

Hybrid and Adaptive Digital Filter architecture for Robust tracking of On-chip Low Frequency Oscillator Period, enabling Crystal less BLE operation in Low Power Wireless MCUs

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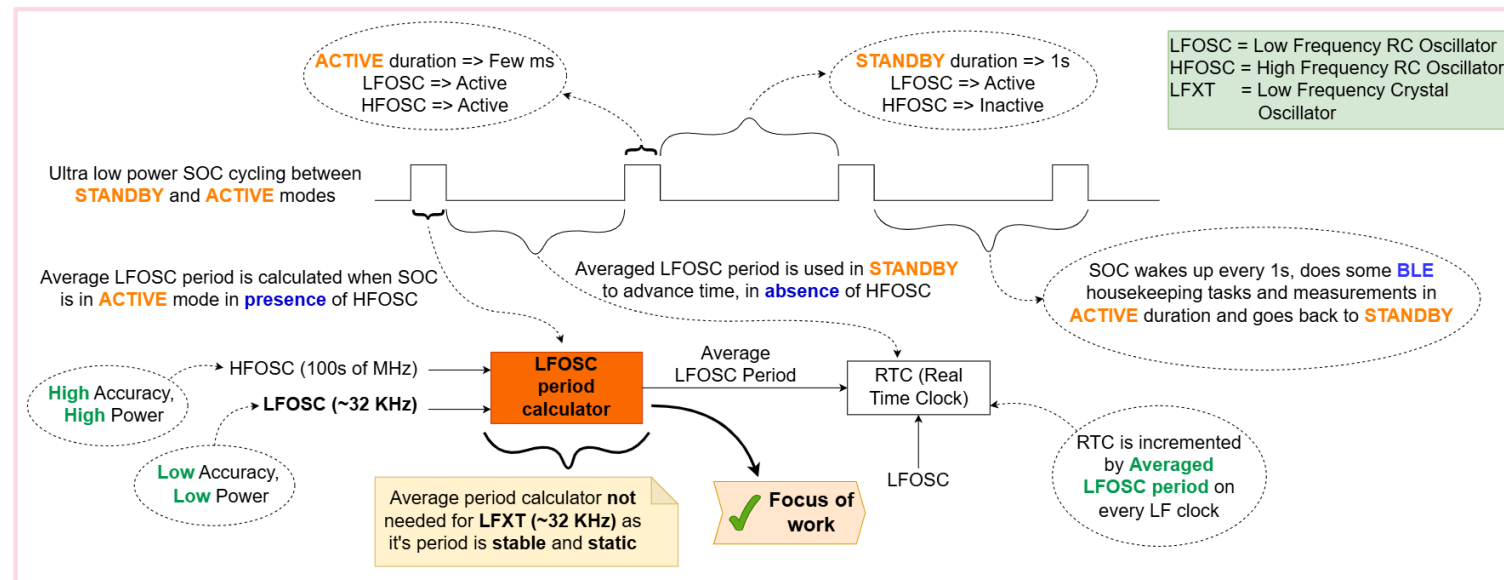
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Problem Statement / Motivation

- Industry is moving towards **crystal less** SOC designs to save on cost and board area
- A low power BLE MCU spends **>99%** time in **STANDBY** mode (**low** power consumption mode achieved via **power gating**) and **<1%** time in **ACTIVE** mode (**high** power consumption mode)
- Accurate time keeping is difficult in STANDBY mode as the precise high frequency oscillators have to be disabled. The SOC relies on a Low frequency oscillator and it's **pre-calculated** clock period to maintain system time. This is demonstrated in the below figure:-



Focus of this work:

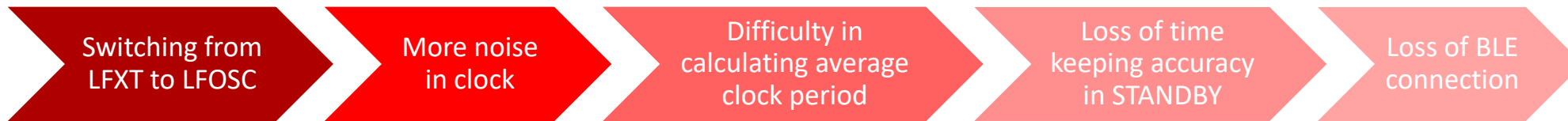
A novel filter design that measures average period of LFOSC (also shown in figure)

Problem Statement / Motivation

- Traditionally the low frequency clock was derived from **LFXT**, which was used to maintain accurate system time. Replacing it with LFOSC has the following **challenges**:

Performance criteria	LFXT	LFOSC
Jitter Noise	<3ns	>20ns
Random Telegraph Noise (RTN)	None	Can be as high as 1000ppm
Dependency on oscillator architecture or technology node	None	Oscillator noise characteristics can change


- What is the **end user impact** of switching to LFOSC?



- What are we **achieving** from this work?
 - ✓ Enabling a BLE MCU solution without a crystal (i.e. using LFOSC)
 - ✓ Saving crystal cost and PCB area and cost for TI partners
 - ✓ A scalable solution compatible with any kind of oscillator architecture
 - ✓ A scalable solution which provides power vs accuracy tradeoff for use in non-BLE MCUs
 - ✓ Being an industry wide issue, provides TI a competitive edge in Low Power BLE market



LFOSC Period Estimation Hurdles

 Before delving into the solution, let's look at the noise characteristics of LFOSC

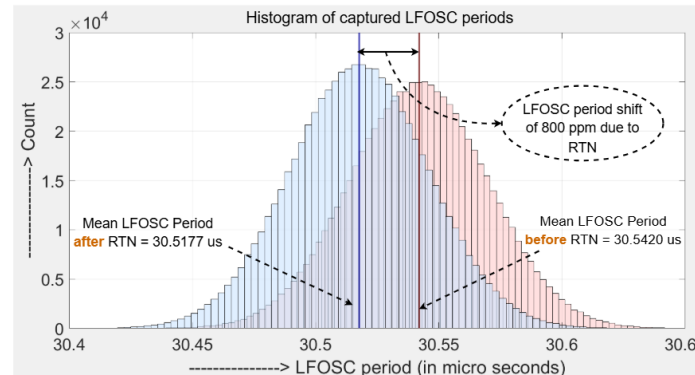
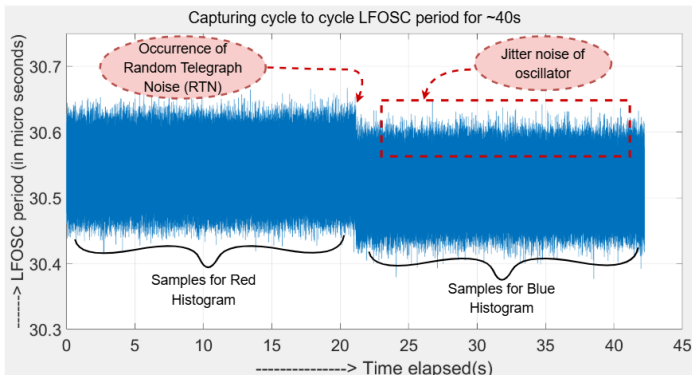
There are **2** sources on noise in LF clock:-

- Jitter noise
 - These are cycle to cycle variations in LFOSC period
 - We need a **low bandwidth** Low Pass Filter (LPF) to reject this noise
- Random Telegraph Noise (RTN)
 - These cause a sudden change in mean LFOSC frequency
 - We need a **high bandwidth** LPF to settle to the new LFOSC frequency

But these are **contradictory** requirements!

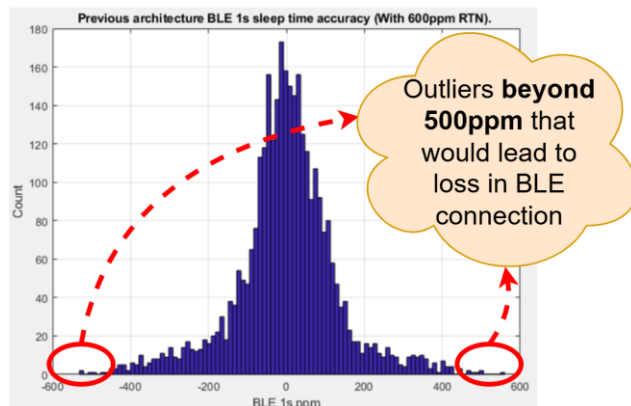
That's the **challenge!**

In the below plots, the two types of noise is illustrated:-



Prior Art

- Although a 1st order low pass filter based previous architecture seemed like a good candidate for measuring the average clock period of LFOSC, but it has the following **drawbacks**:
 - ✗ Fast filter response was **too fast** and it captured significant jitter noise while settling to the new LFOSC period
 - ✗ Slow filter response was **too slow** to calculate average LFOSC period with desired accuracy in given time
 - ✗ Lacked a robust mechanism to **detect** LFOSC frequency shift due to RTN **as soon as possible**
 - ✗ Very difficult to **tune** the filter for **varying** oscillator noise characteristics and strike the right balance between accuracy and power consumption
 - ✗ Did not give the statistics backed **confidence** to achieve 1s sleep time accuracy of **500ppm**, which led to failure observations in silicon. This would have led to **loss of BLE connection**.
- The below histogram shows BLE 1s sleep time accuracy (for prior art filter) for **~3600** 1s standby durations, with **600ppm** of RTN injected randomly and **28ns** of cycle to cycle jitter:



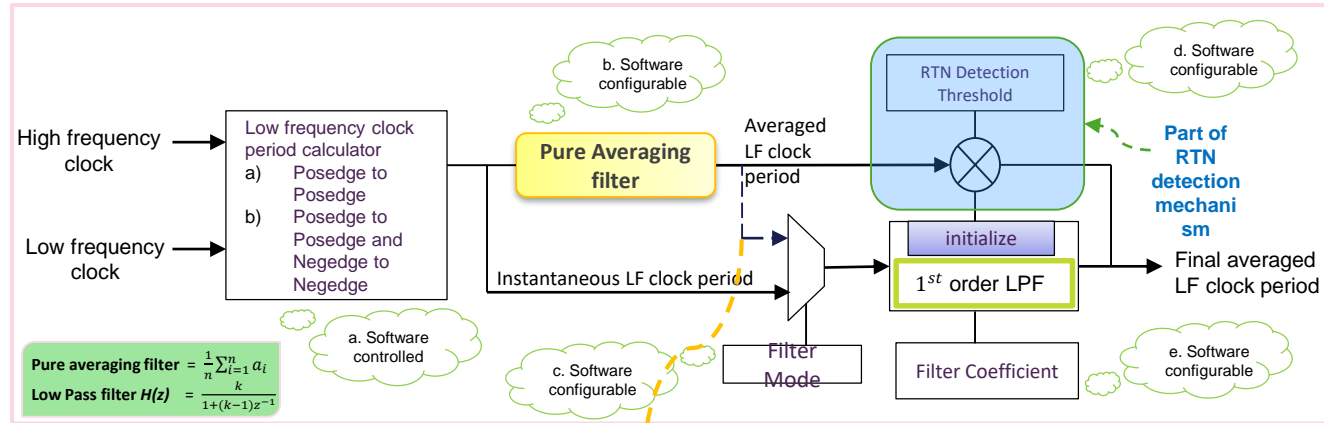
What is BLE 1s sleep time accuracy?

- When an SOC goes to sleep for 1s, it's the difference between the **actual sleep time** as compared to elapsed **real world** 1s, once the SOC wakes up:
$$\frac{|1 - \text{actual sleep time}|}{1} * 10^6$$
- The max tolerable error in actual wakeup time for 1s sleep window is **500us (or 500ppm)** (as per BLE spec)

Proposed solution

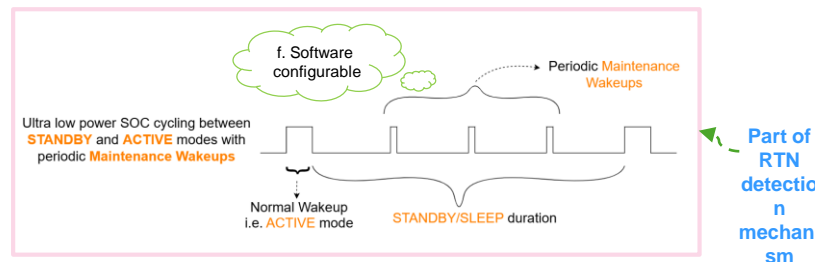
Depending on the selected **filter mode**, the average LFOSC period calculation measurement can run for either **short duration** or **long duration** or **both**. Dynamic selection of measurement duration **saves power**.

Filter Mode 1 (Dynamic Run time):



Key Highlights

- **Lower power consumption** due to **dynamic** window selection
- **Faster** average period calculation



Algorithm for RTN detection:-

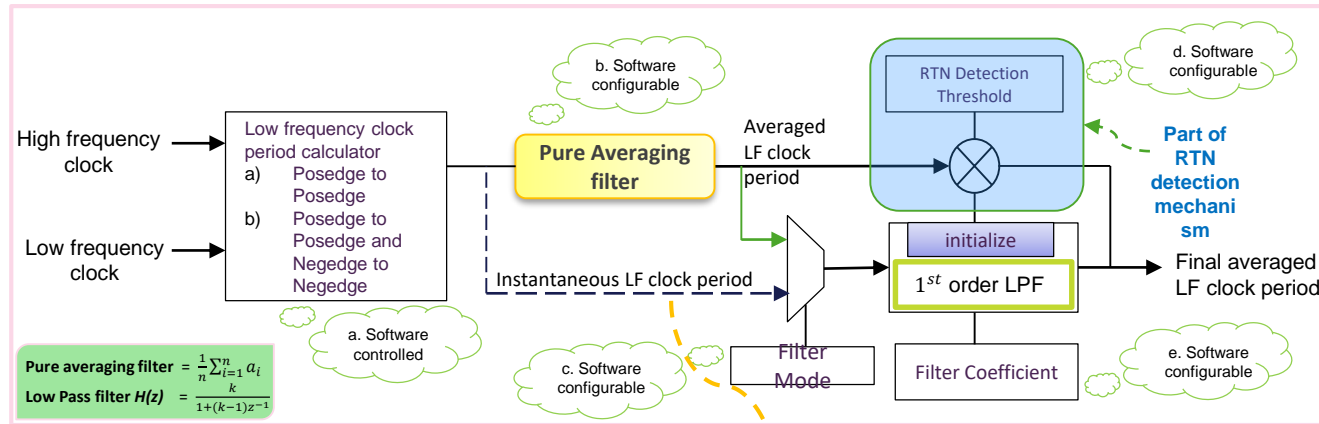
1. Compare the **current** result of 1st order LPF with pure averaging filter at the end of **short duration** window
2. If the error is beyond the RTN threshold error
 - Continue the pure averaging for the remaining duration of **long window**
 - At the end of long window **re-initialize** the LPF with the result from pure averaging circuit
 - **Reset** the pure averaging filter and go back to step 1
 - else
 - **Reset** the pure averaging filter and go back to step 1

General scenario without RTN:-

The 1st order LPF is updated at **every** LF clock edge

Proposed solution

Filter Mode 2 (Static Run time):



Key Highlights

- **Higher power consumption** due to **static** measurement window size selection
- **Slower** average LFOSC period calculation time as compared to Filter Mode 1

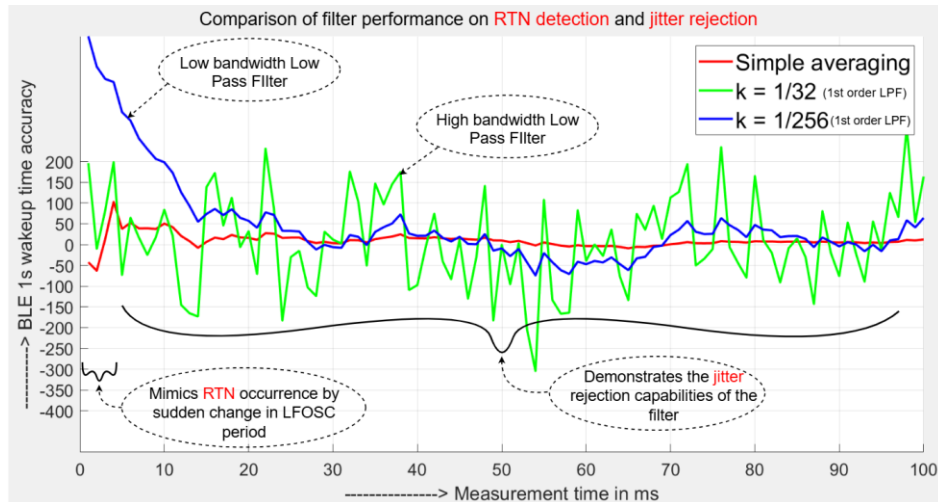
Algorithm for RTN detection:-

1. Compare the **previous** result of 1st order LPF with pure averaging filter at the end of **long duration** window
2. If the error is beyond the RTN threshold error
 - **Re-initialize** the LPF with the result from pure averaging circuit
 - **Reset** the pure averaging filter and go back to step 1
 - else
 - **Reset** the pure averaging filter and go back to step 1

General scenario without RTN:-

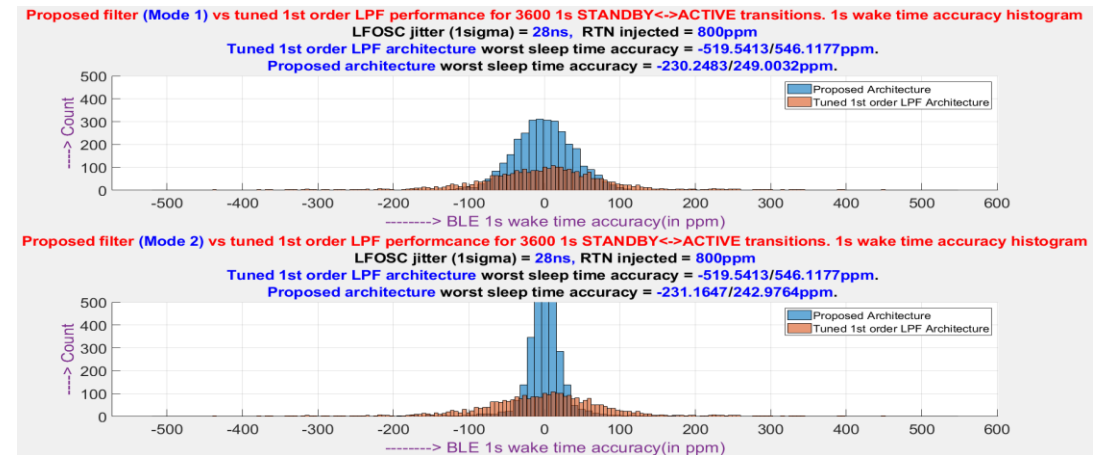
The 1st order LPF is updated at the **end of long duration measurement** window

Results



The above plot shows the **1s** wakeup time accuracy in ppm(compared to real world time) for **given** measurement window of filter operation(indicated by x-axis).

Scenario	Parameter	Filter	Value
RTN correction	Settling time	Tuned LPF	~30ms
		Proposed filter	~<10ms
Jitter noise rejection	Time drift over 1s	Tuned LPF	~75ppm
		Proposed filter	~20ppm



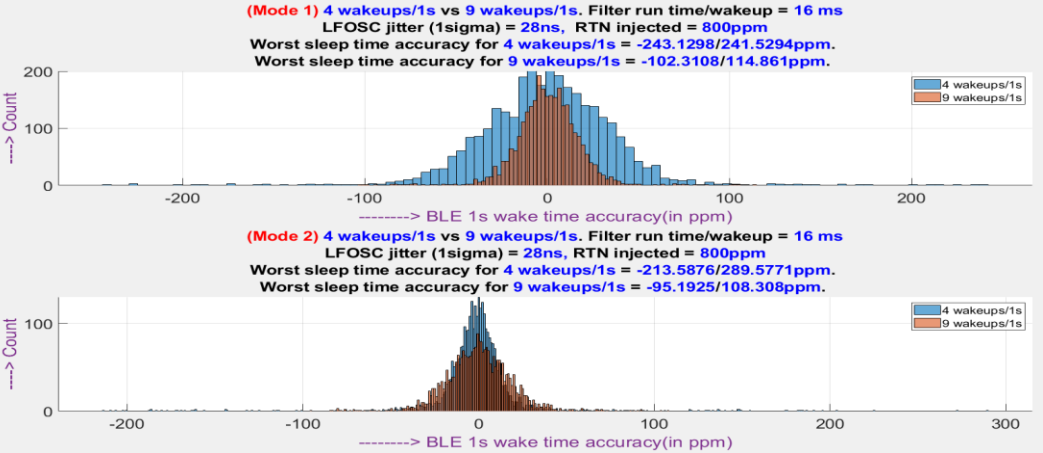
Above plot shows histogram comparison of **1s** wakeup accuracy. There are **4 wakeups** in 1s (i.e. **3** additional **maintenance** wakeups), with window size of **4ms** each. Noise details mentioned in figure.

Tuned LPF vs Proposed Filter Mode 1 & 2 (Filter run time/wakeup = 4ms)

Operation Mode	Parameter	Tuned LPF	Proposed filter
Proposed filter - Mode 1	Worst case outlier (ppm)	546ppm	249ppm
	Standard Deviation (ppm)	110ppm	42ppm
Proposed filter - Mode 2	Worst case outlier (ppm)	546ppm	242ppm
	Standard Deviation (ppm)	110ppm	32ppm

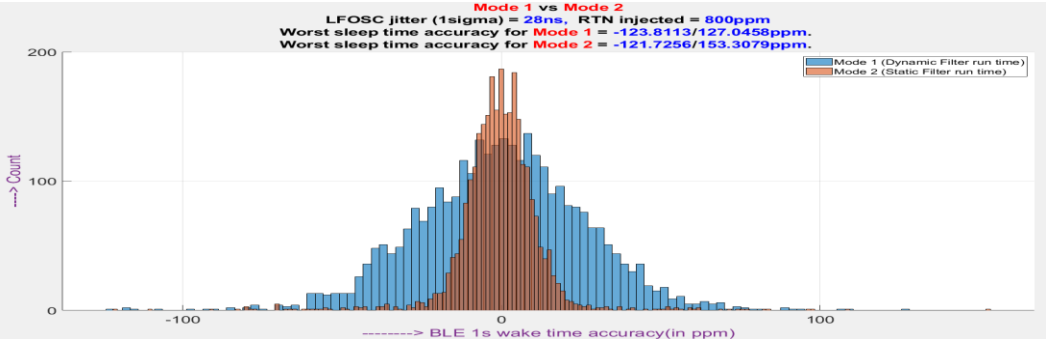
Results

Proposed filter vs Wakeups/1s STANDBY window (Filter run time/wakeup = 16ms)



Parameter	Wakeups/1s window (Maintenance wakeups)	Proposed filter - Mode 1	Proposed filter - Mode 2
Worst case outlier (ppm)	4	243ppm	289ppm
	9	114ppm	108ppm
Standard Deviation (ppm)	4	41ppm	23ppm
	9	28ppm	18ppm

Mode1 (Dynamic Filter run time/wakeup) vs Mode 2 (Static Filter run time/wakeup) for low-medium jitter oscillator



In **Filter Mode 1**, filter will run for **4ms** when if there is no RTN.
Once RTN is detected, filter will run for **16ms**
In **Filter Mode 2**, filter will always run for **16ms** per wakeup

Parameter	Proposed filter - Mode 1	Proposed filter - Mode 2
Worst case outlier (ppm)	127ppm	153ppm
Standard Deviation (ppm)	26ppm	14ppm
Average filter run time (ms)	4.04ms	16ms

Both the filter modes have **acceptable** performance but
Filter Mode 1 has **~4x** lower run time



Understanding the results

Scenario		Filter Run time	Periodic wakeups	Impact on power consumption
LFSOC jitter	LFOSC RTN			
Low	Low	Low in both modes	Minimal (may be 0)	Low
Low	High	Low with Mode 1 Higher with Mode 2	Multiple	Medium
High	Low	High in both modes	Minimal	Medium
High	High	High in both modes	Multiple	High

Conclusion:

- Periodic wakeup count = $f(\text{LFOSC RTN magnitude})$
- Filter run time = $f(\text{LFSOC jitter magnitude}, \text{LFOSC RTN magnitude})$



Results Summary

	Old/traditional methodology using LPF	Proposed Filter architecture
Jitter rejection capability	1s wake time error of up to 75ppm	1s wake time error of up to 20 ppm
RTN correction performance	Corrects RTN in up to 40ms	Corrects RTN in <10ms
RTN detection performance	Poor or non existent due to large filter settling time	Can detect RTN with high accuracy in <5ms
Number of failure counts to meet 500ppm spec in 3600 (~1 hr) 1s STANDBY<->ACTIVE transitions	~10	0
Adjusting to multiple use cases based on power<->wake time accuracy tradeoff, using software configurability	NA	Possible
Risk of violating BLE spec	Possible	Eliminated



From the results it was concluded that the proposed filter architecture will **always** meet the **500ppm wakeup time accuracy** with **any On-chip RC oscillator architecture** thus enabling **crystal free BLE operation**

- As compared to a tuned LPF, the proposed filter architecture:
 - is **faster** in **correcting RTN**
 - is **better** in **rejecting jitter noise**
 - has **statistically better** performance, which is attributed to **lower** ppm error standard deviation, which in turn gives **higher** accuracy confidence
- Different modes** of filter operation targeting specific scenarios
- The Proposed filter has oscillator **architecture agnostic** solution
- Measuring LFOSC period for **both** posedge to posedge and negedge to negedge has proven to **reduce** the filter run time by further **20%** for **same** measurement window
- The below table summarizes the major **software knobs** to detect and correct the **2 major** noise types in silicon:

Performance Parameter	Culprit noise type	Most effective Software configurations
Worst case ppm outlier	RTN magnitude	<ul style="list-style-type: none"> Configuring the Number of maintenance wakeups Configuring right RTN detection threshold
Accuracy confidence without RTN	Jitter noise magnitude	<ul style="list-style-type: none"> Selecting right filter mode (i.e. Filter Mode 2 for highest confidence) Configuring the right filter run time/wakeup