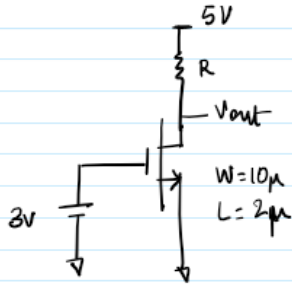


EE 330 Fall 2024

Homework 7 Solutions

Problem 1
part 1 and part 2



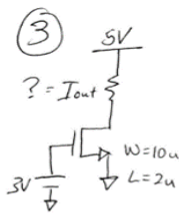
Assume nmos in saturation

$$I_D = \frac{\mu_0 C_{ox}}{2} \frac{W}{L} (V_{GS} - V_{TN})^2$$

$$I_D = \frac{100 \mu A}{2} \times \frac{10 \mu m}{2 \mu m} (3V - 0.75V)^2 = 1.266 \text{ mA} \quad 2$$

$$V_{out} = V_{DD} - I_D R = 5 - 1.266 \times 10^{-3} \times 1 \times 10^3 = 3.744 \text{ V} \quad 1$$

Part 3



Assume it's in saturation

$$I_D = 1.27 \text{ mA}$$

$$V_{out} = 5V - (1.27 \text{ mA} \cdot 5 \text{ k}\Omega) = -1.35 \text{ V}$$

$V_{out} \geq V_{GS} - V_{TN}$ X fails to be saturation
but

$$V_{GS} > V_{TN} \checkmark$$

Let's use linear mode equation.

$$I_D = \frac{100 \mu A / V^2}{2} \left(\frac{10 \mu}{2 \mu} \right) (V_{GS} - V_{TN} - V_{out}) V_{out}$$

$$I_D = \frac{100 \mu A / V^2}{2} \left(\frac{10 \mu}{2 \mu} \right) (3V - 0.75V - V_{out}) V_{out}$$

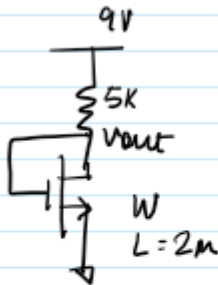
$$I_D = \frac{5V - V_{out}}{5 \text{ k}\Omega} \Rightarrow \frac{100 \mu A / V^2}{2} \left(\frac{10 \mu}{2 \mu} \right) (3V - 0.75V - V_{out}) V_{out} = \frac{5V - V_{out}}{5 \text{ k}\Omega}$$

$$\Rightarrow V_{out} = 0.225, \quad V_{out} = 2.825$$

$$I_{out} = \frac{V_{DD} - V_{out}}{5 \text{ k}\Omega} = \frac{5 - 2.825}{5 \text{ k}\Omega} = 0.435 \text{ mA}$$

If we use this
Nmos will be
in saturation

2.)



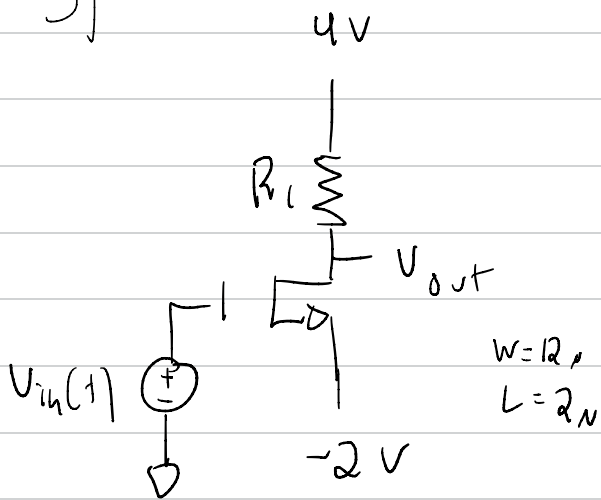
$$V_{out} = V_{GS} = 3V \quad (\text{Assume saturation})$$

$$I_D = \frac{V_{DD} - V_{out}}{5 \text{ k}\Omega} = \frac{6}{5 \text{ k}\Omega} = 1.2 \text{ mA}$$

$$I_D = \frac{\mu_0 C_{ox}}{2} \frac{W}{L} (V_{GS} - V_T)^2 = 1.2 \times 10^{-3}$$

$$\Rightarrow W = \frac{1.2 \times 10^{-3} \times 2 \times 10^{-6}}{\frac{100 \times 10^{-6}}{2} \times (3 - 0.75)^2} = 9.48 \mu m$$

3)



$$V_{GS} = V_G - V_S = 0 - (-2V) = 2V$$

$$V_T = 0.75V$$

$$\begin{aligned} I_{DQ} &= \frac{\mu C_{ox}}{2} \frac{W}{L} \times (V_{GS} - V_T)^2 \\ &= \frac{100\text{ n}}{2} \frac{12}{2} \times (2 - 0.75)^2 \\ &= 468.75 \mu\text{A} \end{aligned}$$

For saturation

$$V_{DS} \geq V_{GS} - V_T$$

$$\rightarrow V_{DS} = V_D - V_{SS} = (4 - I_D R) - (-2) = 6 - I_D R$$

$$\rightarrow 6 - I_D R \geq 2 - 0.75$$

$$I_D R \leq -(1.25 - 6)$$

$$R \leq \frac{4.75}{I_D} = \frac{4.75V}{468.75 \mu\text{A}}$$

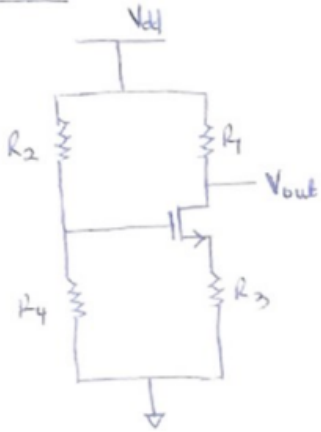
$$R \leq 10.13 \text{ k}\Omega$$

4.

$I_{D1} = I_{D2}$
 $(V_{SG} - |V_{TP}|)^2$
 $\frac{\mu_p C_{ox}}{2} \frac{W_2}{L_2} (3 - V_{out} - 0.75)^2 = \frac{\mu_n C_{ox}}{2} \frac{W_1}{L_1} (2 - 0.75)^2$
 $V_{out} = 1.68$ ~~$V_{out} = 2.81$~~
 For sat. $V_{SG} > V_T$, so
 pmos

5.

Problem 5



From the process parameters

$V_{th} = 0.76, \frac{W}{L} = \frac{3}{0.6}$

$\frac{\mu_n C_{ox}}{2} = 57.8 \times 10^{-6} A/V^2$

$\rightarrow V_G = V_{dd} \times \frac{90k}{(90+10)k} = \frac{90}{100} \times 10 = 9V$

\Rightarrow Assuming operation in saturation,

$I_D = \frac{\mu_n C_{ox}}{2} \frac{W}{L} (V_{GS} - V_T)^2 = 57.8 \times 10^{-6} \times \frac{3}{0.6} (9 - V_S - 0.76)^2$

$I_D = 2.89 \times 10^{-4} (8.24 - V_S)^2$

Since $I_D = I_S = \frac{V_S}{R_3} = \frac{V_G}{2 \times 10^3} = 2.89 \times 10^{-4} (8.24 - V_S)^2$

$$\Rightarrow V_S = 0.578(8.24 - V_S)^2 = 0.578(67.898 - 16.48V_S + V_S^2)$$

$$V_S = 39.25 - 9.53V_S + 0.578V_S^2$$

$$0 = 39.25 - 10.53V_S + 0.578V_S^2$$

Using quadratic formula,
$$\frac{-b \pm \sqrt{b^2 - 4ac}}{2a} = V_S$$

$$V_S = \begin{cases} 12.99 \\ 5.23 \end{cases}$$

→ The ~~given~~ answer cannot be 12.99, since V_{DD} is only 10V

$$\Rightarrow \text{For } V_S = 5.23\text{V}, I_D = 2.59 \times 10^{-4} (8.24 - 5.23)^2 = \underline{2.62\text{mA}}$$

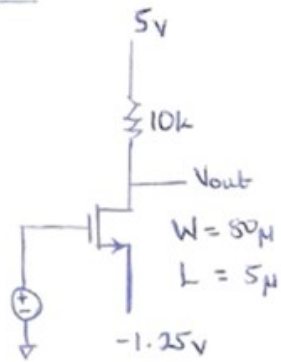
$$\Rightarrow V_{out} = R_4 \times I_D = 5000 \times 2.62 \times 10^{-3} = \underline{13.1\text{V}}$$

$$V_{DS} = 13.1 - 5.23 = 7.87\text{V}$$

$$V_{GS} = V_G - V_S = 9 - 5.23 = 3.77\text{V}$$

Therefore, $V_{DS} > V_{GS} - V_T$ and the circuit is in saturation

Problem 6



(a)

$$V_{gs} = V_{in} - V_s = 0 - (-1.25) = 1.25\text{V}$$

$$V_{ds} = V_D - V_s = V_D - (-1.25) = V_D + 1.25$$

Since $V_{ds} > V_{gs} - V_T$, the circuit is operating in saturation.

$$\Rightarrow I_D = \frac{\mu_n C_{ox}}{2} \frac{W}{L} (V_{gs} - V_T)^2 = \frac{100 \times 10^{-6}}{2} \frac{80}{5} (1.25 - 0.75)^2 = \underline{200 \times 10^{-6} \text{ A}}$$

$$\Rightarrow V_{out} = V_{DD} - (I_D \times 10\text{k}) = 5 - (200 \times 10^{-6} \times 10 \times 10^3)$$

$$V_{out} = 5 - 2 = 3\text{V}$$

(b) If $V_{in} = 0.1V$, $V_{gs} = 0.1 + 1.25 = 1.35$

$$\rightarrow I_D = \frac{100 \times 10^{-6}}{2} \frac{80}{5} (1.35 - 0.75)^2 = 288 \times 10^{-6} A$$

$$\rightarrow V_{out} = 288 \times 10^{-6} \times 10k = \underline{\underline{2.88V}}$$

\Rightarrow Thus, the output waveform will be going between
2V and $\underline{\underline{2.88V}}$

(c) $Gain = \frac{2.88}{0.1} = \underline{\underline{28.8}}$

7.

Consider the C_{ox} given at the top of the assignment $C_{ox} = 4 \text{ fF}/\mu\text{m}^2$

$$C_P = C_{ox} * W_p * L_p = 4 * 20 * 2 = 160 \text{ fF}$$

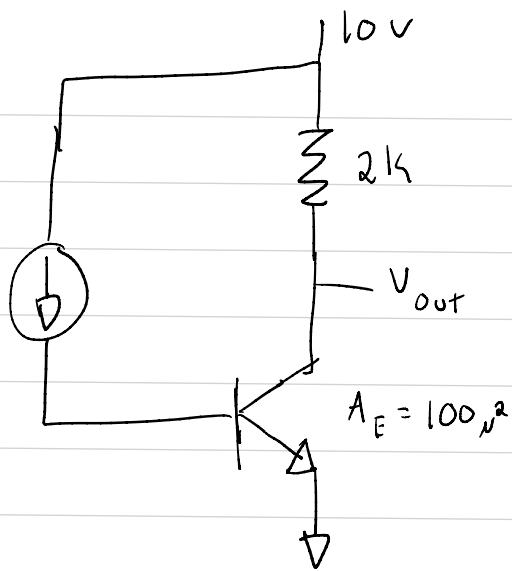
$$C_n = C_{ox} * W_n * L_n = 4 * 5 * 1 = 20 \text{ fF}$$

$$C_{total} = 160 + 20 = 180 \text{ fF}$$

$$R_{LH} = R_P = \frac{1}{\mu_{cox_p} \left(\frac{W_p}{L_p} \right) (V_{GS} - V_t)} = \frac{1}{75 * 10^{-6} * \left(\frac{20}{2} \right) (1.5 - 0.5)} = 1.33 \text{ K}\Omega$$

$$R_{HL} = R_N = \frac{1}{\mu_{cox_n} \left(\frac{W_n}{L_n} \right) (V_{GS} - V_t)} = \frac{1}{350 * 10^{-6} * \left(\frac{5}{1} \right) (1.5 - 0.5)} = 571.4 \text{ K}\Omega$$

8)



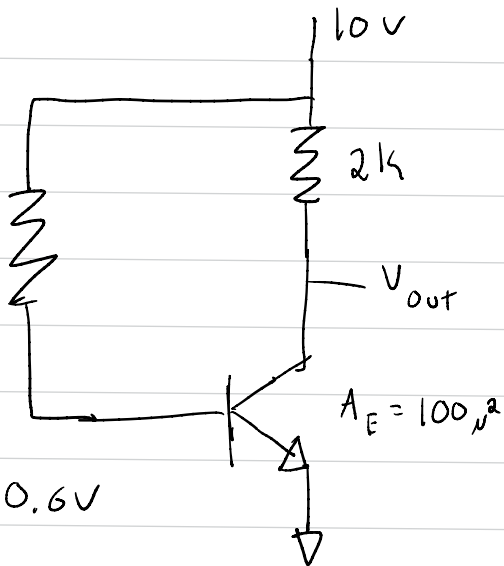
$$J_S A = 10^{-12} \text{ A}$$

$$\beta_p = 30, \beta_n = 100$$

$$i_c = \beta_n i_b, \quad i_b = 20 \mu\text{A}$$

$$i_c = 100 \cdot 20 \mu = 2 \text{ mA}$$

$$V_{out} = 10 - 2 \text{ k} \cdot 2 \text{ mA} = 6 \text{ V}$$

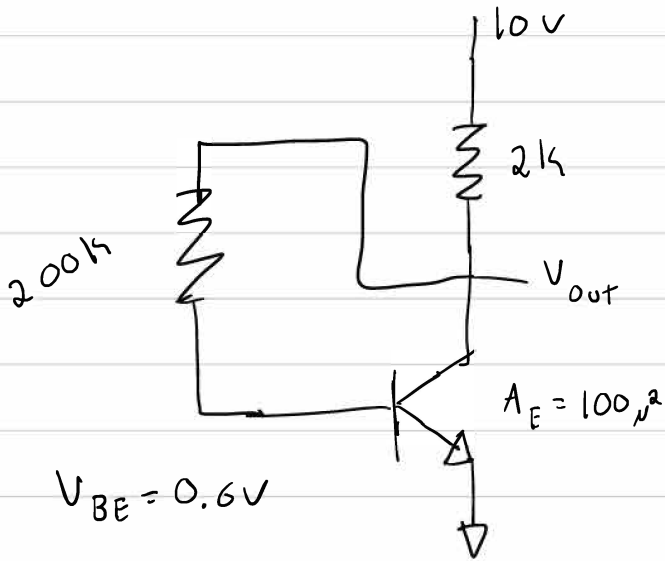


$$i_c = \beta_n i_b, \quad i_b = \frac{10 - 0.6}{300 \text{ k}}$$

$$= 31.3 \mu\text{A}$$

$$i_c = 100 \cdot 31.3 \mu = 3.13 \text{ mA}$$

$$V_{out} = 10 - 2 \text{ k} \cdot 3.13 \text{ mA} = 3.73 \text{ V}$$



$$i_b = \frac{V_{out} - 0.6}{200k}, \quad i_c = \beta_n i_b$$

$$V_{out} = 10 - i_e \cdot 2k$$

$$i_e = i_b + i_c$$

$$i_b = 23.4 \mu A$$

$$V_{out} = 5.28 V$$

9, 10)

9&10)

//encoder

`timescale 1ns/1ps
simulation

//nice timescale for

module encoder_8to3(in, out, en);

//instantiate module

input [7:0] in;

//instantiate input, 8 bits

input en;

//enable pin

output reg [2:0] out;

//instantiate output, 3 bits

always @ (*) begin

//any time an input changes, execute

```

if (en) begin
    out = 0;
end
else begin
    case (in)
        8'b00000001 : out = 3'b000;
        8'b00000010 : out = 3'b001;
        8'b00000100 : out = 3'b010;
        8'b00001000 : out = 3'b011;
        8'b00010000 : out = 3'b100;
        8'b00100000 : out = 3'b101;
        8'b01000000 : out = 3'b110;
        8'b10000000 : out = 3'b111;
    endcase
end

endmodule

//encoder testbench

`timescale 1ns/1ps
simulation

module encoder_tb();

reg [7:0] in;
reg en;
wire [2:0] out;


```

//active low enable, when en is high

//set output to zero

//if enabled

//case maps inputs to output

//only anticipates one input at a time

//nice timescale for

//instantiate testbench

//instantiate input

//enable pin

//instantiate output

```

integer i, run;                                //used within testbench loop

encoder_8to3 DUT(.in(in),.out(out),.en(en));    //instantiate DUT

initial begin                                  //start test
    run = 1;                                    //used to force while loop to run
    forever

        in = 0;                                //input initial value
        en = 0;                                //enable initial value
        i = 0;                                  //iteration variable

        while (run) begin                       //force to loop forever
            if (i > 7) begin                    //if iteration variable exceeds seven
                en = ~en;                       //toggle enable
                i = 0;                           //set iteration variable to zero
                in = 1;                          //set input to one to avoid negative exponent error
                #1;                               //wait one time unit
                i = 1;                           //set iteration variable to one, enter back into loop
            end

            in = in + (2 ** i);                  //add 2^n to input
            in = in - (2 ** (i-1));              //subtract 2^(n-1) from input, above if avoid 2^-1
            i = i + 1;                           //increment iteration variable
            #1;                                   //wait one time unit
        end

        end                                     //above while loop mimics 8 bit shift register which
end                                             //feeds back into itself. Has one active bit,
rest are zero

endmodule

```



/decoder implementation

```
`timescale 1ns/1ps
```

```
//nice simulation timescale
```

```
module decoder_3to8(in, out, en);
```

```
//instantiate module
```

```
input [2:0] in;
```

```
//instantiate input, 3 bits
```

```
input en;
```

```
//enable pin
```

```
output reg [7:0] out;
```

```
//instantiate output, 7 bits
```

```
always @ (*) begin
```

```
//any time an input changes, execute
```

```
    if (en) begin
```

```
//active low enable, when en is high
```

```
        out = 0;
```

```
//set output to zero
```

```
    end
```

```

else begin
    case (in)
        3'b000 : out = 8'b00000001;
        3'b001 : out = 8'b00000010;
        3'b010 : out = 8'b00000100;
        3'b011 : out = 8'b00001000;
        3'b100 : out = 8'b00010000;
        3'b101 : out = 8'b00100000;
        3'b110 : out = 8'b01000000;
        3'b111 : out = 8'b10000000;
    endcase
end

end

endmodule

//decoder testbench

`timescale 1ns/1ps

module decoder_tb();
    reg [2:0] in;
    reg en;
    wire [7:0] out;
    decoder_3to8 DUT(.in(in),.out(out),.en(en));
    initial in = 0;
    initial en = 0;
    always #1 in[0] = ~in[0];
endmodule

//if enabled
//case statement maps input
//nice simulation timescale
//instantiate testbench
//instantiate input, 3 bits
//enable pin
//instantiate output, 8 bits
//instantiate DUT
//set initial values
//toggle at timed intervals

```

```
always #2 in[1] = ~in[1];
```

```
always #4 in[2] = ~in[2];
```

```
always #8 en = ~en;
```

```
endmodule
```

