transistor

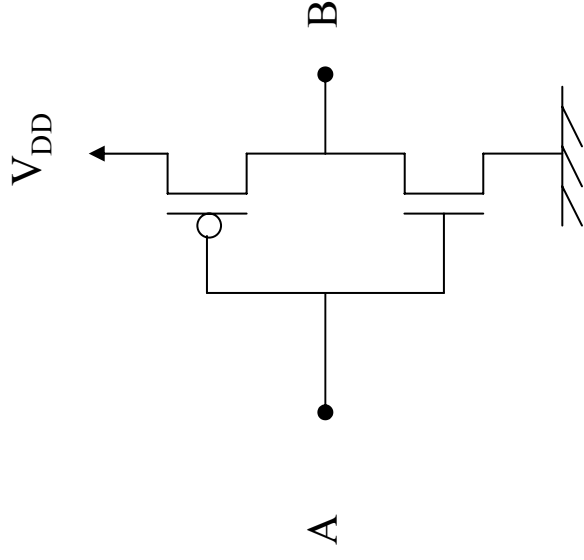


PMOS transistor

Consider them as switches

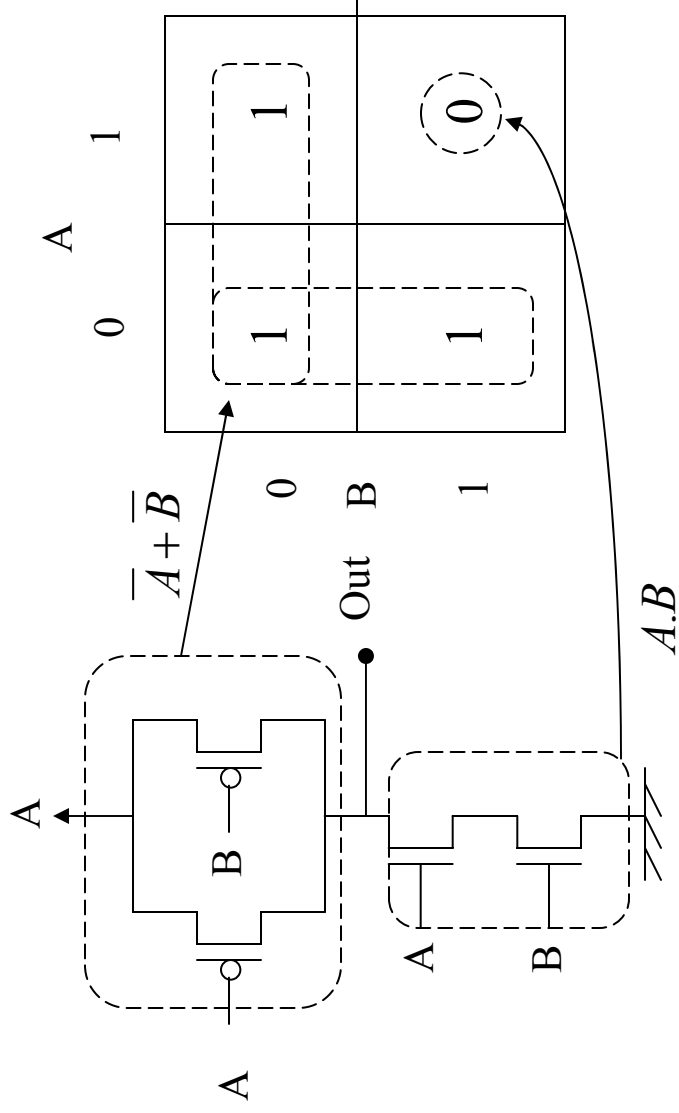


# Inverter ( $\bar{A}$ )

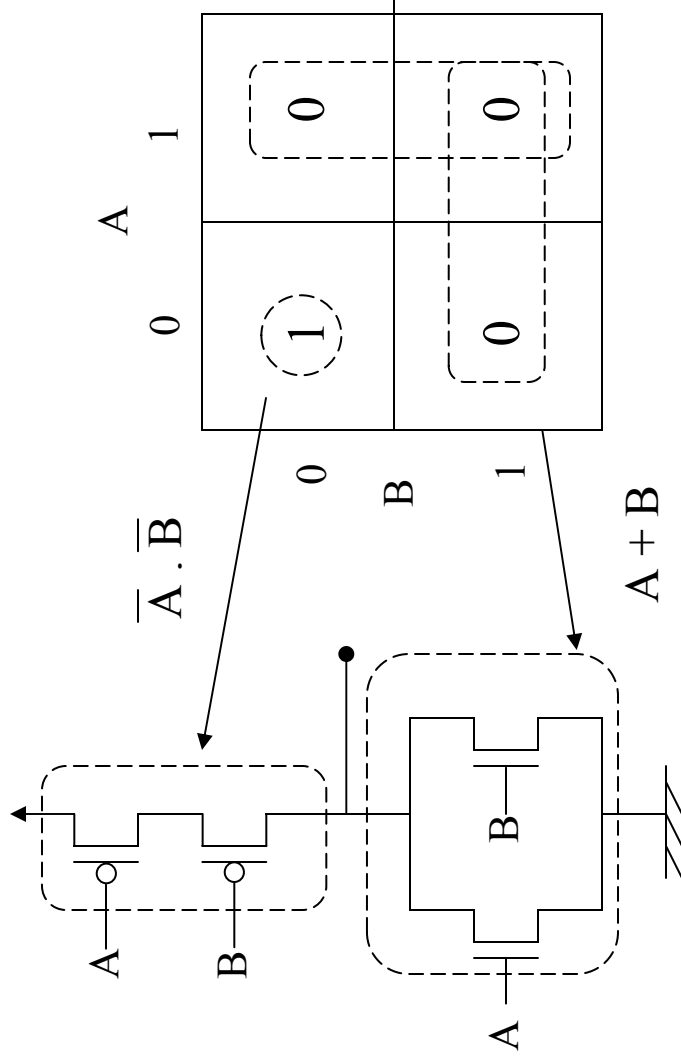


- Low power dissipation

# NAND ( $\overline{A \cdot B}$ )



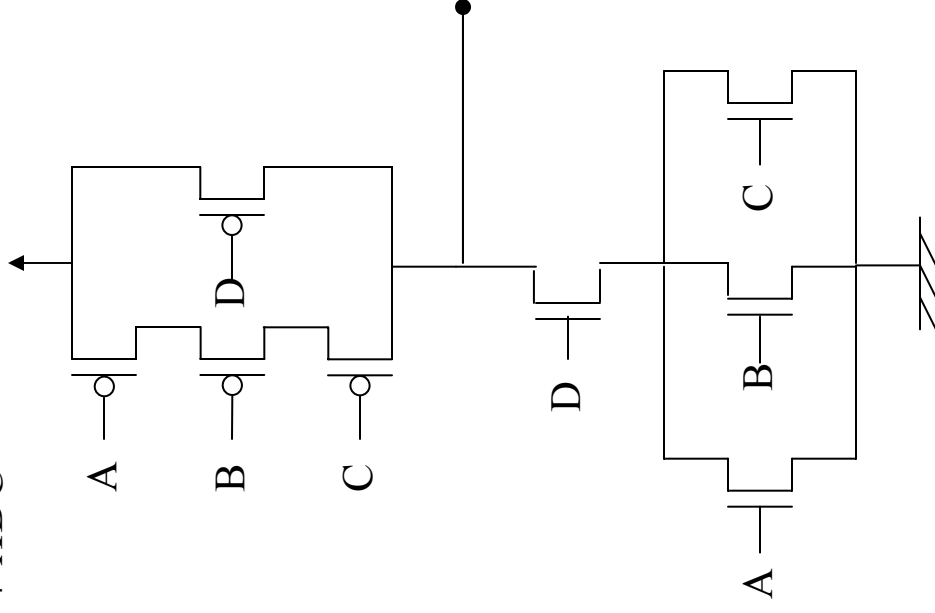
# NOR ( $\overline{A+B}$ )



# Complex Gates

$$F = \overline{((A+B+C).D)} = \overline{D} + \overline{ABC}$$

$$\overline{F} = (A+B+C).D$$



# VLSI Design is Inter-Disciplinary

- Breadth of field
  - Semiconductor physics and technology
  - Integrated electronics
  - Systems design
  - Testing
  - Computer-Aided Design
- Depth of field
  - Complexity of fabrication technology
  - Difficulty of design problems