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Amplifier Noise Principles for the Practical Engineer

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Analog Devices, Inc.

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Outline

- ◆ **Noise**
 - **Extrinsic**
 - **Intrinsic**
- ◆ **Three main sources of intrinsic noise**
 - **Resistance**
 - **Amplifier**
 - ◆ Voltage Noise
 - ◆ Current Noise
 - **ADC**
- ◆ **Why so many units?**
 - **nV/\sqrt{Hz} , μV_{rms} , μV_{p-p}**
 - **Unit conversion**
- ◆ **Noise Math & Shortcuts**
- ◆ **Tips**
 - **Applying gain**
 - **Source resistance**
 - **Feedback resistance**

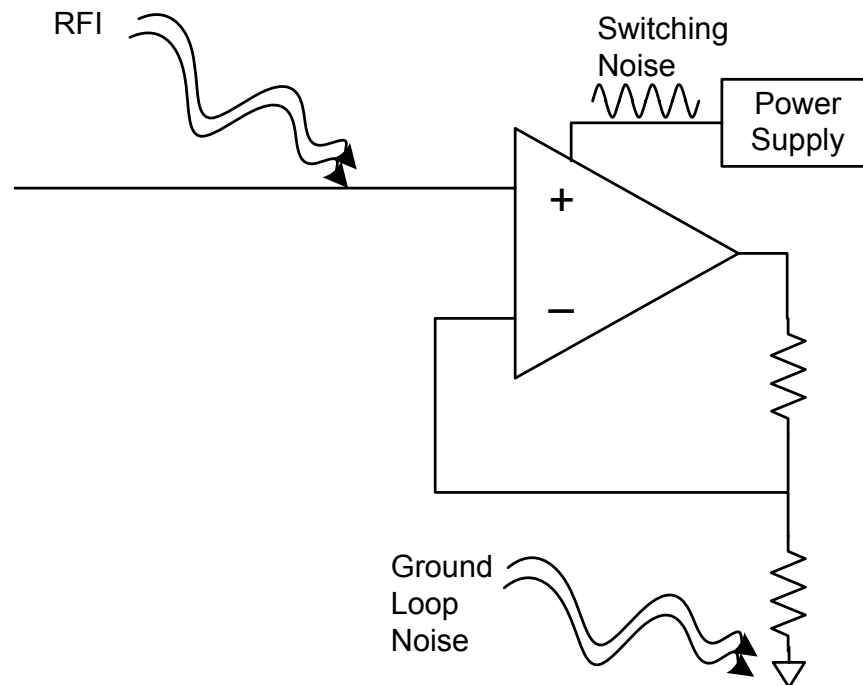


Where does noise come from?

- Extrinsic
- Intrinsic

Extrinsic Noise

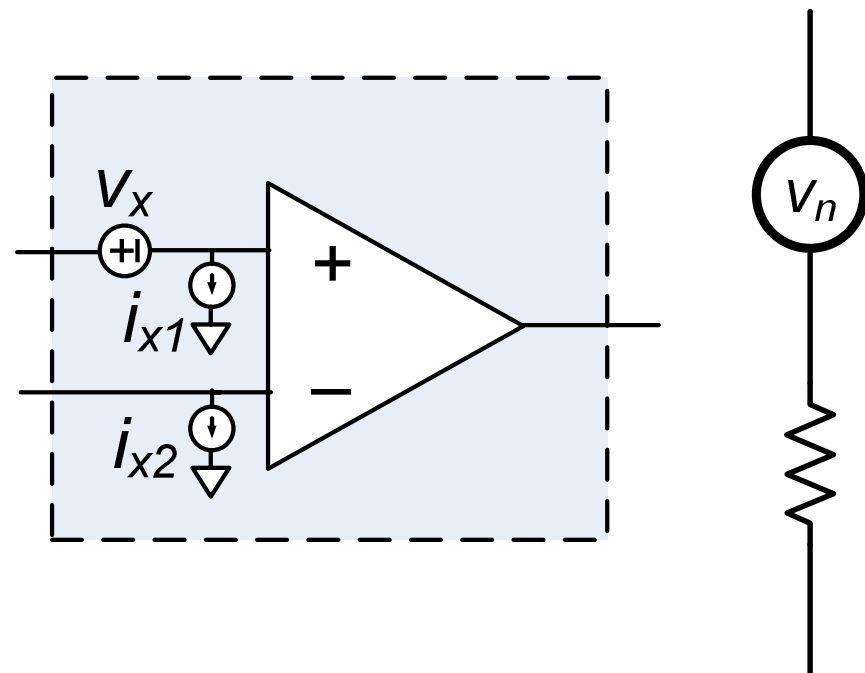
- ◆ **Noise coupling in from external sources**
- ◆ **Examples**
 - RFI Coupling
 - Power Supply Noise
 - Ground loops
 - ◆ Digital circuitry
 - ◆ 50/60 Hz
- ◆ **Not focus of this talk**



Intrinsic Noise

◆ Intrinsic

- Internal noise from components in signal chain
 - ◆ Sensor
 - ◆ Resistors
 - ◆ Amplifier
 - ◆ A/D
- Specified on the datasheet
- Focus of this talk

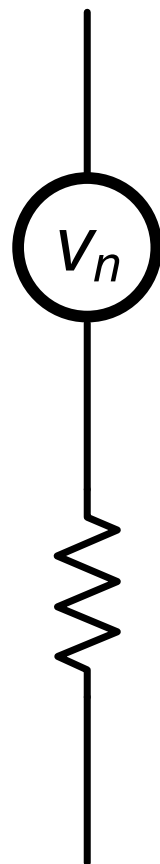




Main Sources of Intrinsic Noise

- Resistor
- Amplifier
- A/D

Resistor noise



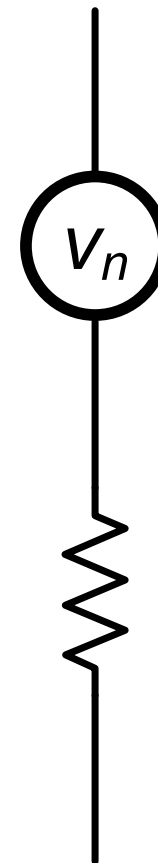
Types of Resistor noise

◆ Excess Noise

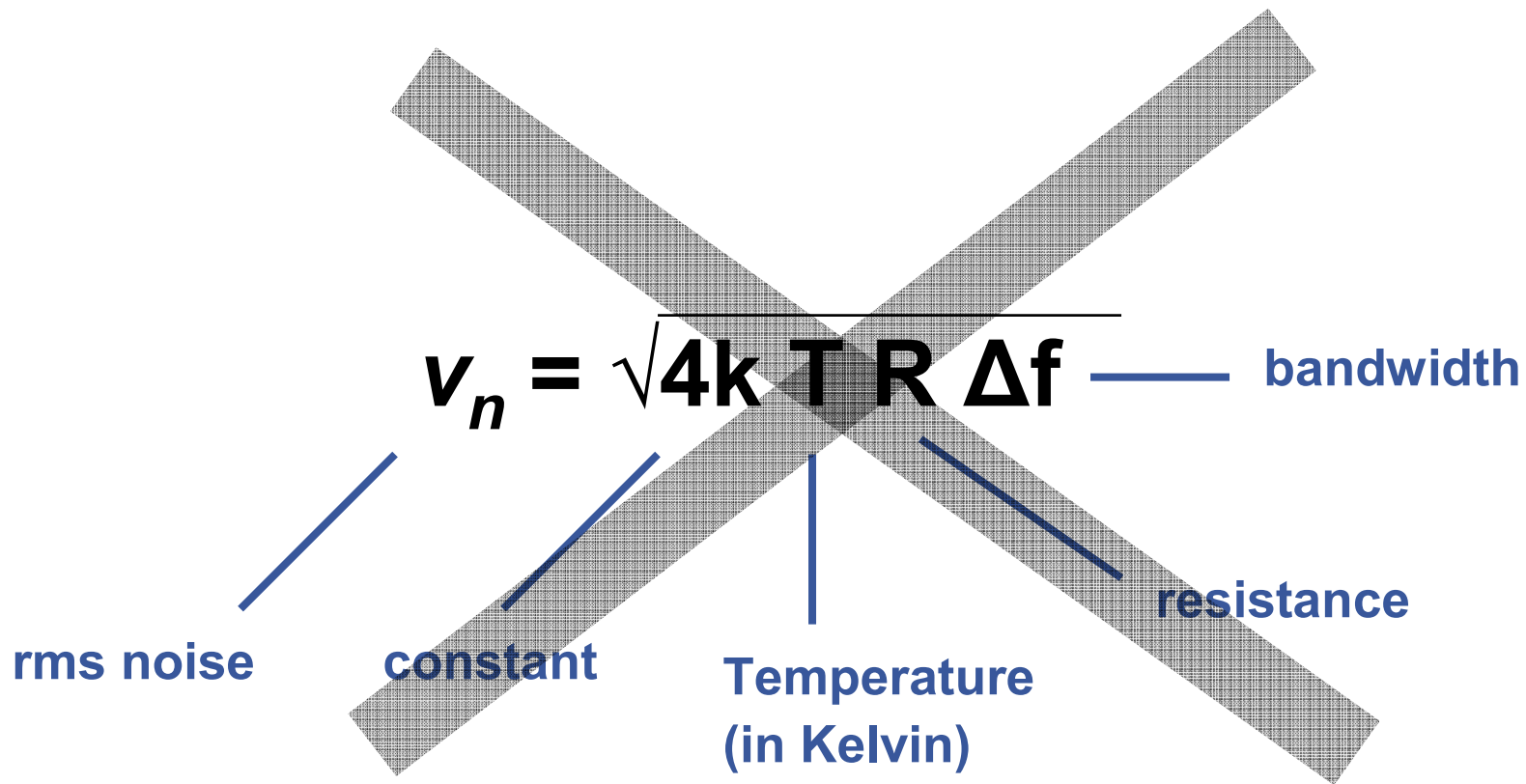
- Depends on type:
 - ◆ Carbon composition = bad performance
 - ◆ Thick film = OK performance
 - ◆ Thin film, wirewound = good performance
- Increases with applied voltage
- 1/f characteristic
- Can ignore if using good resistors

◆ Intrinsic thermal noise

- Independent of type
- Independent of voltage applied
- White noise characteristic
- Need to calculate in design



Thermal noise of an ideal resistor



Too Complicated!

Resistor noise shortcut

$$1 \text{ k}\Omega \rightarrow 4 \text{ nV}/\sqrt{\text{Hz}}$$

Noise scales as square root of resistance

$$4 \text{ k}\Omega \rightarrow (2)(4) \text{ nV}/\sqrt{\text{Hz}} = 8 \text{ nV}/\sqrt{\text{Hz}}$$

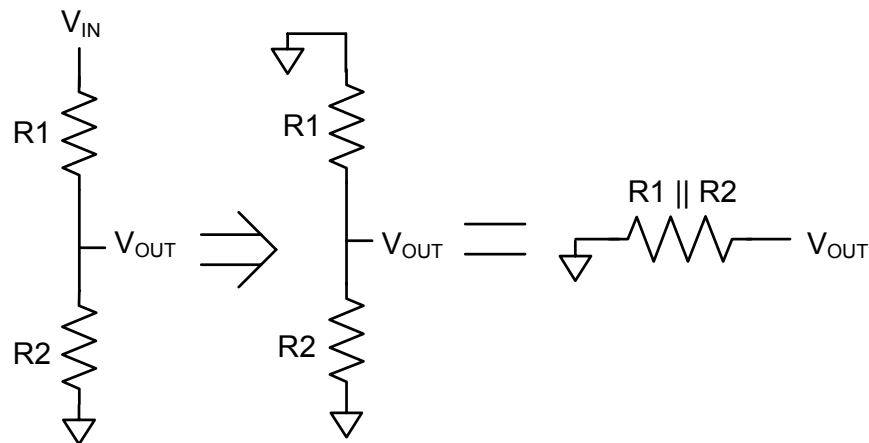
$$9 \text{ k}\Omega \rightarrow (3)(4) \text{ nV}/\sqrt{\text{Hz}} = 12 \text{ nV}/\sqrt{\text{Hz}}$$

$$16 \text{ k}\Omega \rightarrow (4)(4) \text{ nV}/\sqrt{\text{Hz}} = 16 \text{ nV}/\sqrt{\text{Hz}}$$

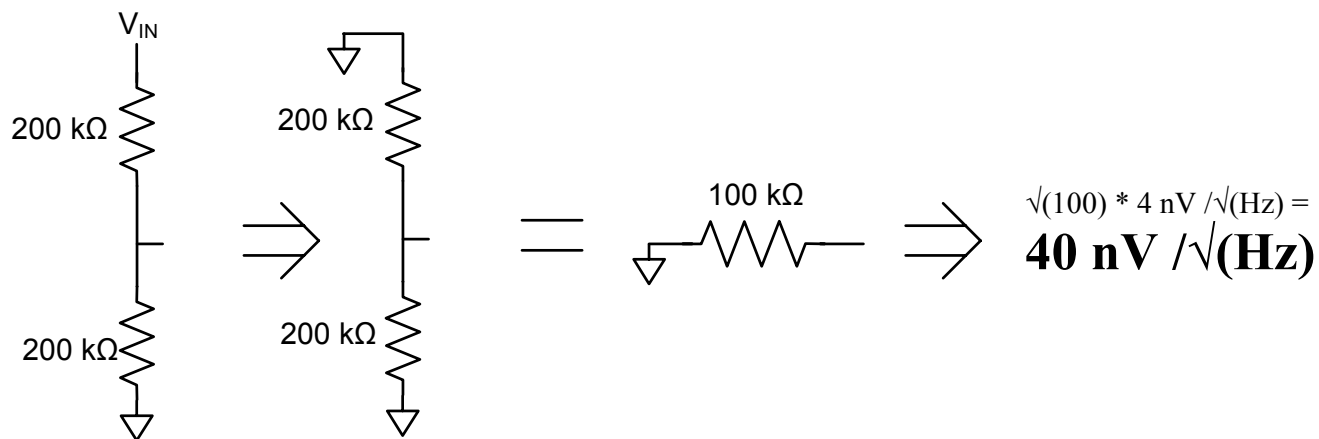
$$100 \text{ k}\Omega \rightarrow (10)(4) \text{ nV}/\sqrt{\text{Hz}} = 40 \text{ nV}/\sqrt{\text{Hz}}$$

Common Resistor Circuits: Resistor Divider

Theory:

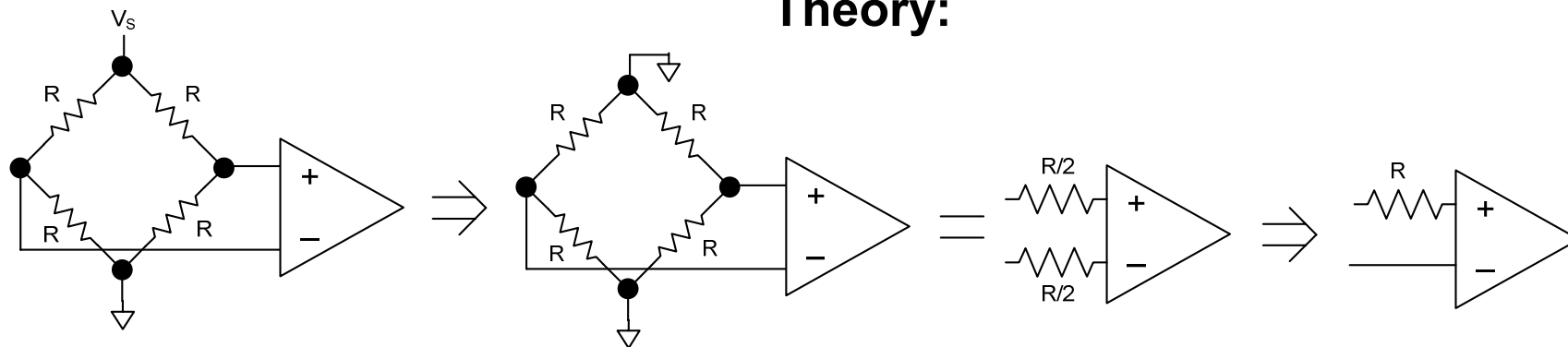


Example:

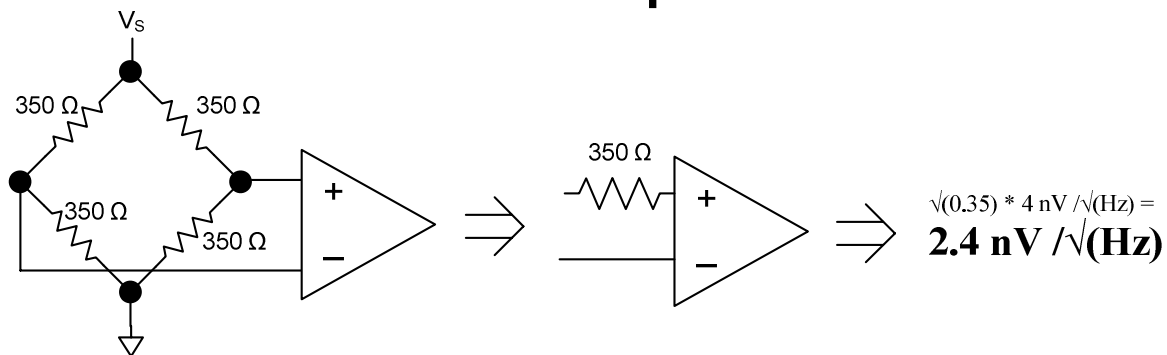


Common Resistor Circuits – Bridge

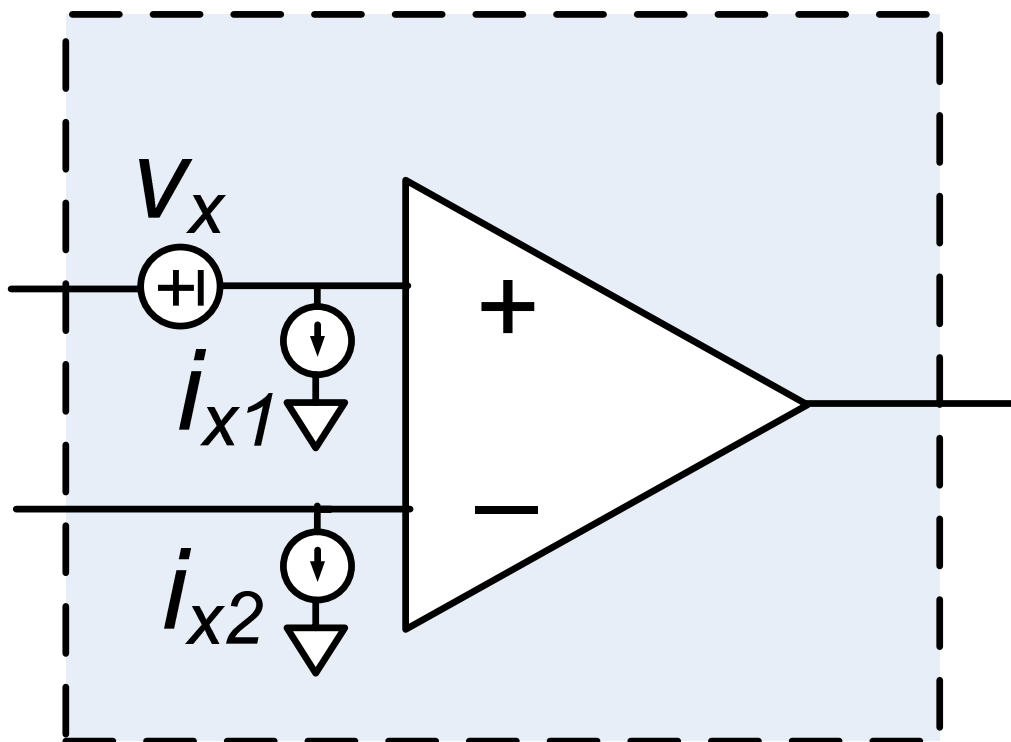
Theory:



Example:

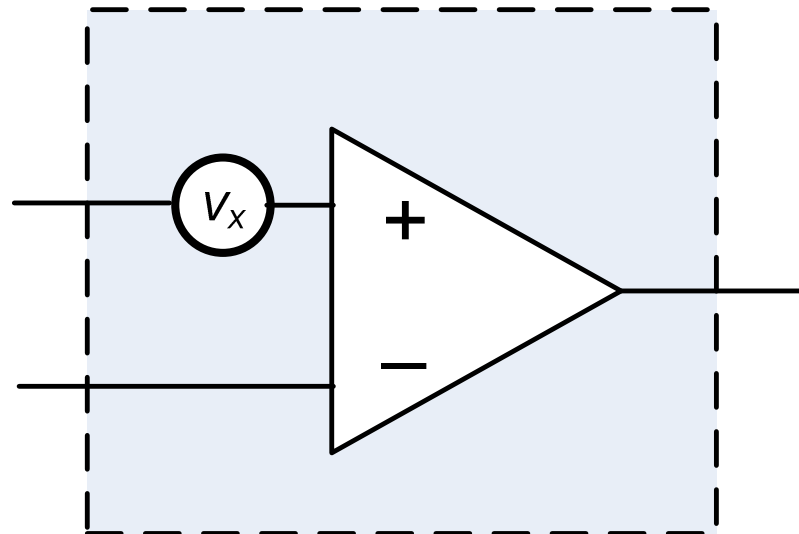


Amplifier Noise



Amplifier Voltage Noise

- ◆ **Units:**
 - $\text{nV}/\sqrt{\text{Hz}}$
 - μV_{rms}
 - $\mu\text{V p-p}$

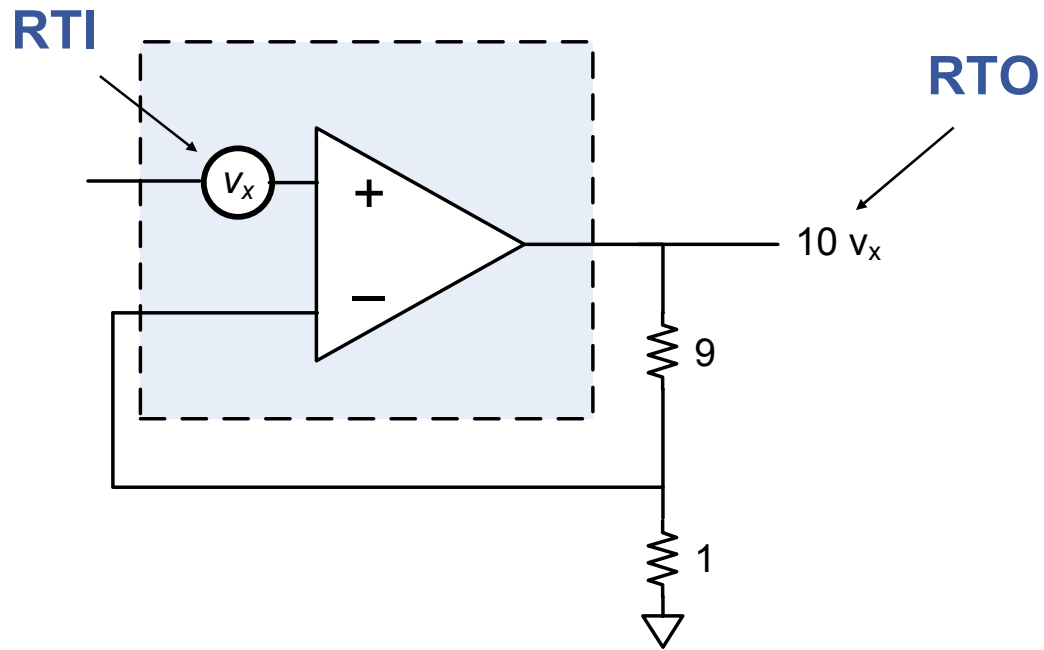


example from AD8295 datasheet:

Voltage Noise Density		40	$\text{nV}/\sqrt{\text{Hz}}$
Voltage Noise	$f = 0.1 \text{ Hz to } 10 \text{ Hz}$	2.2	$\mu\text{V p-p}$

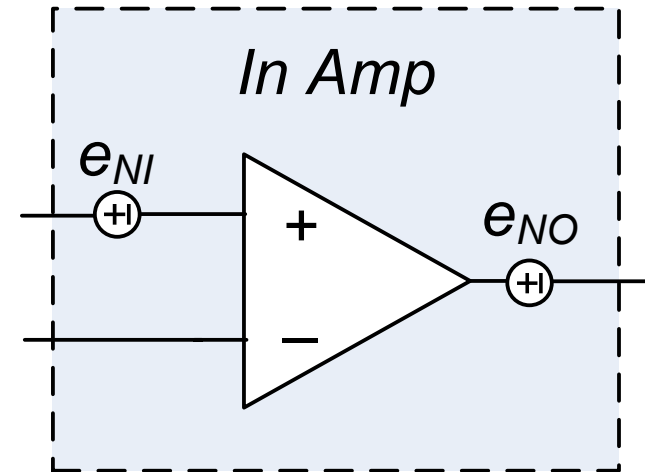
Amplifier Voltage Noise: Referred to What?

- ◆ Options
 - Referred to Input (RTI)
 - Referred to Output (RTO)
- ◆ If not stated, referred to Input
- ◆ Multiply by “noise gain”



Instrumentation Amplifiers are Different

- ◆ Op Amps
 - All noise dependent on gain
- ◆ In Amps
 - Some noise dependent on gain (e_{NI})
 - Some noise independent of gain (e_{NO})
- ◆ Total In Amp Noise, referred to input
 - $\sqrt{e_{NI}^2 + (e_{NO}/G)^2}$

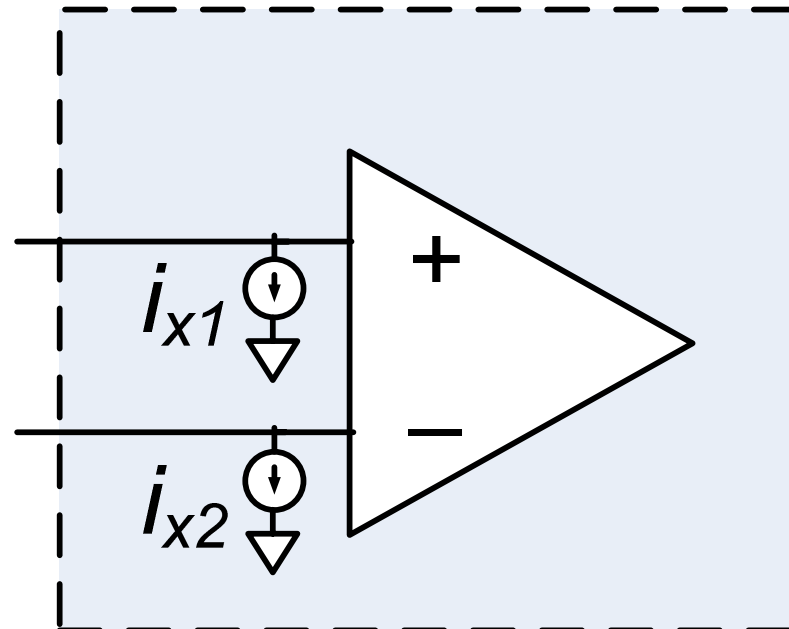


example from AD8221 datasheet:

Voltage Noise, 1 kHz	$RTI\ Noise = \sqrt{e_{NI}^2 + (e_{NO}/G)^2}$ $V_{IN+}, V_{IN-}, V_{REF} = 0\ V$	8	nV/ \sqrt{Hz}		
Input Voltage Noise, e_{NI}				75	nV/ \sqrt{Hz}
Output Voltage Noise, e_{NO}					

Amplifier Current Noise

- ◆ **Units:**
 - $\text{fA}/\sqrt{\text{Hz}}$
 - pArms
 - pA p-p

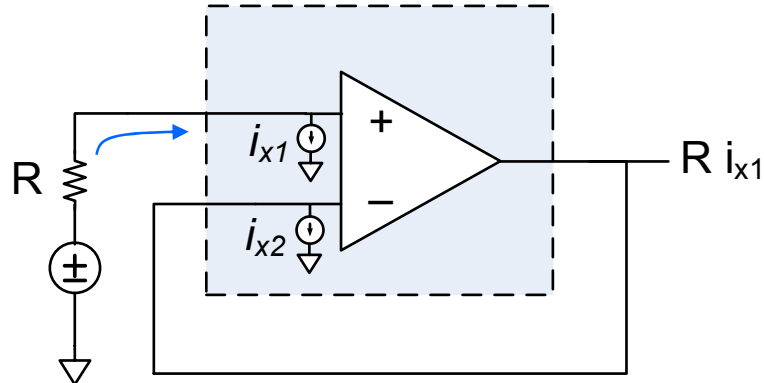


example from AD8295 datasheet:

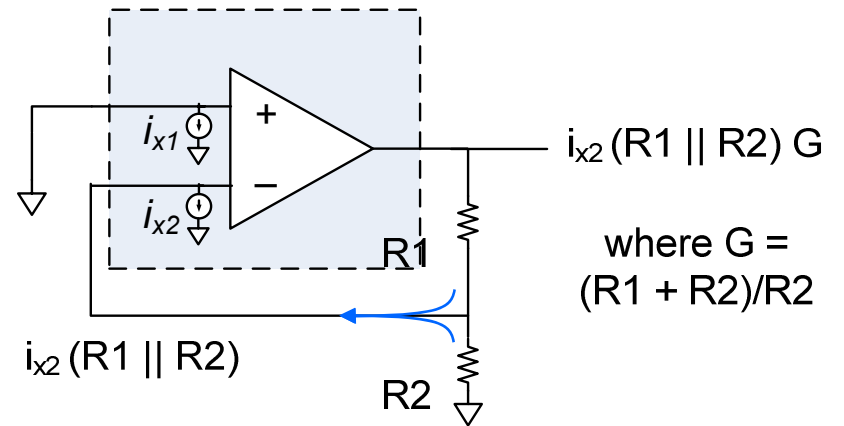
Current Noise	$f = 1 \text{ kHz}$	40	$\text{fA}/\sqrt{\text{Hz}}$
	$f = 0.1 \text{ Hz to } 10 \text{ Hz}$	6	pA p-p

Amplifier Current Noise: Effect depends on resistance

◆ Source resistance



◆ Feedback network



where $G = \frac{R1 + R2}{R2}$

ADC Noise:

◆ Sometimes voltage units provided:

Table 6. RMS Noise (nV) vs. Gain and Output Data Rate

Filter Word (Decimal)	Output Data Rate (Hz)	Settling Time (ms)	Gain of					
			1	8	16	32	64	128
1023	4.7	852.5	340	53	34	18	12	11
640	7.5	533	410	67	40	24	14	13
480	10	400	430	76	45	28	16	15

◆ But most of the time, signal to noise ratio (SNR)

● With distortion: SINAD

Signal-to-Noise Ratio, SNR	$f_{IN} = 20 \text{ kHz}, V_{REF} = 4.096 \text{ V}, \text{ internal reference}$	87.0	88.5	dB
	$f_{IN} = 20 \text{ kHz}, V_{REF} = 5.0 \text{ V}, \text{ external reference}$	89.0	90.0	dB

◆ In emergency use ideal equation

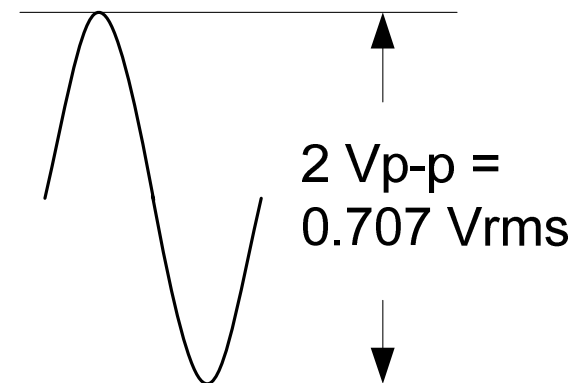
- $SNR = 6.02 * \text{Bits} + 1.76$
- Gives better performance than reality

ADC Noise – Converting SNR to μV_{rms}

Conversion Equation:

$$\frac{\text{Full Scale Voltage in } \mu\text{V}_{\text{rms}}}{10^{\frac{\text{SNR}}{20}}} = \text{ADC noise in } \mu\text{V}_{\text{rms}}$$

Key Point: Use RMS value for full scale range!



Example:

- 2 V ADC input range
- 69 dB SNR

$$\frac{(2 \times 10^6 \mu\text{V})(0.5)(.707)}{10^{\frac{69}{20}}} = 251 \mu\text{V}_{\text{rms}}$$



Why so many units?

- μV_{rms} , $\mu\text{V}_{\text{p-p}}$, $\text{nV}/\sqrt{\text{Hz}}$
- RMS, peak to peak, spectral density
- converting between units

Peak to Peak and RMS noise

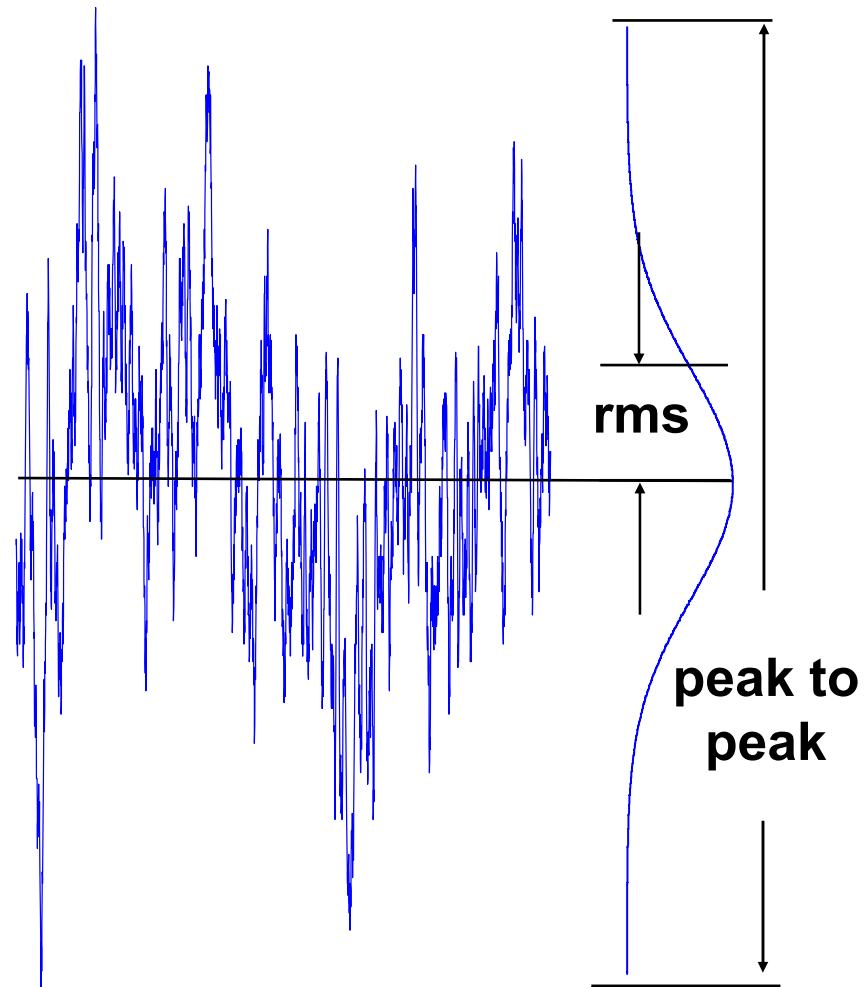
◆ Peak to peak noise

- Distance from min and max points on waveform
- Depends on only two points
 - ◆ Less accurate
 - Variable
 - Measure longer -> bigger result
 - ◆ Easy to compute
 - Max - Min

◆ RMS noise

- One standard deviation
 - ◆ (mean is zero)
- Depends on all points
 - ◆ More accurate
 - Repeatable
 - Measure longer -> more accurate result
 - ◆ Lengthy to compute

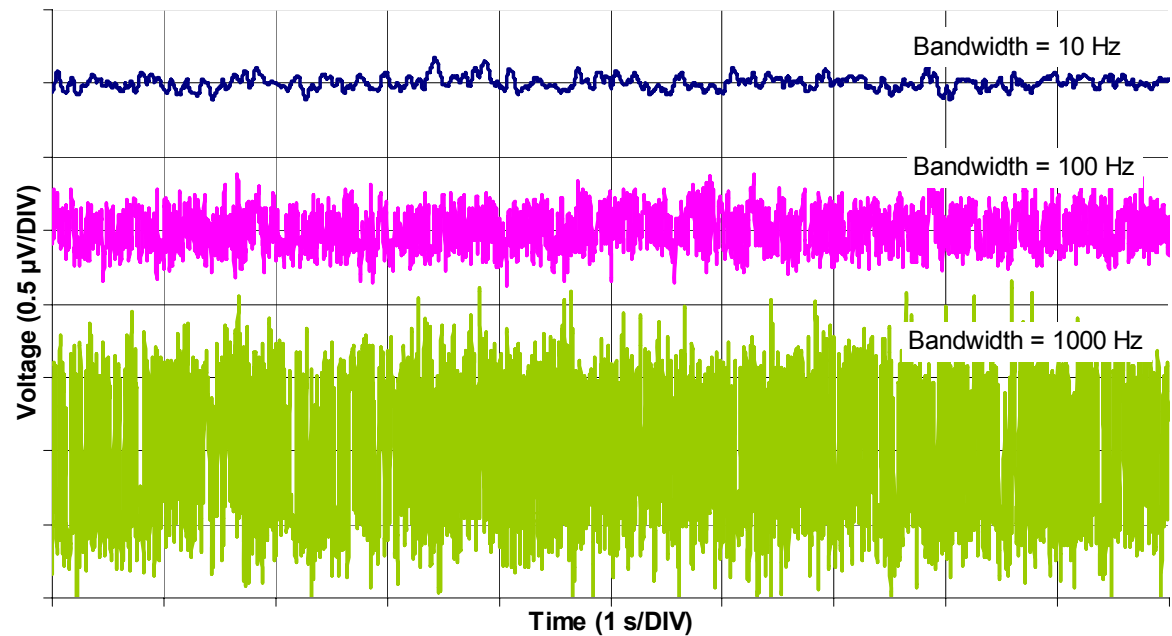
$$\sqrt{\frac{x_1^2 + x_2^2 + \dots + x_n^2}{n}}$$



RMS and Peak to Peak: Dependent on Bandwidth

- ◆ **When measuring:**
 - Circuit bandwidth
 - Measurement instrument bandwidth
- ◆ **When specifying**
 - Bandwidth must be noted

AD8222 Noise (G=100)



NOISE
RTI
G = 100 to 1000

f = 0.1 Hz to 10 Hz

0.25

μV p-p

Spectral Noise Density

Voltage Noise Density

$f = 1 \text{ kHz}$

40

$\text{nV}/\sqrt{\text{Hz}}$

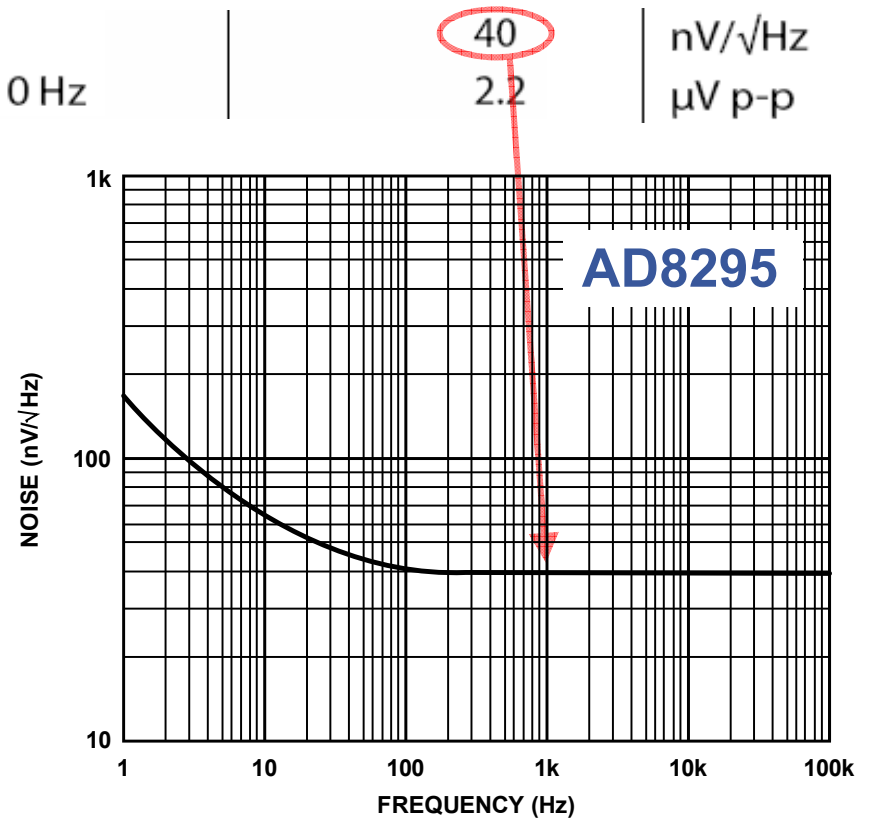
Voltage Noise

$f = 0.1 \text{ Hz to } 10 \text{ Hz}$

2.2

$\mu\text{V p-p}$

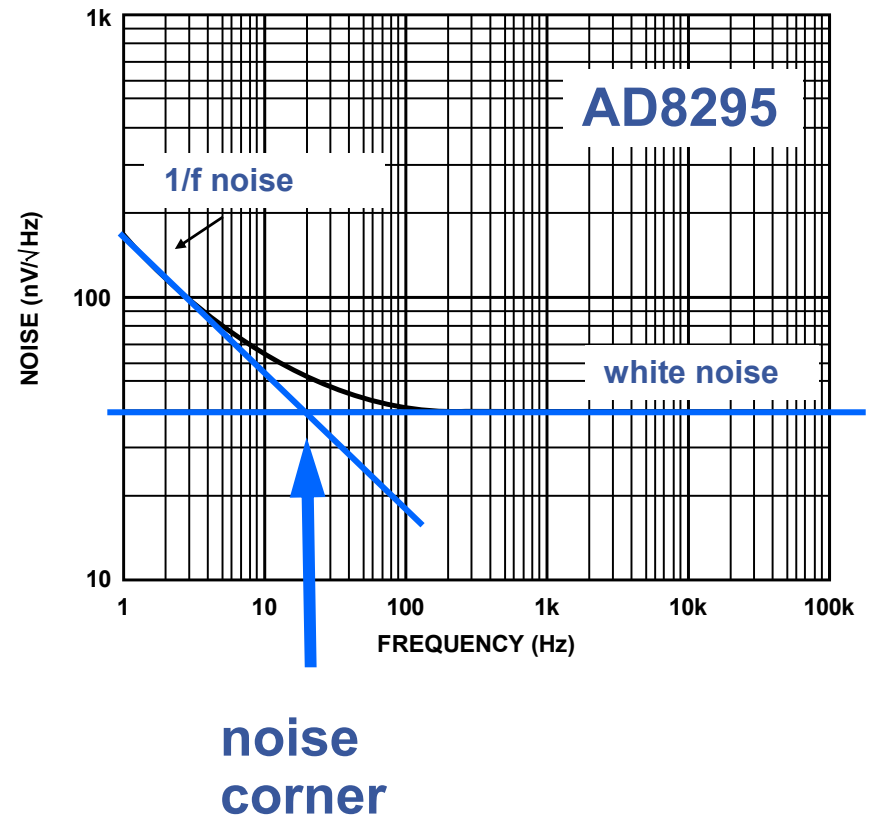
- ◆ **Frequency Domain**
 - Noise density at specific frequency
- ◆ **Units**
 - $\text{nV}/\sqrt{\text{Hz}}$
 - $\text{fA}/\sqrt{\text{Hz}}$
- ◆ **Includes many, many points**
 - Datasheet figure has lots of averaging



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Spectral Noise Density – 1/f corner

- ◆ **1/f noise**
 - Noise density increases at low frequencies
- ◆ **White noise**
 - Noise density flat at high frequencies
- ◆ **1/f corner**
 - Where 1/f noise and white noise trendlines intersect



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How to convert

- ◆ **Conversion process**
 - $\text{nV}/\sqrt{\text{Hz}} \rightarrow \mu\text{V}_{\text{rms}}$
 - $\mu\text{V}_{\text{rms}} \rightarrow \mu\text{V}_{\text{p-p}}$

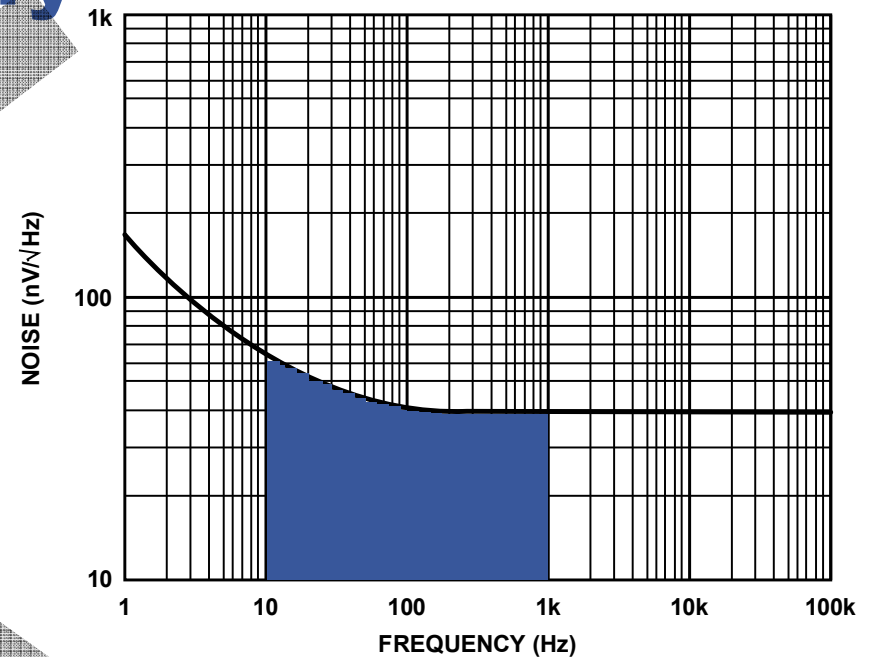
nV/\sqrt{Hz} -> μV_{rms} : theory

◆ Theoretical Equation

$$Noise_{RMS} = \sqrt{\int_{f_{LOW}}^{f_{HIGH}} (SD_f)^2 df}$$

◆ Where

- SD_f : spectral density at frequency f
- f_{LOW} : low frequency cutoff
- f_{HIGH} : high frequency cutoff



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Too Complicated!

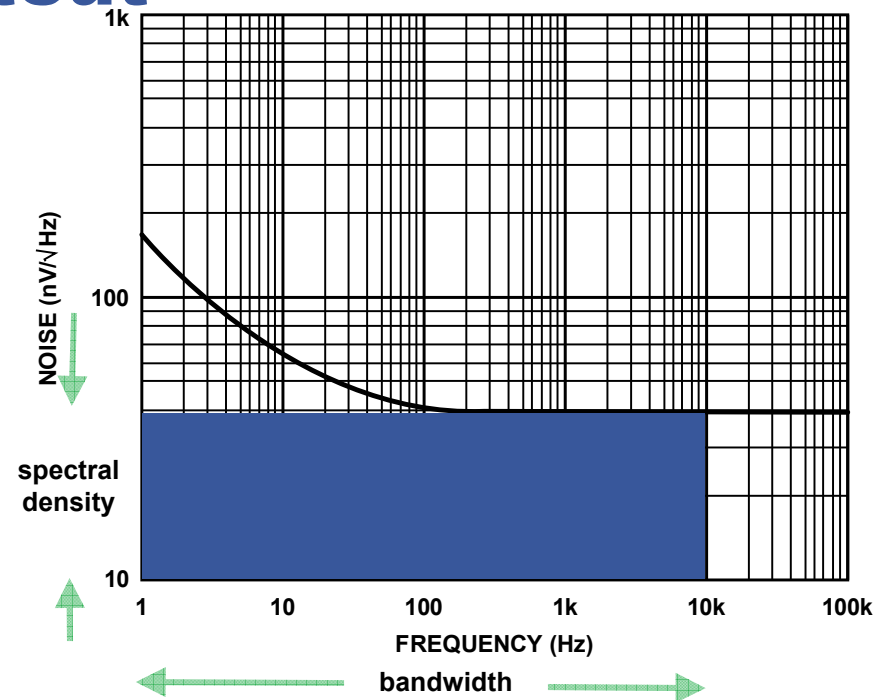
nV/\sqrt{Hz} -> μV_{rms} shortcut

◆ Assumption

- Mostly white noise
 - ◆ $1/f$ corner \ll bandwidth

◆ Equation

- RMS Noise = spectral density * $\sqrt{\text{bandwidth}}$



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Equivalent Noise Bandwidth

◆ Equivalent Noise bandwidth for Butterworth filters

- 1 pole: 1.57
- 2 pole: 1.11
- 3 pole: 1.05

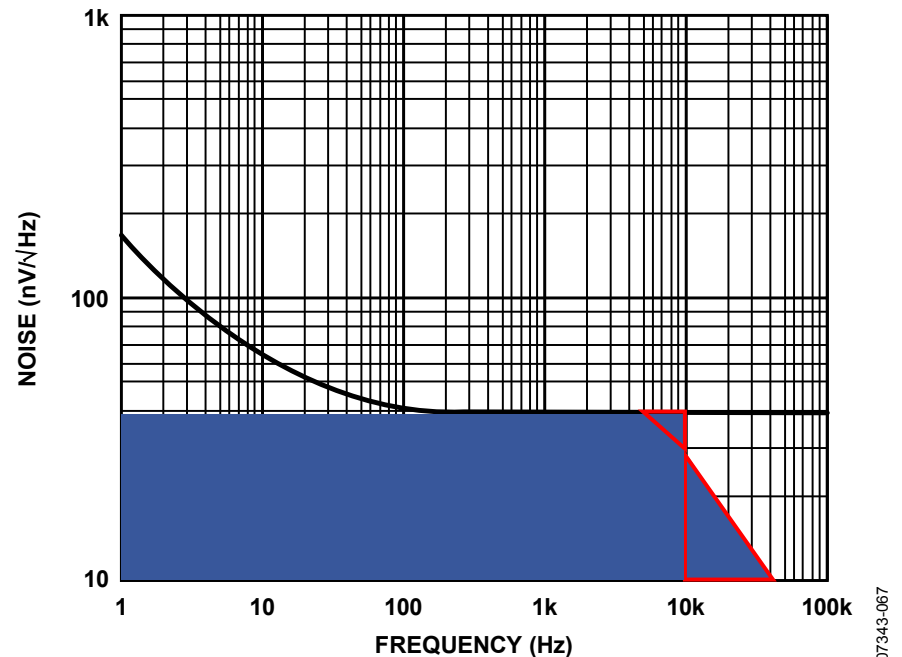
◆ Example:

● Given:

- ◆ 40 nV/rt(Hz)
- ◆ 10 kHz 1 pole filter

● Answer:

- ◆ $40 \text{ nV}/\sqrt{\text{Hz}} * \sqrt{10 \text{ kHz} * 1.57} \approx 5000 \text{ nV}_{\text{rms}} = 5 \mu\text{V}_{\text{rms}}$



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nV/\sqrt{Hz} -> μV_{rms}

- ◆ Not mostly white noise?
 - 1/f corner near bandwidth
- ◆ Options
 - Use theoretical formula?
 - Use amplifier with low 1/f corner
 - Compare μV_{p-p} numbers
 - ◆ 0.1 to 10 Hz
 - Autozero/Chopper

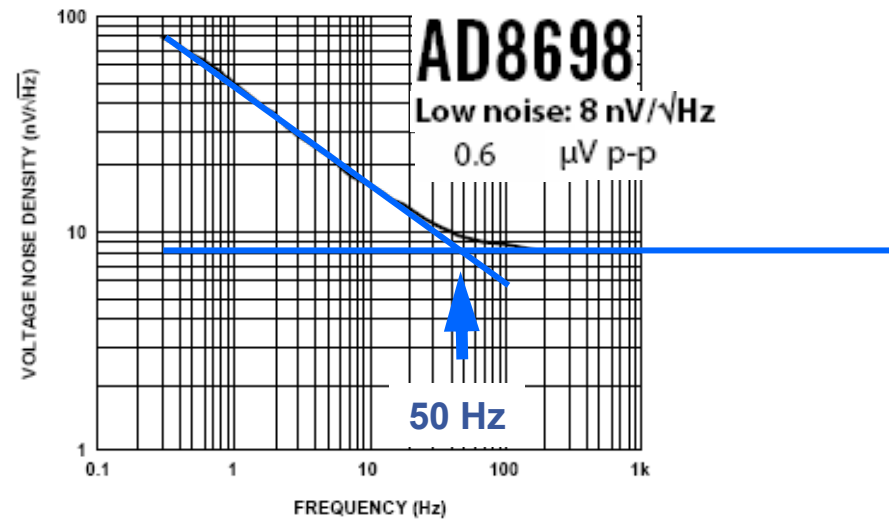


Figure 16. Voltage Noise Density vs. Frequency

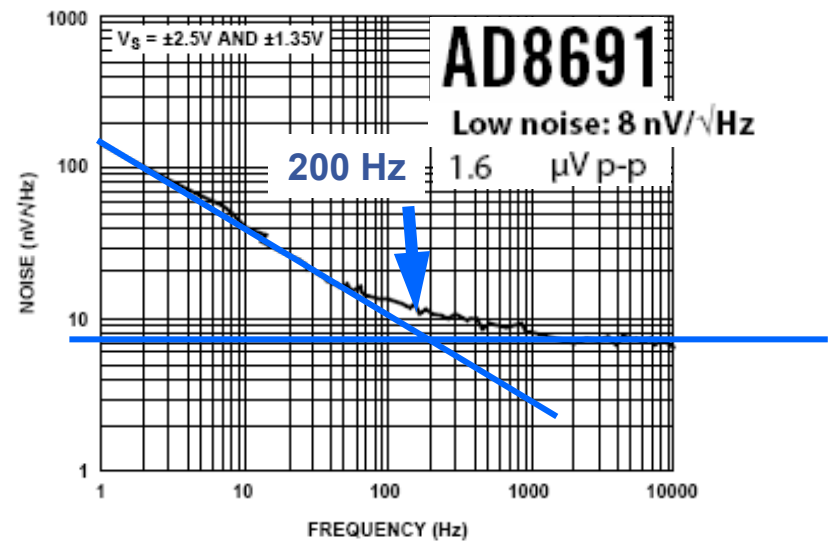
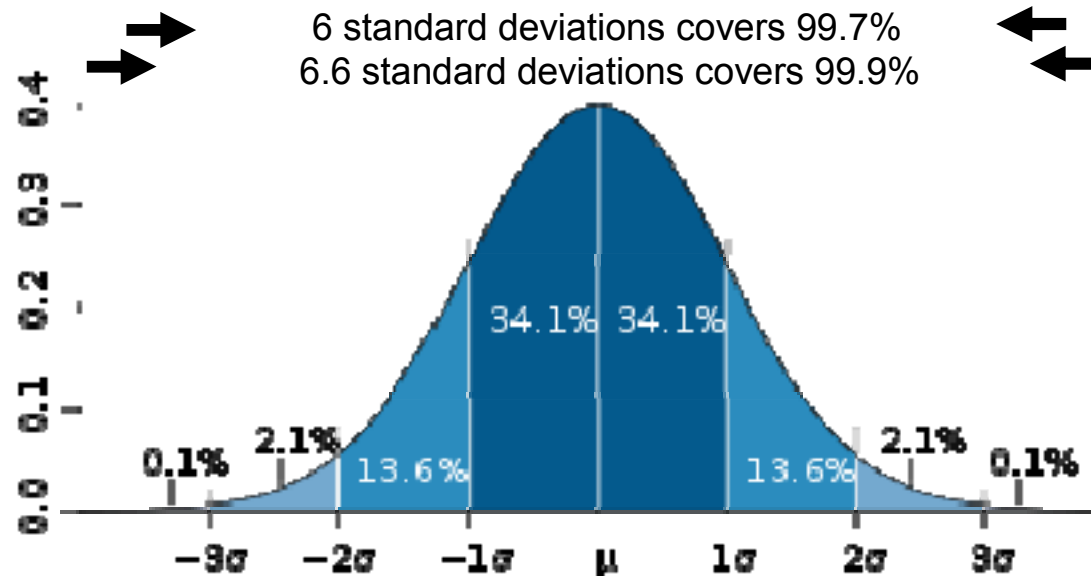


Figure 27. Voltage Noise Density

μV_{rms} -> μV_{p-p}

- ◆ To get peak to peak noise
 - In theory: peak to peak noise infinite
 - In practice: multiply rms by 6
 - ◆ Multiplier of '6' is rule of thumb: 99.73% of points
- ◆ Examples
 - $1 \mu V_{rms} * 6 \approx 6 \mu V_{p-p}$
 - $1 \mu V_{rms} * 6.6 \approx 6.6 \mu V_{p-p}$



graph created by Jeremy Kemp

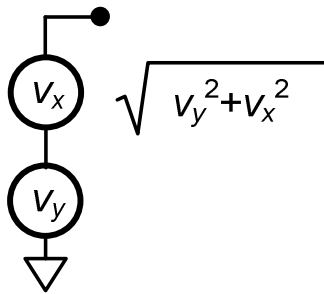


Math and Shortcuts

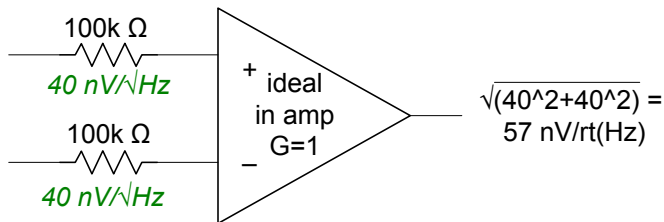
Noise Math

◆ Addition

- Noise adds as sum of squares

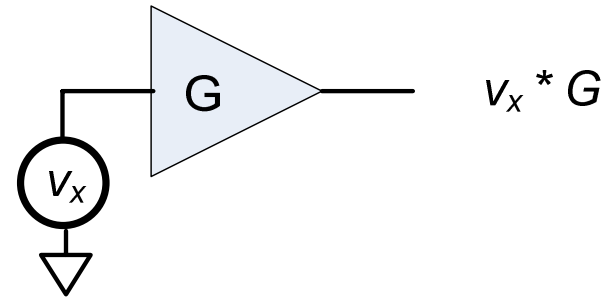


Example

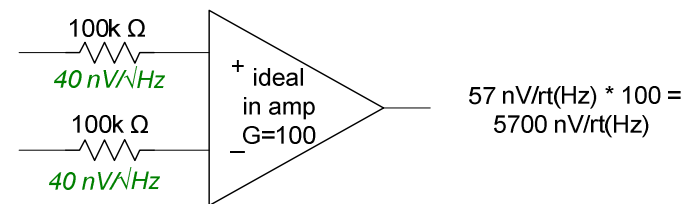


◆ Multiplication

- Gain and attenuation work just like normal signals



Example



Noise shortcuts

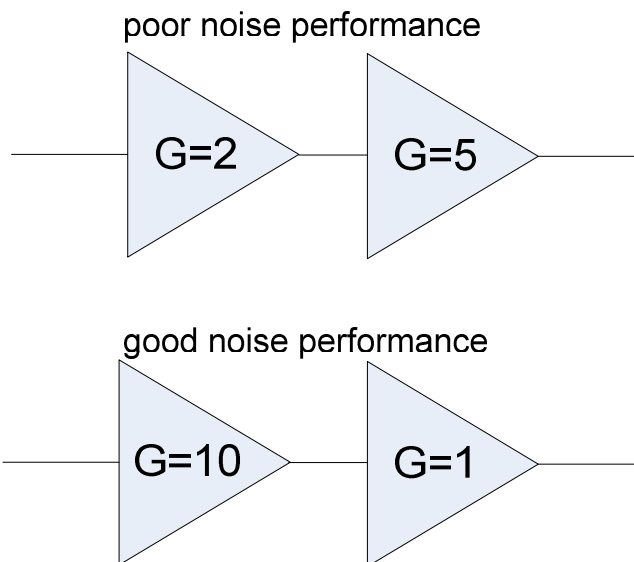
- ◆ **1 k Ω resistor -> 4 nV/ $\sqrt{\text{Hz}}$**
- ◆ **When adding noise sources, larger sources dominate**
 - Sum of squares addition
 - Ignore signals < 1/5th largest signal
- ◆ **If first stage gain is large**
 - Later stages typically have little effect



Tips

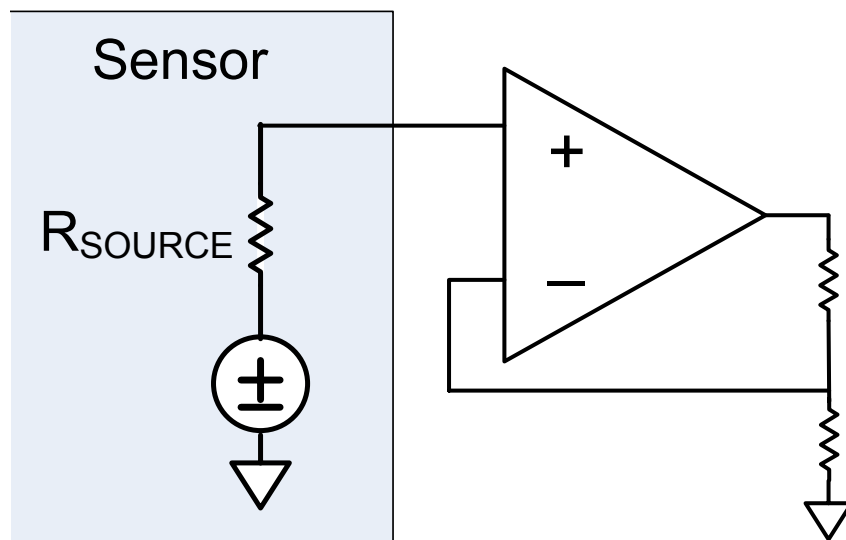
Noise Tip #1: Apply Gain Early

- ◆ Noise adds as sum of squares



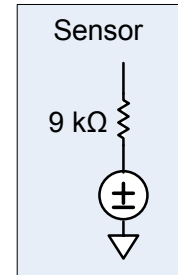
Noise Tip #2: Watch out for source impedance

- ◆ Source Resistance adds noise
- ◆ Current noise calculation



Source impedance example

◆ Given the following sensor:



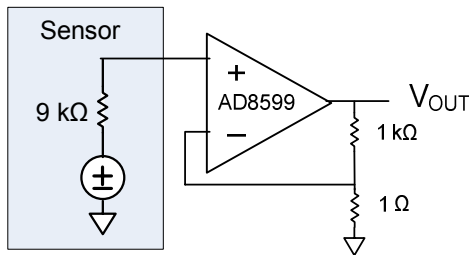
Sensor Noise:
 $\sqrt{9} \times 4 \text{ nV}/\sqrt{\text{Hz}}$
 $= 12 \text{ nV}/\sqrt{\text{Hz}}$

◆ Which op amp is better?

**Ultralow Distortion,
 Ultralow Noise Op Amp
 FEATURES**

1.1 nV/ $\sqrt{\text{Hz}}$

2.3 pA/ $\sqrt{\text{Hz}}$ x 9 k Ω = 20.7 nV/rt(Hz)



Noise contributors (RTI):

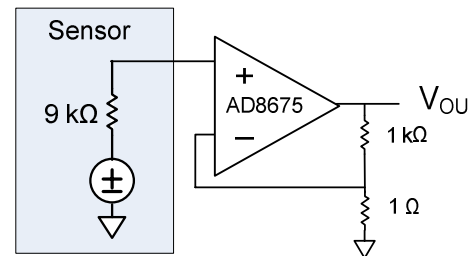
Sensor noise = $4 \times \sqrt{9} =$	12
Amp Voltage noise =	1.1
Amp Current noise = $2.3 \times 9 =$	20.7

Total Noise = $\sqrt{(12^2 + 1.1^2 + 20.7^2)} =$ **24 nV/rt(Hz)**

**36 V Precision, 2.8 nV/ $\sqrt{\text{Hz}}$
 Rail-to-Rail Output Op Amp
 FEATURES**

2.8 nV/ $\sqrt{\text{Hz}}$

0.3 pA/ $\sqrt{\text{Hz}}$ x 9 k Ω = 2.7 nV/rt(Hz)



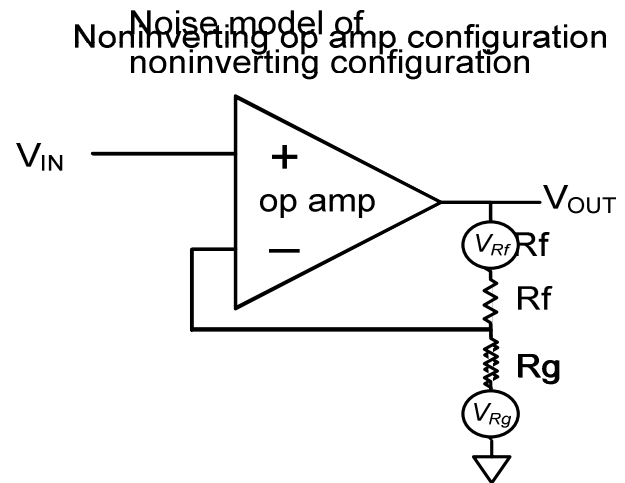
Noise contributors (RTI):

Sensor noise = $4 \times \sqrt{9} =$	12
Amp Voltage noise =	2.8
Amp Current noise = $0.3 \times 9 =$	2.7

Total Noise = $\sqrt{(12^2 + 2.8^2 + 2.7^2)} =$ **12.3 nV/rt(Hz)**

Noise Tip #3: Watch out for feedback resistors

- ◆ **R_f acts like voltage source at output**
- ◆ **R_g acts like inverting configuration voltage source**
- ◆ **What noise dominates?**
 - **R_f dominates**
 - ◆ Noninverting config: $G < 2$
 - ◆ Inverting configuration: $G > -1$
 - **R_f and R_g noise equal**
 - ◆ Noninverting config: $G = 2$
 - ◆ Inverting config: $G = -1$
 - **R_g dominates**
 - ◆ Noninverting config: $G > 2$
 - ◆ Inverting config: $G < -1$
- ◆ **Watch out for current noise**



Summary

- ◆ **Noise**
 - Extrinsic
 - Intrinsic
- ◆ **Three main sources of intrinsic noise**
 - Resistance
 - Amplifier
 - ◆ Voltage Noise
 - ◆ Current Noise
 - ADC
- ◆ **Why so many units?**
 - RMS noise, peak to peak noise, spectral density
 - How to convert between units
- ◆ **Noise Math & Shortcuts**
- ◆ **Tips**
 - Gain Early
 - Source Impedance
 - Feedback resistors

Where to learn more

◆ Application Notes

- AN-940: Low Noise Amplifier Selection Guide for Optimal Noise Performance
- AN-358: Noise and Operational Amplifier Circuits

◆ Analogue Dialogue

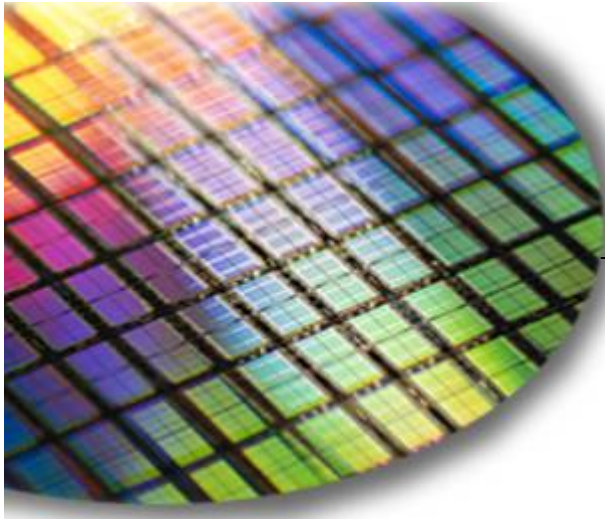
- Ask The Applications Engineer -7: What should I know about op-amp noise?
- Ask The Applications Engineer -8: What is “noise gain”?

◆ Webinar

- Noise Optimization in Signal Conditioning Circuits (Three part series)

◆ Tutorials

- MT-047: Op Amp Noise
- MT-048: Op Amp Noise Relationships: $1/f$ Noise, RMS Noise, and Equivalent Noise Bandwidth
- MT-049: Op Amp Total Output Noise Calculations for Single-Pole System
- MT-050: Op Amp Total Output Noise Calculations for Second-Order System
- MT-065: In-Amp Noise



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Questions?

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