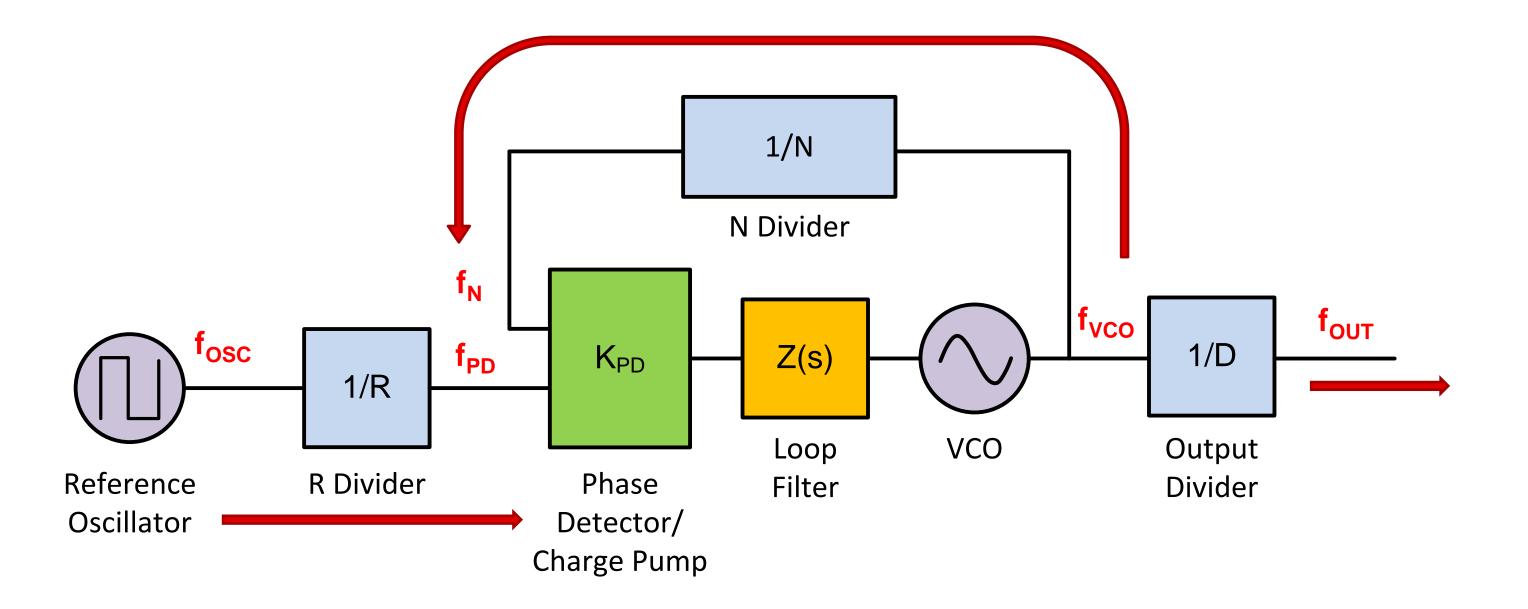


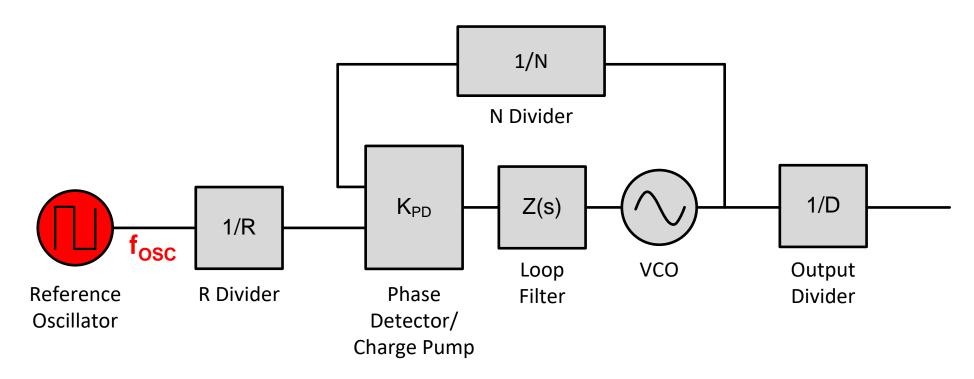
**Presented by Dean Banerjee Prepared by Liam Keese** 



# Phase lock loop (PLL) overview

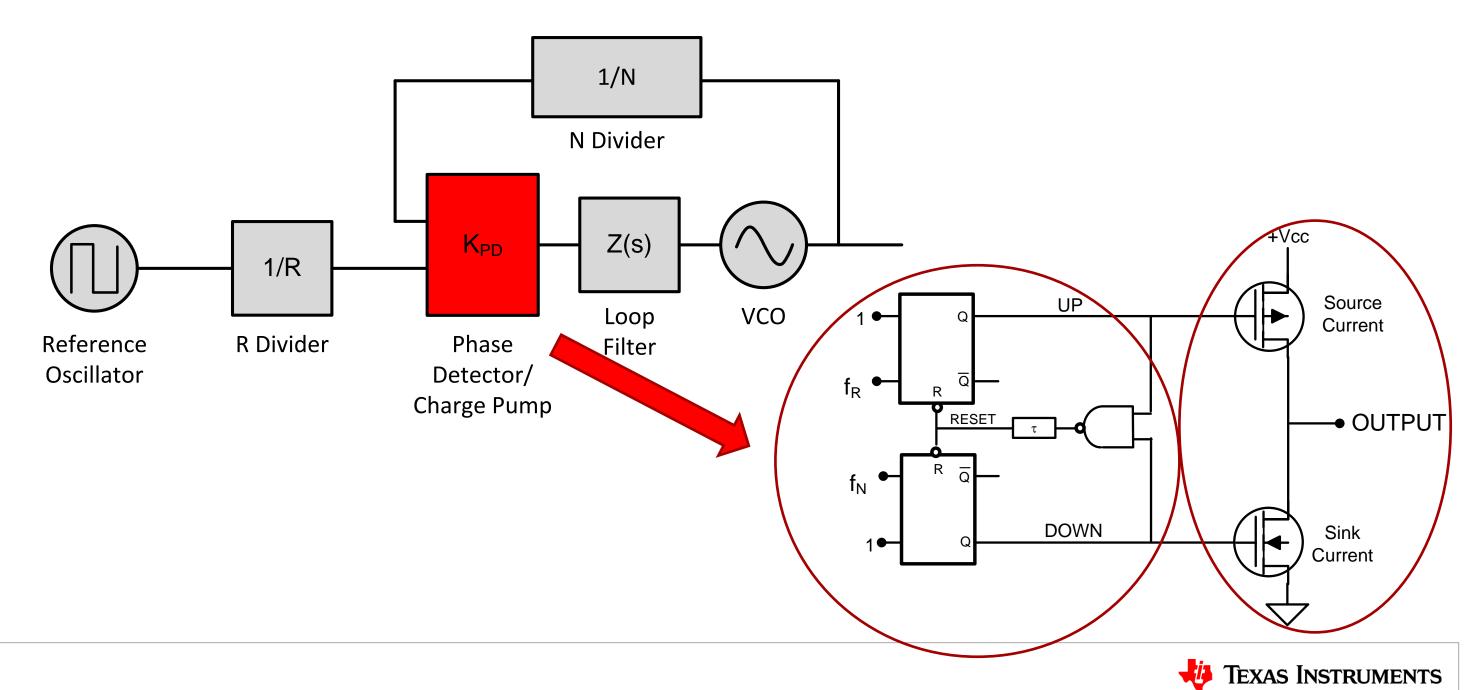


## Input sources



- Crystal oscillator (XO)
- Temperature compensated crystal oscillator (TCXO),
- Oven controlled crystal oscillator (OCXO),
- Clock output from another device

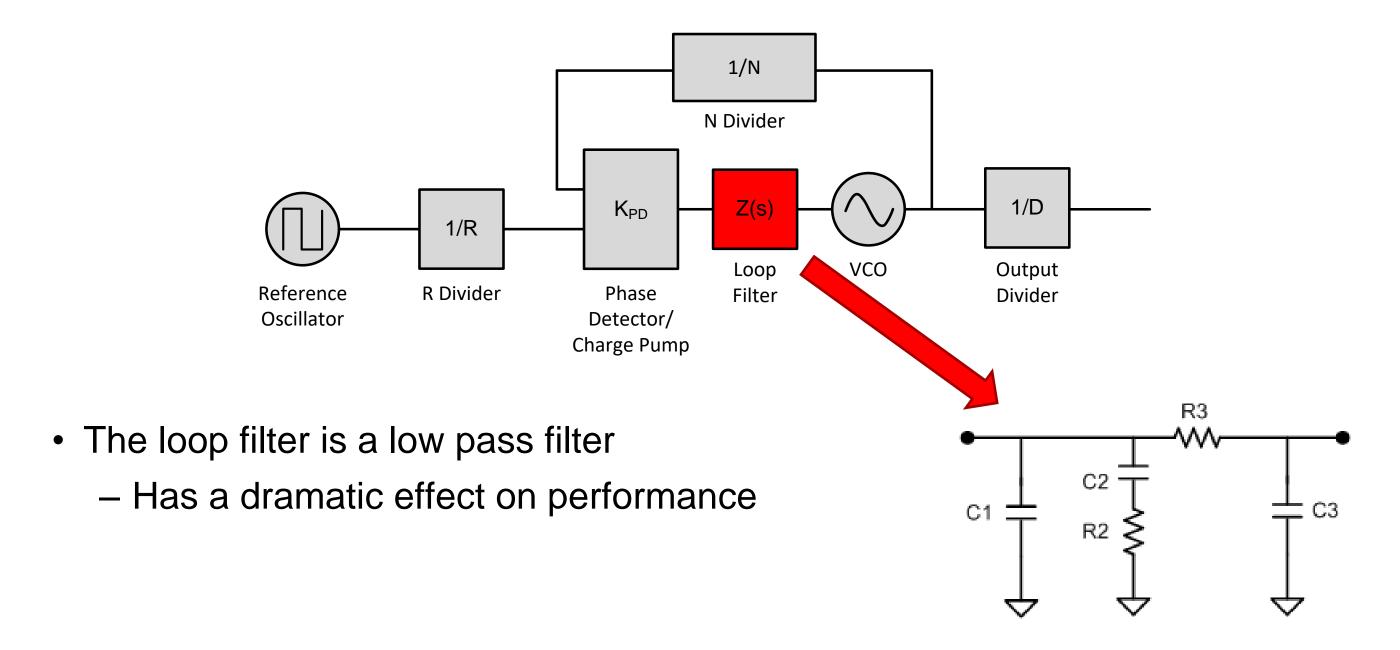
# Phase frequency detector/charge pump



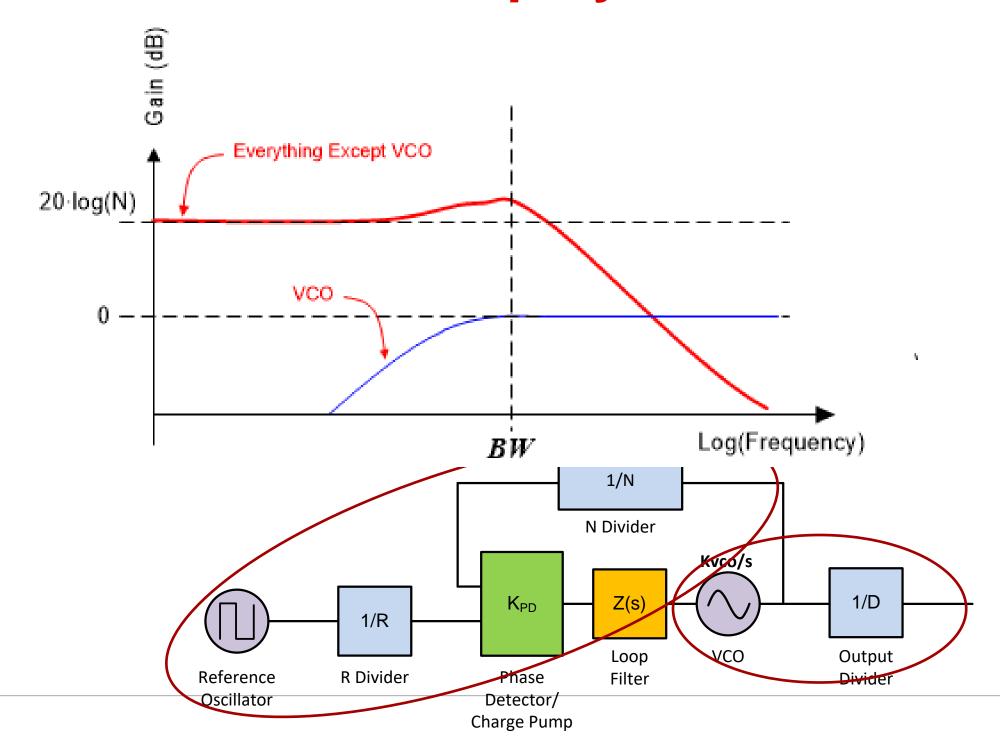
# Phase detector/charge pump operation

- High Impedance (tri-state) if output frequency/phase is correct (within tolerances)
- Sources Current if output frequency/phase is too low
- Sinks Current if output frequency/phase is too high

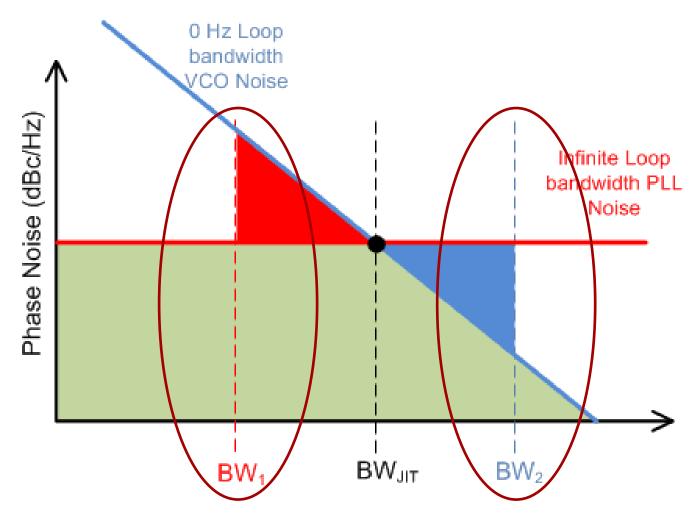
# **Loop filter**



# **Brief overview of loop dynamics**



# **Choosing loop bandwidth**



 $\bullet$  Choose optimal jitter loop bandwidth to be  $\mathsf{BW}_\mathsf{JIT}$  to minimize area under the curve

# **Choosing loop bandwidth**

Design Goal	Bandwidth
Minimize Jitter	$BW = BW_{JIT}$
Minimize Phase Noise at offset < BW <sub>JIT</sub>	BW > BW <sub>JIT</sub>
Minimize Phase Noise at offset > BW <sub>JIT</sub>	BW < BW <sub>JIT</sub>
Minimize Lock Time	$BW > BW_{JIT}$
Minimize Spurs	$BW < BW_{JIT}$

# To find more technical resources and search products, visit ti.com/clocks

#### 1. True or False:

The reference input frequency is provided by VCO.

#### 1. True or False:

The reference input frequency is typically fixed frequency and provided by a stable reference source such as crystal oscillator.

#### 2. Choose one:

The phase detector will

- (a) Sink and source current to the loop filter
- (b) Sample the phase error between the R and N counter
- (c) Provide the output frequency

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- (a) Sink and source current to the loop filter
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#### 3. True or False:

Choose loop bandwidth to be the point where VCO noise is equal to PLL noise to minimize jitter.

#### 3. True or False:

Choose loop bandwidth to be the point where VCO noise is equal to PLL noise to minimize jitter.

#### 4. Choose all that apply:

When choosing a loop bandwidth, which of these tradeoff are correct?

- a) To reduce lock time, increase the loop bandwidth
- b) To reduce spurious noise, increase the loop bandwidth
- c) To reduce phase noise at larger frequency offsets, reduce the loop bandwidth

#### 4. Choose all that apply:

When choosing a loop bandwidth, which of these tradeoff are correct?

- a) To reduce lock time, increase the loop bandwidth
- b) To reduce spurious noise, increase the loop bandwidth
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