

# Interconnects

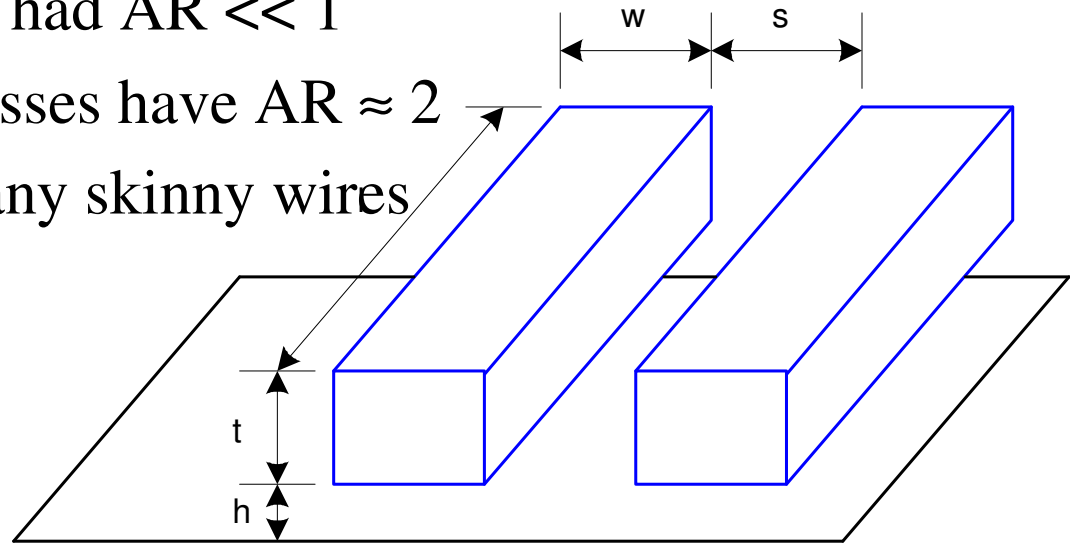
- Wire Resistance
- Wire Capacitance
- Wire RC Delay
- Crosstalk
- Wire Engineering
- Repeaters

# Introduction

- Chips are mostly made of wires called *interconnect*
  - In stick diagram, wires set size
  - Transistors are little things under the wires
  - Many layers of wires
- Wires are as important as transistors
  - Speed
  - Power
  - Noise
- Alternating layers run orthogonally

# Wire Geometry

- Pitch =  $w + s$
- Aspect ratio:  $AR = t/w$ 
  - Old processes had  $AR \ll 1$
  - Modern processes have  $AR \approx 2$ 
    - Pack in many skinny wires



# Layer Stack

- AMI 0.6  $\mu\text{m}$  process has 3 metal layers
- Modern processes use 6-10+ metal layers

- Example:

Intel 180 nm process

- M1: thin, narrow ( $< 3\lambda$ )

- High density cells

- M2-M4: thicker

- For longer wires

- M5-M6: thickest

- For  $V_{DD}$ , GND, clk

Layer	T (nm)	W (nm)	S (nm)	AR	
6	1720	860	860	2.0	
	1000				
5	1600	800	800	2.0	
	1000				
4	1080	540	540	2.0	
	700				
3	700	320	320	2.2	
	700				
2	700	320	320	2.2	
	700				
1	480	250	250	1.9	
	800				

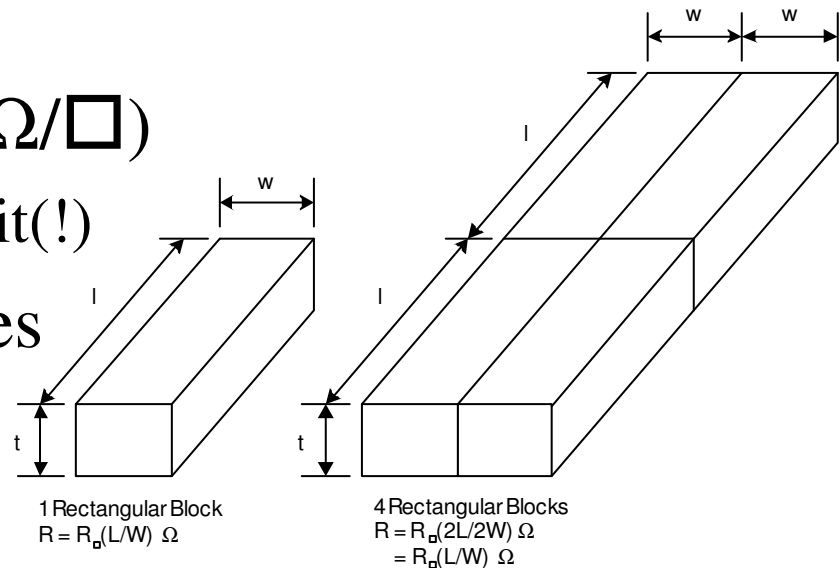
Substrate

# Wire Resistance

$\rho = \text{resistivity } (\Omega \cdot \text{m})$

$$R = \frac{\rho}{t} \frac{l}{w} = R_{\square} \frac{l}{w}$$

- $R_{\square} = \text{sheet resistance } (\Omega/\square)$ 
  - $\square$  is a dimensionless unit(!)
- Count number of squares
  - $R = R_{\square} * (\# \text{ of squares})$



# Choice of Metals

- Until 180 nm generation, most wires were aluminum
- Modern processes often use copper
  - Cu atoms diffuse into silicon and damage FETs
  - Must be surrounded by a diffusion barrier

<b>Metal</b>	<b>Bulk resistivity (<math>\mu\Omega*\text{cm}</math>)</b>
Silver (Ag)	1.6
Copper (Cu)	1.7
Gold (Au)	2.2
Aluminum (Al)	2.8
Tungsten (W)	5.3
Molybdenum (Mo)	5.3

# Sheet Resistance

- Typical sheet resistances in 180 nm process

Layer	Sheet Resistance ( $\Omega/\square$ )
Diffusion (silicided)	3-10
Diffusion (no silicide)	50-200
Polysilicon (silicided)	3-10
Polysilicon (no silicide)	50-400
Metal1	0.08
Metal2	0.05
Metal3	0.05
Metal4	0.03
Metal5	0.02
Metal6	0.02

# Contacts Resistance

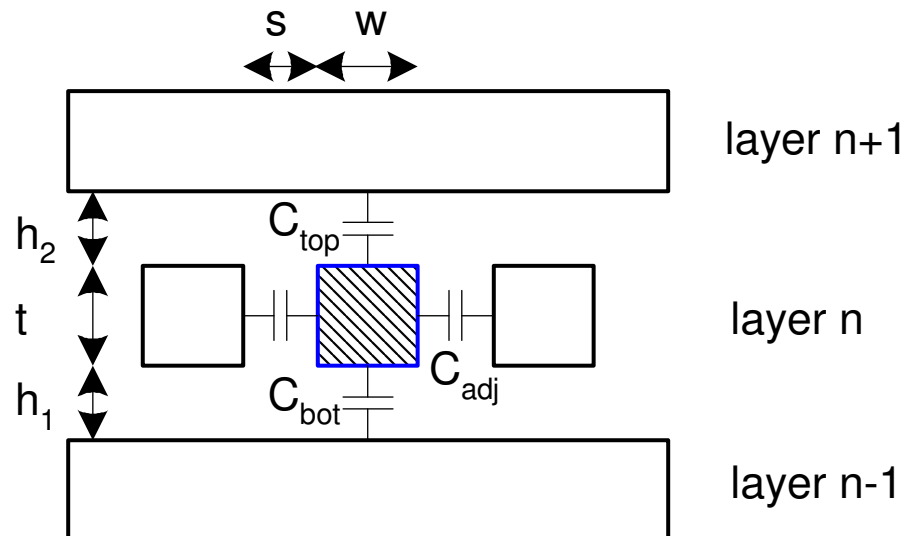
- Contacts and vias also have 2-20  $\Omega$
- Use many contacts for lower R
  - Many small contacts for current crowding around periphery





# Wire Capacitance

- Wire has capacitance per unit length
  - To neighbors
  - To layers above and below
- $C_{\text{total}} = C_{\text{top}} + C_{\text{bot}} + 2C_{\text{adj}}$



# Capacitance Trends

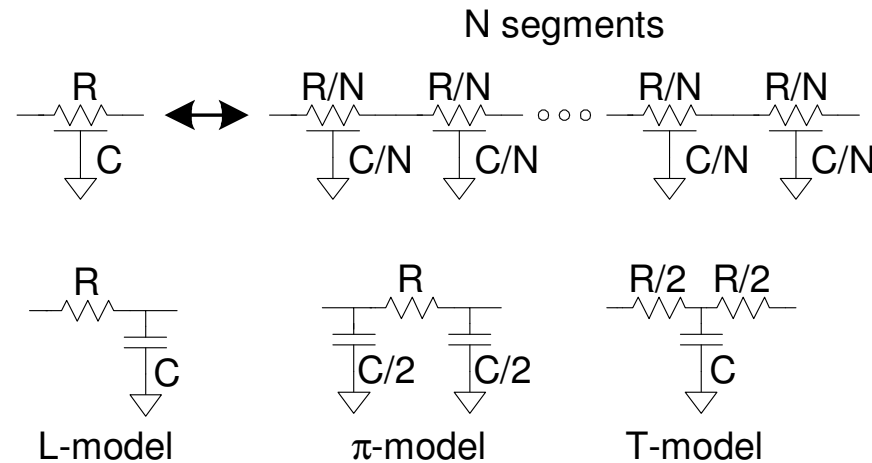
- Parallel plate equation:  $C = \epsilon A/d$ 
  - Wires are not parallel plates, but obey trends
  - Increasing area (W, t) increases capacitance
  - Increasing distance (s, h) decreases capacitance
- Dielectric constant
  - $\epsilon = k\epsilon_0$
- $\epsilon_0 = 8.85 \times 10^{-14}$  F/cm
- $k = 3.9$  for  $\text{SiO}_2$
- Processes are starting to use low-k dielectrics
  - $k \approx 3$  (or less) as dielectrics use air pockets
- Typical (M2) wires have  $\sim 0.2$  fF/ $\mu\text{m}$ 
  - Compare to 2 fF/ $\mu\text{m}$  for gate capacitance

# Diffusion & Polysilicon

- Diffusion capacitance is very high (about 2 fF/ $\mu\text{m}$ )
  - Comparable to gate capacitance
  - Diffusion also has high resistance
  - Avoid using diffusion *runners* for wires!
- Polysilicon has lower C but high R
  - Use for transistor gates
  - Occasionally for very short wires between gates

# Lumped Element Models

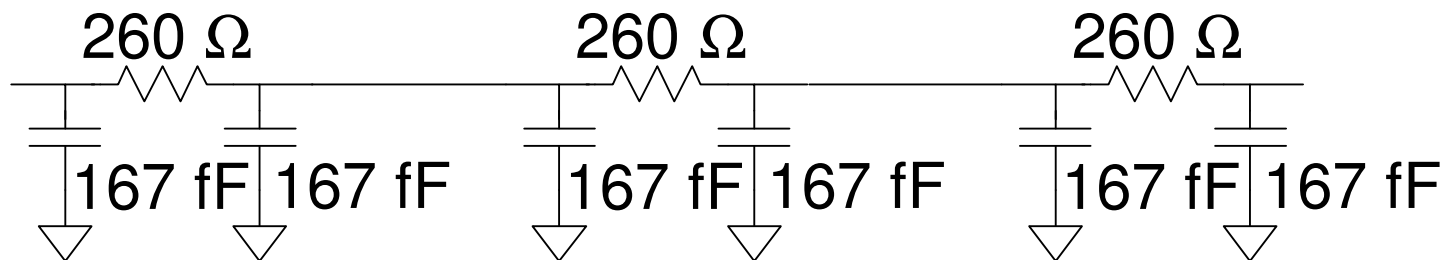
- Wires are a distributed system
  - Approximate with lumped element models



- 3-segment  $\pi$ -model is accurate to 3% in simulation
- L-model needs 100 segments for same accuracy!
- Use single segment  $\pi$ -model for Elmore delay

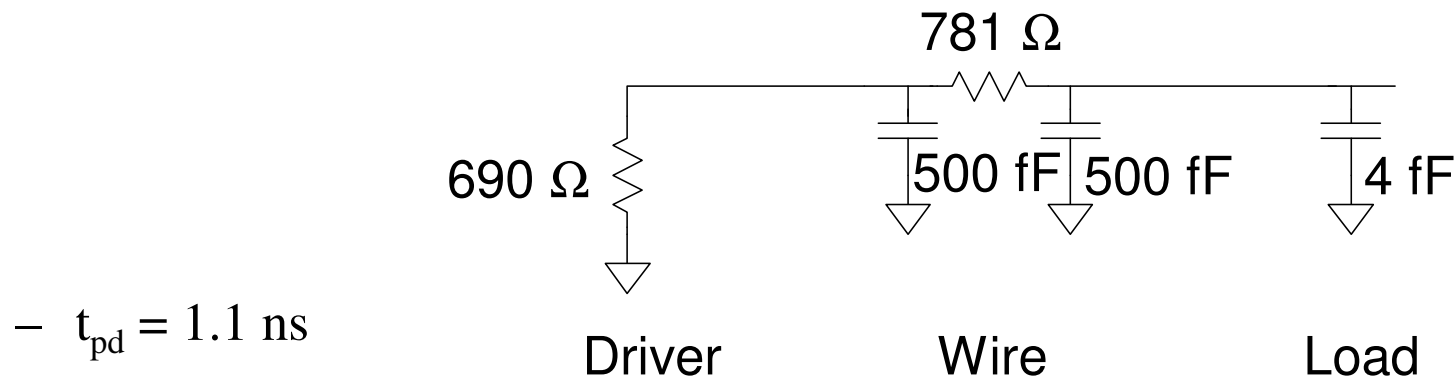
# Example

- Metal2 wire in 180 nm process
  - 5 mm long
  - 0.32  $\mu\text{m}$  wide
  - Number of squares =  $5000/0.32 = 15625$
- Construct a 3-segment  $\pi$ -model
  - $R_{\square} = 0.05 \Omega/\square$   $\Rightarrow R = 15625 * 0.05 = 781 \Omega$
  - $C_{\text{permicron}} = 0.2 \text{ fF}/\mu\text{m}$   $\Rightarrow C = 0.2 \text{ fF}/\mu\text{m} * 5000 \mu\text{m} = 1 \text{ pF}$



# Wire RC Delay

- Estimate the delay of a 10x inverter driving a 2x inverter at the end of the 5mm wire from the previous example.
  - $R = 2.5 \text{ k}\Omega \cdot \mu\text{m}$  for gates
  - Unit inverter:  $0.36 \mu\text{m}$  nMOS,  $0.72 \mu\text{m}$  pMOS
  - Unit inverter has  $4\lambda = 0.36\mu\text{m}$  wide nMOS,  $8\lambda = 0.72\mu\text{m}$  wide pMOS
  - Unit inverter: effective resistance of  $(2.5 \text{ k}\Omega \cdot \mu\text{m}) / (0.36\mu\text{m}) = 6.9 \text{ k}\Omega$
  - Capacitance:  $(0.36\mu\text{m} + 0.72 \mu\text{m}) * (2\text{fF}/\mu\text{m}) = 2\text{fF}$

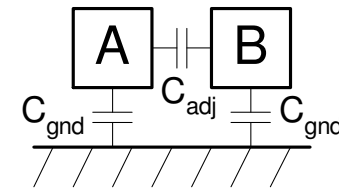


# Crosstalk

- A capacitor does not like to change its voltage instantaneously.
- A wire has high capacitance to its neighbor.
  - When the neighbor switches from 1- $\rightarrow$  0 or 0- $\rightarrow$ 1, the wire tends to switch too.
  - Called capacitive *coupling* or *crosstalk*.
- Crosstalk effects
  - Noise on non-switching wires
  - Increased delay on switching wires

# Crosstalk Delay

- Assume layers above and below on average are quiet
  - Second terminal of capacitor can be ignored
  - Model as  $C_{\text{gnd}} = C_{\text{top}} + C_{\text{bot}}$
- Effective  $C_{\text{adj}}$  depends on behavior of neighbors
  - *Miller effect*



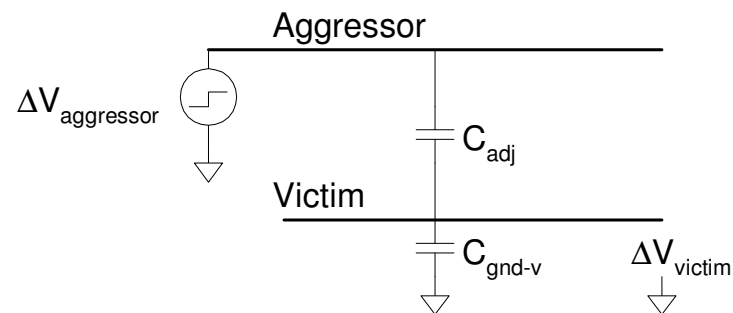
<b>B</b>	$\Delta V$	$C_{\text{eff(A)}}$	<b>MCF</b>
Constant	$V_{\text{DD}}$	$C_{\text{gnd}} + C_{\text{adj}}$	1
Switching with A	0	$C_{\text{gnd}}$	0
Switching opposite A	$2V_{\text{DD}}$	$C_{\text{gnd}} + 2C_{\text{adj}}$	2



# Crosstalk Noise

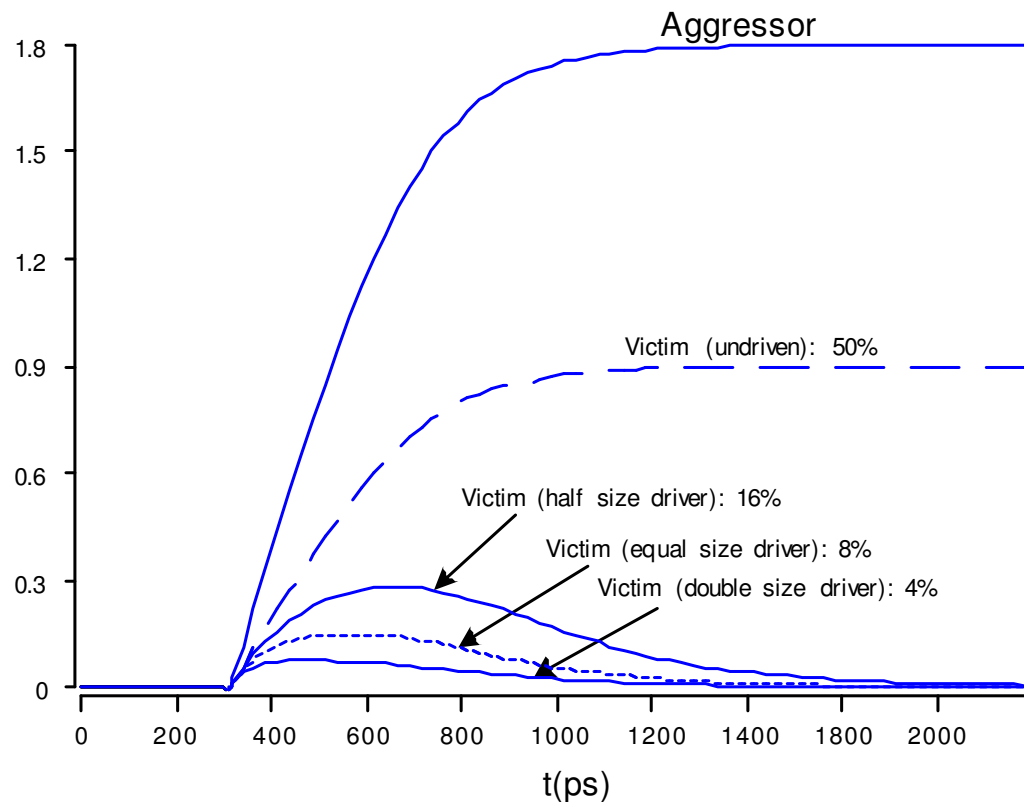
- Crosstalk causes noise on non-switching wires
- If victim is floating:
  - model as capacitive voltage divider

$$\Delta V_{victim} = \frac{C_{adj}}{C_{gnd-v} + C_{adj}} \Delta V_{aggressor}$$



# Coupling Waveforms

- Simulated coupling for  $C_{adj} = C_{victim}$

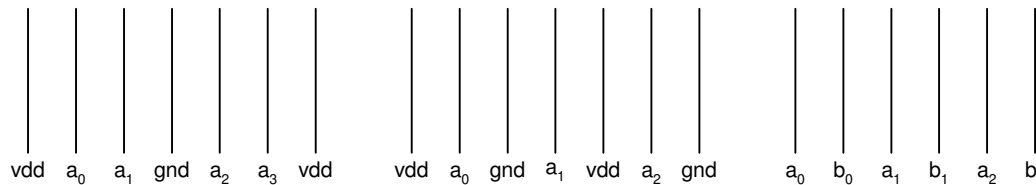
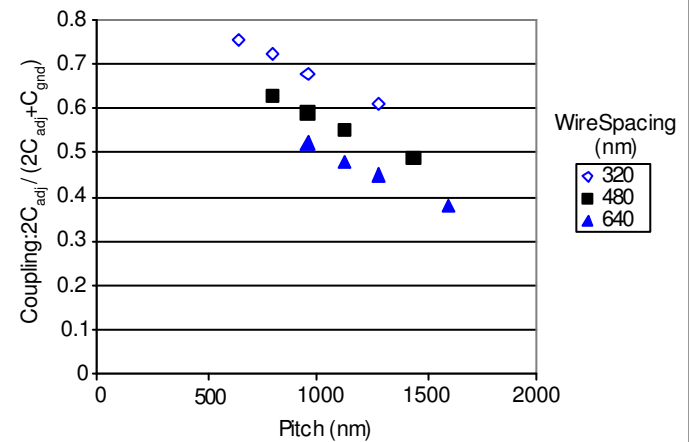
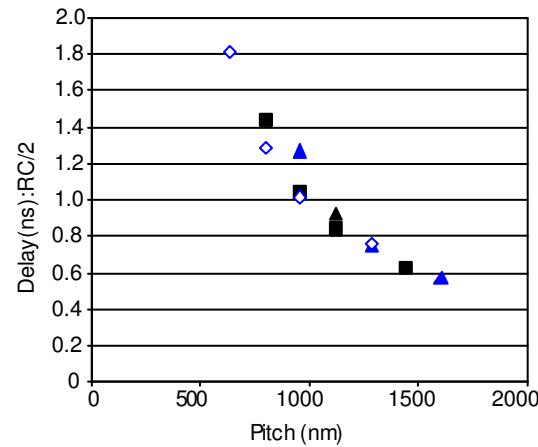


# Noise Implications

- *So what* if we have noise?
- If the noise is less than the noise margin, nothing happens
- Static CMOS logic will eventually settle to correct output even if disturbed by large noise spikes
  - But glitches cause extra delay
  - Also cause extra power from false transitions
- Dynamic logic never recovers from glitches
- Memories and other sensitive circuits also can produce the wrong answer

# Wire Engineering

- Goal: achieve delay, area, power goals with acceptable noise
- Degrees of freedom:
  - Width
  - Spacing
  - Layer
  - Shielding

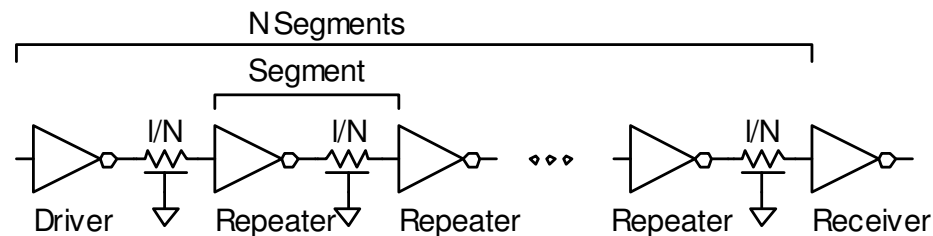
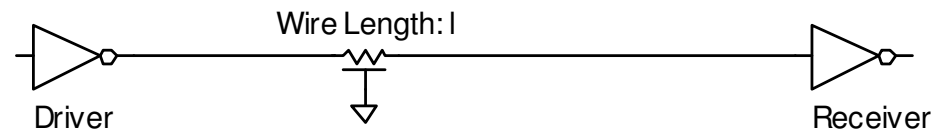


# Repeaters

- R and C are proportional to  $l$
- RC delay is proportional to  $l^2$ 
  - Unacceptably great for long wires

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- R and C are proportional to  $l$
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  - Unacceptably great for long wires
- Break long wires into N shorter segments
  - Drive each one with an inverter or buffer



# Repeater Design

- How many repeaters should we use?
- How large should each one be?
- Equivalent circuit
  - Wire length  $l$ 
    - Wire Capacitance  $C_w * l$ , Resistance  $R_w * l$
  - Inverter width  $W$  (nMOS =  $W$ , pMOS =  $2W$ )
    - Gate Capacitance  $C' * W$ , Resistance  $R/W$
    - .....

# Repeater Results

- Write equation for Elmore Delay
  - Differentiate with respect to W and N
  - Set equal to 0, solve

$$\frac{l}{N} = \sqrt{\frac{2RC'}{R_w C_w}}$$

$$\frac{t_{pd}}{l} = (2 + \sqrt{2}) \sqrt{RC'R_w C_w}$$

~60-80 ps/mm

in 180 nm process

$$W = \sqrt{\frac{RC_w}{R_w C'}}$$