
UNIT II

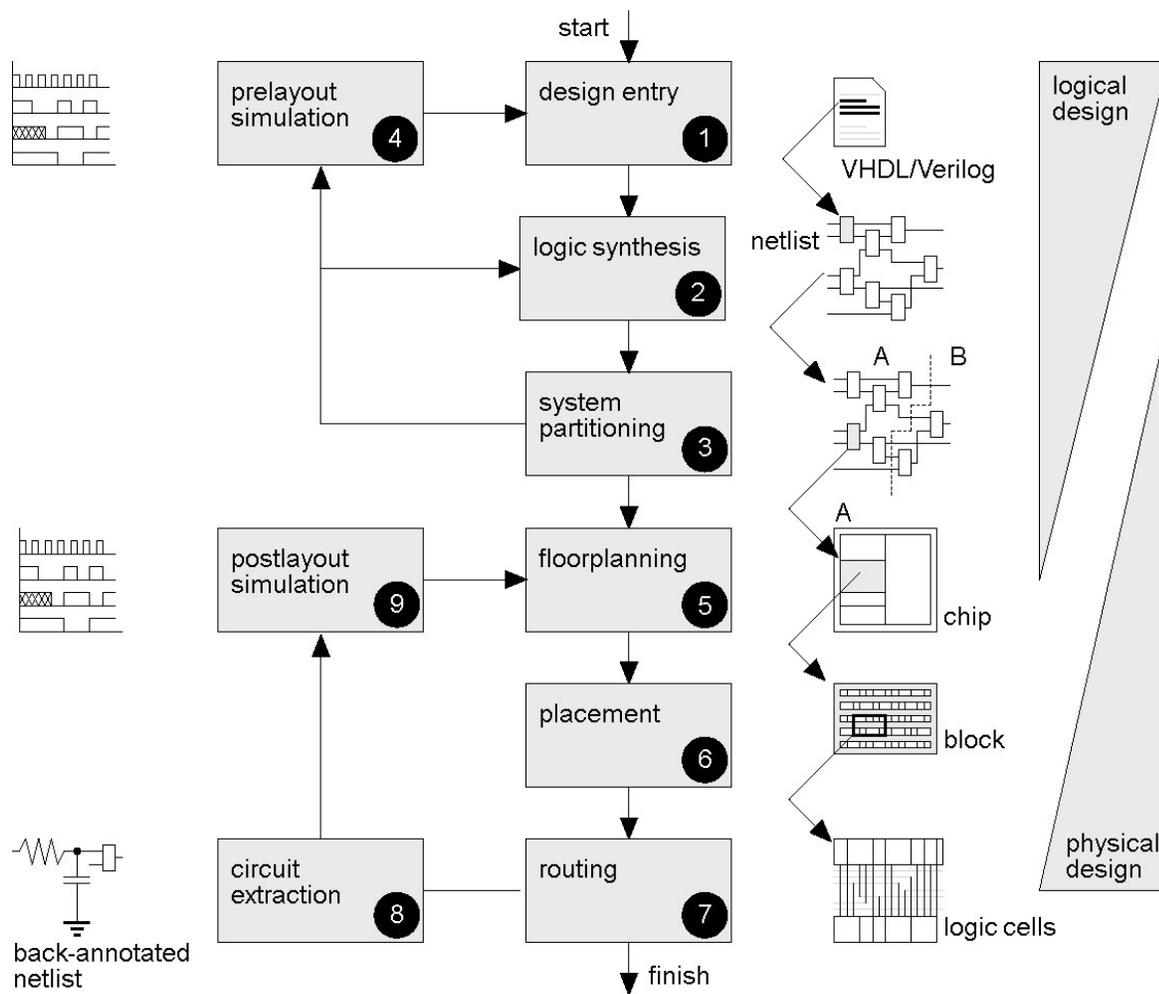
VLSI Circuit Design Processes

- **VLSI Design Flow**
- **MOS Layers**
- **Stick Diagrams**
- **Design Rules and Layout**
- **Lambda(λ) based design rules for wires, contacts and Transistors**
- **Layout Diagrams for NMOS and CMOS Inverters and Gates**
- **Scaling of MOS circuits**

VLSIDESIGNFLOW

A design flow is a sequence of operations that transform the IC designers' intention (usually represented in RTL format) into layout GDSII data.

A well-tuned design flow can help designers go through the chip-creation process relatively smoothly and with a decent chance of error-free implementation. And, a skilful IC implementation engineer can use the design flow creatively to shorten the design cycle, resulting in a higher likelihood that the product will catch the market window.

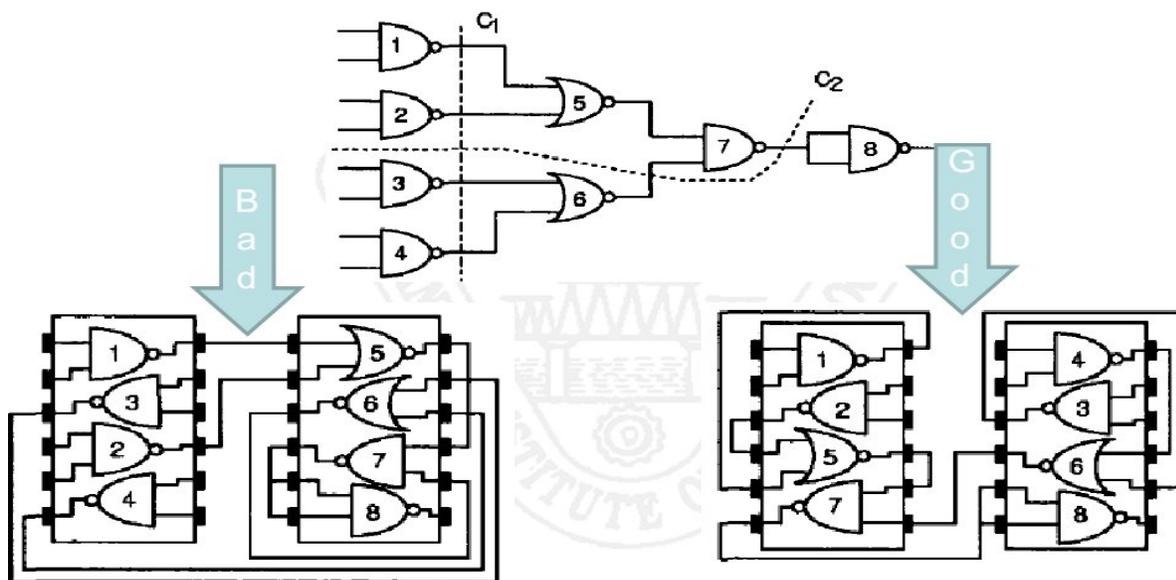


Front-end design (Logical design):

1. **Design entry** – Enter the design in to an ASIC design system using a hardware description language (HDL) or schematic entry
2. **Logic synthesis** – Generation of net list (logic cells and their connections) from HDL code. Logic synthesis consists of following steps: (i) Technology independent Logic optimization (ii) Translation: Converting Behavioral description to structural domain (iii) Technology mapping or Library binding
3. **System partitioning**-Divide a large system into ASIC-sized pieces
4. **Pre-layout simulation** - Check to see if the design functions correctly. Gate level functionality and timing details can be verified.

Back-end design (Physical design):

5. **Floorplanning** - Arrange the blocks of the netlist on the chip
6. **Placement**-Decide the locations of cells in a block
7. **Routing**-Make the connections between cells and blocks
8. **Circuit Extraction** -Determine the resistance and capacitance of the interconnect
9. **Post-layout simulation**-Check to see if the design still works with the added loads of the interconnect

Partitioning

MOS LAYERS

MOS design is aimed at turning a specification into masks for processing silicon to meet the specification.

We have seen that MOS circuits are formed on four basic layers

- N-diffusion
- P-diffusion
- PolySi
- Metal

which are isolated from one another by thick or thin (thin oxide) silicon dioxide insulating layers. The thin oxide (thin oxide) mask region includes n-diffusion, p-diffusion, and transistor channels. Polysilicon and thin oxide regions interact so that a transistor is formed where they cross one another.

STICK DIAGRAMS

A stick diagram is a diagrammatic representation of a chip layout that helps to abstract a model for design of full layout from traditional transistor schematic. Stick diagrams are used to convey the layer information with the help of a color code.

“A stick diagram is a cartoon of a layout.”

The designer draws a freehand sketch of a layout, using colored lines to represent the various process layers such as diffusion, metal and polysilicon. Where polysilicon crosses diffusion, transistors are created and where metal wires join diffusion or polysilicon, contacts are formed.

For example, in the case of nMOS design,

- Green color is used for n-diffusion
- Red for polysilicon
- Blue for metal
- Yellow for implant, and black for contact areas.

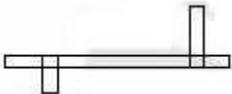
Monochrome encoding is also used in stick diagrams to represent the layer information.

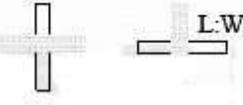
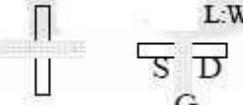
StickDiagrams–NMOSEncoding

COLOR	STICK ENCODING	LAYERS	MASK LAYOUT ENCODING	CIF LAYER
GREEN		n-diffusion (n ⁺ active) Thinox*		ND
RED		Polysilicon		NP
BLUE		Metal 1		NM
BLACK		Contact cut		NC
GRAY	NOT APPLICABLE	Overglass		NG
nMOS ONLY YELLOW		Implant		NI
nMOS ONLY BROWN		Buried contact		NB
FEATURE	FEATURE (STICK)	FEATURE (SYMBOL)	FEATURE (MASK)	
n-type enhancement mode transistor				
Transistor length to width ratio L:W should be shown.				
n-type depletion mode transistor nMOS only				
Source, drain and gate labelling will not normally be shown.				

NMOSENCODING

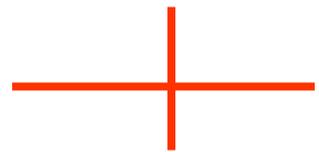
CMOSENCODING

STICK ENCODING	LAYER'S
<p>Monochrome</p> 	<p>n-diffusion (n+ active) Thinox</p>
	<p>Polysilicon</p>
	<p>Metal 1</p>
<p>●</p> <p>NOT APPLICABLE</p>	<p>Contact cut</p> <p>Overglass</p>
 <p>NOT SHOWN IN STICK DIAGRAM</p>  <p>●</p> <p>DEMARCATION LINE p-well edge is shown as a demarcation line in stick diagrams</p> 	<p>p-diffusion (p+ active)</p> <p>p+ mask</p> <p>Metal 2</p> <p>VIA</p> <p>p-well</p> <p>V_{DD} or V_{SS} CONTACT</p>

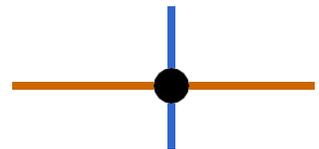
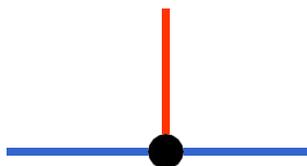
FEATURE	FEATURE (STICK) (MONOCHROME)
<p>n-type enhancement mode transistor (as in figure 1(a))</p>	 <p>Transistor length to width ratio L:W may be shown.</p>
<p>p-type enhancement mode transistor</p>	 <p>DEMARCATION LINE</p>

Stick Diagrams—Some Rules**Rule1:**

When two or more 'sticks' of the same type cross or touch each other that represents electrical contact.

**Rule2:**

When two or more "sticks" of different type cross or touch each other there is no electrical contact. (If electrical contact is needed we have to show the connection explicitly)



Rule3:

When a poly crosses diffusion it represents a transistor.



Note: If a contact is shown then it is not a transistor.

Rule4:

In CMOS a demarcation line is drawn to avoid touching of p-diff with n-diff. All PMOS must lie on one side of the line and all NMOS will have to be on the other side.



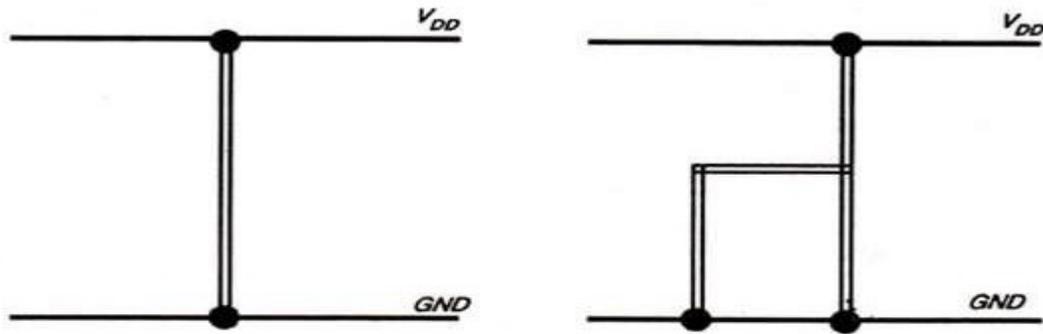
nMOS Design Style:

To understand the design rules for nMOS design style, let us consider a single metal, single polysilicon nMOS technology.

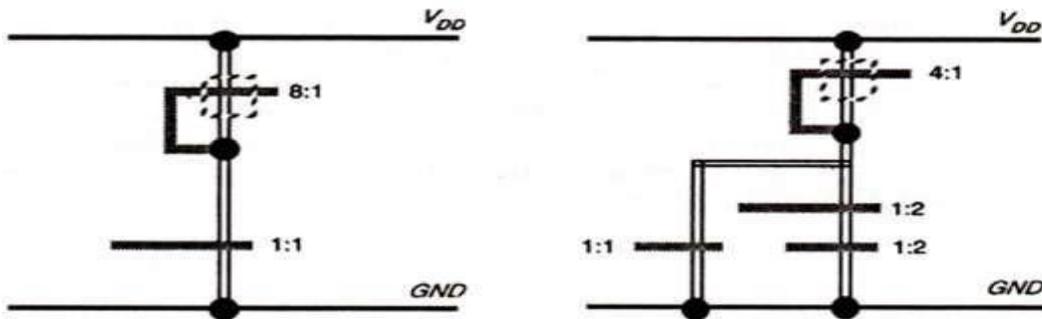
The layout of nMOS is based on the following important features.

- ✓ n-diffusion [n-diff.] and other thin oxide regions [thin ox] (green);
- ✓ polysilicon 1 [poly.] - since there is only one polysilicon layer here (red);
- ✓ metal 1 [metal] - since we use only one metal layer here (blue);
- ✓ implant (yellow);
- ✓ contacts (black or brown [buried]).

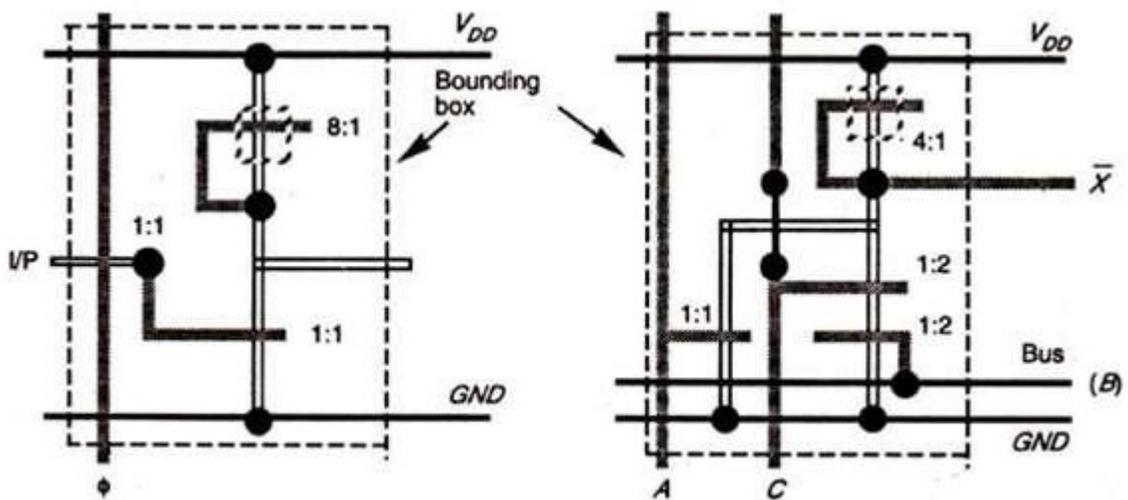
A transistor is formed wherever poly. crosses n-diff. (red over green) and all diffusion wires (interconnections) are n-type (green). When starting a layout, the first step normally taken is to draw the metal (blue) V_{DD} and GND rails in parallel allowing enough space between them for the other circuit elements which will be required. Next, thin ox (green) paths may be drawn between the rails for inverters and inverter based logic as shown in Fig. below. Inverters and inverter-based logic comprise a pull-up structure, usually a depletion mode transistor, connected from the output point to V_{DD} and a pull down structure of enhancement mode transistors suitably interconnected between the output point and GND. This is illustrated in the Fig. (b), remembering that poly. (red) crosses thin ox (green) wherever transistors are required. One should consider the implants (yellow) for depletion mode transistors and also consider the length to width (L:W) ratio for each transistor. These ratios are important particularly in nMOS and nMOS-like circuits.



(a) Rails and thinox paths



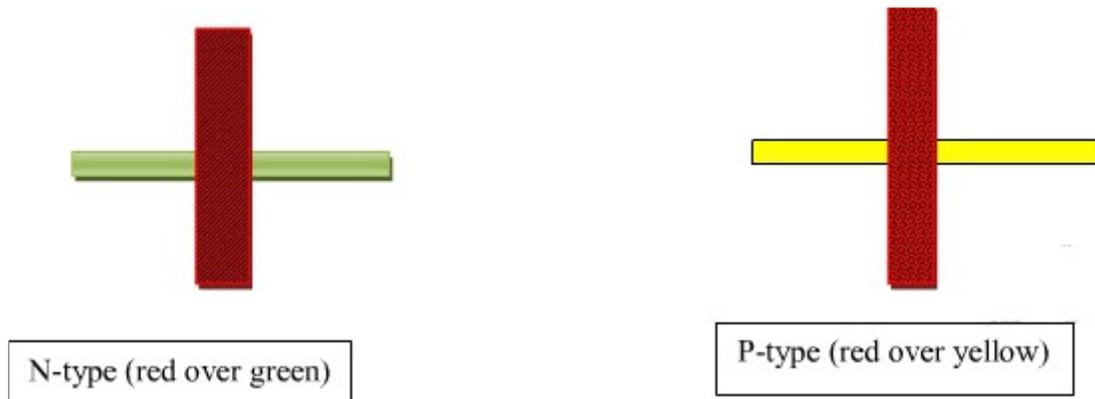
(b) Pull-up and pull-down structures (polysilicon), implants, and ratios



(c) Buses, control signals, interconnections, and 'leaf-cell' boundaries

CMOS Design Style:

The CMOS design rules are almost similar and extensions of n-MOS design rules except the Implant (yellow) and the buried contact (brown). In CMOS design Yellow is used to identify p transistors and wires, as depletion mode devices are not utilized. The two types of transistors 'n' and 'p', are separated by the demarcation line (representing the p-well boundary) above which all p-type devices are placed (transistors and wires (yellow)). The n-devices (green) are consequently placed below the demarcation line and are thus located in the p-well as shown in the diagram below.



Diffusion paths must not cross the demarcation line and n-diffusion and p-diffusion wires must not join. The 'n' and 'p' features are normally joined by metal where a connection is needed. Their geometry will appear when the stick diagram is translated to a mask layout. However, one must not forget to place crosses on VDD and Vss rails to represent the substrate and p-well connection respectively. The design style is explained by taking the example the design of a single bit shift register. The design begins with the drawing of the VDD and Vss rails in parallel and in metal and the creation of an (imaginary) demarcation line in-between, as shown in Fig. below. The n-transistors are then placed below this line and thus close to Vss, while p-transistors are placed above the line and below VDD. In both cases, the transistors are conveniently placed with their diffusion paths parallel to the rails (horizontal in the diagram) as shown in Fig.(b). A similar approach can be taken with transistors in symbolic form.

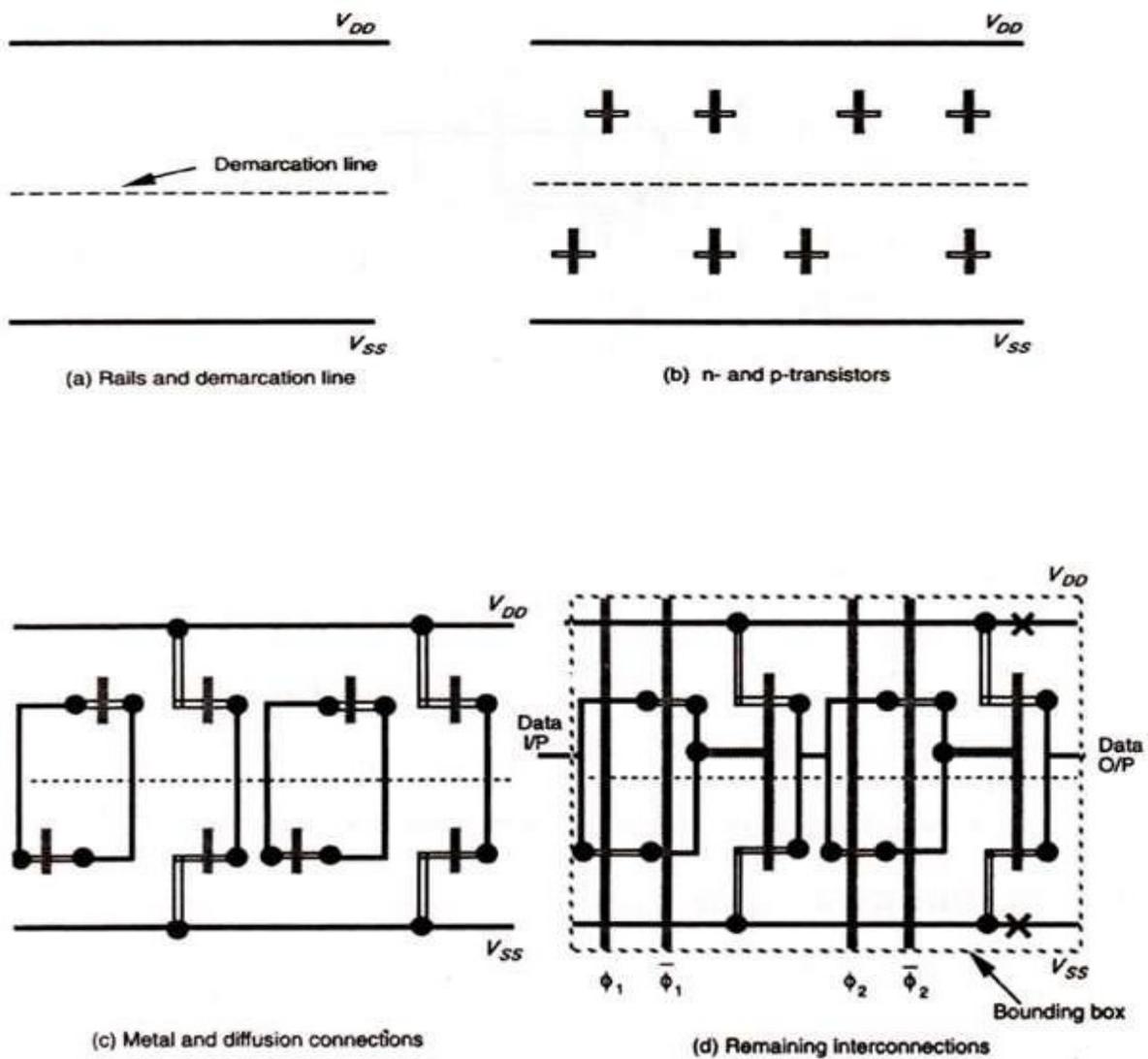
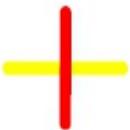
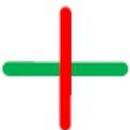


Fig.CMOS sticklayoutdesign style (a,b,c,d)

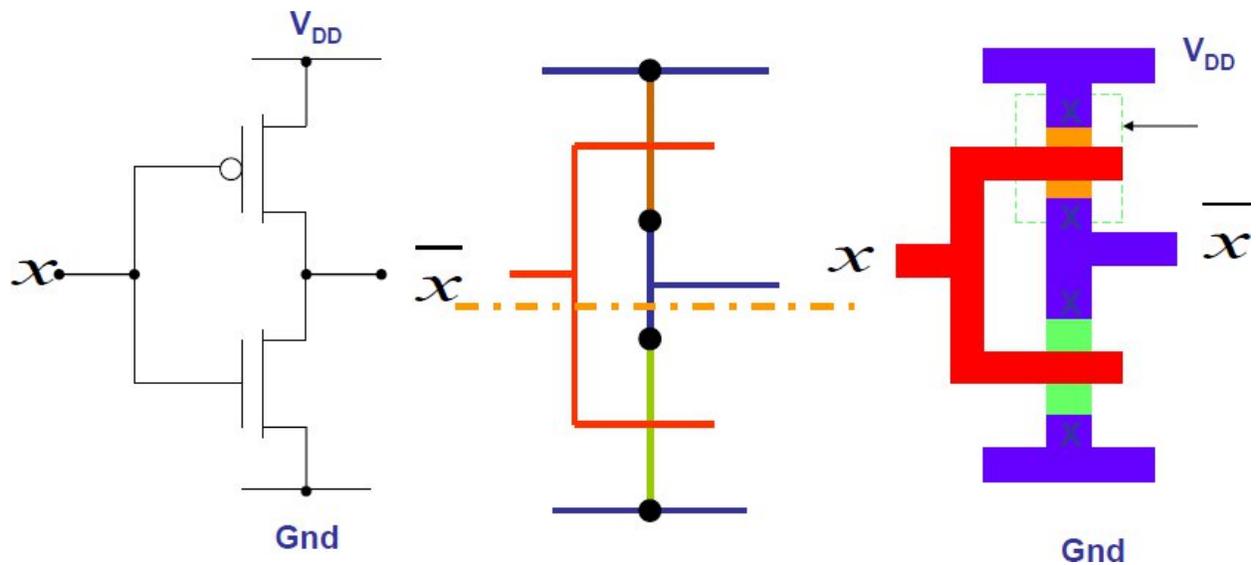
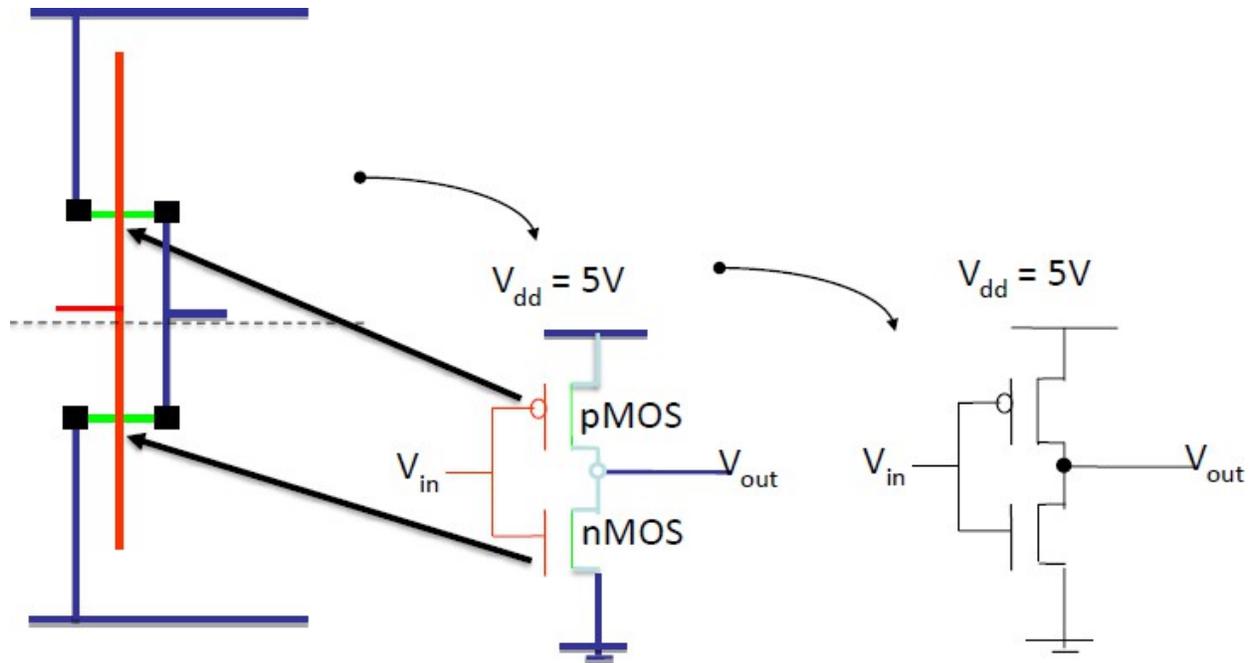
The n- along with the p-transistors are interconnected to the rails using the metal and connect as Shown in Fig.(d). It must be remembered that only metal and poly-silicon can cross the demarcation line but with that restriction, wires can run-in diffusion also. Finally, the remaining interconnections are made as appropriate and the control signals and data inputs are added as shown in the Fig.(d).

Stick Diagrams:

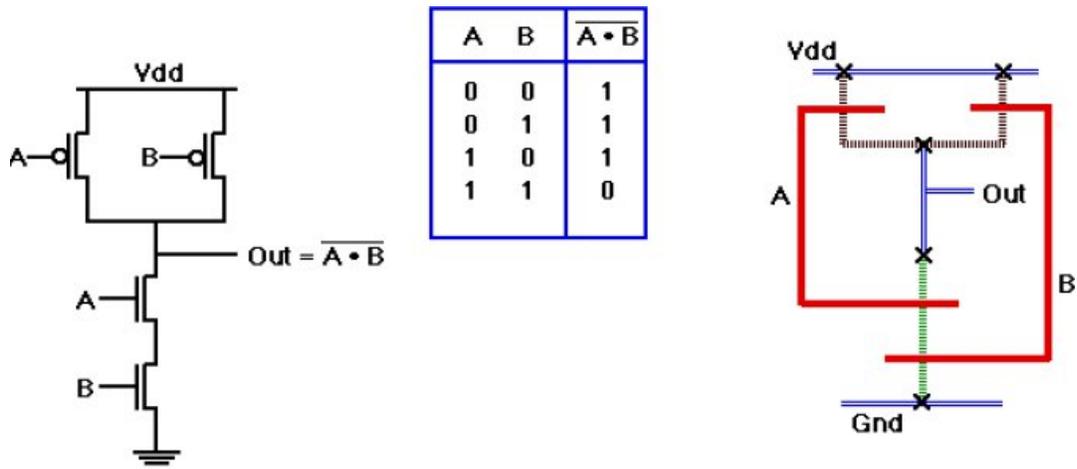
	P- Diffusion		PMOS Enhancement Transistor
	n- Diffusion		NMOS Enhancement Transistor
	Poly silicon		NMOS Depletion transistor
	Metal 1		NPN Bipolar Transistor
	Contact cut		
	N implant		
	Demarcation line		
	Substrate contact		
	Buried Contact		

Examples of Stick Diagrams CMOS I

Inverter



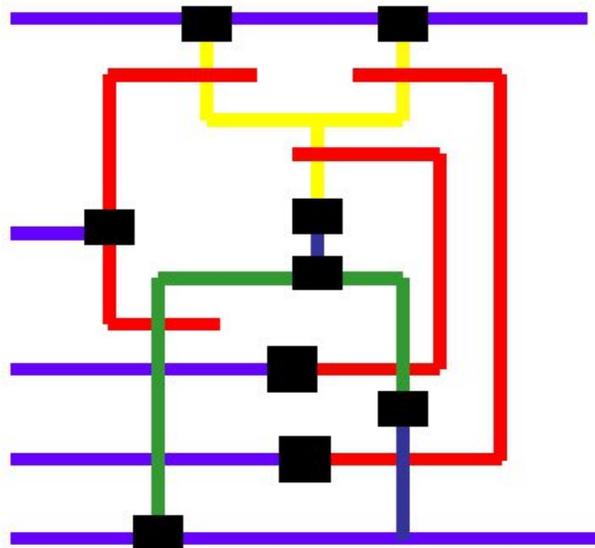
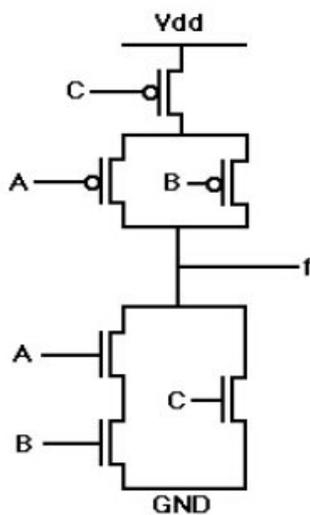
Contd....



1. Pull-down: Connect to ground If A=1 AND B=1
2. Pull-up: Connect to Vdd If A=0 OR B=0

Fig.CMOSNANDgate

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



Design Rules and Layout

In VLSI design, as processes become more and more complex, need for the designer to understand the intricacies of the fabrication process and interpret the relations between the different photo masks is really troublesome. Therefore, a set of layout rules, also called **design rules**, has been defined. They act as an interface or communication link between the circuit designer and the process engineer during the manufacturing phase. The objective associated with layout rules is to obtain a circuit with optimum yield (functional circuits versus non-functional circuits) in as small an area as possible without compromising reliability of the circuit. In addition, Design rules can be conservative or aggressive, depending on whether yield or performance is desired. Generally, they are a compromise between the two. Manufacturing processes have their inherent limitations in accuracy. So the need of design rules arises due to manufacturing problems like –

- Photoresist shrinkage, tearing.
- Variations in material deposition, temperature and oxide thickness.
- Impurities.
- Variations across a wafer.

These lead to various problems like:

- **Transistor problems:**

Variations in threshold voltage: This may occur due to variations in oxide thickness, ion-implantation and poly layer. Changes in source/drain diffusion overlap. Variations in substrate.

- **Wiring problems:**

Diffusion: There is variation in doping which results in variations in resistance, capacitance. Poly, metal: Variations in height, width resulting in variations in resistance, capacitance. Shorts and opens.

- **Oxide problems:**

Variations in height.

Lack of planarity.

- **Via problems:**

Via may not be cut all the way through.

Undersize via has too much resistance.

Via may be too large and create short.

To reduce these problems, the design rules specify to the designer certain geometric constraints on the layout artwork so that the patterns on the processed wafers will preserve the topology and geometry of the designs. This consists of minimum-width and minimum-spacing constraints and requirements between objects on the same or different layers. Apart from following a definite set of rules, design rules also come by experience.

Why we use design rules?

- Interface between designer and process engineer
- Historically, the process technology referred to the length of the silicon channel between the source and drain terminals in field effect transistors.
- The sizes of other features are generally derived as a ratio of the channel length, where some may be larger than the channel size and some smaller.

For example, in a 90 nm process, the length of the channel may be 90 nm, but the width of the gate terminal may be only 50 nm.

Semiconductor manufacturing processes	
■ <u>10 μm</u>	— 1971
■ <u>3 μm</u>	— 1975
■ <u>1.5 μm</u>	— 1982
■ <u>1 μm</u>	— 1985
■ <u>800 nm</u> (0.80 μm)	— 1989
■ <u>600 nm</u> (0.60 μm)	— 1994
■ <u>350 nm</u> (0.35 μm)	— 1995
■ <u>250 nm</u> (0.25 μm)	— 1998
■ 180 nm (0.18 μm)	— 1999
■ <u>130 nm</u> (0.13 μm)	— 2000
■ <u>90 nm</u>	— 2002
■ <u>65 nm</u>	— 2006
■ <u>45 nm</u>	— 2008
■ <u>32 nm</u>	— 2010
■ <u>22 nm</u>	— approx. 2011
■ <u>16 nm</u>	— approx. 2018
■ <u>11 nm</u>	— approx. 2022

Design rules define ranges for features

Examples:

- min. wire widths to avoid breaks
- min. spacing to avoid shorts
- minimum overlap to ensure complete overlaps

Measured in microns

Required for resolution/tolerances of masks

Fabrication processes defined by minimum channel width

Also minimum width of polytraces

Defines “how fast” a fabrication process is

Types of Design Rules

The design rules primarily address two issues:

1. The geometrical reproduction of features that can be reproduced by the mask making and lithographical process, and
2. The interaction between different layers.

There are primarily two approaches in describing the design rules.

1. Linear scaling is possible only over a limited range of dimensions.
2. Scalable design rules are conservative. This results in over dimensioned and less dense design.
3. This rule is not used in real life.

1. Scalable Design Rules (e.g. CMOS, λ -based design rules):

In this approach, all rules are defined in terms of a single parameter λ . The rules are so chosen that a design can be easily ported over a cross section of industrial process, making the layout portable. Scaling can be easily done by simply changing the value of λ .

The key disadvantages of this approach are:

2. Absolute Design Rules (e.g. μ -based design rules):

In this approach, the design rules are expressed in absolute dimensions (e.g. $0.75\mu\text{m}$) and therefore can exploit the features of a given process to a maximum degree. Here, scaling and porting is more demanding, and has to be performed either manually or using CAD tools. Also, these rules tend to be more complex especially for deep submicron.

The fundamental unity in the definition of a set of design rules is the minimum line width. It stands for the minimum mask dimension that can be safely transferred to the semiconductor material. Even for the same minimum dimension, design rules tend to differ from company to company, and from process to process. Now, CAD tools allow designs to migrate between compatible processes.

LAMBDA-BASED DESIGN RULES:-

- *Lambda-based* (scalable CMOS) design rules define scalable rules based on λ (which is half of the minimum channel length)
 - classes of MOSIS CMOS rules: SUBMICRON, DEEPSUBMICRON
- Stick diagram is a draft of real layout, it serves as an abstract view between the schematic and layout.
- Circuit designer in general wants tighter, smaller layouts for improved performance and decreased silicon area.
- On the other hand, the process engineer wants design rules that result in a controllable and reproducible process.
- Generally we find there has to be a compromise for a competitive circuit to be produced at a reasonable cost.
- All widths, spacing, and distances are written in the form
- $\lambda = 0.5 \times$ minimum drawn transistor length
- Design rules based on single parameter, λ
- Simple for the designer
- Wide acceptance
- Provide feature size independent way of setting out mask
- If design rules are obeyed, masks will produce working circuits
- Minimum feature size is defined as 2λ
- Used to preserve topological features on a chip
- Prevents shorting, opens, contacts from slipping out of area to be contacted

LAMBDA BASED RULES

MINIMUM WIDTH AND SPACING RULES

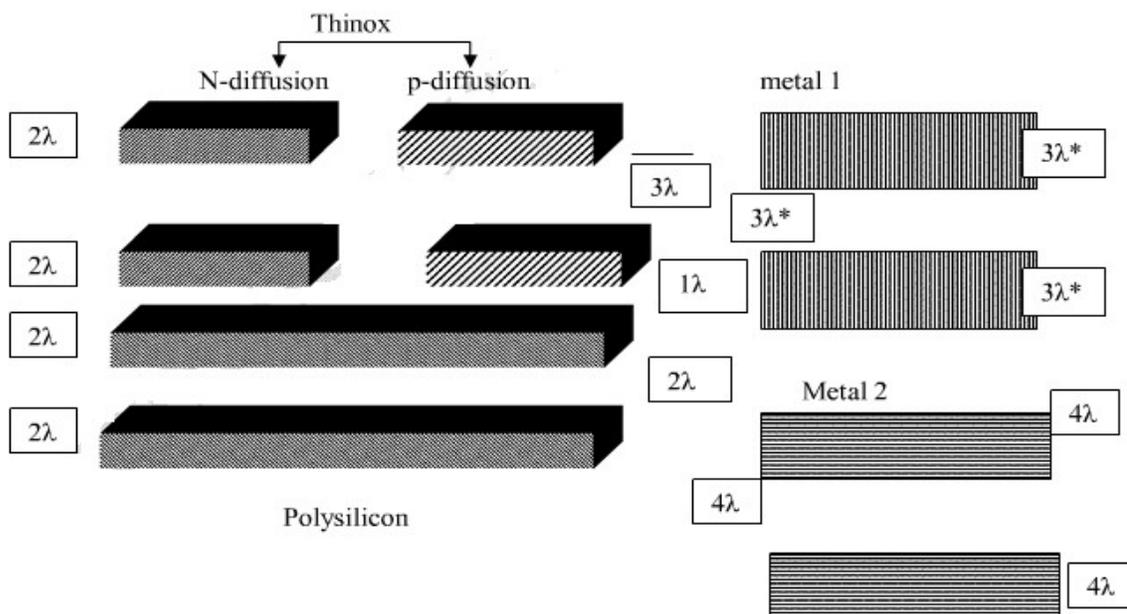
LAYER	TYPE OF RULE	VALUE
POLY	Minimum Width	2λ
	Minimum Spacing	2λ
N/P DIFFUSION	Minimum Width	3λ
	Minimum Spacing	3λ
N-WELL	Minimum Width	3λ
	Minimum Spacing	3λ
P-WELL	Minimum Width	3λ
	Minimum Spacing	3λ
METAL1	Minimum Width	3λ
	Minimum Spacing	3λ

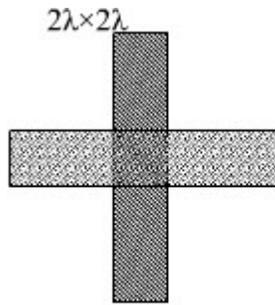
DESIGN RULES FOR WIRES (nMOS and CMOS)

Design rules and layout methodology based on the concept of λ provide a process and feature size independent way of setting out mask dimensions to scale. All paths in layers are dimensioned in λ units and subsequently λ can be allocated an appropriate value compatible with the feature size of the fabrication process.

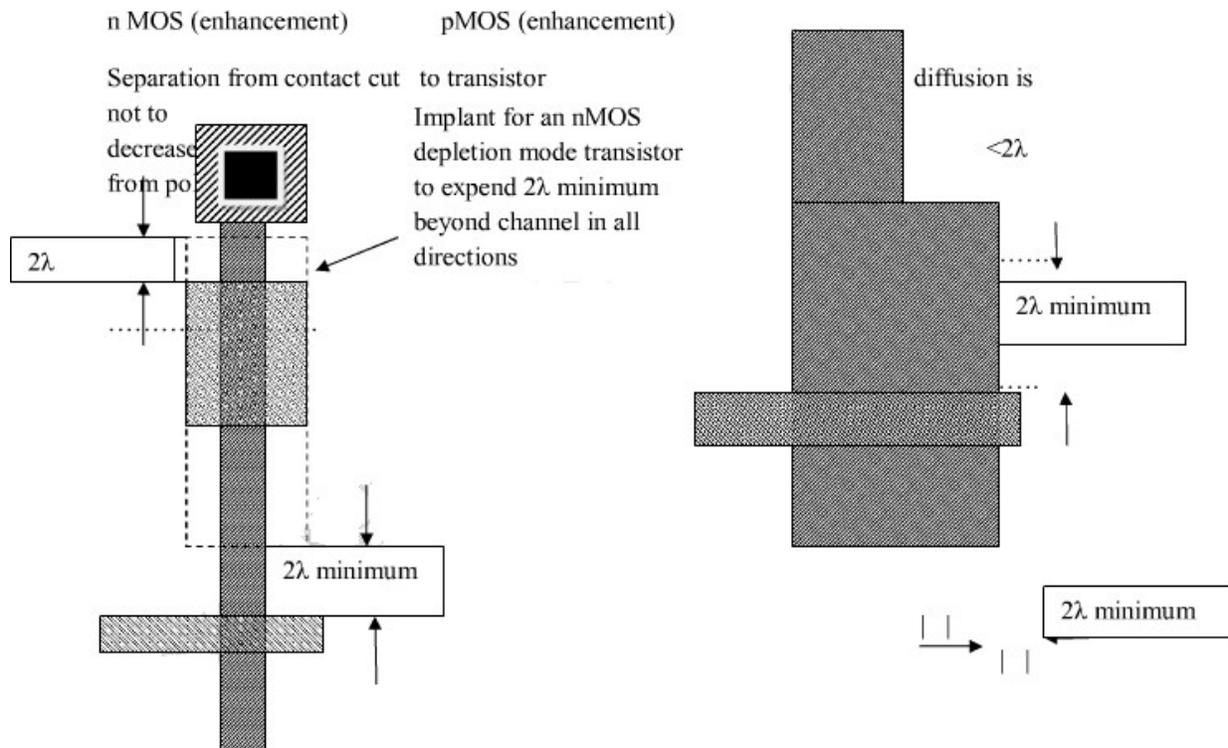
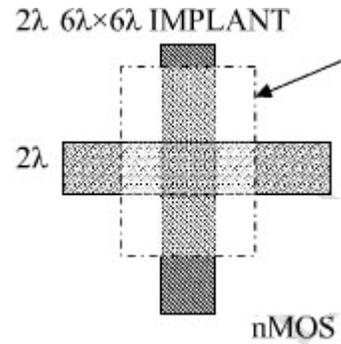
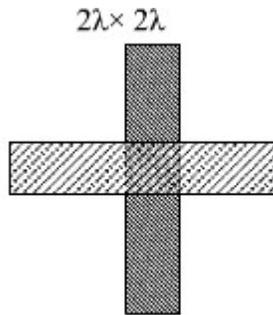
Minimum width specified)

minimum separation (where



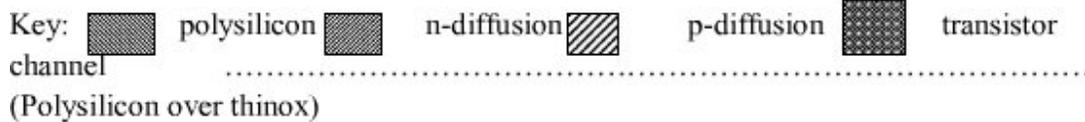


(depletion)



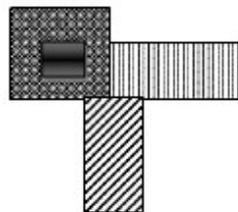
polysilicon to extend a minimum of 2λ beyond diffusion boundaries (width constant)

Separation from implant to another transistor



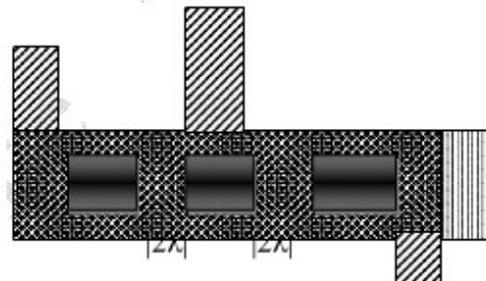
metal 1 to polysilicon or to diffusion

3λ minimum



cuts

2λ minimum

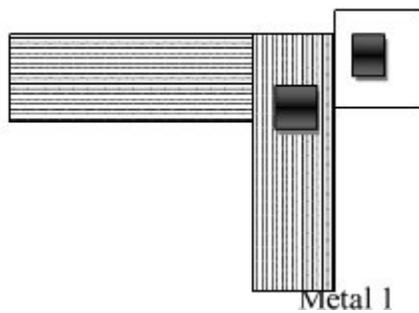


minimum separation multiple

$2\lambda \times 2\lambda$ cut centered on $4\lambda \times 4\lambda$ superimposed area of layers to be joined in all cases

2λ minimum separation (if other spacing's allowed)

Metal 2

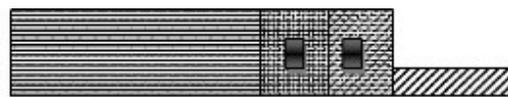


Metal 1

$4\lambda \times 4\lambda$ area of overlap with

$2\lambda \times 2\lambda$ via at center

Via and cut used to connect metal 2 to diffusion



Via cut

Contacts (nMOS and CMOS)

CONTACT CUTS

When making contacts between poly-silicon and diffusion in MOS circuits it should be remembered that there are three possible approaches--poly. to metal then metal to diff., or a buried contact poly. to diff. , or a butting contact (poly. to diff. using metal). Among the three the latter two, the buried contact is the most widely used, because of advantage in space and a reliable contact. At one time butting contacts were widely used , but now a days they are superseded by buried contacts.

In CMOS designs, poly. to diff. contacts are always made via metal. A simple process is followed for making connections between metal and either of the other two layers (as in Fig.a), The $2\lambda \times 2\lambda$ contact cut indicates an area in which the oxide is to be removed down to the underlying polysilicon or diffusion surface. When deposition of the metal layer takes place the metal is deposited through the contact cut areas onto the underlying area so that contact is made between the layers.

The process is more complex for connecting diffusion to poly-silicon using the butting contact approach (Fig.b), In effect, a $2\lambda \times 2\lambda$ contact cut is made down to each of the layers to be joined. The layers are butted together in such a way that these two contact cuts become contiguous. Since the poly-silicon and diffusion outlines overlap and thin oxide under poly silicon acts as a mask in the diffusion process, the poly-silicon and diffusion layers are also butted together. The contact between the two butting layers is then made by a metal overlay as shown in the Fig.

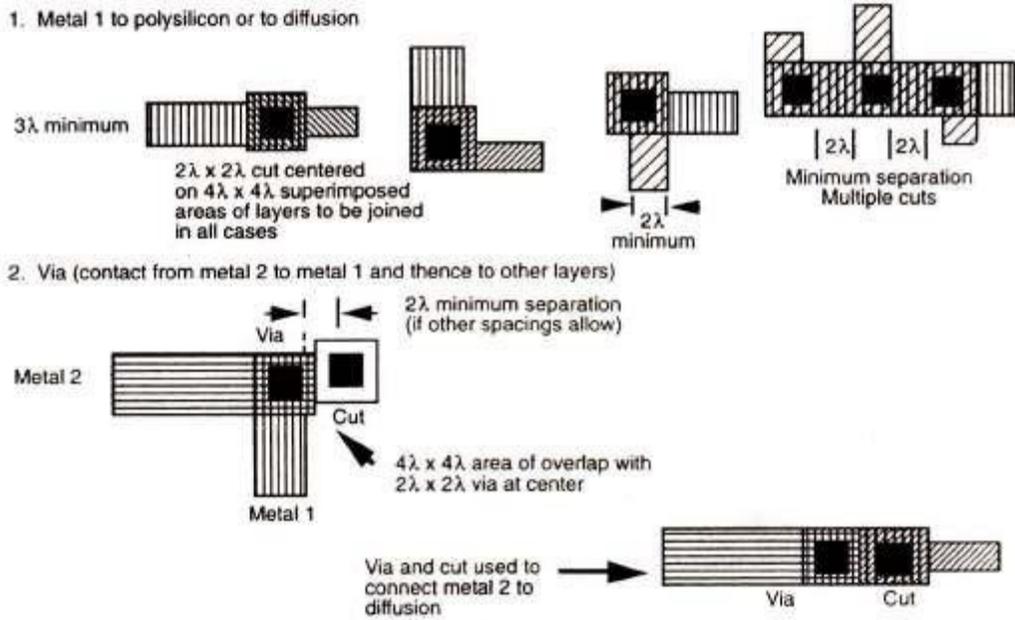


Fig.(a).n-MOS &C-MOS Contacts

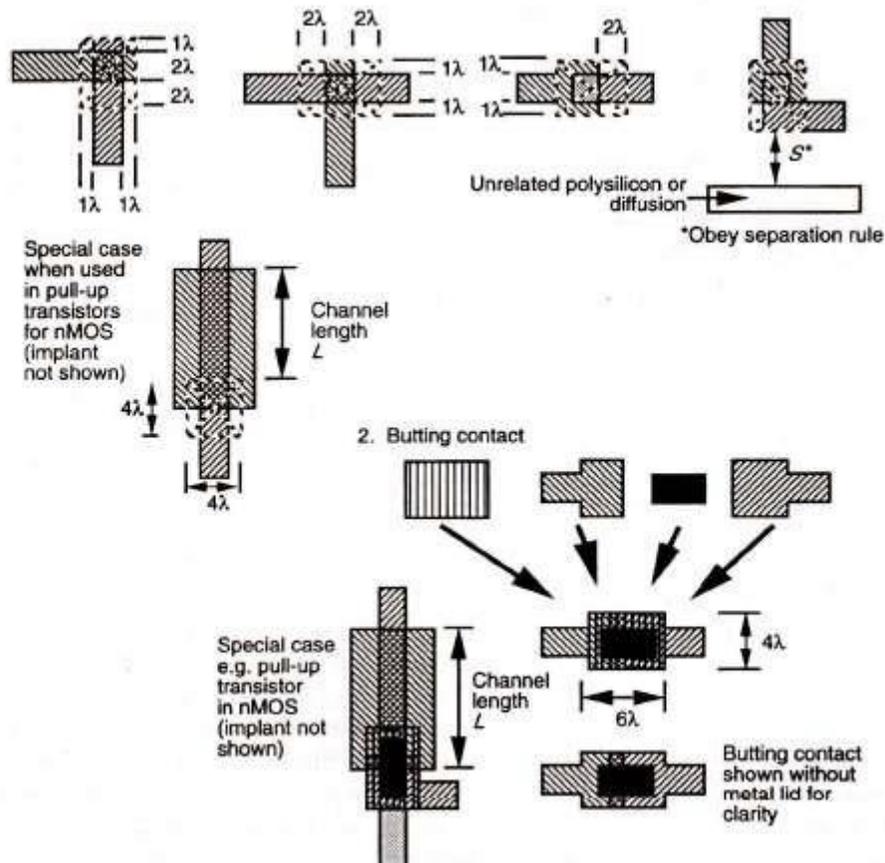


Fig.(b).Contactspoly-silicontodiffusion

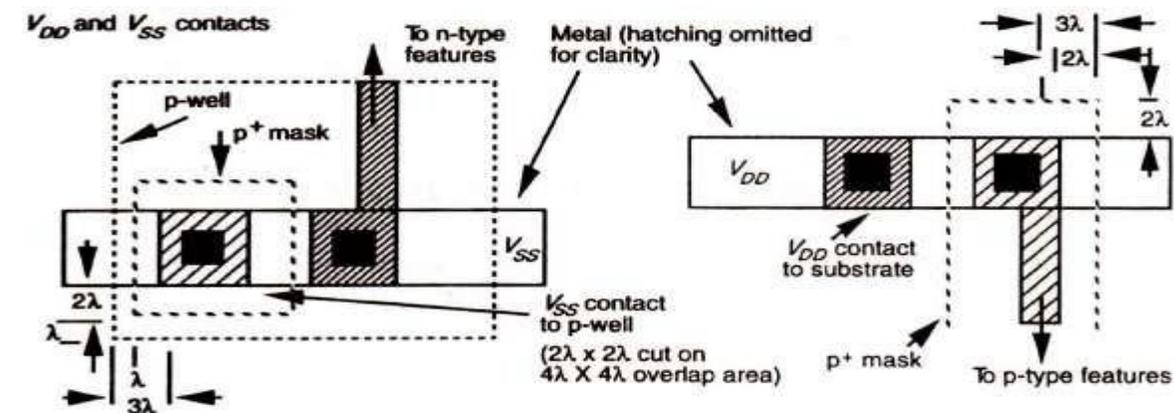
In buried contact basically, layers are joined over a $2\lambda \times 2\lambda$ area with the buried contact cut extending by 1λ , in all directions around the contact area except that the contact cut extension is increased to 2λ , in diffusion paths leaving the contact area. This helps to avoid the formation of unwanted transistors. So this buried contact approach is simpler when compared to others. The poly-silicon is deposited directly on the underlying crystalline wafer. When diffusion takes place, impurities will diffuse into the poly-silicon as well as into the diffusion region within the contact area. Thus a satisfactory connection between poly-silicon and diffusion is ensured. Buried contacts can be smaller in area than their butting contact counterparts and, since they use no metal layer, they are subject to fewer design rule restrictions in a layout.

Other design rules

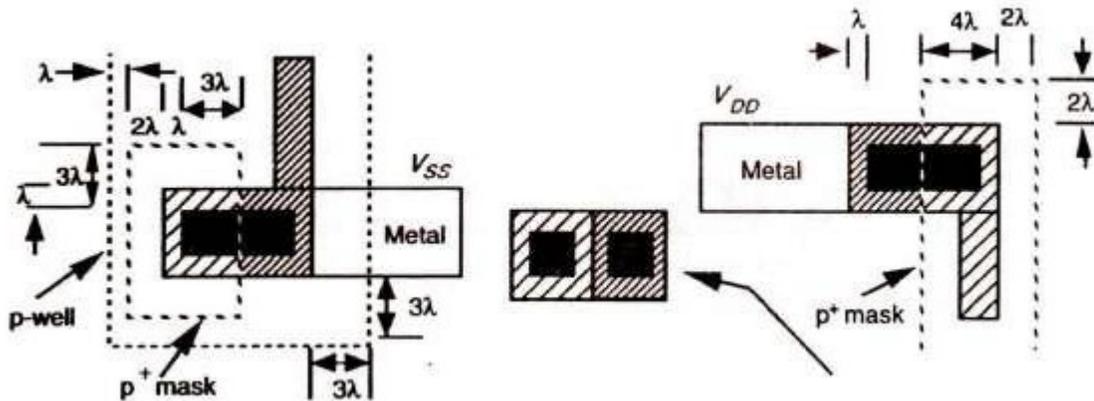
- Double Metal MOS process Rules
- CMOS fabrication is much more complex than nMOS fabrication
- 2um Double metal, Double poly. CMOS/BiCMOS Rules
- 1.2um Double Metal single poly. CMOS rules

CMOS Lambda-based Design Rules:

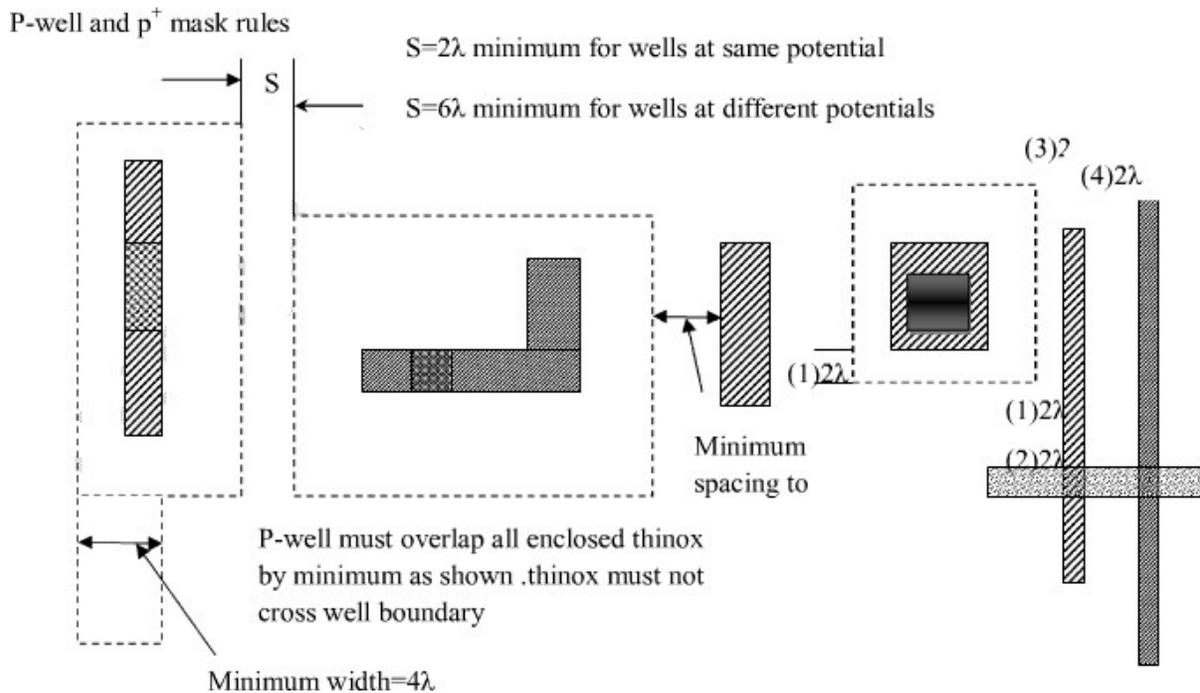
The CMOS fabrication process is more complex than nMOS fabrication. In a CMOS process, there are nearly 100 actual set of industrial design rules. The additional rules are concerned with those features unique to p-well CMOS, such as the p-well and p+ mask and the special 'substrate contacts'. The p-well rules are shown in the diagram below



In the diagram above each of the arrangements can be merged into single split contacts.



From the above diagram it is also clear that split contacts may also be made with separate cuts.



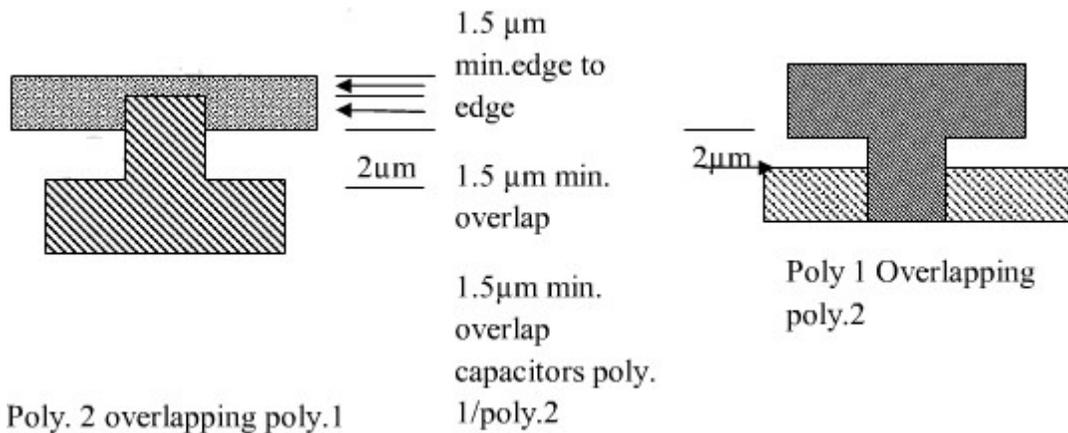
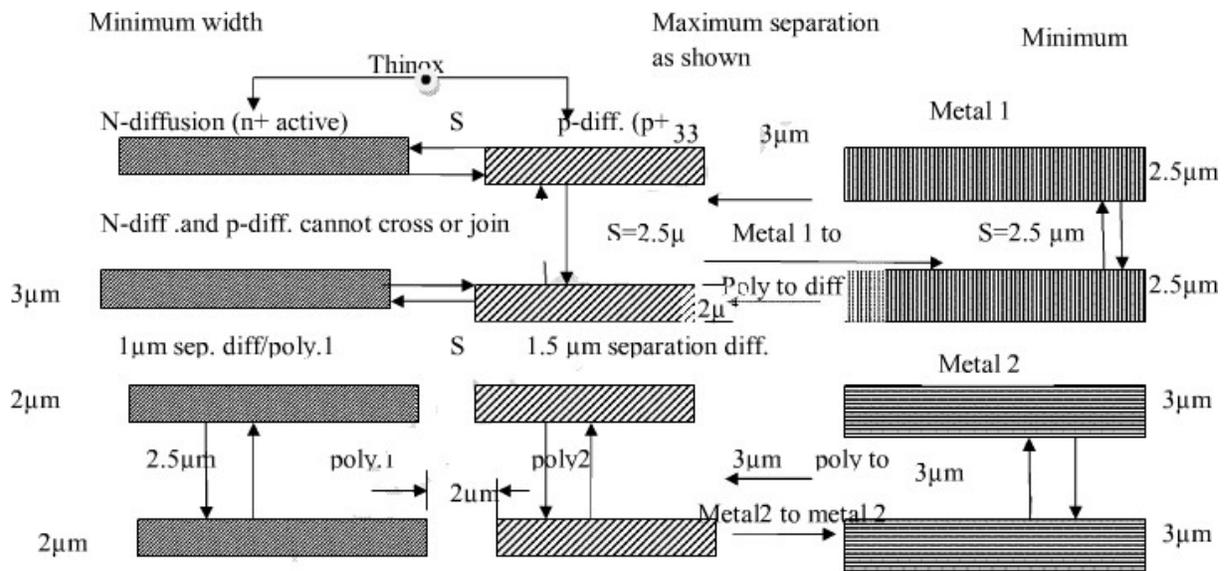
The CMOS rules are designed based on the extensions of the Mead and Conway concepts and also by excluding the butting and buried contacts the new rules for CMOS design are formed. These rules for CMOS design are implemented in the above diagrams.

μCMOS Design rules

The encoding is compatible with that already described where as following extension are made: n-well → brown →

Poly 1 → red; poly 2 → orange; diff (n-active) → green; p Diff (p-active) → yellow.

For BiCMOS the following are added: buried n⁺ sub collector- pale green; p-base--pink.

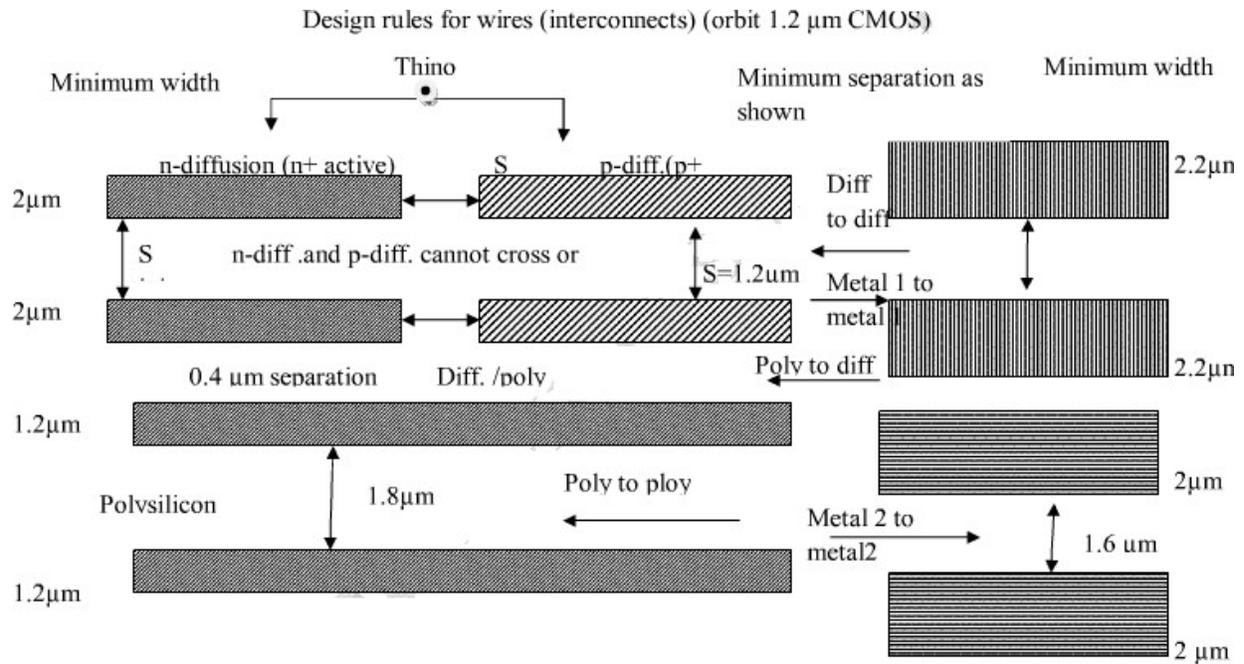


AVOID COINCIDENT EDGES WHERE METAL 1 AND METAL 2 RUNS FOLLOW THE SAME PATH FOR >25 μm LENGTH (UNDER LAP METAL 1)

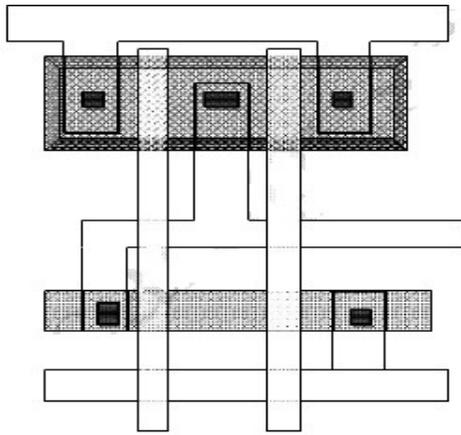
Design rules for wires (interconnects) (orbit 2µm CMOS)

2µm DOUBLE METAL, SINGLE POLY CMOS RULES

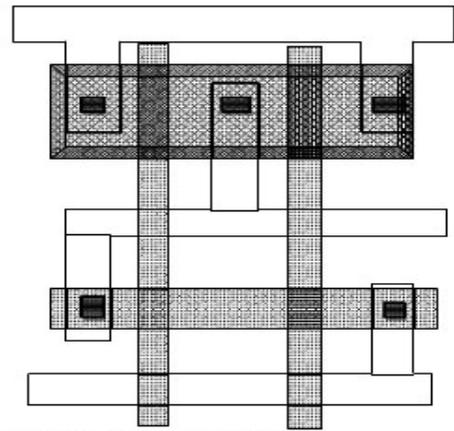
The orbit™ 1.2µm rules provide improved feature size. A separate set of micro based design rules accompany them



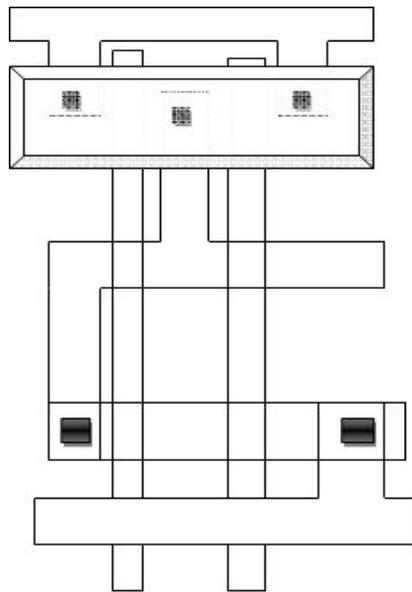
Avoid coincident edges where metal 1 and metal2 runs follow the same path for >25µm length (under lap metal 1 edges by 0.8 µm).



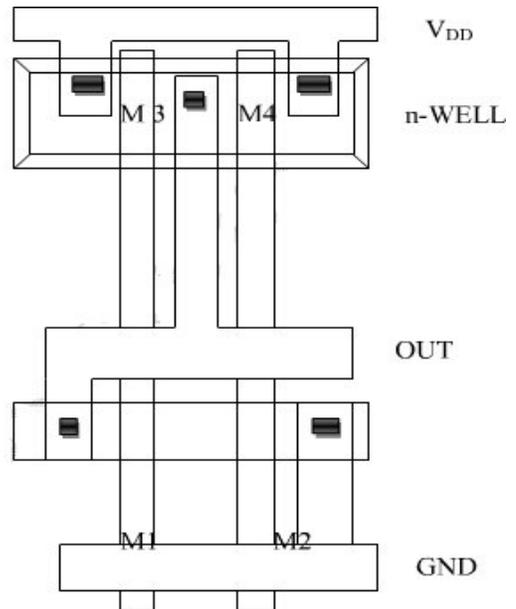
N-WELL AND ACTIVE AREA MASKS
AND ...
.....PMOS
TRANSISTORS



POLY MASK -> DEFINE NMOS



Metal mask for V_{DD} , GND and output connections



V_A V_B
METAL -DIFFUSION
CONSTANT MASK

LayoutDiagramsforNMOSandCMOSInvertersandGates

Layer Types

- p-substrate
- n-well
- n⁺
- p⁺
- Gate oxide
- Gate (polysilicon)
- Field Oxide
 - Insulated glass
 - Provide electrical isolation

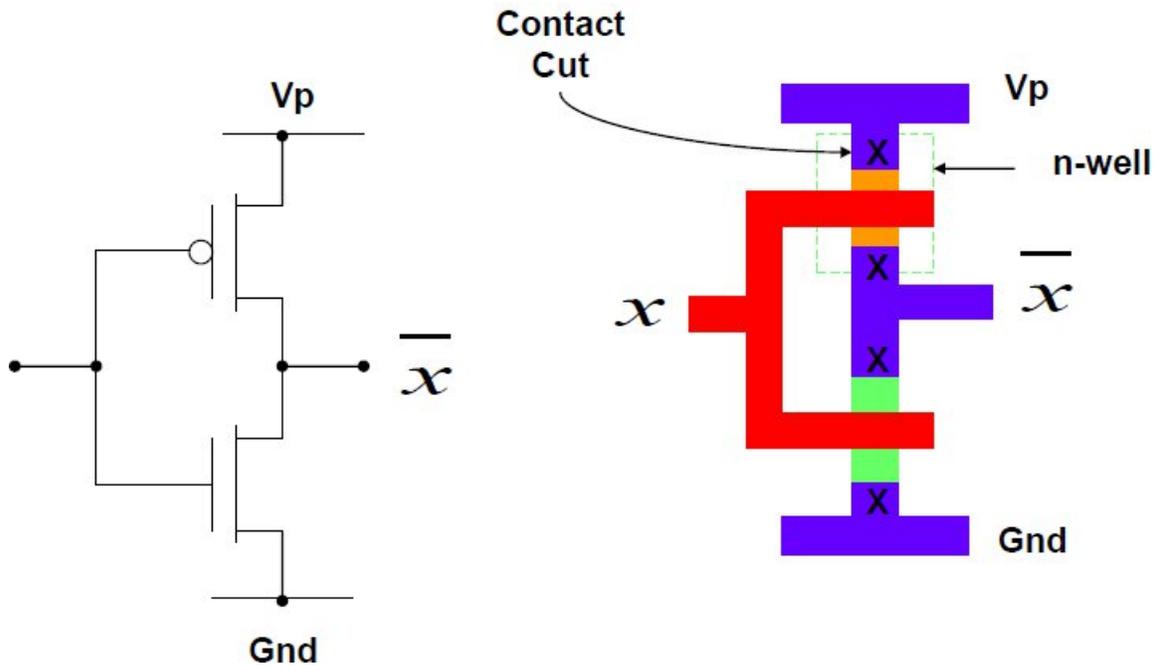
BasicGate Design

Both the power supply and ground are routed using the Metal layer

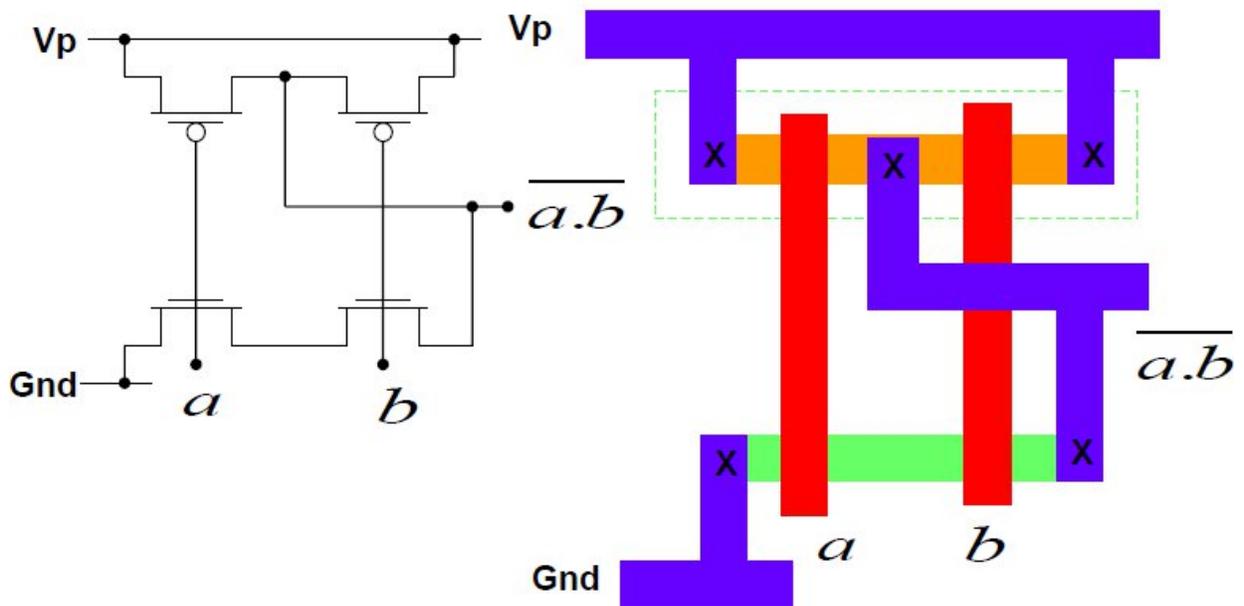
n⁺ and p⁺ regions are denoted using the same fill pattern. The only difference is the n-well

Contacts are needed from Metal to n⁺ or p⁺

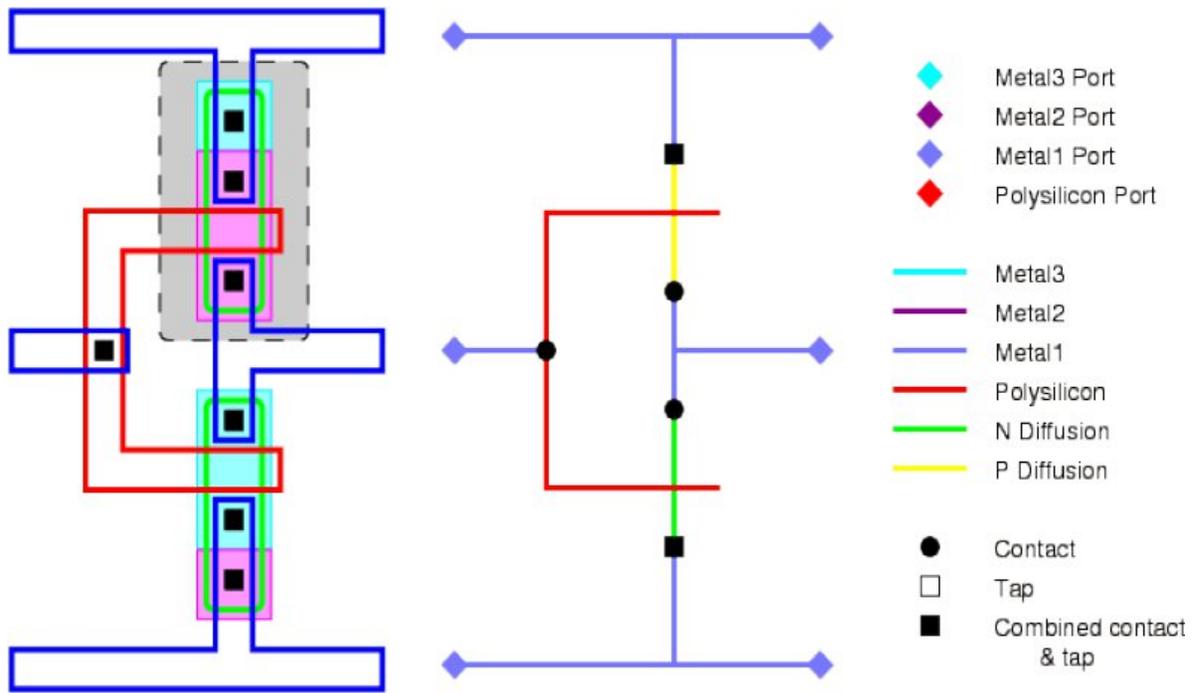
The CMOS NOT Gate



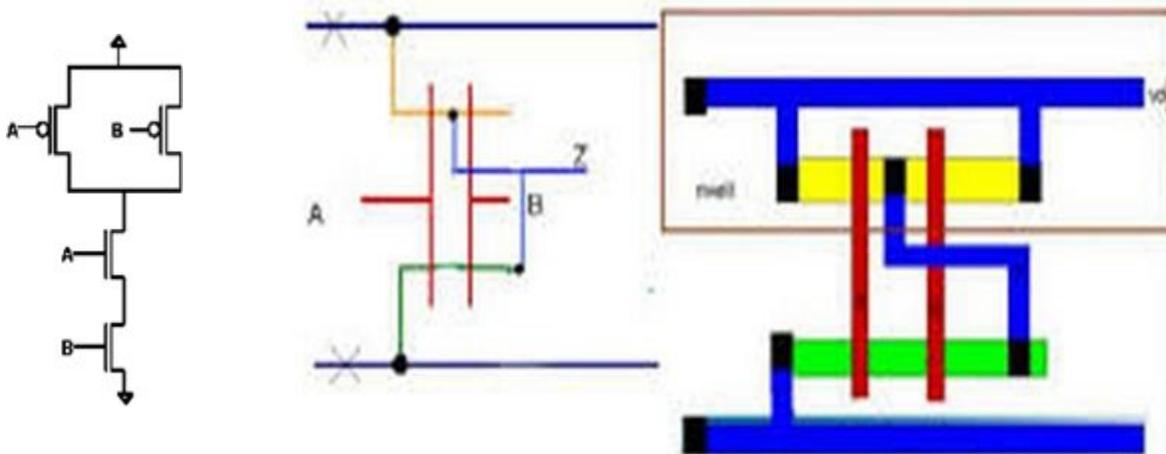
The CMOS NAND Gate



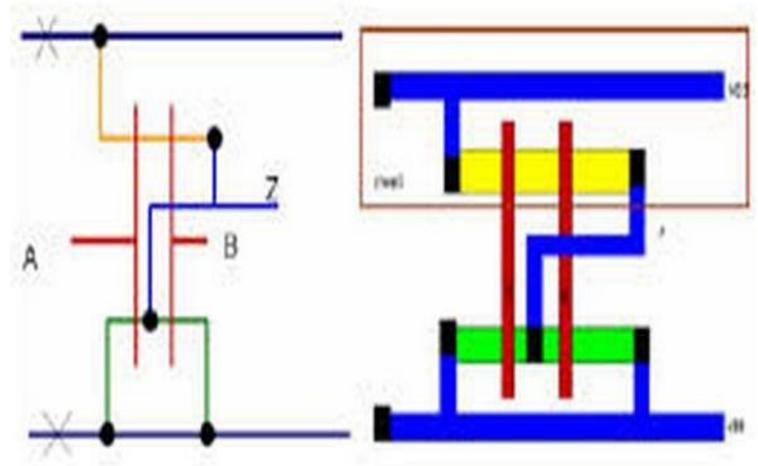
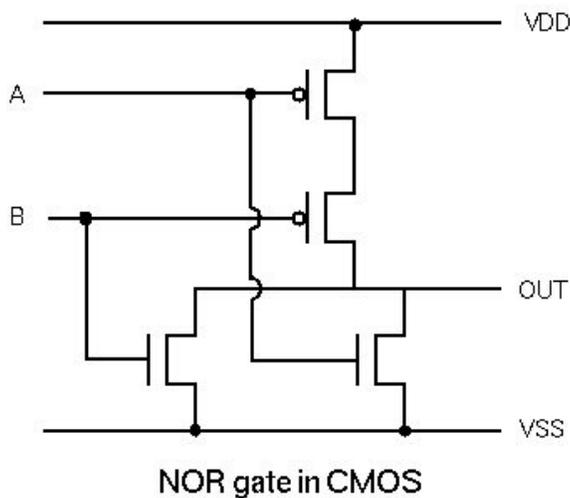
Layout&StickDiagramof CMOSInverter



2inputNANDgate



2inputNORgate

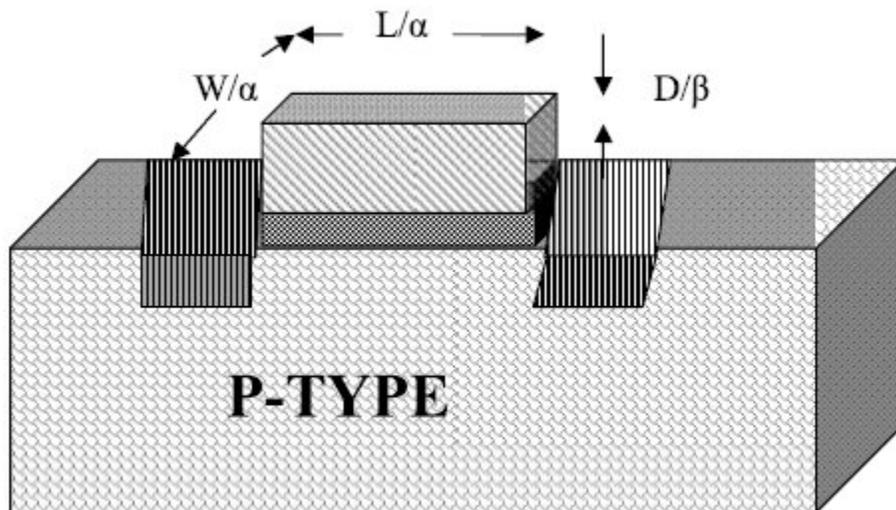


ScalingofMOS circuits

Scaling means to reduce the feature size and to achieve higher packing density of circuitry on a chip, Many figures of merit such as minimum feature size, number of gates on one chip, power dissipation, maximum operational frequency, die size, production cost can be improved by shrinking the dimensions of transistors, interconnections and the separation between features, and by adjusting the doping levels and supply voltages.

SCALING MODELS AND SCALING FACTORS:

The most commonly used models are the constant electric field scaling models and the constant voltage scaling model. One more model called as combined voltage and dimension scaling model is presented recently. The following figure indicates the device dimensions and substrate doping level which are associated with the scaling of a transistor.



Two scaling factors $1/\alpha, 1/\beta$ are used. $1/\beta$ is chosen as the scaling factor for supply voltage V_{DD} and gate oxide thickness D , and $1/\alpha$ is used for all other linear dimensions, both vertical and horizontal to chip surface.

SCALING FACTORS FOR DEVICE PARAMETERS:

GATE AREA A_g :

$$A_g = L \cdot W$$

Where L and W are the channel length and width respectively, both are scaled by $1/\alpha$. So A_g is scaled by $1/\alpha^2$

GATE CAPACITANCE PER UNIT AREA C_o OR C_{ox} :

$$C_o = \epsilon_{ox} / D$$

Where ϵ_{ox} is the permittivity of the gate oxide (thinox) ($=\epsilon_{ins} \cdot \epsilon_o$) and D is the gate oxide thickness which is scaled by $1/\beta$

Thus C_o is scaled by $1/1/\beta = \beta$

GATE CAPACITANCE C_g :

$$C_g = C_o \cdot L \cdot W$$

Thus C_g is scaled by $\beta \cdot 1/\alpha^2 = \beta/\alpha^2$

PARASITIC CAPACITANCE C_X :

C_X is proportional to A_X/d .

Where d is the depletion width around source or drain which is scaled by $1/\alpha$ and A_X is the area of depletion region around source or drain which is scaled by $1/\alpha^2$. $1/1/\alpha = 1/\alpha$

CARRIER DENSITY IN CHANNEL Q_{on}

$$Q_{on} = C_o \cdot V_{gs}$$

Where Q_{on} is the average charge per unit area in the channel in the 'on' state. C_o is scaled by β and V_{gs} is scaled by $1/\beta$.

Thus Q_{on} is scaled by 1.

CHANNEL RESISTANCE R_{on}

$$R_{on} = L/W \cdot Q_{on} \cdot \mu$$

Where μ is the carrier mobility in the channel and is assumed constant. Thus R_{on} is scaled by $1/\alpha$. $1/1/\alpha = 1$.

GATE DELAY T_d

T_d is proportional to $R_{on} \cdot C_g$.

Thus T_d is scaled by β^2/α^4

MAXIMUM OPERATING FREQUENCY F_o :

$$F_o = W/L \cdot \mu C_o V_{DD} / C_g$$

Or f_o is inversely proportional to delay T_d . Thus f_o is scaled by $1/\beta/\alpha^2 = \alpha^2/\beta$

SATURATION CURRENT I_{DSS} :

$$I_{DSS} = C_o \mu / 2 \cdot W/L \cdot (V_{gs} - V_t)^2$$

Nothing that both V_{gs} and V_t are scaled by $1/\beta$, we have I_{DSS} is scaled by $\beta(1/\beta)^2 = 1/\beta$.

CURRENT DENSITY J:

$$J = I_{des} / A$$

Where A is the cross sectional area of the channel in the 'on' state which is scaled by $1/\alpha^2$

So, J is scaled by $1/\beta / 1/\alpha^2 = \alpha^2/\beta$.

SWITCHING ENERGY PER GATE E_g :

$$E_g = C_g / 2 \cdot (V_{DD})^2$$

So E_g is scaled by $\beta/\alpha^2 \cdot 1/\beta^2 = 1/\alpha^2\beta$

POWER DISSIPATION PER GATE P_g :

P_g comprise two components such that

$$P_g = P_{gs} + P_d$$

Where the static component

$$P_{gs} = (V_{DD})^2 / R_{on}$$

And the dynamic component

$$P_{gd} = E_g f_o$$

It will be seen that both P_{gs} and P_{gd} are scaled by $1/\beta^2$

POWER DISSIPATION PER UNIT AREA:

$$P_a = P_g / A_g$$

So P_a is scaled by $1/\beta^2 / 1/\alpha^2 = \alpha^2 / \beta^2$

POWER-SPEED PRODUCT P_T :

$$P_T = P_g \cdot T_d$$

So P_T is scaled by $1/\beta^2 \cdot \beta / \alpha^2 = 1/\alpha^2 \beta$

Limitations of Scaling:

Scaling may cause a problem which prevents further miniaturization.

Substrate doping: -

The built-in (junction) potential V_B , is small compared with V_{DD} .

(a) Substrate doping scaling factors:

As the channel length of a MOS transistor is reduced, the depletion region widths must also be scaled down to prevent the source and drain depletion regions

N_B is thus maintained at a satisfactory level in the channel region and thus problem is reduced. But depletion width d and built in potential V_B will impose limitations on scaling.

$$\text{We have } E_{\max} = 2V/d$$

Where E_{\max} is the maximum electric field induced in one-sided step junction

When N_B is increased by α and if $V_\alpha=0$, then V_β is increased by $\ln \alpha$ and d is decreased by $\sqrt{\ln \alpha/\alpha}$.

There E is increased by inverse of this factor and reaches E_{crit}

Limits of miniaturization

The minimum size of transistor is determined by both process technology and the physics of the device itself. Transistor size is defined in terms of channel length L . L can be decreased as long as there is no punch through i.e. The depletion region around source should not come closer to that around the drain. So L must be at least $2d$ from meeting. Depletion region width d for the junctions is given by

$$D = \sqrt{2E_{si}E_oV/qN_B}$$

Where

E_{si} = relative permittivity of silicon (~12)

E_o = permittivity of free space ($=8.85 \times 10^{-14}$)

V =effective voltage across the junction

$$V = V_a + V_B$$

q =electron charge

N_B =doping level of substrate.

V_a = (maximum value = V_{DD})=applied voltage

V_B =built-in (junction) potential

$$\text{And } V_B = KT/q \cdot \ln(N_B N_D / n_i^2)$$

Where N_D is the source or drain doping and n_i is the intrinsic carrier concentration in silicon.

Depletion width

When N_B is increased, the depletion width decreases and V_t increases which is not desirable.

We have $V_{drift} = \mu E$

V_{drift} is the carrier drift velocity and $L = 2d$

$$\text{Transit time } \tau = L / V_{drift} = 2d / \mu E$$

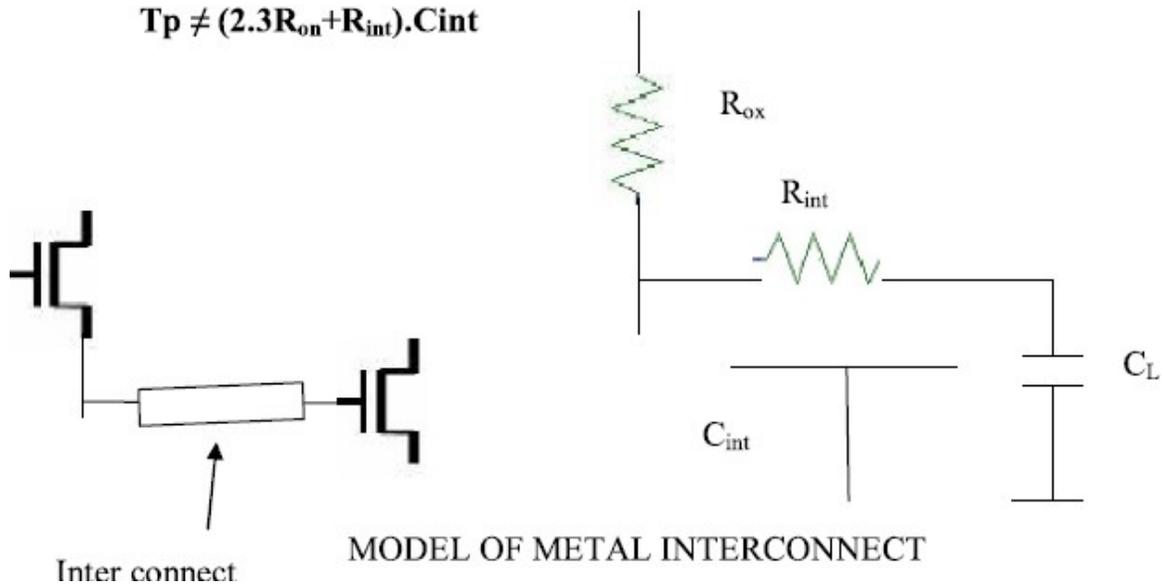
Limits due to interconnect and contact resistance

Since the width, thickness and spacing are scaled by $1/\alpha$, cross-section area must be scaled by $1/\alpha^2$. Thus R is increased by α and I is scaled by $1/\alpha$. so IR drop remains constant. Thus driving capability and noise margins are degraded.

The propagation delay T_p along a single aluminum interconnect can be calculated from the following equation

$$T_p = R_{int}C_{int} + 2.3(R_{on}C_{int} + R_{on}C_L + R_{int}C_L)$$

$$T_p \neq (2.3R_{on} + R_{int}) \cdot C_{int}$$



Now

$$R_{int} = \rho L / HW$$

$$C_{int} = \epsilon_{ox} [1.15W/t_{ox} + 2.28(H/t_{ox})^{0.222}] L$$

Where R_{on} is the ON resistance of the transistor.

R_{int} is the resistance of the interconnect

C_{int} is the capacitance of interconnect

t_{ox} is the thickness of dielectric oxide.

ρ is the resistivity of interconnect L, W, H are the length, width and height of the interconnect.

Assignment questions:

1. Draw the circuit diagram; stick diagram and layout for CMOS Inverter.
2. Explain about the various layout design rules.
3. Draw the static CMOS logic circuit for the following expression
 1. i) $Y = (ABCD)'$ ii) $Y = [D(A+BC)]'$
4. Explain in detail about the scaling concept in VLSI circuit Design.
5. Draw the Layout Diagrams for NAND Gate using nMOS..
6. Explain λ -based Design Rules in VLSI circuit Design.
7. Draw the Layout Diagrams for CMOS Inverter.
8. Discuss about the stick diagrams and their corresponding mask layout examples
9. Draw the stick diagram of p-well CMOS inverter and explain the process.
10. Explain about the $2\mu\text{m}$ CMOS Design rules and discuss with a layout example.
11. Draw and explain the layout for CMOS 2-input NAND gate.
12. Draw the flowchart of VLSI Design flow and explain the operation of each step in detail.
13. Draw the stick diagram for three input AND gate.
14. What is the purpose of design rule? What is the purpose of stick diagram? What are the different approaches for describing the design rule? Give three approaches for making contacts between poly silicon and discuss in NMOS circuit.