

# EE 240B – Spring 2018

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## Advanced Analog Integrated Circuits Lecture 2: MOS Transistor Models



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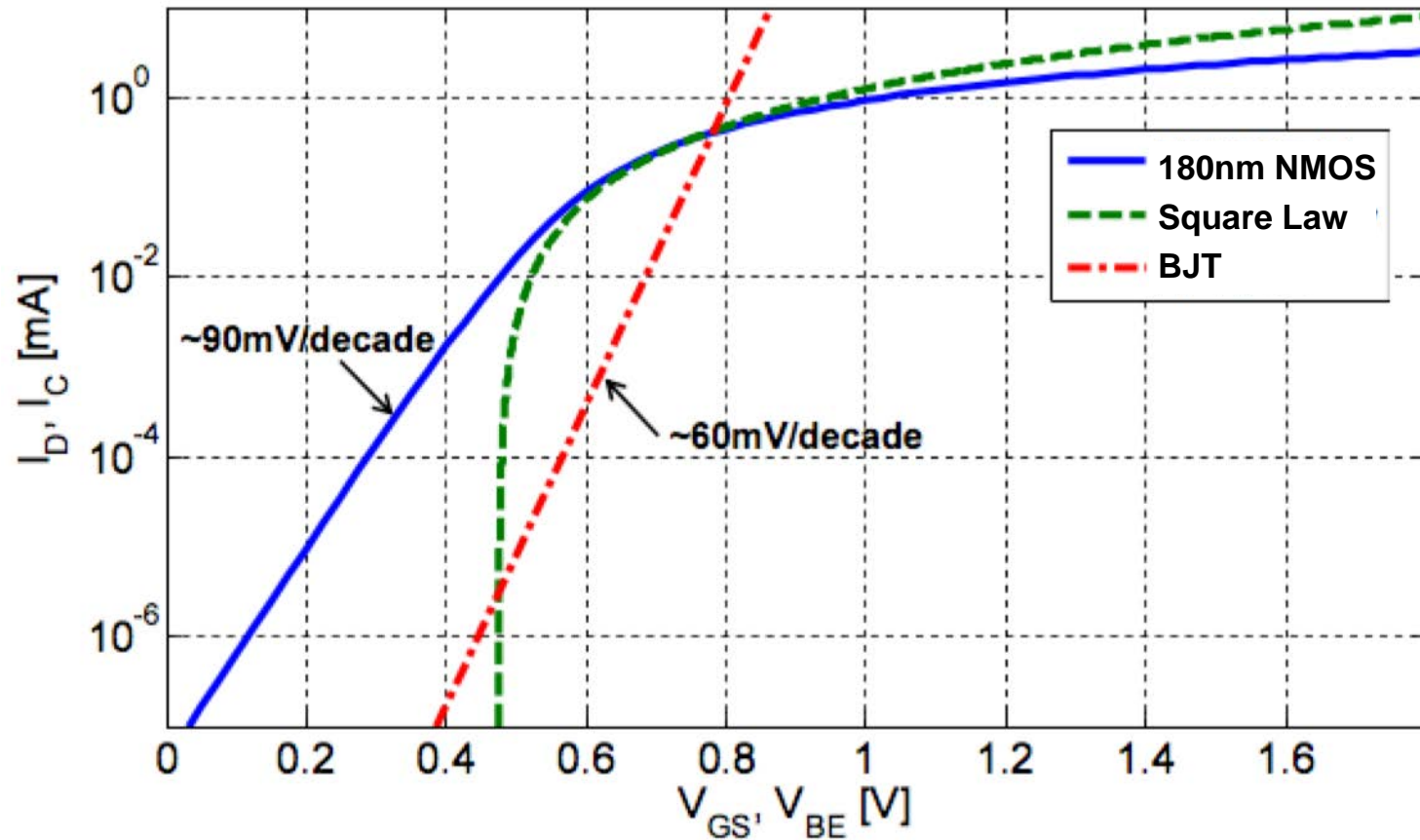
# Square Law Model?

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$$I_{D,sat} = \frac{1}{2} \cdot \mu_n \cdot C_{ox} \cdot \frac{W}{L} \cdot (V_{GS} - V_{th})^2$$

- **Assumptions made to come up with this model:**
  - Charge density determined only by vertical field
  - Drift velocity set only by lateral field
  - Neglects diffusion currents (“magic”  $V_{th}$ )
  - Constant mobility
  - And about  $10^2 - 10^3$  more parameters in a real SPICE model...

# Graphically



[ B. Murmann ]

# Better Hand Models?

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- **There are better (less inaccurate) “hand” models out there**
  - Velocity saturation
  - Alpha-power law
  - EKV
  - ...
- **But all of them either (1) neglect certain effects or (2) are too unwieldy to be useful for hand analysis**
  - This is particularly true if you want to say anything about  $r_o$  (which we do typically care about in analog)

# Taking a Step Back

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- **Reminder: the model you use should be tailored to the question you are trying to answer**
- **“Hand” models are good for building intuition, and to a lesser extent, checking reasonableness of simulation results**
- **Simulation models are the ones you will have to use to “sign off” on your design**
  - So our design methodology should be using the results from the full simulation models too

# Basic Small Signal Transistor Model (for Design)

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# Biasing...

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- **In quadratic model,  $V_{od} = (V_{GS} - V_{TH})$  told us a lot about important biasing tradeoffs:**
  - $g_m = 2 \cdot I_D / V_{od}$
  - $r_o$  “large” for  $V_{DS} > V_{od}$ 
    - “Boundary between saturation and triode”
  - $\omega_T = g_m / C_{gg} \propto V_{od}$
- **But real transistors clearly aren't quadratic**
  - And even worse, there is no way to actually measure  $V_{od}$
- **Idea: work with a new (measurable) transistor FoM inspired by  $V_{od}$ ...**

# Transistor FoM #1: $V^*$ ( $g_m/I_D$ )

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- **Define:**

$$V^* = \frac{2I_D}{g_m} \quad \Leftrightarrow \quad \frac{g_m}{I_D} = \frac{2}{V^*}$$

e.g.  $V^* = 200\text{mV} \rightarrow g_m/I_D = 10 \text{ V}^{-1}$

- **Inspired by the fact that  $V^* = V_{od}$  for square law**
- **Devices definitely not square law, but can measure  $V^*$** 
  - It will (by definition) set current efficiency
  - And (approximately) give you insight in to other parameters ( $r_o$ ,  $\omega_T$ , etc.)



# Simplest Possible Usage of $V^*$

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# Simplest Possible Usage of $V^*$

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# “Best” Possible $V^*$ ?

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# Tradeoff for Low $V^*$

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# Transistor FoM #2: $\omega_T$

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- **Reminder:  $\omega_T$  defined by  $\|i_g(\omega_T)\| = \|i_d(\omega_T)\|$** 
  - Measureable both in simulation and in hardware
  - In our simplified small-signal model,  $\omega_T = g_m/C_{gg}$ 
    - ( $C_{dd}$  usually some fixed multiple relative to  $C_{gg}$ , so  $\omega_T$  is a good FoM to capture this too.)
- **Lower  $V^*$  results in better current efficiency, but lower  $\omega_T$** 
  - Best balance depends on transistor characteristics, desired gain-bandwidth
  - More on that next lecture

# What About L?

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- How does transistor L affect  $V^*$ ?
- How does transistor L affect  $\omega_T$ ?

# Transistor FoM #3: $a_{v0}$

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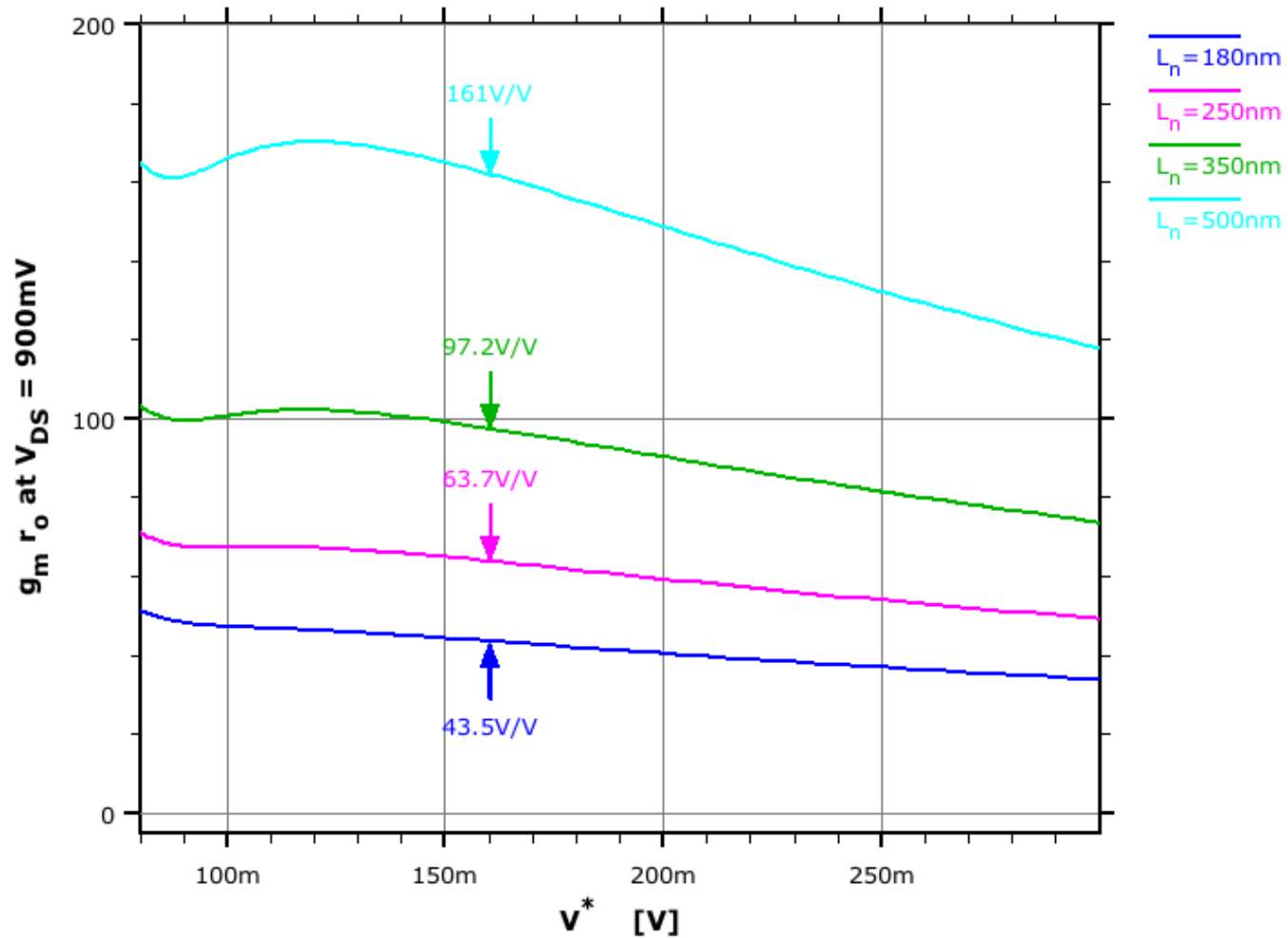
- **Most of the time you don't actually care about value of  $r_o$  itself**
  - Just care about how it impacts circuit-level specifications
  - Most commonly, gain ( $A_V$ )
- **So, often use intrinsic gain  $a_{v0} = g_m * r_o$  instead**
  - Still measurable (from I-V curves) in both simulation and hardware

# Example Usage of $a_{v0}$

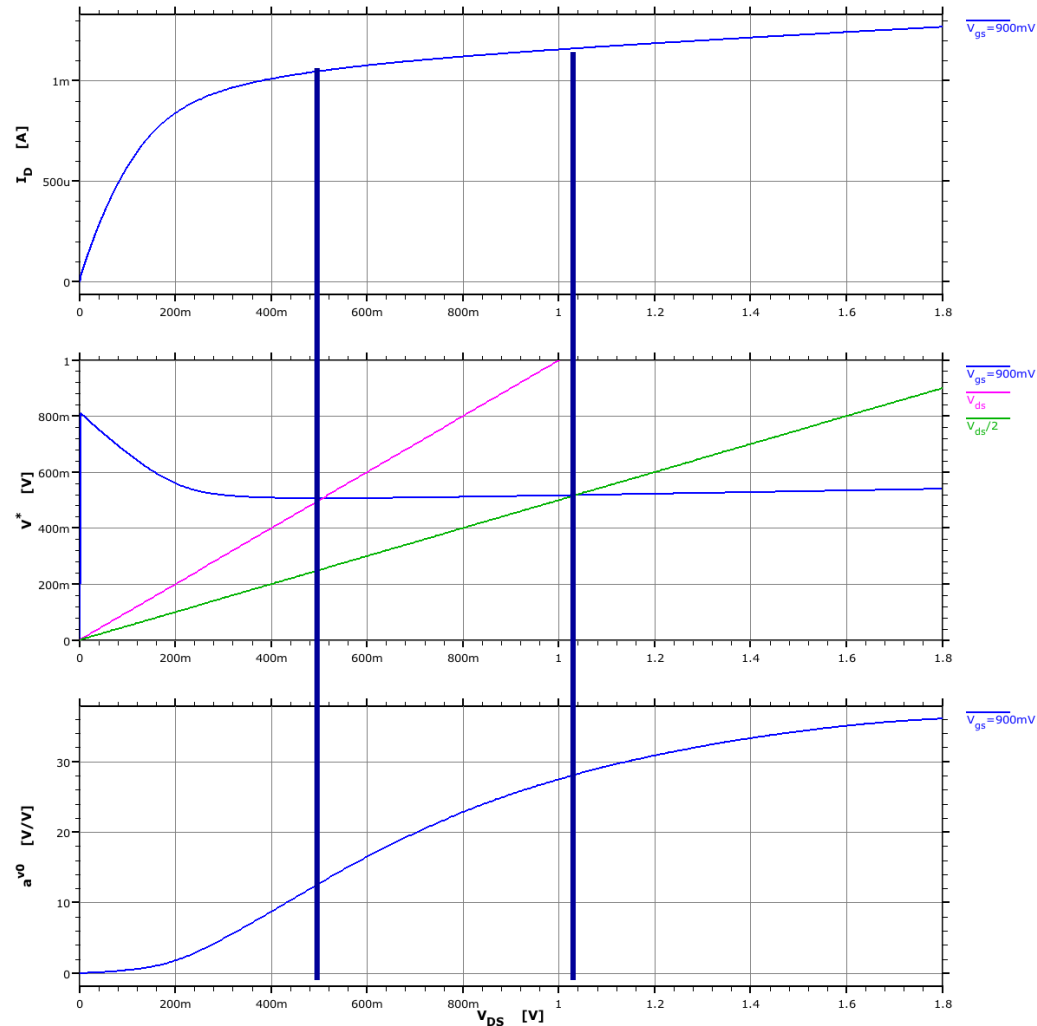
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# Intrinsic Gain vs. $L_n$



# Intrinsic Gain vs. $V_{DS}$



# Loose End #1

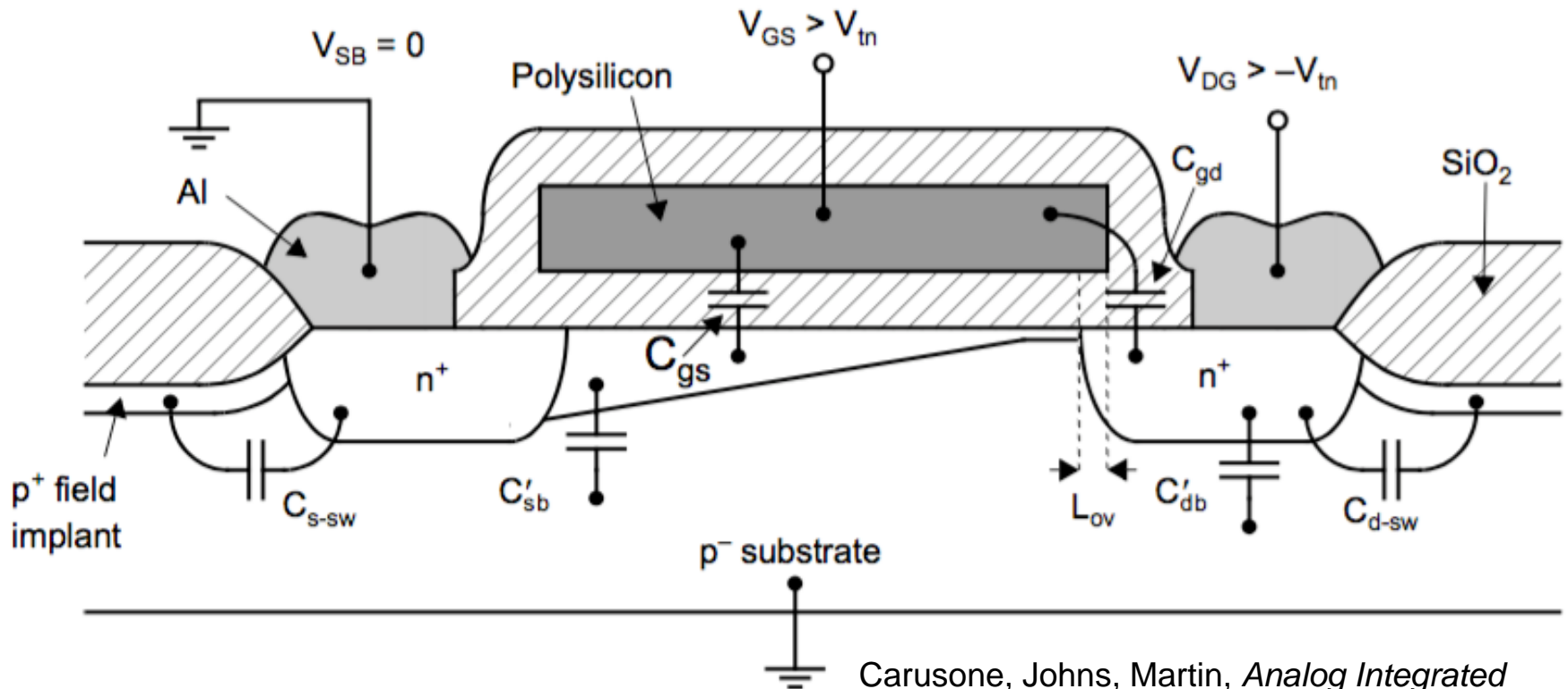
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- **Talked about transistors so far as if they all have the same FoMs for given  $W$ ,  $L$ ,  $V_{GS}$ ,  $V_{DS}$ , ...**
- **If you have 5 billion transistors on a single chip, do you think all of those transistors behave exactly the same?**
- **If you ship 100 million chips, do you think all of those chips will have the same specifications?**

# Process Corners

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# Loose End #2



Carusone, Johns, Martin, *Analog Integrated Circuit Design*, 2<sup>nd</sup> Edition, Wiley, 2011, p. 31.

# Small Signal Capacitances

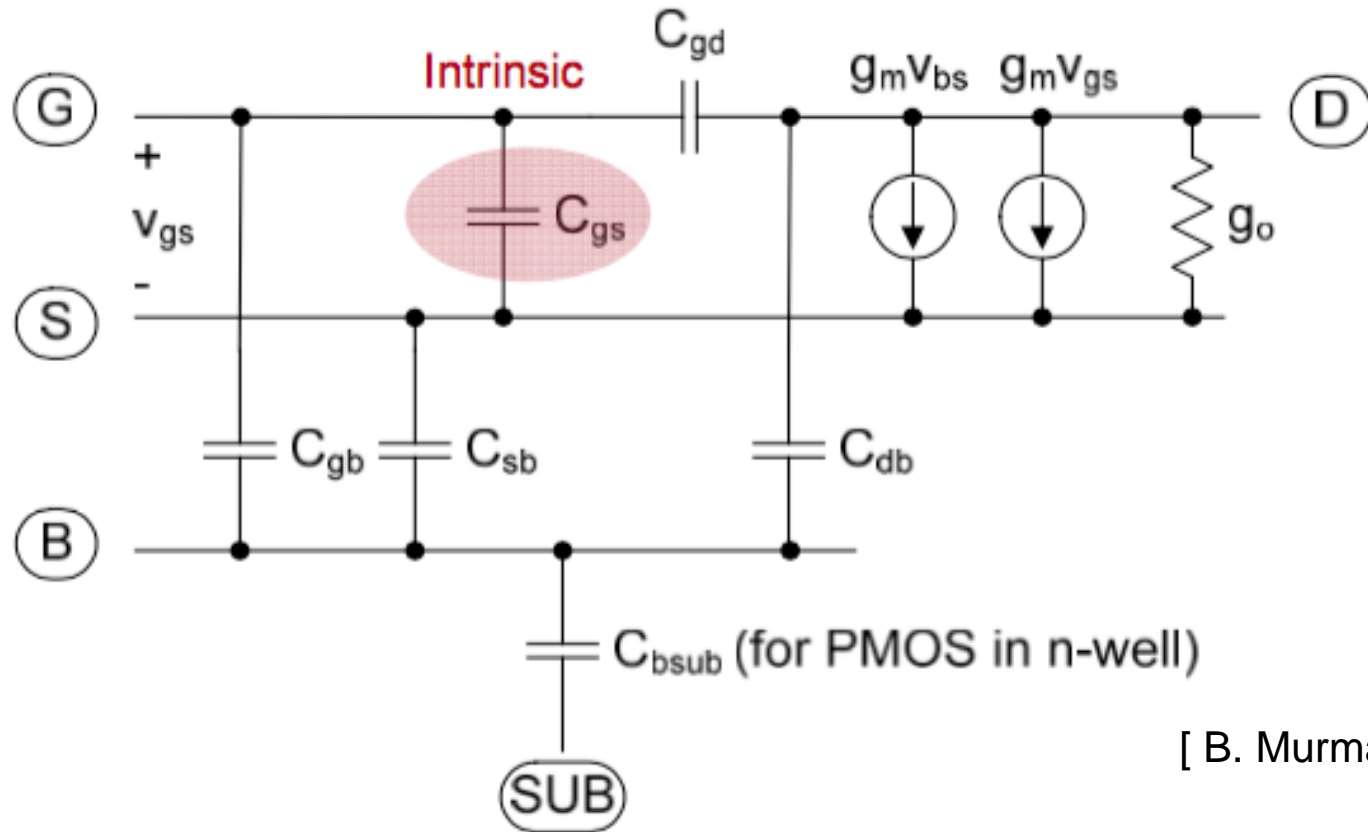
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	Subthreshold	Triode	Saturation
$C_{GS}$	$C_{ol}$	$C_{GC}/2 + C_{ol}$	$2/3 C_{GC} + C_{ol}$
$C_{GD}$	$C_{ol}$	$C_{GC}/2 + C_{ol}$	$C_{ol}$
$C_{GB}$	$C_{GC} \parallel C_{CB}$	0	0
$C_{SB}$	$C_{jSB}$	$C_{jSB} + C_{CB}/2$	$C_{jSB} + 2/3 C_{CB}$
$C_{DB}$	$C_{jDB}$	$C_{jDB} + C_{CB}/2$	$C_{jDB}$

$$C_{GC} = C_{ox} WL$$

$$C_{CB} = \frac{\epsilon_{Si}}{x_d} WL$$

# “Complete” Small Signal Model



[ B. Murmann ]

$$C_{gg} = C_{gs} + C_{gb} + C_{gd}$$

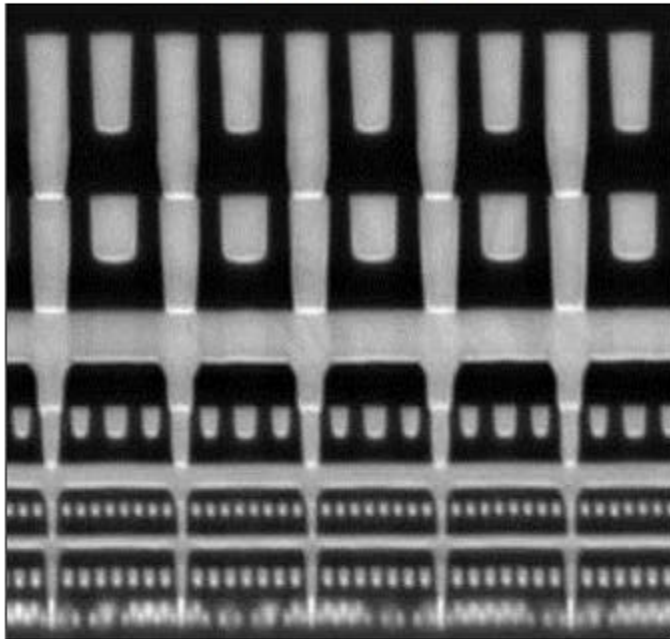
$$C_{dd} = C_{db} + C_{gd}$$

# To Make Matters Worse...

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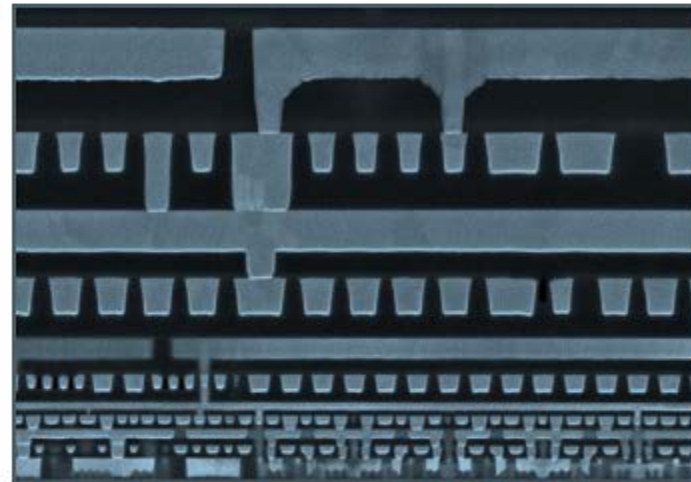
## Interconnects

22 nm Process



80 nm minimum pitch

14 nm Process



52 nm (0.65x) minimum pitch

Image from Intel/[www.legitreviews.com](http://www.legitreviews.com)



# “More Complete” Small Signal Model

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# So What Do We Do?

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# Final Note on Simplified Small Signal Model

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