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	iPhone Funct	ions	
	iPhone	VLSI Design Class	
	Digital Functions	Yes	
	– Processor		
	– Memory		
	 LCD Driver 		
	 Analog and Radio Interfaces (glue logic) 		
	Radio Functions	NO	
	 2G Cell Phone (GSM) Transceiver 		
	 3G Data Interconnect Transceiver 		
	 – GPS Receiver 		
	 Bluetooth Transceiver 		
	 WiFi Transceiver 		
	 Near Field Wireless 		
	Analog Functions	Very Little	
	 Audio input and output 	No	
	 A-to-D and D-to-A converters 	Some	
	 Video Sensor (2 in iPhone 4) 	No	
	 Screen Touch Sensor 	No	
	 Proximity Sensor 	No	
	 3D Accelerometer (6D in iPhone 4 	No	
	– Digital I/O	Some	
	 USB Interface 	No	
Intr	- Firewire Interface oduction CMOS VLSI Design	No Slide 9	

	iPhone Technology	Timeline
	iPhone	First Use
	Digital Functions	Yes
	– Processor	1971
	– Memory	1971,1988
	 LCD Driver 	1972
	 Analog and Radio Interfaces (glue logic) 	
	Radio Functions	
	 2G Cell Phone (GSM-TDMA) Transceiver 	1992
	 3G Data Interconnect Transceiver 	2003
	 GPS Receiver 	1993
	 Bluetooth Transceiver 	1994
	 WiFi (IEEE 802.11) Transceiver 	2000
	Analog Functions	
	 Audio input and output 	1952
	 A-to-D and D-to-A converters 	~1970
	 Video Sensor (2 in iPhone 4) 	1974
	 Screen Touch Sensor 	2007
	 Proximity Sensor 	
	 3D Accelerometer (6D in iPhone 4 	1990
	 Digital I/O 	
	 USB Interface 	1995
	- Firewire Interface	1995
Intro	Dduction CMOS VLSI Design	Slide 10



























































+	Dimensions	1/K
	Channel Width	1/K
	Channel Length	1/K
	Control Con	1/K
Green: Diffusion	Gate Capacitance	1/K
Red: Oxide	Voltage	1/K
	Substrate Doping	κ
K = "Scale Factor" from one	Circuit Area	∫ 1/K²
	Speed Big win	ίκ
Moore's Law	Current	1/K
$\mathbf{K} = \sqrt{2/25}$ vegre	Power	1/K ²
$\mathbf{K} = \sqrt{2} / 2.5$ years	Power per Unit Area	1

































Operation Operation Negotiate Product Operation Interview	ated Circuit De Specifications egrated Circuits	sign
Inputs	Sc	ource
Product Specifications	Systems and Appl Marketing	lication Engineering
CAD System	CAD Developmen	ıt
Design Libraries (Std Cel	lls, etc.) Library Developm	ent
Mask Check Data	Mask Prep	
Design Rules	Device Engineerir	ng
ESD Rules	ESD Design	
		0.11.57

Outputs	Destination
GDSII Mask Data	Mask Prep
Design Documentation	Product and Test Engineering Marketing Systems and Applications Engineering
Product Specifications	Systems and Application Engineering Marketing
Test Documentation	Product and Test Engineering



	High End Microproc	essor
300 engineer – ~\$300k per	s for 2 years	\$150 – 200M
 Masks (32 nn ~ \$250k pe ~ 40 masks 	n) r mask S	\$10M
	Simpler Produc	t
20 engineers	for 9 months	\$3-5M
Masks(32 nm)	\$10M

















