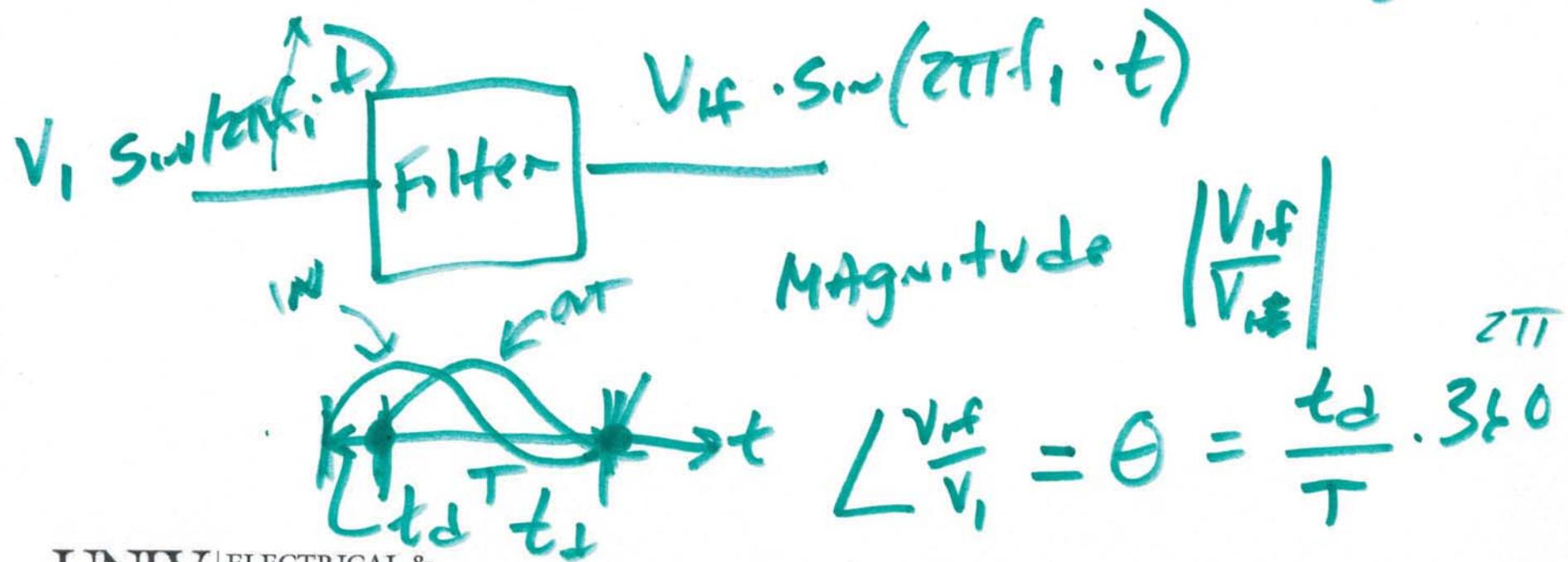


Ch. 3 Integrator building blocks

CMOS mixed-signal circuit
Design



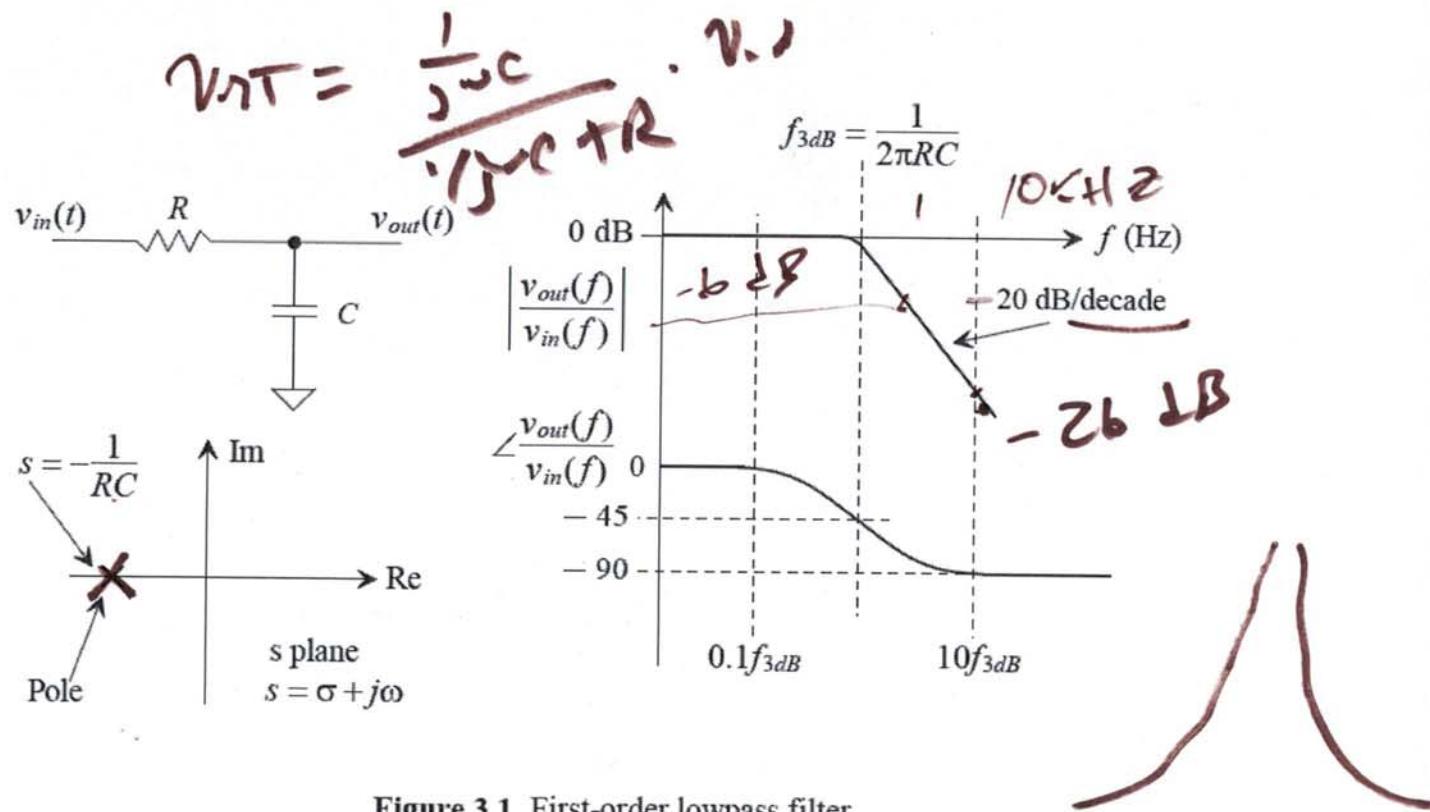


Figure 3.1 First-order lowpass filter.

$$\frac{V_o \tau}{V_o} = \frac{1}{(1 + j\omega C)^2}$$

$$s = j\omega = -\frac{1}{RC}$$

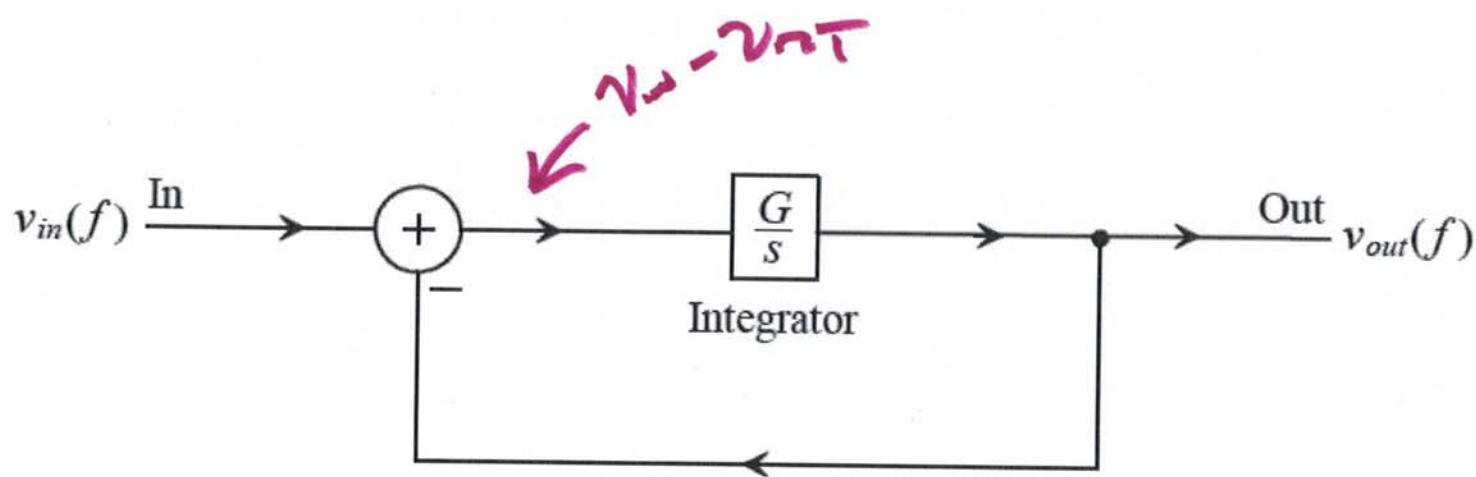


Figure 3.2 Block diagram of an integrator-based lowpass filter.

$$v_{mT} = (v_{in} - v_{mT}) \frac{b}{s}$$

$$v_{mT} \left(1 + \frac{b}{s} \right) = v_{in} \cdot \frac{b}{s}$$

$$\frac{v_{mT}}{v_{in}} = \frac{1}{1 + \frac{s}{b}}$$

$$b = \frac{1}{RC}$$

$$\left| \frac{v_{out} + - v_{out}^-}{v_{out}^+ - v_{out}^-} \right| = \frac{\omega T}{\omega \omega}$$

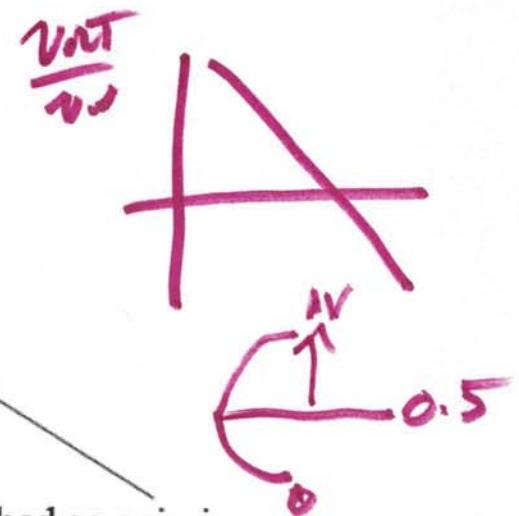
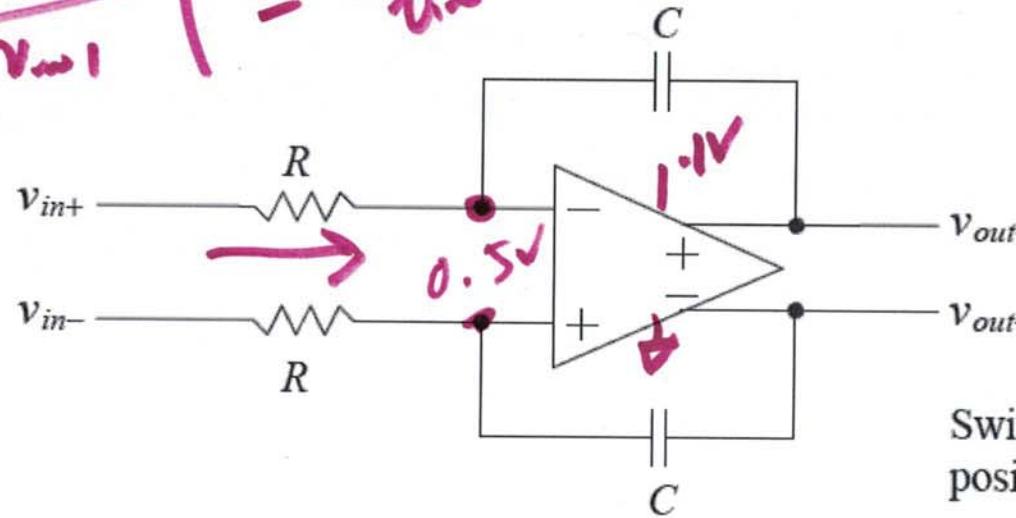


Figure 3.3 A continuous-time analog integrator (CAI).

$$\frac{v_{in} - 0}{R} = \frac{v_{out} - 0}{j\omega C} \Rightarrow \frac{v_{out}}{v_{in}} = \frac{-1}{j\omega RC}$$

$$= \frac{-1}{j\omega RC}$$

swapping the outputs $\frac{1}{j\omega RC}$

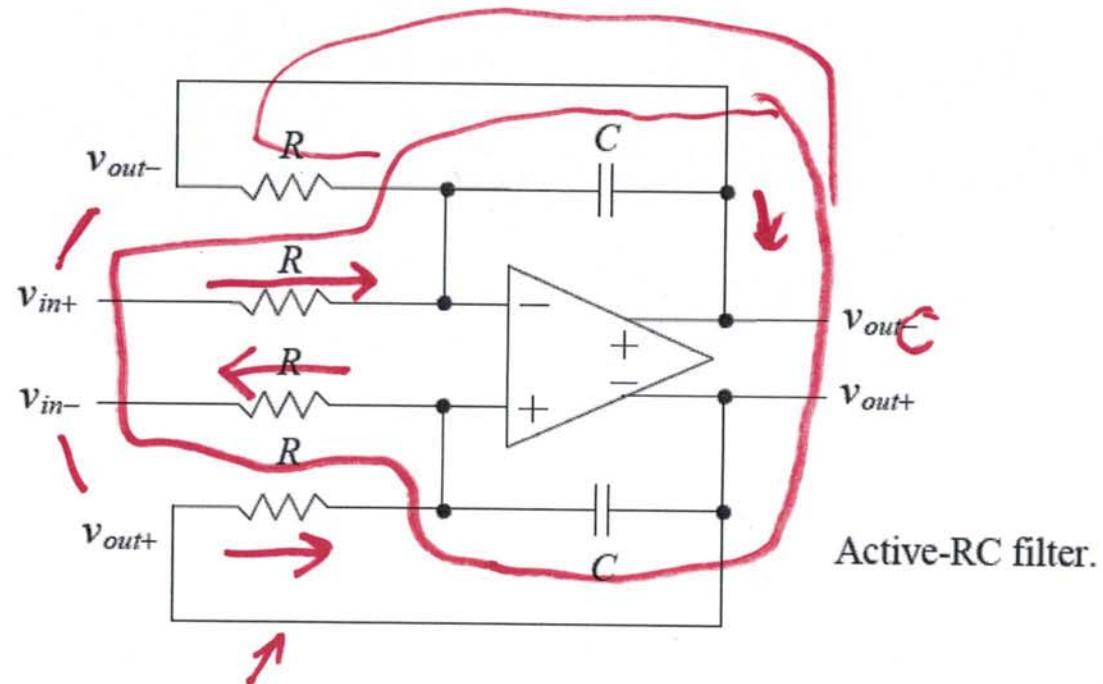
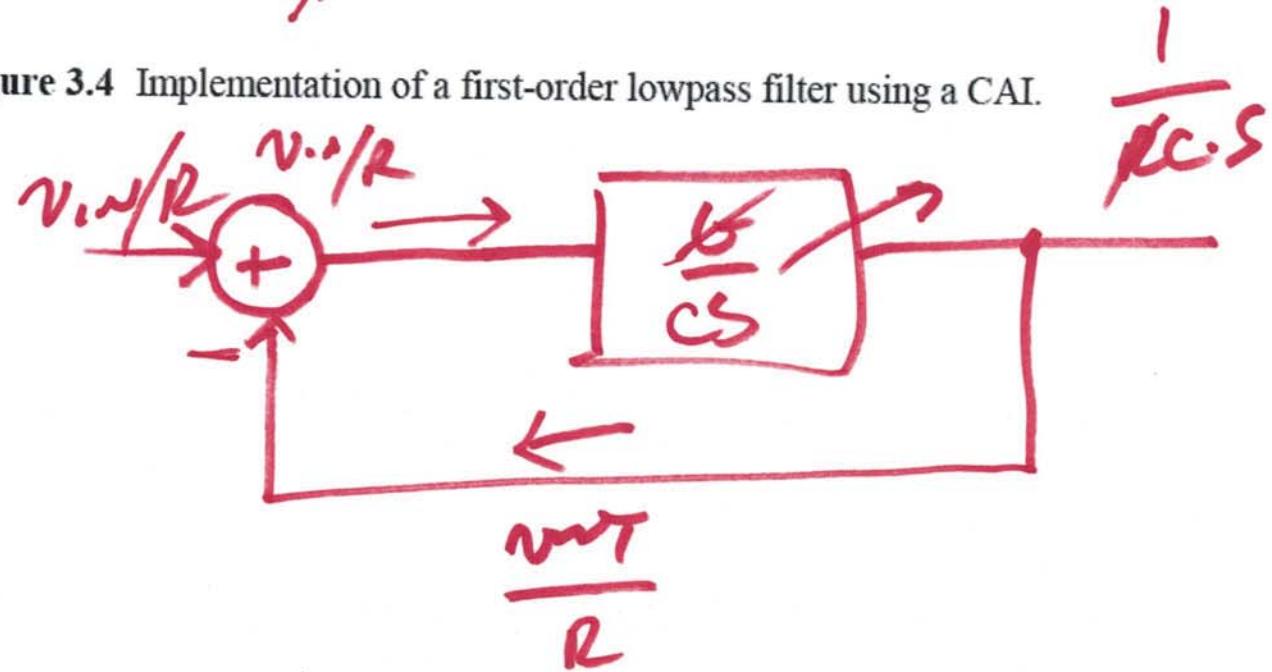
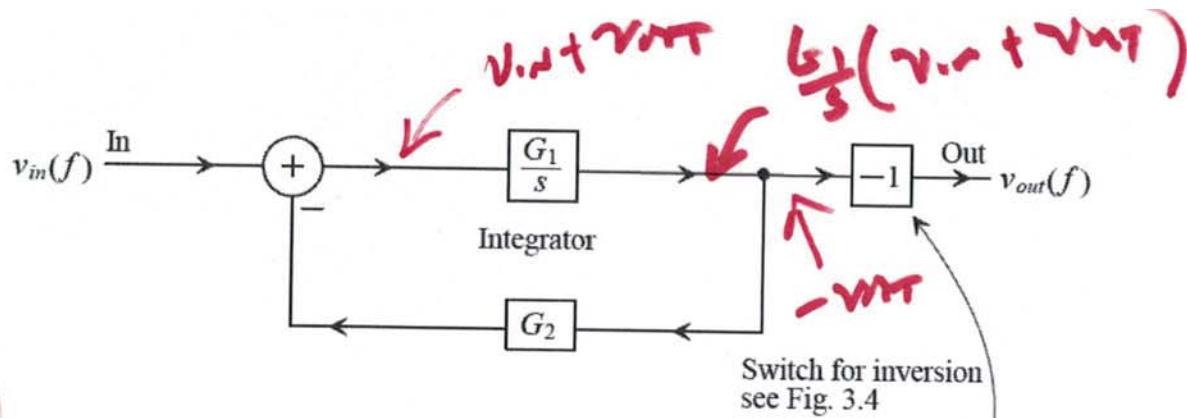


Figure 3.4 Implementation of a first-order lowpass filter using a CAI.





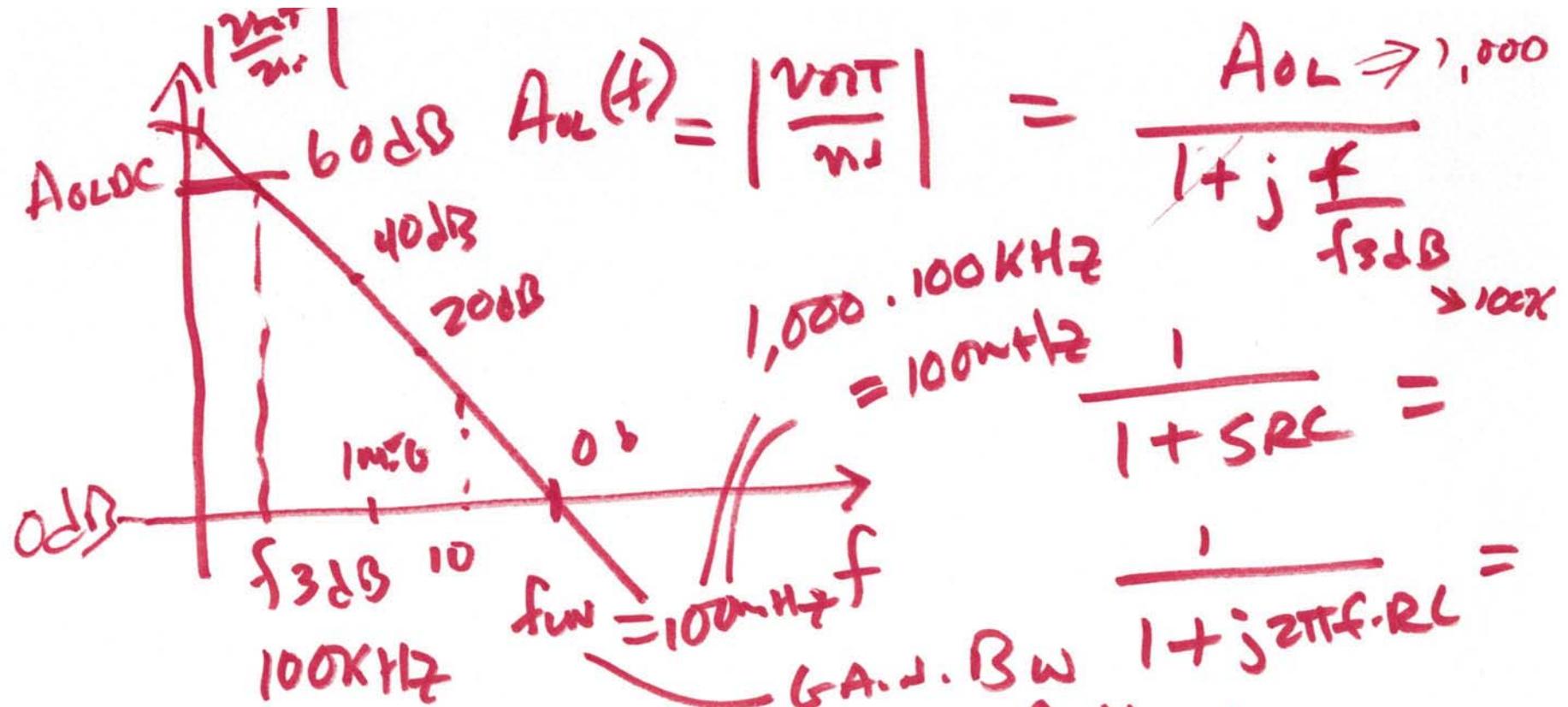
$$\frac{V_mT}{V_{in}} = \frac{\frac{1}{G_2}}{1 + \frac{s}{G_1 \cdot G_2} V_{in+}}$$
$$G_1 = \frac{1}{R_I C}, \quad G_2 = \frac{R_I}{R_F}$$

$$f_{3dB} = \frac{G_1 G_2}{2\pi}$$

Figure 3.6 Integrator-based first-order filter.

$$V_mT = (-1) \cdot \frac{G_1}{s} (V_{in} + G_2 \cdot (t^2 V_mT))$$

$$V_mT \left(1 + \frac{G_1 G_2}{s} \cdot 2V_mT \right) = \frac{G_1}{s} \cdot V_{in}$$



$$A_{oL}(f) \approx \frac{A_{oLDC}}{j \cdot \frac{f}{f_{3dB}}}, \quad f >> f_{3dB}$$

$$\approx \frac{A_{oLDC} f_{3dB}}{j \cdot f} = \frac{f_{un}}{j \cdot f}$$

$$f_{3dB} = \frac{1}{2\pi R_C}$$

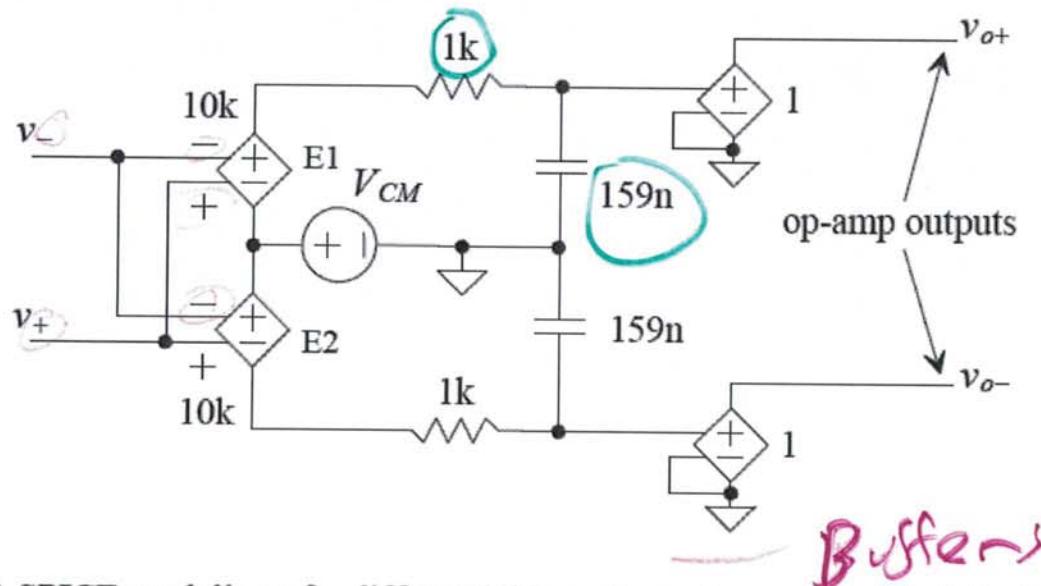


Figure 3.8 SPICE modeling of a differential input/output op-amp with finite bandwidth.

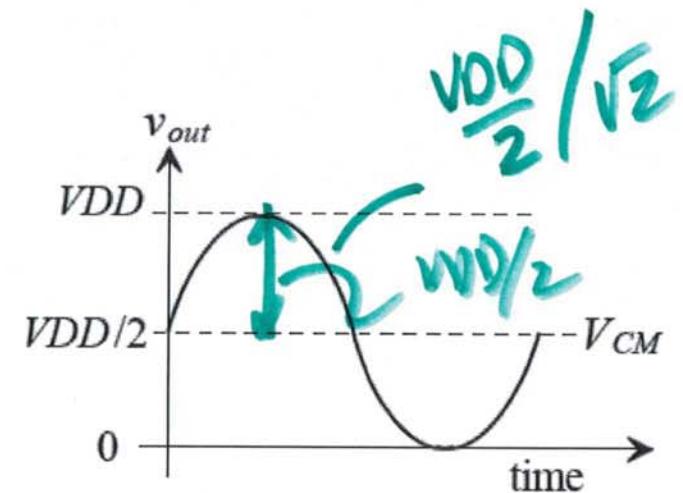
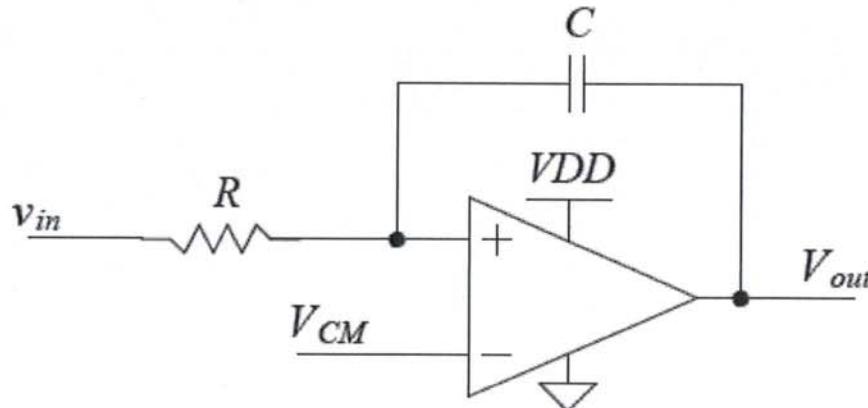
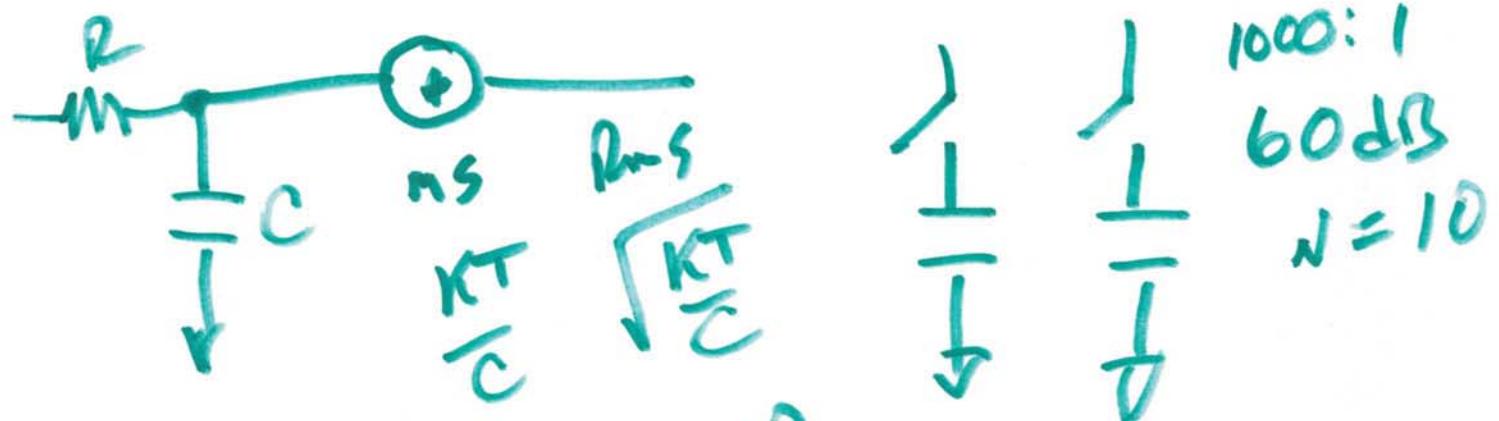


Figure 3.11 Estimating maximum possible SNR of an active-RC filter.



$$60\text{dB} = S/N = 20 \log \frac{\frac{VDD}{2\sqrt{2}}}{\sqrt{\frac{K\text{T}}{C}}} \quad \begin{array}{l} \text{Dynamic} \\ \text{Range} \\ 6 \cdot N \\ \text{# of bits} \end{array}$$