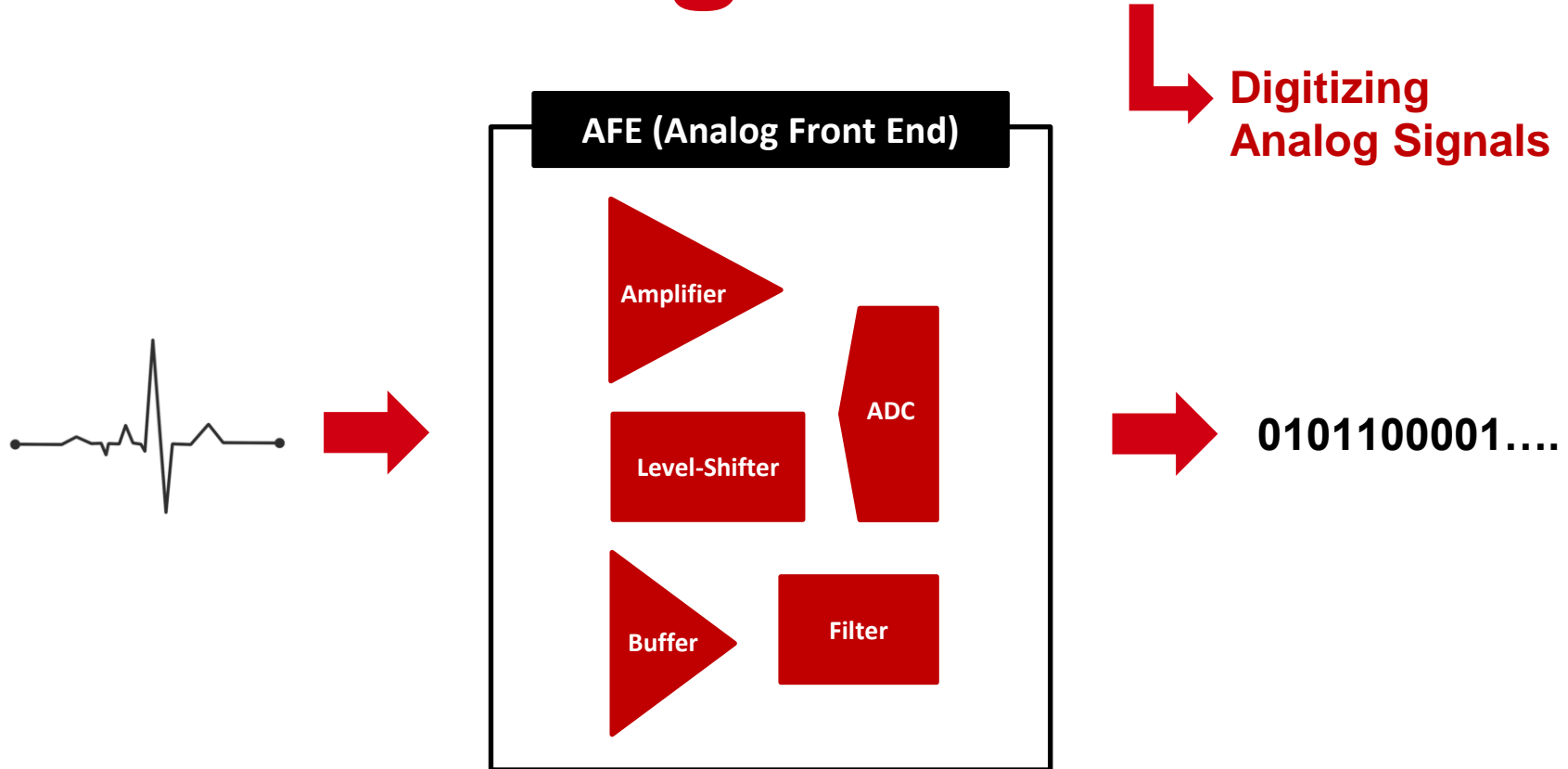


# Chapter-4

## Analog Blocks

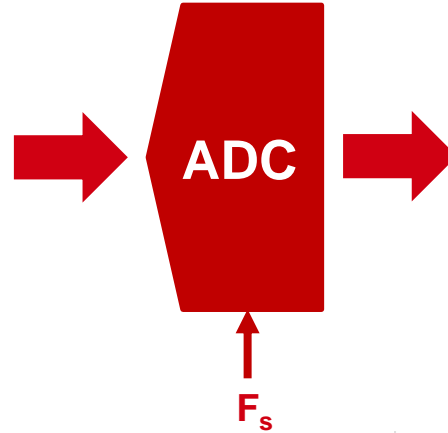
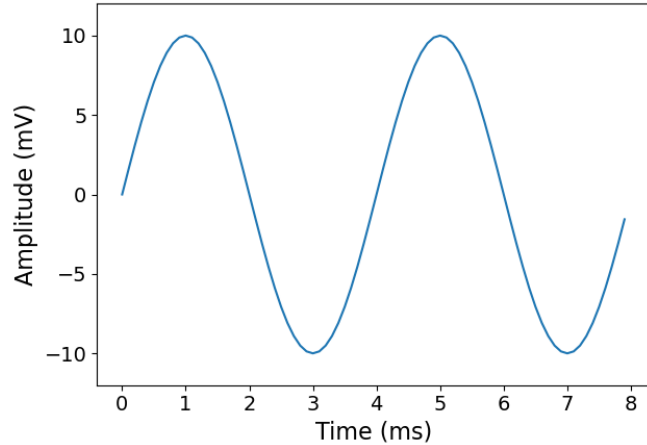
# ADC, Amplifiers, Filters and Level-Shifters

# Analog Frontend

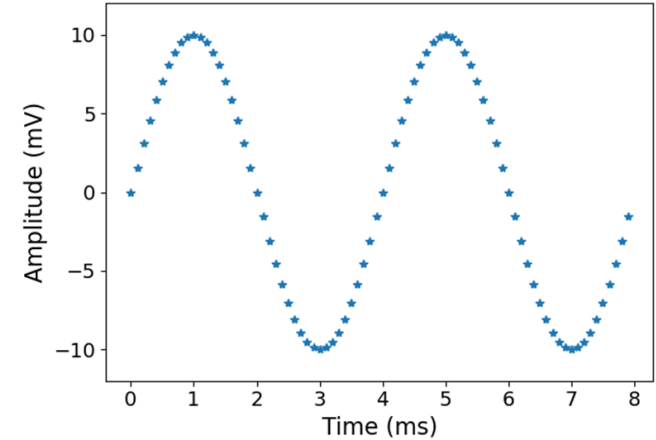


# Signal Sampling

Sine Waveform (250Hz)



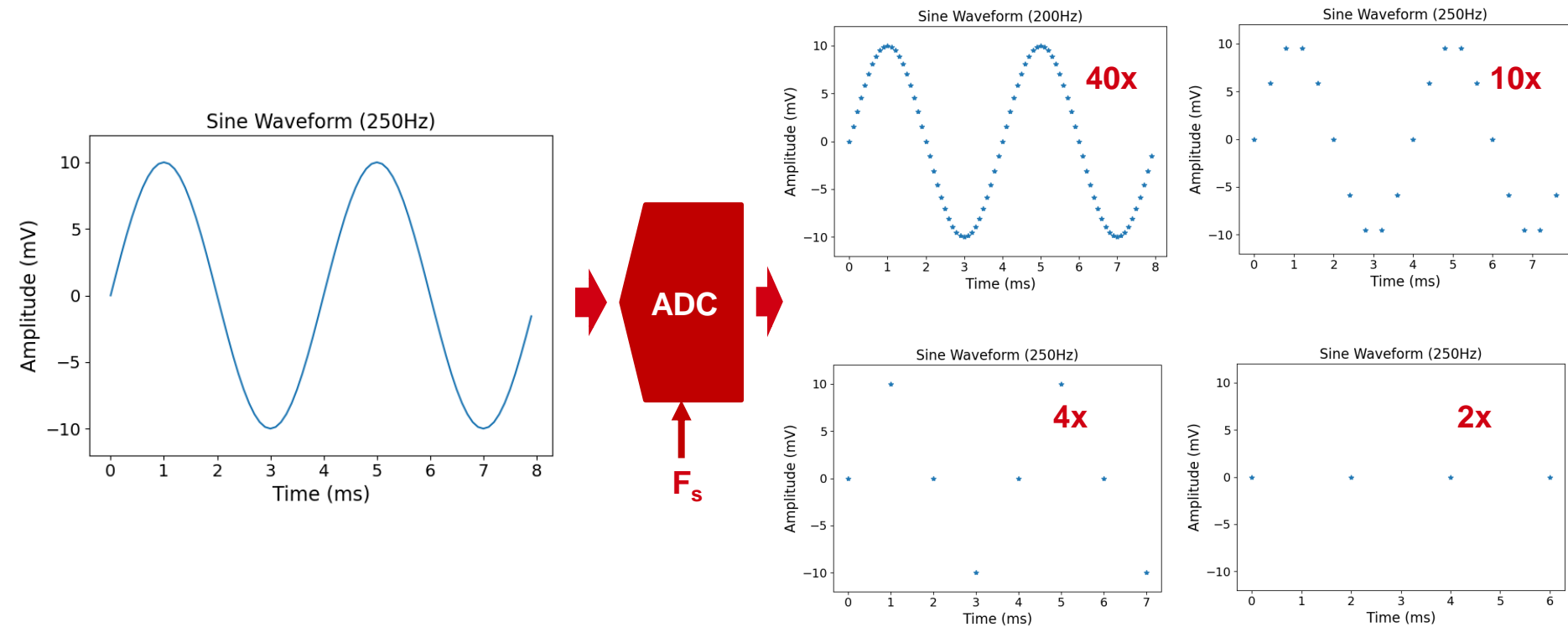
Sine Waveform (250Hz)



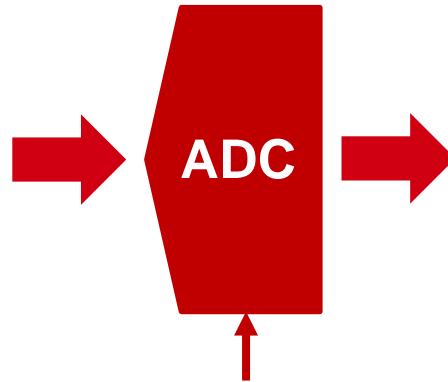
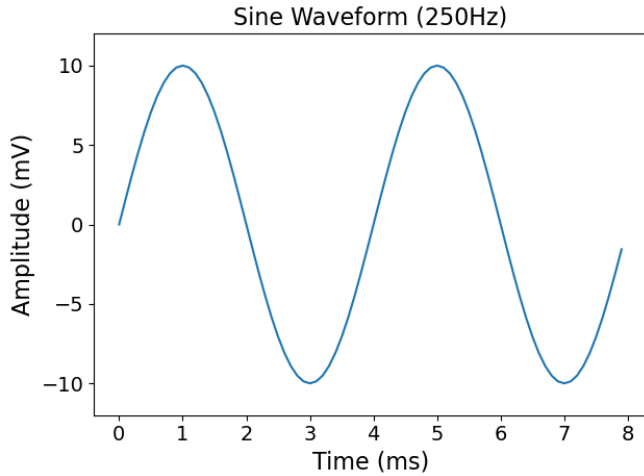
**What should be the sampling frequency  $F_s$  ?**

```
array([ 0.00000000e+00,  1.56434465e+00,  3.09016994e+00,  4.53990500e+00,
        5.87785252e+00,  7.07106781e+00,  8.09016994e+00,  8.91006524e+00,
        9.51056516e+00,  9.87688341e+00,  1.00000000e+01,  9.87688341e+00,
        9.51056516e+00,  8.91006524e+00,  8.09016994e+00,  7.07106781e+00,
        5.87785252e+00,  4.53990500e+00,  3.09016994e+00,  1.56434465e+00,
        1.22464680e-15, -1.56434465e+00, -3.09016994e+00, -4.53990500e+00,
        -5.87785252e+00, -7.07106781e+00, -8.09016994e+00, -8.91006524e+00,
        -9.51056516e+00, -9.87688341e+00, -1.00000000e+01, -9.87688341e+00,
        -9.51056516e+00, -8.91006524e+00, -8.09016994e+00, -7.07106781e+00,
        -5.87785252e+00, -4.53990500e+00, -3.09016994e+00, -1.56434465e+00,
        -2.44929360e-15,  1.56434465e+00,  3.09016994e+00,  4.53990500e+00,
        5.87785252e+00,  7.07106781e+00,  8.09016994e+00,  8.91006524e+00,
        9.51056516e+00,  9.87688341e+00,  1.00000000e+01,  9.87688341e+00,
        9.51056516e+00,  8.91006524e+00,  8.09016994e+00,  7.07106781e+00,
        5.87785252e+00, ... ])
```

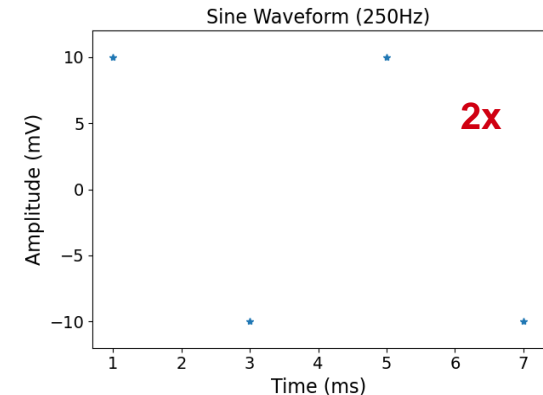
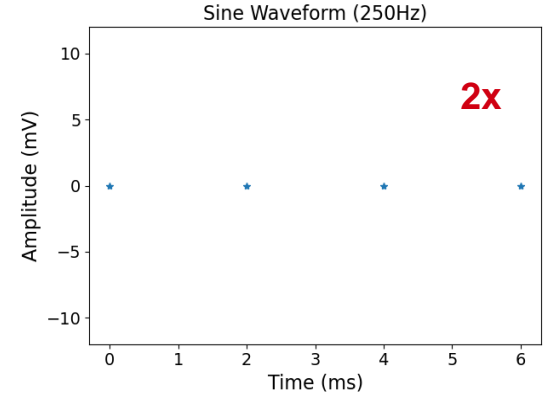
# Sampling Freq



# Required min( $F_s$ )



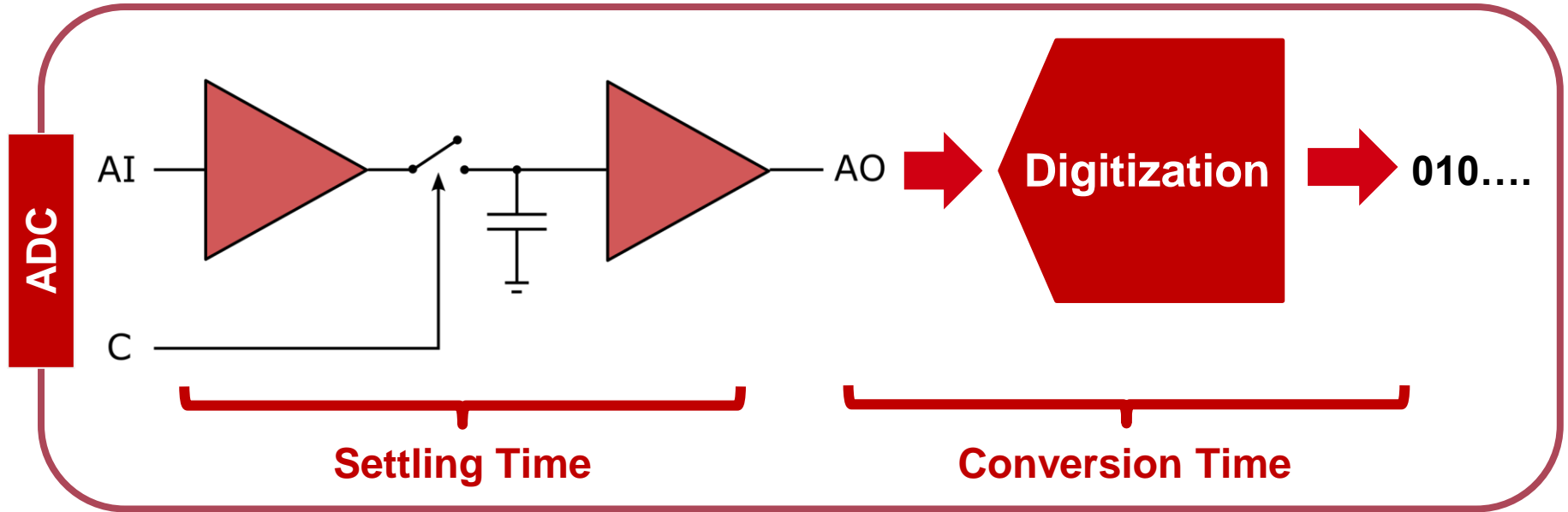
$$F_s = 2x = 500\text{Hz}$$



- Required min( $F_s$ ) > 2x the Signal Frequency
- In Practice,  $F_s$  is selected  $\gg$  2x e.g., 10x

**Question – Why 10x, Why not 100x or 1000x ?**

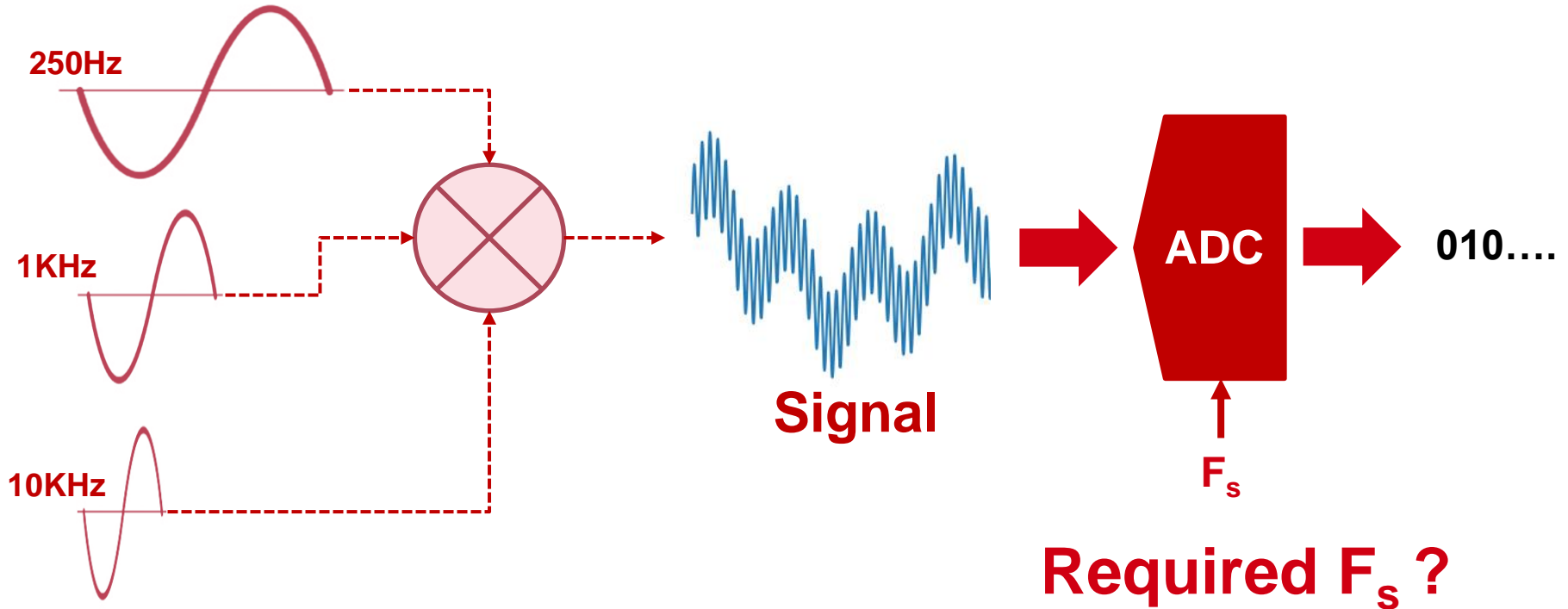
# Max ( $F_s$ ) of an ADC



A simplified **sample and hold circuit** diagram. AI is an analog input, AO — an analog output, C — a control signal. Image Courtesy - Wikipedia

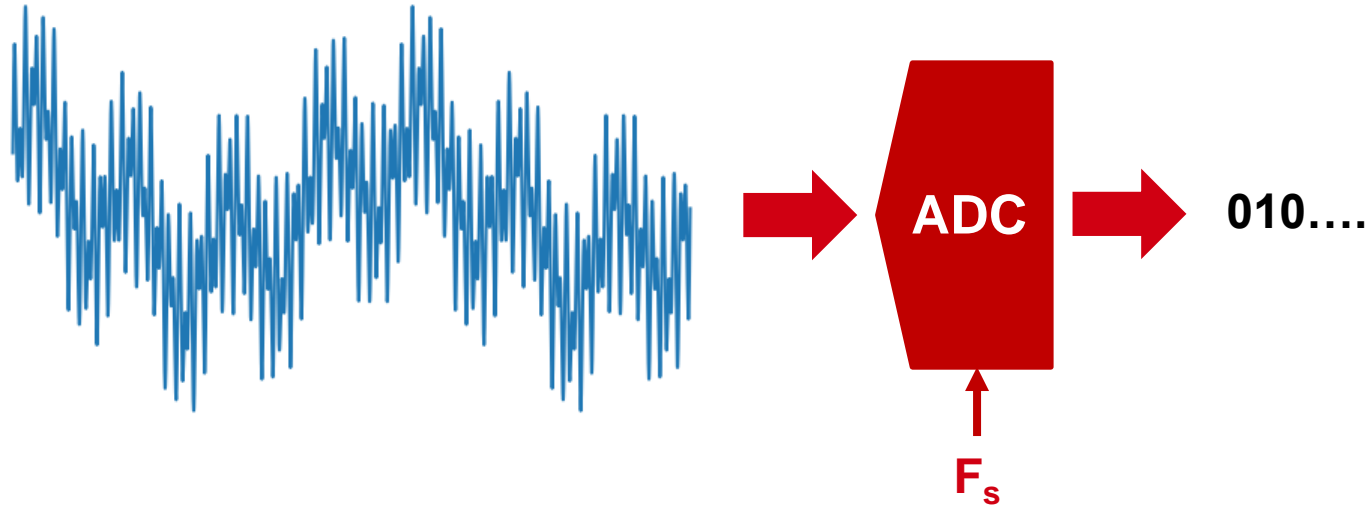
Conversion time is dictated by the architecture of the ADC.

# Question #1





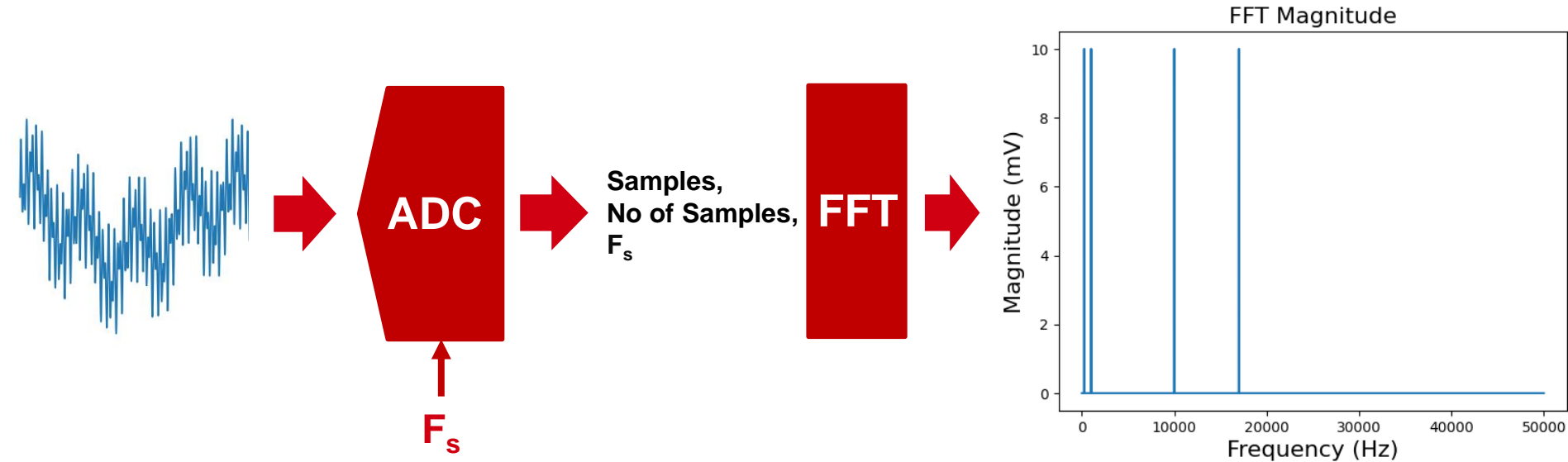
# Question #2



**Required  $F_s > 2 \times$  Highest Frequency Component in the Signal**

**How to Find ?**

# Fast Fourier Transform



Note - Signal contains sine waves of amplitude 10mV and frequencies of 250Hz, 1KHz, 10KHz and 17KHz

# Code Example

```
import numpy as np
import matplotlib.pyplot as plt

### Step-1: Creating Signal by Combining Sine Wave of 250Hz, 1KHz, 10KHz and 17KHz

# Define the time axis
fs = 100e3 # sampling frequency
Tstop = 1 # stop time
t = np.arange(0, 2*Tstop, 1/fs) * 1000

# Generate the sine wave
sine_wave = 10*np.sin(2*np.pi*250*t/1000) + \
            10*np.sin(2*np.pi*1000*t/1000) + \
            10*np.sin(2*np.pi*10000*t/1000) + \
            10*np.sin(2*np.pi*17000*t/1000)

### Step-2: Generate FFT and Plot its Magnitude

X = np.fft.fft(sine_wave)

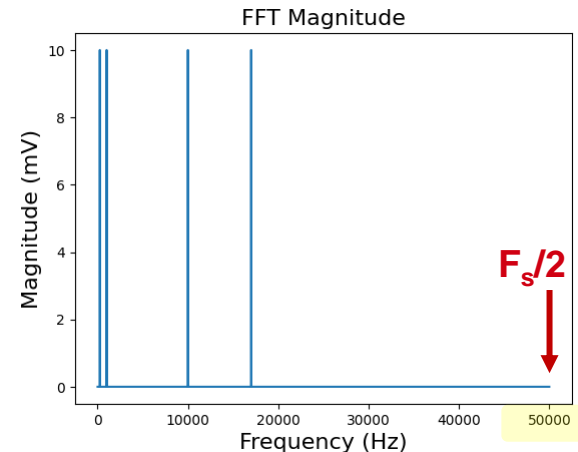
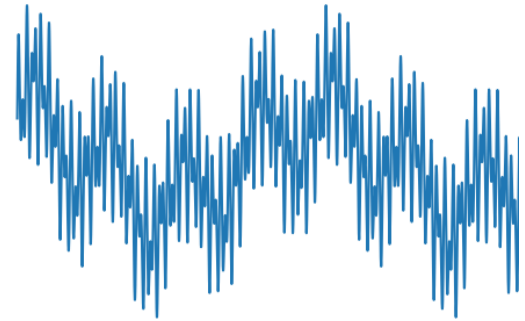
# Calculate the frequency vector
freq = np.fft.fftfreq(len(X), 1/fs)

# Select only positive frequencies
pos_freq = freq[:len(freq)//2]
pos_X = 2*np.abs(X)[:len(X)//2]/len(X)

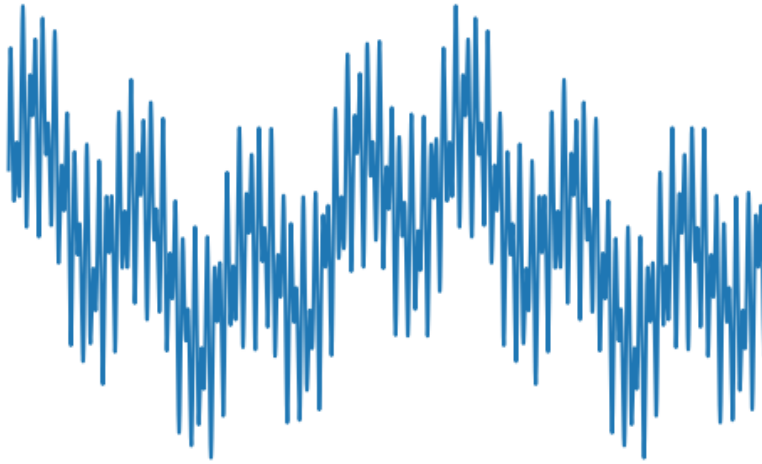
# Plot the magnitude of the FFT
plt.plot(pos_freq, pos_X)
plt.xlabel('Frequency (Hz)', fontsize=16)
plt.ylabel('Magnitude (mV)', fontsize=16)
plt.title('FFT Magnitude', fontsize=16)

plt.show()
```

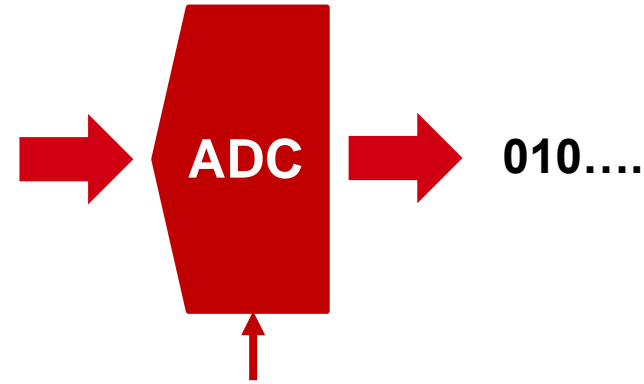
→  $F_s$  for FFT ?



# Answer to Question #2



Signal contains sine waves of amplitude 10mV and frequencies of 250Hz, 1KHz, 10KHz and 17KHz



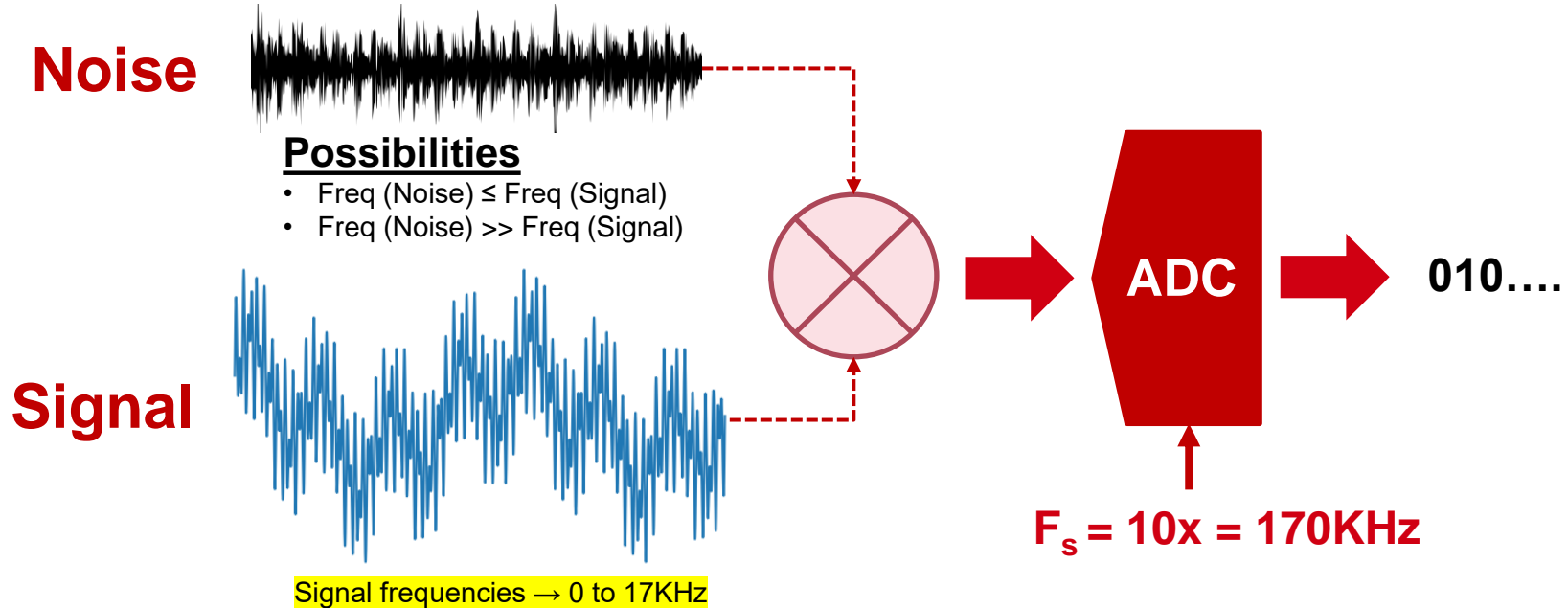
$$F_s = 10x = 10 \times 17\text{KHz} = 170\text{KHz}$$

# Summary

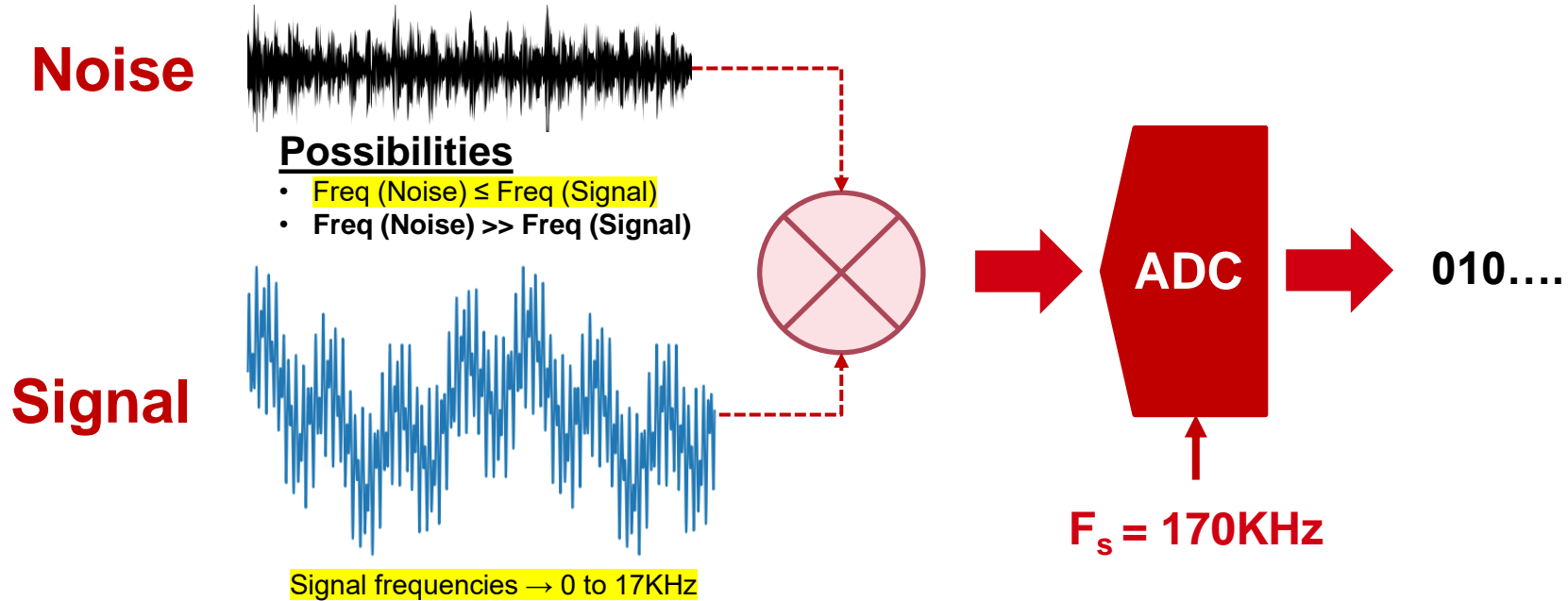
- For digitizing a signal, always use an ADC with sampling frequency,  $F_s > 2x$  the highest frequency component in the signal
- If the highest frequency component in the signal is not known, use FFT
- $F_s$  of the FFT should be  $> 2x$  for the estimated highest frequency component of the signal.

**Note – In practice, fix  $F_s \gg 2x$  (e.g.,  $10x$ )**

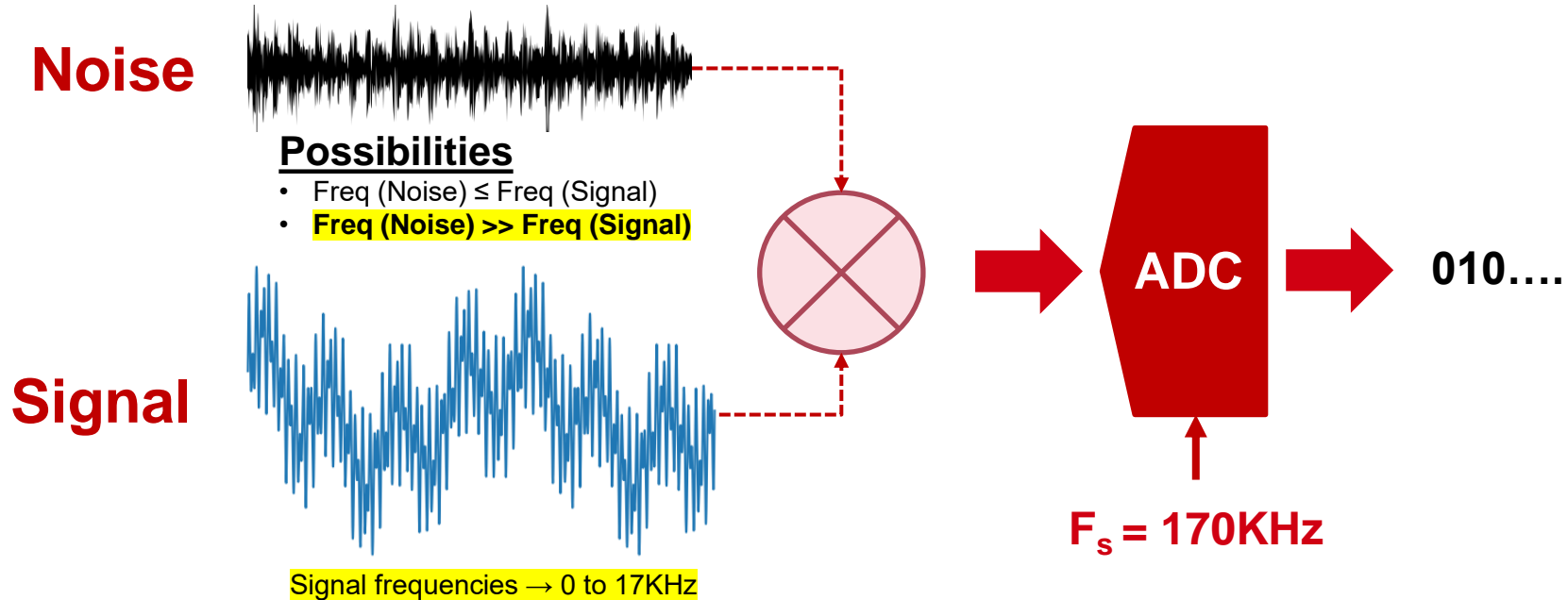
# Effect of Noise ?



# Case-1: $F_{\text{Noise}} \sim F_{\text{Signal}}$

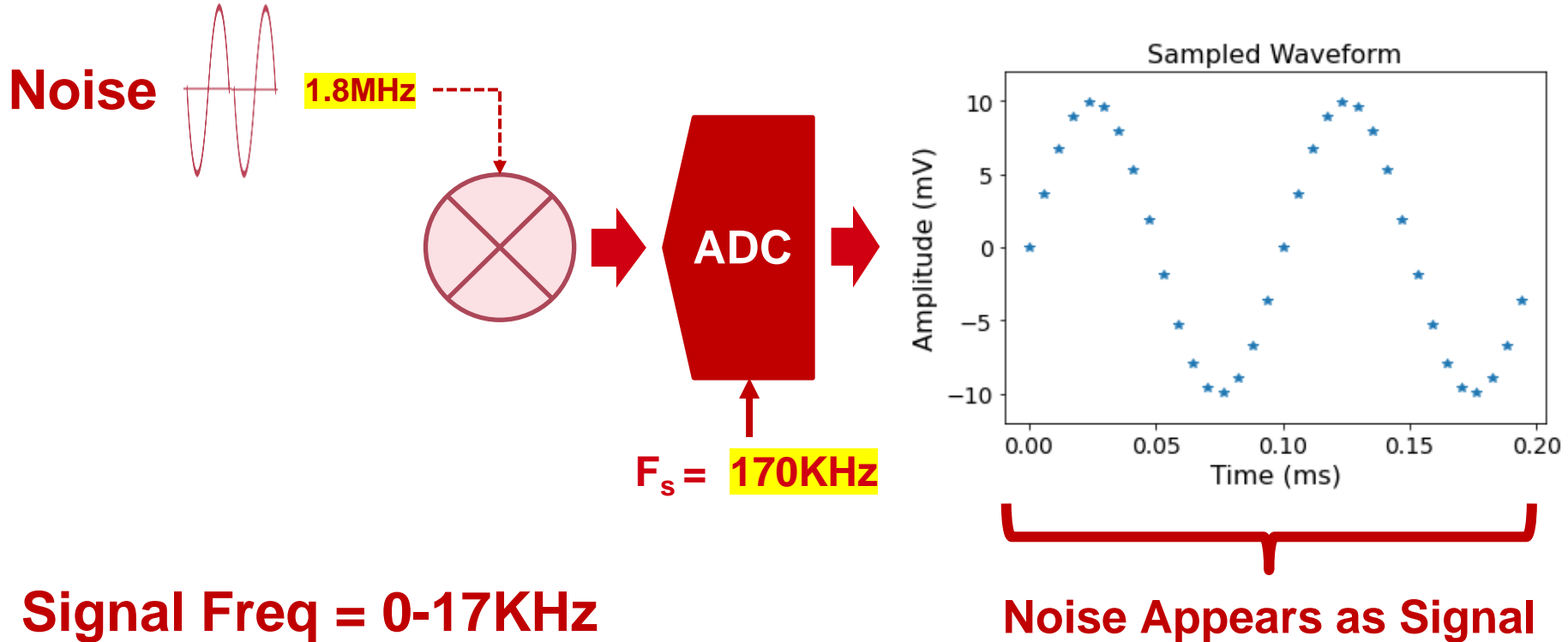


# Case-2: $F_{\text{Noise}} \gg F_{\text{Signal}}$

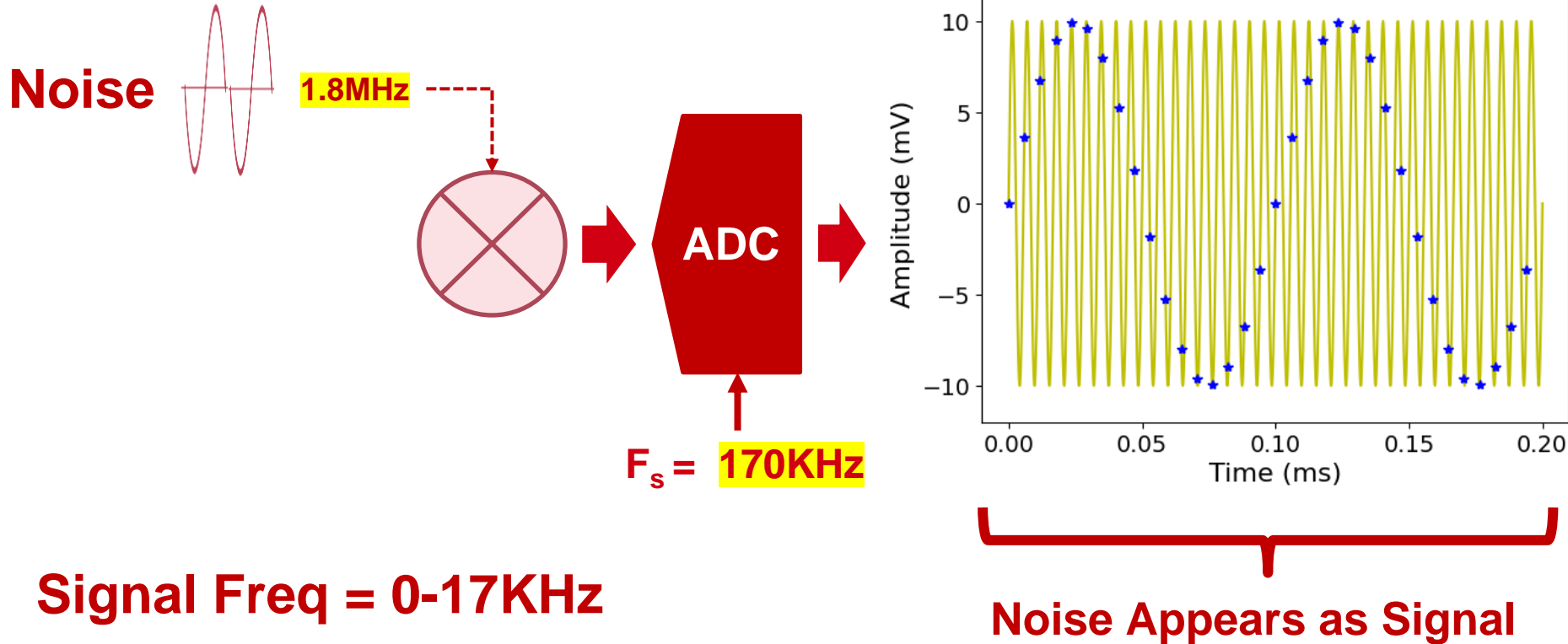




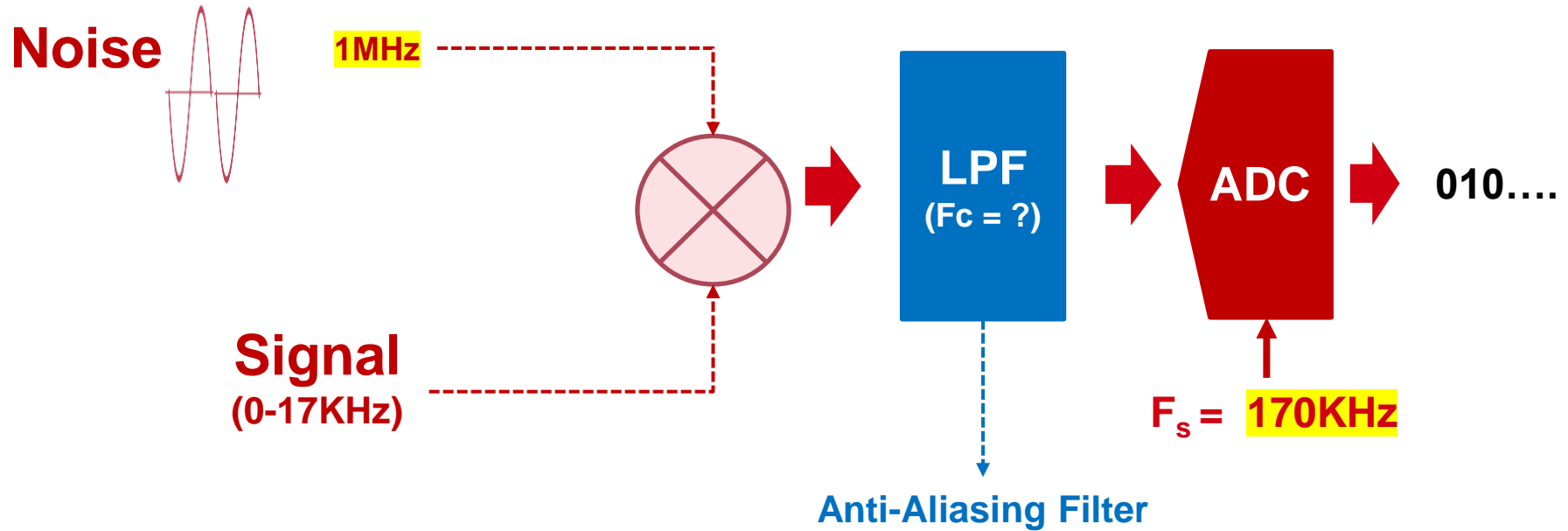
# Case-2: Example



# Case-2: Example

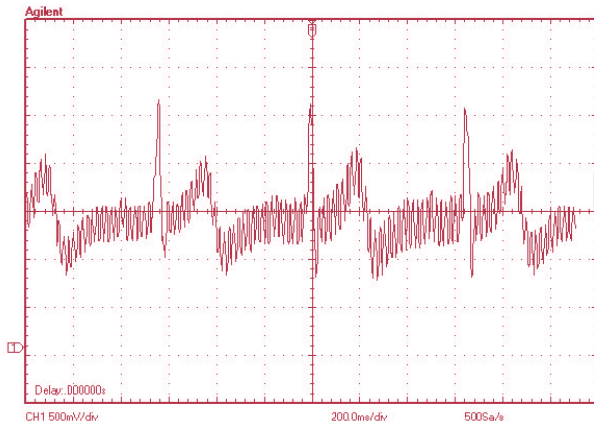


# Sol. Antialiasing Filter

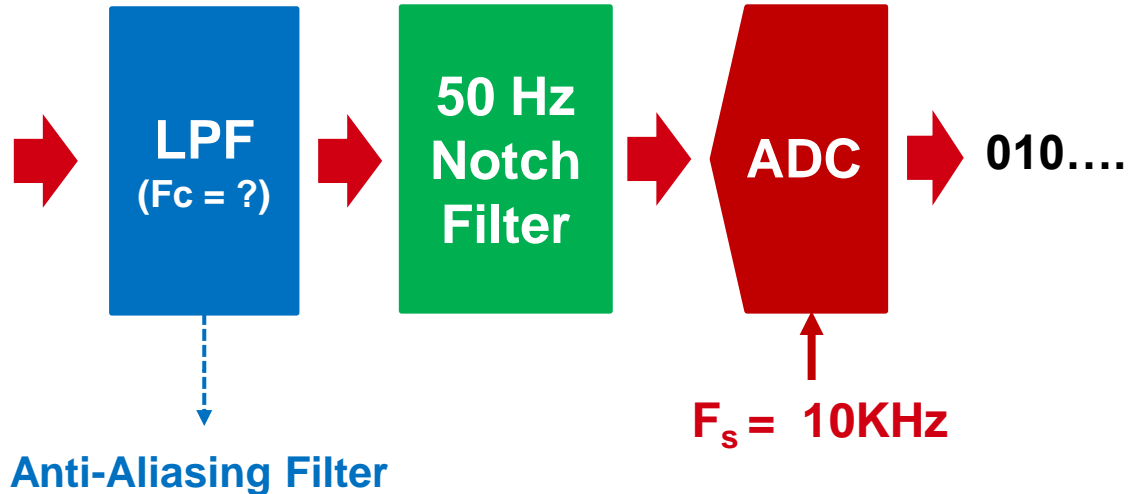


# Filtering In-Band Noise

- In-Band Noise:** Any noise having frequency components that lies in the signal frequency range.

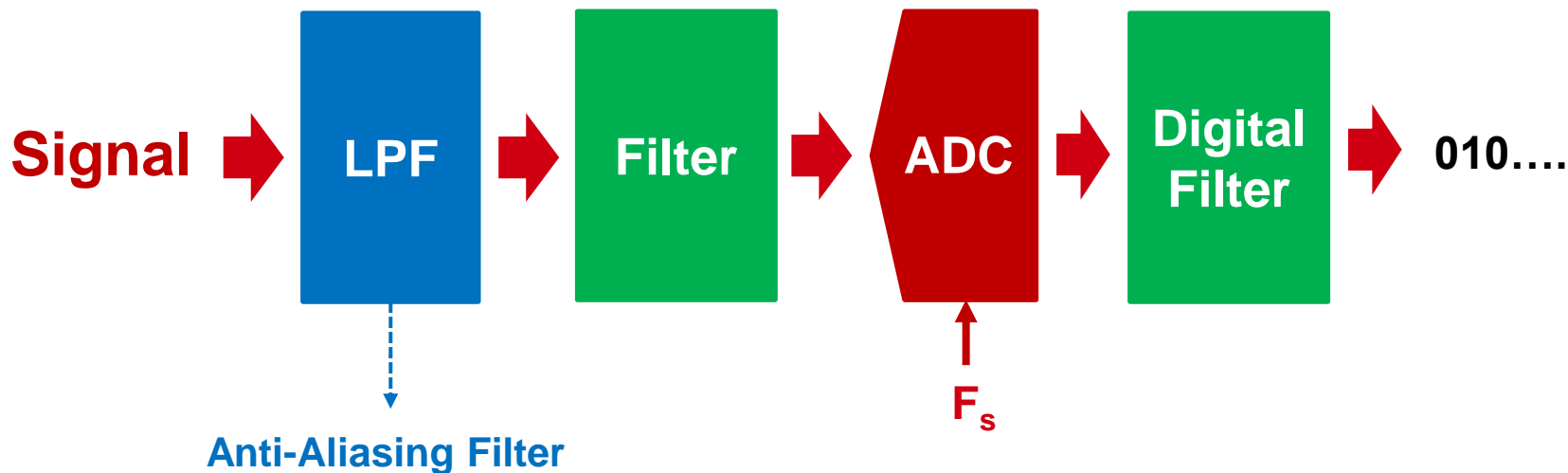


**Image Courtesy** - Gogoi, Mukti Nath, and Riku Chutia. "A Battery Operated Portable Wireless Electrocardiograph: A Bluetooth Wireless and PC Based Design." *International Journal of Engineering Research and Development* 5, no. 7 (2013): 55-60.



# Mixed-Signal Filtering

- E.g., Filtering signal (500Hz-to-1KHz) from 50Hz power-line noise and from noise in the 0-to-500Hz and 1KHz-to- $F_s/2$  frequency bands.



# Analog vs. Digital Filters

|             | Analog Filtering   | Firmware Filtering   | PSoC Digital Filtering   |
|-------------|--|--|--|
| Method      | Utilizing discrete passives (resistors and capacitors)   | Utilizing MCU processor and specialized code   | Dedicated digital filter co-processor and easy-to-use graphical configuration  |
| Pros        | Hardware only – no firmware<br>Supports a wide-range of filter frequencies                           | Modifying filter design is as simple as updating the firmware<br>Abundant availability of filter code examples       | PSoC Creator provides visual indication of filter design and expected performance<br>Simple to change and update<br>Dedicated hardware enables high-performance filtering without impacting embedded MCU functions<br>No firmware to write |
| Cons        | Difficult to design unless you're an analog filter expert<br>Design changes require hardware changes | Difficult to debug the filter code design<br>Utilizes critical CPU resources<br>May require expensive DSP-class MCUs | Digital only solution – does not preserve the original analog signal   |
| Performance | Dependent on the quality of the discrete analog passives   | Dependent on MCU performance and available clock cycles  | Independent of MCU performance or load   |

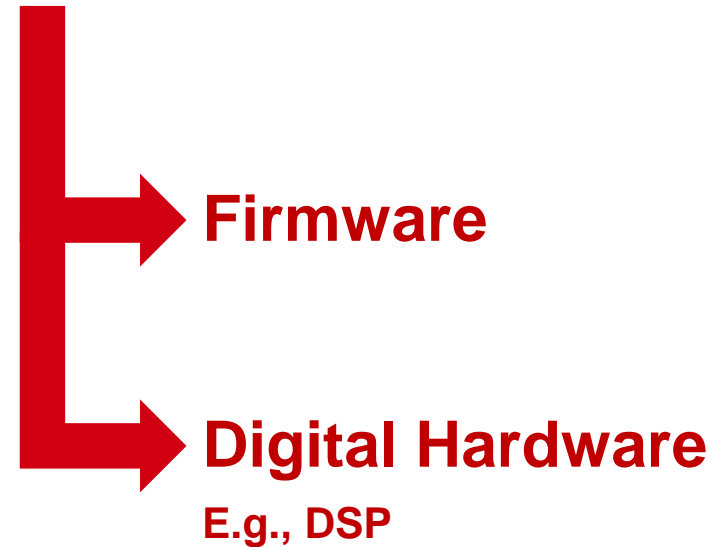
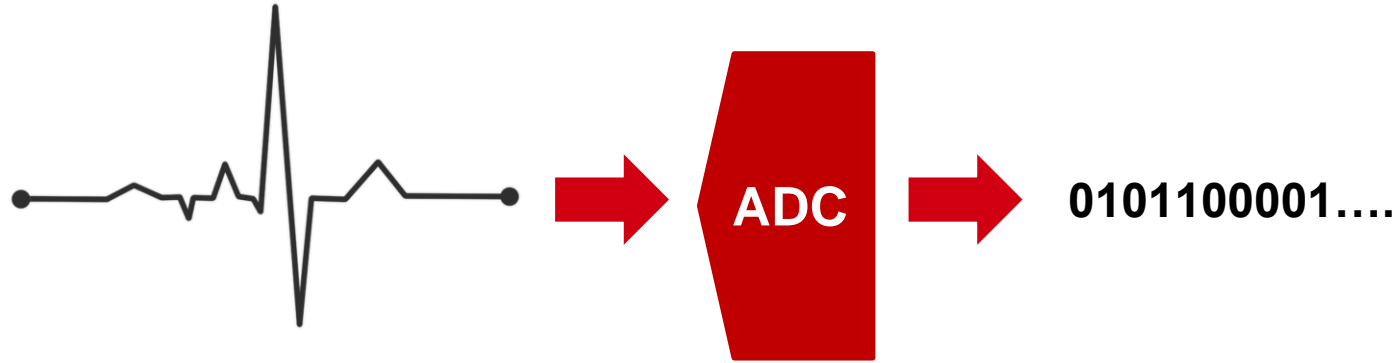


Image Courtesy - PSOC® Digital Filter

# Summary

- Aliasing Effect - Frequencies above  $F_s/2$  after digitization appears as frequencies below  $F_s/2$
- For digitizing a signal, always use an Anti-Aliasing Filter (an LPF). The LPF should discard frequencies above  $F_s/2$ . The anti-aliasing filter should be implemented in analog domain before ADC. It cannot be implemented in the digital domain.
- Any filter that operates on signals within  $F_s/2$  can be either implemented in analog or digital domain (e.g., filtering signal or in-band noise filtering)
- Digital Filters are of two types – Filters implemented in firmware or implemented using dedicated digital hardware blocks e.g., DSP

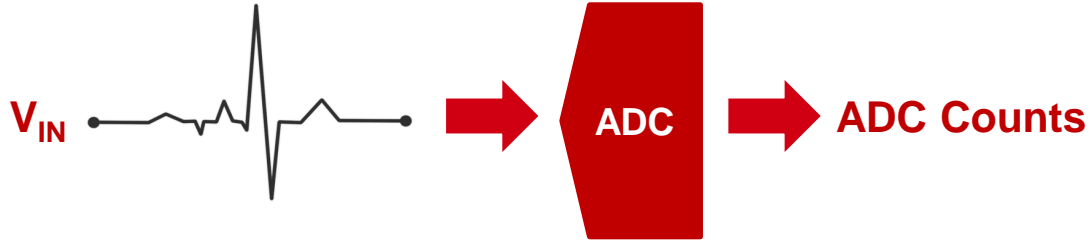
# ADC Specifications



- Input Signal Range, Supply Range and Type (**unipolar** or bipolar),
- Resolution (bits), **Effective Resolution or ENOB**,
- Sampling Frequency, Settling Time, Conversion Time



# Counts, Range, N

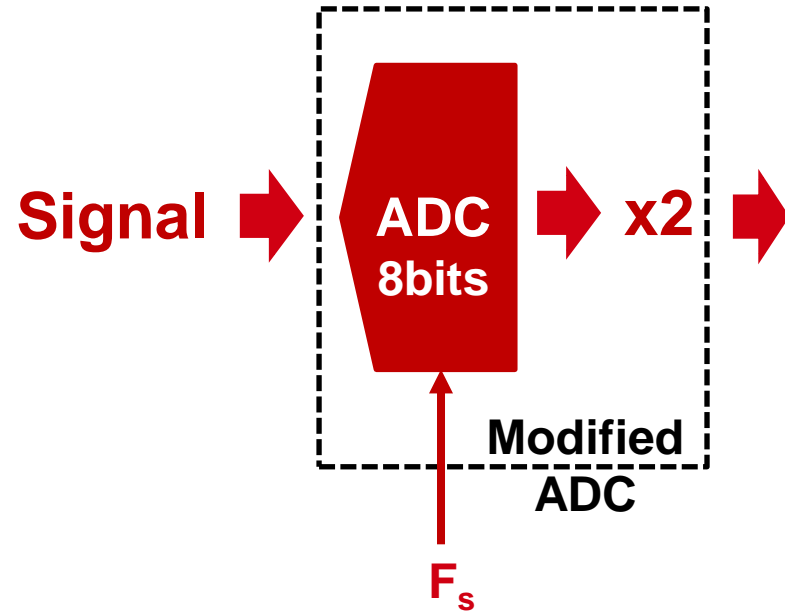
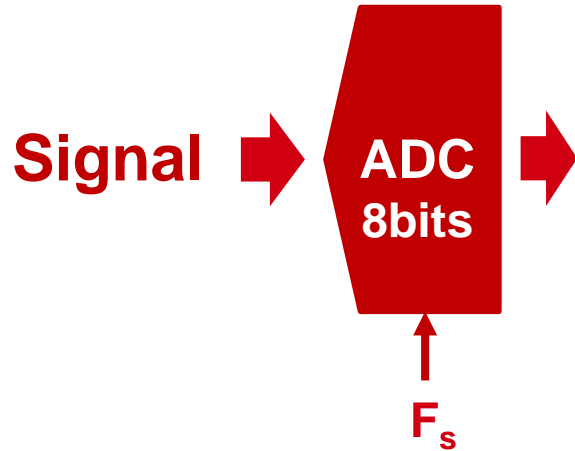


- Resolution (bits) = N bits (e.g., N = 10 bits)
- Input Signal Range of the ADC (typical) = 0 to  $V_X$  (e.g., 0 – 1V)
- Minimum resolvable input, i.e., Resolution (mV) =  $V_X / (2^N)$  (e.g., 1mV)
- ADC Counts = 
$$\begin{cases} V_{IN} / \text{Resolution (mV)}; & \text{if } 0 < V_{IN} < V_X \\ 2^N; & \text{if } V_{IN} \geq V_X \\ 0; & \text{if } V_{IN} \leq 0 \end{cases}$$

# Questions - ADC

Q1. The input signal range of the ADCs are 0-1V, find the Resolution in mV ?

Q2. How to evaluate the resolution in mV of an ADC with unknown spec ?



# Effective Resolution

