

$$V_o = \sum_{i=0}^n V_{ref} \cdot \left( -\frac{R_F}{R_i} \right)$$

$$R_i \triangleq R \cdot 2^i$$

$$V_o = -\frac{R_F}{R \cdot 2^0} V_{ref} d_0 - \frac{R_F}{R \cdot 2^1} V_{ref} d_1 - \dots - \frac{R_F}{R \cdot 2^{N-2}} V_{ref} d_{N-2} - \frac{R_F}{R \cdot 2^{N-1}} V_{ref} d_{N-1}$$

$$= -\frac{\frac{R}{2}}{R \cdot 2^i} = -\frac{1}{2 \cdot 2^i} = -\frac{1}{2^{i+1}}$$

$$= -\frac{d_1}{2^1} V_{ref} - \frac{d_2}{2^2} V_{ref} - \dots - \frac{d_N}{2^N} V_{ref} = V_{ref} \cdot \sum_{i=1}^N -\frac{d_i}{2^i} = V_{ref} \cdot \text{Valore Digitale}$$

Esempio ho 4 bit 1000  $\rightarrow$  8 V.N.

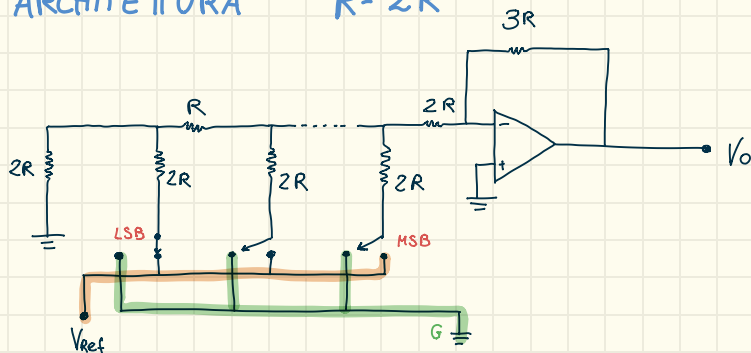
$$V_o = V_{ref} \cdot \sum_{i=1}^N \frac{d_i}{2^i} = V_{ref} \cdot \frac{1}{2^1} = \frac{V_{ref}}{2}$$

$\Rightarrow$  Il primo bit vale la metà del fullscale

$$\text{ho } 0001 \rightarrow V_o = V_{ref} \cdot \frac{1}{2^4} = \frac{V_{ref}}{16}$$

$$\text{ho } 0100 \rightarrow V_o = V_{ref} \cdot \frac{1}{2^2} = \frac{V_{ref}}{4}$$

## ARCHITETTURA R-2R



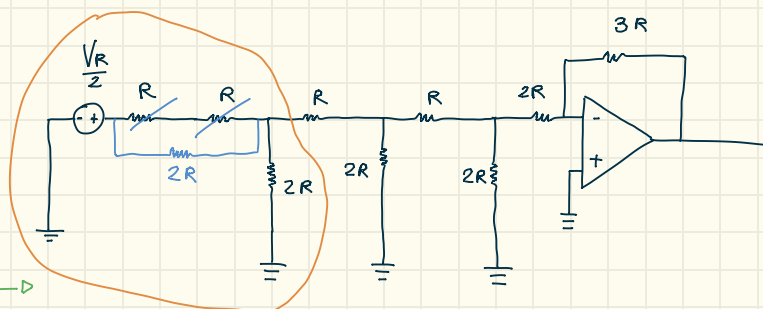
$$R_{eq} = \frac{2R \cdot 2R}{2R + 2R} = \frac{4R}{4R} = R_{Th}$$

$$V_{Th} = R_{eq} \cdot I_{Th} \rightarrow I_{Th} = \frac{V_R}{4R}$$

$$= \frac{2R}{4R} \cdot \frac{V_R}{4R} = \frac{V_R}{2} V_{Th}$$

Supponiamo un input di <sup>MSB</sup> 0001 <sup>LSB</sup>

$\rightarrow$  Ci aspettiamo un out di  $\frac{V_{ref}}{16}$



$$\hookrightarrow V_{Th}'' = \frac{V}{2}, R_{Th}'' = R$$

$$\Rightarrow V_{Th}''' = \frac{V_{ref}}{2 \cdot 2} = \frac{V_{ref}}{4}, R_{Th}''' = R$$

$$\hookrightarrow V_{Th}^{IV} = \frac{V_{ref}}{4 \cdot 2} = \frac{V_{ref}}{8}, R_{Th}^{IV} = R$$

$$\hookrightarrow V_{Th}^{V} = \frac{V_{ref}}{8 \cdot 2} = \frac{V_{ref}}{16}, R_{Th}^{V} = R$$

0001 QED