

**LAB 1**  
**EXPLORING DIGITAL SAMPLING, FOURIER**  
**TRANSFORMS, and both DSB and SSB MIXERS**

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The purpose of this lab is to experimentally investigate digital sampling, digital Fourier transforms, and mixers. Mixers are the basis of heterodyne spectroscopy. Heterodyne spectroscopy, in turn, is what you use every day that you listen to a radio, use a cell phone, watch TV—or do radio astronomy. In the second lab, we’ll use it to observe the 21-cm line emission from our Galaxy.

In this lab, you will be performing several experiments, analyzing the data and generating a number of different data files. You will need to keep careful notes in your **lab notebook!** Or, pay the penalty, and forget what you did, do things twice, and be completely disorganized. Your choice!

## 1. GOALS

- Learn how to sample electronic signals—here, one or more sine waves—digitally using our computers.
- Get started with our programming language, IDL, using it for the mathematical analysis, signal processing, and making nice plots.

- Become acquainted with aliasing and the basic law of sampling: the Nyquist criterion.
- Learn how to use Digital Fourier Transforms (or Discrete Fourier Transforms; DFT) to determine the frequency power spectrum of a time series. Understand leakage power and frequency resolution when sampling a single sine wave.
- Learn about correlation functions and, in particular, autocorrelation functions and power spectra.
- Learn how the FT treats noise, which is the important case for radio astronomy.
- Learn about the Fast Fourier Transform (FFT) as a fast implementation of the DFT.
- Learn how complex inputs to a FT break the negative/positive frequency degeneracy.
- Learn the basics of mixing for frequency conversion (that's the *heterodyne* technique). Explore how real mixers differ from the ideal.
- Construct a sideband-separating (SSB) mixer and explore the mixing process.
- Learn enough Latex to write up your results in a formal lab report, including nice plots and graphs.

## 2. SCHEDULE

There's a lot to do in this lab! If you don't understand the Nyquist criterion by the end of the first week, you're behind. Here's how it should be:

1. *The First Week. For class on 24 Jan:* Finish §3, which requires reading the accompanying material in §4. Be prepared to show your work, your software, and your results to the class, making real-time plots in IDL during your presentation.
2. *The Second Week. For class on 31 Jan:* Finish §5 and the reading in §6. Again, be prepared to strut your stuff to the class.
3. *The Third Week. For class on 7 Feb:* Read the handouts in §7, and then write and hand in your formal report! Your report should contain relevant plots together with commentary to illustrate your work, your thought processes, and your conclusions. Generally speaking, your lab report should address, with discussion and/or plots, each of the goals in §1.

### 3. IN THE LAB: DIGITALLY SAMPLING A SINGLE SINE WAVE (First Week)

#### 3.1. Handouts and Software

As you begin real work this first week, you will need to become immersed in the Linux operating system, the Emacs editor, and IDL. To this end, you'll need to become familiar with the following handouts and IDL procedures:

##### 3.1.1. Handouts

1. Learning Linux: `unixprimer.pdf` “A SHORT UNIX PRIMER” Basic commands for Linux/Unix operating systems. Eventually you'll want to know all of the commands in here because they are so useful.
2. Learning the EMACS editor: `emacs-beg.pdf` “*A Beginners Guide to Emacs*” and the related `emacskeyops.pdf` “Common Editing Tasks and Their EMACS Keystroke Counterparts”. Emacs is excellent for everything, including editing writing computer code. Efficient editing means using the keyboard instead of the mouse; the second handout gives keystroke commands for the most commonly needed editing sequences.
3. Getting into IDL: `idl1tut1.ay121.pdf` “*Quick IDL Tutorial Number One for AY121*” Gives you the basics of IDL.
4. Plotting in IDL: `bpidl.pdf` “*BPIDL—BASIC PLOTTING IN IDL: PLOTS, MULTIPLE PLOTS, COLORS, MAKING POSTSCRIPT FILES*” Sections 1 and 2 are enough for now.
5. *This handout is optional*, because for this lab you can get along with just the material below in §4. This handout is more detailed, 28 pages of all you need to know about Discrete Fourier transforms. `fourierc.pdf` “*DISCREETLY FINE TIMES with DISCRETE FOURIER TRANSFORMS (DFTs with DFTs) or WHY DOES THAT FFT OUTPUT LOOK SO sWEIRD???*”.

##### 3.1.2. IDL Procedures

The following IDL procedures are needed or useful for this lab:

1. `getpico.pro` — runs the A/D board to digitally sample signals. This is essential.

2. `srs1_frq.pro` — sets the frequency of one of the SRS function generators. If you are lazy, you can set the SRSs by hand. If you are creatively lazy, you will want to use `srs1_frq.pro`.
3. `srs1_dbm.pro`, `srs1_vpp.pro` — sets the output level of the same SRS.

### 3.2. Your First Digital Sampling: the Nyquist Criterion

We begin this course by exploring the all-important realms of the Nyquist criterion and aliasing in digital sampling. Clearly, if you sample too slowly the signal won't be well-reproduced. But if you sample really fast, then you generate large data files that take a long time to process. Just how slowly can you sample the signal without completely losing its basic properties (such as, for example, the fact that it oscillates with frequency  $\nu_{sig}$ )?

The fundamental parameter here is the ratio of sampling frequency  $\nu_{smp}$  to signal frequency  $\nu_{sig}$ . With our equipment we can set  $\nu_{smp}$  to only selected, quantized values. However, we can set  $\nu_{sig}$  with almost arbitrarily high precision. So to explore these issues we will pick a sampling frequency  $\nu_{smp}$  and take data at several signal frequencies  $\nu_{sig}$ . Be sure to use a coax T so that you can look at the sampled signal on the oscilloscope. Set the peak-to-peak voltage appropriately so that it doesn't saturate the Analog-to-Digital Converter (known as the ADC). Use `getpico.pro` to get your data.

We want to explore sampling rate issues, so to that end we will begin by...

1. Pick a convenient sampling frequency  $\nu_{smp}$ .
2. Set the synthesizer to frequency  $\nu_{sig} = (0.1, 0.2, 0.3, \dots, 0.9)\nu_{smp}$  and take data.

The sampler always gives you 16000 samples. For this part of the lab, it's easier to deal with fewer, so just use the first  $N$  (in IDL, with the command `firstN= samples[0:N-1]`), with  $N$  being a few hundred or thousand. Throughout the datataking, you should always be monitoring the signal with the oscilloscope. These are sine waves, so it's easy to measure the period by looking at the oscilloscope; each time you digitally sample the signal, you should write down the period (maybe in your *lab notebook*?).

For each dataset, use IDL to plot the digitally sampled waveform versus time. Make the plots informative, meaning that you label the axes (in particular, label the  $x$ -axis in time units) and you can clearly see the signal shape; if necessary, plot only a part of the data so you can clearly see the signal shape (e.g., a few cycles of the sine wave). Plot both the

sampled points and the lines connecting the points; you can do this by setting `psym` in the `plot` command (e.g., `plot, times, timeseries, psym=-4`). Compare your plot with the oscilloscope trace.

Also, for all the datasets derive and plot the Fourier power spectrum (see §4.2 and §4.3). Make sure that you *label the axes* with proper values of time and frequency—and choose convenient units, such as microsec ( $\mu\text{s}$ ) and MegaHz (MHz), to avoid huge and tiny numbers. In deriving the Fourier spectra, use our homegrown DFT procedure (see §4.2).

Now, *look at both sets of these plots* and note any funny business. Think about your results and draw your own conclusion: just what is the minimum sampling rate that you can get away with? (That's *Nyquist's criterion*).

### 3.3. Fourier Voltage and Power Spectra

Above we looked at the power spectrum and didn't examine the voltage spectrum. Now let's look at the voltage spectrum. The voltage spectrum numbers are complex, with real and imaginary parts. Plot the real and imaginary parts separately. It is most informative to have them on the same panel, which you can do either by plotting the real part and then overplotting the imaginary part in a different color; or you can use two plots one below the other by setting `!p.multi=[0,1,2]` and `plot, freqs, real_part(vspct)` and then `plot, freqs, imaginary(vspct)`. Take a detailed Look at the plotted points with the goal of seeing if they exhibit any symmetry for negative and positive frequencies about 0. What do you see?

To make sure that any conclusions you draw regarding the symmetry are not just a fluke, repeat this process for several independent data streams. The mathematicians have a name for the kind of symmetry exhibited in these voltage spectra. It's called *Hermitian* symmetry.

What does it mean that the voltage spectra are complex? What do the real and imaginary parts represent? Is the imaginary part any less 'real' than the real part? Is it just a figment of your imagination?

What does it mean that we talk of frequencies as being negative and positive? Are negative frequencies any less real than positive ones?

When you compare the plots for several independent data streams, do the voltage spectra repeat identically? Why not? What is happening when sometimes the real portions are positive or negative? when the imaginary portions have more amplitude than the real ones?

For the power spectra, repeat this symmetry examination and the test for repeatability. What kind of symmetry do the power spectral points exhibit? Apply to the power spectra the questions we posed just above for the voltage spectra.

### 3.4. Leakage Power

Above, you calculated a power spectrum for each input signal at  $N$  distinct frequencies separated by  $\Delta\nu = \nu_{\text{smp}}/N$ . In each, you found a spike corresponding to the input signal's frequency. Here, focus on just one of the properly-sampled signals  $\nu_{\text{sig}}$ . Calculate the power spectrum for many more than  $N$  output frequencies than recommended in §4.2, i.e. make the frequency increment much smaller than  $\Delta\nu = \nu_{\text{smp}}/N$ . Making the output frequencies closer together gives a more nearly continuous frequency coverage in the plot of the output spectrum. Turn up the vertical scale a lot to see if there is any nonzero power at frequencies other than  $\nu_{\text{sig}}$ . You *do* see such power! This is *Spectral Leakage*. It affects all power spectra calculated using Fourier techniques.

Can you understand what's going on from a mathematical viewpoint?

### 3.5. Frequency Resolution

If you had two sharp spectral lines, how closely spaced in frequency could they be and still resolve them? Investigate this experimentally by combining two SRS outputs in a power splitter, with the two SRS frequencies very close together, and plot the power spectrum. For this, you'll again want to plot points much more closely spaced in frequency than the  $\Delta\nu = \nu_{\text{smp}}/N$  recommended in §4.2.

How close together can the two frequencies be for you to still be able distinguish them? This is called the *frequency resolution*. How does it depend on the number of samples you use in the DFT? In particular, how does it compare to the length of the time interval that those samples cover?

Can you understand this from a mathematical viewpoint?

### 3.6. Nyquist Windows

Above, we calculated Fourier spectra for frequencies in the range  $\pm\nu_{\text{smp}}/2$ . What do we get when we increase this range? Explore by taking a Nyquist-sampled time series and

calculating the Fourier spectrum for a much larger frequency range,  $\pm N\nu_{\text{smp}}/2$ , where  $N$  is at least 4, retaining the frequency interval. Each value of  $N$  gives you a spectrum in a different *Nyquist window*. How do the spectra in different Nyquist windows compare? Note that, for  $N > 1$ , you are calculating power spectra for frequencies that violate the Nyquist criterion. Nevertheless, the results aren't gibberish. In fact, in Lab 4 of the course we use a digital spectrometer that samples the 12<sup>th</sup> Nyquist window.

This shows that the strictly correct statement of the Nyquist criterion is that the bandwidth—i.e., the frequency *range* of the signal—must not exceed  $\nu_{\text{smp}}$ . For the first Nyquist window this is equivalent to the simpler statement of the Nyquist criterion that we explored at first.

### 3.7. FTs of Noise

A blackbody radiator with temperature  $T_B$  emits electromagnetic waves with power per Hz given by the usual blackbody formula  $I = 2h\nu^3/c^2(e^{h\nu/kT_B} - 1)$ . We are radio astronomers, which means we operate in the regime  $h\nu/kT_B \ll 1$ , so the blackbody formula goes to the much simpler Rayleigh-Jeans (RJ) limit,  $I = 2kT_B/\lambda^2$ . The noise power depends linearly on  $T_B$ , and for a number of good reasons radio astronomers choose to measure noise power in units of temperature.

When we observe, the electric field of the blackbody radiation is converted to voltage when it strikes the probe in the 'feed' of the telescope. The electric field and its corresponding voltage have the same statistical properties: Gaussian randomness and zero mean. Because of the randomness, it's called 'noise'. or more properly 'Gaussian random noise'. In the lab we have laboratory sources of noise. Explore the properties of digitally sampled noise:

1. Connect our noise generator to a 1 MHz low-pass filter (\*\*\*\*DO WE HAVE ANY PASSIVE LP FILTERS THAT WILL WORK???) and take a 16000-point time series with the picosampler. These samples are voltages. What's the mean voltage (sum the voltages, divide by the number in the sum)? What's the mean square voltage (sum the squares of the voltages, divide by the number in the sum). What's the root-mean-square (rms) voltage (it's the square root of the mean square voltage)?
2. Plot a histogram of the sampled voltages (see IDL's `histogram` function). It should look Gaussian, with a dispersion equal to the rms voltage. Overplot this theoretically-expected Gaussian—does it look like your data?
3. Divide the 16000 sampled points into 32 chunks of length 500 and derive the power



spectrum for each chunk using the direct FT method. Plot the average of all 32 power spectra. What does this look like?

4. Plot the power spectrum for a single chunk and compare to the above average. Do the same for the average of  $N$  chunks, where  $N = (2, 4, 8, 16)$ . What you are doing here is looking at how integration time affects the signal-to-noise ratio (SNR): the ‘signal’ is what you see with long integration times and the ‘noise’ is the ‘grass’. How does SNR depend on  $N$ ? (Hint: SNR is proportional to  $N^x$ ; what is  $x$ ?)
5. Calculate the ACF using the entire set of 16000 samples for delays of  $\leq 500$  samples. Also derive the power spectrum from this ACF and compare with the above-derived power spectrum for  $N=32$ . How do they compare? Are they identical? Compare the width (full width half max, or FWHM) of the ACF ( $\Delta\tau_{FWHM}$ ) with the FWHM of the power spectrum ( $\Delta F_{FWHM}$ ). How do  $\Delta\tau_{FWHM}$  and  $\Delta F_{FWHM}$  compare?

#### 4. IN THE MIND: FOURIER TRANSFORMS, THE ANALYTIC AND DISCRETE VERSIONS (First Week)

##### 4.1. The Analytic Fourier Transform

The input to the Fourier transform is voltage versus time, say  $E(t)$ ; the output is voltage versus frequency, say  $E(\nu)$ . The Fourier transform is the integral

$$E(\nu) = \frac{1}{T} \int_{-T/2}^{T/2} E(t) e^{2\pi j\nu t} dt . \quad (1)$$

The input voltage  $E(t)$  is real; it is multiplied by the complex exponential and integrated, so the output  $E(\nu)$  is complex. Of particular importance is that the Fourier Transform is *invertible*: you can go from the time to the frequency domain, and from the frequency domain you can get back to the time domain using the inverse transform

$$E(t) = \frac{1}{F} \int_{-F/2}^{F/2} E(\nu) e^{-2\pi j\nu t} d\nu . \quad (2)$$

*Note:* If you’re paying attention, you would wonder how the integration limits  $F$  and  $T$  are defined above. In the proper analytic formulation, they are both infinity. We emphasize their boundedness here because, in practice, i.e. when you do actual measurements or numerical calculations, neither can be infinity!

## 4.2. The Discrete Fourier Transform (DFT)

Our voltage versus time is not continuous, but rather it is discrete samples. With the digital transform, the integral becomes a sum. In this sum, you need to specify:

1. The set of sample times. I *strongly* suggest:
  - (a) Using  $N$  samples, where  $N$  is even (and even better: a power of 2).
  - (b) Define the time range so that the center time is the zero point. With  $N$  even, there is no center time, so make the times run from  $-\frac{N}{2}/\nu_{smp}$  to  $(\frac{N}{2} - 1)/\nu_{smp}$ .
2. The output is a function of frequency, so you have to specify the frequencies for which you want the output  $E(\nu)$ . I *strongly* suggest that, *at first*, you calculate the the output for  $N$  frequencies running from  $-\frac{\nu_{smp}}{2}$  to  $+\frac{\nu_{smp}}{2} (1 - \frac{2}{N})$ . This makes the frequency increment equal to  $\Delta\nu = \nu_{smp}/N$  over a total range of just under  $\nu_{smp}$ . Thus, you calculate a *voltage* spectrum running from  $-\frac{\nu_{smp}}{2}$  to not quite  $\frac{\nu_{smp}}{2}$  using our in-house DFT procedure. To find out how to use DFT, use the `doc_library` or `doc` function; in IDL, type: `doc, 'dft'`.

## 4.3. Power Spectra and Discrete Fourier Transforms

We are often interested in the output *power spectrum*, say  $P(\nu)$ . Power is voltage squared. For complex quantities, the squaring operation means we want the sum of the squares of the real and imaginary parts. We obtain this by multiplying the voltage by its complex conjugate,

$$P(\nu) = E(\nu)E(\nu)^* . \quad (3)$$

In IDL, there are two ways to get this product. One is to use the `conj` function, i.e. `PF = EF * conj(EF)`. Should the imaginary part of PF be zero? (answer: yes! Why is this?) Is it? (answer: no! Why not?) To get rid of this annoying and extraneous imaginary part, you can use the `float` function: `PF = float(PF)`.

The other (more convenient and suggested) way is to square the length of the complex vector, i.e. `PF = (abs(EF))^2`. The result is automatically real.

## 4.4. The Power Spectrum and the Autocorrelation Function (ACF)

There is a very important theorem involving Fourier transforms of two functions. It is called the *convolution theorem*. It has a cousin called the *correlation theorem*. Understanding

these, and being able to apply them, is one of the requirements for being a real radio astronomer.

The convolution theorem: Consider two functions  $E(t)$  and  $F(t)$ . They may be functions of either frequency or time; here, we take them as functions of time. The convolution of these two functions is

$$[\text{convol}(E(t), F(t))](\tau) = [E * F](\tau) = \frac{1}{T} \int_{-T/2}^{+T/2} E(t)F(\tau - t) dt \quad (4)$$

and the correlation of the two functions is

$$[\text{corr}(E, F)](\tau) = \frac{1}{T} \int_{-T/2}^{+T/2} E(t)F(\tau + t) dt \quad (5)$$

Conceptually, these two functions describe ‘sliding  $F$  over  $E$  by changing the parameter  $\tau$ ’.  $\tau$  is called the ‘time delay’, or simply the ‘delay’. These two expressions are almost identical; the only difference is the sign of  $t$  in the argument of  $F$ . If  $F$  is symmetric, which is the case of interest for us, the two are identical. Denote the Fourier transform of  $E$  as

$$E^{FT}(\nu) = [FT(E(t))](\nu) = \frac{1}{T} \int_{-T/2}^{T/2} E(t)e^{2\pi j\nu t} dt . \quad (6)$$

and similarly for  $F(t)$ . Then the convolution theorem states:

$$[FT(\text{convol}(E(t), F(t)))](\nu) = [FT(E(t))](\nu) \times [FT(F(t))](\nu) \quad (7)$$

and the correlation theorem:

$$FT([\text{corr}(E(t), F(t)))](\nu) = [FT(E(t))](\nu) \times [FT(F(t))]^*(\nu) \quad (8)$$

where the asterisk means ‘complex conjugate’. These theorems apply strictly only in the limit  $T \rightarrow \infty$  (because of ‘end effects’ when  $T$  is finite), but for finite  $T$ —the case for any real measurement—their equality is ‘good enough’. In words: *The FT of the convolution in the time domain is equal to the product of the Fourier transforms in the frequency domain.* Ditto for the correlation theorem, except that one of the FTs is complex-conjugated. If  $F(t)$  is symmetric, then the imaginary part of its Fourier transform is zero, which means  $F^{FT,*}(\nu) = F^{FT}(\nu)$ , and two theorems become identical.

A hugely important application of this theorem is the case when  $E(t) = F(t)$ , in which the correlation function becomes the *Autocorrelation function*  $ACF(\tau)$ , and equation 8 states, in words:

*The power spectrum is equal to the Fourier transform of the ACF*

We’ll talk about other examples and applications in class.

When calculating a digital version of the correlation function, you have to worry about ‘end effects’. Suppose you are calculating an ACF for  $N$  samples with delays  $\Delta N$  ranging up to  $N/2$ . Then the number of terms in the sum is always smaller than  $N$  because the delays ‘spill over the edge’ of the available samples. So when you calculate the ACF you need to properly normalize:

$$ACF(\Delta N) = \frac{\sum_{k=0}^{N-\Delta N-1} x_k x_{k+\Delta N}}{\sum_{k=0}^{N-\Delta N-1} x_k^2} \quad (9)$$

#### 4.5. The Fast Fourier Transform (FFT)

Above in §4.2, you had  $N$  time samples and evaluated the DFT for  $N$  well-chosen frequencies. These were “well-chosen” because for these particular values of frequency—and *only* these particular values—you can get back to the time domain by using the inverse transform (in IDL using `dft`, you accomplish this by setting the `inverse` keyword).

It so happens that, for these particular combinations of frequency and time, there is a very fast algorithmic implementation called the *Fast Fourier Transform*, the FFT. What do we mean by “Fast”? Normally when you do a DFT, you have  $N$  input numbers and  $N$  output numbers and the number of calculations  $\propto N^2$ . When  $N$  gets large, this takes a long time! For the FFT, on the contrary, the number of calculations  $\propto N \ln_2(N)$ , and this makes it possible to do large- $N$  transforms.

Try IDL’s FFT and compare it to your DFT calculation above. The FFT output is ordered in what you might think is a funny and awkward way: when Fourier transforming a time series to obtain  $N$  frequencies, the frequency array is ordered with  $\frac{N}{2} - 1$  positive frequencies first, then  $\frac{N}{2}$  negative frequencies. However, it’s really *not* awkward for most applications. See our “DFT’s with DFT’s” handout for details.

From now on, use FFT instead of DFT—unless you need results for additional output points, either more closely-spaced or over a broader range.

## 5. IN THE LAB: MIXERS (Second Week)

### 5.1. The Double-sideband Mixer (DSB Mixer)

Figure 1 shows a block diagram of a DSB mixer, whose backbone is the device called a mixer, which multiplies the two input signals. It’s simple: the r.f. signal goes into one mixer port, the l.o. goes into the second mixer port, and the i.f. output is the third port.

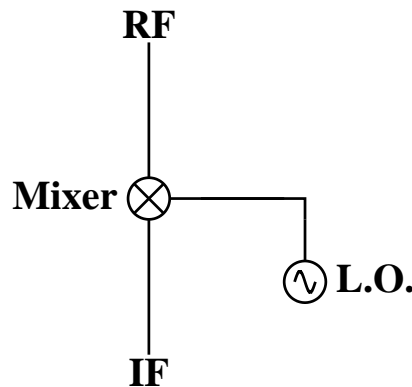


Fig. 1.— A DSB mixer. In the text, we sometimes refer to the r.f. input as the ‘signal’.

For the mixer use a Mini-Circuits ZAD-1, which has three BNC connectors (three *ports*) and works well at these frequencies. The ZAD-1, like nearly all mixers, has its ports labeled “R” (the “RF” or “signal”); “L” (the “local oscillator”); and “X” (the “mixing product”) or “I” (the “intermediate frequency”). The ZAD-1 is a balanced mixer, so the “R” and “L” ports are identical, and in particular will not couple to DC or very low frequencies. In contrast, the “I” port is coupled differently and will handle voltages all the way down to, and including, DC. The mixing process functions no matter which two ports are used as inputs. For example, if you are using a mixer to modulate a high frequency (say, a few MHz) with a low frequency (say, a few kHz), you should use the “I” port for the low frequency and either of the other two for the high frequency; take the output from the third port.

For this, use two SRS synthesizer oscillators as inputs to a mixer to explore the spectra and waveforms in the DSB mixing process. The SRS synthesizers work up to 30 MHz. Assign one of the SRS synthesizers to be your “local oscillator” (*lo*) with frequency  $\nu_{lo}$ , and the other your “signal” with frequencies  $\nu_{sig} = \nu_{lo} \pm \delta\nu$ . Here, you choose the frequency

difference  $\delta\nu$  and you set the two synthesizers, one to the lo frequency and the other to the signal frequency. There are two cases for the signal frequency,  $\nu_{sig} = \nu_{lo} + \delta\nu$  and  $\nu_{sig} = \nu_{lo} - \delta\nu$ . Make  $\delta\nu$  somewhat small compared to  $\nu_{lo}$ , maybe 5% of  $\nu_{lo}$ . For the input power level, a good choice is 0 dbm<sup>1</sup> for both synthesizers. The output consists of both the sum and difference frequencies, so choose the ports appropriately.

We will want to digitally sample the mixer output and explore both the sum and difference frequencies. As you learned above, there are extremely important issues regarding sampling rate. The most basic is the Nyquist criterion. Here, we also want enough samples per period to give you a reasonable visual facsimile of the sine wave when you plot it; from this standpoint, it's nicer to sample at twice Nyquist, or even faster. Another issue is the *number of points* you sample, which must be large enough to give you at least a few periods of the slowest sine wave.

For the two cases  $\nu_{sig} = \nu_{lo} \pm \delta\nu$ , plot the power spectra versus frequency. Explain why the plots look the way they do. In your explanation include the terms “upper sideband” and “lower sideband”.

For one of the cases, plot the waveform. Does it look like the oscilloscope trace? Also, take the Fourier transform (not the power spectrum) of the waveform and remove the sum frequency component by zeroing both the real and imaginary portions (this is ‘Fourier filtering’). Recreate the signal from the filtered transform by taking the inverse transform and plot the filtered signal versus time. Explain what you see.

## 5.2. Real Mixers: Intermodulation Products

Look at one of the above power spectrum plots with the gain turned up so you can see weak signals. What do you see? A forest of lines! What are these?

We describe a mixer as an ideal device that multiplies the two input signals. However, real mixers are not ideal. They function by using nonlinear diodes to perform an approximate multiplication. A real mixer also produces harmonics of the mixed input signals. And it produces the product of harmonics of each input signal times the other, vice-versa, and even harmonics of each input signal with itself—in essence, whatever signal is present inside the mixer will be combined with every other signal. These undesired products produce nonideal signals, which are *intermodulation products*; engineers fondly call them ‘intermods’ or, more

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<sup>1</sup>What does this “dbm” mean? It’s the power relative to 1 milliwatt, expressed in decibels (dB). For our system the cable impedance is 50 ohms; what’s the rms voltage for a signal with power level 0 dbm?

colloquially, ‘birdies’. When a well-designed mixer is operated with the proper input signal levels, the intermods have much less power than the main product, but they can nevertheless ruin sensitive measurements.

Look at your forest of lines and see if you can identify how some of the stronger ones come about.

### 5.3. The Sideband-Separating Mixer (SSB Mixer)

Figure 2 shows a block diagram of a SSB mixer. It’s only a little more complicated than the DSB mixer: it consists of two identical DSB mixers, one on the left and one on the right, fed by the same l.o. *Note the important part:* the right-hand l.o. is delayed by  $90^\circ$  relative to the left-hand one, which means that the mixing product on the right is delayed by  $90^\circ$  with respect to the left. This means we can regard the right-hand output as the real part and the left as the imaginary part of a *complex vector*. We sample both outputs simultaneously and use them as the complex input to the Fourier transform; the resulting power spectrum shows both negative and positive frequencies. Engineers and geeks call this ‘IQ sampling’.

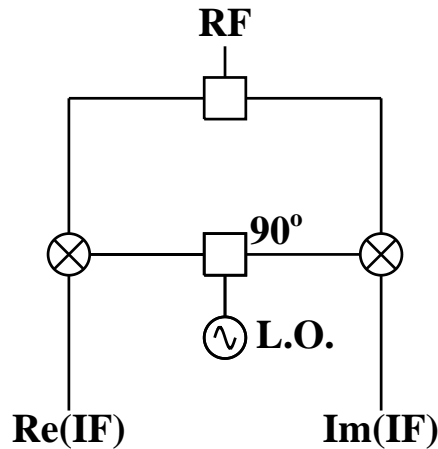


Fig. 2.— An SSB mixer. The important part is the  $90^\circ$  phase delay in the right-hand l.o. This is normally achieved with device called a ‘quadrature hybrid’. We will achieve it with a  $\lambda/4$  piece of cable.

From the block diagram in Figure 2, construct an SSB mixer that achieves the phase

delay with a cable<sup>2</sup>. We will use it to experiment with no phase delay (a short cable) and a 90-degree phase delay (a long cable). For experimentation with this two-output mixer, use the two SRS synthesizer oscillators as inputs, as before.

### 5.3.1. *As a DSB Mixer*

First see what happens when the phase delay cable is short (ideally zero), so that the two halves are essentially identical and have only a small relative phase delay. Pick a value for  $|\delta f|$  and take time series data for the two corresponding values of  $f_{sig}$  (these are the upper and lower sidebands). Calculate the power spectra. When taking the Fourier transform, be sure to make the inputs complex—you have two simultaneous samples, one real and one imaginary. Looking at the power spectra alone, can you distinguish between positive and negative  $\delta f$ ?

### 5.3.2. *The SSB Mixer*

Now see what happens when the phase delay cable introduces a relative phase delay of 90° between the l.o. signals going to the two mixers. Repeat what you did above in §5.3.1. Looking at the power spectra alone, can you distinguish between positive and negative  $\delta f$ ?

If you have the time and inclination, verify that the phase difference between the two mixer outputs behaves as shown in Figure 4. Why does it behave this way?

## 6. IN THE MIND: ON MIXERS AND THE HETERODYNE PROCESS

### 6.1. Some Commentary: The Heterodyne Process

Mixers are important because they allow us to shift the frequency of the whole input spectrum by a uniform amount. They do this by multiplying the input signal by the “local oscillator” (l.o.) with frequency  $\nu_{lo}$ ; this shifts the frequencies by  $\nu_{lo}$ . In radio reception, this is very important because nearly always our *detectors* work best in a fixed frequency range, but our *signals* come in at many different frequencies. For example, for an AM station playing rock music, the ultimate detector is our ear, which works only at audio frequencies;

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<sup>2</sup>Somewhere around the lab we have labelled a cable as being  $\lambda/4$  at 21 MHz.



however, the AM stations transmit at much higher frequency, nearly 1 MHz. A mixer is used to shift the frequencies of the AM station down to the audio region. Such receivers are called *heterodyne* receivers, and this principle is used universally not only in consumer radios, TV’s, and cellphones but also in many other applications including radio astronomy.

## 6.2. Some Theory: The Double Sideband (DSB) Mixer

We now turn to the basic theory of the ordinary DSB mixer, which is very straightforward. An ideal mixer multiplies the two input signals together; this multiplication makes the output signal have the sum and difference frequencies. Usually, one of these is eliminated by using a filter.

Suppose for simplicity that the mixer is ideal and that the two input signals are the following: **(1)** the “local oscillator” with voltage equal to unity (for convenience) and frequency  $\omega_0$ ; and **(2)** two “signals” with voltage  $E_s$  and frequencies  $\omega_{s-} = (\omega_0 - |\delta\omega|)$  and  $\omega_{s+} = (\omega_0 + |\delta\omega|)$ . We handle the two signal case simultaneously by writing  $\omega_{s\pm} = (\omega_0 \pm |\delta\omega|)$ .<sup>3</sup>

The mixer outputs in the two cases are  $MO_-$  and  $MO_+$ ; similarly, we write  $MO_{\pm}$ .  $MO_{\pm}$  is the product of the signal and l.o. signals, and can be expressed in terms of the sum and difference frequencies by the usual trig identity

$$MO_{\pm,LHS} = E_s \underbrace{\cos[\omega_{s\pm}t] \cos[\omega_0t]}_{product} = \frac{E_s}{2} \left( \underbrace{\cos[(\omega_{s\pm} - \omega_0)t]}_{diff} + \underbrace{\cos[(\omega_{s\pm} + \omega_0)t]}_{sum} \right) \quad (10a)$$

Here we include the additional subscript ‘LHS’, which refers to the left-hand half of the SSB mixer in Figure 2. Replacing  $\omega_{s\pm}$  by  $\omega_0 \pm |\delta\omega|$ , we get

$$MO_{\pm,LHS} = E_s \underbrace{\cos[(\omega_0 \pm |\delta\omega|)t] \times \cos[\omega_0t]}_{product} = \frac{E_s}{2} \left( \underbrace{\cos[\pm|\delta\omega|t]}_{diff} + \underbrace{\cos[(2\omega_0 \pm |\delta\omega|)t]}_{sum} \right). \quad (10b)$$

Thus, the signal frequency has been shifted to *two* frequencies by an amount equal to the l.o. frequency: downward in the first term (to  $\delta\omega$ , the difference frequency) and upward in the second term (to  $2\omega_0 \pm |\delta\omega|$ , the sum frequency). The output contains *both* the difference *and* the sum frequency terms.

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<sup>3</sup>In real life, e.g. a radio station, the “signal” is speech or music with a broad range of  $\delta f$ . In astronomical life, e.g. the 21-cm line, the “signal” is a Doppler broadened line, which again has a broad range of  $\delta f$ . The system is linear, so signals add without mutual interaction, so the discussion for a single  $\delta f$  also applies to these broad spectra.

Now we insert a low pass filter to eliminate the sum term. We do this because we are observing at some very high frequency, say the 21-cm line at 1.4 GHz, and need to convert to much lower frequencies where our backend equipment works. (In the TV case it's the same: the signals are at hundreds of MHz and the picture processing circuitry operates below 10 MHz). This low-pass filter removes the second sum-frequency term, which leaves us with

$$MO_{\pm,LHS} = \frac{E_s}{2} \cos[\pm|\delta\omega|t] = \frac{E_s}{2} \cos[|\delta\omega|t]. \quad (11)$$

Three things are important here:

1. *The two sidebands—the two different input frequencies* ( $[\omega_{s-} = \omega_0 - \delta\omega]$  and  $[\omega_{s+} = \omega_0 + \delta\omega]$ )— produce the *same symmetric-around-zero pair of IF output frequencies*  $\pm|\delta\omega|$ . The DSB mixer cannot distinguish between the two input frequencies.
2. Consider how  $|\delta\omega|$  depends on  $\omega_0$ : for the upper sideband,  $\frac{d|\delta\omega|}{d\omega_0} = -1$ , while for the lower  $\frac{d|\delta\omega|}{d\omega_0} = +1$ . We hope that the upper three panels of Figure 3 elucidate the situation.
3. A value of  $E_s$  for one sideband produces a certain mixer output *power*; the same value of  $E_s$  for the other sideband produces the same power. With regard to power, the sidebands are *indistinguishable*.

Figure 3 illustrates these results. The top panel shows the original RF spectrum, which consists of signals above the LO (the USB signal) and below (the LSB). Suppose you use a bandpass filter to eliminate the LSB. Then you have only the USB, and the second panel shows the IF spectrum after DSB mixing: the USB appears at both negative and positive frequencies and the spectrum is symmetric, meaning that the negative frequencies give exactly the same result as the positive ones.

Now use a bandpass filter to eliminate the USB, leaving only the LSB; the third panel shows the resulting IF spectrum.

If you didn't use any bandpass filters, then both the LSB and the USB would appear in the IF spectrum, as in the fourth panel. Looks complicated! With a DSB mixer, you can't distinguish between LSB and USB. The LSB and USB are inextricably mixed and you get the sum of the power spectra. The only way can achieve the rejection of either the LSB or the USB is by using an appropriate *bandpass* filter on the input RF spectrum.

But, nirvana! The bottom panel shows that SSB (Sideband Separating, or Single Sideband) mixing retains the sideband separation and identity.

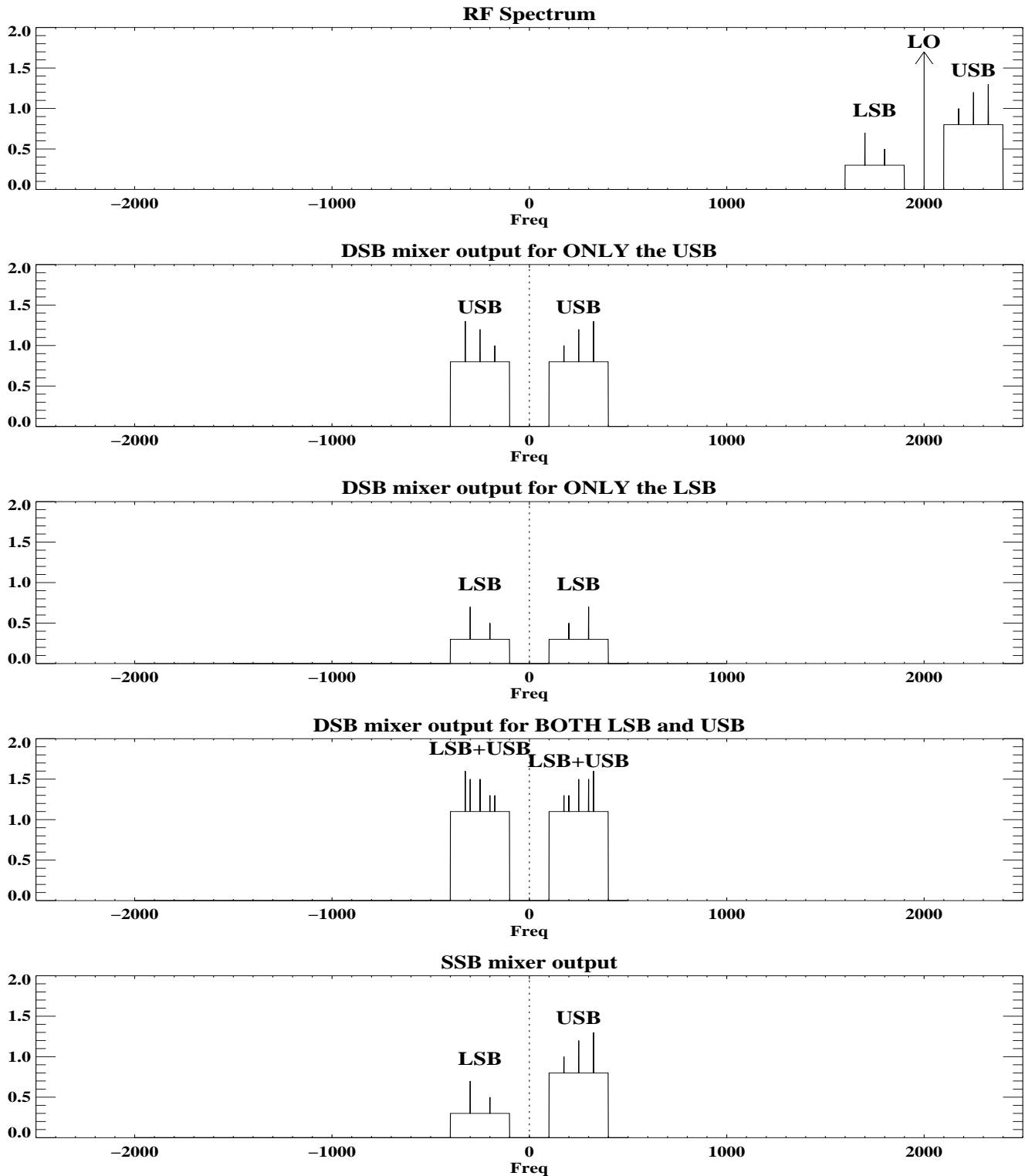


Fig. 3.— Upper and lower sidebands in DSB and SSB mixers for a set of  $\delta$ -function test signals on top of broad level noise spectra. Top: the RF spectrum. The next two show the USB and LSB *individually* when they undergo the DSB mixing process; panel 4 shows how they both add together. The bottom panel shows the SSB mixer, which keeps them separate.

### 6.3. More Theory: The SSB Mixer

The SSB mixer has the capability of distinguishing whether the difference frequency  $|\delta f|$  is positive or negative—that is, it distinguishes between the two sidebands. The sidebands can, and usually do, contain completely independent signals; a common example in everyday life is stereo FM.

Figure 2 shows a block diagram of the SSB mixer. The RF input and the LO are each split by a power splitter so that we have two identical mixers, one on the left and one on the right, whose outputs are labelled  $\mathbf{Re}(\mathbf{IF})$  and  $\mathbf{Im}(\mathbf{IF})$ , respectively. The one on the left is identical to the DSB mixer in figure 1. The one on the right differs in only one way, which is crucial: its LO is delayed by  $90^\circ$  relative to that on the left. With this, the  $\mathbf{Im}(\mathbf{IF})$  output lags the  $\mathbf{Re}(\mathbf{IF})$  one by  $90^\circ$  in phase. This allows us to remove the degeneracy in the sidebands by using both inputs to the Fourier transform, regarding the FT input as complex.

To understand how this works, let’s repeat exactly the same math in equations 10 and 11, with the addition of a  $90^\circ$  phase delay to the l.o. signal. In equation 10, we represented the LHS l.o. by a cosine and used the trig identity ‘cos times cos = cos + cos’. With the  $90^\circ$  phase delay, the RHS l.o. cosine becomes a sine, and the corresponding trig identity becomes ‘sin times cos = sin + sin’. The RHS equivalent of equation 11 becomes

$$MO_{\pm,RHS} = \frac{E_s}{2} \sin[\pm|\delta\omega|t] = \pm \frac{E_s}{2} \sin[|\delta\omega|t] , \quad (12)$$

which is identical except that the cosines are sines.

Suppose that the RF input signal is a cosine wave in the *lower* sideband, with frequency *below* the l.o. frequency, i.e.  $\delta\omega$  is negative. Then the LHS and RHS outputs are sinusoidal, with the two mixer outputs  $\propto \cos[|\delta\omega|t]$  and  $-\sin[|\delta\omega|t]$  for the LHS and RHS, respectively. These are shown in right panel of Figure 4, with the LHS side  $[MO_{-,LHS}]$  dashed and the RHS side  $[MO_{-,RHS}]$  solid. The two signals are shifted in phase: for the RF input being in the *lower* sideband, the dashed curve  $MO_{-,LHS}$  *leads* the solid one  $MO_{-,RHS}$ . When FT’d, this corresponds to a *negative* IF frequency.

If the RF input signal is a cosine wave in the *upper* sideband, with frequency *above* the l.o. frequency,  $\delta\omega$  is positive and the situation is reversed: the dashed curve  $MO_{+,LHS}$  *lags* the solid one  $MO_{+,RHS}$ . When FT’d, this corresponds to a *positive* IF frequency.

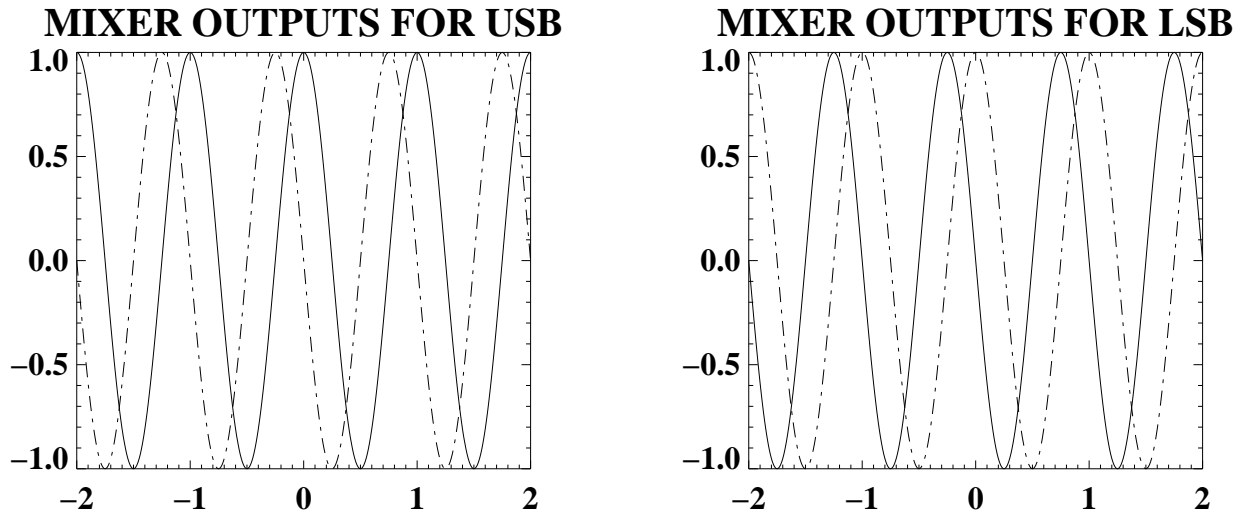


Fig. 4.— Outputs of the first mixers for the two sideband cases. Dashed curve shows the *left-hand* mixer, solid is the *right-hand* mixer. Left panel shows  $\delta\omega > 0$  (*upper* sideband—USB); right panel shows  $\delta\omega < 0$  (*lower* sideband—LSB).

## 7. ON PAPER: YOUR LAB REPORT (Third Week)

### 7.1. Handouts

1. What should your lab report look like? `labreport_comments.pdf` “*SUGGESTIONS FOR LAB REPORTS*”
2. You must use Latex for your lab report! `sample.pdf` “LaTeX Is Your Friend OR ENEMY?????????” Answer to this question is a resounding YES for ‘Friend’—if you have followed his handout. Use LaTeX for preparing your lab report!
3. Now’s the time for another look at efficient use of the EMACS editor, because if you learn the keystroke commands you’ll be much quicker and save lots of time further down the road: `emacs-beg.pdf` “*A Beginners Guide to Emacs*” and the related `emacskeyops.pdf` “Common Editing Tasks and Their EMACS Keystroke Counterparts”. Emacs is excellent for everything, including editing computer code. Efficient editing means using the keyboard instead of the mouse; the second handout gives keystroke commands for the most commonly needed editing sequences.
4. You’ll need to show plots into your lab report. To do this you make PostScript files of your plots. See `bpidl.pdf` “*BPIDL—BASIC PLOTTING IN IDL: PLOTS, MULTI-*

*PLE PLOTS, COLORS, MAKING POSTSCRIPT FILES*” Section 6.0.1.