I.C.D.

Integrated Circuit Design

Iain McNally

≈ 12 lectures

Koushik Maharatna

≈ 12 lectures

Integrated Circuit Design

Iain McNally

- Content
  - Introduction
  - Overview of Technologies
  - Layout
  - Design Rules and Abstraction
  - Cell Design and Euler Paths
  - System Design using Standard Cells

  - Pass Transistor Circuits
  - Storage
  - PLAs

  - Wider View

Integrated Circuit Design

- Assessment

0%	Informal Coursework	(L-Edit Gate Layout)
100%	Examination	

- Books

  Digital Integrated Circuits
  Jan Rabaey
  Prentice-Hall

  Principles of CMOS VLSI Design
  A Circuits and Systems Perspective
  Neil Weste & David Harris
  Addison-Wesley 2004

- Notes & Resources

  `http://users.ecs.soton.ac.uk/bim/notes/icd`

History

1947 First Transistor
John Bardeen, Walter Brattain, and William Shockley (Bell Labs)

1952 Integrated Circuits Proposed
Geoffrey Dummer (Royal Radar Establishment) - *prototype failed...*

1958 First Integrated Circuit
Jack Kilby (Texas Instruments) - *Co-inventor*

1959 First Planar Integrated Circuit
Robert Noyce (Fairchild) - *Co-inventor*

1961 First Commercial ICs
Simple logic functions from TI and Fairchild

1965 Moore's Law
Gordon Moore (Fairchild) observes the trends in integration.

Moore’s Law

Predicts exponential growth in the number of components per chip.

1965 - 1975 Doubling Every Year

In 1965 Gordon Moore observed that the number of components per chip had doubled every year since 1959 and predicted that the trend would continue through to 1975.

Moore describes his initial growth predictions as ”ridiculously precise”.

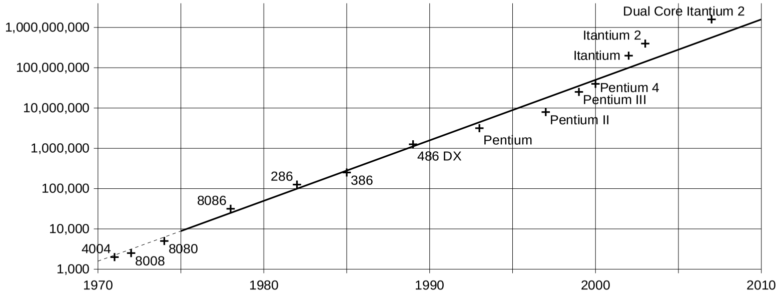
1975 - 2010 Doubling Every Two Years

In 1975 Moore revised growth predictions to doubling every two years.

Growth would now depend only on process improvements rather than on more efficient packing of components.

In 2000 he predicted that the growth would continue at the same rate for another 10-15 years before slowing due to physical limits.

Moore’s Law at Intel[1]



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[1] Intel was founded by Gordon Moore and Robert Noyce from Fairchild

Moore’s Law; a Self-fulfilling Prophesy

The whole industry uses the Moore’s Law curve to plan new fabrication facilities.

Slower - wasted investment

Must keep up with the Joneses[2].

Faster - too costly

Cost of capital equipment to build ICs doubles approximately every 4 years.

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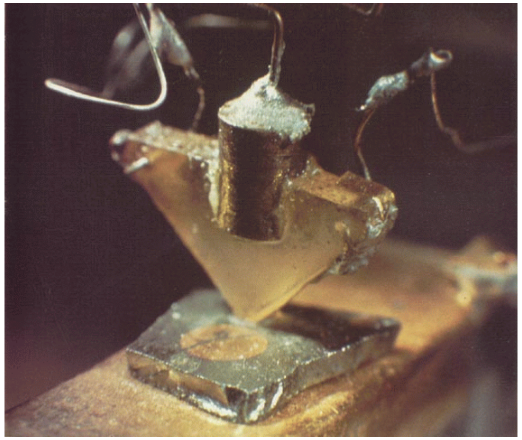
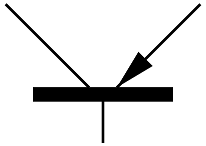
[2] or the Intels

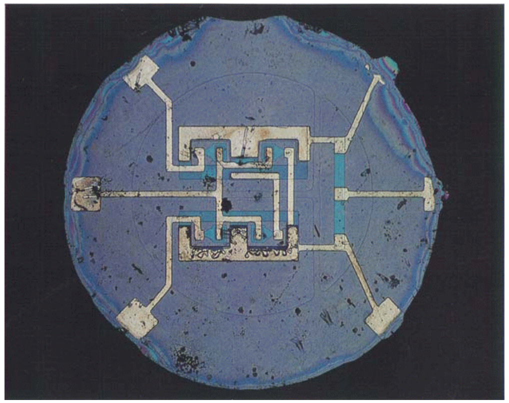
1947 Point Contact transistor

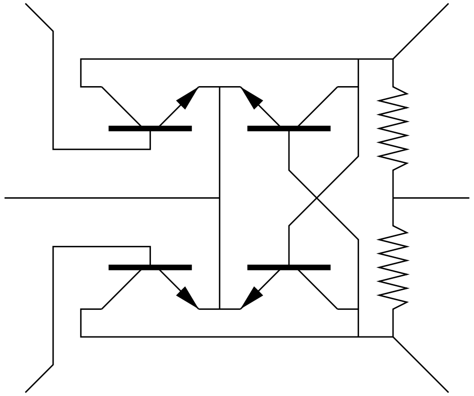




1961 Fairchild Bipolar RTL RS Flip-Flop

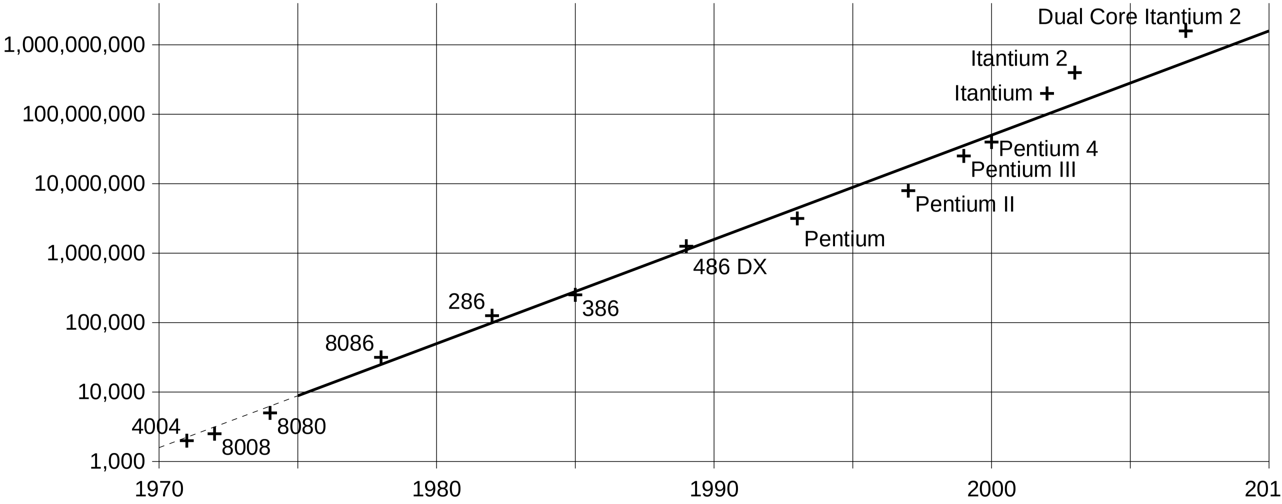
(4 Transistors)





1965 Moore's Law (Mk I) Number of transistor has doubled every year and will continue to do so until 1975

1975 Moore's Law (Mk II) Number of transistors will double every two years



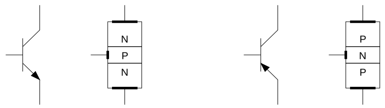
Self-fulfilling
Prophecy

Overview of Technologies

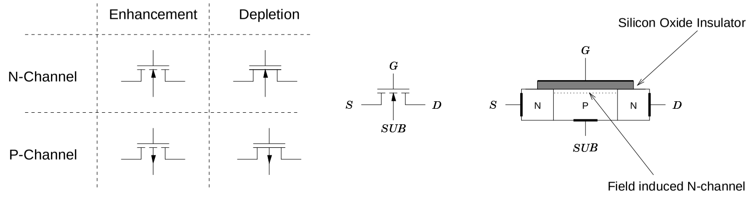
Components for Logic

Diode

Bipolar Transistors

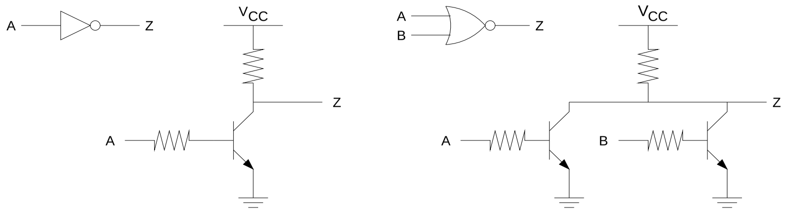


MOS Transistors



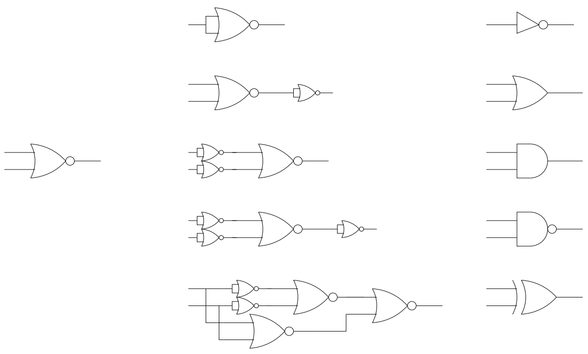
Overview of Technologies

RTL Inverter and NOR gate



Overview of Technologies

All functions can be realized with a single NOR base gate.[1]



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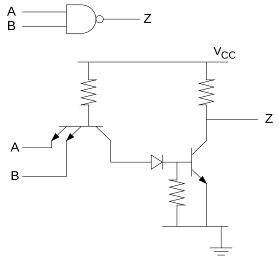
[1] NAND gates could be used instead.

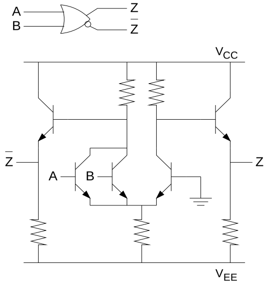
Overview of Technologies

Other Bipolar Technologies

TTL NAND Gate



ECL OR/NOR Gate



- **TTL** gives faster switching than RTL at the expense of greater complexity[2]. The characteristic multi-emitter transistor reduces the overall component count.
- **ECL** is a very high speed, high power, non-saturating technology.

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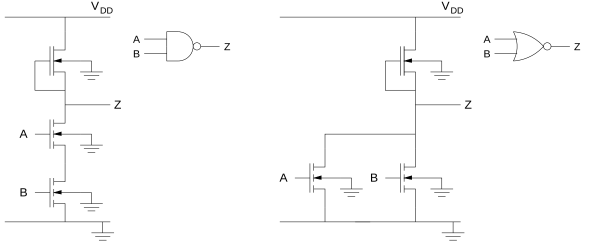
[2] Most TTL families are more complex than the basic version shown here

Overview of Technologies

NMOS - a VLSI technology.



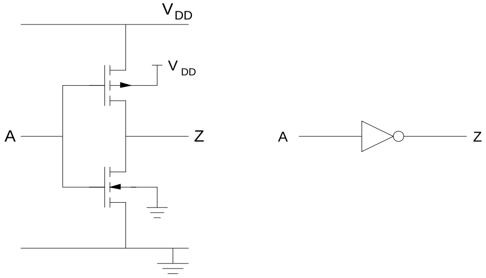
- Circuit function determined by series/parallel combination of devices.
- Depletion transistor acts as non-linear load resistor.

  Resistance increases as the enhancement device turns on, thus reducing power consumption.
- The low output voltage is determined by the size ratio of the devices.

Overview of Technologies

CMOS logic

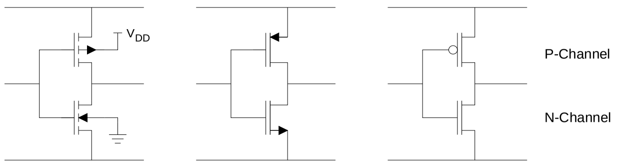
CMOS - *state of the art* VLSI.



- An active PMOS device complements the NMOS device giving:
  - rail to rail output swing.
  - negligible static power consumption.

Digital CMOS Circuits

Alternative representations for CMOS transistors

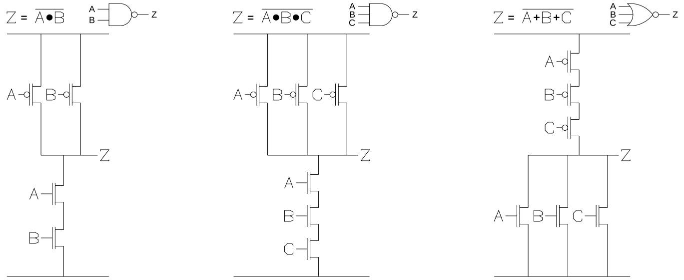


Various shorthands are used for simplifying CMOS circuit diagrams.

- In general substrate connections are not drawn where they connect to Vdd (PMOS) and Gnd (NMOS).
- All CMOS devices are enhancement mode.
- Transistors act as simple digitally controlled switches.

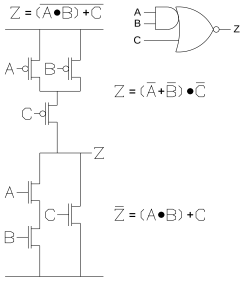
Digital CMOS Circuits

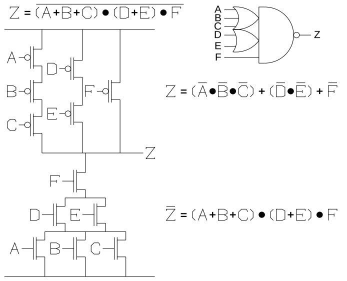
Static CMOS complementary gates



- For any set of inputs there will exist either a path to Vdd or a path to Gnd.

Compound Gates



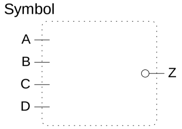


- All compound gates are inverting.
- Realisable functions are arbitrary AND/OR expressions with inverted output.

Compound Gate Example

$Z = \overline{(A \bullet B) + (C \bullet D)}$

Symbol



V_{DD}

Pull Up Network

$Z = f(\overline{A},\overline{B},\overline{C},\overline{D})$

Z = ...

Z

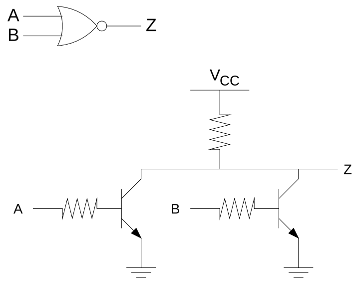
Pull Down Network

$\overline{Z} = f(A,B,C,D)$

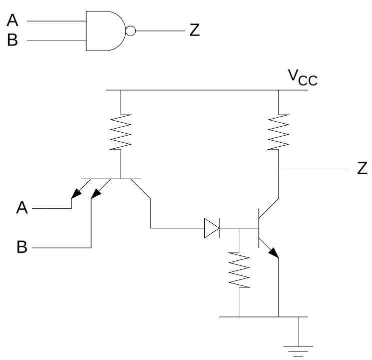
$\overline{Z} = (A \bullet B) + (C \bullet D)$

GND

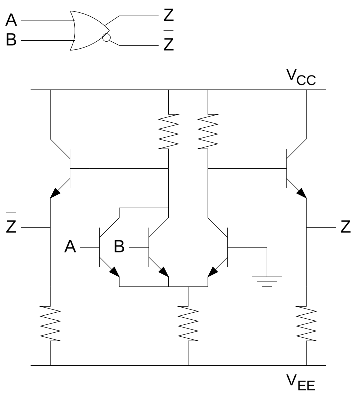
RTL NOR Gate



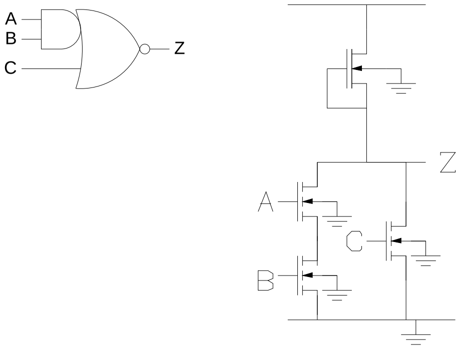
TTL NAND Gate



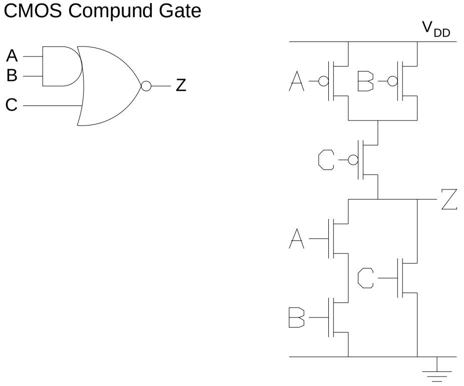
ECL OR/NOR Gate



NMOS Compund Gate



CMOS Compund Gate



- Bipolar Transitors with Resistors - MSI/LSI

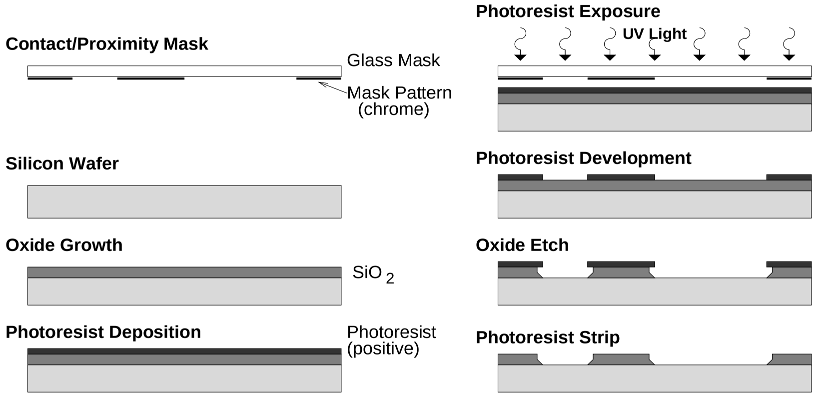
RTL - NOR TTL - NAND ECS - OR/NOR

- MOS Transistors (no resistors) - VLSI

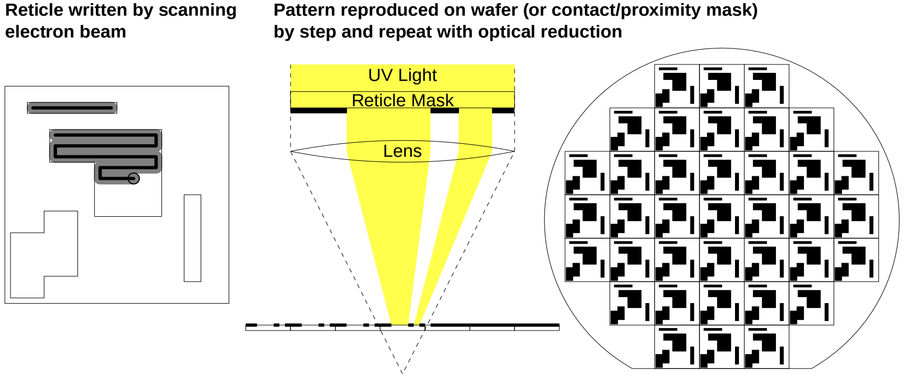
NMOS CMOS - No static power!

Both allow construction of NOR, NAND & Compound gate (always inverting)

Photolithography



Mask Making

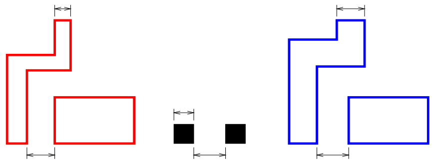


- Optical reduction allows narrower line widths.

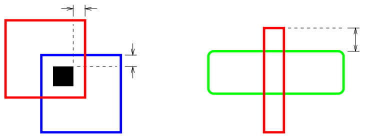
Design Rules

To prevent chip failure, designs must conform to design rules:

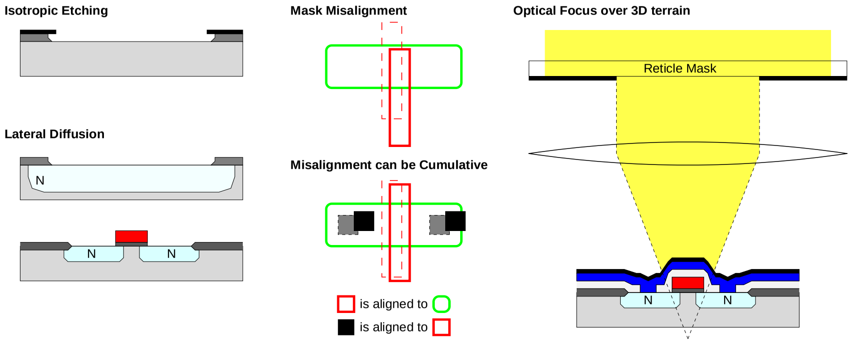
- Single layer rules



- Multi-layer rules

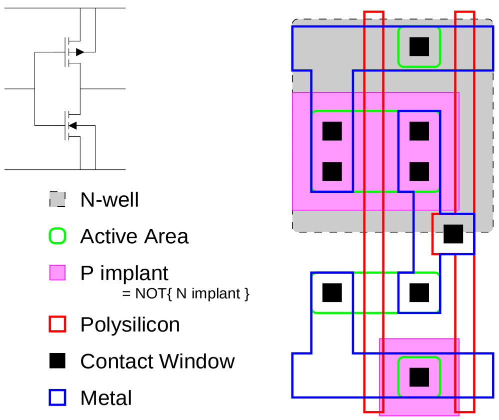


Derivation of Design Rules



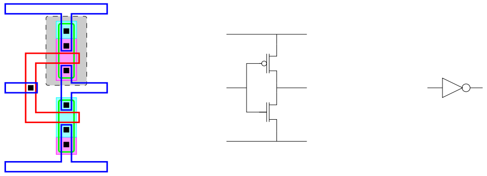
Design Rules

0.5 μm CMOS inverter



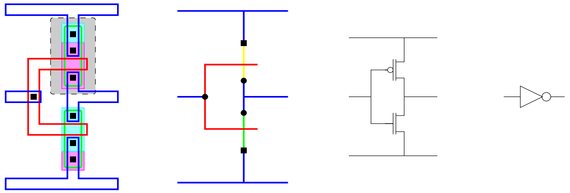
Abstraction

Levels of Abstraction



- Mask Level Design
  - Laborious Technology/Process dependent.
  - Design rules may change during a design!
- Transistor Level Design
  - Process independent, Technology dependent.
- Gate Level Design
  - Process/Technology independent.

Abstraction - Stick Diagrams



Stick diagrams give us many of the benefits of abstraction:

- Much easier/faster than full mask specification.
- Process independent (valid for any CMOS process).
- Easy to change.

while avoiding some of the problems:

- Optimized layout may be generated much more easily from a stick diagram than from transistor or gate level designs.[1]

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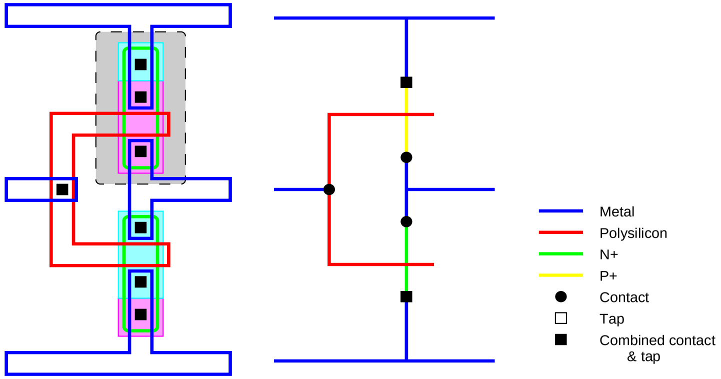
[1] note that all IC designs must end at the mask level.

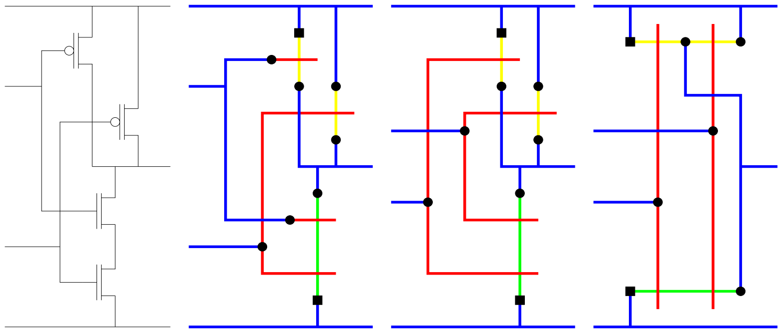
Digital CMOS Design

Stick Diagrams



Digital CMOS Design

Stick Diagrams

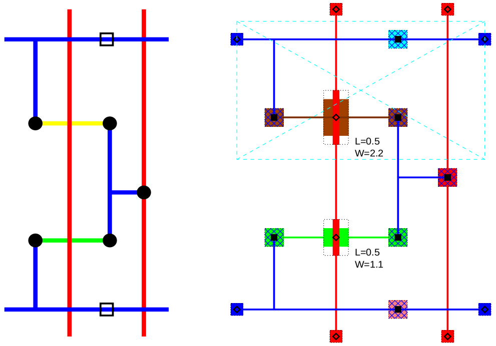


Digital CMOS Design

Stick Diagrams

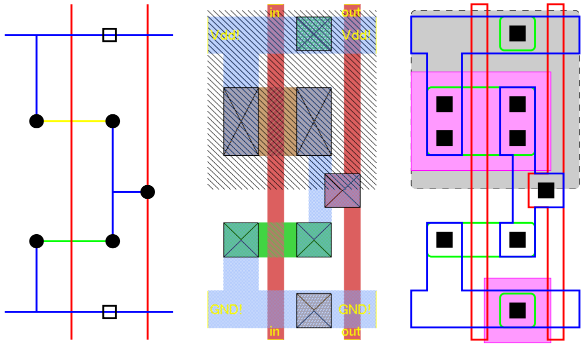
- *Explore your Design Space.*
  - Implications of crossovers.
  - Number of contacts.
  - Arrangement of devices and connections.
- Process independent layout.
- Easy to expand to a full layout for a particular process.

Sticks and CAD - Symbolic Capture



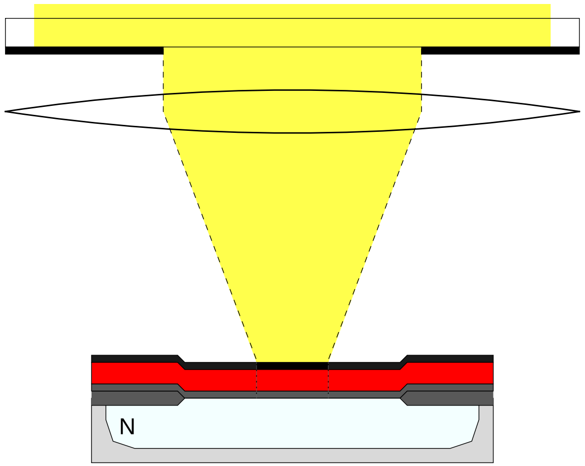
- Transistors are placed and explicitly sized.
  - components are joined with zero width wires.
  - contacts are automatically selected as required.
- A semi-automatic compaction process will create DRC correct layout.

Sticks and CAD - Magic

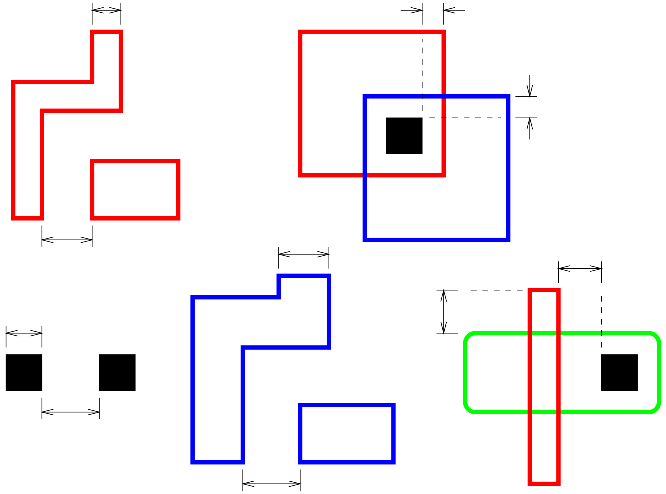


- Log style design (sticks with width) - DRC errors are flagged immediately.
  - again contacts are automatically selected as required.
- On-line DRC leads to rapid generation of correct designs.
  - symbolic capture style compaction is available if desired.

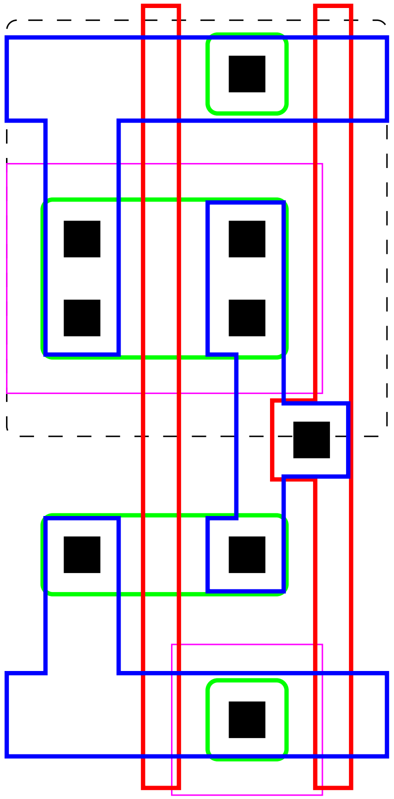
Processing



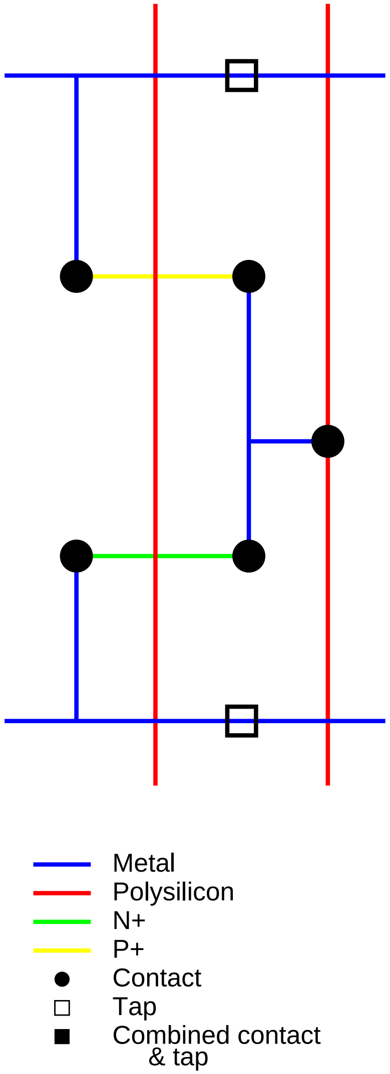
Design Rules - width, separation, overlap



Optimised Mask Layout



Equivalent Stick Diagram



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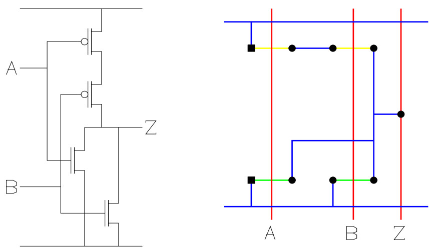
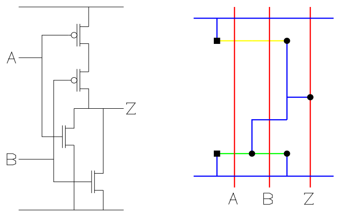
A logical approach to gate layout.

- *All complementary gates may be designed using a single row of n-transistors above or below a single row of p-transistors, aligned at common gate connections.*



Euler Path

- For the majority of these gates we can find an arrangement of transistors such that we can butt adjoining transistors.
  - – Careful selection of transistor ordering.
  - – Careful orientation of transistor source and drain.
- Referred to as *line of diffusion*.



Finding an Euler Path

Computer Algorithms

- It is relatively easy for a computer to consider all possible arrangements of transistors in search of a suitable Euler path.

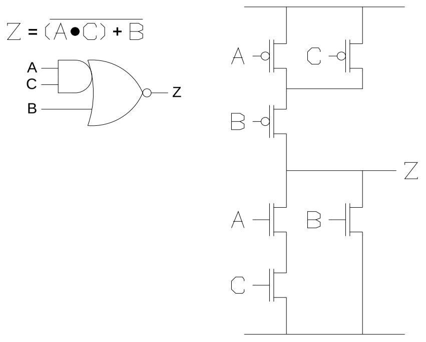
  This is not so easy for the human designer.

One Human Algorithm

- Find a path which passes through all n-transistors exactly once.
- Express the path in terms of the gate connections.
- Is it possible to follow a similarly labelled path through the p-transistors?
  - – Yes – you've succeeded.
  - – No – try again (you may like to try a p path first this time).

Finding an Euler Path

$Z = \overline{(A \bullet C) + B}$

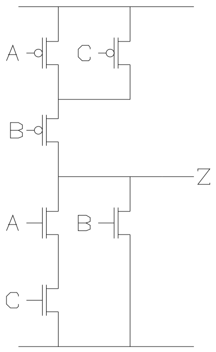


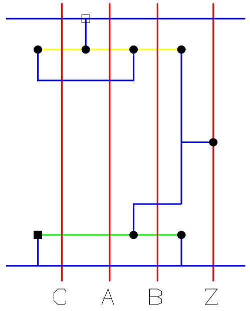
A–C–B
B–A–C
B–C–A
C–A–B ⇐

A–B–C
A–C–B
B–A–C
B–C–A
C–A–B ⇐
C–B–A

Here there are four possible Euler paths.

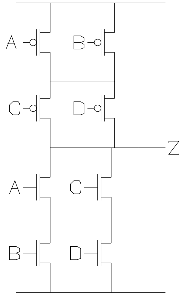
Finding an Euler Path

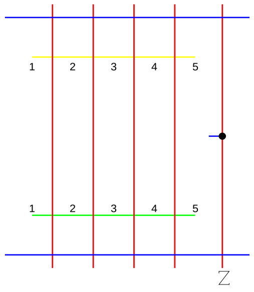




Euler Path Example

$Z = \overline{(A \bullet B) + (C \bullet D)}$





1. Find Euler path
2. Label poly columns
3. Route power nodes
4. Route output node
5. Route remaining nodes
6. Add taps[1] for PMOS and NMOS

A combined contact and tap, ■, may be used only where a power contact exists at the end of a line of diffusion. Where this is not the case a simple tap, ⊟, should be used.

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[1] 1 tap is good for about 6 transistors – insufficient taps may leave a chip vulnerable to latch-up

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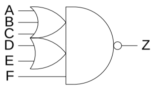
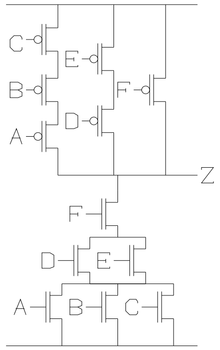
Finding an Euler Path

$Z = \overline{(A+B+C) \bullet (D+E) \bullet F}$

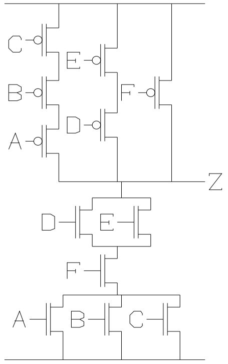


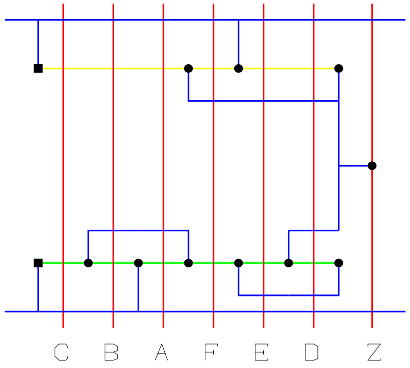


No possible path through n-transistors!

Finding an Euler Path

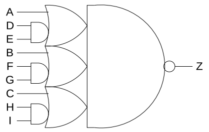
$Z = \overline{(A+B+C) \bullet (D+E) \bullet F}$

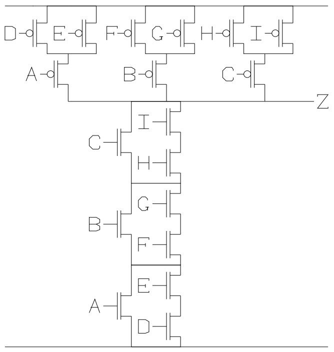




Finding an Euler Path

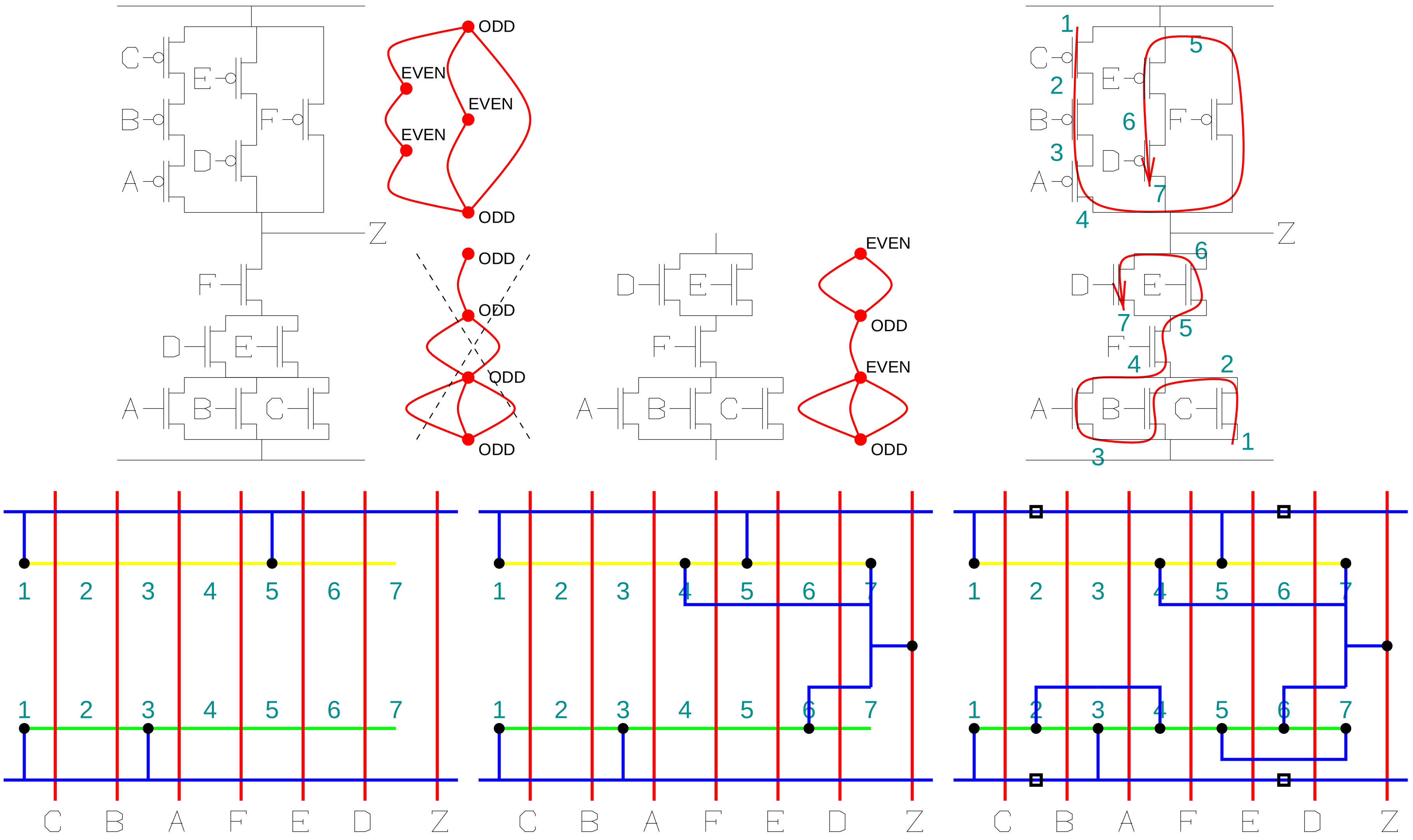
$$Z = \overline{(A+(D\bullet E))\bullet(B+(F\bullet G))\bullet(C+(H\bullet I))}$$





No possible path through p-transistors.
No re-arrangement will create a solution!

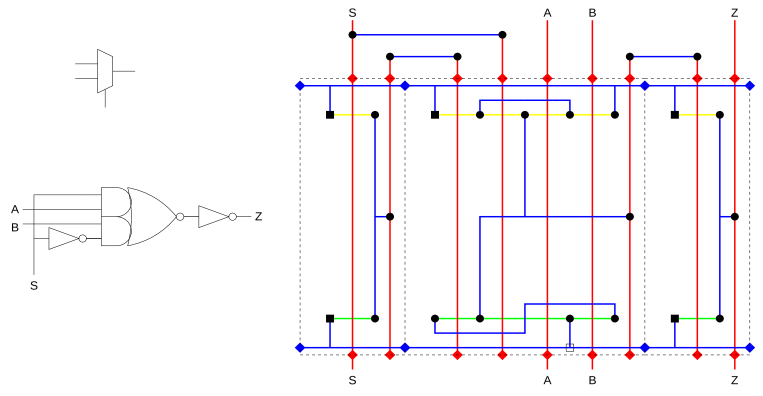
Investigation of Euler paths leads to more efficient layout*



*not all gates will support a common Euler path for both PMOS and NMOS

Digital CMOS Design

Multiple gates



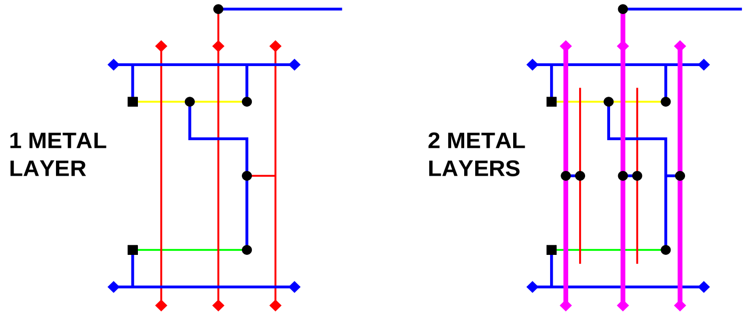
Digital CMOS Design

Multiple gates

- Gates should all be of same height.
  - Power and ground rails will then line up when butted.
- All gate inputs and outputs are available at top and bottom.
  - All routing is external to cells.
  - Preserves the benefits of hierarchy.
- Interconnect is via *two conductor routing*.
  - In this case Polysilicon vertically and Metal horizontally.

Digital CMOS Design

Two-layer Metal



Most modern VLSI processes support two or more metal layers. The norm is to use only metal for inter-cell routing. Usually Metal1 horizontally (and for power rails) and Metal2 vertically (and for cell inputs and outputs).

Standard Cell Design

Many ICs are designed using the standard cell method.

- Cell Library Creation

  A cell library, containing commonly used logic gates, is created for a process. This is often carried out by or on behalf of the foundry.

- ASIC[1] Design

  The ASIC designer must design a circuit using the logic gates available in the library.

  The ASIC designer usually has no access to the full layout of the standard cells and doesn't create any new cells for the library.

  Layout work performed by the ASIC designer is divided into two stages:

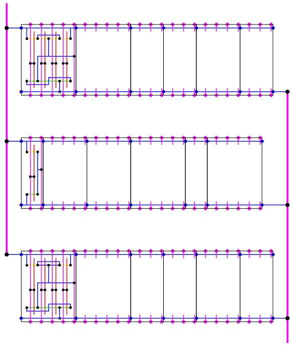
  - Placement
  - Routing

---

[1] Application Specific Integrated Circuit

Placement & Routing

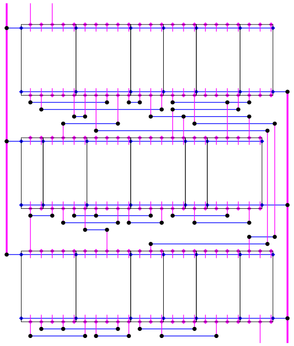
Placement



Cells are placed in one or several equal length lines with inter-digitated power and ground rails.

Placement & Routing

Routing



In the routing channels between the cells we route metal1 horizontally and metal2 vertically.

Placement & Routing

Two conductor routing

- This logical approach means that we should never have to worry about signals crossing.

  This makes life considerably easier for a computer (or even a human) to complete the routing.
- We must only ensure that two signals will not meet in the same horizontal or vertical channel.
- Computer algorithms can be used to ensure placement of cells such that wires are short.[2]
- Further computer algorithms can be used to optimize the routing itself.

---

[2] In VLSI circuits we often find that inter-cell wiring occupies more area than the cells themselves.

Standard Cell Design

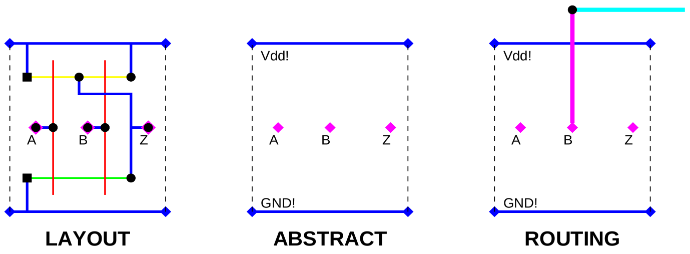
More Metal Layers

With three or more metal layers it is possible to take a different approach. The simplest example uses three metal layers.

- Standard Cells

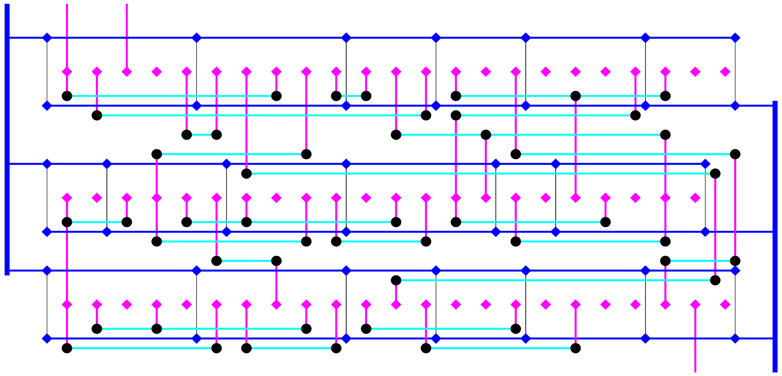
  Use only metal1 except for I/O which is in metal2
- Two Conductor Routing

  Uses metal2 and metal3



Standard Cell Design

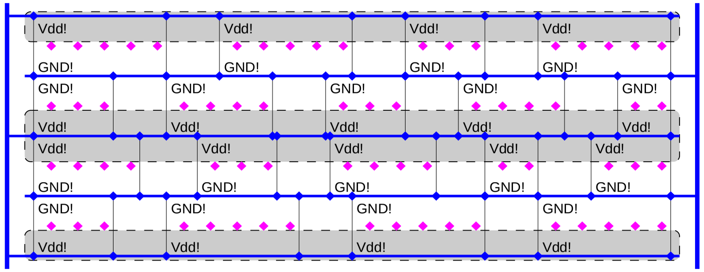
More Metal Layers



With this approach we can route safely over the cell to the specified pins leading to much smaller gaps between cell rows.

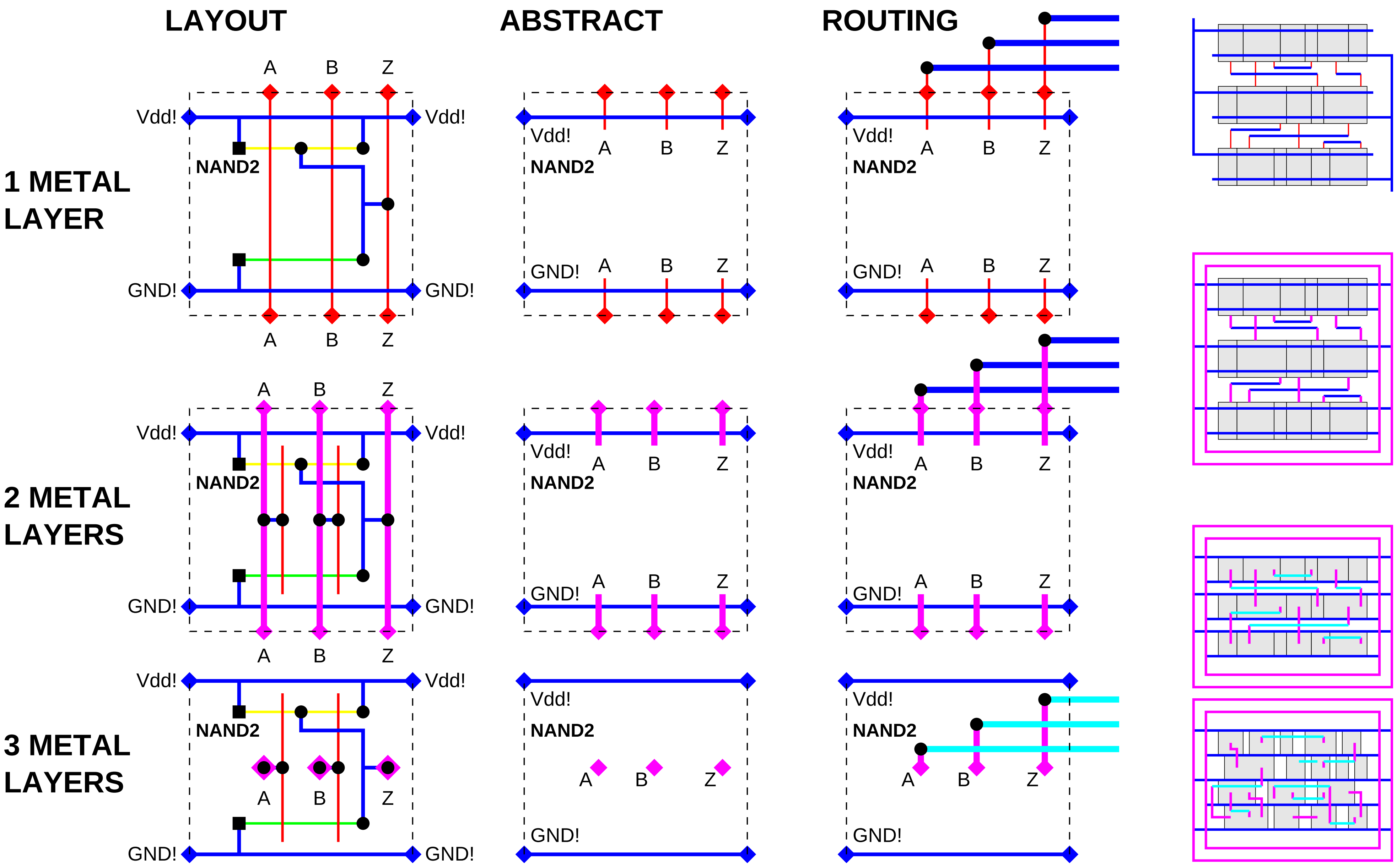
Standard Cell Design

Alternative Placement Style

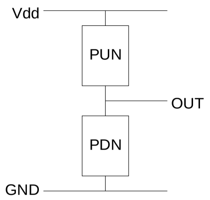


By flipping every second row it may be possible to eliminate gaps between rows. N-wells are merged and power or ground rails are shared.

This approach is normally associated with sparse rows and non channel based routing algorithms.


LAYOUT
ABSTRACT
ROUTING
1 METAL LAYER
2 METAL LAYERS
3 METAL LAYERS
Vdd!
GND!
NAND2
A
B
Z

Static CMOS Complementary Gates



- **Static**

  After the appropriate propagation delay the ouput becomes valid and remains valid.[1]

- **Complementary**

  For any set of inputs there will exist either a path to Vdd or a path to GND.

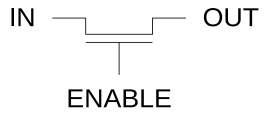
  Where this condition is not met we have either a high impedence output or a conflict in which the strongest path succeeds. Static CMOS **Non-complementary** gates make use of these possibilities.

---

[1] c.f. Dynamic logic which uses circuit capicitance to store state for a short time.

Pass Transistor Circuits

- Pass Transistor



  - Provides very compact circuits.
  - Good transmission of logic ‘0’.
  - Poor transmission of logic ‘1’.
    - - - slow rise time
    - - - degradation of logic value

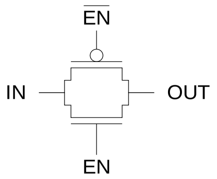
The pass transistor is used in many dynamic CMOS circuits[2].

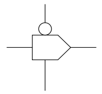
---

[2] where pull-up is performed by an alternative method

Pass Transistor Circuits

- Transmission Gate
  - For static circuits we would normally use a CMOS transmission gates:

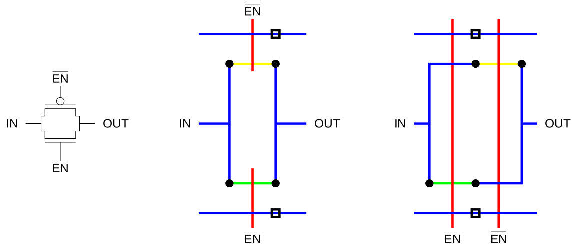




- - balanced n and p pass transistors
- - faster pull-up
- - slower pull-down

Pass Transistor Circuits

- Transmission Gate Layout



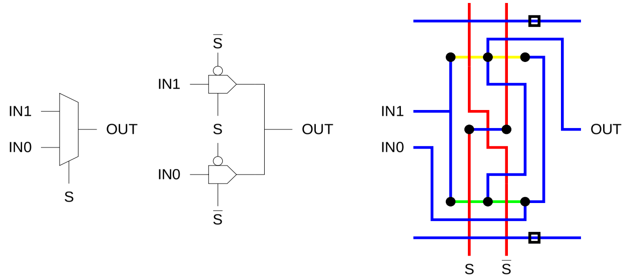
  - note that these circuits are not fully complementary[3] hence they do not immediately lend themselves to a *line of diffusion* implementation.

---

[3] since there are sets of inputs for which the output is neither pulled low nor high

Pass Transistor Circuits

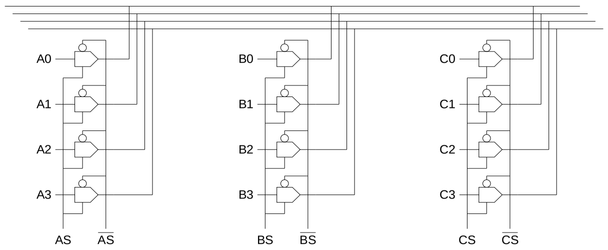
- Transmission Gate Multiplexor



  - very few transistors 4 (+2 for inverter)
  - difficult layout may offset this advantage
    - - prime candidate for 2 level metal

Pass Transistor Circuits

- Bus Wiring



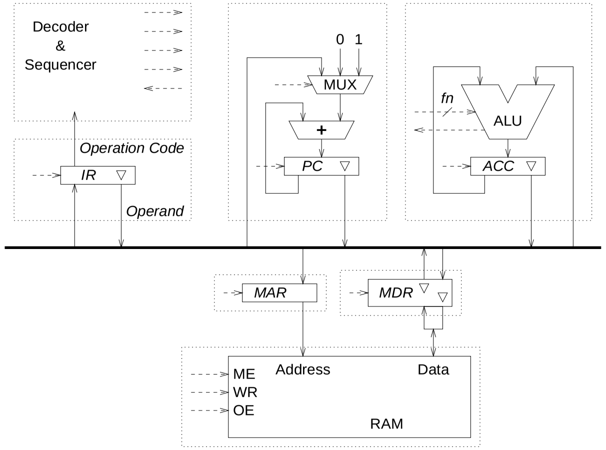
  - distributed multiplexing[4]
  - only one inverter required per bank of transmission gates
  - greatly simplifies global wiring

---

[4] internal chip bus should never be allowed to float high impedance

---

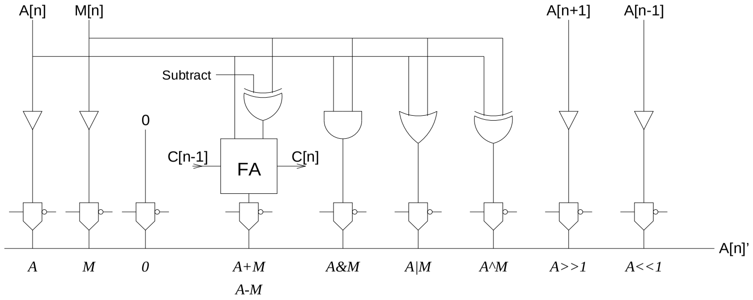
Bus Distributed Multiplexing



Ideal for signals with many drivers from different modules.

Bus Distributed Multiplexing

Implementation of bitslice ALU:[5]

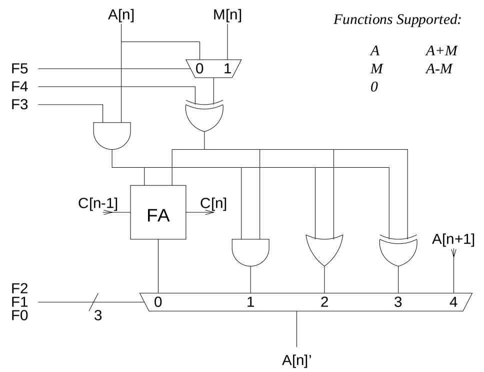


- Separate circuit for each function
- Connected via distributed multiplexor

---

[5] Note that transmission gates have no drive capability in themselves. Here a good drive is ensured by providing buffers.

Bus Distributed Multiplexing



Functions Supported:

A *M* *0*

A+M *A-M*

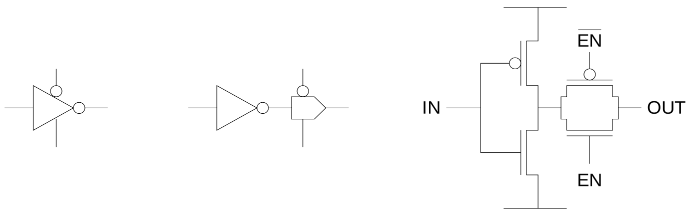
A>>1 *A<<1*

~A *~M* *A&M* *A|M* *A^M* *~(A^M)* *A&~M* *A|~M*

- Single optimized ALU module
- Multiplexing is not distributed
- Multiplexor implementation may use transmission gates

Pass Transistor Circuits

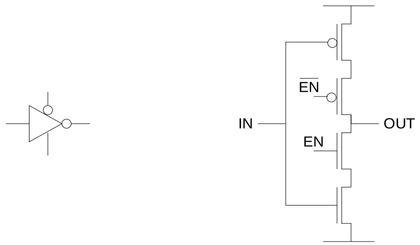
- Tristate Inverter



  – Any gate may have a tri-state output by combining it with a transmission gate.

Pass Transistor Circuits

- Tristate Inverter



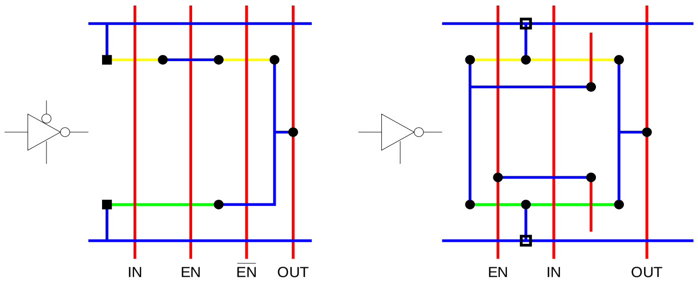
  – Alternatively the transmission gate may be incorporated into the gate.

  - - one connection is removed - easier to layout

  - - also easier to simulate!

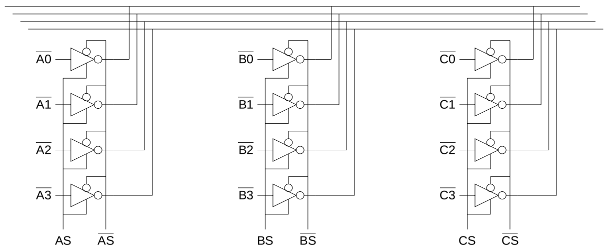
Pass Transistor Circuits

- Tristate Inverter Layout



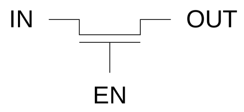
Pass Transistor Circuits

- Tristate Inverter Bus Driver

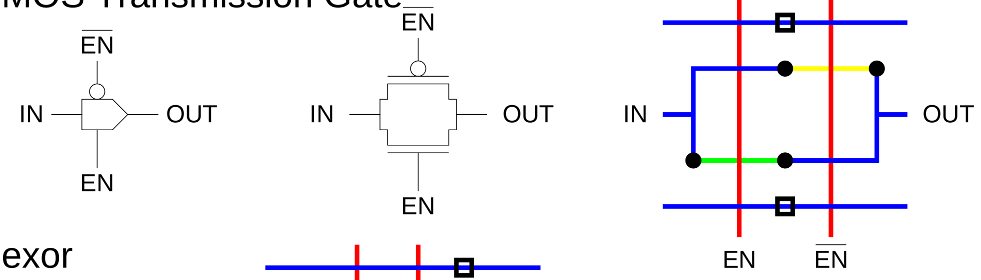


  - a tristate inverting buffer is often used to drive high capacitance bus signals
  - transistors may be sized as required

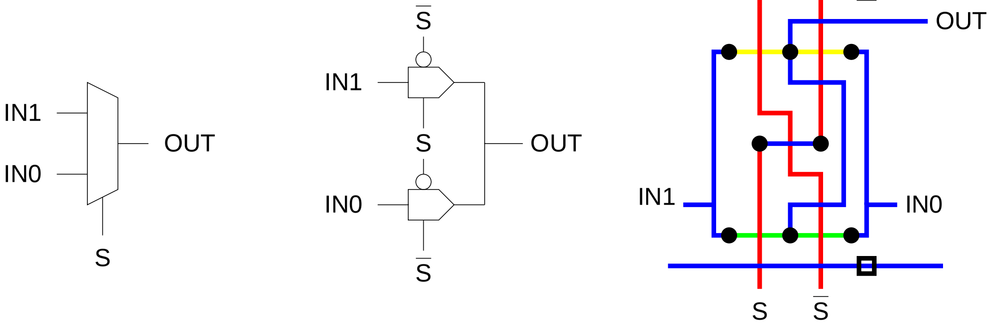
Pass Transistor



CMOS Transmission Gate

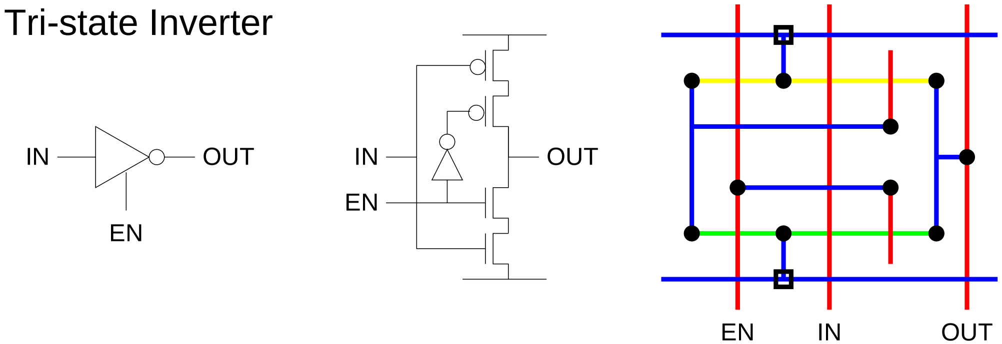


Transmission Gate Multiplexor

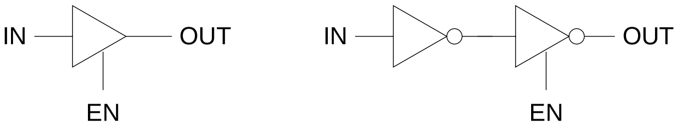


*note distictive polysilicon crossover

Tri-state Inverter



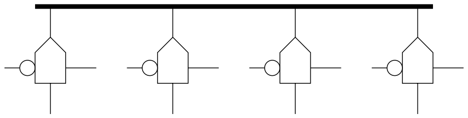
Tri-state Buffer



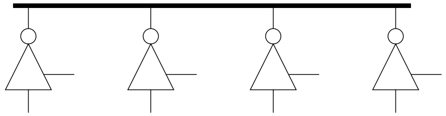
Tri-state gates are used for Multiplexing

Distributed Multiplexing

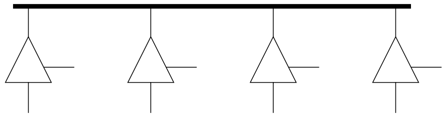
using transmission gates



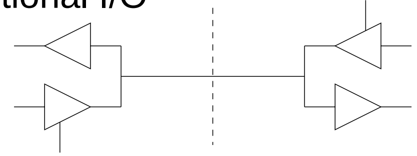
using tri-state inverters



using tri-state buffers



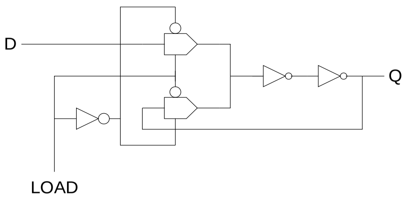
Bi-directional I/O

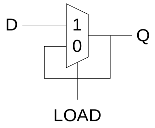


*this is another form of multiplexing

Latches and Flip-Flops

- CMOS transmission gate latch





A simple transparent latch can be build around a transmission gate multiplexor

- transparent when load is high
- latched when load is low
- two inverters are required since the transmission gate cannot drive itself

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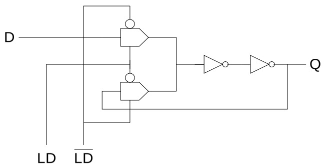
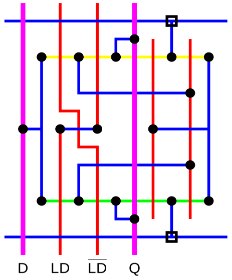
Latches and Flip-Flops

- Transmission gate latch layout

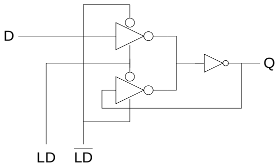


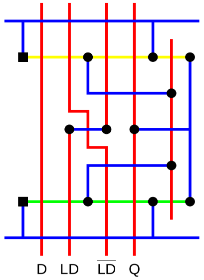


- a compact layout is possible using 2 layer metal

Latches and Flip-Flops

- A simpler layout may be achieved using tristate inverters.

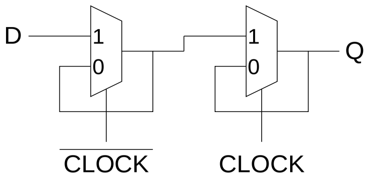




- this design requires two additional transistors but may well be more compact.

Latches and Flip-Flops

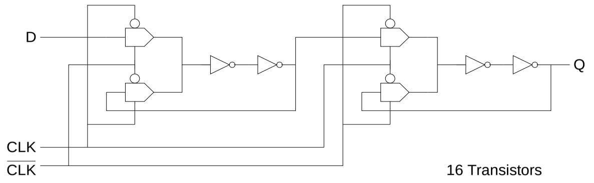
- For use in simple synchronous circuits we use a pair of latches in a master slave configuration.



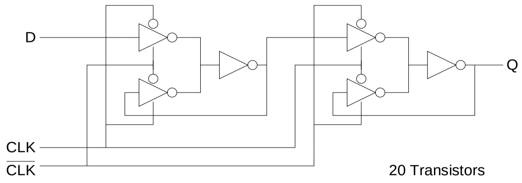
- this avoids the race condition in which a transparent latch drives a second transparent latch operating on the same clock phase.
- the circuit behaves as a rising edge triggered D type flip-flop.

Latches and Flip-Flops

- Transmission gate implementation

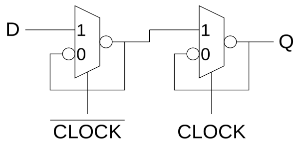


- Tristate inverter implementation

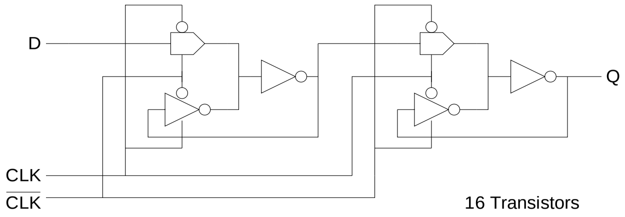


Latches and Flip-Flops

- Alternative configuration

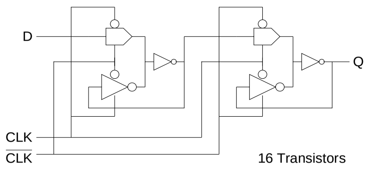


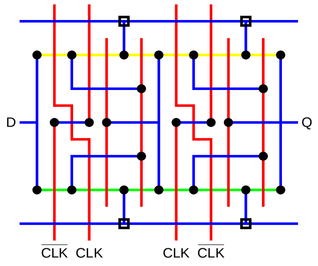
  - Implementation



Latches and Flip-Flops

- Layout of master slave D type.

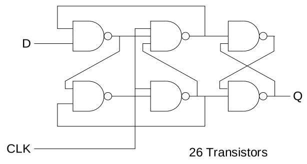


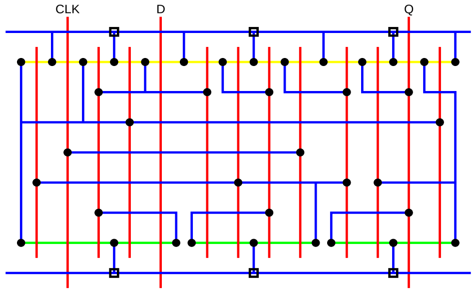


  - very compact using alternative configuration.

Latches and Flip-Flops

- For the same functionality we could use an edge triggered D type:

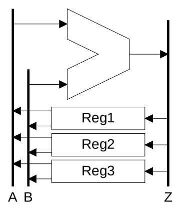


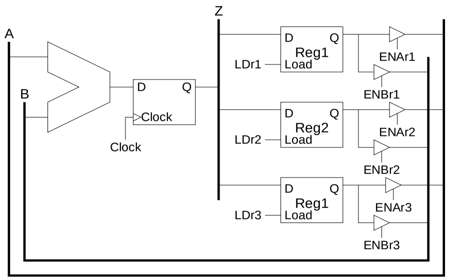


  - a few more transistors
  - more complex wiring
  - simpler clock distribution

Register File

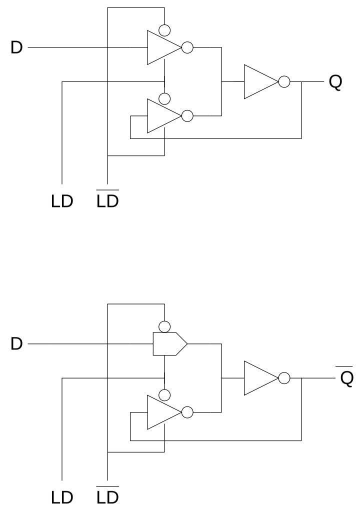
Where we have large amounts of storage the use of individual latches can lead to space saving.

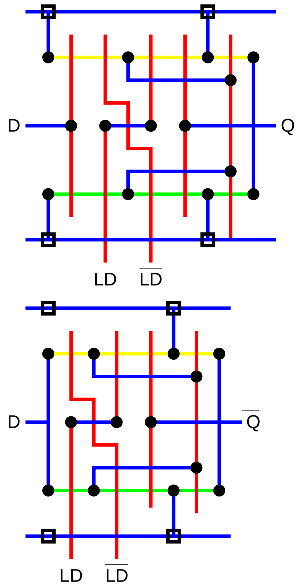




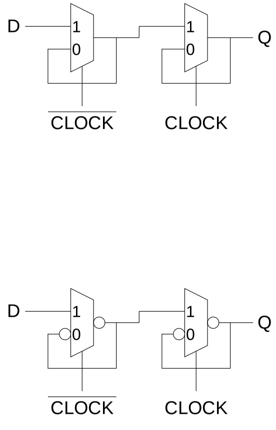
- Load signals must be glitch free with tightly controlled timing.
- Edge Triggered D-type prevents a race condition ($Reg1 \leftarrow Reg1 + Reg2$).

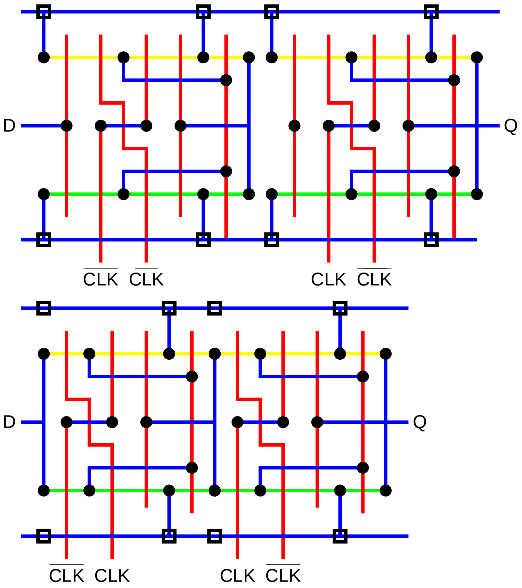
Latch





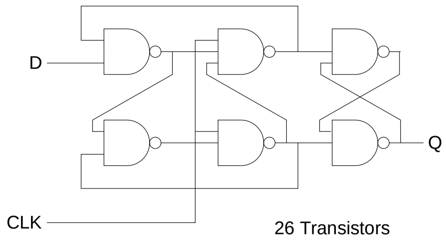
Master Slave D-Type Flip-Flop

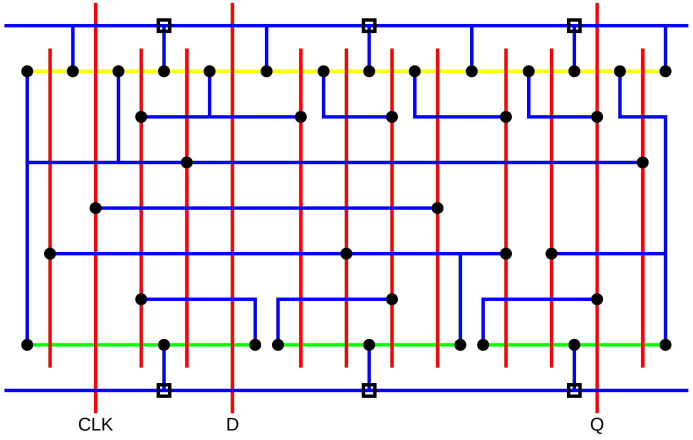




*muliplexor based latches and flip-flops include distictive polysilicon crossover

Edge Triggered D-Type Flip-Flop

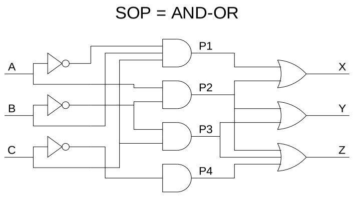


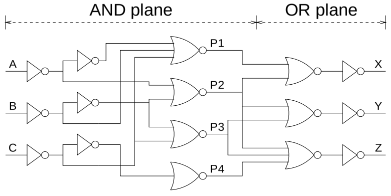


Euler path analysis is applied creatively to these multi-gate cells - gates are often linked via the common gnd/pwr node
Final layouts will be more complex where clock buffers, reset circuitry and metal 2 i/o are included

PLA structures

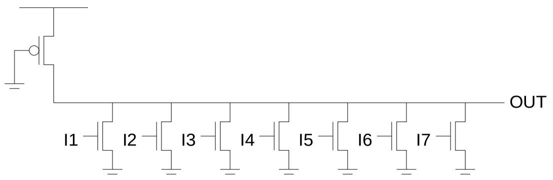
Programmable Logic Array structures provide a logical and compact method of implementing multiple SOP (Sum of Products) or POS expressions.





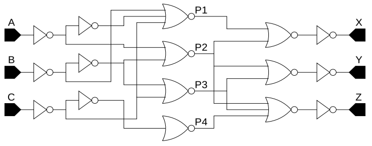
Most PLA structures employ pseudo-NMOS NOR gates using a P-channel device in place of the NMOS depletion load.

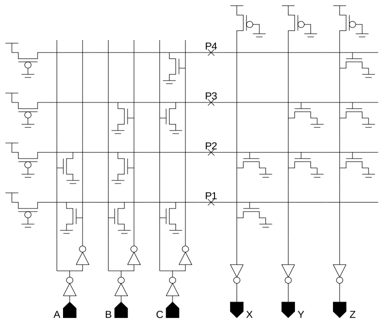
Pseudo-NMOS NOR gate



- Unlike complementary CMOS circuits, these gates will dissipate power under static conditions (since the P device is always on).
- The P and N channel devices must be ratioed in order to create the required low output voltage.
- This ratioing results in a slower gate, although there is a trade-off between gate speed and static power dissipation.

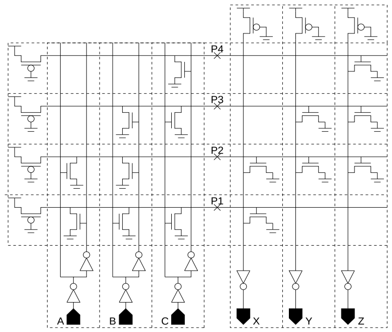
PLA structure

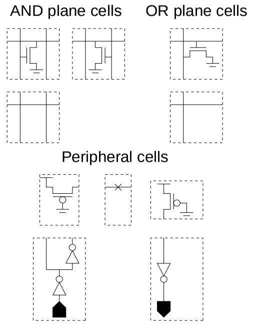




- A regular layout is employed, with columns for inputs and outputs and rows for intermediate expressions.

PLA structure

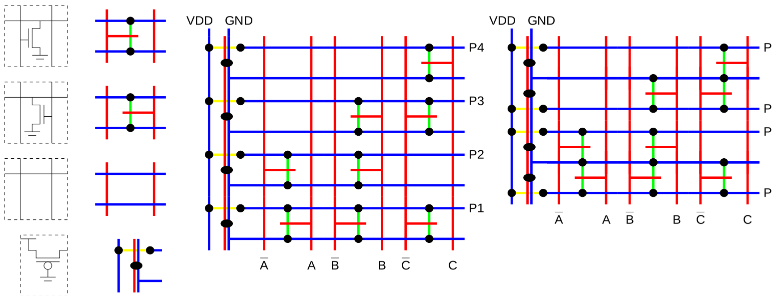




- Layout is simply a matter of selecting and placing rectangular cells from a limited set.

PLAs, ROMs and RAMs

PLA structure



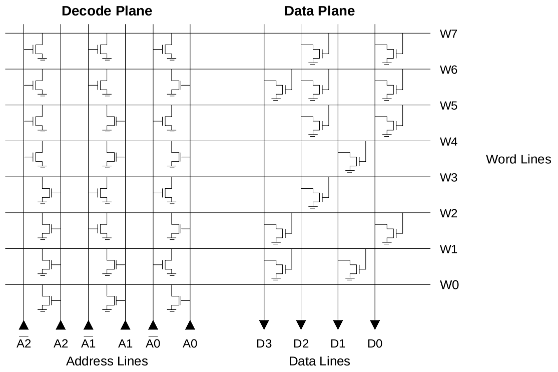
Only AND plane cells are shown here

- Conversion to *sticks* is straight forward with opportunities for further optimization.

PLAs, ROMs and RAMs

ROMs

- A ROM may simply be a PLA with fixed decoder plane[1] and programmable data plane.



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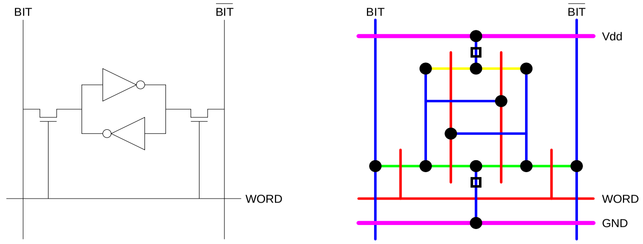
[1] RAM structures can make use of the same decode plane.

PLAs, ROMs and RAMs

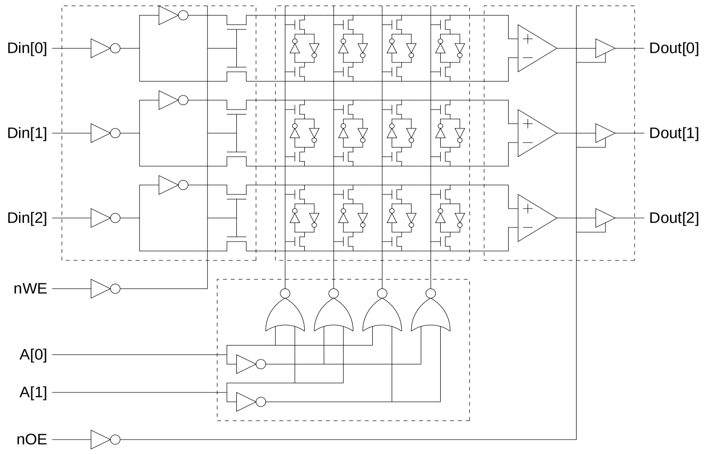
Static RAM

- Used for high density storage on a standard CMOS process.
- Short lived conflict during write - NMOS transistors offer stronger path.
- Differential amplifiers are used for speedy read.

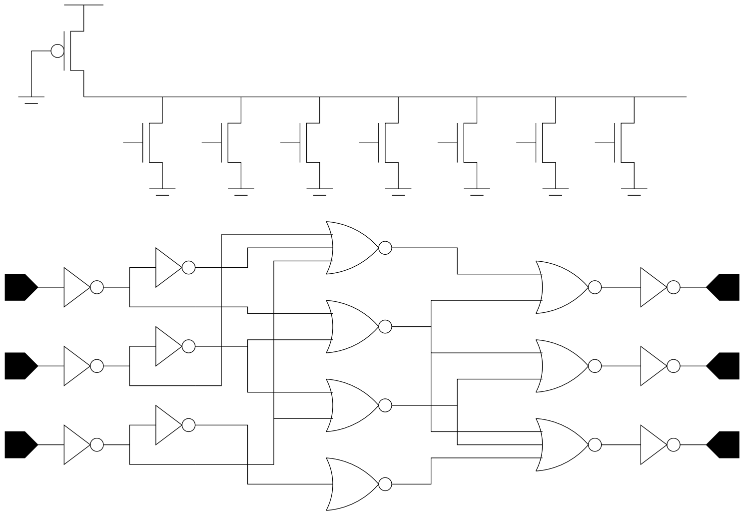


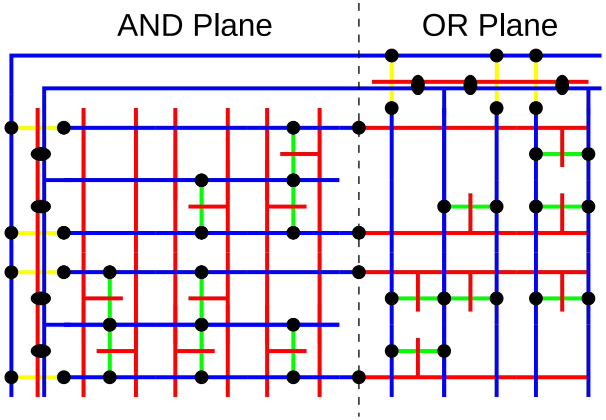
Standard 6 transistor static RAM cell.

SRAM Structure



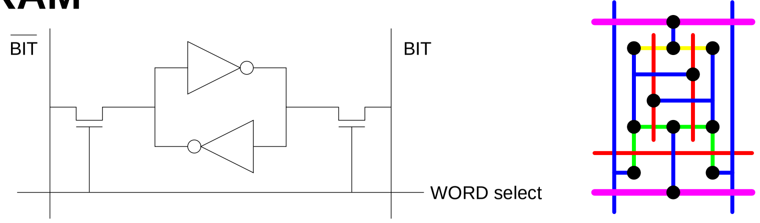
PLA and ROM

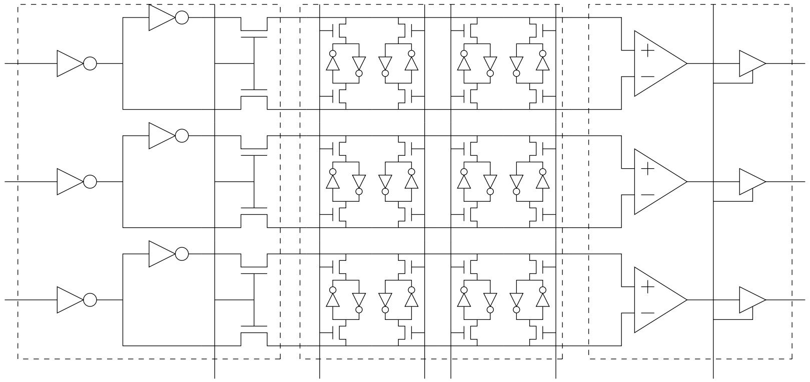


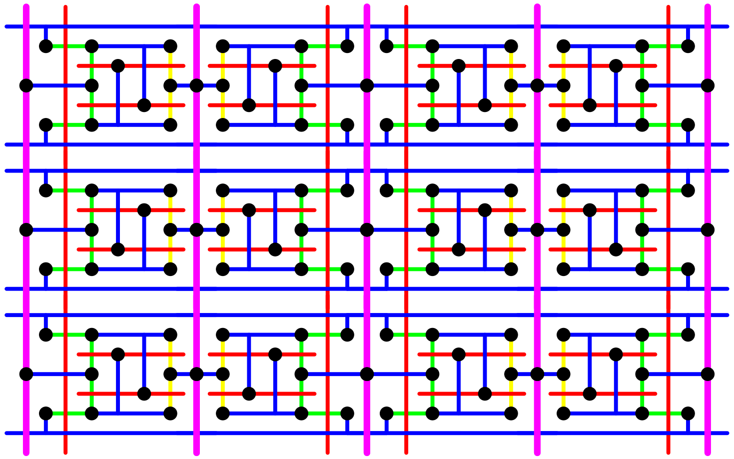


ROM is PLA with
fixed AND (decoder) plane
programmable OR (data) plane

SRAM







Cells are designed to butt together in two dimensions leading to efficient layout

PLA layout efficiency will depend on the actual function implemented (e.g. number of common product terms)

System Design Choices

- Programmable Logic
  - PLD
    e.g. PAL 22V10, ICT PEEL22CV10, Lattice ispGAL22V10
  - Field Programmable Gate Array (FPGA)
    e.g. Xilinx XC4013, Altera Cyclone EP1C12
- Semi-Custom Design
  - Mask Programmable Gate Array
    e.g. ECS CMOS Gate Array
    Altera HardCopy II structured ASICs
  - Standard Cell Design
    e.g. Alcatel Mietec MTC45000 0.35μm cell library
- Full Custom Design

System Design Choices

START HERE

- Programmable Logic
  - Best possible design turnaround time
  - Cheapest for prototyping
  - Best time to market
  - Minimum skill required
- Semi-Custom Design
- Full Custom Design
  - Cheapest for mass production
  - Fastest
  - Lowest Power
  - Highest Density[1]
  - Most skill required

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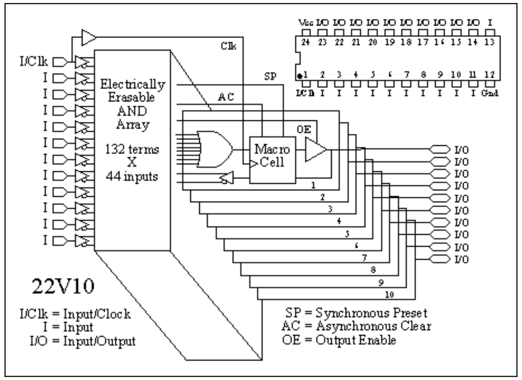
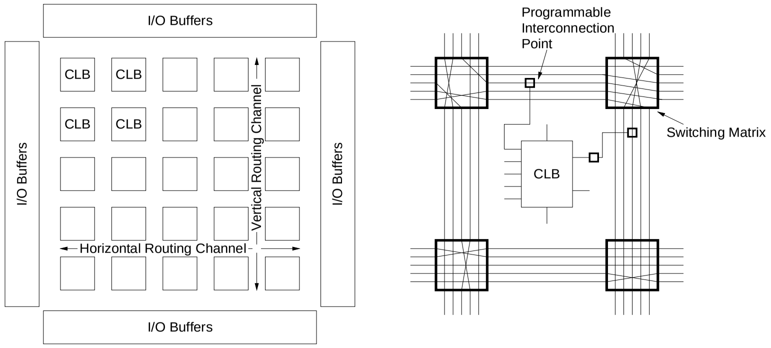
[1] optimization limited by speed/power/area trade off

Programmable Logic



- One time use - Fuse programmable.
- Reprogrammable - UV/Electrically Erasable.

Field Programmable Gate Array – Xilinx XC4000



- Configurable Logic Blocks & I/O Blocks[2]
- Programmable Interconnect

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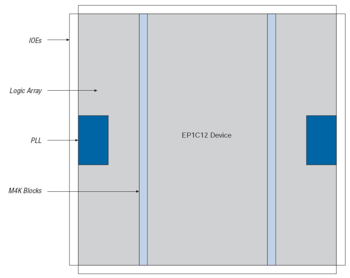
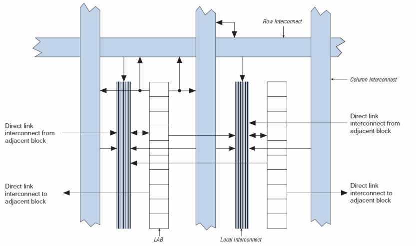
[2] Xilinx XC4013 has 576 (24 × 24) CLBs and up to 192 (4 × 48) user I/O pins.

Field Programmable Gate Array – Altera Cyclone





- Logic Array Blocks, M4K Ram Blocks & I/O Elements[3]
- Programmable Interconnect

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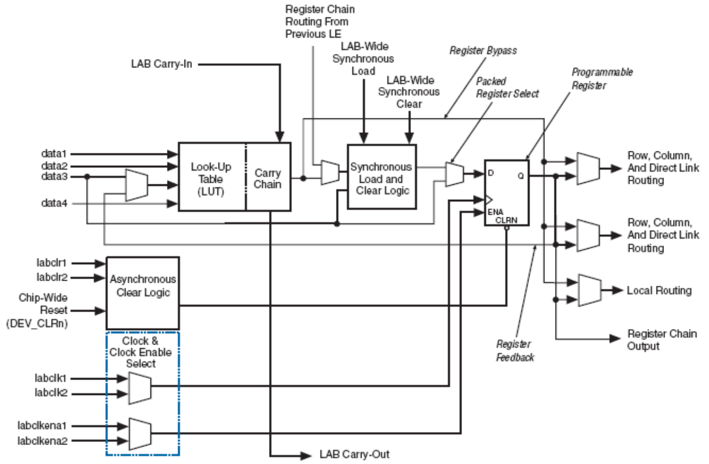
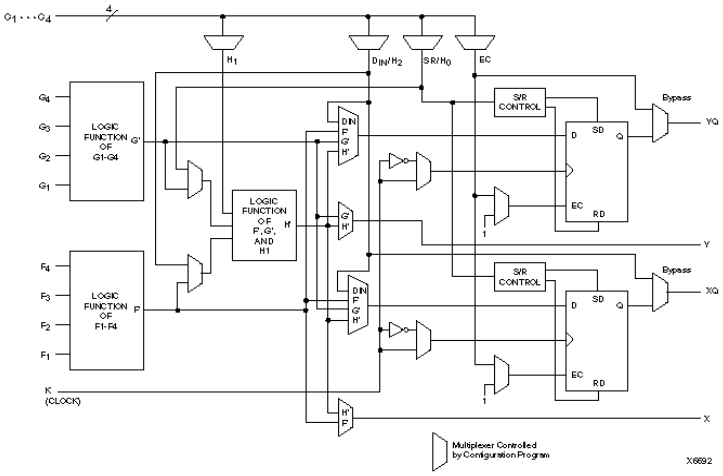
[3] Altera Cyclone EP1C12 has 12060 Logic Elements (arranged as 1206 Logic Array Blocks) and up to 249 user I/O pins.

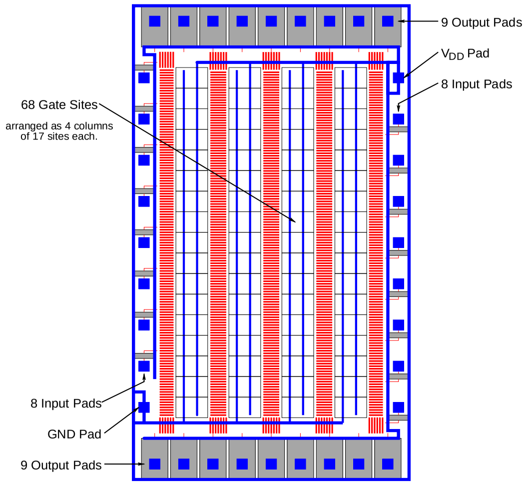
Field Programmable Gate Array – Altera Cyclone LE



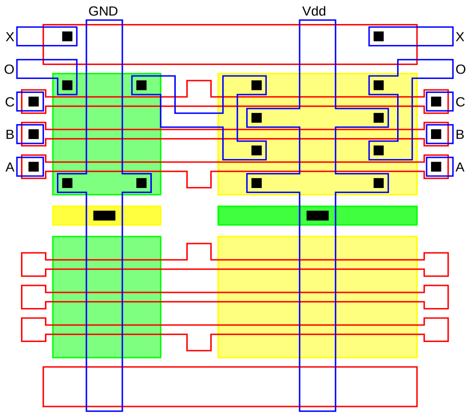
Field Programmable Gate Array – Xilinx XC4000 CLB

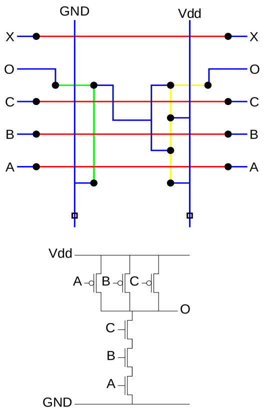


Mask Programmable Gate Array



Mask Programmable Gate Array

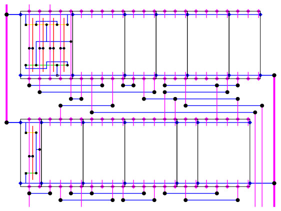




- Customize Metal and Contact Window masks only.

Standard Cell Design

- Logic Functions



- Auto Generated Macro Blocks
  - PLA
  - ROM
  - RAM
- System Level Blocks
  - Microprocessor core[4]

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[4] Will support System On Chip applications.

Full Custom

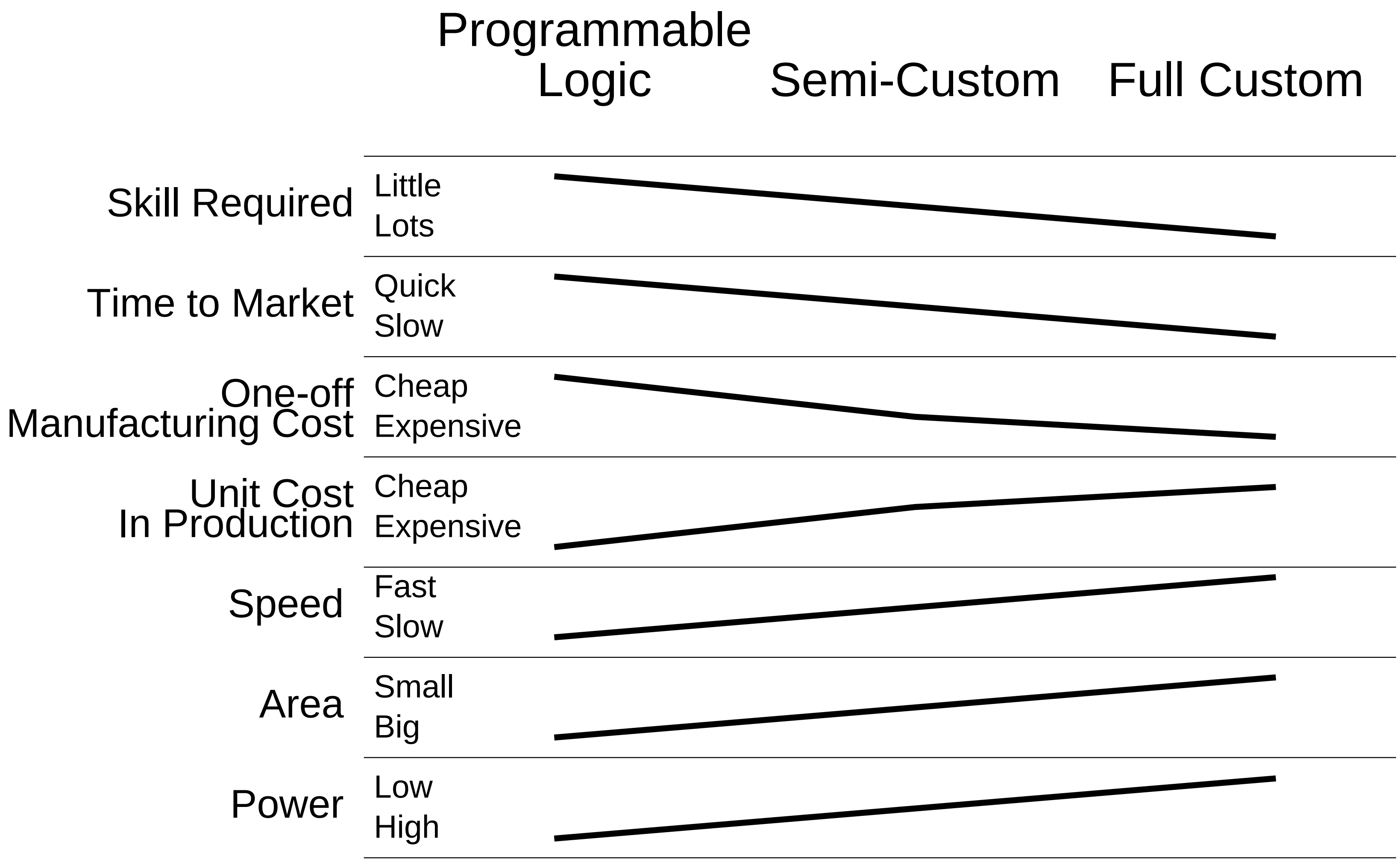
All design styles need full custom designers

- to design the base programmable logic chips
- to design building blocks for semi-custom

Where large ASICs use full custom techniques they are likely to be used alongside semi-custom techniques.

e.g. Hand-held computer game chip

- Full custom bitslice datapath
  hand crafted for optimum area efficiency and low power consumption
- Standard cell controller
- Macro block RAM, ROM



All design styles need full custom designers

A large ASIC (especially SoC) may mix Semi-Custom and Full Custom