

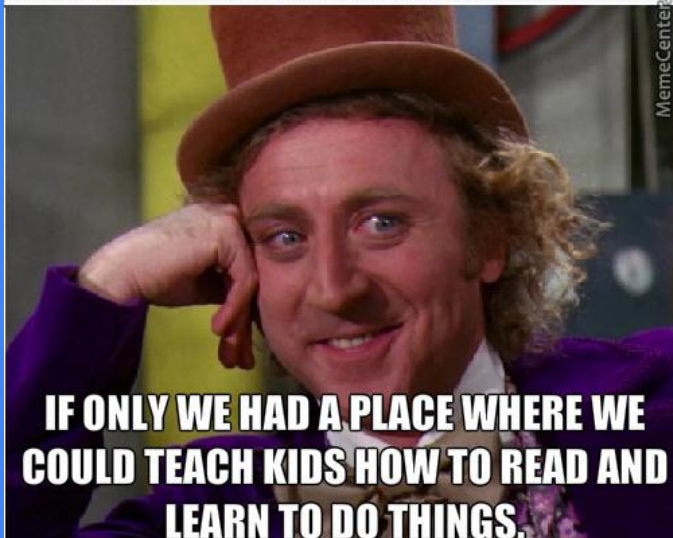
# Lab 2: Analog to Digital Circuit Interfaces

EECS 16B Spring 2024

Slides: [links.eecs16b.org/lab2-slides](https://links.eecs16b.org/lab2-slides)



Schools Are Removing Analogue Clocks Because Kids Can't Read Them  
As our age becomes more technological, we've become more dependant on the our screens. And this has had a very drama...



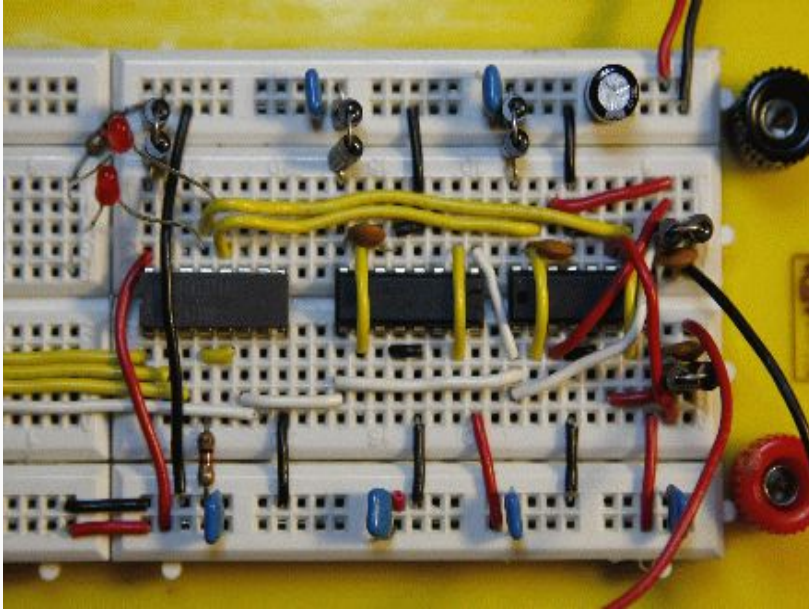
**IF ONLY WE HAD A PLACE WHERE WE  
COULD TEACH KIDS HOW TO READ AND  
LEARN TO DO THINGS.**

# Logistics: Groups

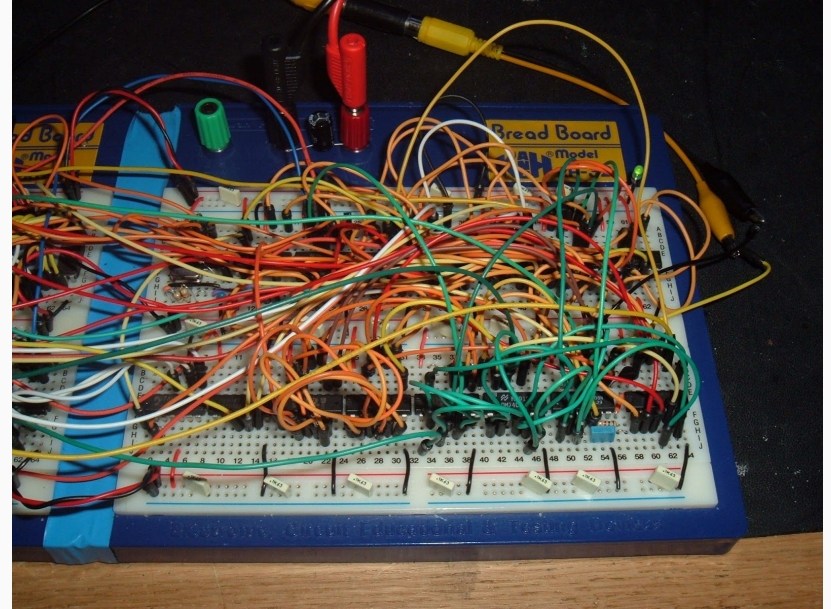
- **Fill out the Lab Group Form** (necessary to receive an Arduino):  
<https://eecs16b.org/lab-groups>

# Planar Circuits

**Planar**

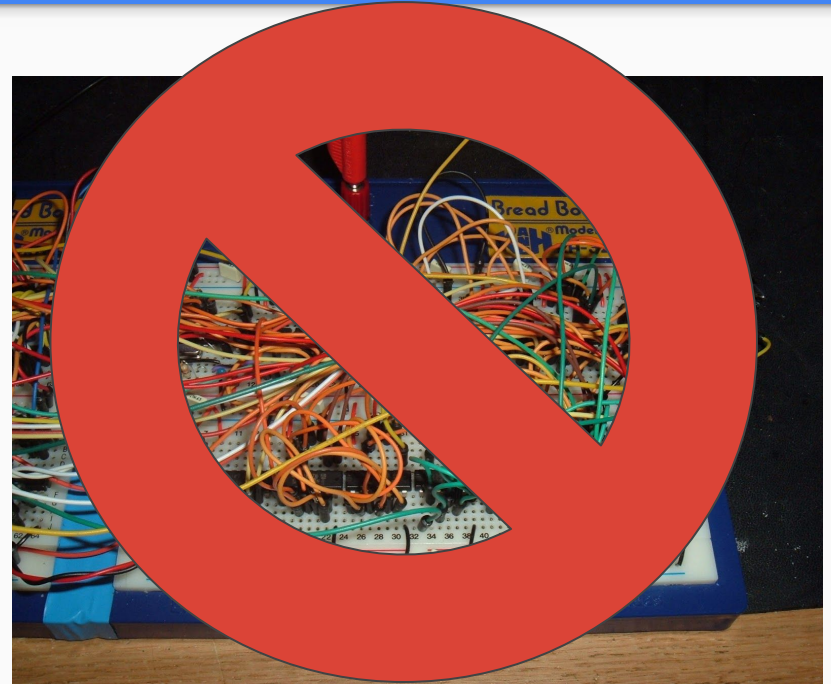
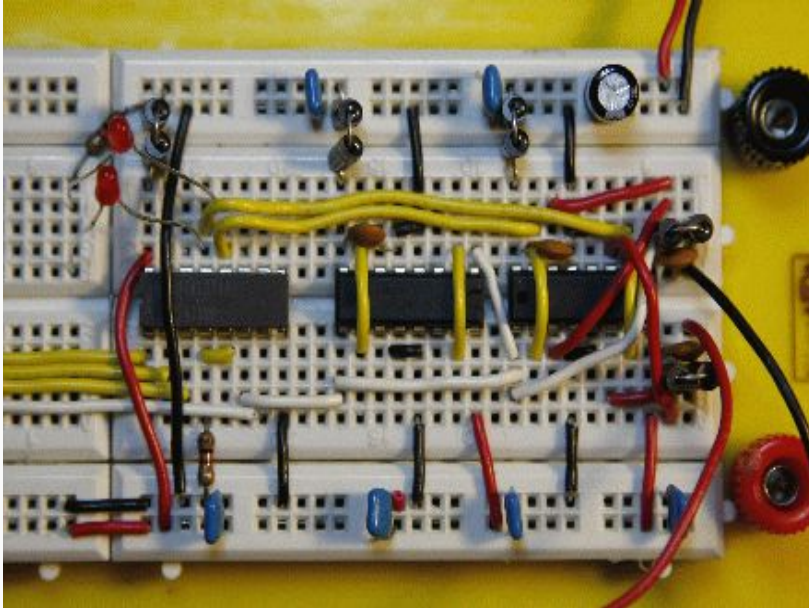


**Non-planar**



# Planar Circuits

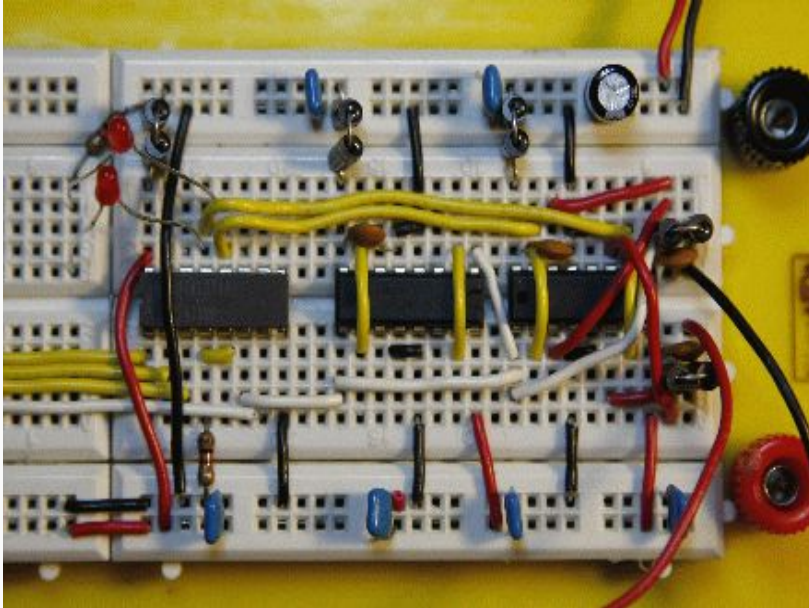
**Planar**





# Planar Circuits

**Planar**



- Planar Circuits are now a **requirement** to:
  - Get help from staff
  - Get checked off
- Tips to create planar circuits:
  - Plan your circuit ahead of time
  - Trim wires to length
  - Cut components to length

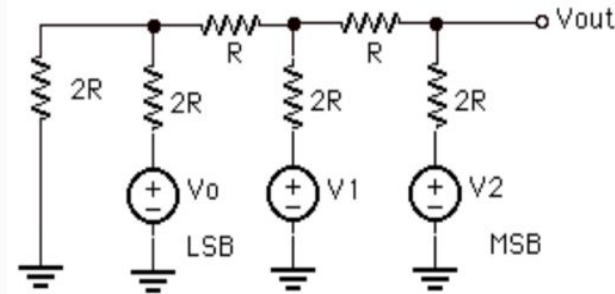
**We will ask you to redo your circuit if it is nonplanar**

# Lab 2 Overview: DAC and ADC

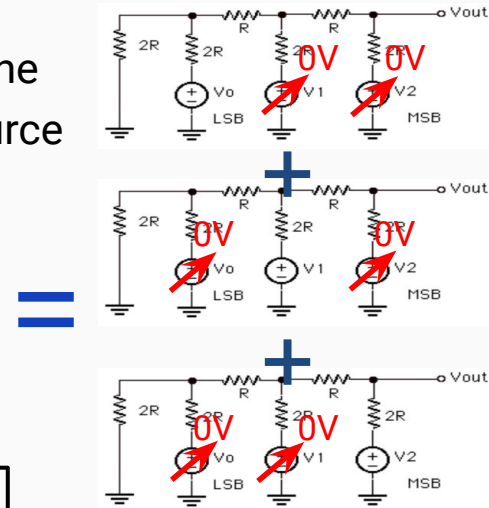
- DAC = Digital to Analog Converter
- ADC = Analog to Digital Converter
- Real world is continuous, but computers need to store data digitally
  - Need to find a way to convert between analog and digital for signals
  - EE 123 discusses consequences of digitally sampling analog signals, EE 140 discusses the design of DACs/ADCs
- DAC/ADC in your life:
  - DAC for MP3 players, analog TVs, video on cell phones
  - ADC for sound/video recording
  - VoIP (voice over IP) uses both!

# DAC Review: Superposition

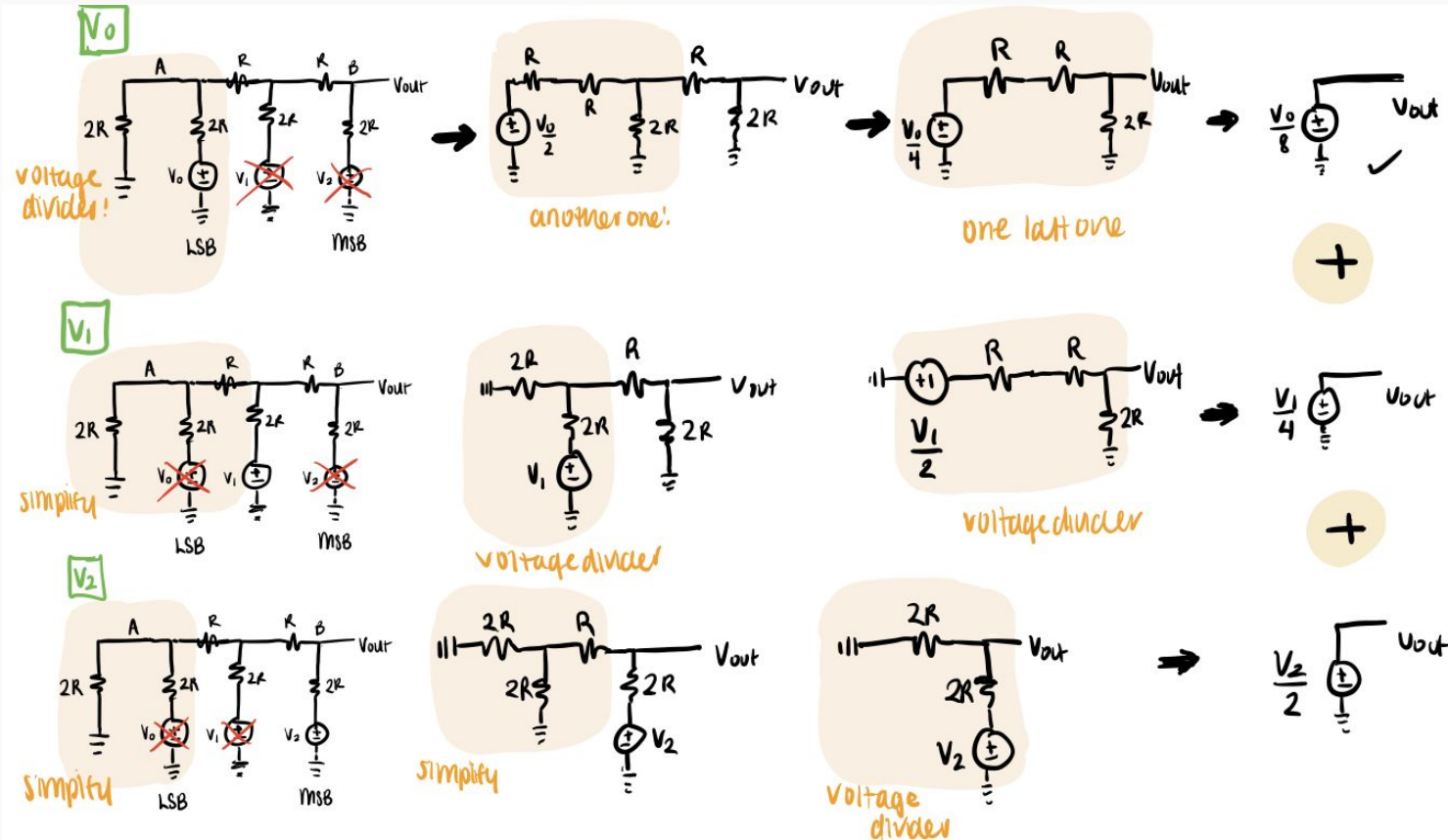
- Since resistive circuits are linear, we can apply the principle of superposition:
  - Treat each source independently – zero out all but one
  - The total effect is the sum of the effects of each source
- Example:



$$V_{out} = V_{out_1} + V_{out_2} + V_{out_3}$$



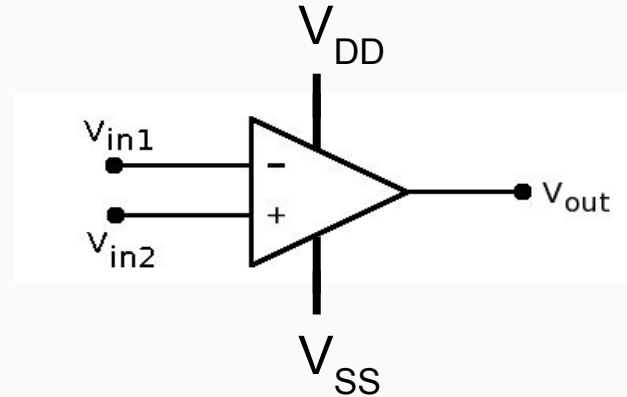
# DAC Review: Superposition Example





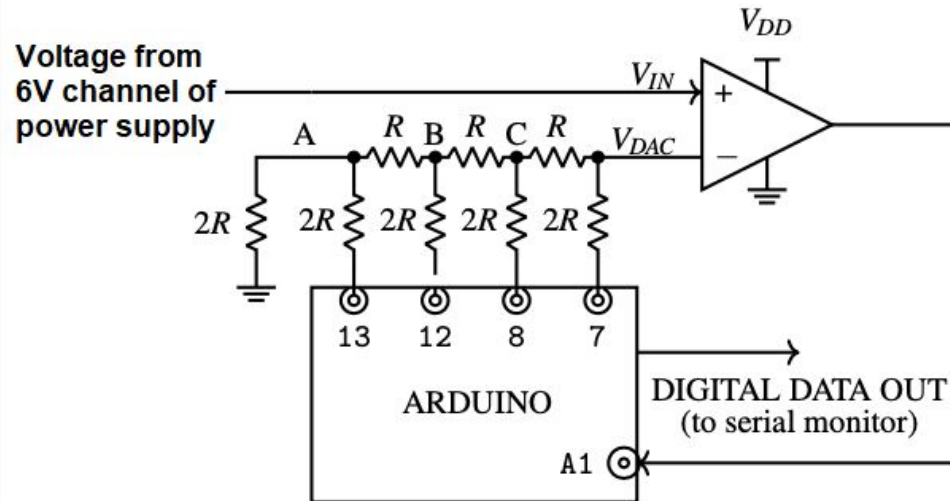
# ADC Review: Comparators

- A device that compares two voltages (or currents) and outputs a digital signal to indicate which is larger
- Op-amp Implementation:
  - If  $V_{in2} > V_{in1}$ ,  $V_{out}$  goes to  $V_{DD}$
  - If  $V_{in1} > V_{in2}$ ,  $V_{out}$  goes to  $V_{SS}$
  - (think: if  $V_{out}$  is connected to  $V^-$ , its value will bring  $V^-$  closer to  $V^+$ )
- NOTE: Arduinos use 5V pin logic
  - $V_{DD} = 5\text{ V}$
  - $V_{SS} = 0\text{ V}$



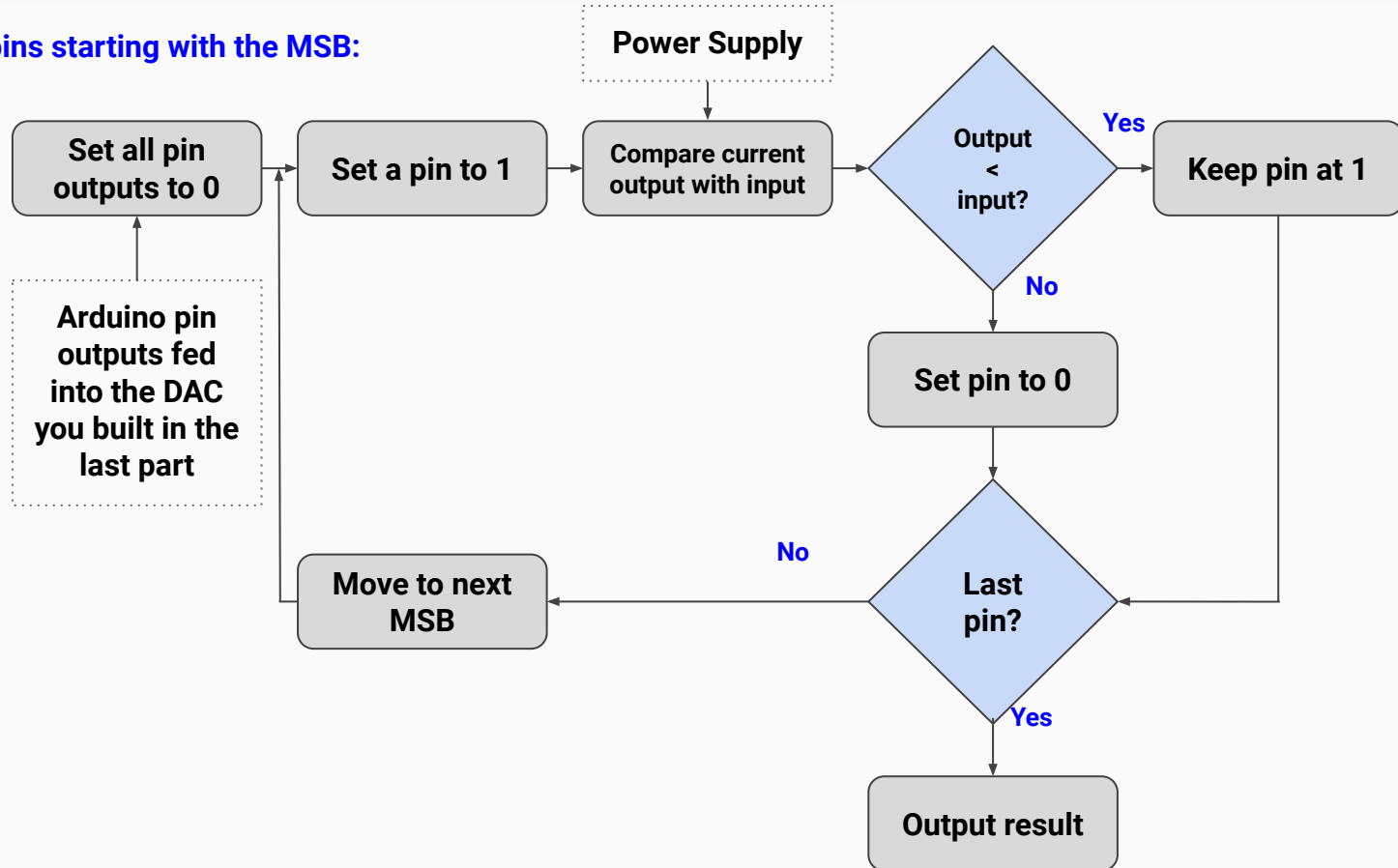
# Review: ADC

- ADC - The Arduino uses binary search when turning on MSB (most significant bit) to LSB (least significant bit) and comparing the resulting  $V_{DAC}$  with  $V_{in}$

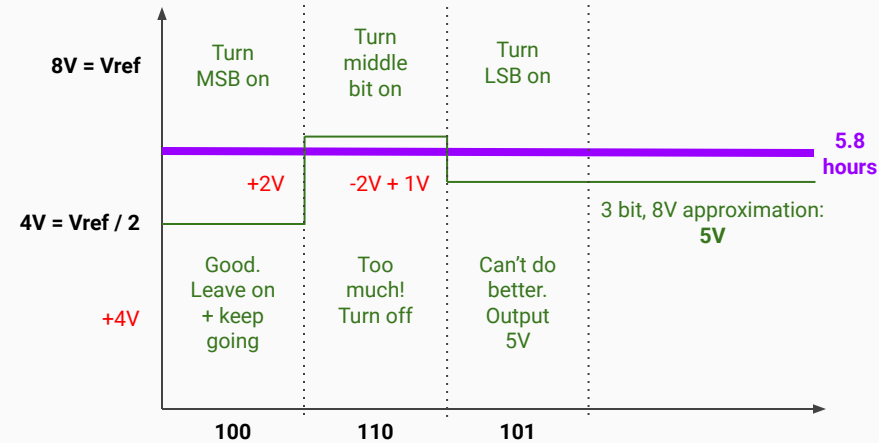
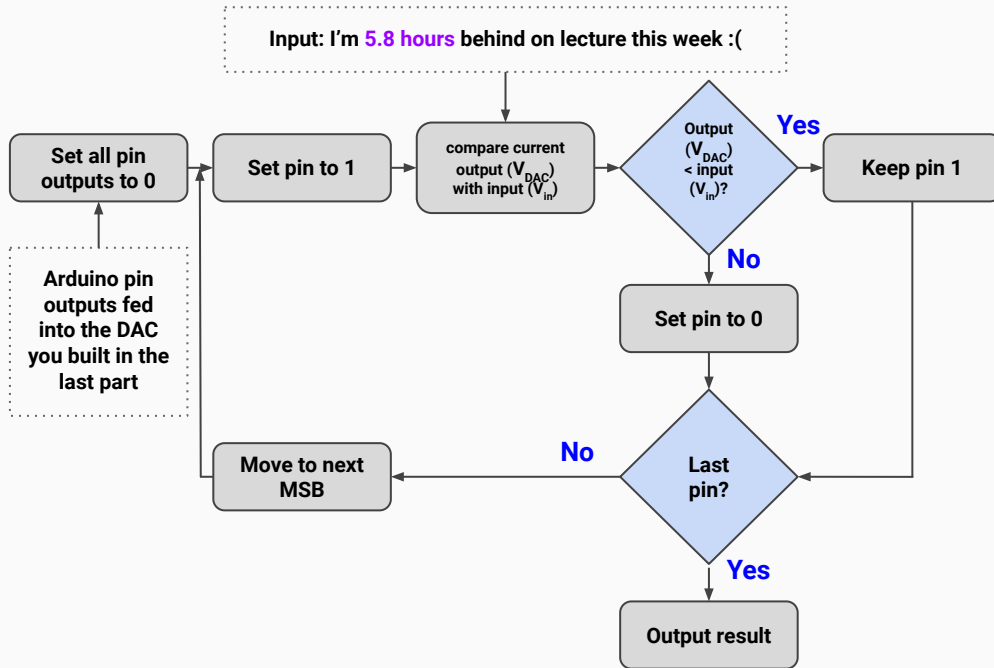


# Successive Approx. Register ADC

Loop over all pins starting with the MSB:

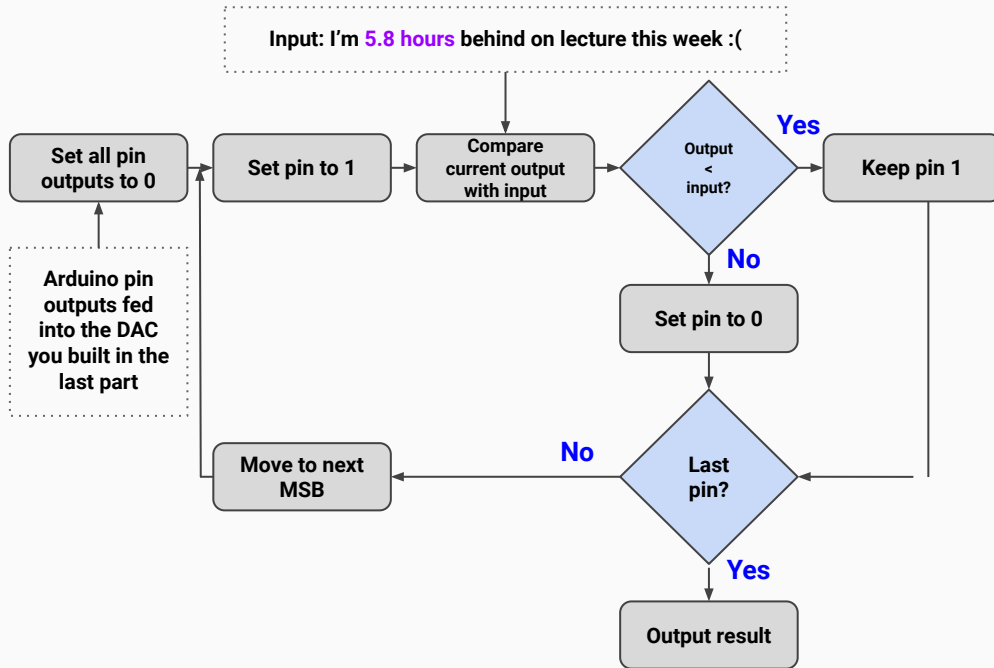


# Successive Approx. Register ADC



**Result:** We forget to account for the last 0.8 hour of lecture because our 3 bits cannot represent it. :(

# Successive Approx. Register ADC



We're trying to match our 5.8V input:

- $V_{ref} = 8V$ , we have 3 bits

1. Turn on MSB: **1 0 0**

$4V < 5.8V$ , keep going, keep bit on

1. We can do better: **1 1 0**

$(4V + 2V) > 5.8V$ , too much, turn off

1. Try the next pin (LSB): **1 0 1**

$(4V + 1V) < 5.8V$

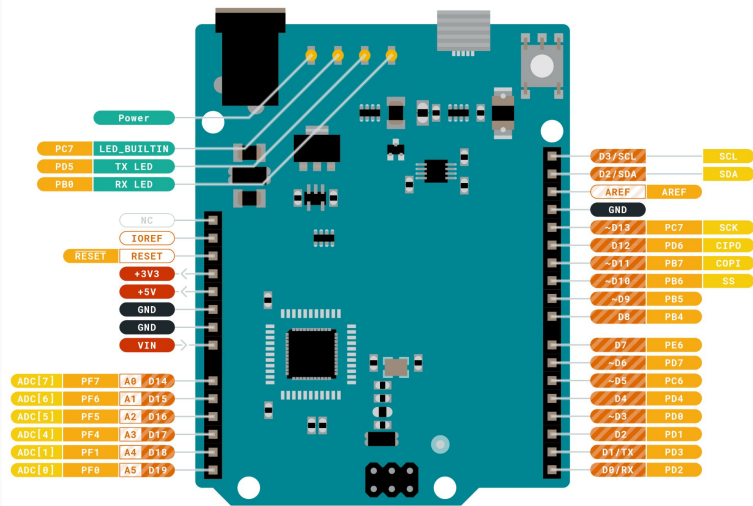
1. That's all folks, we're out of bits

**Output: 5V**

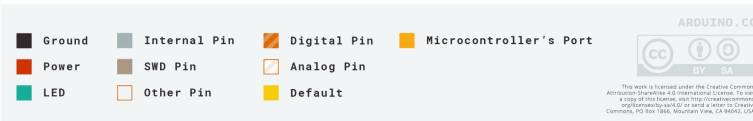
**Result:** We forget to account for the last 0.8 hour of lecture because our 3 bits cannot represent it. :(



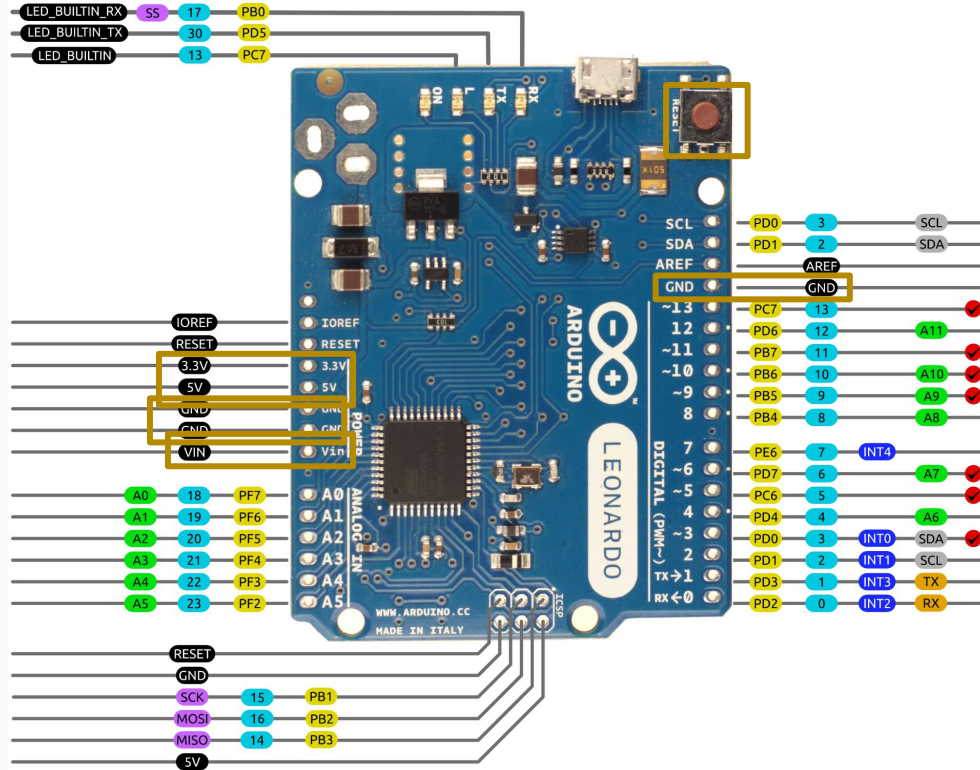
# Introduction to Arduinos



- There are 4 main “Pin Modes”
- Digital: High (5V) or Low (0V) [1s and 0s]
  1. Digital Output
  2. Digital Input
- Analog: range from 0-5V [numerical values]
  1. Analog Output: mapped from 0 - 255
  2. Analog Input: mapped to 0 - 1023



# Arduino Leonardo Pinout

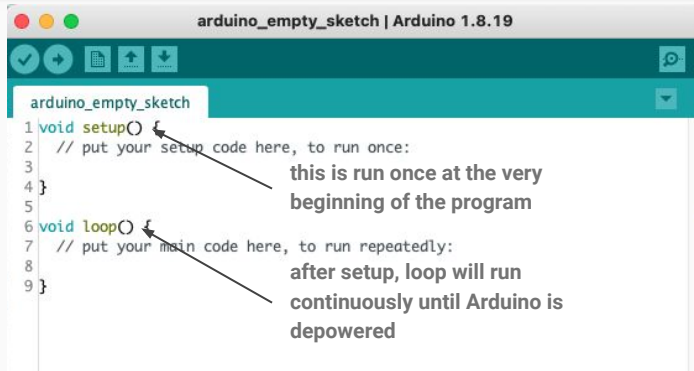


AVR DIGITAL ANALOG POWER SERIAL SPI I2C PWM INTERRUPT



2014 by Bouni, 2016 bperrybap  
Photo by Arduino.cc

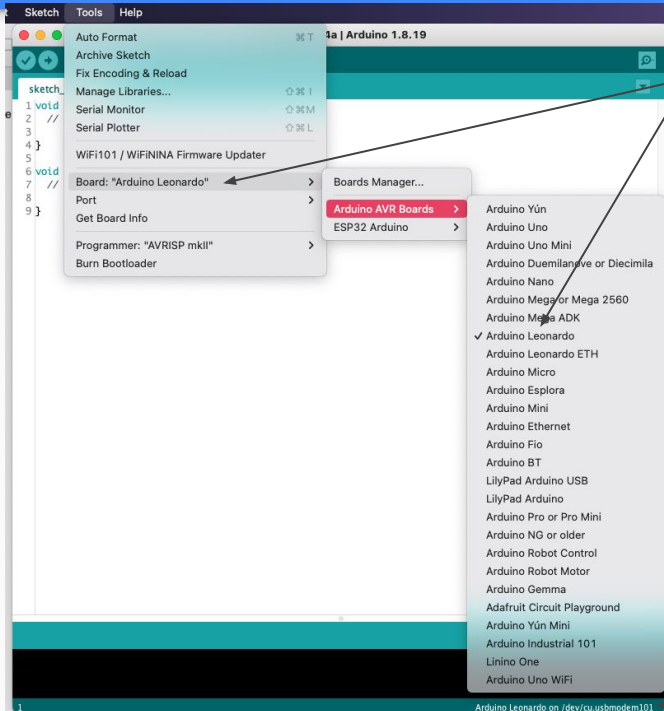
# Introduction to Arduinos



Note: Arduino is programmed in **C** via the [Arduino IDE](#) (pre-installed on lab computers)

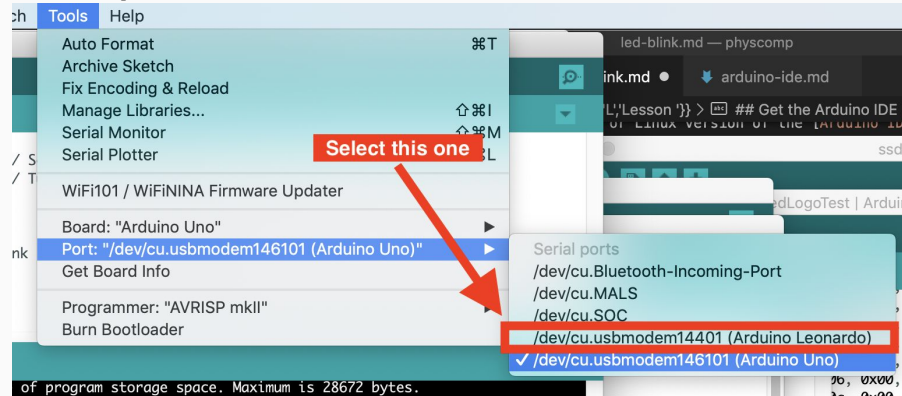
- Code uploaded from computer to Arduino via micro-USB port
- If powered, code is ALWAYS running
  - RST -> restart
  - Unpowering and powering Arduino -> begins re-running whatever was last uploaded
- If you find this to be an issue, the easiest solution is to upload a blank program

# Uploading Code to Arduino



Ensure this says *Arduino Leonardo*, otherwise select it

- PORT selection
- Upload button



Arduino *should* auto-detect your port

(works 100% of the time 25% of the time)

# Arduino Logistics (pt2)

- Arduinos will be passed out during lab today
- **Arduinos are property of 16B and have to be returned to us by the end of the semester**
- Fill out <https://eecs16b.org/lab-groups> to receive your Arduino



# General Reminders/Habits

- Return resistors to the brown RETURN RESISTORS HERE box.
- Connect all grounds together, including the Arduino GND pin (any works)
- In general, avoid having voltage/currents going into your Arduino if your Arduino isn't already powered
- Check that your probes are working by probing a known voltage value
  - i.e. 5V/3.3V/GND from power supply
- PLEASE CLEAN UP AFTER YOURSELF!! Put probes back, pack up kits, throw away stripped wires etc.
- Don't unplug computers
- Work on the lab report :), the deadline will creep up on you

# Important Forms/Links

- Help request form: <https://eecs16b.org/lab-help>
- Checkoff request form: <https://eecs16b.org/lab-checkoff>
- Slides: [links.eecs16b.org/lab2-slides](https://eecs16b.org/lab2-slides)
- Lab Groups: <https://eecs16b.org/lab-groups>
- Anon Feedback: <https://eecs16b.org/lab-anon-feedback>