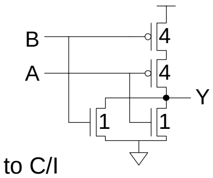
15. Circuit Families

- Last module:
  - Memory arrays
  - SRAMs
  - Serial Memories
  - Dynamic memories
- This module
  - Pass transistor logic
  - Pseudo nMOS logic
  - Dynamic logic

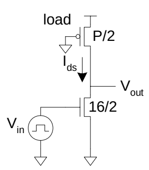
Look at Speeding Up Circuits

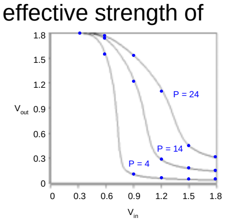
- What makes a circuit fast?
  - I = C dV/dt -> $t_{pd} \propto (C/I)\,\Delta V$
  - low capacitance
  - high current
  - small swing
- Logical effort is proportional to C/I
- pMOS are the enemy!
  - High capacitance for a given current
- Can we take the pMOS capacitance off the input?
- Various circuit families try to do this…



Pseudo-nMOS

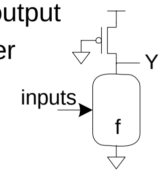
- In the old days, processes had no pMOS
  - Instead, use pull-up transistor that is always ON
- In CMOS, use a pMOS that is always ON
  - *Ratio* issue
  - Make pMOS about ¼ effective strength of pulldown network



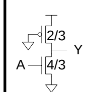


Pseudo-nMOS Gates

- Design for unit current on output to compare with unit inverter
- pMOS fights nMOS

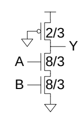


Inverter



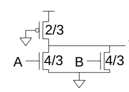
g_u = 4/3
g_d = 4/9
g_{avg} = 8/9
p_u = 6/3
p_d = 6/9
p_{avg} = 12/9

NAND2



g_u = 8/3
g_d = 8/9
g_{avg} = 16/9
p_u = 10/3
p_d = 10/9
p_{avg} = 20/9

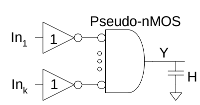
NOR2



g_u = 4/3
g_d = 4/9
g_{avg} = 8/9
p_u = 10/3
p_d = 10/9
p_{avg} = 20/9

Pseudo-nMOS Design

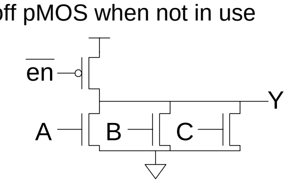
- Ex: Design a k-input AND gate using pseudo-nMOS. Estimate the delay driving a fanout of H



- G = 1 * 8/9 = 8/9
- F = GBH = 8H/9
- P = 1 + (4+8k)/9 = (8k+13)/9
- N = 2
- $D = NF^{1/N} + P = \frac{4\sqrt{2H}}{3} + \frac{8k+13}{9}$

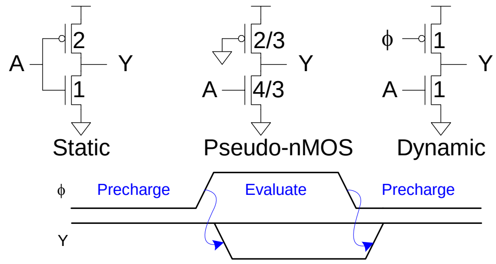
Pseudo-nMOS Power

- Pseudo-nMOS draws power whenever Y = 0
  - Called static power $P = I \bullet V_{DD}$
  - A few mA / gate * 1M gates would be a problem
  - This is why nMOS went extinct!
- Use pseudo-nMOS sparingly for wide NORs
- Turn off pMOS when not in use



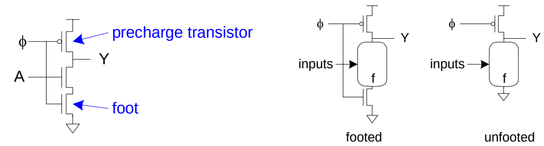
Dynamic Logic

- *Dynamic* gates uses a clocked pMOS pullup
- Two modes: *precharge* and *evaluate*

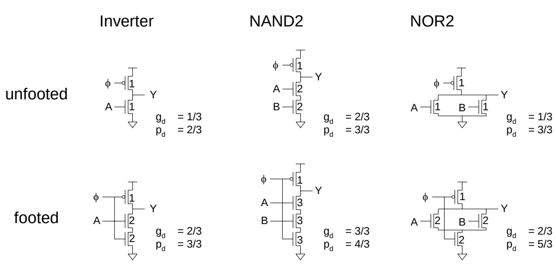


The Foot

- What if pull-down network is ON during pre-charge?
- Use series evaluation transistor to prevent fight

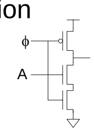


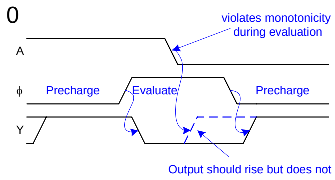
Logical Effort



Monotonicity

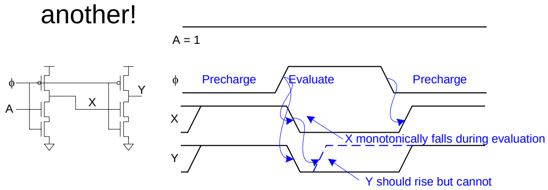
- Dynamic gates require *monotonically rising* inputs during evaluation
  - 0 -> 0
  - 0 -> 1
  - 1 -> 1
  - But not 1 -> 0





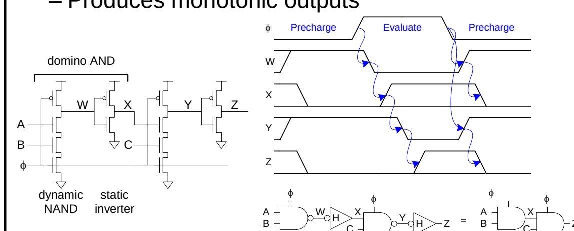
Monotonicity Woes

- But dynamic gates produce monotonically falling outputs during evaluation
- Illegal for one dynamic gate to drive another!



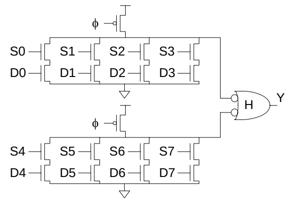
Domino Gates

- Follow dynamic stage with inverting static gate
  - Dynamic/static pair is called domino gate
  - Produces monotonic outputs



Domino Optimizations

- Each domino gate triggers next one, like a string of dominos toppling over
- Gates evaluate sequentially, precharge in parallel
- Evaluation is more critical than precharge
- HI-skewed static stages can perform logic



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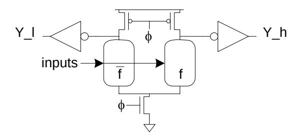
Dual-Rail Domino

- Domino only performs noninverting functions:
  - AND, OR but not NAND, NOR, or XOR
- Dual-rail domino solves this problem
  - Takes true and complementary inputs
  - Produces true and complementary outputs

sig_h	sig_l	Meaning
0	0	Precharged
0	1	'0'
1	0	'1'
1	1	invalid



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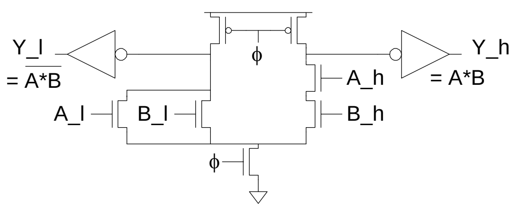
Example: AND/NAND

- Given A_h, A_l, B_h, B_l
- Compute Y_h = A * B, Y_l = ~(A * B)
- Pulldown networks are conduction complements



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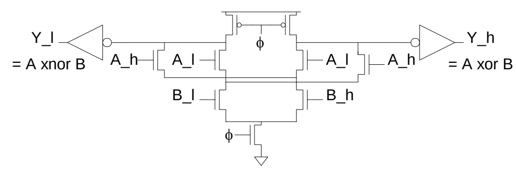
Example: XOR/XNOR

- Sometimes possible to share transistors



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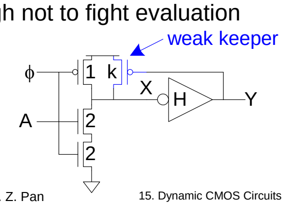
Leakage

- Dynamic node floats high during evaluation
  - Transistors are leaky ($I_{OFF} \neq 0$)
  - Dynamic value will leak away over time
  - Formerly milliseconds, now nanoseconds!
- Use keeper to hold dynamic node
  - Must be weak enough not to fight evaluation
- Leakage Power!



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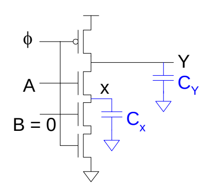
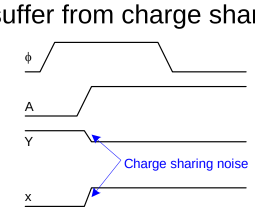
Charge Sharing

- Dynamic gates suffer from charge sharing





$$V_x = V_Y = \frac{C_Y}{C_x + C_Y} V_{DD}$$

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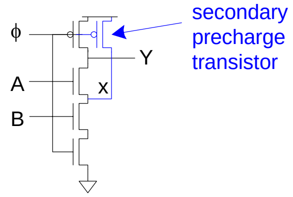
Secondary Precharge

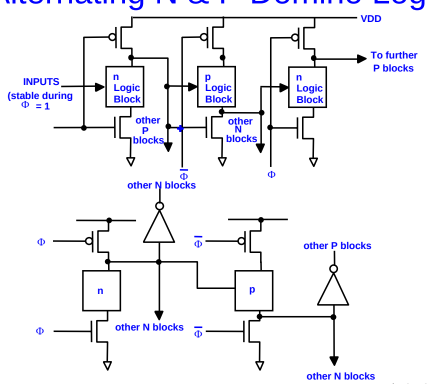
- Solution: add secondary precharge transistors
  - Typically need to precharge every other node
- Big load capacitance C_Y helps as well



Noise Sensitivity

- Dynamic gates are very sensitive to noise
  - Inputs: $V_{IH} \approx V_{tn}$
  - Outputs: floating output susceptible noise
- Noise sources
  - Capacitive crosstalk
  - Charge sharing
  - Power supply noise
  - Feedthrough noise
  - And more!

Alternating N & P Domino Logic

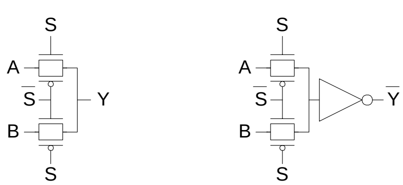


Domino Summary

- Domino logic is attractive for high-speed circuits
  - 1.5 – 2x faster than static CMOS
  - But many challenges:
    - Monotonicity
    - Leakage
    - Charge sharing
    - Noise
- Used to be widely used in high-performance microprocessors

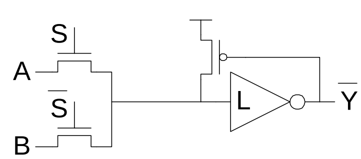
Pass Transistor Circuits

- Use pass transistors like switches to do logic
- Inputs drive diffusion terminals as well as gates
- CMOS + Transmission Gates:
  - 2-input multiplexer
  - Gates should be restoring



LEAP

- **LEA**n integration with **P**ass transistors
- Get rid of pMOS transistors
  - Use weak pMOS feedback to pull fully high
  - Ratio constraint



Complementary Pass-transistor Logic (CPL)

- Dual-rail form of pass transistor logic
- Avoids need for ratioed feedback
- Optional cross-coupling for rail-to-rail swing