#### **Sample-and-Holds**

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# Sample-and-Hold Circuits

- Also called "track-and-hold" circuits
- Often needed in A/D converters

- Conversion may required held signal

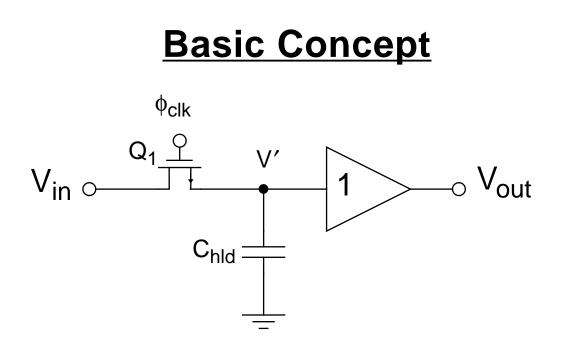
- Alsoreduces errors due to different delay times

#### **Errors in Sample-and-Holds**

- Sampling pedestal or Hold Step
  - errors in going from track to hold
  - should be signal independent for no distortion
- *Signal feedthrough* should be small during hold
- **Speed** due to bandwidth and slew-rate limitations
- *Droop rate* slow change during hold mode
- Aperture (or sampling) jitter effective sampling time error in time; difficult in high-speed designs

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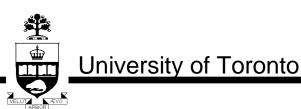
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- Basic circuit has some practical problems
  Charge Injection
- Causes hold step

## **Aperature Jitter**

• Sampling time variation function of Vin



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#### **Charge Injection**

- When φ<sub>clk</sub> goes low, channel charge on Q<sub>1</sub> causes V' to have negative step.
- If clock edge fast, 1/2 flows each way.
- Channel charge

$$\Delta Q_{C_{hld}} = \frac{Q_{\mathsf{CH}}}{2} = \frac{C_{ox}WLV_{eff-1}}{2} \tag{1}$$

$$V_{eff-1} = V_{GS1} - V_{tn} = V_{DD} - V_{tn} - V_{in}$$
(2)

resulting in

$$\Delta V' = \frac{\Delta Q_{C-hld}}{C_{hld}} = -\frac{C_{ox}WL(V_{DD} - V_{tn} - V_{in})}{2C_{hld}}$$
(3)



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### **Charge Injection**

- $\Delta V'$  linearly related to  $V_{in}$  gain error
- $\Delta V'$  also linearly related to  $V_{tn}$ , which is nonlinearly related to  $V_{in}$  *distortion error*
- Often gain error can be tolerated but not distortion

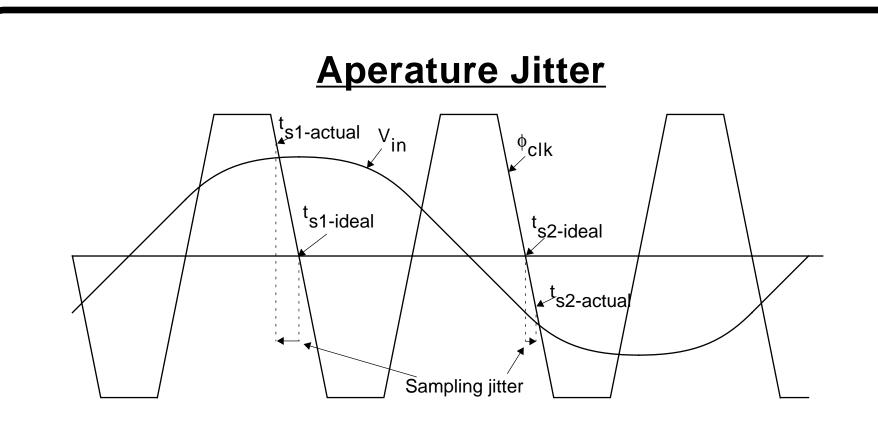
• Also change due to the overlap capacitances

$$\Delta V' \cong -\frac{C_{ox}WL_{ov}(V_{DD} - V_{SS})}{C_{hld}}$$
(4)

• Causes dc offset effect



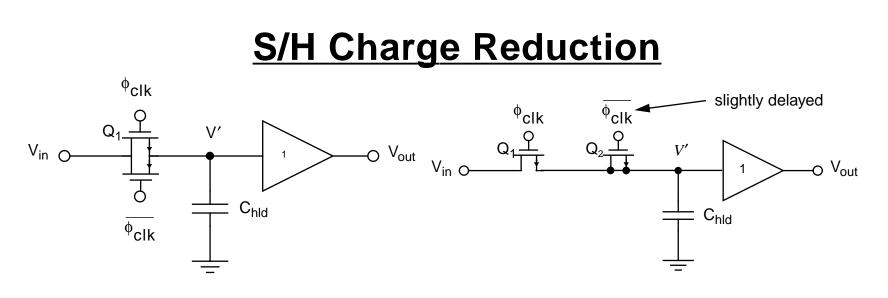
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- Q1 turns off when clock falls to within  $V_{tn}$  of  $V_{in}$
- True sampling time depends on value of  $V_{in}$  *distortion*



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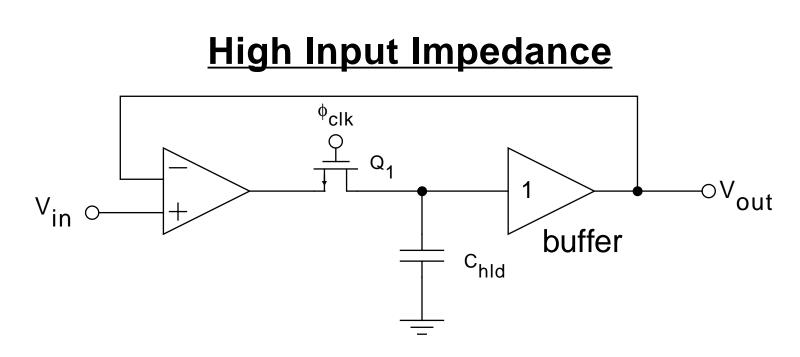
**CMOS transmission gate** 

**Dummy switch** 

- Transmission gate difficult to make p and n transistors match
- Dummy switch
  - Q2 is 1/2 size of Q1 to match charge injection
  - difficult to make clocks fast enough so exactly 1/2 charge is injected
  - up to 5 times better than without dummy



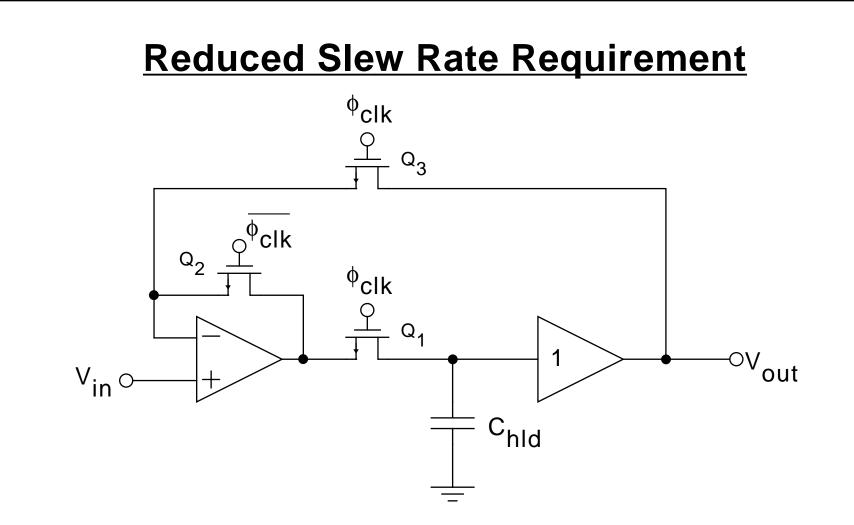
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- dc offset of buffer divided by loop gain
  Disadvantages
- Opamp output must have fast slew rate
- Samp time, charge inject input signal dependent
- Speed reduced due to overall feedback



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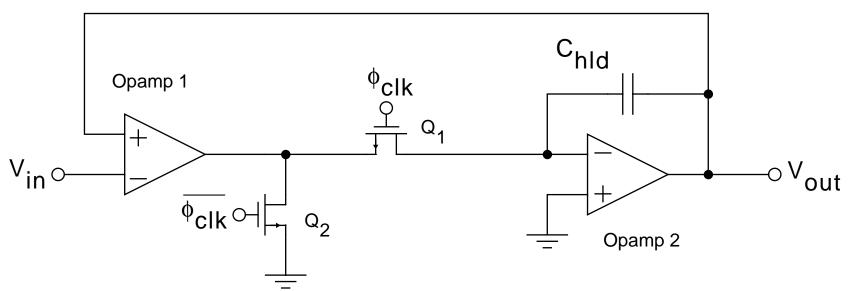


• Samp time, charge injection - input signal dependent



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## Input Signal Independence

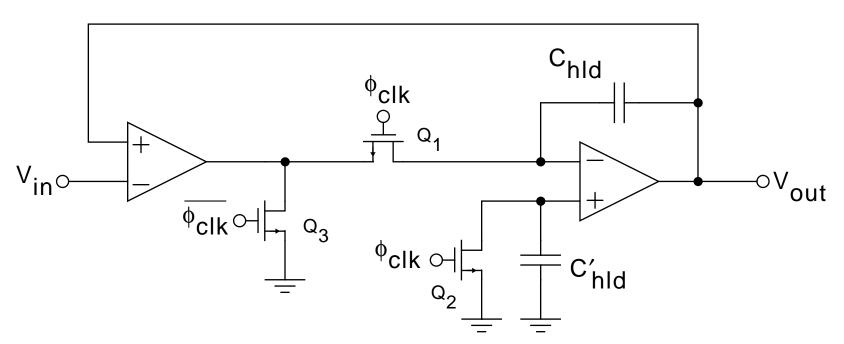


- Q1 always at virtual ground
- Samp time, charge injection NOT dependent
- Charge injection causes ONLY dc offset
- Q2 used to clamp opamp1 output near ground
- *Slower* due to two opamps in feedback



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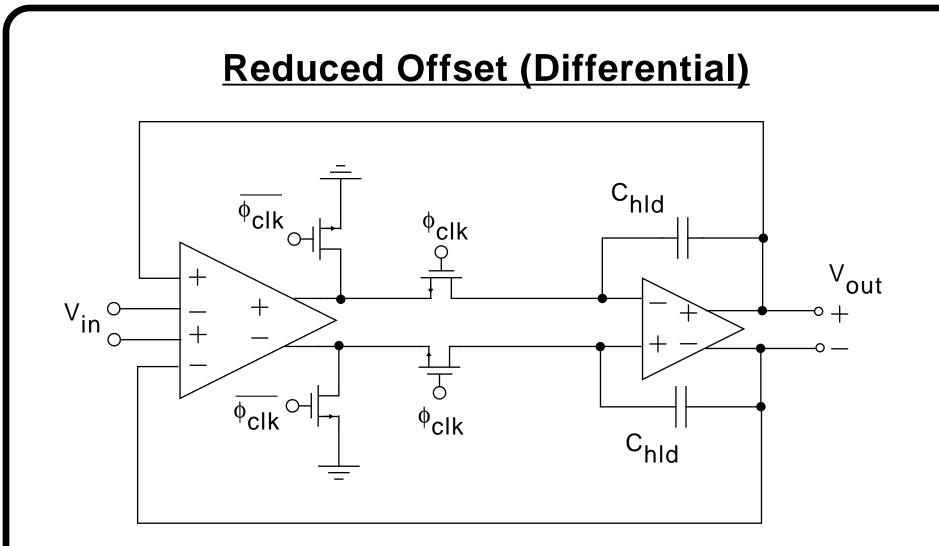
### **Reduced Offset (Single Ended)**



- Charge injected by Q1 matched by Q2 into c'<sub>hld</sub>
- If fully differential design, matching occurs naturally leading to lower offset.



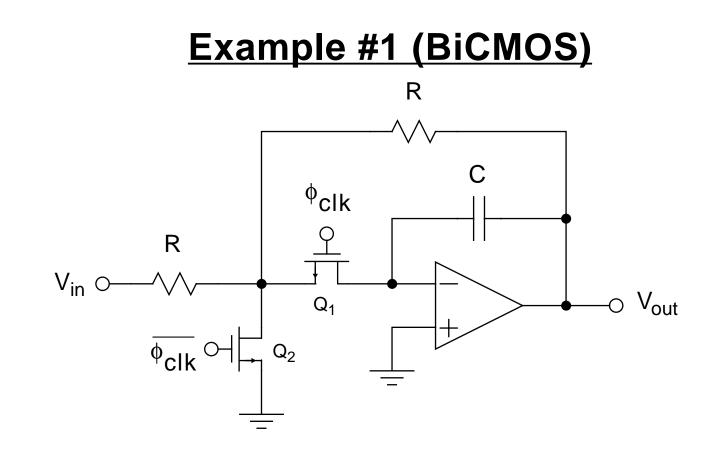
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• Gnd is common mode voltage



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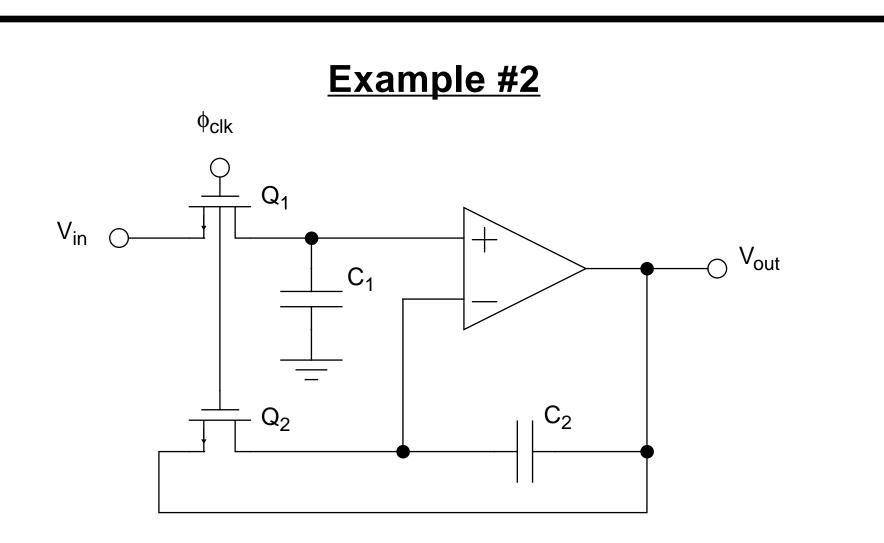


- Needs opamp capable of driving resistive loads
- Good high-speed BiCMOS configuration
- $\omega_{-3 \text{ dB}} = 1/(RC)$  when in track mode
- Might add a small input capacitor

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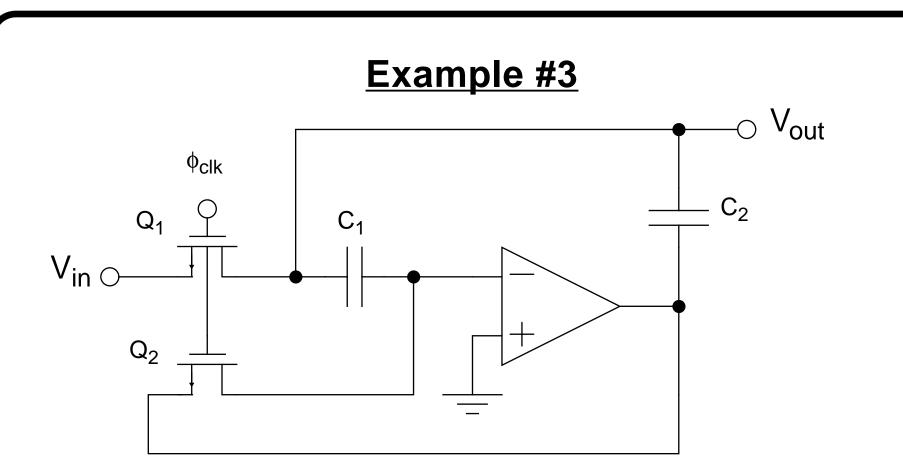
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- Charge injection of transistors cancel
- Clock signals are signal dependent
- Good speed, moderate accuracy

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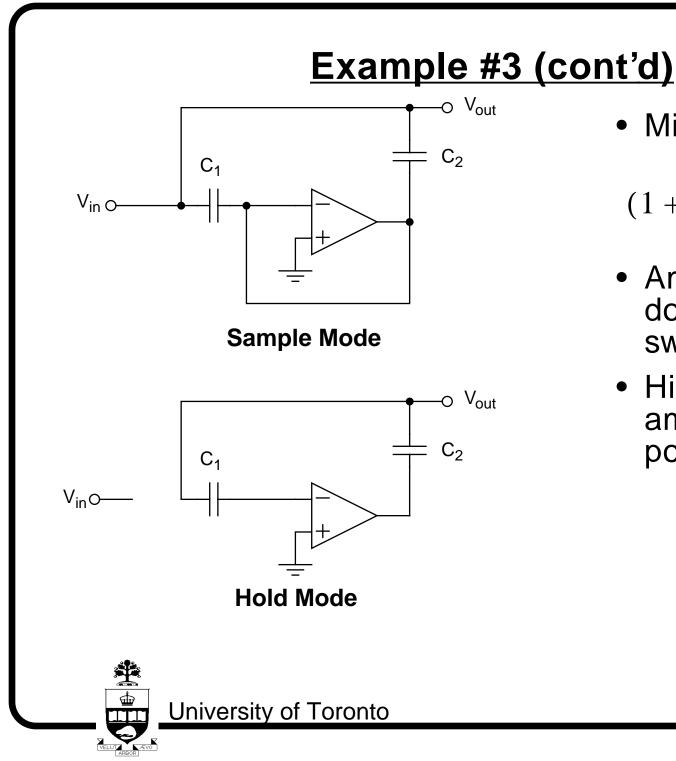


- Hold capacitor is large Miller capacitor
- Can use smaller capacitors and switches good speed
- If Q2 turned off first, injection of Q1 small due to Miller effect

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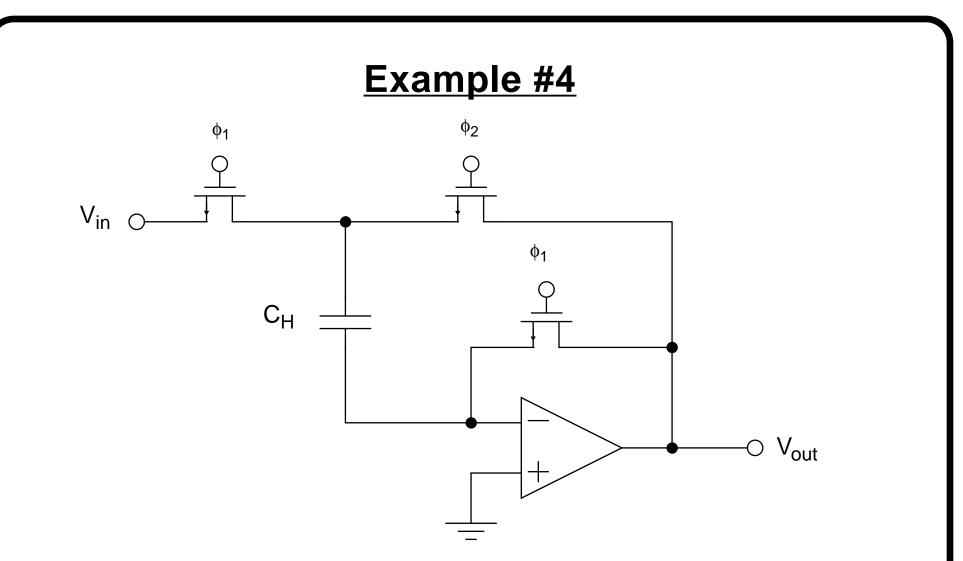


• Miller cap

$$(1+A)\left(\frac{C_1C_2}{C_1+C_2}\right)$$

- Amp output does not swing much
- Higher speed amplifier possible

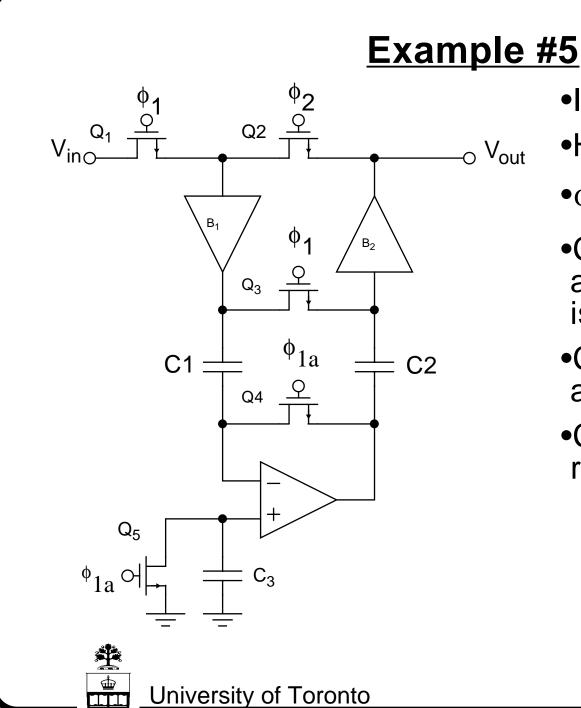
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- Accurate since offset cancellation performed
- Slow since opamp swings from 0 to Vin every cycle



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- Improved accuracy
- High input imped
- • $\phi_{1a}$  -> advanced
- •Charge inj of Q4 and Q5 cancel (and is signal indep)
- Charge inj of Q1 and Q2 - no effect
- Charge inj of Q3 reduced as before

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