High-Speed A/D Conversion

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Organization

• Time-Interleaved ADCs

- Operation
- Jitter, offset and mismatch effects

• Hybrid Filter Banks

- Definition of perfect reconstruction, amplitude reconstruction and phase reconstruction HFBs
- Application in high-speed ADCs
- Attenuation of aliasing components



- Ideally, the conversion speed increases as the number of subconverters increases, whereas the resolution of the entire converter equals that of the subconverters;
- In practice, however, mismatches among the subconverters and uneven sampling may seriously degrade its performance;
- On the other hand, compared to a flash converter, its main competitor, advantages in both area and power consumption can be obtained if careful design and layout are considered.

Practical Difficulties



- Uneven sample timing of the input analog signal is caused by clock skew (systematic error) and clock jitter (random error);
- For Gaussian $(0, \sigma)$ random sample timing errors Δt and a sinusoidal input with frequency ω_0 , a decrease of 1 bit of resolution results from a 2-fold increase of either ω_0 or σ .

Practical Difficulties



Model of the k-th subconverter

Practical Difficulties



- Distortion caused by gain (a_k) and offset errors (b_k) ;
- Offset mismatches produce tones at multiples of the lower sampling frequency, that is, at $n\omega_s/N$, n = 1, 2, ..., N 1, independently of the input amplitude and frequency;
- Gain mismatches produce aliasing distortion in the resulting digital output;
- For Gaussian $(0, \sigma_a)$ random gain errors, 1 bit of resolution is lost *per* 2-fold increase of σ_a .

- Despite the above drawbacks, time-interleaved A/D converters have received increased attention for many years;
- A large variety of digital calibration techniques have been applied to compensate mismatch errors effects;
- A so-called *two-rank* demultiplexing scheme has also been proposed to reduce jitter effects.



Demultiplexer



$$\ldots, u(-T), u(0), u(T), \ldots \xrightarrow{z^{-1}} M \xrightarrow{u(0)}, u(MT), \ldots$$
$$z^{-1} \xrightarrow{u(-T)}, u((M-1)T), \ldots$$
$$\vdots \qquad \vdots$$
$$z^{-1} \xrightarrow{u(-(M-1)T)}, u(T), \ldots$$

Multiplexer ł ..., $y(0), y(LT), \dots$ $\dots, y(-T), y((L-1)T), \dots \land f L$ ł

Time-interleaved A/D Converter



Multirate modelling – suitable for mathematical error analysis.

Time-interleaved A/D Converter



Offset mismatches: produce tones at multiples of the input sampling frequency, $n\omega_s/M$, n = 1, 2, ..., M - 1, independently of the input amplitude and frequency;

Time-interleaved A/D Converter



Gain mismatches: produce aliasing; the magnitude of each aliased component of the input signal is scaled by $\pi \sigma_a/4M$.

- Example: σ_a = 0.01, M = 4 ⇒ Each of the 3 aliased components are expected to have magnitudes of – 47.3 dB.

Ex.: 9-bit subconverters; σ_a = 0.002; 1024-point FFTs; ω_o = 149/1024;





- If $F_k(z) = z^{-(M-1-k)}$ and $H_k(z) = z^{-k} \Rightarrow$ Time-interleaved A/D;
- The analog (SC) filters followed by the down-sampler array act as the two-rank S/H technique.

Frequency Domain Relationships

$$u \longrightarrow M \longrightarrow v$$
 $V(z) = \frac{1}{M} \sum_{l=0}^{M-1} U(z^{1/M} W^l), W = e^{-j2\pi/M}$

$$x \mapsto M \to y \quad Y(z) = X(z^M)$$

k-th branch:
$$H_k(z) \longrightarrow M \xrightarrow{\nu_k} A/D \xrightarrow{x_k} F_k(z) \longrightarrow$$

Neglecting quantization errors $\Rightarrow x_k(nT) = v_k(nT)$

$$Y(e^{j\omega}) = \frac{1}{M} \sum_{\ell=0}^{M-1} U\left(e^{j(\omega + \frac{2\pi\ell}{M})}\right) \sum_{k=0}^{M-1} H_k\left(e^{j(\omega + \frac{2\pi\ell}{M})}\right) F_k(e^{j\omega})$$

 F_k and H_k can be designed such that

$$\frac{1}{M}\sum_{k=0}^{M-1}H_k\left(e^{j(\omega+\frac{2\pi\ell}{M})}\right)F_k(e^{j\omega}) = \begin{cases} G(e^{j\omega}), & \text{if } \ell = 0\\ 0, & \text{otherwise} \end{cases}$$

Therefore: $Y(e^{j\omega}) = G(e^{j\omega}) U(e^{j\omega})$

$$\begin{array}{ll} F_k(e^{j\omega}) = e^{-j\omega(M-1-k)} \\ H_k(e^{j\omega}) = e^{-j\omega k} \end{array} \quad \Longrightarrow \quad G(e^{j\omega}) = e^{-j\omega(M-1)} \quad \Longrightarrow \quad y(nT) = u((n-M+1)T) \\ \end{array}$$

Effects of gain mismatches: $x_k(nT) = (1+a_k)v_k(nT)$



Output spectrum becomes:

$$Y(e^{j\omega}) = \frac{1}{M} \sum_{\ell=0}^{M-1} U\left(e^{j(\omega + \frac{2\pi\ell}{M})}\right) \sum_{k=0}^{M-1} (1+a_k) H_k\left(e^{j(\omega + \frac{2\pi\ell}{M})}\right) F_k(e^{j\omega})$$

or

$$Y(e^{j\omega}) = \left(G(e^{j\omega}) + \Lambda_0(e^{j\omega})\right) U(e^{j\omega}) + L(e^{j\omega})$$

where

$$L(e^{j\omega}) = \frac{1}{M} \sum_{\ell=1}^{M-1} U\left(e^{j(\omega + \frac{2\pi\ell}{M})}\right) \Lambda_{\ell}(e^{j\omega}) \quad \Leftrightarrow \begin{array}{l} \text{Aliased} \\ \text{components} \end{array}$$

$$\Lambda_{\ell}(e^{j\omega}) = \frac{1}{M} \sum_{k=0}^{M-1} a_k H_k \left(e^{j(\omega + \frac{2\pi\ell}{M})} \right) F_k(e^{j\omega})$$

Effects of the Gain Term $\Lambda_0(e^{j\omega})$

Effects of the Aliasing Terms $\Lambda_{l}(e^{j\omega})$

Ex.: $\sigma_a = 0.01$



Comparisons

Time interleaved A/D; M = 4; σ_a = 0.005. 1024-point FFTs; ω_o = 149/1024.



Comparisons

HFB-Based A/D; M = 4; σ_a = 0.005. 1024-point FFTs; ω_o = 149/1024.



Analysis Filter bank Design

Tree-structured analysis filter bank; M = 4.



Analysis Filter Bank Design

Switched-capacitor realization



Allpass section



Experimental Results

Measured Frequency Responses



Comparisons

HFB-Based A/D; M = 4; σ_a = 0.005. 1024-point FFTs; ω_o = 149/1024.

Time interleaved A/D



Experimental Results

Experimental Results



Vertical scale: 2V/div Horizontal scale: 0.2 ms/div

Conclusions

- High-speed and high-resolution A/D conversion can be achieved with time-interleaving technique;
- Inherent to this approach, mismatches among the signal paths constitute a serious drawback;
- A large number of methods have been proposed to reduce their effects, mostly based on extensive compensation in the digital domain of estimated parameters (gain, offset, jitter).
- An alternative is the use of hybrid filter banks, which has the advantage of quantization noise control inside each frequency band;
- The cost is increase in circuit complexity, and its consequences (noise, distortion, power, etc ...)