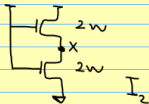
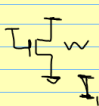


Long ch vs Sh ch

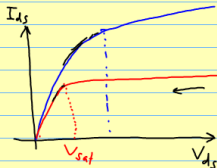


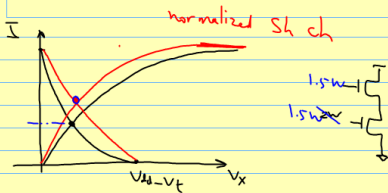
Long channel (no $V_{el\ sat}$)

$$I_1 = I_2$$

Short ch

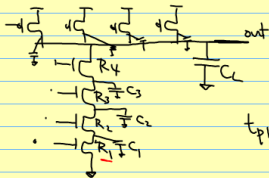
$$I'_1 < I'_2$$





Speedup Tech CMOS

High-fan in gates
BAD Idea



$$t_{PHL} = 0.69 \times [C_1 R_1 + C_2 (R_1 + R_2) + C_3 (R_1 + R_2 + R_3) + C_L (R_1 + R_2 + R_3 + R_4)]$$

assume $R = R_1 = R_2 = \dots$

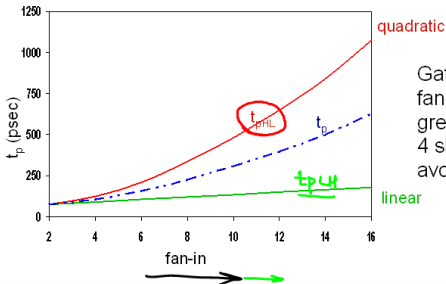
$$t_{PHL} = 0.69 \cdot R (C + 2C + 3C + 4C_L)$$

N : fan in

$$= 0.69 \cdot R C (1 + 2 + 3 + \dots + N)$$

$$t_{PLH} = \bigcirc \times N \quad C_L \gg C_1, C_2, C_3$$

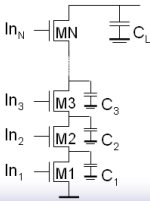
t_p as a Function of Fan-In



Gates with a fan-in greater than 4 should be avoided.

Fast Complex Gates: Design Technique 1

- Transistor sizing
 - as long as fan-out capacitance dominates
- Progressive sizing



Distributed RC line

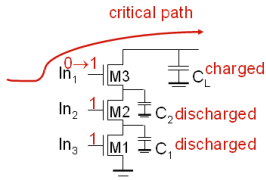
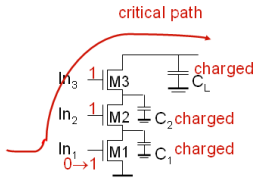
width ↑

$M1 > M2 > M3 > \dots > MN$
(the fet closest to the output is the smallest)

Can reduce delay by more than 20%; decreasing gains as technology shrinks

Fast Complex Gates: Design Technique 2

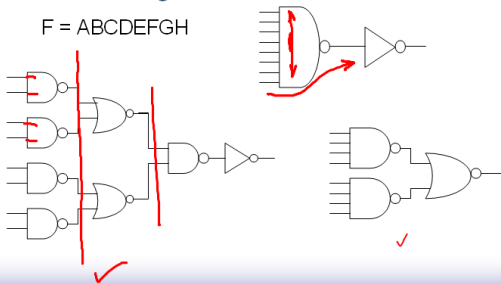
□ Transistor ordering



Fast Complex Gates: Design Technique 3

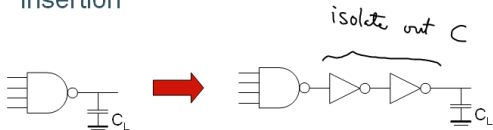
□ Alternative logic structures

$$F = ABCDEFGH$$



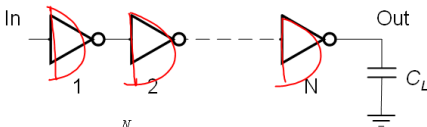
Fast Complex Gates: Design Technique 4

- Isolating fan-in from fan-out using buffer insertion



Buffer Example

$$g_{\text{NAND}} = \frac{4}{3}$$



$$\text{Delay} = \sum_{i=1}^N (\underline{p_i} + \underline{g_i} \cdot \underline{f_i}) \quad (\text{in units of } \tau_{\text{inv}})$$

For given N : $C_{i+1}/C_i = C/C_{i-1}$ ←

To find N : $C_{i+1}/C_i \sim 4$ ← 3.6

How to generalize this to any logic path?