

## *Functionality and Robustness*

### *Directivity*

Requires a gate to be **unidirectional**, e.g., changes in an *output level* should not appear at any **unchanging input** of the same circuit.

Otherwise, noise is generated on gate inputs, affecting *signal integrity*.

Full directivity is never achievable in real circuits, primarily because of gate/channel capacitive coupling.

### *Fan-in and Fan-out*

Increasing the fan-out of a gate can affect its static logic output levels.

From analog amplifiers, ideal is:

- make **input resistance** of load gates as *large* as possible (to minimize input currents)
- make the **output resistance** of the driving gate as *small* as possible (to reduce effect of load currents on output voltage)

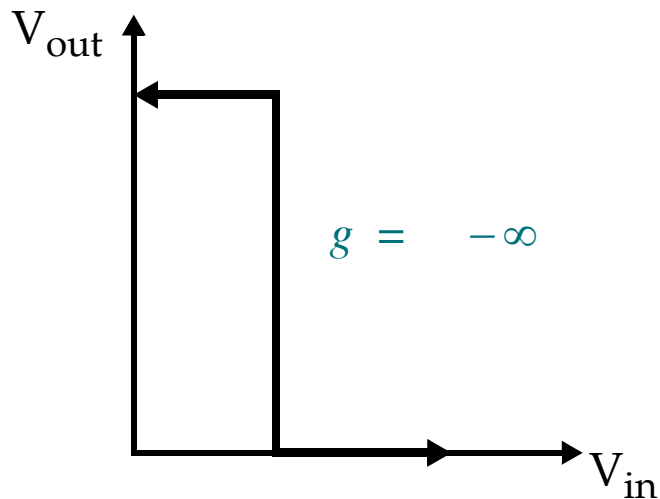
## Functionality and Robustness

### Fan-in and Fan-out

Large fan-outs also degrade the *dynamic* performance of the driving gate. Similarly, large fan-ins degrade both static and dynamic properties.

The **Ideal Digital Gate** (from the static perspective):

- Has *infinite gain* in the transition region
- *Gate threshold* is located mid logic swing
- *High and low noise margins* equal to half the swing
- *Input/output impedances* are infinity/zero (unlimited fan-out)



Impossible but the static CMOS inverter comes close, as we will see.

## Performance

Expresses the computational load that the circuit can manage.

MIPs and FLOPs are used for microprocessors.

Here, we focus on performance as it relates to the **logic design** (as opposed to the architecture).

Performance is expressed as *clock period* or *clock frequency*.

Factors that affect the minimum clock period:

- Propagation delay through the logic
- Time to get data in and out of the registers
- Uncertainty in the clock arrival times (clock skew)

At the core of these factors is performance of the individual gate.

Let  $t_p$  represent propagation delay and  $t_{pHL}$  and  $t_{pLH}$  represent output signal response times.

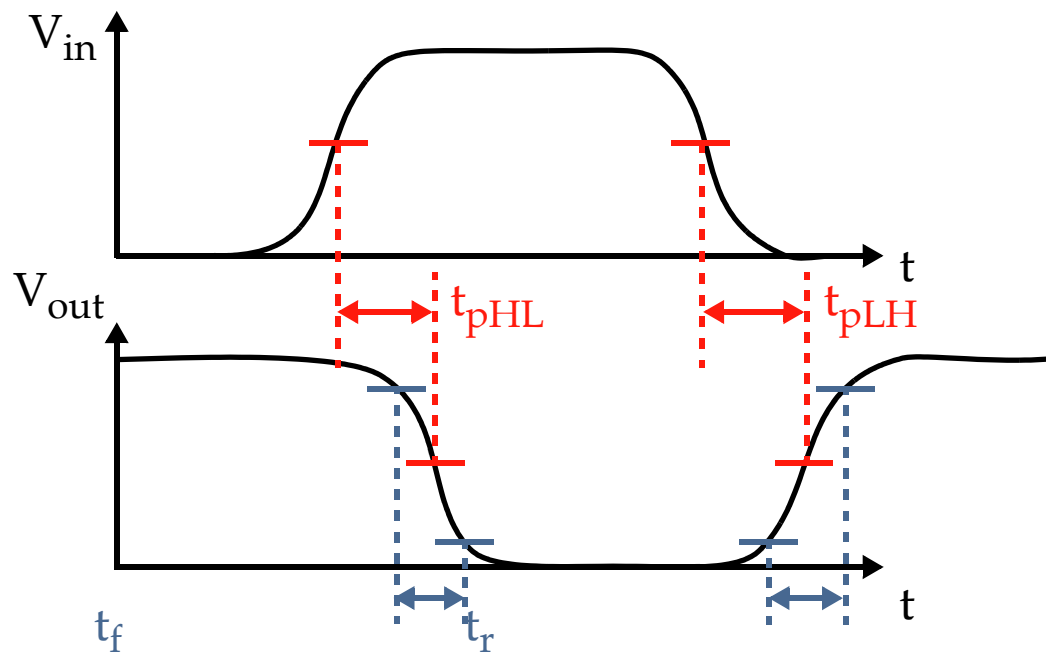
$t_{pHL}$  and  $t_{pLH}$  are measured between the **50% points** of the input and output waveforms.

## Performance

Define  $t_p$  as the **average** of  $t_{pHL}$  and  $t_{pLH}$  because they are usually not equal:

$$t_p = \frac{t_{pLH} + t_{pHL}}{2}$$

Note that  $t_p$  is an **artificial** gate quality metric (used in broader contexts) while  $t_{pHL}$  and  $t_{pLH}$  are real measures.



## Performance

Delay is a function of the **slopes** of the input and output signals of the gate.

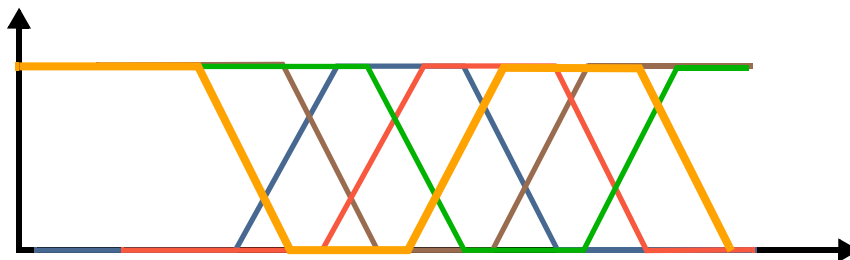
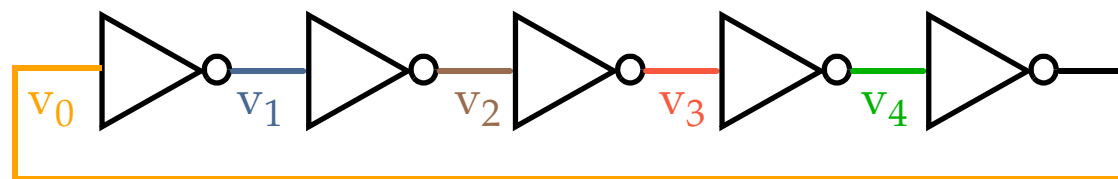
The *uncertainty* in the actual start and stop points is avoided by using the 10% and 90% points.

Note that  $t_f$  and  $t_r$  are derived from signal **waveforms** and not the gate.

Rise and fall times are affected by:

- Strengths of the driving gate
- The resistive and capacitive load of the driven node

When comparing performance of gates in different technologies or logic styles, load, fan-in and fan-out should **not** be a factor.



Ring oscillator

## Performance

The ring oscillator is the *de-facto* standard circuit for **unbiased** delay measurements.

The period  $T$  of the oscillation is:

$$T = 2 \times t_p \times N \quad \text{where } N \text{ is the \# of inverters in the chain.}$$

The factor of 2 indicates that a full cycle consists of both a HL and LH transition.

This equation holds true only for:

$$2Nt_p > t_f + t_r$$

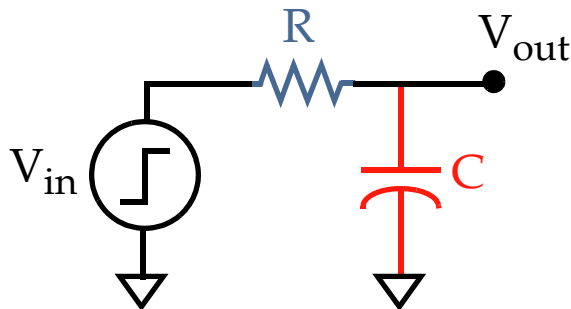
If violated, one wave will overlap with the following, damping the oscillation.

Note that a value for  $t_p$  of 20 ps obtained from the ring oscillator does NOT mean that your circuit will operate at 50 GHz!

Real designs have fan-ins and fan-outs  $> 1$ , and slow-downs of **50** to **100** over the RO frequency are common.

## Performance

The following first-order RC model is often used to model a digital circuit.



Step input produces an exponential transient response.

$$v_{out}(t) = (1 - e^{-t/\tau})V$$

where  $\tau = RC$

$V = \text{max value of } V_{in}$

The time to reach the 50% or 90% point are given as:

$$t = \ln(2)\tau = 0.69\tau$$

$$t = \ln(9)\tau = 2.2\tau$$

## Power Consumption

Power consumption of a design determines how much **energy** is consumed per operation and how much **heat** is dissipated.

Affect a number of important design decisions:

- Power-supply capacity
- Battery lifetime
- Supply-line sizing
- Packaging
- Cooling requirements

Different dissipation measures are used depending on the design problem:

- **Peak power** ( $P_{peak}$ ) is important for supply-line sizing.
- **Average power** dissipation ( $P_{av}$ ) is important for cooling and battery life.



## Power Consumption

Both measures are defined by:

$$P_{peak} = i_{peak} V_{supply} = \max[p(t)]$$

$$P_{av} = \frac{1}{T} \int_0^T p(t) dt = \frac{V_{supply}}{T} \int_0^T i_{supply}(t) dt$$

Where:

- $p(t)$  is the instantaneous power.
- $i_{supply}$  is the current drawn from the supply voltage  $V_{supply}$  over the time interval  $t$  in  $[0..T]$
- $i_{peak}$  is the maximum value of  $i_{supply}$  over that interval.

Dissipation can be further broken down into:

- **Static:** static conductive paths between the supply rails and leakage currents.
- **Dynamic:** charging capacitors and temporary current paths.

It is proportional to the switching frequency.

## Power Consumption

*Propagation delay* and *power consumption* are related.

Delay is determined largely by the speed at which a given amount of **energy** can be stored on gate capacitors.

The faster the energy transfer, the higher the power consumption.

The faster the energy transfer, the faster the gate.

For a given technology and gate topology, the product of power consumption and propagation delay is a constant.

Called the **Power-Delay Product (PDP)**.

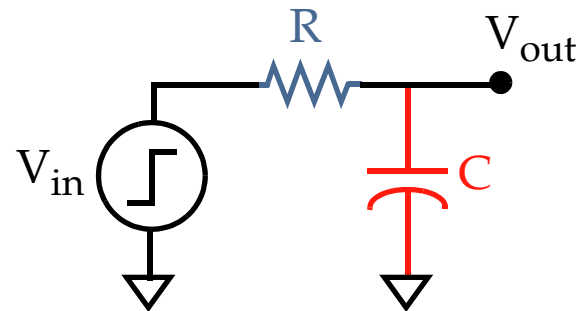
It is the **energy** consumed by the gate *per switching event*, and can be used as a quality measure of the switching device.

Ideal gate is one that is fast and consumes little energy.

The **Energy-Delay (E-D)** product brings them together and is the ultimate measure:

$$E-D = PDP^2$$

## Power Consumption



The total energy delivered *by the source* is given by:

$$E_{in} = \int_0^{\infty} i_{in}(t)v_{in}(t)dt = V \int_0^{\infty} C \frac{dv_{out}}{dt} dt = (CV) \int_0^V dv_{out} = CV^2$$

Note that the total amount of energy is **independent** of the resistor R.

Energy actually stored *on the capacitor*:

$$E_C = \int_0^{\infty} i_C(t)v_{out}(t)dt = \int_0^{\infty} C \frac{dv_{out}}{dt} v_{out} dt = C \int_0^V v_{out} dv_{out} = \frac{CV^2}{2}$$

The other half is **dissipated as heat** in the resistor.

On the falling edge, the energy on the cap is dissipated in the resistor.