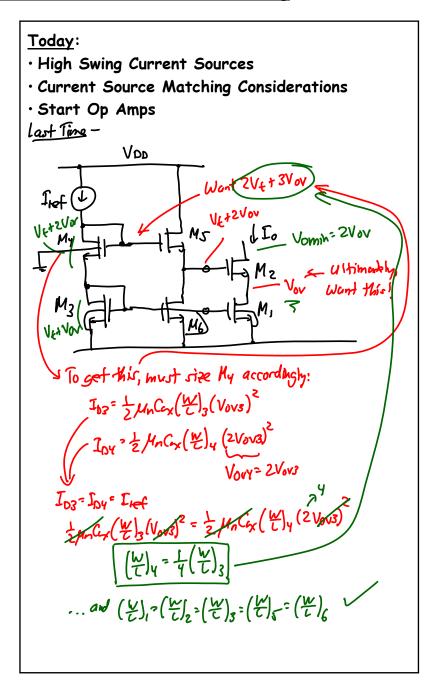
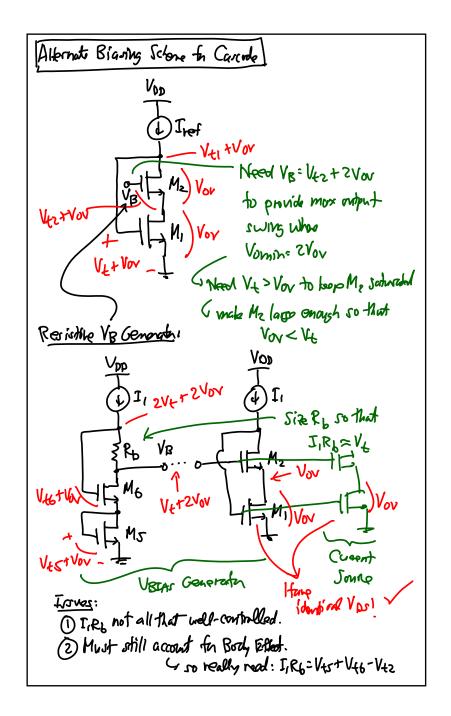
<u>EE 140: Analog Integrated Circuits</u> Lecture 12: Current Source Matching



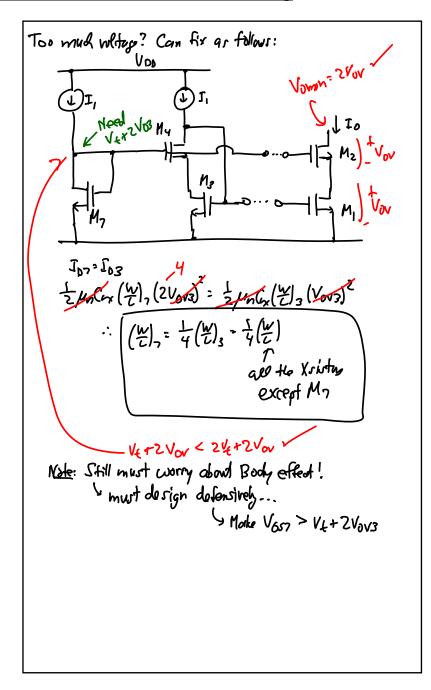


<u>EE 140: Analog Integrated Circuits</u> Lecture 12: Current Source Matching

Replace Rb W a translater level-shift: い(他)4 (他)3 24222100 VDD M3 Vob-VG13-V611 Мч < Vpp - Voss 1 Iref Iref 1 1 M7 (V4 +2Vor) VOSI -0 VBEAR2 - 0-1-VLAVON M VBSAN wort! (for now, ig no Body effect) + insist fact all devices are schwated Current Designs Soure Approach 1: Want Vor= Vt want Vor6= Vor ~ had VG57= VE Normally, VGS7 = V4+Vov C can make Vov ≈ OV, if mode → Mn huge ' => (\bc),= lange taker up chip area VOU7= 250 Marcar (4) problem! (will cost tor Approach 2: - recognize that devices in the mud) 1) Allow My to drop VGS7 = VE + Vor. UBSAT - Generation 2) Shill and W and VGS7 = VE + Vor. Need NOT be sortward 3 Still read UDSG = VOVS = VOV7 3 Canget this by quarating M6 in the triode region. - tor much voltage! ~ 2(0,7) \$ 2(0,3) Some can be ~ yut * 2Vor ~ 2(0,7) \$ 2(0,3) tor mul in 2v spots

 $M_{n} \text{ saturated}: I_{D_{7}} = \frac{1}{2} M_{n} C_{x} \left(\frac{W}{L}\right)_{7} \left(V_{G_{g_{7}}} - V_{4}\right)^{2}$ M6 librar (or triode): IDG= + Mn (4x (42) [2 (V656-V+) VB 56 VD56 Want: When VG 57: VE + VOV7 -> Want VOSG: VOV7 1/657= V4+ VOV7 17 VG56= VG57+ VOV7 VL+2Vov7 = VL+2Vov7 Vov7 ← want this to ke to effective Vovo VOSG) Gread Vov6=21/0v7 Vp5= 14+1007 <u>S</u> <u>Thus:</u> Io7= I06 = unlax (""), (Vov) "= = unlax (") [2(2Vor) Vov- (Vov-)"] 3200 $(\frac{W}{2})_{3}: 3(\frac{W}{2})_{1}$ (1/4), = = (H), + all other H's=(H), Koblem: We're writig tur much vultige to do this!

<u>EE 140: Analog Integrated Circuits</u> <u>Lecture 12: Current Source Matching</u>



Current Some Matching Considerations Try to make (W), = (W)2 ... but don't always got this. J) Iref N Toi JJoz Ma In Mds, we often need mutched current sources: Io1= Io2 Io1: ID1: 2/mCax (1), (Var)-Vei) due to finite $\left(\begin{bmatrix} J_{02} = J_{02} = \frac{1}{2} \mu_n C_{0x} \begin{pmatrix} W \\ E \end{pmatrix}_2 (V_{6s2} - V_{4z})^2 & \text{following s...} \\ following s... & \text{following s...} \\ \end{bmatrix}$ These won't be ponfectly motiled if $(W|L)_{1} \neq (W|L)_{2} \notin V_{4,1} \neq V_{4,2}$ To quantify this : Define areaso & minimatch quantities. Average Mismarte $J_{D} = \frac{1}{2} \begin{bmatrix} I_{D1} + I_{D2} \end{bmatrix} \qquad \Delta I_{D} = J_{D1} - J_{D2}$ $W_{L} = \frac{1}{2} \begin{bmatrix} \begin{pmatrix} w \\ - \end{pmatrix} , + \begin{pmatrix} w \\ - \end{pmatrix} \end{bmatrix} \qquad \Delta \begin{pmatrix} w \\ - \end{pmatrix} = \begin{pmatrix} w \\ - \end{pmatrix} , - \begin{pmatrix} w \\ - \end{pmatrix}$ 3V4 : K1-V42 $V_{4} = \frac{1}{2} \left[V_{41} + V_{42} \right]$ STO & fractional current mirmatel S(w/L) = fractionel (W/L) minimatel AV6 0 11 V_t

 $I_{D_{i}} = I_{0} + \frac{\Delta I_{A}}{2} \qquad (\underline{W}_{i})_{i} = (\underline{W}_{i})_{i} + \frac{\Delta (\underline{W}_{i})}{2} \qquad \forall t_{i} = \forall t_{i} + \frac{\Delta V_{t}}{2}$ Rearranging, $I_{b2} = I_{b} - \frac{\delta I_{b}}{2} \quad \left(\frac{W}{C}\right)_{2} = \left(\frac{W}{C}\right) - \frac{\Delta(w/L)}{2} \quad V_{t2} = V_{t} - \frac{\delta V_{t}}{2}$ $\begin{aligned} \text{Flug Here into the current equation:} & \text{neglect very} \\ \text{Ip}_{1} = \text{Ip}_{1} + \frac{\Delta \text{Ip}}{2} & \text{Vov} & \text{small term} \\ & = \frac{1}{2} \mu_{\text{h}} C_{\text{fx}} \left[(\text{WIL}) + \frac{\Delta (\text{WIL})}{2} \right] \left[V_{\text{fs}} - V_{\text{f}} - \frac{\Delta U_{\text{f}}}{2} \right]^{2} \end{aligned}$ = 2 Mn Cax [(W/L)+ S(U/L)] [Vov - 2 Vov 2 + 4/4] $= \frac{1}{2} \mu_n G_{x} \left[(w_{l}) V_{0v}^2 + \frac{\Delta(w_{l})}{2} V_{0v}^2 - (w_{l}) V_{0v} \Delta V_{t} \right]$ $\frac{\Delta I_{D}}{2} = \frac{1}{2} \mu_{n} C_{ex} \left(\frac{W}{C}\right) U_{OV}^{2} \left(\frac{1}{2} \frac{\Delta(W/C)}{(W/C)} - \frac{\Delta V_{f}}{V_{OV}}\right)$ $\frac{\delta t_{D}}{T_{S}} = \frac{\delta(w/c)}{(w/c)} - \frac{\delta v_{c}}{\delta v_{c}} + \frac{1}{1} + \frac{1$ Geonstry (i.e., Layord) > Increases (i.e., got Fractional Based Component worses as Vovir T reduced! Independent of Graday: Voot-Vout Bjar Point! Cimot Mismath wiead gomatia of technology - mothing more difficult!