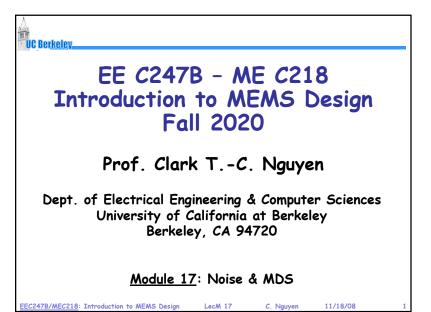
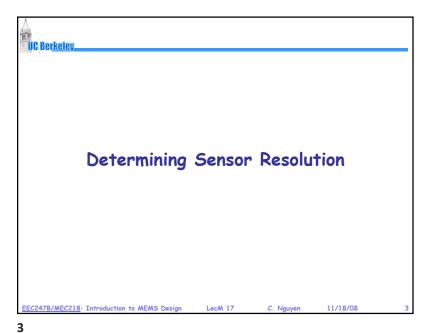
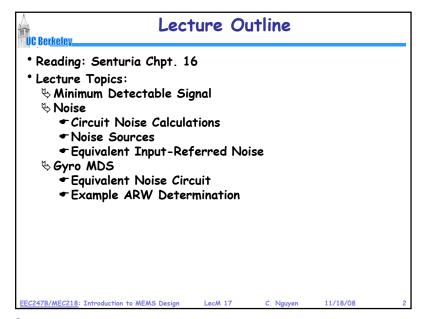
Lecture 24m: Noise & MDS

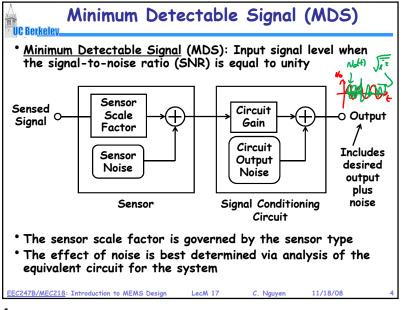


1





2

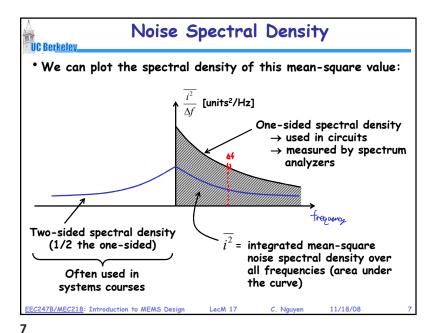


Noise

EEC247B/MEC218: Introduction to MEMS Design LecM 17 C. Nguyen 11/18/08 5

 Noise: Random fluctuation of a given parameter I(t) Avg. value -(e.g. could be DC current) • In addition, a noise waveform has a zero average value We can't handle noise at instantaneous times * But we can handle some of the averaged effects of random fluctuations by giving noise a power spectral density representation Thus, represent noise by its mean-square value: Let $i(t) = I(t) - I_D$ Then $\overline{i^2} = \overline{\left(I - I_D\right)^2} = \lim_{T \to \infty} \frac{1}{T} \int_0^T \left|I - I_D\right|^2 dt$ EEC247B/MEC218: Introduction to MEMS Design 6

5



Noise Sources

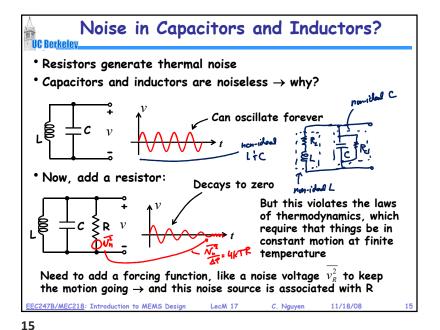
Noise

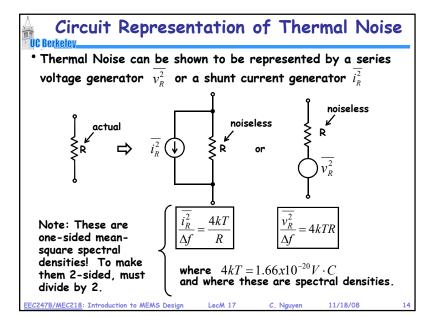


- Thermal Noise in Electronics: (Johnson noise, Nyquist noise)
- \$ Produced as a result of the thermally excited random motion of free e-'s in a conducting medium
- ♦ Path of e⁻'s randomly oriented due to collisions
- Thermal Noise in Mechanics: (Brownian motion noise)
- Thermal noise is associated with all dissipative processes that couple to the thermal domain
- Any damping generates thermal noise, including gas damping, internal losses, etc.
- Properties:
 - Thermal noise is white (i.e., constant w/ frequency)
- ♦ Proportional to temperature
- ♦ Not associated with current
- \$ Present in any real physical resistor

EEC247B/MEC218: Introduction to MEMS Design

13





14

Why 4kTR?

IIC Berkeley

- Why is $v_R^2 = 4kTR\Delta f$ (a heuristic argument)
- The Equipartition Theorem of Statistical Thermodynamics says that there is a mean energy (1/2)kT associated w/ each degree of freedom in a given system
- * An electronic circuit possesses two degrees of freedom:
 - ♥ Current, i, and voltage, v
 - ♦ Thus, we can write:

 $\frac{1}{2}Li^{2} = \frac{1}{2}k_{B}T$, $\frac{1}{2}Cv^{2} = \frac{1}{2}k_{B}T$

 Similar expressions can be written for mechanical systems ♦ For example: for displacement, x

Spring constant

