

(A1)

ANALYSIS OF A GSCODE - COMPENSATED OTA

The following is an idea to compute a two-stage OTA in an Ohm-like technique but without using too much current.

Idea: substitute the current buffer with a cascade in the first stage.

The T.F. will have this general form:

$$T(s) = C(s) \cdot \frac{a_2 s^2 + a_1 s + 1}{b_3 s^3 + b_2 s^2 + b_1 s + 1}$$

because we have three independent capacitors and one of them is directly attached to the output node from ground.

We find that:

$$C(s) = g_{m1} R_{out,1} g_{m5} R_{out,2}$$

$$b_1 = C_1 R_1^{(0)} + C_2 R_2^{(0)} + C_C R_C^{(0)}$$

$$b_2 = C_1 C_2 R_1^{(0)} R_2^{(1)} + C_1 C_2 R_1^{(0)} R_C^{(1)} + C_2 C_C R_2^{(0)} R_C^{(2)}$$

$$b_3 = C_1 C_2 C_C R_1^{(0)} R_2^{(1)} R_C^{(1,2)}$$

so for the denominators we need

$$R_1^{(0)} = R_1$$

$$R_2^{(0)} = R_2$$

$$R_2^{(1)} = R_2$$

$$R_C^{(1)} = \frac{1}{g_{m3}} + R_2 \approx R_2$$

$$R_C^{(2)} = \frac{1}{g_{mB}}$$

in order to compute $R_C^{(0)}$ we may substitute C_C with a current generator i_s . This current will flow basically entirely through M_{B2} , thus generating:

$$V_{GS} = i_s R_1$$

so we get the following balance at the output node:

$$i_s + g_{m5} R_1 i_s + \frac{V_2}{R_2} = 0$$

$$V_2 = -i_s R_2 (1 + g_{m5} R_1)$$

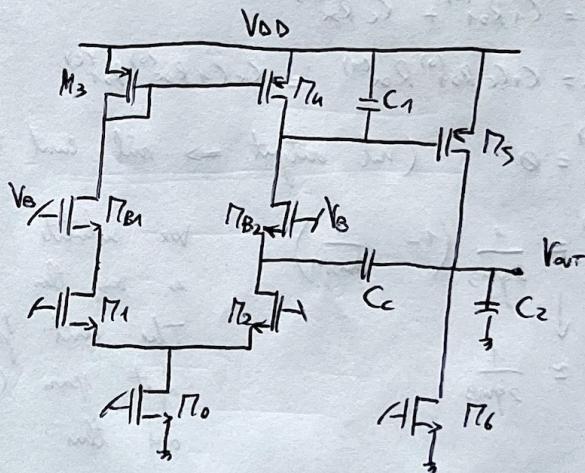
Then we know that

$$V_1 \approx \frac{i_s}{g_{mB}}$$

so we get

$$V_S = V_1 - V_2 = \left(\frac{1}{g_{mB}} + R_2 + g_{m5} R_1 R_2 \right) i_s$$

MILLER EFFECT



Therefore we get

$$R_C^{(o)} \approx g_{mS} R_1 R_2$$

and we can safely say that $b_1 \approx C_1 g_{mS} R_1 R_2$ at first instance. Then, we have that

$$b_2 = C_1 C_2 R_1 R_2 + C_1 C_c R_1 R_2 + C_2 C_c R_2 \cdot \frac{1}{g_{mB}} \approx C_1 R_1 R_2 (C_2 + C_c)$$

$$b_3 = C_1 C_2 C_c R_1 R_2 \frac{1}{g_{mB}}$$

Let's consider now the numerator of the T.F.

~~numerator~~

$$a_1 = C_1 R_{o1}^{(o)} + C_c R_{oc}^{(o)}$$

$$a_2 = C_1 C_c R_{o1}^{(o)} R_{oc}^{(1)} = C_c (C_1 R_{oc}^{(o)}) R_{o1}^{(c)}$$

$$R_{o1}^{(o)} = 0 \quad (\text{nil output} \Rightarrow \text{nil curr through } I_{S1} \Rightarrow \text{nil } v_{g,s} = v_s)$$

$$R_{oc}^{(o)} = \frac{1}{2g_{mS}} \left(1 - \frac{1}{g_{mS} R_1} \right)$$

$$\downarrow \\ \approx \frac{1}{2g_{mB}}$$

We substitute C_c with a curr source. If the output is v_s , then it flows into I_{S1} , so $v_{g,s} = -\frac{i_S}{g_{mS}}$. The curr from is merged with the one due to the input gain (splits), so we have $i_S - id$ through R_{B2} and thus

$$i_S - id - (id) = i_S - 2id$$

through R_1 . So we get

$$-\frac{i_S}{g_{mS} R_1} = i_S - 2id$$

↓

$$id = \frac{i_S}{2} \left[1 + \frac{1}{g_{mS} R_1} \right]$$

so the voltage at the node of R_{B2} will be

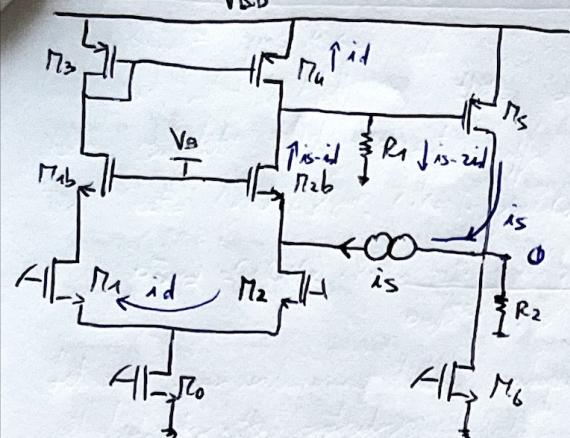
$$\frac{(i_S - id)}{g_{mB}} = \frac{1}{g_{mB}} \left[\frac{i_S}{2} - \frac{1}{g_{mS} R_1} \frac{i_S}{2} \right] = v_s$$

$$\Rightarrow \frac{v_s}{i_S} = \frac{1}{2g_{mB}} \left[1 - \frac{1}{g_{mS} R_1} \right]$$

Now, since $R_{o1}^{(o)} = 0$, it's better to use the second form, in order not to get indeterminate results:

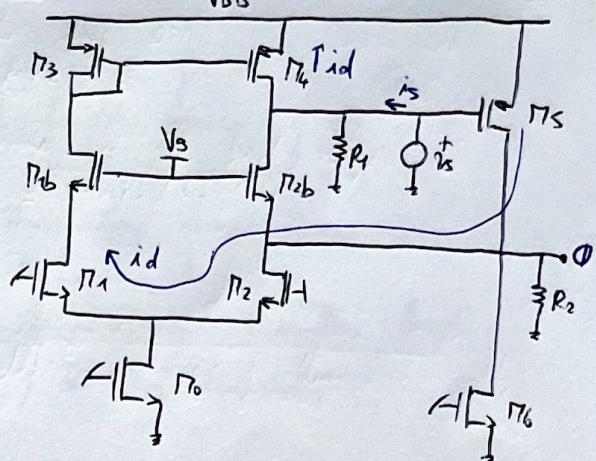
$$id = i_S = -g_{mS} v_s$$

COMPUTATION OF $R_{o1}^{(c)}$



(A₃)

COMPUTATION OF $R_{o1}^{(c)}$



Then $i_s = id + \frac{v_s}{R_1} \approx id = -gm_s v_s$

so

$$R_{o1}^{(c)} \approx -\frac{1}{gm_s}$$

in the end we have

$$\alpha_1 \approx \frac{C_c}{2gm_B}$$

$$\alpha_2 = C_c C_1 \frac{1}{2gm_B} \left(-\frac{1}{gm_s} \right)$$

and

$$T(s) \approx gm_1 gm_s R_1 R_2 \cdot \frac{-s^2 \frac{C_c C_1}{2gm_B gm_s} + s \frac{C_c}{2gm_B} + 1}{C_c C_2 C_1 \frac{R_1 R_2}{gm_B} s^3 + C_1 R_1 R_2 (C_2 + C_c) s^2 + gm_s C_c R_1 R_2 s + 1}$$

- The common mode swing sets operating constraints for the input stage
- The output swing sets constraints for the operating point of the output stage
- SR, GBWP and E^2_{in} set constraints on the current of the input stage
- The gain sets constraints on the output transistor's length
- The offset sets constraints on the input transistor's length
- The noise corner sets constraints on the nMOS input transistor's length
- CMRR sets constraints on the length of the tail transistor

Root Locus Rules

- # BRANCHES = # POLES OF $G(s)$;
- Branches proceed from poles to zeros (finite or infinite);
- $\gamma < 0$ regions on the $\text{Re}[s]$ axis on the ~~right~~^{left} of an odd number of singularities;
- $\gamma > 0$ regions of the $\text{Re}[s]$ axis on the left side of an even number of singularities;
- # ASYMPTOTES = (#POLES) - (#ZEROES @ FINITE FREQUENCY)
- ASYMPTOTES = branches going to ∞ that always split the guess plane into even parts

Write the T.F. in the trans form.

The switched capacitor (SC) mimics the behavior of a large resistance, as it is widely used in filter design in audio range. We can make integrators based on a SC, who basically integrates current pulses, hence providing voltage steps at the output. The result is a staircase output waveform with an equivalent sample-rate

$$\frac{\Delta V}{T} = \frac{E \cdot C_1}{C} \cdot \frac{1}{T} = \frac{E}{C \cdot R_{eq}}$$

$$R_{eq} = \frac{I}{C_1}$$

The discrete approximation is good enough provided that the clock frequency is much larger than the BW of the input signal, hence it respects Shannon theorem. This can be easily done, since typical frequencies $\approx 17\text{Hz}$, while the audio range is $\approx 20\text{kHz}$ at the most.

We've already discussed the advantages, let's see now what's the bad part of dealing with discrete time systems:

we can write the output waveform like a staircase

$$v_{out}(t) = \sum_{m=0}^{+\infty} v_{out}(mT) \cdot \left\{ \text{rect} \left[\frac{t-mT}{T} \right] \right\}$$

where

$$\text{rect}(x) = \begin{cases} 1 & |x| < \frac{1}{2} \\ 0 & |x| > \frac{1}{2} \end{cases}$$

and

$$\mathcal{F}[\text{rect}(t)](f) = \int_{-\frac{1}{2}}^{\frac{1}{2}} e^{-j2\pi ft} dt = -\frac{1}{2\pi f j} \left[e^{-j2\pi ft} \right]_{-\frac{1}{2}}^{\frac{1}{2}} =$$



$$= \frac{1}{\pi f} \cdot \frac{1}{2j} \left[e^{j\pi f} - e^{-j\pi f} \right] = \frac{\sin(\pi f)}{\pi f} = \sin(f)$$

Let's see now what is the link between the Fourier transform of the continuous-time signal and the discrete-time one, from input to output:

$$\mathcal{F}[v_{in}(t)] = \sum_{m=0}^{+\infty} v_{in}(mT) \cdot \underbrace{e^{-j\pi mft} \sin\left(\frac{f}{T}\right) \cdot T}_{\mathcal{F}\left\{ \text{rect} \left[\frac{t-mT}{T} \right] \right\}} = \sum_{m=-\infty}^{+\infty} v_{in}(mT) z^{-m} \Big|_{z=e^{j2\pi f/T}} \cdot \underbrace{T \sin(f)}_{\text{ZETA TRANSFORM}}$$

(2) So we came to this result:

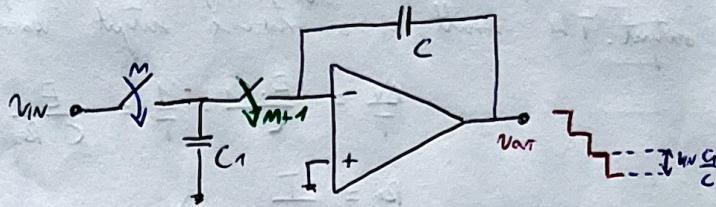
$$V_{\text{out}}(f) = V_{\text{in}}(z) \Big|_{z=e^{j2\pi fT}} \cdot T \text{ sinc}\left(\frac{f}{f}\right)$$

Now, from the circuit we have that

$$V_{\text{out}}(m+1) = V_{\text{out}}(m) - V_{\text{in}}(m) \frac{C_1}{C}$$

\Downarrow ZETA TRANSFORM

$$V_{\text{out}}(z) \cancel{\cdot}(z) = V_{\text{out}}(z) - V_{\text{in}}(z) \frac{C_1}{C}$$



$$\frac{V_{\text{out}}(z)}{V_{\text{in}}} = -\frac{C_1}{C} \frac{1}{z-1} = H(z) \Rightarrow \text{Transfer function of the discrete-time filter}$$

So we can write

$$V_{\text{out}}(f) = V_{\text{in}}(z) \cdot H(z) \Big|_{z=e^{j2\pi fT}} \cdot T \text{ sinc}\left(\frac{f}{f}\right)$$

where

$$\begin{aligned} V_{\text{in}}(z) \Big|_{z=e^{j2\pi fT}} &= \sum_{m=0}^{+\infty} v_{\text{in}}(mT) e^{-j2\pi fTm} = \int_{-\infty}^{+\infty} v_{\text{in}}(t) \cdot \sum_{m=0}^{+\infty} \delta(t-mT) e^{-j2\pi fTm} dt \\ &= \mathcal{F} \left[v_{\text{in}}(t) \sum_{m=0}^{+\infty} \delta(t-mT) \right] (f) \\ &= V_{\text{in}}(f) * \sum_{n=-\infty}^{+\infty} \frac{1}{T} \delta(f - \frac{n}{T}) \end{aligned}$$

and, in the end, we have

$$V_{\text{out}}(f) = \underbrace{\left[V_{\text{in}}(f) * \sum_{n=-\infty}^{+\infty} \frac{1}{T} \delta(f - \frac{n}{T}) \right]}_{\text{aliasing due to sampling}} \cdot \underbrace{\left[-\frac{C_1}{C} \frac{1}{e^{j2\pi fT}-1} \right]}_{\text{action of the integrator, it is a passive filter}} \cdot \underbrace{\left[T \text{ sinc}\left(\frac{f}{f}\right) \right]}_{\text{spurious content due to sampling}}$$

In order to have a reliable output, we need:

- a RECONSTRUCTION FILTER that kills all the HF harmonics due to aliasing;
- an ANTI-ALIASING FILTER before the the SC filter in order to kill MF distortions that may we brought to base-band due to aliasing;
- an EQUALIZING FILTER that compensates the spectrum shape alteration due to the windowing term.

All these filters can be easily implemented by continuous-time networks.