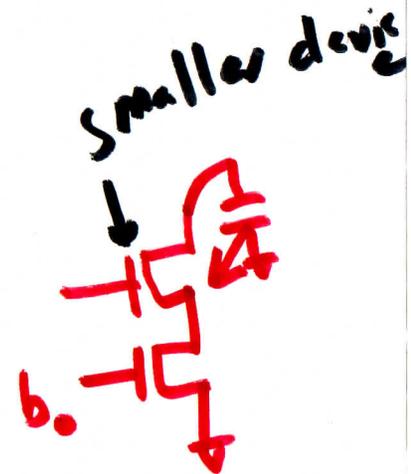
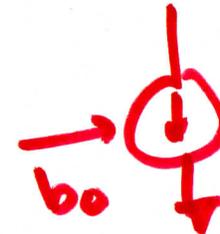


ECE 614 - Lecture 18

① Current Mismatch

$$|NL|_{\max} = 2^{N-1} \cdot |\Delta I|_{\max}$$

② Glitching



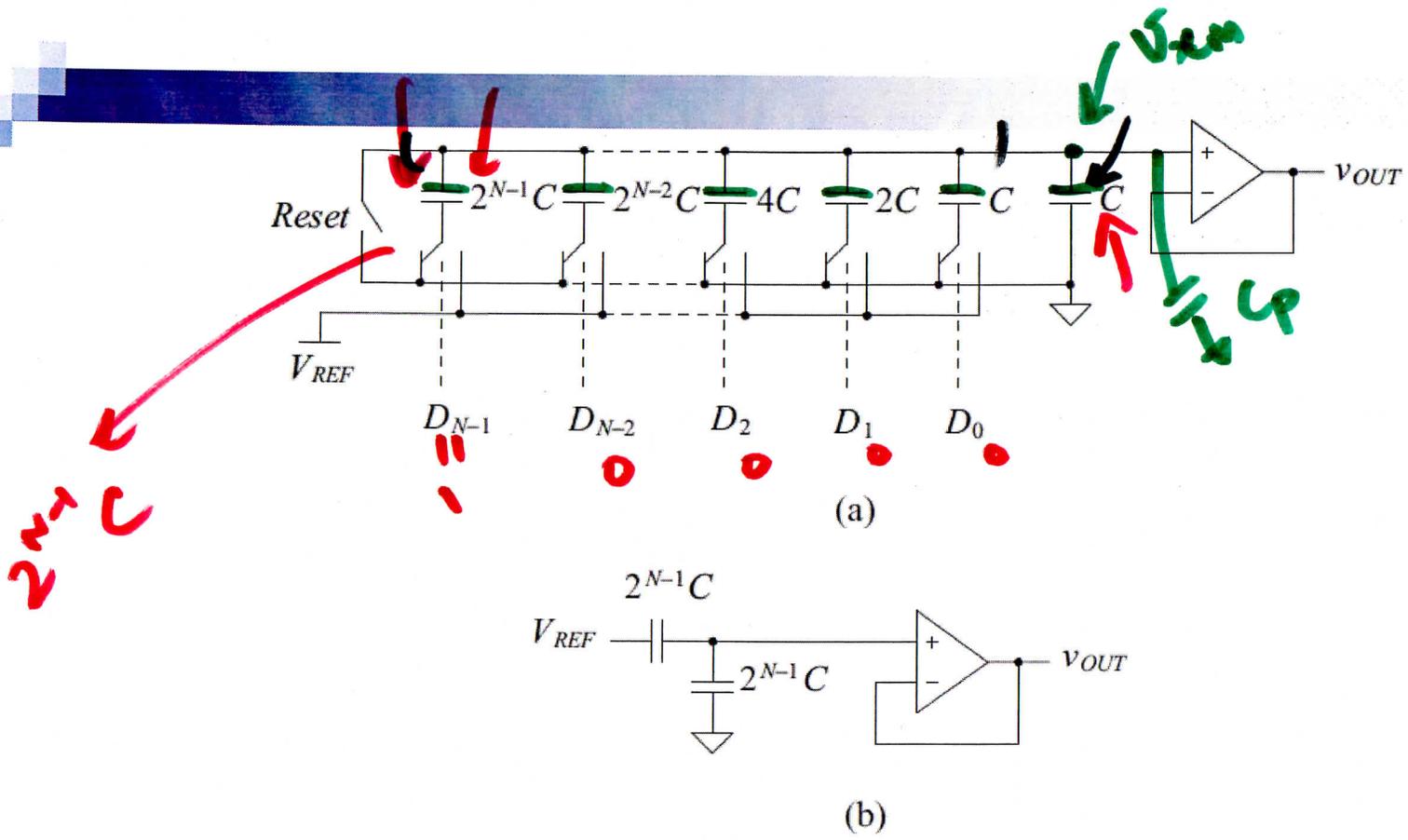


Figure 29.12 (a) A charge-scaling DAC, (b) the equivalent circuit with the MSB = 1, and all other bits set to zero.

$$\begin{aligned}
 V_{out} &= V_{REF} \frac{2^{N-1}C}{(2^{N-1} + 2^{N-2} + \dots + 2 + 1 + 1)C} \\
 &= \frac{2^{N-1}}{2^N} \cdot V_{REF} = \frac{V_{REF}}{2}
 \end{aligned}$$

k^{th} -bit is "1"

$$V_{\text{out}} = \frac{2^k C}{2^N C} V_{\text{REF}} = 2^{k-N} V_{\text{REF}}$$

for $k=0$ to $N-1$

$$V_{\text{out}} = \sum_{k=0}^{N-1} D_k 2^{k-N} \cdot V_{\text{REF}}$$

$D_{N-1} D_{N-2} \dots D_0$

for $k=0 \Rightarrow \frac{1}{2^2} \leftarrow \text{LSB}$

$k=N-1 \Rightarrow \frac{1}{2} \leftarrow \text{MSB}$

KT/C requirements

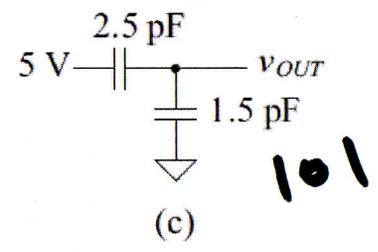
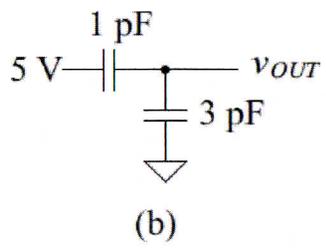
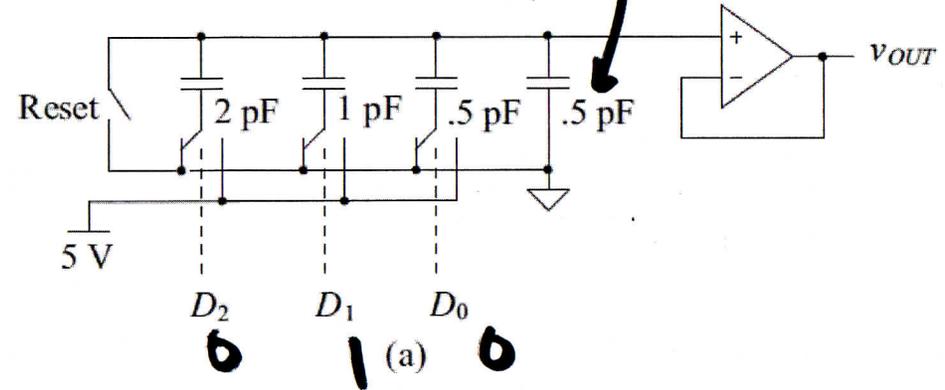


Figure 29.13 (a) A 3-bit charge-scaling DAC used in Ex. 29.6 and the equivalent circuits inputs equal to (b) 010 (c) 101.

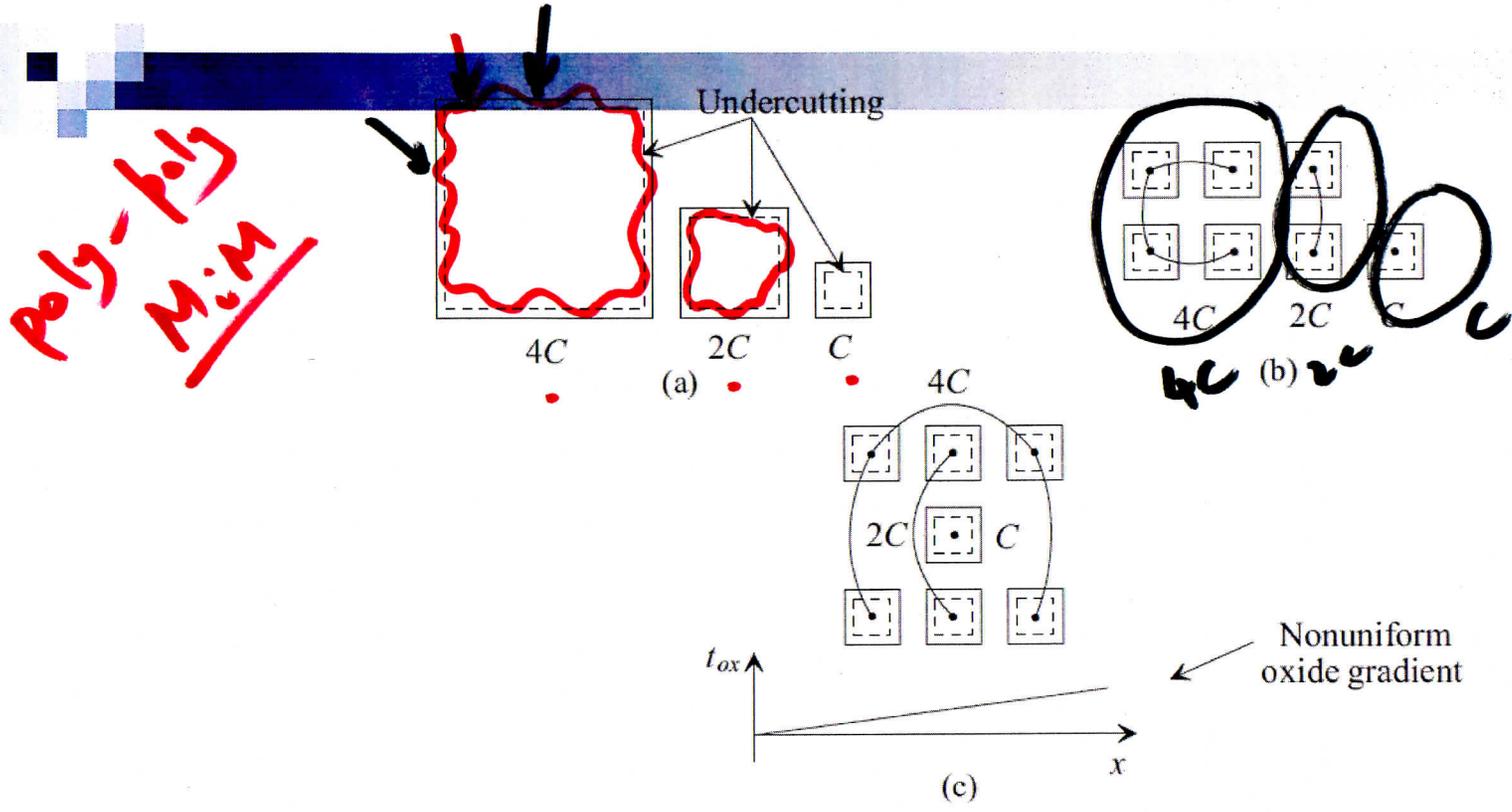


Figure 29.14 Layout of a binary-weighted capacitor array using (a) single capacitors (b) unit capacitors to minimize undercutting effect, and (c) common-centroid to minimize oxide gradients.

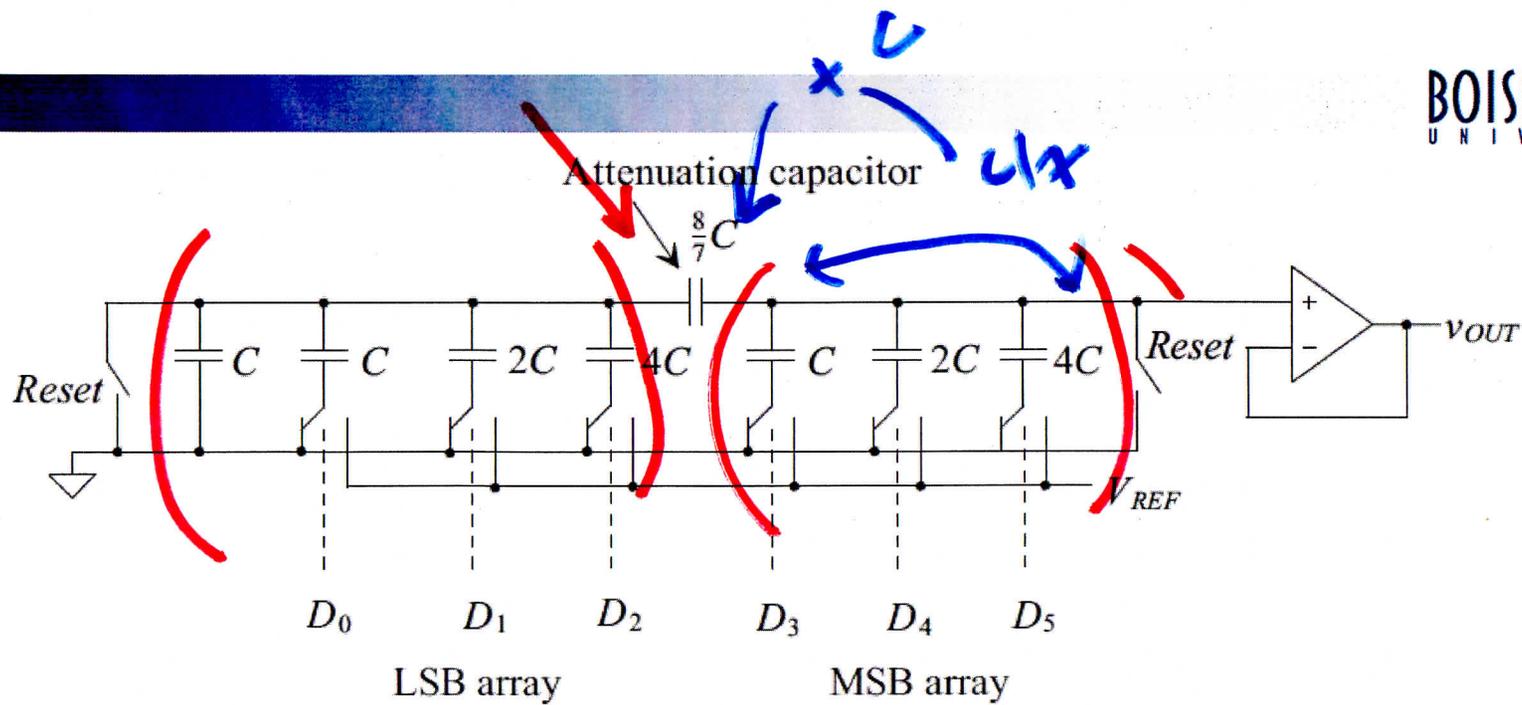


Figure 29.15 A charge-scaling DAC using a split array.

Split Array.

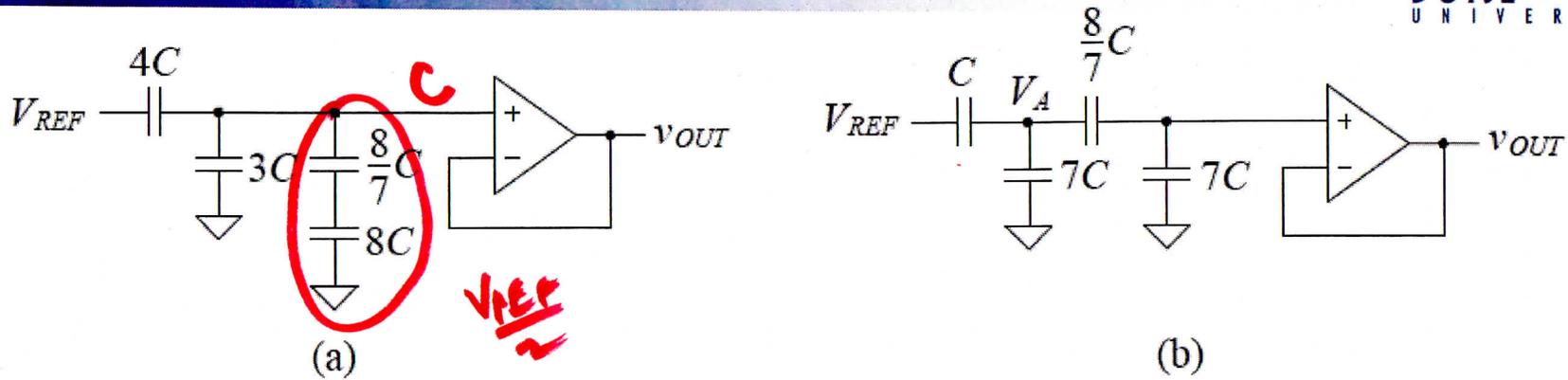


Figure 29.16 Equivalent circuits for Example 29.7.

6-bit DAC

100000

MSB

000001

$$V_A = V_{REF} \cdot \frac{1}{7 + \frac{8/7 \cdot 7}{8/7 + 7}} = \frac{V_{REF}}{64}$$

LSB

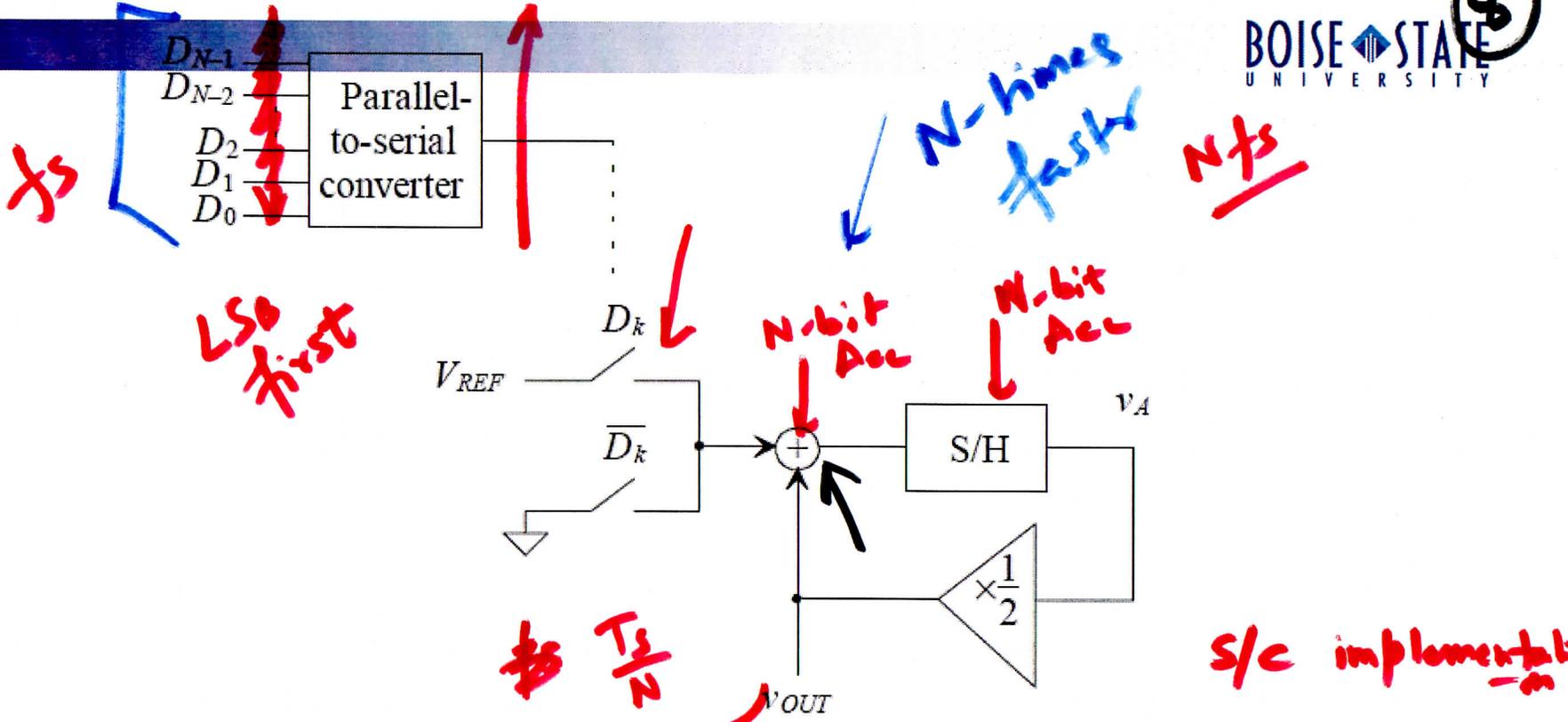


Figure 29.17 A cyclic digital-to-analog converter.

$$V_{out}(n) = \left[D_{n-1} V_{REF} + \frac{1}{2} \cdot V_A(n-1) \right] \cdot \frac{1}{2}$$

$$T.C. \rightarrow V_A(0) = 0V$$

Cycle Number, n	D_{n-1}	$v_A(n-1)$	$v_{OUT}(n)$
1	1	0	$\frac{1}{2}(5 + 0) = 2.5 \text{ V}$
2	0	5	$\frac{1}{2}(0 + 2.5) = 1.25 \text{ V}$
3	1	2.5	$\frac{1}{2}(5 + 1.25) = 3.125 \text{ V}$
4	0	6.25	$\frac{1}{2}(0 + 3.125) = 1.5625 \text{ V}$
5	1	3.125	$\frac{1}{2}(5 + 1.5625) = 3.28125 \text{ V}$
6	1	6.5625	<u><u>$\frac{1}{2}(5 + 3.28125) = 4.140625 \text{ V}$</u></u>

Figure 29.18 Output from the 6-bit cyclic DAC used in Ex. 29.8.

N-cycles per conversion

101011
110101

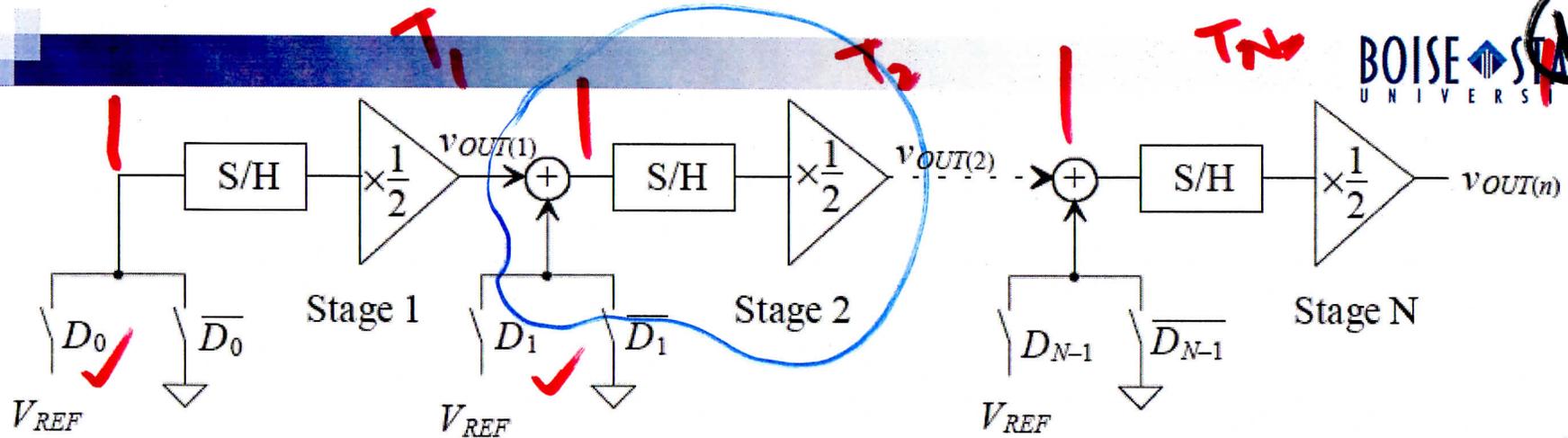


Figure 29.19 A pipeline digital-to-analog converter.

Latency of N-cycles

$$V_{out [N]} = [D_{N-1} \cdot V_{ref} + V_{out [N-1]}] \cdot \frac{1}{2}$$



Clock Cycle	$v_{OUT(1)}$	$v_{OUT(2)}$	$v_{OUT(3)}$	D_0	D_1	D_2
1	2.5	0	0	1	0	0
2	0	1.25	0	0	0	0
3	<u>2.5</u>	2.5	0.625	<u>1</u>	<u>1</u>	0
4		<u>1.25</u>	3.75		<u>0</u>	<u>1</u>
5			<u>3.125</u>			<u>1</u>

LSB

MSB

out

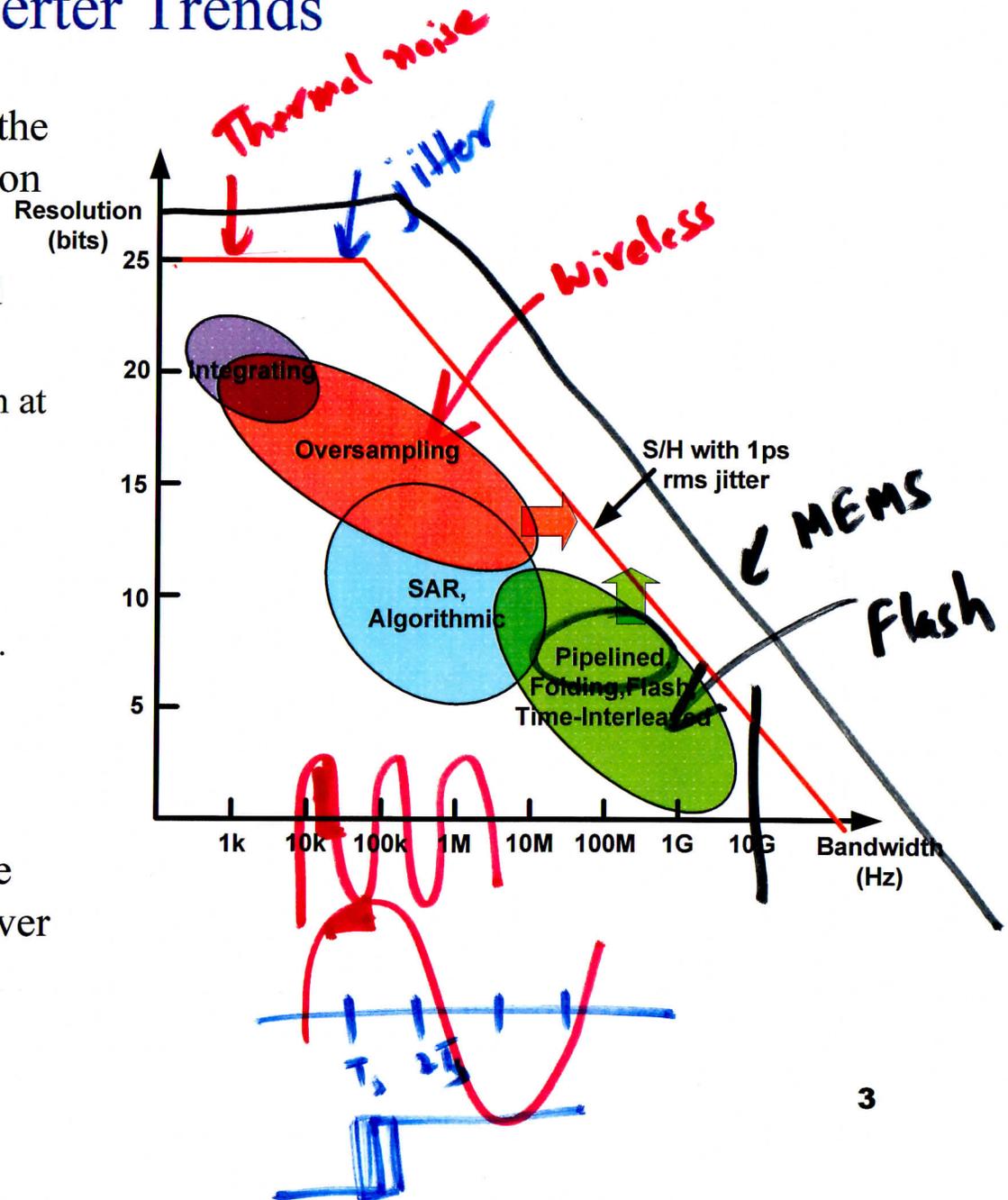
off valid

Figure 29.20 Output from the 3-bit pipeline DAC used in Example 29.9.

$D_{in} \rightarrow$
 001
 110
 101

Analog to Digital Converter Trends

- ❑ Different ADC architectures for the signal bandwidth and bit resolution requirements.
- ❑ Nyquist rate ADCs for wideband conversion
 - ✓ Flash ADCs for GHz conversion at lower resolution (≤ 6 bits).
 - ✓ Pipelined ADCs for moderate resolutions and conversion bandwidth.
 - ❑ reaching 10 bits over 200 MHz.
- ❑ Oversampling ADCs for higher resolution but lower bandwidth
 - ✓ 12-24 bits resolution.
- ❑ New wireless applications require higher bandwidth (25 MHz) and over 10-12 bits of resolution.



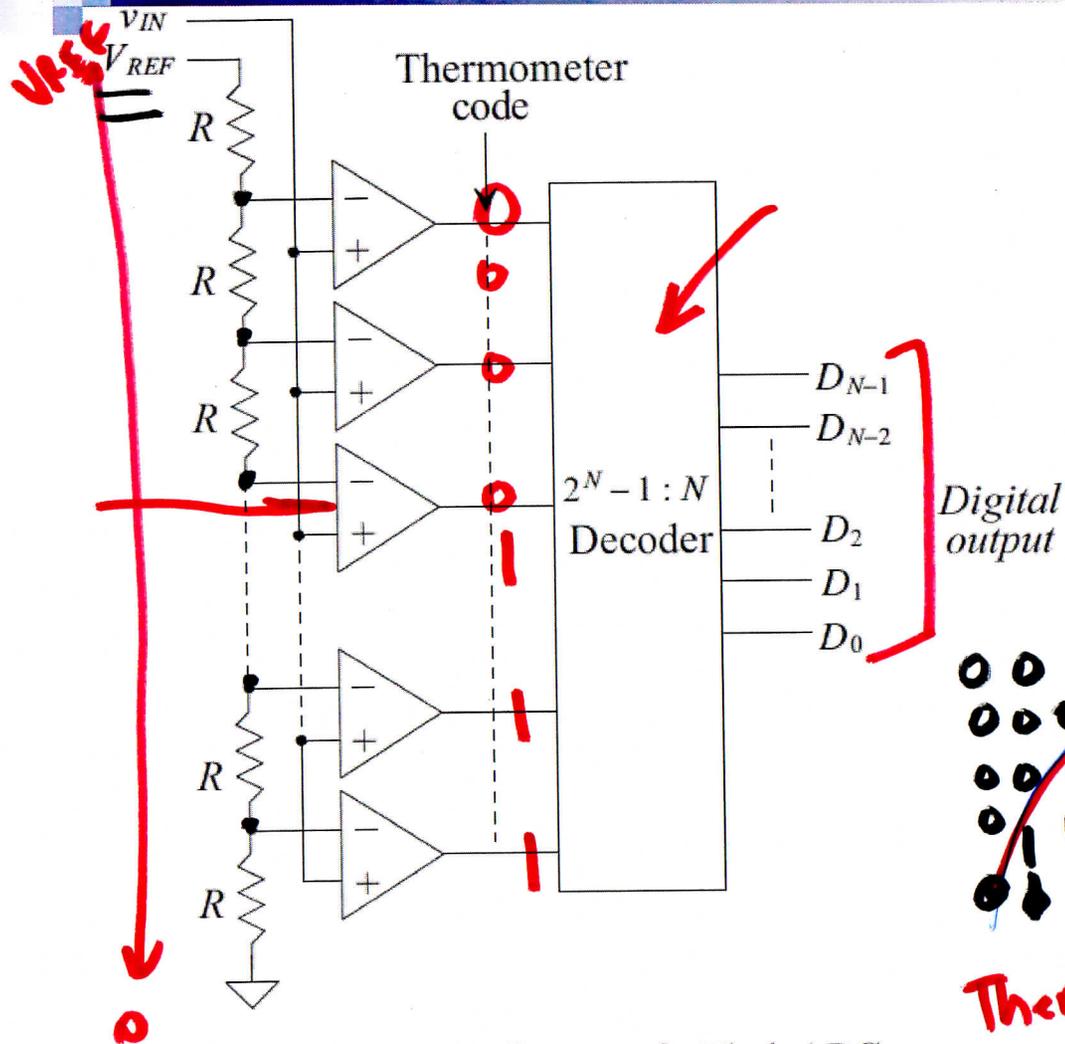
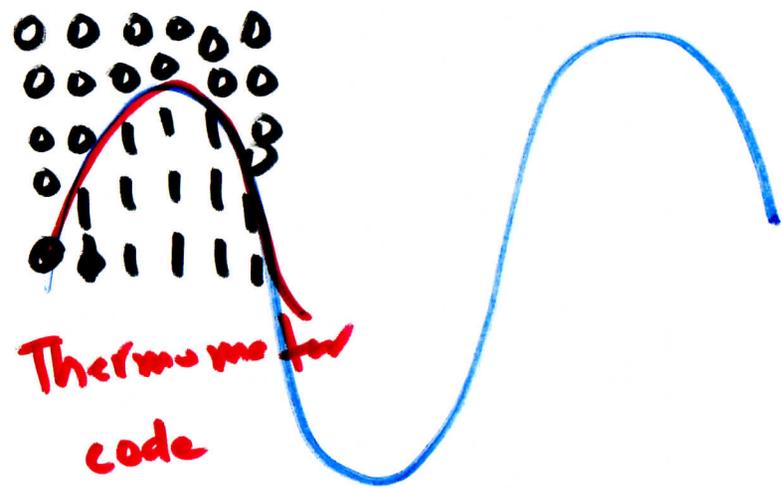
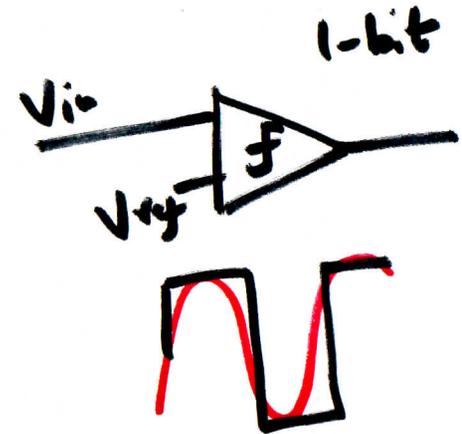


Figure 29.21 Block diagram of a Flash ADC.



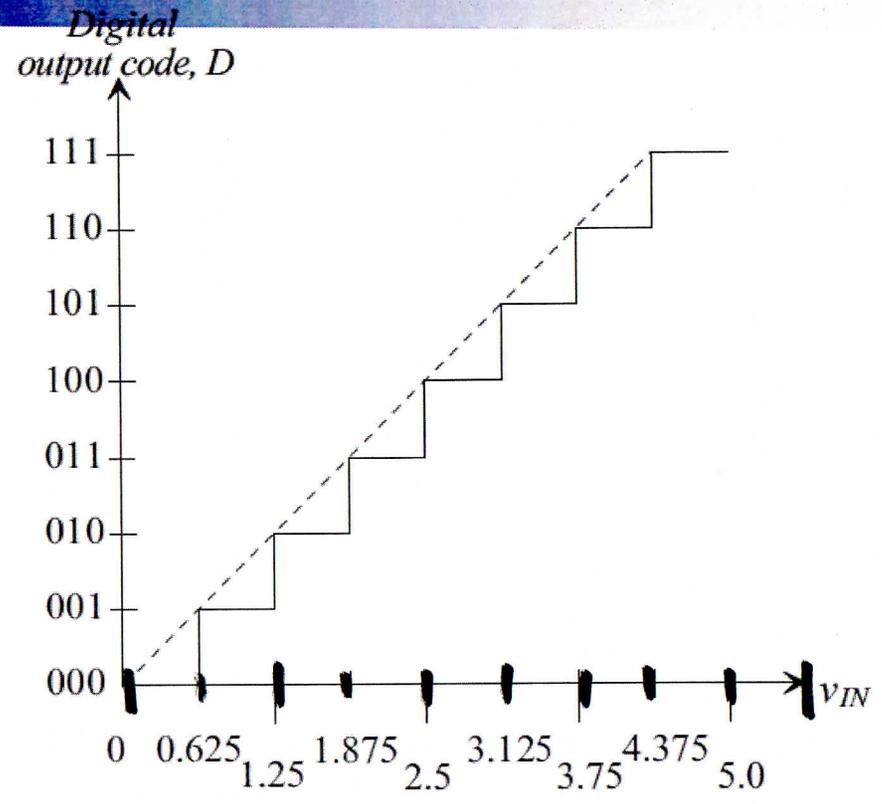


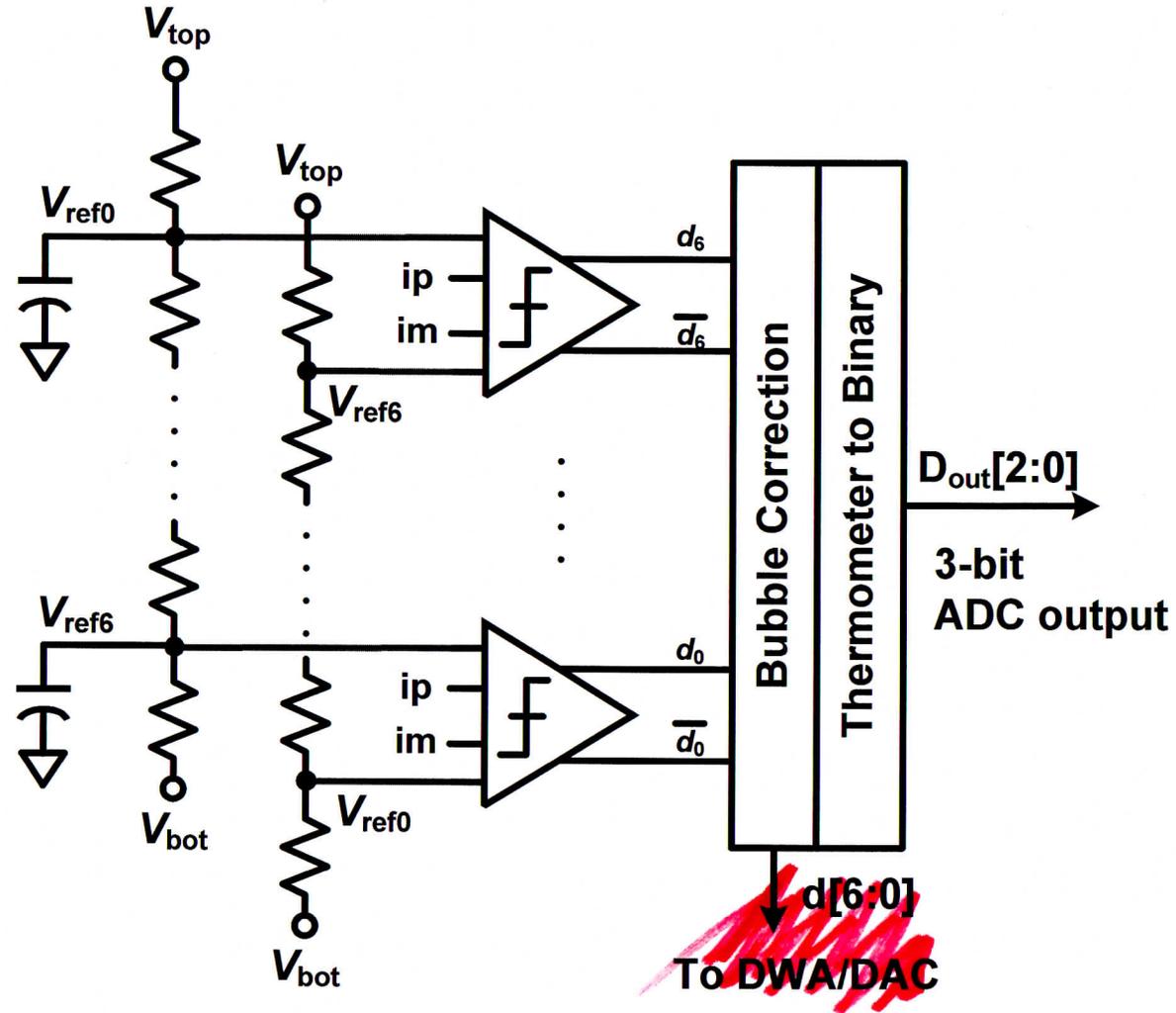
Figure 29.23 Transfer curve for the 3-bit Flash converter in Example 29.10.

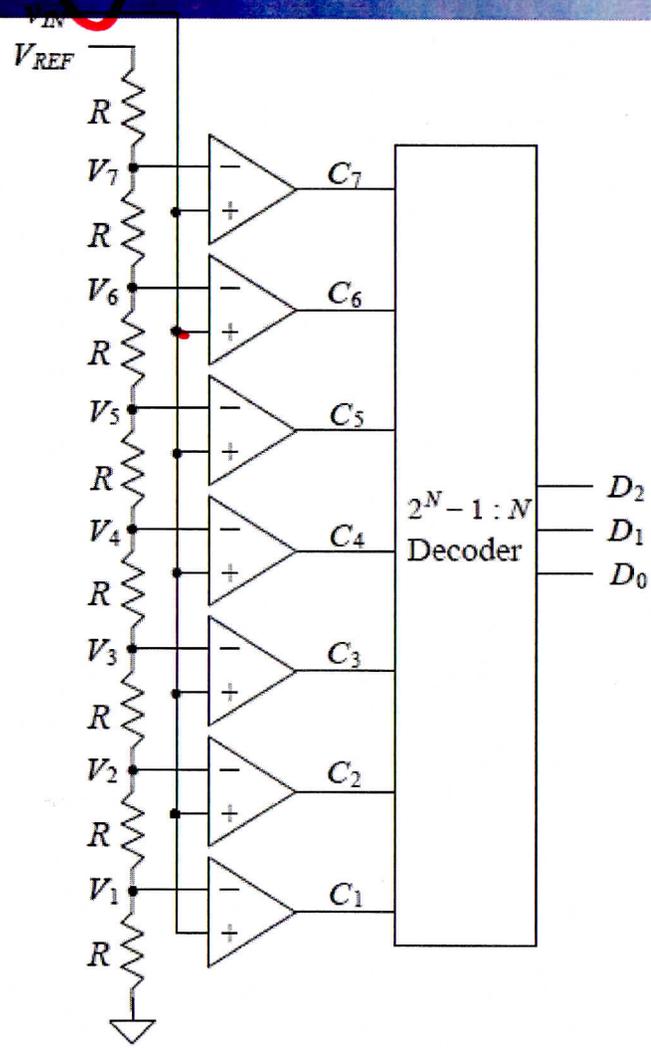
v_{IN}	$C_7 C_6 C_5 C_4 C_3 C_2 C_1$	$D_2 D_1 D_0$
$0 \leq v_{IN} < 0.625 \text{ V}$	0000000	000
$0.625 \text{ V} \leq v_{IN} < 1.25 \text{ V}$	0000001	001
$1.25 \text{ V} \leq v_{IN} < 1.875 \text{ V}$	0000011	010
$1.875 \text{ V} \leq v_{IN} < 2.5 \text{ V}$	0000111	011
$2.5 \text{ V} \leq v_{IN} < 3.125 \text{ V}$	0001101	100
$3.125 \text{ V} \leq v_{IN} < 3.75 \text{ V}$	0010111	101
$3.75 \text{ V} \leq v_{IN} < 4.375 \text{ V}$	0111111	110 ←
$4.375 \leq v_{IN}$	1111111	111 ←

Figure 29.24 Code transitions for the Flash ADC used in Ex. 29.10.

Majority Logic
 "Bubble Correction"
 sparkle

2





N-bits
 $2^N R$
 $2^N - 1$ Comparators
 $\rightarrow 1 \text{ GHz}$

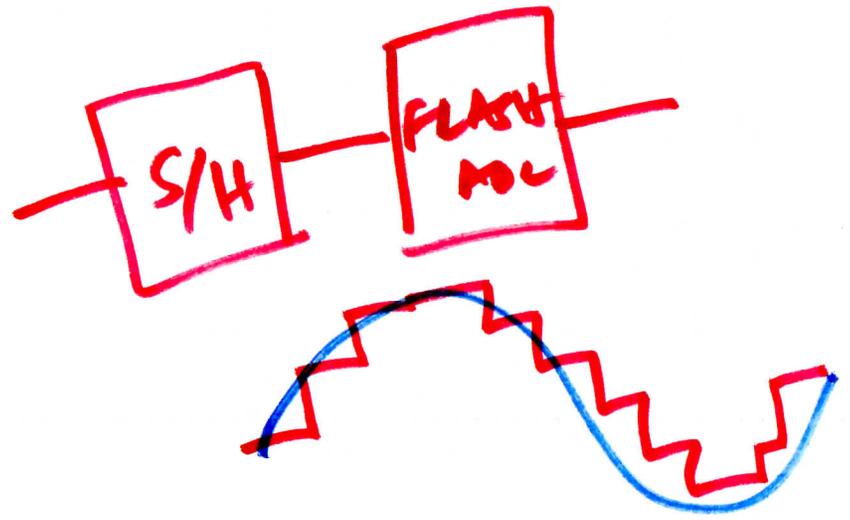


Figure 29.22 Three-bit Flash A/D converter to be used in Ex. 29.10.

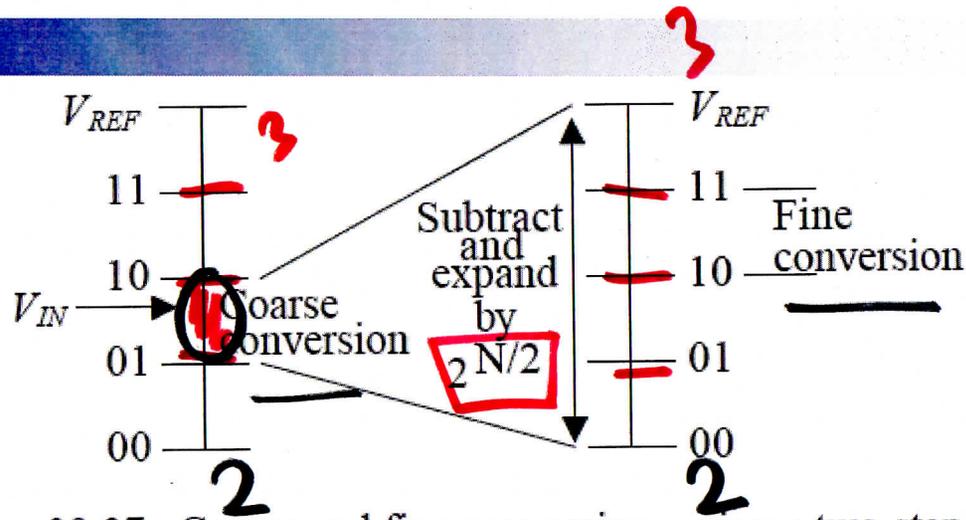


Figure 29.27 Coarse and fine conversions using a two-step ADC.

6 numbers =

→ Signal processing

→ Latency

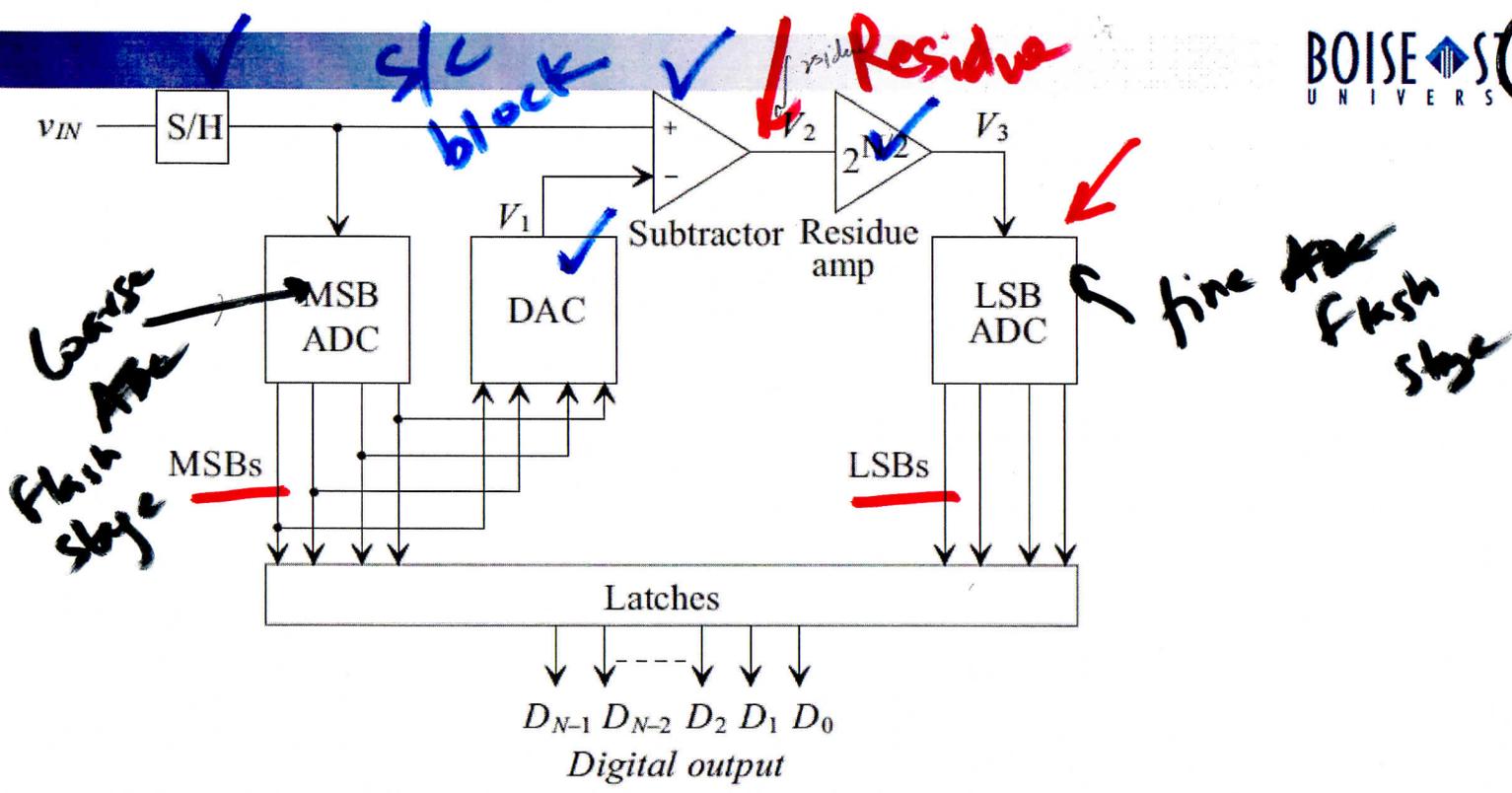


Figure 29.26 Block diagram of a two-step Flash ADC.

5-bit 20-step Flash

20

