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# A Gray Code Based Time-to-Digital Converter Architecture and its FPGA Implementation

Congbing Li   Haruo Kobayashi

Gunma University



# Outline

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- Research Objective & Background
- Flash TDC and Problems
- Gray Code
- Gray Code TDC Architecture
- FPGA Implementation
- RTL Verification of Glitch-free Characteristic
- Conclusion

# Research Objective

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## Objective

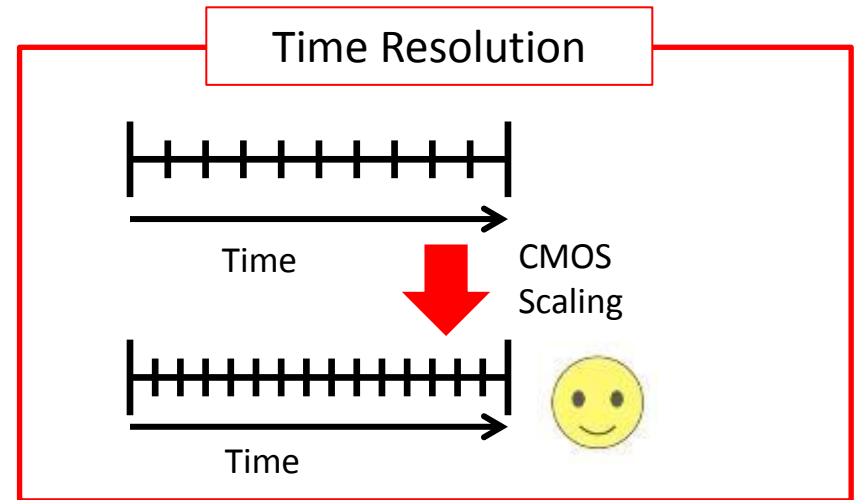
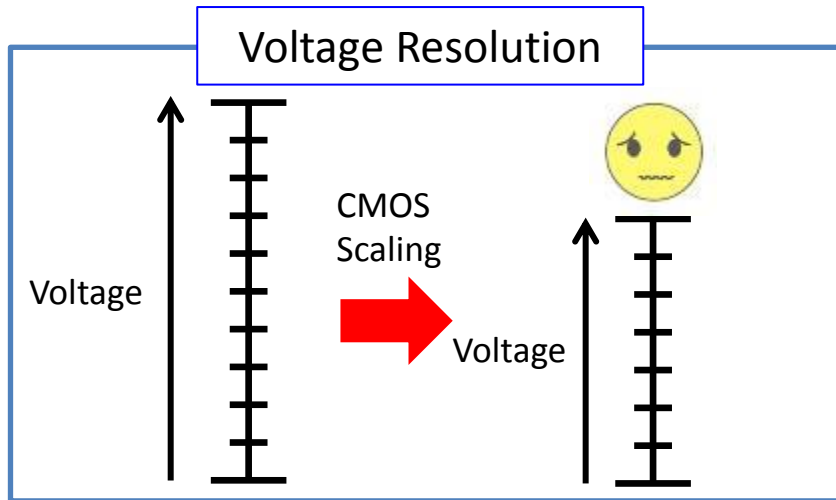
- Development of Time-to-Digital Converter (TDC) architecture with high-speed and small hardware

## Approach

- Utilization of Gray code

# Research Background

TDC plays an important role in nano-CMOS era



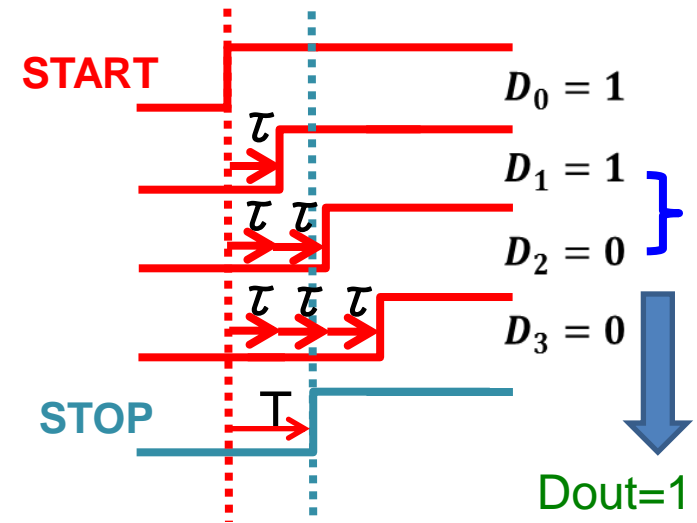
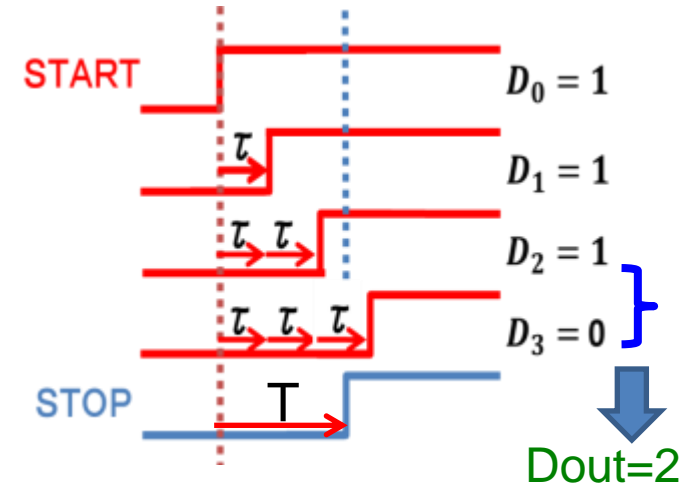
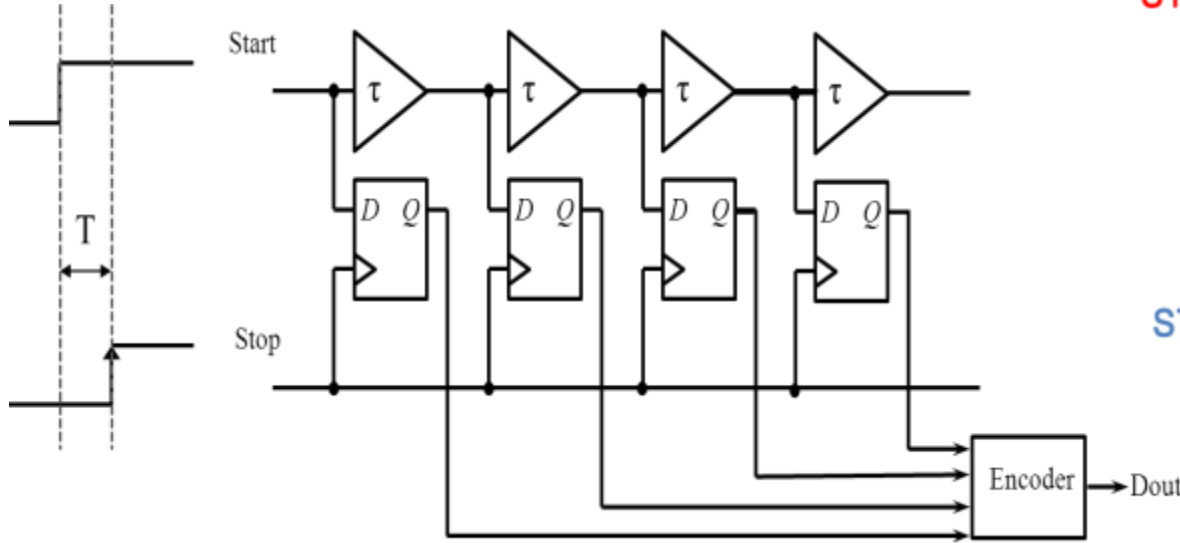
Voltage-domain resolution  
➡ facing difficulties  
due to reduced supply voltage

Time-domain resolution  
➡ becoming superior

TDC measures time interval between two signal transitions,  
into digital signal.

(widely used in ADPLLs, jitter measurements, time-domain ADC)

# Flash TDC



- Digital output (**Dout**) proportional to time difference between rising edges (**T**)
- Time resolution  $\tau$

# Problems of Flash TDC

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An n-bit flash TDC with  $2^n$ -quantization levels

## Advantages

- High-speed timing measurement
- Single-event timing measurement
- All digital implementation

## Disadvantages

- $2^n - 1$  delay elements,  $2^n - 1$  Flip-Flops
- n-bit thermometer-to-binary code encoder



- Large circuits
- High power consumption

# Gray Code (1/2)

## Gray Code

a binary numeral system where two successive values differ in only one bit

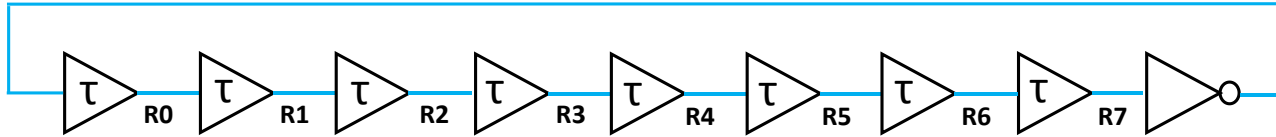
Table. 4-bit Gray Code

| Decimal numbers | Binary Code | Gray Code |
|-----------------|-------------|-----------|
| 0               | 0000        | 0000      |
| 1               | 0001        | 0001      |
| 2               | 0010        | 0011      |
| 3               | 0011        | 0010      |
| 4               | 0100        | 0110      |
| 5               | 0101        | 0111      |
| 6               | 0110        | 0101      |
| 7               | 0111        | 0100      |
| 8               | 1000        | 1100      |
| 9               | 1001        | 1101      |
| 10              | 1010        | 1111      |
| 11              | 1011        | 1110      |
| 12              | 1100        | 1010      |
| 13              | 1101        | 1011      |
| 14              | 1110        | 1001      |
| 15              | 1111        | 1000      |

- For Gray code, between any two adjacent numbers, only one bit changes at a time
- Gray code data is more reliable compared with binary code

# Gray Code (2/2)

In a ring oscillator, between any two adjacent states, only one output changes at a time. This characteristic is very similar to Gray code.



| 8-stage Ring Oscillator Output |    |    |    |    |    |    | 4-bit Gray Code |    |    |    |    |
|--------------------------------|----|----|----|----|----|----|-----------------|----|----|----|----|
| R0                             | R1 | R2 | R3 | R4 | R5 | R6 | R7              | G3 | G2 | G1 | G0 |
| 0                              | 0  | 0  | 0  | 0  | 0  | 0  | 0               | 0  | 0  | 0  | 0  |
| 1                              | 0  | 0  | 0  | 0  | 0  | 0  | 0               | 0  | 0  | 0  | 1  |
| 1                              | 1  | 0  | 0  | 0  | 0  | 0  | 0               | 0  | 0  | 1  | 1  |
| 1                              | 1  | 1  | 0  | 0  | 0  | 0  | 0               | 0  | 0  | 1  | 0  |
| 1                              | 1  | 1  | 1  | 0  | 0  | 0  | 0               | 0  | 0  | 1  | 0  |
| 1                              | 1  | 1  | 1  | 1  | 0  | 0  | 0               | 0  | 0  | 1  | 1  |
| 1                              | 1  | 1  | 1  | 1  | 1  | 0  | 0               | 0  | 1  | 0  | 1  |
| 1                              | 1  | 1  | 1  | 1  | 1  | 1  | 0               | 0  | 1  | 0  | 0  |
| 0                              | 1  | 1  | 1  | 1  | 1  | 1  | 1               | 1  | 1  | 0  | 1  |
| 0                              | 0  | 1  | 1  | 1  | 1  | 1  | 1               | 1  | 1  | 1  | 1  |
| 0                              | 0  | 0  | 1  | 1  | 1  | 1  | 1               | 1  | 1  | 1  | 0  |
| 0                              | 0  | 0  | 0  | 1  | 1  | 1  | 1               | 1  | 0  | 1  | 0  |
| 0                              | 0  | 0  | 0  | 0  | 1  | 1  | 1               | 1  | 0  | 1  | 1  |
| 0                              | 0  | 0  | 0  | 0  | 0  | 1  | 1               | 1  | 0  | 0  | 1  |
| 0                              | 0  | 0  | 0  | 0  | 0  | 0  | 1               | 1  | 0  | 0  | 0  |

For any given Gray code, its each bit can be generated by a certain ring oscillator.



# Gray Code based TDC Architecture (1/2)

A Gray code TDC architecture can be conceived by grouping a few ring oscillators

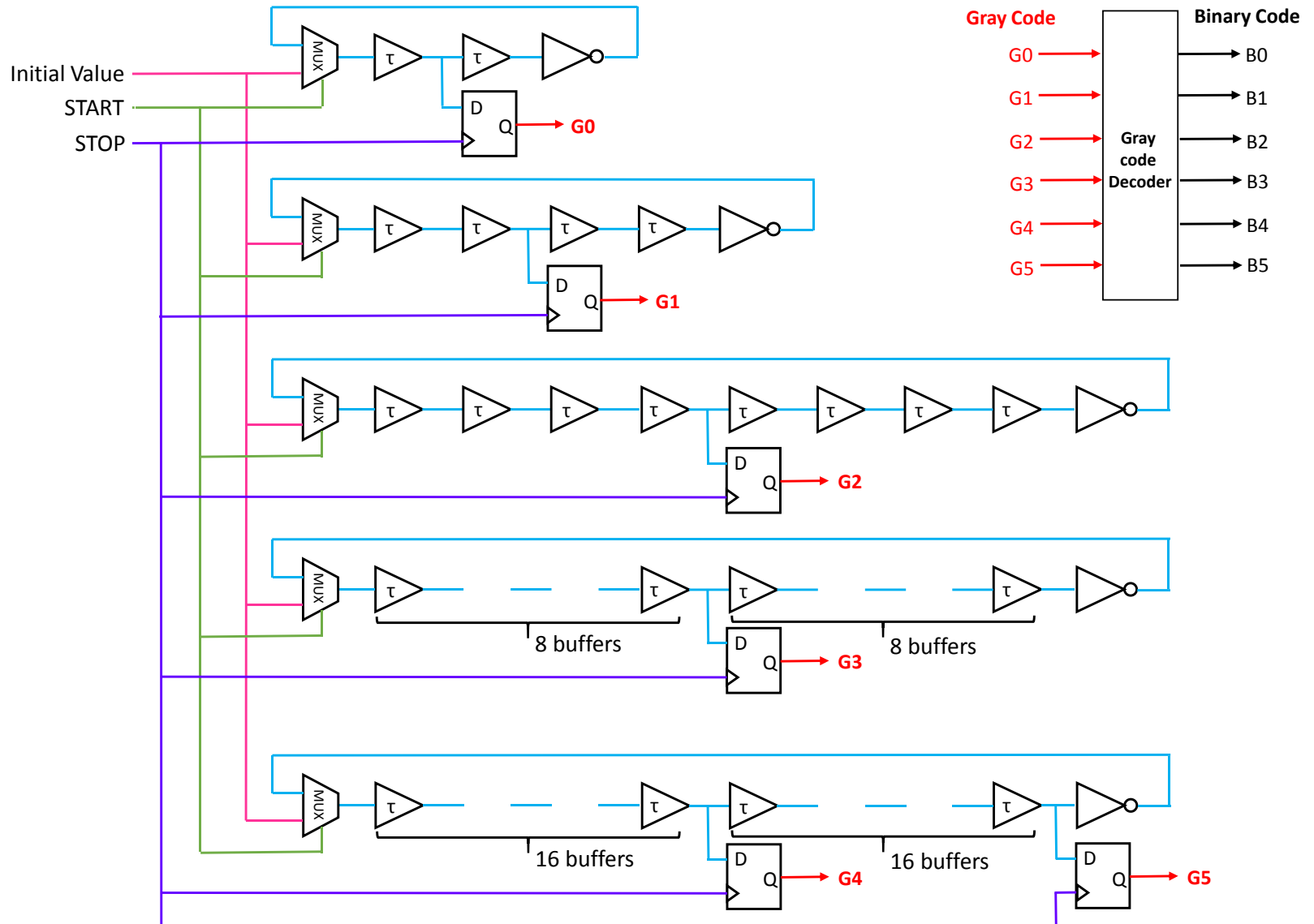
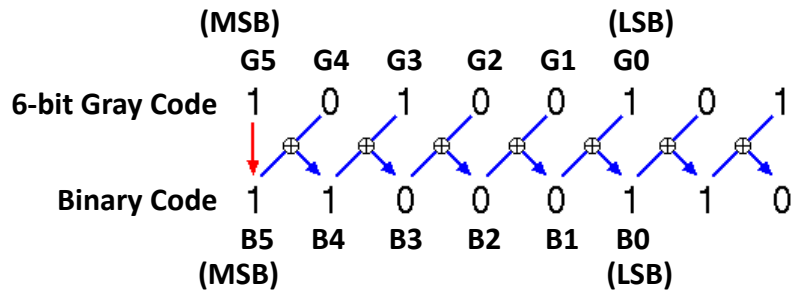


Figure. Proposed 6-bit Gray code TDC

# Gray Code based TDC Architecture (2/2)



$$\begin{aligned}
 B5 &= G5 \\
 B4 &= B5 \oplus G4 \\
 B3 &= B4 \oplus G3 \\
 B2 &= B3 \oplus G2 \\
 B1 &= B2 \oplus G1 \\
 B0 &= B1 \oplus G0
 \end{aligned}$$

Figure. Gray code decoder

## Flash vs. Proposed TDCs

for a measurement range of  $2^6$

|                          | Flash TDC | Proposed TDC |
|--------------------------|-----------|--------------|
| Number of delay elements | 64        | 62           |
| Number of Flip-flop      | 64        | 6            |
| The maximum stage        | 64        | 32           |

for a measurement range of  $2^n$   
 significant hardware reduction  
 as # of bits increases.

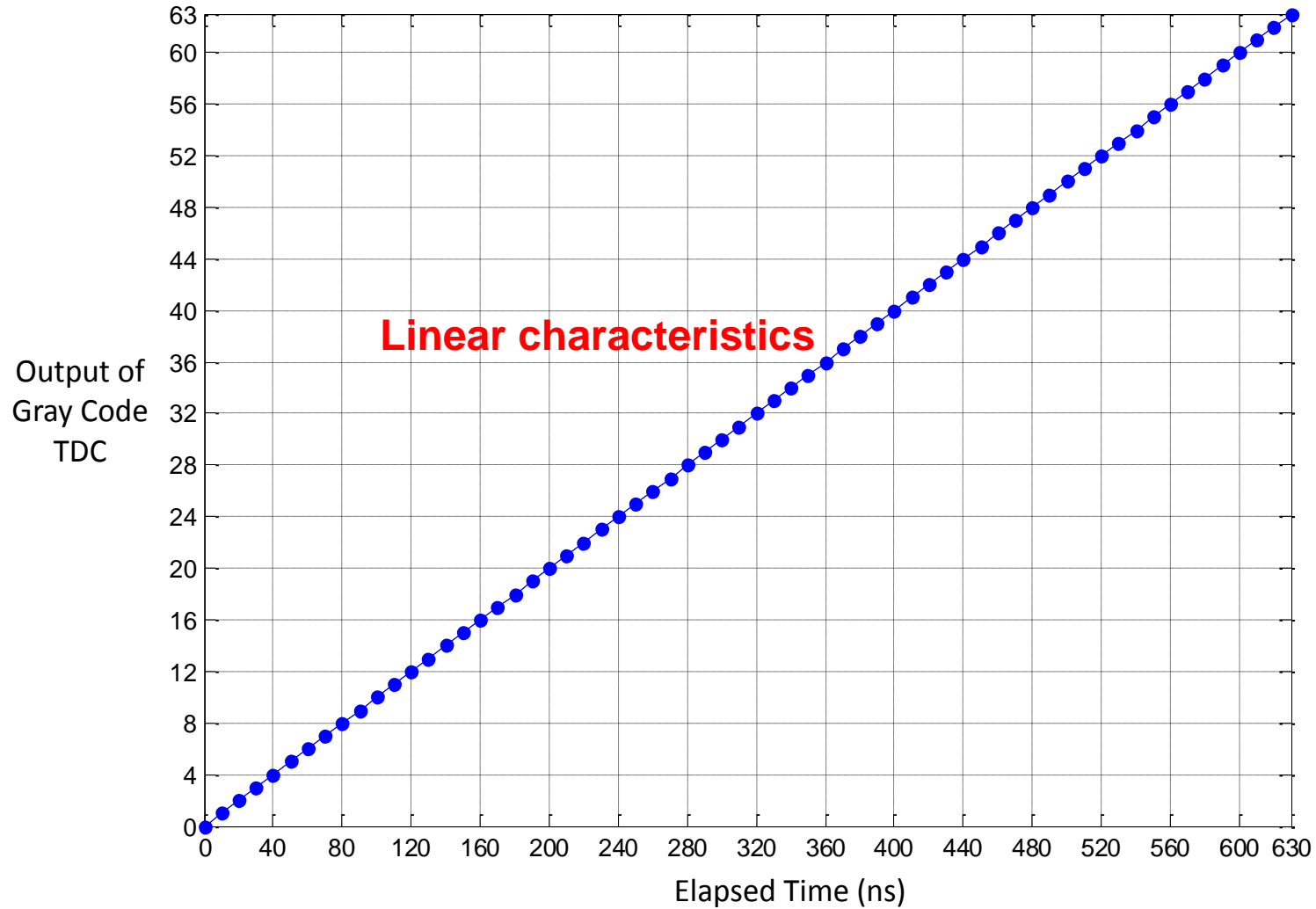
# FPGA Implementation (1/3)

Proposed TDC implementation on Xilinx FPGA



**Note:** ADC is difficult to implement with full digital FPGA.

# FPGA Implementation (2/3)



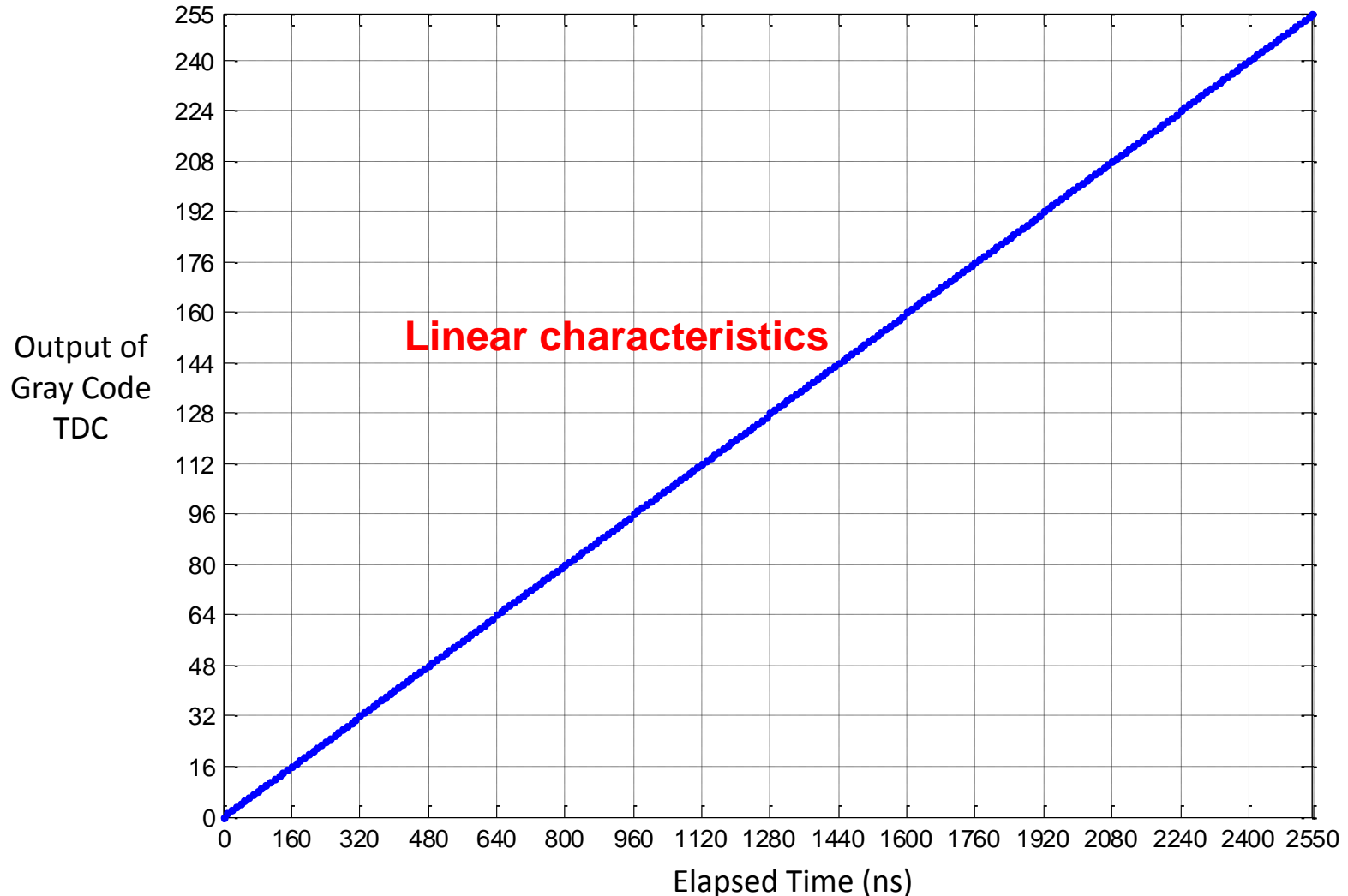
**Measurement results of the proposed TDC with FPGA (6-bit case).**



**Proposed TDC operation is confirmed with FPGA evaluation.**

# FPGA Implementation (3/3)

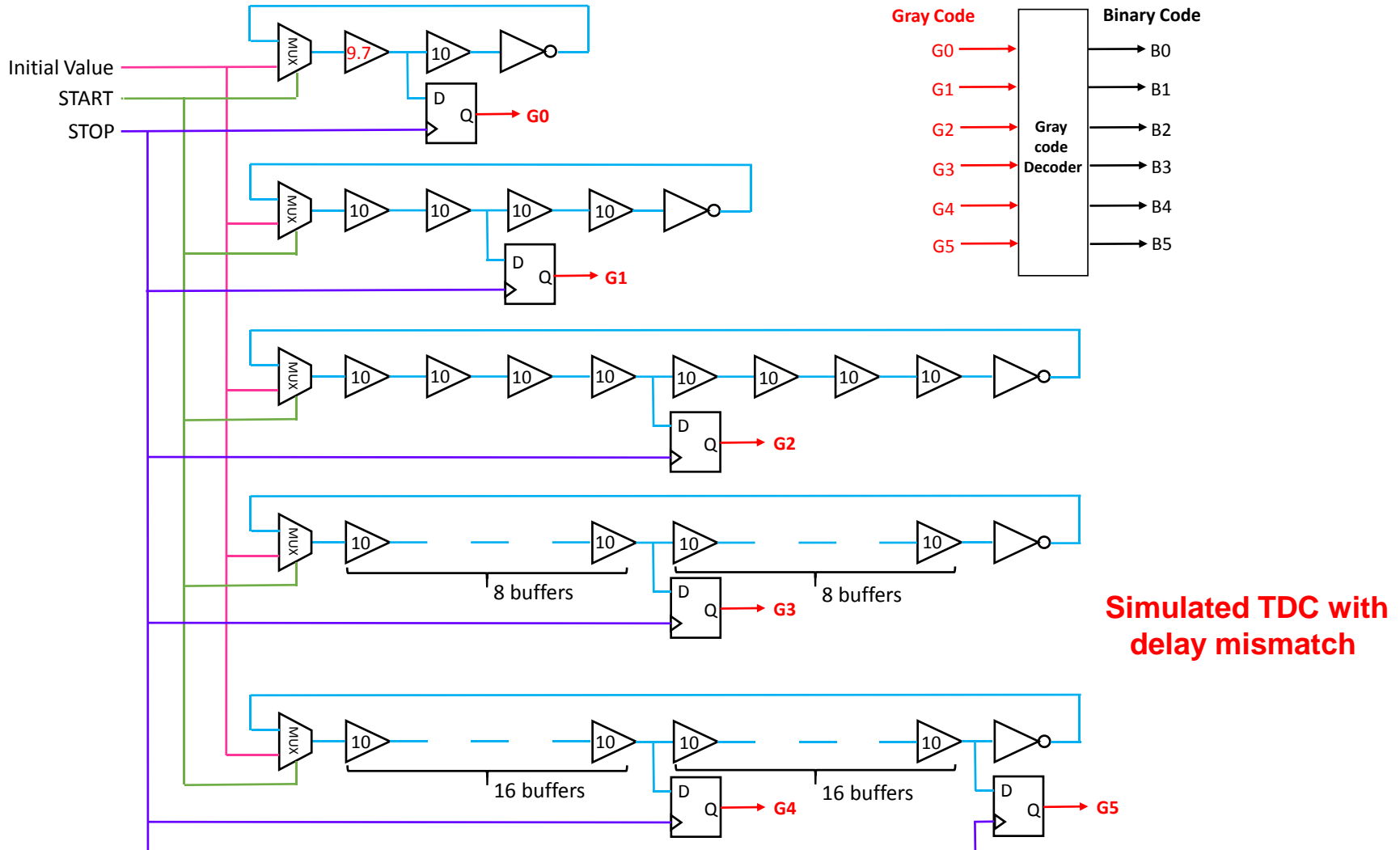
Similarly, 8-bit Gray code TDC architecture was implemented on FPGA.



Measurement results of the proposed TDC with FPGA (8-bit case)

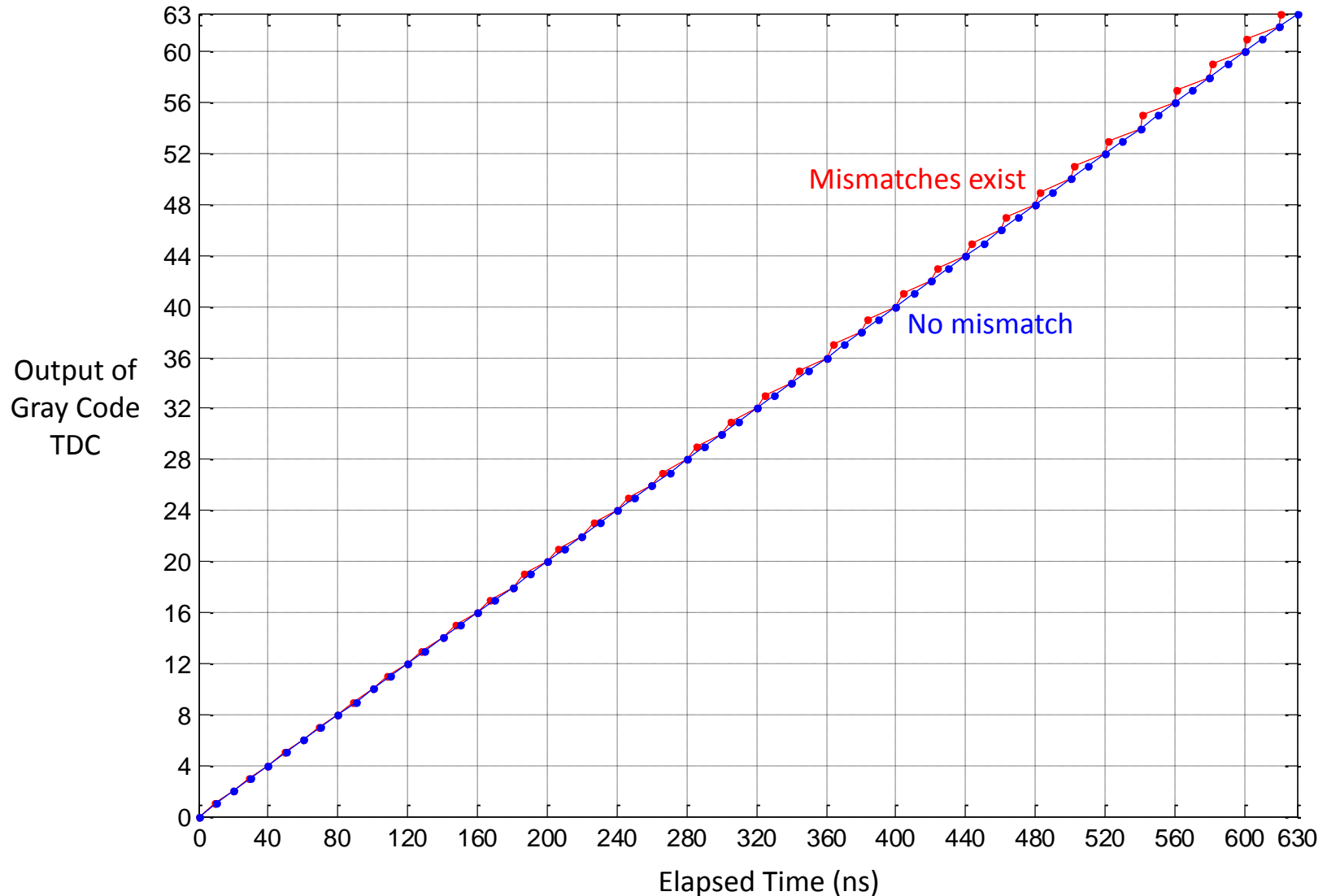
# RTL Verification of Glitch-free Characteristic (1/2)

- The proposed Gray code TDC can provide a glitch-free binary code sequence even there are mismatches between the delay stages.
- RTL simulation was conducted to verify this characteristic.



# RTL Verification of Glitch-free Characteristic (2/2)

- RTL simulation result shows that no matter there are mismatches among the delay stages or not, the proposed Gray code TDC can always output a glitch-free binary code sequence.




# Conclusion

We have proposed a gray code based TDC architecture

- Comparable performance to Flash TDC
- Significant hardware & power reduction

for a measurement range of  $2^n$

|                          | Flash TDC | Proposed TDC |
|--------------------------|-----------|--------------|
| Number of delay elements | $2^n$     | $2^n - 2$    |
| Number of Flip-flop      | $2^n$     | $n$          |
| The maximum stage        | $2^n$     | $2^{n-1}$    |



Significant hardware reduction as # of bits increases.

We have implemented the proposed TDC with FPGA

 Confirmed its operation