

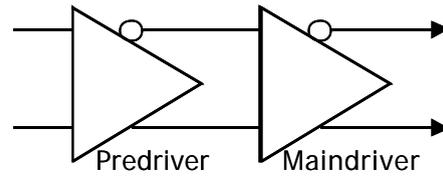


(TSMC CMOS 0.25um parameter ).  
transmission line FR-4 100  
differential stripline ( 5 ).  
simulation HSPICE lossy transmission line  
W-model . Package model BGA(Ball  
Grid Array) type 가 model  
4 . 6 parameter TT corner(Typical  
NMOS Typical PMOS) 3Gbps differential input  
sequence "011000001010011  
111010100011111000"  
I/O buffer  
feedback  
(2nsec ). (a) output buffer  
input sequence . (b) negative  
feedback input buffer simulation  
3Gbps 가  
(c) negative feedback  
pattern . power  
I/O layout 7,8 .

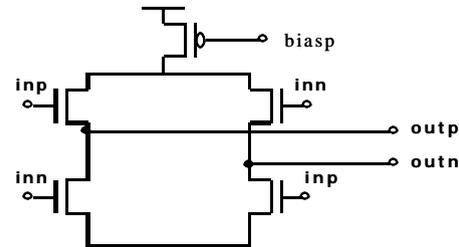
#### 4.

LVDS I/O interface  
I/O bandwidth input buffer  
negative feedback swing  
post-simulation 66%  
power I/O buffer 80mW, 40mW

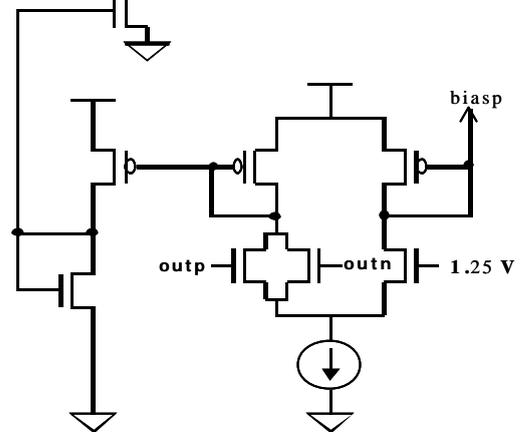
- [1] IEEE Standard for Low-Voltage Differential Signaling (LVDS) for Scalable Coherent Interface (SCI), 1596.3 SCI-LVDS Standard, IEEE Std. 1596.3-1996, 1996.
- [2] Andrea Boni, *et al.* "LVDS I/O interface for Gb/s-per-Pin Operation in 0.35um CMOS" IEEE J. Solid-State Circuits, Vol 36, pp706-711, April 2001.
- [3] T. Gabara, *et al.* "LVDS I/O Buffers with a Controlled Reference Circuit" in Proc. ASIC Conf., Sept 1997, pp. 311-315.
- [4] William J. Dally, John W. Poulton, "Digital Systems Engineering", Cambridge, 1998.
- [5] B. Young, "An SOI CMOS LVDS Driver and Receiver Pair", Symposium on VLSI Circuits, 2001. Digest of Technical Papers, 2001.
- [6] M. Bazes, *et al.* "Two Novel Fully Complementary Self-biased CMOS Differential Amplifiers", IEEE J. Solid-State Circuits, vol. 26, pp165-168. Feb, 1991.



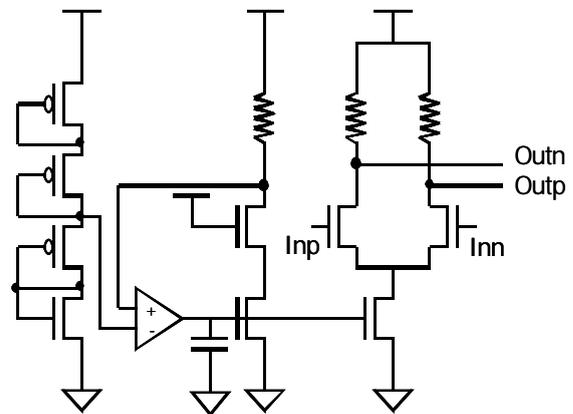
(a) Output buffer block diagram



(b) negative feedback input buffer simulation

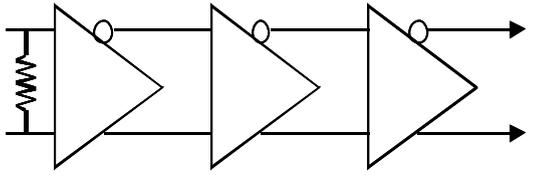


(b) Maindriver

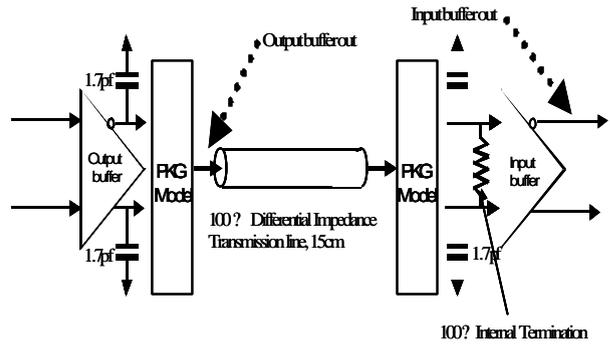


(c) Predriver

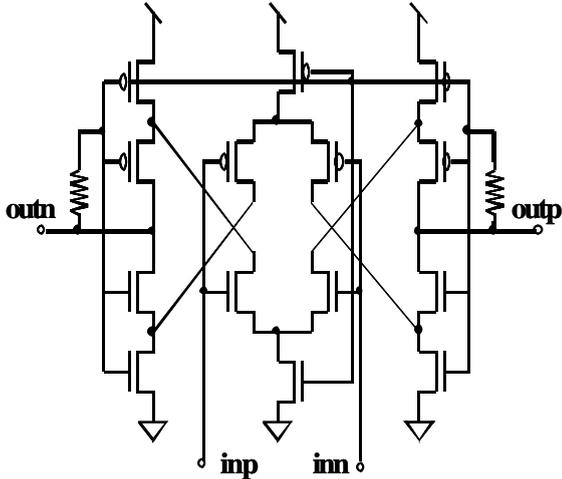
1 Output buffer



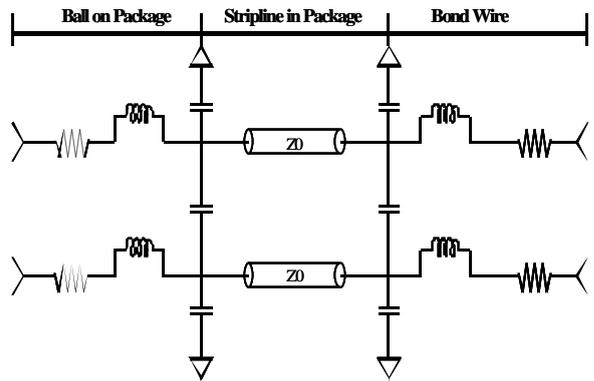
Baze's amp. Highgain amp. Differential amp.  
 (a) Input buffer block diagram



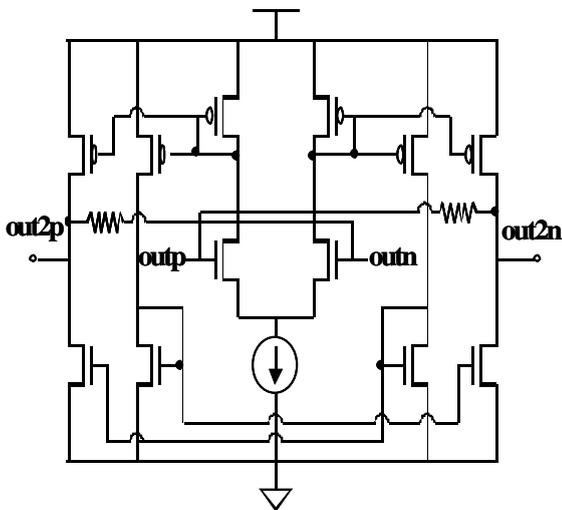
3



(b) Baze's amp.

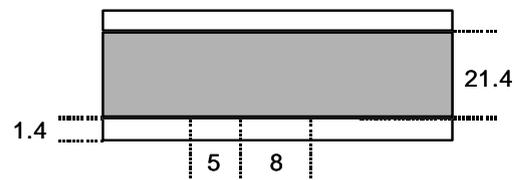


4 Package model



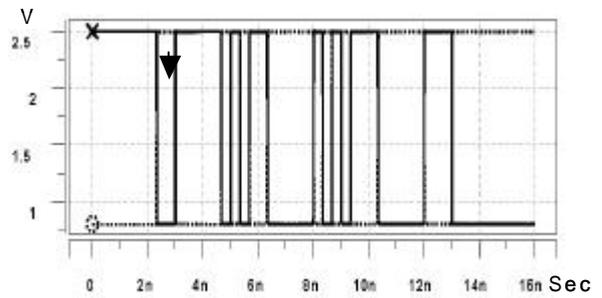
(c) High gain amp.

2 Input buffer

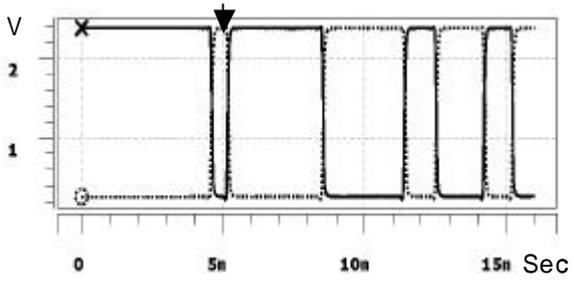


?r = 4.5 (FR4) : mil

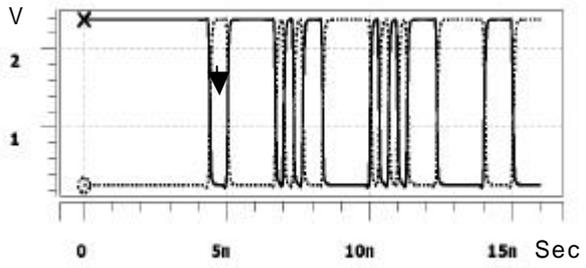
5 Transmission line (100 )



(a) Output buffer

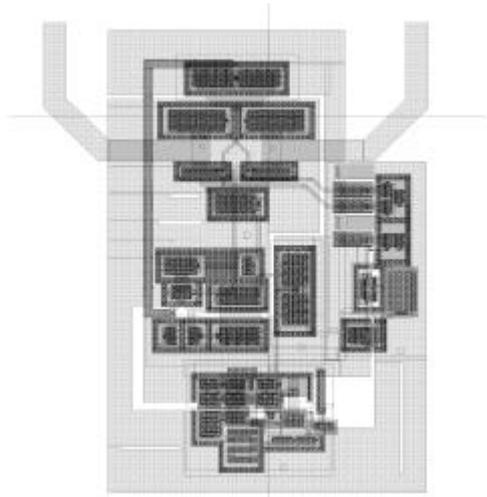


(b) Input buffer (feedback )

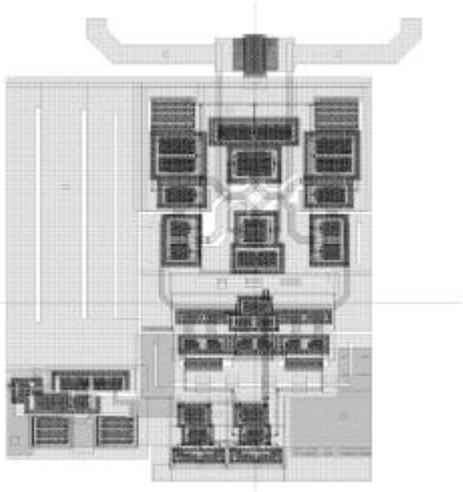


(c) Input buffer (feedback )

6 Simulation @3Gbps



8 Output buffer layout



7 Input buffer layout