

Analog Interfacing

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Why It's Needed

- Embedded systems often need to measure values of physical parameters
 - These parameters are usually continuous (*analog*) and not in a digital form which computers (which operate on discrete data values) can process
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- Temperature
 - Thermometer (do you have a fever?)
 - Thermostat for building, fridge, freezer
 - Car engine controller
 - Chemical reaction monitor
 - Safety (e.g. microprocessor processor thermal management)
 - Light (or infrared or ultraviolet) intensity
 - Digital camera
 - IR remote control receiver
 - Tanning bed
 - UV monitor
 - Rotary position
 - Wind gauge
 - Knobs
 - Pressure
 - Blood pressure monitor
 - Altimeter
 - Car engine controller
 - Scuba dive computer
 - Tsunami detector
 - Acceleration
 - Air bag controller
 - Vehicle stability
 - Video game remote
 - Mechanical strain
 - Other
 - Touch screen controller
 - EKG, EEG
 - Breathalyzer

CONVERTING BETWEEN ANALOG AND DIGITAL VALUES

The Big Picture – A Depth Gauge

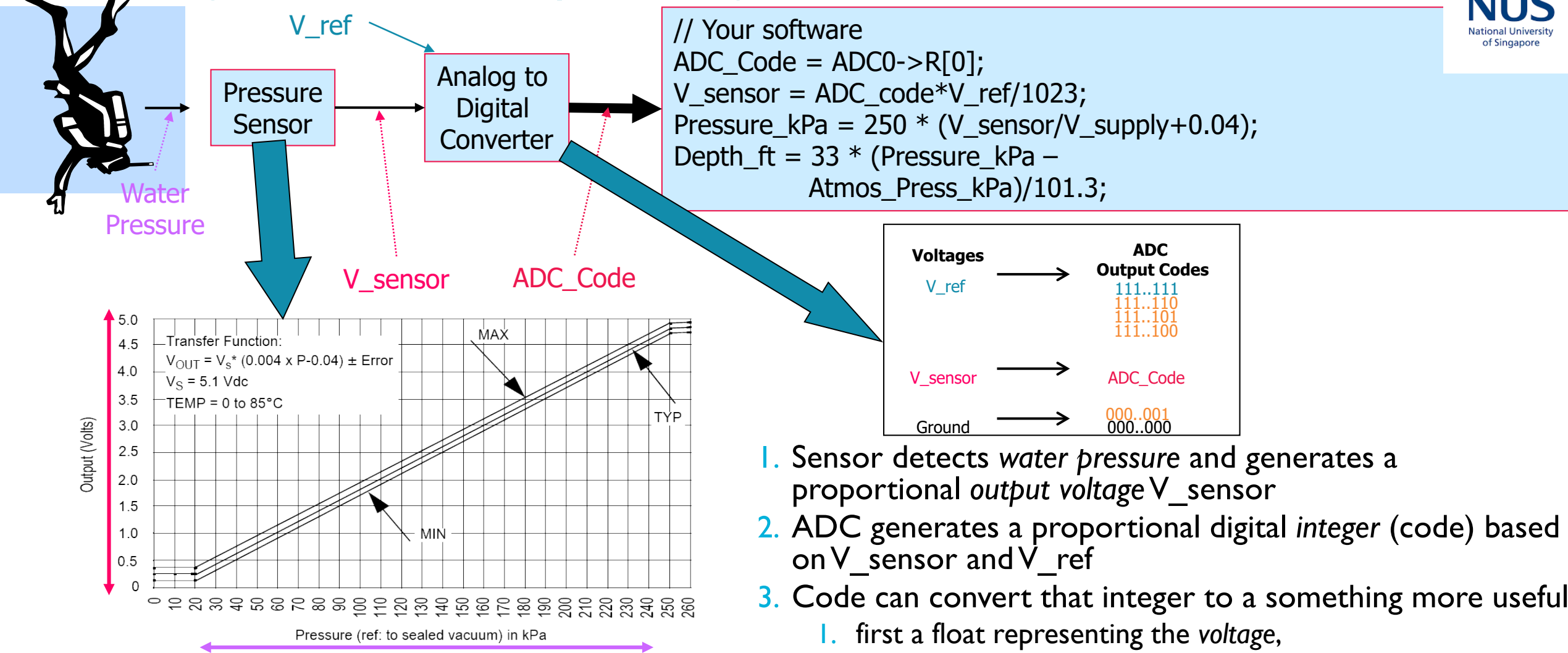
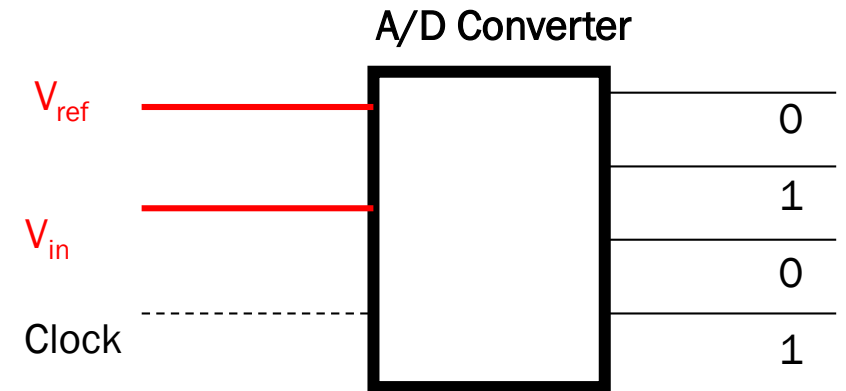
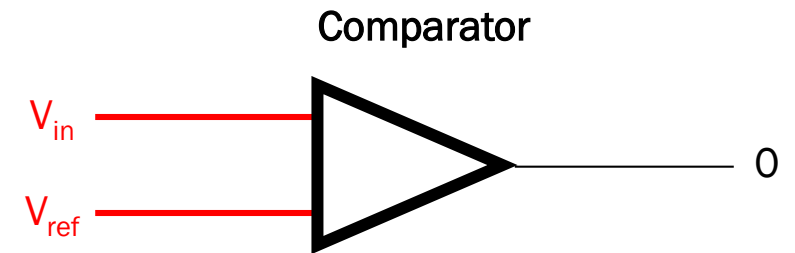


Figure 4. Output vs. Absolute Pressure

1. Sensor detects *water pressure* and generates a proportional *output voltage* V_{sensor}
2. ADC generates a proportional digital *integer* (code) based on V_{sensor} and V_{ref}
3. Code can convert that integer to a something more useful
 1. first a float representing the *voltage*,
 2. then another float representing *pressure*,
 3. finally another float representing *depth*

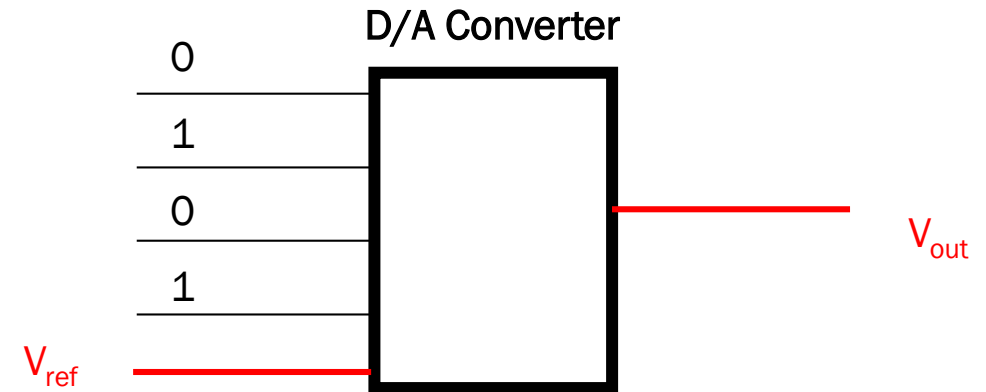
Getting From Analog to Digital

- A **Comparator** tells us “Is $V_{in} > V_{ref}$?”
 - Compares an **analog input voltage** with an **analog reference voltage** and determines which is larger, returning a 1-bit number
 - E.g. Indicate if depth > 100 ft
 - Set V_{ref} to voltage pressure sensor returns with 100 ft depth.
- An **Analog to Digital converter [AD or ADC]** tells us how large V_{in} is as a fraction of V_{ref} .
 - Reads an analog input signal (usually a voltage) and produces a corresponding multi-bit number at the output.
 - E.g. calculate the depth

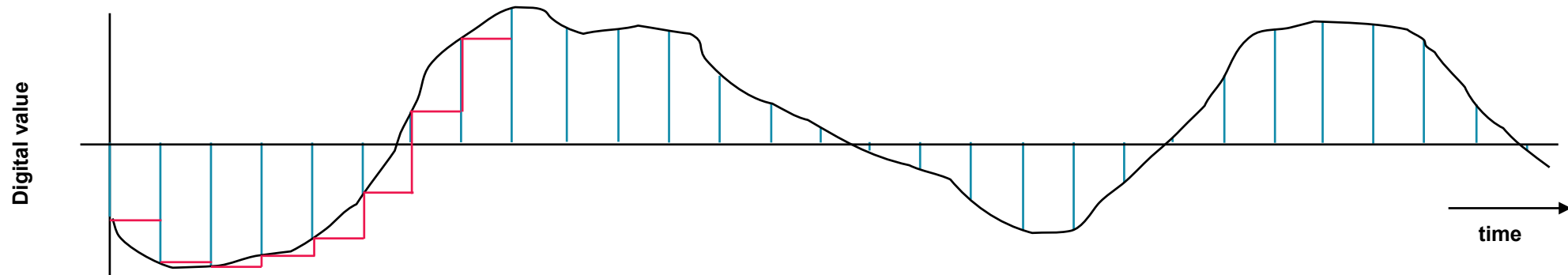


Digital to Analog Conversion

- May need to generate an analog voltage or current as an output signal
 - E.g. audio signal, video signal brightness.
- DAC: “Generate the analog voltage which is this fraction of V_{ref} ”
- Digital to Analog Converter equation
 - n = input code
 - N = number of bits of resolution of converter
 - V_{ref} = reference voltage
 - V_{out} = output voltage. Either
 - $V_{out} = V_{ref} * n / (2^N)$ or
 - $V_{out} = V_{ref} * (n + 1) / (2^N)$
 - The offset +1 term depends on the internal tap configuration of the DAC – check the datasheet to be sure



Waveform Sampling and Quantization



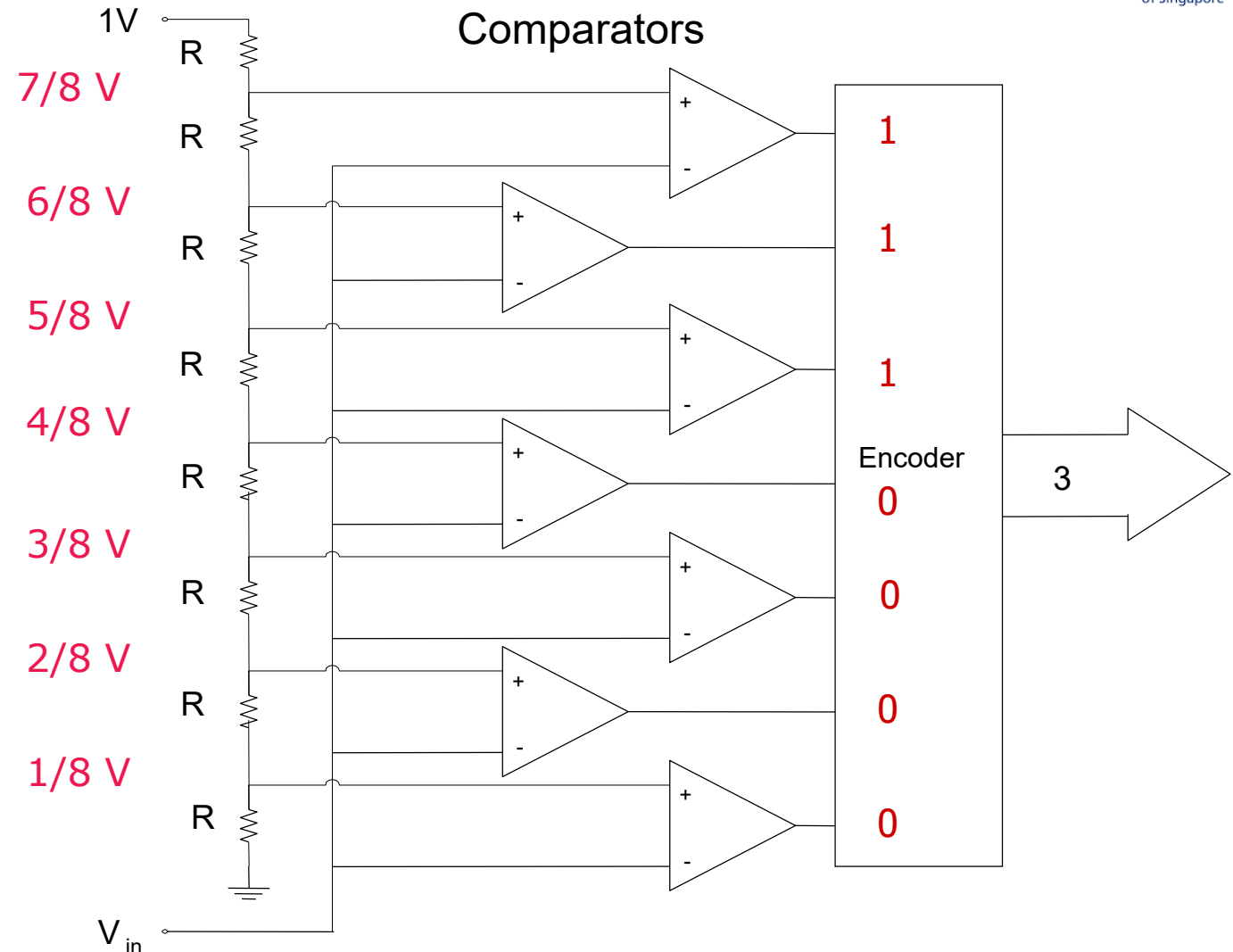
- A waveform is **sampled** at a constant rate – every Δt
 - Each such sample represents the instantaneous amplitude at the instant of sampling
 - “At 37 ms, the input is 1.91341914513451451234311... V”
 - Sampling converts a **continuous time** signal to a **discrete time** signal

- The sample can now be **quantized** (converted) into a digital value
 - Quantization represents a **continuous** (analog) value with the closest **discrete** (digital) value
 - “The sampled input voltage of 1.91341914513451451234311... V is best represented by the code 0x018, since it is in the range of 1.901 to 1.9980V which corresponds to code 0x018.”

ANALOG TO DIGITAL CONVERSION CONCEPTS

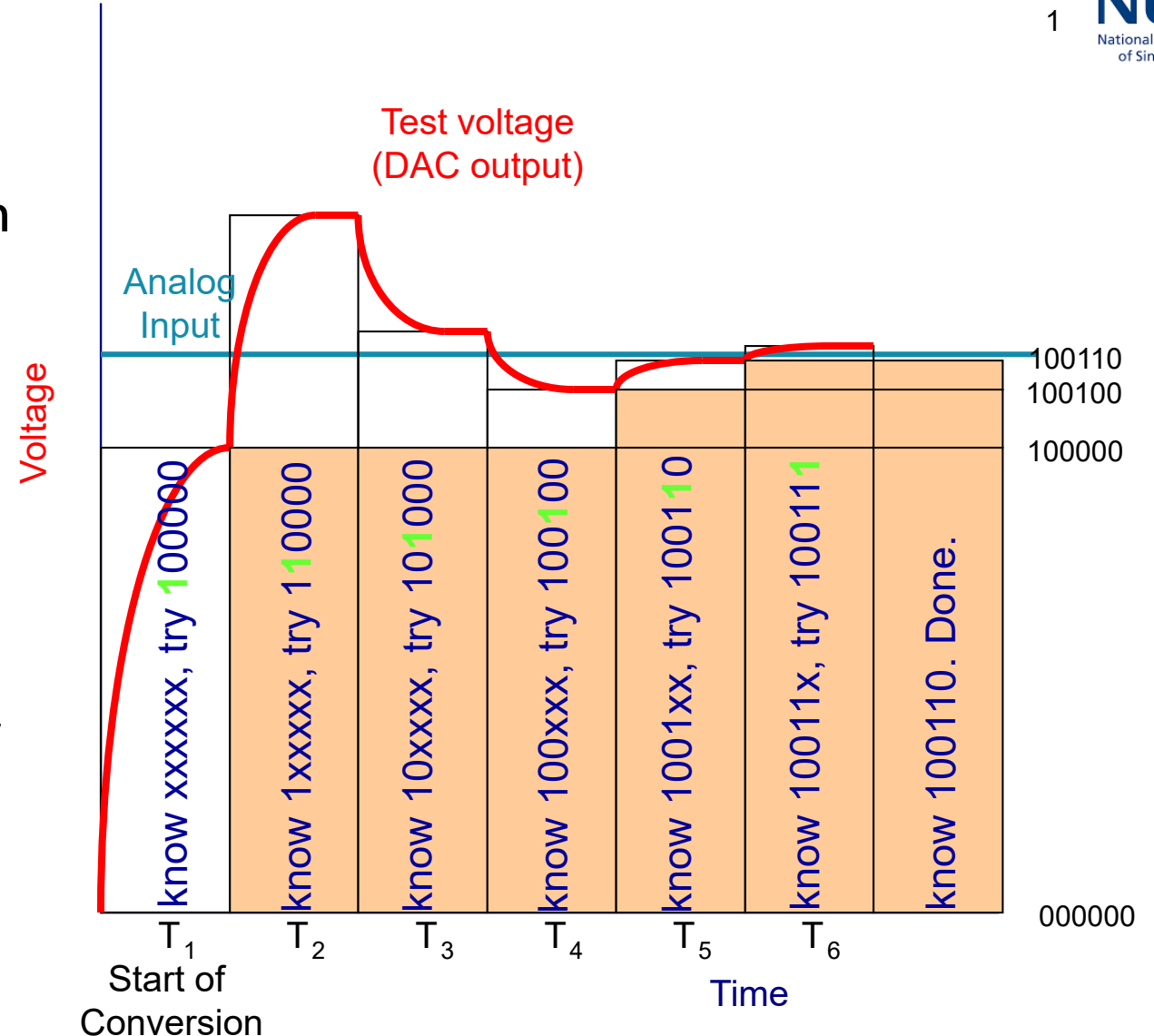
A/D – Flash Conversion

- A multi-level voltage divider is used to set voltage levels over the complete range of conversion.
- A comparator is used at each level to determine whether the voltage is lower or higher than the level.
- The series of comparator outputs are encoded to a binary number in digital logic (a priority encoder)
- Components used
 - 2^N resistors
 - $2^N - 1$ comparators
- Note
 - This particular resistor divider generates voltages which are *not* offset by $\frac{1}{2}$ bit, so maximum error is 1 bit
 - We could change this offset voltage by using resistors of values $R, 2R, 2R \dots 2R, 3R$ (starting at bottom)



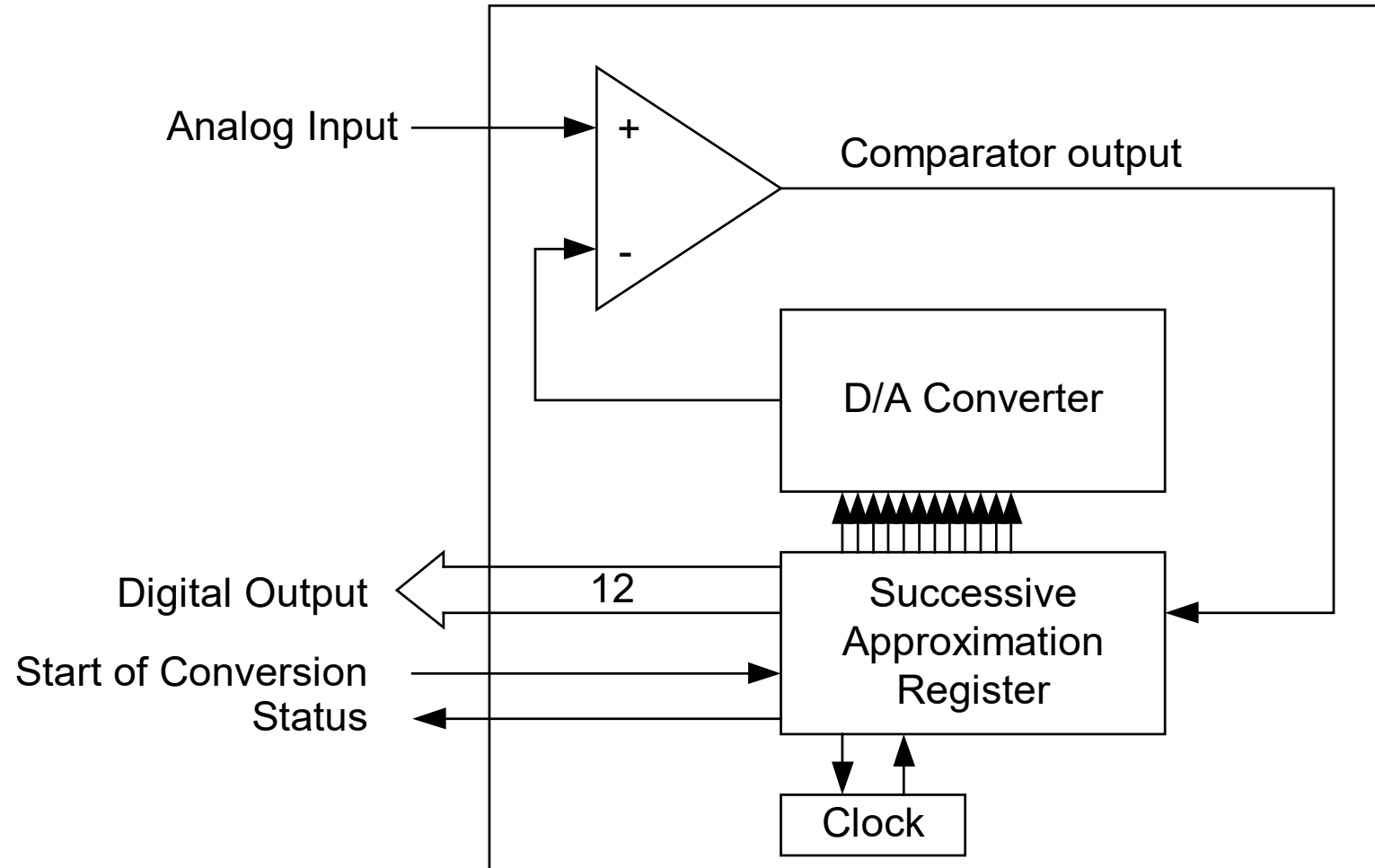
ADC - Successive Approximation Conversion

- Successively approximate input voltage by using a binary search and a DAC
- SA Register holds current approximation of result
- Set all DAC input bits to 0
- Start with DAC's most significant bit
- Repeat
 - Set next input bit for DAC to 1
 - Wait for DAC and comparator to stabilize
 - If the DAC output (test voltage) is **smaller** than the input then set the current bit to 1, else clear the current bit to 0



A/D - Successive Approximation

Converter Schematic



ADC Performance Metrics

- Linearity measures how well the transition voltages lie on a straight line.
- Differential linearity measure the equality of the step size.
- Conversion time: between start of conversion and generation of result
- Conversion *rate* = inverse of conversion *time*

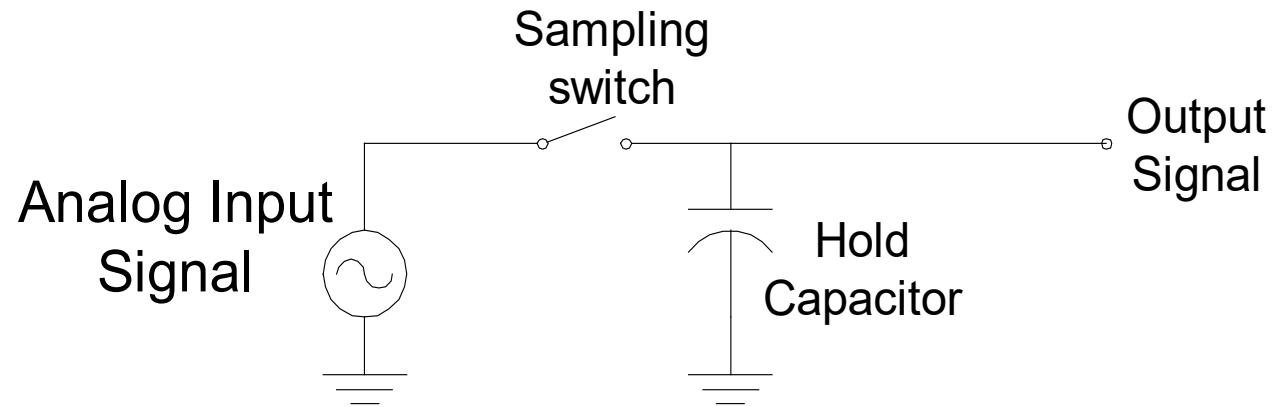
Sampling Problems

- Nyquist criterion
 - $F_{\text{sample}} \geq 2 * F_{\text{max frequency component}}$
 - Frequency components above $\frac{1}{2} F_{\text{sample}}$ are aliased, distort measured signal
- Nyquist and the real world
 - This theorem assumes we have a perfect filter with “brick wall” roll-off
 - Real world filters have more gentle roll-off
 - Inexpensive filters are even worse (e.g. first order filter is 20 dB/decade, aka 6 dB/octave)
 - So we have to choose a sampling frequency high enough that our filter attenuates aliasing components adequately

Inputs

- **Differential**
 - Use two channels, and compute difference between them
 - Very good noise immunity
 - Some sensors offer differential outputs (e.g. Wheatstone Bridge)
- **Multiplexing**
 - Typically share a single ADC among multiple inputs
 - Need to select an input, allow time to settle before sampling
- **Signal Conditioning**
 - Amplify and filter input signal
 - Protect against out-of-range inputs with clamping diodes

Sample and Hold Devices



- Some A/D converters require the input analog signal to be held constant during conversion (e.g. successive approximation devices)
- In other cases, peak capture or sampling at a specific point in time requires a sampling device.
- A “sample and hold” circuit performs this operation
- Many A/D converters include a sample and hold circuit

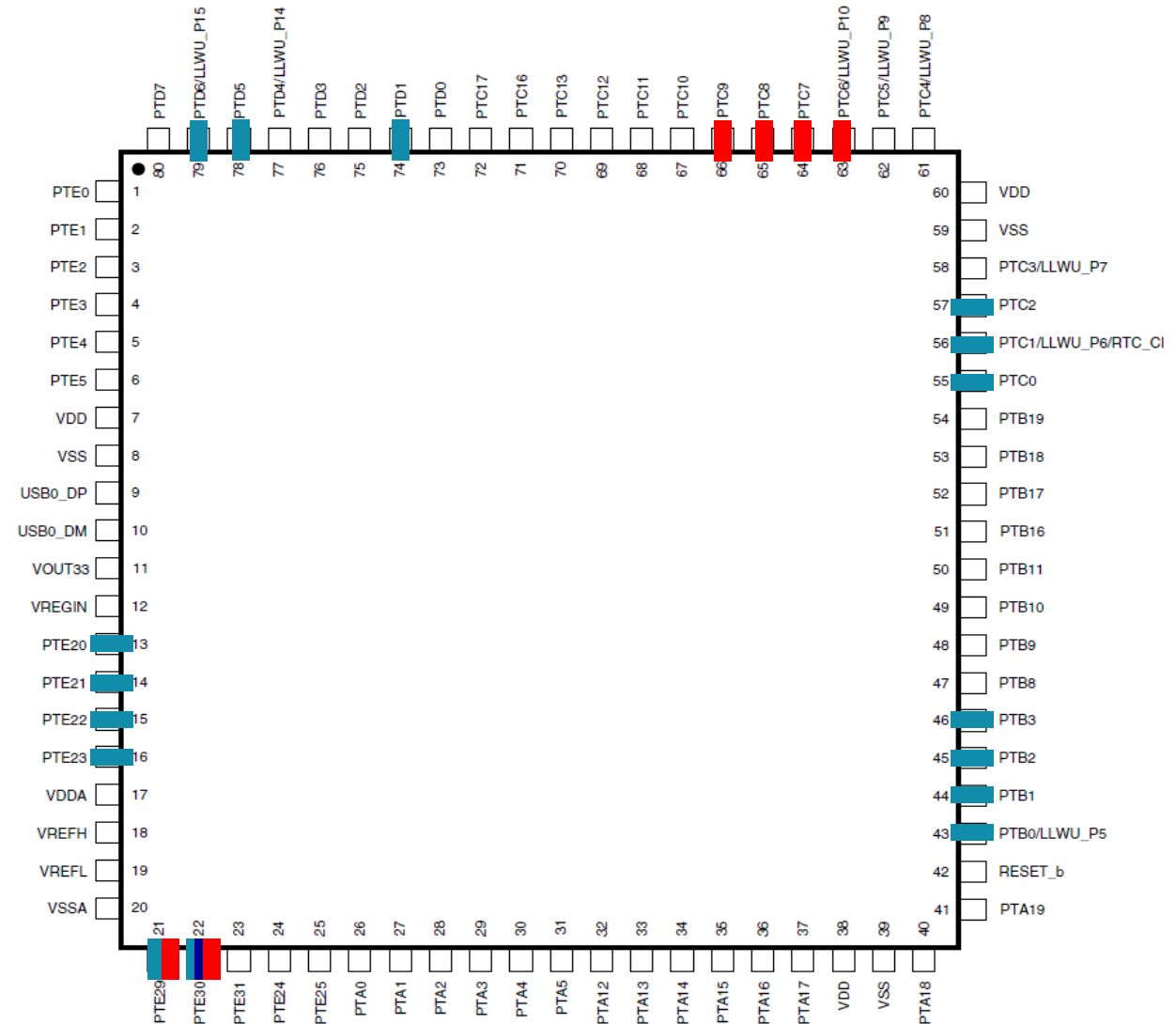
KL25 ANALOG INTERFACING PERIPHERALS

Sources of Information

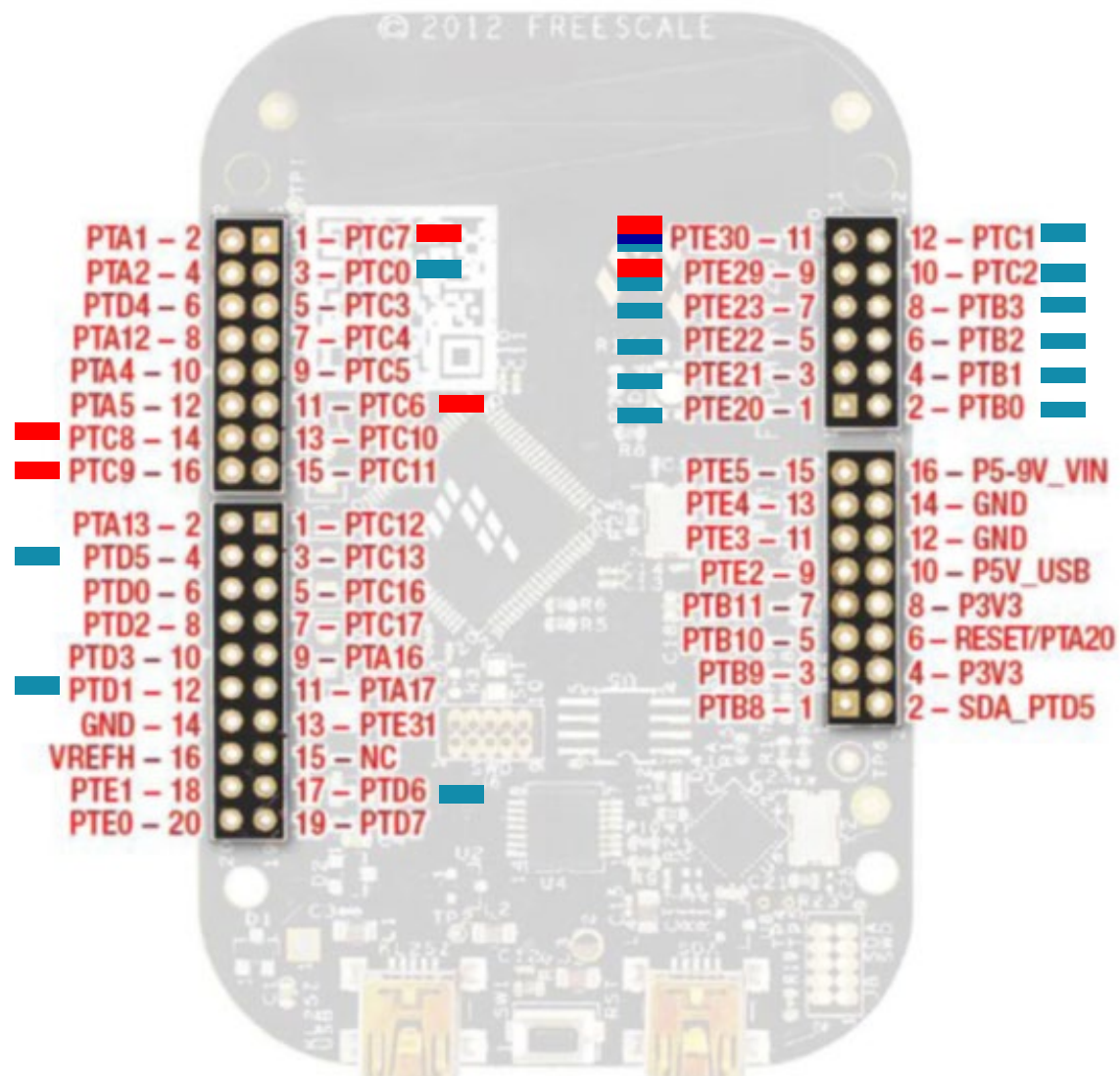
- KL25 Subfamily Reference Manual (Rev. 1, June 2012)
 - Describes architecture of peripherals and their control registers
 - Digital to Analog Converter
 - Chapter 30 of KL25 Subfamily Reference Manual
 - Analog Comparator
 - Chapter 29 of KL25 Subfamily Reference Manual
 - Analog to Digital Converter
 - Chapter 28 of KL25 Subfamily Reference Manual
- KL25 Sub-family Data Sheet (Rev. 3, 9/19/2012)
 - Describes circuit-specific performance parameters: operating voltages, min/max speeds, cycle times, delays, power and energy use

KL25Z Analog Interface Pins

- 80-pin QFP
- Inputs
 - 1 16-bit ADC with 14 input channels
 - 1 comparator with 6 external inputs, one 6-bit DAC
- Output
 - 1 12-bit DAC



Freedom KL25Z Analog I/O



Inputs

14 external ADC channels

6 external comparator channels

Output

1 12-bit DAC

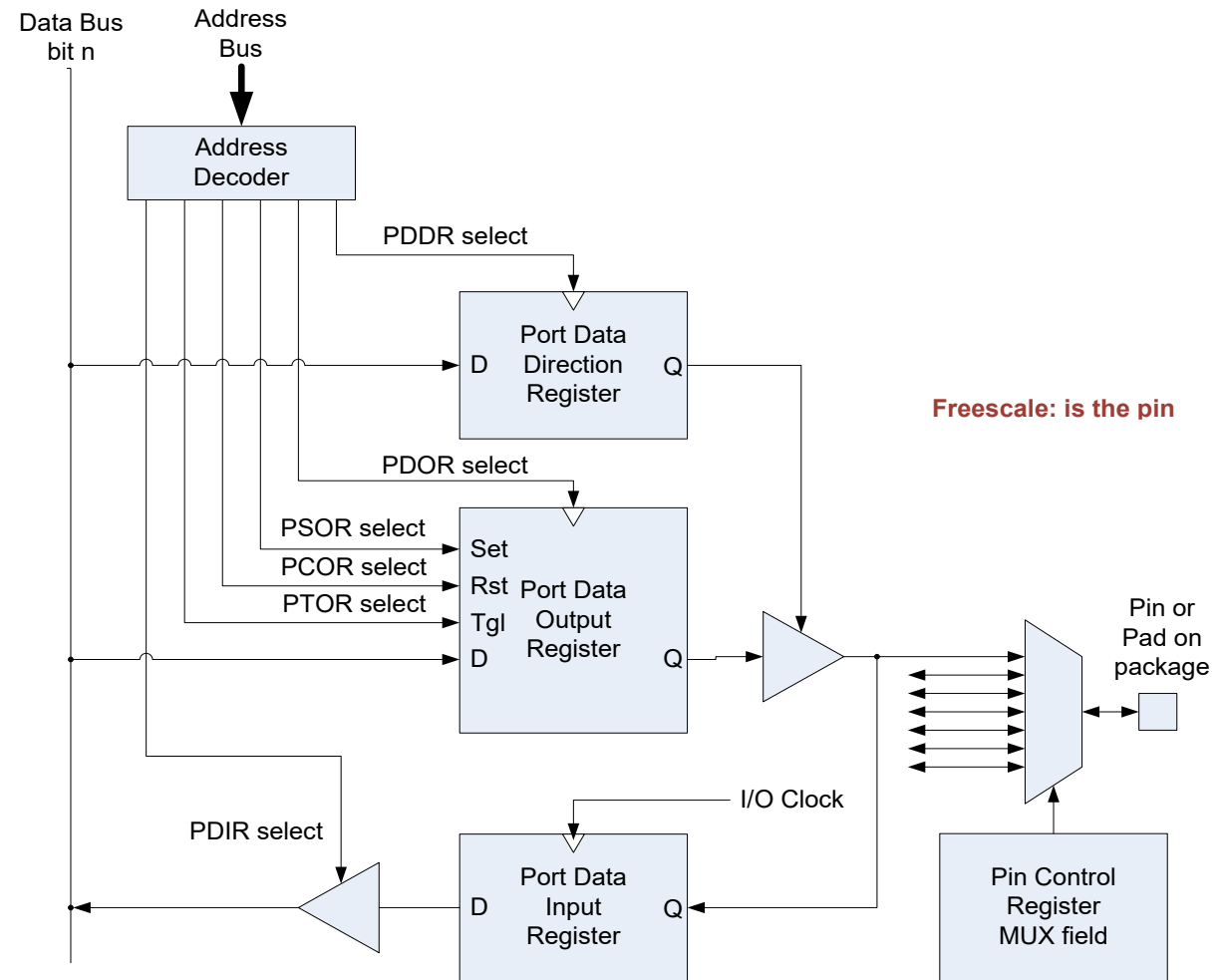
Using a Pin for Analog Input or Output

- Configuration

- Direction
- MUX

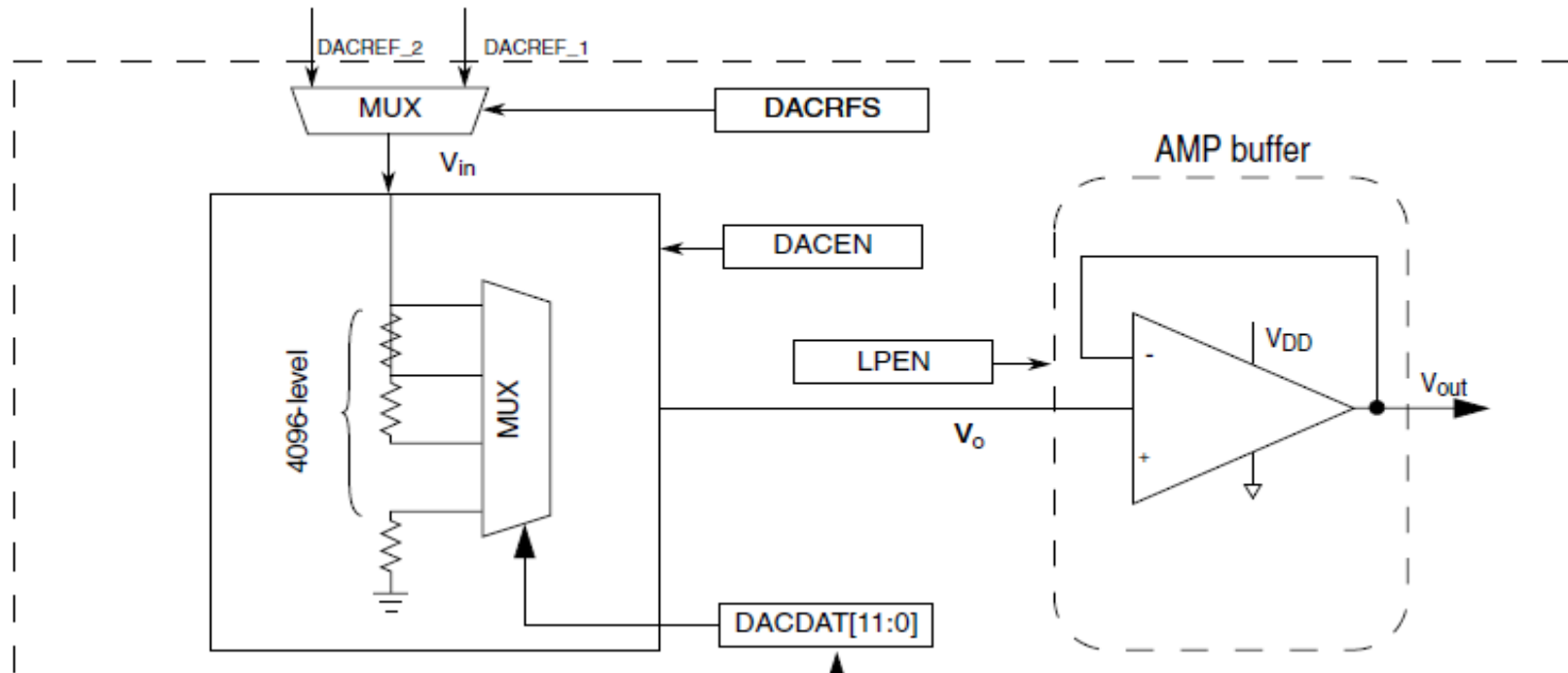
- Data

- Output (different ways to access it)
- Input



DIGITAL TO ANALOG CONVERTER

DAC Overview



- Load DACDAT with 12-bit data N
- MUX selects a node from resistor divider network to create
$$V_o = (N+1) * V_{in} / 2^{12}$$
- V_o is buffered by output amplifier to create V_{out}
 - V_o = V_{out} but V_o is high impedance - can't drive much of a load, so need to buffer it

DAC Operating Modes

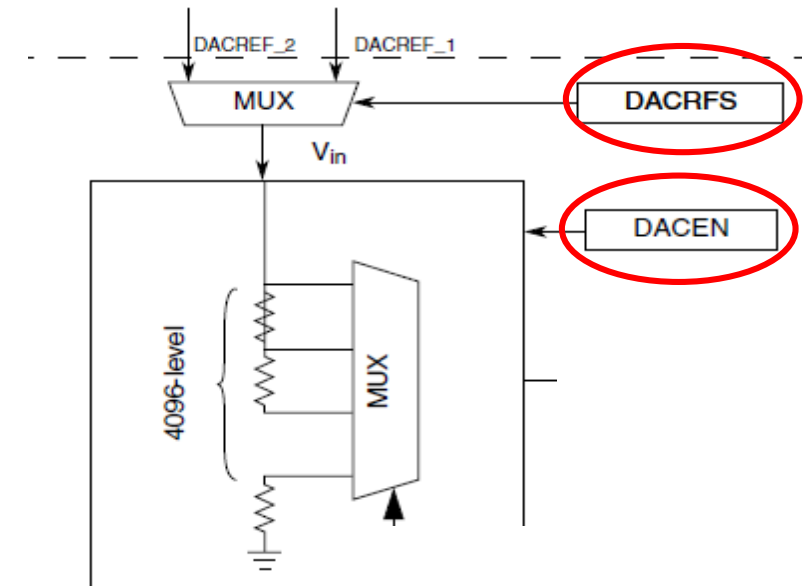
- Normal
 - DAT0 is converted to voltage immediately

- Buffered
 - Data to output is stored in 16-word buffer
 - Next data item is sent to DAC when a selectable trigger event occurs
 - Software Trigger - write to DACSWTRG field in DACx_C0
 - Hardware Trigger - from PIT timer peripheral
 - Normal Mode
 - Circular buffer
 - One-time Scan Mode
 - Pointer advances until reaching upper limit of buffer, then stops
 - Status flags in DACx_SR

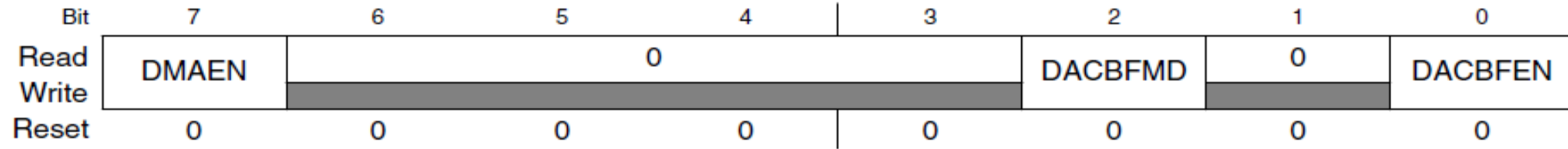
DAC Control Register 0: DACx_C0

Bit	7	6	5	4	3	2	1	0
Read	DACEN	DACRFS	DACTRGSEL	0	LPEN	0	DACBTIEN	DACBBIEN
Write			L	DACSWTRG				
Reset	0	0	0	0	0	0	0	0

- DACEN - DAC Enabled when 1
- DACRFS - DAC reference voltage select
 - 0: DACREF_1. Connected to VREFH
 - 1: DACREF_2. Connected to VDDA
- LPEN - low-power mode
 - 0: High-speed mode. Fast (15 us settling time) but uses more power (up to 900 uA supply current)
 - 1: Low-power mode. Slow (100 us settling time) but more power-efficient (up to 250 uA supply current)
- Additional control registers used for buffered mode



DAC Control Register I: DACx_CI



- DACBFEN
 - 0: Disable buffer mode
 - 1: Enable buffer mode
- DACBFMD - Buffer mode select
 - 0: Normal mode (circular buffer)
 - 1: One-time scan mode

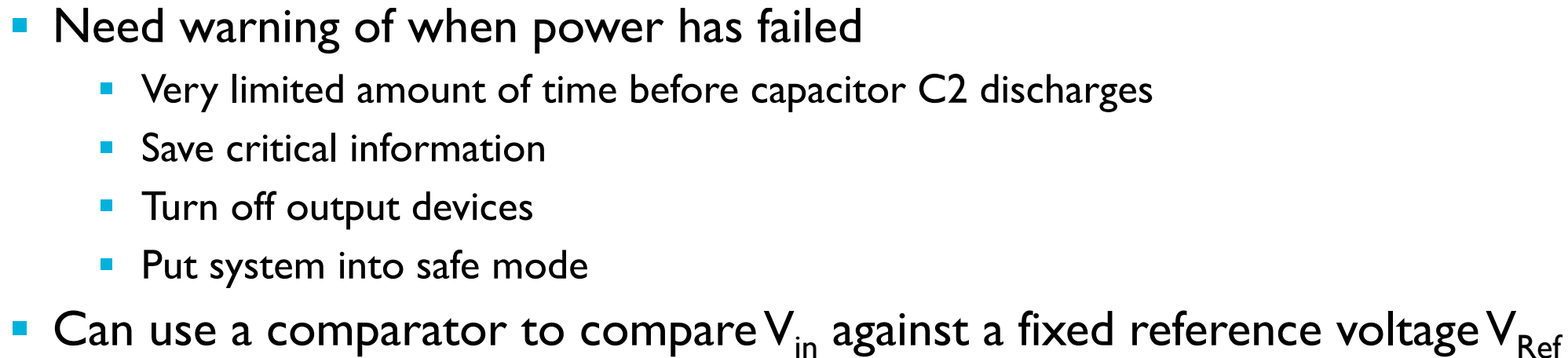
DAC Data Registers

- These registers are only eight bits long
- DATA[11:0] stored in two registers
 - DATA0: Low byte [7:0] in DACx_DATnL
 - DATA1: High nibble [11:0] in DACx_DATnH

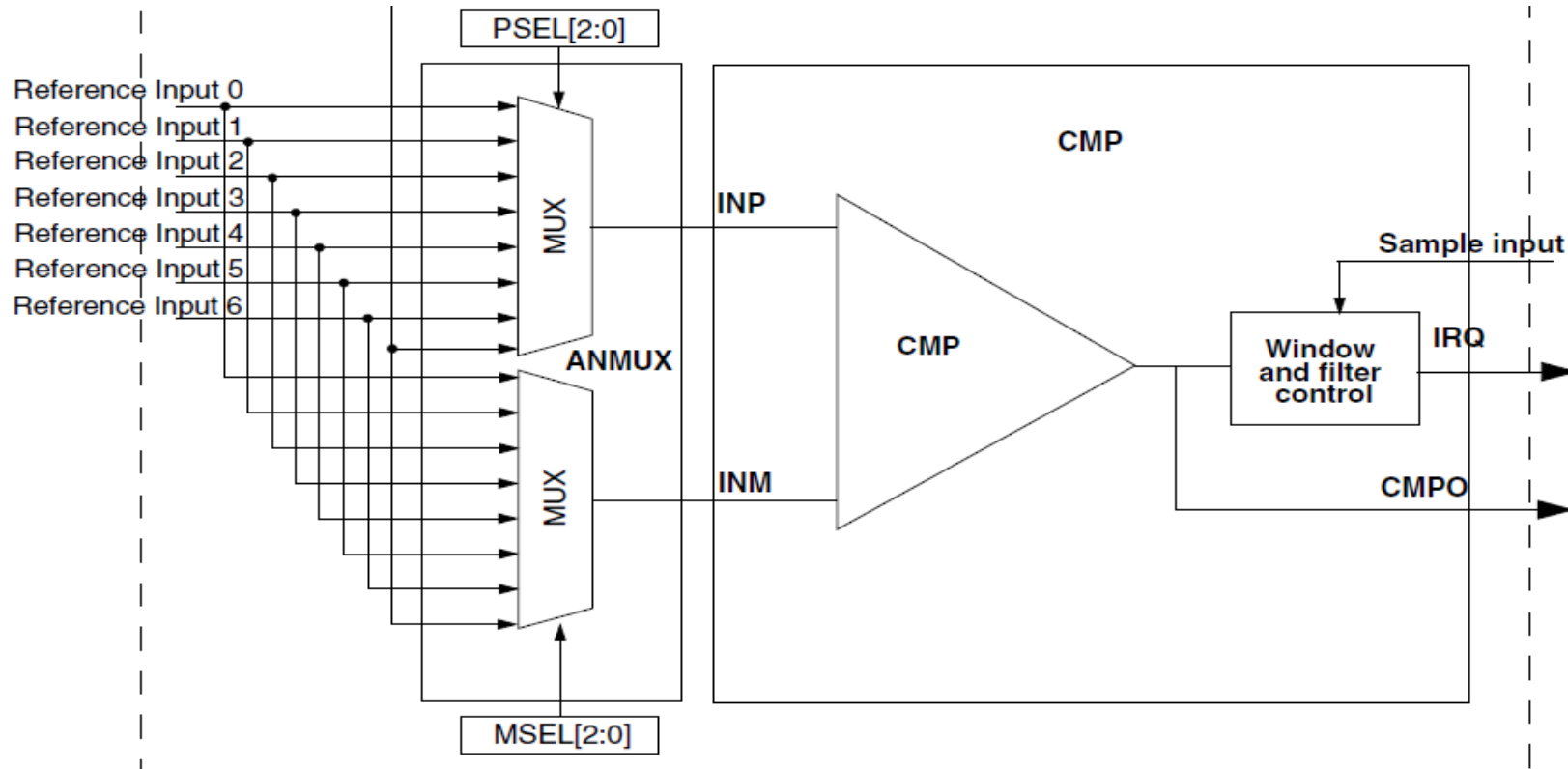
Example: Waveform Generator

- Supply clock to DAC0 module
 - Bit 31 of SIM SCGC6
- Set Pin Mux to Analog (0)
- Enable DAC
- Configure DAC
 - Reference voltage
 - Low power mode?
 - Normal mode (not buffered)
- Write to DAC data register

ANALOG COMPARATOR



Comparator Overview



- Comparator compares INP and INM
- CMPO Output indicates if $INP > INM$ (1) or $INP < INM$ (0)
- Can generate an interrupt request (+, -, or +- edges)
- ANMUX selection of one of multiple reference inputs, using PSEL and MSEL fields

The End!

- We are done with Analog! For Now...