

Challenges ahead in designing embedded analog circuits in nanometer technologies

Georges Gielen

**Katholieke Universiteit Leuven,
Dept. Electrical Engineering, ESAT-MICAS**

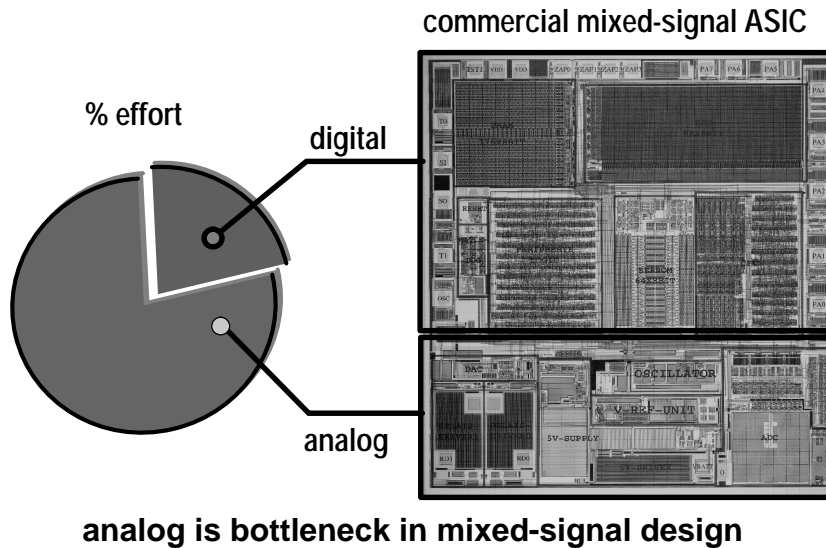


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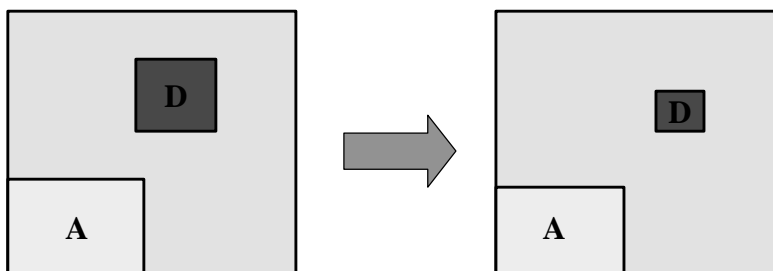
SoC example



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Process scaling ?

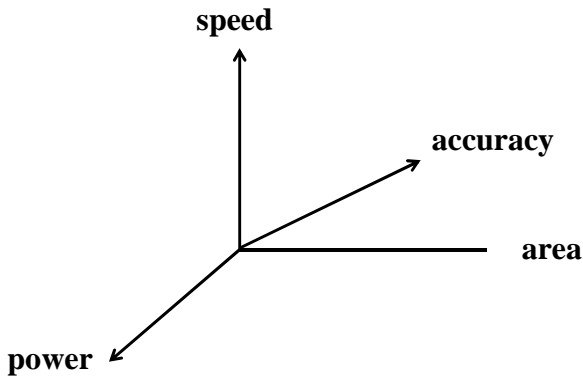


- analog does not become smaller
- analog has problem with lower supply voltages
- embedding creates signal integrity problems

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Performance limits to analog circuits



Limit 1 : Noise

$$P = 8kT f DR^2$$

[Vittoz AICSP 1994]

Limit 2 : Mismatch

$$P = 24 C_{ox} A_{VT0}^2 f DR^2$$

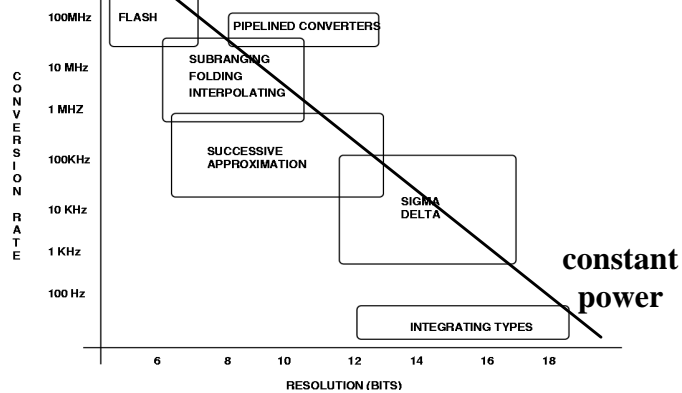
[Kinget CICC 1996]

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Important basic trade-off

$$\frac{\text{Speed} * \text{Accuracy}^2}{\text{Power}} = \text{techn const}$$

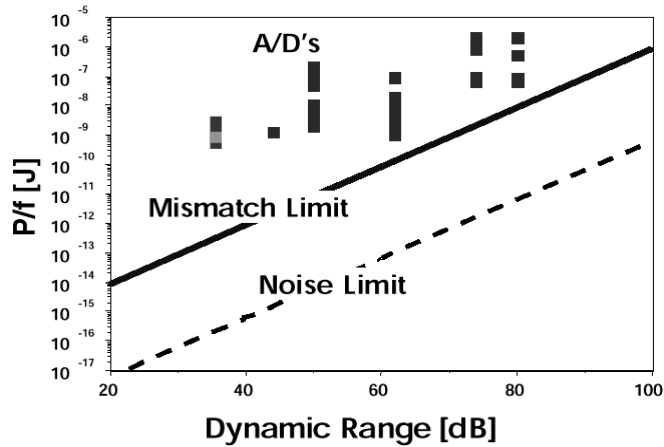


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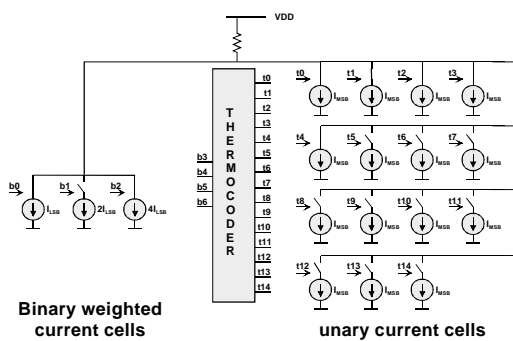
Systems : noise versus mismatch

- compare noise limit, mismatch limit and practical designs



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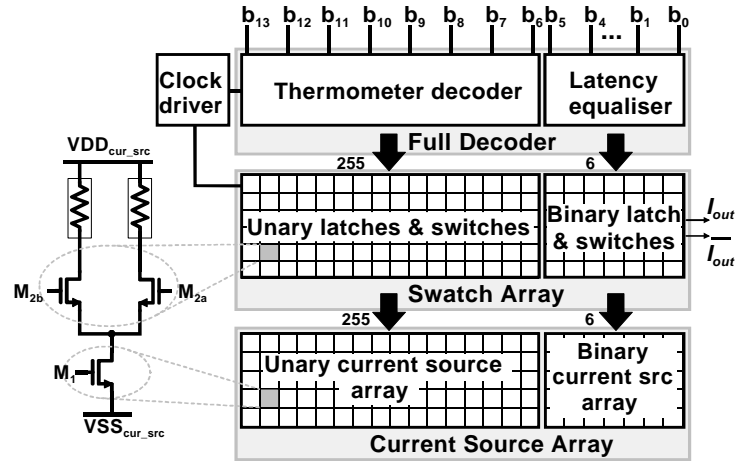
Design example : current-steering DAC



	Specification	Unit	Value
Static	INL	LSB	
	DNL	LSB	
	Parametric Yield	%	
	Number of bits	-	
Dynamic	Glitch energy	pV.s	
	Settling time	ns	
	Sample frequency	MHz	
Environmental	Output range	V	
	R_{Load}	Ω	
	Digital levels	-	
	Power Supply	V	

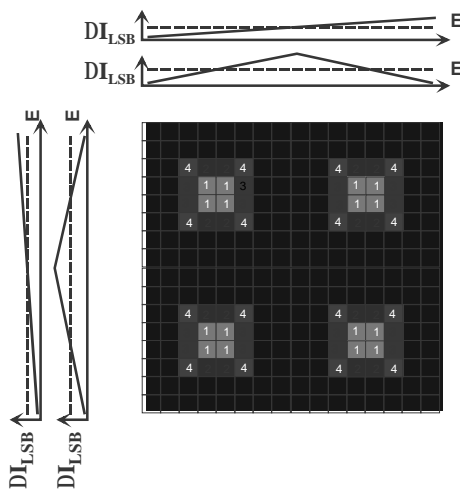
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CMOS current-steering DAC

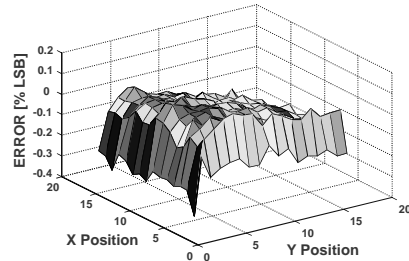


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Static specifications: systematic errors



extracted profile
[Van der Plas ProRISC 2000]

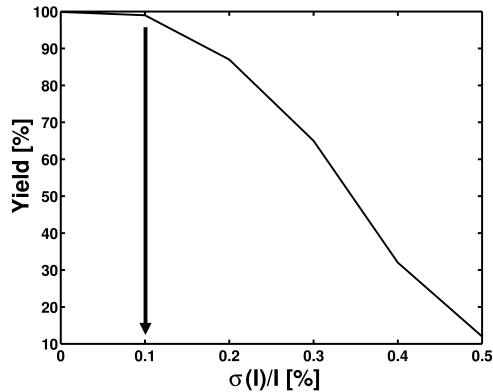


compensation by Q^2
random-walk switching
scheme

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Static specifications : random errors

minimum transistor area is determined by the yield
(INL < 0.5 LSB) through mismatches :



for yield > 99.7 %

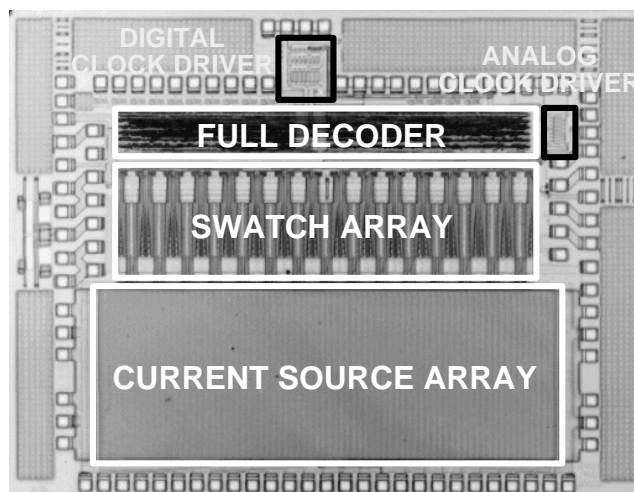
$$\frac{s(I)}{I} < 0.1\%$$

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Layout of the 14-bit D/A converter

[Vandenbussche
ISSCC'99]

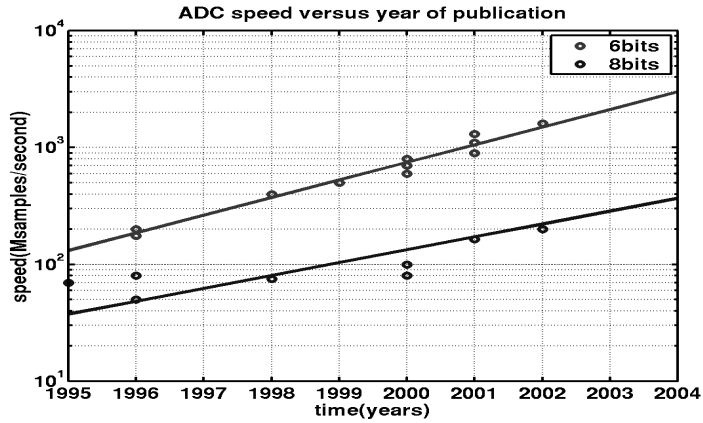
intrinsic 14-bit INL
150 Msamples/s
0.5 μm CMOS



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ADC evolution : speed

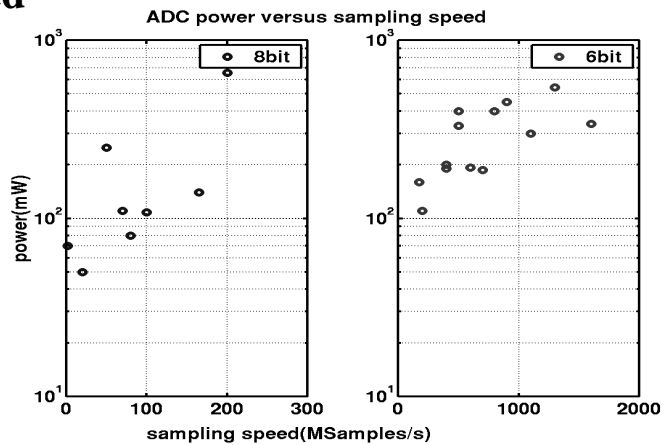
- increase of sampling frequency follows almost Moore's law



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ADC evolution : power

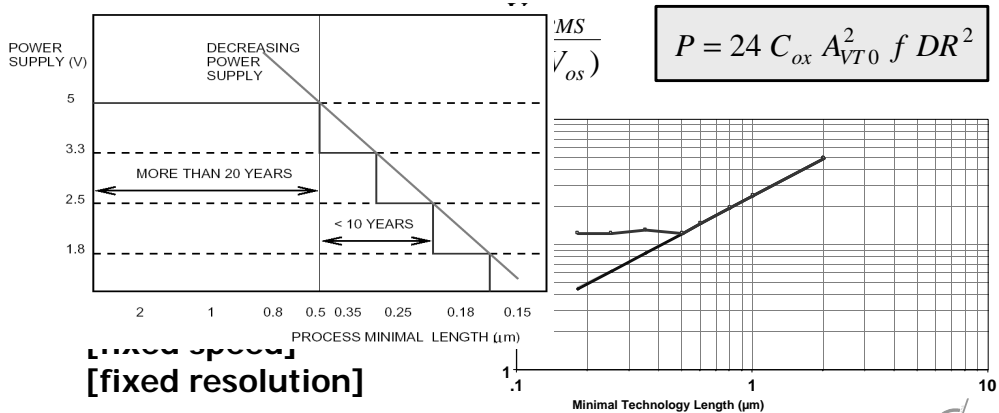
- power of ADC mostly directly proportional to speed



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Impact of mismatch and Vdd scaling

- ❑ maximum input range reduces
- ❑ for fixed resolution : offset requirement more important



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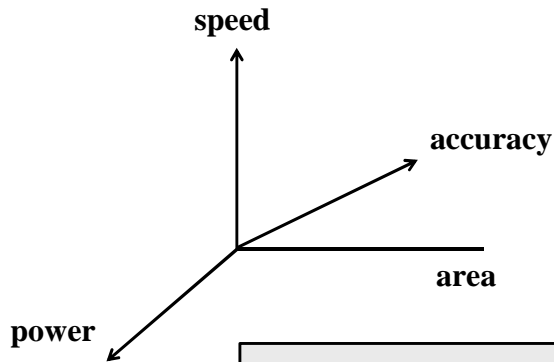
Scalable analog blocks

● motivation :

- ❑ multi-mode operation
 - e.g. mix telecom standards, 4G, MIMO
- ❑ dynamic operation :
 - adapt to situation
 - ◆ e.g. battery levels
 - adapt to signals
 - ◆ e.g. blockers, crest factor
- ❑ preserve close-to-minimum power with minimum area overhead

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Scalable analog blocks



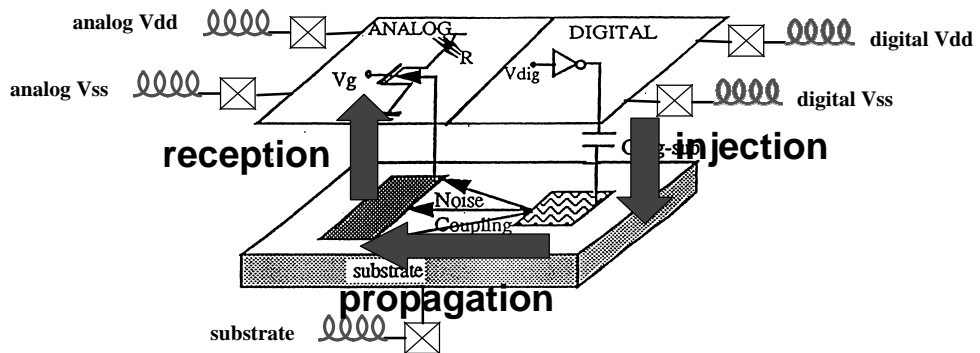
- ~~adapt Vdd~~
- adapt speed
- adapt accuracy
- through reconfiguration

$$\frac{\text{Speed} * \text{Accuracy}^2}{\text{Power}} = \text{techn const}$$



Supply/substrate noise coupling problem

- noise is coupled through the supply lines and through the common substrate

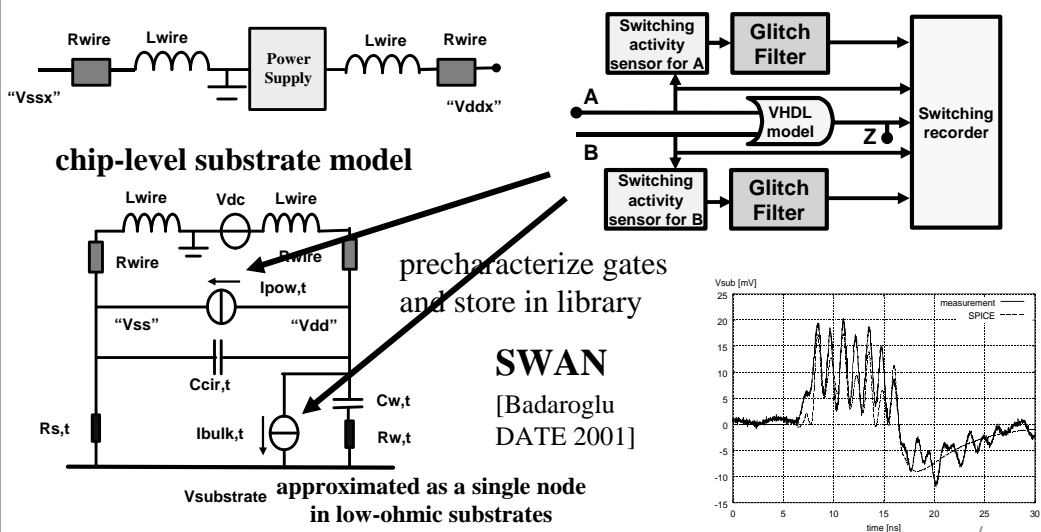


Sources of substrate noise generation

- **inductive noise (di/dt , 100 mV)**
 - bonding wires
 - large di/dt on power supplies
 - non-ideal power supplies connecting directly to the substrate
- **capacitive coupling (dv/dt , 10 mV)**
 - interconnect capacitance to substrate
 - junction capacitances
- **impact ionization (I_{drain} , V_{gs} & V_{ds} , 2 mV)**
 - high electric field near the drain of saturated MOS devices
 - substrate current injection

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Substrate noise coupling analysis



[in cooperation with IMEC]

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Switching noise impact on ADC

- **calculate noise impact on the SNR or ENOB of an embedded ADC**

⇒ equivalent to extra jitter due to subnoise

- **calculations 8-bit ADC based on measurements :**

- SNR_Q : 49.93 dB
- SNR_{Q+J} : 27.59 dB

$$Err_{jrms} = (\sqrt{8 \cdot p} \cdot f_{in} \cdot s_T) \cdot S_{rms}$$

$$Err_{qrms} = \frac{S_{rms}}{2^n \cdot \sqrt{6}/2}$$

$$N_{eff} = n - \log_2 \left(\sqrt{1 + \left(\frac{Err_{jrms}}{Err_{qrms}} \right)^2} \right)$$

$$SNR = 20 \cdot \log \left(\frac{S_{rms}}{\sqrt{Err_{jrms}^2 + Err_{qrms}^2}} \right)$$

[T. Wakimoto et al. JSSC 1988]

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Conclusions

- **SoC's require solution for**
 - managing large complexity
 - increasing analog circuit productivity
 - avoid mixed-signal crosstalk
- **performance limits for analog circuits**
 - mismatch, noise, jitter
 - area does not scale, power may even go up
- **need for scalable/reconfigurable analog blocks**
- **mixed-signal verification and signal integrity**
 - parasitic crosstalk, supply/substrate noise, EM couplings...

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