

(14.1) (a) Show that the circuits in Figures 14.1 and 14.2 differentiate, integrate, sum, and difference.

Z_{in} and Z_{out} share current I

The virtual ground is held constant

$$I_{in} = \frac{V_{in} - 0}{R_{in}} = I_{out}$$

$$V_{out} = 0 + I_{out}R_{out}$$

$$I = \frac{V_{in}}{R_{in}}$$

$$V_C = \int I dt$$

$$V_{out} = 0 = V_C = \int \frac{V_{in}}{R_{in}} dt$$

$$i_{in} = C \frac{dV_C}{dt}$$

$$i = \frac{V_{out}}{R}$$

$$V_{out} = \frac{dV_{in}}{dt} CR$$

$$i_{out} = \sum i_{in} = \sum \frac{V_{in}}{R_{in}}$$

$$V_{out} = i_{out} R_{out} = R_{out} \sum \frac{V_{in}}{R_{in}}$$

$$V_+ = V_2 \left(\frac{R_{out}}{R_{in} + R_{out}} \right)$$

$$V_- = V_{out} \left(\frac{R_{in}}{R_{in} + R_{out}} \right) + V_1 \left(\frac{R_{out}}{R_{in} + R_{out}} \right)$$

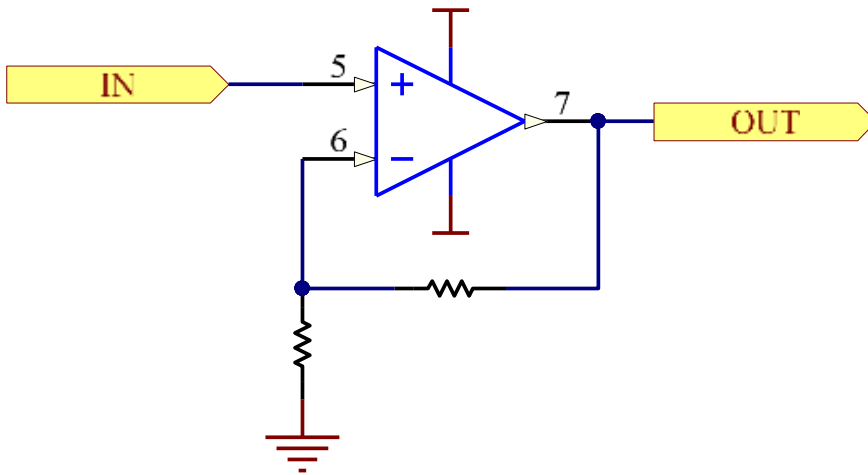
$$V_2 \left(\frac{R_{out}}{R_{in} + R_{out}} \right) = V_{out} \left(\frac{R_{in}}{R_{in} + R_{out}} \right) + V_1 \left(\frac{R_{out}}{R_{in} + R_{out}} \right)$$

$$V_2 R_{out} = V_{out} R_{in} + V_1 R_{out}$$

$$V_2 R_{out} - V_1 R_{out} = V_{out} R_{in}$$

$$V_{out} = -(V_2 - V_1) \frac{R_{out}}{R_{in}}$$

(b) Design a non-inverting op-amp amplifier. Why are they used less commonly than inverting ones?

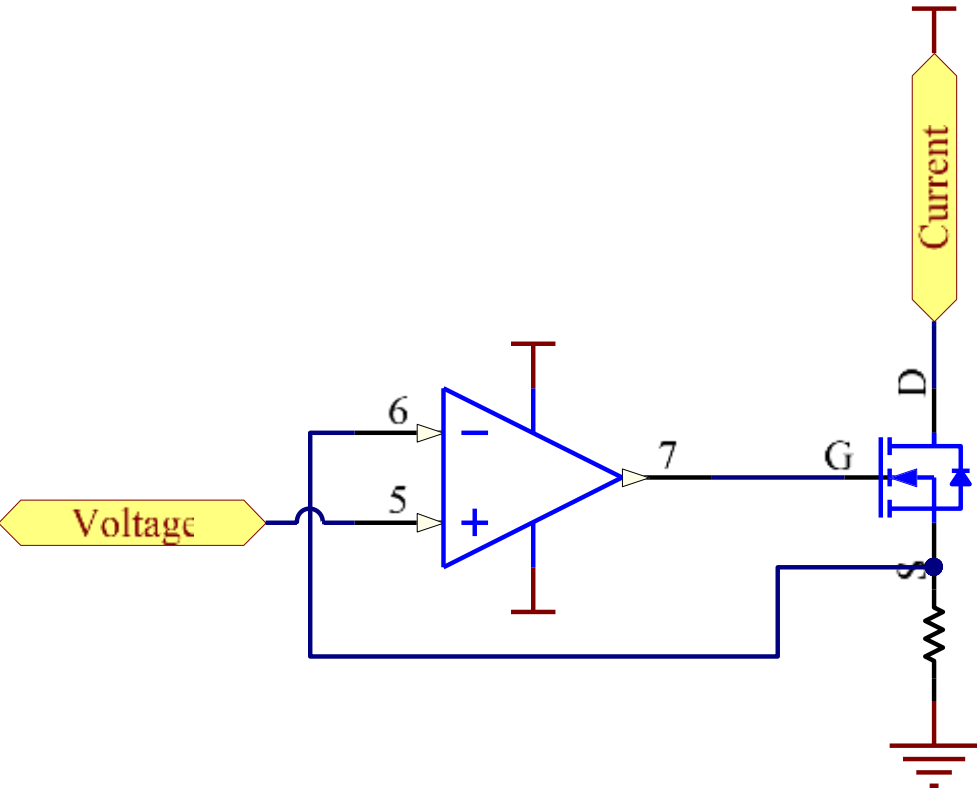
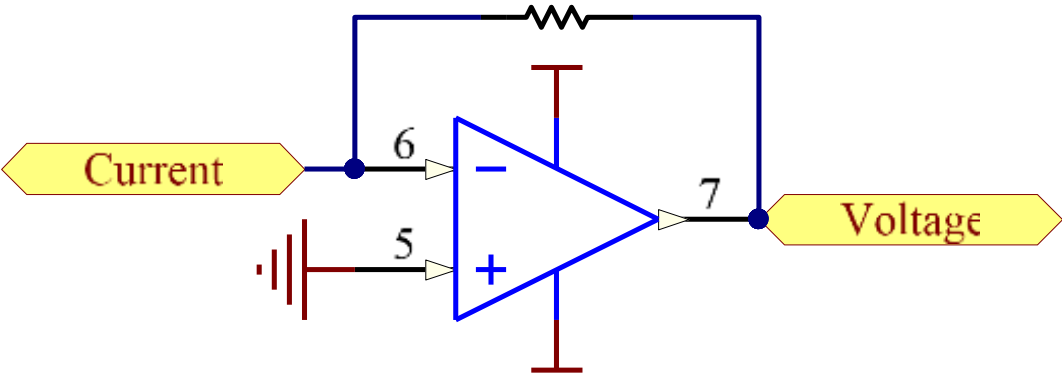


William's Rule: "Always invert (except when you can't)."

"A zero volt summing point is a very friendly and reassuring place. It is (nominally) predictable, mathematically docile, and immune from the sneaky common mode dragons."

CMRR aside, a non-inverting amplifier has higher input impedance, lower output impedance, and doesn't suffer blow-through at frequencies the op-amp can't keep up with.

(c) Design a transimpedance (voltage out proportional to current in) and a transconductance (current out proportional to voltage in) op-amp circuit.



(d) Derive equation (14.16).

$$14.16: \frac{dV_F}{dt} = -\frac{R_O}{R_I} \frac{dV_{PD}}{dt} - \frac{V_{PD}}{R_I C}$$

$$i = \frac{V_{PD}}{R_1}$$

$$V_F = iR_0 + V_C$$

$$\frac{dV_C}{dt} = \frac{i}{C}$$

$$V_F = \frac{V_{PD}}{R_1} R_0 + V_C$$

$$dV_F = dV_{PD} \frac{R_0}{R_1} + dV_C$$

$$dV_F = dV_{PD} \frac{R_0}{R_1} + \frac{i}{C}$$

$$-dV_F = dV_{PD} \frac{R_0}{R_1} + \frac{V_{PD}}{R_1 C}$$

(14.2) If an op-amp with a gain–bandwidth product of 10 MHz and an open-loop DC gain of 100 dB is configured as an inverting amplifier, plot the magnitude and phase of the gain as a function of frequency as R_{out}/R_{in} is varied.

(14.3) A lock-in has an oscillator frequency of 100 kHz, a bandpass filter Q of 50 (remember that the Q or quality factor is the ratio of the center frequency to the width between the frequencies at which the power is reduced by a factor of 2), an input detector that has a flat response up to 1 MHz, and an output filter time constant of 1 s. For simplicity, assume that both filters are flat in their passbands and have

sharp cutoffs. Estimate the amount of noise reduction at each stage for a signal corrupted by additive uncorrelated white noise.

$$A(t) + \eta(t)$$

$$(A(t) + \eta(t))e^{i\omega t}$$

(14.4) (a) For an order 4 maximal LFSR work out the bit sequence.

1 1 1 0 1 0 1 1 0 0 1 0 0 0 1

arr = [1,0,0,0]
 constants = [1,0,0,1]

```
for i in range(64):
    output = sum([a*b for a,b in zip(arr, constants)]) % 2
    print output,
    arr = [output]+ arr[:-1]
```

(b) If an LFSR has a chip rate of 1 GHz, how long must it be for the time between repeats to be the age of the universe?

$$13.772 \text{ Byr} * 1\text{GHz} = 4.34E^{26}$$

N=89

(c) Assuming a flat noise power spectrum, what is the coding gain if the entire sequence is used to send one bit?

Coding gain is $10\log_{10}(2^{89})$

A linear block code's coding gain is KD/N :

Maximum distance code $d = n-k+1$

$$k(n - k + 1)/n = k - k/n - 1/n$$

(14.5) What is the SNR due to quantization noise in an 8-bit A/D? 16-bit? How much must the former be averaged to match the latter?

Quantization error is $\frac{1}{2}$ an LSB on average flatly distributed. The energy is therefore:

$$\int_{-2^{-N-1}}^{2^{-N-1}} x dx =$$

$$\sqrt{\int_{-\frac{q}{2}}^{\frac{q}{2}} e^2} = \sqrt{\int_{-2^{-N-1}}^{2^{-N-1}} x^2 / 2^{N+1}} = \sqrt{\frac{1}{12} 2^{-2(N+1)}}$$

$$\text{Quantization noise} = 2^{-(N+1)} \sqrt{\frac{1}{12}}$$

$$\text{Signal Power} = \text{rms of a full scale sinusoid} = \frac{1}{4\sqrt{2}}$$

$$\text{Snr} = \frac{(1/4\sqrt{2})}{2^{-(N+1)}/\sqrt{12}}$$

8 bit = .00056 \rightarrow -65dB

16 bit = 0.0000022 \rightarrow -113dB

Oversampling 8 additional bits requires $2^8 = 256$ samples, but would never work in practice.

(14.6) The message 00 10 01 11 00 (c1, c2) was received from a noisy channel. If it was sent by the convolutional encoder in Figure 14.20, what data were transmitted?

I wrote a naïve decoder. Message 10110 should result in 00 **11** 01 **01** 00, which is only two errors.

compare = [0,0,1,0,0,1,1,1,0,0]

```
possiblecodes = range(32)
```

```
for code in possiblecodes:
```

```
    arr = [0,0,0]
```

```
    val = []
```

```
    print code
```

```
    for i in range(5):
```

```
        inbit = 1 & (code >> i)
```

```
        arr = [inbit, arr[0], arr[1]]
```

```
    c1 = sum(arr) % 2
```

```
    c2 = (arr[0] + arr[2]) % 2
```

```
    print c1, c2, ' ',
```

```
    val.append(c1)
```

```
    val.append(c2);  
print "  
right= [i[0]==i[1] for i in zip(val,compare)]  
print right  
print sum([i*1 for i in right])  
print
```