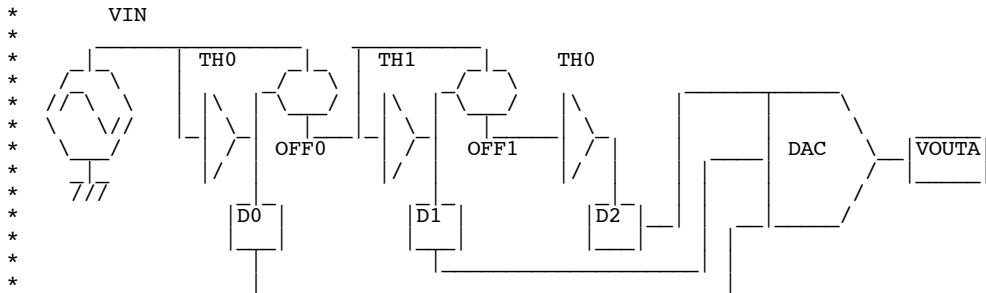


How Does OverSampling work?



Make a simple ideal non-clocked 3bit ADC/DAC.

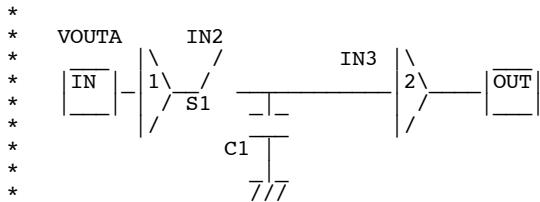
It only takes six lines of spice code.

It will quantize signal in terms of voltage levels, but not in time.

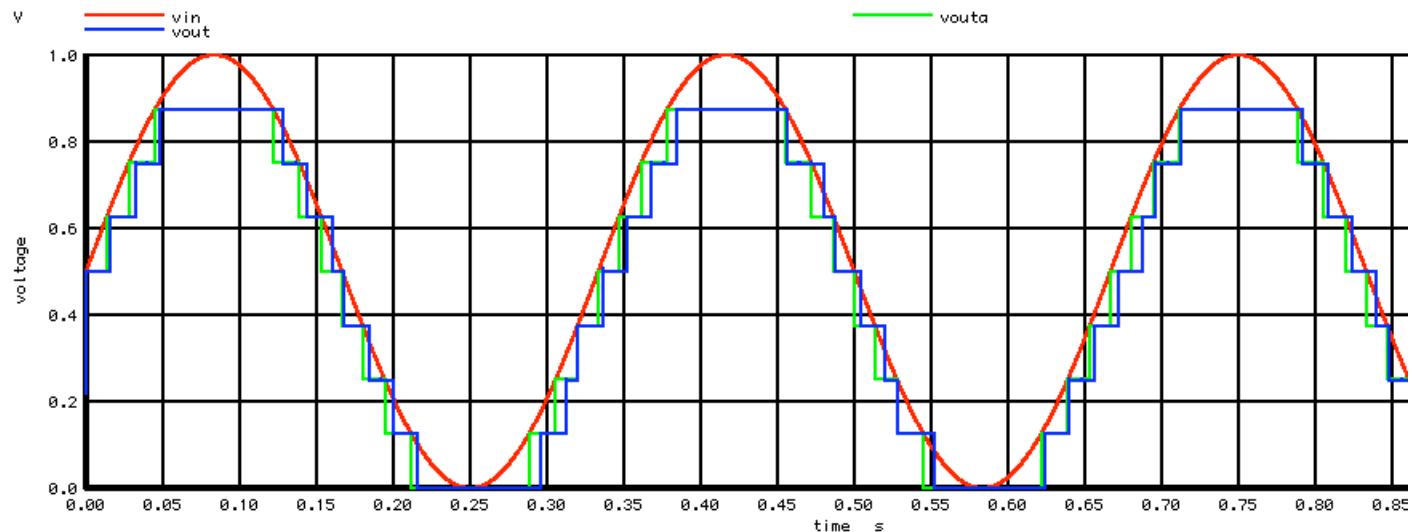
```

BTH0      DO      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      VOUTA   0      V =      (V(D0)/2+V(D1)/4+V(D2)/8)

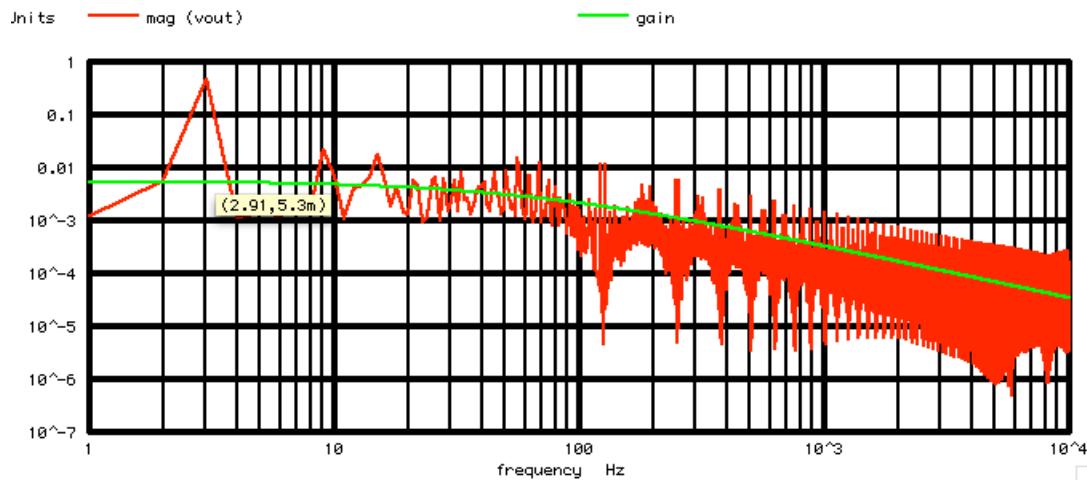
```



Now add a sample and hold to quantize the output now in both voltage and time.
In this case, sample period is set to a **8msec rate**.



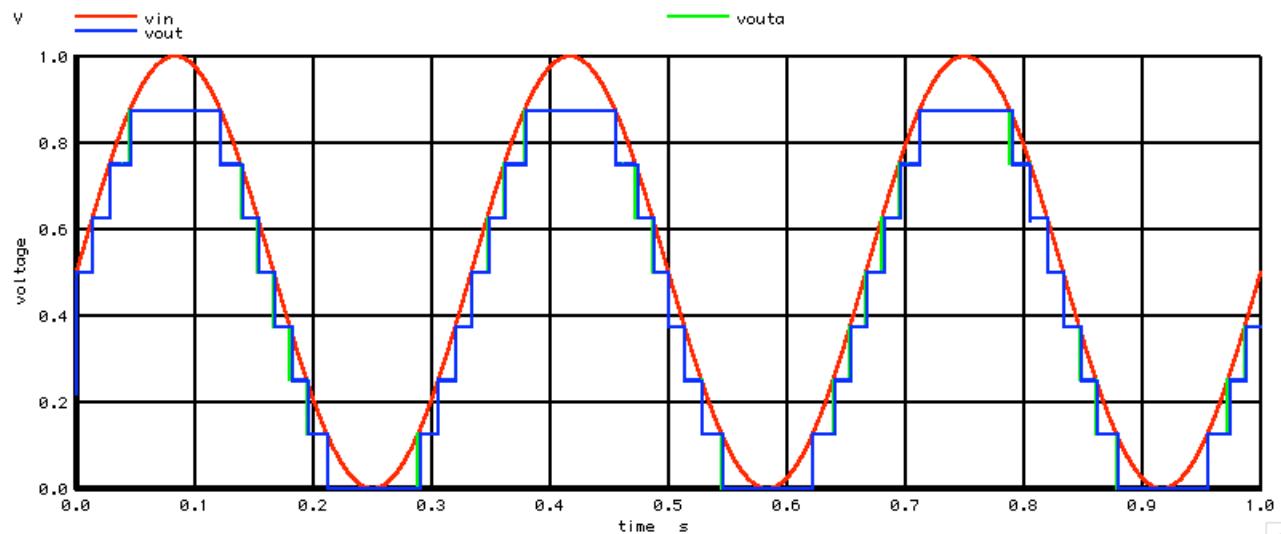
The sampling rate is low enough such that the difference between the **clocked** and **clock-less** output values are visible.



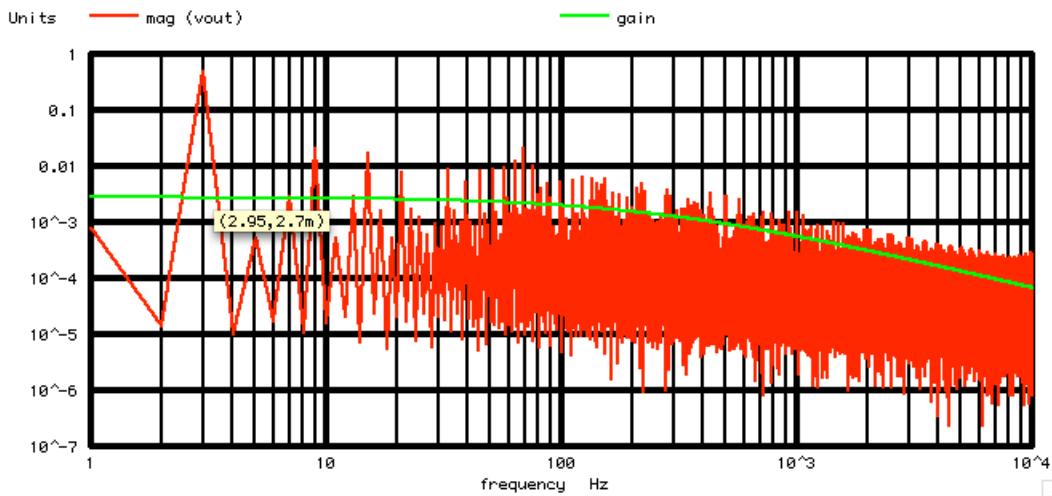
The spectrum of the quantization error is defined as per bandwidth and power. The bandwidth is defined by the nyquist of the **8msec sample rate**. The total quantization noise is set by the number of bits. The typical formula is given below.

Signal_2_Noise_Max_db = $6.02 * \text{Numb_Bits} + 1.76$

This **5.3m quantization noise level** will be spread out over the full bandwidth. Since its noise, its average level drops by the square root of the bandwidth. The spectrum shows expected quantization noise level with expected bandwidth.



Now increase the sample rate by a factor of four to **2msec**.



Now the bandwidth has been made four times wider.
But since Noise drops by the square root of the bandwidth,
the 2.7m noise voltage level is a factor of two lower.

So by oversampling, most of the quantization noise has been moved to the higher frequencies, where it can easily be digitally filtered.

What is really important is the noise floor in the bandwidth you care about. It is often referred to as Effective Number of Bits or ENOB.

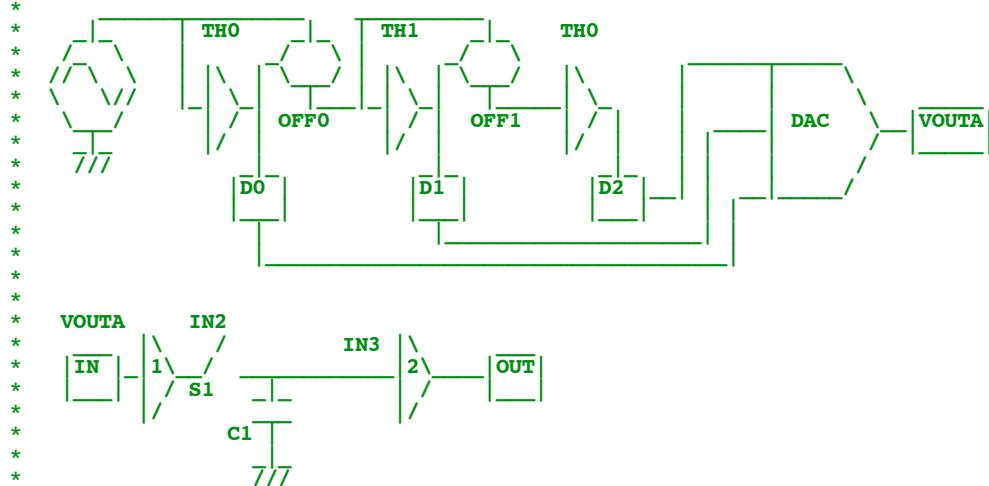
$$\text{ENOB} = (\text{SNR dB} - 1.76 \text{dB}) / 6.02 \text{dB}$$

So in terms of noise in the critical bandwidth, oversampling by four is like adding one more bit of resolution to the ADC.

====MacSpiceCode=====

Simple_Clocked_ADC

* VIN



*=====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 .5 3 ) )
*V_PULSE# NODE_P NODE_N DC VALUE PULSE( VINIT VPULSE TDELAY TRISE TFALL PWIDTH PERIOD )
VCLKL CLK 0 DC 0 PULSE( 0 1 1n 1n 1n 1m 2m ) )

```

XPOSE1 CLK CNTL POS_E
XS_H1 VOUTA CNTL VOUT SH

BTHO	DO	O	V	=	u(V(VIN) -1/2)
BOFF0	VIN	OFF0	V	=	V(DO)/2
BTH1	D1	O	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)
BDAC     VOUTA   0      V =      (V(D0)/2+V(D1)/4+V(D2)/8)

.control
*TRAN TSTEP TSTOP TSTART TMAX ?UIC?
tran .05m 1 0 .05m
set pensize = 2
plot vin vouta vout

*plot      vin -vout xlimit 1m 1

echo "=====FFT_and_Plot===="
linearize

let      FFT_BandWidth_Hz = 10k
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 BW = 1/2m
let gain = 1/(1 + frequency/(0.5*BW))
let gain = gain*((.5/8)/sqrt(BW))
plot mag (vout) gain loglog
echo "=====Done====="

.endc

*=====Sample_Hold=====
*
*
*
*.SUBCKT SH IN CNTL OUT
B1 IN2 0 V = v(IN )
S1 IN2 IN3 CNTL 0 SW
C1 IN3 0 .lu
R1 IN3 0 100Meg
B2 OUT 0 V = v(IN3 )
.ENDS SH

*=====POS_Edge=====
*
*
*
*.SUBCKT POS_E IN OUT
BBUF VBF 0 V = u( v(IN )-.5 )
RLP VBF VLP 10k
CLP VLP 0 1n IC=0
BAND OUT 0 V = u( u(v(VBF )-.5)*u(.5 -v(VLP ) ) -.1)
.ENDS POS_E

.MODEL SW SW( VT=.5 VH=.1 RON=1 ROFF=100MEG)

.end

```

7.22.11_1.18PM
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