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High-Speed Pulse Generator Has Programmable Levels

Abstract: As integrated circuits (ICs) speed up, the rise/fall times of most pulse and function generators (5ns typical) become inadequate for measuring time intervals below 20ns. You can overcome this limitation with analog switches or advanced CMOS logic gates, which create faster digital edges. The turn-on/ turn-off times for these switches produce very fast rise/fall times. A single-pole double-throw (SPDT) switch can create pulses whose high and low levels are programmable.

Lilliputian dimensions associated with the sub-micron geometries of most digital and many analog processes result in much faster circuit operation. As ICs speed up, the rise/fall times of most pulse and function generators (5ns typical) become inadequate for measuring time intervals below 20ns. You can overcome this limitation with analog comparators or advanced CMOS logic gates, which create faster digital edges. Their rise/fall times are fast enough, but the signal levels include ground and V_{CC} only.

The sub-micron processes used in high-speed digital circuits have been applied to analog switches as well, so the turn-on/ turn-off times for these switches also produce very fast rise/fall times. What's more, a single-pole double-throw (SPDT) switch can create pulses whose high and low levels are programmable.

A feature of the analog switch that hinders its use as a pulse generator is the intrinsic built-in delay (break-before-make time) that guarantees a SPDT switch does not short the two switched terminals together during a transition. Unfortunately, this delay and the switches' finite turn-on time also extends the rise and fall times. You can avoid this effect by adding a dynamic pull-up and pull-down to the circuit (**Figure 1**). A sufficiently low pull-up/pull-down impedance can drastically improve the corresponding rise and fall times.

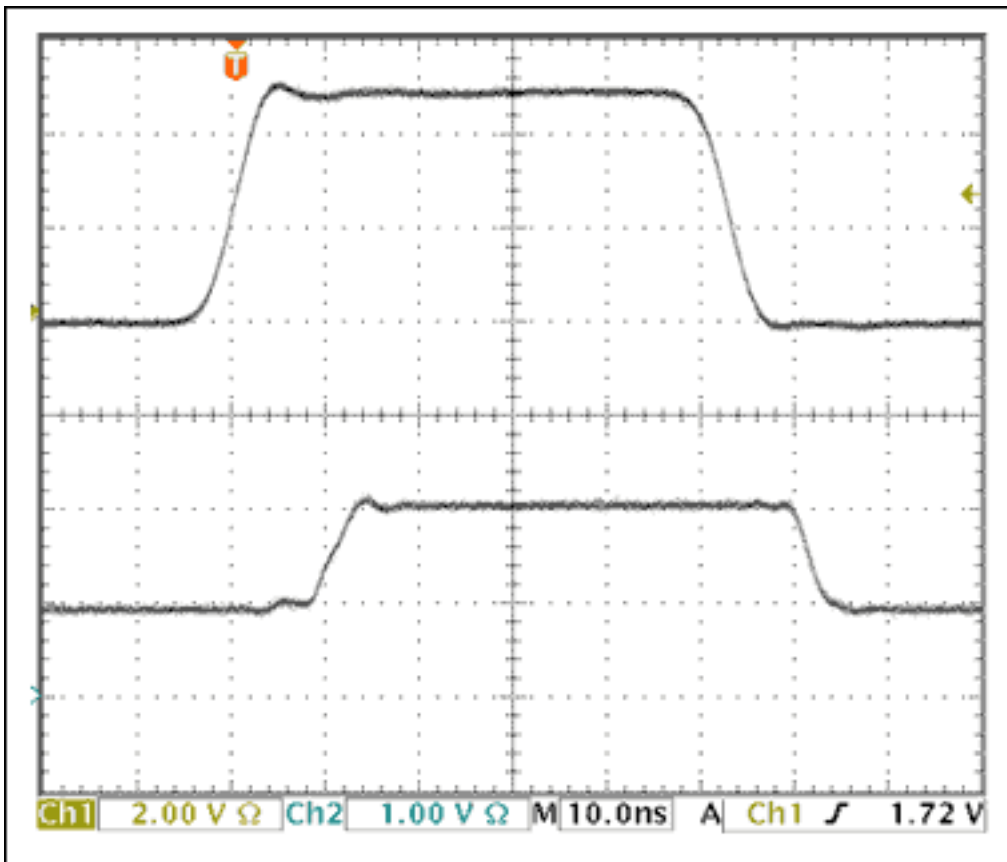


Figure 2. Figure 1's input (lower trace) and output (upper trace) illustrates fast output transitions and settable output levels.

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