shows that the actual NAND gate layout matches the dimensions predicted by the stick diagram. If transistors are wider than 4 λ, the extra width must be factored into the area estimate. Of course, these estimates are oversimplifications of the complete design rules and a trial layout should be performed for truly critical cells.

Example 1.3

Sketch a stick diagram for a CMOS gate computing $Y = \overline{(A + B + C) \cdot D}$ (see Figure 1.18) and estimate the cell width and height.

SOLUTION: Figure 1.47 shows a stick diagram. Counting horizontal and vertical pitches gives an estimated cell size of 40 by 48 λ.

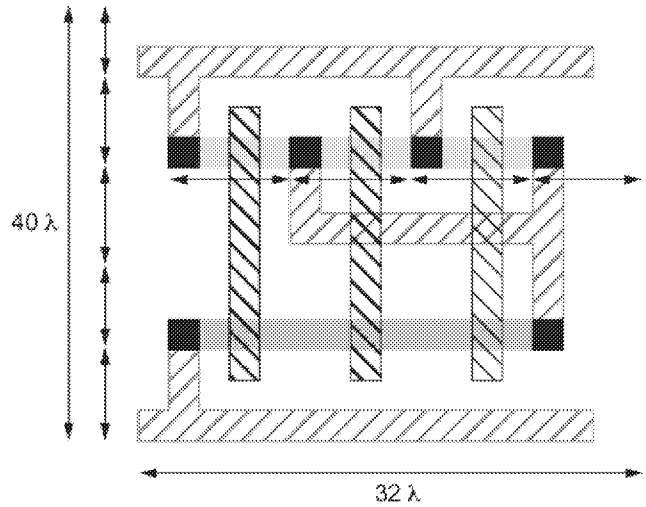

FIGURE 1.46 3-input NAND gate area estimation

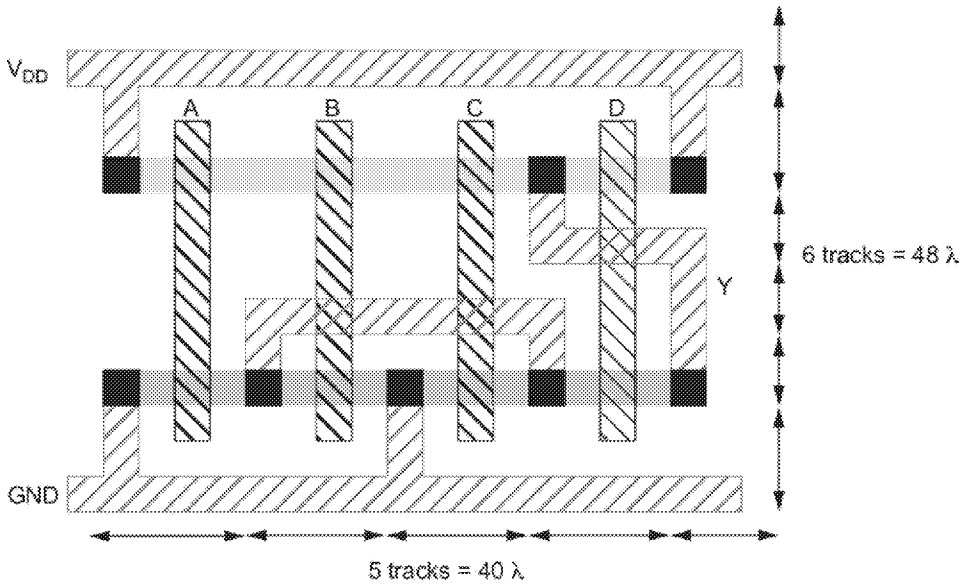

FIGURE 1.47 CMOS compound gate for function $Y = \overline{(A + B + C) \cdot D}$

1.6 Design Partitioning

By this point, you know that MOS transistors behave as voltage-controlled switches. You know how to build logic gates out of transistors. And you know how transistors are fabricated and how to draw a layout that specifies how transistors should be placed and connected together. You know enough to start building your own simple chips.

The greatest challenge in modern VLSI design is not in designing the individual transistors but rather in managing system complexity. Modern *System-On-Chip* (SOC) designs combine memories, processors, high-speed I/O interfaces, and dedicated application-specific logic on a single chip. They use hundreds of millions or billions of transistors and cost tens of millions of dollars (or more) to design. The implementation

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