



Chapter 2

Quantization

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1. Quantization process

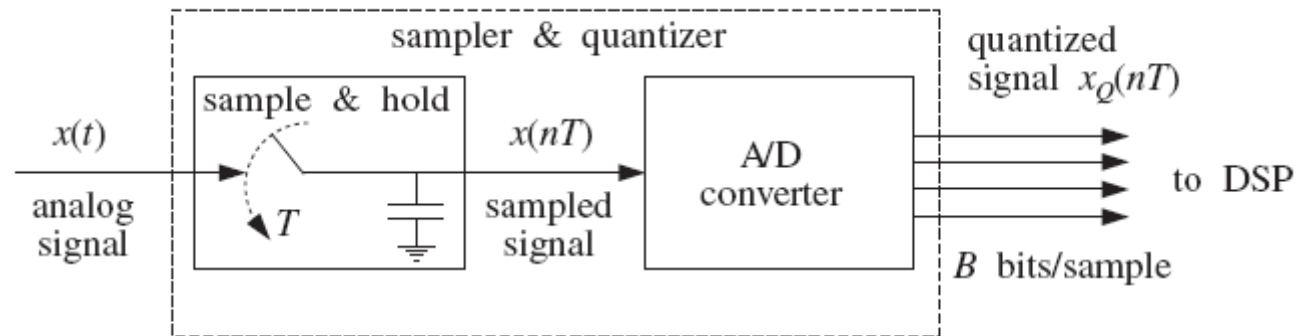


Fig: Analog to digital conversion

- ❖ The quantized sample $x_Q(nT)$ is represented by **B bit**, which can take 2^B possible values.
- ❖ An A/D is characterized by a **full-scale range R** which is divided into 2^B quantization levels. Typical values of R in practice are between 1-10 volts.

1. Quantization process

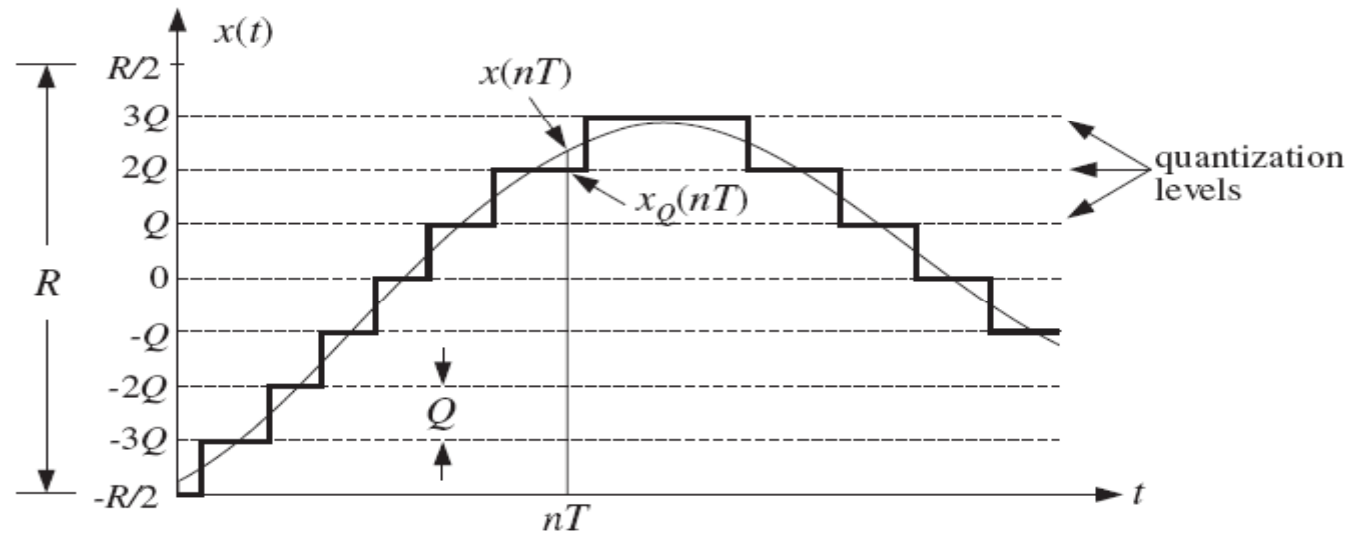


Fig: Signal quantization

- ❖ Quantizer resolution or quantization width $Q = \frac{R}{2^B}$
- ❖ A **bipolar** ADC $-\frac{R}{2} \leq x_Q(nT) < \frac{R}{2}$
- ❖ A **unipolar** ADC $0 \leq x_Q(nT) < R$

1. Quantization process –Quantization error

- ❖ Quantization by **rounding**: replace each value $x(nT)$ by the **nearest** quantization level.
- ❖ Quantization by **truncation**: replace each value $x(nT)$ by its below quantization level.
- ❖ Quantization error: $e(nT) = x_q(nT) - x(nT)$
- ❖ Consider rounding quantization: $-\frac{Q}{2} \leq e \leq \frac{Q}{2}$

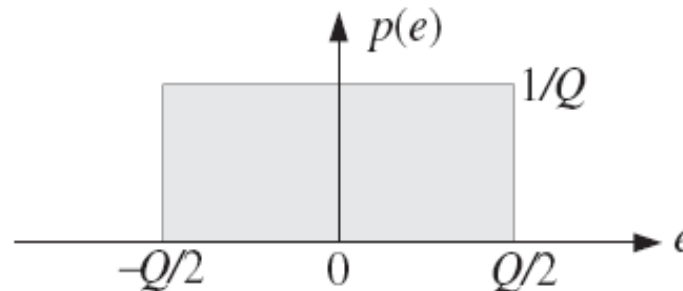


Fig: Uniform probability density of quantization error

1. Quantization process –Quantization error

- ❖ The **mean value** of quantization error $\bar{e} = \int_{-Q/2}^{Q/2} ep(e)de = \int_{-Q/2}^{Q/2} e \frac{1}{Q} de = 0$
- ❖ The **mean-square error** (power) $\sigma^2 = \overline{e^2} = \int_{-Q/2}^{Q/2} e^2 p(e)de = \int_{-Q/2}^{Q/2} e^2 \frac{1}{Q} de = \frac{Q^2}{12}$
- ❖ Root-mean-square (rms) error: $e_{rms} = \sigma = \sqrt{\overline{e^2}} = \frac{Q}{\sqrt{12}}$
- ❖ R and Q are the ranges of the signal and quantization noise, then the signal to noise ratio (SNR) or dynamic range of the quantizer is defined as

$$SNR_{dB} = 20 \log_{10} \left(\frac{R}{Q} \right) = 20 \log_{10} (2^B) = B \log_{10} (2) = 6B \text{ dB}$$

 which is referred to as **6 dB bit rule**.

1. Quantization process –Example

- ❖ In a digital audio application, the signal is sampled at a rate of 44 KHz and each sample quantized using an A/D converter having a full-scale range of 10 volts. Determine the number of bits B if the rms quantization error must be kept below 50 microvolts. Then, determine the actual rms error and the bit rate in bits per second.

2. Digital to Analog Converters (DACs)

- ❖ We begin with A/D converters, because they are used as the building blocks of successive approximation ADCs.

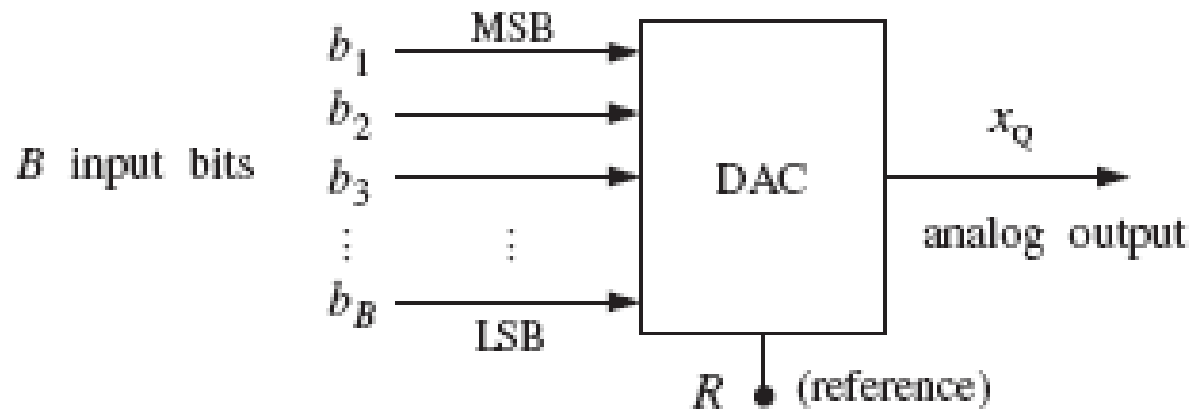


Fig: B-bit D/A converter

- ❖ Vector B input bits : $b=[b_1, b_2, \dots, b_B]$. Note that b_B is the **least significant bit (LSB)** while b_1 is the **most significant bit (MSB)**.
- ❖ For unipolar signal, $x_Q \in [0, R)$; for bipolar $x_Q \in [-R/2, R/2)$.

2. DAC-Example DAC Circuit

❖ Full scale $R=V_{REF}$, $B=4$ bit

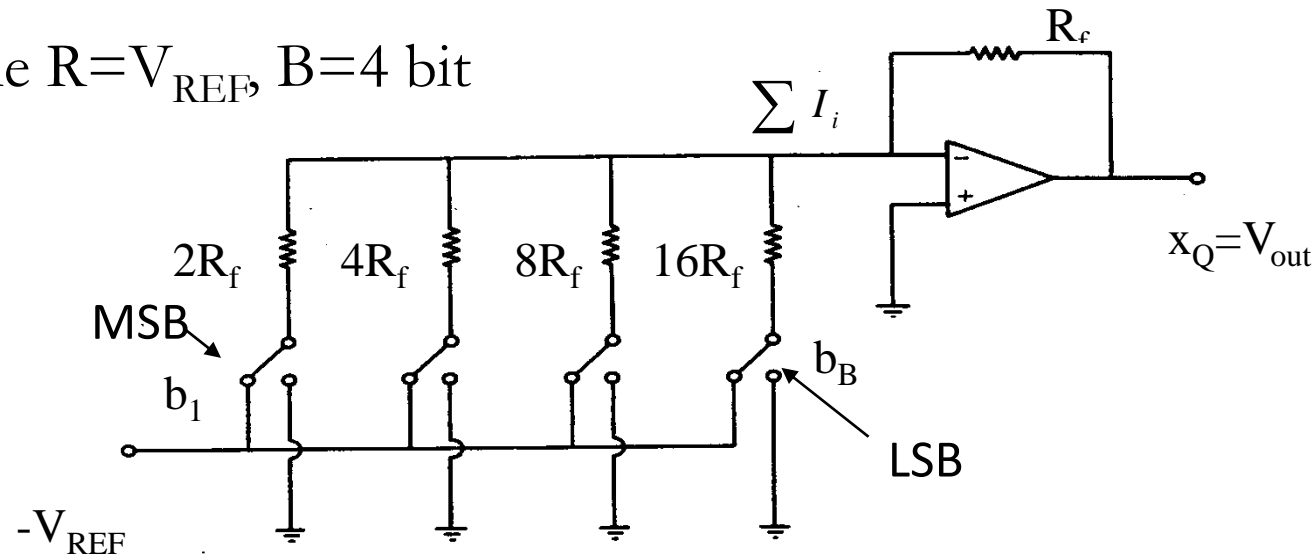


Fig: DAC using binary weighted resistor

$$\sum I = V_{REF} \left(\frac{b_1}{2R_f} + \frac{b_2}{4R_f} + \frac{b_3}{8R_f} + \frac{b_4}{16R_f} \right)$$

$$x_Q = V_{OUT} = \sum I \cdot R_f = V_{REF} \left(\frac{b_1}{2} + \frac{b_2}{4} + \frac{b_3}{8} + \frac{b_4}{16} \right)$$

$$x_Q = R2^{-4} (b_1 2^{-3} + b_2 2^{-2} + b_3 2^{-1} + b_4 2^0) = Q(b_1 2^{-3} + b_2 2^{-2} + b_3 2^{-1} + b_4 2^0)$$

2. D/A Converters

❖ **Unipolar natural binary** $x_Q = R(b_1 2^{-1} + b_2 2^{-2} + \dots + b_B 2^{-B}) = Qm$

where m is the integer whose binary representation is $b = [b_1, b_2, \dots, b_B]$.

$$m = b_1 2^{B-1} + b_2 2^{B-2} + \dots + b_B 2^0$$

❖ **Bipolar offset binary**: obtained by shifting the x_Q of unipolar natural binary converter by half-scale $R/2$:

$$x_Q = R(b_1 2^{-1} + b_2 2^{-2} + \dots + b_B 2^{-B}) - \frac{R}{2} = Qm - \frac{R}{2}$$

❖ **Two's complement code**: obtained from the offset binary code by complementing the most significant bit, i.e., replacing b_1 by $\bar{b}_1 = 1 - b_1$.

$$x_Q = R(\bar{b}_1 2^{-1} + b_2 2^{-2} + \dots + b_B 2^{-B}) - \frac{R}{2}$$

2. D/A Converters-Example

- ❖ A 4-bit D/A converter has a full-scale $R=10$ volts. Find the quantized analog values for the following cases ?
- a) Natural binary with the input bits $b=[1001]$?
 - b) Offset binary with the input bits $b=[1011]$?
 - c) Two's complement binary with the input bits $b=[1101]$?

3. A/D converter

- ❖ A/D converters quantize an analog value x so that it is represented by B bits $b=[b_1, b_2, \dots, b_B]$.

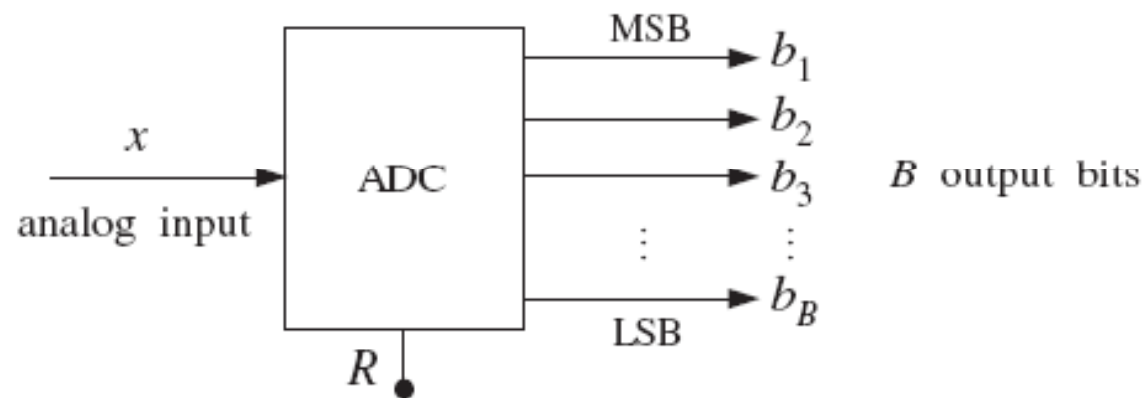


Fig: B-bit A/D converter

3. A/D converter

- ❖ One of the most popular converters is the successive approximation A/D converter

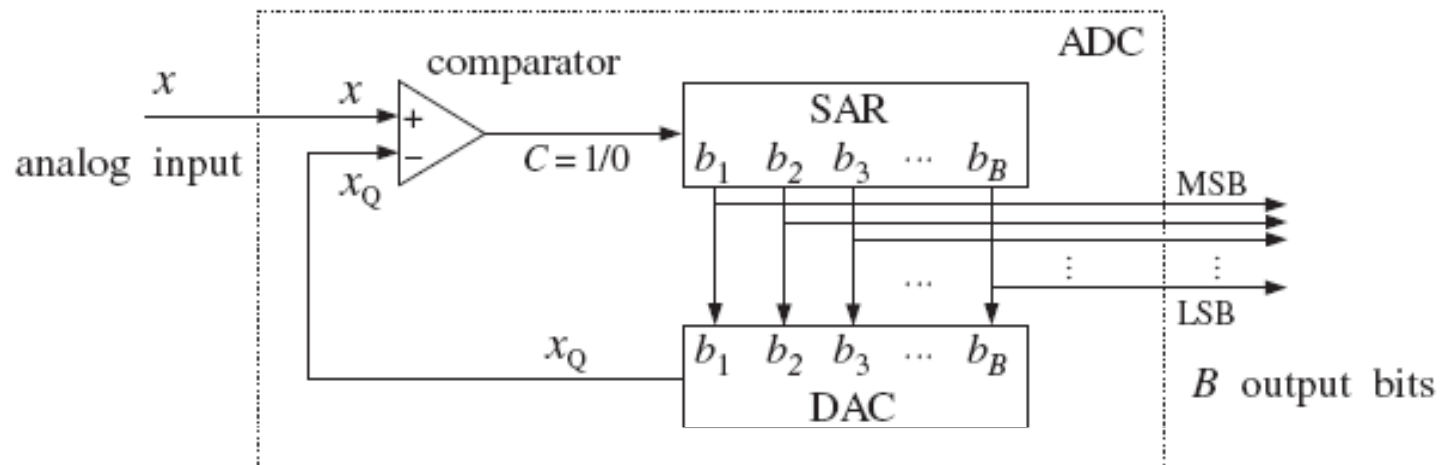


Fig: Successive approximation A/D converter

- ❖ After B tests, the **successive approximation register** (SAR) will hold the correct bit vector b .

3. A/D converter

❖ Successive approximation algorithm

```
for each  $x$  to be converted, do:  
  initialize  $\mathbf{b} = [0, 0, \dots, 0]$   
  for  $i = 1, 2, \dots, B$  do:  
     $b_i = 1$   
     $x_Q = \text{dac}(\mathbf{b}, B, R)$   
     $b_i = u(x - x_Q)$ 
```

where the unit-step function is defined by $u(x) = \begin{cases} 1 & \text{if } x \geq 0 \\ 0 & \text{if } x < 0 \end{cases}$

This algorithm is applied for the **natural and offset binary with truncation quantization.**

3. A/D converter-Example

- ❖ Consider a 4-bit ADC with the full-scale $R=10$ volts. Using the successive approximation algorithm to find offset binary of **truncation quantization** for the analog values $x=3.5$ volts and $x=-1.5$ volts.

3. A/D converter

- ❖ For rounding quantization, we shift x by $Q/2$:

```
for each  $x$  to be converted, do:  
   $y = x + Q/2$   
  initialize  $\mathbf{b} = [0, 0, \dots, 0]$   
  for  $i = 1, 2, \dots, B$  do:  
     $b_i = 1$   
     $x_Q = \text{dac}(\mathbf{b}, B, R)$   
     $b_i = u(y - x_Q)$ 
```

- ❖ For the two's complement code, the sign bit b_1 is treated separately.

```
for each  $x$  to be converted, do:  
   $y = x + Q/2$   
  initialize  $\mathbf{b} = [0, 0, \dots, 0]$   
   $b_1 = 1 - u(y)$   
  for  $i = 2, 3, \dots, B$  do:  
     $b_i = 1$   
     $x_Q = \text{dac}(\mathbf{b}, B, R)$   
     $b_i = u(y - x_Q)$ 
```

3. A/D converter-Example

- ❖ Consider a 4-bit ADC with the full-scale $R=10$ volts. Using the successive approximation algorithm to find offset and two's complement of **rounding quantization** for the analog values $x=3.5$ volts .

Homework



❖ Problems 2.1, 2.2, 2.3, 2.5, 2.6