

Analog to Digital Converter

Last updated 5/6/19

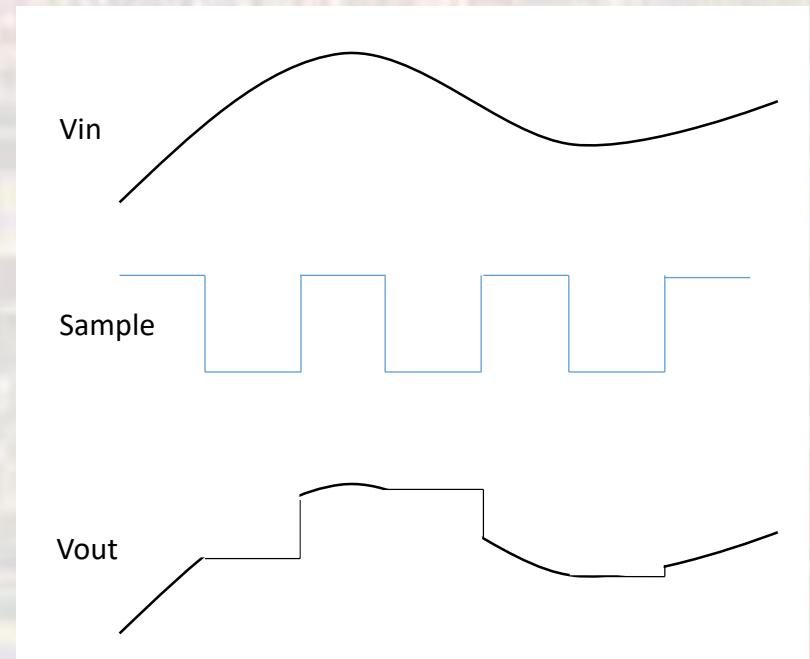
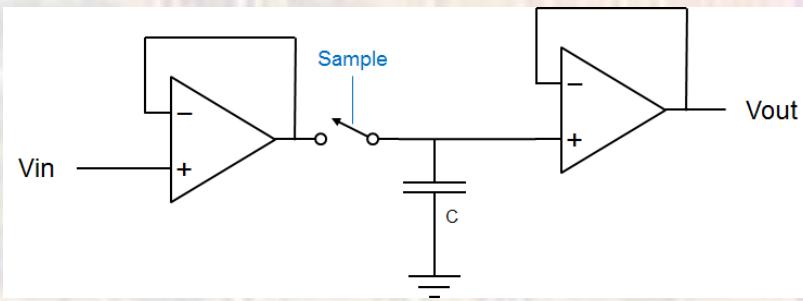
A/D

- Analog to Digital Conversion
 - Most of the real world is analog
 - temperature, pressure, voltage, current, ...
 - To work with these values in a computer we must convert them into digital representations
 - Three steps to this conversion
 - Sampling
 - Quantizing
 - Encoding

A/D

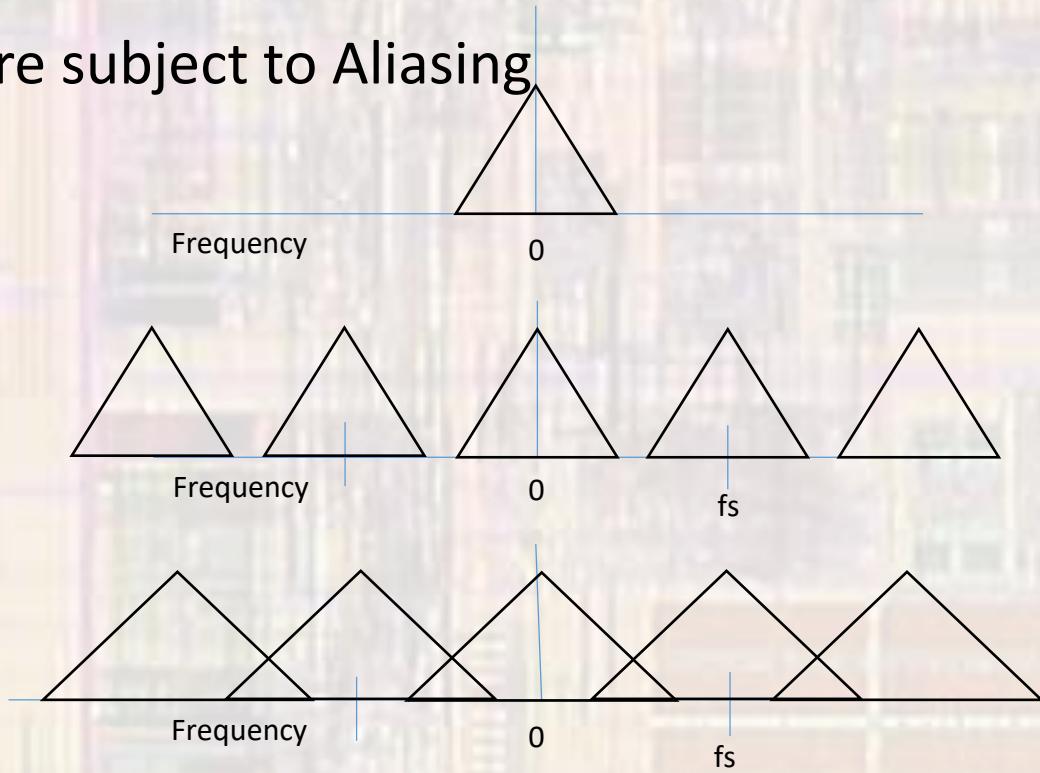
- Sampling

- A to D Conversion takes a finite amount of time
- What if the input changes during this time?
- We must take a snapshot of the input → Sample and Hold



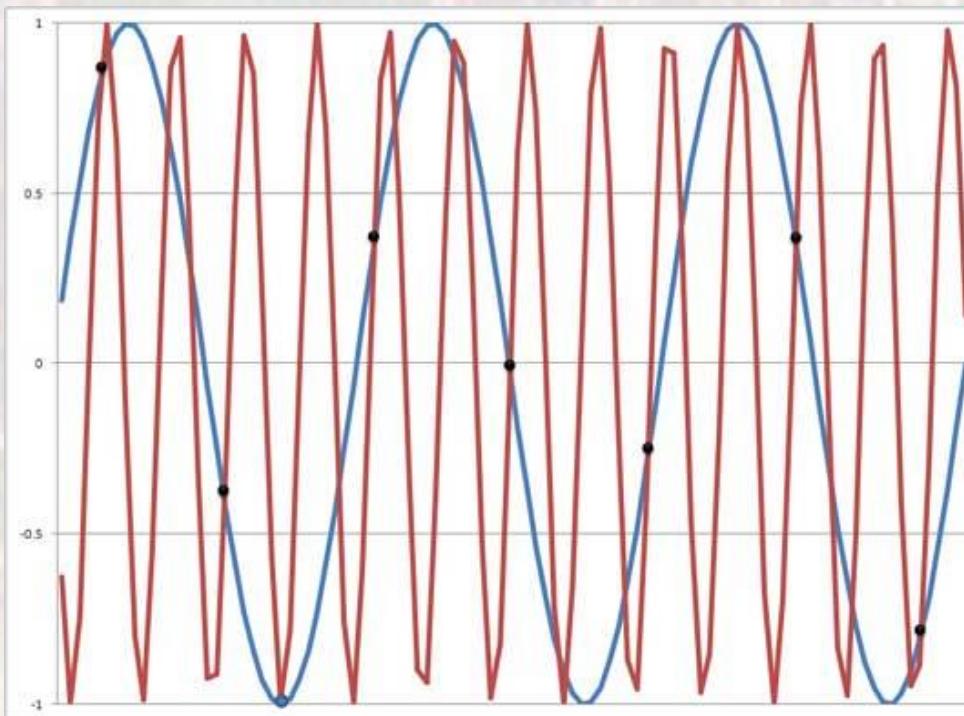
A/D

- Sampling
 - Sampling is a kind of MODULATION
 - Modulation systems are subject to Aliasing
 - $F_{in} < f_s/2$
 - f_s : Nyquist rate
- LPF the input
(anti-aliasing filter)



A/D

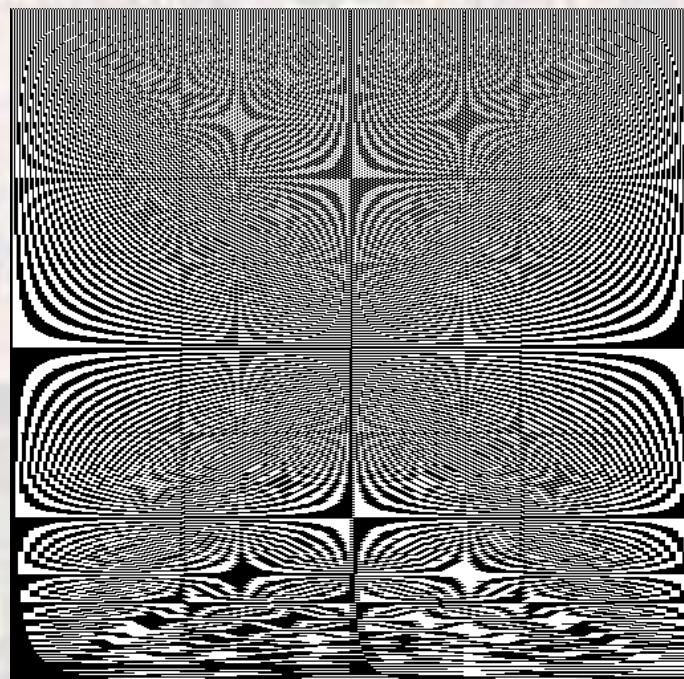
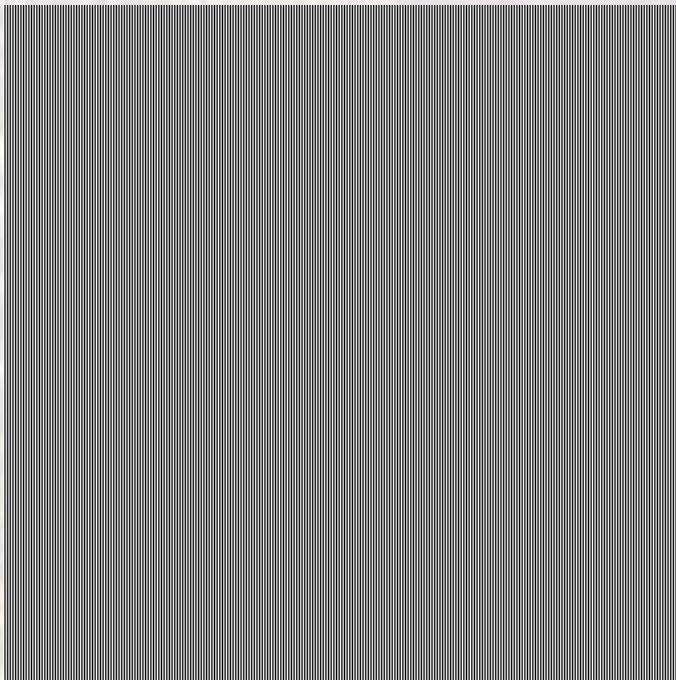
- Sampling
 - Example of analog aliasing



<http://arstechnica.com/features/2007/11/audiofile-analog-to-digital-conversion/>

A/D

- Sampling
 - Example of digital aliasing

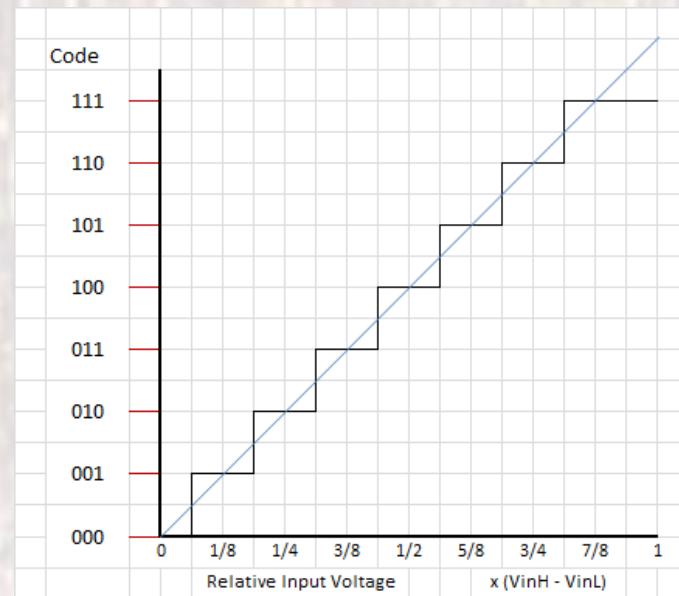


<http://www.cs.unm.edu/~brayer/vision/perception.html>

A/D

- Quantizing

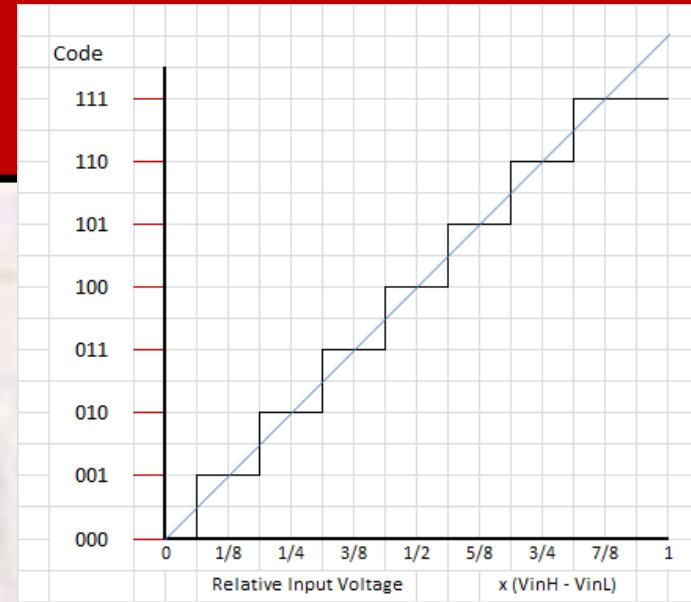
- In the A to D process we are converting an “infinite” resolution analog signal into a finite number of digital bits
- Converters use reference voltages to set the range of allowed input voltages - V_{ref-H} , V_{ref-L}
- Each binary step represents $(V_{ref-H} - V_{ref-L}) / 2^n$ for an n bit conversion
 - e.g. 0V – 1V input converted to 3 bit digital value
 - each binary step represents 0.125V
 - since 000 typically represents 0.0V, 111 represents 0.875V



A/D

- Quantizing

- Quantization error looks like noise on the signal (Quantization Noise)
- Dynamic Range is a measure of signal to noise ratio. (SNR in dB)
- For an AtoD the Dynamic Range is the measure of signal to Quantizing Noise ratio (SQNR)
- $$\text{SQNR} = 20 \log_{10}(2^n / (1/2 - (-1/2)))$$
$$= 20 \log_{10} 2^n$$
- 8bit → 48dB
- 10bit → 60dB



| n | steps | Step Size rel to Vref-H - Vref-L | SQNR (dB) |
|----|-------|--|--------------|
| 1 | 2 | 0.5 | 6 |
| 2 | 4 | 0.25 | 12 |
| 3 | 8 | 0.125 | 18 |
| 4 | 16 | 0.0625 | 24 |
| 5 | 32 | 0.03125 | 30 |
| 6 | 64 | 0.015625 | 36 |
| 7 | 128 | 0.0078125 | 42 |
| 8 | 256 | 0.00390625 | 48 |
| 9 | 512 | 0.001953125 | 54 |
| 10 | 1024 | 0.000976563 | 60 |
| 11 | 2048 | 0.000488281 | 66 |
| 12 | 4096 | 0.000244141 | 72 |

A/D

- A/D Conversion Example
- 10 bit converter with $V_{refH}=3.0V$, $V_{refL}=0.0V$
- If the input is 2V, what is the output code

$$V_{refH} - V_{refL} = 3V \text{ range}$$

$$10 \text{ bit converter step size} = \text{range}/2^{10} = 2.9297\text{mV/step}$$

$$2V / 2.9297\text{mV/step} = 682 \text{ steps from } V_{refL}$$

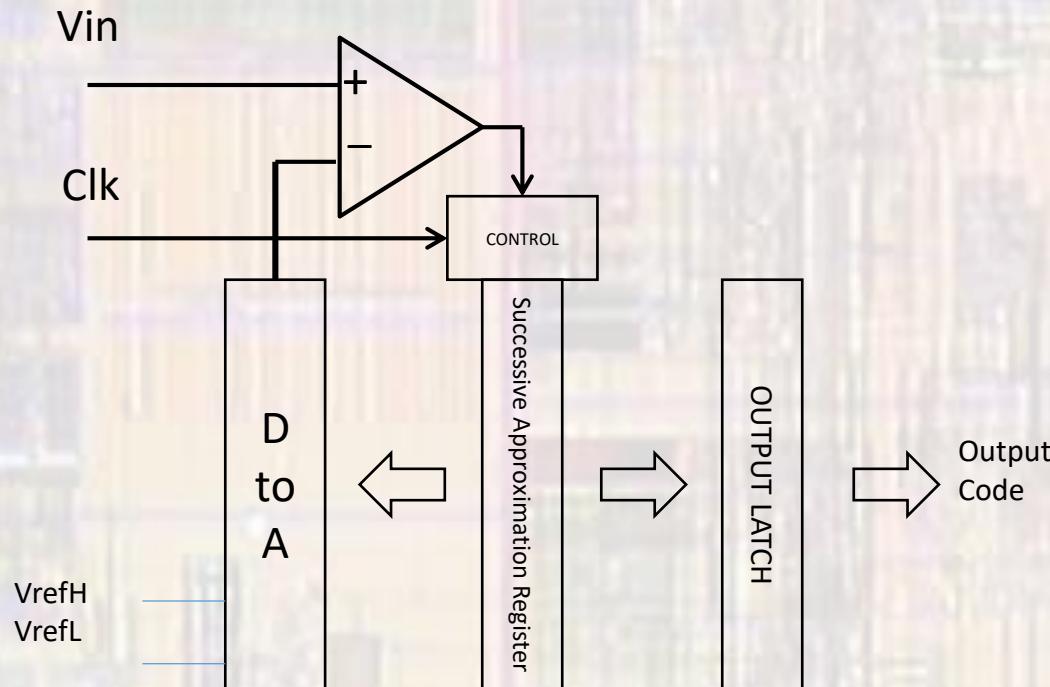
10 1010 1010

A/D

- Successive Approximation A to D
 - Uses an iterative process to determine the correct digital value for the analog input
 - Requires
 - Input (sample and held)
 - A register to hold the current estimate of the digital value
 - D to A converter to convert the digital estimate back to analog
 - A comparator to determine if the estimate is above or below the actual input value
 - Control logic to run the process
 - Uses a binary search to find the nearest code value to the input value

A/D

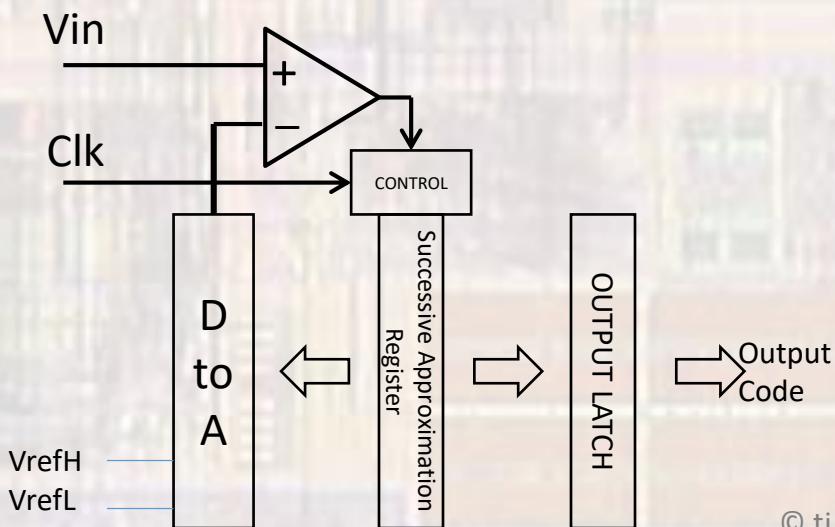
- Successive Approximation A to D



A/D

- Successive Approximation A to D

- The control logic resets the SAR before each conversion
- The control logic then sets the msb
 - The DtoA converts this to $\frac{1}{2}$ the reference voltage
 - The comparator tests to see if the input is above or below this value
 - if above, the 1 in the msb stays
 - if below, the msb is reset to zero
- The control logic then sets the msb-1 bit
 - The DtoA converts this to the appropriate voltage level
 - The comparator tests to see if the input is above or below this value
 - if above, the 1 stays
 - if below, the msb-1 bit is reset to 0
- The control logic then sets the msb-n bit
 - The DtoA converts this to voltage
 - The comparator tests to see if the input is above or below this value
 - if above, the 1 stays
 - if below, the msb-n bit is reset to 0



A/D

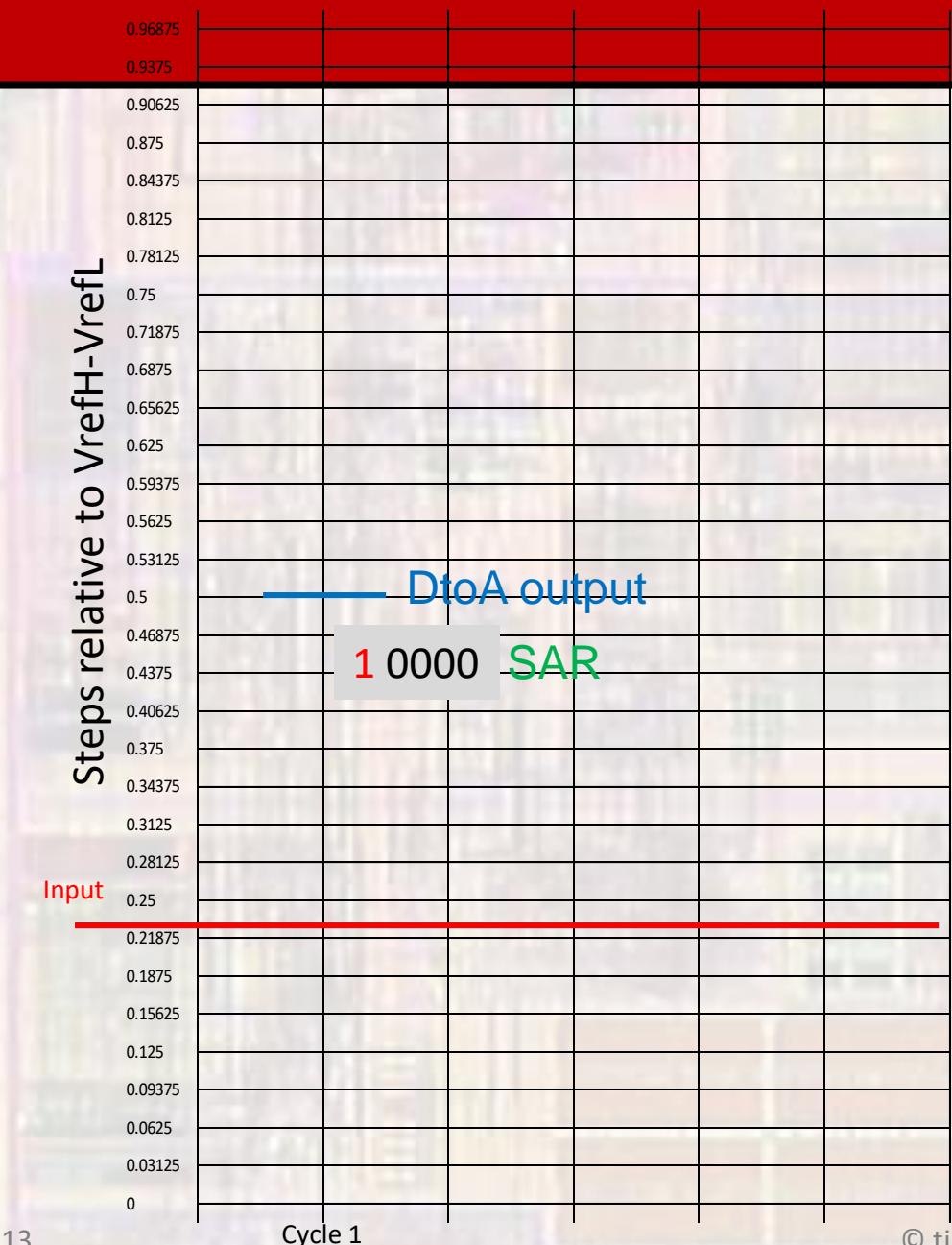
- A to D Convertor

- 1V, 5 bit example

- Test to see if input is
 > or < midpoint

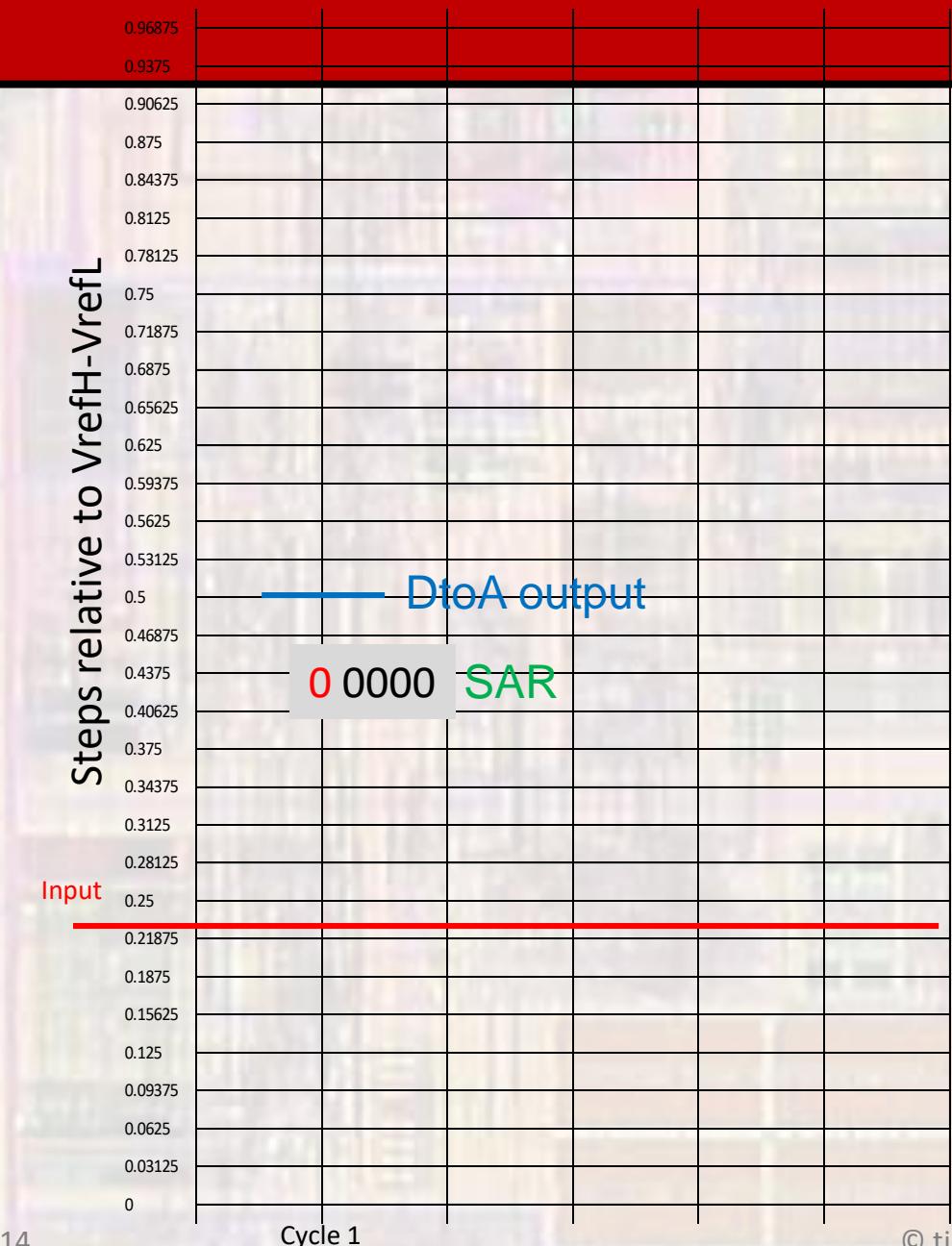
- if <, clear msb

- if >, set msb



A/D

- A to D Converter
- Test to see if input is
> or < midpoint
 - if < , clear msb
 - if >, set msb

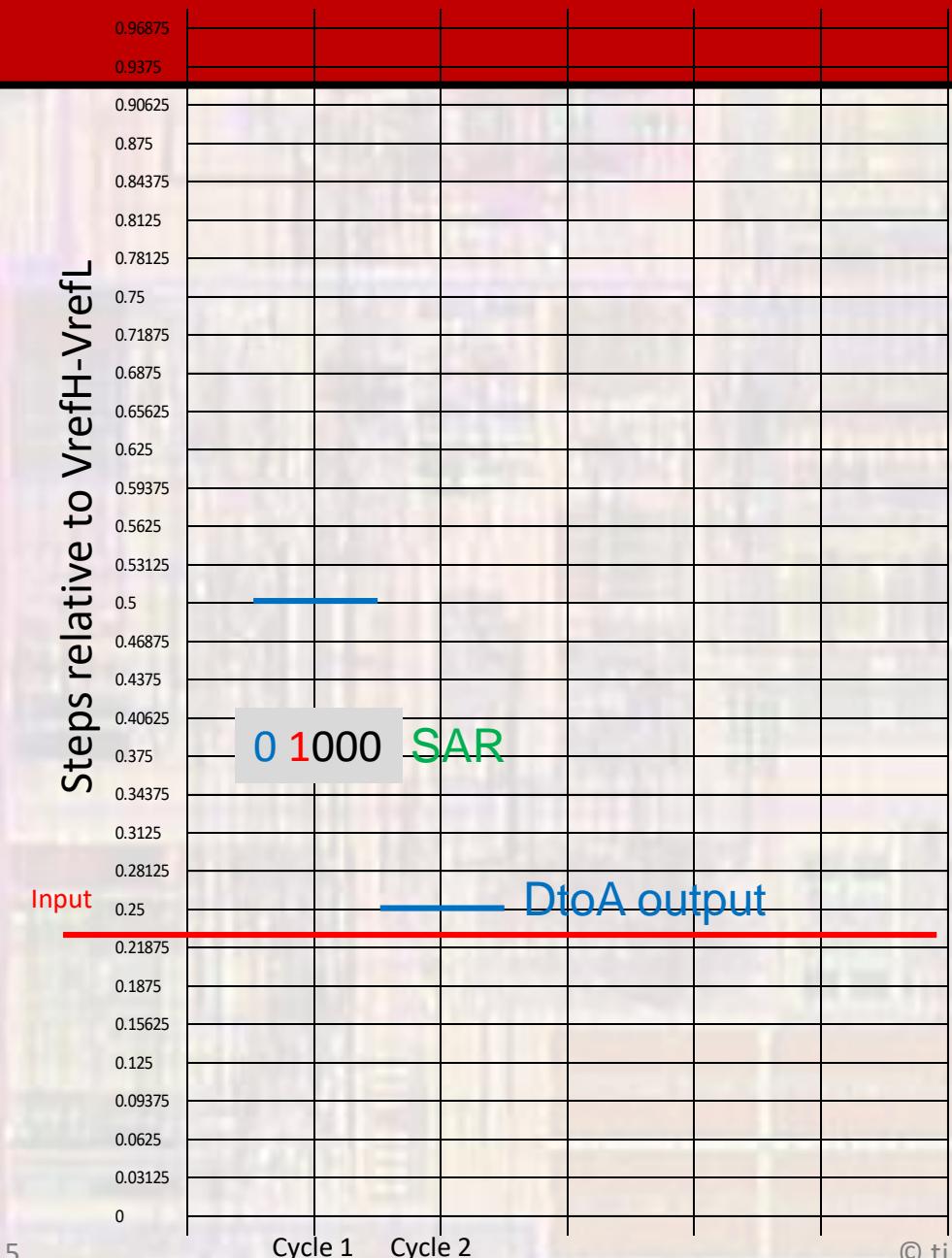


A/D

- A to D Converter

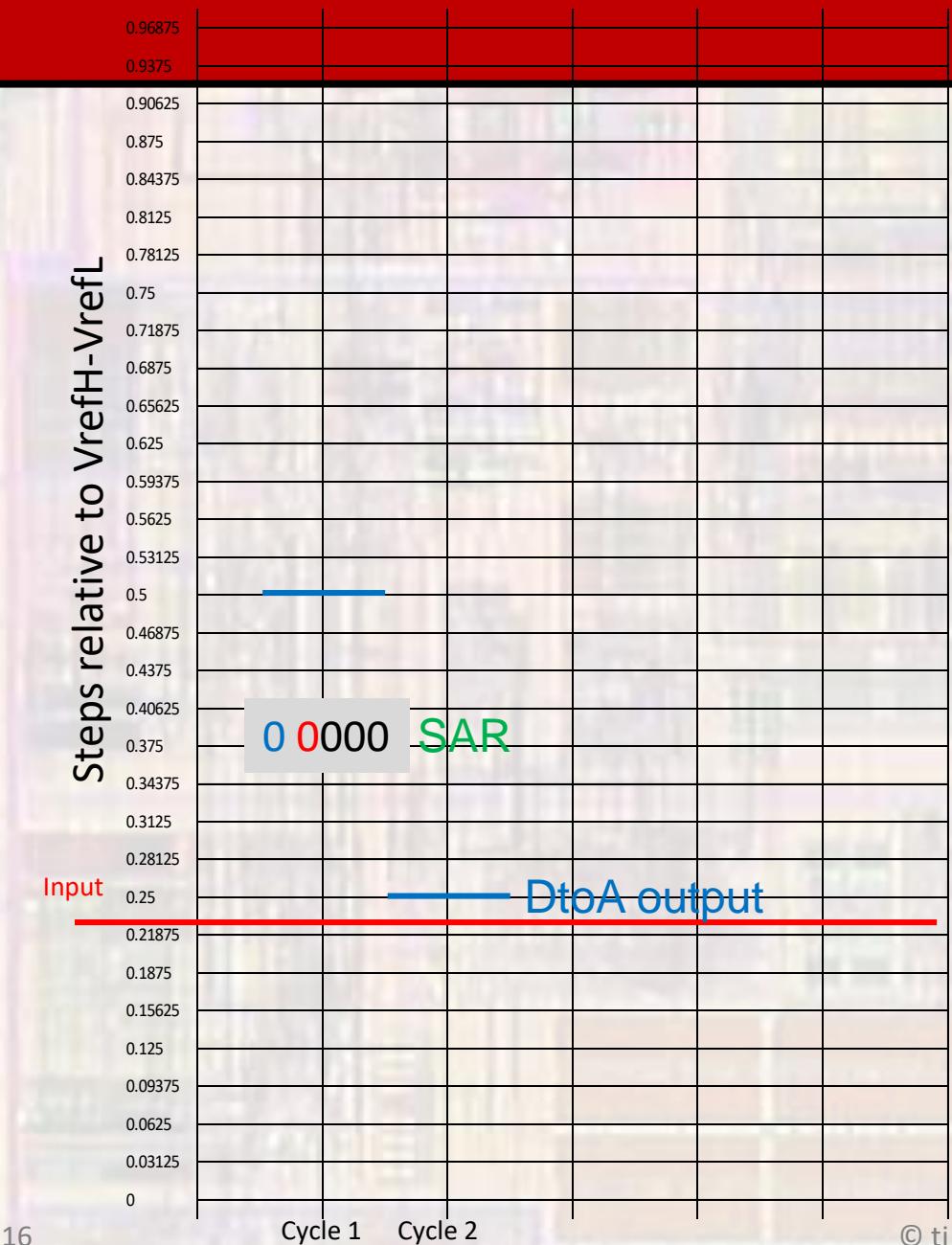
- Test to see if input is
> or < new “midpoint”

- if < , clear bit
- if >, set bit



A/D

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- Test to see if input is
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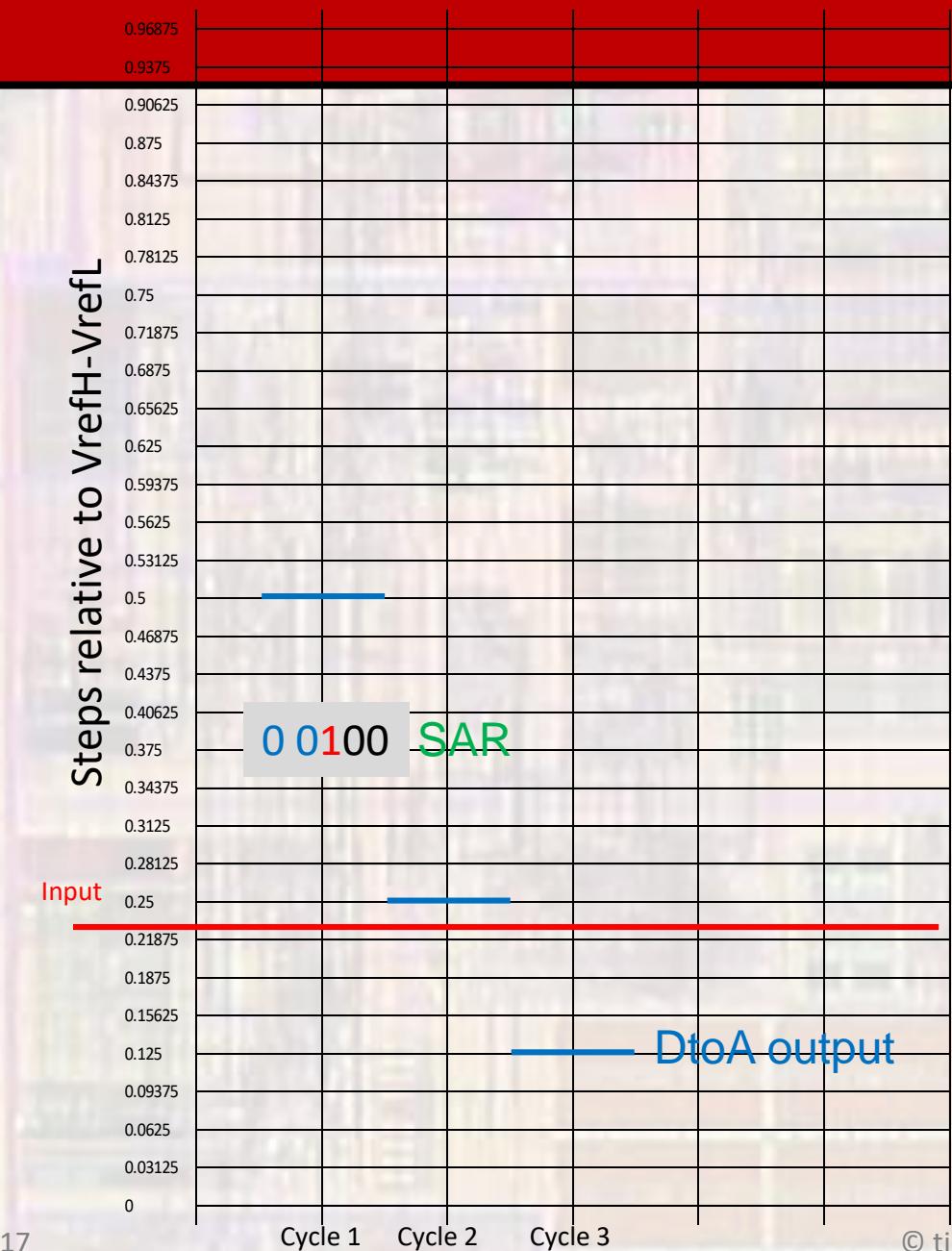


A/D

- A to D Converter

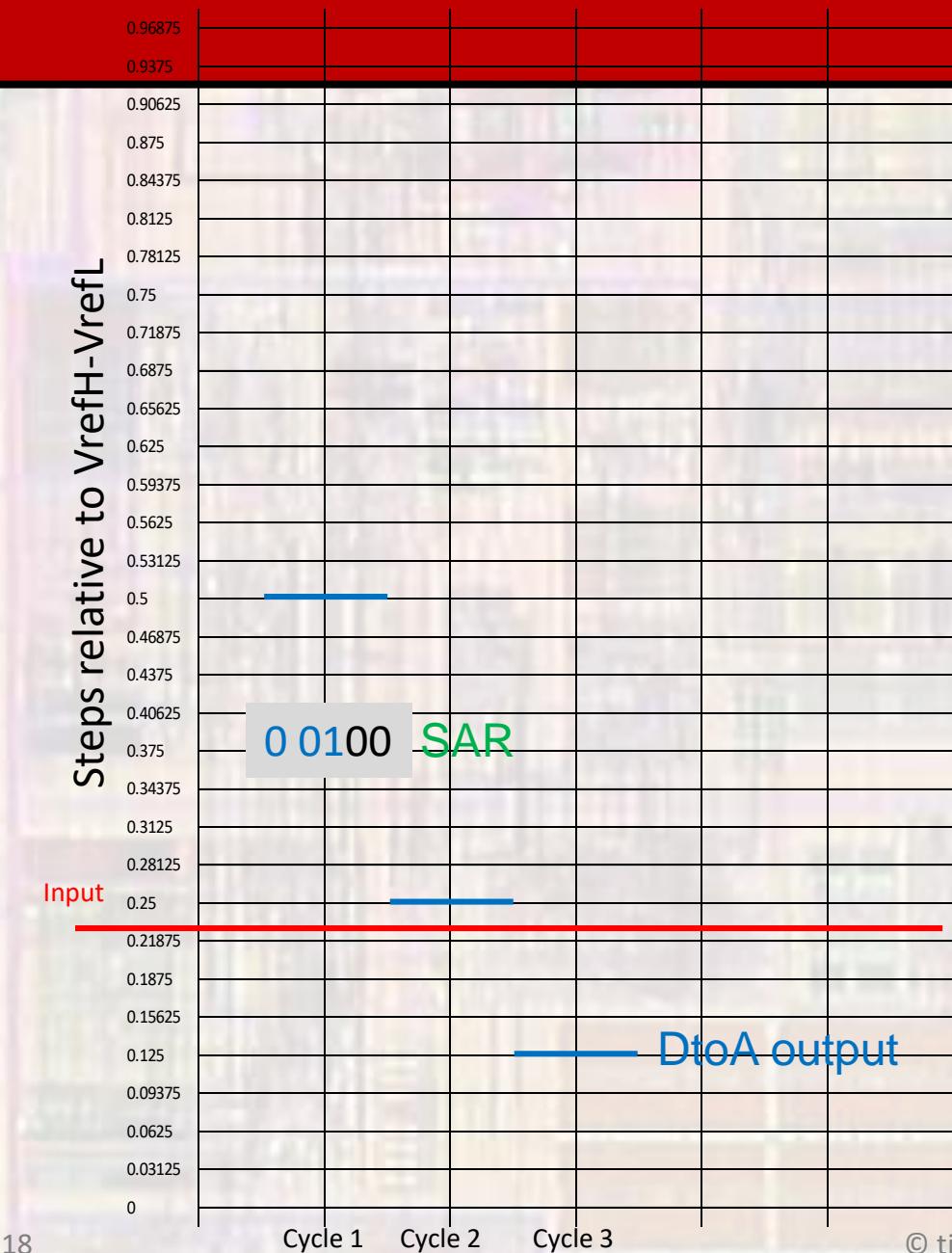
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A/D

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 - if >, set bit

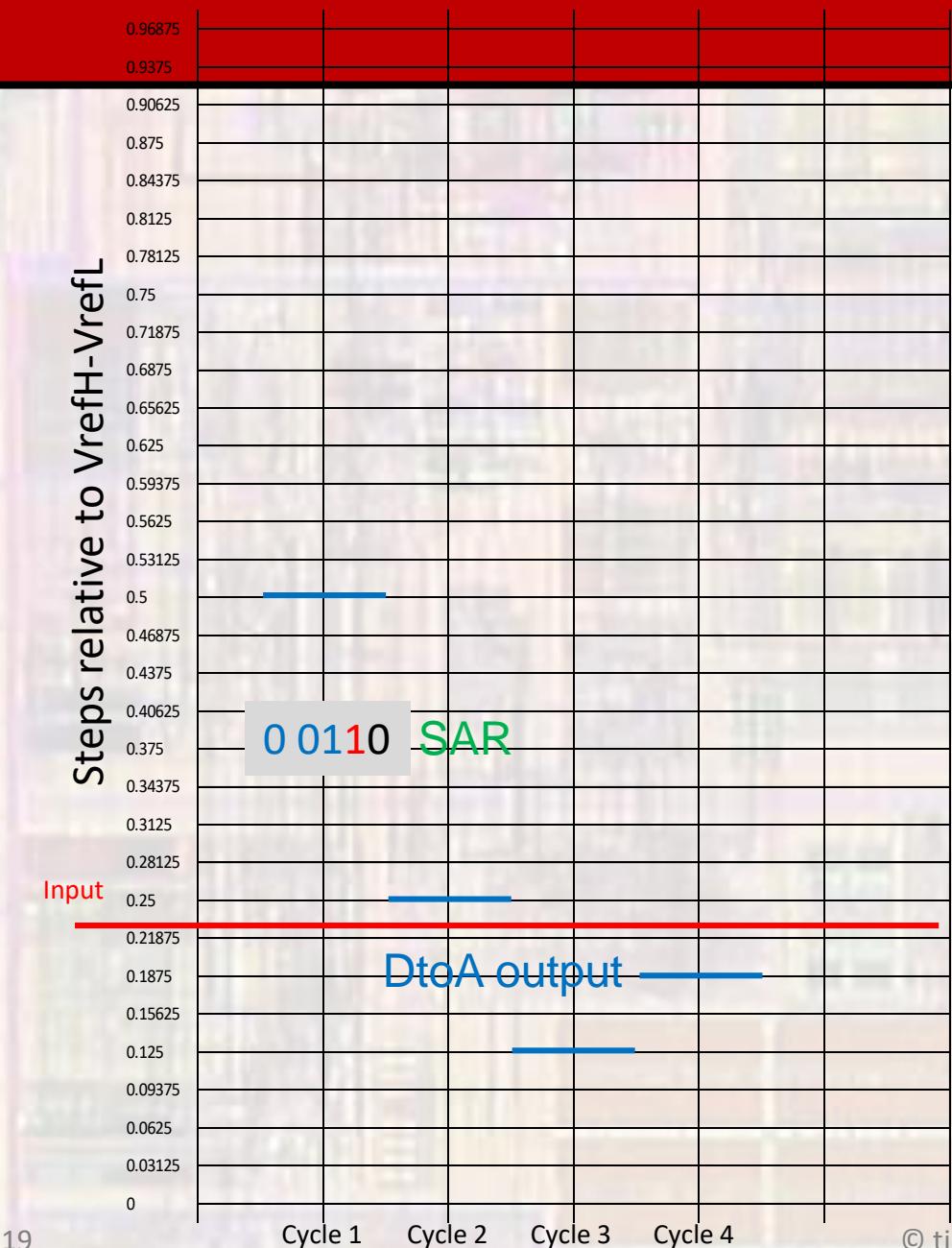


A/D

- A to D Converter

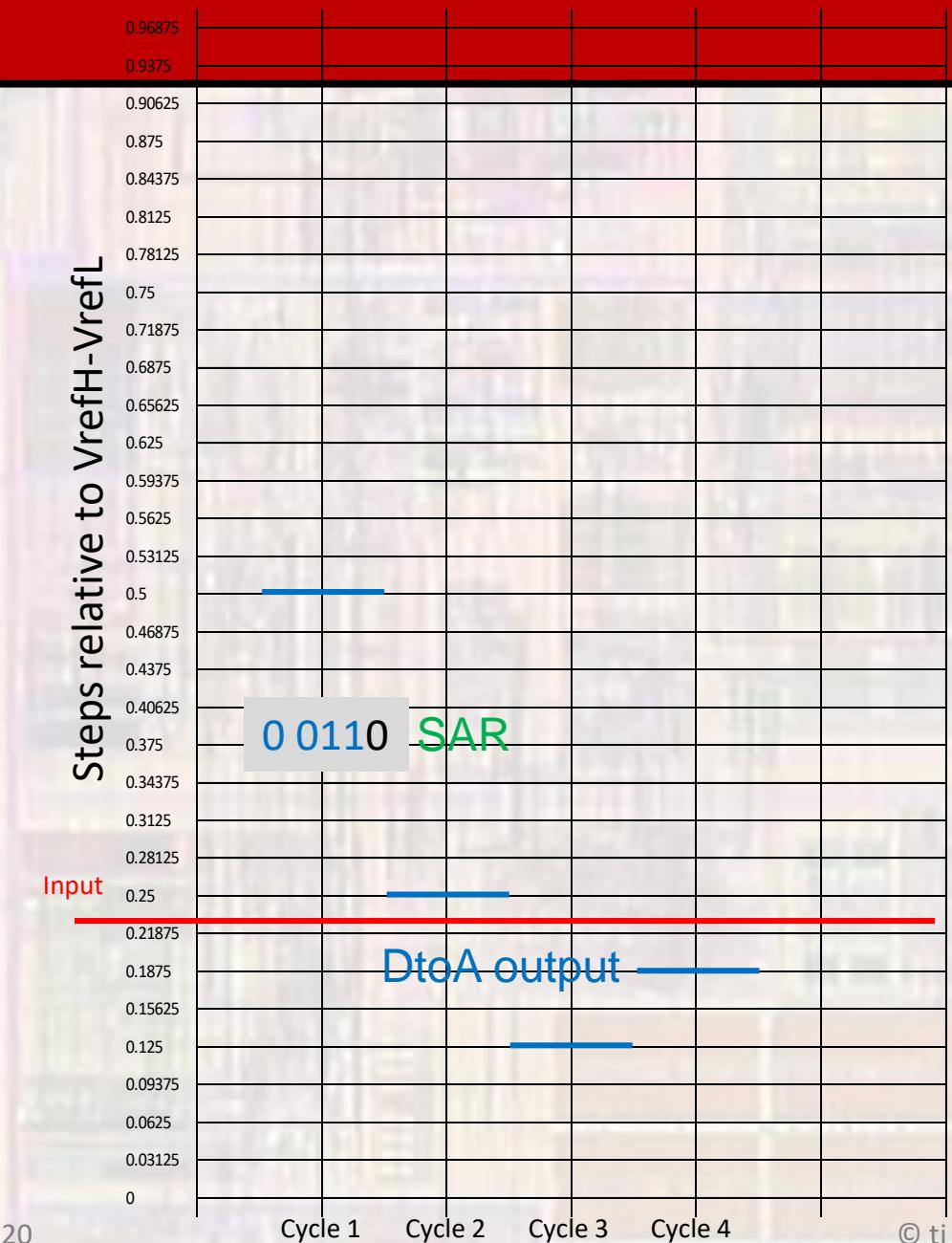
- Test to see if input is
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- if < , clear bit
- if >, set bit



A/D

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- Test to see if input is
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 - if <, clear bit
 - if >, set bit

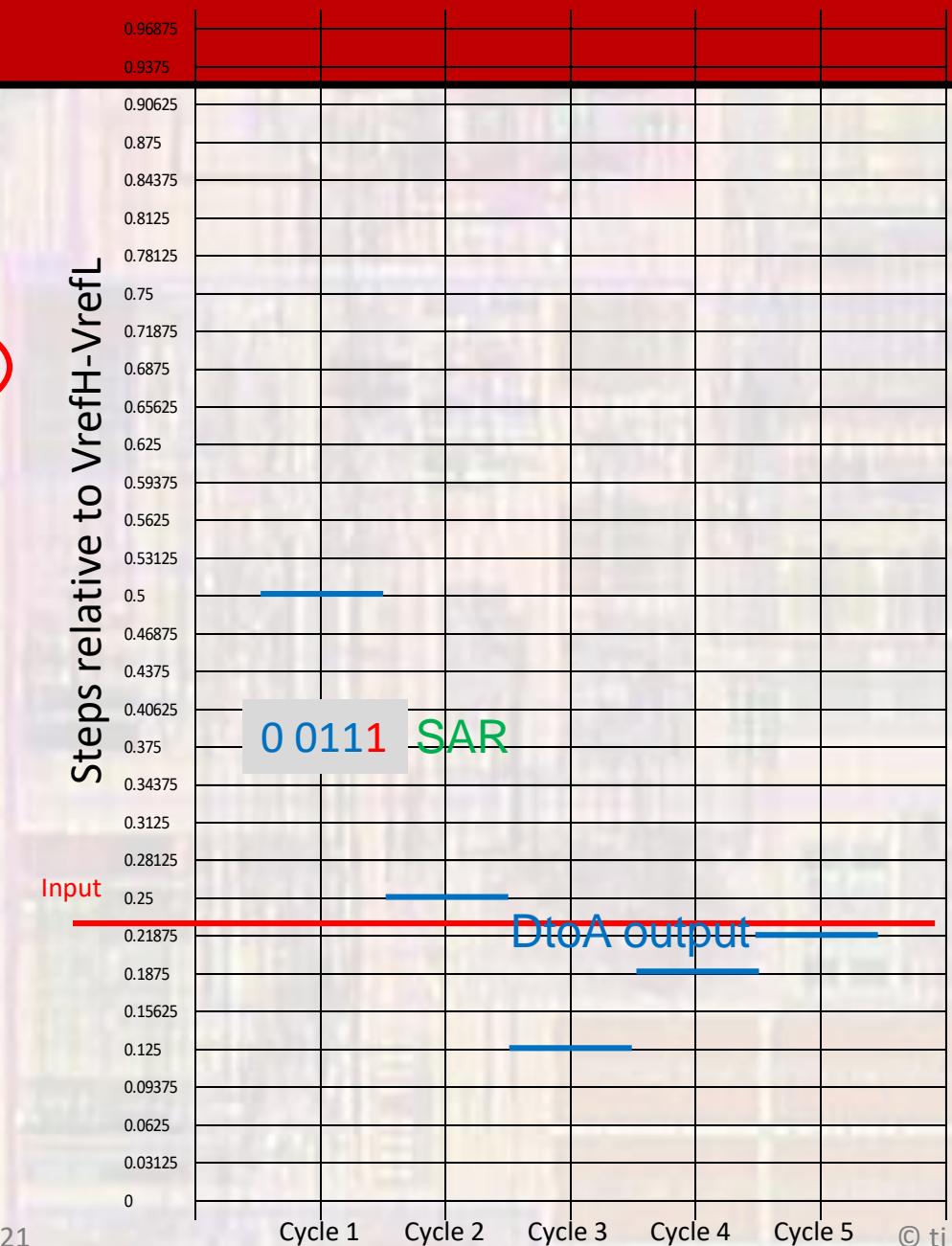


A/D

- A to D Converter

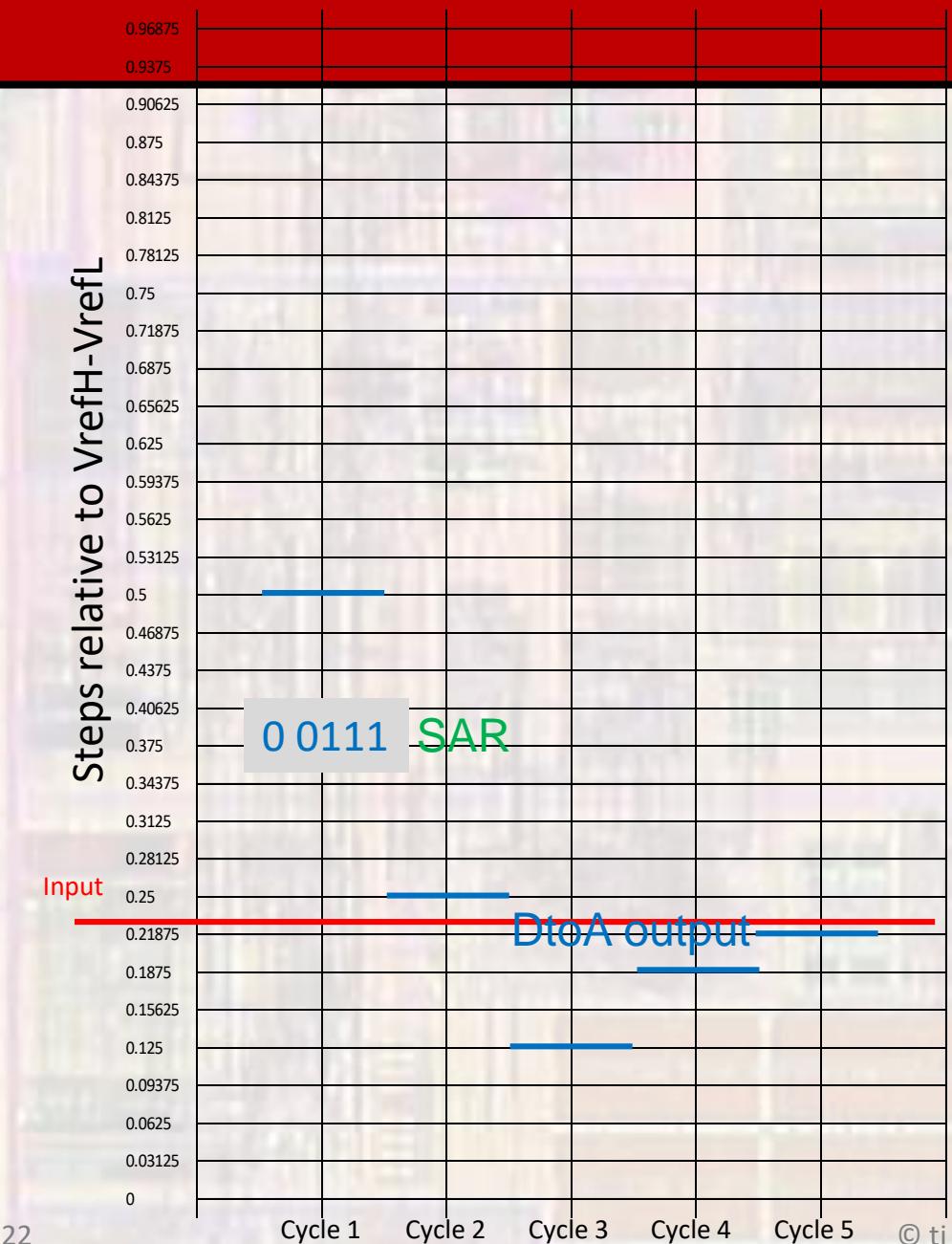
- Test to see if input is
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- if < , clear bit
- if >, set bit



A/D

- A to D Converter
- Test to see if input is
> or < new “midpoint”
 - if < , clear bit
 - if >, set bit



A/D

- Example 1

Nbits: 4

VrefH: 3v

VrefL: 0v

| D/A Code | D/A Output Voltage |
|-------------|--------------------------|
| HEX | |
| 0 | 0.000 |
| 1 | 0.188 |
| 4 | 0.750 |
| 6 | 1.125 |
| 8 | 1.500 |
| C | 2.250 |
| E | 2.625 |
| F | 2.813 |

A/D

- Example2

Nbits: 4

VrefH: 3v

VrefL: 0v

| Input Voltage | Output Code |
|------------------|----------------|
| | Hex |
| 0 | 0 |
| 0.3 | 1 |
| 0.9 | 4 |
| 1.47 | 7 |
| 1.53 | 8 |
| 2.4 | C |
| 2.85 | F |
| 3.3 | F |

A/D

- Example3

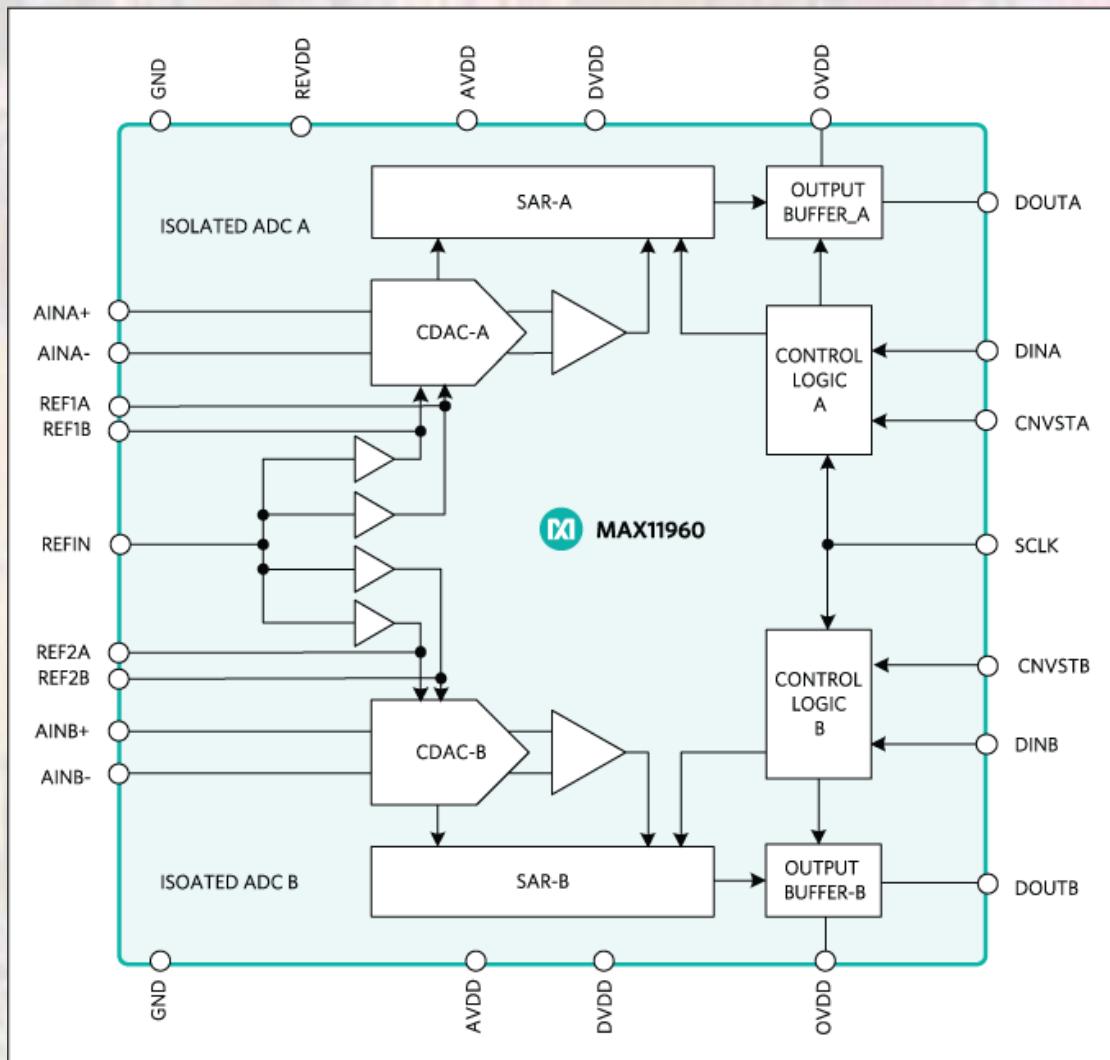
Nbits: 4
VrefH: 3v
VrefL: 0v

| Input Voltage | Output Code | D/A Output Voltage |
|---------------|-------------|--------------------|
| | | Hex |
| 0 | 0 | 0.000 |
| 0.3 | 1 | 0.188 |
| 0.9 | 4 | 0.750 |
| 1.47 | 7 | 1.313 |
| 1.53 | 8 | 1.500 |
| 2.4 | C | 2.250 |
| 2.85 | F | 2.813 |
| 3.3 | F | 2.813 |

| Error Voltage | Error Bits |
|---------------|------------|
| 0.000 | 0.000 |
| 0.113 | 0.600 |
| 0.150 | 0.800 |
| 0.158 | 0.840 |
| 0.030 | 0.160 |
| 0.150 | 0.800 |
| 0.038 | 0.200 |
| 0.488 | 2.600 |

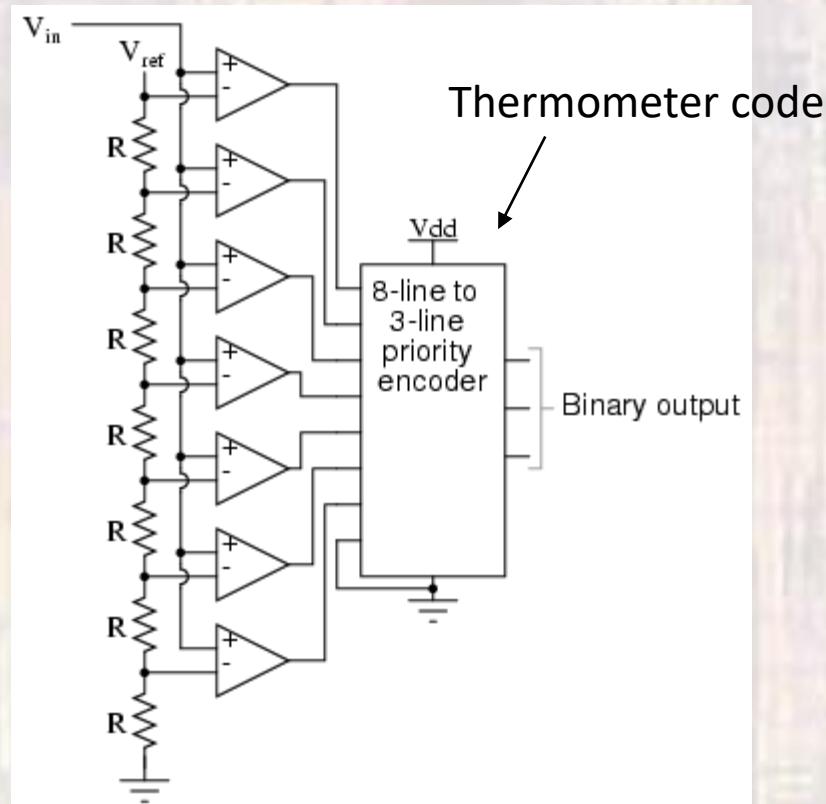
A/D

- SAR ADC



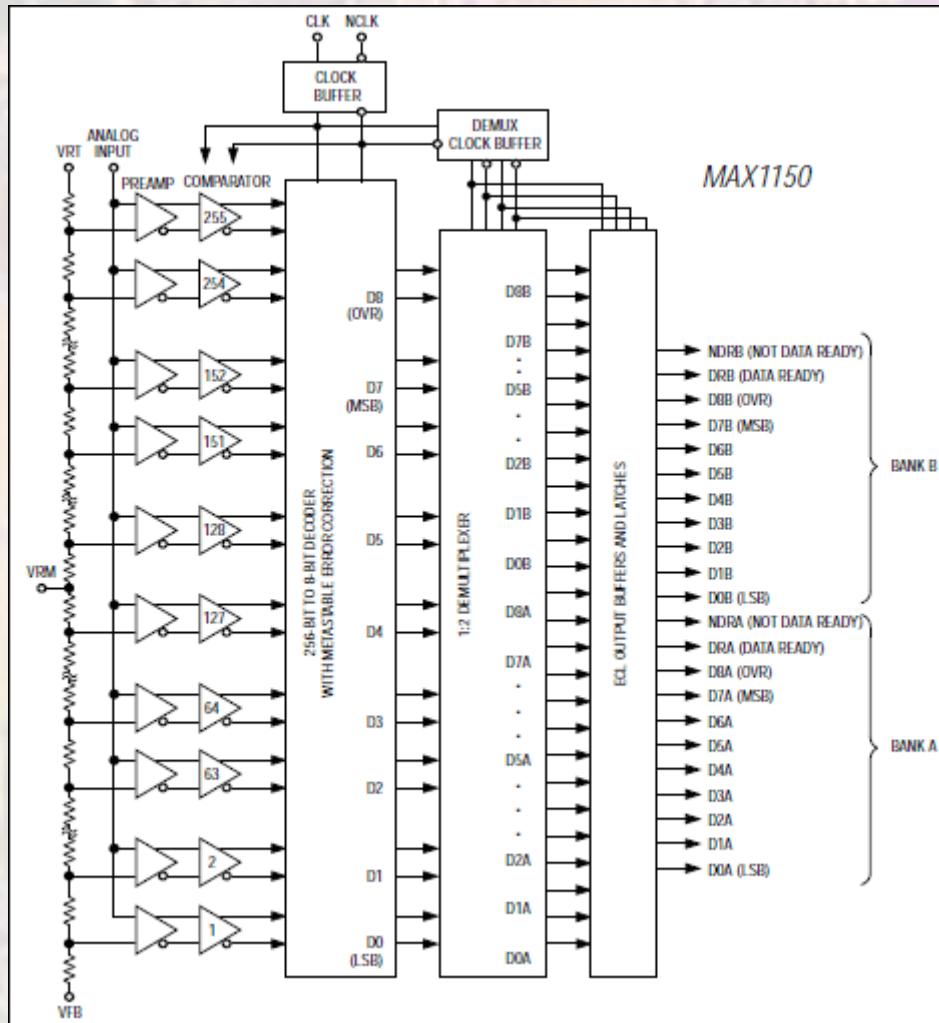
A/D

- Flash ADC
 - 3 bit



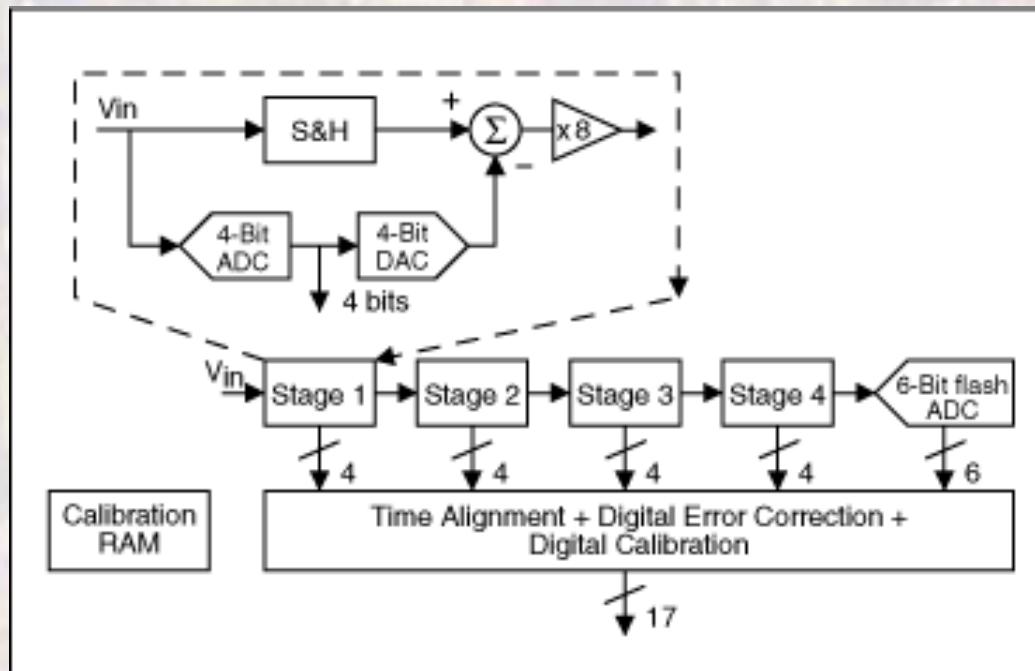
A/D

- Flash ADC



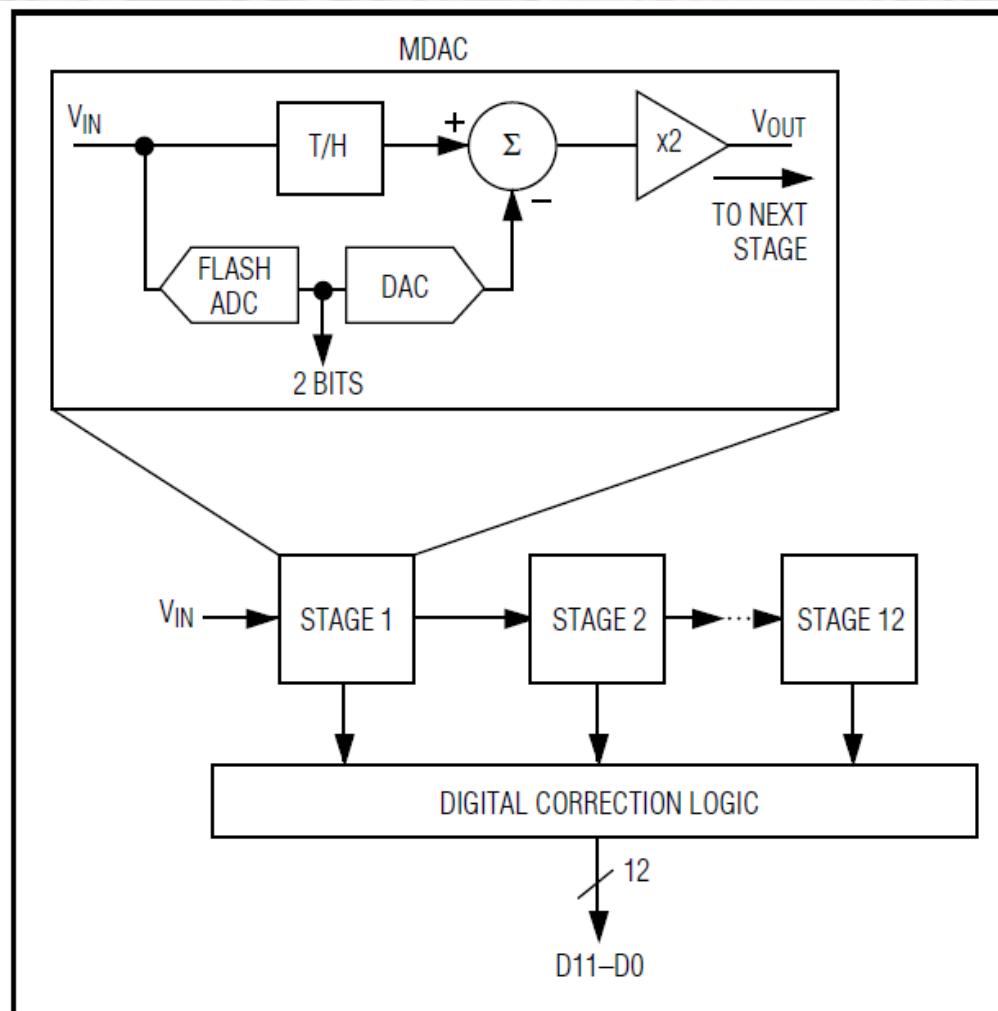
A/D

- Pipelined ADC
 - 14 – 16 bit



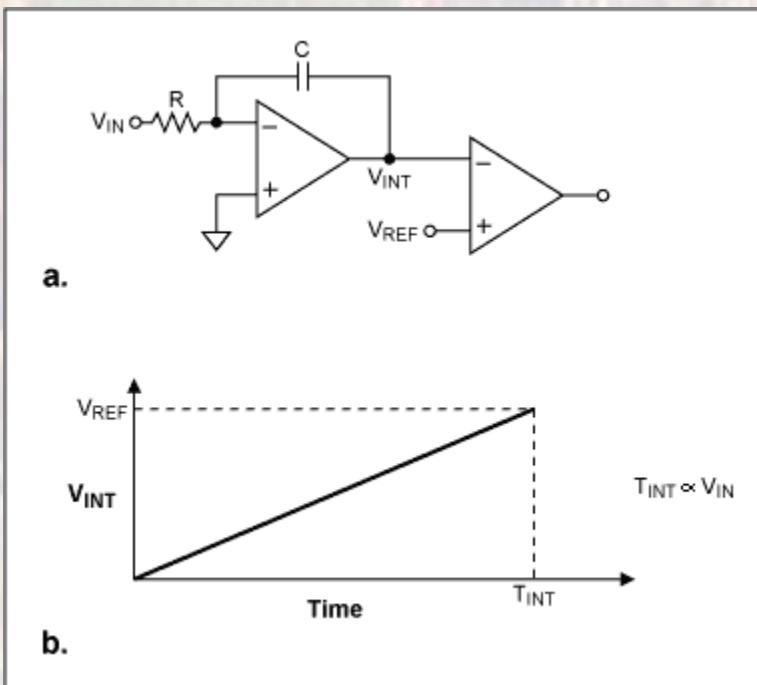
A/D

- Pipelined ADC



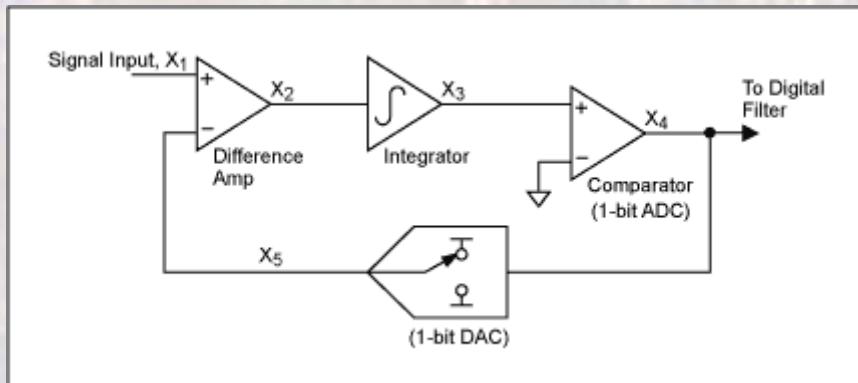
A/D

- Integrating ADC
 - Low frequency applications



A/D

- Sigma-Delta ADC



A/D

- Sigma-Delta ADC

