



**MASARYK
UNIVERSITY**
Czech Republic

PV198 – One-chip Controllers

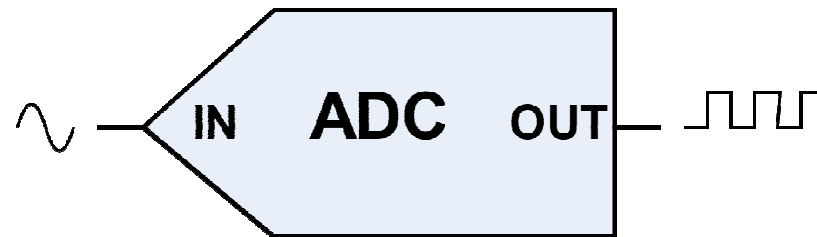
ADC

Content

1. What is ADC
2. What is it used for
3. How does it work
4. FRDM-K66F ADC
5. Joystick
6. Application

What is ADC

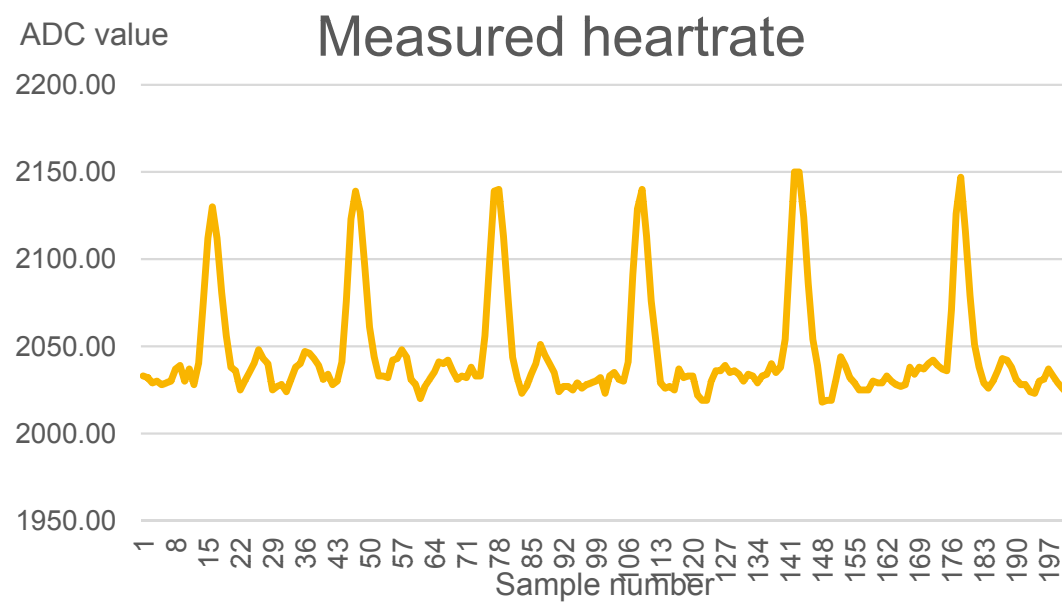
- **ADC – Analog to Digital Converter**
- Converting analog signal into digital values



What is it used for

- Everything that needs to transfer analog values into digital values
- Audio
- Sensors
- Video
- ...

Demo – Heartbeat sensor

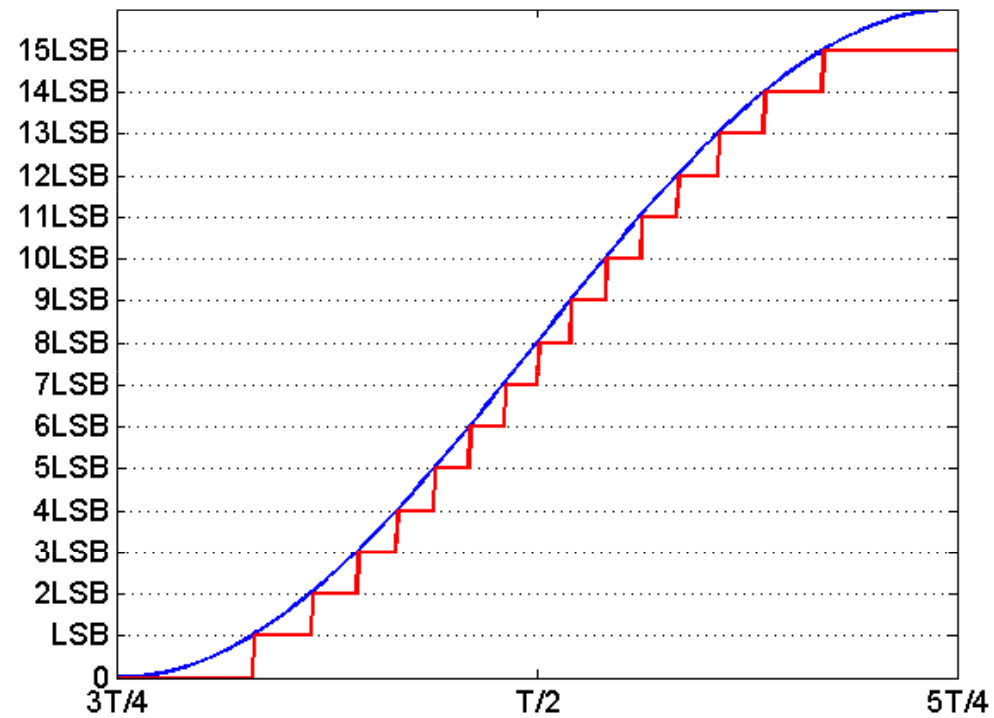


Demo – Heartbeat sensor



```
Installed SDKs Properties Problems Terminal Console Image  
HeartbeatMonitor JLink Debug [GDB SEGGER Interface Debugging] HeartbeatMonitor.axf  
BPM: 54  
BPM: 52  
BPM: 50  
BPM: 52  
BPM: 53  
BPM: 50  
BPM: 48  
BPM: 48  
<
```

How does it work

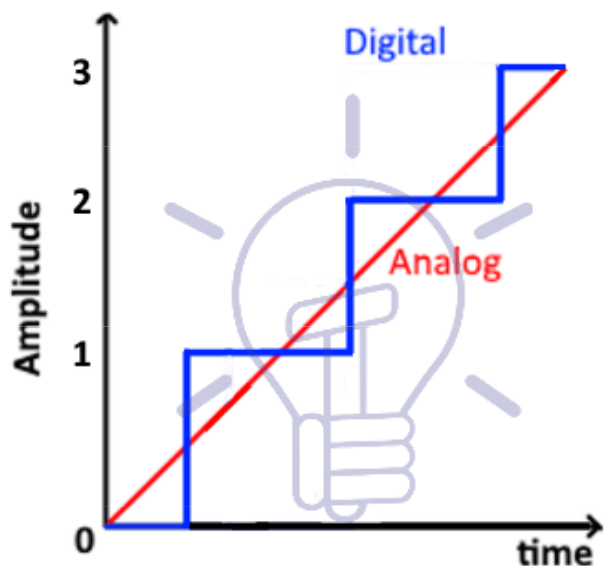


<https://www.allaboutcircuits.com/technical-articles/understanding-the-dynamic-range-specification-of-an-ADC/>

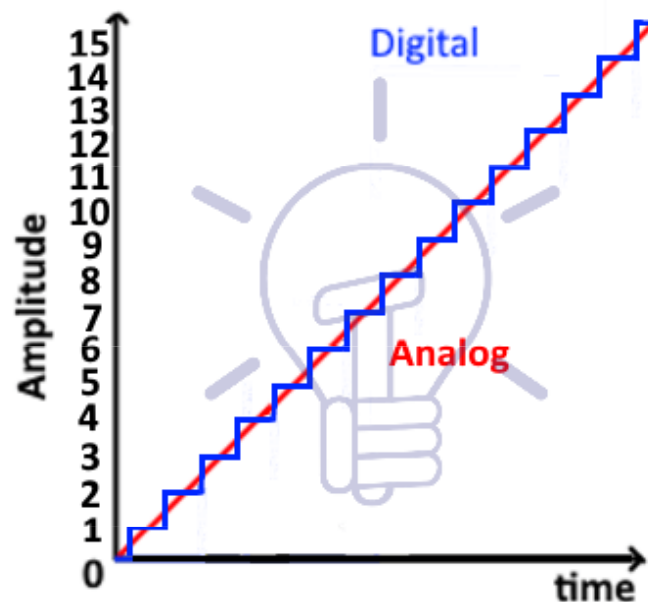
How does it work – Resolution

- Smallest incremental voltage that can be recognized and thus causes a change in the digital output
- Expressed as the number of bits output by the ADC

How does it work – Resolution



2-bit Resolution



4-bit Resolution

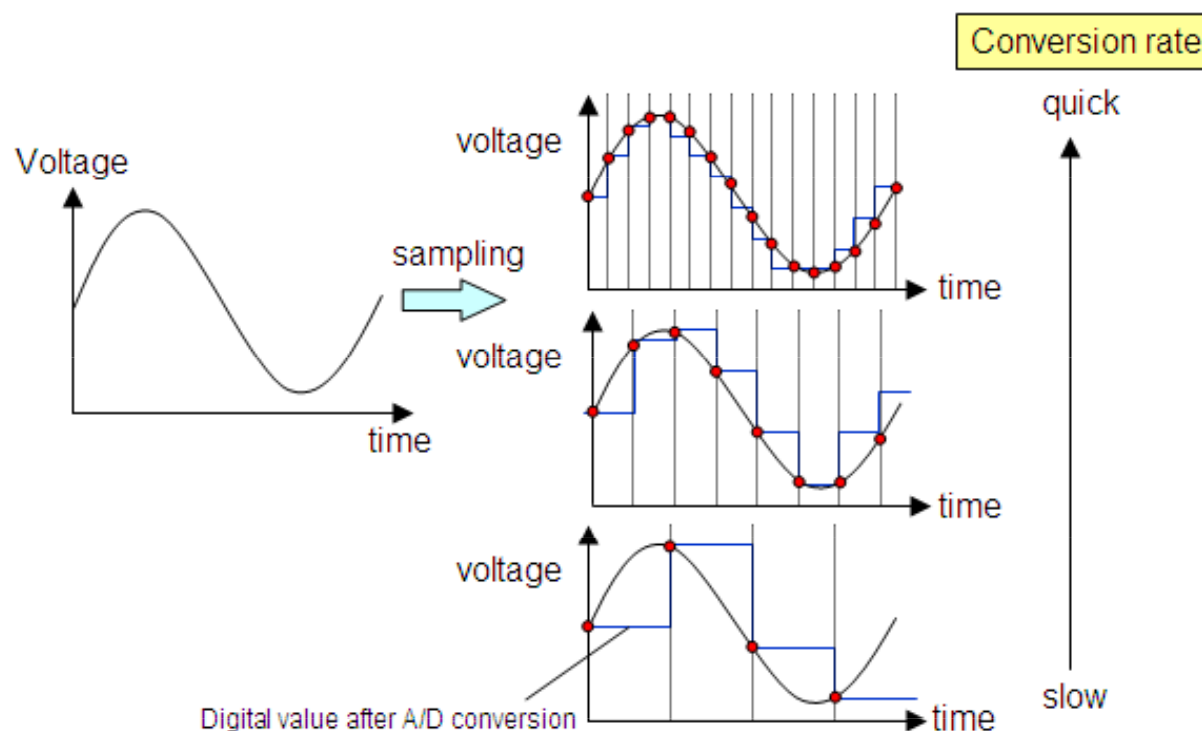
<https://www.electricaltechnology.org/2019/02/analog-to-digital-converter-adc.html>

How does it work – Quantization error

- Difference between analog value and rounded digital value (rounding error)
 - Change in analog value smaller than the step of the digital value is ignored
 - The quantization error is 0.5 LSB for the ADC

How does it work – Sampling rate

- Nyquist–Shannon theorem
 - ADC sampling frequency must be at least twice the analog signal frequency



How does it work – Dynamic range

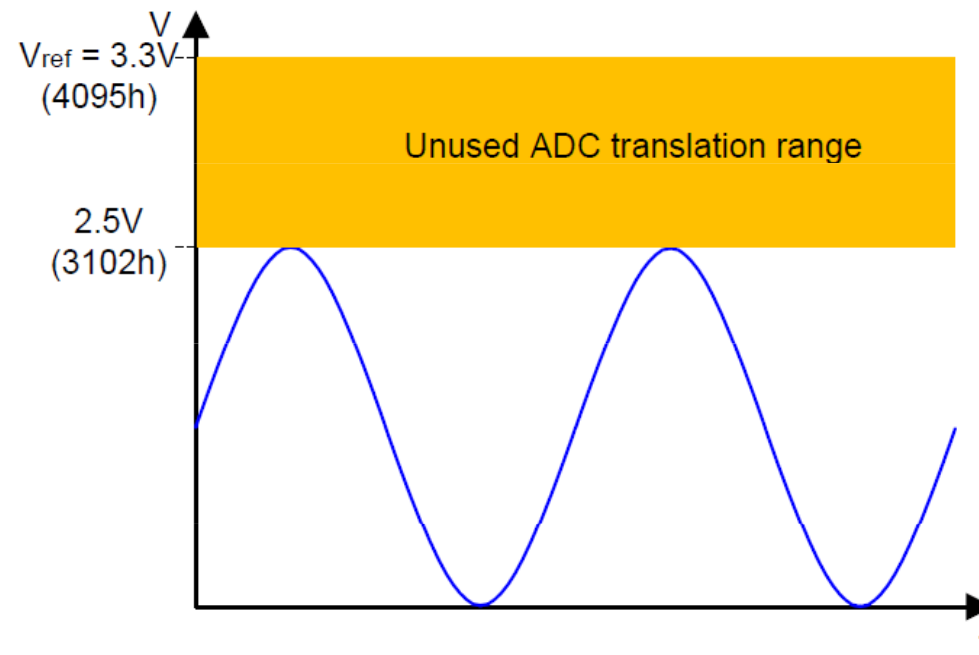
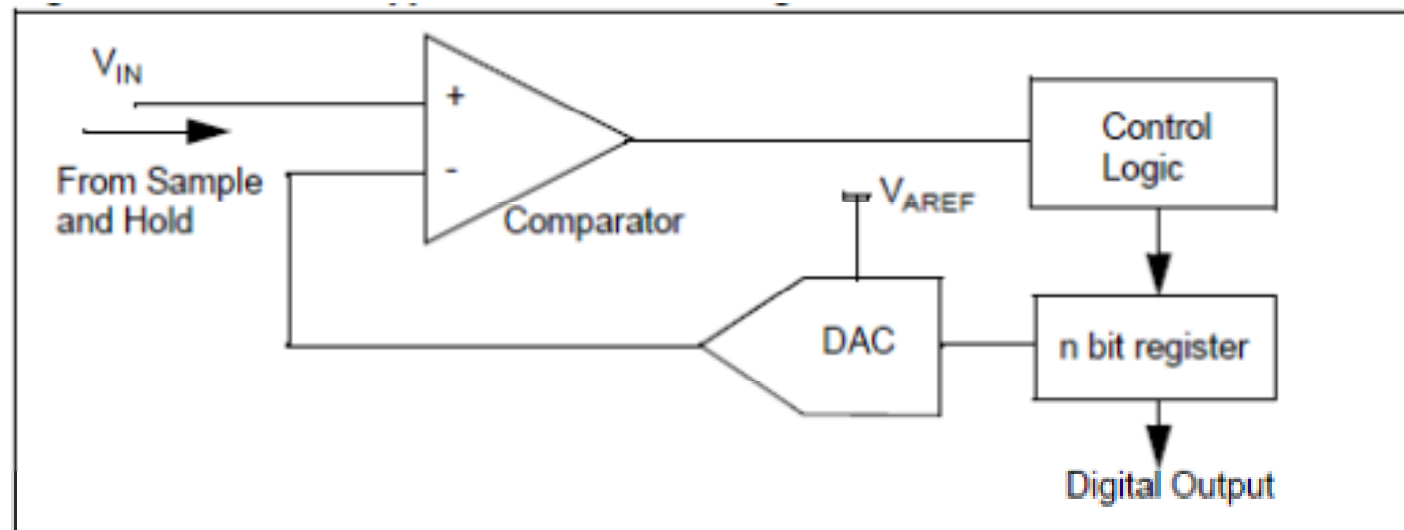


Figure 9. ADC dynamic range

<https://www.nxp.com/docs/en/application-note/AN5250.pdf>

Linear successive approximation algorithm



Linear successive approximation algorithm

Example:

$V_{in} = 2.1 \text{ V}$

$V_{ref} = 3.3 \text{ V}$

3-bit resolution

Step	Digital code	DAC output	Comparator output	Digital output
1	100	1.65 V	1	1 00
2	110	2.475 V	0	10 0
3	101	2.0625	1	101

Linear successive approximation algorithm

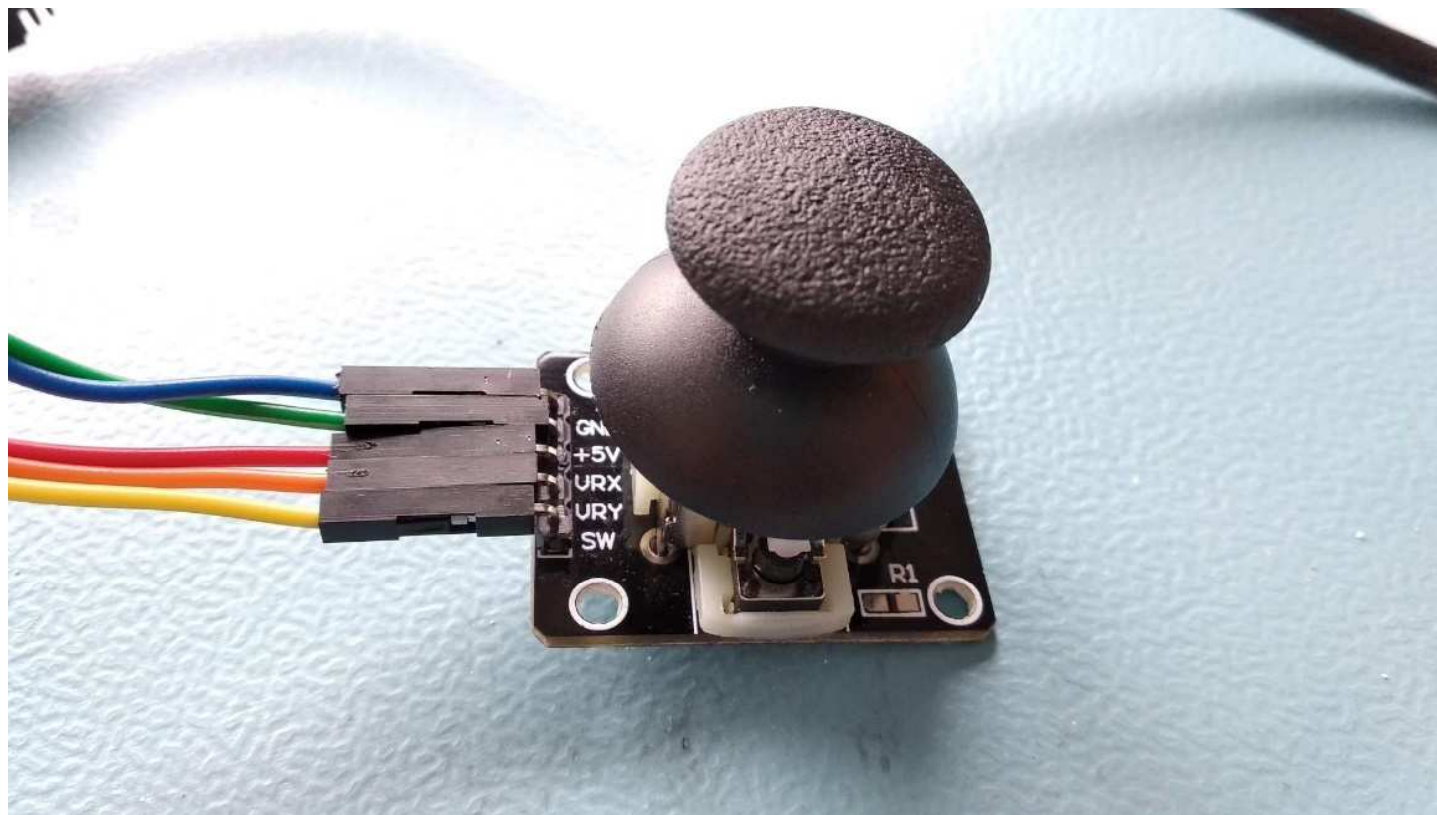
Example:
 $V_{in} = 1.16 \text{ V}$
 $V_{ref} = 3.3 \text{ V}$
 5-bit resolution

Step	Digital code	Bit voltage	DAC output	Comparator output	Digital output
1					
2					
3					
4					
5					

FRDM-K66F ADC

- **Linear successive approximation algorithm with up to 16-bit resolution**
- Single or continuous conversion
- Can work in low-power modes
- HW trigger to start conversion
- HW average function
- Conversion complete interrupt
- DMA support

Joystick



Joystick

- Connection to board **(do not use 5V!!!)**

3.6.1.1 16-bit ADC operating conditions

Table 31. 16-bit ADC operating conditions

Symbol	Description	Conditions	Min.	Typ. ¹	Max.	Unit	Notes
V_{DDA}	Supply voltage	Absolute	1.71	—	3.6	V	—
ΔV_{DDA}	Supply voltage	Delta to V_{DD} ($V_{DD} - V_{DDA}$)	-100	0	+100	mV	2
ΔV_{SSA}	Ground voltage	Delta to V_{SS} ($V_{SS} - V_{SSA}$)	-100	0	+100	mV	2
V_{REFH}	ADC reference voltage high		1.13	V_{DDA}	V_{DDA}	V	
V_{REFL}	ADC reference voltage low		V_{SSA}	V_{SSA}	V_{SSA}	V	
V_{ADIN}	Input voltage	<ul style="list-style-type: none"> • 16-bit differential mode • All other modes 	V_{REFL}	—	$\frac{31}{32} * V_{REFH}$ V_{REFH}	V	—

Joystick – Easy (2 ADCs)

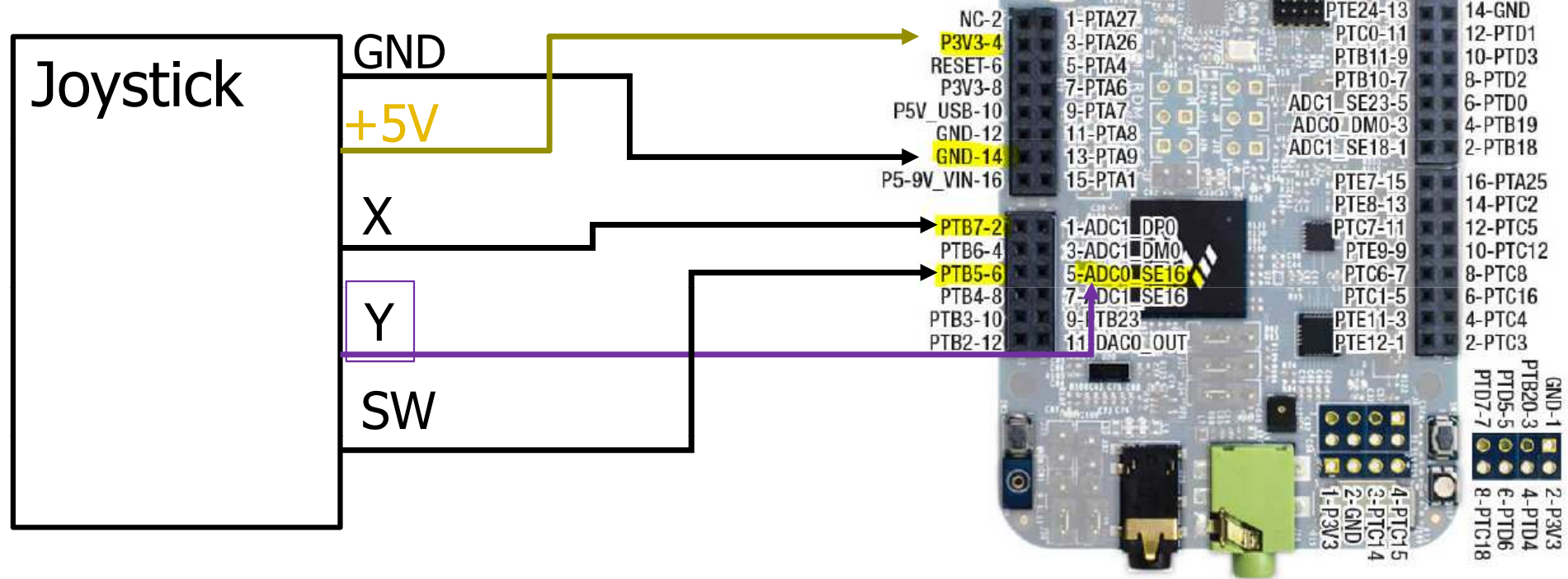


Figure 26. FRDM-K66F I/O header pinout

Joystick – Difficult (only 1 ADC)

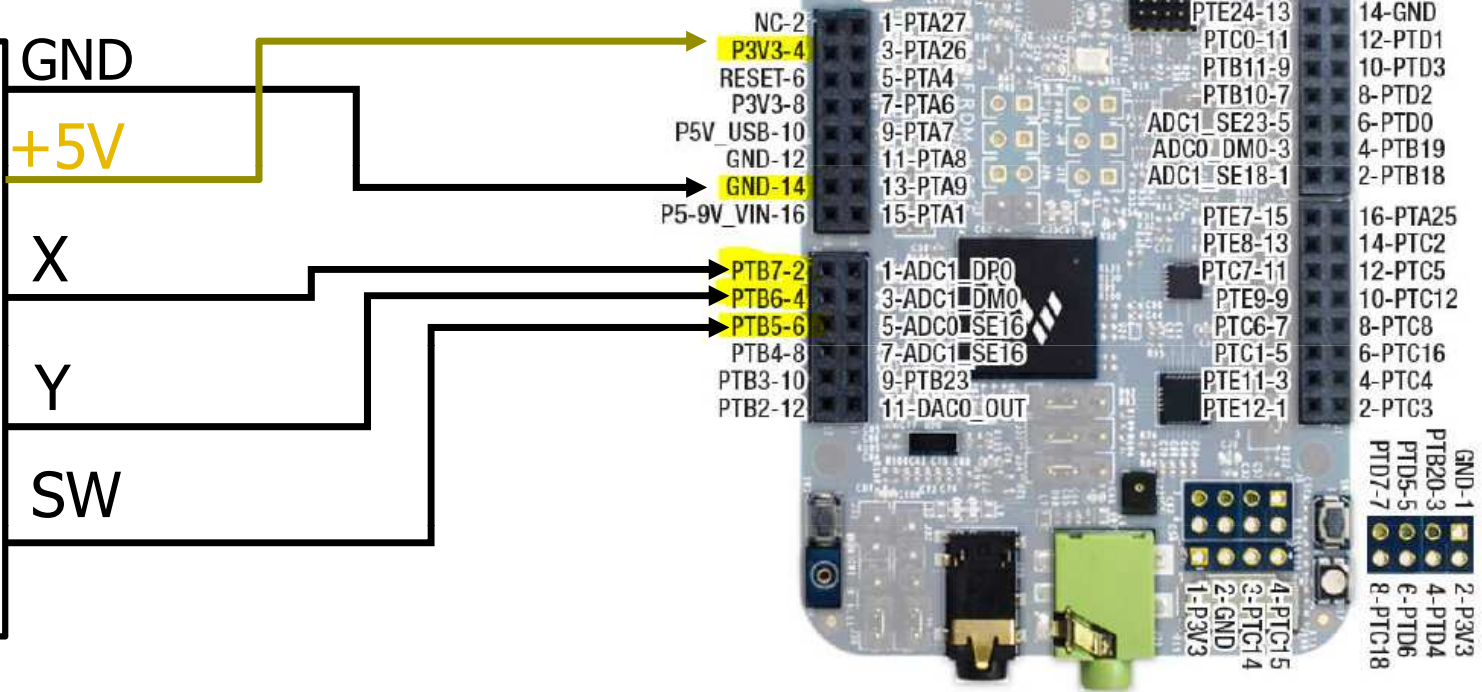
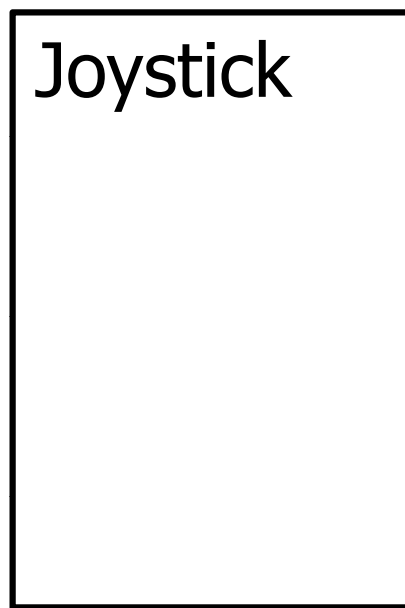


Figure 26. FRDM-K66F I/O header pinout

Application

- Create an application that reads position of the joystick (both axes) using ADC0 and ADC1
- Print position to terminal

Application

- Write periodic check into while loop to test if measurement is finished
- Use PIT to initialize read only once a second
- Either:
 - Write ADC read only using Interrupts
 - React to joystick button press

Steps

- Initialize (*MCUXpresso Configuration Tools help here*)
 - Pins (route ADC channels to pins)
 - Clocks
 - Peripherals (configure ADC0 and ADC1)
- Write application code (print position of the joystick)

Homework

- Use joystick to control LEDs (change intensity when joystick moves – use PWM)
- Use only ADC1 peripheral, with multiple channels
- Warning: ADC has special handling of interrupt flags