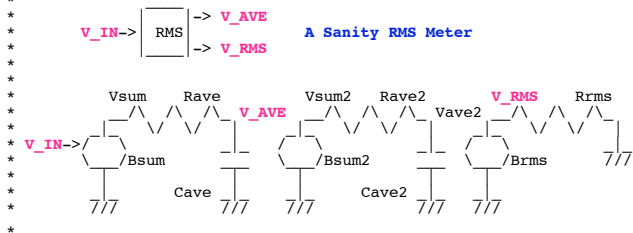



```

.include Noise_audio1K.txt
QN1 C B1 E1 NPN1 1
VM E1 E DC 0
BN B B1 V = v(NCN)*v(audio1K)*(13u/(i(VM)+5n))^0.5
.ENDS M_RMS

```

* ===== .SUBCKT M_RMS Sanity Check RMS Meter =====



```

.SUBCKT M_RMS V_IN V_AVE V_RMS
Bsum Vsum 0 V = v(V_IN)
Rave Vsum V_AVE 1
Cave V_AVE 0 10m
Bsum2 Vsum2 0 V = (v(V_IN)-v(V_AVE))^2
Rave2 Vsum2 Vave2 1
Cave2 Vave2 0 7m
Brms V_RMS 0 V = v(Vave2)^0.5
Rrms V_RMS V0 1k
.ENDS M_RMS

```

.end

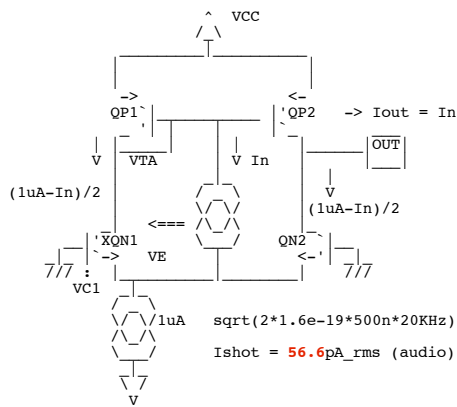
=====END_OF_SPICE=====

```

**#1===First measure Output Noise current XQN1 @ IB = 1uA====
run
plot out v_ave v_rms title IB_1uA
plot ve ylimit -577.61m -577.624m title IB_1uA

```

THE NOISE CURRENT MODEL



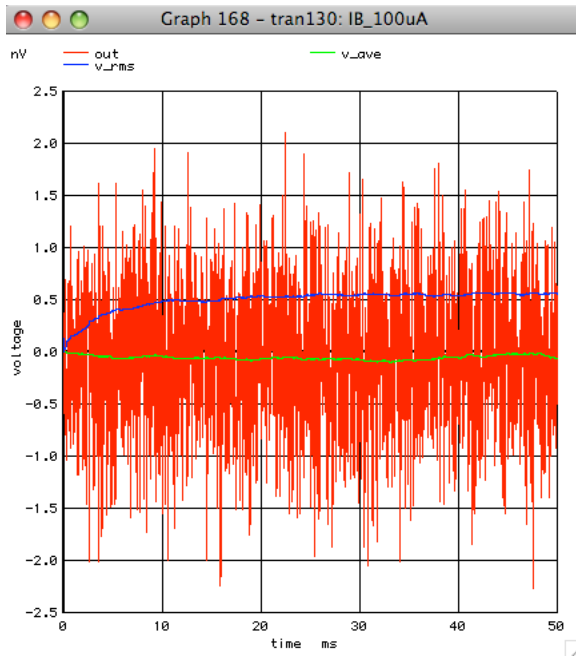
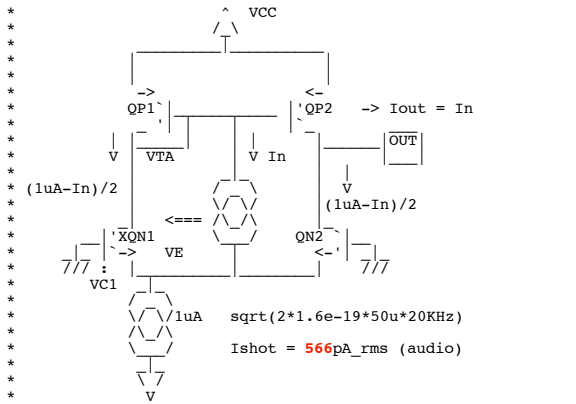
Noise current across the emitter to collector follows the equation.


```

**#2===Measure Output Noise current XQN1 for @ IB = 100uA=====
alter      ib1      dc = -100u
run
plot      out v_ave v_rms      title IB_100uA

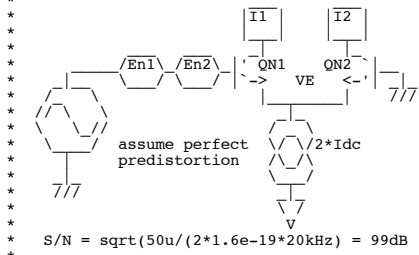
```

A factor of 100 should increase noise current by 10



All Matched pairs add noise.
 Transistor QN2 will increase the input noise by a factor of $\sqrt{2}$.
 Considering just two input transistors, the signal to noise is defined by I_{dc} .

* SHOT SIGNAL TO NOISE RATIO LIMIT
 * $\pm I_{out} = 2 \cdot I_{dc}(pk) = \sqrt{2} \cdot I_{dc}(rms)$
 * $ShotNoise = \sqrt{2} \cdot \sqrt{2 \cdot q \cdot I_{dc} \cdot BW}$ (rms)
 * **$S/N = \sqrt{I_{dc} / (2 \cdot q \cdot BW)}$**



```

**#3===Measure Output Noise current XQN3 for @ IB = 100uA=====
alter VC1 dc = 0
alter VC2 dc = 1
run
plot out v_ave v_rms title IB_100uA_tail_Only

```

A perfectly matched input stage will completely common mode that noise out.

