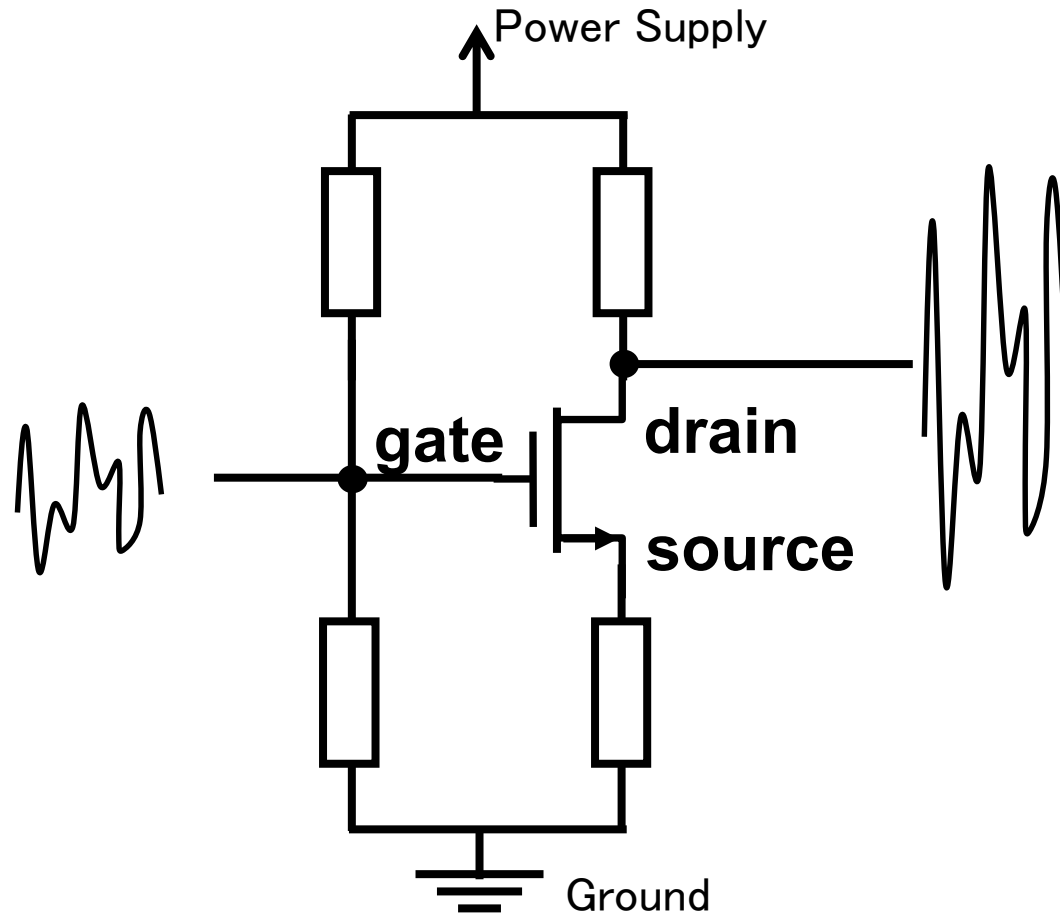


# Digital IC konstruktion

**Viktor Öwall**  
Professor i Elektronikkonstruktion



# Transistorn: en förstärkare

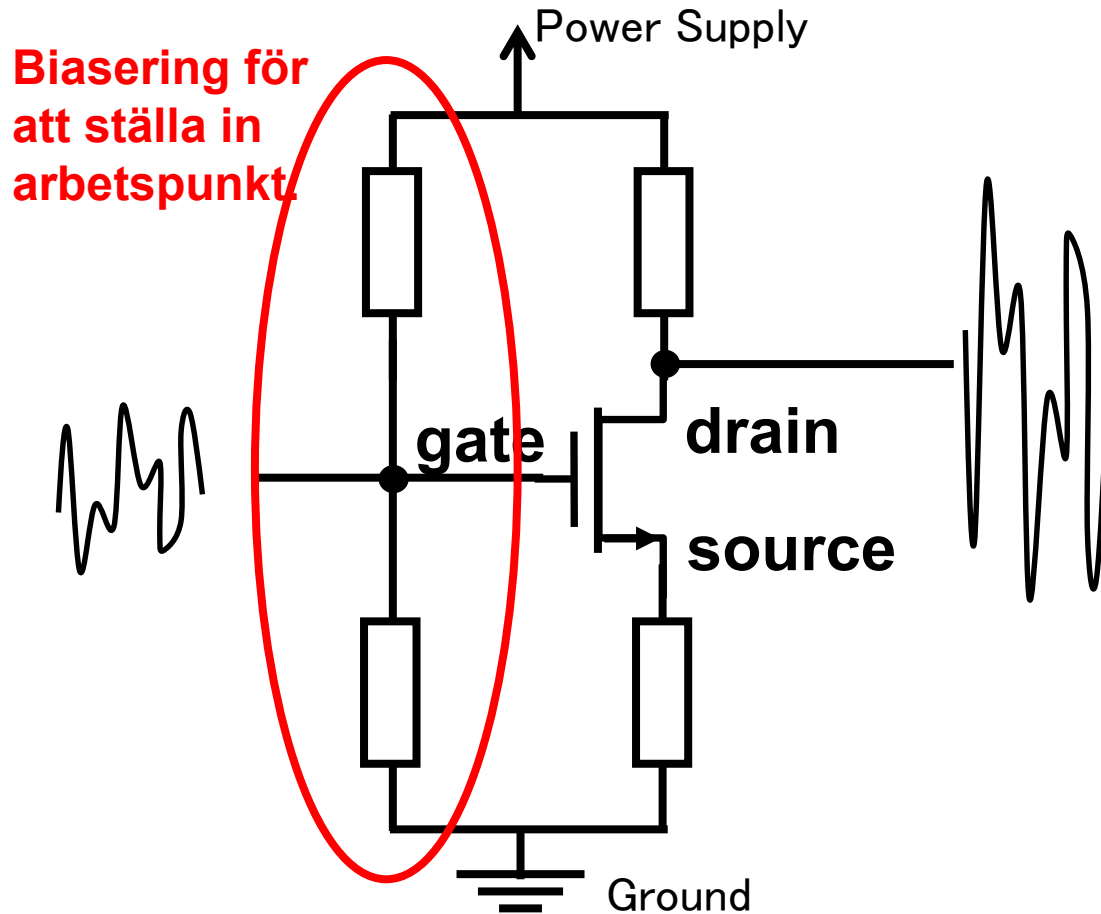


**Korrekt?**

En transistor kan användas på många olika sätt, t.ex. för att förstärka en elektrisk signal.

Energien måste tillföras från t.ex. ett spänningsaggregat.

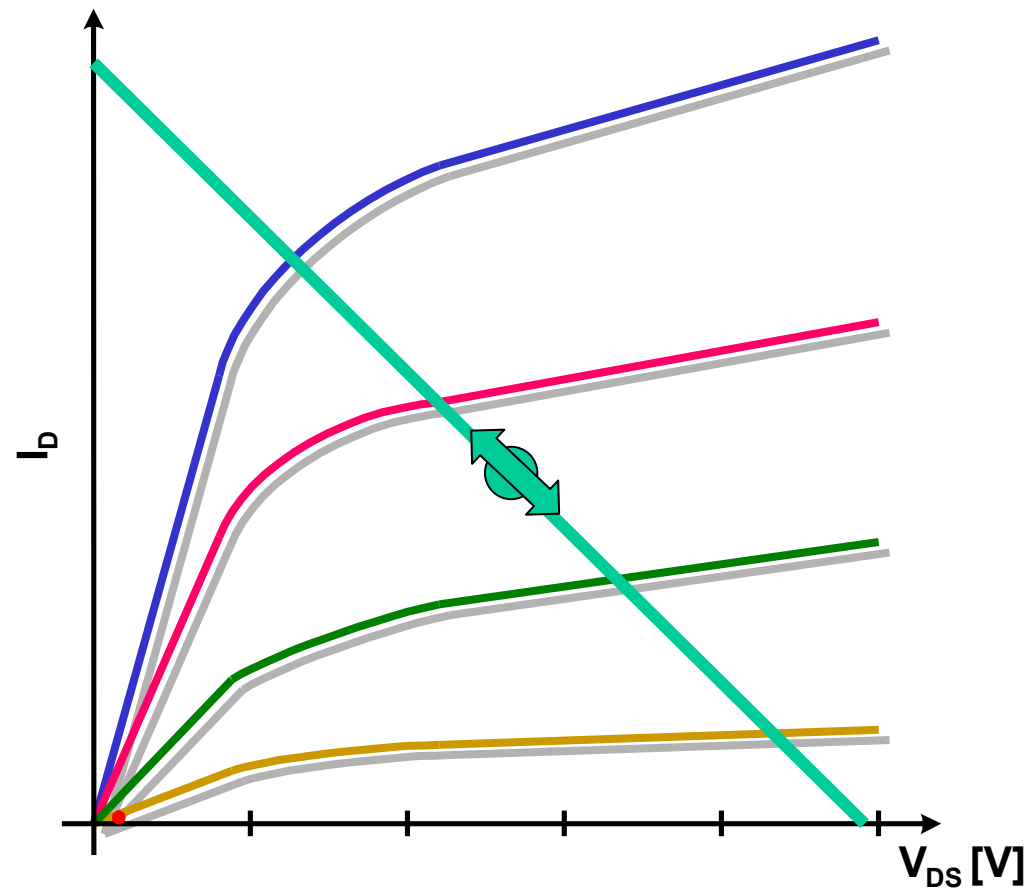
# Transistorn: en förstärkare



En transistor kan användas på många olika sätt, t.ex. för att förstärka en elektrisk signal.

Energien måste tillföras från t.ex. ett spänningsaggregat.

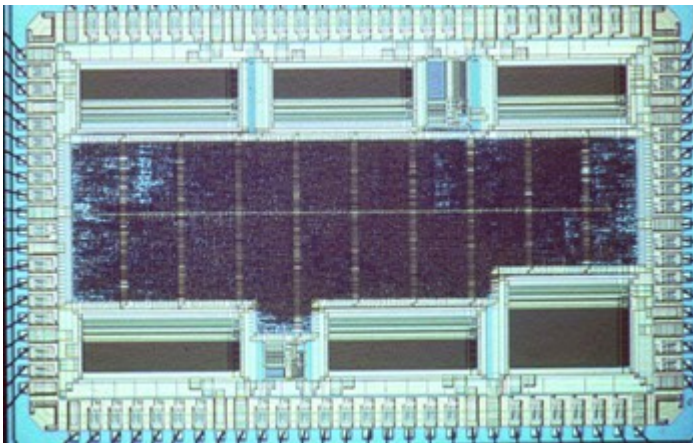
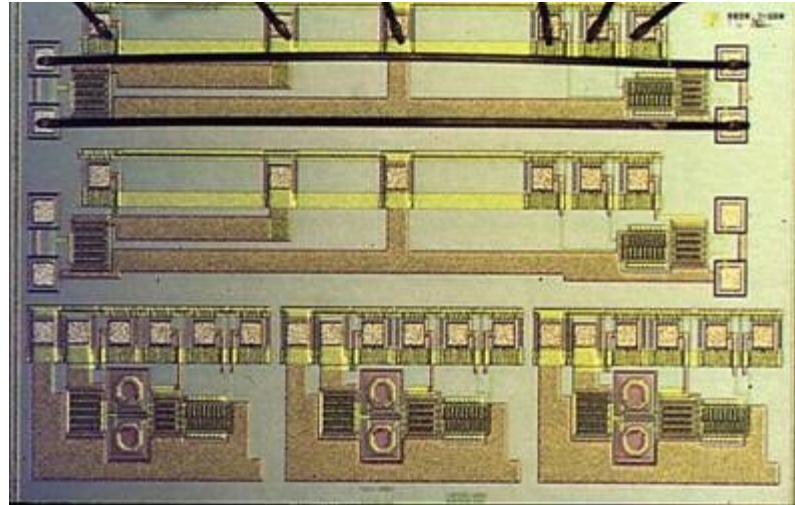
# Arbetslinje/arbetspunkt?



# Analogt kontra digitalt

## Analogt

- få komponenter
- låg effekt
- ”verkliga” signaler

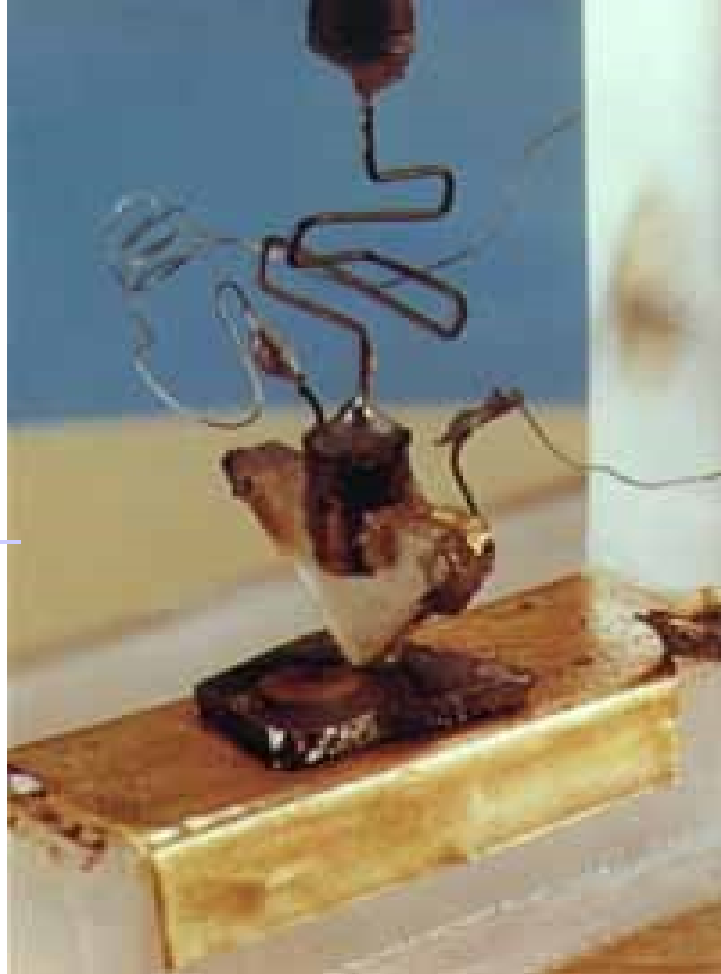


## Digitalt

- Hög precision
- Komplexare algoritmer
- Lagringskapacitet

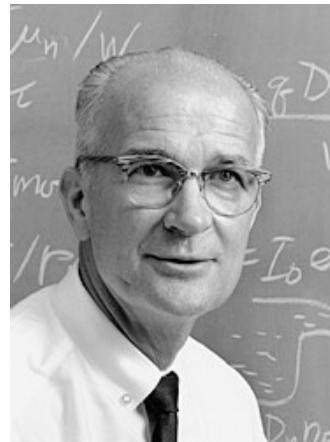
CD/DVD, MP3, Digitalkamera,  
GSM, datorer, etc, etc

# Den första transistorn, 1947



## Nobelpris i fysik 1956

**William  
Shockley**



**Walter  
Brattain**



**John  
Bardeen**



även 1972

# Vad hade vi före det?



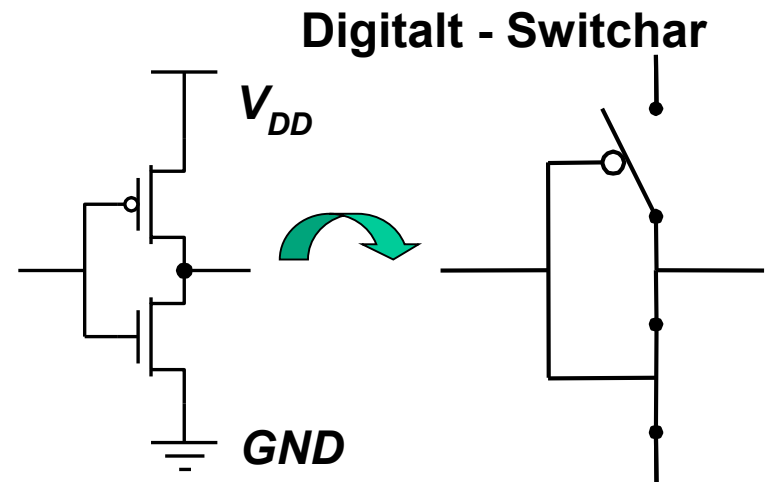
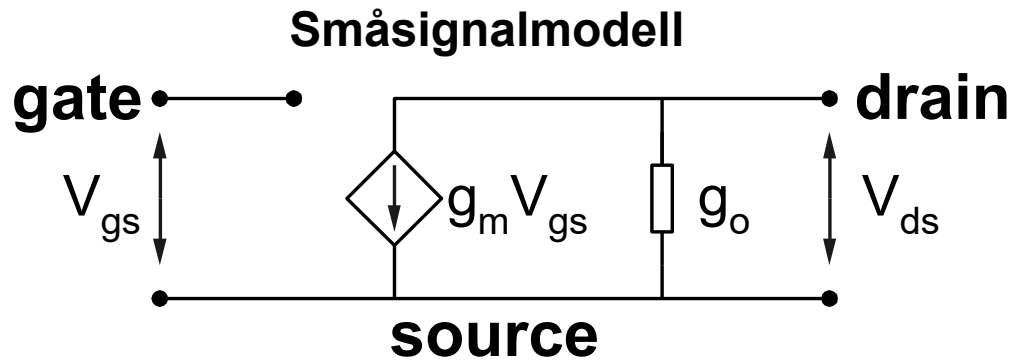
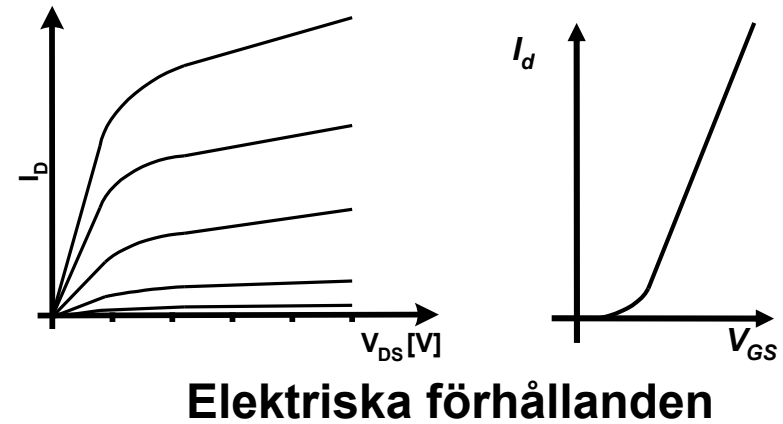
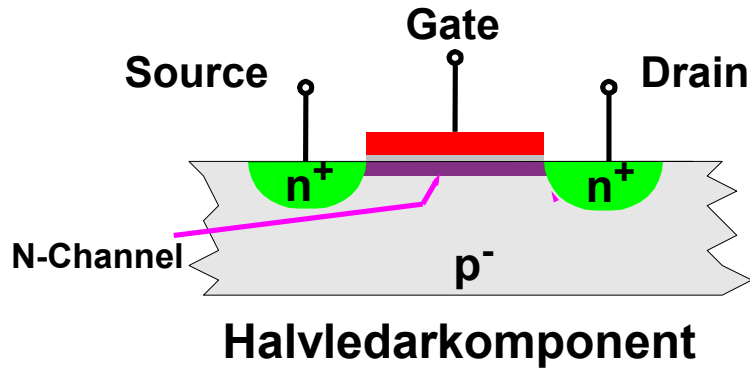


# Var används dessa "rör" idag?

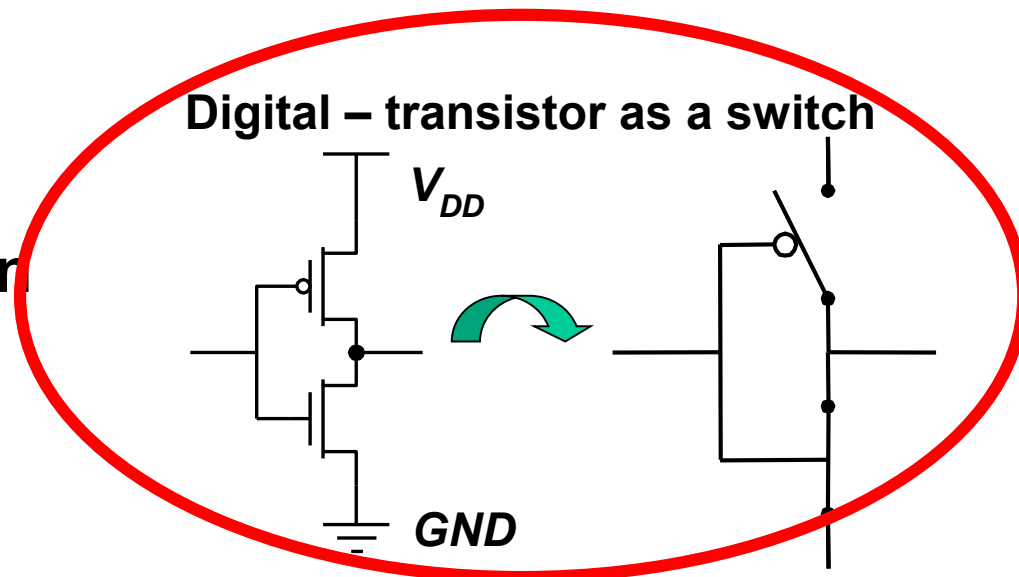
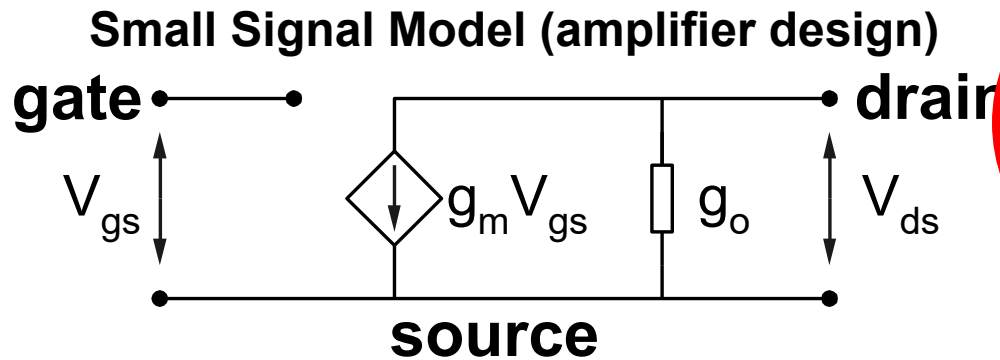
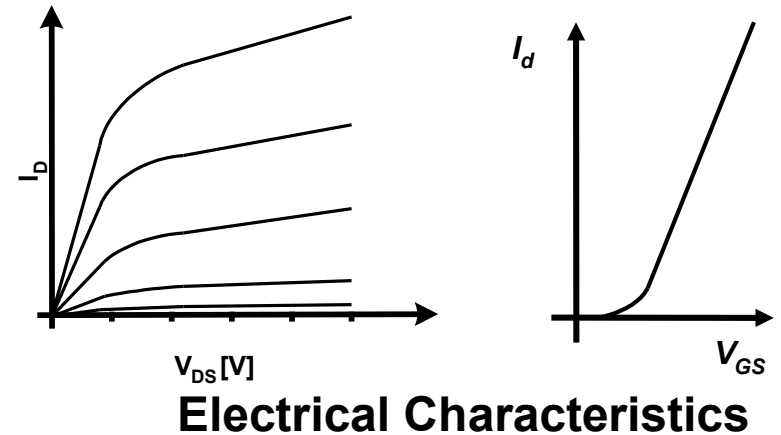
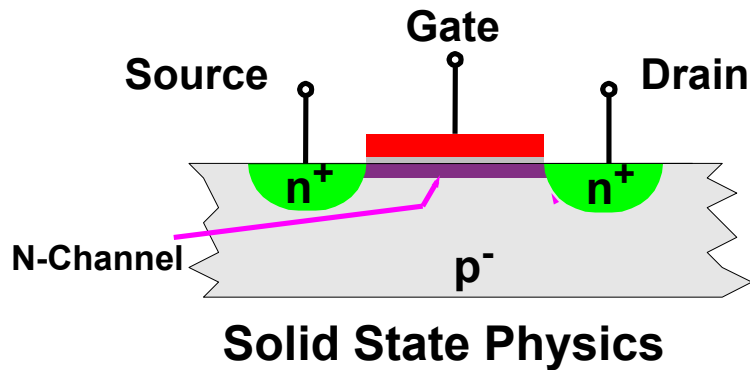




# Vad är en transistor?



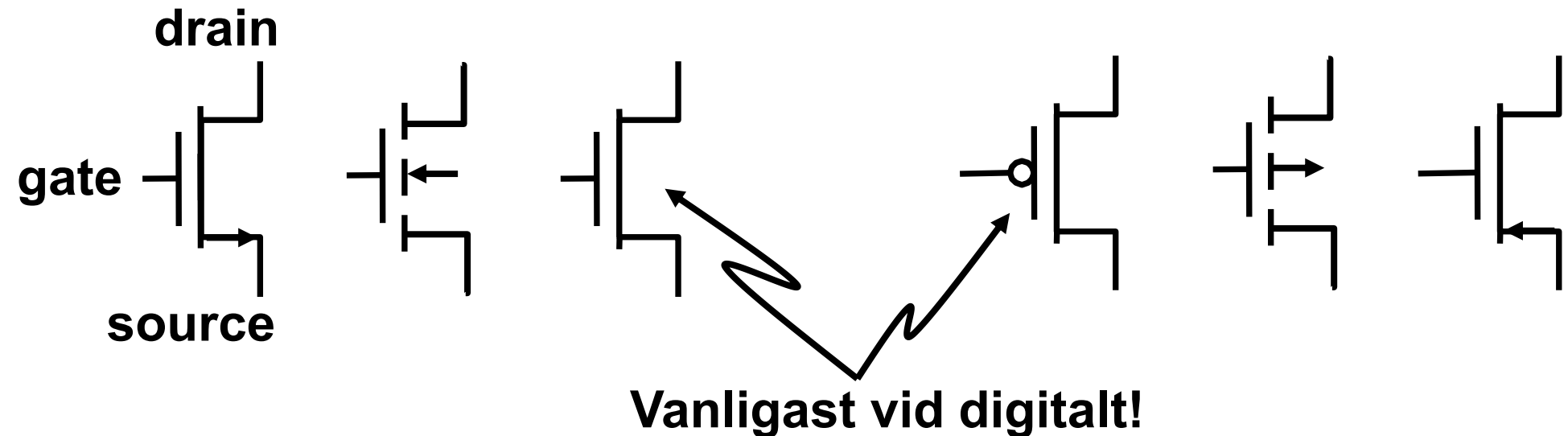
# Digitalt arbetar vi i stort sätt uteslutande med CMOS transistorer.



# CMOS symboler

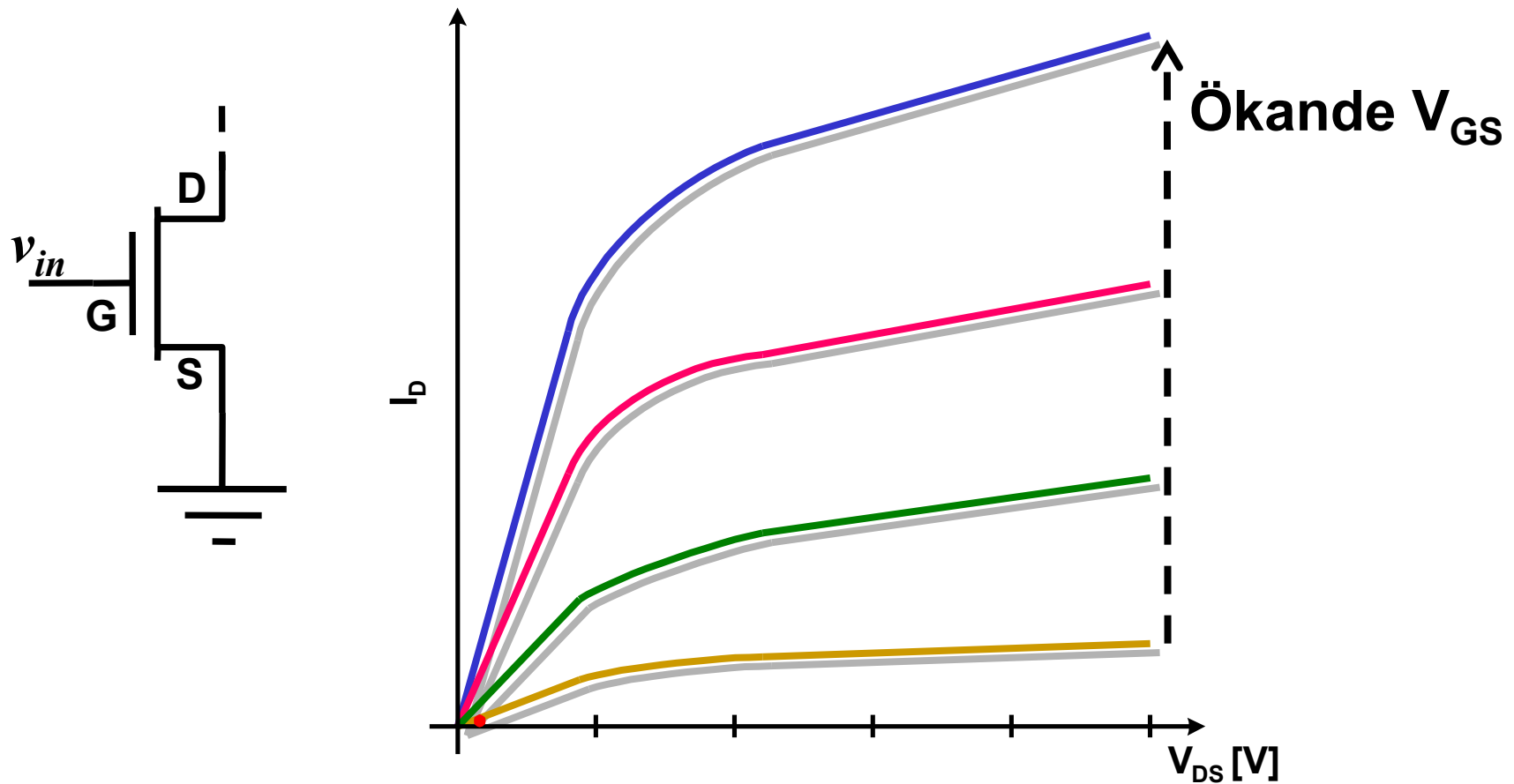
NMOS

PMOS

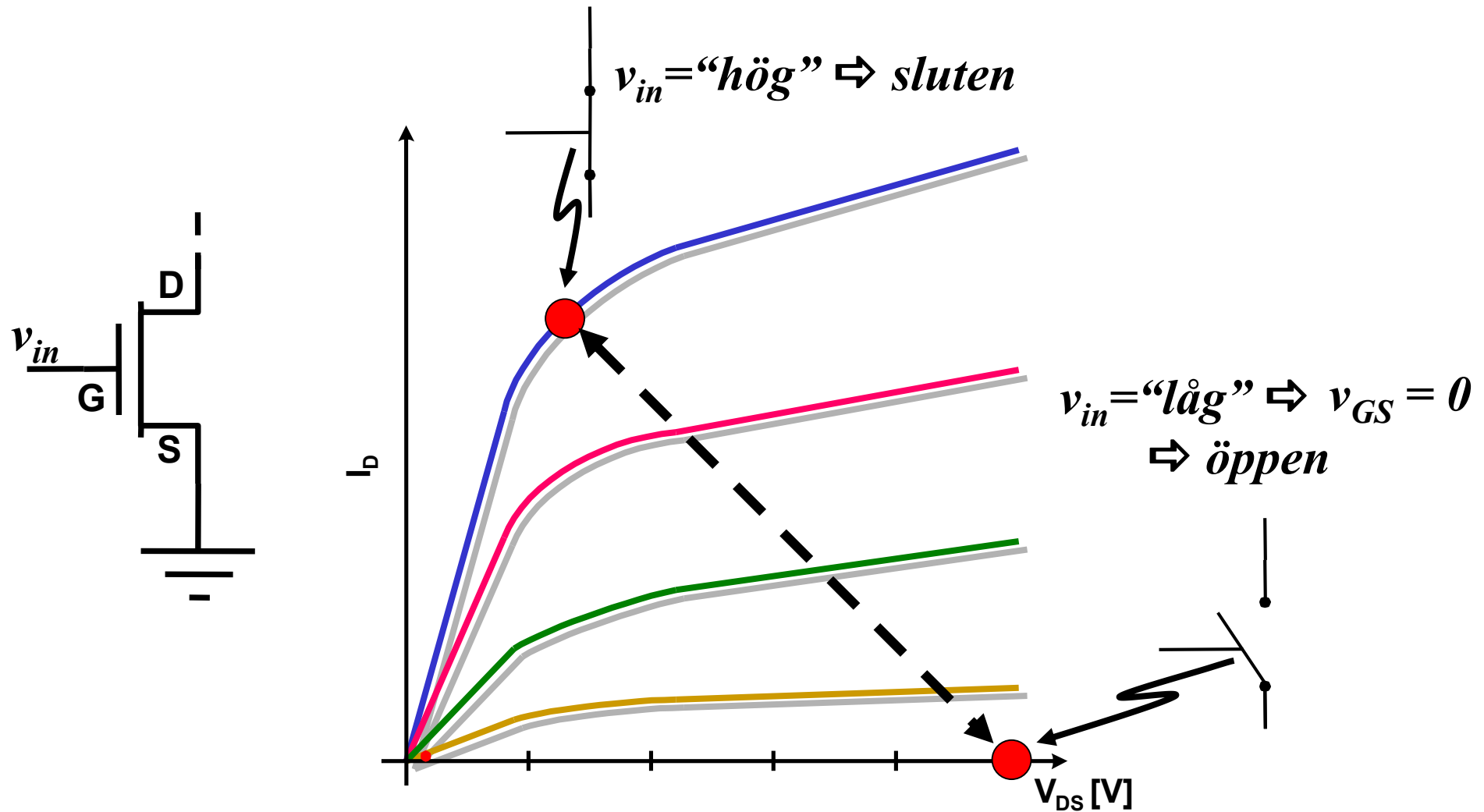


Substratet förutsetts kopplat till GND för NMOS och  $V_{DD}$  för PMOS om inget annat anges.

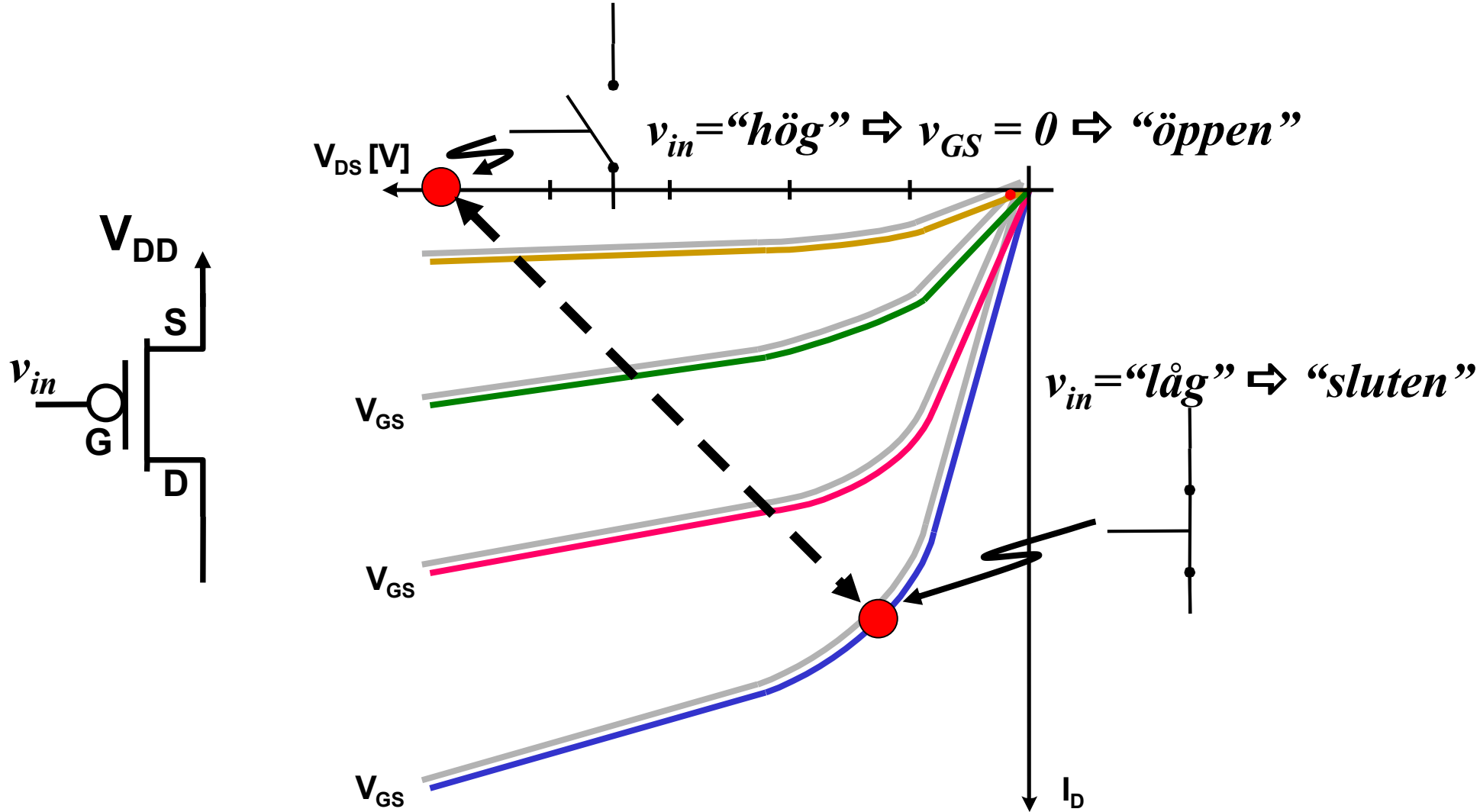
# NMOS: utgångsdiagram



# NMOS som switch

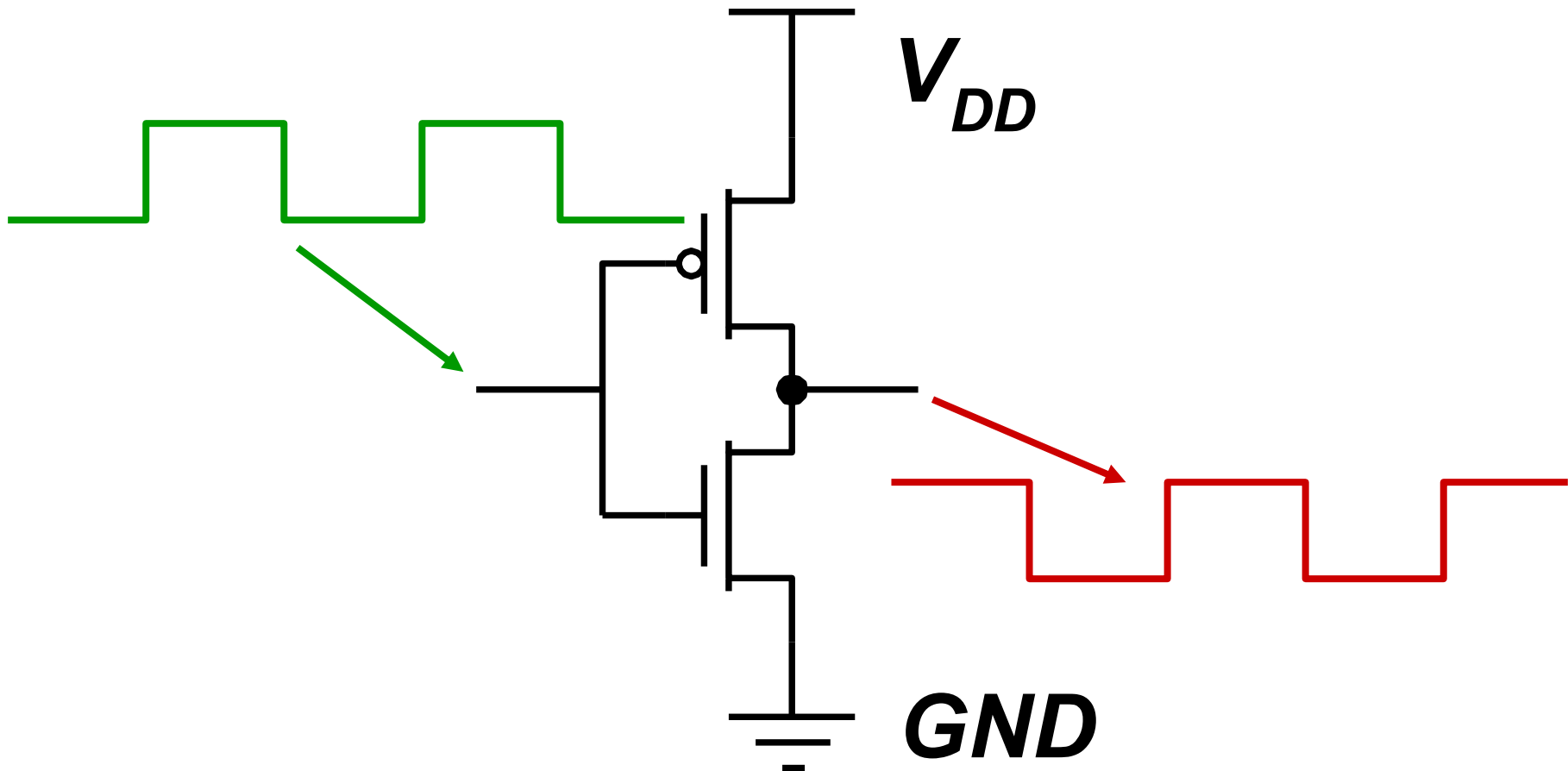


# PMOS transistor as a switch



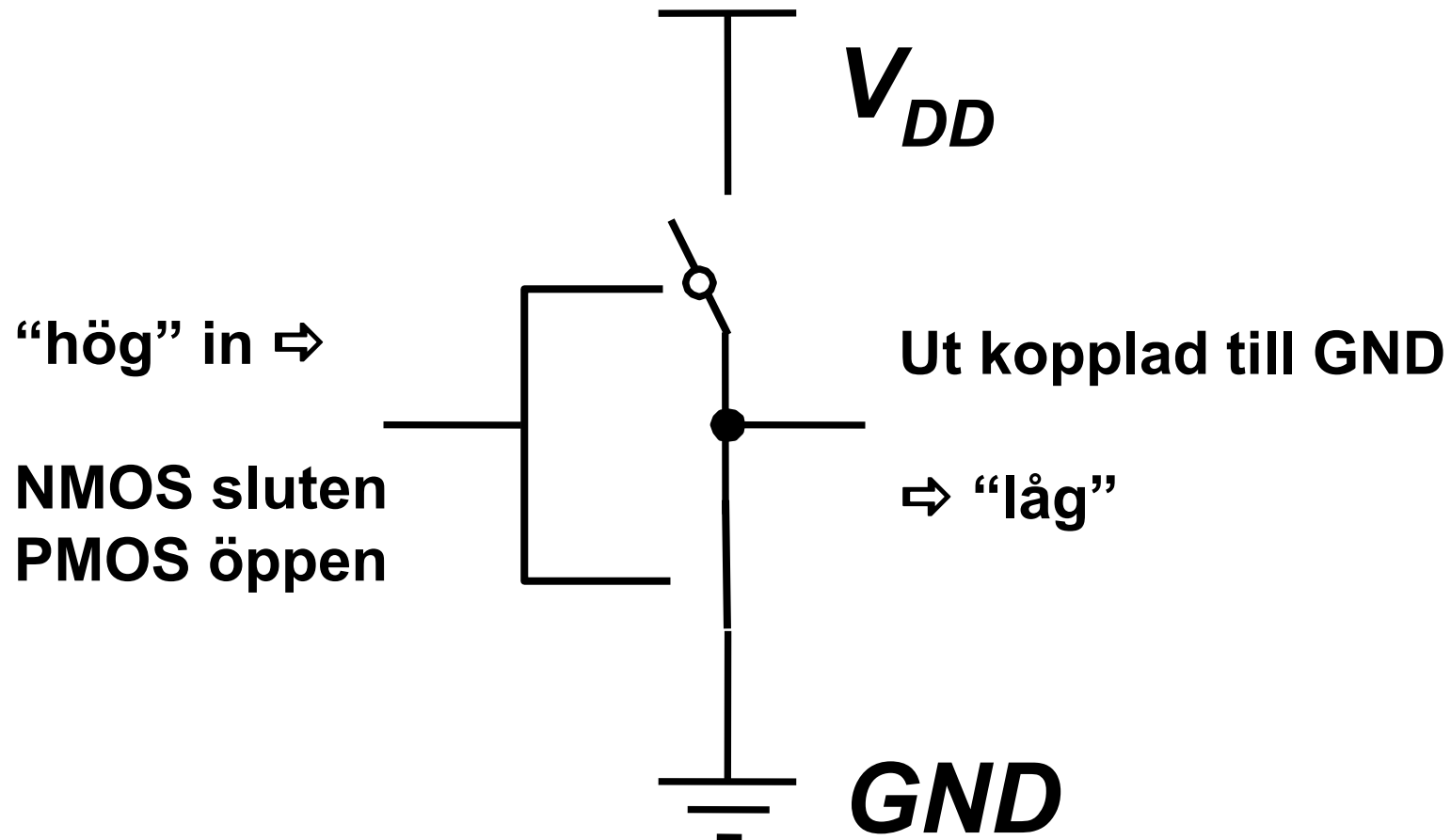
# Digitala kretsar

## CMOS Inverteraren

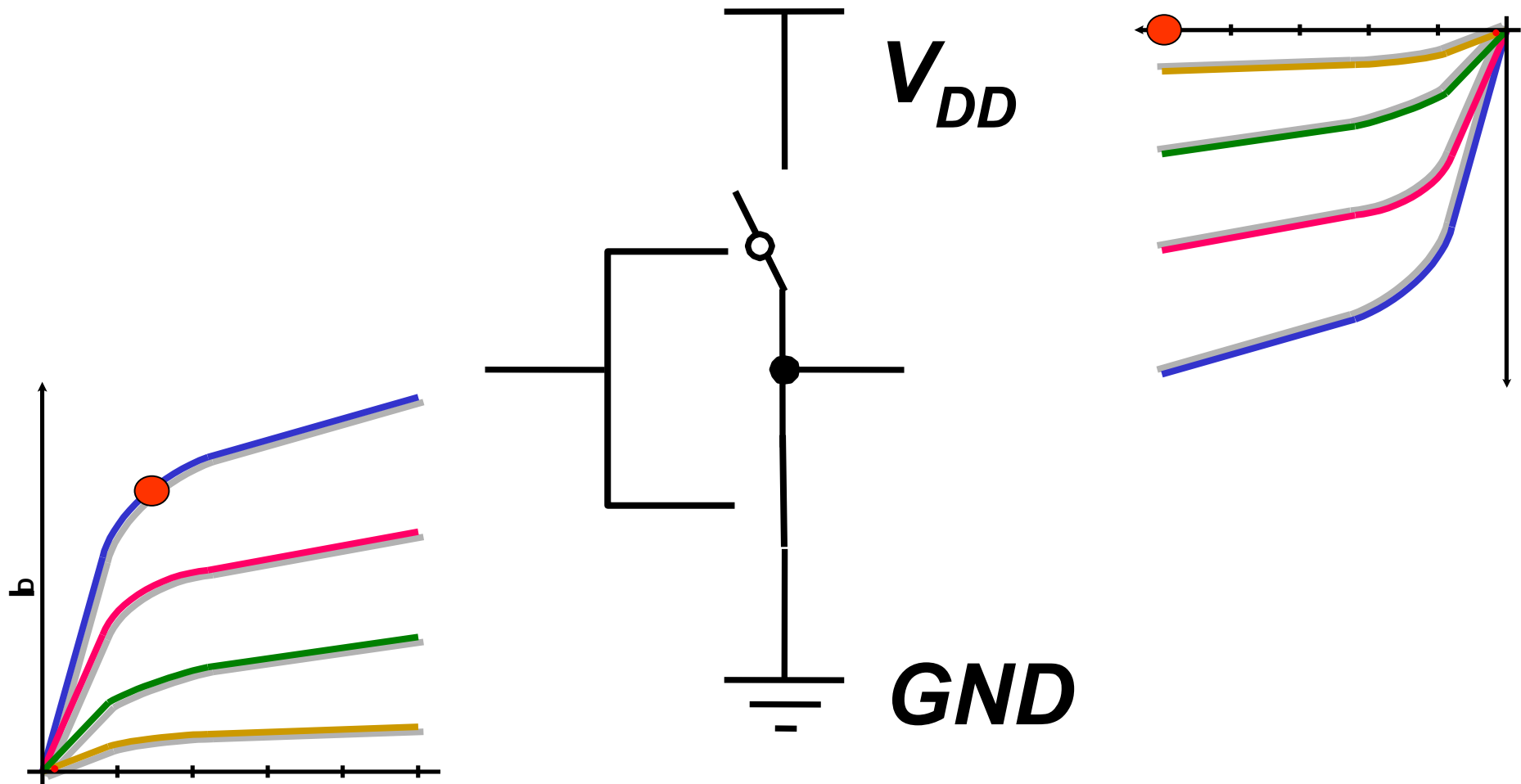




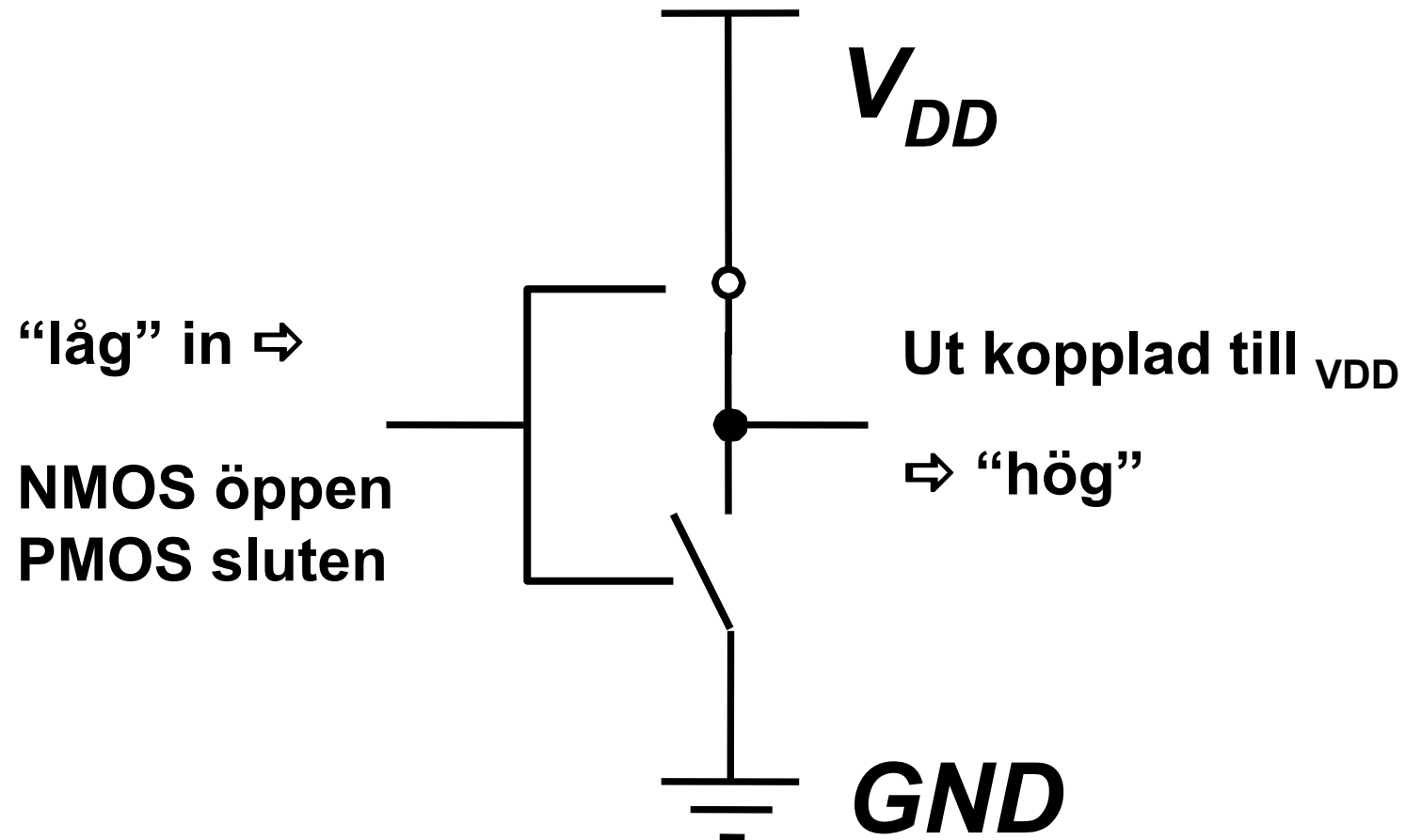
# CMOS Inverteraren med transistorn som switch



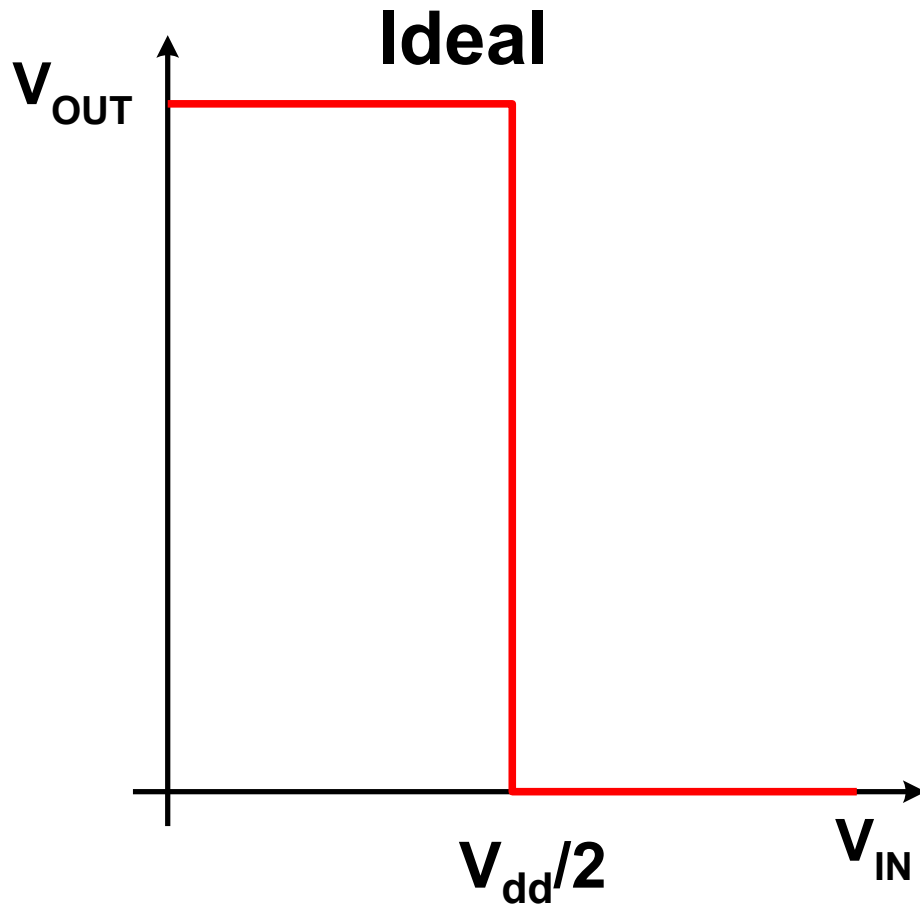
# CMOS Inverteraren med transistorn som switch



# CMOS Inverteraren med transistorn som switch



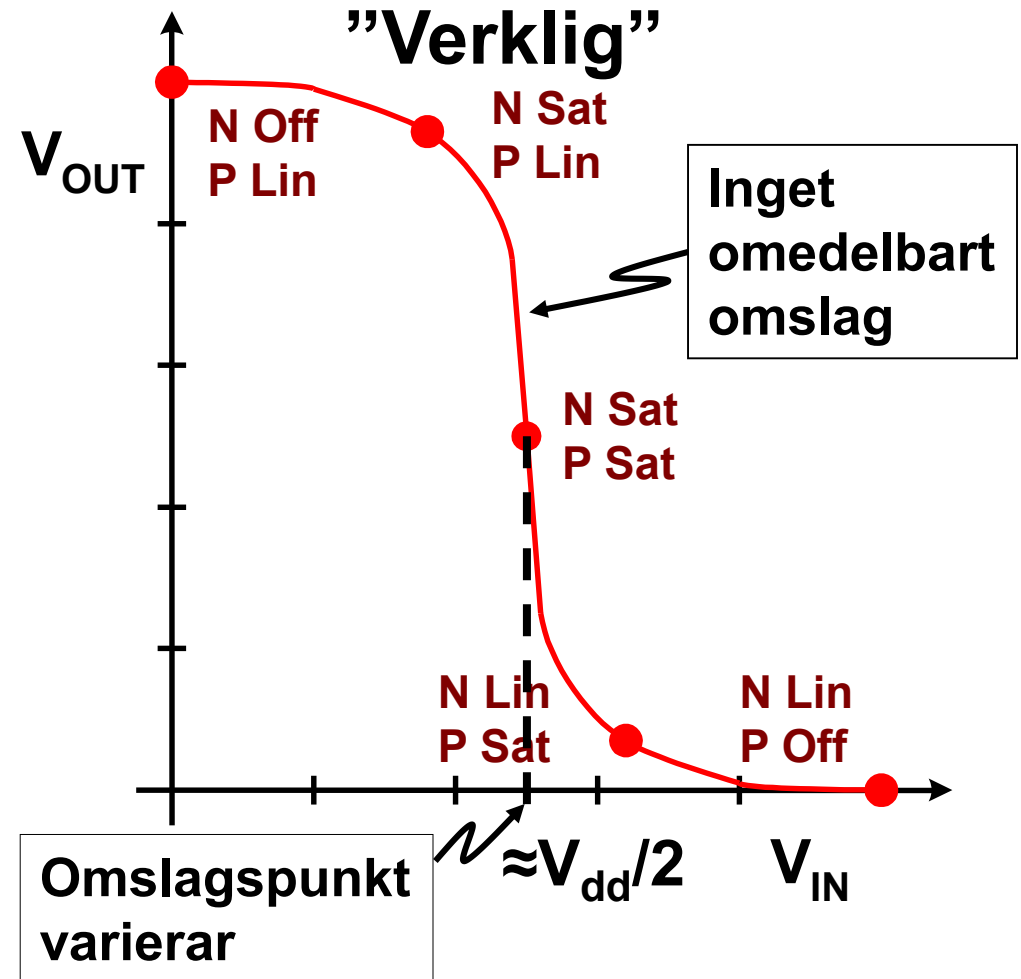
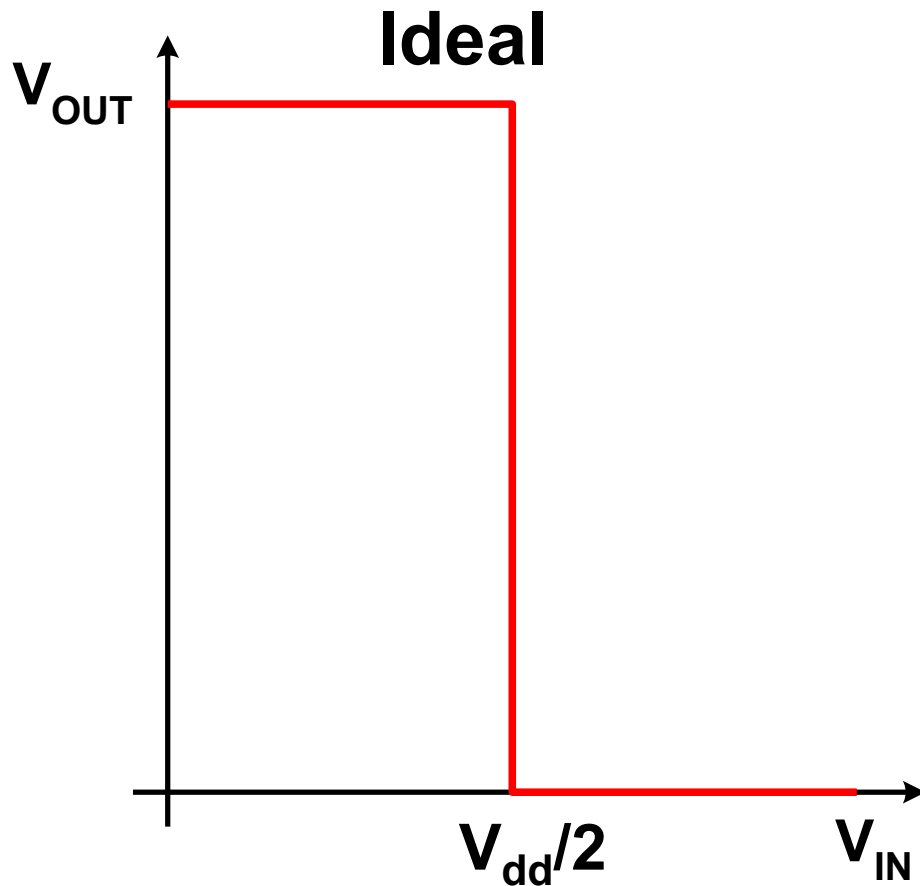
# CMOS Inverteraren



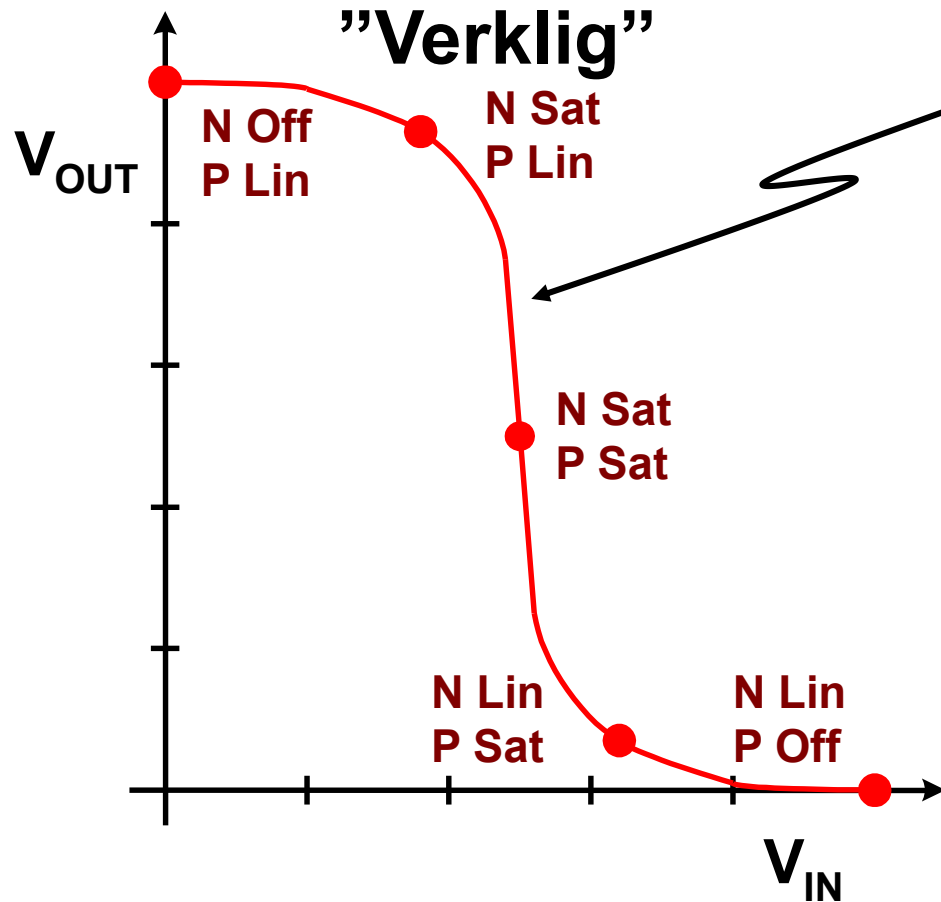
Idealt slår transistorerna om som strömbrytare vid  $V_{DD}/2$ .

Men hur är det egentligen?

# CMOS Inverteraren

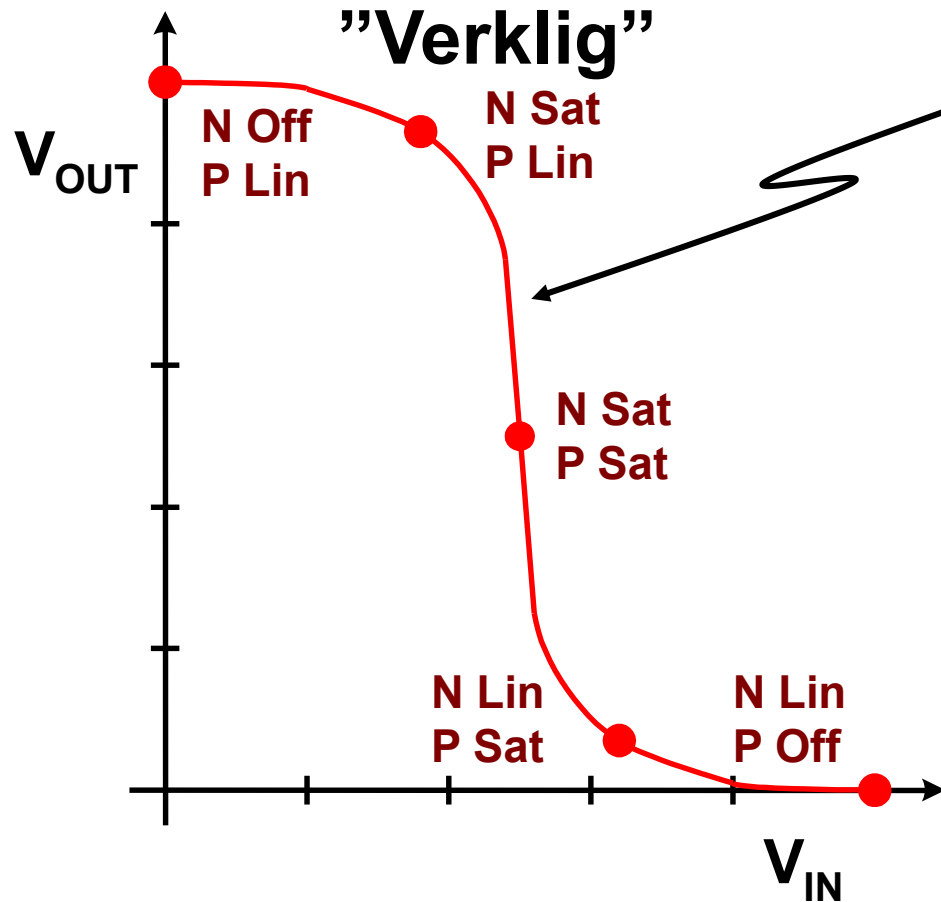


# Omslagstid

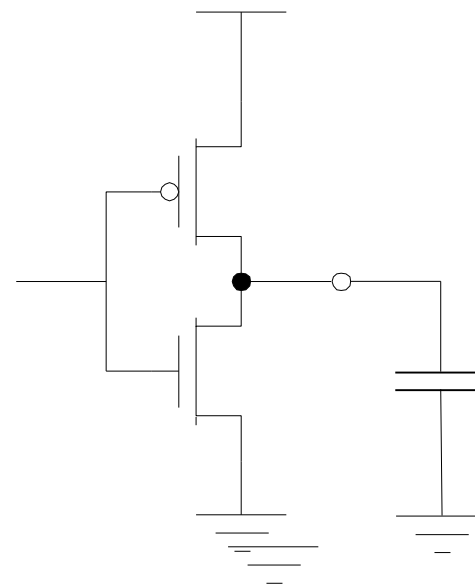


Vad beror omslagstiden på?

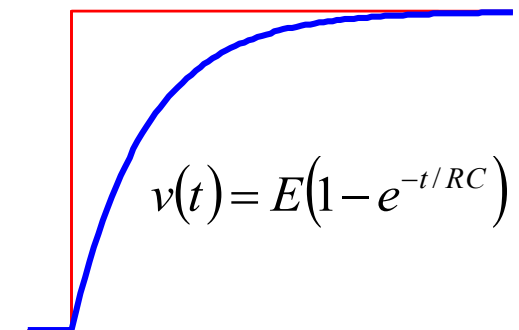
# Omslagstid



Vad beror omslagstiden på?

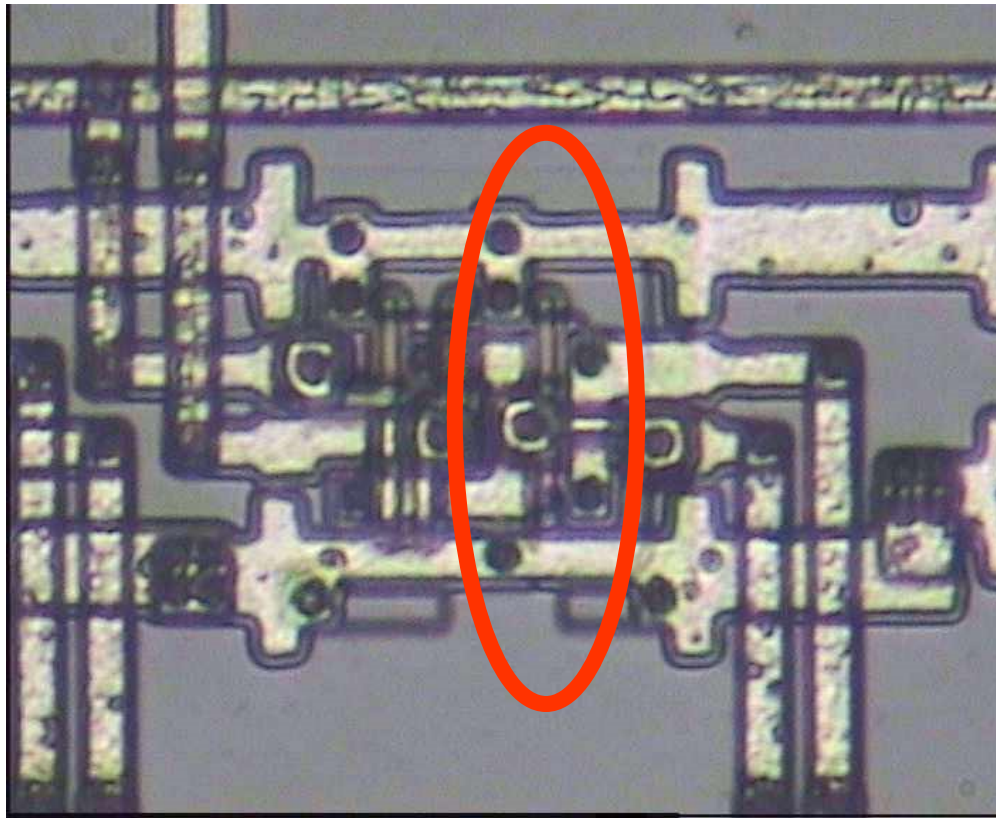


En kapacitans som inkluderar såväl interna som externa bidrag, t.ex. kapacitansen från ingången till nästa steg.  
En kapacitans måste laddas upp och spänningen över den kan inte ändras momentant.



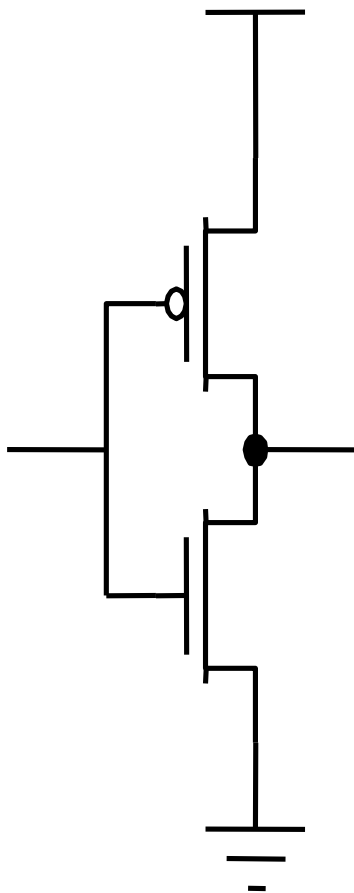


# Hur konstruerar vi som ingenjörer tex en inverterare?



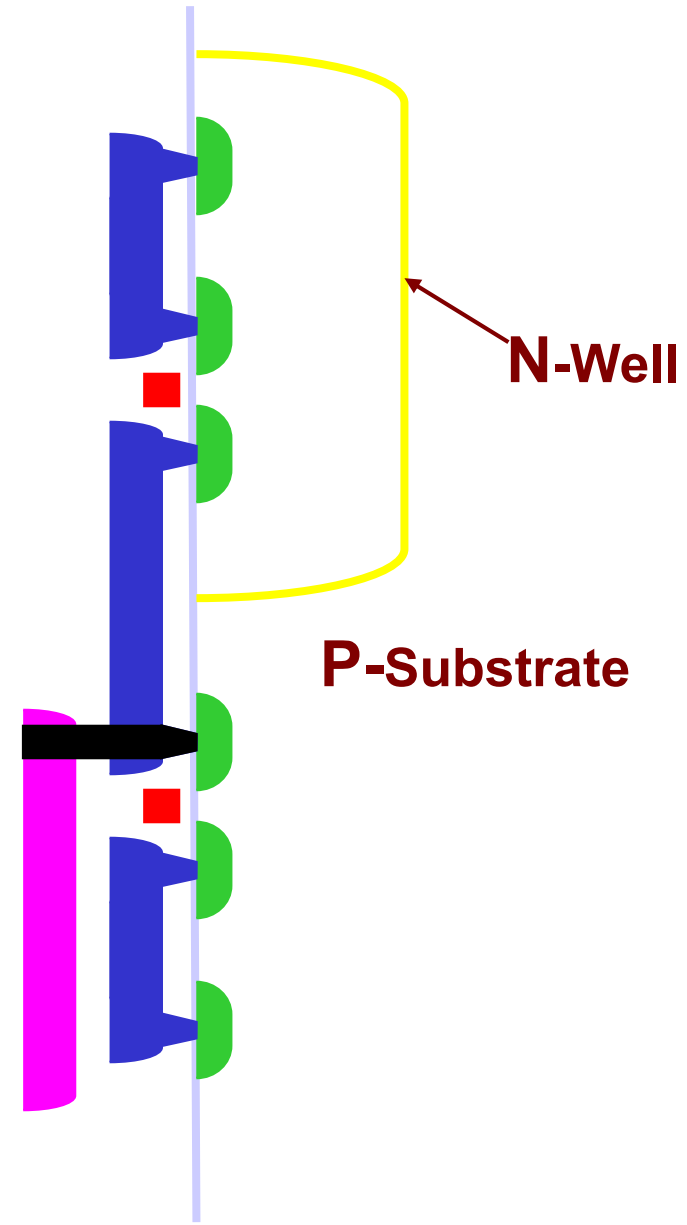
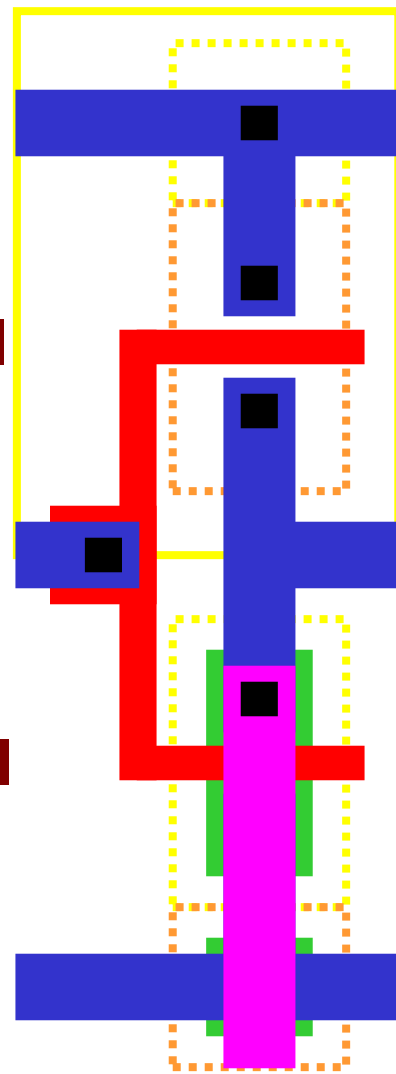
Om alls så i datorn.

Ofta kommer dessa  
grundkomponenter i ett  
cellbibliotek.

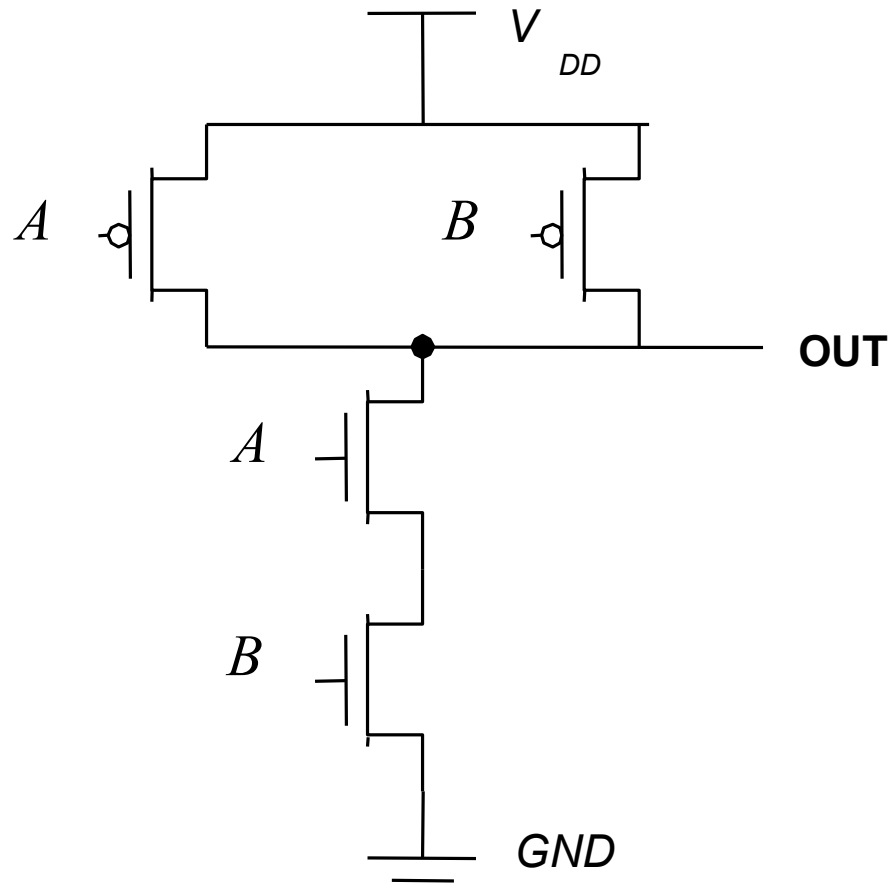


**P-Channel**

**N-Channel**



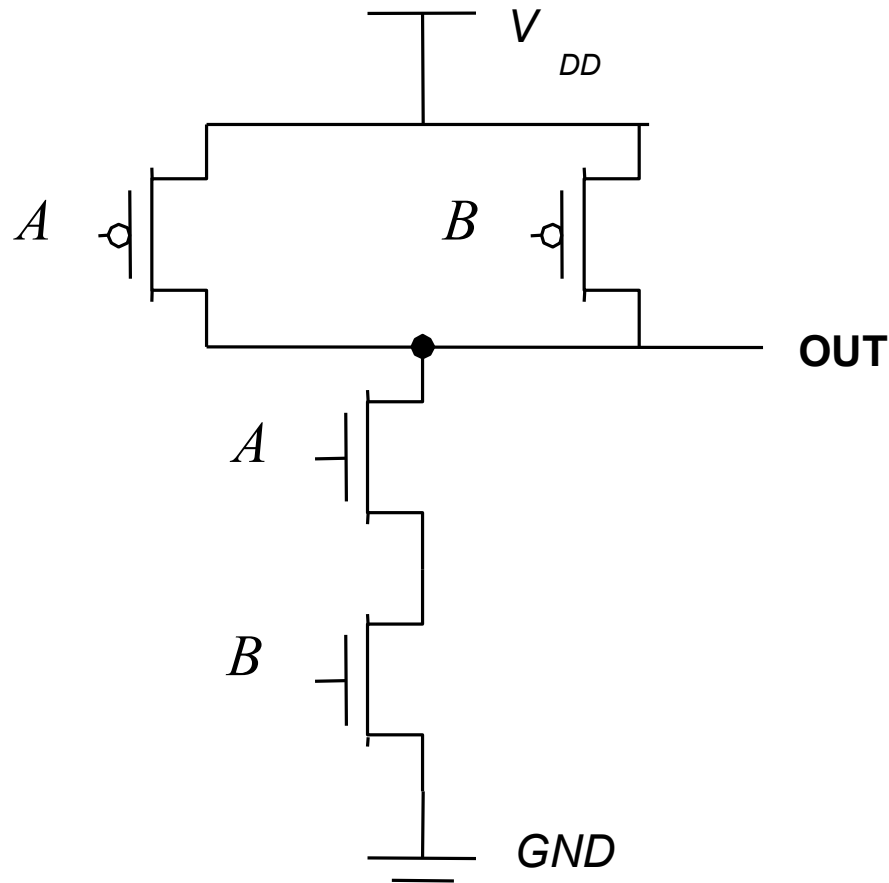
# Logiska grindar



Truth Table

| A | B | OUT |
|---|---|-----|
| 0 | 0 |     |
| 0 | 1 |     |
| 1 | 0 |     |
| 1 | 1 |     |

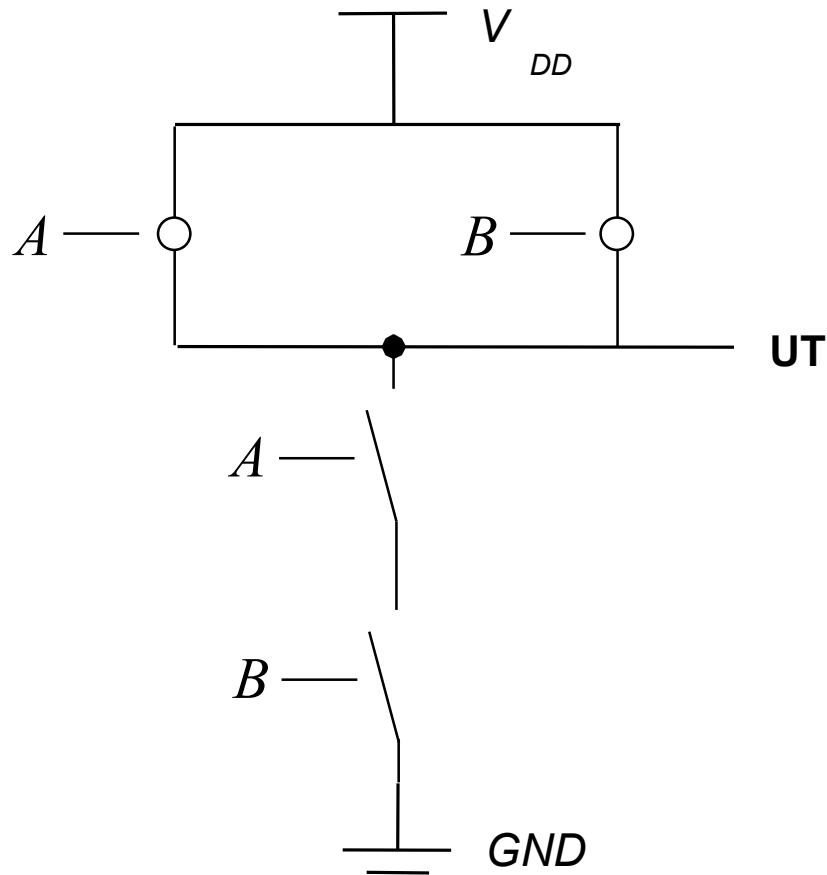
# Logiska grindar, NAND



Sanningstabell

| A | B | OUT |
|---|---|-----|
| 0 | 0 | 1   |
| 0 | 1 | 1   |
| 1 | 0 | 1   |
| 1 | 1 | 0   |

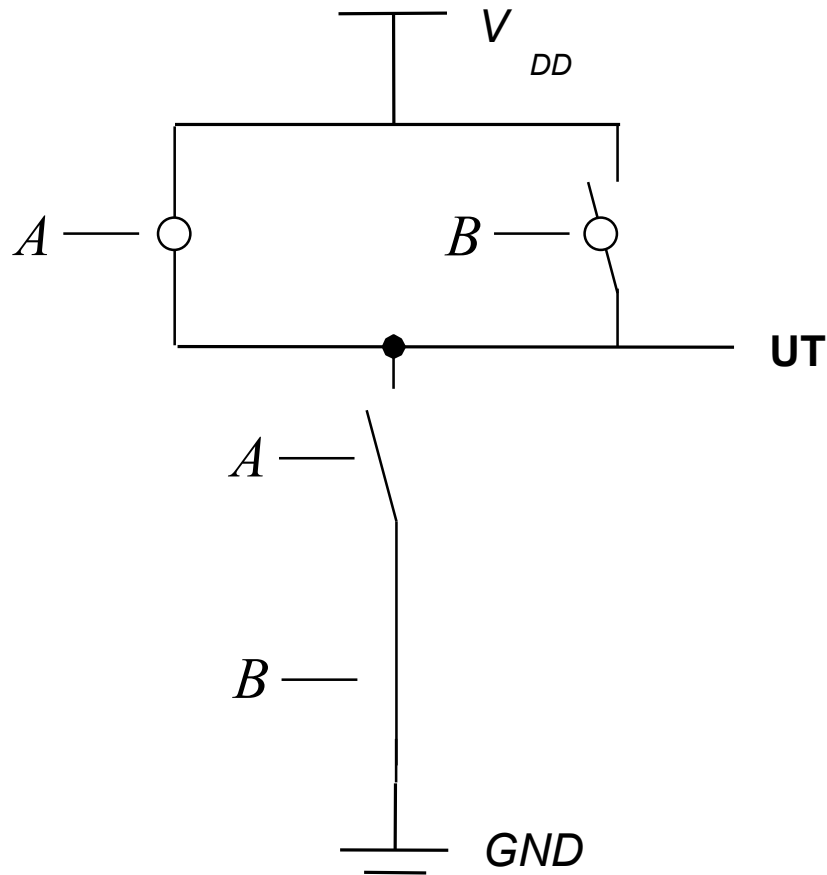
# Logiska grindar, NAND



Sanningstabell

| A | B | UT |
|---|---|----|
| 0 | 0 | 1  |
| 0 | 1 | 1  |
| 1 | 0 | 1  |
| 1 | 1 | 0  |

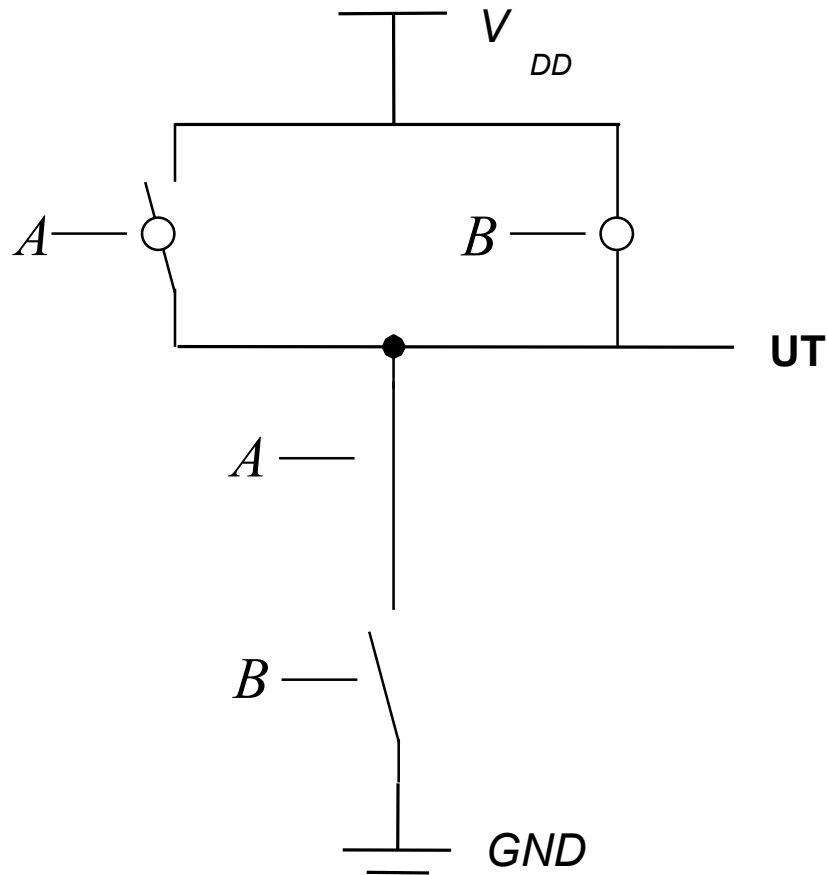
# Logiska grindar, NAND



Sanningstabell

| A | B | UT |
|---|---|----|
| 0 | 0 | 1  |
| 0 | 1 | 1  |
| 1 | 0 | 1  |
| 1 | 1 | 0  |

# Logiska grindar, NAND

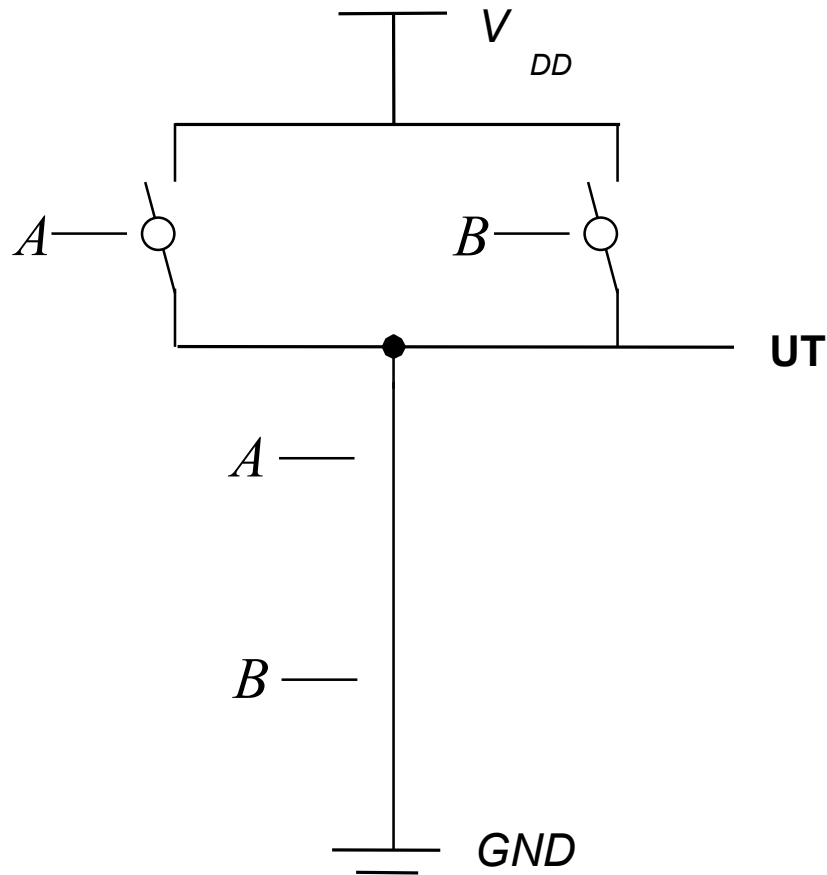


Sanningstabell

| A | B | UT |
|---|---|----|
| 0 | 0 | 1  |
| 0 | 1 | 1  |
| 1 | 0 | 1  |
| 1 | 1 | 0  |



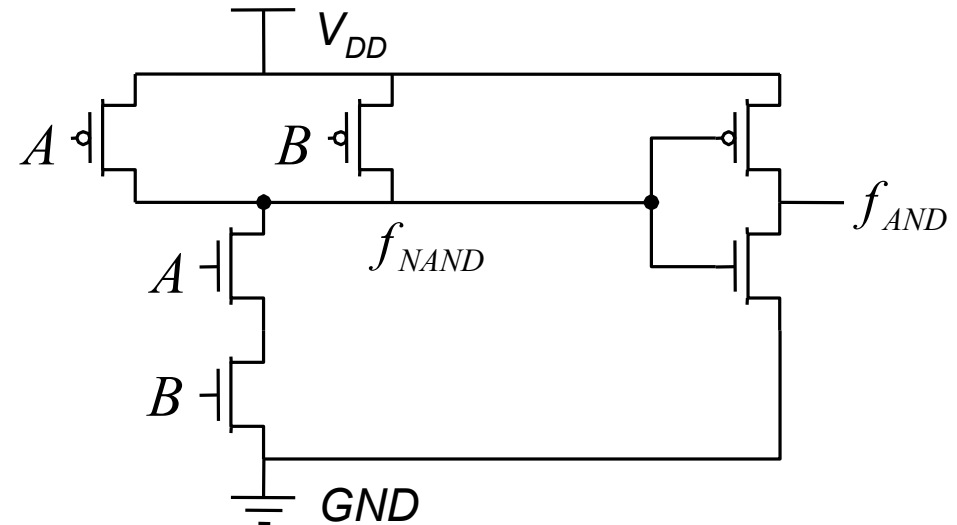
# Logiska grindar, NAND



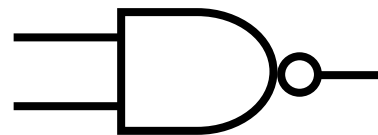
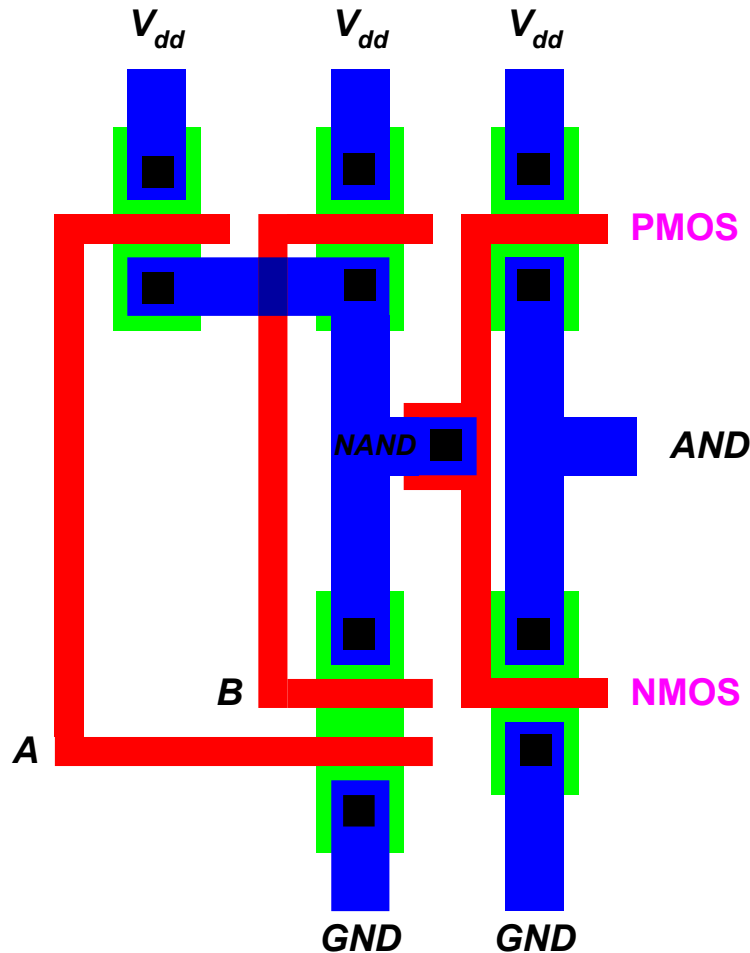
Sanningstabell

| A | B | UT |
|---|---|----|
| 0 | 0 | 1  |
| 0 | 1 | 1  |
| 1 | 0 | 1  |
| 1 | 1 | 0  |

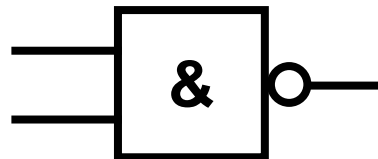
# Logiska grindar



**NAND + Inverter  $\Rightarrow$  AND**

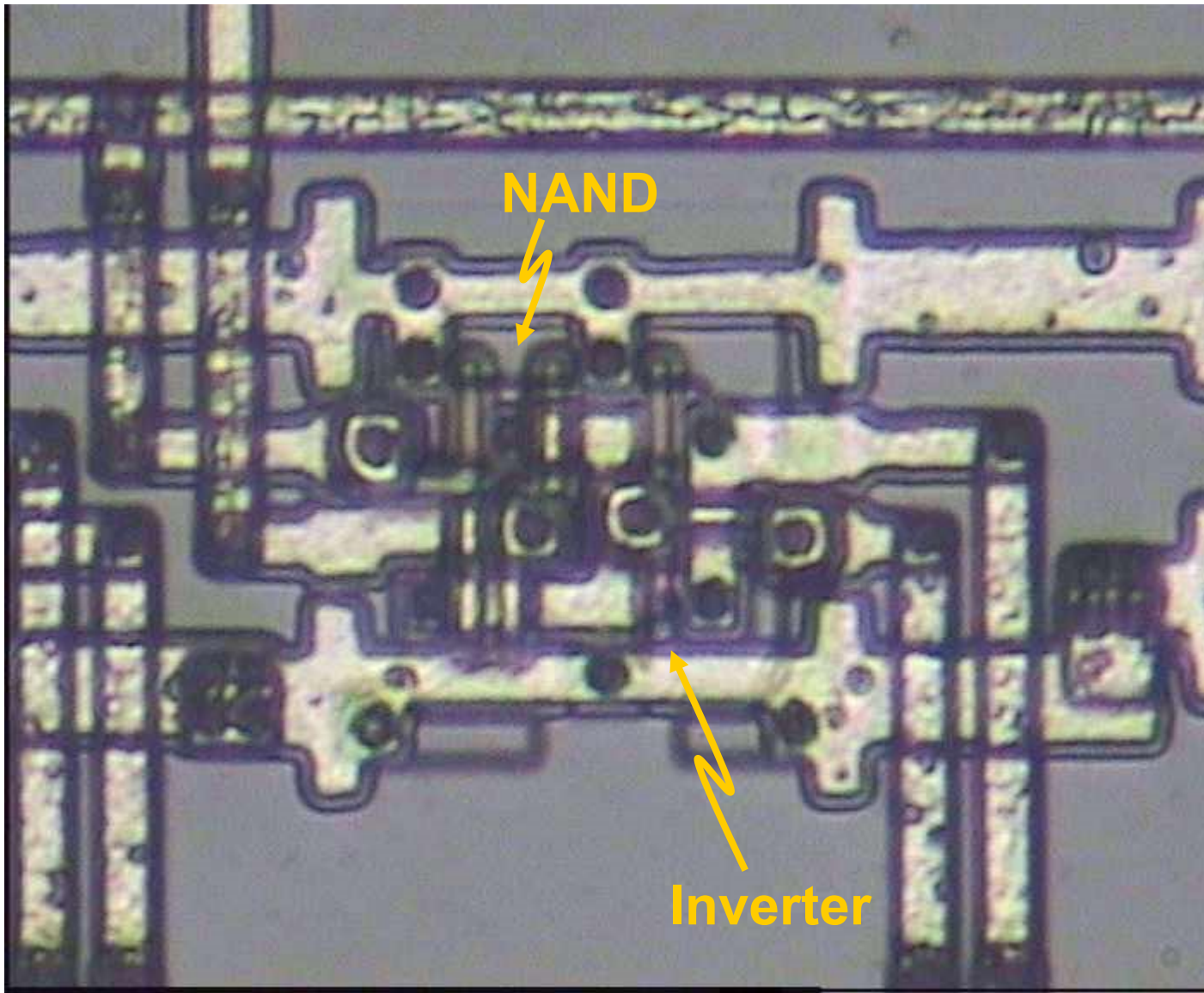


Amerikansk



Europeisk

| A | B | NAND | AND |
|---|---|------|-----|
| 0 | 0 | 1    | 0   |
| 0 | 1 | 1    | 0   |
| 1 | 0 | 1    | 0   |
| 1 | 1 | 0    | 1   |

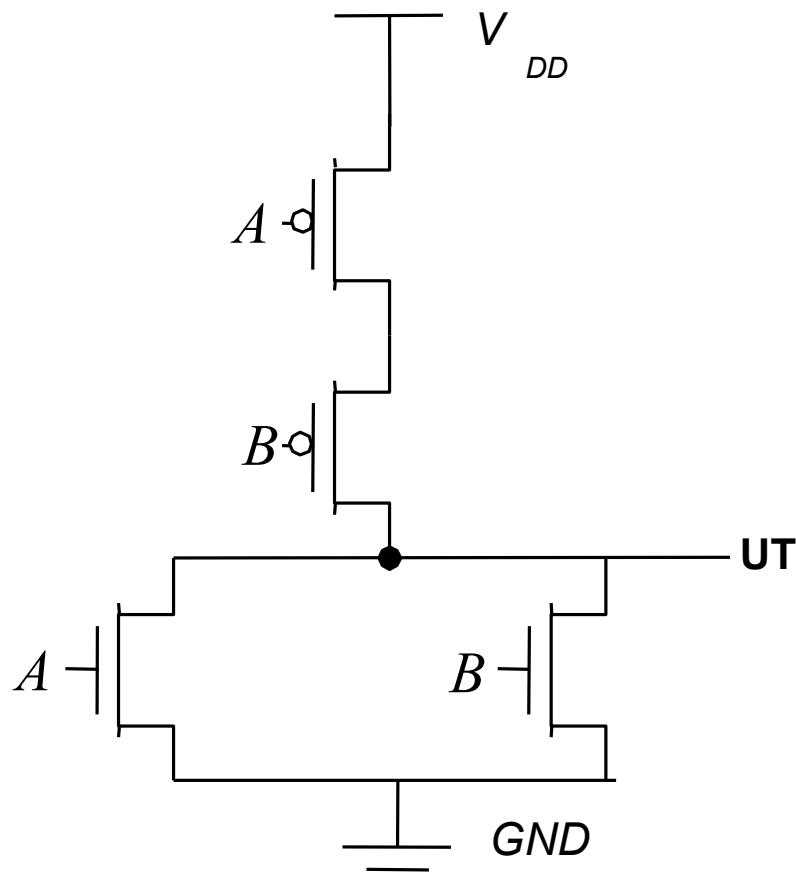


**Two  
Input  
NAND/  
AND**

**0.8  $\mu\text{m}$**

**CMOS**

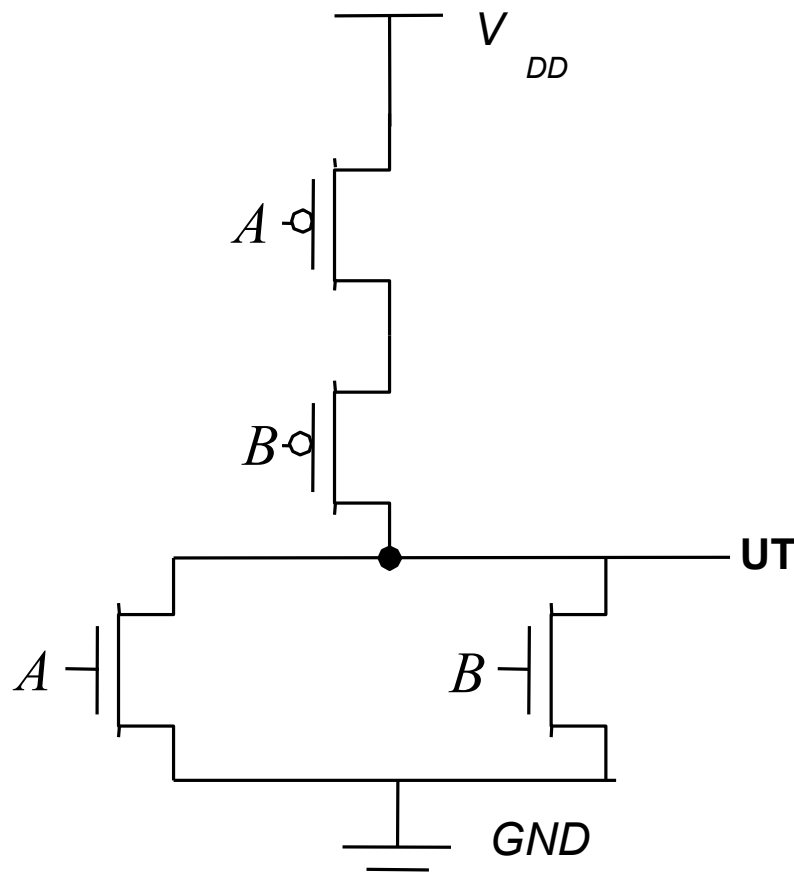
# Logisk Funktion?



Sanningstabell

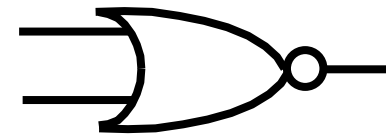
| A | B | UT |
|---|---|----|
| 0 | 0 |    |
| 0 | 1 |    |
| 1 | 0 |    |
| 1 | 1 |    |

# Logisk Funktion: NOR

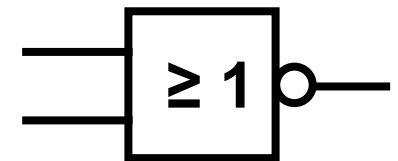


Sanningstabell

| A | B | UT |
|---|---|----|
| 0 | 0 | 1  |
| 0 | 1 | 0  |
| 1 | 0 | 0  |
| 1 | 1 | 0  |

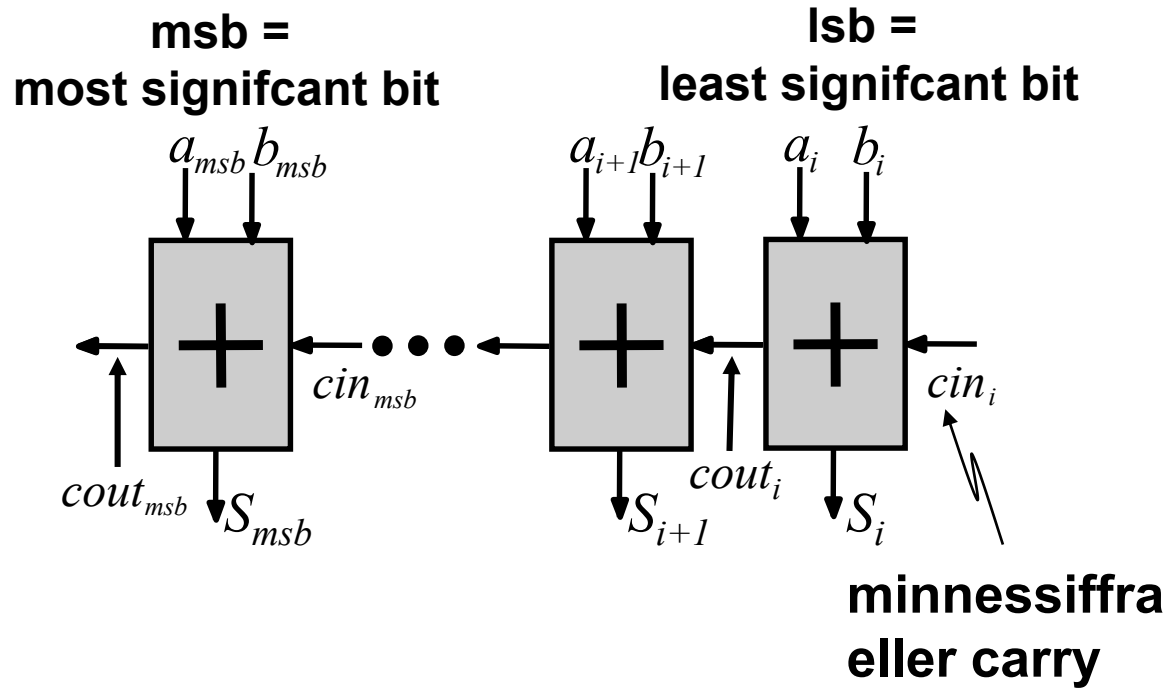


Amerikansk



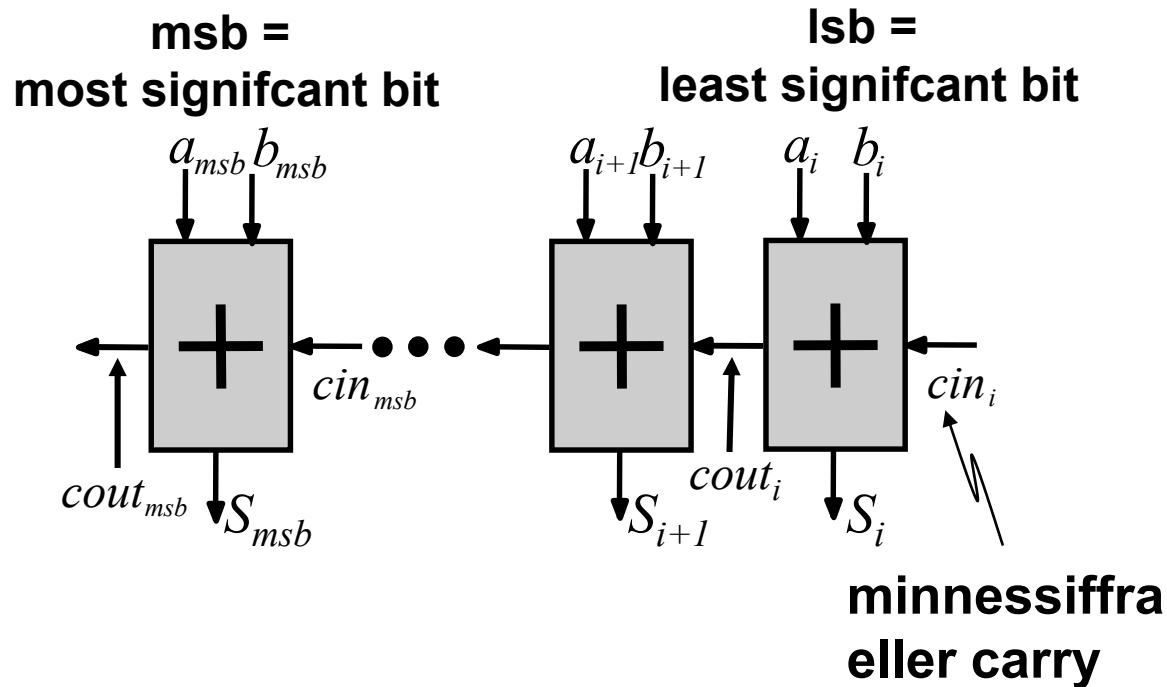
Europeisk

# ...och nu en adderare



| A | B | Cin | S | Cout |
|---|---|-----|---|------|
| 0 | 0 | 0   |   |      |
| 0 | 0 | 1   |   |      |
| 0 | 1 | 0   |   |      |
| 0 | 1 | 1   |   |      |
| 1 | 0 | 0   |   |      |
| 1 | 0 | 1   |   |      |
| 1 | 1 | 0   |   |      |
| 1 | 1 | 1   |   |      |

# ...och nu en adderare



$$A = 244$$

$$B = 206$$

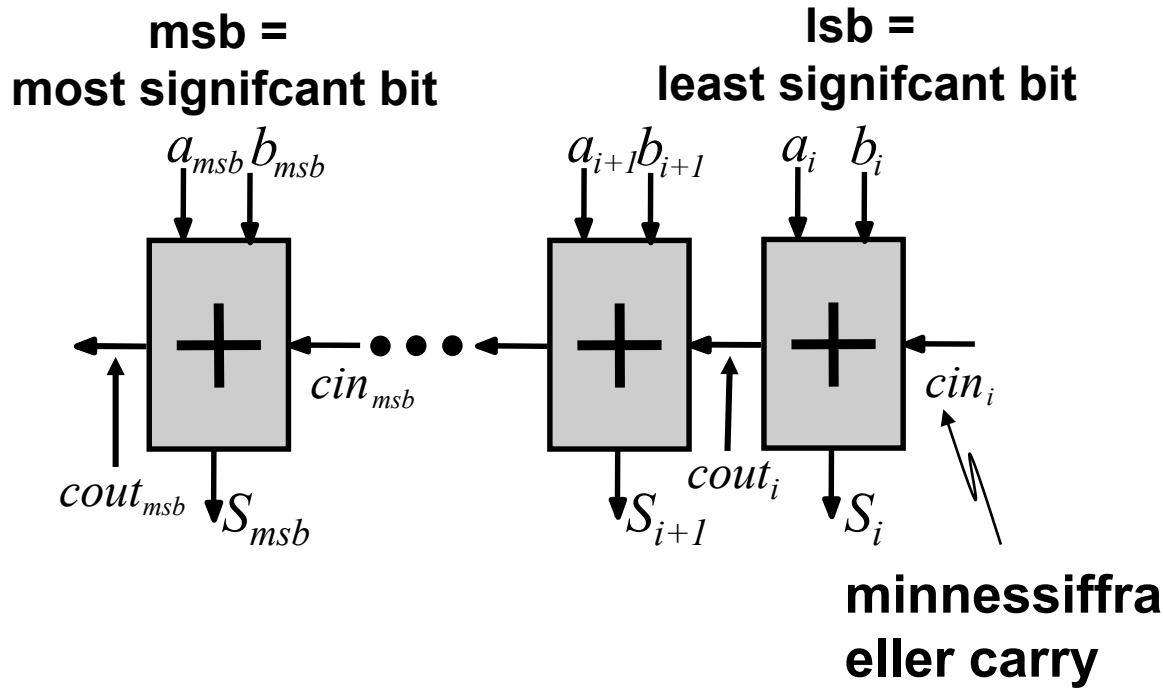
$$A + B = 450$$

$$\begin{array}{r} \underline{1\ 1\ 1\ 1\ 1\ 1} \\ 11110100 \\ + 11001110 \\ \hline \end{array}$$

$$A + B = (1)11000010$$

| A | B | Cin | S | Cout |
|---|---|-----|---|------|
| 0 | 0 | 0   |   |      |
| 0 | 0 | 1   |   |      |
| 0 | 1 | 0   |   |      |
| 0 | 1 | 1   |   |      |
| 1 | 0 | 0   |   |      |
| 1 | 0 | 1   |   |      |
| 1 | 1 | 0   |   |      |
| 1 | 1 | 1   |   |      |

# ...och nu en adderare



| A | B | Cin | S | Cout |
|---|---|-----|---|------|
| 0 | 0 | 0   | 0 | 0    |
| 0 | 0 | 1   | 1 | 0    |
| 0 | 1 | 0   | 1 | 0    |
| 0 | 1 | 1   | 0 | 1    |
| 1 | 0 | 0   | 1 | 0    |
| 1 | 0 | 1   | 0 | 1    |
| 1 | 1 | 0   | 0 | 1    |
| 1 | 1 | 1   | 1 | 1    |

$$A = 244$$

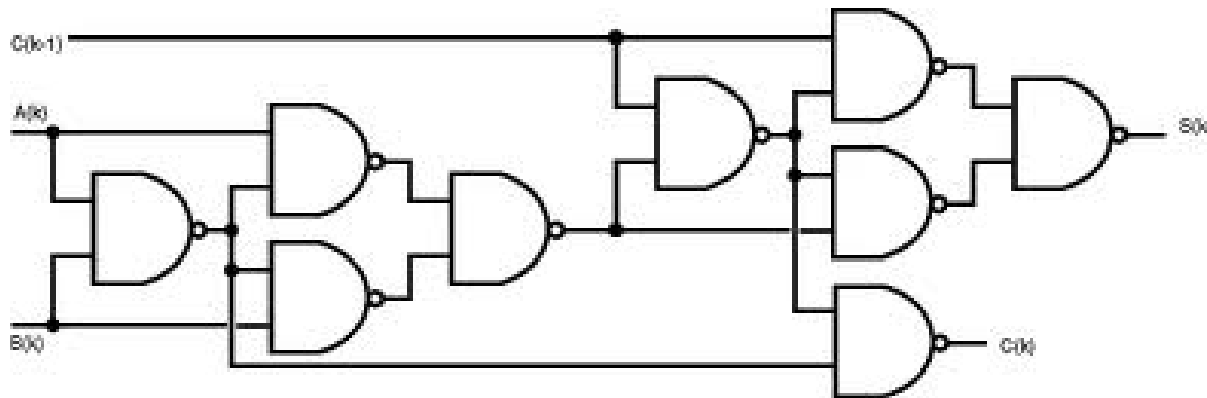
$$B = 206$$

$$A + B = 450$$

$$\begin{array}{r}
 \underline{1\ 1\ 1\ 1\ 1\ 1} \\
 11110100 \\
 + 11001110 \\
 \hline
 A + B = (1)11000010
 \end{array}$$

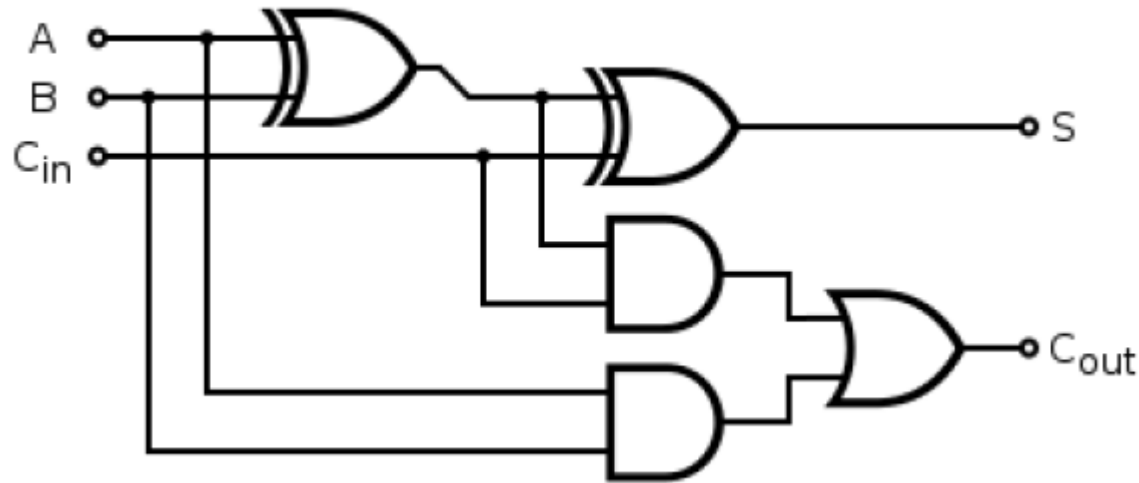


# Heladderare i CMOS, 1 bit



| A | B | Cin | S | Cout |
|---|---|-----|---|------|
| 0 | 0 | 0   | 0 | 0    |
| 0 | 0 | 1   | 1 | 0    |
| 0 | 1 | 0   | 1 | 0    |
| 0 | 1 | 1   | 0 | 1    |
| 1 | 0 | 0   | 1 | 0    |
| 1 | 0 | 1   | 0 | 1    |
| 1 | 1 | 0   | 0 | 1    |
| 1 | 1 | 1   | 1 | 1    |

# Heladderare i CMOS, 1 bit



| A | B | Cin | S | Cout |
|---|---|-----|---|------|
| 0 | 0 | 0   | 0 | 0    |
| 0 | 0 | 1   | 1 | 0    |
| 0 | 1 | 0   | 1 | 0    |
| 0 | 1 | 1   | 0 | 1    |
| 1 | 0 | 0   | 1 | 0    |
| 1 | 0 | 1   | 0 | 1    |
| 1 | 1 | 0   | 0 | 1    |
| 1 | 1 | 1   | 1 | 1    |

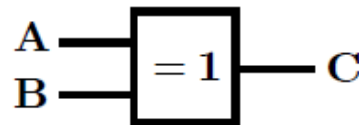
**XOR**

| A | B | UT |
|---|---|----|
| 0 | 0 | 0  |
| 0 | 1 | 1  |
| 1 | 0 | 1  |
| 1 | 1 | 0  |

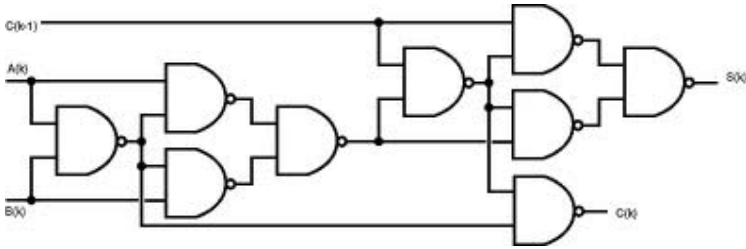
Amerikask symbol



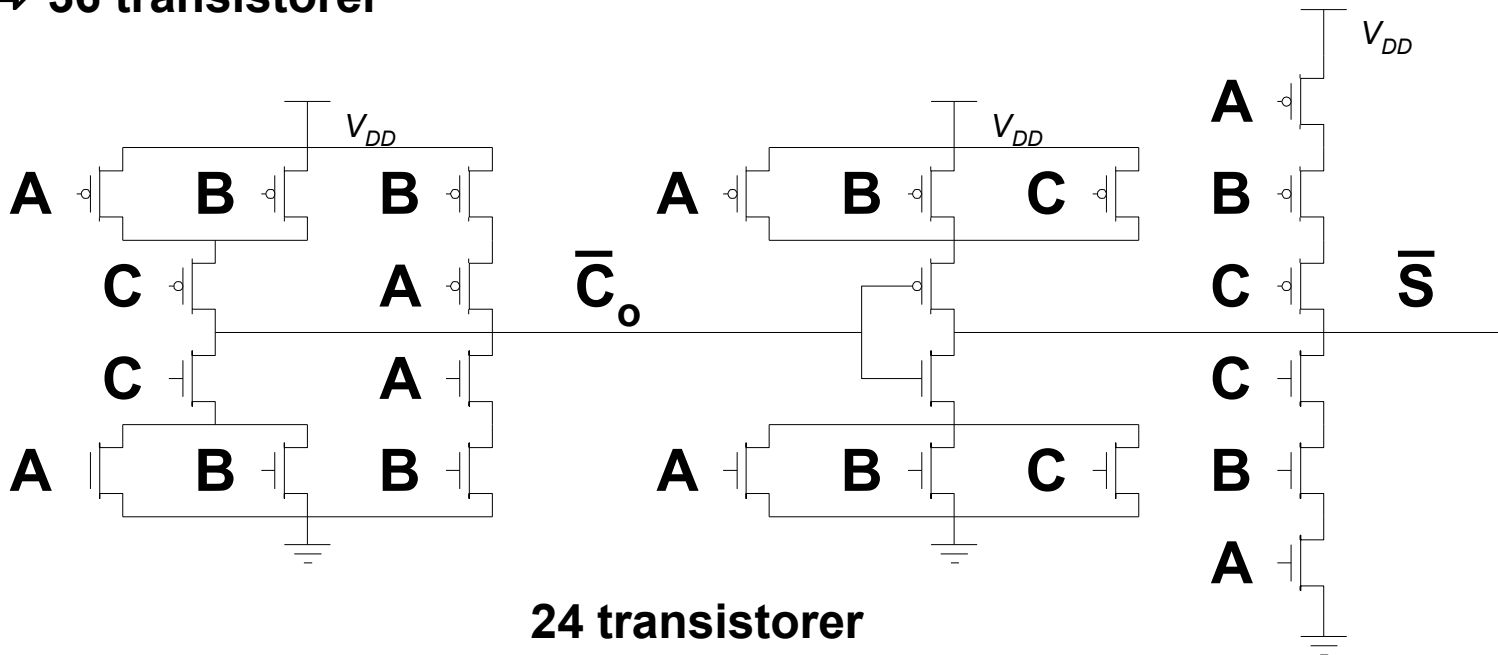
Europeisk symbol



# Exempel på Heladderare i CMOS, 1 bit



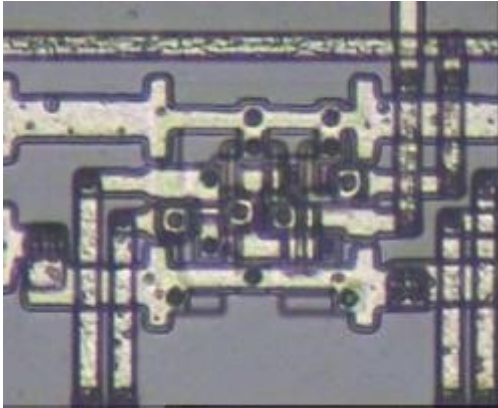
9 x NAND  $\Rightarrow$  36 transistorer



24 transistorer

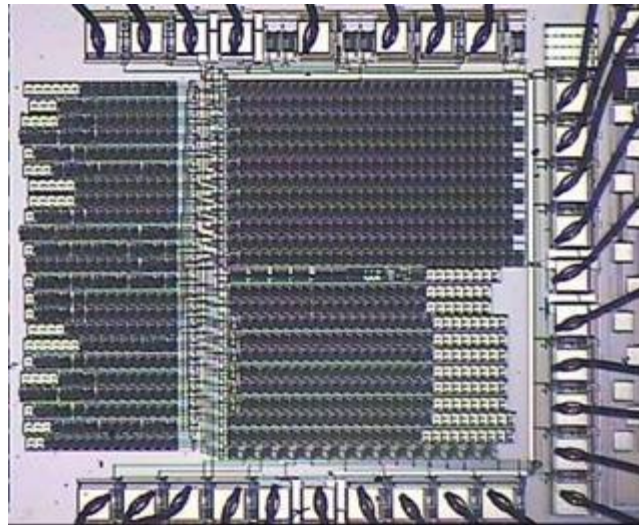
## Mer i Digitaltekniken!

# Integrerade kretsar av olika komplexitet



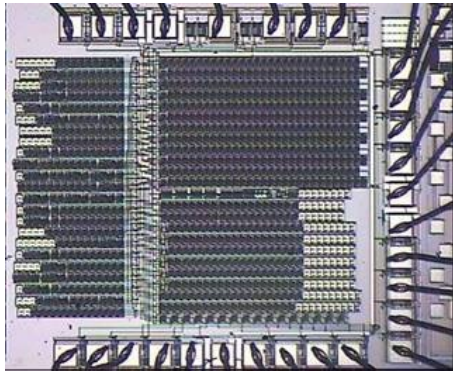
**Filter - 10000  
Transistorer**

**AND-Gate  
6 Transistorer**

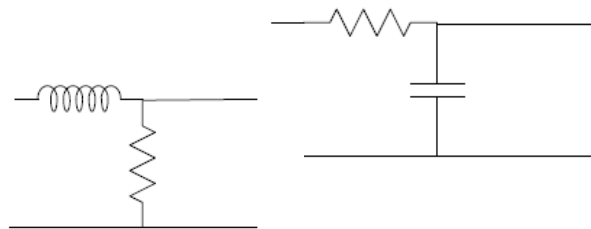


# Digitala eller analoga filter?

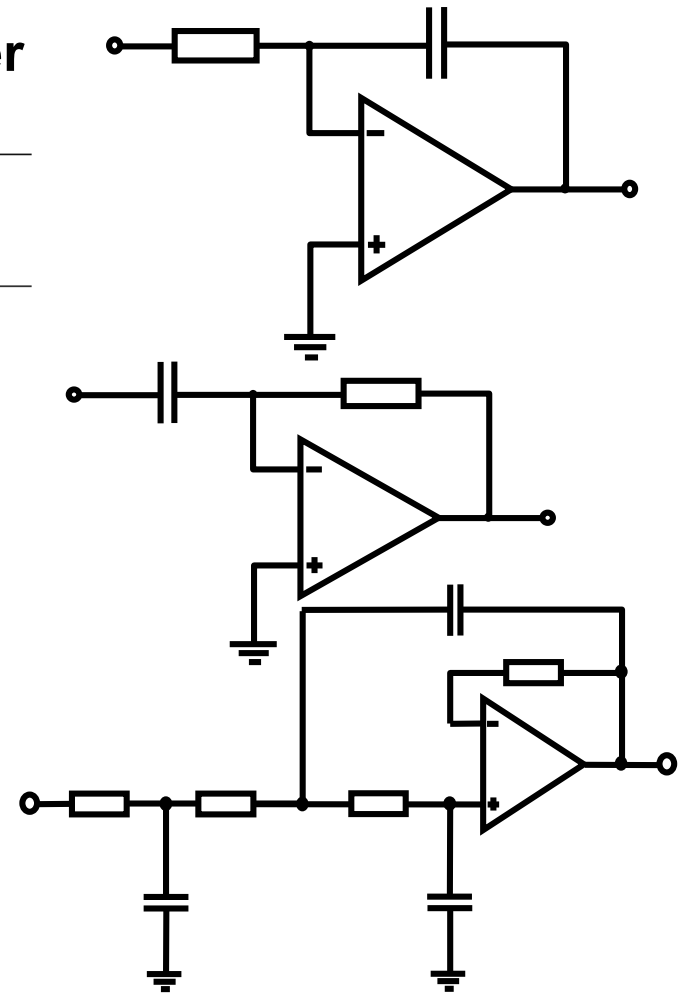
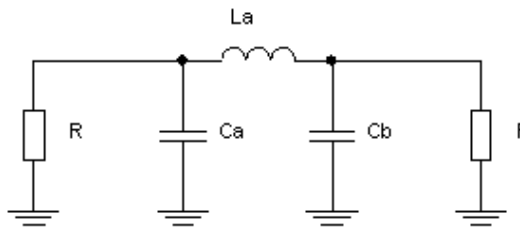
**Digitalt Filter  
10000  
Transistorer**



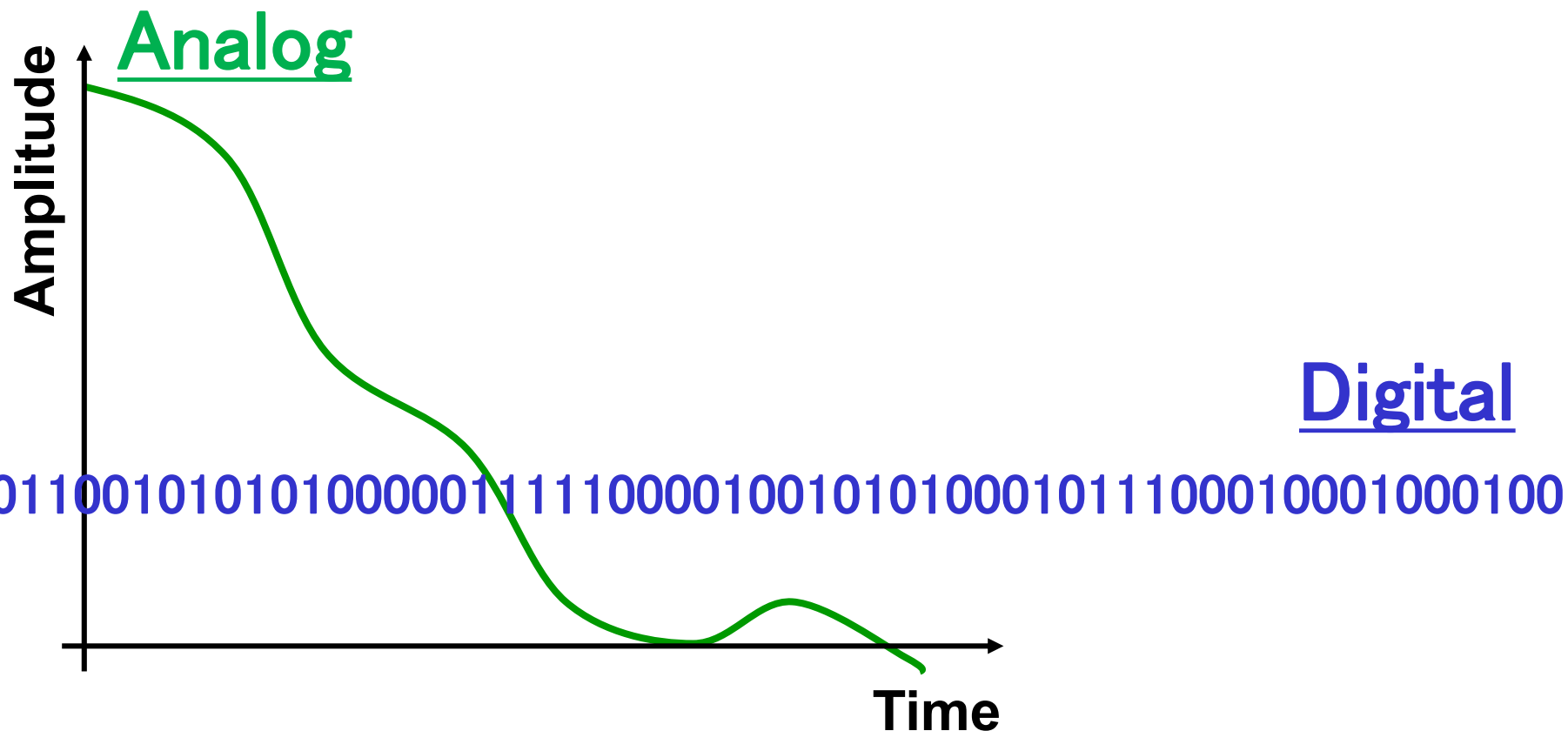
**Analoga filter**



$$H = \frac{1}{1 + j\omega R/L}$$
$$H = \frac{1}{1 + j\omega RC}$$



# Vad är ett digitalt filter?

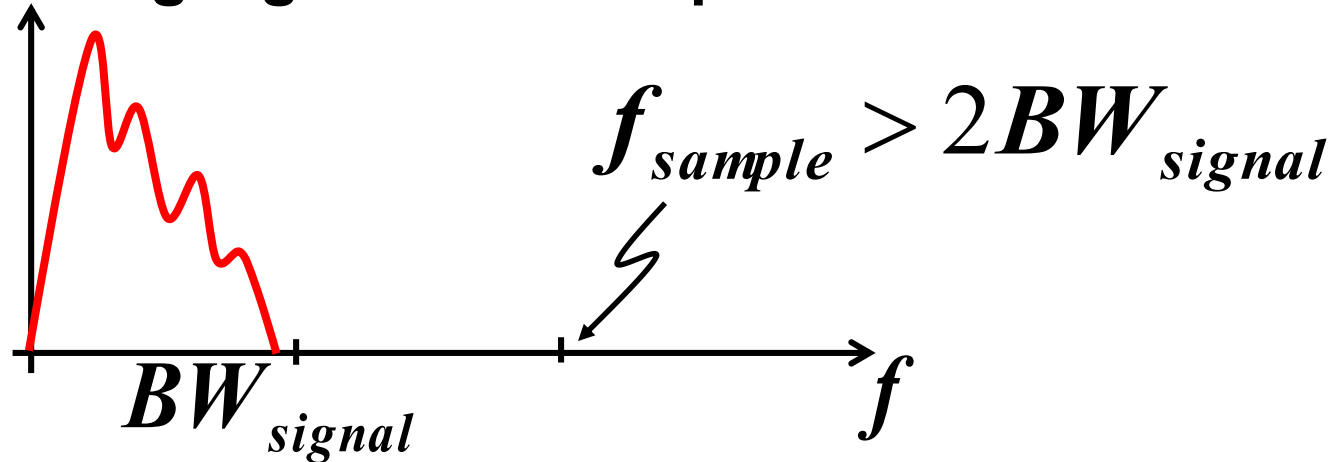


# Samplings teoremet

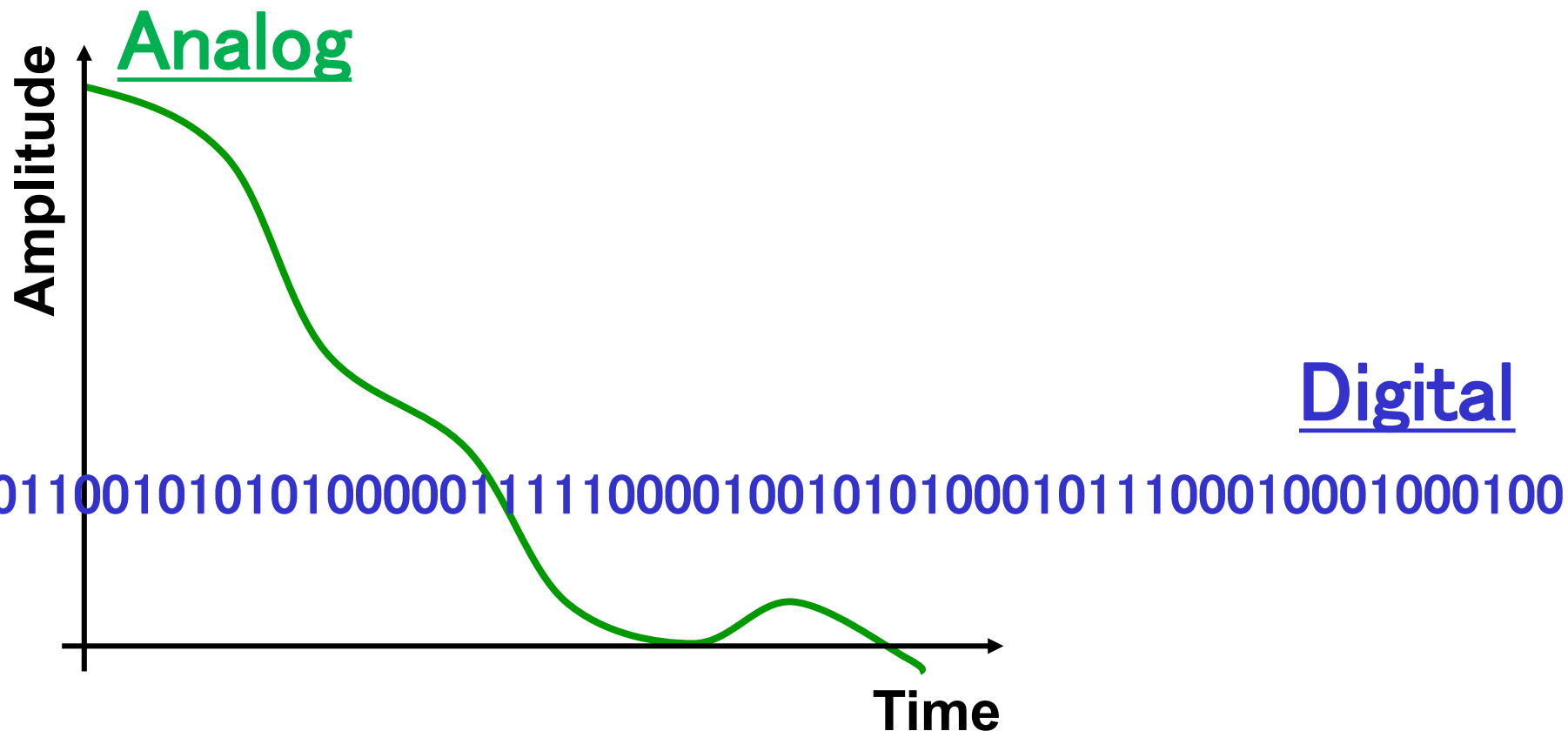
If an analog signal with a bandwidth of  $BW_{signal}$ , is sampled with a sampling frequency of

$$f_{sample} > 2BW_{signal},$$

the analog signal can be reproduced.

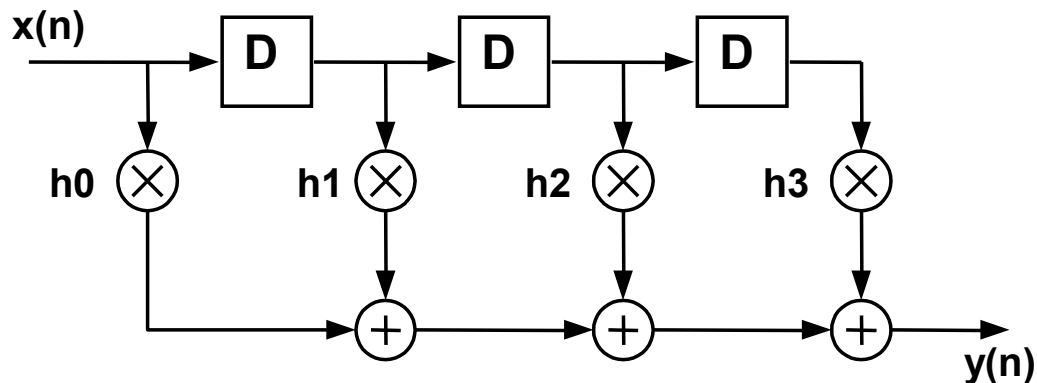


# Vad är ett digitalt filter?

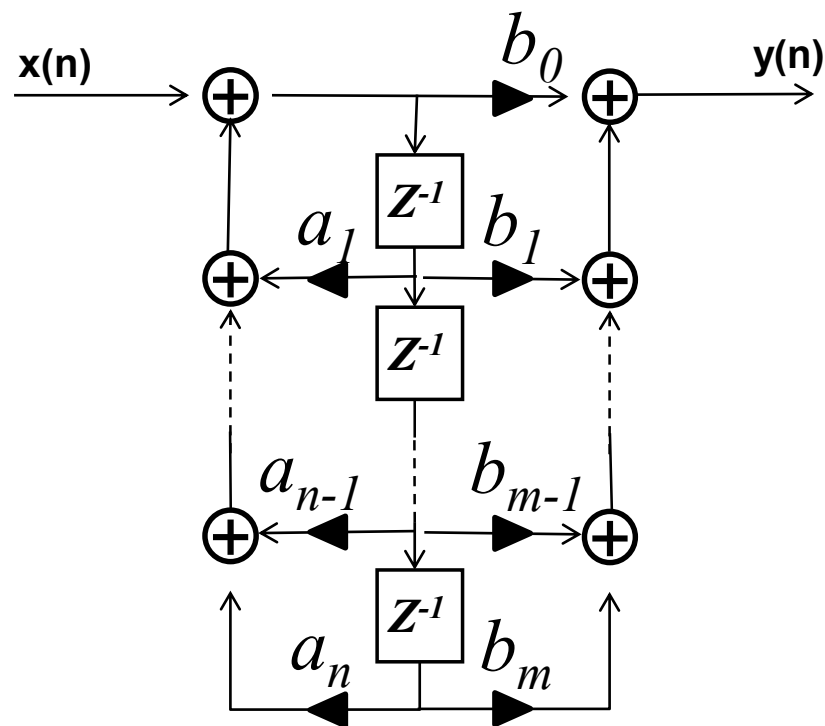




# Vad är ett digitalt filter?

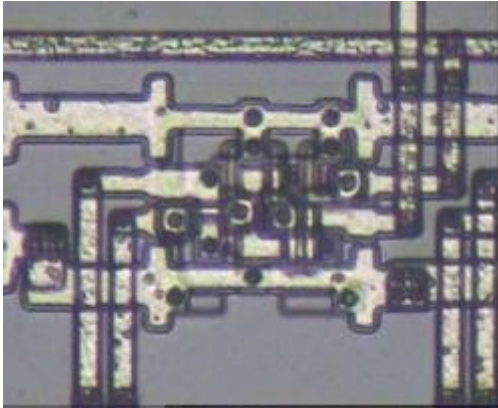


$$y(n) = \sum_{k=0}^{N-1} h(k)x(n-k)$$



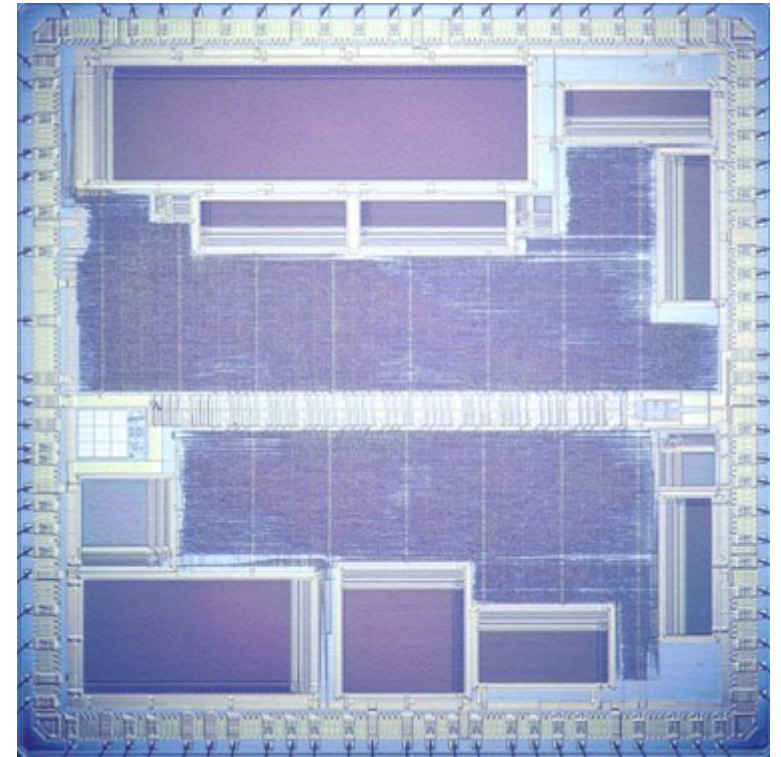
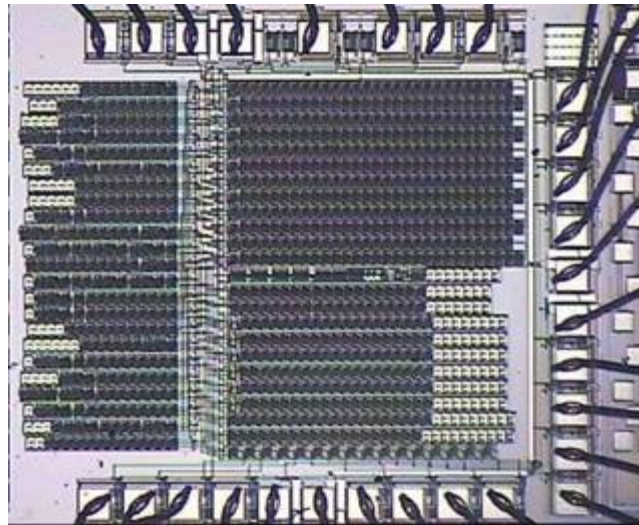
$$y(n) = \sum_{i=0}^m b_i x(n-i) + \sum_{j=1}^n a_j y(n-j)$$

# Integrerade kretsar av olika komplexitet



**AND-Gate**  
**6 Transistorer**

**Filter - 10000**  
**Transistorer**



**FFT - 1 Million**  
**Transistorer**

# Och sen går vi bara vidare!

**Intel Pentium 4 (2000)**

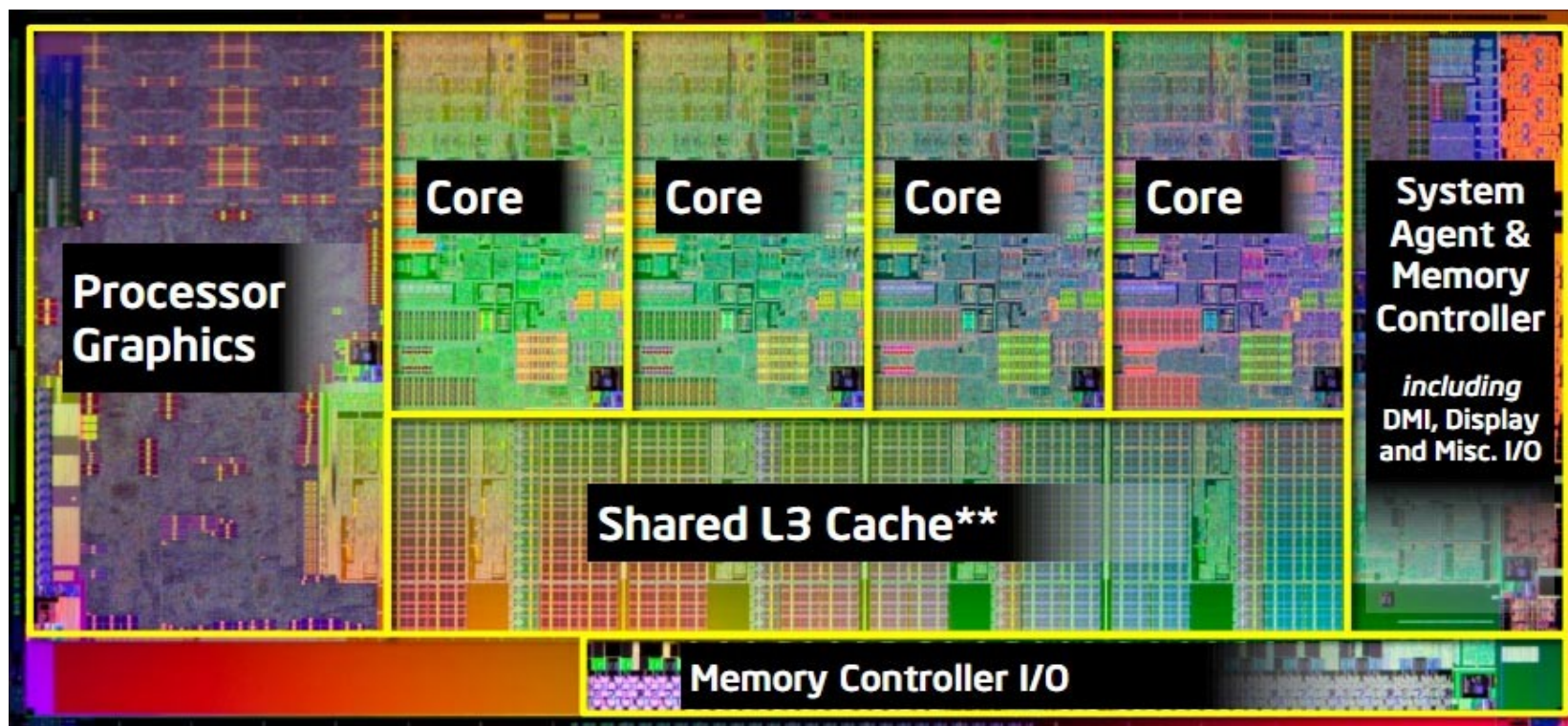
42 million transistors

0.18 $\mu\text{m}$  / 1.5GHz





# ...och vidare, tex Intel SandyBridge!



- 32 nm – 64 bit
- 4 995 000 000 Transistors
- ~3.5 GHz
- 216 mm<sup>2</sup> (10x Pentium 4)

# Hett just nu: AI och Machine learning!

## ISSCC processors 2017

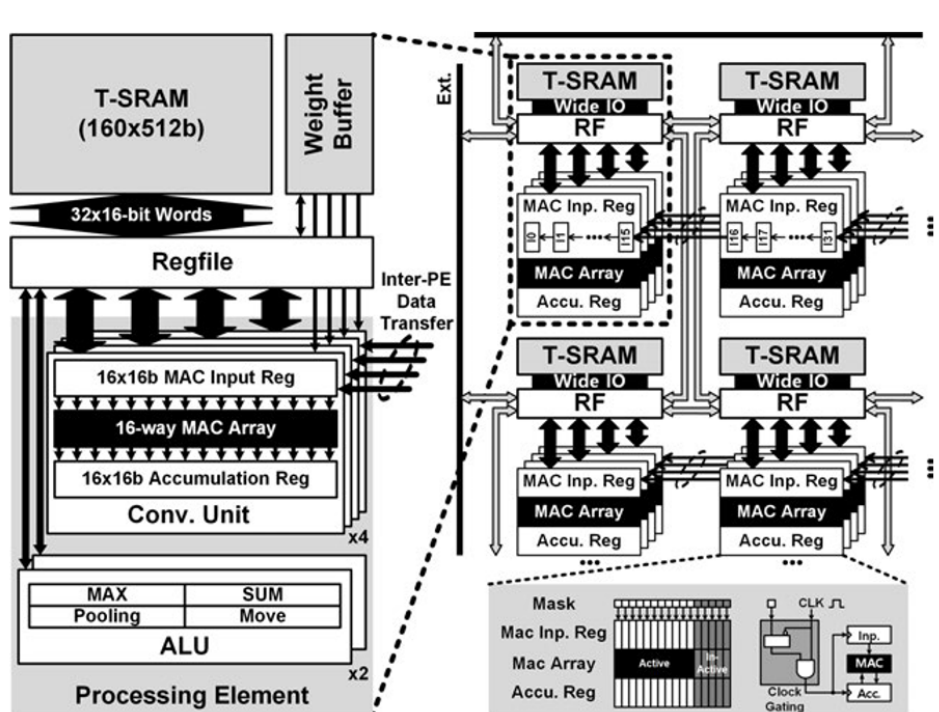


Figure 14.6.4: Ultra-low-power CNN processor with local distributed memory.

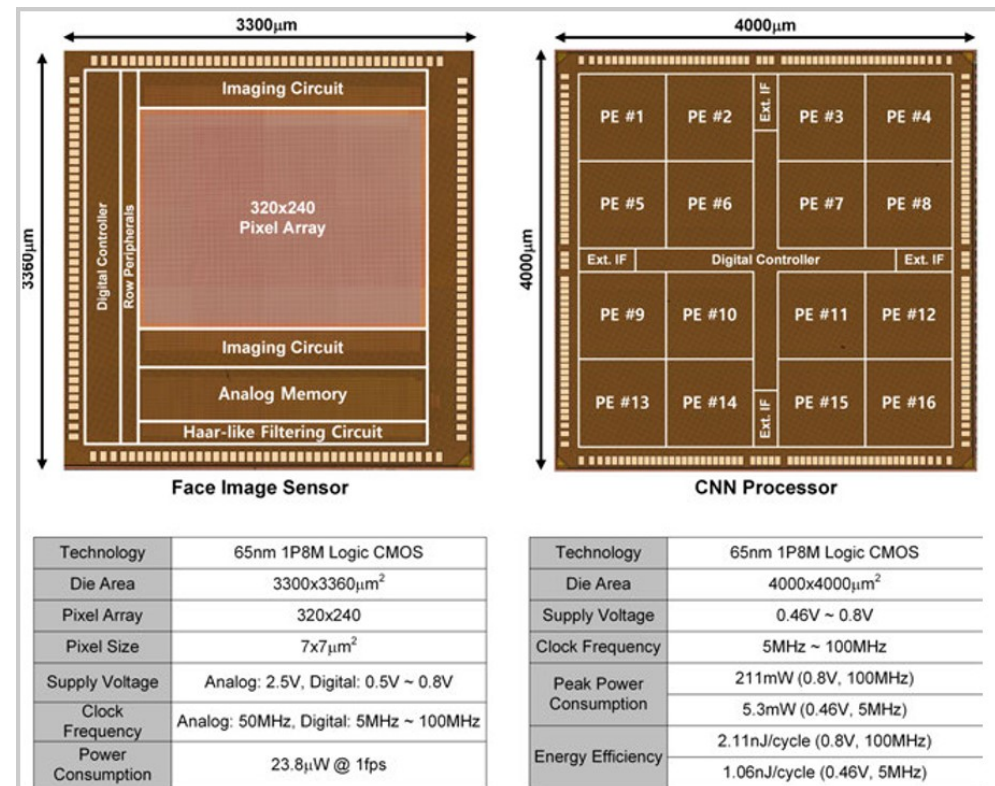


Figure 14.6.7: Chip photograph and performance summary.



Antalet  
transistorer per  
chip dubblas  
varje år. (1965)

# Moore's Lag

Ändrar 1975 till  
vartannat år.



Gordon Moore  
En av Intels grundare



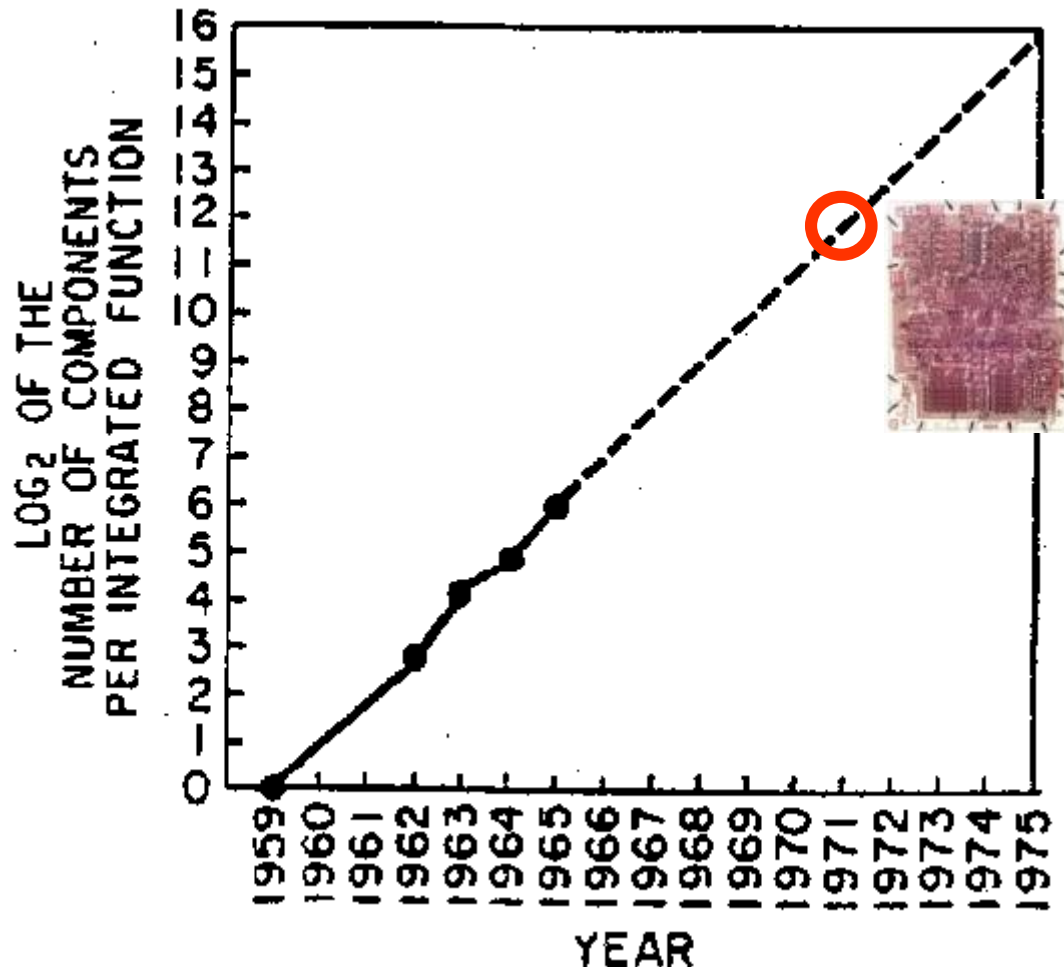
# Moore's Law: Originalen

Antalet transistorer per chip dubblas var år. (1965)

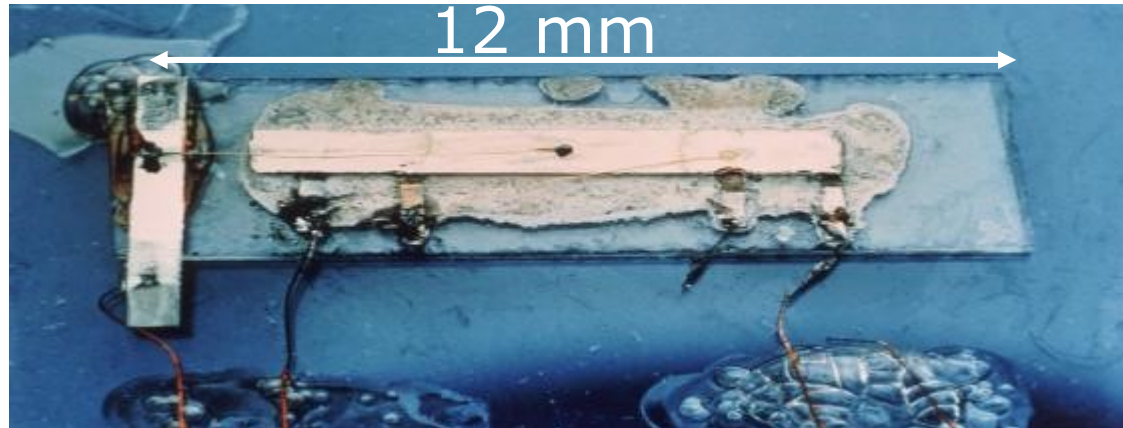
Ändrar 1975 till vartannat år.



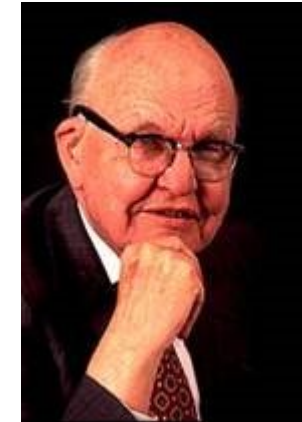
Gordon Moore  
En av Intels grundare



# Första integrerade kretsen (IC), 1958



Kilbys IC: Phase-shift oscillator, 1.3MHz  
5 komponenter varav 1 Transistor



**Jack Kilby**  
Nobelpriset 2000

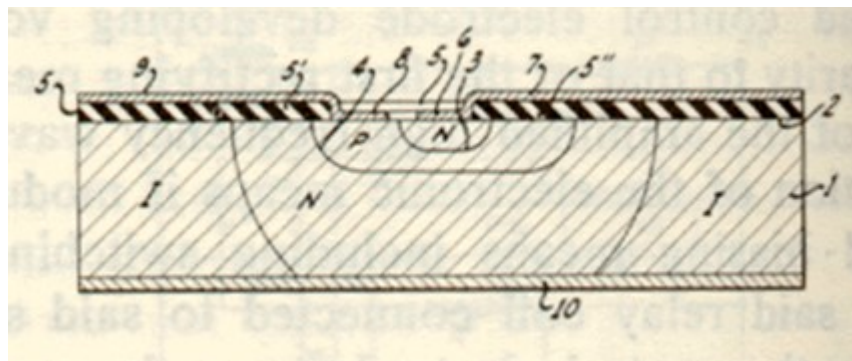


Bild i Noyce patentansökan



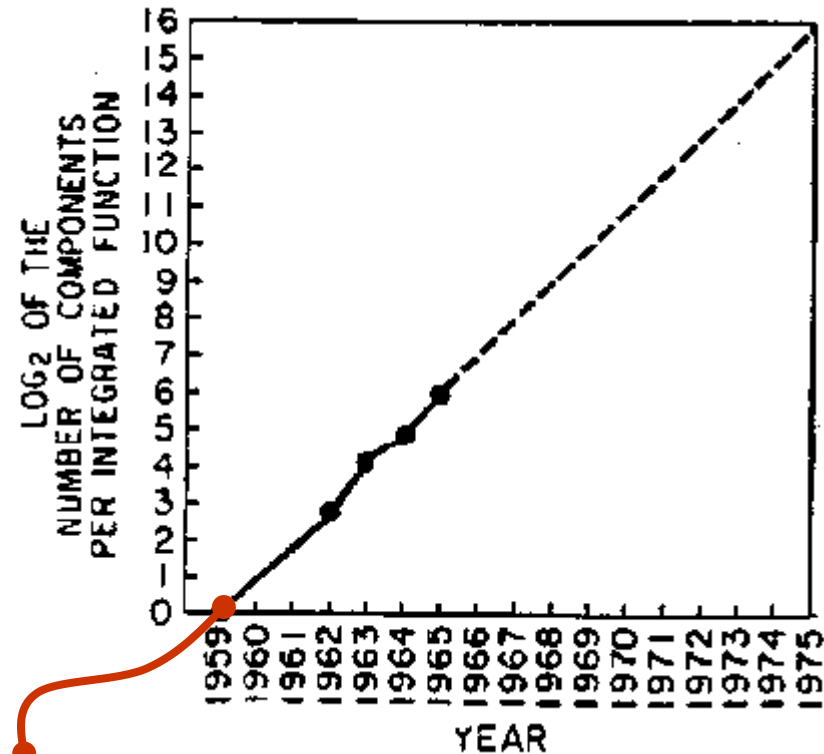
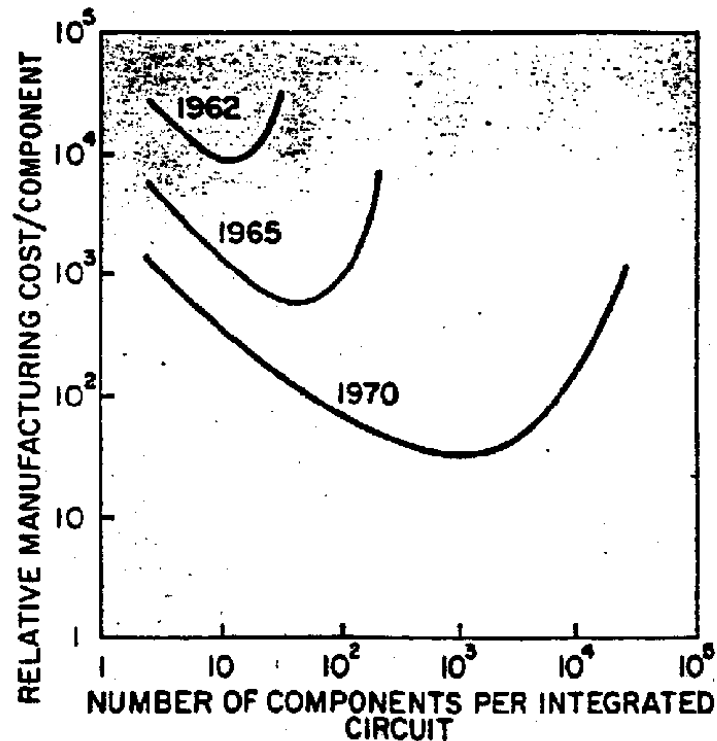
**Robert Noyce**  
Co-founder of Intel



# Original artikeln, 1965:

*Cramming more components onto integrated circuits*

Antalet transistorer per chip dubblas varje år.

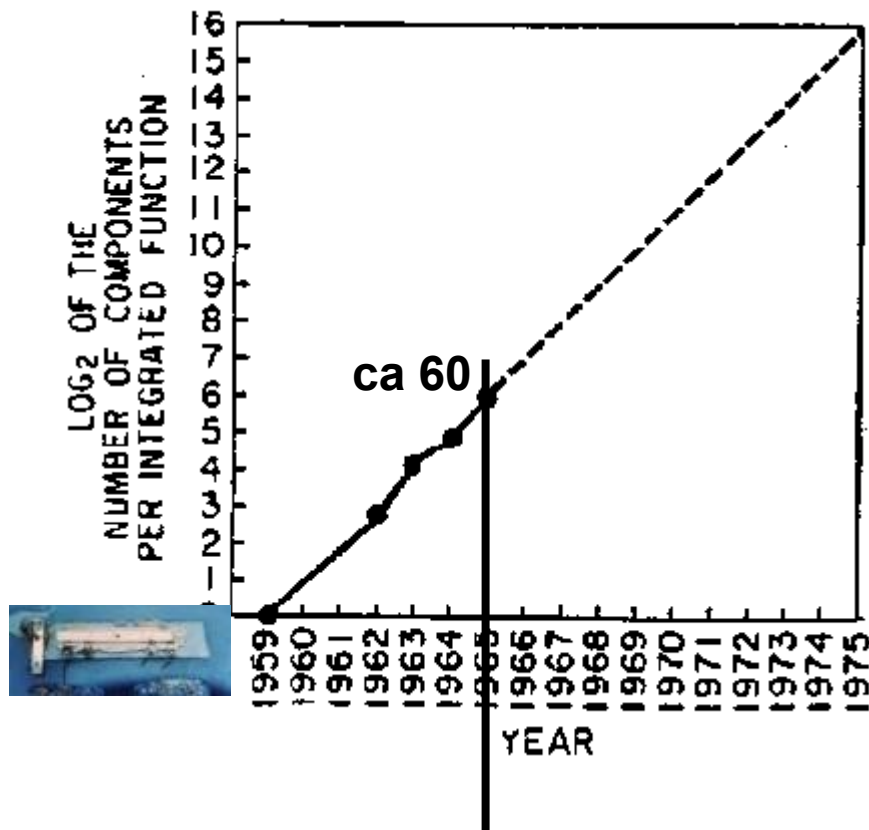
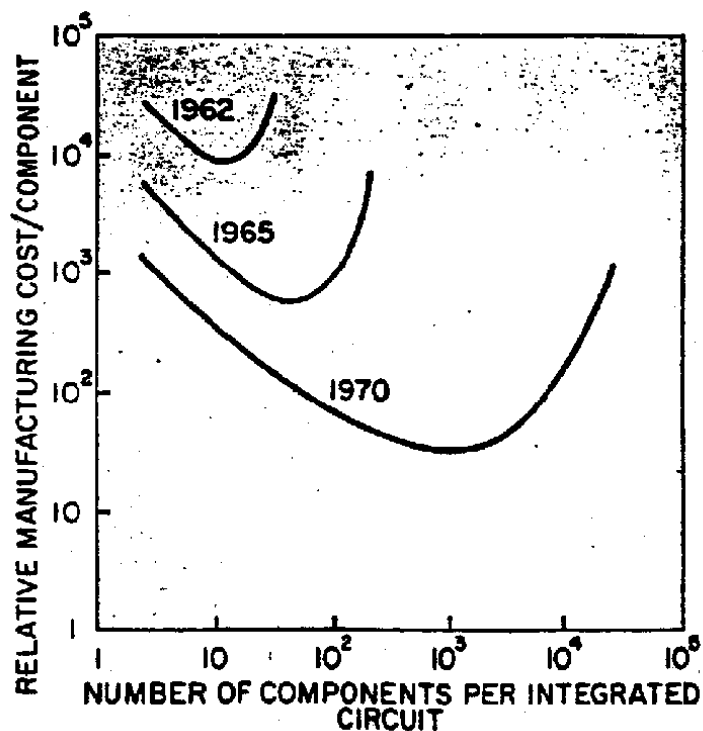


Första "chippet"

# Original artikeln, 1965:

*Cramming more components onto integrated circuits*

Antalet transistorer per chip dubbleras varje år.

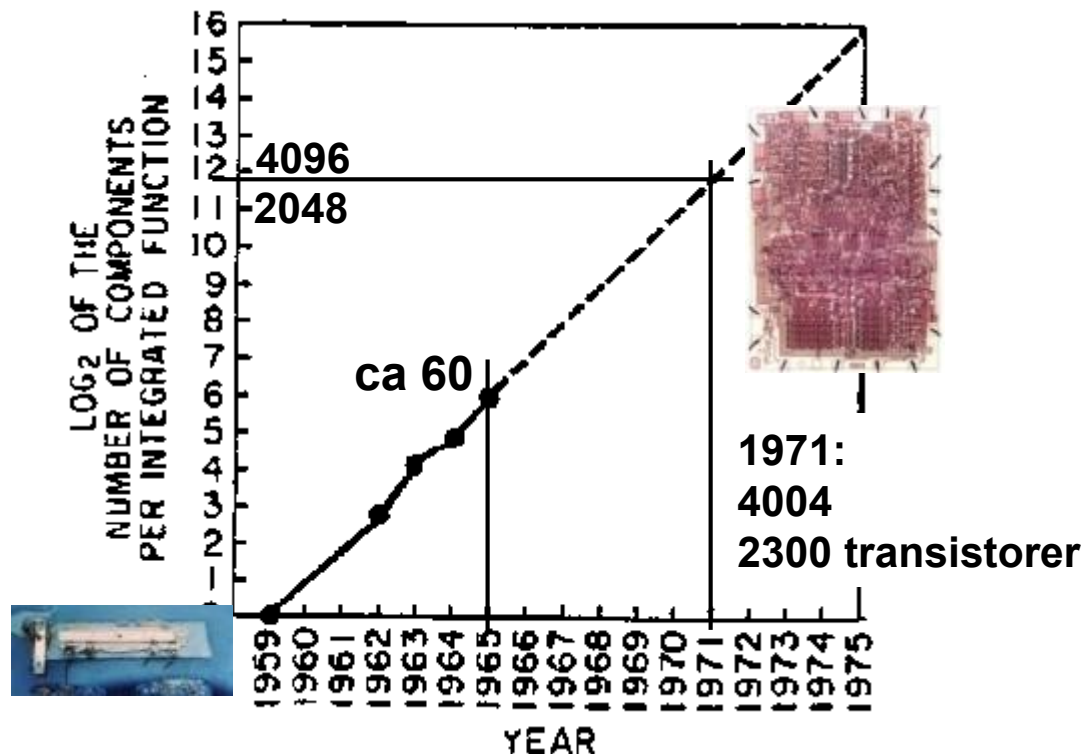
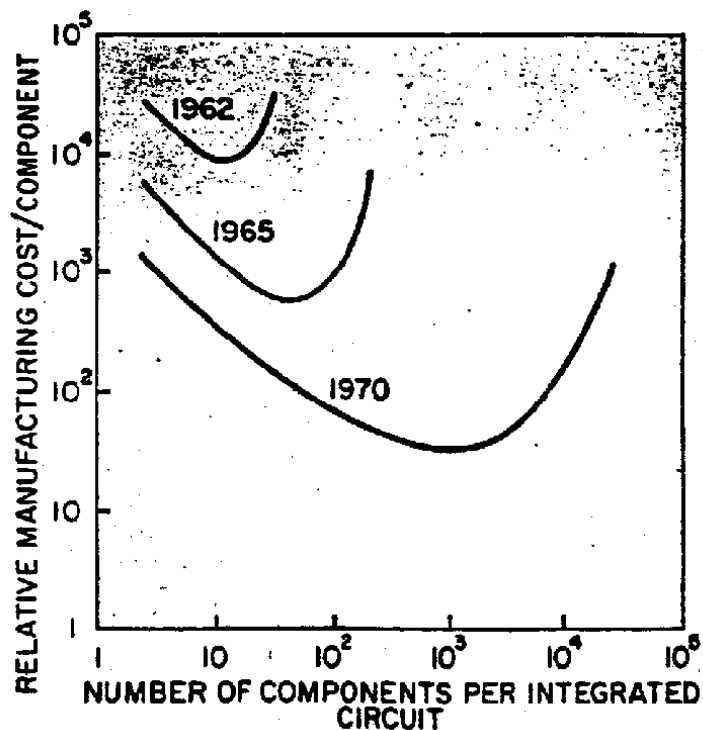


Original artikeln publiceras

# Original artikeln, 1965:

*Cramming more components onto integrated circuits*

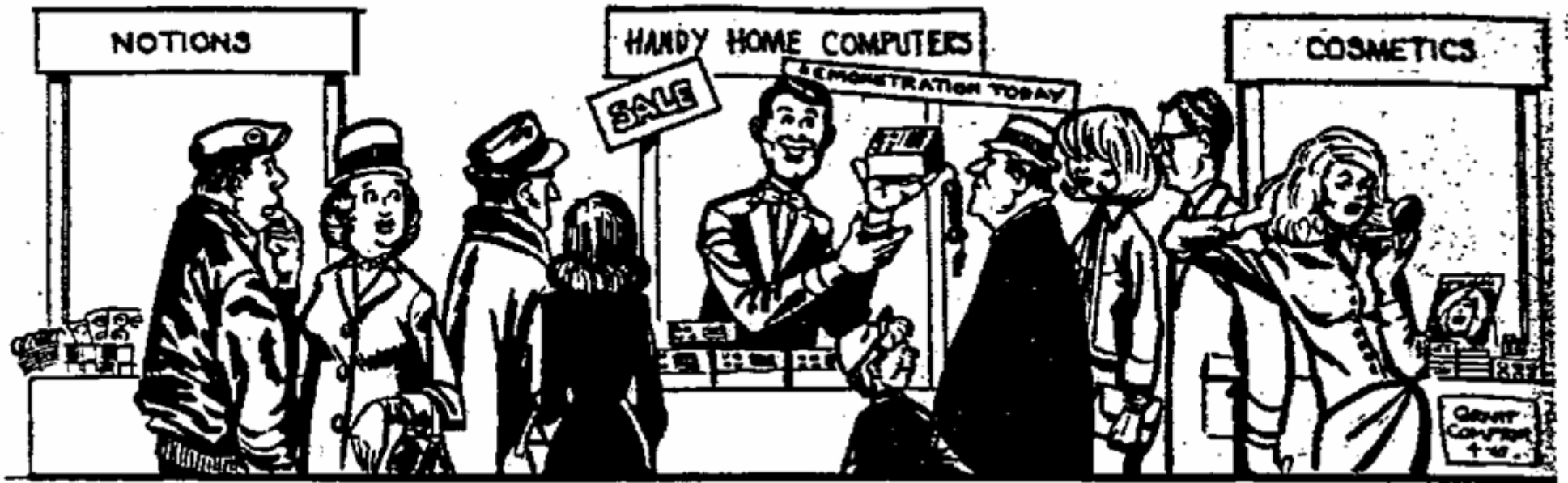
Antalet transistorer per chip dubbleras varje år.



”I was just trying to get across the idea that chips were going to get more complex and because of that the cost per transistor was going to drop dramatically.”

*Interview in 2000*

# Moore's Original artikel, 1965: *Cramming more components onto integrated circuits*



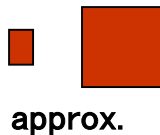
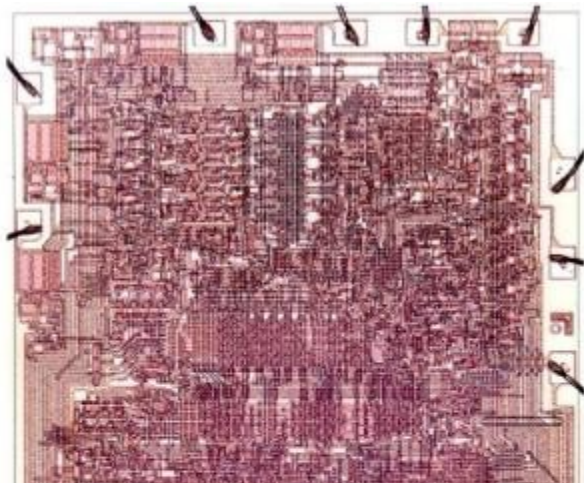
"Integrated circuits will lead to such wonders as **home computers** . . . and **personal portable communications equipment**"

# 4004 till Pentium

**Intel 4004 (1971)**

2300 transistorer

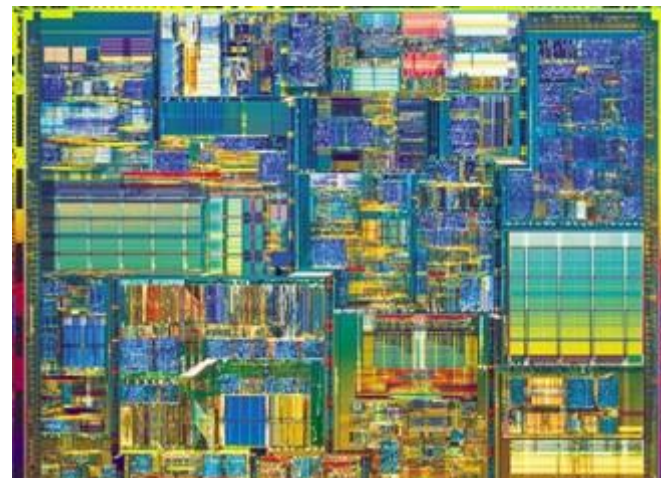
10 $\mu$ m/108kHz



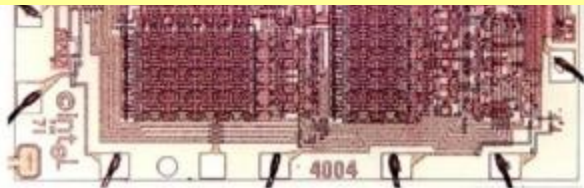
**Intel Pentium 4 (2000)**

42 millioner transistorer

0.18 $\mu$ m / 1.5GHz

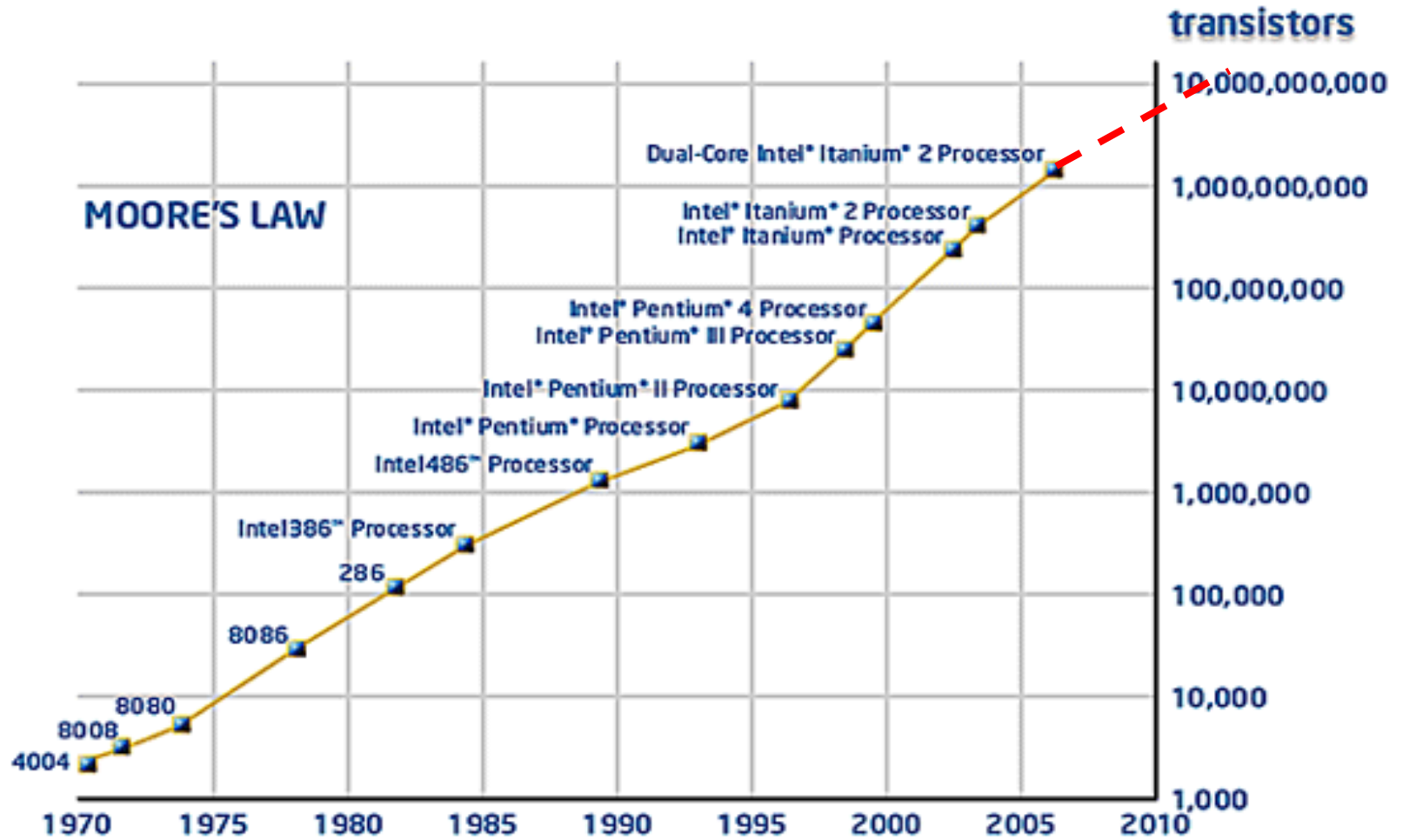


**Om hastigheten för en bil hade ökat lika mycket som klockfrekvensen hade man kunnat köra från New York till San Fransisco på 13 sekunder!**



18 000 gångern fler transistorer på 29 år!

# Moore's law 2007

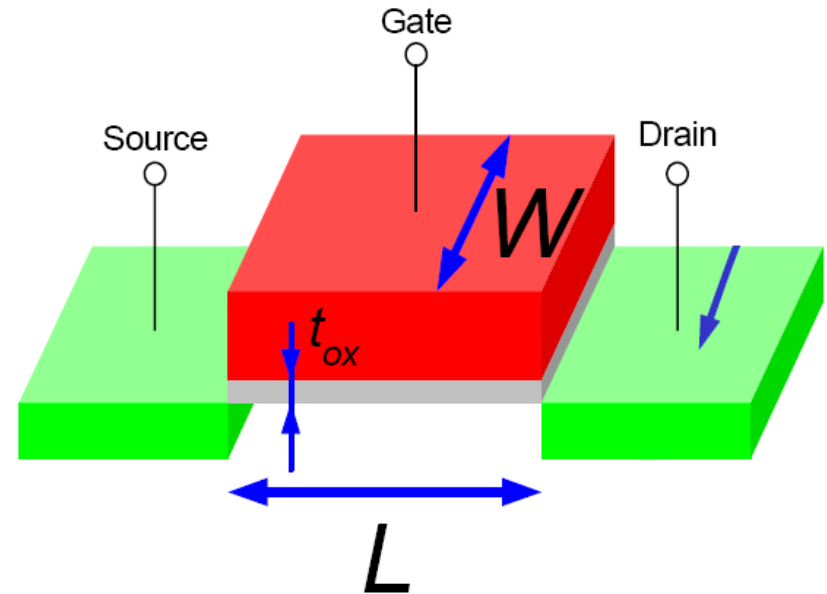


ca 5 miljarder transistor idag



# Så vad är problemet?

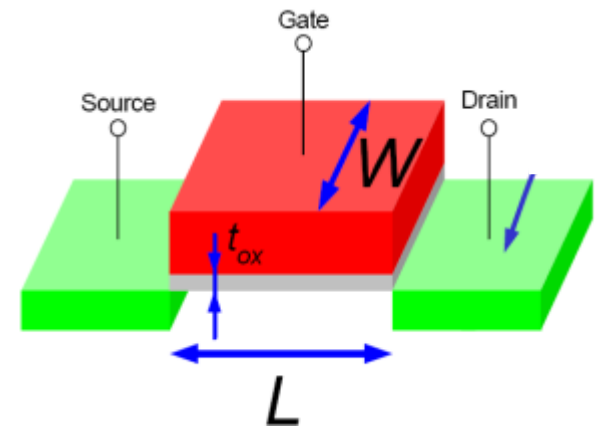
- Fysiken
- Hastigheten
- Effektförbrukningen



Det är  $L$  som anger processen, t.ex. 45nm

# Hastigheten

$$T_{pd} = \frac{C_L \cdot V_{DD}}{k(V_{DD} - V_T)^2}$$



**Minskad kapacitans ger snabbare krets vilket kommer med ny process.**

**Högre matningsspänning ger snabbare kretsar men transistorerna brinner upp och...**

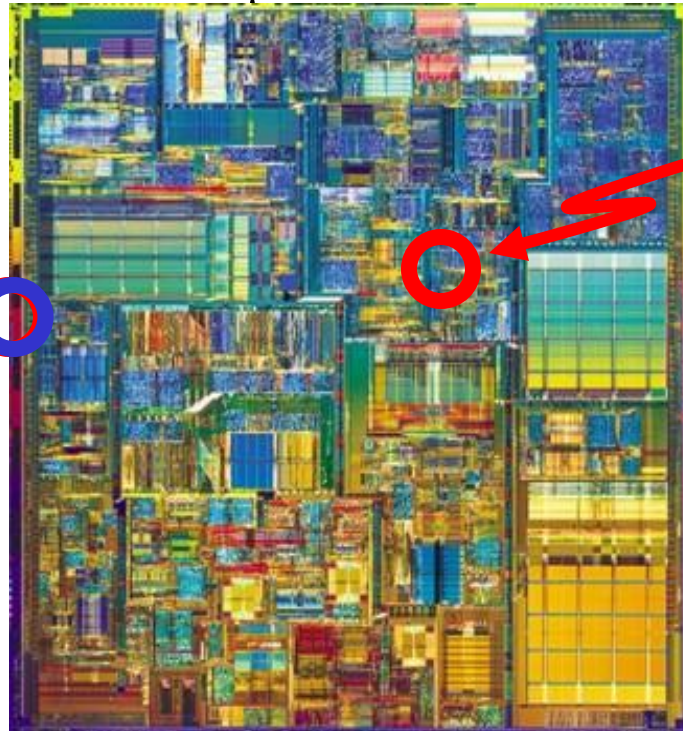


# Klockning av processorer!

Intel Pentium 4 (2000)

42 million transistors

0.18 $\mu$ m / 1.5GHz



Om jag skickar in  
en klocka här.



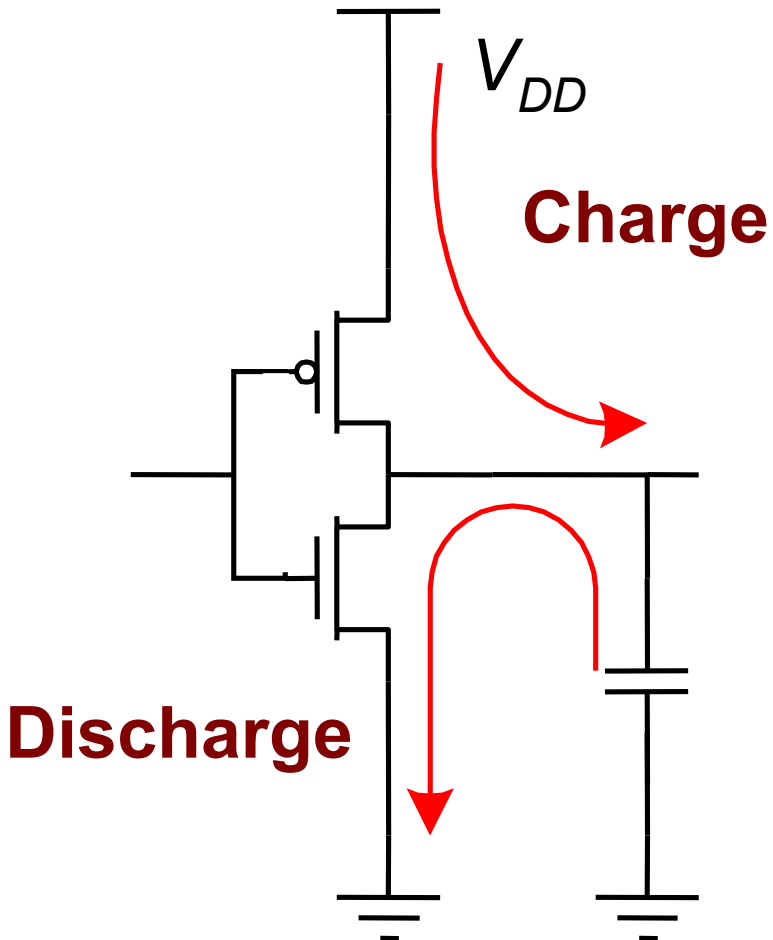
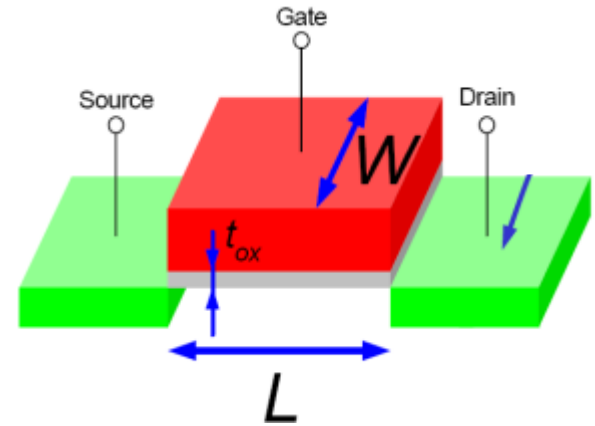
Hur ser den ut här?



Kanske så här.  
Och hur bra funkar  
datorn då?

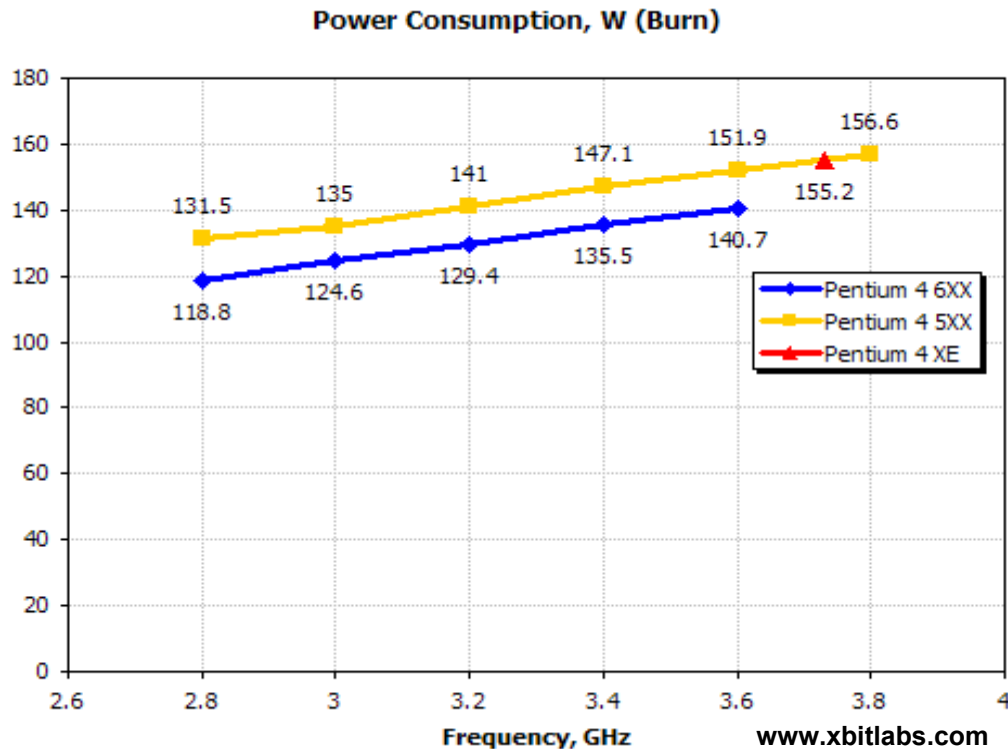
Ofta mer än 50% av effekten i att "fixa till" klockan.

# Effektförbrukningen (*dynamisk*)



$$P_{\text{dynamic}} = f C_L V_{DD}^2$$

# CPU power consumption



Pentium IV chip area  $1.3 \text{ cm}^2$   
(i 130 nm technology)

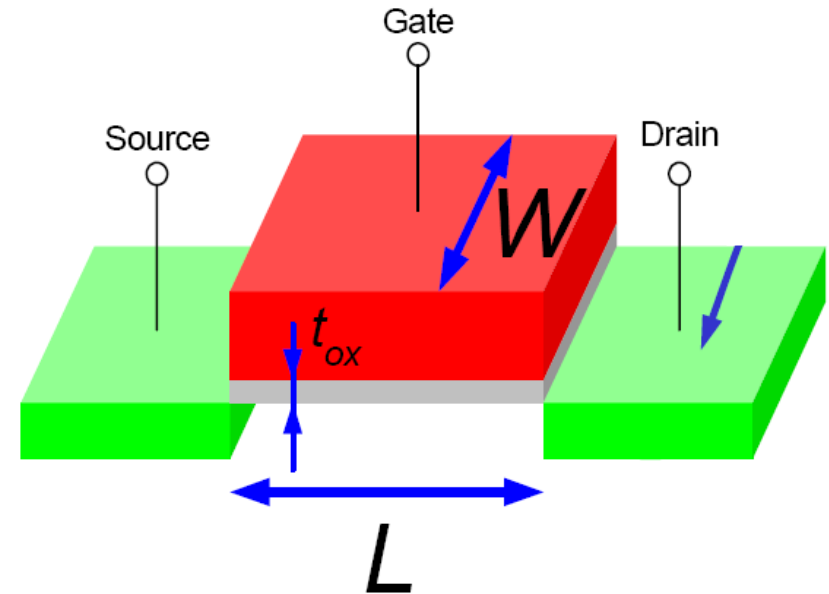
Detta ger ca.  $100 \text{ W/cm}^2$  som  
måste transporteras bort,  
dvs säga kylning.

Jämförelse: Den här ger ca  $10 \text{ W/cm}^2$ .



# Så vad är problemet?

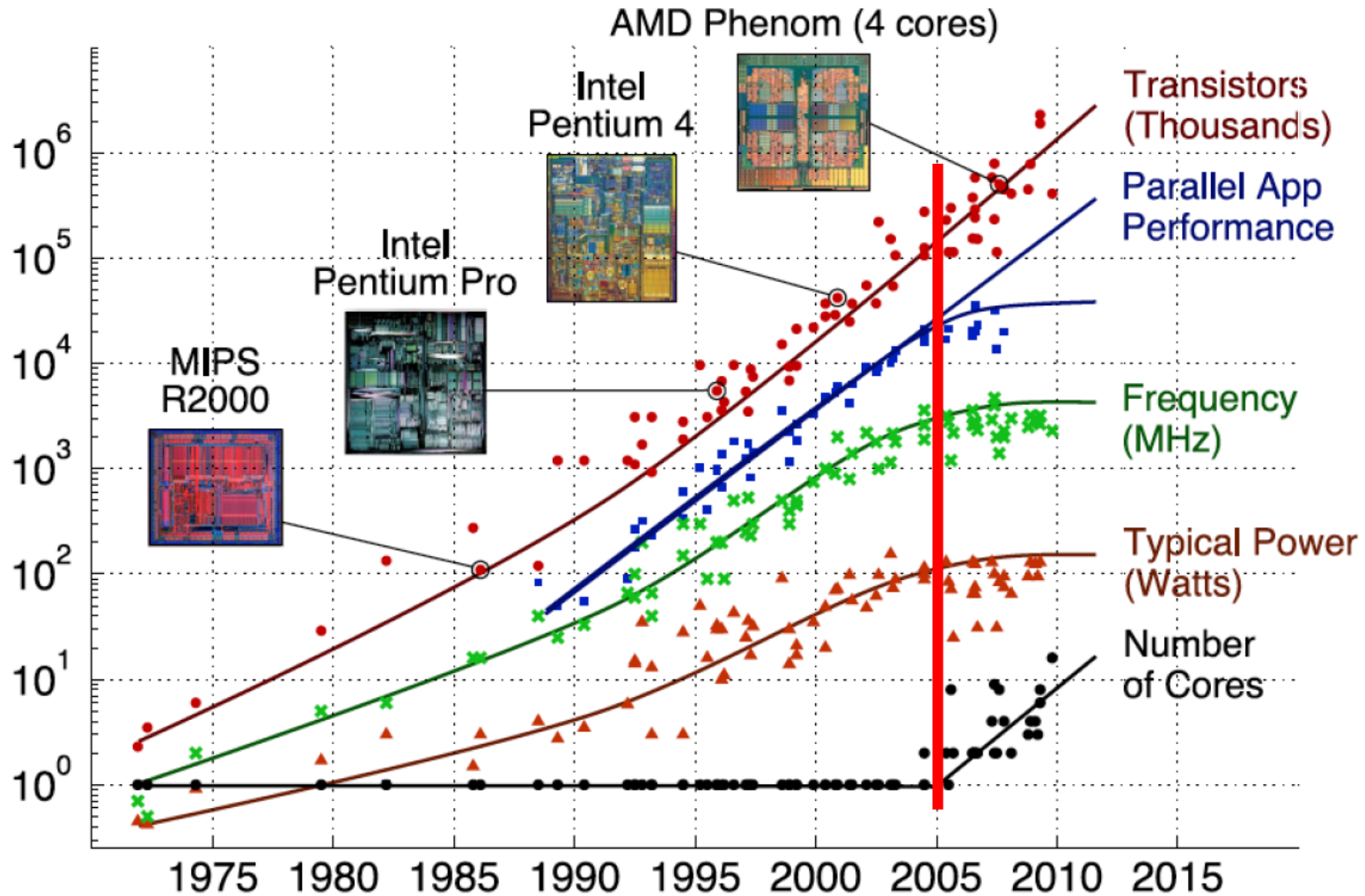
- Fysiken
- Hastigheten
- Effektförbrukningen



Det är  $L$  som anger processen, t.ex. 45nm

## Mer i Digitaltekniken!

# The end of "some" scaling!



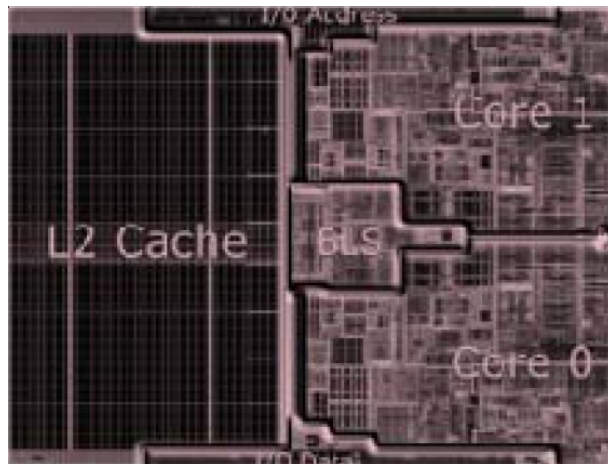
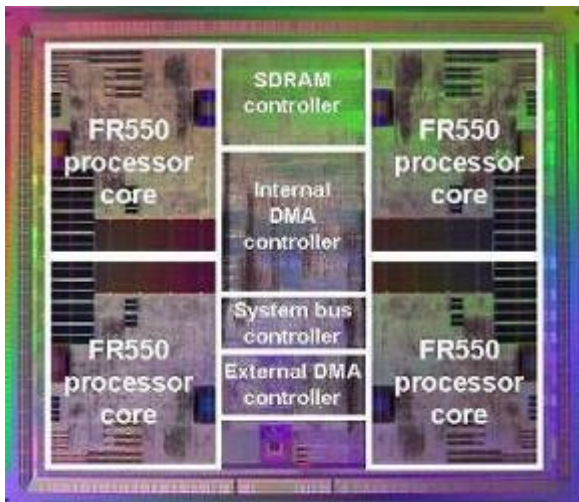
Data partially collected by M. Horowitz, F. Labonte, O. Shacham, K. Olukotun, L. Hammond



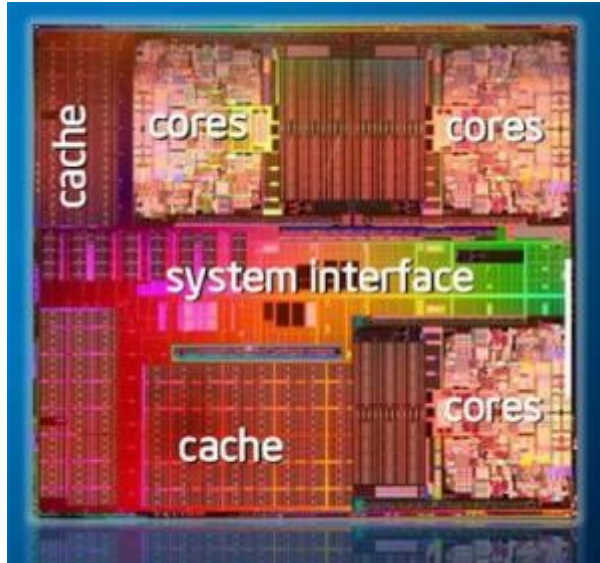
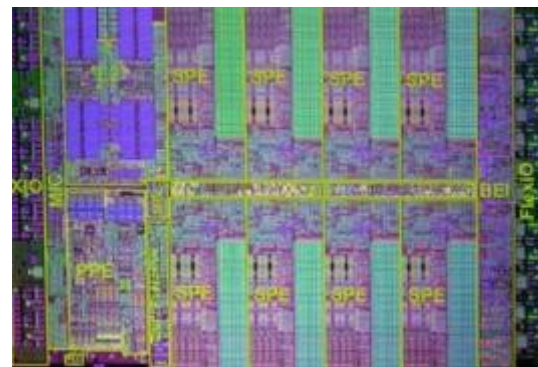
# Multi-core processorer

Intel KEROM dual core, 2007, 290millioner trans.

Fujitsu FR-V, 2005,  
83 millioner trans.



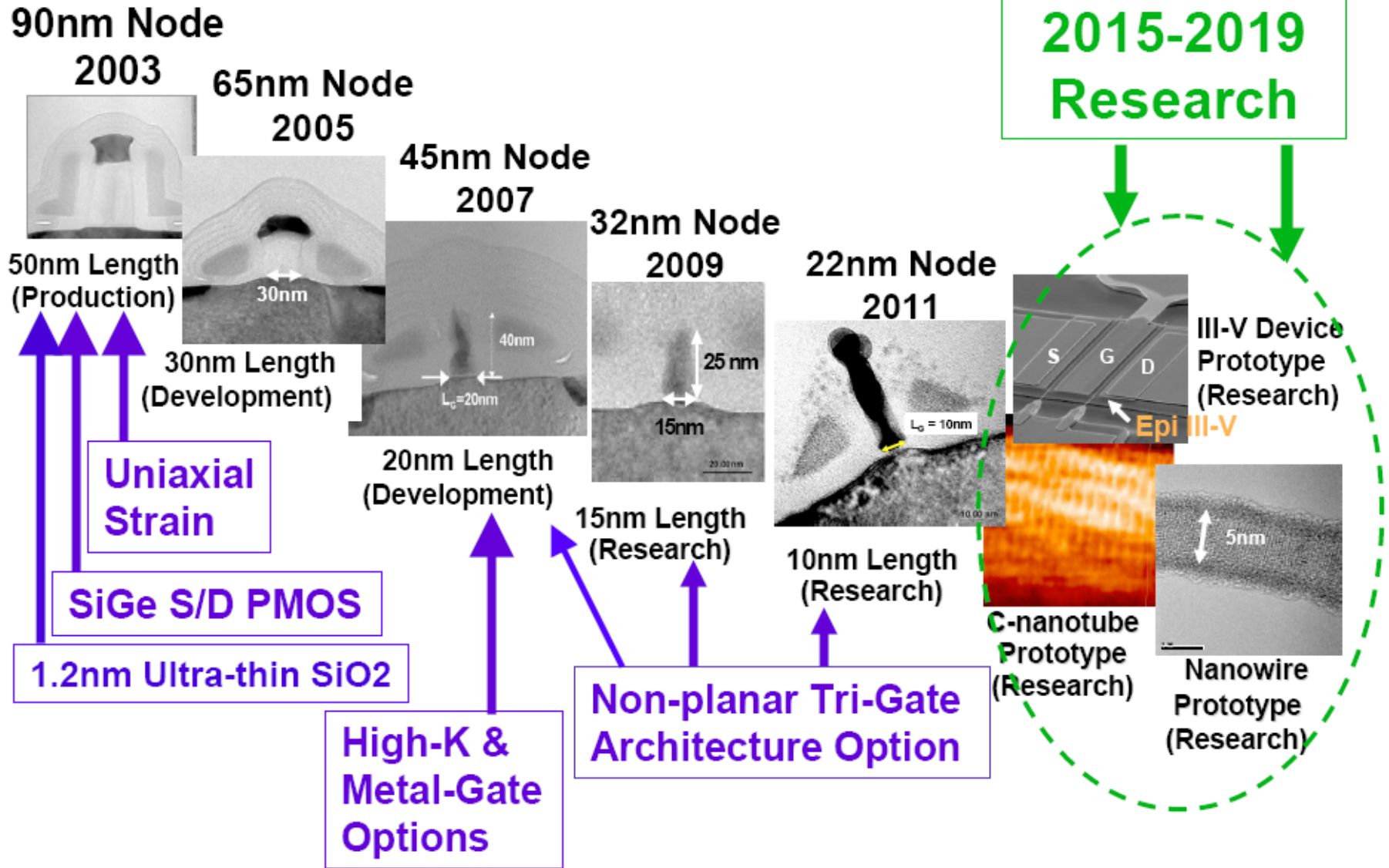
IBM/Sony/Toshiba Cell  
2005, 234 millioner trans.



Intel Nehalem.  
2.3 milliarder  
transistorer

**Multi-core processorer: ökad prestanda vid samma klockfrekvens**

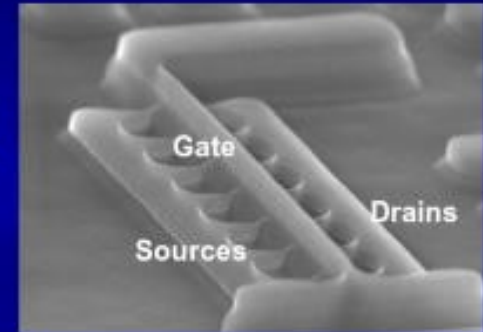
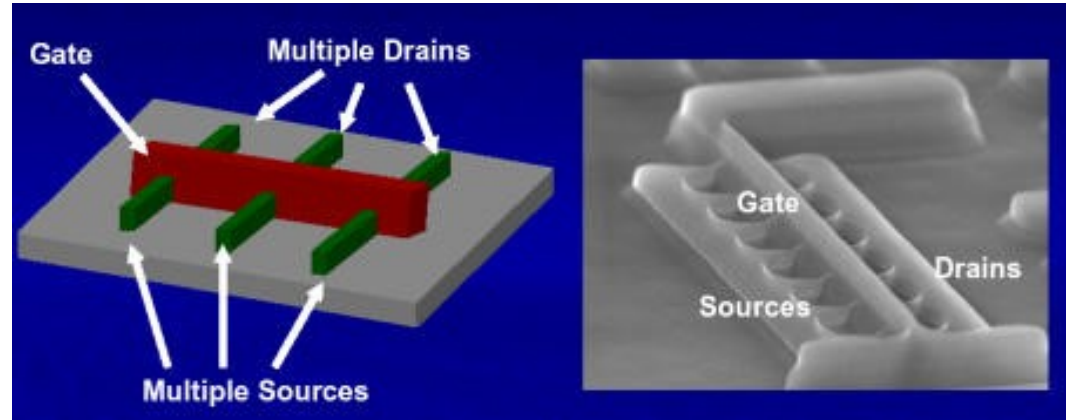
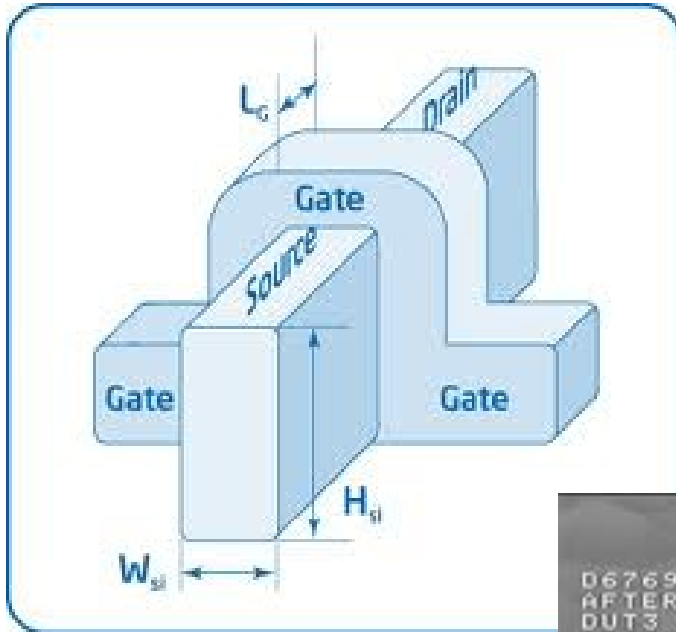
# Så vart är vi på väg?



Robert Chau, Intel, ICSICT 2004

4

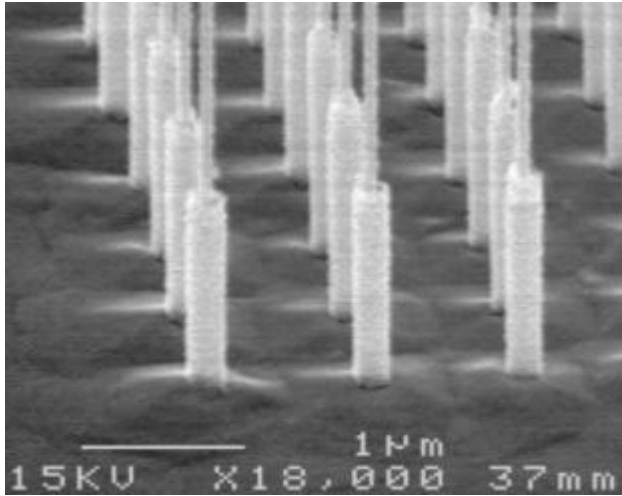
# FINFETs/Trigates



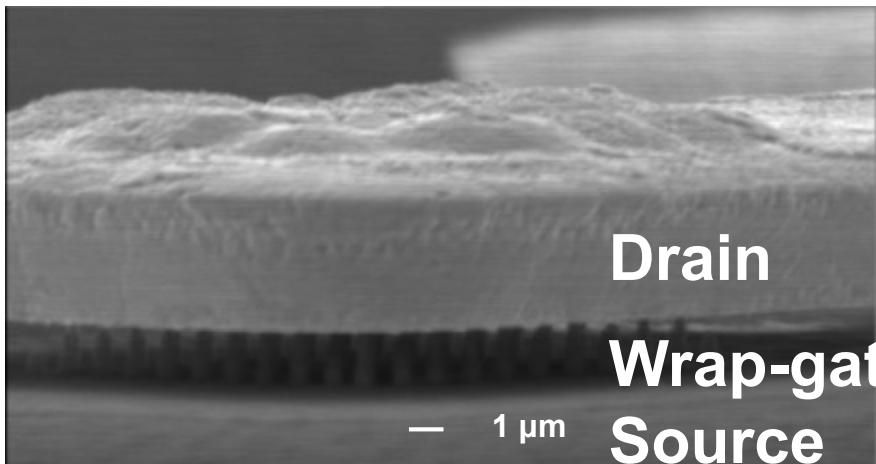


# Wrap-Gate FETs

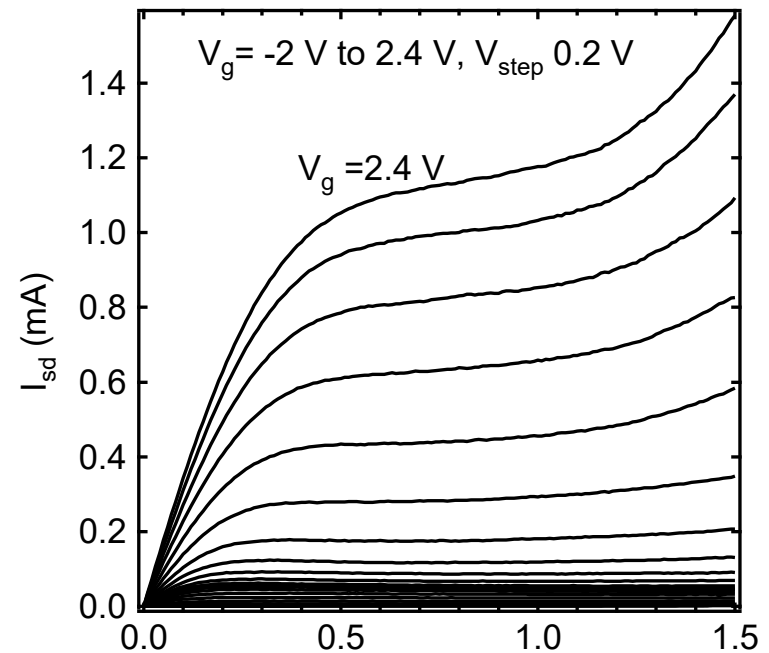
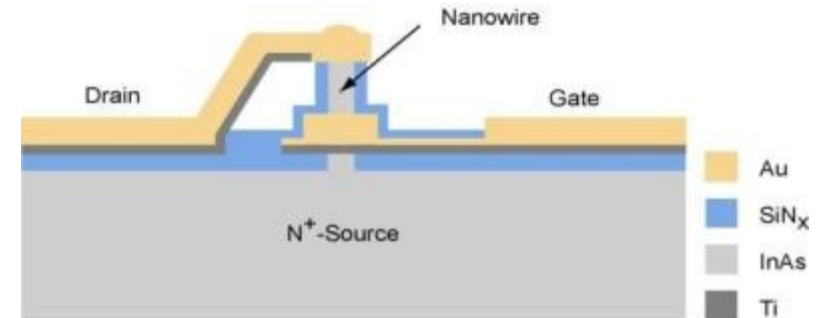
## Wrap-gates



## Nanowire Transistor



## Device layout



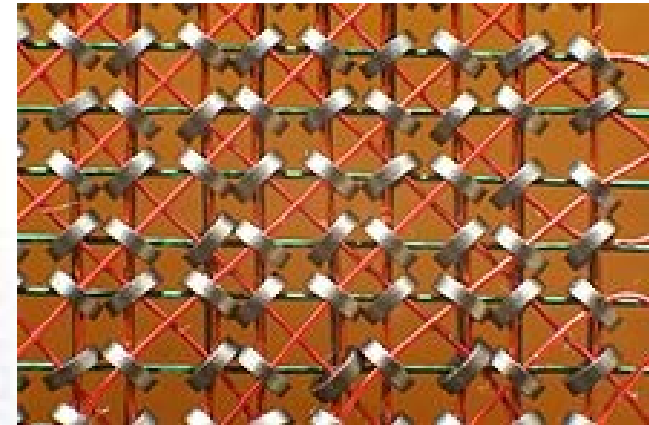
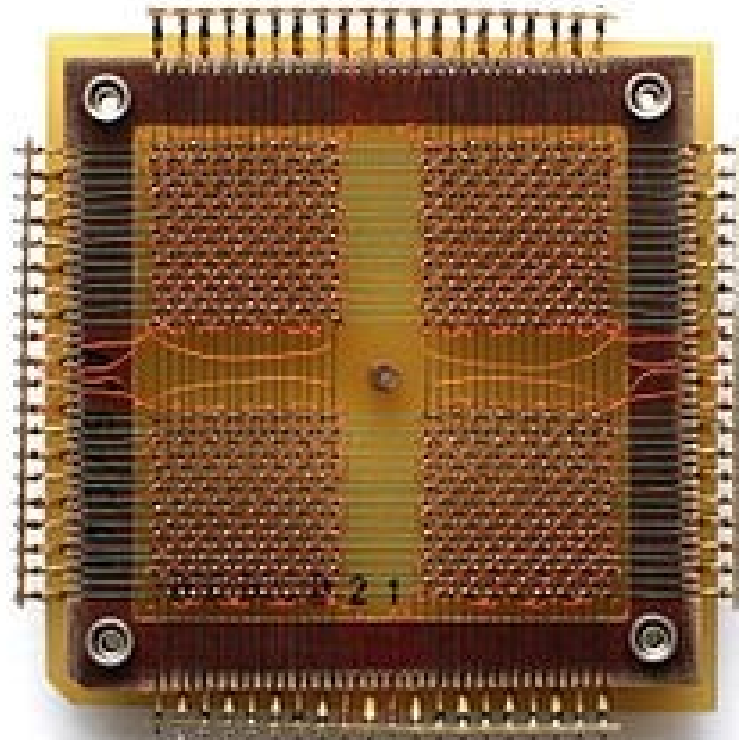
**Mer om allt detta i**

**EITF65 Digitalteknik**

**och senare i**

**ETIN20 Digital IC konstruktion**

# Vad är detta?



**A 32 x 32 magnetic-core memory plane storing 1024 bits of data. Magnetic-core memory was the predominant form of random-access computer memory for 20 years (circa 1955–75).**

**Minnen är en av de viktigaste  
beståndsdelarna i modern  
elektronik.**

**Men hur lagrar vi ett värde?**

# Olika typer av minnen

Magnetic- hard disk and tape

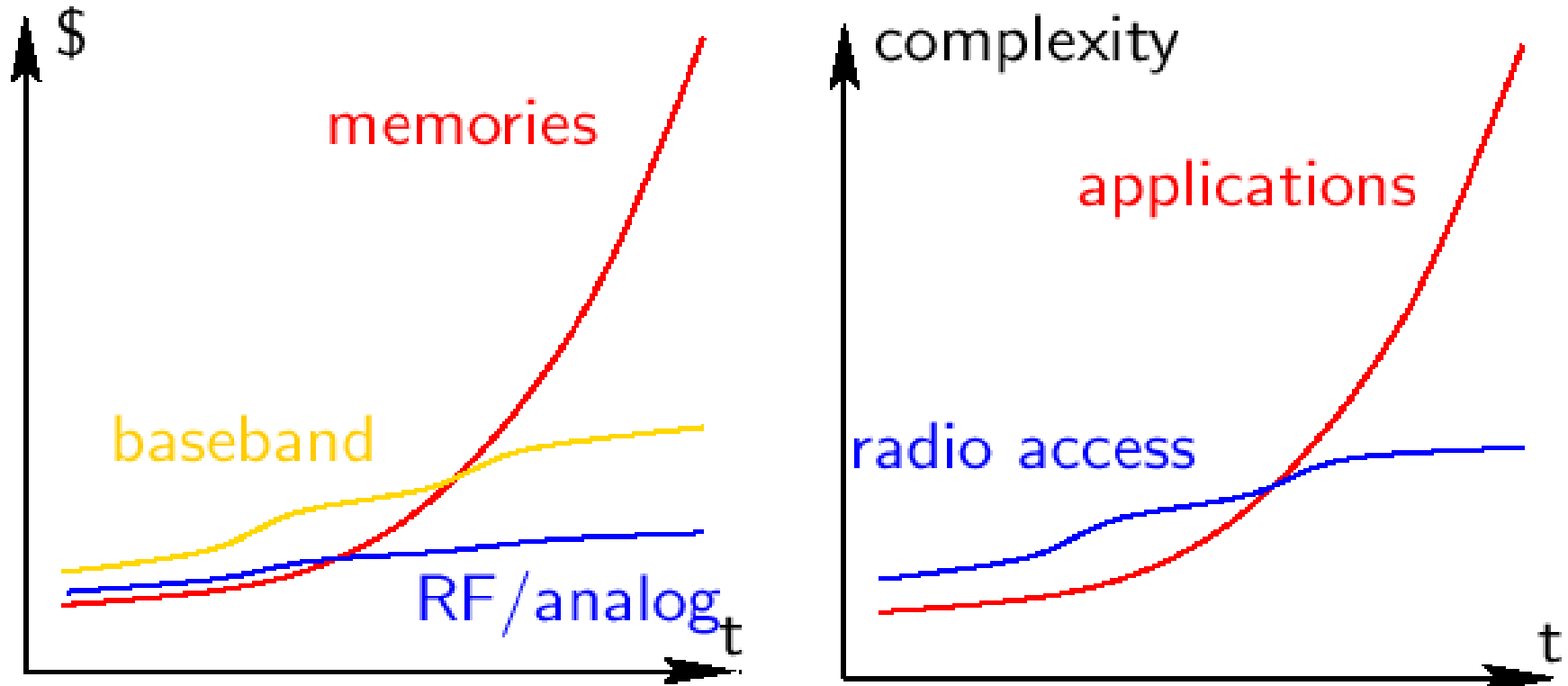


Optical – CD & DVD



Solid state – ROM, RAM, Flash,...

# Cell-phone circuit complexity and cost

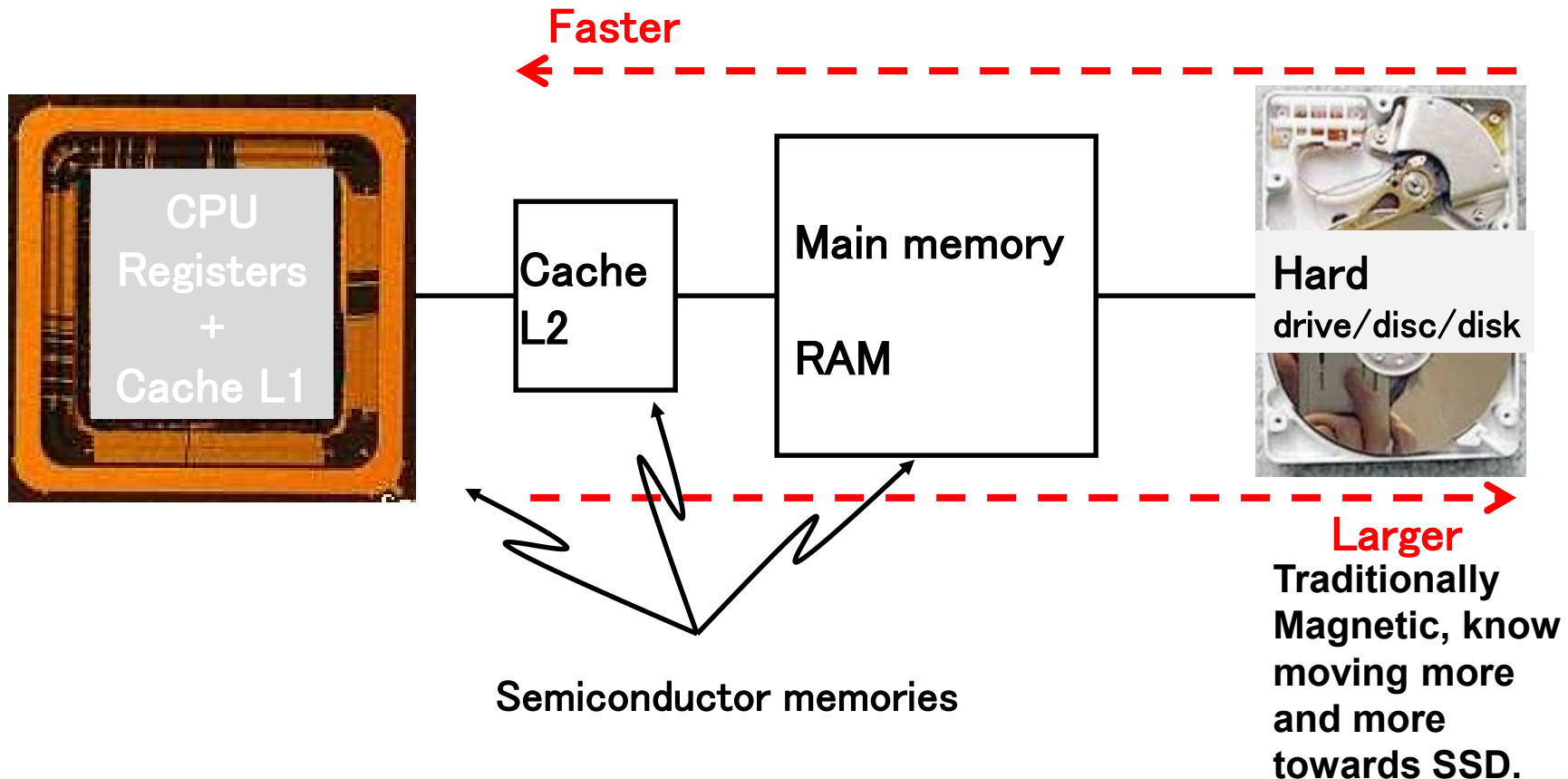


*Courtesy: Sven Mattisson, Ericsson*

# Minnen i datorer

Larger memories become slower ⇔

Often several layers of memory hierarchy is used to have both large storage capabilities and fast memory acces



# **Så vad är en SSD eller Flashminne?**



# Vad är ett Flashminne?

## Halvledarminnen:

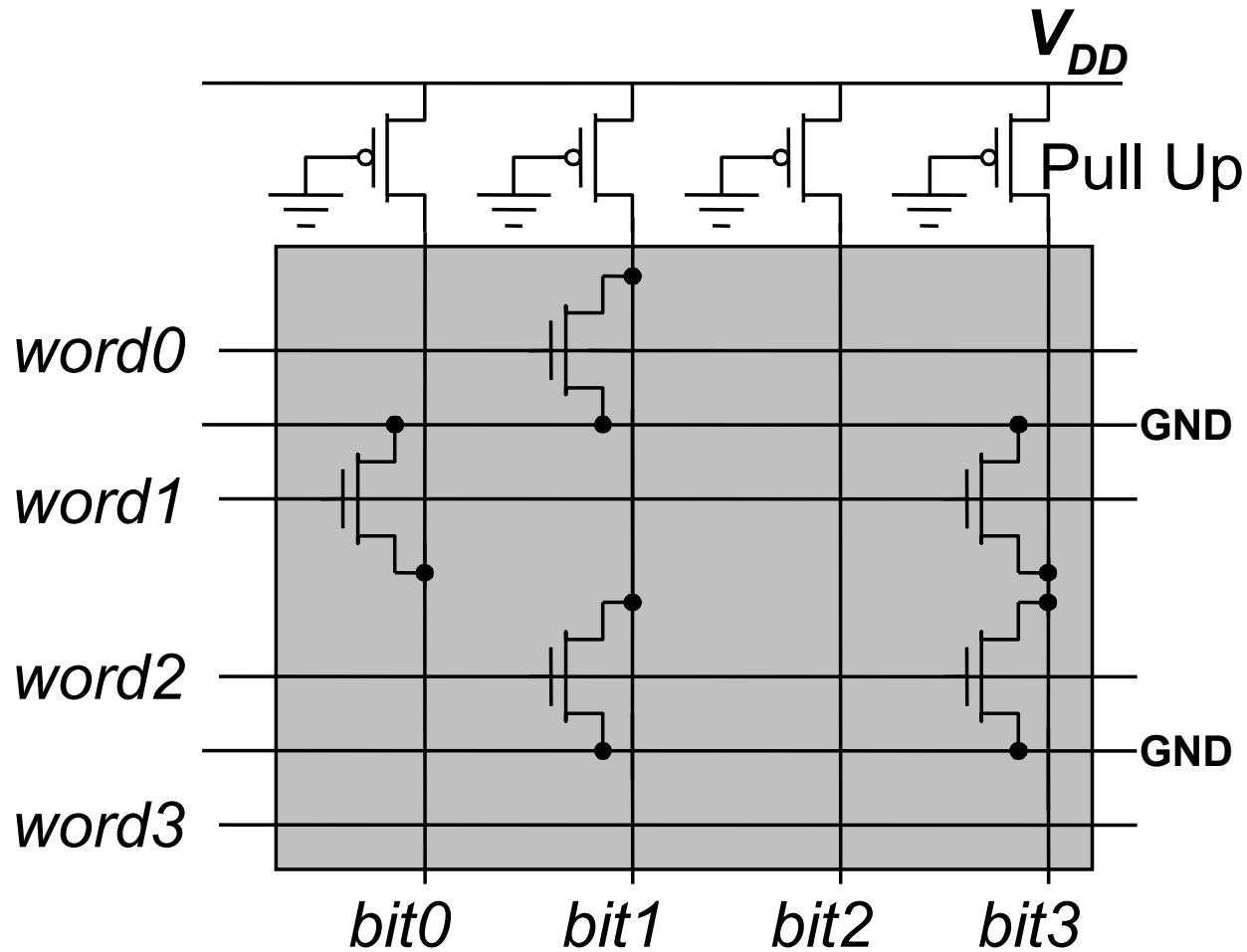
- **ROM – Read Only Memory**
- **RAM – Random Access Memory**
- **FLASH**

# Vad är ett Flashminne?

## Halvledarminnen:

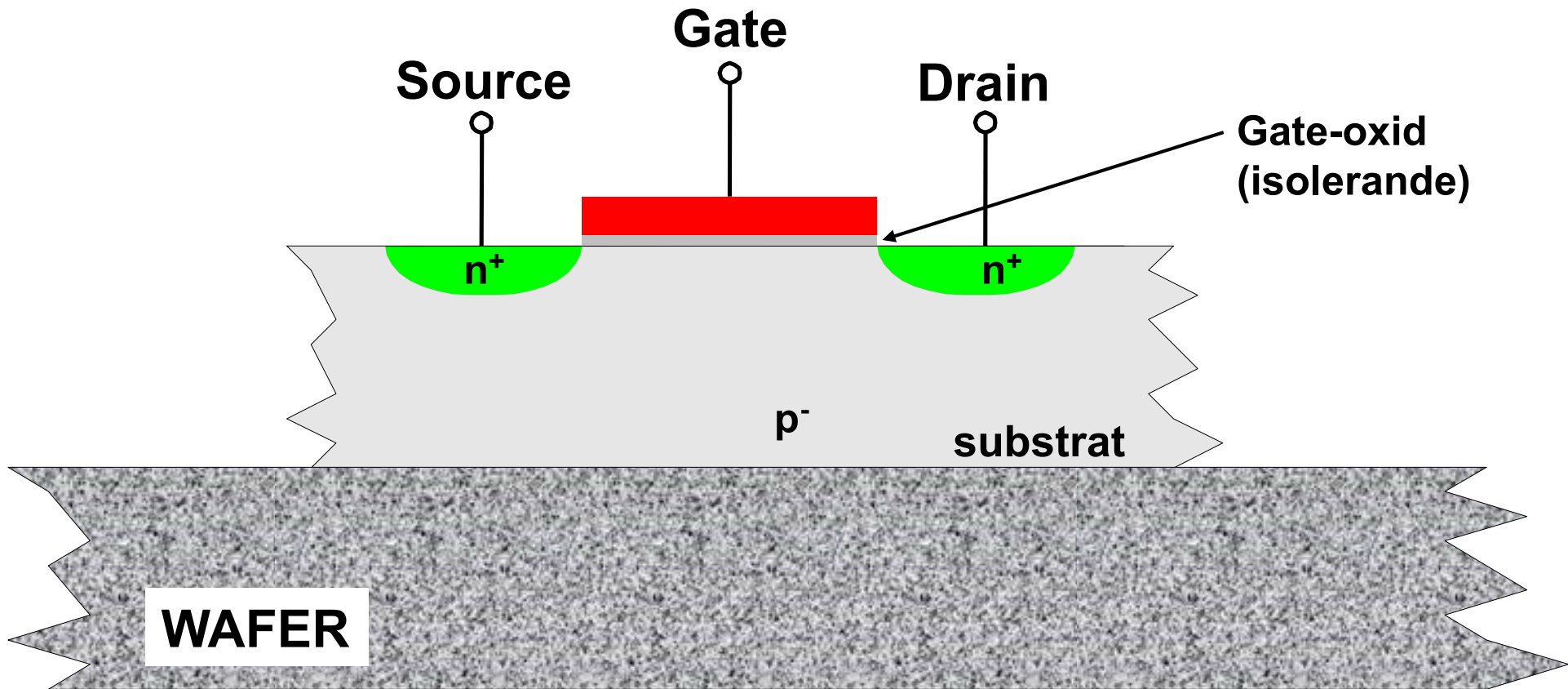
- **ROM – Read Only Memory**
  - data är statisk
  - finns kvar när strömmen slås ifrån
- **RAM – Random Access Memory**
  - data kan både läsas och skrivas
  - försvinner när strömmen slås ifrån
- **FLASH**
  - data kan både läsas och skrivas
  - finns kvar när strömmen slås ifrån

# ROM

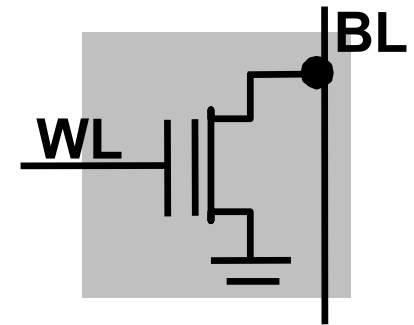
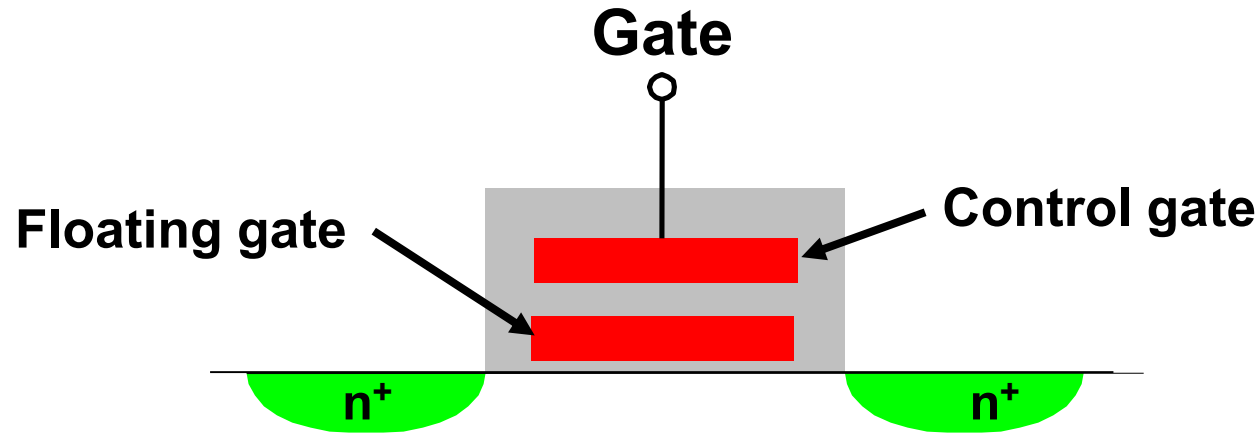


Placeringen av transistorer bestämmer minnesinnehållet!

# MOS transistor



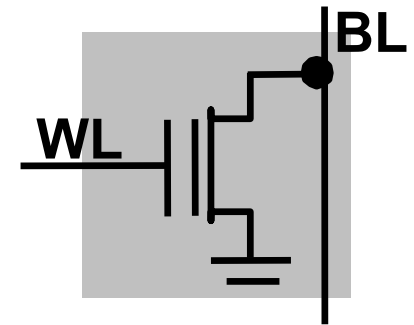
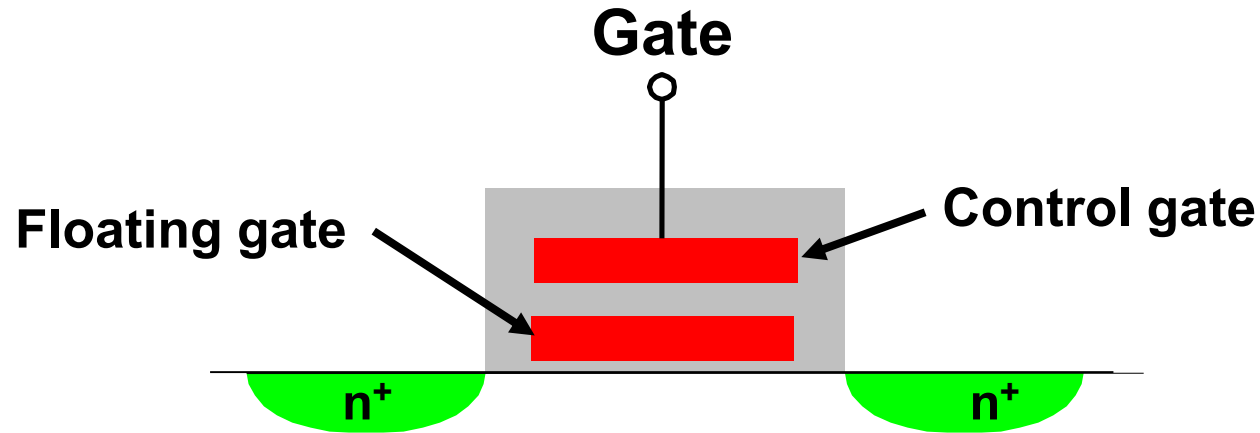
# Flash minnen– floating gate transistors



I ett Flash-minne har vi en speciell transistor. Alla platser i minnet har en transistor men vi kan elektriskt kontrollera funktionaliteten av minnescellen.

- EPROM, EEPROM och Flash har olika sätt att styra transistorn.

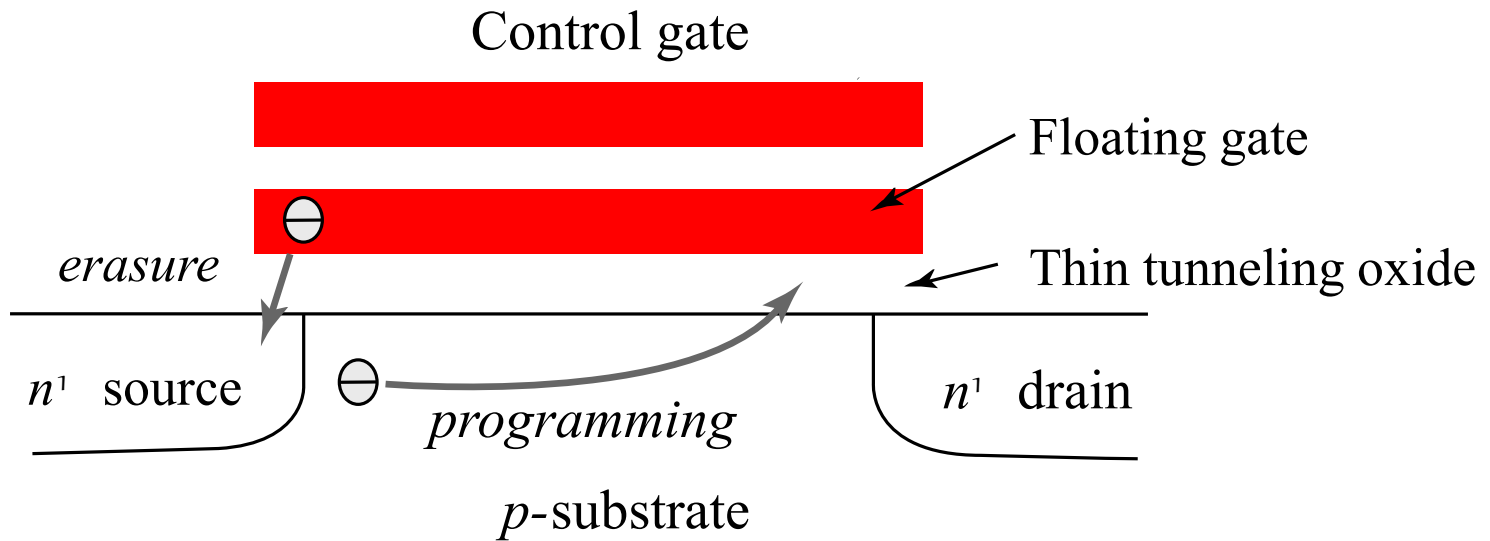
# Flash minnen – Floating gate transistors



**Floating gate är inte kontakterda**

- Om vi laddar floating gate mycket negativt  
⇒ Ingen kanal ⇒ Ingen transistor
- Om ingen laddning  
⇒ Kanal ⇒ Transistor

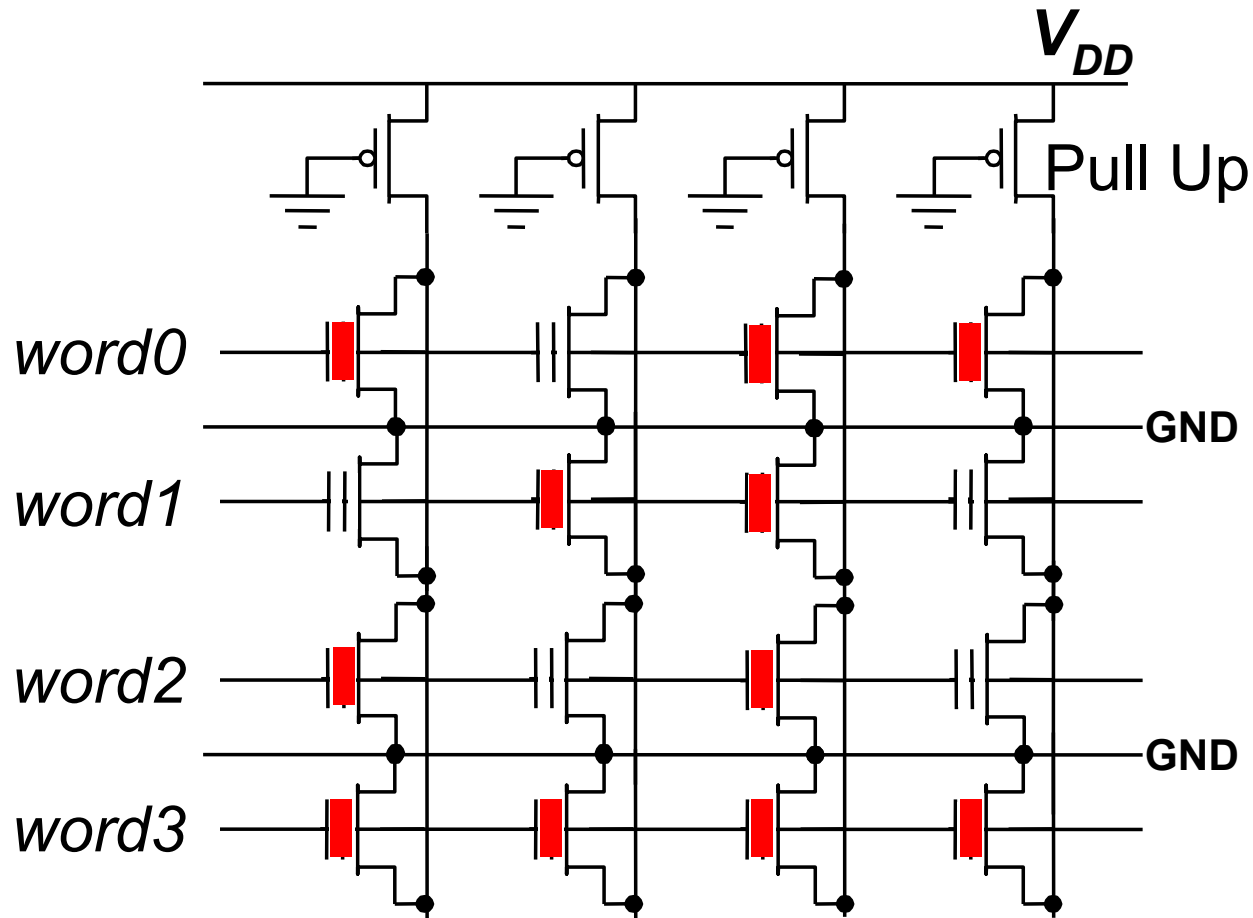
# Flash EEPROM







# FLASH write: trapped charge



■ = trapped charge. Transistor is always off  $\Rightarrow$  Same content as ROM.

**Tack!**