

ECE3411 – Fall 2015

Lecture 5a.

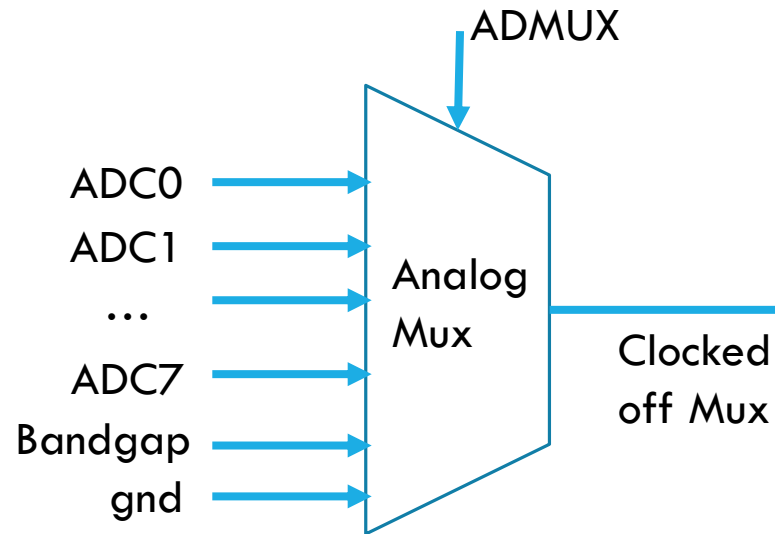
ADC: Analog to Digital Conversion

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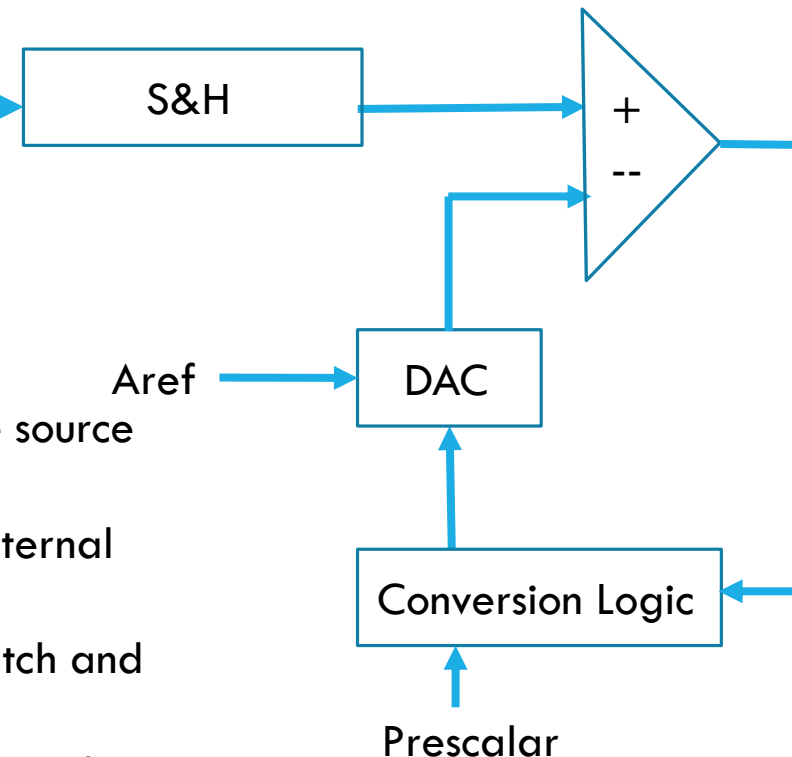
UConn



Diagram



To sample, switch connects a capacitor to the output of a buffer amplifier, which charges or discharges the capacitor. This makes voltage across the capacitor proportional to the input voltage. To hold, the switch disconnects.



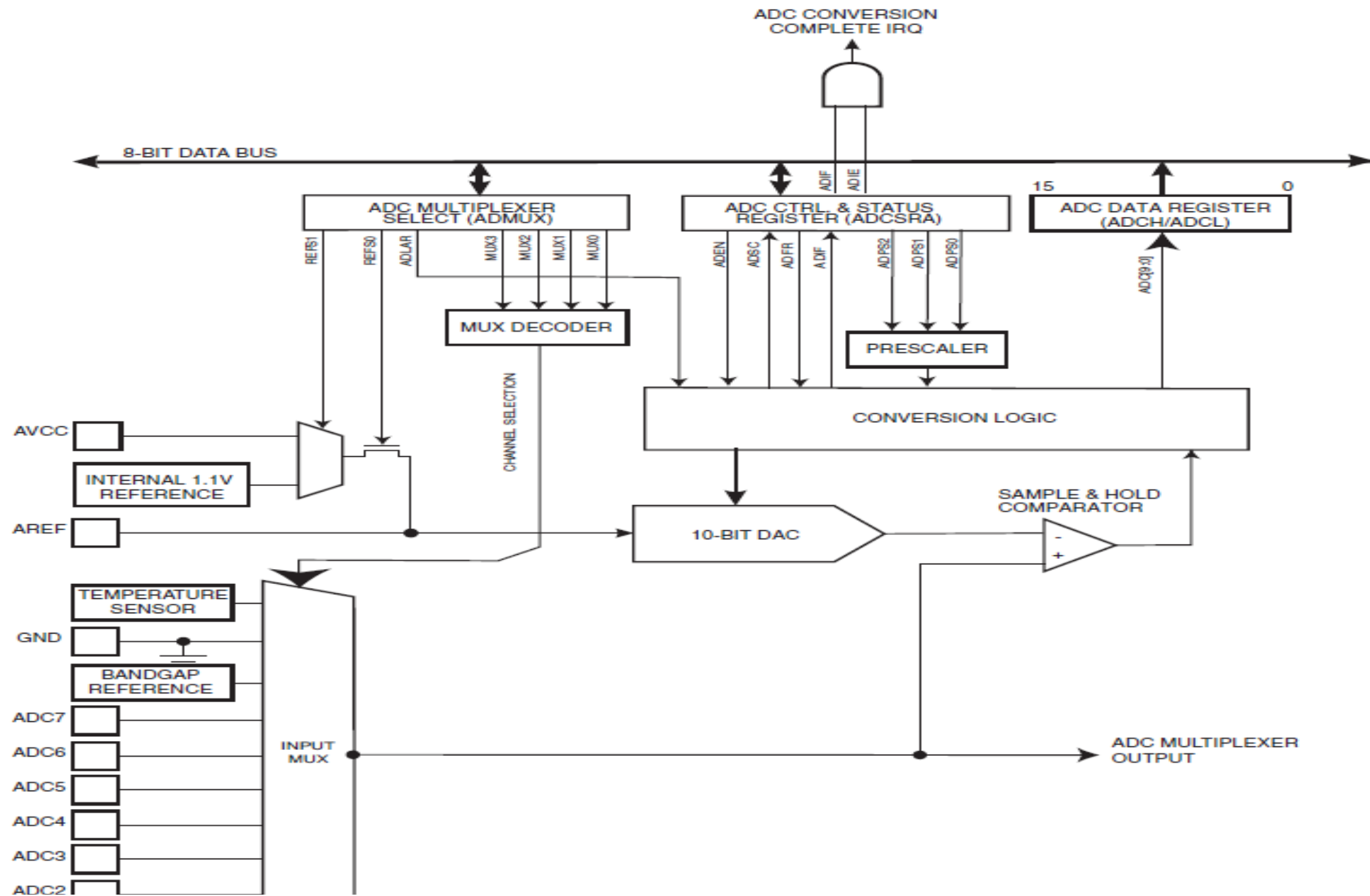
Conversion logic implements a successive approximation algorithm (a binary search; one bit per search):

- DAC takes as input the output of the conversion logic and converts it to an analog voltage where Aref sets the full range
- Analog comparator decides whether the DAC output or input voltage is the largest

Voltage reference Vref:

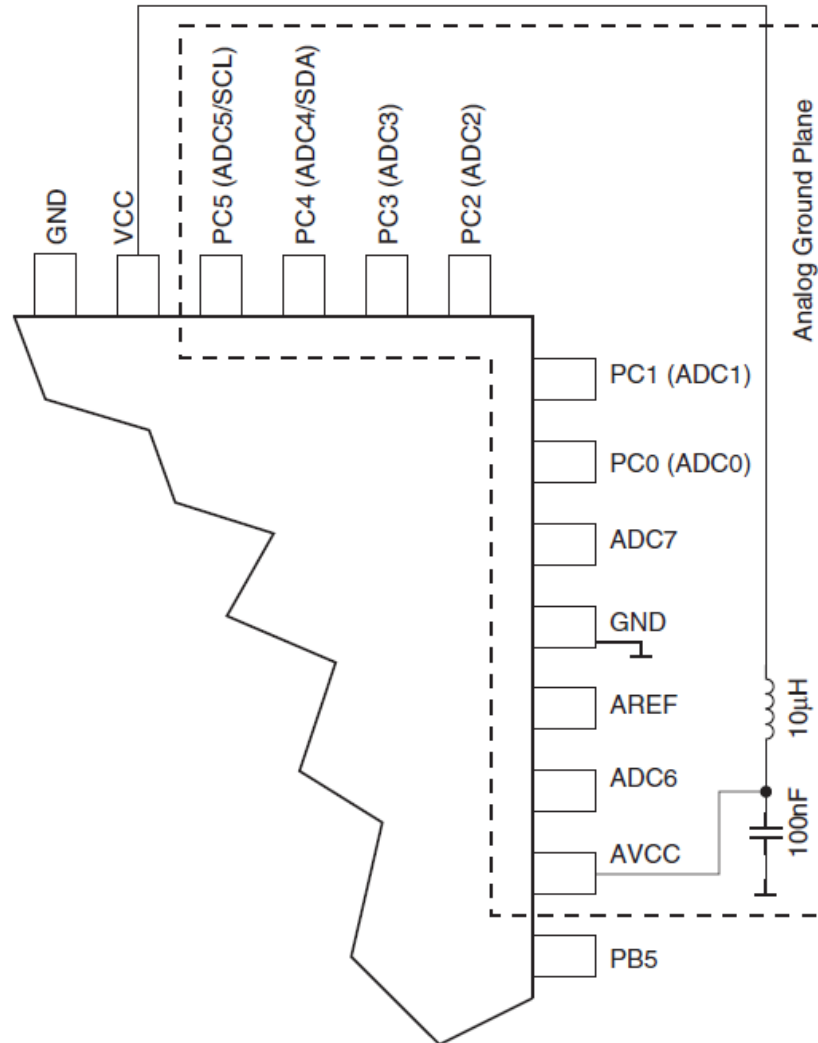
- By default: Aref pin supplies Vref if a fixed voltage source is connected to the Aref pin
- The internal 1.1V reference is generated from the internal bandgap reference through an internal amplifier
- AVCC is connected to the ADC through a passive switch and can be made $V_{ref} = V_{cc} \pm 0.3V$
- To reduce noise for Vref equal to 1.1V or AVCC the Aref pin can be externally decoupled by a capacitor to ground

Figure 23-1. Analog to Digital Converter Block Schematic Operation,



Pin Assignment

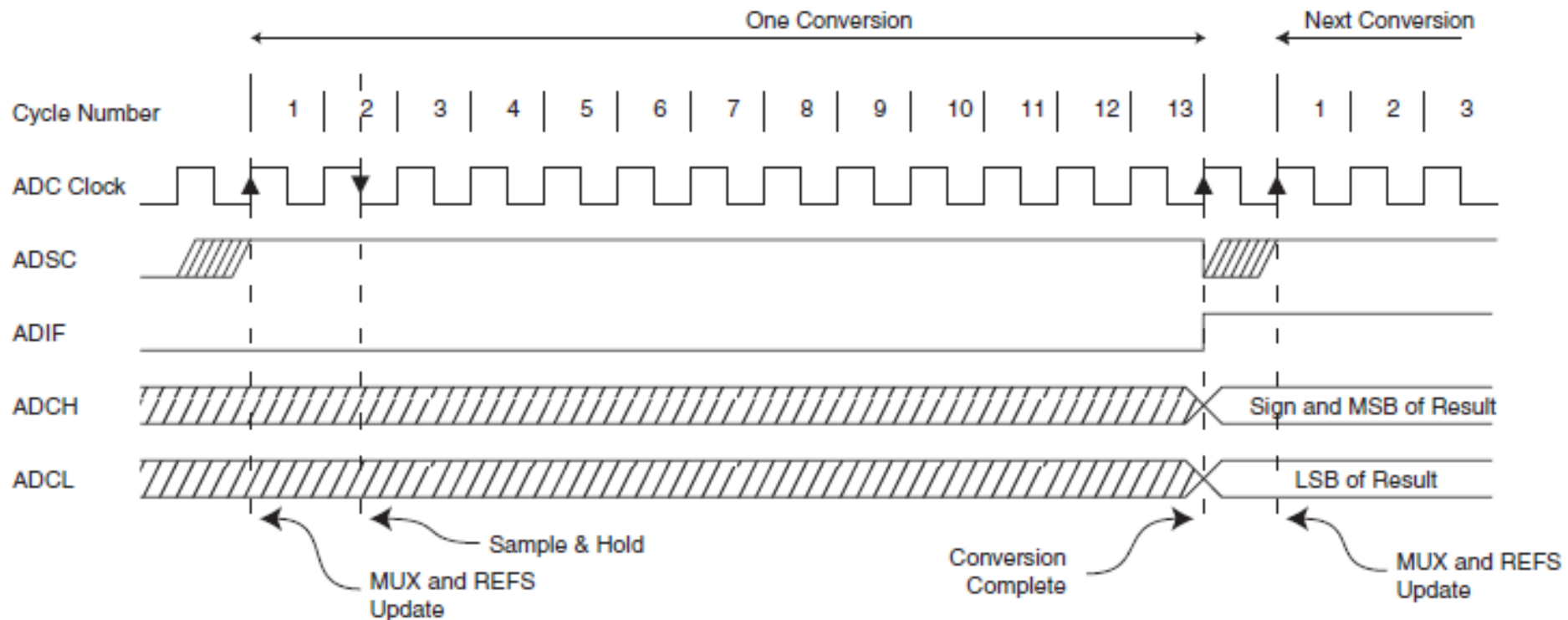
Figure 23-9. ADC Power Connections



Normal Conversion

- Takes 13 cycles

Figure 23-5. ADC Timing Diagram, Single Conversion



Accuracy

- Capacitor in S&H leaks and can therefore not hold a value for too long
 - There exists a minimum sample speed/frequency
- Conversion logic takes time, so we cannot sample too fast
 - There exists a maximum sample speed/frequency
 - The faster you sample, you get a smaller number of accurate output bits (since the binary search cannot completely finish)

By default, the successive approximation circuitry requires an input clock frequency between 50 kHz and 200 kHz to get maximum resolution. If a lower resolution than 10 bits is needed, the input clock frequency to the ADC can be higher than 200 kHz to get a higher sample rate.

- Noise: MCU produces up to 150mV line noise, there are other sources such as electrical field, etc.
 - Use capacitances close to the CPU to eliminate most of the inductance

Prescaler

Table 23-5. ADC Prescaler Selections

| ADPS2 | ADPS1 | ADPS0 | Division Factor |
|-------|-------|-------|-----------------|
| 0 | 0 | 0 | 2 |
| 0 | 0 | 1 | 2 |
| 0 | 1 | 0 | 4 |
| 0 | 1 | 1 | 8 |
| 1 | 0 | 0 | 16 |
| 1 | 0 | 1 | 32 |
| 1 | 1 | 0 | 64 |
| 1 | 1 | 1 | 128 |

- E.g., a prescaler of 128 gives $16\text{MHz}/128 = 125000$ (between 50 and 200 kHz)
- To complete the binary search takes 13 cycles = $13/125000 = 104$ micro seconds
- Gives 10 bits uncalibrated accuracy at a linear scale to Vref
- ADC clock is twice as fast as the cycle frequency; therefore the smallest prescaler must be ≥ 2

ADMUX Register

23.9.1 ADMUX – ADC Multiplexer Selection Register

| | | | | | | | | | |
|---------------|-------|-------|-------|---|------|------|------|------|-------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | |
| (0x7C) | REFS1 | REFS0 | ADLAR | – | MUX3 | MUX2 | MUX1 | MUX0 | ADMUX |
| Read/Write | R/W | R/W | R/W | R | R/W | R/W | R/W | R/W | |
| Initial Value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |

Table 23-3. Voltage Reference Selections for ADC

| REFS1 | REFS0 | Voltage Reference Selection |
|-------|-------|---|
| 0 | 0 | AREF, Internal V_{ref} turned off |
| 0 | 1 | AV_{CC} with external capacitor at AREF pin |
| 1 | 0 | Reserved |
| 1 | 1 | Internal 1.1V Voltage Reference with external capacitor at AREF pin |

ADMUX Register

23.9.1 ADMUX – ADC Multiplexer Selection Register

| | | | | | | | | | |
|---------------|-------|-------|-------|---|------|------|------|------|-------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | |
| (0x7C) | REFS1 | REFS0 | ADLAR | – | MUX3 | MUX2 | MUX1 | MUX0 | ADMUX |
| Read/Write | R/W | R/W | R/W | R | R/W | R/W | R/W | R/W | |
| Initial Value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |

Table 23-4. Input Channel Selections

| MUX3..0 | Single Ended Input |
|---------|-------------------------|
| 0000 | ADC0 |
| 0001 | ADC1 |
| 0010 | ADC2 |
| 0011 | ADC3 |
| 0100 | ADC4 |
| 0101 | ADC5 |
| 0110 | ADC6 |
| 0111 | ADC7 |
| 1000 | ADC8 ⁽¹⁾ |
| 1001 | (reserved) |
| 1010 | (reserved) |
| 1011 | (reserved) |
| 1100 | (reserved) |
| 1101 | (reserved) |
| 1110 | 1.1V (V _{BG}) |
| 1111 | 0V (GND) |

0..7 indicate input pins ADC0 .. ADC7

Note: 1. For Temperature Sensor.

ADMUX Register

23.9.1 ADMUX – ADC Multiplexer Selection Register

| | | | | | | | | | |
|---------------|-------|-------|-------|---|------|------|------|------|-------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | |
| (0x7C) | REFS1 | REFS0 | ADLAR | – | MUX3 | MUX2 | MUX1 | MUX0 | ADMUX |
| Read/Write | R/W | R/W | R/W | R | R/W | R/W | R/W | R/W | |
| Initial Value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |

23.9.3 ADCL and ADCH – The ADC Data Register ADLAR = Analog Data Left Adjust Register

23.9.3.1 ADLAR = 0

| | | | | | | | | | |
|---------------|------|------|------|------|------|------|------|------|------|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | |
| (0x79) | – | – | – | – | – | – | ADC9 | ADC8 | ADCH |
| (0x78) | ADC7 | ADC6 | ADC5 | ADC4 | ADC3 | ADC2 | ADC1 | ADC0 | ADCL |
| Read/Write | R | R | R | R | R | R | R | R | |
| Initial Value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |

- If ADLAR is set to 0,
- read ADCL for low order bits, and
 - until ADCH is read the ADC is locked out

23.9.3.2 ADLAR = 1

| | | | | | | | | | |
|---------------|------|------|------|------|------|------|------|------|------|
| Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | |
| (0x79) | ADC9 | ADC8 | ADC7 | ADC6 | ADC5 | ADC4 | ADC3 | ADC2 | ADCH |
| (0x78) | ADC1 | ADC0 | – | – | – | – | – | – | ADCL |
| Read/Write | R | R | R | R | R | R | R | R | |
| Initial Value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |

For 8-bit conversion, set ADLAR to 1 and read ADCH

ADCSRA: ADC Status Register A

23.9.2 ADCSRA – ADC Control and Status Register A

| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | |
|---------------|------|------|-------|------|------|-------|-------|-------|--------|
| (0x7A) | ADEN | ADSC | ADATE | ADIF | ADIE | ADPS2 | ADPS1 | ADPS0 | ADCSRA |
| Read/Write | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | |
| Initial Value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |

- Bit 7: ADEN – analog converter enable bit; set this bit to 1 if you want to do a conversion
- Bit 6 ADSC – AD start conversion; if it is set to 1, then a conversion is started for you and it is auto set back to 0 when done
 - You can pull this bit and as soon as it is 0, you know the conversion is done
 - Or you can pull the interrupt flag (or use the corresponding ISR if enabled):
- Bit 4: ADIF – AD interrupt flag; will be set when a conversion is done and will trigger an interrupt if ADIE is set
 - Warning: do not mess with this flag, e.g., use `ADCSRA |= (1 << ADSC);`

ADCSRA: ADC Status Register A

23.9.2 ADCSRA – ADC Control and Status Register A

| | | | | | | | | | |
|---------------|------|------|-------|------|------|-------|-------|-------|--------|
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | |
| (0x7A) | ADEN | ADSC | ADATE | ADIF | ADIE | ADPS2 | ADPS1 | ADPS0 | ADCSRA |
| Read/Write | R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | |
| Initial Value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |

- Bit 3: ADIE – AD interrupt enable; if turned on, write the ISR to handle what happens when conversion finishes
- Bit 5: ADATE – allows one out of 8 selected events to trigger the ADC converter when coupled with the ADCSRB register
- Bits 0,1,2: prescaler (see previous slide)

ADCSR

23.9.4 ADCSR – ADC Control and Status Register B

| | | | | | | | | | |
|---------------|---|------|---|---|---|-------|-------|-------|-------|
| Bit (0x7B) | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | |
| | – | ACME | – | – | – | ADTS2 | ADTS1 | ADTS0 | ADCSR |
| Read/Write | R | R/W | R | R | R | R/W | R/W | R/W | |
| Initial Value | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |

Table 23-6. ADC Auto Trigger Source Selections

| ADTS2 | ADTS1 | ADTS0 | Trigger Source |
|-------|-------|-------|--------------------------------|
| 0 | 0 | 0 | Free Running mode |
| 0 | 0 | 1 | Analog Comparator |
| 0 | 1 | 0 | External Interrupt Request 0 |
| 0 | 1 | 1 | Timer/Counter0 Compare Match A |
| 1 | 0 | 0 | Timer/Counter0 Overflow |
| 1 | 0 | 1 | Timer/Counter1 Compare Match B |
| 1 | 1 | 0 | Timer/Counter1 Overflow |
| 1 | 1 | 1 | Timer/Counter1 Capture Event |

Example code ADC, no interrupt

```
// Borrowed from Bruce Land - Cornell University

// Performs single, left adjusted conversions and prints to UART

#include <inttypes.h>
#include <avr/io.h>
#include <avr/interrupt.h>
#include <stdio.h>
#include <stdlib.h>
#include <util/delay.h>
#include <math.h>
#include "uart.h"

volatile int Ain, AinLow;
volatile float Voltage;
char VoltageBuffer[6];

FILE uart_str = FDEV_SETUP_STREAM(uart_putchar, uart_getchar, _FDEV_SETUP_RW);
```

Example code ADC, no interrupt

```
void main(void)
{
    DDRC &= 0x00;    // PC1 = ADC1 is set as input

    uart_init();
    stdout = stdin = stderr = &uart_str;

    // ADLAR set to 1 → left adjusted result in ADCH
    // MUX3:0 set to 0001 → input voltage at ADC1
    ADMUX = (1<<MUX0) | (1<<ADLAR);

    // ADEN set to 1 → enables the ADC circuitry
    // ADPS2:0 set to 111 → prescaler set to 128 (104us per conversion)
    ADCSRA = (1<<ADEN) | (1<<ADPS2) | (1<<ADPS1) | (1<<ADPS0);

    // Start A to D conversion
    ADCSRA |= (1<<ADSC);
    fprintf(stdout, "\n\rStarting ADC demo...\n\r");
```

Takes more than 1 ms, hence conversion will finish which takes 104us

Example code ADC, no interrupt

```
while (1)
{
    // Read from ADCH to get the 8 MSBs of the 10 bit conversion
    Ain = ADCH;

    // Typecast the volatile integer into floating type data, divide by maximum 8-bit value, and
    // multiply by 5V for normalization
    Voltage = (float)Ain/256.00 * 5.00;

    //ADSC is cleared to 0 when a conversion completes. Set ADSC to 1 to begin a conversion.
    ADCSRA |= (1<<ADSC);

    // Write Voltage to string format and print (3 char string + "." + 2 decimal places)
    dtostrf(Voltage, 3, 2, VoltageBuffer);
    fprintf(stdout, "%s\n\r", VoltageBuffer);
}

return 0;
}
```

Takes more than 1 ms, hence conversion will finish which takes 104us

Conversion needs to finish

- Conversion needs to finish before the next conversion is called
- Use a print statement
- Delay functionality (of at least 104us)
- `while (!(ADCSRA & (1 << ADSC) == 0)) { }`
 - The most efficient solution