### **Dynamic Comparators**

A comparator is a circuit that provides a high Boolean output if the differential input is positive and a low Boolean output if the differential input is negative





High gain amplifiers are often used as comparators since the outputs of most amplifiers naturally clip at high and low levels when overdriven

Since comparators are usually not used with feedback, there is not a need for compensation so neither the area reduction or speed reduction penalty is incurred

Since feedback is not used, higher-order amplifiers such as cascades can be used to increase the gain of a comparator to arbitrarily high levels

If over-driven amplifiers are used for comparators, the power dissipation of these types of comparators is often high



CLK

Some comparators are clocked and only provide an output after the transition of the clock

The value of the input to a clocked comparator is only of concern in a short time interval around the clock transition

The speed of clocked comparators can be very high and the power dissipation of clocked comparators can be very low

Clocked comparators are often called Dynamic Comparators

Regenerative feedback is often used in dynamic comparators and occasionally in non-clocked comparators

Dynamic comparators are widely used in the design of high-speed ADCs





**Amplifier-Based Comparator** 





**Amplifier-Based Comparator** 

Note symmetry in the comparator





**Amplifier-Based Comparator** 

At the start of the comparison process, an amplifier-based comparator behaves as a linear amplifier

$$A(s) = \frac{v_{out}}{v_d} = \frac{1}{2} \frac{g_{m1}}{sC_L + g_{o1} + g_{o2}}$$





Lower-gain Amplifier-Based Comparator

At the start of the comparison process, an amplifier-based comparator behaves as a linear amplifier



Lower-gain Amplifier-Based Comparator



Amplifier-Based Comparator with Regenerative Feedback

#### Amplifier-Based Comparator with Regenerative Feedback



At the start of the comparison process, an amplifier-based comparator behaves as a linear amplifier

#### Amplifier-Based Comparator with Regenerative Feedback





At the start of the comparison process, an amplifier-based comparator behaves as a linear amplifier



Since  $g_m >> g_o$ , this comparator has a pole on positive real axis in the RHP Regenerative feedback will cause the output to latch at one of two levels But will not recover if small changes in input dictate a change in the output

### **Comparator Structures**



Almost all comparators based upon two symmetric sub-circuits

Regeneration obtained by symmetrically cross-coupling across axis of symmetry from an output to an input

Any symmetric structure with this cross-coupling will create regenerative feedback but whether the poles move into the RHP depends upon the architecture

Clocks are often added to remove the restriction of regenerative-type structures not recovering when inputs change a little

Structure in upper right will be called a "Cross-Symmetric" structure

### **Generic Dynamic Comparator Structure**



Most circuits with this architecture that have a modest regenerative feedback gain will have a RHP positive real axis pole

All circuits with the cross-symmetric structure and a positive real axis pole can serve as dynamic comparators!

The clock is used to reset the circuit and thus to put it in a balanced state prior to regeneration



Ball in position shown is said to be in a metastable state

This system can not stay in this state indefinitely

A "reset" must be applied to put the system in the metastable state



Left Stable State

**Right Stable State** 

- Given enough time, system will always enter one of the two stable states
- Time required to enter one of the two stable states is usually very small



- If at reset (ball at position x=0) the system is offset a small amount, a stable state will be reached very quickly
- Time required to enter one of the two stable states is usually very small
- The state it reaches tells whether the system offset is positive or negative
- The position of the ball after a small period of time provides a "boolean" output that gives the result of the comparison between the position of the ball and the position of the system
- This thus serves as a mechanical dynamic comparator



- Probability is 0 of having the initial offset be exactly 0
- Dynamic comparator will always make a decision
- But, if the offset is sufficiently close to 0, it may take a long time to make a decision
- In this mechanical system, the time it takes to make a decision is dependent upon the geometry of the system, the mass of the ball, and the coefficient of friction



- If the initial offset is uniformly distributed around x=0, for any time t, there is a small probability that the decision will not have been made at time t
- This probability is large if t is very small and is very small if t is large
- Some authors refer to the system being in a "metastable" state when a decision has not been reached but this term is misleading.
- If at any time t, the comparator has not made a decision, the system is in a transition state
- Most useful circuits that serve as dynamic comparators are very fast that is, they have a very high probability of making a decision in a very short time



Brief discussion of operation:

If  $V_{IN} > V_{REF}$  at the start of the evaluate state, the current in  $M_7$  will increase more rapidly than the current in  $M_8$ . Hence the current in  $M_5$  will cause the magnitude of  $V_{GS}$  on  $M_5$  to increase. This drives  $V_1$  down and ultimately  $V_2$  up



Load can be viewed as two cross-coupled Boolean inverters Note zero static power dissipation



- Load can be viewed as two cross-coupled Boolean inverters
- Note zero static power dissipation !



- Reset precharges
  - $\bullet V_1$  and  $V_2$  to  $V_{\text{DD}}$
  - $\bullet$  the voltage on the source node of  $\rm M_1$  to 0V
  - •The volgate on the source node of  $M_3$  to 0V
- Note zero static power dissipation !





Note: Both outputs always start high and then transition



Note: Will always leave metastable region but will occasionally not leave region soon enough



 $T_{\rm acc}$  is the maximum clock settling period that will give an acceptable probability of error in a comparator

 $T_{Lim}$  is the limit of the settling time at the overdrive becomes large



• Note zero static power dissipation in the "arm" state !



- Reset sets inverter pair at trip point
- Note zero static power dissipation !



• Note zero static power dissipation !





Figure 19.4.1: Schematic of the comparator.

Goff – ISSCC Feb 2009

How does this compare with previous structure?



original source)



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How does this compare with the previous structure?







Natural questions arise -

If benefit was obtained from cascading p-channel devices in latch, how about cascading n-channel devices?

What about a fully-differential version of this concept?



Symmetric Circuit (V<sub>CLK</sub> not shown) Symmetric Circuit with Regenerative Feedback (V<sub>CLK</sub> not shown)

- Symmetric Circuit need not be planar
- Differential comparators often not planar

A differential comparator is a circuit that provides a high Boolean output if the differential input is positive and a low Boolean output if the differential input is negative



Popular differential comparator



Lewis – Gray Comparator

Popular differential comparator



Halonen Comparator

Popular differential comparator





Halonen Comparator

Popular differential comparator



Katyal Comparator

### **Dynamic Comparator Opportunities**

- Dynamic Comparators can easily be designed
- Likely some of best structures have not evolved
- Symmetric circuit with regenerative feedback gives opportunity to identify new structures that may be particularly useful

### **Dynamic Comparator Opportunities**



#### Midwest Symposium on Circuits and Systems August 2 - 5, 2009 Cancun, Mexico



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Proposals for Special Sessions and Tutorials Regular and Student Papers Special Session (invited) Papers submission Notification of Acceptance

February 20, 2009 March 25, 2009 April 18, 2009 May 9, 2009

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