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Design of Analog CMOS Integrated Circuits, Second Edition

模拟 **CMOS** 集成电路设计 (第2版)

◎[美] Behzad Razavi 著 池保勇 编译

清华大学出版社



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Behzad Razavi

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影印版序

拉扎维教授编著的《模拟 CMOS 集成电路设计》一书出版于 2001 年。由于其内容编排合理,讲述方式由浅入深,注重电路直观分析能力的培养,并安排了大量的例题及课后习题,该书一经面世,即在世界范围内引起了强烈反响,迅速被国内外各大高校采用为微电子、电子工程等专业的本科生或研究生教材,成为与 P. R. Gray 等编著的 *Analysis and Design of Analog Integrated Circuits* 齐名的模拟集成电路经典教材。

但是,从 2001 年至今,CMOS 工艺已经发生了巨大变化,晶体管特征尺寸不断缩小,导致衡量晶体管性能的电路参数(跨导效率、特征频率和本征增益)发生了很大变化,加之电源电压不断下降导致传统电路拓扑结构的应用受到限制,其间也出现了新的模拟集成电路分析与设计方法,以上这些因素都要求对原来的教材内容进行改写。本书第 2 版正是在此背景下编写的。该版在保留第 1 版编写特色的前提下,大幅增加了电路设计的叙述篇幅,如第 11 章专门讨论了纳米 CMOS 工艺下的电路设计策略和循序渐进的运算放大器设计方法,有利于培养读者的电路设计能力。该版本还引入了波特图和 MiddleBrook 分析法来分析反馈网络的特性,增加了奈奎斯特稳定性判据、鳍式晶体管(FinFET)、新偏置电路技术及低压能隙基准源等内容,有利于读者跟踪最新的模拟集成电路设计技术。该版本还增加了很多新的例题,并更新了课后习题。我相信改版后的这本教材更加适合于现阶段相关专业本科生和研究生课程教学的需要,也适合作为一线工作的集成电路设计工程师的常用参考书。

由 McGraw-Hill 出版社出版的《模拟 CMOS 集成电路设计(第 2 版)》共包含 19 章内容。清华大学出版社在引进影印版本时,根据国内教育教学情况进行了删减:①考虑到振荡器和锁相环属于高频电路内容,专门的通信电路或射频电路教材均会对其进行详细介绍,故将原版本中的第 15 章“振荡器”和第 16 章“锁相环”相关内容删除;②考虑到国内相关专业普遍开设了专门的“半导体器件物理”“集成电路工艺”等课程,将原版本中的第 17 章“MOS 器件与模型”和第 18 章“CMOS 制造工艺”相关内容删除。

池保勇

2017 年 10 月

第 2 版前言

当我将这本书第 1 版的出版提案交给出版商时,他们向我提出了两个问题:①在数字化世界中,模拟电路书籍有什么样的未来需求?②出版一本仅介绍 CMOS 工艺的电路设计书籍是否明智?这本书标题中的关键词“模拟”和 CMOS 正好反映了他们的问题。

幸运的是,这本书出版后受到了学生、教师和工程师的热烈欢迎,已经被世界范围内的数百所高校采用为教材或参考书,翻译成五种语言,并被引用 6500 余次。

从这本书的第 1 版出版至今,尽管模拟电路设计的许多基本原理没有变化,但由于下面的这些原因,需要对这本书进行改版:CMOS 工艺向更小尺寸、更低电源电压的技术迁移,新的分析与设计方法以及某些内容需要更详细的阐述。这次改版主要体现在如下方面:

- 更加强调现代 CMOS 工艺,并汇聚成新增加的一章(第 11 章),该章讨论了纳米 CMOS 工艺下的设计策略和循序渐进的运算放大器设计方法;
- 通过引入波特图和 Middlebrook 分析法,扩展了反馈内容;
- 考虑到通常使用的波特图判据无法用来判断某些通用系统的稳定性,增加了使用奈奎斯特判据进行稳定性分析的新章节;
- 增加了鳍式晶体管(FinFET)的内容;
- 增加了边栏突出纳米 CMOS 电路设计的重要知识点;
- 增加了偏置电路技术的新章节;
- 增加了介绍低压能隙基准源的内容;
- 新增加了 100 多个例题。

一些任课教师问我们为何仍以平方率器件来开始讲解。这主要有两个原因:①这样的安排作为一个直观的切入点,为分析放大器的可允许电压摆幅等性能提供了特别的价值;②尽管 16nm 及更先进工艺的 FinFET 器件具有非常短的沟道长度,这些器件仍近似表现出平方率器件特性。

本书附有课后习题解答和一套新的课件,可以从 www.mhhe.com/razavi 下载。

毕查德·拉扎维

2015 年 7 月

第 1 版前言

在过去的 20 年中,CMOS 工艺在模拟集成电路领域得到广泛应用,提供了低成本、高性能的实现方案,并逐渐占据主流市场位置。虽然硅基双极型工艺和 III-V 族器件仍能发现应用商机,但对于目前复杂的混合信号系统集成来说,只有 CMOS 工艺是一种可行的实现方案。随着沟道长度逐步缩小到 $0.05\mu\text{m}$,CMOS 工艺将在未来的 20 年中继续在电路设计中得到广泛应用。

模拟电路设计技术也随着工艺技术的发展而发展。包含几十个晶体管、处理微弱连续时间信号的高压、高功耗模拟电路已经逐渐被包含数千个器件、以处理强离散时间信号为主的低压、低功耗系统所代替。举例来说,10 年前使用的许多模拟电路技术由于无法适应在低压下工作而不再被采用。

本书讲述模拟 CMOS 集成电路的分析与设计方法,重点阐述当前产业背景下学生和一线工作的工程师需要掌握的基本原理和新理念新方法。由于模拟电路设计同时强调直观认识和严密分析,每一个概念都先从直观认识的角度引入,然后进行仔细的分析。目标是打下坚固的基础,并培养通过审视来分析电路的方法,从而使读者能了解在哪些电路中可以做何种简化,并预期每一步简化中引入的误差大小。这种处理方式也使读者不需花费额外的精力就可以用这本书中学到的概念来分析双极型电路。

我已经在 UCLA 和工业界讲授过这本书中的绝大部分内容,每一次授课时都会对讲授的顺序、方式和内容进行重新梳理。就像读者能从此书中看到的那样,我在编著或讲授时遵从了四条黄金法则:①我会就读者为什么需要了解即将要学习的概念进行解释;②我将自己放在读者的位置,预测他/她在第一次阅读各部分内容时可能会遇到的问题;③考虑到第二条规则,我假设自己只掌握了读者第一次阅读时所拥有的知识,并尽力和读者一起成长,因此会经历与读者同样的思索过程;④我先以简单但可能不太精确的语言来介绍核心概念,并逐渐增加必要的修正来达到最终精确的想法。最后一条规则在讲授电路课时尤为重要,因为它允许读者观察拓扑的演变,从而能够同时学会电路的分析与综合。

这本教材包含有 16 章,每章内容和章节顺序都经过仔细衡量,从而为无论是自学还是 3 个月或 6 个月的学期课程学习提供自然的流程。与一些其他的模拟电路设计教科书不同,我们在开始时仅介绍最少量的 MOS 器件物理的内容,而将更深入的器件特性和制造工艺细节分配到了后面的各章中。对于一个专家来说,这本书介绍的初级器件物理内容可能显得过度简化了,但是我的经验表明:①初次接触本书内容的读者在他们学习电路知识前并不能领会高阶器件效应和制造工艺,因为他们不明白其中的相关性;②如果表达合适,这种简单阐述也包含了学习基本电路所需要的足够知识;③在读者进行了大量的电路分析和设计之后,能够更加有针对性地学习先进的器件机理和工艺步骤。

第 1 章为读者提供了学习这本书的背景。

第 2 章讲述了 MOS 器件的基本物理知识和工作原理。

第 3~5 章分别讲述单级放大器、差分放大器和电流镜,介绍了通过有效的分析工具来审视定量分析基本电路的行为。

第 6~7 章介绍了噪声和频率响应这两个电路的非理想特性。比较早地介绍噪声有利于读者领会在后续电路分析时考虑其影响。

第 8~10 章分别讲述了反馈、运算放大器和反馈系统中的稳定性。通过对反馈特性的分析,激励读者去设计高性能、稳定的运算放大器并理解在速度、精度和功耗等方面的折中考虑。

第 11~13 章涵盖了更深入的内容:能隙基准源、基本的开关电容电路、非线性和失配效应。这些内容在目前绝大多数的模拟和混合信号系统中非常重要,因此被纳入本书中。

第 14 章涉及高阶 MOS 器件效应和模型,重点在电路设计方面的含义。如果喜欢,这一章可以直接跟在第 2 章之后学习。

第 15 章描述了 CMOS 制造工艺,并简单介绍了版图设计规则。

第 16 章讲述了模拟和混合信号电路的版图设计和封装技术,描述了许多直接影响电路性能的工程性因素和各种解决技术。

读者需要具有电子电路和器件的基本知识,包括 pn 结、小信号工作的概念、等效电路和简单偏置。如果用作高年级本科生的选修课程,3 个月学期的课程可以讲授第 1~8 章的内容,6 个月学期的课程可以讲授第 1~10 章的内容。如果用作研究生一年级的课程,3 个月学期的课程可以讲授第 1~11 章及第 12~14 章中某一章的内容,6 个月学期的课程可以讲授本书的全部内容。

每一章内容后的课后习题可以扩展读者对本章内容的理解,并补充对实际工程因素的认识。授课教师可以获取课后习题的解答。

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CHAPTER 1 *Introduction to Analog Design*

1.1 ■ Why Analog?

We are surrounded by “digital” devices: digital cameras, digital TVs, digital communications (cell phones and WiFi), the Internet, etc. Why, then, are we still interested in analog circuits? Isn’t analog design old and out of fashion? Will there even be jobs for analog designers ten years from now?

Interestingly, these questions have been raised about every five years over the past 50 years, but mostly by those who either did not understand analog design or did not want to deal with its challenges. In this section, we learn that analog design is still essential, relevant, and challenging and will remain so for decades to come.

1.1.1 Sensing and Processing Signals

Many electronic systems perform two principal functions: they sense (receive) a signal and subsequently process and extract information from it. Your cell phone receives a radio-frequency (RF) signal and, after processing it, provides voice or data information. Similarly, your digital camera senses the light intensity emitted from various parts of an object and processes the result to extract an image.

We know intuitively that the complex task of *processing* is preferably carried out in the digital domain. In fact, we may wonder whether we can directly digitize the signal and avoid *any* operations in the analog domain. Figure 1.1 shows an example where the RF signal received by the antenna is digitized by an analog-to-digital converter (ADC) and processed entirely in the digital domain. Would this scenario send analog and RF designers to the unemployment office?

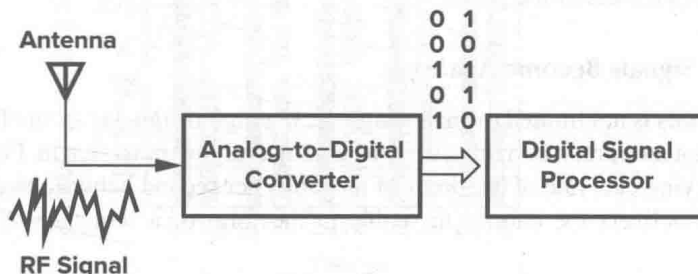


Figure 1.1 Hypothetical RF receiver with direct signal digitization.

The answer is an emphatic no. An ADC that could digitize the minuscule RF signal¹ would consume much more power than today's cell phone receivers. Furthermore, even if this approach were seriously considered, only *analog* designers would be able to develop the ADC. The key point offered by this example is that the sensing *interface* still demands high-performance analog design.

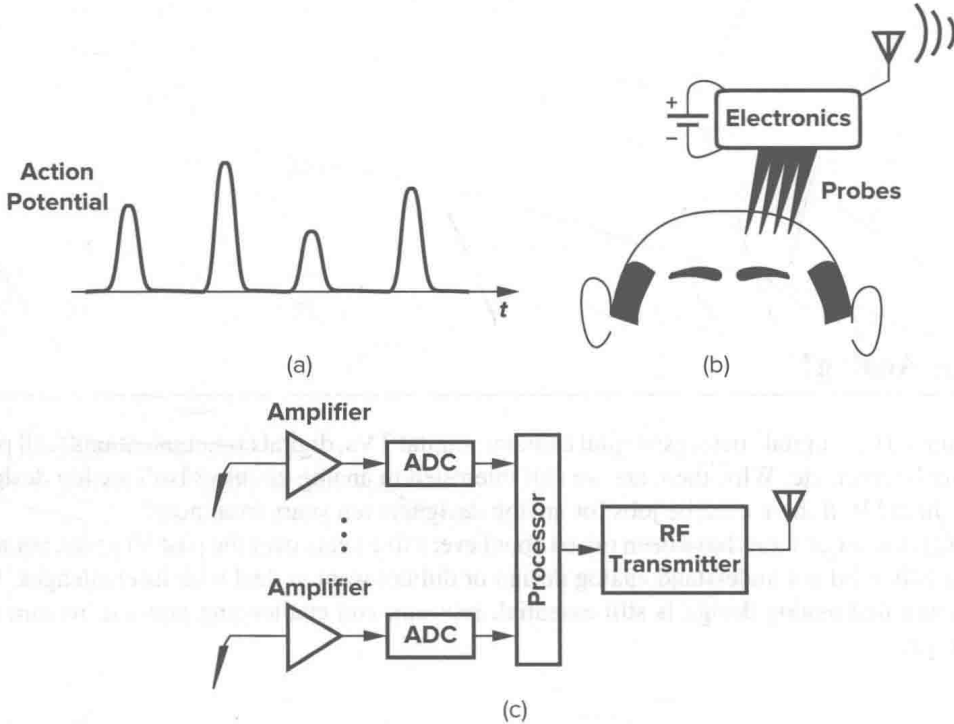


Figure 1.2 (a) Voltage waveform generated as a result of neural activity, (b) use of probes to measure action potentials, and (c) processing and transmission of signals.

Another interesting example of sensing challenges arises in the study of the brain signals. Each time a neuron in your brain “fires,” it generates an electric pulse with a height of a few millivolts and a duration of a few hundred microseconds [Fig. 1.2(a)]. To monitor brain activities, a neural recording system may employ tens of “probes” (electrodes) [Fig. 1.2(b)], each sensing a series of pulses. The signal produced by each probe must now be amplified, digitized, and transmitted *wirelessly* so that the patient is free to move around [Fig. 1.2(c)]. The sensing, processing, and transmission electronics in this environment must consume a low amount of power for two reasons: (1) to permit the use of a small battery for days or weeks, and (2) to minimize the rise in the chip’s temperature, which could otherwise damage the patient’s tissue. Among the functions shown in Fig. 1.2(c), the amplifiers, the ADCs, and the RF transmitter—all analog circuits—consume most of the power.

1.1.2 When Digital Signals Become Analog

The use of analog circuits is not limited to analog signals. If a digital signal is so small and/or so distorted that a digital gate cannot interpret it correctly, then the analog designer must step in. For example, consider a long USB cable carrying data rate of hundreds of megabits per second between two laptops. As shown in Fig. 1.3, Laptop 1 delivers the data to the cable in the form of a sequence of ONES and ZERO.

¹And withstand large unwanted signals.