

ADC – Analogue to Digital Conversion

- 13 pins support ADC operations
- ANn
- AN2 and AN3 may be used to provide reference voltages V_{REF-} and V_{REF+} for ADC. Can't be then used for ADC.

DIO – 1 bit (2^1 values) voltmeter

1 – 5 V

0 – 0 V

ADC – 10 bit (2^{10} values) voltmeter

1023 – 5 V

1022

•
•
•

1

0 – 0 V

- What will 3.125 V be?
- What voltage is 632?
- ADC is digital or grainy
- Voltages are continuous or smooth
- Conversions will always be imprecise
- Digital values are bins. If voltage falls in a bin, assign that number.

- How big is each bin?

$$\frac{5V - 0V}{2^{10}} = 0.00488V$$

- Which bin would have 2.272 V?

$$\frac{2.272 V}{5V - 0V} \times 2^{10} = 465$$

- What voltages lie in bin 762?

$$0 = [0 \leftrightarrow 0.00488 V]$$

$$1 = [0.00488 V \leftrightarrow 0.00976 V]$$

$$\vdots = \vdots$$

$$b = [b \times 0.00488 V \leftrightarrow (b + 1) \times 0.00488 V]$$

$$\therefore 762 = [3.7201 V \leftrightarrow 3.7256 V]$$

- We ordinarily don't know V_{input} , so we should assign voltage to middle of bin and then precision is half the bin size

$$V = \left(b + \frac{1}{2} \right) \times \frac{(5V - 0V)}{2^n} \pm \frac{1}{2} \frac{(5V - 0V)}{2^n}$$

$$\therefore .762 \leftrightarrow V = 3.7231 \pm 0.0024V$$

- **Warning** Don't try to find b from known V using this formula, we find b by simply dividing V by bin size

$$b = V \div \frac{(5V - 0V)}{2^n}$$

$$b = \frac{2.272 V}{5V - 0V} \times 2^{10} = 465.31 = 465$$

Check:

$$\begin{aligned} V &= \left(465 + \frac{1}{2} \right) \times \frac{(5V - 0V)}{2^{10}} \pm \frac{1}{2} \frac{(5V - 0V)}{2^{10}} \\ &= 2.2729 \pm 0.0024 \end{aligned}$$

Bin	Voltage (V)
178	
0b10 1010 1111	
0x1FA	
	1.7152
	4.6850
	-1.0037
	5.7214

We have used 0V to 5 V as the range of the ADC conversions. We actually have some control over the range.

Suppose we use 1.2 V to 4.0 V instead. What is the bin size? Convert the following.

1000	
22	
418	
	1.5121 V
	3.1780 V
	2.2222 V

Suppose we use 8-bit ADC instead on a range of 0 V to 5.0 V. What is the bin size? Convert the following.

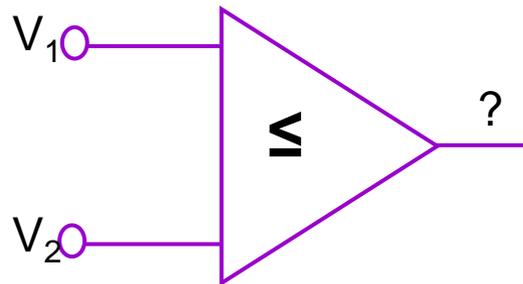
52	
112	
41	
	2.773 V
	4.245 V
	1.222 V

How ADC Works (Simplified)

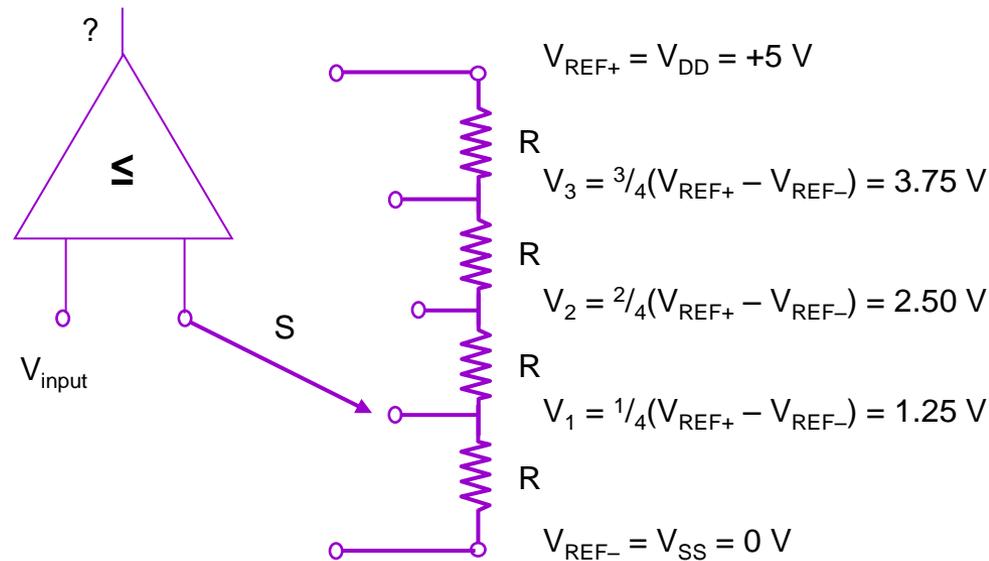
- Two elements
 - Comparator
 - Voltages to compare to (use a voltage divider)
- Algorithm (simple example is Method of Successive Approximation or the High-Low Game Strategy)

Comparator

- V_1 is input and V_2 is reference.
- Output is 0 ($V_1 < V_2$) or 1 ($V_1 \geq V_2$)

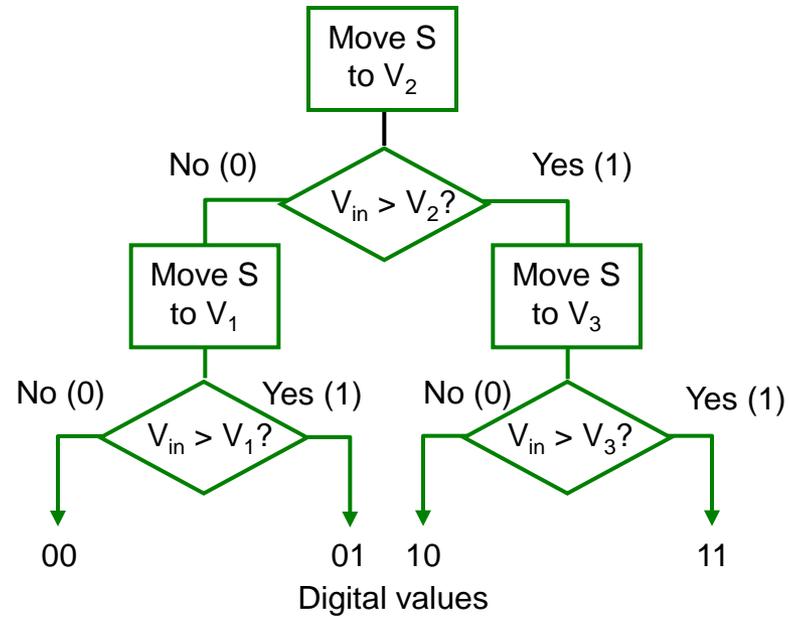


Voltage Divider to Compare to

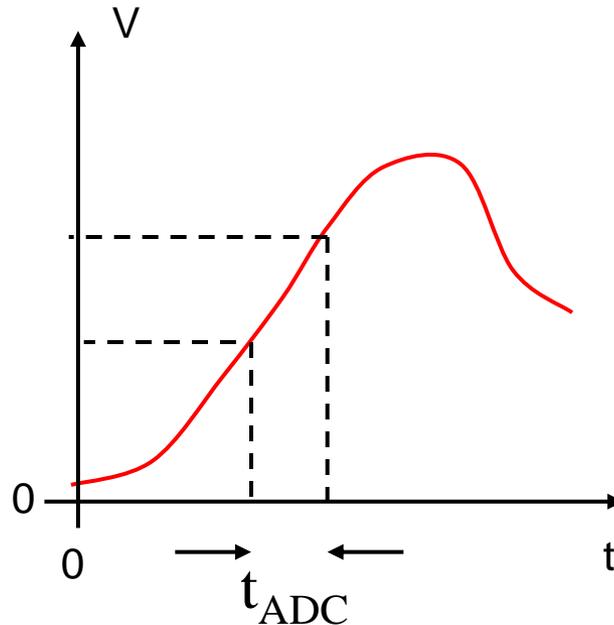


- 2 bit – 2^2 resistors; 2^n bit – 2^n resistors

Algorithm



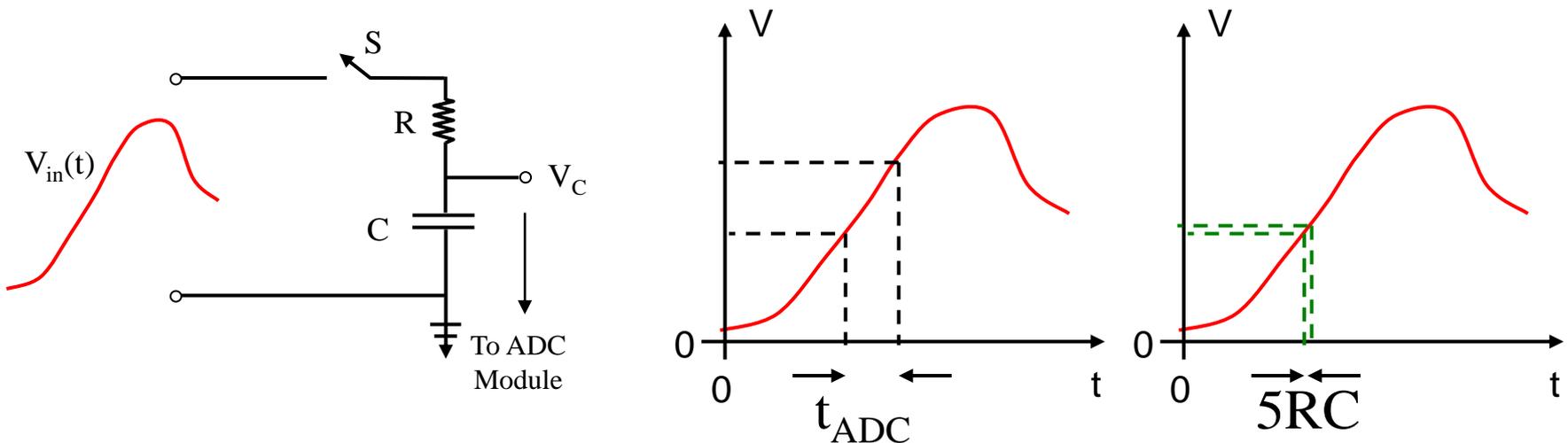
Acquisition time



- Varying voltage signals
- Cannot accurately do comparison

Sample and Hold Circuit

- Have an RC circuit with small value of RC (time constant).
- Will fully charge C in 5 to 10 RC.
- Want $RC \ll t_{ADC}$.
- Also want RC to be small that ΔV is small



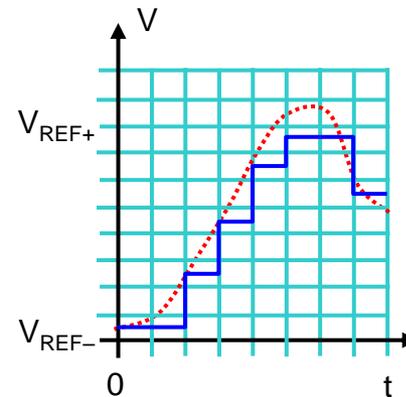
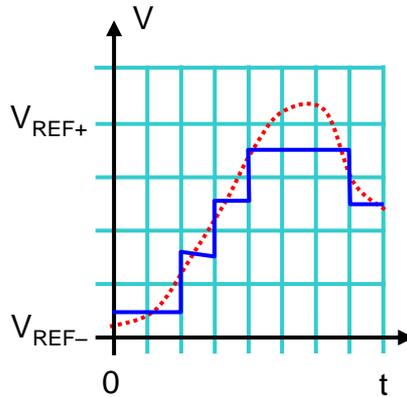
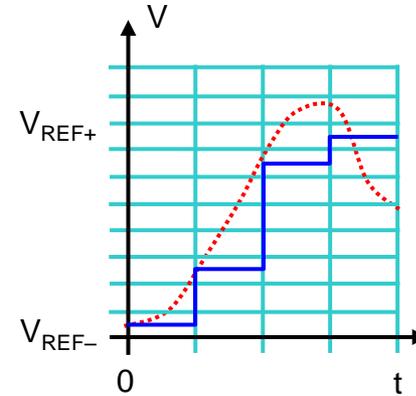
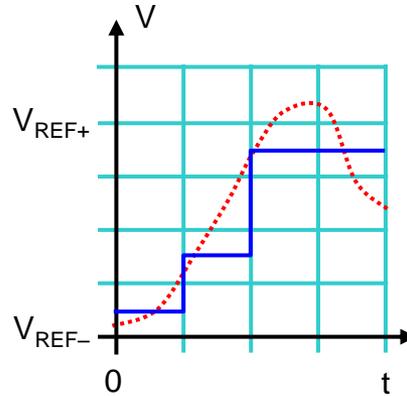
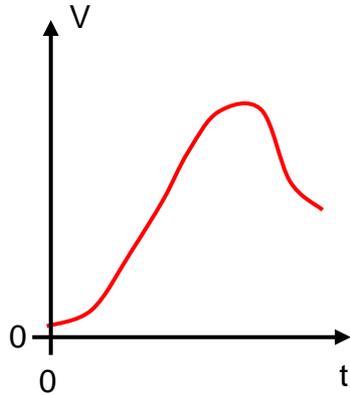
According to the datasheet on p. 227, $C = 25$ pF and R (actually the series sum of the R , the input resistance, and the switch resistance) is about $4 \text{ k}\Omega$. What is τ ? How long does it take to fully charge the capacitor (i.e. to more than 99%)?

$$\tau = RC = 4000 \times 25 \times 10^{-12} = 1 \times 10^{-7} \text{ s} = 0.1 \text{ }\mu\text{s}$$

So

$$t_{99} = 5RC = 0.5 \text{ }\mu\text{s}$$

- Higher precision (more bits) takes more comparisons and more time. Tradoff.



Software

```
#include <xc.h>
```

```
OpenADC(unsigned char config, unsigned char config2,  
         unsigned char portconfig )
```

```
SetChanADC(unsigned char channel) // which input pin  
                                     // ANn to use
```

```
ConvertADC() // start conversion
```

```
BusyADC() // = 1 if working, = 0 if finished
```

```
ReadADC() // returns 10-bit ADC result
```

```
CloseADC() // finish
```

channel in SetChanADC()

- Parameter can have value `ADC_CHn` where n is 0 to 12 and refers to pin ANn.
- Note that while many pins can be ADC inputs, you can only read voltage from one pin at a time.
- Cannot be run simultaneously.

portconfig in OpenADC()

- Value 0 to 15
- Configures sets of pins as Ann
- Only certain sets available

port config	ANn												
	12	11	10	9	8	7	6	5	4	3	2	1	0
0	A	A	A	A	A	A	A	A	A	A	A	A	A
1	A	A	A	A	A	A	A	A	A	A	A	A	A
2	A	A	A	A	A	A	A	A	A	A	A	A	A
3	D	A	A	A	A	A	A	A	A	A	A	A	A
4	D	D	A	A	A	A	A	A	A	A	A	A	A
5	D	D	D	A	A	A	A	A	A	A	A	A	A
6	D	D	D	D	A	A	A	A	A	A	A	A	A
7	D	D	D	D	D	A	A	A	A	A	A	A	A
8	D	D	D	D	D	D	A	A	A	A	A	A	A
9	D	D	D	D	D	D	D	A	A	A	A	A	A
10	D	D	D	D	D	D	D	D	A	A	A	A	A
11	D	D	D	D	D	D	D	D	D	A	A	A	A
12	D	D	D	D	D	D	D	D	D	D	A	A	A
13	D	D	D	D	D	D	D	D	D	D	D	A	A
14	D	D	D	D	D	D	D	D	D	D	D	D	A
15	D	D	D	D	D	D	D	D	D	D	D	D	D

D – Digital A – Analogue Input (ADC)

config2 in OpenADC()

3 choices

- `ADC_INT_ON` or `ADC_INT_OFF` ✓
- `ADC_CHn`, n = 0 to 12, default ADC channel/pin
- `ADC_VREFPLUS_VDD`, ✓ (use VDD)
`ADC_VREFMINUS_VSS`, ✓ (use VSS)
`ADC_VREFPLUS_EXT`, (+ Ref is Pin 5/AN3)
`ADC_VREFMINUS_EXT` (– Ref is Pin 4/AN2)

config in OpenADC()

3 choices

- **ADC_LEFT_JUST** or **ADC_RIGHT_JUST** ✓
- **ADC_FOSC_n**, n = 2, 4, 8, 16, or 32
allow time for AD conversion to complete
 $T_{AD} = n \times T_{OSC}$
- **ADC_n_TAD**, n = 0, 2, 4, 6, 12, 16, or 20
allow time for capacitor to fully charge
 $T_{CAP} = n \times T_{AD}$

Choosing ADC_FOSC_N

- Measured in units called T_{AD}
- Need 1 T_{AD} + 1 T_{AD}/bit = 11 T_{AD} per conversion.
- T_{ADmin} is fixed ~ 0.7 μs (from ref. sheet)
- We have limited choices for T_{AD}
- $T_{AD} = \text{ADC_FOSC_N} * T_{OSC} \geq 0.7 \mu\text{s}$
- Or $T_{AD} = \text{ADC_FOSC_N} / \text{fosc}$
- Or $\text{ADC_FOSC_N} \geq 0.7 \text{ fOSC}$ (fOSC in MHz)

fosc (MHz)	Minimum ADC_FOSC_N	T_{AD}
32	32	1 μ s
16	16	1 μ s
8	8	1 μ s
4	4	1 μ s
≤ 2	2	1 μ s

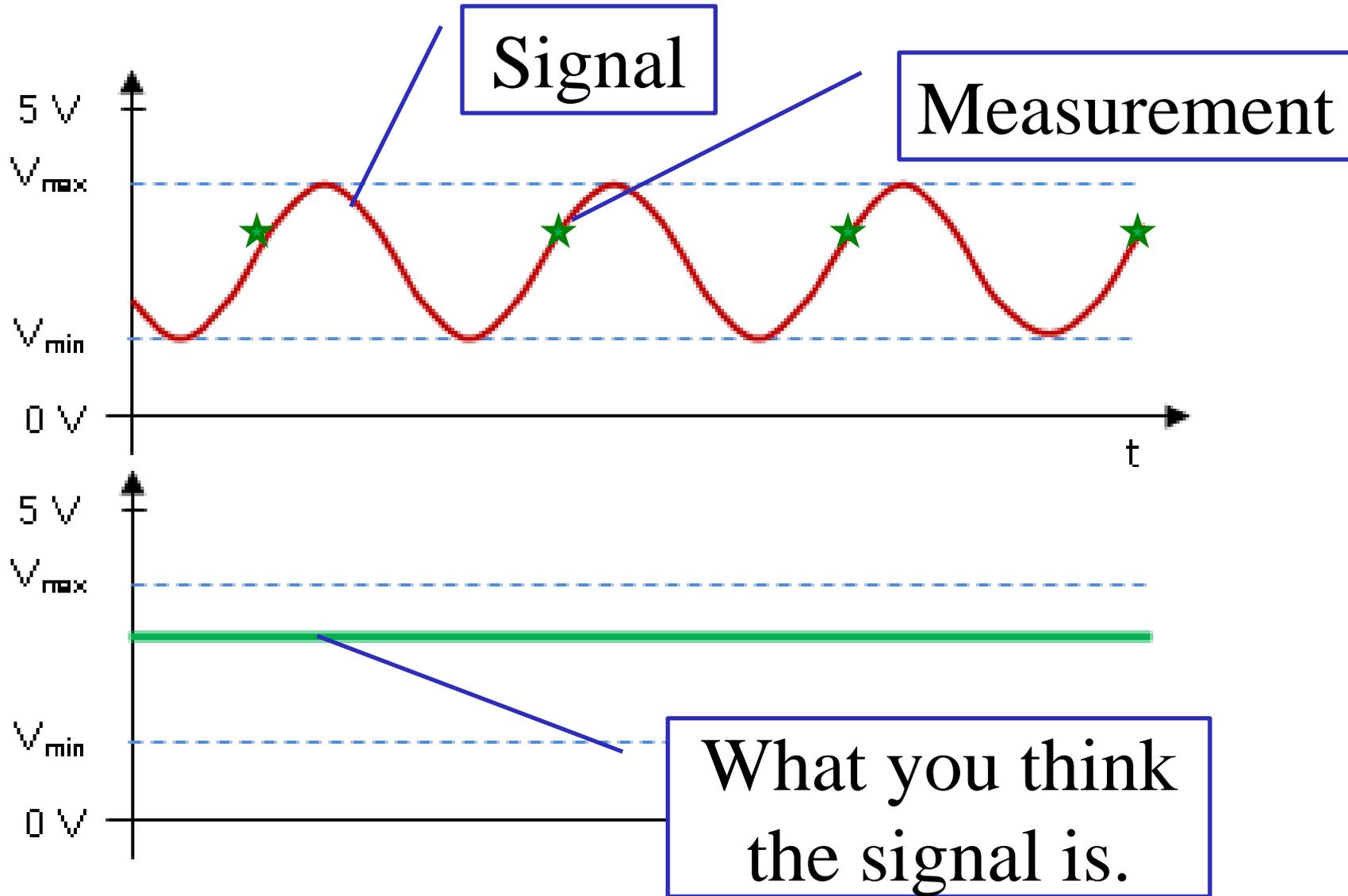
Choosing ADC_N_TAD

- TCAP_{min} is fixed $\sim 1.4 \mu\text{s}$ (from ref. sheet)
- $\text{TCAP} = \text{ADC_N_TAD} * \text{TAD} \geq 1.4 \mu\text{s}$
- If we used previous table to choose ADC_FOSC_N, $\text{TAD} = 1 \mu\text{s}$
- ADC_2_TAD best choice, $\text{TCAP} = 2 \text{TAD}$

Sampling Rate

- If we pick the smallest ADC_FOSC_N and ADC_N_TAD for our fosc, $T_{AD} = 1 \mu s$
- Thus it takes $(11 + 2) T_{AD}$ for each ADC measurement, $13 \mu s$
- Sampling Rate = $1 / 13 \mu s = 0.077 \text{ MHz} = 77 \text{ KHz}$
- Signal should be several times slower if you want to reproduce the signal

Too Slow Sampling Rate



```
#include <xc.h>
```

```
#include "osc.h"
```

```
int main (void)
```

```
{  
    int firstADCvalue, secondADCvalue;  
    set_osc_32MHz(); // change the internal oscillator frequency  
    // Configure pins AN0 and AN1 only for ADC operation using  
    // VDD and VSS as the references. The digital value is right  
    // justified. The other values are default settings  
    OpenADC( ADC_FOSC_32 & ADC_2_TAD & ADC_RIGHT_JUST,  
            ADC_CH0 & ADC_VREFPLUS_VDD & ADC_VREFMINUS_VSS, 13);  
    Delay10TCYx(5); // Delay for 50TCY to stabilize  
    while(1)  
    {  
        SetChanADC(ADC_CH0); // Next read from pin AN0  
        ConvertADC(); // Start ADC operation  
        while( BusyADC() ); // Wait for completion  
        firstADCvalue = ReadADC(); // Read result  
        SetChanADC(ADC_CH1); // Next read from pin AN1  
        ConvertADC(); // Start ADC operation  
        while( BusyADC() ); // Wait for completion  
        secondADCvalue = ReadADC(); // Read result  
    }  
}
```

What is the sampling rate based on the following snippet?

```
set_osc_16MHz();  
OpenADC( ADC_FOSC_64 & ADC_4_TAD ...);
```

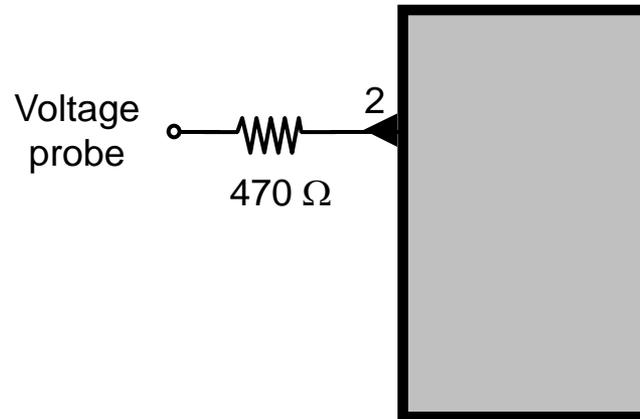
$$T_{AD} = 64 / 16 \text{ MHz} = 4 \mu\text{s}$$

$$T_{CONV} = (11 + 4) T_{AD} = 60 \mu\text{s}$$

$$f_{ADC} = 1 / 60 \mu\text{s} = 16.7 \text{ KHz}$$

ADC Probe Wiring

- Must buffer input pin so current is not too large.



Transducers

- Transducers are sensors that convert a physical parameter such as Temperature, pH, light intensity, etc into an electronic signal.
- An electronic signal is a change in resistance, current, or voltage.
- Signal to parameter (say V vs T for a temperature probe) may not be linear.
- May need reference points to calibrate signal, e.g. 0°C or 100°C .