



EECS 373

Introduction to Embedded System Design

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Lecture 14: Interface circuits and wireless

2 April 2024

Review

- Power integrity
- Solenoids
- Motors
 - DC
 - Stepper
 - Servo
 - Linear
 - H bridges
- Shaft encoders

What's left in the course

- 4 April: Project Checkpoint 2: update report.
 - Progress.
 - Changes in plans.
- 11, 16, 18 April: Student presentations.
 - 10-minutes / team.
 - Report on current state of project, but can indicate plans for coming days.
 - Send me slides by evening before presentation.
 - We'll assign dates via a Piazza post shortly.
 - Must open with 30-second self-contained pitch.

30-second pitch

- What problem are you trying to solve?
- How does your solution work from the perspective of the person with the problem?
- What was your technical approach?

Outline

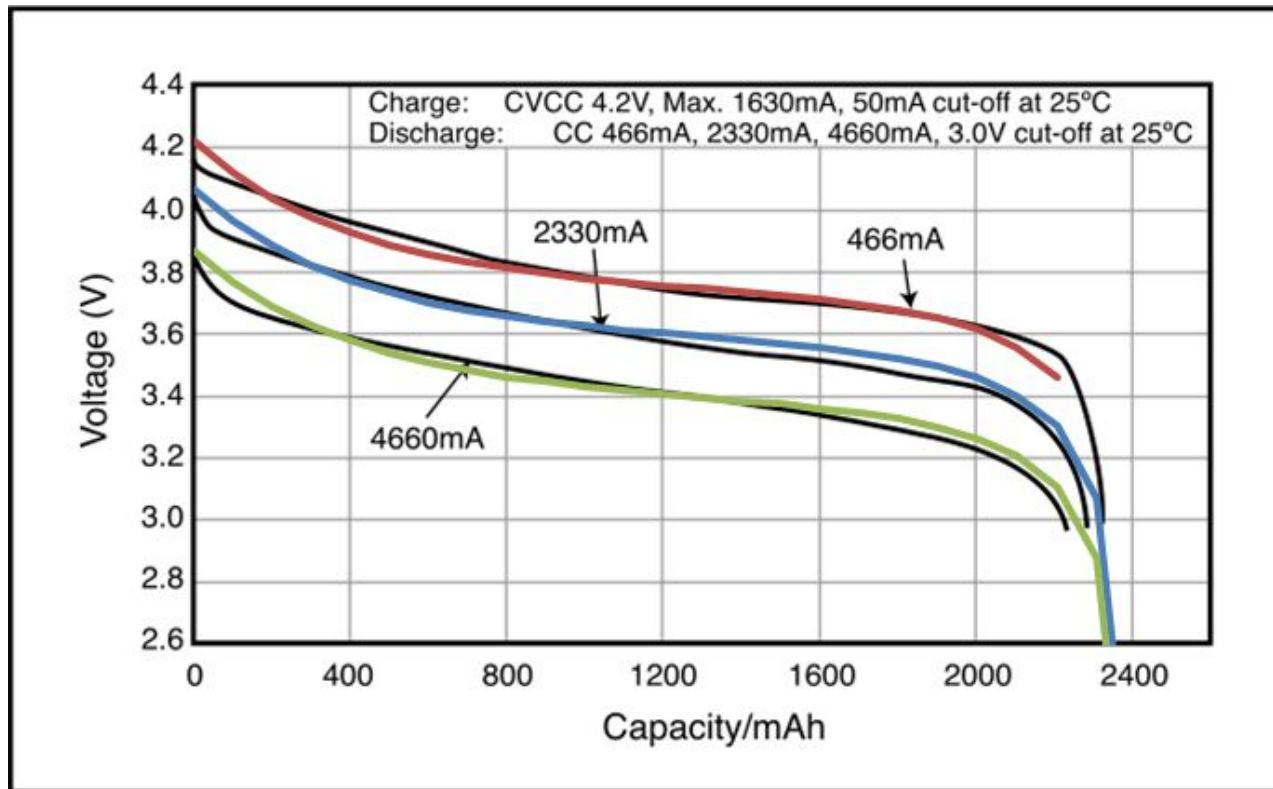
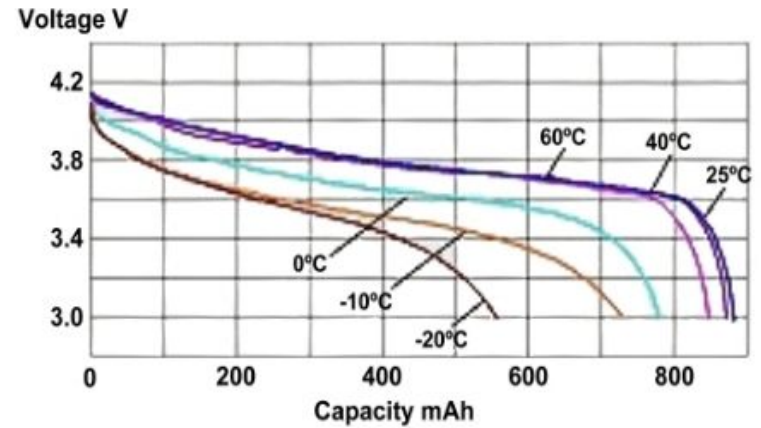
- **Power supplies**
- Voltage regulators
- Signal conditioning
- Wireless communication

Power supplies

- Goals (Why?).
 - Always stably output desired voltage.
 - V requirements may change w. time.
- Reality
 - Available voltage wrong sometimes or always.
 - High parasitics for raw energy source.
 - $L \rightarrow di/dt = \text{droops/spikes w. current var.}$

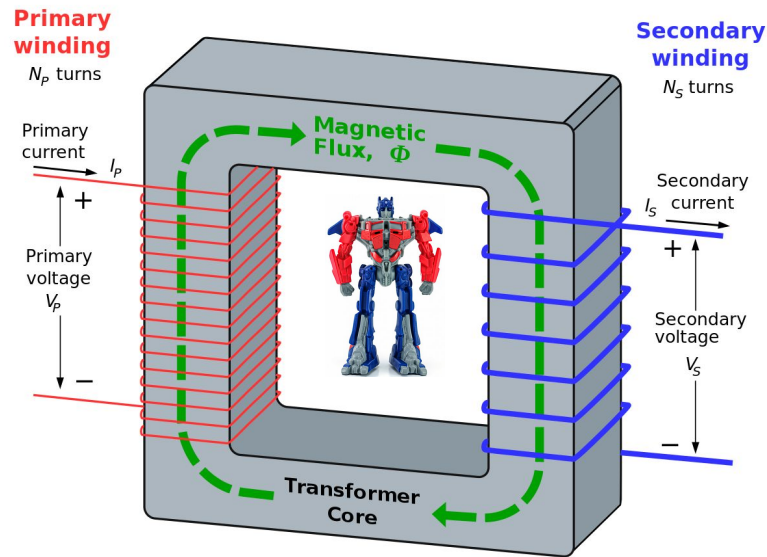
Battery discharge curve

- Beware startup peak.
- Parasitics matter.
 - Rint, Rsd, Cint, Lint.
- T matters.



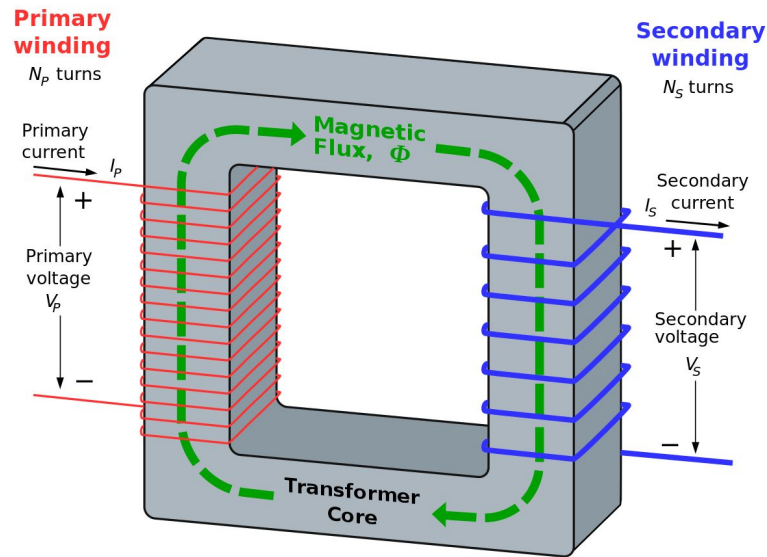
AC-AC

- Winding ratio.
 - Step up or down voltage.
- Expensive and bulky.



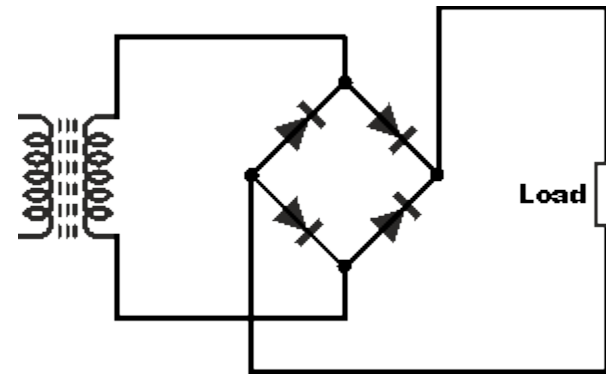
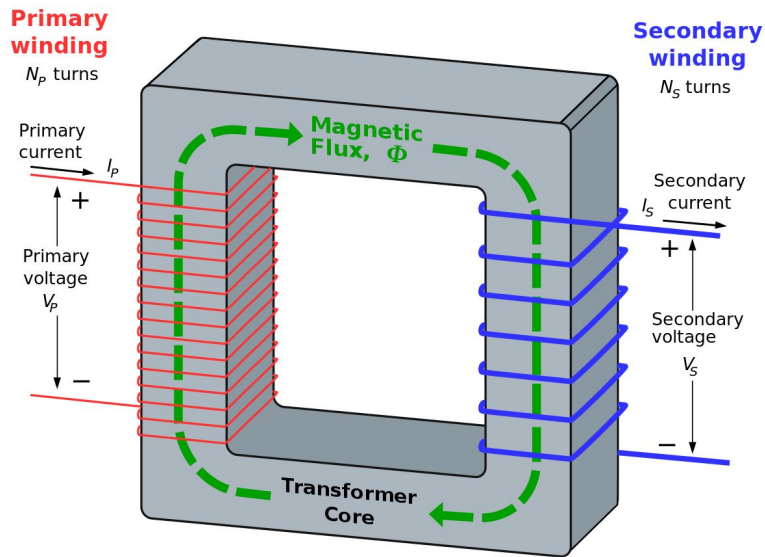
AC-AC

- Winding ratio.
 - Step up or down voltage.
- Expensive and bulky.



AC-DC

- $V_p/V_s = N_p/N_s = I_s/I_p$.
- Need DC.
- Full-wave rectifier.
- What does this do to waveform?
- How to make stable? C.
- Tolerate changing input V? Zener.



Outline

- Power supplies
- **Voltage regulators**
- Signal conditioning
- Wireless communication

Linear DC-DC

- Simple, Zener-based.
- Inefficient for large V conversion.
- Will give reading material for review.

Charge pump DC-DC

- Charge C.
- Stack with source.
- Repeat.
- Not great for high power.
- Good for communication.
- Can control charging period to control V.

Buck switching DC-DC

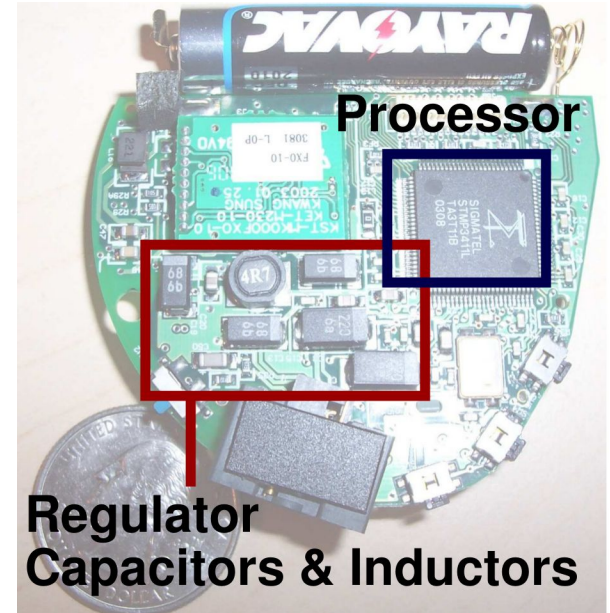
- Efficient.
- Step-down, only.
- Max output = $V_{in} - V_{loss}$.

Buck-boost switching DC-DC

- Efficient.
- Step up or down.
 - $0X \rightarrow 2X$.
- Inverting.

None

- Don't always need regulator.
- They're only around 85% efficient.
- Terrible for usually-sleeping systems.
- Built-in battery C is useful.
- Can components can tolerate full swing?
 - Consider Lilon start-up peak!
- See my paper with S. Kim at <https://robertdick.org/publications/>
- Also see DC-DC converter primer on website.



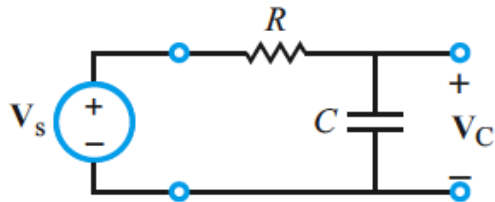
Outline

- Power supplies
- Voltage regulators
- **Signal conditioning**
- Wireless communication

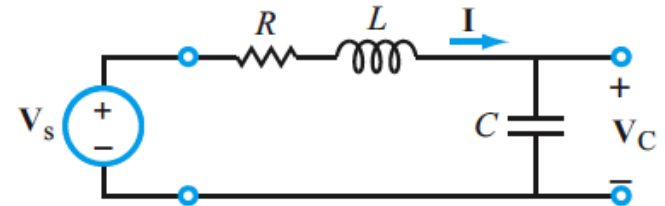
Signal conditioning

- Why? Bare sensor characteristics clash with ADC.
- Problems with many sensor outputs.
 - High internal resistance.
 - Voltage range mismatch.
 - Unwanted frequencies.
 - Fluctuating near-DC offset.
- Solutions.
 - Low-pass/high-pass/notch filters.
 - Amplifiers.

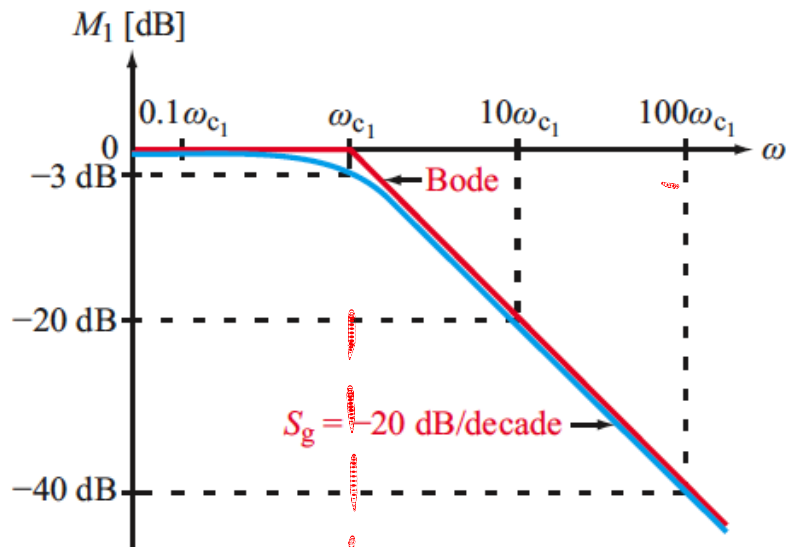
Filter order



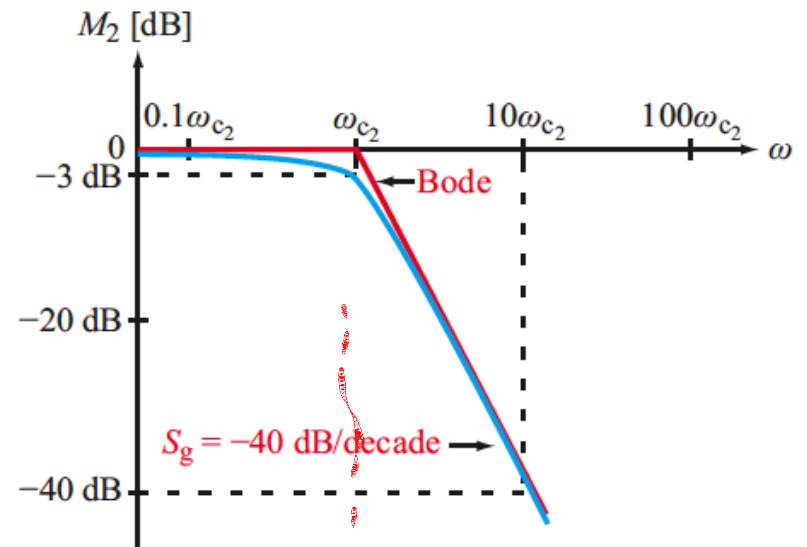
(a) First-order filter



(c) Second-order filter

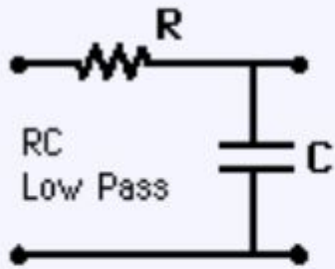


(b) Response of first-order filter

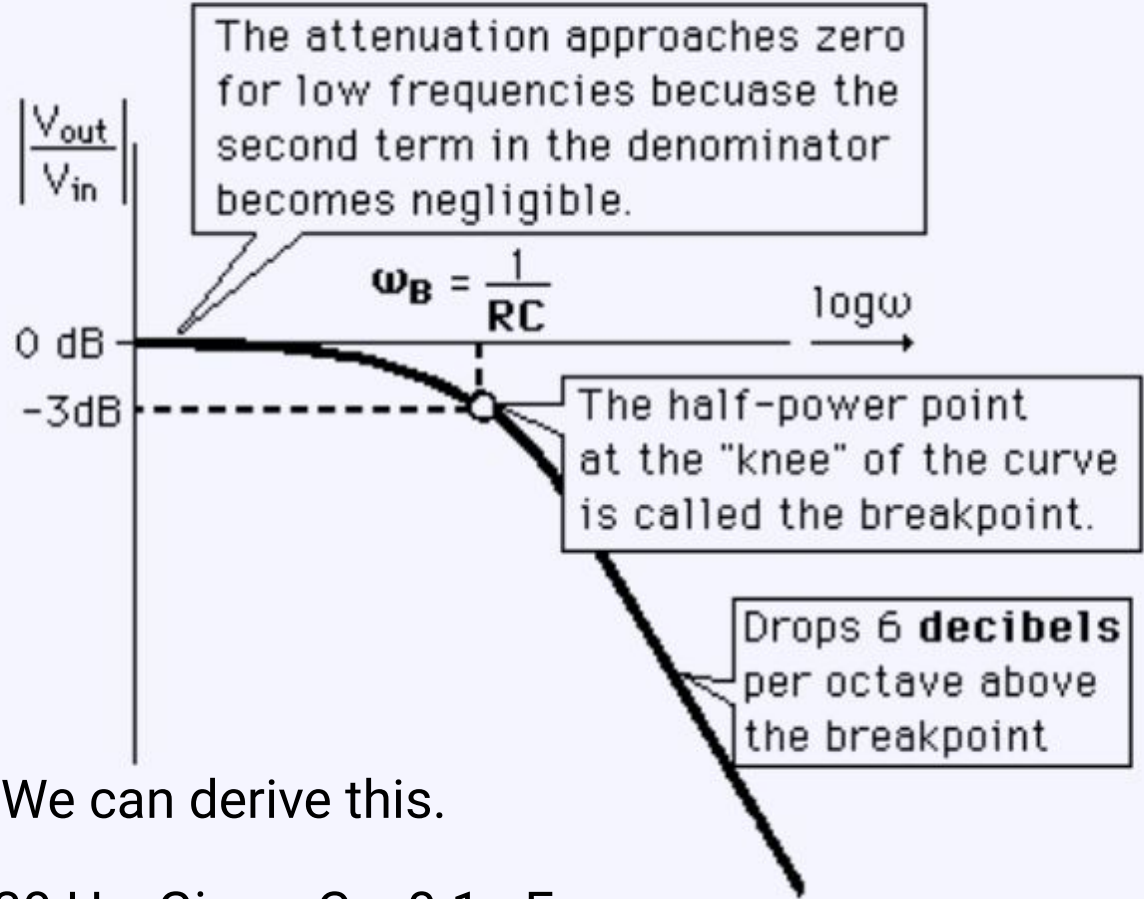


(d) Response of second-order filter

Designing the anti-aliasing filter

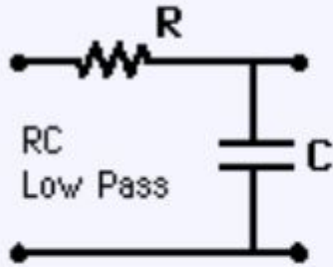


$$|V_{out}| = |V_{in}| \frac{1}{\sqrt{1 + \omega^2 R^2 C^2}}$$

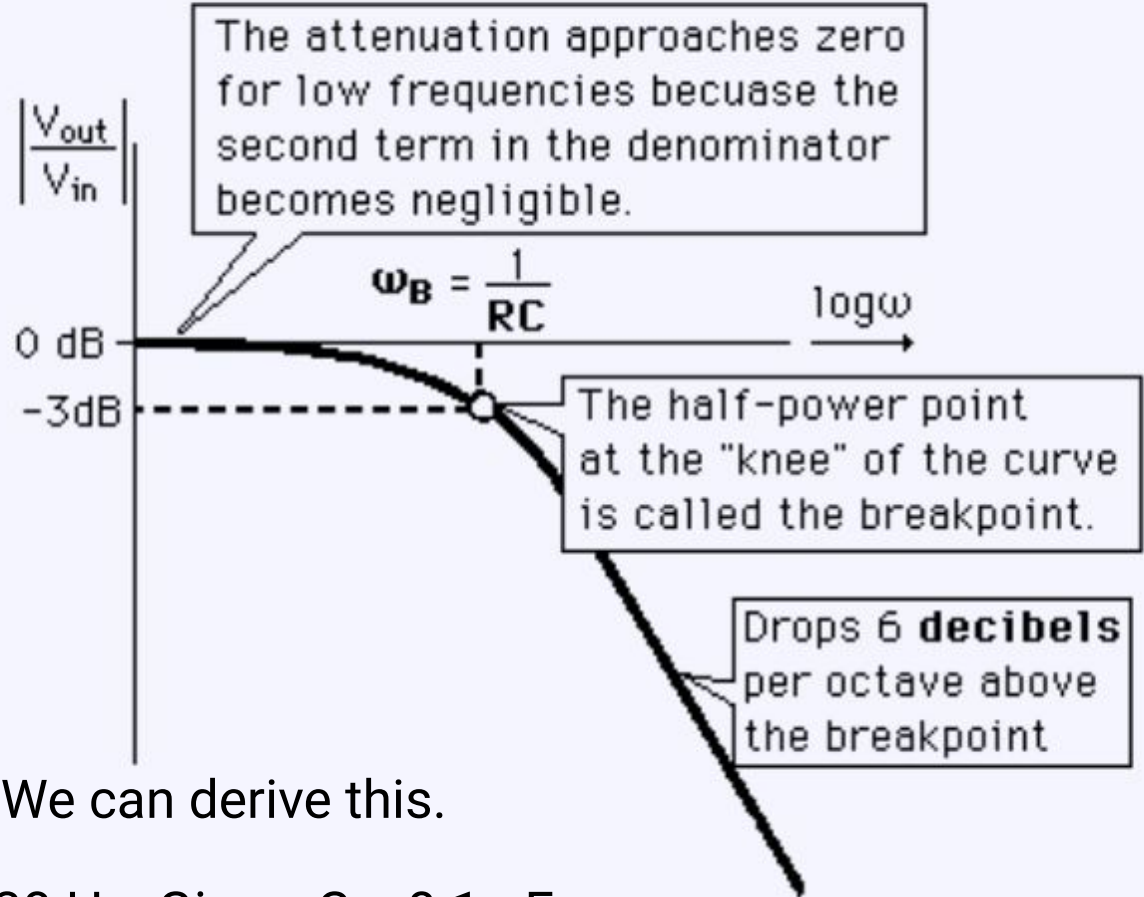


- ω is in radians
- $\omega = 2\pi f$
- $R = 1/(C2\pi f) \leftarrow$ We can derive this.
- Goal: cutoff $f = 30$ Hz. Given: $C = 0.1 \mu\text{F}$.
- Question: $R = ?$
- Example.

Designing the anti-aliasing filter

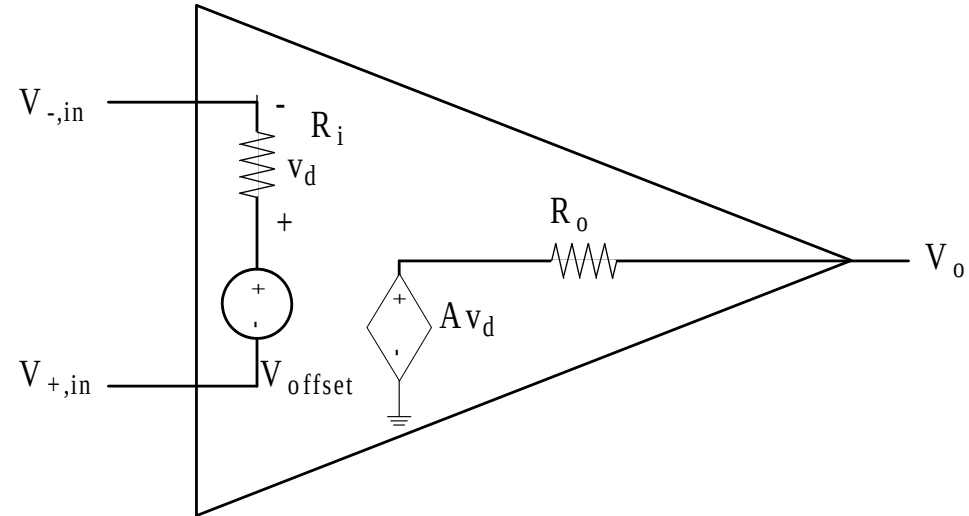
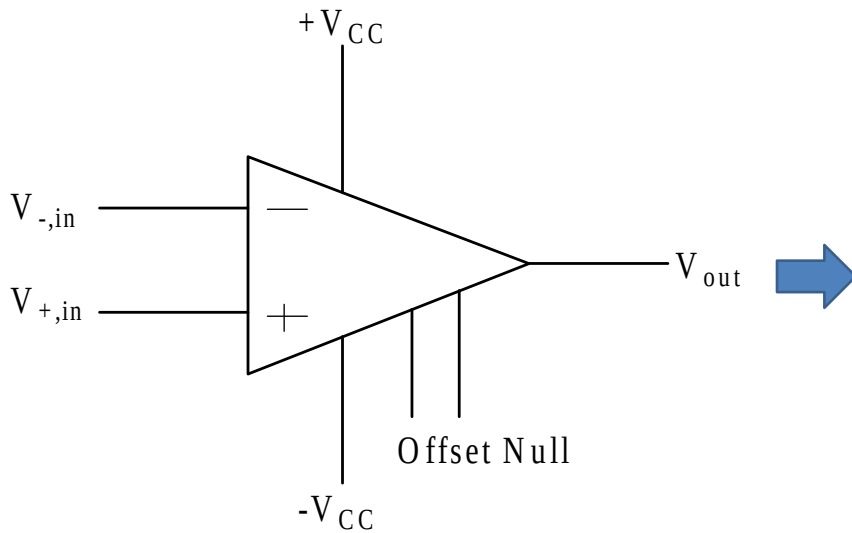


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- ω is in radians
- $\omega = 2\pi f$
- $R = 1/(C2\pi f)$ ← We can derive this.
- Goal: cutoff $f = 30$ Hz. Given: $C = 0.1 \mu\text{F}$.
- $\omega = 2\pi f$, $1/(RC) = 2\pi f$, $R = 1/(2\pi fC) = 1/(2\pi[30 \text{ Hz}][0.1 \mu\text{F}])$
- $R = 53 \text{ k}\Omega$

Op-amp model

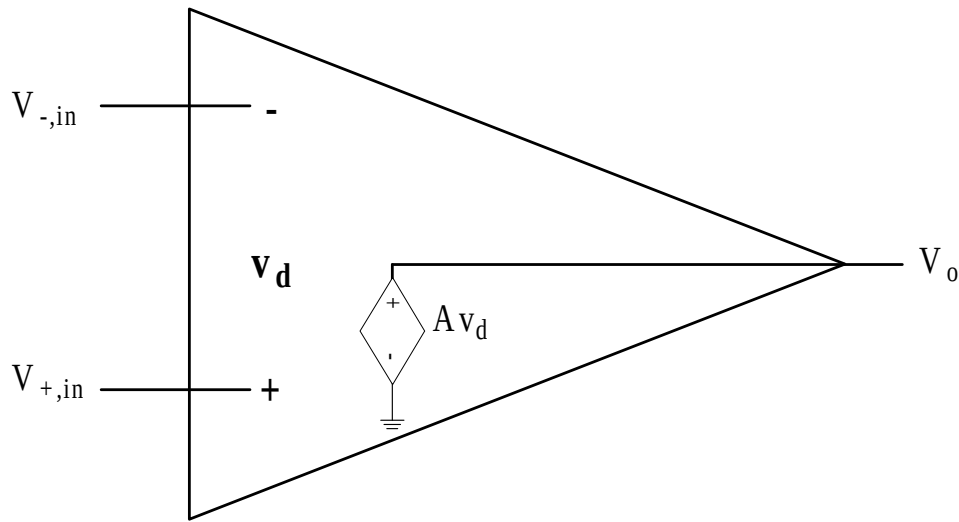


$R_i = 2 \text{ M}\Omega$
 $V_{offset} = 4 \text{ mV}$
 $A = 20\text{M}$
 $R_o = 75 \Omega$

- Nonlinear behavior not represented in model.
- Consider power supply V.

$R_i < \infty$
 $V_{offset} \neq 0 \text{ V}$
 $A < \infty$
 $R_o > 0 \Omega$

Ideal op-amp model

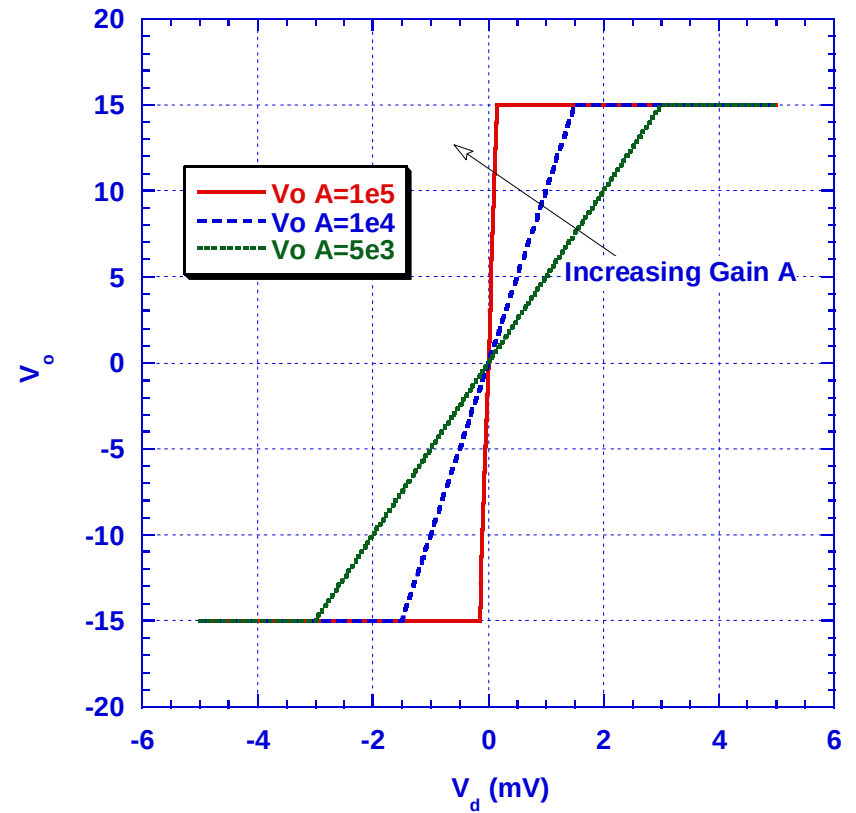


$$R_i \rightarrow \infty$$

$$V_{\text{offset}} = 0 \text{ V}$$

$$A \rightarrow \infty$$

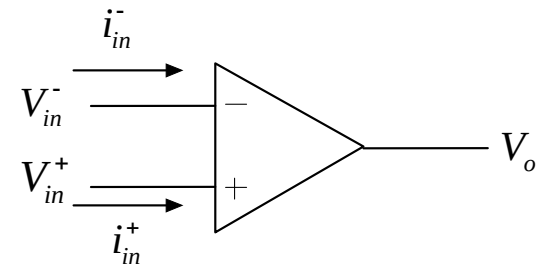
$$R_o = 0 \ \Omega$$



Op-amp “Golden Rules”

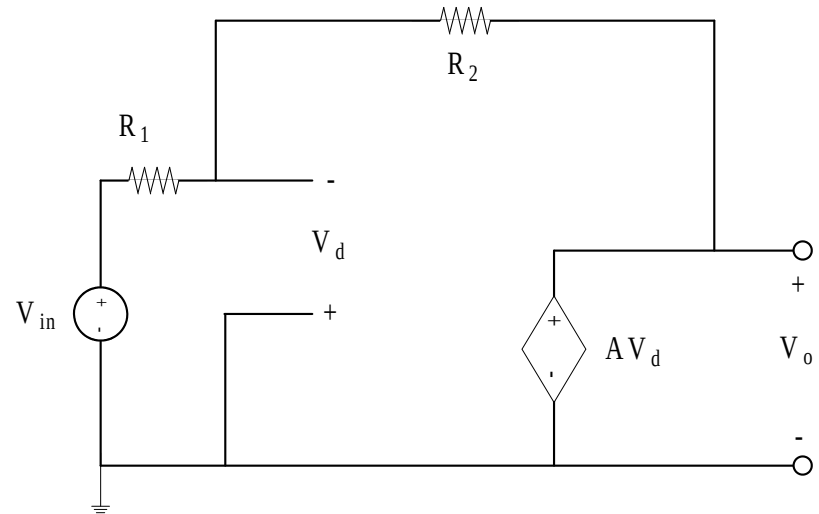
For negative feedback

- Gain is infinite so input voltages equal.
- Input resistance infinite so input current zero.
- I.e., op-amp does what is needed to make $V_{in}^- = V_{in}^+$.

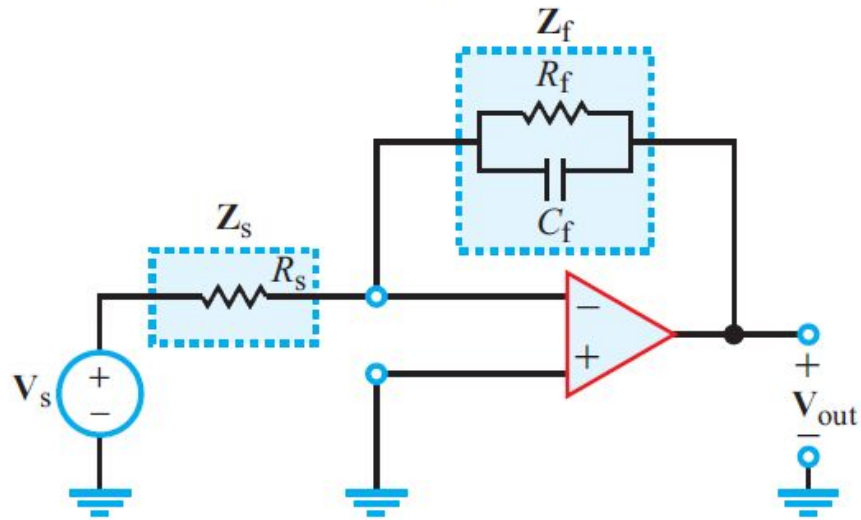


Nodal analysis for inverting case

- Ideal assumptions simplify problem greatly.
- Dependent voltage source will work to set $V_d=0V$.
- Solve for current into V_d - node.
- Solve for V_o/V_{in} .
- Inverting: to make $V_d=0V$, V_o must be negative.
- Can also design non-inverting amplifiers.



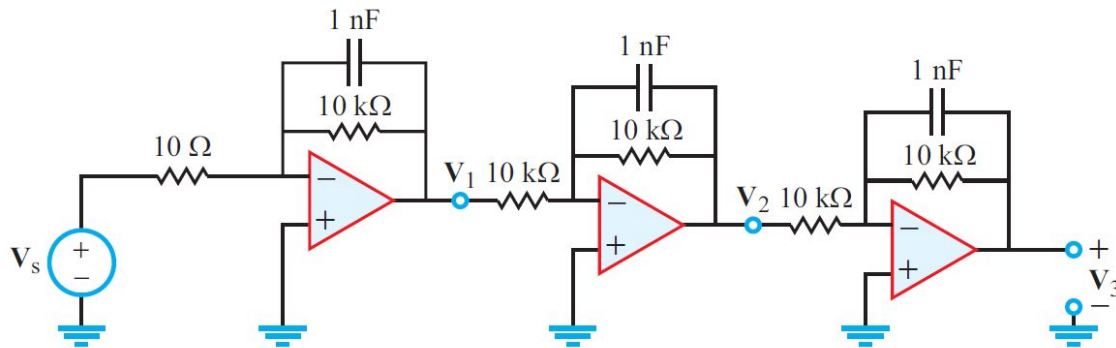
First-order active inverting lowpass filter



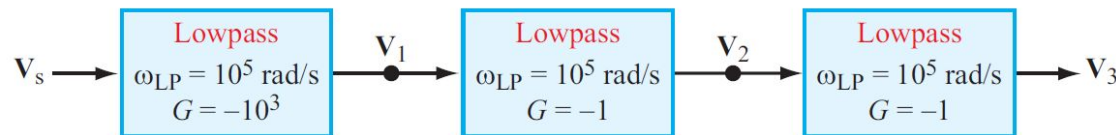
- Low-f: Impedance is determined by R_f .
- High-f: Impedance drops.
- $-Z_f/Z_s \rightarrow$ high-f attenuated.
- Can analyze in frequency- / s-domain.

Cascading of active filters

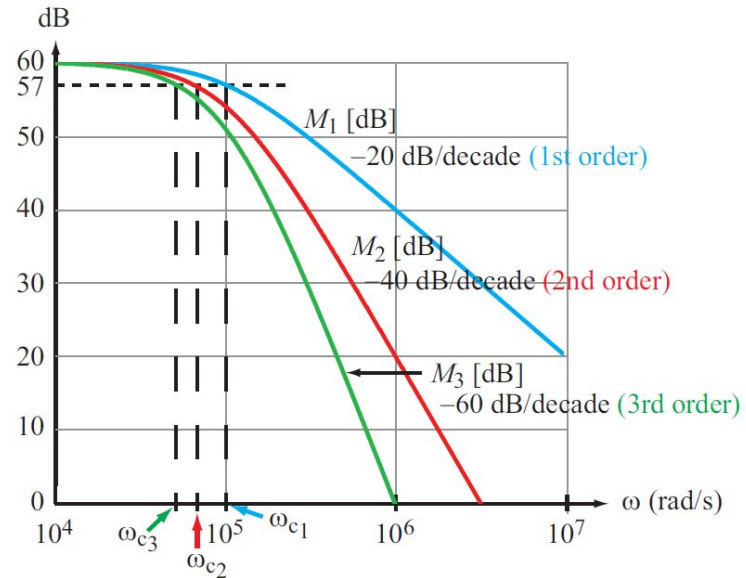
Create a higher-order filter by cascading.



(a) Circuit diagram



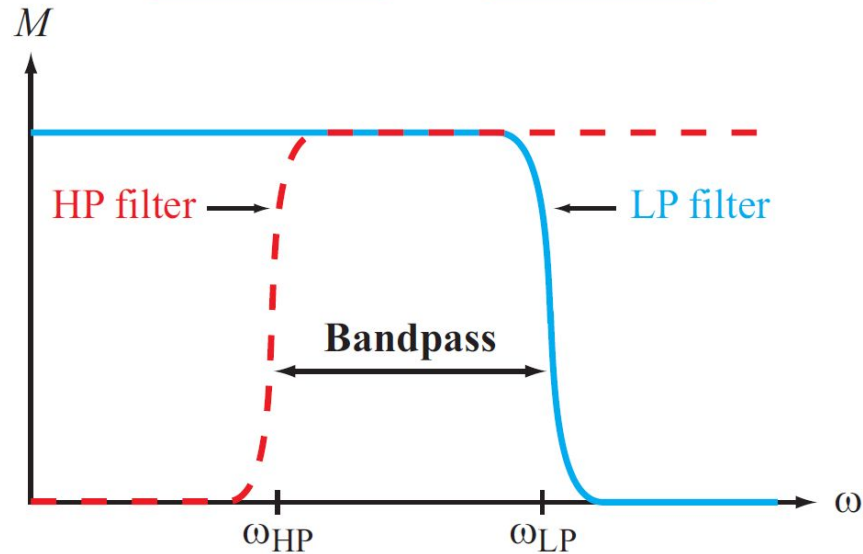
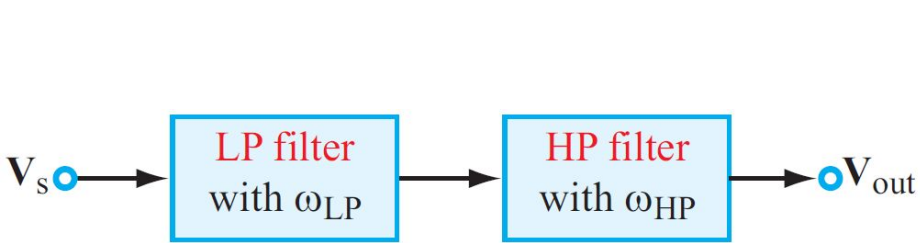
(b) Block diagram



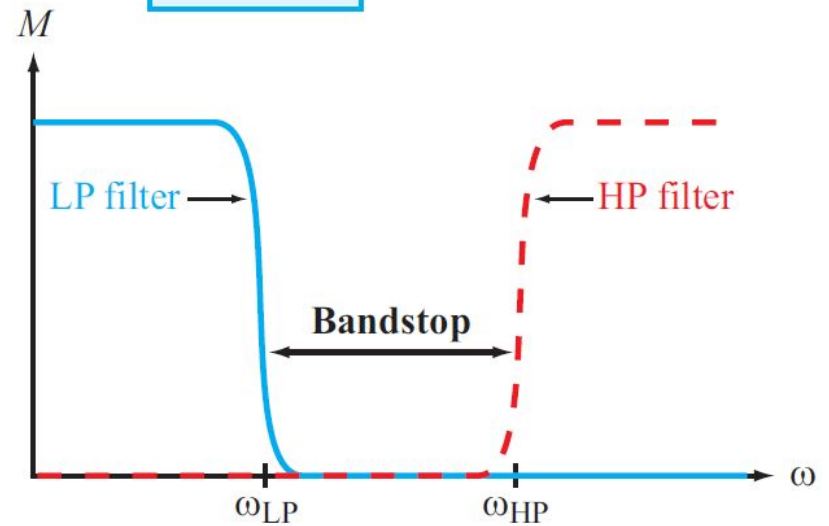
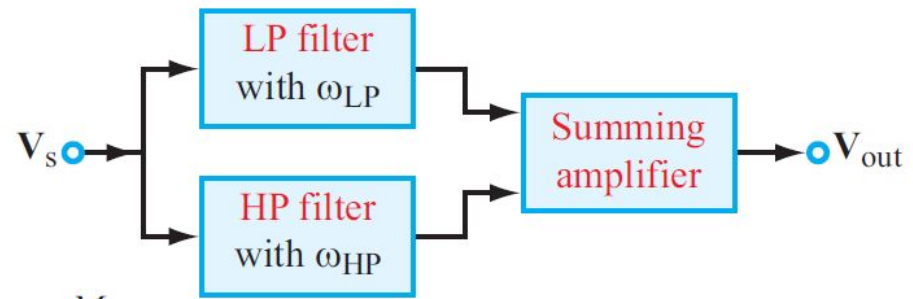
(c) Transfer function plots

Cascading active filters

Create band filters by cascading.



(a) Bandpass filter



(b) Bandreject filter

Instrumentation amplifiers

- Amplifies differential signal.
- Rejects ground (common-mode) noise.
- Most designs use multiple op amps.

References

- Paul Horowitz and Winfield Hill, “The Art of Electronics.”
- Howard M. Berlin, “Design of OP-AMP Circuits.”
- Any decent introductory circuits book.
- Application notes from op amp manufacturers.

Outline

- Power supplies
- Voltage regulators
- Signal conditioning
- **Wireless communication**

Wireless communication

- Reliability.
- Power.

Wireless environment

- Noise.
- Absorption.
- Reflection.
 - Multipath.
- Environmental conditions.

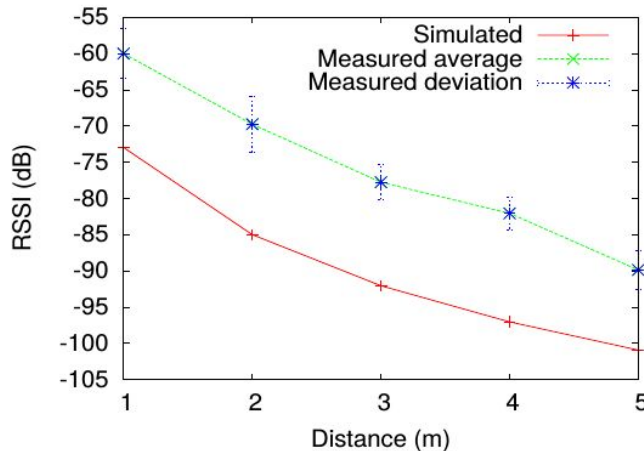


Figure 6.10: Comparison of measured and simulated RSSIs with nodes sitting on the ground.

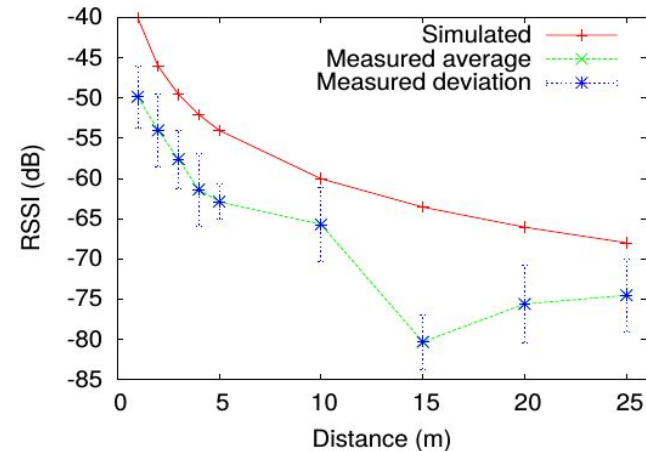
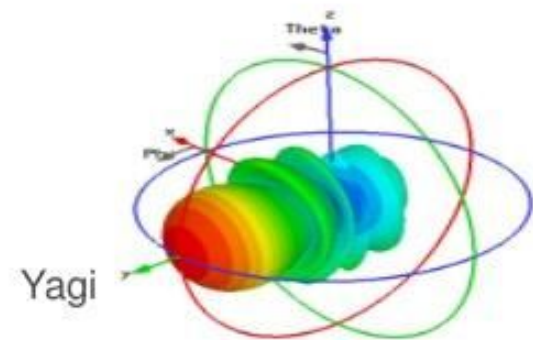
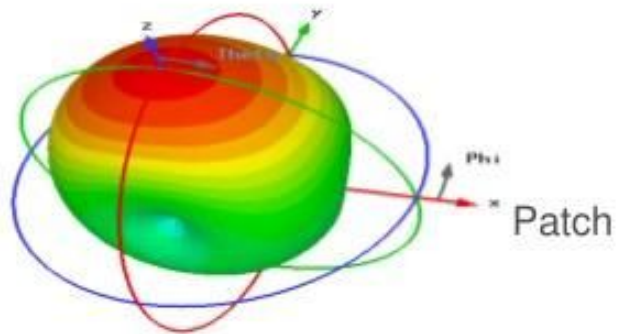
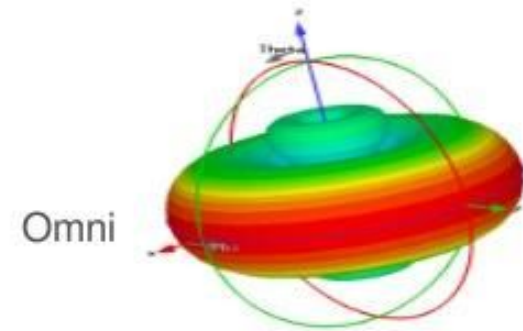
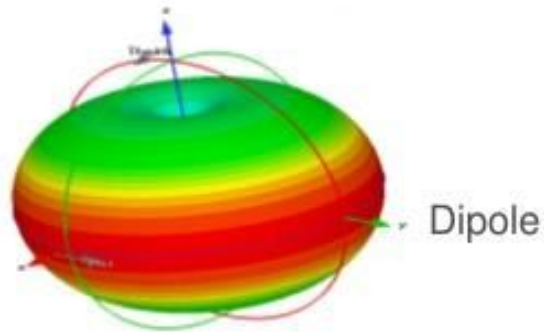


Figure 6.11: Comparison of measured and simulated RSSIs with nodes raised 0.95 m from ground.

Anisotropic radiation patterns



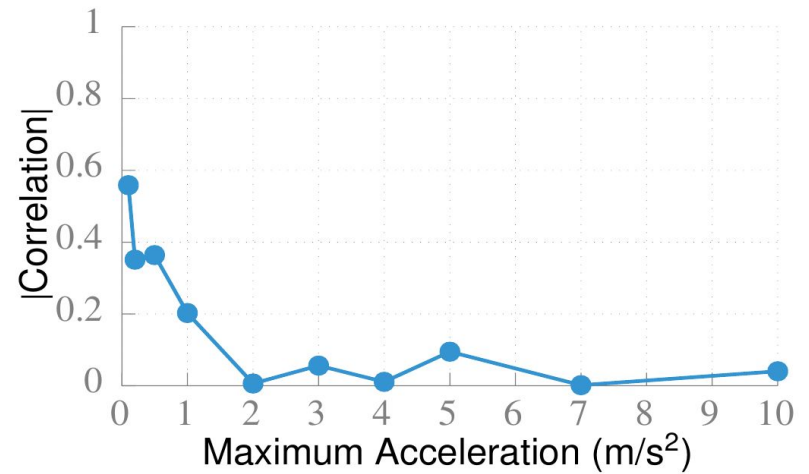
Credit to fpvlair.com for image.

Wireless motion

- Antenna motion.
- Conductive material motion.

Table 2.3: Classification Performance

Environment	Sensitivity (%)	Specificity (%)
Office I	99.6	96.5
Office II	100.0	87.7
Cafeteria	91.4	86.6
Outdoor	95.9	61.1



Communication power

1. Antenna.
2. Electronics.

Radiated energy

- Radiated power depends on distance.
 - Hit target SNR at receiver.
 - P_r : received power.
 - P_t : transmitted power.
 - $P_r \propto P_t (1/d)^\gamma$.
 - γ often around 3 or 4.
- Small antennas may be inefficient.
- Power into amp often > 4 times transmitted power.

Communication energy

- Circuit power is roughly constant and independent of distance.
 - On order of 1-10mW.
- For large distances, transmission energy dominates.
- For short distance, circuit energy should also be considered.

Communication energy

For a particular radio

- Const. on power consp.: 2 mW.
- Additional const. trans. power consp.: 10 mW.
- For zero output power.
- Power-dependent trans. efficiency: 25%

What is total power consumption for 10 mW output power?

Communication power and multi-hop

- Are two hops better than one?
- Superlinear increase in energy with distance.
- Constant energy hit regardless of distance.

Processing vs. transmitting

- Transmitting 1-bit costs same as executing orders of magnitude more instructions.
- Can save on transmission costs by intelligently processing data before transmitting!
- Data aggregation/fusion.
- Local processing.
- See Embedded Intelligence in the Internet-of-Things article at <https://robertdick.org/publications/> .

Dynamic power management

- Dynamic power management also useful for communication power.
- Turn radio off when nothing to send/receive.
- Note while off can **not** receive.
- Taking into account DPM can change transceiver trade-offs.
 - Better to send slow or send fast and sleep?

Hibernation

When to wake up?

Possibilities

1. At regular intervals.
 - Need synchronization.
2. Trigger by stimulus.
 - E.g., heat-sensitive circuit.

Course summary

- Early course
 - State of computing (implementation technologies).
 - Embedded system design challenges.
 - Establishing product-market fit.
- Mid course
 - Iterative design-debug process, design for debug.
 - Understanding how embedded system building blocks work.
 - Tried to draw on personal experience so you don't suffer from the same mistakes I made.
- Late course
 - Making your project work.
 - Presenting your ideas to others.



Done.