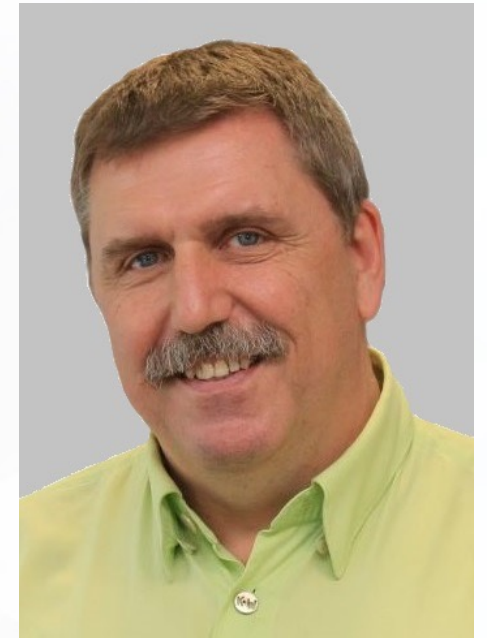




# Fundamental Differences Between Analog and Digital Design Problems

## An Introduction



**Jürgen Scheible**



# The Digital Transformation



1960

1970

1980

1990

2000

2010

2020

2030

# The Digital Transformation



1960

1970

1980

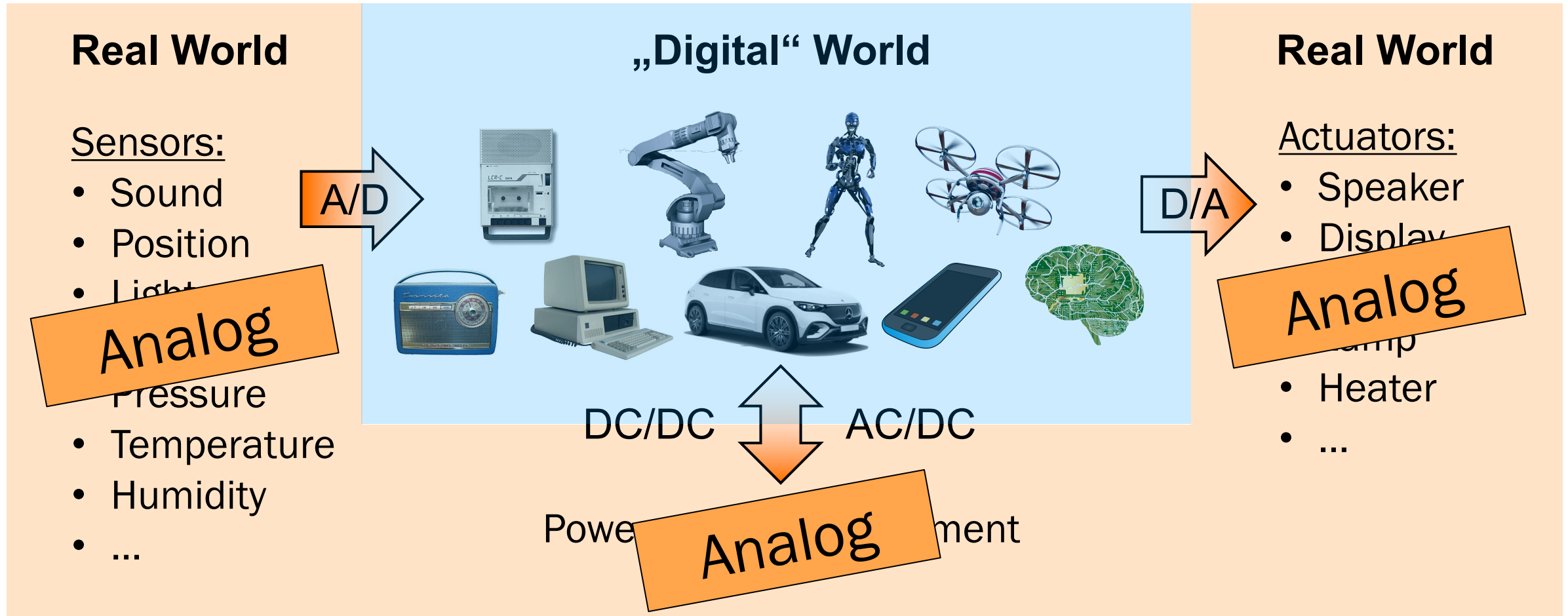
1990

2000

2010

2020

2030

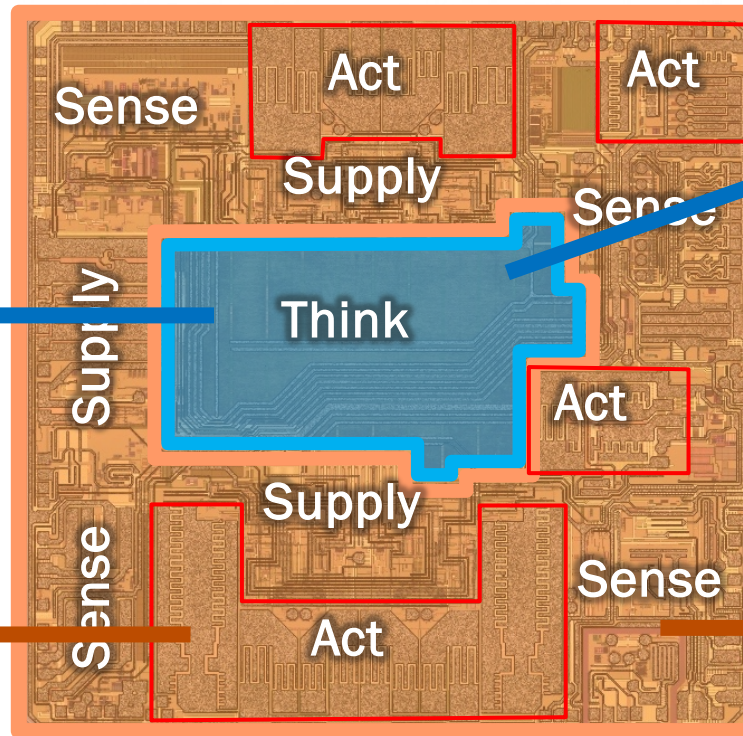
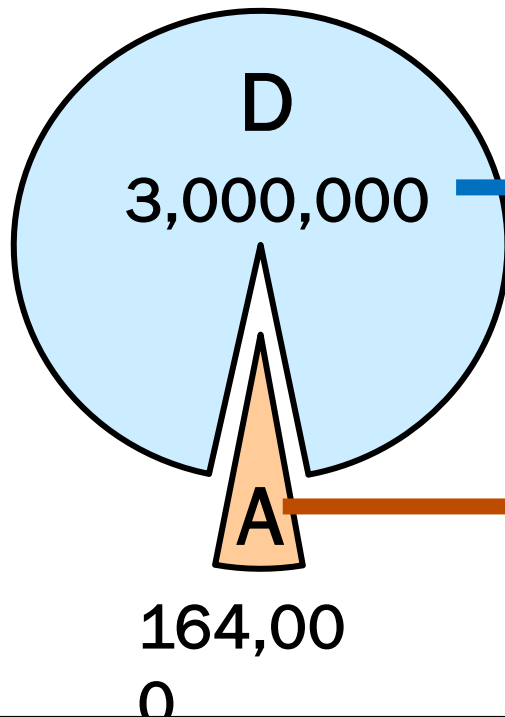




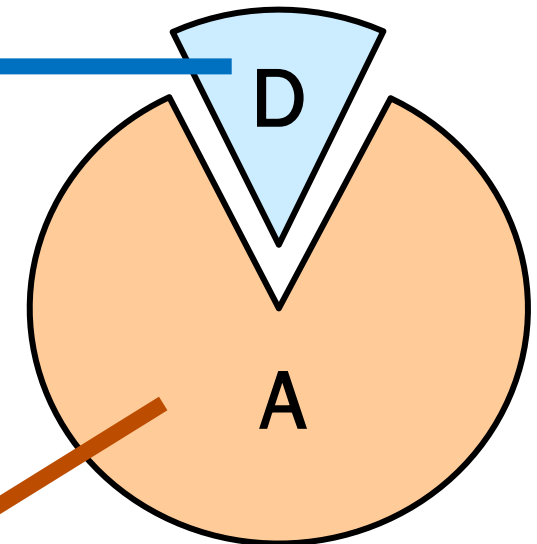
# System on Chip (SOC)



Number of components (transistors)



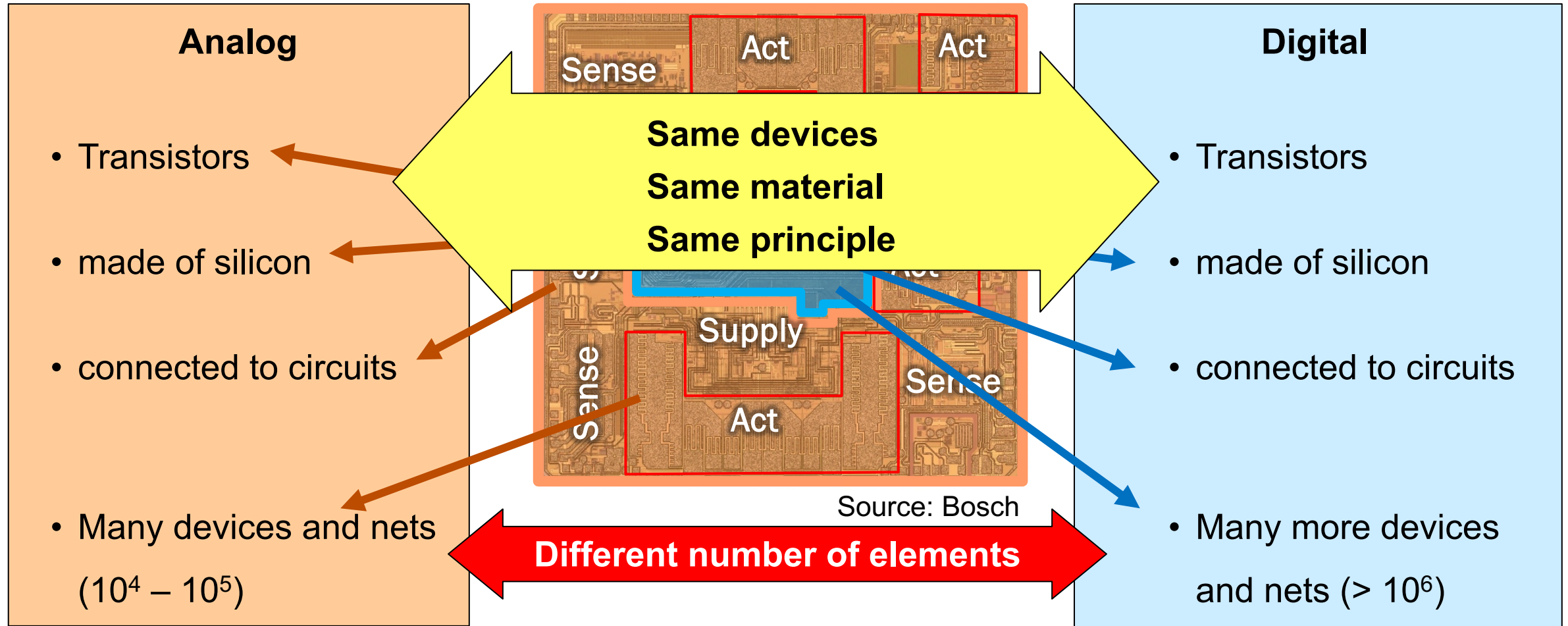
Design effort



**Analog** design productivity lags behind **digital** design productivity by **orders of magnitude!**

# Differences between Analog and Digital

## Structural View

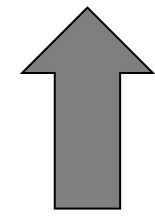
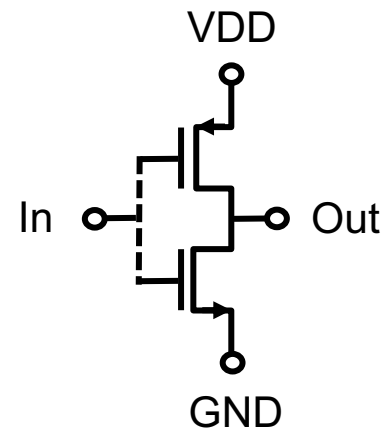
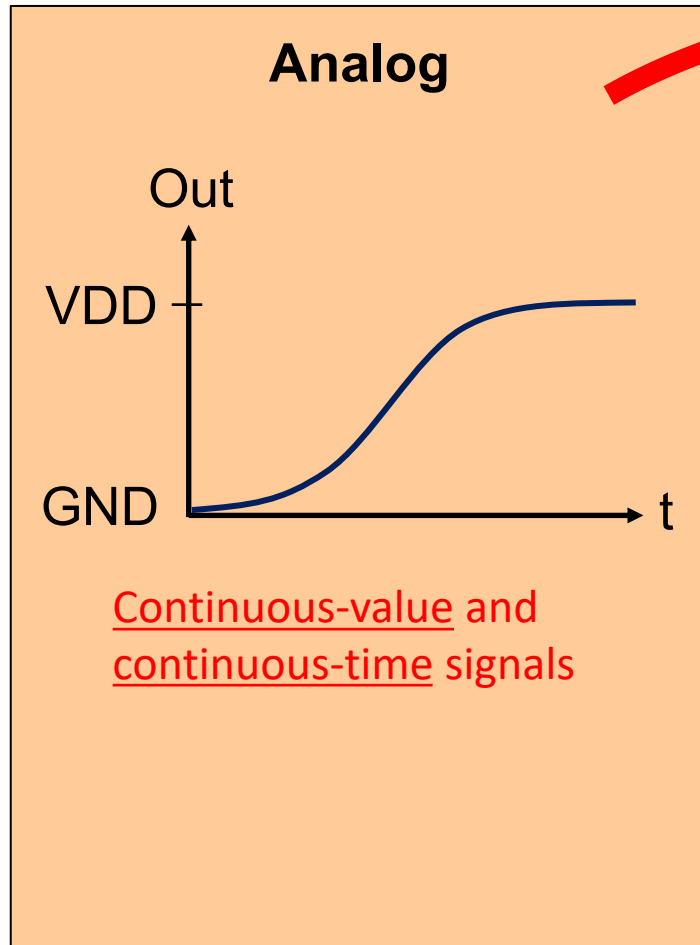


# Differences between Analog and Digital

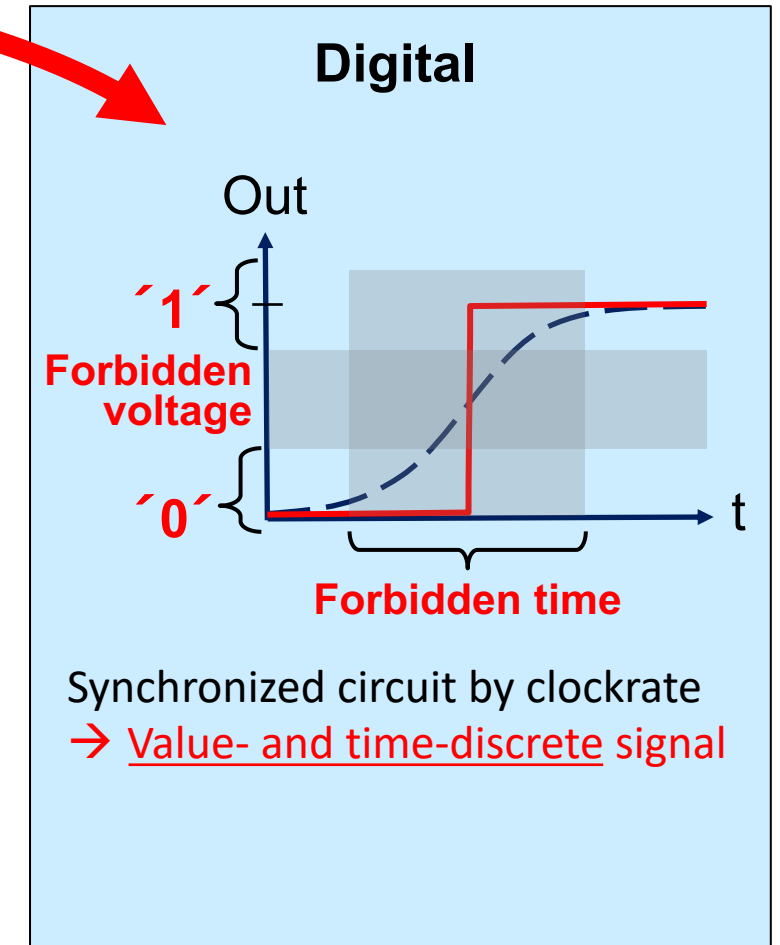
## Functional View



### Abstraction



Diversity of influences



# Differences between Analog and Digital

## Functional View



### Abstraction

**Analog**

Continuous-value and continuous-time signals  
→ All effects have direct impact on signal quality

**All effects must be considered!**

**Diversity of influences**

- **Fabrication tolerances:** variations of  $\pm 10\%$  ...  $\pm 50\%$
- **Temperature effects:** variations of  $R$ ,  $V_t$ ,  $V_D$
- **Mechanical effects:** variations of carrier mobilities
- **Parasitic effects:**
  - $R$ ,  $C$ ,  $L \rightarrow$  IR-drop, coupling, loss ...
  - diodes, bips  $\rightarrow$  substrate effects: carrier injection, latch up ...
  - thick-field threshold  $\rightarrow$  shorts
- **Additional sources of noise ...**

**Digital**

**Forbidden voltage**

**Forbidden time**

Synchronized circuit by clockrate  
→ Value- and time-discrete signals  
→ Design = „timing“ problem

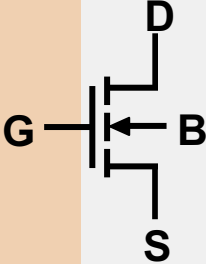
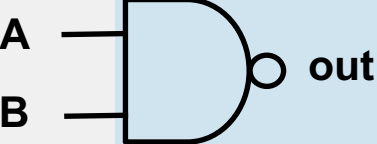


**Effects can be faded out (mostly)**



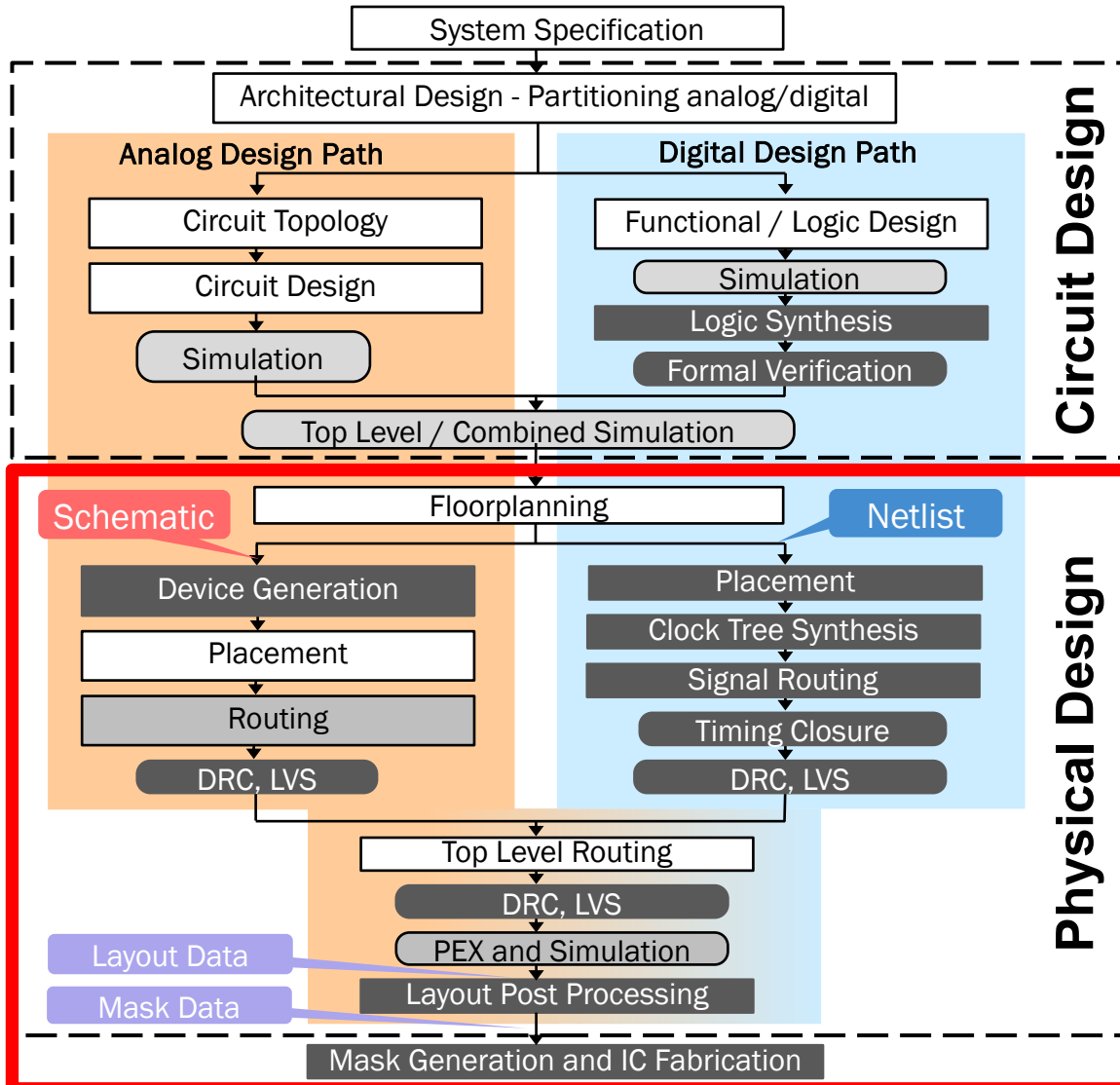
# Differences between Analog and Digital

## Design flows

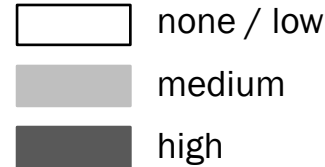


Analog		Digital
High <b>qualitative</b> complexity	<b>Problem type</b>	High <b>quantitative</b> complexity
<b>Transistors</b> to be adapted individually: <ul style="list-style-type: none"><li>• width</li><li>• length</li><li>• # gate fingers</li><li>• interleaving structures</li></ul>	 <b>Basic design entity</b>	 <b>Logic gates</b> fixed elements: <ul style="list-style-type: none"><li>• standard cells</li><li>• organized in libs</li><li>• „pick and place“</li></ul>
<ul style="list-style-type: none"><li>• Transistor level</li><li>• manually with simulation in the loop</li><li>• experience-based</li><li>• bottom-up (mostly)</li></ul> 	<b>Design style</b>	<ul style="list-style-type: none"><li>• Gate level and higher</li><li>• highly automated</li><li>• optimization-based</li><li>• top-down (mostly)</li></ul> 

# Mixed-Signal Design Flow



Level of automation:

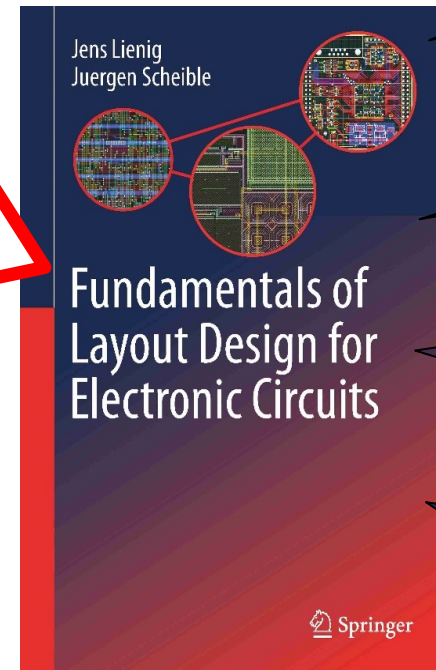


**Chap. 2**  
Technology Knowhow:  
From Silicon to Devices

**Sect. 4.6**  
Analog and Digital Design Flows

**Chap. 6**  
Special Layout Techniques  
for Analog IC Design

**Chap. 7**  
Addressing Reliability in  
Physical Design



Source: J. Lienig, J. Scheible: Fundamentals of Layout Design for Electronic Circuits, Springer 2020

# Further Reading



## Related ISPD Papers

Juergen Scheible. 2022.

***Optimized is Not Always Optimal –  
The Dilemma of Analog Design Automation.***

ISPD '22. ACM, New York, NY, USA, 151–158.

<https://doi.org/10.1145/3505170.3511042>

Juergen Scheible and Jens Lienig. 2015.

***Automation of Analog IC Layout:  
Challenges and Solutions.***

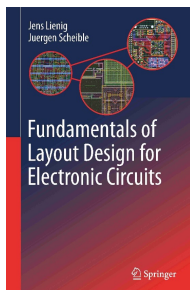
ISPD '15. ACM, New York, NY, USA, 33–40.

<https://doi.org/10.1145/2717764.2717781>

Why is analog and digital design so different?

Why is optimization-based automation not suitable for analog design problems?

How can analog design be successfully automated?



## Textbook

J. Lienig, J. Scheible.

***Fundamentals of Layout Design for Electronic Circuits***, Springer 2020

<https://link.springer.com/10.1007/978-3-030-39284-0>



[Juergen.Scheible@reutlingen-university.de](mailto:Juergen.Scheible@reutlingen-university.de)



# Backup Slides

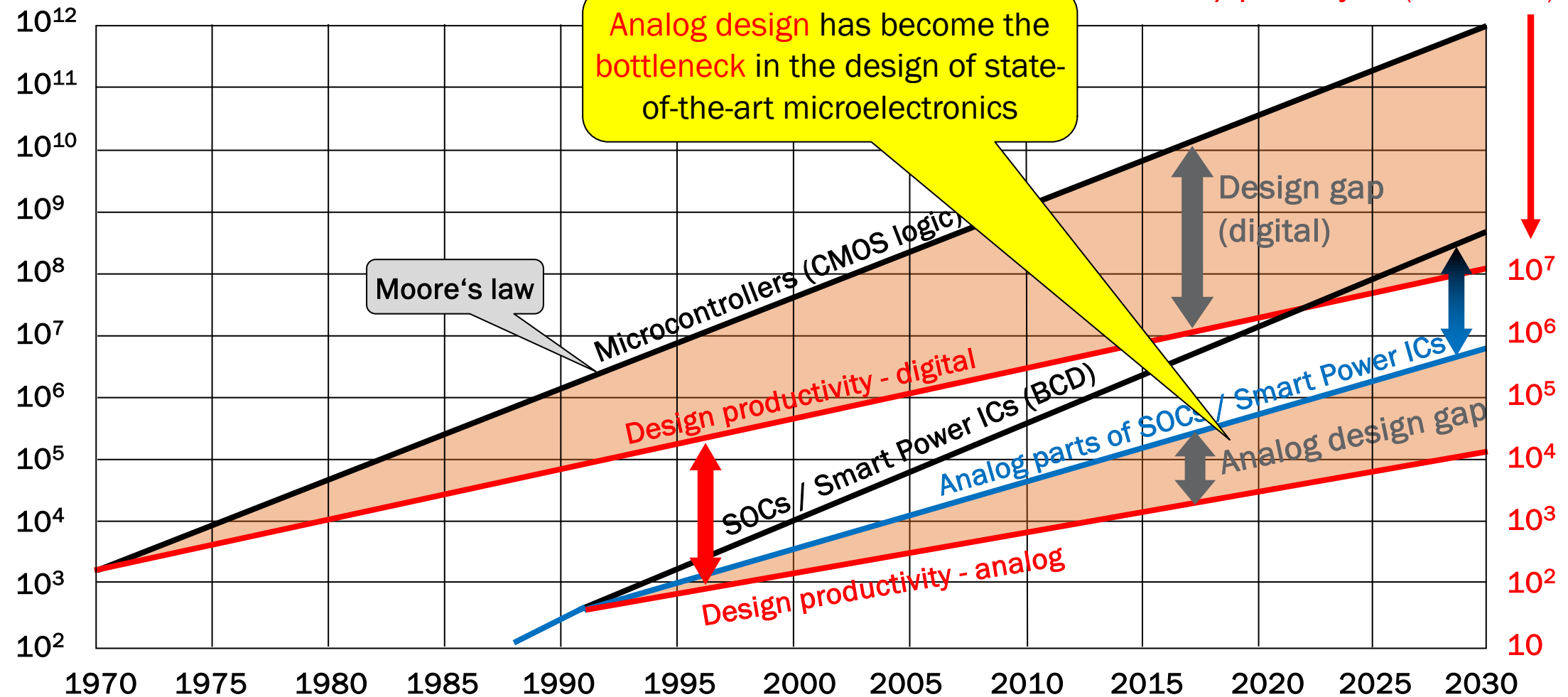




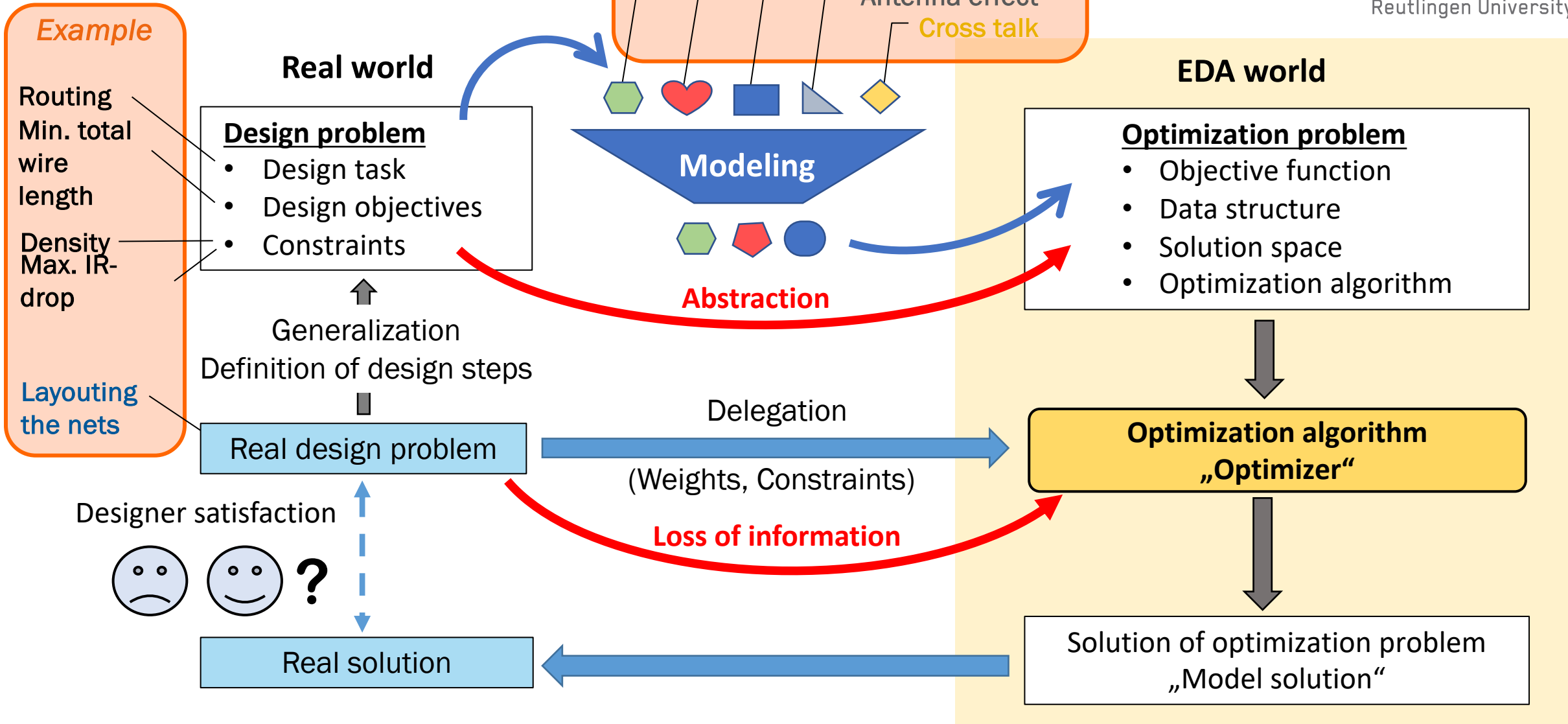
# Analog vs Digital: Design Gaps



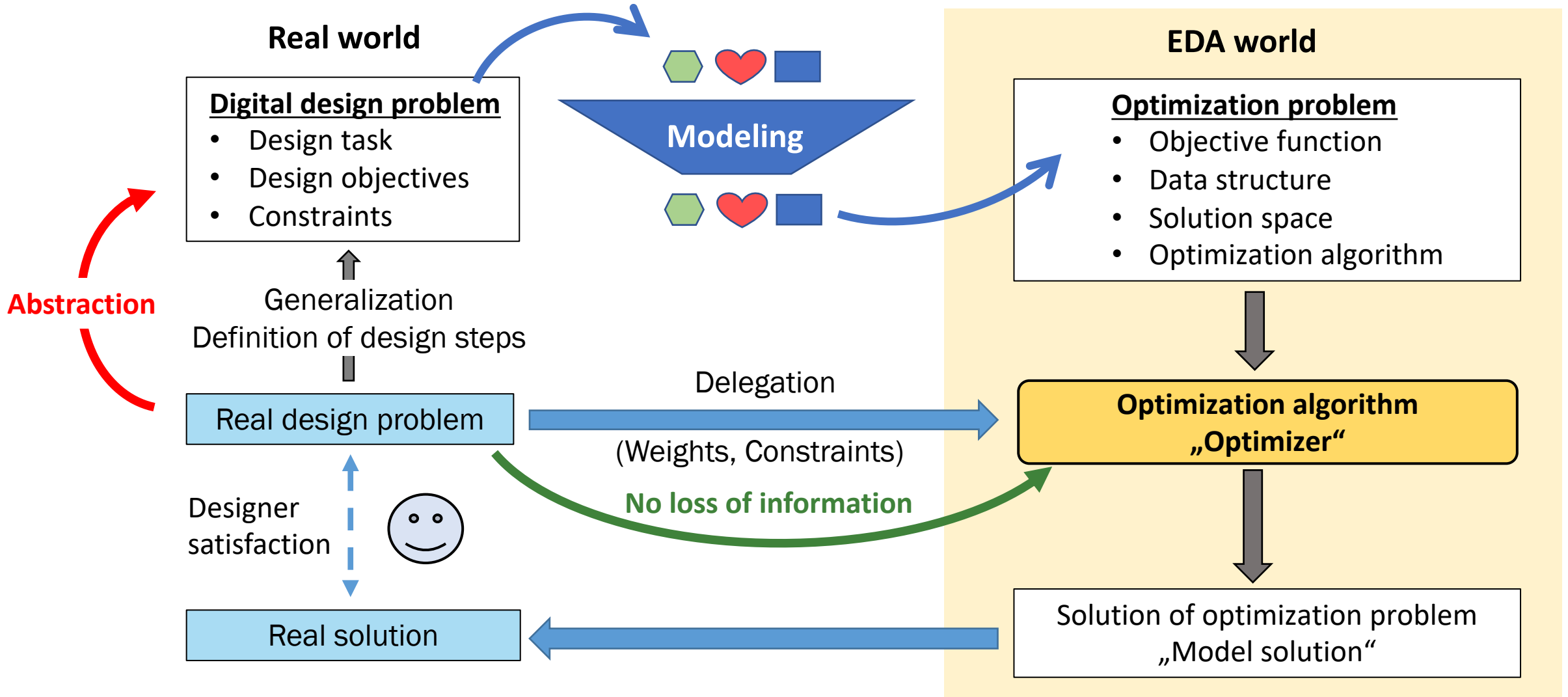
Devices / IC (black curves, blue curve)



# What is Optimization?



# Optimization in digital design



# Optimization Horizon → Dilemma of Optimizing

Depends on:

- Compute effort for checking „validity“
- Compute effort for objective function
- Complexity of solution space
- Search strategy of exploration engine

Computational efficiency  $E$

Quality of a solution  
 $Q = E \cdot M$

High computational efficiency

Low computational efficiency

Optimizing algorithms

Optimization horizon

Analog design problems need high model complexity

Model complexity  $M$

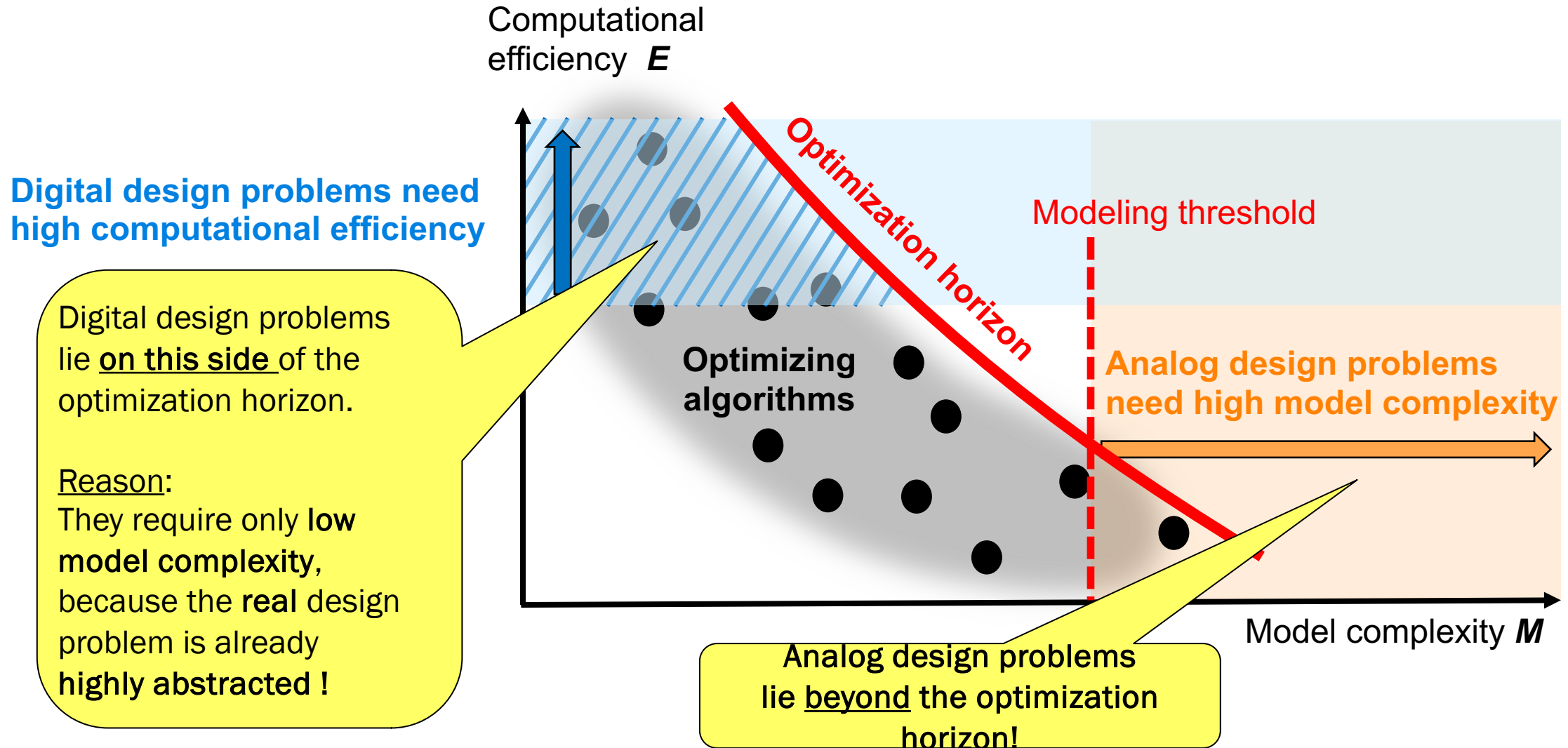
High abstraction =  
low model complexity

Low abstraction =  
high model complexity

Depends on required accuracy of model



# Optimization Horizon → Dilemma of Optimizing



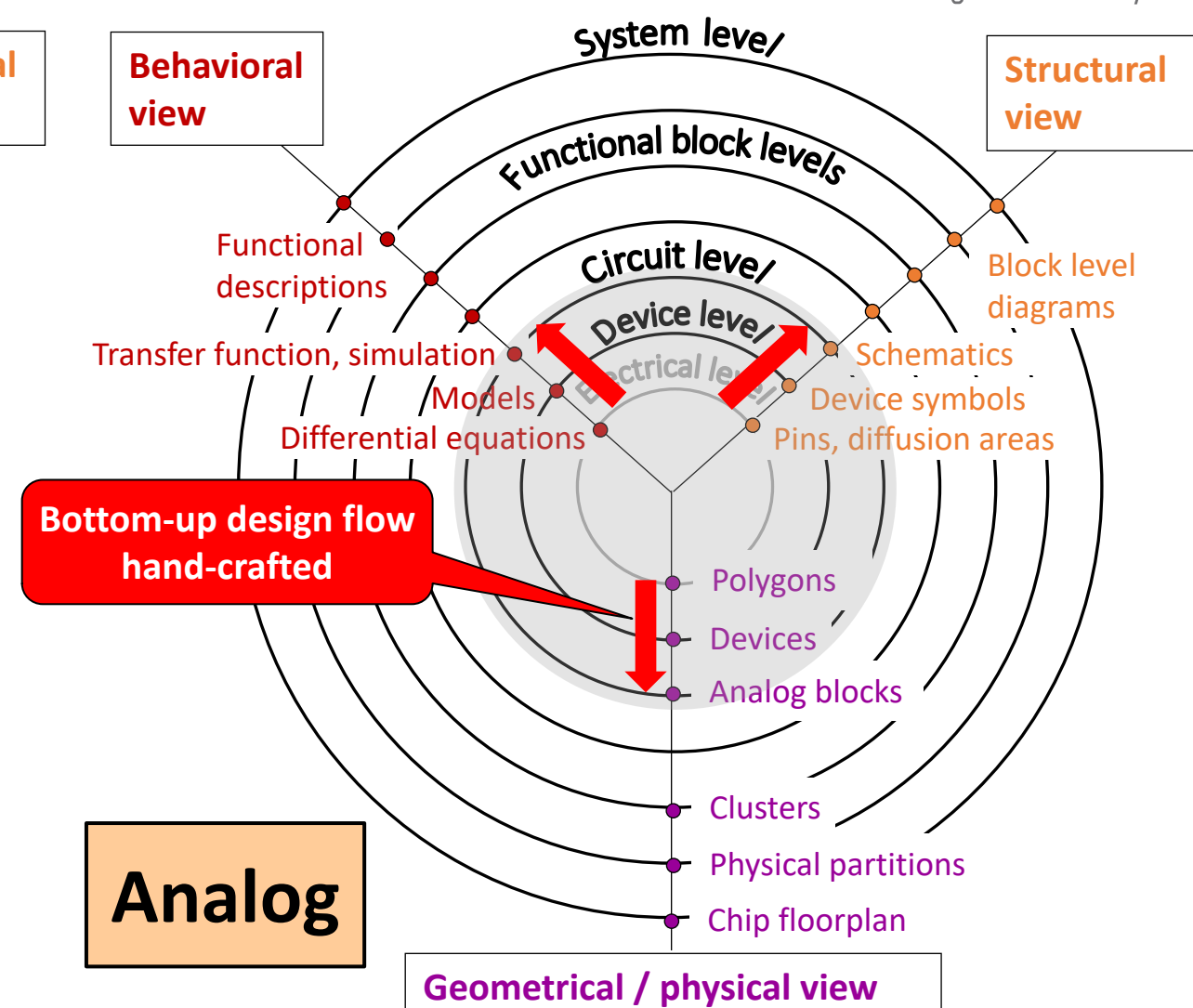
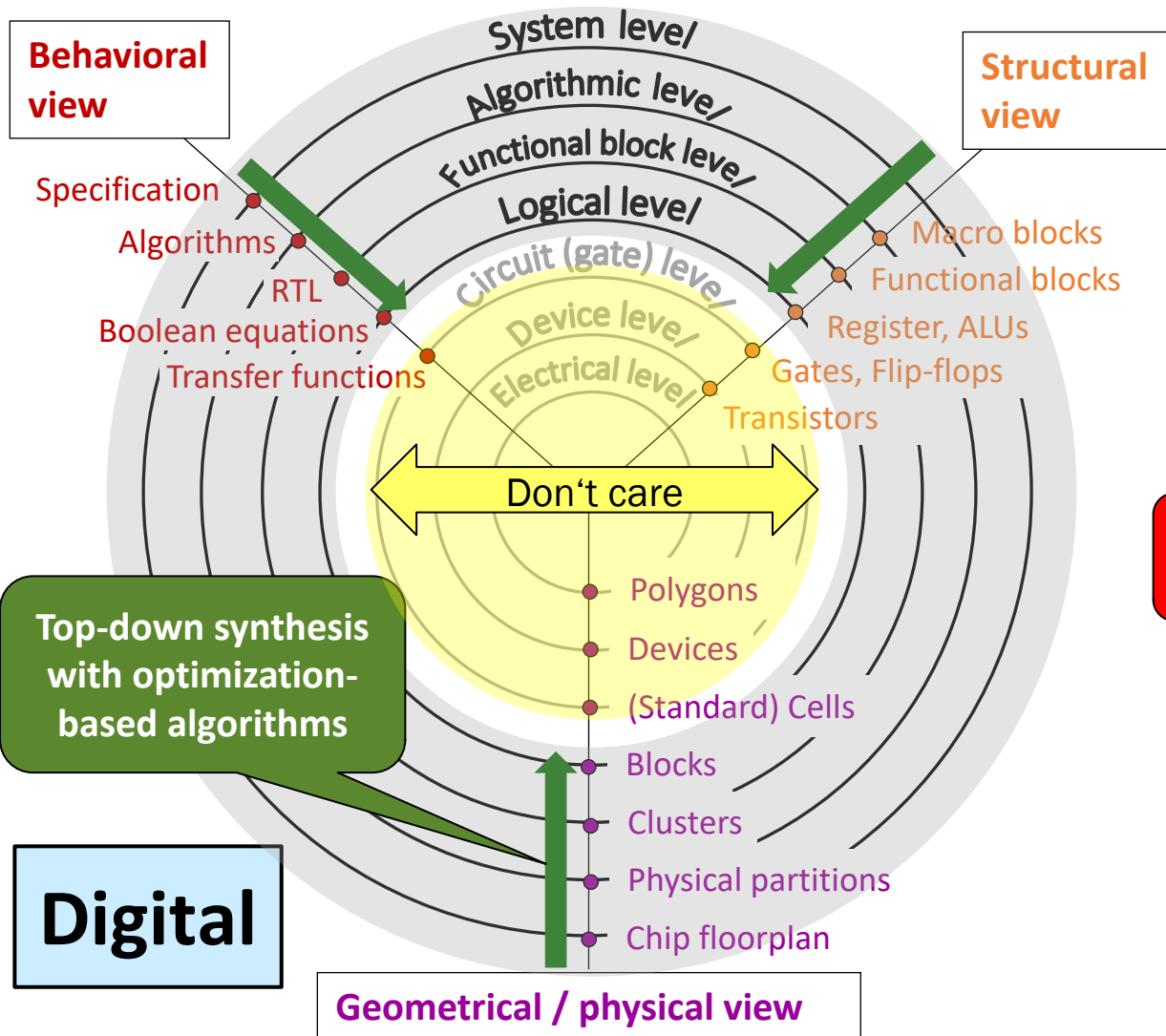
# An alternative approach: Generators



- A generator is basically a **script** that captures the **design strategy** for a **specific design task**.
- When executed it **replicates the work of a designer** in a straight-forward manner.
- Generators are **parametrized** to cover a certain range of applications.

	Optimizer	Generator (Procedure)
Design flow	top-down	bottom-up
Handling of goals, constraints, problem aspects ...	explicitly	implicitly
Solution / result	found by algorithm, repeatedly „re-invented“	conceived by human expert, re-use of experience-based design strategy
„Real-world“ quality of solution	intrinsic quality loss (due to optimization horizon)	full-custom (handmade)
Industrial acceptance for analog design	low	high

# Today's design flows in the Y-model



# Future design flows in the Y-model

