

1] Describe the following processing methods with neat sketches.

i] Wafer processing using the Czochralski method.

ii] selective diffusion process.

∴ The basic raw material used in modern semiconductor plants is wafer or disc of silicon which varies from 75mm to 150mm in diameter and less than 1mm thick.

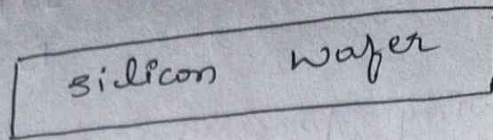
Wafers are cut from ingots of single crystal silicon that is pulled from a crucible melt of pure molten polycrystalline silicon.

This is known as the Czochralski method and is currently the most common method for producing single crystal material.

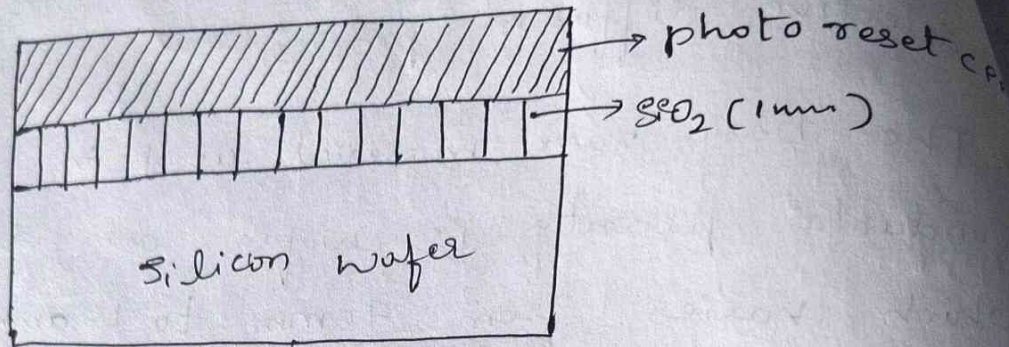
Controlled amounts of impurities are added to the melt to provide the crystal with required electrical properties.

The crystal orientation is determined by seed crystal contained in a quartz crucible that is surrounded by a graphical radiator.

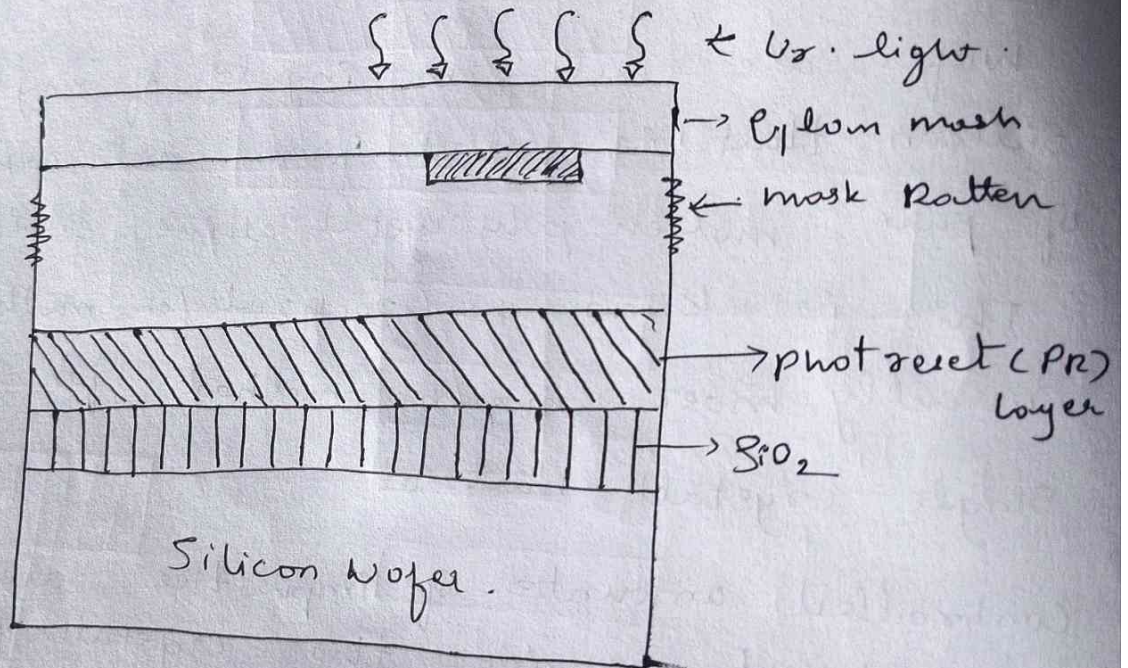
Step (1)



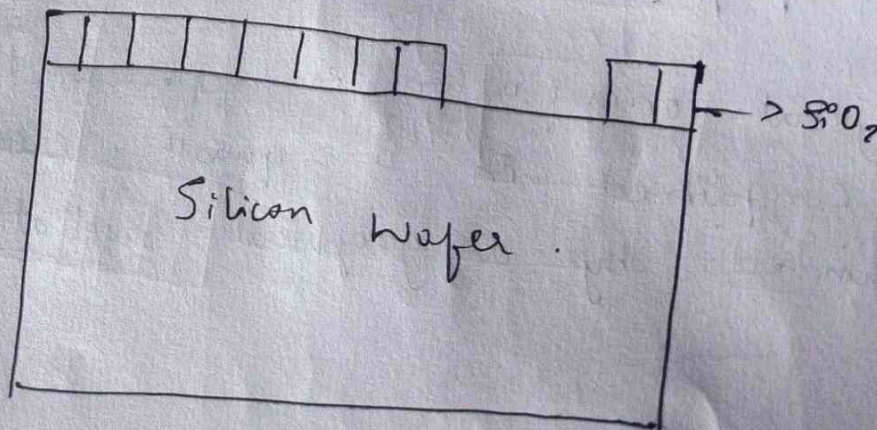
Step (2)



Step (3)



Step (4)

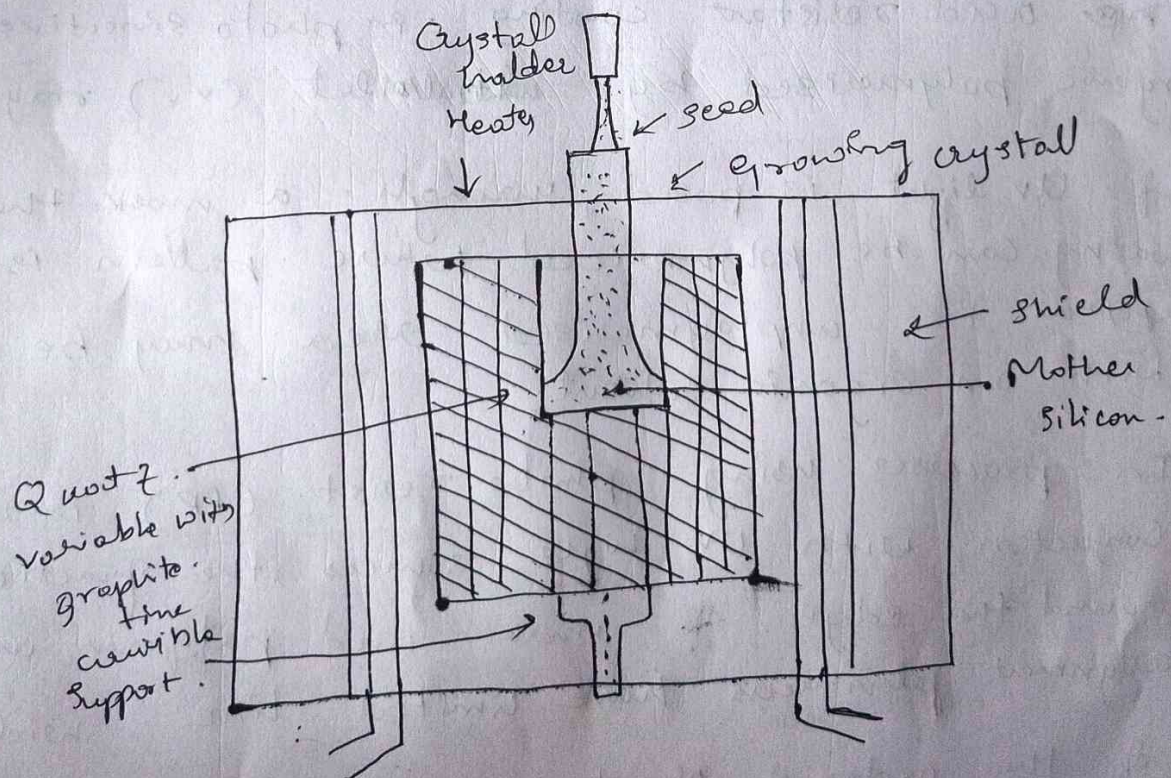


The atmosphere above melt is helium or argon.
After seed is dipped into the melt, the seed is gradually withdrawn vertically from the melt while simultaneously being rotated.

• The molten polycrystalline silicon melts the tip of seed and as it is withdrawn, refreezing occurs.

• Slicing the wafer is usually carried out using internal cutoff edge diamond blades.

Wafers are usually b/w 0.25 mm to 1.0 mm thick depending on their diameter.



ii) Selective diffusion process:

- * The ability of SiO_2 to act as a barrier against doping impurities in creating different types of Silicon containing different portion of donor and acceptor impurities is called as selective diffusion.
- * The SiO_2 layer may be used as a pattern mask.
- * Area where SiO_2 overlays the silicon act as barrier to the dopant atom.
- * The process used for selectively removing the oxide with an acid resistant coating.
- * The SiO_2 is removed using an etching technique.
- * The acid resistant coating in photo sensitive organic polymerised by ultraviolet (uv) rays/light.
- * If uv light is posed through a mask the coating can be polymerised where pattern is/0.
 ~~option~~ the unpolymerised area may be removed with an organic solvent.
- * In processes using photo resist. (PR) in conjunction with uv light sources, the fraction around the edge of mask and pattern and alignment tolerances have limited line width of the order of about $1.5 \mu\text{m}$ to $2 \mu\text{m}$.
- * The process can be seen as follows

1) Explain switching characteristic of a CMOS gate with determination of following switching times:

- i) Rise time ii) Fall time iii) Delay time.

→ The switching speed of CMOS gate is limited by the time taken to charge & discharge the load capacitance C_L .

→ An output transition results in output transition that either charges C_L to V_{OH} or discharge to V_{OL} .

→ Rise time (t_r): is time for waveform to rise from 10% to 90% of its steady state value.

→ Fall time (t_f): is time for waveform to fall from 90% to 10% of its steady state value.

→ Delay time (t_d): is time difference between input transition (50%) and output level (50%).

Rise time (t_r) $\Rightarrow$ Fall time is faster than rise time due to different carrier mobilities associated with p and n-devices. If we want approx value of rise & fall time we need to make $\frac{B_n}{B_p} = 1$

and $\mu_p = \mu_n$ $t_r = \frac{4 C_L}{B_p V_{OH}}$

μ_p $B_n = 2 B_p$ then $t_f = \frac{t_r}{2}$

i) Delay time (t_d): The delay of single gate is dominated by the output. Since fall time the delay can be given by.

$$t_{dr} = \frac{t_r}{2}$$

$$t_{df} = \frac{t_f}{2}$$

Average delay for rising & falling transition.

$$\text{can be } t_{avg} = \frac{t_{df} + t_{dr}}{2} = \frac{t_r + t_f}{2}$$

ii) Fall time (t_f): When device is charged to V_{OH} , the operating point changes and it moves to origin when charged it moves to origin when charged it moves to x_2 and finally down to x_3 and therefore fall time consists of.

a) t_{f1} = period during which capacitor voltage drops from V_{OH} to $V_{OH} - V_{in}$

b) t_{f2} = 2 period during which capacitor voltage drops from $V_{OH} - V_{in}$ to $V_{OH}(\min)$.

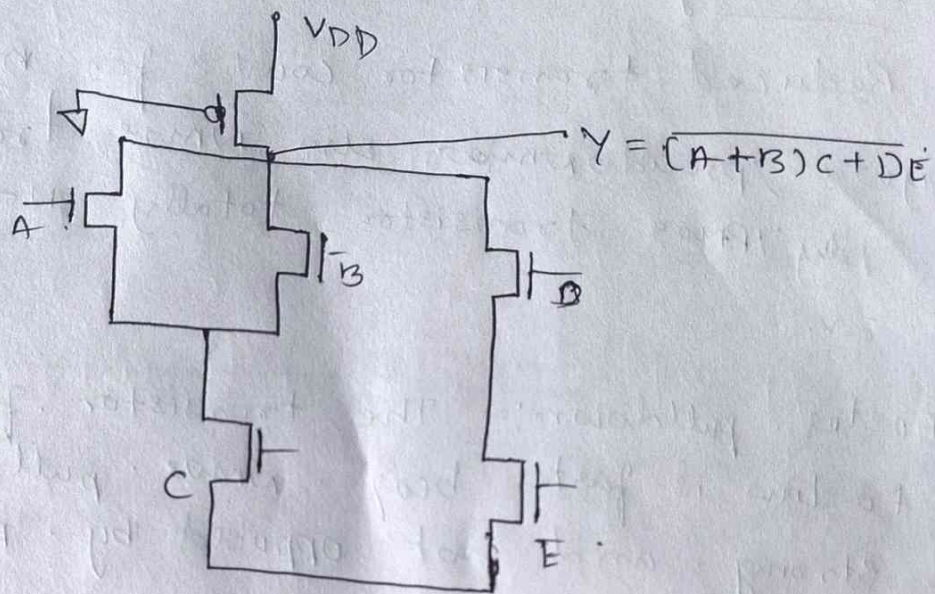
while duration: $C_L \frac{dv_{OH}}{dt} + \frac{B_D}{2} \cdot (V_{OH} - V_{in})$

$$t_f = 4 \cdot \frac{C_L}{B_D V_{OH}}$$

$$V_{OH} \geq V_{OH} - V_{in}$$

3) Draw the Schematic. Boolean function.

representation of the following $Y = \overline{(A+B)(C+DE)}$
using pseudo. nmos logic and explain its
operation also discuss the advantages &
disadvantages of this logic.



It is kind of digital logic circuit that else
combination of NMOS & PMOS it simplifies single
PMOS as a pull up and multiple NMOS transistor
for full down.

Operation:

output HIGH (logic 1) $\Rightarrow$ where NMOS pull
down network is OFF.

2nd this state. NMOS don't conduct.

the weak PMOS load (n-p) continuously
pull the output Y towards V_{DD}

$\therefore Y$ goes to a High State.

output low (logic 0) $\Rightarrow$ NMOS is ON it pulls the output voltage down to 0V resulting in low output.

Advantages:

Reduced transistor count: for n -of input gates, pseudonmos uses NMOS transistor.

Only 1 PMOS transistor totally $N+1$ full CMOS = 2V.

• Faster pull down: $\Rightarrow$ The transistor from HIGH to low is faster bcoz NMOS pull down network is strong and not opposed by PMOS transistor turning OFF.

• simpler design.

Disadvantages:

① Reduced Noise Margin: $\Rightarrow$ due to low voltage doesn't reach 0V exactly due to constant pull by PMOS transistors.

Describe the behaviour of a two-input basic bi-stable element?

→ Bi-stable element circuit:

→ It has two stable state (0/1) or operation mode each of which can be obtained under certain input and output condition.

→ The Bi-stable circuits are widely used all basic latch flip-flops circuit registers memory element are used under this category.

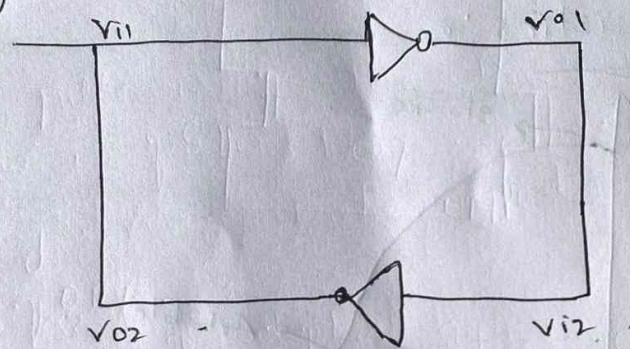
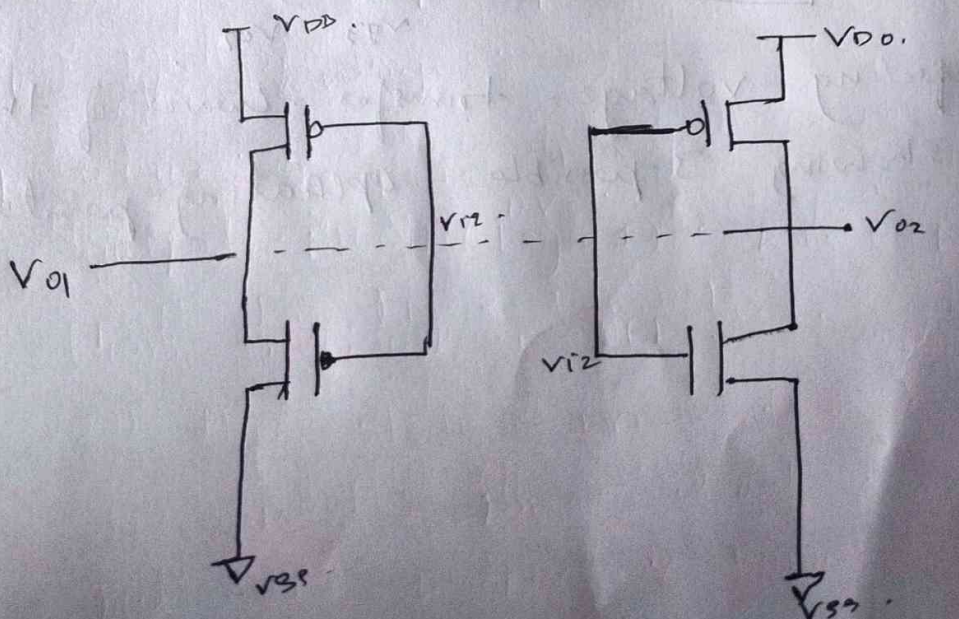


Fig 1 = static behaviour of 2-input bi-stable element.

Schematic circuit:



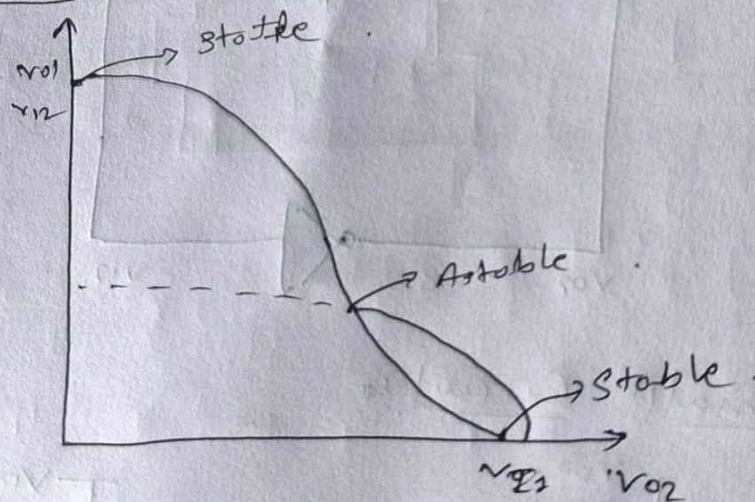
In this circuit the output voltage of Inv-1 is equal to input vltg of Inv-2. and the output voltage of Inv-2 is equal to input vltg of Inv-1.

$$V_{O1} = V_{I2} \rightarrow \textcircled{1}$$

$$V_{O2} = V_{I1} \rightarrow \textcircled{2}$$

When they are connected in cross completed state two voltage transfer characteristics can be seen of point to 3 intersection: places.

Dc characteristics:



Intersecting voltage transfer curves of the 2 inverters showing 3 possible operating points.

5] Explain any four technique used for reducing the complexity of IC design. In structured design strategies.

→ HIERARCHY.

→ "Divide and Conquer" Strategy.

→ Divide System into modules and then into submodules till the deepest submodule is at easily implementable.

→ or ~~pre~~prebuilt component is available.
(stand Cell from library or IP).

→ the Equivalency pools to ensure consistency of each domain.

REGULARITY:-

→ Divide a system through hierarchy alone. Cannot solve the complexity.

→ We may divide a system into a large number of different submodules.

- Circuit level: uniformly sized transistor can be used.
- Gate level: Logic gates.
- Logic level: RAM's and ROM's
- Architectural level: Identical cores.

MODULARITY :-

- In IC modularity corresponding to a clearly defined behavioural, spectral, and physical interface.
- Interface indicates the function name signal type electrical and timing constraints on ports of the design.

LOCALITY :-

- * Modularity and locality together are a form of information hiding, which reduces complexity.
- * Locality means temporal locality or adherence to a clock or a timing protocol.

Examples :-

- Analog blocks (ADCs and DACs) are placed adjacent to I/O pins.
- Floorplanning.
- Local routing.

Q6) What is purpose of layout design rule? what are the freq. constraints of layout design rule?

→ A set of layout rules also called on design rules that act on interface or communication link between the circuit designer and the process engineer during manufacturing phase.

→ The objective associated with layout rules is to obtain a circuit with optimum yield - i.e. as small as area possible without compromising reliability of the circuit.

→ Design rules can be conservative or aggressive based on whether yield or performance is desired.

So the need of design rules arises due to problem like photoresist shrinkage, variation in material deposition impurities and variation in material deposition across wafer.

Why design rule?

→ Interface between designers & process engineer

→ The process technology referred to length of silicon channel b/w source & drain terminals in field effect transistors.

ff). Minimum. spacing / separation rules.

- Diffusion - Diffusion = 3λ
- Polysilicon - polysilicon = 2λ
- polysilicon - Diffusion = 1λ
- metal 1 - metal 1 = 3λ
- metal 2 - metal 2 = 2λ

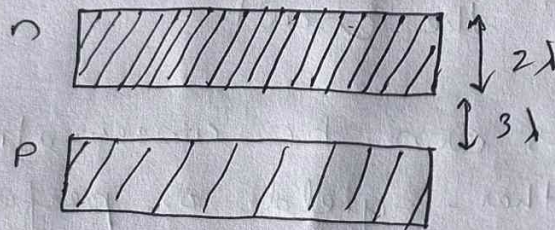
• Contact cuts:

i) metal - diffusion, metal - polysilicon.

ii) polysilicon - diffusion.

ff) Buffering contact:

Example :-



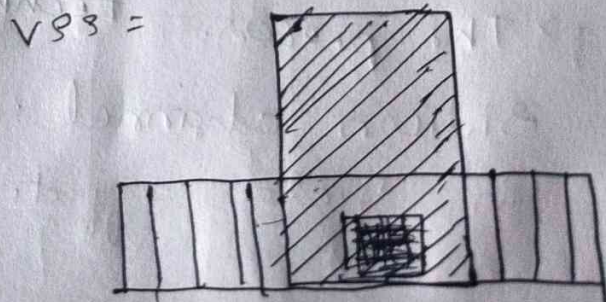
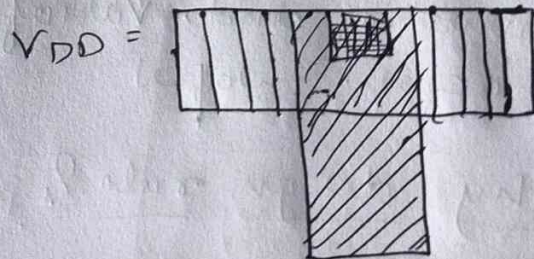
n-diffusion -

p-diffusion -

metal 1 =

metal 2 =

Contact =



i] Minimum width layers :-

n-diffusion $= 2\lambda$

p-diffusion $= 2\lambda$

polysilicon $= 3\lambda$

metal 1 $= 3\lambda$

metal 2 $= 4\lambda$

ii] operating of layers :-

nmos transistor.

