**INTRODUCTION TO CIRCUIT SIMULATION** 

# Lecture 6. Simulator Architectural Design

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- Basic constructs
- Model & Device Classes
- Device loading
- Object-oriented programming
- Model Compiler

#### **A Detailed Simulator Flow**



### Node versus Terminal



- "Node" is a circuit attribute:
  - Each node is connected to a list of devices.
- "Terminal" is a device attribute:
  - Each device has a list of terminals.
- A device terminal becomes a circuit node when it is connected in a circuit.
- Multiple device terminals may share the same node.
- Each device terminal identifies a branch current.

### Node versus Device



- Each Node Object manages a list of devices connected to it.
- Each Device Object manages a list of nodes as its terminals.
- Such information is directly used in the MNA matrix stamping.





### Simulator Construction

• The simulator should manage the following lists:



### Model & Device Classes





- Device instances are divided into two categories:
  - 1. Instances without models
  - 2. Instances with models
- These two types of instances are managed by the Circuit Object.

## **Device Instances without Model**



Spice takes a model-driven device instantiating strategy.

Spice creates a default model for the same type devices without a model.

This means all device instances have models.

### **Device Instances with Model**



## Links among Models & Devices



#### Model-based Device Instances

- If a device does not have a model, a default model is created for it.
- The same type devices without model share the same default model.
- The parameters for a default model are not assigned.
- Spice uses XXXtemp() function to evaluate the stamp, which uses the temperature information.
  - If a default model, the model parameters are not used at all.
  - Only the lumped parameter given in the netlist is used for evaluation.

Analysis Classes



### Models and Devices

- A netlist may have a list of devices (identified by device types)
- Each type of device may have a list of models
- Each device model may have a list of instances



\* This data structure will be used during circuit loading!

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# **Referencing Model and Instances**

- Each model instance may be linked with a list of device instances.
- Each device instance has a back pointer pointing at the belonging model instance.



\* One model supports multiple devices.

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#### **Device Loading**





- Semiconductor devices are described by a set of analytical equations.
- One model may take several hundreds of pages (BSIM3/4).
- Can be written in description language Verilog-AMS.
- Have to be translated into C/C++ code.

**Typical Modeling Flow** 



## Model Implementation

- Refer to C implementation of model equations;
  - including derivative computations (Jacobian matrix, ...)
- Model implementation is more *difficult, time consuming and error-prone* than model creation (writing math eqns).
- Simulator vendors have to develop their own implementations (IP issues)
- Model implementation is also costly.
- Designers have less control over models.
- Designers may identify flaws in models while using simulators.

**Designers Want** ...

- Accurate and robust models.
- Models covering all cases likely to appear in real design.
- Models that can be simulated efficiently.
- Sometimes want to modify the model equations in their own favor ...

### Model Compiler Can Help !

A Model Compiler is a CAD tool that supports automatic implementation of compact device model.



- 1. Input: compact device models in a description language -Verilog-AMS
- 2. Output: device code in C/C++ that can be directly compiled in Spice-like simulators.

#### **Device Model Implementation Flow**



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# APPENDIX --Object-Oriented Programming



- Data and functions associated with the same object are <u>collected</u> in one class
  - So-called "encapsulation"
  - Provides modularity of code.

# Use Polymorphism

- Define object interface in the base classes using virtual functions in C++ for polymorphism.
- Implementation of objects defined in the derived classes.
- Better code readability / flexibility, and
- Easier code management.
- Polymorphism is very suitable for model interfacing and device methods.

## Modular Development

- Make the numerical methods, modeling, and analysis independent from each other as much as possible.
- Make the Solver Module independent of the analysis algorithms; so that it is easier to update the solver.
- Make device models Independent of the simulator analysis engine;