

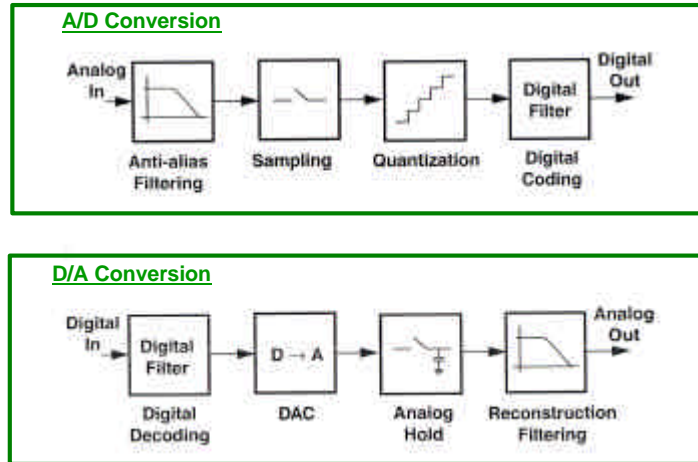
## EE247 Lecture 12

- Administrative issues
  - Midterm exam Oct. 19th.
    - You can *only* bring one 8x11 paper with notes
    - No books, class handouts, calculators, computers, cell phones....
  - Final exam date in process of changing- feedback so far from students the only conflicting other final is EE142- if you have any other finals last chance to announce

## EE247 Lecture 12

- Data Converters
  - \_ Summary last lecture
  - \_ ADC & DAC testing
    - DNL & INL
      - Code boundry servo test
      - Histogram testing
    - Spectral testing

# A/D & D/A Conversion

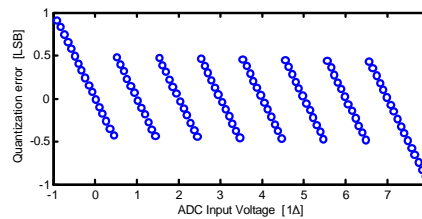
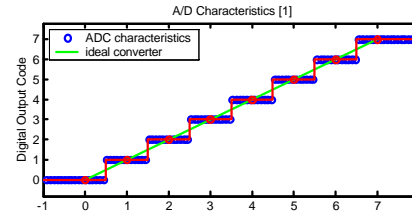
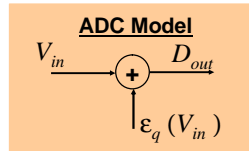


## Classification

- $f_s > 2f_{\max}$  Nyquist Sampling
  - "Nyquist Converters"
  - Actually always slightly oversampled
- $f_s \gg 2f_{\max}$  Oversampling
  - "Oversampled Converters"
  - Anti-alias filtering is often trivial
  - Oversampling is also used to reduce quantization noise, see later in the course...
- $f_s < 2f_{\max}$  Undersampling (Subsampling)

# Ideal ADC ("Quantizer")

- Quantization step  $\Delta$  (= 1 LSB)
- E.g.  $N = 3$  Bits
- Full-scale input range:  
 $-0.5\Delta \dots (2^N - 0.5)\Delta$
- Quantization error:  
 bounded by  $-\Delta/2 \dots +\Delta/2$   
 for inputs within full-scale range



# ADC Signal-to-Quantization Noise Ratio

- If certain conditions are met, quantization error can be viewed as being "random", and is often referred to as "noise"
- In this case, we can define a peak "signal-to-quantization noise ratio", SQNR, for sinusoidal inputs:

$$SQNR = \frac{\frac{1}{2} \left( \frac{2^N \Delta}{2} \right)^2}{\frac{\Delta^2}{12}} = 1.5 \times 2^{2N}$$

$$= 6.02N + 1.76 \text{ dB}$$

e.g. N	SQNR
8	50 dB
12	74 dB
16	98 dB
20	122 dB

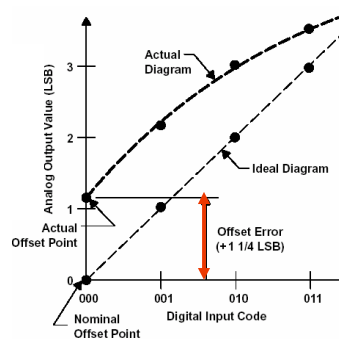
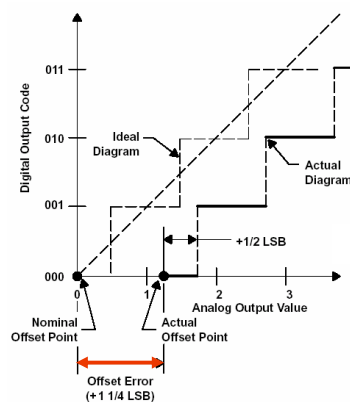
- Actual converters do not quite achieve this performance due to other errors, including
  - Electronic noise
  - Deviations from the ideal quantization levels

# Static Converter Errors

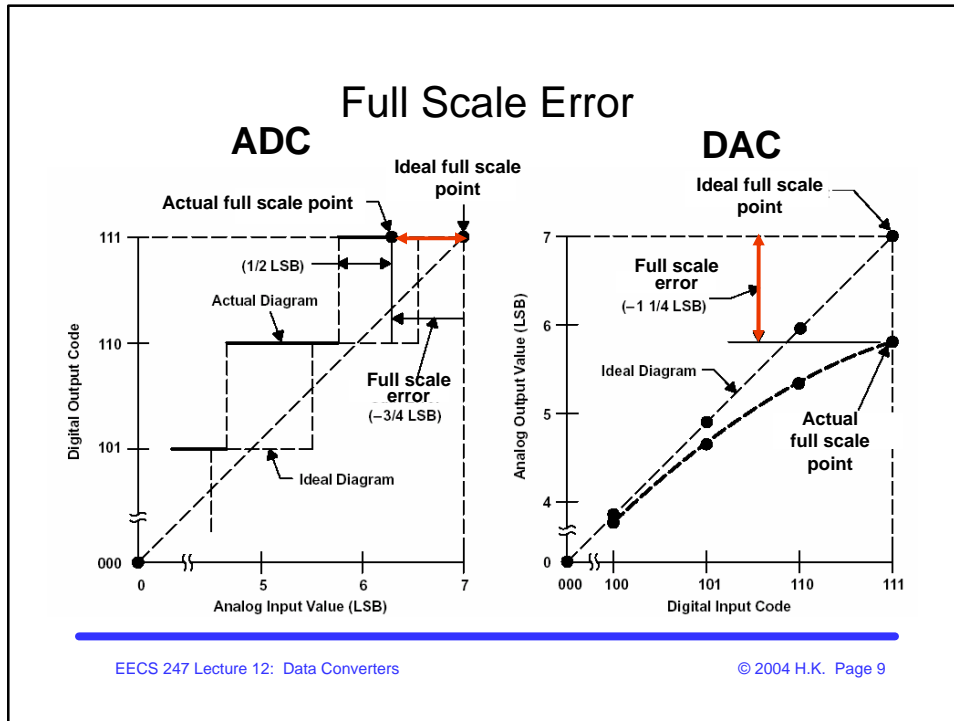
Deviations of characteristic from ideal

- Offset
- Full-scale error
- Differential nonlinearity, DNL
- Integral nonlinearity, INL

## Offset Error



Ref: "Understanding Data Converters," Texas Instruments Application Report SLAA013, Mixed-Signal Products, 1995.

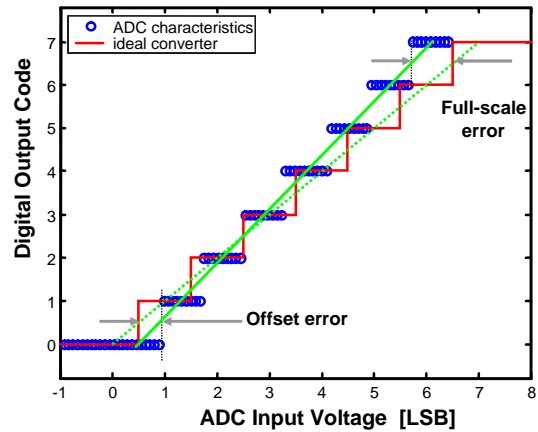


- ## Offset and Full Scale Errors
- Alternative Specification in % Full Scale =  $100\% \cdot \frac{\text{LSB value}}{2^N}$
  - Gain error can be extracted from offset & full-scale error
  - Non-trivial to build a converter with extremely good offset/full-scale specs
  - Typically offset/full-scale is most easily compensated by the digital pre/post-processor
  - More interesting: Linearity  $\rightarrow$  DNL, INL
- 
- EECS 247 Lecture 12: Data Converters
© 2004 H.K. Page 10

## Offset and Full-Scale Error

Note:

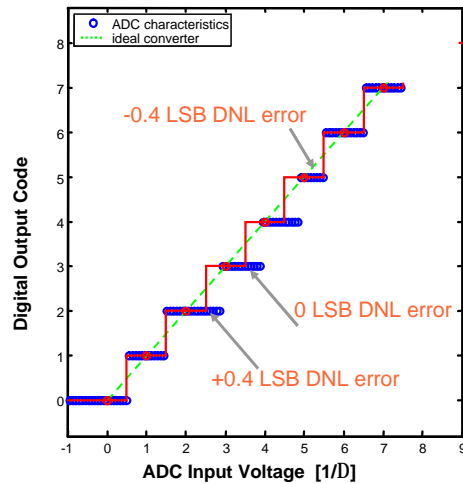
- For further measurements (DNL, INL) connecting the endpoints & deriving ideal codes based on the non-ideal endpoints eliminates offset and full-scale error



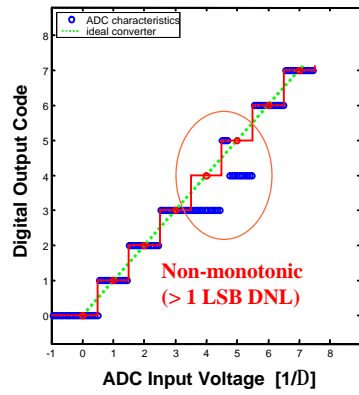
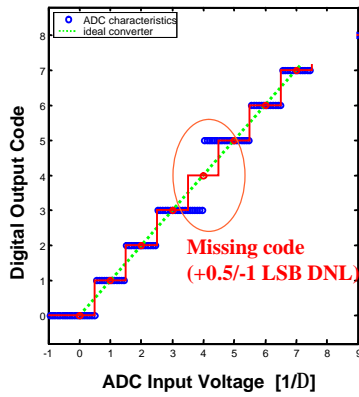
## ADC Differential Nonlinearity

DNL = deviation of code width from  $\Delta$  (1LSB)

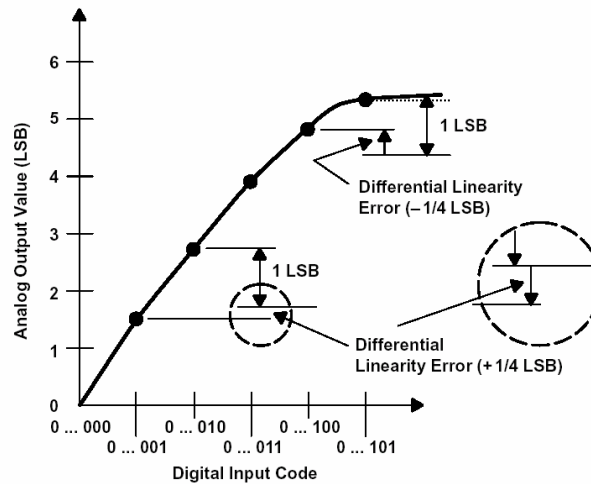
- Endpoints connected
- Ideal characteristics derived
- DNL measured



## ADC Differential Nonlinearity Examples



## DAC Differential Nonlinearity



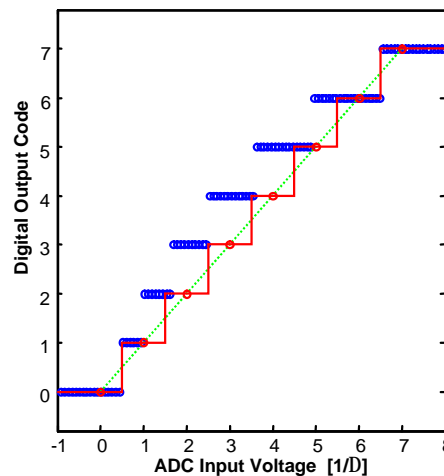
## Impact of DNL on Performance

- Same as a somewhat larger quantization error, consequently degrades SQNR
- How much – later in the course...
- People sometimes speak of "DNL noise", i.e. "additional quantization noise due to DNL"

## ADC Integral Nonlinearity

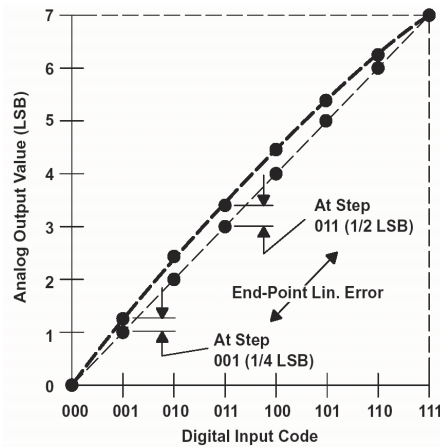
INL = deviation of code transition from its ideal location

- A straight line through the endpoints is usually used as reference, i.e. offset and full scale errors are ignored in INL calculation
- Ideal converter steps is found for the endpoint line, then INL is measured
- Note that INL errors can be much larger than DNL errors and vice-versa

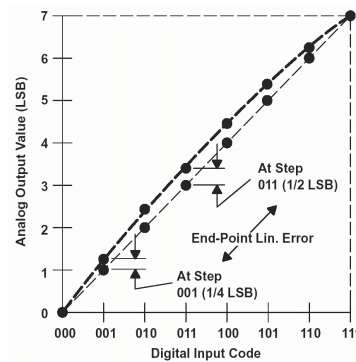
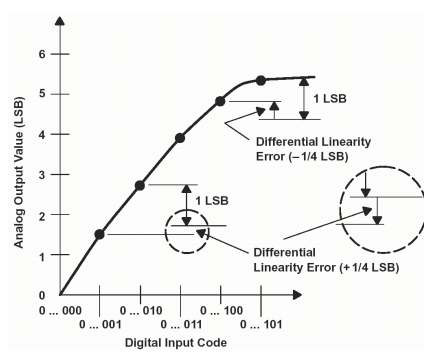




# DAC Integral Nonlinearity

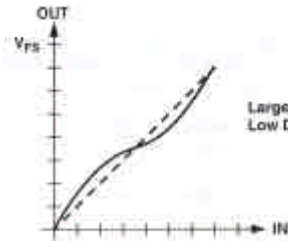


# DAC DNL and INL

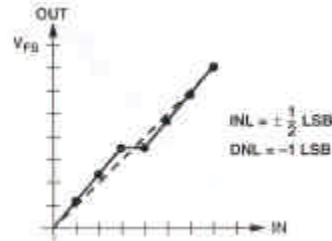


\* Ref: "Understanding Data Converters," Texas Instruments Application Report SLAA013, Mixed-Signal Products, 1995.

## Example: INL & DNL



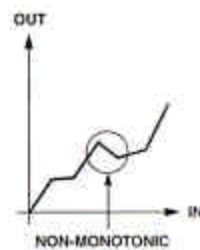
Large INL & Small DNL



Large DNL & Small INL

## Monotonicity

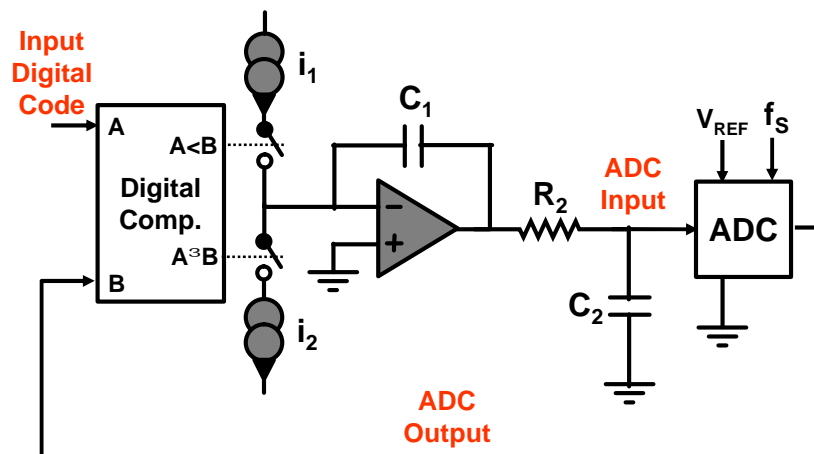
- Monotonicity guaranteed if  
 $|INL| = 0.5 \text{ LSB}$   
 The best fit straight line is taken as the reference for determining the INL.
- This implies  
 $|DNL| = 1 \text{ LSB}$
- Note: these conditions are *sufficient* but not *necessary* for monotonicity



# How to measure DNL/INL?

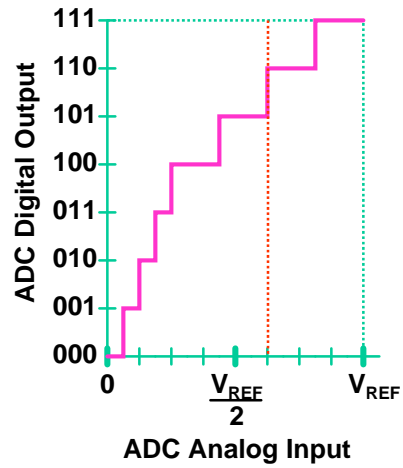
- DAC:
  - "trivial", apply codes and use a good voltmeter to measure output
- ADC
  - Need to find "decision levels", i.e. input voltages at all code boundaries
    - One way: Adjust voltage source to find exact code trip points "code boundary servo"
    - More versatile: Histogram testing
      - Apply a signal with known distribution and analyze digital code distribution at ADC output

# Code Boundary Servo

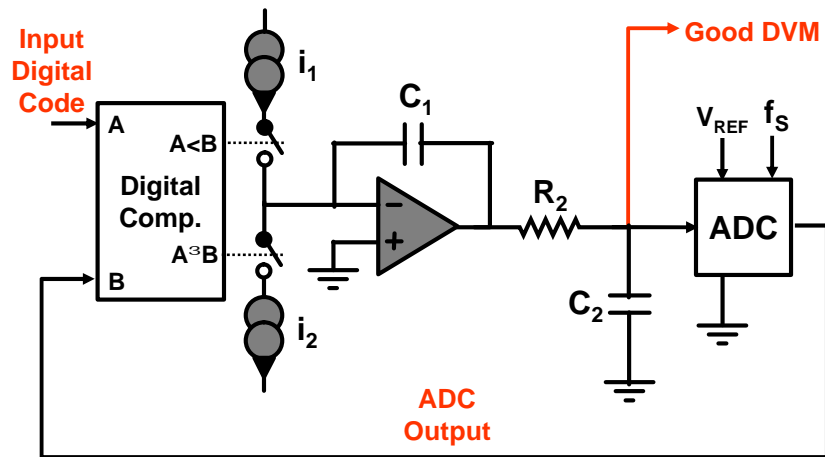


# Code Boundary Servo

- $i_1$  and  $i_2$  are small, and  $C_1$  is large, so the ADC analog input moves a small fraction of an LSB each sampling period
- For a code input of 101, the ADC analog input settles to the code boundary shown



# Code Boundary Servo

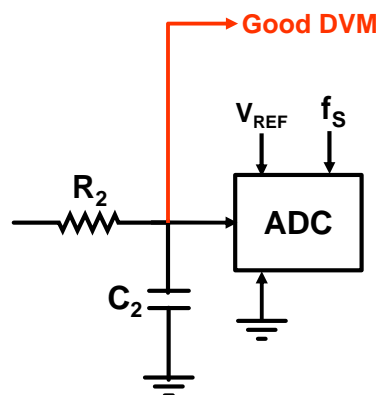


## Code Boundary Servo

- A very good digital voltmeter (DVM) measures the analog input voltage corresponding to the desired code boundary
- DVMs have some interesting properties
  - They can have very high resolutions ( $8\frac{1}{2}$  decimal digit meters are inexpensive)
  - To achieve stable readings, DVMs average voltage measurements over multiple 60Hz ac line cycles to filter out pickup in the measurement loop

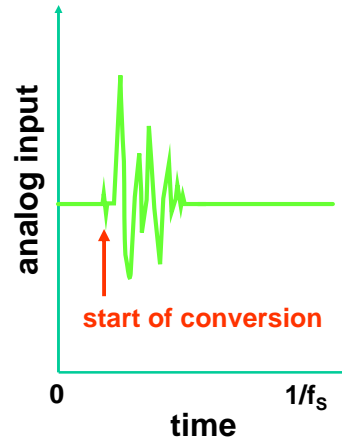
## Code Boundary Servo

- ADCs of all kinds are notorious for kicking back high-frequency, signal-dependent glitches to their analog inputs
- A magnified view of an analog input glitch follows ...



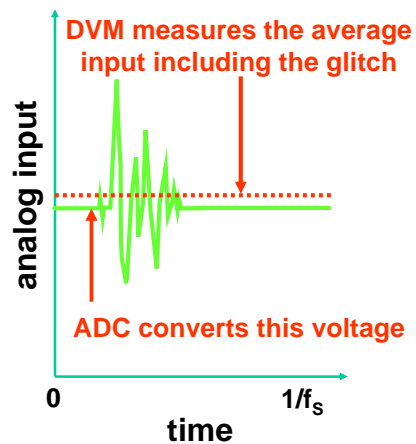
## Code Boundary Servo

- Just before the input is sampled and conversion starts, the analog input is pretty quiet
- As the converter begins to quantize the signal, it kicks back charge



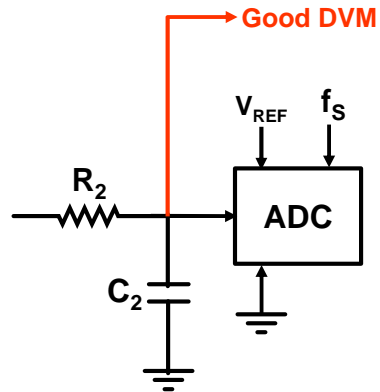
## Code Boundary Servo

- The difference between what the ADC measures and what the DVM measures is not ADC INL, it's error in the INL measurement
- How do we control this error?



## Code Boundary Servo

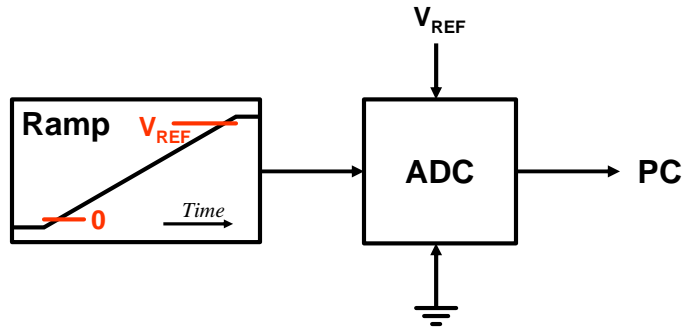
- A large  $C_2$  fixes this
- At the expense of longer measurement time



## Histogram Testing

- Code boundary measurements are slow
  - Long testing time
  - May miss dynamic errors
- Histogram testing
  - Quantize input with known pdf (e.g. ramp or sinusoid)
  - Derive INL and DNL from deviation of measured pdf from expected result

# Histogram Test Setup



- DNL follows directly from total number of occurrences of each code

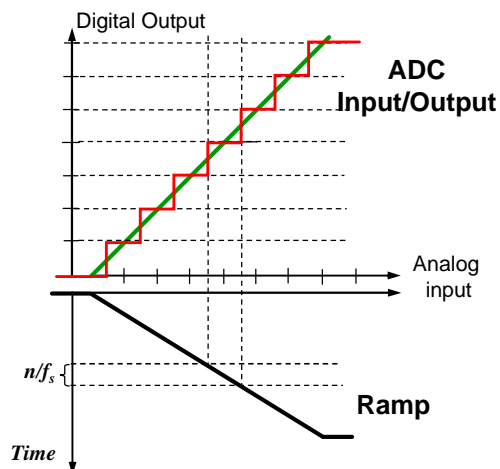
# A/D Histogram Test Using Ramp Signal

## Example:

Ramp slope:  $10\mu\text{V}/\mu\text{sec}$   
 $1\text{LSB} = 10\text{mV}$   
 Each ADC code  $\rightarrow 1\text{msec}$

$f_s = 100\text{kHz} \rightarrow T_s = 10\mu\text{sec}$

$\rightarrow n = 100$  samples/code





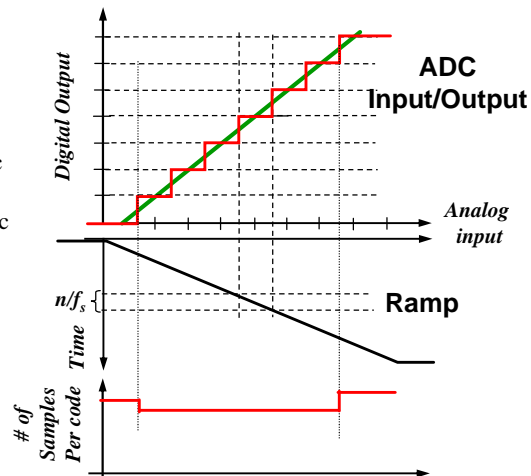
## A/D Histogram Test Using Ramp Signal

### Example:

Ramp slope:  $10\mu\text{V}/\text{usec}$   
 $1\text{LSB} = 10\text{mV}$   
 Each ADC code  $\rightarrow 1\text{msec}$

$f_s = 100\text{kHz} \rightarrow T_s = 10\mu\text{sec}$

$\rightarrow n = 100$  samples/code

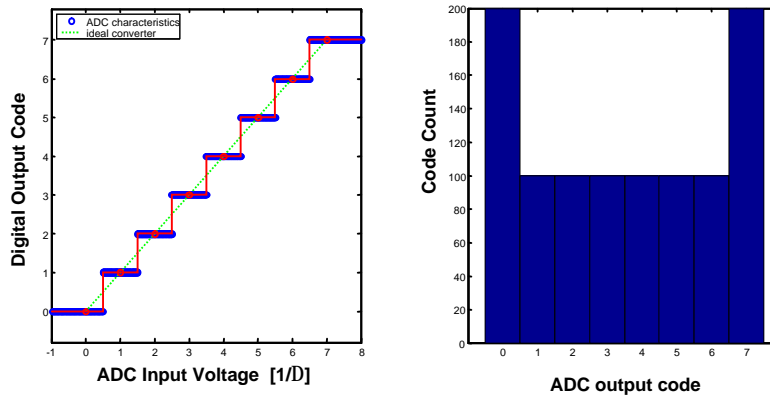


## Measuring DNL Error

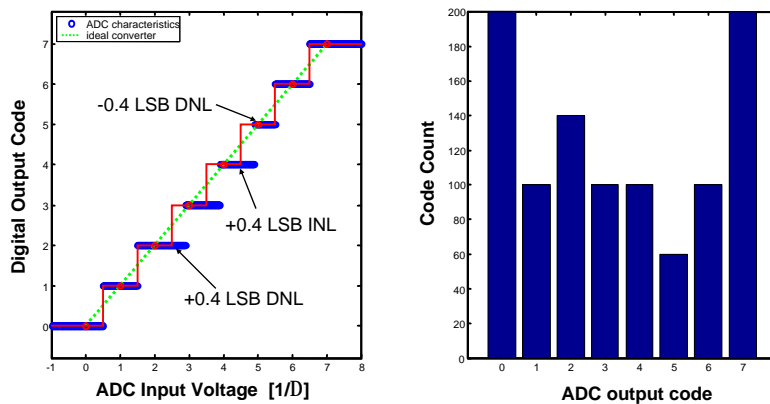
- Ramp speed is adjusted to provide e.g. an average of 100 outputs of each ADC code (for 1/100 LSB resolution)
- Ramps can be quite slow for high resolution ADCs
- Example:  
 16bit ADC & 100 conversions/code @ 100kHz

$$\frac{(65,536 \text{ codes})(100 \text{ conversions/code})}{100,000 \text{ conversions/sec}} = 65.6 \text{ sec}$$

## Ramp Histogram Ideal 3 Bit ADC



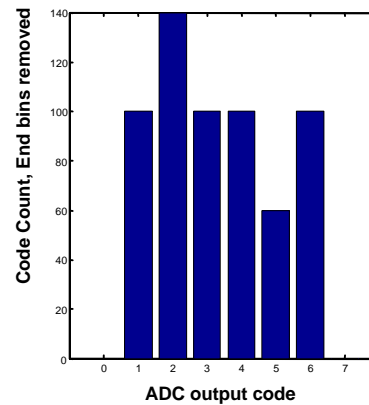
## Ramp Histogram Example 3 Bit ADC



## Example 3 Bit ADC DNL Extracted from Histogram

Remove "over-range bins"  
(0 and full-scale)

Compute average count/bin

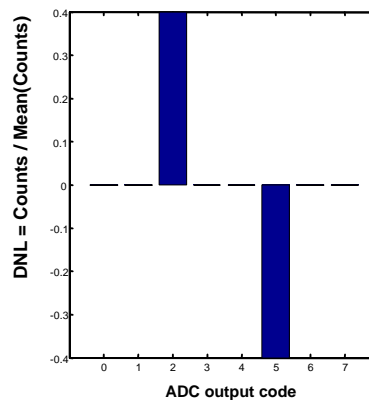


## Example 3 Bit ADC DNL Extracted from Histogram

Scale:

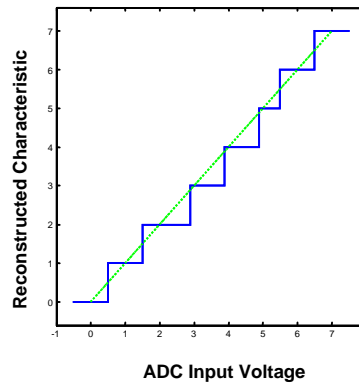
1. divide by average count
2. subtract 1  
(ideal bins have exactly the average count, which, after normalization, is 1)

Result is DNL

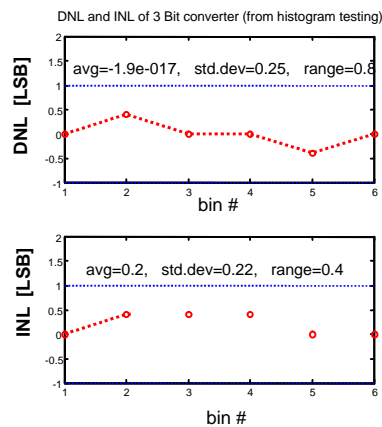
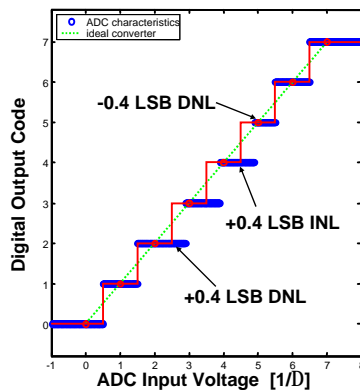


## Example 3 Bit ADC INL Extracted from Histogram

- DNL → width of all codes (DNL + 1LSB)
- DNL → used to reconstruct the exact converter characteristic (having measured only the histogram)
- INL is the deviation from a straight line through the endpoints

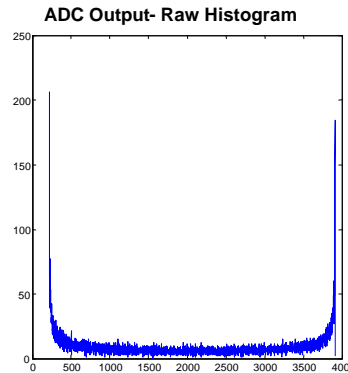


## Example 3 Bit ADC DNL & INL Extracted from Histogram



## ADC Histogram Testing Sinusoidal Inputs

- Precise ramps not readily available
- Solution:  
→ use sinusoidal test signal
- Problem: ideal histogram is not flat but has “bath-tub shape”



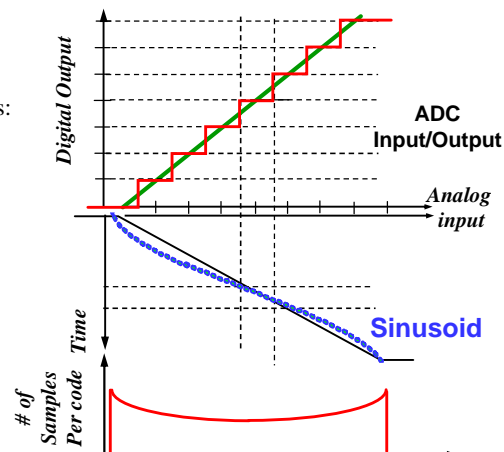
## A/D Histogram Test Using Sinusoidal Signals

At sinusoid midpoint crossings:

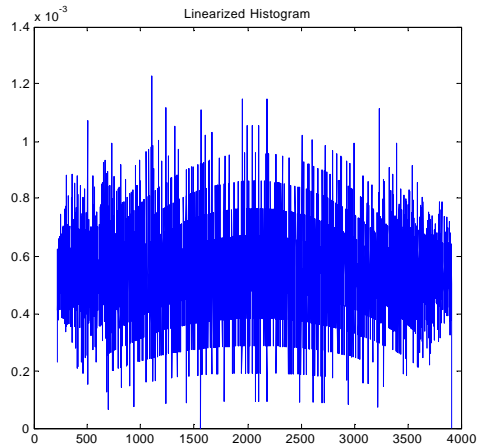
$dv/dt \rightarrow \max.$   
→ least # of samples

At sinusoid amplitude peaks:

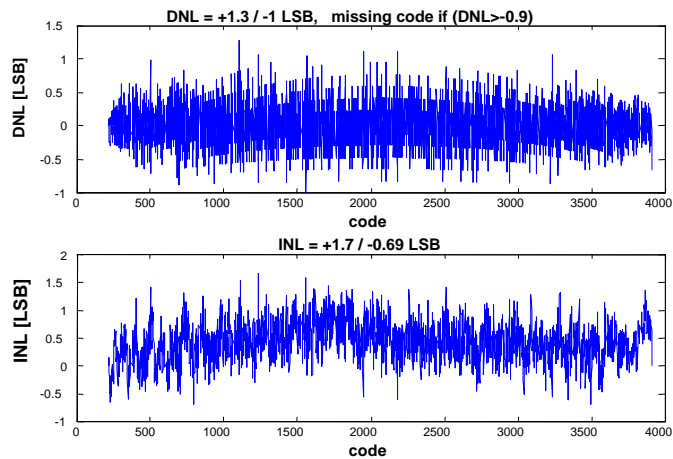
$dv/dt \rightarrow \min.$   
→ highest # of samples



## After Correction for Sinusoidal pdf



## Resulting DNL and INL



# Correction for Sinusoidal pdf

- References:
  - [1] M. V. Bossche, J. Schoukens, and J. Renneboog, “Dynamic Testing and Diagnostics of A/D Converters,” IEEE Transactions on Circuits and Systems, vol. CAS-33, no. 8, Aug. 1986.
  - [2] IEEE Standard 1057
- Is it necessary to know the exact amplitude and offset of sine input? No!

# DNL/INL Code

```
function [dnl,inl] = dnl_inl_sin(y);
%DNL_INL_SIN
% dnl and inl ADC output
% input y contains the ADC output
% vector obtained from quantizing a
% sinusoid

% Boris Murmann, Aug 2002
% Bernhard Boser, Sept 2002

% histogram boundaries
minbin=min(y);
maxbin=max(y);

% histogram
h = hist(y, minbin:maxbin);

% cumulative histogram
ch = cumsum(h);

% transition levels
T = -cos(pi*ch/sum(h));

% linearized histogram
hlin = T(2:end) - T(1:end-1);

% truncate at least first and last
% bin, more if input did not clip ADC
trunc=2;
hlin_trunc = hlin(1+trunc:end-trunc);

% calculate lsb size and dnl
lsb= sum(hlin_trunc) / (length(hlin_trunc));
dnl= [0 hlin_trunc/lsb-1];
misscodes = length(find(dnl<-0.9));

% calculate inl
inl= cumsum(dnl);
```

# DNL/INL Code Test

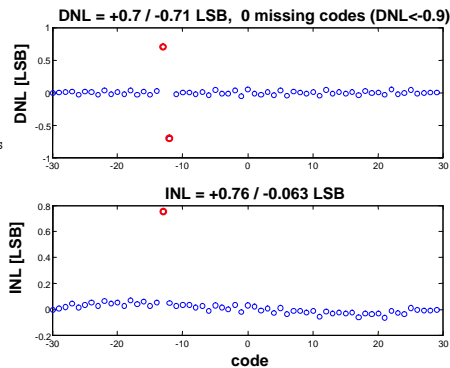
```
% converter model
B = 6; % bits
range = 2^(B-1) - 1;
% thresholds (ideal converter)
th = -range:range; % ideal thresholds
th(20) = th(20)+0.7; % error

fs = 1e6;
fx = 494e3 + pi; % try fs/10!
C = round(100 * 2^B / (fs / fx));

t = 0:1/fs:C/fx;
x = (range+1) * sin(2*pi*fx.*t);
y = adc(x, th) - 2^(B-1);

hist(y, min(y):max(y));

dnl_inl_sin(y);
```



# Limitations of Histogram Testing

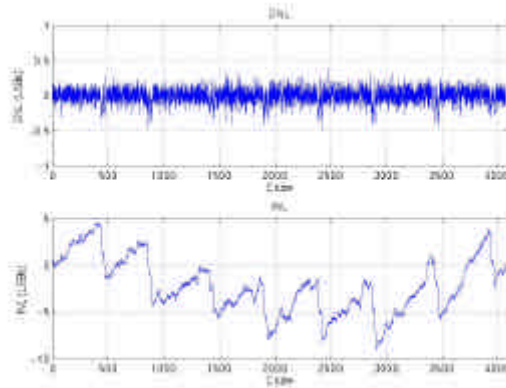
- The histogram (as any ADC test, of course) characterizes one particular converter. Test many devices to get valid statistics.
- Histogram testing assumes monotonicity.  
E.g. “code flips” will not be detected.
- Dynamic sparkle codes produce only minor DNL/INL errors.  
E.g. 123, 123, ..., 123, 0, 124, 124, ... → look at ADC output to detect.
- Noise not detected or improves DNL.  
E.g. 9, 9, 9, 10, 9, 9, 9, 10, 9, 10, 10, 10, ...

Ref: B. Ginetti and P. Jespers, “Reliability of Code Density Test for High Resolution ADCs,” Electron. Lett., vol. 27, pp. 2231-3, Nov. 1991.



## Hiding Problems in the Noise

- INL  $\rightarrow$  5 missing codes
- DNL "smeared out" by noise!
- Always look at both DNL/INL
- INL usually does not lie...



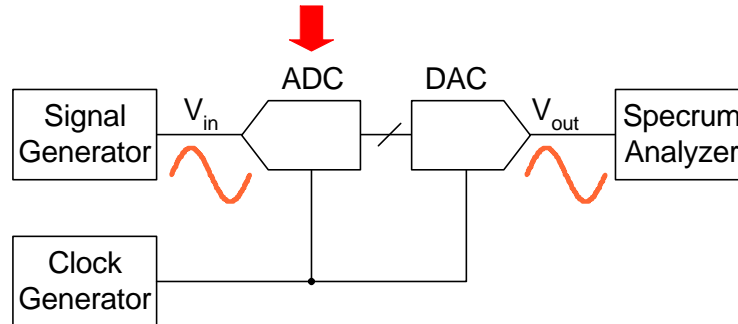
[Source: David Robertson, Analog Devices]

## Why Additional Tests/Metrics?

- Static testing does not tell the full story
  - E.g. no info about "noise"
- Frequency dependence ( $f_s$  and  $f_{in}$ ) ?
  - In principle we can vary  $f_s$  and  $f_{in}$  when performing histogram tests
  - Result of such sweeps is usually not very useful
  - Hard to separate error sources, ambiguity
  - Typically we use  $f_s = f_{sNOM}$  and  $f_{in} \ll f_s/2$  for histogram tests
- For additional info  $\rightarrow$  Spectral testing

# Direct ADC-DAC Test

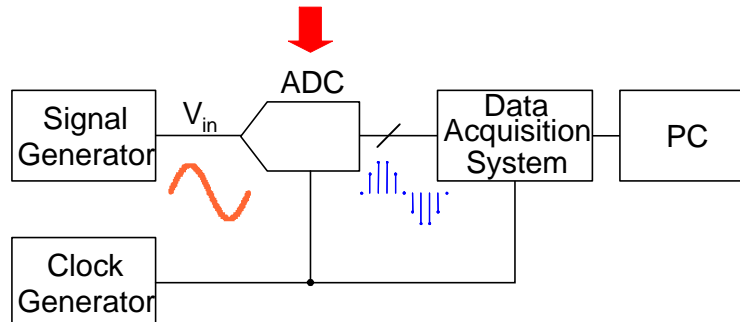
Device Under Test (DUT)



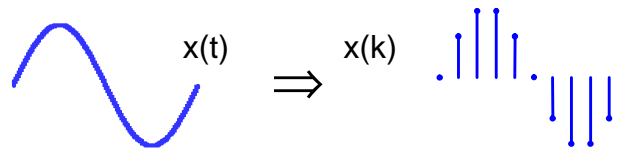
- Need DAC with much better performance compared to ADC under test
- Actually a good way to "get started"...

# DFT Test

Device Under Test (DUT)



## Analyzing ADC outputs via DFT



- An ideal, infinite resolution ADC would preserve ideal, single tone spectrum
- Deviations reveal ADC non-idealities

## Discrete Fourier Transform

The DFT of a block of N time samples

$$\{x(k)\} = \{x(0), x(1), x(2), \dots, x(N-1)\}$$

yields a set of N frequency bins

$$\{A_m\} = \{A_0, A_1, A_2, \dots, A_{N-1}\}$$

where:

$$A_m = \sum_{n=0}^{N-1} x_n W_N^{mn} \quad m = 0, 1, 2, \dots, N-1$$

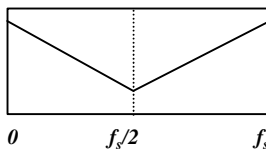
$$W_N = e^{j2\pi/N}$$

# DFT Properties

- DFT of  $N$  samples spaced  $T=1/f_s$  seconds:
  - $N$  frequency bins
  - Bin  $m$  represents frequencies at  $m * f_s/N$  [Hz]
- DFT frequency resolution:
  - Proportional to  $1/(NT)$  in [Hz/bin]

# DFT Magnitude Plots

- Because  $A_m$  magnitudes are symmetric around  $f_s/2$ , it is redundant to plot  $|A_m|$ 's for  $m > N/2$

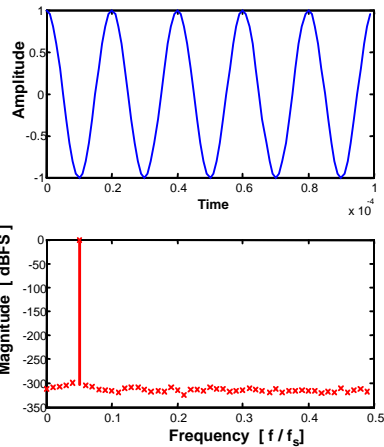


- Usually magnitudes are plotted on a log scale normalized so that a full scale sinewave of rms value  $a_{FS}$  yields a peak bin of 0dBFS:

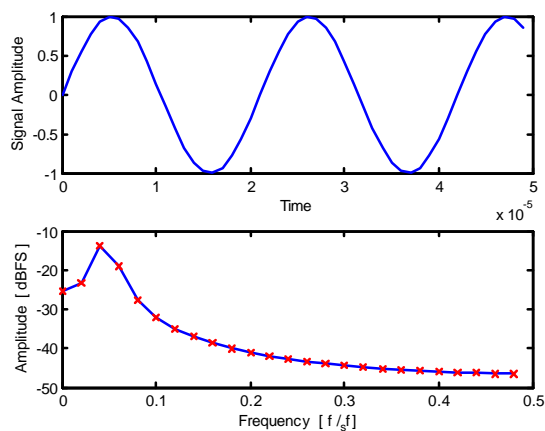
$$|A_m| \text{ (dBFS)} = 20 \log_{10} \frac{|A_m|}{a_{FS} N/2}$$

# Normalized DFT

```
fs = 1e6;  
fx = 50e3;  
Afs = 1;  
N = 100;  
  
% time vector  
t = linspace(0, (N-1)/fs, N);  
% signal  
y = Afs * cos(2*pi*fx*t);  
% spectrum  
s = 20 * log10(abs(fft(y)/N/Afs*2));  
% drop redundant half  
s = s(1:N/2);  
% frequency vector (normalized to fs)  
f = (0:length(s)-1) / N;
```



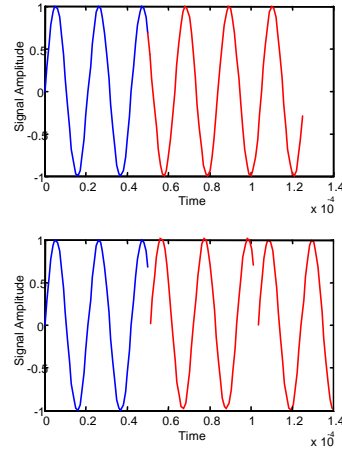
# “Another” Example ...



This does not look like the spectrum of a sinusoid ...

# DFT Periodicity

- The DFT implicitly assumes that time sample blocks repeat every  $N$  samples
- With a non-integral number of periods within our observation window, the input yields a huge amplitude/phase discontinuity at the block boundary
- This energy spreads into all frequency bins as “spectral leakage”
- Spectral leakage can be eliminated by either
  - An integral number of sinusoids in each block
  - Windowing



# Integral Number of Periods

```
fs = 1e6;  
  
% number of full cycles in test  
cycles = 67;  
  
% power of 2 speeds up analysis  
% but make N/cycles non-integer!  
N = 2^10;  
  
% signal frequency  
fx = fs*cycles/N
```

