ANALOG?! Why Bother?

Bradley A. Minch

Mixed Analog-Digital VLSI Circuits and Systems Laboratory School of Electrical and Computer Engineering Cornell University Ithaca, NY 14853–5401

> minch@ece.cornell.edu http://people.ece.cornell.edu/minch/



A Long-Standing Technology War...

DIGITAL!

versus

ANALOG?



A Long-Standing Technology War...



versus





Analog and Digital: What Isn't the Difference?

Everybody knows that...

$Digital \equiv$ "Discrete" Analog \equiv "Continuous"

...right?



Analog and Digital: What Isn't the Difference?

Discrete Signal/Continuous Signal

Continuous Time	Asynchronous Digital Self-timed circuits Delay insenstive circuits Digital memories	Continuous-Time Analog Active and passive filters Operational amplifiers RF communication systems
Discrete Time/	Synchronous Digital Microprocessors Digital signal processors	Discrete-Time Analog Switched capacitor circuits Switched current circuits Charge-coupled devices



Analog and Digital: What Isn't the Difference?

So...

$\begin{array}{l} \text{Digital} \neq \text{``Discrete Time''} \\ \text{Analog} \neq \text{``Continuous Time''} \end{array}$

but is

 $\frac{\text{Digital} \equiv \text{``Discrete Signal''}}{\text{Analog} \equiv \text{``Continuous Signal''}}$

???



Analog Computation

- Numbers are represented by the magnitues of physical quantities. (e.g., length, weight, current, voltage)
- These quantities are combined or altered in ways that are *analogous* to the operations that we want to perform on the numbers that they represent.
- The computation is a kind of physical experiment and the result is ascertained by a measurement process.
- Precision is limited by noise, by device mismatch, and by measurement inaccuracies.



Analog Computation





Digital Computation

- Numerals are represented by the presence or absence of physical quantities.
- The presence or absence of these tokens are altered according to prescribed rules (e.g., a truth table) to perform some operation.
- The result is available in symbolic form and is ascertained by a *counting* process.
- Precision is limited only by the number of discrete states representable by the physical quantities used.



Digital Computation





Analog vs. Digital: The Cost of Precision

Analog: Cost grows as a power law of precision.



► Digital: Cost grows as the logarithm of precision.





Analog vs. Digital: The Cost of Precision



Relative Precision (bits)

Analog: Low initial cost, high marginal cost.

Digital: High initial cost, low marginal cost.



Analog vs. Digital: The Cost of Precision



⇒ When precision requirements are low, Analog can be very cost effective, but when precision requirements are high, Digital is your best bet...



Analog vs. Digital: The "Real" Cost (i.e., \$\$)

Analog: • Full-custom designs

- Functionality tied to device details
- Not many high-level behavioral abstractions
- Few EDA tools available
- Not-so-rapid prototyping
- Few devices, relatively long design time
- Digital: Synthesized or semi-custom designs
 - Functionality not critically dependent on device details
 - Good high-level behavioral abstractions
 - Many EDA tools available
 - Rapid prototyping (e.g., FPGAs)
 - Many devices, relatively short design time



An Enduring Technology War?

DIGITAL!

versus

ANALOG?



A Better Approach...





A Better Approach...

DIGITAL!

teaming with

ANALOG!

