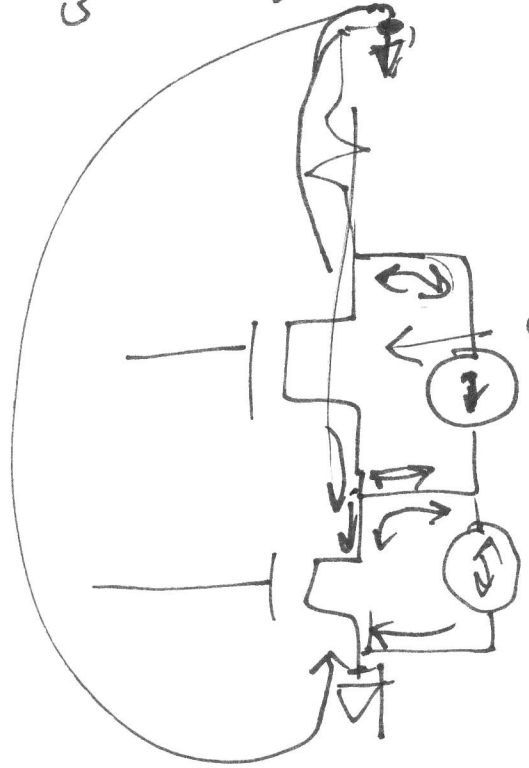
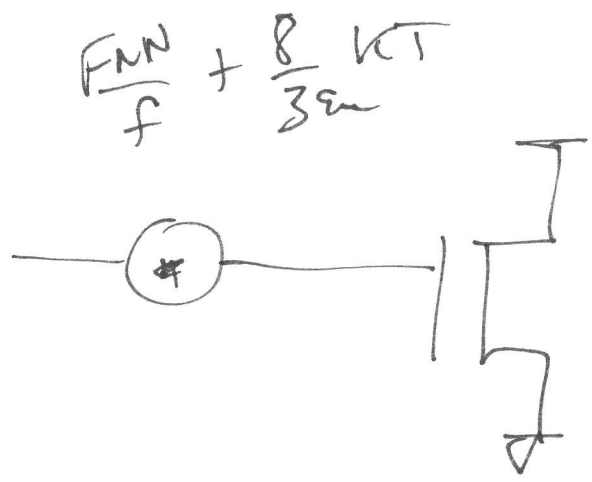
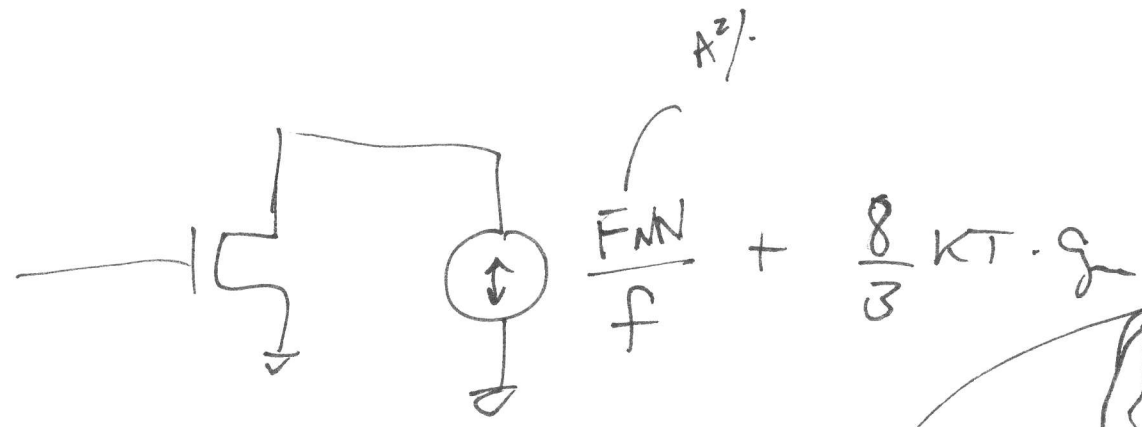
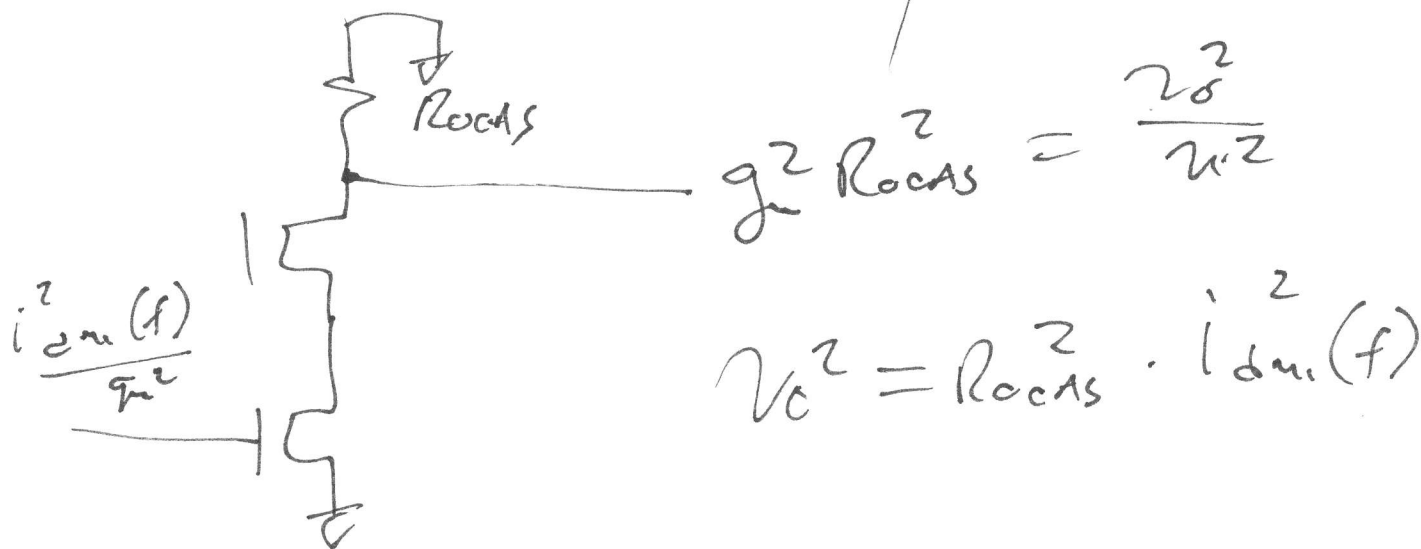
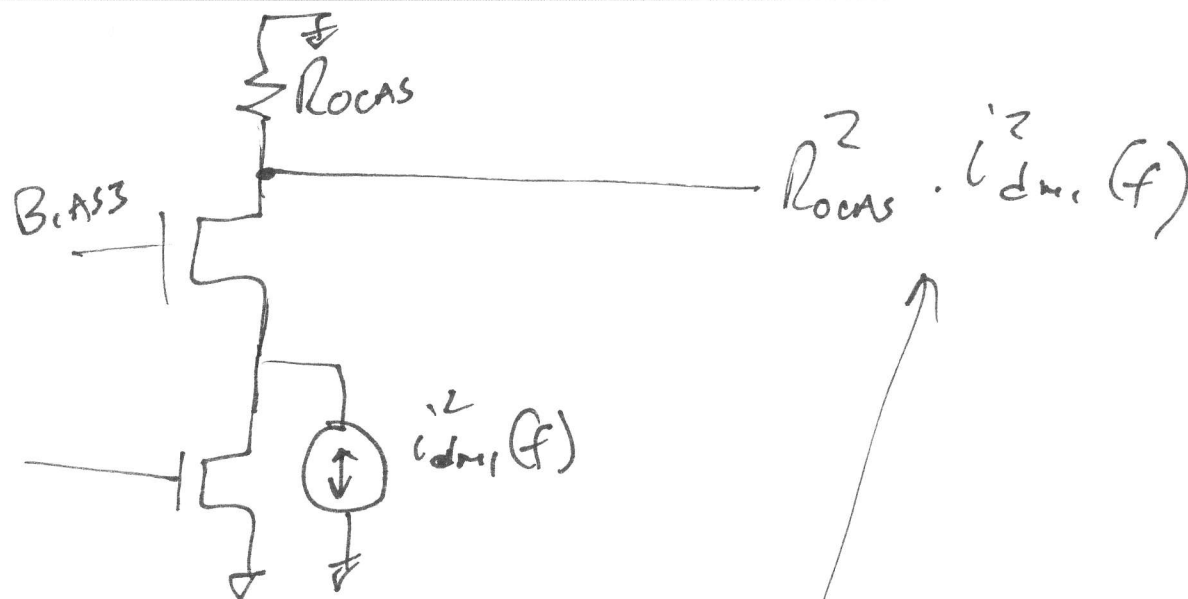


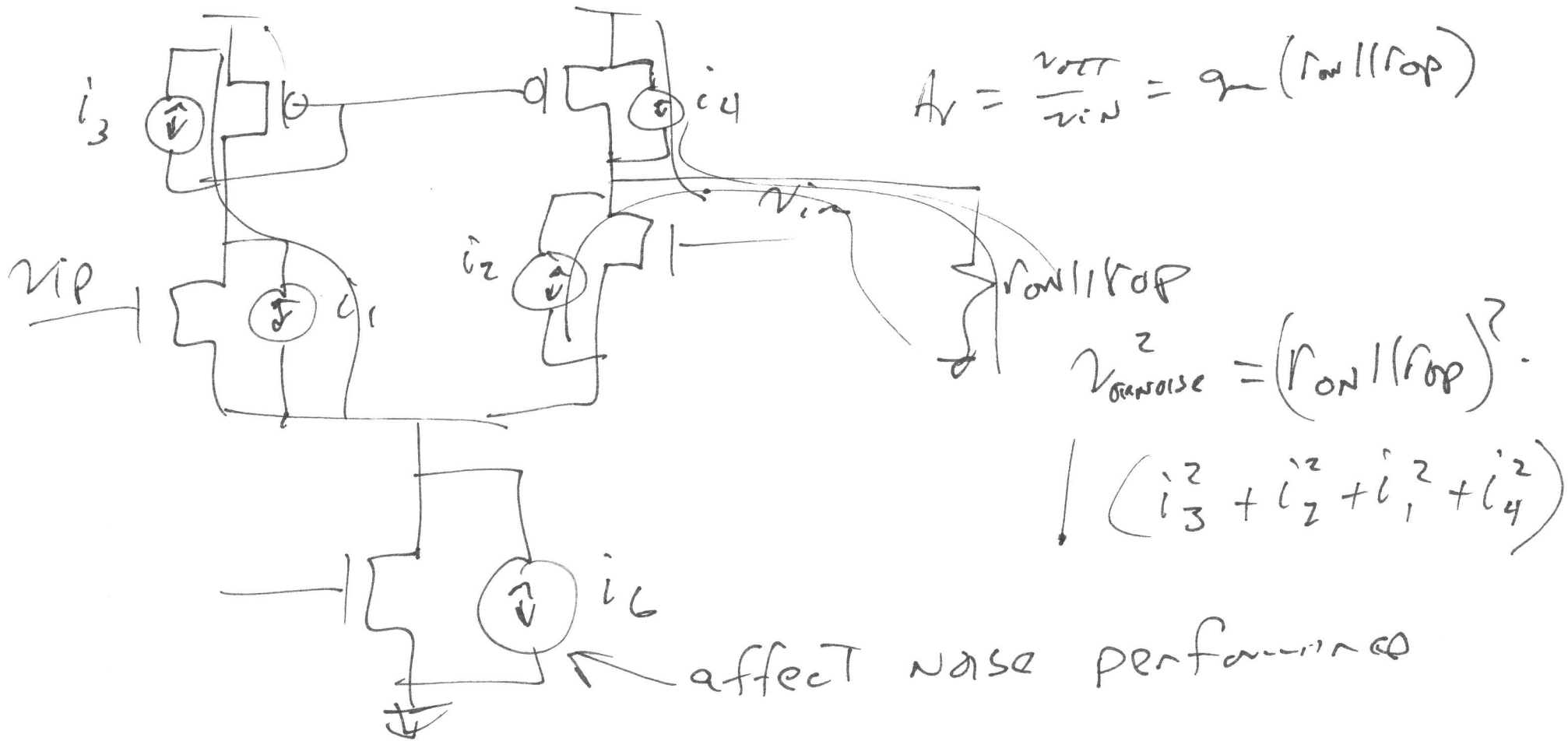
1)



does not affect noise performance

2)





INPUT-referred noise

$$v_{in, rms}^2 = \frac{\sqrt{i_1^2 + i_2^2 + i_3^2 + i_4^2}}{g_m}$$