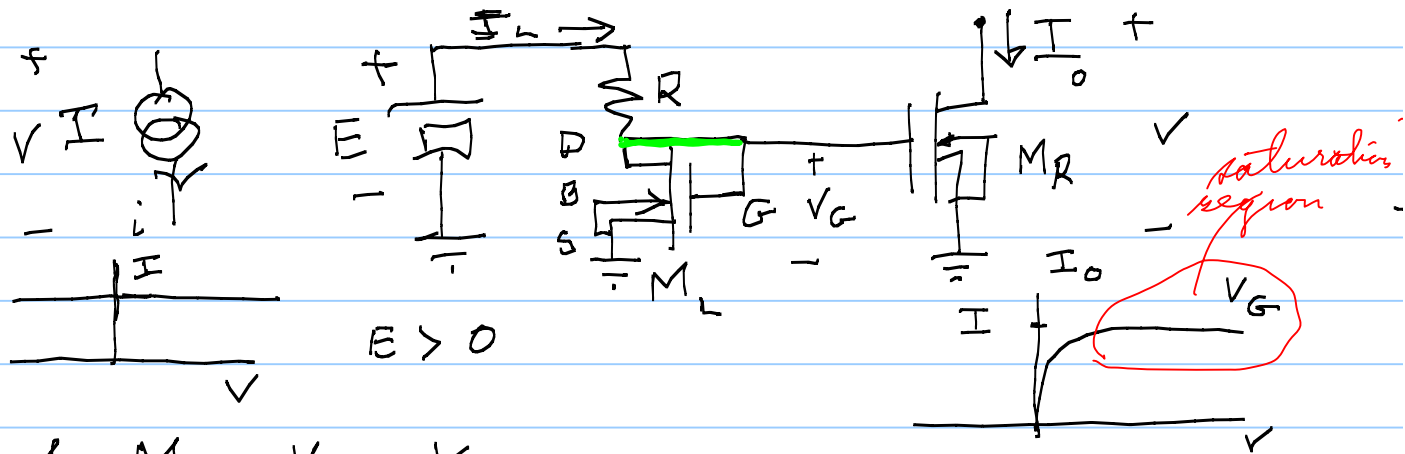


Current sources and mirrors

sinks current



for M_L : $V_{DS} = V_{GS}$

if compare V_{DS} with $V_{GS} - V_{th}$ means for $I_L > 0$

we see $V_{DS} = V_{GS} > V_{GS} - V_{th}$ need $E > V_{th} > 0$

means M_L is in saturation

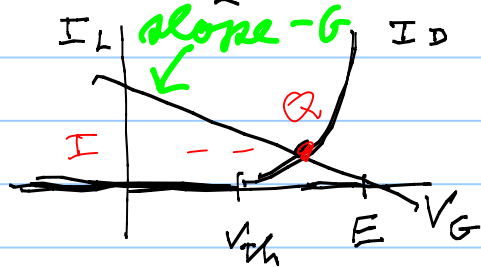
$$I_D = \frac{K_P \cdot W}{2 \cdot L} (V_{GS} - V_{th})^2 \text{ if } V_{GS} > V_{th}$$

$I_D = 0$ otherwise



// = saturation

plot I_L vs $V_G = V_{GS} = V_{DS}$; $I_D = I_L$ by KCL



by KVL: $V_G = E - R I_L$

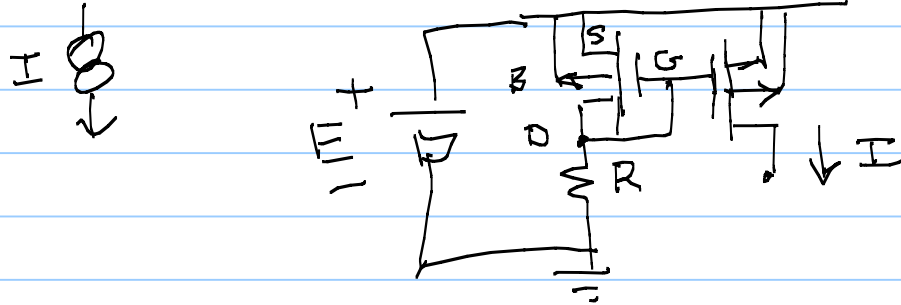
solve for $I_L = G(E - V_G)$; $G = \frac{1}{R}$

(a load line on the transistor curve)

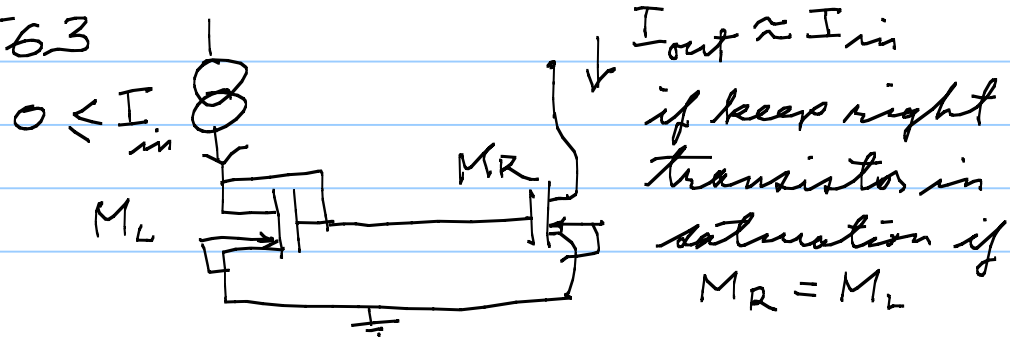
if $M_R = M_L$ and M_R is kept in saturation

then $I_{D,M_L} = I_{D,M_R} = I$ means $V_{DS,M_R} > V_G - V_{th}$
 depends on how load.

To "source" current



see p. 563



Eq. for current source $I_L = I$, $V_G = V$

$$I = I_L = G(E - V) = \frac{K_P W}{2L} (V - V_{th})^2$$

$$V = E - RI; \quad I = \frac{K_P W}{2L} (E - RI - V_{th})^2 = \beta (E - RI - V_{th})^2$$

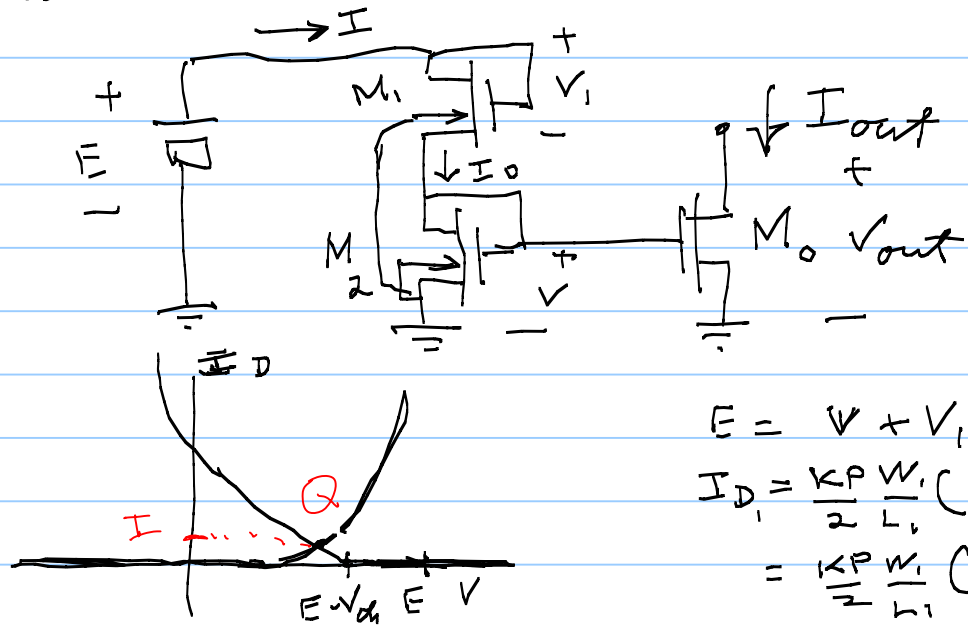
$$\beta = \frac{K_P W}{2L} \quad I = \beta (R^2 I^2 - 2RI(E - V_{th}) + (E - V_{th})^2)$$

for design desire R vs I with $E, K_P, V_{th}, \frac{W}{L}$ given

$$R^2 - \left(\frac{1}{\beta I} + \frac{2(E - V_{th})}{I} \right) R + \frac{(E - V_{th})^2}{I^2} = 0$$

as quadratic can solve for R vs I .

But if do not want a resistor can use a diode connected transistor



$$E = V + V_1$$

$$I_{D1} = \frac{K_P W_1}{2 L_1} (V_1 - V_{th})^2$$

$$= \frac{K_P W_1}{2 L_1} (E - V - V_{th})^2$$

if $E - V = V_{th}$ then turn off M_1 ,
at $V = E - V_{th}$

$$I_{D2} = \frac{K_P}{2} \frac{W_2}{L_2} (V - V_{th})^2 = I_{D1} = \frac{K_P}{2} \frac{W_1}{L_1} (E - V - V_{th})^2$$

$$\sqrt{\frac{\frac{W_2}{L_2}}{\frac{W_1}{L_1}}} (V - V_{th}) = E - V - V_{th} \quad \text{gives } V \text{ right away}$$

if $\frac{W_1}{L_1} = \frac{W_2}{L_2} \Rightarrow 2V = E \Rightarrow V = E/2$

$$I_{out} = \frac{K_P}{2} \frac{W_0}{L_0} (V - V_{th})^2 = \frac{K_P}{2} \left(\frac{W_0}{L_0}\right) \left(\frac{E}{2} - V_{th}\right)^2 = I$$

needs $V_{out} > \frac{E}{2} - V_{th}$ for M_0 in saturation