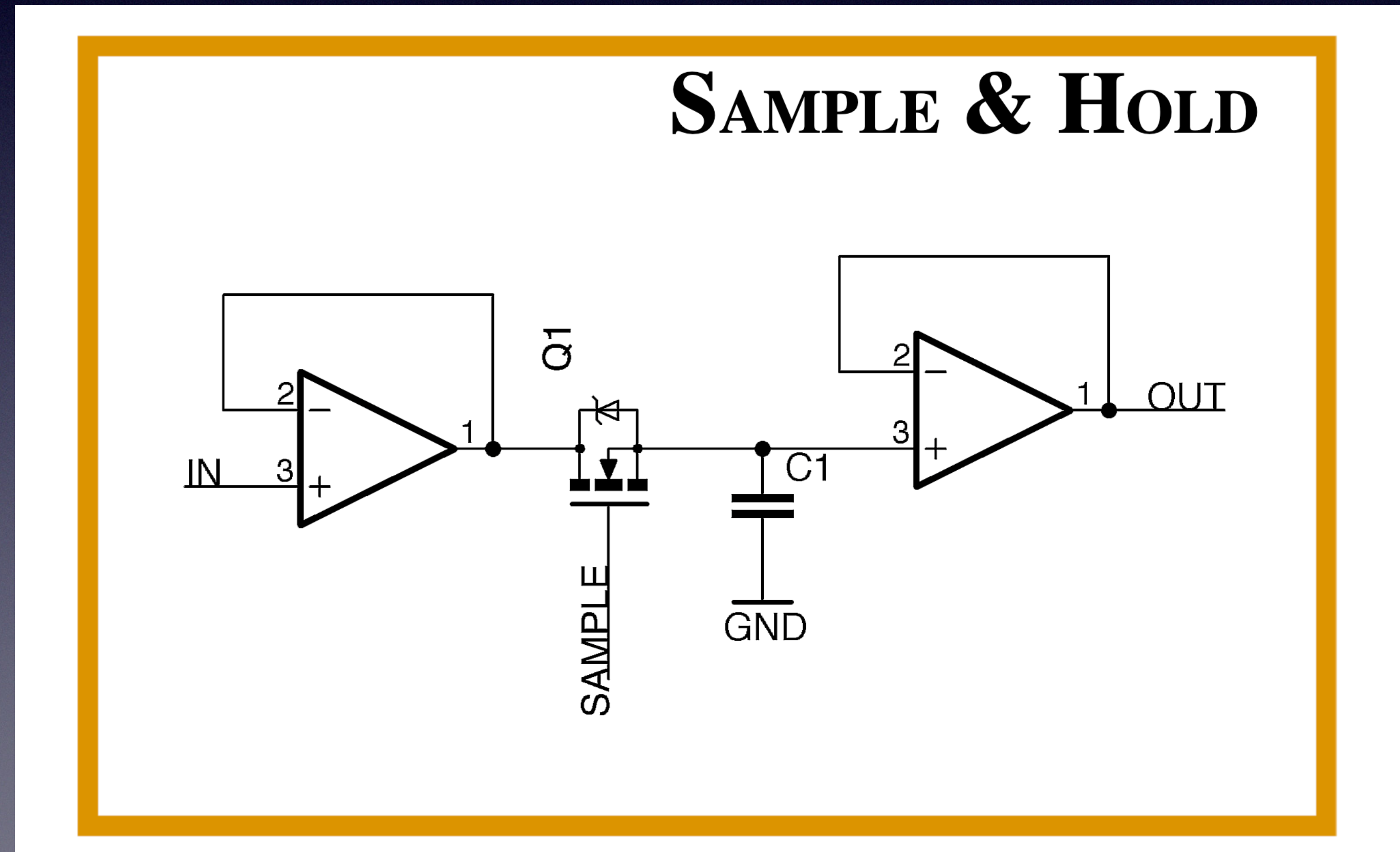


Sample and Hold

Joshua Laureles

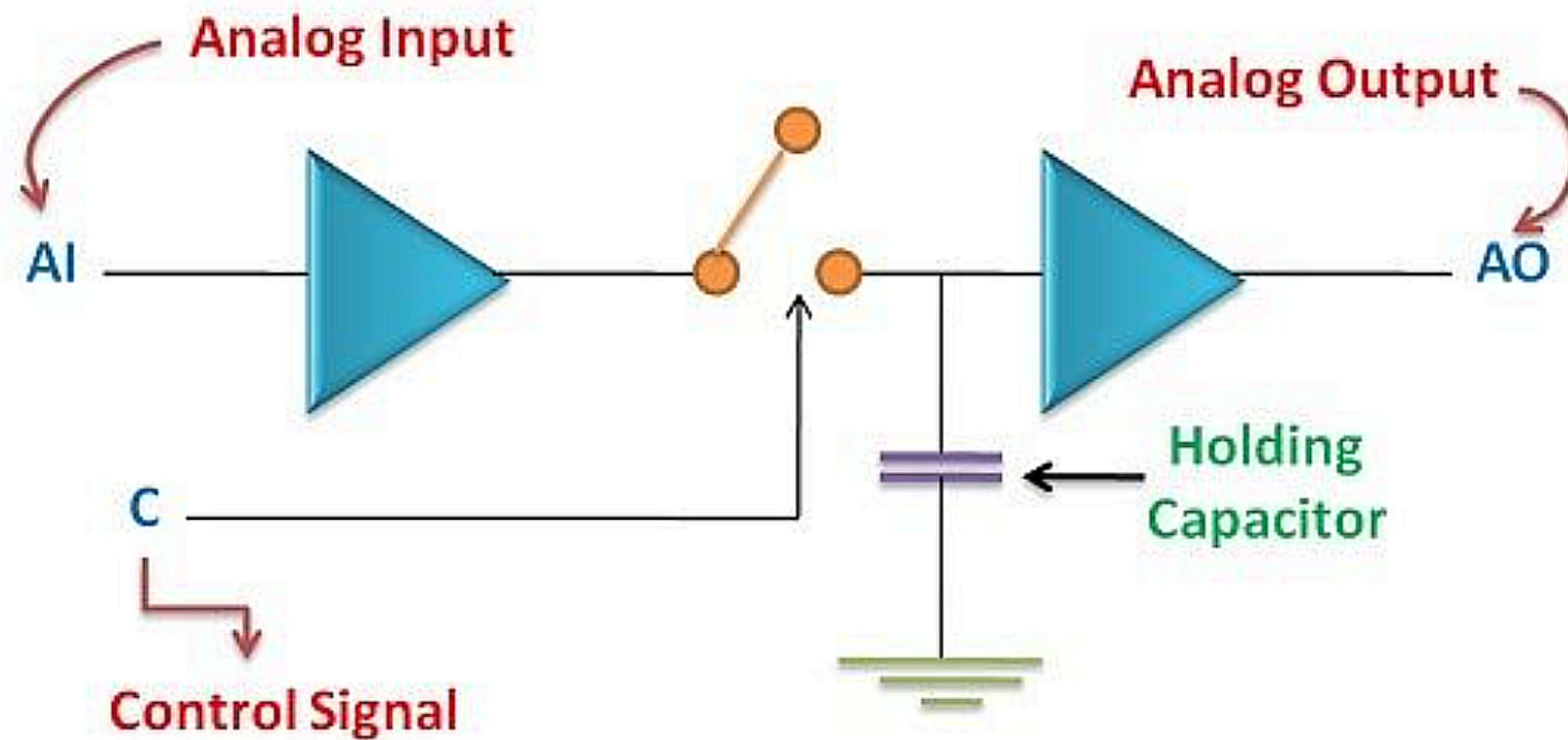
What is a sample and Hold circuit used for?

- The sample-and-hold circuit (track-and-hold circuit) perform the sampling operation. These circuits operate at the highest signal levels and speeds, which makes their design a challenge. The trade-off between noise, speed, distortion, and power requires a careful balance to achieve the optimum performance
- In a very basic sense, it is used to maintain a voltage or charge when a switch is turned off. It retains the charge, and allows whatever component is attached to the output to use the same amount of charge that was inputted



What are the main parts of sample and hold circuit?

- The sample and hold circuit is in essence a product of the capacitors which maintain the charge, yet there is always a leakage in some minimal way, so this device is constructed in such a way to minimize the leakage of current and to utilize the charge that was stored there to go into the necessary component by way of a switch. There are a multitude of ways that this switch can be activated and deactivated. The time during which sample and hold circuit generates the sample of the input signal is called **sampling time**. Similarly, the time duration of the circuit during which it holds the sampled value is called **holding time**.



Circuit diagram of Sample and Hold Circuit

Here is a basic diagram of a Sample and hold Circuit

What are some Variations?

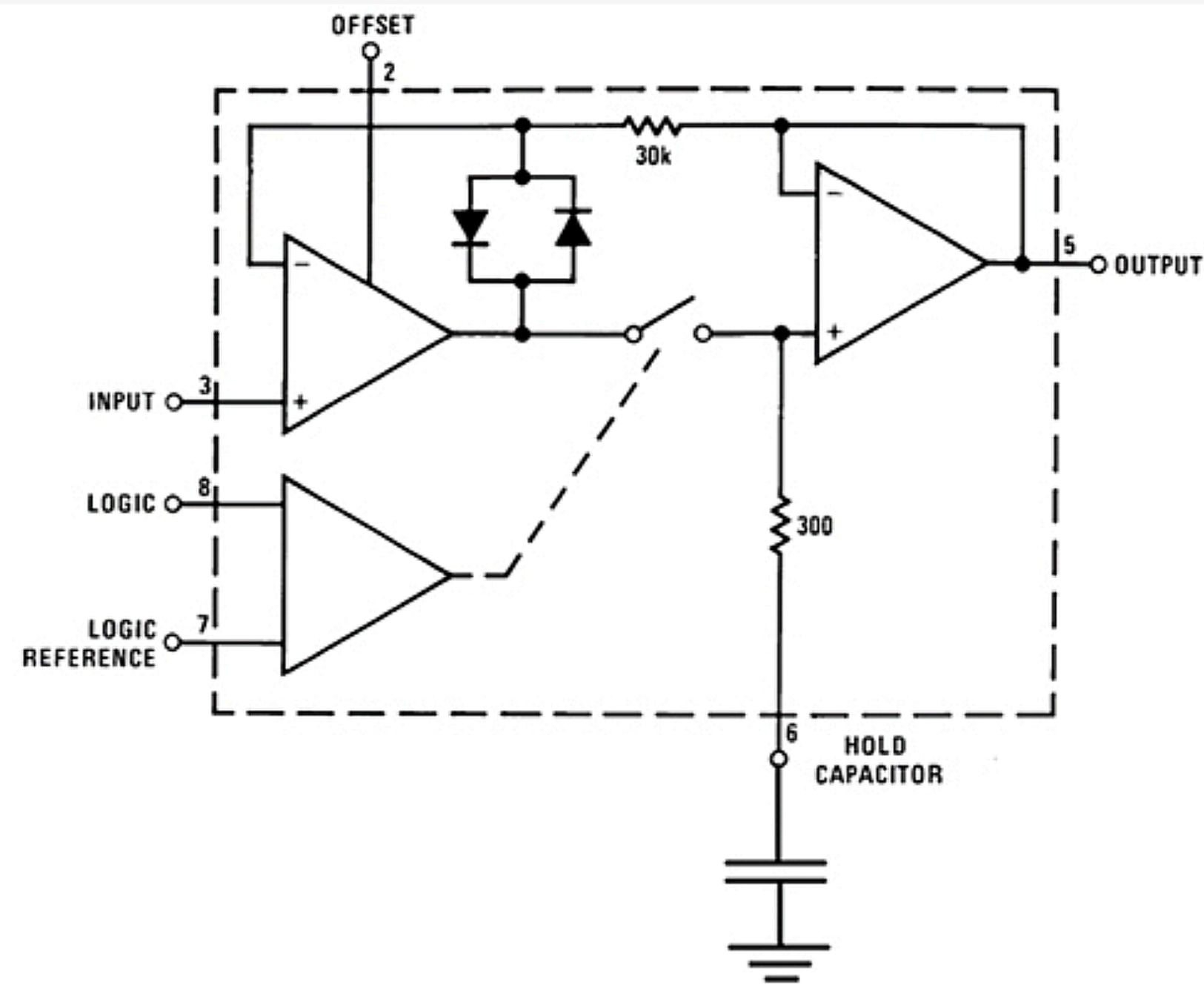


Figure 4: The block diagram of the Texas Instruments LF398MX/NOPB S&H shows the key components: a fast switch and an external hold capacitor. (Image source: Texas Instruments)

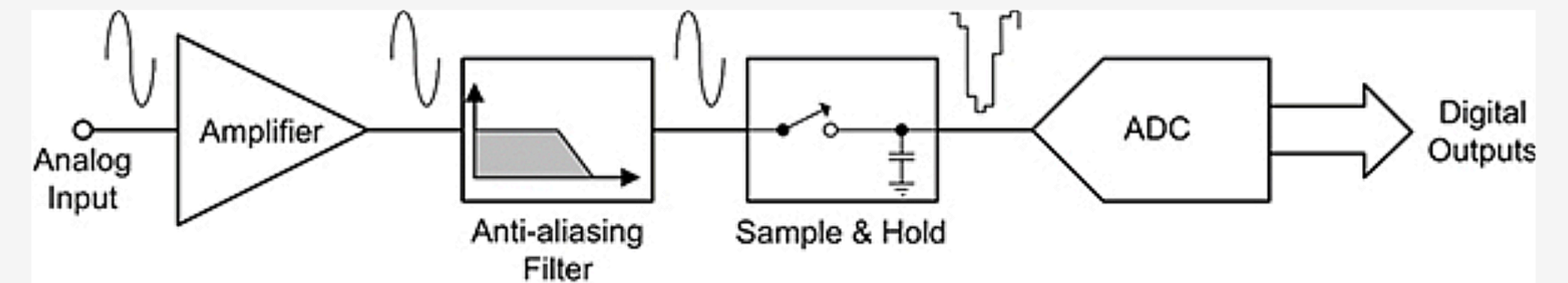


Figure 3: In the digitizer signal path, the S&H is placed between the anti-aliasing low-pass filter and the ADC. (Image source: DigiKey)

- In this case, S&H circuits are combined with ADC, amplifiers and Anti-aliasing filters in order to make the signal much more precise when dealing with immensely small intervals of time that have to be accounted for.

Advantages and disadvantages

- Important for moving a charge and signal from analogue to digital, minimizing interference
- Classic, simple concept that is a useful solution to basic implementations of electrical signal transference.
- By itself, doesn't always have the proper parameters in place to ensure a proper transference of signal, so additional components are required.
- Signal feedthrough — should be small during hold
- Speed — due to bandwidth and slew-rate limitations
- Droop rate — slow change during hold mode
- Aperture (or sampling) jitter — effective sampling time error in time; difficult in high-speed designs

Reference

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