### Understanding how real time oscilloscopes achieve > 16 GHz bandwidth



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Agilent Oscilloscope Portfolio





# 90000A 8 Channel Form Factor



- Highest bandwidth and signal to noise ratio at 8 and 12 GHz
- 8 channels and only 7 rack U high
- 40 GSa/s across all eight channels
- Up to 25mS of captured data (1 G memory)
- PCIe download speeds of 80 Mb/s, including Fibre connector
- Full Diskless Operation, Run Without Hard Drive



#### Introducing the Infiniium 90000 X-Series Oscilloscopes

#### Engineered for 32 GHz true analog bandwidth that delivers:



The industry's highest real-time measurement accuracy The industry's first 30 GHz oscilloscope probing system The industry's most comprehensive measurement software

The future of oscilloscopes is now	DSA-X 91604A	DSA-X 92004A	DSA-X 92504A	DSA-X 92804A	DSA-X 93204A
Analog Bandwidth	16 GHz	20 GHz	25 GHz	28 GHz	32 GHz
Max Sample Rate			80 GSa/s		
Max Memory			2 Gpt		
Probe Bandwidth	Up to 30 GHz				

Bandwidth upgradable scopes and probes



# Schedule

- 1. Brief de-embedding presentation
- 2. Scope Architecture
- 3. Hardware Performance
- 4. Frequency Interleaving
- 5. DSP Boosting
- 6. Measurement Comparisons
- 7. Conclusion





# A common system: Link





### **Familiar Sight?**





**Measurement Plane** 





# **Measuring Waveforms on a System**



Realtime Oscilloscope= Waveform Analyzer





# Simulating an Additional Channel Element



Realtime Oscilloscope= Waveform Analyzer

Realtime Oscilloscope= Waveform Analyzer





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# Virtual Probing (or Measurement Plane Relocation)



Realtime Oscilloscope= Waveform Analyzer





# Virtual Probing (or Measurement Plane Relocation)



#### What you Want...





# **'Simulated' Measurements?**

Is it *Unreasonable* to consider that these scenarios can yield a new class of measurements where a waveform acquisition can be *TRANSFORMED* to a VIEW at another location either <u>real</u> or <u>virtual</u>??

NO!! It is NOT Unreasonable!

If we can describe the system <u>accurately</u> then it is 'just math'!



# Modeling your system Virtual Probing 0 0 Source Device B D 50Ω **Digital Source**

Circuit Elements: capacitors, inductors, resistors Parameters: Z, Y, S-Parameters Time Domain: Impulse Response Frequency Domain: Transfer Functions



# How a Source might be modeled:





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# **Creating models in ADS (Agilent Design System)**









### **S-Parameters: Definition**



- A Matrix of S-Parameters is used to describe multi-port devices
- a1,a2 represent the waves entering ports 1,2 respectively
- b1,b2 represent the waves exiting ports 1,2 respectively
- The voltage observed on port 1 is described by the vector addition of the voltage waves described by a1,b1
- Frequency based (Sinusoids)





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# **S-Parameters: Time Domain View**



#### **Digital Communication Analyzer**

Evaluate Wave Reflected at Port 1 vs Wave incident at Port 1...  $S_{11}$ 

Evaluate Wave Transmitted through to Port 2 vs Wave incident at Port 1... S<sub>21</sub>

Flip Device around and repeat for  $S_{22}$  and  $S_{12}$ .



# **S-Parameters: Frequency Domain View**



#### Vector Network Analyzer

Sinusoidal Stimulus Directional Devices Pick off voltage waves A, B, C, D  $S_{21} = B/A$  vector  $S_{11} = C/A$  vector  $S_{12} = C/D$  vector





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# S-Parameters: 2 to 4 Port





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### **S-Parameters: 4-Port**





# **Transfer Functions**

If you want to see signal at S but can only measure at M, what do you do?

- A Transfer Function describes the ratio of a voltage wave <u>entering/exiting</u> one port to a voltage wave <u>exiting/entering</u> another port.
- An S-Parameter or combination of S-Parameters can be used as a Transfer Function.
- Transfer Functions are commonly described in the frequency domain H(s), where s=jw









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# **Transfer Functions, continued**



An Ambiguity is what Relationship from M to S truly is:

It could be:

- 1.  $S = S_{21B}^{-1} \times M$  (Simple Gain Compensation)
- 2. S = The node voltage, v(t), in the circuit (Reference Plane Relocation)
- 3. S = The node voltage, v(t), with Element B removed and 50 $\Omega$  to ground connected (Channel Element Removal or De-Embedding)



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# **Scope Architecture**

This presentation will focus on the pre-amplifier and the importance of understanding its bandwidth



The future of oscilloscopes is now	Maximum Preamplifier Bandwidth	Oscilloscope Bandwidth Spec
DSP Boosting	16 GHz 🛌	20 GHz
Frequency Interleave	16 GHz 🛛 🛏	30 GHz
True Analog Bandwidth	32 GHz	32 GHz



# The oscilloscope pre-amplifier

- Presents a DC coupled 50 ohm termination impedance at the scopes inputs to its full bandwidth
- 2. Provides a mean to offset the dynamic range of the input signal
- 3. Corrects the response of the oscilloscope
- 4. Provides anti-aliasing at maximum sample rate
- 5. Can drive both sampler IC and the trigger IC
- 6. Isolates the sampler IC from the trigger outputs



Agilent's proprietary multi-chip modules



# Preamplifier output bandwidth determines the bandwidth of the oscilloscope

Unless:

#### You DSP boost

### You use frequency interleaving





# Hardware Performance (pre-amplifier BW)



Requires significant investment to achieve raw hardware performance to bandwidths > 16 GHz

Semiconductor Process	Cutoff Frequency (GHz)
Agilent Indium Phosphide HBT	200
IBM 8HP	207
Infineon B7HF200	200
IBM 7HP	110
ST BICMOS9MW	230
IHP SG25H1	190





# **Key Points of Hardware Performance**

- Requires investment in state of the art chip processes
- Typically will have linear noise density to full bandwidth
- No noise penalty due to DSP
- □ Flat frequency response
- Design is still a key part of the oscilloscope performance





# Data from 90000 X-Series (Hardware Perf.)





# What is Frequency Interleaving



Frequency Interleaving is an RF Technique that allows for faster time to market to achieve higher bandwidth



# How does frequency interleaving work?



- 2. Signal then enters a diplexer
- 3. Low frequency content goes through pre-amplifer
- 4. High frequency content is immediately down-converted
- 5. Down-converted HF content, goes through lower BW rated pre-amplifier
- 6. Signal is all put back together



# **Key Points of Frequency Interleaving**

- Requires significant DSP processing
- Enabled by high powered PC
- Achieved through significant advances in RF design
- Down-conversion is a key part of the acquisition
- Signal is actually interleaved twice
- Allows for faster bandwidths with less investment than hardware performance







## Data from frequency interleaved oscilloscope





# Hardware performance vs. frequency interleaving





# **DSP boosting (extending the bandwidth)**



- ✓ Does not extend the bandwidth as much as frequency interleaving.
- Does not require additional hardware to extend the bandwidth
- Frequency extension achieved with filters





# How DSP boosting works



- Pre-amplifier bandwidth (red trace) does not achieve full bandwidth
- 2. Filter is applied that "boosts" the high frequency components of the oscilloscope (green trace)
- 3. Additional bandwidth is achieved, up to 25% bandwidth increase (blue trace)
- Bit tradeoff of the signal is the noise increase and ENOB erosion of the 2<sup>nd</sup> harmonic

# Filter and software work together to achiever higher bandwidth



# **Key points of DSP boosting**

- Requires bandwidth boosting of high frequency components through DSP processing
- Achieves up to 25% additional bandwidth without the addition of extra hardware
- Trades off measurement accuracy for extra bandwidth as the noise density is significantly increased where boosting filter is applied





# Data from DSP boosted oscilloscope





# Hardware performance vs. DSP boosting



DPO7000, DSA/DPO70000, and DSA/DPO70000B Series Digital Phosphor Oscilloscopes Specifications and Performance Verification Technical Reference"



# Conclusion

- Agilent's 90000 X-Series oscilloscope is the only oscilloscope with >16 GHz pre-amplifier bandwidth and as a result has the lowest noise floor, highest effective bits, and flattest frequency response
- Frequency interleaving achieves the highest frequency gain, with the least pre-amplifier bandwidth, but trade-off is signal is down-converted and interleaved twice
- DSP boosting achieves higher bandwidth with little additional hardware, but tradeoff is increased noise







