

EDN

VOICE OF THE ENGINEER



Intellon's Mark Hazen
Pg 24

EDN.comment: When
Web sites go bad Pg 12

Bonnie Baker: Noise
trade-offs Pg 26

Prying Eyes: The Tesla
Roadster: sporty and
electric Pg 30

Design Ideas Pg 65

MAY **15**

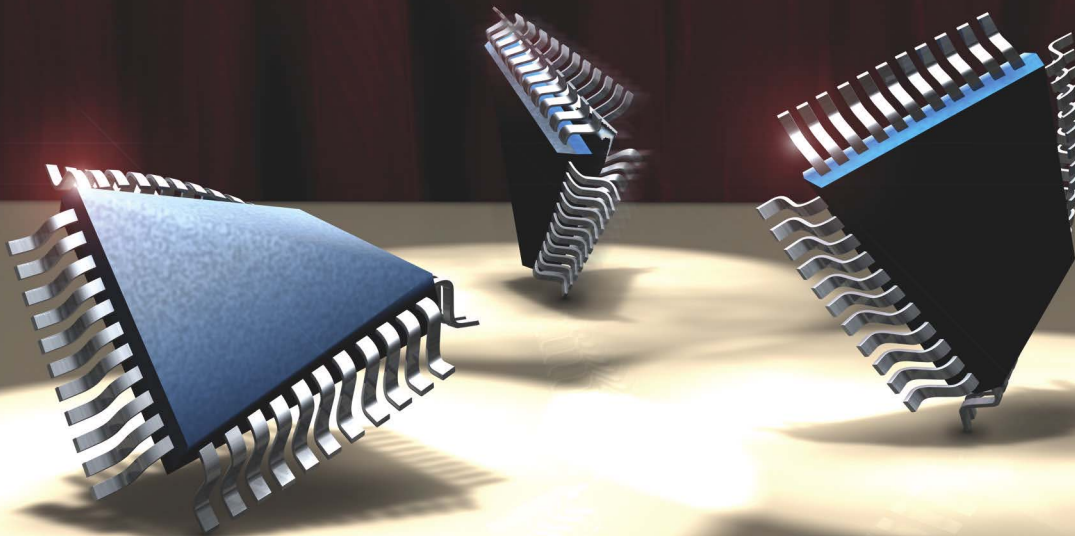
Issue 10/2008
www.edn.com

FLEXIBLE SILICON

page 40

**ALWAYS ON:
EMBEDDING HIGH
AVAILABILITY**

Page 33



**OVERCOMING USB
MEASUREMENT-
TEST-SETUP ISSUES**

Page 49

**TESTING YOUR NOTE-
BOOK DESIGN FOR
AUDIO FIDELITY**

Page 55

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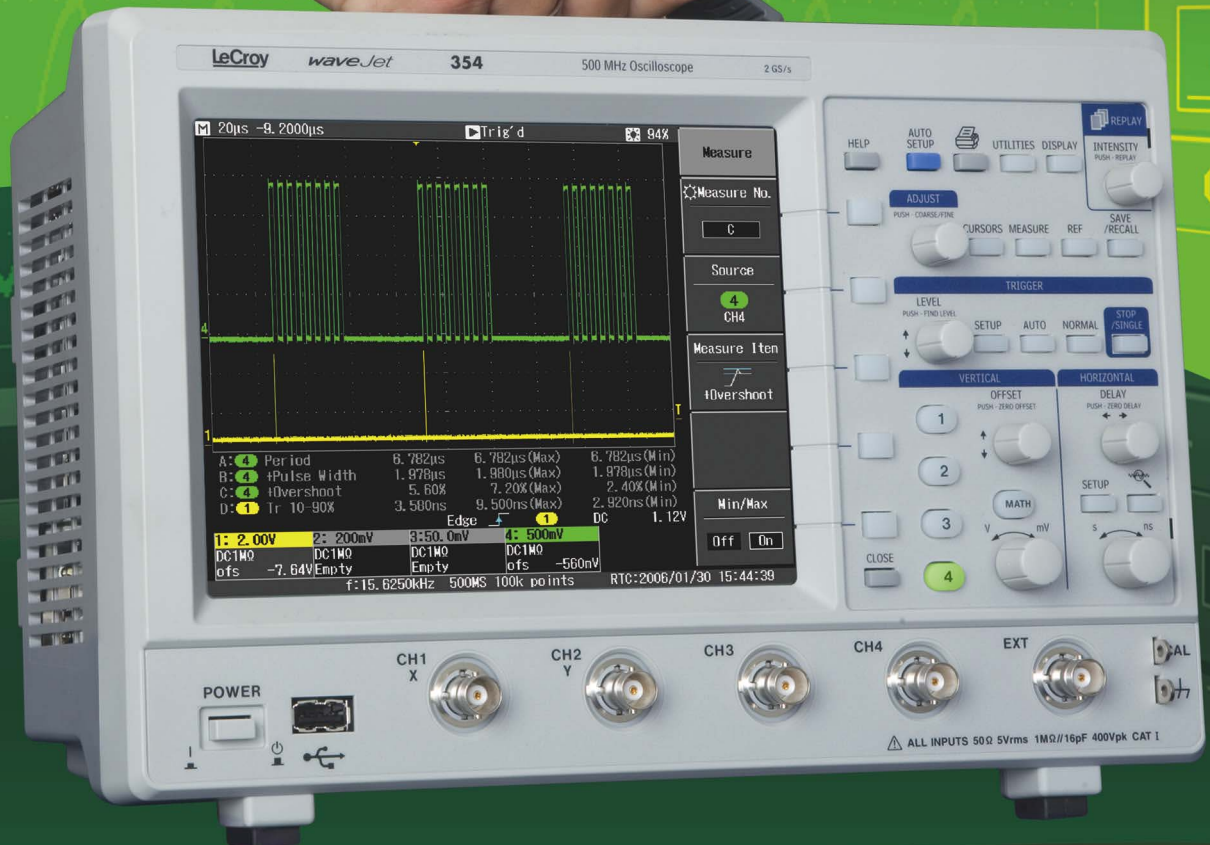
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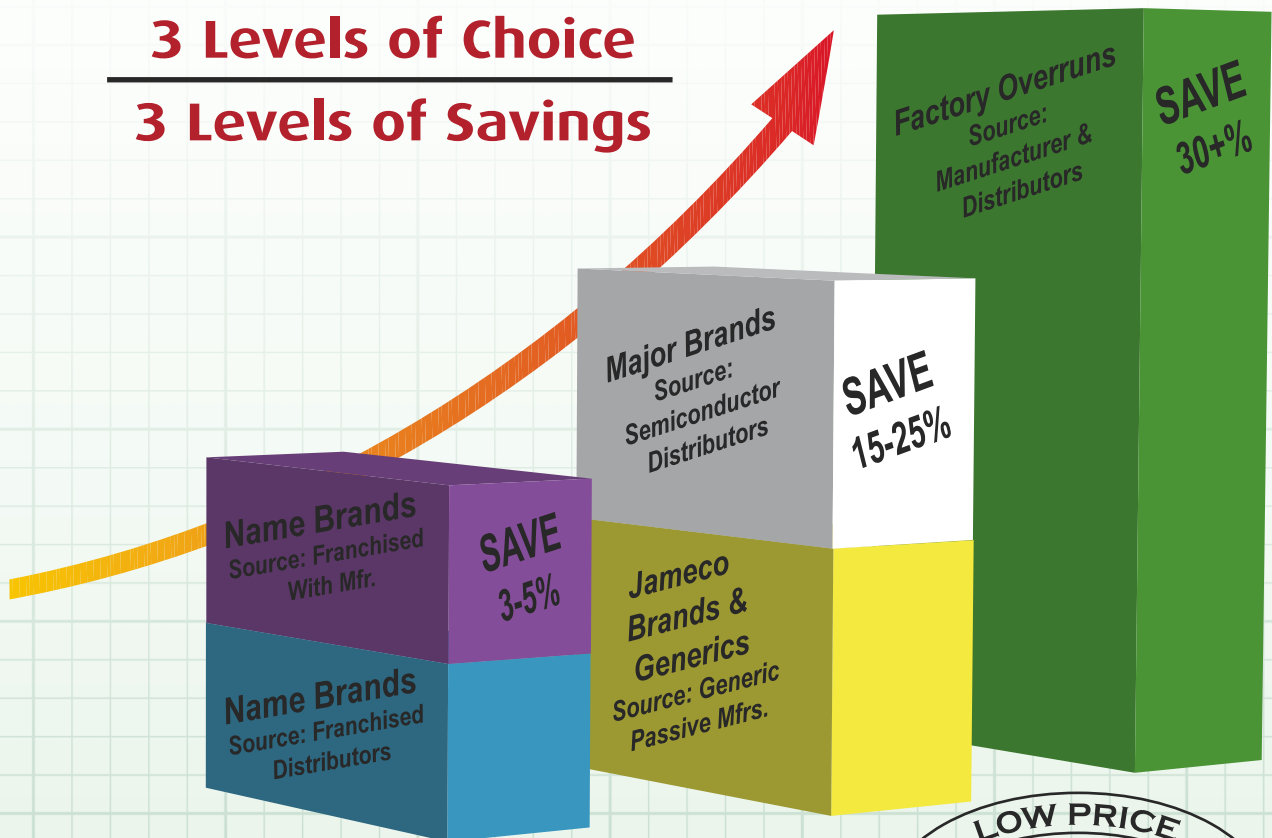
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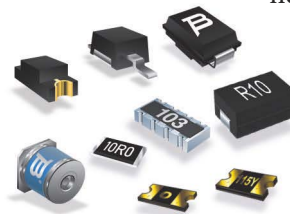
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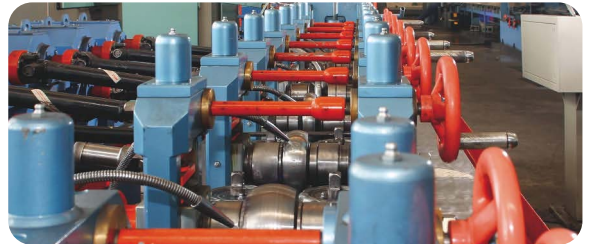
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contents

5.15.08

Overcoming USB measurement-test-setup issues

49 Designers must meet stringent constraints to comply with the USB-IF spec. Clever techniques can help you design your system to meet these specs.

*by Keith Klepin,
Cypress Semiconductor*

Testing your notebook design for audio fidelity

55 The Windows Logo Program for the Vista operating system has introduced new audio-fidelity requirements for notebook PCs. Critical troubleshooting techniques can help you achieve compliance.

*by Kimberly Christman (Schmidt),
Maxim Integrated Products*

Flexible silicon

40 Evolving approaches to software development are providing designers with more flexibility in choosing and moving among processing choices.

*by Robert Cravotta,
Technical Editor*

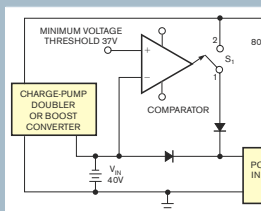
Always on: embedding high availability

33 Designers are tuning high-availability architectures to meet customer demands for a persistent data interface for the next generation of ultrareliable embedded-system applications.

by Warren Webb, Technical Editor



DESIGN IDEAS



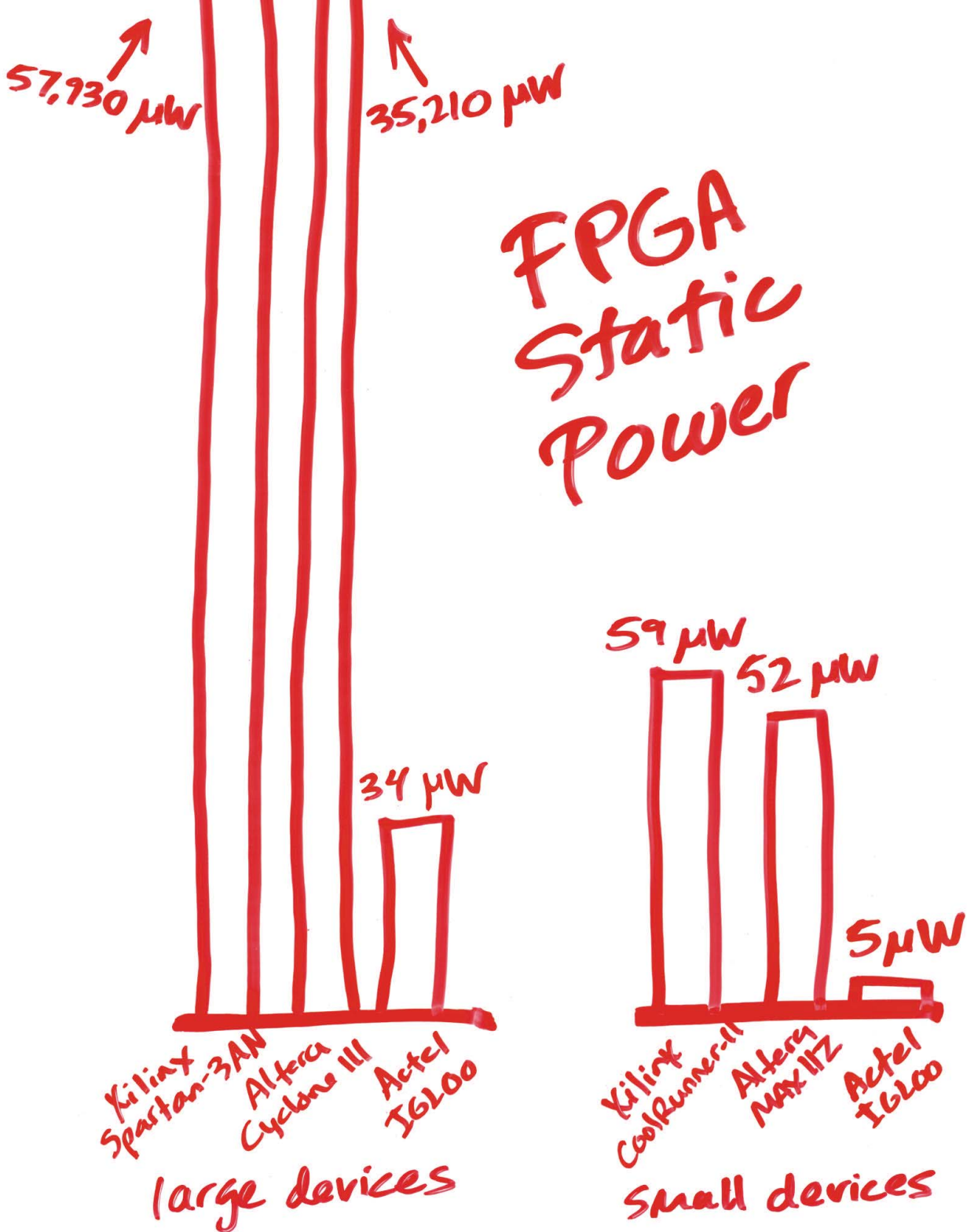
65 Small capacitor supports telecom power supply during brownouts

66 Tiny microcontroller hosts dual dc/dc-boost converters

68 Cross-coupled gates prevent push-pull-driver overlap

70 Save valuable picoseconds using ECL-wired OR

FPGA Static Power



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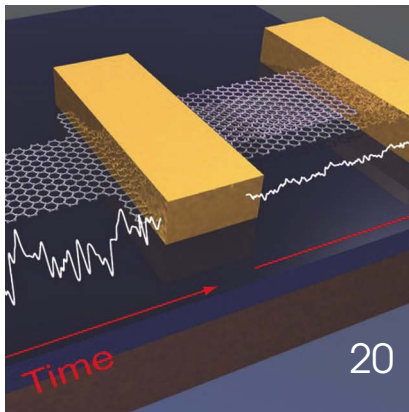
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- 17 Stackable receiver enables position tracking
- 17 AMD releases dual- and triple-core desktop processors
- 18 Multiprocessor system sports as many as four coherent, multithreaded cores
- 20 Atomic-sized graphene has use in nanoelectronics

- 20 Smart RFID chip automates data-logging, -tracking systems
- 22 Lossless coding comes to portables
- 22 CSR hits \$6 parts-cost for DSP-Bluetooth headset
- 24 **Voices:** Intellon's Mark Hazen on the HomePlug AV powerline-networking alternative



DEPARTMENTS & COLUMNS

- 12 **EDN.comment:** When Web sites go bad
- 26 **Baker's Best:** RMS and peak-to-peak noise trade-off
- 28 **Tapeout:** Third-party-IP providers: physical-design questions, part one
- 30 **Prying Eyes:** The Tesla Roadster: sporty and electric
- 86 **Tales from the Cube:** Laser goes to (trim) pot

PRODUCT ROUNDUP

- 77 **Sensors and Transducers:** Programmable meters, proximity- and ambient-light sensors, Hall-effect sensors, GEM thermistors, and more
- 81 **Microprocessors:** FPGAs, ARM9 microcontrollers, development environments, high-end debuggers, 16-bit microcontrollers, and more
- 83 **Computers and Peripherals:** 1000W power supplies, LCDs, universal adapters, graphics cards, memory cards, RAID controllers, and more

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Software and hardware

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ROHS: still debatable

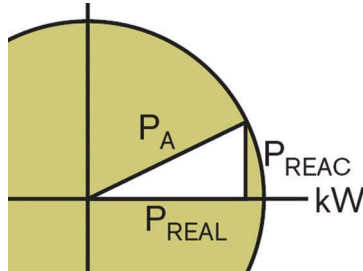
Lead-free solder consumes more energy than tin/lead-based solder in the whole life cycle, but there is no link between the harm to health and the environment and these solders, whereas the energy-consumption link to climate change is now almost proven.

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Blaze DFM raises the question.

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You can build simple LED illuminators using red LEDs to sense ambient-light level.

→ www.edn.com/article/CA6541376

Blu-ray's triumph provides mixed blessings

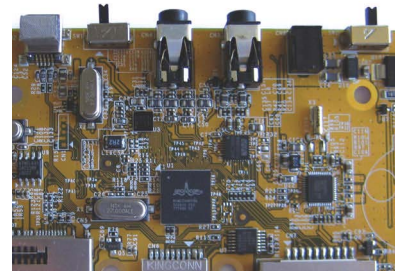
From the beginning, all HD DVD players supported features that most Blu-ray players still don't implement: built-in Ethernet ports for easy upgrades, Web-based content augmentation, and rich user-interface interactivity.

→ www.edn.com/080515toc7

Current source makes novel Class A buffer

A pair of classic current sources in a totem-pole configuration enables a novel Class A buffer.

→ www.edn.com/article/CA6544738



PRYING EYES

An inside look at design decisions

In Prying Eyes, we peer inside an end-user gadget, a reference design, or any other interesting electronics-enabled thing we can get a good look at. Unlike your average bill-of-materials teardown, Prying Eyes aims to illuminate the tough design decisions the engineers responsible for the design had to make. Check out this month's installment on pg 30 and then visit the complete online Prying Eyes archive.

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BY PAUL RAKO, TECHNICAL EDITOR

When Web sites go bad

One of the most frustrating aspects of bad Web sites is that the contact links on the site all go to the Web team that screwed things up in the first place. Complaining to a Web team about its Web site is like complaining to the police about police brutality. My friend Dave, like all my analog-design friends, is, well, a bit different. He has an electrical-engineering degree but has spent most of his life as a software consultant. Dave is one of a few programmers I know who can program a Forth

kernel for a 16-bit microcontroller. He can also, for that matter, do high-level Web programming in Perl, SQL (Structured Query Language), C, or Visual Basic. He uses a Linux machine to do his Web browsing. He uses the Opera Web browser, working on a Linux box, because it is a cross-platform product. What exasperates Dave is how poorly most Web sites run on his Linux box. Dave is also a security nut. His wife works in the IT (information-technology) department of a major semiconductor company. She even served on the InterNIC (Internet-network-information-center) committee on Web security. Dave doesn't allow his Opera Web browser to run Java or JavaScript. He also doesn't allow the Web sites he visits to drop cookies onto his machine. And he doesn't run Adobe flash under Linux. All those snazzy flash-animated sites developed with Microsoft tools for Internet Explorer don't run well on Dave's machine.

Dave complains to the Web groups about how unusable their sites are, but they don't care. Worse yet, Dave's concerns never reach the company management. The Web team makes sure that it keeps any complaints from the

A company that does not let the public complain directly to marketing, public relations, and top management will always have a crappy product.

management, and complaints die a nice, quiet death in the Web group's trash folder. A company that does not let the public complain directly to marketing, public relations, and top management will always have a crappy product. It is no different when the product is the company's Web site. It is not hard to craft a decent Web site. You can do it even with Microsoft tools, which work only with Microsoft servers and browsers. Tim Berners-Lee, the inventor of HTML (HyperText Markup Language) and key developer of the Internet, has given his support to the W3C (World Wide Web Consortium). It runs a validator page that

makes sure that any Web site does not use Microsoft-exclusive code or bad HTML or XML (Extensible Markup Language, **Reference 1**). If your company's Web site runs on that validator, and it results in no errors, it is almost certain that the Web site will work on Windows, Linux, Macintosh, and most cell phones.

Now, I know that EDN drops cookies, but it is mostly so that we can tell whether you are a unique visitor or just refreshing the page. It gives us more accurate click counts. So, I am OK with cookies, but I sure have had my fill of JavaScript and flash. The pages of NBC Sports and other media giants are so software-intensive, they bring my CAD workstation to its knees.


Web teams should look to the Digi-Key Web site (www.digikey.com) to see something that just plain works. It is simple, some might even call it ugly, but it unfailingly delivers the goods. Web teams should also access their Web pages over a dial-up and a 384-kbps DSL (digital-subscriber-line) modem. When I was at National Semiconductor, the Web team operated in the corporate headquarters and had a separate network that did not use the company's servers; it was just a DSL link to the outside world. The team staged any changes on hidden servers, tried everything out over the separate network, and put the pages out "live" only when the team members were happy. There would be a lot more good Web sites in the world if the complaint went to the chief executive officer rather than the webmaster. **EDN**

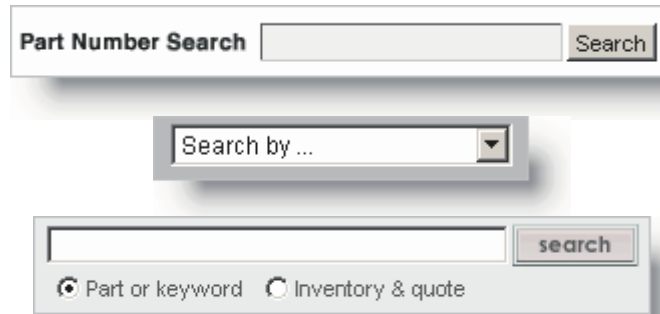
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1 www.w3.org/QATools.

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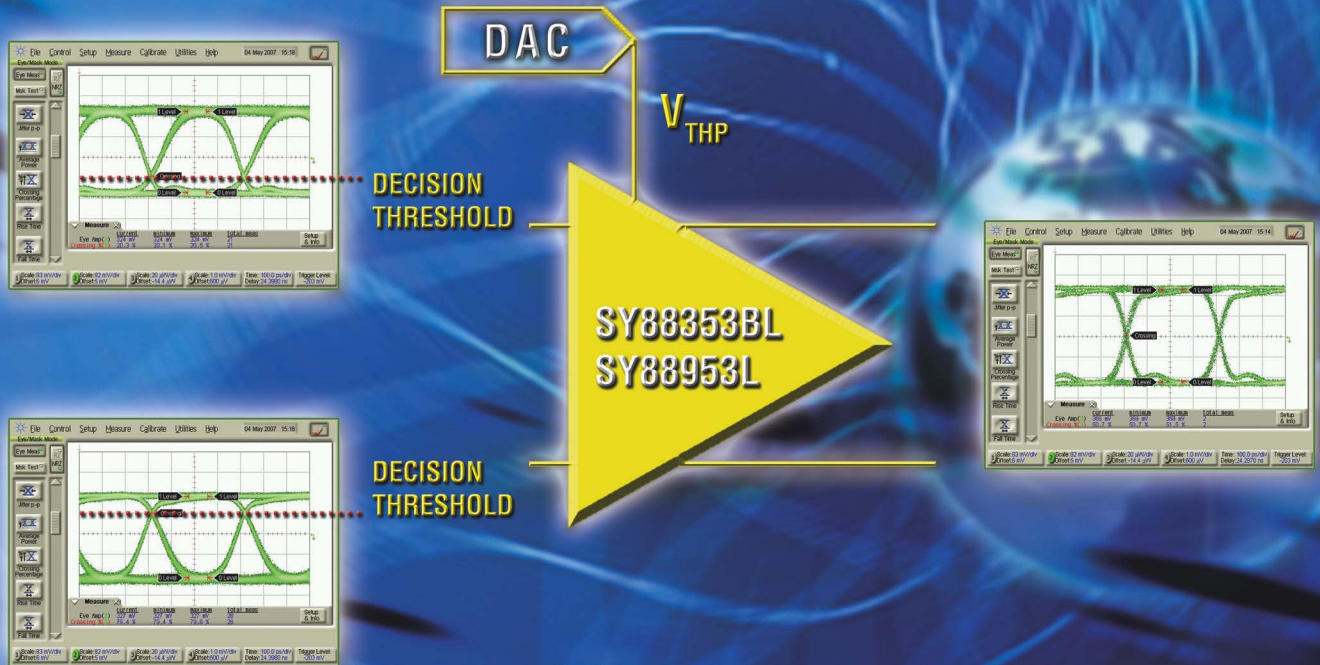
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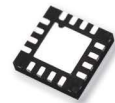
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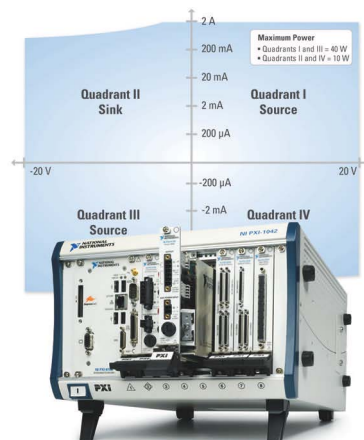
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- **Sanjay K. Jha**, COO and president of Qualcomm CDMA Technologies

Challenges on Design Complexities for Advanced Wireless Silicon Systems

Wednesday, June 11

- **Jack Little**, President, CEO, and a Co-founder of The MathWorks, Inc.

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Volume 8, Issue 3

Contents

*i*C MOS Switches and Multiplexers Enable Critical Systems Functions 1

Digital Potentiometers Eliminate the Need for More Costly, Less Accurate Solutions 2

Flexible Clocking Scheme for Multiple Wireless Standards 3

Optimizing Signal Chain Performance with Voltage References 4

Protect and Optimize Communications Networks with New Quad Channel Voltage Monitors and Sequencers 4

Low Power Comparators with Integrated Reference and Programmable Hysteresis 5

Protect Your Valuable Communications Networks with RS-232 and RS-485 ICs 6

Multivoltage Supervisor ICs Monitor Low Voltage Core Supplies for Peak Performance 7

Online Supervisory IC Selection Tools from ADI 8



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High Performance *i*C MOS® Switches and Multiplexers Enable Critical System Functions Everywhere



Analog Devices offers a broad portfolio of robust ± 15 V switches and multiplexers that are used in a wide range of applications where system reliability is critical, including industrial and instrumentation, medical, consumer, communications, and automotive systems. Leveraging the patented *i*C MOS manufacturing process technology, ADI's array of switches and multiplexers offers industry-leading performance in very small form factors to enable board area space savings.

Automatic Test Equipment Applications

For ATE applications with single-ended or differential inputs, ADI offers a choice of multiplexers with single four, eight, and 16 channels or differential four and eight channels. The ADG1406 is a ± 15 V, 16:1 multiplexer, and the ADG1407 is a differential 8:1 multiplexer. Both offer low on resistance of 8Ω with $<1 \Omega$ on-resistance flatness over the full signal range and are available in space-saving $5 \text{ mm} \times 5 \text{ mm}$ LFCSP packages.

Medical Applications

In medical applications such as line-powered ECGs, where the requirements are generally for low R_{ON} , dual-supply operation switches, the ADG1411 ($4 \times$ SPST) offers superior on resistance of 1.5Ω and R_{ON} flatness of 0.28Ω over the full signal range. This level of performance assists in minimizing signal loss and distortion of the signal through the switch—especially important when switching gains for op amps. The ADG1411 is available in $4 \text{ mm} \times 4 \text{ mm}$ LFCSP packaging, suitable for both portable and benchtop systems.

Industrial Applications

Industrial design engineers require analog switches that support faster sampling, increased performance, lower power dissipation, and a smaller footprint. The ADG1201 SPST and ADG1219 SPDT switches meet these requirements by offering ultralow capacitance, charge injection, and leakage at ± 15 V operation. Both have <1 pC charge injection and low leakage of <1 nA at 125°C and are available in tiny 6-lead SOT-23 packages.

For more information, go to www.analog.com/icmos.

Part Number	Function	R_{ON} Typ (Ω)	Q_{INJ} Typ (pC)	On Leakage Typ (nA)	Package (mm)	Price (\$U.S.)
ADG1201, ADG1202	$1 \times$ SPST, NC, NO	120	0.3	0.02	6-lead SOT-23	1.01
ADG1411, ADG1412, ADG1413	$4 \times$ SPST, NO, NC, NO/NC	1.5	20	0.2	TSSOP, 4×4 LFCSP	2.66
ADG1406, ADG1407	16:1, diff 8:1 mux	8	50	0.04	TSSOP, 5×5 LFCSP	4.81



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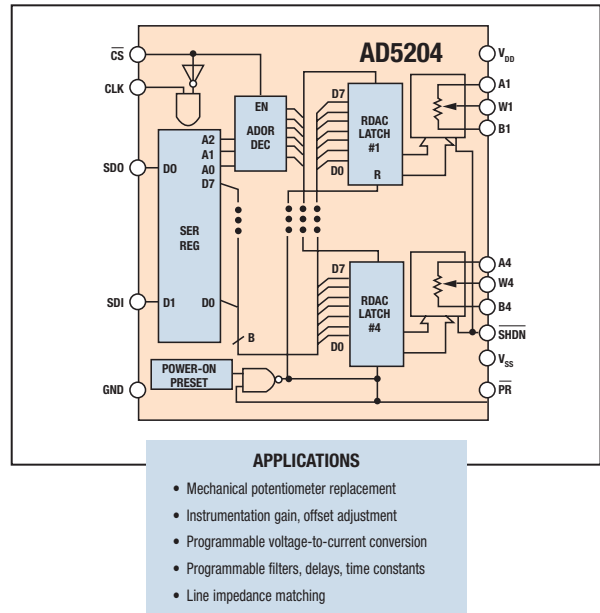


Quad Channel, 256-Position Digital Potentiometers in 5 mm × 5 mm QFN Packaging Significantly Reduce Board Space

A digital potentiometer adjusts and trims electronic circuits in the same way that variable resistors, rheostats, and mechanical potentiometers do. These compact devices can be used to calibrate system tolerances or dynamically control system parameters in cases where a fine-tuned analog output is controlled by a digital input.

The AD5204 provides 4-channel, 256-position, digitally controlled variable resistor (VR) devices. These devices perform the same electronic adjustment function as a potentiometer or variable resistor. Each channel of the AD5204 contains a fixed resistor with a wiper contact that taps the fixed resistor value at a point determined by a digital code loaded into the SPI-compatible serial input register. The resistance between the wiper and either endpoint of the fixed resistor varies linearly with respect to the digital code transferred into the VR latch. The variable resistor offers a completely programmable value of resistance between the A terminal and the wiper or the B terminal and the wiper. The fixed A-to-B terminal resistance of 10 k Ω , 50 k Ω , or 100 k Ω has a nominal temperature coefficient of 700 ppm/ $^{\circ}$ C. Each VR has its own VR latch, which holds its programmed resistance value. These VR latches are updated from an internal serial-to-parallel shift register that is loaded from a standard 3-wire serial input digital interface. Eleven data bits make up the data word clocked into the serial input register. The first three bits are decoded to determine which VR latch will be loaded with the last eight bits of the data word when the CS strobe is returned to logic high. A serial data output pin at the opposite end of the serial register (AD5204 only) allows simple daisy-chaining in multiple VR applications without additional external decoding logic. The AD5206 is a 6-channel solution.

Packaging options help you to address your system requirement trade-offs including device cost and board area. Options for both the AD5204 and AD5206 include 24-lead SOIC, TSSOP, and PDIP packages. The AD5204 is also available in 5 mm × 5 mm LFCSP for the most popular 10 k Ω resistor value.



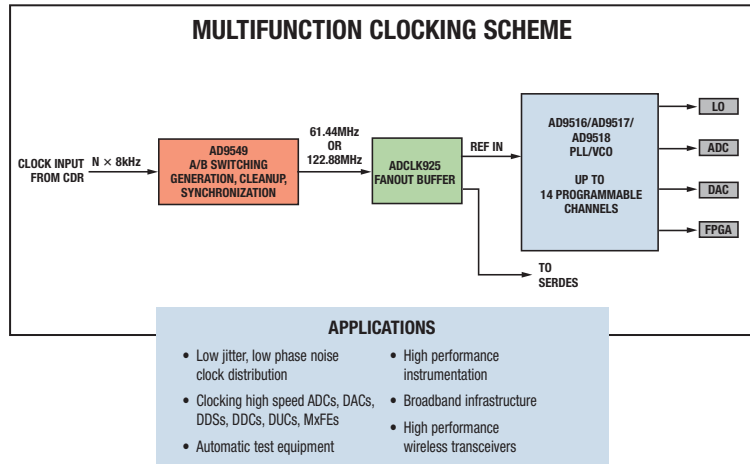
Part Number	Number of Channels	Number of Positions	Memory Type	Interface	Resistor Values (k Ω)	Voltage Range (V)	Temperature Range ($^{\circ}$ C)	Absolute Tempco (ppm/ $^{\circ}$ C)	Price (\$U.S.)
AD5203	4	64	Volatile	SPI	10, 100	5.5	-40 to +85	700	1.45
AD5204	4	256	Volatile	SPI	10, 50, 100	\pm 3, 5.5	-40 to +85	700	1.50
AD8403	4	256	Volatile	SPI	1, 10, 50, 100	5.5	-40 to +125	500	2.76
AD5263	4	256	Volatile	I ² C, [®] SPI	20, 50, 200	\pm 5, 15	-40 to +125	30	2.55
AD5206	6	256	Volatile	SPI	10, 50, 100	\pm 3, 5.5	-40 to +85	700	1.92
AD5233	4	64	Non-volatile	SPI	1, 10, 50, 100	\pm 3, 5.5	-40 to +85	600	2.47
AD5253	4	64	Non-volatile	I ² C	1, 10, 50, 100	\pm 3, 5.5	-40 to +85	300	2.46
AD5254	4	256	Non-volatile	I ² C	1, 10, 50, 100	\pm 3, 5.5	-40 to +85	300	2.55

Flexible Clocking Scheme Accommodates Multiple Wireless Standards

To establish a clean and stable clock in wireless systems, designers typically employ a standard set of multiple discrete components including FPGA, filters, VCXO, PLL, and various clock distribution circuitry. However, this approach is undesirable because it often yields a complicated, high cost, low reliability clocking scheme, and consumes a large portion of the PCB area. In contrast, integrating critical timing functions onto higher function clock devices translates to using fewer components for lower overall cost, increased reliability, and a smaller footprint. As shown in the diagram below, multiple clock ICs may be combined to form a complete multifunction timing solution that addresses clock cleanup, generation, synchronization, and distribution, to meet the most stringent system requirements.

In a remote radio unit (RRU), the incoming signal is cleaned up and then delivered to a clock generator to translate the frequency outputs to other system components. The ultraclean signal from the buffer goes through a SERDES to be sent back upstream. This clocking platform is ideal for digitizing a signal across multiple wireless standards, such as WiMAX, W-CDMA, CDMA2000, and CDMA.

The AD9549 clock generator/synchronizer cleans up a CDR clock using a digital PLL with a programmable loop bandwidth down to 0.1 Hz. The device provides reference monitoring and holdover functions. It delivers integrated jitter of <1 ps rms.



An ultrafast 1:2 clock buffer, the ADCLK925, boasts fast output rise and fall times of 60 ps to maximize bandwidth and signal integrity. In addition, only 60 fs of random jitter is added on the outputs. The buffer distributes clean copies of the signal to both a SERDES and a flexible multioutput clock generator.

The AD9516, AD9517, and AD9518, all with on-chip VCXO, offer excellent close-in phase noise performance when clocking multiple system components. The flexibility in selecting from multiple logic types and frequency combinations creates an ideal solution that can be used in various wireless systems. Five versions of each product are available with VCOs tuned from 1.45 GHz to 2.95 GHz.

Clock Generation ICs

Part Number	Outputs	Dividers	Delay Lines	Package	Price (\$U.S.)
AD9516-x	6 LVPECL, 4/8 LVDS/CMOS	5	4	9 mm × 9 mm, 64-lead LFCSP	12.50
AD9517-x	4 LVPECL, 4/8 LVDS/CMOS	4	4	7 mm × 7 mm, 48-lead LFCSP	11.40
AD9518-x	6 LVPECL	3	None	7 mm × 7 mm, 48-lead LFCSP	9.85

Clock Buffers

Part Number	Number of Inputs	Number of Outputs	Max Clock Input (GHz)	Output Logic	Random Jitter (ps rms)	Price (\$U.S.)
ADCLK905	1	1	6	ECL, PECL, LVPECL	0.06	5.60
ADCLK907	2	2	6	ECL, PECL, LVPECL	0.06	6.75
ADCLK914	1	1	6	HVDS	0.1	6.95
ADCLK925	1	2	6	ECL, PECL, LVPECL	0.06	5.95



Design the jitter out of your circuit with the help of ADI's ADIsimCLK™ free online design tool. To begin, visit www.analog.com/ADIsimCLK.



"Network Clock: How to Achieve Maximum System Up Time" at www.analog.com/online seminars.

Optimizing Signal Chain Performance with Voltage References

As a point of reference for converter accuracy, voltage references play a critical role in overall system performance. Providing the comparison for all other measurements, a voltage reference's accuracy, noise, and stability (among other specifications) are vital to allowing the converter to produce an accurate measurement (for ADC) or output (for DAC). Using a discrete voltage reference is often desirable when best-in-class tempco, hysteresis, and long-term drift performance are important to the application. Analog Devices offers a wide range of voltage references, from <3 ppm/°C for test, measurement, and instrumentation applications to >50 ppm/°C for power delivery and power management applications.

Part Number	V ₀ (V)	Initial Accuracy (%)	Tempco (ppm/°C)	Output Noise (μV p-p)	Supply Voltage (V)	Package	Price (\$U.S.)
ADR121, ADR125, ADR127	2.5, 5, 1.25	0.12, 0.24	9, 25	10, 20, 5	2.7 to 18	6-lead TSOT	0.77, 1.19
ADR130	0.5, 1	0.35, 0.7	25, 50	3, 6	2 to 18	6-lead TSOT	0.97, 1.25
ADR42x, ADR43x, ADR44x	2.048, 2.5, 3, 4.096, 4.5, 5	0.05, 0.15	3, 10	1 to 7.5	4.5 to 18	8-lead MSOP, 8-lead SOIC	2.65, 3.05
AD586	5	0.04, 0.05, 0.1, 0.2	2, 5, 10	4	10 to 36	8-lead PDIP, 8-lead SOIC	2.86, 6.91
REF19x	2.048, 2.5, 3, 3.3, 4.096, 4.5, 5	0.04, 0.33	2, 5, 10, 20, 25	20 to 50	3 to 15	8-lead PDIP, 8-lead SOIC, 8-lead TSSOP	1.36, 2.59



“Driving Precision Converters: How to Select the Best Voltage Reference and Amplifier for Your ADC Application” at www.analog.com/online seminars.

Protect and Optimize Communications Networks with ADI's New Family of 0.8% Accuracy, Quad Channel Voltage Monitors and Sequencers

Analog Devices introduces several new quad voltage monitors and sequencers with industry-leading, highest accuracy threshold accuracy (0.8%). The 0.8% threshold accuracy specification allows low voltage rails (~1 V) to be accurately monitored and sequenced. The ADM1186 allows power-up and power-down (reverse order) sequencing in hardware using resistors and capacitors. No software support is required. Correct power supply sequencing ensures that the power supply rails come up and are powered down in the correct order and that each rail is within tolerance ensuring more reliable system performance. The cascability of these devices provides power up and down (reverse sequence) of more than four voltage rails by cascading multiple devices. External capacitors define the time delay between the voltage rails turning on during the power-up sequence and turning the power supplies off during the power-down sequence.

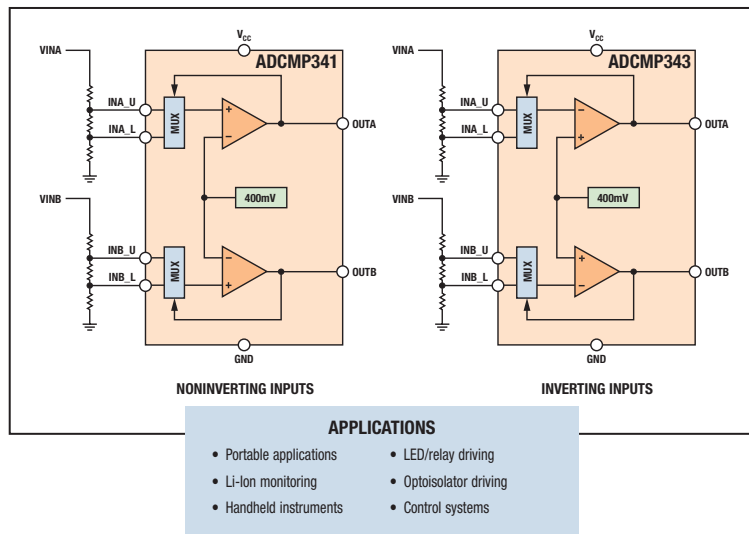
Part Number	Number of Supplies Monitored	Voltage Monitoring Accuracy	Number of Output Drivers	Sequencing		Enable Output	Sequence Delay	Package	Price (\$U.S.)
				Up	Down				
ADM1184	4: cascable	<0.8%	4	Yes	No	Open-drain	—	10-lead MSOP	2.39
ADM1185	4: cascable	<0.8%	4	Yes	No	Open-drain	190 ms	10-lead MSOP	1.20
ADM1186-1	4: cascable	<0.8%	4	Yes	Yes	Open-drain	Cap adj	20-lead QSOP	3.80
ADM1186-2	4	<0.8%	4	Yes	Yes	Open-drain	Cap adj	16-lead QSOP	2.98

ADI Continues to Grow Its Low Power Comparator Portfolio with Dual Comparators that Feature Integrated Reference and Programmable Hysteresis

Lower power comparators are ideal for power sensitive applications such as battery-powered equipment. The ADCMP341 and ADCMP343 ICs combine two low power, low voltage comparators with a 400 mV reference in a tiny 5-lead SOT-23 package. Operating within a supply range of 1.7 V to 5.5 V, the devices only draw 6.5 μA typical—making them ideal for low voltage system monitoring and portable applications. Hysteresis is determined using three resistors in a string configuration with the upper and lower tap points connected to the INA_U and INA_L pins of each comparator, respectively. The comparator's output internally selects which pin is connected to the comparator inputs. A change of state in the comparator output will result in one of the inputs being switched into the comparator, while the other is switched out. This functionality provides the user with an easy method of setting the hysteresis. The comparator outputs are open-drain with the output stage sinking capability guaranteed greater than 5 mA over temperature. In addition, this IC family offers various features depending upon the design need—for example, the ADCMP341 has noninverting inputs while the ADCMP343 has inverting inputs. The devices are available in commercial, industrial, and automotive temperature ranges. For a complete listing of ADI comparators, visit www.analog.com/comparators.

Low Power Comparator Family Features

- Low quiescent current: 6.5 μA typical
- Supply range: 1.7 V to 5.5 V
- 400 mV reference: $\pm 0.275\%$ threshold accuracy
- Input range includes ground
- User programmable hysteresis via resistor string
- Low input bias current: ± 5 nA maximum
- Open-drain outputs
- Supports wire-AND'ed connections
- Input polarities (noninverting and inverting)
- Package: small, 8-lead SOT-23



Part Number	Number per Package	Reference Accuracy ($\pm\%$)	Supply Voltage (V)	Logic I/O	Input Range (V)	Propagation Delay Typ (μs)	Hysteresis	Package	Price (\$U.S.)
ADCMP341	2	0.275	1.7 to 5.5	Open-drain	0 to V_{CC}	10.0	Adjustable	8-lead SOT-23	0.90
ADCMP343	2	0.275	1.7 to 5.5	Open-drain	0 to V_{CC}	10.0	Adjustable	8-lead SOT-23	0.90
ADCMP350	1	3.5	2.25 to 5.5	Open-drain, active low	0 to 22	5.0	Internal	4-lead SC70	0.31
ADCMP354	1	3.5	2.25 to 5.5	Open-drain, active high	0 to 22	5.0	Internal	4-lead SC70	0.31
ADCMP356	1	3.5	2.25 to 5.5	Push-pull, active high	0 to 22	5.0	Internal	4-lead SC70	0.31
ADCMP361	1	0.275	1.7 to 5.5	Open-drain	0 to V_{CC}	10.0	Internal	5-lead SOT-23	0.60
ADCMP370	1	—	2.25 to 5.5	Open-drain	0 to 22	5.0	Internal	5-lead SOT-23	0.28
ADCMP371	1	—	2.25 to 5.5	Push-pull	0 to 22	5.0	Internal	5-lead SOT-23	0.28
ADCMP670	2	1.50	1.7 to 5.5	Open-drain	0 to 6	10.0	Internal	6-lead SOT-23	1.40
CMP04	4	—	5	Open-collector	V_{CC} to 1.5	1.3	—	14-lead SOIC	4.75

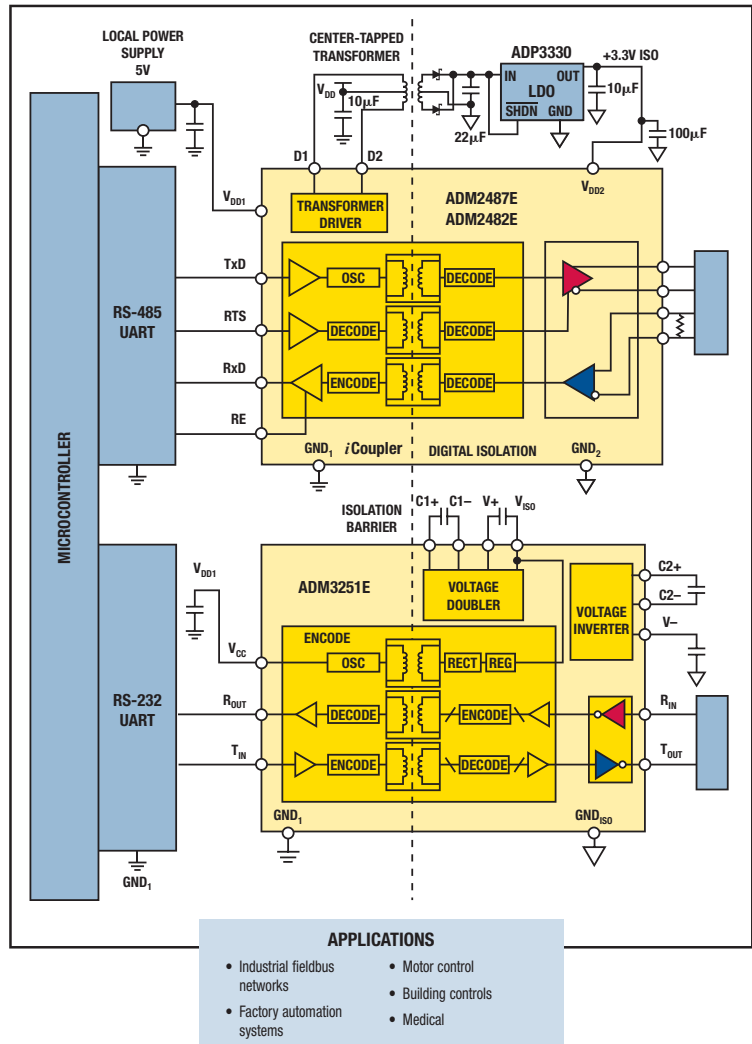
Protect Your Valuable Communications Networks with ADI's Family of RS-232 and RS-485 Digitally Isolated ICs

The RS-485 and RS-232 bus standards are the most widely used physical layer bus designs in industrial and instrumentation and medical applications. To improve system reliability within a noisy environment and protect against voltage spikes and ground loops, isolation is required between the RS-485/RS-232 cable network and the systems connected to it. Power isolation is obtained through the use of an isolated dc-to-dc power supply or Analog Devices *isoPower*® integrated dc-to-dc converters. Signal isolation is implemented using Analog Devices' *iCoupler*® technology. ADI provides integrated isolated RS-485 and RS-232 transceivers to solve these problems.

In addition, visit www.analog.com/rs485 and www.analog.com/rs232 for more information.



"Digital Isolation Tips and Techniques" at www.analog.com/online_seminars.



Part Number	Protocol	FD/HD	Data Rate	Isolation Rating (V rms)	Temperature Range (°C)	Integrated <i>isoPower</i>	Integrated Transformer Driver	Package	Price (\$U.S.)
ADM2483	RS-485	HD	500 kbps	2500	-40 to +85	No	No	16-lead wide SO	3.00
ADM2485	RS-485	HD	16 Mbps	2500	-40 to +85	No	Yes	16-lead wide SO	5.50
ADM2486	RS-485	HD	20 Mbps	2500	-40 to +85	No	No	16-lead wide SO	4.98
ADM2490E	RS-485	FD	16 Mbps	5000	-40 to +105	No	No	16-lead wide SO	4.50
ADM2491E	RS-485	FD/HD	16 Mbps	5000	-40 to +85	No	No	16-lead wide SO	4.70
ADM2487E	RS-485	FD/HD	500 kbps	2500	-40 to +85	No	Yes	16-lead wide SO	3.60
ADM2482E	RS-485	FD/HD	15 Mbps	2500	-40 to +85	No	Yes	16-lead wide SO	4.60
ADM3251E	RS-232	—	460 kbps	2500	-40 to +85	Yes	No	20-lead wide SO	2.99



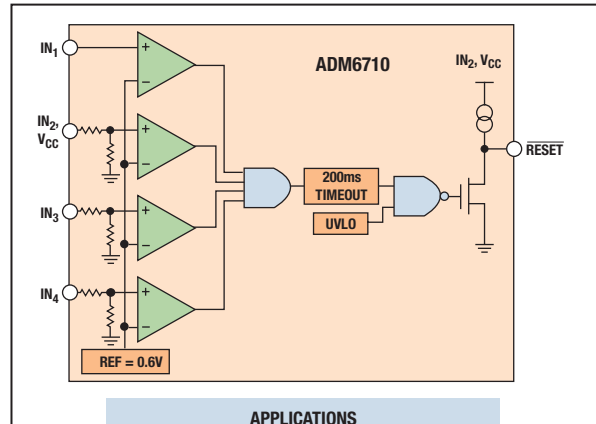
ADI's High Accuracy Multivoltage Supervisor ICs Monitor Low Voltage Core Supplies for Peak Performance

Accurately monitoring the supply voltage of a microprocessor is critical to achieving the levels of performance and output required by today's sophisticated electrical equipment. To meet these needs, ADI's family of voltage monitors includes dual, triple, and quad variants that accommodate a wide range of voltage inputs.

The ADM6710 is a low voltage, high accuracy, microprocessor supervisory circuit capable of monitoring up to four system supply voltages. Should an input drop below its associated threshold, an active low output asserts. The output is open-drain with a weak internal pull-up to the monitored IN_2 or V_{CC} supply, typically $10\ \mu\text{A}$. Subsequent to all voltages rising above the selected threshold, the reset remains low for the reset timeout period (140 ms minimum).

ADM6710 Features

- Accurate monitoring of up to four power supply voltages
- Five factory set threshold options: 1.8 V, 2.5 V, 3.0 V, 3.3 V, 5 V
- Adjustable input monitors down to 0.62 V (1.5% accuracy)
- Reset timeout: 140 ms (minimum)
- Open-drain reset output: $10\ \mu\text{A}$ internal pull-up
- Reset output stage: active low, valid to $IN_1 = 1\ \text{V}$ or $IN_2 = 1\ \text{V}$
- Low power consumption: $35\ \mu\text{A}$
- Power supply glitch immunity
- Specified from -40°C to $+85^\circ\text{C}$
- Package: 6-lead SOT-23



APPLICATIONS

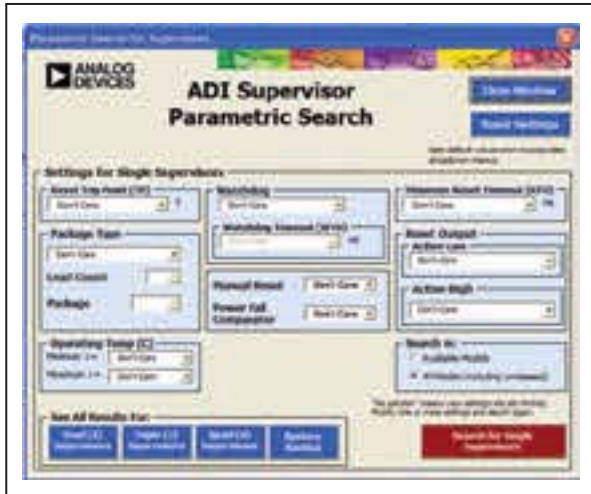
- Microprocessor systems
- Desktop and notebook computers
- Controllers
- Data storage equipment
- Servers and workstations

For more information on ADI's complete portfolio of supervisory products, visit www.analog.com/supervisory.

Part Number	Number of Monitored Voltages	Reset Threshold (V)	Min Reset Timeout (ms)	Reset Output Stage	Manual Reset Capability	Typical Watchdog Timeout (sec)	Package	Price (\$U.S.)
ADM13305	2	0.6 (adjustable), 1.68, 2.25, 2.93, 4.55	140	Active high, push-pull, active low, push-pull	Yes	1.6	8-lead NSOIC	0.95
ADM13307	3	0.6 (adjustable), 1.25 (adjustable), 1.68, 2.25, 2.93, 4.55	140	Active high, push-pull, active low, push-pull	Yes	—	8-lead NSOIC	0.98
ADM6710	3 or 4	0.62 (adjustable), 1.58, 1.67, 2.19, 2.32, 2.63, 2.78, 2.93, 3.08, 4.38, 4.63	140	Active low, open-drain	No	—	6-lead SOT-23	1.60
ADM1184	4	0.6 (adjustable)	100	Active high, open-drain	No	—	10-lead MSOP	2.39

New Online Supervisory Selection Tools Take the Guess Work Out of Selecting the Perfect Supervisory IC for Your Design

ADI's new supervisory IC selection tools enable the design engineer to perform customized parametric searches of ADI's extensive supervisory product database. Searchable parameters include trip points, reset timeouts, watchdog timeouts, reset types, and an array of other critical features. In addition, this free downloadable tool provides a convenient cross-reference matrix between our competitors' parts and ADI's. To start using the new supervisory IC selection tool today, visit www.analog.com/supervisory-tool.



For a complete list of ADI's online tools and other helpful design resources, go to www.analog.com/designcenter. Popular tools include:

ADIsimADC™

www.analog.com/ADIsimADC

Simulate system behavior using many critical specifications of high speed data converters, including offset, gain, sample rate, bandwidth, jitter, latency, and both ac and dc linearity.

NI Multisim™ Analog Devices Edition

www.analog.com/multisim

Jointly developed between NI and ADI, this tool provides an intuitive environment for capturing and simulating analog circuits.

ADIsimOpAmp™

www.analog.com/ADIsimOpAmp

This tool will help with the selection, evaluation, and troubleshooting of voltage feedback op amps.

ADIsimPLL™ and ADIsimDDS™

www.analog.com/ADIsimPLL and

www.analog.com/ADIsimDDS

These two circuit design tools allow the designer to simulate and evaluate complete RF circuits using either PLL or DDS frequency synthesis products.



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INNOVATIONS & INNOVATORS

Stackable receiver enables position tracking

As transportable embedded systems become commonplace, designers are looking for economical ways to integrate global-positioning equipment to track movements and deter theft. To target these applications, Micro/sys recently released the USB1700, a GPS (global-positioning-system)-receiver board in a form factor one-quarter the size of the PC/104 footprint. The ROHS (restriction-of-hazardous-substances) module provides designers with 12-channel, WAAS (wide-area-augmentation-system)-capable GPS functions for space-sensitive applications. The integrated GPS technology offers fast start-up and high performance in foliage-canopy, multipath, and urban-canyon environments. The board comes with a passive antenna.

The USB1700 physically conforms to a new



The new USB1700 GPS-receiver board comes in a form factor one-quarter the size of the standard PC/104 footprint.

ing and smaller packaging. To accommodate the smaller StackableUSB form factors, the company added a fifth stabilizing hole to the 104-footprint definition. Prices for the basic USB1700 start at \$230 (one).

—by Warren Webb

▷ **Micro/sys Inc**, www.embeddedsys.com.

form factor, which Stackable-USB (www.stackableusb.org) defines. StackableUSB is a fairly recent standard that uses USB communications between a single-board computer and peripheral-I/O cards in a stack similar to PC/104. Depending on the design, the CPU card can support 10 peripheral I/O cards—five on the top and five on the bottom—without the use of a hub board. At 1.85×1.78 in., the USB1700 is one-fourth the size of a standard card, resulting in improved cool-

FEEDBACK LOOP

“EDA has always been ‘broken,’ and, as long as the technology continues to evolve, the EDA tool designed last year is going to be difficult to wield effectively on this year’s problem.”

—Web-site visitor Dave J at www.edn.com/080515p1. Add your comments.

AMD releases dual- and triple-core desktop processors

To bring multicore technology to desktop processors that handle multithreaded-digital-entertainment workloads, micro-processor challenger AMD (Advanced Micro Devices) recently introduced three Phenom X3 triple-core processors. With the company’s 780 series chip set, the new devices allow a full HD (high-definition) experience and good gaming and digital performance.

With these processors, AMD aims to free users from the need to weigh trade-

offs between graphics and processors when purchasing a PC, given that the proliferation of digital-media devices and entertainment changes the way consumers use PCs and creates stronger demand on processing and graphics capabilities.

AMD based the multicore technology on the Direct Connect architecture, which has allowed the company to bring these triple-core desktop processors to market with benefits similar to those available with AMD’s Phenom X4 quad-core pro-

cessors. The triple-core processors have better performance for multitasking and multithreaded digital-media and game applications than do dual-core processors at the same clock speed, according to the company. The 2.4-GHz Phenom X3 8750, 2.3-GHz 8650, and 2.1-GHz 8450 triple-core processors sell for \$195, \$165, and \$145, respectively.

—by Ann Steffora Mutschler

▷ **Advanced Micro Devices**, www.amd.com.

Multiprocessor system sports as many as four coherent, multithreaded cores

MIPS Technologies' multithreaded, multi-processor, coherent-processing MIPS32 1004K licensable-IP (intellectual-property) platform supports as many as four single- or double-threaded processor cores that connect through a coherence manager. The nine-stage-pipeline architecture supports a worst-case 800-MHz base-core operating frequency in a 65-nm TSMC (Taiwan Semiconductor Manufacturing Co, www.tsmc.com) general-purpose process. The architecture implements a dual-core, dual-threaded configuration for a total of four threads.

The architecture also has

32-kbyte caches for each core, a coherence manager, and a global-interrupt controller. The devices are available with 1004Kc integer and 1004Kf floating-point versions of the core, and they both support Revision 1 of the MIPS32 DSP ASE (application-specific extension). The design-time configurability of the platform allows designers to size the instruction and data caches, TLBs (translation-look-aside buffers), scratchpad RAM, and user-defined instructions. The configuration must be the same for each core in a given implementation, however, so that the architecture can support SMP (symmetric-multipro-

 The design-time configurability of the platform allows designers to size the instruction and data caches, TLBs, scratchpad RAM, and user-defined instructions.

cessing) operation with SMP-based operating systems, such as Open Source SMP Linux.

The multicore-coherence

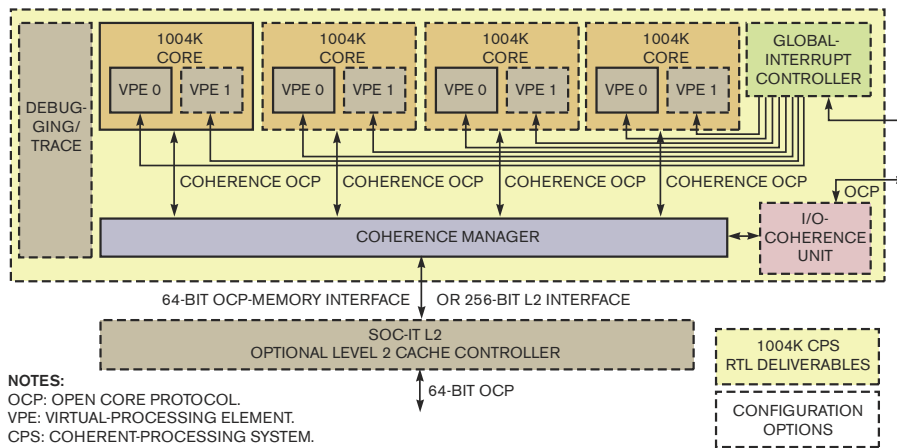
manager can manage one to four single- or dual-threaded cores, and it operates at the same clock rate as the cores, which also operate at the same clock rate. The coherence manager supports cache-to-cache transfers, speculative reads to external memory, and global-cache operations. It manages coherency using the MESI (modified/exclusive/shared/invalid) protocol, and it employs redundant tags to enable L1 cache transfers and minimize the impact on processing performance. Designers configure and control the coherence scheme through global-configuration registers.

The platform supports an optional 256-bit interface that can manage fractional-clock-rate access to an L2 memory controller. The optional I/O-coherence unit bridges noncoherent I/O-peripheral-data transfers so that the transactions are coherent within the system; it also supports per-transaction attributes for snooping L1 caches, L1 and L2 caches, noncoherent transactions, and I/O prioritization. The global-interrupt controller can route as many as 256 system-level and interprocessor interrupts to cores or VPEs (virtual-processing elements).

The SDE (software-development environment) for this platform includes the Gnu-based MIPS SDE tool chain, the MIPSsim bus-functional modeling and instruction-set simulator, and the enhanced-JTAG and PDtrace system-navigator probe with coherence awareness. The two initial versions of this core, the integer 1004Kc and the floating-point 1004Kf, will be available for licensing this quarter.

—by Robert Cravotta

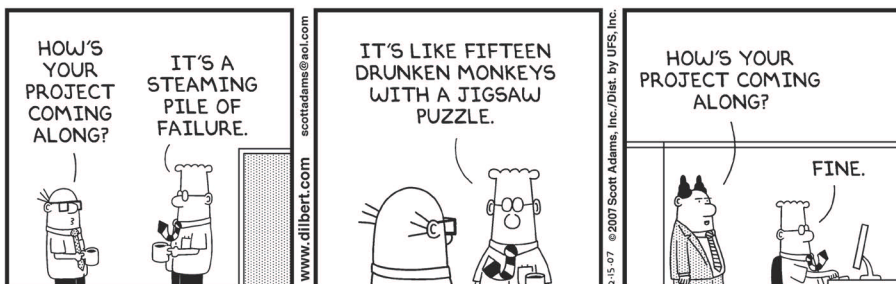
► MIPS Technologies, www.mips.com.



NOTES:
OCP: OPEN CORE PROTOCOL.
VPE: VIRTUAL-PROCESSING ELEMENT.
CPS: COHERENT-PROCESSING SYSTEM.

The MIPS32 1004K architecture implements a dual-core, dual-threaded configuration for a total of four threads.

DILBERT By Scott Adams



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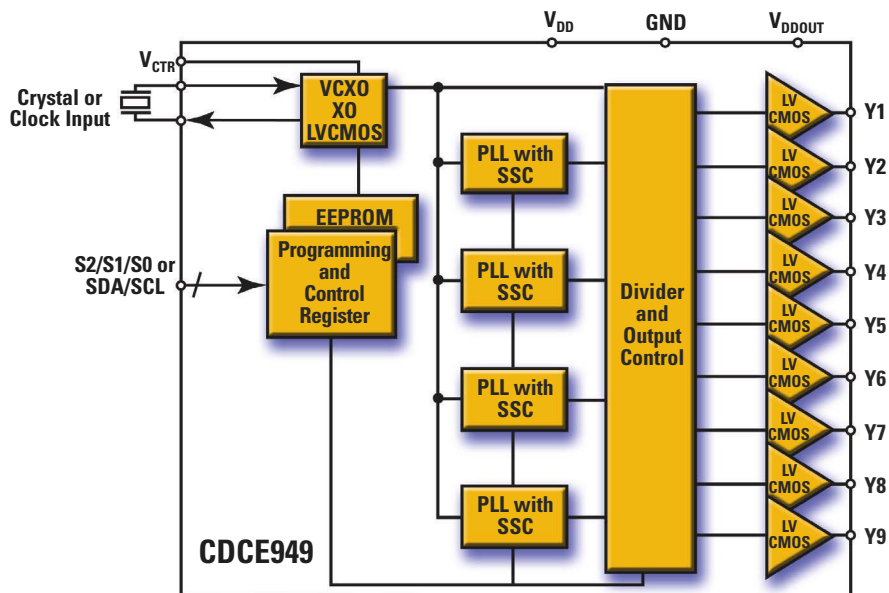
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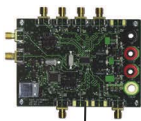
Features

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- I²C and EEPROM programmability
- On-chip Voltage Controlled Crystal Oscillator (VCXO)



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Device	Supply Voltage (V)	I/O Voltage (V)	# of PLL	# of Outputs	Output Frequency (MHz)	Temperature Range (°C)	Package (TSSOP)
CDCE949	1.8	2.5/3.3	4	9	230	-40 to +85	24
CDCE937	1.8	2.5/3.3	3	7	230	-40 to +85	20
CDCE925	1.8	2.5/3.3	2	5	230	-40 to +85	16
CDCE913	1.8	2.5/3.3	1	3	230	-40 to +85	14
CDCEL949	1.8	1.8	4	9	230	-40 to +85	24
CDCEL937	1.8	1.8	3	7	230	-40 to +85	20
CDCEL925	1.8	1.8	2	5	230	-40 to +85	16
CDCEL913	1.8	1.8	1	3	230	-40 to +85	14



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Atomic-sized graphene has use in nanoelectronics

IBM researchers recently discovered that graphite may find use as a material for building nanoelectronic circuits smaller than those in today's silicon-based computer chips. The researchers have found a way to suppress unwanted interference of electrical signals that occur when shrinking graphene, which is a 2-D, single-atomic-layer-thick form of graphite, to dimensions of just a few atoms. Graphene is a

honeycomb-like lattice of carbon atoms, similar to atomic-scale "chicken wire," which has attracted strong scientific and technological interest because it exhibits promising electrical properties and could find use in transistors and circuits at scales vastly smaller than components inside today's tiniest computer chips.

One problem in using these nanodevices is the inverse relationship between the size

The strong electronic coupling between the two graphene layers inhibits the noise.

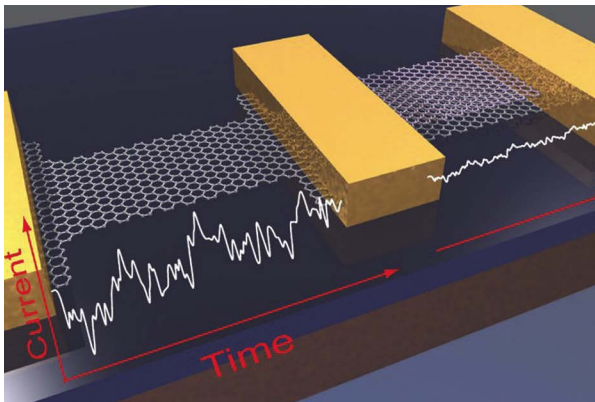
of the device and the amount of uncontrolled electrical noise that the devices generate. As they become smaller, the noise grows increasingly larger, and this effect occurs in traditional silicon-based devices as well as in graphene nanoribbons and carbon-nanotube devices. IBM researcher Phaedon Avouris, PhD, who leads IBM's exploration into carbon nanotubes and graphene, notes that the effect of noise becomes larger at the nanoscale because the dimensions approach the nearly smallest limits, down to only a handful of atoms, and the created noise can overwhelm the electrical signal. However, IBM

scientists have found that they can suppress the noise in graphene-based semiconductor devices.

In experiments, IBM used a single layer of graphene to build a transistor and found that, as the device became smaller, noise increased. When they built the same device with two sheets of graphene instead of one, however, they were able to suppress the noise, and these bilayer graphene ribbons could prove useful for building future semiconductor devices for use in sensors, communications devices, computing systems, and more.

The strong electronic coupling between the two graphene layers inhibits the noise by counteracting the influence of the noise sources: The system acts as a noise insulator. Although further detailed analysis and studies are necessary to better understand these phenomena, the findings provide exciting opportunities for graphene bilayers in a variety of applications.

—by Ann Steffora Mutschler
 IBM Corp, www.ibm.com.

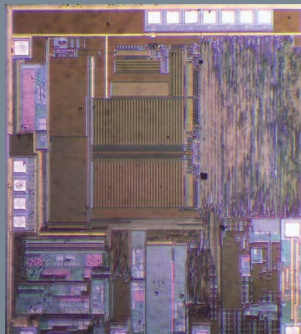


A second sheet of graphene significantly reduces noise, giving promise to this material's potential use in nanoelectronics.

SMART RFID CHIP AUTOMATES DATA-LOGGING, -TRACKING SYSTEMS

The passive/semipassive IDS-SL13A tag chip from IDS Microchip AG finds use in single-cell, battery-powered smart-RFID (radio-frequency-identification) labels. An external 1.5 or 3V battery powers the chip's integrated real-time clock and EEPROM for on-chip logging of data from the internal temperature sensor, accurate to 0.5°C, and external sensors through an analog-sensor interface and an ADC. An RFID reader accesses the chip through three-level password authentication. An SPI (serial-peripheral-interface) port supports external display circuitry, communication, control, and direct access to the internal EEPROM. The chip includes an alarm system and algorithms to calculate shelf life. The chip consumes a maximum of 3 µA in standby-logging mode and 300 µA during temperature measurement and

data writes to EEPROM. The company estimates a one-year lifetime for an IDS-SL13A-based smart label with a 30-mAhr battery.



You can configure the IDS-SL13A for either battery-powered RFID tags or passive-system applications.

The IDS-SL13A also works in passive mode with no battery without the real-time-clock function in applications using an RFID reader to initiate data logging and storage. In the standby passive state, requiring no logging or measurement, the device consumes less than 100 nA.

IDS-SL13A chips are now available for sampling as tested wafers or packaged parts in 12-pin QFN packages and will be in full production in the third quarter of 2008. The price is less than €1, or approximately \$1.60 (100,000).

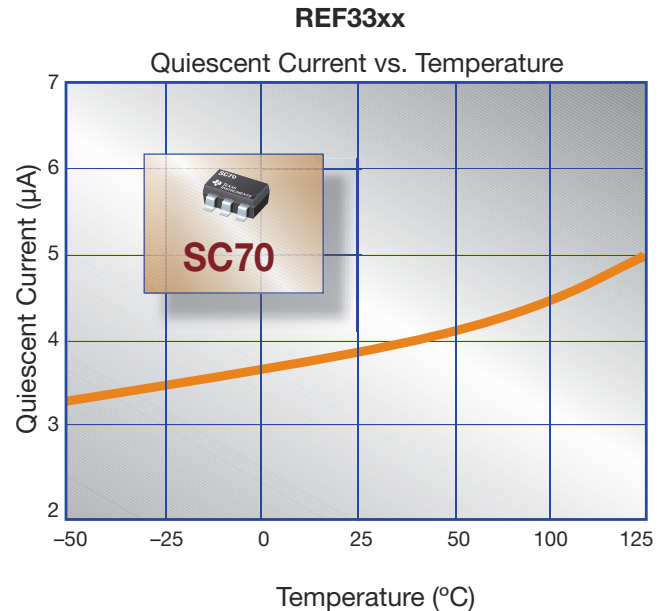
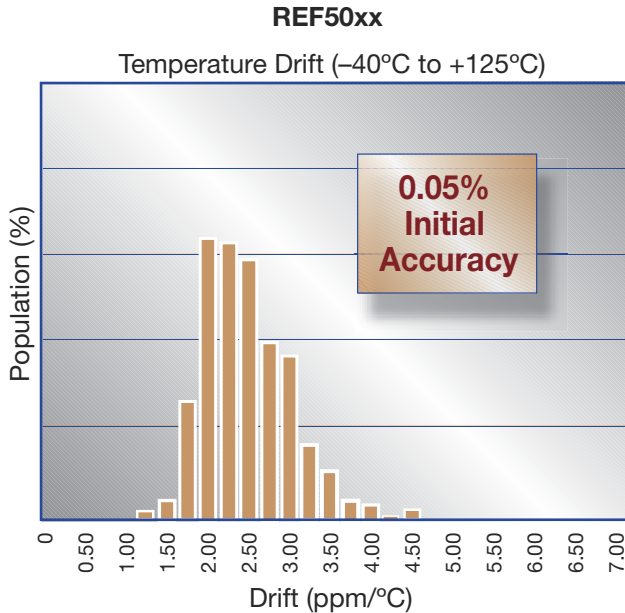
—by Margery Conner
 IDS Microchip AG, www.ids-microchip.com.

05.15.08

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The new **REF50xx** and **REF33xx** voltage reference families from TI offer new levels of performance for high-accuracy industrial applications and precision, low-power applications. The REF50xx provides 3ppm/°C (max) drift, 0.05% accuracy and 3µVpp/V noise—an ideal combination for meeting the requirements of high-resolution, industrial ADCs. Featuring a low 5µA (max) quiescent current, the REF33xx has the ability to sink and source up to 5mA output current and operates as low as 1.8V, making it ideal for portable applications.

Product	Accuracy (%)	Output (V)	Drift (ppm/°C) (max)	I ₀ (µA) (typ)	Output Current (mA)	Package	Price (1k)*
REF50xx	0.05	2.048, 2.5, 3.0, 4.096, 4.5, 5	3	800	±10	MSOP-8*, SO-8	\$3.50
REF50xxA	0.1	2.048, 2.5, 3.0, 4.096, 4.5, 5	8	800	±10	MSOP-8*, SO-8	\$1.85
REF33xx	0.15	1.25, 1.8, 2.048, 2.5, 3.0, 3.3	30	3.9	±5	SC70, SOT23-3	\$0.85
REF32xx	0.2	1.25, 2.048, 2.5, 3.0, 3.3, 4.096	7	100	±10	SOT23-6	\$1.70
REF31xx	0.15	1.25, 2.048, 2.5, 3.0, 3.3, 4.096	15	100	±10	SOT23-3	\$1.10
REF30xx	0.2	1.25, 2.048, 2.5, 3.0, 3.3, 4.096	50	42	25	SOT23-3	\$0.60

* Suggested resale price in U.S. dollars in quantities of 1,000. *Available 2H 2008. New products are listed in **bold red**.

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Lossless coding comes to portables

With more widespread use of MP3-player docking stations, consumers are increasingly finding that the sound quality from portable devices does not match that of CD sound, according to austriamicrosystems. Consequently, the company has introduced the AS3532 media-player IC that handles lossless-compression music content and operates within a 5-mW limit. The com-

pany aims to bridge the gap between the audio experience of music phones and high-fidelity home-audio devices.

Designers frequently base portable players on a processor core, such as an ARM (www.arm.com)—perhaps with a DSP core—that performs the MP3 decompression in software. Austriamicrosystems has retained an ARM core as a controller but has built an optimized hardware-audio engine to per-

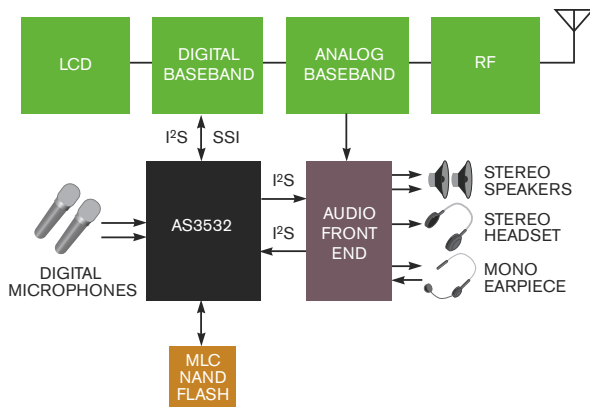
form the decompression. According to Roberto Simmarano, the company's senior marketing director for the communications-business unit, when you move from a lossy codec to a lossless one, the amount of processing required from a programmable-DSP architecture rises sharply: More operations at a higher clock rate mean more power. Within its 5-mW power budget, the IC can process 24-bit content at a 192-kHz sample rate; many portable devices today are limited to 16-bit data at 44.1 or 48 kHz.

The audio engine executes the decompression and playback of most popular compressed audio formats, such as MP3, WMA (Windows Media Audio), and AAC (Advanced Audio Coding), for the least amount of power consumption with zero CPU load. The audio postprocessor implements an ASRC (asynchronous-sample-rate converter) with near-transparent quality. The processor achieves a

range of 136 dB using a multipass algorithm, a multichannel mixer with limiting function, and a 10-band graphic equalizer. Three sets of I²S outputs can independently control stereo speakers, the associated subwoofer, and headphone or line outputs or can act as multichannel audio outputs. A digital microphone fills out the audio requirements for new-generation mobile phones. Interfaces that are part of the AS3532 can support either peer mode to a baseband-phone IC or a black-box companion-music subsystem. In this scenario, the IC provides direct support for a variety of removable and embedded flash-memory types. AMS supplies the chip in a 66-mm CT-BGA package. Simmarano declines to discuss pricing, as he is marketing this part directly to tier-1 and -2 phone handset makers; further related parts will address other sectors of the audio industry.

—by Graham Prophet

▷ austriamicrosystems.com



The AS3532 media-player IC handles lossless-compression music content and operates within a 5-mW limit.

CSR HITS \$6 PARTS COST FOR DSP-BLUEBTOOTH HEADSET

In the world of Bluetooth-headset design, every cent of the BOM (bill of materials) counts. With that fact in mind, CSR has introduced single-chip devices with BOM figures of \$5 and \$6. The BlueVox2 headset costs \$5, and the extra \$1 adds DSP for active noise cancellation to remove ambient sounds from the microphone channel. The company's Kalimba block adds the DSP function, with either single-microphone operation or dual-microphone channels; the second microphone is for ambient noise and adds just a few cents to the cost. The DSP code is in ROM, also lowering costs.

The chip operates to Bluetooth 2.1 EDR (enhanced data rate) and implements the company's AuriStream codec for improved voice quality and lower power when both ends of the link can use it or autonegotiates to fall back

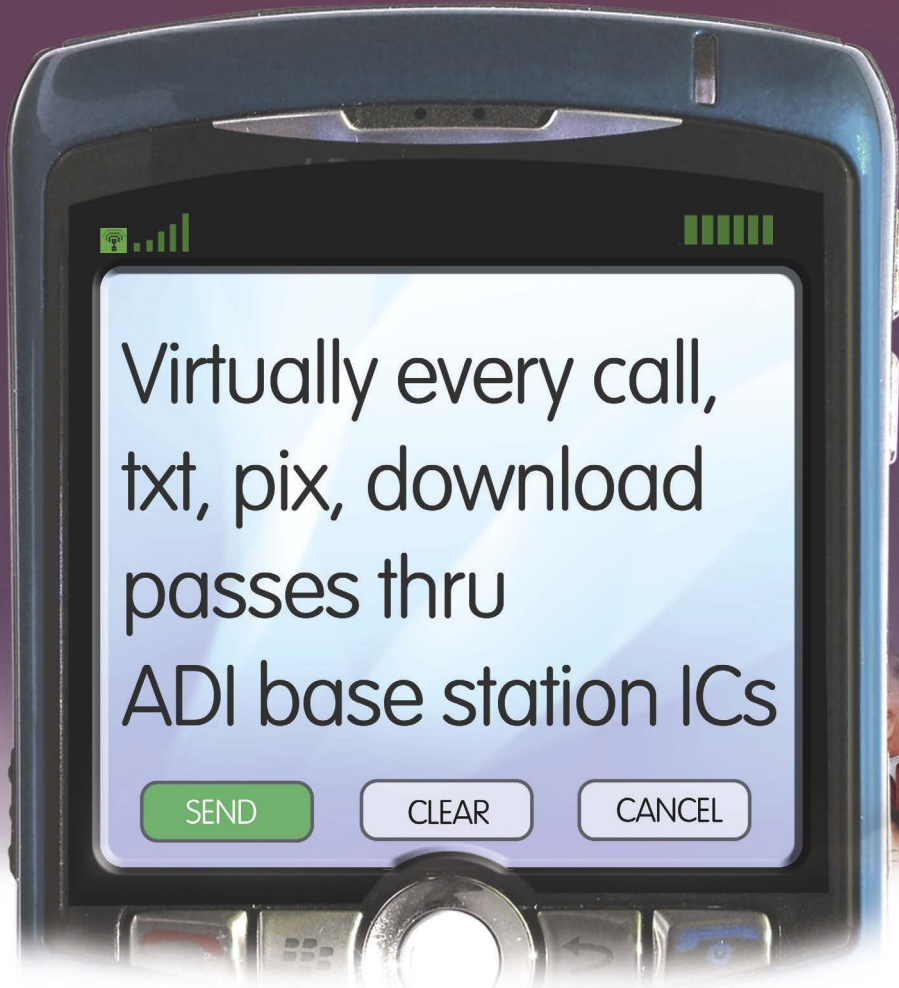


CSR's new Bluetooth headset employs the company's AuriStream codec and costs as little as \$5.






to a standard codec if not. Power management, including battery charging, is on-chip; the Bluetooth core is CSR's Bluecore5 block, and the control processor is an XAP2++ RISC core from Cambridge Consultants (www.cambridgeconsultants.com). A reference design is available; it includes not only complete layout and component information, but also a built and working example. Power demand is 11 to 14 mA at 3.7V, depending on the codec in use. Transmitter power is 8 dBm, and receiver sensitivity is -90 dBm. These

figures provide greater link robustness and avoid cross-body signal-loss dropouts, according to the company. The non-DSP version has similar RF performance and power requirements of 6.5 to 8.5 mA.—by Graham Prophet
▷ www.csr.com

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VOICES

Intellon's Mark Hazen on the HomePlug AV powerline-networking alternative

Last fall, powerline-networking provider DS2 weighed in with its thoughts on the technology's strengths, shortcomings, and future directions (see "Voices: Chano Gómez on powerline networking's 'universal' hope," *EDN*, Dec 14, 2007, pg 18, www.edn.com/article/CA6512163). In this follow-up interview, Senior Marketing Communications Engineer Mark E Hazen, from HomePlug AV (audio/video) consortium representative Intellon, DS2's primary competitor, shares his perspectives on a similar set of questions. Read an extended version of this interview at www.edn.com/080515voices.

How do HomePlug technology's attributes enable it to coexist, supplement, or supplant other traditional data-distribution technologies for both LAN and WAN applications now and in the future?

A Great question. HomePlug technology is playing a strong support role both inside (LAN) and outside (WAN) the home. Because of HomePlug's attributes, such as whole-house coverage, noise immunity, a standards-based approach, secure communications, and multivendor support, operators view it as a network 'backbone' technology, not supplanting other forms of home networking but instead providing a means to work in concert with other networking technologies such as Wi-Fi. In fact, multiple HomePlug-Wi-Fi-bridge products are currently in the market, which allow consumers to expand their coverage simply by plugging in a bridge anywhere in their house where Wi-Fi coverage is weak or nonexistent.

It is the value of HomePlug as this 'bridgeable technology' that contributes to its growing popularity.

HomePlug PLC-LAN technology supports any to-the-home WAN technology and actually provides much higher speeds throughout the home than most services to the home. As a WAN technology, HomePlug is starting to see some growth, especially in areas of the world that are underserved by xDSL [digital-subscriber line] or cable Internet. BPL [broadband-over-powerline] access can provide typical broadband service to the home through the medium-voltage lines across the neighborhood and into the low-voltage service lines feeding the home. In this way, a utility can participate and compete in the broadband-services industry, in the same way a telephone-company, MSO [multiple-switch-operator], satellite, or WiMax [worldwide-interoperability-for-microwave-access] provider might.



HomePlug AV is specified as a '200-Mbps' technology, but testing results suggest that it delivers only a limited percentage of that speed in real-life usage environments. How do you address potential consumer confusion and frustration, when they don't get the performance results that the '200-Mbps' stamp on the product box might otherwise suggest they'll achieve?

A This is another great question. There is some confusion about this [situation] in all data-communications communities, including wireless ones. Take, for example, IEEE 802.11g Wi-Fi, which is known as a 54-Mbps technology; 54 Mbps is the PHY [physical]-medium rate minus forward-error-correction bits. The standards bodies, during technology and specification development, decide which type of PHY rate they will associate with their standard. In the case of 802.11g, 54 Mbps is the coded PHY rate, as opposed to the higher raw PHY rate [which is slightly higher than 70 Mbps]. Few consumers are aware of this distinction. Even so, it allows the Wi-Fi-standards people to churn out different standards classes with the same apples-for-apples PHY rating.

Regarding HomePlug AV, 200 Mbps is the raw PHY rate,

which includes forward-error-correction bits. This approach follows that of the wireless technologies—that is, associating a PHY rate with each wireless standard. Some of our customers who market in retail state on their boxes what UDP [User Datagram Protocol] and TCP [Transmission Control Protocol] rates consumers should expect.

The UDP is the fastest MAC [medium-access-control] protocol, because it does not require acknowledgments to each packet sent. It finds use for streaming music and video, and for VOIP [voice-over-Internet Protocol] telephony. Our tests have shown that HomePlug AV typically delivers a UDP rate across the home in the 50- to 90-Mbps range, depending on noise and attenuation.

The TCP is slower than UDP but is more careful, checking to make sure that each packet was successfully received and, if necessary, repeating the transmission. HomePlug AV typically delivers a TCP rate across the home in the 30- to 60-plus-Mbps range, depending on noise and attenuation.

A protocol that many use to judge the performance of a digital technology is Windows File Transfer. This protocol runs under TCP and is therefore even slower than TCP. The peak Windows File Transfer throughput for HomePlug AV is around 36 Mbps.

It is important to understand that, whether the technology is wired or wireless, this hierarchy of protocol performance is always true.

We need more editors to understand this [fact] to help us educate the public. Thanks for asking the question in this forum.—**by Brian Dipert**

Rarely Asked Questions

Strange but true stories from the call logs of Analog Devices

Hysteresis Blocks Magic

Q. Can I recalibrate my precision analog circuits to achieve higher accuracy?

A. There is no magic¹ process for upgrading the precision of analog circuitry. A phenomenon known as hysteresis limits just how repeatable it can be.

After time, the most common electronic measurement is of temperature. Temperature sensors use a number of technologies, but the simplest and least expensive ones measure the difference in voltage between two PN junctions operating at differing current densities or the change in voltage in a single junction as its current density is varied. This voltage is proportional to the absolute (Kelvin) temperature of the junction.

Low-cost temperature sensors have an accuracy of two or three degrees Celsius, whereas the best ones are accurate to about half a degree. It is quite common for users to try to calibrate such sensors to achieve greater accuracy.

Up to a point, such calibration is possible (but quite expensive, which is why such devices are not routinely manufactured), but it is not possible to calibrate to any arbitrary degree of accuracy.

Suppose that, using a magic thermometer and voltmeter, we measure the temperature and output of a semiconductor sensor with infinite accuracy. Then, after heating and cooling the sensor, we re-measure the output, at exactly the same temperature, and find that the output is slightly different. Repeated measurements yield results with a Gaussian distribution about a mean value.

The mechanism causing this variation is known as thermal hysteresis. It arises from thermo/mechanical stress in the integrated circuit. Silicon chips are made with a



very complex pattern of silicon, silica (silicon dioxide - SiO₂), aluminium, copper, and a variety of other materials, each of which has a different coefficient of thermal expansion. Each time the chip's temperature is changed, the stress pattern due to differential expansion/contraction will change too. The structure is complex, making many different stress patterns equally likely. Stress in conductors changes their resistance, causing small changes in the circuit's calibration.

It is therefore impossible to recalibrate a temperature sensor to much higher accuracy simply by measuring its response very accurately. The best that can be achieved with available sensors is on the order of 0.1°C. If we made a much larger chip the stress effects would average out over the larger area, but a useful improvement would require a very large and expensive chip. Similar effects are seen in other precision analog ICs, especially voltage references, but, as with temperature sensors, they rarely become large enough to affect the published specifications. If you look for them with sufficiently accurate test gear, however, you will certainly find them.

¹ (Arthur C.) Clarke's Third Law states that "Any sufficiently advanced technology is indistinguishable from magic."

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Contributing Writer
James Bryant has been a European Applications Manager with Analog Devices since 1982. He holds a degree in Physics and Philosophy from the University of Leeds. He is also C.Eng., Eur.Eng., MIEE, and an FBIS. In addition to his passion for engineering, James is a radio ham and holds the call sign G4CLF.

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BY BONNIE BAKER



RMS and peak-to-peak noise trade-off

Have you ever noticed that random noise has a predictable pattern? Nature duplicates this pattern in many ways—the gene pool, gambling, and even my driving “habits.” There are two ways to describe random analog noise. The first uses the standard deviation of a collection of converter digital-output samples. The data’s standard deviation is equal to the rms (root-mean-square) value. The second uses the standard deviation and a constant crest factor to describe a converter’s

noise with a peak-to-peak value. Specifications with rms or peak-to-peak descriptors use statistical methods to arrive at a single number that describes the analog device’s noise behavior or an ADC.

You can use rms to describe the system’s noise power. “RMS” may appear with the specified units, or it may be implied. Usually, a noise specification includes the rms term. However, an SNR (signal-to-noise-ratio) specification doesn’t. SNR uses only decibels for units.

When describing noise with an rms number, you are referring to the positive and negative range of the data’s standard deviation. Although the noise’s rms value from a converter is well-defined, you can predict the instantaneous position on the X axis from the dc-output data (Figure 1a). By collecting more than 1000 data points, this histogram approaches the shape of a gaussian distribution, or bell-shaped curve. The two standard-deviation or rms lines capture a significant number of the noise occurrences. The probability that the noise from an analog device produces one output value that lands between the two rms lines is approximately 68%.

If you are putting output data from an ADC into a digital display, the peak-to-peak noise representation becomes important. Here, you determine how often and how many display digits can fluctuate, keeping in mind that fluctuating digits create user or customer insecurity. With a histogram plot, the rms limits exclude a considerable amount of data (Figure 1b). Multiplying the doubled standard

TABLE 1 DISPLAY FLUCTUATION

Crest factor	Occurrences inside limits (%)
2.6	99
3.3	99.9*
3.9	99.99
4.4	99.999**
4.9	99.9999

*Industry standard

**Stable to five display digits

deviation by a crest factor expands the percentage of occurrences underneath the curve. The crest factor for noise occurrences is a statistical estimate that determines the probability that an occurrence of a noisy event will remain within a defined boundary.

Predicting the allowable fluctuation in your data display is relatively simple. After choosing a crest factor, multiply the value of two standard deviations by the selected crest factor. The industry standard is 3.3, which is appropriate for a three-digit display (Table 1). If you are keeping a five-digit display stable, use a crest factor of 4.4. The lower digits in your display will fluctuate 0.001% of the time.

Use rms or peak-to-peak figures to describe an analog device’s input- or output-referred noise. Data sheets and labels may have noise specifications with units such as volts rms or volts peak-to-peak. You can quickly describe the noise power visible at the output of a converter with the data’s standard deviation. Control the fluctuating digits in your display by defining peak-to-peak limits. **EDN**

Bonnie Baker is a senior applications engineer at Texas Instruments and author of A Baker’s Dozen: Real Analog Solutions for Digital Designers. You can reach her at bonnie@ti.com.

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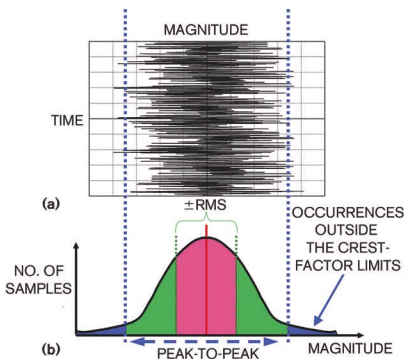


Figure 1 Organize data from a time plot (a) into a histogram to help determine rms and peak-to-peak limits (b).

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BY PALLAB CHATTERJEE, CONTRIBUTING TECHNICAL EDITOR

Third-party-IP providers: physical-design questions, part one

As this column has discussed previously, selecting an IP (intellectual-property) provider involves several technical and business issues. On the technical front, the additional levels of selection complexity involve the physical-design view of the IP. The issues that follow assume that the IP under consideration meets the design and performance specification and targets the correct process-technology option. In addition to your architectural and performance goals, six categories of the physical view should be part of the selection criteria for the IP: block pins and grid, blockages and overlayer routing, power supplies, global signals, placement and rotation, and embedded blocks and clocks.

You should have a good understanding of the first category—block pins and grid—as it's been around for more than 30 years. The most important aspect to understand is that a design will support multiple simultaneous grids that all relate to different functions and criteria during the design. All of these

grids should be related integral multiples of at least one of the other grids.

The minimum grid is the database resolution. Next come the mask-fracture/e-beam-spot-size resolution, the minimum drawn data (digitizing) grid, the routing grids, and the cell-placement grid; none of these values is the same as the minimum database-resolution grid value.

Process geometries that exceed one wavelength require only simple MDP (mask-data prep), DFM (design for manufacturing), and OPC (optical-

proximity correction). These options can support wire jogs that come from nonaligned or off-grid pins and wires. In these processes, connectivity is the main driver, and you can use standard subgrid routers, which simply allow DRC-clean wiring by shifting wires to the digitizing grids from the X- and Y-direction router-grid values.

In such simple cases, you can make off-grid pins and connections anywhere on the line without major consequences. In subwavelength processes, however, connections need to be clean, with no overhang and preferably all in the same direction. Otherwise, the DFM and OPC create context-specific options that are data-intensive and impact reliability. **Figure 1** depicts examples of these cases.

Select physical IP with the manufacturability of the block in mind. It is inappropriate to use IP created with both X and Y routing-grid pitches that differ from the pitches your SOC (system-on-chip) assembly uses. If the IP is incompatible with your flow, ask the provider to change the PHY (physical)-layer view so it aligns with your flow, change the technology files and grid structures of the place-and-route environment and for the whole SOC, or choose another IP-block/provider. Never modify the IP yourself; you can't be sure of the impact of your changes.

As for the pins themselves, there are several basic criteria that the plethora of new IP providers is leaving behind: Any part of the IP block that connects at a level of hierarchy above the block must have a pin; all pins in the layout should appear in the netlist views; all pins in the netlist should appear in the layout view; and the power-supply pins must have names that identify the correct operating-voltage rail. The last issue is a new pin-naming criterion that arose from the various power-reduction and multivoltage-operation techniques. **EDN**

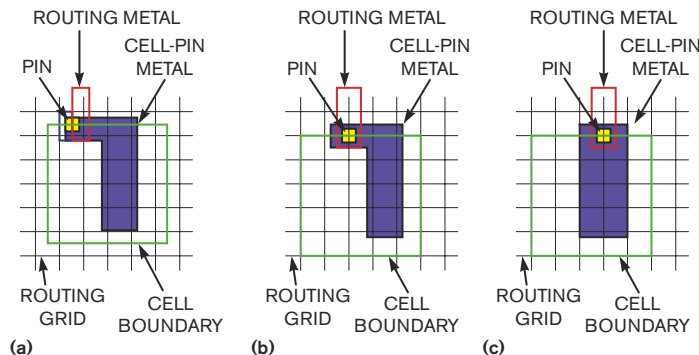
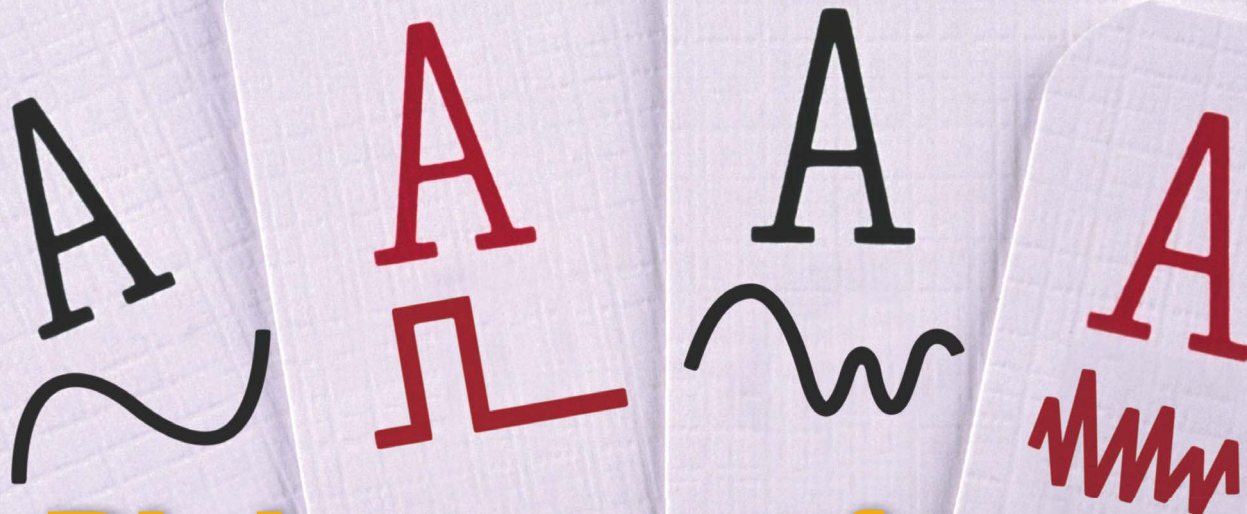


Figure 1 You can make off-grid pins and connections anywhere on the line without major consequences (a). In subwavelength processes, connections must be on-grid with no overhang (b and c).

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The Tesla Roadster: sporty *and* electric

A MODERN ELECTRIC SPORTS CAR PRESENTS A UNIQUE DESIGN CHALLENGE.

The enabling technology for the Tesla Roadster is the lithium-ion battery. The RC-modeling community years ago discovered that lithium-chemistry batteries created fast, light, quiet, and quickly rechargeable planes, so you can see why the technology first found use in model aircraft. Automotive design has all the challenges of aircraft design, along with the more brutal constraint of lower cost. Tesla (www.teslamotors.com) wisely chose to design a \$120,000 sports car rather than a family sedan or economy box. This choice gave it the freedom to use the latest technology to make a viable vehicle.

Although the air-conditioning unit cools the passenger compartment, its primary task is to cool the battery pack, so the Environmental Protection Agency's rules requiring air conditioning to run during mileage tests don't impact the car.

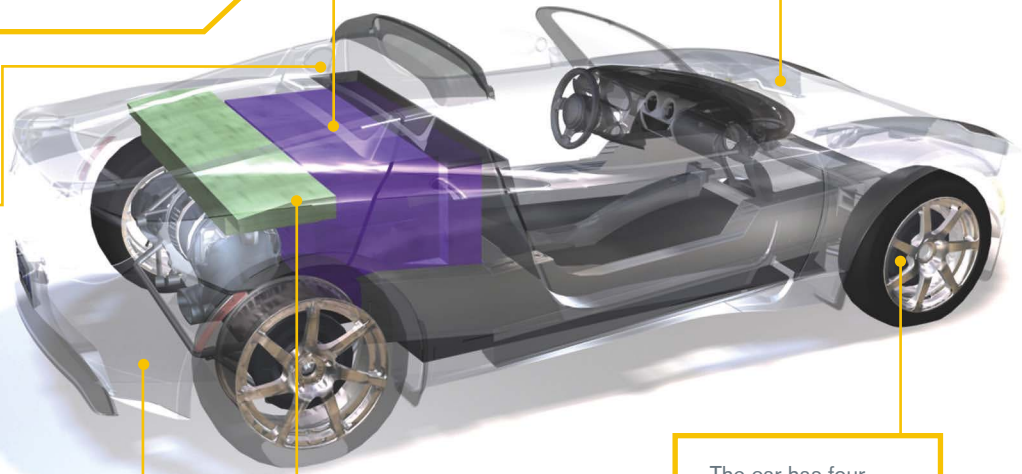
The Roadster initially used 6800 lithium-ion, 18×65-mm laptop-computer batteries. Cell-balancing and safety concerns may require the use of ferric-anode-lithium chemistry from A123 (a123systems.com). This technique would use larger cells to reduce the cell-count and ferric chemistry to prevent thermal runaway.

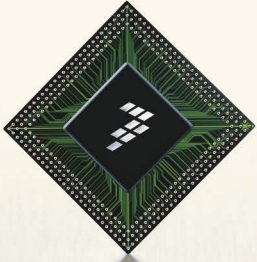
The car's charger port charges in approximately 3.5 hours and gives a range of 220 miles. If Tesla switches to ferric-anode lithium-ion batteries, charging may be more aggressive, but the vehicle's range may suffer due to lower energy density of ferric-anode chemistry.

Tesla made extensive use of carbon fiber and fiberglass in the vehicle's body to get the car's curb weight down to 2700 lbs. Low weight is critical to making a viable electric vehicle. About 20% of the car's parts come from Lotus.

The vehicle uses a flux-vector inverter, and multiple DSPs create the three-phase sine waves and provide regeneration current to recharge the battery while a driver is braking.

The car has four-wheel disk brakes with an antilock-braking system and forged-alloy wheels. An electric vacuum pump provides power assistance.





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Driving a WLED Does Not Always Require 4 V

By Will Hadden

Power Management Products, Portable Power
DC/DC Applications

The popularity of white-light-emitting diodes (WLEDs) has skyrocketed, primarily because they are used to provide backlight to portable electronics displays. The common belief is that a single WLED requires a 4-V drive voltage. Since a Li-ion battery provides an average voltage of 3.6 V, the general industry consensus is that a step-up converter is required to power WLEDs from a single-cell Li-ion battery. As a result, many ICs are available for driving WLEDs, most requiring an external inductor or flying capacitors to boost the cell voltage high enough. As WLED technology continues to mature, the forward-voltage requirements continue to drop. Currently, there are many LEDs available with typical forward voltages (V_F) in the 3.2- to 3.5-V range with maximum ratings at 3.7 to 4 V. The datasheets usually specify these voltages at LED currents of around 15 to 25 mA. This abbreviated article discusses lower-current applications and how they affect the forward voltage of the WLED. It also introduces the TI TPS75105, a new LED driver designed to efficiently drive these lower-voltage LEDs with a reduced solution size and cost.

LED Forward Voltage

The WLED is similar to other standard p-n junction diodes. It does not conduct current until a sufficient forward voltage has been applied. After the threshold is exceeded, the forward current increases with the forward voltage of the WLED. A typical I-V curve for a WLED is shown in Figure 1.

Utilizing this graph is a simple task. As with typical diode I-V curves, the current rises sharply with the voltage after crossing the threshold. The typical forward voltage for the device in Figure 1 is specified to be 3.2 V at 20-mA forward current with a maximum of 3.7 V over process and temperature

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variations. This leads to the conclusion that the application requires a step-up DC/DC converter to properly drive the WLED from a single Li-ion cell with an output of 3 to 4.2 V. However, this is not necessarily the case. Take, for example, a 5-mA WLED-current application. The curve in Figure 1 shows that the forward voltage required to drive 5 mA is around 2.9 V, which is much less than the typical voltage required to drive 20 mA as specified in the datasheet. A boost converter is not required to drive a 2.9-V output from a 3.6-V Li-ion cell.

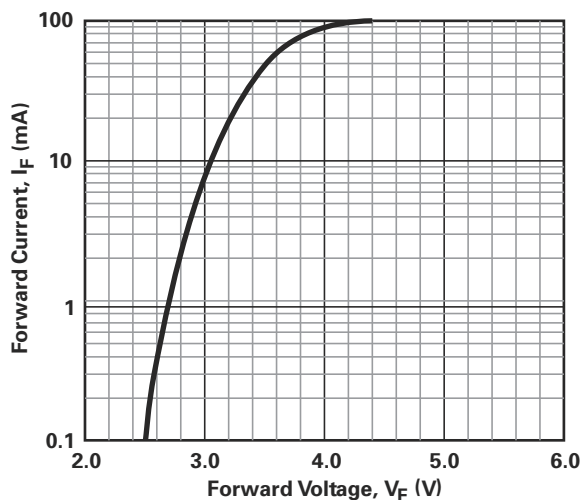


Figure 1. Typical WLED I-V curve¹

WLEDs are specified with a typical value as well as a maximum value to cover lot-to-lot process and manufacturing variations. The I-V curves provided in the datasheet are usually specified with a part that falls at the typical specification. Although the curve shape is valid for every part that is manufactured, the curve shifts to the right or left depending on the forward voltage at the test conditions for that device. If we use another LED with the same part number as in the previous example, the forward voltage measures 3.7 V (the maximum rating) at the typical test conditions (20-mA forward current). This voltage, which is 0.5 V higher than a typical device, translates to a maximum forward voltage of 3.4 V (2.9 V + 0.5 V) required to drive this WLED at 5 mA. Depending on the cutoff voltage of the application, a boost converter is not needed to drive this particular WLED at 5 mA. This technique makes it easy to determine the maximum forward voltage for any application.

A Small LED-Driver Solution

A simple and lower-cost driver for low-current WLED applications is the ultrasmall TPS75105 LED driver IC. The TPS75105, a linear current source with an ultralow 28-mV dropout voltage, is used for driving four parallel WLEDs in two separate banks. This device provides four 2%-matched current paths in two separately enabled banks. The device is available in a 9-ball, 1.5-mm² wafer-chip-scale package (WCSP), requires no external components when using the default current output, and therefore results in a 1.5-mm² solution size. The application circuit for the TPS75105 is shown in Figure 2.

At first glance, using a low-dropout linear circuit to drive LEDs may seem impractical, given the linear regulator's reputation for low efficiency. However, the

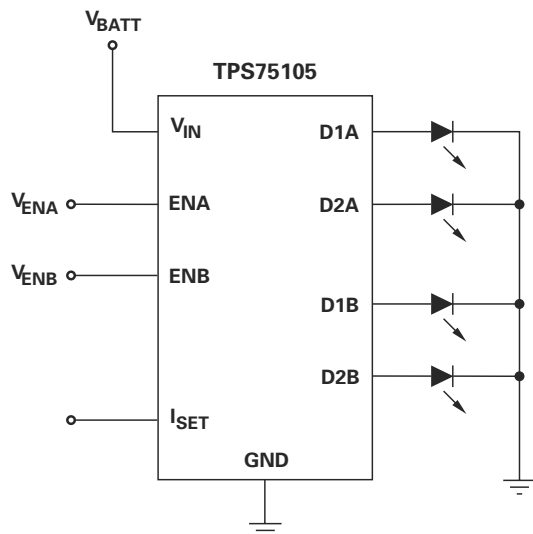


Figure 2. TPS75105 application circuit

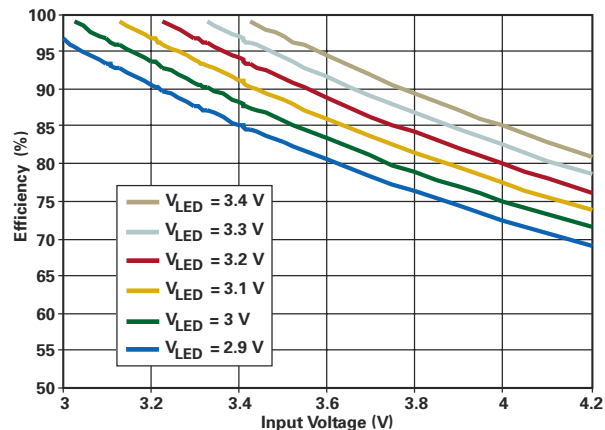


Figure 3. TPS75105 LED efficiency

efficiency of LDOs is often misunderstood. LDO efficiency is entirely based on the input/output voltage ratio; therefore, the efficiency of driving WLEDs can be quite high. For example, driving a 3-V WLED from a 3.6-V Li-ion battery input translates into an LED efficiency of 83%. Figure 3 shows the TPS75105 efficiency data for several different WLED forward voltages over the Li-ion battery range. The LED efficiency for the TPS75105 is comparable to or better than that of other WLED-driver solutions.

Conclusion

When an LED-driver application is evaluated, special consideration should be given to how much current the application requires. If it is well below the current at which the application's WLED V_F is specified, the WLED datasheet I-V curves should be reviewed to determine the actual V_F in the application. The application may be able to use a low-dropout linear current source such as the TPS75105 to achieve a small solution size and low cost without sacrificing the efficiency of a switching step-up converter.

Please see Reference 2 for the complete version of this article, which provides additional WLED information, a discussion about temperature variations, and an example showing LED efficiency of the TPS7510x over the Li-ion discharge curve.

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1. Kingbright Corporation, City of Industry, CA, AA3528RWC/A Datasheet, Spec. No. DSAG3655.
2. View the complete article at <http://www-s.ti.com/sc/techlit/slyt284>
3. "Low Dropout, Two-Bank LED Driver with PWM Brightness Control," TPS7510x Datasheet (sbvs080)
4. TPS75105EVM User's Guide (slvu182)

ON AIR

As we approach the pervasive-computing era in which users will have round-the-clock access to information and services from any location, embedded-system designers are under growing pressure to boost the availability of servers, remote devices, and the data-transport infrastructure. Due to their application, embedded devices have a much higher reliability expectation than most other computing systems. You cannot stop or reboot some of these systems, such as those in critical applications, without risking loss of life, property, or essential information. In meeting these requirements, embedded-system designers use an arsenal of clever hardware- and software-redundancy techniques to routinely achieve availabilities as high as 99.999%, or less than six minutes of downtime per year.

“High availability” describes the characteristics of a system that allow it to sustain continuous operation in the event of hardware or software failures. With built-in monitoring and duplicate datapaths, a highly available system survives failures by transparently substituting alternative hardware or software components to reproduce normal functions. In general, a high-availability system also includes provisions for replacing failed components or upgrading performance without disrupting operation. With the advent of universal connectivity, data security also becomes an element of availability, because expected functions can see interruption due to an unauthorized hacker, malicious

ALWAYS **O**N: EMBEDDING HIGH AVAILABILITY

BY WARREN WEBB • TECHNICAL EDITOR

DESIGNERS ARE TUNING HIGH-AVAILABILITY ARCHITECTURES TO MEET CUSTOMER DEMANDS FOR A PERSISTENT DATA INTERFACE FOR THE NEXT GENERATION OF ULTRARELIABLE EMBEDDED-SYSTEM APPLICATIONS.



Figure 1
Adlink's aTCA-6900 features two quad-core Intel Xeon processors and dual mezzanine-card bays to extend the performance of high-availability AdvancedTCA systems.

software, or an external denial-of-service attack. Availability is normally defined as $MTBF/(MTBF+MTTR)$, where MTBF is the mean time between failures and MTTR is the mean time to repair.

Although high availability has become essential to a growing list of embedded-system applications, escalating technology trends make the system-design task increasingly difficult. For example, as customers demand more functions in embedded devices, the added hardware and software components create new failure modes to anticipate. Obviously, added components work against higher availability and even generate other redundancies that continue to increase system complexity. The current movement toward ubiquitous connectivity also creates a host of data-security and communications-reliability problems for the high-availability-embedded-system designer. Although the most reliable system is probably a simple, stand-alone device with limited resources, designers must adapt a strategy that extends the availability of any embedded configuration.

CAN YOU HEAR ME NOW?

Most of the current tricks and techniques for extending service availability originated in the telecommunications industry. Over the years, telecommunication manufacturers devised multiple schemes to provide uninterrupted service despite hardware and software failures. Unfortunately, most of these

AT A GLANCE

- ▣ High-speed serial-data links and switched-fabric technology enable dynamic paths so that you can reroute information around inoperable subsystems.
- ▣ Management software automatically monitors system operation and substitutes redundant components in the event of a failure or degraded performance.
- ▣ Hot-swap features enable repairs and upgrades with no downtime and pave the way for fault-tolerant, self-healing systems.
- ▣ Clusters of blade computers enable scalable, high-density, highly available server systems at reduced acquisition and operating cost.

schemes were proprietary, expensive to maintain, and difficult to update as requirements evolved. They also required long development cycles. Equipment designers were unable to use COTS (commercial off-the-shelf) building blocks, because there were no common built-in provisions for extending service availability. To tackle the availability conundrum, board manufacturers created a series of hardware and software specifications that could match the performance of proprietary systems.

One of the earliest standards to address availability was the IPMI (Intelligent Platform Management Interface) specification, which Dell, Intel, Hewlett-

Packard, and NEC defined to allow local and remote monitoring of equipment for power management, cooling, electronic keying, and hot-swap transactions. IPMI interacts with a management controller that works on its own if the host processor is defective. With platform management, operators can monitor equipment for marginal operation or potential problems and correct them before they become system failures. PICMG (Peripheral Component Interconnect Industrial Computer Manufacturers Group) incorporated variations of IPMI into both the CompactPCI and ATCA (Advanced Telecom Computing Architecture) board-level specifications.

To derive the maximum benefit from IPMI, equipment customers needed a hot-swap capability to replace defective boards without shutting down their systems. Hot-swap systems require hardware and software that can dynamically route signals around defective components while waiting for repairs. One of the essential technologies of hot swapping is the physical connection between the board and the backplane. A simple direct connection can disrupt the other boards on the bus without controlling power-supply inrush current and backplane-signal connections. For example, CompactPCI uses staged pins of different lengths to control the physical connection to the backplane. Card guides ensure that board insertion is perpendicular to the backplane. The longer pins are the first to mate and supply power and ground to precharge the PCI-bus signals. Series resistance limits the power-supply current surge. The medium-length pins connect to the PCI-bus signals that are in a precharged, high-impedance, or disabled state. The shortest pins enable bus communications.

FAILPROOF FABRIC

Serial-switched-fabric technology is another design innovation that has multiple benefits for high-availability systems. These architectures allow dynamic data-paths between computing nodes and support multiple simultaneous data transfers. A major benefit of a switched fabric is that each connection is a direct point-to-

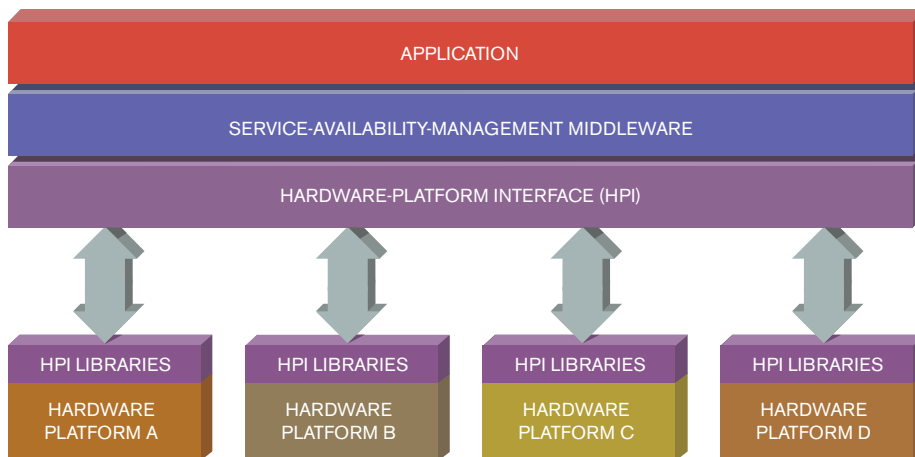


Figure 2 The hardware-platform-interface specification from the Service Availability Forum defines an interface between COTS hardware and management middleware.

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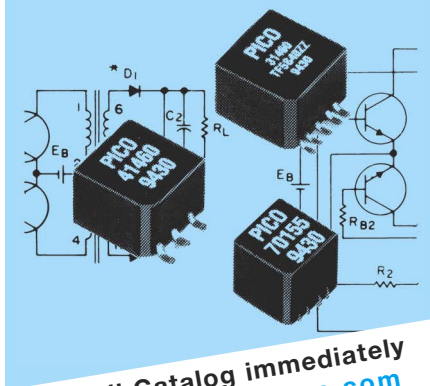
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point datapath and yields better electrical characteristics, allowing higher frequencies and bandwidth than bus architectures. A typical switching fabric uses multiple stages of switches to route transactions between a source and a target. These dynamic paths are also valuable to high-availability designs, allowing you to route data around inoperable subsystems. Most of the major board standards now provide for switched fabrics, although they do not call out a specific fabric technology for data transport. Instead, a series of subsidiary specifications defines backplane details for the various fabrics, such as Ethernet, InfiniBand, StarFabric, PCI Express, and RapidIO. Although this approach satisfies differing views within the industry, it can also create interoperability issues within the same standard.

The VITA (VMEbus International Trade Association) 41 VXS (VITA switched serial extensions) add some of the high-availability benefits of fabric technology to the popular VMEbus (Ver-

sa-module eurocard bus). The VXS specification defines a payload card, a switch card, and a new high-bandwidth-backplane connector and retains the standard parallel-VMEbus connectors. Each new fabric port consists of two sets of four ganged serial-bit channels—one set for input data and the other set for output data supporting data rates of 10 Gbps for each serial channel. Switch cards contain the fabric switching necessary to route serial data between payload cards and around failures. To remain fabric-agnostic, VITA 41 sub specifications define switch and payload-card definitions for InfiniBand, serial RapidIO, GbE (gigabit Ethernet), and PCI Express.

Targeting the unique requirements of telecom equipment, the PICMG (PCI Industrial Computer Manufacturers Group) released the ATCA specification to provide an alternative to open architectures such as VME and CompactPCI. With emphasis on high-availability features, ATCA uses the high-speed serial-data links and switch-fabric technology. The extra-large board area supports the complex telecom circuitry and provides input power and cooling for as much as 200W per slot. The ATCA specification features hot-swap capability for all boards and active modules, allowing systems minimum downtimes. A shelf-management element, which the specification based on IPMI, monitors the health, power, cooling, and even keying of plug-in modules to ensure that subsystems are operating efficiently. Modules get power from redundant -48V-dc power feeds and data from redundant control and data planes to prevent a single failure from bringing down an entire chassis.

Taking advantage of the hot-swap and shelf-management features of ATCA and extending the performance envelope, Adlink Technology recently announced the aTCA-6900 CPU blade featuring two quad-core Intel Xeon processors and two AdvancedMC (mezzanine-card) bays for design flexibility (Figure 1). The aTCA-6900 CPU blade supports as many as eight CPU cores plus a fabric architecture that includes dual 10-Gbit Ethernet, dual PCI Express, and dual Fibre Channel interfaces. Onboard storage includes 4-Gbyte USB flash and a variety of hard-disk-mounting options. Front-panel I/O includes

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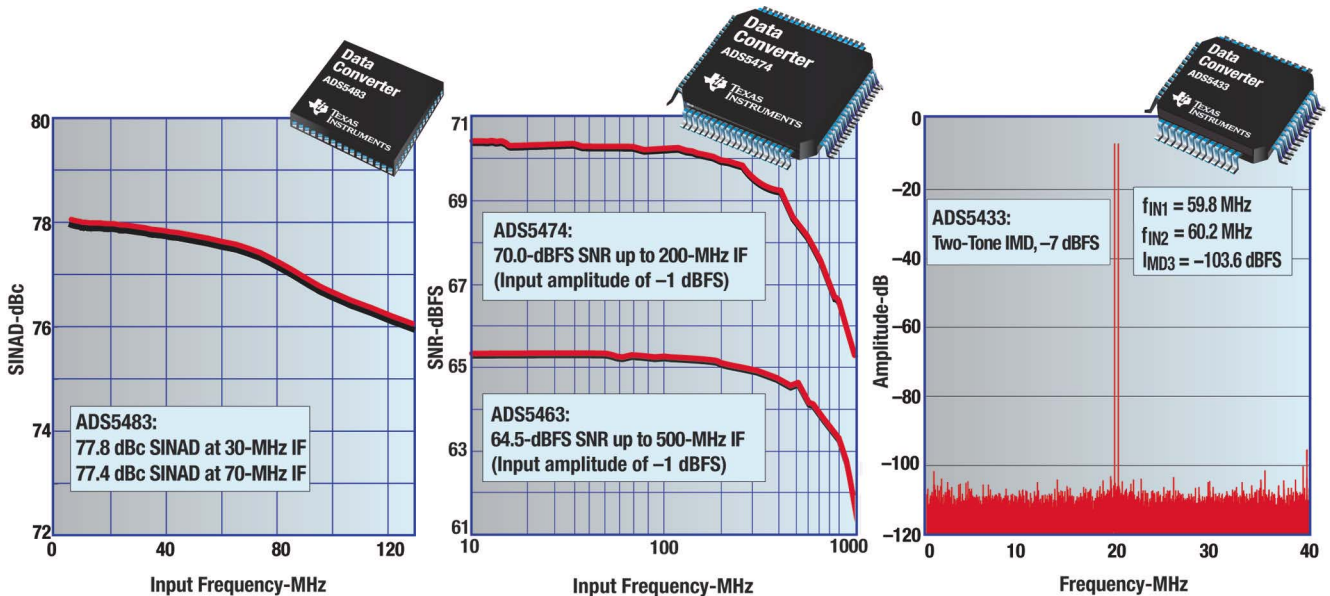
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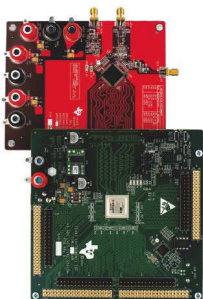
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SURE-FIRE STREAMS

As the number of networked embedded devices grows, the need for a dedicated and reliable data source becomes a major consideration in any new-product development. If you deploy multiple devices and each requests a different but simultaneous data stream, the data-server-processing requirements become critical. Many embedded-system applications, such as file sharing, security surveillance, and entertainment, require an independent and always-on data stream from a dedicated server. To meet the availability expectations of these data-centric projects, designers are turning to high-density computer arrays with hundreds of CPUs per rack and multiple CPUs per board. A system with multiple computer boards is typically called a blade server and features system management, load balancing, hot-swap capability, and shared peripherals to provide the high-reliability data for Web access and data services. Individual blade computers generally have no local peripherals, and you manage them remotely. Cluster-type servers run management software to balance the computing load, report failures, provide blade-configuration information, and oversee hot-swap transactions. Blade servers are basically high-availability systems that require special software to manage the system for maximum uptime. A separate management network increases server security by keeping critical operating-system information and updates from passing over public networks or the Internet.

Several open-source and commercial software organizations are dedicated to improving the reliability of operating systems and embedded firmware. For example, the High Availability Linux Project hosts an open-source-development effort to provide a clustering architecture for the Linux operating system to promote reliability, availability, and serviceability. Heartbeat, the most well-known component of the project, sends periodic packets across the network to the other instances of Heartbeat to verify performance. When the system

no longer receives packets, it assumes a node failure and automatically reroutes services to an alternative node, according to a user-supplied formula.

Similarly, the Service Availability Forum comprises communications and computing companies working to develop high-availability and management-software-interface specifications. These specifications target the developers of telecommunications systems and services built with COTS building blocks, such as CompactPCI and ATCA. The objective is to allow for greater hardware and software reuse plus shorter product-development cycles. The hardware-platform-interface specification defines the interface between the COTS hardware and the high-availability management middleware (Figure 2). Applications can then independently discover, monitor, and manage the hardware without proprietary software interfaces.

Thanks to the latest generation of board standards plus a dedicated community of software developers, designers now have the tools to configure high-availability embedded systems using off-the-shelf products. Despite the trend toward multifunction and complex embedded products, designers can combine components from a variety of suppliers to match their performance requirements and still attain or even exceed the elusive “five-nines” (99.999%) availability target. **EDN**

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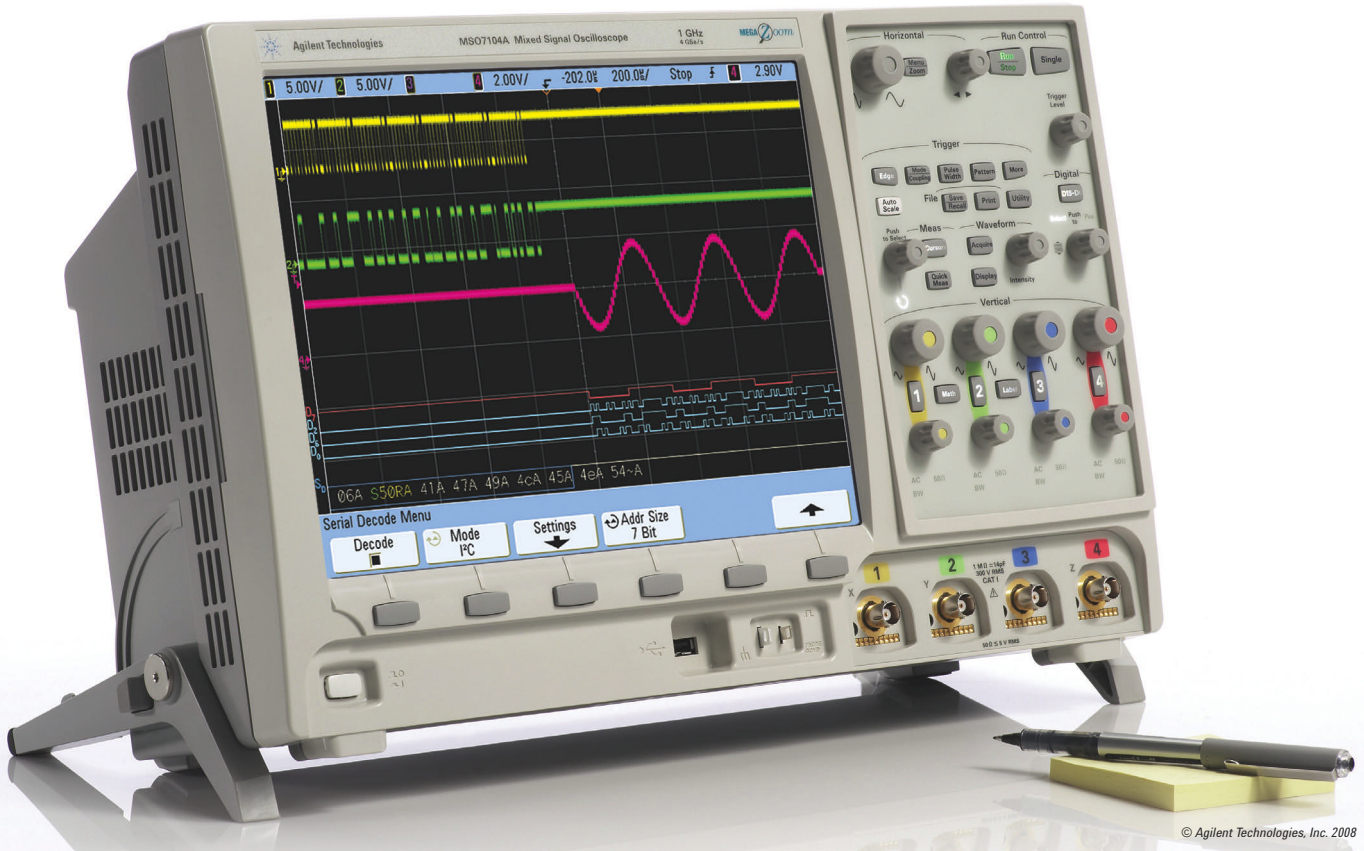
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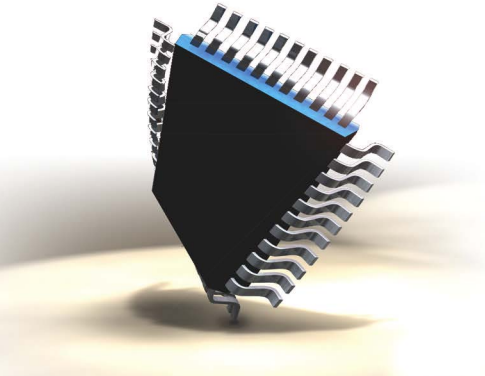
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IBLE SILICON

BY ROBERT CRAVOTTA • TECHNICAL EDITOR

Semiconductor companies are integrating more software content with their processor offerings, marking a stark contrast with days past, when companies left software development and tools as an exercise for designers to perform on their own. The earliest efforts to integrate software with a hardware offering were development tools, such as assemblers and compilers, to ease programming a target processor. The software that semiconductor companies and their development-tool partners provide to support embedded-software development has continued to expand over the past few decades. But the focus of these efforts has been on easing and speeding the use and development with a target processor or family of similar processors (see **sidebar** “Software productivity”). An emerging trend in how semiconductor companies and their partners are integrating software and hardware is going beyond just making development faster and easier; it is making hardware more flexible and enabling designers to explore more options before binding and optimizing their design to a processing target.

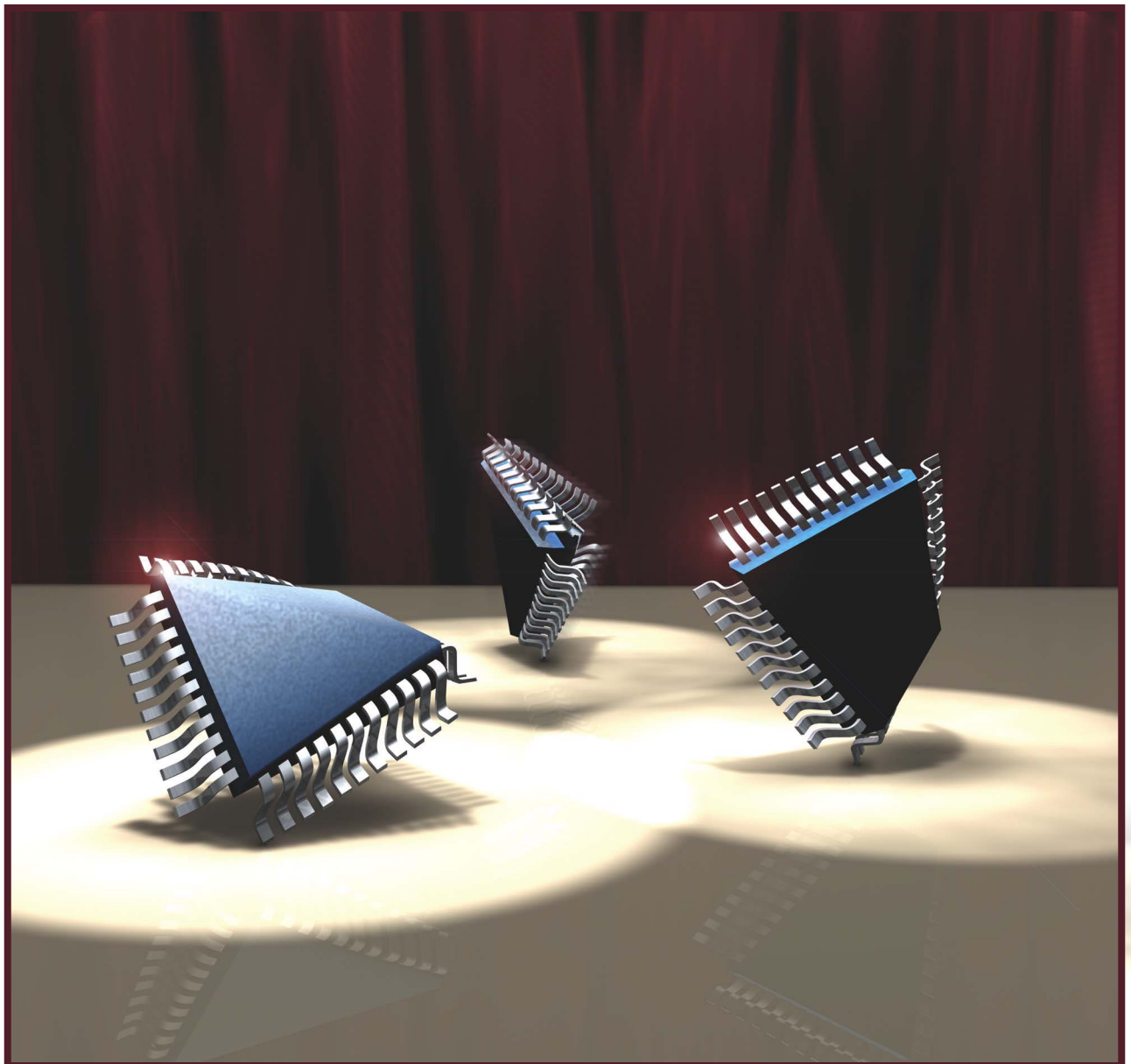
A challenge for software development for the embedded-processor market is how to productively work with the myriad processor architectures that are available to designers (references 1 and 2). One reason there are so many processing options is that it is a critical consideration for embedded designs to find a good balance of delivered functions, features, and power consumption that you can implement with minimum resources to enable lower costs. There are dozens of semiconductor companies that provide processors to embedded-system designers, and a handful of distinct processing approaches focus on how best to solve problems (Reference 3). Ex-

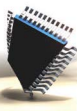
amples include microprocessors, microcontrollers, DSPs (digital-signal processors), programmable-logic fabrics, and DSCs (digital-signal controllers). Each of these processing options choose architectural trade-offs that emphasize optimized capabilities for the type of tasks they best address, often at the expense of other architectural constraints that play a negligible role in quickly and efficiently performing those tasks.

Further increasing the complexity of embedded-software development is the use of multiple processing options within a single system, such as a DSP, a microprocessor, and accelerated logic. Although most users focus their attention

on the CPU inside a desktop computer, a handful of embedded processors inside that computer handles the peripherals, such as the disk drive, the network connection, and the video display. Automobiles rely on dozens of processors. Even consumer appliances, such as washing machines, microwave ovens, and refrigerators, can use several microcontrollers to control motors and the user interface and to monitor the overall system. These multiple processing units provide just enough performance at lower power consumption and lower cost.

The range of code-incompatible specialized processing options available forces software-development teams to bind





their design to target processor architectures as one of the first actions they must make. This decision significantly impacts the project's overall cost, design difficulty, and risk at a time when the team has the least information about what resources the project will ultimately require.

FLEXIBLE HARDWARE

A growing and key realization by the semiconductor companies is that the supplied software, runtime blocks, and development tools are no longer just adjuncts to make it easier to market and sell their silicon but are essential components of their entire system offering. In fact, the total resources a semiconductor company will invest in software to go with its silicon offerings represent a large and significant portion of the development budget. The days of processor companies saying they are not in the software business are at an end. The focus of semiconductor companies is moving to systems houses that have partitioned some of the system as hardware and software; they leave the remaining software capacity for designers to add their differentiation.

Semiconductor companies are creating and maintaining more software with their silicon products because software is a cheaper, safer, and more flexible way for these companies to continue the integration story of the past decade. Processor devices have been integrating more of the system into a single chip, including peripherals, memory, and memory controllers. However, it is not always practical to integrate everything as hardware. For example, the CRC (cyclic redundancy check) is an expensive function to perform in software but relatively simple to implement in hardware—yet only a handful of processor offerings, such as from Microchip, actually include an integrated CRC register. Including the CRC register in every processor does not make sense because many applications do not need it, but cases in which the primary application of the processor would use it enough justify its inclusion in the chip.

An emerging consequence of processor vendors' changing perspective toward integrated software is that it holds tremendous benefit for the vendors and designers if they can support flexibility among their processor offerings. Most

AT A GLANCE

■ The industry is grappling with how to preserve or improve software productivity despite a growing number of architectures.

■ Integrated, or bundled, software is an increasingly important way for processor vendors to differentiate their devices.

■ A number of common and application-specific approaches are emerging and evolving to enable designers to explore and move among more processing options than ever before.

processor companies offer multiple processor architectures so that they can better target more than a single application. Providing useful integrated software for all of those products is a difficult proposition, especially if there is no way to support software flexibility among all of those architectures. In fact, although some companies support flexibility within a subset of their processor offerings, providing a consolidated, comprehensive, integrated software suite across all of the company's architectures is still a goal for the future. This approach differs from a single integrated software-development environment that can support development across a semiconductor

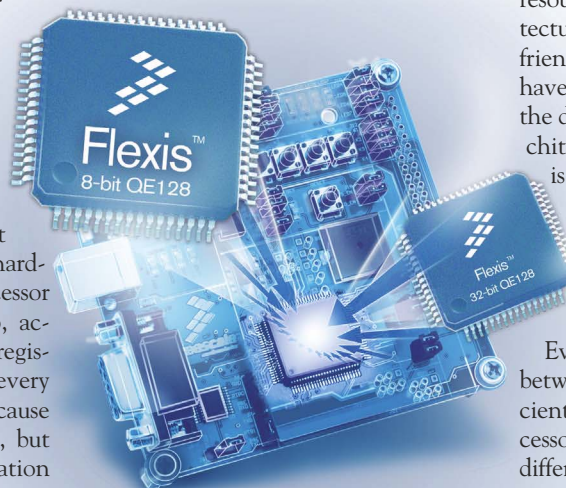


Figure 1 Freescale's Flexis processor platform affords designers the flexibility to explore and move between smaller 8-bit and larger 32-bit architectures and preserve their efforts in designing the board and software.

vendor's entire line of processors.

Adding to the complexity is the trend in variations of processor architectures. According to Clyde Stubbs, chief executive officer of Hi-Tech Software, the number of processor architectures has actually been proliferating, contrary to industry expectations. In a sense, this proliferation of instruction-set architectures is a testament to the success of modern compilers, because they have done an acceptable job of abstracting a target processor's instruction set. Although some of the variations are from architectural features, such as specialized execution engines, memory architectures tolerant of memory-access latencies are large drivers for architectural differences. This architectural variability is not capricious; it is the result of real differentiation, as architectural design teams make trade-offs for processors that target specific application categories.

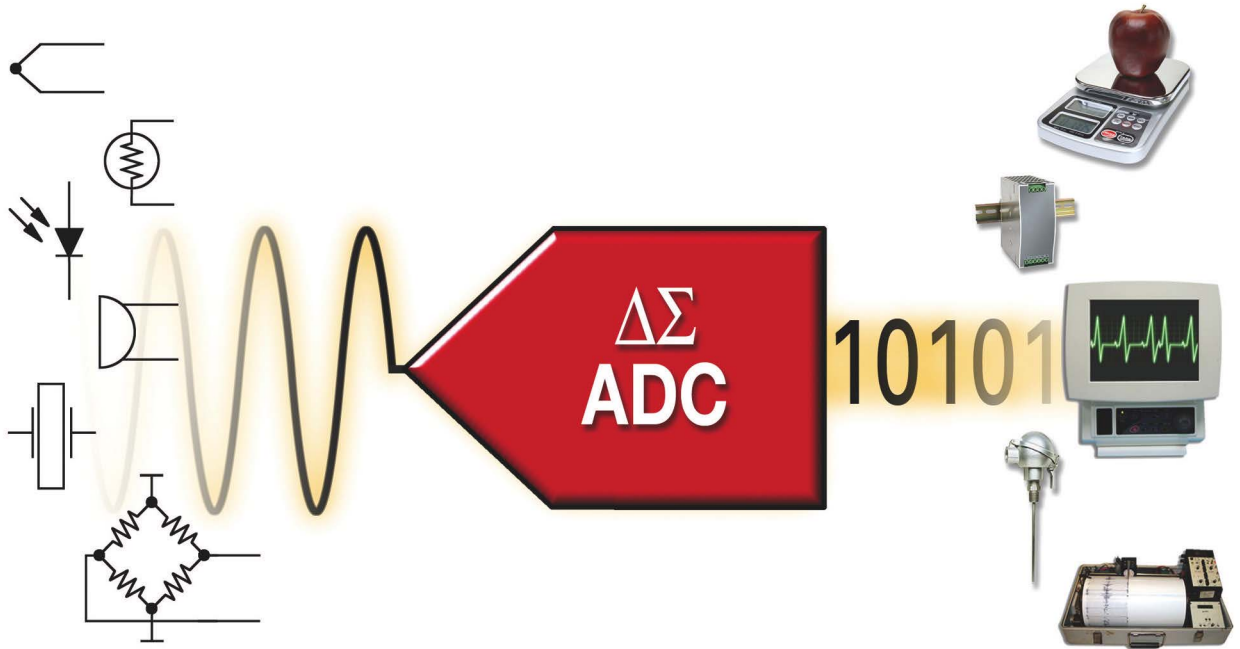
This type of variability impairs the usability of third-party IP (intellectual-property) blocks and portability of efficient code, especially for real-time-sensitive code. Programming languages, such as C and C++, do not include constructions to accommodate these architecturally important differences. As a result, compilers must use proprietary-language extensions if they are to be able to effectively employ these differentiating resources. So, although processor architectures have become more compiler-friendly at the instruction level, they have become less compiler-friendly on the differentiating features of modern architectures. A processor's instruction set is less a differentiator; its memory architecture and how it can perform relevant operations in parallel or with less power are larger factors. Unfortunately, these tasks are not compilers' strong suits.

Even using the same instruction set between processor offerings is insufficient to allow easy flexibility among processors. One of the ways ARM licensees differentiate their ARM7 devices is with proprietary interrupt, bus, peripheral, and memory-access structures. Although this approach enables the processor to handle a type of workload, it complicates porting code between two devices using the same CPU. ARM's Cortex architectures are partial moves to help with these types of software-porting challeng-

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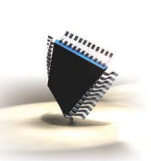
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es, such as by specifying a consistent approach for handling interrupts.

TOUCH POINTS

Enabling designers the flexibility to explore more processor architectures and delay binding to a given device requires action by the semiconductor com-

panies and their software-tool partners. Many companies use common peripheral blocks among their processor offerings and support a consistent interface to each type of peripheral. To aid designers with configuring and using peripherals, many companies now offer device managers, configuration wizards, processor experts,

or visual-device-initializer tools that allow designers to work at a higher level of abstraction and avoid the learning curve of how to explicitly place a peripheral into a specific state. This approach enables designers more flexibility to move among devices that these tools support; it does not, however, eliminate the need for de-

SOFTWARE PRODUCTIVITY

Processor architectures and software-development tools have changed significantly since the vendors introduced the first assemblers to ease and speed up the programming of those early processors for developers. Assemblers were basically a one-to-one mapping of the underlying processor architecture into a set of mnemonics that made translating logic statements into machine code easier and more reliable. A goal for the high-order-language compilers that followed was to abstract the low-level complexity of programming so that programmers could focus on the intent of the logic rather than the low-level coding implementation.

A challenge for early compilers was that vendors often designed processor architectures for the benefit of the architecture team rather than the software team, which resulted in compilers generating fairly poor code compared with a hand-optimized-assembly approach. Part of the reason for this poor performance was that early processor architectures relied on specialized resource structures, such as special-function registers and address banks. To efficiently use these specialized resources, the designer must make and keep track of a set of assumptions to avoid resource conflicts that would otherwise result in incorrect system behavior. Programming languages do not even acknowledge these special resources, and there is no standard way for a compiler to know the assumptions applied to each special resource, so compilers must make the most conservative set of assumptions to make safer but less efficient code. Many modern compilers implement proprietary directives that allow developers to direct the compiler to use a looser set of assumptions to generate more efficient code.

The next software-productivity gain did not manifest itself as a purely software play like the assembler and compiler but rather came about because processor-architecture designers started to work with the software-tool developers to make architectures that were more compiler-friendly. By making instructions and resources orthogonal, compilers could use a better and more reasonable set of assumptions when generating code, and compiler technology could mature enough that it would not require hand-optimization.

Many modern compilers do an excellent job of re-sequencing instructions to work well with the processor's instruction-fetch and -execute mechanism and minimize

processor stalls. However, the problem of modern compilers continues to be how to best allocate and use the processor's special resources, especially those that compensate for the latency inherent in other parts of the system, such as bus and memory accesses. The resources include such things as specialized bus, memory, and DMA structures that give the processor an advantage over other processors for some set of tasks. Even today, a designer usually must explicitly allocate and declare how to best use the resources. Development tools, unlike compilers, do not usually incorporate features to achieve this goal, but the information is often available as application notes. This situation presents an area of opportunity for compiler and software-development tools, but no obvious way to accomplish this task yet exists.

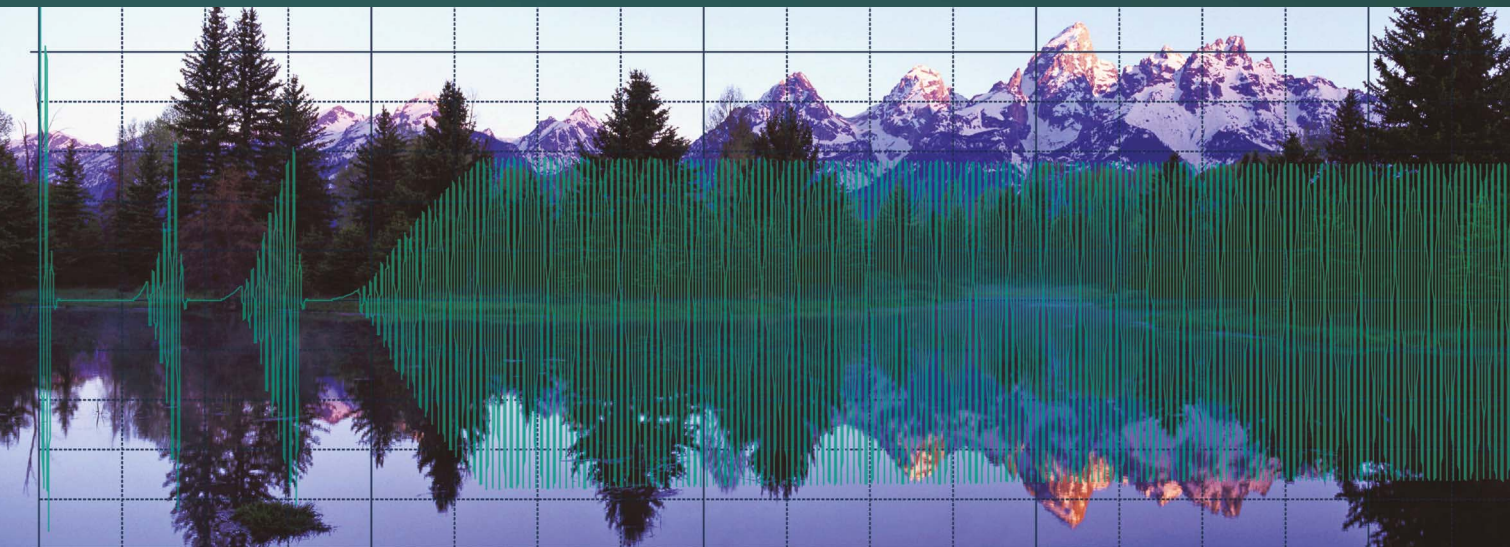
The next level of software-productivity gain came from integrated development environments that presented and provided access to a variety of tools, including program editors, profilers, debuggers, and project managers, in a single environment. These environments have evolved so that they can present a consistent way to develop software across a variety of processor targets; they allow designers to avoid the full learning curve of using a different tool set and processor with each project. Some development environments, such as for Texas Instruments' DaVinci and Freescale's Flexis, are evolving to enable designers to change the target processors later in the design cycle.

The arsenal of software-development tools continues to grow and improve software productivity, but changes in the hardware accompany each improvement. Privileged hardware resources allow operating systems to be more effective. Dedicated on-chip hardware-debugging resources are essential to enabling visibility into what is going on inside increasingly complex processor devices. Semiconductor companies not only support peripheral-configuration wizards to help designers, but also are adopting a common set of peripheral blocks, or interface wrappers, within their own product lines to reduce complexity that software-development tools and developers must contend with. As the number of transistors available to implement a processor continues to grow, the number of transistors that the processor will dedicate to improve software productivity will also continue to grow.

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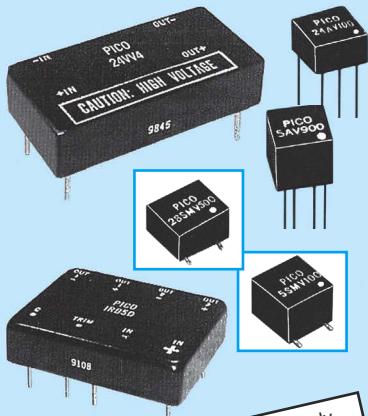
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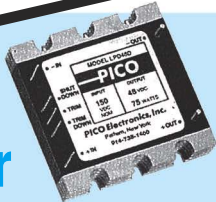
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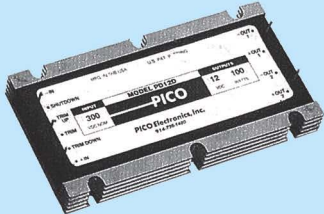
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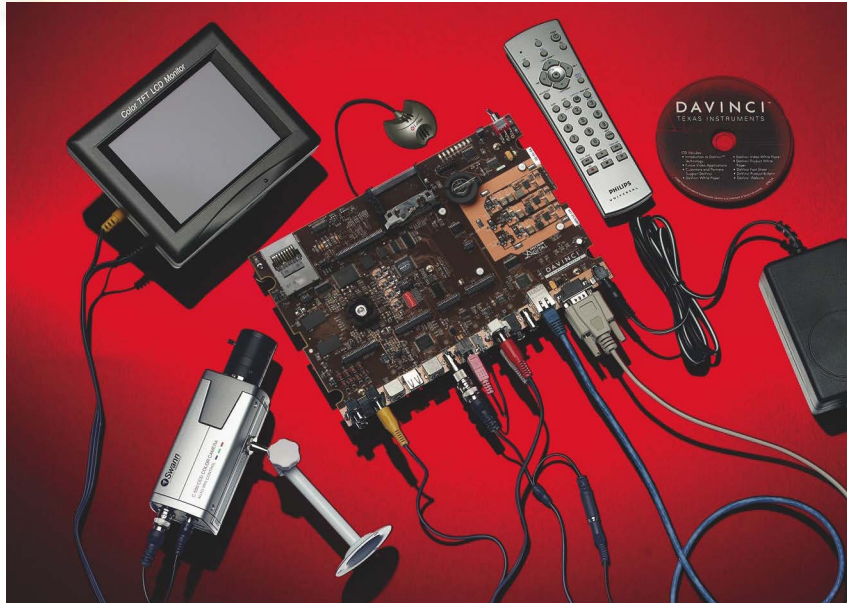
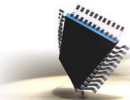


Figure 2 Texas Instruments' DaVinci platform targets applications with video capabilities, but the software-development model enables developers to more easily shift their software to different silicon offerings with heterogeneous processing engines.

signers to understand the consequences between the processing performance and power consumption of specialized blocks, such as hardware accelerators or smart peripherals, versus generalized blocks.

Differentiating approaches to supporting flexibility in silicon choices include Microchip's common-code base, which allows designers to migrate between 16- and 32-bit PIC devices and offers common APIs (application-programming interfaces) to abstract architectural differences and present virtual peripherals. It also gives peripheral blocks a defined, consistent look, feel, and behavior and provides the ability to remap I/O pins with a peripheral pin-select capability.

Renesas announced the RX family of processors to unify the peripheral IP between legacy 16- and 32-bit processors from Mitsubishi and Hitachi as an extension of those architectures. The EX-REAL (Excellent Reliability Efficiency Agility Link) Platform is a "mother," or superset, platform targeting the development of specialized processor platforms using common software-evaluation, -development, -optimization, and -validation techniques to enable more architectural exploration.

Freescal's Flexis platform attempts to provide more flexibility among price, performance, and power trade-offs by providing a software-development environment that spans 8- and 32-bit architectures and supports movement both up and down among those architectures (Figure 1). According to Jeff Bock, global product-marketing manager for consumer- and industrial-microcontroller operation at Freescale, 50% of Flexis designers know upfront which architecture they are going to target, 25% target both architectures, and 25% explore both architectures and delay their choice until they have application code and can compare the differences between both architectures.

Texas Instruments' DaVinci development approach, an evolutionary step beyond the earlier OMAP (Open Multi-

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TOUCH POINTS ARE SIGNIFICANT CONCERNS TO PROCESSOR SUPPLIERS BECAUSE SOME DESIGNERS WANT TO WORK AT THE APPLICATION LAYER; OTHERS WANT TO TOUCH THE SYSTEM AT LOWER LEVELS.

media Applications Platform) approach, takes the most extreme stance on silicon implementation. DaVinci devices may include any combination of microprocessor, microcontroller, DSP, FPGA, or even hardware accelerators. A consequence of this approach is that, although designers may use multiple heterogeneous cores, the software-development model attempts to abstract the implementation through APIs so that, as new silicon offerings become available, designers can migrate more easily to better silicon targets without a major porting effort. Greg Mar, DSP-strategic-marketing manager at Texas Instruments, points out that, despite efforts to preserve a designer's software investment, the need to support different "touch points," or levels of interaction, even from the same customer, creates significant challenges.

Touch points are significant concerns to any embedded-processor supplier because, although some designers want to work at the application layer, which is ideal for APIs and preserving software investments, others want to touch the system at lower levels, such as at the hardware-abstraction layer all the way down to the silicon with assembly programming. This situation creates a major challenge because each developer wants to see different information as he develops his system.

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A key element of modern processor systems and their surrounding ecosystems is that they enable designers to perform more exploration than they ever could before. Many processors offer evaluation or demonstration boards. A key goal of modern low-cost evaluation kits is to enable designers to quickly explore a family of processors and determine whether it is a good candidate for their project. The attention to detail in modern evaluation kits focuses on getting the designer up and running in minutes by integrating the hardware with vertically targeted software. These systems also save designers time by immediately confirming that the system is indeed operating correctly when the designer first connects it to his workstation and helping to avoid opportunity-destroying troubleshooting in kits that do not work properly out of the box. They allow designers to explore more processing options and give semiconductor companies more access to the designers.

Getting a working implementation of a processor into a designer's hands also means suppliers can offer differentiating software to expand, optimize, and better target the platform to a designer's project by making common, optimized software libraries that support the range of processor options that the kit represents. It is increasingly in the interest of designers to use the integrated software, so that they can incorporate the lessons they learned into future versions from the processor provider. It is also in the processor vendor's interest to maintain this integrated software in more than an as-is condition, because it is an integral part of its system offering that happens to include hardware and software partitioning before the designer even considers the part. **EDN**

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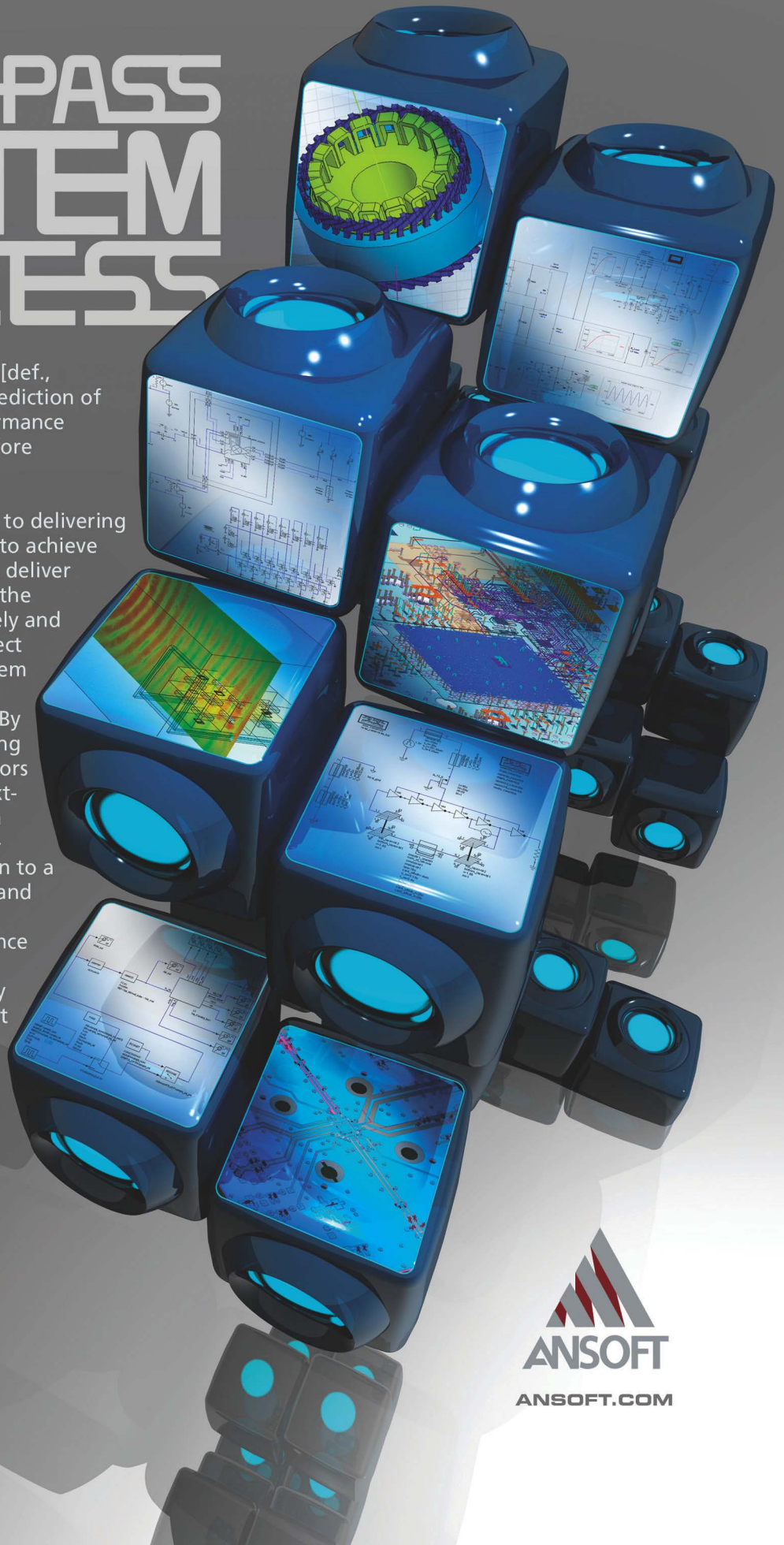
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DESIGNERS MUST MEET STRINGENT CONSTRAINTS TO COMPLY WITH THE USB-IF SPEC. CLEVER TECHNIQUES CAN HELP YOU DESIGN YOUR SYSTEM TO MEET THESE SPECS.

Measuring the signal quality of USB (Universal Serial Bus) interfaces requires that designers meet the stringent constraints of the USB-IF (USB Implementers Forum, www.usb.org) specification. Nothing is more frustrating, however, than attempting to hunt down signal-quality issues in your design when your test setup has introduced curve errors. By isolating setup-testing issues from design-testing issues, designers can ensure that they are making proper measurements of the signal quality of USB-data lines. This accomplishment will lead to uncovering rather than masking design problems.

The foundation of measuring USB-signal quality is a violation plot (Figure 1). This plot is the width of a single bit; three boundaries—upper limit, lower limit, and center eye—outline this plot of data, and these boundaries create the violation area and define the area that the signal must not pass through. If the signal enters the violation area, then the design has violated at least one of the USB-specification requirements. The violation area depends on the configuration of the DUT (device under test). For example, a “captive” cable has a different set of limits from a device using a standard B connector. The USB-IF specification contains the plots for each of these tests. Once you have selected the proper test limits for the configuration, you

use a test packet to generate each bit over this template. If the signal is monotonic and does not pass through the violation areas, then the signal passes the signal-quality measurement. You must also consider the edge rate of the signal and ensure that the signal does not have too sharp a rise or fall.

DEVICE SETUP

The first step is to configure the limits of the test. You accomplish this task by selecting the proper location for measuring the signal, and this location depends on the DUT. If the device has a captive cable, you must measure the signal at the far end of the cable. If the device has a standard USB connector, then you measure full-speed signals at the far end of a 5m cable and high-speed signals at the near end of the cable. The far end is 5m from the device emitting the signal, and the near end is the connector of the device emitting the signal. Be sure to measure in the proper direction; that is, the data should be originating from the DUT rather than the host.

When working with high-speed signals, check the test switch on the test fixture. If the switch is in test mode—that is, the test LEDs are lit—then you can measure signals only from the DUT. If you are measuring full-speed signals, then signals are coming from both directions, and you must check the data to ensure that you are measuring it in the proper di-

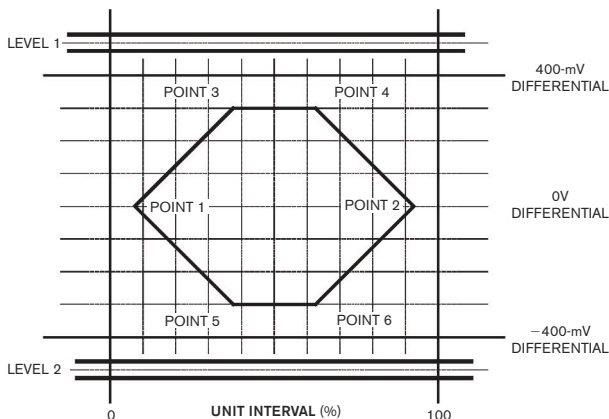


Figure 1 The foundation of measuring USB-signal quality is a violation plot that is the width of a single bit; three boundaries—upper limit, lower limit, and center eye—outline this plot of data.

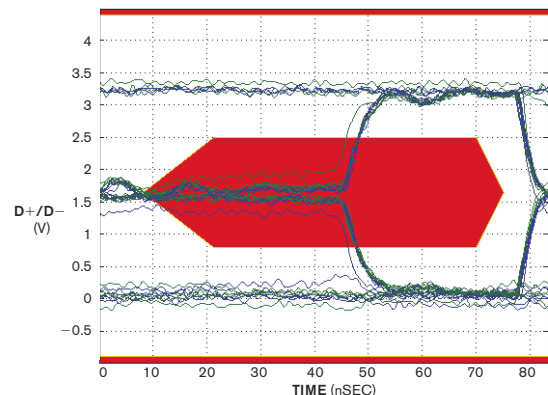


Figure 2 The null point has a width that directly relates to the length of cable over which you are making the measurement.

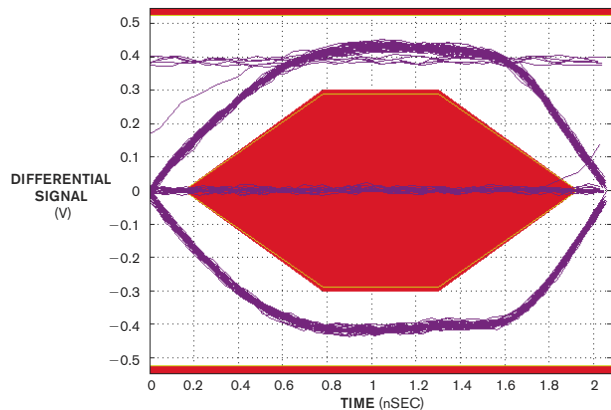


Figure 3 A typical setup problem you encounter when dealing with high-speed signals is accidentally connecting the differential probe backward.

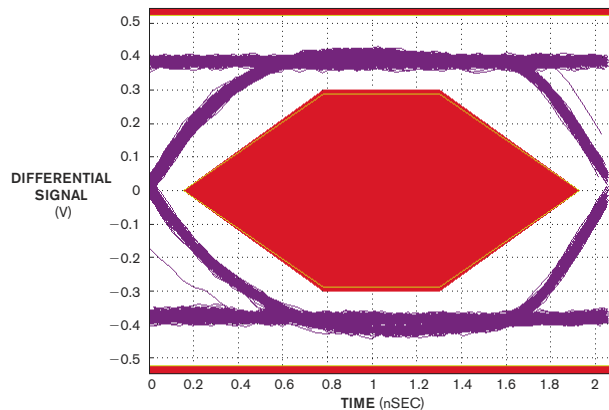


Figure 4 When you properly configure and connect the test setup, you should get a clean eye diagram.

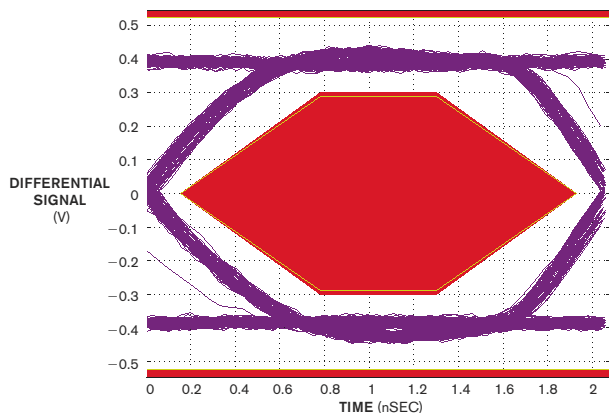


Figure 5 As little as 2-pF capacitance can cause the leading section to rise slower and round off the edge of the signal.

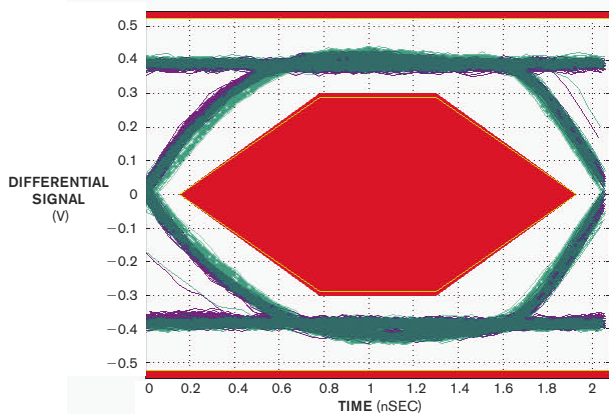


Figure 6 The effect of added capacitance on measurements shows both the desired eye diagram of Figure 4 (purple trace) and the eye diagram of Figure 5 when you add 2-pF capacitance to the test fixture (green-overlaid trace).

rection. To confirm the measurements, check to see whether the signal is traveling the length of the cable to the measurement point—that is, a far-end measurement.

The best method for accomplishing this goal is to look at the crossover points. If the signal is coming from the near end of the cable, it will travel past the measurement point, down the cable, and then back again, creating two images, with the second exhibiting a phase shift compared with the first. The results of summing these two images is a null point at the crossover. This null point has a width that directly relates to the length of cable over which you are making the measurement (Figure 2).

Another typical setup problem you encounter when dealing with high-speed signals is accidentally connecting the differential probe backward (Figure 3). The root cause of this error is that scripts that synchronize with data patterns make an assumption about the probe's polarity and expect signals to arrive in a given sequence. When you reverse the signal by connecting the probe 180° out of phase, you measure the D+/D– differential pair as a D–/D+ differential pair. This approach causes the algorithm to plot the leading edge of the signal, which creates lines through the center. Reversing the probe connection resolves this problem. When you properly configure and connect

the test setup, you should get a clean eye diagram (Figure 4).

Unintended impedance adversely affects measurements. If you inadvertently add impedance, signal amplitude can decrease, edge rates can change, and overshoot can appear. Adding capacitance to traces, cabling, or the test fixture decreases the rise time of the leading edge. As little as 2-pF capacitance can cause the leading section to rise slower and round off the edge of the signal (Figure 5). Figure 6 shows the effect of added capacitance on measurements; the figure shows both the desired eye diagram of Figure 4 (purple trace) and the eye diagram of Figure 5 when you add 2-pF capacitance to the test fixture (green-overlaid trace). Most of the difference appears in the leading edge of the image; the rising and falling edges show a lowering of the signal edge rate by approximately half the width of the jitter. Rise time affects this signal, which also experiences a slight increase in jitter. Increasing added capacitance to 8 pF, for example, would begin to result in eye violations. Similarly, when you add inductance to the traces, the signal experiences overshoot and may round both the top and bottom of the eye.

Factors that can affect measurement range from trace impedance to the connector that the device uses. When using

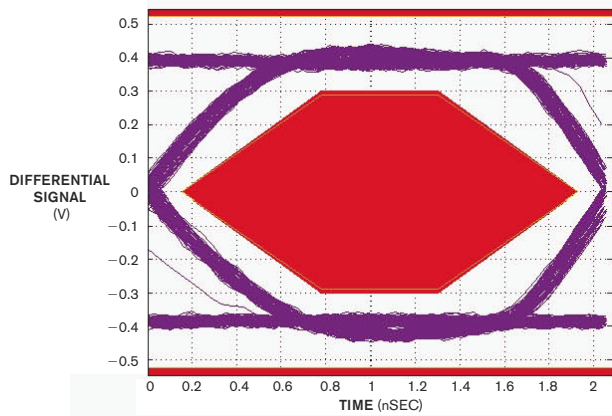


Figure 7 This adapter has a mini-B connector on one end and an A connector on the other.

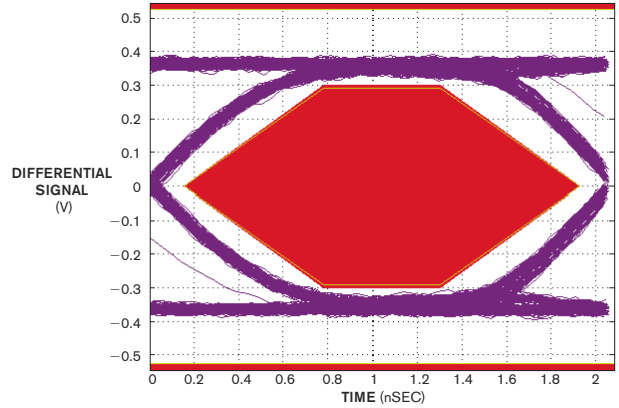


Figure 8 This measurement occurs when you use a standard 4-in. cable, which connects the B connector to an A connector along with an adapter to convert the mini-B receptacle to the B connector.

connectors other than certified USB connectors, you should verify that the impedance effects of these system connectors meet the USB specification before testing the system.

CABLING ISSUES

When measuring USB-signal quality, another area of concern is in the connections that the device is making. For example, to connect a device with an A receptacle to a device with a mini-B connector requires an adapter and introduces extra connectors into the signal path. **Figure 7** shows the mea-

surement across an adapter with a mini-B connector on one end and an A connector on the other. **Figure 8** shows the measurement when you use a standard 4-in. cable to connect a B connector to an A connector along with an adapter to convert the mini-B receptacle to the B connector.

These extra connectors decrease amplitude and lower the margin around the violation area. Minimizing the number of connections in the test setup helps you acquire a truer signal-

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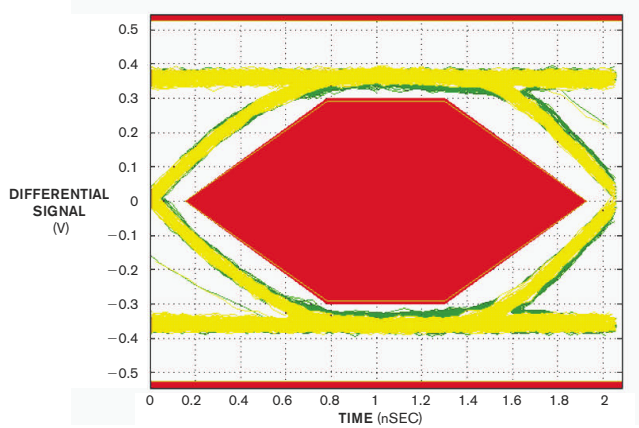


Figure 9 The impact of extra connectors is even more critical when the series impedance is already near the limits of the USB specification.

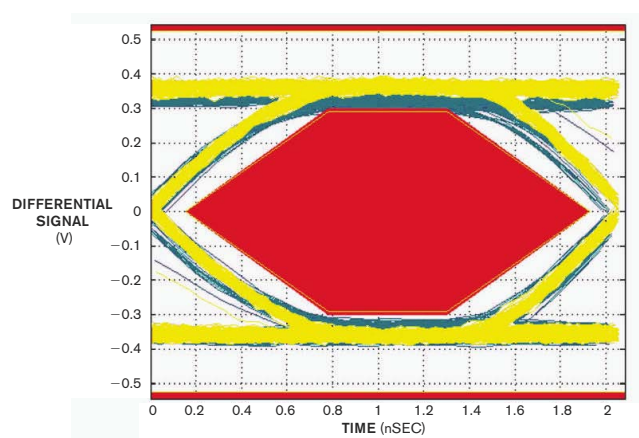


Figure 10 The bluish-green traces are uncalibrated traces, and the yellow traces show the effect of calibrating the probes. Failing to calibrate the probes affects both jitter and amplitude.

quality measurement. **Figure 9** shows the impact of an extra connector. (The yellow trace in **Figure 7** is the true reading, and the green trace in **Figure 8** shows multiple connections through the use of adapters). The impact of extra connectors is even more critical when the series impedance is already near the limits of the USB specification.

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of calibration on measurements: The bluish-green traces are uncalibrated traces, and the yellow traces show the effect of calibrating the probes. Failing to calibrate the probes affects both jitter and amplitude.

In summary, when measuring USB-signal quality, begin by following the procedures that the USB-IF Web site outlines. If problems appear, first confirm that your test setup and configuration are correct by ensuring that the intended measurement point is what you are measuring, that you are using the proper-length cable, that you have accounted for items such as adapters that you have placed in the signal path, and that you have recently calibrated your

test tools. Each of these factors can induce errors that can cause compliant signals to appear to be in violation of the USB specification. Finally, consider that multiple issues may be in effect. Even though the impact of each factor may induce only a small error, several errors at the same time can cause failures.**EDN**

CALIBRATION ISSUES

Another common setup problem is the failure to calibrate the scope probes. You should calibrate the probes if they are outside the calibration-temperature range or you have not calibrated them for months. **Figure 10** shows the impact

AUTHOR'S BIOGRAPHY



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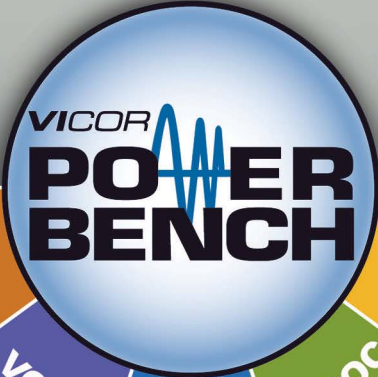
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HIGH PERFORMANCE ANALOG

Testing your notebook design for audio fidelity

THE WINDOWS LOGO PROGRAM FOR THE VISTA OPERATING SYSTEM HAS INTRODUCED NEW AUDIO-FIDELITY REQUIREMENTS FOR NOTEBOOK PCs. CRITICAL TROUBLESHOOTING TECHNIQUES CAN HELP YOU ACHIEVE COMPLIANCE.

As of June 1, 2007, the WLP (Windows Logo Program) began to impose detailed requirements on the audio performance of PCs and notebook computers using the Windows Vista operating system. The parameters in question, which the entire internal audio-signal path affects, include THD+N (total harmonic distortion plus noise), dynamic range, and crosstalk, among others. **Table 1** outlines Revision 3.09 of these playback requirements for the premium mobile class of computers.

The most noteworthy aspect of these requirements is that the industry is enforcing them. Microsoft's (www.microsoft.com) DTM (device-test manager) currently enforces a subset of the Microsoft Vista audio-fidelity requirements. The DTM Studio host computer provides an interface to the DTM-test program and test results (**Figure 1**). The system under test connects to a 2700 Series dual-domain audio analyzer from Audio Precision (www.audioprecision.com), which in turn connects to the Audio Precision host. The DTM controller controls all components via a network.

The audio analyzer can measure electrical performance only at the output jacks available on the system under test. Therefore, no one can enforce the speaker performance because the speaker is enclosed within the notebook PC box. Microsoft may soon change the DTM-test setup to accommodate acoustic-test capability, but, in the meantime, the WLP measures

electrical performance only for readily accessible outputs, such as the headphone- and line-output sockets.

Tests at the headphone-output jack validate the entire audio-signal path. System designers must therefore take care in selecting all active and passive components in that path. The audio-signal path in notebook computers and PCs begins at the south bridge, which is a motherboard chip that supports lower-speed PC functions, such as audio. The north-bridge chip supports memory and graphics. The south bridge provides an interface with the HDA (high-definition-audio) codec, which in turn feeds an analog signal to the audio amplifier in playback mode. The output of the HDA codec requires input coupling capacitors, because it can have a dc-bias voltage different from that of the audio-amplifier inputs.

Between the audio-amplifier outputs and the output jack, you may find a small EMC (electromagnetic-compatibility) filter, consisting of an inexpensive ferrite bead and a low-value ceramic capacitor (**Figure 2**). You can eliminate the large dc-blocking capacitor in the signal path of traditional audio channels by selecting a stereo-headphone amplifier, such as the MAX9724A or MAX9789A from Maxim (www.maximic.com). The MAX9789A includes a speaker amplifier, headphone amplifier, and low-dropout regulator. Those devices feature Maxim's patented DirectDrive technology, which reduces the size and cost of a system by removing the need for bulky coupling capacitors.

Removing the capacitors also improves audio quality, because the piezoelectric effect of capacitors can add small amounts of distortion in the audio path. What's more, charge buildup in the capacitors often causes annoying clicks and pops at the output when you exercise power or shutdown. To avoid these problems, remove the capacitors and install the MAX9789A, which includes a 2W Class AB stereo-speaker amplifier, DirectDrive capless stereo-headphone amplifiers, and a low-dropout regulator to power the analog portion of the HDA codec, whose typical PSRR (power-supply-rejection-ratio) performance is poor. Audio quality at the MAX9789A headphone amplifiers exceeds requirements of the Vista operating system (**Table 2**).

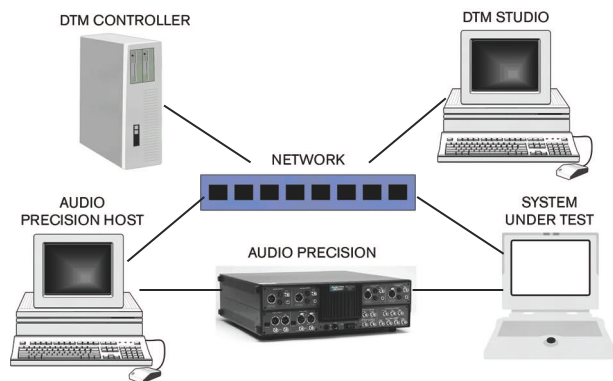


Figure 1 Microsoft's DTM (device-test manager) enforces a subset of device requirements for the WLP (Windows Logo Program). Microsoft will add additional performance tests to the DTM in the future.

THD+N

The first audio specification that the DTM monitors is THD+N, which quantifies the amount of nonlinearity present in a system, in the broad sense that nonlinearities are any audio-output components that are not part of the original in-

TABLE 1 WLP REQUIREMENTS AT THE ANALOG-OUTPUT JACK FOR PREMIUM MOBILE DEVICES

Device type	Requirement	Value	Frequency range
Analog-line-output jack	THD+N	≤ -65 dBFS	20 Hz to 20 kHz
	Dynamic range with signal present	≤ -80 dBFS A-weight	20 Hz to 20 kHz
	Magnitude response	≤ ±0.25-dB-ripple (0.5 dB p-p delta), 1 dB at upper-band edge, 3 dB at lower-band edge	20 Hz to 20 kHz
	Sampling-frequency accuracy	0.02%	
	Line-output crosstalk	≤ -50 dB	20 Hz to 15 kHz
	Full-scale output voltage	≥0.707V rms	
	Noise level during system activity	≤ -80 dBFS A-weight	
	Interchannel phase delay	30° or 12.5 µsec, whichever is greater	20 Hz to 20 kHz
Analog-head-phone-output jack	THD+N	≤ -65 dBFS ≤ -45 dBFS at 32Ω	100 Hz to 20 kHz
	Dynamic range with signal present	≤ -80 dBFS A-weight ≤ -60 dBFS at 32Ω	100 Hz to 20 kHz
	Magnitude response	≤ ±0.25-dB-ripple (0.5 dB p-p delta), 1 dB at upper-band edge, 3 dB at lower-band edge	100 Hz to 20 kHz
	Sampling frequency accuracy	0.02%	
	Line output crosstalk	≤ -50 dB	20 Hz to 15 kHz
	Full-scale output voltage	≥0.707V rms at 320Ω, ≥300 mV rms at 32Ω	
	Noise level during system activity	≤ -80 dBFS A-weight	
	Interchannel phase delay	30° or 12.5 µsec, whichever is greater	20 Hz to 20 kHz

Note: Microsoft’s Web site contains a complete listing of WLP-device requirements.

put signal. Harmonic distortion tends to color the audio signal, making it sound unnatural. Noise is the residual low-level hiss or hum that you hear in quiet periods of the audio soundtrack. Thus, a THD+N measurement is important to end users be-

cause it quantifies the level of precision to which a system reproduces an audio signal.

The THD+N measurement is a ratio of the sum of harmonics and noise (with the amplitude of the fundamental frequency removed) to the funda-

mental. You can express it as a percentage or in decibels referenced to an amplitude. WLP, for instance, defines THD+N in units of dBFS (decibels full-scale). **Figure 3** shows the THD+N measurement in an audio analyzer. The voltage at M2 is the sum of the harmonics plus noise, minus the amplitude of the fundamental frequency, and the voltage at M1 is the amplitude of the fundamental frequency only. To produce a graph of THD+N versus frequency, the analyzer repeatedly makes this measurement as its sinusoidal input sweeps over the audio-frequency range.

Three main factors contribute to a THD+N failure. First are the active components, which include the HDA codec or the audio amplifier. Second are the passive components, including capacitors and ferrite beads, and third is the layout,

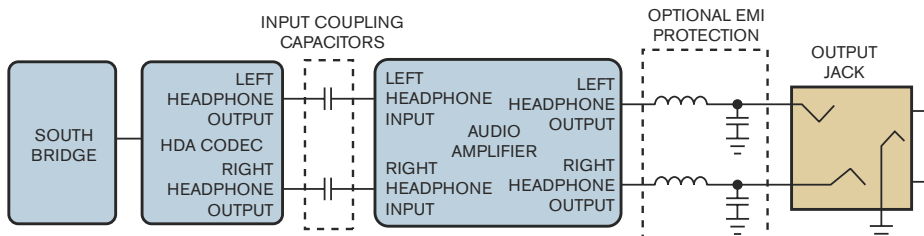


Figure 2 The Microsoft DTM measures electrical performance of the entire signal path for the headphone amplifier.

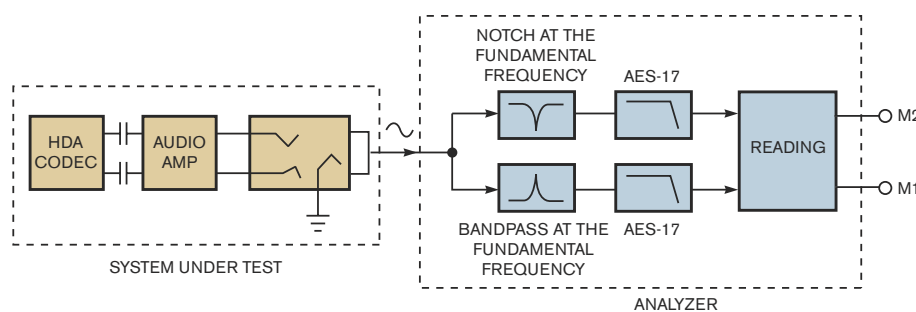


Figure 3 THD+N is the ratio of the amplitude at M2 referenced to the amplitude at M1, represented in log scale: $THD+N (dBra) = 20 \times \log(V_{M2(RMS)} / V_{M1(RMS)})$. The drawing shows the bandpass filter at the fundamental frequency for conceptual reasons. Some analyzers may not use this block in the THD+N measurement.

TABLE 2 WLP REQUIREMENTS FOR PREMIUM MOBILE DEVICES VERSUS MAX9789A SPECS

Device type	Requirement	Windows Premium Mobile Vista specifications	MAX9789A/MAX9790A specifications
Analog-line-output jack, $R_L=10\text{ k}\Omega$	THD+N	$\leq -65\text{ dBFS}$	-94 dBFS (20 Hz to 20 kHz)
	Dynamic range with signal present	$\leq -80\text{ dBFS A-weighted}$	$-97\text{ dBFS A-weighted}$
	Line-output crosstalk	$\leq -50\text{ dB}$ (20 Hz to 15 kHz)	-77 dB (20 Hz to 15 kHz)
Analog-head-phone-output jack, $R_L=32\Omega$	THD+N	$\leq -45\text{ dBFS}$ (100 Hz to 20 kHz)	-77 dBFS (20 Hz to 20 kHz)
	Dynamic range with signal present	$\leq -60\text{ dBFS A-weighted}$	$-89\text{ dBFS A-weighted}$
	Headphone-output crosstalk	$\leq -50\text{ dB}$ (20 Hz to 15 kHz)	-74 dB (20 Hz to 15 kHz)

Note: THD+N, dynamic range, and crosstalk are measured in accordance with AES-17 audio-measurement standards.

which almost always focuses attention on grounding practices. Given a graph of THD+N versus frequency, you can easily identify one of these contributors as the root cause of failure by noting characteristics in the graph.

In general, the THD+N performance of active components degrades at high frequencies. For failures that an active compo-

nent causes, therefore, the component's THD+N curve typically fails only at high frequencies. Notice that THD+N is expressed in units of dBrA, where A is defined as 1V rms (system full-scale output voltage) at the audio analyzer. If THD+N fails only at high frequencies (**Figure 4a**), turn to the component's evaluation kit, which the semiconductor vendor supplies, and evaluate the component to obtain a baseline measurement. This exercise may reveal that the selected active component is not Vista- or WLP-compliant. If it fails the Vista requirements for THD+N, you should use one of the latest Vista-compliant amplifiers, such as the MAX9789A from Maxim.

A THD+N failure at only low frequencies typically points to the quality and physical size of the input coupling capacitor. In **Figure 4b**, notice how the curve for X5R dielectric begins to rise at approximately 100 Hz, whereas the X7R dielectric remains relatively flat down to 20 Hz.

The piezoelectric effect of the input coupling capacitors can contribute nonlinearities in the signal path that are prominent at low frequencies. To minimize the THD that piezoelectric action causes, choose input coupling capacitors with a higher voltage rating and better dielectric. If you require a ceramic input coupling capacitor, for example, select one with a high voltage rating and an X7R dielectric.

Ferrite beads are other passive components inline with the audio-signal path that can increase THD. If a system fails THD+N across the entire audio band, a typical cause is the quality of the ferrite bead. Notice in **Figure 4c** that the green curve with the ferrite bead, which represents a low-quality ferrite bead in series with the audio path, is almost an upward translation of the blue curve without the ferrite bead.

You typically insert ferrite beads between the audio amplifier and the output jack. In conjunction with a small capacitor to ground, the bead then forms a filter for ESD (electrostatic-discharge) or EMI (electromagnetic-interference) protection. If a system that fails THD+N

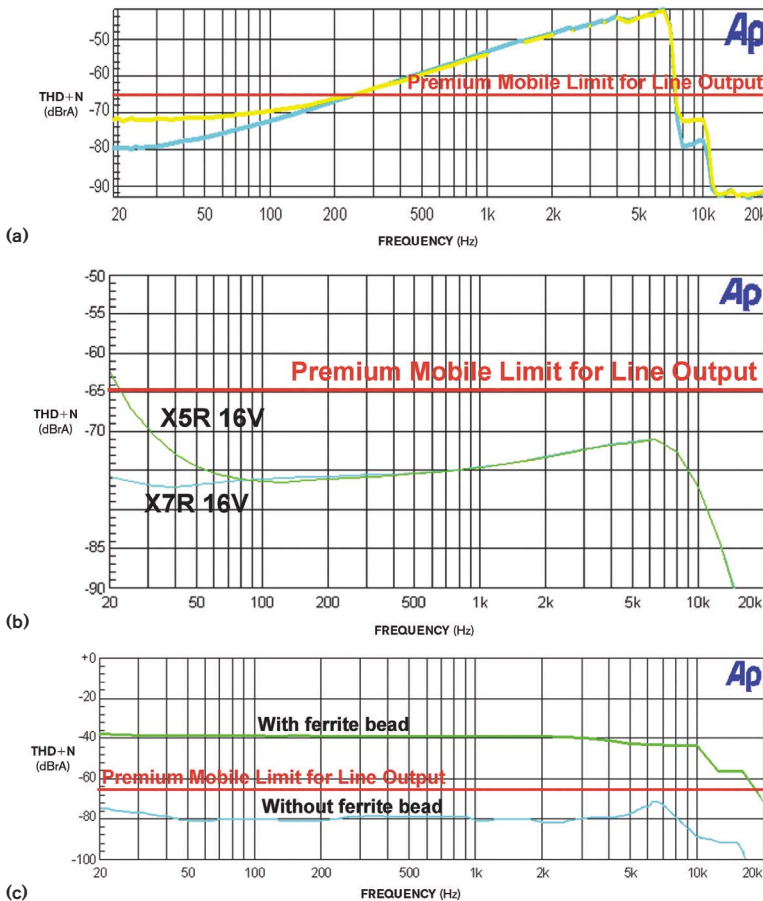


Figure 4 THD+N is recorded at constant output amplitude as you sweep the input-signal frequency from 20 Hz to 20 kHz (a). The piezoelectric effect of the input coupling capacitors can contribute signal-path nonlinearities prominent at low frequencies (b). Ferrite beads inline with the audio-signal path can increase THD (c).

across the entire audio band includes this optional EMI-protection circuit, temporarily replace the ferrite bead with a 0Ω resistor and remeasure the THD+N. Most likely, THD+N will improve across the audio band and confirm ferrite beads as the cause of failure. **Table 3** lists ferrite beads compliant with the Vista requirements for premium mobile devices. All have been tested in-circuit for THD+N.

TABLE 3 COMPLIANT FERRITE BEADS

Manufacturer	Part no.
Murata	BLM18BD601SN1
TDK	MMZ1608Y601BTA
Taiyo Yuden	LFBK1608HM601

If active components in the system under test are Vista-compliant and you use high-quality passive components in the signal path, then layout is the most likely cause of failure. In that case, noise, rather than distortion, usually dominates the THD+N measurement. A simple FFT (fast-Fourier-transform) plot can confirm that presumption.

If noise dominates the THD+N measurement, the most likely culprit is the grounding of the HDA codec and audio amplifier. To ensure optimum performance, you must reference the codec's analog ground to the same quiet ground as that of the audio amplifier. Any difference in these ground potentials can add noise to the signal path. Reference the two analog grounds to each other, such that any movement at the codec output also appears at the input of the audio amplifier, thus producing a net voltage difference of 0V.

ground return does not pass through sensitive analog circuitry. These simple precautions can reduce or eliminate headaches later in the design cycle.

FULL-SCALE OUTPUT VOLTAGE

The DTM also monitors full-scale output voltage, which is the voltage level you measure at the output jack when you configure the codec with all zeros. The DTM specifies a minimum voltage at the output jack for WLP devices. Full-scale voltage is important, because it ensures that the end user can, for example, comfortably listen to DVDs in a noisy environment, such as on an airplane.

To avoid lawsuits based on hearing damage, the industry recently set restrictions on the upper limit of this specification. You should therefore keep in mind that a maximum output-voltage specification may accompany the minimum output-voltage specification, especially for products manufacturers ship to France or Germany.

If a system fails the output-voltage specification, its signal path includes some source of attenuation. Such attenuation can occur in the codec output, the audio-amplifier output, or the output jack (**Figure 5**). You can easily confirm a problem in the codec or codec driver by probing between the codec's HDA outputs and the input coupling capacitors. If an oscilloscope does not show a full-scale signal at that point, the problem is most likely in the codec driver.

Next, inspect the audio-amplifier output. An improperly configured external gain for the audio amplifier may account for the output attenuation. To check the external gain, you should confirm that the feedback resistance is greater than or equal to the input resistance.

Now, examine the output jack. If you measure full-scale output voltages at the first two locations but a reduced signal at the output jack, you most likely have inserted series resistors between the audio amplifier and the output jack. Series resistors form a voltage divider with the load at the output jack, so testing with a 32Ω load rather than a $10\text{-k}\Omega$ load exagger-

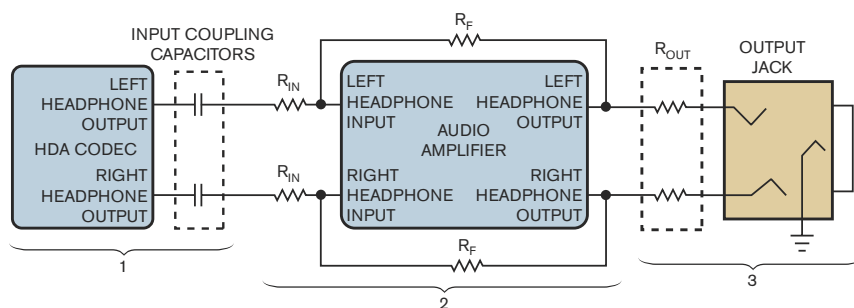


Figure 5 You can partition the headphone amplifier's signal path into three sections when troubleshooting failures of the full-scale output voltage.

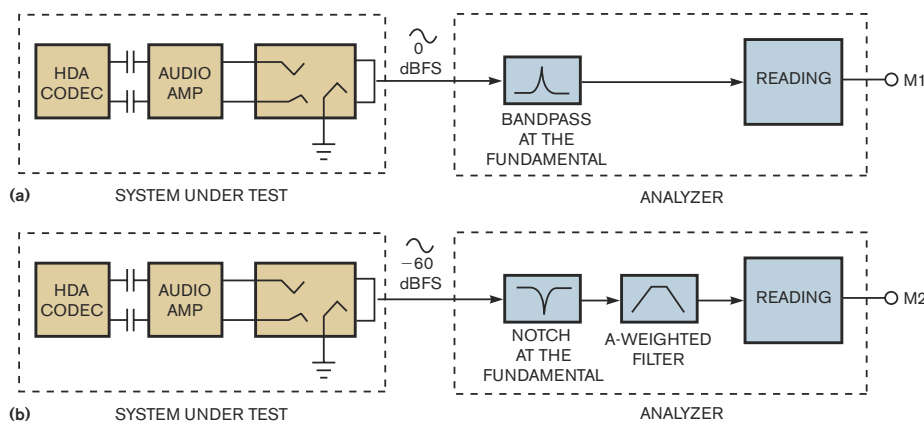


Figure 6 Dynamic range is the ratio of full-scale output voltage to the weighted rms-noise floor: $\text{Dynamic range (dB)} = 20 \times \log(V_{M2(\text{RMS})}/V_{M1(\text{RMS})})$ (a). You measure the noise floor in the presence of a -60-dBFS signal, which you then notch out of the noise-floor measurement (b).

ates the attenuation effect. To remove the attenuation, replace the series resistors with 0Ω resistors.

DYNAMIC RANGE

Dynamic range is another audio specification that the DTM electrically monitors. Dynamic range with signal present is the ratio of the weighted-rms-noise floor over the full-scale reference level. You record the weighted-noise-floor measurement in the presence of a -60 -dBFS signal and then you notch out the -60 -dBFS signal from the analyzer's dynamic-range reading.

Figure 6 shows the dynamic-range measurement in an audio analyzer. Dynamic range is the ratio of the weighted-rms-noise floor over the full-scale output. The voltage at M1 is the full-scale output voltage measured at the output jack, and the voltage at M2 is the weighted-rms-noise floor, minus the fundamental frequency of the -60 -dBFS test signal. You express the units in decibels.

The two main contributors to a dynamic-range failure are attenuated output level and elevated noise floor. If a system's full-scale output voltage is acceptable, the system is halfway to Vista compliance in dynamic range. First, confirm that the output-jack voltage meets the full-scale requirement. If not, determine where attenuation occurs in the signal path.

If the system reproduces a full-scale signal at the output jack, noise limits the dynamic-range measurement. Before troubleshooting the noise source, confirm that active components in the system are Vista-compliant with respect to noise.

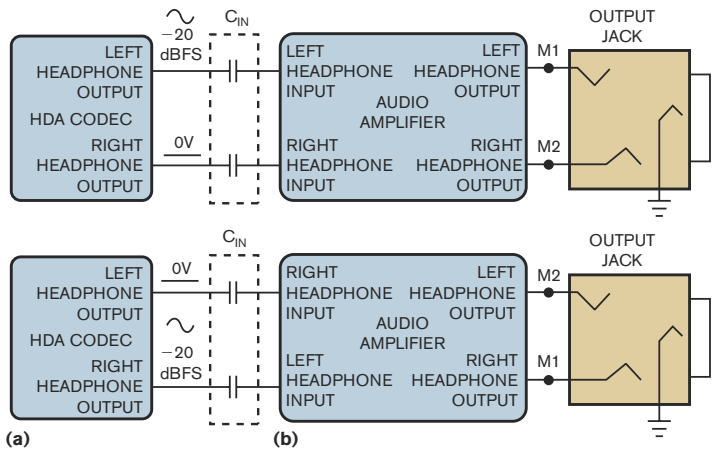


Figure 7 Crosstalk from the left channel to the right channel is the ratio of the signal measured on the right channel (a) over the signal measured on the left channel (b): Crosstalk (dB) = $20 \times \log(V_{M2(RMS)} / V_{M1(RMS)})$.

(You can usually find this specification in the electrical-characteristics table of the device's data sheet.) Otherwise, turn to evaluation kits for the active devices, and record baseline measurements.

If noise dominates the system's dynamic-range measurement and its active components are Vista-compliant, the PCB layout is usually to blame. The main pitfall in layout is the grounding. To ensure optimum performance, reference the analog ground of the HDA codec to the same quiet ground as

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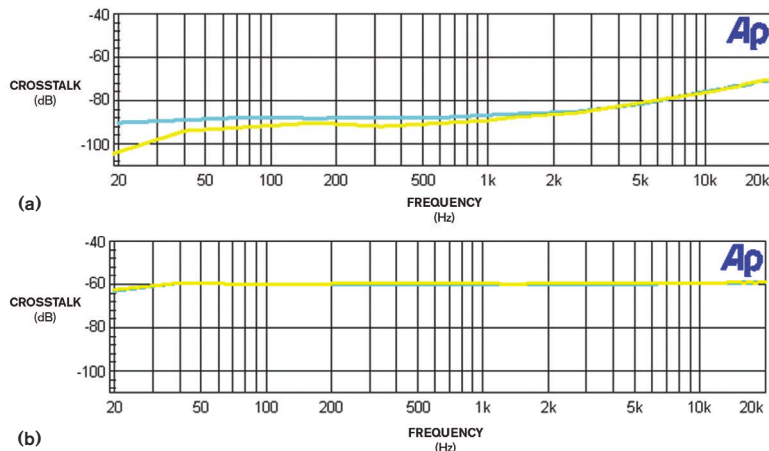


Figure 8 If a crosstalk measurement produces a positive slope as you sweep the frequency from 20 Hz to 20 kHz, the system most likely has capacitive coupling at the inputs of the audio amplifier (a). If the system has a shared resistive ground return, the crosstalk measurement is relatively flat across the audio band (b).

the audio amplifier. A difference in these ground potentials can add noise to the signal path.

If, after optimizing IC placement to achieve a common, quiet analog ground for the HDA codec and audio amplifier, you achieve no improvement, you must work further to isolate the noise source. First, confirm that system noise, including fan

noise, hard-disk-drive noise, and other contributors, is not coupling into the amplifier inputs. If such noise is present, the audio amplifier can amplify it and pass it to the output jack. Second, confirm whether you have referenced the ground pin of the output jack to the same analog ground as the analog portion of the HDA codec and audio amplifier. Again, a difference in these ground potentials can add noise to your signal path.

CROSSTALK

Crosstalk is an audio specification that the DTM does not yet enforce, but it is likely to do so in the near future. Crosstalk quantifies the amount of signal that couples from one channel to another. An ideal stereo-signal path would have no crosstalk between channels, but parasitics in the IC and PCB layouts guarantee some minimum level of crosstalk. You must minimize crosstalk to ensure a true stereo image at the outputs.

Two conditions define stereo crosstalk: from left channel to right channel and from right channel to left channel. A measurement from left to right takes the ratio of the signal measured on the right channel over the signal measured on the left channel (**Figure 7**). During this measurement, the signal on the right channel is 0V, and the left-channel input of -20 dBFS sweeps across the audio band. You express the

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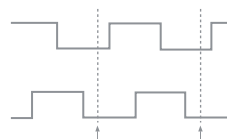
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ACZ16	5 / 7 mm	threaded	knurled / D-cut	12/24 PPR	available	15/20/25 mm

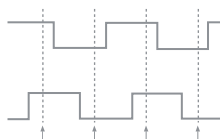
output waveform

normal detent option



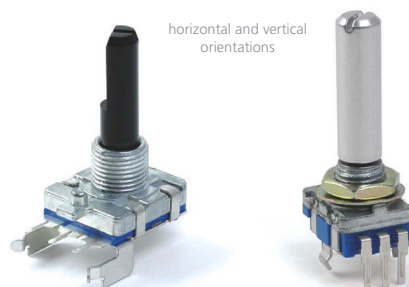
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crosstalk measurement in decibels.

The top contributor to crosstalk failures is layout, whether of the IC or the PCB. Given the crosstalk limits of WLP 3.0— ≤ -50 dB between 20 Hz and 15 kHz—a crosstalk failure is rarely due to the IC layout. Maxim's MAX9789A, for example, has a crosstalk specification of ≤ -77 dB into a 10-k Ω load, across the entire audio band. (It's always a good idea, however, to confirm the baseline-crosstalk measurement using an evaluation kit for the active component.) The main cause of crosstalk failure is almost always the PCB layout: either capacitive coupling between the inputs or a shared resistive ground return at the output jack.

If a crosstalk measurement has a positive slope as you sweep frequency from 20 Hz to 15 kHz, the system has capacitive coupling at the audio-amplifier inputs (Figure 8a). Capacitive coupling becomes apparent when you apply a high-impedance drive at the audio-amplifier inputs. The high impedance can originate in an improperly configured codec driver. You should therefore be sure to configure the HDA-codec outputs for a 1 to 2 Ω output drive. Otherwise, you can configure the codec for a low-impedance drive state.

If external resistors set the amplifier gain, ensure that the series resistor, R_{IN} , is as close as possible to the amplifier inputs, so that a low-impedance source drives the amplifier. If you configure the system for low-impedance drive and its crosstalk measurement still fails at 15 kHz, you may have routed the stereo inputs too close together. To provide optimum stereo separation, insert a solid ground fill between the amplifier inputs.

If the crosstalk measurement is relatively flat across the audio band yet fails the crosstalk specification, the typical cause is a shared resistive-ground return (Figure 8b). Avoid a shared return by ensuring minimal resistance in the return path for the output jack's ground connection. Short out any series resistors in the path, locate audio amplifiers close to the output jack to minimize the length of the ground return, and minimize contact resistance to the sleeve of the output jack itself. These concepts also apply to the ground-return path to the HDA codec.


MAGNITUDE RESPONSE

The WLP also specifies criteria for the magnitude response. Magnitude response is a measurement of the system's output voltage over a given frequency range. You typically reference this response to the system's full-scale signal level and express it in decibels. Magnitude response is important because it specifies the audio bandwidth the system can reproduce.

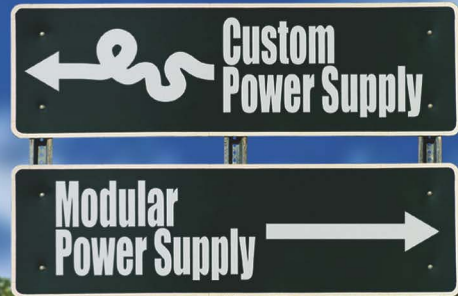
You measure magnitude response by sweeping a constant-amplitude pure tone of -20 dBFS through the audio bandwidth. You measure the output level relative to the output level at 997 Hz.

The system's equalization circuitry, which can cause inaccurate-response measurements by boosting or suppressing certain frequencies within the measurement bandwidth, can cause a failure in magnitude response. When measuring a system for

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magnitude response, be sure to disable the system-equalization circuitry.

Other possible causes of magnitude-response failure are the passive components, which can form a filter that affects high or low frequencies. If the system fails at high frequencies, confirm that any feedback capacitors around the headphone amplifier are not limiting the magnitude response. The feedback resistors, too, can cause unanticipated attenuation in the audio bandwidth. A simple $1/(2\pi RC)$ calculation can reveal whether this is the case. Remember to account for tolerance in the passive-component values.

If the system fails at low frequencies and your headphone amplifier requires large dc-blocking capacitors at the output, select an output-capacitor value that ensures that the system is Vista-compliant for both 32Ω and 10-kΩ loads. Again, be sure to account for tolerance in the value of the dc-blocking capacitor.

If the system fails at low frequencies even though its headphone amplifier does not require dc-blocking capacitors before the output jack, as is the case with Maxim's MAX9724A, for instance, check that the values of the input coupling capacitors are Vista-compliant. And remember to account for tolerance when selecting values for the input coupling capacitors and resistors.

INTERCHANNEL-PHASE DELAY

Interchannel-phase delay is a Vista specification that Microsoft only recently added to the DTM program. For stereo

devices, it is the measured phase difference between left and right channels, which you express in degrees or microseconds as a function of frequency. You obtain interchannel phase delay by measuring the relative phase difference between the stereo-audio outputs while sweeping the audio signal from 20 Hz to 20 kHz.

If a system fails the requirements for interchannel-phase delay, there may be an insufficiently tight tolerance on the passive-component values inline with the stereo channels. There may be a mismatch, for example, in values for the left- and right-channel input coupling capacitors. If, on the other hand, the passive components have sufficiently tight tolerances, there may be something wrong in the digital domain. Some system block within the active component may be functioning improperly.

To help you with Vista-compliance troubleshooting, Maxim has generated an online tool that presents system engineers with a decision tree for determining the cause of system failures. Find it at www.maxim-ic.com/fidelity-debug-tool. **EDN**

AUTHOR BIOGRAPHY



Kimberly Christman (Schmidt) is a corporate applications engineer at Maxim Integrated Products, specializing in audio-design support and product definition for the multimedia-business unit. She has a bachelor's degree in electrical engineering from the University of California—Los Angeles.

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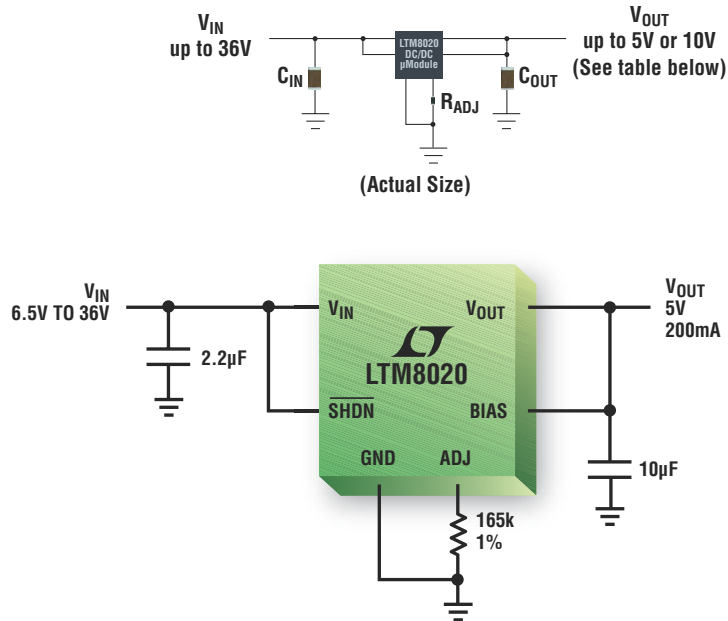
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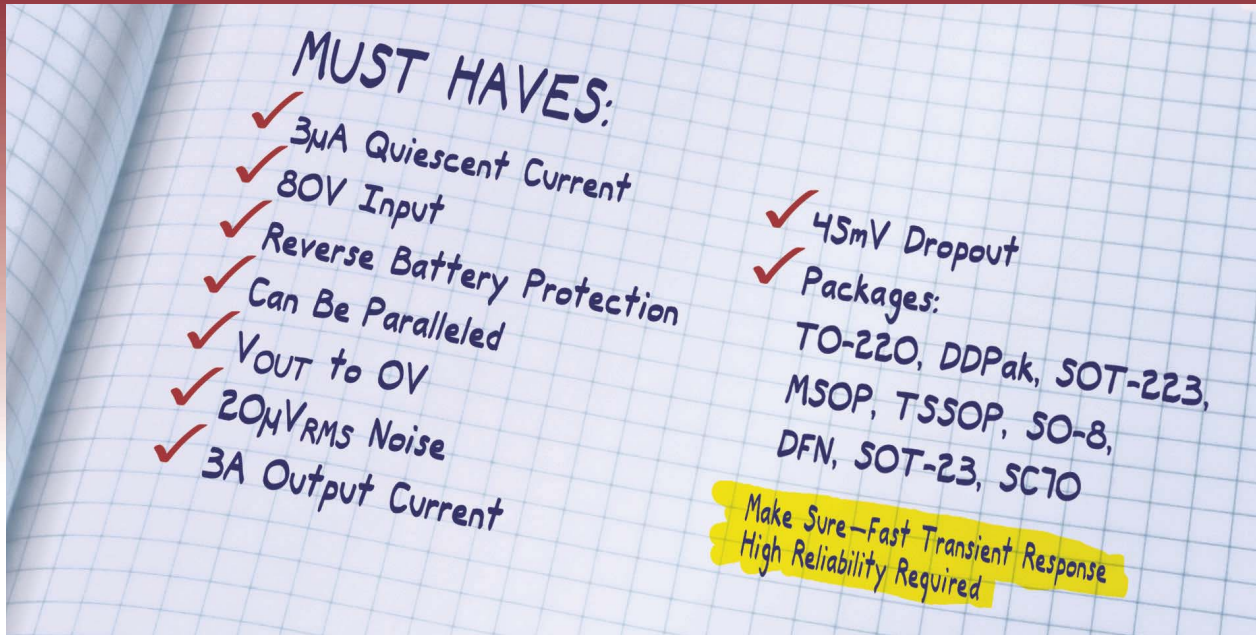
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LT3013/H*	250mA/200mA	80	0.40	100	65µA	Adj. (1.24 to 60)	3 x 4 DFN-12, TSSOP-16E
LT1962	300mA	20	0.27	20	30µA	Adj. (1.22 to 20), Fixed	MSOP-8
LTC [®] 3025	300mA	5.5	0.05	80	54µA	Adj. (0.4 to 3.6)	2 x 2 DFN-6
LTC3035	300mA	5.5	0.045	150	100µA	Adj. (0.4 to 3.6), Fixed	2 x 2 DFN-6
LT1763	500mA	20	0.30	20	30µA	Adj. (1.22 to 20), Fixed	SOIC-8
LTC3025-1/-2	500mA	5.5	0.075	80	54µA	Adj. (0.4 to 3.6)/1.2	2 x 2 DFN-6
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LT1963/A	1.5A	20	0.34	40	1mA	Adj. (1.21 to 20), Fixed	DDPak, TO-220, SOT-223, SO-8
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READERS SOLVE DESIGN PROBLEMS

Small capacitor supports telecom power supply during brownouts

Samuel Kerem, Rockville, MD

 This Design Idea shows how to keep telecom equipment operational during a short brownout. You must first understand a few details regarding the power supply for telecom equipment. The common voltage of the power source that feeds telecom equipment is -48V , although the actual voltage can range from -42.5 to -56V , -40 to -60V , or even beyond. The common power-“brick” dc/dc converter operates over the -36 to -75V range. A brownout occurs when the -48V source drops to 0V and stays there as long as 10 msec.

Using capacitive storage that connects to the brick’s input is an obvious approach to overcoming this problem, but a shortcoming becomes apparent when you understand the reality of the -48V supply. For example the energy in a capacitor charged to voltage is $(C \times V^2)/2$, where C is the capacitance

and V is the voltage. The brick stops its operation when the capacitor discharges to 36V . In general, the energy available to support the brick’s operation is, therefore:

$$U = C \times \frac{(V_1^2 - V_2^2)}{2},$$

where V_1 and V_2 are the beginning and final -36V voltages, respectively, and U is the energy. Also, $U = P \times t$, where P is power and t is time. Using these equations, you can find the time that the equipment will stay operational:

$$t = C \times \frac{(V_1^2 - V_2^2)}{2 \times P},$$

or, to define the capacitor’s value:

$$C = \frac{2 \times P \times t}{V_1^2 - V_2^2}.$$

Assume that the brownout occurs when the voltage at the brick’s input is

DIs Inside

66 Tiny microcontroller hosts dual dc/dc-boost converters

68 Cross-coupled gates prevent push-pull-driver overlap

70 Save valuable picoseconds using ECL-wired OR

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-39V , which is the case when -48V is -40V but the brick loses at least 1V because of protective ORed diodes in a hot-swap configuration. Also, assume that the storage capacitor charges to -39V . The equipment operates until this storage capacitor discharges to -36V . Assume that the equipment consumes 100W . To store enough energy for 5 msec, the capacitor’s value would have to be approximately $4500 \mu\text{F}$. The capacitor must be rated for the maximum possible incoming voltage, which can be more than 75V , so the minimum rating of 100V is a must. The $4500\text{-}\mu\text{F}$, 100V capacitor is a sizable part. If the design requires twice as much operational time at a power consumption of 300W , the capacitor must have a value of $27,000 \mu\text{F}$ and 100V .

This Design Idea still requires a capacitor, but the capacitor has a lower value—that is, $200 \mu\text{F}$ versus $4500 \mu\text{F}$ —and sustains 100W during a 5-msec brownout. This approach increases reliability and reduces cost and size. The hidden feature is the power brick’s ability to stay operational over the input range of -36 to -75V and even to operate under surges greater than

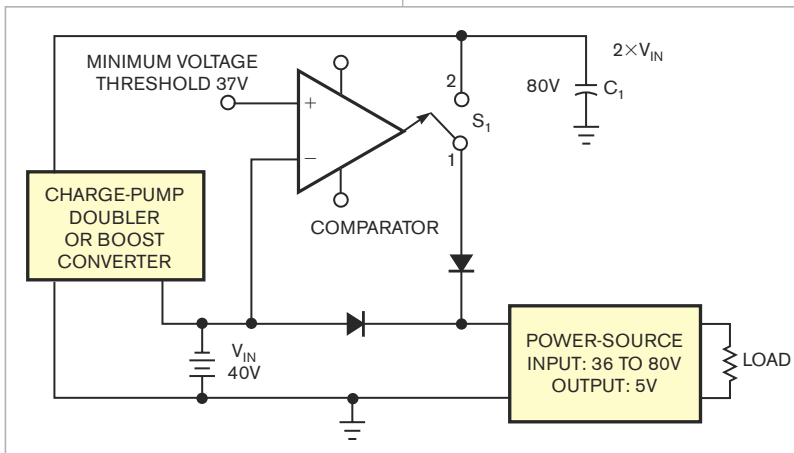


Figure 1 Charged to double the input voltage, the energy stored in capacitor C_1 dumps into the input of the “brick” power supply during brownouts when the input voltage drops to less than -37V .

–80V. **Figure 1** shows how you can use this feature. The **figure** depicts a positive input voltage. The brick is isolated, so polarity is irrelevant, but positive interpretation is easier to illustrate.


Remember that the stored energy

in the capacitor grows exponentially, whereas the capacitor's voltage increases linearly. The doubler charges C_1 to twice the input voltage or at least to 80V. Even if, hypothetically, you expect a 5-msec brownout as often as 10

sec, the current to charge 200 μF is still only approximately 3 mA. The comparator watches the input voltage, and, as soon as it drops below 37V, switch S_1 closes, and the energy from C_1 discharges to the power brick. **EDN**

Tiny microcontroller hosts dual dc/dc-boost converters

Dhananjay V Gadre, Netaji Subhas Institute of Technology, New Delhi, India

 Batteries are the typical power sources for portable-system applications, and it is not unusual these days to find microcontroller-based portable systems. A variety of microcontrollers operates at low power-supply voltages, such as 1.8V. Thus you can employ two AA or AAA cells to power the circuit. However, if the circuit requires higher voltage—for LED backlighting for an LCD, for example, which requires approximately 7.5V dc—you must employ a suitable dc/dc converter to boost the power-supply voltage from, for example, 3V to the required voltage. However, you can also employ a microcontroller to develop a suitable dc/dc-boost-voltage converter (**Reference 1**) with the

help of a few additional discrete components.

This Design Idea shows how to create not just one, but two dc/dc converters with just a tiny eight-pin microcontroller and a few discrete components. The design is scalable, and you can adapt it for a wide range of output-voltage requirements just by changing the control software for the microcontroller. You can even program the microcontroller to generate any required output-voltage start-up rate. **Figure 1** shows the basic topology of a boost switching regulator. The output voltage in such a regulator is more than the input voltage. The boost switching regulator operates in either CCM (continuous-conduction mode) or DCM

(discontinuous-conduction mode). It is easier to set up a circuit for DCM operation (**Reference 2**). The name comes from the fact that the inductor current falls to 0A for some time during each PWM period in DCM; in CCM, the inductor current is never 0A. The maximum current passes through the inductor at the end of high period of the PWM output (when the switch is on) and is:

$$I_{L_{\text{MAX}}} = \frac{V_{\text{DC}} \times D \times T}{L}, \quad (1)$$

where V_{DC} is the input voltage, D is the duty cycle, T is the total cycle time, and L is the inductance of the inductor. The current through the diode falls to zero in time T_{R} .

$$T_{\text{R}} = \frac{V_{\text{DC}} \times D \times T}{(V_{\text{OUT}} - V_{\text{DC}})}, \quad (2)$$

The load current is the average diode current,

$$I_{\text{LOAD}} = \frac{I_{L_{\text{MAX}}} \times T_{\text{R}}}{2 \times T}, \quad (3)$$

from **equations 1** and **2** and simplifies to:

$$I_{\text{LOAD}} = \frac{V_{\text{DC}}^2 \times D^2 \times T}{2 \times L \times (V_{\text{OUT}} - V_{\text{DC}})}. \quad (4)$$

The output voltage, V_{OUT} , is:

$$V_{\text{OUT}} = V_{\text{DC}} \times \left(1 + \frac{V_{\text{DC}} \times D^2 \times T}{2 \times L \times I_{\text{LOAD}}} \right), \quad (5)$$

The value of the output capacitor, which determines the ripple voltage, is:

$$\frac{dV}{dt} = \frac{I}{C}. \quad (6)$$

where dV/dt represents the drop in the output voltage during the period of the PWM signal, I is the load current, and C is the required output capacitor.

The total period of the PWM wave

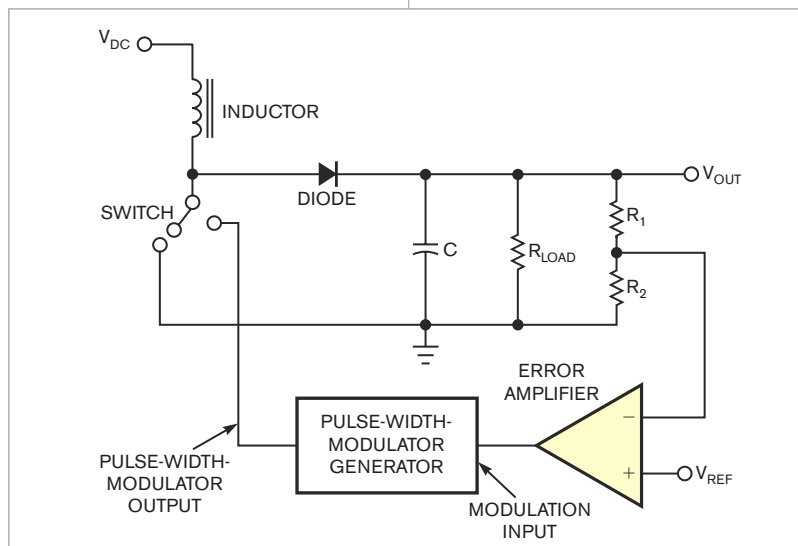
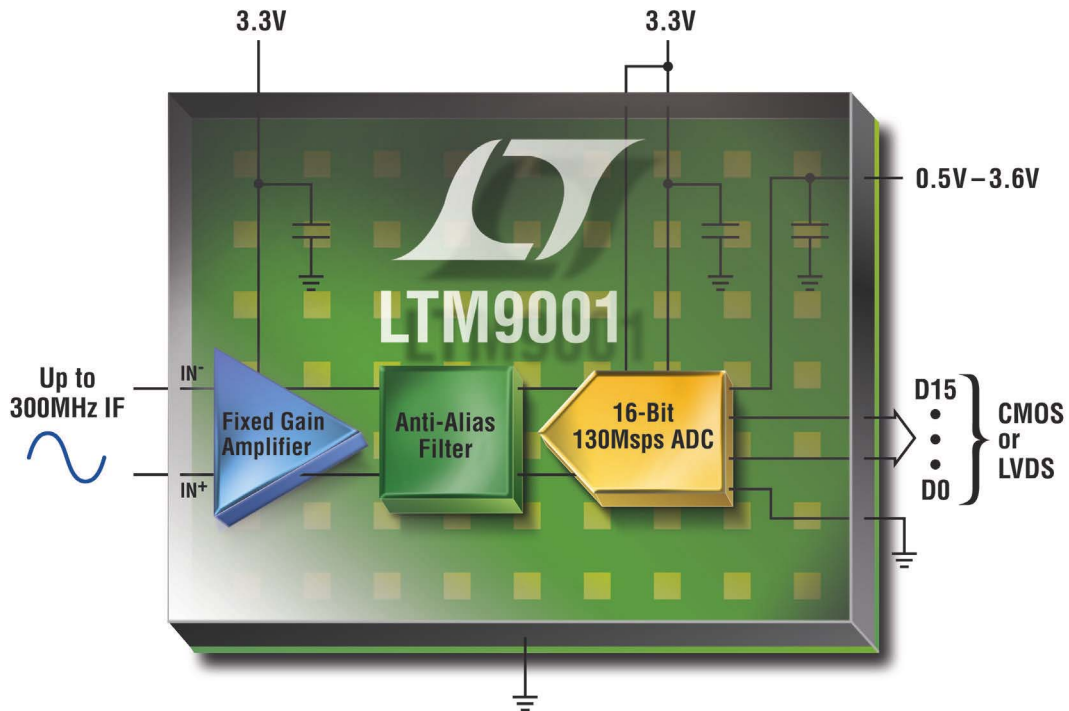


Figure 1 The output voltage in a boost switching regulator is more than the input voltage. The boost switching regulator operates in either CCM (continuous-conduction mode) or DCM (discontinuous-conduction mode)

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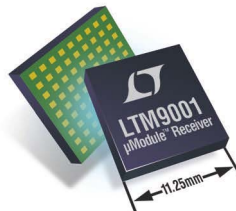
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is T and is a system constant. D is the duty cycle of the PWM wave, and $T_{R'}$ is the time during which the diode conducts. At the end of $T_{R'}$, the diode current falls to 0A. The period of the wave is $T > D \times T + T_{R'}$ for DCM. The difference of the PWM period, T , and $(D \times T + T_{R'})$ is the dead time.

The switch that operates the inductor is usually a BJT (bipolar-junction transistor) or a MOSFET. A MOSFET is preferable because of its ability to handle large current, better efficiency, and higher switching speed. However, at low voltages, a suitable MOSFET with low enough gate-to-source threshold voltage is hard to find and can be expensive. So, this design uses a BJT (Figure 2).

Microcontrollers offer PWM frequencies of 10 kHz to more than 200 kHz. A high PWM frequency is desirable because it leads to a lower inductor value, which translates to a small inductor. The Tiny13 AVR microcontroller from Atmel (www.atmel.com) has a “fast” PWM mode with a frequency of approximately 37.5 kHz and a resolution of 8 bits. A higher PWM resolution offers the ability to more closely track the desired output voltage. The maximum inductor current from Equation 1 is 0.81A for a 20- μ H inductor. The transistor that switches the inductor should have a maximum collector current greater than this value. A 2SD789 NPN transistor has a 1A collector-current limit, so it is suitable for this dc/dc converter. The maximum load current achievable with these values, from Equation 4, is 54 mA and thus meets the requirement of maximum required load current for an output voltage of 7.5V.

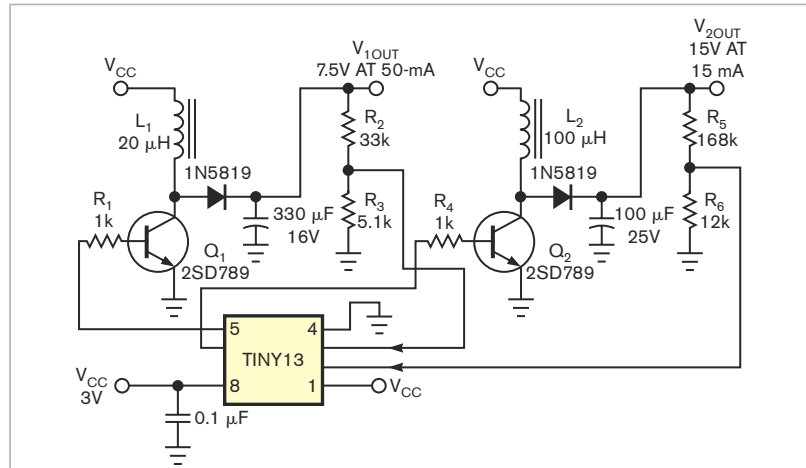


Figure 2 An Atmel Tiny13 AVR microcontroller regulates two boost-dc/dc-converter outputs using its internal ADCs and PWMs.

The Tiny13 microcontroller boasts two high-speed PWM channels and four 10-bit ADC channels. Another PWM channel and an ADC channel create the second dc/dc converter for an output voltage of 15V and a maximum load current of 15 mA. The inductor for this converter has a value of 100 μ H. To calculate the output-capacitor value, use Equation 6. For a 5-mV ripple, the value of the capacitor for 7.5V output voltage is 270 μ F, because the output current is 50 mA and the PWM-time period is 27 μ sec, so this circuit uses the nearest larger value of 330 μ F. Similarly, for the 15V output voltage, the required capacitor value is 81 μ F, so the design uses a 100- μ F capacitor.

The programs for the microcontroller are in C and use the open-source AVR GCC compiler (www.avrfreaks.net). They are available in the Web version of this Design Idea at www.edn.com/

080515di1. The AVR Tiny13 microcontroller operates at an internal clock frequency of 9.6 MHz without an internal-clock-frequency divider, so the PWM frequency is 9.6 MHz/256=37.5 kHz. The internal reference voltage is 1.1V. The main program alternately reads two channels of ADCs that monitor the output voltages in an interrupt subroutine. The main program executes an endless loop, monitoring the output voltage by reading the ADC values and adjusting the PWM values accordingly.**EDN**

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- 2 Pressman, Abraham I, *Switching Power Supply Design, Second Edition*, McGraw-Hill Professional, Nov 1, 1997, ISBN-10: 0070522367, ISBN-13: 978-0070522367.

Cross-coupled gates prevent push-pull-driver overlap

Richard Rice, Oconomowoc, WI

Overlap—the short period during which a push-pull drive’s two transistors are both simultaneously on—is a common problem with

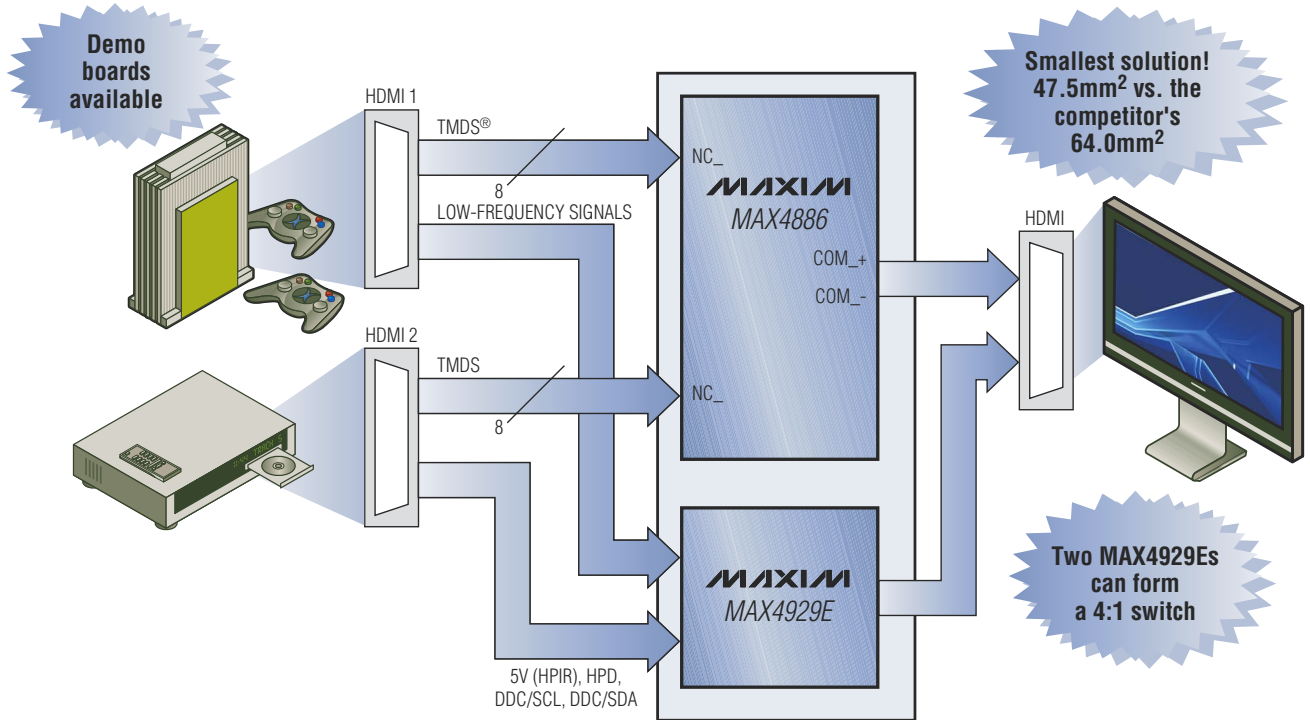
these drives in a center-tapped transformer’s primary. Overlap causes a large current spike and increased switching losses. The fact that saturated transis-

tors turn off more slowly than they turn on causes the problem. One method of preventing overlap is to provide a time delay after turning off one transistor and before turning on the other one. This method requires several extra components and must include enough delay for a worst-case scenario. This Design Idea uses cross-coupled gates to prevent one transistor from turning



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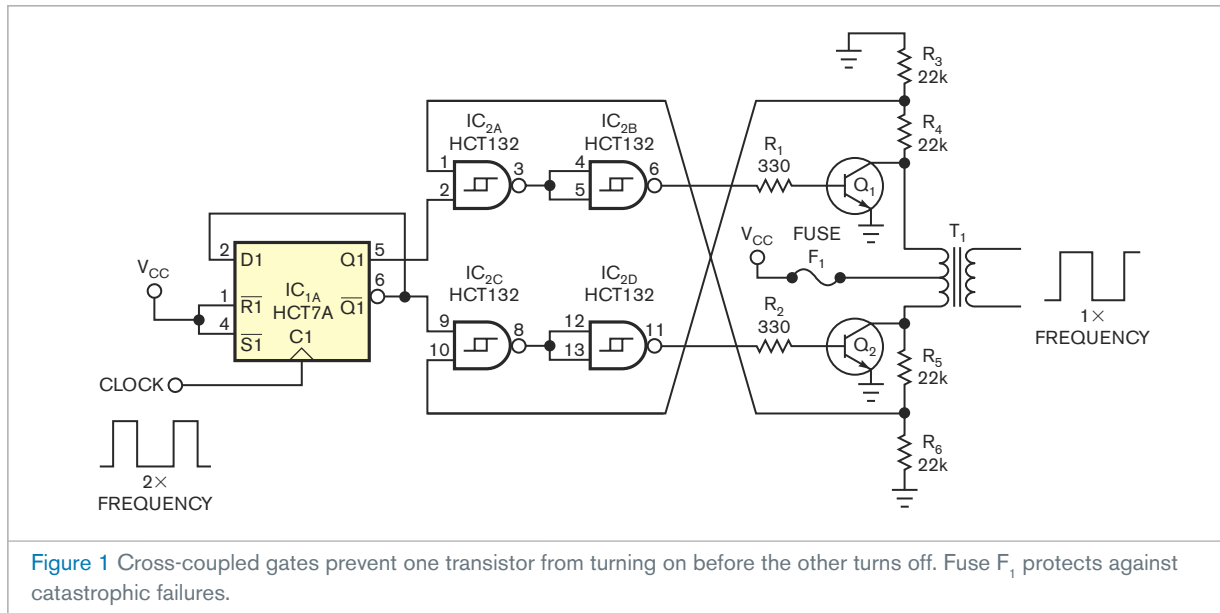


Figure 1 Cross-coupled gates prevent one transistor from turning on before the other turns off. Fuse F_1 protects against catastrophic failures.

on before the other turns off (**Figure 1**). For simplicity, the **figure** omits the depiction of bypass capacitors, snubber networks, and other components unnecessary for illustrating the method.

Gate IC_{2A} prevents Q_1 from turning on until Q_2 turns off. Likewise, gate IC_{2C} prevents Q_2 from turning on until Q_1 turns off. Gates IC_{2B} and IC_{2D} function as inverters to provide the correct

polarity to drive the switching transistors. Monitoring the transistors' collector voltages senses the turn-off of each transistor using the voltage dividers R_3/R_4 and R_5/R_6 . Because the collector voltage swings to twice the supply voltage, the voltage dividers halve the voltage. The impedance of the voltage dividers also limits the gates' input current to a safe level during overshoot.

The switching frequency is one-half the input-clock frequency. D-type flip-flop IC_{1A} divides the input-clock frequency by two and provides complementary outputs with a 50% duty cycle. The complementary outputs drive the switching transistors in an alternating sequence. The secondary of transformer T_1 provides an isolated square-wave output. **EDN**

Save valuable picoseconds using ECL-wired OR

Glen Chenier, TeeterTotterTreeStuff, Allen, TX

Often, when you are designing with high-speed ECL (emitter-coupled logic), you have too little time between clock cycles to implement logic functions using gates between flip-flops. In these cases, you can derive equivalent-logic functions using the wired-OR and flip-flop complementary inverted outputs (**references 1, 2, and 3**). You can parallel the emitter-follower outputs of ECL with a pulldown resistor to implement the OR function with almost no time-delay penalty. Complementary outputs—one inverted—provide delay-free logic inversions.

This Design Idea uses the older Mo-

torola (www.motorola.com) 10H ECL logic family, the fastest available when I was building the design (**Figure 1**). Newer ECL families are much faster, but the same wired-OR principle applies. For clarity, the **figure** omits power and 50Ω pulldown resistors. This design needed an XOR comparison between a PRBS (pseudorandom-binary-sequence) data stream and a local PRBS reference for a BER (bit-error-rate) counter running at 250 Mbps (**Figure 1a**). A problem occurred with the design, however: The clock period at 250 Mbps is 4 nsec, whereas the 10H107 XOR/XNOR gate's maximum

propagation delay is 1.7 nsec. In addition, the 10H131 flip-flop's maximum propagation delay is 1.8 nsec, and the required input-setup time is 0.7 nsec. All these delays total 4.2 nsec, which exceeds the 4-nsec clock period by 200 psec. Adding a fourth flip-flop with wired-OR outputs to replace the 10H107 XOR/XNOR solves the problem (**Figure 1d**).

The XNOR-equivalent function uses NOR, AND, and OR functions (**Figure 1b**). The circuit in **Figure 1c** separates the NOR into the equivalent OR with an output inverter and converts the AND into the equivalent OR with inverted inputs and output. Now, the circuit uses only ORs and inverters. This form is necessary for implementing the wired-OR equivalent (**Figure 1d**). In this case, the inverted-complementary outputs of the flip-flops replace the

inverters, and a parallel electrical connection between the flip-flops' outputs replaces the OR gates. **EDN**

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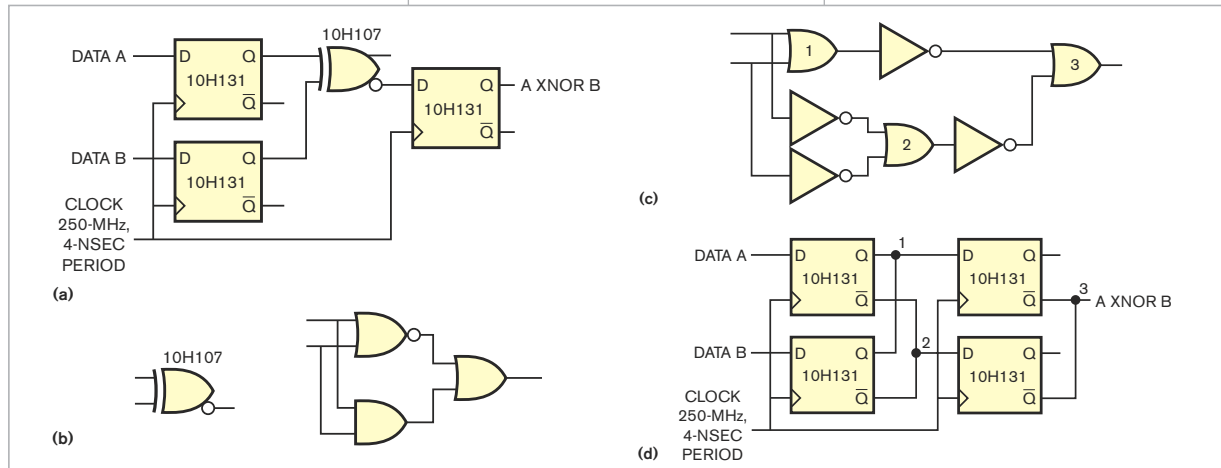


Figure 1 The XNOR comparison of inputs A and B results in too much propagation delay to guarantee setup at the final flip-flop's input (a). The equivalent XNOR circuit uses NOR, AND, and OR gates (b), and OR gates and inverters realize the XNOR function (c). You can also implement the circuit using wired ORs (d) to eliminate the interflip XNOR-gate delay and almost double the usable clocking speed.

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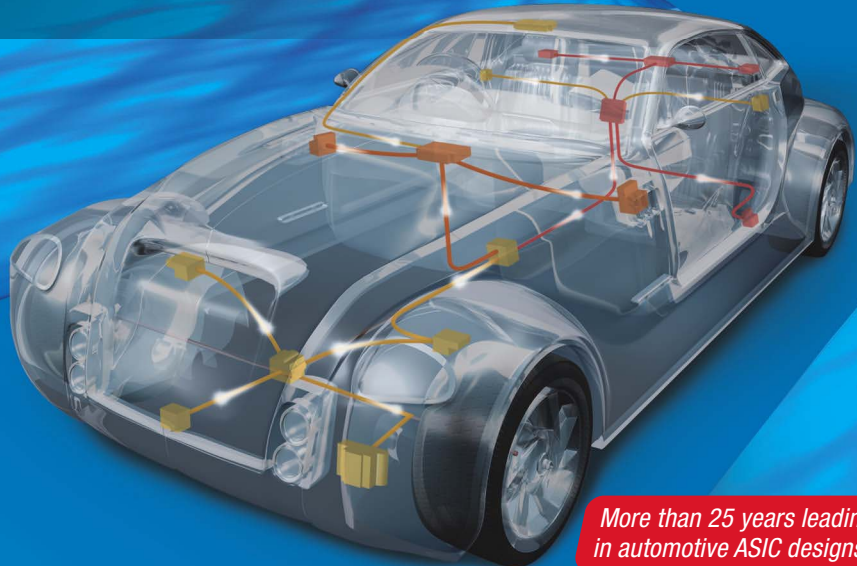
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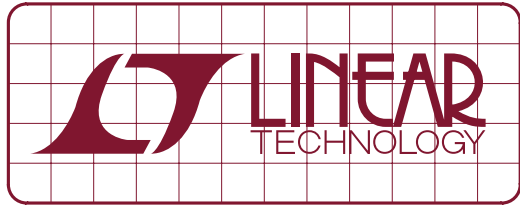


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DESIGN NOTES

Compact Triple Step-Down Regulator Offers LDO Driver and Output Tracking and Sequencing – Design Note 441

Tiger Zhou

Introduction

Typical industrial and automotive applications require multiple high current, low voltage power supplies to drive everything from disk drives to microprocessors. The LT[®]3507 triple step-down converter fits easily into these applications. It is simple and compact compared to multi-chip solutions.

The LT3507 is a single IC current mode triple step-down regulator with internal power switches and a low dropout linear regulator driver. The switching converters are capable of generating one 2.4A output and two 1.5A outputs. All three converters are synchronized to a single oscillator, with the 2.4A output running antiphase to the other two converters, thereby reducing input ripple current. Each converter has independent shutdown and soft-start circuits and generates a power good signal when its output is in regulation, simplifying both supply sequencing and the interface with microcontrollers and DSPs. Separate input pins for each regulator offer additional flexibility; regulators can be cascaded to reduce circuit size, or each regulator can draw power from a different input source.

The switching frequency is set with a single resistor between 250kHz to 2.5MHz. High switching frequency allows the use of small inductors and capacitors resulting in a very compact triple output supply. The constant switching frequency, combined with low impedance ceramic capacitors, results in low output ripple. With its wide input voltage range of 4V to 36V, the LT3507 regulates a broad array of power sources including 5V logic rails, unregulated wall transformers, lead acid batteries and distributed power supplies.

6V to 36V Input to Four Outputs—1.8V, 3.3V, 5V and 2.5V—One IC

The triple converter accommodates a 6V to 36V input voltage range and is capable of supplying up to 2.4A, 1.5A and 1.5A, respectively. The 20mA LDO driver output can drive an NPN transistor to provide a fourth low

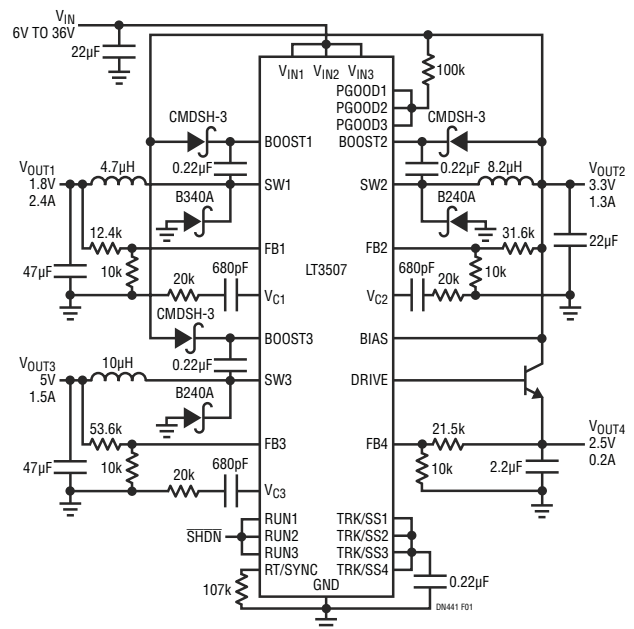


Figure 1. A 4-Output Supply Including a Low Noise LDO

noise rail. Figure 1 shows a typical application for four outputs—1.8V at 2.4A, 3.3V at 1.3A, 5.0V at 1.5A and 2.5V at 0.2A—from a 6V-36V input supply.

Low Ripple High Frequency Operation Even at High V_{IN}/V_{OUT} Ratios

High frequency operation minimizes solution size, but one obstacle to high voltage (36V), high frequency (MHz) operation of monolithic step-down regulators is the minimum on-time constraint. Due to an internal logic propagation delay, a step-down regulator must remain on for a minimum time interval for proper operation. Otherwise, the converter operates in pulse-skipping mode at high input-to-output ratios, which has the undesirable side effect of increasing output ripple. For example, the application in Figure 1 best operates at 450kHz when the input is 36V and the output is 1.8V.

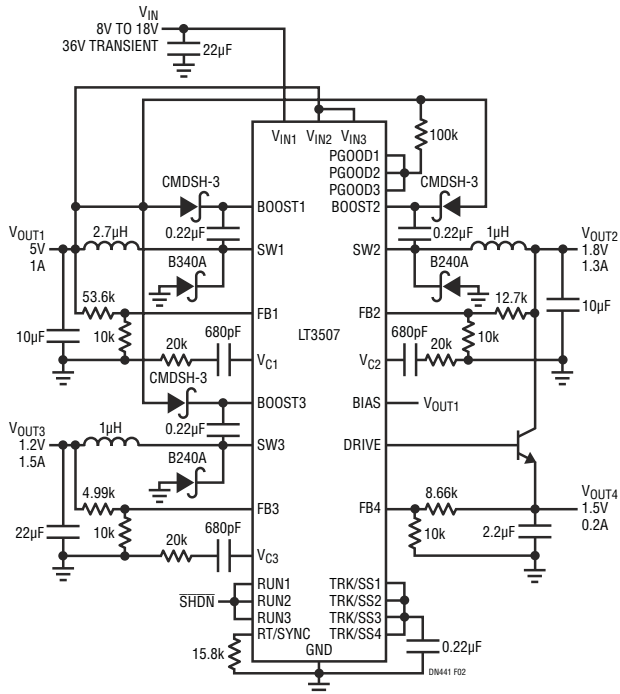


Figure 2. Cascading Supplies Maintain High Frequency Operation Even with High V_{IN}/V_{OUT} Ratios

However, the LT3507 has a built-in solution to this problem. By cascading the first converter and the other two, as shown in Figure 2, all three converters can be operated at 2MHz without pulse-skipping mode.

Input Voltage Lockout and Sequencing

The LT3507's under- and overvoltage lockouts can be programmed with external resistors. When the schematic in Figure 2 is modified as in Figure 3, the LT3507 will accept V_{IN} up to 36V but operate only when V_{IN} is between 8V to 18V. This prevents the IC from operating during unintended or fault conditions, allowing the circuit designer to reduce the size of the external components. Figure 3 also shows a simple sequencing scheme: channel 1's power good indicator is tied to the tracking pins of the other three channels. Figure 4 shows the resulting start-up sequence, with channel 1 starting first and the remaining channels tracking during their start-up. Other sequencing and tracking examples can be found in the data sheet.

Data Sheet Download

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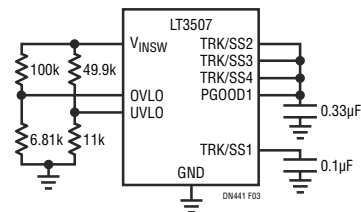


Figure 3. External Resistors Program the Input Voltage Lockout; PGOOD1 Determines Sequencing and Tracking

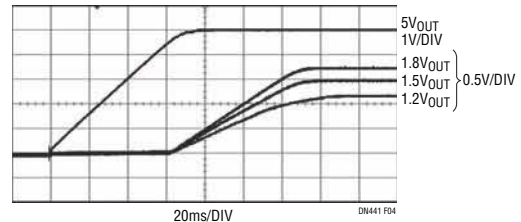


Figure 4. Channel 1 Starts First, the Others Follow and Track

An additional feature of LT3507 is the low noise LDO output. Figure 5 shows the LDO output ripple is reduced from the preregulated Channel 2 output.

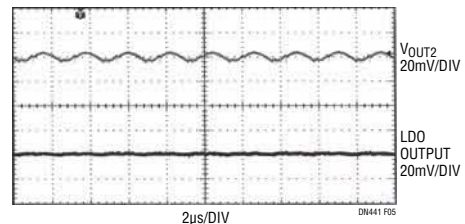


Figure 5. Low Noise LDO Output: Top Trace is Channel 2 Output, Bottom Trace is Channel 4 LDO Output

Conclusion

The LT3507 integrates three buck regulators and an LDO driver in a QFN (5mm × 7mm) package, offering a compact solution for multiple-rail systems. Separate inputs for each converter offer wide design freedom, while separate PG indicators and TRK/SS pins further extend tracking and sequencing flexibility.

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SENSORS AND TRANSUCERS



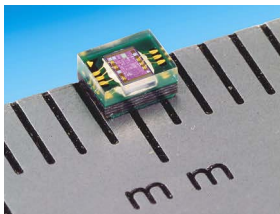
Programmable meter includes integrated diagnostics

Targeting use in analog sensors and transducers, the TDRO-10 programmable meter integrates diagnostics for input and output. Features include two-button English-language programming with a 67-msec update rate and a six-digit LED display with half-inch numbers and a 6-msec refresh rate. Measuring 3.78×1.89×1 in., the meter allows 0 to 10V standard-sensor inputs or 4 to 20 mA with overvoltage protection. One version provides a 16-bit analog output and two or four programmable PNP digital outputs with 100% scalable analog retransmission; another version is read-only with no digital output. The TDRO-10 programmable meter costs \$100.

Transducers Direct, www.transducersdirect.com

Single-chip proximity and ambient-light sensor integrates optical filters and photo diodes

The vendor's Filtron technology allows the single-chip CM3612 infrared-proximity and ambient-light sensor to mimic the brightness sensor of the human eye by detecting wavelengths in the 450- to 650-nm range. The chip features a digital lowpass filter for removing fluorescent-light flicker, a 12-bit ADC, a DSP, a temperature-compensation circuit, an



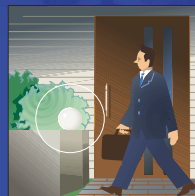
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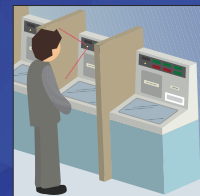
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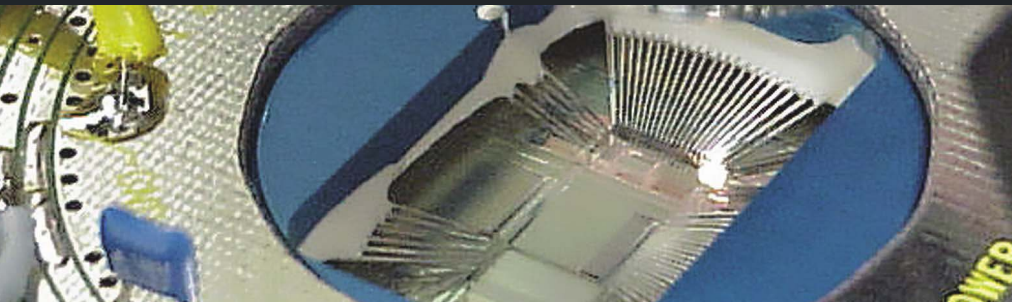
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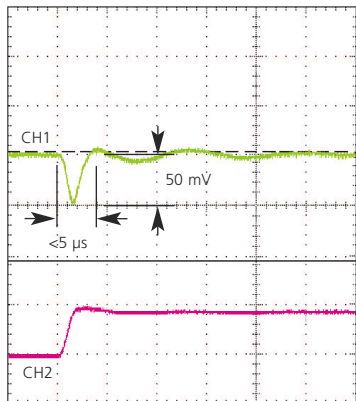
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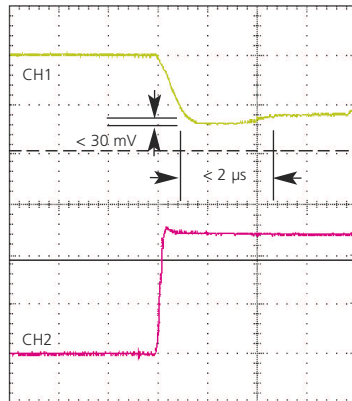
Load Step Recovery



CH1: V_{OUT} 50 mV/div Timebase: 5 μ s
CH2: I_{OUT} 50 A/div

48 V_{IN} , 1.2 V_{OUT} , 0-40 A at 10 A/ μ s
Less than 50 mV undershoot and recovery
in <5 μ s using 330 μ F ceramic C_{OUT} .

Load Line Recovery



CH1: V_{OUT} 100 mV/div Timebase: 1 μ s
CH2: I_{OUT} 40 A/div

48 V_{IN} , 1.2 V_{OUT} , 0-100 A at 600 A/ μ s
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in <2 μ s using 220 μ F ceramic C_{OUT} .

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P048F048T24AL	48	36 - 75	240	96.0
P045F048T32AL	48	38 - 55	320	97.0

VTM Model No.	V_{OUT} Nominal (V)	V_{OUT} Range (V)	Output Current (A)	Efficiency @ 50% Load (%)
V048F015T100	1.5	0.81 - 1.72	100	91.0
V048F020T080	2.0	1.08 - 2.29	80	94.2
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SENSORS AND TRANSDUCERS

oscillator, and an infrared-emitter driver. The sensor has a 2.6 to 3.7V operating voltage and a 130-mA typical current consumption. The device extends battery life using a proximity function, enabling portable products to automatically turn off screens, and an ambient-light sensor allows for automatic adjustment of screen brightness to match external-light conditions. The proximity sensor can deactivate a touchscreen, preventing dialing when in contact with a user's hand. Using an I²C interface, the sensor allows the ambient-light value to be read from a 12-bit register; the CM3601 version uses a DAC instead of the I²C interface to output the ambient-light value as an analog-output signal. Both devices use an optical bandpass filter, allowing only the 450- to 650-nm green-light band to a photo diode. Available in an OPLGA package measuring 2.35×1.8×1 mm, the CM3601 and CM3612 cost \$1.20 and \$1.50, respectively.

Capella Microsystems, www.capella-micro.com

Hall-effect sensors have user-adjustable bandwidth

↘ A user-adjustable bandwidth suits these low-noise, linear-Hall-effect sensors for high-current sensing. The A1360, A1361, and A1362 provide 0.7- to 1.4-mV/G, 1.5- to 4.5-mV/G, and 4.5- to 16-mV/G programmable sensitivity ranges, respectively. Features include 8-mV noise, a 0%/°C flat-temperature coefficient, a -40 to +150°C temperature range, and a 50-kHz typical bandwidth. The A136x has a capacitor to ground on the filter pin, allowing tuning of the device bandwidth from 50 kHz to less than 100 Hz. The sensors provide a voltage output proportional to the applied magnetic field. The quiescent output voltage is user-adjustable to 50% bidirectional or 10% unidirectional of the supply voltage. Avail-

able in the vendor's 1-mm, lead SIP-4 KT package, the A1360, A1361, and A1362 cost \$1.28 (1000) each.

Allegro MicroSystems, www.allegromicro.com

IP-based platform has WSN architecture

↘ Targeting energy management, compliance and safety enforcement, environmental monitoring, and energy-generation technologies, the PhyNet IP (Internet Protocol)-based platform uses a WSN (wireless-sensor network) architecture and requires no co-location of individual sensor networks, with the server-based functions controlling the devices. Individual sensor nodes communicate directly with the IP devices on the enterprise network, regardless of the connection medium. The platform's architecture includes a PhyNet server, a PhyNet router, and the vendor's nodes. An entry-level system costs \$7995 and includes a PhyNet server, two PhyNet routers, 10 analog IP-sensor nodes, and two IPserial nodes. The product is scalable by adding individual components.

Arch Rock Corp, www.archrock.com

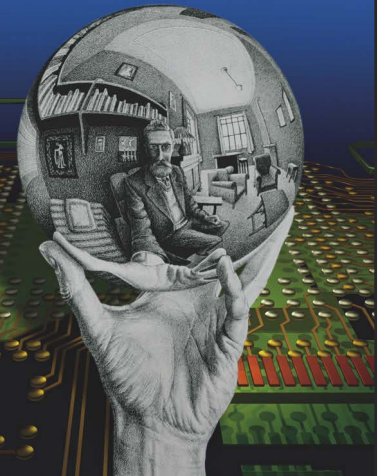
GEM thermistor provides stability over time

↘ The 55000 Series GEM (glass-encapsulated-material) thermistor has an automated assembly. The device provides a 0.012°C shift at 100°C after 10 months and a 2252Ω to 30-kΩ resistance range at 25°C. Features include ±0.1°C interchangeability over a 0 to 70° temperature range, -80 to +200°C operating-temperature range, and a hermetically sealed package. Available as 0.1C or 0.2C parts, the devices cost \$8.40 and \$6, respectively.

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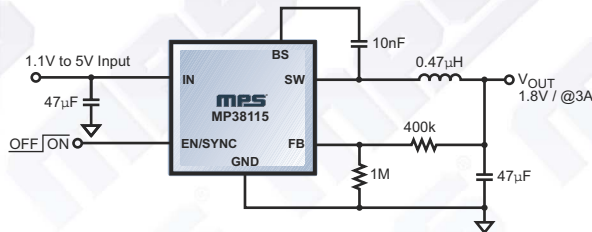
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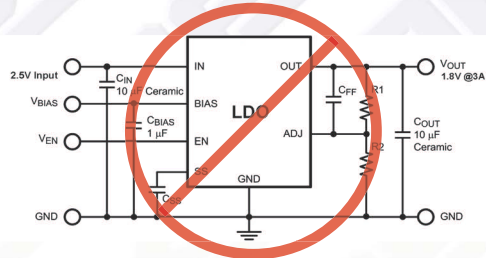


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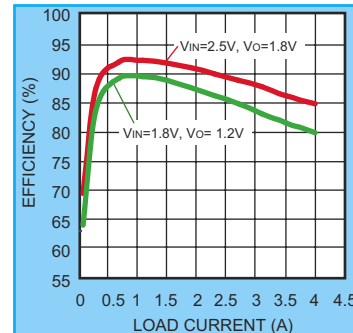


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DC to DC Converters CCFL / LED Drivers Class D Audio Amplifiers Linear ICs



productroundup

MICROPROCESSORS

FPGA family has low power consumption

▾ The 120-I/O AGLP030 Igloo Plus low-power FPGA consumes 5 μ W in a design requiring 100 I/Os. The FPGA supports independent Schmitt-trigger inputs, hot swapping, and flash-freeze bus hold. The family comes in three 1.2V devices that have 30,000 to 125,000 gates. Available in a CS201 package, the 120-I/O AGLP030 costs \$1.95.

Actel Corp, www.actel.com

ARM9 microcontroller family provides Ethernet and On-The-Go USB

▾ Based on the ARM926EJ processor, the 32-bit LPC3200 ARM9 microcontroller family combines the processor core with a vector floating point, an LCD controller, an Ethernet MAC (media-access controller), and a bus matrix. Features include an I²C, an PS, an SPI (serial-peripheral interface), UARTs, On-The-Go USB, and PWMs (pulse-width modulators). Additional features include a 10/100 Ethernet MAC and a 24-bit LCD controller supporting STN (supertwist-nematic) and TFT (thin-film-transistor) panels. Suiting DDR, SDR, SRAM, and flash-memory devices, the family provides the option of booting up from NAND flash, SPI memory, UART, or SRAM. Prices for the LPC3220, LPC3230, LPC3240, and LPC3250 devices range from \$6.95 to \$8.25 (10,000).

NXP Semiconductors, www.nxp.com

Development environment allows writing of low-level Java code

▾ The Perc Pico development environment for Wind River's VxWorks real-time operating system and

the Wind River workbench development suite allows developers to write low-level Java code for device drivers and interrupt handlers, telecommunications-control planes, and signal processors for multimedia. The environment offers a memory footprint measuring in the hundreds of kilobytes. Available for VxWorks targeting the PowerPC architecture, as well as Windows and Linux/x86 platforms, the device is portable to most processor architectures for real-time operating systems and bare-board platforms. Prices for the Perc Pico development tools start at \$25,000 for an unlimited number of developers.

Aonix, www.aonix.com

Processor companion has an integrated 32-kHz watch crystal

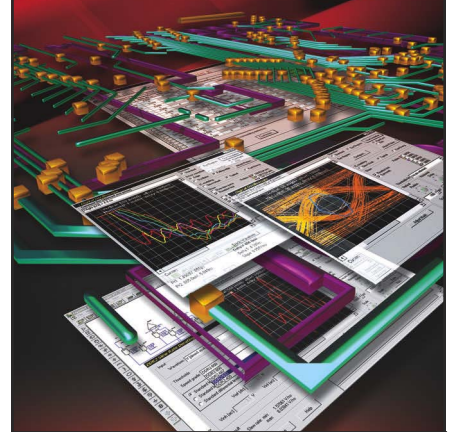
▾ The FM3135 3V processor companion combines a 64-Kbit FRAM and an enhanced RTC (real-time clock) with an alarm and programmable-frequency clock output and an integrated 32-kHz watch crystal. The processor companion uses a two-wire bus for accessing the memory and controlling the RTC. The device has a 2.7 to 3.6V operating voltage over the -40 to +85°C temperature range. Available in a SO-IC-20 package, the FM3135 processor companion costs \$3.20 (10,000).

Ramtron International Corp, www.ramtron.com

High-end debugger functions over JTAG and Nexus

▾ Targeting AVR and AVR32 microcontrollers, the AVR One high-end on-chip debugger uses AVR32 devices' four-pin JTAG port, Nexus port, and 8-bit parallel port. The debugger monitors and modifies system be-

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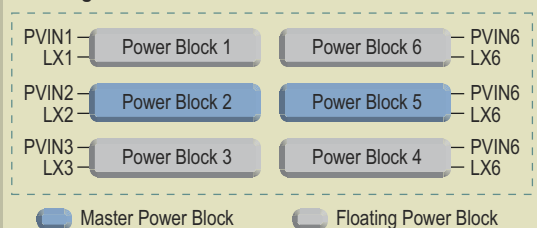
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1	0	4A	LX1, LX2, LX3, LX4	2A	LX5, LX6
0	1	5A	LX1, LX2, LX3, LX4, LX6	1A	LX5
0	0	2A	LX1, LX2, LX3, LX4, LX6	4A	LX3, LX4, LX5, LX6
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X	X	1A	LX2	5A	LX1, LX3, LX4, LX5, LX6

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productroundup

MICROPROCESSORS

havior throughout the microcontroller without interrupting or affecting the timing of the program running on the microcontroller. The debugger captures real-time-trace data and reconstructs the steps the processor takes using a 2-Gbyte data buffer. The AVR322 Studio project manager and debugger front-end Version 2 supports the AVR One. The AVR One costs \$599.

Atmel Corp, www.atmel.com

16-bit microcontrollers integrate a capacitive-touch peripheral

➡ Adding to the vendor's 16-bit PIC-24F microcontroller family, the nine devices in the PIC24FJ256GA1 product line provide a 2.6-mA standby

current, 256-kbyte flash memory, and 16-kbyte RAM. The royalty-free Touch Sensing Solution software-development kit and the CTMU (charge-time-measurement-unit) peripheral allow designers to add a capacitive-touch user interface requiring no external components. Peripherals include four UARTs, three SPIs (serial-peripheral interfaces), and three I²C ports. Additional features include 23 independent timers and the peripheral-pin-select pin-mapping function. Available in TQFP-64, -80, and -100 packages and in commercial- and extended-temperature ranges, the PIC-24FJ256GA1 microcontroller family costs \$3.39 (10,000). Owners of the Explorer 16 development board can buy a \$25 plug-in module.

Microchip Technology, www.microchip.com

COMPUTERS AND PERIPHERALS

1000W power supply aims at gaming systems

➡ The HX1000W power-supply unit claims a 1000W output at 50°C. Suiting multicore processors and graphics-processing systems, the supply provides an independent dual-12-rail design and a 140-mm temperature-controlled fan. Also known as the CMPSU-1000W, the HX1000W power-supply unit costs \$279.99.

Corsair, www.corsair.com

Five 17- and 19-in. LCDs claim an improved brightness

➡ Replacing the vendor's AccuSync 2 Series LCD family, the AccuSync 3 Series product family includes the 17-in. ASLCD73VX, ASLCD73-VX-BK, and the multimedia ASLCD73-VXM-BK displays, as well as the 19-in.

ASLCD93VX-BK and the multimedia ASLCD73VXM-BK displays. The displays have 700-to-1 and 800-to-1 contrast ratios for the 17- and 19-in. models, respectively. Features include 300-cd/m² brightness, 1280×1024-pixel native-resolution, 5-msec Rapid-Response technology, and dual-input technology. The multimedia displays also feature built-in speakers. The 17-in. ASLCD73VX and ASLCD73VX-BK cost \$224.99, and the ASLCD73VXM-BK costs \$239.99. The 19-in. ASLCD93VX-BK and ASLCD-93VXM-BK cost \$254.99 and \$274.99, respectively.

NEC Display Solutions, www.necdisplay.com

Universal adapter aims at 2.5- or 3.5-in. IDE or SATA hard drives

➡ The DriveWire universal hard-drive adapter provides a USB

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productroundup

COMPUTERS AND PERIPHERALS

connection to 2.5- or 3.5-in. IDE (integrated-drive-electronics) or SATA (serial-advanced-technology-attachment) drives. The adapter comes with the vendor's upgrade suite, featuring EZ Gig II cloning and imaging software for Windows and Shirt Pocket's SuperDuper for Macs. Features include three hard-drive connections, a SATA connector, a 44-pin connector for 2.5-in. notebook IDE/PATA (parallel-ATA) drives, and a 40-pin connector for 3.5-in. desktop IDE/PATA hard drives. The DriveWire adapter costs \$39.99 and has a one-year limited warranty.

Apricorn, www.apricorn.com

Graphics card has 512 Mbytes of GDDR3 frame-buffer memory

↘ The Verto GeForce 9600 GT graphics card features a 512-Mbyte

GDDR3 frame-buffer memory and a 650-MHz core clock. Supporting Microsoft's DirectX 10 shader model 4.0, the card also provides a 57.6-Gbps memory bandwidth and a texture-fill rate of 20.8 billion/sec. The device suits PCIe (PCI Express)-bus architecture and supports NVideo SLI technology. The Verto GeForce 9600 GT graphics card costs \$199.99.

PNY Technologies, www.pny.com

PC chassis provides three cold-air intakes

↘ With an aluminum construction, a piano-black finish, and an integrated handle, the GT3 PC chassis supports full-sized ATX (advanced-technology-extended) motherboards and full-height, double-slot graphics cards. The device provides three cold-air intakes for the processor and memory, add-in cards, and power supply. The 370W

ATX 2.01 power supply is certified for all GT3 configurations. The GT3 PC chassis costs \$99.

GTR Tech Corp, www.gtrtechcorp.com

ExpressCard replaces reader-only version

↘ The 21-in-1 multimedia-memory-card Reader and Writer aims at Express Card/34 and ExpressCard/54 slots. The device replaces the vendor's reader-only version at the same price. The ExpressCard/34 costs \$29.95.

Sonnet Technology, www.sonnettech.com

Desktop board allows for eight-core processing

↘ Supporting multicard-graphics devices from ATI and Nvidia, the dual-socket QX9775 Core 2 Extreme processor supports two quad-core processors, providing an eight-core platform. Each processor provides 12 Mbytes of L2 cache, a 1600-MHz system bus, and four 3.2-GHz cores. The QX9775 Core 2 Extreme costs \$1499, and the vendor's D5400XS desktop board costs \$649.

Intel Corp, www.intel.com

RAID-controller family provides as many as 28 ports

↘ Using the Intel IOP348 I/O processor, the vendor's Series 5 family improves its RAID (redundant-array-of-inexpensive-disks)-controller technology by providing connectivity for as many as 28 internal and external ports. The Intel IOP348 processor delivers a 1.2-GHz core speed. The device includes four- and eight-internal-port devices and an eight-external-port device. The family also includes eight-, 16-, 20-, and 28-port devices with four external ports and four, 12, 16, and 24 internal ports. Prices for the RAID controllers range from \$425 to \$1595, depending on the number of ports.

Adaptec, www.adaptec.com

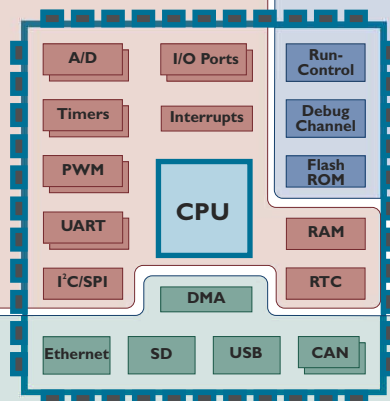
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Company	Page	Company	Page
Actel Corp	6	Maxim Integrated Products	69, 71
Agilent Technologies	29, 39	Melexis Inc	75
Analog Devices Inc	23, 25	Mentor Graphics	79
	16-A-H		81, 83
Ansoft Corp	48	Micrel Semiconductor	14
austriamicrosystems AG	72	Microsoft Corp	10, 11
Avnet Electronics Marketing	76	Monolithic Power Systems	80
Bias Power LLC	85	Mouser Electronics	8
Bokers Inc	85	National Instruments	4, 15
Bourns Inc	3	NewarkInOne	27
Coilcraft	13	Numonyx	C-3
CUI Inc	60	Panasonic Electric Works	77
Cypress Semiconductor	C-4	Pico Electronics	36, 46
Design Automation Conference	16	Rabbit Semiconductor	38
Digi-Key Corp	1	Samtec USA	59
EMA Design Automation	45	Simlab Software GmbH	47
Express PCB	62	Tern	85
Freescale Semiconductor	31	Texas Instruments	19, 21
Infineon Technologies AG	52		37, 43
Intersil	35		32-A-B
	54, 82	That Corp	62
Jameco Electronics	2	Toshiba America	32
Keil Software	84	Vicor	53, 78
Lambda Americas	61	Vision Components	51
LeCroy Corp	C-2		
Linear Technology Corp	63		
	64, 67		
	73, 74		

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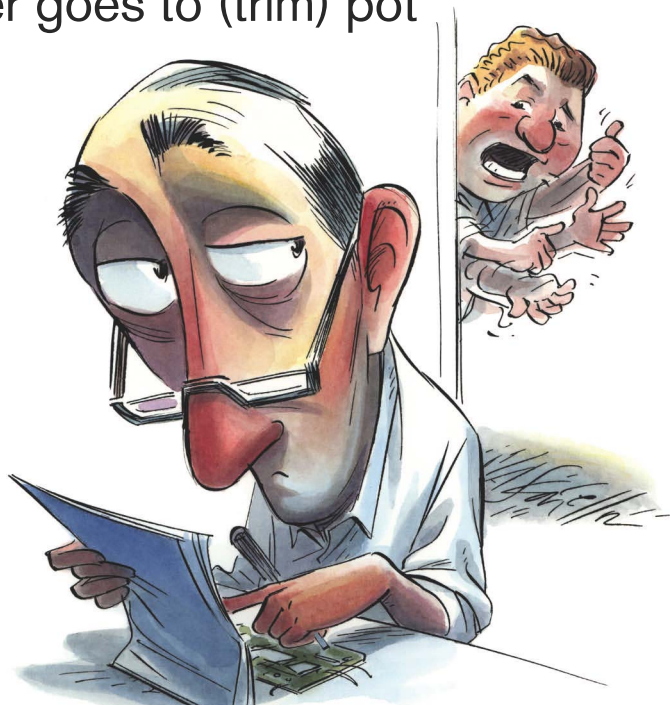
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Laser goes to (trim) pot



We had finished final tests on a transponder whose function was to take in a SONET (synchronous-optical-network) data stream at a 1310-nm wavelength and retransmit the data at 1550 nm for use in bidirectional coarse-wave-length-division multiplexing on a single optical fiber. The product had to withstand environmental ambient-temperature variations of -40 to $+65^{\circ}\text{C}$ and did not have the power budget to allow laser heating or cooling to a constant temperature. We installed various 1550-nm-laser types on the basic PCB (printed-circuit board) for the power and distance options. When cold, a laser requires small current drive. When hot, the laser requires the current drive to rise to maintain lasing threshold and sufficient modulation depth. Turning the laser completely off during modulation minimums would cause a start-up delay that would shorten the next pulse width. Thus, we had to keep the laser alive at all times with at least 10 dB between minimum threshold and maximum pulse-power levels.

We used a self-training technique that placed one-board-fits-all production units with their various laser types

into an environmental chamber, where we ramped the temperature from -40 to $+65^{\circ}\text{C}$. During training, the control processor used analog-to-digital conversion and EEPROM data storage to record the individual laser's temperature-dependent drive requirements at all operational temperatures.

A feedback loop from the laser's rear-facet photodiode controlled the laser's average power as set by a mechanical trim pot and followed temperature variations to maintain constant average optical power. The ADC and processor monitored this average current as an indirect temperature measurement; the processor also used a DAC to search for the required laser current for a 10-dB power increase at each temperature. The resulting training data was stored in an EEPROM and retrieved during

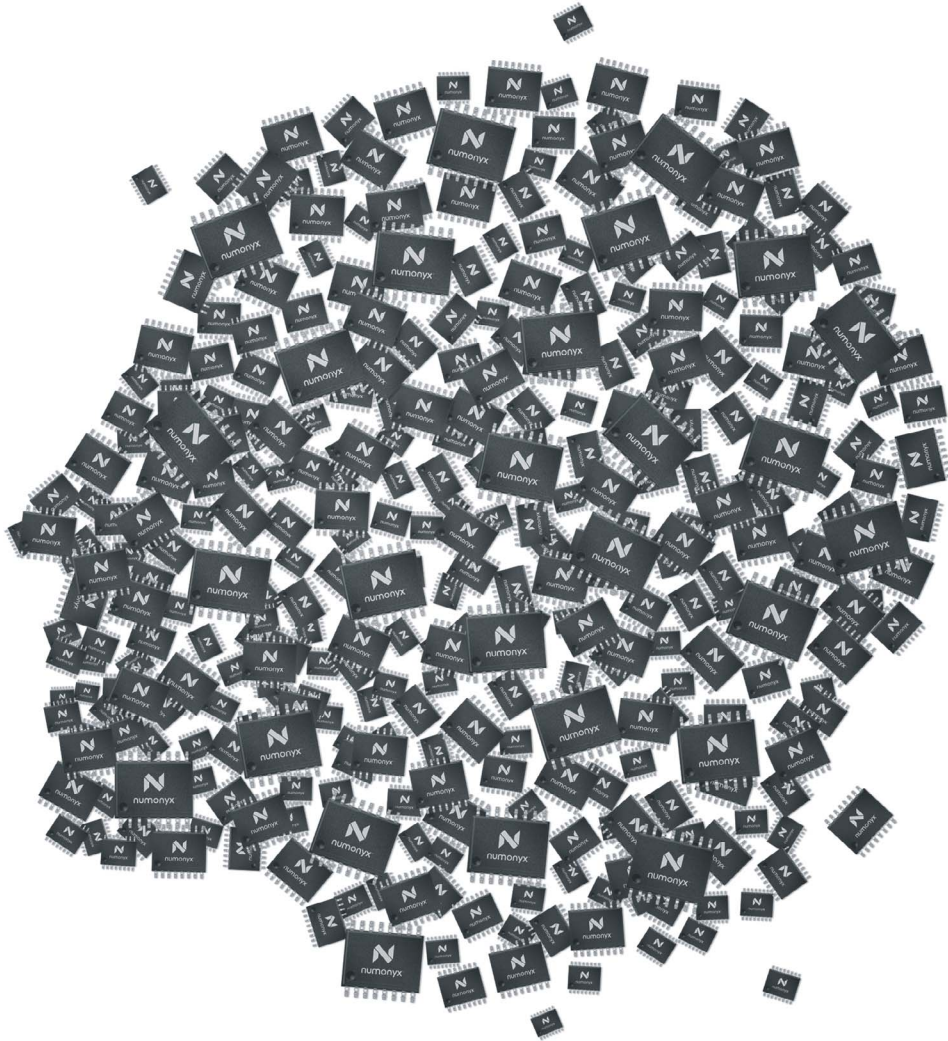
normal operation, again using the ADC and DAC functions.

During the initial lab tests of a 1-mW laser, I noticed that the trim-pot setting was close to the end of its range, and the resulting coarse mechanical response was difficult to adjust. I changed the trim pot from the 10 k Ω for the low-power lasers to 1 k Ω for the high-power laser. This change placed the trim-pot wiper close to the center of its range for easier adjustment.

A customer later wanted a sample of the high-power, long-reach version, so our production technician took a pretested, low-power unit from stock, swapped out the laser, and tweaked the trim pot for 0 dBm, as required. He did not swap out the original 10-k Ω trim pot. During the training-temperature ramp, all looked good until the temperature reached about -5°C . Then, the laser power became erratic, and we had to quickly find and fix the problem. We first replaced the laser to no avail. In the third trial temperature ramp, the laser power had not yet started bouncing up and down when I suddenly remembered the 10-k Ω trim pot and its coarse-setting difficulty. Sure enough, the trim pot was still the 10-k Ω value set close to the end of its range and in this position was mechanically sensitive to temperature variations. I changed the trim pot to 1 k Ω , retweaked for 0 dBm near the thermally benign wiper center, and restarted the training-temperature ramp. This time, there were no erratic power fluctuations, and the recorded modulation level data was nicely monotonic.

The incident resulted in a procedure for better written communication. A "traveler" sheet containing the unit's history already accompanied each production unit. All we had to do was place a note on the sheet stating that, if you replaced the standard laser with a high-power one, you needed to change the trim pot, too. **EDN**

You can reach design consultant Glen Chenier at glen@teetertottertreestuff.com. Share your Tales from the Cube and receive \$200. Contact edn.editor@reedbusiness.com.



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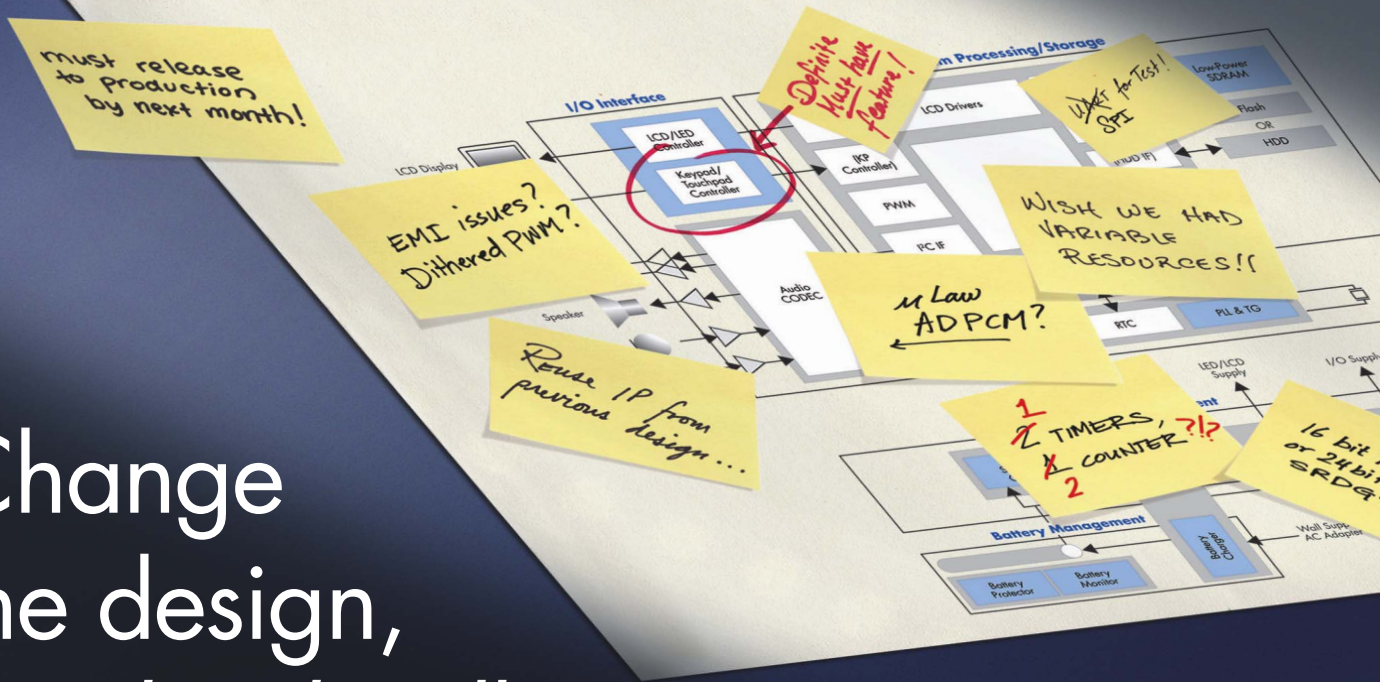
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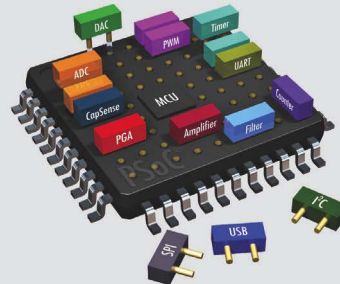
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