

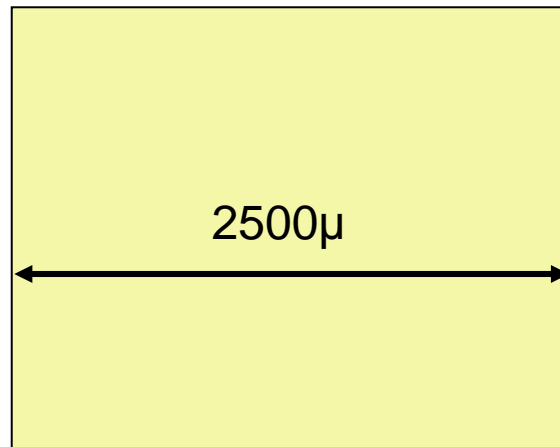
# EE 434

## Lecture 4

Digital Systems – A preview

## Quiz 2

A die is  $2500\mu$  on a side, comes from an 8" wafer that costs \$1200 in a process with a defect density of  $1.2/\text{cm}^2$ . Determine the cost per good die as limited by the hard faults in processing.



And the number is ....

1

8

3

5

4

6

9

7

2

And the number is ....

1

7

3

4

9

8

6

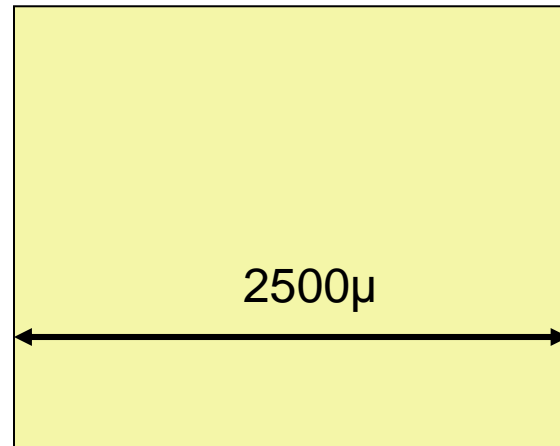
**2**

2

5

## Quiz 2

A die is 2500 $\mu$  on a side, comes from an 8" wafer that costs \$1200 in a process with a defect density of 1.2/cm<sup>2</sup>. Determine the cost per good die as limited by the hard faults in processing.



Solution:

$$C_{\text{GOOD}} = \frac{C_{\text{FAB}}}{Y_H}$$

$$C_{\text{FAB}} = C_{\text{WAFER}} \frac{A_{\text{DIE}}}{A_{\text{WAFER}}}$$

$$Y_H = e^{-A_{\text{DIE}}d}$$

$$C_{\text{GOOD}} = C_{\text{WAFER}} \frac{A_{\text{DIE}}}{A_{\text{WAFER}}} e^{A_{\text{DIE}}d}$$

## Quiz 2

A die is 2500 $\mu$  on a side, comes from an 8" wafer that costs \$1200 in a process with a defect density of 1.2/cm<sup>2</sup>. Determine the cost per good die as limited by the hard faults in processing.

Solution:

$$C_{\text{GOOD}} = C_{\text{WAFER}} \frac{A_{\text{DIE}}}{A_{\text{WAFER}}} e^{A_{\text{DIE}}d} = \$1200 \frac{(2500\mu)^2}{\pi 16\text{in}^2} e^{(2500\mu)^2 \frac{1.2}{\text{cm}^2}}$$

$$C_{\text{GOOD}} = \frac{\$0.231}{.928} = \$0.249$$

## Review from Last Time

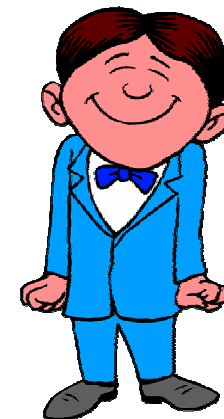
- Device Geometries Limited by Size of Atoms
- Hard Yield Decreases with Area

$$Y_H = e^{-Ad}$$

- Major factor that limits die size
- Soft yield generally increases with die area

$$Y = Y_H Y_S$$

- 6-Sigma Challenge More of a Process (Religion) than Actual Procedure
  - 6-sigma too stringent for many requirements
  - 6-sigma too lax for many others
  - Cost/good die ultimately of primary interest



I got the message

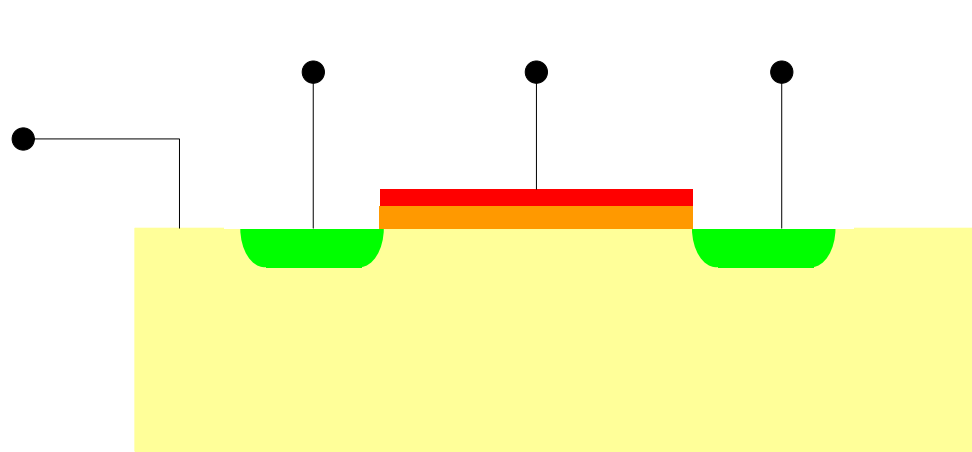
# Basic Logic Circuits

- Will present a brief description of logic circuits based upon simple models and qualitative description of processes
- Will discuss process technology needed to develop better models
- Will provide more in-depth discussion of logic circuits based upon better device models

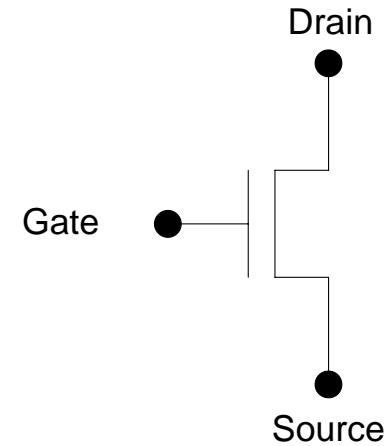
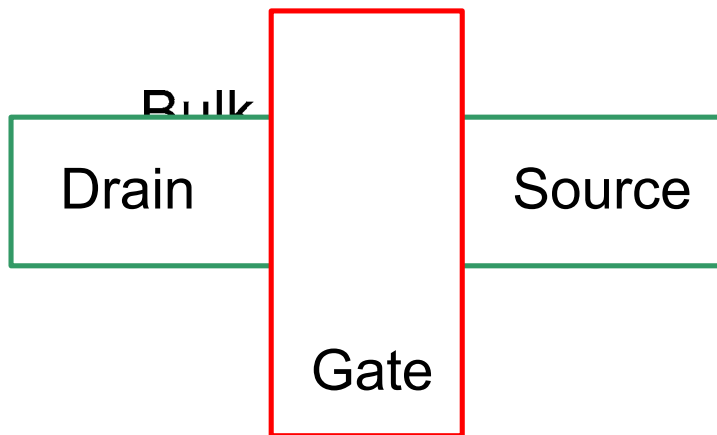


# MOS Transistor

## Qualitative Discussion of n-channel Operation



Source



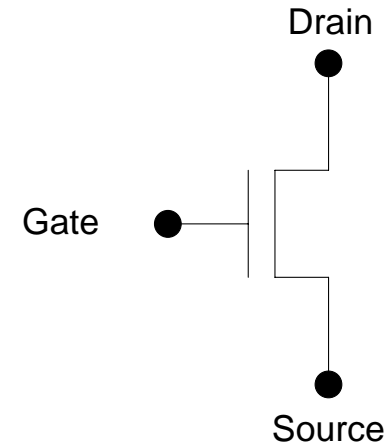
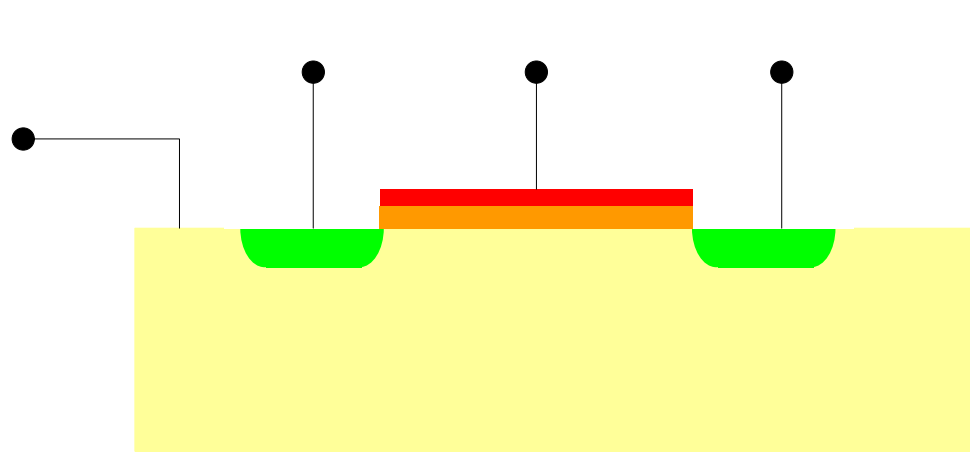
Gate

Drain



# MOS Transistor

## Qualitative Discussion of n-channel Operation



Source

Gate

Drain

Bulk

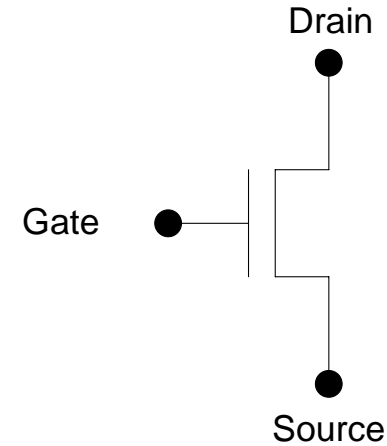
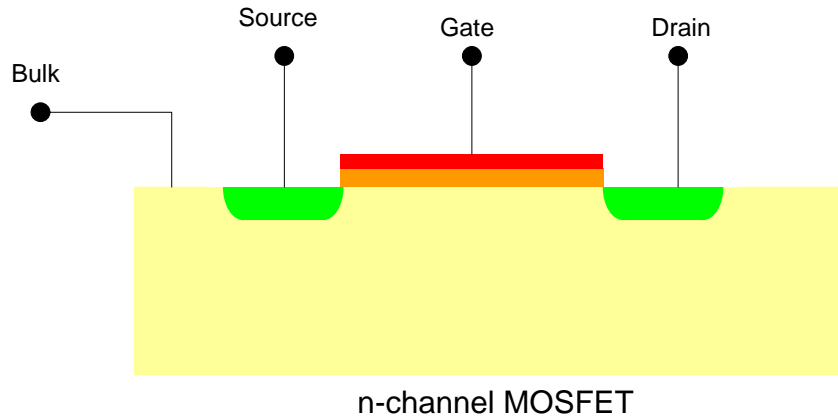
### Behavioral Description of Basic Operation

If  $V_{GS}$  is large, short circuit exists between drain and source

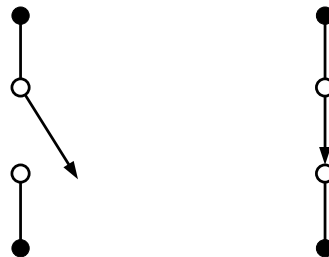
If  $V_{GS}$  is small, open circuit exists between drain and source

# MOS Transistor

## Qualitative Discussion of n-channel Operation

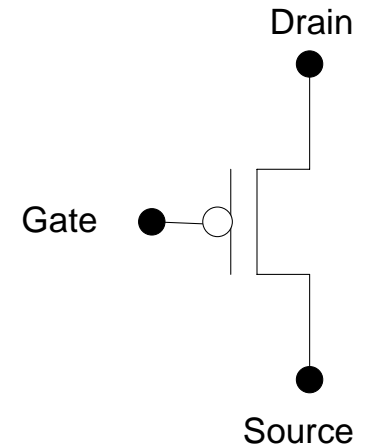
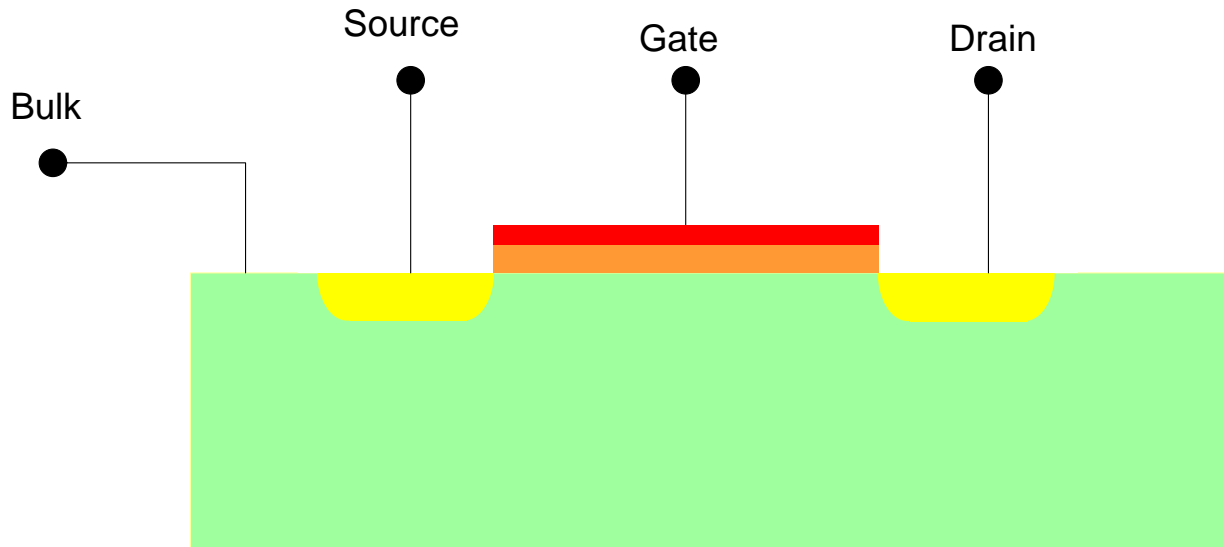


## Equivalent Circuit for n-channel MOSFET

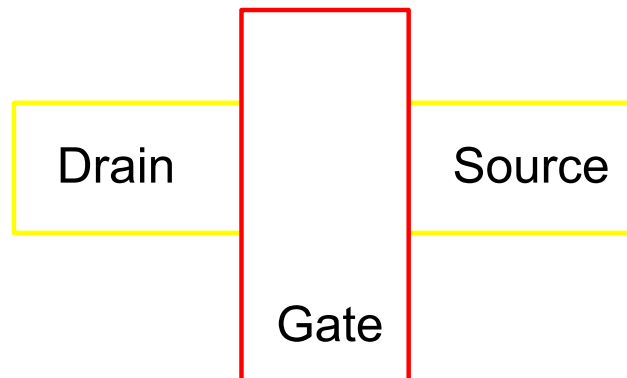


# MOS Transistor

## Qualitative Discussion of p-channel Operation

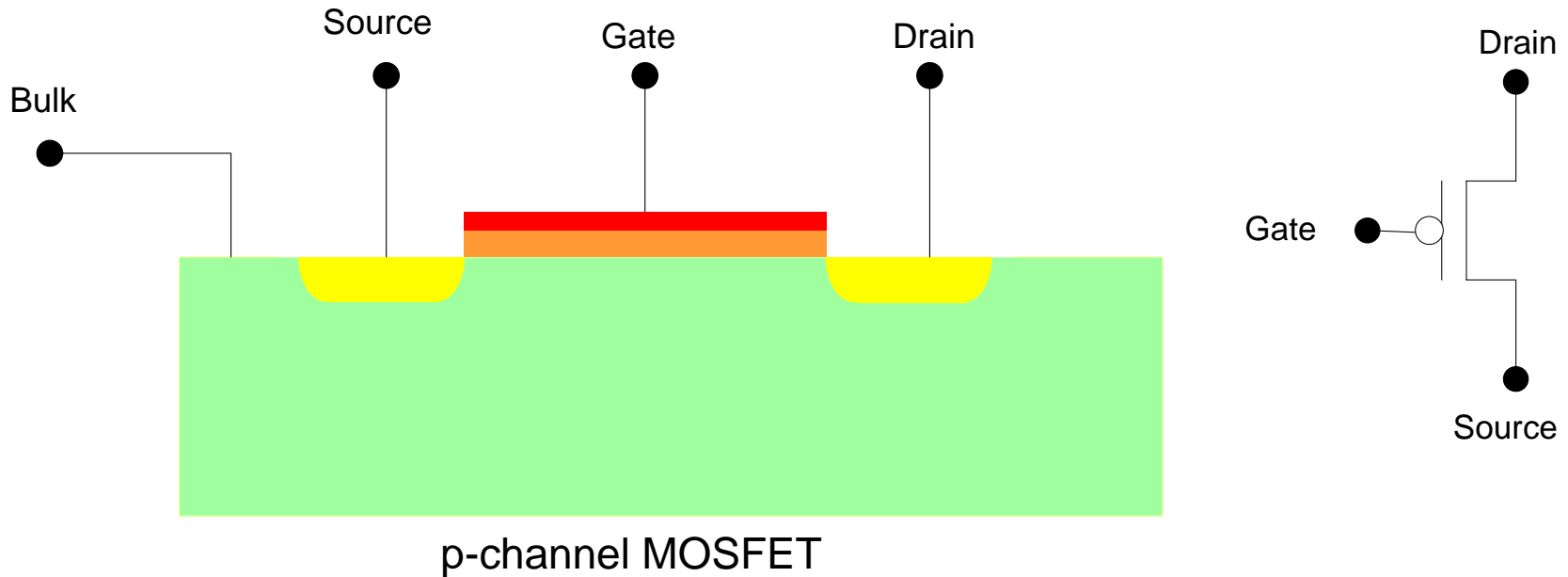


p-channel MOSFET



# MOS Transistor

## Qualitative Discussion of p-channel Operation



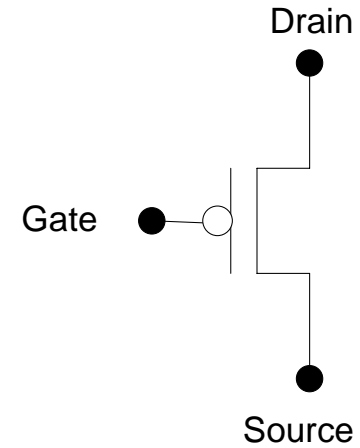
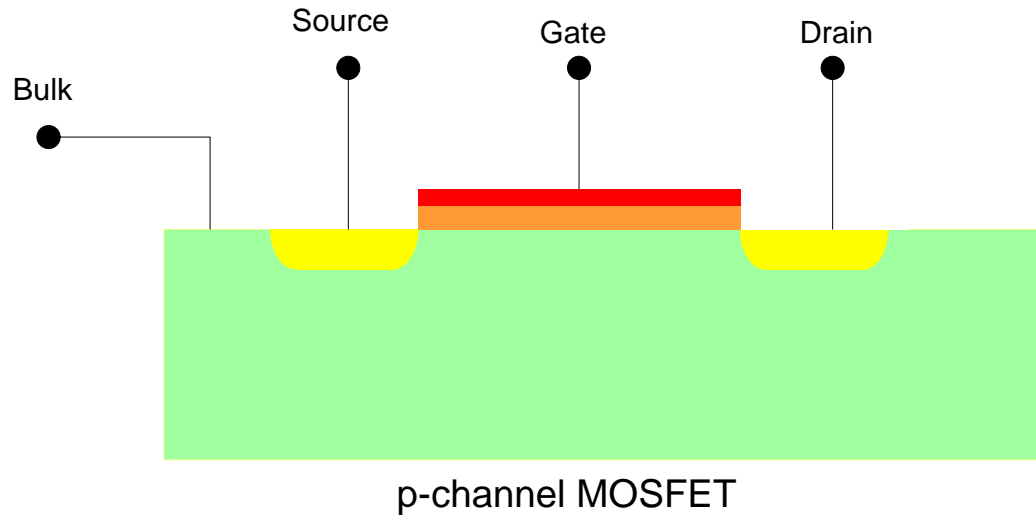
### Behavioral Description of Basic Operation

If  $V_{GS}$  is small (negative), short circuit exists between drain and source

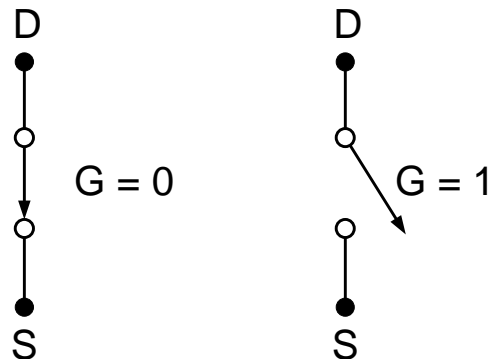
If  $V_{GS}$  is large (near 0), open circuit exists between drain and source

# MOS Transistor

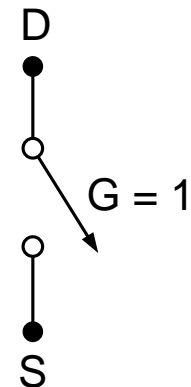
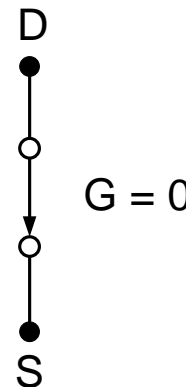
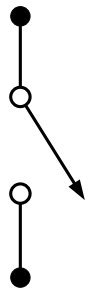
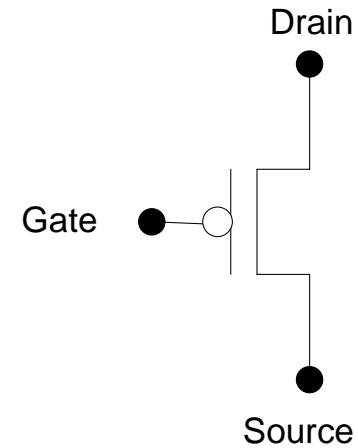
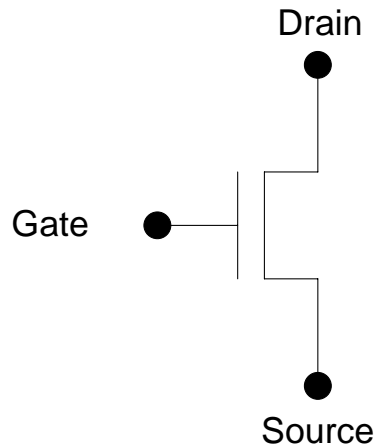
## Qualitative Discussion of p-channel Operation



### Equivalent Circuit for p-channel MOSFET



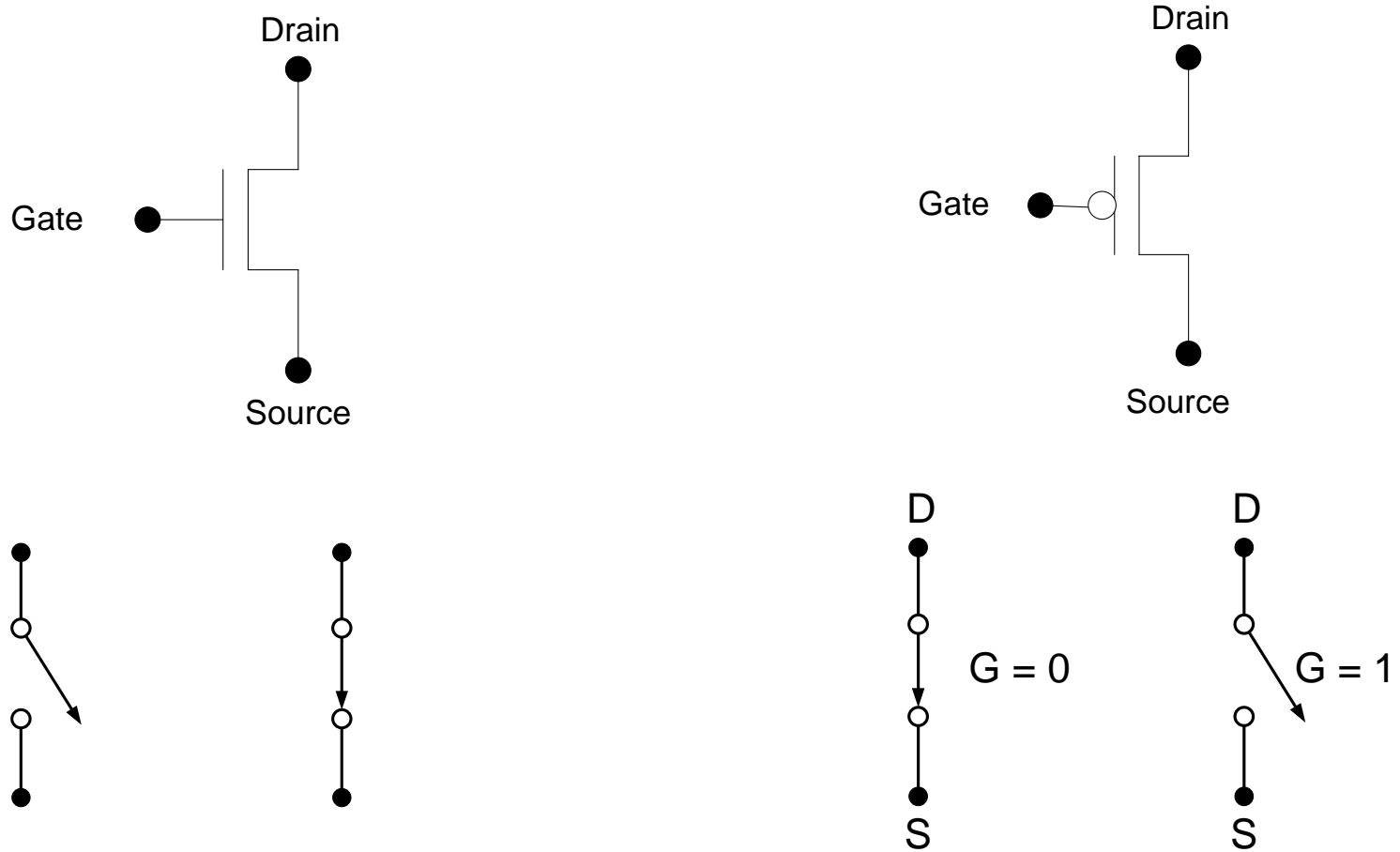
# MOS Transistor



- These represent simple models for the MOS Transistor
- This simple model is adequate for some digital system design work
- More accurate models often needed for other aspects of digital design and for almost all analog design

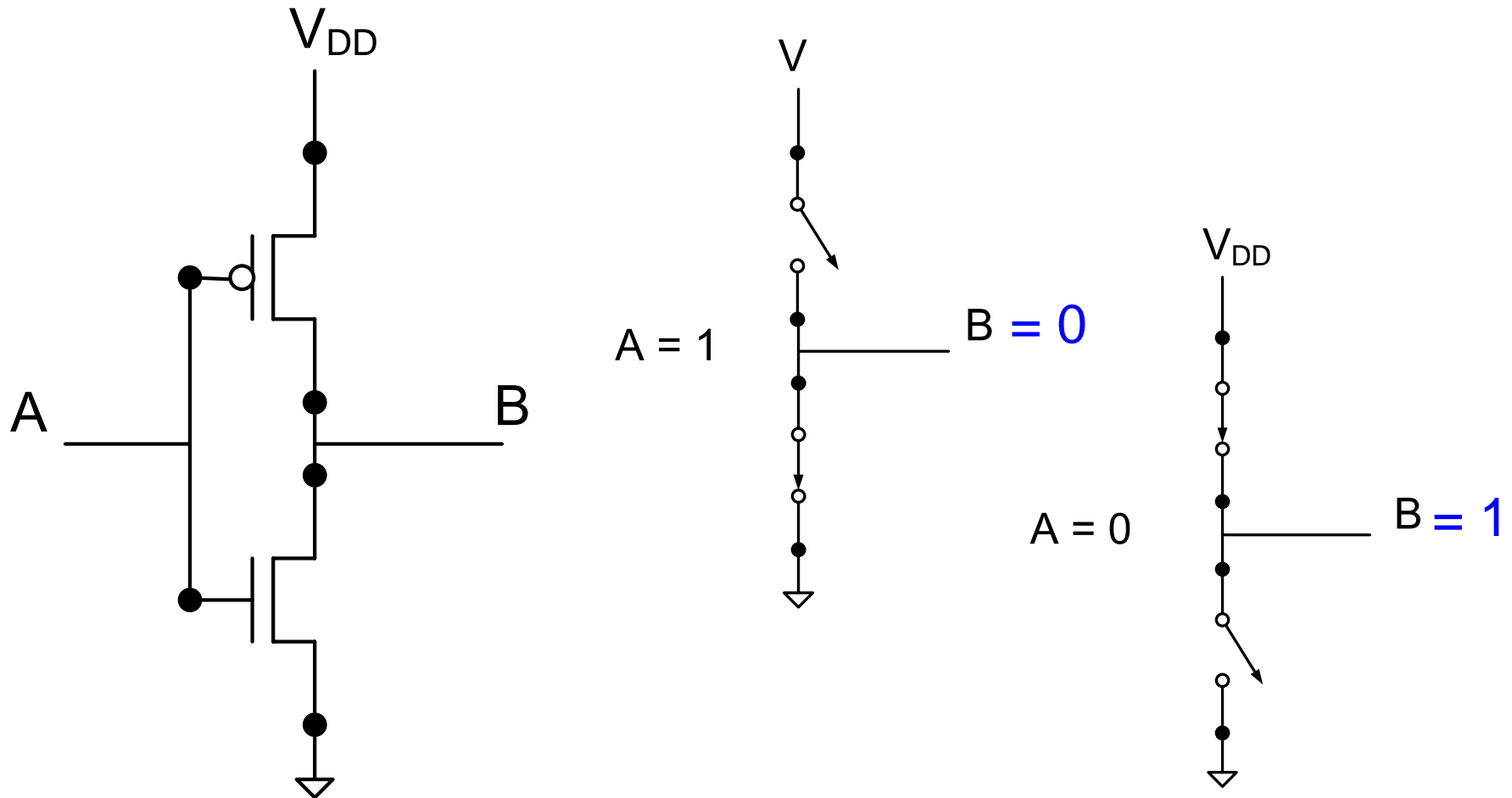
# MOS Transistor

## Comparison of Operation



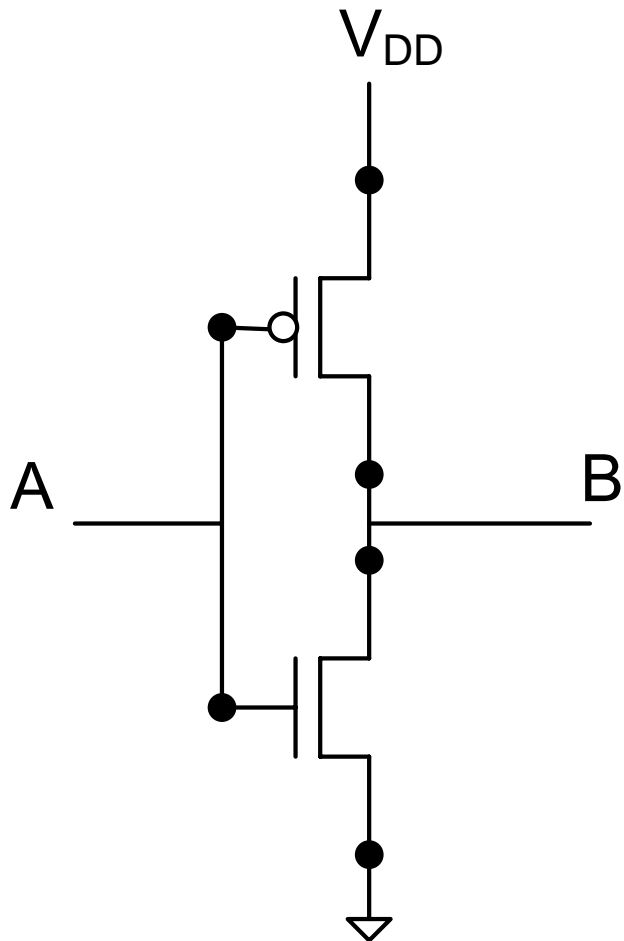


# Logic Circuits



**Circuit Behaves as a Boolean Inverter**

# Logic Circuits

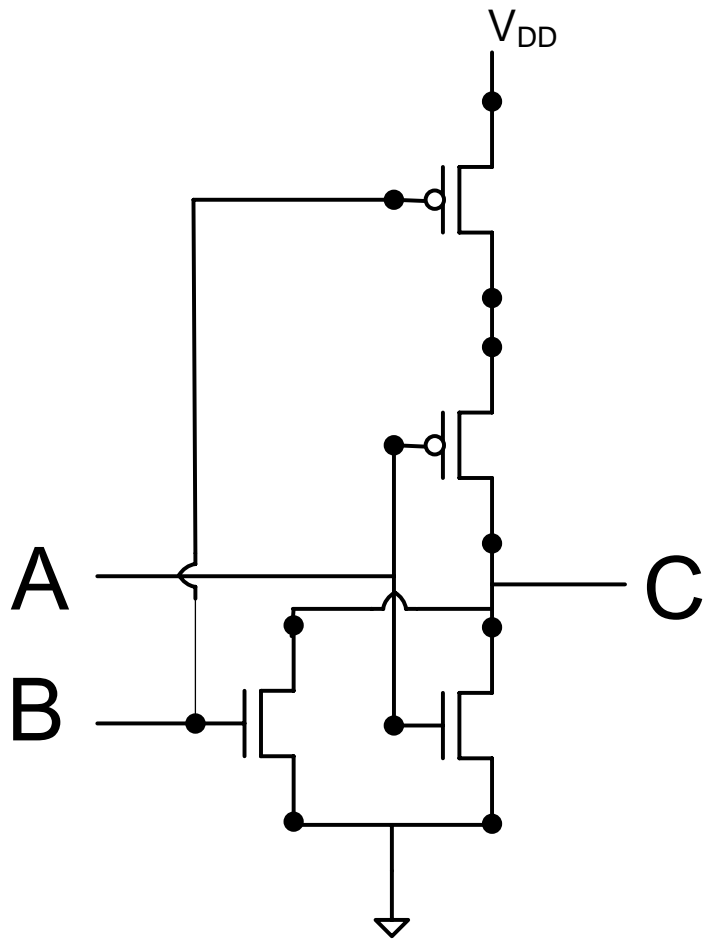


**Inverter**

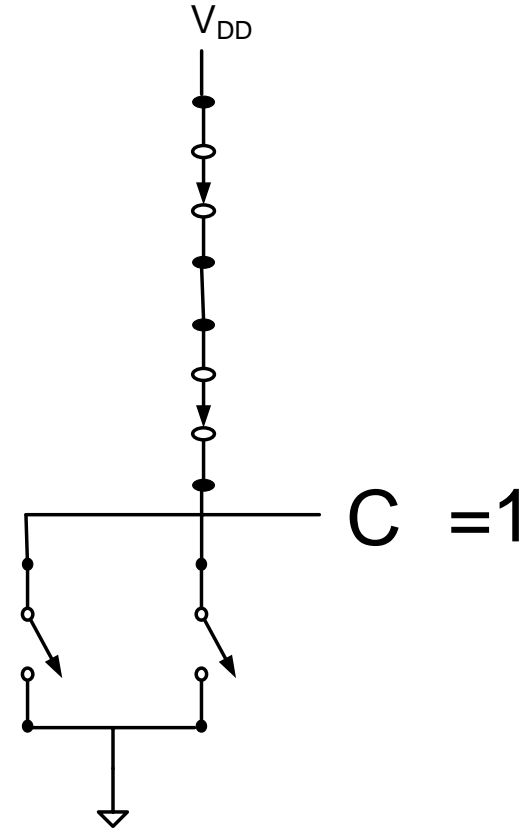
Truth Table

A	B
0	1
1	0

# Logic Circuits

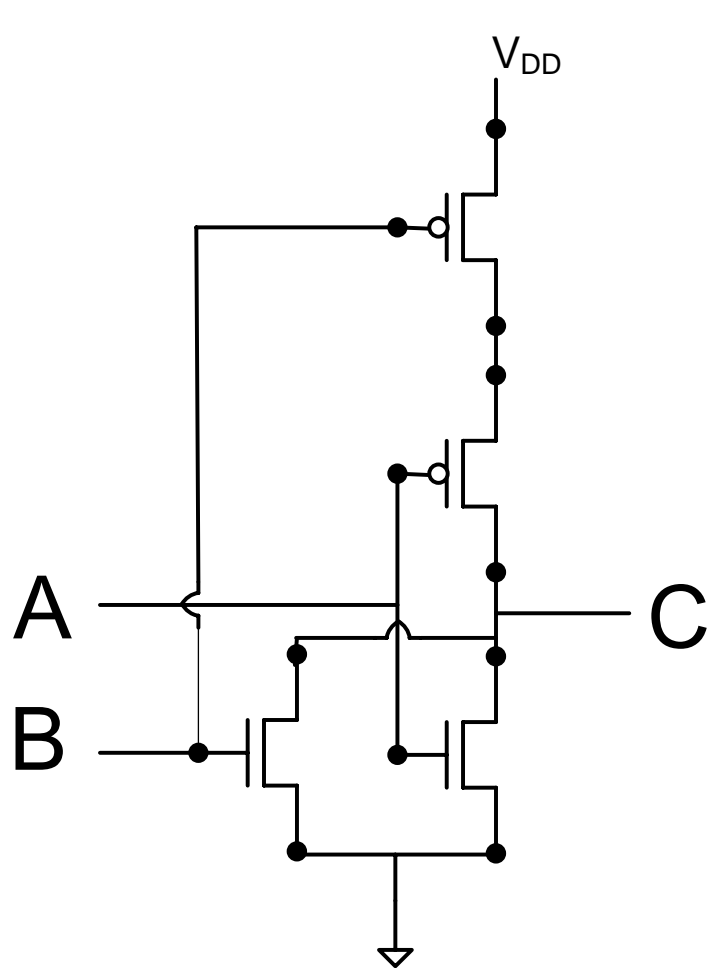


A=0  
B=0

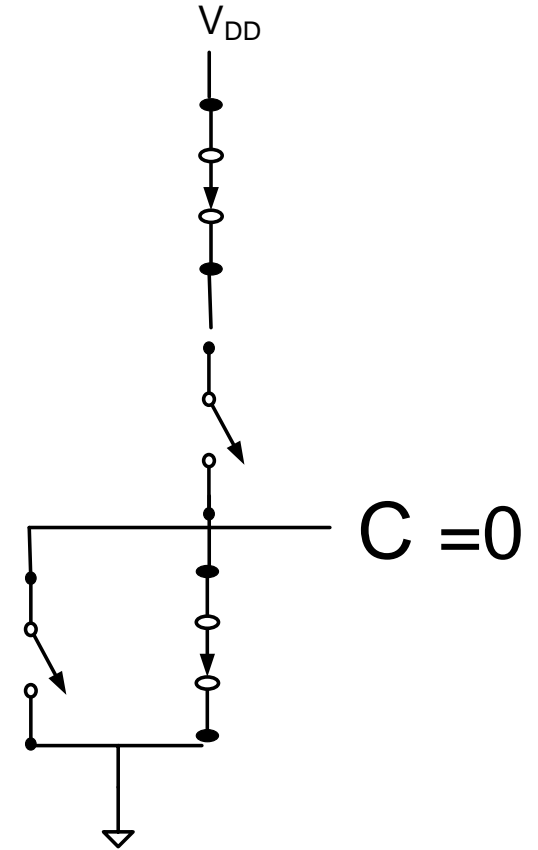


C = 1

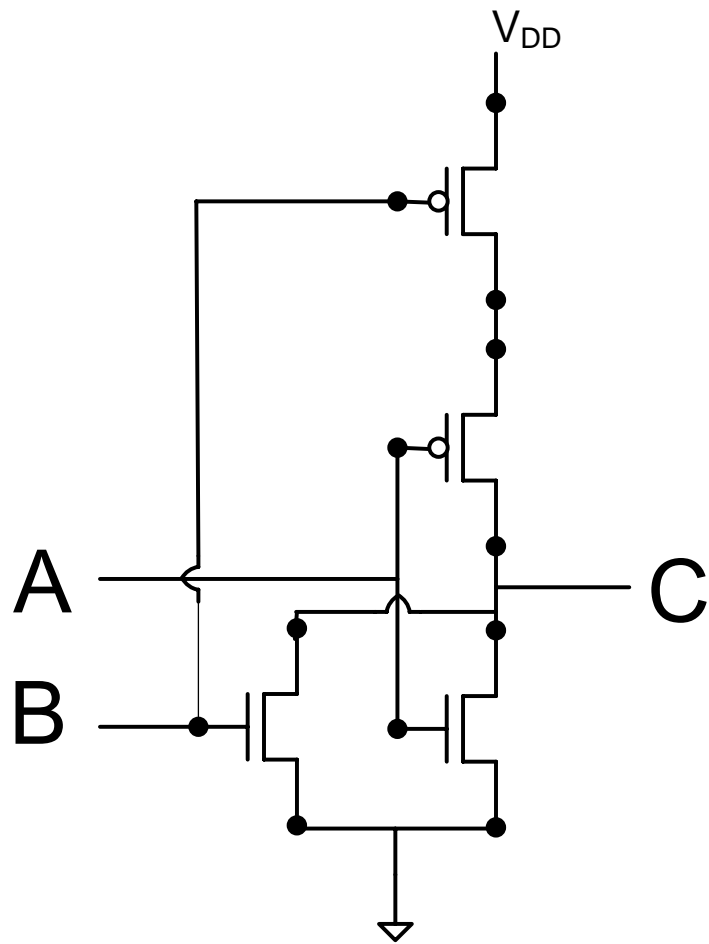
# Logic Circuits



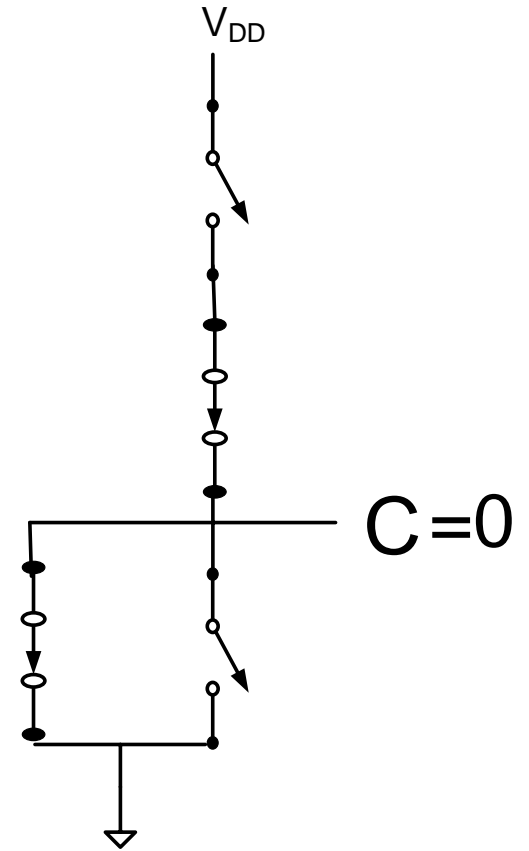
$A=1$   
 $B=0$



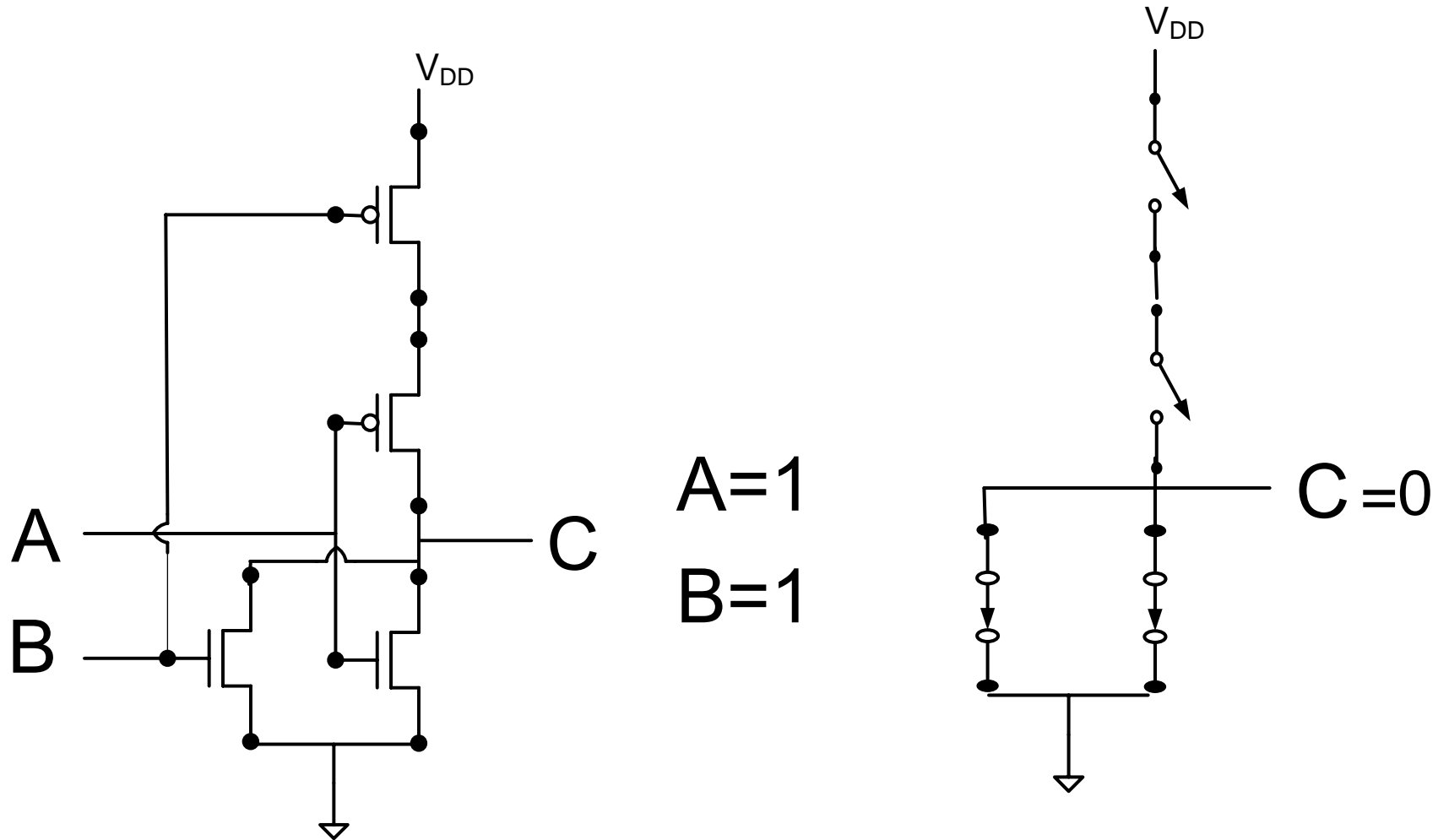
# Logic Circuits



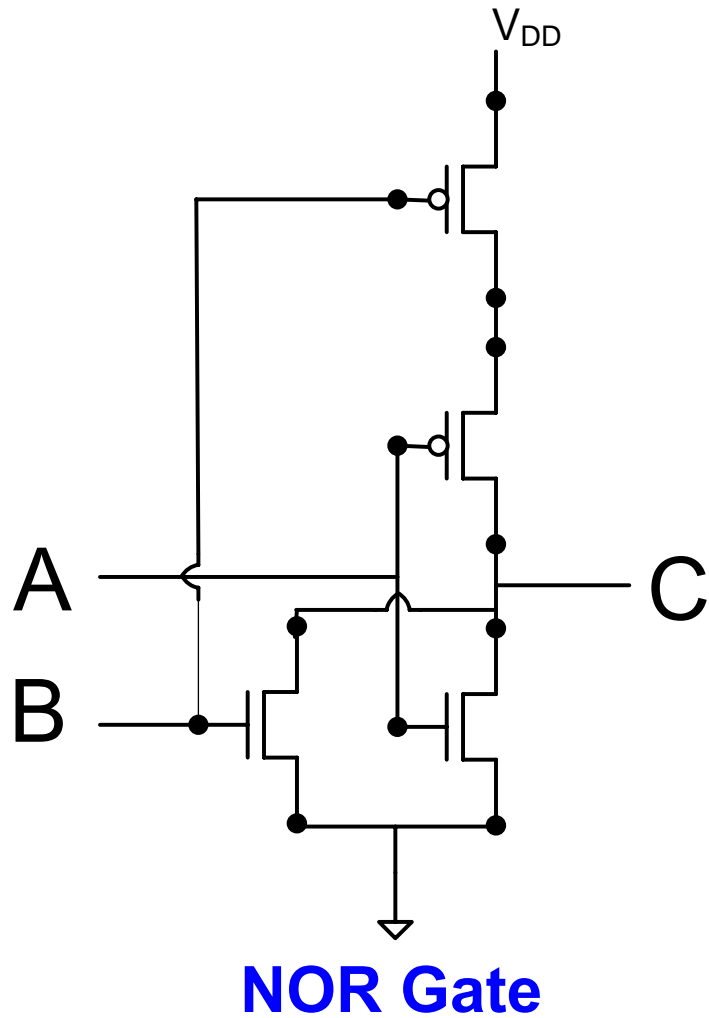
A=0  
B=1



# Logic Circuits



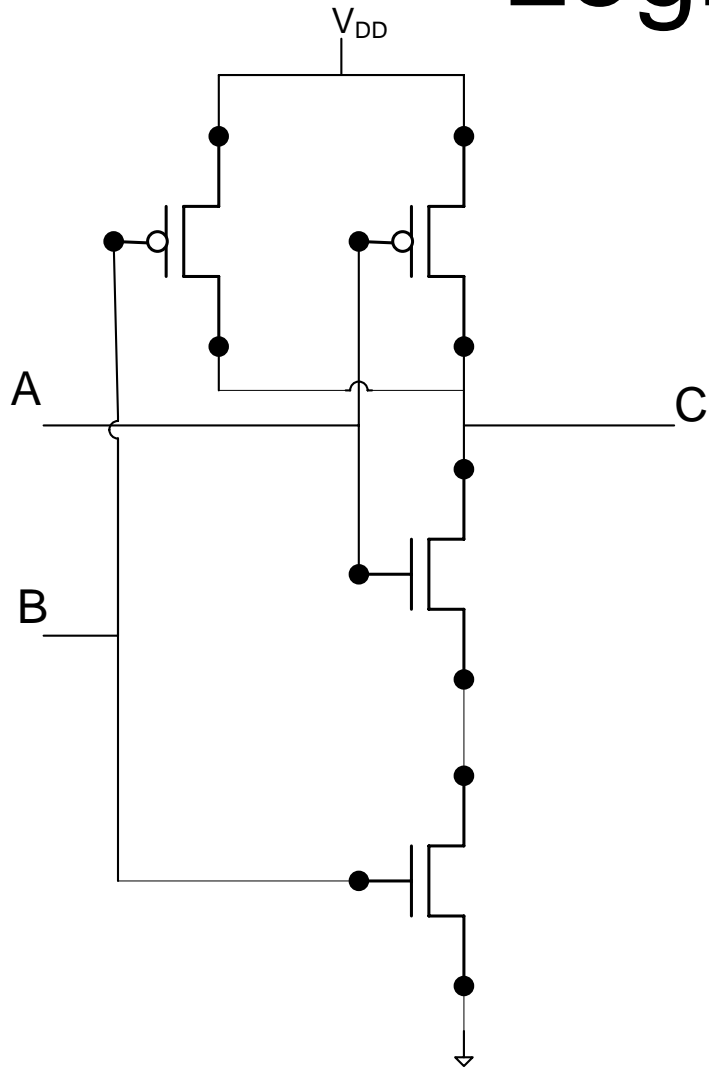
# Logic Circuits



Truth Table

A	B	C
0	0	1
0	1	0
1	0	0
1	1	0

# Logic Circuits



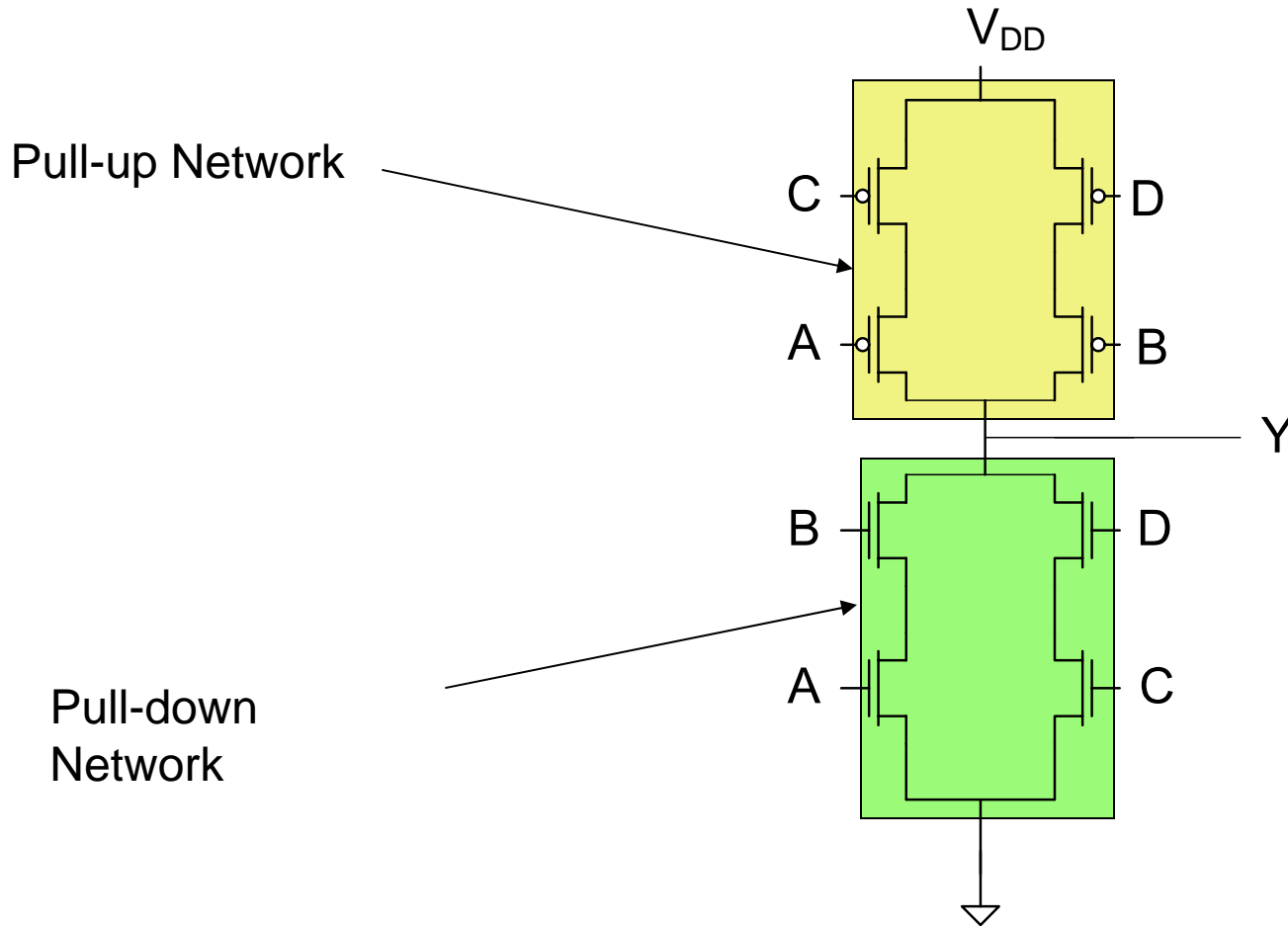
**NAND Gate**

Truth Table

A	B	C
0	0	1
0	1	1
1	0	1
1	1	0



# Complex Gates

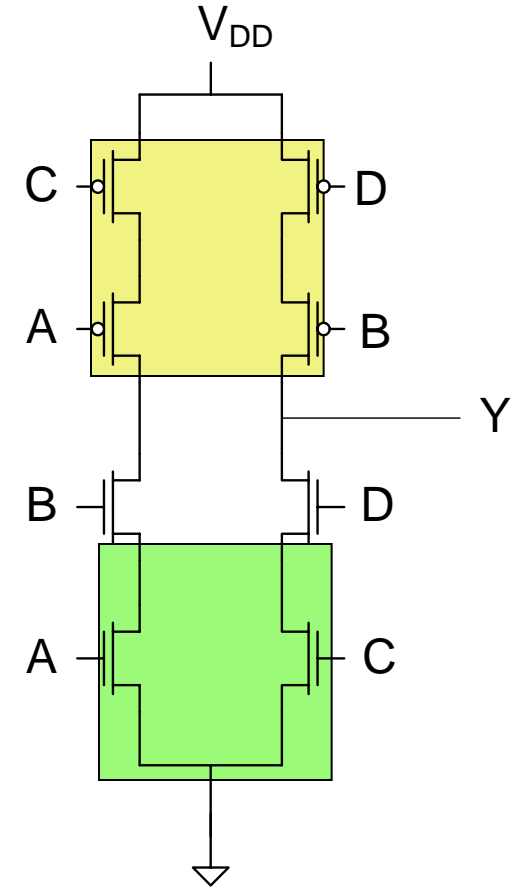


$$Y = \overline{(A \bullet B) + (C \bullet D)}$$

# Complex Gates

Pull up and pull down network never both conducting

One of the two networks is always conducting

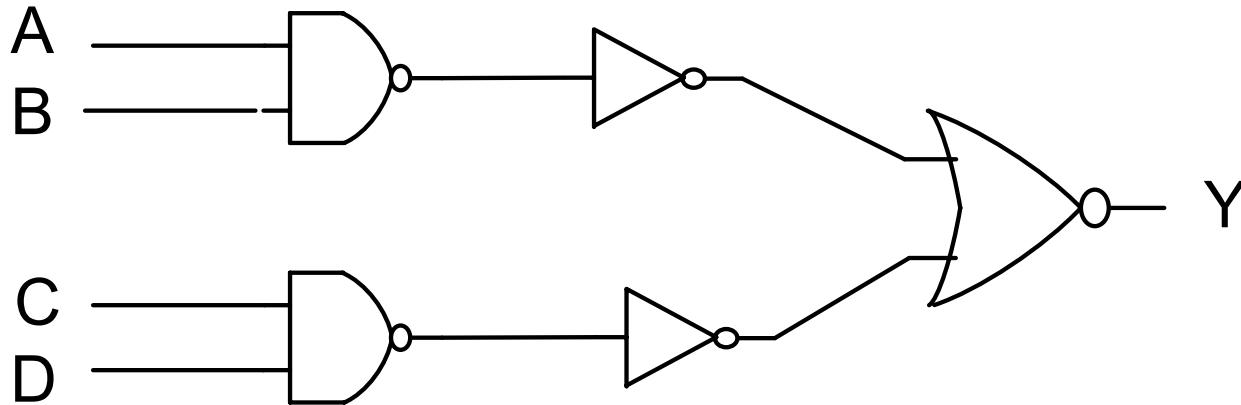


$$Y = \overline{(A \bullet B) + (C \bullet D)}$$

# Consider

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

## Alternate Implementation

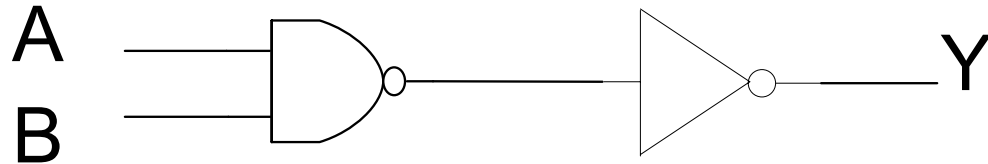


**3 levels of Logic**

**16 Transistors if Basic CMOS Gates are Used**

Consider  $Y = A \cdot B$

Standard CMOS Implementation

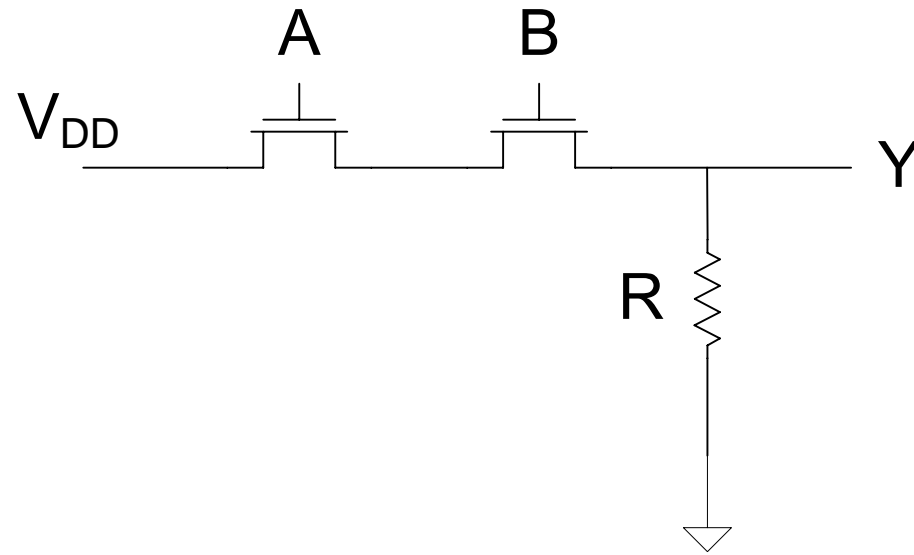


**2 levels of Logic**

**6 Transistors if Basic CMOS Gates are Used**

**Basic noninverting functions generally require more complexity if basic CMOS gates are used for implementation**

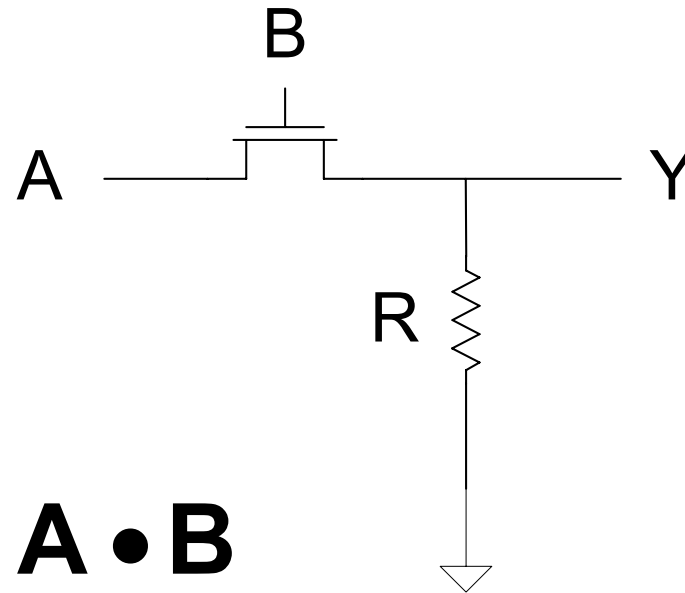
# Pass Transistor Logic



$$Y = A \cdot B$$

Requires only 2 transistors rather than 6 for a standard CMOS gate (and a resistor).

# Pass Transistor Logic

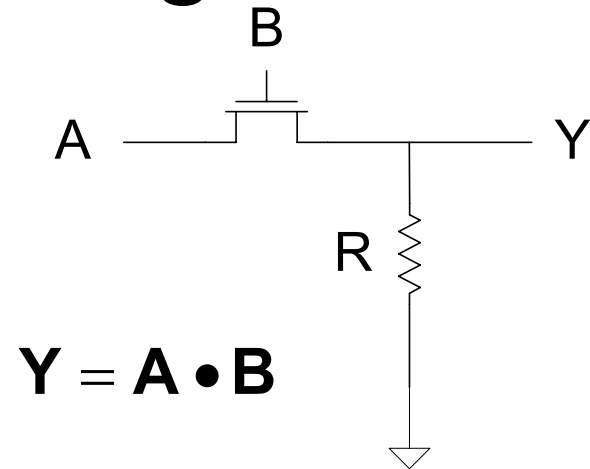


$$Y = A \bullet B$$

Even simpler pass transistor logic implementations are possible

Requires only 1 transistor (and a resistor).

# Pass Transistor Logic



Requires only 1 transistor (and a resistor)

- Resistor may require more area than several hundred or even several thousand transistors
- Signal levels may not go to  $V_{DD}$  or to 0V
- Static power dissipation may not be zero
- Signals may degrade unacceptably if multiple gates are cascaded
- “resistor” often implemented with a transistor to reduce area but signal swing and power dissipation problems still persist
- Pass transistor logic is widely used

# Logic Design Styles

- Several different logic design styles are often used throughout a given design
- The designer has complete control over what is placed on silicon and governed only by cost and performance
- New logic design strategies have been proposed recently and others will likely emerge in the future
- The digital designer needs to be familiar with the benefits and limitations of varying logic styles to come up with a good solution for given system requirements



End of Lecture 4