



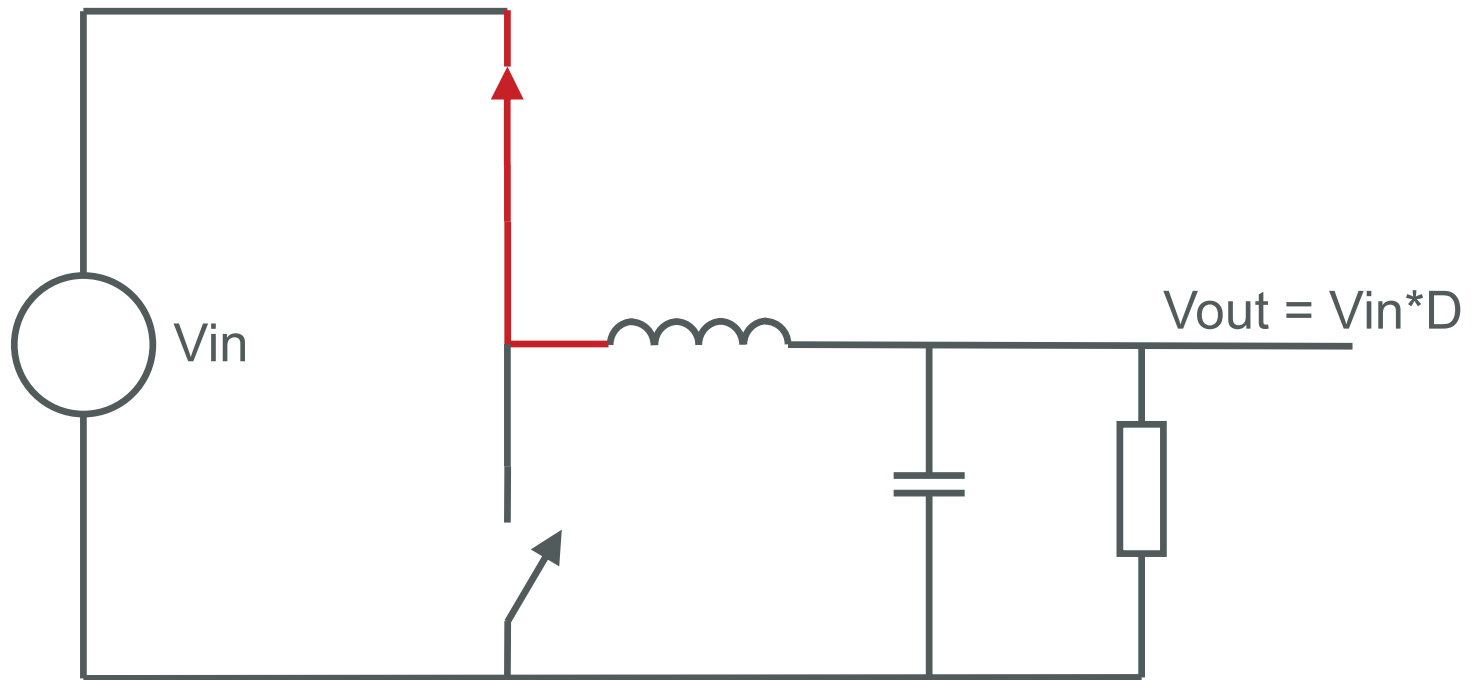
Modelling a 4-Level DCDC Converter Using EEnets

Paul Denny

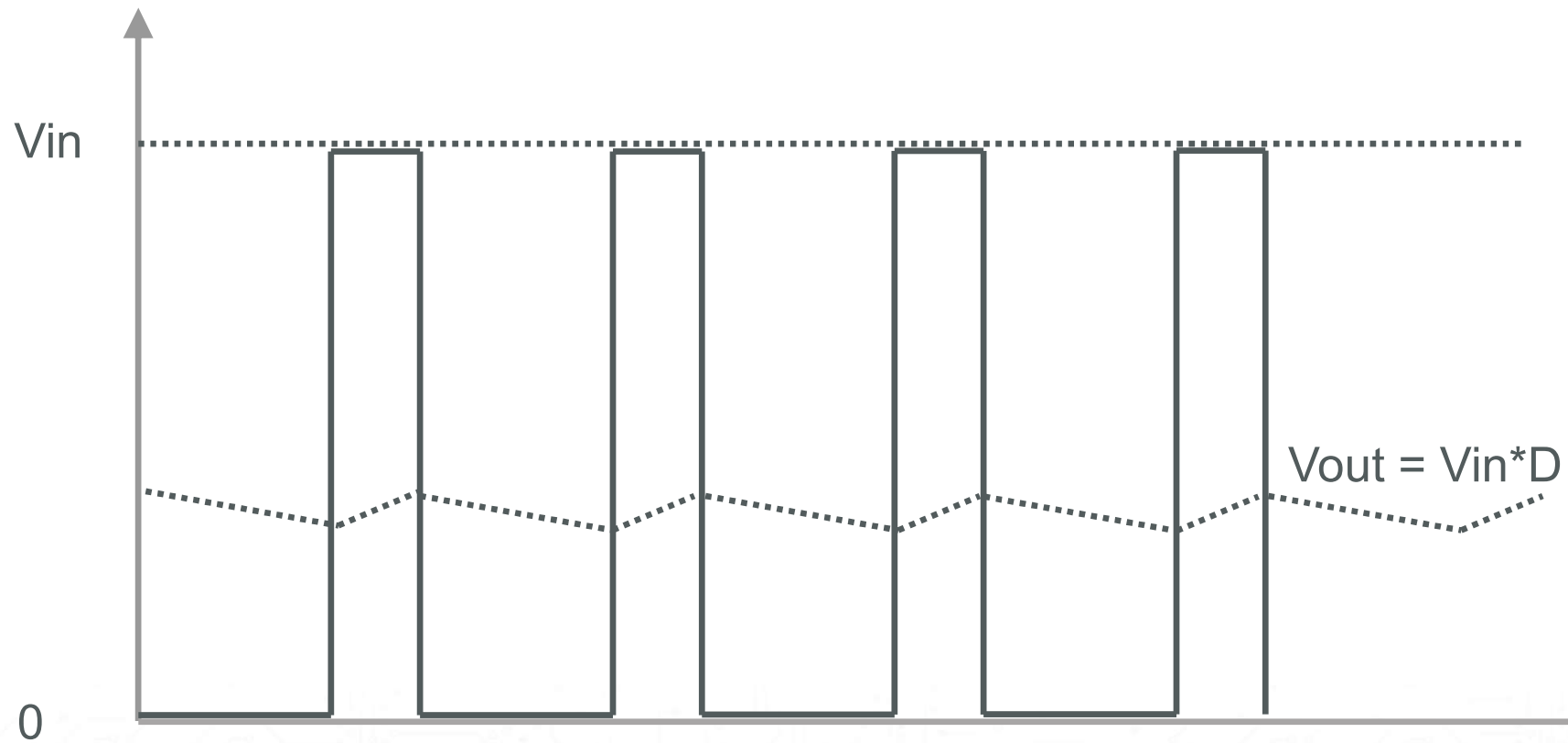
Contents

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- The Verification Challenge
- Limitations of Traditional Modelling methodologies
- What are EEnet models?
- Accuracy of EEnet methodology
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- Pros and Cons
- Q&A

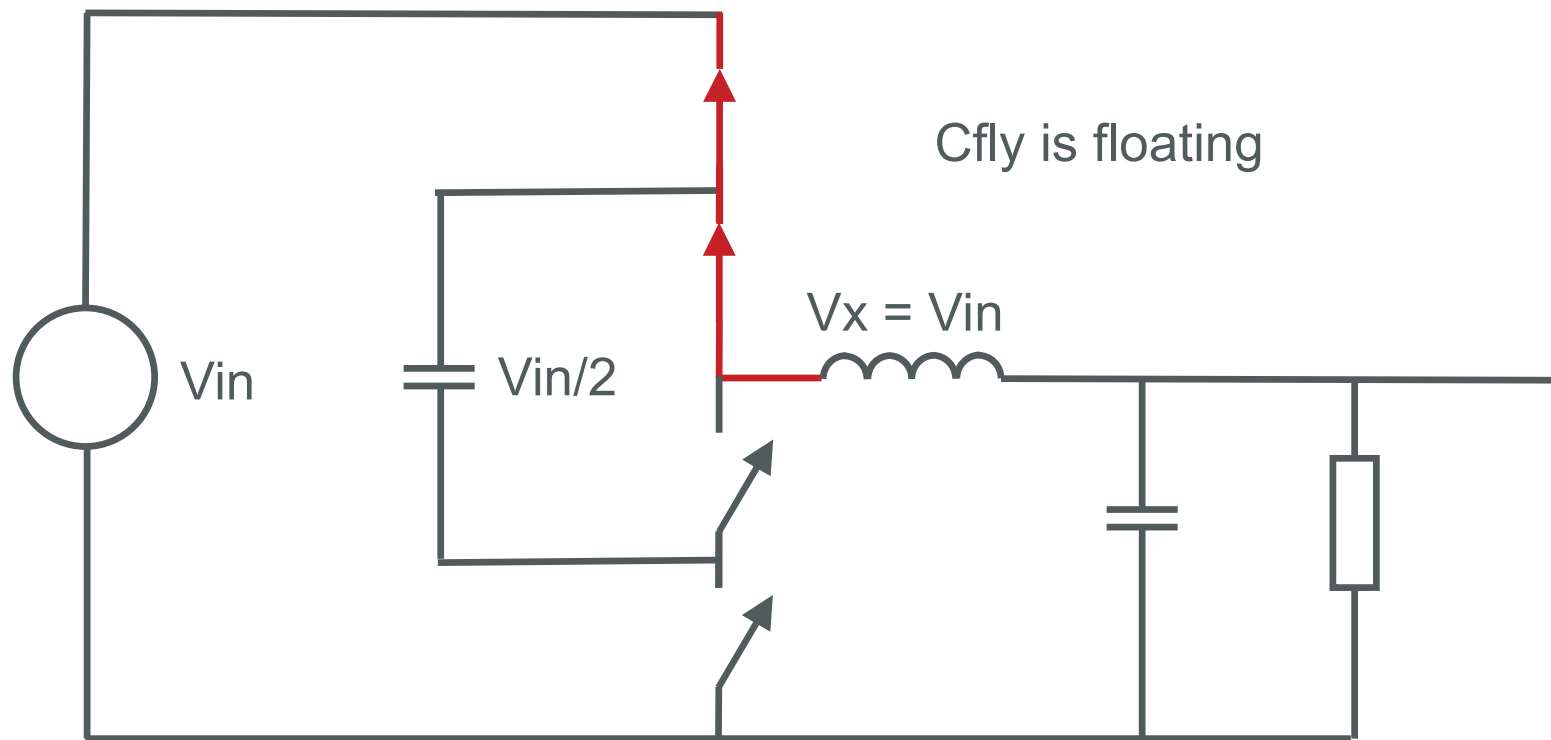
Basic Buck Converter Output Stage



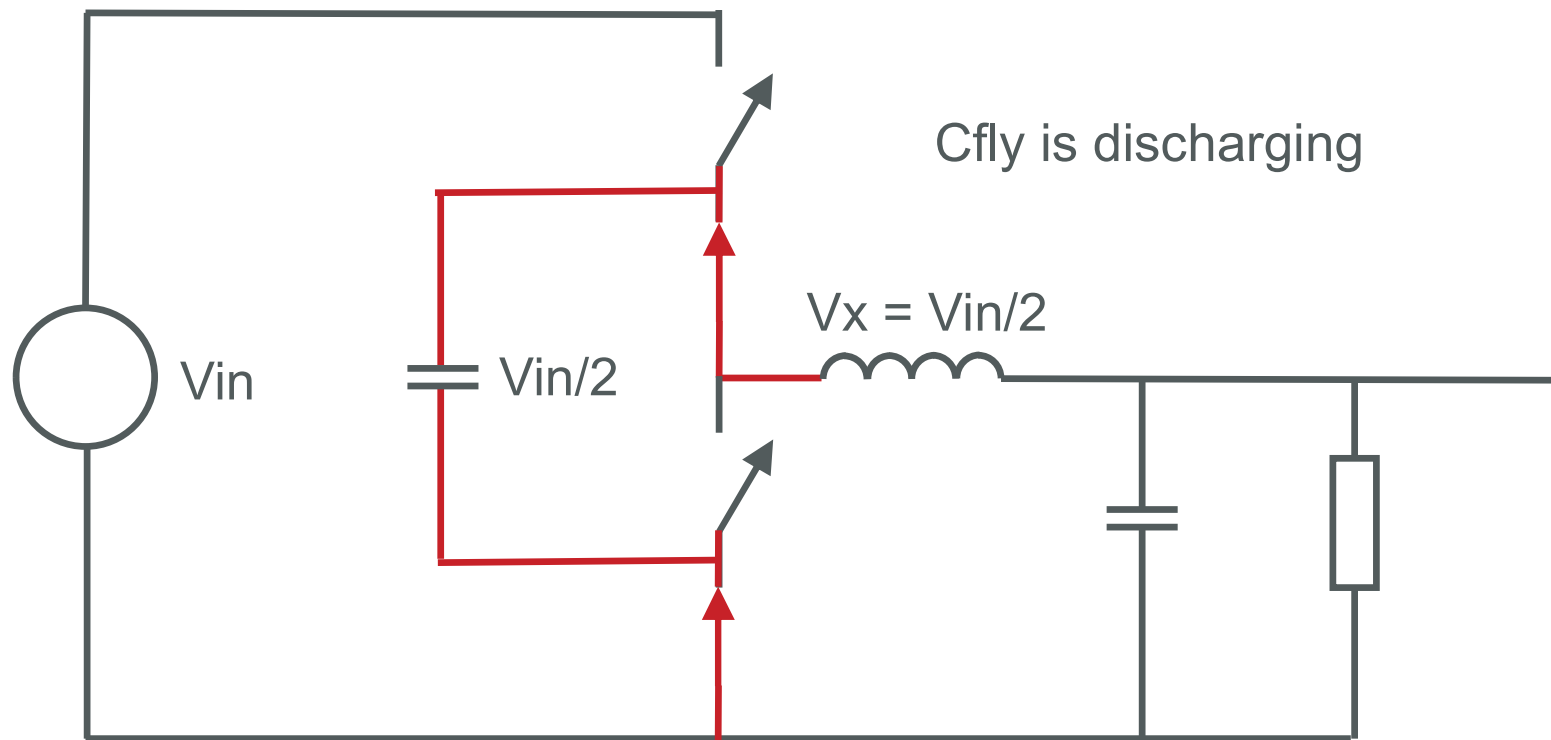
Basic Buck Converter Output Switching Waveform



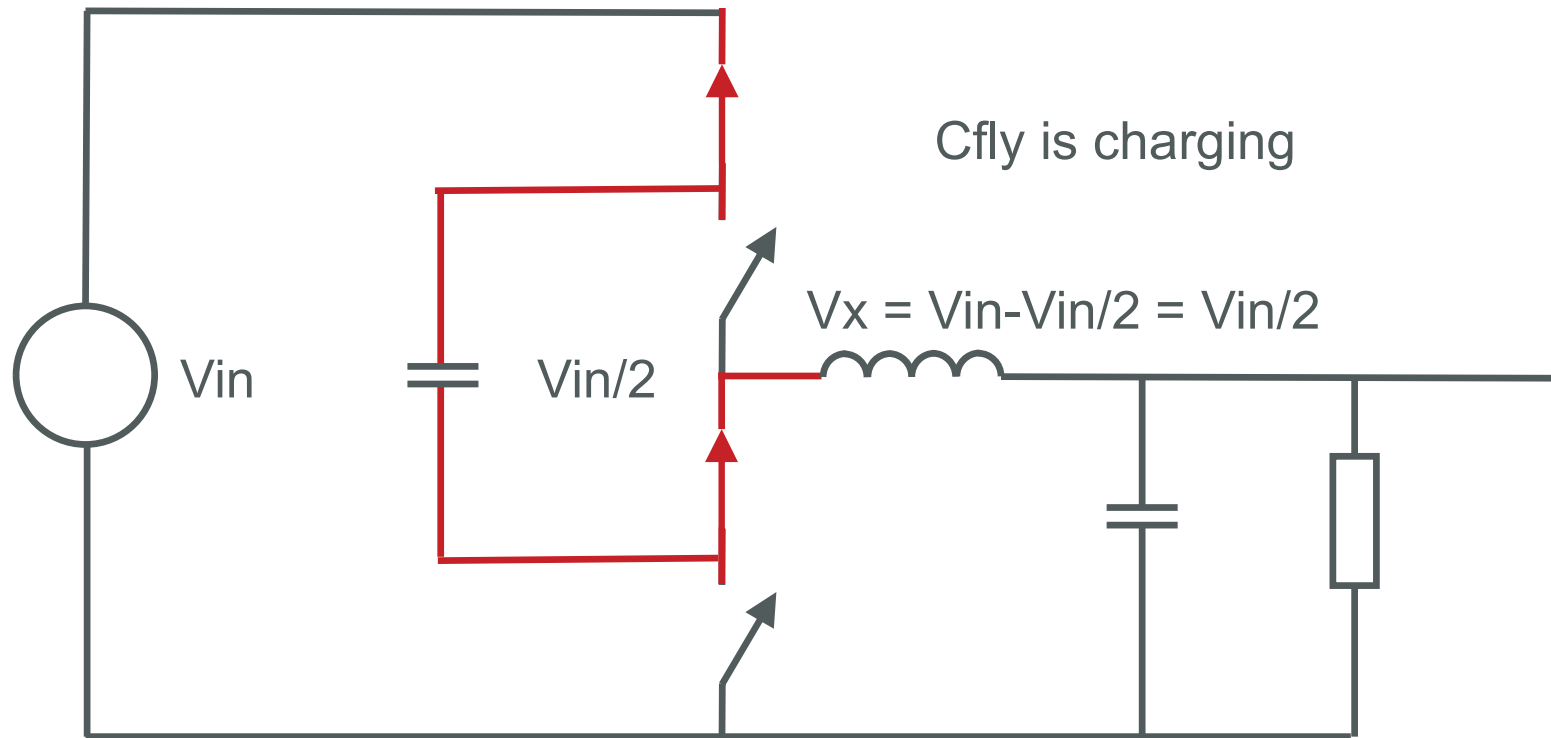
3 Level Buck Converter Output Stage



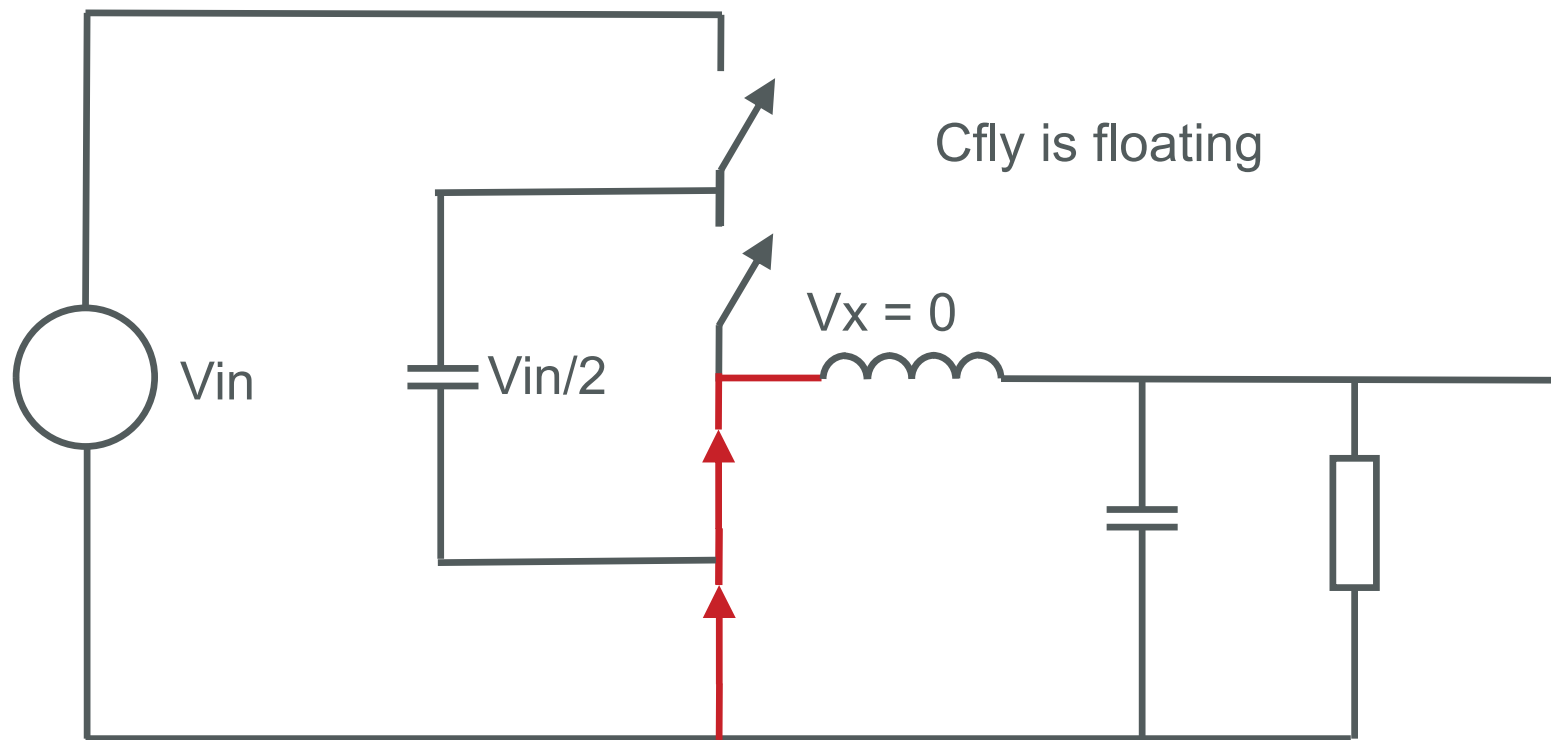
3 Level Buck Converter Output Stage



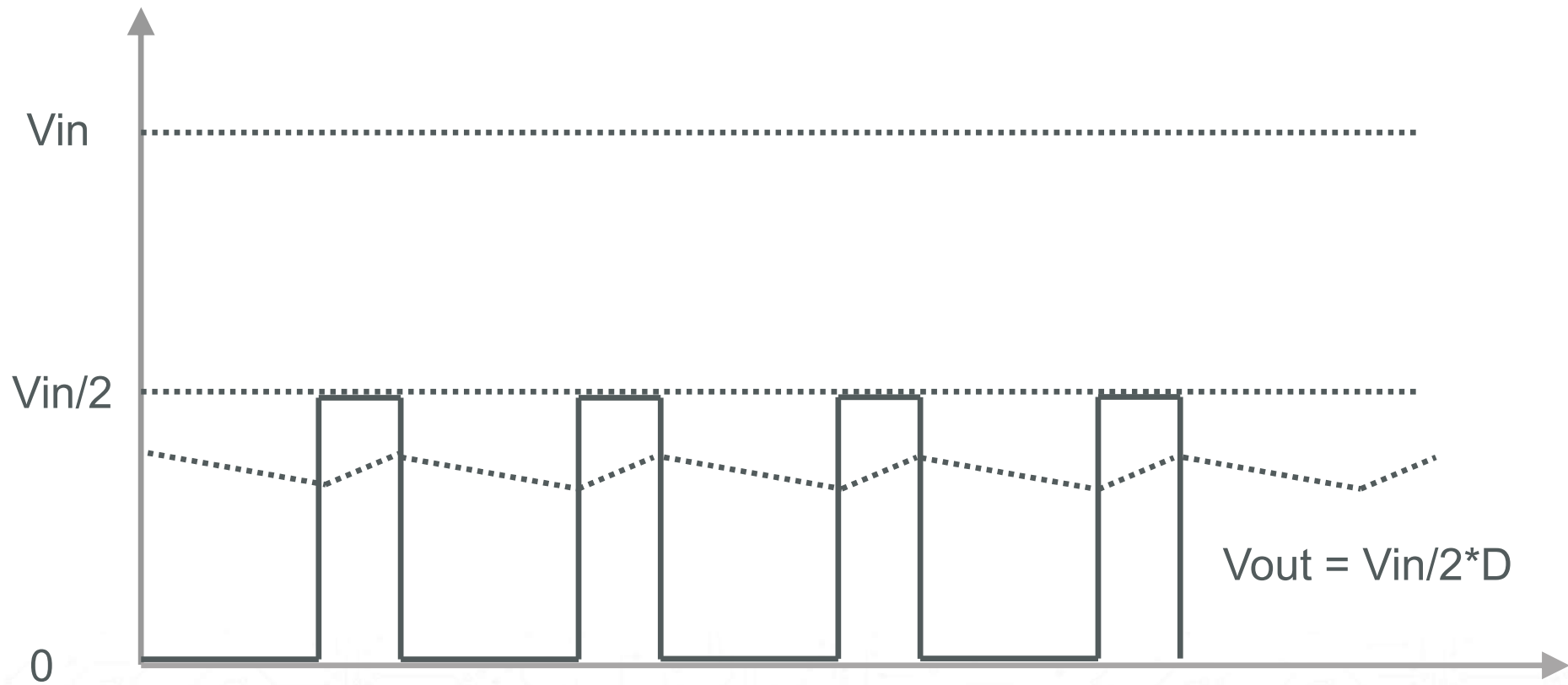
3 Level Buck Converter Output Stage



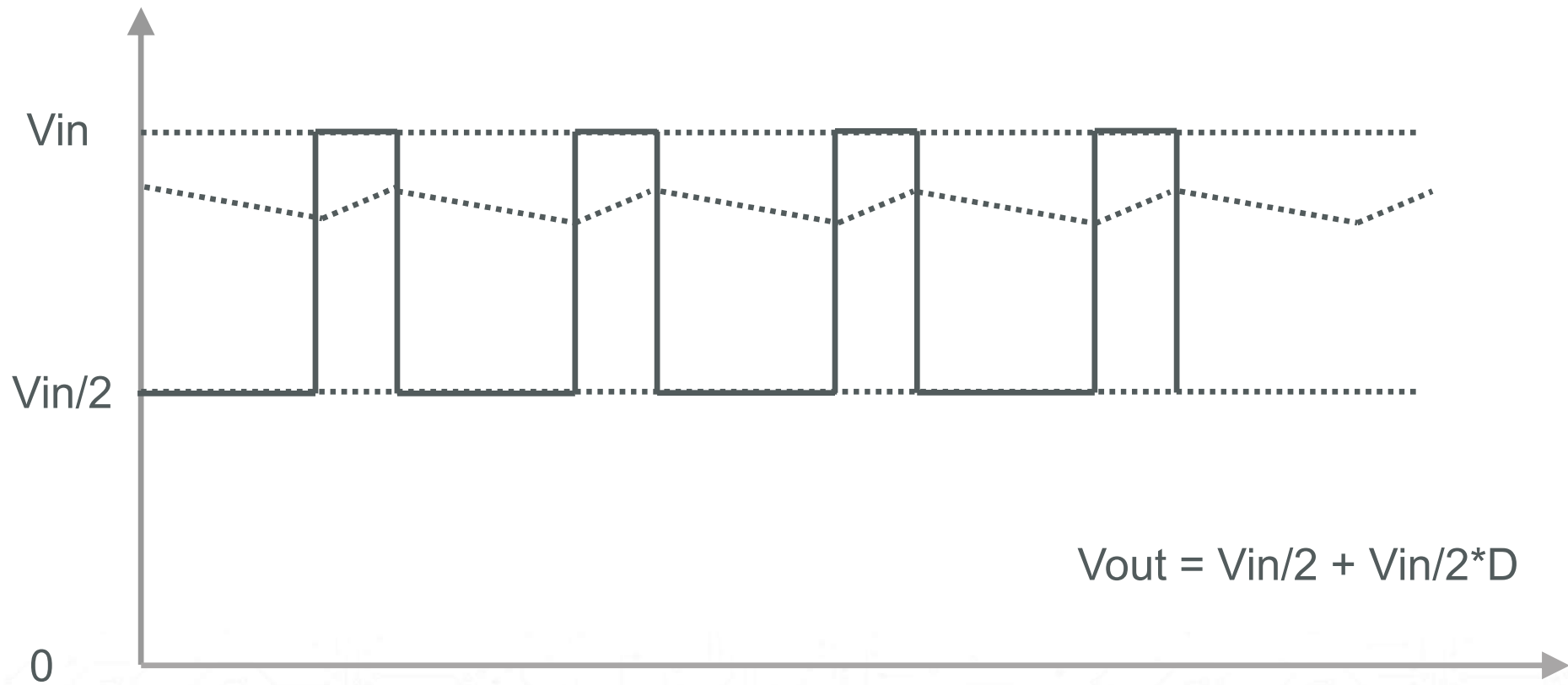
3 Level Buck Converter Output Stage



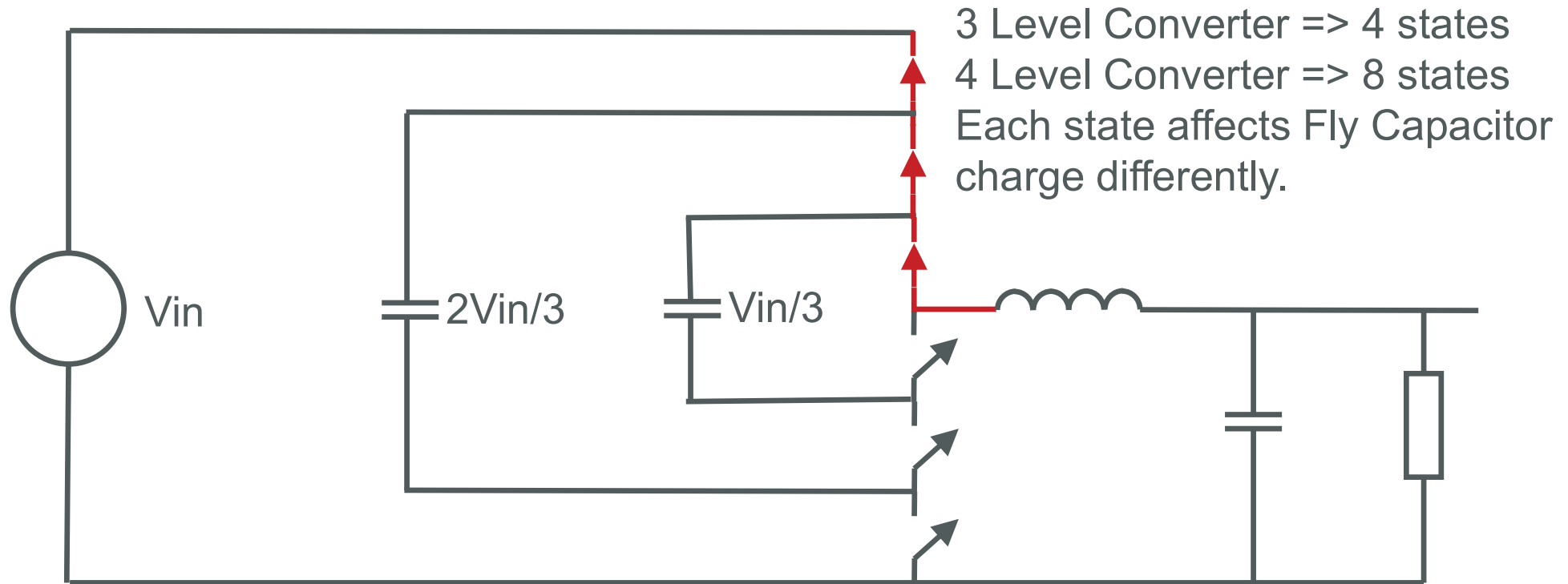
3 Level Converter Output Switching Waveforms



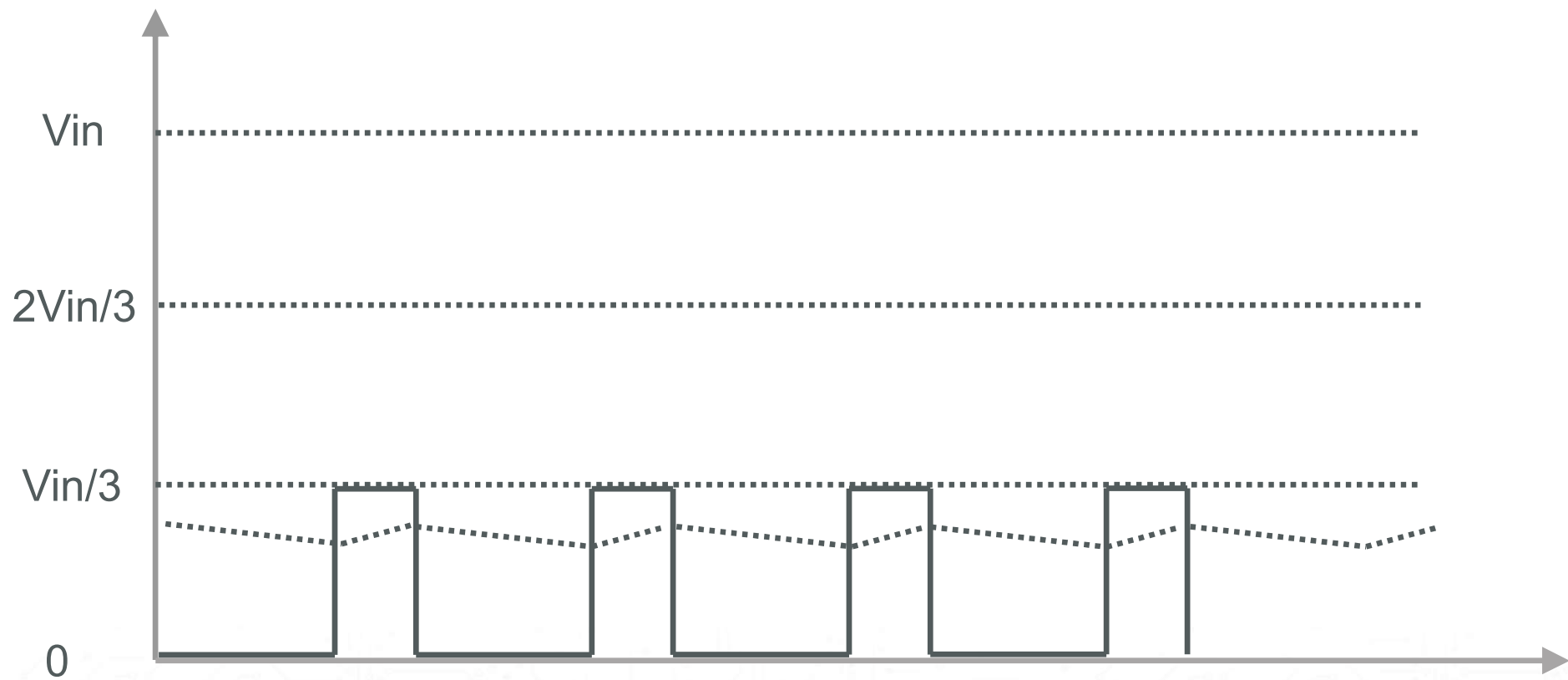
3 Level Converter Output Switching Waveforms



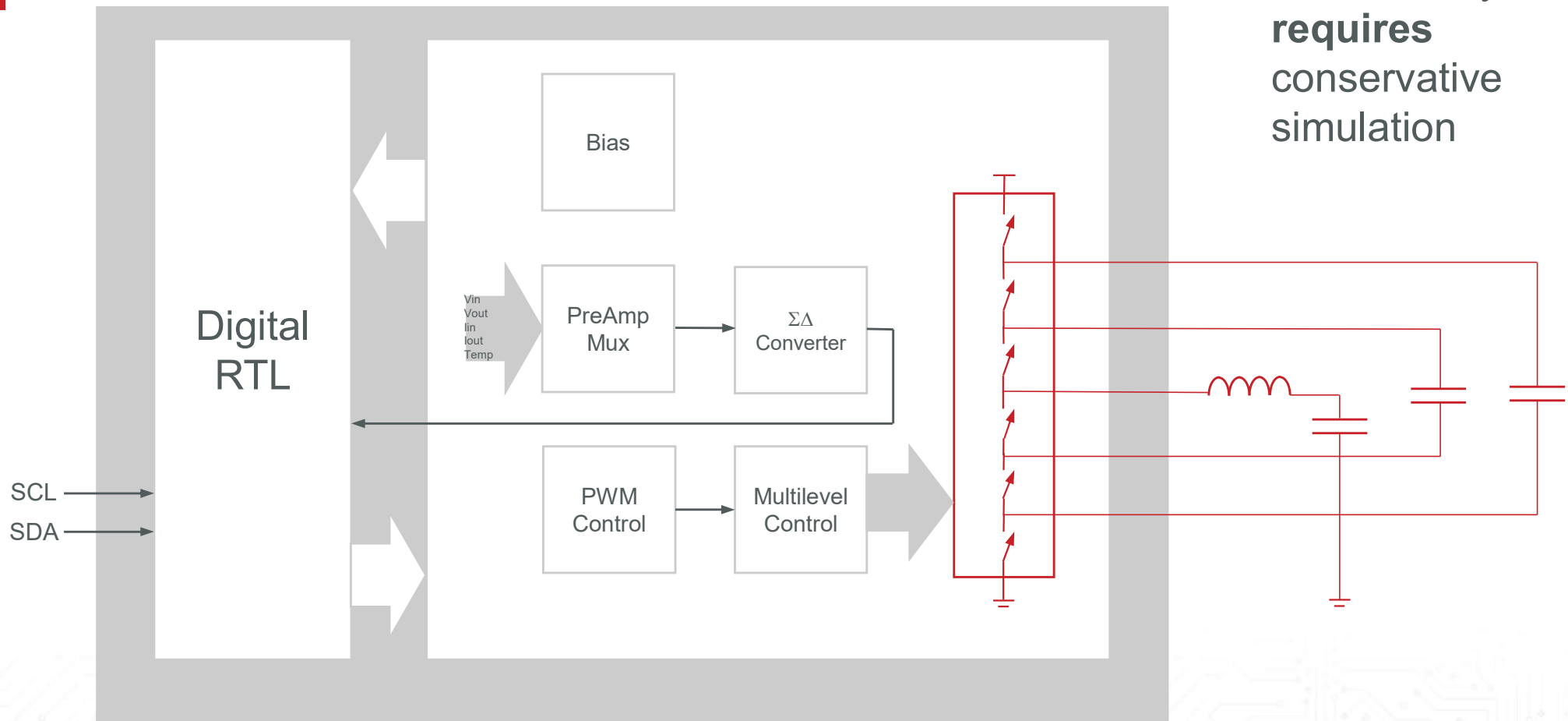
4 Level Buck Converter Output Stage



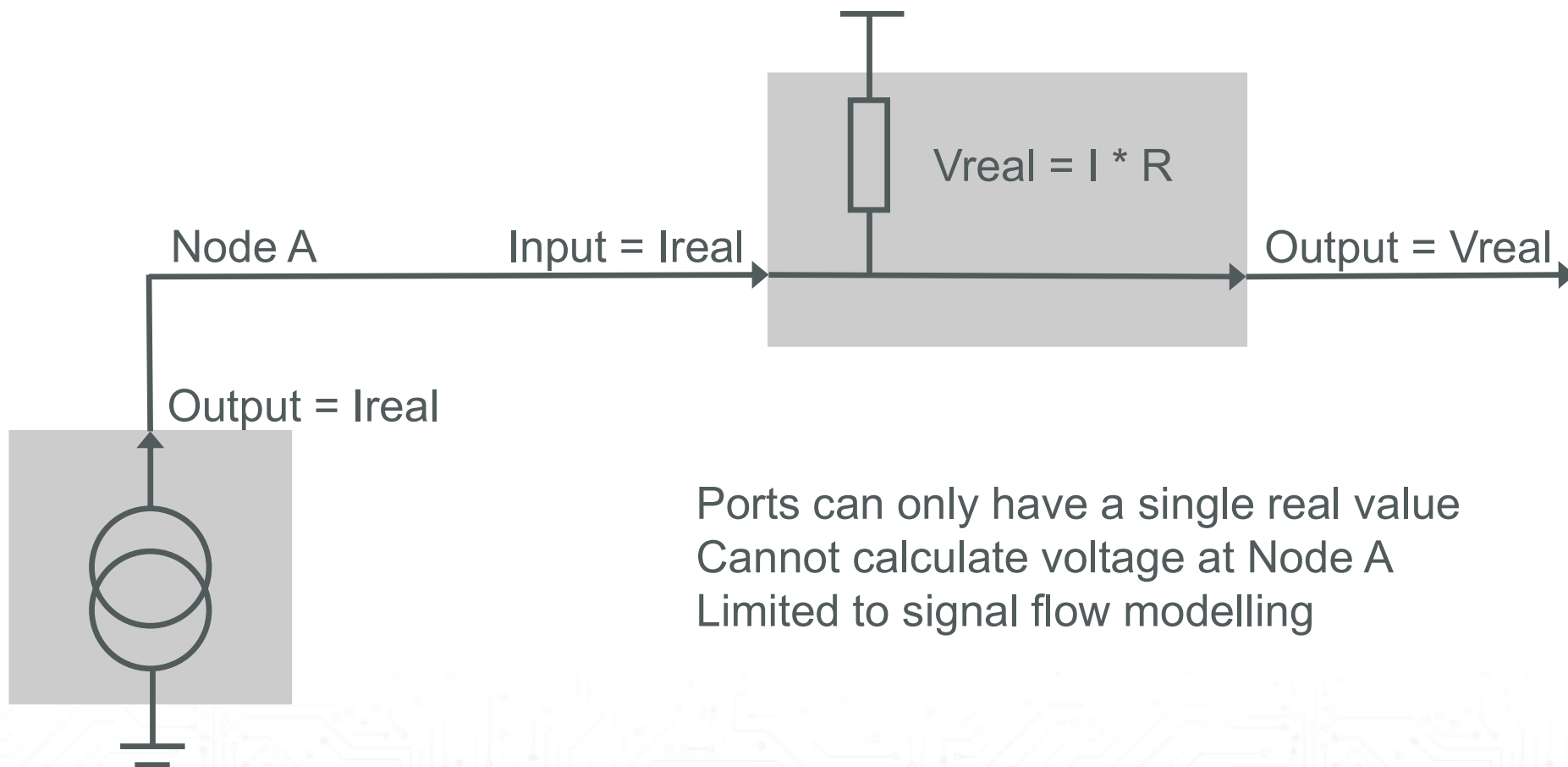
4 Level Buck Converter



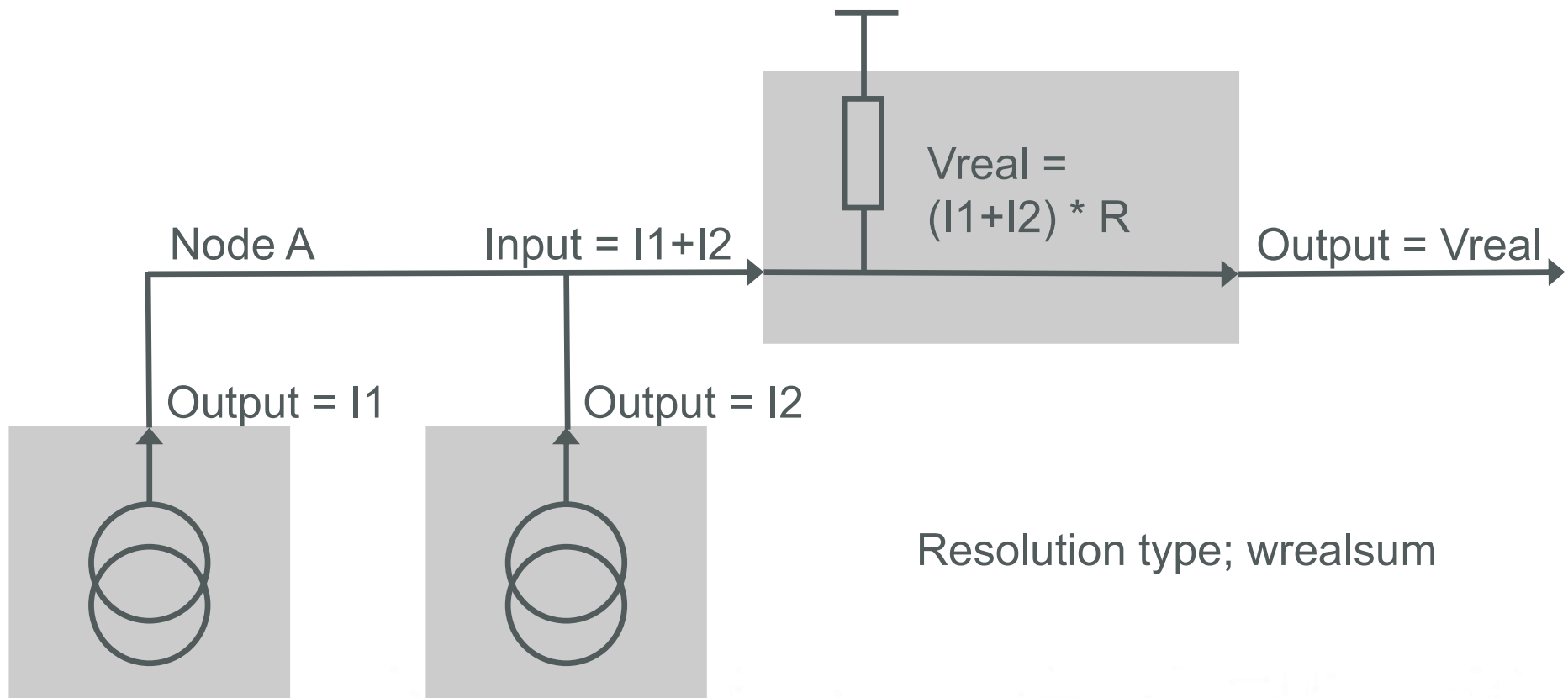
The Verification Challenge



Limitations of WREAL models – single value per port



Limitations of WREAL models – limited resolution functions



What are EEnet models?

- EEnets employ SystemVerilog language features;
 - User Defined Types (UDT)
 - User Defined Nets (UDN)
 - User Defined Resolution Functions (UDR)

SystemVerilog UDN and UDR

- Integral part of SV language definition
- User Defined Nets (UDN)
 - Allow any number of independent variables to be assigned to a port
 - real
 - logic
 - Int
- User Defined Resolution Functions (UDR)
 - Allow any function to resolve multiple drivers on net

What are EEnet models?

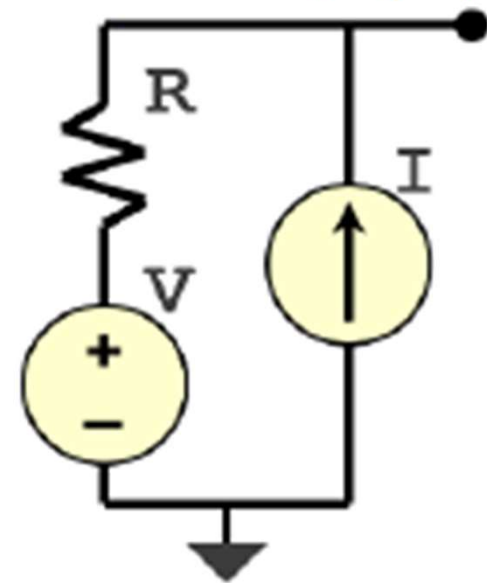
- User (Cadence) Defined Type (UDT)

```
typedef struct {  
    real V;  
    real I;  
    real R;  
} EEstruct;
```

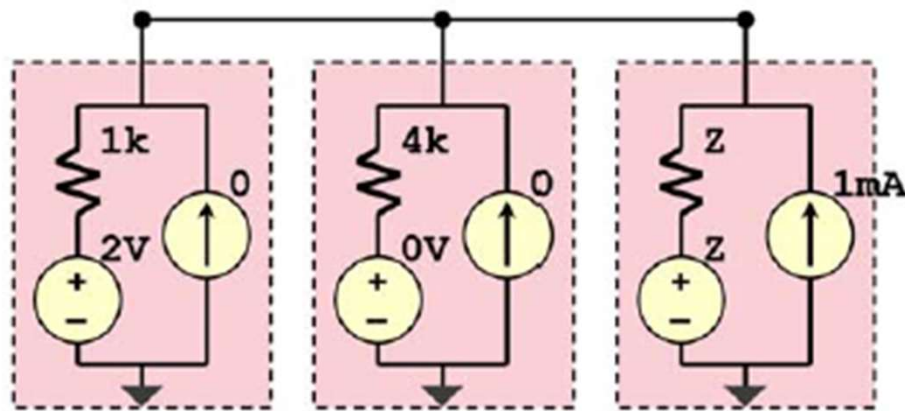
- User Defined Resolution Function (UDR)
function automatic Eestruct res_EE (input Eestruct
driver[]);
 <lots of function code here>

- User Defined Net (UDN)
nettype Eestruct **EEnet** with res EE;

**Format of EEnet
Driver Definition**
 $\{V, I, R\}$



EEnet Resolution Function



Output Evaluation:

$$\Sigma I = 2\text{mA} + 0\text{mA} + 1\text{mA} = 3\text{mA}$$

$$\Sigma G = 1\text{m} + 0.25\text{m} + 0 = 1.25\text{m}$$

$$V_{\text{out}} = \Sigma I / \Sigma G = 3\text{m} / 1.25\text{m} = 2.4\text{V}$$

$$R_{\text{out}} = 1 / \Sigma G = 800 \Omega$$

Resulting EEnet value: '{2.4, 0, 800}'

- Acknowledgement – Reproduced from Cadence's EEnet Rapid Adoption Kit

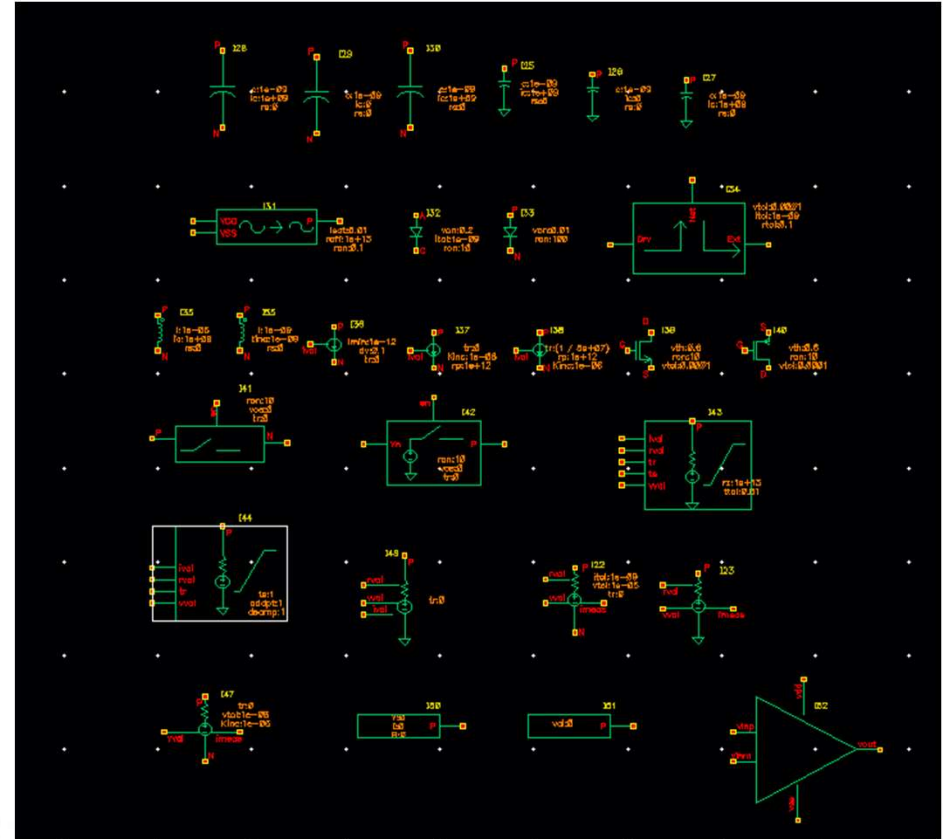
What about Capacitors?

- $V = \text{Integ}(I * dT) / C$
- $V1 = V0 + ((I0 + I1)/2 * dT) / C$
- $V1 = [V0 + I0 * dT/2C] + [I1 * dT/2C]$
- $V1 = [V_{eq}] + [I1 * R_{eq}]$
- This simple difference equation fits directly into the EEnet driver model
- Similar arithmetic allows for Inductors
- NB – this provides an exact solution equivalent to Spice
- Need to provide suitable internal event clock

EEnet Library

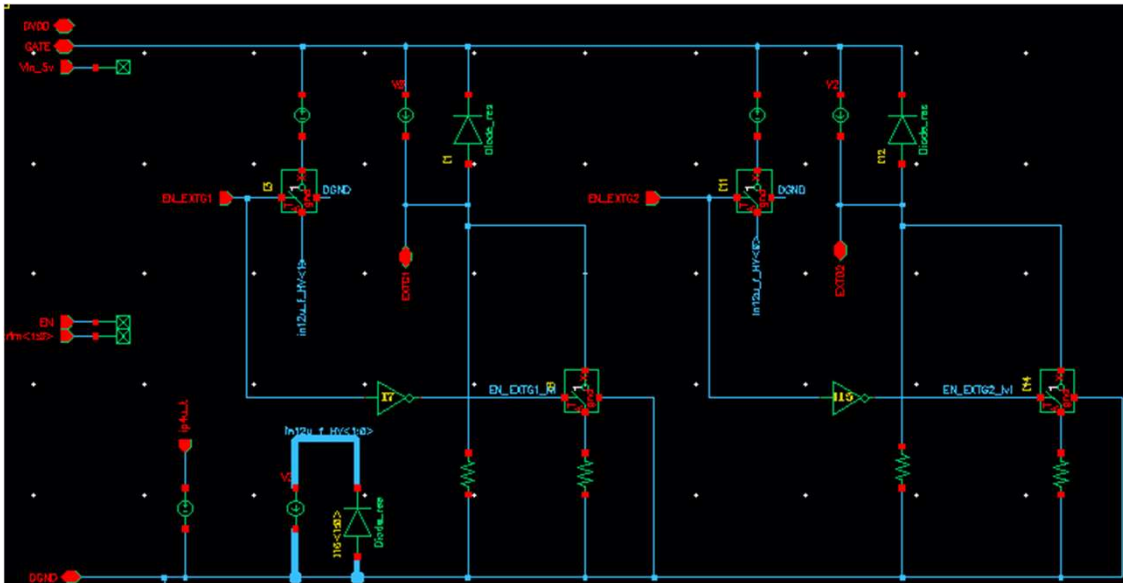
- Library is included in Cadence installation
- Models are pre-written and include advanced modelling features
 - Convergence limits
 - Automatic timestep control
 - Floating (differential) components
- Covers vast majority of analog modelling needs
- Greatly eases adoption

AllCells
CapDeq
CapDeq1
CapDx
CapGeq
CapGeq1
CapGx
ClipG
DIO_EE
DIO_SIMP
EEIO
IndD
IndDeq
Isrc
Isrc_ideal
Isrc_ideal_gaussian
NMOS_EE
PMOS_EE
SwitD
SwitG
ViRampG
ViRampGs
VRsrcG
VRsrcD
VRsrcG
Vvar_ideal
constEE
constR
opamp1



EEnet Simulation Speed

- Extremely fast ~2000x in like-for-like comparison
 - Top level SOC simulation in minutes, not days



```
module GateDriveSW_mirr_ES7
import EE_pkg::*; import cds_rnm_pkg::*;
( DGND, DVDD, EXTG1, EXTG2, GATE, in4u_f, EN_EXTG1,
EN_EXTG2, ip4u_t, PSUB, EN, Vin_5v, Itrim );

input logic EN_EXTG2;
inout EEnet DGND;
input logic EN_EXTG1;
input logic EN;
inout EEnet PSUB;
input logic EXTG2;
input real Vin_5v;
input real ip4u_t;
inout EEnet GATE;
inout EEnet DVDD;
input logic [1:0] Itrim;
inout wreal4state in4u_f;
input logic EXTG1;

// Shorthand for standard real constants:
`define Z `wrealZState
`define X `wrealXState

parameter real R4 = 2.0e3;
parameter real R1 = 1.0e6;
parameter real R0 = 49.1;
parameter real R5 = 2.0e3;
parameter real R3 = 1.0e6;
parameter real R2 = 49.1;

real iref;

assign EXTG1 = ((real'(EN_EXTG1) * (GATE.V - (iref * R4))) > ((DVDD.V - DGND.V) / 2)) ? 1 : 0;
assign EXTG2 = ((real'(EN_EXTG2) * (GATE.V - (iref * R5))) > ((DVDD.V - DGND.V) / 2)) ? 1 : 0;

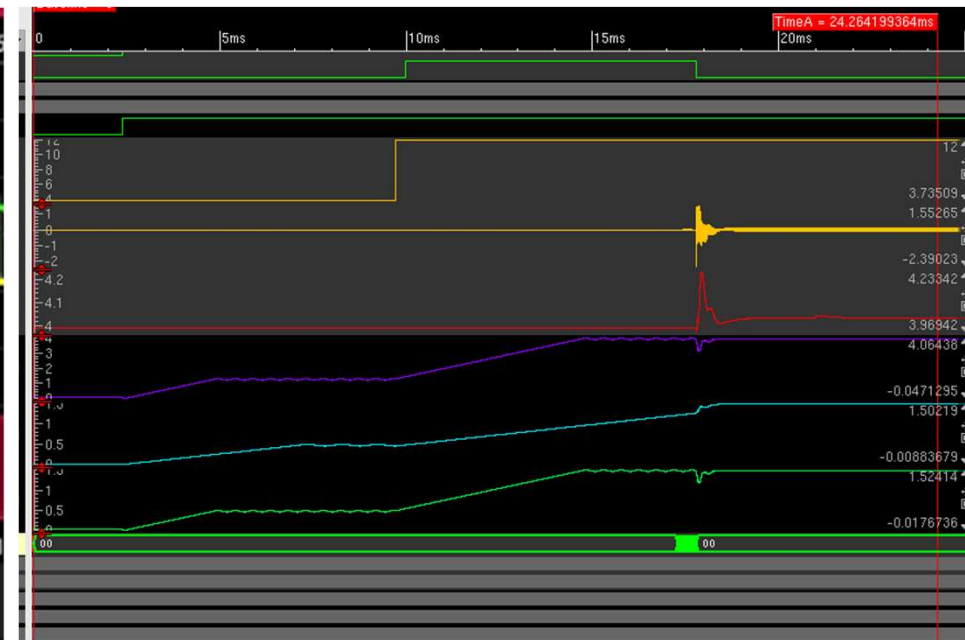
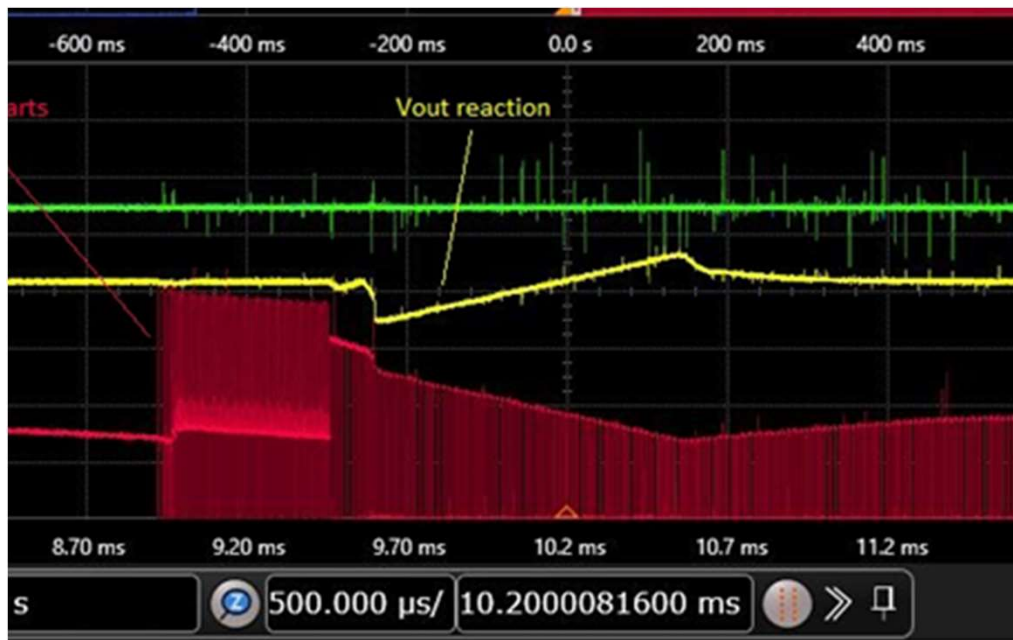
always @*
begin
case(Itrim)
2'b00: iref = real'(EN) * ip4u_t * (6/8) * 4;
2'b01: iref = real'(EN) * ip4u_t * (6/4) * 4;
2'b10: iref = real'(EN) * ip4u_t * (6/16) * 4;
2'b11: iref = real'(EN) * ip4u_t * (6/12) * 4;
default: iref = 0;
endcase
end

function real max(input real a,b); max = (a>b) ? a : b;
endfunction

endmodule
```

Accuracy of EEnet methodology

- Extremely accurate modelling of behaviour
 - Allows high confidence in algorithms, system stability and functionality



Pros and Cons

Advantages	Challenges
Very Accurate – SPICE level accuracy possible	Requires expert modelling ability (timesteps, convergence)
Very wide range of abstraction possible	Verification engineer must straddle Analog and Digital domains
Extremely Fast System Simulation Speeds	Project team and database must be managed as Top Down - Digital on Top
Only requires single simulation kernel (and license)	Who to lead methodology in mixed signal team



THANK YOU

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Q&A