

# *PLLs and Synthesizers*

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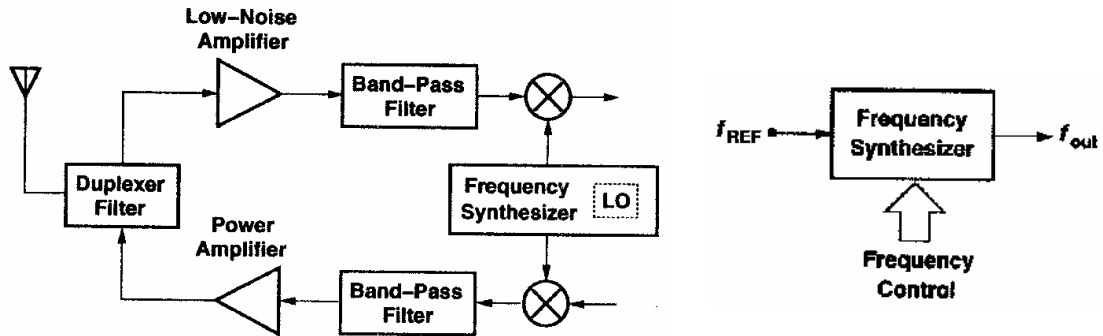
## **Outline**

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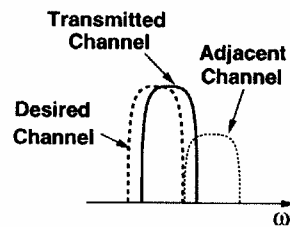
- **Phase Detector**
- **Type I and II PLLs**
- **PLL Design Procedure**
- **Synthesizer Architectures**

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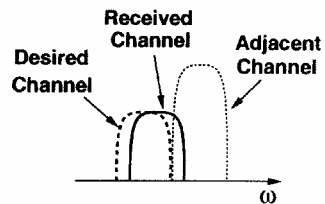
# The Need for RF Synthesis



Transmitter

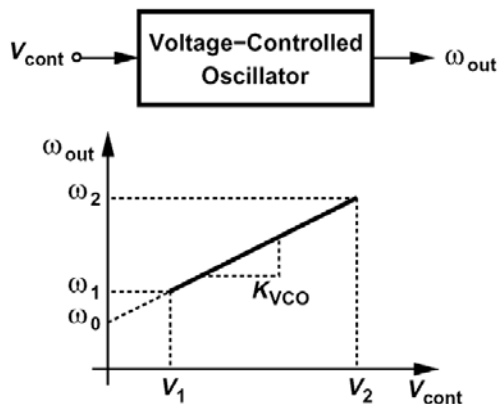


Receiver



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# Voltage-Controlled Oscillators



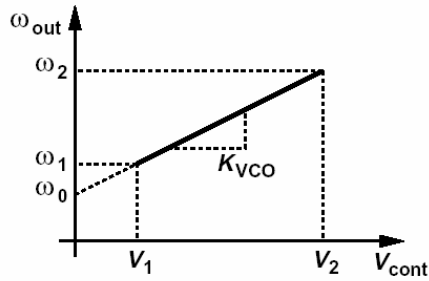
- Center Frequency
- Tuning Range:
  - Band of Interest
  - PVT Variations
- Gain (Sensitivity)
 
$$K_{VCO} \geq \frac{\omega_2 - \omega_1}{V_2 - V_1}$$
- Supply Rejection
- Tuning Linearity
- Intrinsic Jitter
- Output Amplitude

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# Mathematical Model of VCO



$$\omega_{out} = \omega_0 + K_{VCO} V_{cont}$$



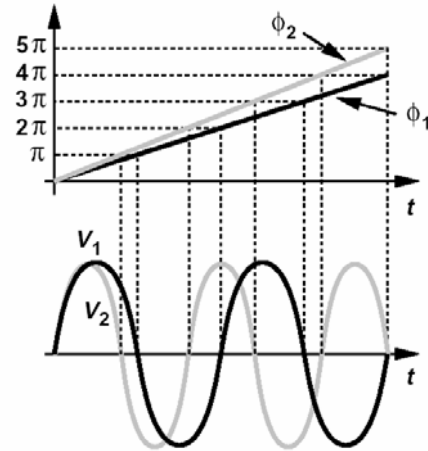
$$V_1(t) = V_m \sin[\phi_1(t)]$$

$$V_2(t) = V_m \sin[\phi_2(t)]$$

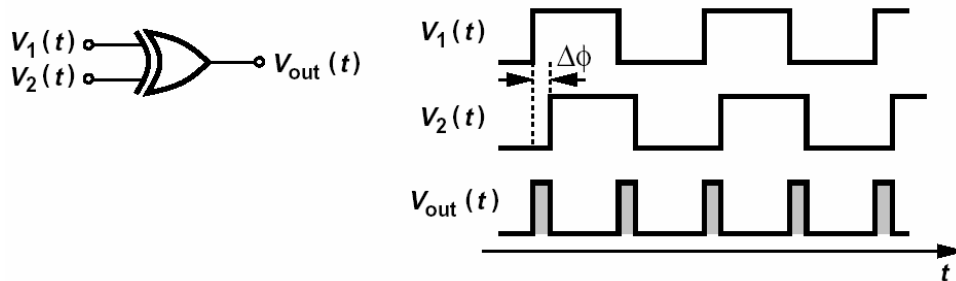
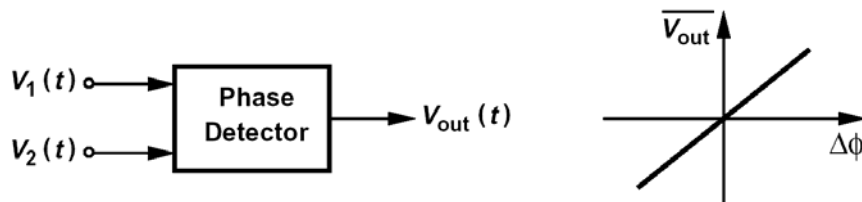
$$\phi_1(t) = \omega_1 t, \phi_2(t) = \omega_2 t$$

$$\omega = \frac{d\phi}{dt}$$

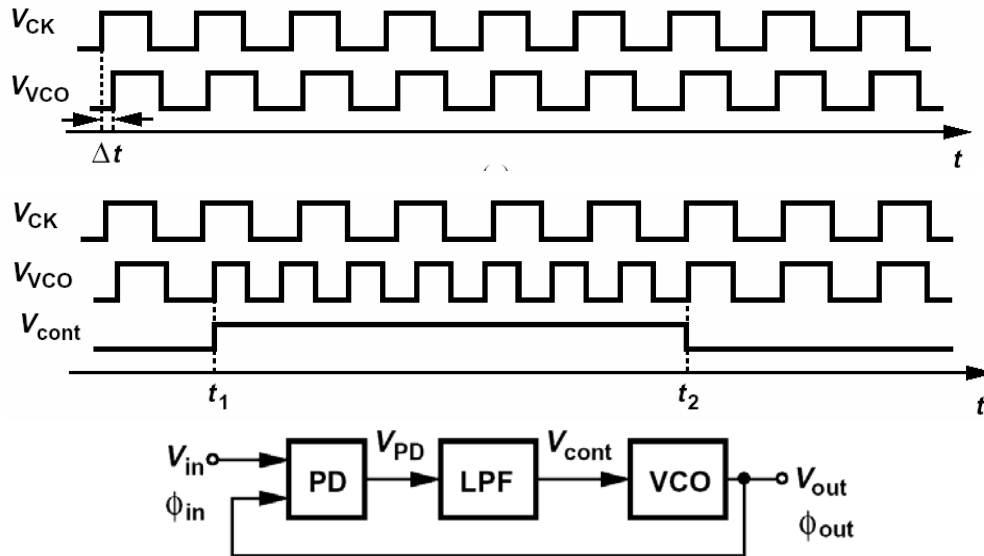
$$V_{out}(t) = V_m \cos(\omega_0 t + K_{VCO} \int V_{cont} dt)$$



# Phase Detector



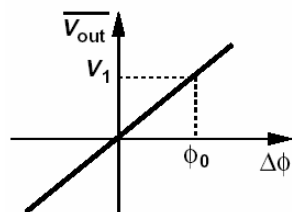
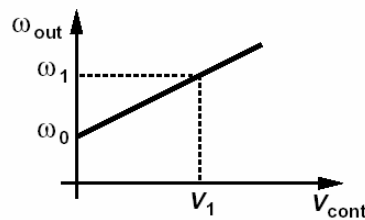
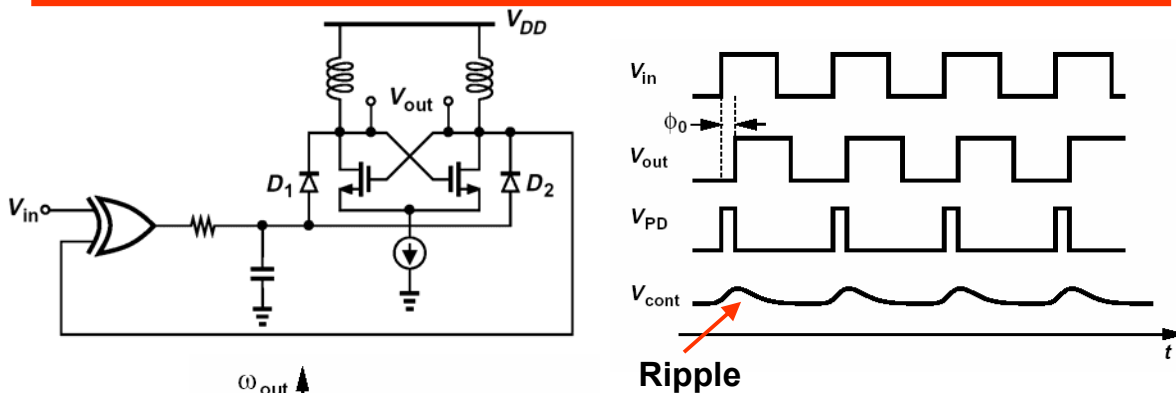
# Problem of Phase Alignment



- Loop is locked if phase difference is constant.

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# Example

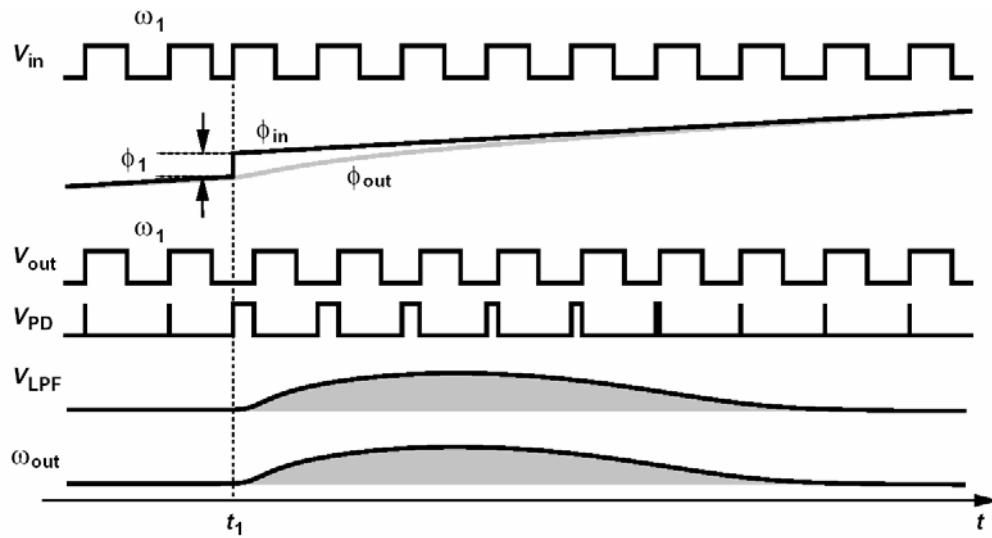


- Ripple modulates VCO, producing sidebands and jitter.

$$= \frac{\omega_1 - \omega_0}{K_{PD}K_{VCO}}$$

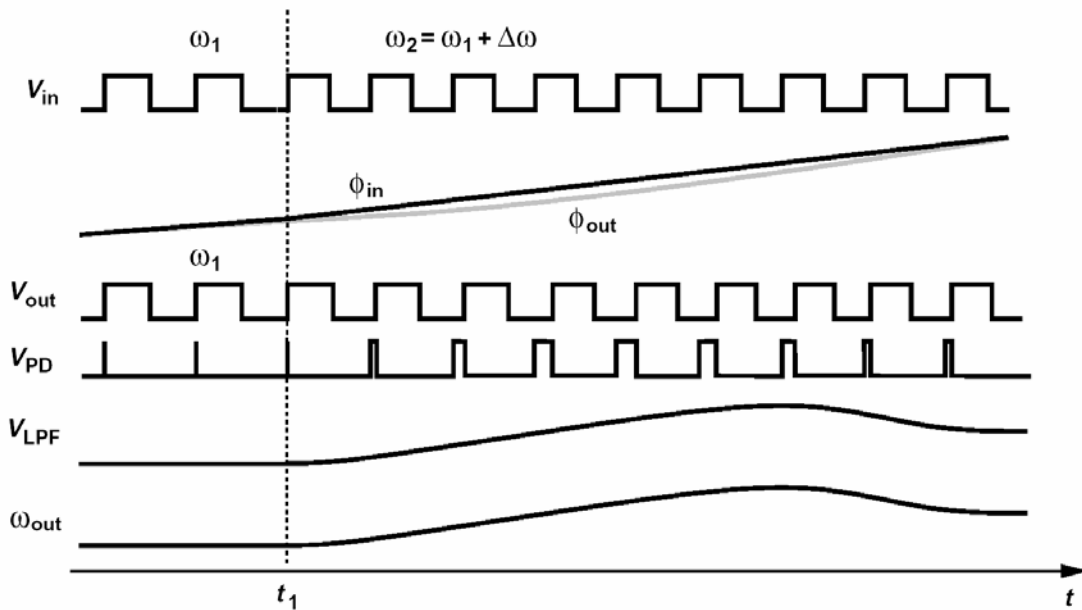
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## Response to Phase Step



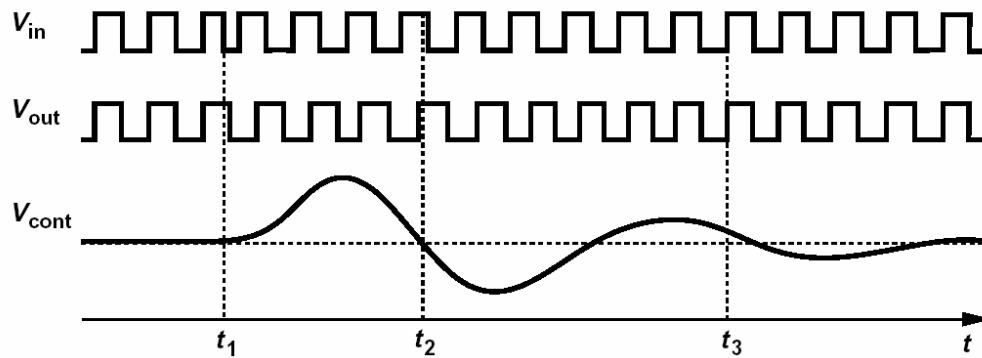
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## Response to Frequency Step



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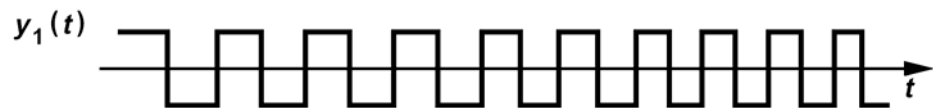
# Phase and Frequency Settling



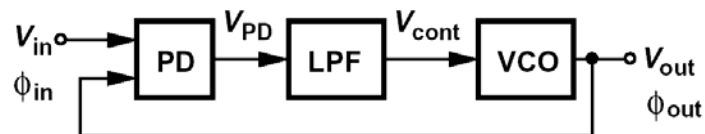
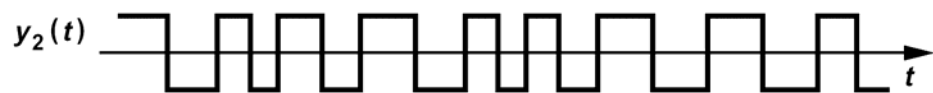
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# PLL Dynamics

Slow Phase Change

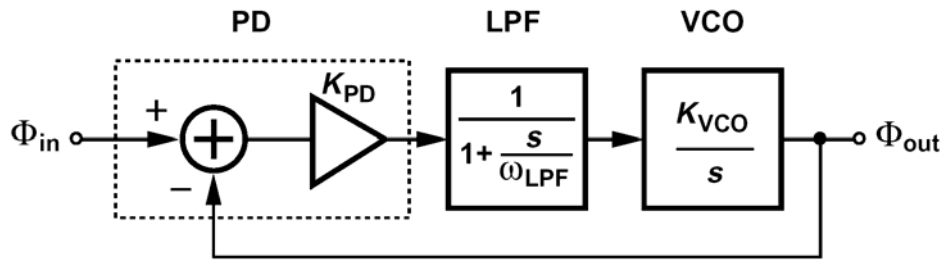


Fast Phase Change



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# Type I PLL



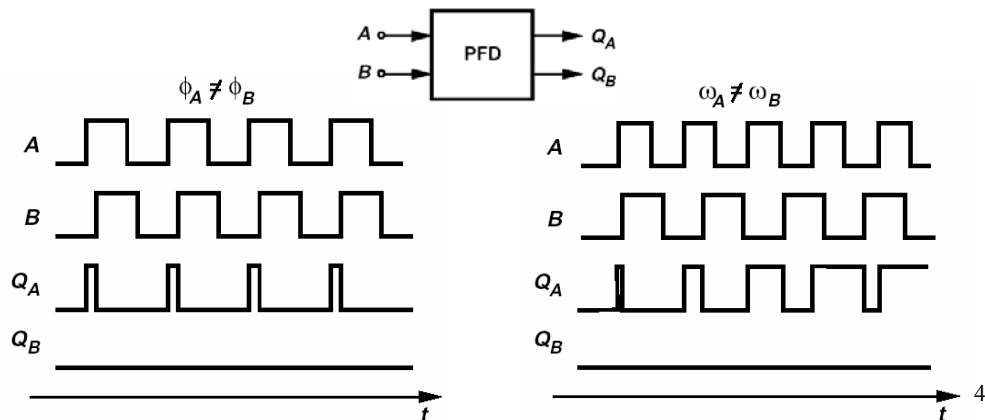
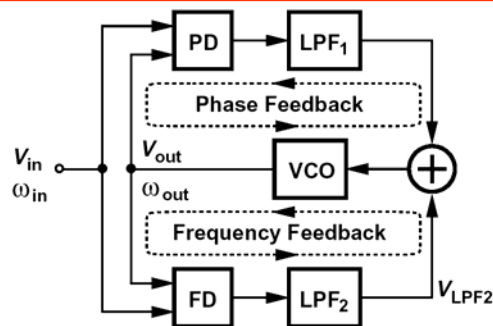
$$H(s) = \frac{K_{PD}K_{VCO}}{\frac{s^2}{\omega_{LPF}} + s + K_{PD}K_{VCO}} = \frac{\omega_n^2}{s^2 + 2\zeta\omega_n s + \omega_n^2}$$

$$\omega_n = \sqrt{\omega_{LPF}K_{PD}K_{VCO}}$$

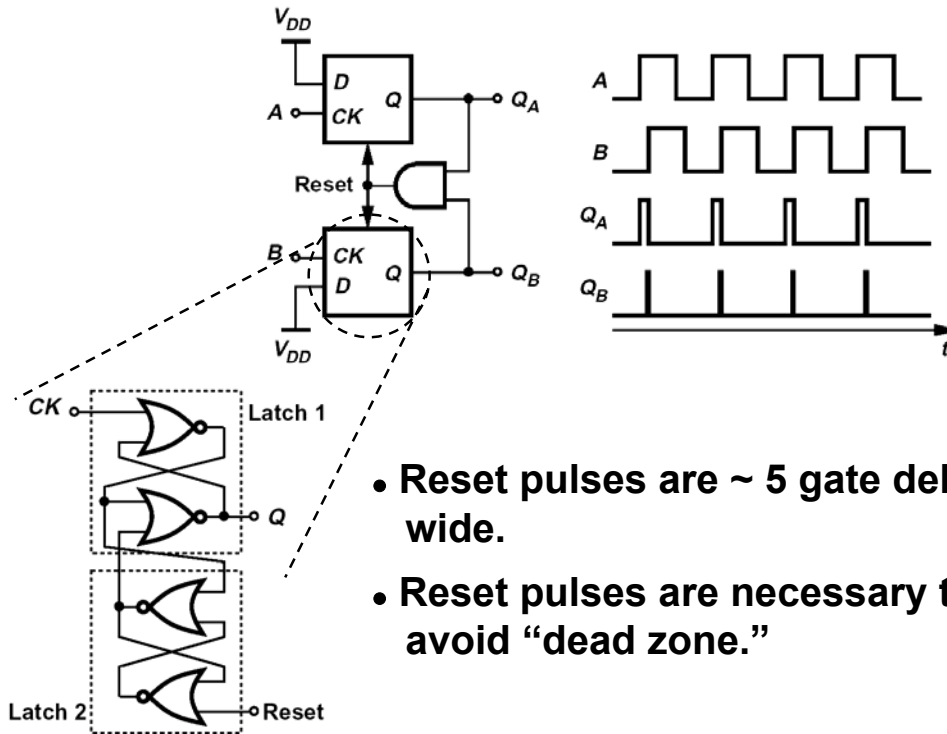
$$\zeta = \frac{1}{2} \sqrt{\frac{\omega_{LPF}}{K_{PD}K_{VCO}}}$$

- Trade-offs among stability, ripple, and phase offset
- Limited capture range

# Aided Acquisition



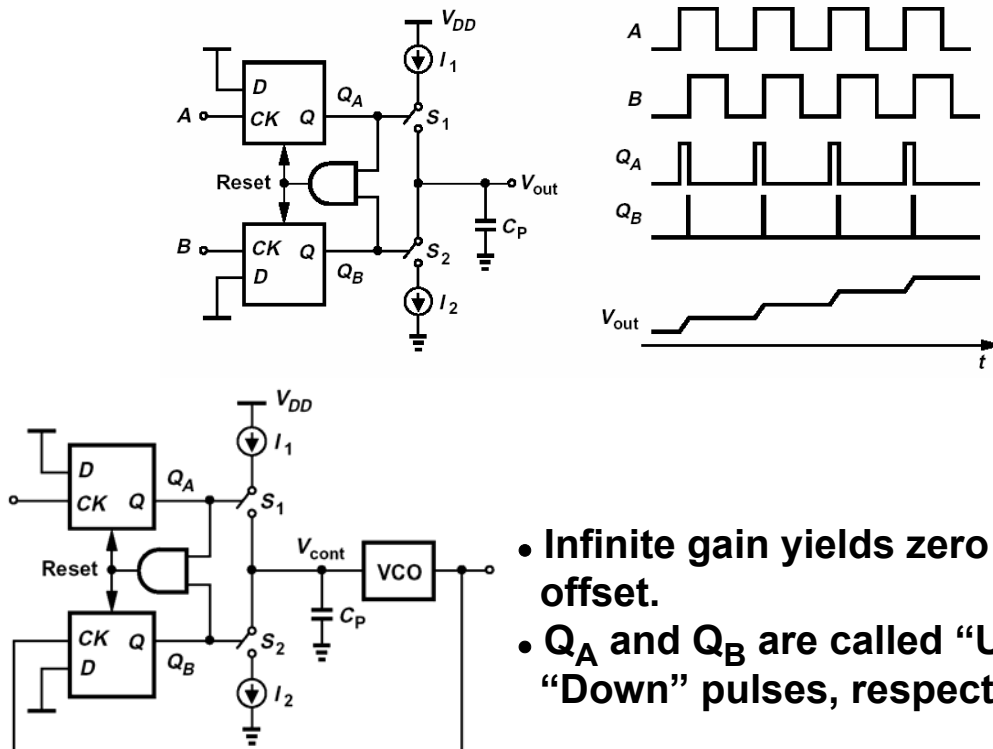
# PFD Implementation



- Reset pulses are ~ 5 gate delays wide.
- Reset pulses are necessary to avoid “dead zone.”

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# PFD and Charge Pump

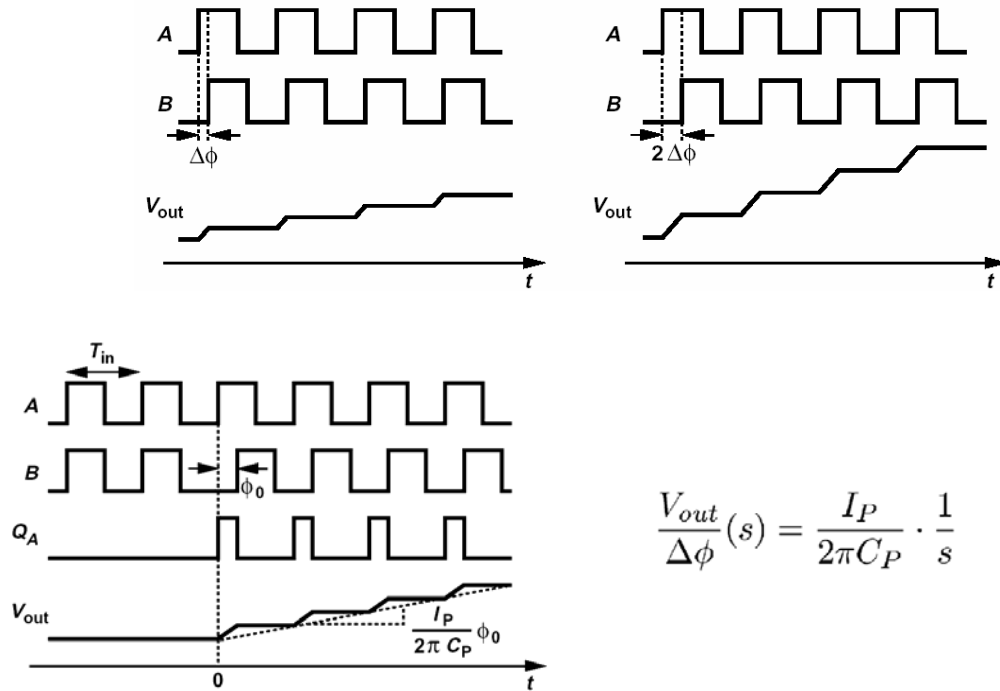


- Infinite gain yields zero phase offset.
- $Q_A$  and  $Q_B$  are called “Up” and “Down” pulses, respectively.

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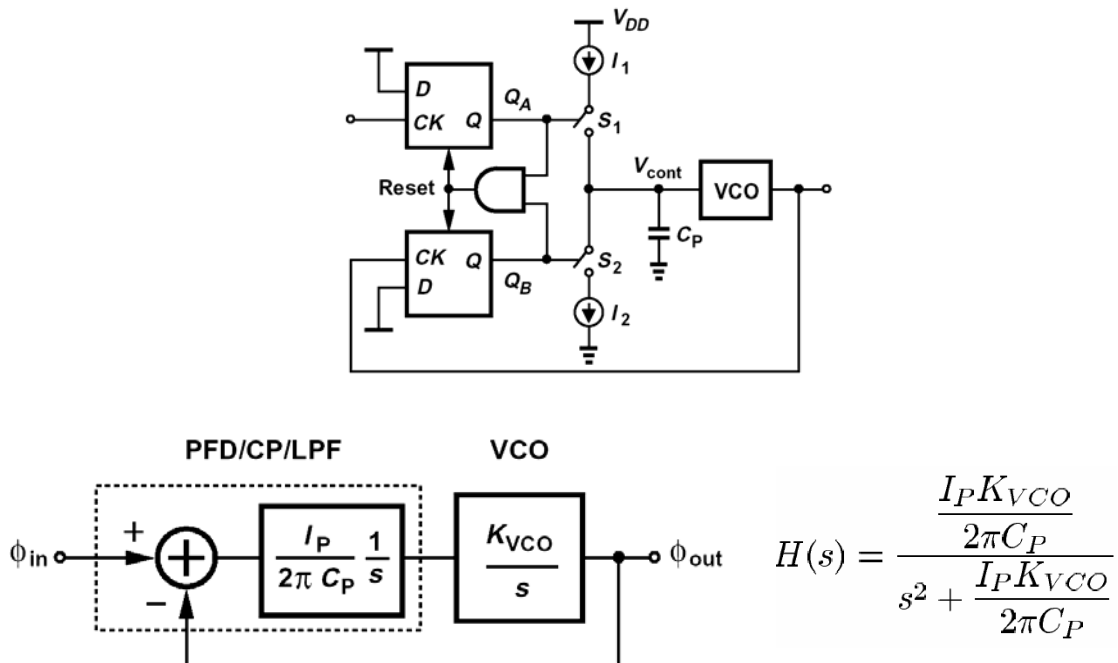


# PFD/CP/Capacitor Behavior



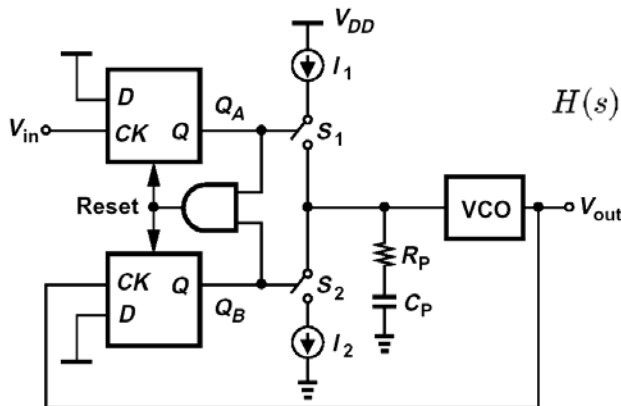
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# First Attempt to Close the Loop



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## Type II (Charge-Pump) PLL



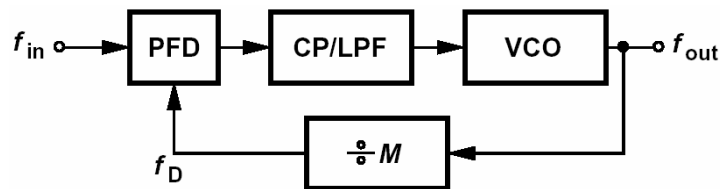
$$H(s) = \frac{\frac{I_P K_{VCO}}{2\pi C_P} (R_P C_P s + 1)}{s^2 + \frac{I_P}{2\pi} K_{VCO} R_P s + \frac{I_P}{2\pi C_P} K_{VCO}}$$

$$\omega_n = \sqrt{\frac{I_P K_{VCO}}{2\pi C_P}}$$

$$\zeta = \frac{R_P}{2} \sqrt{\frac{I_P C_P K_{VCO}}{2\pi}}$$

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## Frequency Multiplication



$$H(s) = \frac{\frac{I_P}{2\pi} (R_P + \frac{1}{C_P s}) \frac{K_{VCO}}{s}}{1 + \frac{1}{M} \frac{I_P}{2\pi} (R_P + \frac{1}{C_P s}) \frac{K_{VCO}}{s}}$$

$$= \frac{\frac{I_P K_{VCO}}{2\pi C_P} (R_P C_P s + 1)}{s^2 + \frac{I_P}{2\pi} \frac{K_{VCO}}{M} R_P s + \frac{I_P}{2\pi C_P} \frac{K_{VCO}}{M}}$$

$$\omega_n = \sqrt{\frac{I_P}{2\pi C_P} \frac{K_{VCO}}{M}}$$

$$\zeta = \frac{R_P}{2} \sqrt{\frac{I_P C_P}{2\pi} \frac{K_{VCO}}{M}}$$

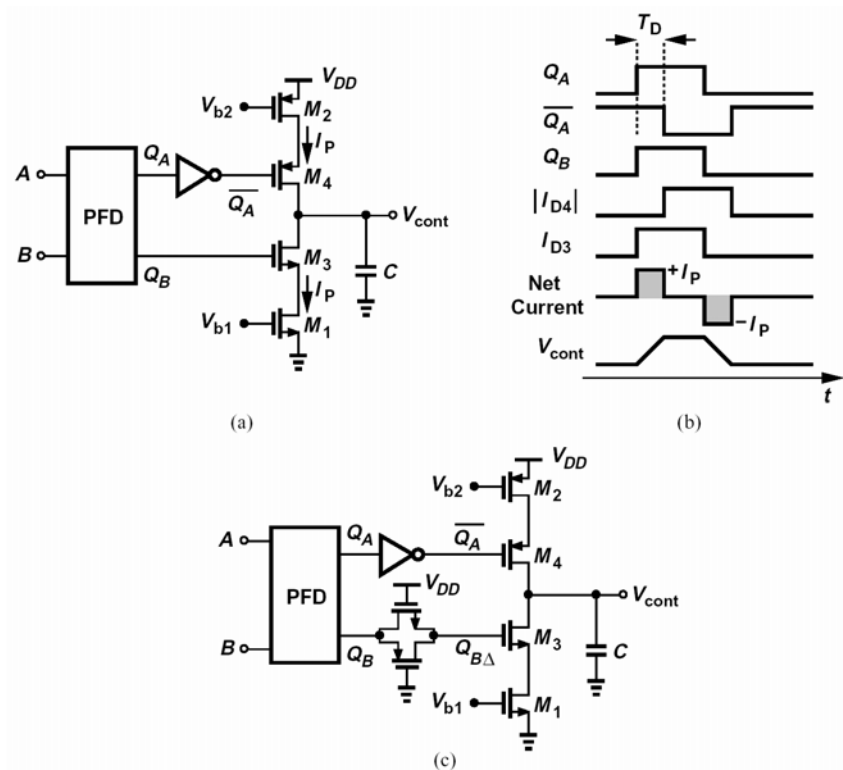
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# PFD/CP Nonidealities

- Skew between Up and Down Pulses
- Mismatch between Up and Down Currents
- Charge Sharing
- Channel-Length Modulation
- Charge Injection Mismatch

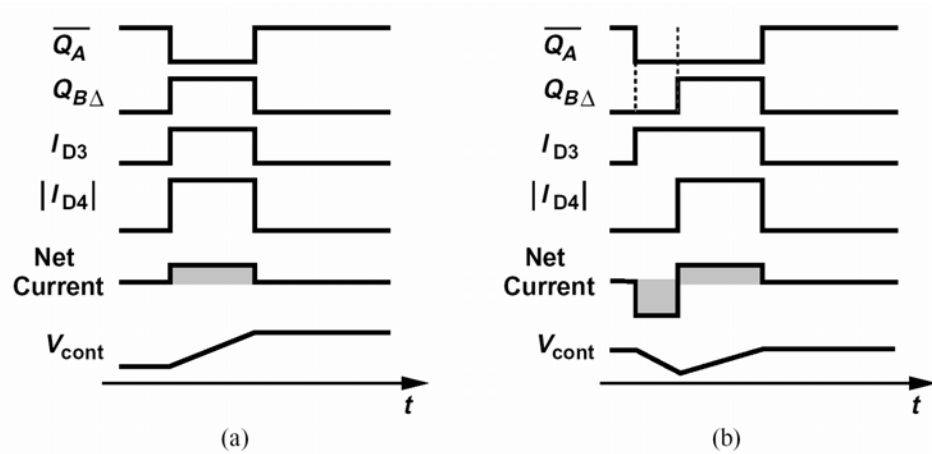
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## Problem of Skew



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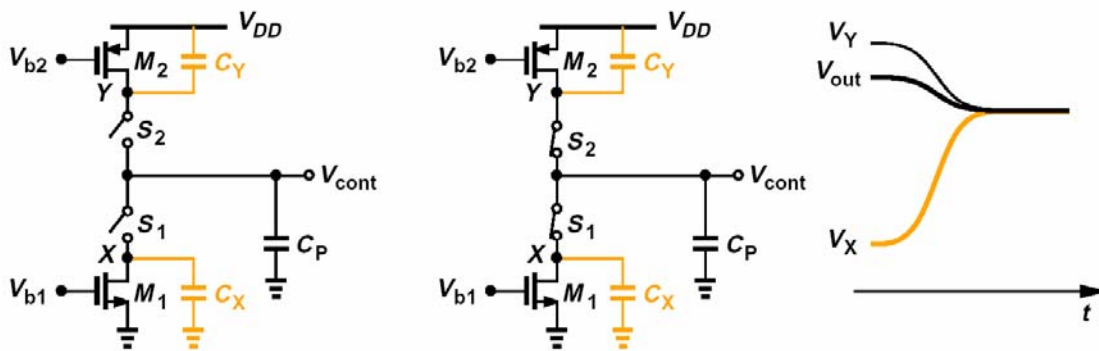
# Up and Down Current Mismatch



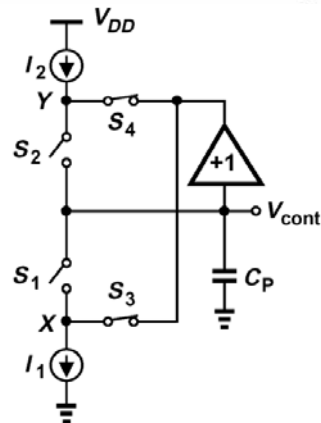
- Produces both ripple and phase offset.

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# Charge Sharing



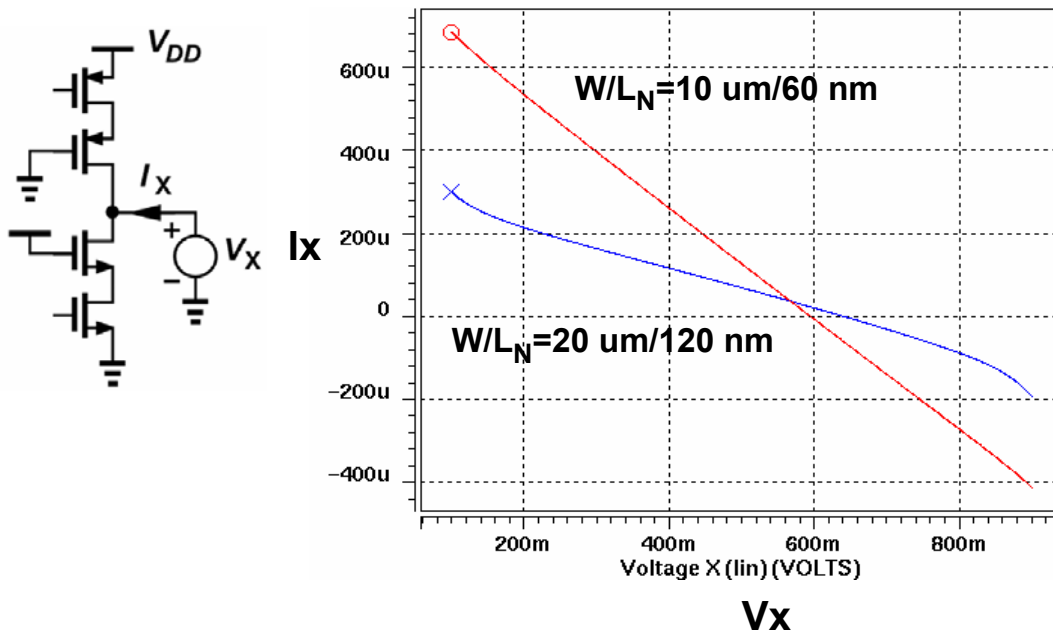
[Young, JSSC, Nov. 92]



- Buffer difficult to design at low supply voltages.

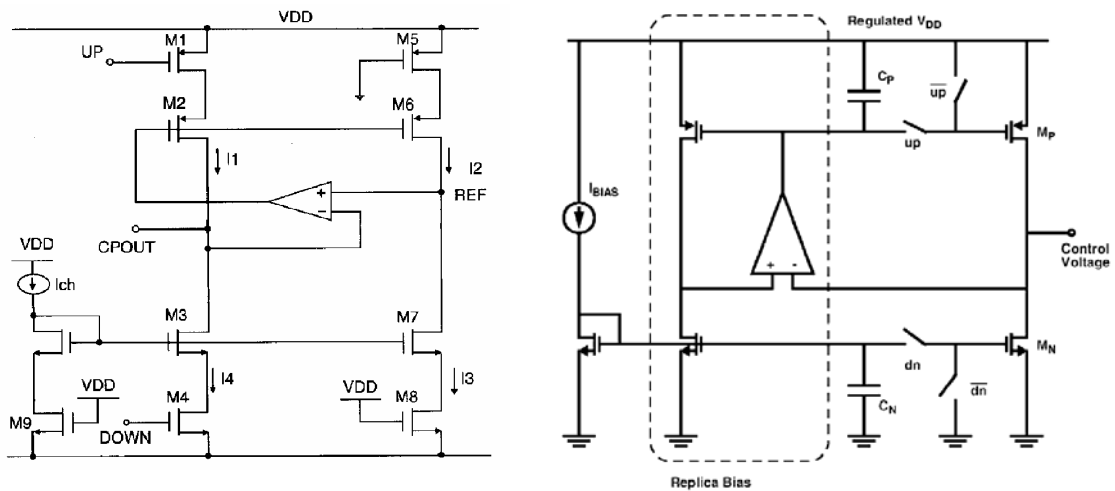
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# Channel-Length Modulation



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# Reduction of Channel-Length Modulation

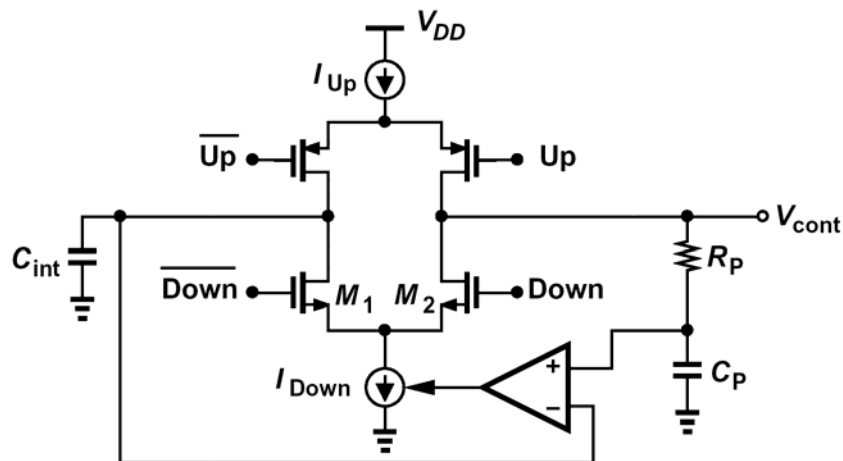


[Lee, Elec. Let., Nov. 00]

[Terrovitis, ISSCC04]

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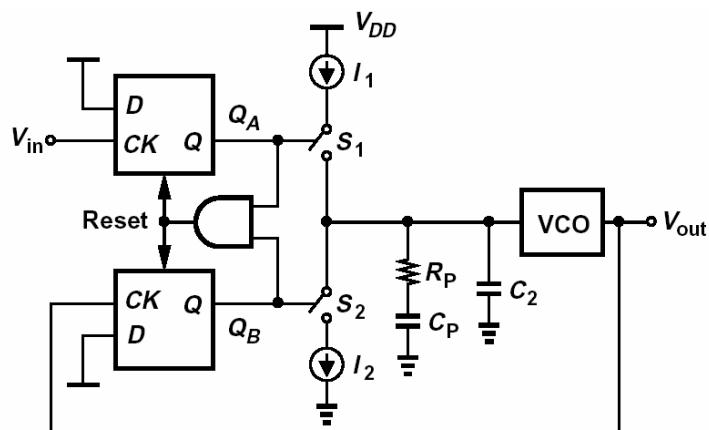
## Reduction of Both Mismatches



[Wakayama, US Patent 7,057,465 B2]  
 (Also, see Gierkink, ISSCC08]

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## Addition of Second Capacitor



- $C_2$  can reach  $0.2C_p$  with little degradation in settling behavior.
- But imposes an upper bound on  $R_p$ .

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## PLL Design Procedure

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- Design VCO for frequency range of interest and obtain  $K_{VCO}$ .
- Set the “loop bandwidth” to one-tenth of input frequency:

$$\omega_{-3dB}^2 = \left[ (2\zeta^2 + 1) + \sqrt{(2\zeta^2 + 1)^2 + 1} \right] \omega_n^2$$

(Loop BW  $\sim 2.5\omega_n$  for  $\zeta = 1$ .)

- Select a charge pump current (tens of microamps to some milliamps).
- Set the damping factor to 1 and compute  $R_p$  and  $C_p$ .

$$\omega_n = \sqrt{\frac{I_P}{2\pi C_P} \frac{K_{VCO}}{M}}$$
$$\zeta = \frac{R_P}{2} \sqrt{\frac{I_P C_P K_{VCO}}{2\pi M}}$$

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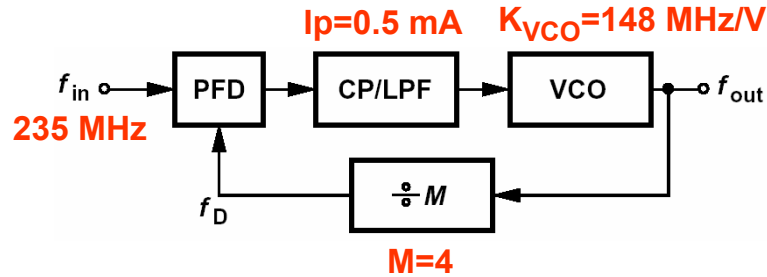
## Charge Pump Design

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- Select W/L of current sources for an overdrive of about 50-100 mV.
- Choose L such that mismatch due to channel-length modulation remains below 10-20%.
- Choose switch dimensions for a headroom consumption of 20-30 mV.
- If mismatch due to channel-length modulation results in excessive jitter or sidebands:
  - (a) Increase  $C_2$  and  $C_p$  (BW goes down).
  - (b) Use one of the circuit techniques to reduce effect of channel-length modulation.

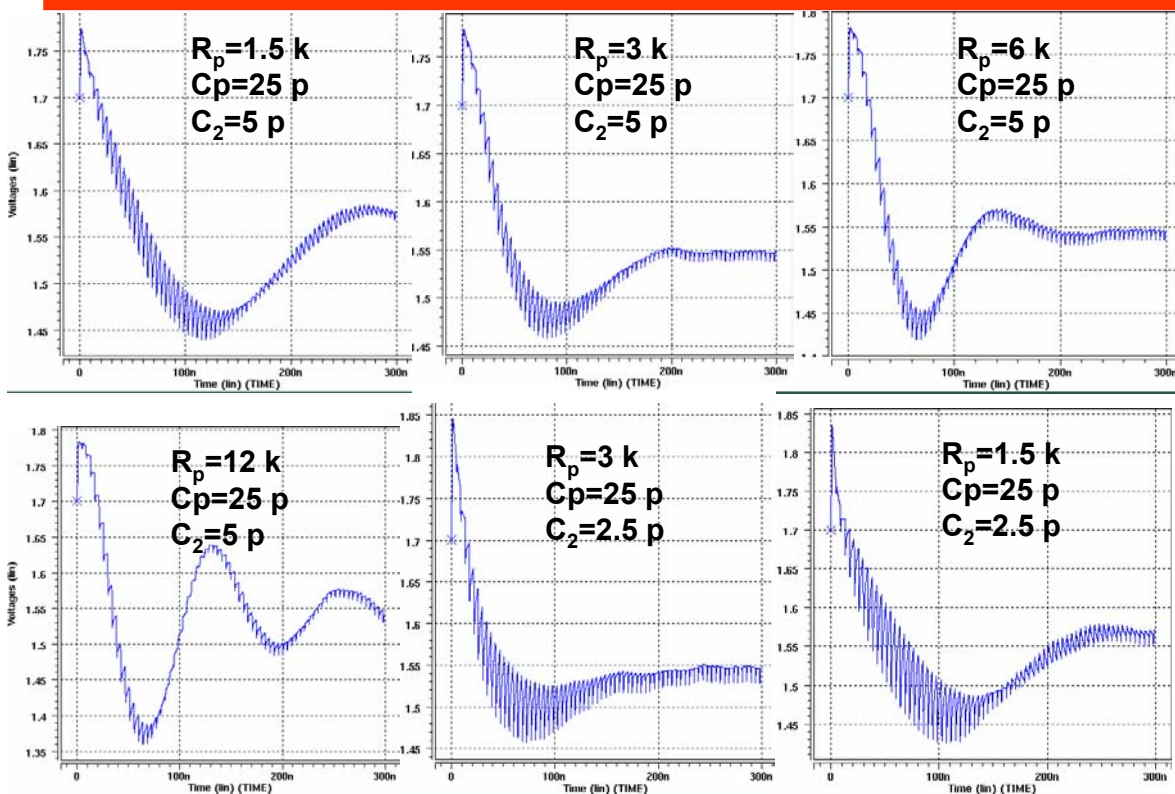
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# Design Example



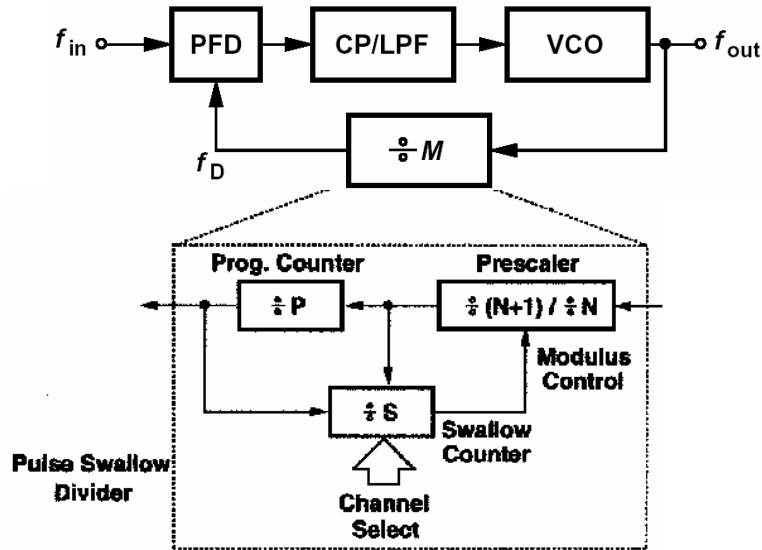
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## Simulated Behavior





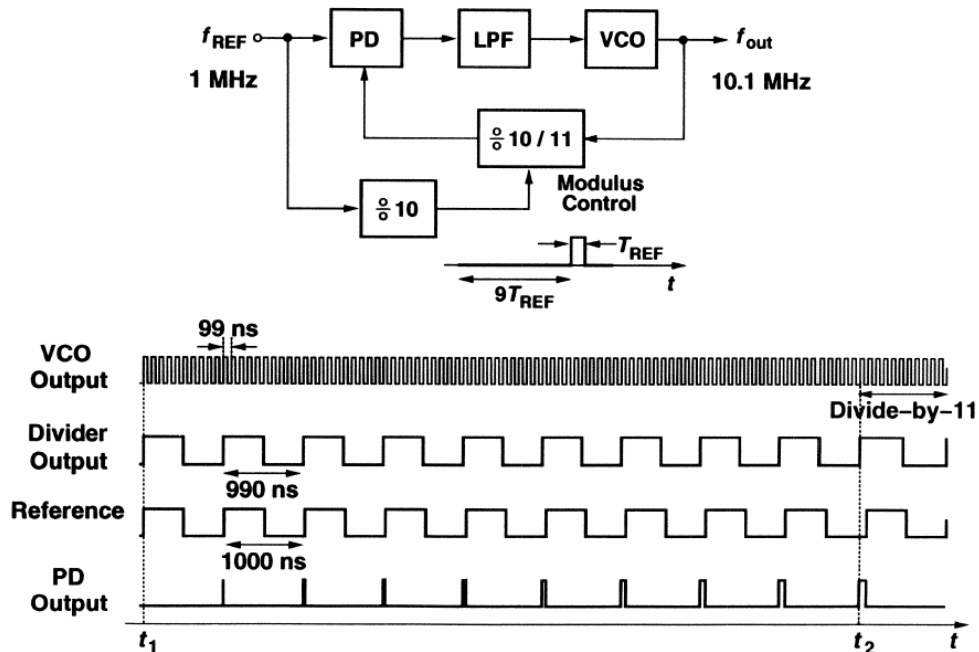
# Integer-N Synthesizer



- Slow settling:  $\sim 100$  input cycles
- No VCO noise suppression beyond  $0.1f_{REF}$

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# Fractional-N Synthesizer



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# $\Sigma\Delta$ Fractional-N Synthesizer

