

# Clock and Data Recovery for Serial Digital Communication

(plus a tutorial on bang-bang Phase-Locked-Loops )

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# Agenda

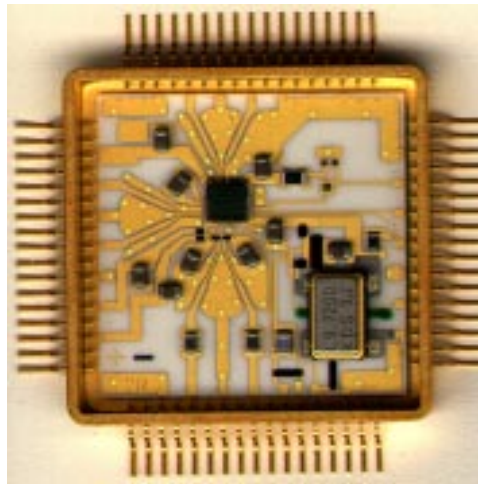
- Overview of serial data communications
  - Degradation mechanisms, data coding
  - Clock recovery methods and components
  - Jitter measurements
- *Break*
- BB PLL Theory
  - Simulation techniques
  - 1st, 2nd order loops
  - Key design parameters

# Diversity of CDR applications

- Clock and Data Recovery (CDR) applications span the range from ultra-high-volume, low cost datacom applications to very high precision, long-haul telecom applications
- Many different trade-offs tailor each circuit to the target application area



1.25Gb/s Gigabit Ethernet Transceiver  
<\$6 in volume  
(datacom application)



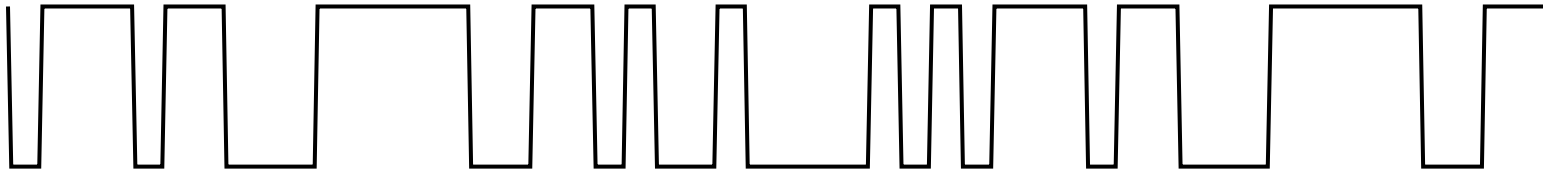
1 cm

2.488Gb/s SONET CDR ~\$400 (telecom application)

# Basic Idea

Serial data transmission sends binary bits of information as a series of optical or electrical pulses:

0111011000111110011010010000101011101100011111...



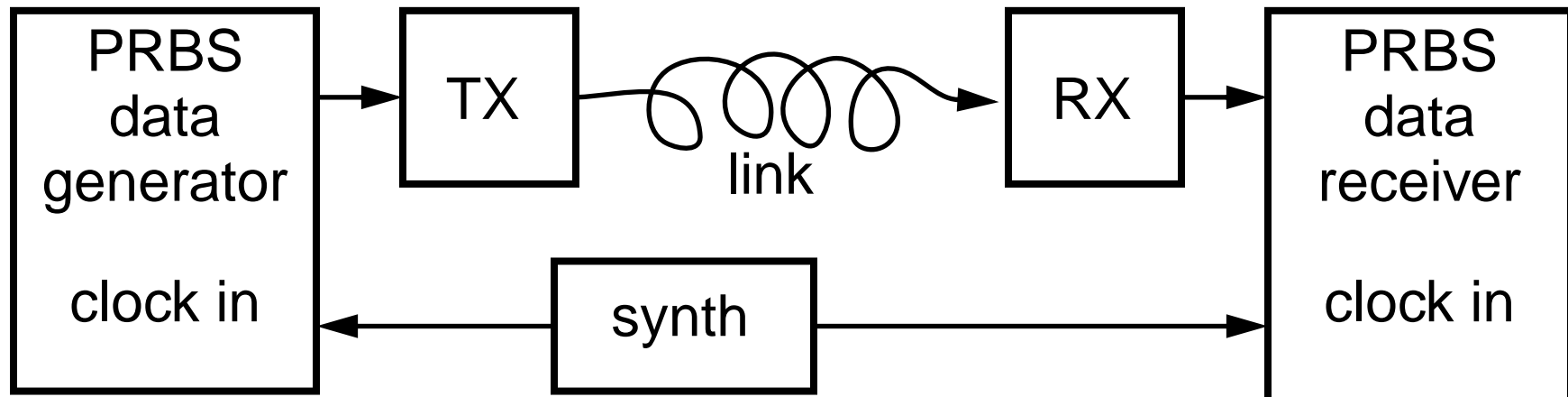
The transmission channel (coax, radio, fiber) generally distorts the signal in various ways:



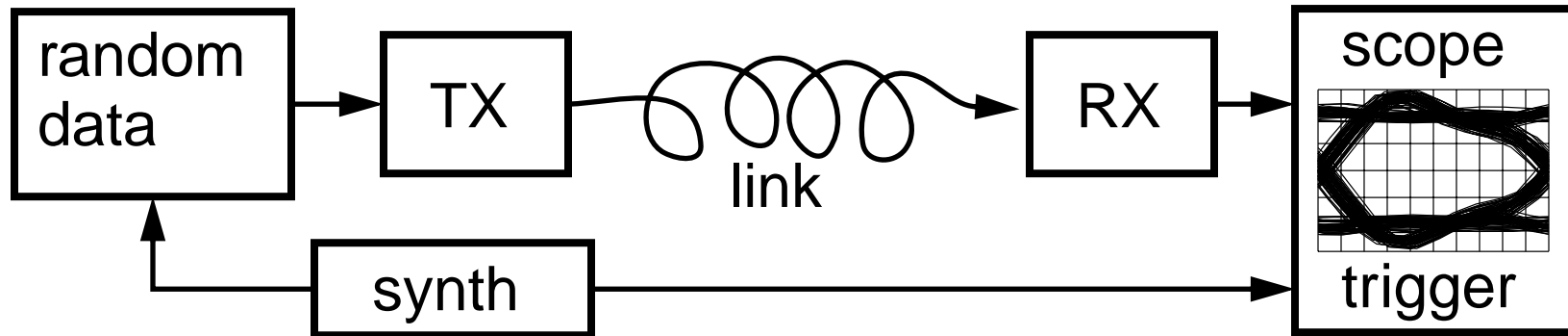
From this signal we must recover both clock and data

# Bit Error Rate (BER) Testing

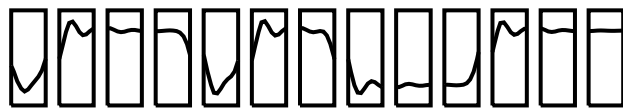
- Pseudo-Random-Bit-Sequence (PRBS) is used to simulate random data for transmission across the link
- PRBS pattern  $2^N - 1$  Bits long contains *all* N-bit patterns
- Number of errored-bits divided by total bits = BER.
- Typical links are designed for BERs better than  $10^{-12}$



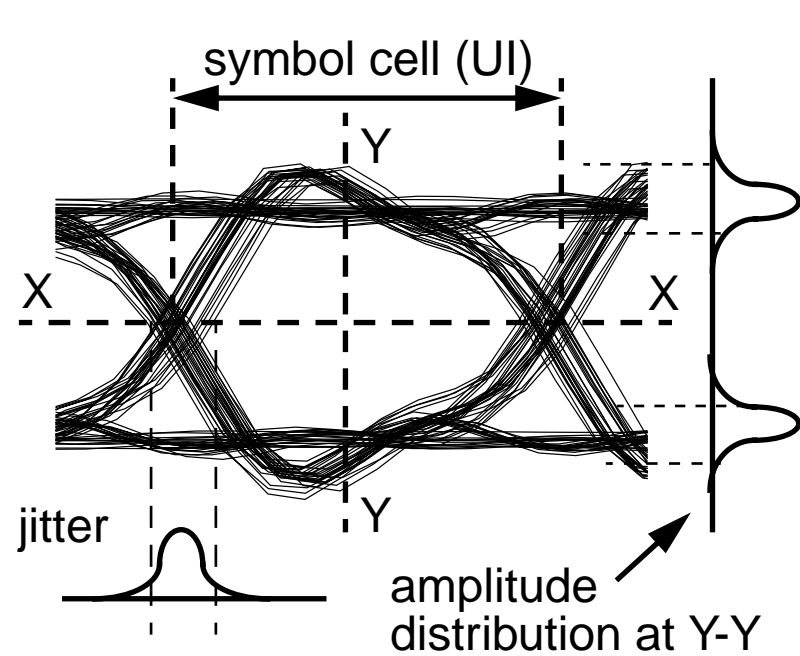
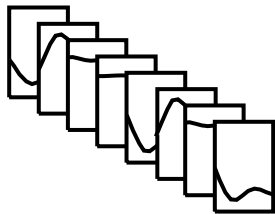
# Eye diagram construction



Use a precise clock to chop the data into equal periods



overlay each period onto one plot



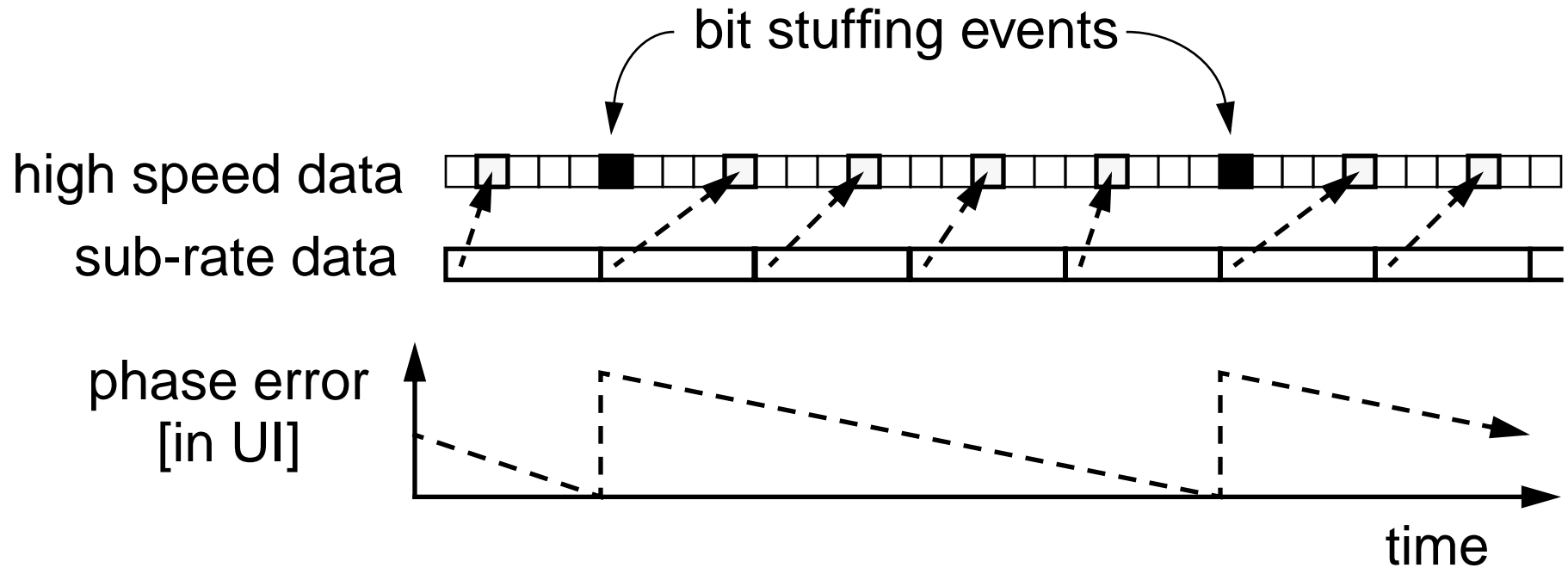


# Some Signal Degradation Mechanisms

- Multiplex Jitter
- AC Coupling
- Optical Pulse Dispersion
- Skin Loss
- Random Noise
- E+O Crosstalk
- Intersymbol Interference

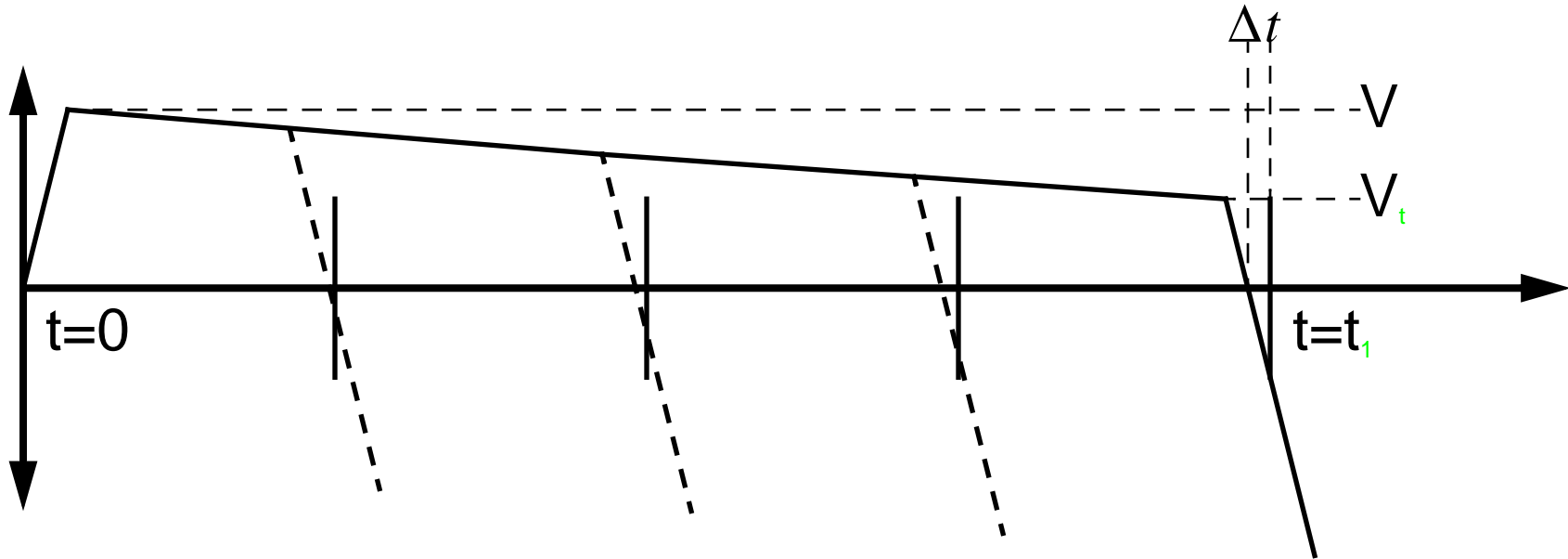


# Multiplex Jitter



Multiplex jitter is not a problem on the high rate channel itself - it only occurs on non-synchronous, lower speed tributaries that have been sent over the high-speed channel (e.g.: DS3 over SONET OC-48).

# Time/Voltage aberrations from AC-coupling

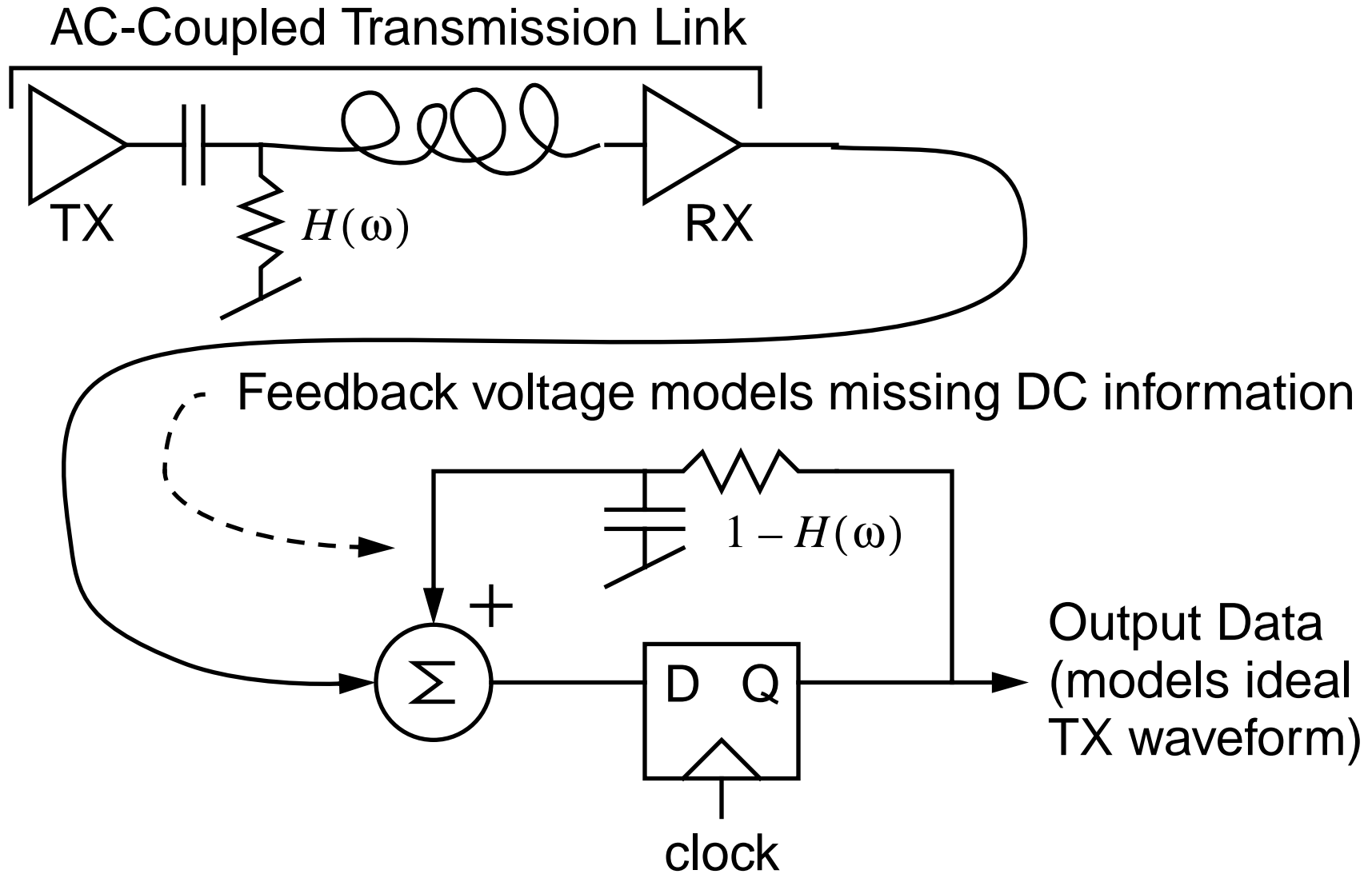


Percent AC coupled droop is  $P \equiv \frac{V - V_t}{V} \times 100 \approx \frac{t_1}{RC} \times 100$ .

Jitter is introduced by finite slope of pulse rise/fall time:

$$\Delta t = \frac{t_r t_1}{(2RC)}$$

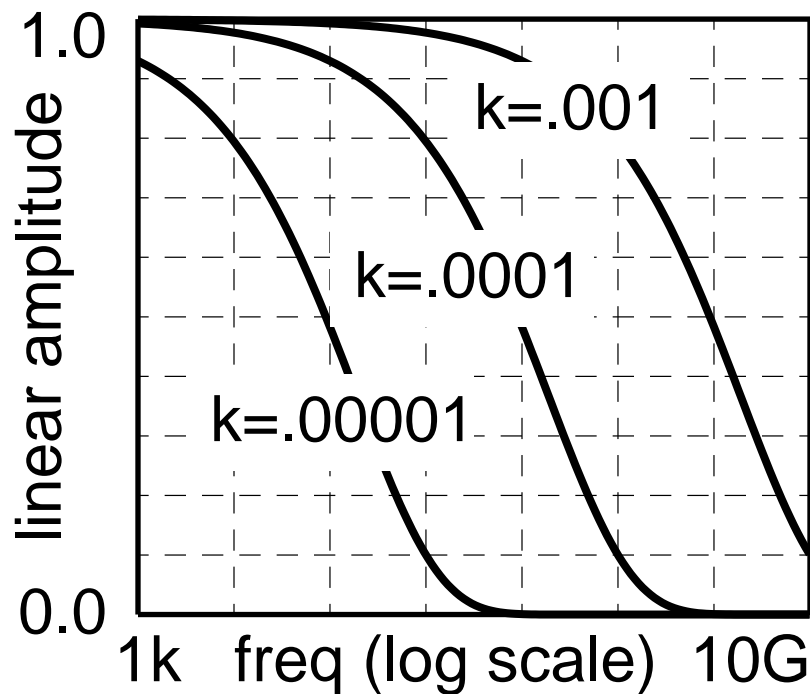
# Quantized Feedback



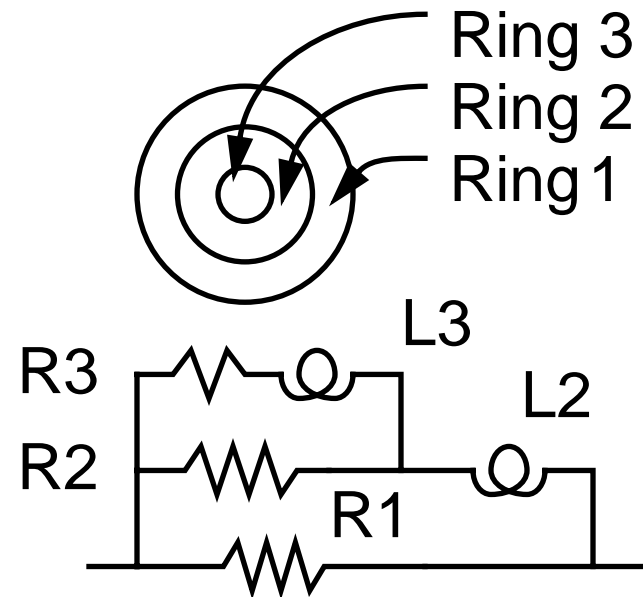
# Skin Loss and Dielectric Loss

Nearly all cables are well modelled by a product of Skin Loss

$S(f) = 10^{(-k)\sqrt{f}}$ , and Dielectric Loss  $D(f) = 10^{(-l)f}$  with appropriate k,l factors. Dielectric Loss dominates in the multi-GHz range. Both plot as straight lines on log(dB) vs log(f) graph.

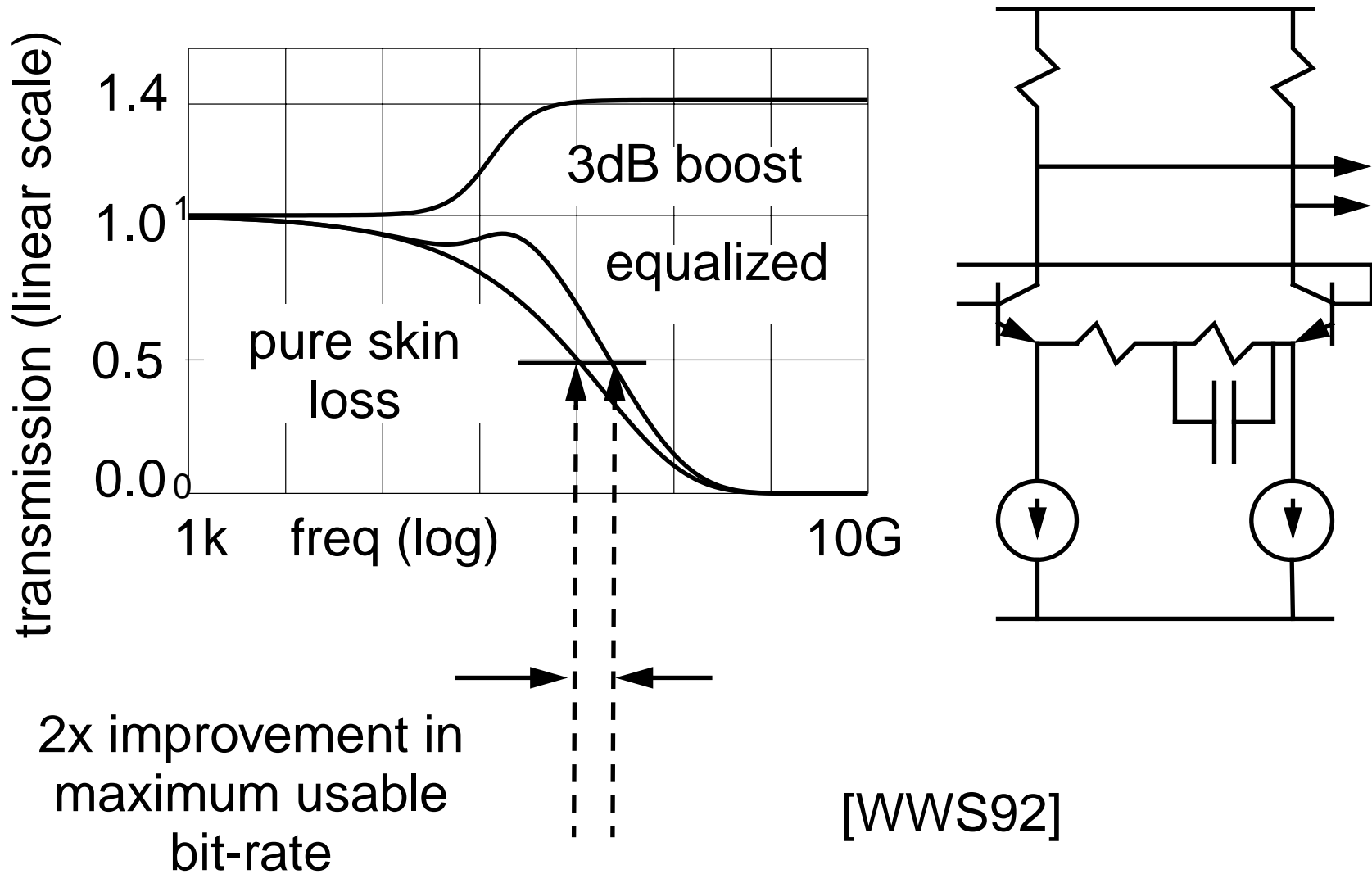


[YFW82]



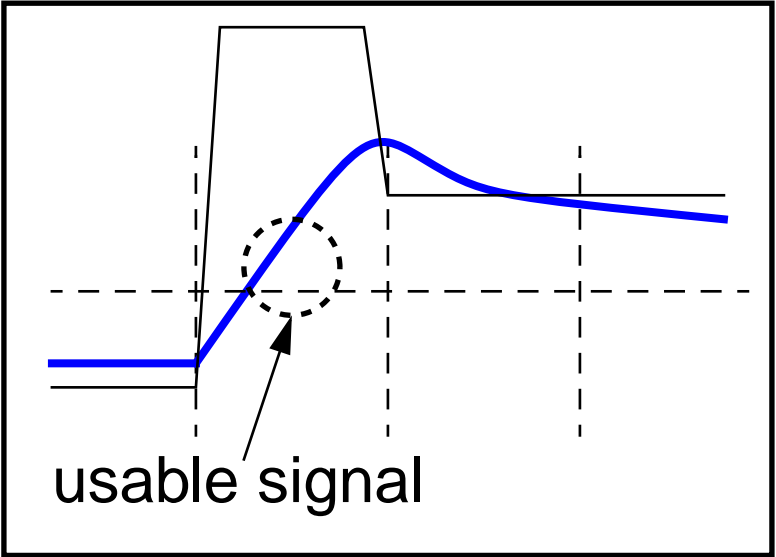
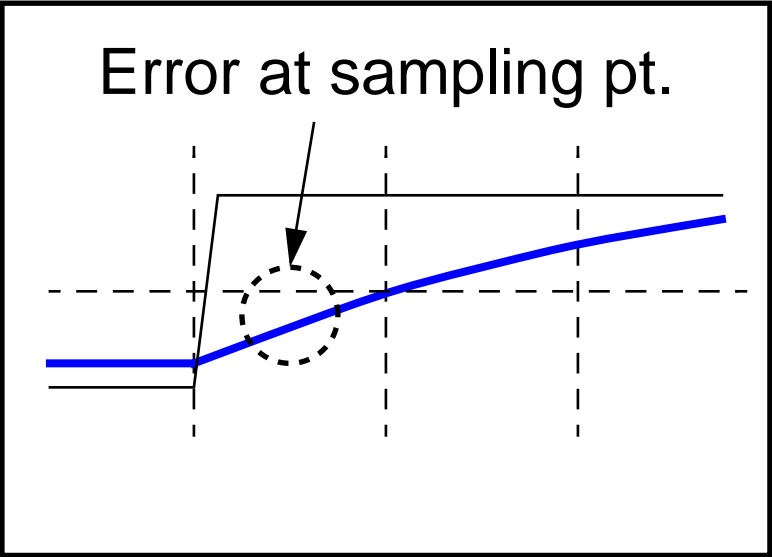
Three-element equivalent circuit of a conductor with skin loss

# Skin Loss Equalization at Receiver

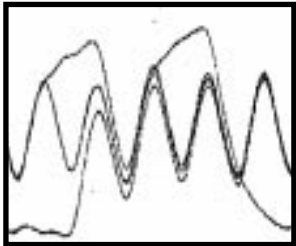


# Skin Loss Equalization at Transmitter

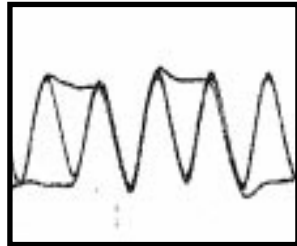
 boost the first pulse after every transition



[FMW97]



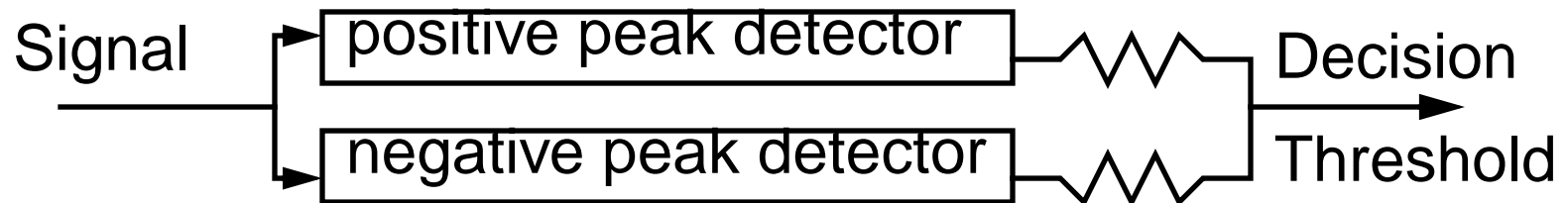
before



after

# Decision Threshold Generation

- To minimize bit-error rate, the decision threshold  $X-X$  must be centered in the signal swing. Two common ways of automatically generating threshold voltage are:
  - Peak detection of signal extremes, limited run-length required

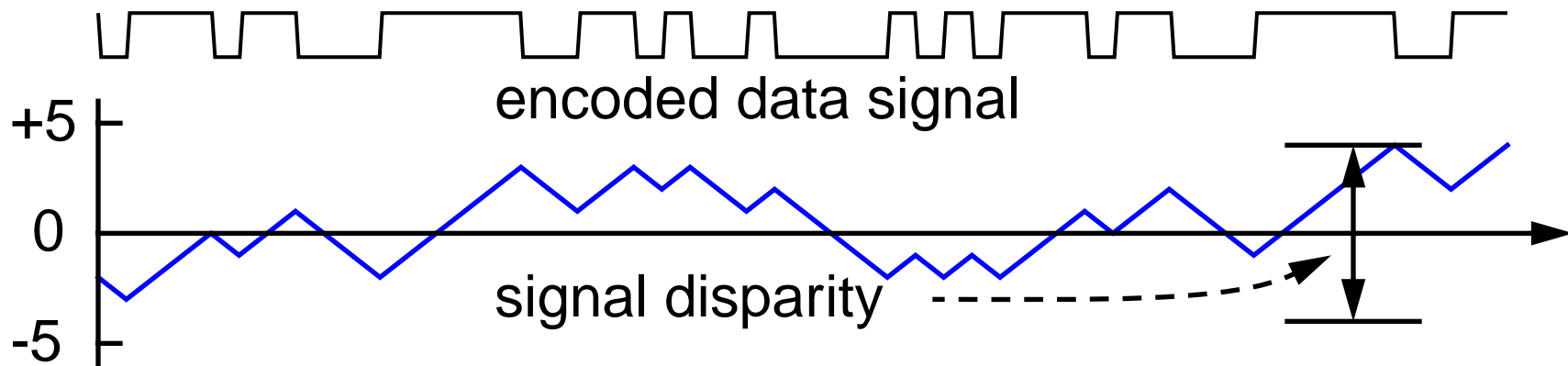


- Decision threshold = signal average, balanced signal required



# Code Disparity

Disparity is defined as  $N_{\text{high}} - N_{\text{low}}$  in past transmitted signal



- In an *unbalanced* code the disparity can grow without limit. e.g.: 4B5B code of FDDI
- In a *balanced* code, the disparity is limited to a finite worst case value. e.g.: 8B10B of FibreChannel



# Coding for Desirable Properties

- DC balance, low disparity
- Bounded run length
- High Coding Efficiency
- Spectral Properties (decrease HF and/or DC component)
- *Many Variations are Possible!*
  - Manchester [San82]
  - mB/nB [Gri69][Rou76][WiF83] [YKI84] [Pet88]
  - Scrambling [CCI90]
  - CIMT [WHY91], Conservative Code [Ofe89]

# Simple 3B/4B code example

3B Input Data	4B Output Data	
	Even Words	Odd Words
000	0011	
001	0101	
010	0110	
011	1001	
100	1010	
101	1100	
110	0100	1011
111	0010	1101
SyncA	0111	1110
SyncB	1000	0001

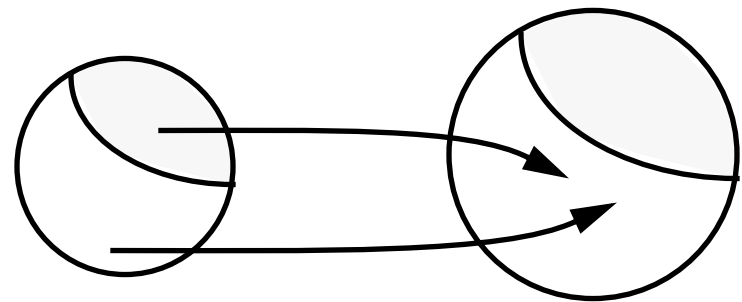
Maximum Runlength is 6

Coding Efficiency is  $4/3$

Sending Sync Sequence:

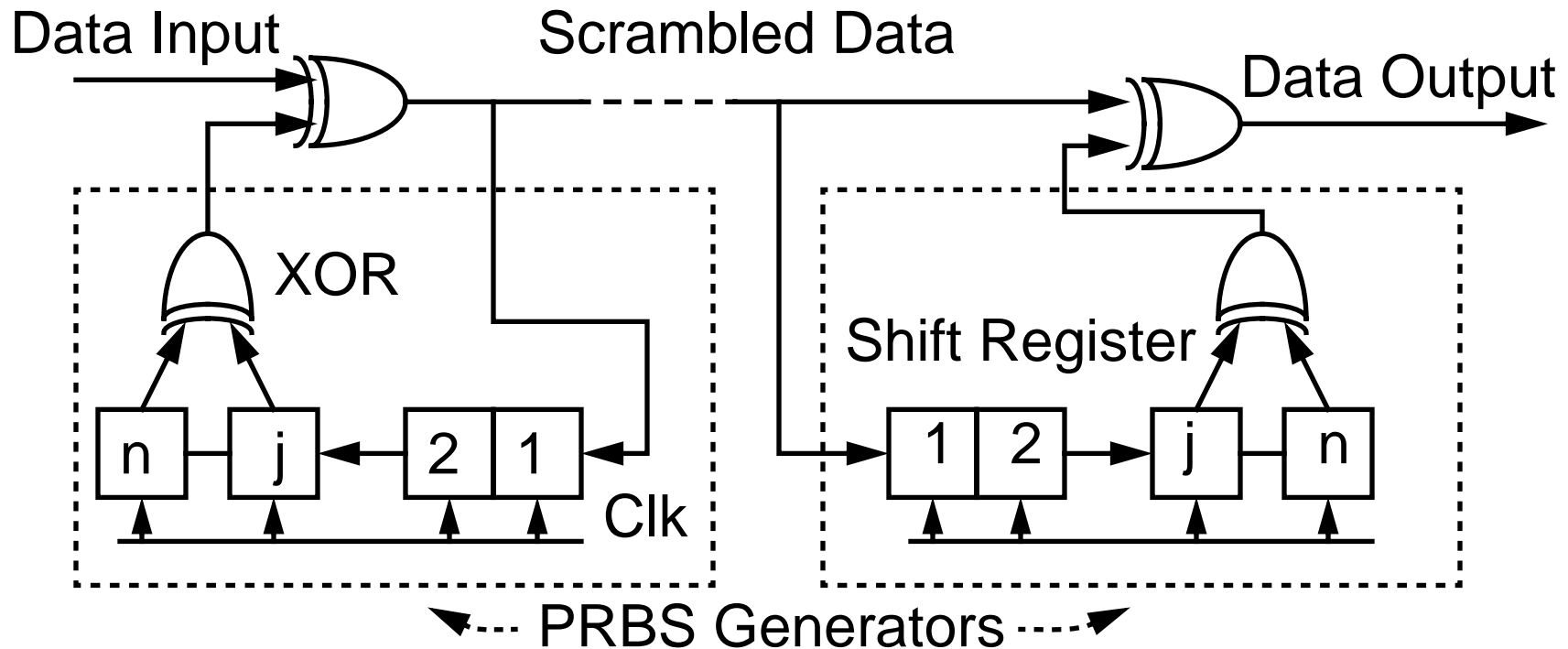
SyncA(even), SyncA(odd),  
SyncB(even), SyncB(odd)

allows the unambiguous  
alignment of 4-bit frame

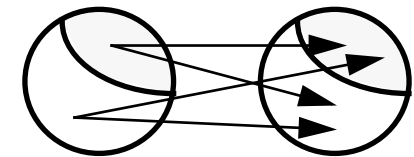


# Scrambling

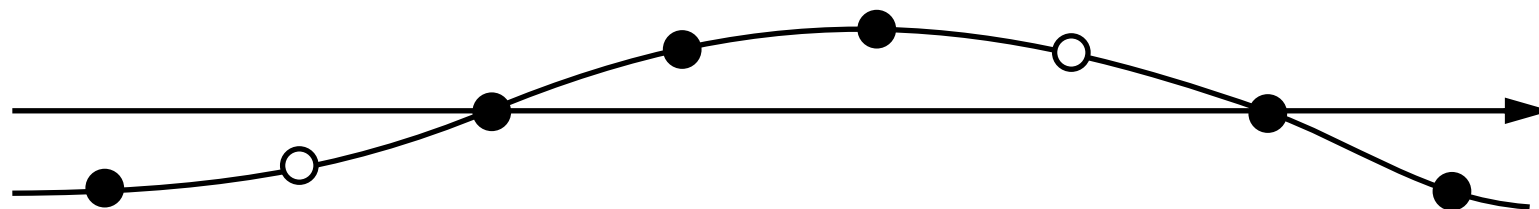
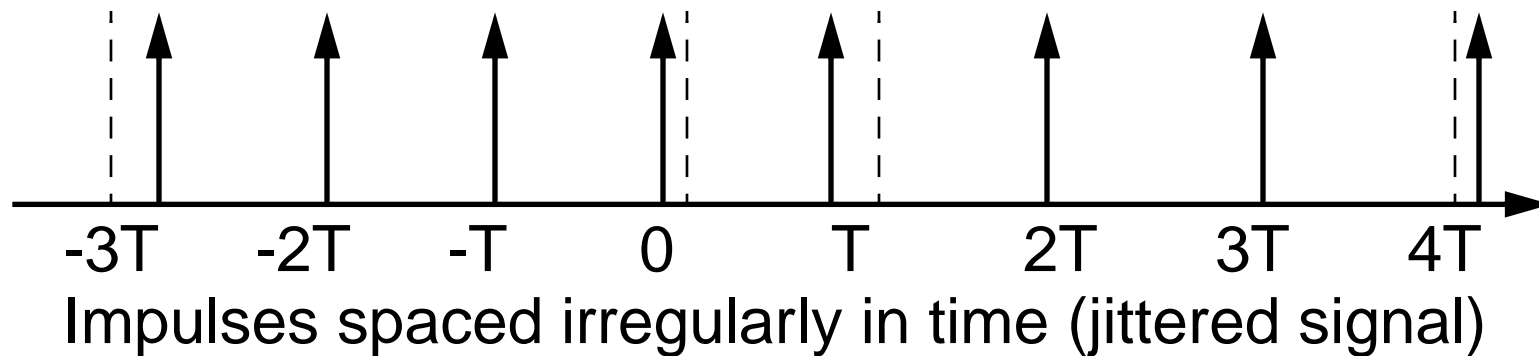
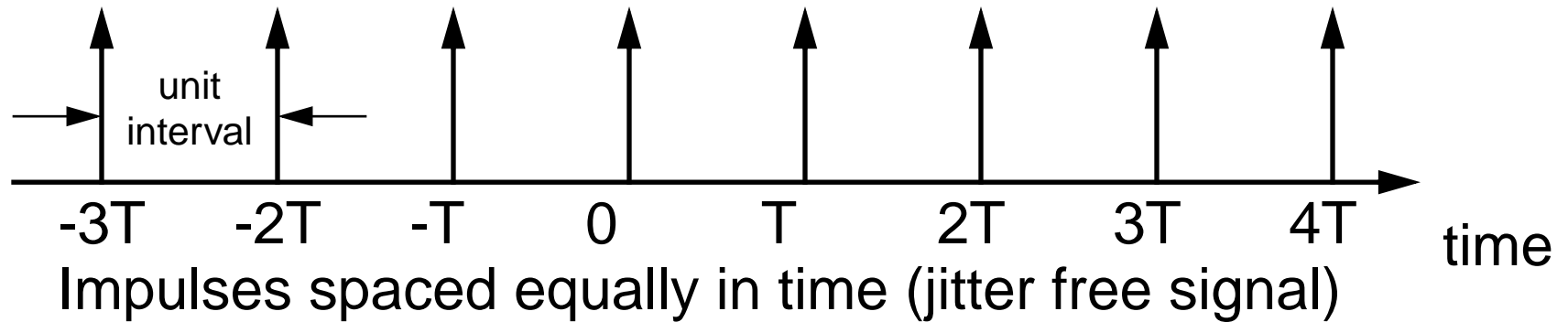
- Uses a feedback shift register to randomize data - reversing process at receiver restores original data



Caveat: Only guarantees balance and run-length under very specific data conditions!

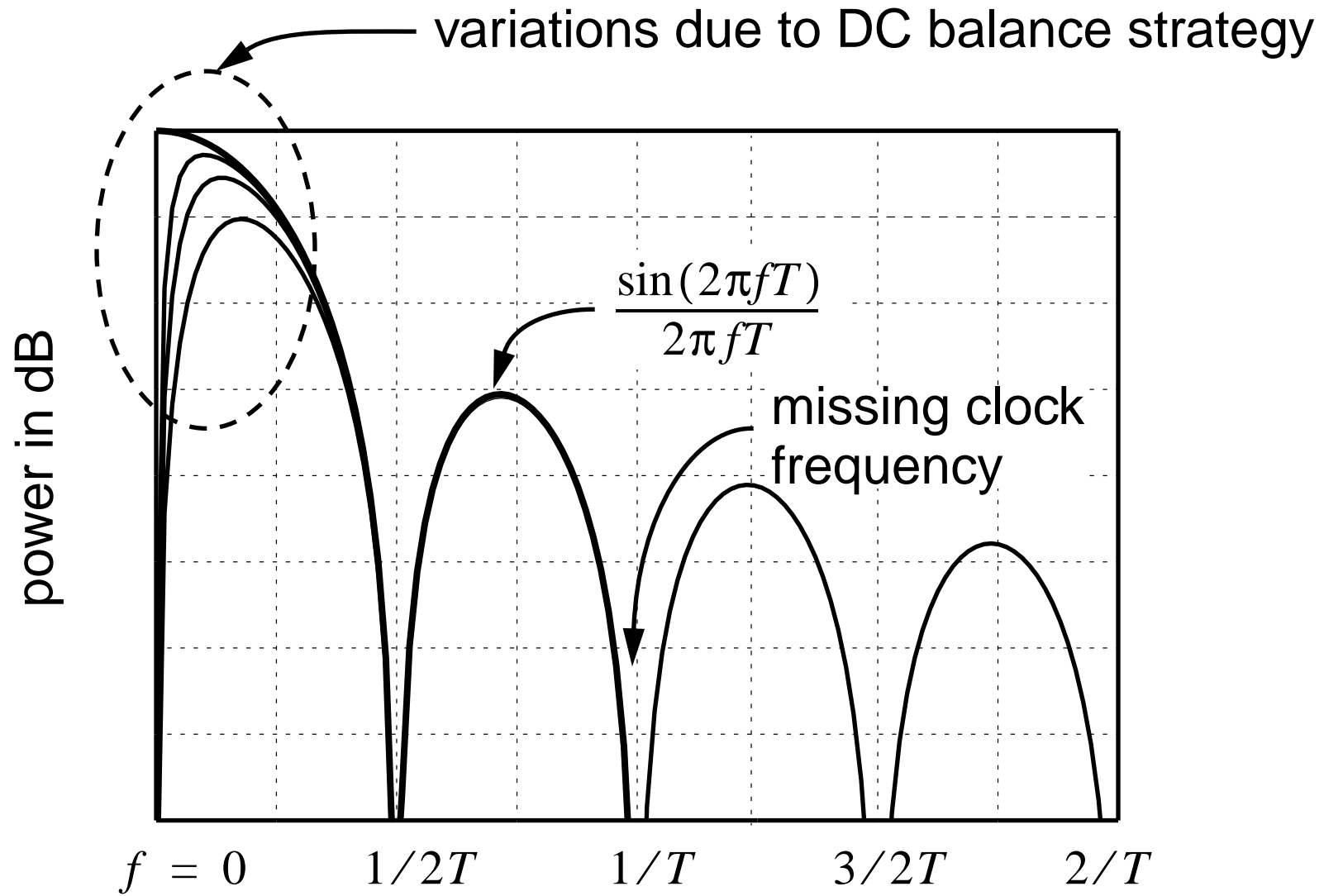


# Definition of Jitter



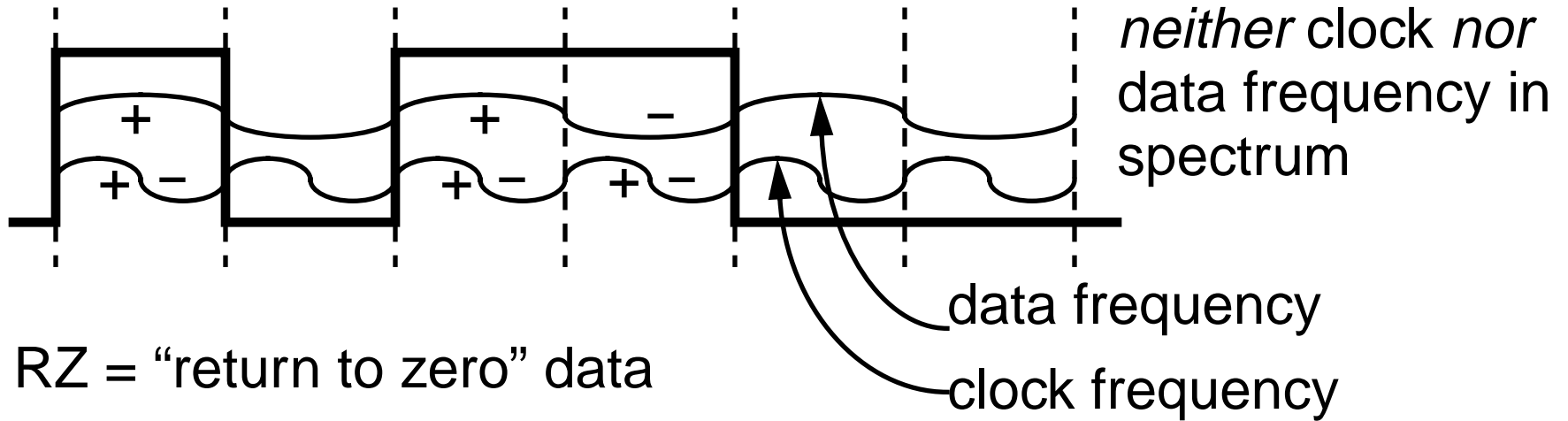
Errors treated as discrete samples of continuous time jitter

# Spectrum of NRZ data

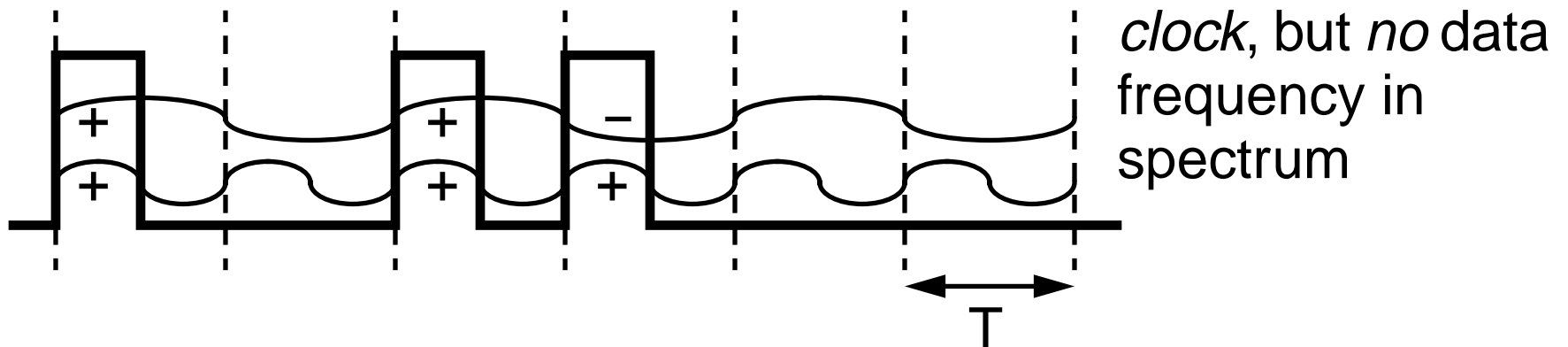


# NRZ and RZ signalling

NRZ = "non return to zero" data

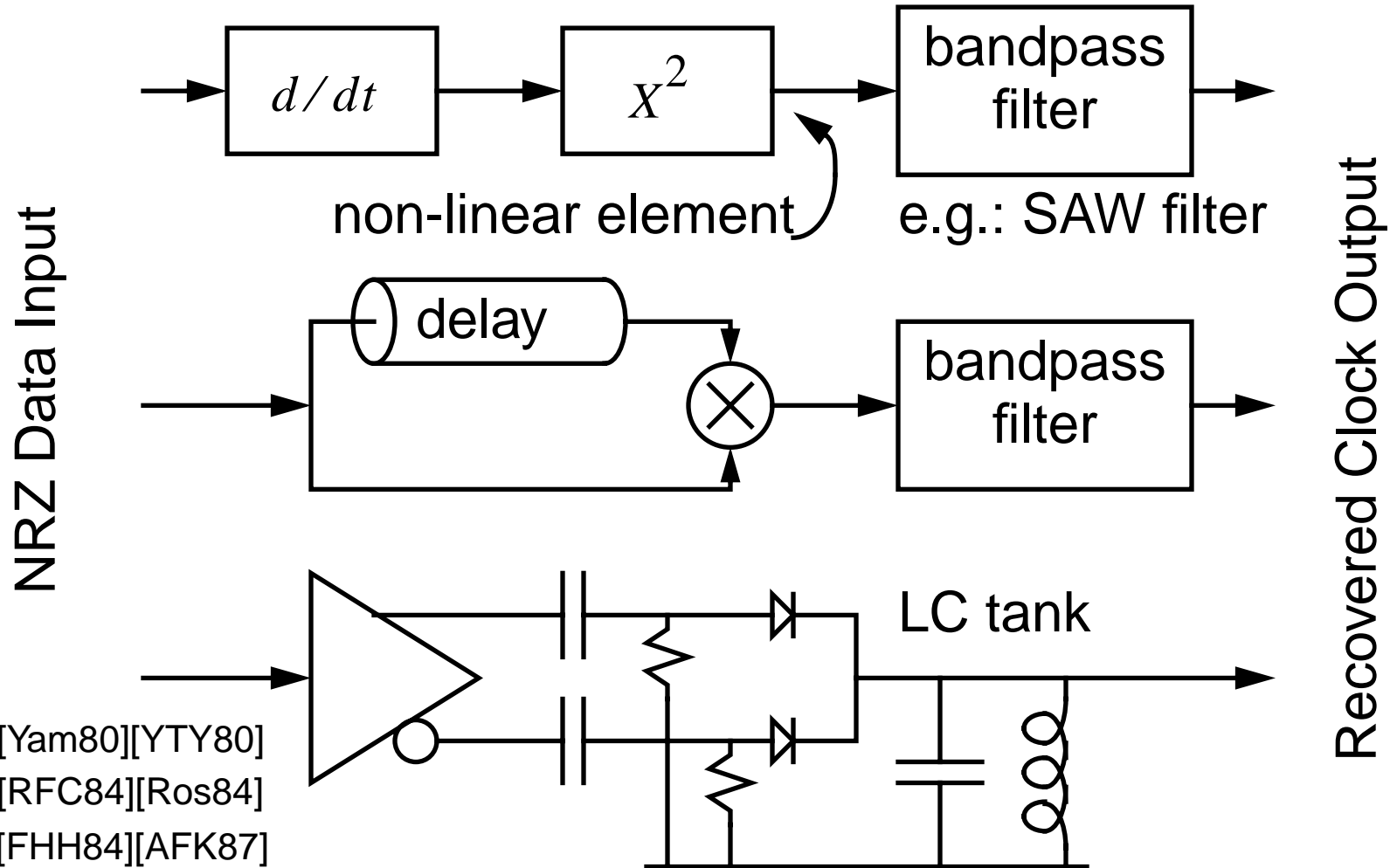


RZ = "return to zero" data



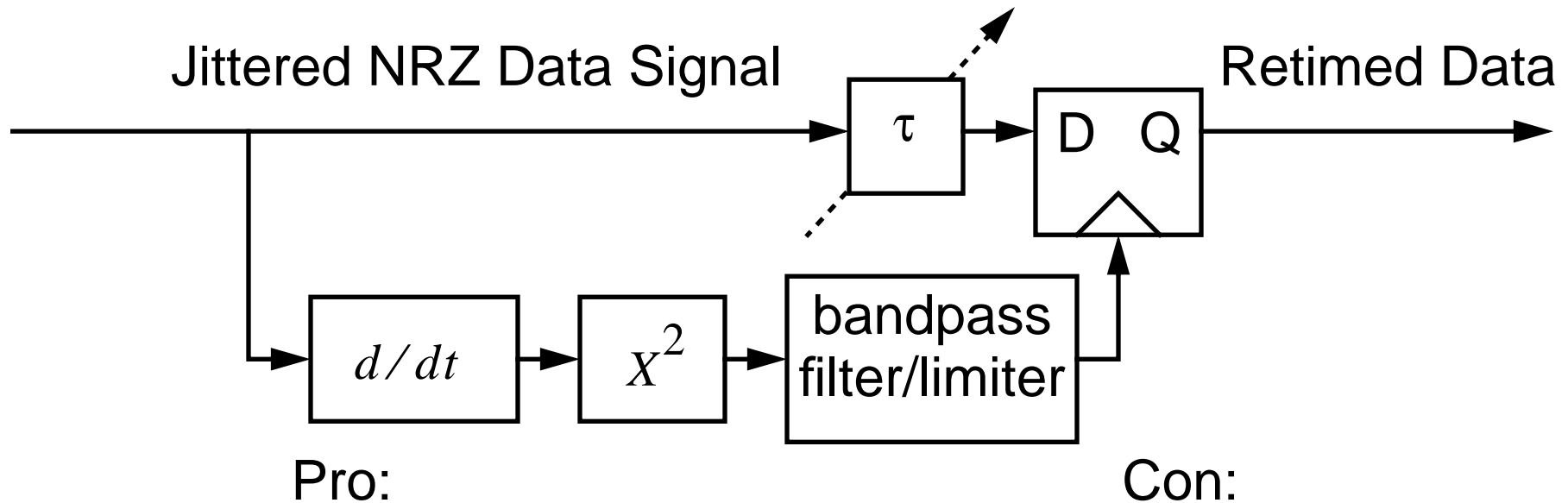
NRZ signalling is almost universally used.

# Filter Method Examples



(this last circuit can be thought of as an NRZ-RZ converter)

# Summary of Filter Method



Pro: Very simple to implement

Can be built with microwave "tinkertoys" using coax to very high frequencies

Con: Temperature and frequency variation of filter group delay makes sampling time difficult to control

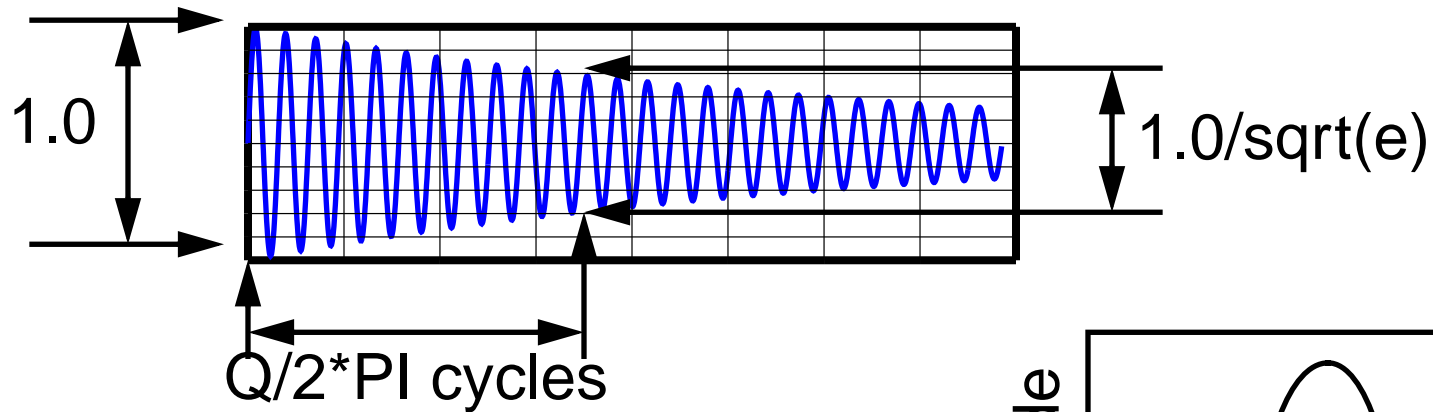
Narrow pulses imply high  $f_T$

Hi-Q filter difficult to integrate

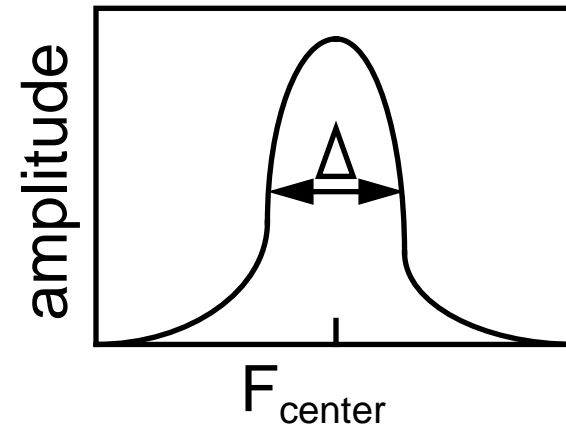


# Q-Factor in resonant circuits

Voltage envelope of ringing circuit falls to  $1/\sqrt{e}$  in  $Q$  radians.

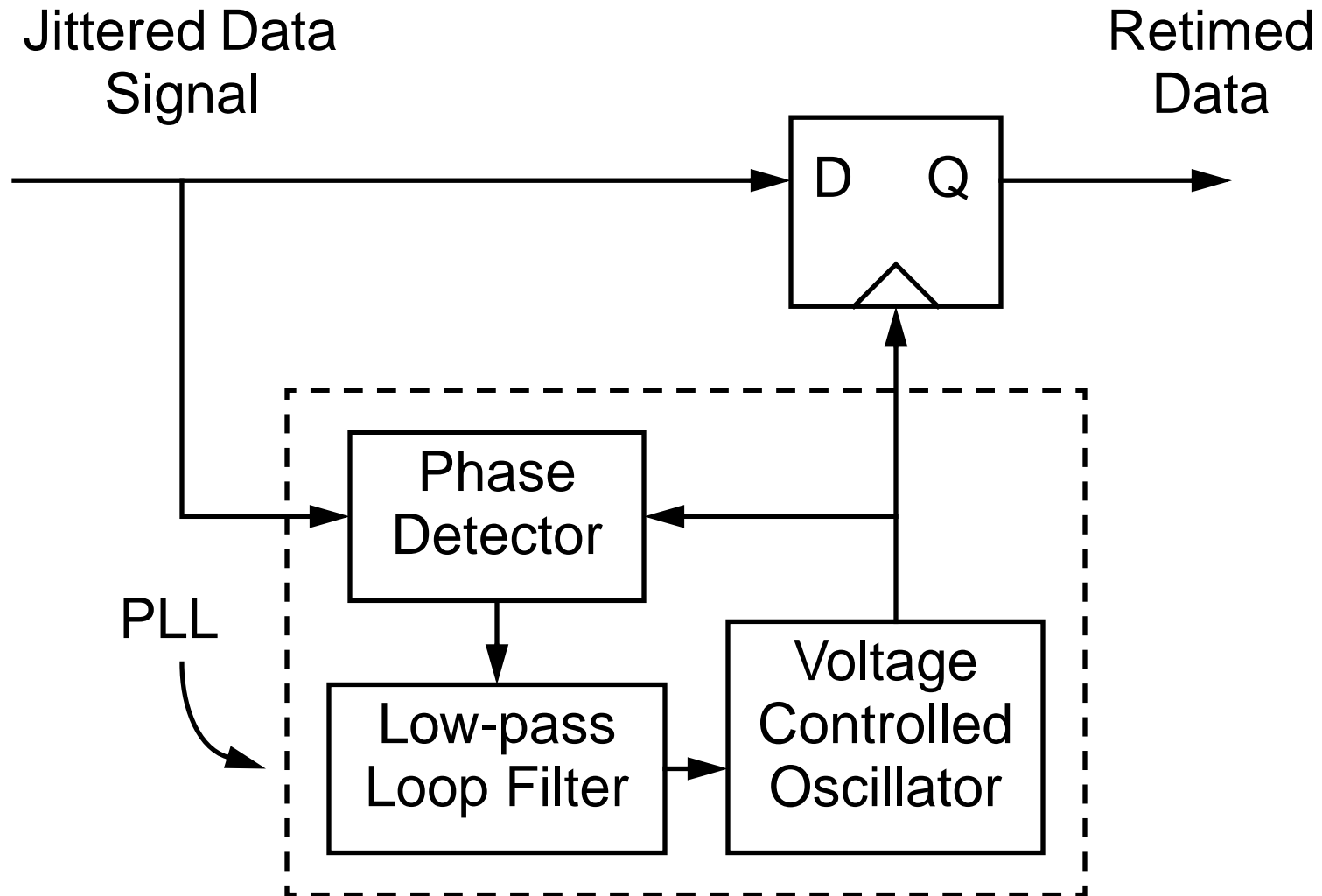


$Q$  also equals the center frequency of a filter divided by the full-width of the resonance measured at the half power points:

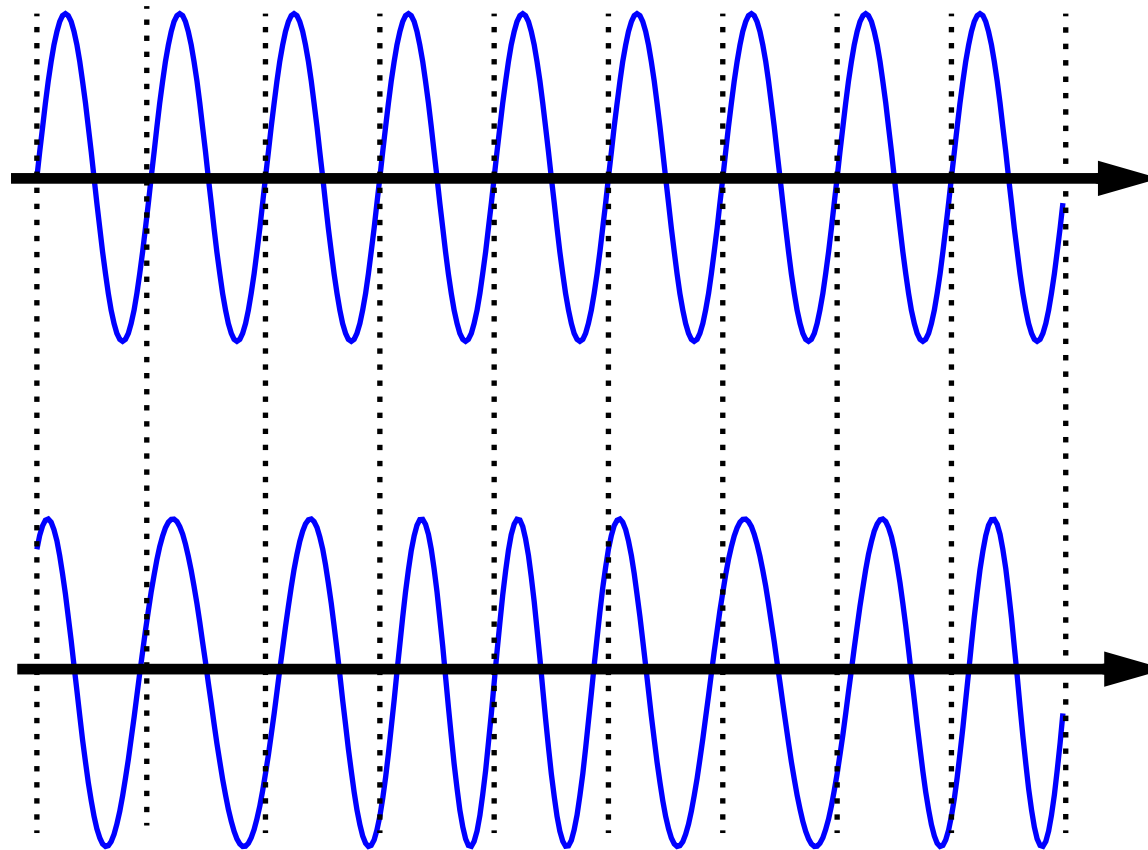
$$F_{\text{center}} / \Delta$$


*High-Q filter can be emulated by PLL with low loop B.W.*

# Data Recovery with simple PLL



# Analytic Treatment of Jitter



Perfect Clock:

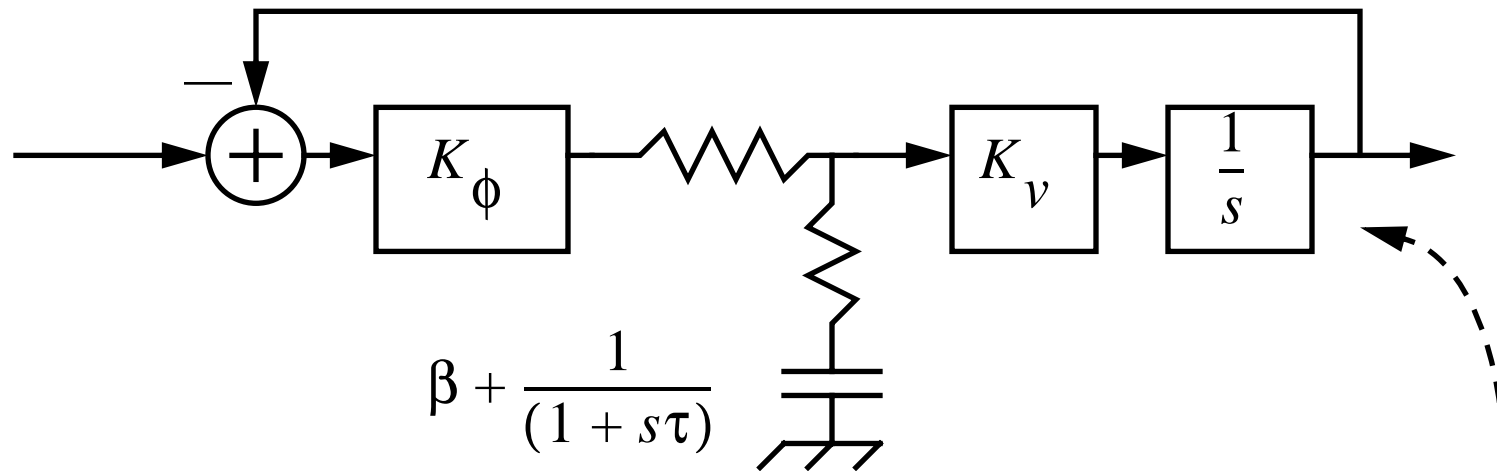
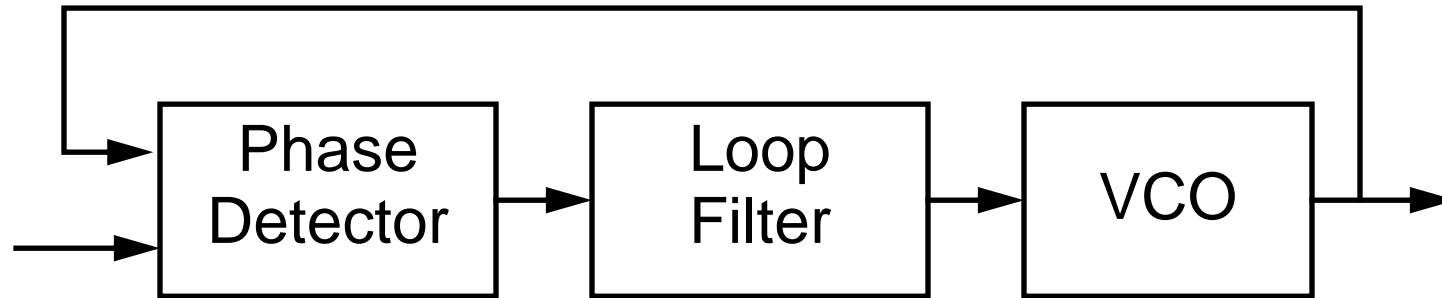
$$x(t) = A \cos \omega_c t$$

Jittered Clock:

$$x(t) = A \cos [\omega_c t + \phi(t)]$$

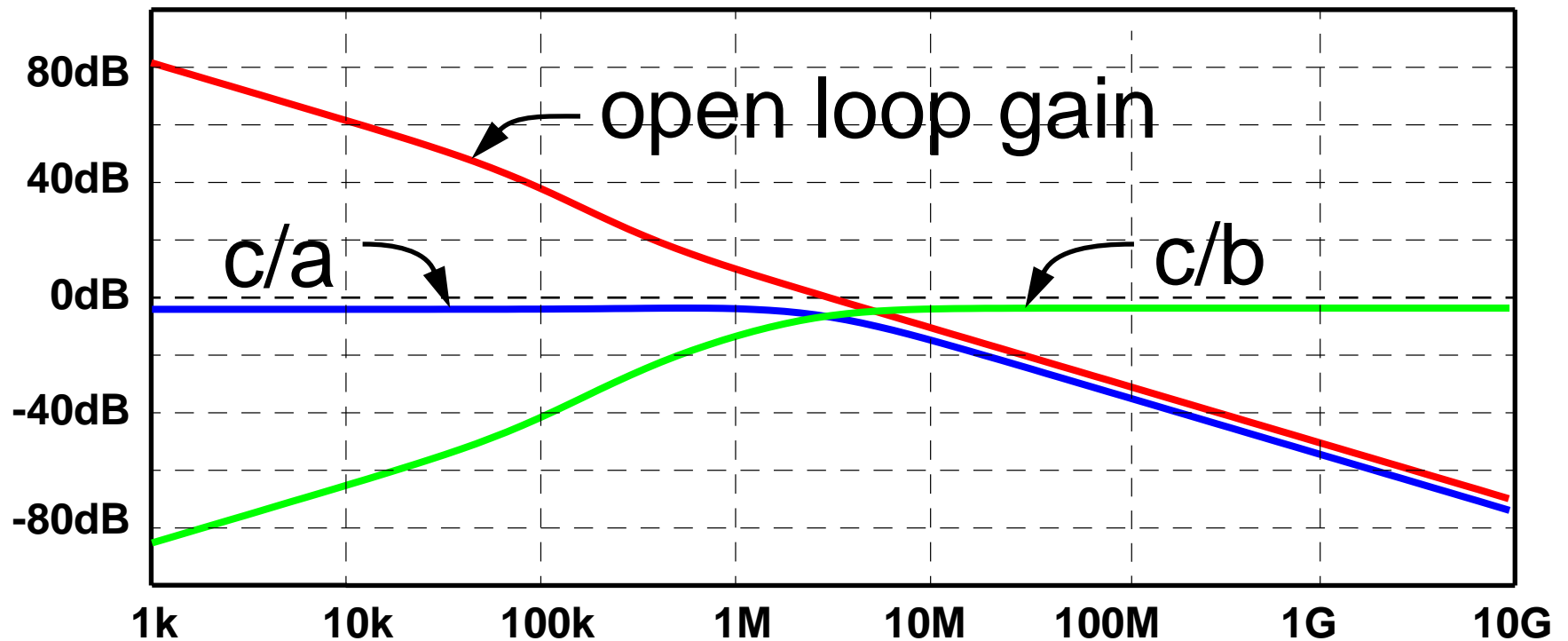
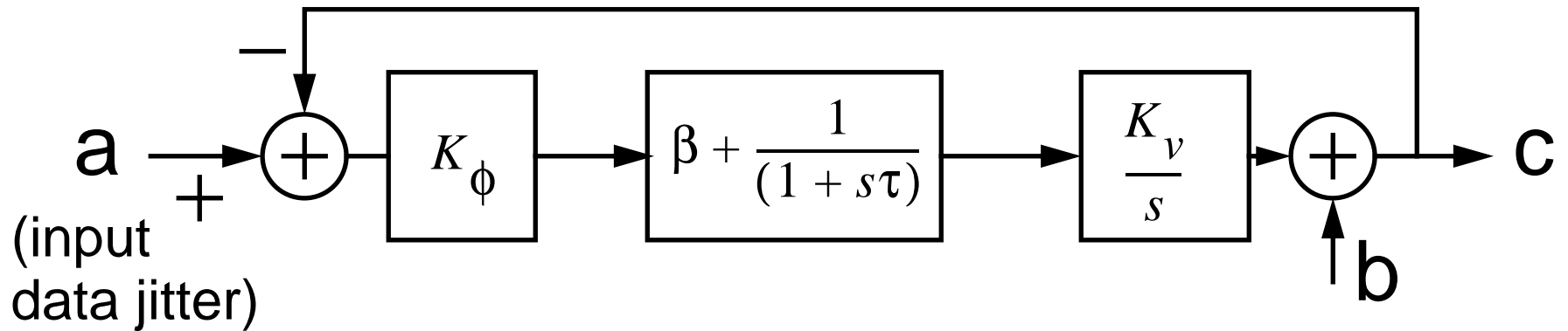
$\phi(t)$  is then treated as a continuous time signal

# Model of Loop



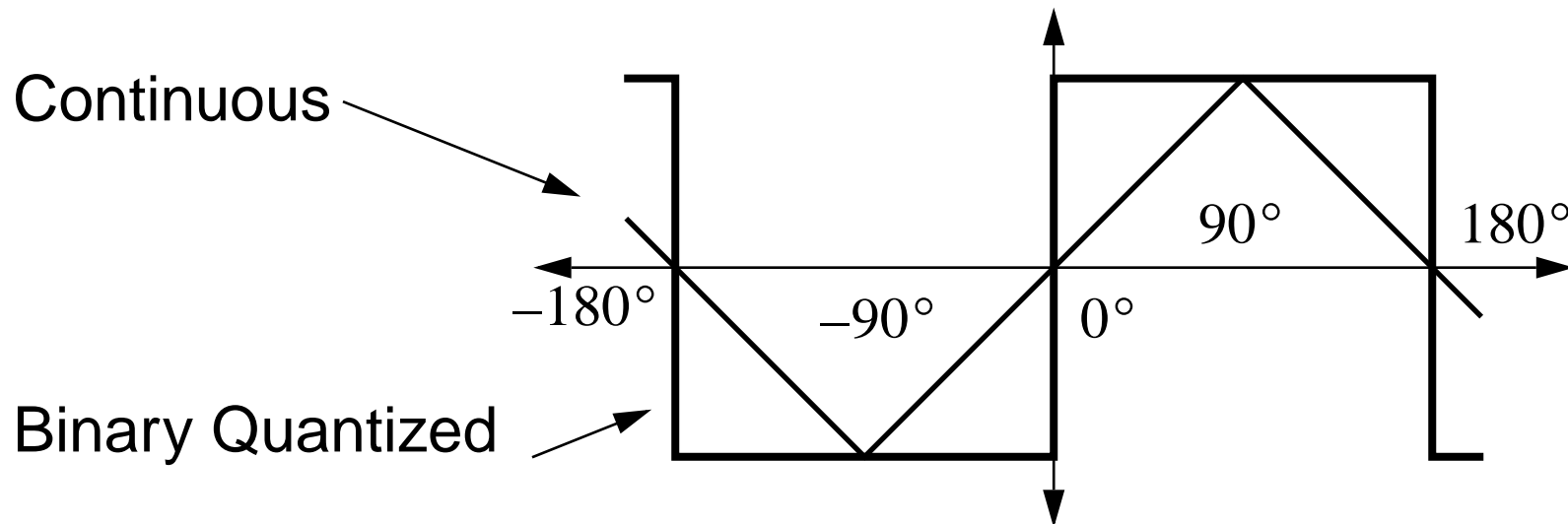
Warning: Extra Integration in loop makes for tricky design!

# Loop frequency response



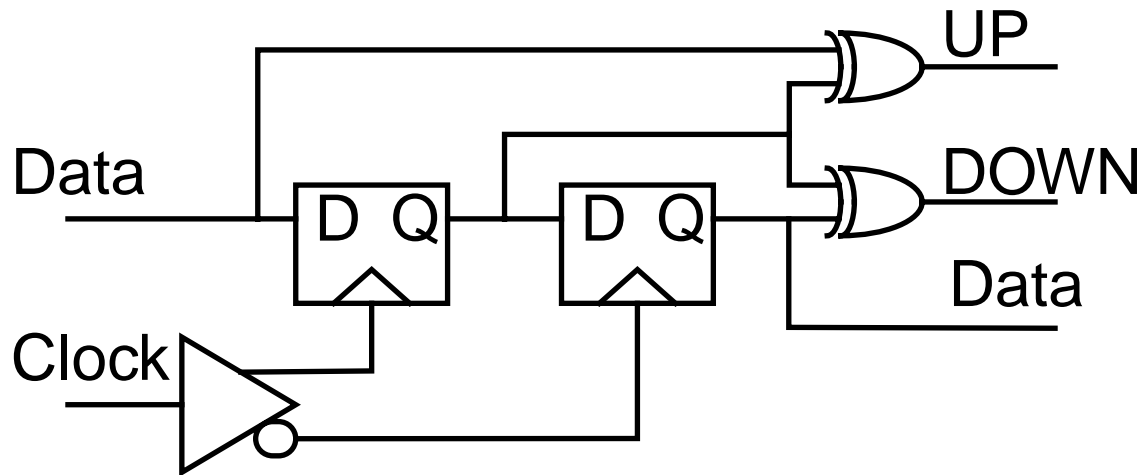
# Phase Detectors

- Phase detectors generate a DC component proportional to deviation of the sampling point from center of bit-cell
- Phase detectors are:



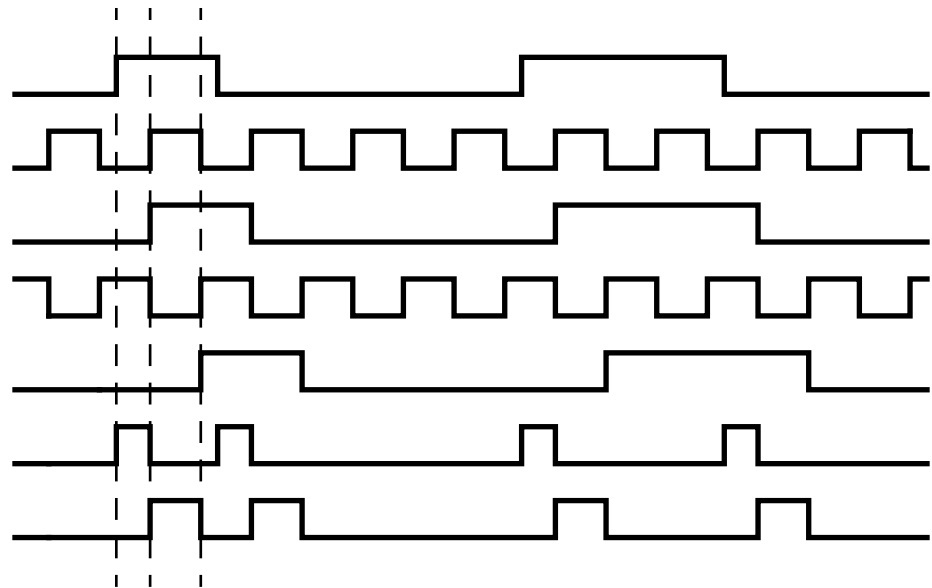
- Binary quantized phase detectors are also called “Bang-bang” phase detectors

# “Self-Correcting Phase Detector”



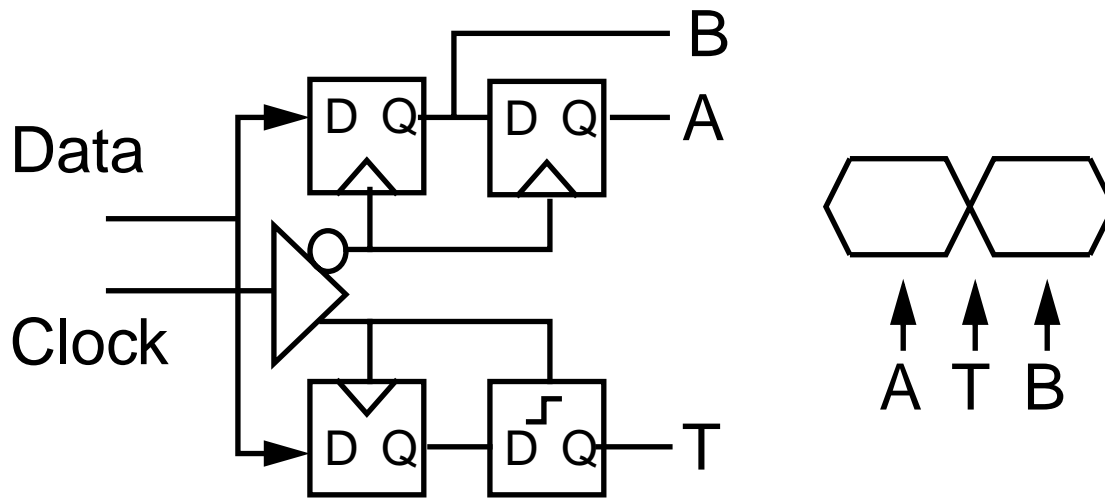
[Hog85][Shi87]

- 1 = Data.....
- 2 = Clock (Early).....
- 3 = 1 retimed.....
- 4 = Clock.....
- 5 = 3 retimed.....
- 6 = 1 xor 3 (UP).....
- 7 = 3 xor 5 (DOWN)



# Binary Quantized Phase Detector

- NRZ data is sampled at each bit cell and near the transitions of each bit cell
- The sign of the transition sample is compared with the preceding and following bit cell sample to deduce the phase error



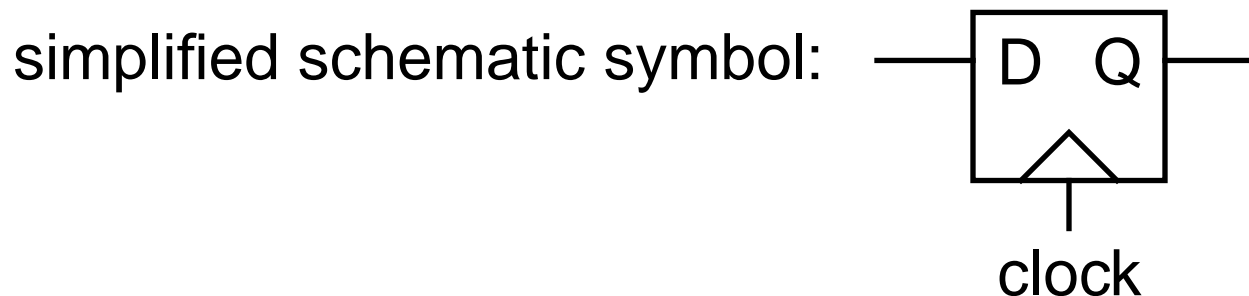
A	T	B	Output
0	0	0	tristate
0	0	1	vco fast
0	1	0	?
0	1	1	vco slow
1	0	0	vco slow
1	0	1	?
1	1	0	vco fast
1	1	1	tristate

[Ale75][WHY91][LaW91][ReG73]

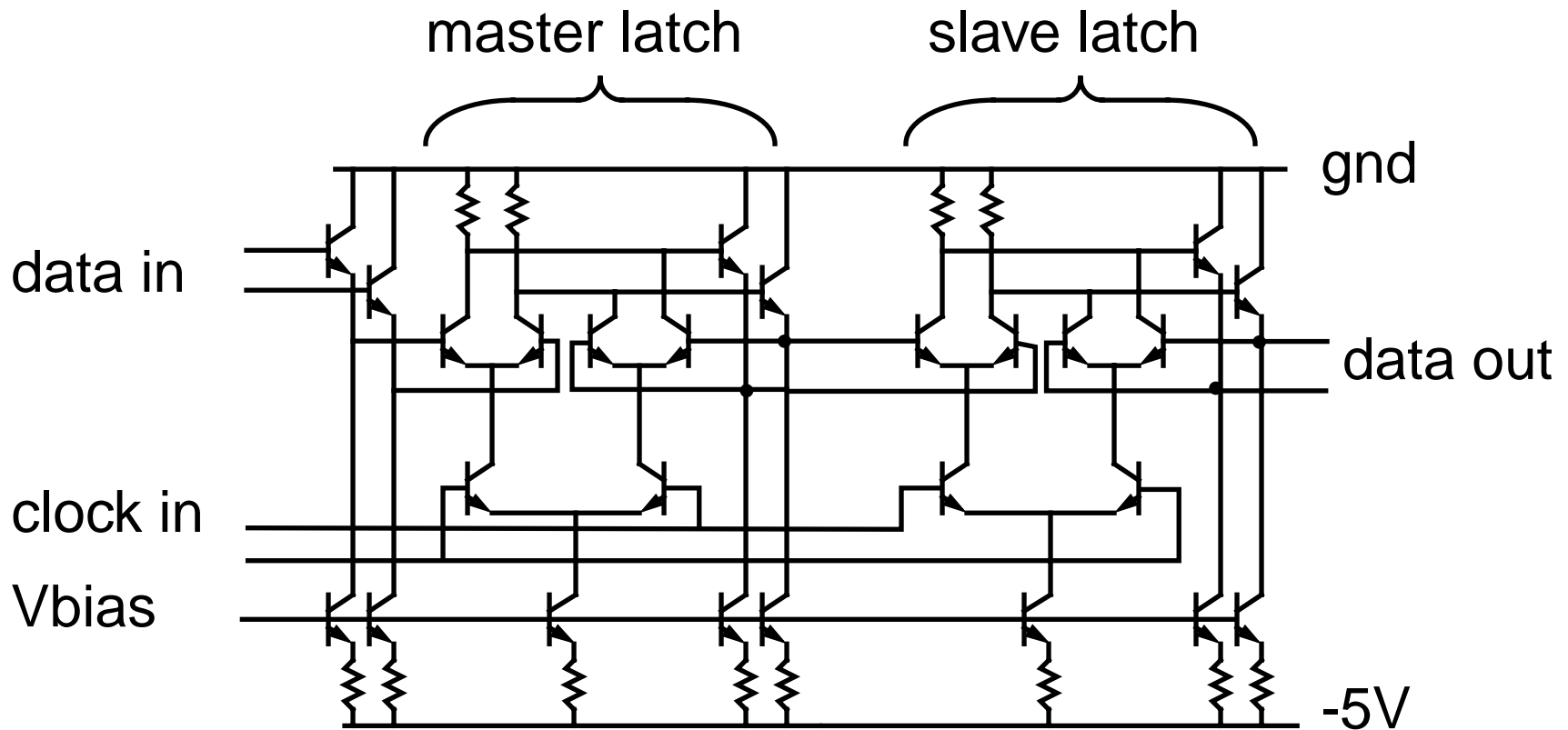


# Decision Circuit

- Quantizes amplitude at precise sample instant
- Typically uses positive feedback to resolve small input signals
- A master/slave D-flip-flop carefully optimized for input sensitivity and clock phase margin is a common choice
- Latches data on the rising edge of clock signal



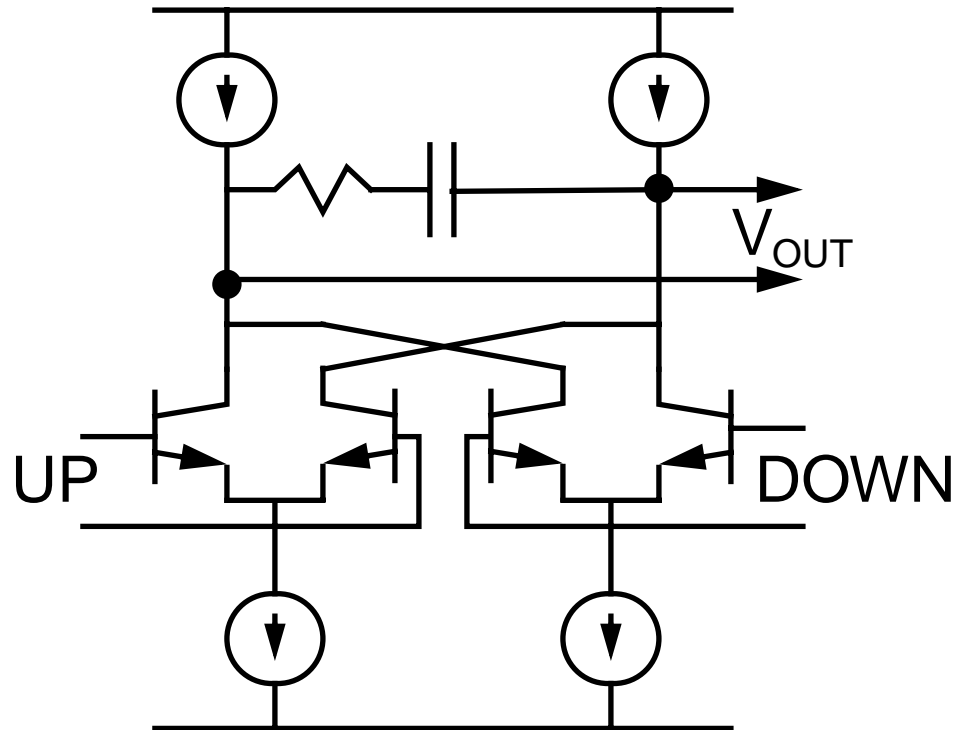
# Example Bipolar Decision Circuit



- many clever optimizations are possible

[OhT83][Con84][Lai90][Run91][Hau91][Run91]

# Loop Filters

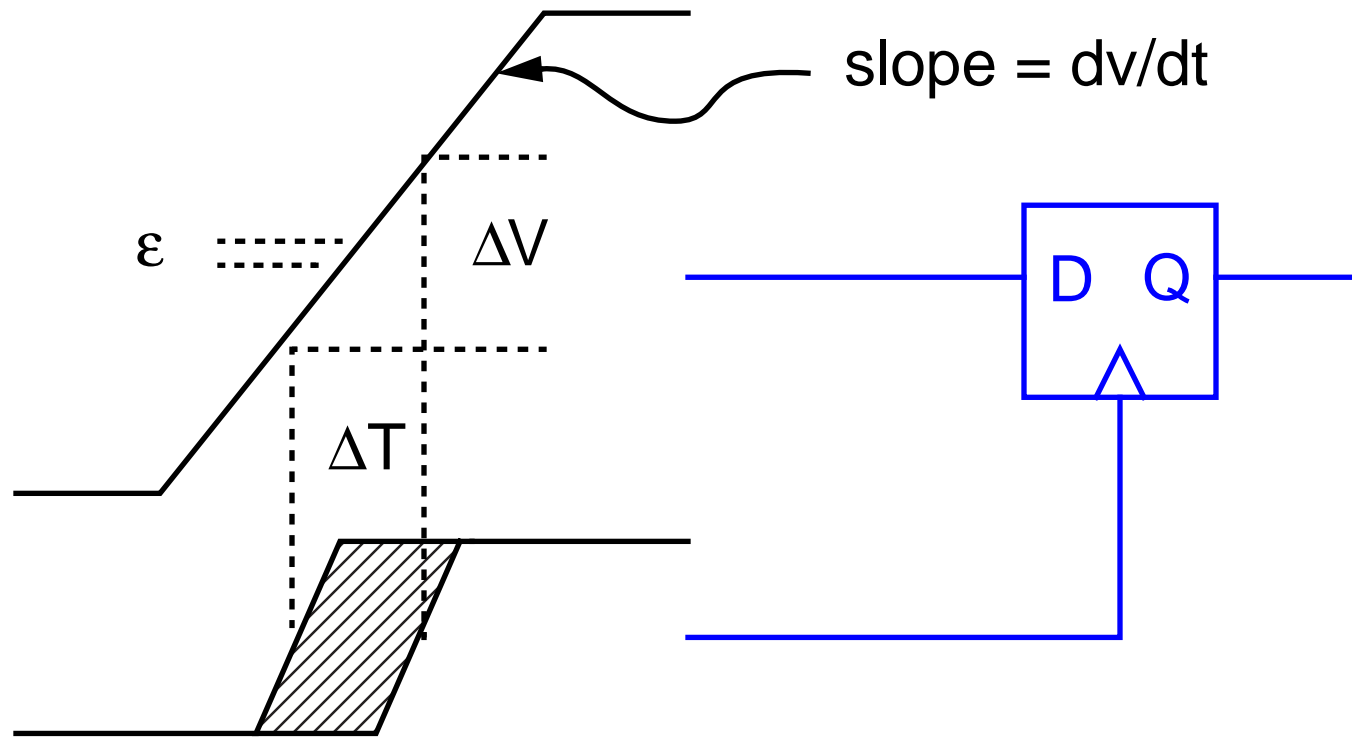


[Den88] [Dev91]  
[LaW91] [WuW92]

UP	DOWN	$V_{OUT}$
0	0	tristate
0	1	ramp DOWN
1	0	ramp UP
1	1	tristate

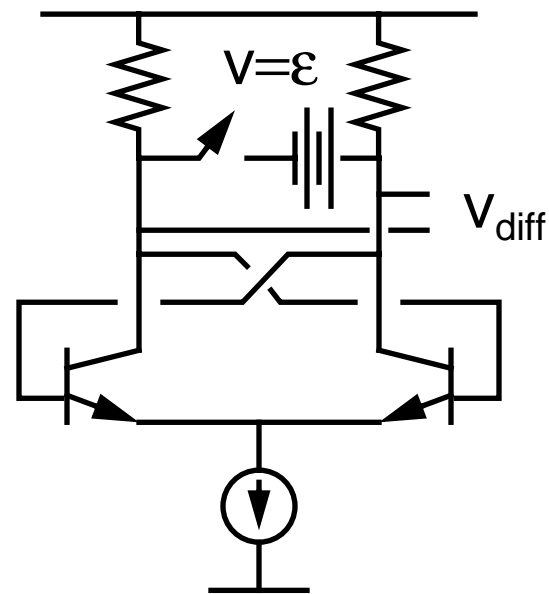
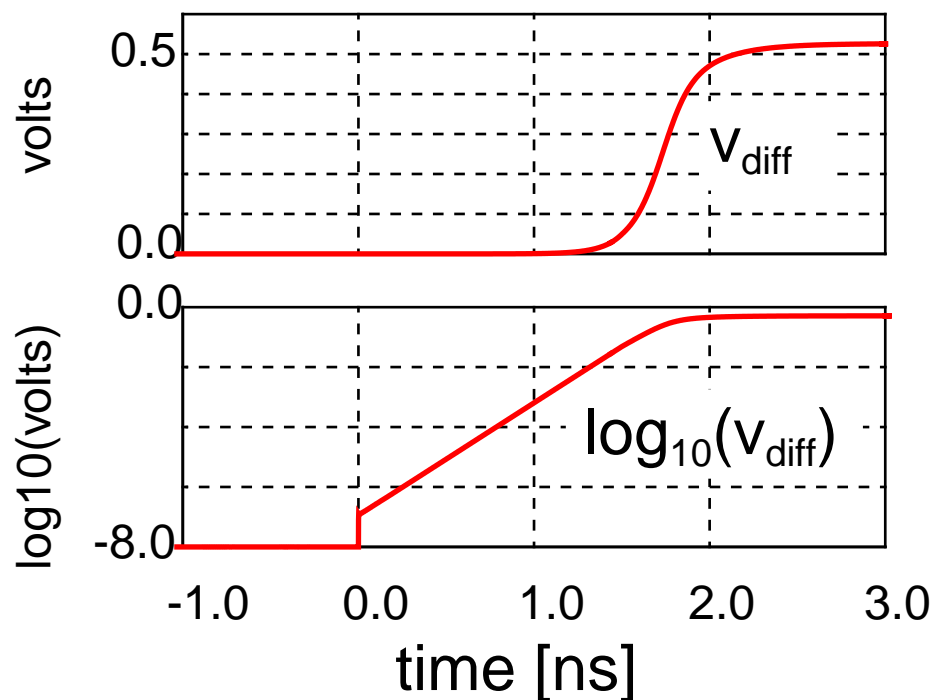
- should have provision for holding value constant (tristating) under long run-length conditions
- may be analog (integrator) or digital (up-down counter) - but *watch out for metastability!*

# Metastability



For uniform clock jitter, and a latch "danger zone" of  $\epsilon$ , the metastability probability  $p_{metastability}$ , is  $\frac{\epsilon}{\Delta T} \cdot \frac{dt}{dv}$ .

# Regeneration time constant $\tau$



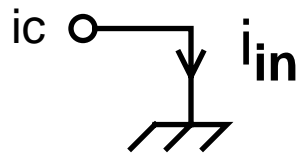
A small voltage  $\epsilon$  is forced on latch, until  $t=0$ . Differential voltage  $V_{diff}$  grows as  $\epsilon \cdot e^{t/\tau}$ . For a given  $V_{min}$  and  $\epsilon$ ,

the regeneration time required is  $\tau \cdot \log\left(\frac{V_{min}}{\epsilon}\right)$ .

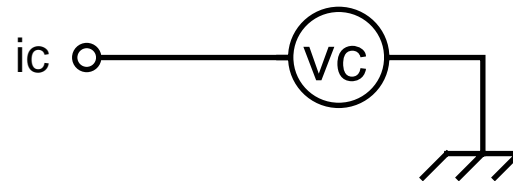
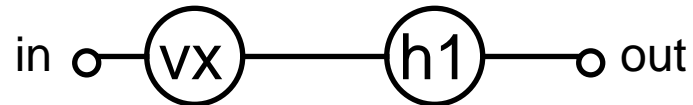
# SPICE tip: current-controlled R/switch

```
# SPICE time variable resistor.  
# the resistance between %in and %out is numerically  
# equal to the current pulled out of %ic  
  
.SUBCKT tvres %in %out %ic  
h1 %inx %outx poly(2) vx vc 0 0 0 0 1  
rdamp %out %outx 0.001  
vx %inx %in 0  
vc %ic 0 0  
.ENDS
```

$$R = i_{in} * 1 \Omega/A$$



$$v(h1) = i(vx) * i(vc) * 1 \Omega/A$$

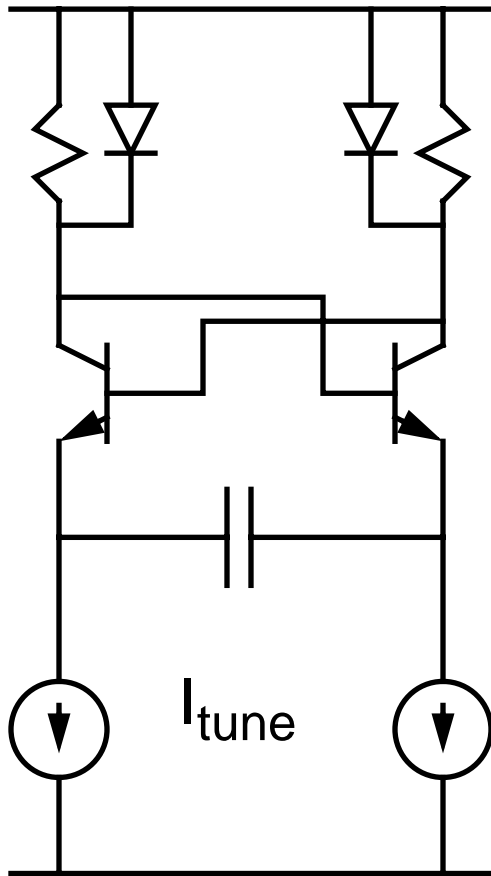


# VCO alternatives

	<b>LC Oscillator</b>	<b>Multivibrator</b>	<b>Ring Oscillator</b>
Speed	Technology Dependent 1-10's of GHz, CMOS 1-2 GHz		
Phase Noise	Good	Poor	
Integration	Poor (L, Varactor)	Excellent	
Tunability	Narrow/Slow	Wide/Fast	
Stability	Good	Poor (needs acquisition aid)	
Other			Multi-Phase Clocks

- [Cor79, Ena87, Wal89, DeV91, Lam93, WKG94]

# Multivibrator VCO



Capacitor is alternately charged and discharged by constant current

Tuned by varying  $I_{tune}$  in current source

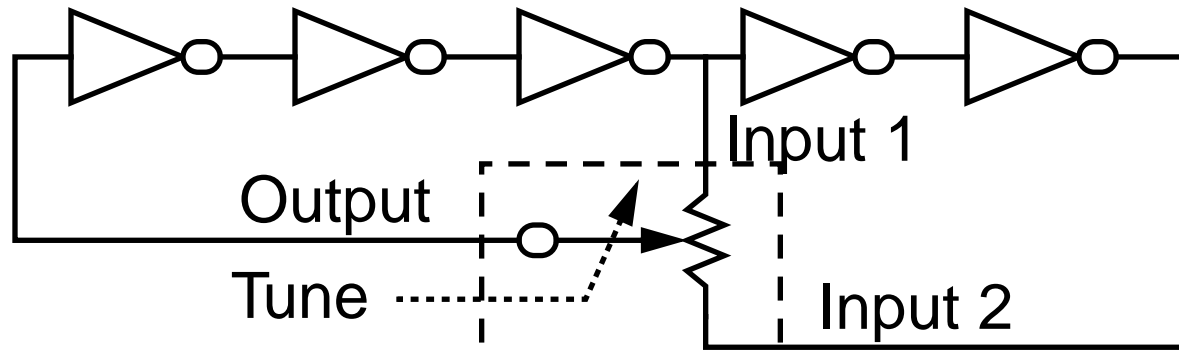
Diode clamps keep output voltage constant independent of frequency

Relies on non-linear switching for oscillation behavior, and so is limited to moderate frequencies.

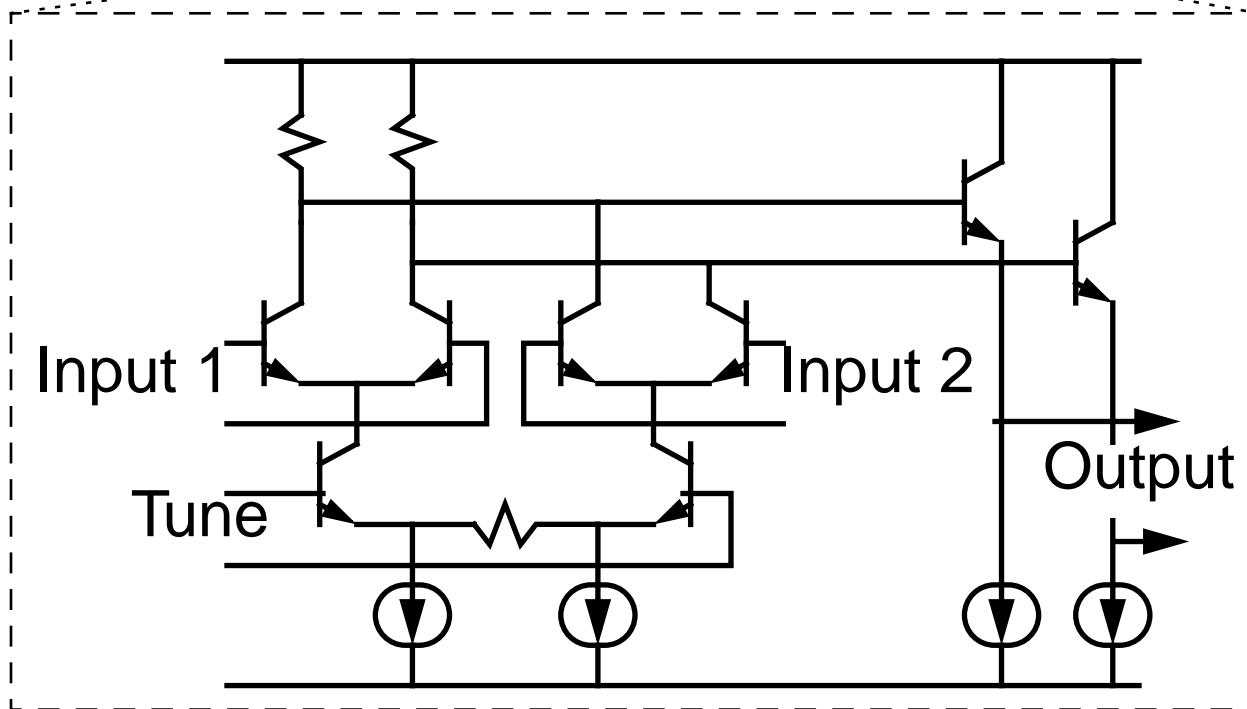
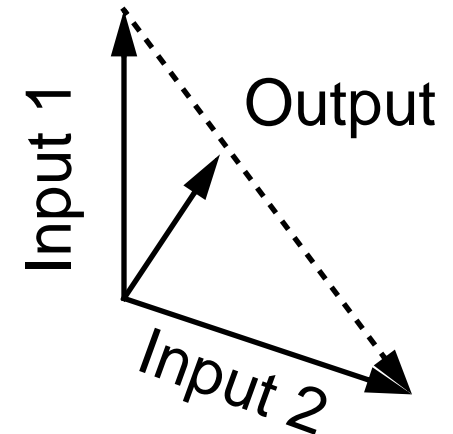
$$\text{Frequency} = \frac{I_{tune}}{4CV_{be}}$$



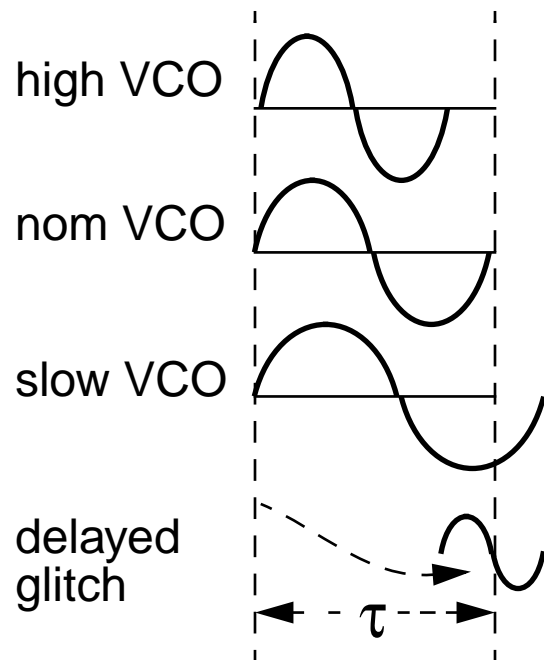
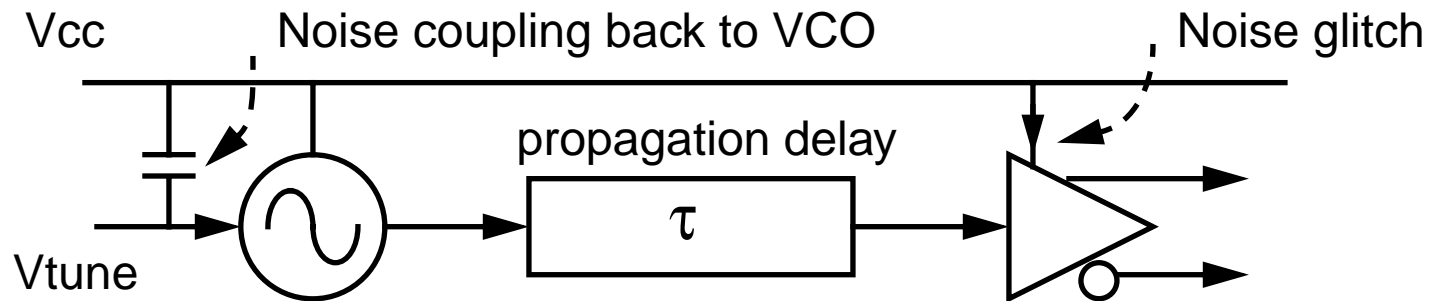
# Example Ring Oscillator VCO



[SyA86]  
[EnA87]  
[Wal89]



# VCO injection locking (problem)



most VCO's *sample* the tune voltage once per cycle - down converting the system noise.

- PLL:  $F_{osc} \propto V_{tune} \propto \overline{\theta_{error}}$
- ILO:  $F_{osc} \propto V_{tune} \propto \theta_{error}$

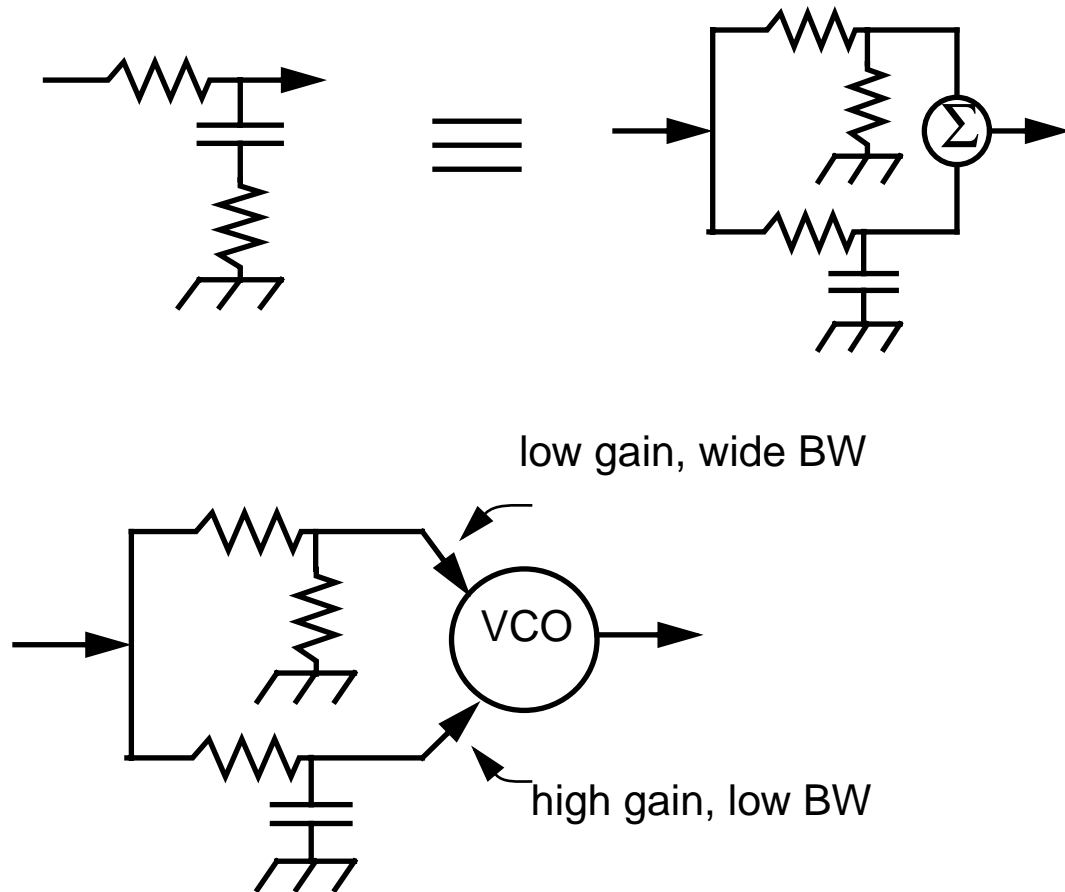
VCO can *injection lock* to its own delayed signal more rapidly than to input data!

# VCO injection locking (a solution)

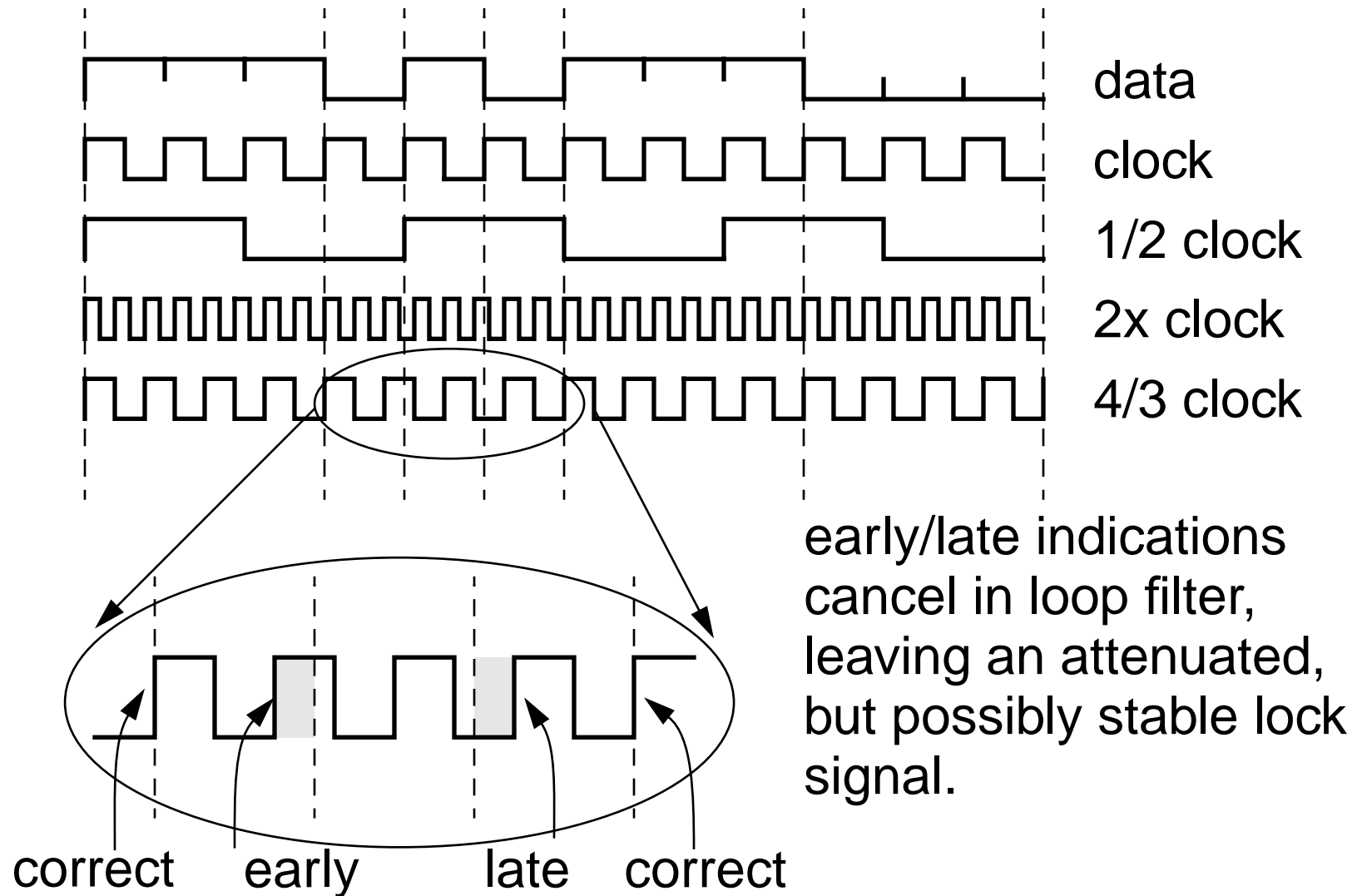
Decompose the loopfilter pole/zero into two separate tuning inputs:

- a wide range input with very low bandwidth
- a narrow tuning range input with wide BW.

this greatly reduces effect of VCO noise on tuning curve.

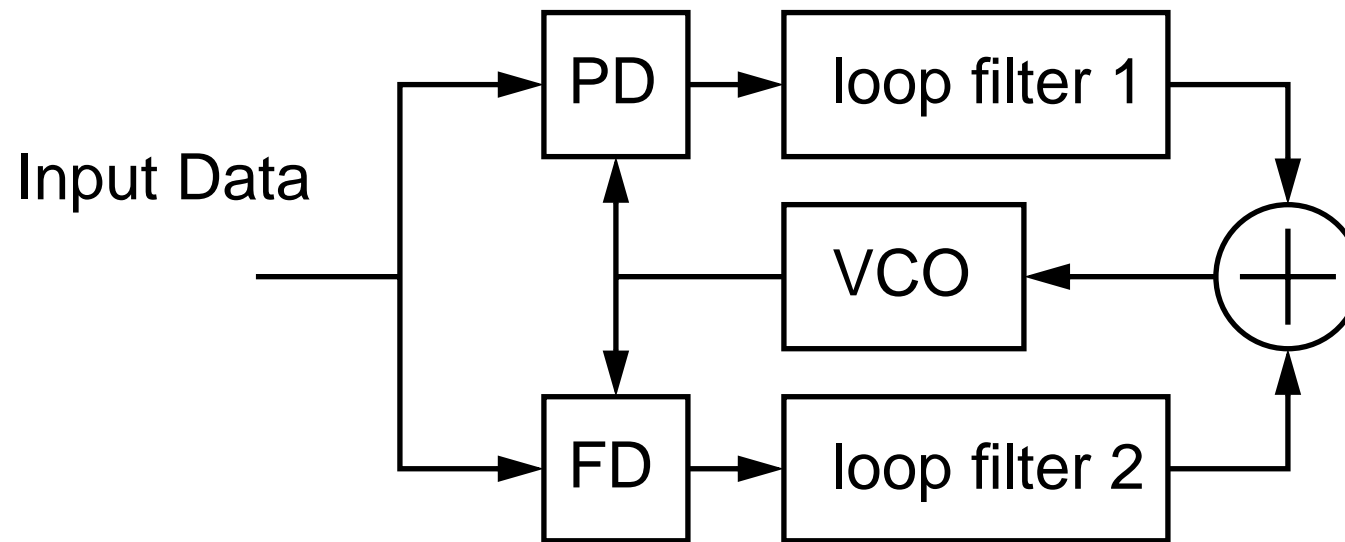


# False or Harmonic Locking to Data



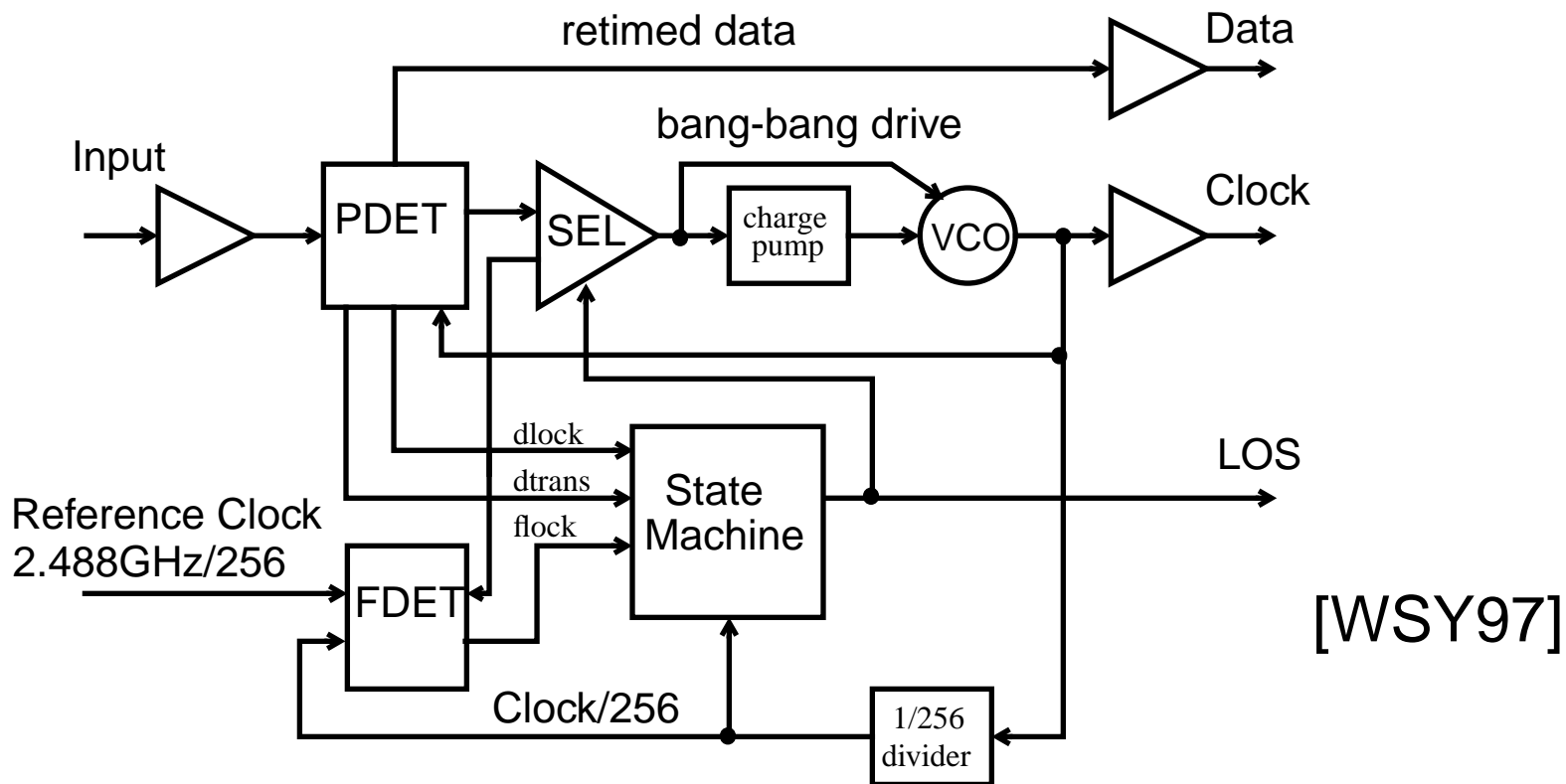
# Aided Acquisition

- Tricky task due to Nyquist sampling constraints caused by stuttering data transitions



- Still subject to false lock if VCO range is too wide

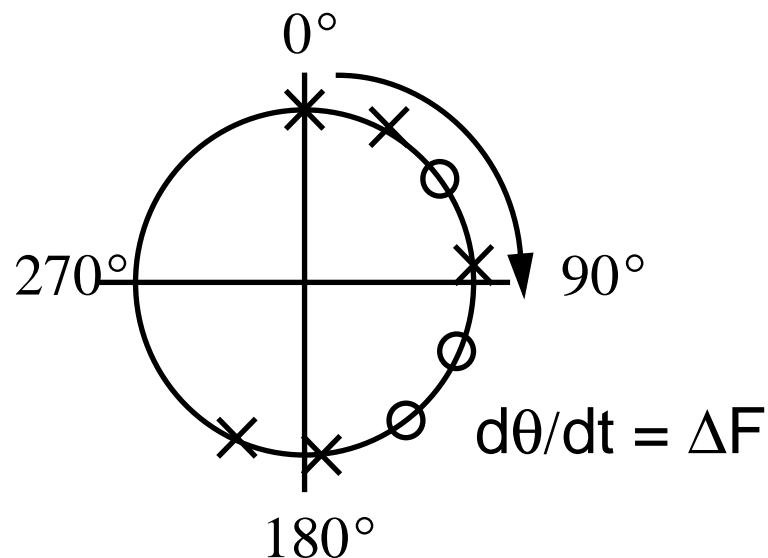
# Training Loops



An increasingly common technique is to provide a reference clock to the CDR circuit. This allows the VCO process-variation to be dynamically trimmed out, avoiding false locking problems.

# Phasor Diagram

- Graph of relative phase between clock and data
- Each complete rotation is 1 unit interval of phase slip
- Rotations/second = frequency error (in Hz)



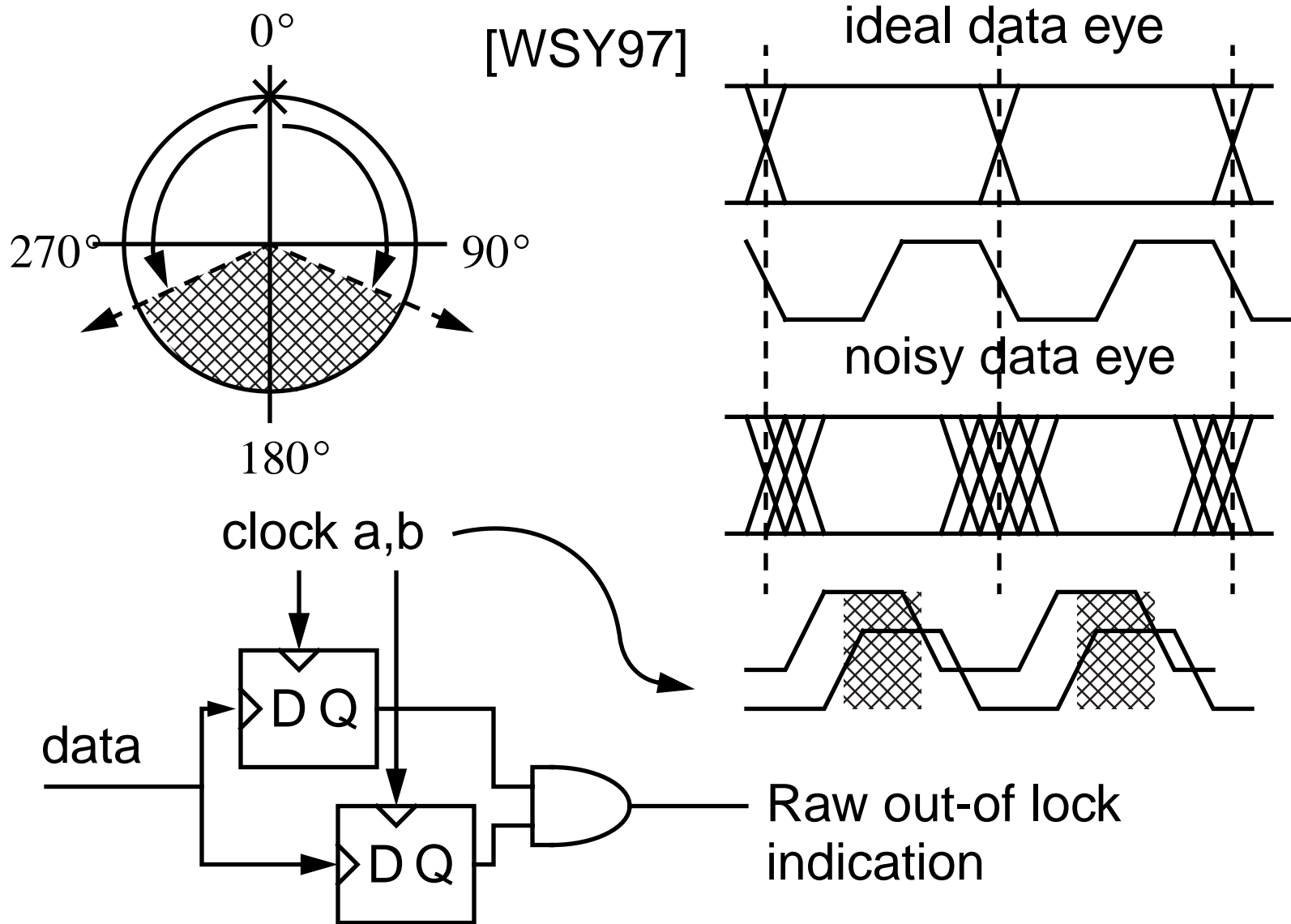
Plot of data transitions versus VCO clock phase.

Data at 1/2, or VCO at 2x, the proper frequency lock locked. This puts a limit on VCO tolerance to prevent false locking.

○ = missing transitions

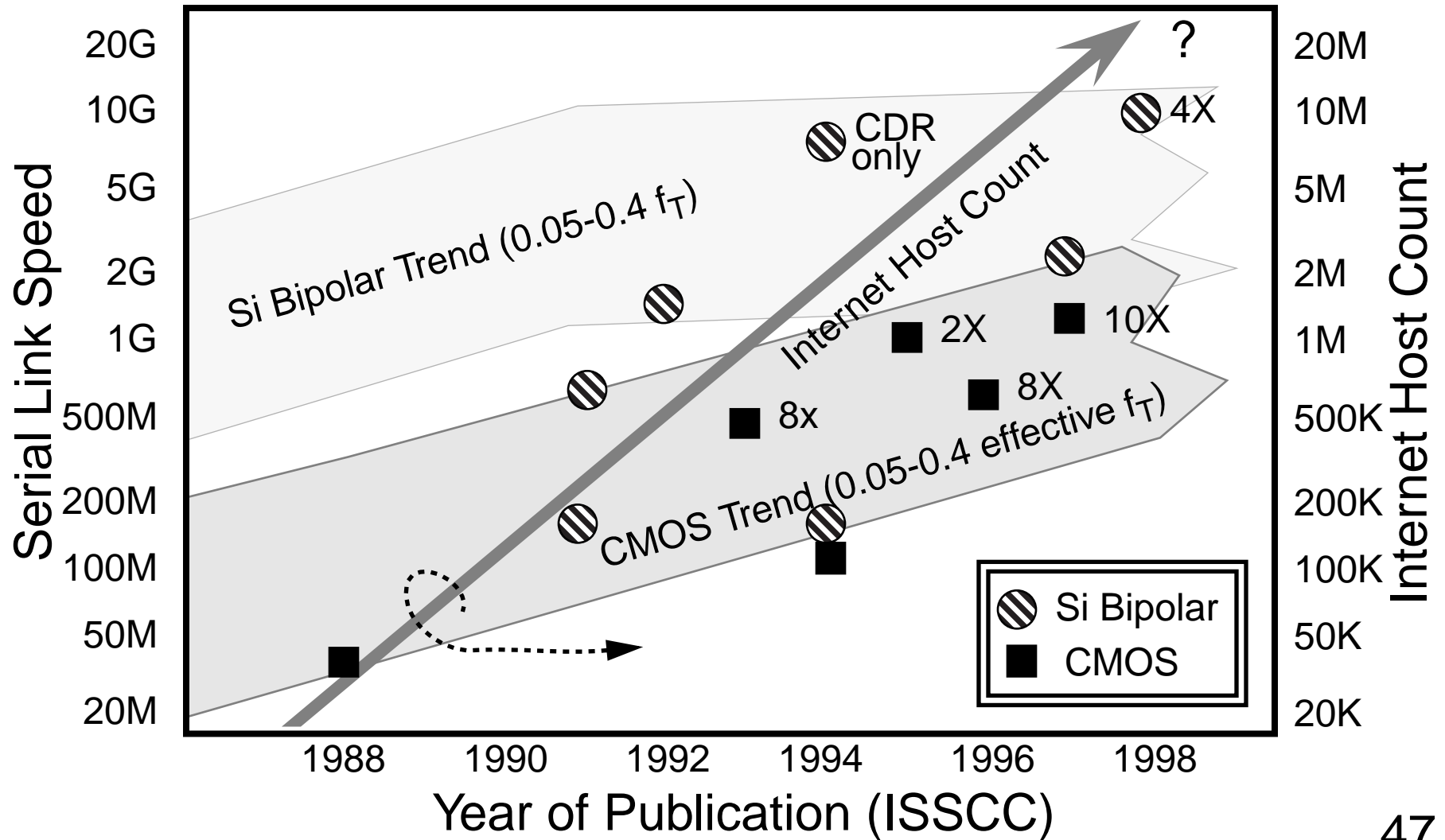
× = actual transitions

# Example Lock Detector

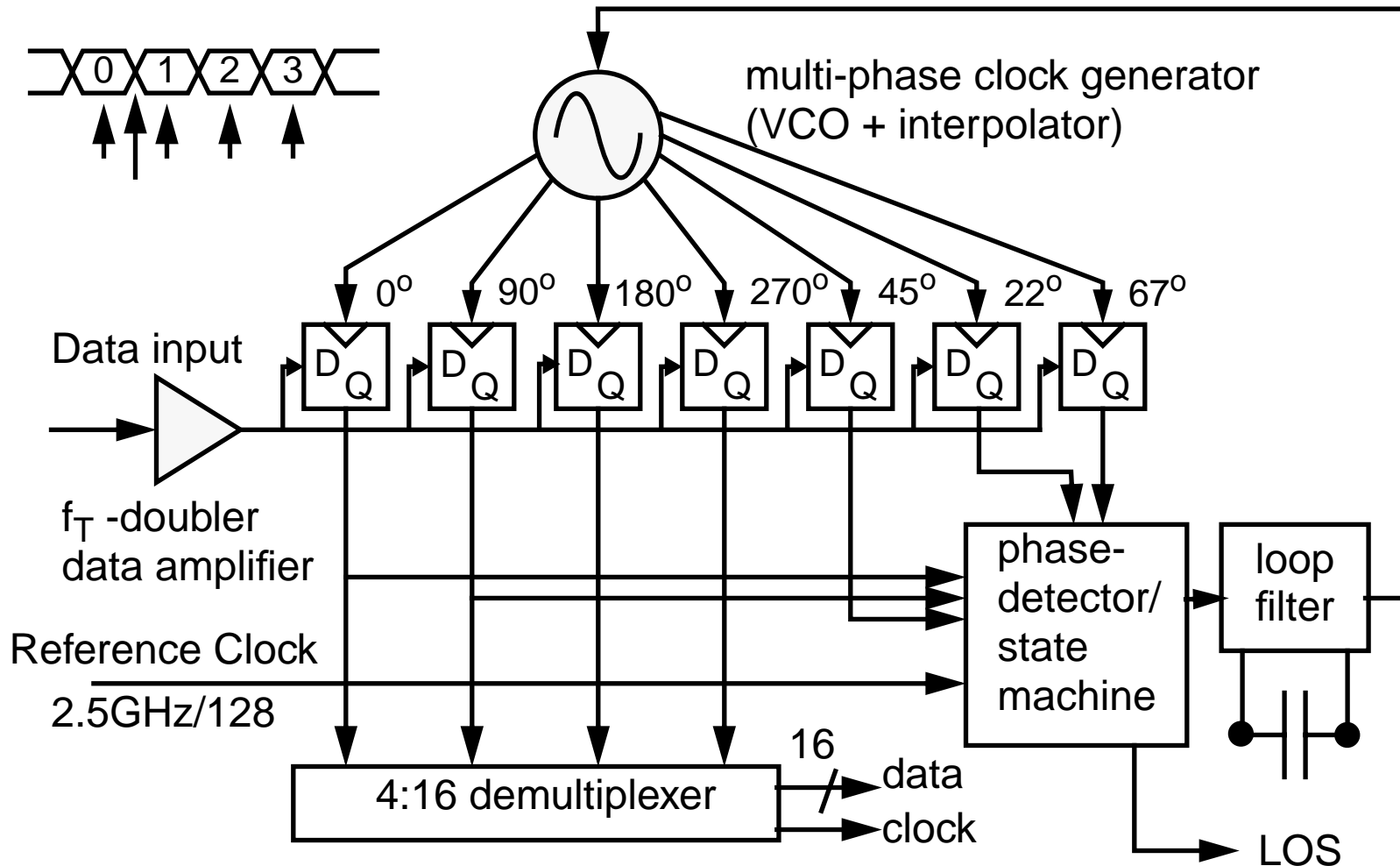




# Communication Trends



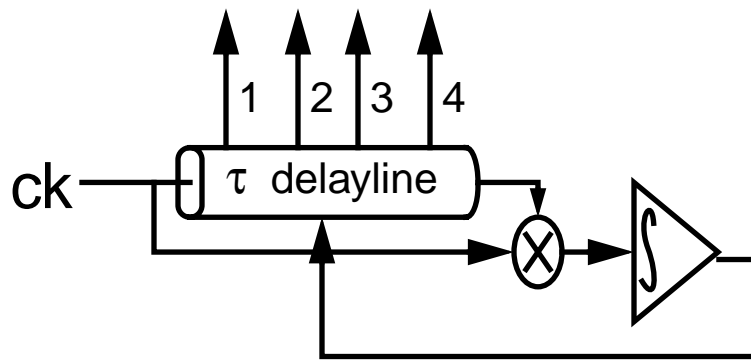
# Multiphase Receiver Block Diagram



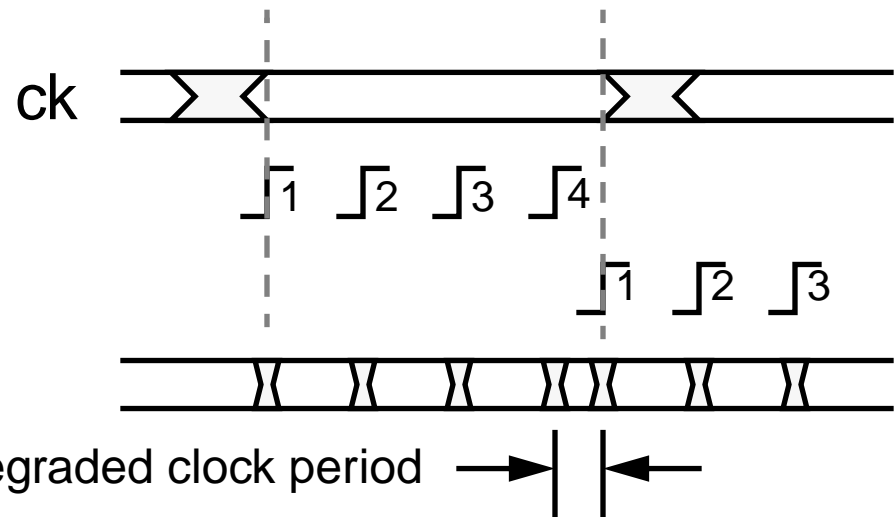
[WHK98]

# DLL vs PLL which is “best”?

- DLLs do not filter input reference jitter, but do not accumulate VCO phase errors - best for clock synthesizers running from clean reference.
- PLLs can have higher phase noise because of multiple passes through the delay gates of VCO, however is able to filter noisy input signals.



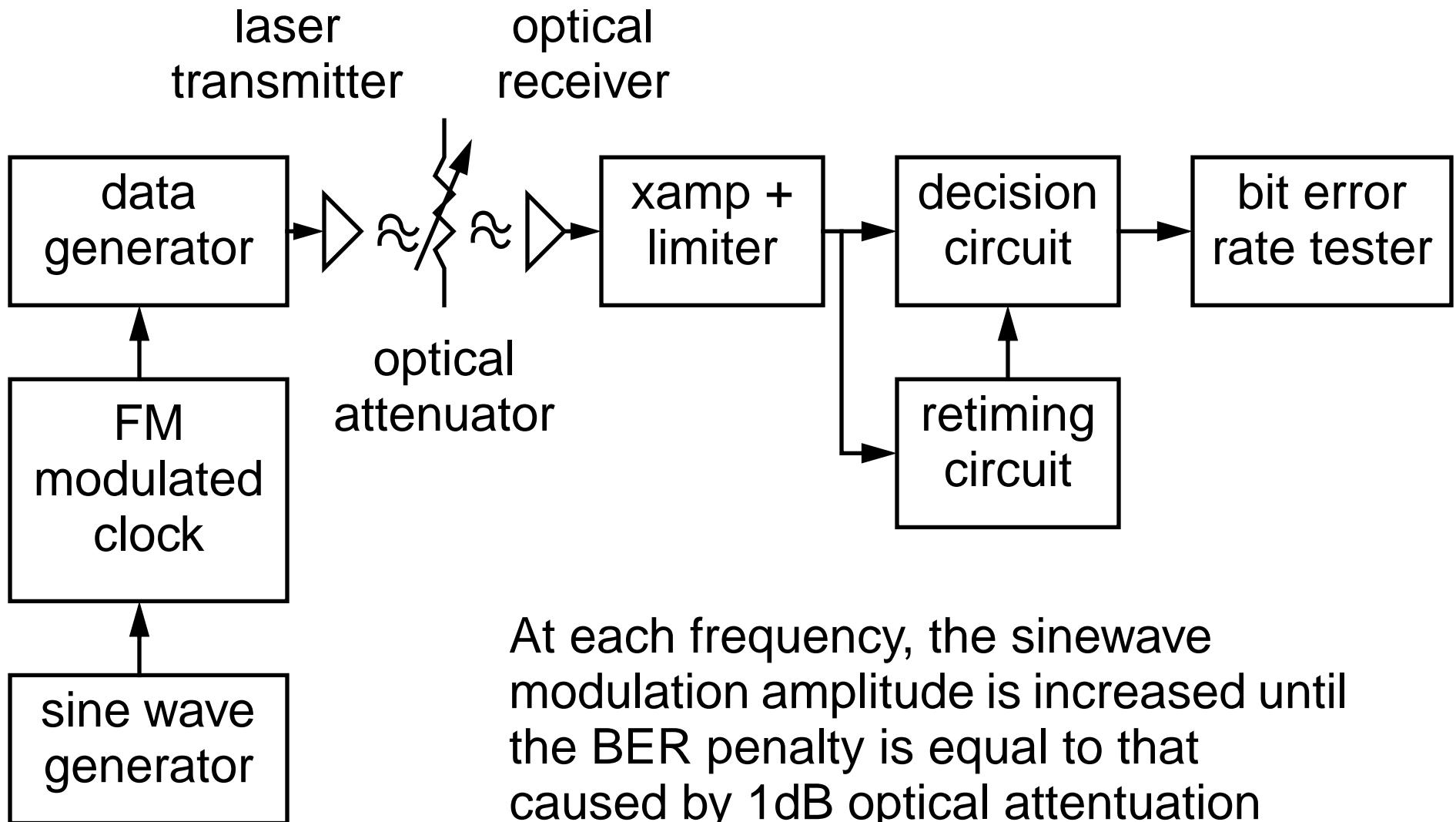
[KWG94]



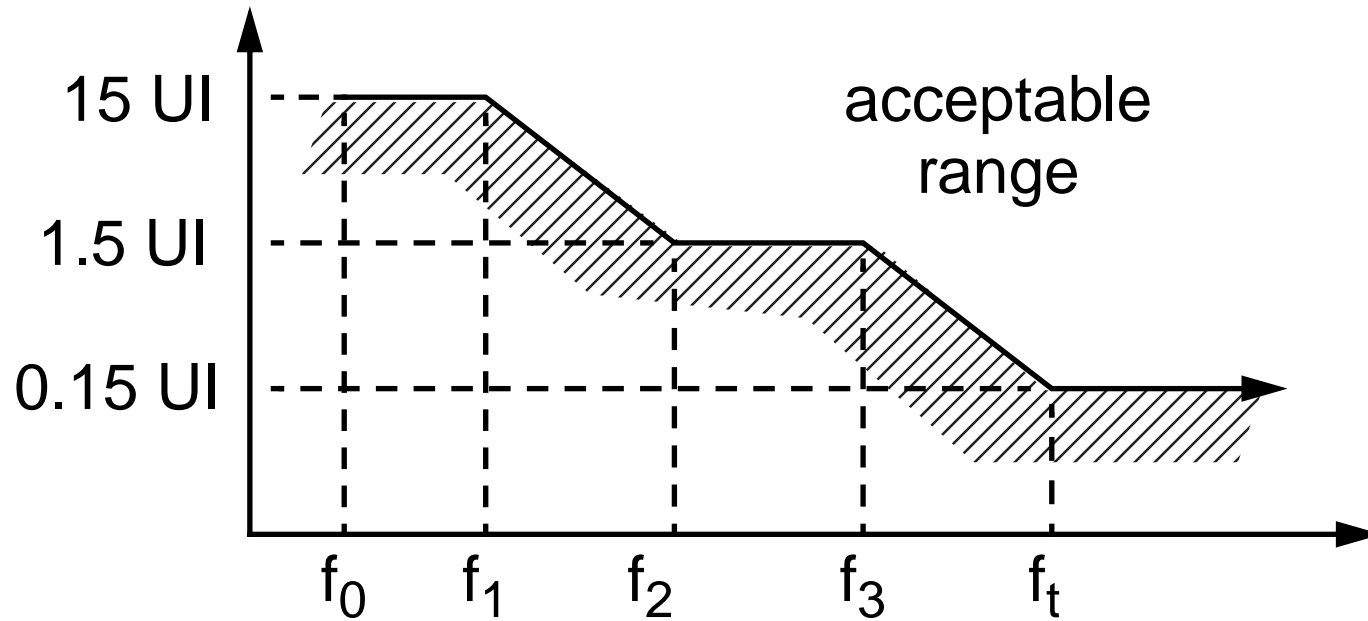
# Jitter Measurements

- SONET has the most complete set of jitter measurement standards, but the techniques are useful and relevant for datacom applications also
  - Jitter Tolerance
  - Jitter Transfer
  - Jitter Generation

# Jitter Tolerance Test Setup

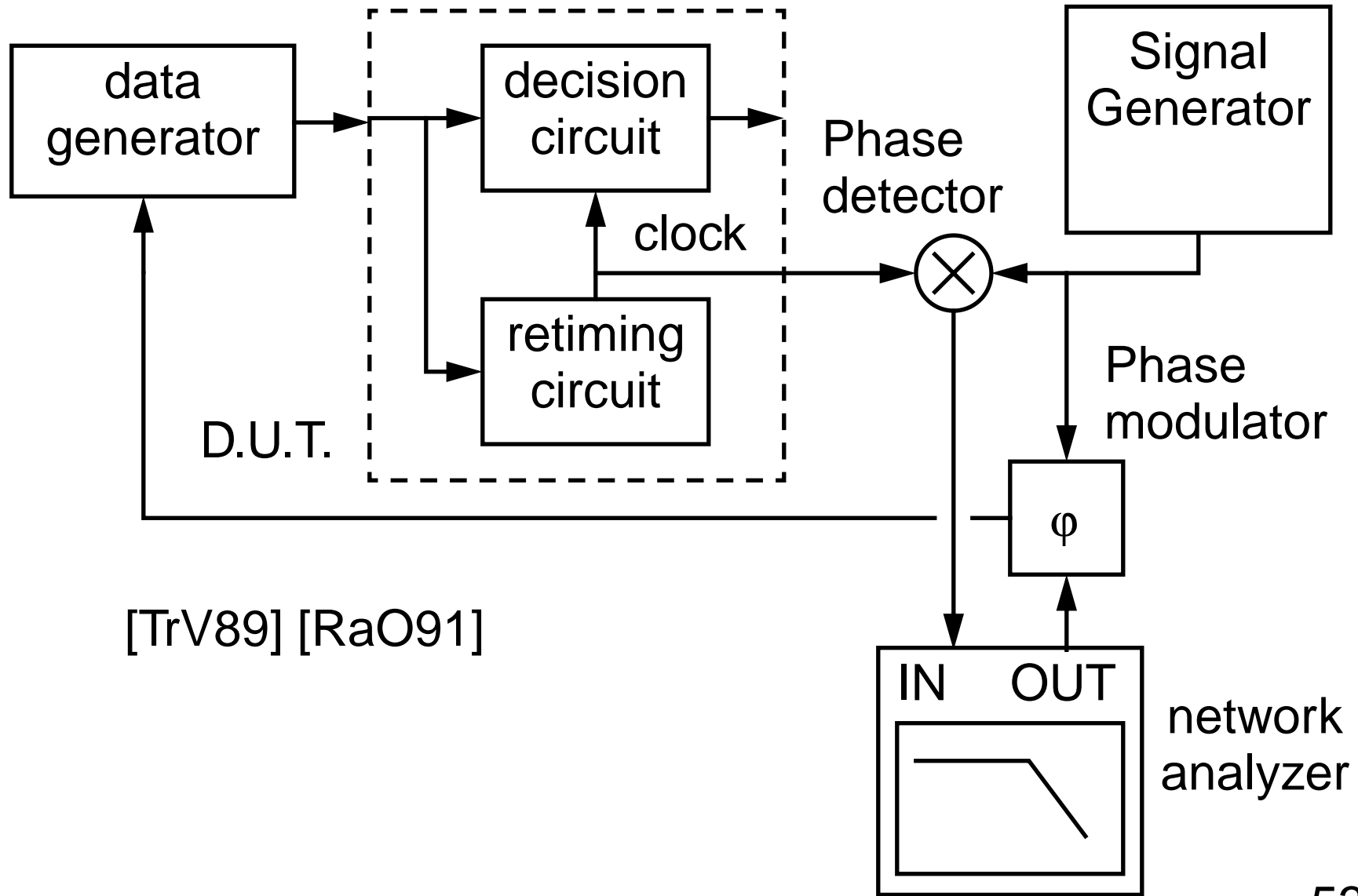


# SONET Jitter Tolerance Mask

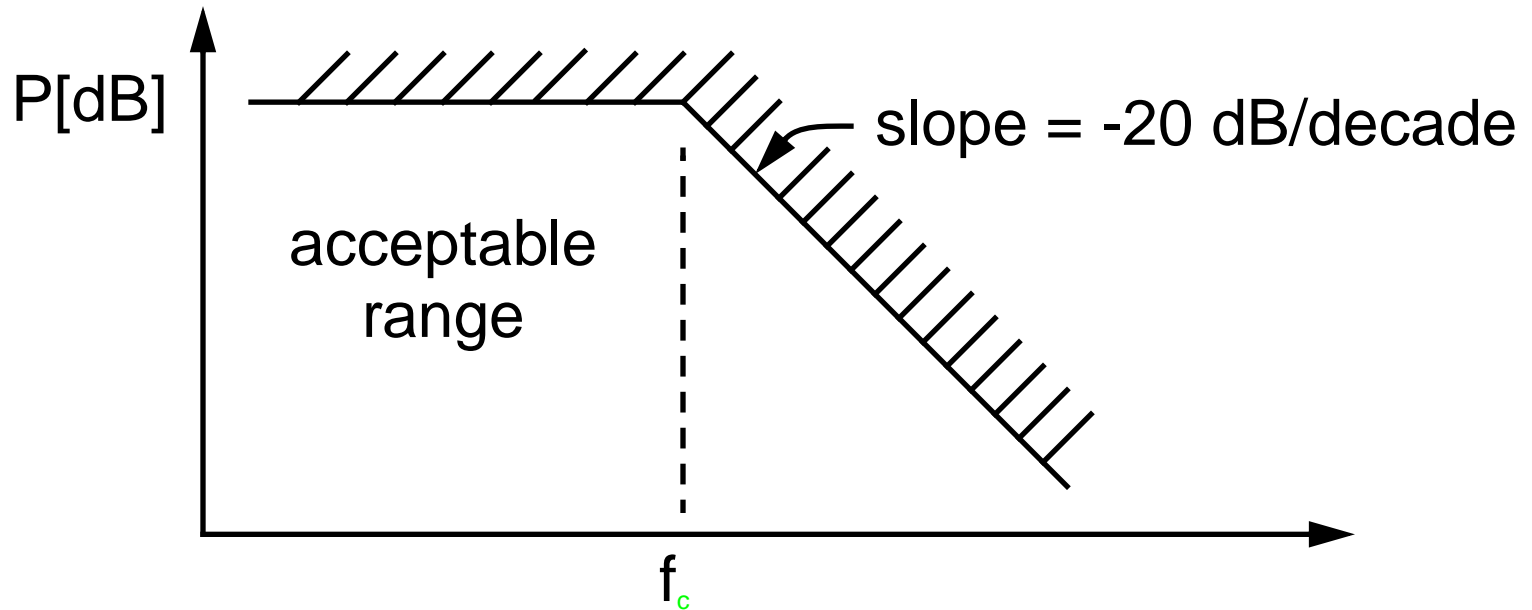


Data Rate	$f_0$ [Hz]	$f_1$ [Hz]	$f_2$ [Hz]	$f_3$ [kHz]	$f_t$ [kHz]
155 Mb	10	30	300	6.5	65
622 Mb	10	30	300	25	250
2.488 Gb	10	600	6000	100	1000
10 Gb	?	?	?	400	4000

# Jitter Transfer Measurement



# Jitter Transfer Specification

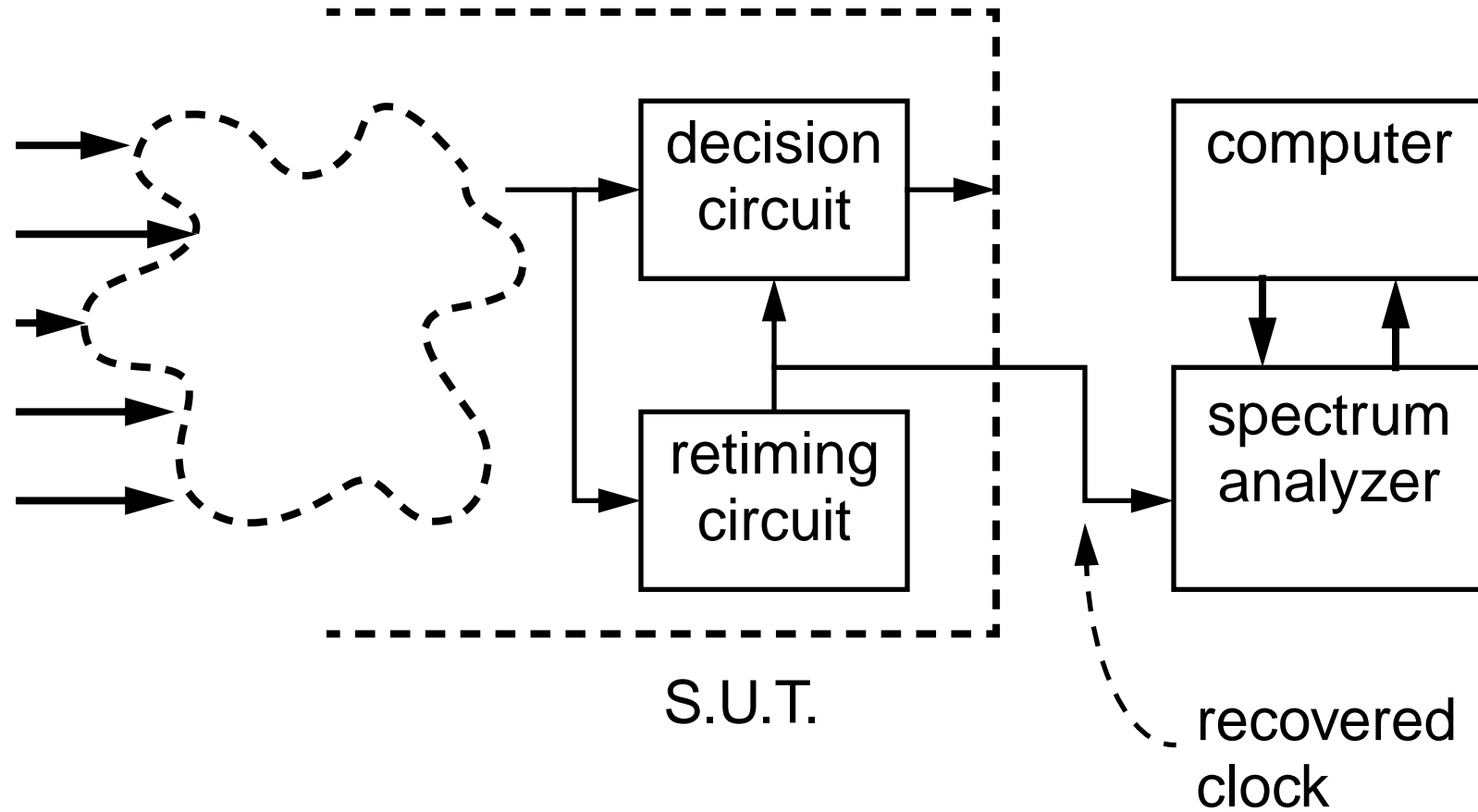


Data Rate	$f_c$ [kHz]	P[dB]
155 Mb	130	0.1
622 Mb	500	0.1
2.488 Gb	2000	0.1

This specification is intended to control jitter peaking in long repeater chains



# Jitter Generation

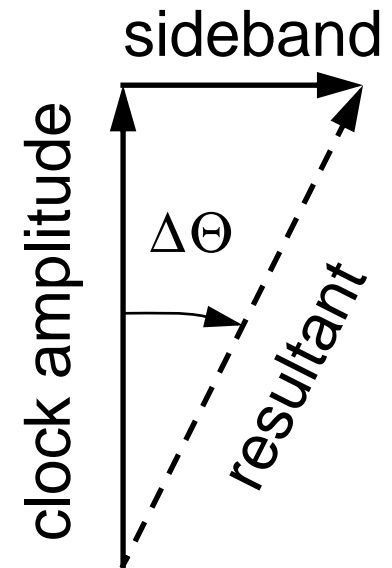


# Jitter Generation (cont.)

- 1) Measure Jitter Sidebands around Clock

$$Jitter_{pp(rads)} = 2\Delta\Theta \cong 2 \operatorname{atan}\left(\frac{V_{sideband}}{V_{clock}}\right)$$

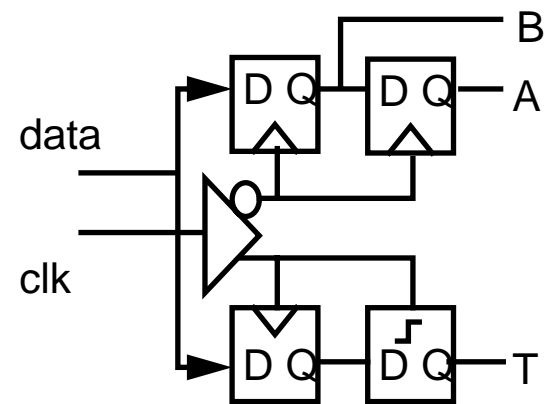
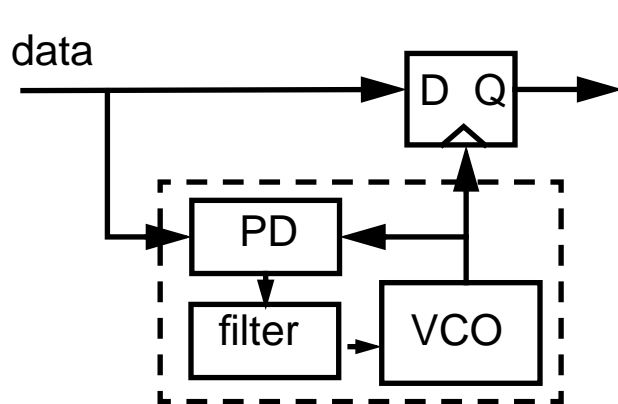
- 2) Multiply Jitter components by Filter Mask
- 3) RMS sum total noise voltages over band
- 4) Convert RMS noise voltage to RMS jitter



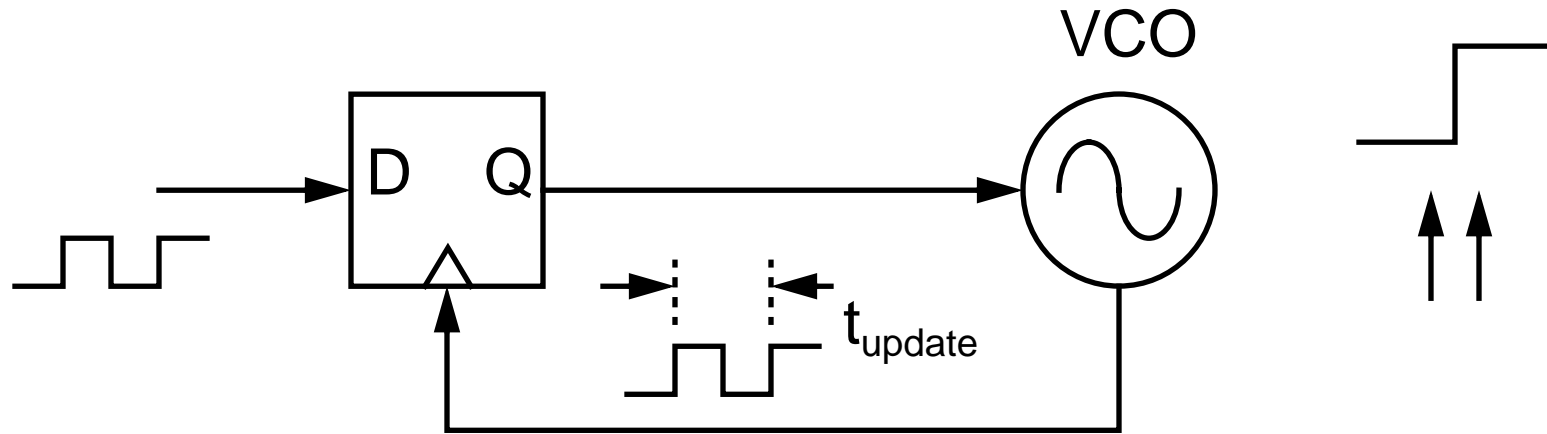
OC-48 (2.488 Gb/s SONET) specifies 12 kHz hipass filter, and maximum 0.01 UI RMS integrated jitter.

# Why bother with a BB loop?

- it may be difficult to maintain optimum sampling point with traditional PD/PLL or with filter method over process, temperature and supply variation
- Narrow pulses of linear PD's may not work well at extremely high bit rates
- for monolithic implementation, BB PD has excellent match between retiming latch and PD latch - allows for operation at highest latch toggle frequency



# Simple first-order BB loop



- VCO runs at two discrete frequencies:  $f_{nom} \pm f_{bb}$ .
- Phase error is evaluated at a discrete time interval  $t_{update}$ . In the general case, this can be considered approximately equal to mean transition time of the data.

# How to simulate a loop?

- SPICE (boolean & polynomial)
- timestep simulator [FLS63]
- event driven simulator [Mac87]
- actual hardware

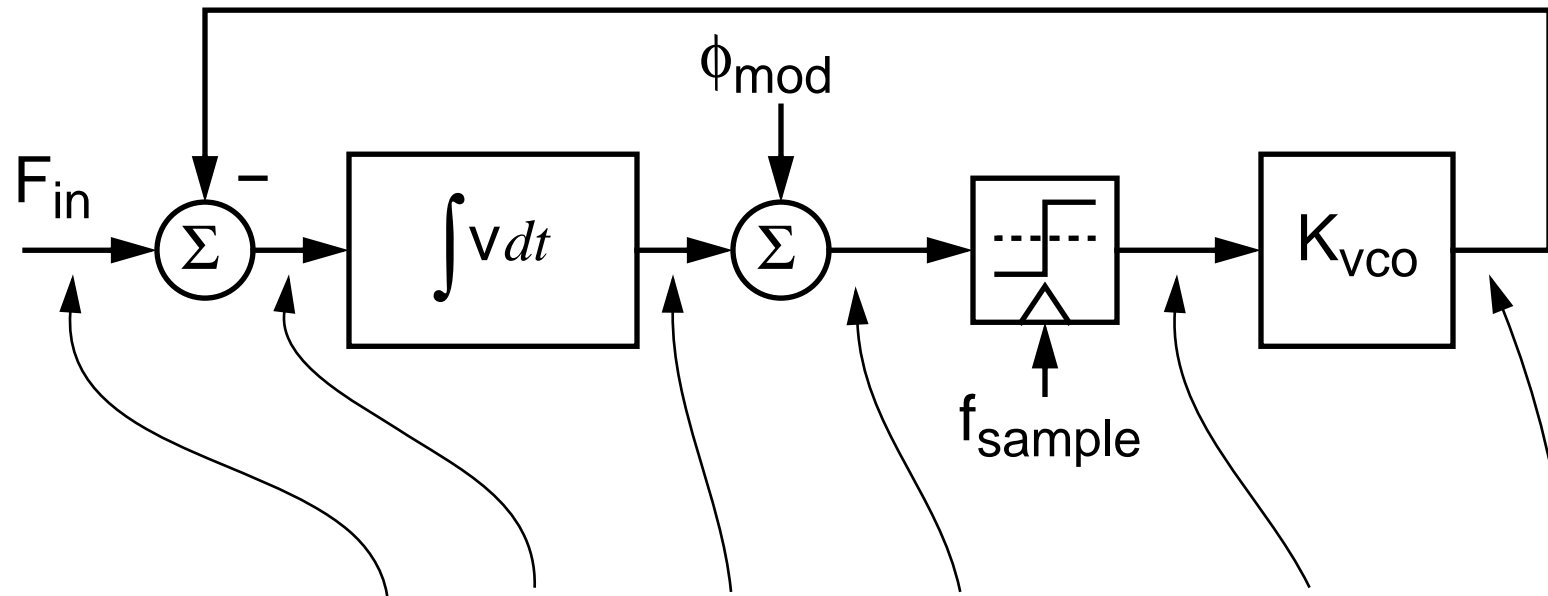
## The need for *fast* simulation

- *understand* the design space
- check corner cases
- build intuition

# Efficient Simulation Strategy

- Simulating VCO *waveform* is unnecessary to accurately model ideal PLL behavior.
- Only frequency and phase is needed.
- Model all circuit time-varying state variables as voltages.
- Convert between frequency and phase variables with explicit integration block.

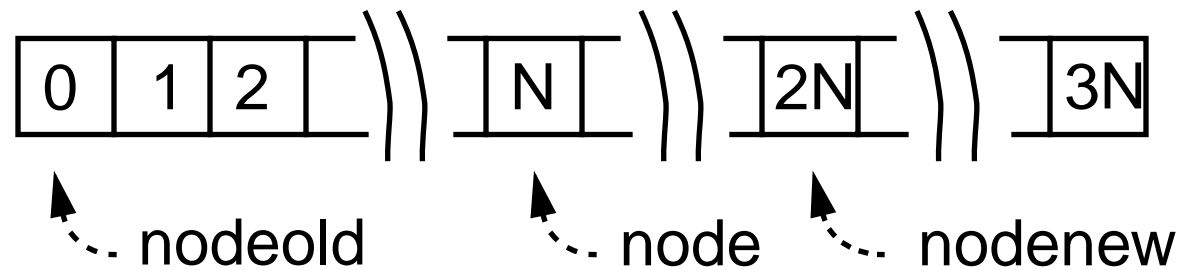
# Model of First-order Loop



node:	$F_{in}$	$\Delta F$	$\Delta\theta_1$	$\Theta_{error}$	bbtune	$F_{vco}$
unit:	Hz	Hz	UI	UI	V	Hz

# The simulator main loop

```
for (simtime=STARTTIME; simtime<=STOPTIME; simtime+=stepsize) {  
    update();          /* update nodes each timestep */  
    if (simtime-SAVETIME >= savestep*points_plotted) {  
        output();  
        points_plotted++;  
    }  
    /* swap pointers to avoid copying data arrays */  
    temp = nodeold;  
    nodeold = node;  
    node = nodenew;  
    nodenew = temp;  
}
```





# The update() routine

```
void update() /* this routine responsible for updating node[] */
{
    fin(1,FIN,FSTEP,STEPTIME); /* vo, f, fs, t0 */
    difference(1,8,2); /* plus, minus, out */
    freq_to_phase(2,3); /* in, out */
    sing(11,PHIFREQ,180.0*PHIDEV); /* phase modulation input */
    difference(3,11,4); /* in+, in-, output */
    sample(4,6,UTIME,VPHI,0.0); /* in, out, utime, swing, err */
    rcfilter(6,7,TAU1); /* in, out, tau */
    vco(7,8,FVCO,FDEL); /* in, out, nom, del */
}
```

- notice similiarity to SPICE deck (numbered nodes)
- input “deck” parsing done by C-compiler
- user must assign nodes manually

# difference() and sine generator code

```
void difference(plus, minus, out) /* output node = plus - minus */
int plus, minus, out;
{
    nodenew[out] = node[plus] - node[minus];
}
```

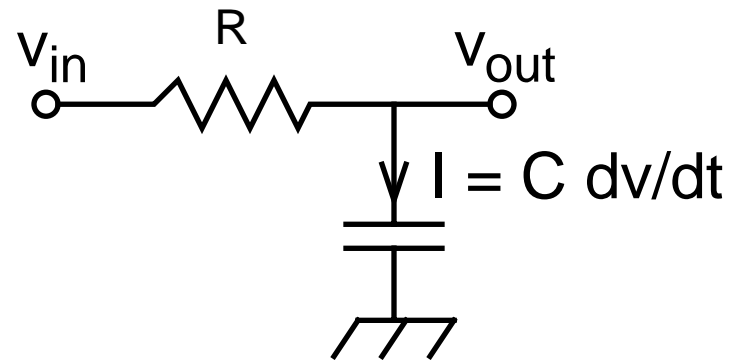
```
void sing(out, freq, ampl) /* a sinusoidal voltage source */
int out;
double freq, ampl;
{
    nodenew[out] = ampl*sin(2.0*M_PI*simtime*freq);
}
```

# RC-filter implementation

```
void rcfilter(in, out, tau)    /* a single pole rc filter */
int in, out;
double tau;
{
    double temp1, temp2;

    /* Implements discrete diff. eqn:
       Vout = Vin - (tau * dVout/dt)
       where dVout = nodenew[out]-node[out] */

    temp1 = node[in] + tau*(node[out])/stepsize;
    temp2 = 1 + tau/stepsize;
    nodenew[out] = (temp1/temp2);
}
```



# The freq\_to\_phase() block

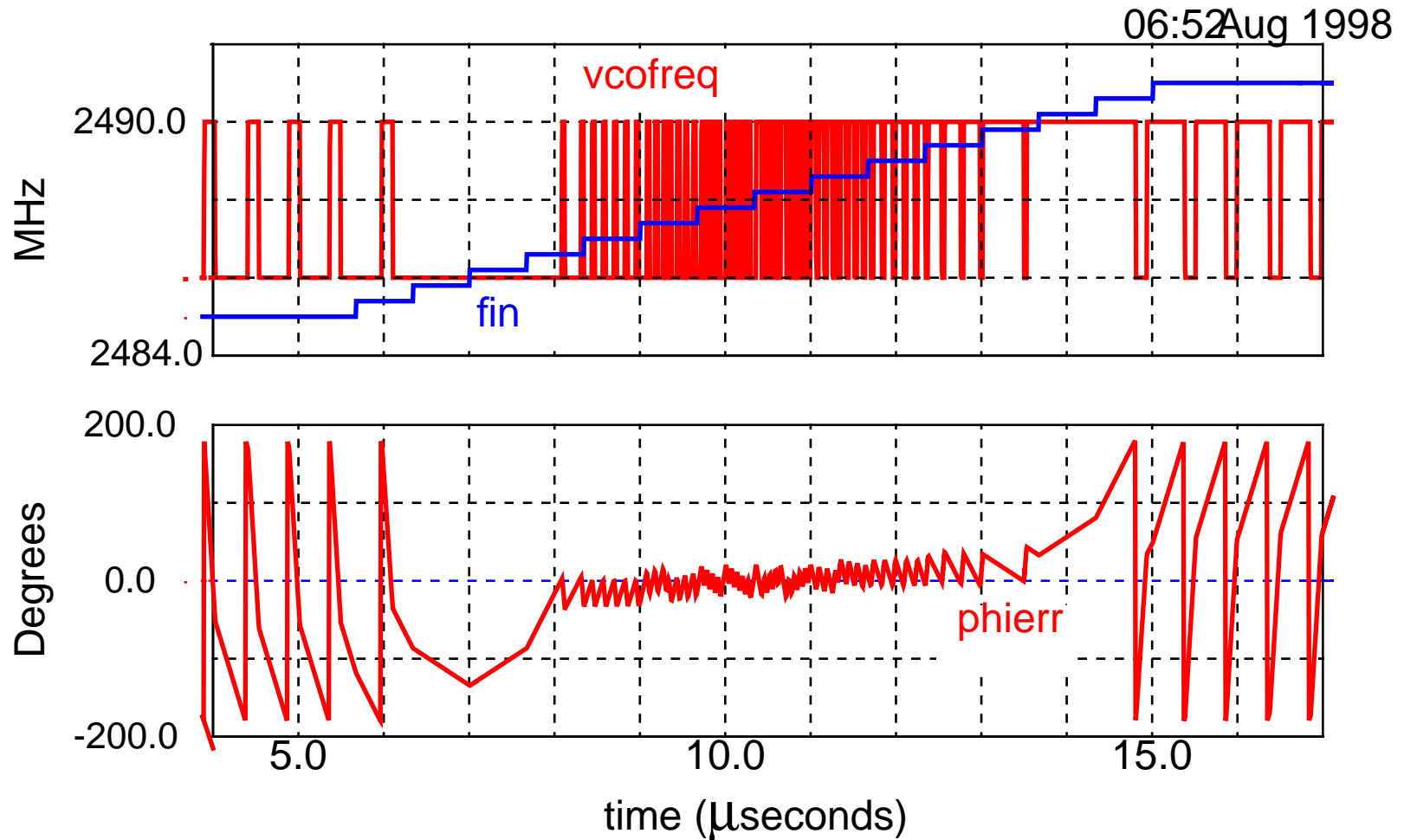
```
void freq_to_phase(in, out)    /* performs true integral of input */
int in, out;                  /* scaled by factor of 360. This */
                               /* gives output of 1 volt/degree */

{
    double chunk;    /* new integrated portion of signal */

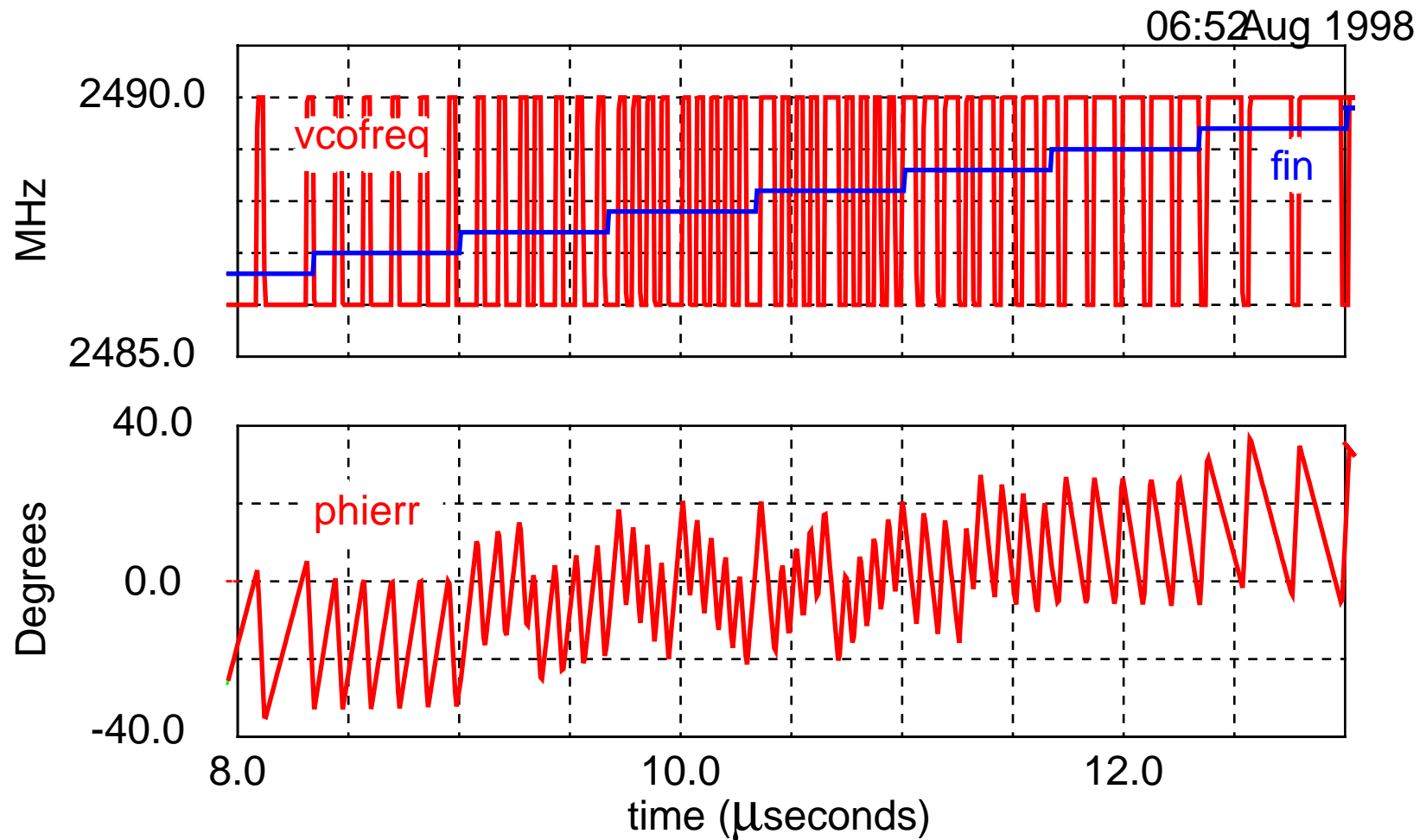
    chunk = (180.0 * (nodeold[in] + node[in]) * stepsize);
    nodenew[out] = node[out] + chunk;

    # now wrap it into the range of -180 to +180 degrees
    if (nodenew[out] > 180)
        nodenew[out] = nodenew[out]-360;
    if (nodenew[out] < -180)
        nodenew[out] = nodenew[out]+360;
}
```

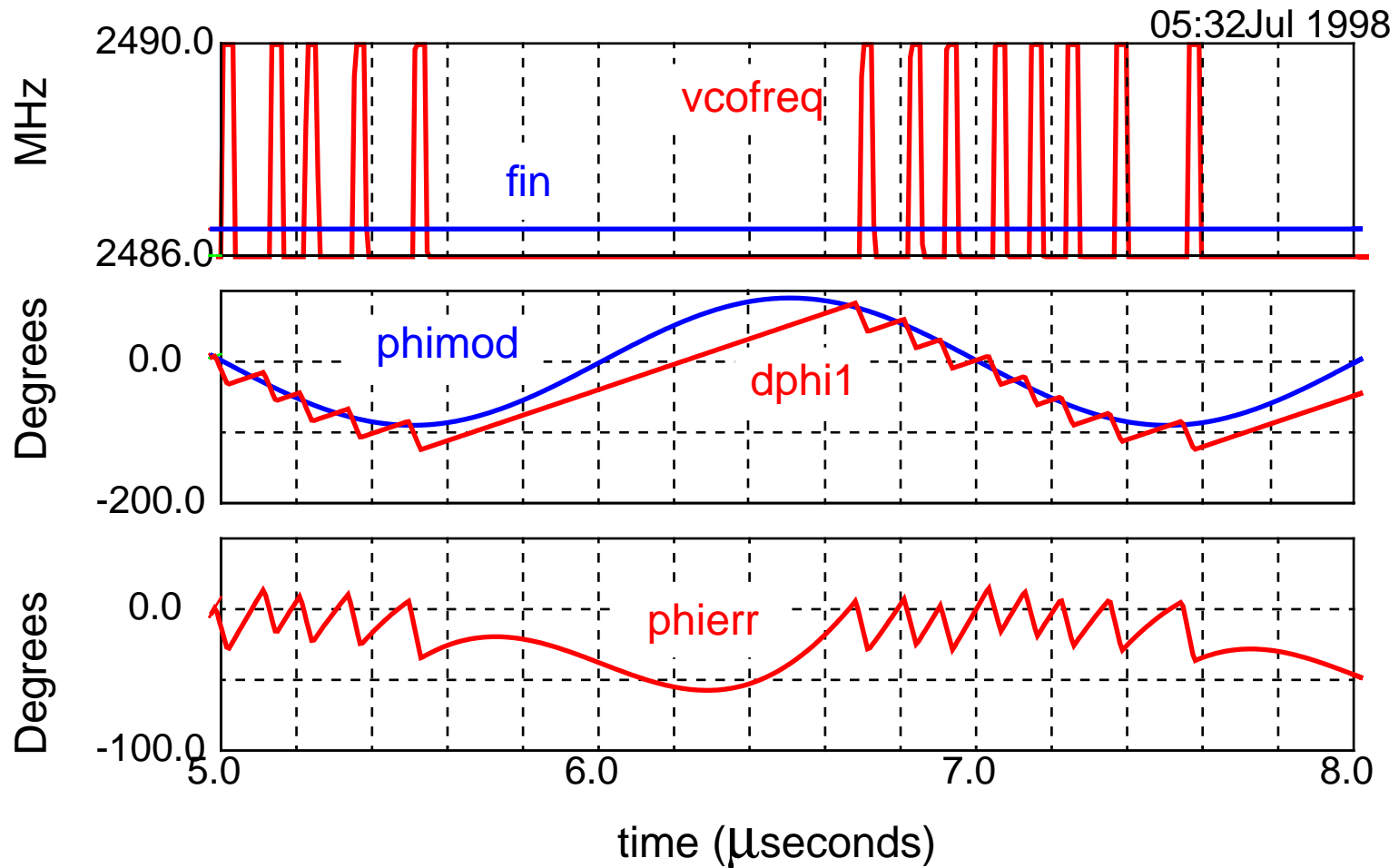
# Lock Range for 1st-order loop



# 1st-order loop: locked region



# 1st-order loop: slew-rate limiting



# Summary of 1st-order loop

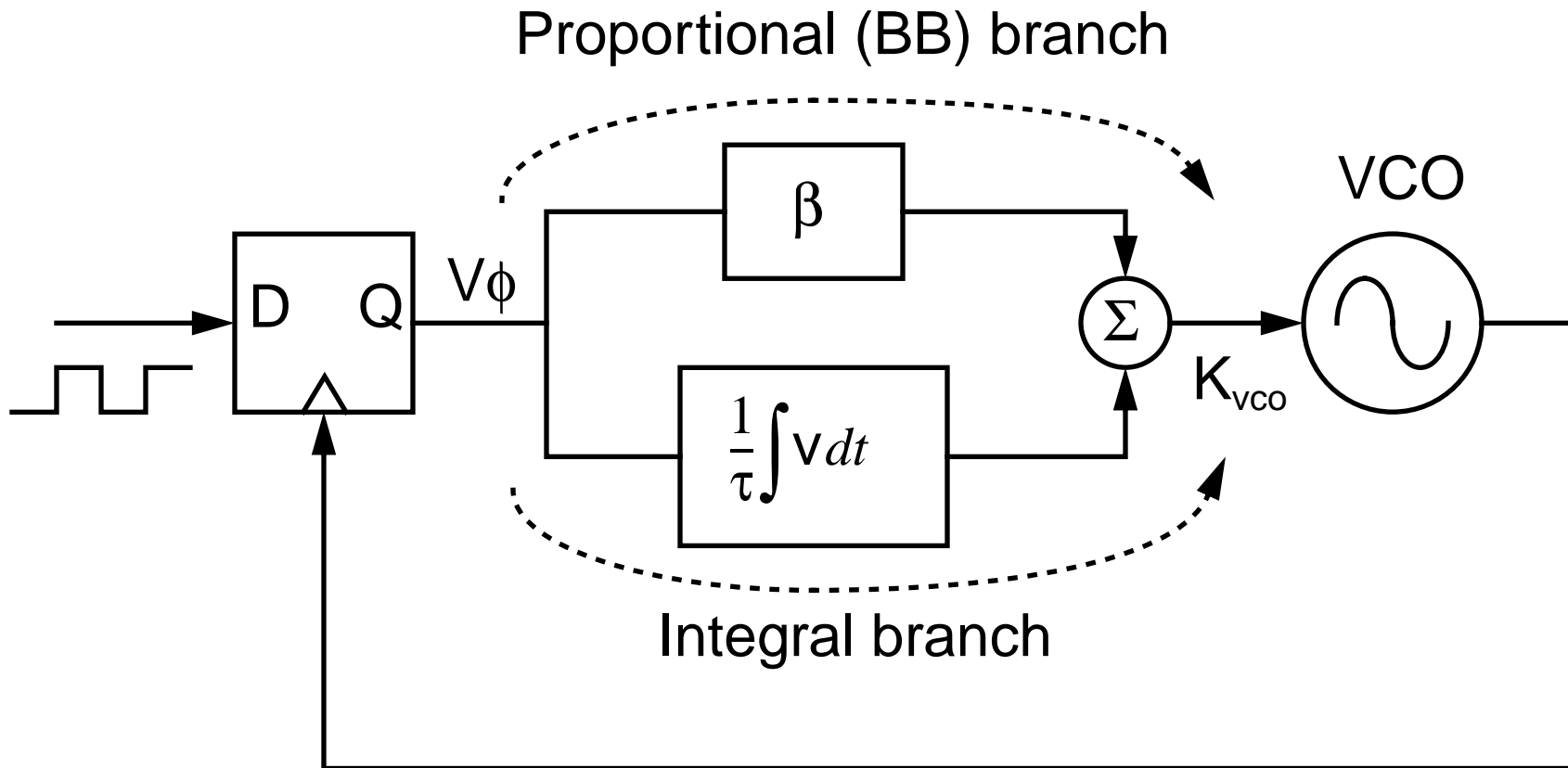
- Lock range:  $(f_{nom} + f_{bb}) < f_c < (f_{nom} - f_{bb})$  .
- Jitter (peak to peak):  $J_{pp} \approx 2 \cdot 360 \cdot t_{update} \cdot f_{bb}$  .
- Maximum amplitude of phase modulation at frequency  $f_{mod}$  before onset of slew-rate limiting:
- If locked, then the duty cycle  $C$ , must result in the average loop frequency being equal to the input frequency  $f_c$ ,  
$$f_c = f_{nom} + \Delta f = C(f_{nom} + f_{bb}) + (1 - C)(f_{nom} - f_{bb})$$
- Phase detector average duty cycle  $C$ , given by  
$$\left( \frac{1}{2} + \frac{\Delta f}{(2 \cdot f_{bb})} \right)$$
 (proportional to  $\Delta f$  ).



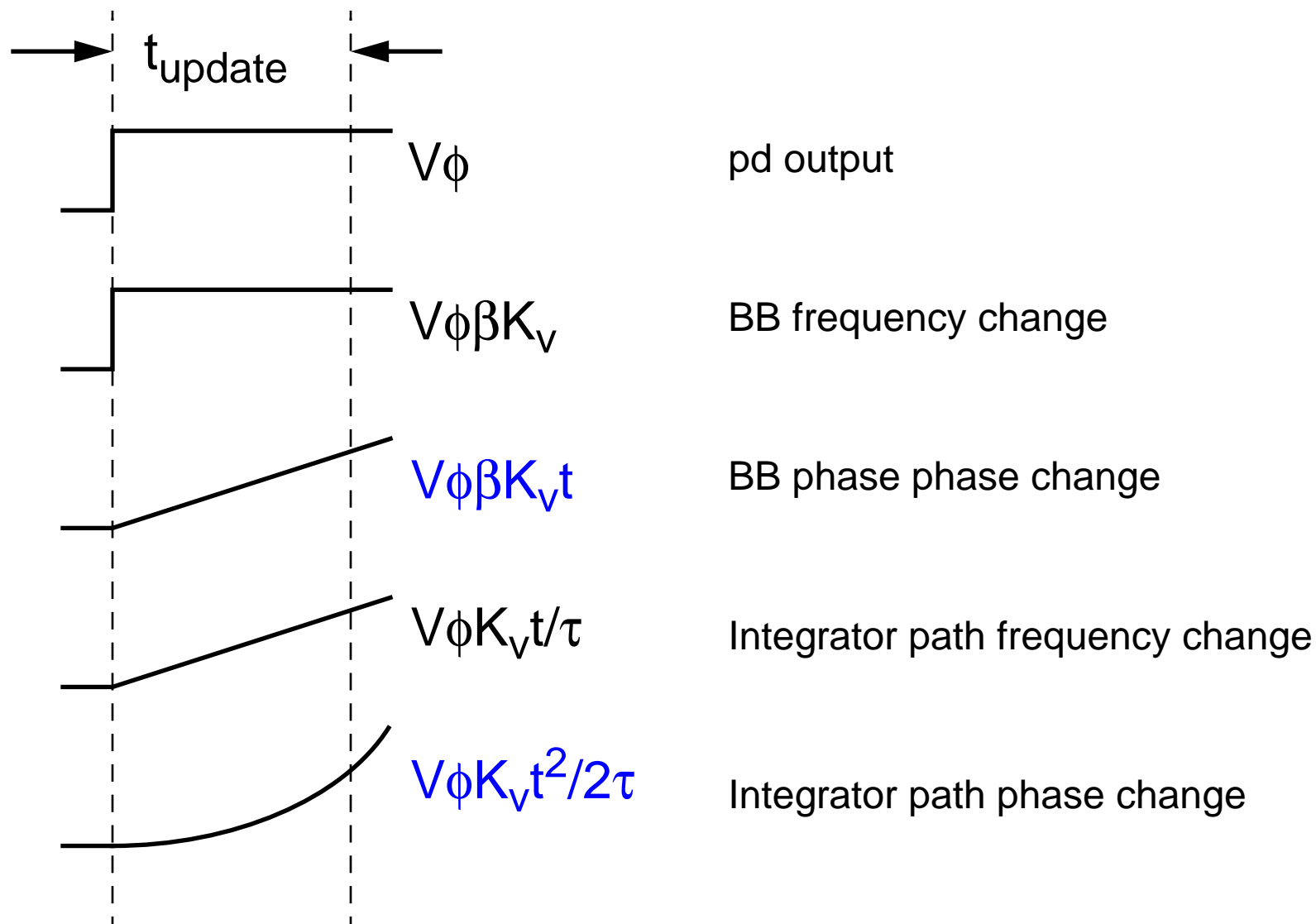
# Observations

- Jitter generation, Lock range, and Jitter tolerance are all inconveniently controlled by one parameter,  $f_{bb}$ .
- Phase detector average duty-cycle is proportional to frequency error.
- Strategy: Use the average duty cycle to control loop center frequency. This decouples the lock range from jitter tolerance/generation giving more design freedom.

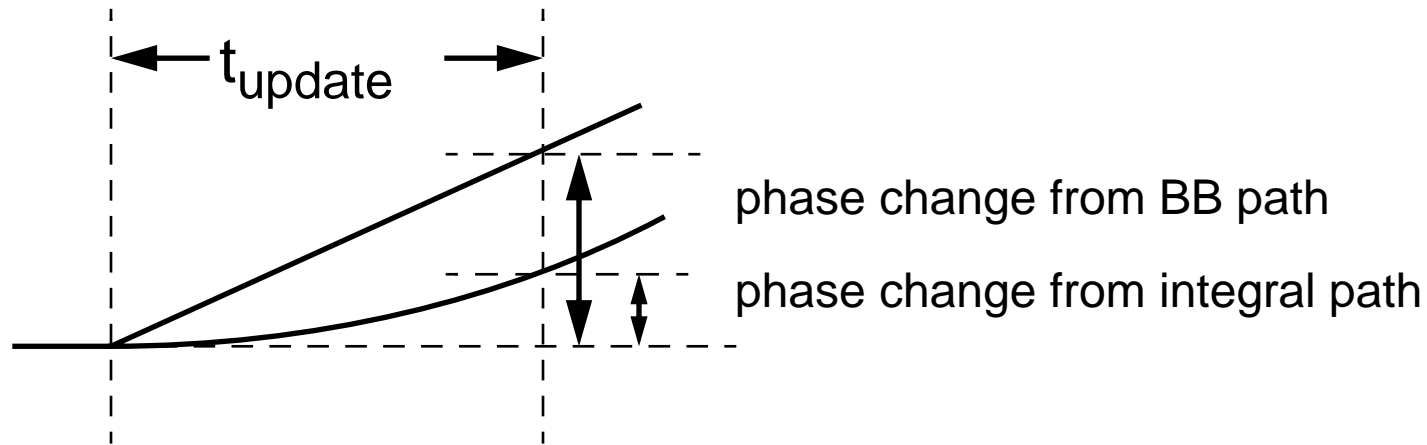
# 2nd-order BB loop



# 2nd-order loop step response



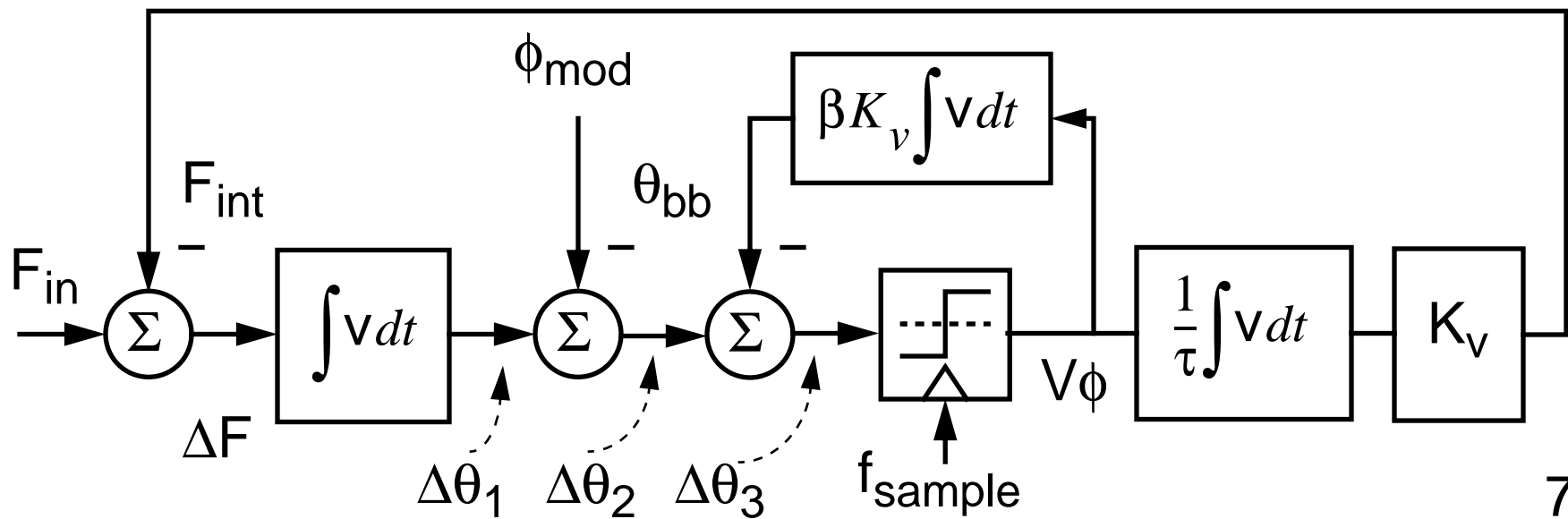
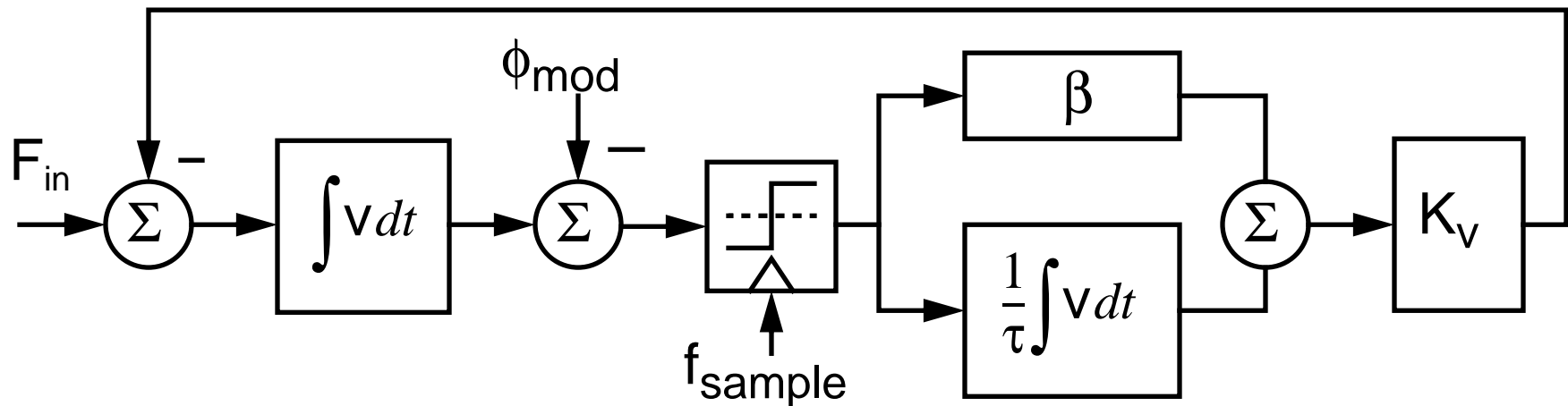
# Stability Factor $\xi$



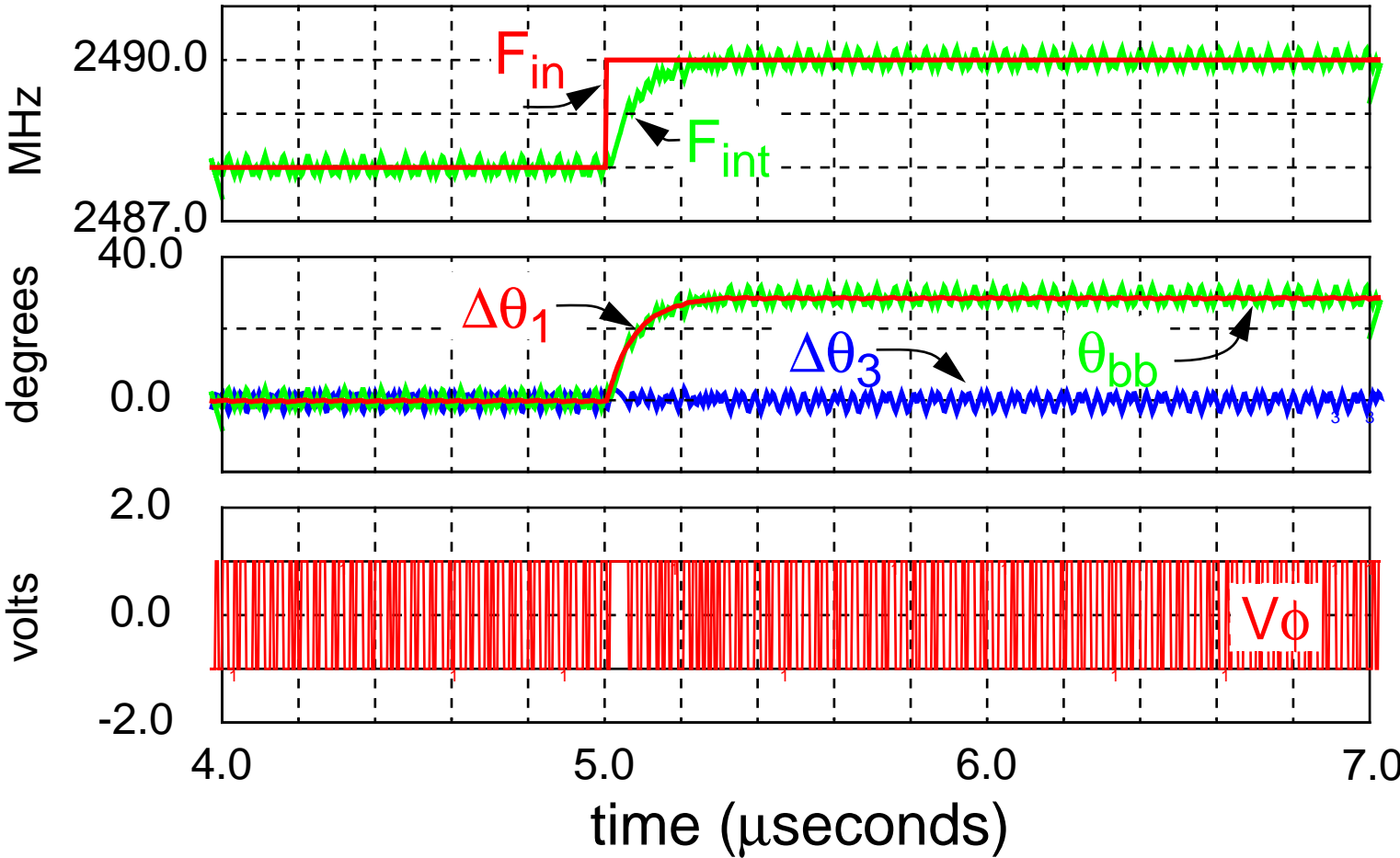
To quantify the relative independance of the two feedback loops, take ratio of phase change from BB path to the phase change of the integral path:

$$\xi \equiv \frac{\Delta\theta_{bb}}{\Delta\theta_{int}} = \frac{\beta V_{\phi} K_v t}{V_{\phi} K_v t^2 / (2\tau)} = \frac{2\beta\tau}{t_{update}}$$

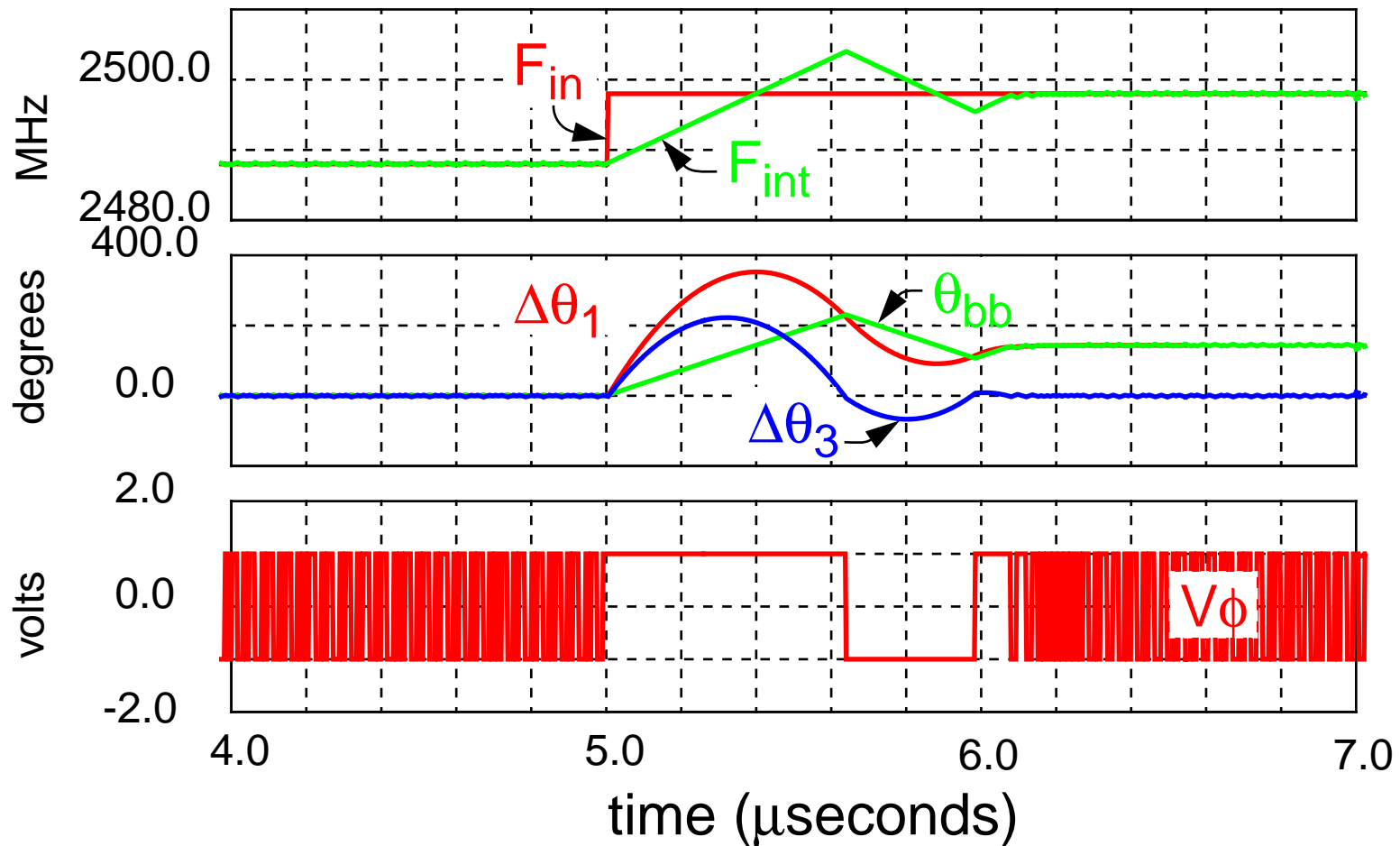
# structural evolution of 2nd-order loop



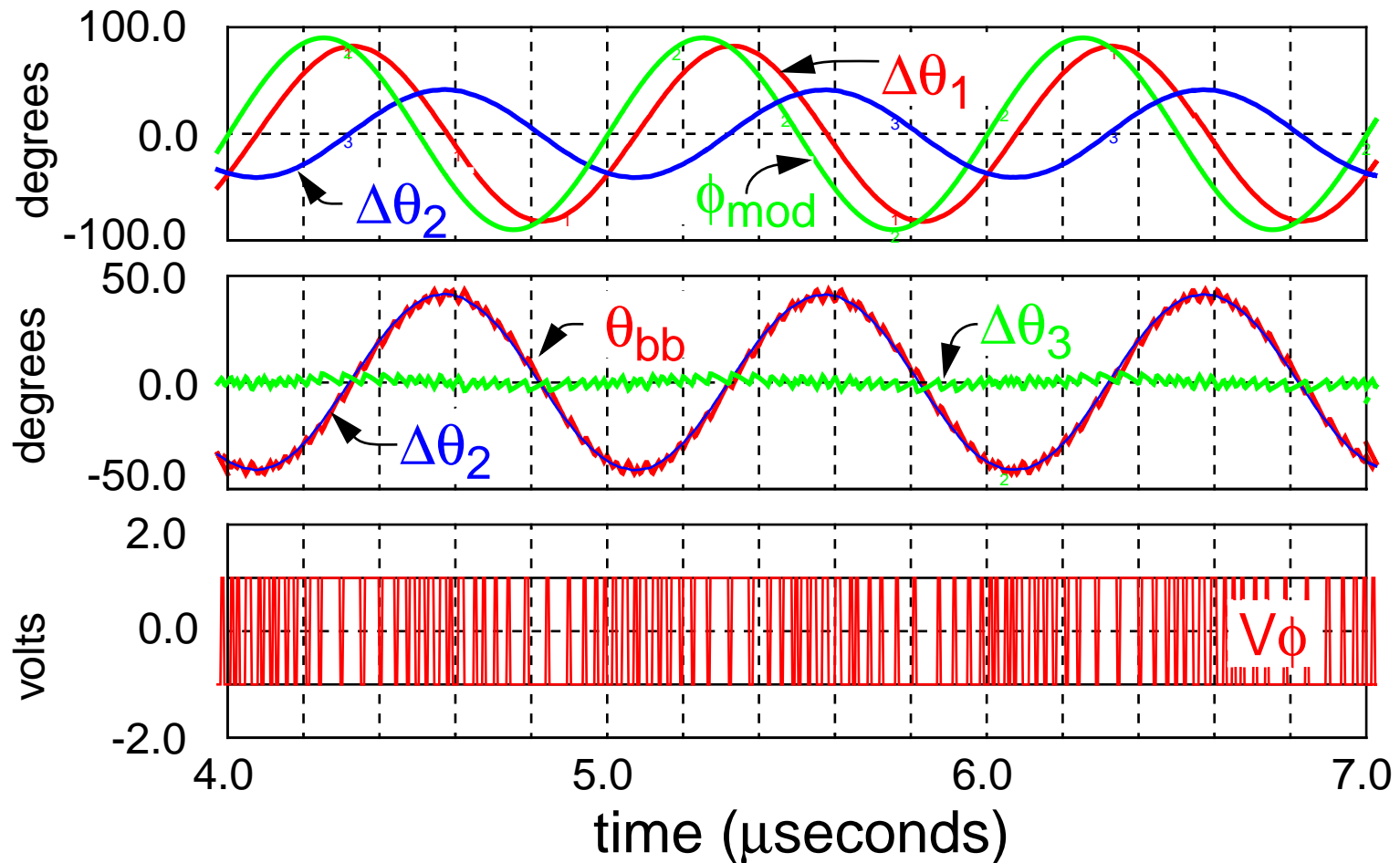
# 2nd-order loop: small step in F



# 2nd-order loop: large step in F

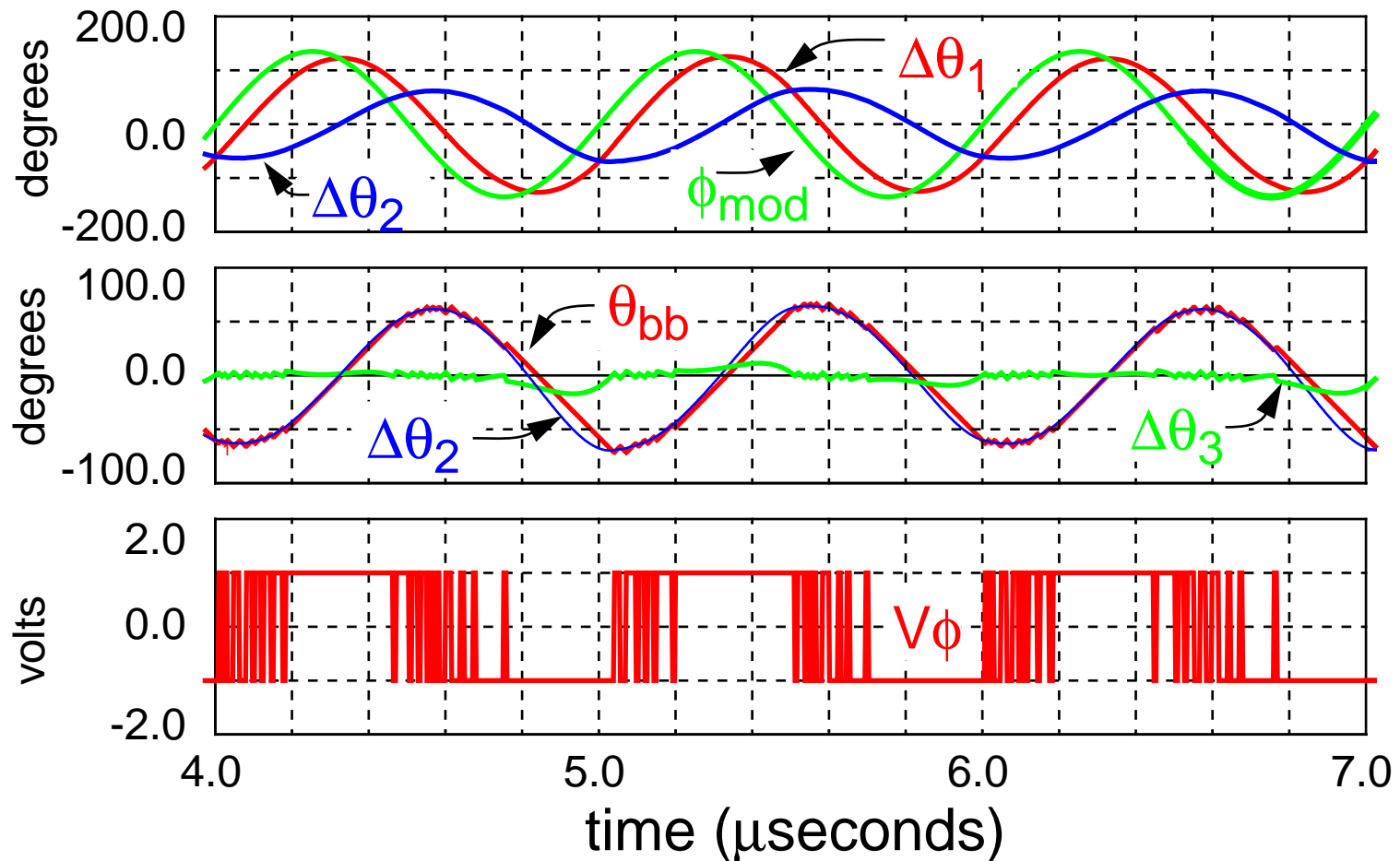


# 2nd-order loop: phase jitter tracking



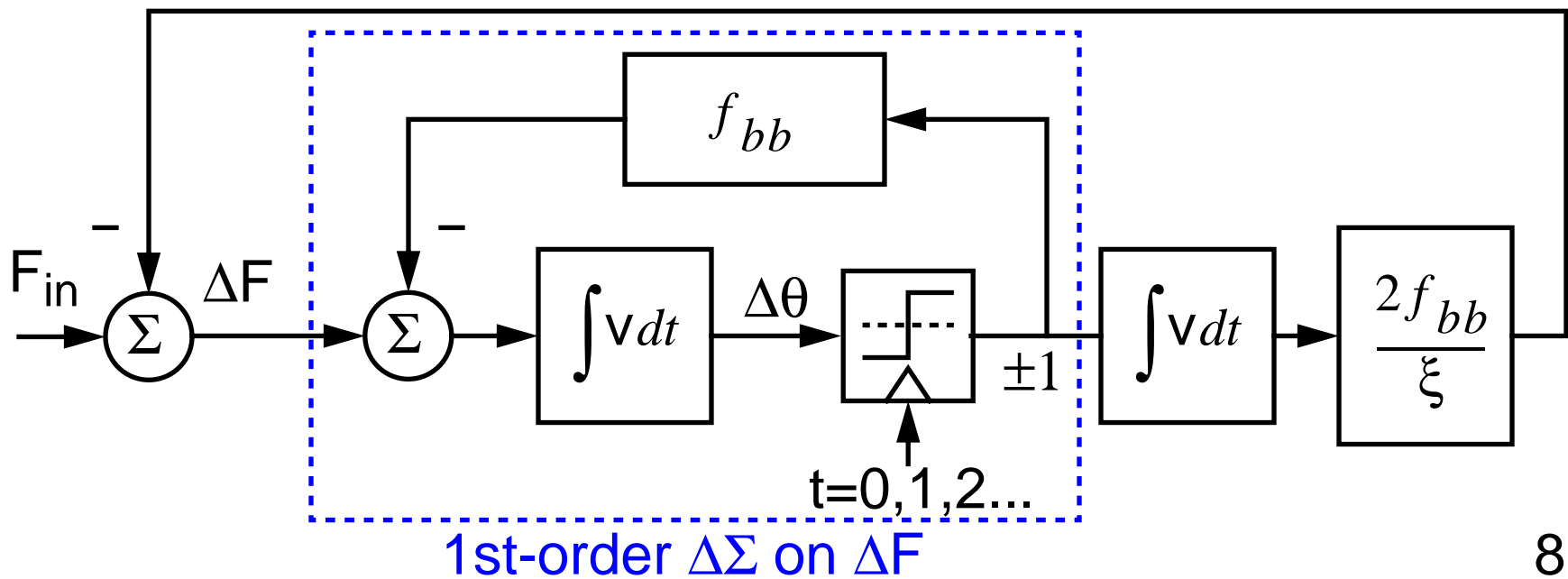


# 2nd-order loop: slope overload

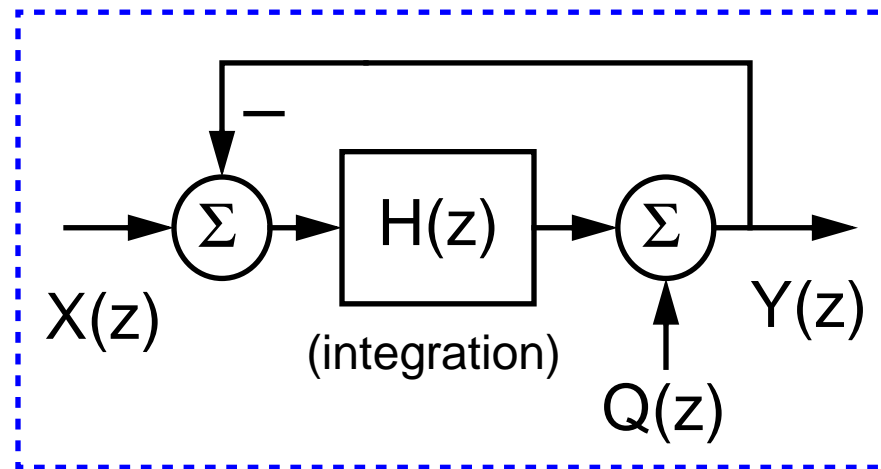


# normalized $\Delta\Sigma$ form of 2nd-order loop

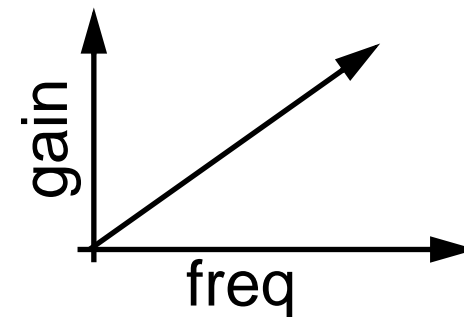
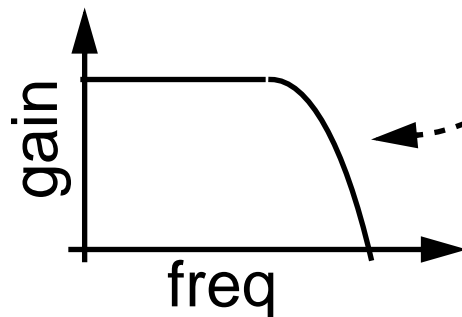
- pull integrators through the summing node
- normalize update interval to 1
- let  $\beta K_v V \phi = f_{bb}$
- substitute in definition for  $\xi$



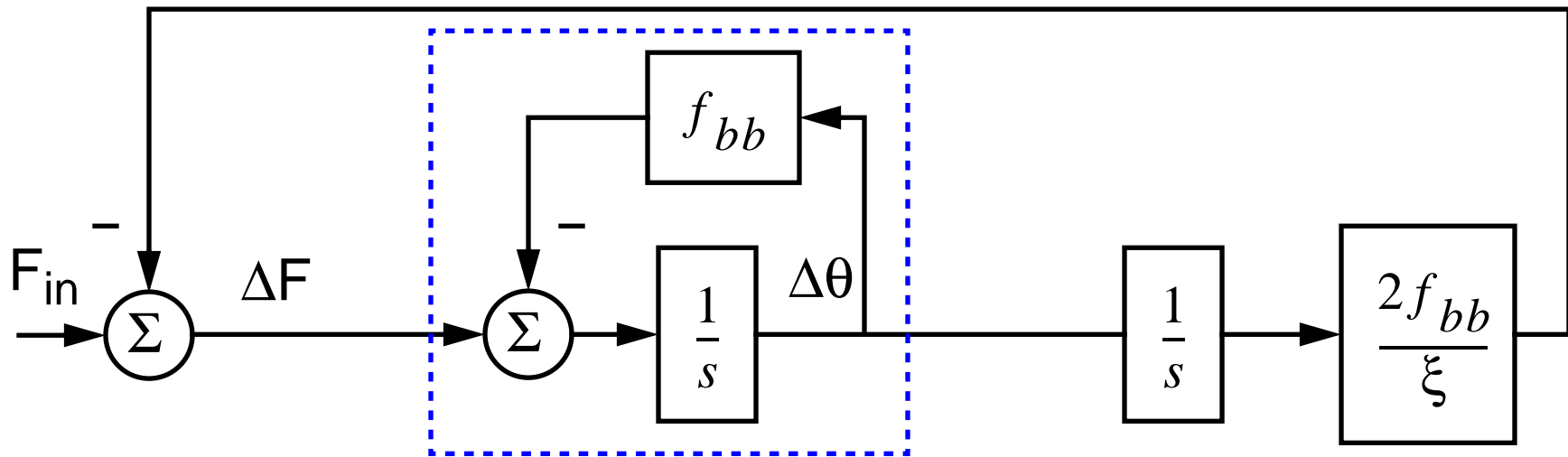
# $\Delta\Sigma$ linear system analogy for bb-loop



$$Y(z) = \underbrace{\frac{H(z)}{1 + H(z)} X(z)} + \underbrace{\frac{1}{1 + H(z)} Q(z)}$$

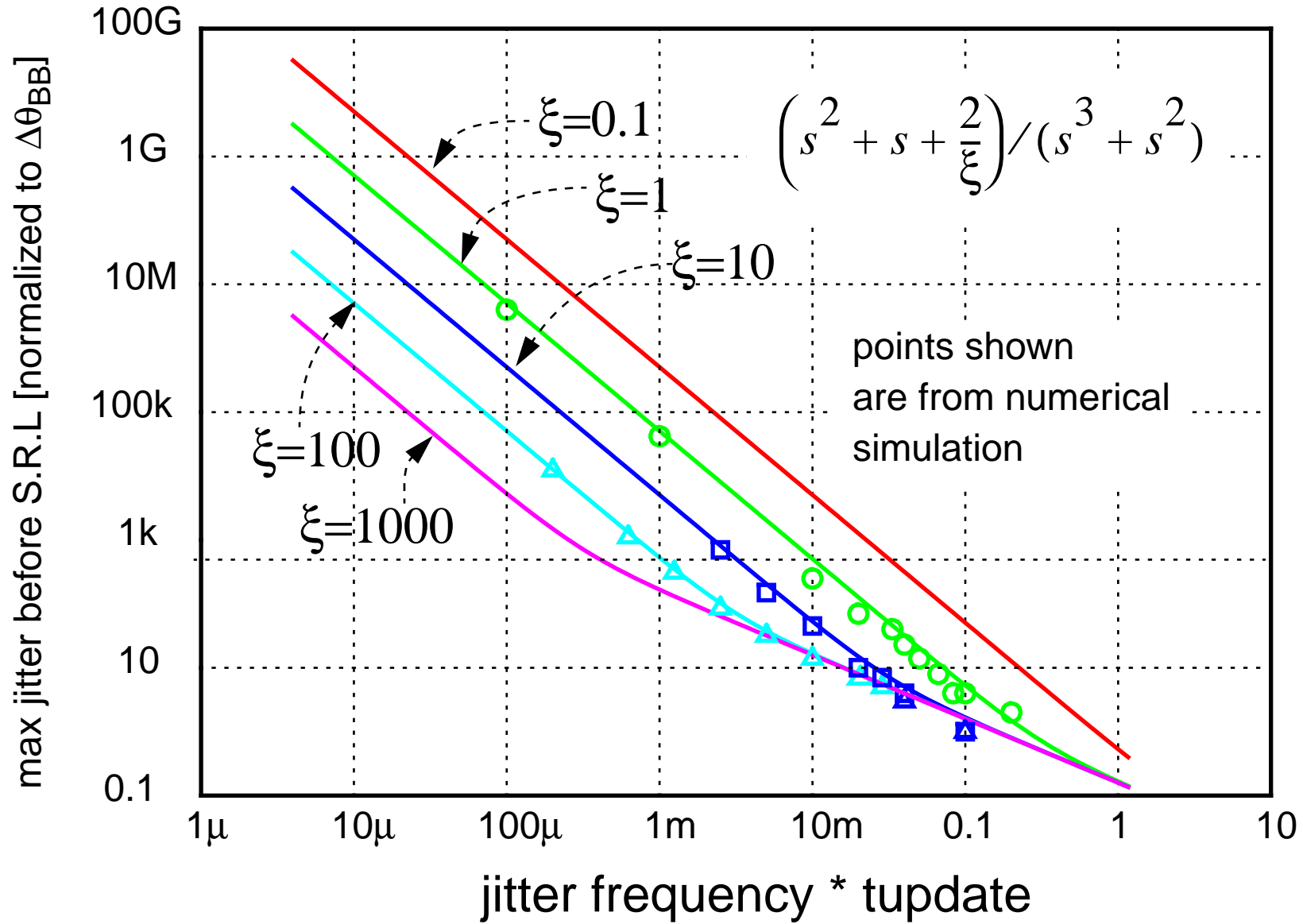


# solve for slope overload



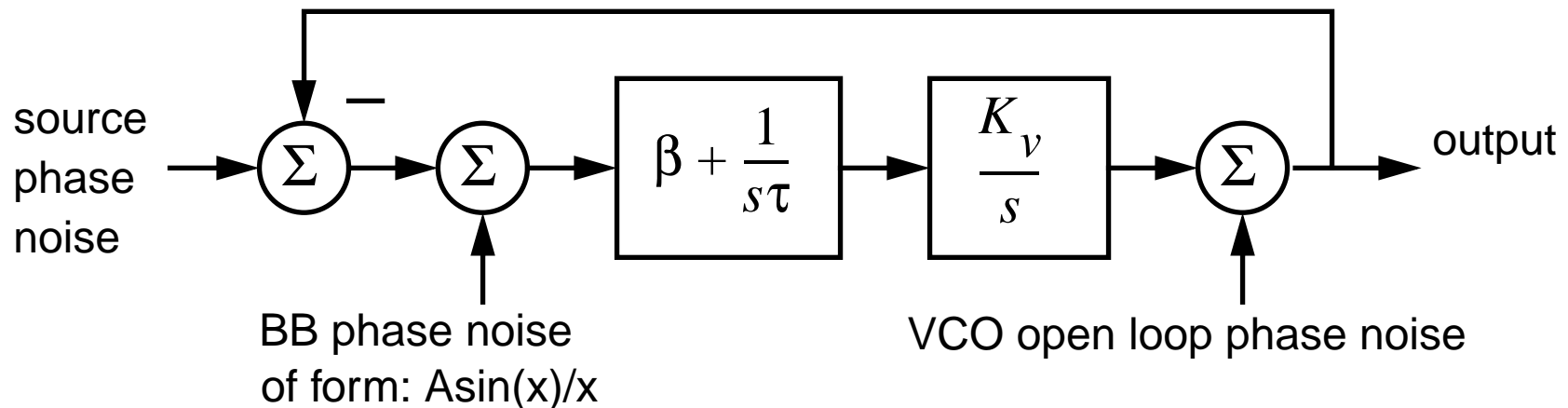
- Slew rate limiting occurs when  $\Delta F > f_{bb}$
- Maximum input phase modulation in UI, normalized to  $\Delta\theta_{bb}$  is  $\left(s^2 + s + \frac{2}{\xi}\right) / (s^3 + s^2)$  .

# slope overload limit vs $\xi$



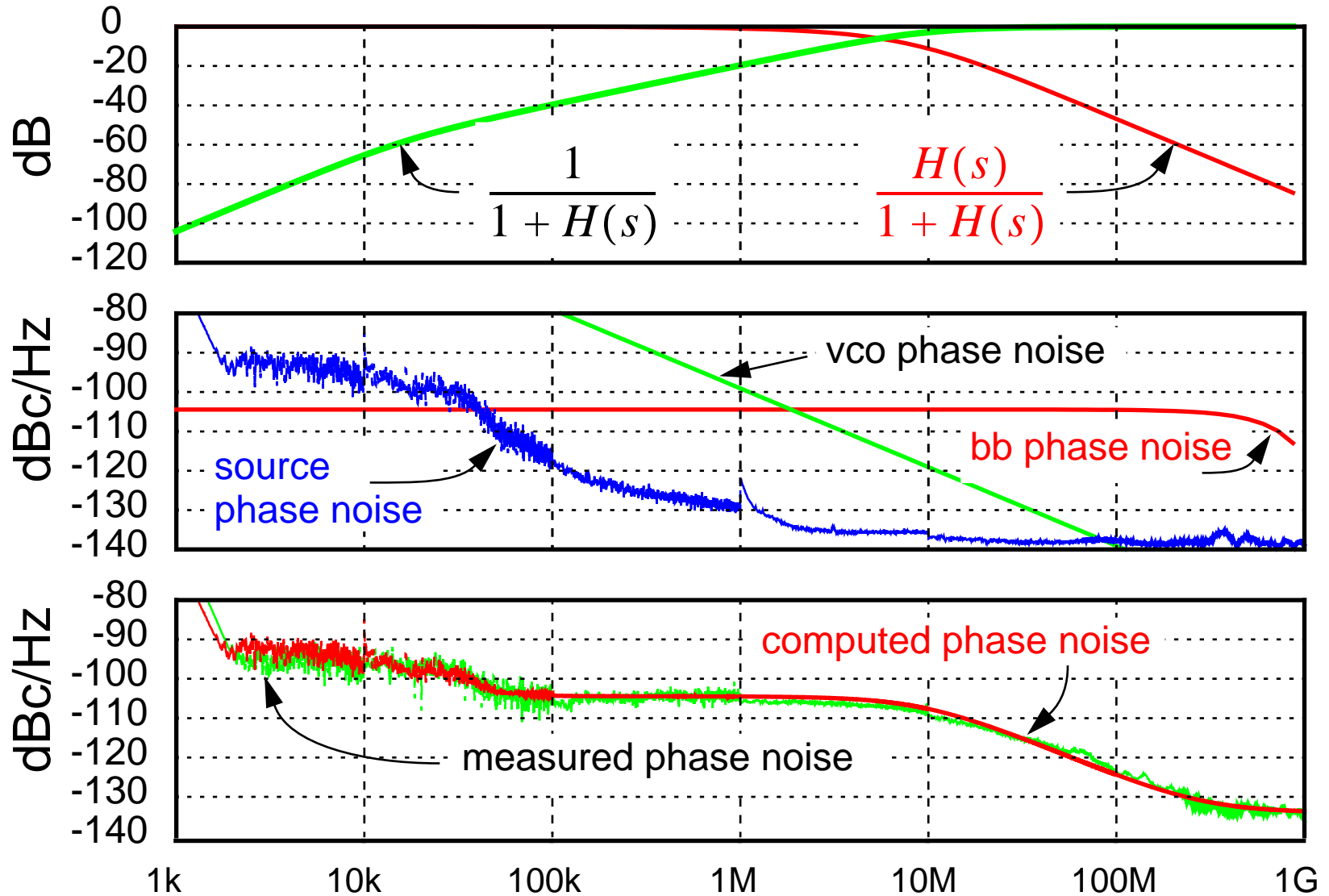
# jitter generation in frequency-domain

- $\Delta\Sigma$  approximation justifies replacing BB phase detector with a noise source.
- Combine total loop phase noise by combining each phase noise source in RMS fashion.



$$H(s) = \frac{K_v}{s} \left( \beta + \frac{1}{s\tau} \right)$$

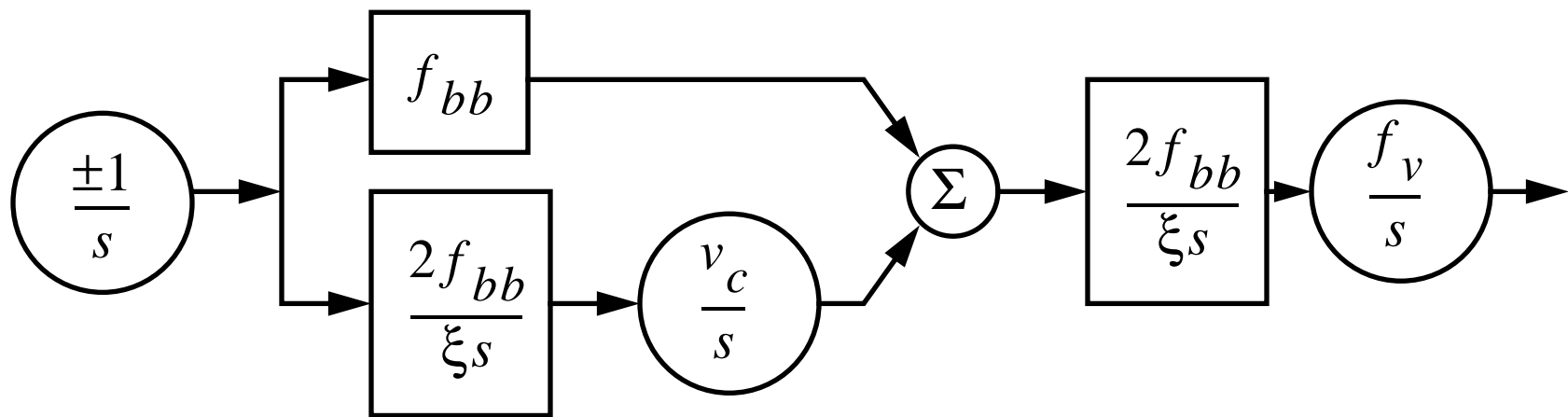
# example jitter generation calculation



see [WSY97]:  $f_{vco}=2.488$  GHz,  $f_{bb} = 6$  MHz,  $\xi=32000$ ,  $t_{update}=400$ ps.

# The ultimate in simulator speed

- Compute precise transient response of system at discrete update times with Laplace transforms.



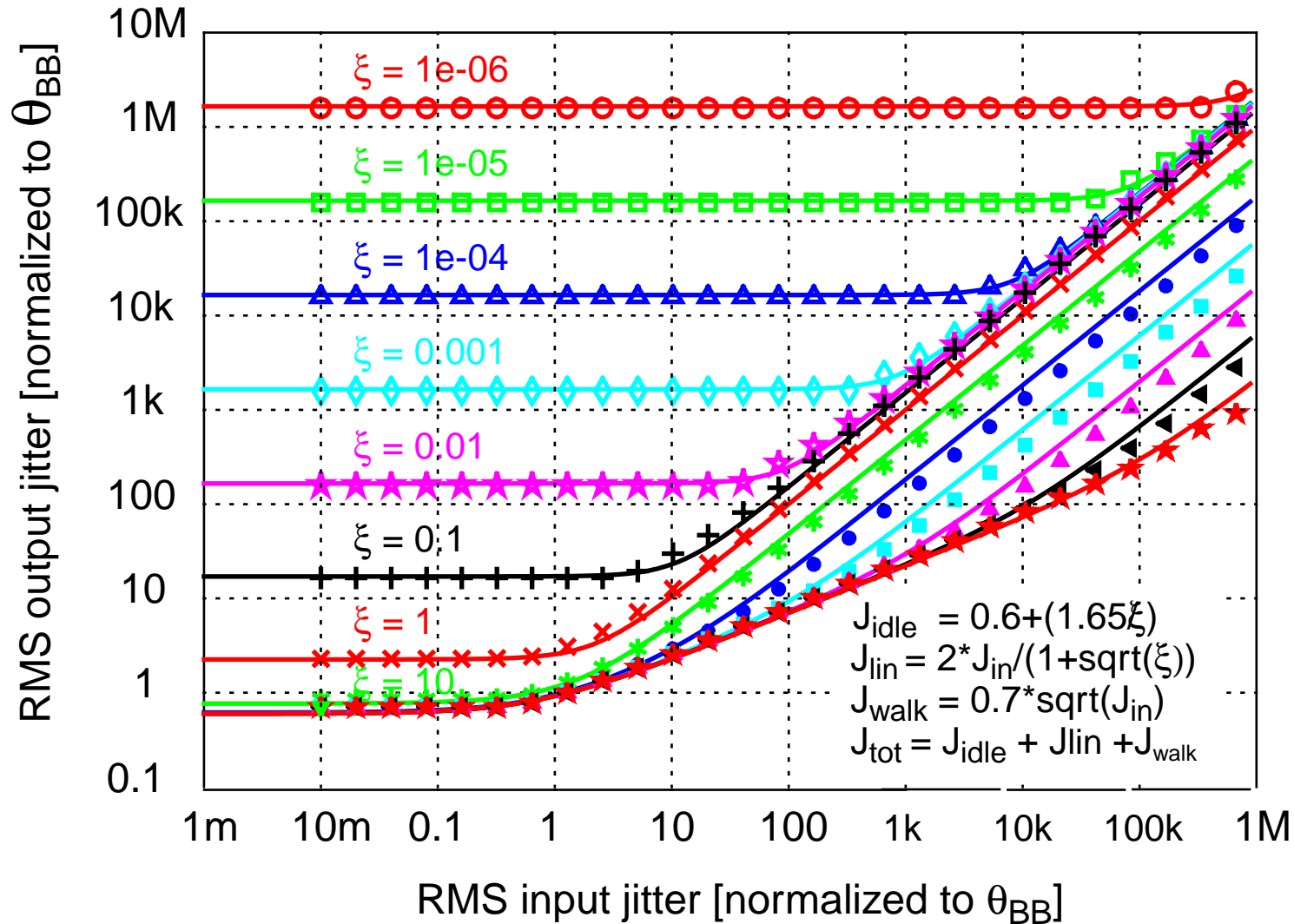
$$\Phi(t+1) = \Phi(t) \pm bb + 2 \frac{bb}{\xi} \sum_0^t (earlylate) \pm \frac{bb}{\xi}$$



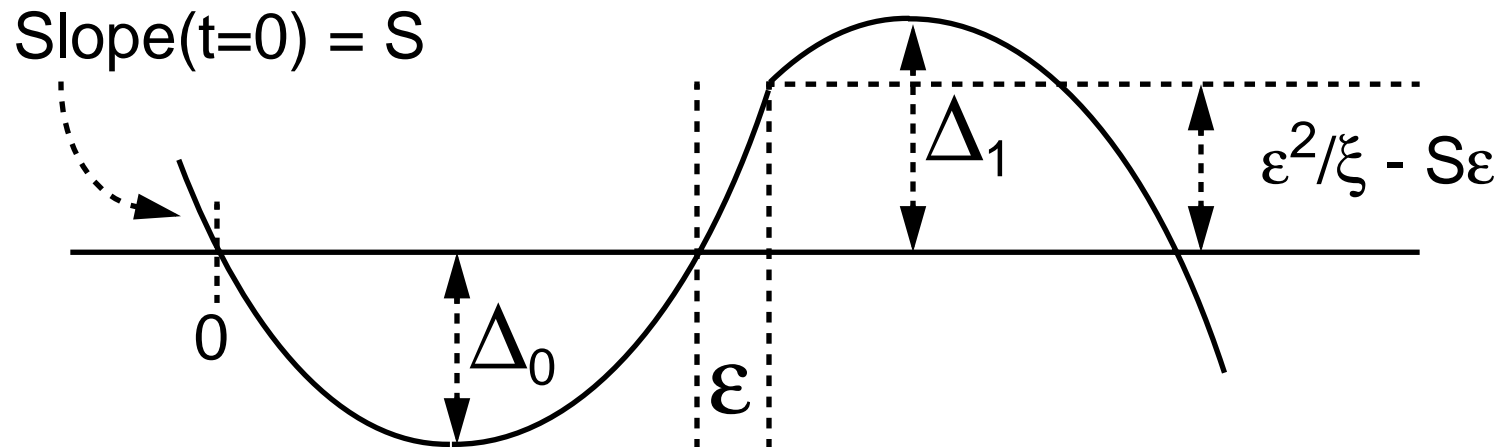
# simulator core loop

```
for (cycle=1; cycle<=numpoints; cycle++) {  
  
    data_phase = gauss()*jitter;  
  
    vco_phase += direction*bangbang;  
    vco_phase += 2.0*loop_filter*bangbang/psi;  
    vco_phase += direction*bangbang/psi;  
  
    printf("%d %g\n", cycle, vco_phase);    fflush(stdout);  
  
    direction = (vco_phase >= data_phase) ? (-1) : (1);  
    loop_filter += direction;  
  
}
```

# gaussian jitter generation & gain vs $\xi$



# Stability with run-length & latency

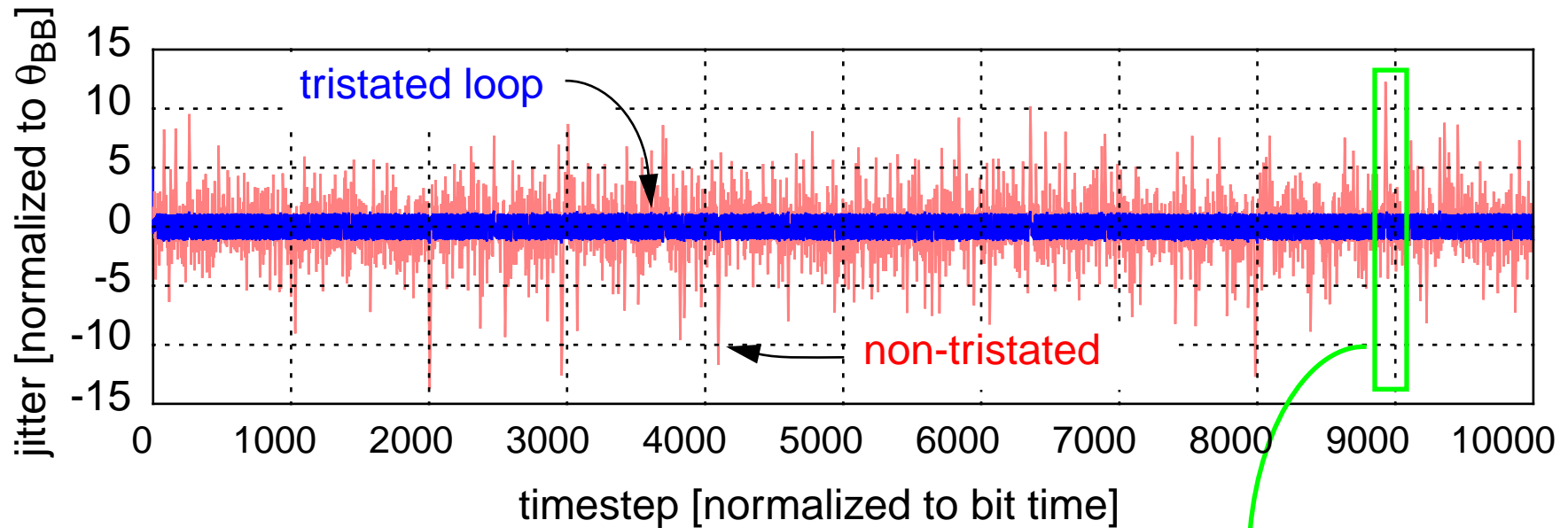


For bounded convergence and stable operation, the overshoot  $\Delta_1$  must be less than or equal to the undershoot  $\Delta_0$ . This condition is guaranteed if

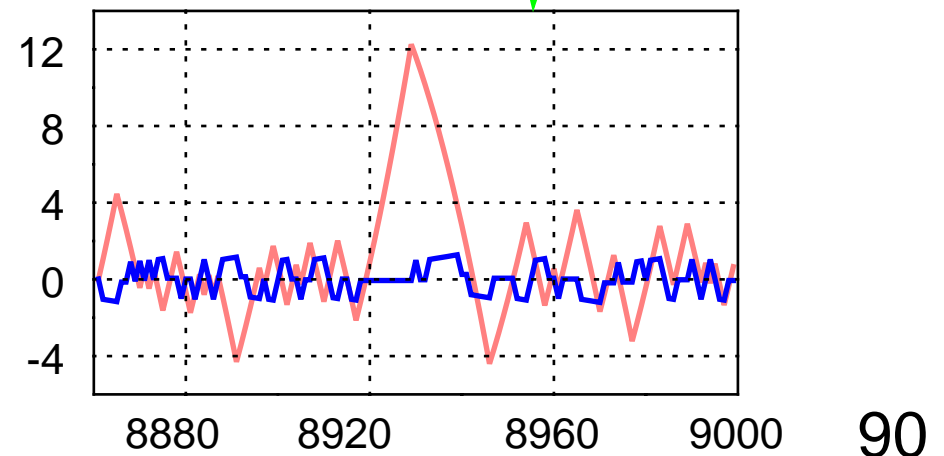
$$\xi > 2\epsilon$$

( $\epsilon$  is the loop update latency normalized to  $t_{\text{update}}$ )

# Effect of BB/charge-pump tristating



- tristating doesn't change vco frequency when no transition in the data.
- Untristated loop has peak jitter *run-length* times worse than tristated loop



(simulated with  $\xi=100$ ,  $p_{\text{transition}} = 50\%$ )

# Public Domain Tools

Linux (a free UNIX clone for INTEL x86 platforms) - Excellent platform for creative circuit design and simulation. See [www.cheapbytes.com](http://www.cheapbytes.com) for a \$1.95 distribution CD.

- Homepage: <http://www.linux.org/>
- Documentation: <http://sunsite.unc.edu/mdw/LDP>
- Scientific Apps: <http://SAL.KachinaTech.COM/index.shtml>
  - ACS Circuit simulator
  - EOS Electronic Object Simulator
  - Berkeley SPICE 3f5 (bsim3 models)
  - SCEPTRE

# Summary

A lot of complexity for a “simple” system...

It's more of an art than a science

After understanding:

- the components,
- the block diagrams,
- the problems and the attempted solutions,
- and the unique needs for your application,

Then it's time to have fun!

# CDR Application Space

Telecom 7%

Datacom 26%

Fiber 3%

Copper

Radio 3%

coax

23%

tp

pcb

IR 0.5%

Other (disk 3%)

numbers estimated from ~250 attendees at February 1997 ISSCC CDR tutorial

# CDR Design Checklist

*RCW 01/15/97, updated 9/18/98*

## 1) Eye Margin

- how much noise can be added to the input signal while maintaining target BER? (voltage margin)
- How far can clock phase alignment be varied while maintaining target BER? (phase margin)
- how much does the static phase error vary versus frequency, temperature and process variation?
- Is input amplifier gain, noise and offset sufficient?

## 2) Jitter Characteristics

- what is the jitter generation? (VCO phase noise, etc)
- what is the jitter transfer function? (peaking and bandwidth)
- what is the jitter tracking tolerance versus frequency?

## 3) Pattern Dependency

- how do long runlengths affect system performance?
- is bandwidth sufficient for individual isolated bit pulses?



- are there other problematic data patterns? (resonances)
- does PLL bandwidth, jitter, and stability change versus transition density?

#### 4) Acquisition Time

- what is the initial, power-on lock time?
- what is the phase-lock acquisition time when input source is changed?

#### 5) How is precision achieved?

- are external capacitors, inductors needed?
- does the CDR need an external reference frequency?
- are laser-trimming or highly precise IC processes required?

#### 6) Input/output impedance

- Is  $S_{11}/S_{22}$  (input/output impedance) maintained across the frequency band?
- are reflections large enough to lead to eye closure and pattern dependency?
- is  $>15$  dB return loss maintained across the band?

#### 7) Power Supply

- does the CDR create power supply noise?
- how sensitive is the CDR to supply noise?
- Is the VCO self-modulated through its own supply noise? (can be “deadly”)

- what is the total static power dissipation?
- what is the die temperature under worse case conditions?

## 8) False lock susceptibility

- can false lock occur with particular data patterns?
- are false lock conditions be detected and eliminated?
- does the phase detector have VCO frequency leakage that can cause injection locking?
- can the VCO run faster than the phase/frequency detector can operate? (another “killer”)
- have all latchup/deadly embrace conditions been considered and eliminated?

# References

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