

# EE290C: 28nm SoC for IoT

## The Layout Lecture: Virtuoso Lecture

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- Please do not post these slides on the Internet. There are no “secrets” in these slides, but they contain some actual layouts from protected technologies.

# Topics

## Part 0: The virtuoso basics (this lecture)

### Part 1

- Layout of a FET 3T
  - Dimensions, fingers, dummy
  - DFM
- PMOS vs NMOS
- Body contacts 4T
- DNW and 5T and 6T transistors

### Part 2

- Analog Layout
  - Matching
  - Common centroid
  - Symmetry
  - Unit Cell Concept
- Current Source
- Differential Pair

- Capacitors
  - Love your MOM
- Resistors
- More arrays
- Inductors
- Electromigration Rules
- Antenna Rules
- Examples:
  - DAC
  - Op-Amp
  - Tiles of blocks
  - Pin placement
- Layout Hierarchy vs Schematic

### Part 3

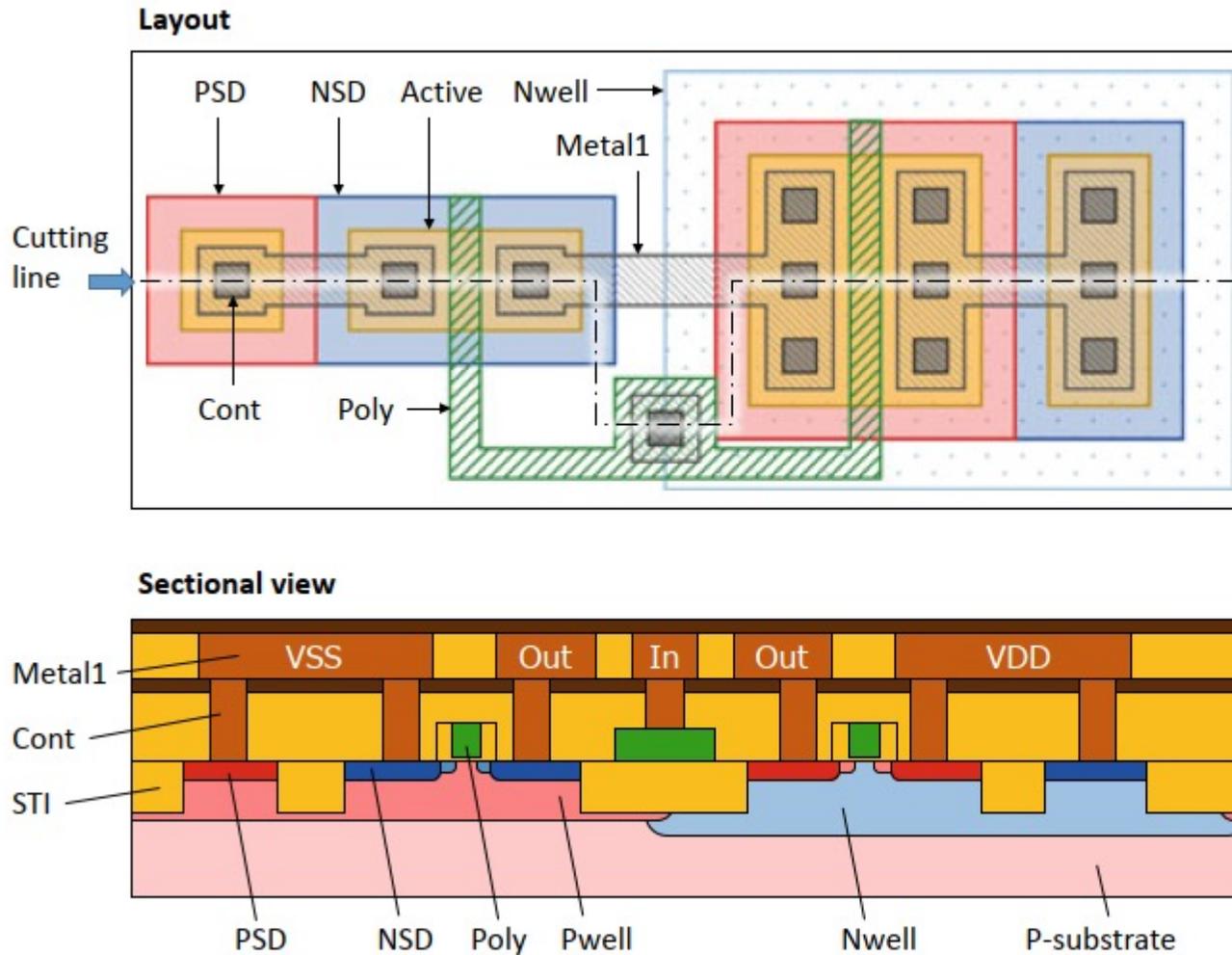
<https://ucberkeleyee290c.github.io/sp21/>

# Layout Tutorial: Overview

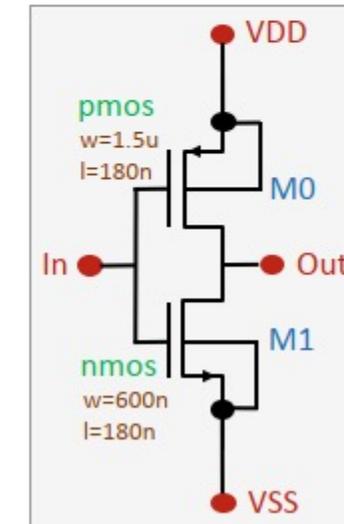


# Layout

- Lienig, Scheible, "Fundamentals of Layout Design for Electronic Circuits," Springer 2020.

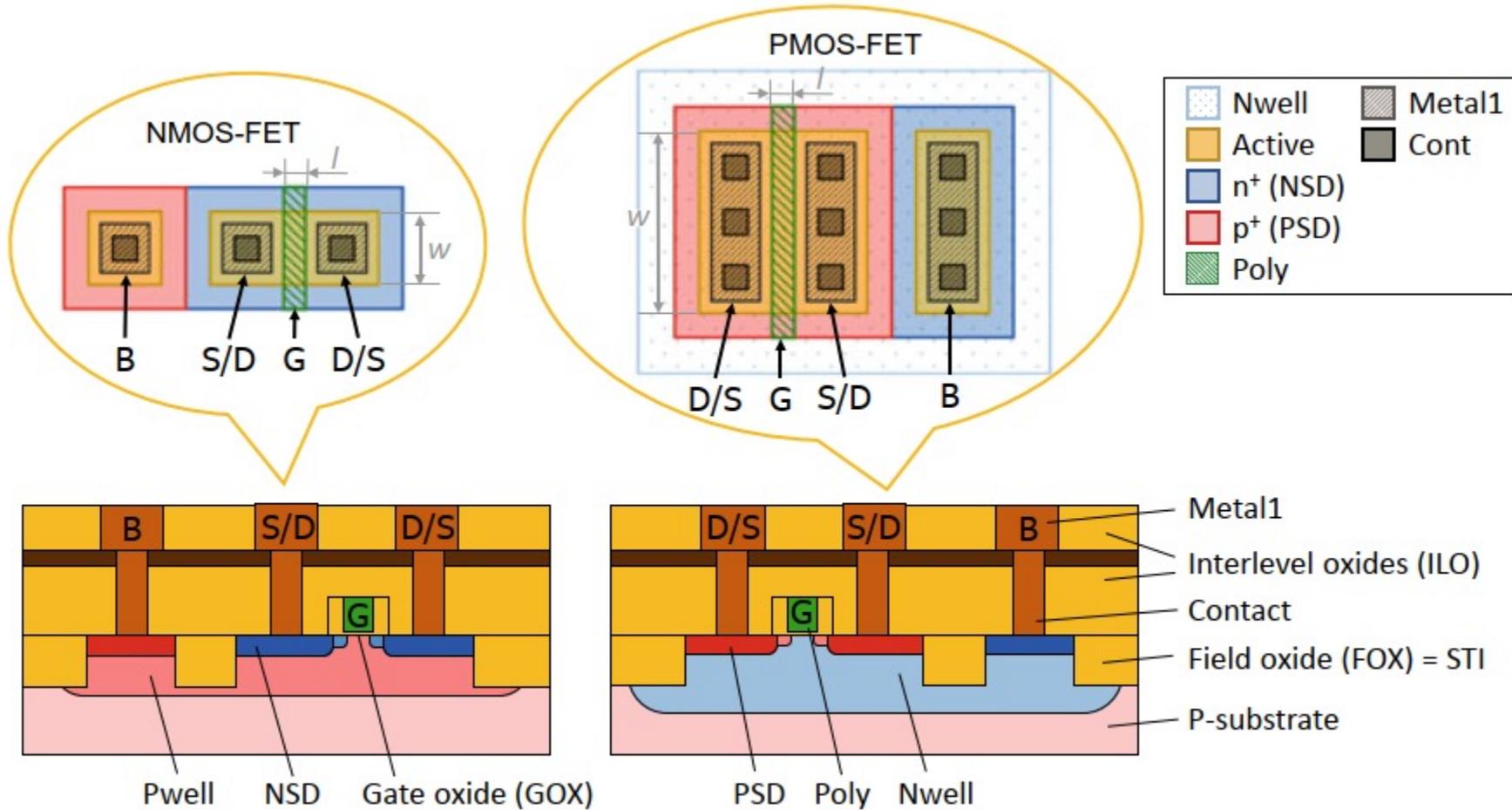


Circuit diagram



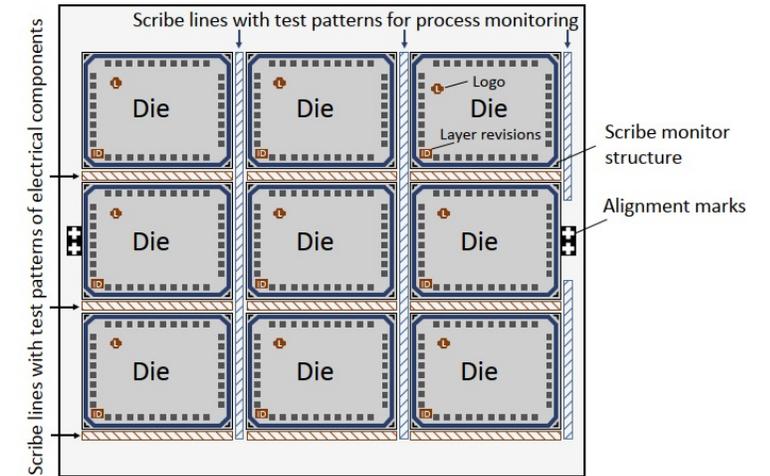
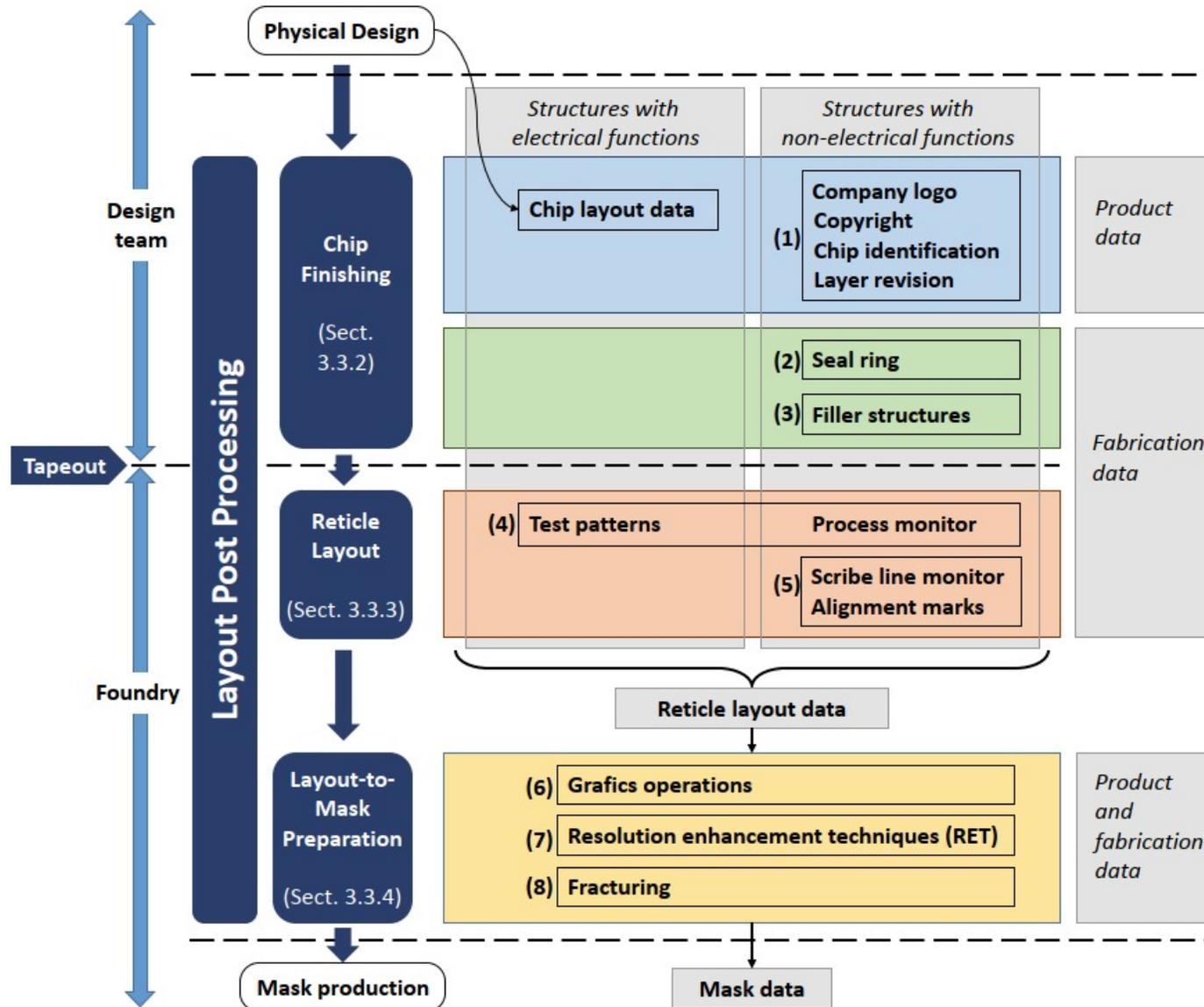
Lienig, Scheible, "Fundamentals of Layout Design for Electronic Circuits," Springer 2020.

# Layers



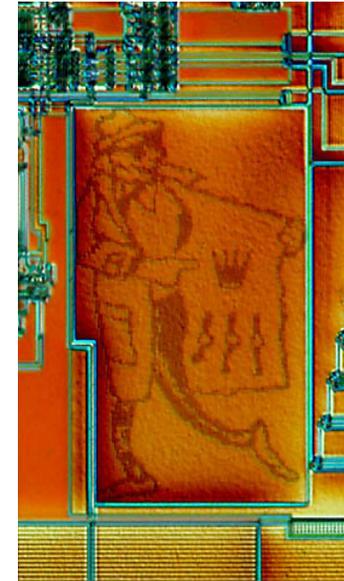
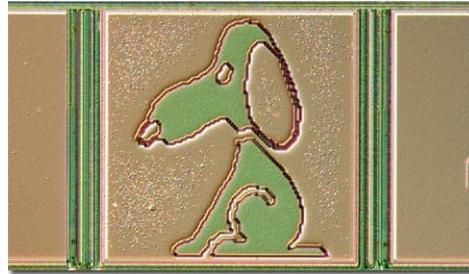
Lienig, Scheible, "Fundamentals of Layout Design for Electronic Circuits," Springer 2020.

# Processing



# Company Logos and Stuff

- <https://micro.magnet.fsu.edu/creatures/logoindex.html>

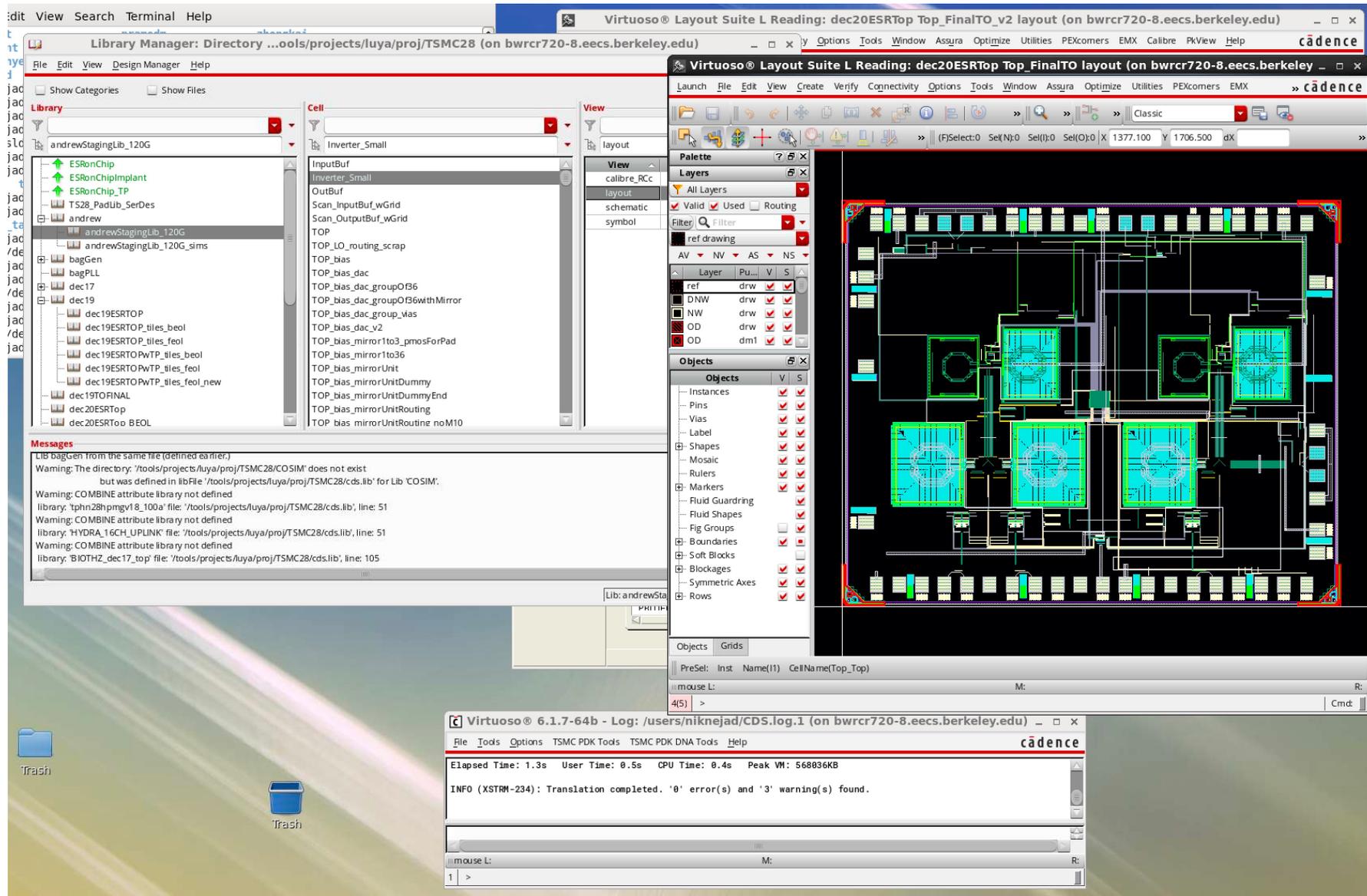


<https://ucberkeleyee290c.github.io/sp21/>

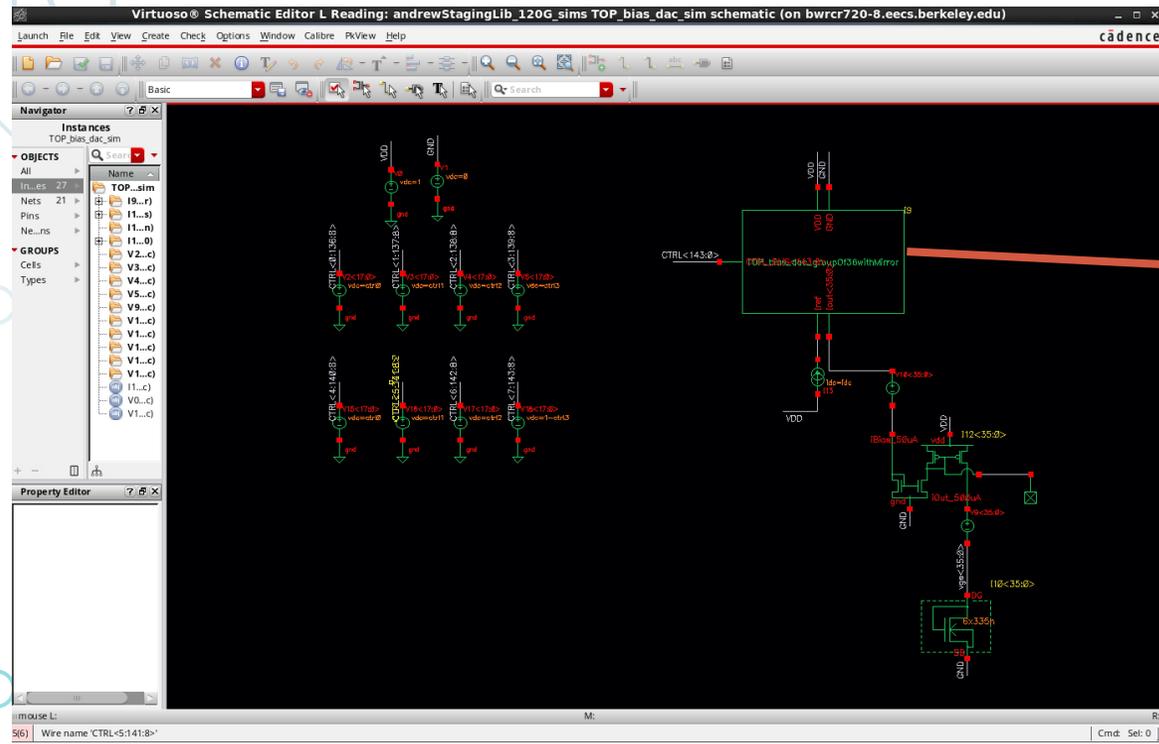
# Layout Tutorial: Virtuoso Layout Environment



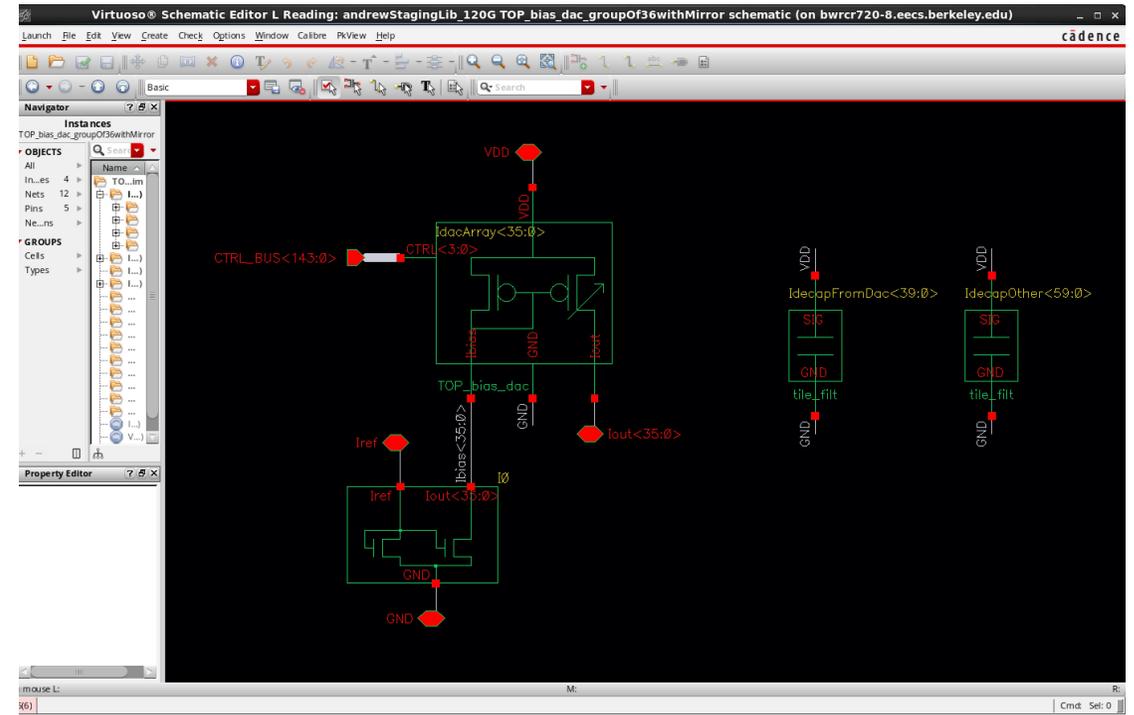
# Cadence Environment



# Testbench Example



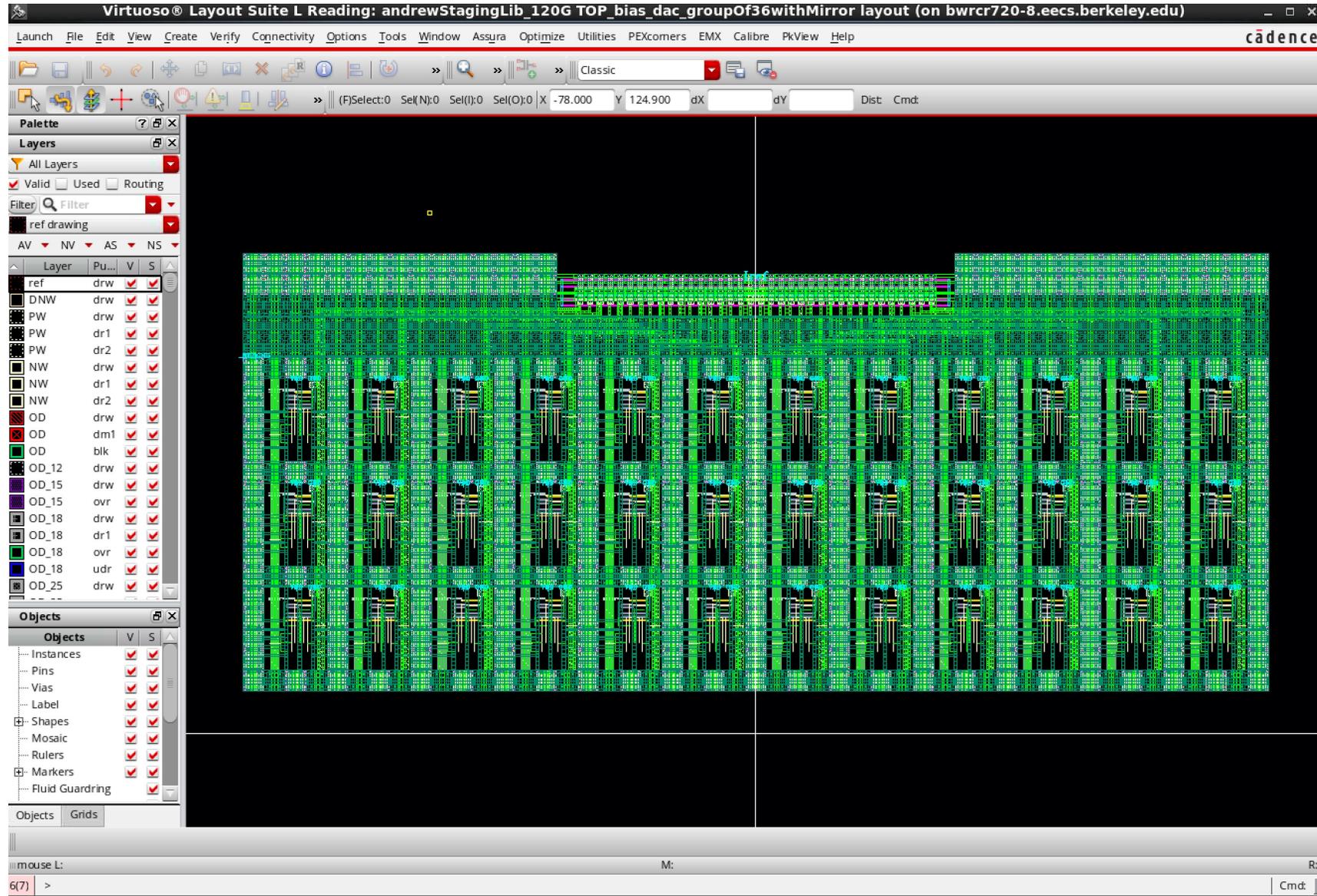
Schematic Cell



Schematic Cell

- Testbench can have “analog” components but the sub-cell should only contain technology library cells (or your custom cells)

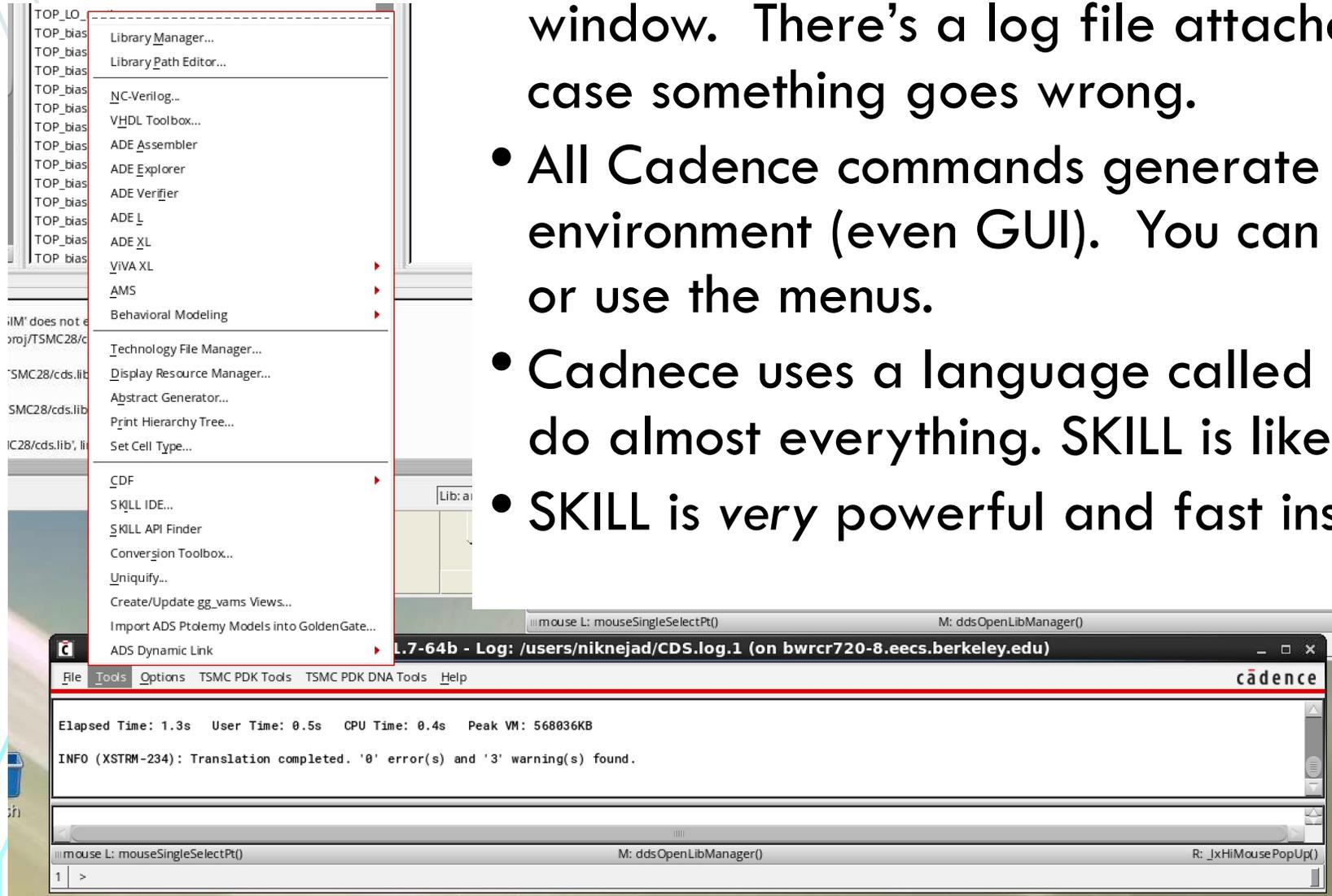
# Layout View ...



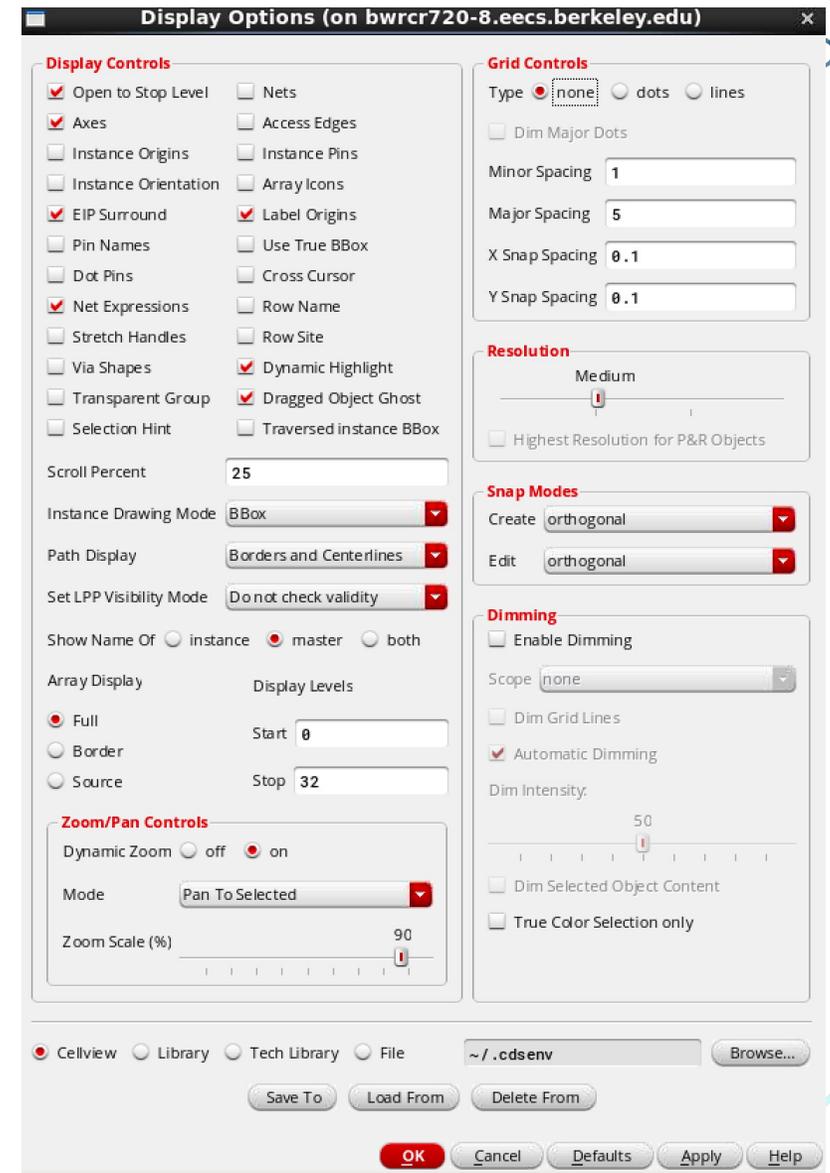
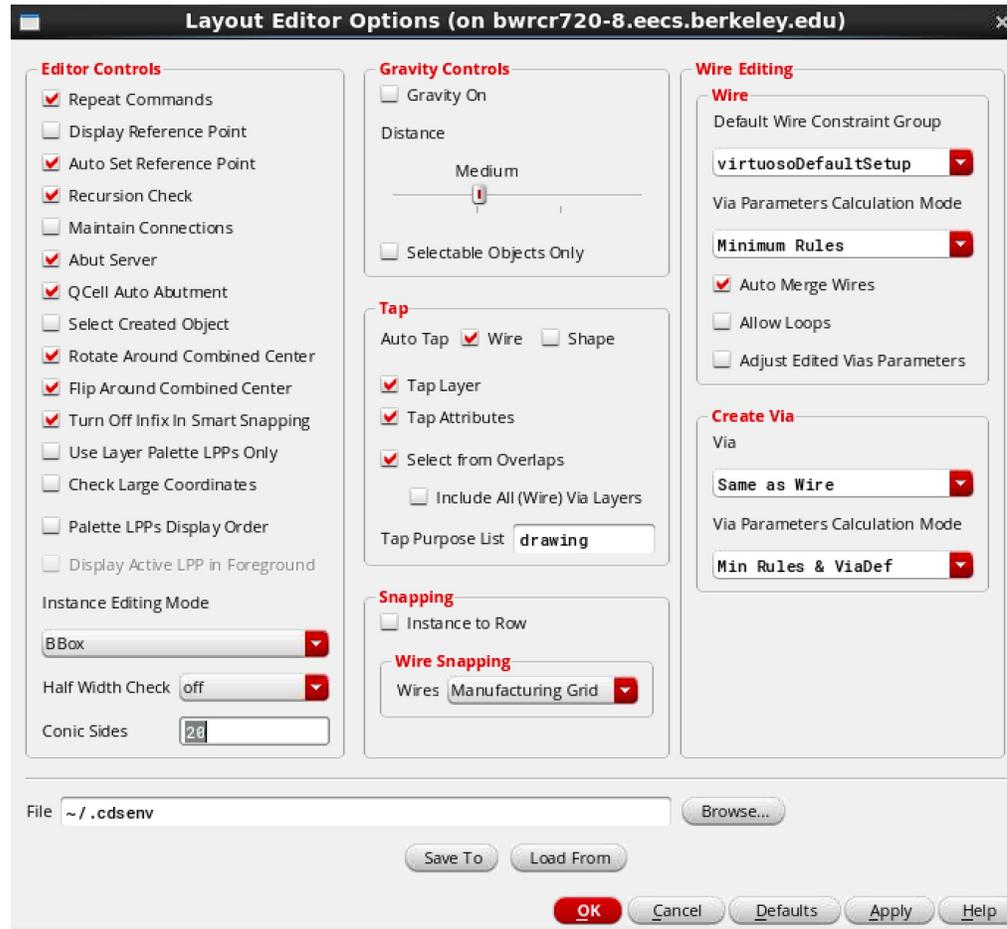
Layout Cell

# CIW Window

- Every Cadence session has this window. This is the main window. There's a log file attached to this window in case something goes wrong.
- All Cadence commands generate function calls inside this environment (even GUI). You can type commands here or use the menus.
- Cadence uses a language called SKILL (and SKILL++) to do almost everything. SKILL is like LISP dressed up in C.
- SKILL is very powerful and fast inside Cadence

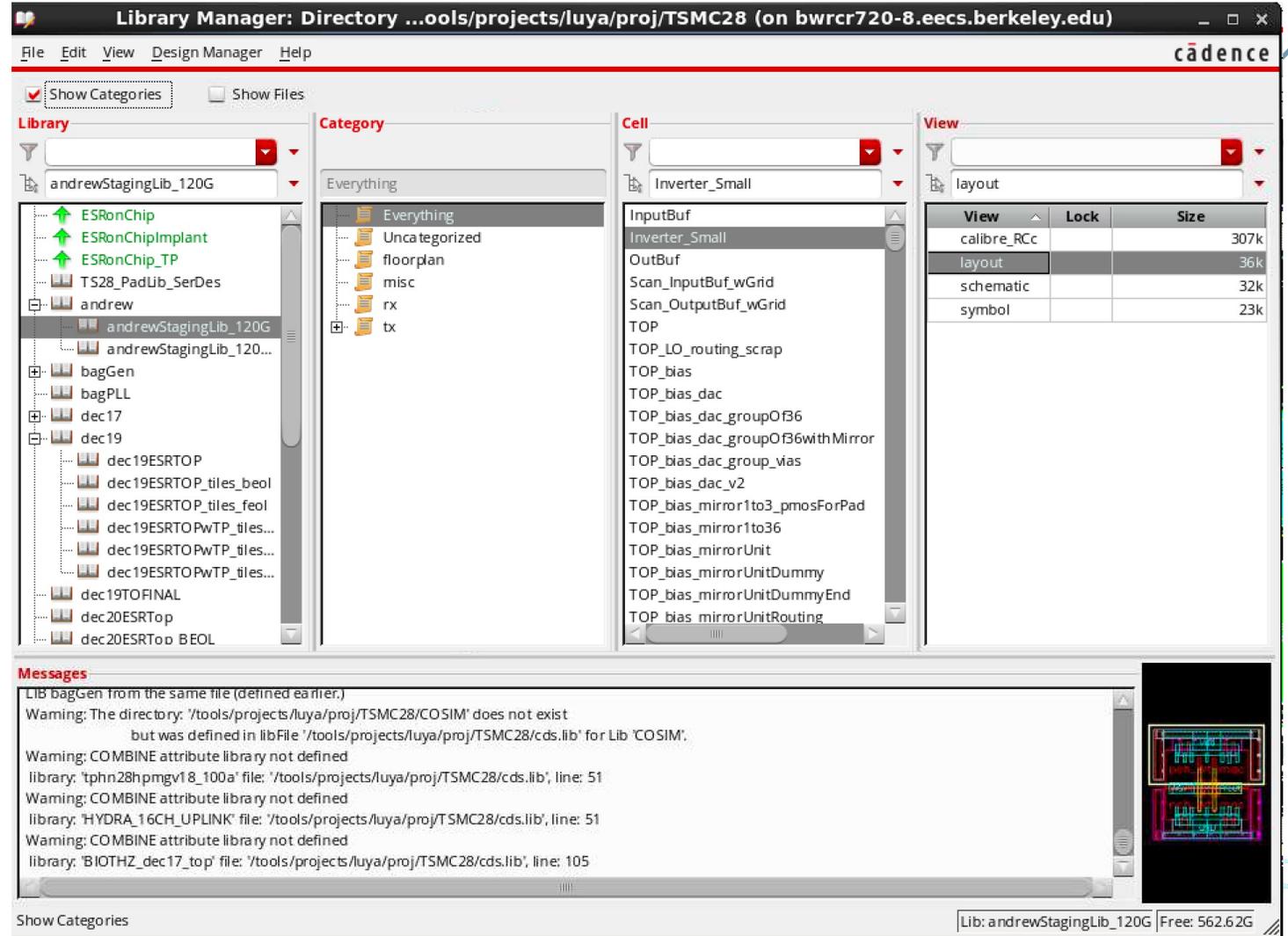


# Environmental Setup



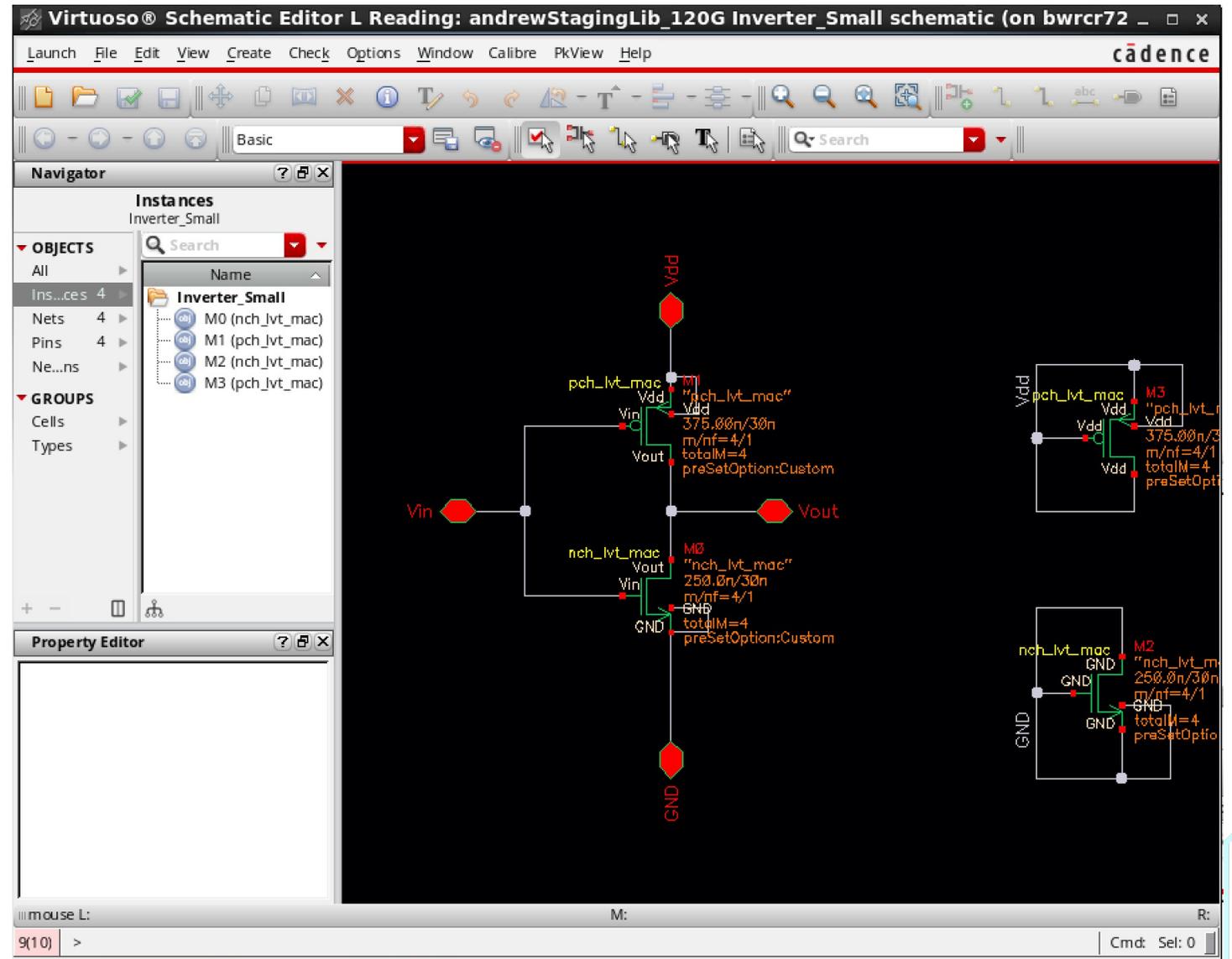
# Library Manager Window

- Optional but very useful
- Each library is a database of cells.
- Each cell can have multiple views, such as schematic, layout, and symbol
- You can open/close and copy cells / libraries here
- Use the very powerful copy hierarchy command with caution



# Schematic View

- The schematic view is obviously the schematic of a cell.
- Can view instances of a particular cell here and add instances.
- Learn powerful array techniques for creating schematics (arrays of nets, instances, etc)
- Note that “pins” are used to make connections to the outside. Schematics are very hierarchical in practice.



# Copying a Hierarchy

- Note that you should skip common libraries and avoid duplicating cells
- Update instances of new copies if you only want the new copies to point to the new files

The 'Copy Cell' dialog box is shown with the following settings:

- From:** Library: andrewStagingLib\_120G, Cell: InputBuf
- To:** Library: instruction, Cell: InputBuf
- Options:**
  - Copy Hierarchical
    - Skip Libraries
    - Exact Hierarchy
  - Copy All Views
  - Update Instances: Of New Copies 0
  - Database Integrity:**
    - Re-reference customViaDefs
    - Check existence in technology data base
  - Add To Category: Cells \*

The 'Copy Problems' dialog box displays the following information:

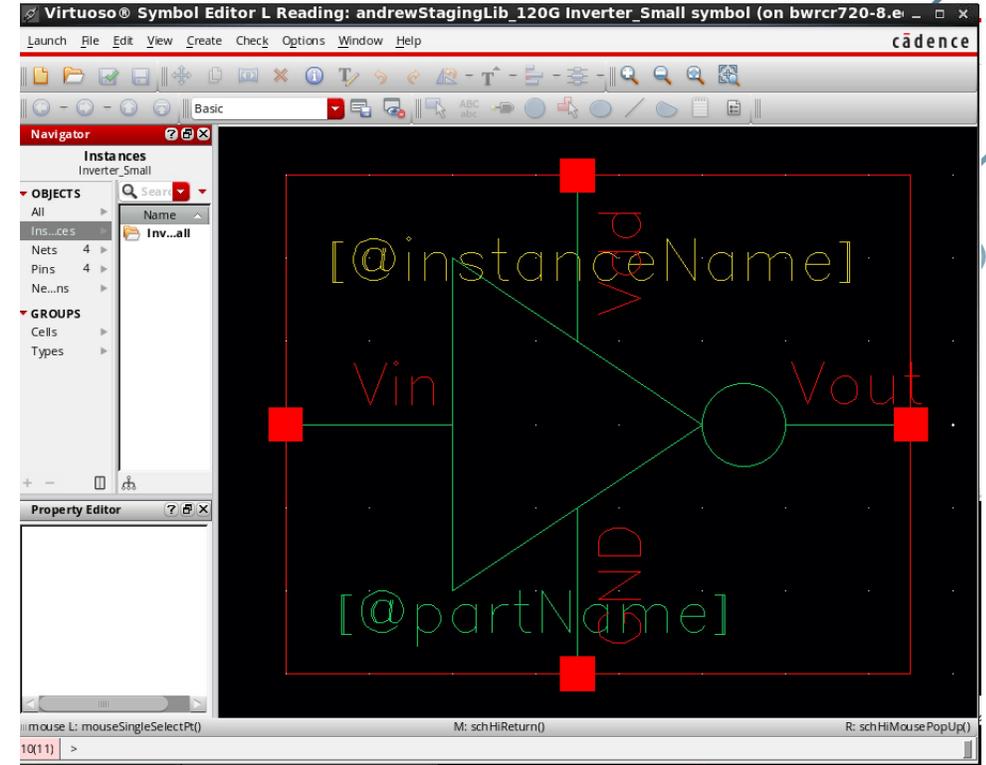
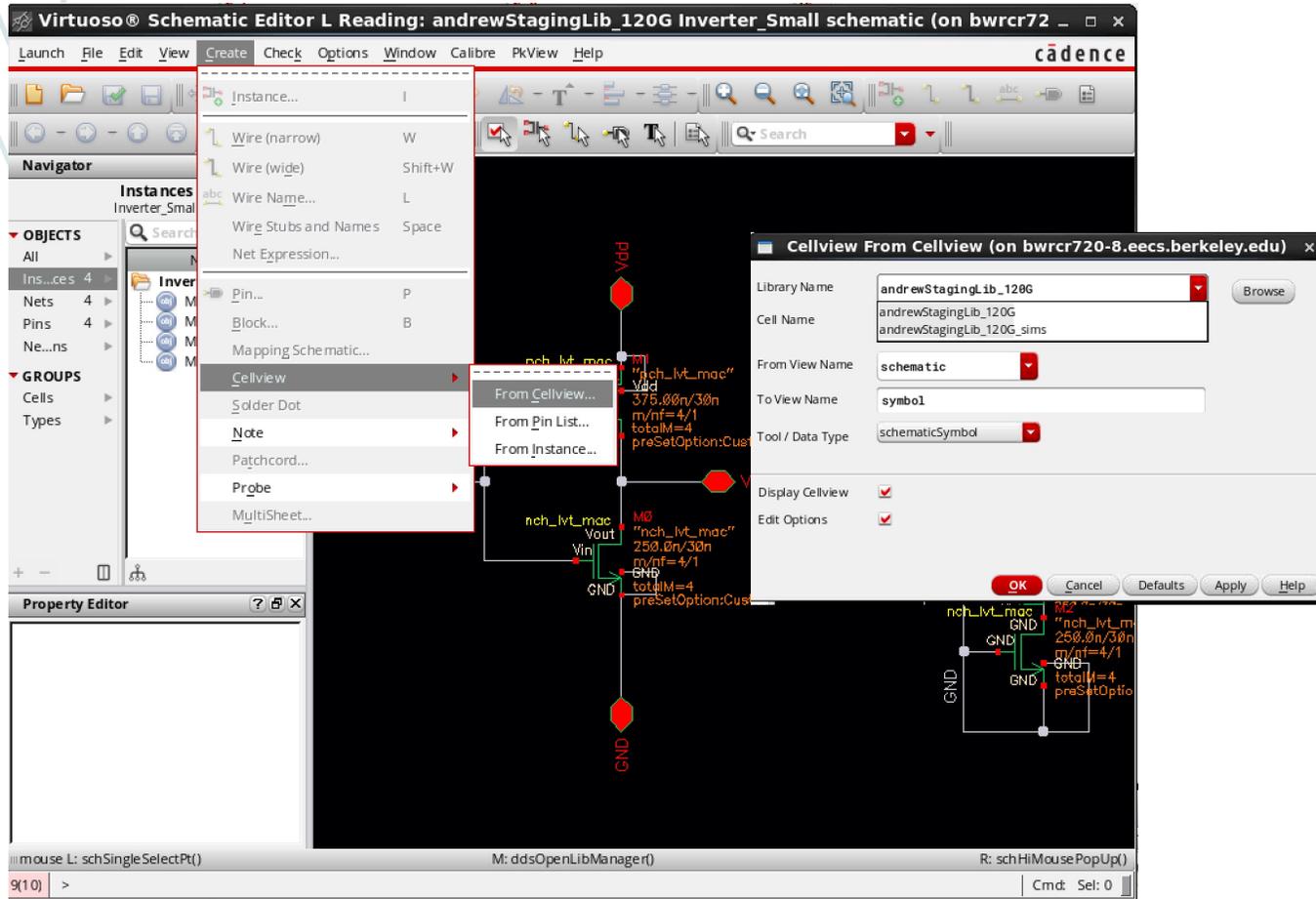
Destination Library: instruction

One or more of the following problems have occurred:

1. The source file does not exist.
2. A destination file will be overwritten.
3. A destination file is checked out.
4. A destination file is opened for edit.
5. A destination file conflicts with another.
6. A source library file is not valid in a different library.
7. A source OpenAccess cellview master file has zero size.

From Library	From Cell	From View	To Cell	To View	Error	Action
andrewStagingLib_	/	data.dm	/	data.dm	Would Overwrite	Don't Copy

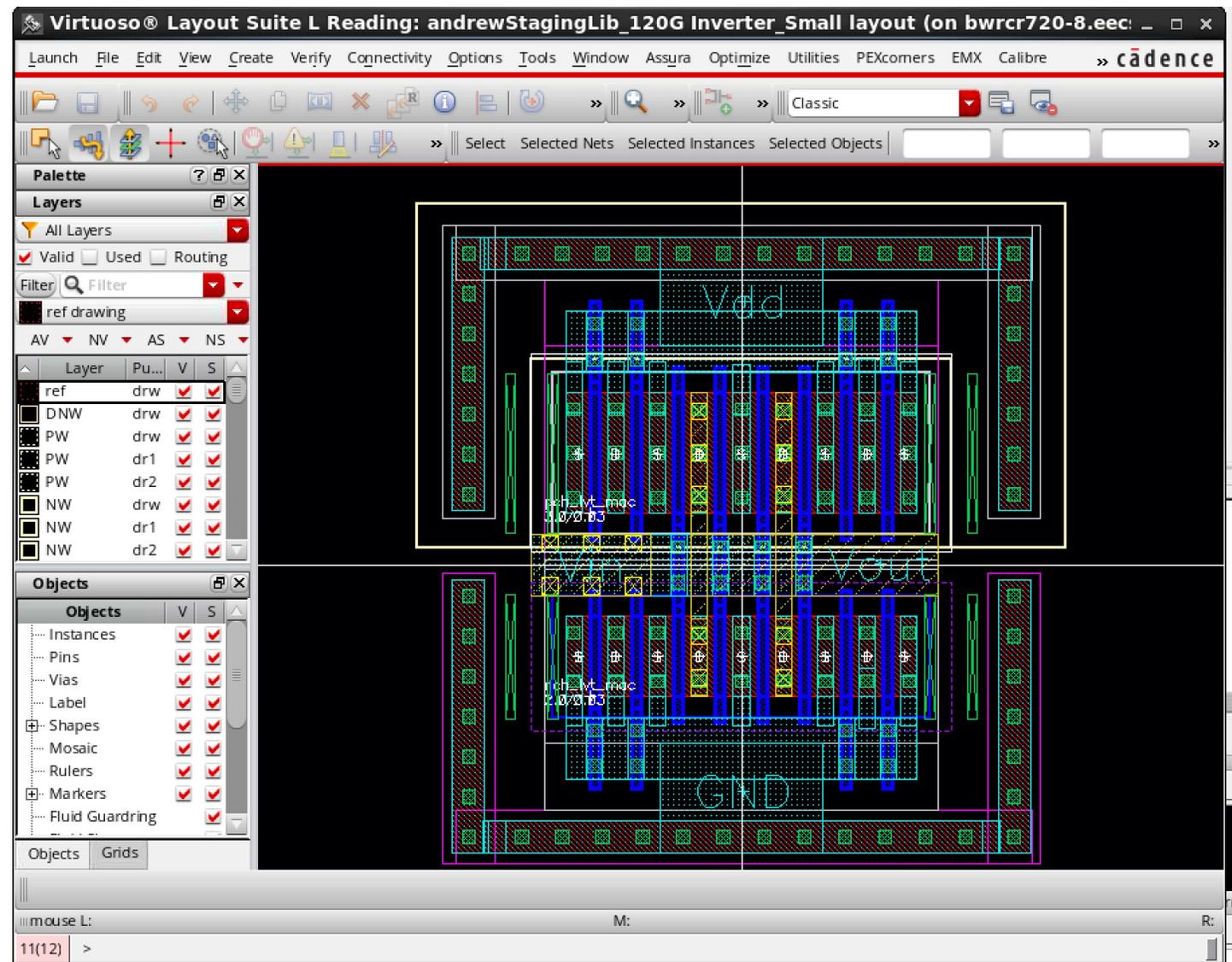
# Create a Symbol View



- After creating a schematic, you can generate a symbol view, and edit it as you see fit (make a useful graphic representation).
- If you modify a schematic, make sure you update the symbol (new pins or change in direction of pins)

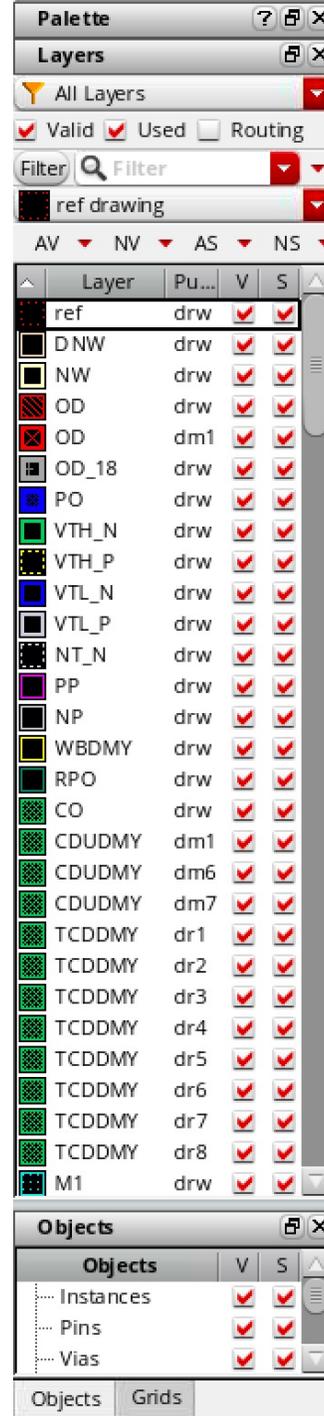
# The Layout View

- We'll spend a lot of time talking about how to generate this layout. Don't worry, a lot of it is automated.



# The Layers

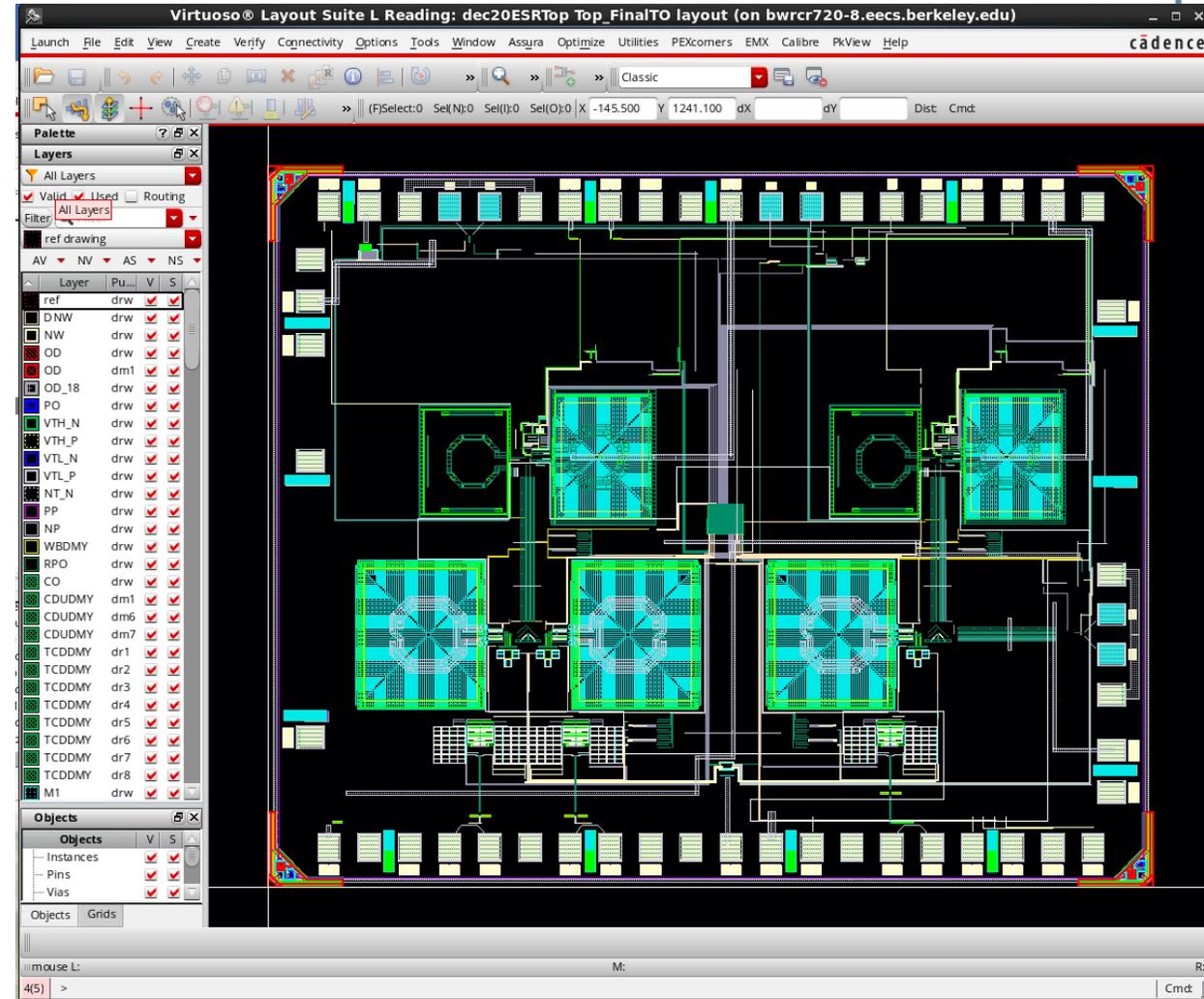
- A layout cell is essentially a database of polygons, mostly rectangles
- Each rectangle is on a particular layer, that has a very close connection with the fabrication steps of the process
- Diffusion layers, oxides, polysilicon, metal layers all have corresponding layers or are generated from a Boolean calculation of layers



- The layers “palette” is very useful and you should get to know it well
- Notice that you can also view “Used” or “Routing” layers to reduce the clutter
- Layers have multiple “purposes”. Drawing layers are usually the ones that you manipulate

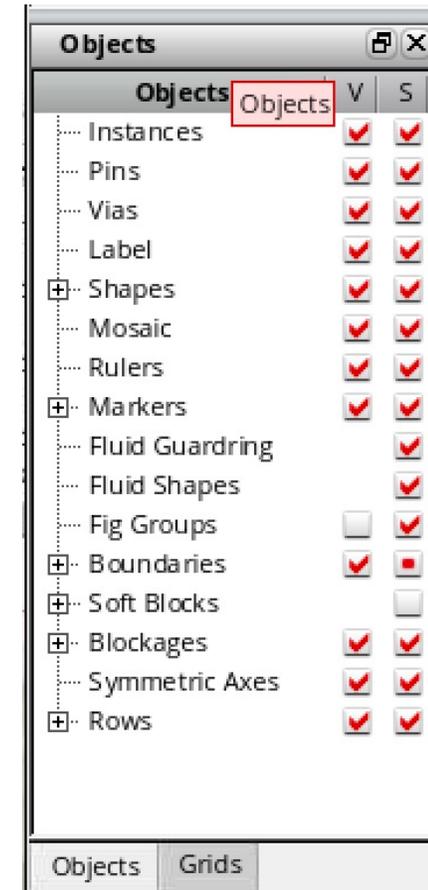
# Be Careful What You Touch !

- Always open all cells “read only” and change “edit” permission when you really need it.
  - Accidentally clicking a cell and moving it by a fraction of a micron could result in a million DRC errors !
- Layout navigation aids help. See next slide

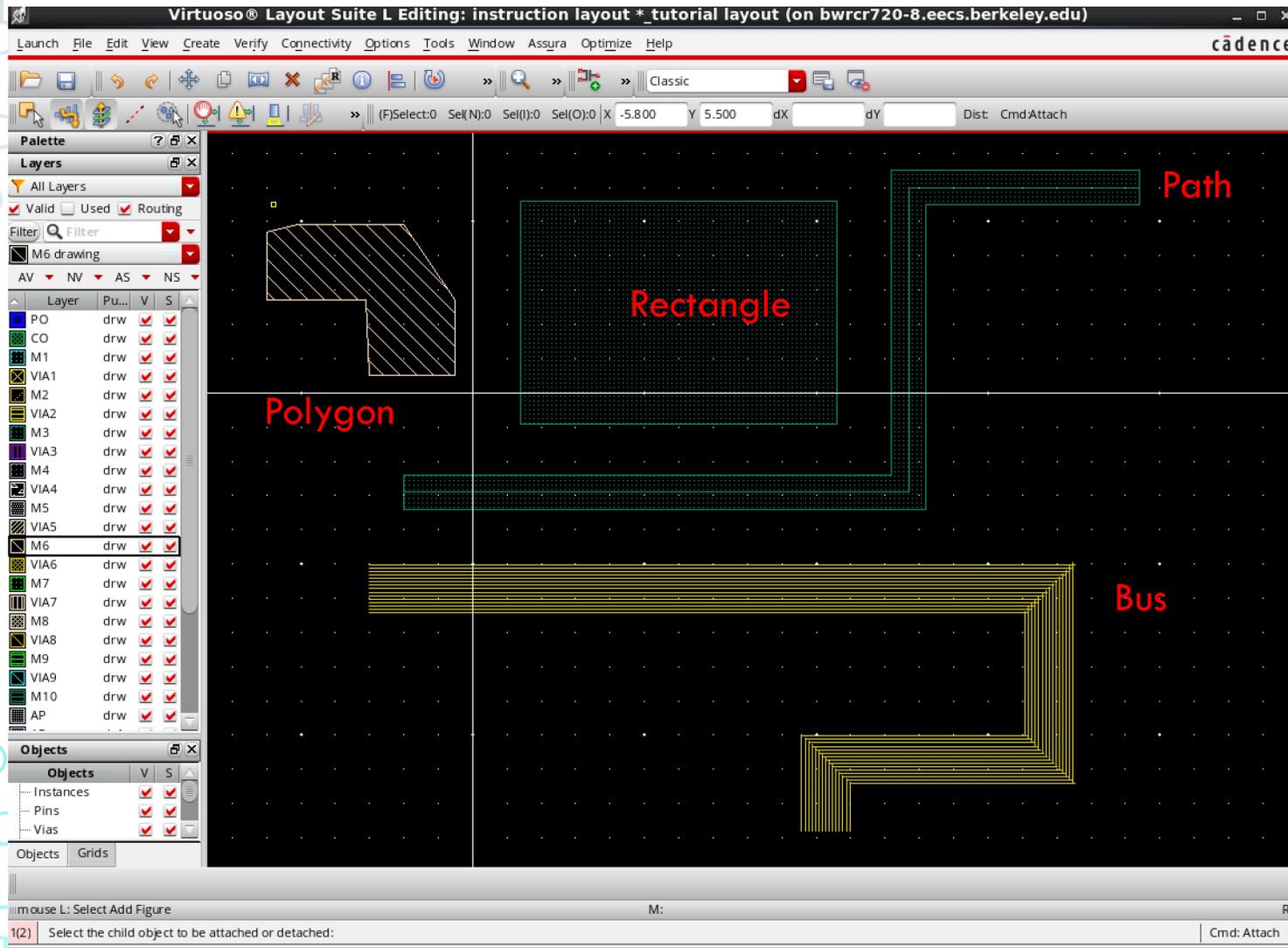


# Layout Selection

- By default, anything you touch is selected and this is very dangerous.
- You can change the selectivity to only include:
  - Instances
  - Pins
  - Vias
  - Shapes
  - Mosaics
- If you're editing the layout and not making any changes to instances, you should only enable "shapes" and perhaps "mosaics"
- Mosaics are "tiles" of cells used to create patterns

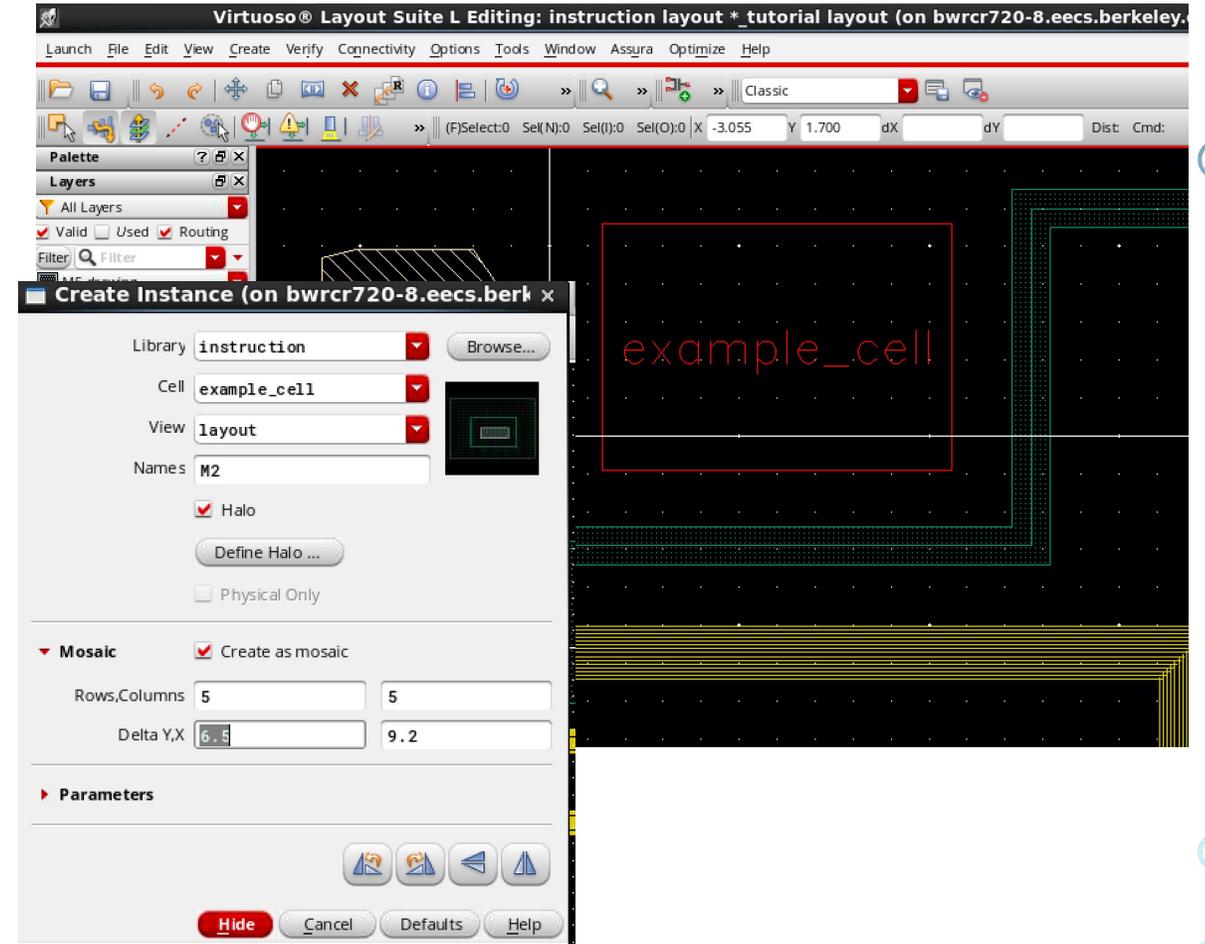
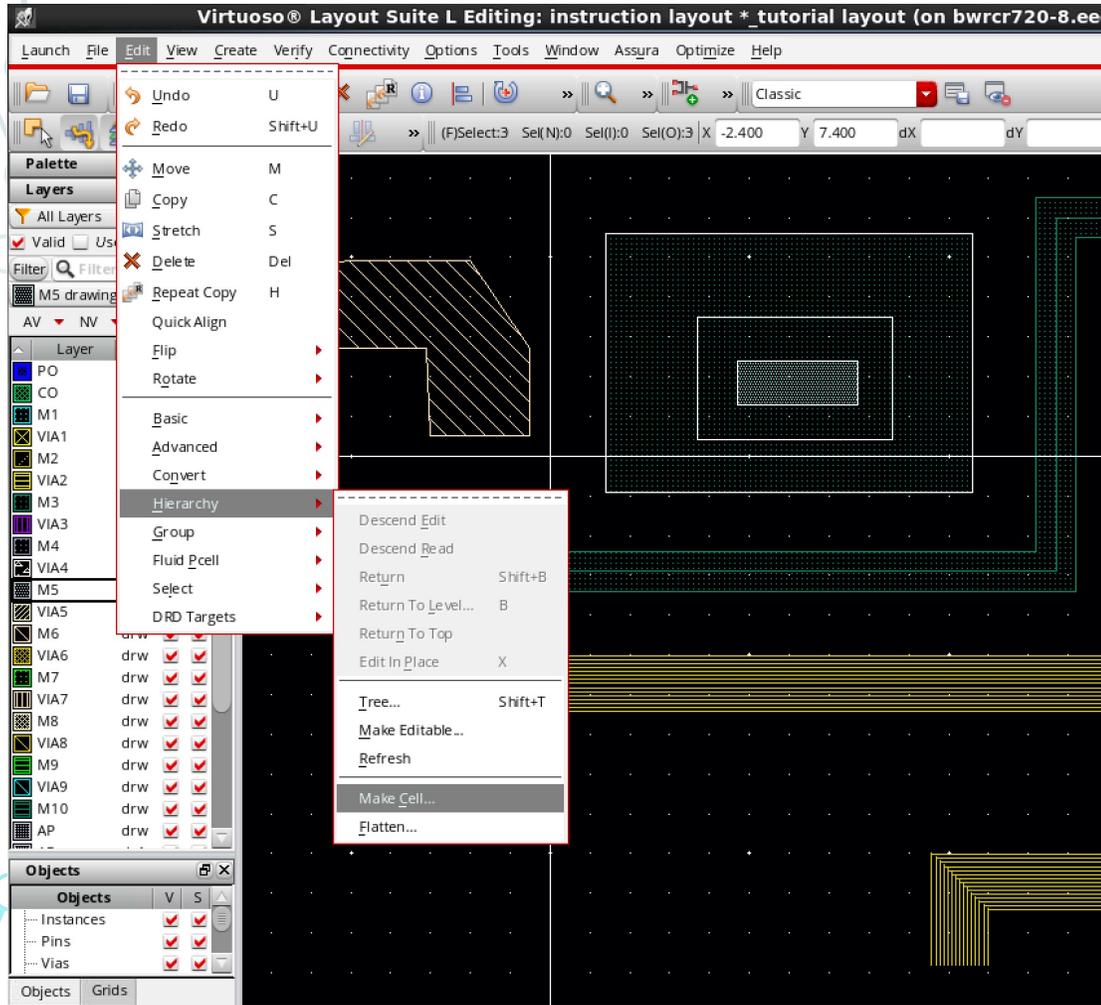


# “Drawing” Your Layout



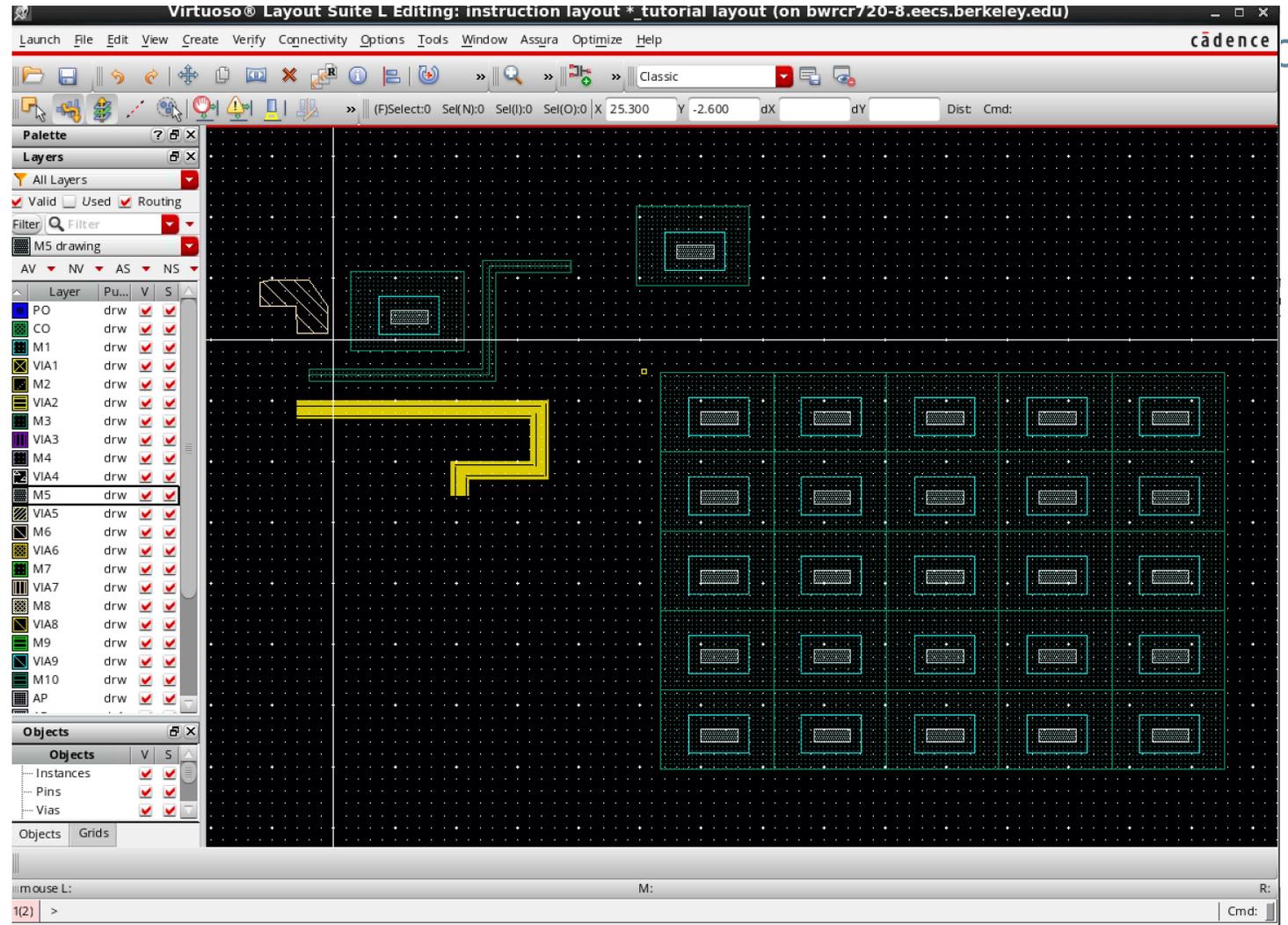
- Typically you draw “Rectangles”, “Paths”, or “Polygons” (rare). Bus command is very useful and can be created from a list of pins.
- Copy (array), tile (mosaic) are common
- You can create “multi-part” paths to draw more complex structures, such as substrate contacts or a shielded wire
- Use hierarchy: Layout hierarchy does not need to match schematic. Many useful cells can be turned into cells, such as VDD/VSS connections

# Creating a Cell on the Fly



- You can view a cell “in place” and edit it one instance, all others will change simultaneously

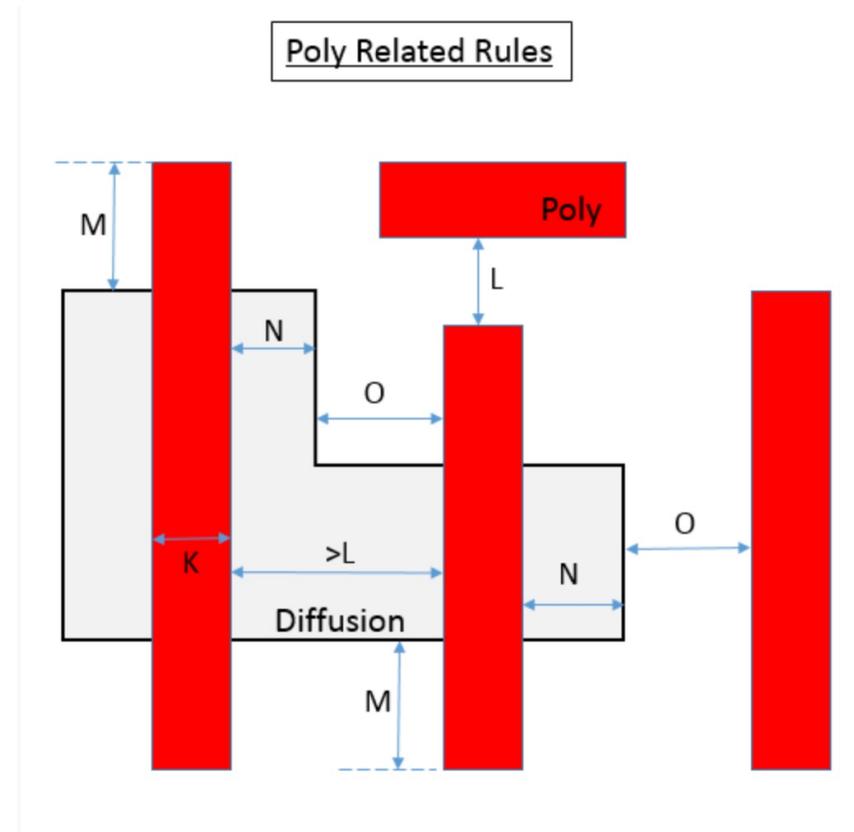
# Tiles



- Insert cell as a tile is very convenient for adding an array of identical cells

# Design Rules

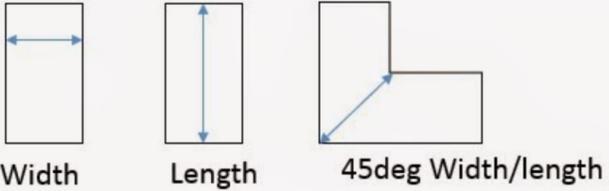
- Design rules are in place based on manufacturing limits
- If you do not meet all the design rules, the manufacturer (Intel, TSMC, others) will usually refuse to fabricate your chip
- Each layer has its own set of rules



Layer	Description	Label	Rule
	Width (Minimum = Maximum)	P	=W.C
	Minimum Space	Q	>=S.C
	Min Space (When Contacts are on different Nets)	R	>=S1.C
Contact	(Contact over Diff) minimum Space to Poly	S	>=S2.C
	(Contact over Poly)minimum Space to Diff	T	<=S3.C
	Enclosure by Diff	U	>=E.C

# DRC Concepts

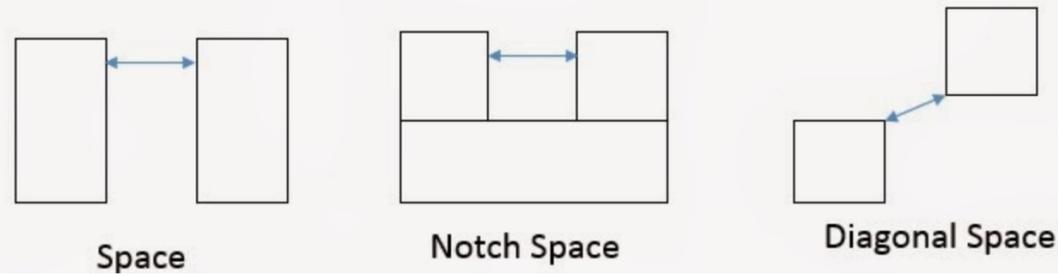
Distance of interior facing edge for a single layer



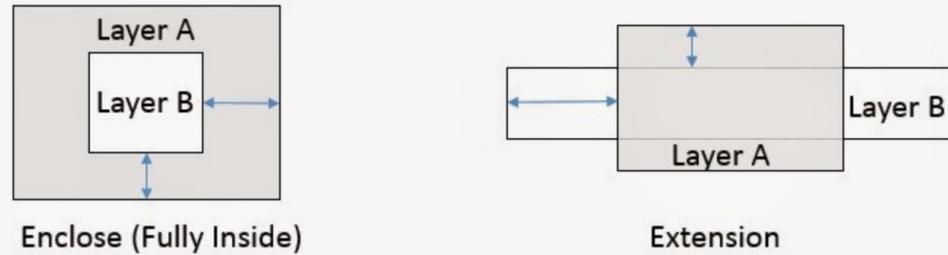
Distance of interior facing edge of two layer



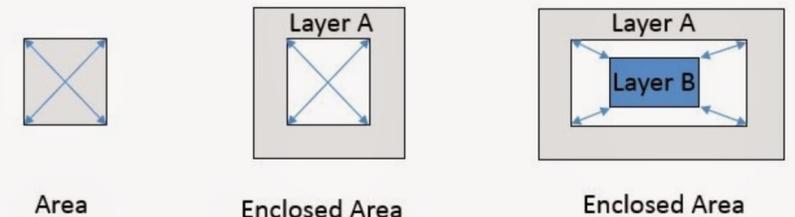
Distance of exterior facing edge of two layer



Distance between inside edge to outside edge.



Area and enclosed Area.

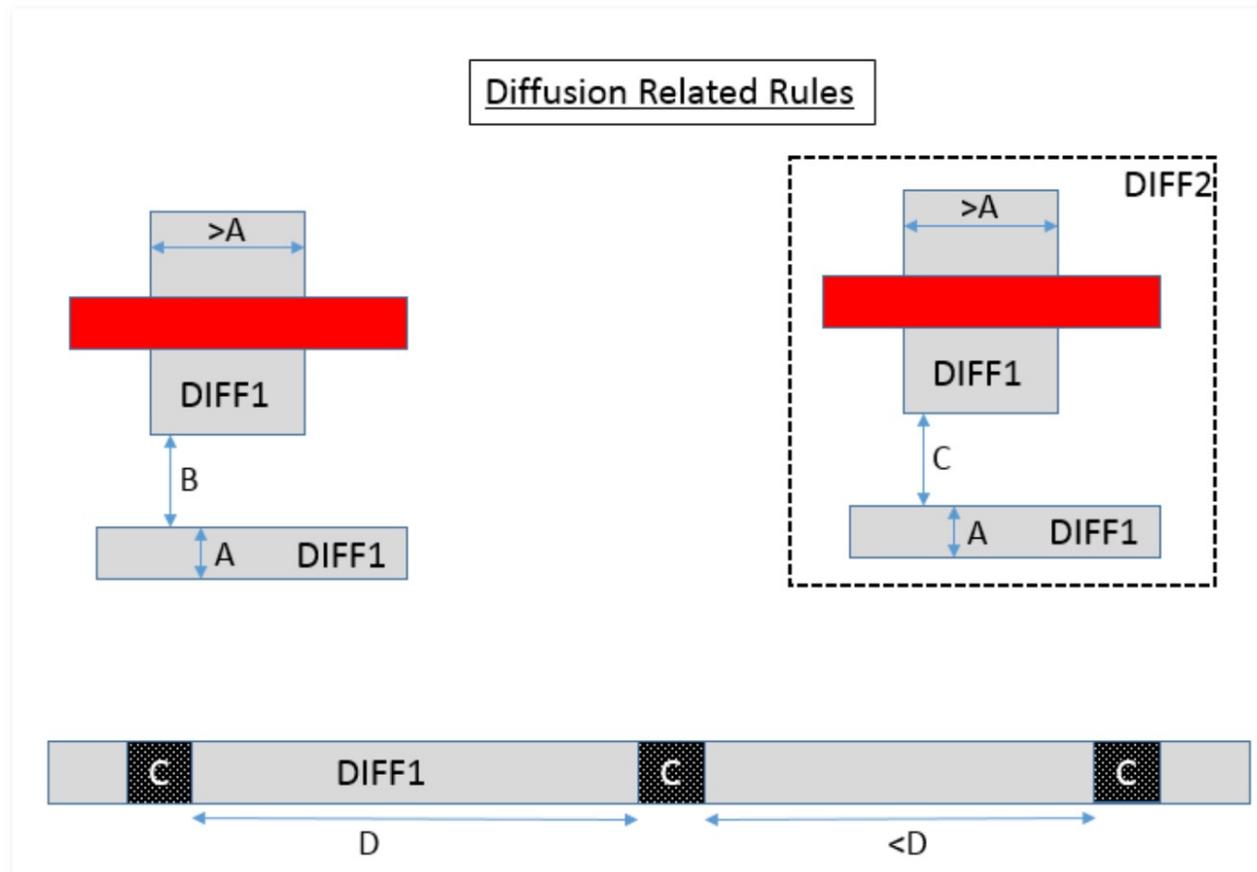


- The best way to learn the rules is to do some actual layouts and use the tools to tell you what mistakes you're making !

<http://www.vlsi-expert.com/2014/12/design-rule-check.html>

# DRC: Diffusion

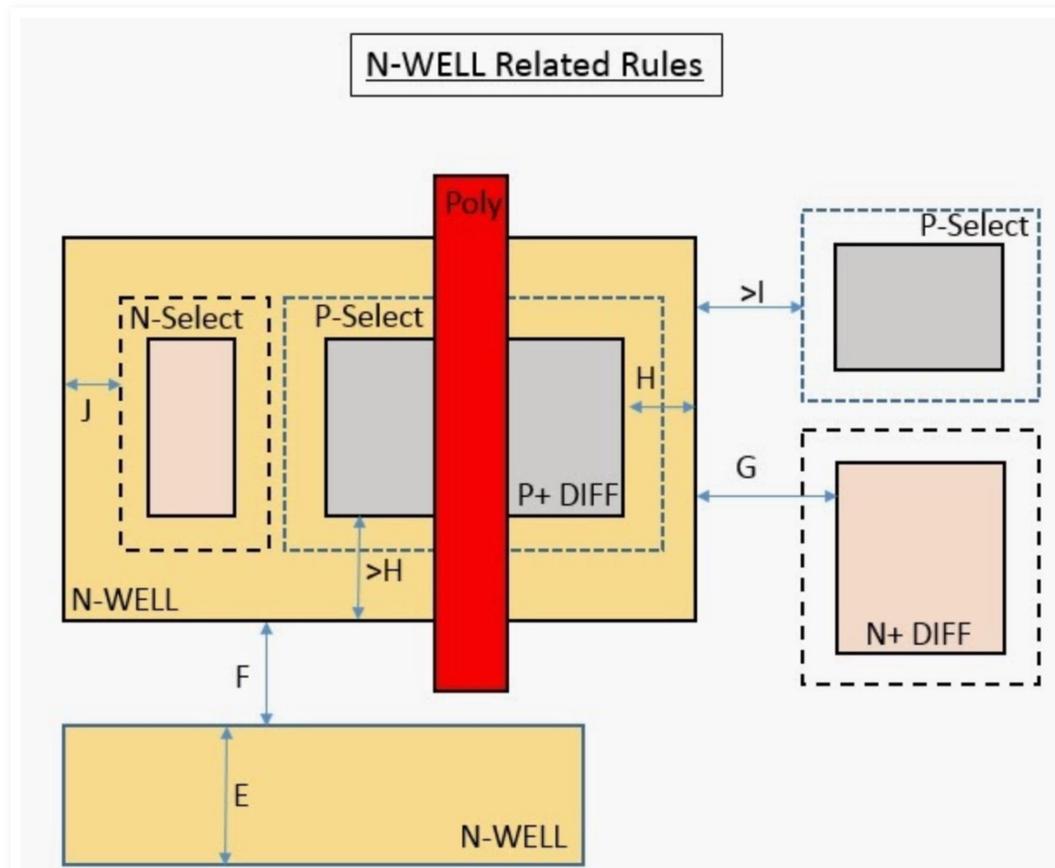
Layer	Description	Label	Rule
Diffusion	Min Width	A	$\geq W.D$
	Min Space	B	$\geq S.D$
	Min Space between 2 DIFF1 with in DIFF2	C	$\geq S1.D$
	Maximum DIFF length between 2 contacts	D	$\leq L.D$
	DIFF must be fully covered by N/P select		



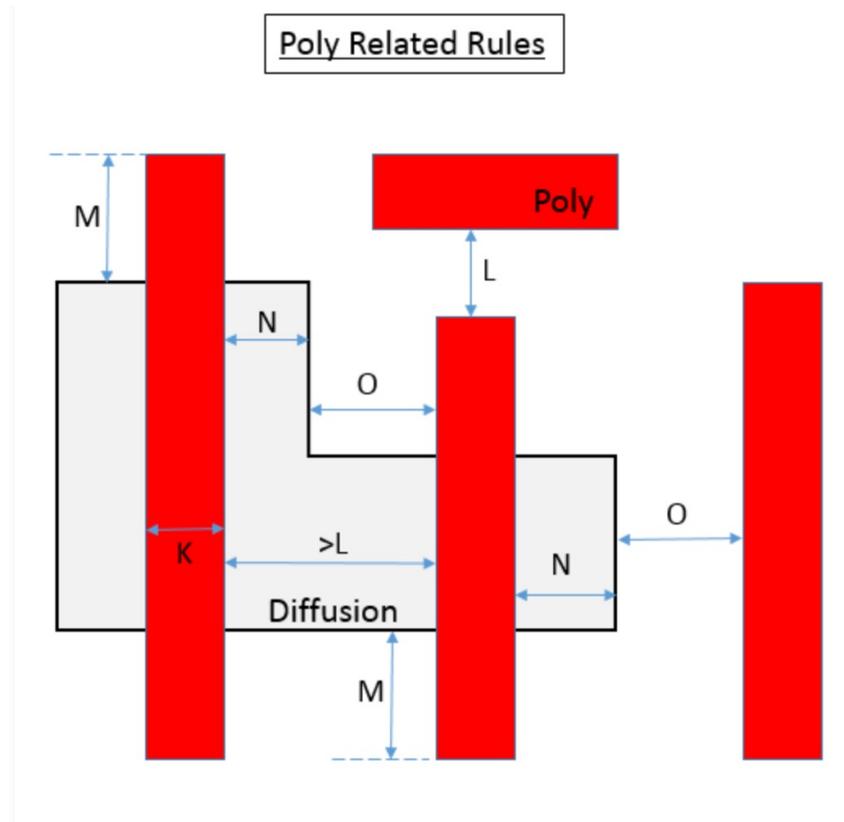
<http://www.vlsi-expert.com/2014/12/design-rule-check.html>

# DRC: N WELL

Layer	Description	Label	Rule
N-Well	Min Width	E	$\geq W.NW$
	Min Space	F	$\geq S.NW$
	Min Space to N+ Diffusion/Active	G	$\geq S1.NW$
	Min Enclosure of P+ Diffusion / Active	H	$\leq E.NW$
	Min Space to P Select	I	$\geq S2.NW$
	Min Enclosure of N select	J	$\geq E1.NW$

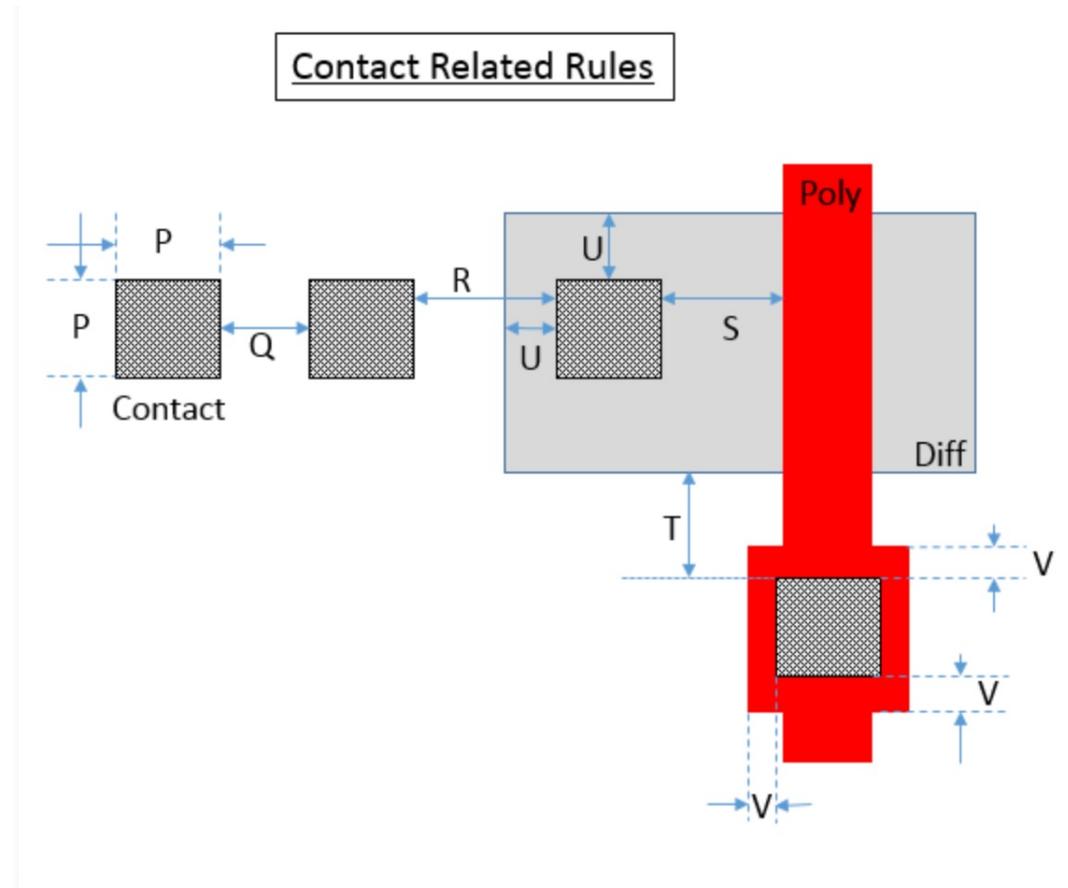


# DRC: Poly



Layer	Description	Label	Rule
Contact	Width (Minimum = Maximum)	P	=W.C
	Minimum Space	Q	>=S.C
	Min Space (When Contacts are on different Nets)	R	>=S1.C
	(Contact over Diff) minimum Space to Poly	S	>=S2.C
	(Contact over Poly) minimum Space to Diff	T	<=S3.C
	Enclosure by Diff	U	>=E.C
	Enclosure By Poly	V	>=E1.C

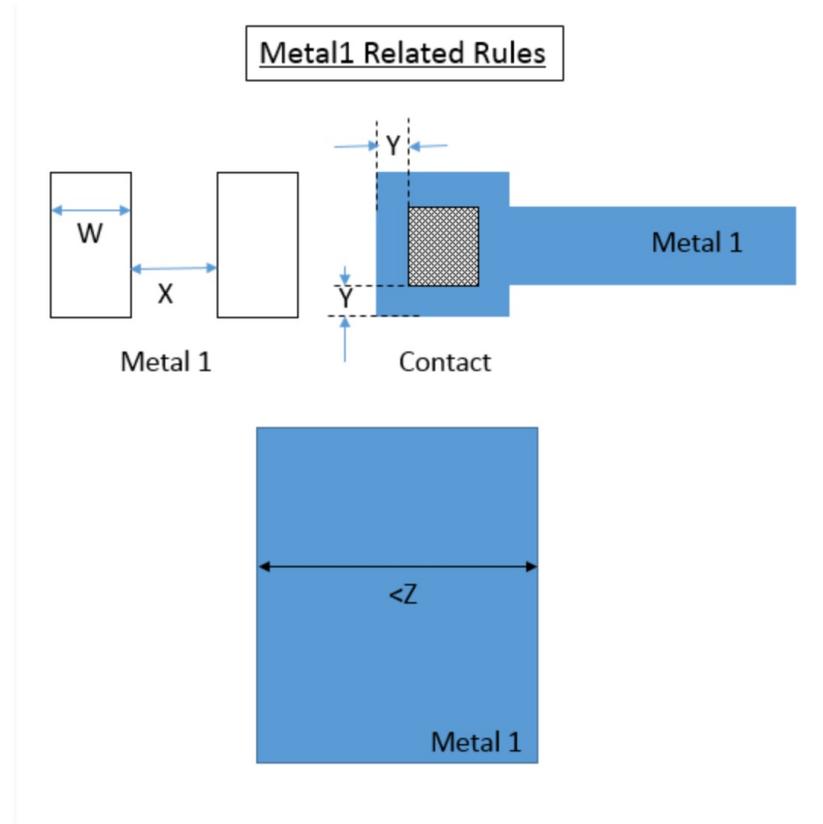
# DRC: Contact



Layer	Description	Label	Rule
Metal 1	Min Width	W	$\geq W.M$
	Minimum Spacing	X	$\geq S.M$
	Enclosure of Contact	Y	$\geq E.M$
	Maximum Width	Z	$\leq W1.M$

<http://www.vlsi-expert.com/2014/12/design-rule-check.html>

# DRC: Metal



- Upper (thick) layers have their own distinct rules

<http://www.vlsi-expert.com/2014/12/design-rule-check.html>

# Calibre Deck

- It's very rare that you'll need to edit the Calibre DRC deck.
- This is created by the manufacturer.
- In a rare circumstance where you simply cannot understand the documentation, you can try to figure out how to solve an issue by looking here:

```
NSTP      = NPOD AND NONWR           // NWEL tap diffusion
NACT      = NPOD NOT NWEL          // NMOS device active diffusion
PACT      = PPOD AND NWEL         // PMOS device active diffusion
NACT2     = NACT INTERACT OD2
PACT2     = PACT INTERACT OD2
PSTP      = PPOD NOT NWEL         // Substrate (pwell) tap diffusion
DACT      = NACT OR PACT          // NMOS/PMOS device active diffusion
DSTP      = NSTP OR PSTP

GATE      = POLY AND OD           // Gate regions for NMOS and PMOS
GATEi     = POi AND ODi           // Gate regions for NMOS and PMOS
SD        = (DACT ENCLOSE GATE) NOT GATE // Source, drain areas
FP01      = POLY NOT OD           // Field poly
HV_GATE   = GATE AND OD2
LV_GATE   = GATE NOT OD2
GATE_NP   = GATE AND NP
GATE_PP   = GATE AND PP
GATE_W    = POLY COIN INSIDE EDGE GATE // Gate width
GATE_L    = GATE NOT TOUCH EDGE GATE_W
GATEN_W   = GATE_W INSIDE EDGE NP
GATEP_W   = GATE_W INSIDE EDGE PP
HV_GATE_W = GATE_W INSIDE EDGE OD2 // 2.5V/3.3V/1.8V MOS gates
LV_GATE_W = GATE_W NOT INSIDE EDGE OD2 // 1.0V MOS gates
HV_GATE_L = GATE_L INSIDE EDGE OD2 // 2.5V/1.8V MOS gates
LV_GATE_L = GATE_L NOT INSIDE EDGE OD2
15V_GATE_W = HV_GATE_W INSIDE EDGE OD15
18V_GATE_W = HV_GATE_W INSIDE EDGE OD18
25V_GATE_W = HV_GATE_W INSIDE EDGE OD25
33V_GATE_W = HV_GATE_W INSIDE EDGE OD33

SR_GATE   = SRDPO AND OD
SR_GATE_W = SRDPO COIN INSIDE EDGE SR_GATE
SR_GATE_L = SR_GATE NOT TOUCH EDGE SR_GATE_W
SR_HV_GATE = SR_GATE AND OD2
LV_SR_GATE = SR_GATE NOT OD2
WLD_LV_GATE = LV_GATE NOT OUTSIDE SRAMDMY_WLD
```

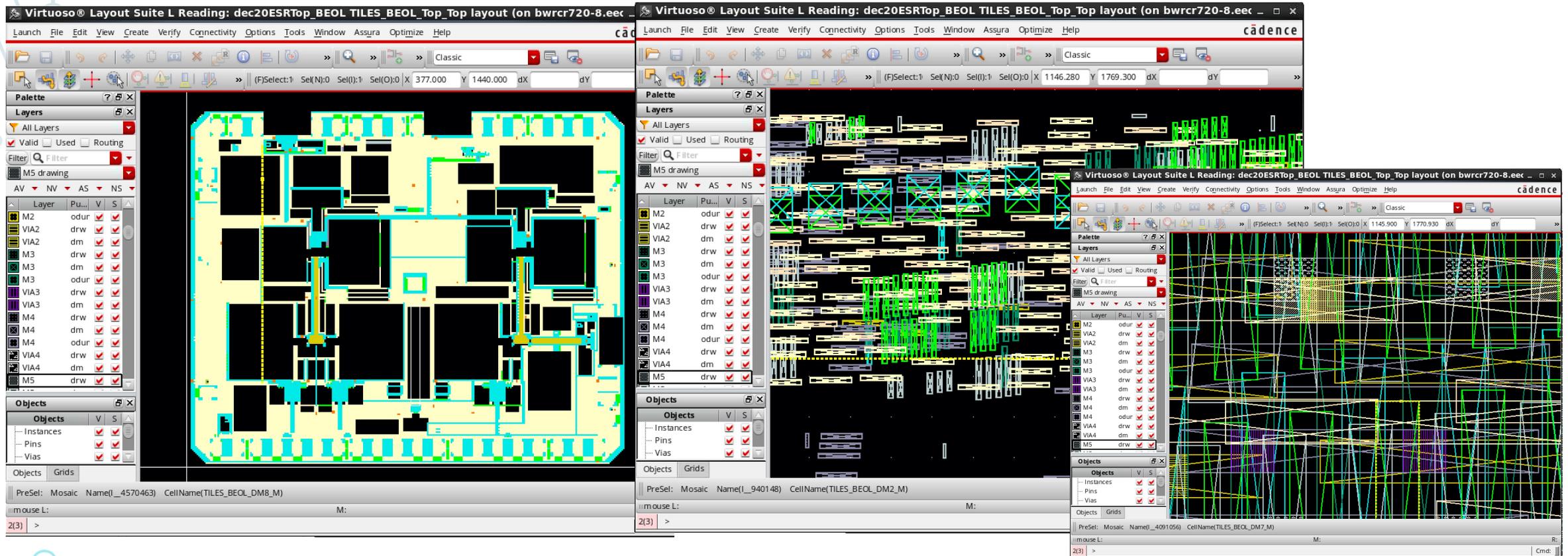
# Design Rules for Manufacturing

- While the normal design rules are the best a manufacturer can do in high volume, you'll get better yield if you follow a relaxed set of rules.
- For example, you can always use minimize sized diffusion regions, and this will minimize the area of your layouts, but it makes routing more complex. Also, you can use minimum width metals for local routing, but for longer range the width will vary due to roughness.
  - Router at 200nm width rather than 50nm !
- Simply relaxing the rules and making everything (except critical dimensions such as channel length) slightly bigger makes life easier and the extra space can be hand for layout changes (for example leave extra room between two wells rather than going all the way to the minimum)

## Rules of Thumb

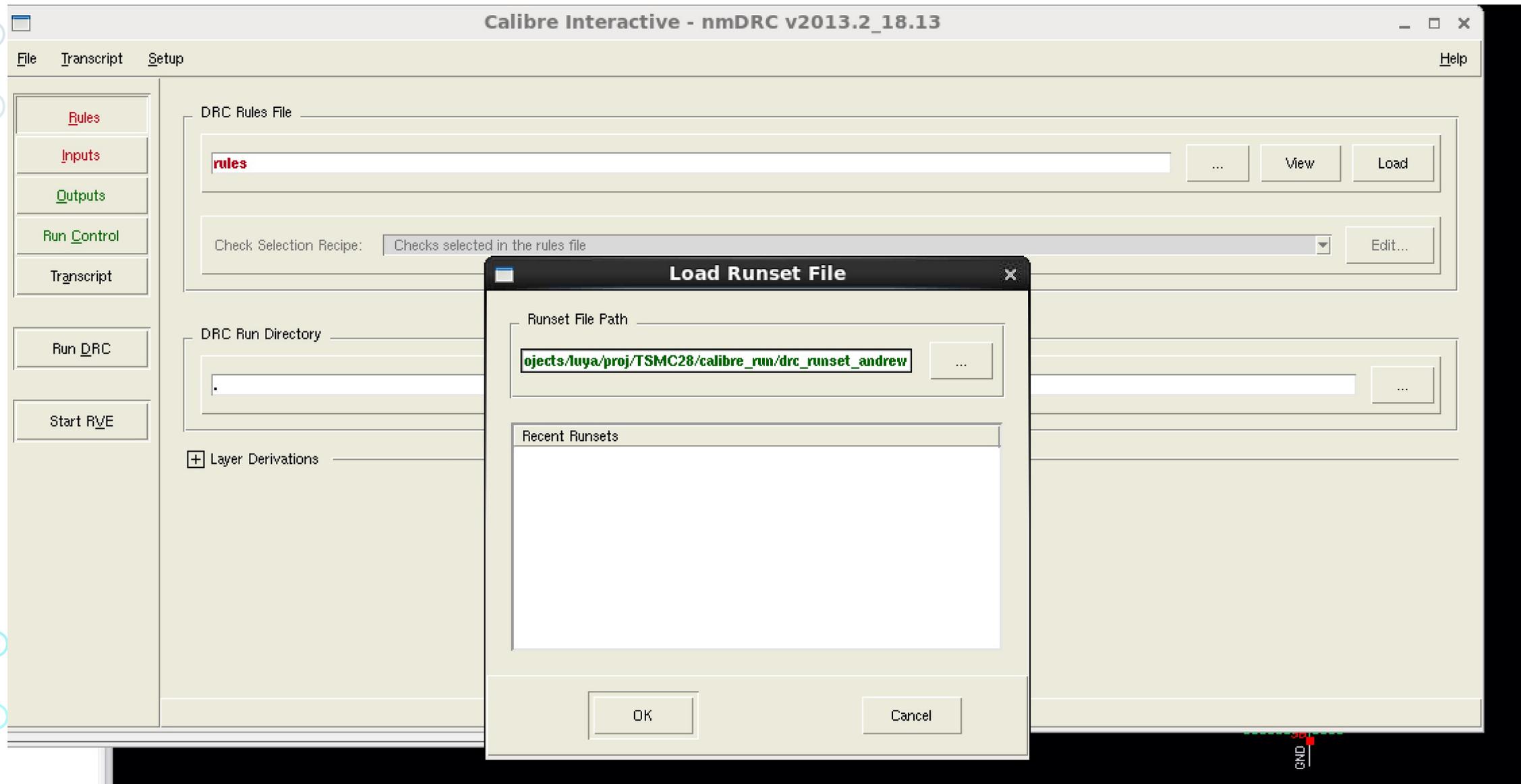
- Don't forget to put copious amounts of supply decoupling / bypass capacitors on your supplies.
- Use a tile cell that contains MOS + metal capacitors and just put it everywhere !
- Put a lot of substrate contacts near your devices.
- In digital high-performance cells, the supply capacitance should be 10X the size of the logic size
- Use two vias instead of one via so make sure you always make good connections.
- Route long lines with non-minimal metal widths.

# Dummy Metals and Filling



- After the layout is complete, the last step is to “dummy” fill the layout
- Scripted: Adds dummy metals, OD, poly, etc to keep density uniform
- Density rules have to be met both globally and locally (sliding window)

# Running DRC



# DRC Errors

The screenshot shows the Calibre DRC results window for 'Inverter\_Small.drc.results'. The window title is 'Calibre - RVE v2013.2\_18.13 : Inverter\_Small.drc.results'. The menu bar includes 'File', 'View', 'Highlight', 'Tools', 'Window', 'Setup', and 'Help'. The toolbar contains icons for file operations, search, and navigation. The main area shows 'Show All' and 'Inverter\_Small, 28 Results (in 21 of 25 Checks)'. A list of checks is shown on the left, with 'Check IO\_CONNECT\_CORE\_NET\_VOLTAGE\_IS' selected. The right pane shows a detailed warning message for this check.

Check / Cell

- ✗ Check IO\_CONNECT\_CORE\_NET\_VOLTAGE\_IS
- ✗ Check WITH\_SEALRING\_OPTION:WARNING
- ✗ Check DIODMY\_L:WARNING
- ✗ Check DOD.R.1
- ✗ Check DPO.R.1
- ✗ Check PO.DN.1
- ✗ Check AP.DN.1
- ✗ Check MATCH.WARN.1
- ✗ Check PD.R.19
- ✗ Check MDM.R.2
- ✗ Check DM1.R.1
- ✗ Check DM2.R.1
- ✗ Check DM3.R.1
- ✗ Check DM4.R.1
- ✗ Check DM5.R.1
- ✗ Check DM6.R.1
- ✗ Check DM7.R.1
- ✗ Check DM8.R.1
- ✗ Check DM9.R.1

IO\_CONNECT\_CORE\_NET\_VOLTAGE\_IS\_CORE:WARNING1 { @ USE\_IO\_VOLTAGE\_ON\_CORE\_TO\_IO\_NET option is off in this DRC run.  
@ 1. It will use low voltage space rules to do DRC, as you do not assign the voltage marker & the net connects to IO MOS and core MOS simultaneously  
@ 2. If the designer knows some nets use high volatage,  
@ please turn on USE\_IO\_VOLTAGE\_ON\_CORE\_TO\_IO\_NET option to check high voltage space rules conservatively.  
@ 3. If you turn on USE\_IO\_VOLTAGE\_ON\_CORE\_TO\_IO\_NET option, you might find some high voltage space violations are actually false errors  
@ because these nets actually use low voltage. You can turn off the option.  
@ 4. It is strongly recommended to assign volatage marker layer on the nets connect to IO MOS and core MOS simultaneously.  
@ 5. This warning is just a reminder, not a gated item for tape-out.  
COPY CHIPX  
}

Check IO\_CONNECT\_CORE\_NET\_VOLTAGE\_IS\_CORE:WARNING1

# Fixing DRC Errors

The screenshot shows the Calibre DRC results window for 'Inverter\_Small.drc.results'. The window title is 'Calibre - RVE v2013.2\_18.13 : Inverter\_Small.drc.results'. The menu bar includes File, View, Highlight, Tools, Window, Setup, and Help. The toolbar contains various icons for navigation and search. The main area is divided into a list of errors on the left and a detailed view of the selected error on the right.

The error list on the left shows 28 results for 25 checks. The selected error is 'Check PO.R.19'. The detailed view on the right shows the error description:

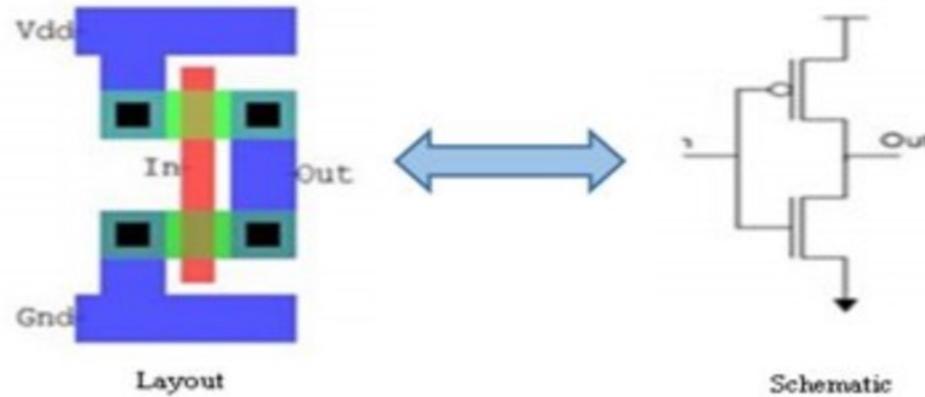
```
PO.R.19 { @ Floating gate is prohibited if the effective source/drain are not connected together. Floating gate in the DRC is as follows: (1) GATE without Poly C0 (2) GATE with Poly C0 but not connected to M05 OD, STRAP or PAD. (3) It is not a floating gate if the GATE is connected to OD by butted C0 in SRAM bit cell. The effective source/drain in DRC is as follows: (1)source/drain is connected to different {M05OD NOT PO}, STRAP, Gate, or PAD. This rule is only checked on the whole chip, not on the IP level  
(Float_GATE_check INTERACT NSDu > 1 BY NET) NOT INSIDE SRAM_WAIVE_N28  
(Float_GATE_check INTERACT PSDu > 1 BY NET) NOT INSIDE SRAM_WAIVE_N28  
}
```

# Locating the Actual Culprit

The image shows a screenshot of the Cadence Virtuoso Layout Suite. The main window displays a layout with various colored regions and patterns. A window titled "Calibre - RVE v2013.2\_18.13 : Inverter\_Small.drc.results" is open, showing a list of DRC checks. Check 11, "Check PO.R.19", is highlighted. The details for this check are as follows:

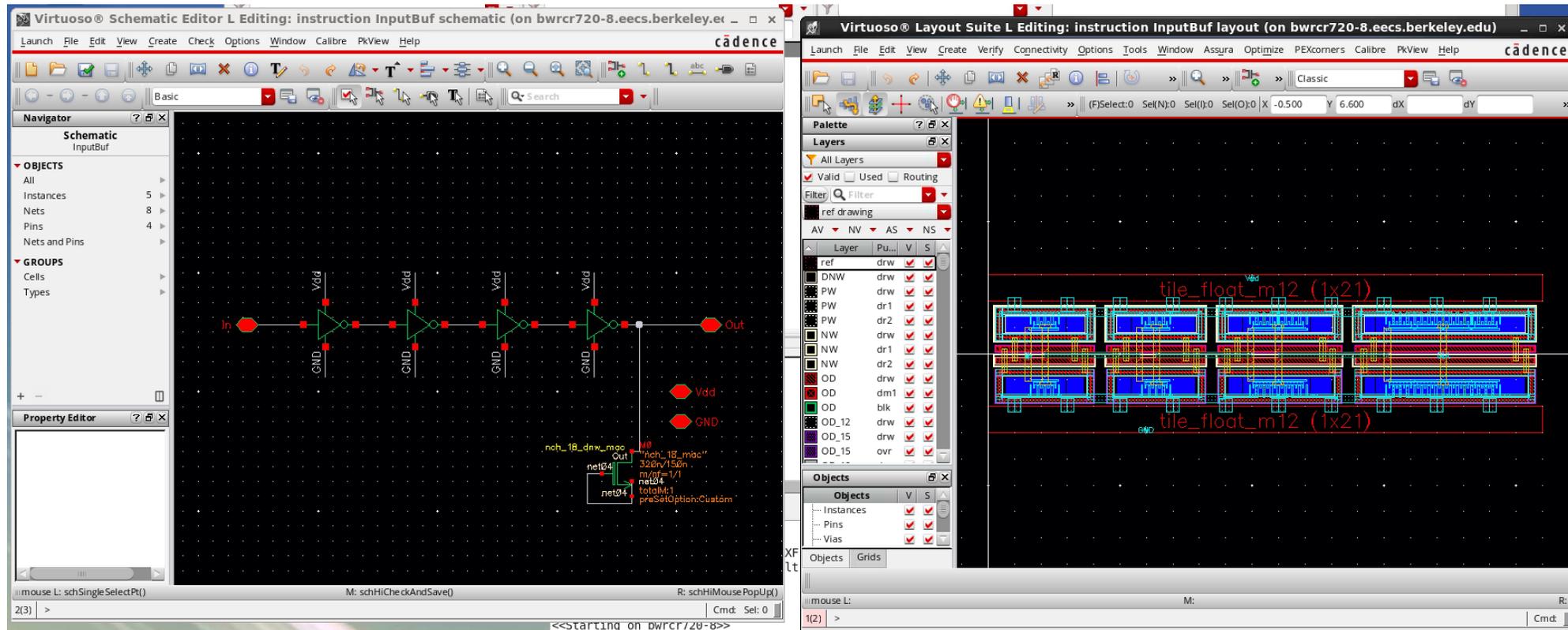
**11) Check PO.R.19, Cell Inverter\_Small: 4-Vertex Polygon**  
4-Vertex Polygon. Coordinates in cell Inverter\_Small  
( 0.05 -0.41) ( 0.08 -0.41) ( 0.08 -0.16) ( 0.05 -0.16)

**PO.R.19** { @ Floating gate is prohibited if the effective source/drain are not connected together. Floating gate in the DRC is as follows: (1) GATE without Poly CO (2) GATE with Poly CO but not connected to MOS OD, STRAP or PAD. (3) It is not a floating gate if the GATE is connected to OD by butted CO in SRAM bit cell. The effective source/drain in DRC is as follows: (1)Source/drain is connected to different {MOSOD NOT PO}, STRAP, gate, or PAD. This rule is only checked on the whole chip, not on the IP level  
(Float\_GATE\_check INTERACT NSdu > 1 BY NET) NOT INSIDE SRAM\_WAIVE\_N28  
(Float\_GATE\_check INTERACT PSDu > 1 BY NET) NOT INSIDE SRAM\_WAIVE\_N28  
}



- Layout versus Schematic check to ensure that your layout actually matches your schematic
- This is one of the best (and most painful) things about designing and IC. On one hand, it's very reassuring to know that your layout is correct and you didn't accidentally short VDD to GND. On the other hand, finding and correcting these errors can be extremely challenging in a complex top level layout.

# LVS Errors and Fixing



- Example layout and schematic
- Note I've added one extra dummy device to break LVS

# LVS Results

**Calibre Interactive - nmLVS v2013.2\_18.13 : lvs\_runset**

File | Transcript | Setup | Help

Rules  
Inputs  
Outputs  
LVS Options  
Run Control  
Transcript  
Run\_LVS  
Start RVE

```

Mentor Graphics software executing under x86-64 Linux
Running on Linux bwrwr720-8.eecs.berkeley.edu 2.6.32-754.25.1.el6.x86_64
64 bit virtual addressing enabled
Running ixl_cal_2013.2_18.13/pkgs/icv/pvt/calibre.alt -nowait -rve -lvs ,
Process ID: 18898

Starting time: Wed Jan 26 13:59:14 2022

Running on 1 CPU

Graphical User-Interface startup.... Complete.

calibreqdb license acquired.
RVE authorized.
RVE authorized.
Ignoring invalid input : viewer_connected bwrwr720-8.EECS.Berkeley.EDU 9181 .
    
```

1 Error | 701 Warnings

LVS completed. INCORRECT. See report file: InputBuf.lvs.report

**Calibre - RVE v2013.2\_18.13 : svdb InputBuf**

File | View | Highlight | Tools | Window | Setup

Search

Navigator | Extraction Results | Comparison Results

**Results**

- Extraction Results
- Comparison Results

**ERC**

- ERC Results
- ERC Summary

**Reports**

- Extraction Report
- LVS Report

**Rules**

- Rules File

**View**

- Info
- Finder
- Schematics

**Setup**

- Options

Layout Cell / Warning Type	Count
InputBuf	1

Cell InputBuf (1 Extraction Warning)

Warning: #1 in InputBuf  
WARNING: Invalid PATHCHK request "! POWER": no POWER nets present, operation aborted.

---

**Calibre - RVE v2013.2\_18.13 : svdb InputBuf**

File | View | Highlight | Tools | Window | Setup

Search

Navigator | Extraction Results | Comparison Results

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**Setup**

- Options

Layout Cell / Type	Source Cell	Count	Nets	Instances	Ports
InputBuf	InputBuf	2	7L, 8S (-1)	8L, 9S (-1)	4L, 4S

Cell InputBuf Summary (2 Discrepancies)

CELL COMPARISON RESULTS ( TOP LEVEL )

```

#####
# # # # #
# # # # #
# # # # #
# # # # #
# # # # #
# # # # #
# # # # #
# # # # #
# # # # #
# # # # #
#####
INCORRECT
#####
    
```

Error: Different numbers of nets (see below).  
Error: Different numbers of instances (see below).

LAYOUT CELL NAME: InputBuf  
SOURCE CELL NAME: InputBuf

---

INITIAL NUMBERS OF OBJECTS

	Layout	Source	Component Type
Ports:	4	4	
Nets:	7	8	*
Instances:	64	65	* MP (4 pins)
	64	64	MP (4 pins)

# Details

Calibre - RVE v2013.2\_18.13 : svdb InputBuf

File View Highlight Tools Window Setup Help

Search

Navigator

Results

- Extraction Results
- Comparison Results

ERC

- ERC Results
- ERC Summary

Reports

- Extraction Report
- LVS Report

Rules

- Rules File

View

- Info
- Finder
- Schematics
- Layout
- Source

Setup

- Options

Layout Cell / Type	Source Cell	Count	Nets	Instances	Ports
InputBuf	InputBuf	2	7L, 8S (-1)	8L, 9S (-1)	4L, 4S
Discrepancies					
Incorrect Nets					
Incorrect Instances					
Discrepancy #2					

Cell InputBuf (1 Incorrect Instances)

LAYOUT_NAME	SOURCE_NAME
Discrepancy #2 in InputBuf	
** missing instance **	
	MM0 MN(noh_18_mac)

Layout Netlist InputBuf.sp

```
.subckt InputBuf vdd gnd out in
M1 DD C0N6 04323434288
CV 1
M1 DD C0N6 04323434288
inputBuf
>> .subckt InputBuf vdd gnd out in
```

Source Netlist InputBuf.src.net

```
piece rF 18u15 St
piece rF 18u15 nw
piece rF 18u15 nr St
piece rF 25 St
piece rF 25 nw St
piece rF 25od33 St
piece rF 25od33 nr St
piece rF 25u18 St
piece rF 25u18 nr St
apra std nu c dm
apra agn nu c dm
apra agn ut nu c a28 dm
apra agn ut nu a28 dm
apra std 344nh 5n1c
NVD08WFP35
NVD08WFP35
NVD18WFP35
inputBuf
>> .subckt InputBuf gnd in out vdd
*.PININFO GND:B In:B out:B Vdd:B
```

# The Best Smile You'll Ever See

Calibre - RVE v2013.2\_18.13 : svdb InputBuf

File View Highlight Tools Window Setup

Search

Navigator

Results

- Extraction Results
- Comparison Results

ERC

- ERC Results
- ERC Summary

Reports

- Extraction Report
- LVS Report

Rules

- Rules File

View

- Info
- Finder
- Schematics

Setup

- Options

Layout Cell / Type	Source Cell	Nets	Instances	Ports
InputBuf	InputBuf	7L, 7S	8L, 8S	4L, 4S

Cell InputBuf Summary (Clean)

CELL COMPARISON RESULTS ( TOP LEVEL )

```

#####
#          #          #          #          #          #
#          #          #          #          #          #
#          #          #          #          #          #
#          #          #          #          #          #
#####
  
```

LAYOUT CELL NAME: InputBuf  
SOURCE CELL NAME: InputBuf

---

INITIAL NUMBERS OF OBJECTS

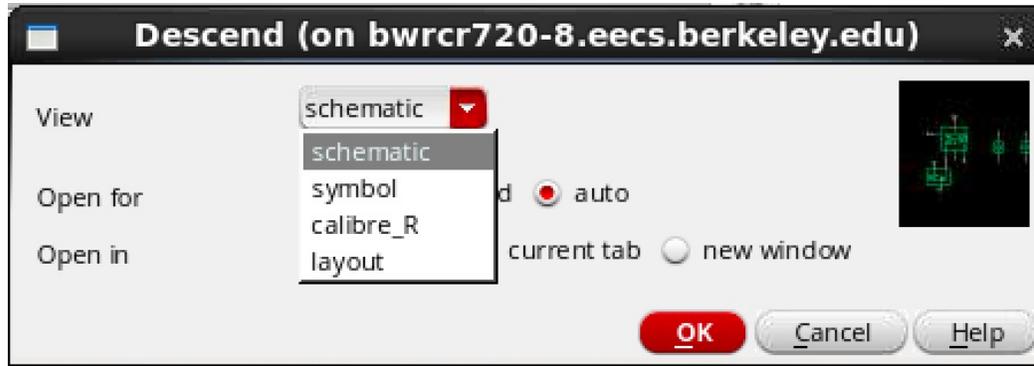
	Layout	Source	Component Type
Ports:	4	4	
Nets:	7	7	
Instances:	64	64	MP (4 pins)
	64	64	MP (4 pins)
Total Inst:	128	128	

NUMBERS OF OBJECTS AFTER TRANSFORMATION

	Layout	Source	Component Type
Ports:	4	4	
Nets:	7	7	
Instances:	4	4	MP (4 pins)
	4	4	MP (4 pins)
Total Inst:	8	8	

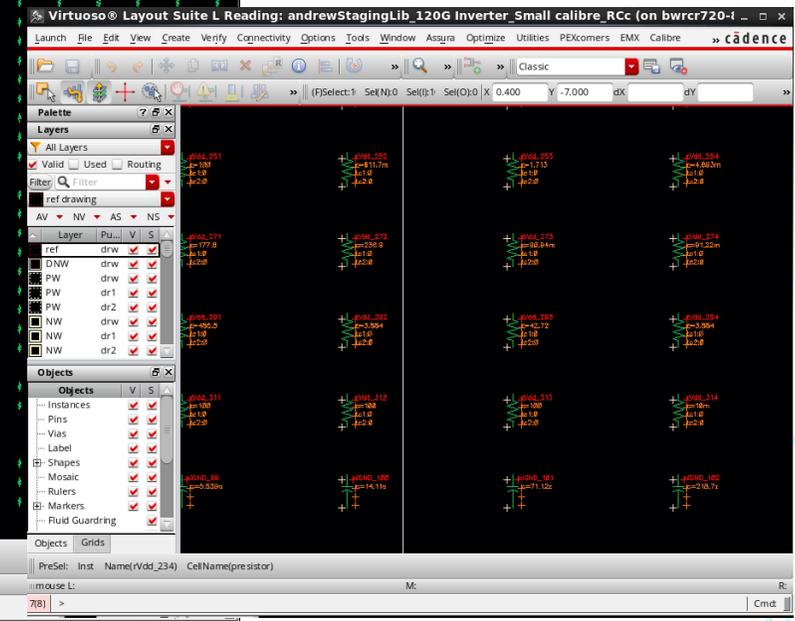
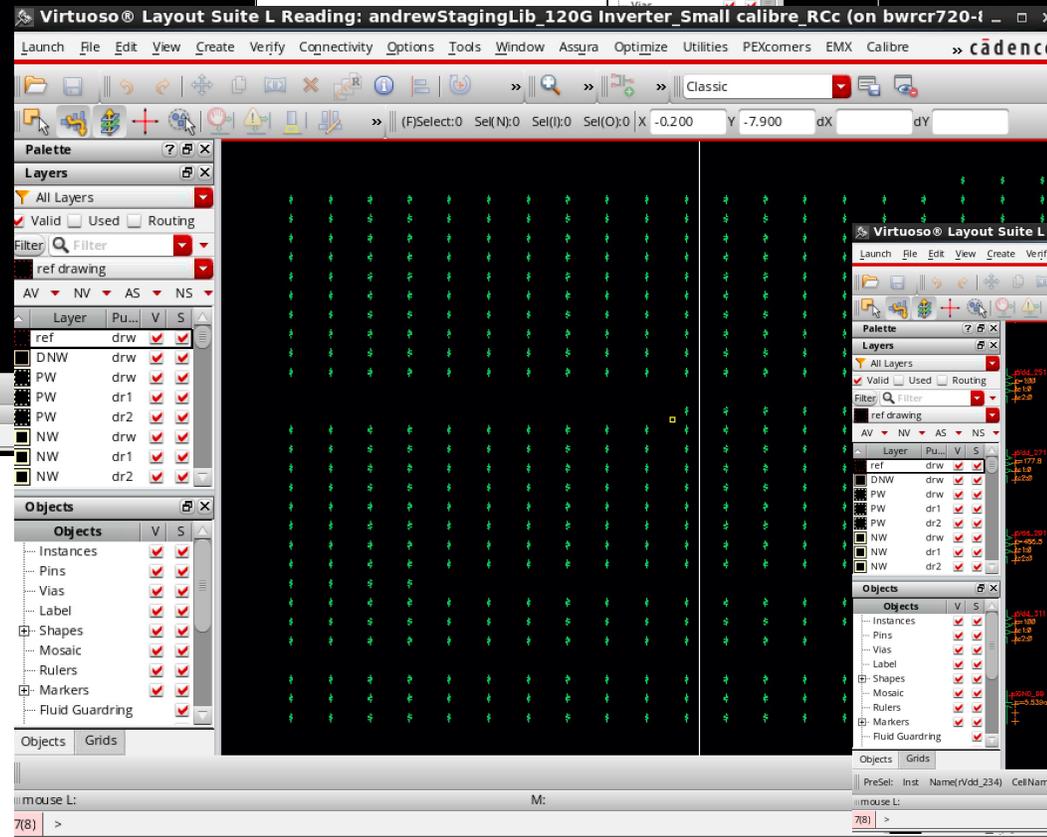
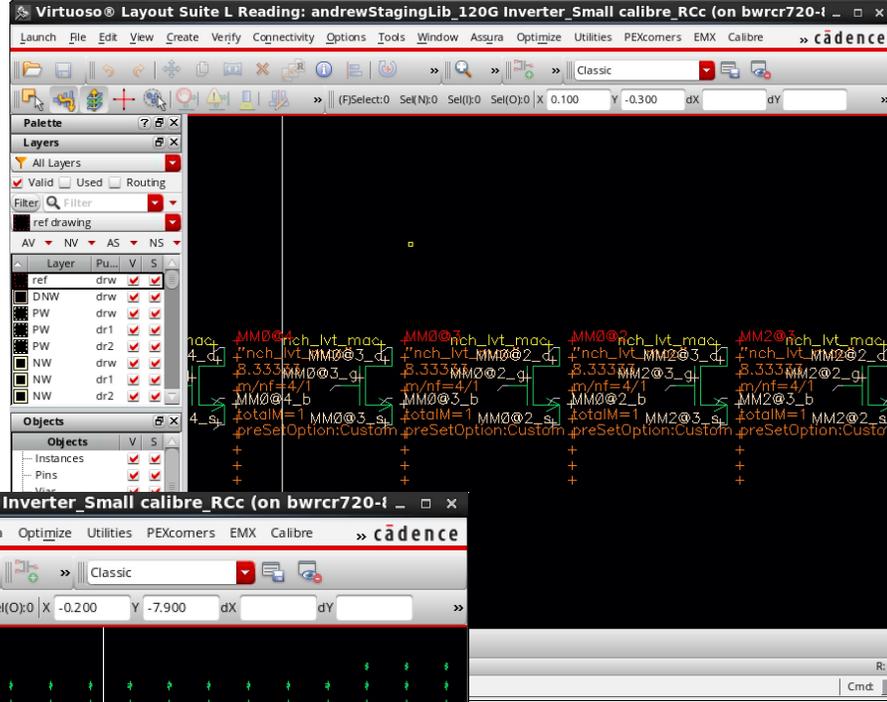
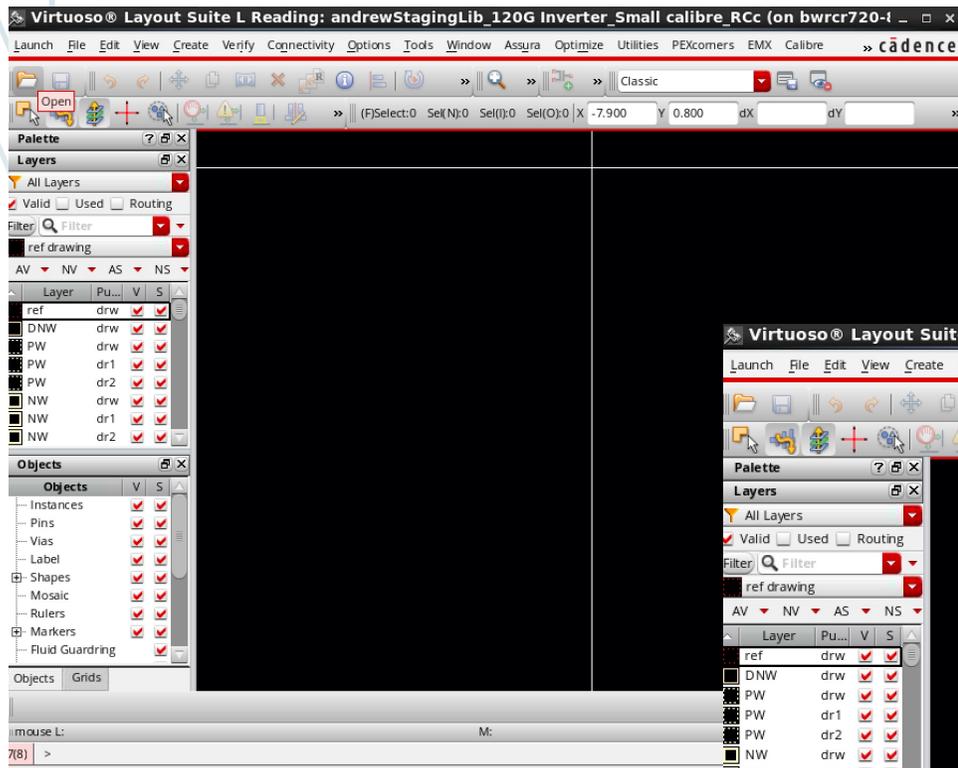
\*\*\*\*\* INFORMATION AND WARNINGS \*\*\*\*\*

# Extraction



- Layout adds parasitics not in your schematic
- Capacitance of wires and poly
- Extra routing resistance
- Extraction is used to estimate these parasitics:
  - C only, grounded
  - C coupled
  - RC
  - R only (useful for low frequency IR drop analysis)
- Another benefit of extraction is layout dependent shifts are also added to instances of transistors (well proximity effect)
- After running extraction, you create a “calibre” view (you can name it anything)

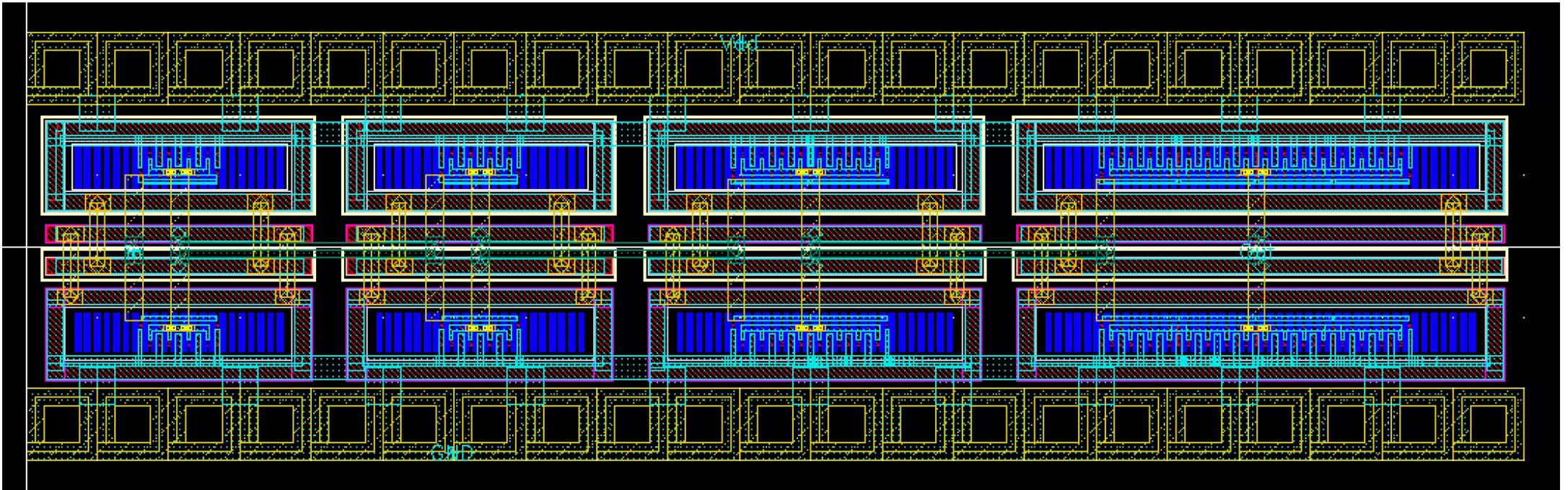
# Extracted Netlists



- Extracted schematic looks blank?
- Zoom in ...

# Top Level Example

- Top level should have pins that are on periphery to make routing easy
- VDD and VSS should be clearly visible and robust
- Follow conventions on routing
  - Horizontal / vertical can be on even/odd layers
- Avoid using top metals in cells and use these metals for global routing



# ERC

- Electrical rules
- Current density limits especially in aluminum
  - Depends on temperature and duty cycle, different for AC vs DC
- Poly has very limited current handling capability
- Antenna errors
  - Antenna diodes
- LUP errors

## References

- Lienig, Scheible, “Fundamentals of Layout Design for Electronic Circuits,” Springer 2020.
- Maloberti, F, “Layout of Analog CMOS Integrated Circuits” (Part 2)
- Hastings, “The art of analog layout,” Prentice Hall, 2001.