




## Stick Diagrams

- You can plan things with paper and pencil using Stick Diagrams - Great for sketchbooks!!!!
- You'll need colored pencils
- Draw lines for layers instead of rectangles
- Then you can translate to layout

Vdd





## Well spacing

- Wells must surround transistors by 1.8 u
- Implies 3.6 u (12 $\lambda$ ) between opposite transistor flavors
- Leaves room for one wire track

(a)

(b)


## Area Estimation

- Estimate area by counting wiring tracks
- Multiply by 8 to express in $\lambda$, or by 2.4 to express in microns



## Example: O3AI

- Sketch a stick diagram for O3AI and estimate area
- $Y=\overline{(A+B+C) \cdot D}$




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## Zoom in on Latch

- Need two copies of this for a full D flip flop




## Stick Diagram of Latch

- First add the gates
- Note where outputs can be shared
- Ignore details of signal crossings for now...



## Stick Diagram of Latch

- First add the gates
- Note where the signals are relative to the schematic
- Note where additional connections are needed








## Look at Gap <br> $\square$

You need to have enough space for minimum width poly to fit through gap


## Start Making Room

- Push D-signal poly out of the way with minimum spacing to DIF - We'll move it back later - Make sure to continue to DRC at every step!





## Bit Slice Plan

- Plan is to stitch these together to make a register
- Inputs on top in M2
- Outputs on bottom in M2
- Clock and Clock-bar routed horizontally in M1











