

# Beyond classical circuit design

## lecture 9

### Alternative Design Styles

# Further Reading

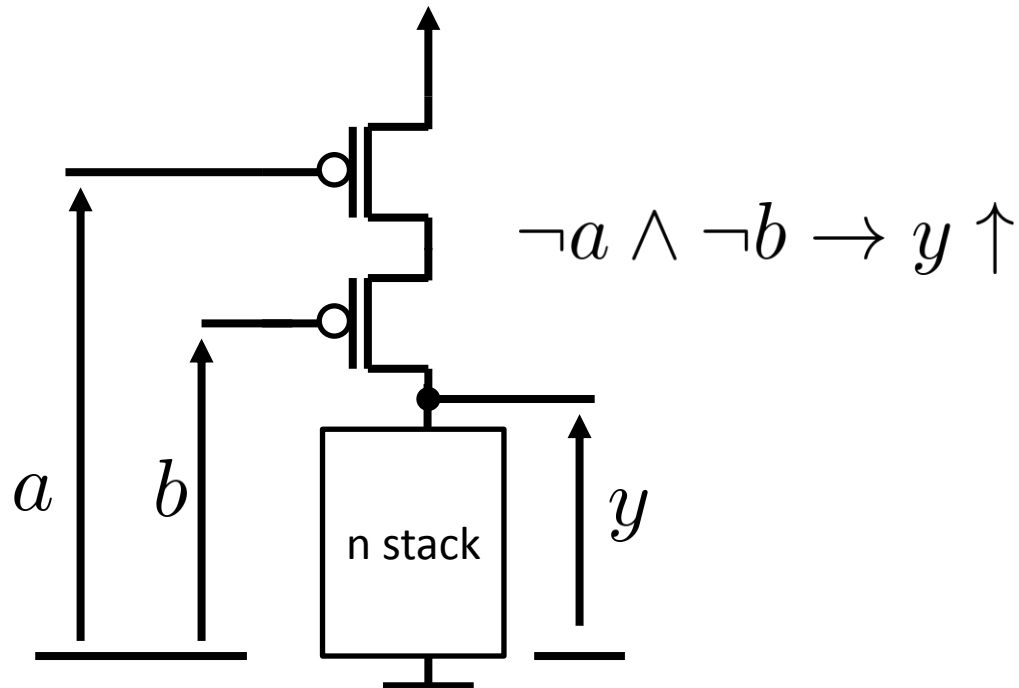
Jan M. Rabaey, Anantha Chandrakasan, Borivoje Nikolic: *Digital Integrated Circuits. A Design Perspective. 2<sup>nd</sup> edition*. Prentice Hall, 2003.

# Remember: CMOS Design

Combinational Logic:

n-stack: down transition  $G \rightarrow y \downarrow$

p-stack: up transition  $\neg G \rightarrow y \uparrow$

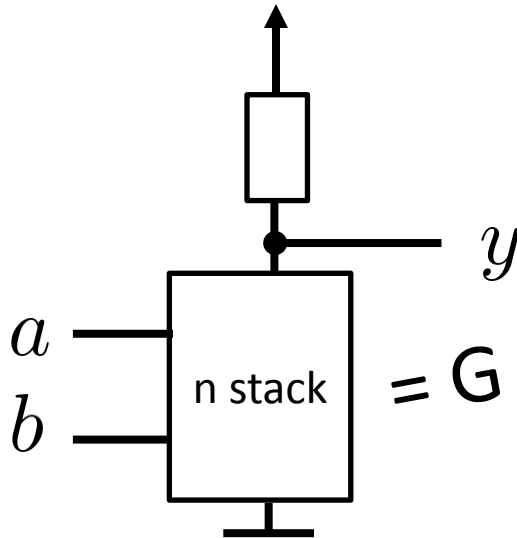


# Ratioed-logic: Pull-up

Combinational Logic

$$G \rightarrow y \downarrow$$

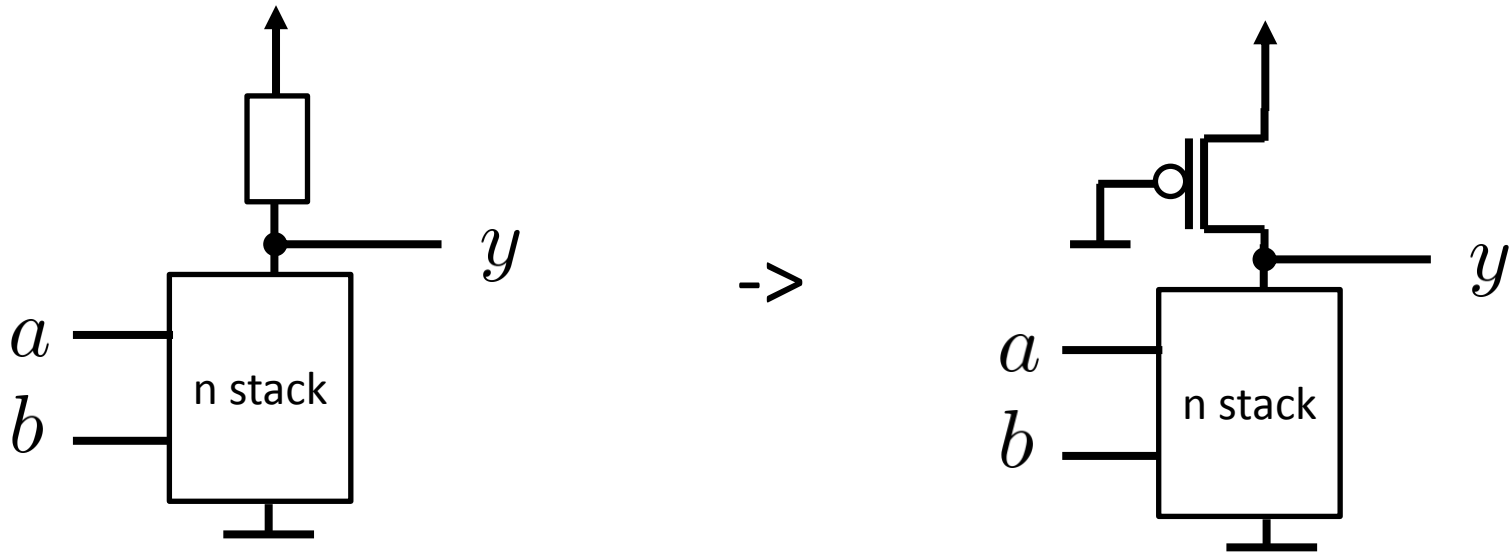
$$\neg G \rightarrow y \uparrow$$



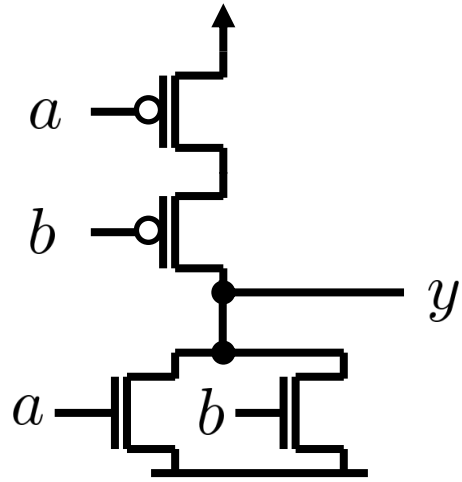
Circuit size?

Static power?

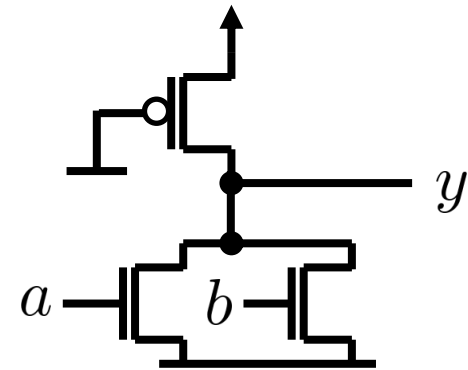
# Pseudo-NMOS



# Pseudo-NMOS NOR

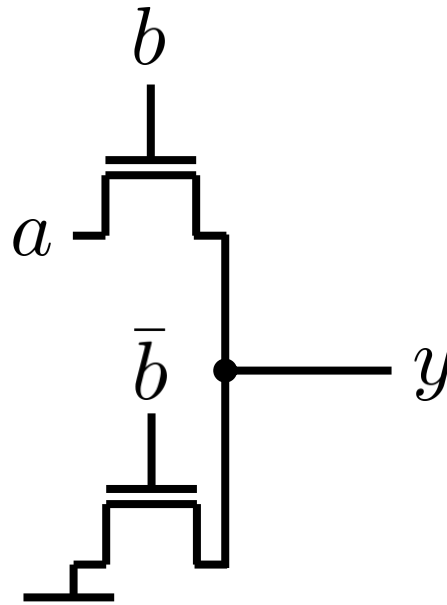


versus



# Pass-transistor Logic

AND gate

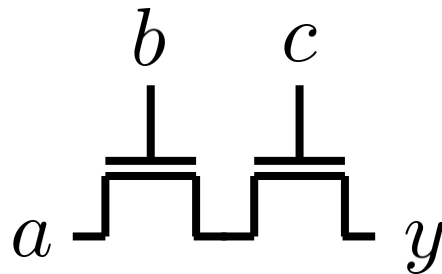


Mind: reduced voltage swing!

# Pass-transistor Logic

In general:

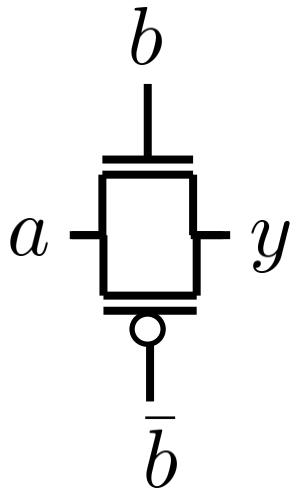
... what about this wrt. voltage swing?



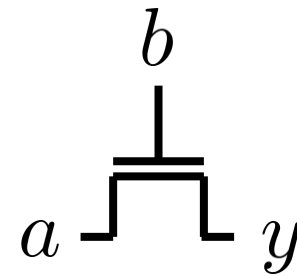


# Pass-transistor Logic

Complete pass gate



versus



[Hw]

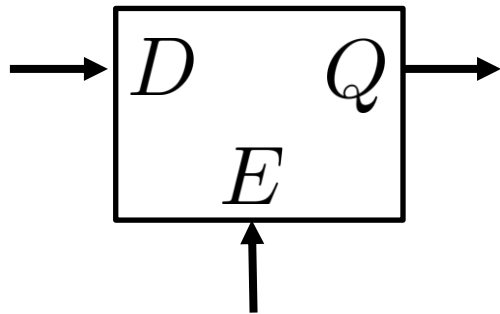
# Beyond classical circuit design

## lecture 9.5

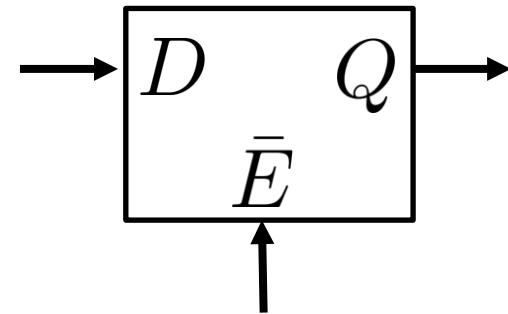
### Clocked Design Styles

# Latch

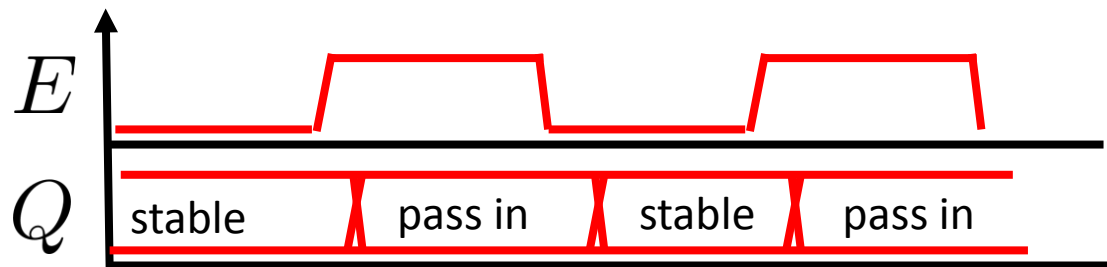
Positive latch



Negative latch

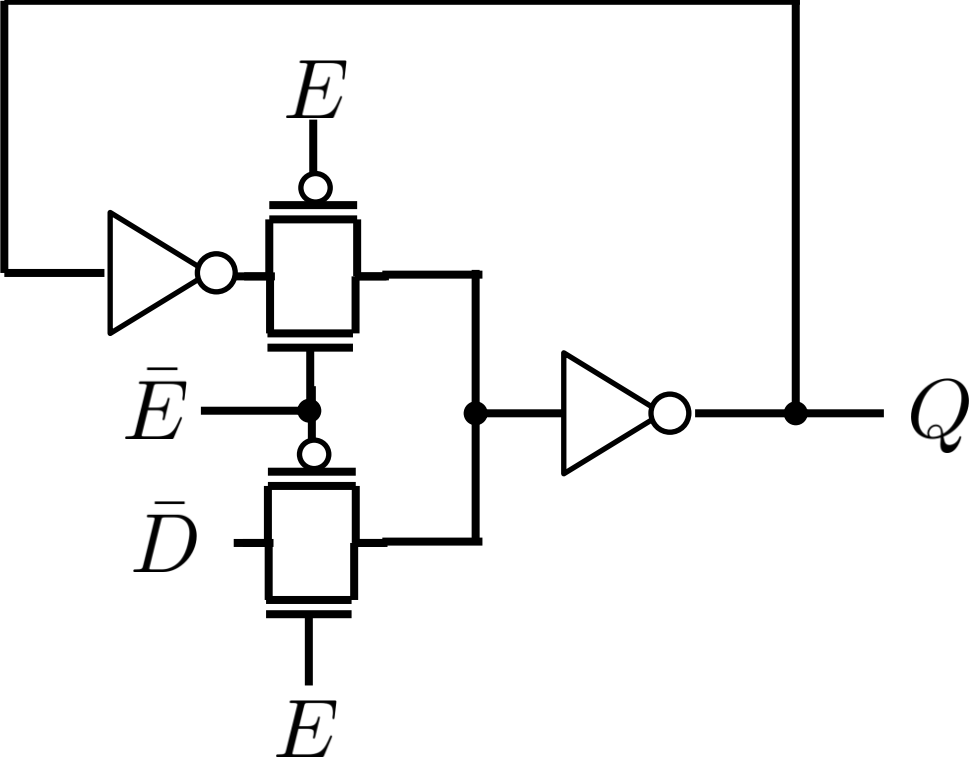


Positive latch behavior



# Positive Latch Implementation

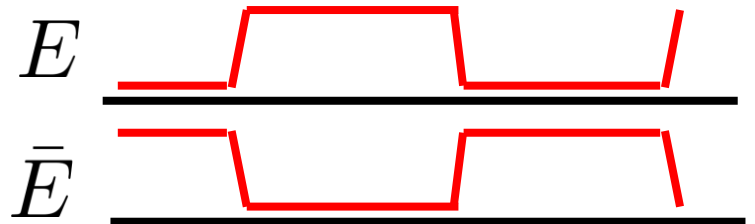
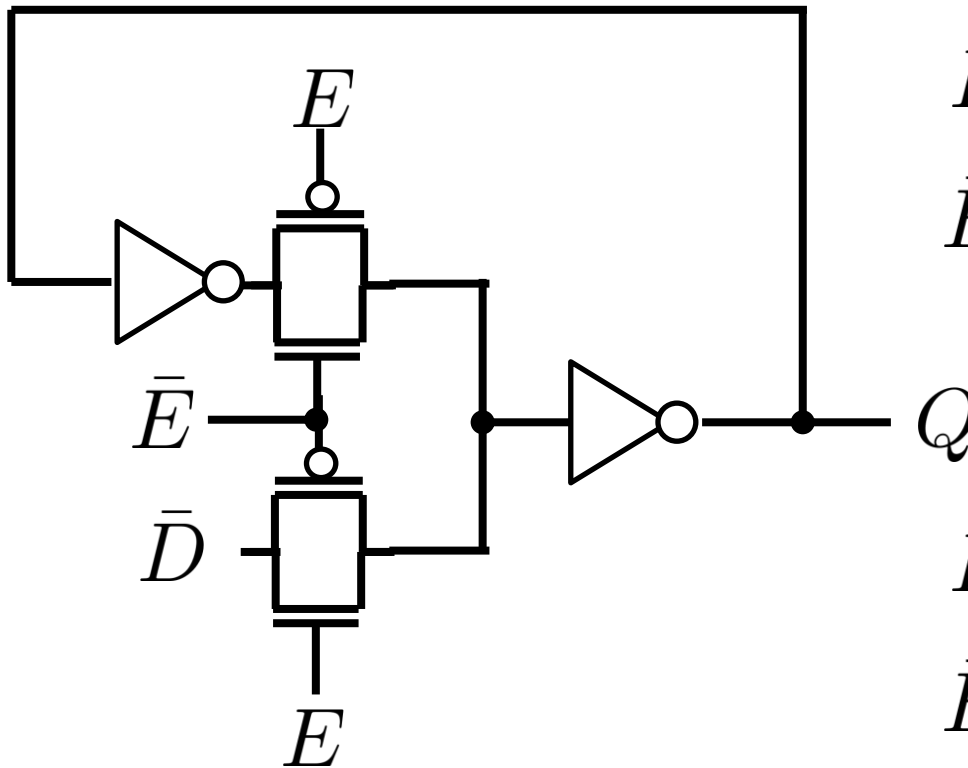
by transmission gates



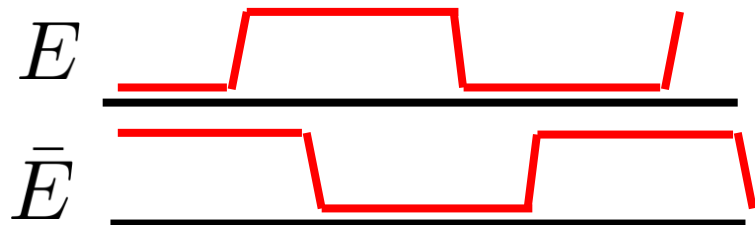
# Positive Latch Implementation

by transmission gates

But mind:

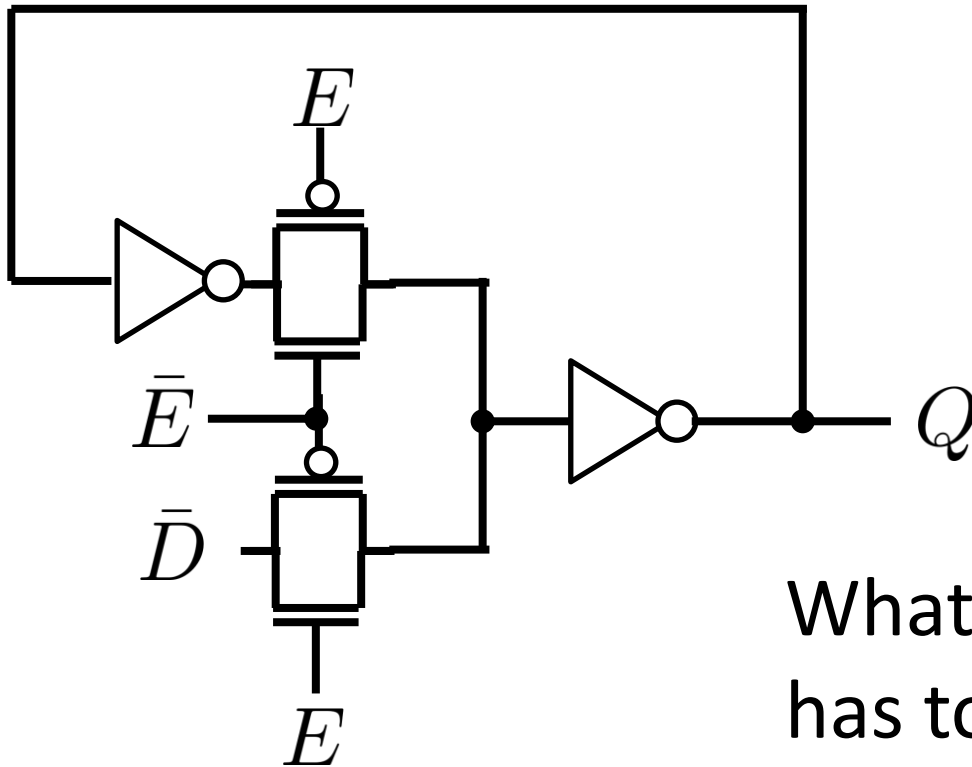


versus



# Positive Latch Implementation

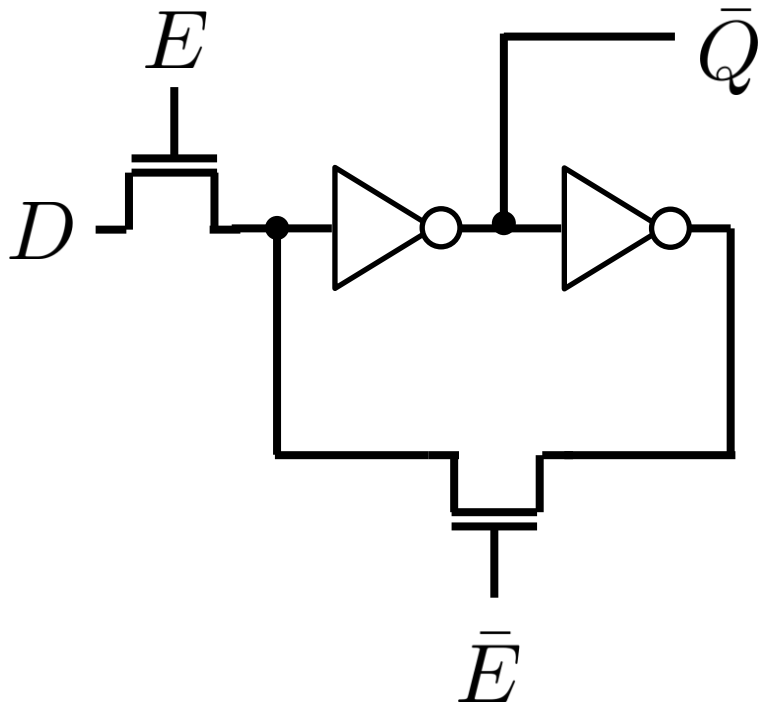
by transmission gates



What is the load signal  $E$  has to drive?

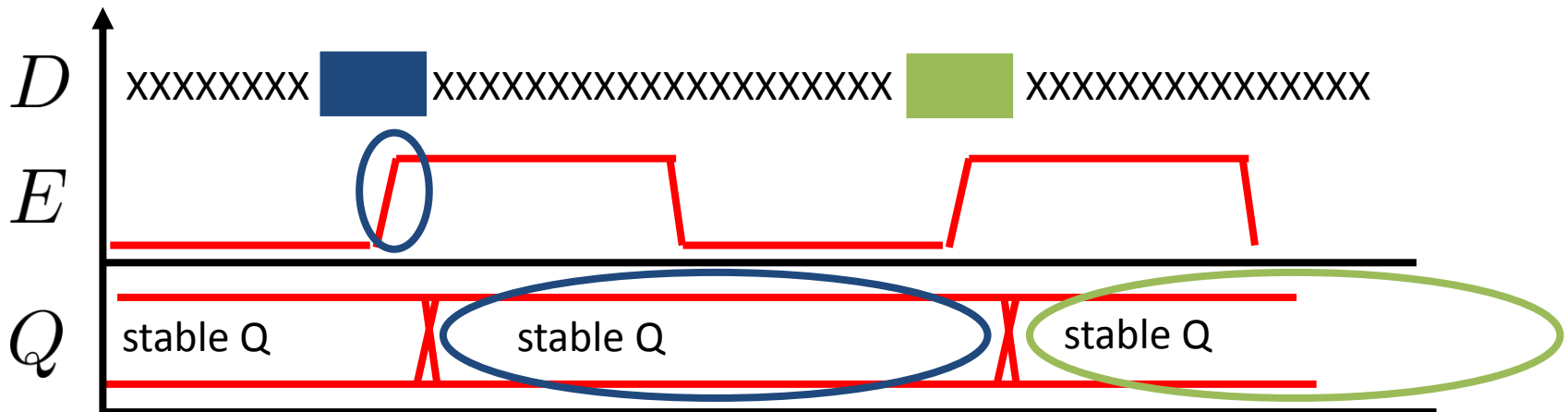
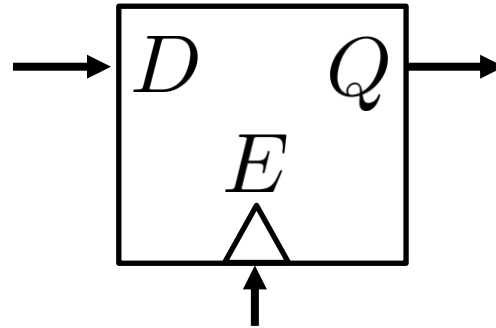
# Positive Latch Implementation

by NMOS pass transistors



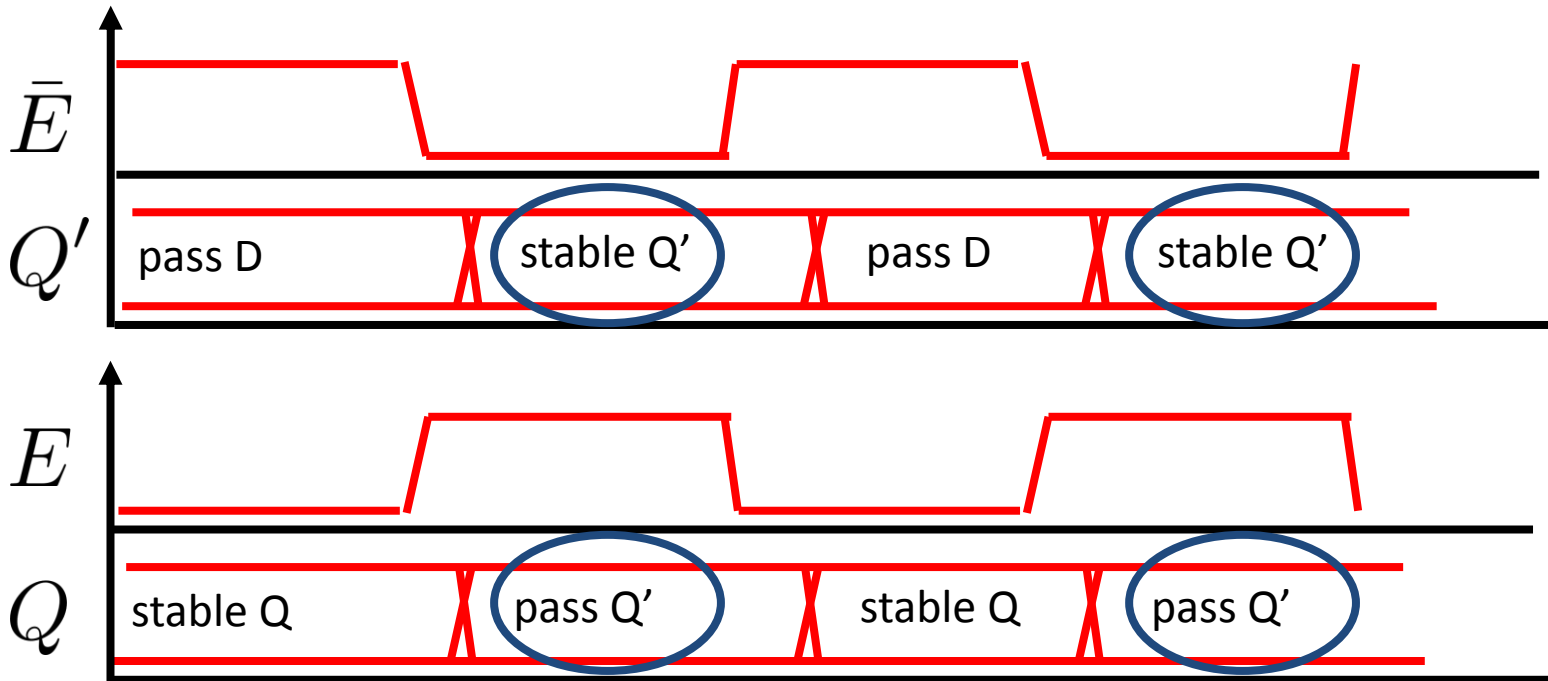
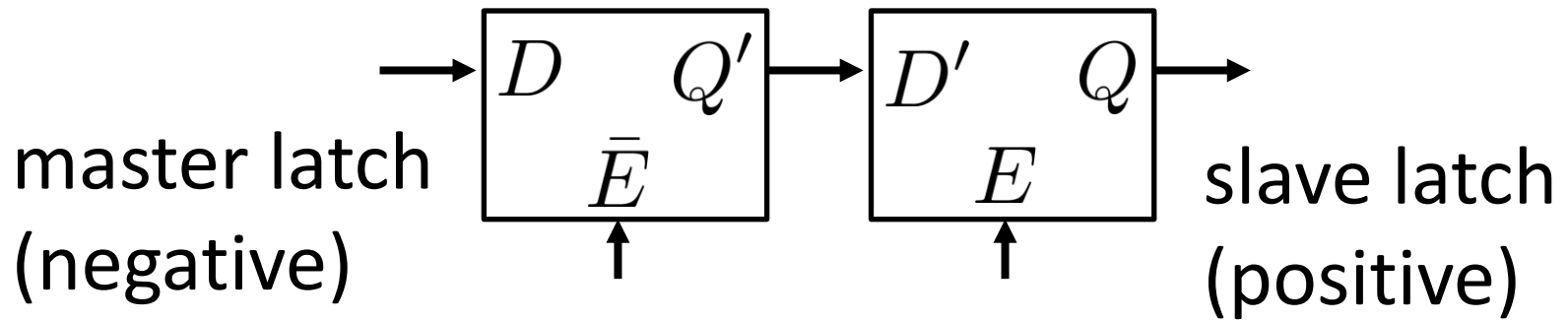
What is the load signal  $E$  has to drive?

# Flip-flop: edge triggered

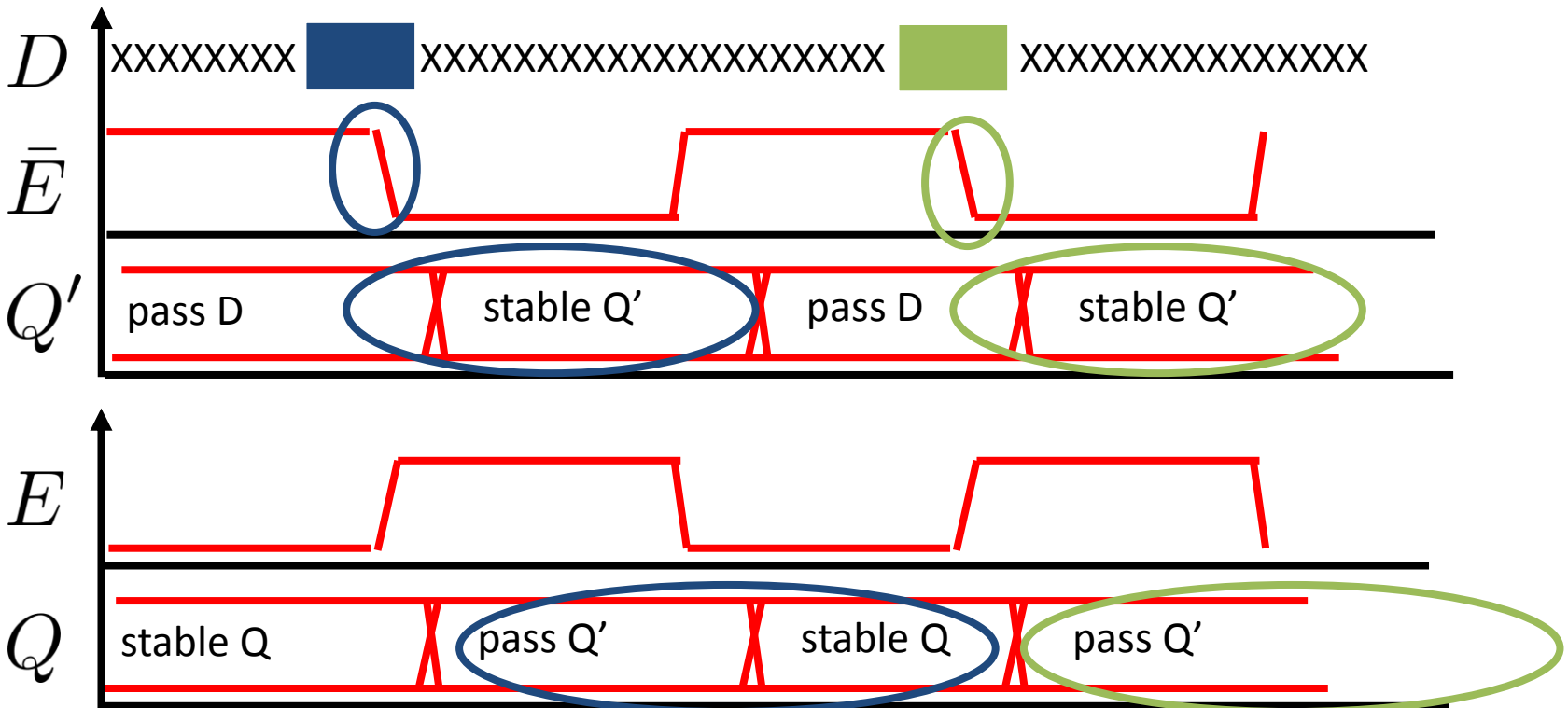
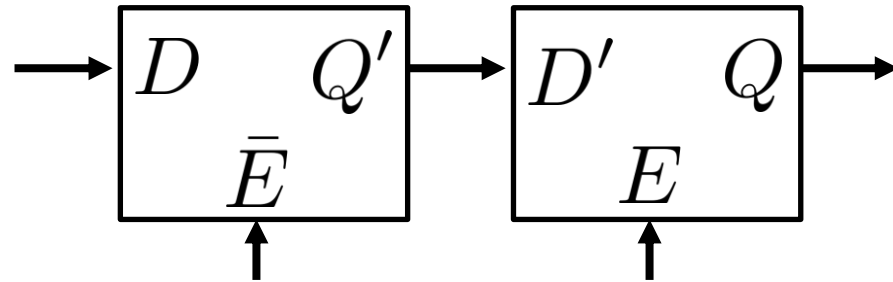




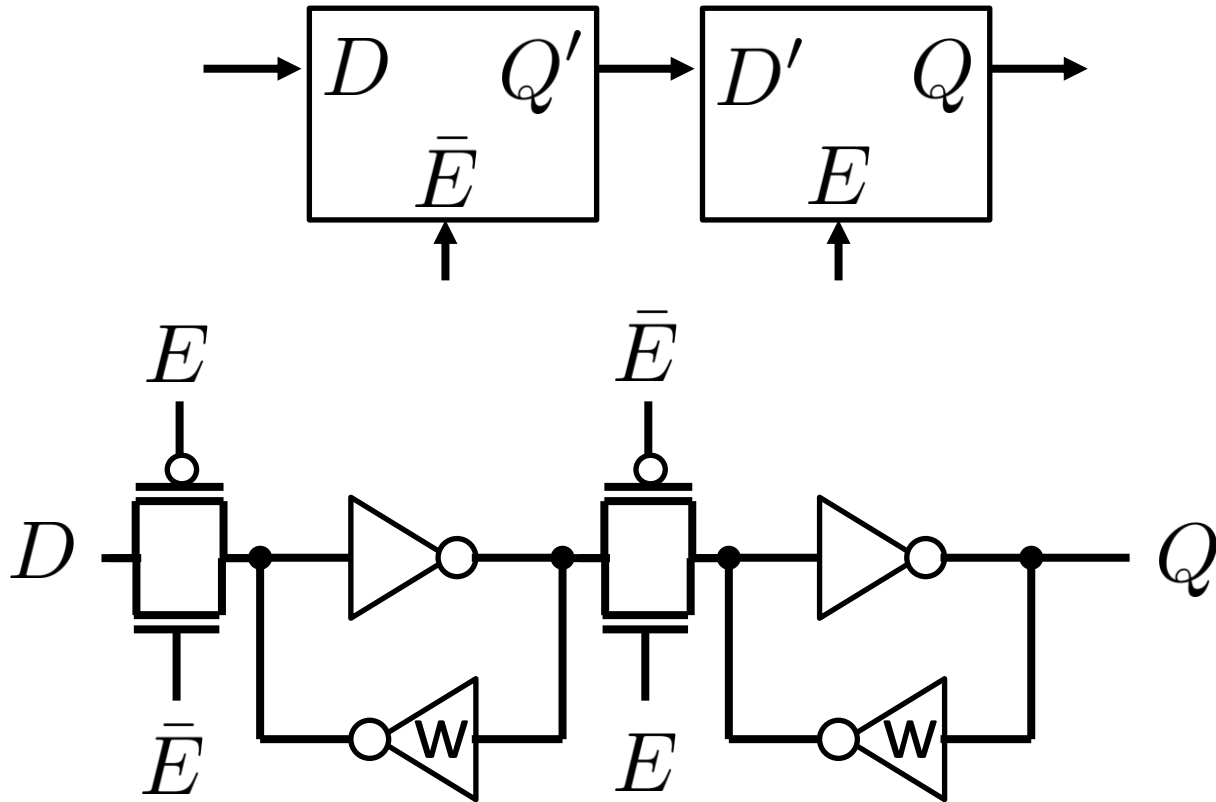
# Flip-flop: edge triggered



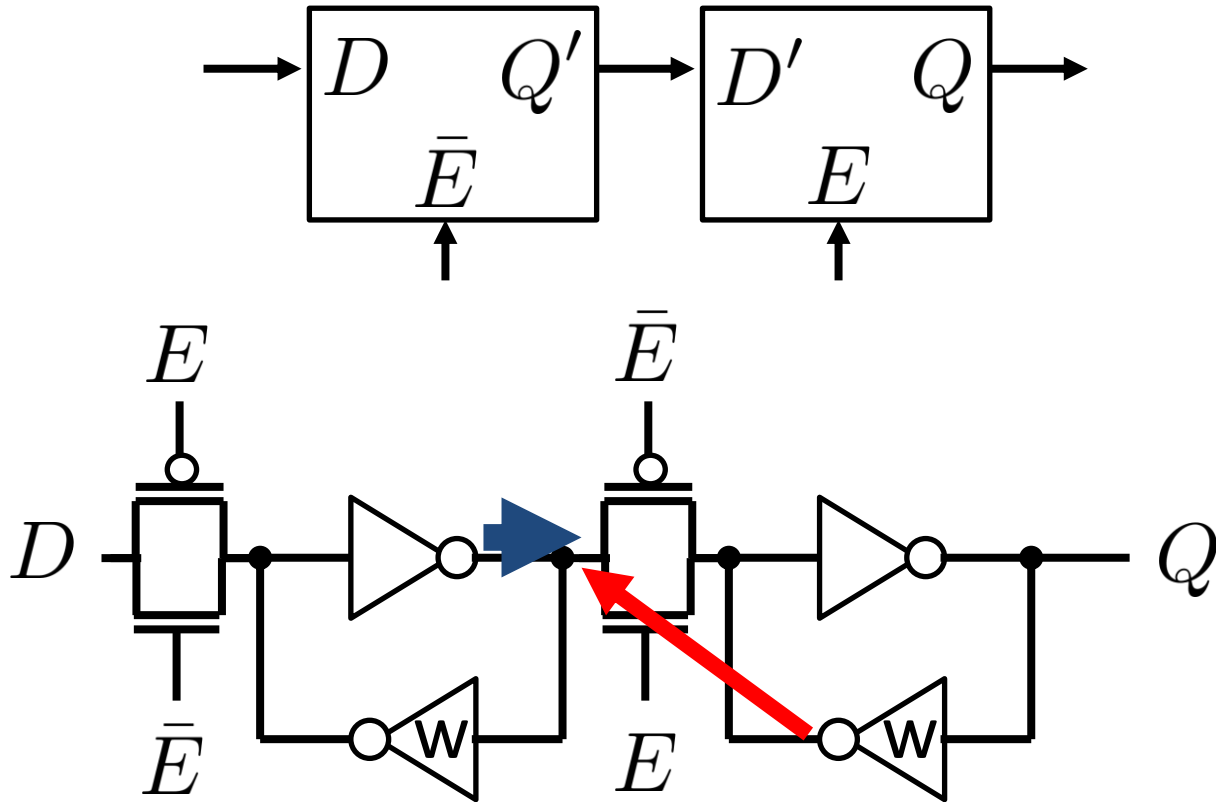
# Flip-flop: positive edge triggered



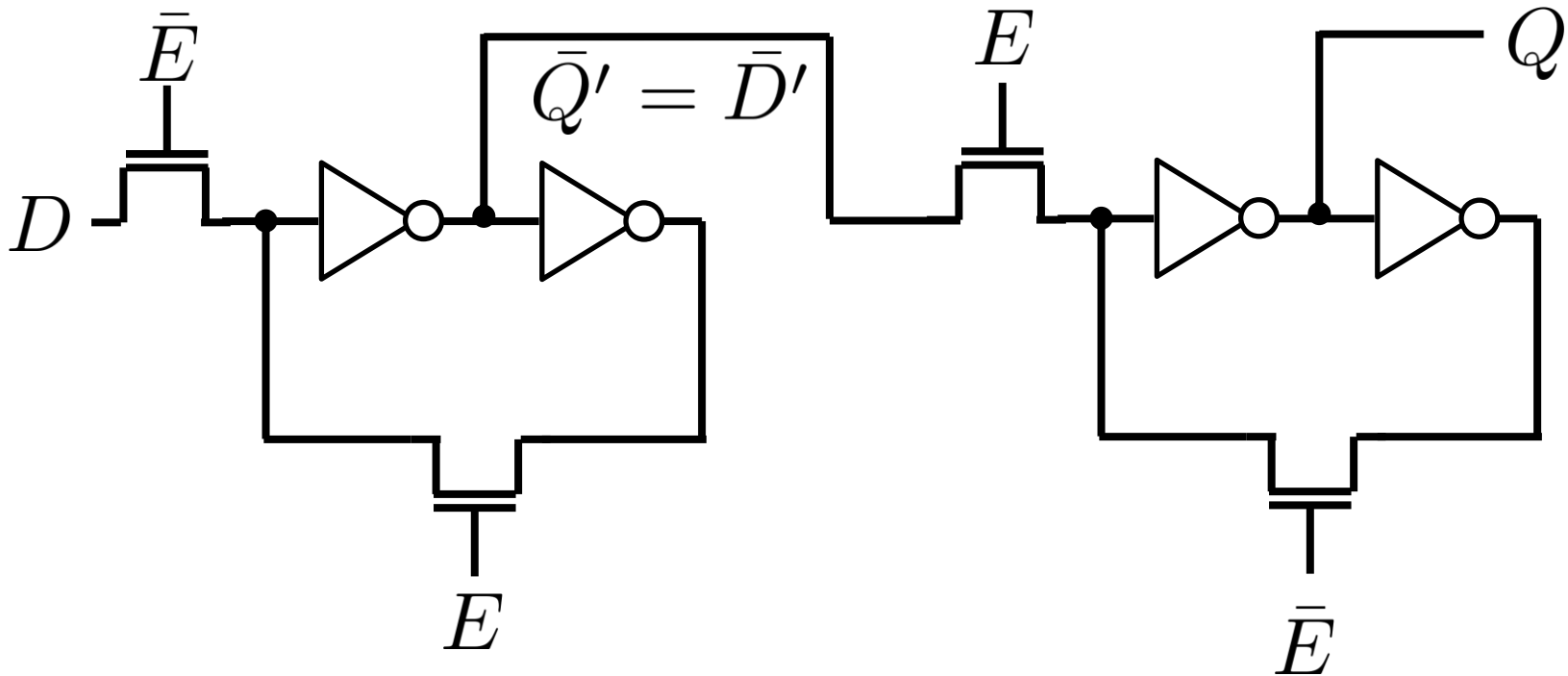
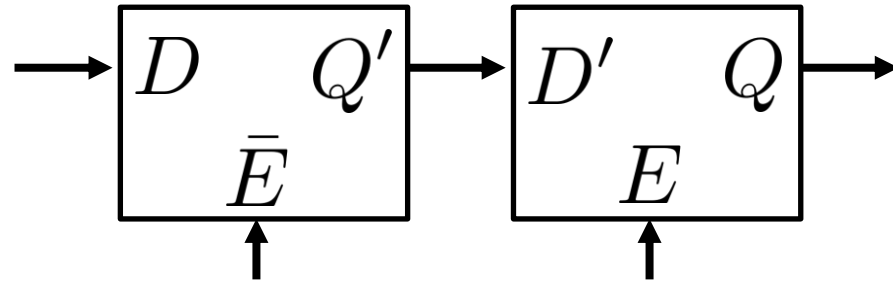
# Reducing E-load



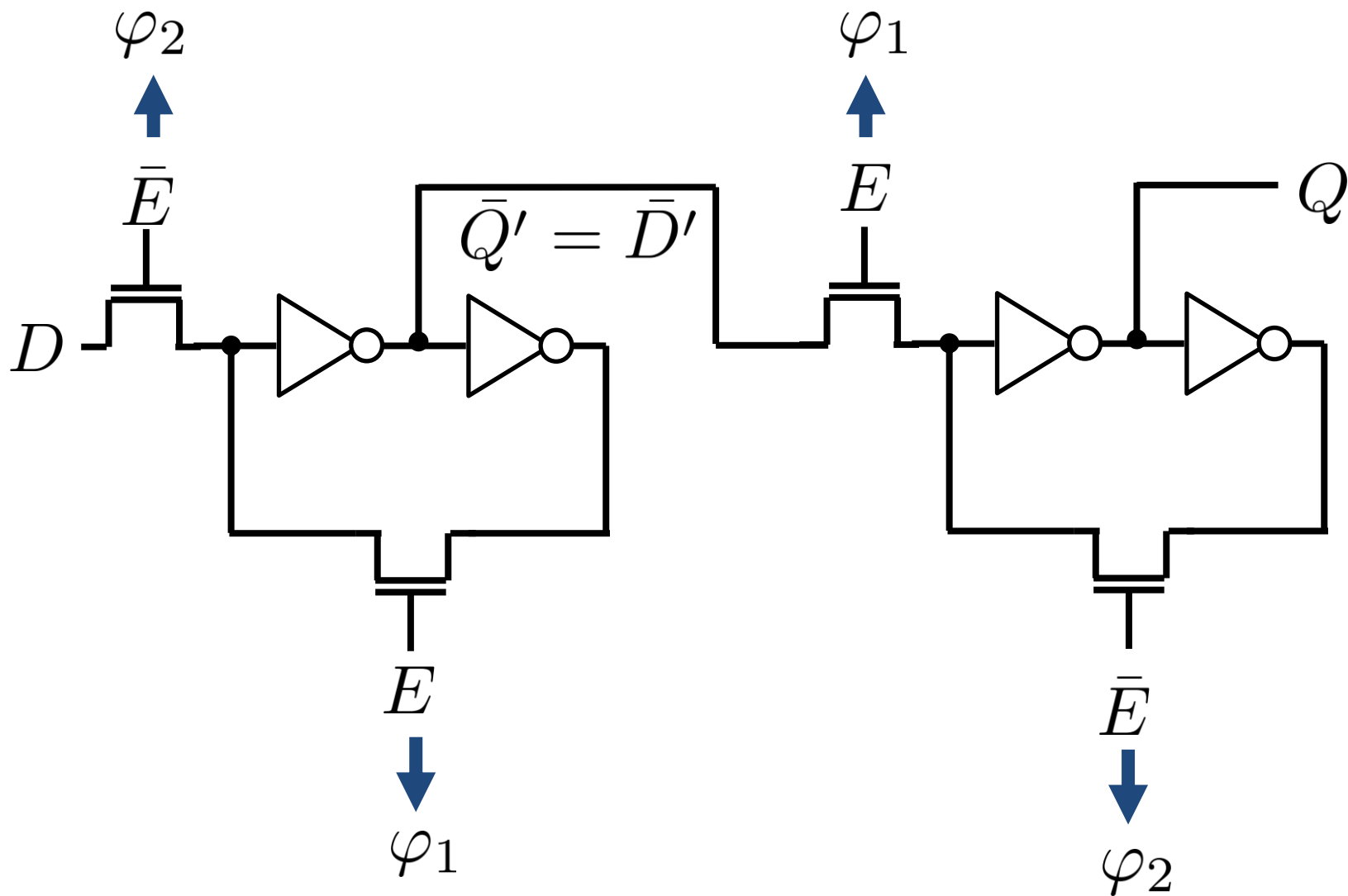
# Mind sizing



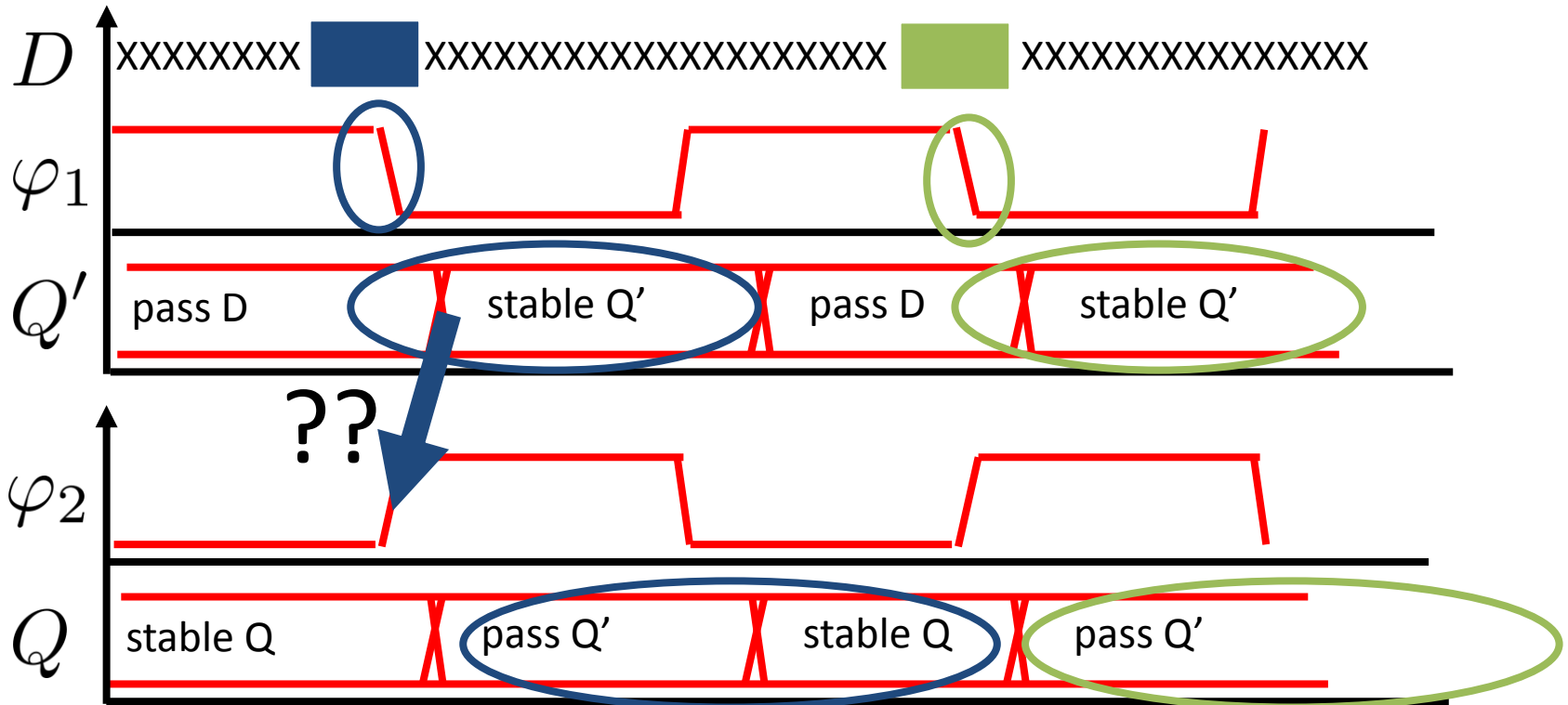
# Preventing this...



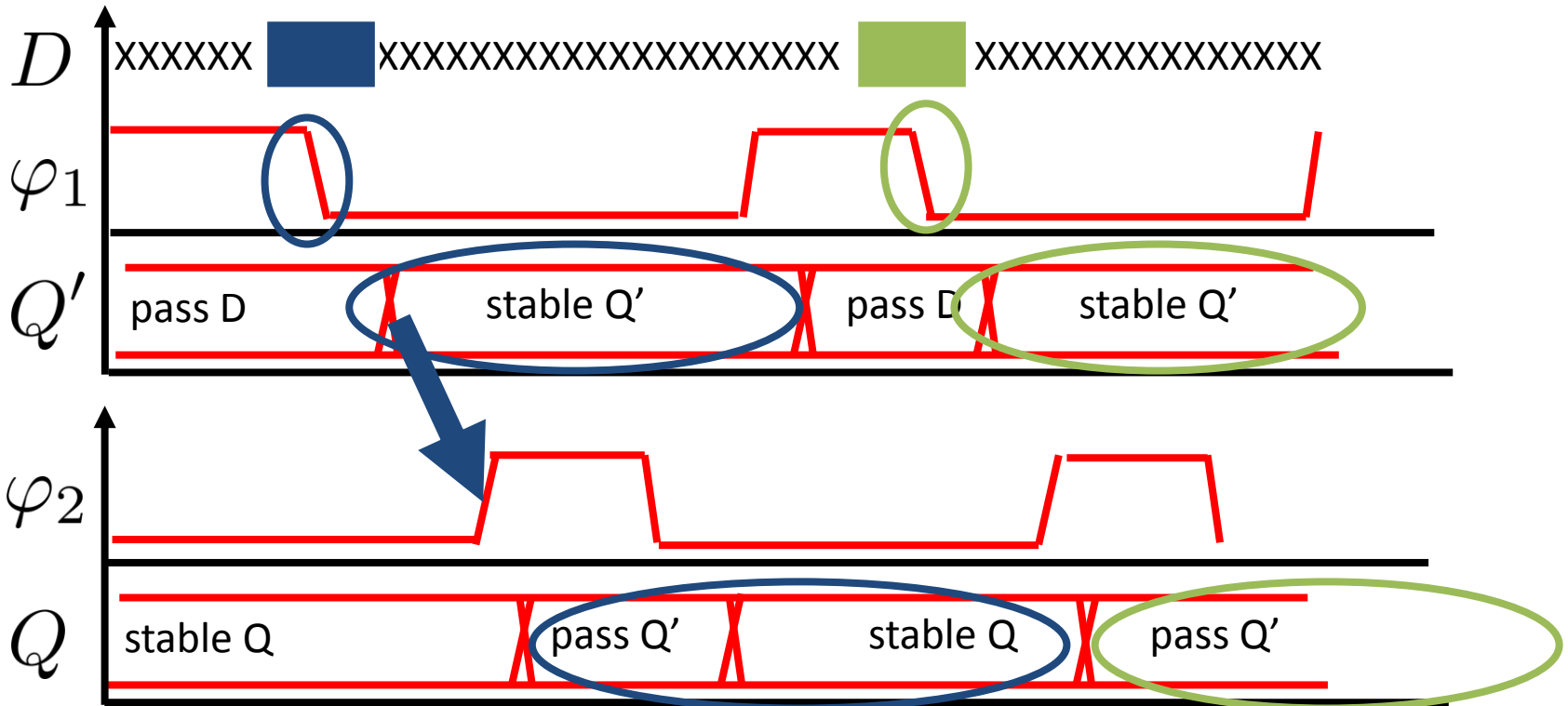
# Mind phases



# Mind phases

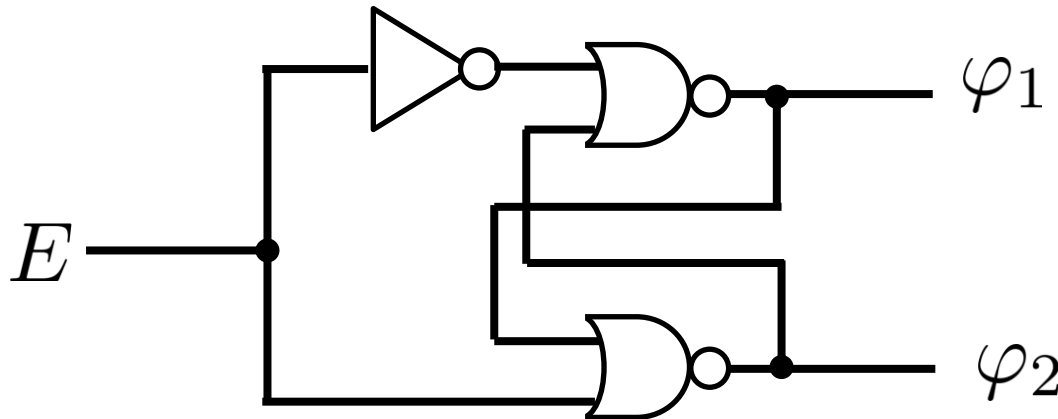


# Mind phases





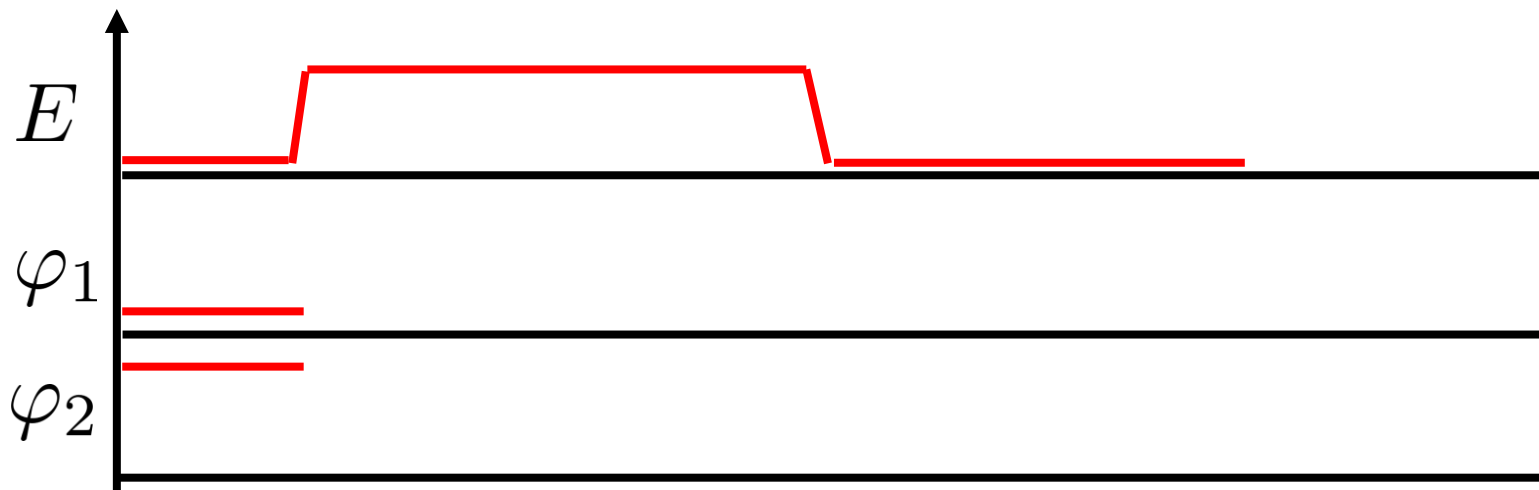
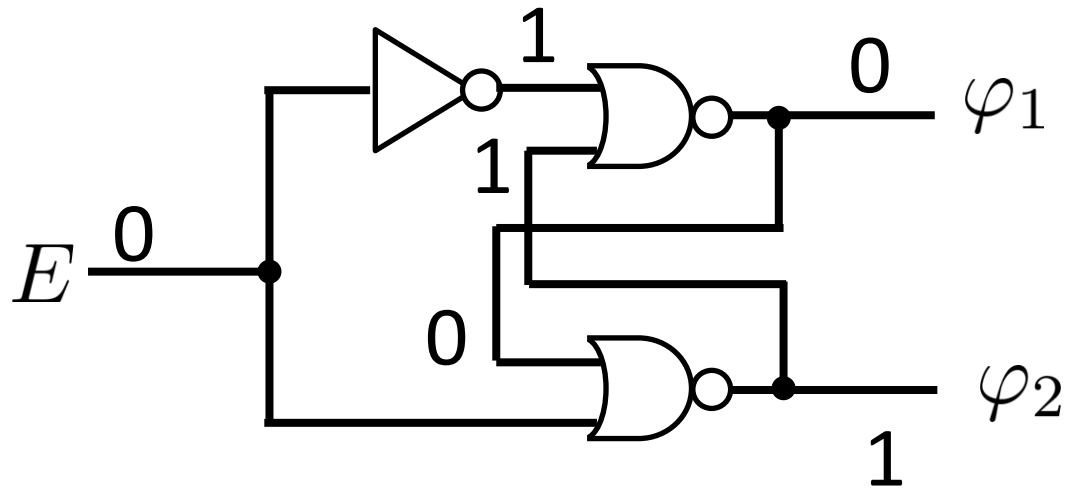
# Generate phases (locally)



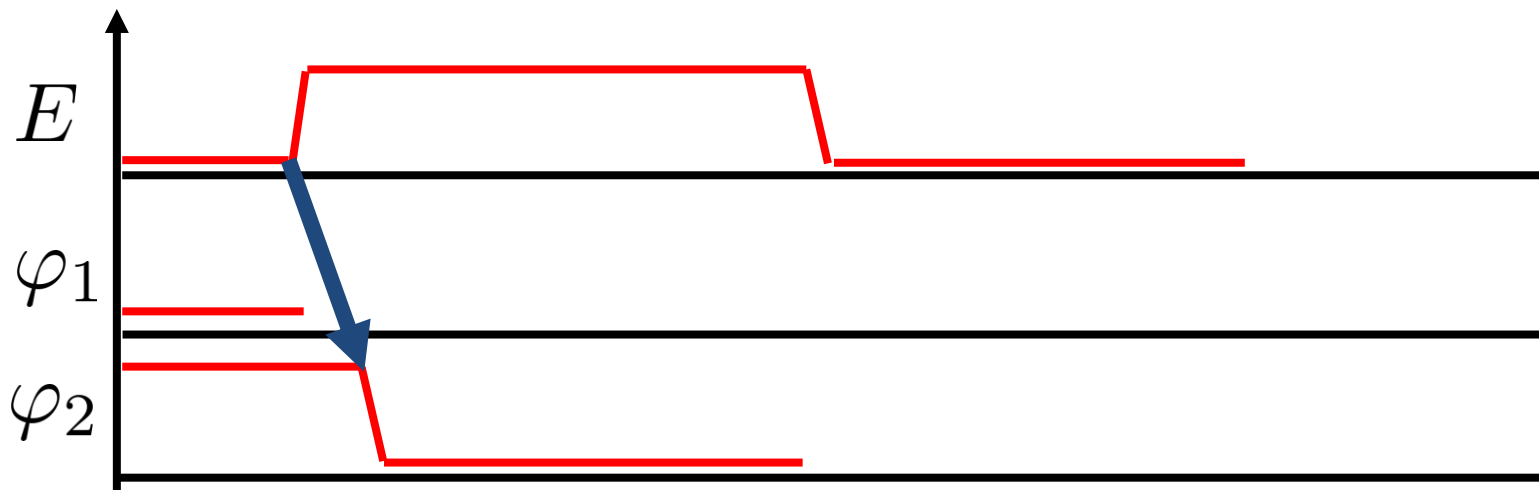
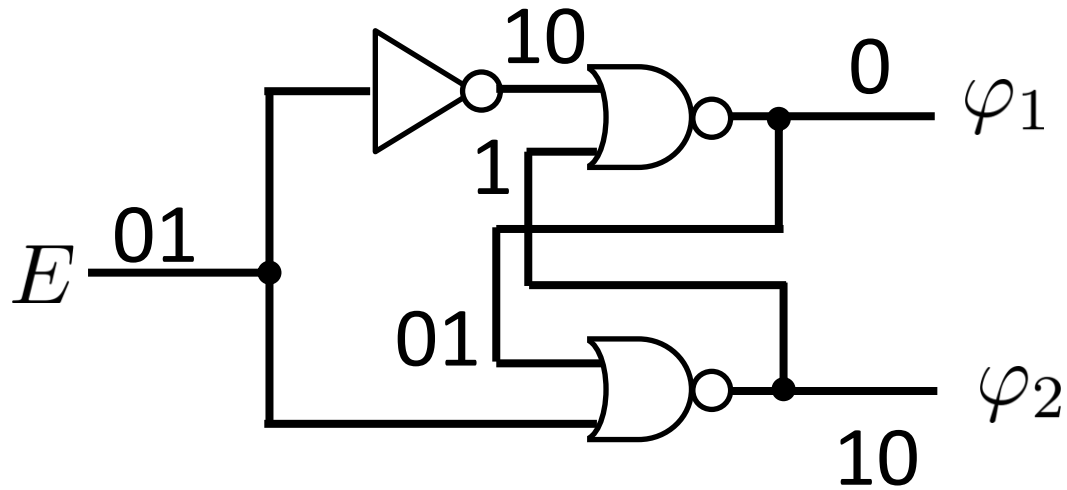
locally since otherwise:

- two signals to distribute
- non-overlap problem, again

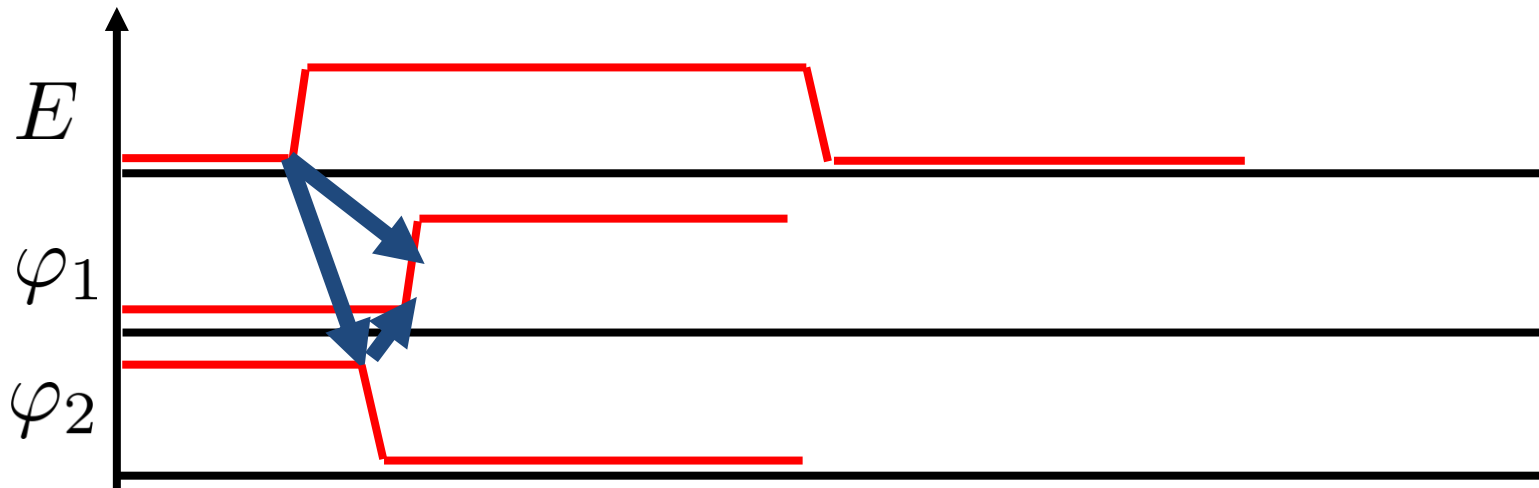
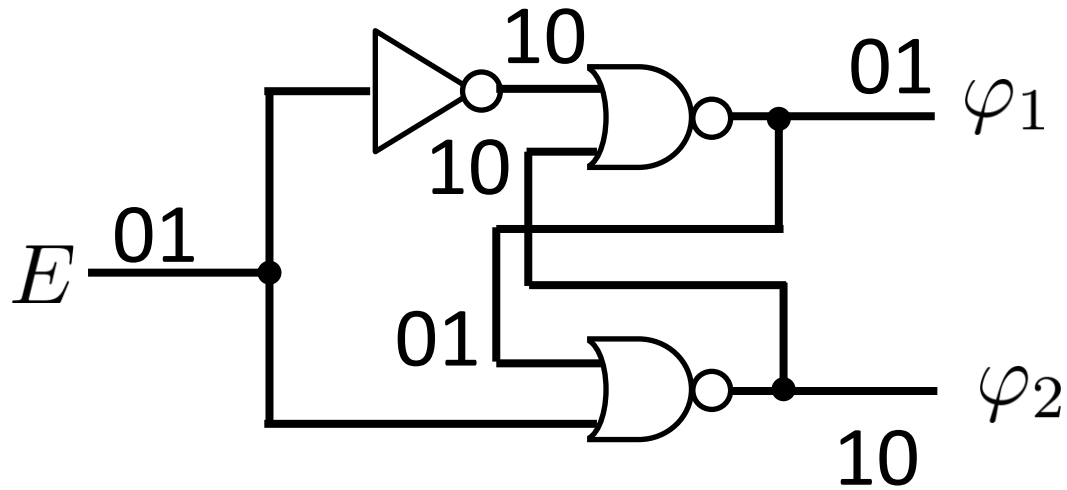
# Generate phases (locally)



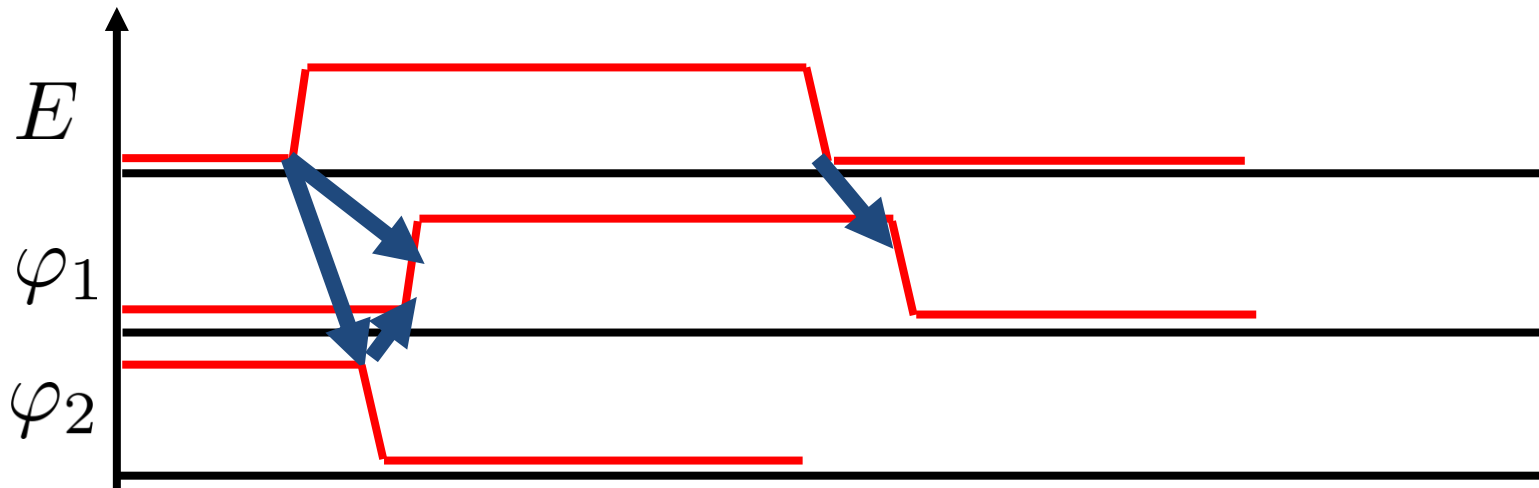
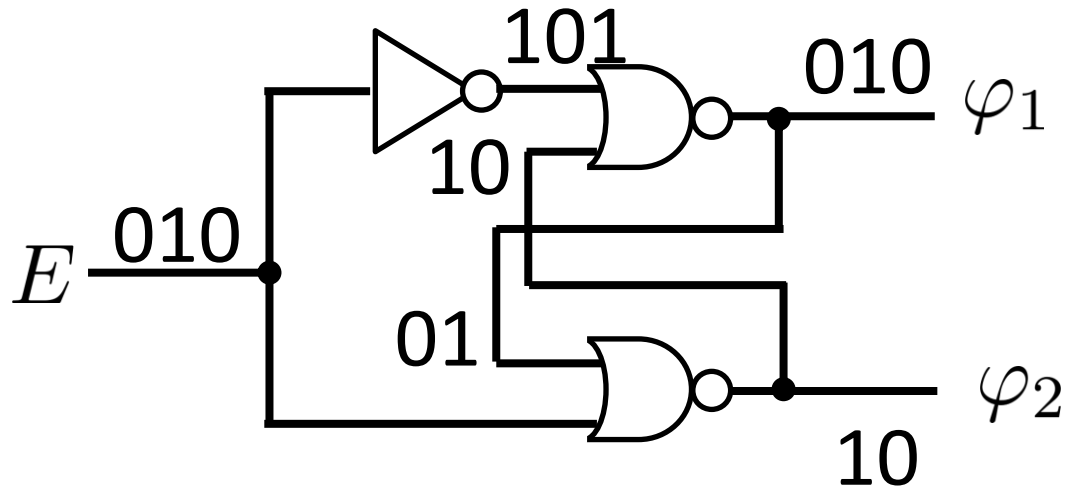
# Generate phases (locally)



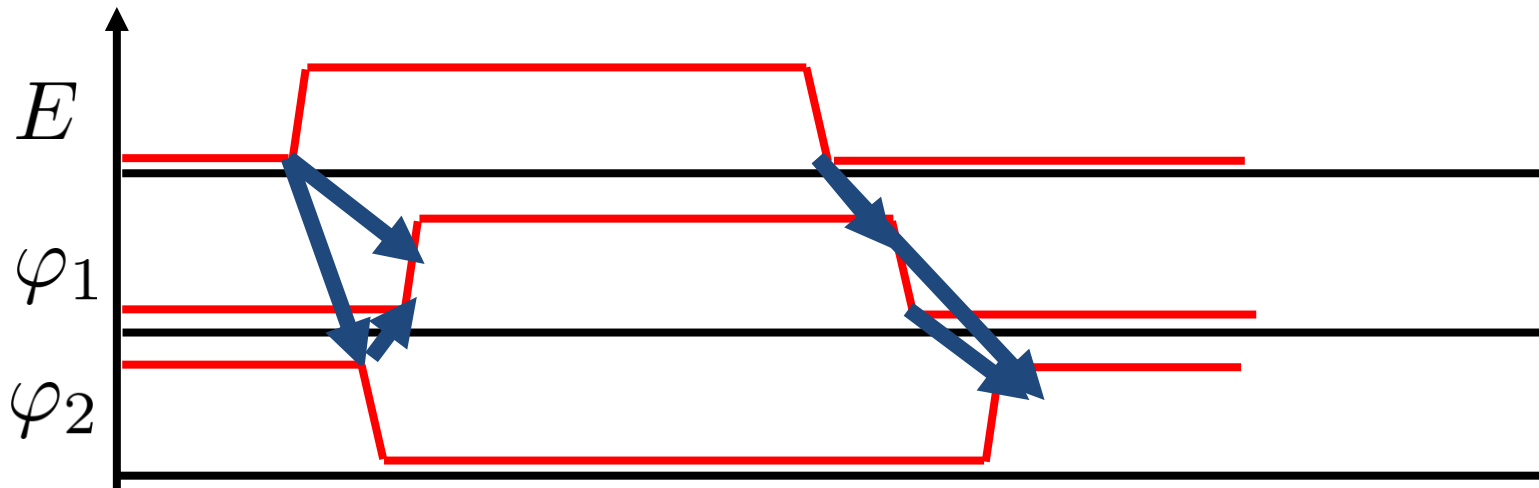
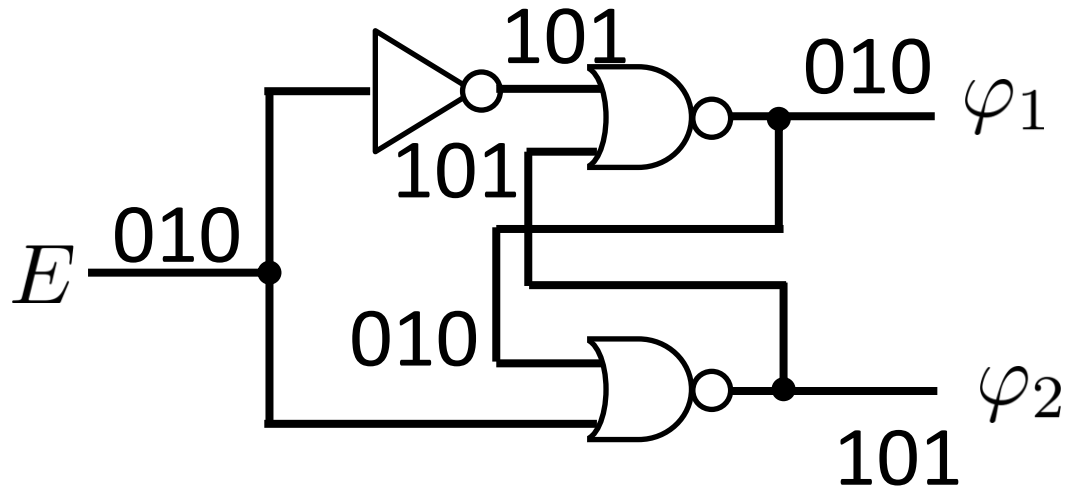
# Generate phases (locally)



# Generate phases (locally)



# Generate phases (locally)



# Is this static?

