

**ROCHESTER INSTITUTE OF TECHNOLOGY  
MICROELECTRONIC ENGINEERING**

# CMOS VLSI DESIGN

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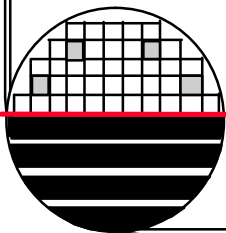
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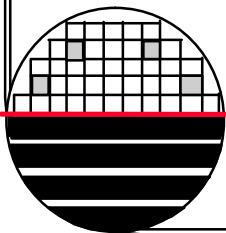
Email: [Lynn.Fuller@rit.edu](mailto:Lynn.Fuller@rit.edu)

Department webpage: <http://www.microe.rit.edu>



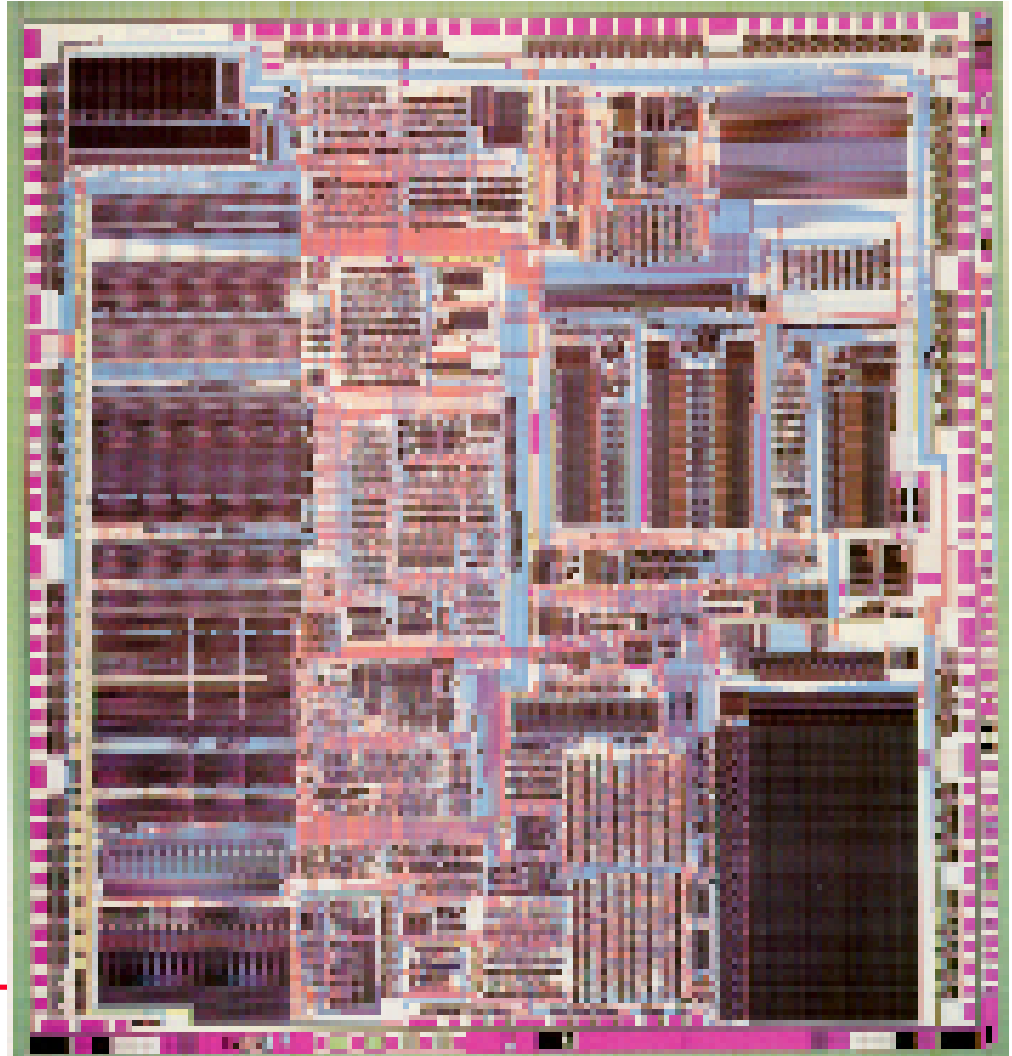
*OUTLINE*

Design Approach  
Process Technology  
MOSIS Design Rules  
Primitive Cells, Basic Cells, Macro Cells  
Projects  
Maskmaking  
References  
Homework



## *THE NEED FOR CAD*

**With millions of transistors per chip it is impossible to design with no errors without computers to check layout, circuit performance, process design, etc.**



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## COMPARISON OF DESIGN METHODOLOGIES

### Full Custom Design

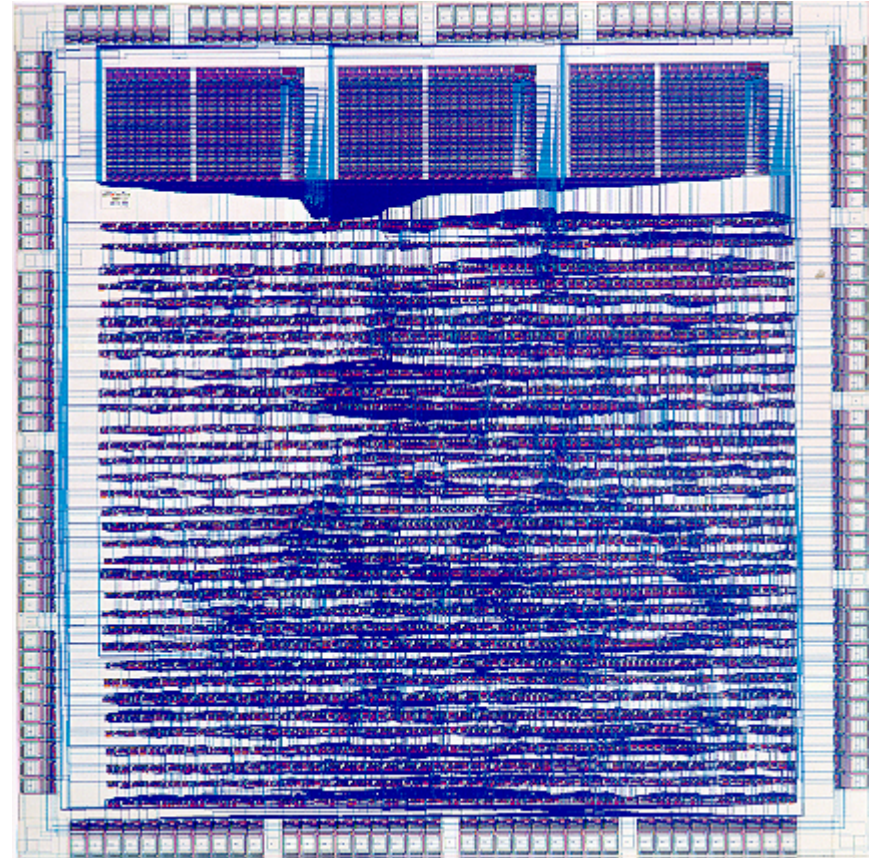
Direct control of layout and device parameters  
Longer design time  
but faster operation  
more dense

### Standard Cell Design

Easier to implement  
Limited cell library selections

### Gate Array or Programmable Logic Array Design

Fastest design turn around  
Reduced Performance



***STAGES IN THE CAD PROCESS***

**Problem Specification**

**Behavioral Design**

**Functional and Logic Design**

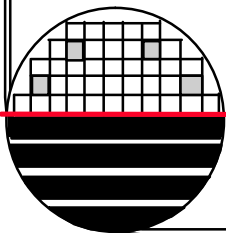
**Circuit Design**

**Physical Design (Layout)**

**Fabrication Technology CAD (TCAD)**

**Packaging**

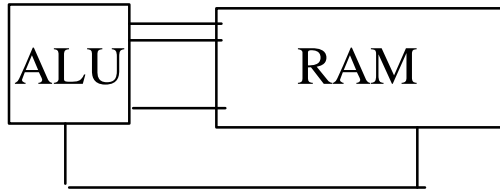
**Testing**



**DESIGN HEIRARCHY - LEVELS OF ABSTRACTION**

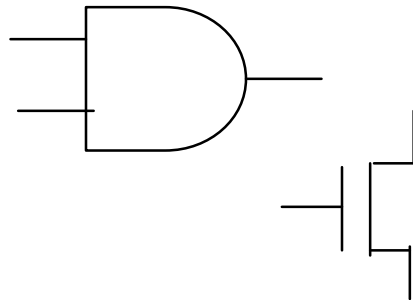
**A = B + C**  
**if (A) then X: = Y**

**Behavioral Model**



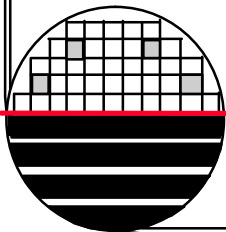
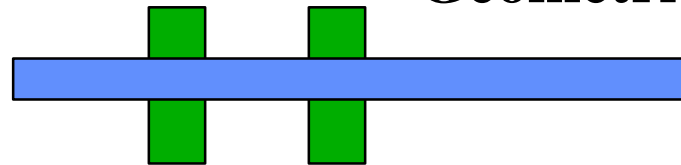
**Block-Functional Model**

**Gate-Level Model**



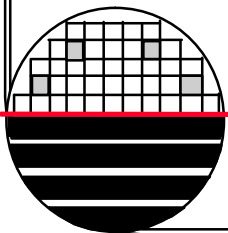
**Transistor level Model**

**Geometric Model**



## *PROCESS SELECTION*

It is not necessary to know all process details to do CMOS integrated circuit design. However the process determines important circuit parameters such as supply voltage and maximum frequency of operation. It also determines if devices other than PMOS and NMOS transistors can be realized such as poly-to-poly capacitors and EEPROM transistors. The number of metal interconnect layers is also part of the process definition.



**RIT SUB $\mu$  CMOS****RIT Sub $\mu$  CMOS**

150 mm wafers

 $N_{\text{sub}} = 1\text{E}15 \text{ cm}^{-3}$  $N_{\text{n-well}} = 3\text{E}16 \text{ cm}^{-3}$  $X_j = 2.5 \mu\text{m}$  $N_{\text{p-well}} = 1\text{E}16 \text{ cm}^{-3}$  $X_j = 3.0 \mu\text{m}$ 

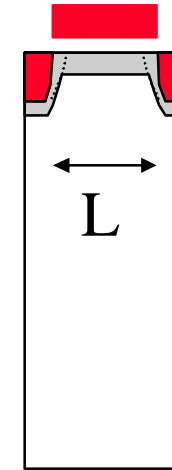
LOCOS

Field  $O_x = 6000 \text{ \AA}$  $X_{ox} = 150 \text{ \AA}$  $L_{\text{min}} = 1.0 \mu\text{m}$ 

LDD/Side Wall Spacers

 $V_{\text{dd}} = 5 \text{ Volts}$ ,  $V_{\text{to}} = \pm 1 \text{ Volt}$ 

Two Layer Metal

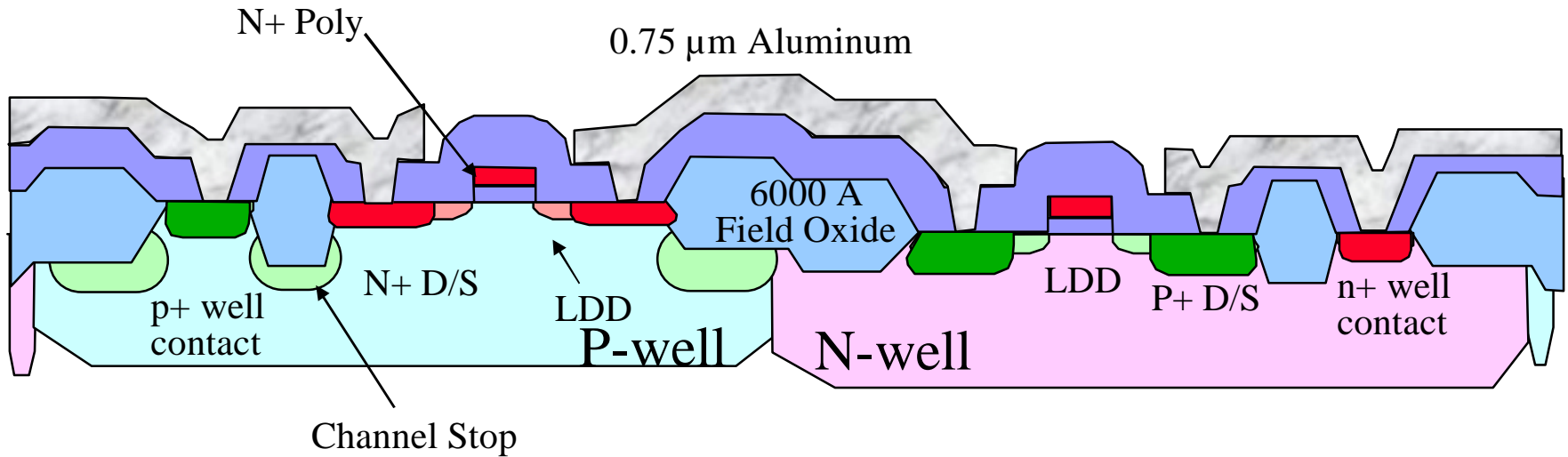
Long  
Channel  
Behavior



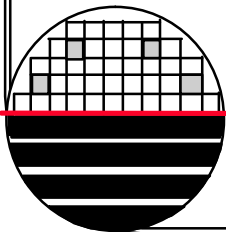
RIT SUB $\mu$  CMOS

NMOSFET

PMOSFET



N-type Substrate 10 ohm-cm



**RIT ADVANCED CMOS VER 150****RIT Advanced CMOS**

150 mm Wafers

 $N_{sub} = 1E15 \text{ cm}^{-3}$  or 10 ohm-cm, p $N_{n\text{-well}} = 1E17 \text{ cm}^{-3}$  $X_j = 2.5 \text{ } \mu\text{m}$  $N_{p\text{-well}} = 1E17 \text{ cm}^{-3}$  $X_j = 2.5 \text{ } \mu\text{m}$ 

Shallow Trench Isolation

Field Ox (Trench Fill) = 4000 Å

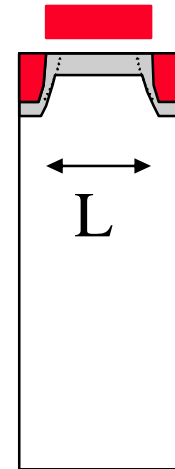
Dual Doped Gate n+ and p+

 $X_{ox} = 100 \text{ } \text{Å}$  $L_{min} = 0.5 \text{ } \mu\text{m}$ ,  $L_{poly} = 0.35 \text{ } \mu\text{m}$ ,  $L_{eff} = 0.11 \text{ } \mu\text{m}$ 

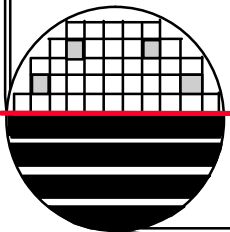
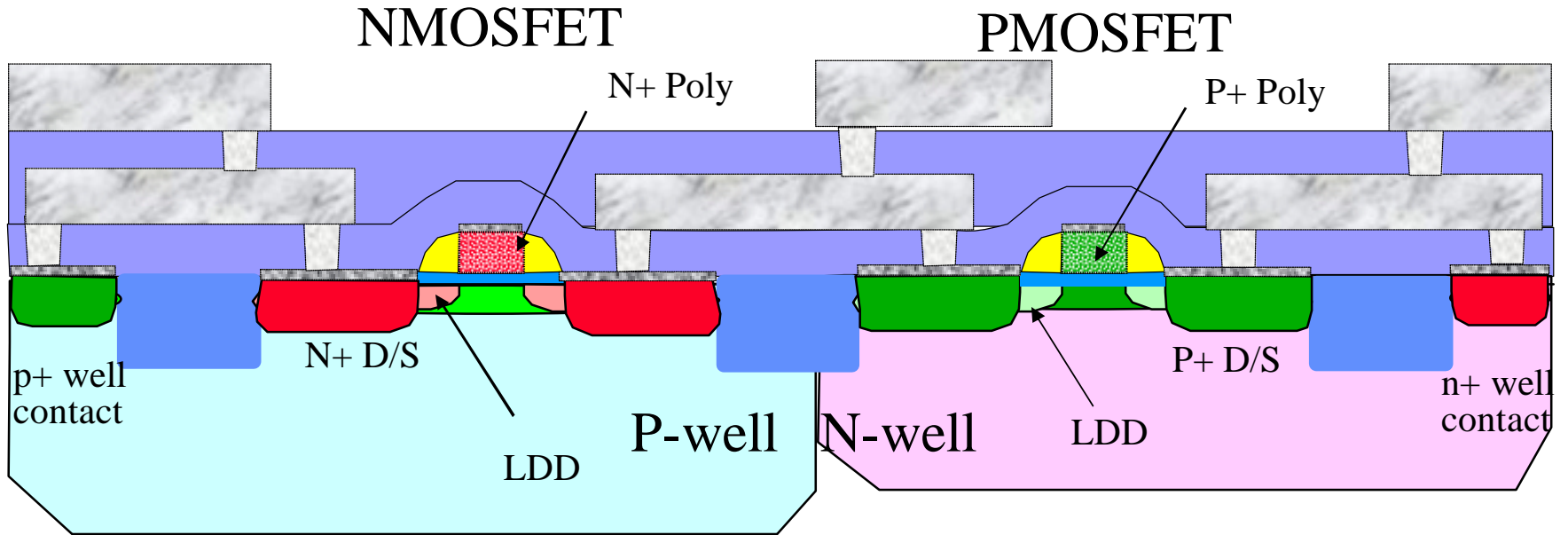
LDD/Nitride Side Wall Spacers

TiSi<sub>2</sub> Salicide

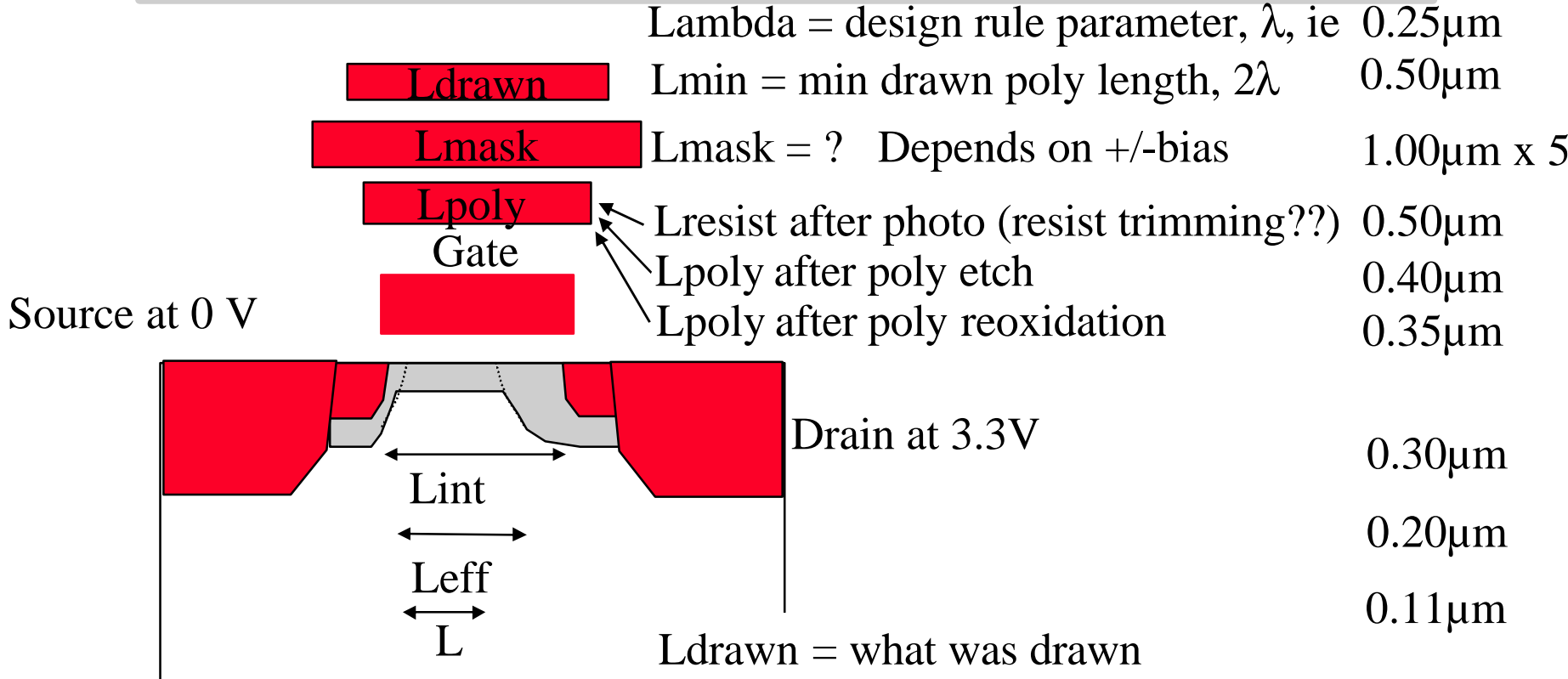
Tungsten Plugs, CMP, 2 Layers Aluminum

Long  
Channel  
Behavior $V_{dd} = 3.3 \text{ volts}$  $V_{to} = \pm 0.75 \text{ volts}$

RIT ADVANCED CMOS



**LAMBDA, Lmin, Ldrawn, Lmask, Lpoly, Lint, Leff, L**



Internal Channel Length,  $L_{\text{int}}$  = distance between junctions, including under diffusion  
 Effective Channel Length,  $L_{\text{eff}}$  = distance between space charge layers,  $V_d = V_s = 0$   
 Channel Length,  $L$ , = distance between space charge layers, when  $V_d =$  what it is  
 Extracted Channel Length Parameters = anything that makes the fit good (not real)

## MOSIS TSMC 0.35 2POLY 4 METAL PROCESS

<http://www.mosis.com/Technical/Designrules/scmos/scmos-main.html#tech-codes>

### MOSIS SCMOS Technology Codes and Layer Maps SCN4M and SCN4M\_SUBM

This is the layer map for the technology codes SCN4M and SCN4M\_SUBM using the MOSIS Scalable CMOS layout rules (SCMOS), and only for SCN4M and SCN4M\_SUBM. For designs that are laid out using other design rules (or technology codes), use the standard layer mapping conventions of that design rule set. For submissions in GDS format, the datatype is "0" (zero) unless specified in the map below.

SCN4M: Scalable CMOS N-well, 4 metal, 1 poly, silicided. Silicide block and thick oxide option available only on the TSMC process.

SCN4M\_SUBM: Uses revised layout rules for better fit to sub-micron processes (see MOSIS Scalable CMOS (SCMOS) Design Rules, section 2.4).

Fabricated on TSMC, AMIS, and Agilent/HP 0.35 micron process runs. See "Notes" section of layer map for foundry-specific options.

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#### Search MOSIS

Search

Layer	GDS	CIF	CIF Synonym	Rule Section	Notes
<u>N_WELL</u>	42	CWN		<b>1</b>	
<u>ACTIVE</u>	43	CAA		<b>2</b>	
<u>THICK ACTIVE</u>	60	CTA		<b>24</b>	Optional for TSMC; not available for Agilent/HP nor AMIS
<u>POLY</u>	46	CPG		<b>3</b>	
<u>SILICIDE BLOCK</u>	29	CSB		<b>20</b>	Optional for Agilent/HP; not available for AMI
<u>N_PLUS SELECT</u>	45	CSN		<b>4</b>	
<u>P_PLUS SELECT</u>	44	CSP		<b>4</b>	
<u>CONTACT</u>	25	CCC CCG		<b>5, 6, 13</b>	
<u>POLY CONTACT</u>	47	CCP		<b>5</b>	Can be replaced by CONTACT
<u>ACTIVE CONTACT</u>	48	CCA		<b>6</b>	Can be replaced by CONTACT
<u>METAL1</u>	49	CM1 CMF		<b>7</b>	
<u>VIA</u>	50	CV1 CVA		<b>8</b>	
<u>METAL2</u>	51	CM2 CMS		<b>9</b>	
<u>VIA2</u>	61	CV2 CVS		<b>14</b>	
<u>METAL3</u>	62	CM3 CMT		<b>15</b>	
<u>VIA3</u>	30	CV3 CVT		<b>21</b>	
<u>METAL4</u>	31	CM4 CMQ		<b>22</b>	
<u>GLASS</u>	52	COG		<b>10</b>	
<u>PADS</u>	26	XP			Non-fab layer used to highlight pads
Comments	--	CX			Comments

TSMC	0.35 micron 2P4M (4 Metal Polycided, 3.3 V/5 V)	0.25	SCN4ME
------	--	------	--------

***MOSIS TSMC 0.35 2-POLY 4-METAL LAYERS***










<b>MASK LAYER NAME</b>	<b>MENTOR NAME</b>	<b>GDS #</b>	<b>COMMENT</b>
<b>N WELL</b>	<b>N_well.i</b>	<b>42</b>	
<b>ACTIVE</b>	<b>Active.i</b>	<b>43</b>	
<b>POLY</b>	<b>Poly.i</b>	<b>46</b>	
<b>N PLUS</b>	<b>N_plus_select.i</b>	<b>45</b>	
<b>P PLUS</b>	<b>P_plus_select.i</b>	<b>44</b>	
<b>CONTACT</b>	<b>Contact.i</b>	<b>25</b>	<b>Active_contact.i 48</b> <b>poly_contact.i 47</b>
<b>METAL1</b>	<b>Metal1.i</b>	<b>49</b>	
<b>VIA</b>	<b>Via.i</b>	<b>50</b>	
<b>METAL2</b>	<b>Metal2.i</b>	<b>51</b>	

## ***MORE LAYERS USED IN MASK MAKING***







<b>LAYER</b>	<b>NAME</b>	<b>GDS</b>	<b>COMMENT</b>
	<b>cell_outline.i</b>	<b>70</b>	<b>Not used</b>
	<b>alignment</b>	<b>81</b>	<b>Placed on first level mask</b>
	<b>nw_res</b>	<b>82</b>	<b>Placed on nwell level mask</b>
	<b>active_lettering</b>	<b>83</b>	<b>Placed on active mask</b>
	<b>channel_stop</b>	<b>84</b>	<b>Overlay/Resolution for Stop Mask</b>
	<b>pmos_vt</b>	<b>85</b>	<b>Overlay/Resolution for Vt Mask</b>
	<b>LDD</b>	<b>86</b>	<b>Overlay/Resolution for LDD Masks</b>
	<b>p plus</b>	<b>87</b>	<b>Overlay/Resolution for P+ Mask</b>
	<b>n plus</b>	<b>88</b>	<b>Overlay/Resolution for N+ Mask</b>

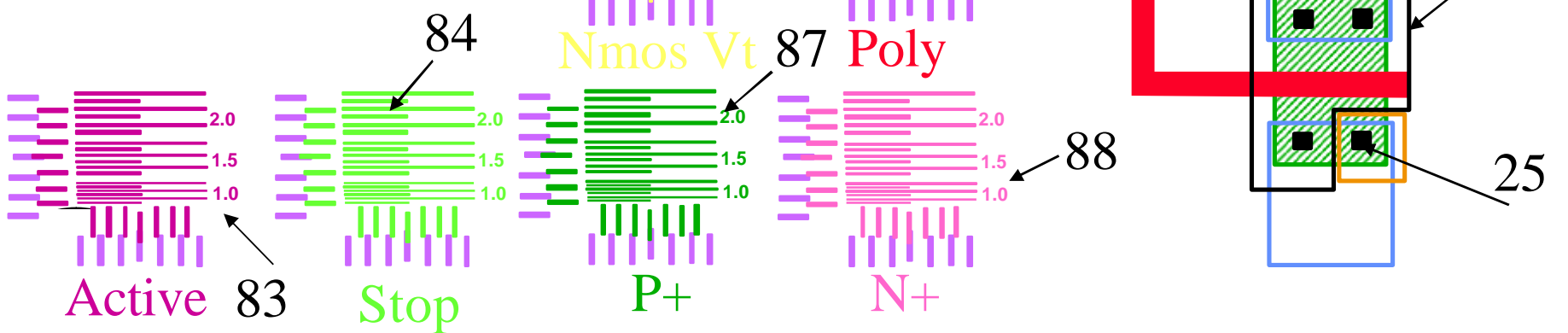
**OTHER LAYERS**

**Design Layers**

- N-WELL (42) 
- ACTIVE (43) 
- POLY (46) 
- P-SELECT (44) 
- N-SELECT (45) 
- CC (25) 
- METAL 1 (49) 
- VIA (50) 
- METAL 2 (51) 

**Other Design Layers**

- P+ Resolution (87) 
- STI Resolution (82) 
- Stop Resolution (84) 
- Vt Resolution (85) 
- Active Resolution (83) 
- N+ Resolution (88) 



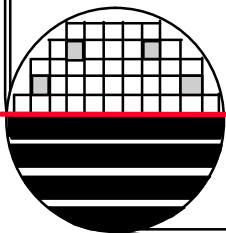


## LAMBDA BASED DESIGN RULES

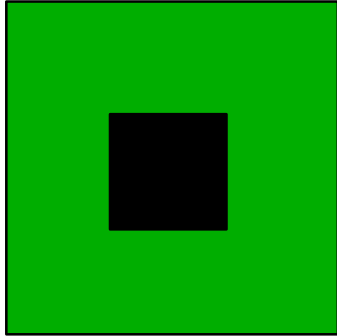
The design rules may change from foundry to foundry or for different technologies. So to make the design rules generic the sizes, separations and overlap are given in terms of numbers of lambda ( $\lambda$ ). The actual size is found by multiplying the number by the value for lambda.

For example:

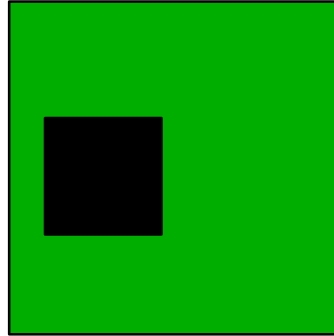
RIT PMOS process  $\lambda = 10 \mu\text{m}$  and minimum metal width is  $3 \lambda$  so that gives a minimum metal width of  $30 \mu\text{m}$ . The RIT CMOS process (single well) has  $\lambda = 4 \mu\text{m}$  and the minimum metal width is also  $3 \lambda$  so minimum metal is  $12 \mu\text{m}$  but if we send our CMOS designs out to industry  $\lambda$  might be  $0.8 \mu\text{m}$  so the minimum metal of  $3 \lambda$  corresponds to  $2.4 \mu\text{m}$ . In all cases the design rule is the minimum metal width =  $3 \lambda$



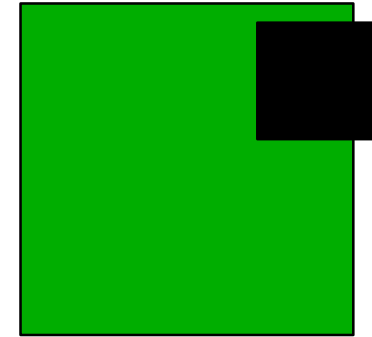
*LAYOUT RULES*



Perfect Overlay

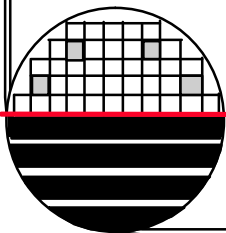


Slight Overlay  
Not Fatal



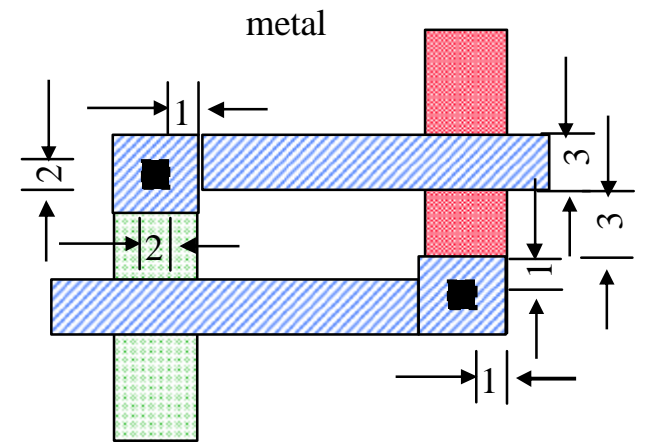
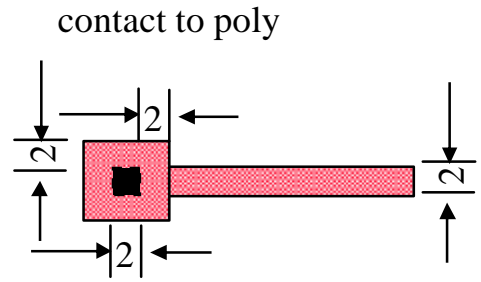
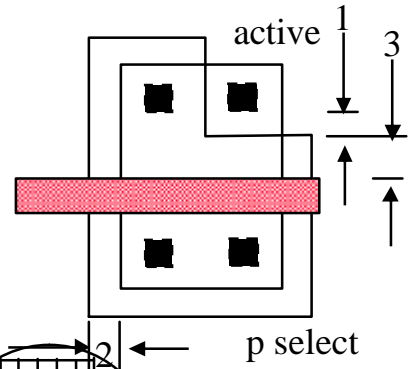
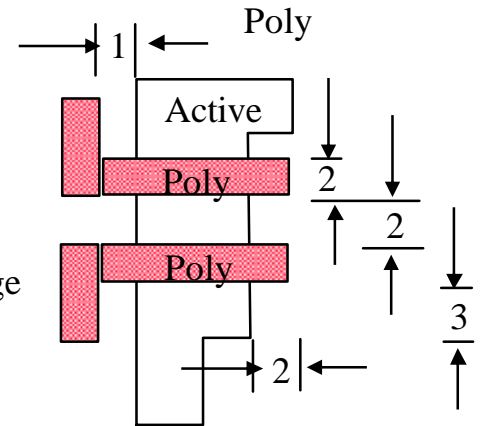
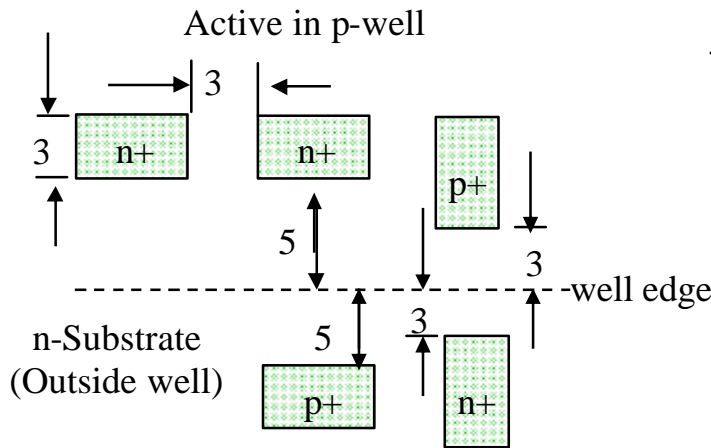
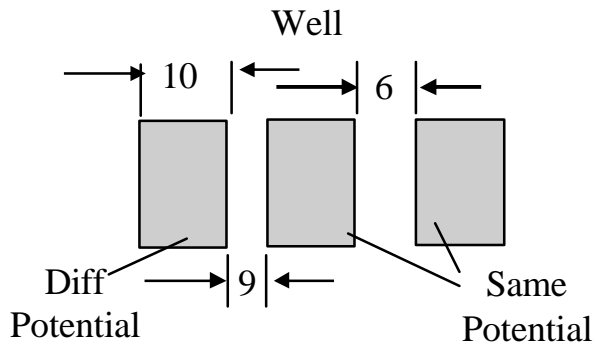
Misalignment  
Fatal

Layout rules prevent slight misalignment from being fatal.

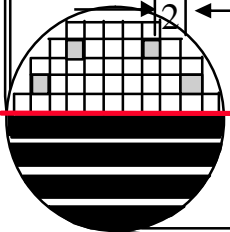


**MOSIS LAMBDA BASED DESIGN RULES**

<http://www.mosis.com/design/rules/>



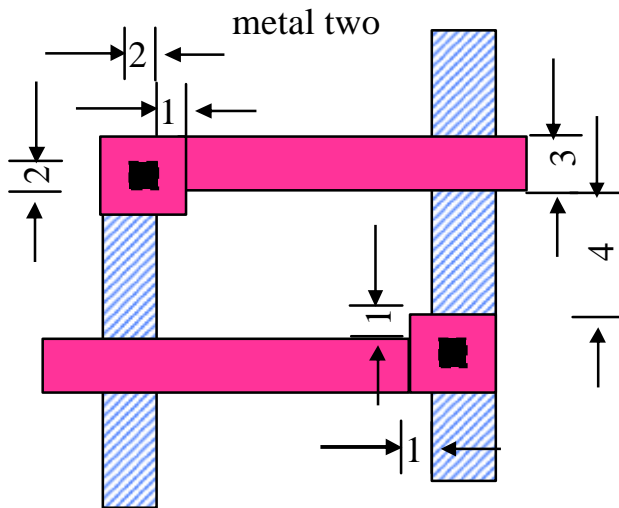
If  $\lambda = 1 \mu\text{m}$  then contact is  $2 \mu\text{m} \times 2 \mu\text{m}$



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## MOSIS LAMBDA BASED DESIGN RULES

<http://www.mosis.com/design/rules/>



MOSIS Educational Program

Instructional Processes Include:

AMI  $\lambda = 0.8 \mu\text{m}$  SCMOS Rules

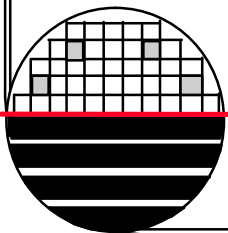
AMI  $\lambda = 0.35 \mu\text{m}$  SCMOS Rules

Research Processes:

go down to poly length of 65nm

## ***MOSIS REQUIREMENTS***

MOSIS requires that projects have successfully passed LVS (Layout Versus Schematic) and DRC (Design Rule Checking). Our MENTOR tools for LVS and DRC (as they are set up) require separate N-select and P-select levels in order to know an NMOS transistor from a PMOS transistor. Although either an N-well, P-well or both will work for a twin well process, we have set up our DRC to look for N-well.



## *RIT PROCESSES*

At RIT we use the SMFL-CMOS or Sub-CMOS processes for most designs. In these processes the minimum poly length is  $2\mu\text{m}$  and  $1\mu\text{m}$  respectively. We use scalable MOSIS design rules with  $\lambda$  equal to  $1\mu\text{m}$  and  $0.5\mu\text{m}$ . These processes use one layer of poly and two layers of metal.

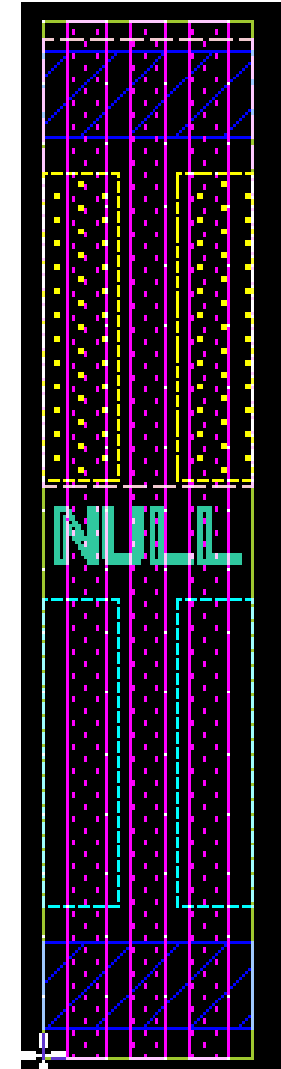
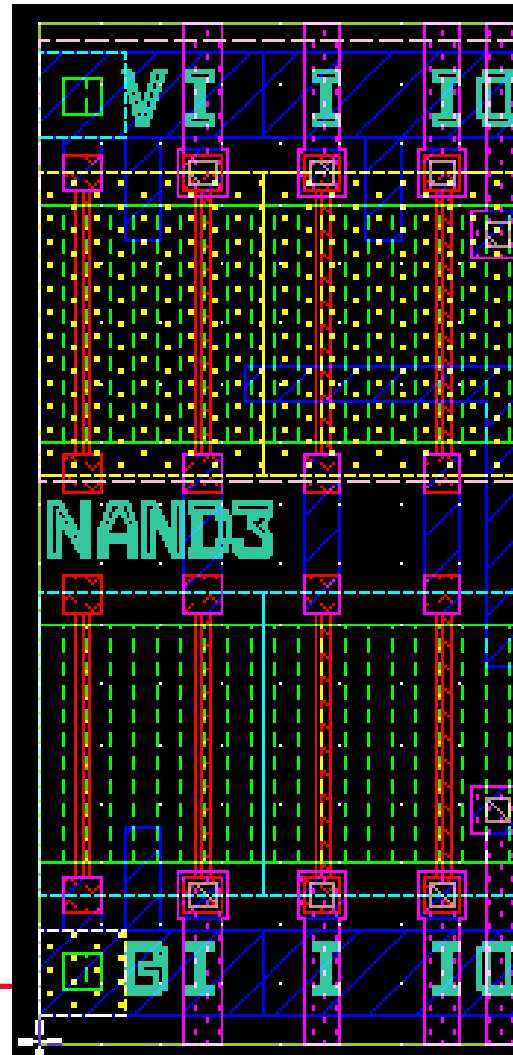
The examples on the following pages are designs that could be made with either of the above processes. As a result the designs are generous, meaning that larger than minimum dimensions are used. For example  $\lambda = 1\mu\text{m}$  and minimum poly is  $2\lambda$  but biased to  $2.5\mu\text{m}$  because our poly etch is isotropic. (alternatively this biasing could be done at mask making)

The design approach for digital circuits is to design primitive cells and then use the primitive cells to design basic cells which are then used in the project designs. A layout approach is also used that allows for easy assembly of these cells into more complex cells.

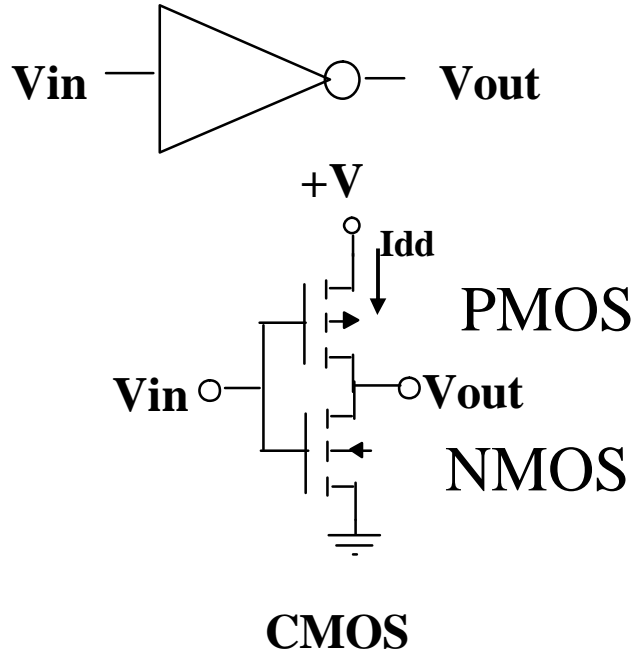
# PRIMITIVE CELLS

## Primitive Cells

Inverter  
NOR2  
NOR3  
NOR4  
NAND2  
NAND3  
NAND4  
Etc.



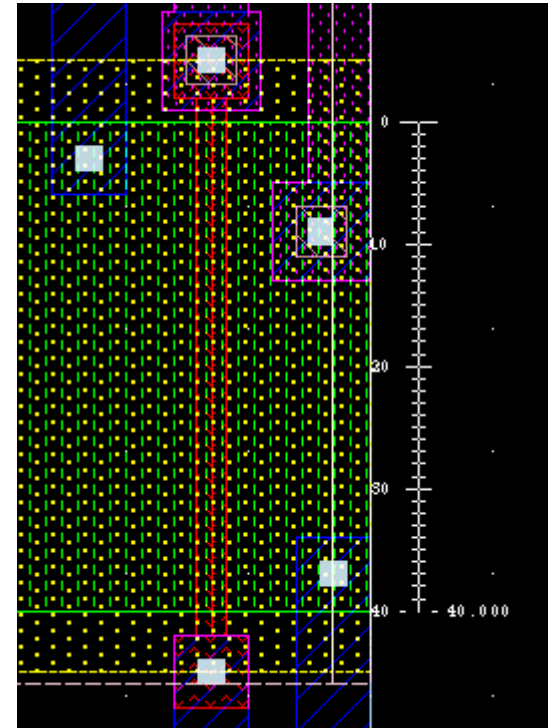
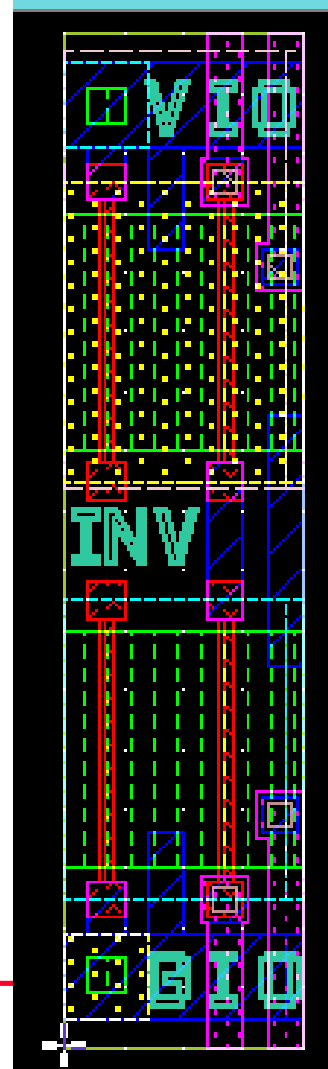
**CMOS INVERTER**



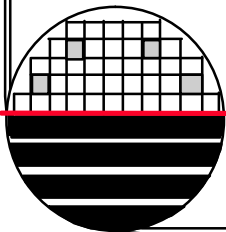
**TRUTH TABLE**

VIN	VOUT
0	1
1	0

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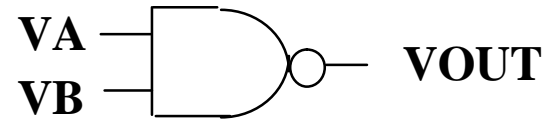
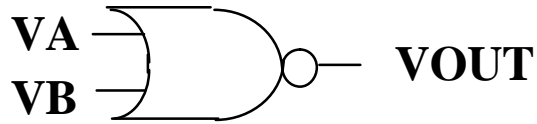


$W = 40 \mu\text{m}$   
 $L_{\text{drawn}} = 2.5 \mu\text{m}$   
 $L_{\text{poly}} = 1.0 \mu\text{m}$   
 $L_{\text{eff}} = 0.35 \mu\text{m}$



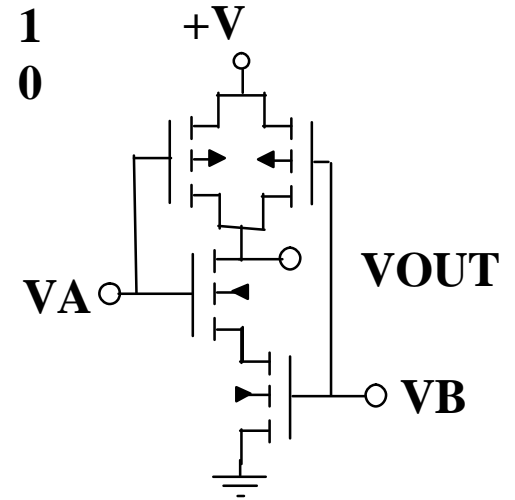
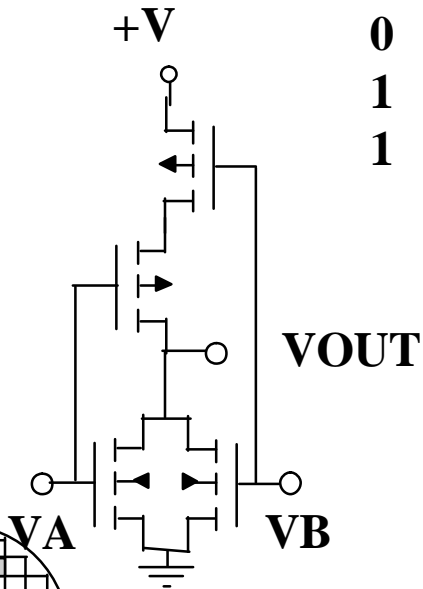


*NOR and NAND*



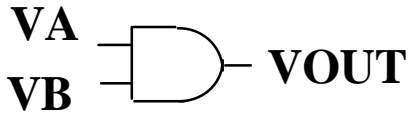
VA	VB	VOUT
0	0	1
0	1	0
1	0	0
1	1	0

VA	VB	VOUT
0	0	1
0	1	1
1	0	1
1	1	0

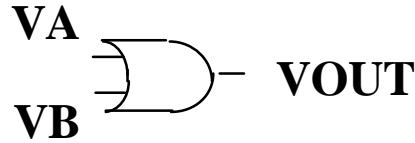


**OTHER LOGIC GATES**

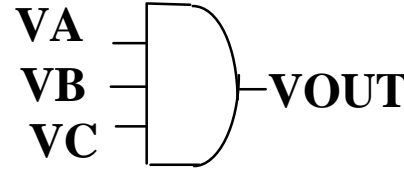
**AND**



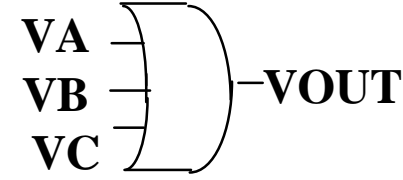
**OR**



**3 INPUT AND**



**3 INPUT OR**

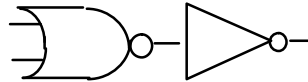
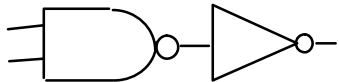


VA	VB	VOUT
0	0	0
0	1	0
1	0	0
1	1	1

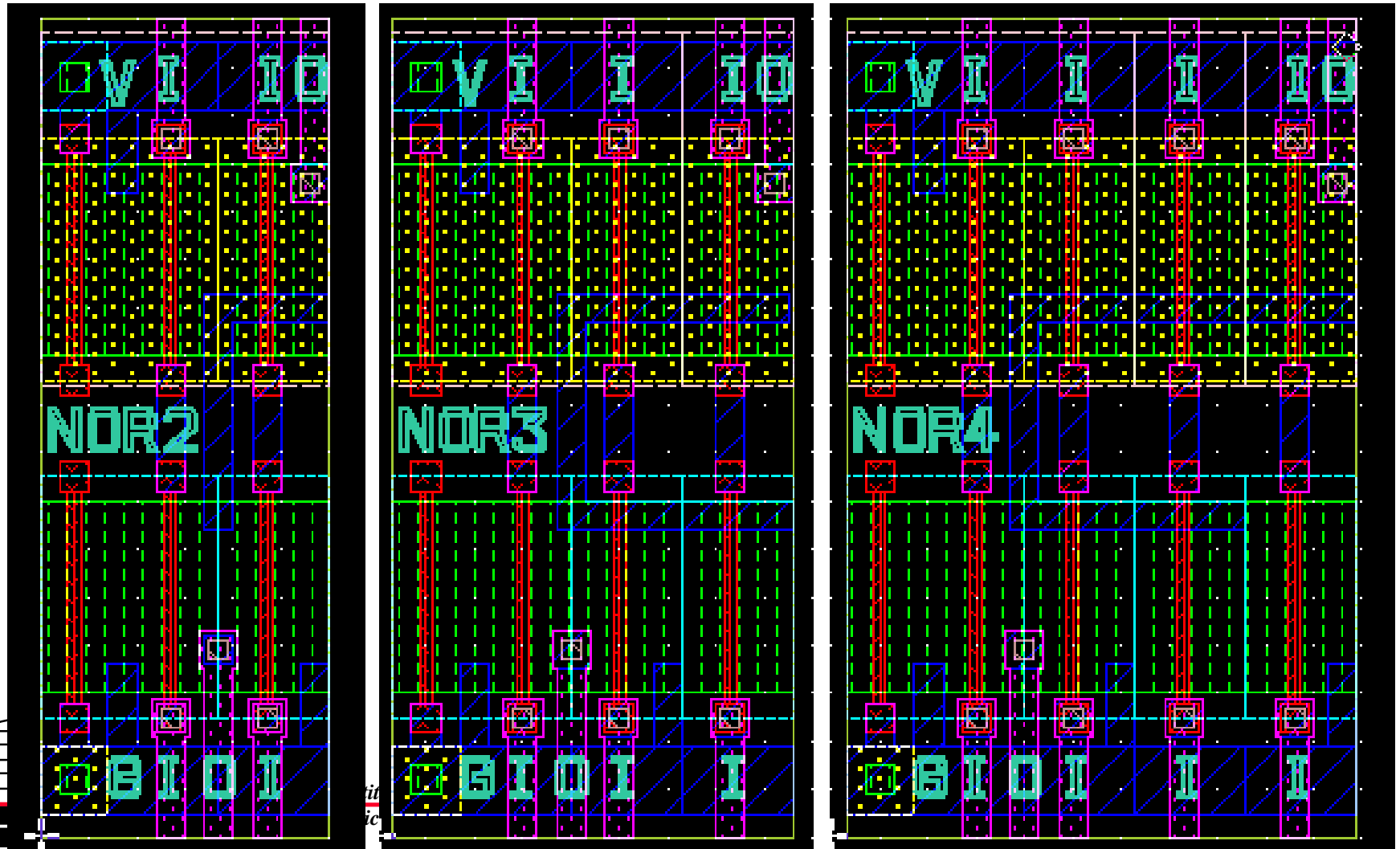
VA	VB	VOUT
0	0	0
0	1	1
1	0	1
1	1	1

VA	VB	VC	VOUT
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	1

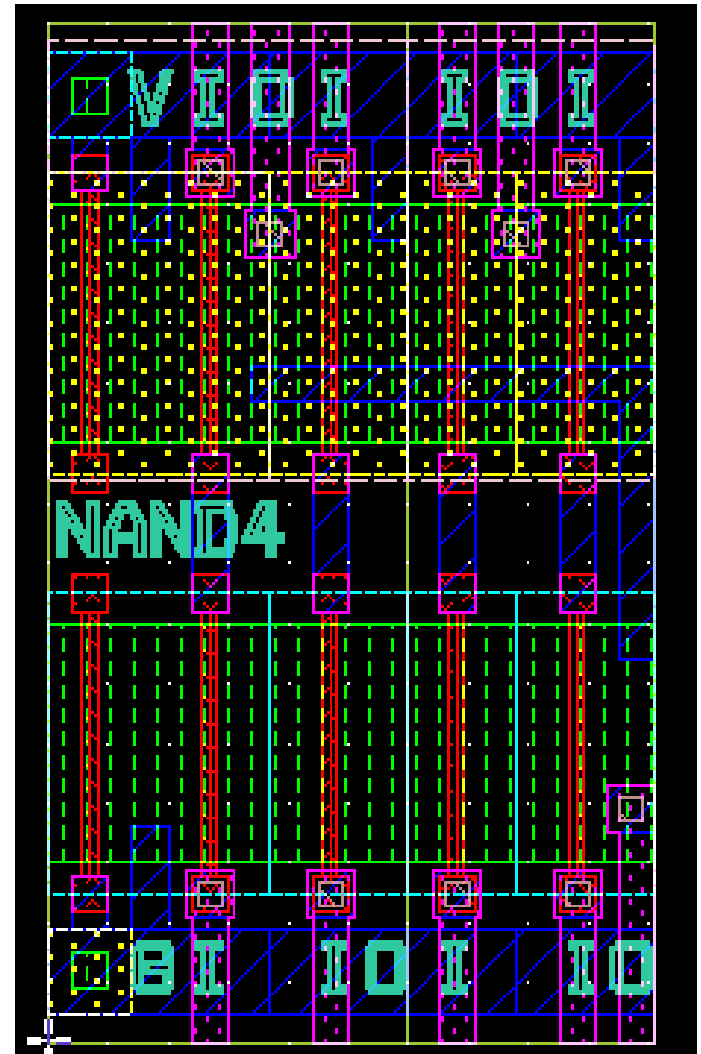
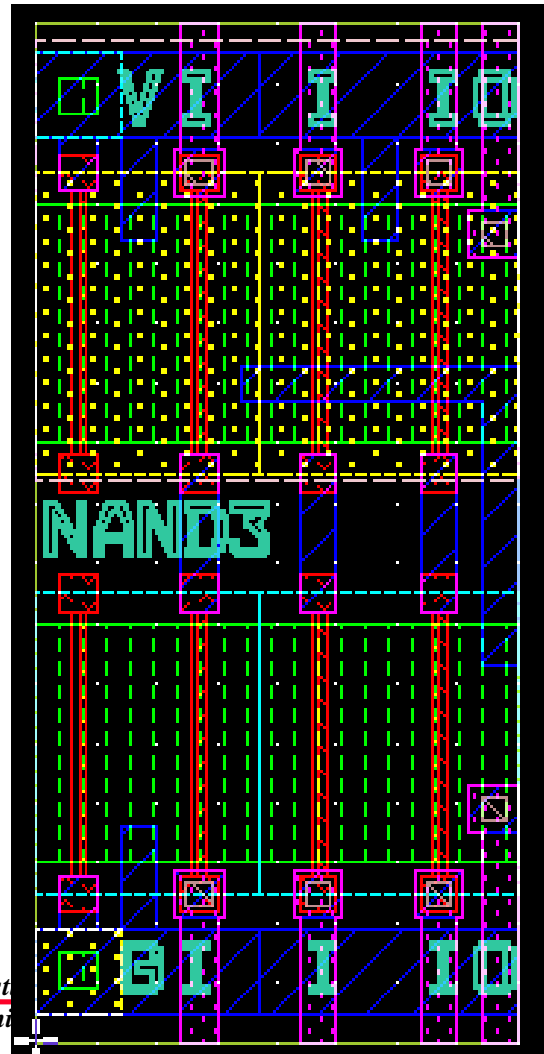
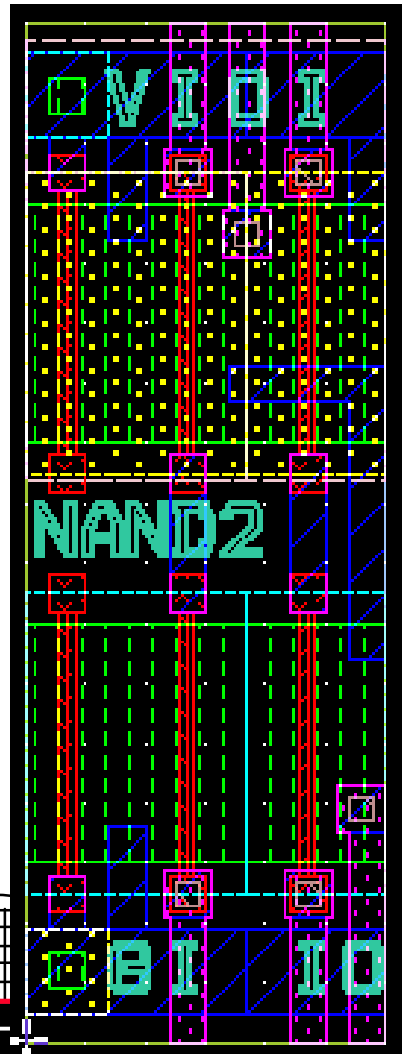
VA	VB	VC	VOUT
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	1



*MORE PRIMITIVE CELLS*



*MORE PRIMITIVE CELLS*



**BASIC CELLS**

Basic Cells

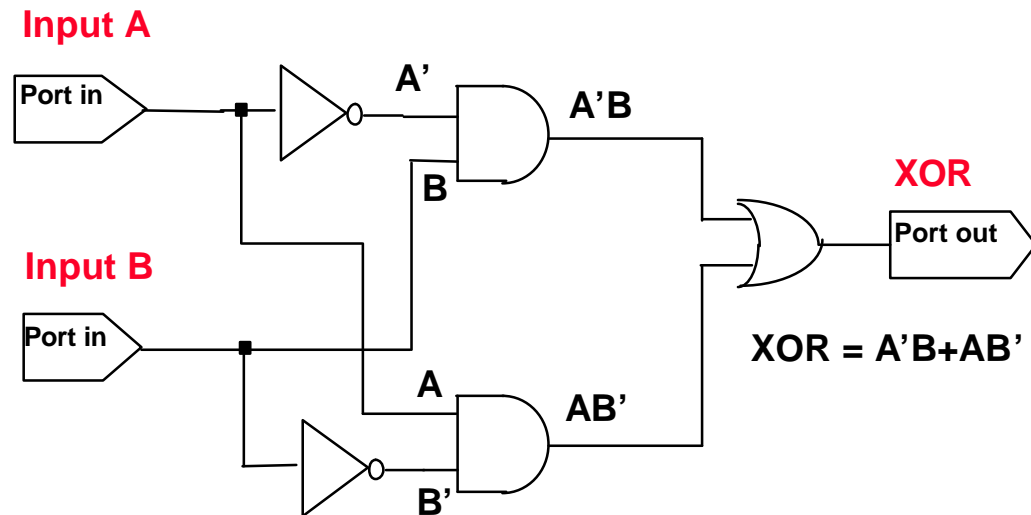
XOR

D FF

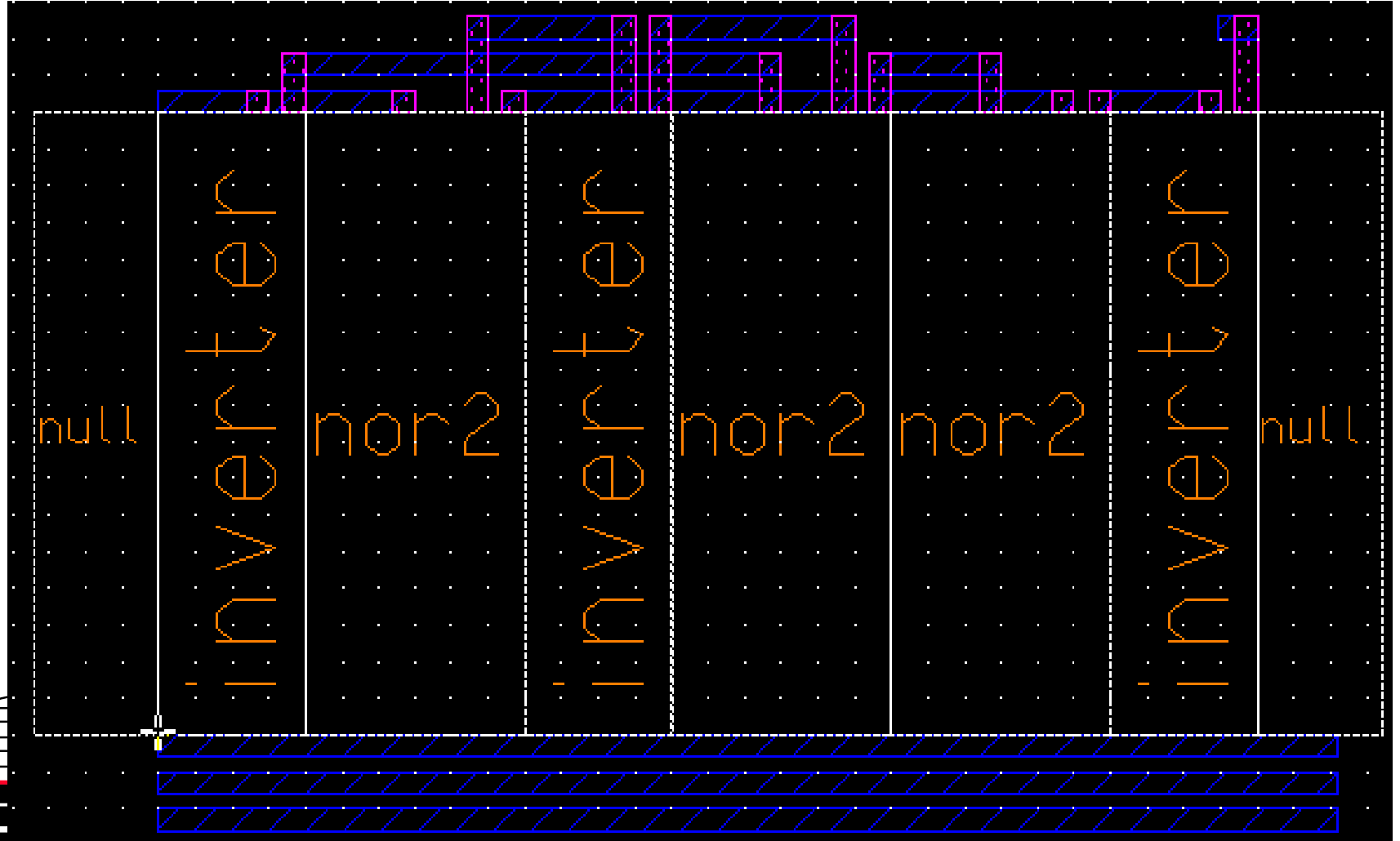
JK FF

Data Latch

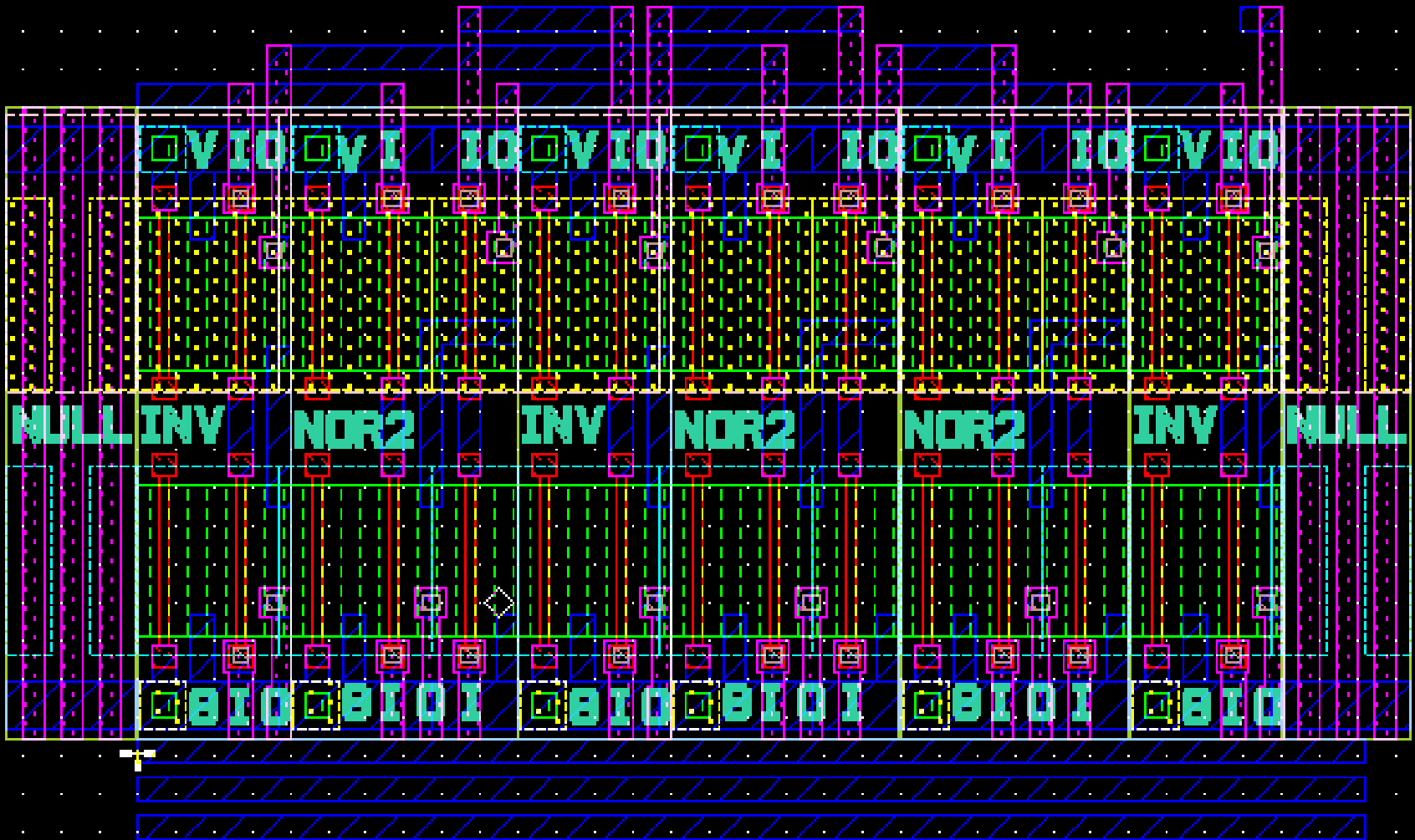
XOR



*XOR*

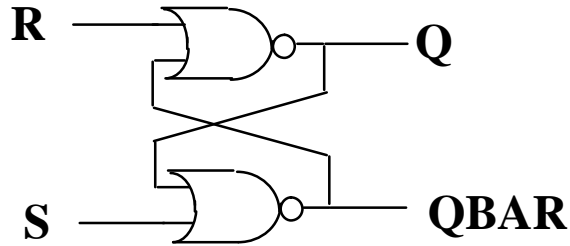


*XOR*



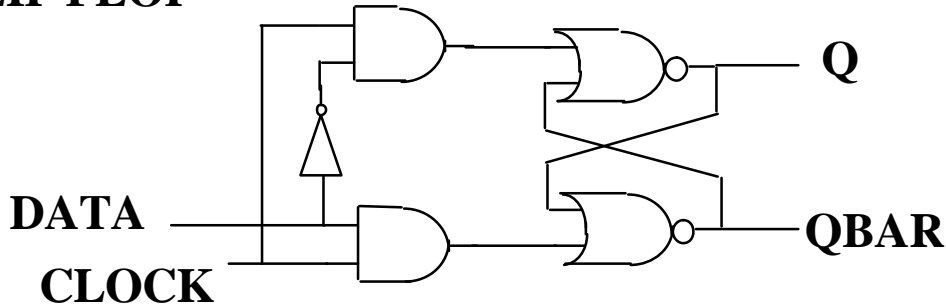
**FILP-FLOPS**

**RS FLIP FLOP**



R	S	Q
0	0	Q <sub>n-1</sub>
0	1	1
1	0	0
1	1	INDETERMINATE

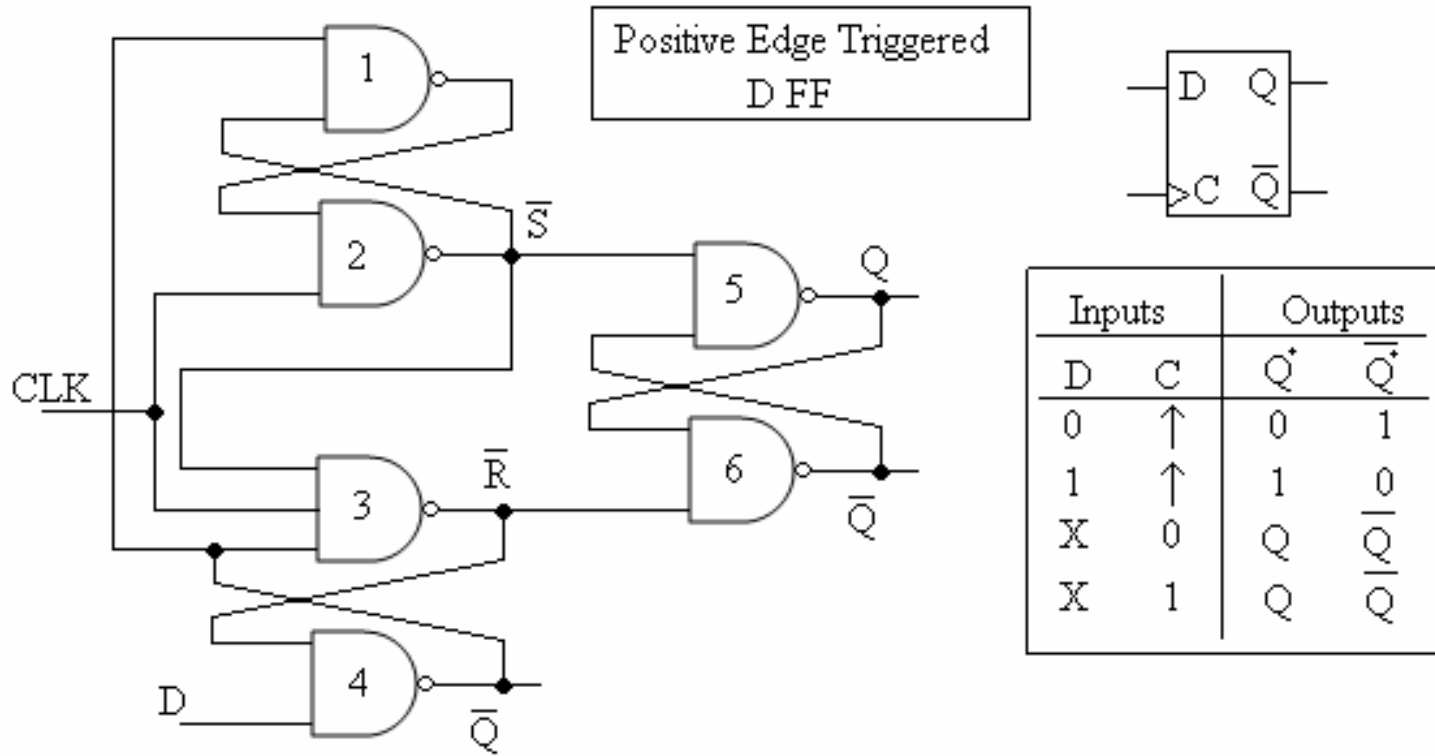
**D FLIP FLOP**



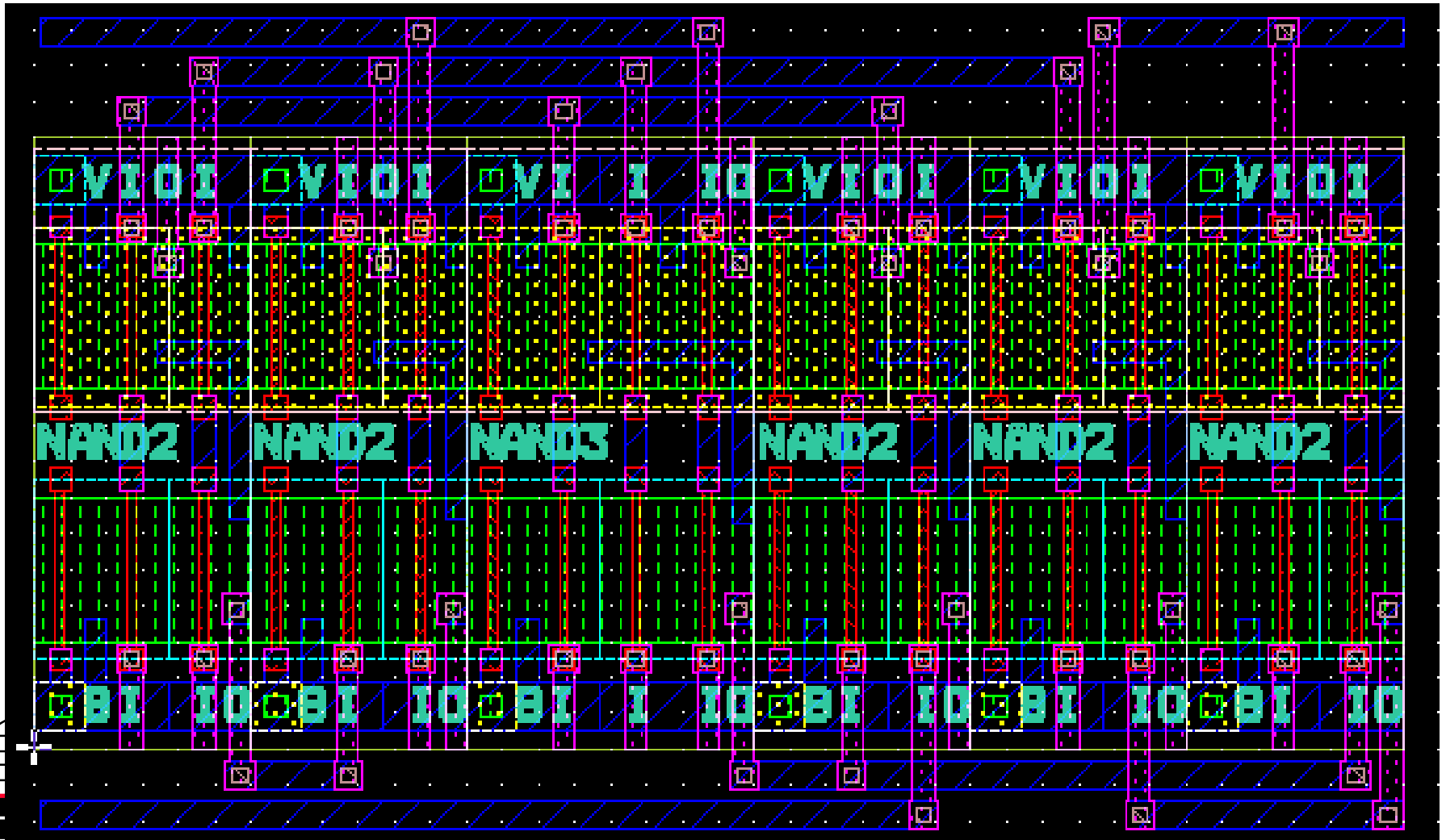
**Q=DATA IF CLOCK IS HIGH  
IF CLOCK IS LOW Q=PREVIOUS DATA VALUE**

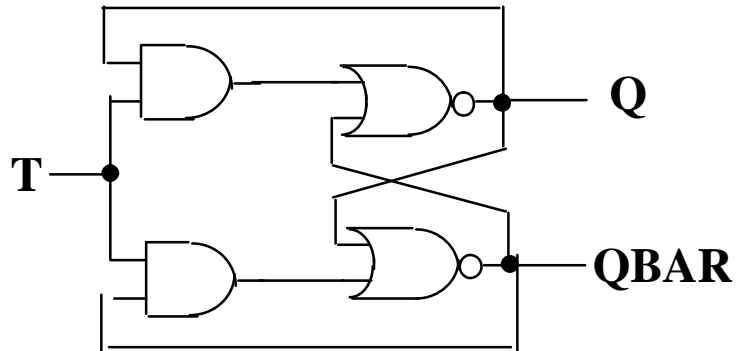


**EDGE TRIGGERED D FLIP FLOP**



*EDGE TRIGGERED D FLIP FLOP*

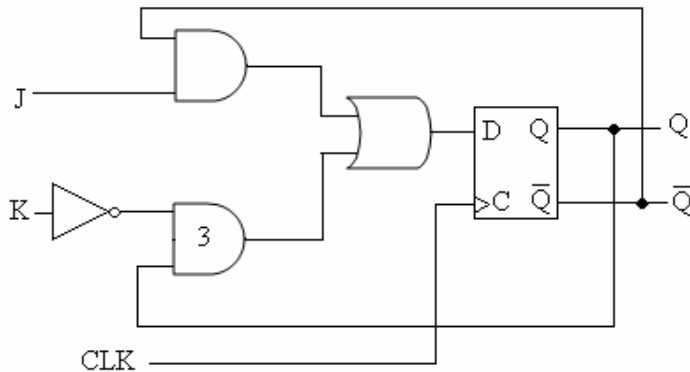
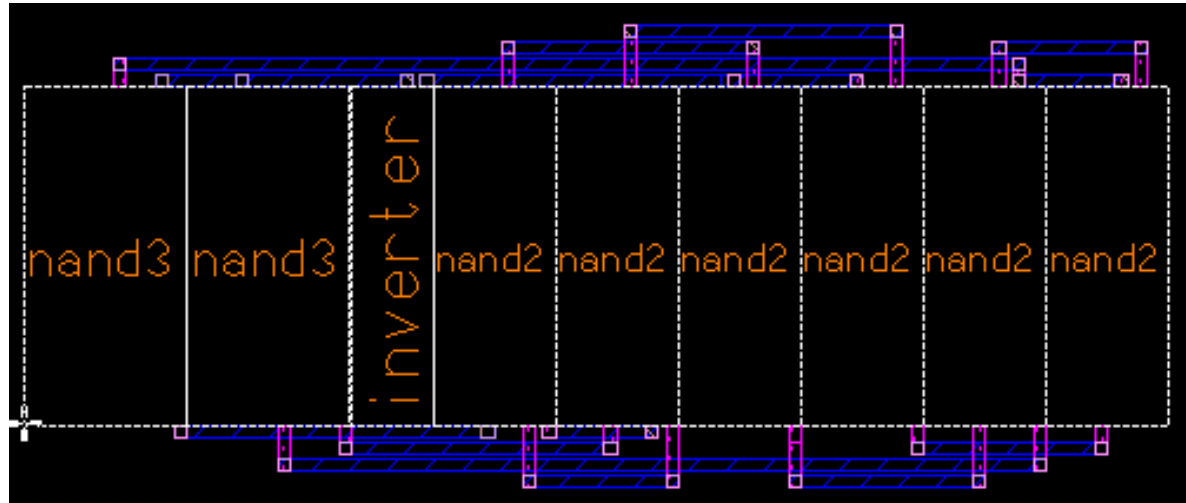


**T FLIP FLOP****TOGGLER FLIP FLOP**

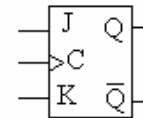
T	Q <sub>n-1</sub>	Q
0	0	0
0	1	1
1	0	1
1	1	0

**Q: TOGGELS HIGH AND LOW WITH EACH INPUT**

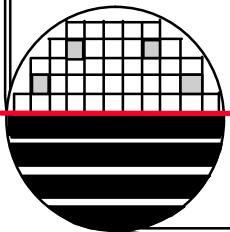
# JK FLIP FLOP



Positive Edge Triggered JK FF

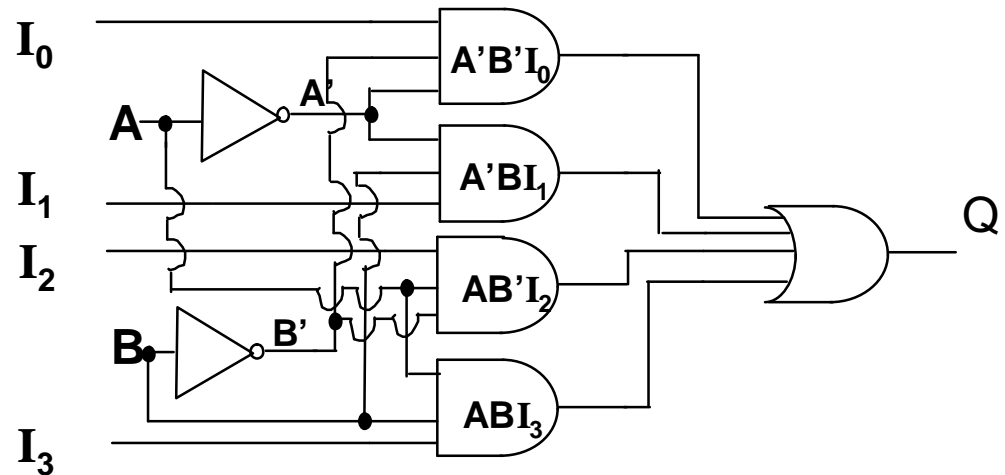


Inputs			Outputs	
J	K	C	$Q$	$\bar{Q}$
0	0	↑	Q	$\bar{Q}$
0	1	↑	0	1
1	0	↑	1	0
1	1	↑	$\bar{Q}$	Q
X	X	0	Q	Q
X	X	1	Q	Q



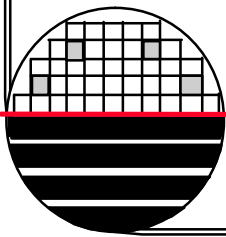
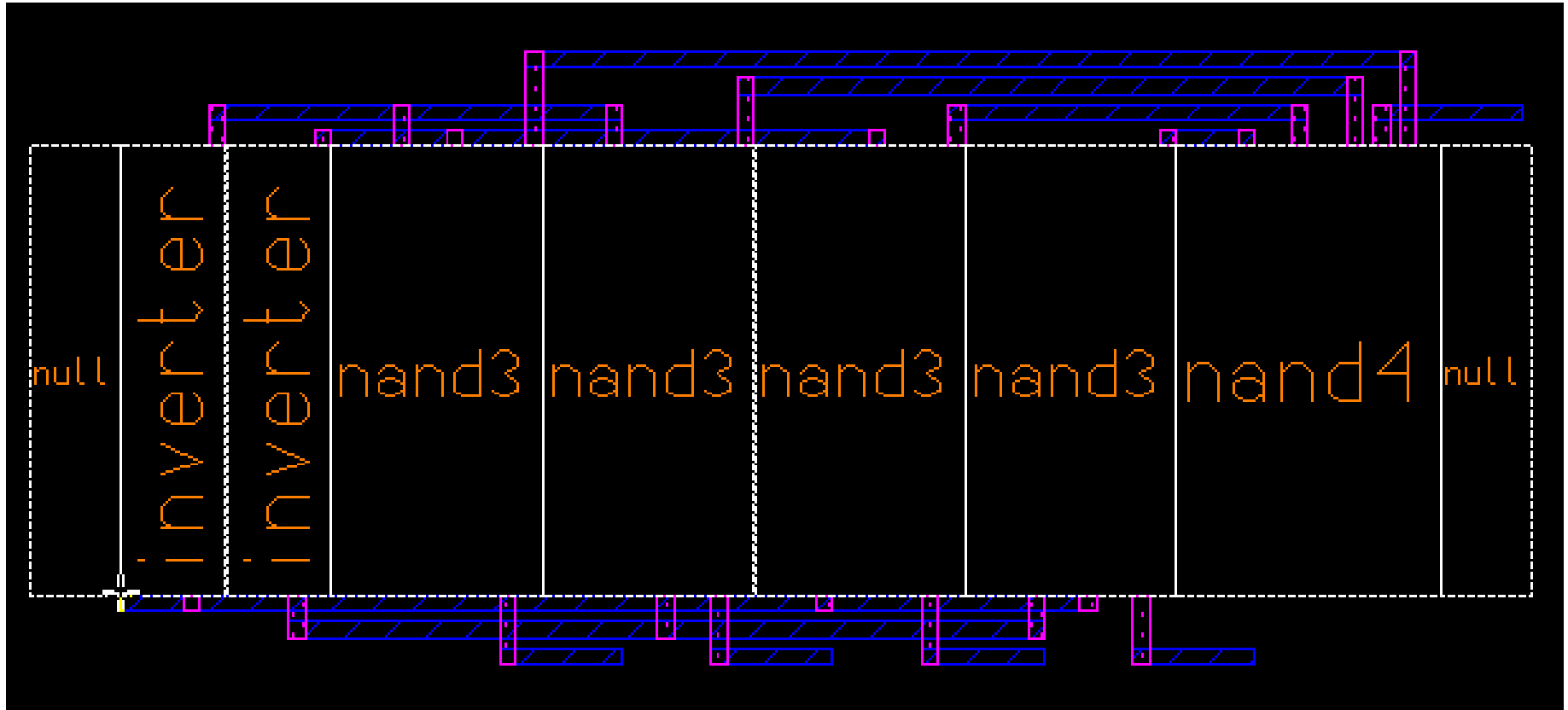
**PROJECTS**

Multiplexer  
Full Adder  
Binary Counter



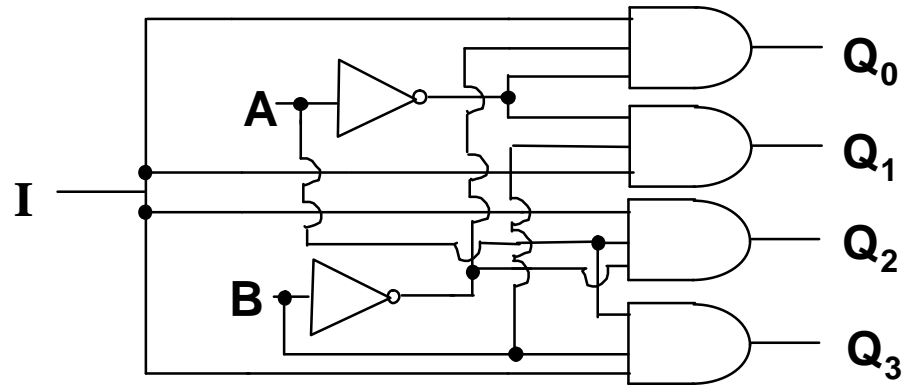
4:1 Multiplexer

MULTIPLEXER



**DE MULTIPLEXER**

**De-multiplexer**



$Q_0 = A'B'I$

so that when

$I=0 \quad Q_0 = 0$

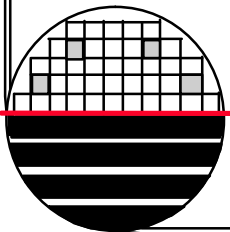
or when

$I=1 \quad Q_0 = I$

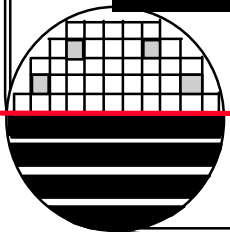
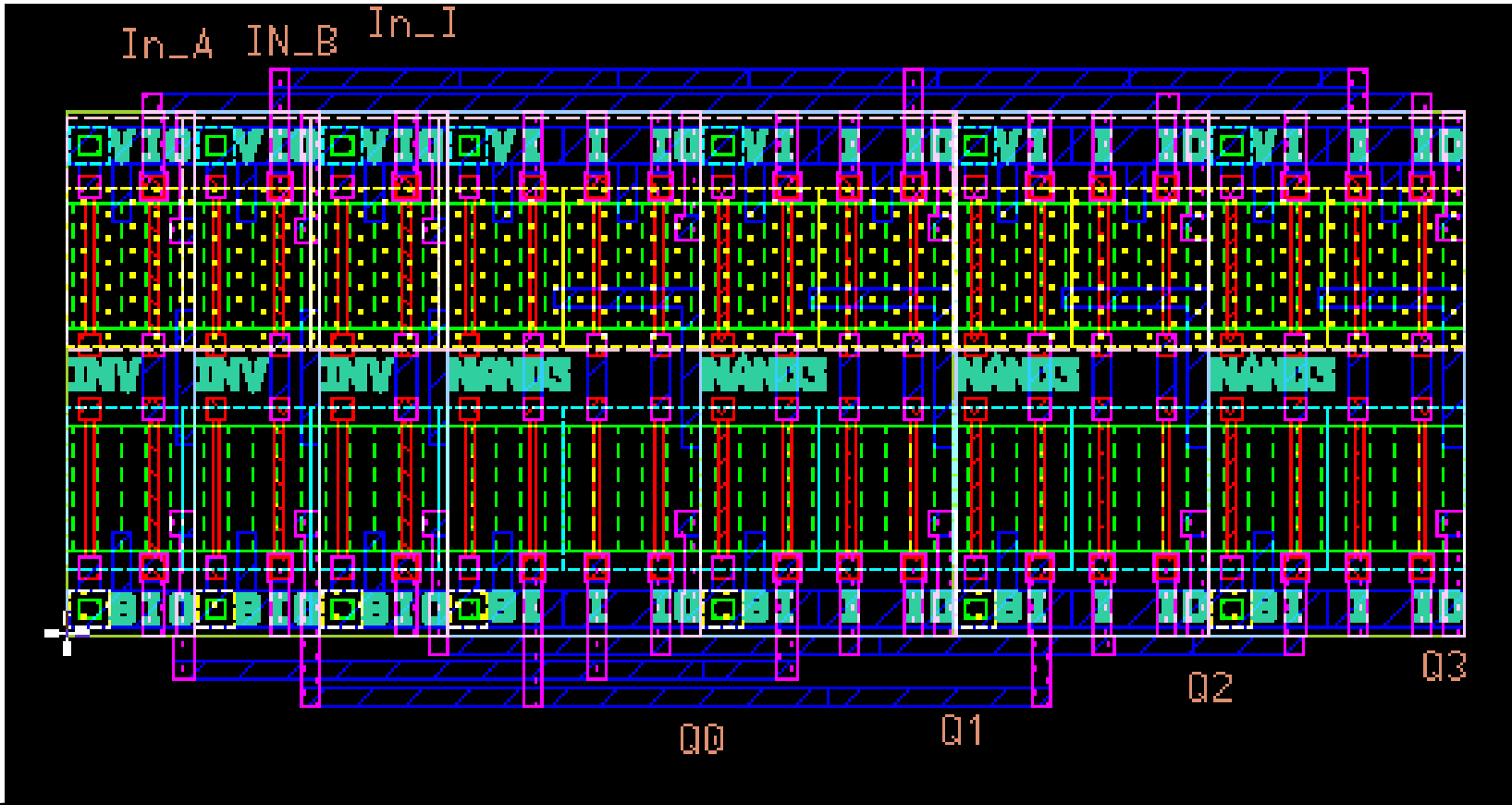
similarly for  $Q_1, Q_2$  and  $Q_3$

$Q_1 = A'BI$

INPUTS		OUTPUTS			
A	B	$Q_0$	$Q_1$	$Q_2$	$Q_3$
0	0	I	0	0	0
0	1	0	I	0	0
1	0	0	0	I	0
1	1	0	0	0	I



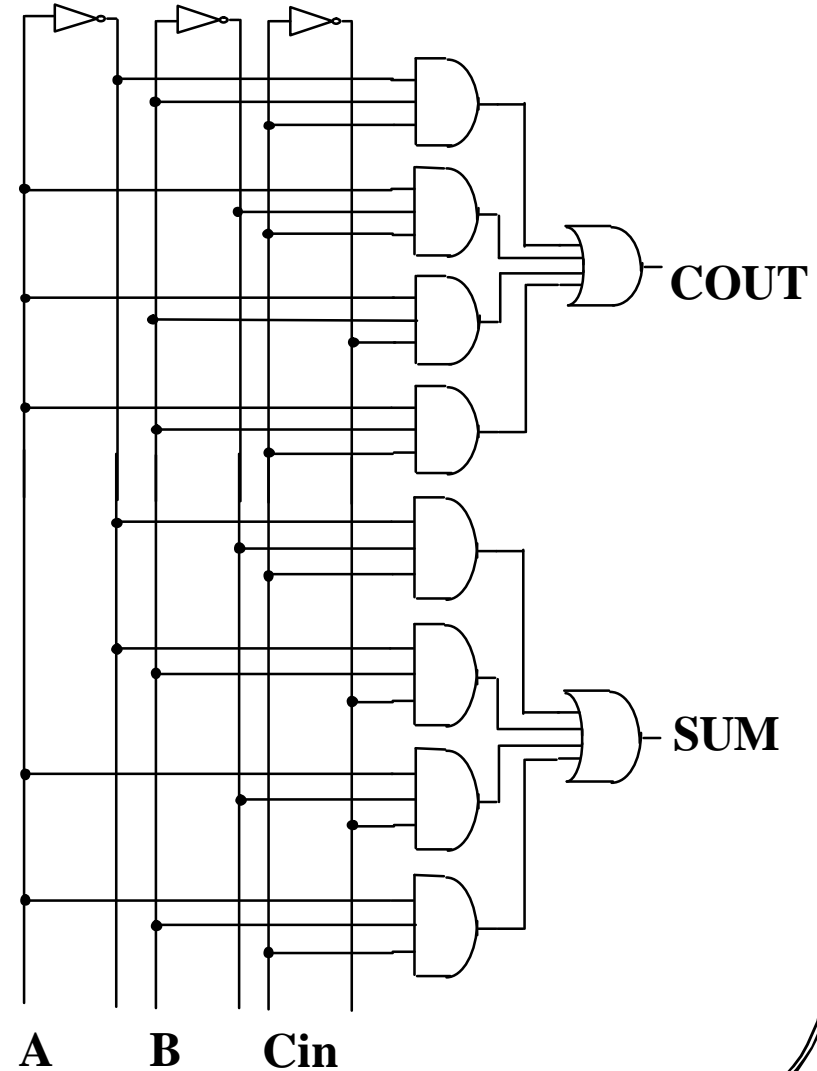
*DE MULTIPLEXER*



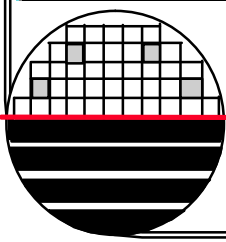
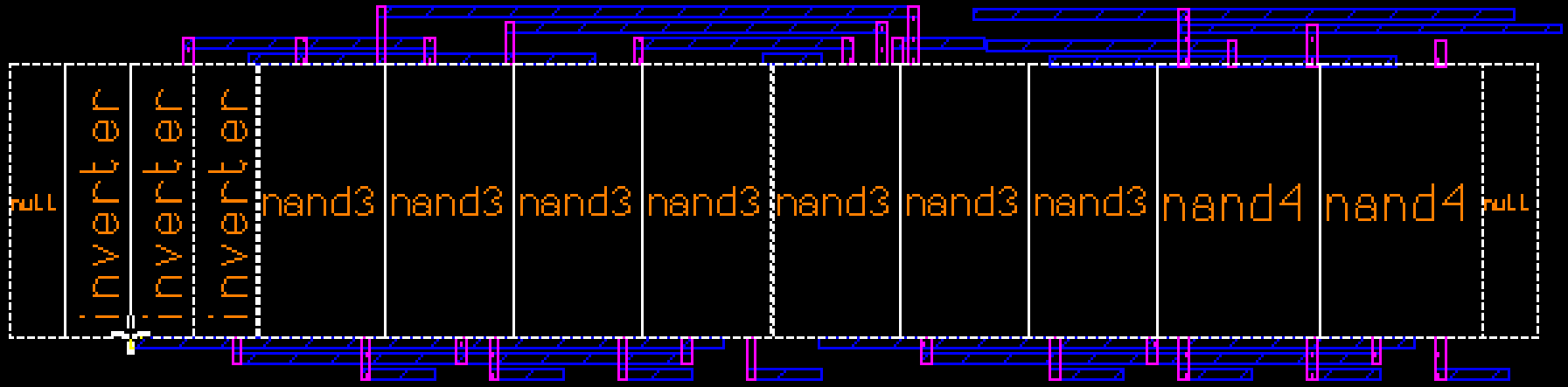


**FULL ADDER**

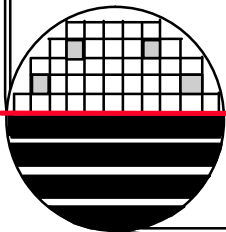
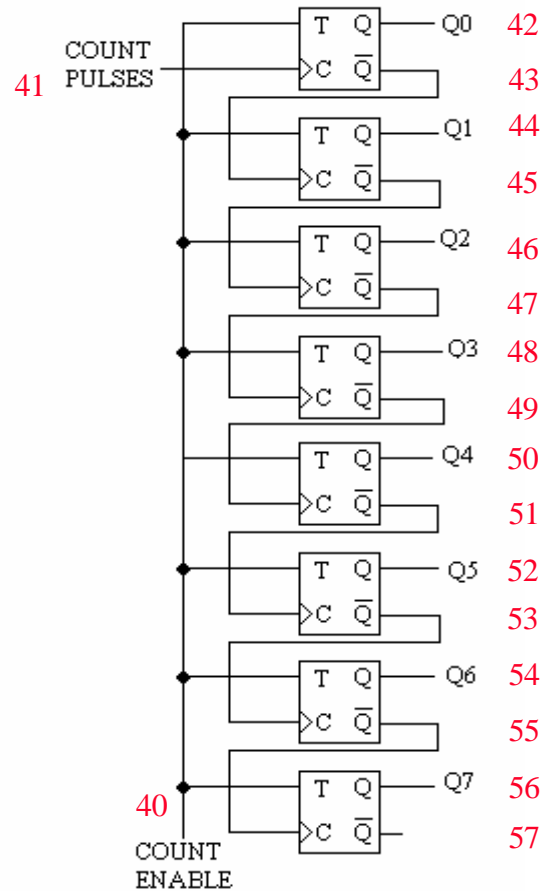
A	B	CIN	SUM	COUT
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1



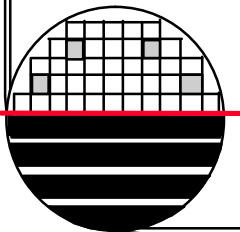
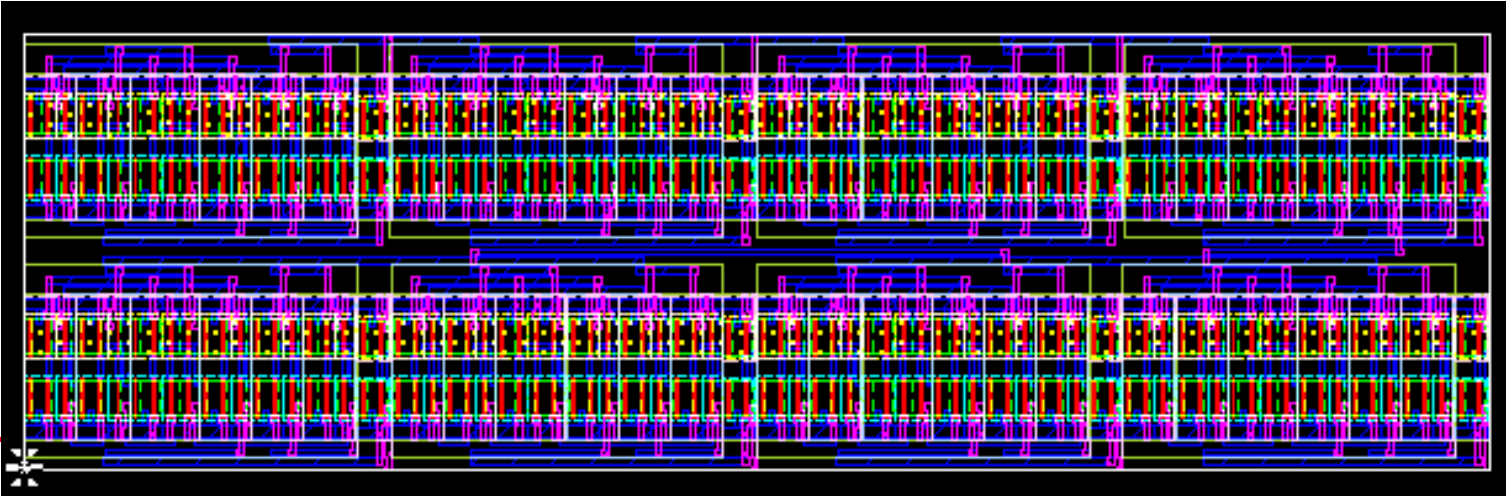
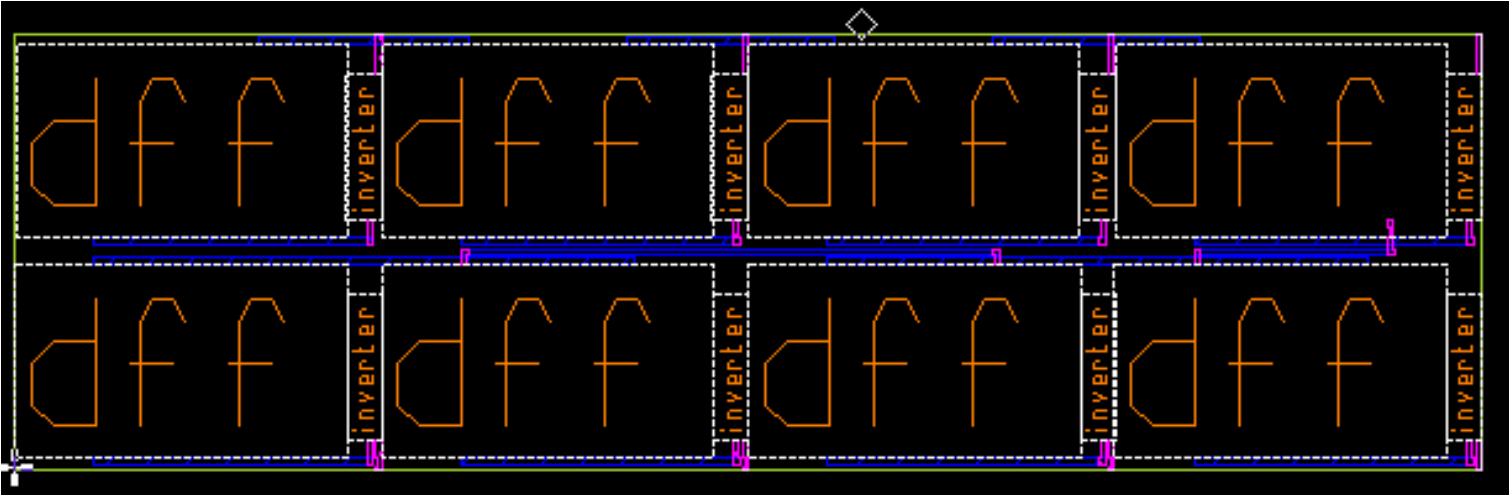
*FULL ADDER*



# 8-BIT BINARY COUNTER



# 8-BIT BINARY COUNTER

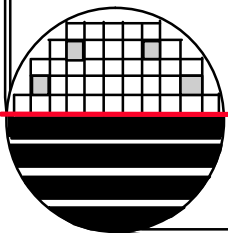


## *FILE FORMATS*

Mentor- ICGraph files (filename.iccel), all layers, polygons with up to 200 vertices

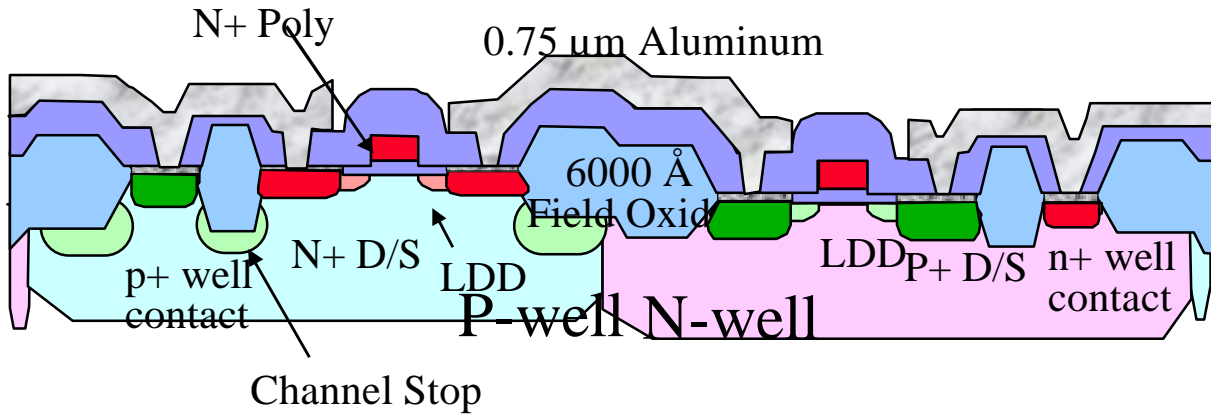
GDS2- CALMA files (old IC design tool) (filename.gds), all layers, polygons

MEBES- files for electron beam maskmaking tool, each file one layer, trapezoids only

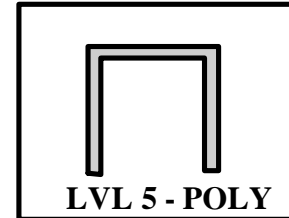
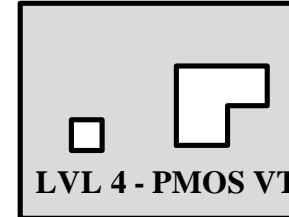
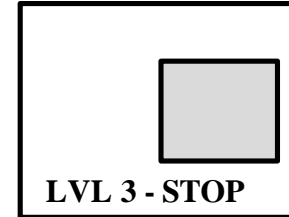
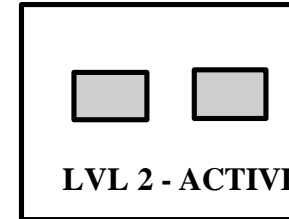
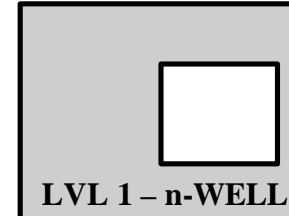
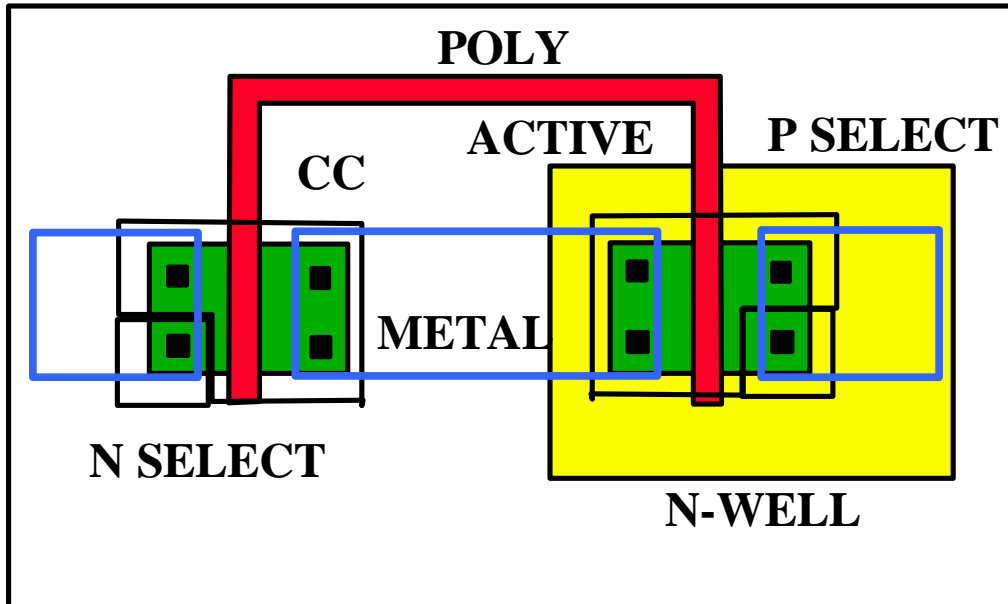


# RIT SUB-CMOS PROCESS

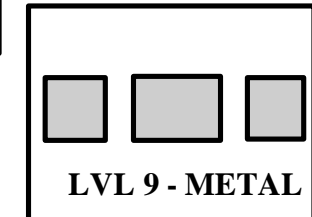
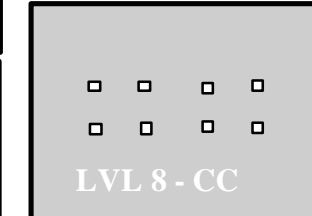
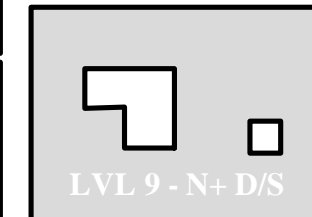
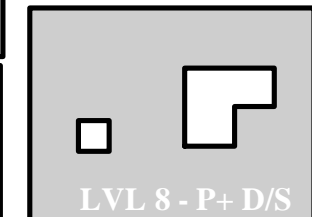
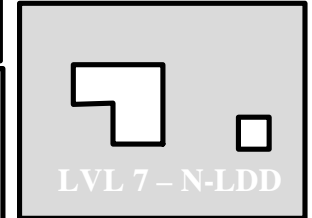
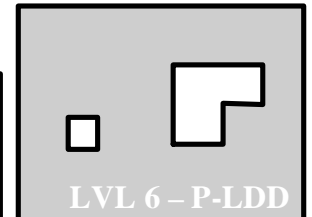
NMOSFET      PMOSFET



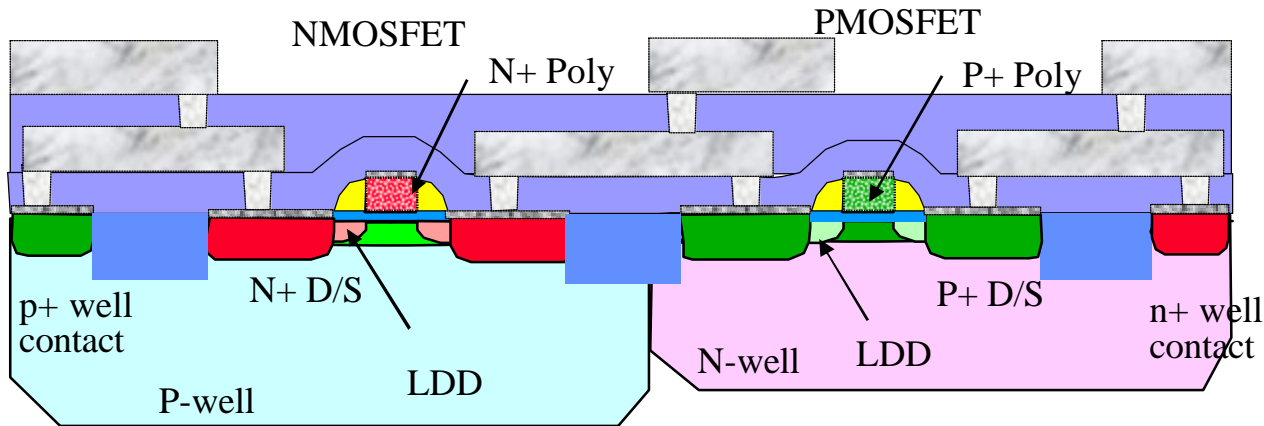
N-type Substrate 10 ohm-cm



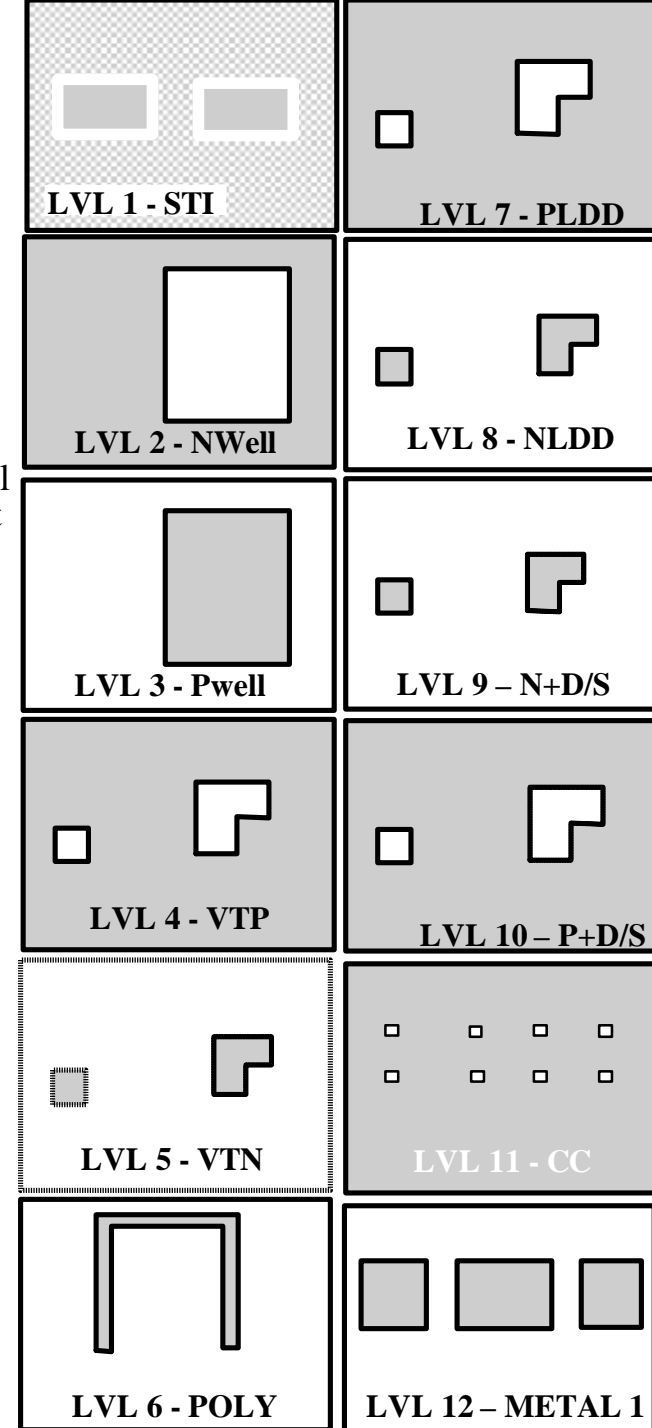
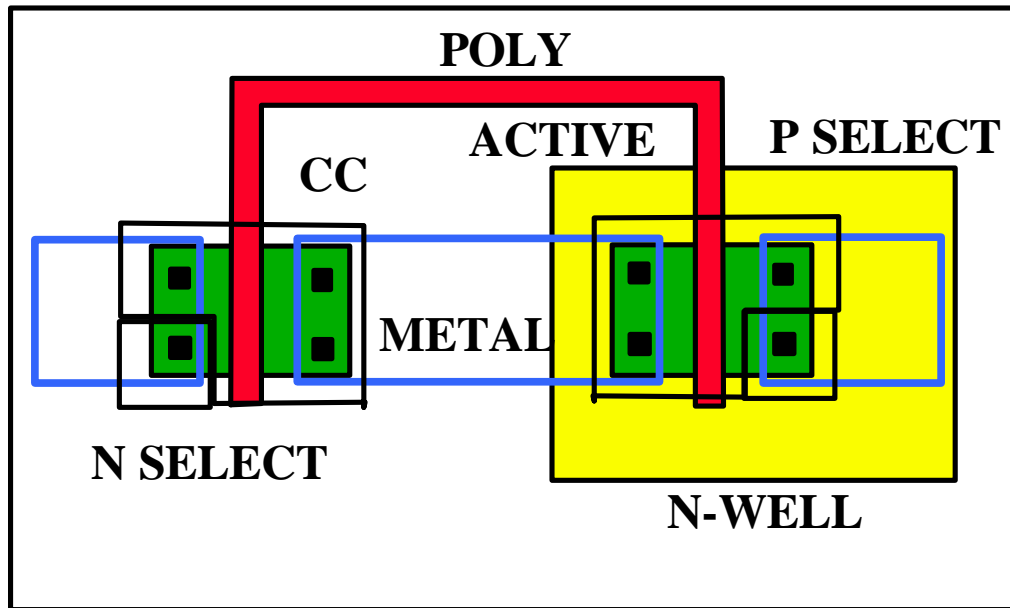
11 PHOTO LEVELS



# RIT ADVANCED CMOS



**12 PHOTO LEVELS + 2 FOR EACH ADDITIONAL METAL LAYER**



## *OTHER MASKMAKING FEATURES*

Fiducial Marks-marks on the edge of the mask used to align the mask to the stepper

Barcodes

Titles

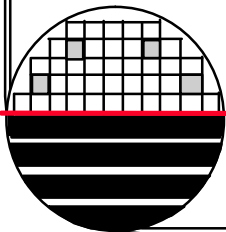
Alignment Keys- marks on the die from a previous level used to align the wafer to the stepper

CD Resolution Targets- lines and spaces

Overlay Verniers- structures that allow measurement of x and y overlay accuracy

Tiling

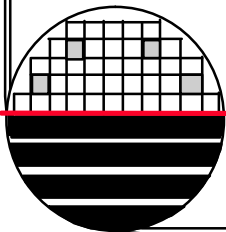
Optical Proximity Correction (OPC)





## REFERENCES

1. Silicon Processing for the VLSI Era, Volume 1 – Process Technology, 2<sup>nd</sup>, S. Wolf and R.N. Tauber, Lattice Press.
2. The Science and Engineering of Microelectronic Fabrication, Stephen A. Campbell, Oxford University Press, 1996.
3. MOSIS Scalable CMOS Design Rules for Generic CMOS Processes, [www.mosis.org](http://www.mosis.org), and <http://www.mosis.com/design/rules/>



***HOMEWORK - CMOS VLSI DESIGN***

1. Sketch and label the seven layout layers of a CMOS 2-input OR gate that uses the MOSIS lambda based design rules and uses minimum area. Calculate the area of the smallest rectangle to enclose the design in  $\mu\text{m}^2$ .
2. What lithographic layers are not drawn by the designer in the Adv-CMOS process? How are they created?
3. For the p-well CMOS layout shown below sketch the crosssection A-A' just after level 5 lithography.
4. Does the designer draw the alignment marks, fiducial marks, resolution and overlay features?

