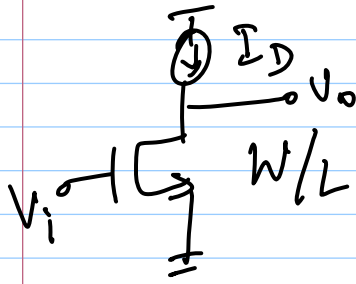


10/1/12

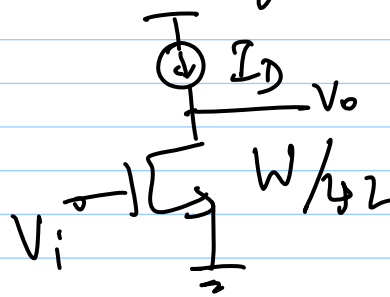
# Lec 5

Compare with length increase!



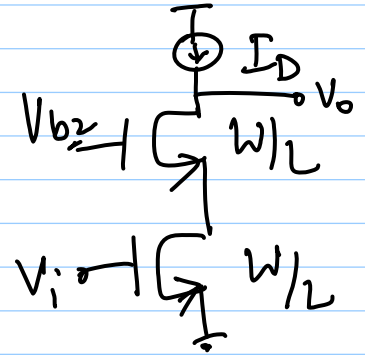
(a)

original



(b)

4xL



(c)

cascode

$$\left. \begin{aligned} V_{DSAT_b} &= 2 \times V_{DSAT_a} \\ V_{DSAT_c} &= 2 \times V_{DSAT_a} \end{aligned} \right\} \begin{array}{l} \text{equal} \\ \text{voltage} \\ \text{constraints} \end{array}$$

$$|a_{v_a}| = g_m r_{DS} = \sqrt{2 \mu C_{ox} \frac{W}{L} I_D} \cdot \frac{1}{\lambda_a I_D}$$

$$\lambda \propto \frac{1}{L} \Rightarrow \lambda_b = \frac{1}{4} \lambda_a$$

$$g_{m_b} = \frac{1}{2} g_{m_a} ; r_{ds_b} = 4 r_{ds_a}$$

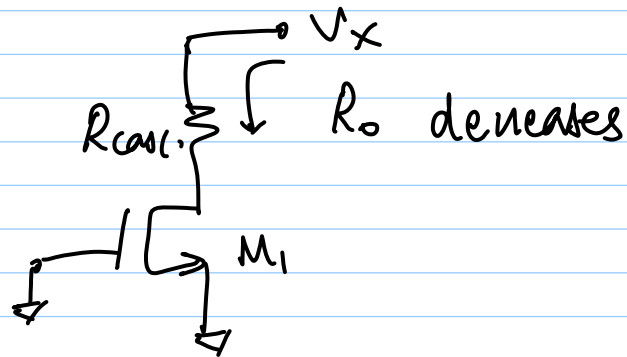
$$|a_{v_b}| = 2 \times |a_{v_a}|$$

$$|a_{v_c}| = (g_m r_{ds}) \times |a_{v_a}|$$

\* noise of b is also worse (more later)

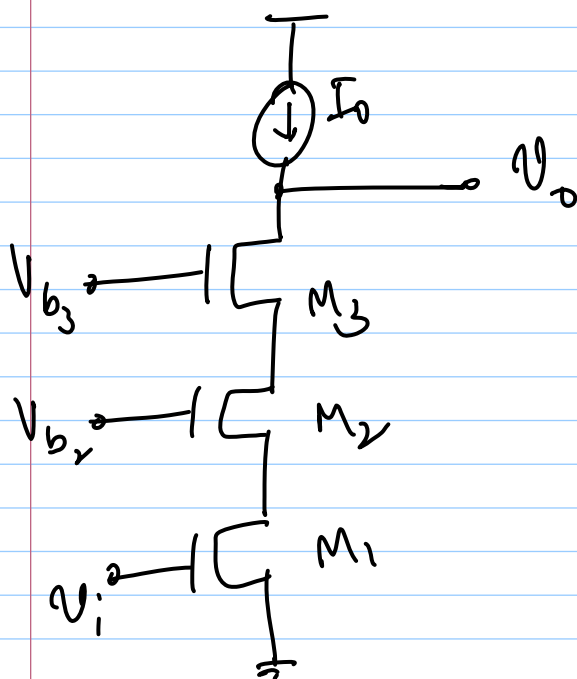
\* Note: Cascode works well only if devices are in sat.

If cascode device is in non-sat:



as  $V_x \downarrow$ , eventually  $M_1$  also enters triode

### Triple Cascode:



$$\ast \frac{v_o}{v_i} = - (g_m r_{ds})_1 \cdot (g_m r_{ds})_2 \cdot (g_m r_{ds})_3$$

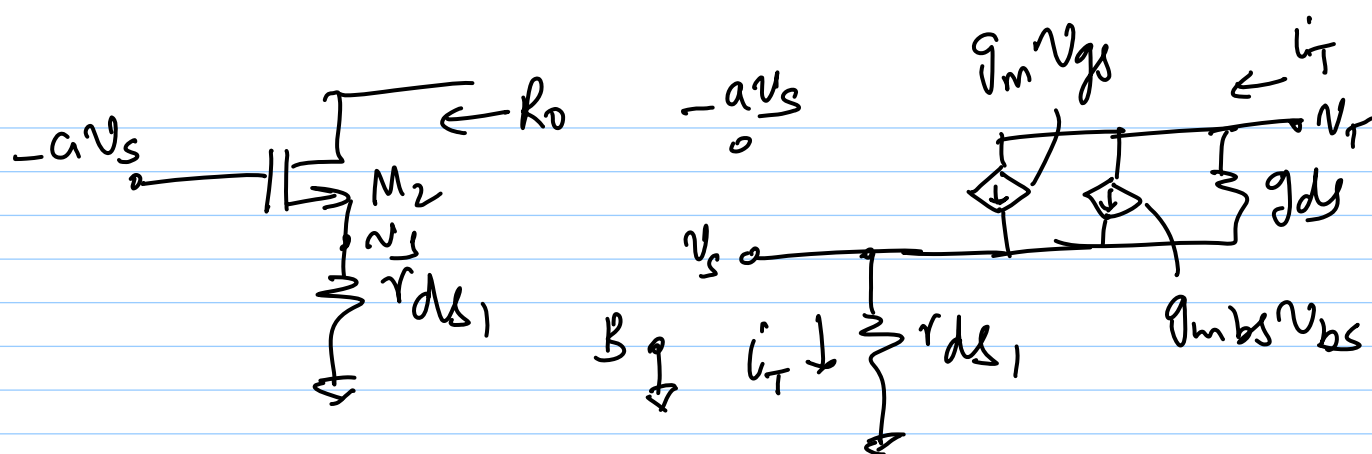
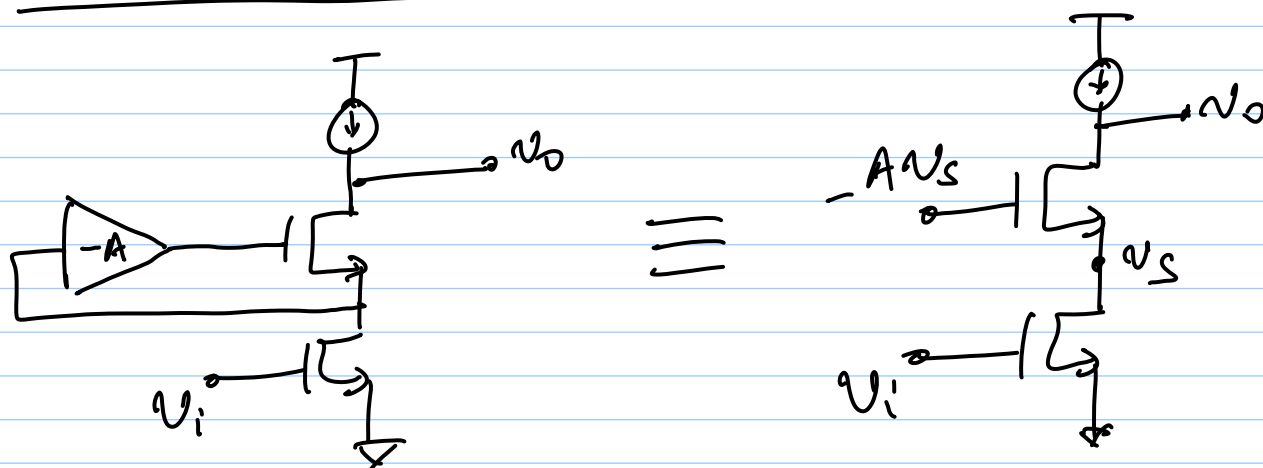
$$|A_v| \sim (g_m r_{ds})^3$$

\* Voltage swings are limited  
 $\Rightarrow$  not used @  $V_{DD} < 3V$ , typically

Can you do better than cascode  
(with headroom constraint)?

$\Rightarrow$  improve -ve f.b. further

### Active cascode



$$v_s = i_T / g_{ds1}$$

$$i_T = g_{m2}(-a v_s - v_s) + g_{mbs2}(0 - v_s) + g_{ds2}(v_T - v_s)$$

$$i_T \left\{ 1 + (a+1) \frac{g_{m_2}}{g_{ds_1}} + \frac{g_{mbs_2}}{g_{ds_1}} + \frac{g_{ds_2}}{g_{ds_1}} \right\}$$

$$= g_{ds_2} \cdot v_T$$

$$R_o = \frac{v_T}{i_T} = \frac{1}{g_{ds_2}} \left[ \cancel{1} + \frac{(a+\cancel{x}) \cancel{g_{m_2}} + \cancel{g_{mbs_2}} + \cancel{g_{ds_2}}}{g_{ds_1}} \right]$$

$$\approx a \cdot g_{m_2} r_{ds_2} \cdot r_{ds_1} \quad \text{even higher than regular cas code!}$$

$$a_v = -g_{m_1} R_o$$

$$= \boxed{-g_{m_1} r_{ds_1} \cdot g_{m_2} r_{ds_2} \cdot a}$$

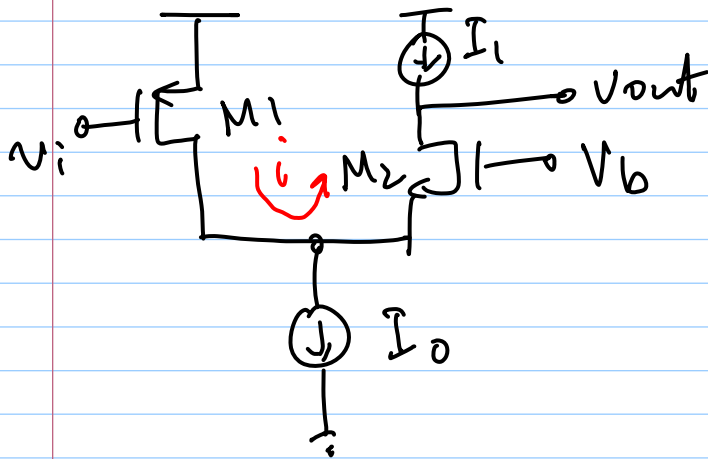
very high gain ckt!

⇒ also called "gain-boosted"  
cas code

## Folded Cascode

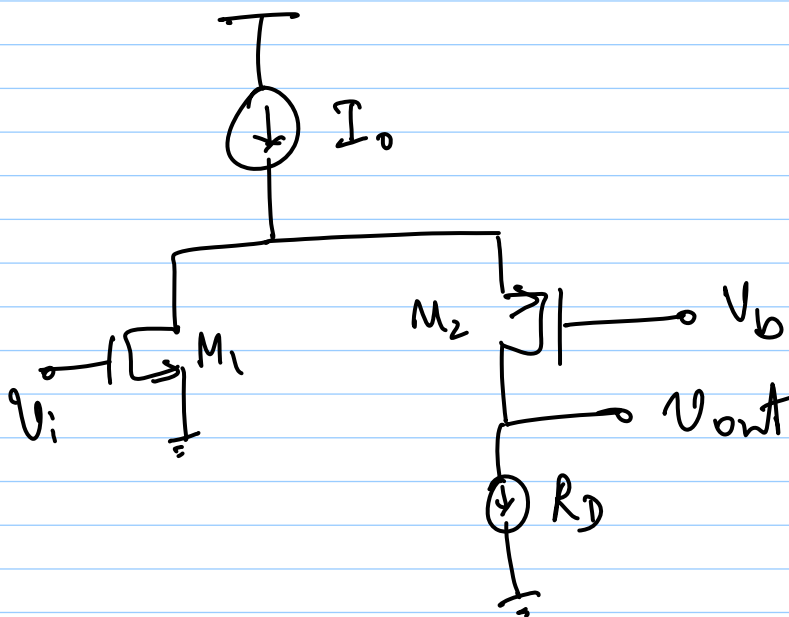
Normal cascode : input & cascode devices are same type.

Folded : NMOS - PMOS or PMOS - NMOS



\* small signal current is folded up & down

\* total bias current higher than normal cascode



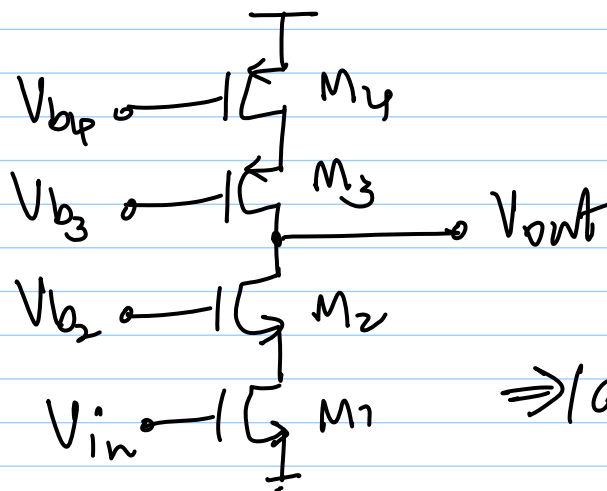
$$R_{out} \approx (g_{m2} r_{ds2}) \cdot r_{ds1} \quad \left\{ \begin{array}{l} \text{same as} \\ \text{traditional} \end{array} \right.$$

$$a_v \approx -(g_{m1} r_{ds1}) (g_{m2} r_{ds2}) \quad \left\{ \begin{array}{l} \text{cascode} \end{array} \right.$$

## Cascode Current Source

high  $R_{out} \Rightarrow$  closer to ideal current source

$\rightarrow$  more headroom required



$$G_m \approx g_{m1}$$

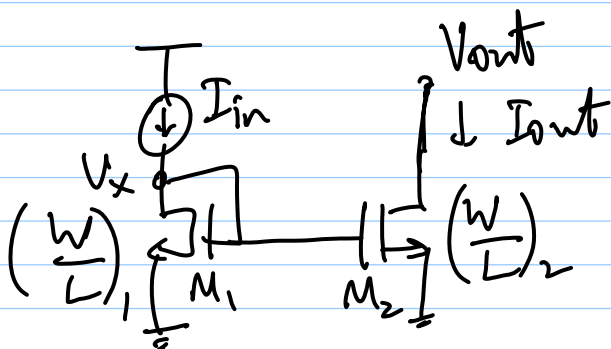
$$R_{out} = (g_{m2} r_{ds2}) r_{ds1} \parallel$$

$$(g_{m3} r_{ds3}) r_{ds4}$$

$$\Rightarrow |a_v| = g_{m1} \cdot R_{out}$$

## Cascode Current Mirrors

Simple CM:



$$V_{as1} = V_{as2} (=V_{os1})$$

in general  $V_{os1} \neq V_{os2}$

$$\frac{I_{out}}{I_{in}} = \frac{(w/l)_2}{(w/l)_1} \cdot \frac{1 + \lambda V_{os2}}{1 + \lambda V_{os1}}$$

Choose  $w_1 = w_2$  &  $L_1 = L_2$

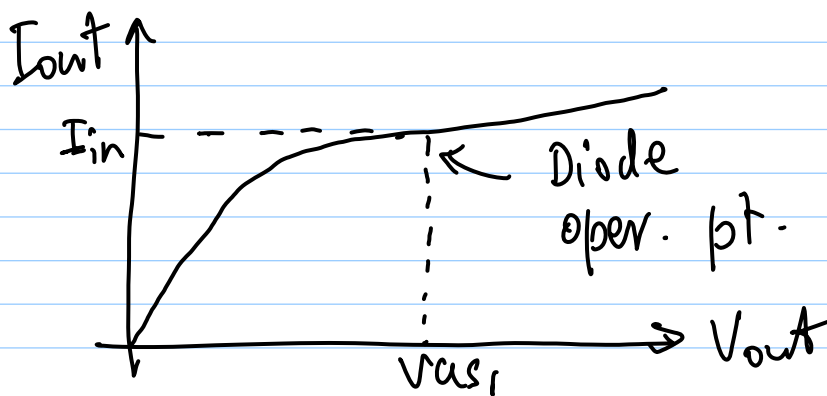
$$\frac{I_{out}}{I_{in}} = \frac{1 + \lambda V_{out}}{1 + \lambda V_x}$$

$$\approx (1 + \lambda V_{out})(1 - \lambda V_x)$$

$$\approx 1 + \lambda (V_{out} - V_x)$$

$$\approx 1 + \lambda (V_{out} - V_{as1})$$

for small  
 $\lambda$  (= large  
 $r_{as}$ )



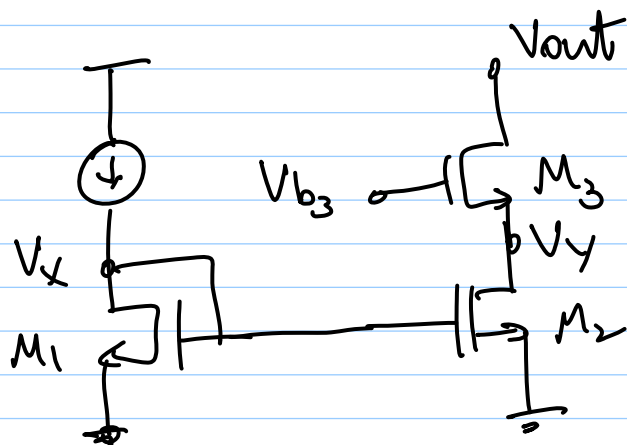
$$V_x = V_{as1} = V_{T1} + V_{DSAT1}$$

$$V_{out(min.)} = V_{DSAT2}$$

$$R_x \approx 1/g_{m1} \leftarrow \text{low } R_{in}$$

$$R_{out} = r_{ds2} \leftarrow \text{high } R_{out}$$

Cascode : suppresses effect of CLM



DC balance:

choose  $V_b$  such

that  $V_y = V_x$

$$\Rightarrow \frac{I_{D2}}{I_{D1}} \approx \frac{(W/L)_2}{(W/L)_1}$$

\* cascode device "shields" bottom device from  $V_{out}$  variations

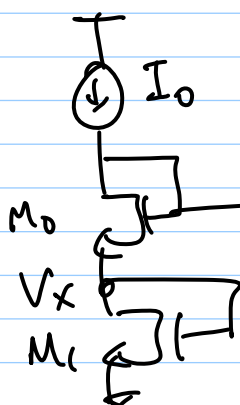
(HW): p.t.  $\Delta V_y = \Delta V_p / (g_{m3} + g_{m_{b3}}) \cdot r_{os3}$

Note:  $L_1 = L_2$ , but  $L_3$  can be different

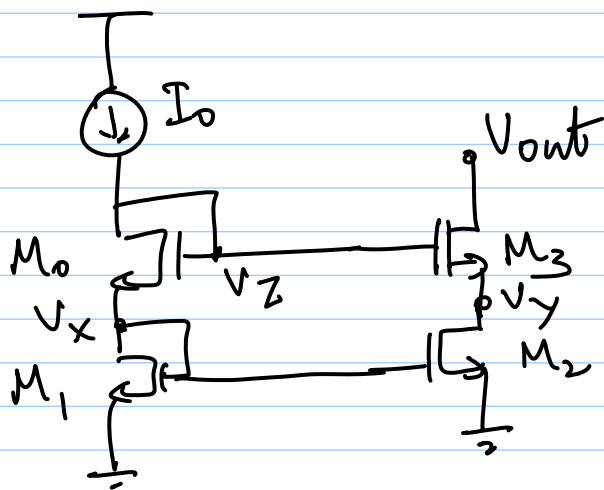
$V_{b3}$

$$V_{b3} - V_{as3} = V_x = V_x$$

$$\Rightarrow V_{b3} = V_x + V_{as3}$$



$$V = V_{as0} + V_x \Rightarrow \text{choose } V_{as0} = V_{as3}$$



$$V_{as0} + V_x = V_{as3} + V_y$$

$$\Rightarrow \frac{(W/L)_3}{(W/L)_0} = \frac{(W/L)_2}{(W/L)_1}$$

\* Result holds even in presence of body effect for  $M_0$  &  $M_3$

$$R_{in} = 1/g_{m0} + 1/g_{m1} \approx 2/g_m \text{ (series)}$$

$$R_{out} = (g_{m3} r_{ds3}) r_{ds4} \text{ (cascode)}$$

headroom: (neglect body effect)

$$V_{out, min.} = V_z - V_T$$

$$= V_{as0} + V_{as1} - V_T$$

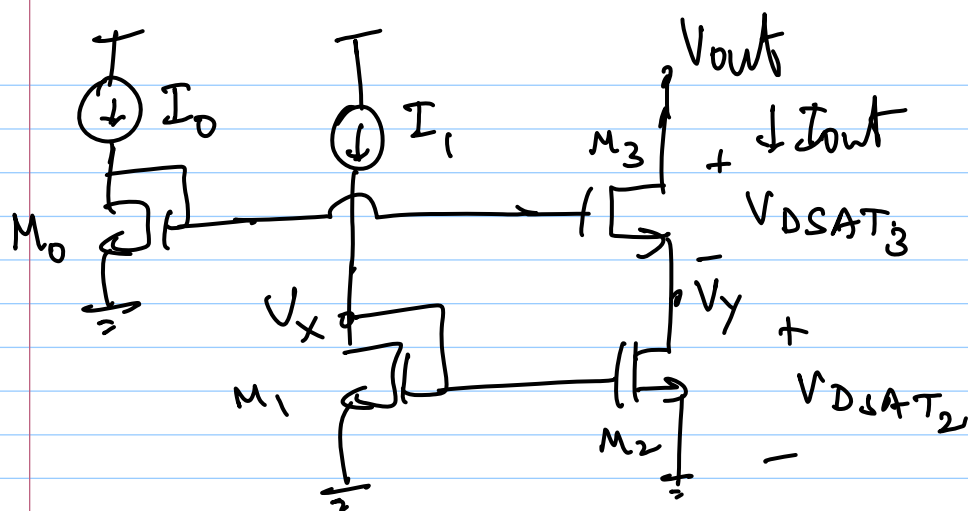
$$= (V_{as0} - V_T) + (V_{as1} - V_T) + V_T$$

$$= V_{DSAT0} + V_{DSAT1} + V_T$$

\* headroom of  $V_T$  is "wasted"

\*  $V_{b3}$  can be chosen to be lower such that

$$V_y = V_{as} - V_T$$



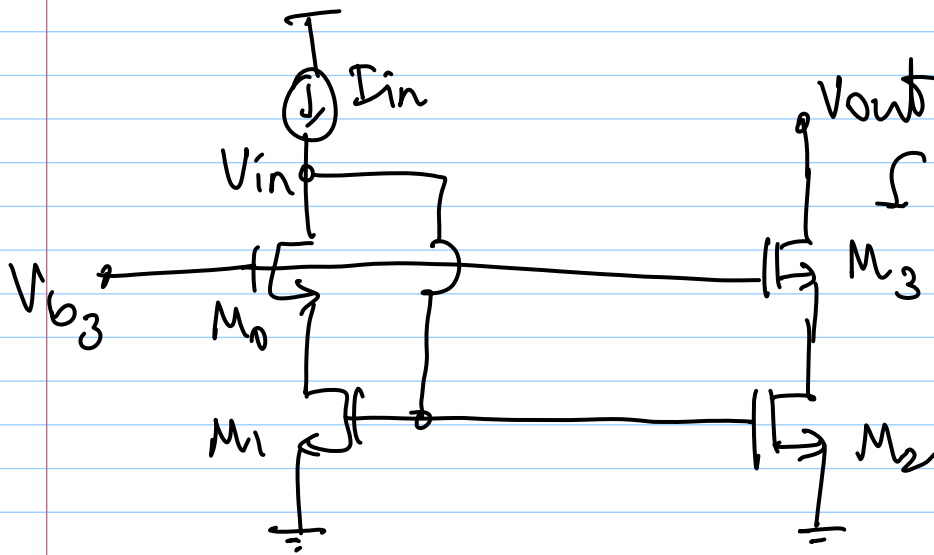
$$V_{AS_0} - V_{AS_3} = V_{DS_2} = V_{DSAT_2}$$

$$(V_{T_0} + V_{DSAT_0}) - (V_{T_3} + V_{DSAT_3}) = V_{DSAT_2}$$

neglect body effect

$$V_{DSAT_0} = \sqrt{\frac{2 I_0}{\mu_n C_{ox} (W/L)_0}}$$

"Over the shoulder" cascode: (widely used)



$$V_{in} = V_T + V_{DSAT}$$

$$R_{in} \approx 1/g_{m1}$$

$$R_{out} = (g_{m3} r_{ds3}) r_{ds2}$$

$$V_{b3} = V_T + 2 V_{DSAT}$$

$$V_{DS1} = V_{DS2} = V_{b3} - V_{GS} = V_{DSAT}$$