

# **Lecture 08**

# **Analog Input**

CE346 – Microprocessor System Design

Branden Ghena – Fall 2021

Some slides borrowed from:  
Josiah Hester (Northwestern), Prabal Dutta (UC Berkeley)

# Administrivia

- Project proposal feedback late this weekend
- Various grades will be released soon
- Lab hours today 5-6:30pm
- Remember to answer the post-lab questions on Canvas

# Today's Goals

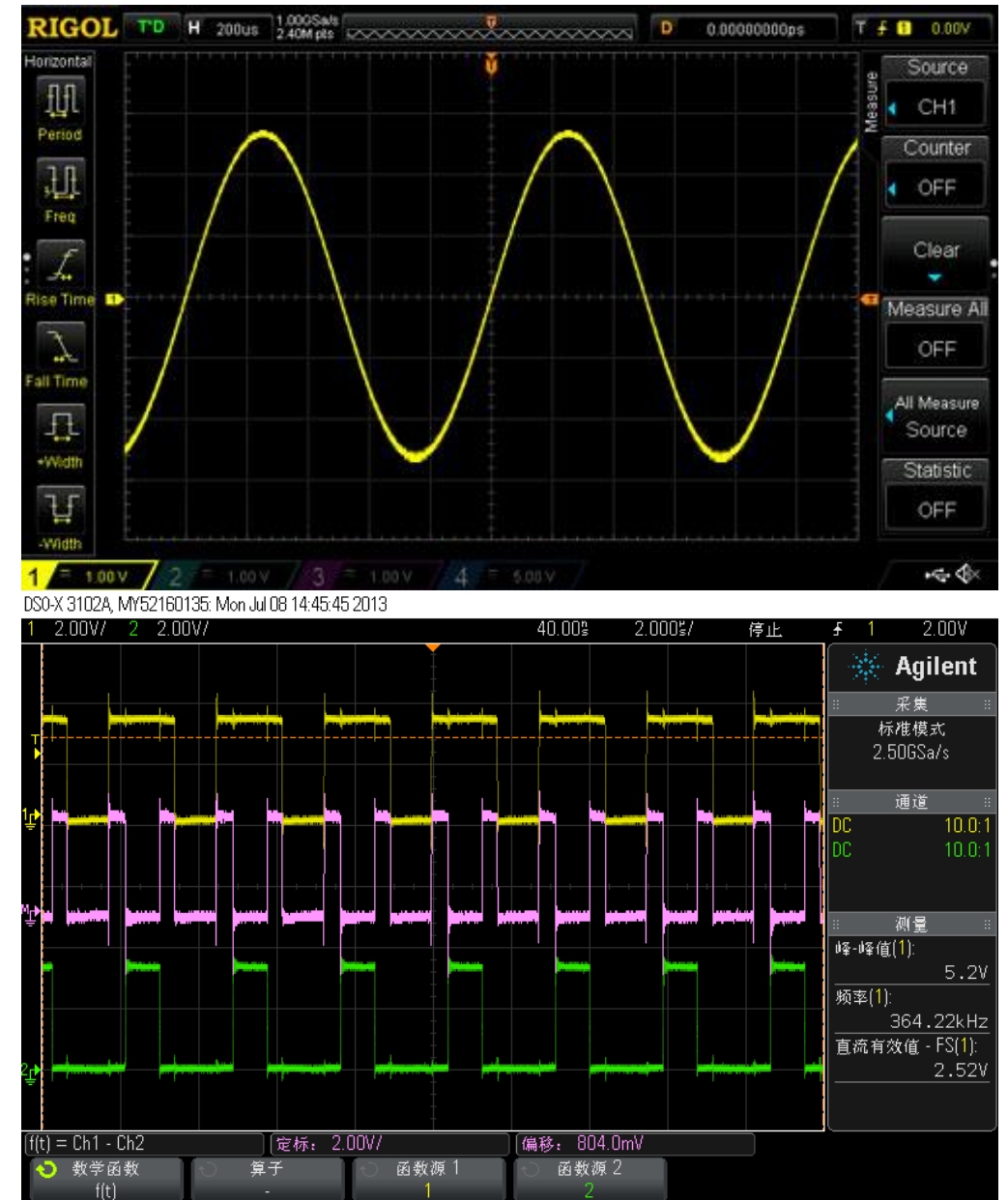
- Explore methods for sensing analog signals
  - Comparators
  - Analog-to-Digital Converters
- Discuss nRF implementation of these peripherals

# Outline

- **Comparators (and nRF implementations)**
- General ADC Design
- nRF ADC Implementation

# Analog signals

- Exist in infinite states
  - From a maximum to a minimum
- Often used for interactions with the real world
  - Sensors usually generate analog signals
- Microbit example: microphone



# Interacting with analog signals

- Microcontrollers are inherently digital
- Need a method for translating analog signal into a digital one
- Options:
  1. Determine if signal is higher or lower than some amount (Boolean)
  2. Determine voltage value of signal (N-bit number)

# Interacting with analog signals

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**Determination is done by a Comparator**

# General comparator design

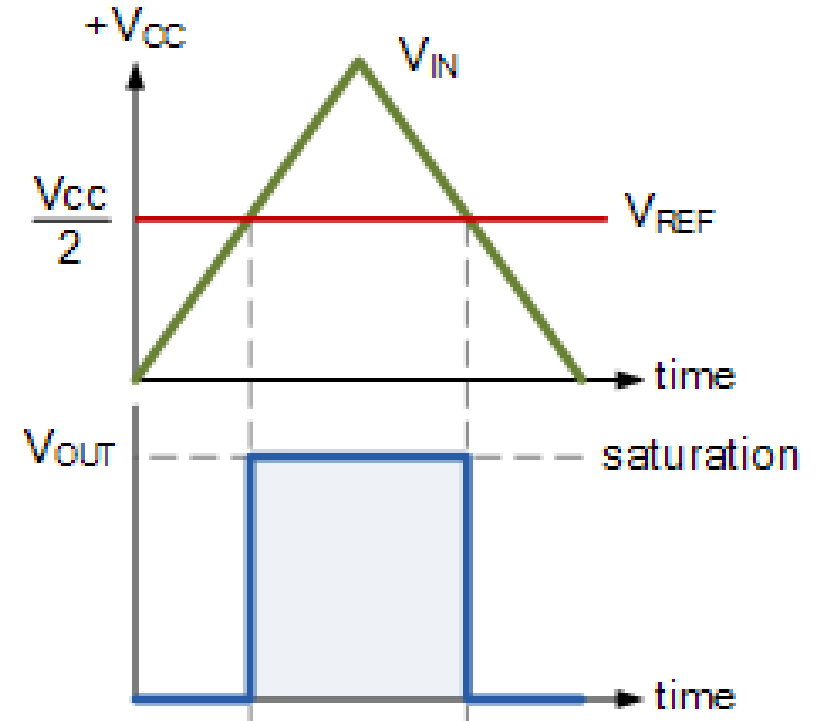
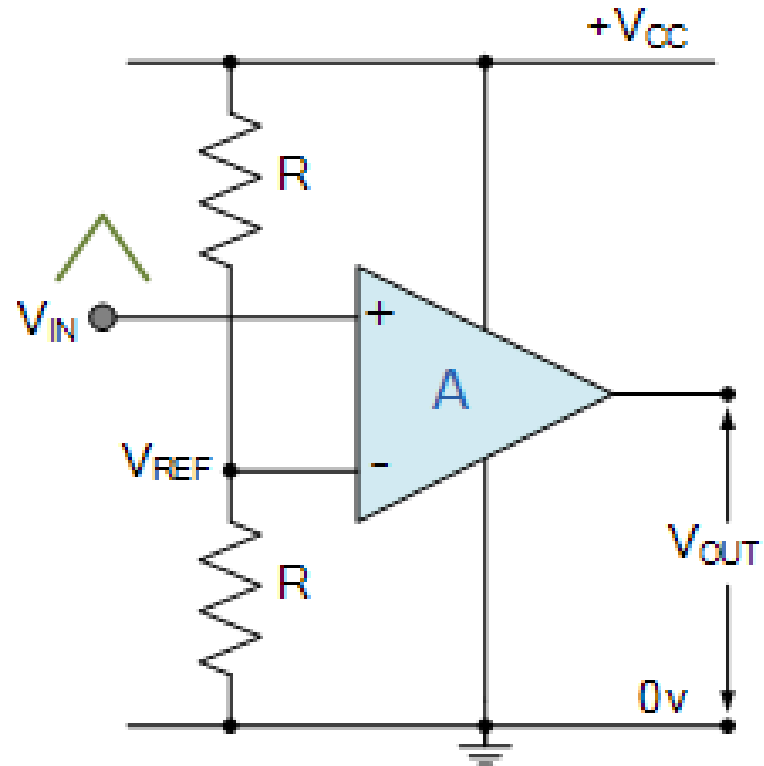
- Compares an analog input signal to a reference voltage

- $V_{OUT}$  digital signal

- High:  $V_{IN} > V_{REF}$
- Low:  $V_{IN} < V_{REF}$

- Advantages:

- Simple
- Low power



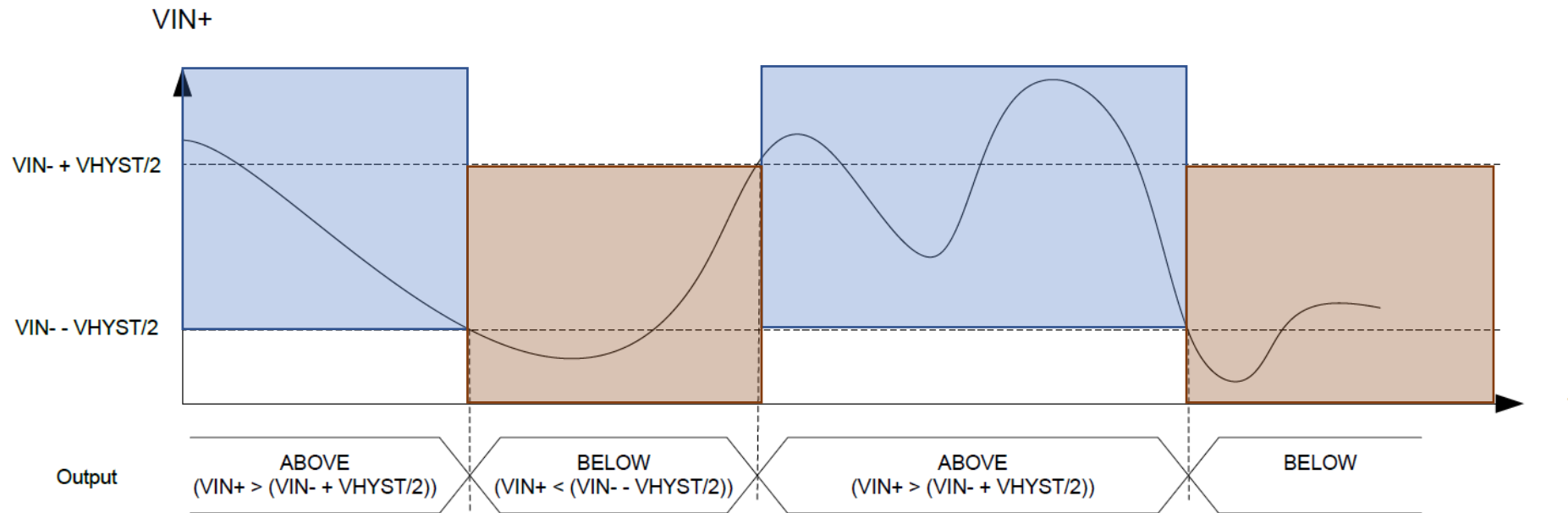
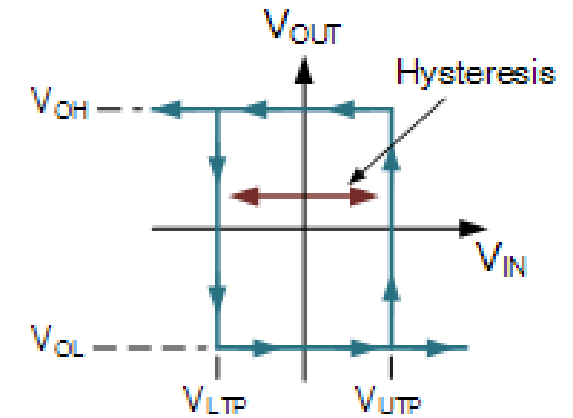


# Comparator design questions

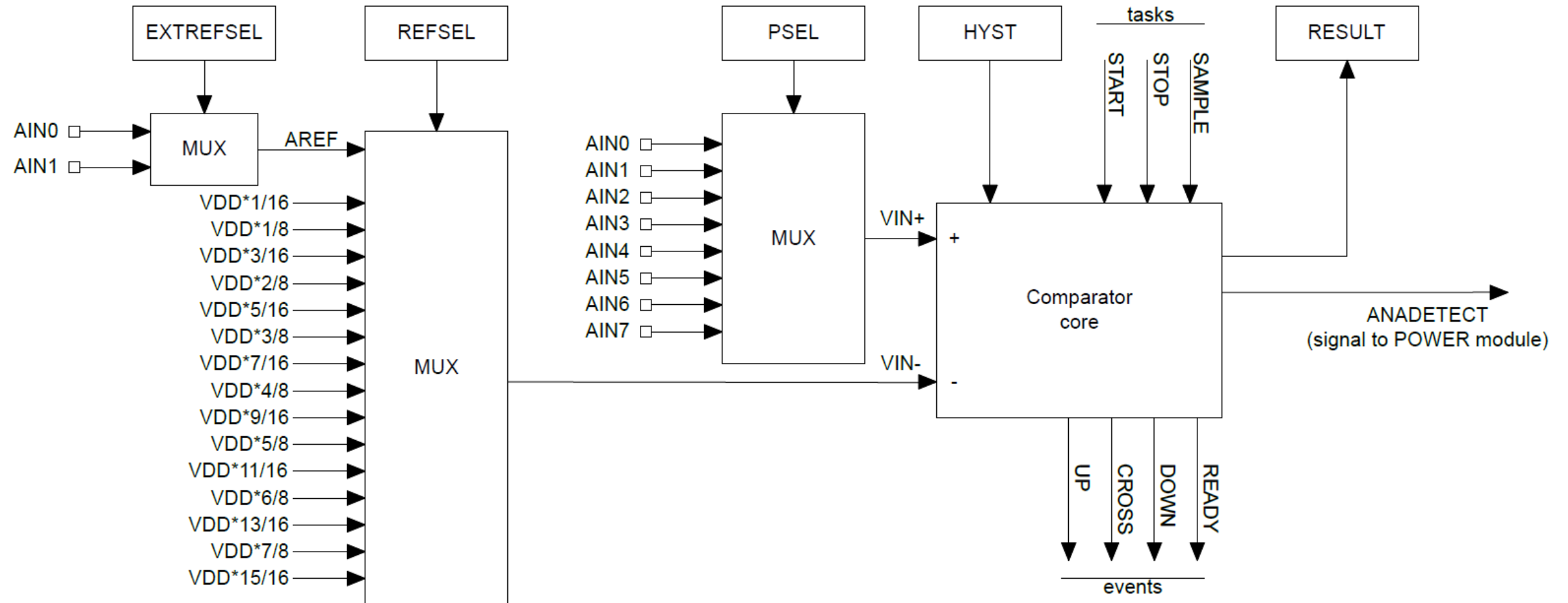
- What reference voltages are available?
  - A few internal voltages
  - Usually also allows external references from input pins
- When is an output generated?
  - Usually when status changes
    - Low-to-high, High-to-low, Both (like GPIO interrupts)

# Hysteresis

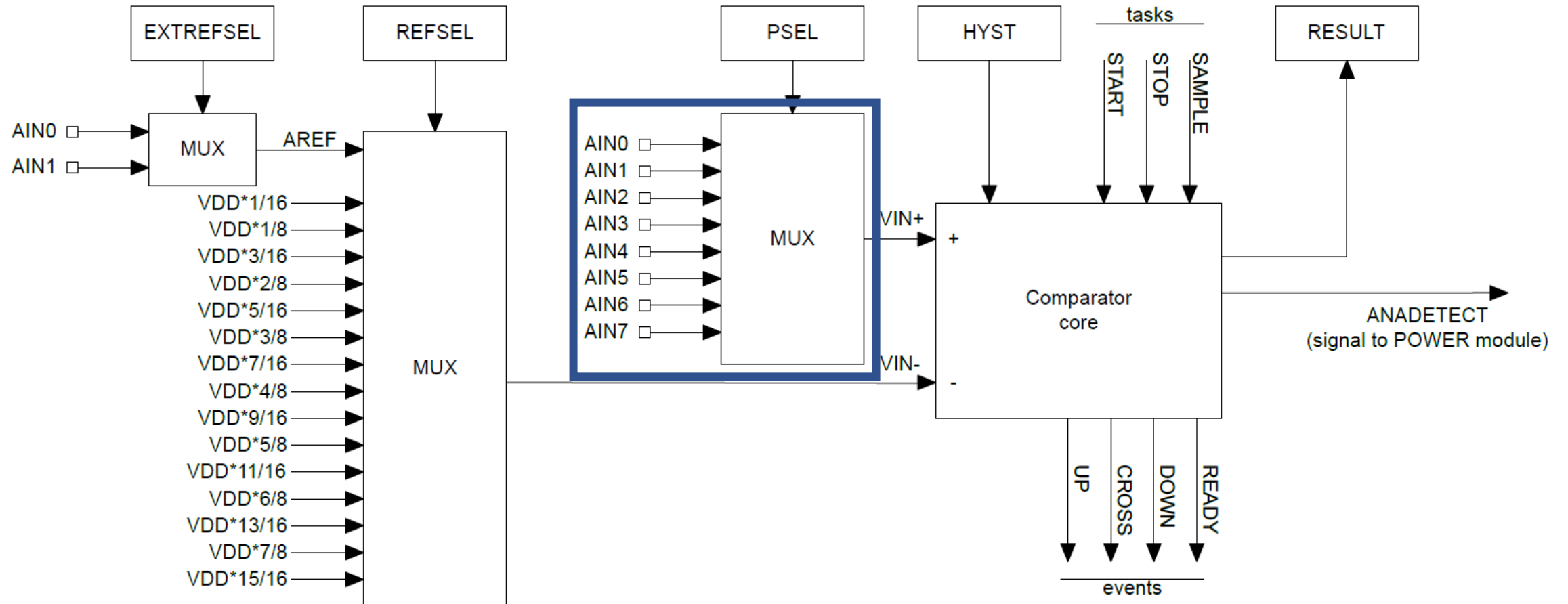
- A window added around signal state changes to prevent small amounts of noise from changing the output



# nRF low-power comparator (LPCOMP)

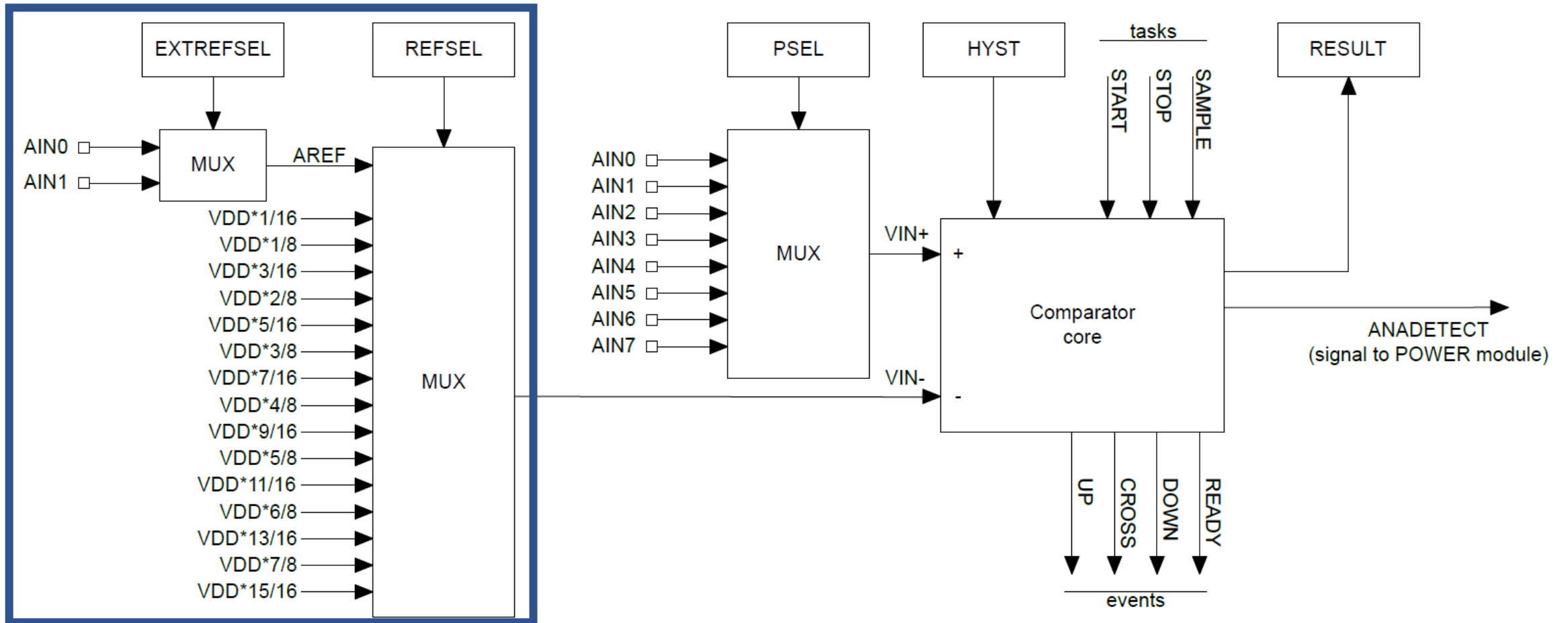


# nRF low-power comparator (LPCOMP)



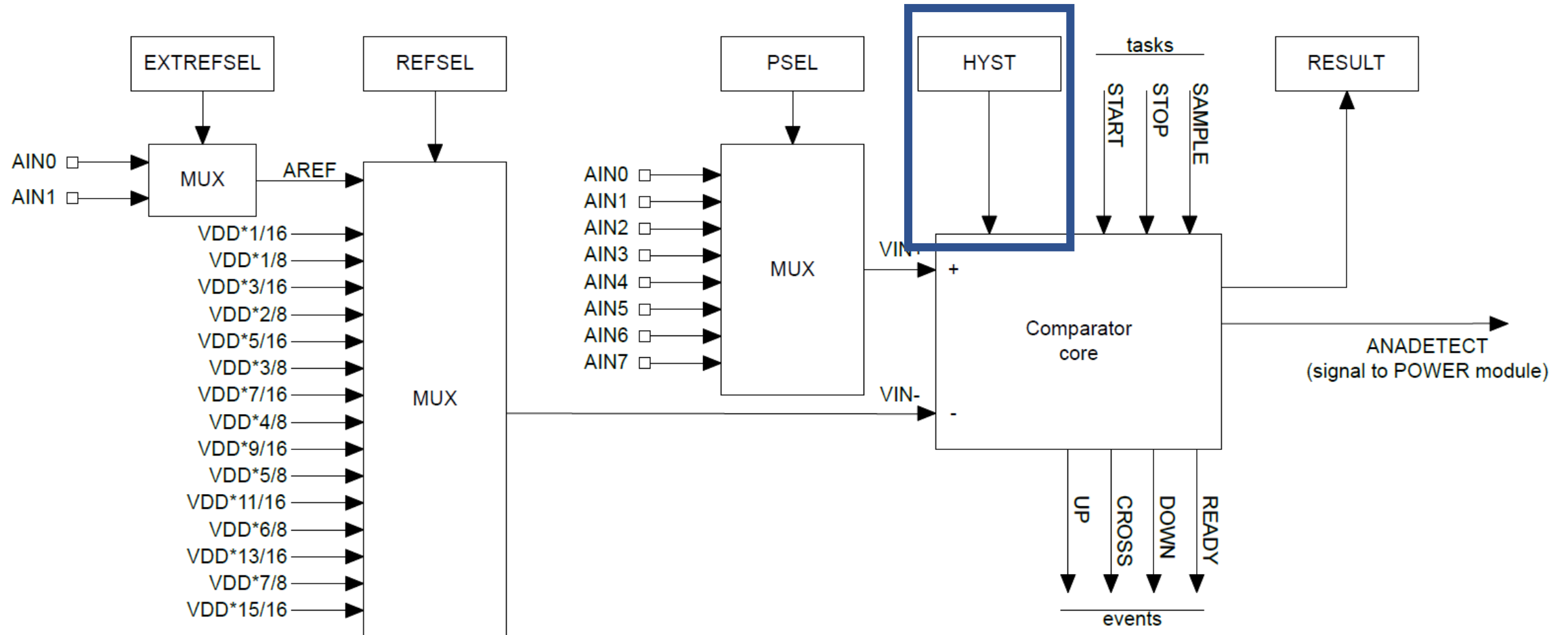
- Input: one of eight analog input pins

# nRF low-power comparator (LPCOMP)



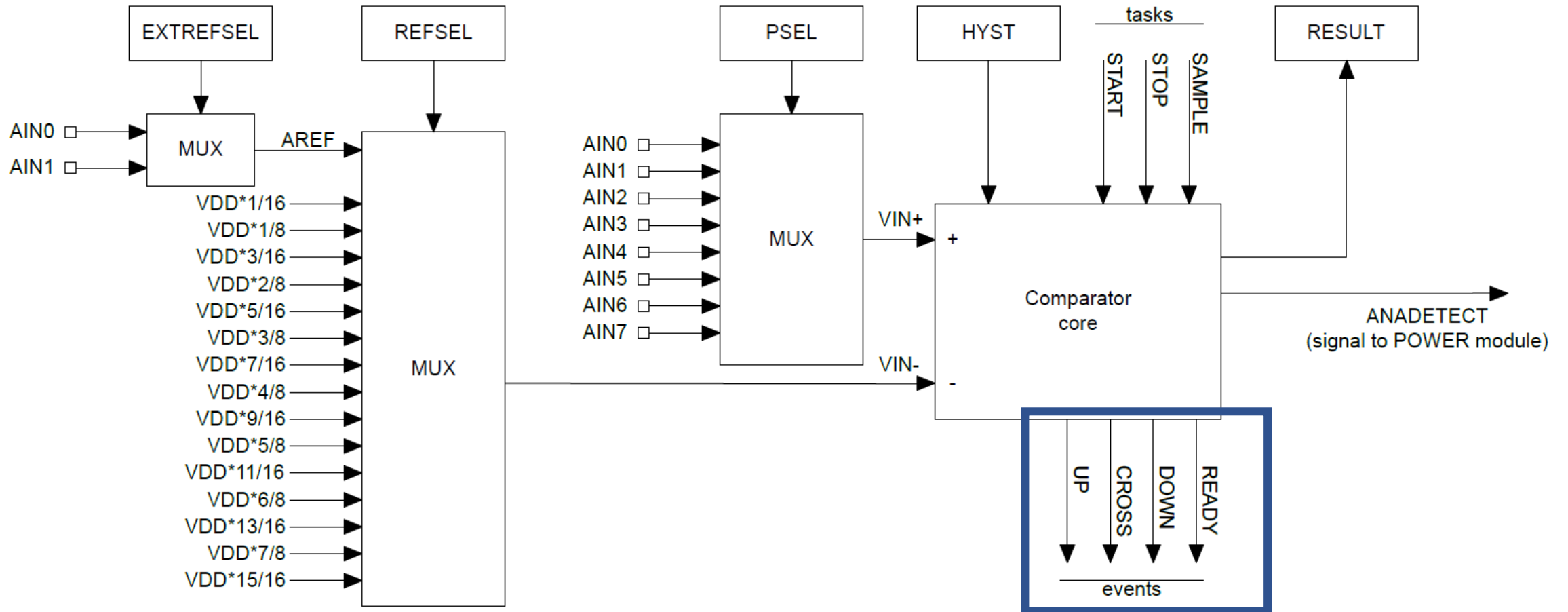
- Reference: one of two analog inputs or selection of  $VDD * N/16$

# nRF low-power comparator (LPCOMP)



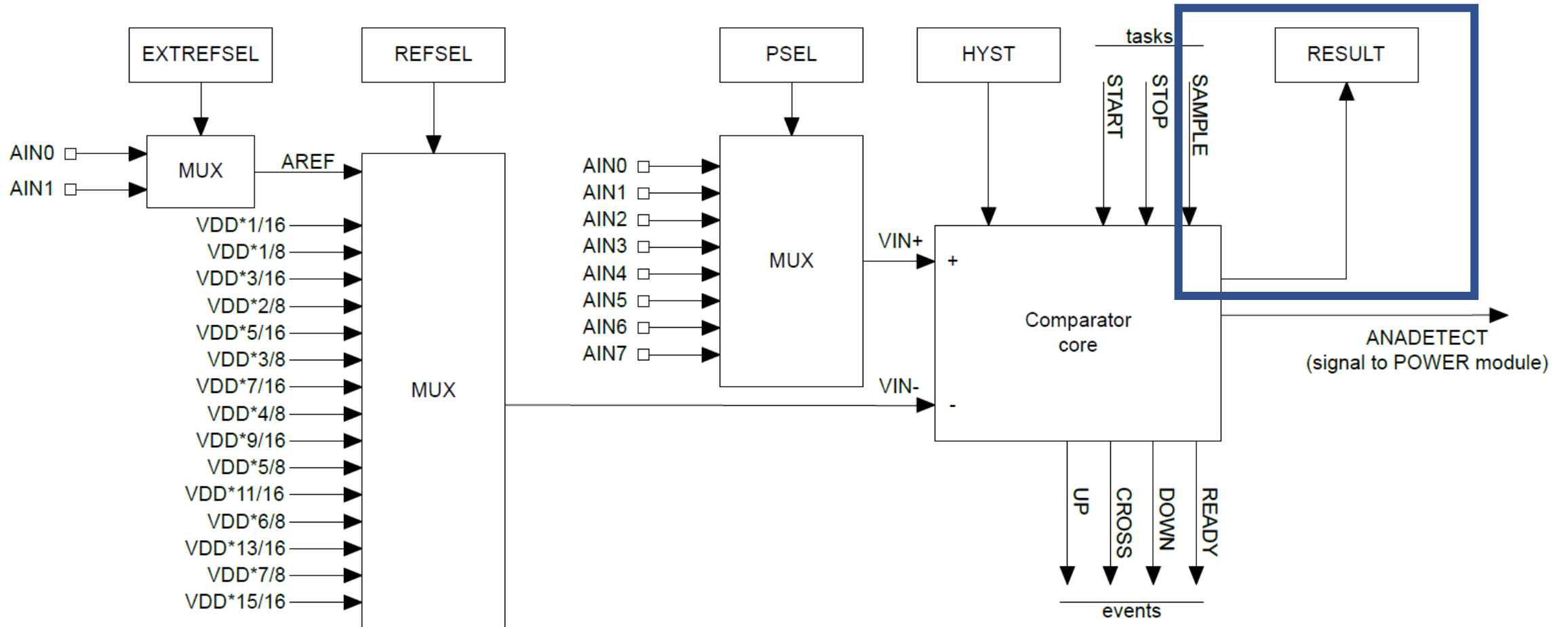
- Hysteresis: +/- 50 mV range around **VIN-** when enabled

# nRF low-power comparator (LPCOMP)



- Events: transition signals + ready ( $\sim 150 \mu s$ )

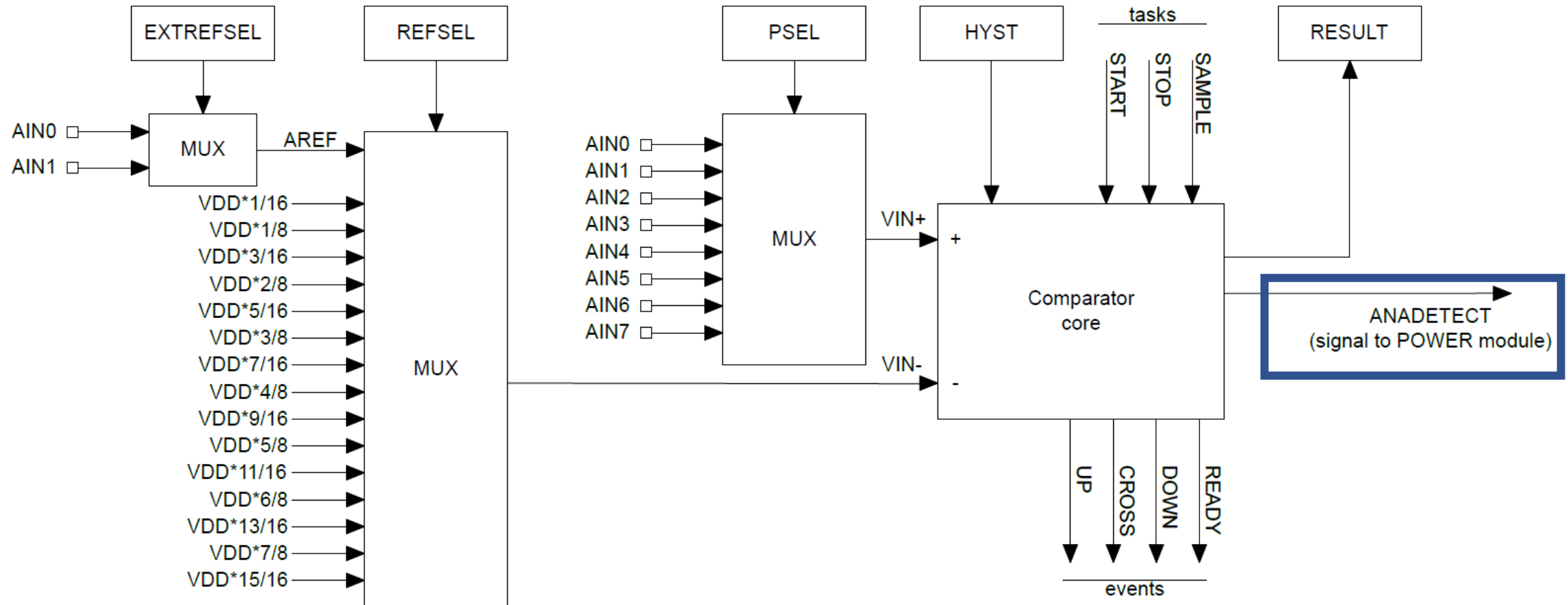
# nRF low-power comparator (LPCOMP)



- Can also request what the current comparison state is (high/low)

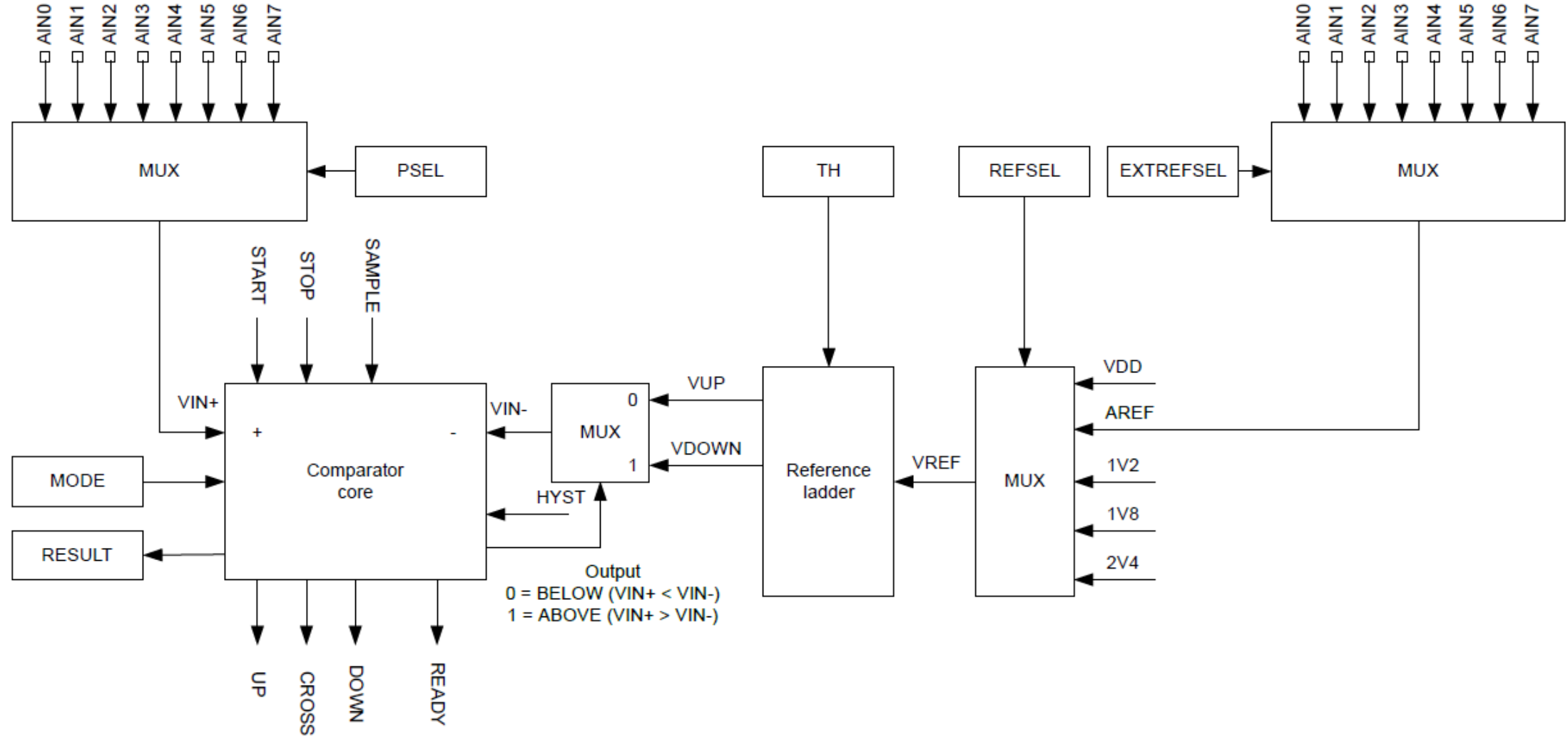


# nRF low-power comparator (LPCOMP)



- Can be used for low-power wakeup of microcontroller

# nRF COMP peripheral



# nRF COMP peripheral

- Analog Comparator (not low power)
  - More advanced version of a comparator (otherwise similar)
- What advantages would a more capable comparator have?
  - Configurable hysteresis
    - LPCOMP: +/- 50 mV      COMP: any of the N/64 voltage levels
  - Faster detection
    - LPCOMP: 5  $\mu$ s      COMP: 0.1-0.6  $\mu$ s (depending on power mode)
  - More possible reference voltages
    - LPCOMP: VDD or input      COMP: VDD, 1.2v, 1.8v, 2.4v, or input
    - LPCOMP: 16 levels      COMP: 64 levels

## Break + Question: Internal reference voltages

- **Why have internal voltage references other than VDD?**

# Break + Question: Internal reference voltages

- **Why have internal voltage references other than VDD?**
  - What if what you want to measure *is* VDD?
    - Battery voltage
    - Did someone just unplug me?
    - etc.
  - What if VDD isn't stable?
    - Battery voltage
    - Energy-harvesting system
    - Hard to know what any particular value means...

# Outline

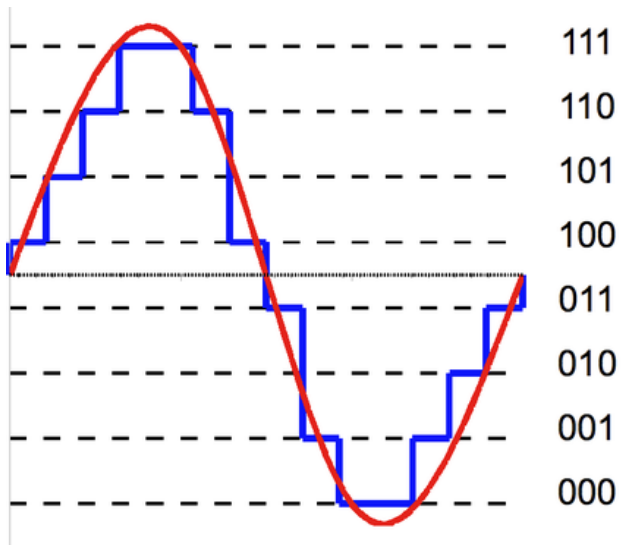
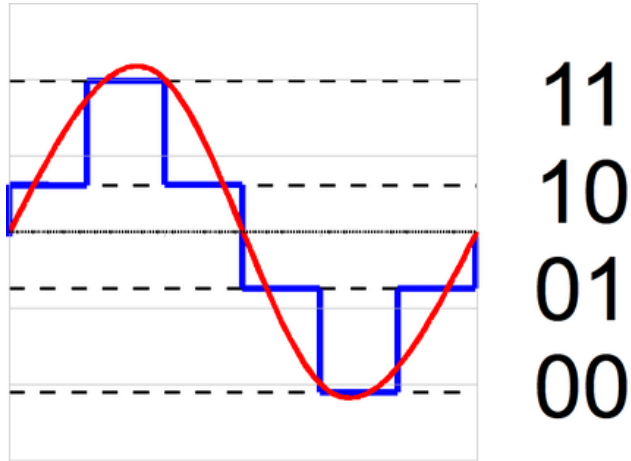
- Comparators (and nRF implementations)
- **General ADC Design**
- nRF ADC Implementation

# Interacting with analog signals

- Microcontrollers are inherently digital
- Need a method for translating analog signal into a digital one
- Options:
  1. Determine if signal is higher or lower than some amount (Boolean)
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**Translation is done by an Analog-to-Digital Converter (ADC)**

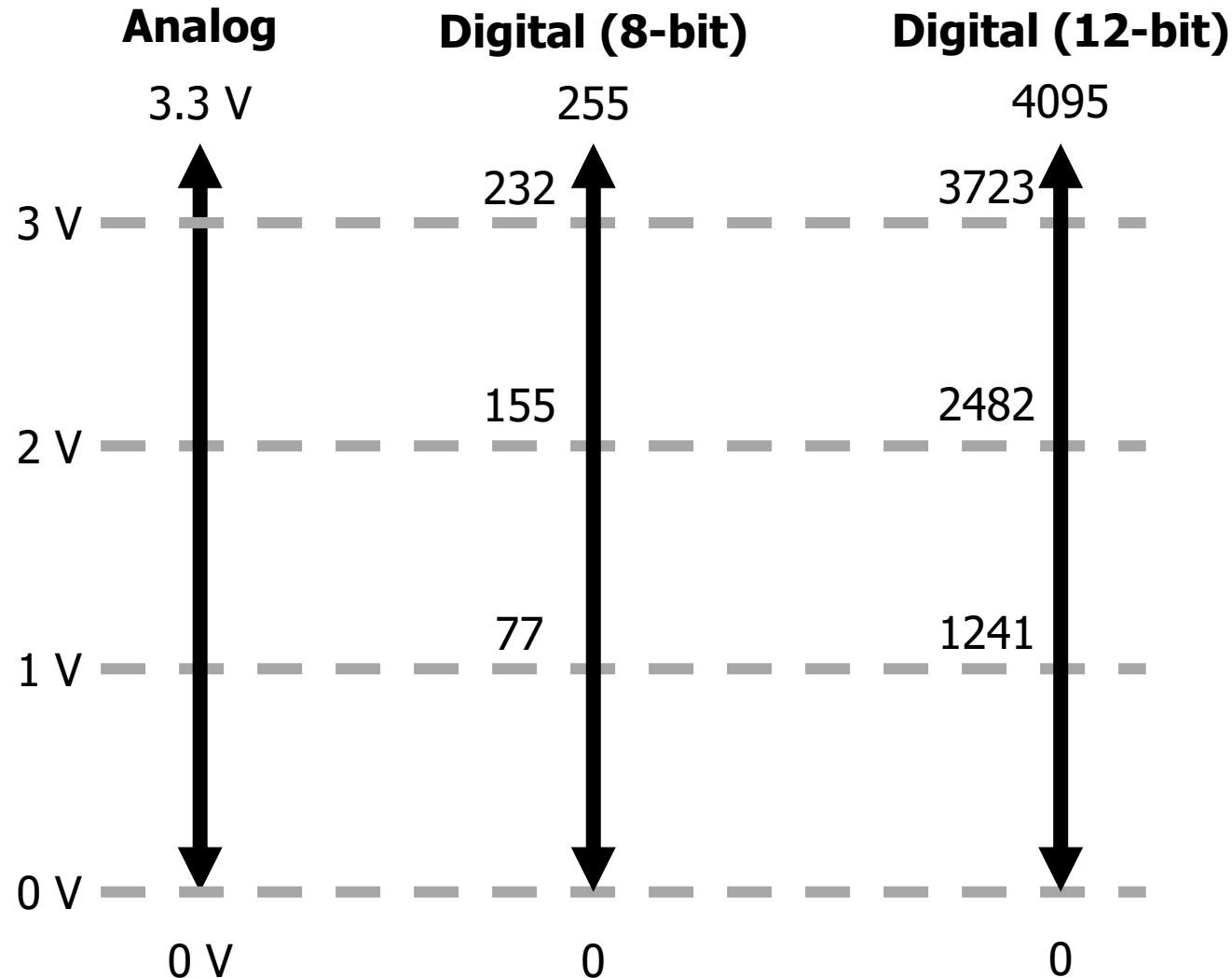
# Quantization



- Analog voltages are represented by discrete voltage levels
- Comparators are 1-bit ADCs
  - Split into two regions
  - Good ADCs split into 4000-16000 regions
- More levels gives a more accurate representation of the signal



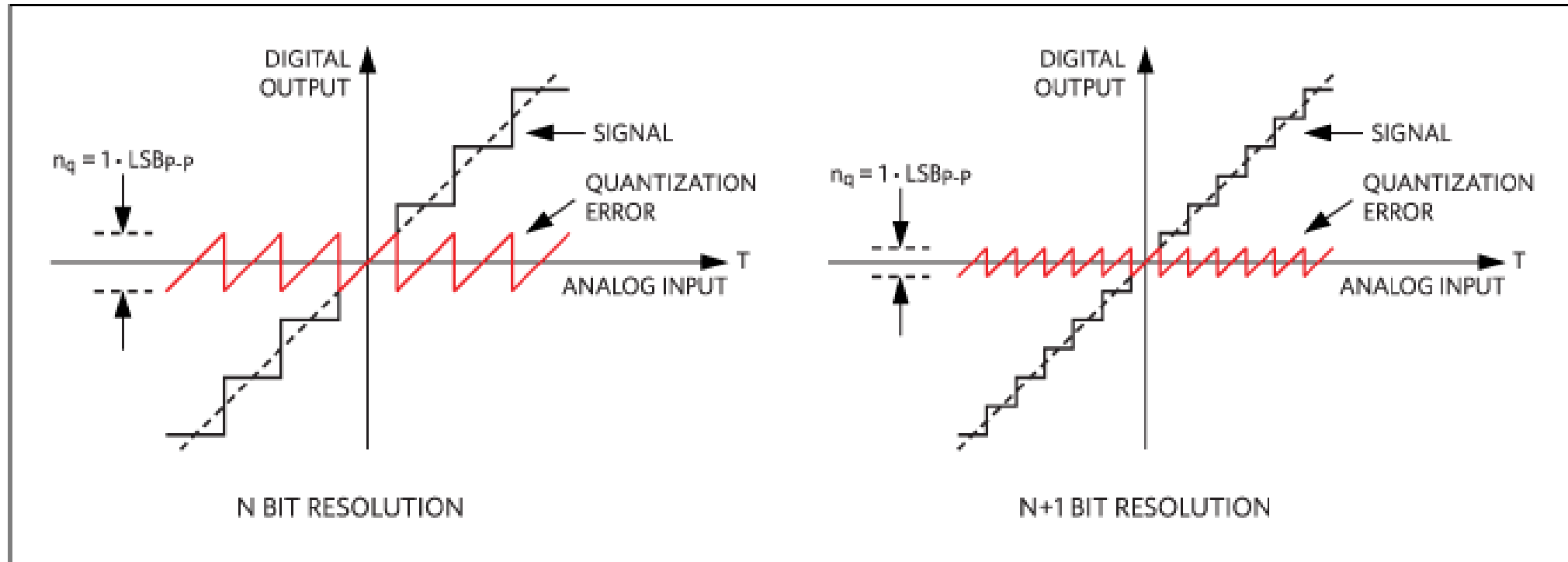
# Translating voltage and ADC counts



$$Value = \frac{V_{IN}}{V_{REF}} * (2^{Resolution} - 1)$$

- $V_{REF}$  selects maximum range
- Ground is usually minimum range
- Resolution depends on hardware
  - Either hardcoded or a selection

# Quantization error



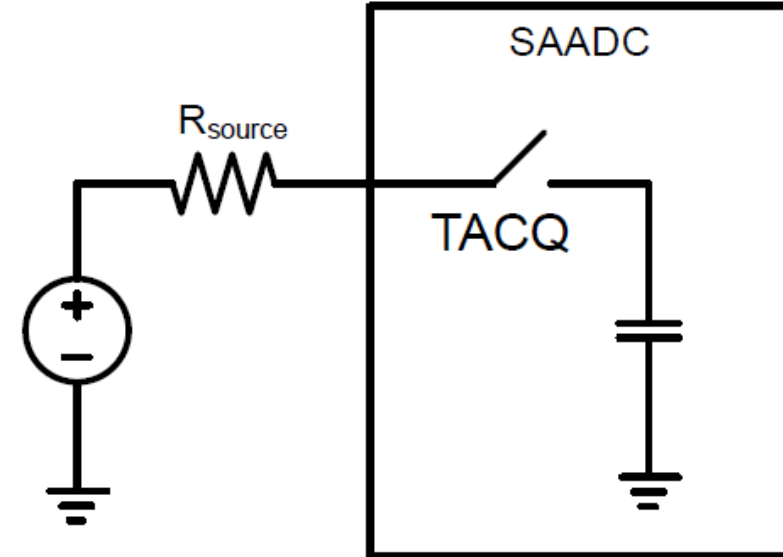
- Resolution choice determines magnitude of error
  - Each extra bit halves the magnitude of error

# Analog to digital translation process

- Two steps:

1. Acquisition

- Read in signal for some amount of time
- Signal connected to a capacitor
- Fills capacitor up to voltage level
- Speed depends on input resistance
  - 1-100  $\mu\text{s}$  is common

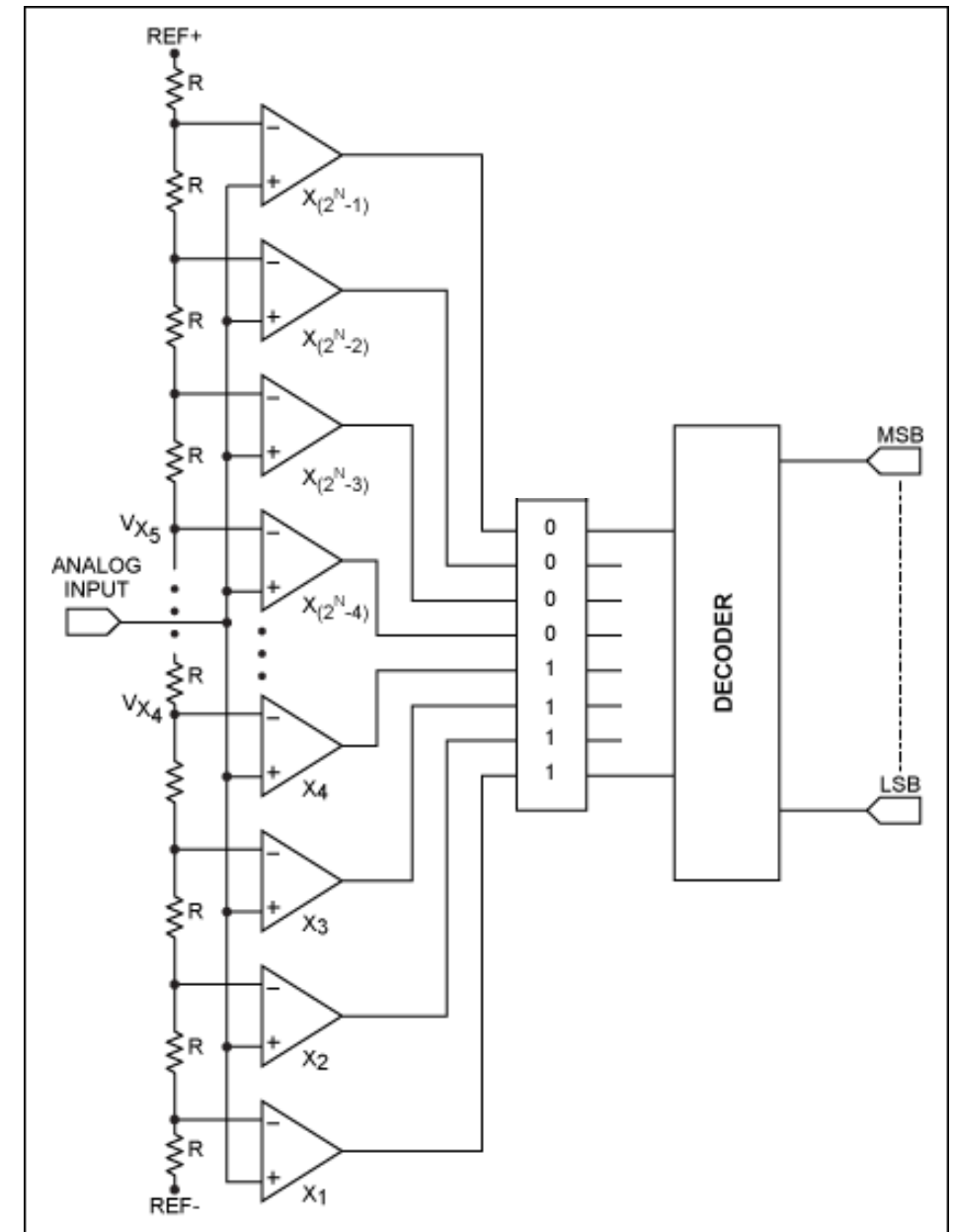


2. Conversion

- Determine which digital value the read signal corresponds to

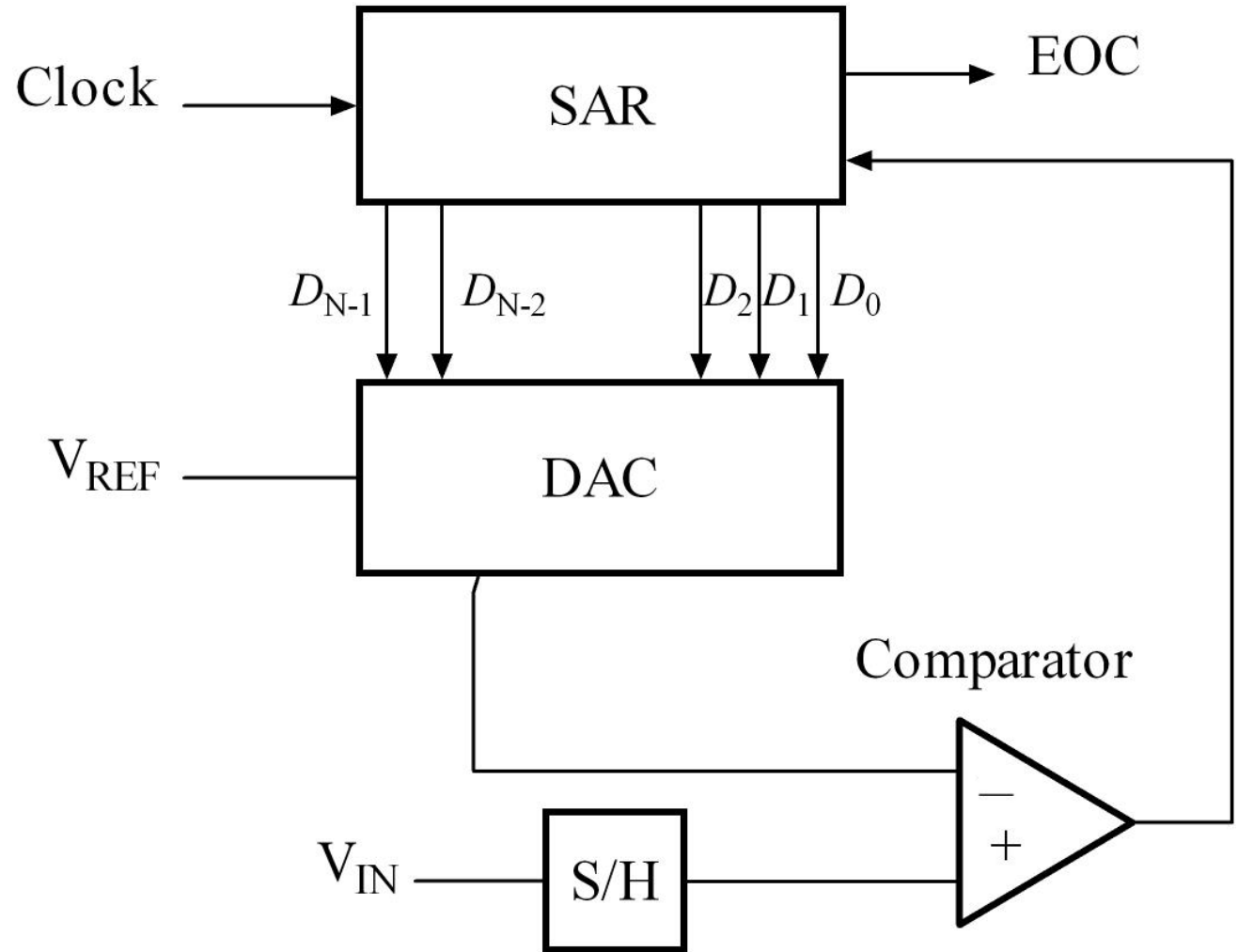
# Direct-conversion ADC

- Chain comparators together
  - Each with a separate reference voltage
- Digital value determined immediately
  - Also known as "Flash" ADCs
- Downside: needs  $2^n - 1$  comparators
  - Reserved for expensive applications



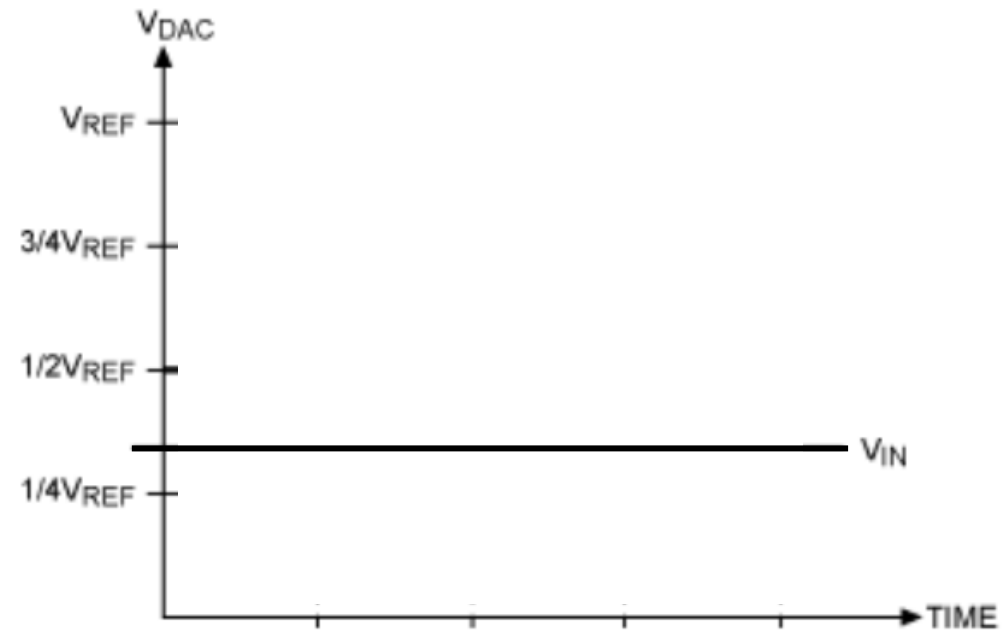
# Successive-Approximation ADC

- Method: Binary Search
  - Compare signal to generated reference
  - Increase or decrease reference as needed
  - Repeat
- DAC creates reference (Digital-to-Analog Converter)
  - Final value of DAC is the ADC value



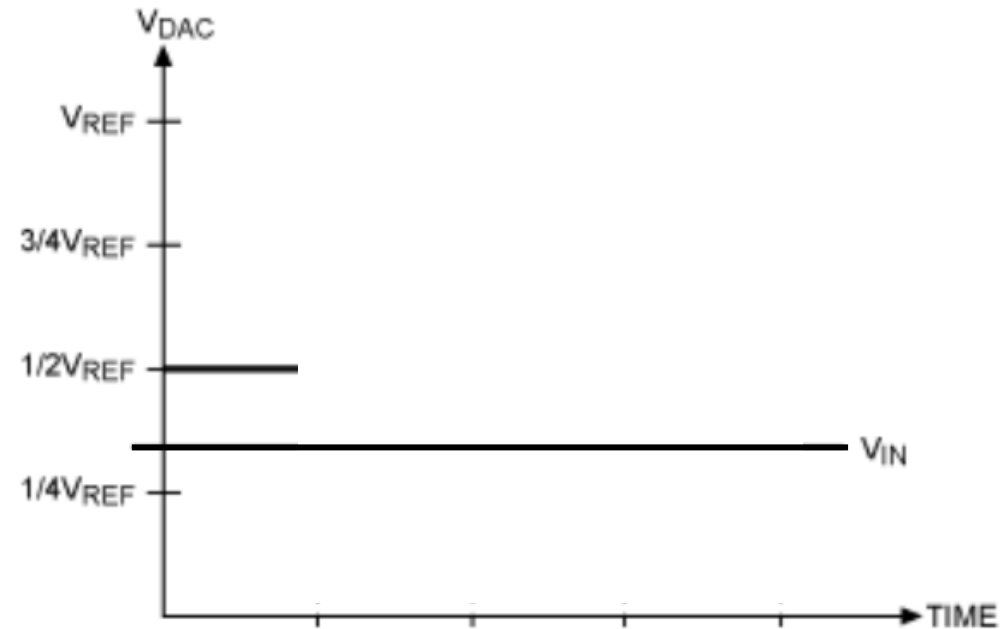
# Successive Approximation Example

- 4-bit ADC with an input signal  $V_{IN}$



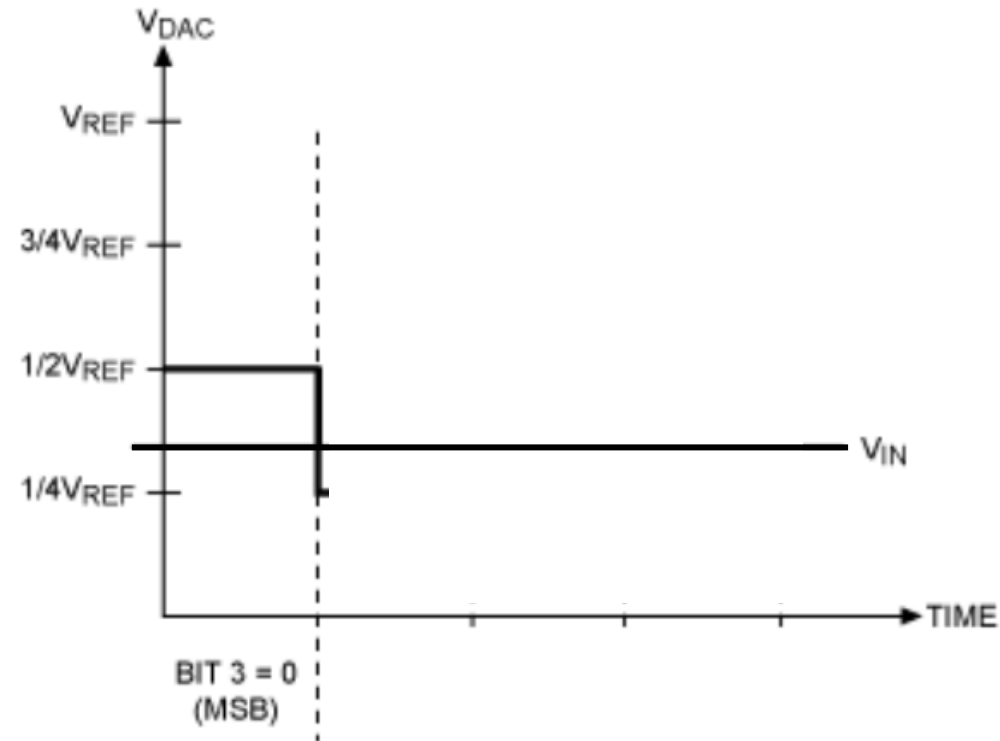
# Successive Approximation Example

1. Compare  $\frac{1}{2} V_{REF}$  (0b1000) to  $V_{IN}$ 
  - If greater, bit is 1. Else zero



# Successive Approximation Example

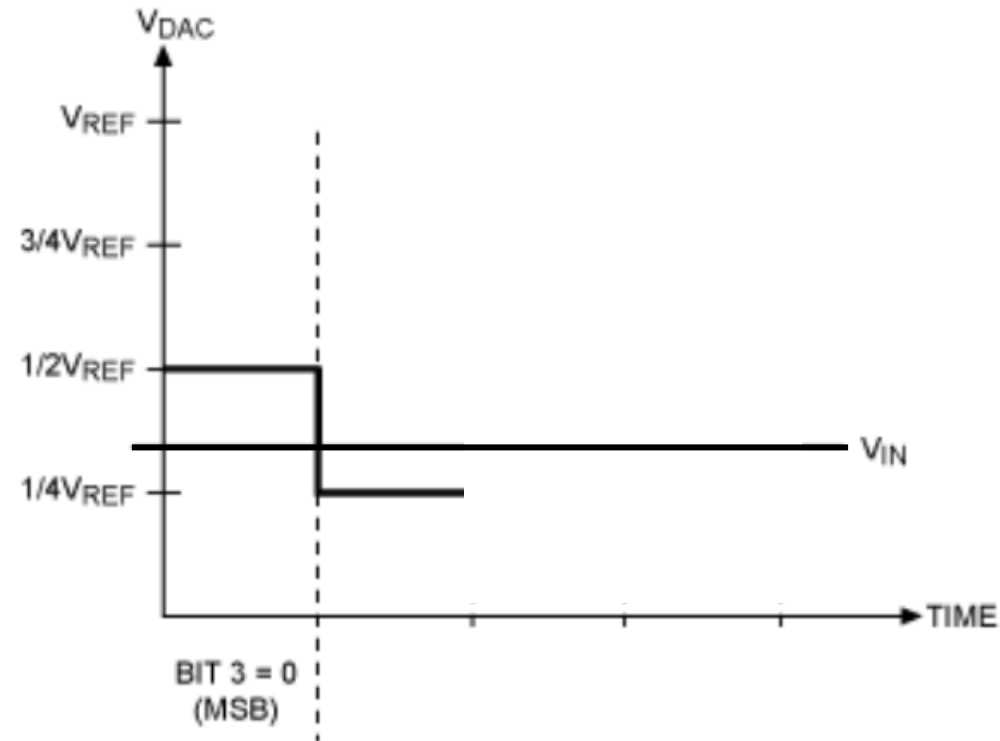
1. Compare  $\frac{1}{2} V_{\text{REF}}$  (0b0000) to  $V_{\text{IN}}$ 
  - If greater, bit is 1. Else zero
  - $V_{\text{IN}}$  is less. So set that bit to zero





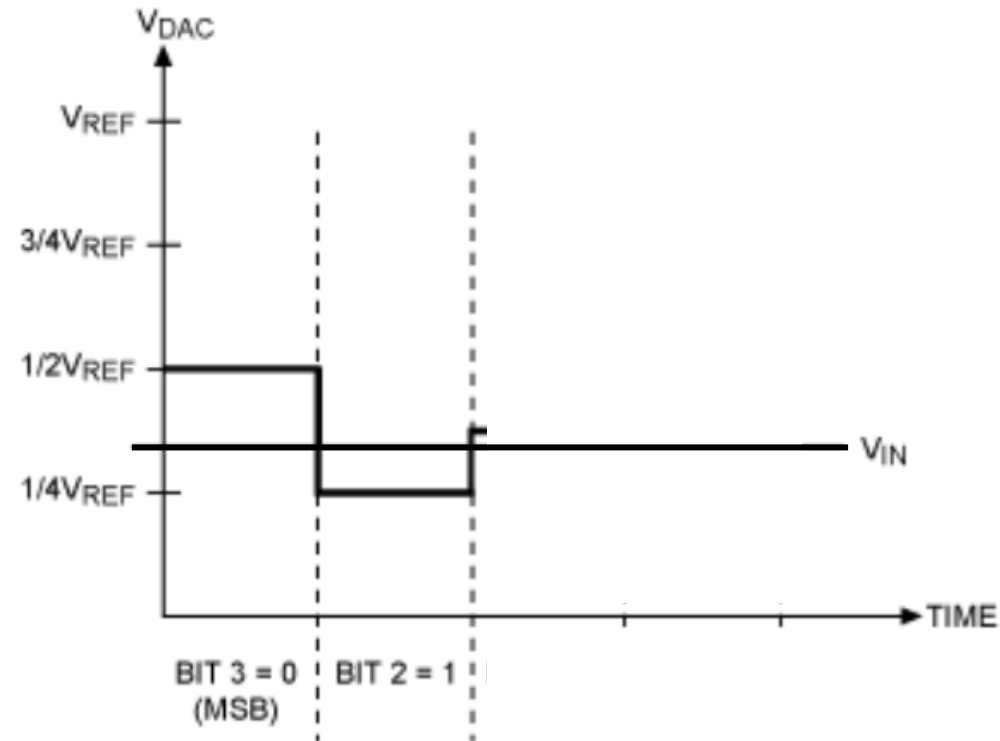
# Successive Approximation Example

2. Compare  $1/4 V_{REF}$  (0b**0**100) to  $V_{IN}$
- If greater, bit is 1. Else zero



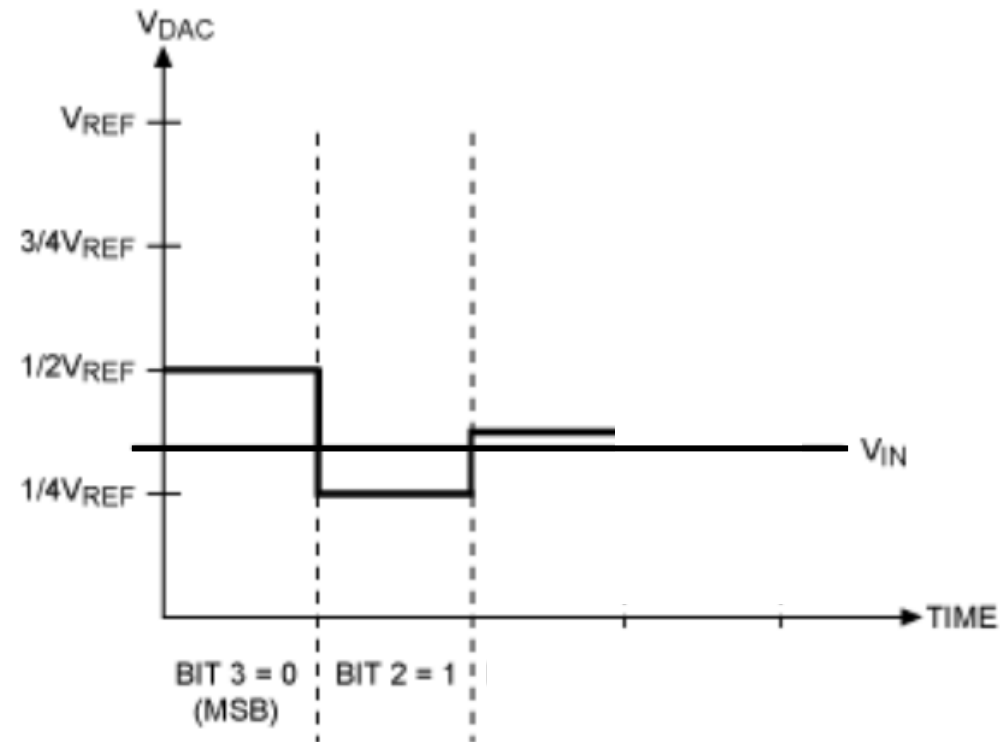
# Successive Approximation Example

2. Compare  $1/4 V_{REF}$  (0b**0**100) to  $V_{IN}$
- If greater, bit is 1. Else zero
  - $V_{IN}$  is greater. So set that bit to one



# Successive Approximation Example

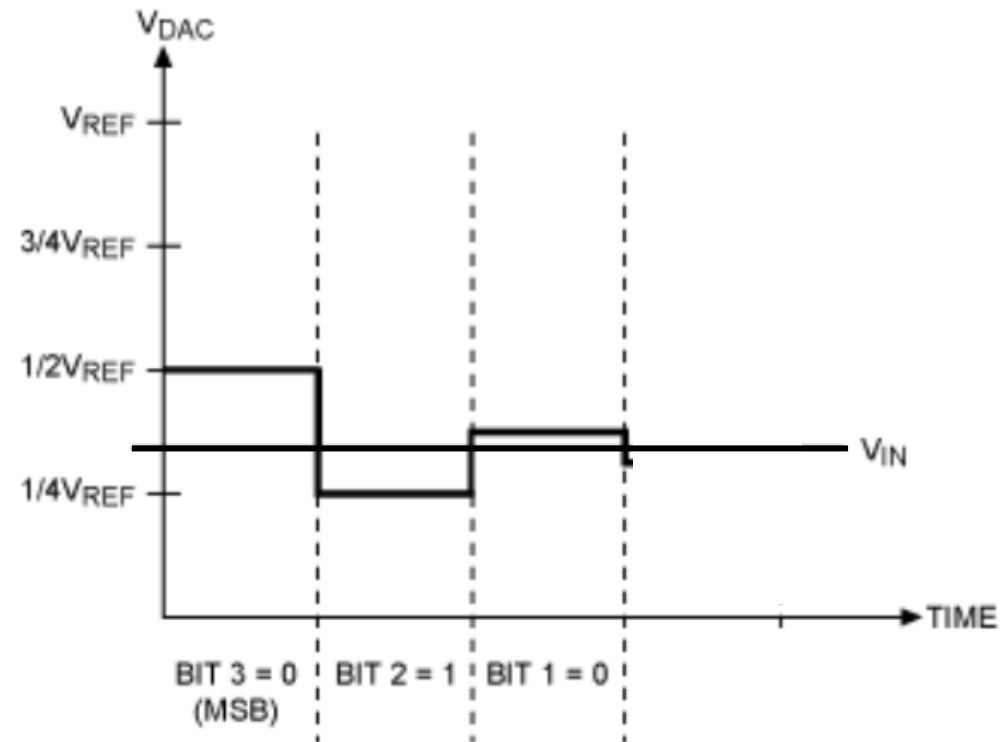
3. Compare  $\frac{3}{8} V_{REF}$  (0b**0****1**10) to  $V_{IN}$
- If greater, bit is 1. Else zero



# Successive Approximation Example

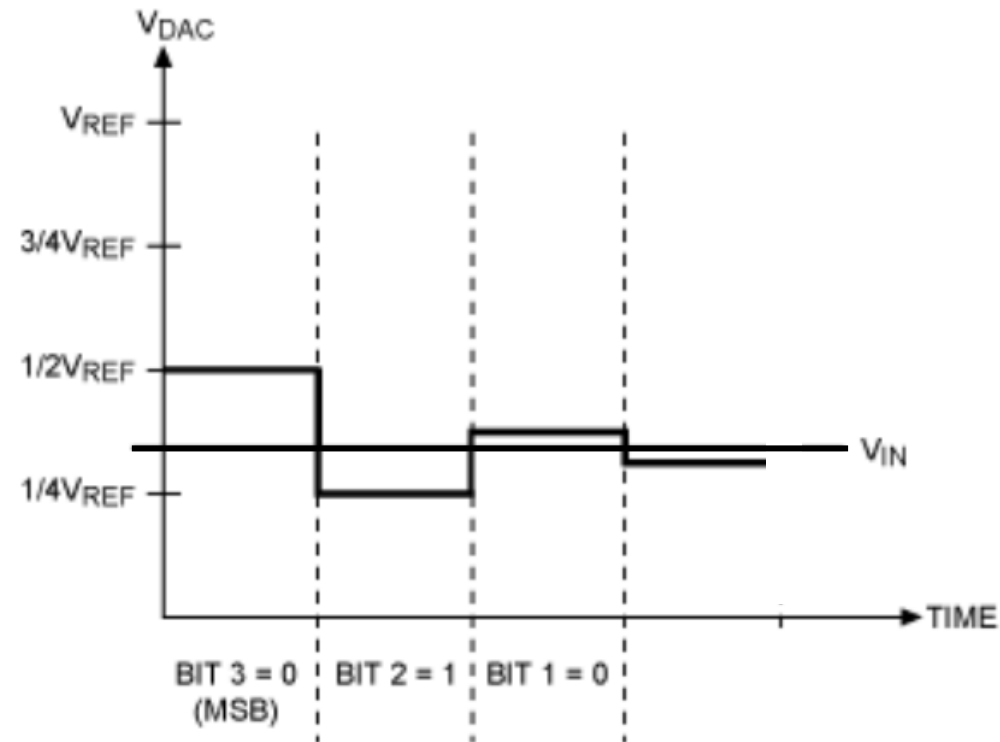
3. Compare  $\frac{3}{8} V_{REF}$  (0b**01**00) to  $V_{IN}$

- If greater, bit is 1. Else zero
- $V_{IN}$  is less. So set that bit to zero



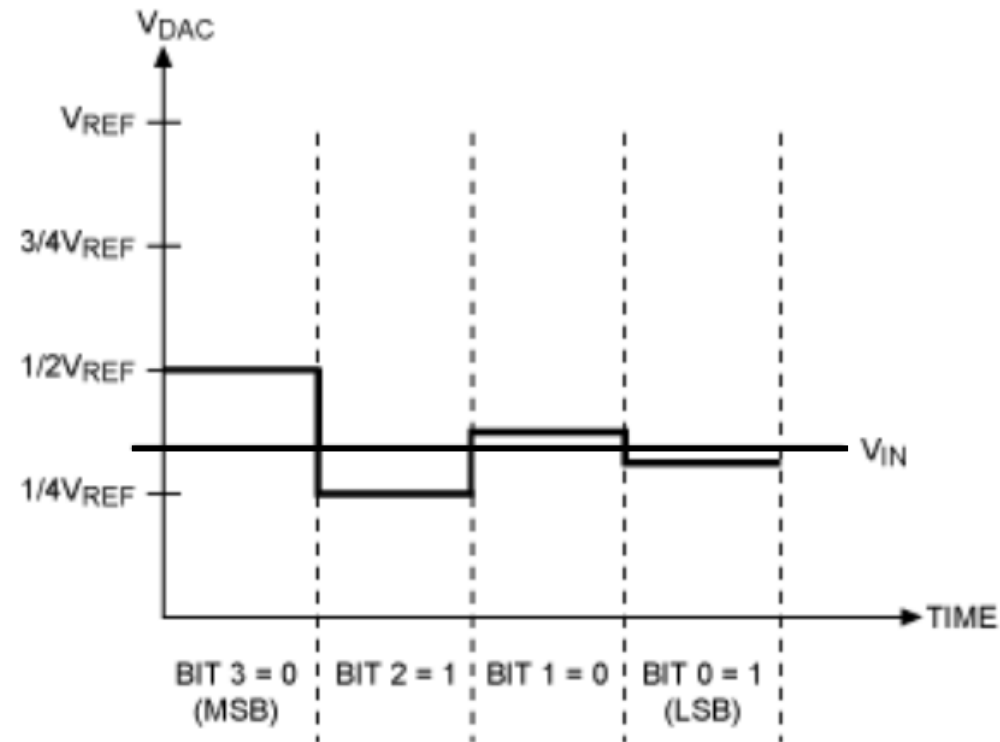
# Successive Approximation Example

4. Compare  $5/16 V_{REF}$  ( $0b\mathbf{0101}$ ) to  $V_{IN}$
- If greater, bit is 1. Else zero



# Successive Approximation Example

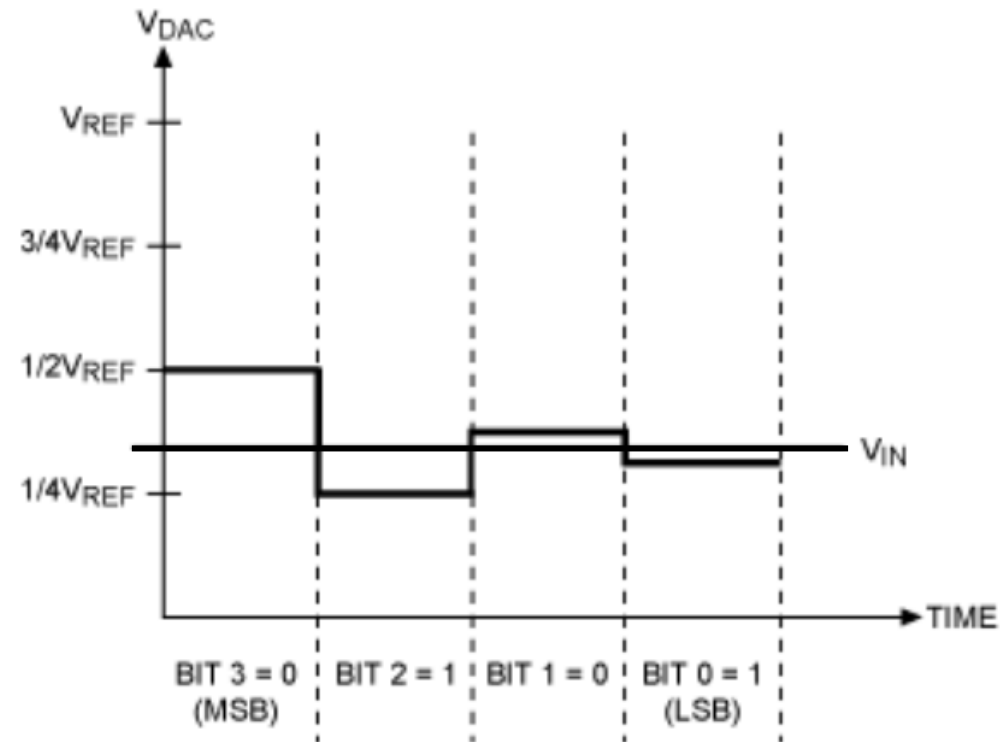
4. Compare  $5/16 V_{REF}$  (0b**0101**) to  $V_{IN}$
- If greater, bit is 1. Else zero
  - $V_{IN}$  is greater. So bit is one



# Successive Approximation Example

## 5. Output is $5/16 V_{REF}$ (0b0101)

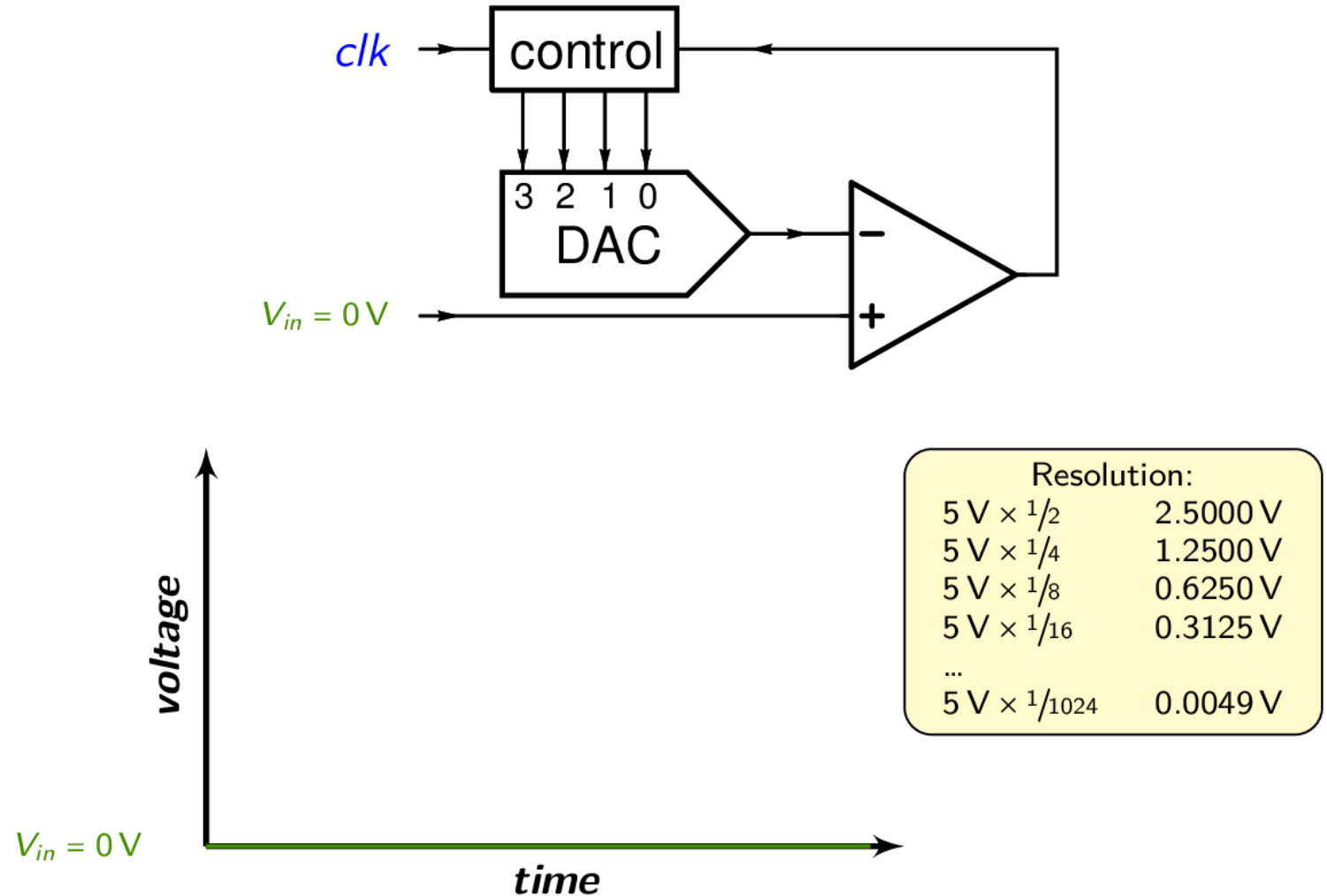
- Slight underestimate of the real value, but as close as we can get
- More bits would get us even closer



# Successive Approximation Example

- Performs a binary search to determine correct reference signal value

## Successive Approximation – example of a 4-bit ADC





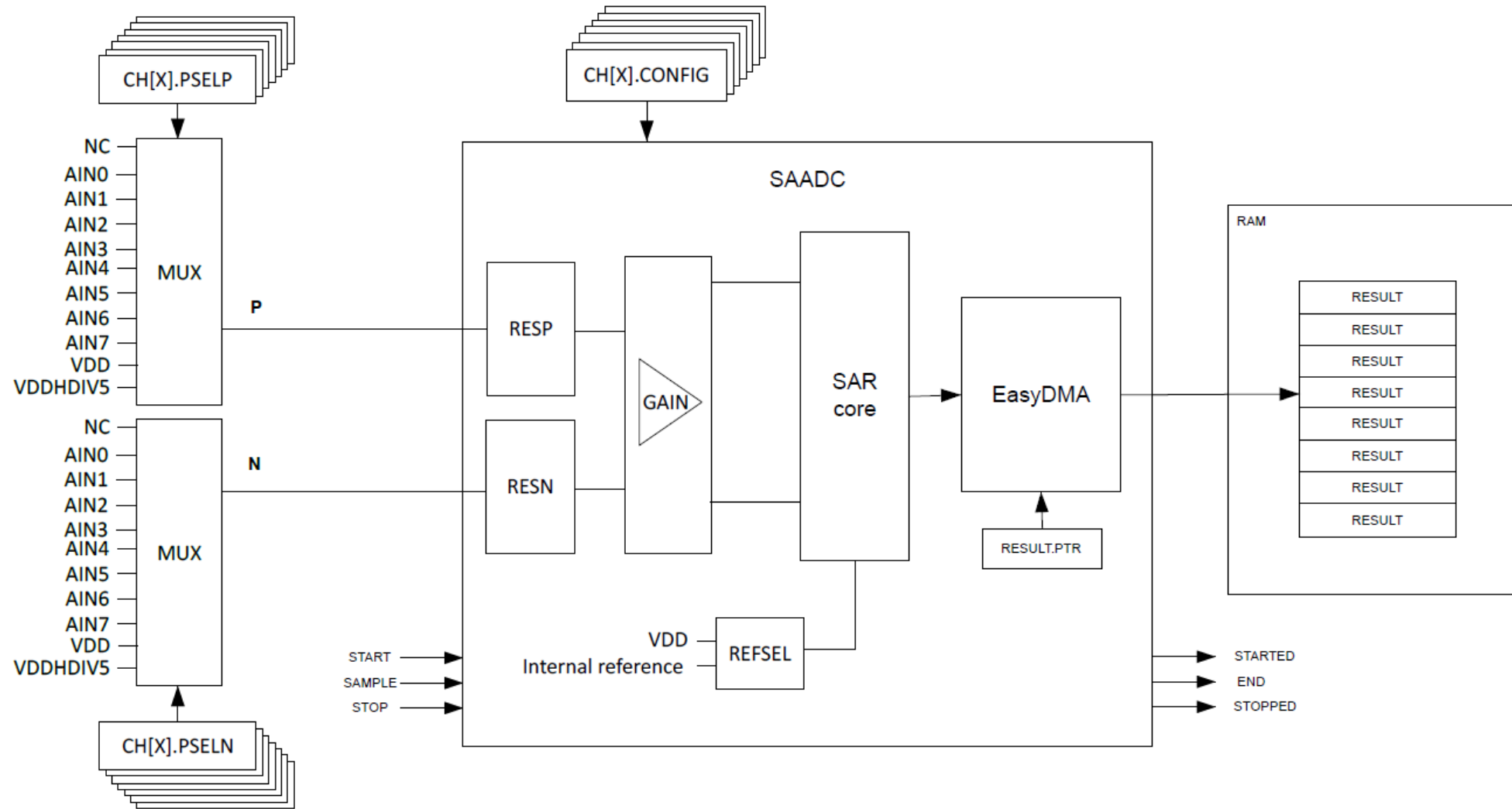
# Higher resolution ADCs are not free

- Direct-Conversion: more expensive (more silicon)
- SAADC: more time consuming (more binary search time)
- Resolution requirement depends on signal being sensed
  - Temperature sensor probably doesn't need 16-bit ADC
  - Microphone might though!

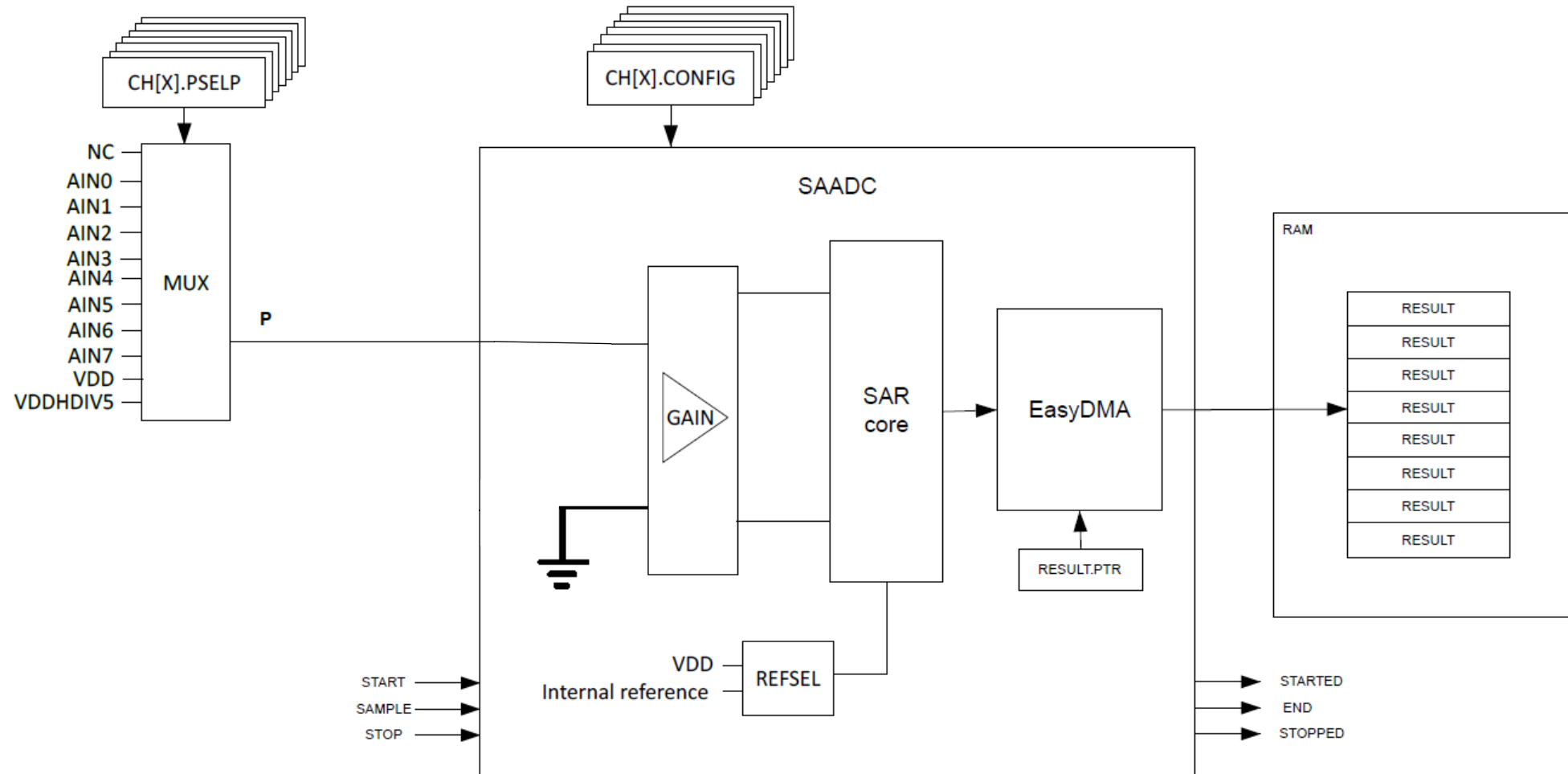
# Outline

- Comparators (and nRF implementations)
- General ADC Design
- **nRF ADC Implementation**

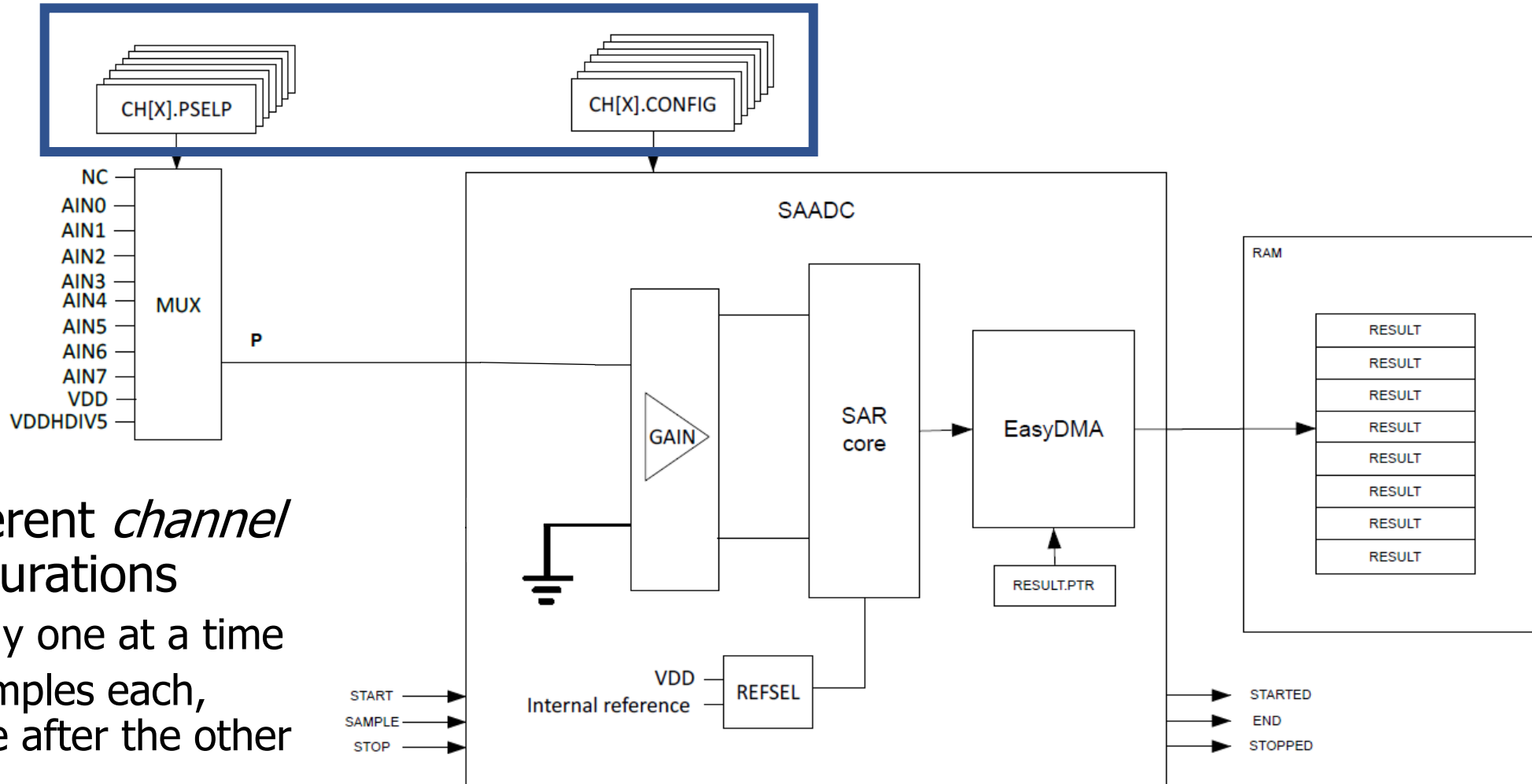
# nRF SAADC (Successive Approximation ADC)



# How most people use the SAADC

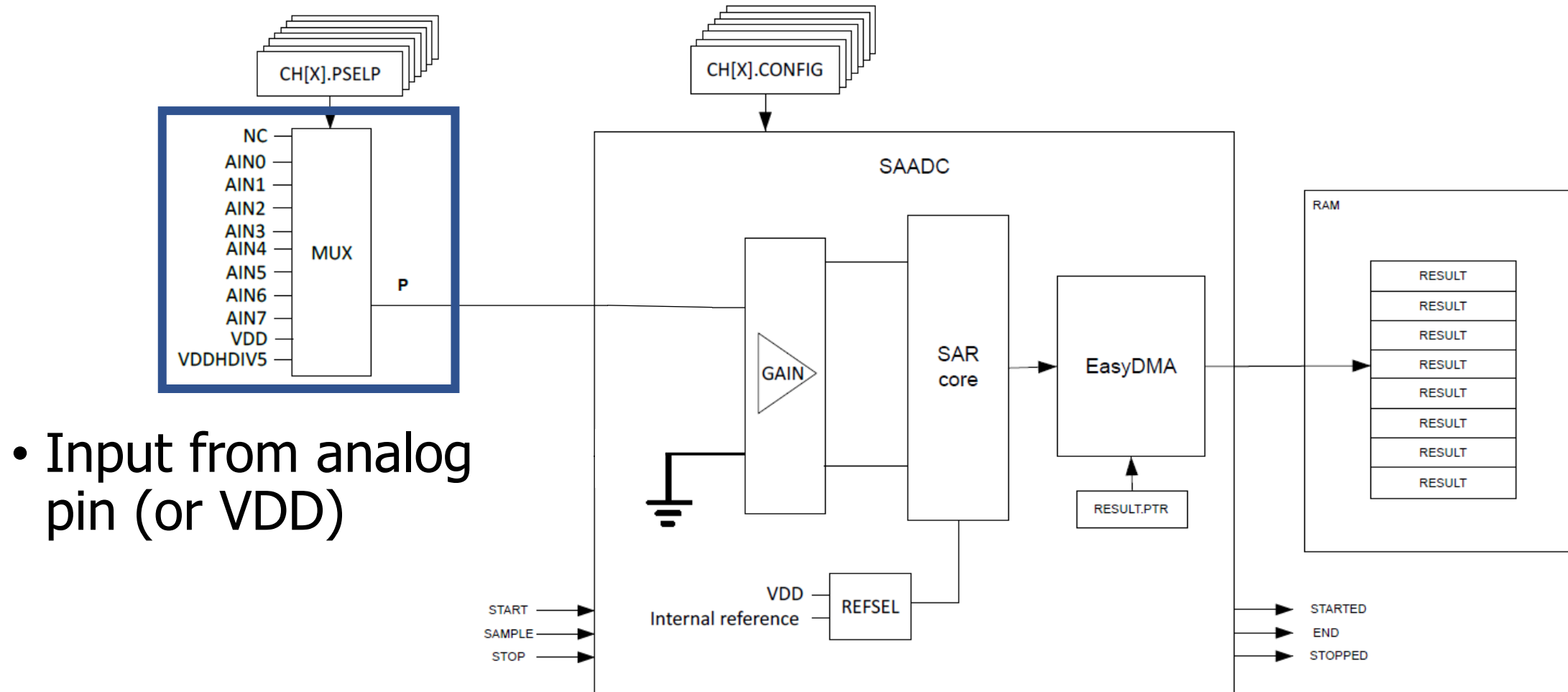


# How most people use the SAADC

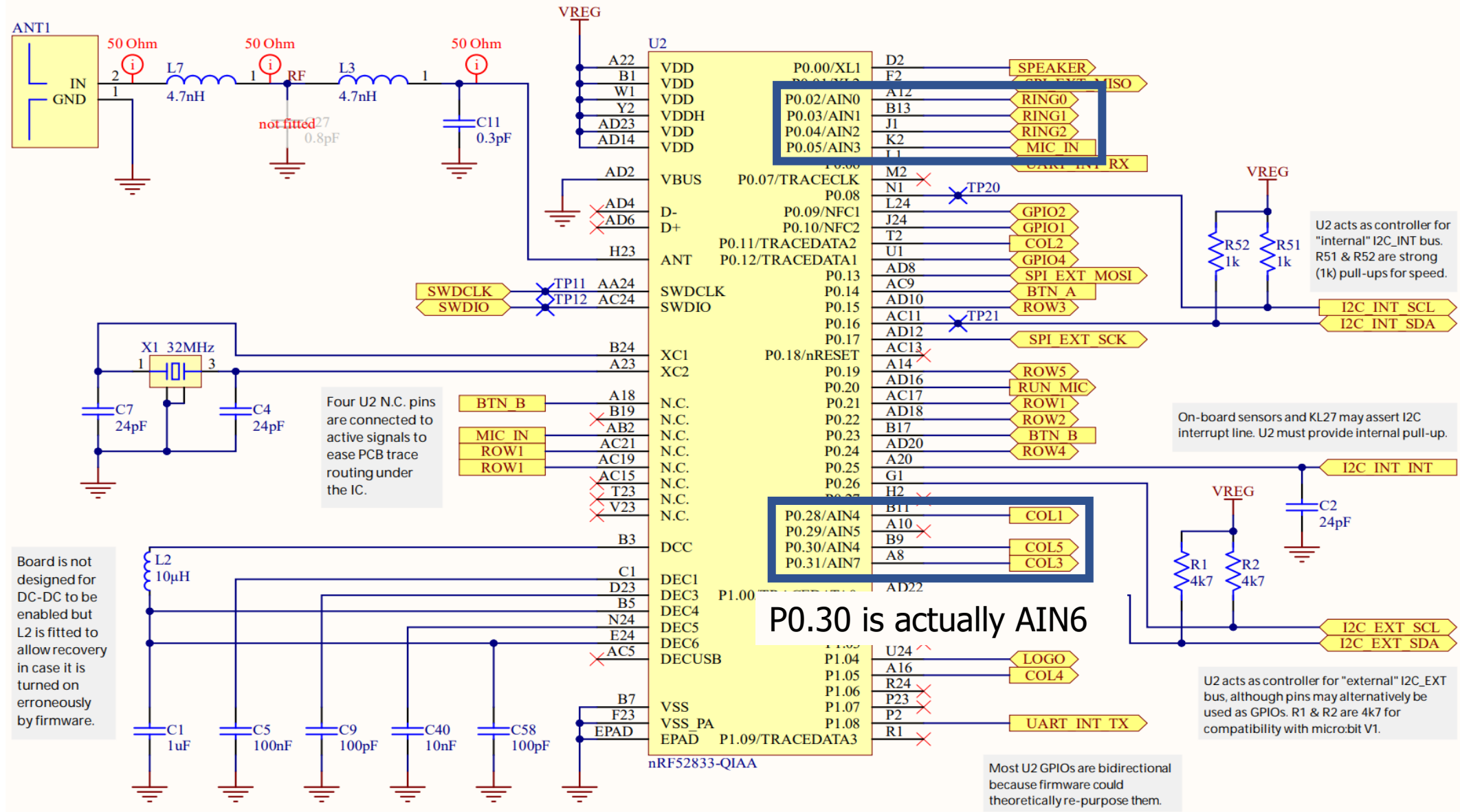


- 8 different *channel* configurations
  - Only one at a time
  - Samples each, one after the other
- Essentially virtualization in hardware!

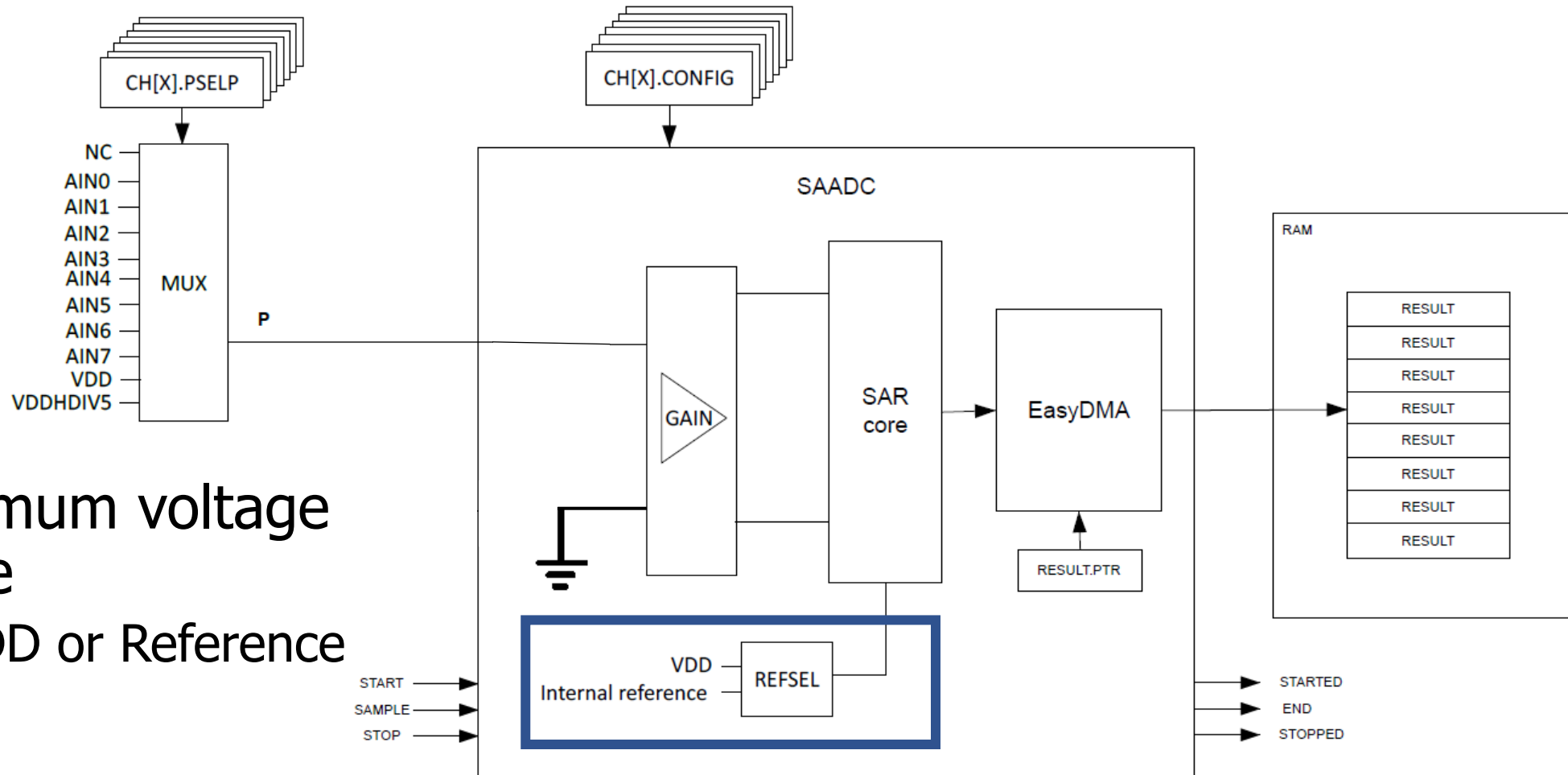
# How most people use the SAADC



# Analog inputs on the Microbit



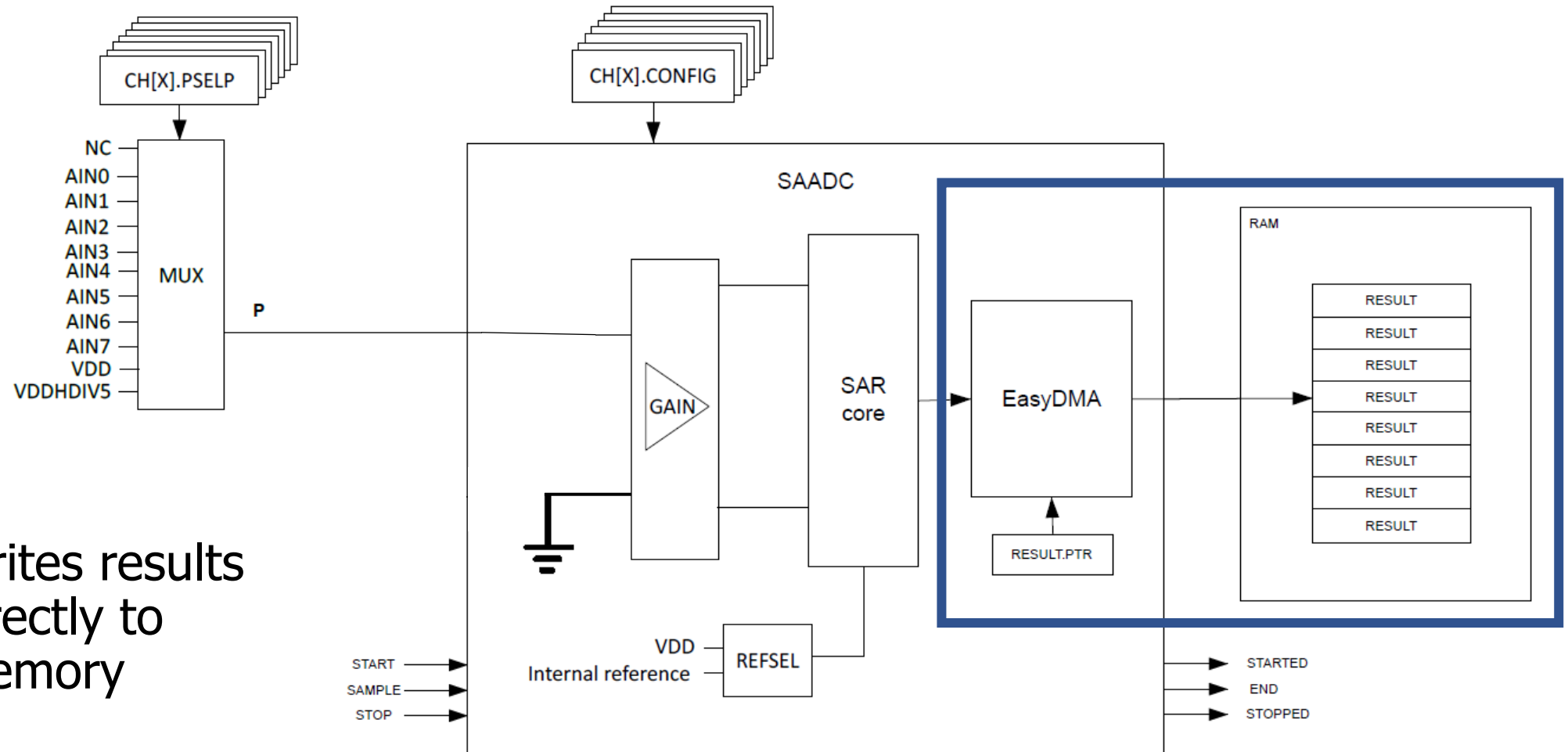
# How most people use the SAADC



- Maximum voltage range
  - VDD or Reference



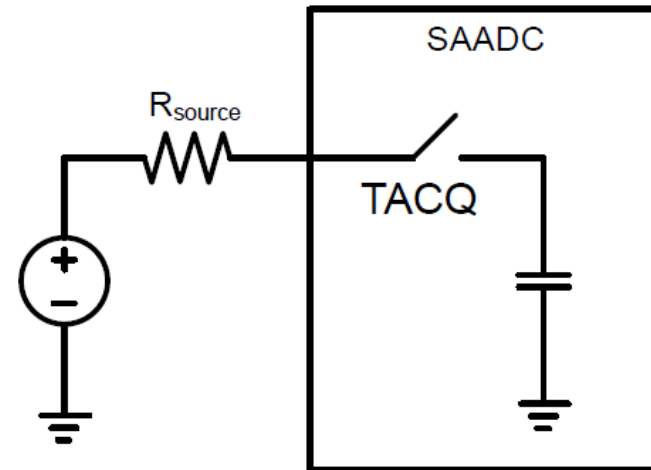
# How most people use the SAADC



- DMA
  - Writes results directly to memory

# SAADC Resolution and Sampling

- Resolution is selectable (for the whole peripheral)
  - 8, 10, 12, or 14 bits
  - Result stored as 16-bit value regardless
- Sampling time is selectable (for each channel)
  - 3-40  $\mu\text{s}$



# Triggering sample collection

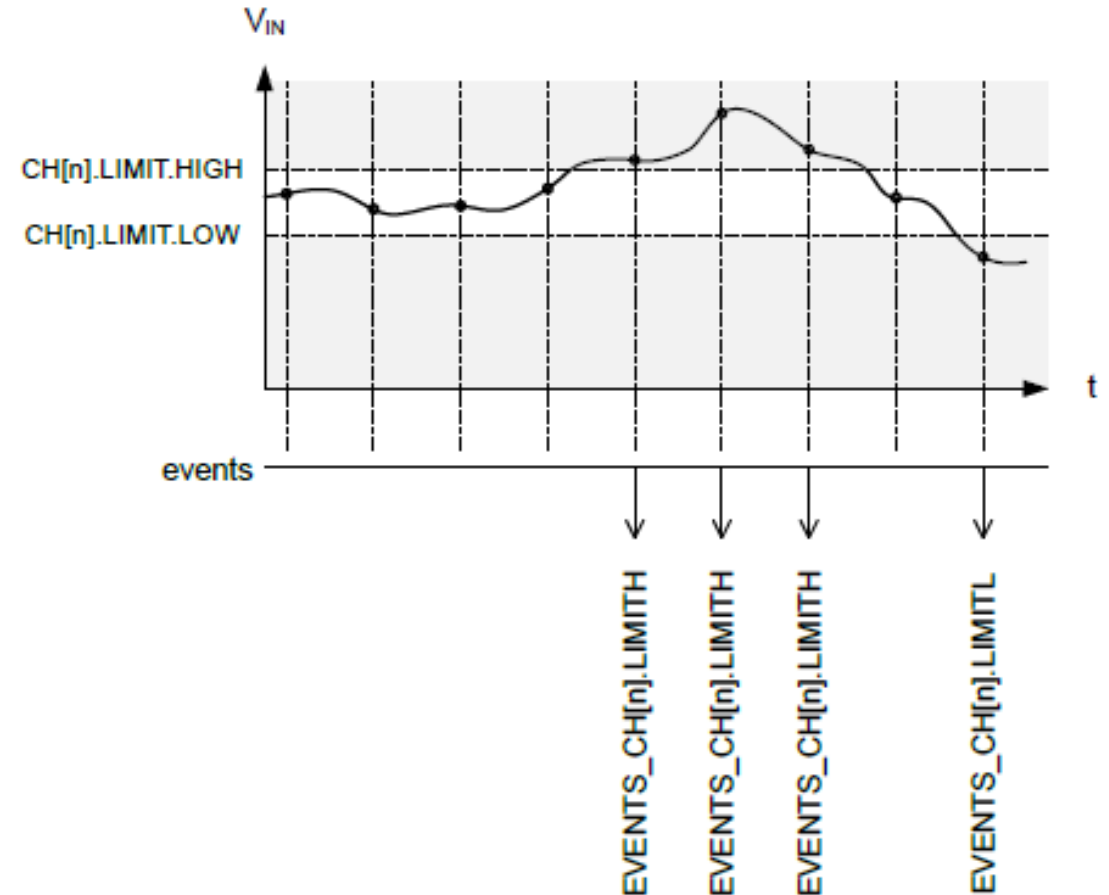
- Can be triggered with TASK\_START on demand
  - Including through EVENT->TASK chaining
- Includes a timer within itself to automatically trigger sampling
  - Rate =  $16 \text{ MHz} / (2^{\text{Scale}})$  where scale is 11 bits
  - Maximum rate is 7.8 kHz

# EasyDMA on the SAADC

- There is no register to read ADC results from
- Instead, you must use DMA to collect samples
- At configuration time, provide:
  - Pointer to RAM
    - Must be RAM, not Flash
  - Maximum count of 16-bit samples to be written starting at address
    - Up to 32768
- When complete, a register tells you the amount of samples written to RAM

# Event limit monitoring

- Includes two comparators for each channel
  - High and Low limits
- Generates events whenever transitioning to above High or below Low
  - Events can be ignored if unnecessary



# Temperature sensitivity

- ADCs are often temperature sensitive
  - nRF SAADC: 0.02% per degree C
- Recommends recalibrating every change of 10 degrees C or more
  - Automatic task for calibration
  - Real concern for deployed devices
    - Outdoors
    - Wearable

# Design question

- How many analog samples can the Microbit hold?

# Design question

- How many analog samples can the Microbit hold?
  - Available: 128 kB RAM, 512 kB Flash (64000 samples in RAM)
- Questions
  - Are they packed or padded to 16-bit?
  - How much memory are you using for other things?
  - Are you moving them into Flash periodically? (or external storage)



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