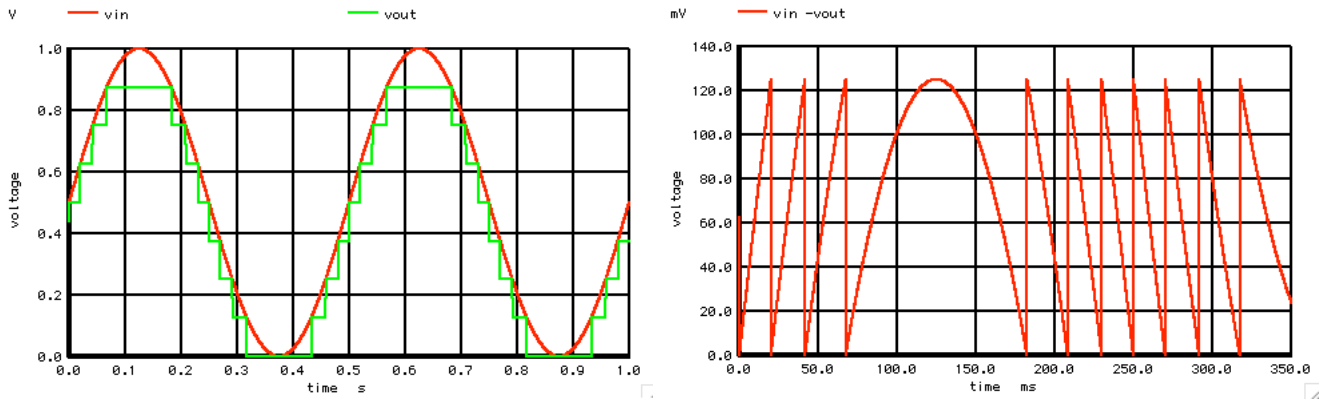


=====Asynchronous_Analog_to_Digital_Conversion=====

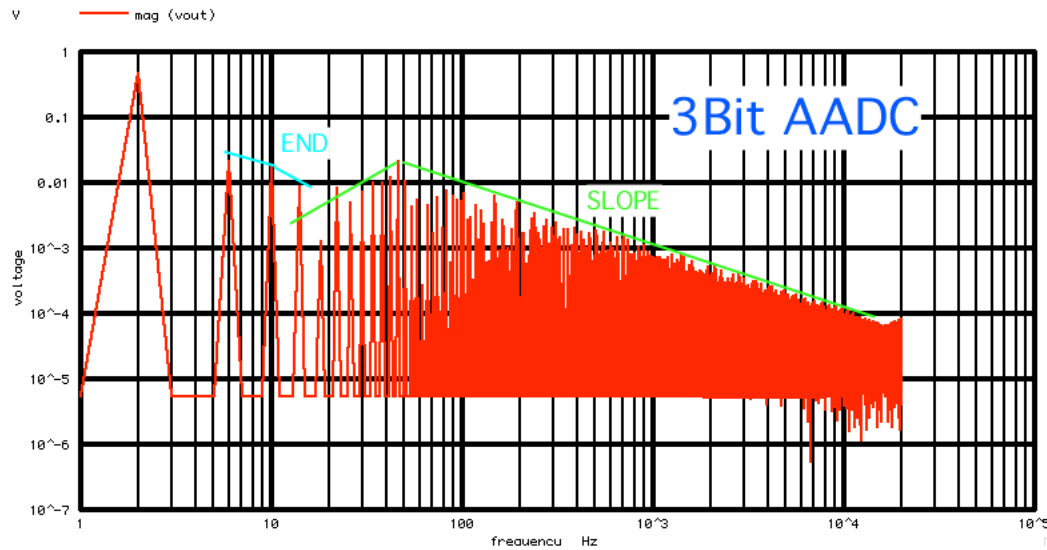


Think of a voltage comparator which has multiple bits of output. Such a comparator will try and track an moving input signal to an LSB resolution. It only takes the following six lines of spice code to create an ideal 3Bit ADC followed by a DAC.

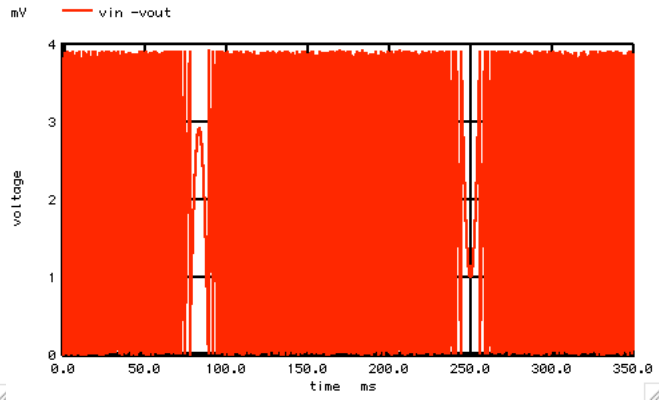
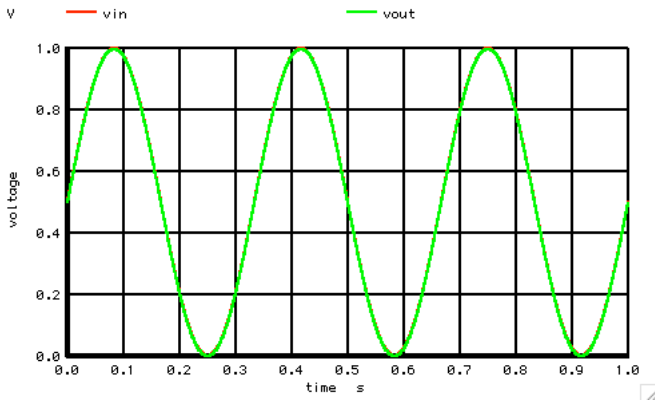
```

BTH0      D0      0      V =      u( V(VIN)  -1/2)
BOFF0     VIN     OFF0   V =      V(D0)/2
BTH1      D1      0      V =      u( V(OFF0) -1/4)
BOFF1     OFF0   OFF1   V =      V(D1)/4
BTH2      D2      0      V =      u( V(OFF1) -1/8)
BDAC      VOUT    0      V =      V(D0)/2+V(D1)/4+V(D2)/8
    
```

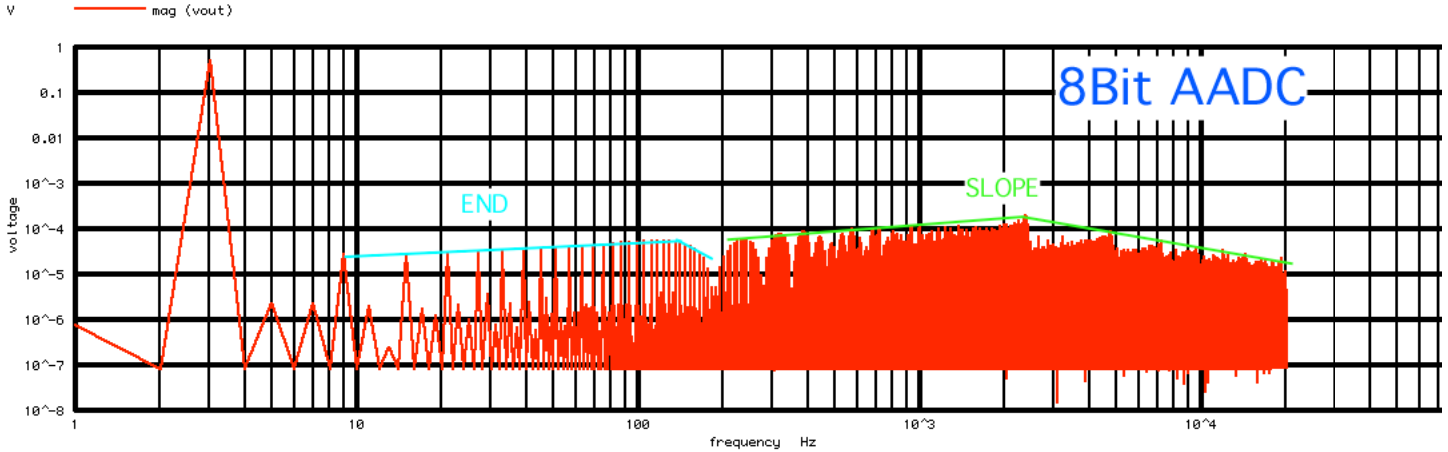
But the data is being captured in a way that is much different than a normal. A Normal ADC captures the input when it is within a LSB voltage range at a precise time. This type of sampling detects the input crossing a precise voltage at a precise time. In other words, it samples only when something happens. It can be called a Asynchronous Analog to Digital Converter or AADC for short.



The spectrum of a 3Bit AADC is much different. A normal ADC has a noise floor defined by the LSB magnitude. And it displays images of the input signal mirrored around the sample frequency. Since the AADC has no sample rate, there are no aliasing images. The spectrum is actually two different types of distortion for the sine-wave example. There is triangle wave distortion and endpoint distortion.



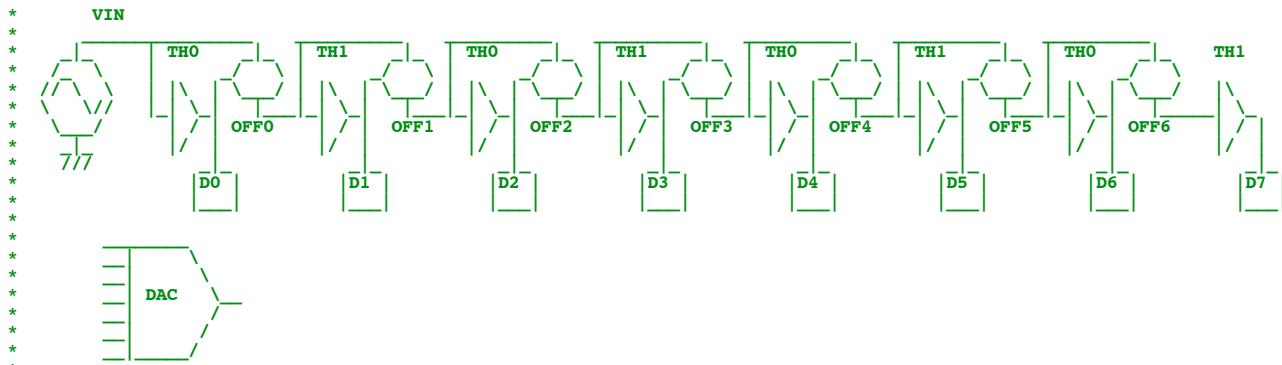
Adding more stages can simulate a 8Bit ADC.



At 8Bits, two different types of distortion have undergone some shifts in frequency and magnitude. But still, the LSB resolution of the AADC is not producing a noise floor. It is producing a **distortion floor level instead.**

=====Spice Code=====

Simple_Aynchronous_ADC_FFT



*=====Create Signal=====

```
*V SIN# NODE_P NODE_N DC VALUE SIN( V_DC AC_MAG FREQ DELAY FDamp)
VIN VIN 0 DC 0 SIN(.5 .499 3 )
```

```
BTH0 D0 0 V = u( V(VIN) -1/2)
BOFF0 VIN OFF0 V = V(D0)/2
BTH1 D1 0 V = u( V(OFF0) -1/4)
BOFF1 OFF0 OFF1 V = V(D1)/4
BTH2 D2 0 V = u( V(OFF1) -1/8)
BOFF2 OFF1 OFF2 V = V(D2)/8
BTH3 D3 0 V = u( V(OFF2) -1/16)
BOFF3 OFF2 OFF3 V = V(D3)/16
BTH4 D4 0 V = u( V(OFF3) -1/32)
BOFF4 OFF3 OFF4 V = V(D4)/32
BTH5 D5 0 V = u( V(OFF4) -1/64)
BOFF5 OFF4 OFF5 V = V(D5)/64
BTH6 D6 0 V = u( V(OFF5) -1/128)
BOFF6 OFF5 OFF6 V = V(D6)/128
BTH7 D7 0 V = u( V(OFF6) -1/256)
```

```
BOFF7    OFF6    OFF7    V =    V(D7)/254
BTH8     D8         0      V =    u( V(OFF6) -1/512)
BOFF8    OFF7    OFF8    V =    V(D8)/245
BDAC     VOUT    0      V =    V(D0)/2+V(D1)/4+V(D2)/8+V(D3)/16 +V(D4)/32 +V(D5)/64 +V(D6)/128 +V(D7)/256
```

```
.control
```

```
*TRAN    TSTEP  TSTOP  TSTART  TMAX   ?UIC?
tran     .0125m  1      0       .0125m
set      pensize = 2
plot     vin  vout
```

```
plot     vin -vout xlimit 0 .35
```

```
echo     "=====FFT_and_Plot======"
linearize
let      FFT_BandWidth_Hz = 20k
let      FFT_resolution_Hz = 1
echo     "FFT_BandWidth_Hz=  $&FFT_BandWidth_Hz"
echo     "FFT_resolution_Hz= $&FFT_resolution_Hz"
set      specwindow = "rectangular"
spec     $&FFT_resolution_Hz $&FFT_BandWidth_Hz $&FFT_resolution_Hz v(vout)
*let     freqL = length(frequency)
*let     expect = (1/16)/frequency
plot     mag (vout) loglog
*plot    mag (vout) ylog xlimit 400 600
echo     "=====Done======"
```

```
.endc
```

```
.end
```

```
8.18.11 2.01PM
dsauersanjose@aol.com
Don Sauer
```