



VLSI MODELING AND DESIGN

Dr. Mohammed M. Farag



**Faculty of Engineering
Alexandria University**



Course Staff

- Instructor:
 - Mohammed Morsy (mmorsy@ieee.org)
 - 4th Floor ECE Building
- TA:
 - Eng. Mohamed Megahed
- Office hours :
 - Saturday 10:30 AM – 12:00 PM.
- Course Webpage:
 - http://eng.alexu.edu.eg/~mmorsy/Courses/Undergraduate/EE432_VLSI_Modeling_and_Design/EE432.html



Course Text

- Textbook
 - “CMOS VLSI Design 4th ed.” Harris, David, and N. Weste., (2010).
- Reference books
 - “Introduction to VLSI circuits and systems.” Uyemura, John P., (2002).
 - “Digital integrated circuits 2nd ed.” Rabaey, Jan M., Anantha P. Chandrakasan, and Borivoje Nikolic., (2002).



Course Outline

- VLSI Implementation Strategies.
- MOSFET non ideal characteristics.
- Delay models and logical effort.
- Power consumption and low-power design considerations.
- Interconnect modeling, impact, and engineering.
- Robustness: Variability, Reliability, and Scaling.
- Design Methodologies and Tools.
- Testing, Debugging, and Verification.



Course Work

- 4 Labs: 20
- 1 Project: 15
- Midterm exam: 15
- Final Exam: 75
- Tools:
 - ▣ Electric <http://www.staticfreesoft.com/>
 - ▣ Tanner L-edit <http://www.staticfreesoft.com/>



About the Lectures

- Lectures will make use of slides
 - Slides are great !
 - Nice pictures to explain concepts
 - Good addition for course text
 - I can annotate them with a tablet PC
 - I can switch to the tools and listings mid-lecture
 - Slides are horrible !
 - They make me teach 30% faster (really)
 - They give you the sense that this is all easy stuff (it's not)
 - They make you fall a sleep
 - They make me lazy
 - They make me waste time looking for clipart
 - Slides are a two-edged sword
 - I encourage you to be active and take notes
 - I may fall back to blackboard-based teaching occasionally



History of VLSI



The Integrated Circuit

- 1959: Jack Kilby, working at TI, invented a monolithic “integrated circuit”
 - ▣ Components connected by hand-soldered wires and isolated by “shaping”, PN-diodes used as resistors (U.S. Patent 3,138,743)

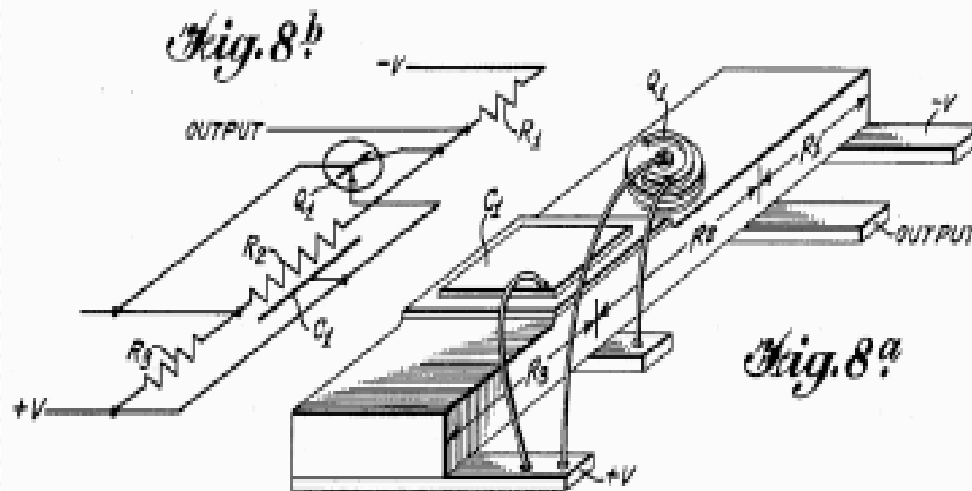


Figure 0.1 Diagram from patent application



Integrated Circuits

- 1961: TI and Fairchild introduced the first logic ICs (\$50 in quantity)
- 1962: RCA developed the first MOS transistor



Figure 0.2 Fairchild bipolar RTL Flip-Flop

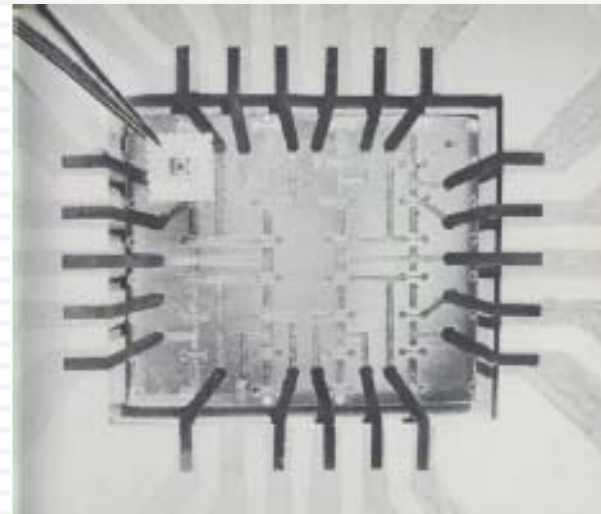


Figure 0.3 RCA 16-transistor MOSFET IC



Computer-Aided Design

- 1967: Fairchild developed the “Micromosaic” IC using CAD
 - Final layer of interconnect could be customized for different applications



- 1968: Noyce, Moore left Fairchild, started Intel



RAMs

- 1970: Fairchild introduced 256-bit Static RAMs
- 1970: Intel started selling 1K-bit Dynamic RAMs

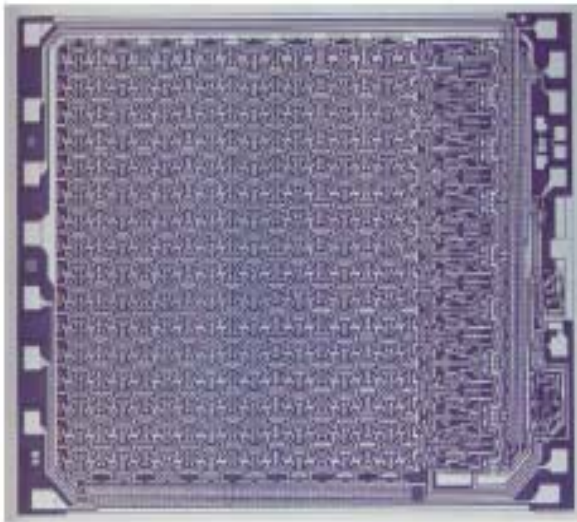


Figure 0.4 Fairchild 4100 256-bit SRAM

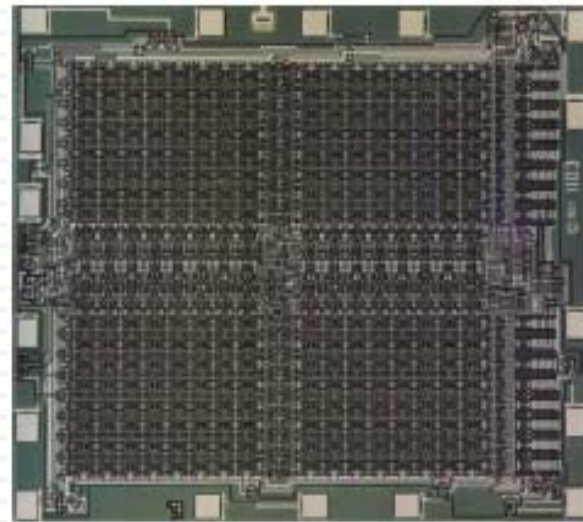


Figure 0.5 Intel 1103 1K-bit DRAM



The Microprocessor

- 1971: Intel introduced the 4004
 - ▣ General purpose programmable computer instead of a custom chip for a Japanese calculator company

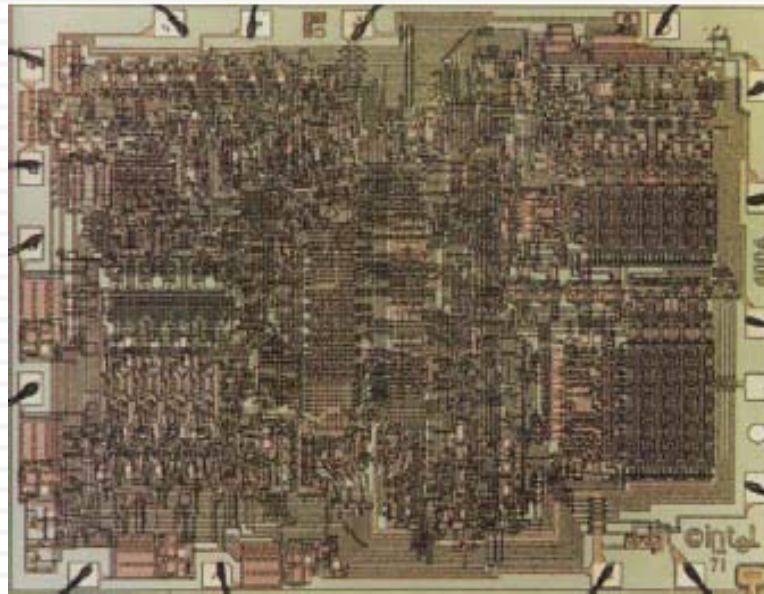
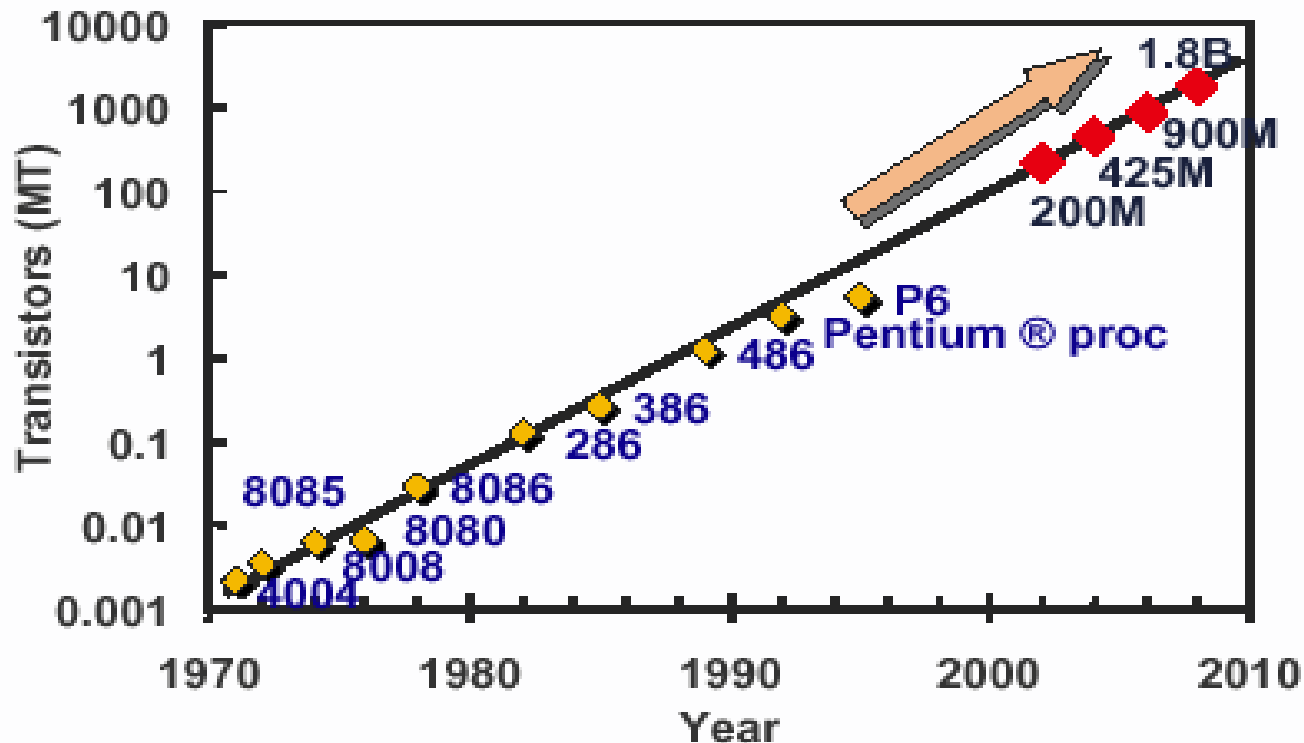


Figure 0.6 Intel 4004 Microprocessor



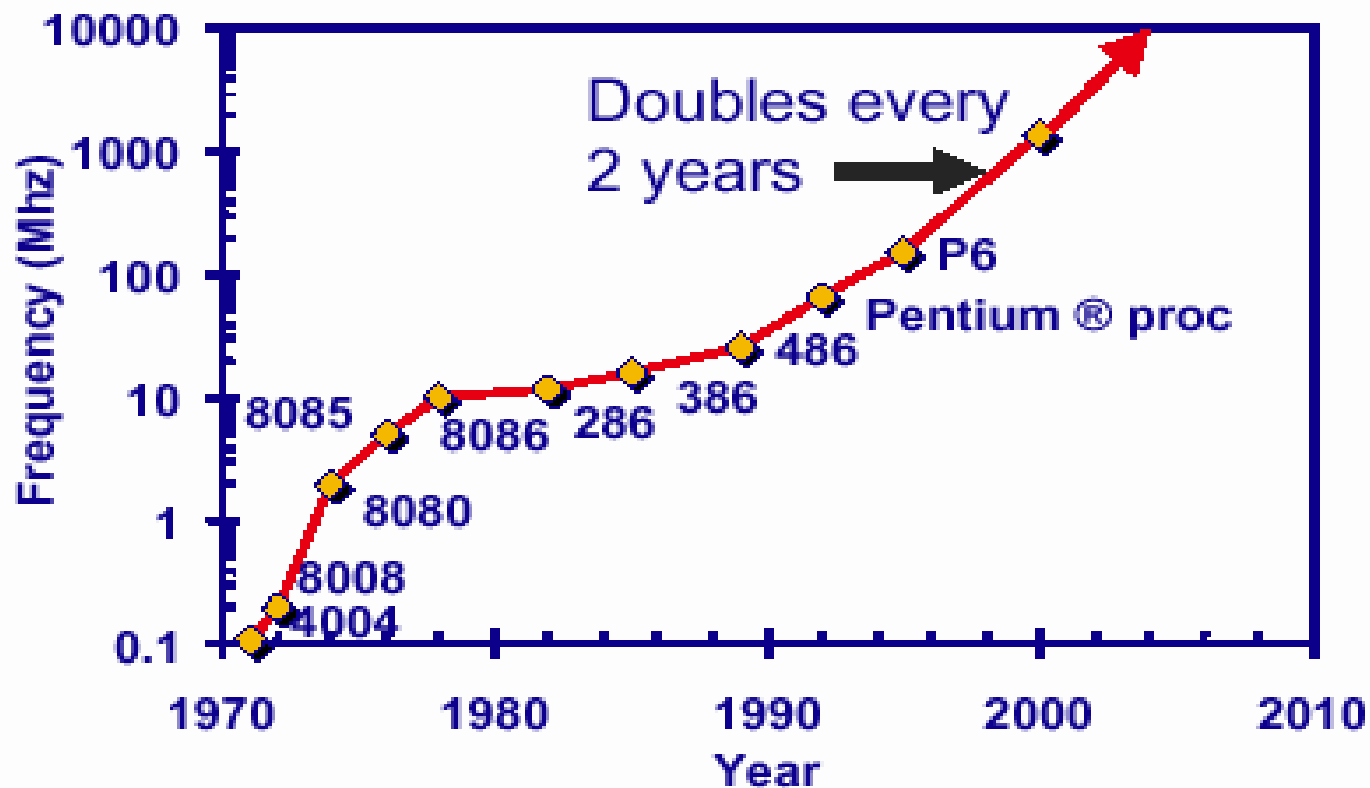
Moore's Law and Transistor Count



**Transistors in Lead Microprocessors double every 2 years
Leads to 200M--1.8B transistors on the Lead Microprocessor**



Moor's Law and Frequency



Lead Microprocessors frequency doubles every 2 years



Introduction



Outline

- Introduction
- Complexity and Design
- Basic Concepts



Introduction

- IC: **I**ntegrated **C**ircuits, many transistors on one chip
- VLSI: **V**ery **L**arge **S**cale **I**ntegration, a modern technology of IC design flow
- MOS: **M**etal-**O**xide-**S**ilicon transistor (also called device)
- CMOS: **C**omplementary **M**etal **O**xide **S**emiconductor
 - ▣ Fast, cheap, low power transistors
 - ▣ High integration, low cost
 - ▣ n-type MOS (nMOS): Majority carriers are Electrons
 - ▣ p-type MOS (pMOS): Majority carriers are Holes
- First: How to build your own simple CMOS chip
 - ▣ CMOS transistors
 - ▣ Building logic gates from transistors
 - ▣ Transistor layout and fabrication
- Rest of the course: How to build a good CMOS chip!!



Introduction

- The term VLSI is used to collectively refer to many fields of electrical and computer engineering that deal with the analysis and design of very dense ICs
- A VLSI chip contains more than 10^6 switching devices or logic gates
- Early in the first decade of the 21st century, the actual number of transistors has exceeded 10^8 on a silicon die of typically 1 cm^2 area



Outline

- Introduction
- Complexity and Design
- Basic Concepts



Complexity and Design

- Creating a design team provides a realistic approach to approaching a VLSI project, as it allows each person to study small sections of the system
 - VLSI project needs hundreds of engineers, scientists, and technicians
 - *Hierarchy design* and many different “*Level Views*” help to manage the complexity
 - Most work is conducted using computer-Aided Design (CAD) tools

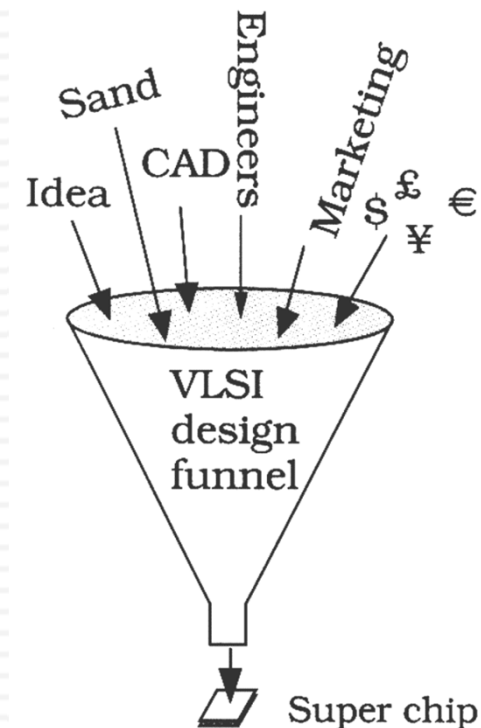


Figure 1.1 The VLSI design funnel



Complexity and Design

- Design teams provide a realistic approach to develop a VLSI chip
- The design hierarchy enables collaboration between team members and partitioning the work into a number of sub-tasks
- The chip is viewed at many abstraction levels from the system specifications to the physical implementation.



Design Hierarchy (1/2)

- **System specifications:** is defined in both general and specific terms, such as *functions, speed, size, etc.*
- **Abstract high-level model:** contains information on the behavior of each block and the interaction among the blocks in the system
- **Logic synthesis:** To provide the logic design of the network by specifying the primitive gates and units needed to build each unit
- **Circuit design:** where transistors are used as switches and Boolean variables are treated as vary voltage signal
- **Physical design:** the network is built on a tiny area on a slice of silicon
- **Manufacturing:** a completed design process is moved on to the manufacturing line

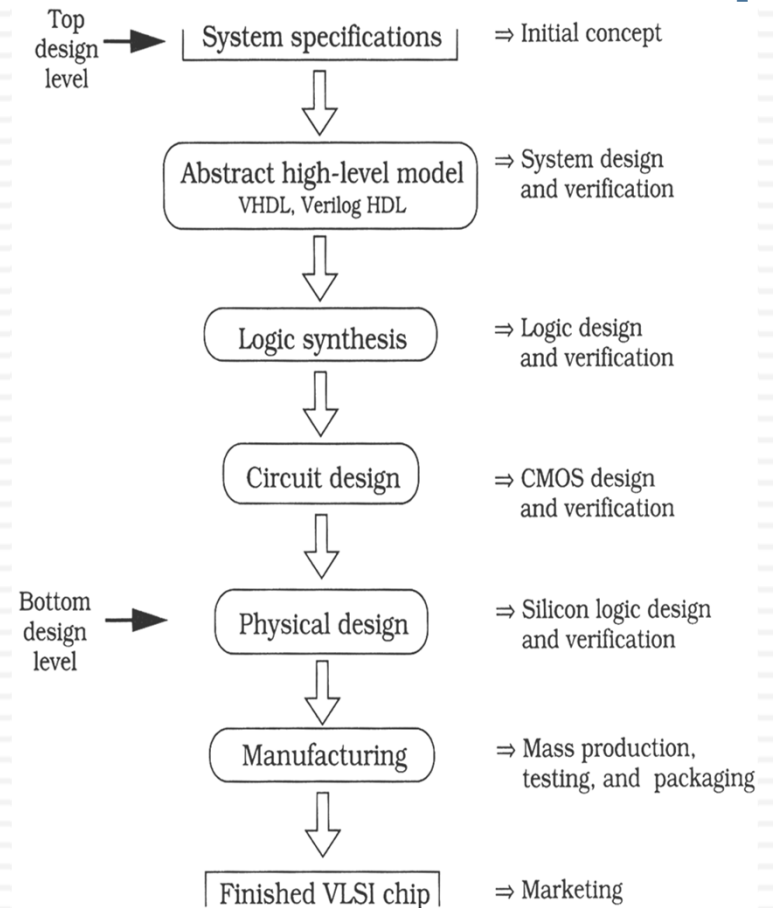


Figure 1.2 General overview of the design hierarchy



Design Hierarchy (2/2)

- Hierarchical design
 - **Top-down design**
 - The initial work is quite abstract and theoretical and there is no direct connection to silicon until many steps have been completed
 - Acceptable in modern digital system design
 - Co-design with combining HW/SW is critical
 - Similar to *Cell-based Design Flow*
 - **Bottom-up design**
 - Starts at the silicon or circuit level and builds primitive units such as logic gates, adders, and registers as the first steps
 - Acceptable for small projects
 - Similar to *Full-custom Design Flow*
- An example of a design hierarchy in Figure 1.3

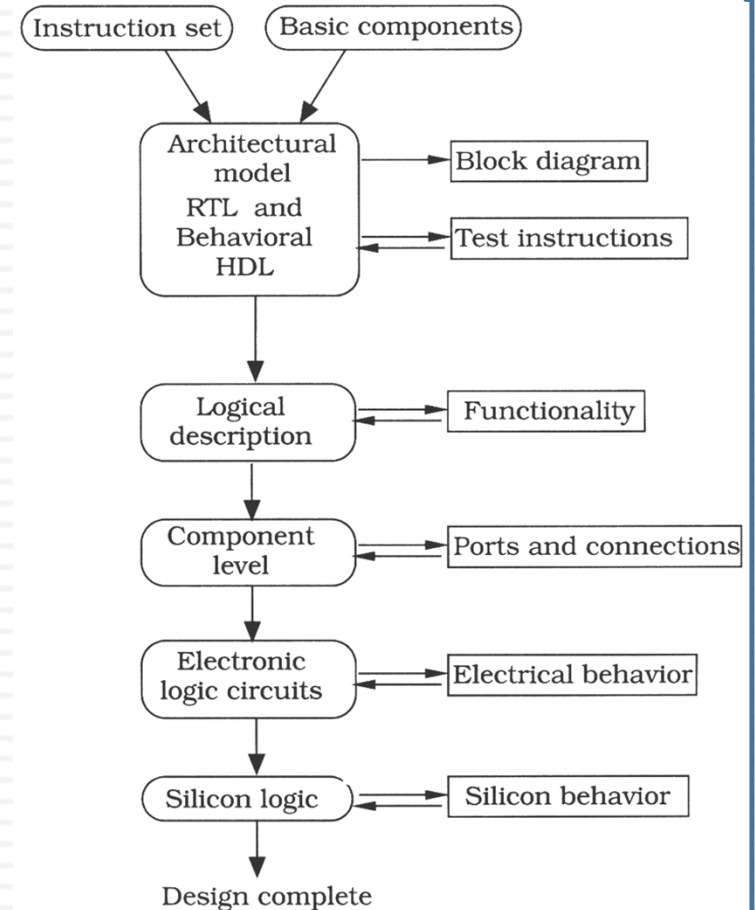


Figure 1.3 A simple design flow for a microprocessor



VLSI Chip Types

- At the engineering level, digital VLSI chips are classified by the approach used to implement and build the circuit
 - **Full-custom Design**: where every circuit is custom designed for the project
 - Extremely tedious
 - Time-consuming process
 - **Application-Specific Integrated Circuits (ASICs)**: using an extensive suite of CAD tools that portray the system design in terms of standard digital logic constructs
 - Including state diagrams, functions tables, and logic diagram
 - Designer does not need any knowledge of the underlying electronics or the physic of the silicon chip
 - Major drawback is that all characteristics are set by the architectural design
 - **Semi-custom Design**: between that of a full-custom and ASICs
 - Using a group of primitive predefined cells as building blocks, called *cell library*



Outline

- Introduction
- Complexity and Design
- **Basic Concepts**



Basic Concepts

- VLSI Design is a system design discipline
- Many aspects can be taught without any reference to the underlying silicon circuits
- System solutions can be generated using CAD tools
- Such an approach hides many details from the designer
- However, many of the most powerful techniques and ideas of VLSI reside at lower levels
- VLSI should be thought as a single discipline that deals with the conception, design, and manufacture of complex ICs



Basic Concepts: Geometrical Patterns

- Carver Mead of Caltech pioneered the field in the 1970's, a topic that *the electronic integrated circuits could be viewed as a set of geometrical patterns on the surface of a silicon chip*
 - Can achieve signal flow and data movement by tracing the paths of the metallic “lines” that carried electricity
 - Using the repeated patterns and ordered placement of rectangular lines, polygons, and groups of geometric patterns
 - Most modern VLSI technology is based on this important field
- Today, the most powerful topic is System-on-Chip (SoC) that using *bonding pad* technology as Figure 1.5 shows

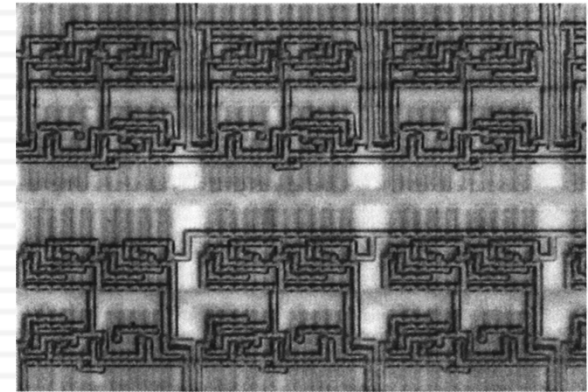


Figure 1.4 Micrograph of a section of a digital CMOS integrated circuit

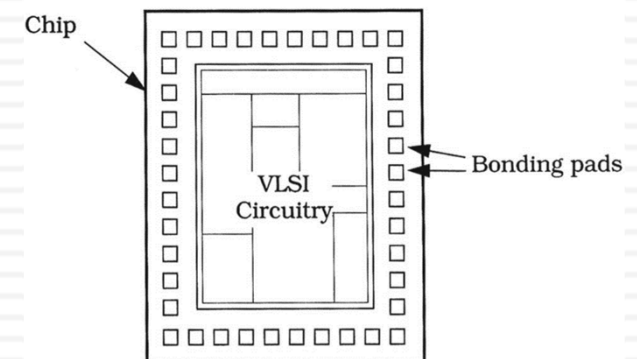


Figure 1.5 Bonding pad frame for interfacing