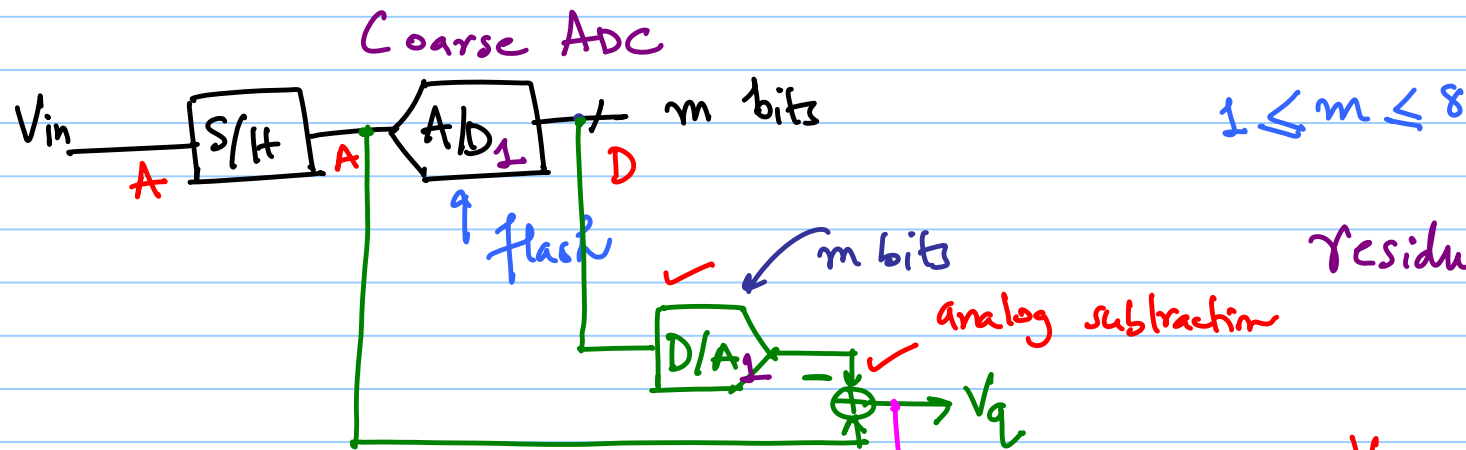


# ECE 5/417 - Lecture 21

A/D  $\Rightarrow$  ADC

D/A  $\Rightarrow$  DAC

4/4/2017

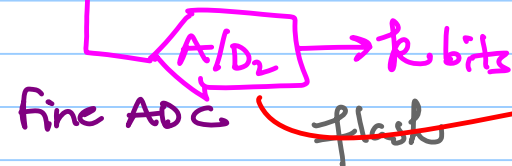


residue  $\triangleq$  quantization error for a stage

$$V_q = V_{in} - (m \text{ bits})$$

$$|V_q| < \frac{V_{LSB1}}{2}$$

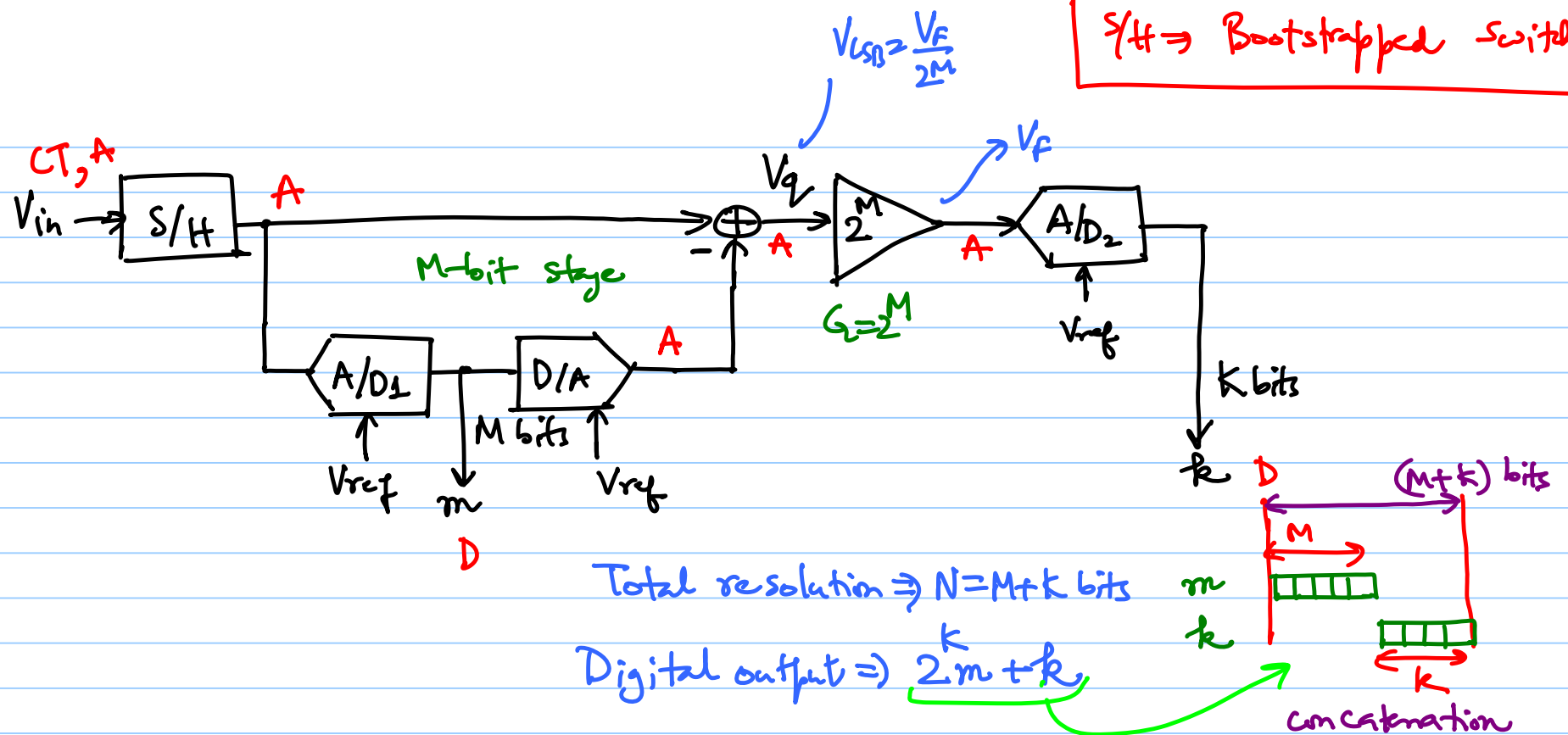
$\Rightarrow$   $m$  MSBs  
 $k$  LSBs  
 total  $(m+k)$  bits



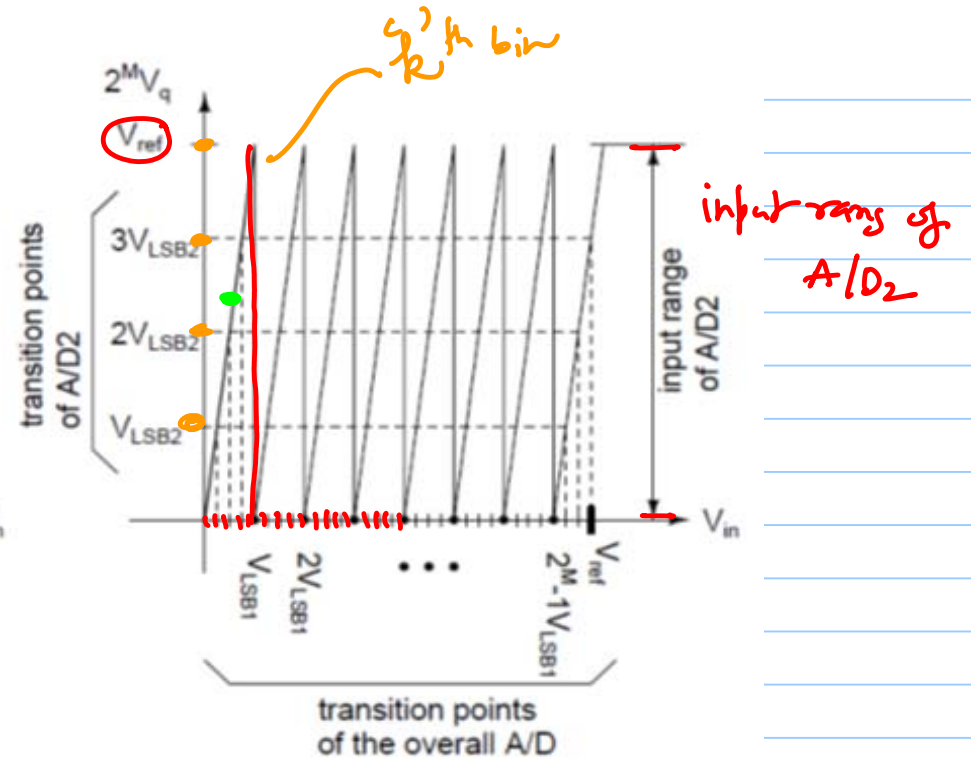
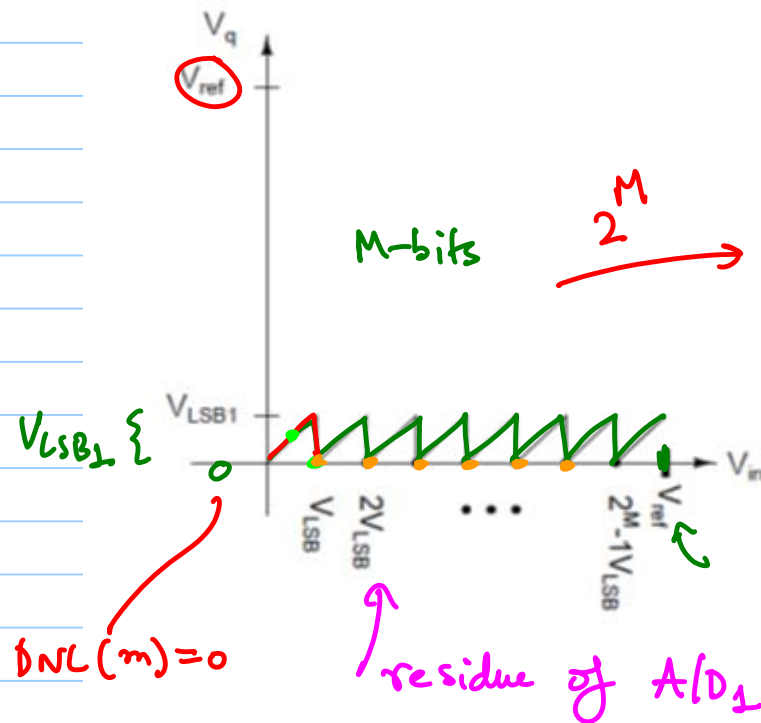
$$V_{LSB2} = \frac{V_{LSB1}}{2^k}$$

- \* Second A/D quantizes the quantization error (residue) of the first A/D converter.
- \* Concatenate the bits to get  $n = m + k$  bits
- \* Two-step Flash ADC (without interstage gain)

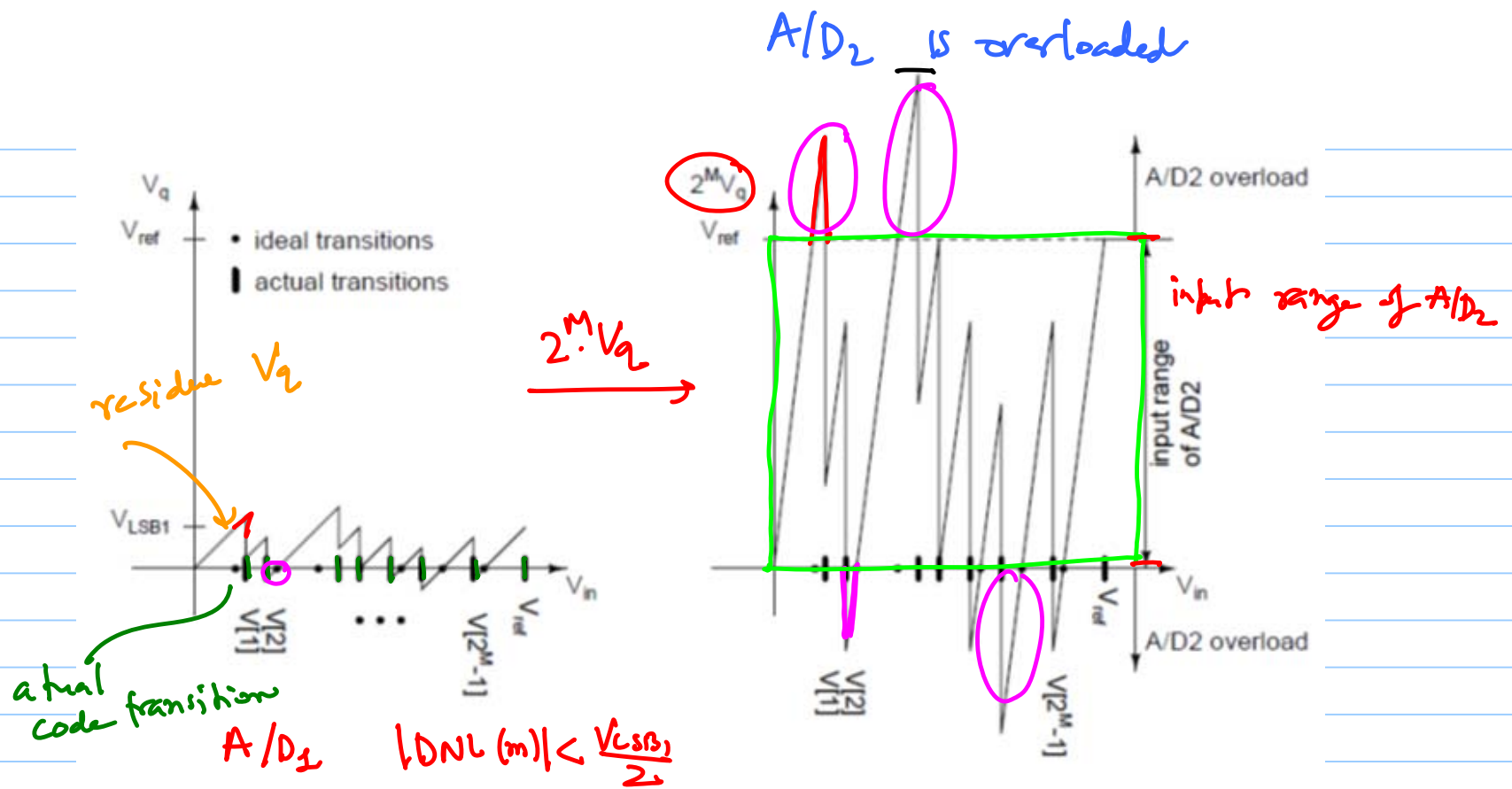
S/H  $\Rightarrow$  Bootstrapped switches



Example:  $M=3\text{bits}$ ,  $k=2\text{bits}$

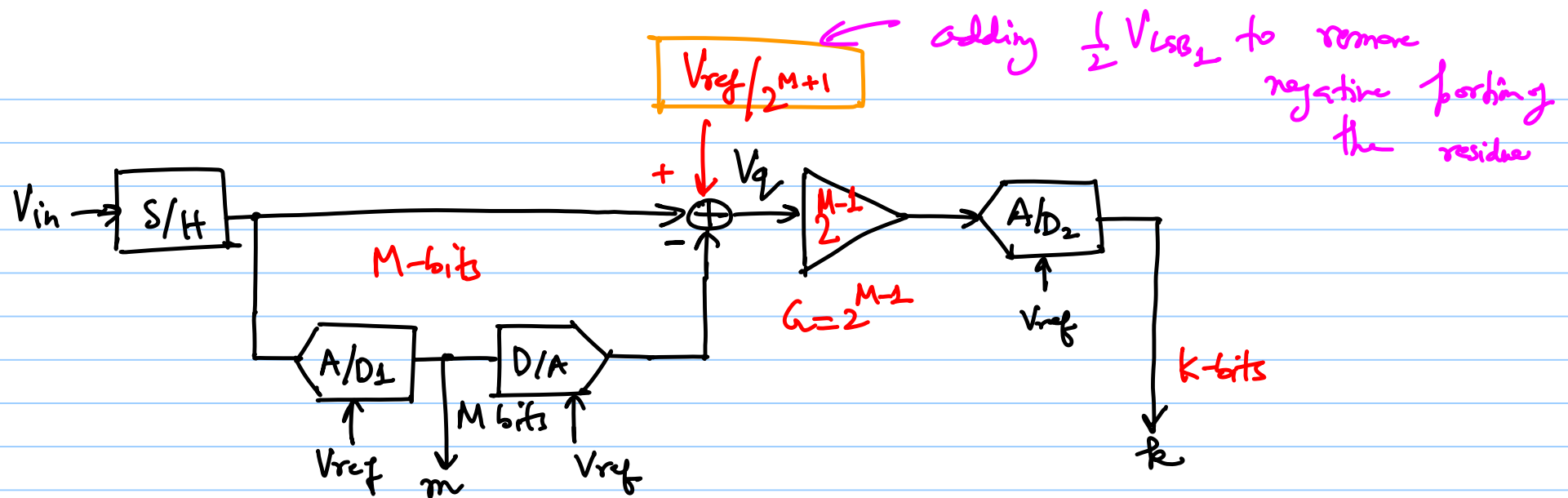


\*  $2^M V_q$  exactly fits the input range of  $A/D_2$



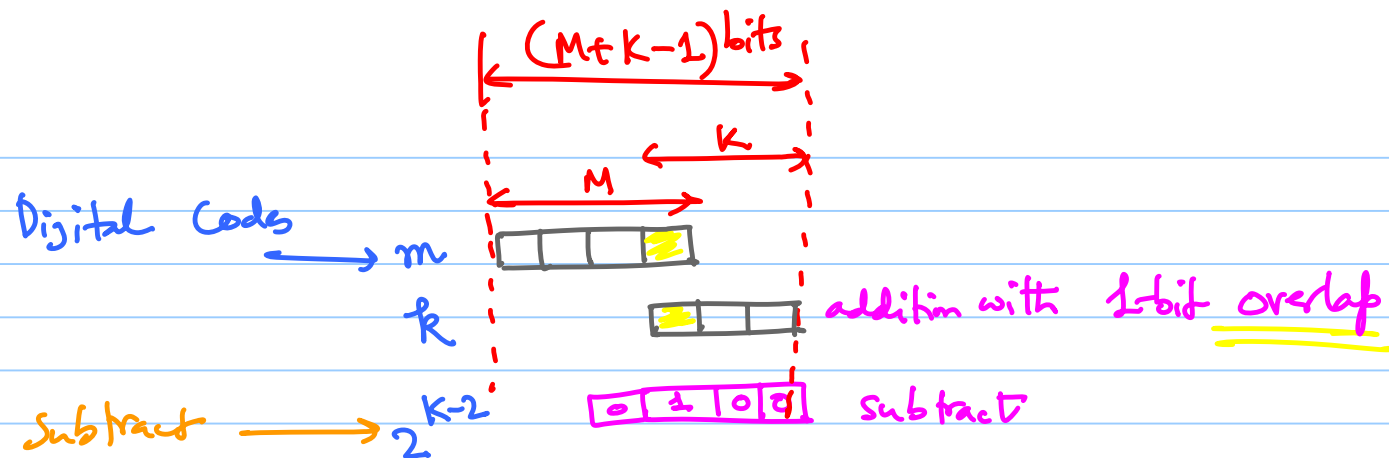
\* A/D<sub>1</sub> transitions in error by 0.5 LSB  $\Rightarrow \frac{V_{ref}}{2^{M+1}}$

$\hookrightarrow V_q$  is limited to  $\left(-\frac{V_{ref}}{2^{M+1}}, \frac{3V_{ref}}{2^{M+1}}\right)$



Total resolution:  $N = M + k - 1$

Digital output:  $n = \underbrace{2^{k-1} m}_{\text{shift by } (k-1) \text{ bits}} + \underbrace{r - 2^{k-2}}_{\text{subtract the } \frac{1}{2} \text{ LSB added to the residue}}$



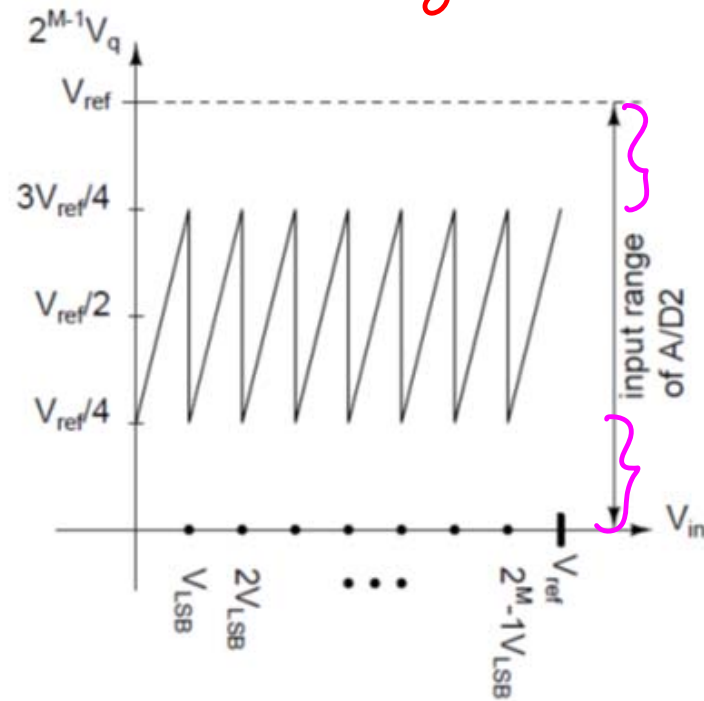
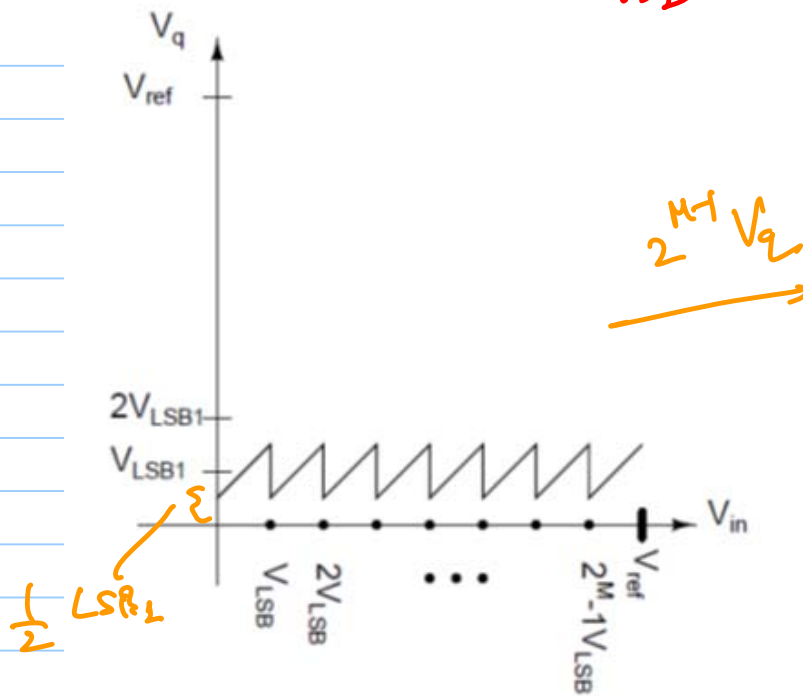
$k_2$  LSB<sub>1</sub> added to make  
residue  $V_q$  positive

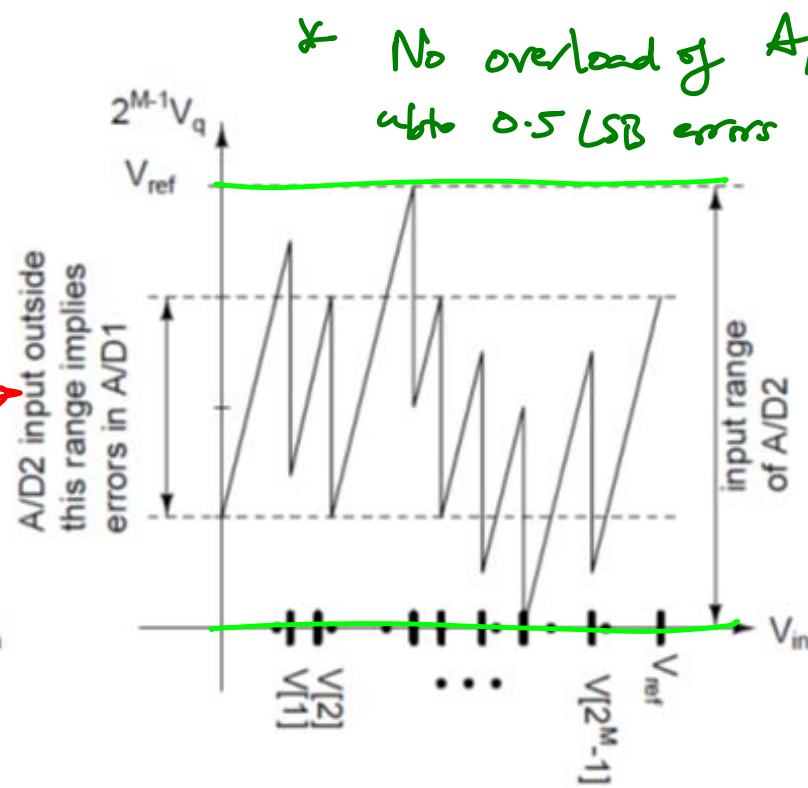
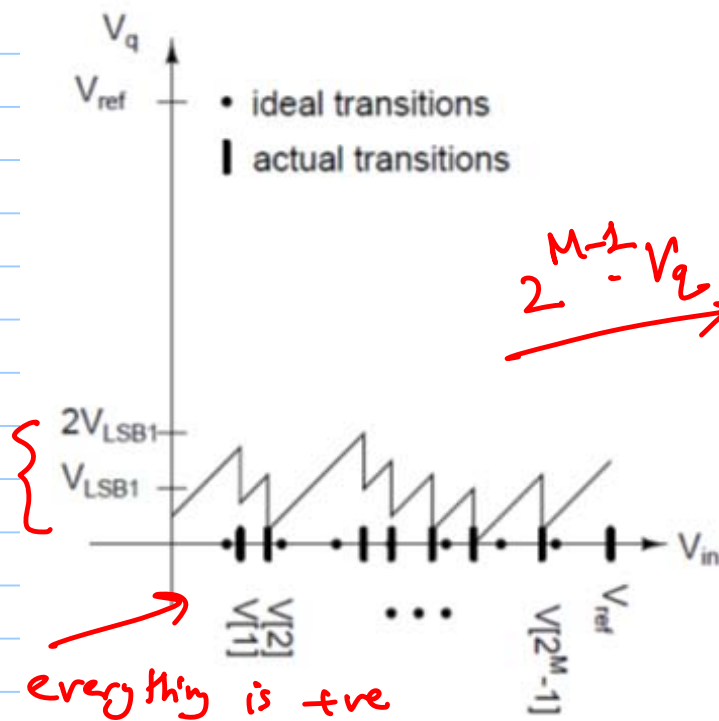
<sup>c</sup> 1-bit redundancy

↳ to tolerate  $|DNL| < \frac{V_{LSB_1}}{2}$  errors in  
A/D<sub>1</sub>



\* Ideal A/D with 1-bit redundancy





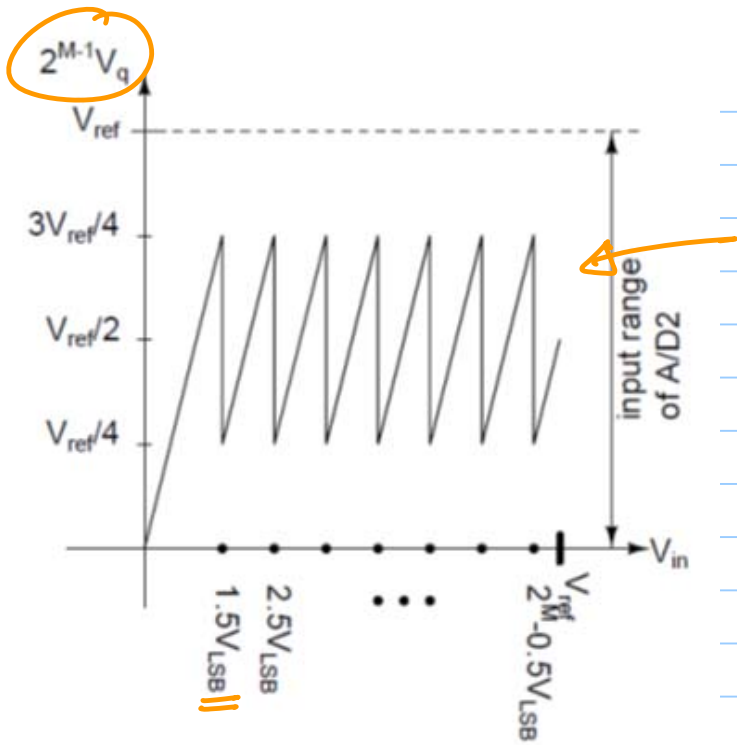
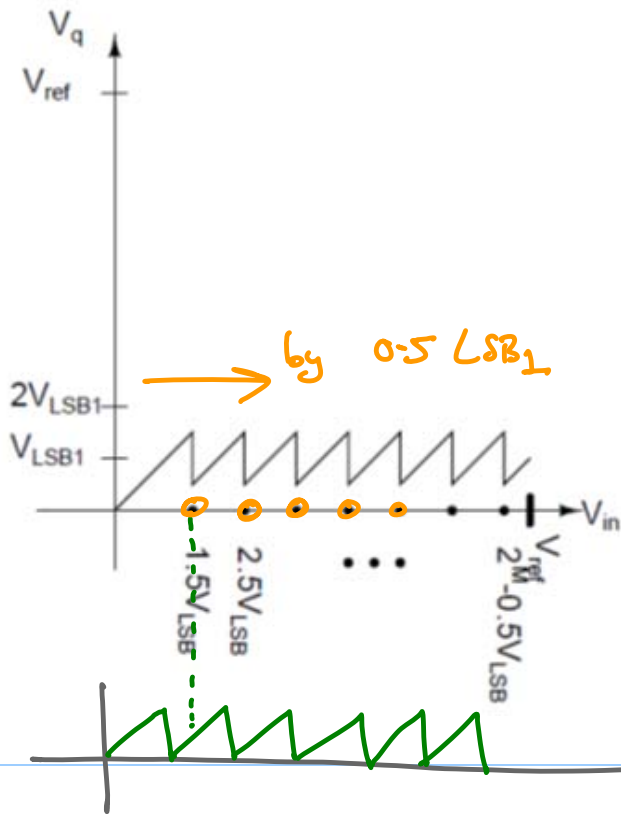
\* No overload of A/D<sub>2</sub> for upto 0.5 LSB errors in A/D<sub>1</sub>

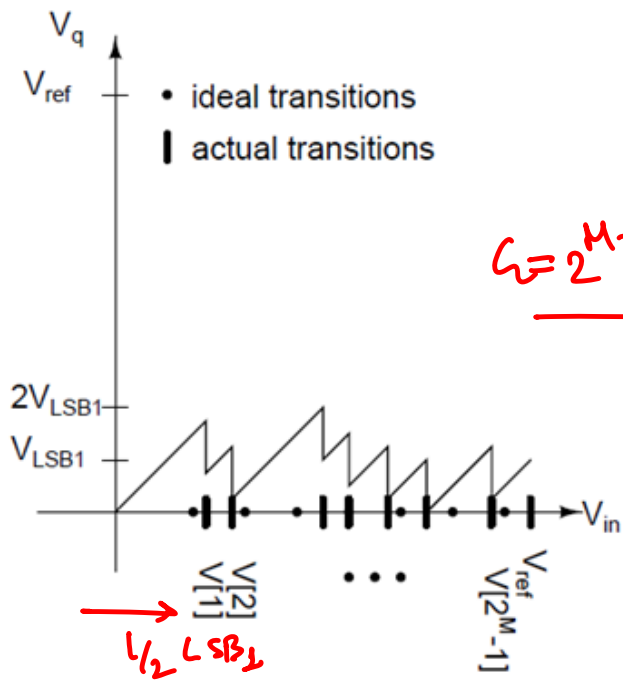
✓ This architecture can correct 1 LSB error in the coarse A/D<sub>1</sub>

⤵ Issue: Accurate analog addition of  $0.5 \text{ LSB}_1$  is difficult in practice.

\* Try some other idea to keep  $V_L$  true and within the input range of A/D<sub>2</sub>

↳ Let's try and shift the transitions of A/D<sub>1</sub> to the right by  $\frac{V_{ref}}{2^{M+1}}$  ( $= 0.5 \text{ LSB}_1$ ) to keep  $V_L$  positive.





$$C = 2^{M-1}$$

