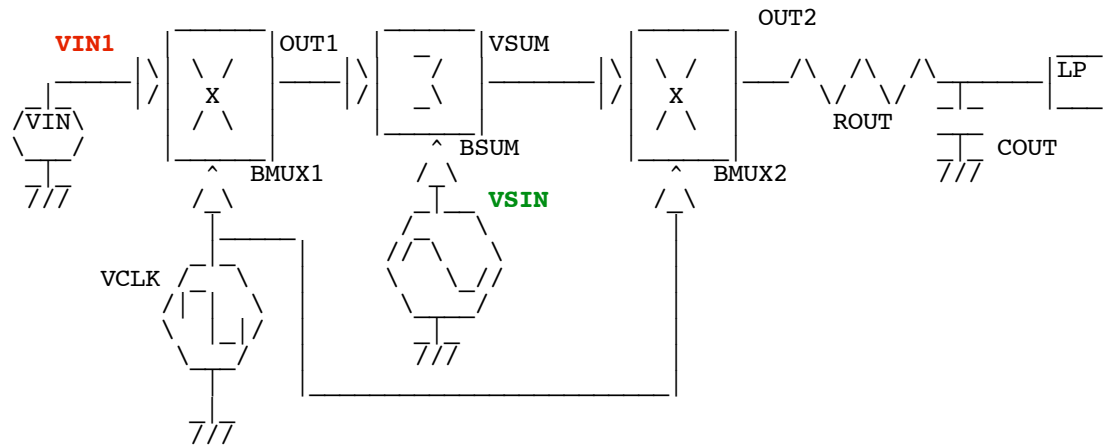
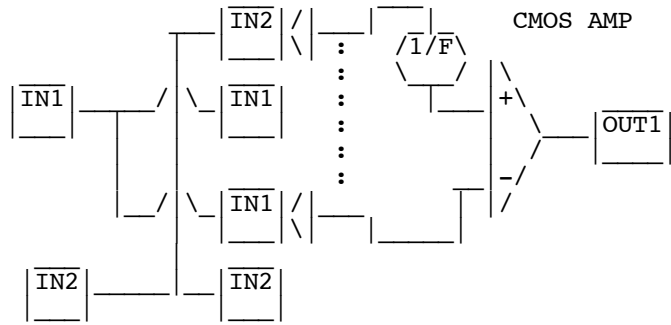


Chopper_Amp_Theory

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 * www.idea2ic.com

CMOS SWITCHES



```

VSIN      VSIN  0    SIN( 0 1.3u 100)
VCLK      VCLK  0    PULSE( -.7 .7 1n 1n 1n .1m .2m)
VIN1      VIN1  0    DC    1.1u
BMUX1     OUT1  0    V = u(V(VCLK))*V(VIN1) -1*u(-1*V(VCLK))*V(VIN1)
BSUM      VSUM  0    V = V(OUT1) + V(VSIN)
BMUX2     OUT2  0    V = u(V(VCLK))*V(VSUM) -1*u(-1*V(VCLK))*V(VSUM)
ROUT      LP    OUT2 3k
COUT      LP    0    3u
  
```

```

.control
set pensize = 2
  
```

```

tran      1u      10m      0      1u
plot      v(vin1) v(vsin)
plot      v(vsum)
plot      v(out2)
plot      v(vin1) v(lp) v(vsin)

.endc

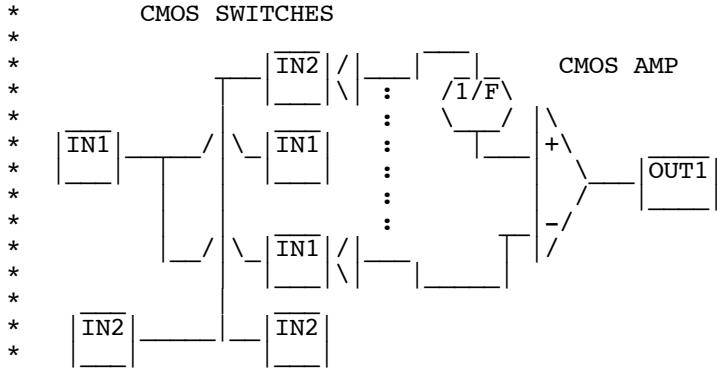
.end

```

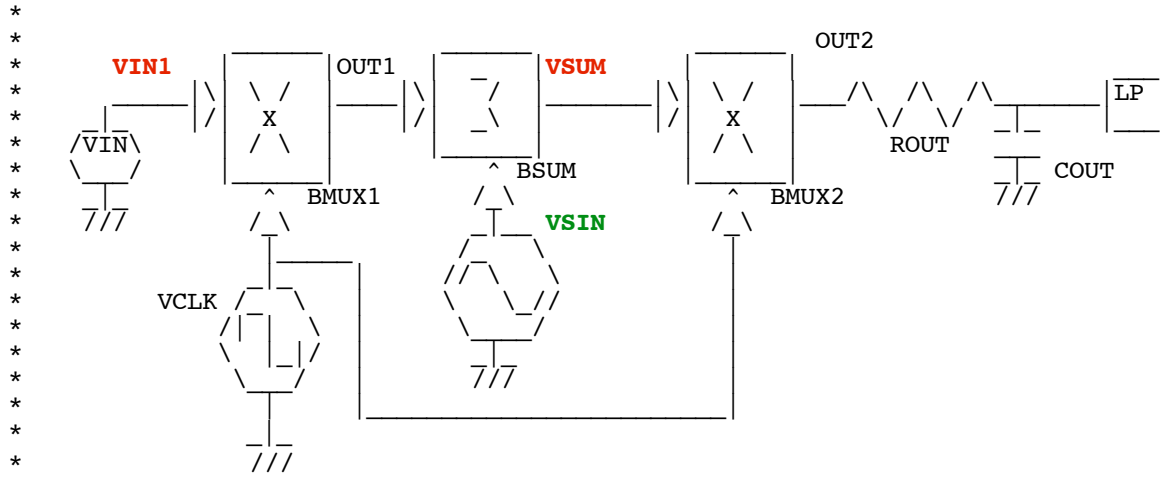
=====END_OF_SPICE=====

To Covert PDF to plain text click below
<http://www.fileformat.info/convert/doc/pdf2txt.htm>

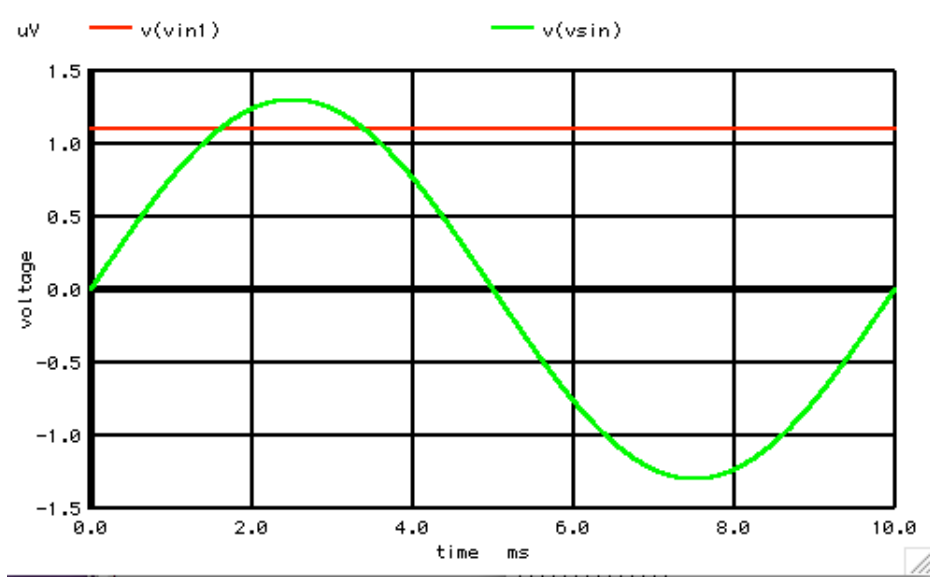
The Chopper Amplifier takes advantage of the availability of effectively perfect switches. While vacuum tubes and transistors introduces errors like DC offset and 1/f noise, switches come close to being just either on or off.



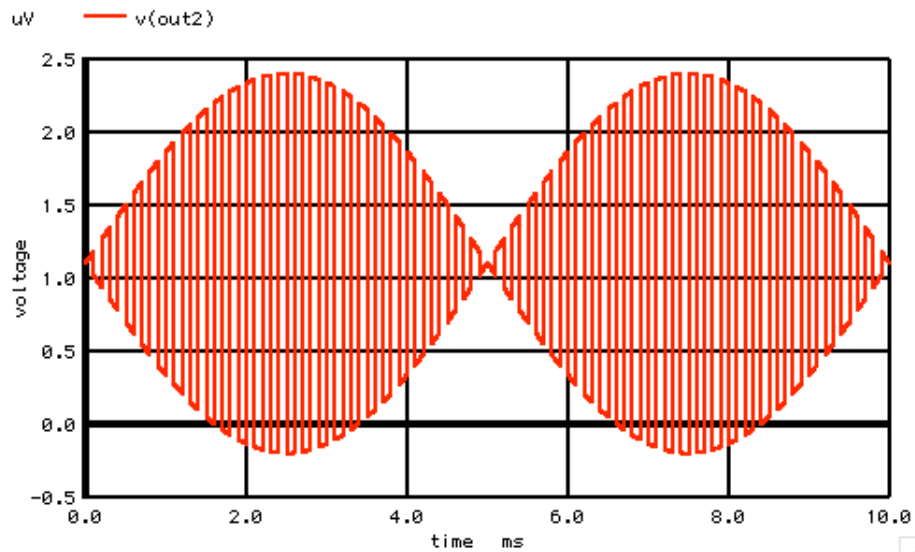
Chopping the input signal using switches is really just modulating or multiplexing a low frequency signal up to the chopping frequency. If the chopping frequency is high enough, the modulated input signal is well above the offset and 1/f noise of any amplifier which follows the chopping switches. This is the trick where signal gets placed where it can be distinguished from everything else.



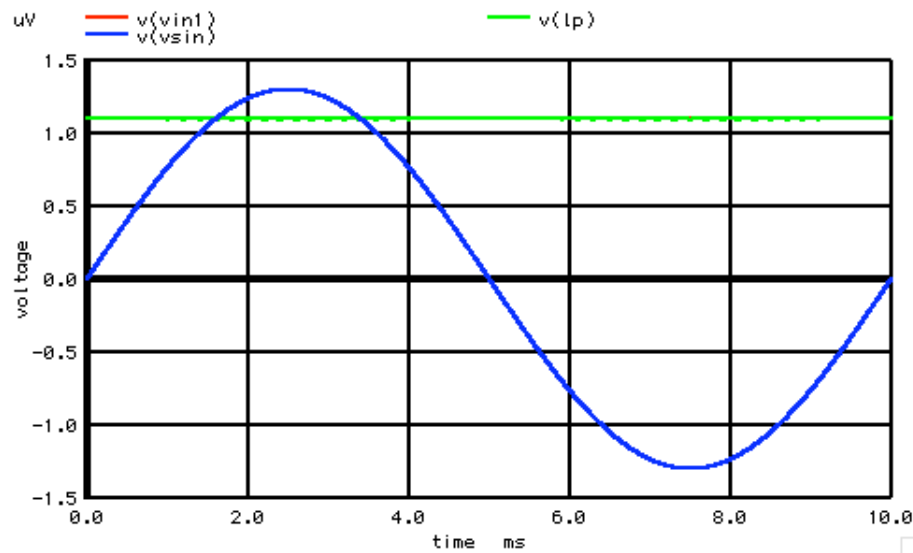
The simulation shows how this is done by applying a 1.1uV DC voltage in front of the input choppers and summing the output with a 100Hz sign wave to represent 1/f noise.



The sum of the modulated DC signal and the AC signal are shown below.



The desired 1.1uV VIN1 signal can be extracted by applying a low pass filter.



The chopper effectively passes the desired input signal through unchanged while it modulate all other undesirable signals up to the chopping frequency where they can be lowpass filtered out.