# EE230-02 RFIC II Fall 2018

Lecture 16: Phase-Locked Loops

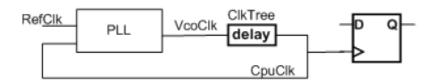
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#### How Are PLL's used?

 Frequency Synthesis (e.g. generating a 1 GHz clock from a 100 MHz reference in a CPU)

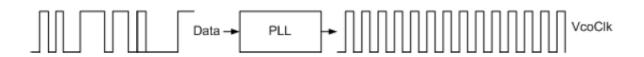


 Skew Cancellation (e.g. phase-aligning an internal clock to the I/O clock) (May use a DLL instead)

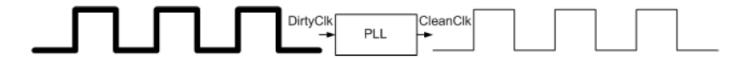


#### How Are PLL's used?

 Extracting a clock from a random data stream (e.g. seriallink clock-data recovery)

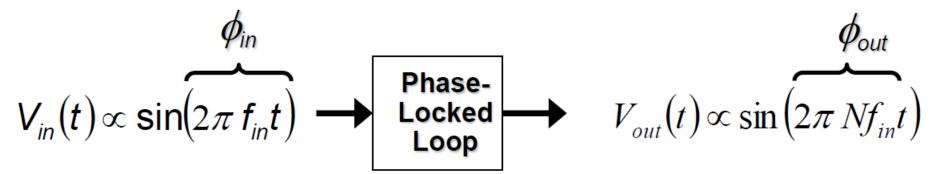


 Reference Clean-Up (e.g. low-pass filter source-synchronous clock in high-speed I/O)



#### What is a PLL?

- ullet Negative feedback control system where  $f_{out}$  tracks  $f_{in}$  and rising edges of input clock align to rising edges of output clock
- Mathematical model of frequency synthesizer



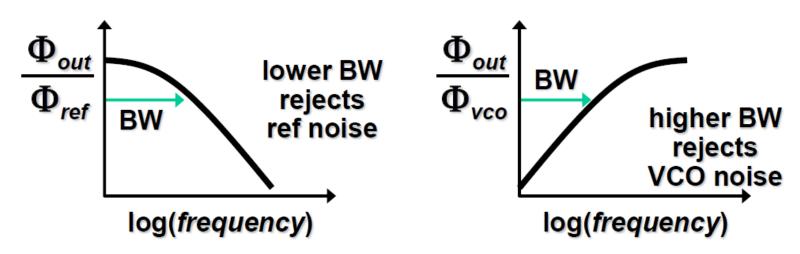
Phase = ∫ frequency

$$\phi(t) = 2\pi \int f(t) dt \iff f(t) = \frac{1}{2\pi} \frac{d\phi(t)}{dt}$$

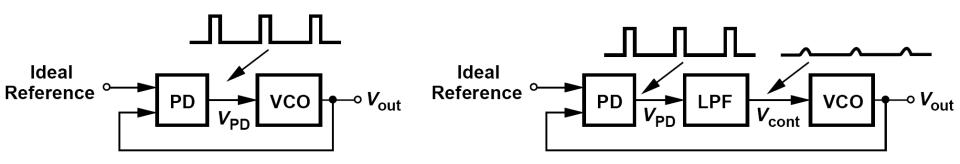
• When phase-locked,  $\phi_{out} = N\phi_{in} \rightarrow f_{out} = Nf_{in}$ 

#### What does PLL Bandwidth means?

- PLL acts as a low-pass filter with respect to the reference modulation. High-frequency reference jitter is rejected
- Low-frequency reference modulation (e.g., spread-spectrum clocking) is passed to the VCO clock
- PLL acts as a high-pass filter with respect to VCO jitter
- "Bandwidth" is the modulation frequency at which the PLL begins to lose lock with the changing reference (-3dB)

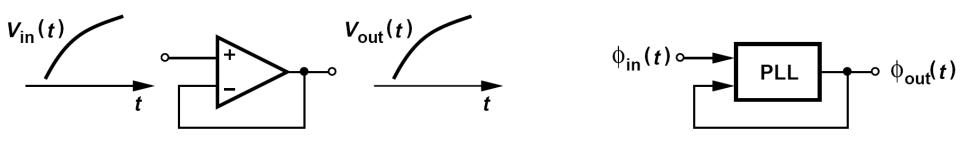


# Simple Type-I PLL and Loop Filter



- Negative feedback loop: if the "loop gain" is sufficiently high, the circuit minimizes the input error.
- ➤ The PD produces repetitive pulses at its output, modulating the VCO frequency and generating large sidebands.
- Insert a low-pass filter between the PD and the VCO to suppress these pulses.

# Simple PLL: Phase Locking



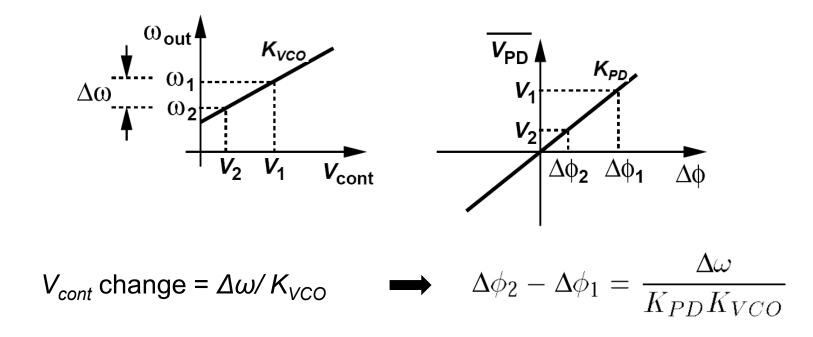
$$\phi_{out}(t) - \phi_{in}(t) = \text{constant}$$

$$\frac{d\phi_{out}}{dt} = \frac{d\phi_{in}}{dt}$$

- $\triangleright$  Loop is "locked" if  $\phi_{out}(t)-\phi_{in}(t)$  is constant with time.
- Phase locking makes the input and output frequencies of the PLL exactly equal.

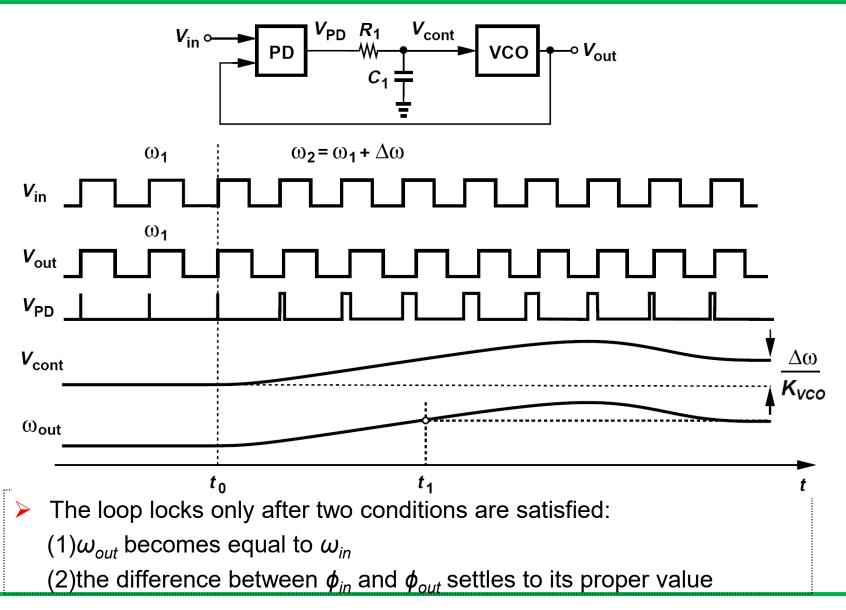
### **Example of Phase Error**

If the input frequency changes by  $\Delta\omega$ , how much is the change in the phase error? Assume the loop remains locked.

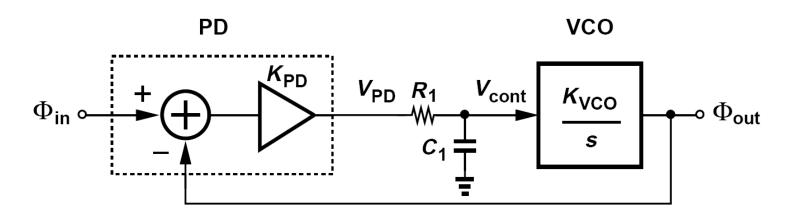


- Phase error varies with the frequency.
- To minimize this variation,  $K_{PD}K_{VCO}$  must be maximized.
- K<sub>PD</sub>K<sub>VCO</sub> is called the "loop gain".

### Response of PLL to Input Frequency Step



# **Loop Dynamics: Phase Domain Model**



Open-loop transfer function

$$[K_{PD}/(R_1C_1s+1)](K_{VCO}/s)$$

Closed-loop transfer function

$$H(s) = \frac{\phi_{out}}{\phi_{in}}(s) = \frac{K_{PD}K_{VCO}}{R_1C_1s^2 + s + K_{PD}K_{VCO}}.$$

# **Damping Factor and Natural Frequency**

$$H(s) = \frac{\omega_n^2}{s^2 + 2\zeta\omega_n s + \omega_n^2}$$

$$\zeta = \frac{1}{2}\sqrt{\frac{\omega_{LPF}}{K_{PD}K_{VCO}}}$$

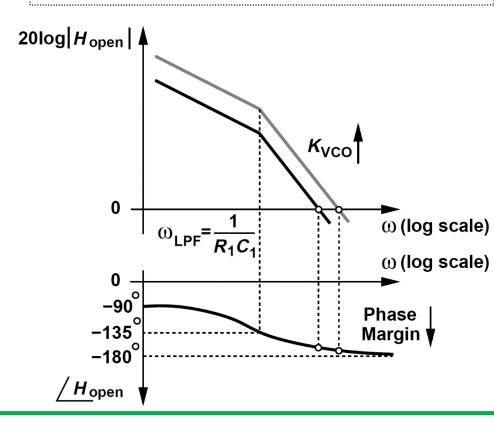
$$\omega_n = \sqrt{K_{PD}K_{VCO}\omega_{LPF}}$$

 $\zeta$  is inversely proportional to  $K_{VCO}$ .

Behavior of the open-loop transfer function,  $H_{open}$ , for two different values of  $K_{VCO}$ 

As  $K_{VCO}$  increases, the unity-gain frequency rises, thus reducing the phase margin (PM).

- The damping factor is typically chosen to be  $\sqrt{2}/2$  or larger so as to provide a well-behaved (critical damped or overdamped) response.
- $\triangleright \omega_{LPF} = 1/(R_1C_1)$



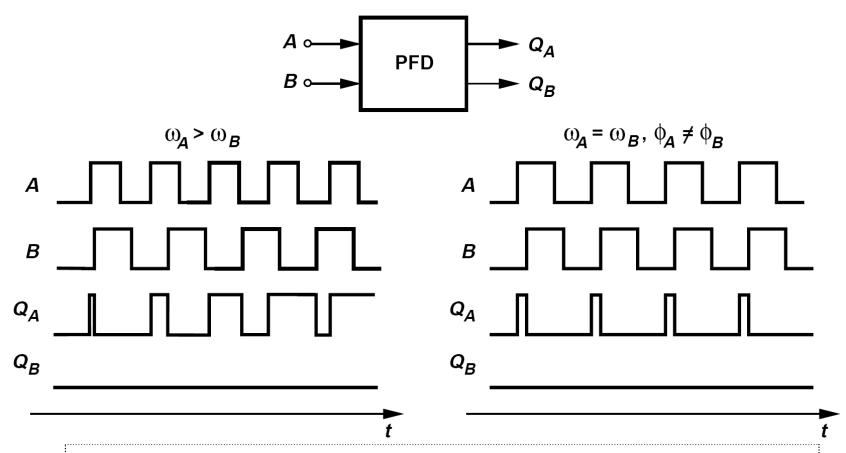
# **Drawbacks of Type-I PLL**

Tight relation between the loop stability and the corner frequency of the low-pass filter. Ripple on the control line modulates the VCO frequency and must be suppressed by choosing a low value for  $\omega_{LPF}$ , leading to a less stable loop

$$\zeta = \frac{1}{2} \sqrt{\frac{\omega_{LPF}}{K_{PD} K_{VCO}}}$$

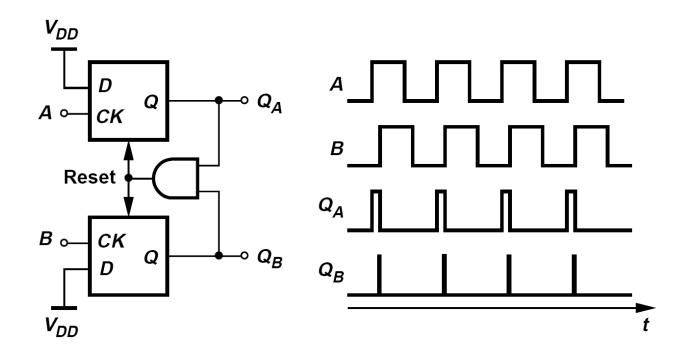
Suffers from a limited "acquisition range"
If the VCO frequency and the input frequency are very different at the start-up, the loop may never "acquire" lock.

### **Type-II PLLs: Phase/Frequency Detectors**



- A rising edge on A yields a rising edge on  $Q_A$  (if  $Q_A$  is low)
- A rising edge on B resets Q<sub>A</sub> (if Q<sub>A</sub> is high)
- $\triangleright$  The circuit is symmetric with respect to A and B (and  $Q_A$  and  $Q_B$ )

### **PFD: Logical Implementation**



 $\triangleright$   $Q_A$  and  $Q_B$  are simultaneously high for a duration given by the total delay through the AND gate and the reset path of the flipflops.