

“高可靠”的设计与生产

暨迎接更高速的挑战



1

数字、模拟、射频的特征

■ 那些年，我们一起设计的高速信号





设计哲学，思路决定出路

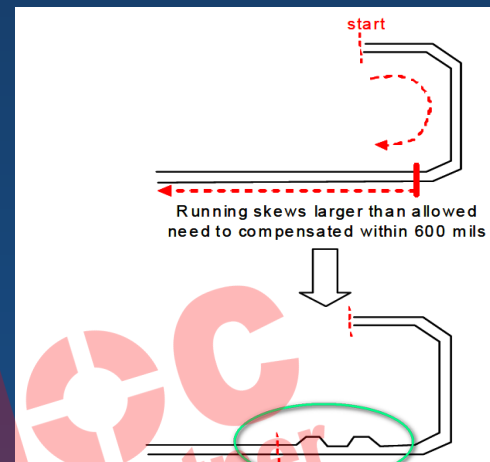
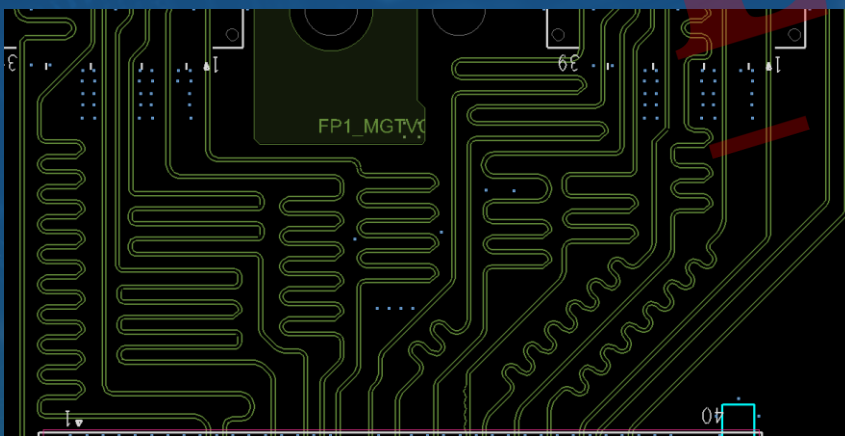
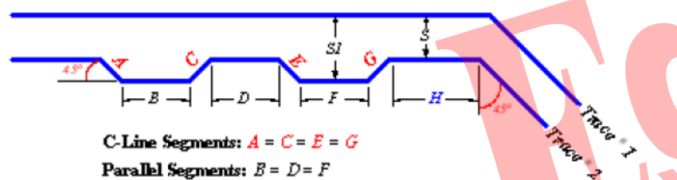
- A：细节决定成败，精益求精
- B：抓住问题主要矛盾，不纠缠细枝末节





- 2H、3W绕线
- 圆弧、圆弧、圆弧

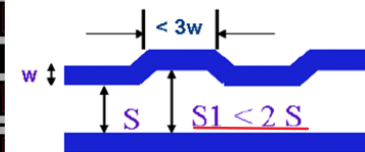
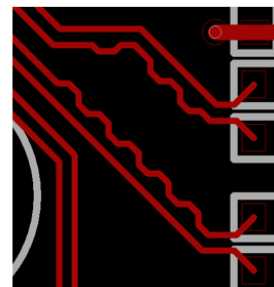
Picture below shows the recommended length matching serpentine:
Rule: $S1 < 2 \times S$, $B=D=F=H=3 \times w$, 45 degree bend, where w is the trace width.



其中一个部门希望这样做,只能在一头一尾绕

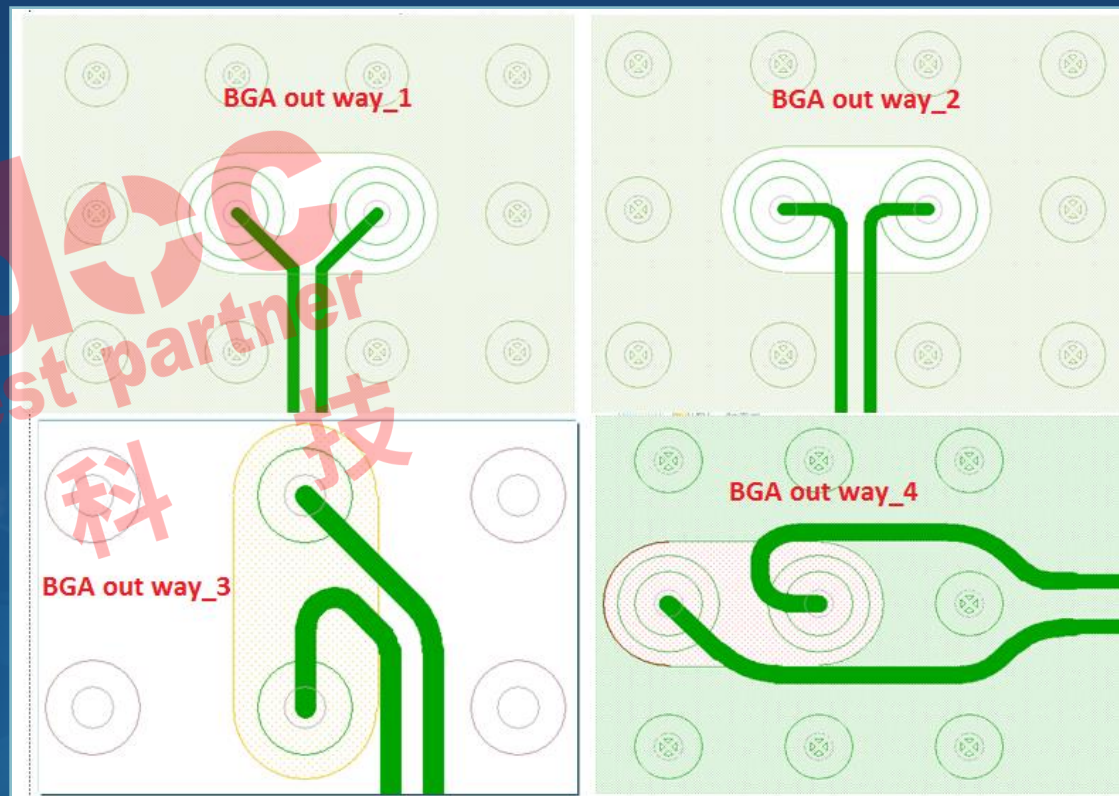
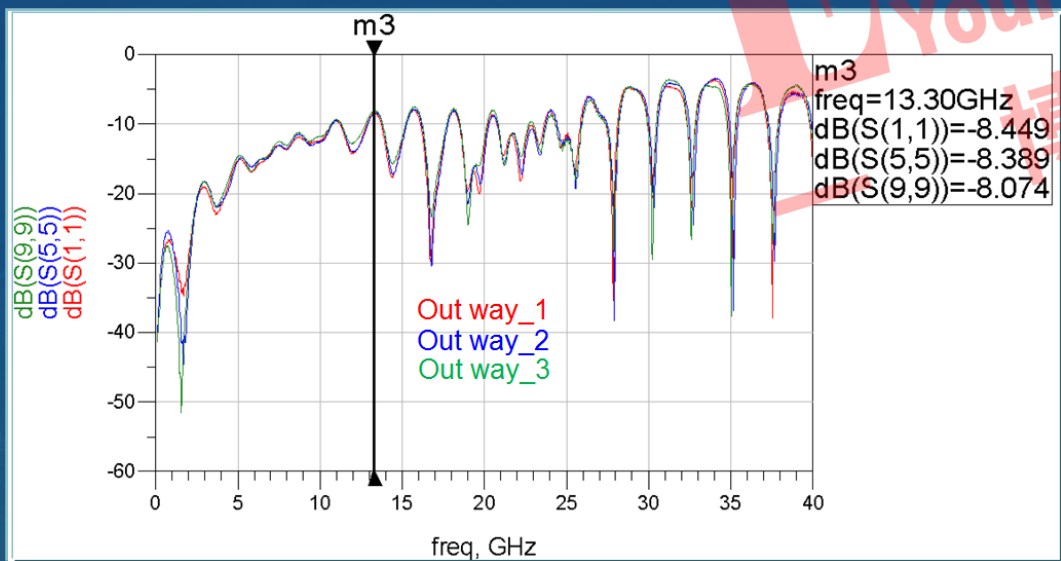
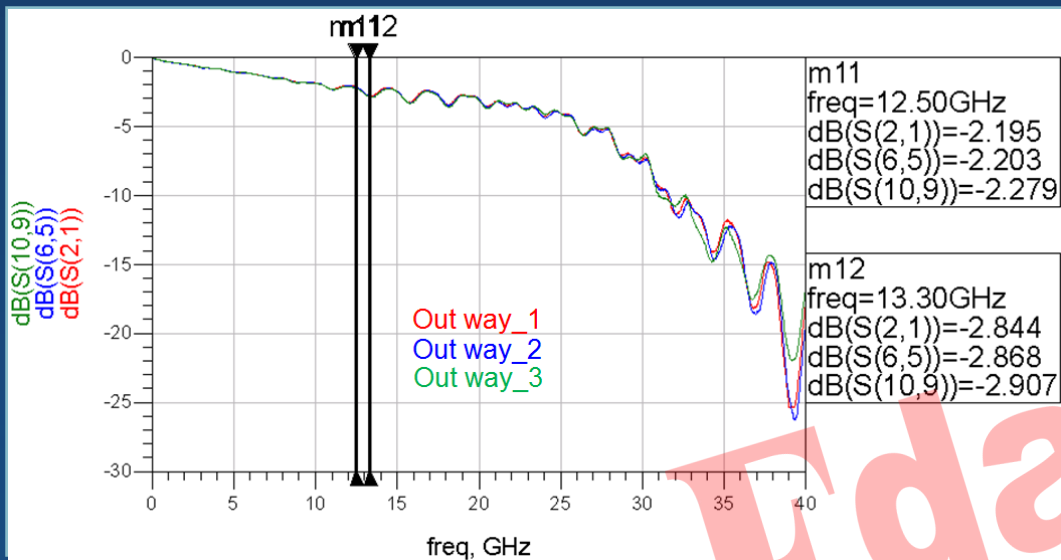


另一个却希望这样做,起始端一点都不让绕





细节决定成败





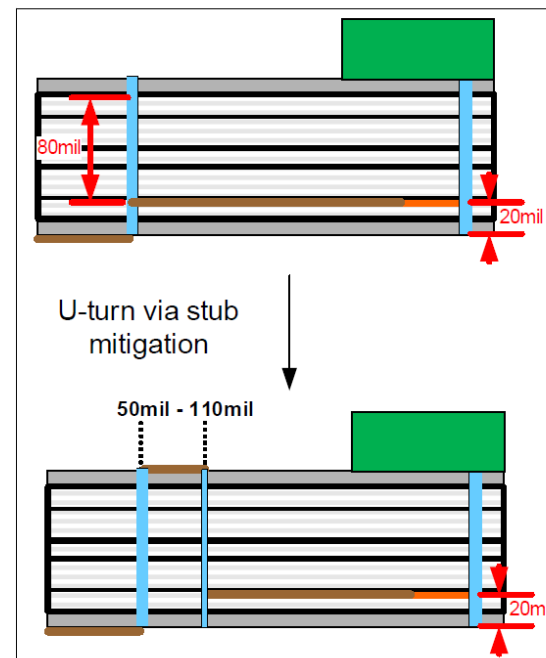
- 什么时候需要用到高速板材，什么时候需要背钻？
- Tabbed Routing
- U-turn 在什么时候可以用
- AC 耦合电容要不要优化？
- 金手指位置怎么优化？

Pin Field Tabbed Routing Variable Definitions



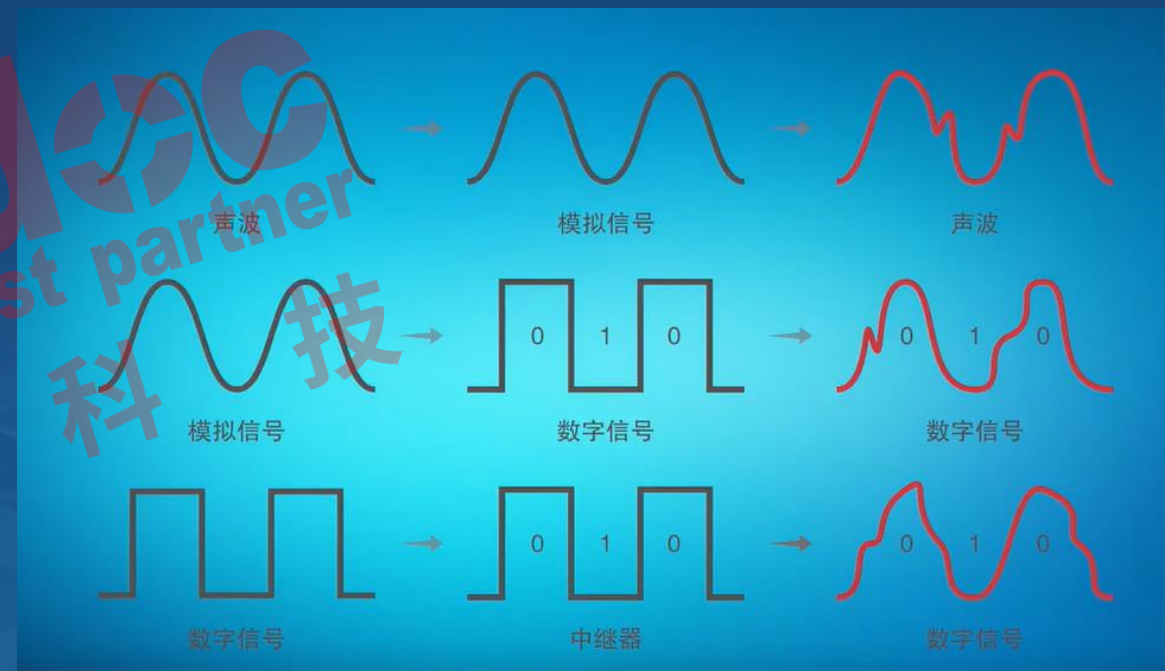
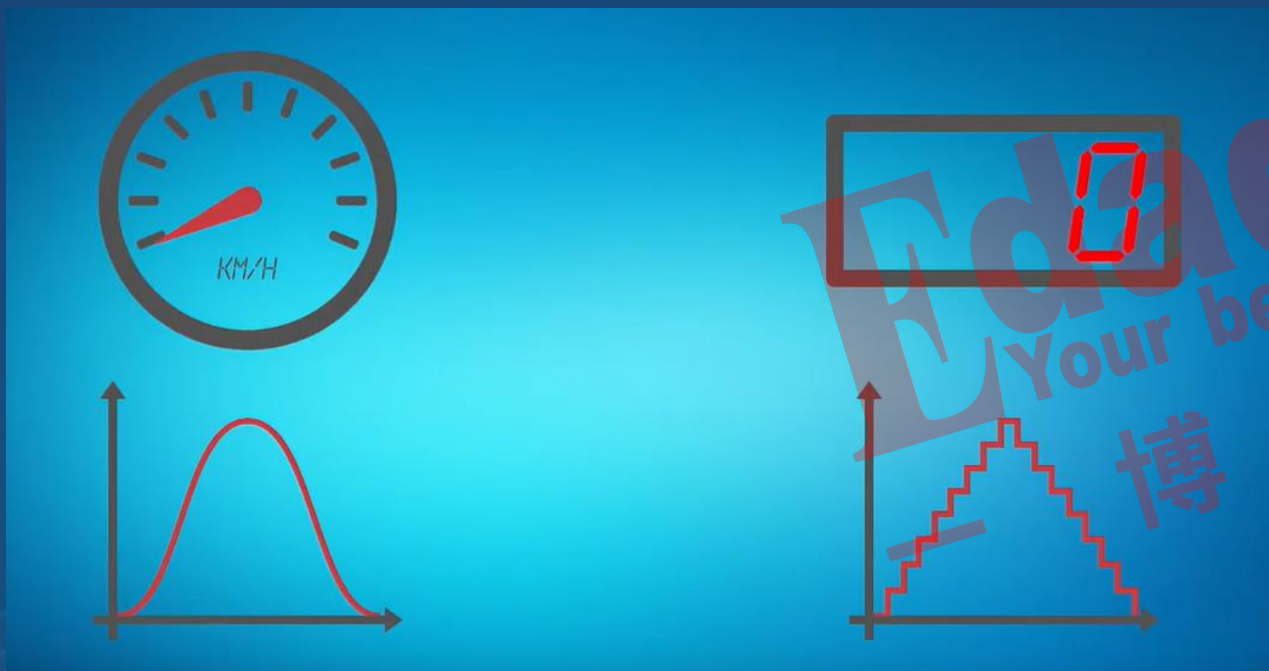
Pin Field Tabbed Parameters	Description
S_track	Spacing of two track routing
TW	Width of nets in a tab route section
TS	Line-Line spacing in tab route section
SWtab	Width of short base of tab
LWtab	Width of long base of tab
Ltab	Tab length on inner nets
Ptab	Tab to tab pitch on same side of trace
Stab	Spacing between tabs facing each other

Figure 727. U-Turn Via



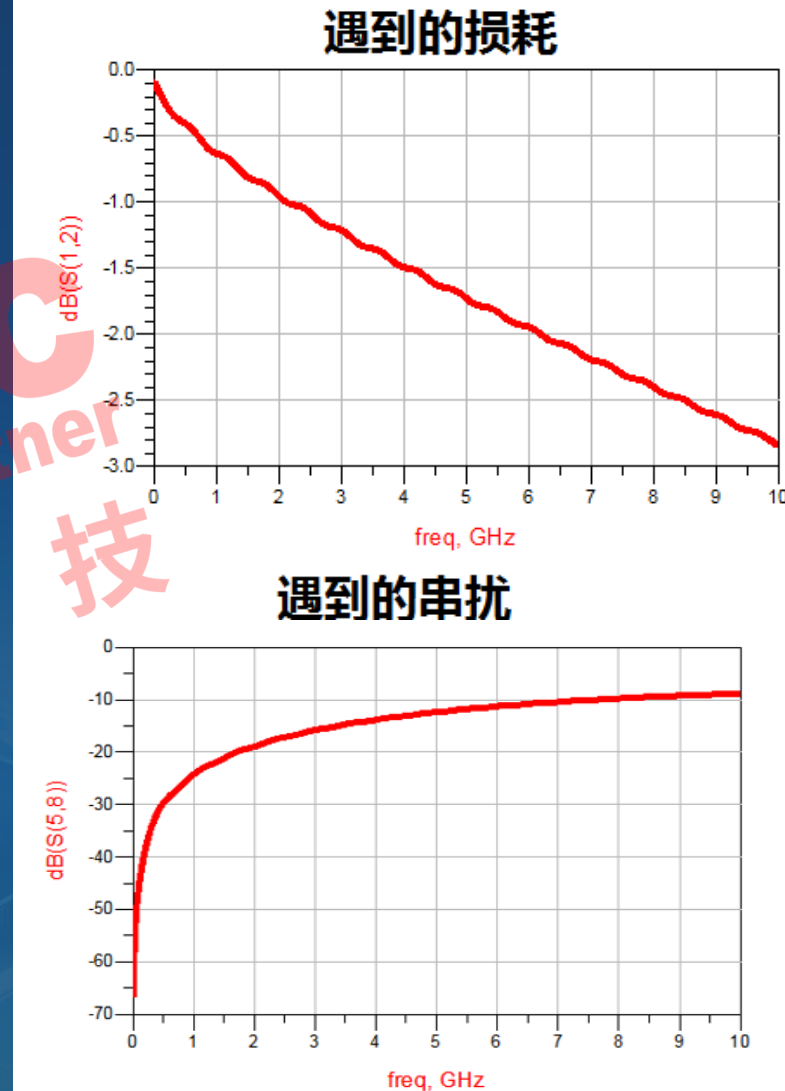
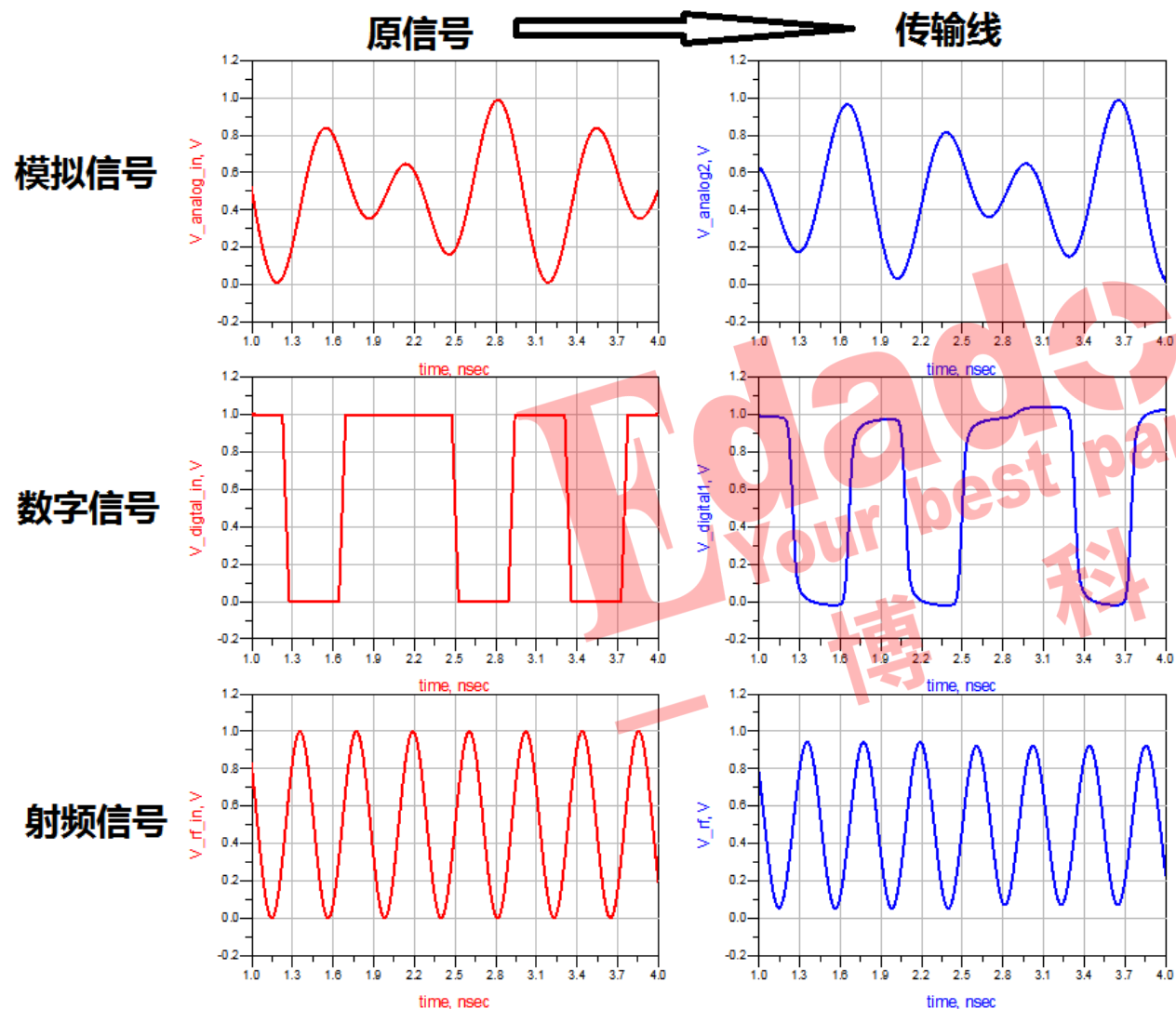


信号传输的本质 – 模拟 VS 数字





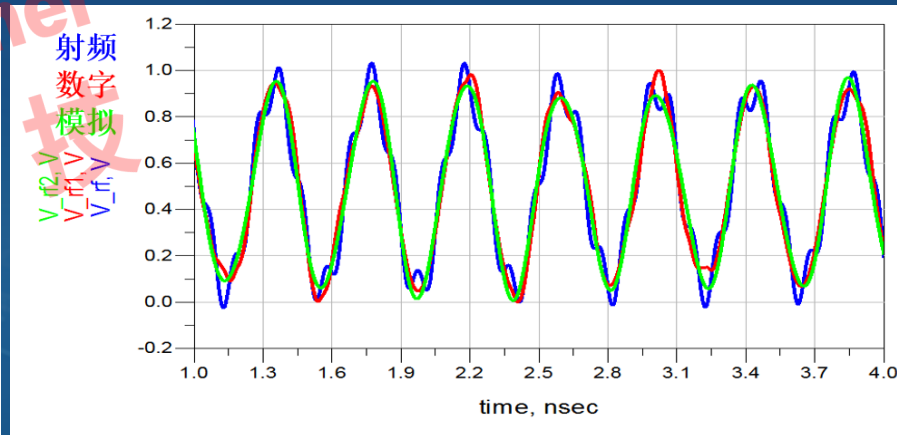
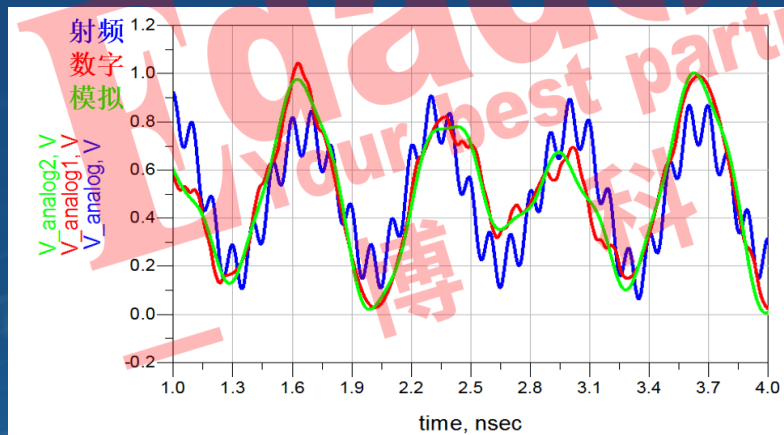
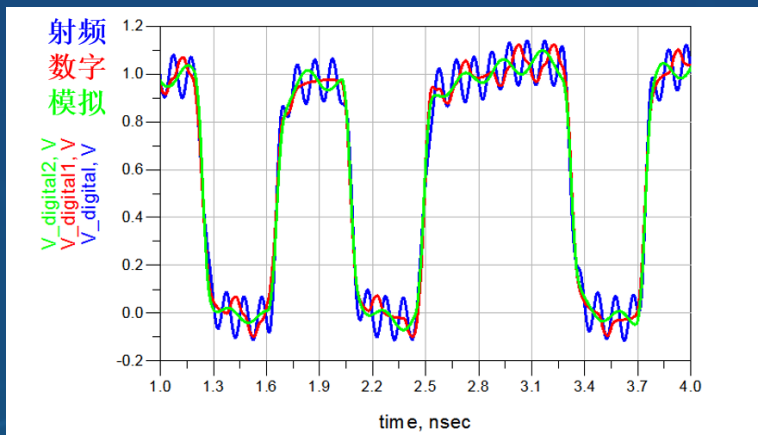
再来看看数字、模拟、射频





再来看看数字、模拟、射频

- 数字信号2.4GBPS，射频信号2.4GHz，模拟最高1.5GHz
- 串扰射频变成10GHz，数字信号变成10Gbps，模拟最高4.5GHz

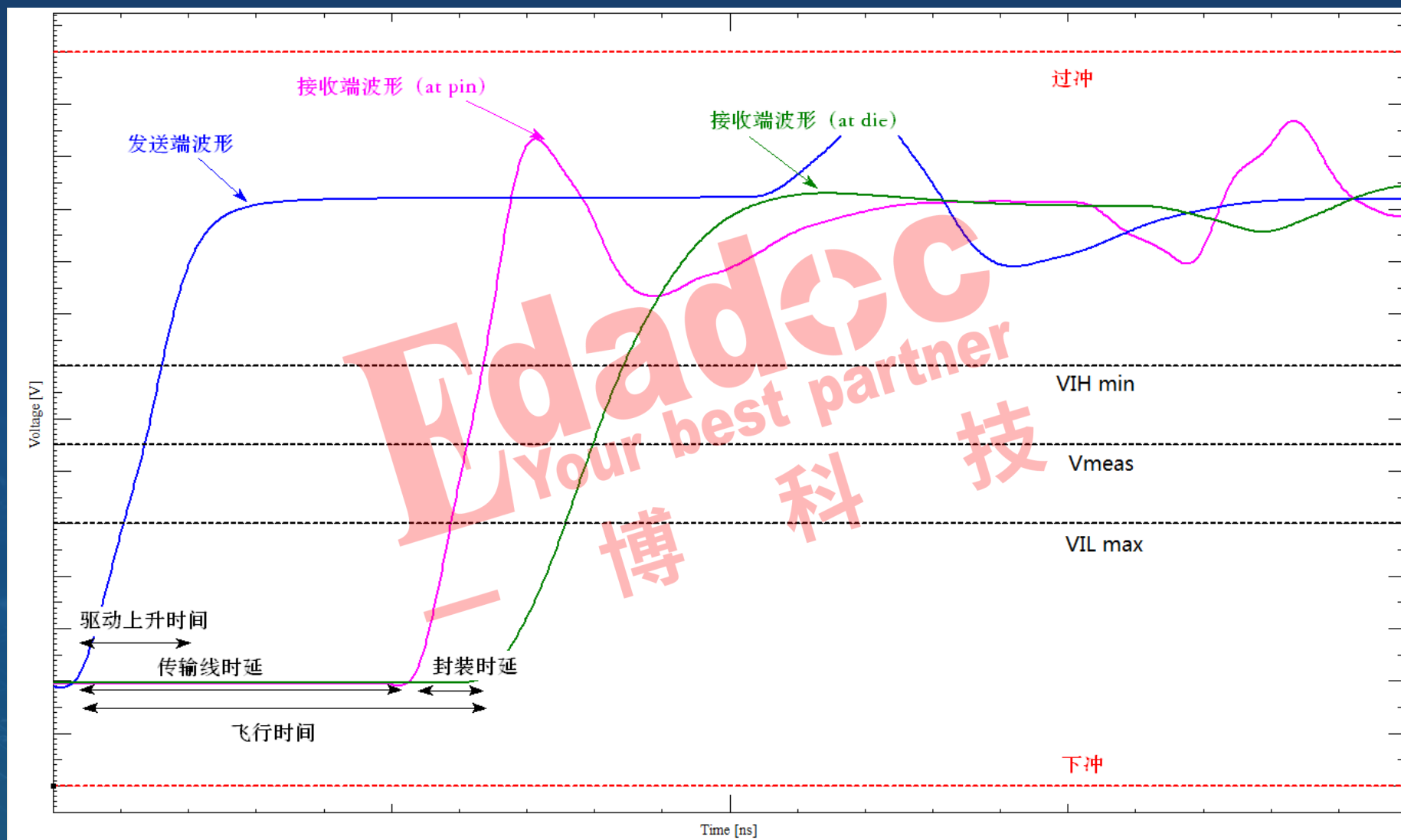


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数字信号的特点及SI问题



数字信号的特点





- 专业描述

- 信号本身的问题
- 信号之间的串扰
- 地网络的问题
- EMI



SI就是解决
“0-0; 1-1”的问题



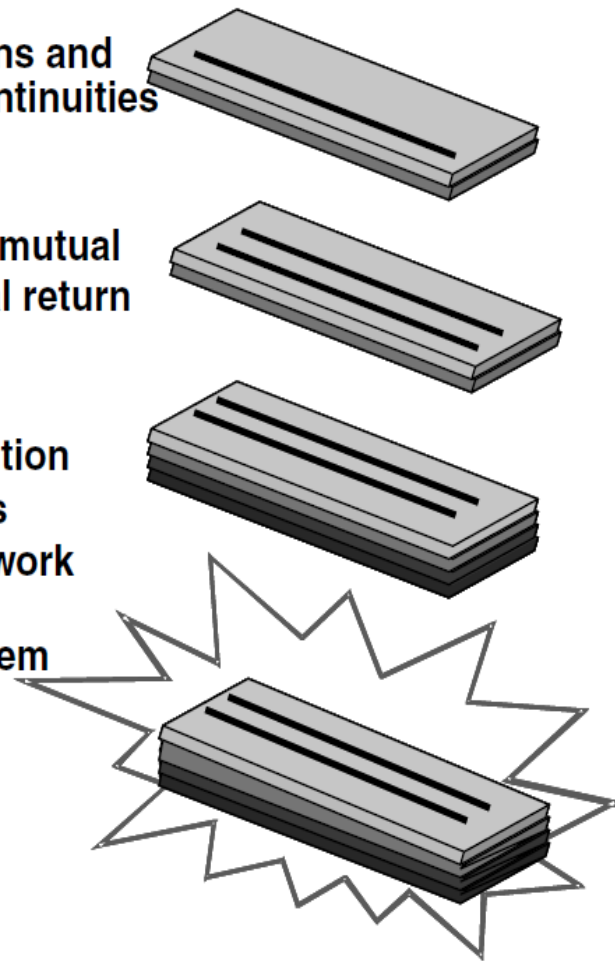
PI就是解决
“1V – 1V”的问题

1. Signal quality of one net: reflections and distortions from impedance discontinuities in the signal or return path

2. Cross talk between multiple nets: mutual C and mutual L coupling with ideal return paths and non-ideal return paths

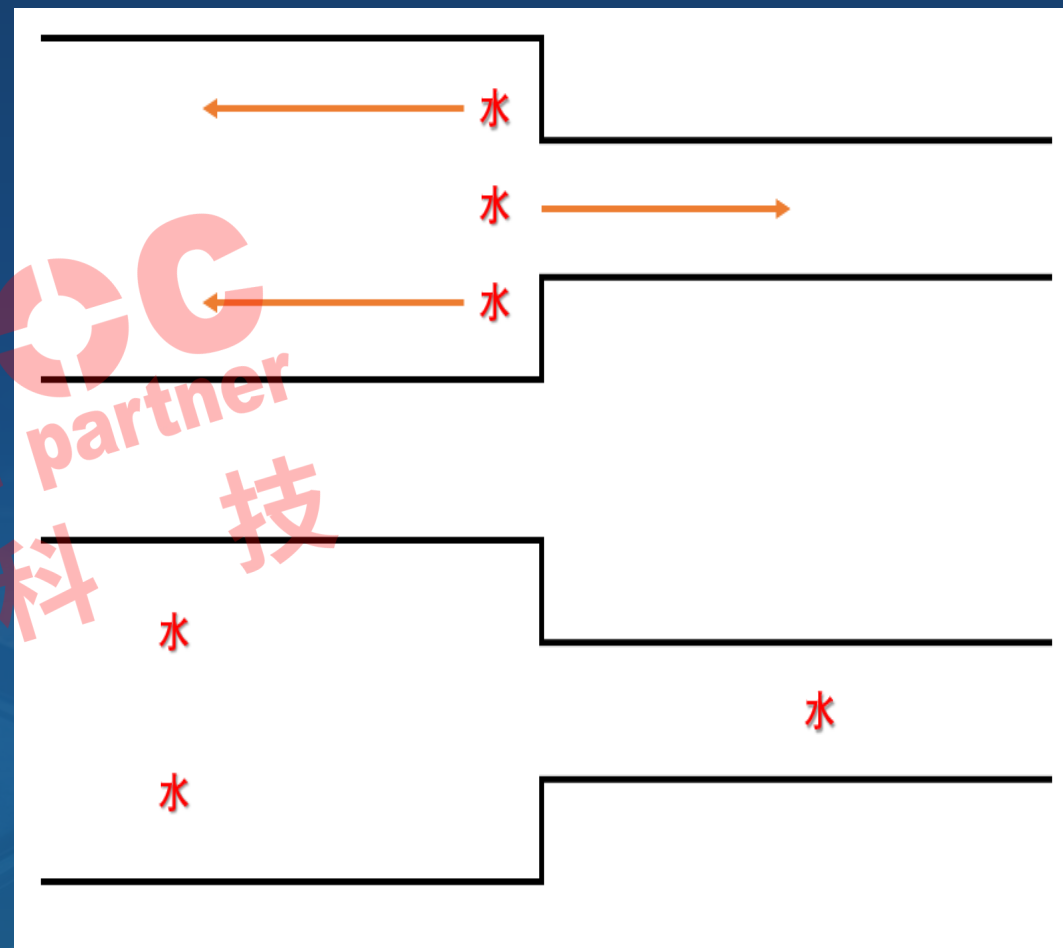
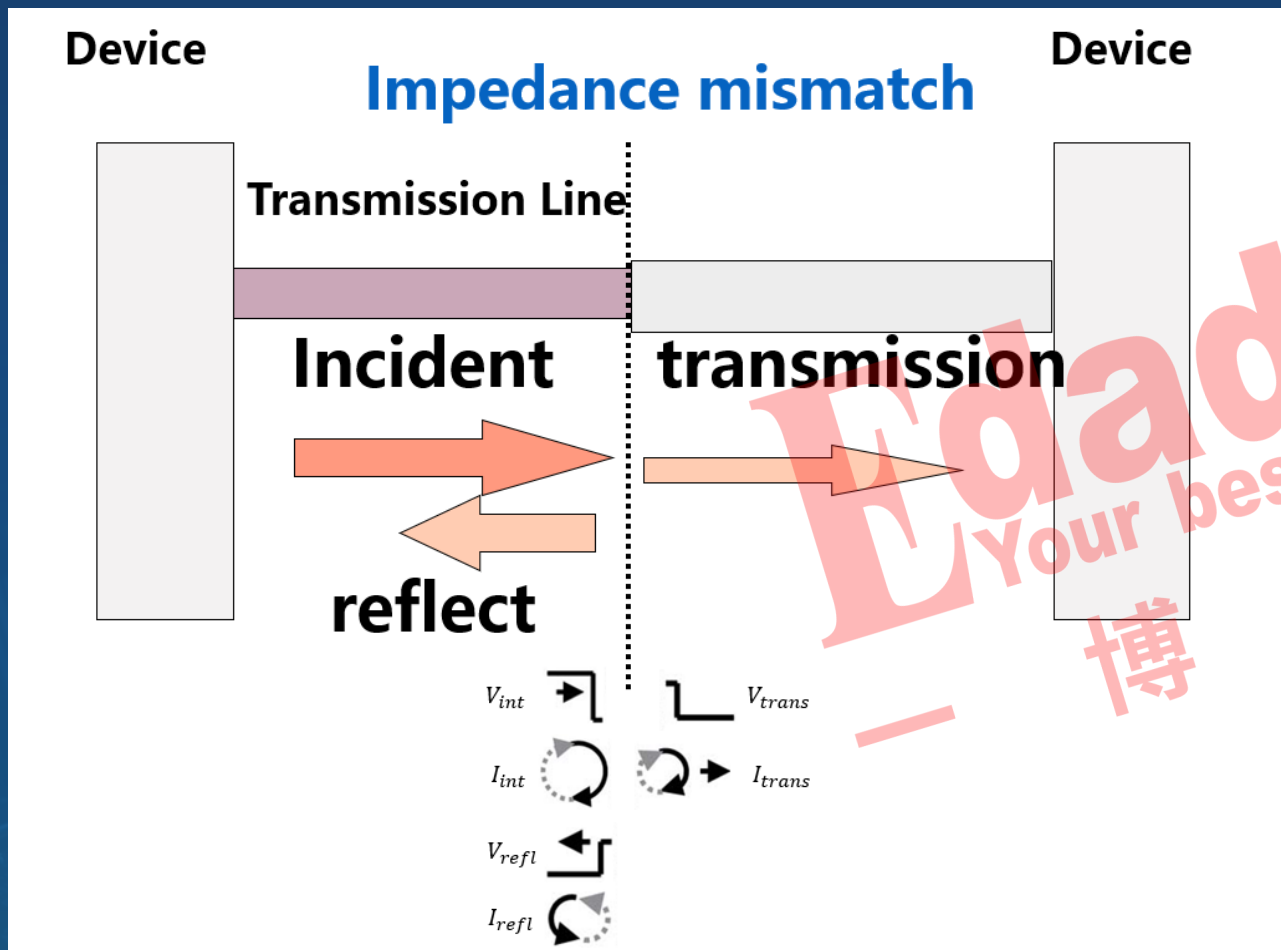
3. Rail collapse in the power distribution system (PDS): voltage drop across the impedance in the pwr/gnd network

4. EMI from a component or the system



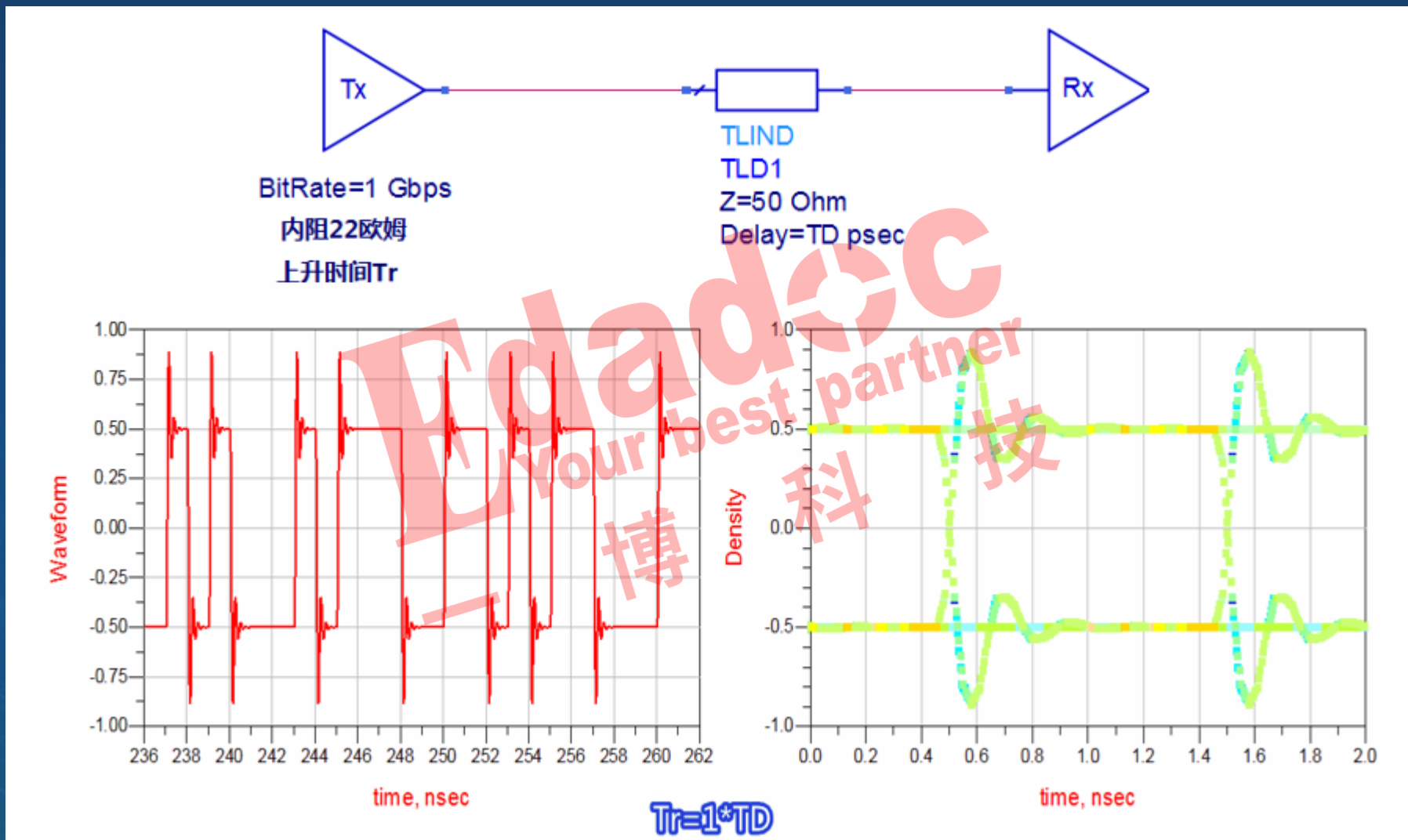


为什么信号会反射



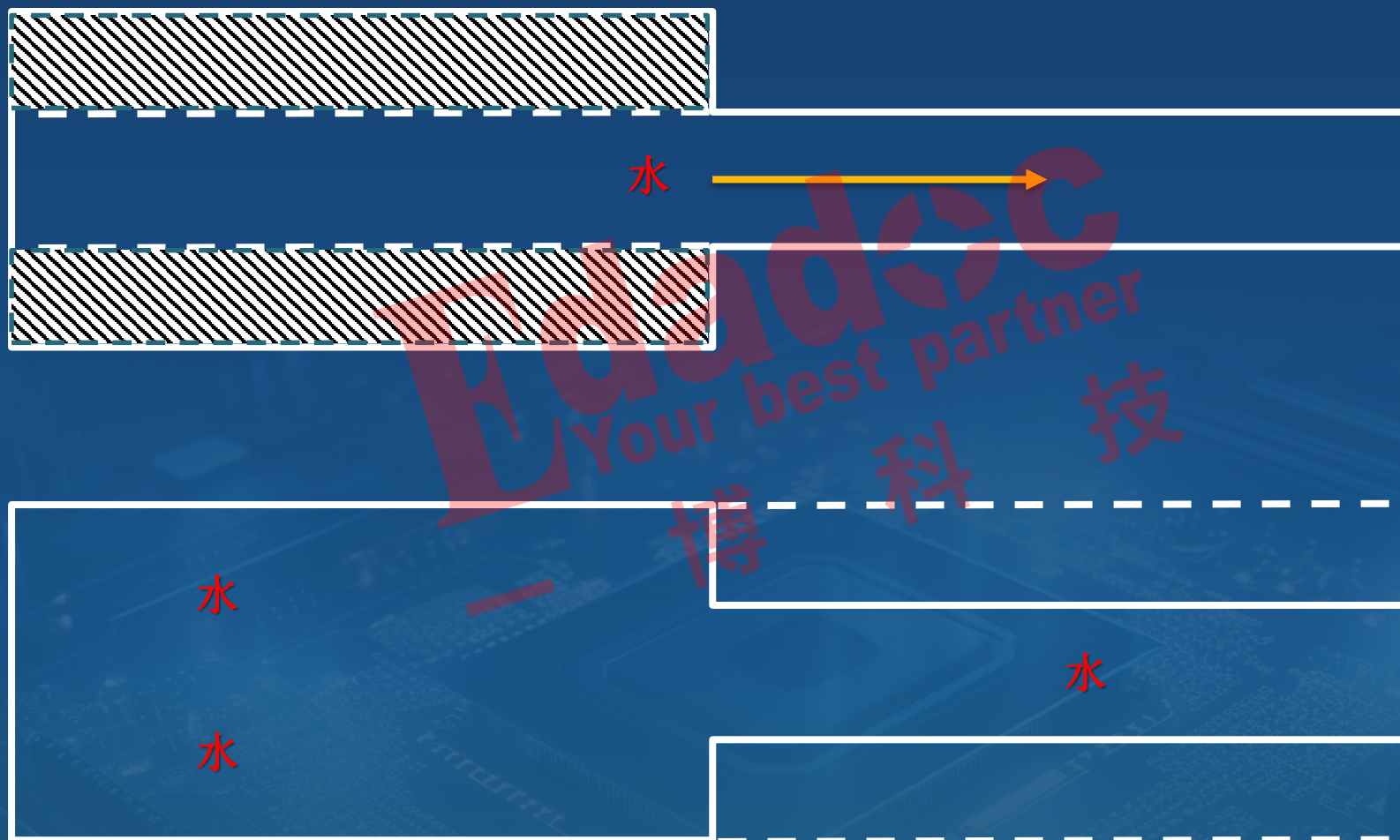


一个信号反射的案例





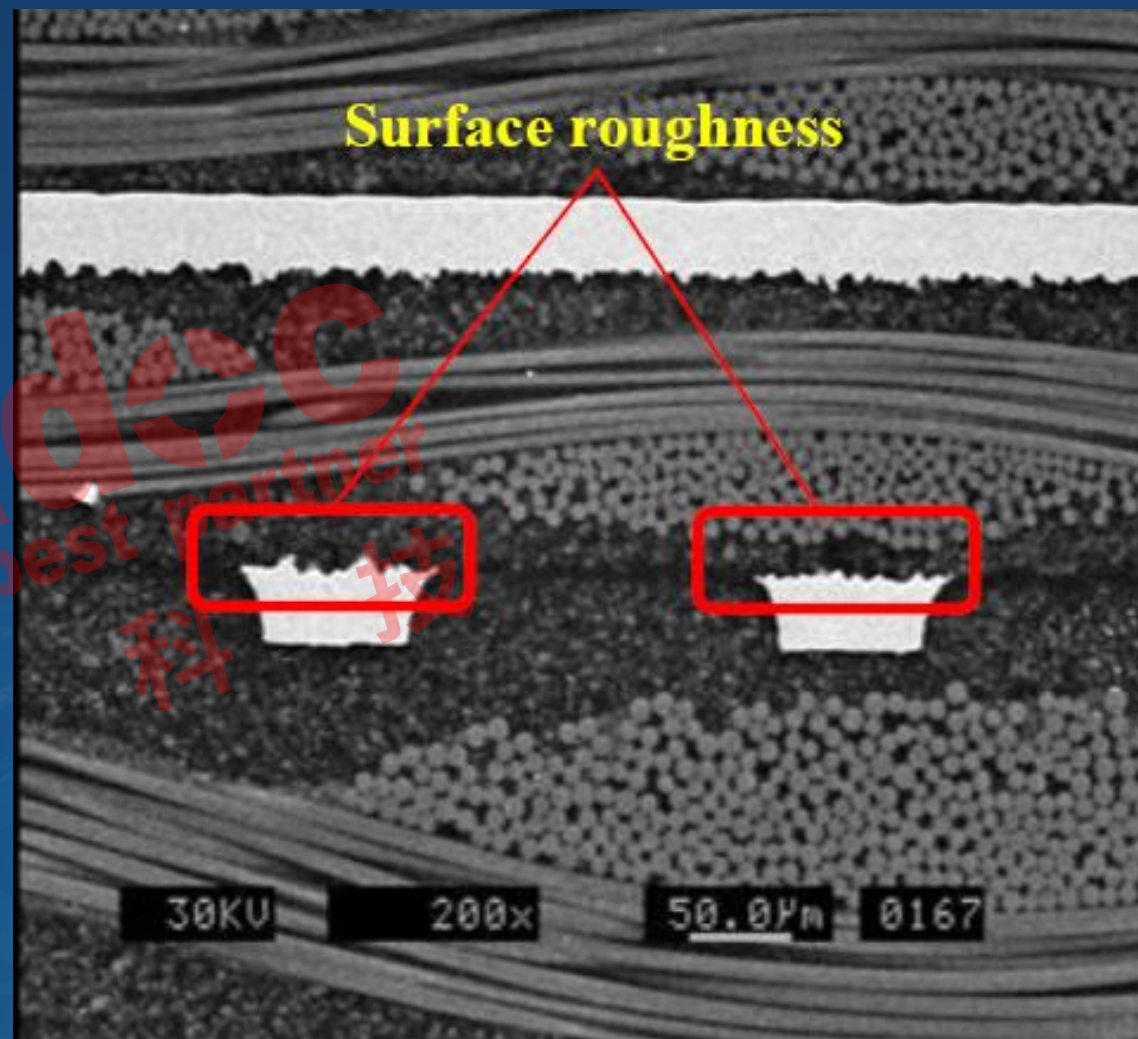
信号反射了我们怎么办





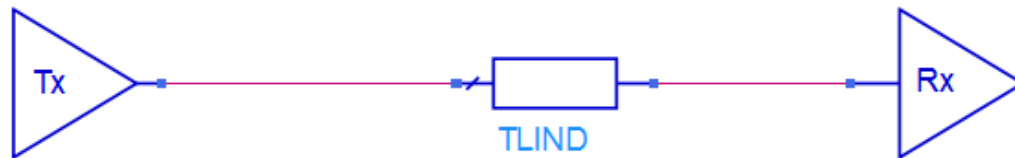
设计阻抗真的都能一致吗？

- 不同层阻抗不一致，换层布线
- 过孔产生的垂直方向阻抗不一致
- BGA出线区域
- 走线跨分割
- 表贴焊盘带来的阻抗不连续
- 参考平面不连续（反焊盘等）
- 玻纤布及加工因素
- 其他





反射是固定的吗？ - 上升时间

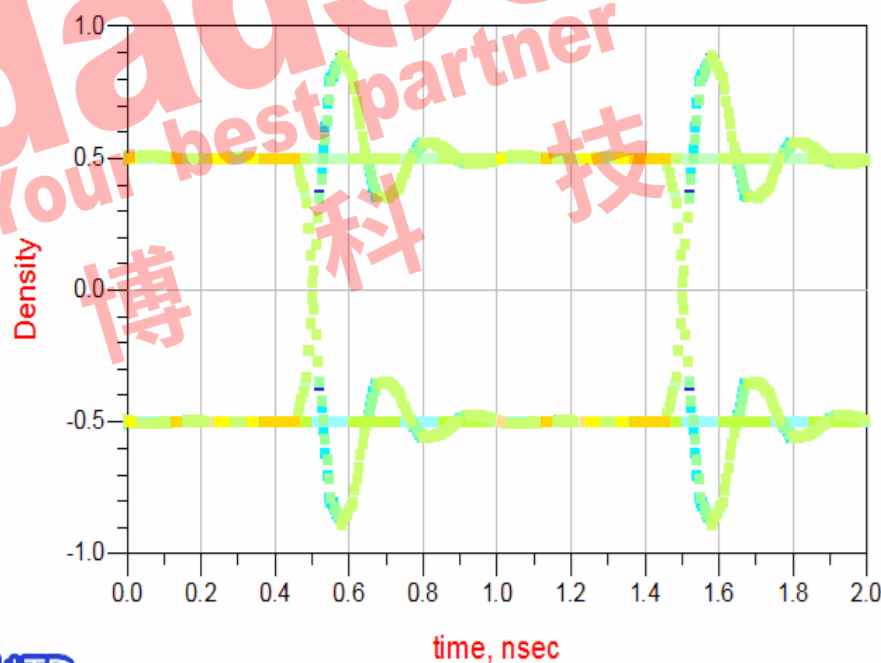
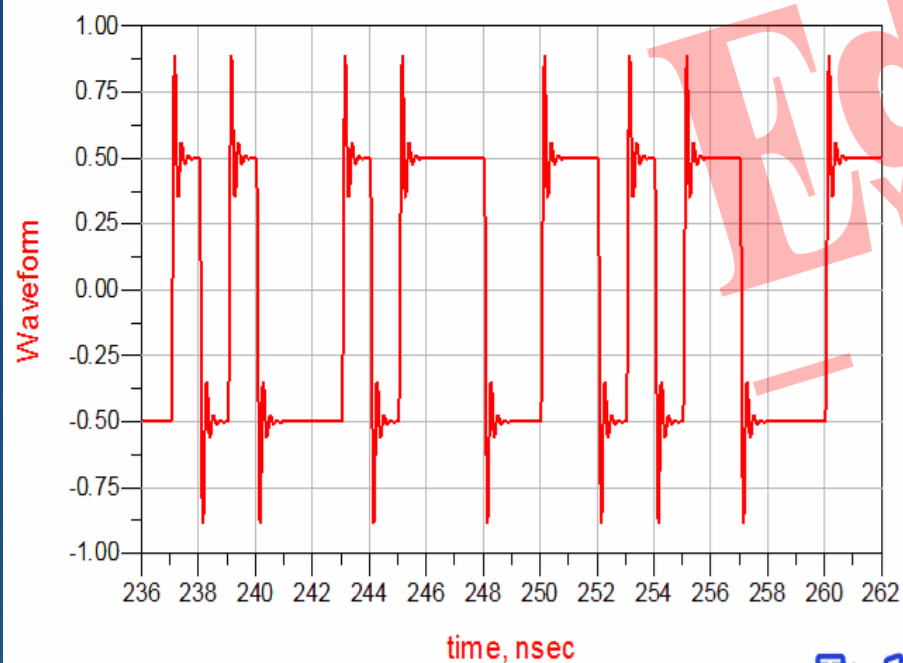


BitRate=1 Gbps

内阻22欧姆

上升时间 T_r

TLIND
TLD1
 $Z=50\ \Omega$
Delay=TD psec

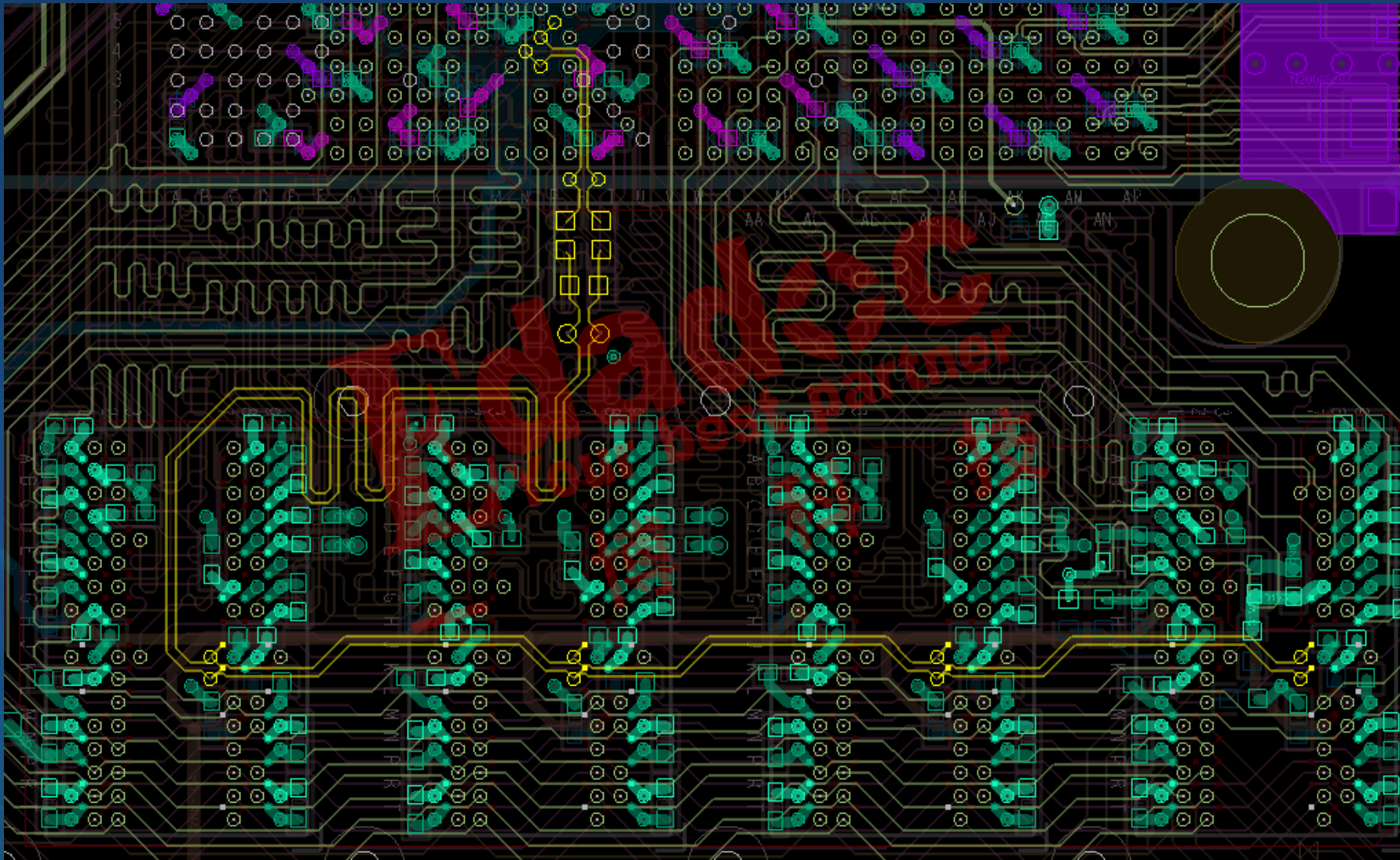


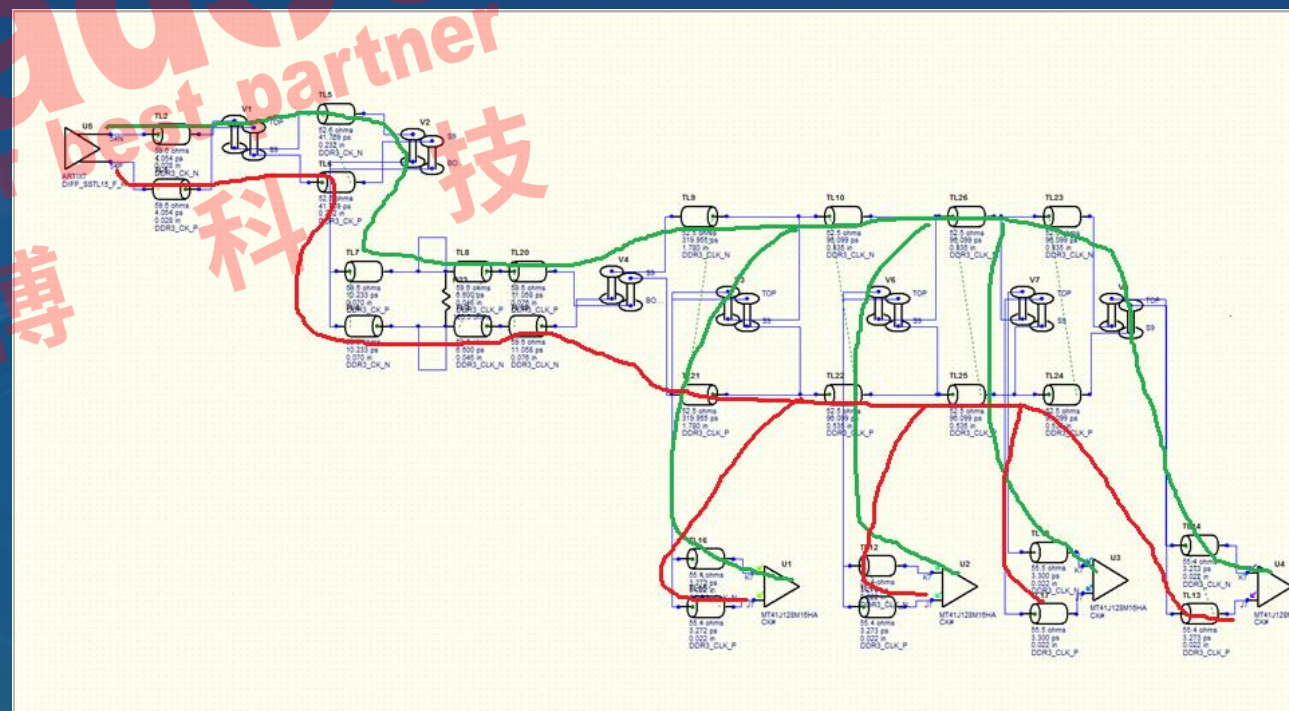
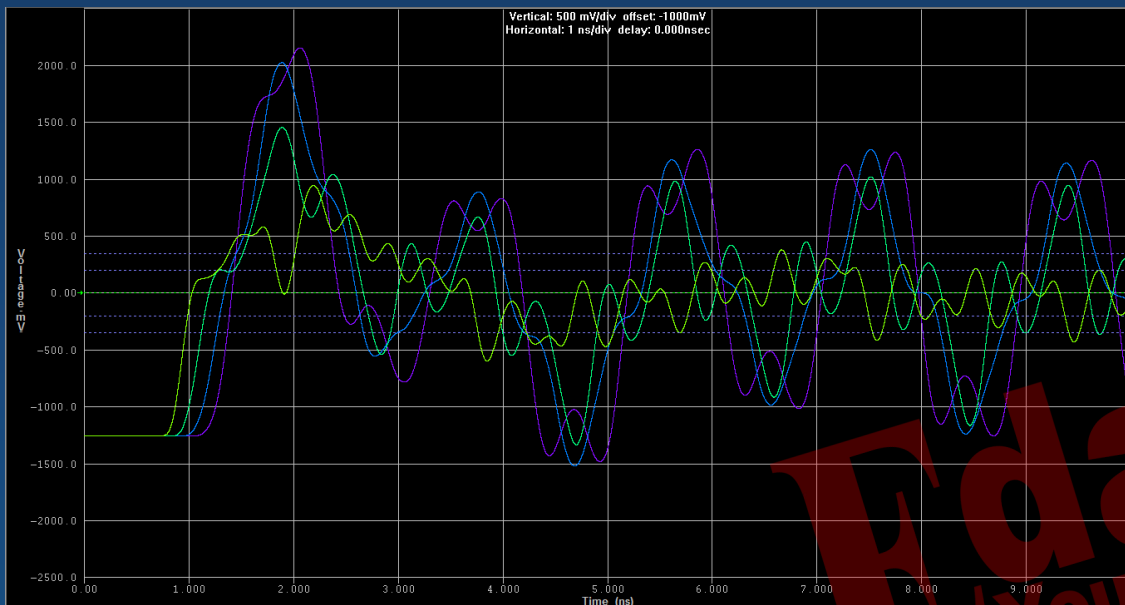
3

对的时间，做对的事情—案例



这个DDR时钟，做的怎么样？

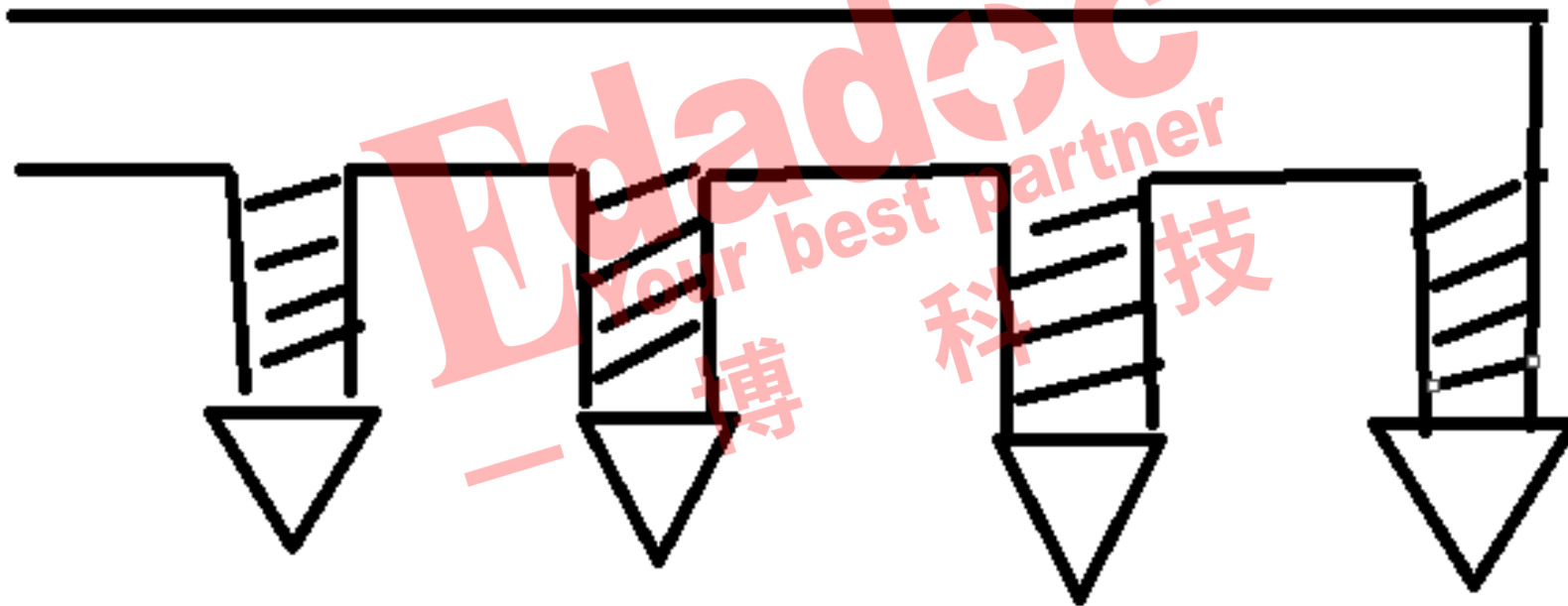


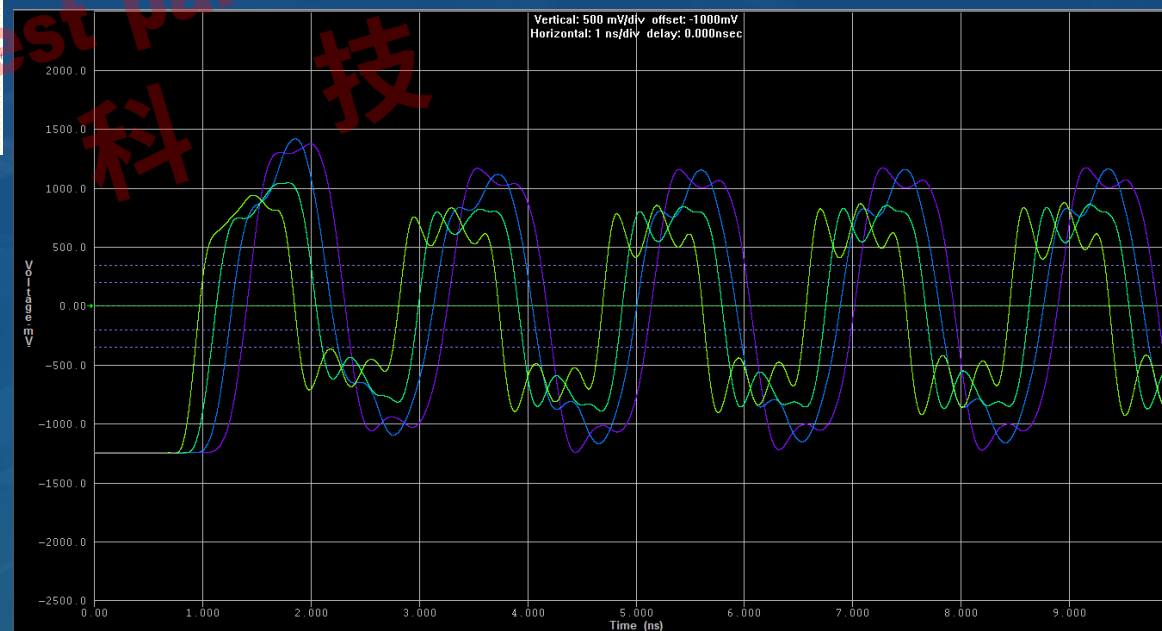
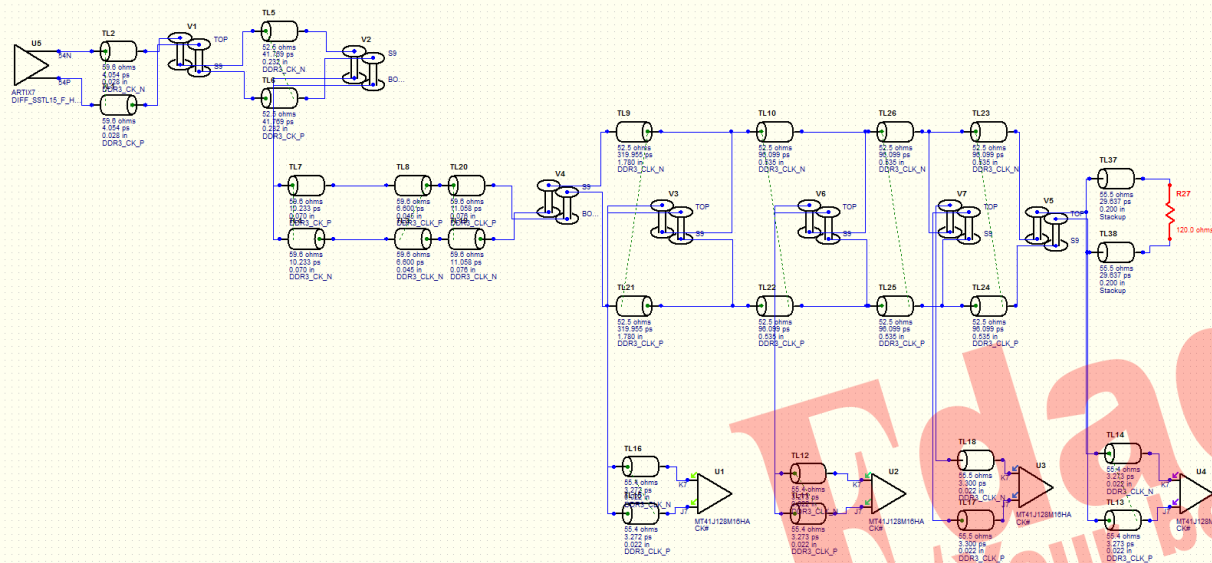




水水

水水

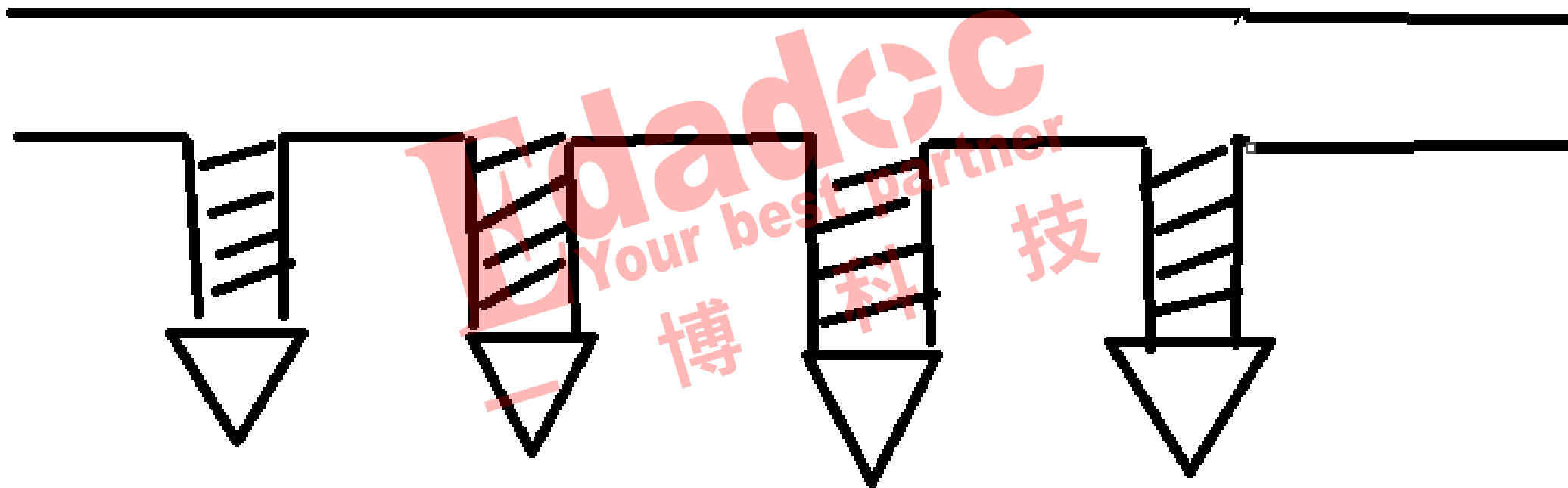


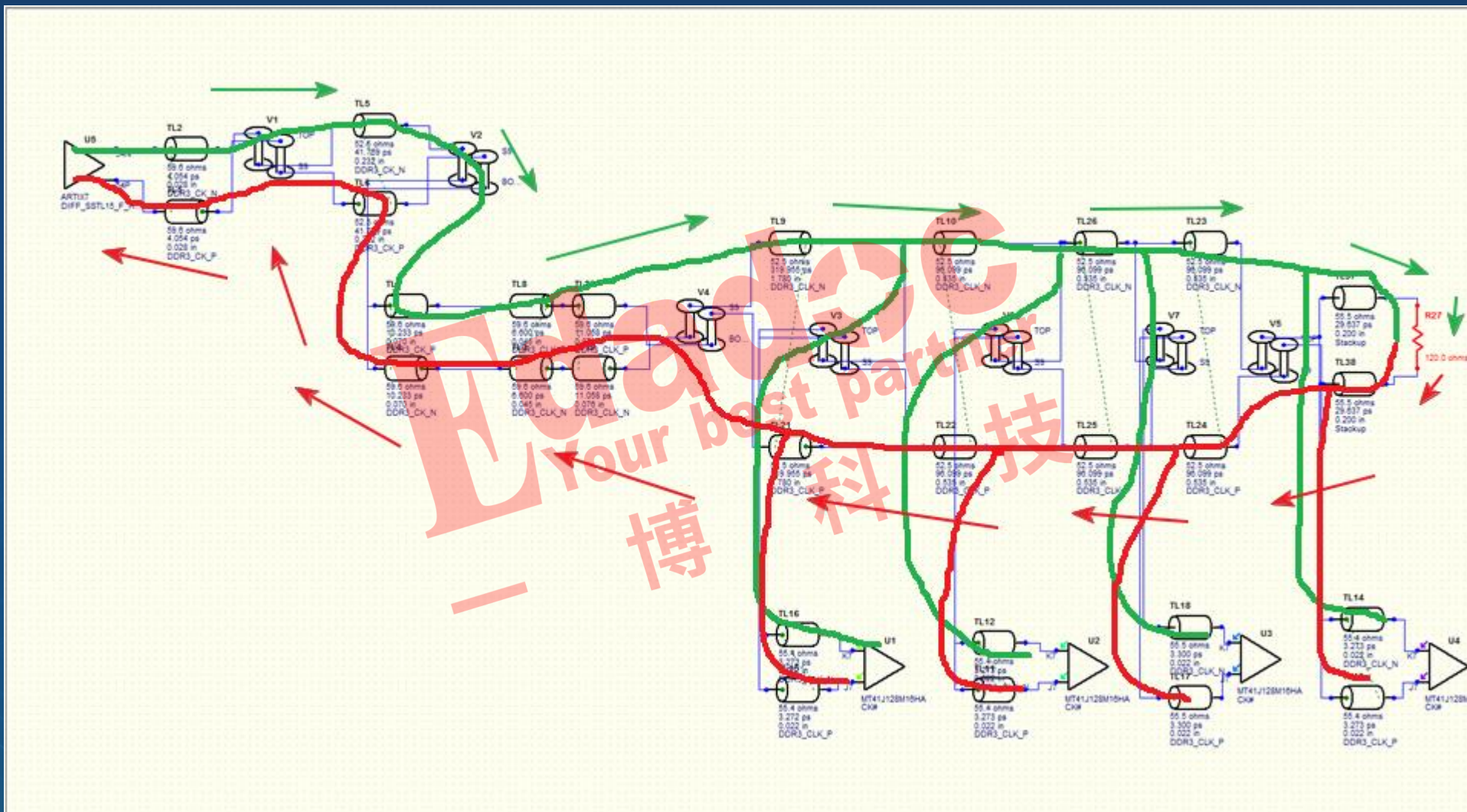


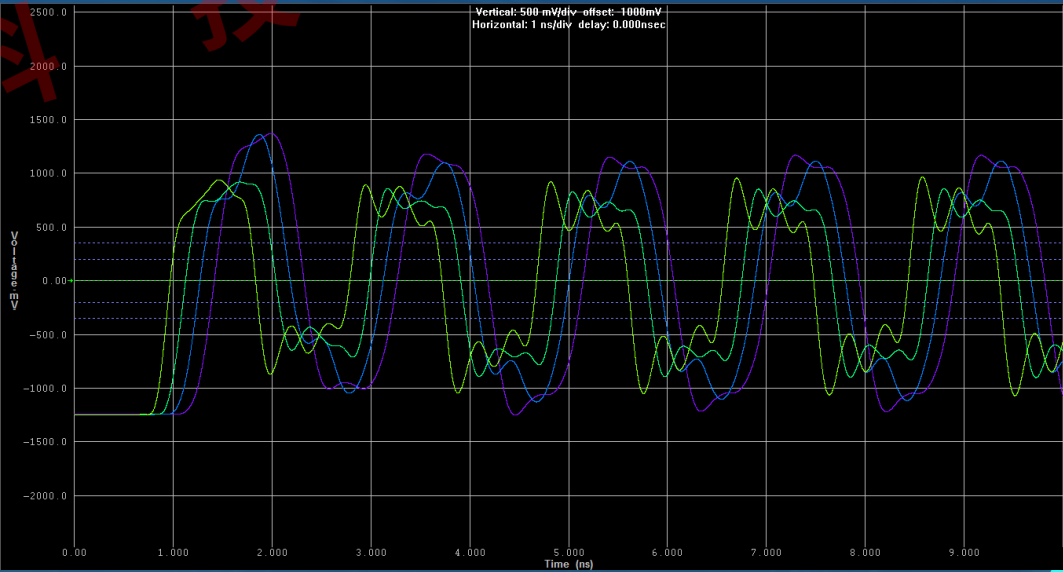
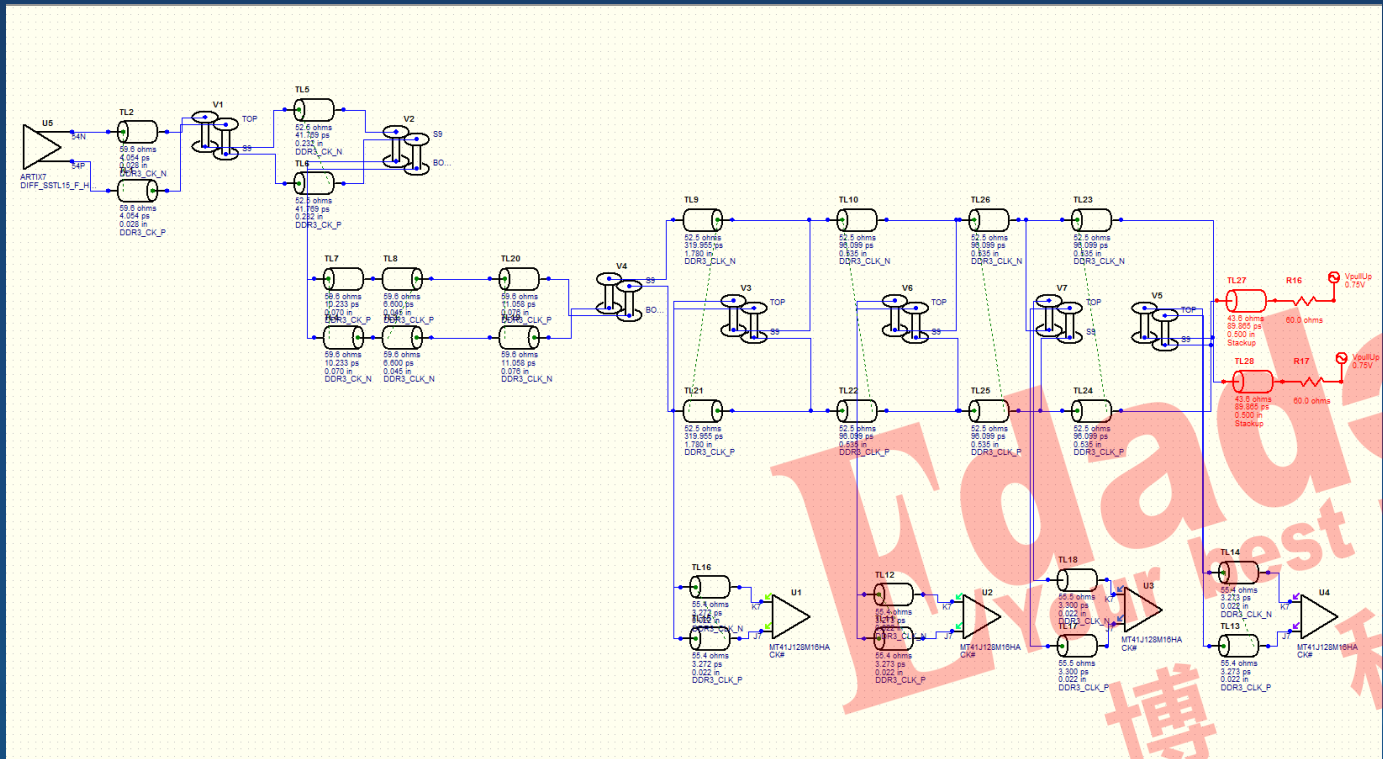


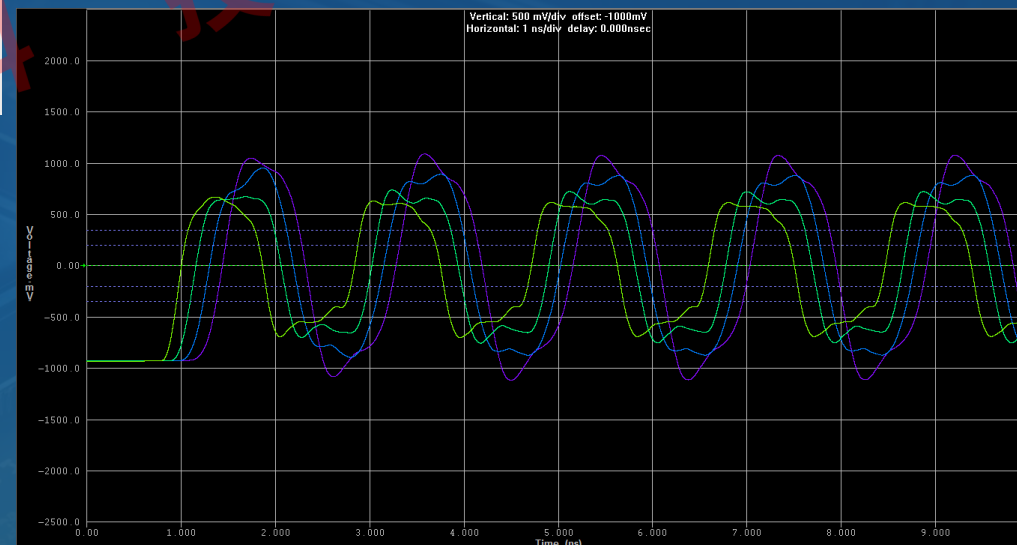
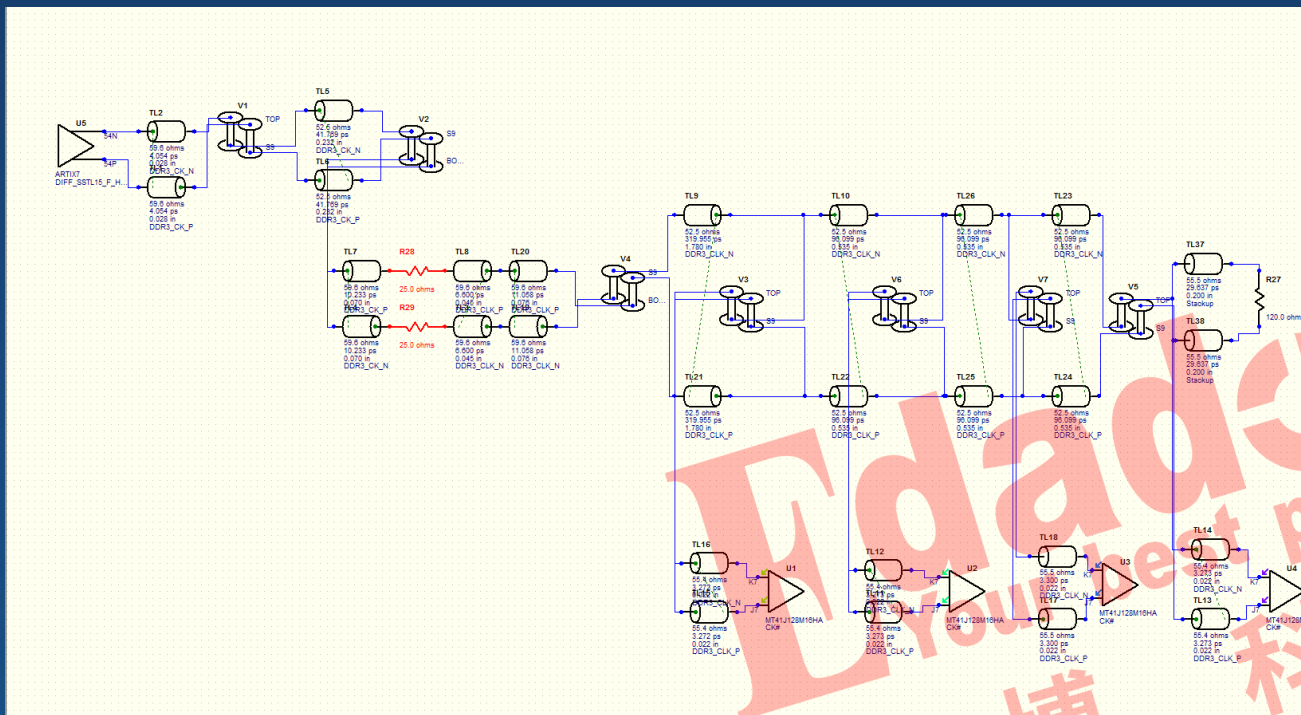
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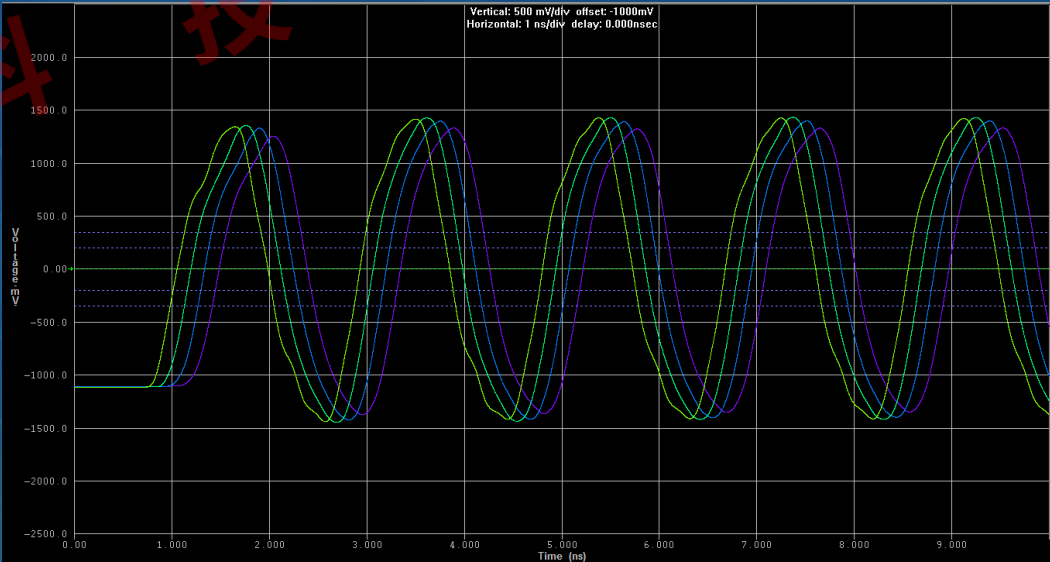
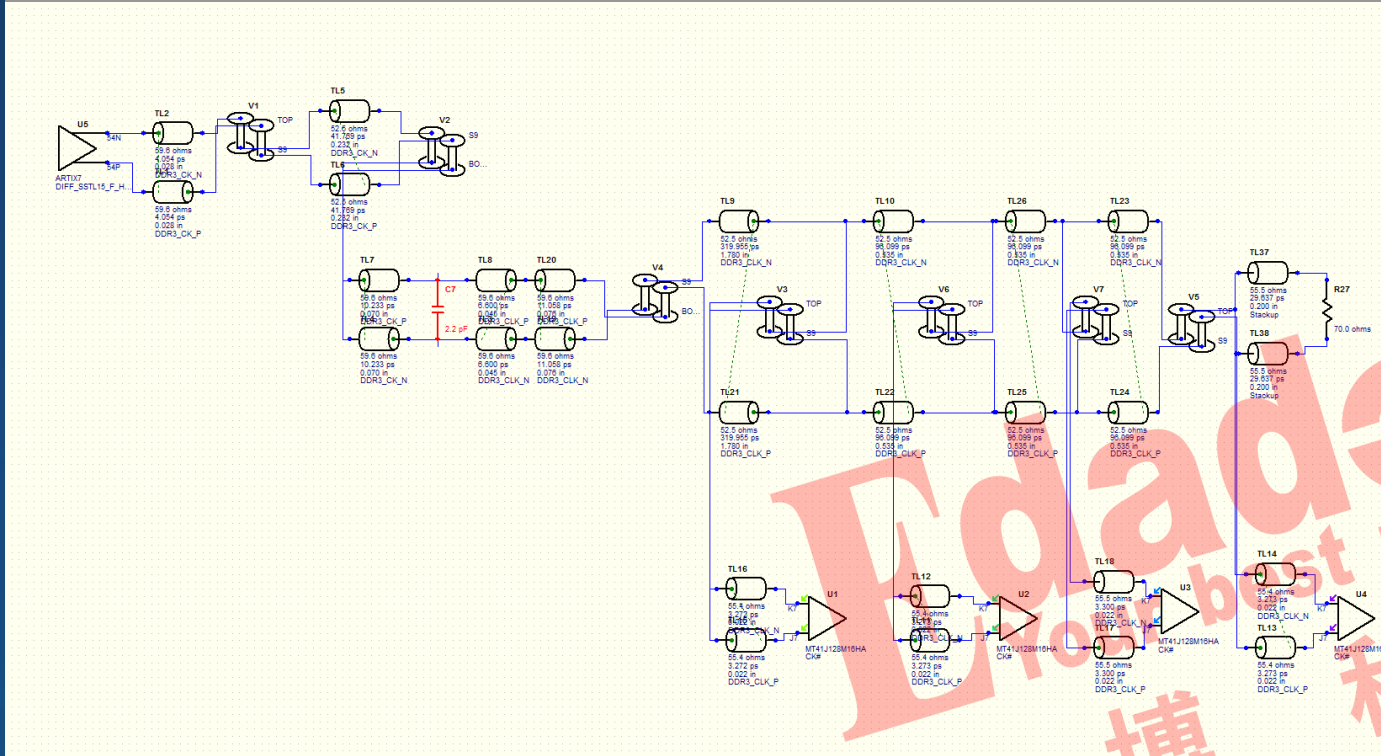
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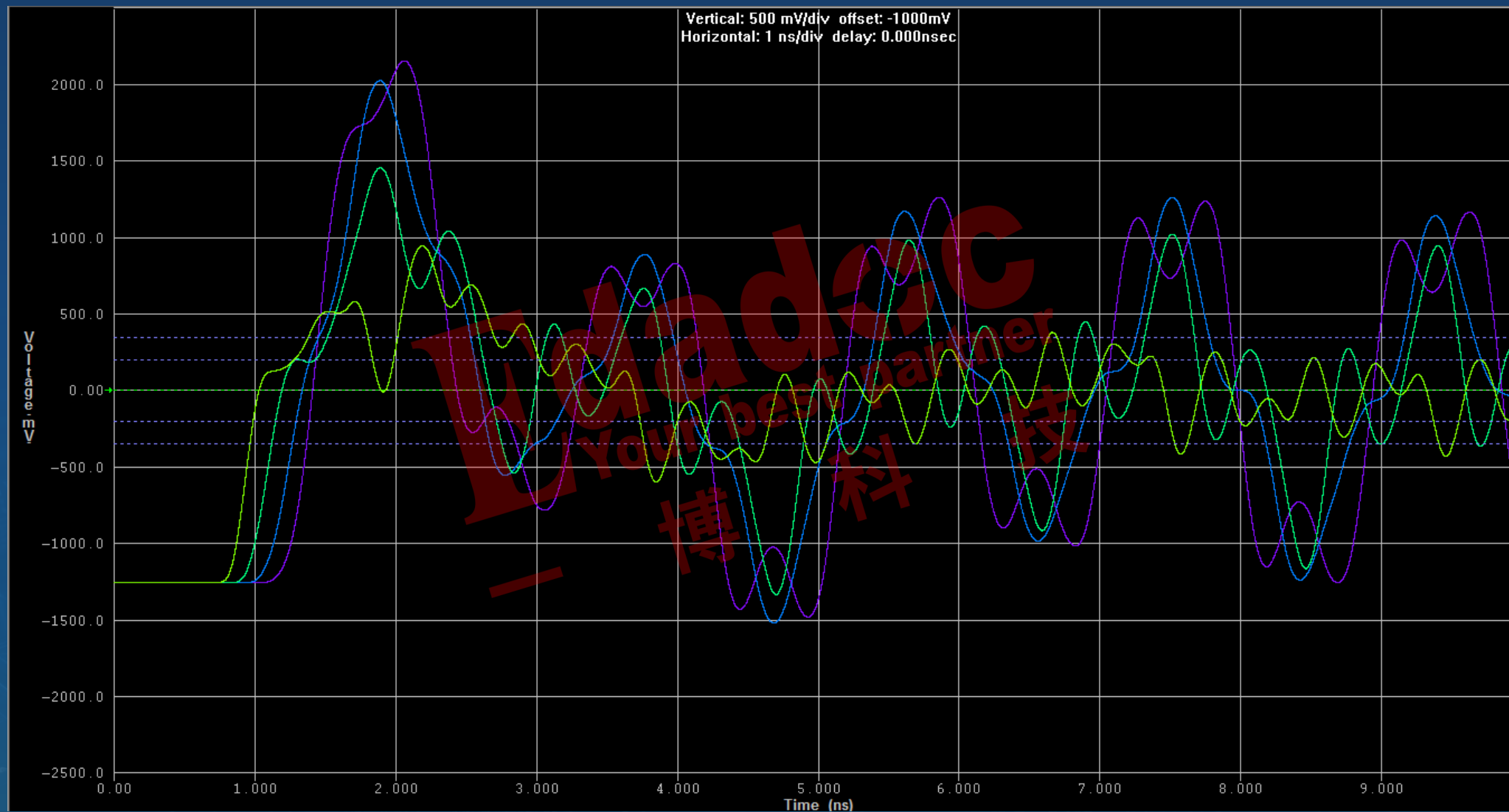








再看看开始的时钟信号波形



Thank You!

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