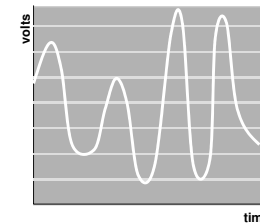


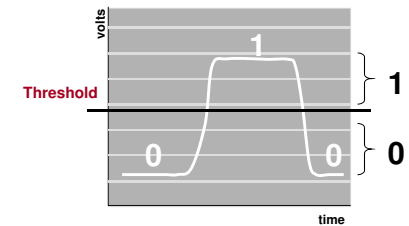
## EE 109 Unit 18 – Noise Margins, Interfacing, and Tri-States

### Signal Types

- Recall even digital signals are **just** \_\_\_\_\_ ...
- Analog signal
  - Continuous time signal where each voltage level has a unique meaning
- Digital signal
  - Continuous signal where voltage levels are mapped into \_\_\_\_ ranges meaning 0 or 1

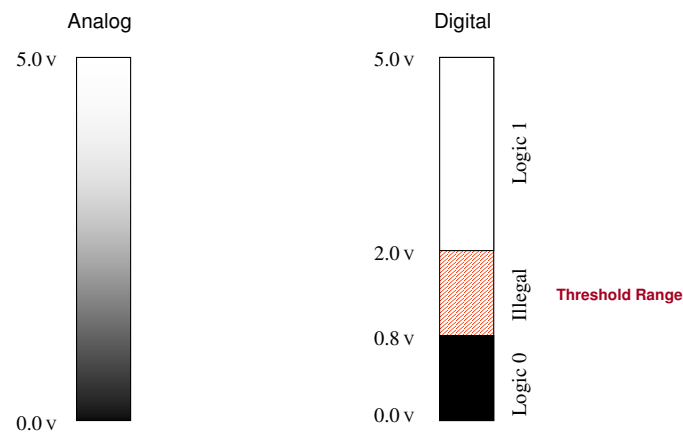


Analog



Digital

### Signals and Meaning



## NOISE MARGINS, LEVEL SHIFTERS, & DRIVE STRENGTH

# A Motivating Example

## Example 1

- You connect an output port to an LED (light emitting diode) and connect everything **correctly**. The light should turn on when you set your output bit to a high voltage (logic '1').
- When you turn the system on the LED does not glow. You measure the voltage at the gate output with a voltmeter and find it is not 5V but 2.3V? Why isn't it a logic 1?
- The \_\_\_\_\_ output ability from the output port is not \_\_\_\_\_ enough to adequately \_\_\_\_\_ the LED which then drags the voltage \_\_\_\_\_.

## Example 2

- You have correctly built a circuit using chips provided by your instructor and verified its outputs
- You then attempt to interface it to a specific microprocessor
- When you connect them the microprocessor indicates that it never senses your circuit producing logic '1'. Why?
- Different circuit implementation techniques use different \_\_\_\_\_ to indicate '1' or '0' and may be \_\_\_\_\_

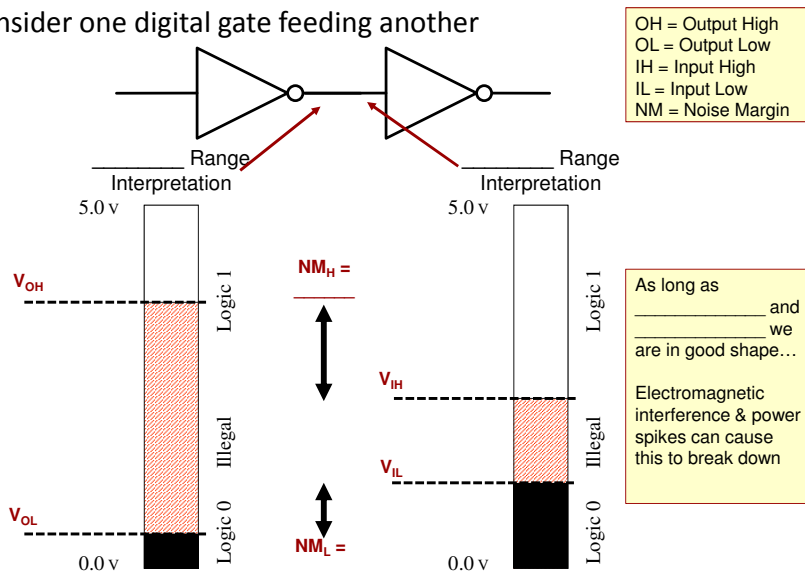
**Lesson To Be Learned: Not all 1's or 0's are created equal!**

# The Digital Abstraction

- Digital is a nice abstraction of voltage and current
  - Lets us just think 'on' or 'off' but not really worry about the voltages and currents underneath
- \_\_\_\_\_!!!
- Not all 1's and 0's are \_\_\_\_\_
  - A '1' can be any 'HIGH' voltage (maybe in the range \_\_\_\_\_)
  - A '0' can be any 'LOW' voltage (maybe in the range \_\_\_\_\_)
  - So 3V and 5V both mean \_\_\_\_\_ but they aren't equal
- Similarly certain outputs of a chip may connect to other devices that require more \_\_\_\_\_ than the output can \_\_\_\_\_
  - Think of connecting a fire hose to your \_\_\_\_\_
  - Or even worse your \_\_\_\_\_ to a fire hydrant...it would \_\_\_\_\_ it
  - In the same way, inputs and outputs of different devices must be matched to the \_\_\_\_\_ of what they connect to

# Digital Voltage Noise Margins

- Consider one digital gate feeding another



# Class Activity

- Do an internet search for "74LS00 datasheet" (this is a chip w/ some 2-input NAND gates) and try to find any PDF and open it
- Skim the PDF and try to find:
  - VOH, VIH, VOL, VIL

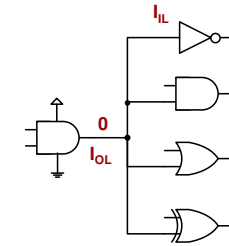
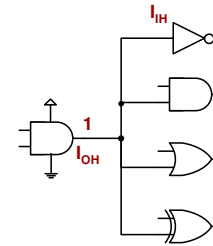
## Analogy

- Consider a sprinkler system...what will happen if you add 100 new sprinklers to your backyard?
- Pressure (voltage) will go \_\_\_\_\_ and \_\_\_\_\_ water (current) flow coming out of each



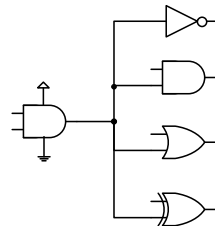
## Current Limitations

- When a circuit outputs a 'HIGH' ('1') it can only supply (\_\_\_\_\_) so much current (think of your garden hose spigot) = \_\_\_\_\_
- When a circuit outputs a 'LOW' ('0') it can only suck up (\_\_\_\_\_) so much current = \_\_\_\_\_
- When a circuit receives a 'HIGH' signal on the input side it may need a certain amount of current to recognize the input as 'HIGH' = \_\_\_\_\_
- When a circuit receives a 'LOW' signal on the input side it may need a certain amount of current to recognize the input as 'LOW' = \_\_\_\_\_

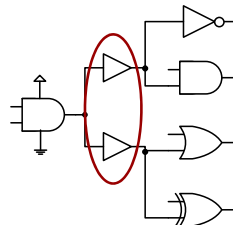


## Consideration

- If we attach too many gates to one output it may not be enough to drive those gates
- Need to make sure the current requirements and capabilities match
- Let's say we connect one of the NAND gates on the 74LS00 chip to an input of N other NAND gates...
- Can it produce/suck up the required current...
- ...if N = 6?
- ...if N = 12?



If  $I_{OH}$  or  $I_{OL}$  is too \_\_\_\_\_ we can split the loads by place intermediate buffers



## All In the Family

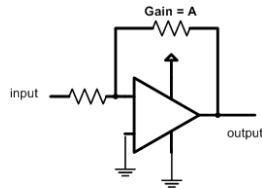
- There are many families of circuit devices that talk different language (Each has a different  $V_{OH}$ ,  $V_{IH}$ ,  $V_{OL}$ ,  $V_{IL}$ ,  $I_{OL}$ ,  $I_{IL}$ , etc.)
- Examples:
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
- Must make sure if you interface two different devices that they are \_\_\_\_\_ (i.e.  $V_{OH}$  of device A is greater than  $V_{IH}$  of device B) or use a buffer/amplifier/level shifter circuit to help them talk to each other
  - <http://www.ti.com/lit/ds/symlink/cd4504b-ep.pdf>



## Arduino Limits

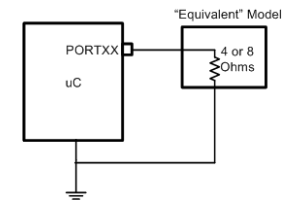
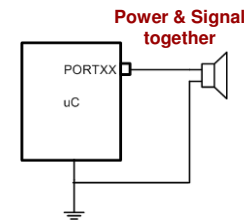
- Arduino outputs can sink (suck up) and source (produce) around a maximum of 20 mA on a pin
  - [http://www.atmel.com/Images/Atmel-8271-8-bit-AVR-Microcontroller-ATmega48A-48PA-88A-88PA-168A-168PA-328-328P\\_datasheet.pdf](http://www.atmel.com/Images/Atmel-8271-8-bit-AVR-Microcontroller-ATmega48A-48PA-88A-88PA-168A-168PA-328-328P_datasheet.pdf)
- Do an internet search for "Standard Servo Motor Datasheet" and find the maximum current it may need
- It doesn't seem like the Arduino would be able to drive the servo motor.  
How is it working?

- Remember the 3-pin interface: R = Power, B = Ground, W = Signal
- The signal is \_\_\_\_\_ from the power
- The power source is used to amplify the signal



## Another Example

- Now consider a speaker system where the power and signal are provide together
  - Given our Arduino use 5V = Vcc and its current limitations per pin, how much power can we supply to the speaker?
  - $5V * \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$
  - You \_\_\_\_\_ an amplifier...

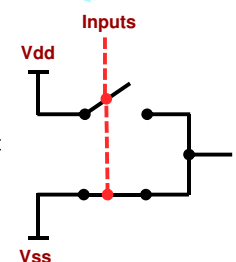
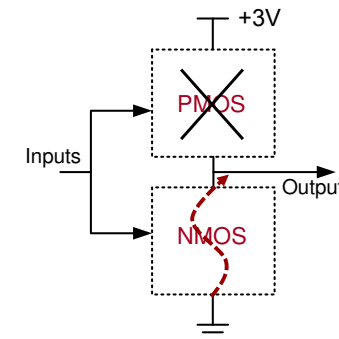
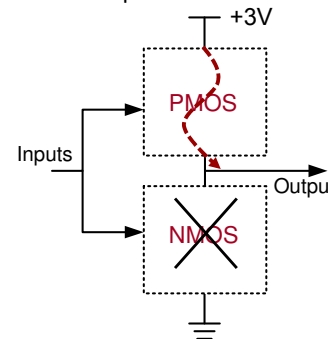


## TRI-STATE GATES

## Typical Logic Gate

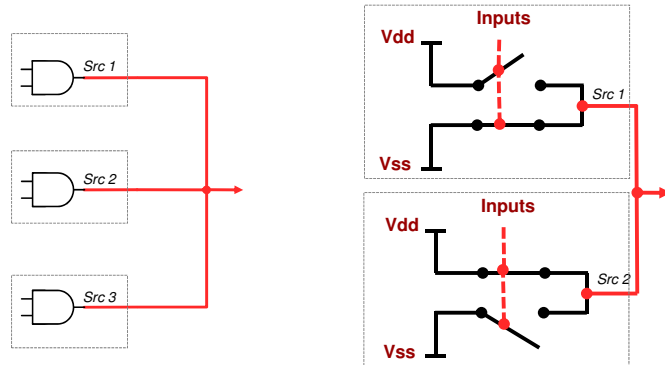
- Gates can output two values: 0 & 1
  - Logic '1' (Vdd = 3V or 5V), or Logic '0' (Vss = GND)
  - But they are ALWAYS outputting something!!!
- Analogy: a sink faucet
  - 2 possibilities: Hot ('1') or Cold ('0')
- In a real circuit, inputs cause **EITHER** a pathway from output to VDD **OR** VSS

Hot Water = Logic 1  
 Cold Water = Logic 0  
 (Strapped together so always one type of water coming out)



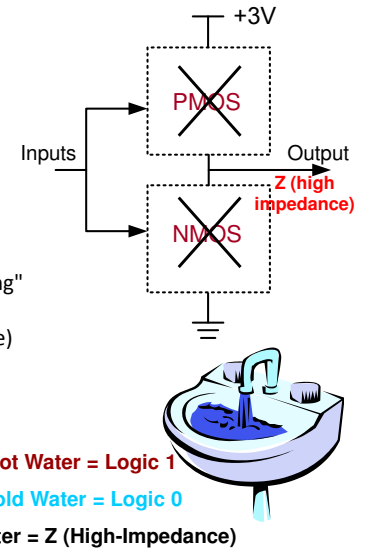
## Output Connections

- Can we connect the output of two logic gates together?
- \_\_\_\_\_! Possible \_\_\_\_\_ (static, low-resistance pathway from Vdd to GND)
- We call this situation \_\_\_\_\_



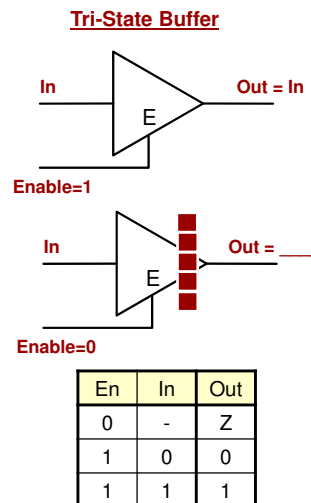
## Tri-State Buffers

- Normal digital gates can output two values: 0 & 1
  - Logic 0 = 0 volts
  - Logic 1 = 5 volts
- Tristate buffers can output a third value:
  - \_\_\_\_\_ = "Floating" (no connection to any voltage source... \_\_\_\_\_ resistance)
- Analogy: a sink faucet
  - 3 possibilities:
    - Hot water,
    - Cold water,
    - \_\_\_\_\_ water



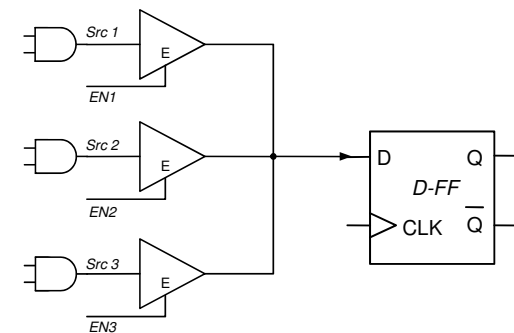
## Tri-State Buffers

- Tri-state buffers have an extra enable input
- When disabled, output is said to be at high impedance (a.k.a. Z)
  - High Impedance is equivalent to no connection (i.e. floating output) or an infinite resistance
  - It's like a brick wall between the output and any connection to source
- When enabled, normal buffer



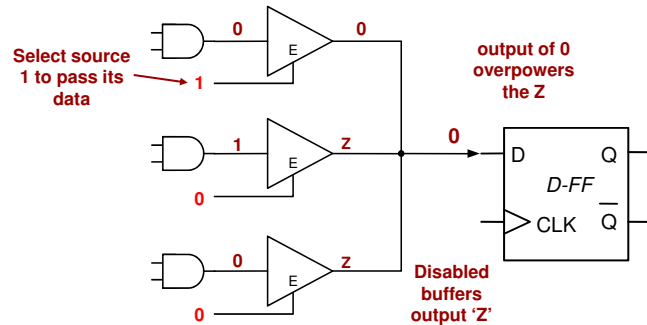
## Tri-State Buffers

- We use tri-state buffers to \_\_\_\_\_ one output amongst several sources
- Rule: Only \_\_\_\_\_ at a time



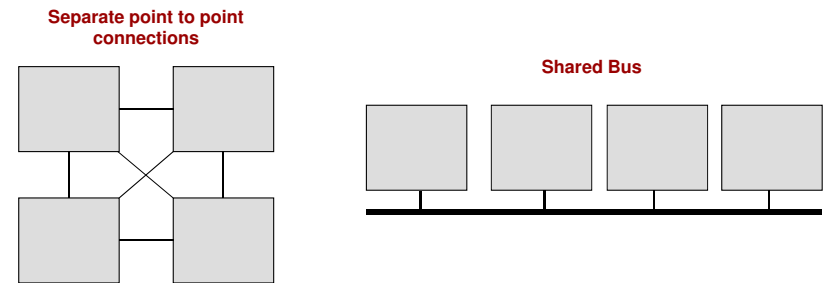
## Tri-State Buffers

- We use tri-state buffers to share one output amongst several sources
- Rule: Only 1 buffer enabled at a time
- When 1 buffer enabled, its output overpowers the Z's (no connection) from the other gates



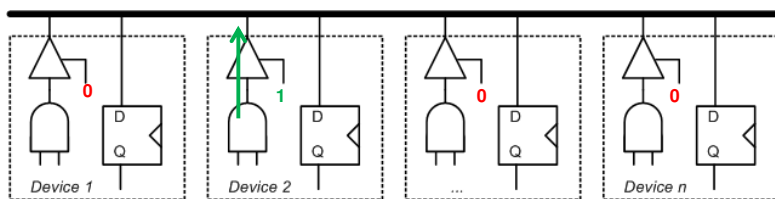
## Communication Connections

- Multiple entities need to communicate
- We could use
  - Point-to-point connections
  - A \_\_\_\_\_



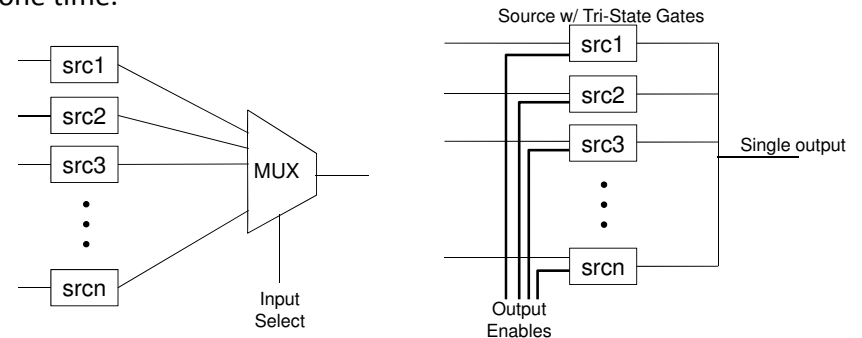
## Bidirectional Bus

- \_\_\_\_\_ transmitter (otherwise bus contention)
- N receivers
- Each device can send (though 1 at a time) or receive



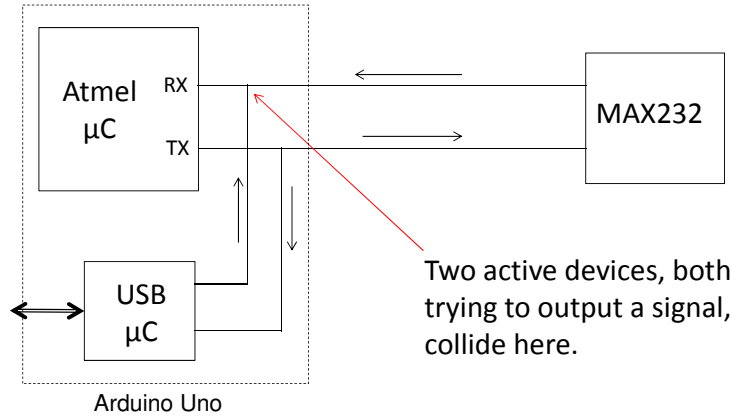
## Tri-State Gates

- Big advantage: don't have to know in advance how many devices will be connected together
  - Tri-State gates give us the option of connecting together the outputs of many devices without requiring a circuit to multiplex many signals into one
- Just have to make sure only one is enabled (output active) at any one time.



## Tri-State Gates

Problem: How can you use the serial I/O lines of the Arduino, which are also used for programming it?



## Tri-State Gates

Solution: Use a Tri-State gate to isolate the MAX232 received data from the  $\mu\text{C}$  until programming is over.

