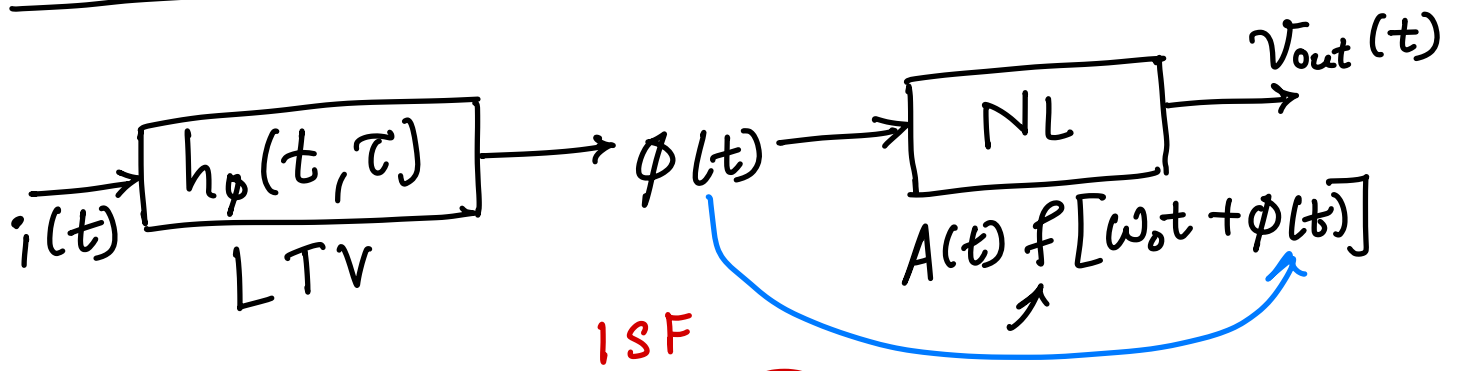


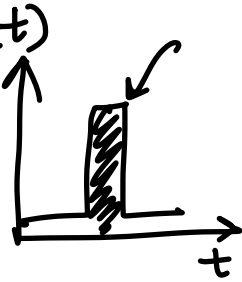


Oscillator Phase Noise - ISF model.



$$h_\phi(t, \tau) = \frac{\overset{\text{ISF}}{\Gamma(\omega_0 \tau)}}{I_{\max}} u(t - \tau)$$

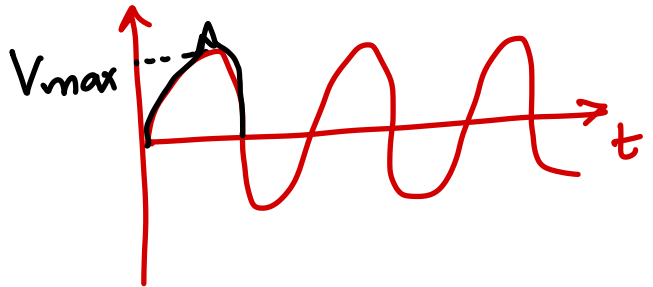
$I_{\max} \rightarrow C_{eq} V_{\max}$



Assumptions

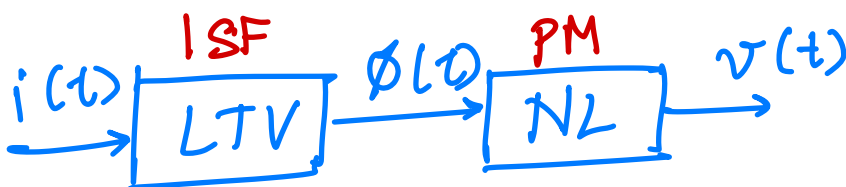
1) $h_\phi(t, \tau)$ is linear.
 $i(t) \rightarrow \phi(t)$.

2) $\phi(t)$ is independent of $A(t)$. $\phi(t)$ takes the form of a step function.

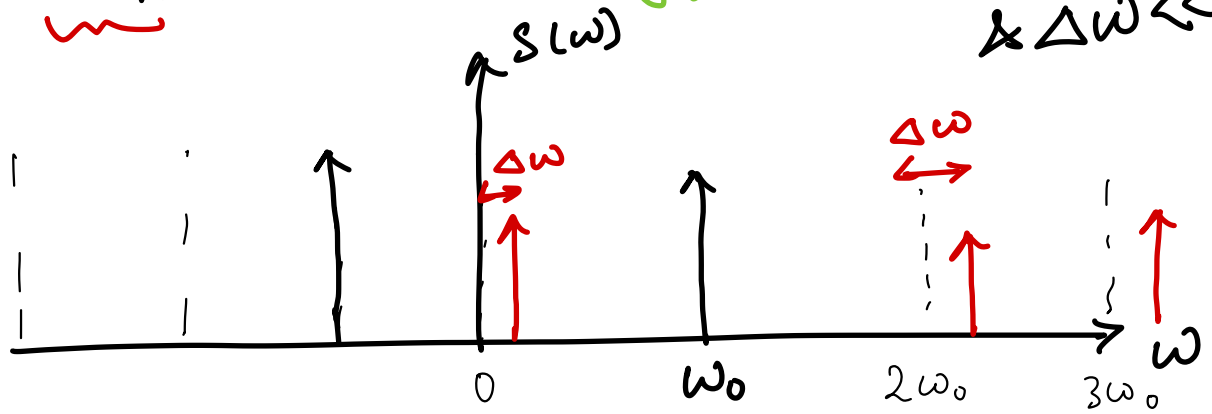


$$\Gamma(\omega_0 \tau) = \frac{C_0}{2} + \sum_{n=1}^{\infty} C_n \cos(n\omega_0 \tau + \theta_n)$$

$$\phi(t) = \frac{1}{I_{\max}} \left[\frac{C_0}{2} \int_{-\infty}^t i(\tau) d\tau + \sum_{n=1}^{\infty} C_n \int_{-\infty}^t i(\tau) \cos(n\omega_0 \tau) d\tau \right]$$



$$i(t) = \underline{I_n} \cos(\underline{m\omega_0 + \Delta\omega} t) \quad \text{for } m \in \mathbb{Z} \text{ \& } \Delta\omega \ll \omega_0$$



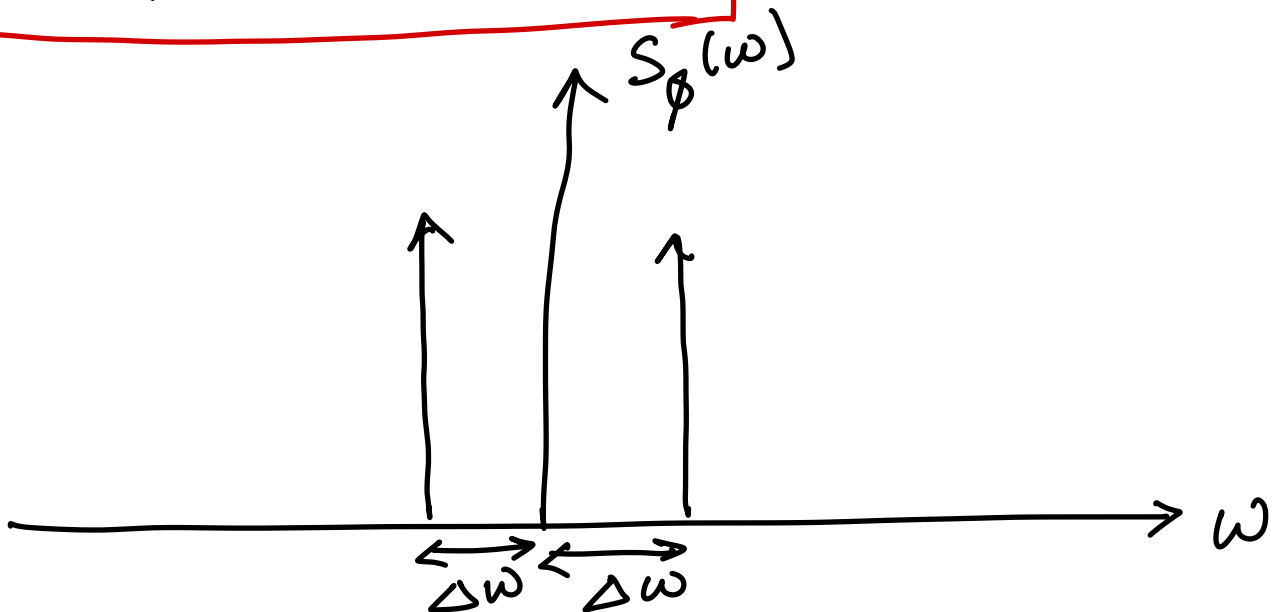
$$\phi(t) = \frac{1}{q_{\max}} \left[\frac{C_0}{2} \int_{-\infty}^t I_n \cos(\underline{m\omega_0 + \Delta\omega} \tau) d\tau \right. \\ \left. + \sum_{n=1}^{\infty} C_n \int_{-\infty}^t I_n \cos(\underline{lm\omega_0 + \Delta\omega} \tau) \cdot \cos(n\omega_0 \tau) d\tau \right]$$

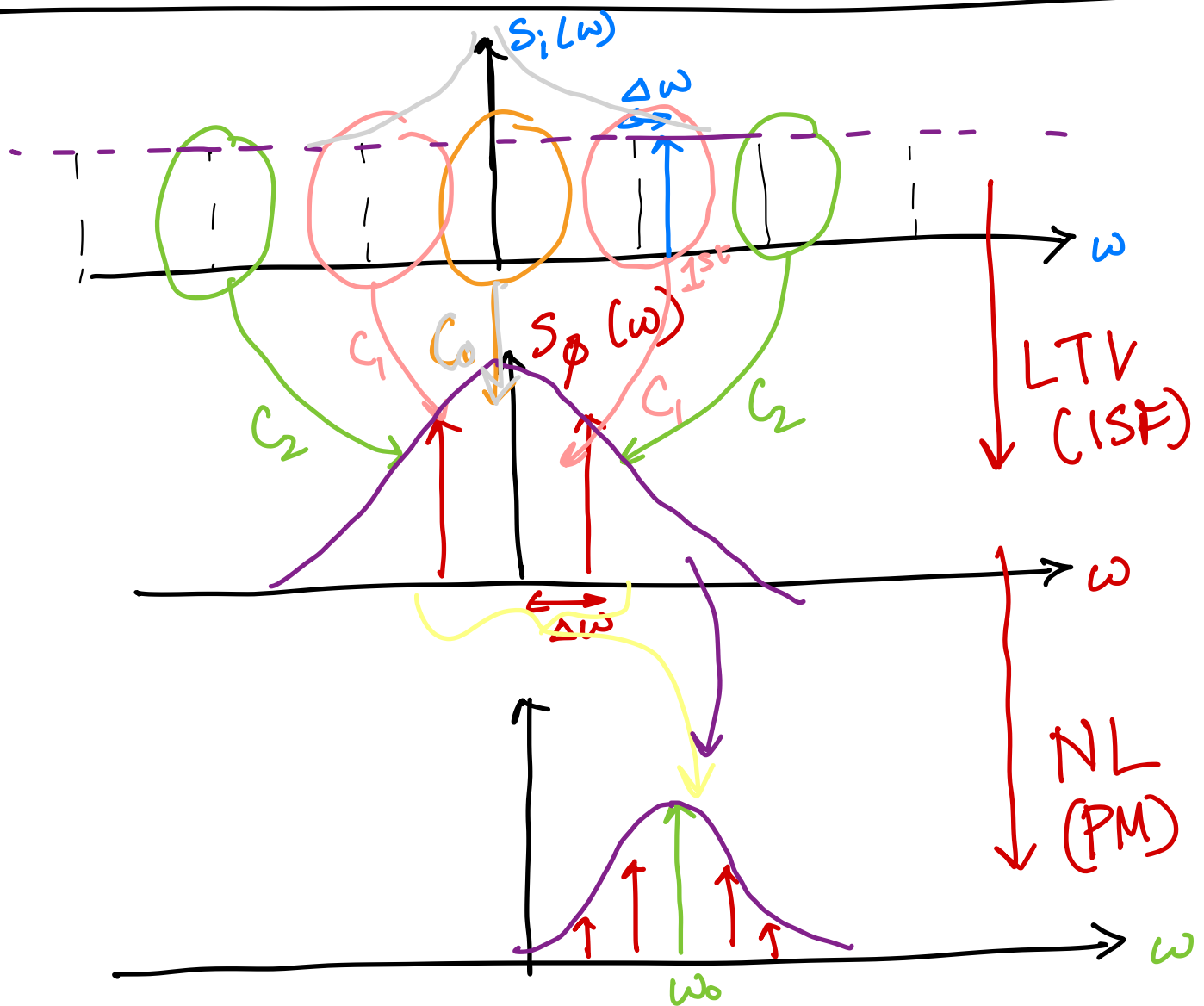
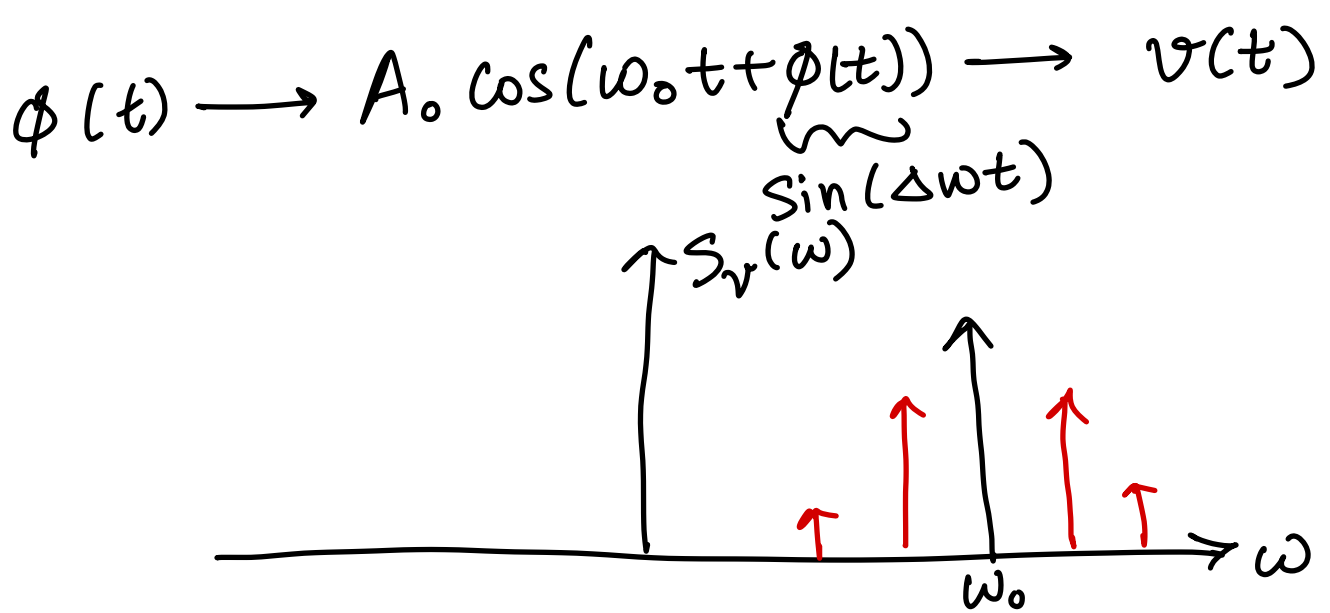
fast when $m \neq 0$
slow when $m = 0$

$m \neq n$ very fast
 $m = n$ very slow

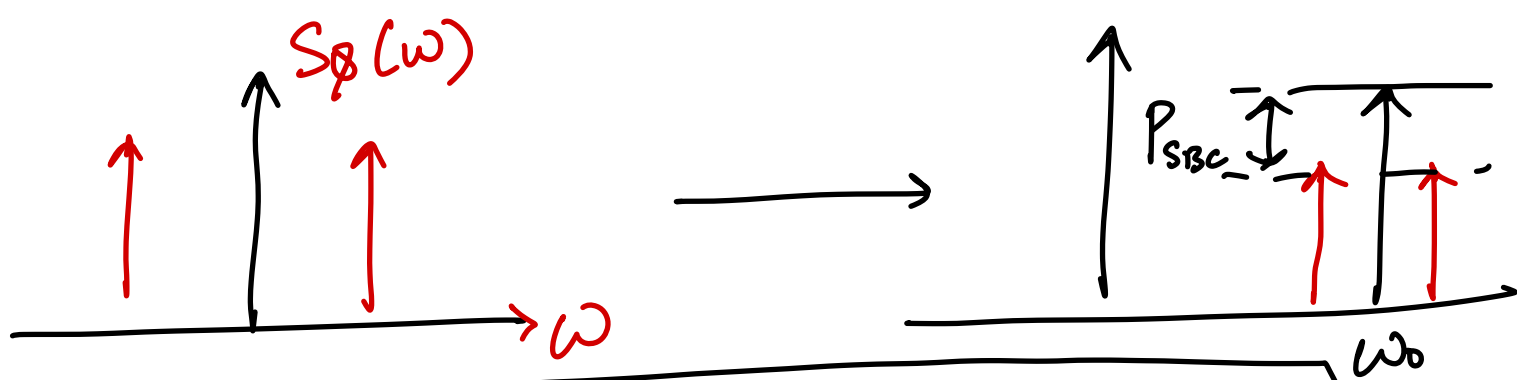
$$\int \cos(\Delta\omega \tau) d\tau \rightarrow \frac{\sin(\Delta\omega \tau)}{\Delta\omega}$$

$$\phi(t) = \frac{I_n C_n}{2q_{\max} \Delta\omega} \sin(\Delta\omega t)$$





$$\phi(t) \cong \frac{I_n C_n \sin(\Delta\omega t)}{2q_{\max} \Delta\omega} \rightarrow PM$$



$$P_{SBC}(\Delta\omega) \simeq 10 \log \left(\frac{I_n C_n}{4 q_{\max} \Delta\omega} \right)^2$$

$\frac{1}{f^2}$ term comes from Thermal noise

Phase Noise Power

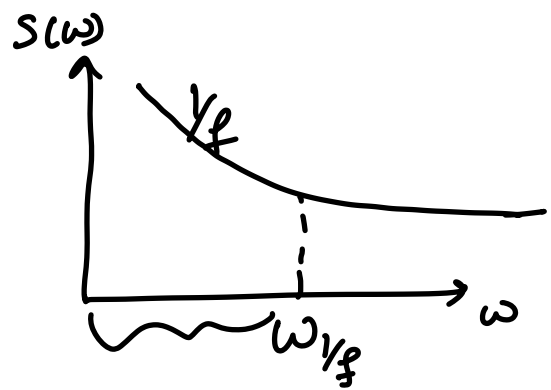
Given a noise source (current) i_n , the
PSD is $\frac{\overline{i_n^2}}{\Delta f}$. For $\Delta f = 1 \text{ Hz}$,

$$\frac{\overline{I_n^2}}{2} = \overline{i_n^2}$$

$$L\{\Delta\omega\} = 10 \log \left(\frac{\frac{\overline{i_n^2}}{\Delta f} \sum_{n=0}^{\infty} C_n^2}{8 q_{\max}^2 \Delta\omega^2} \right)$$

Parseval's Thm: $\sum_{n=0}^{\infty} C_n^2 = \frac{1}{\pi} \int_0^{2\pi} |\Gamma(x)|^2 dx = 2 \Gamma_{rms}^2$

$L\{\Delta\omega\} = 10 \log \left(\frac{\Gamma_{rms}^2}{q_{max}^2} \cdot \frac{\overline{i_n^2}/\Delta f}{4 \Delta\omega^2} \right)$
 ($\frac{1}{f^2}$ part)



Flicker Noise

$\overline{i_{n,1/f}^2} = \overline{i_n^2} \frac{\omega_{1/f}}{\Delta\omega}$

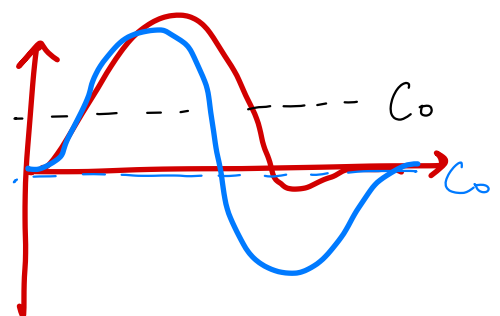
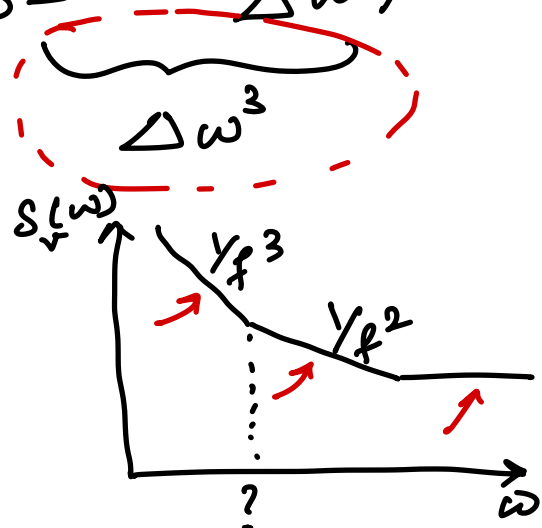
when $\Delta\omega < \omega_{1/f}$
 $\rightarrow \frac{1}{f}$ corner freq.

$L\{\Delta\omega\} = 10 \log \left(\frac{C_o^2}{q_{max}^2} \cdot \frac{\overline{i_n^2}/\Delta f}{8 \Delta\omega^2} \cdot \frac{\omega_{1/f}}{\Delta\omega} \right)$

$$\Delta\omega = \omega_{1/f^3} = \omega_{1/f} \cdot \frac{C_o^2}{2 \Gamma_{rms}^2}$$

If $C_o \rightarrow 0 \Rightarrow \omega_{1/f^3} \rightarrow 0$

DC component of ISF

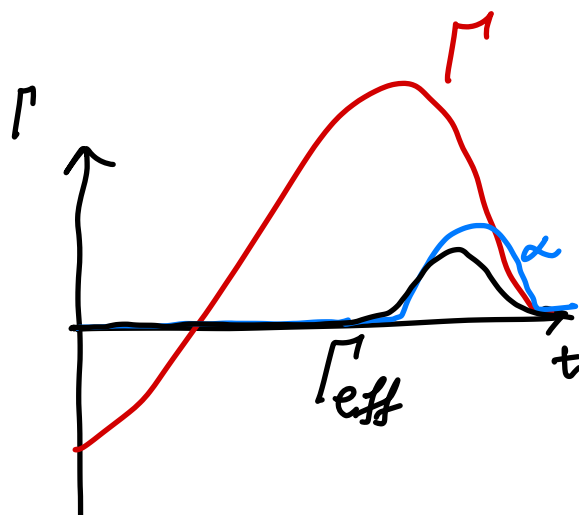
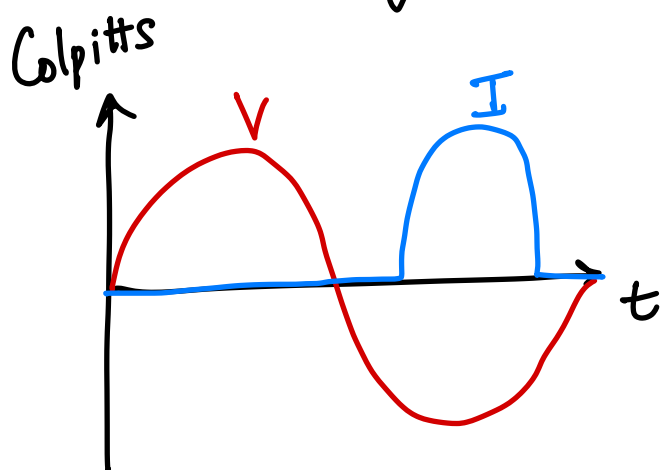


Cyclostationary Noise

Noise properties (Statistics, mean & var) are periodic. Eg: Shot noise

$$\underbrace{i_n(t)}_{\text{C-S}} = \underbrace{i_{n0}(t)}_S \underbrace{\alpha(\omega_0 t)}_{\text{periodic}} \rightarrow \max(\alpha) = 1$$

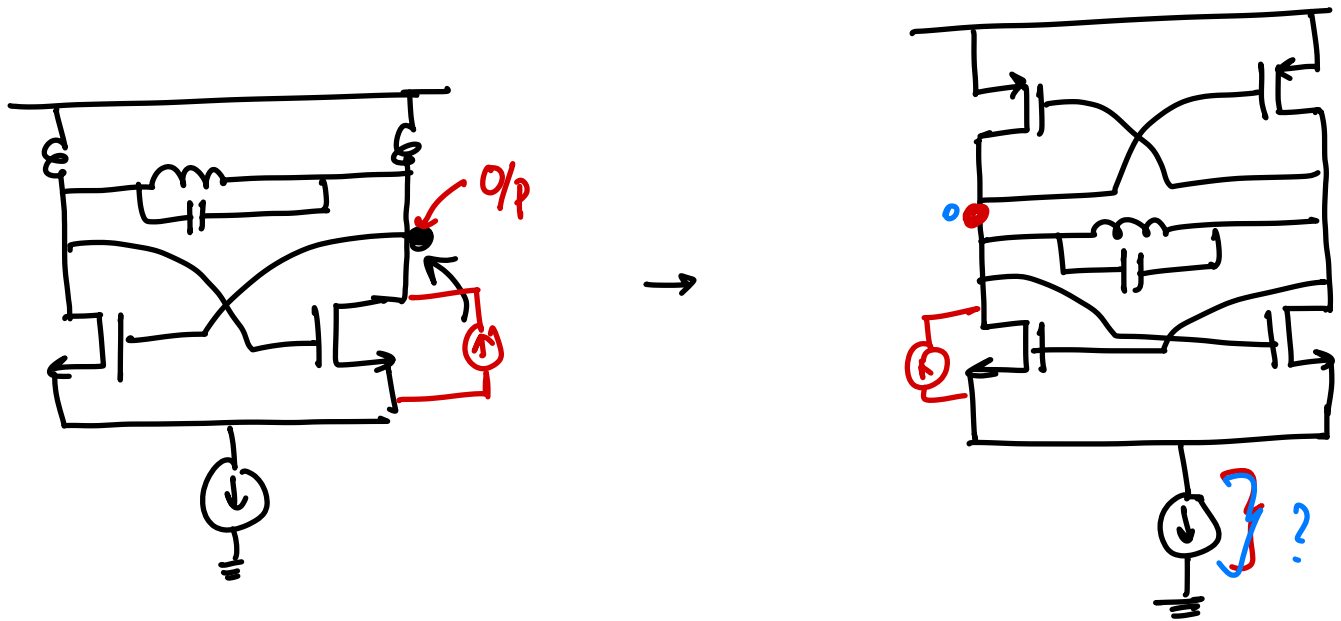
$$\begin{aligned}\phi(t) &= \int_{-\infty}^t \frac{\Gamma(\omega_0 \tau)}{q_{\max}} i_n(\tau) d\tau \\ &= \int_{-\infty}^t \frac{\underbrace{\alpha(\omega_0 \tau) \Gamma(\omega_0 \tau)}_{\Gamma_{\text{eff}}(\omega_0 \tau)}}{q_{\max}} i_{n0}(\tau) d\tau\end{aligned}$$



Design implications

- > Larger $q_{\max} \Rightarrow$ smaller PN
- > Reduce interference around $n\omega_0$.

- > Reduce C_0 term to reduce $1/f^3$ part of PN.
- \Rightarrow Make ISF symmetric.



Design Procedure

- 1) Identify noise sources (cyclostationary, correlated)
- 2) Simulate Γ at $0/p$ w.r.t all the noise source.
- 3) Find $L\{\Delta\omega\}$ for each source & identify the "bad" sources.
- 4) Modify the circuit topology to improve the PN.