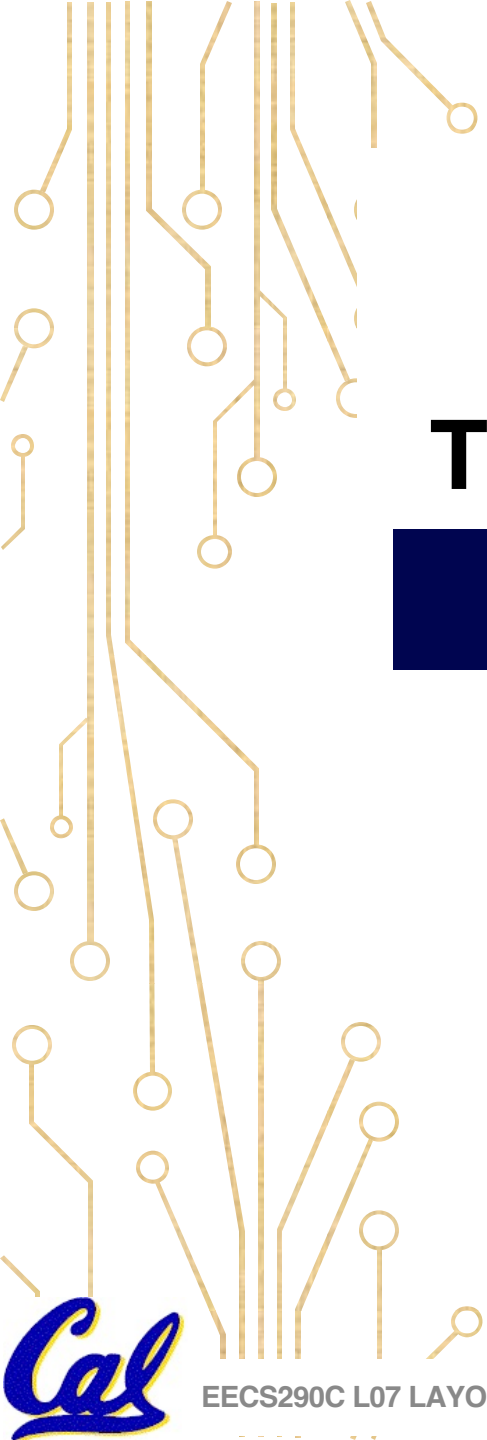


EE290C: 28nm SoC for IoT

The Layout Lecture: Virtuoso Lecture

Kris Pister, Borivoje Nikolić, Ali Niknejad



- 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

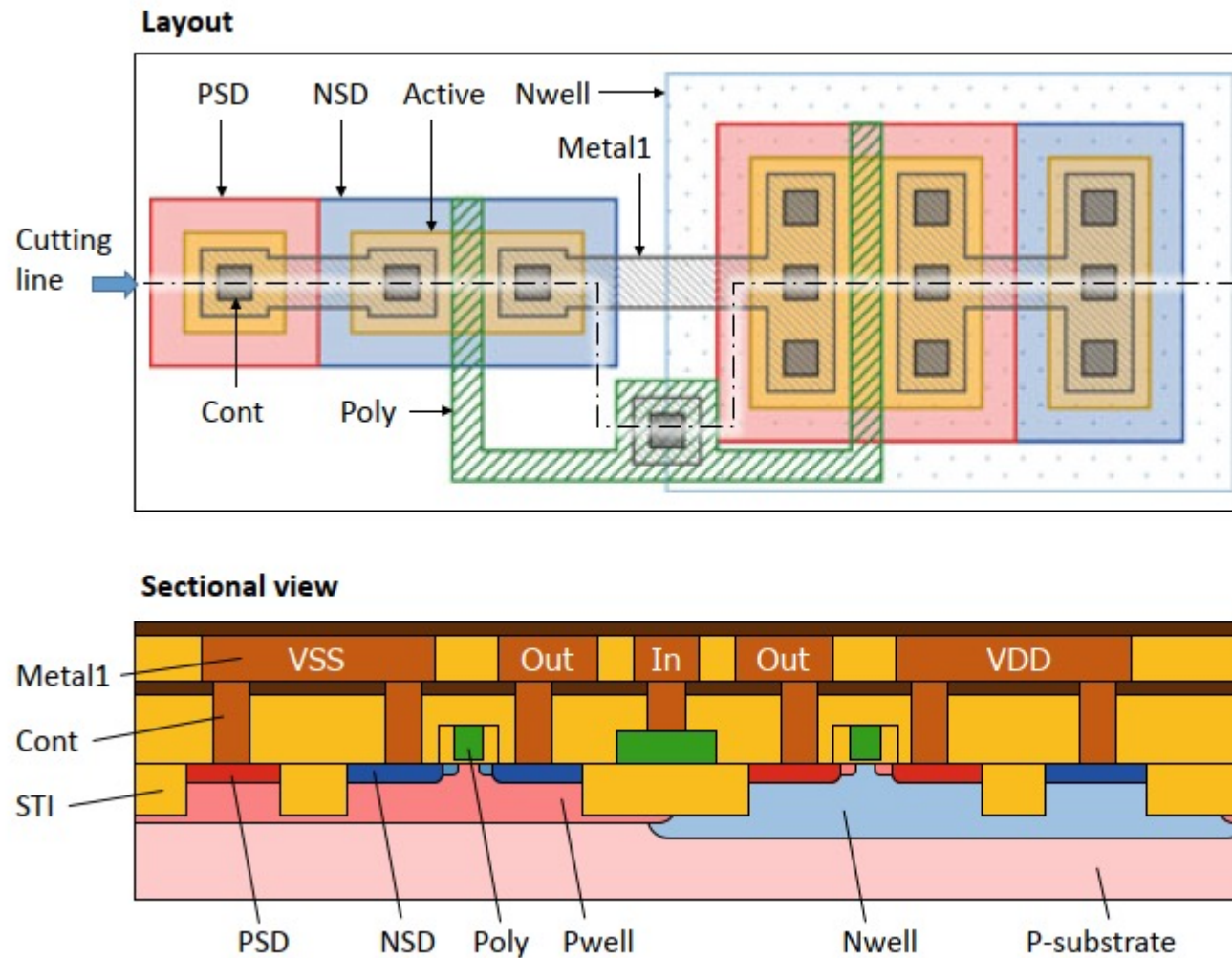
Part 3

Layout Tutorial: Overview

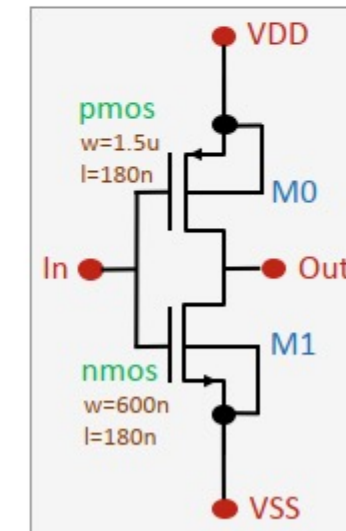


Layout

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

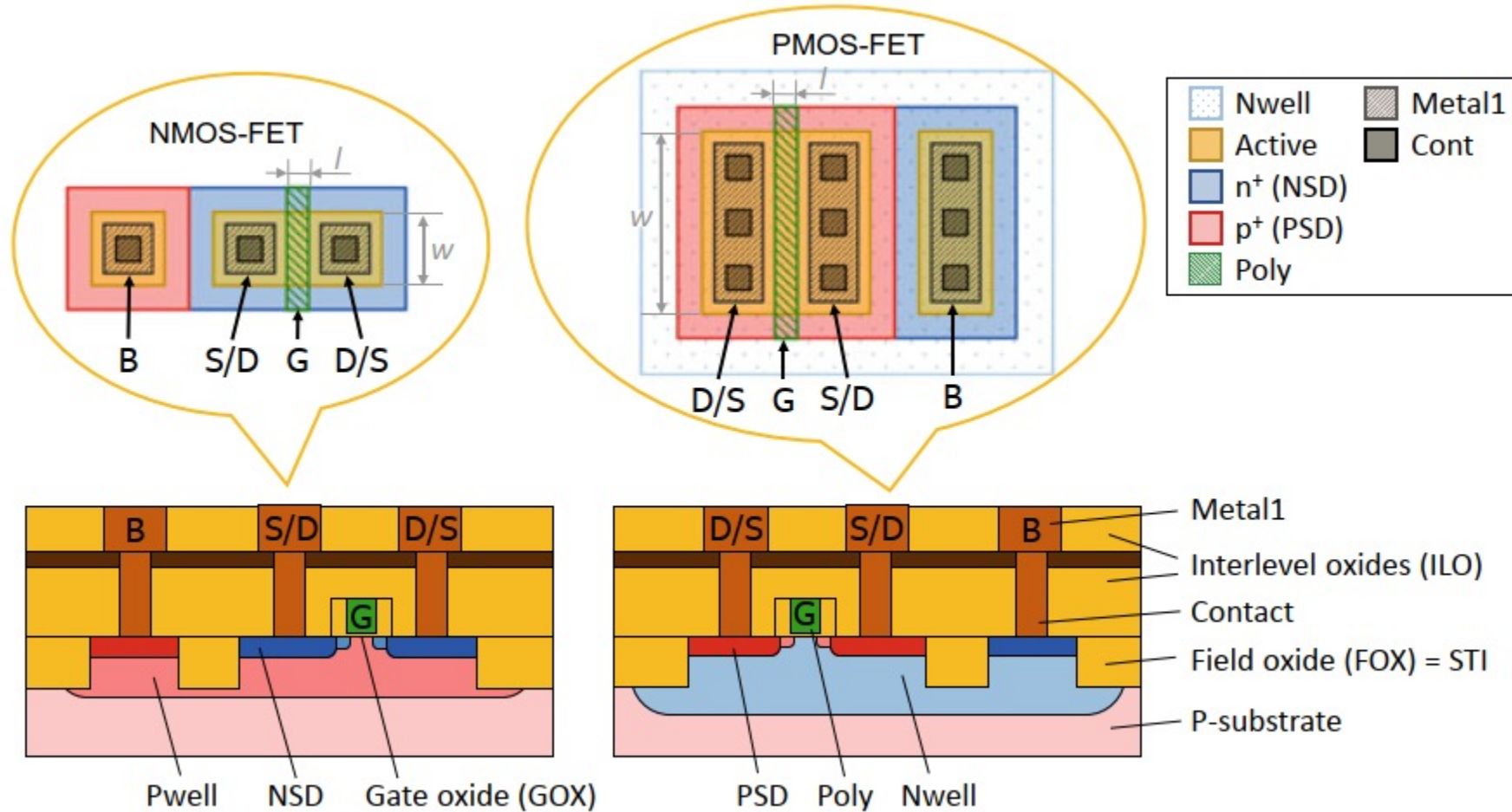


Circuit diagram



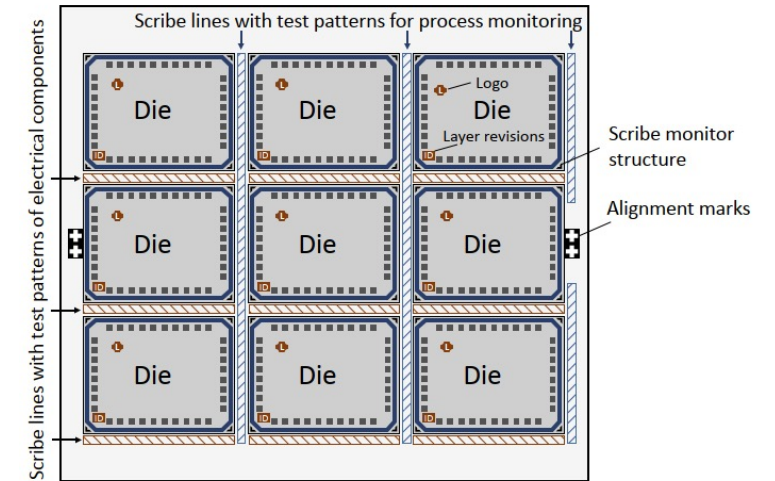
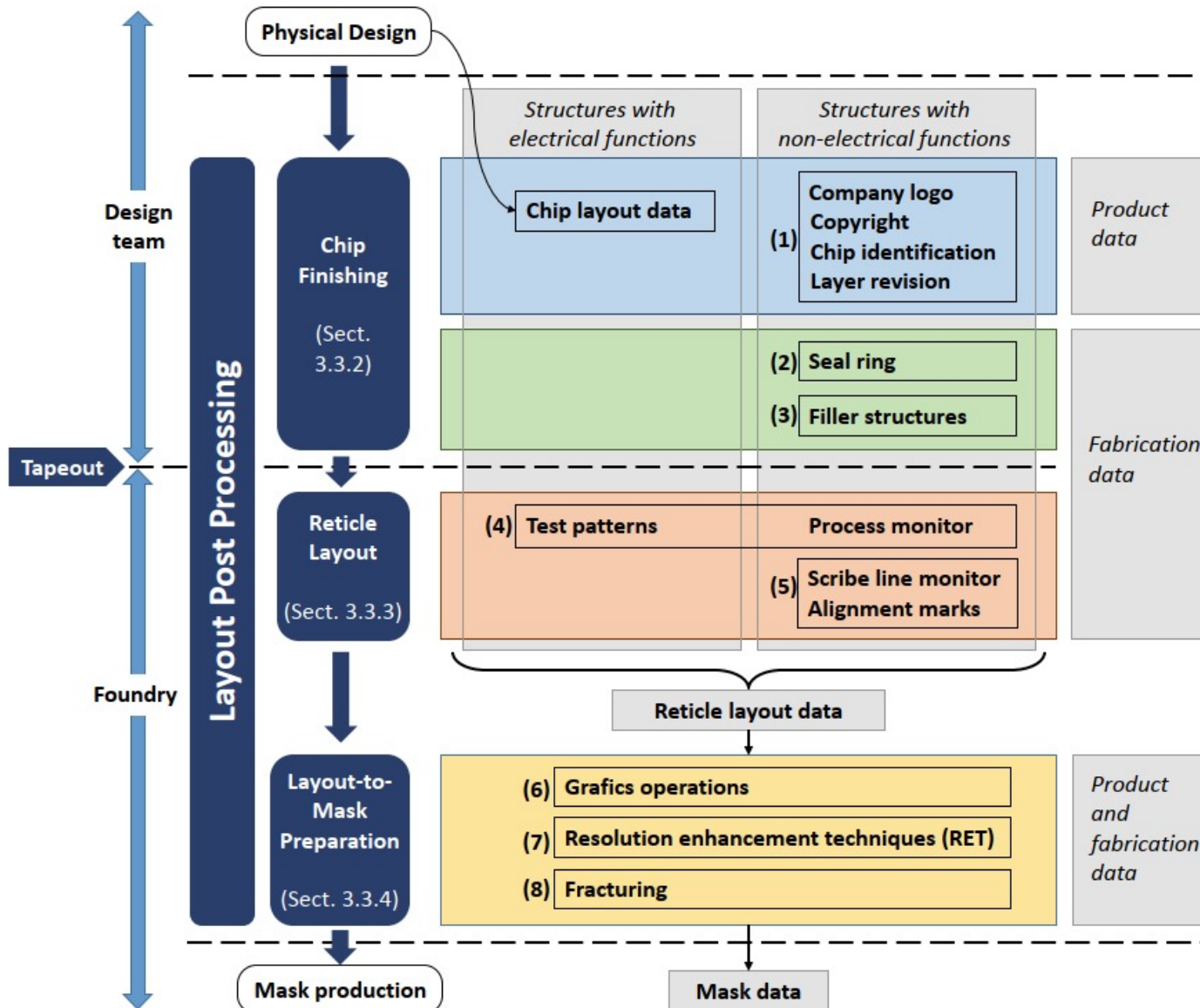
Lienig, Scheible, "Fundamentals of Layout Design for Electronic Circuits," Springer 2020.

Layers



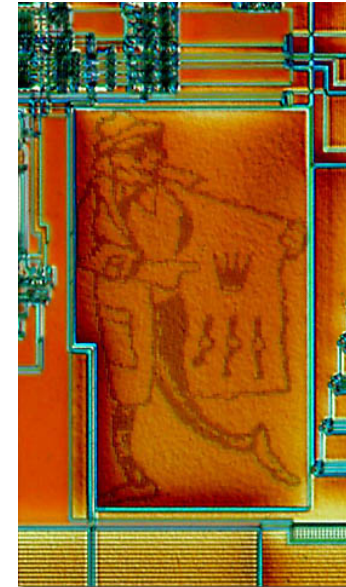
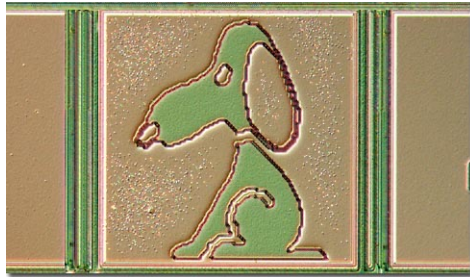
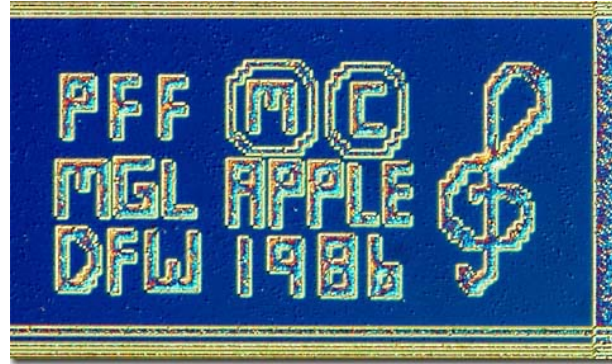
Lienig, Scheible, "Fundamentals of Layout Design for Electronic Circuits," Springer 2020.

Processing



Company Logos and Stuff

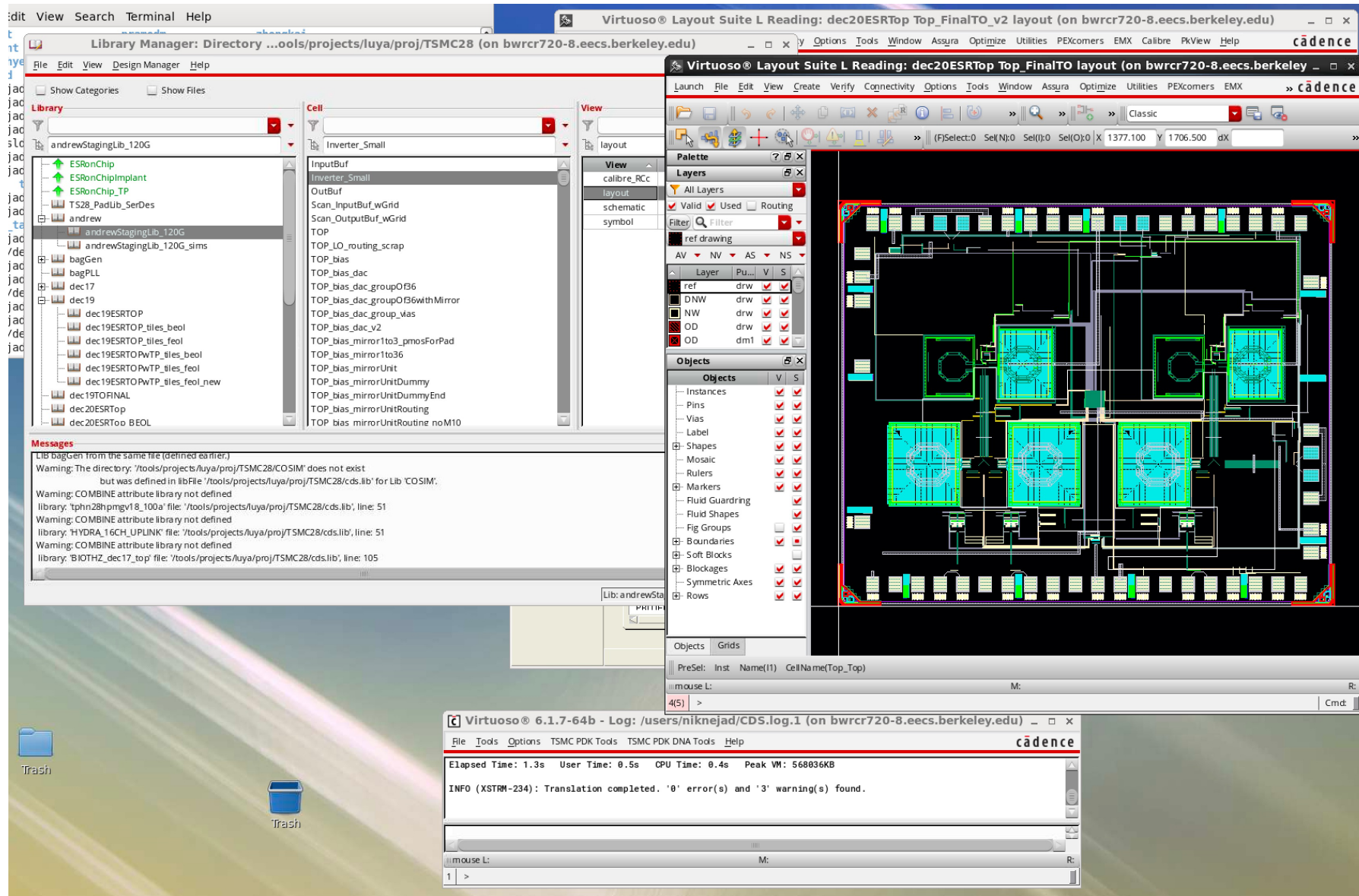
- <https://micro.magnet.fsu.edu/creatures/logoindex.html>



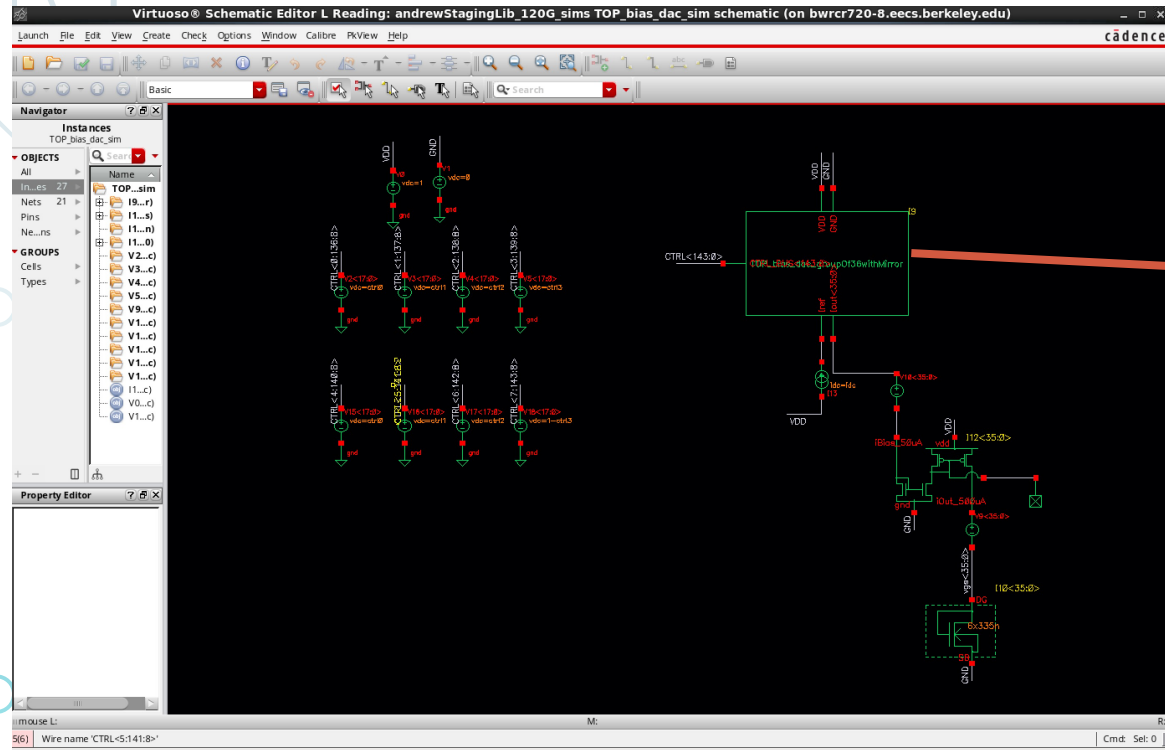
Layout Tutorial: Virtuoso Layout Environment



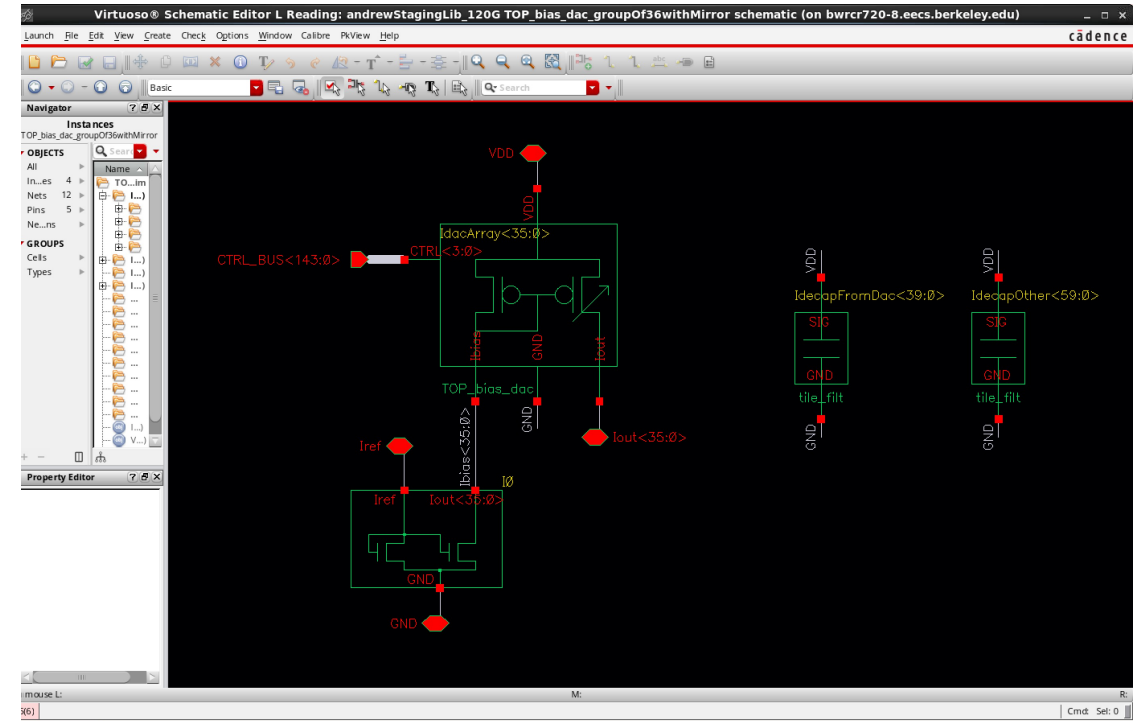
Cadence Environment



Testbench Example



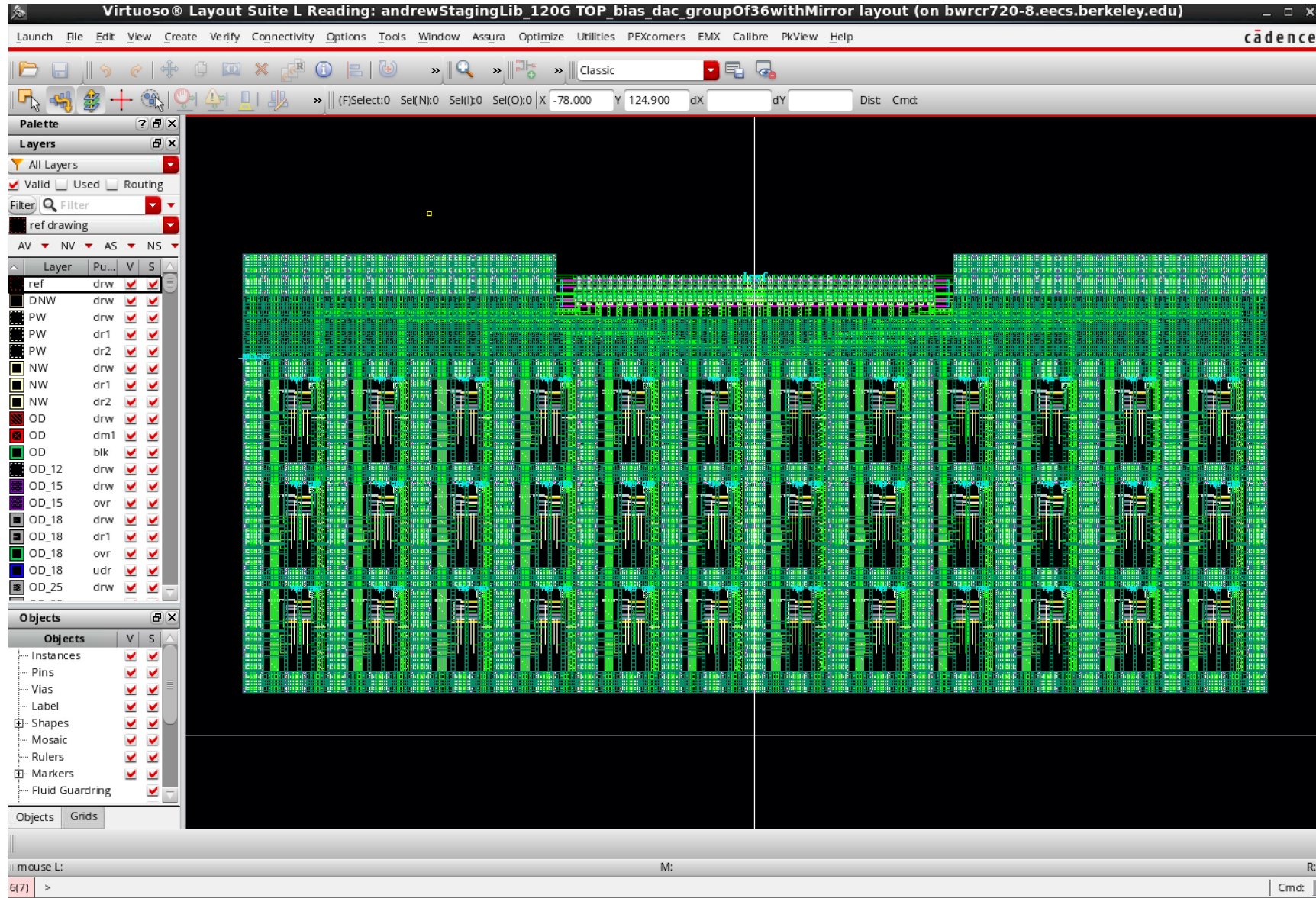
Schematic Cell



Schematic Cell

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

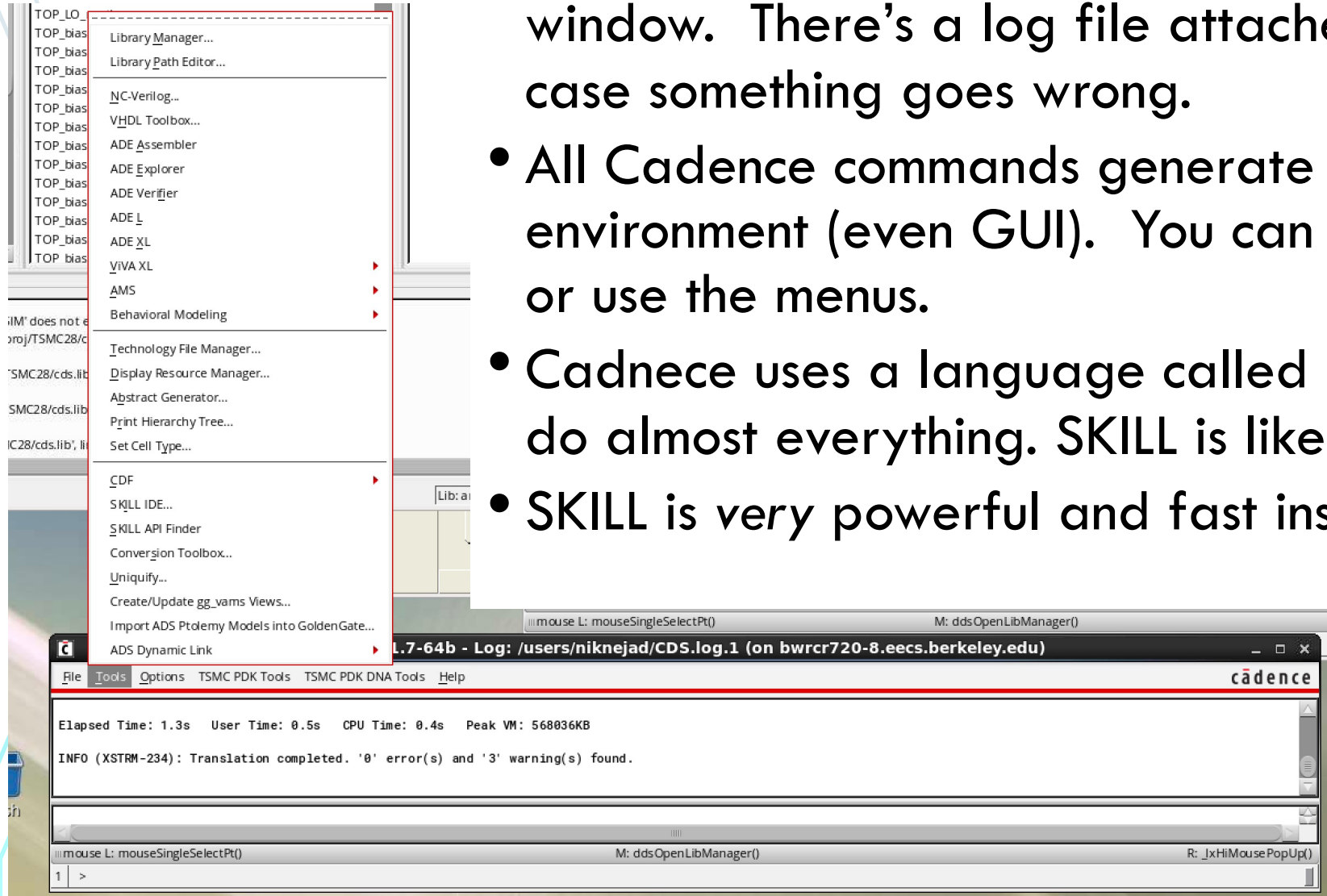
Layout View ...



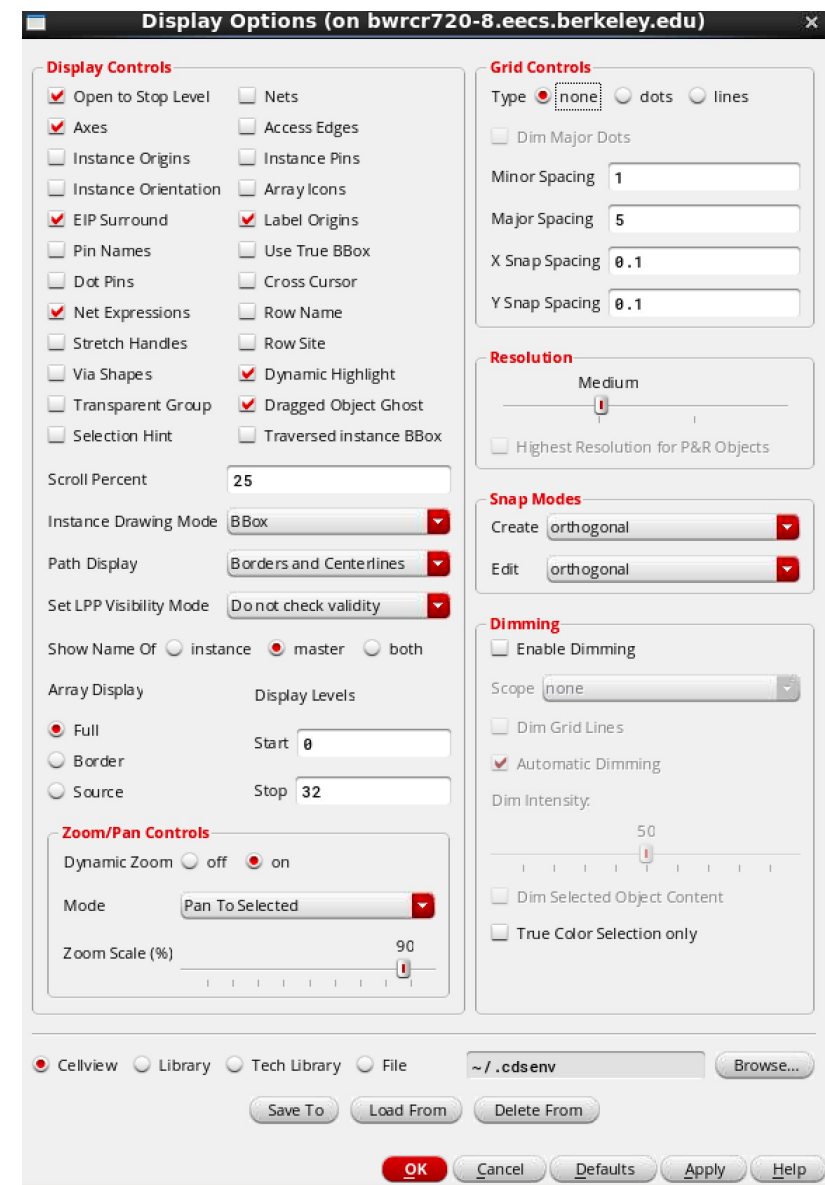
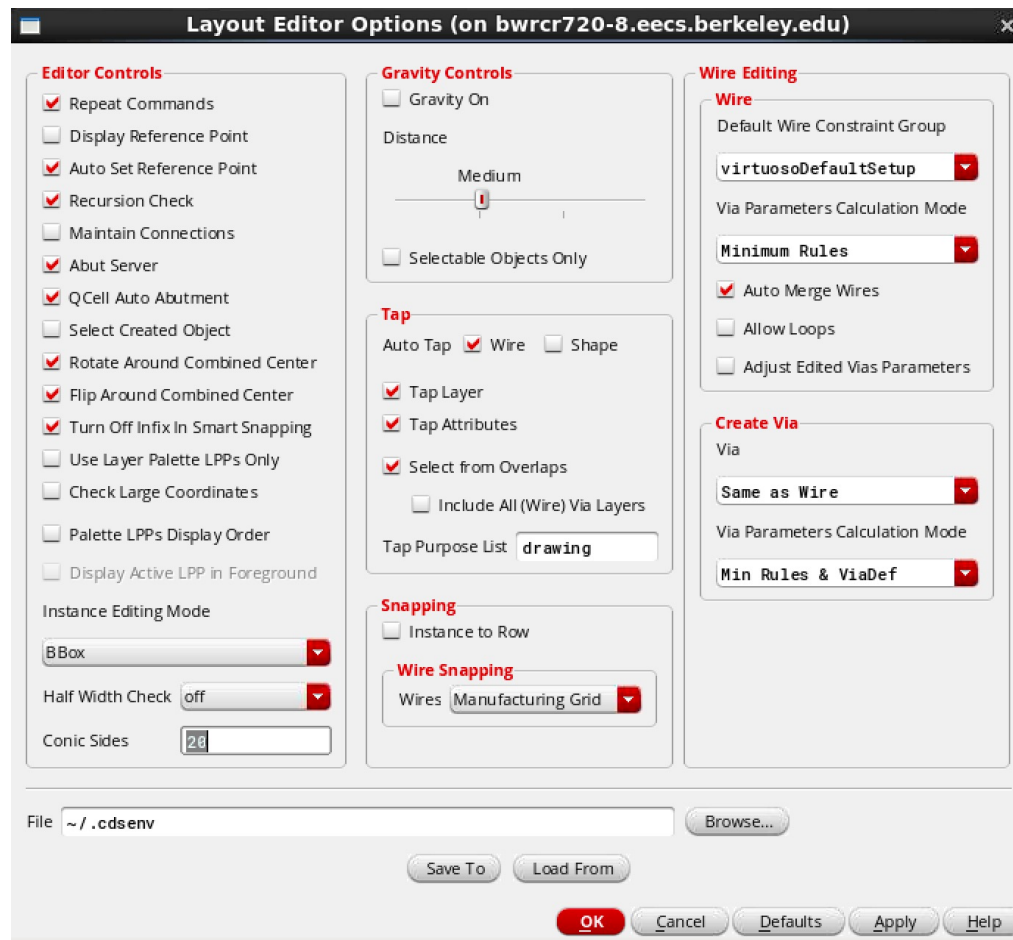
Layout Cell

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

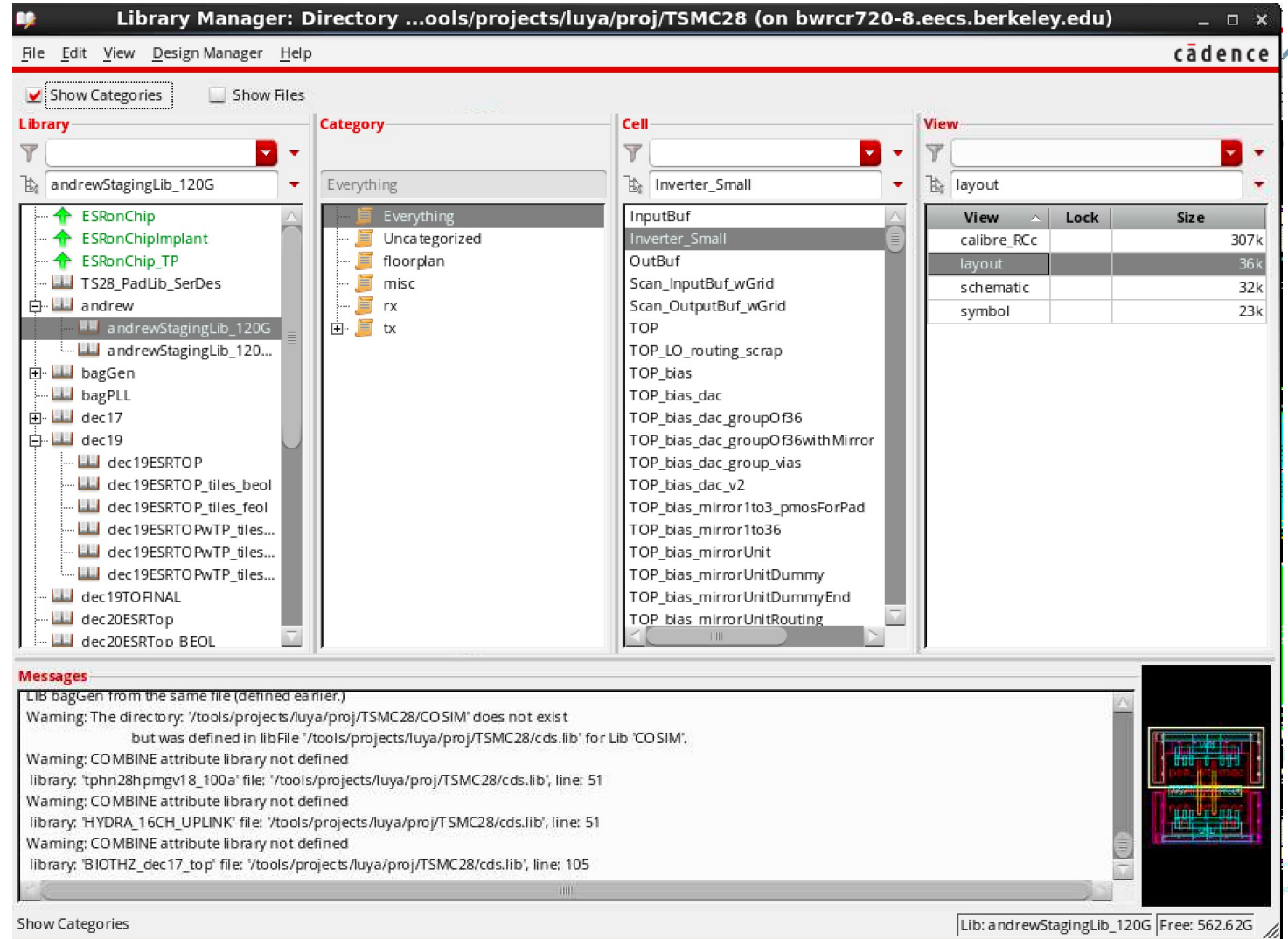


Environmental Setup



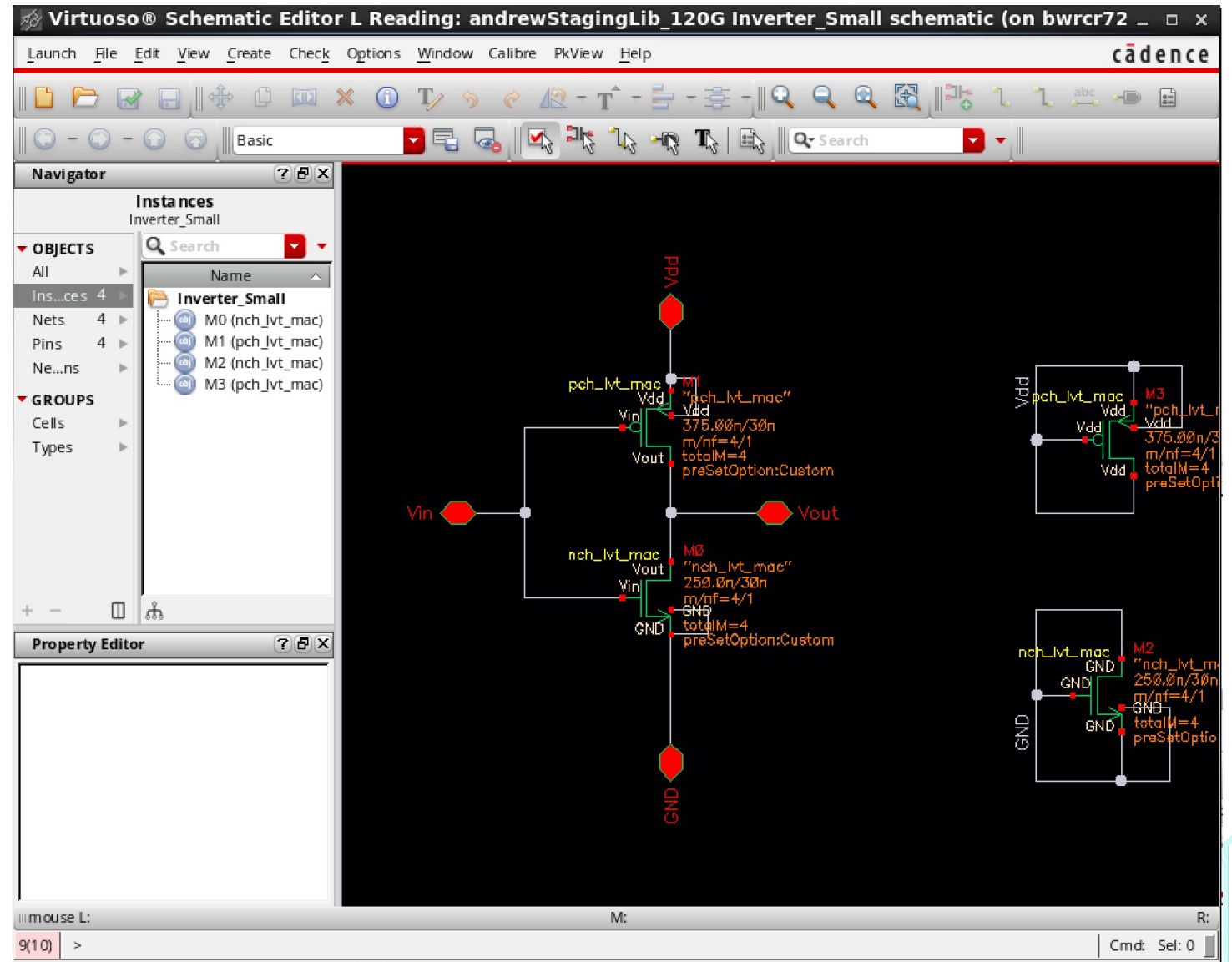
Library Manager Window

- 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

Copy Cell (on bwrcr720-8.eecs.berkeley.edu)

From

Library: andrewStagingLib_120G

Cell: InputBuf

To

Library: instruction

Cell: InputBuf

Options

☒ Copy Hierarchical

☒ Skip Libraries

☐ Exact Hierarchy

Extra Views: test_verilog_icc tphn28hpm ts28_functional tsmcN28 tsr tsmcN28_contact_via tsmcN tsmcN28_stdcells verilog_Y

☒ Copy All Views

Views To Copy: calibre_RCc calibre_noRC layo

☒ Update Instances: Of New Copies O

Database Integrity

☐ Re-reference customViaDefs

☐ Check existence in technology data base

☐ Add To Category Cells *

OK Apply Cancel Help

Copy Problems (on bwrcr720-8.eecs.berkeley.edu)

Destination Library: instruction

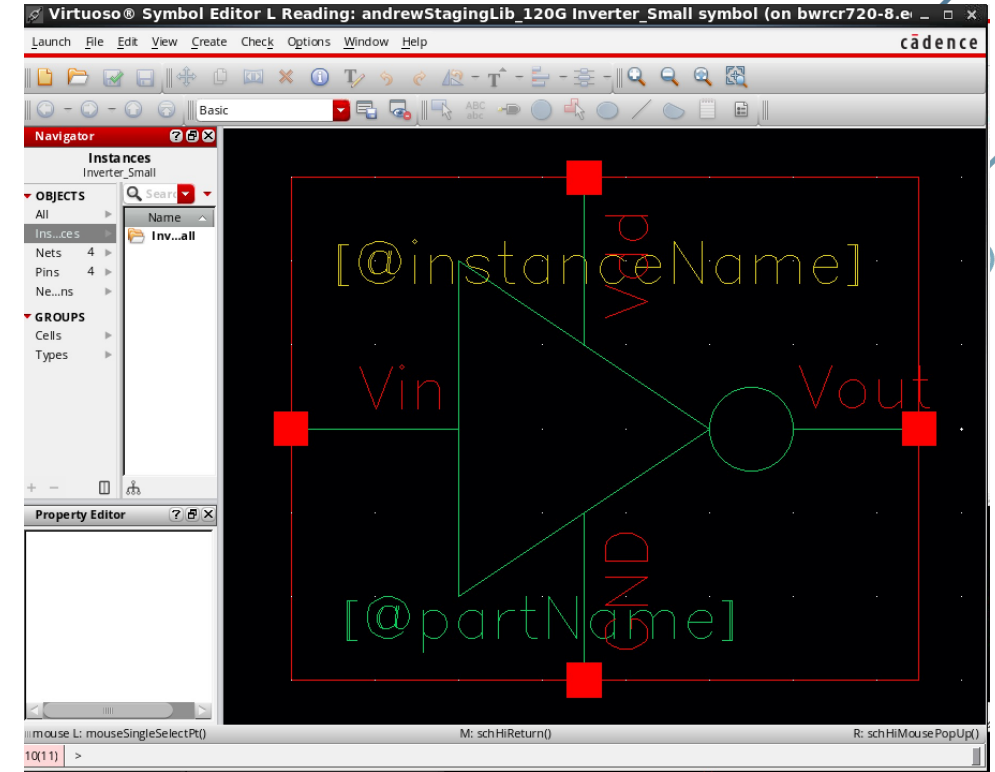
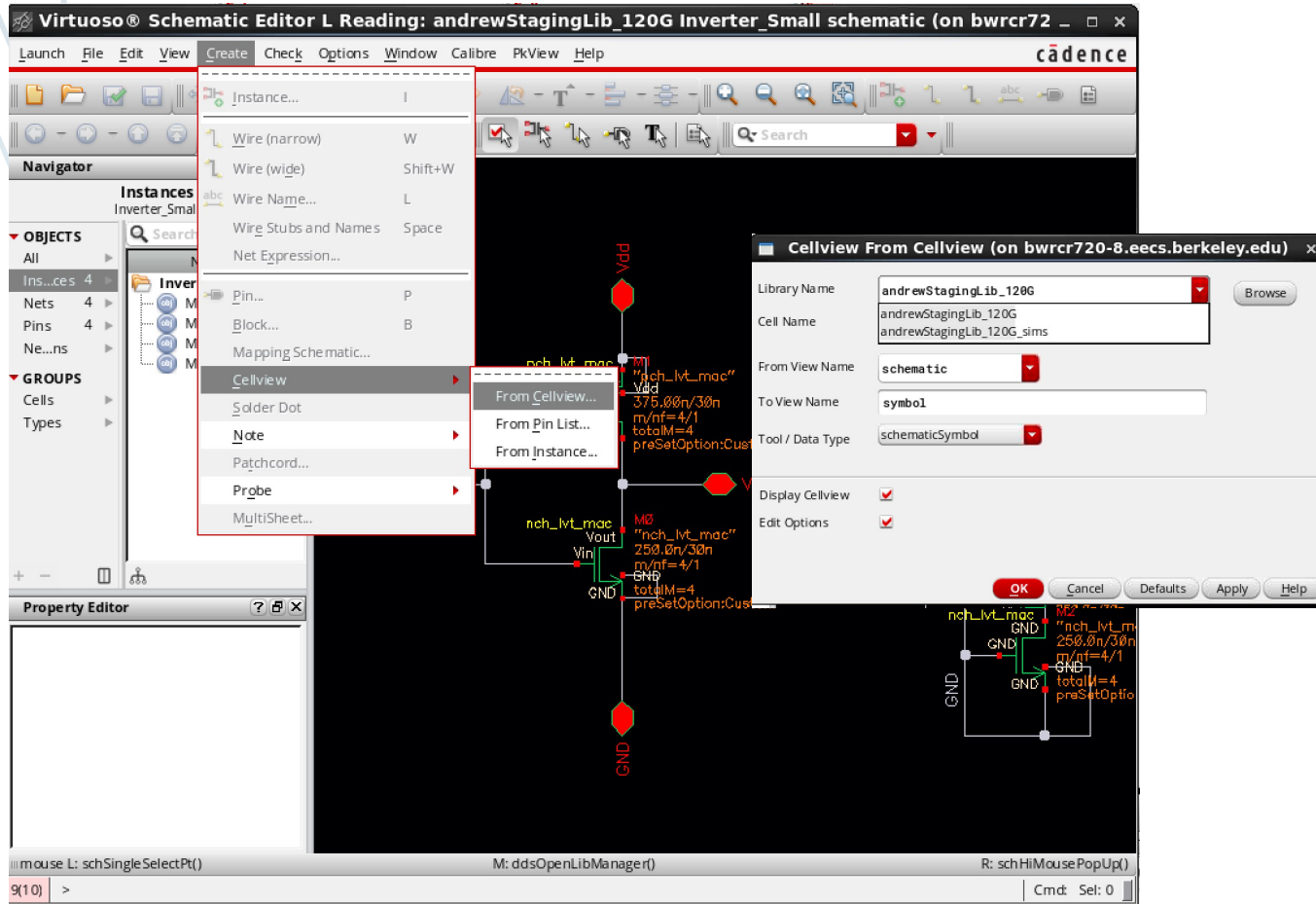
One or more of the following problems have occurred:

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

OK Fix Errors Overwrite All Cancel Help

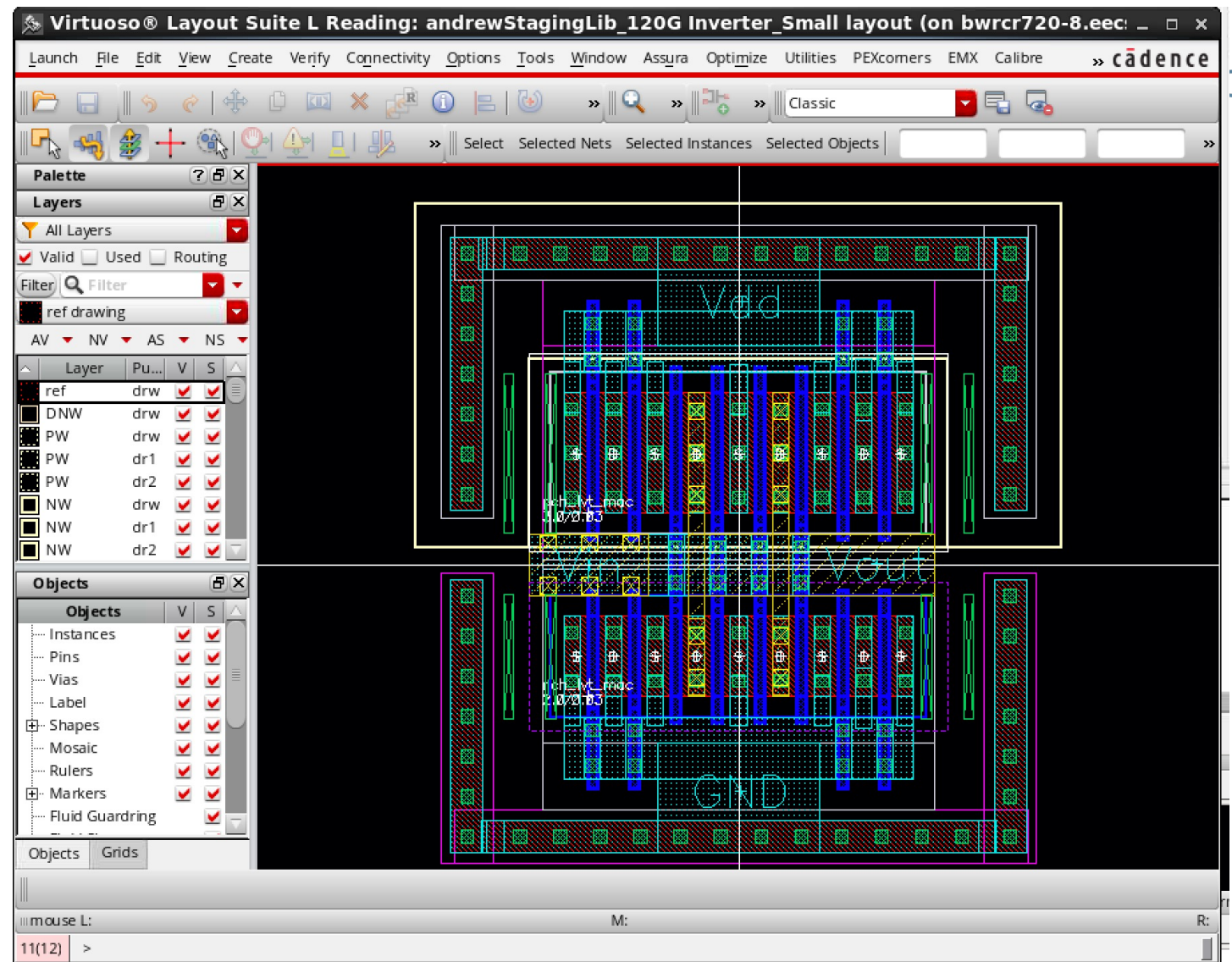
Create a Symbol View



- 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)

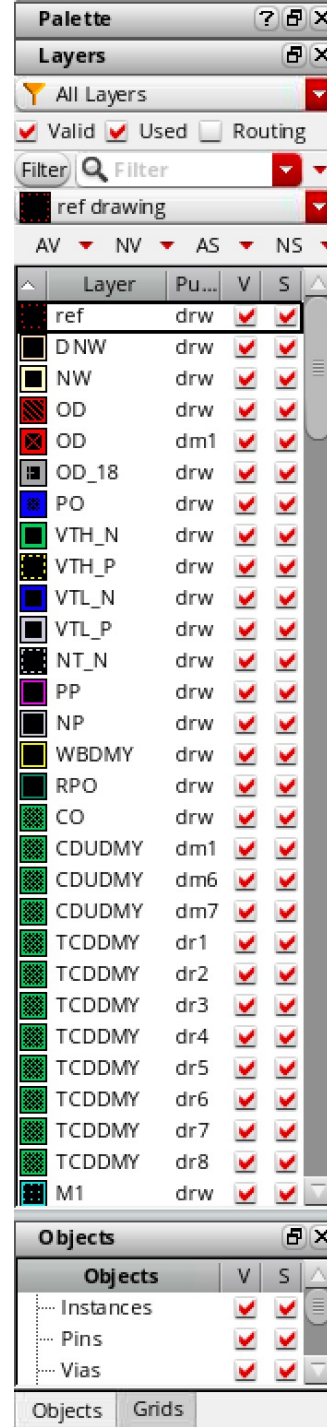
The Layout View

- 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

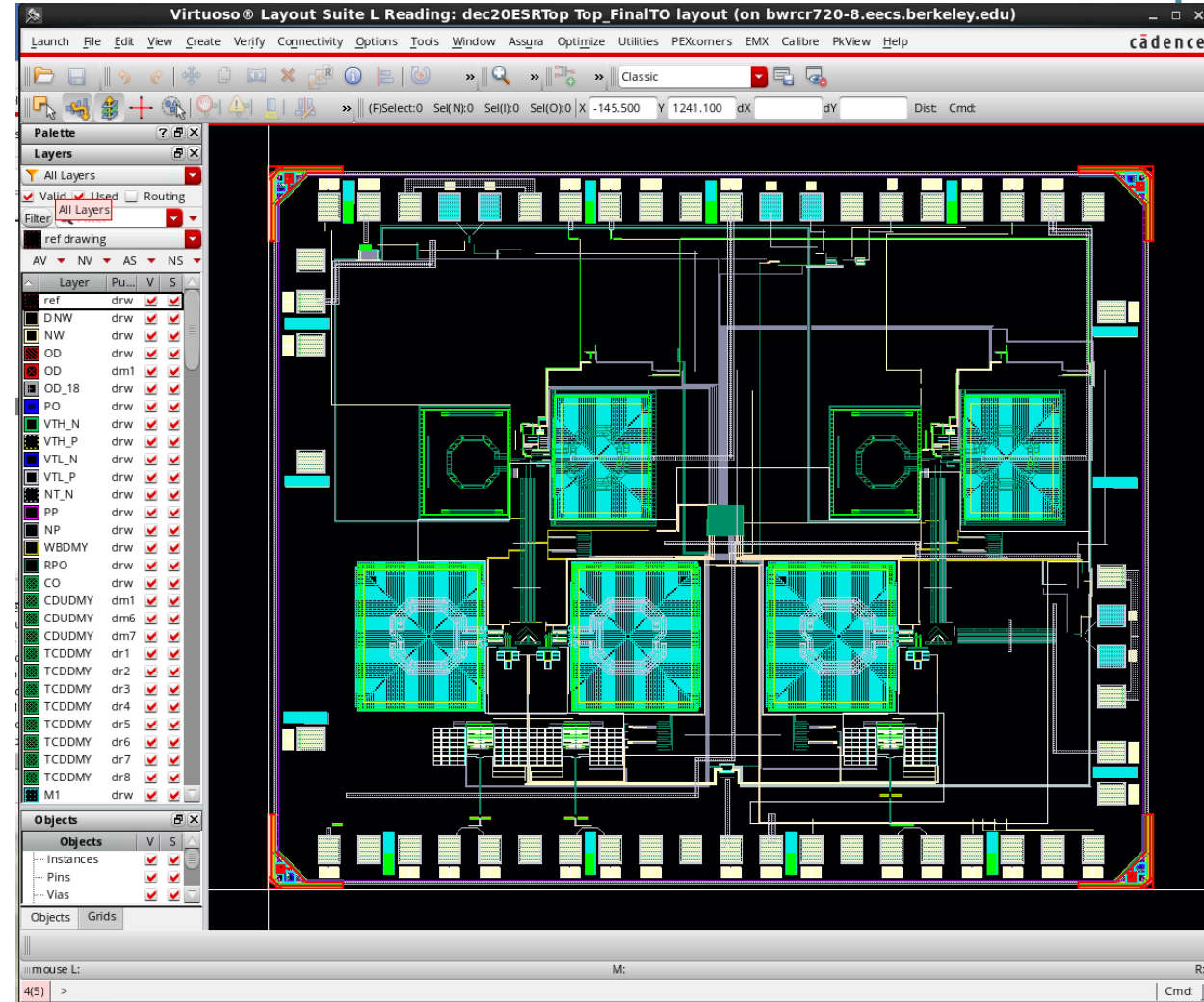
- A layout cell is essentially a database of polygons, mostly rectangles
- Each rectangle is on a particular layer, that has a very close connection with the fabrication steps of the process
- Diffusion layers, oxides, polysilicon, metal layers all have corresponding layers or are generated from a Boolean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

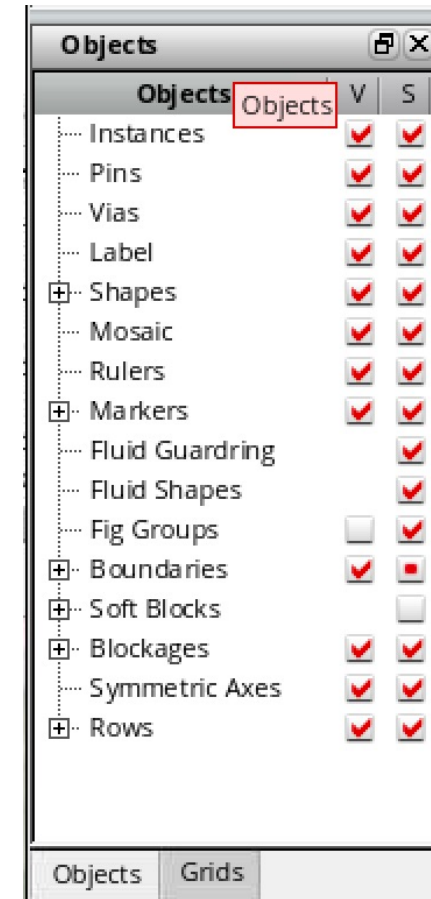
Be Careful What You Touch !

- 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

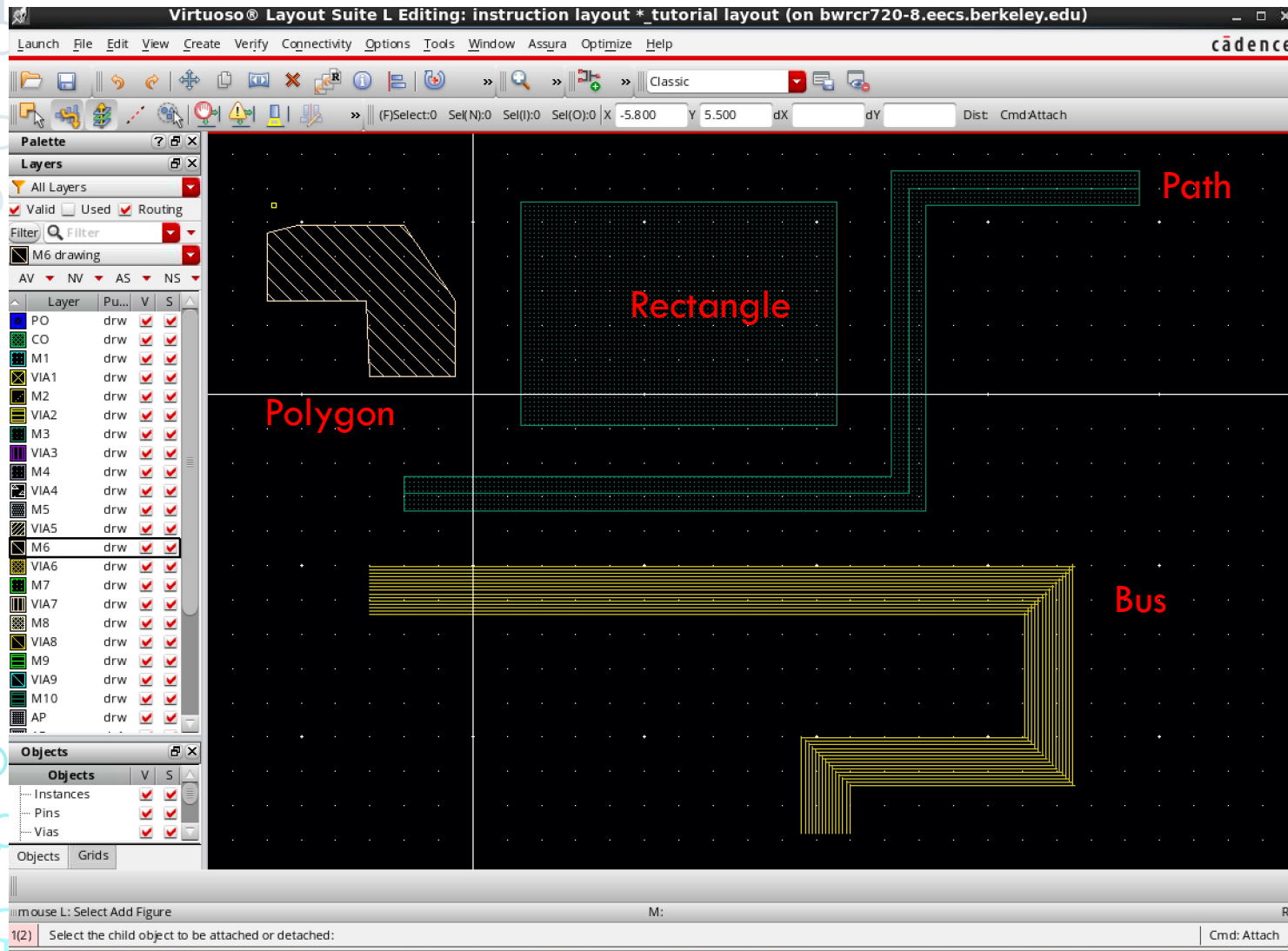


Layout Selection

- 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

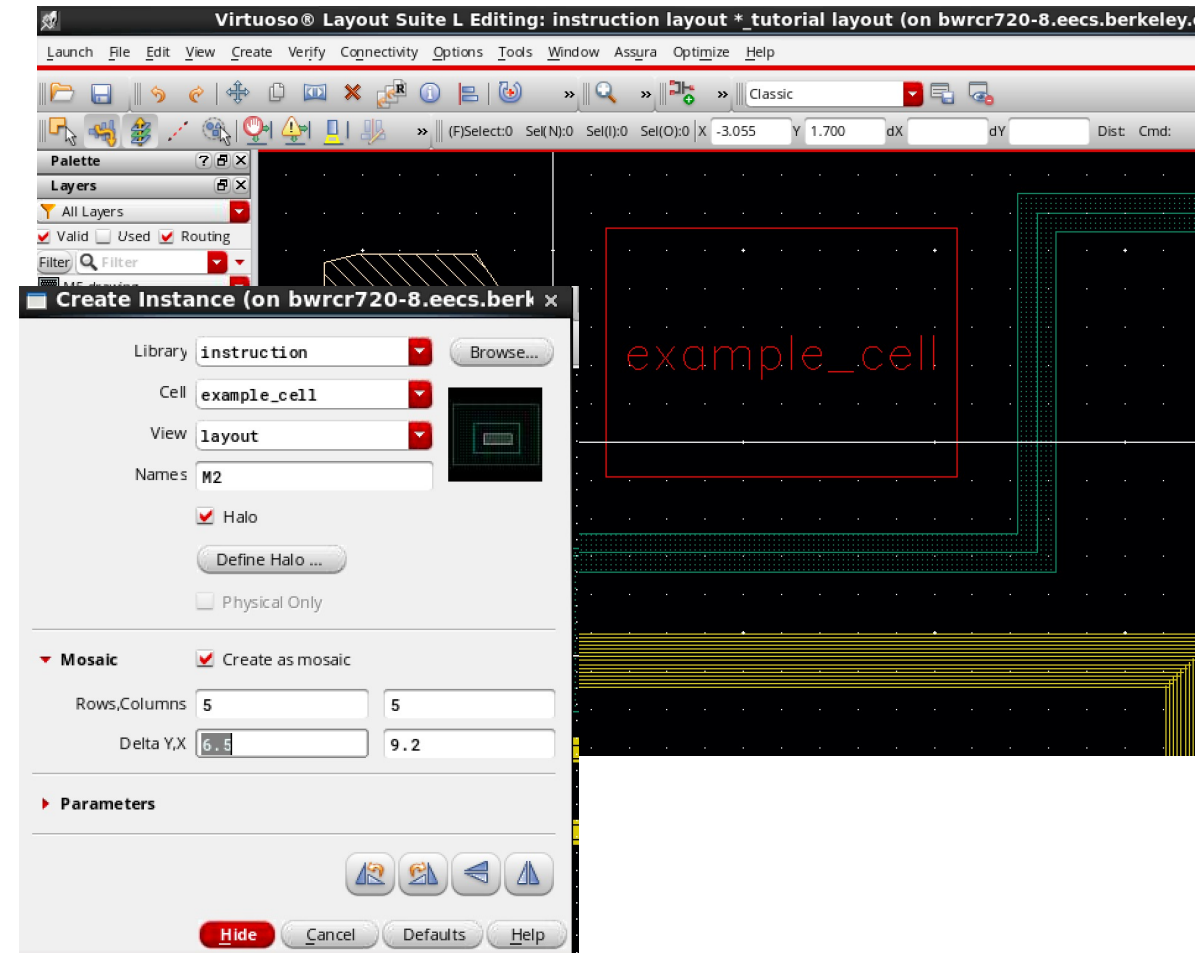
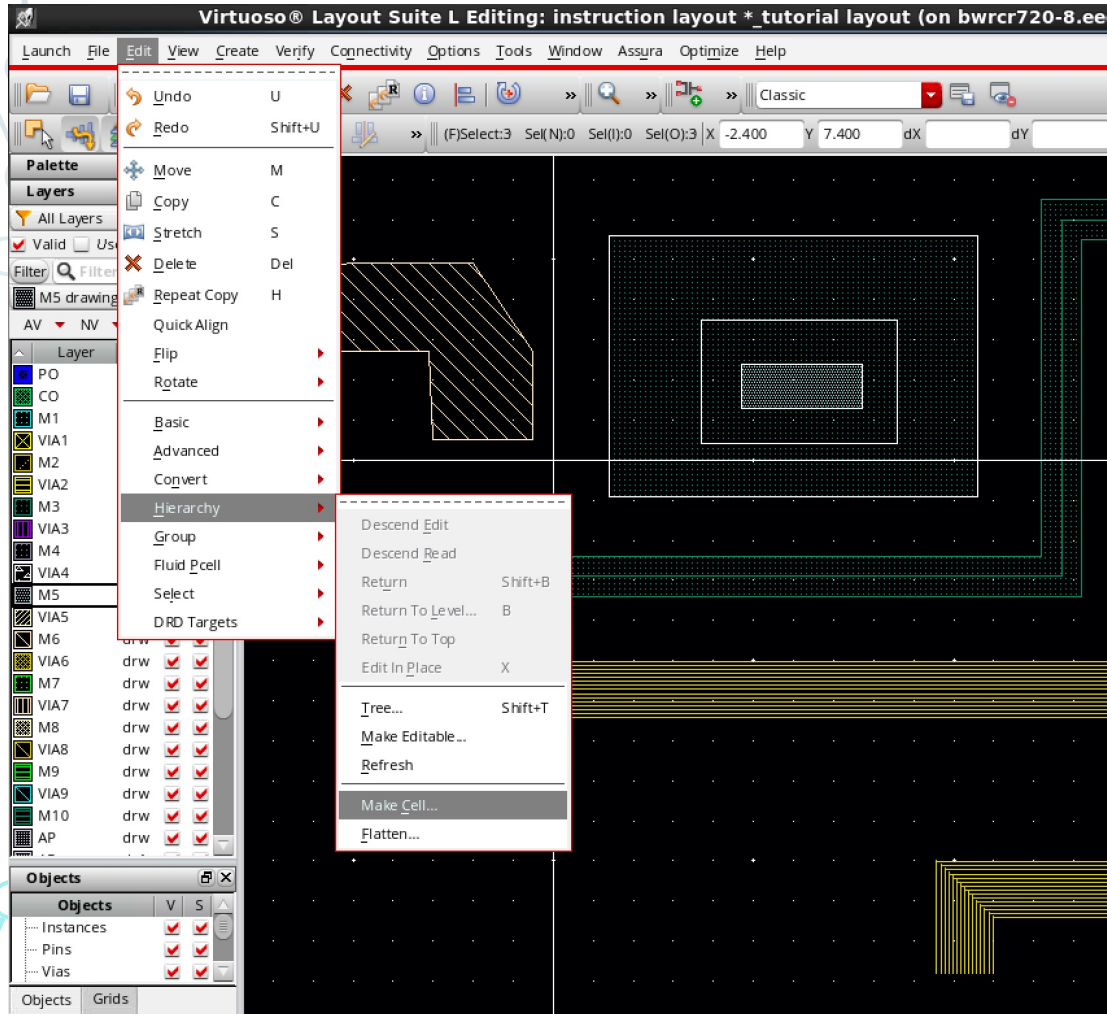


“Drawing” Your Layout



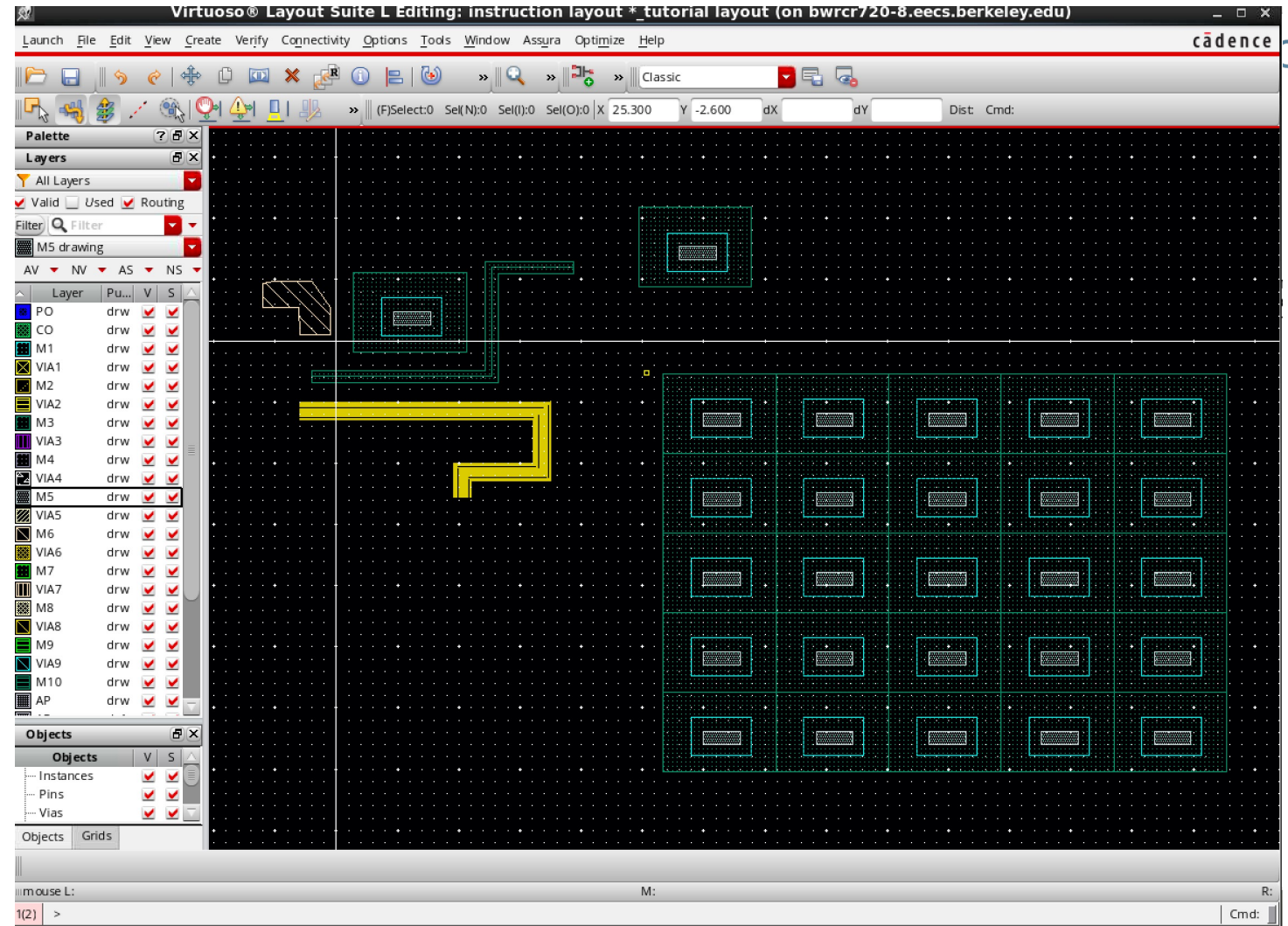
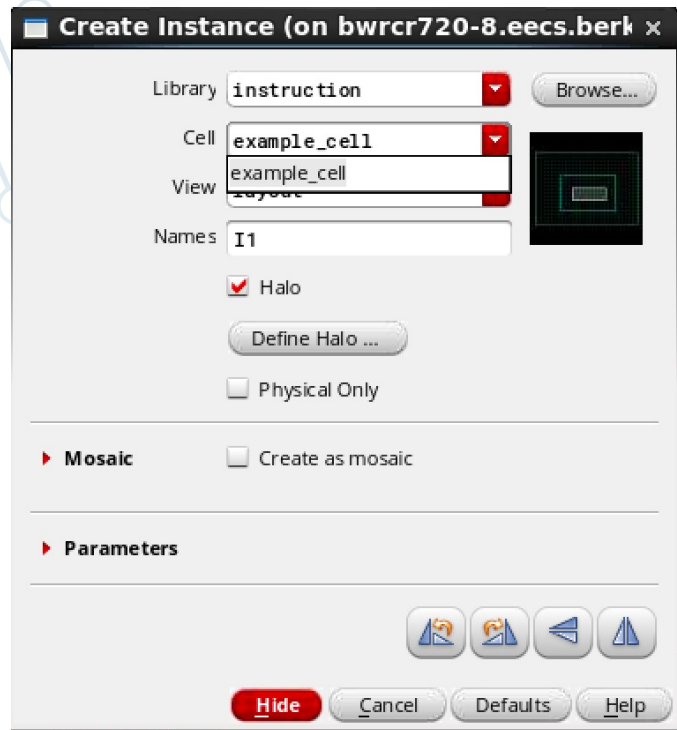
- Typically you draw “Rectangles”, “Paths”, or “Polygons” (rare). Bus command is very useful and can be created from a list of pins.
- Copy (array), tile (mosaic) are common
- You can create “multi-part” paths to draw more complex structures, such as substrate contacts or a shielded wire
- Use hierarchy: 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

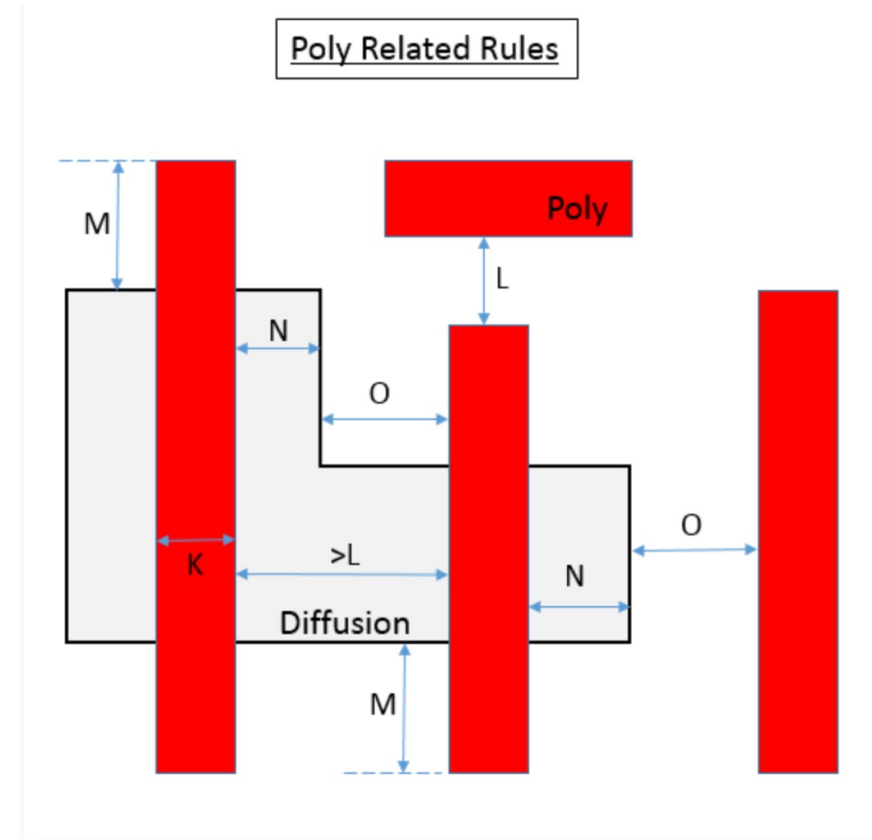
Tiles



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

Design Rules

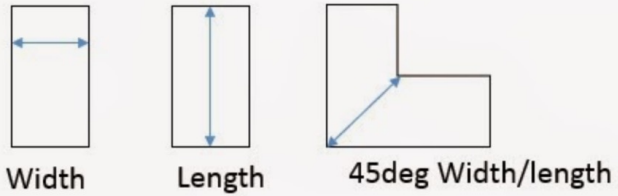
- Design rules are in place based on manufacturing limits
- If you do not meet all the design rules, the manufacturer (Intel, TSMC, others) will usually refuse to fabricate your chip
- Each layer has its own set of rules



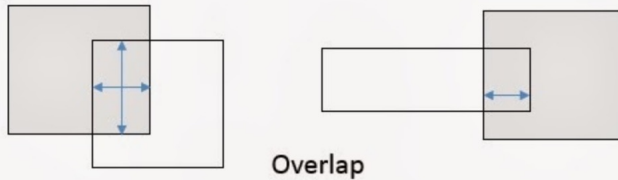
Layer	Description	Label	Rule
Contact	Width (Minimum = Maximum)	P	=W.C
	Minimum Space	Q	>=S.C
	Min Space (When Contacts are on different Nets)	R	>=S1.C
	(Contact over Diff) minimum Space to Poly	S	>=S2.C
	(Contact over Poly)minimum Space to Diff	T	<=S3.C
	Enclosure by Diff	U	>=E.C

DRC Concepts

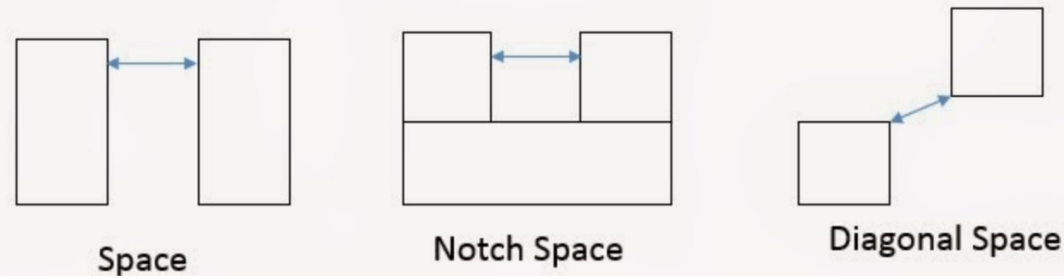
Distance of interior facing edge for a single layer



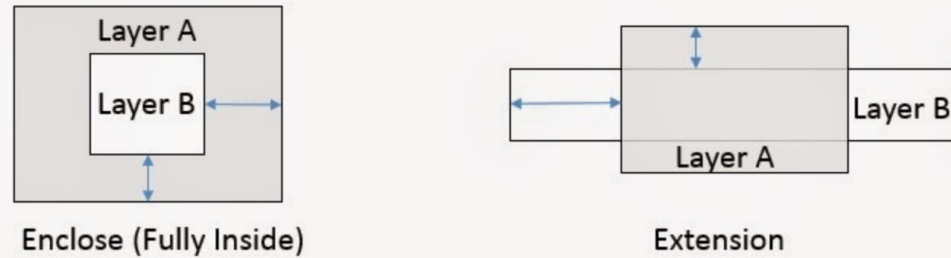
Distance of interior facing edge of two layer



Distance of exterior facing edge of two layer

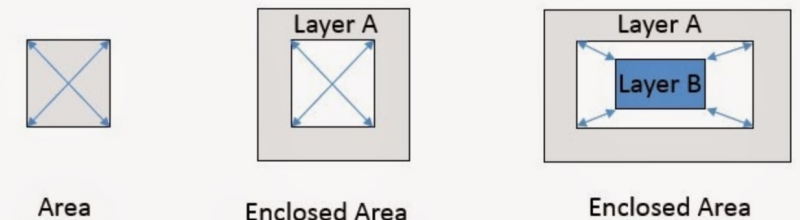


Distance between inside edge to outside edge.



- 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 !

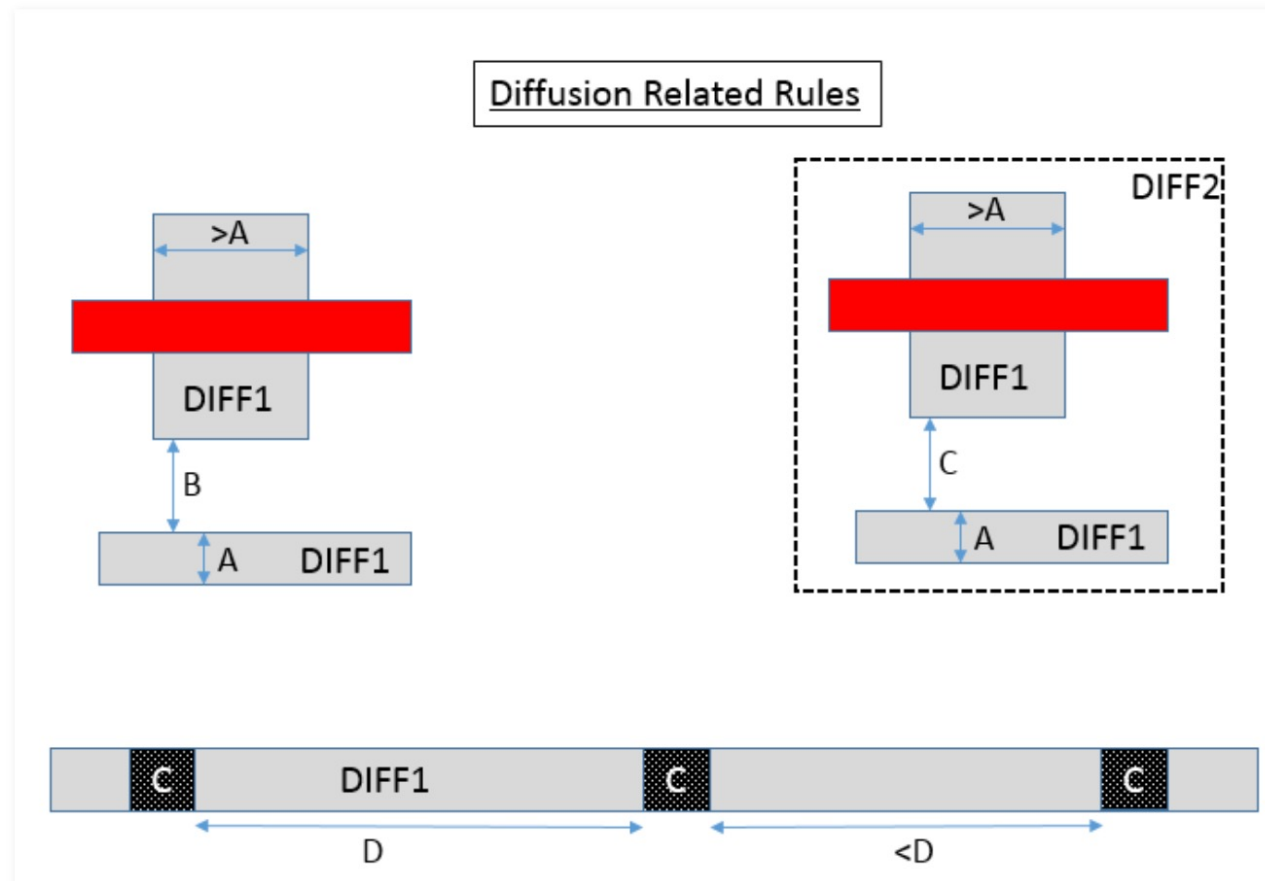
Area and enclosed Area.



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

DRC: Diffusion

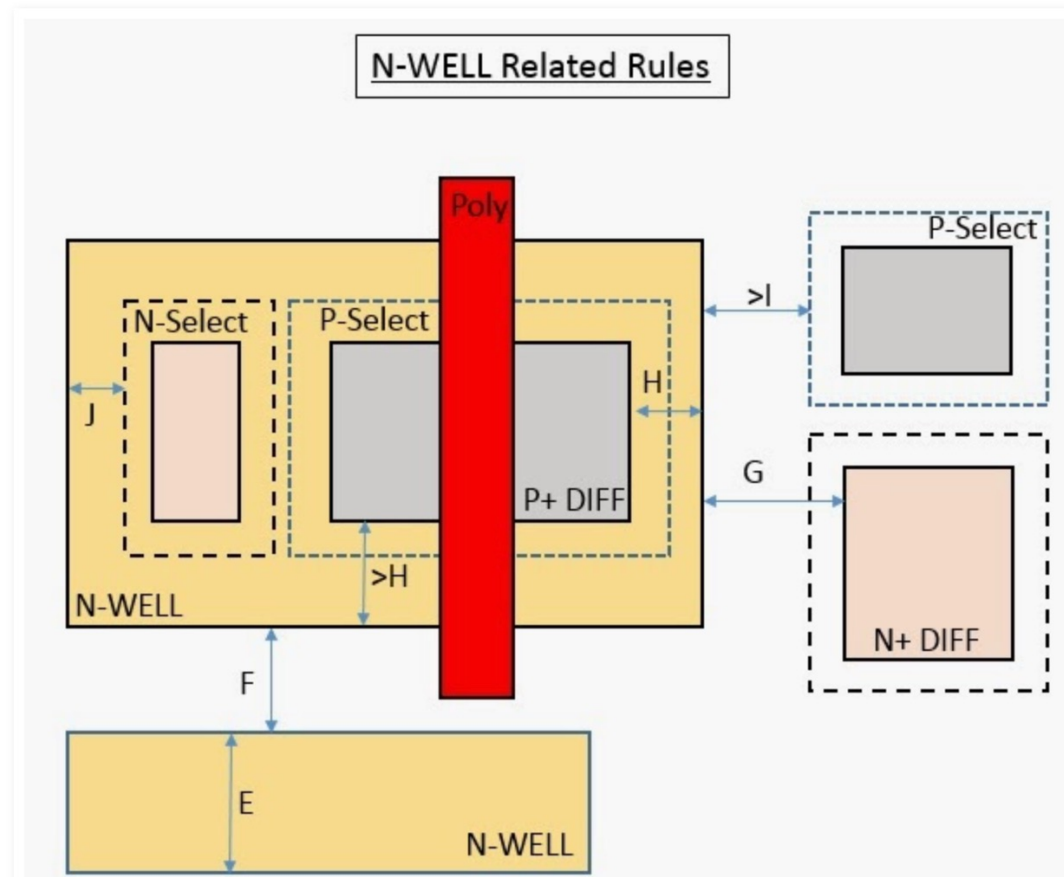
Layer	Description	Label	Rule
Diffusion	Min Width	A	$\geq W.D$
	Min Space	B	$\geq S.D$
	Min Space between 2 DIFF1 with in DIFF2	C	$\geq S1.D$
	Maximum DIFF length between 2 contacts	D	$\leq L.D$
	DIFF must be fully covered by N/P select		



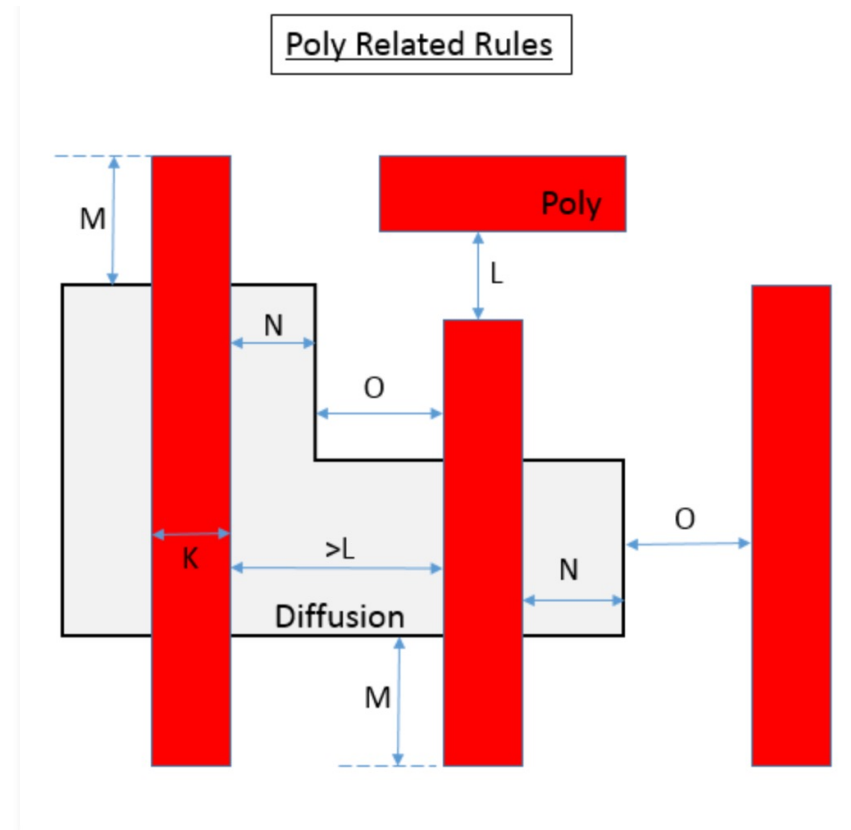
<http://www.vlsi-expert.com/2014/12/design-rule-check.html>

DRC: NWell

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	$\geq E1.NW$

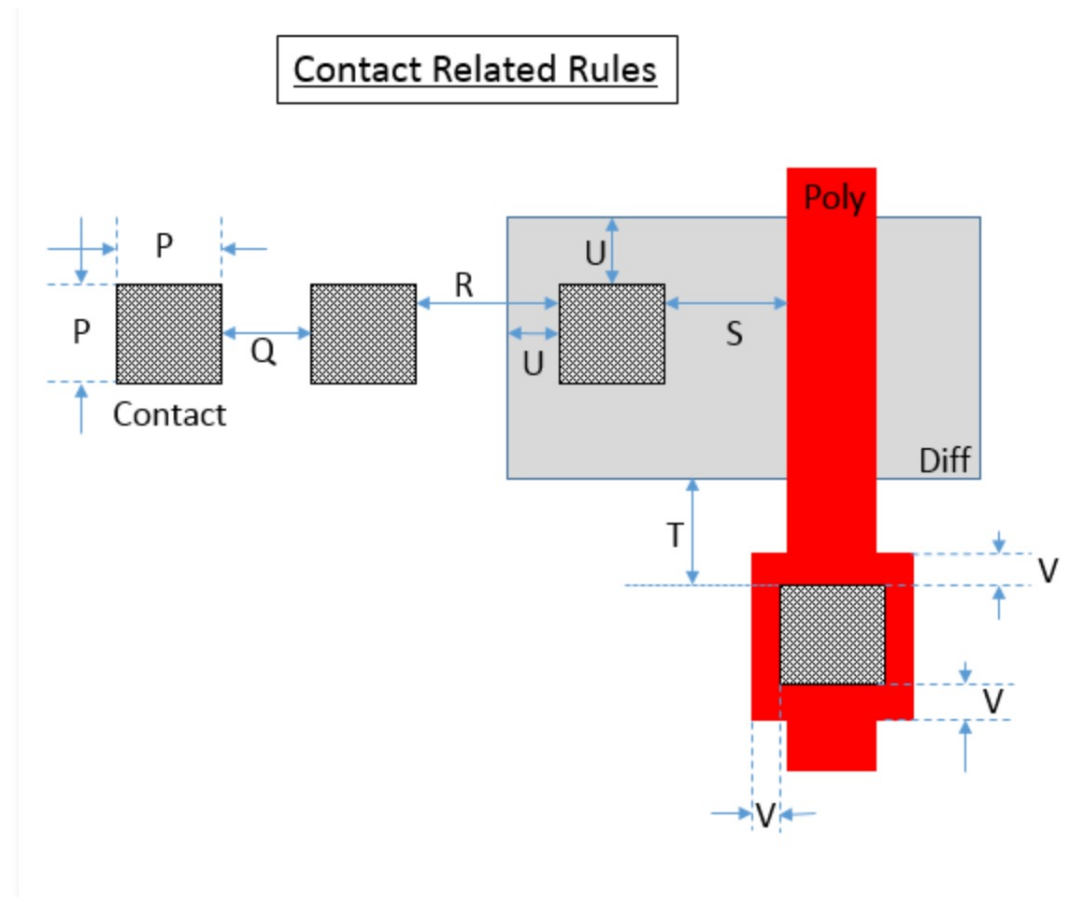


DRC: Poly



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

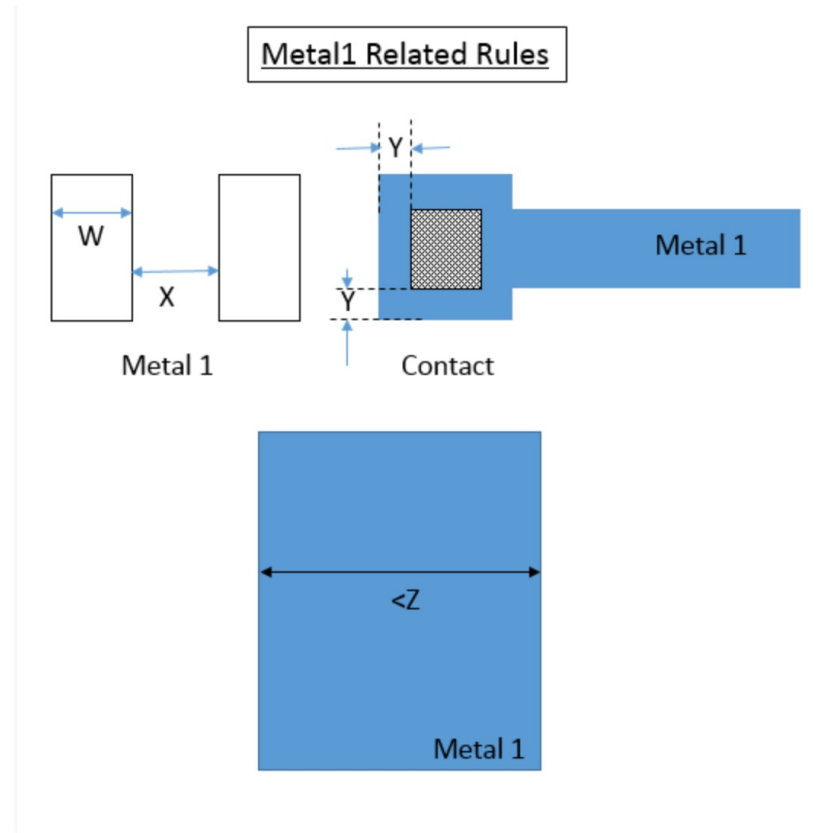
DRC: Contact



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
    
```

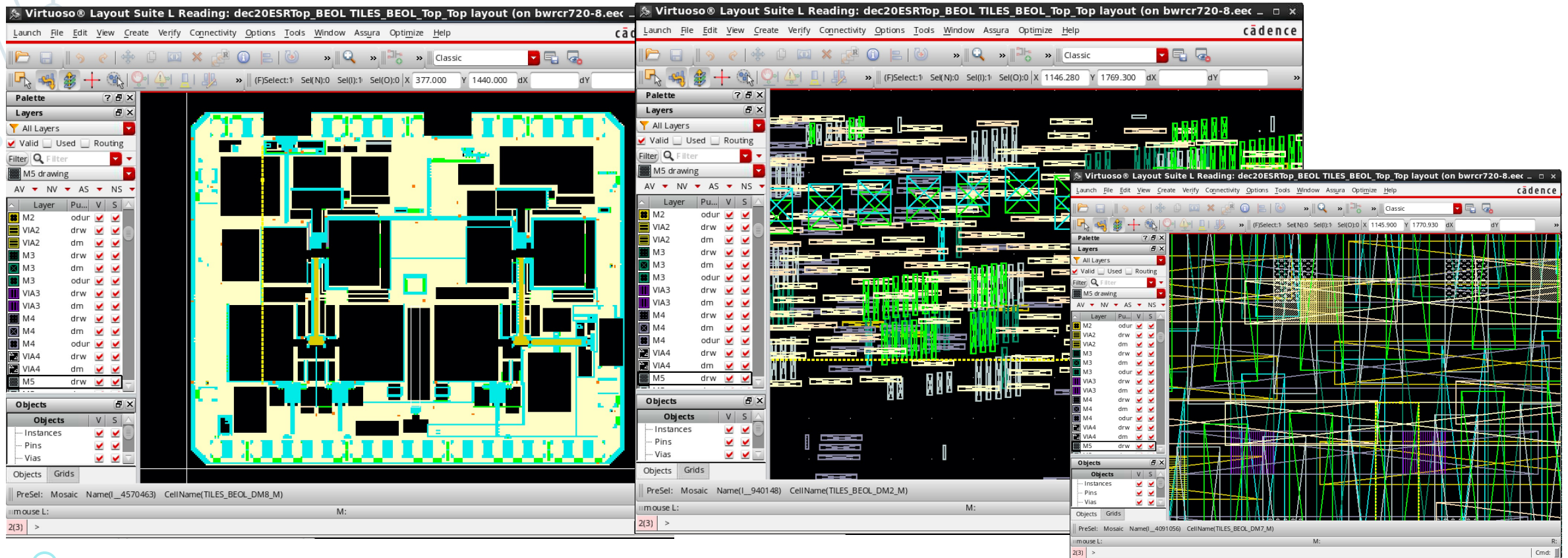
Design Rules for Manufacturing

- 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 handy for layout changes (for example leave extra room between two wells rather than going all the way to the minimum)

Rules of Thumb

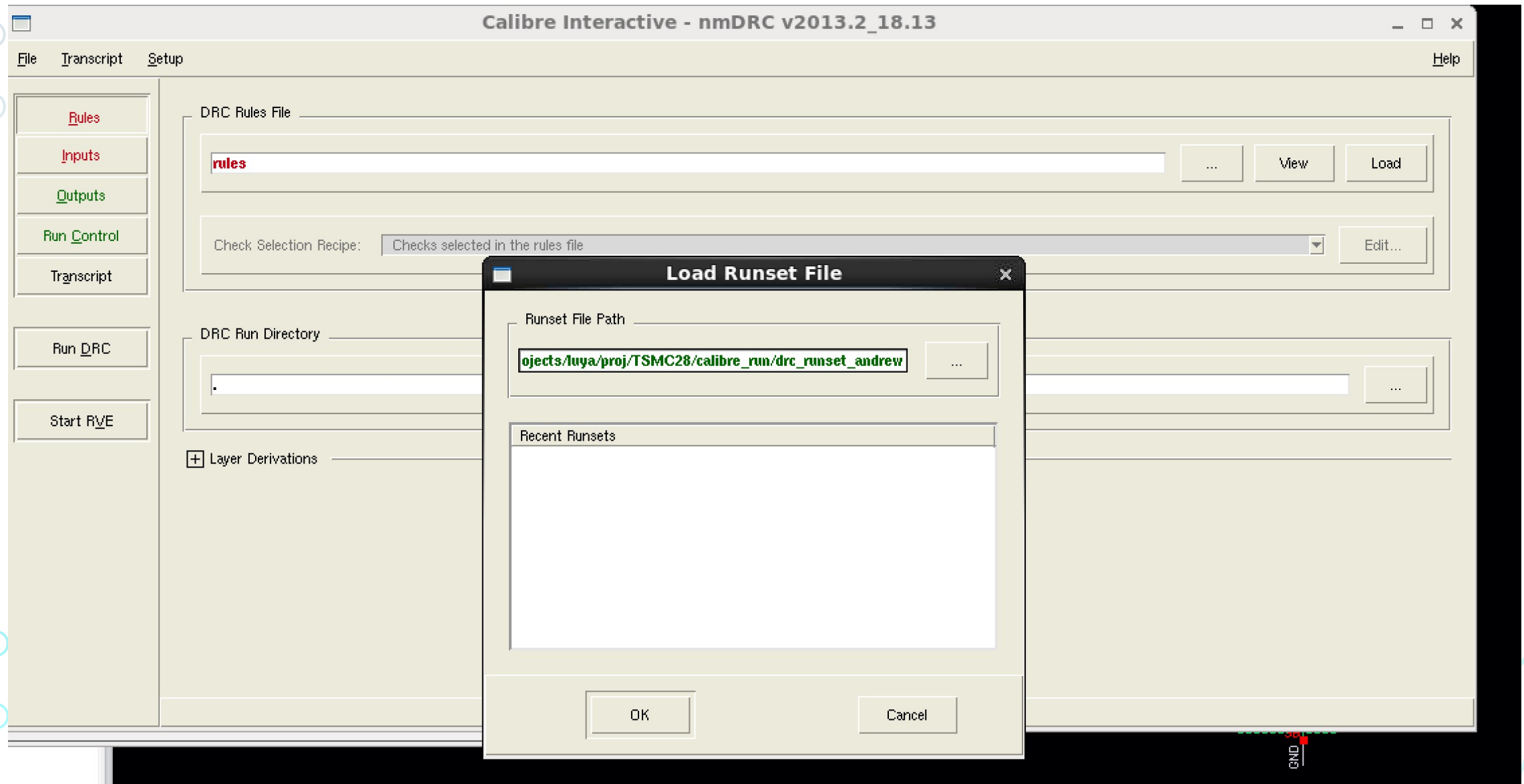
- Don't forget to put copious amounts of supply decoupling / bypass capacitors on your supplies.
- Use a tile cell that contains MOS + metal capacitors and just put it everywhere !
- Put a lot of substrate contacts near your devices.
- In digital high-performance cells, the supply capacitance should 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

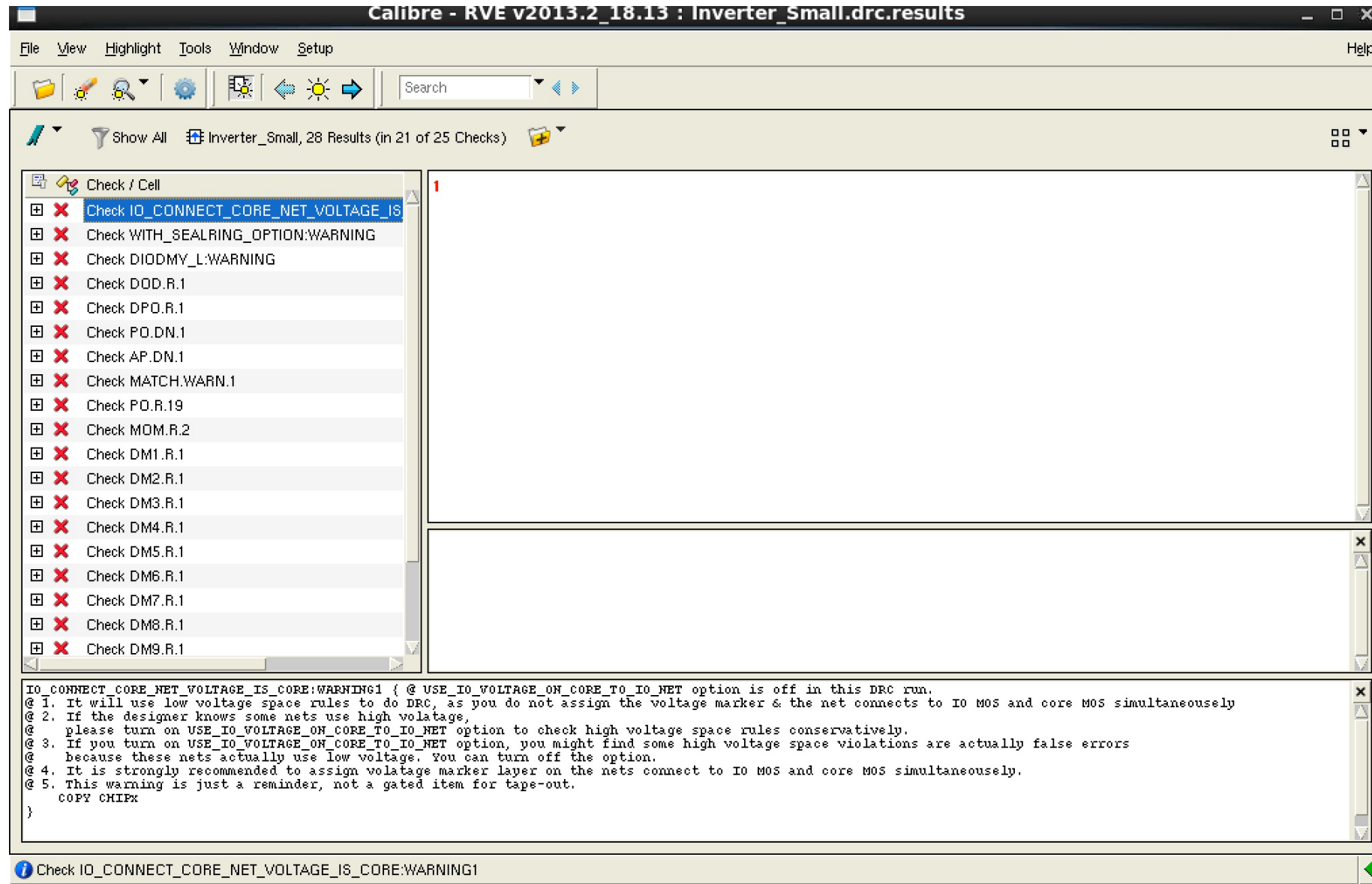


- After the layout is complete, the last step is to “dummy” fill the layout
- Scripted: Adds dummy metals, OD, poly, etc to keep density uniform
- Density rules have to be met both globally and locally (sliding window)

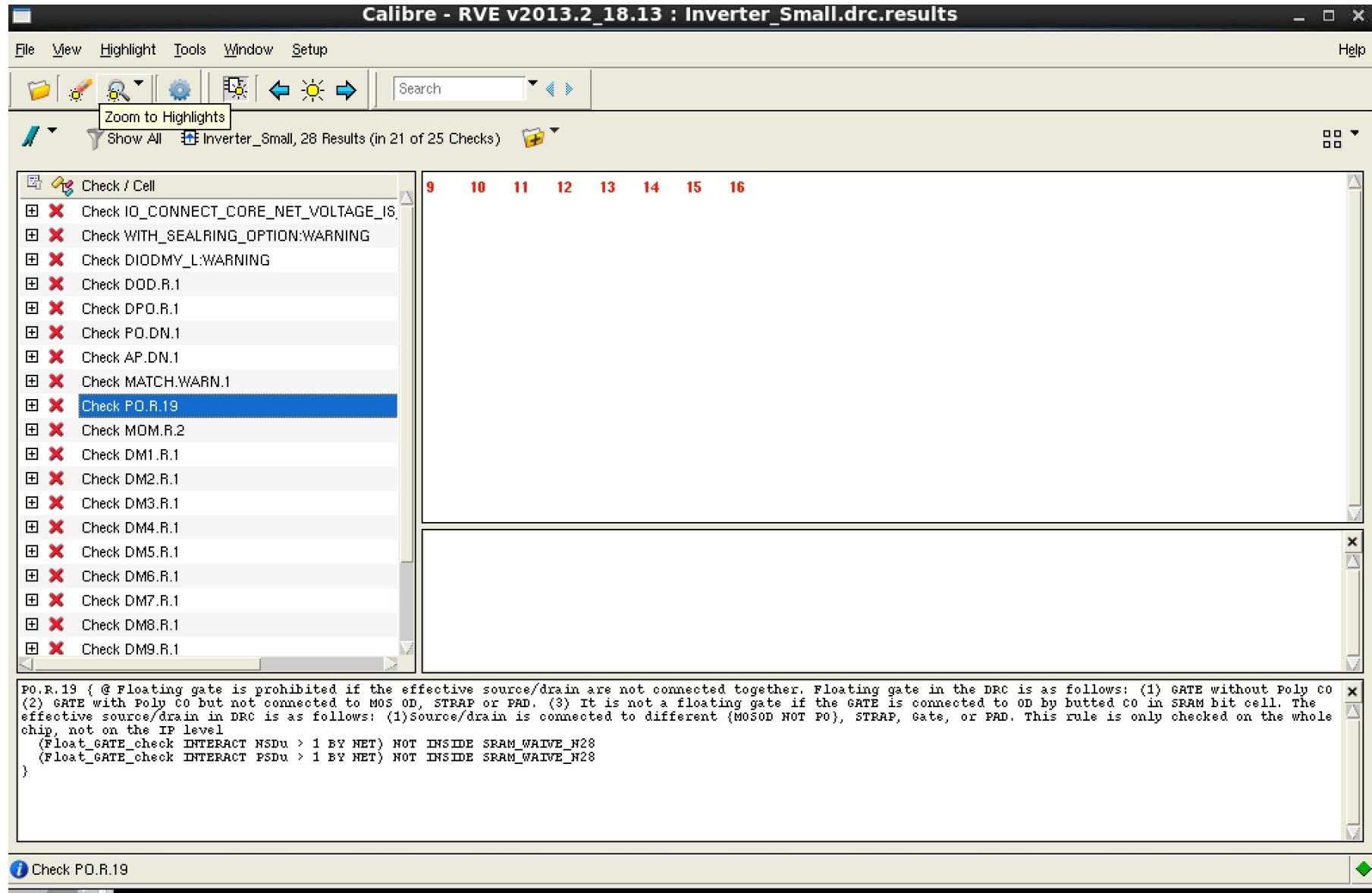
Running DRC



DRC Errors



Fixing DRC Errors

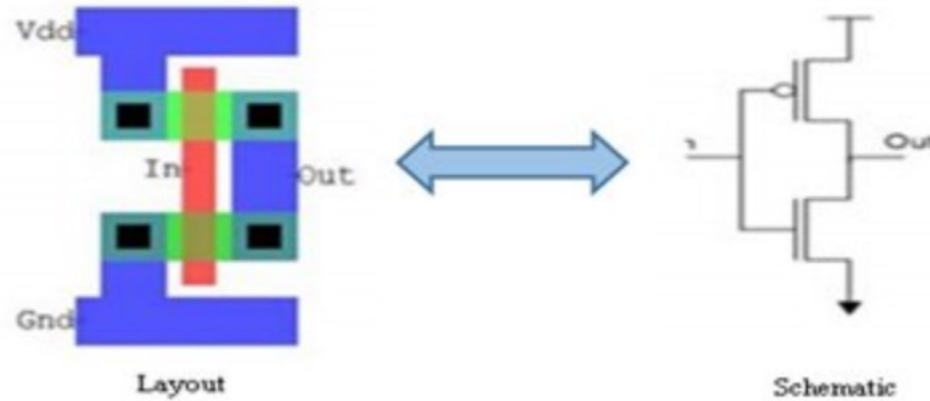


Locating the Actual Culprit

The image shows a multi-window screenshot of a design verification workflow. The main window is Cadence Virtuoso's Layout Suite, displaying a layout for 'andrewStagingLib_120G Inverter_Small'. The layout features a grid of colored rectangles (red, blue, green) representing different layers. A 'Layers' palette on the left lists various layers like 'drw', 'DNW', 'PW', 'NW', etc. Below the layout, there's a 'PreSel: Inst Name(13) CellName(nch_lvt_mac)' field and a 'mouse L: mouseSingleSelectPt()' button. A 'Layers' palette is also visible at the bottom left.

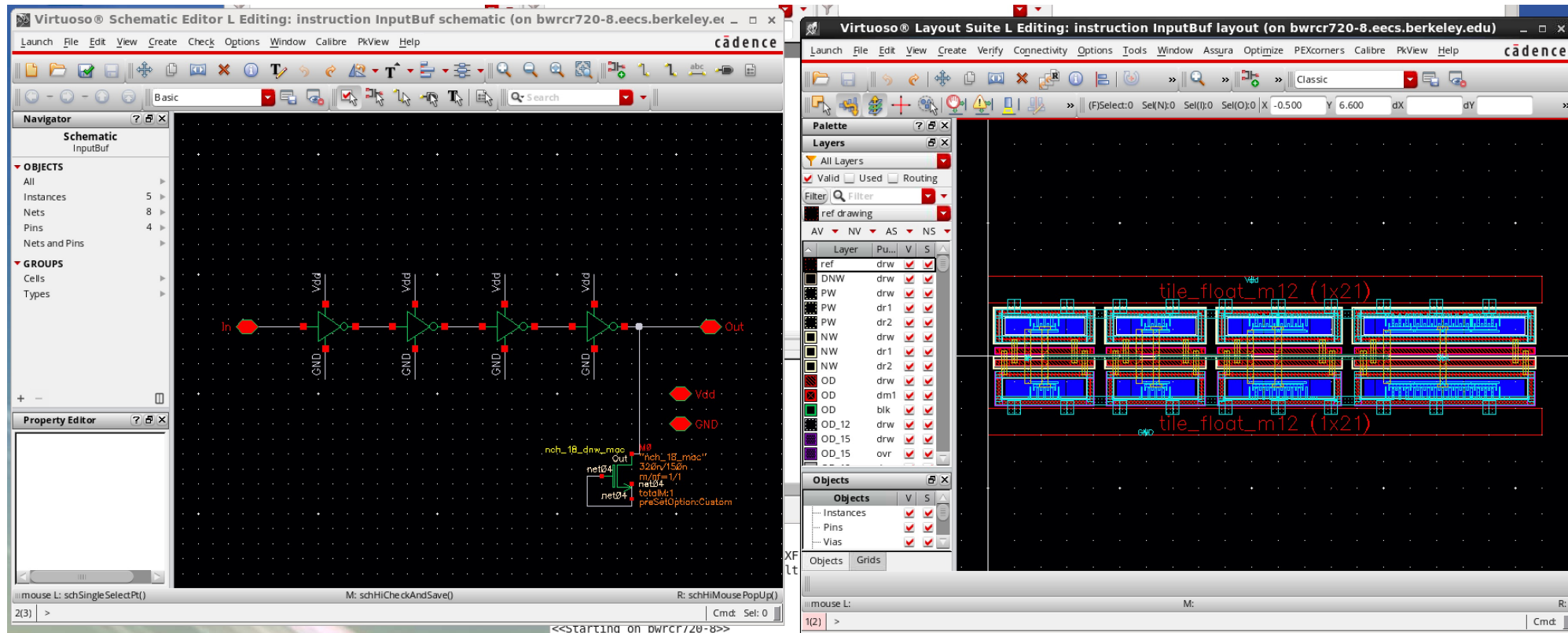
Overlaid on the Virtuoso window is the 'Calibre - RVE v2013.2_18.13 : Inverter_Small.drc.results' window. This window displays a list of DRC checks on the left and a detailed view of a specific error on the right. The error is '11) Check PO.R.19, Cell Inverter_Small: 4-Vertex Polygon'. The coordinates for the polygon are listed as '(0.05 -0.41) (0.08 -0.41) (0.08 -0.16) (0.05 -0.16)'. Below the coordinates, a detailed description of the error is provided:

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

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.
//
// calibrsqdb 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

Pister, Nikolić, Niknejad Spring 2021 © UCB

Details

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

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- Source

Setup

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Extraction Results

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

Cell InputBuf (1 Incorrect Instances)

LAYOUT NAME SOURCE NAME

Discrepancy #2 in InputBuf

** missing instance ** MM0 MN(nch_18_mac)

Layout Netlist InputBuf.sp

Source Netlist InputBuf.src.net

InputBuf

MM0

Out

Out

```
>> .SUBCKT InputBuf vdd gnd out in
* P101010 gnd:B in:B out:B vdd:B
* P101010 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

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Extraction Results

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 >

CORRECT #
#####

LAYOUT CELL NAME: InputBuf
SOURCE CELL NAME: InputBuf

INITIAL NUMBERS OF OBJECTS

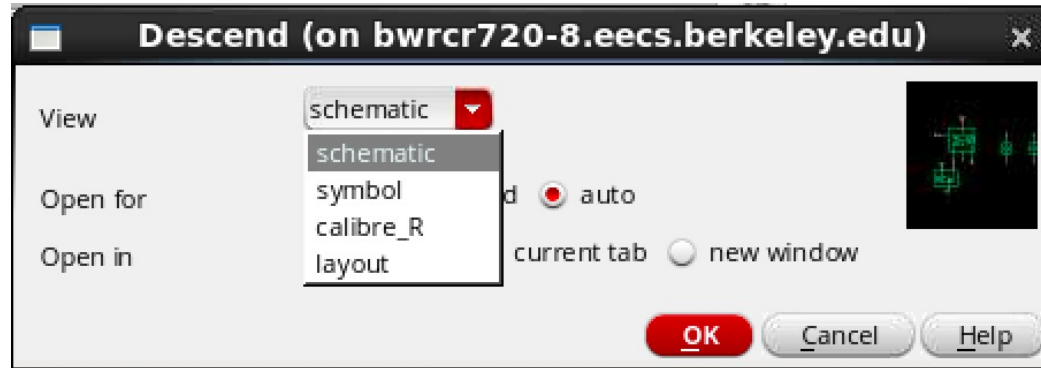
	Layout	Source	Component Type
Ports:	4	4	
Nets:	7	7	
Instances:	64	64	MP (4 pins)
	64	64	MP (4 pins)
Total Inst:	128	128	

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	

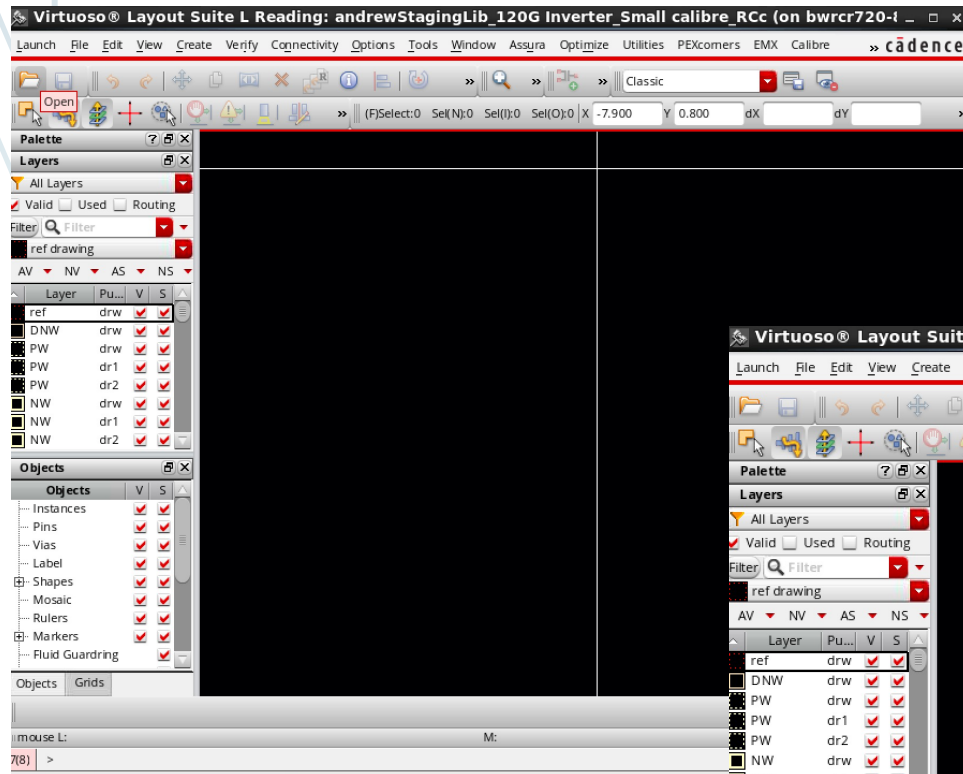
INFORMATION AND WARNINGS

Extraction

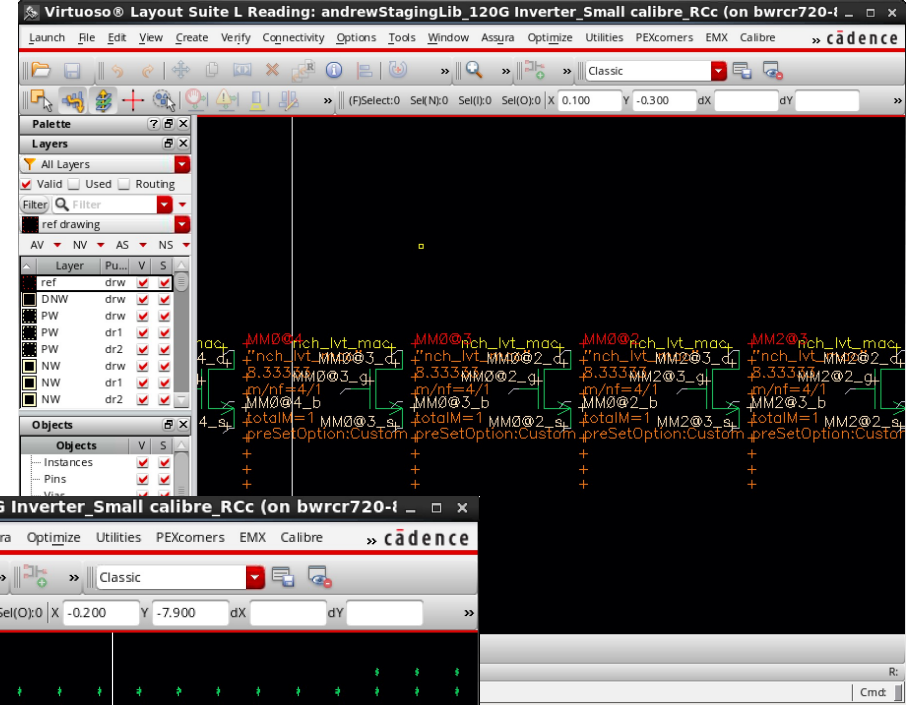
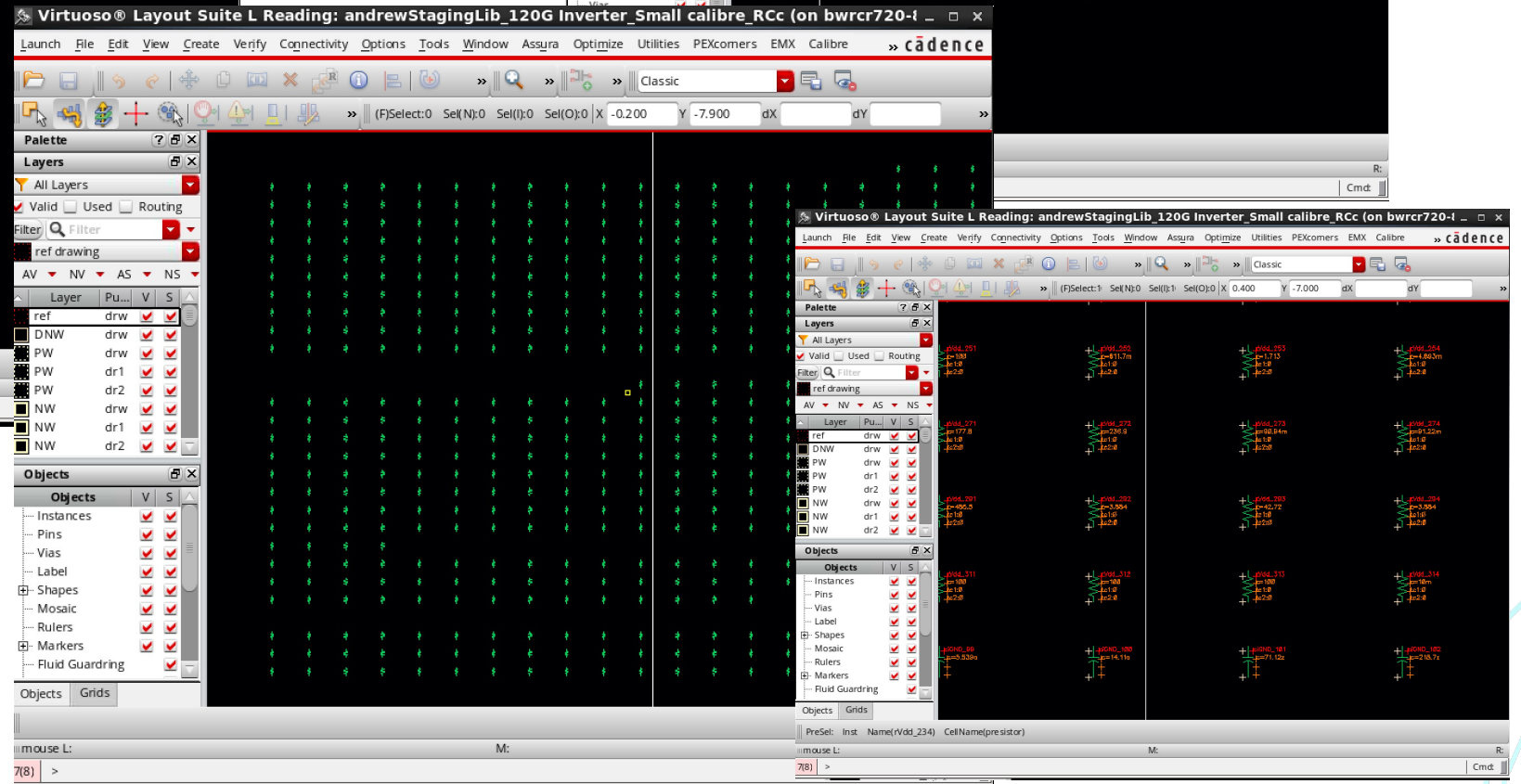


- Layout adds parasitics not in your schematic
- Capacitance of wires and poly
- Extra routing resistance
- Extraction is used to estimate these parasitics:
 - C only, grounded
 - C coupled
 - RC
 - R only (useful for low frequency IR drop analysis)
- Another benefit of extraction is layout dependent 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

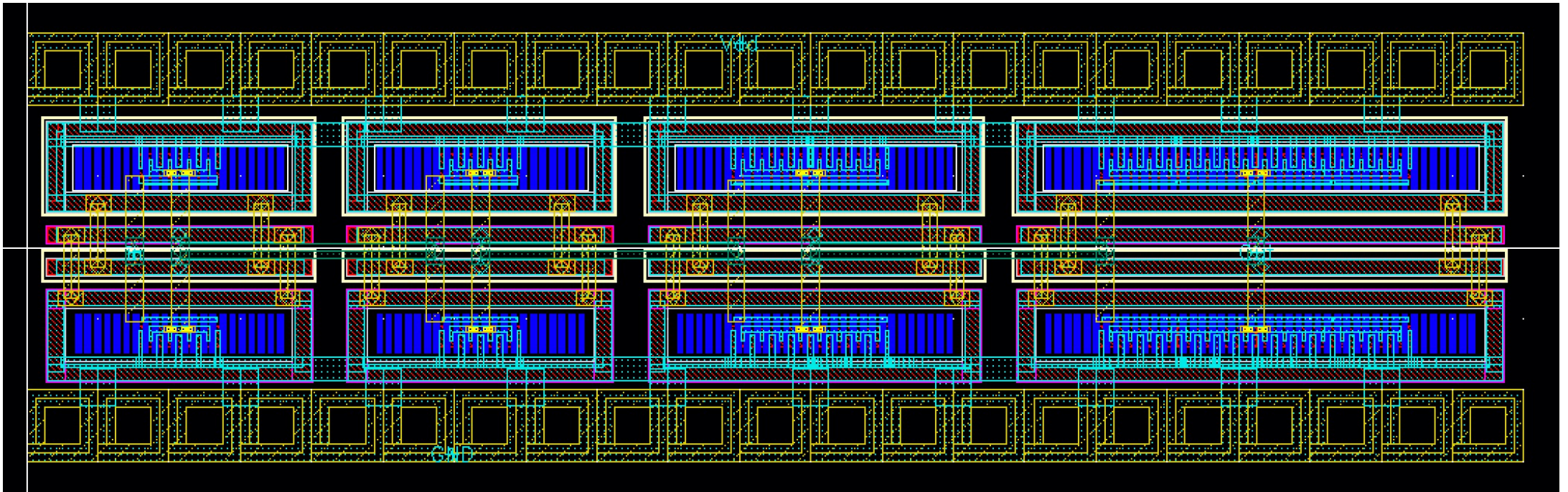


- Extracted schematic looks blank?
- Zoom in ...



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.