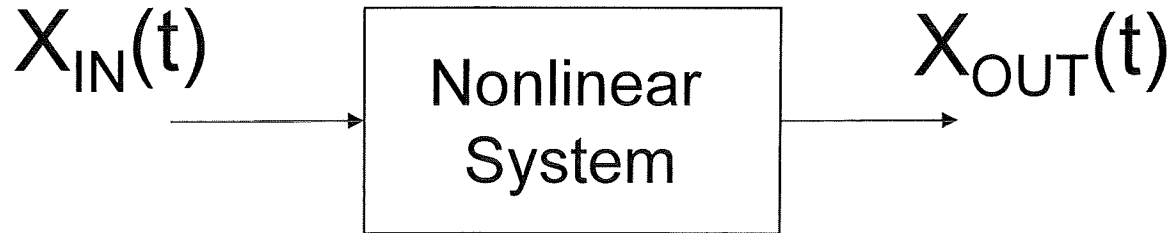


Distortion Analysis



If

$$X_{IN}(t) = X_m \sin(2\pi f_a t + \theta)$$

$$X_{OUT}(t) = A_0 + \sum_{k=1}^{\infty} A_k \sin(2\pi k f_a t + \theta_k)$$

Distortion Analysis

Total Harmonic Distortion, THD

$$\text{THD} = \frac{\text{total power in all harmonic distortion components}}{\text{signal power or fundamental component power}}$$

$$\text{THD} = \frac{A_2^2 + A_3^2 + A_4^2 + A_5^2 + \dots + A_{20}^2}{A_1^2}$$

or 10 or 40

Signal to noise ratio:

$$\text{SNR} = \frac{\text{signal power}}{\text{total power in all non-harmonic frequency bins}}$$

Signal to noise and distortion ratio:

$$\text{SNDR} = \text{SINAD} = \frac{\text{signal power}}{\text{total power in frequency bins except signal bin}}$$

$$\text{ENOB} = (\text{SINAD} - 1.76) / 6.02$$

effective # of Bits

Distortion Analysis

Spurious free dynamic range:

$$\text{SFDR} = \frac{\text{signal power}}{\text{largest power in any frequency bin other than signal bin}}$$

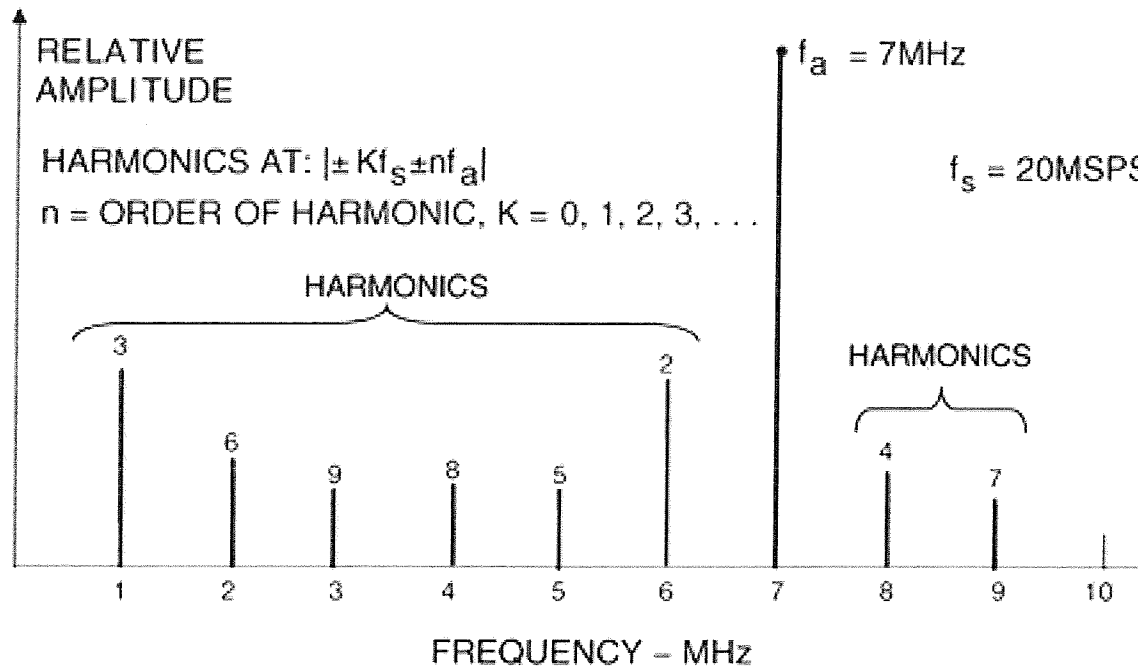
In most cases, input signal is near full scale, and the largest spurious component is one of the harmonic distortion components:

$$\text{SFDR} = \frac{\text{signal power}}{\text{largest harmonic distortion component power}}$$

$$\text{SFDR} = \frac{A_1^2}{\max_{k=2}^{\infty} \{A_k^2\}} \quad \text{or } 10$$

In dB, it is equal to the height difference between signal and the largest spur ⁴

Harmonic distortion



$$f_s = 20\text{MHz}, f_a = 7\text{MHz}$$

$$1^{\text{st}} = 7\text{MHz}$$

$$2^{\text{nd}} = 2 \times 7 = 14 = 20 - 6$$

$$= 6 \text{ MHz}$$

$$3^{\text{rd}} = 3 \times 7 = 21 = 21 - 20$$

$$= 1 \text{ MHz}$$

$$4^{\text{th}} = 4 \times 7 = 28 = 28 - 20$$

$$= 8 \text{ MHz}$$

$$5^{\text{th}} = 5 \times 7 = 35 = 40 - 35$$

$$= 5 \text{ MHz}$$

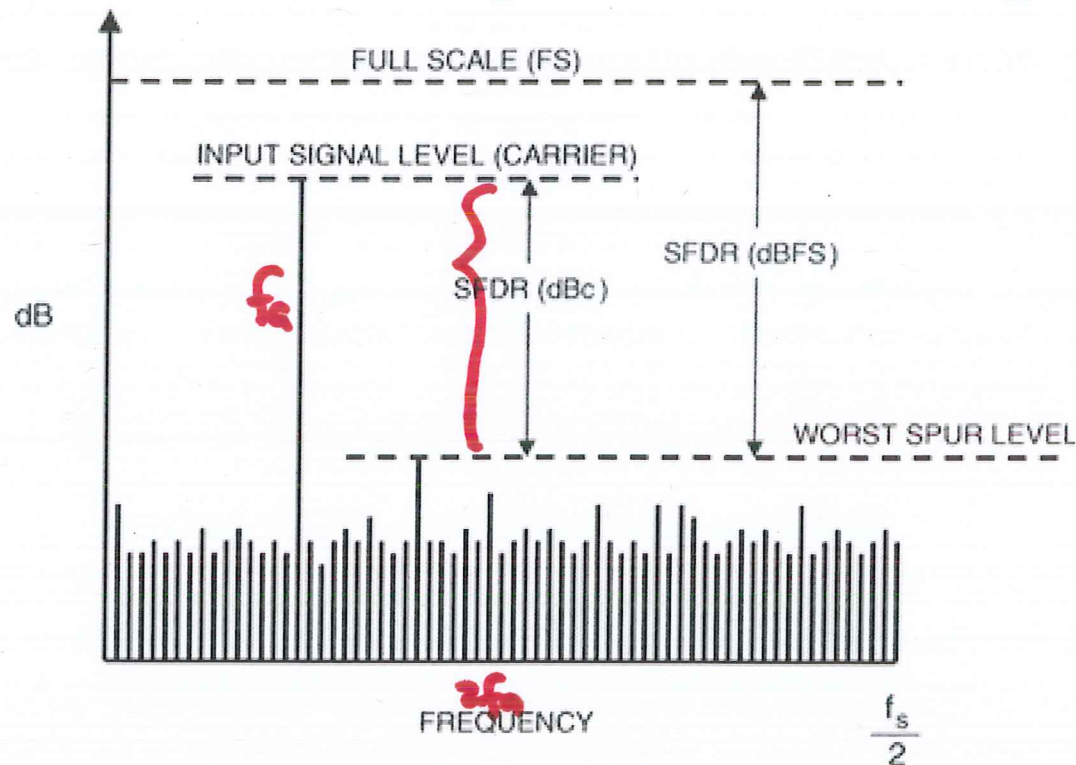
$$6^{\text{th}} = 6 \times 7 = 42 = 42 - 40$$

$$= 2 \text{ MHz}$$

$$7^{\text{th}} = 7 \times 7 = 9 \text{ MHz}$$

- *Harmonic distortion* is normally specified in dBc (decibels below carrier).
- Generally specified with an input signal near full-scale (generally 0.5 to 1 dB below full-scale to prevent clipping).

Spurious Free Dynamic Range (SFDR)



- Probably the most significant specification for a circuit used in a communications application is its *spurious free dynamic range* (SFDR).
- SFDR is defined as the ratio of the signal power to the largest *spurious component power*.
- For input signal near full-scale, SFDR is generally determined by the largest harmonics
- For small input signals, other spurs, which are not harmonic to the input signal, may become larger than the harmonic distortion components.
- Therefore, SFDR considers *all spurs*, regardless harmonic or not.

In order to achieve a clean spectrum,
need to maintain "Coherent Sampling"

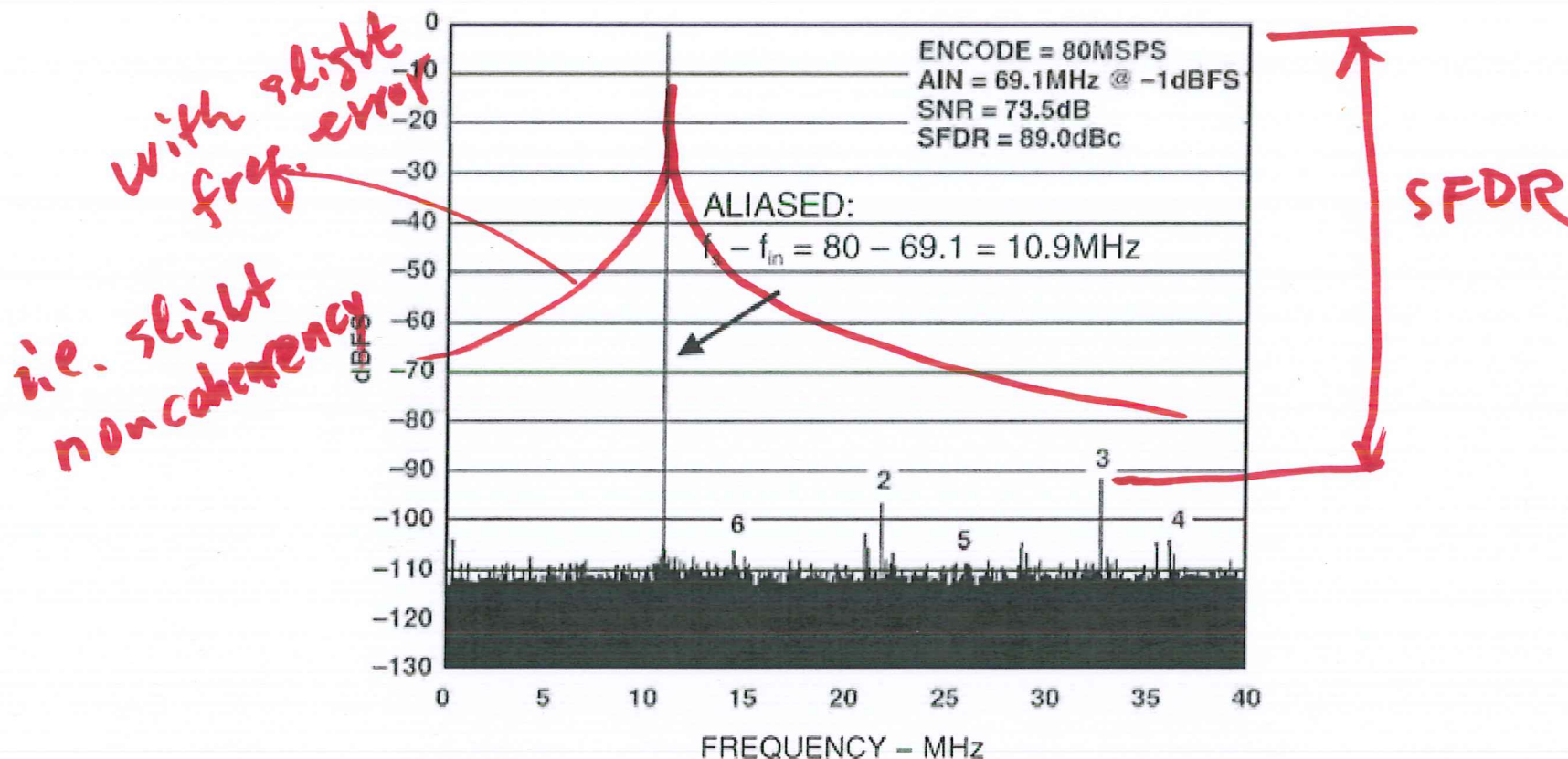
C.S. \equiv the data set contain
an exact integer # of periods.

$$\frac{f_a}{f_s} * M = \# \text{ periods} = J \text{ must be an integer}$$

$$\text{If } J = J_{\text{int}} + \Delta J$$

then, $\frac{\Delta J}{J_{\text{int}}}$ needs to be in
 $10^{-6}, 10^{-9}$ range.

Example SFDR with $f_s=80$ MHz and $f_a=69.1$ MHz



- 14-bit, 80 MSPS wideband ADC designed for communications applications
- single-tone SFDR for a 69.1 MHz input 89 dBc SFDR

Pick $M = 2^*$

Pick $J = \text{odd integer}$,

Set sampling freq f_s ,

Compute $f_a = \frac{J}{M} * f_s$

keep at least 8 or 9 effective digits.

$= 2^{12}$
M=4096; %#points in FFT

J=123; %#periods of sine in M points

a = 1%logspace(-3,0,20)*1.5

x=a*sin(2*pi*J*[0:M-1]/M); %input pur sine wave

y=LNA(x); %output of LNA

yquant = round(y*2^(N-1))/2^(N-1); %quantized y

YFFT = 2*(abs(fft(yquant)/M)).^2;

YFFTDB = 10*log10(2^(-2*N)/1000000+YFFT);

Psig = YFFT(J+1); YFFT(J+1)=0;

SFDR = 10*log10(Psig/max(YFFT(2:M/2)));

HD=0;

for k=2:11, HD=HD+YFFT(J*k+1); YFFT(J*k+1)=0; end

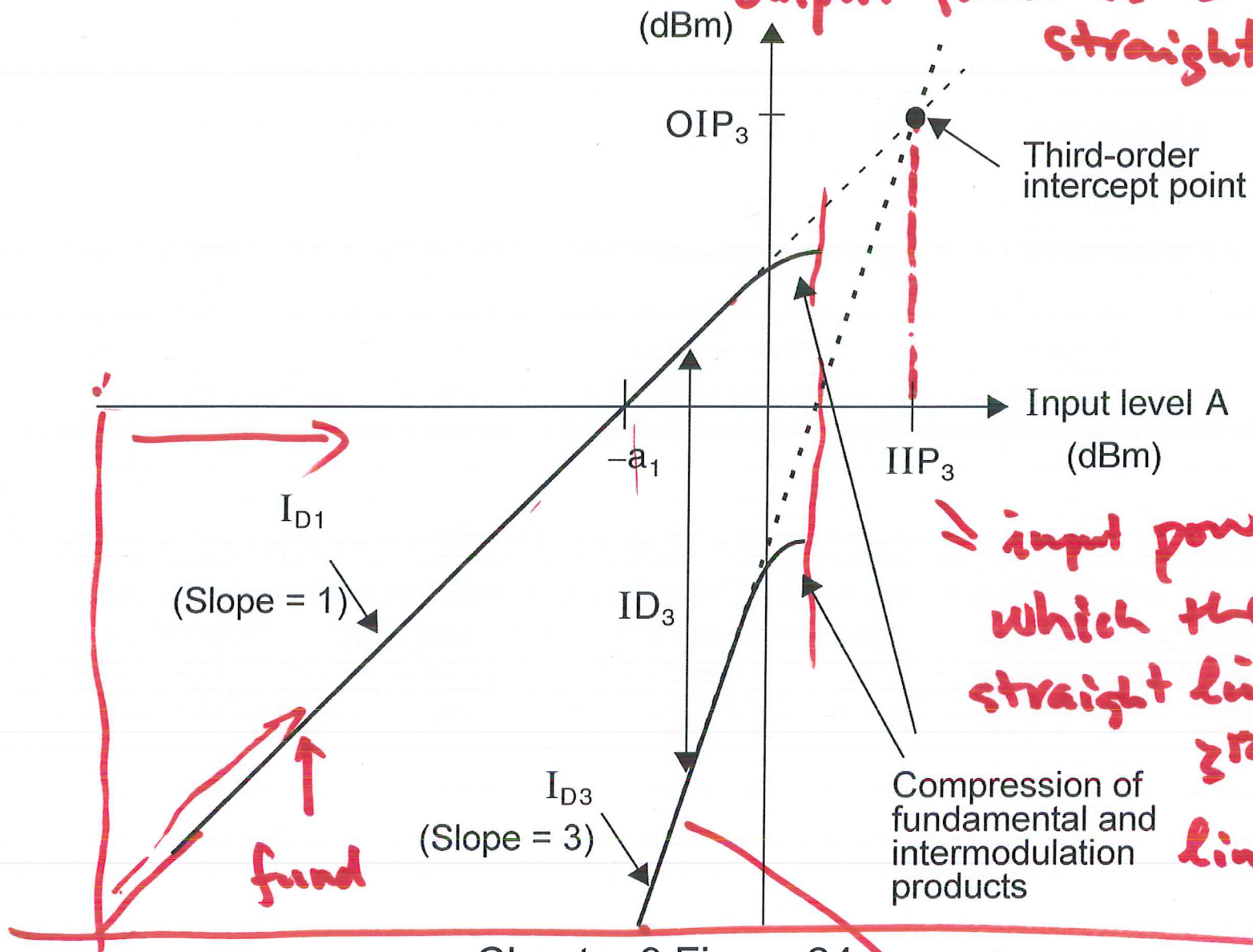
Pnoise = sum(YFFT(2:M/2));

THD = 10*log10(HD/Psig);

SNR = 10*log10(Psig/Pnoise);

Set fs, compute fa
apply fa sin input,
capture M points at
output.

-1 dB compression = input power at which output fund is 1 dB below straight line.



input power at which the fund. straight line & the 3rd h.d. str. line intersect

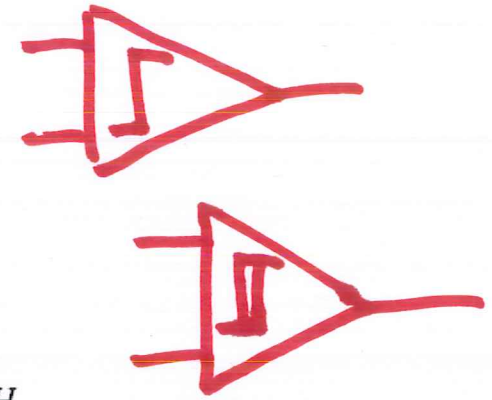
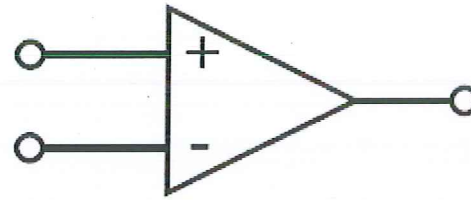
Chapter 9 Figure 24

3rd h.d.

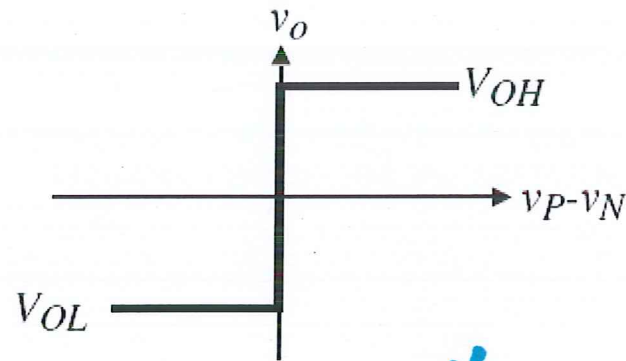
Comparator

- **What is a Comparator?**
 - 2nd most widely used building block after Op Amp
 - The comparator is essentially a 1-bit analog to digital converter.
 - Input is analog
 - Output is digital
 - Types of comparators:
 1. Open-loop (op amps without compensation)
 2. Regenerative (use of positive feedback - latches)
 3. Combination of open-loop and regenerative comparators

Circuit symbol:



Ideal I-O transfer curve



Actual I-O transfer curve

