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# *Analog to Digital Conversion*



# Why It's Needed

Embedded systems often need to measure values of physical parameters. These parameters are usually continuous (*analog*) and not in a digital form which computers (which operate on discrete data values) can process.

- Temperature
  - Thermometer (do you have a fever?)
  - Thermostat for building, fridge, freezer
  - Car engine controller
  - Chemical reaction monitor
  - Safety (e.g. microprocessor processor thermal management)
- Light (or infrared or ultraviolet) intensity
  - Digital camera
  - IR remote control receiver
  - Tanning bed
  - UV monitor
- Rotary position
  - Wind gauge
  - Knobs
- Pressure
  - Blood pressure monitor
  - Altimeter
  - Car engine controller
  - Scuba dive computer
  - Tsunami detector
- Acceleration
  - Air bag controller
  - Vehicle stability
  - Video game remote
- Mechanical strain
- Other
  - Touch screen controller
  - EKG, EEG
  - Breathalyzer



# The Big Picture

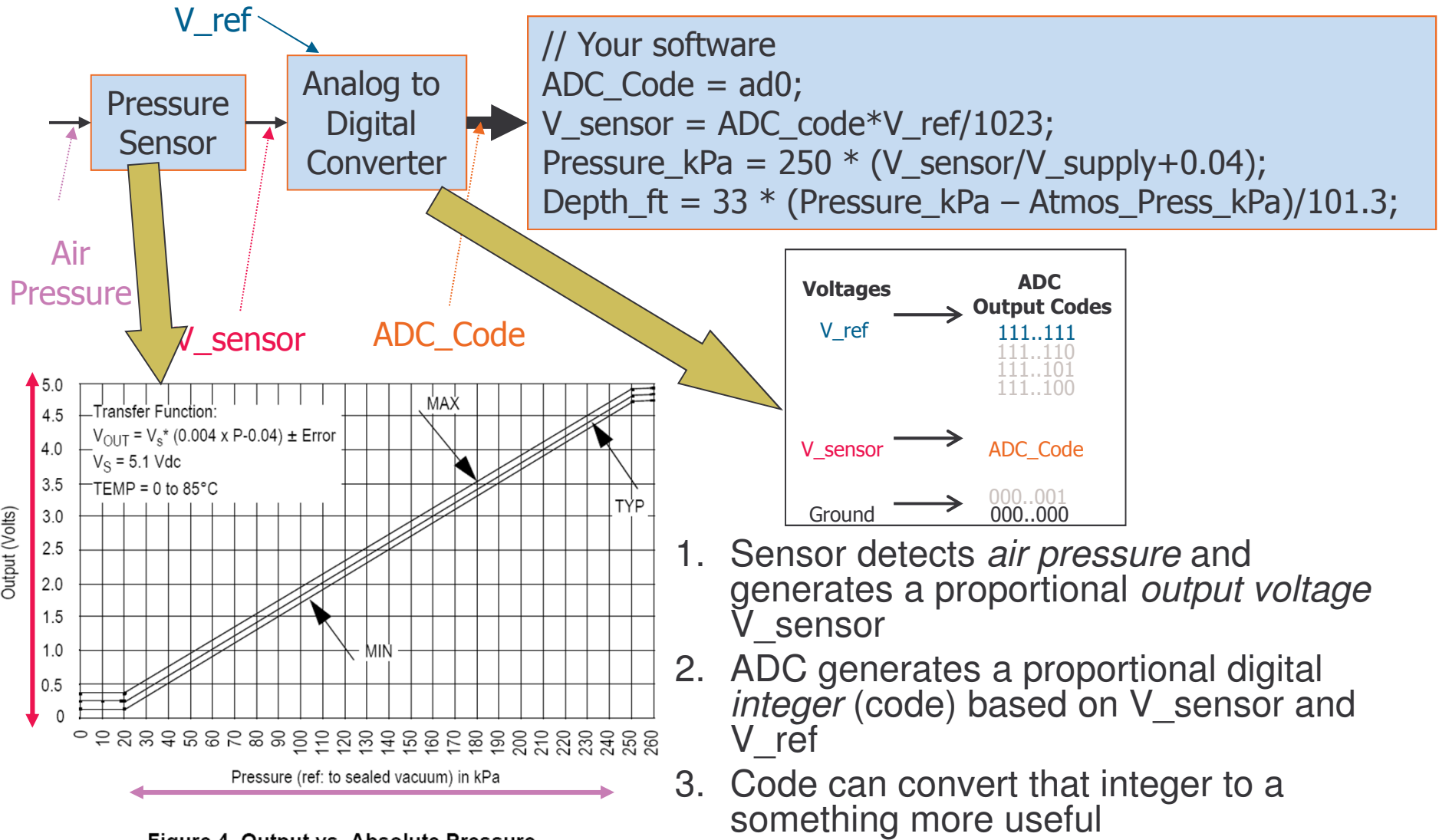
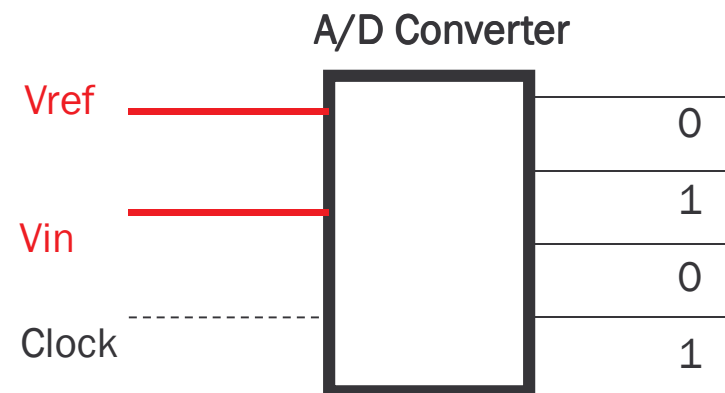
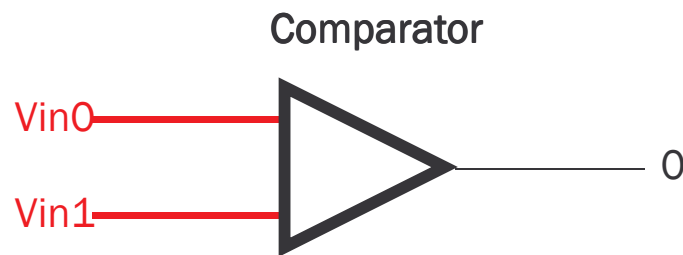


Figure 4. Output vs. Absolute Pressure

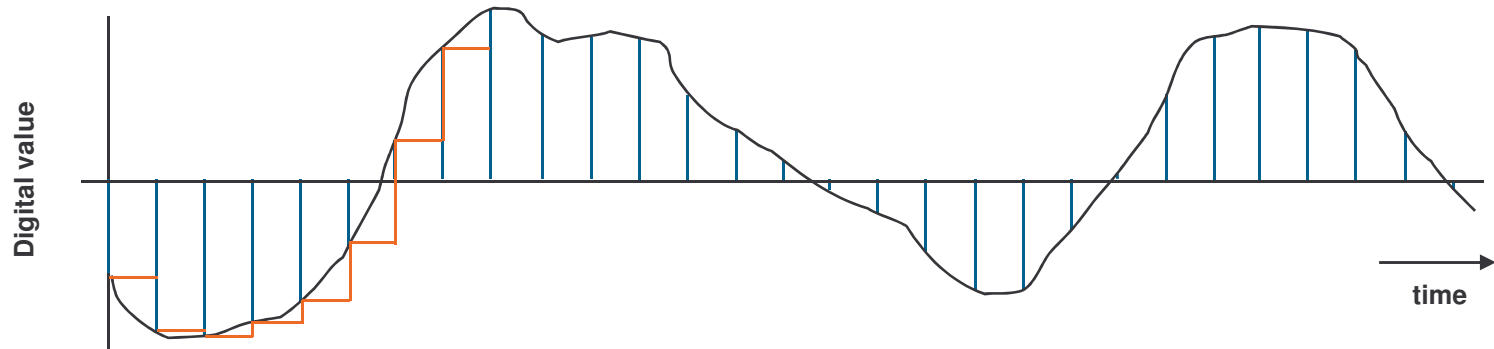
# Getting From Analog to Digital

A **Comparator** is a circuit which compares an analog input voltage with a reference voltage and determines which is larger, returning a 1-bit number

An **Analog to Digital converter** [AD or ADC] is a circuit which accepts an analog input signal (usually a voltage) and produces a corresponding multi-bit number at the output.



# Waveform Sampling and Quantization



A waveform is **sampled** at a constant rate – every  $\Delta_t$

- Each such sample represents the instantaneous amplitude at the instant of sampling
- “At 37 ms, the input is 1.91341914513451451234311... V”
- Sampling converts a **continuous time** signal to a **discrete time** signal

The sample can now be **quantized** (converted) into a digital value

- Quantization represents a **continuous** (analog) value with the closest **discrete** (digital) value
- “The sampled input voltage of 1.91341914513451451234311... V is best represented by the code 0x018, since it is in the range of 1.901 to 1.9980 V which corresponds to code 0x018.”



# Transfer Function

The ADC produces a given output code for all voltages within a specific range

The ideal transfer function A/D converter is a stair-step function.

Consider a 2-bit ADC

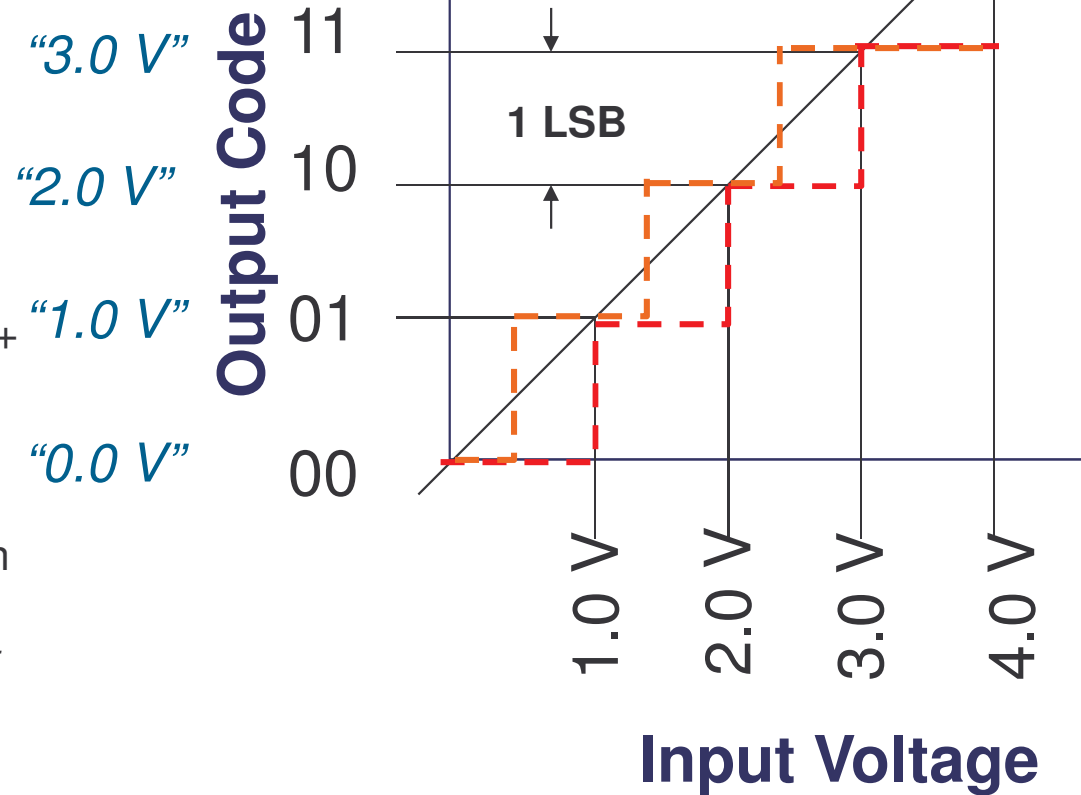
- 0 to 4 V input
- $LSB = 4/2^2 = 1\text{ V}$

Red line

- Truncation
- Maximum error is -1 LSB or +0 LSB

Blue line

- Rounding
- Maximum error in conversion is usually  $\pm 1/2$  bit.
- *Half as much error if we limit range to  $V_{ref}(1-2^N/2)$*



# Transfer Function Equation

## **General Equation**

$n$  = converted code

$V_{in}$  = sampled input voltage

$V_{+ref}$  = upper end of input voltage range

$V_{-ref}$  = lower end of input voltage range

$N$  = number of bits of resolution in ADC

$$n = \left\lfloor \frac{(V_{in} - V_{-ref}) 2^N}{V_{+ref} - V_{-ref}} + 1/2 \right\rfloor$$

## **Simplification with $V_{-ref} = 0$ V**

$$n = \left\lfloor \frac{(V_{in}) 2^N}{V_{+ref}} + 1/2 \right\rfloor$$

$$n = \left\lfloor \frac{3.30v \cdot 2^{10}}{5v} + 1/2 \right\rfloor = 676$$

$\lfloor X \rfloor = I$  **floor function: nearest integer  $I$  such that  $I \leq X$**



# Example

Your voltage range is 3.3 to 0 V, device is an 8-bit ADC

- a) What is the step size?
- b) If  $v_{in}$  is 0.9v, what is  $n$ ?

$$n = \left\lfloor \frac{(V_{in} - V_{-ref}) 2^N}{V_{+ref} - V_{-ref}} + 1/2 \right\rfloor$$



# A/D – Flash Conversion

A multi-level voltage divider is used to set voltage levels over the complete range of conversion.

A comparator is used at each level to determine whether the voltage is lower or higher than the level.

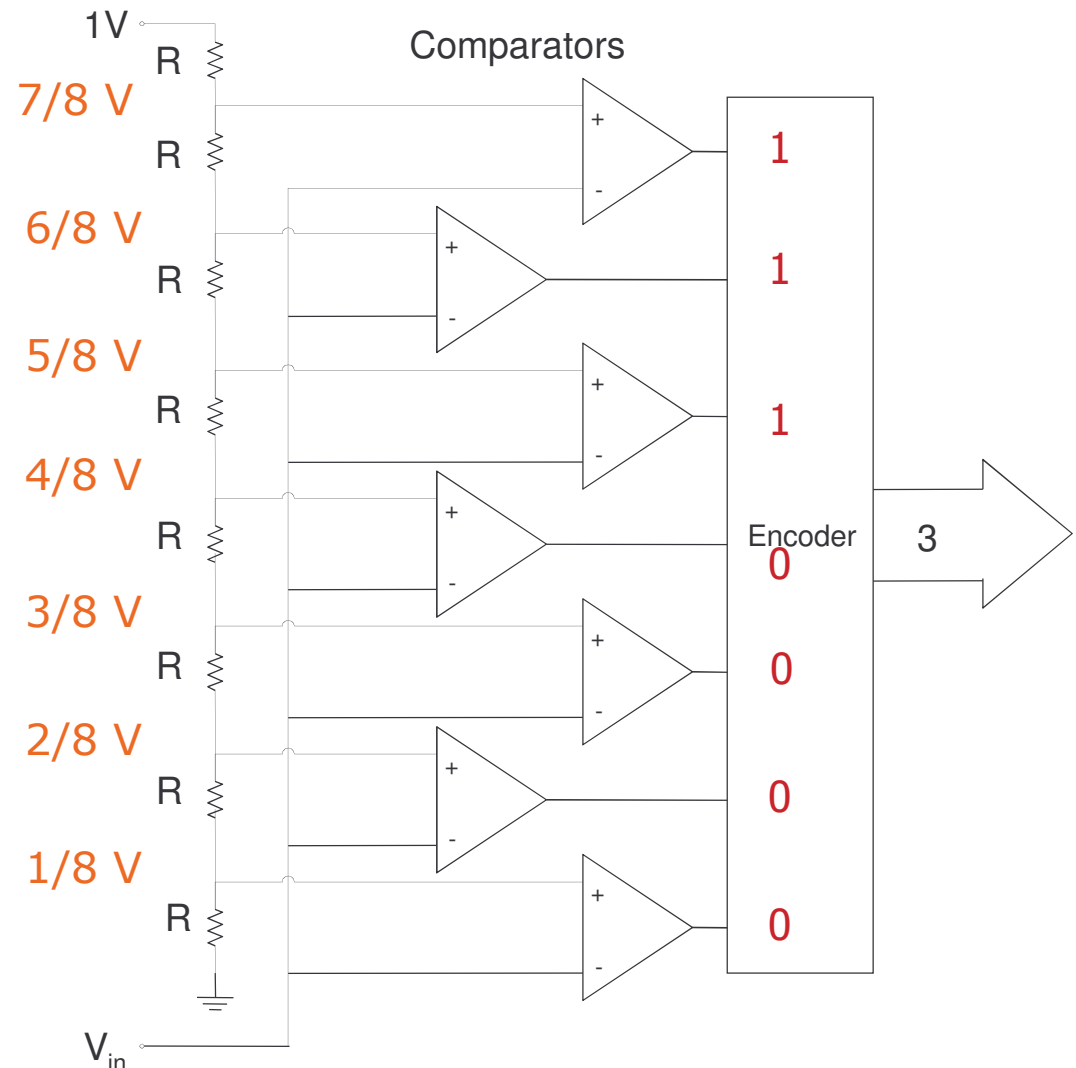
The series of comparator outputs are encoded to a binary number in digital logic (a priority encoder)

Components used

- $2^N$  resistors
- $2^N - 1$  comparators

Note

- This particular resistor divider generates voltages which are *not* offset by  $\frac{1}{2}$  bit, so maximum error is 1 bit
- We could change this offset voltage by using resistors of values  $R, 2R, 2R \dots 2R, 3R$  (starting at bottom)



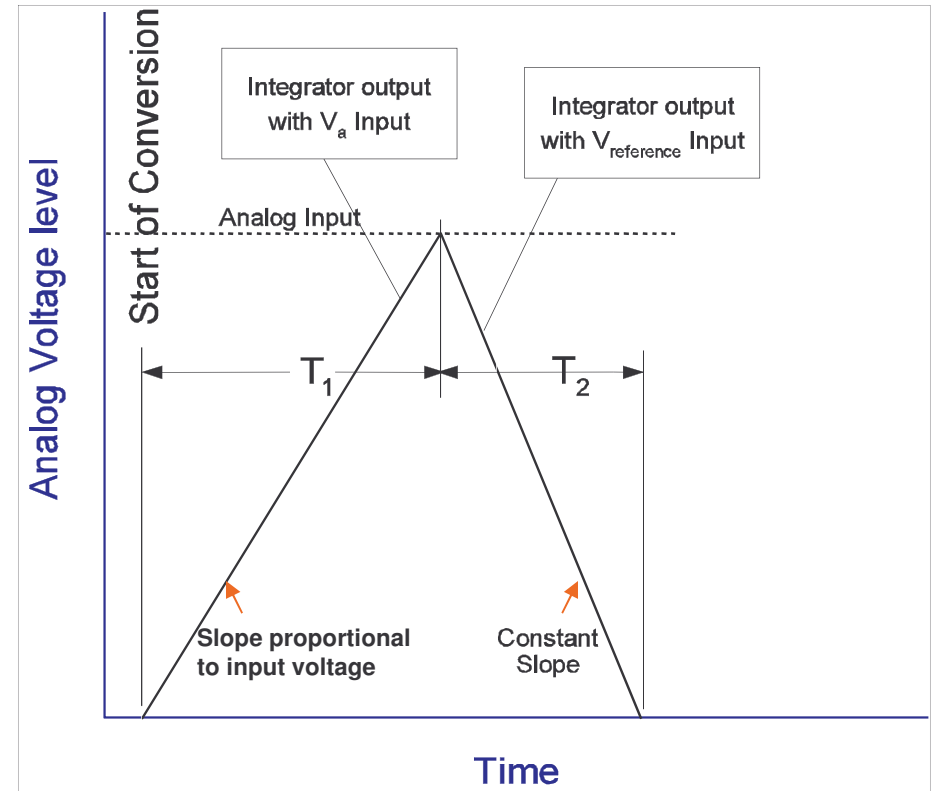
# ADC - Dual Slope Integrating

## Operation

- Input signal is integrated for a fixed time
- Input is switched to the negative reference and the negative reference is then integrated until the integrator output is zero
- The time required to integrate the signal back to zero is used to compute the value of the signal
- Accuracy dependent on  $V_{ref}$  and timing

## Characteristics

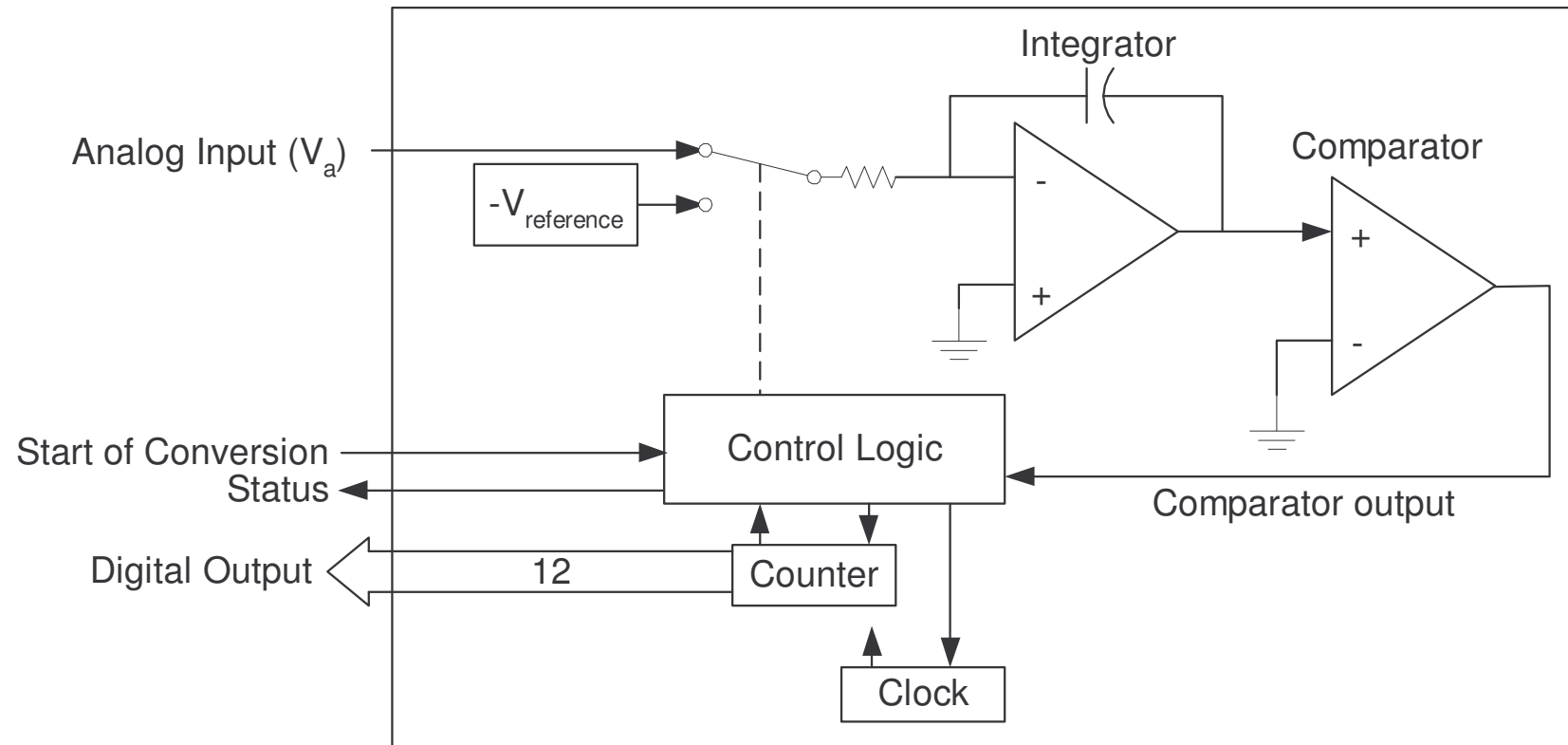
- Noise tolerant (Integrates variations in the input signal during the  $T_1$  phase)
- Typically slow conversion rates (Hz to few kHz)



$$\frac{1}{C} \int_0^{T_1} V_{in} dt = -\frac{1}{C} \int_0^{T_2} V_{ref} dt$$

$$V_{in} = V_{ref} \frac{T_2}{T_1}$$

# ADC - Dual Slope Integrating



# ADC - Successive Approximation Conversion

Successively approximate input voltage by using a binary search and a DAC

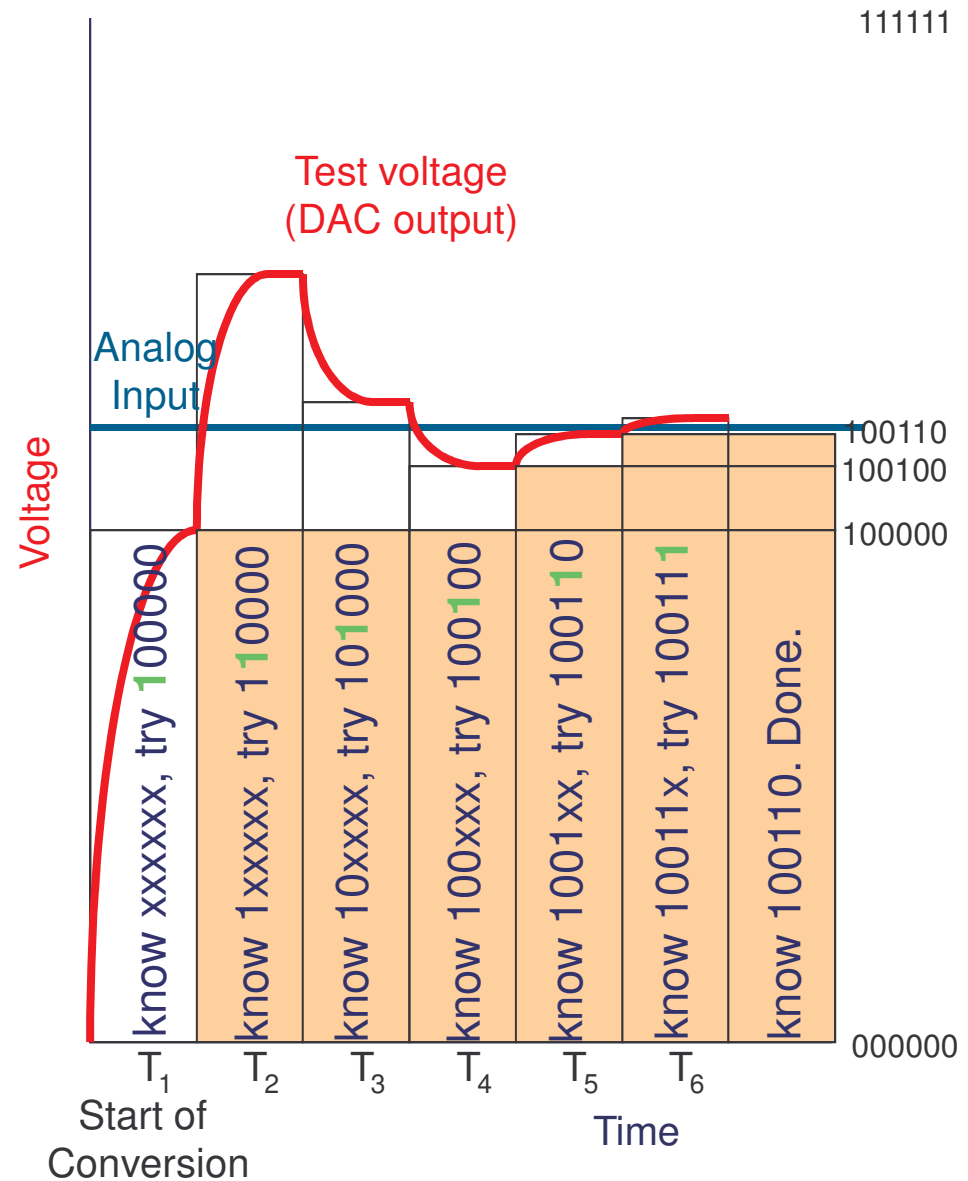
SA Register holds current approximation of result

Set all DAC input bits to 0

Start with DAC's most significant bit

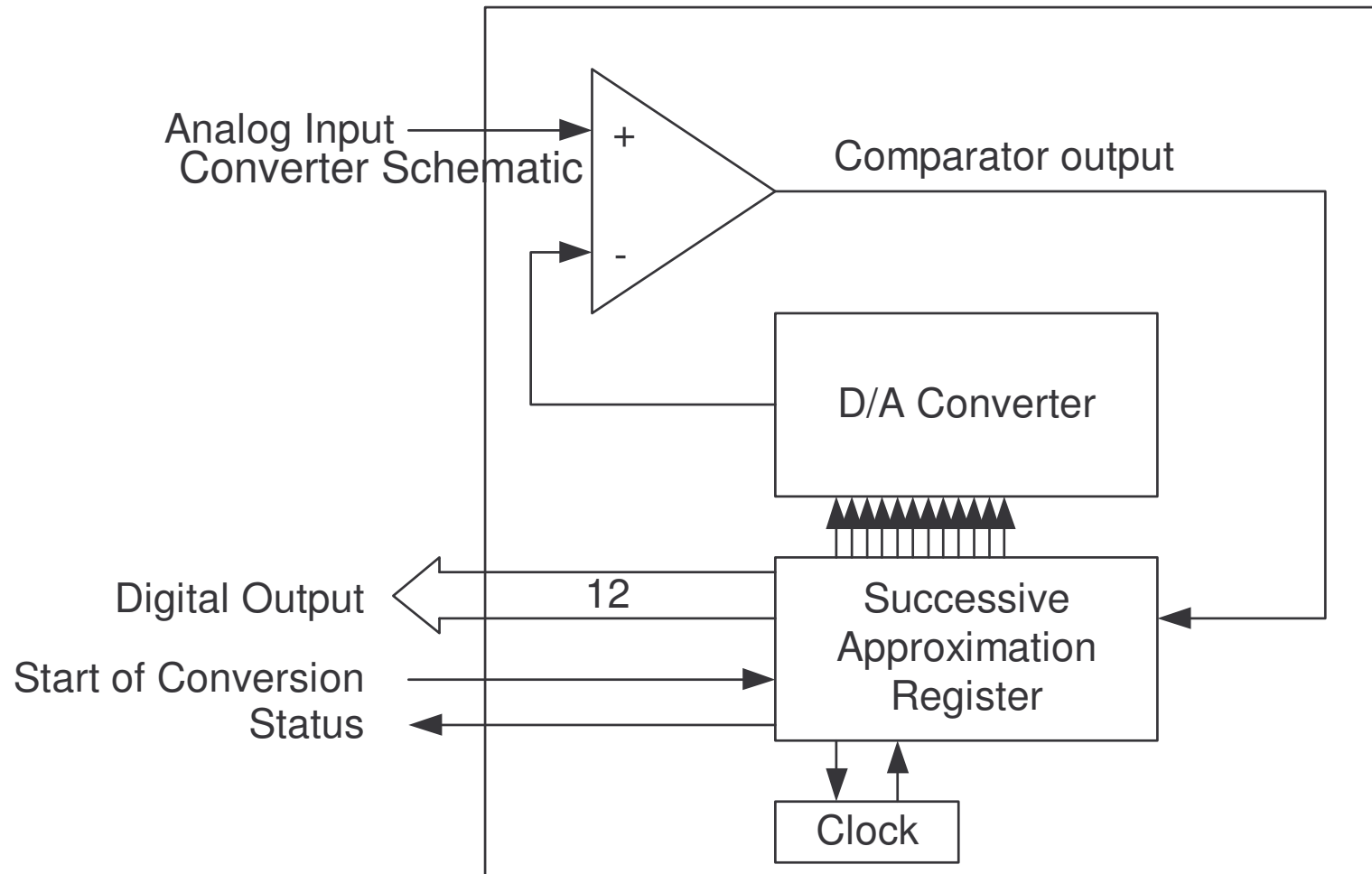
Repeat

- Set next input bit for DAC to 1
- Wait for DAC and comparator to stabilize
- If the DAC output (test voltage) is **smaller** than the input then set the current bit to 1, else clear the current bit to 0



# A/D - Successive Approximation

## Converter Schematic



# ADC Performance Metrics

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Linearity measures how well the transition voltages lie on a straight line.

Differential linearity measure the equality of the step size.

Conversion time: between start of conversion and generation of result

Conversion *rate* = inverse of conversion *time*



# Sampling Problems

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## Nyquist criterion

- $F_{\text{sample}} \geq 2 * F_{\text{max frequency component}}$
- Frequency components above  $\frac{1}{2} F_{\text{sample}}$  are aliased, distort measured signal

## Nyquist and the real world

- This theorem assumes we have a perfect filter with “brick wall” roll-off
- Real world filters have more gentle roll-off
- Inexpensive filters are even worse (e.g. first order filter is 20 dB/decade, aka 6 dB/octave)
- So we have to choose a sampling frequency high enough that our filter attenuates aliasing components adequately



# Quantization

Quantization: converting an analog value (infinite resolution or range) to a digital value of N bits (finite resolution,  $2^N$  levels can be represented)

## Quantization error

- Due to limited resolution of digital representation
- $\leq 1/(2 \cdot 2^N)$
- Acoustic impact can be minimized by dithering (adding noise to input signal)

16 bits.... too much for a generic microcontroller application?

- Consider a 0-5V analog signal to be quantized
- The LSB represents a change of 76 microvolts
- Unless you're very careful with your circuit design, you can expect noise of at least tens of millivolts to be added in
- 10 mV noise = 131 quantization levels. So  $\log_2 131 = 7.03$  bits of 16 are useless!





# Inputs

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## Multiplexing

- Typically share a single ADC among multiple inputs
- Need to select an input, allow time to settle before sampling

## Signal Conditioning

- Amplify and filter input signal
- Protect against out-of-range inputs with clamping diodes



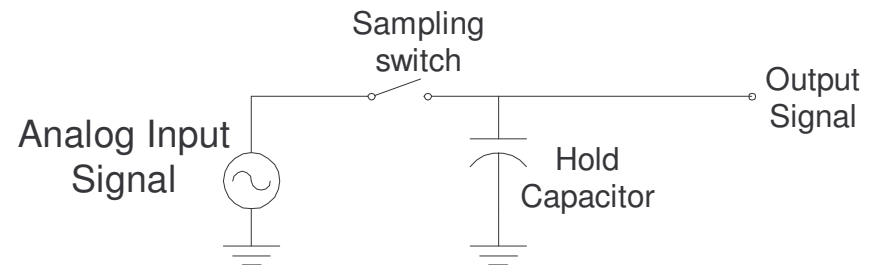
# Sample and Hold Devices

Some A/D converters require the input analog signal to be held constant during conversion, (eg. successive approximation devices)

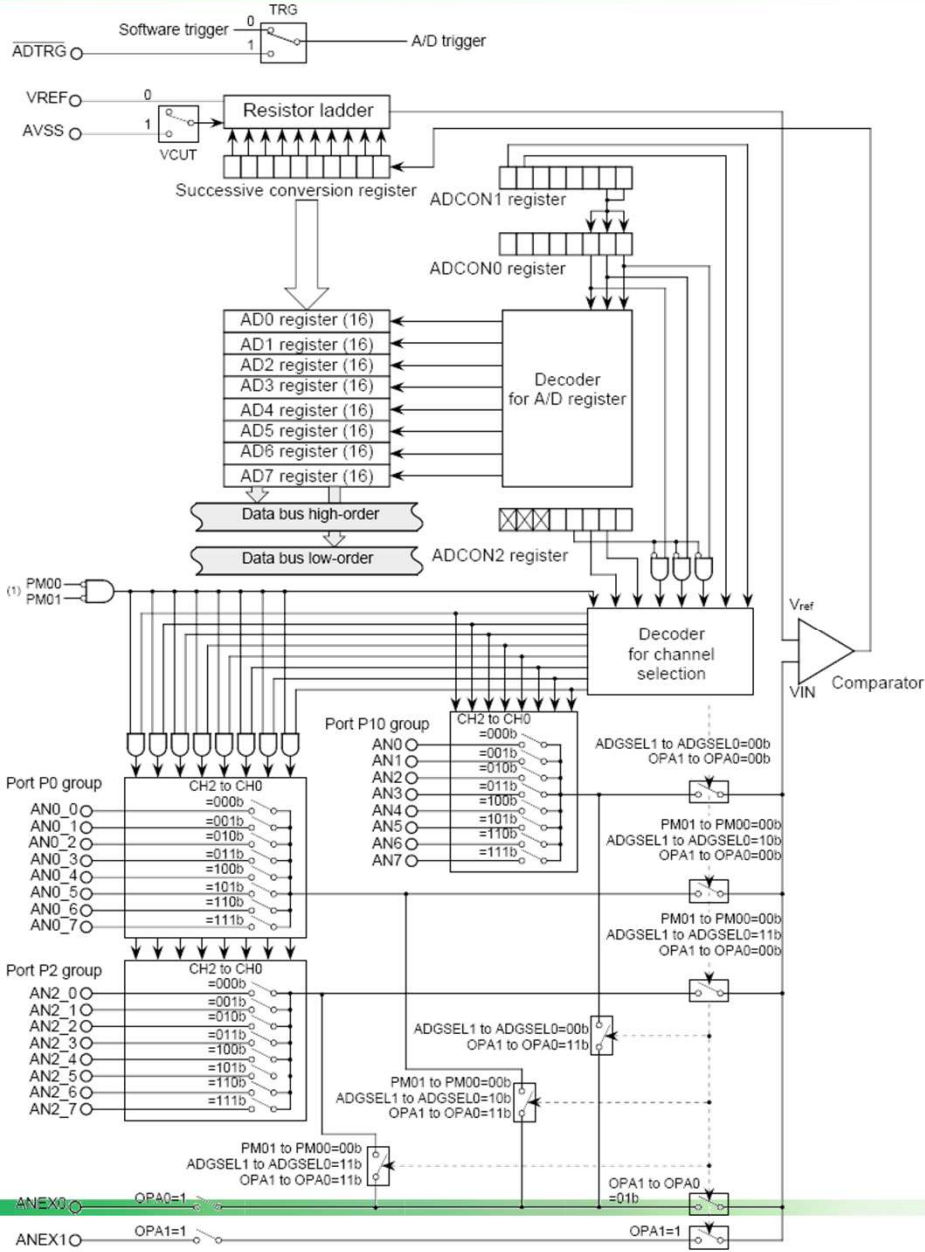
In other cases, peak capture or sampling at a specific point in time necessitates a sampling device.

This function is accomplished by a sample and hold device as shown to the right:

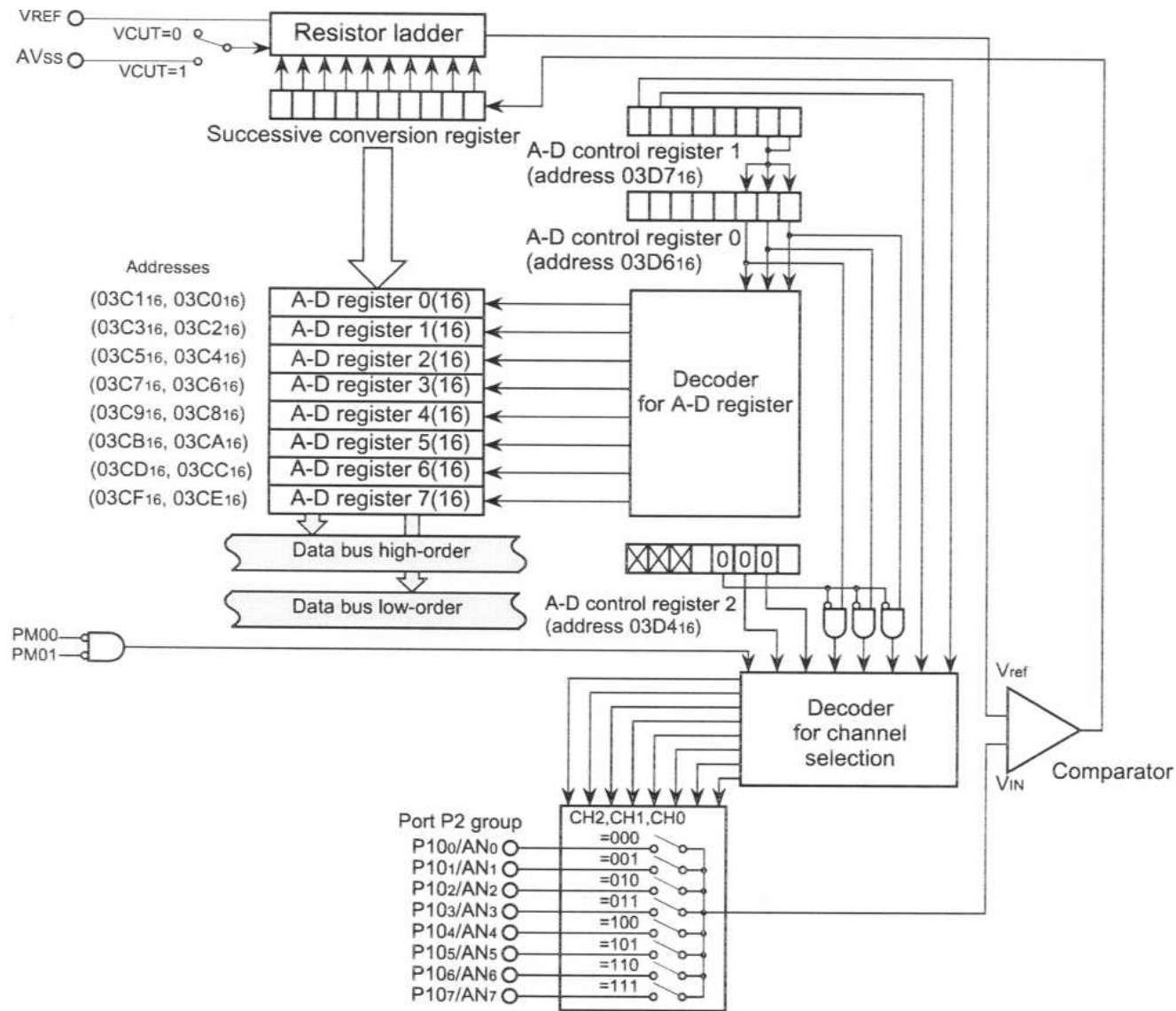
These devices are incorporated into some A/D converters



# M30626 A/D Converter Overview



# M30262 Converter Overview (626P similar)



# Digital to Analog Conversion

May need to generate an analog voltage or current as an output signal

- Audio, motor speed control, LED brightness, etc.

Digital to Analog Converter equation

- $n$  = input code
- $N$  = number of bits of resolution of converter
- $V_{ref}$  = reference voltage
- $V_{out}$  = output voltage
- $V_{out} = V_{ref} * n/(2^N)$

