



Signals use a physical magnitude (electrical: voltage, current, charge...) as a vehicle. Consequently, they belong to analog world.



Of the energy consumed from power supply, the part that doesn't go to the signal goes to the noise. Consequently, in any conversion process with less than 100% efficiency, noise is generated.

Apart from that, any noise generated outside our system can be coupled to it, be through EM radiation or through conduction.



They define the tolerance of our system to noise.



Because the physical magnitude has a statistical distribution (supposedly Gaussian) error probability **never goes to zero**. However, it wil decrease with increasing the difference between average values and also with decreasing standard deviation.



White noise has a constant and infinite spectrum. Bandwidth of our circuit then has to do with the effect of noise. Any noise falling outside the bandwidth will be attenuated in consequence









In a digital signal (quasi-periodic and trapezoidal) the two parameters that define the spectrum are: Period and transition times (raise and fall)









All the electrical magnitudes propagating through our system have a finite velocity (ideally that of light, if the medium is vacuum or air). Consequently, propagation delay depends on length of the conductor.

If that particular delay is much smaller than the wavelength of the maximum frequency propagating through our system, then it can be considered "equipotential" and propagation velocity can be considered infinite.

On the other side, if this condition is not met, we'll have to consider our system as distributed and conductors as transmission lines

Therefore, this fact depends on frequency and system "size".



Associated values to a (distributed) transmission line are

L' Inductance per unit length. Associated to circulating current and its ability to induce magnetic field.

R' Resistance per unit length. Associated to circulating current and its associated voltage drop
C' Capacitance per unit length. Associated to voltage distribution and its ability to produce electric field.

G' Conductance per unit length. Is Associated to dielectric conduction current (losses) Line Impedance ( instantaneous voltage to current ratio) is Complex and Frequency dependent Propagation factor is Complex and Frequency dependent Digital Systems

## Frequency ranges in a Transmission Line

Low frequency: jωL' ≈ R' and/or jωC' ≈ G'  $Z_0$  and  $\gamma$  complex and function of  $\omega$ : Dispersive regime

 $\stackrel{\text{Medium frequency :}}{\longrightarrow} \frac{\text{Medium frequency :}}{Z_0 \text{ and } \gamma \text{ real and independent of } \omega : \underline{\text{Ideal regime}}$ 

 $\begin{array}{c} & \overbrace{High \ Frequency:} \ j_{\omega}L' > R' \ and/or \ j_{\omega}C' > G' \\ & Z_0 \ and \ \gamma \ complex \ and \ function \ of \ \omega : \ \underline{Cutoff \ regime} \end{array}$ 











To simulate a transmission line (i.e., with PSPICE) we have to discretize it by substituting a given number of L-C sections. This sections are in fact low pass filters so we have to make sure that their bandwidth is enough to leave response substantially unaltered.

## **Examples of Transmission Lines**

Line Type	L'(nH/cm)	C'(pF/cm)	Z <sub>0</sub> (W)	t <sub>0</sub> (ns/m)
Free space	μ <sub>0</sub>	0 <sup>3</sup>	370	3,3
Wire on ground	20	0,06	600	~4
Twisted pair	5-10	0,5-1	80-120	5
Flat cable	5-10	0,5-1	80-120	5
PC track	5-10	0,5-1,5	70-100	~5
Coaxial cable	2,5	1	50	5







Loaded line has: L' and (C' + C'<sub>L</sub>) where C'<sub>L</sub> =  $C_L / d$ where d is the distance between loads









If the voltage change is not large enough to produce a state change, then the change cannot occur at leading edge (Incident switching) and we have to rely in eventual positive reflexions.

