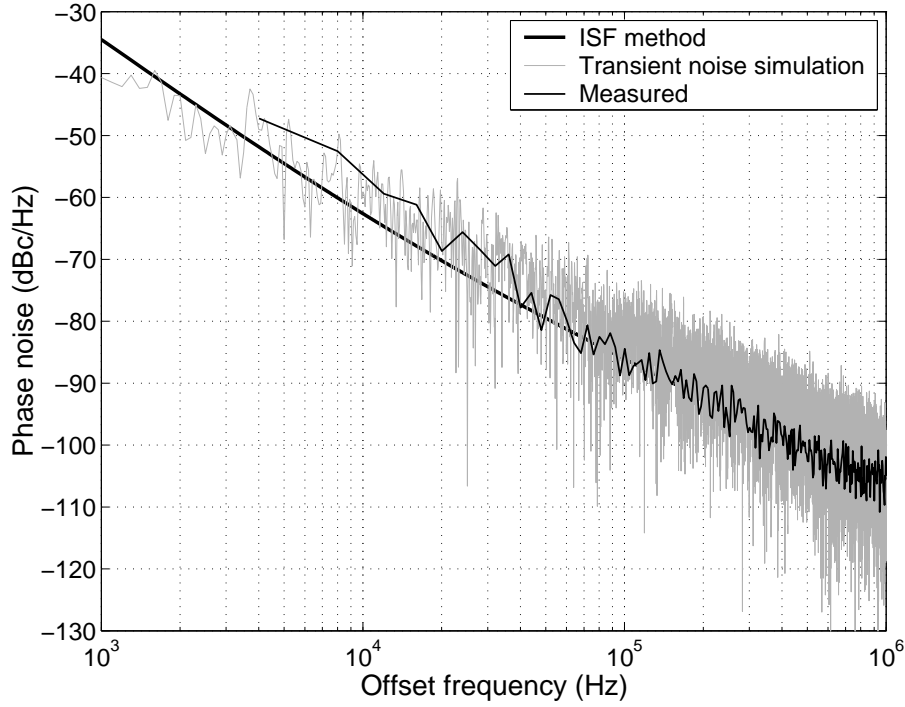


## Errata

Equations (7) in [P1] and (6) in [P9] are incorrect. The right way to determine the phase noise spectrum resulting from a flicker noise source is to utilize one of the two following expressions:

$$\mathcal{L}(\Delta\omega) = 10 \log_{10} \left( \frac{\Gamma_{dc}^2}{q_{max}^2} \frac{\overline{i_n^2}/\Delta f}{8\pi^2 \Delta f^2} \frac{f_{1/f}}{\Delta f} \right) = 10 \log_{10} \left( \frac{\phi_{dc}^2}{\Delta q^2} \frac{\overline{i_n^2}/\Delta f}{8\pi^2 \Delta f^2} \frac{f_{1/f}}{\Delta f} \right),$$

which are consistent with (5.20) and with the footnote text on the same page. The phase noise spectra of the 2.0-MHz frequency reference, originally presented in Figs. 6 and 11 in [P1] and [P9], respectively, are redrawn below.

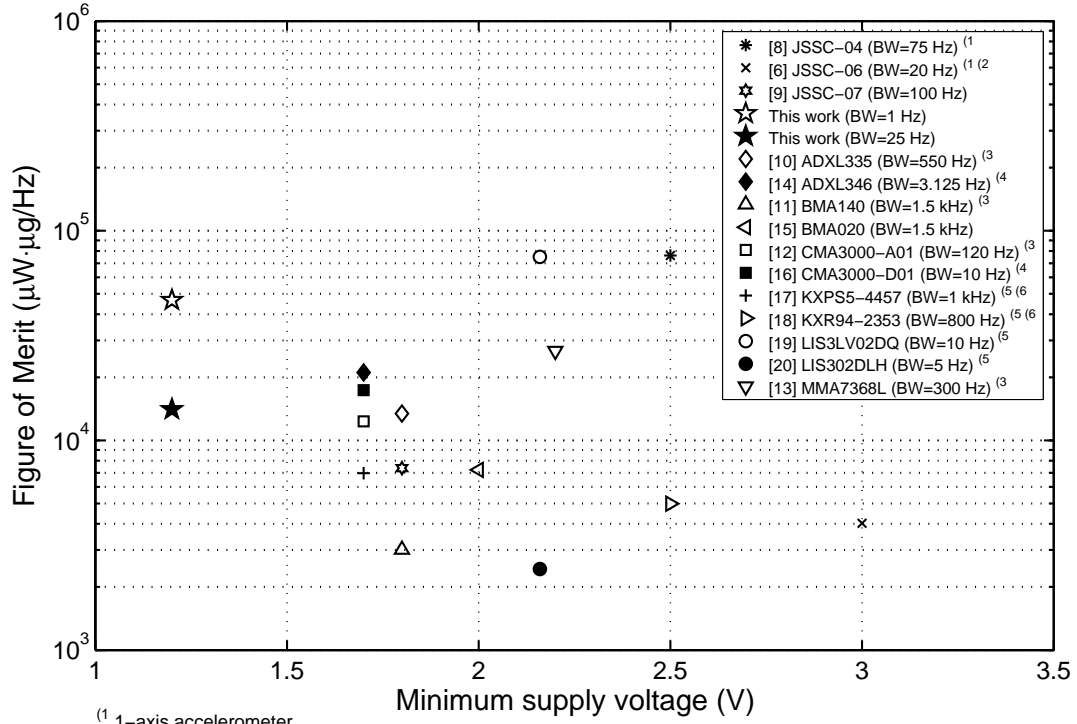


In [P5], Fig. 32.2.3 implies that the output voltage of the  $\Delta\Sigma$ -type sensor front-end is directly proportional to  $V_{REF}$ , i.e.,

$$V_{OUT} = \frac{C_P - C_N}{C_P + C_N} V_{REF},$$

which is in conflict with the equations presented in [P8], as well as with that given in (3.9). The equation shown above is valid only when  $V_{REF} = V_{DD}/2$ . Moreover, in order to shift the output range to extend from zero to  $V_{DD}$ , an additional sum term equal to  $V_{DD}/2$  should be added. Because this front-end performs the direct C/D conversion, it is practical to define the output as a bit average  $\overline{B}$ , as has been done in [P8] and (3.9).

In [P8], Fig. 15 includes three products, namely ADXL346, CMA3000-D01, and LIS3LV02DQ, the FOMs of which were calculated erroneously as a result of misinterpretation of the datasheets. Redefined FOM results are shown below. Furthermore, the signal bandwidths used in the calculations are included in the legend of each accelerometer.



<sup>(1)</sup> 1-axis accelerometer

<sup>(2)</sup> Operates mechanically in closed-loop

<sup>(3)</sup> Analog accelerometer

<sup>(4)</sup> Assumed that noise floor does not change when bandwidth and current consumption are decreased

<sup>(5)</sup> Mechanical noise floor used in (19)

<sup>(6)</sup> Mechanical bandwidth used in (19)