

# ***Phase Noise (I)***

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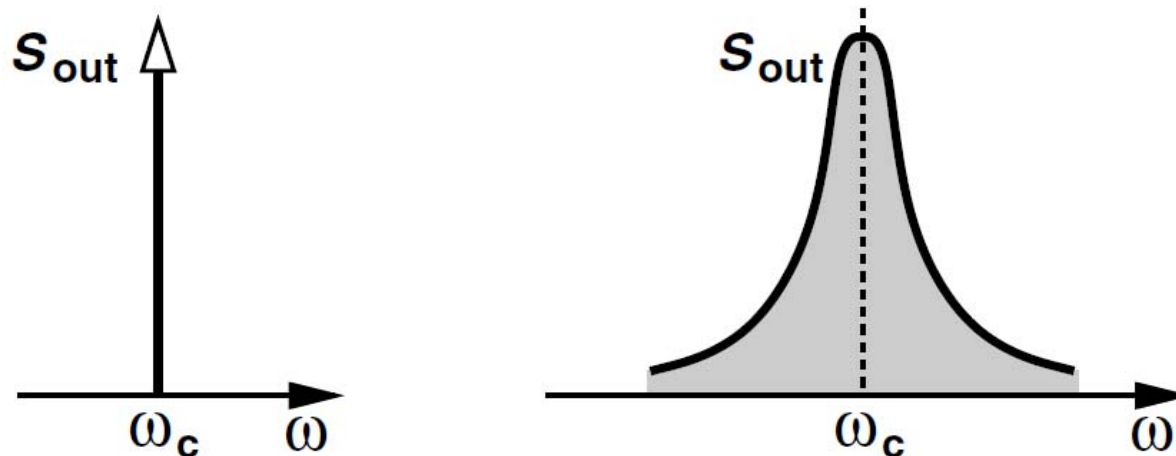
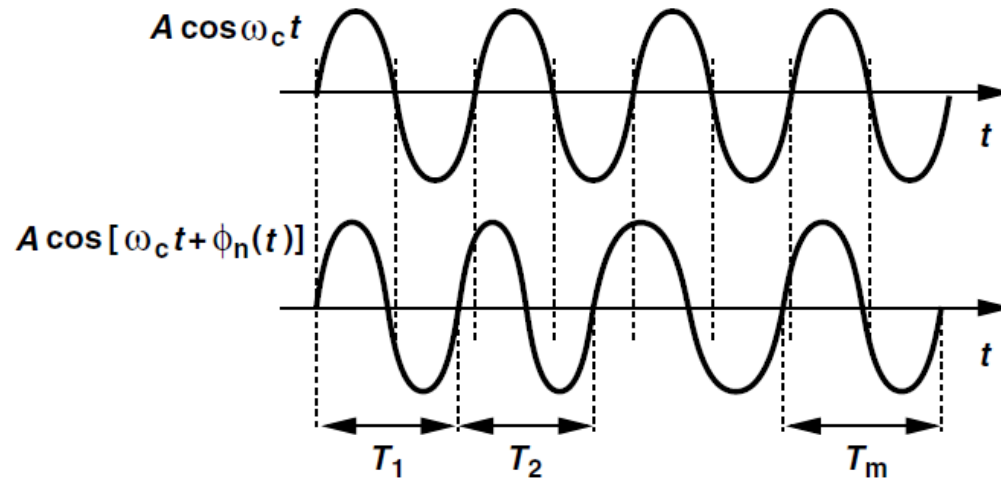
# Outline

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- **What is phase noise?**
- **Why do we care?**
- **Where does it come from?**

# Phase Noise in Time and Freq. Domains

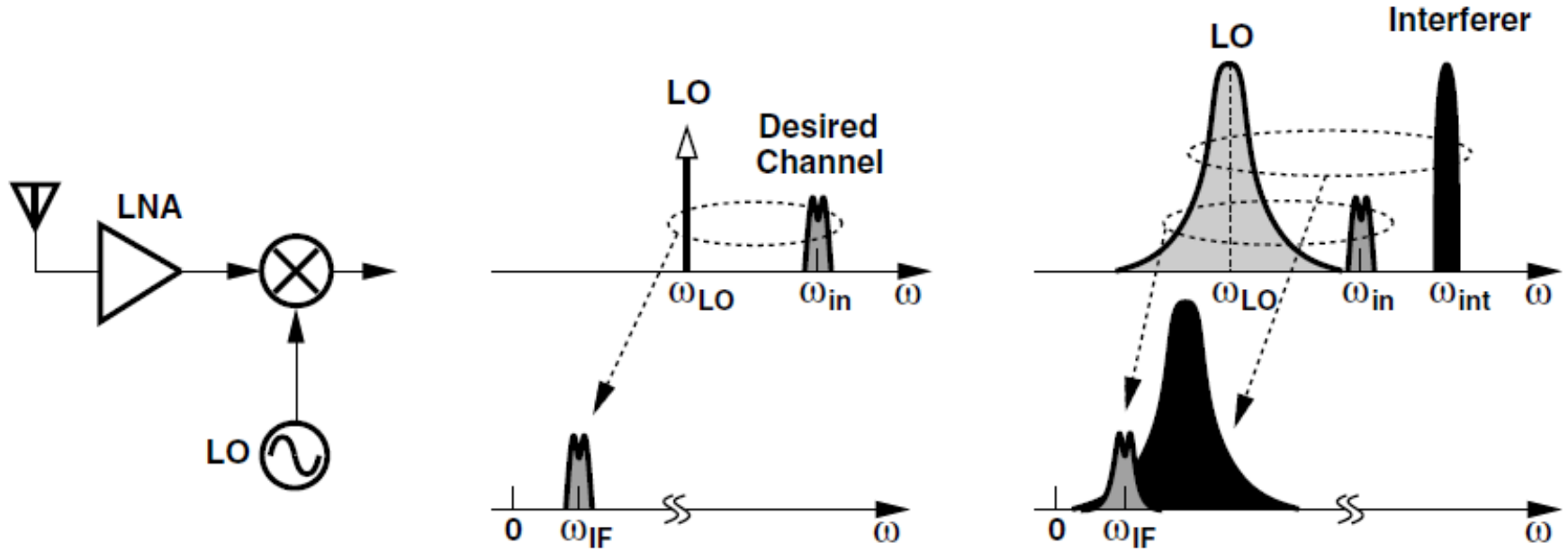
- Phase noise is random variation of period of a nominally-periodic waveform:



- Phase noise is measured in dBc/Hz at a certain frequency offset.

# Effect of Phase Noise on RX

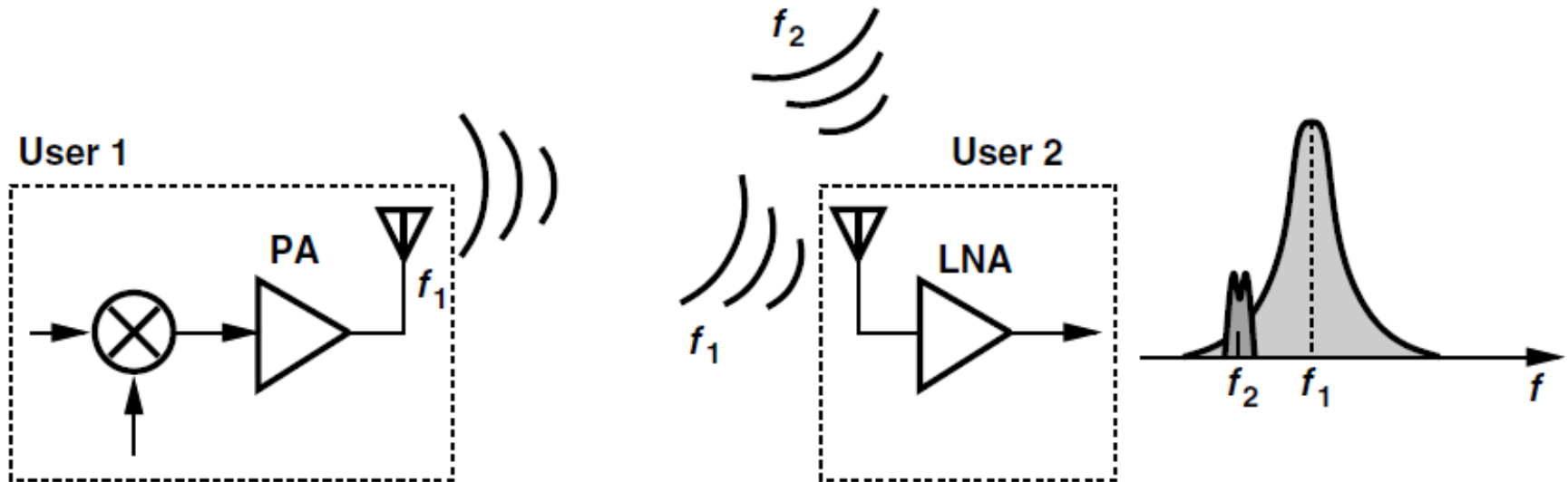
## Reciprocal Mixing



- In typical systems, if phase noise is low enough to make reciprocal mixing negligible, corruption of signal itself is also negligible.

# Effect of Phase Noise on TX

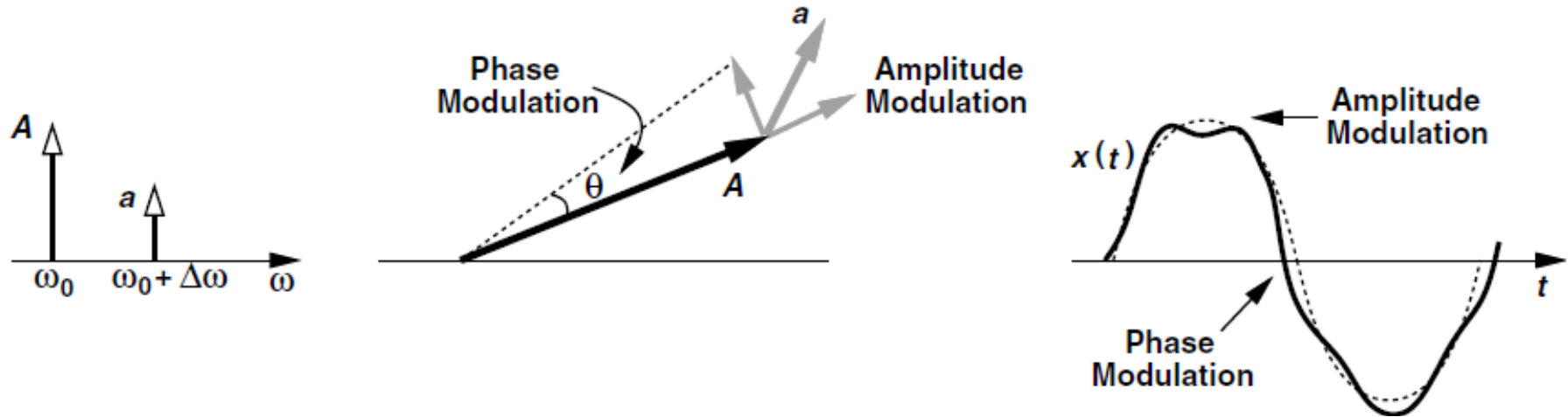
## Interference with Other Users



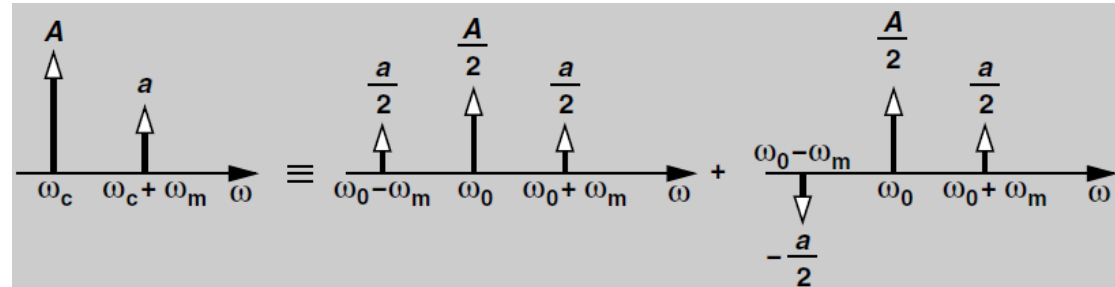
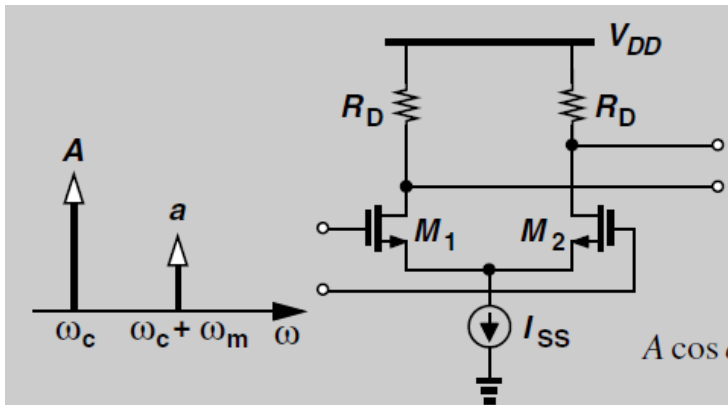
- Except for GSM, cellular standards place tougher phase noise specs on RX than on TX.
- In IEEE802.11a/g (with 64QAM), TX phase noise is as stringent as that of RX.

# Let's model narrowband noise by a sine for now

$$x(t) = A \cos \omega_0 t + a \cos(\omega_0 + \Delta\omega)t$$



- What happens if this goes thru a limiting stage?



$$\begin{aligned}
 A \cos \omega_c t + a \cos(\omega_c + \omega_m)t &= \frac{A}{2} \cos \omega_c t + \frac{a}{2} \cos(\omega_c + \omega_m)t + \frac{a}{2} \cos(\omega_c - \omega_m)t \\
 &\quad + \frac{A}{2} \cos \omega_c t + \frac{a}{2} \cos(\omega_c + \omega_m)t \\
 &\quad - \frac{a}{2} \cos(\omega_c - \omega_m)t.
 \end{aligned} \tag{3.17}$$