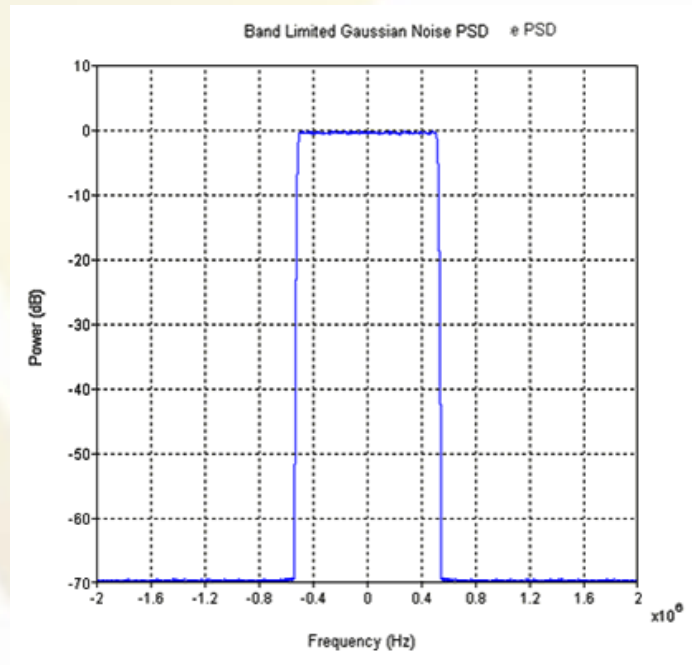
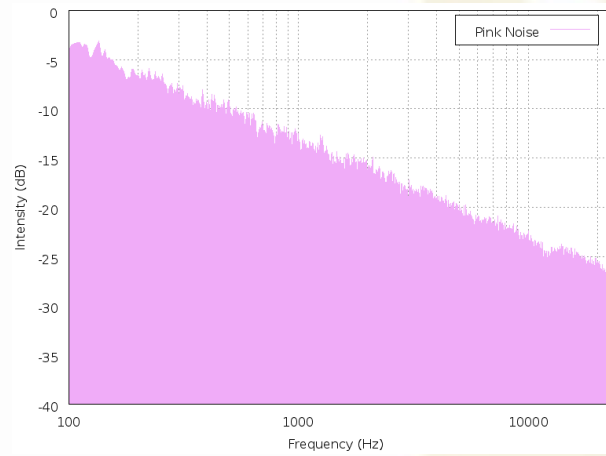
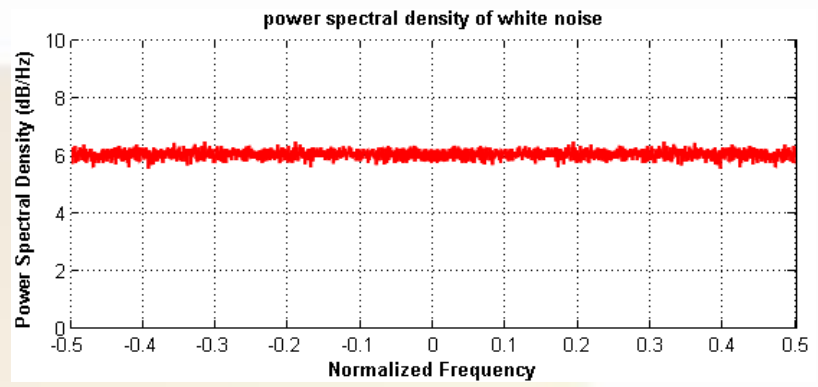
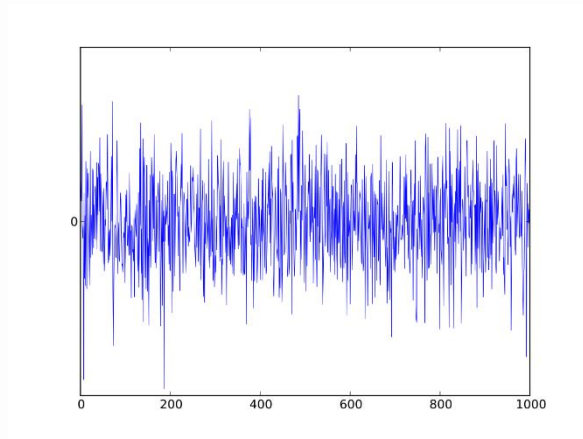


Topic 1 - RF Components and Basic Concepts

1.2 - Noise

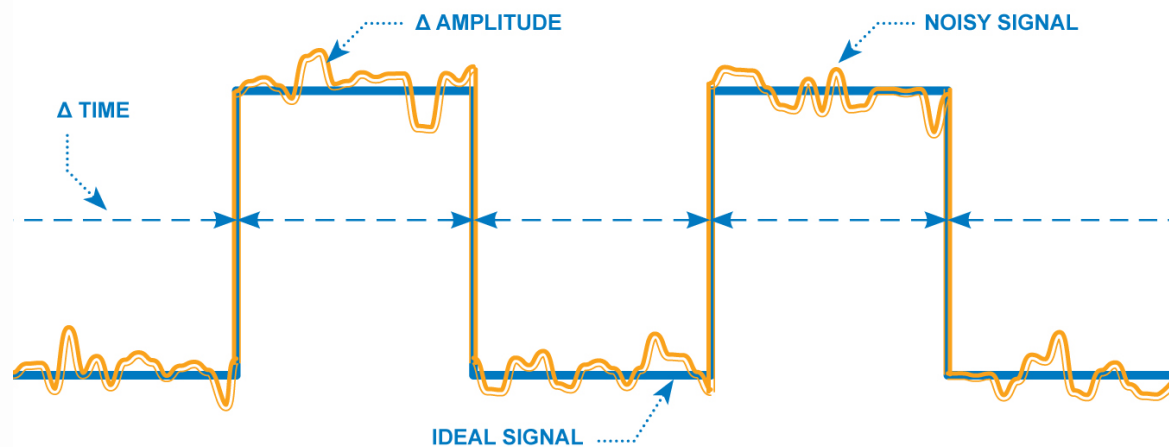
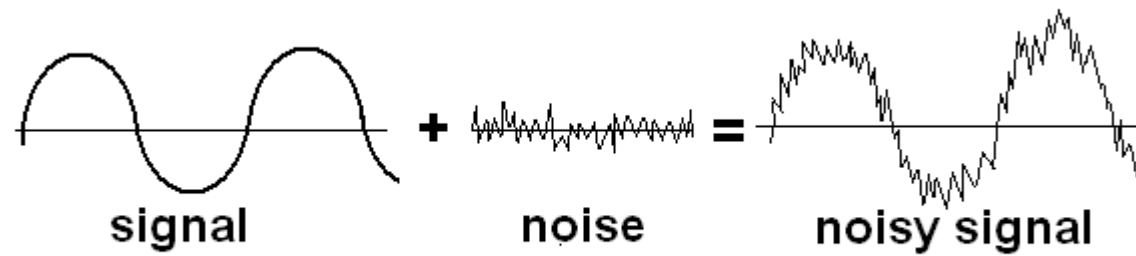
Noise

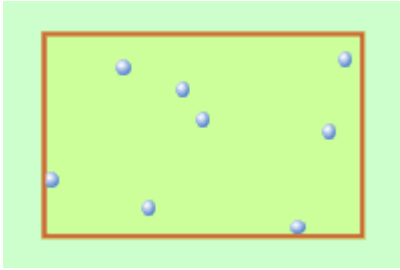
- Noise is **random**. It extends in various forms across the frequency spectrum, although not always in the same amplitude. Accordingly there are different categories of noise according to the frequency distribution:
- ❖ **White noise:** White noise is the type of noise that affects all frequencies equally. It spreads up from zero frequency upwards with a flat amplitude.
- ❖ **Pink noise:** Pink noise does not have a flat response. Its power density falls with increasing frequency.
- ❖ **Band limited noise:** Noise can have its frequency band limited either by filters or the circuit through which it passes.



Effect of Noise

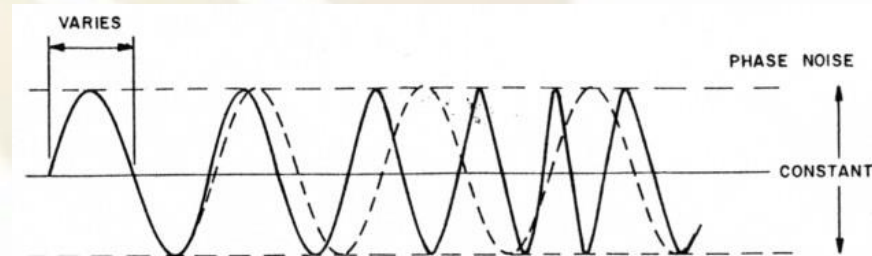
- Variations in amplitude caused by noise can **mask out a signal**, or it can cause data errors, increasing the bit error rate.
- For the best performance, obviously the signal should be as clear of the noise as possible.
- In many instances, there is an acceptable level of data errors **or signal to noise ratio** against the cost involved.





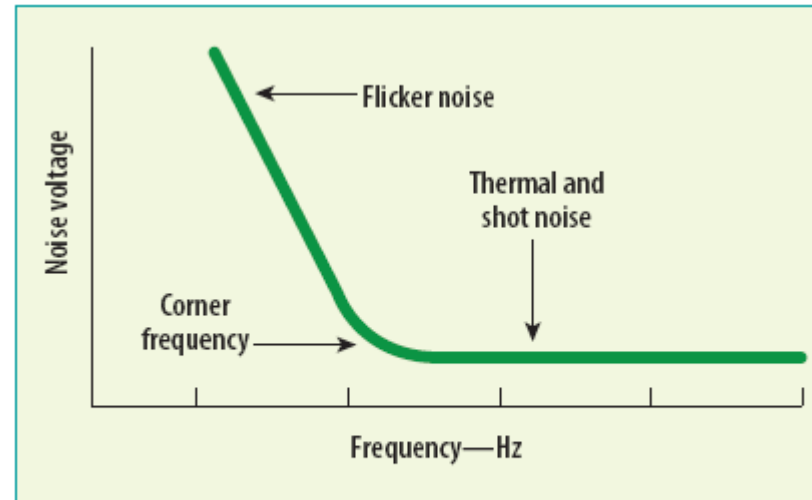
Different types of Noise

- **Thermal noise:** Thermal agitation of charge carriers - typically electrons - in a conductor
- **Shot noise:** This form of noise that arises from the time-dependent fluctuations in electrical current. (Originates from the discrete nature of electric charge.)
- **Phase noise:** Phase noise is a form of RF noise that is visible on radio frequency, and other signals. It appears in the form of phase jitter or perturbations on the signal.



Different types of Noise

- **Flicker noise, $1/f$ noise** components.
- Flicker noise is proportional to $1/f$.
- It can show up as a voltage fluctuation.



Flicker noise is low-level semiconductor device noise that increases as a function of inverse carrier frequency, or $1/f$.

- **Avalanche noise:** Avalanche noise is a form of noise that occurs in pn junctions that are operated in a region at or close to the point of avalanche breakdown.

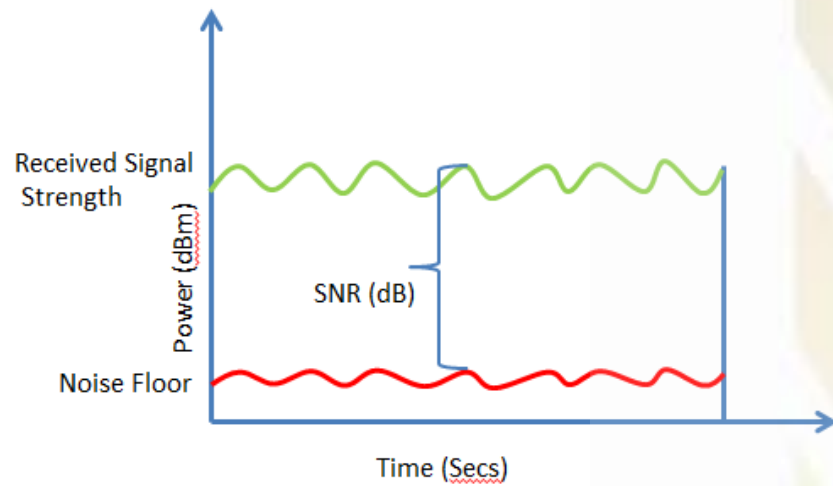
Actually all electronic components have noise at low frequency.
It occurs as a resistance

Signal-to-noise ratio

- Signal-to-noise ratio: (SNR) is a measure used in science and engineering that compares the level of a **desired signal** to the level of **background noise**.
- It is defined as the ratio of signal power to the noise power, often expressed in decibels.

$$\text{SNR} = \frac{P_{\text{signal}}}{P_{\text{noise}}} \quad \text{SNR}_{\text{dB}} = 10 \log_{10} \left(\frac{P_{\text{signal}}}{P_{\text{noise}}} \right)$$

Example



$P_s = 1\text{mW}$
 $P_n = 0.1\text{mW}$

SNR and SNR(dB) ???