

Noise Part 1: Time and Frequency Analysis  
Noise Part 2: Transistor-level analysis

Analog ICs  
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# Outline: Part 1

- Overview
- Time-domain analysis
  - Statistical Characteristics and Amplitude Distribution
  - Average noise power and RMS noise voltage
  - Multi-noise-sources (Correlated and Uncorrelated)
- Frequency-domain analysis
  - Noise Power Spectral Density (PSD)
  - Thermal (Johnson) Noise of a Resistor
  - Noise through a Linear Time-Invariant System
- Case study: n-order low-pass filter

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# Overview

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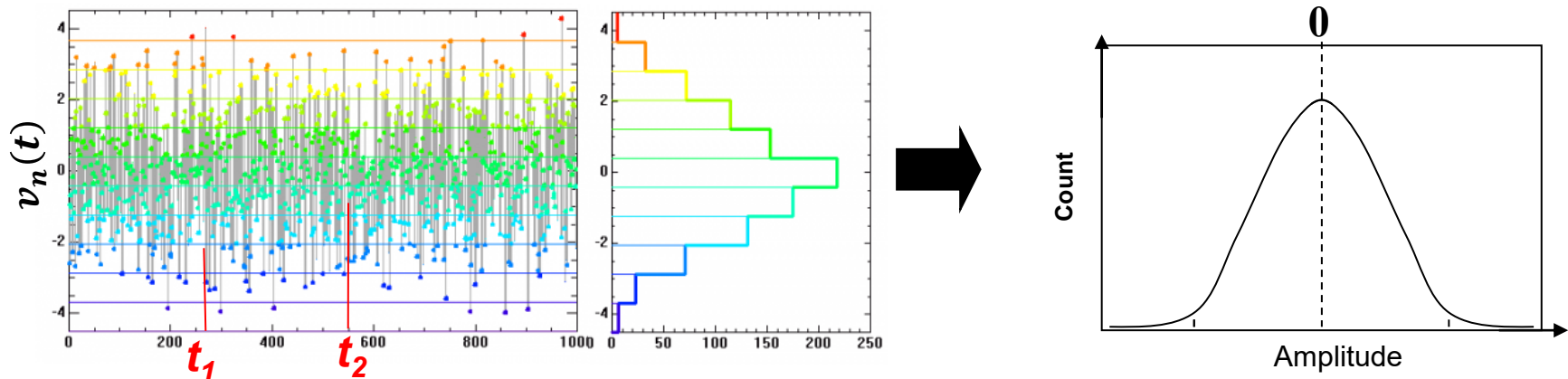
- A signal is always affected by more or less significant **random** fluctuations called **noise**.
- Various Origins:
  - Noise inherent to electronic components: e.g., Thermal noise (electrons' agitation) and flicker noise ( $1/f$ ) due to the defects in the crystal, interface states, ions that trap and release electrons randomly...
  - External noise: electromagnetic (e.g., due to power lines) and Radio frequency, Electrostatic discharge, lightning, atmospheric ...
- Limits the **sensitivity** of any electronic system. (i.e. min. detectable signal)

# Time-domain analysis

- **Complication** : Noise in a non-deterministic signal  $\rightarrow$  The instantaneous value of the noise is impossible to predict (no analytical Formula) 🤔

$\rightarrow$  **Solution: Statistical analysis**

- If we observe the noise **over a long period**, we can construct the amplitude **distribution** (probability curve), indicating how many times each value is reached.



# Amplitude Distribution

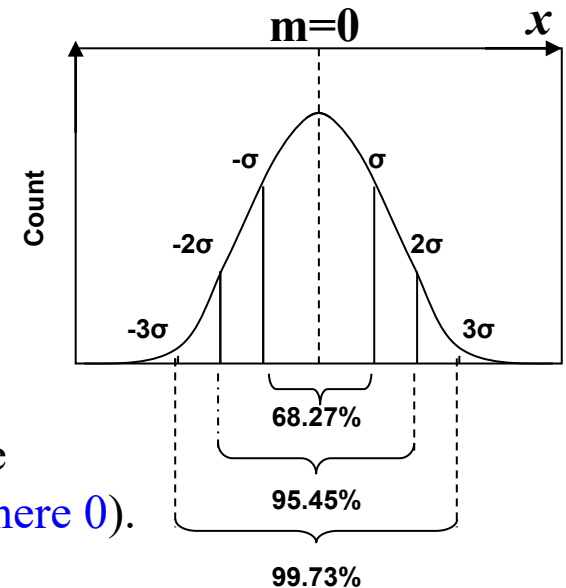
- The central limit theorem states that since noise in electronics arises from a large number of independent random process, it will be described by the normal law (Gaussian) whose appearance and formula are as follows:

$$P(x) = \frac{1}{\sigma\sqrt{2\pi}} \exp \frac{-(x-m)^2}{2\sigma^2}$$

- $\sigma$  is the standard deviation. It characterizes the dispersion of the sampled values  $x$  (here amplitude) around their mean value  $m$  (here 0).

- $P(x)$  is a probability density  $\rightarrow$  the probability that the noise amplitude is between  $x_1$  and  $x_2$  is given by  $\int_{x_1}^{x_2} P(x)dx$

$\rightarrow$  How do-we calculate  $\sigma$ ?



- It can be demonstrated numerically that the probability for the noise amplitude to be in the range of:  $[-\sigma, +\sigma]$  is **68.27%**, and  $[-3\sigma$  et  $+3\sigma]$  is **99.73%**.

$6\sigma$  is usually considered as the worse case for *pick to pick* noise amplitude in system design

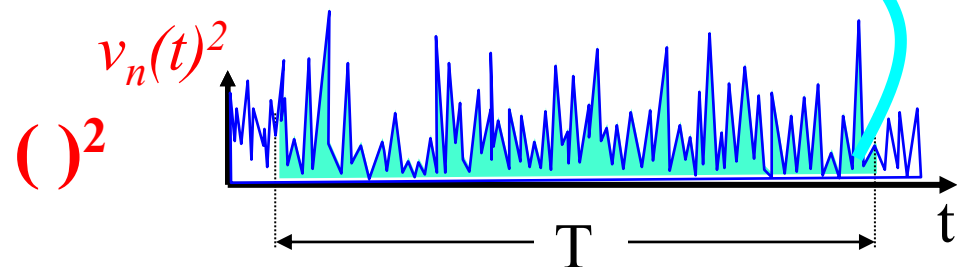
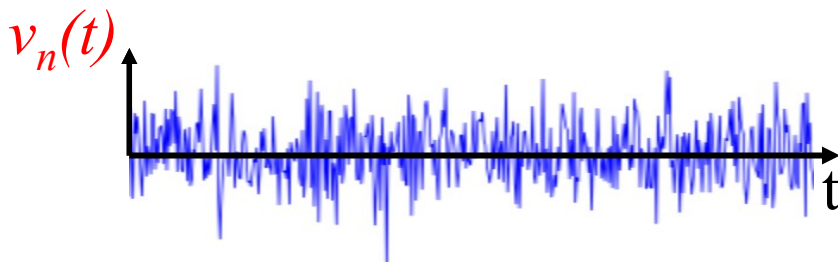
# Standard deviation $\equiv$ RMS noise voltage

Since  $\sigma_n$  characterizes the dispersion of the sampled values around the mean  $m$  (here  $m = \overline{v_n(t)} = 0$ ) it can be written as:

$$\sigma_n = \sqrt{\overline{(v_n(t) - m)^2}} = \sqrt{\overline{(v_n(t))^2}} = \sqrt{\lim_{T \rightarrow \infty} \frac{1}{T} \int_{-T/2}^{T/2} v_n(t)^2 dt}$$

$\sigma_n = \sqrt{\overline{v_n^2}} \equiv$  **Root Mean Square (RMS) noise voltage. [V]**

$\overline{v_n^2} = \sigma_n^2 \equiv$  **Noise power (normalized for  $R = 1 \Omega$ ). [V<sup>2</sup>]**



# Case of several noise sources

- Case of two sources  $v_{n1}$  and  $v_{n2}$ , the noise power is:

$$\begin{aligned}\overline{(v_{n1} + v_{n2})^2} &= \lim_{T \rightarrow \infty} \frac{1}{T} \int_{-\frac{T}{2}}^{\frac{T}{2}} (v_{n1}(t) + v_{n2}(t))^2 dt \\ &= \overline{v_{n1}^2} + \overline{v_{n2}^2} + \underbrace{\lim_{T \rightarrow \infty} \frac{1}{T} \int_{-\frac{T}{2}}^{\frac{T}{2}} 2v_{n1}(t)v_{n2}(t) dt}_{\text{correlation term}}\end{aligned}$$

- The residual integral is called **the correlation term**.
- This term  $\rightarrow 0$  if the sources are not correlated (i.e. independent)
- **In the circuits, the noise sources are in general, uncorrelated.**

$$\rightarrow \text{Therefore: } \overline{(v_{n1,2})^2} = \overline{v_{n1}^2} + \overline{v_{n2}^2}$$

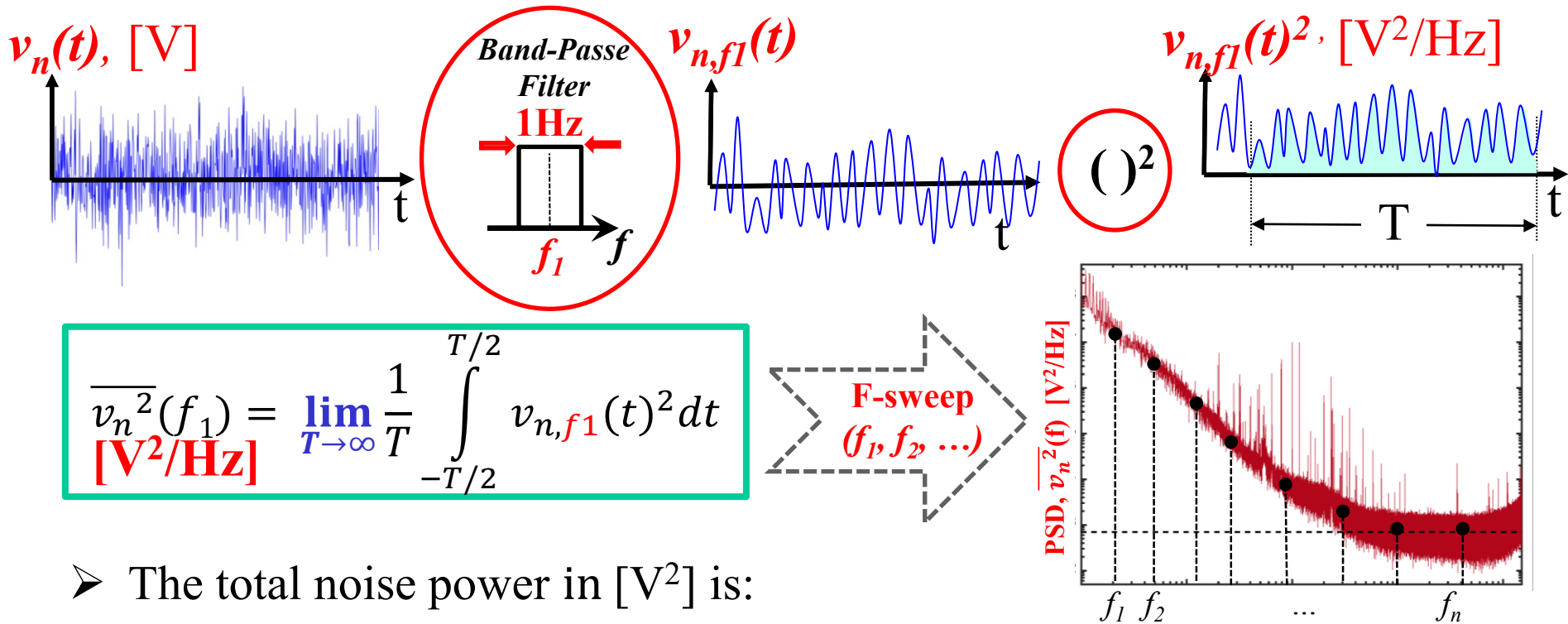
**$\rightarrow$  The superposition holds for the noise powers if the sources are uncorrelated.**

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# Frequency Noise Spectrum (Power Spectral Density PSD)

- Spectral decomposition of the noise  $v_n(t)$  which results in  $\overline{v_n^2}(f_1)$  (the average power per Hz) is carried out as follows:



- The total noise power in [V<sup>2</sup>] is:

$$\overline{v_n^2} = \int_0^\infty \overline{v_n^2}(f) df = \sigma_n^2$$

# Example: Thermal (Johnson) Noise of a Resistor

Resistor: Thermal agitation  $\rightarrow$  Random motion of electrons

$\rightarrow$  Noise voltage with

$$\text{PSD: } \overline{v_n^2}(f) = 4kTR \text{ [V}^2/\text{Hz]}$$

Where

$k$  is Boltzmann constant =  $1,38 \cdot 10^{-23}$  [J/K]

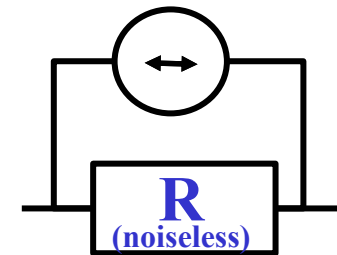
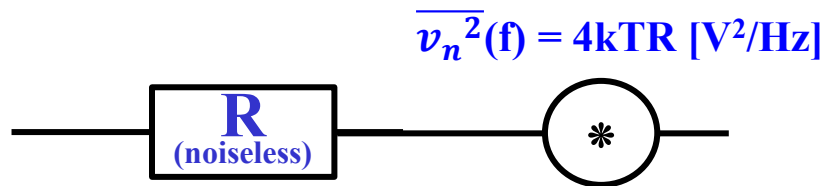
$T$  = Temperature in [°K]

$R$  = resistance in  $\Omega$



*Norton representation*

$$\overline{i_n^2}(f) = 4kT/R \text{ [A}^2/\text{Hz]}$$

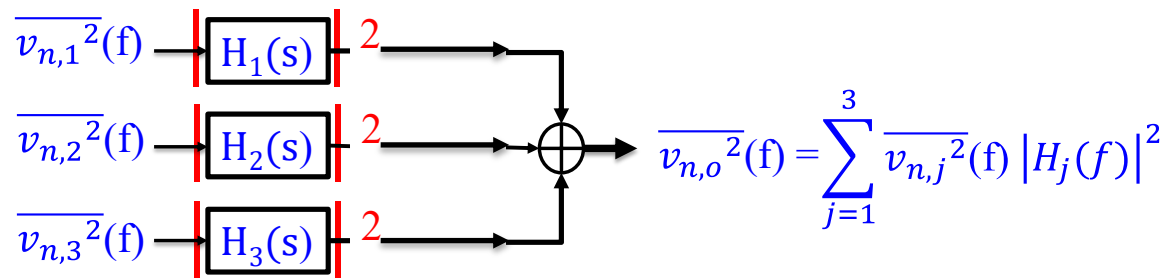


- Particular case:  $1\text{k}\Omega$  resistor @  $300\text{ }^\circ\text{K}$  exhibits an RMS noise voltage of  $\sqrt{\overline{v_n^2}} = \sqrt{4kTR} = 4 \text{ nV}/\sqrt{\text{Hz}}$ .
- $\rightarrow R = x \text{ k}\Omega$  results in a noise of  $\sqrt{\overline{v_n^2}} = \sqrt{x} \cdot 4 \text{ nV}/\sqrt{\text{Hz}}$

# Noise Through A Linear Time-Invariant System

- Noise propagation & shaping Theorem: A PSD  $\overline{v_{n,i}^2}(f)$  [V<sup>2</sup>/Hz] at the input of a linear time-invariant system with a transfer function  $H(s)$ , gives at the output a PSD  $\overline{v_{n,o}^2}(f)$  of:  
$$\overline{v_{n,o}^2}(f) = \overline{v_{n,i}^2}(f) |H(f)|^2 \text{ [V}^2\text{/Hz]}.$$

- Case of multiple uncorrelated sources



- Total output noise power of :

$$\overline{v_{n,o}^2} = \int_0^{\infty} \overline{v_{n,i}^2}(f) |H(f)|^2 df \text{ [V}^2\text{]}$$

# Signal to noise ratio: SNR

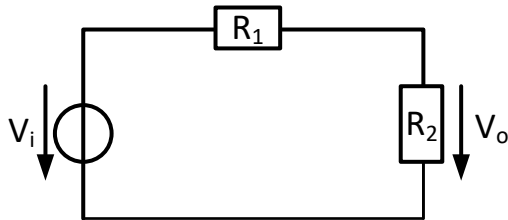
- The signal-to-noise ratio (SNR) is the ratio of the desired signal power to the undesired noise power.

$$SNR_{dB} = \left. \frac{v_{s,RMS}}{v_{n,RMS}} \right|_{dB} = 20 \log \left( \frac{v_{s,RMS}}{v_{n,RMS}} \right) = 10 \log \left( \frac{\overline{v_s^2}}{\overline{v_n^2}} \right)$$

- Why is SNR important?:
  - Optimizing noise can degrade the gain and so the desired signal  
→ Better optimize SNR.

# Example 1 a : Resistive divider

- Use the superposition noise shaping theorem to determine the output noise of a resistive divider ( $R_1$ ,  $R_2$ ) and deduce the impact of each resistor on noise performance.



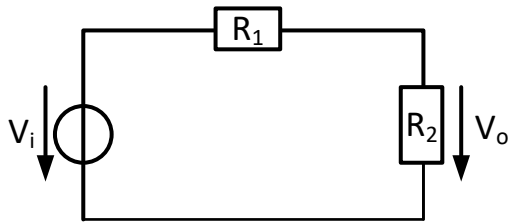
$$\overline{v_{n,o}^2}(f) = 4kT(R_1//R_2) \text{ [V}^2/\text{Hz]}$$

$$\overline{v_{n,o}^2} = 4kT(R_1//R_2) \Delta f \text{ [V}^2]$$

$$\overline{v_{n,o}^2} \searrow \text{ if } R_1 \searrow \text{ and } R_2 \searrow$$

# Example 1 b : Resistive divider

Reevaluate the noise performance using the signal-to-noise ratio (SNR).



$$\begin{aligned} \overline{v_{n,o}^2}(f) &= 4kT(R_1//R_2) [V^2/Hz] \\ \overline{v_{n,o}^2} &= 4kT(R_1//R_2) \Delta f [V^2] \end{aligned} \quad |A_v| = \frac{R_2}{R_2+R_1}$$

$$\begin{aligned} SNR &= \frac{\overline{v_o^2}}{\overline{v_{n,o}^2}} = \frac{\left(\frac{R_2}{R_2+R_1}\right)^2 \overline{v_i^2}}{4kT \frac{R_2 R_1}{R_2+R_1} \Delta f} \\ &= \frac{1}{\Delta f} \frac{R_2}{4kT R_1 (R_2+R_1)} \overline{v_i^2} = \frac{1}{\Delta f} \frac{\overline{v_i^2}}{4kT} \frac{1}{R_1 \left(1 + \frac{R_1}{R_2}\right)} \end{aligned}$$

$\overline{v_{n,o}^2} \searrow$  if  $R_1 \searrow$  and  $R_2 \searrow$

while  $SNR \nearrow$  if  $R_1 \searrow$  and  $R_2 \nearrow$

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# Outline

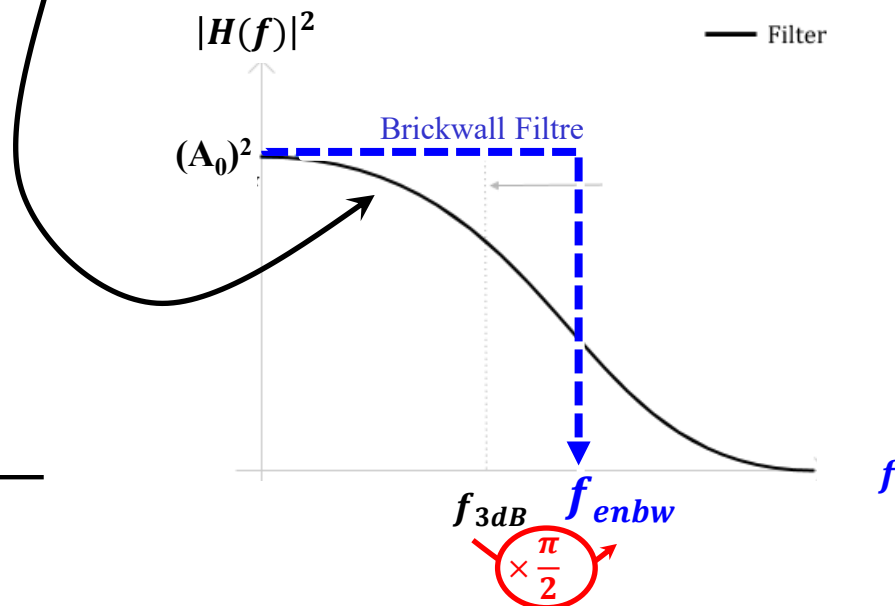
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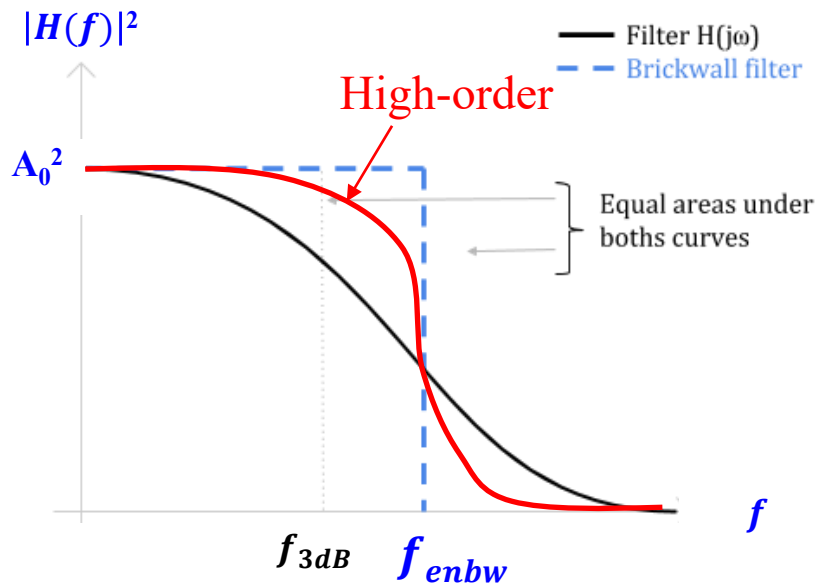
# Example 2: First-order low-pass filter

- **Example:** case of a white noise ( $\overline{v_{n,i}^2}(f) = N = cst [V^2/Hz]$ ) at the input of a **first-order low-pass filter** ( $H(s)$ ) with a cutoff frequency  $f_c = f_{3dB}$ .
- Use the noise shaping theorem to estimate its output noise power  $\overline{v_{n,o}^2} [V^2]$  and its maximum peak-to-peak noise value  $v_{n,pp,max} [V]$ . Note:  $H(s) = \frac{A_0}{1 + \frac{jf}{f_c}}$  and  $\int \frac{dx}{1+x^2} = \tan^{-1}x + c$

$$\overline{v_{n,o}^2} = N \int_0^{\infty} \frac{A_0^2}{1 + \left(\frac{f}{f_{3dB}}\right)^2} df = N \cdot A_0^2 f_{3dB} \left[ \text{Arctg } x \right]_0^{\infty} = N A_0^2 \underbrace{f_{3dB} \frac{\pi}{2}}_{f_{ENBW}} \text{ Equivalent Noise Bandwidth}$$



# Equivalent noise Bandwidth of $n^{\text{th}}$ -order filter



$$H(f) = \frac{A_0}{\left(1 + j \frac{f}{f_p}\right)^n}$$

Filter Order $n$	$f_{enbw}/f_{3dB}$
1	$\pi/2 = 1.57$
2	1.22
3	1.15
4	1.13

- As the order of the filter increases, the filter roll-off increases and approach that of the brick-wall filter.

$$i.e. \frac{f_{ENBW}}{f_{3dB}} \xrightarrow{n \nearrow} 1$$

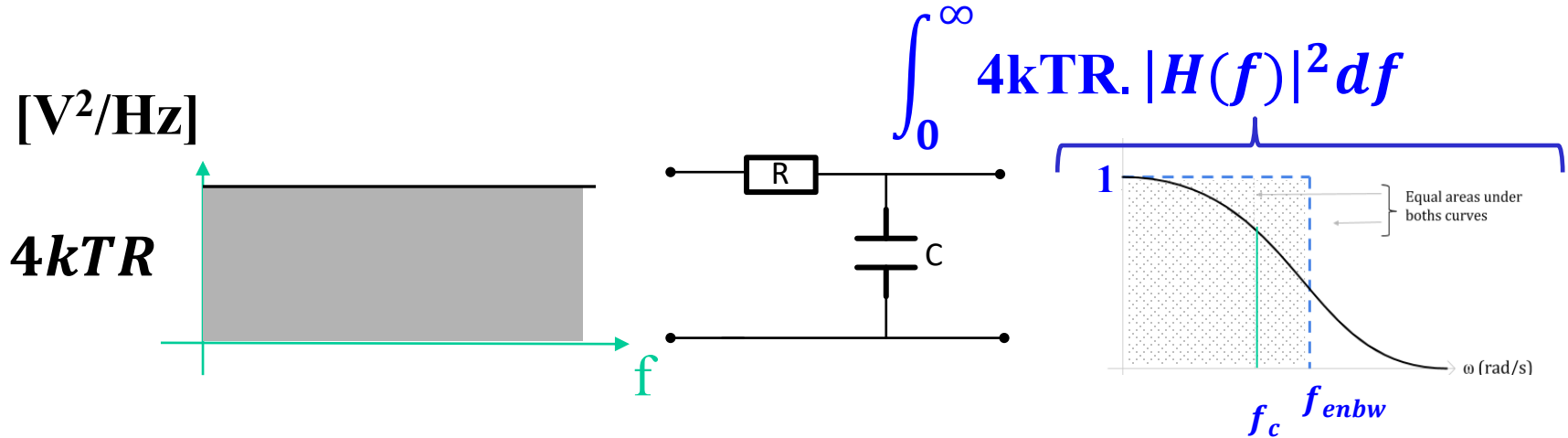
$$\overline{v_{n,o}^2} = N \cdot A_0^2 f_{enbw} = \sigma^2$$

$$\text{Note: } f_{3dB} = f_p \sqrt{2^{\frac{1}{n}} - 1}$$

# Example 3:

$$\overline{v_n^2} = \frac{kT}{C}$$

- Demonstrate that the total noise power of a simple low-pass RC circuit is:
- Explain intuitively why this noise is independent of the value of R:



$$\overline{v_{n,o}^2} = 4kTR f_{enbw} = 4kTR \frac{\pi}{2} f_c = 4kTR \frac{\pi}{2} \frac{1}{2\pi RC} = \frac{kT}{C}$$

If  $R \nearrow \rightarrow$  Noise PSD  $\nearrow$  but  $f_c \searrow$