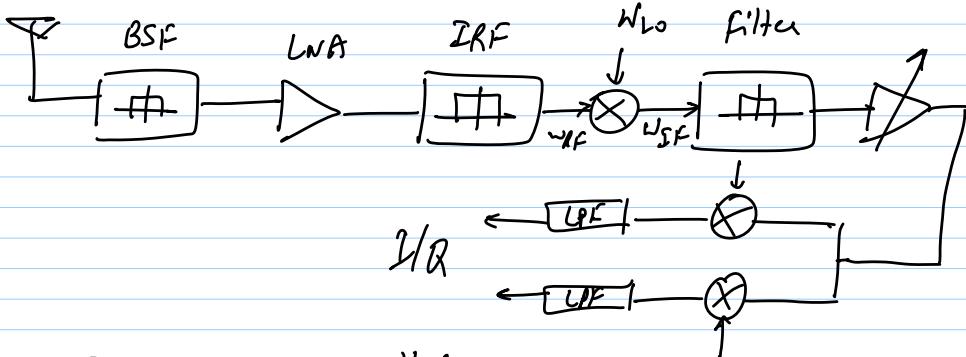


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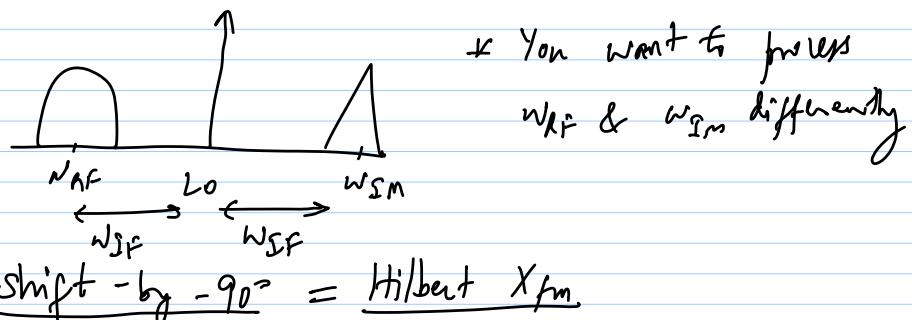
II Heterodyne Rx



- * IRF - image filtering
- * No DC offset / f_f noise problems

III Image-Reject Rx

- * IRF - off-chip, b/w w_{IF} , so no interleave



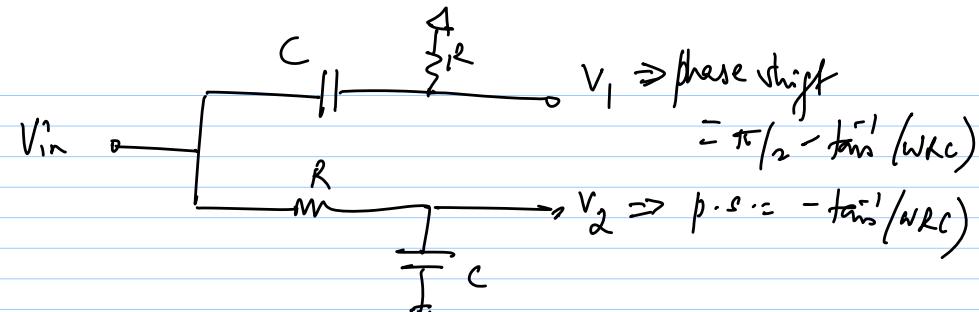
$$x(t) = \text{bowl} t \implies -\text{wave} t$$

* high IF — easy I/F
I/F stage design is difficult

low IF — easy I/F design
I/F is difficult (high Q)

tradeoff between:

image rejection (sensitivity)
and channel selection (selectivity)

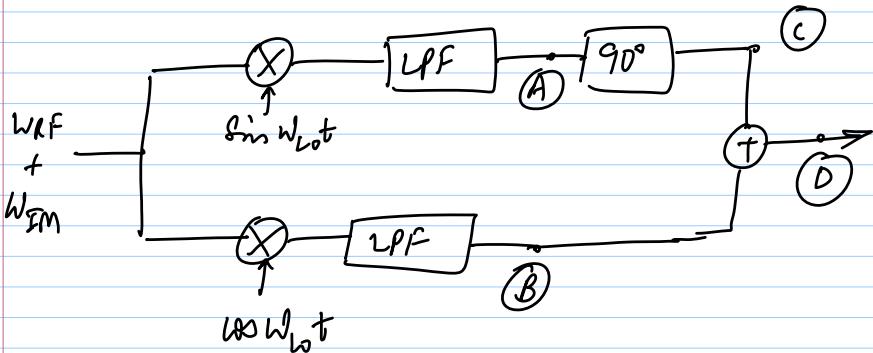


* V_1 & V_2 will have $\pm 45^\circ$ phase shift

* Ampl. of V_1 & V_2 are equal only

$$\textcircled{a} \quad \omega = \frac{1}{RC}$$

Hartley Architecture



$$x_{RF}(t) = A_{RF} \cos w_{RF} t ; \quad x_{IM}(t) = A_{IM} \cos w_{IM} t$$

$$x_A(t) = -\frac{A_{RF}}{2} \sin(w_{Lo} + w_{RF})t + \frac{A_{IM}}{2} \sin(w_{Lo} - w_{IM})t$$

Issues:

- * Amplitude matching
- * 90° w_{Lo} to apply to w_{RF} & w_{IM}
- * Mis matches

Lo inputs $A_{Lo} \sin w_{Lo} t$

$$(A_{Lo} + g) \cos(w_{Lo} t + \phi)$$

$$\text{* Image to Signal Ratio} = \frac{\text{Image power}}{\text{Signal power}} \quad \text{@ some point in the det.}$$

$$x_B(t) = \frac{A_{RF}}{2} \cos(w_{Lo} - w_{RF})t + \frac{A_{IM}}{2} \cos(w_{Lo} - w_{IM})t$$

$$x_C(t) = \frac{+A_{RF}}{2} \cos(w_{RF} - w_{Lo})t - \frac{A_{IM}}{2} \cos(w_{Lo} - w_{IM})t$$

$$x_D(t) = x_B(t) + x_C(t)$$

$$= A_{RF} \cos(w_{Lo} - w_{RF})t$$

* 90° phase shift distinguishes between RF & IM (polarity)

Image Rejection Ratio

$$\text{IRR} = \frac{\text{Image to Signal ratio @ output}}{\text{" @ input}}$$

Weaver Architecture

