# design ideas 

## Preheat starter for electronic ballast

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ELectronic ballasts for fluorescent lamps use various techniques to turn on the bulbs. The design usually involves a compromise between turn-on voltage and lamp life because the two are inversely related. One way to reach a reasonable compromise is to initially allow a momentary inrush current to warm the filaments, followed by a series of interrupted short circuits across the lamp that generate the required high voltage to trigger the fluorescent. With a preheated filament, the necessary strike potential reduces to half.

The trigger circuit in Figure 1 controls the electronic switch across the bulb. At start-up, $\mathrm{IC}_{1 \mathrm{D}}$ 's output is low as $\mathrm{C}_{1}$ and $\mathrm{C}_{2}$ charge toward $\mathrm{V}_{\mathrm{CC}}$. $\mathrm{IC}_{1 \mathrm{D}}$ 's low output pulls $\mathrm{IC}_{1 \mathrm{C}}$ 's inverting input low, which causes $\mathrm{V}_{\mathrm{O}}$ to clamp high. A high level at $\mathrm{V}_{\mathrm{O}}$ closes the switch and forces current through the filaments. After approximately $0.5 \mathrm{sec}, \mathrm{IC}_{1 \mathrm{D}}$ 's output changes state and allows $\mathrm{IC}_{1 \mathrm{C}}$ to accept the high-frequency signal at its noninverting input. $\mathrm{IC}_{1 \mathrm{~A}}$ is a square-wave oscillator, which causes $\mathrm{V}_{\mathrm{O}}$ to be a high-frequency-pulse series that lasts for approximately 1 sec . At the end, $C_{2}$ reaches a high enough volt-
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age to force $\mathrm{IC}_{1 B}$ to pull down $\mathrm{IC}_{1 \mathrm{~A}}$ 's noninverting pin to ground. With a grounded $\mathrm{IC}_{1 \mathrm{~A}}$ output, $\mathrm{V}_{\mathrm{O}}$ clamps low.

The high-frequency switching strikes the preheated lamp. In case the bulb fails to start, the circuit turns off and then on again. Residual charges on the capacitors
discharge through $D_{1}$ and $D_{2}$ to ensure precise timing.

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Figure 1

## design ideas

## Low-cost circuit programs EEPROMs

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WHEN YOU MIGRATE to 3.3 V system supplies, you must usually replace your old, reliable EEPROM programmer with a new, overly flexible and expensive universal programmer. We could not find a 3.3V programmer for less than $\$ 1000$. For less than $\$ 100$, the circuit in Figure 1 extends the functional life of any 5 V EEPROM programmer. You can apply the circuit to any bidirectional 5 to 3.3 V level-translating application. The key to the circuit lies in choosing the correct logic families. The 74 VHC and 74LVC families handle the

5-to-3.3V conversion better than previous logic families, such as the 74 HC series. The 74 HC family accommodates 3.3 V operation, but the input-protection diodes clamp the input voltage within a diode drop of $V_{D D}$ (Figure 2a). So, applying 5 V to the input of a 74 HC part powered from 3.3V results in much undesired current. An external resistor could limit this current, but this fix would impact bus speed. The 74VHCT and 74LVC families do not use a reversebiased diode to $\mathrm{V}_{\mathrm{DD}}$ (Figure 2b), so the input voltage can safely rise to 5.5 V , re-
gardless of the supply level.
The 74HCT family handles the 3.3-to5 V conversion. This 5 V CMOS logic family uses input switching levels skewed to accommodate TTL-level inputs. The low and high levels are 0.8 and 2.4 V , respectively, in comparison with the typical CMOS levels of 1.5 and 3.5 V . Because the inputs receive high levels of 3.3 V at most, CMOS-optimized 74 HC logic would not guarantee recognition of logic 1 inputs. On the other hand, to a 74 HCT powered from 5 V , a 3.3 V input level represents a solid logic 1 . We selected the tristatable

Figure 1






For less than $\$ 100$, this circuit adapts a 5V EEPROM programmer for 3.3 V operation.

## design ideas

buffer function for the EEPROM-programmer level translation. The circuit in Figure 1 programs a $3.3 \mathrm{~V}, 64$-kbit EEPROM, using a 5 V programmer. For the address and control pins, the output-enable pin of the 74 VHC chips is constantly active. For the bidirectional data bus, the OEB5 and OE3 signals control the in/out selection. When OEB5 is low and OE3 is high, a read operation takes place, and the EEPROM has control of the data bus. When OEB5 is high and OE3 is low, a write operation takes place, and the programmer drives the data bus.

Figure 2

(a)

The 3.3V-powered 74HC-logic inputs are not amenable to 5V inputs (a); 74HVC and 74LVC inputs have no such problem (b).

A 28-pin DIP socket, $\mathrm{IC}_{2}$, connects to the 5 V EEPROM programmer. The circuit uses an additional adapter to interface to the 32-pin PLCC target device, IC. The 74VHC and 74LVC logic parts are not readily available in DIP form, so you can use SOIC-to-DIP adapters for breadboarding. If the 74HCT541 is not available, you can use the alternatepinout 241 or 244.

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## Circuit yields ultralow-noise VGA

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Anumber of Single-chip VGAs vari-able-gain amplifiers are available today. Unfortunately, they all have drawbacks, such as high noise, 55 V limit, low input impedance, or nonlinear gain/frequency characteristics. The circuit in Figure 1 is a 16 -step, ultralownoise VGA that solves many of these
problems. $\mathrm{IC}_{1}$ is a low-noise quad op amp, and $\mathrm{IC}_{2}$ is a quad SPDT CMOS switch. The stages switch in successive multiplication (gain) factors using a TTL binary code. The values shown provide 0 to $45-\mathrm{dB}$ gain in $3-\mathrm{dB}$ steps. For best lownoise performance, the higher gain stages precede the lower gain stages. The circuit
exhibits approximately $3 \mathrm{nV} / \sqrt{\mathrm{Hz}}$, referred to the input, for most gain settings. The highest noise is $4.5 \mathrm{nV} / \sqrt{\mathrm{Hz}}$ at a gain of 9 dB . Distributing the total gain across multiple stages increases the overall bandwidth. The output stage has a different configuration to yield a low-output-impedance output driver

Figure 1


This VGA offers ultralow noise, a wide dynamic range, and high bandwidth.
at all gain settings.
If you need to remotely control the gain, you must concern yourself with ground loops that can compromise the low-noise characteristics of the circuit. One solution is to place optoisolators in the four digital-control lines, so that no ground connection exists between the two ends of the cable except through the power supply. The method you use is an analog differential-control voltage using an ADC to generate the 4 bits. Figure 2 shows a circuit that performs this function well. $\mathrm{IC}_{1}$ is a differential receiver, and $\mathrm{IC}_{2}$ is an 8-bit ADC . In some applications, you could get away with using only the ADC, because it already has a differential input. However, you must take care not to exceed the narrow com-mon-mode range of the ADC's input. A more robust solution is to place a differential receiver in front of the ADC, as shown. $\mathrm{R}_{1}$ and $\mathrm{C}_{1}$ form a lowpass filter for the control voltage to the ADC. The 4 high-order bits from the ADC control the CMOS switches. As shown, the ADC op-

## TABLE 1-PERFORMANCE VERSUS GAIN

| Step | Gain <br> $(\mathrm{dB})$ | $\mathrm{V} / \mathrm{V}$ | Noise <br> (referred to input) <br> $(\mathrm{nV} / \sqrt{\mathrm{Hz}})$ | 3-dB bandwidth <br> $(\mathrm{MHz})$ |
| :---: | :---: | :---: | :---: | :---: |
| 0 | 0 | 1 | 3.1 | 10.5 |
| 1 | 3 | 1.4 | 3.8 | 7.7 |
| 2 | 6 | 2 | 4.4 | 5.1 |
| 3 | 9 | 2.8 | 4.5 | 4.6 |
| 4 | 12 | 4 | 3.6 | 2.7 |
| 5 | 15 | 5.6 | 3.6 | 2.7 |
| 6 | 18 | 7.9 | 3.7 | 2.6 |
| 7 | 21 | 11.2 | 3.7 | 2.6 |
| 8 | 24 | 15.8 | 3 | 0.88 |
| 9 | 27 | 22.4 | 3 | 0.89 |
| 10 | 30 | 31.6 | 3 | 0.94 |
| 11 | 33 | 44.7 | 3 | 0.96 |
| 12 | 36 | 63.1 | 3 | 0.97 |
| 13 | 39 | 89.1 | 3 | 0.97 |
| 14 | 42 | 125.9 | 3 | 1.04 |
| 15 | 45 | 177.8 | 3 | 1.02 |

$\log$ control. You can use $\mathrm{R}_{1}$ and $R_{2}$ in Figure 1 to shift down the overall gain range with little sacrifice of noise characteristics. You can obviously alter the individual gain stages to yield other ranges and step sizes, such as 0 to 30 dB in $2-\mathrm{dB}$ steps. At the expense of circuit simplicity, you could replace the quad op amp with four ultra-lownoise op amps, such as the LT1128 or AD797. This replacement lowers the noise to approximately $1.4 \mathrm{nV} / \sqrt{\mathrm{Hz}}$. You could also increase the number of stages, thereby providing a wider dynamic range, finer gain steps, or both. The benefits of this circuit over commercially avail-
erates in a self-clocking mode and needs no other controls.
$\mathrm{R}_{2}$ and $\mathrm{C}_{2}$ control the sampling frequency, approximately 640 kHz for the values shown. $D_{1}, R_{3}$, and $C_{3}$ provide power-up initialization for the ADC's clocking function. The control-voltage steps are 310 mV apart, providing ample noise immunity. Table 1 shows the performance of the overall circuit with ana-
able single-chip VGAs include ultra-low noise, high bandwidth, $\pm 13 \mathrm{~V}$ range, high input impedance, ground-loop immunity, and user-defined dynamic range and step size.

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An ADC controls the gain-setting codes for the circuit in Figure 1.

## ${ }^{\text {deses }}$ ideas

# Sequential channel selector simplifies software 

Alex Knight, Cummins Engine Co, Columbus, IN

An EFFICIENT BUT POWERFUL circuit is useful for a variety of applications with limited I/O and for which you want to use one input to sequentially select a different output channel (Figure 1). When the software changes the state of only one input, the circuit sequentially selects one output channel at a time for test purposes. Because the test-application environment is potentially harsh, the circuit must have relatively high noise immunity and transient protection at the inputs. You must also be able to reset the circuit to resynchronize the hardware with a test program after any interruption in testing.

Although the resulting circuit may seem simple and standard, it is distinctly robust. The delayed reset signals at $\mathrm{IC}_{2}$ 's Pin 1 and $\mathrm{IC}_{3}$ 's Pin 2 return the counter and flip-flop ICs to their initial state so that $\mathrm{OUT}_{1}$ is the first channel active at the first count. The power-on and switch-activated reset circuit includes $\mathrm{R}_{1}, \mathrm{D}_{3}$, and $\mathrm{D}_{4}$ to protect against ESD that could arc over the switch contacts when someone first touches the switch. The IN signal input circuit has similar transient protection with $\mathrm{R}_{2}, \mathrm{D}_{1}$, and $\mathrm{D}_{2}$. A simple RC oscillator generates the clock signal at $\mathrm{IC}_{2}$ 's Pin 9, and the second four-stage binaryripple counter, $\mathrm{IC}_{3}$, divides this clock by
16. The oscillator frequency is approximately 21 Hz , but you can change $\mathrm{R}_{3}$ and $\mathrm{C}_{1}$ to produce the desired frequency, which is approximately $1 / R_{3} C_{1}$. You can also use a potentiometer in place of $R_{3}$ to make the frequency adjustable. Keep in mind that the flip-flop clock-cycle period should be much less than the expected active and inactive periods of the IN signal but long enough to produce adequate debouncing of the input signal to maintain good noise immunity. The circuit serves a low-speed application, so the clock at $\mathrm{IC}_{2}$ 's Pin 9 is 1.3 Hz .

The circuit filters and buffers the IN signal before sending it to the flip-flop

Figure 1


A robust circuit uses one input to sequentially select one output channel at a time.
input at $\mathrm{IC}_{2}$ 's pin 4. The Schmitt inverter, $\mathrm{IC}_{1}$ with its built-in hysteresis and the cascaded flip-flop circuit provide high immunity to noise, and the cascaded flipflop ignores any glitches on the input signal that occur asynchronously to the flipflop clock signal's positive-going transitions. The circuit uses the $\overline{\mathrm{Q}_{1}}$ output signal as the $\mathrm{CLK}_{\mathrm{A}}$ clock input to the first four-stage binary ripple counter, $\mathrm{IC}_{3}$. Negative-going transitions increment the counter as the timing diagram indicates at counts 1, 2, and 3 (Figure 2). The circuit uses the $\mathrm{Q}_{2}$ output to select the ac-tive-high $\mathrm{CS}_{1}$ chip-select input of $\mathrm{IC}_{4}$ 's one-of-eight decoder, which allows plenty of time for the ripple counter outputs to stabilize, even at high flip-flop clock speeds. These outputs do not simultaneously change states. With $\mathrm{CS}_{1}$ high, the positive-going $Q_{3}$ output signal at the $L E$
input of the decoder $\left(\mathrm{IC}_{4}\right.$, pin 4$)$ latches the output channel that the state of the $\mathrm{A}_{0}$-to- $\mathrm{A}_{2}$ address inputs select. Latching the output channel ensures you that any subsequent noise-induced counter-output state changes will not affect the out-put-channel states. While $\mathrm{CS}_{1}$ is low, the $\mathrm{Y}_{0}$-to- $\mathrm{Y}_{7}$ outputs from $\mathrm{IC}_{4}$ are also low. This design maintains a similar off-time for all of the output channels, as reflected in the input signal, although the circuit delays any change of state for each of the outputs by approximately two cycles of the flip-flop clock period.
$\mathrm{IC}_{5}$ can drive loads that sink as much as 350 mA at room temperature, such as relays, solenoids, dc motors, and lamps. This eight-channel source-driver IC is unnecessary if CMOS outputs suffice as the channel-select signals. The $\mathrm{IC}_{5}$ source voltage can climb to 35 V if you add a sep-
arate supply. $\mathrm{IC}_{5}$ has internal diodes on all of the outputs to clamp inductive spikes.

The circuit includes a switch for generating a reset signal, which you can use in addition to or instead of an external reset signal. The input can also be an external analog signal or non-TTL, as long as you properly compensate for any dc offset necessary to work at the switching thresholds of the Schmitt inverter. You can cascade additional ripple-counter stages and add decoders and output drivers to select from more output channels.

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Figure 2


Negative-going transitions increment the counter at counts 1, 2, and 3.

## $\mu$ C provides timer function

## Tito Smailagich, ENIC, Belgrade, Yugoslavia

The circuit in Figure 1 is a $\mu \mathrm{C}$ based programmable timer with two output channels. The first channel, activated by pressing the red switch, $\mathrm{S}_{3}$, has a red LED at its output. This channel is active until it reaches its desired timeout point. The second output channel connects to a green LED and is active after a preselected time-out period. The second channel remains active until the next depression of the red switch. You can deactivate both channels at any time by pressing the green switch, $\mathrm{S}_{1}$. In normal mode, the display shows the current re-
mainder of the desired time in seconds. The display decrements by 1 until it reaches 0 . The timebase in seconds derives from the main oscillator of the $\mu \mathrm{C}$, which generates a real-time interrupt every 8 msec . The $\mu \mathrm{C}$ multiplies the 8 msec by 125 , yielding a timebase of 1 sec . You program the desired time interval by pressing the yellow switch, $\mathrm{S}_{2}$; the display shows the programmed value. If you need to change the programmed value, pressing the red switch decrements the value by 1 until it reaches 0 , after which it starts with 99 . If you need to put the
timer interval into memory, press the green switch, and the $\mu \mathrm{C}$ writes the value in its internal EEPROM. You can download the software for the MC68HC11E1 $\mu \mathrm{C}$ from EDN's Web site, www.ednmag.com. Click on "Search Databases" and then enter the Software Center to download the file for Design Idea \#2629.

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Figure 1

XTAL


An MC68HC11 $\mu \mathrm{C}$ provides flexible timing functions.

