

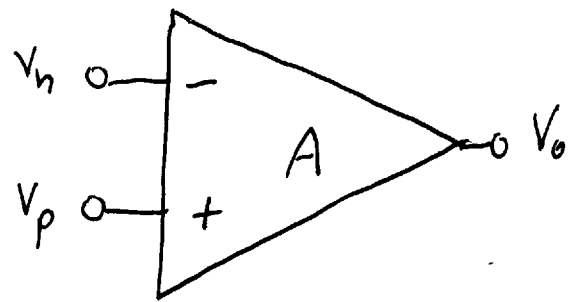
CHAPTER 4

OPAMP CIRCUITS

The operational amplifier is a very versatile component that can be used in many ways,

ranging

- high gain amplifiers
- active filters
- signal generators
- comparators
- Schmitt triggers
- tension followers
- Analog computer: integrators / differentiators / exp/log
- current controlled voltage sources.



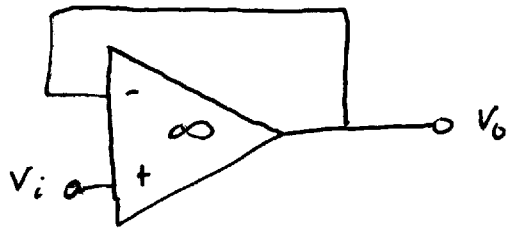
$$V_o = A (V_p - V_n)$$

An ideal opamp has

- 1) infinite gain, $A = \infty$
- 2) infinite input resistance $r_i = \infty$
- 3) zero output resistance $r_o = 0$

1a) Because $A = \infty$, $V_p - V_n = V_o / A = 0$
 $\Rightarrow V_p = V_n$!

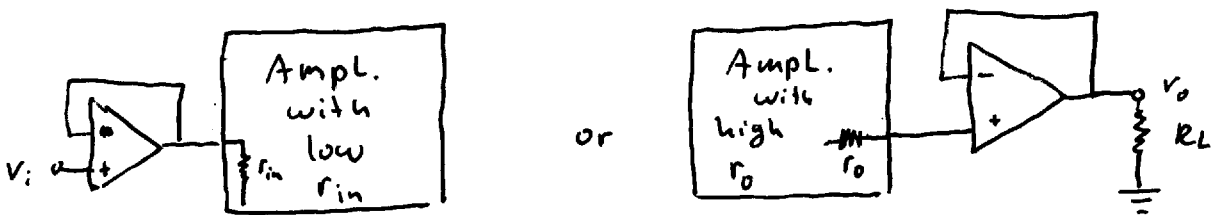
The easiest circuit we can make with an op-amp is a voltage follower:



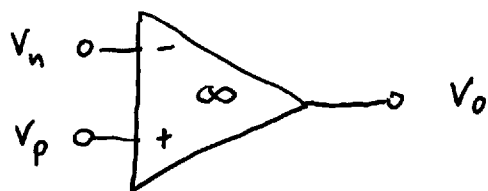
with 100% feedback ($\beta=1$) and assuming an infinite open-loop gain ($A=\infty$) it is easy to show that $v_o = v_i$.

The advantage of this circuit is that it has very high input resistance and low output resistance.

This is useful when we cannot load a high-ohmic source or when we need to drive a low-ohmic input stage.



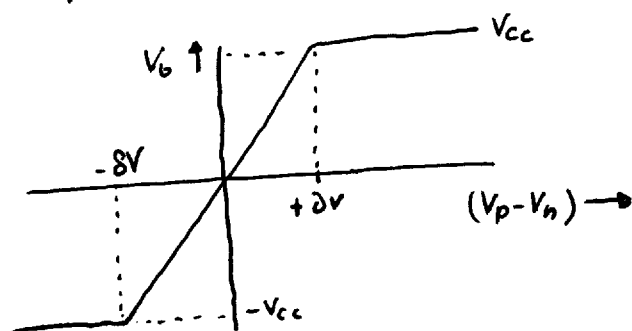
A comparator is a circuit that has either V_{cc} or $-V_{cc}$ (the supply voltage) as output, depending on the difference in the input terminals.



$$V_o = +V_{cc} \text{ if } V_p > V_n$$

$$V_o = -V_{cc} \text{ if } V_p < V_n$$

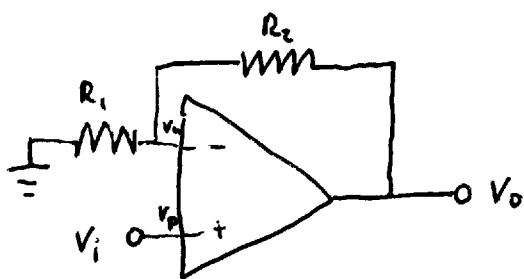
For op-amps with non-infinite gain A , there is a region of input voltages that don't give $\pm V_{cc}$ at the output



It is easy to show that $\Delta V = V_{cc}/A$ and is of the order of $10V/10^5 \sim 100 \mu V$ for practical opamps.

A widely used comparator opamp is the "311" which has a high switching speed $-V_{cc} \leftrightarrow +V_{cc}$

A non-inverting amplifier can be made by introducing (negative) feedback to the amplifier.



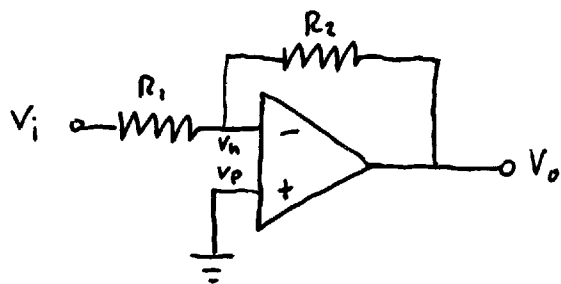
To calculate the gain:

$$V_n = V_p = V_i \text{ (rule 1a of p.1)}$$

$$V_n = \frac{R_1}{R_1 + R_2} V_o$$

$$\Rightarrow \frac{V_o}{V_i} = \frac{R_1 + R_2}{R_1}$$

An **inverting amplifier** is equal to the one above, but with the signal connected to R_1 :



$V_n = V_p = 0\text{ V}$ and that is why the negative terminal in this scheme is often called virtual ground.

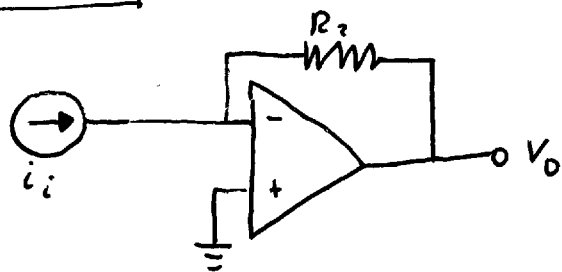
A current of $I_i = \frac{V_i}{R_1}$ is drawn from the source and

(since $r_{in} = \infty$), this current must go through R_2 .

The output voltage thus becomes

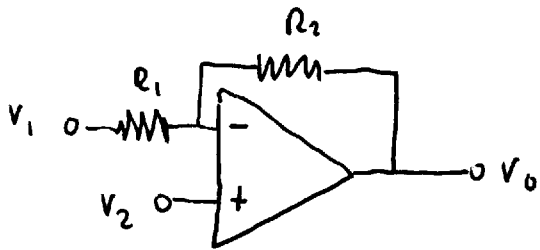
$$V_o = \frac{R_2}{R_1} \cdot V_i \quad \Rightarrow \quad \frac{V_o}{V_i} = \frac{R_2}{R_1}$$

The same idea is also ^{used in} a **current-to-voltage converter**



$$\frac{V_o}{i_i} = R_2$$

For a **differential amplifier** we connect both inputs:



using superposition we can easily see that

$$v_o = \frac{R_2}{R_1} v_2 - \frac{R_1 + R_2}{R_1} v_1 \approx \frac{R_2}{R_1} (v_2 - v_1) \quad (\text{for } R_1 \ll R_2)$$

we have to always bear in mind that a high gain for $R_2 \gg R_1$ (β is very small) will limit the bandwidth, see p.7 of chapter 3:

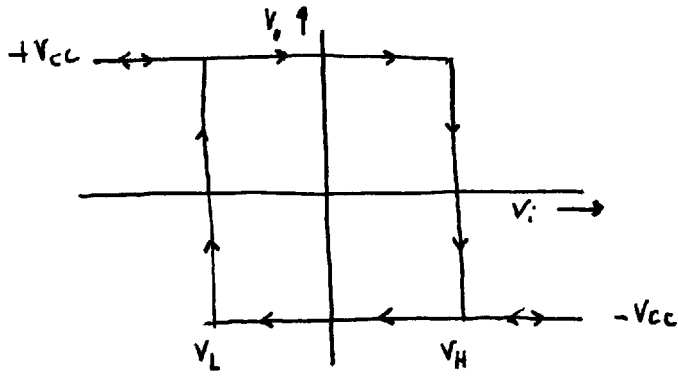
$$f_c = f_o (1 + A_o \beta)$$

with f_o the open-loop bandwidth and A_o the open-loop gain. In fact, the gain-bandwidth product.

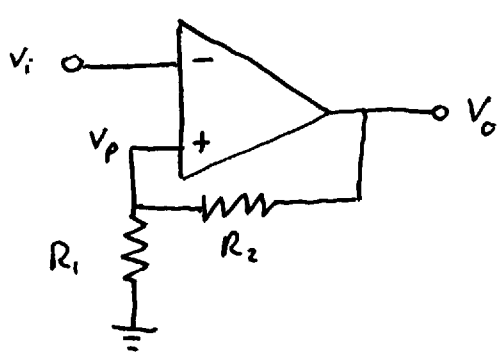
$$GBW = \frac{v_o}{v_i} \times f_c$$

is constant. $\left(\frac{v_o}{v_i} = \frac{A}{1 + A\beta}, f_c \approx f_o(1 + A\beta) \right), GBW = Af_o$

A SCHMITT TRIGGER is like a comparator, but it has a memory. The output of the schmitt trigger not only depends on the input voltage, but also on the history.



To achieve, positive feedback is used



$$V_p = \frac{R_1}{R_1 + R_2} V_o$$

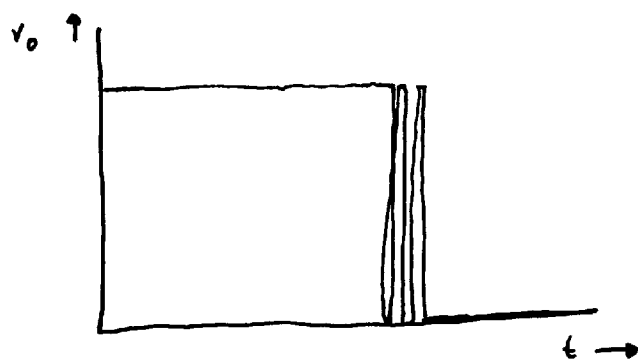
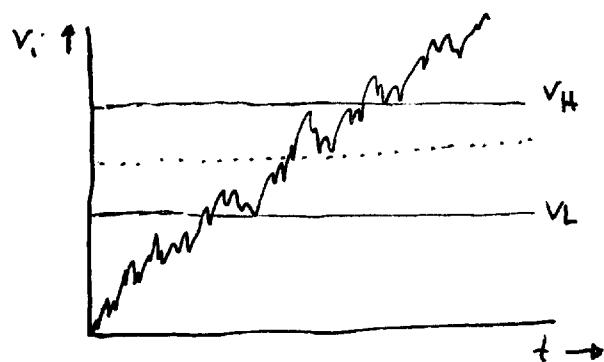
If $V_o = +V_{cc}$, then $V_p = +\frac{R_1}{R_1 + R_2} V_o$. Now, if we increase V_i from $-\infty$ upwards, there comes a point where $V_i > V_p$ and thus, since the circuit works as a comparator, V_o becomes $-V_{cc}$. This makes $V_p = -\frac{R_1}{R_1 + R_2} V_o$. To make the output commute again, we have to lower V_i to this value.

Thus

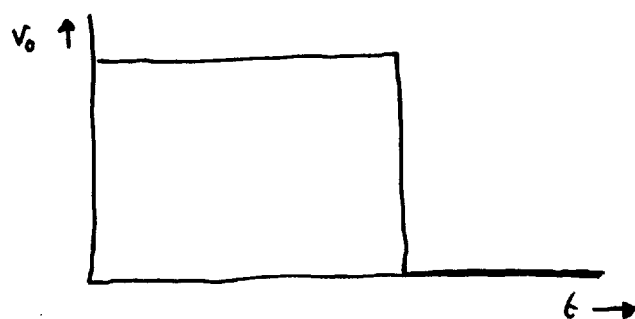
$$V_L = -\frac{R_1}{R_1 + R_2} V_{cc}$$

$$V_H = +\frac{R_1}{R_1 + R_2} V_{cc}$$

The advantage of a Schmitt trigger lies in the fact of eliminating noise.



← without Schmitt trigger

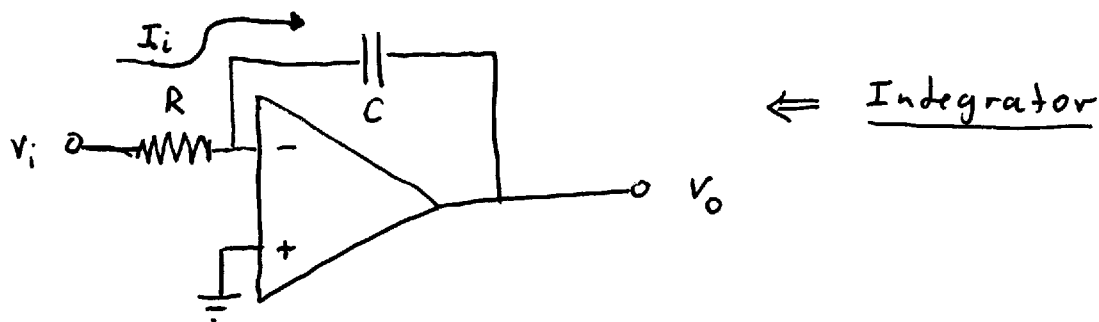


← with Schmitt trigger

Imagine switching on the lights in a room based on a detector

Integrators and **Differentiators** are made

by putting a condenser in the feedback loop .



The resistor translates the voltage to a current $I_i = v_i/R$. This current cannot enter the opamp and thus is used to charge the capacitor C . The amount of charge in C (assuming at $t=0$ discharged, $Q(t=0) = 0$) is equal to the integrated current:

$$Q(t) = \int_0^t I_i(t) dt = \int_0^t \frac{v_i(t)}{R} dt$$

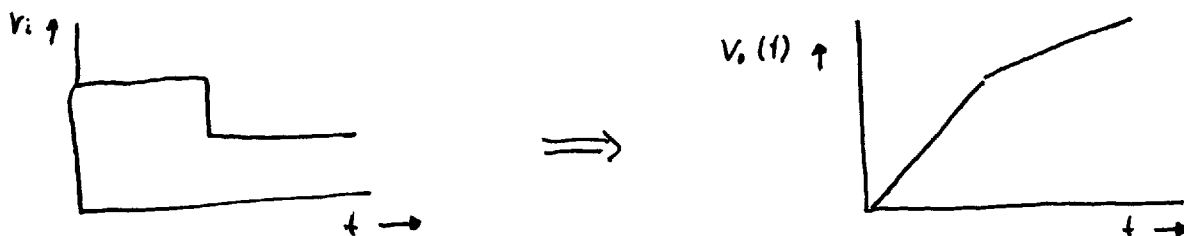
The voltage drop induced by this charge is

$$\Delta V_c = Q/C$$

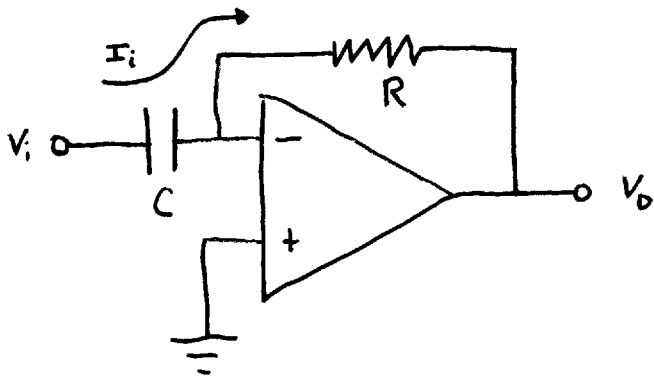
Since one side of the capacitor is connected to virtual ground, the voltage drop is equal to $-V_o$.

Thus

$$V_o(t) = -\frac{Q(t)}{C} = -\frac{1}{CR} \cdot \int_0^t v_i(t) dt$$



To make a differentiator, we exchange the resistance and capacitor



The input current I_i is equal to

$$I_i = C \cdot \frac{dv_i}{dt}$$

This current is translated to voltage by R (note that one side of the resistor is at virtual ground and the input resistance of the op-amp is infinite; all current goes through R).

$$V_o(t) = -CR \frac{dv_i(t)}{dt}$$

In both cases, the differentiator and integrator the signals at the output might be limited by the power supply. V_o cannot be larger than $\pm V_{cc}$. In the case of the integrator it means that, for instance, DC signals at v_i can only be integrated up to a certain time. For the differentiator it means that signals cannot change too fast.

With the integrator and differentiator circuits we can build analog computers. For instance for solving differential equations.

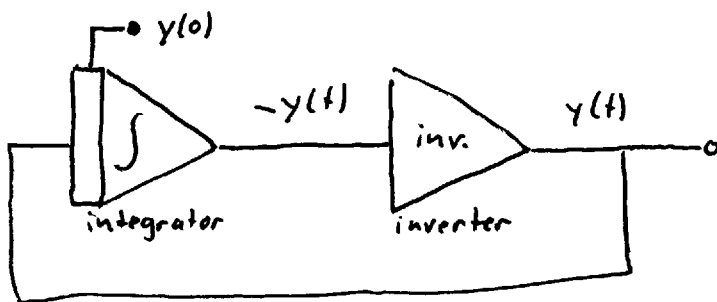
Take for example the differential equation

$$\dot{y} = -y \quad \text{with } y(0) = 1 \quad \left(\dot{y} = \frac{dy}{dt} \right)$$

This is equivalent to (integrating on both sides)

$$y(t) = y(0) + \int_0^t y(\tau) d\tau$$

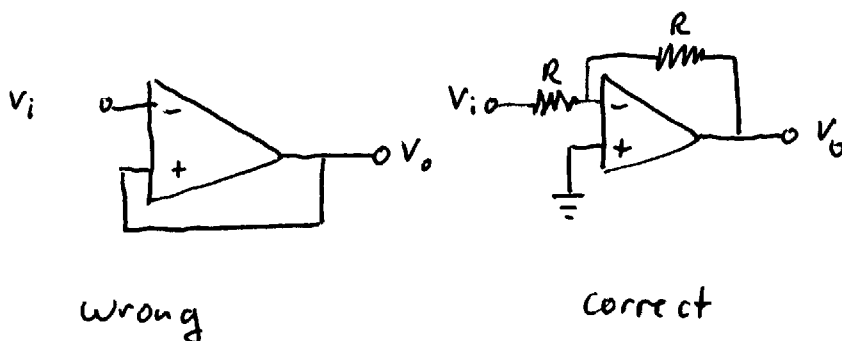
with our op-amp circuits this becomes



Note 0: The integrator also inverts the signal!

Note 1: the $y(0)$ part is to load the inverter with the starting value (implies charging the capacitance instantaneously).

Note 2: The inverter can also easily be made of opamps. Why is it not the left circuit?



Wrong

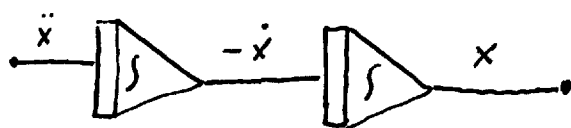
Correct

As another example:

$$\ddot{x} + 0.5\dot{x} + x = 4.0 \quad x(0) = 0, \quad \dot{x}(0) = 1$$

$$\dot{x} = \frac{dx}{dt}, \quad \ddot{x} = \frac{d^2x}{dt^2}$$

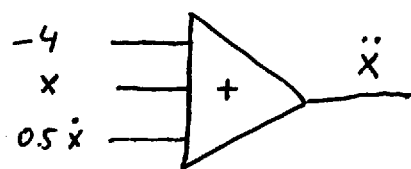
1) Starting with assuming \ddot{x} exists:



2) Rearrange the equation

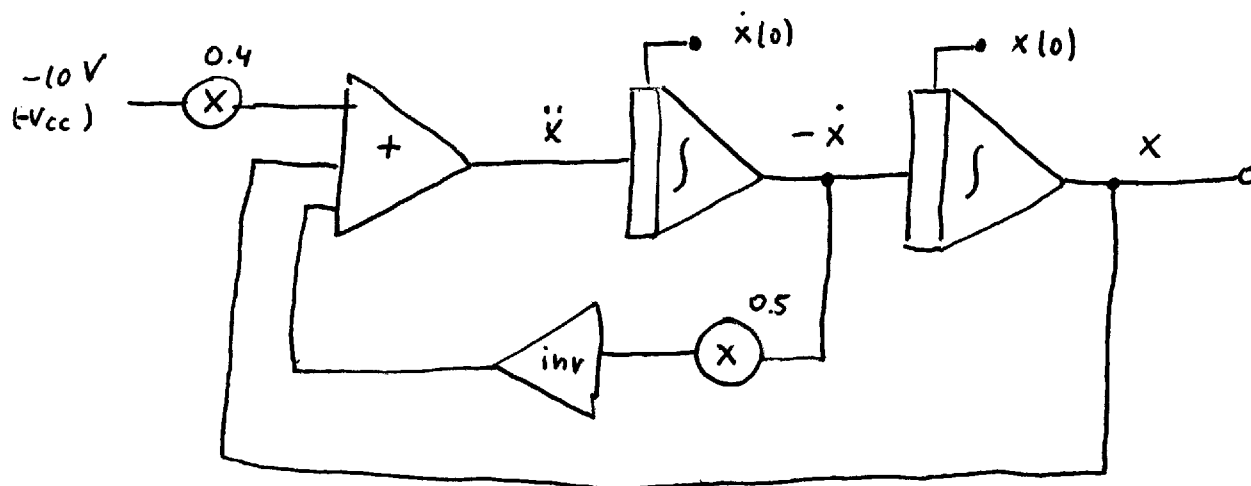
$$\ddot{x} = -0.5\dot{x} - x + 4.0$$

This is equal to



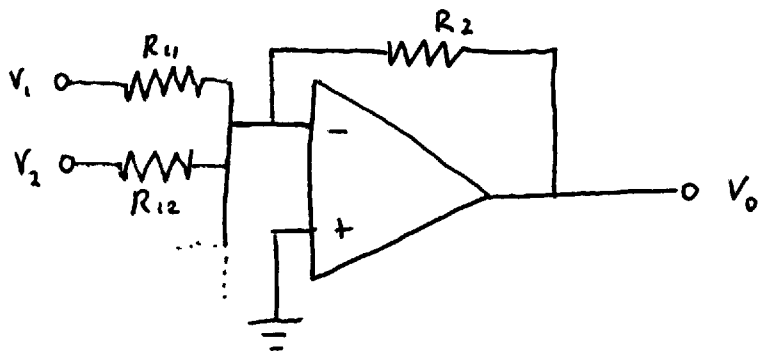
(The summing opamp also inverts!)

3) Now connecting the two parts ("procedures")



* The multipliers \otimes are easily made with opamps. when it is a constant multiplication factor.

* The adder \triangle can also be made with opamps.

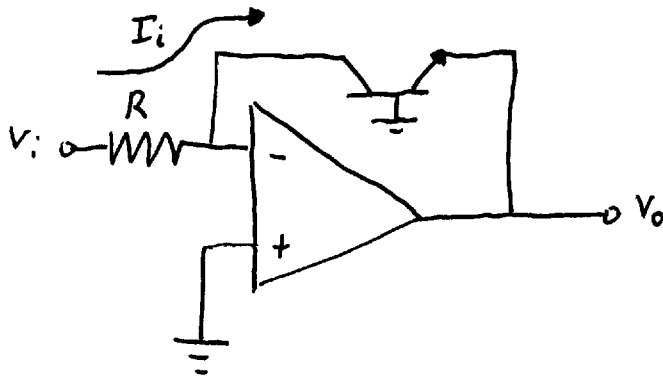


$$V_0 = - \left(\frac{R_2}{R_{11}} V_1 + \frac{R_2}{R_{12}} V_2 + \dots \right)$$

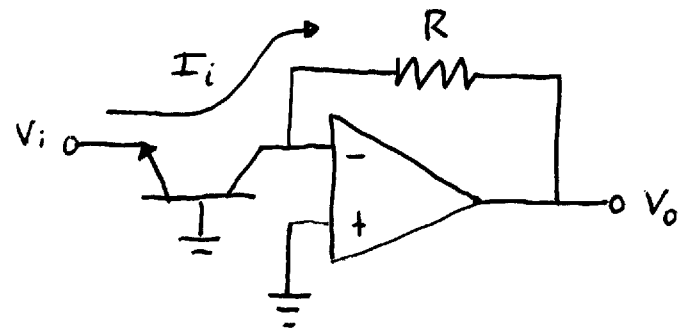
* The circuit on the previous page can be simplified because there are too many inverters, but this is a small detail.

The circuit on the previous page is an example of how a damped oscillation can be calculated using analog electronics. An example of a damped oscillation is a guitar string or a bell. Thus, the above circuit generates musical signals. The first electronic synthesizers were made in this way. We can imagine that the values at $\Gamma \dot{x}(0)$ and $\Gamma x(0)$ were put there by a touch of a key, where the note (frequency) is also determined by the integration constants (RC) of the integrators.

Other "mathematical" circuits are the exponential and logarithmic amplifiers



Logarithmic amplifier



exponential amplifier

In the logarithmic amplifier: the input current

$I_i = V_i/R$ passes through the transistor. Since

$V_c = 0$ and $V_B = 0$ (virtual ground), we can use the diode equation

of Ebers - Moll.

$$I_c = V_i/R = I_0 \left\{ \exp\left(\frac{V_{BE}}{V_T}\right) - 1 \right\}$$

Ignoring the -1 and using $V_o = -V_{BE}$ we see

that

$$V_o = -V_T \ln\left(\frac{V_i}{I_0 R}\right)$$

Note that V_o has to be positive.

For the exponential amplifier it is not difficult to show that

$$I_i \approx -I_0 \exp\left(-\frac{V_i}{V_T}\right)$$

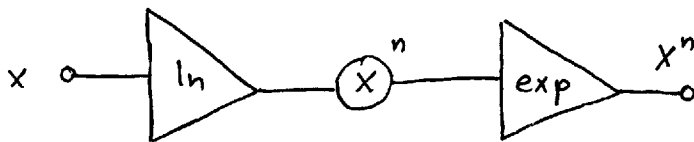
$$V_0 = -I_i R = I_0 R \exp\left(-\frac{V_i}{V_T}\right)$$

(note: V_i has to be negative)

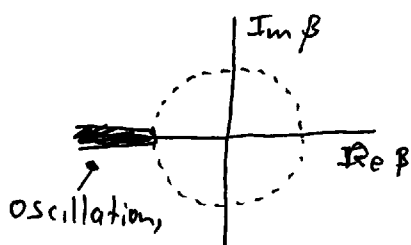
Combining logarithmic and exponential (anti-logarithmic) amplifiers we can make calculations of the type

$$y = x^n$$

$$y = \exp(n \ln(x))$$



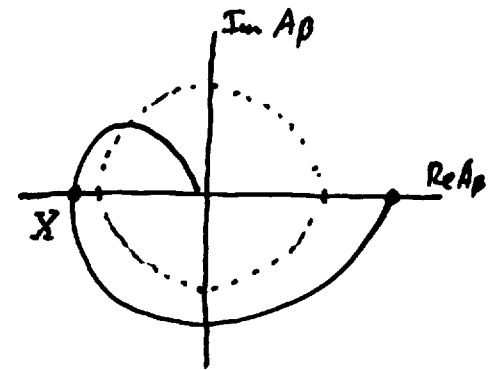
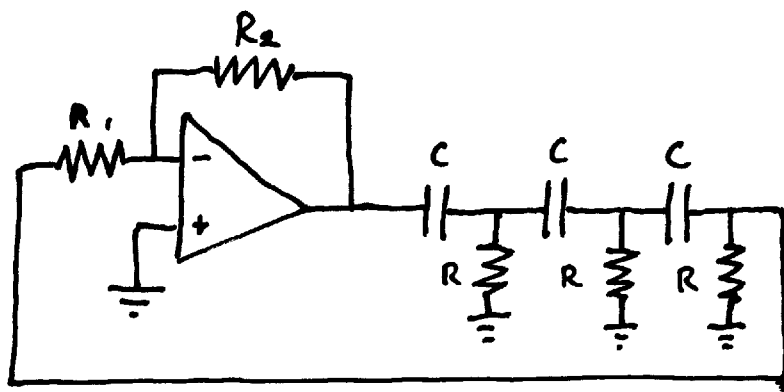
Oscillators, In chapter 3 we saw how to avoid oscillations. Now we will use the same analysis to make oscillations happen. We need



$A\beta$ to become real and < -1 for some frequency (see Nyquist plot here).

Assuming a flat A , without poles and phase changes, we can see that 3 poles are needed in β to achieve that.

For example

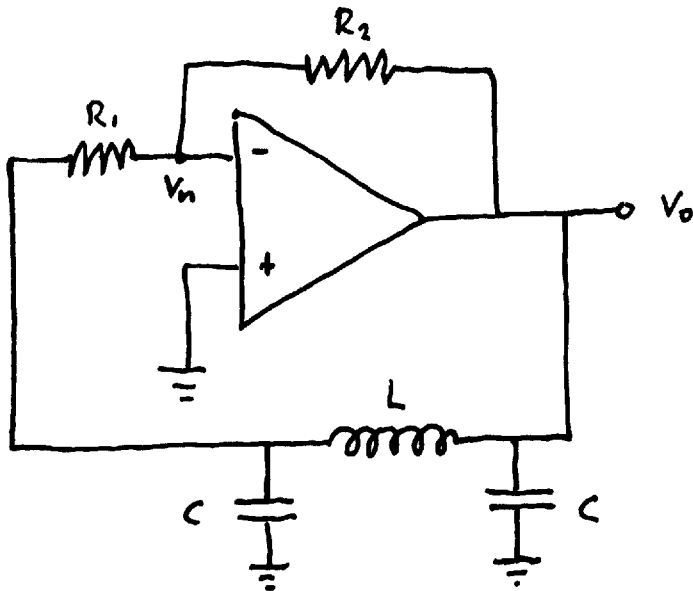


$$\beta = \frac{R^3}{(R^3 - 5R/wc) + j((1/wc)^3 - 6R^2/wc)}$$

In the oscillation frequency, at X , the imaginary part of β is zero.

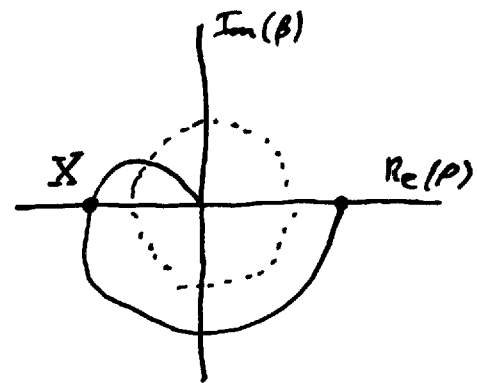
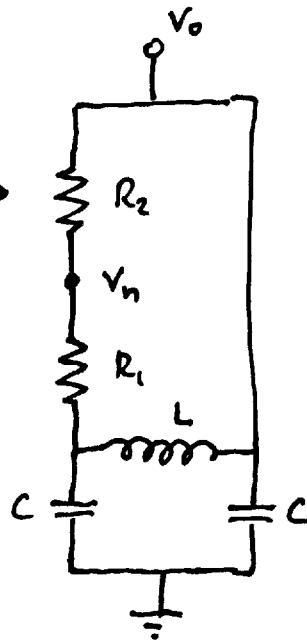
$$\left(\frac{1}{wc}\right)^2 = 6R^2 \Rightarrow \omega = \frac{1}{\sqrt{6}} RC$$

Another example is the Colpitts Oscillator. It consists of an opamp with negative feedback, so it needs also three poles. In this case they are made by two capacitances and one coil.



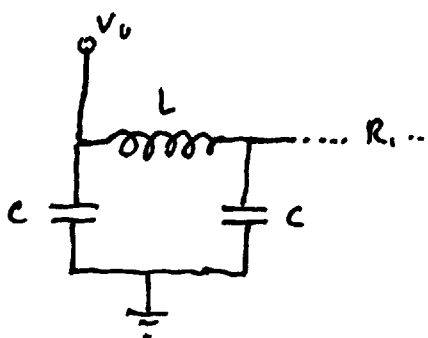
Colpitts Oscillator

The feedback β loop can be visualized as \rightarrow
 It is not easy to calculate $\beta = \frac{V_n}{V_0}$, but we can make a simplification:



At X the feedback must

be real (imaginary part = 0). Plus, if we assume R_1 to be large, it must mean that the impedance from the output of the amplifier looking into the



CLC bridge must be real:

$$Z = \frac{1}{j\omega C} \parallel (j\omega L + \frac{1}{j\omega C})$$

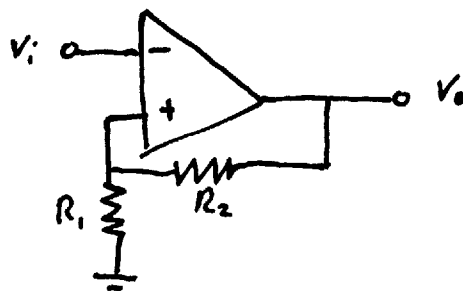
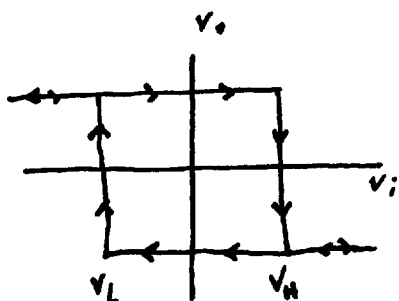
$$= \frac{\frac{1}{j\omega C} (j\omega L + \frac{1}{j\omega C})}{\frac{1}{j\omega C} + j\omega L + \frac{1}{j\omega C}}$$

$$Z = \frac{(L/c - 1/\omega^2 c^2)}{j(-\frac{1}{\omega c} + \omega L - \frac{1}{\omega c})} \quad \text{must be real}$$

$$\Rightarrow -\frac{2}{\omega c} + \omega L = 0$$

$$\Rightarrow \omega = \sqrt{\frac{2}{LC}}, \quad f = \frac{\omega}{2\pi} = \sqrt{\frac{1}{2\pi^2 LC}}$$

A memory element can be made of a Schmitt trigger



For $v_i = 0$, there are two possible states at the output $+V_{cc}$ and $-V_{cc}$, depending on the history.

Thus, for $v_i = 0$, we can read the memory element.

To program the element, a voltage higher than

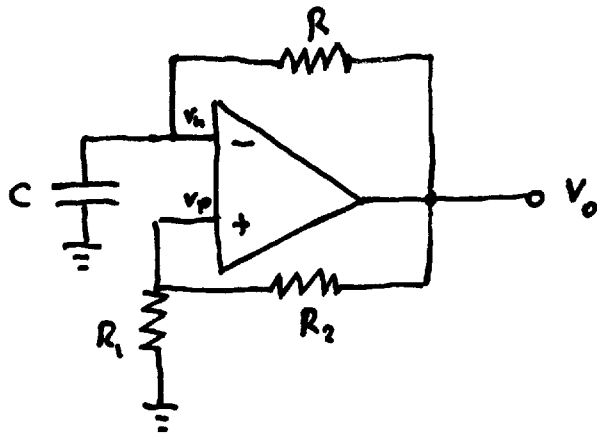
$V_H = \frac{R_1}{R_1 + R_2} V_{cc}$ should be set at v_i . This makes

the output to $-V_{cc}$ (logical "0"). To program a

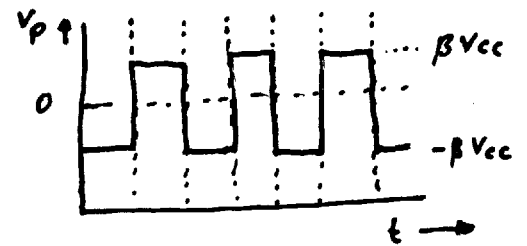
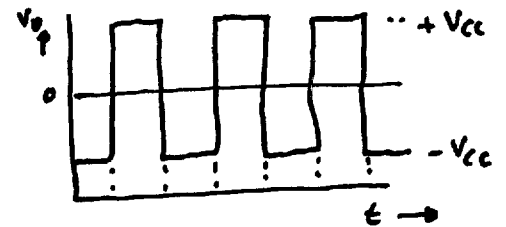
logical "1", a voltage below $V_L = -\frac{R_1}{R_1 + R_2} V_{cc}$ should be

set at the input.

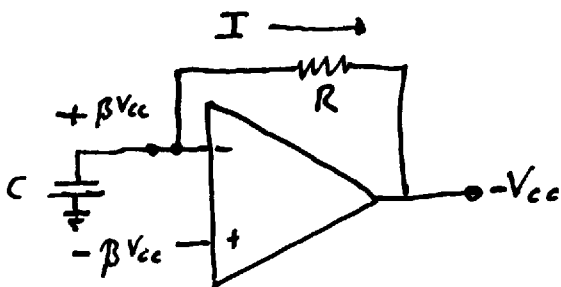
A memory element is a bistable element. It can take either of two output values and is stable. Contrasting this is a Astable Multivibrator which is astable at both possible output values $\pm V_{cc}$



$$\beta = \frac{R_1}{R_1 + R_2}$$



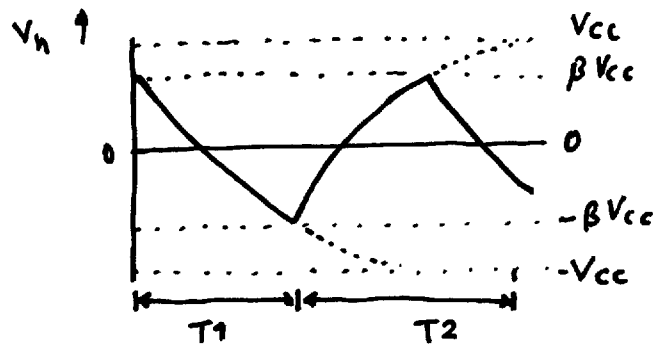
Imagine V_0 at $-V_{cc}$. V_p is then at $-\frac{R_1}{R_1 + R_2} \cdot V_{cc} = -\beta V_{cc}$. Imagine V_n starts at $+\beta V_{cc}$.



Through the resistance R will initially ($t=0$) go a current $I = (\beta V_{cc} - (-V_{cc}))/R$.

This current will uncharge C ! Because of this, V_n is lowering (Note that thus I is constantly reduced and is not constant) It is thus

exponentially decaying from $+\beta V_{cc}$ to $-V_{cc}$, with an RC time of $R \times C$. However, when it reaches $-\beta V_{cc}$ it becomes lower than V_p . In this case the output commutes $-V_{cc} \rightarrow +V_{cc}$ and a reverse cycle starts.



How long does it take to charge the capacitor?

- 1) Starts at $+\beta V_{cc}$
 - 2) Aiming at $-V_{cc}$
- $$\left. \begin{array}{l} 1) \text{ Starts at } +\beta V_{cc} \\ 2) \text{ Aiming at } -V_{cc} \end{array} \right\} V_n = -V_{cc} + (\beta+1)V_{cc} \exp(-t/\tau)$$
- 3) The relaxation time is $\tau = RC \rightarrow V_n = -V_{cc} + (\beta+1)V_{cc} \exp(-t/RC)$
 - 4) Stops at $V_n = -\beta V_{cc}$

$$\Rightarrow T_1 = RC \ln \left(\frac{1+\beta}{1-\beta} \right)$$

In a similar way we can show that $T_2 = T_1$ and

in total

$$T = 2RC \ln \left(\frac{1+\beta}{1-\beta} \right)$$

$$f_{osc} = \frac{1}{2\pi T}$$