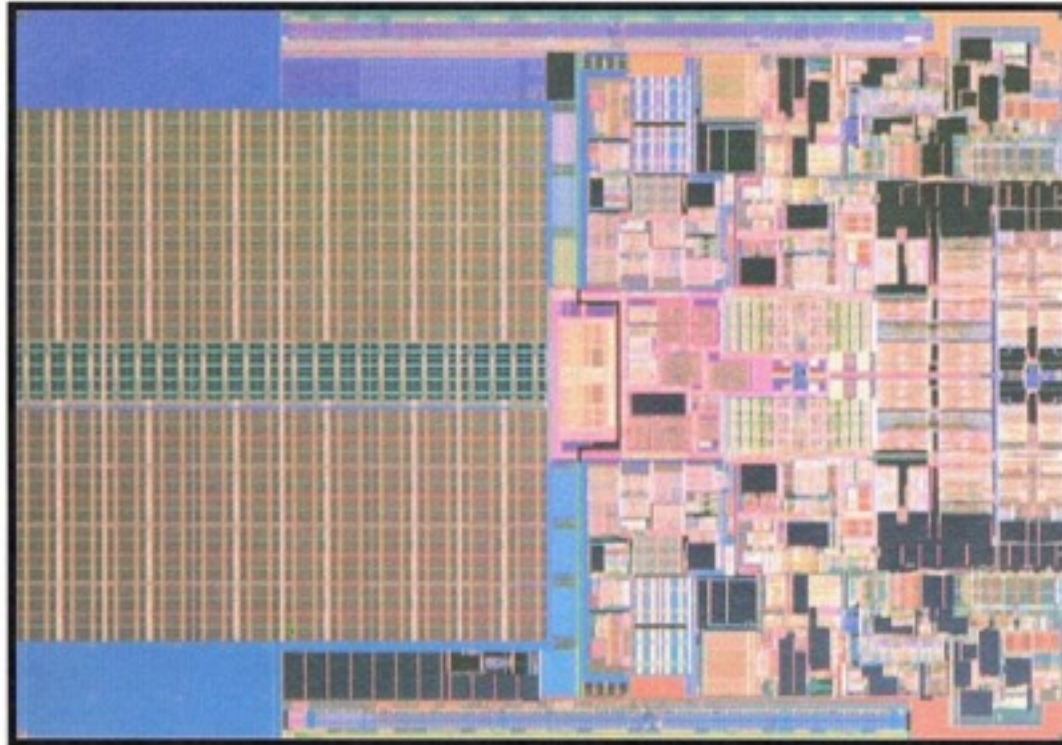


# Digital ICs — Lectures

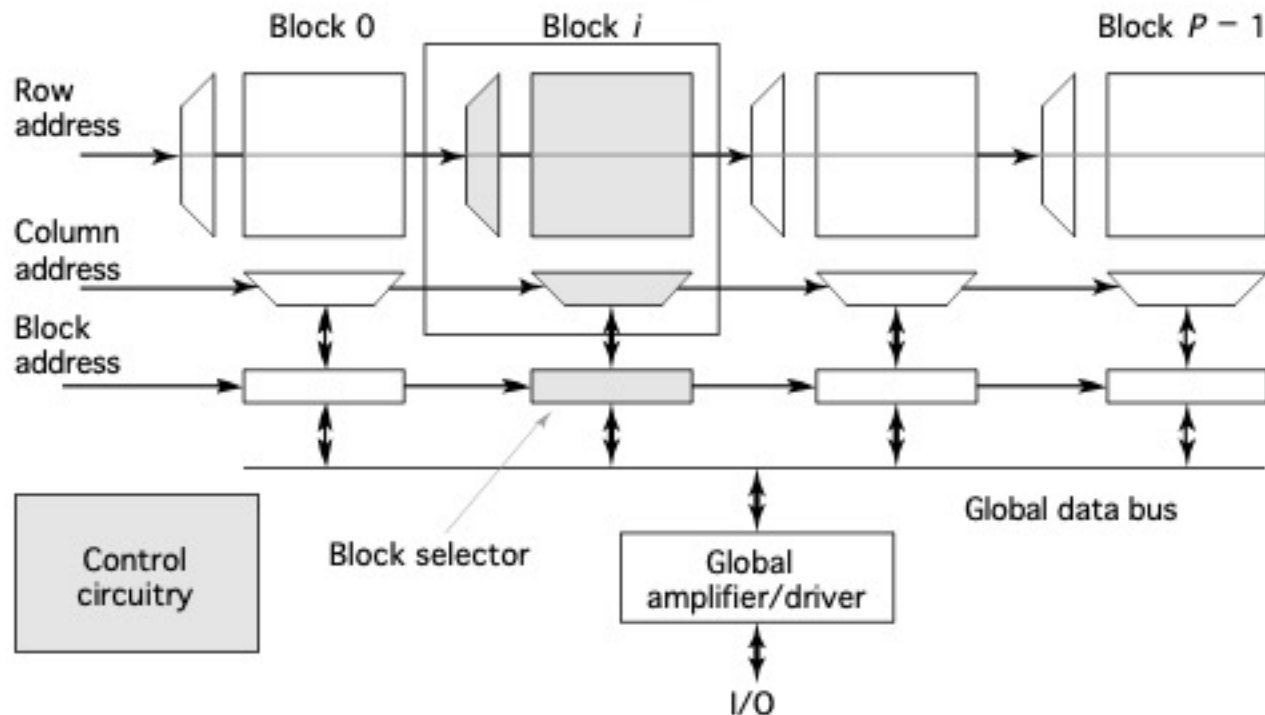
|                                       |               |
|---------------------------------------|---------------|
| 1) <b>Introduction</b> [Ch. 1]        | TSEI03/TSTE86 |
| 2) <b>Devices</b> [Ch. 3, 4]          | TSEI03/TSTE86 |
| 3) <b>Interconnect</b> [Ch. 4, 9]     | TSTE86        |
| 4) <b>Circuits</b> [Ch. 5]            | TSEI03/TSTE86 |
| 5) <b>Combinational logic</b> [Ch. 6] | TSEI03/TSTE86 |
| 6) <b>Sequential circuits</b> [Ch. 7] | TSEI03/TSTE86 |
| 7) <b>Synchronization</b> [Ch. 10]    | TSTE86        |
| 8) <b>Adders</b> [Ch. 11]             | TSEI03/TSTE86 |
| 9) <b>Multipliers</b> [Ch. 11]        | TSTE86        |
| 10) <b>Memory</b> [Ch. 12]            | TSEI03/TSTE86 |
| 11) <b>Manufacturing</b> [Ch. 2]      | TSTE86        |
| 12) <b>System design</b> [Ch. 8]      | TSTE86        |

# Cache Memory



Intel 45 nm Core 2

# Hierarchical Memory Architecture



## Advantages:

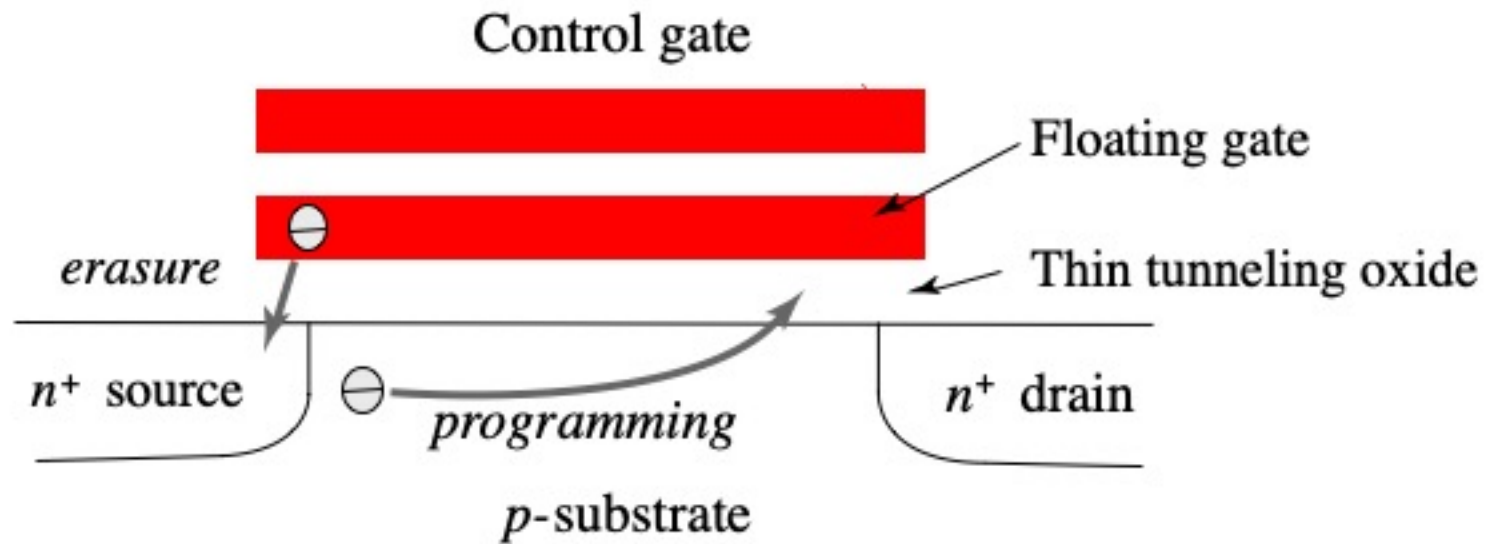
1. Shorter wires within blocks
2. Block address activates only 1 block  $\Rightarrow$  power savings

## Example: ROM Content

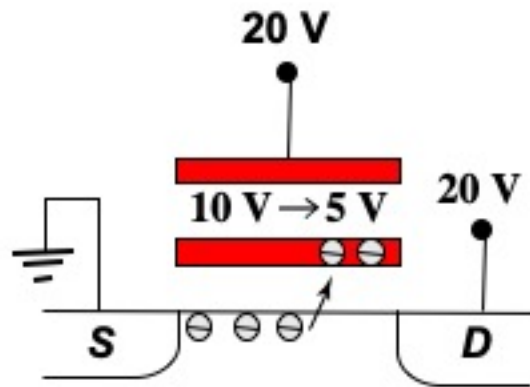
| Row address | Column address | ROM content |
|-------------|----------------|-------------|
| 00          | 00             | 0           |
| 00          | 01             | 1           |
| 00          | 10             | 0           |
| 00          | 11             | 1           |
| 01          | 00             | 0           |
| 01          | 01             | 0           |
| 01          | 10             | 1           |
| 01          | 11             | 1           |

| Row address | Column address | ROM content |
|-------------|----------------|-------------|
| 10          | 00             | 1           |
| 10          | 01             | 0           |
| 10          | 10             | 0           |
| 10          | 11             | 1           |
| 11          | 00             | 0           |
| 11          | 01             | 1           |
| 11          | 10             | 1           |
| 11          | 11             | 0           |

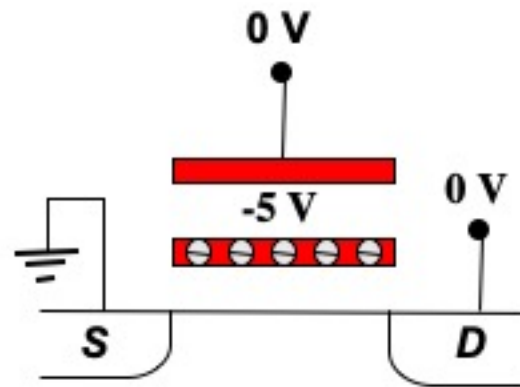
# Floating Gate Transistor



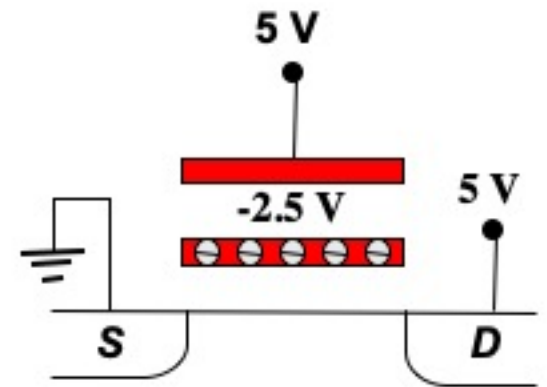
# Programming $V_T$



**Avalanche injection**

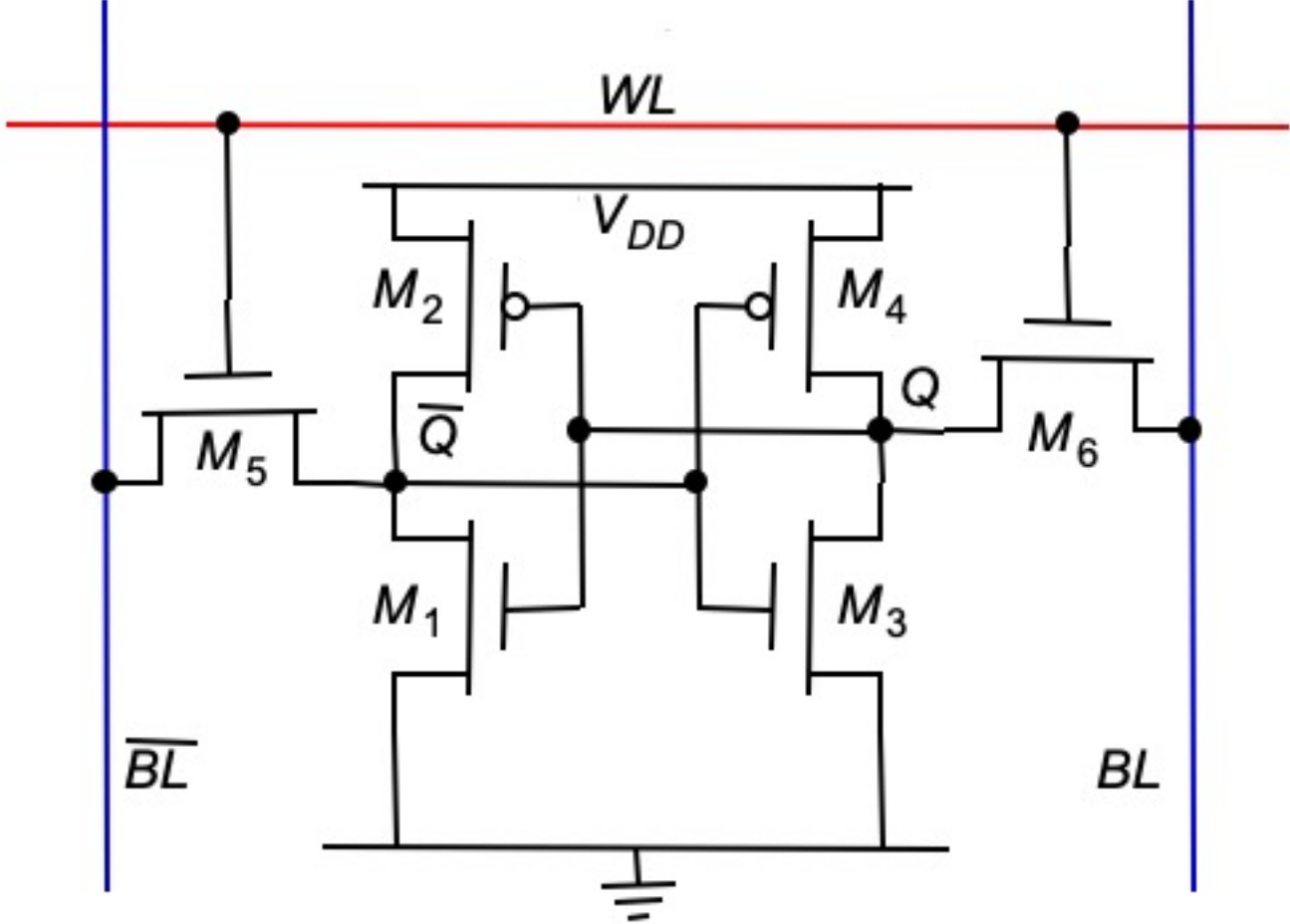


**Removing programming voltage leaves charge trapped**

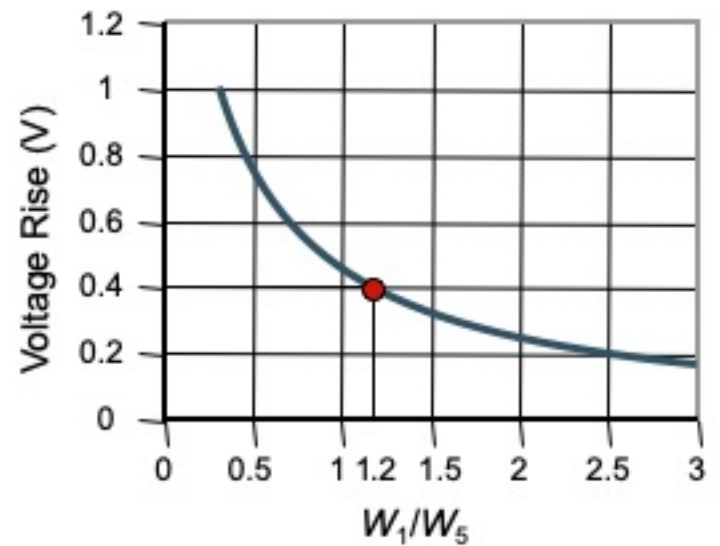
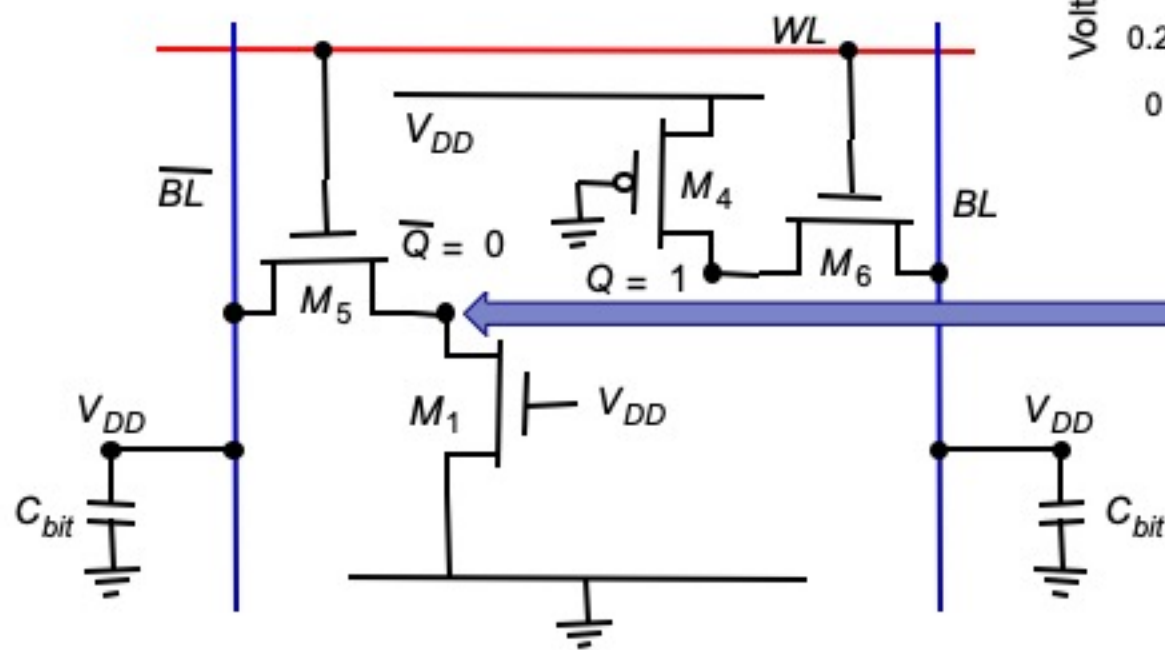


**Programming results in higher  $V_T$**

# 6T SRAM Cell

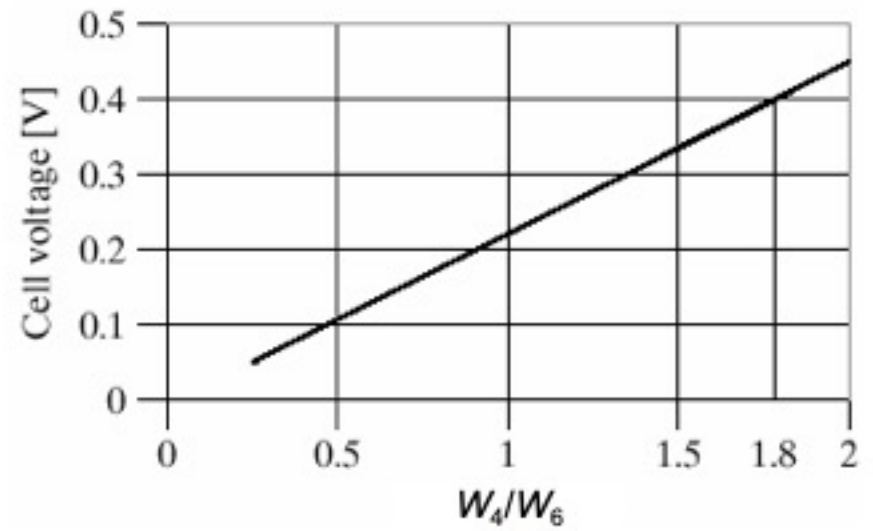
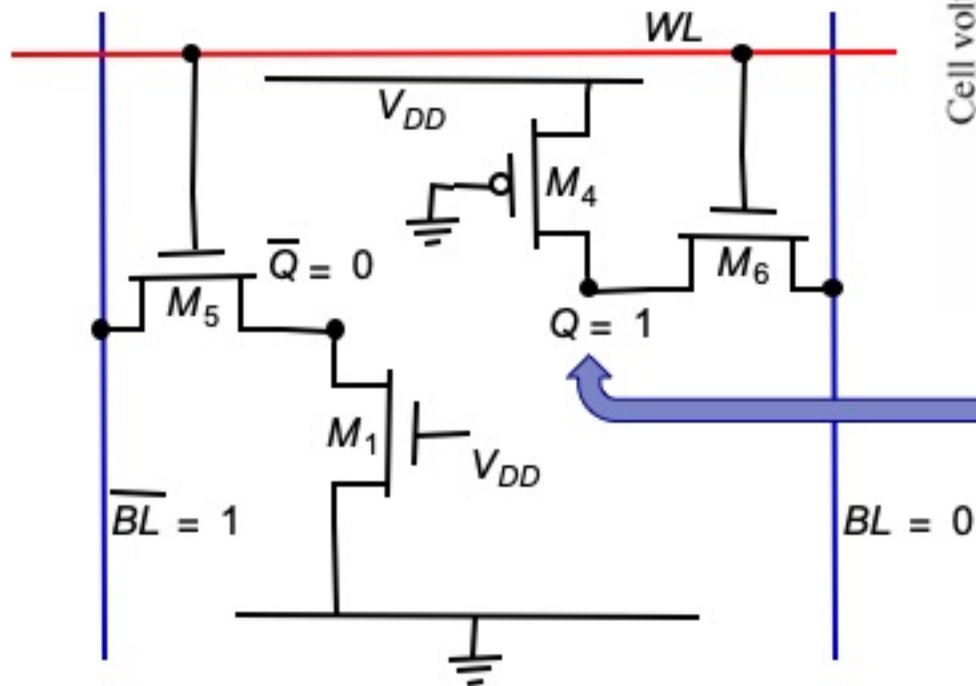


# SRAM Read Operation

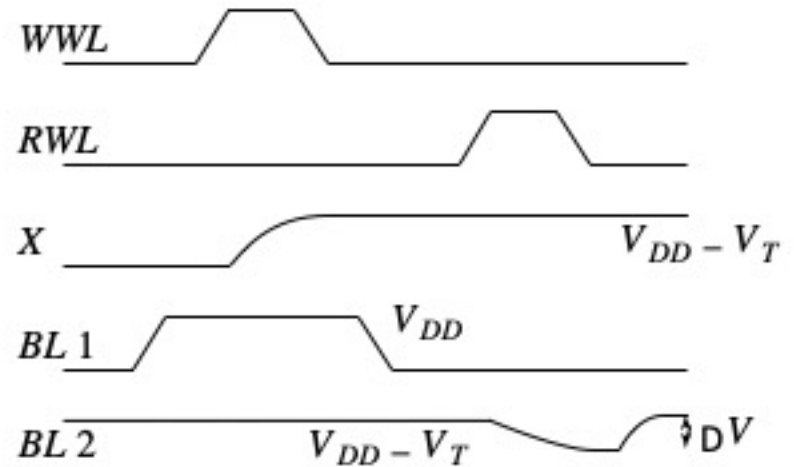
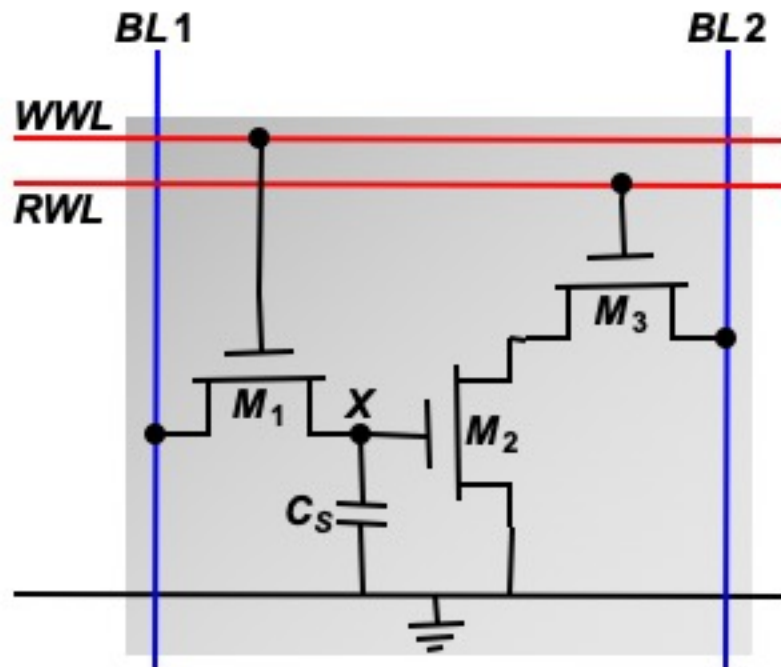




# SRAM Write Operation



# 3T DRAM Cell

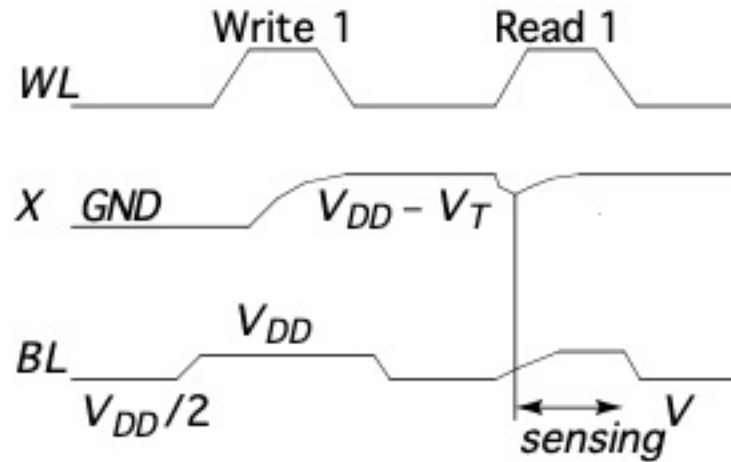
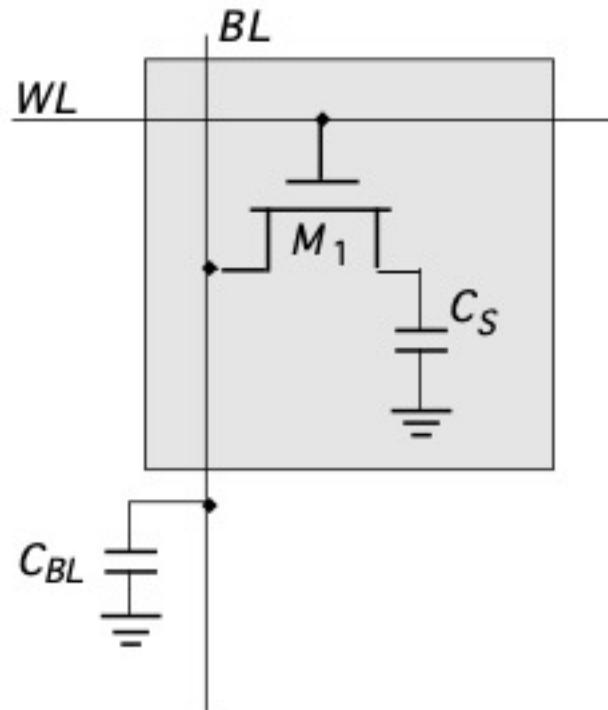


No constraints on device ratios

Reads are non-destructive

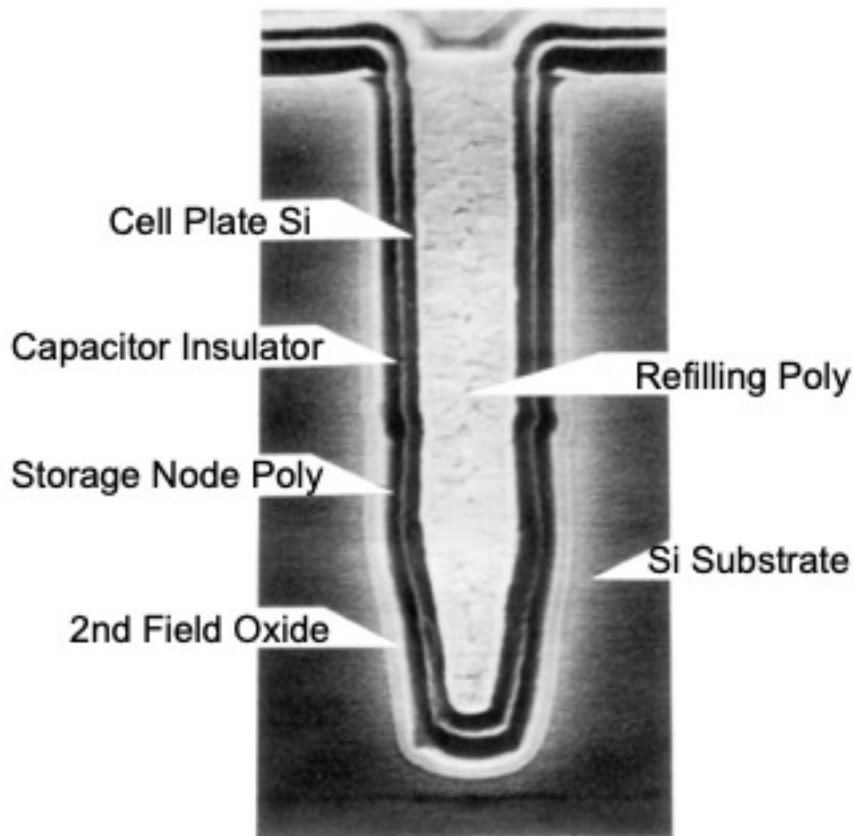
Value stored at node  $X$  when writing a "1" =  $V_{WWL} - V_{Tn}$

# 1T1R1C1 DRAM Cell

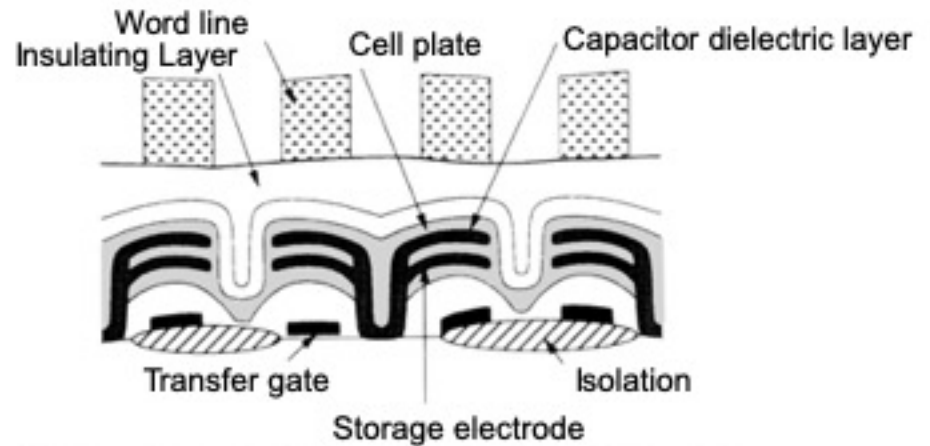


Voltage swing is small; typically < 200 mV

# Implementation of DRAM Cells

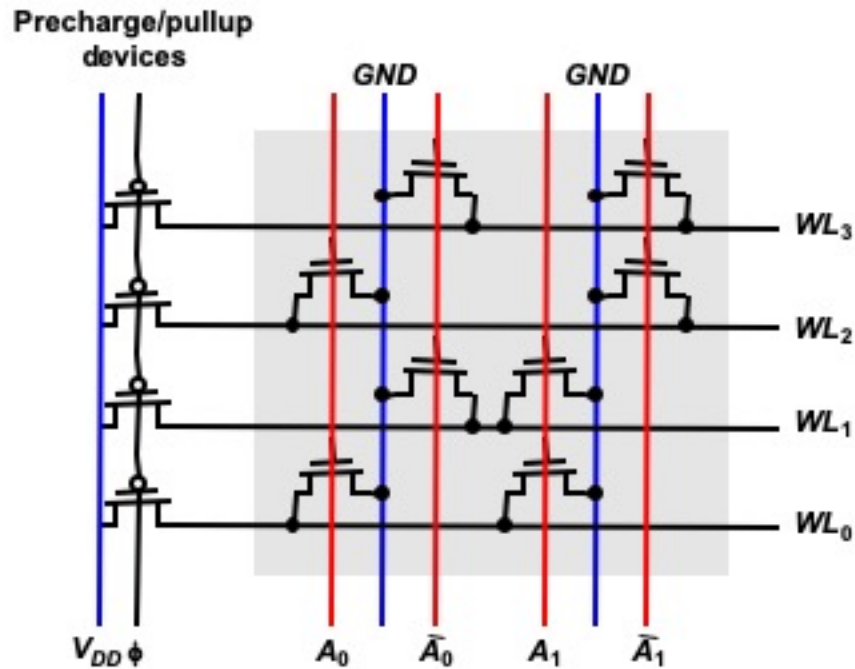


Trench cell

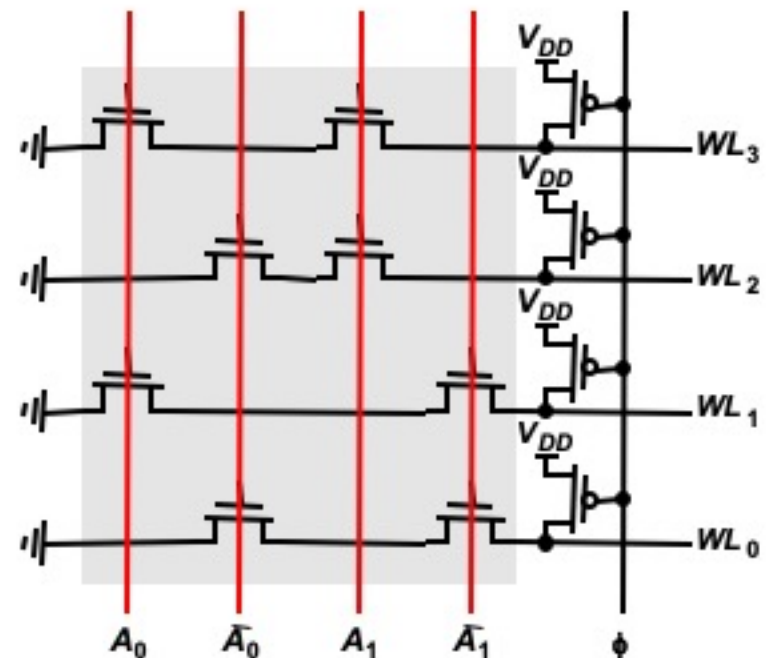


Stacked-capacitor cell

# Row Decoders

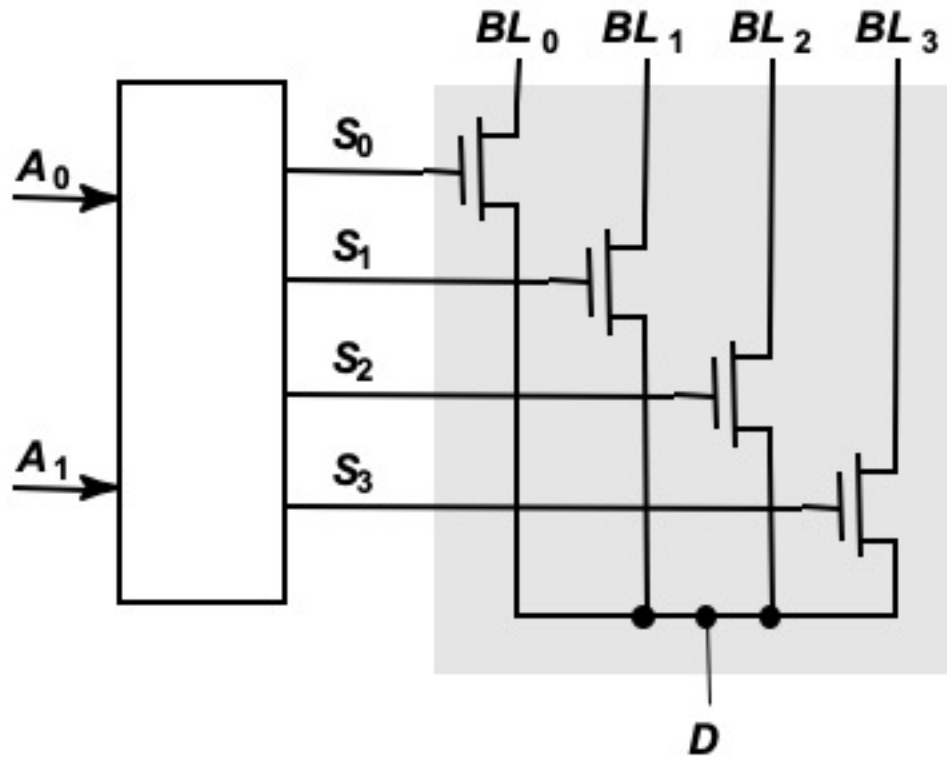


2-input NOR decoder

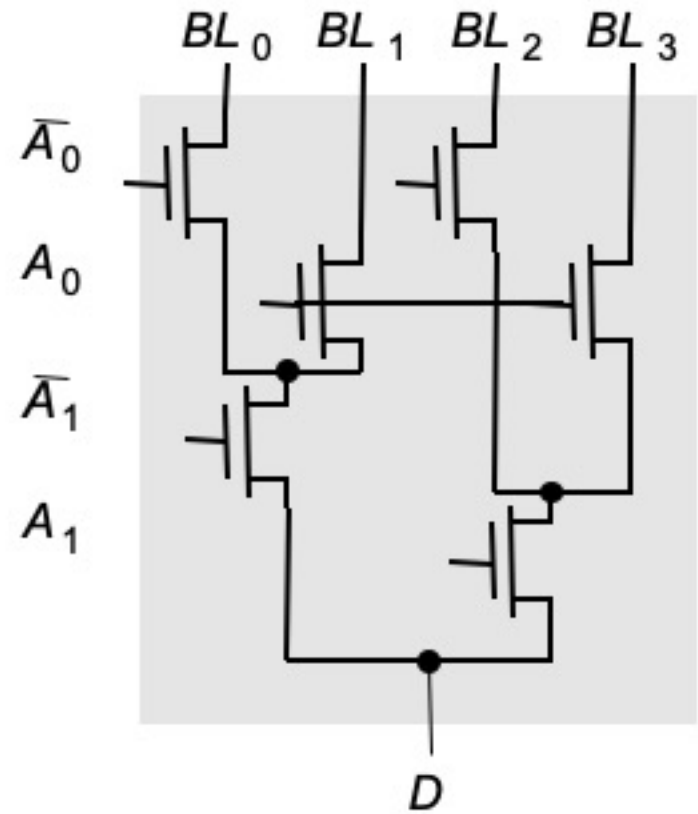


2-input NAND decoder

# Column Decoders

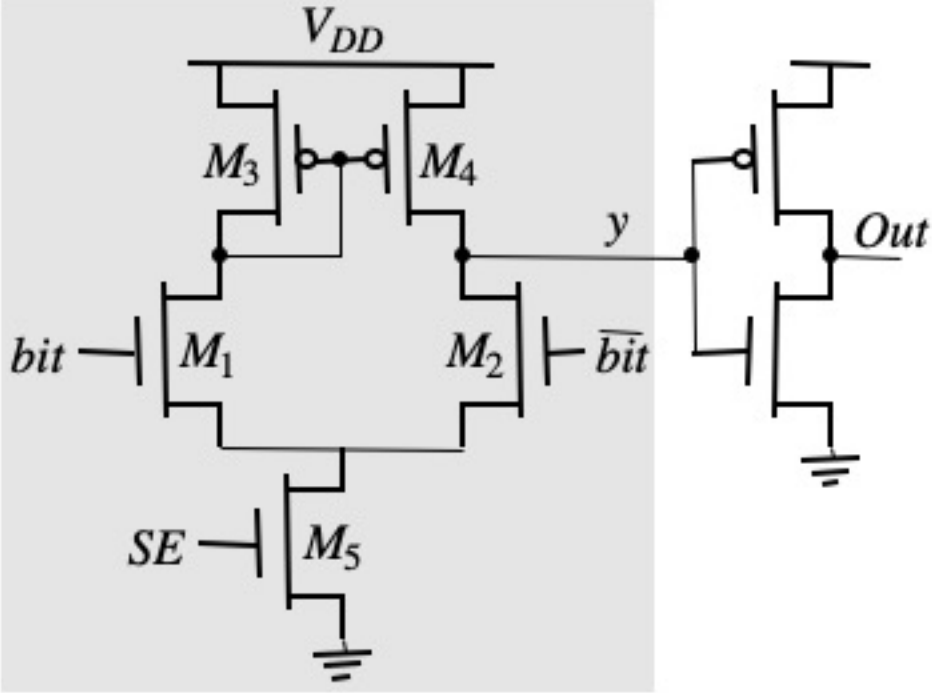


Pass-transistor with precoder

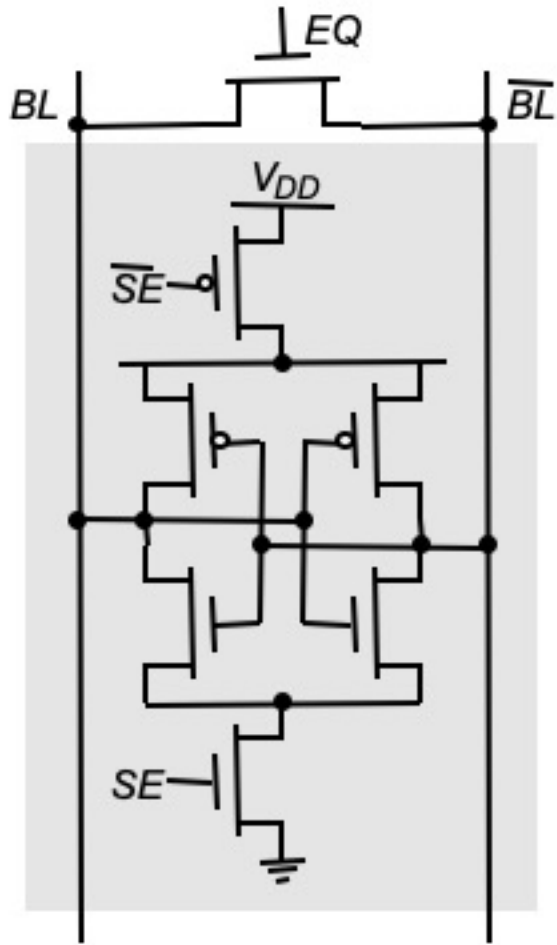


Tree

# Sense Amplifier

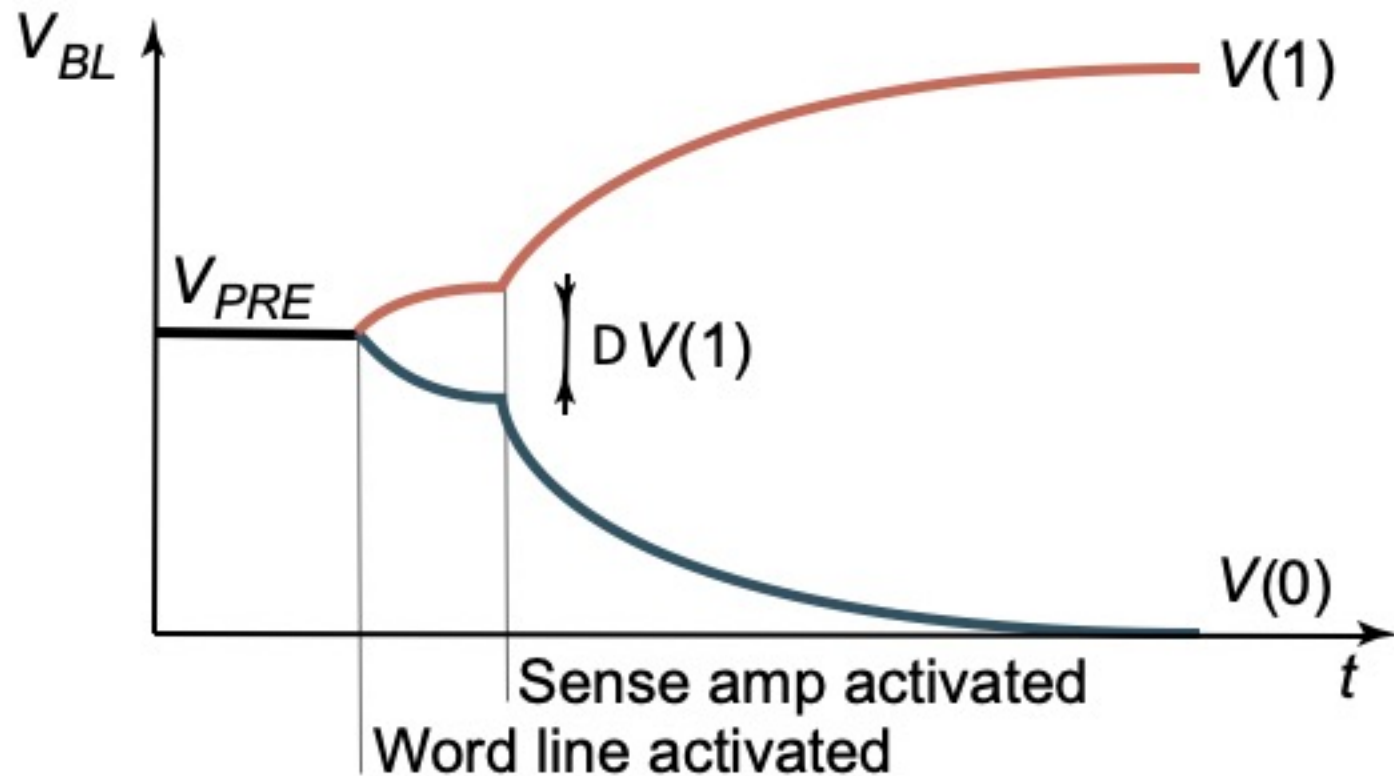


Differential amplifier



Latch-based

# Sense Amplifier Operation





# Open Bitline Architecture

