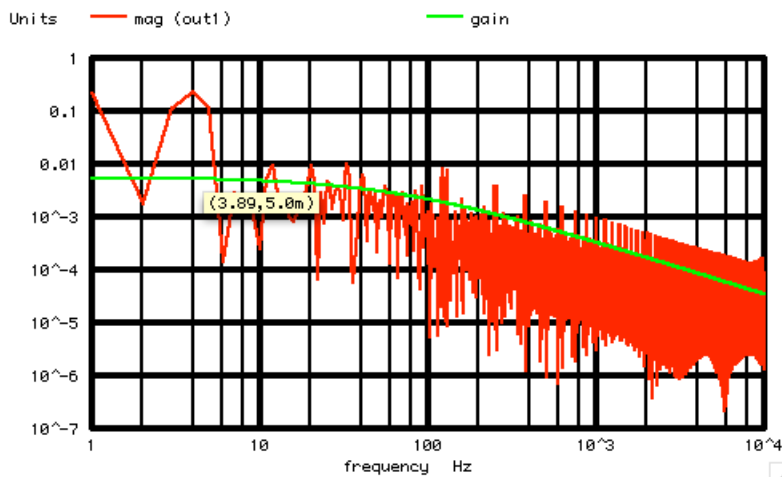
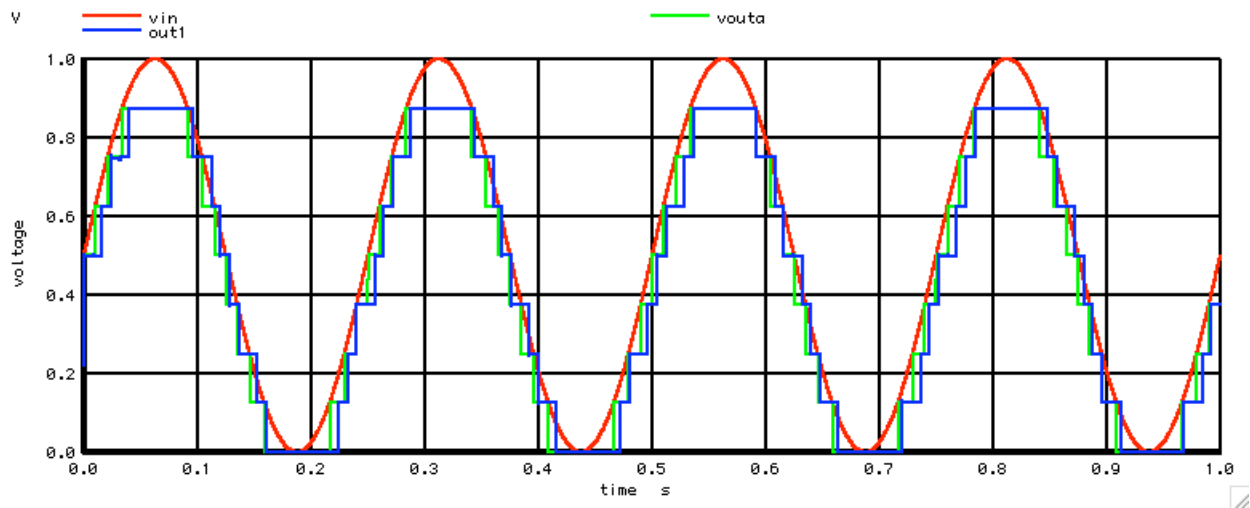
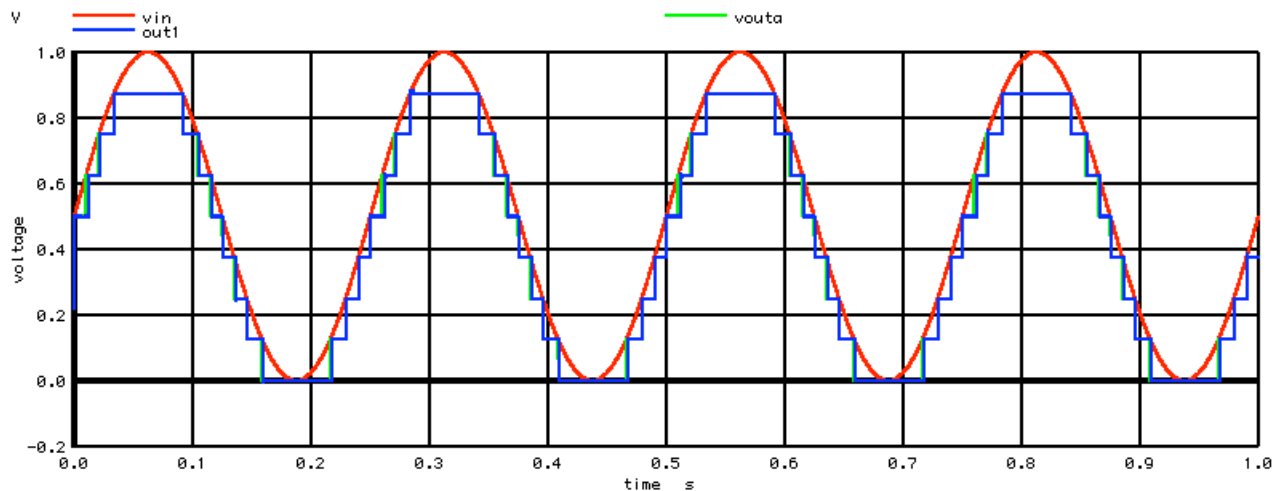


# How Does Decimation work?

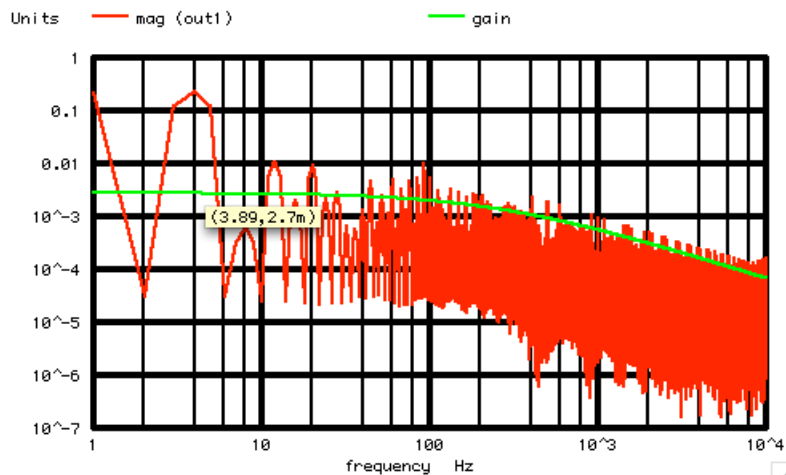


Say you have an ADC with a limited 3bit resolution.  
The ADC resolution defines a background RMS noise level.  
The sample rate also defines the bandwidth for this RMS noise level.  
So a **8msec sample rate** creates a noise floor of **5.0mvolts**.

Now use oversampling to add more bits. Increase the **sample rate by four**.

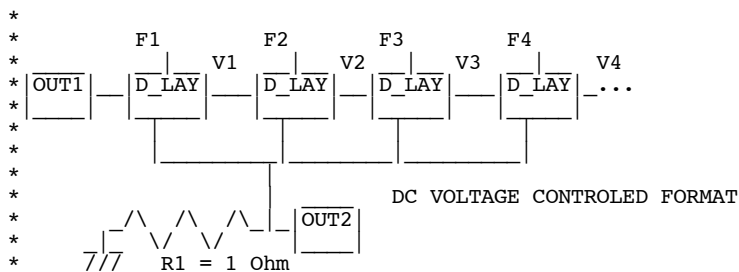


The oversampling does not change the rms value of the quantization error. But it can move most quantization noise above the signal bandwidth.

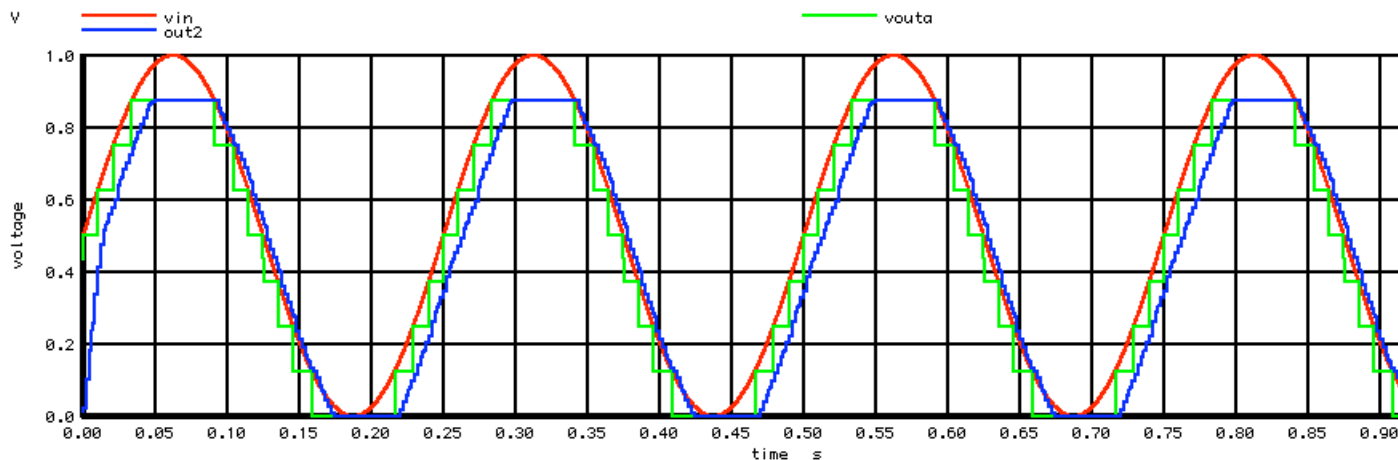


So maybe now an **2.7m noise floor** is good enough ENOB in the critical bandwidth. But the signal is being run at a clock rate **four times higher than needed**. And that is drawing supply current.

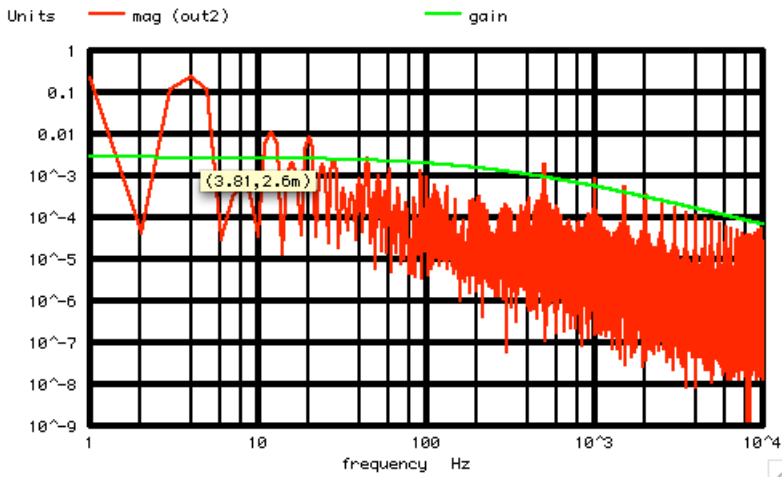
$$\text{ENOB} = \frac{\text{SNR} - 1.76\text{dB}}{6.02\text{dB}}$$



It turns out that when the signal gets digitally filtered, it adds resolution to the data. In this case, a six stage FIR average filter is being used. (For simplicity sake)



The running average is being done at the **8msec sample rate**. But since six stages are being used, the lowpass output is seeing a factor of six increase in resolution.



The filtered spectrum will have a six time lower bandwidth.  
 But at the lower frequencies, the **2.6m noise floor** remains the same.

Re-Sampling the output of the filter back to a 8msec rate,  
 is just sampling every fourth data point of the 2msec rate signal.  
 Most of the noise and the signal will be well under nyquist,  
 so the spectrum in the critical bandwidth will remain the same.

The signal will in fact have picked up more voltage resolution.  
 But what happens to the noise floor is what really is important.  
 From the ENOB standpoint, one bit of resolution has been added.

$$ENOB = \frac{SNR - 1.76dB}{6.02dB}$$

=====MacSpiceCode=====

```

Simple_Decimation
*
*   VIN
*
*   TH0
*   TH1
*   TH0
*
*   OFF0
*   OFF1
*
*   D0
*   D1
*   D2
*
*   DAC
*
*   VOUTA
*
*
*
*   VOUTA
*   IN2
*   IN3
*   OUT
*
*   S1
*   C1
*
*
*   OUT1
*   1/z
*   1/z
*   1/z
*   .....
*
*   a1
*   a2
*
*   NORMAL FIR FORMAT
*
*   OUT2
*
*
*
*

```





