

Layout Guidelines

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1) Orientation of Vdd/Gnd lines in schematics

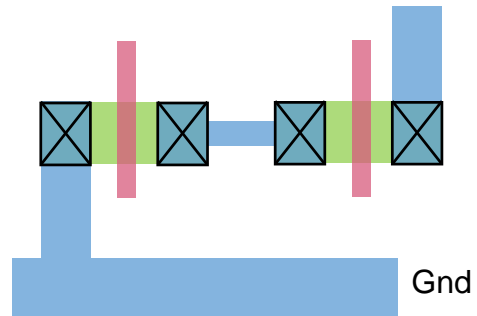
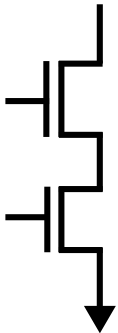
For no good reason other than to choose a convention that follows circuit schematics with Vdd (higher voltage) on top and Gnd (lower voltage) on bottom, normally route Vdd and Gnd as shown.



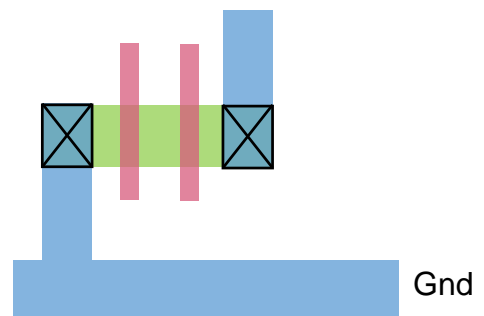
2) Stacking transistors

- Straightforward method:

Ex:



- It is much better to *share diffusion* – in this example across two NMOS transistors, mainly because of smaller area:

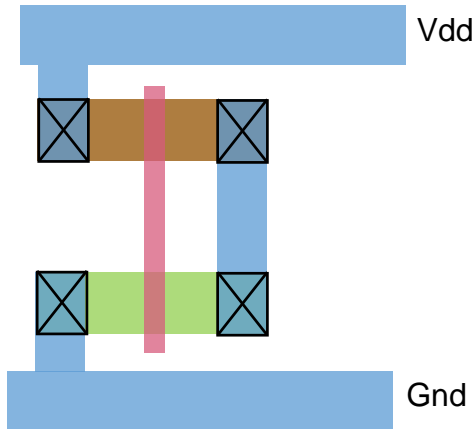


= Normally do it this way.

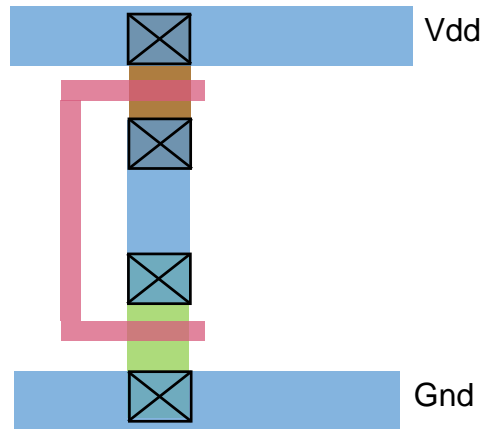
3) Orientation of transistors



- “Vertical” transistors:
 - + short poly
 - + easy to stack many transistors(generally done like this)



- “Horizontal” transistors:
 - limited room to stack transistors
 - long poly
 - + easier to make wide transistors

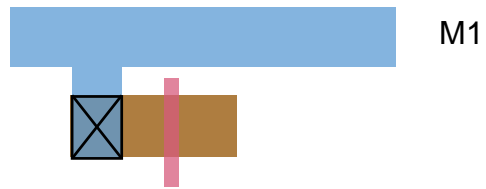


4) Routing of Vdd/Gnd

- In Metal (probably never in poly, diff. only for short distances)

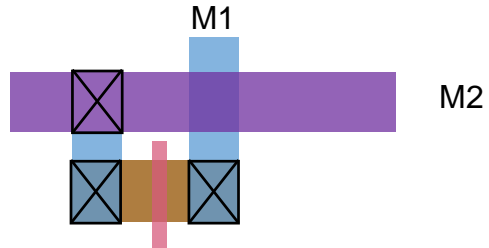
- Metal 1

- +very convenient
- Most commonly used



- Metal 2

- +signals can go under power rails easily

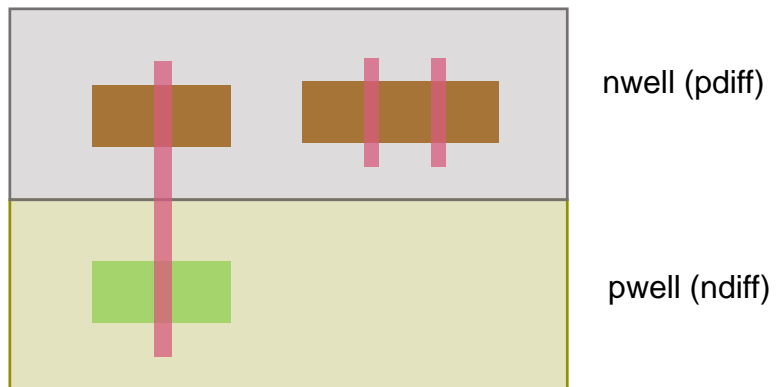


- Use thicker wires to route power ($6\lambda+$), large (many) contacts

5) Rows of diffusion in a cell

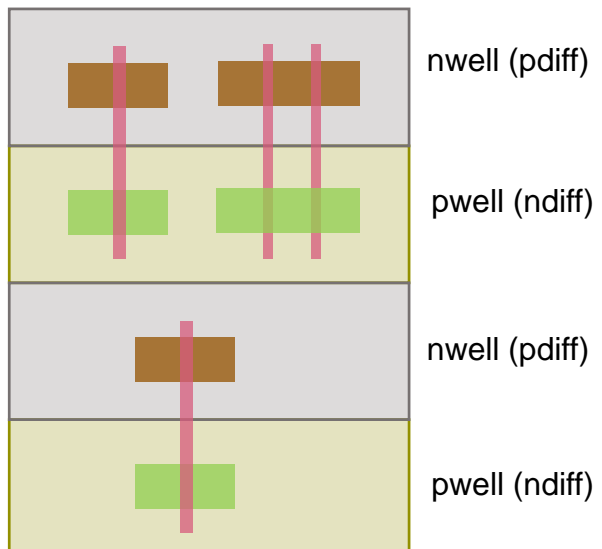
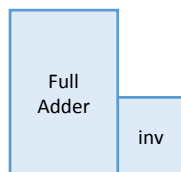
- Two:

- Preferable



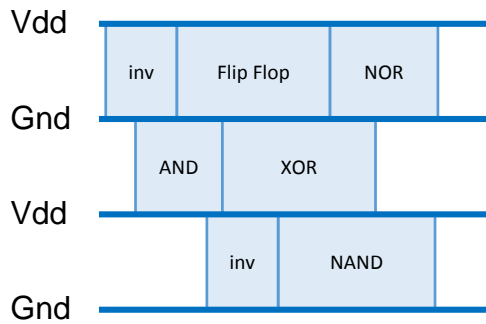
- Four:

- Often leads to big empty spaces
- +Can be easier to fit large complex cells
- Doesn't work well with a standard cell height
 - Generally avoid if possible



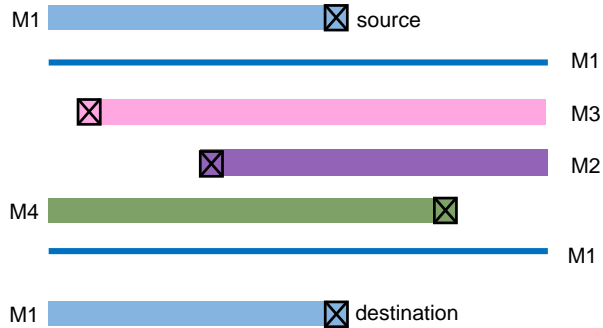
6) Cell Placement

- Key idea: line up and share Vdd and Gnd
- This requires that every other row is flipped, with Gnd on the top, and Vdd on the bottom



7) Metal routing discipline

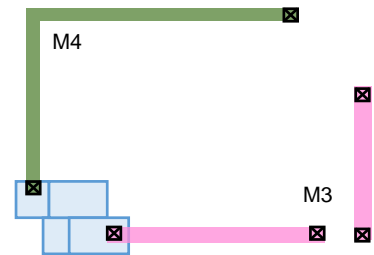
- Suppose we need to route across this example cell, we would have to via all the way up to Metal 5!
- Key point: every wire blocks perpendicular wires from using that layer



a) Guideline: try to use only M1 and M2 in small cells

b) Guideline: Use only one direction for each layer

Ex (bad!):



c) Guideline: Alternate directions with each layer

Ex: Horizontal: (M1), M3, M5

Vertical: (M2), M4, M6

Exception: generally ok to route M1 and M2 any direction inside a cell to keep area small, then we just need to use M3+ to route over a cell

Ex (good!):



d) Guideline: use lower level metals for short wires, and higher level metals for longer wires

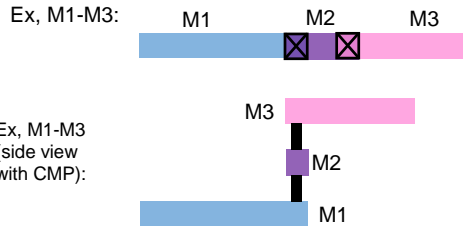
Ex (side view):



e) Guideline: try to minimize vias (metal layer changes), as they are highly resistive
-When possible

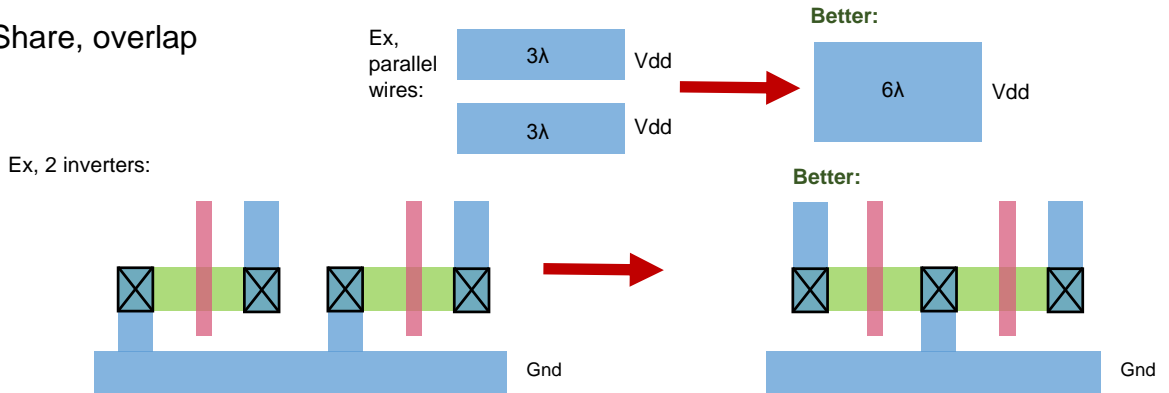
8) Stack vias to reduce area

- With older technology this wasn't possible
- Now, thanks to CMP, vias can be stacked
- Most advanced processes can stack arbitrarily high
 - pdm12c (pdiff, m1, M2)
 - ndm12c (ndiff, M1, M2)
 - pm12c (poly, M1, M2)
 - m123c (M1, M2, M3)
 - m234c
 - m345c
 - m456c
- In our Magic however:



9) Reduce area

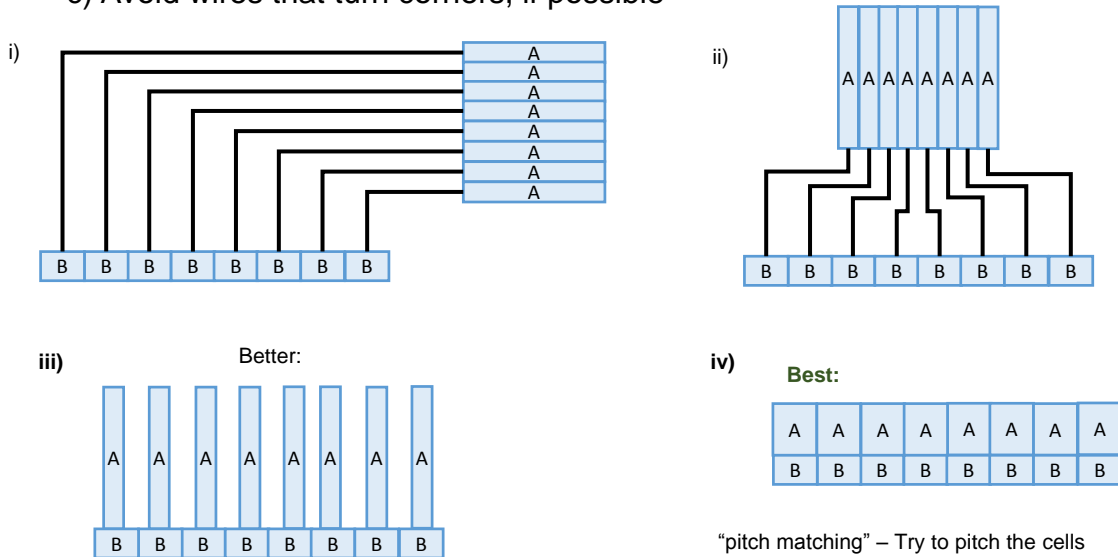
a) Share, overlap



b) Abut



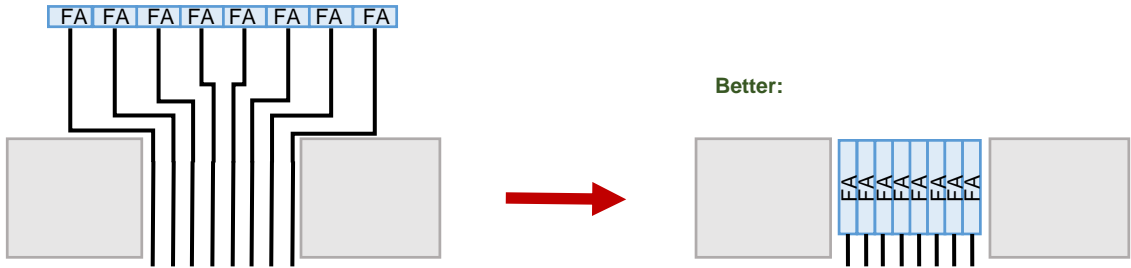
c) Avoid wires that turn corners, if possible



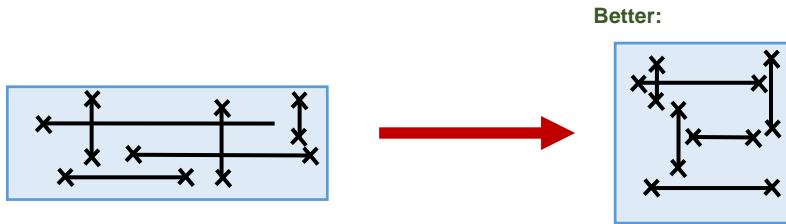
“pitch matching” – Try to pitch the cells that are going to abut to be the same size as each other
If possible

d) Consider shape of overall structure

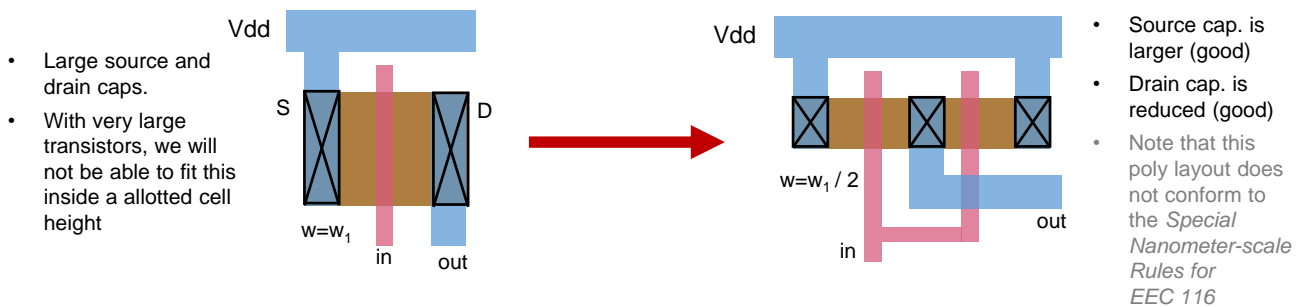
Ex, full adder chain:



For an arbitrary block, a square will give the shortest total wire length



e) Transistor folding (for large devices)



10) Reduce maximum delay

$$t_p = 0.69 R_{MOS} C_L$$

- Reduce R_{MOS}
 - In layout, this means wider transistors, but this increases load cap. for draining gate, helps a lot for under-driven nets, diminishing returns eventually
- Reduce C_L
 - Shorter wires \Rightarrow smaller area \Rightarrow lower $C_L \Rightarrow$ reduce MOS widths \Rightarrow smaller area ...
 - Use higher-level metals if possible

11) Reduce power

$$P = C_L V^2 f$$

- Reduce C_L
- V_{dd} and f are generally set by other requirements
- Other more complex techniques are possible