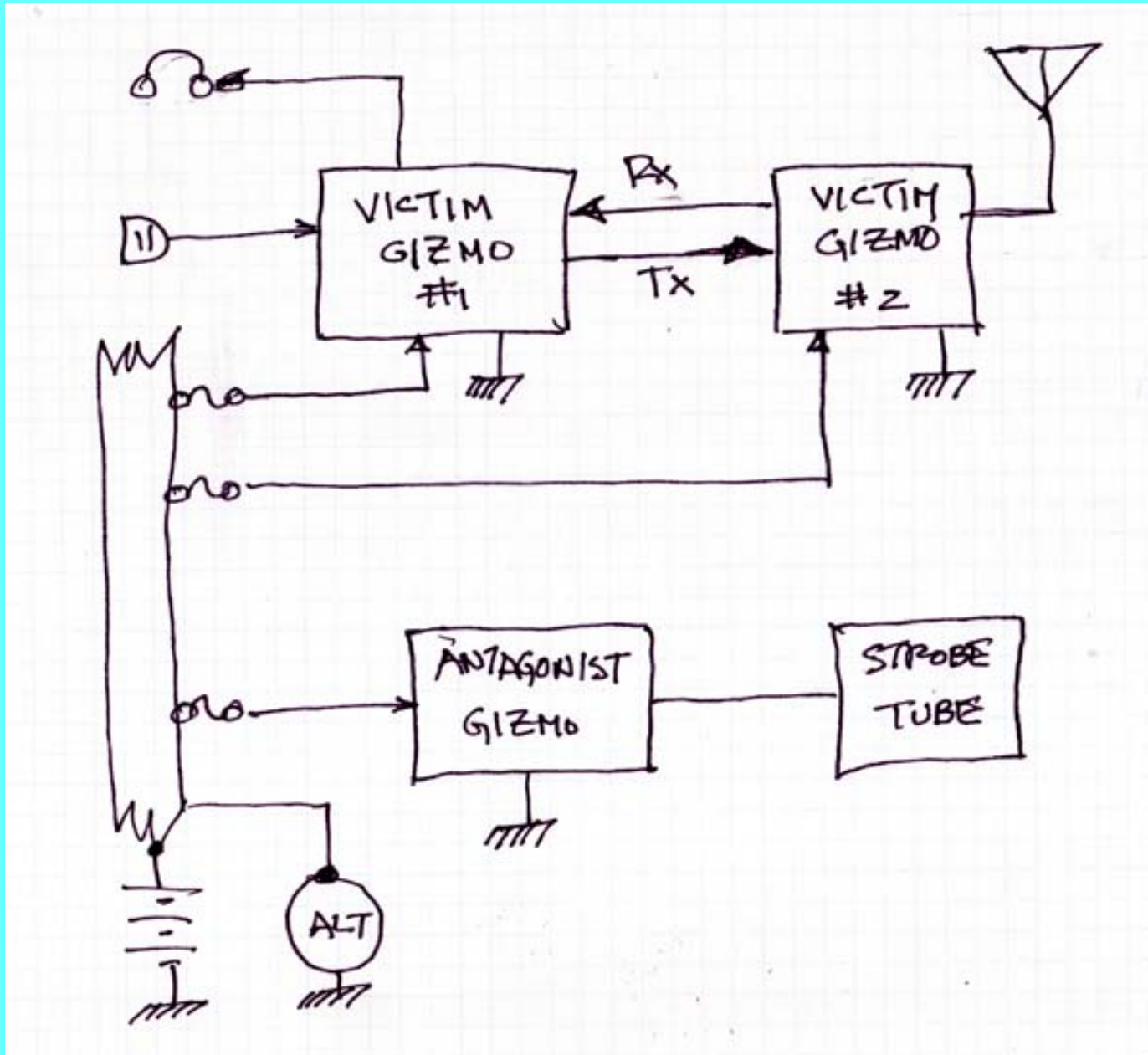


Noise

“Noise” can be any stimulus that propagates from a potential antagonist to a potentially vulnerable victim.

The effects can manifest in a variety of ways:

- Extraneous sounds in headset
- Unstable display.
- Changes in instrument readings in response to operation of the antagonist.
- Etc . . .

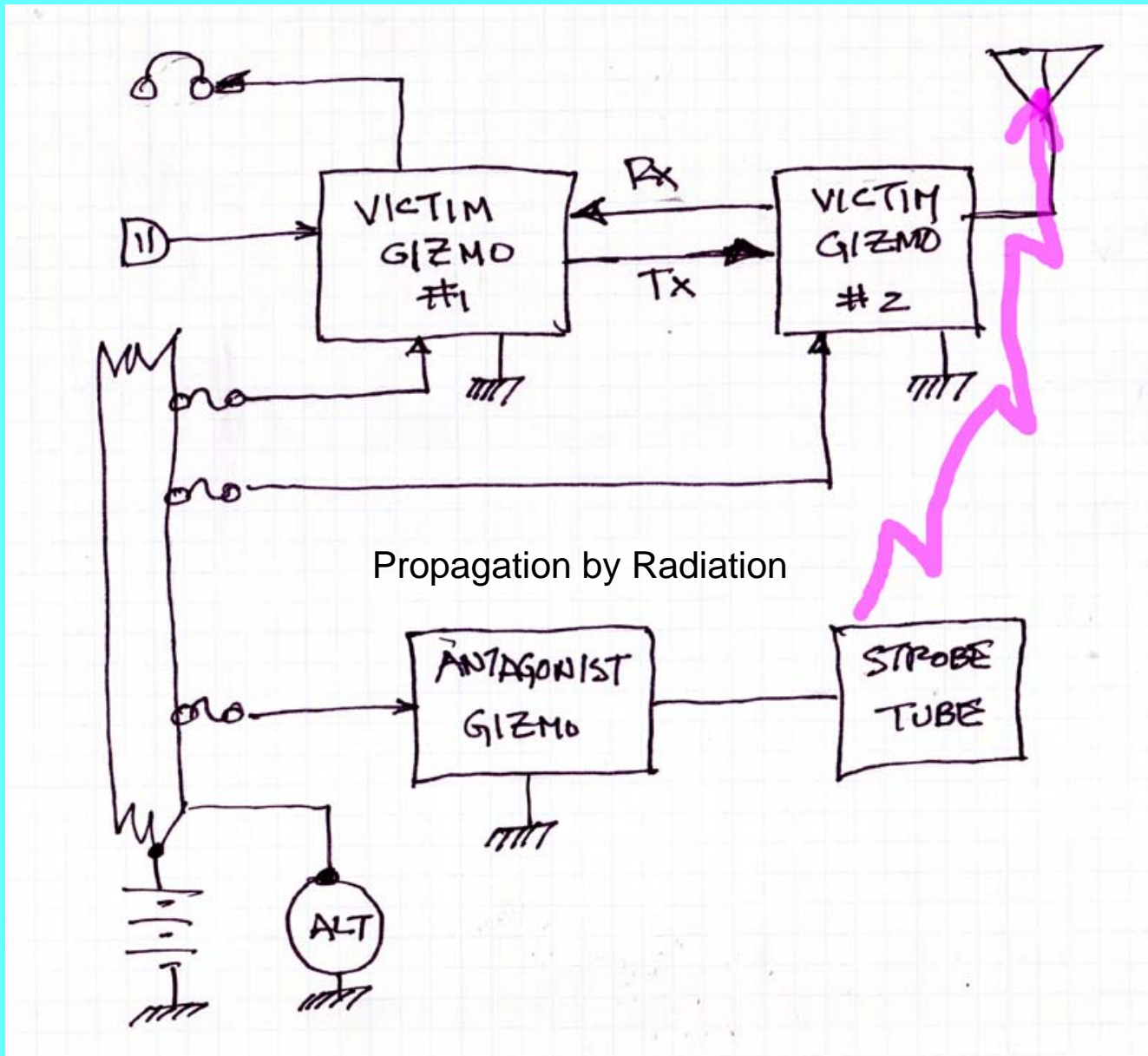


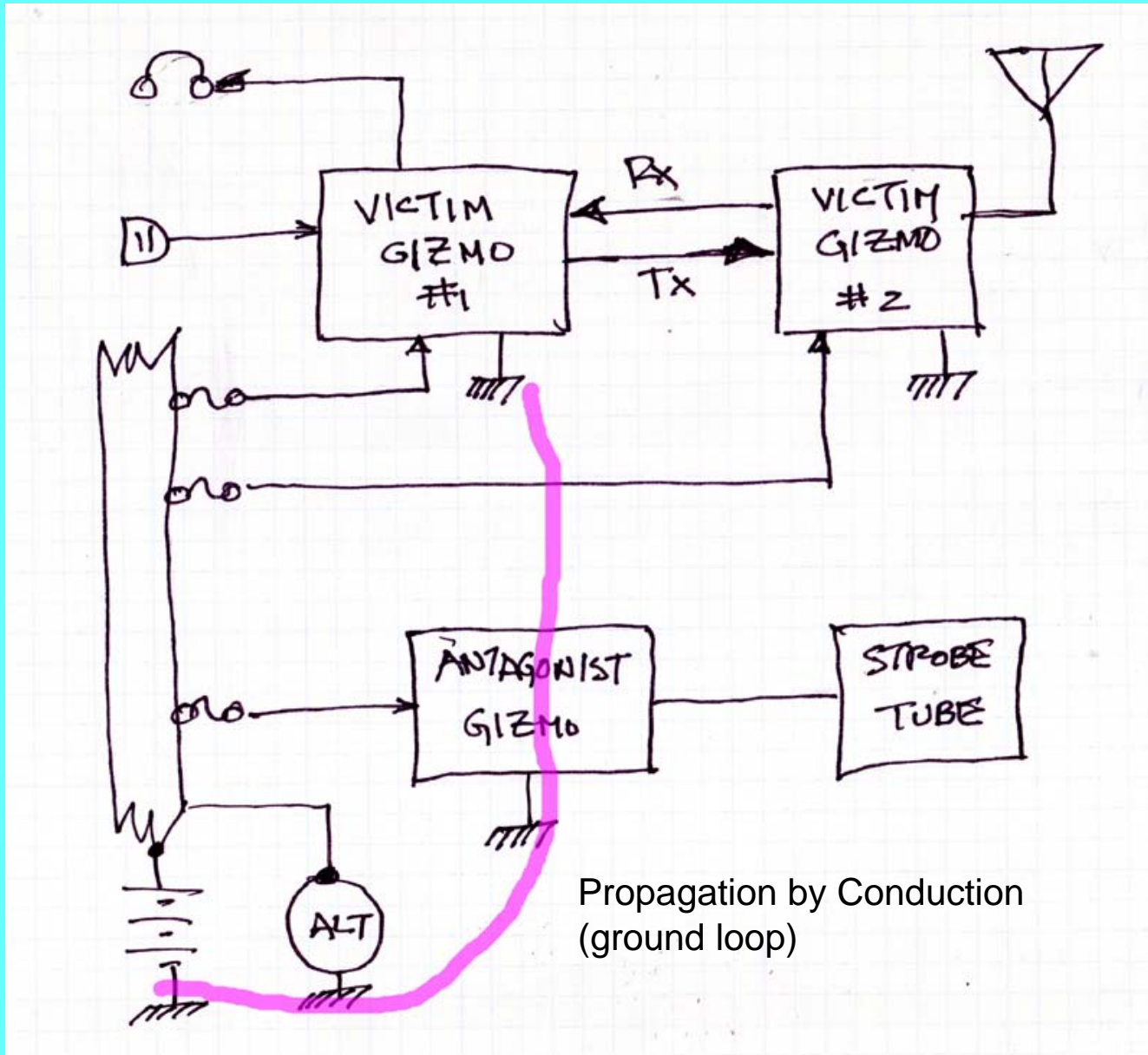
“Noise” propagates in four ways . . .

- **Radiated** – this propagation mode affects primarily radios. The noise comes in through the antenna along with the desired signals.
- **Conducted** – this is the most common propagation mode. Noise propagates to other devices on a **shared power system**.

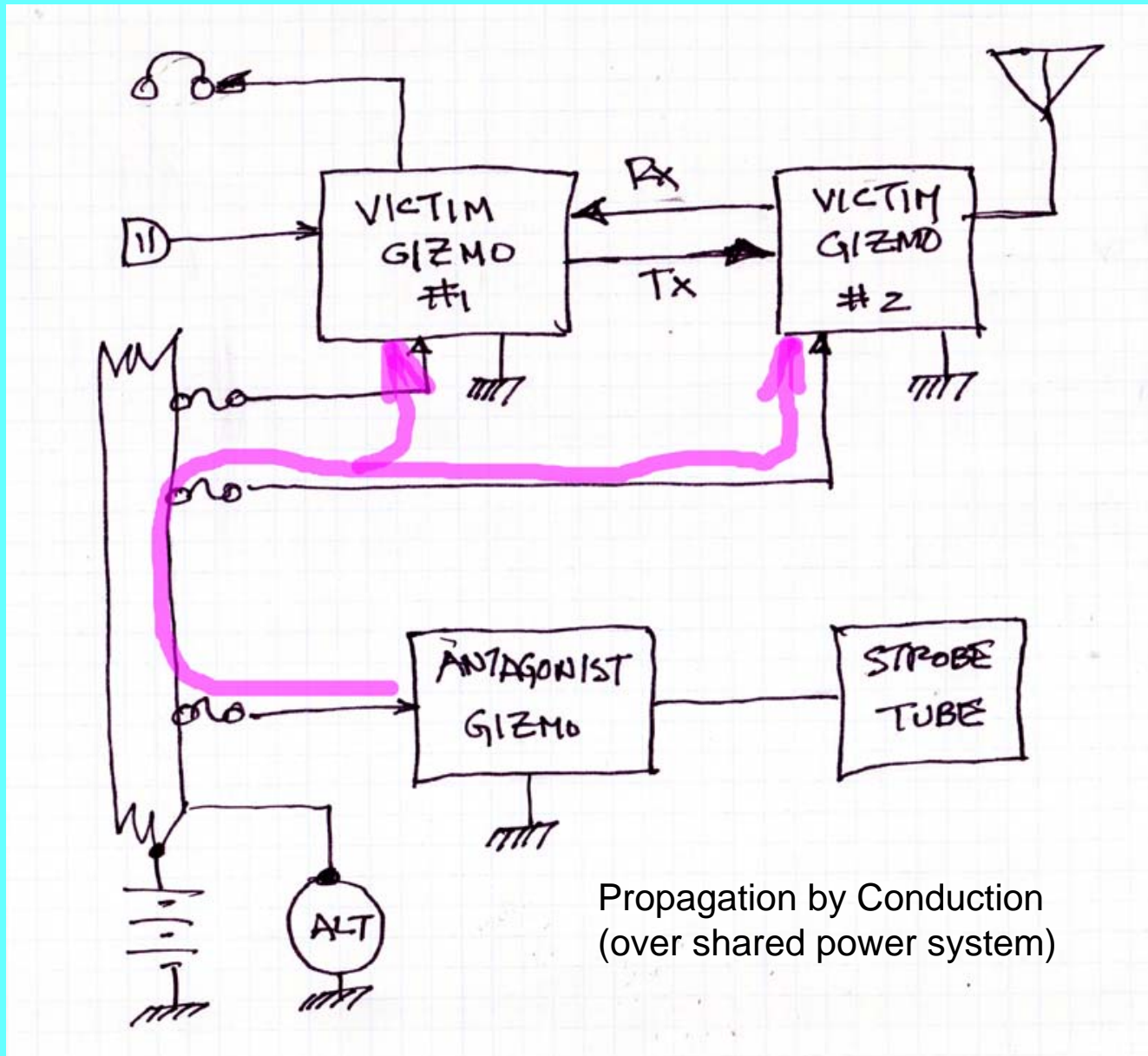
Further, noise on antagonist’s wiring may propagate to other wires by . . .

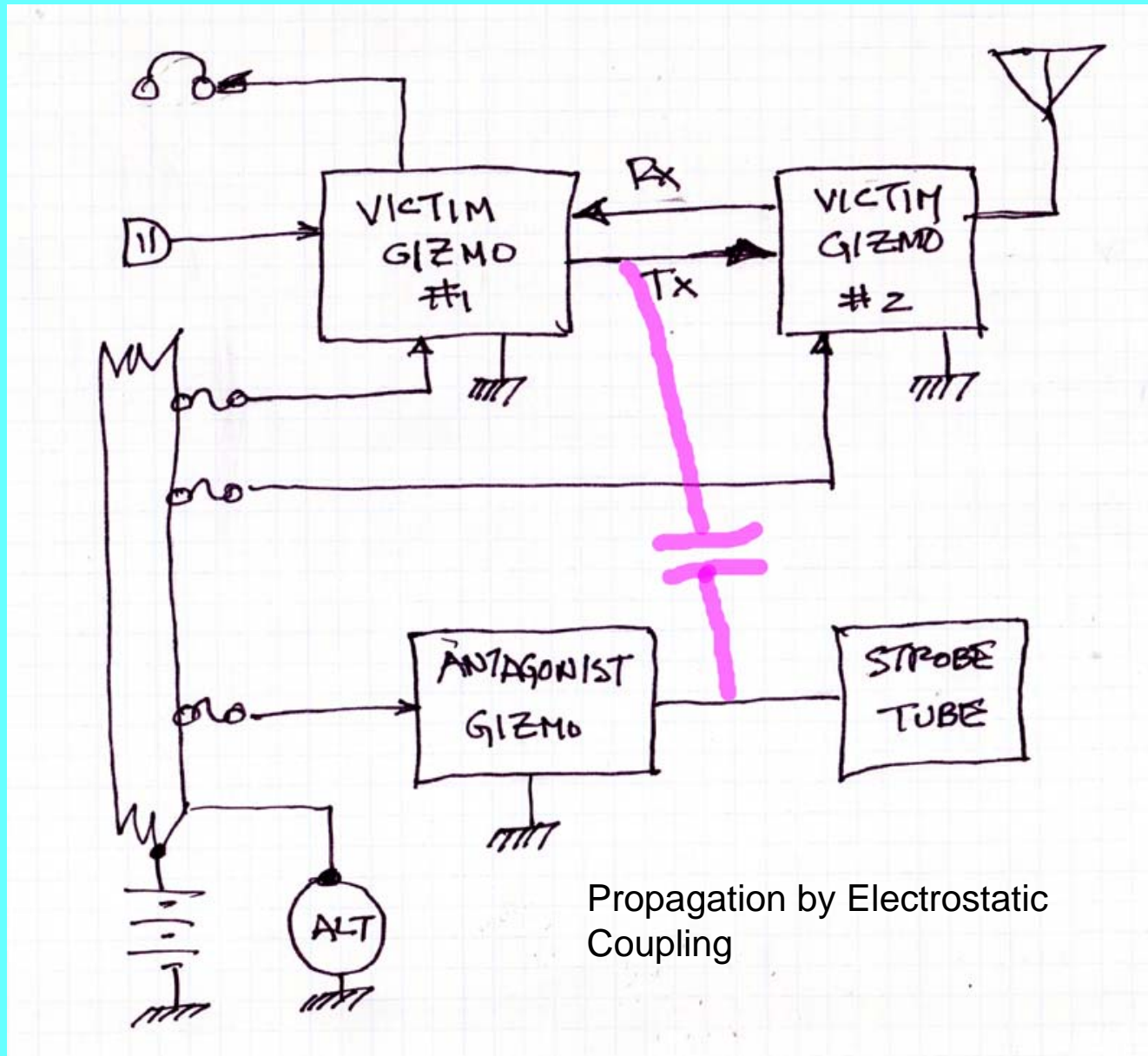
- **magnetic** coupling or . . .
- **electro-static** coupling.

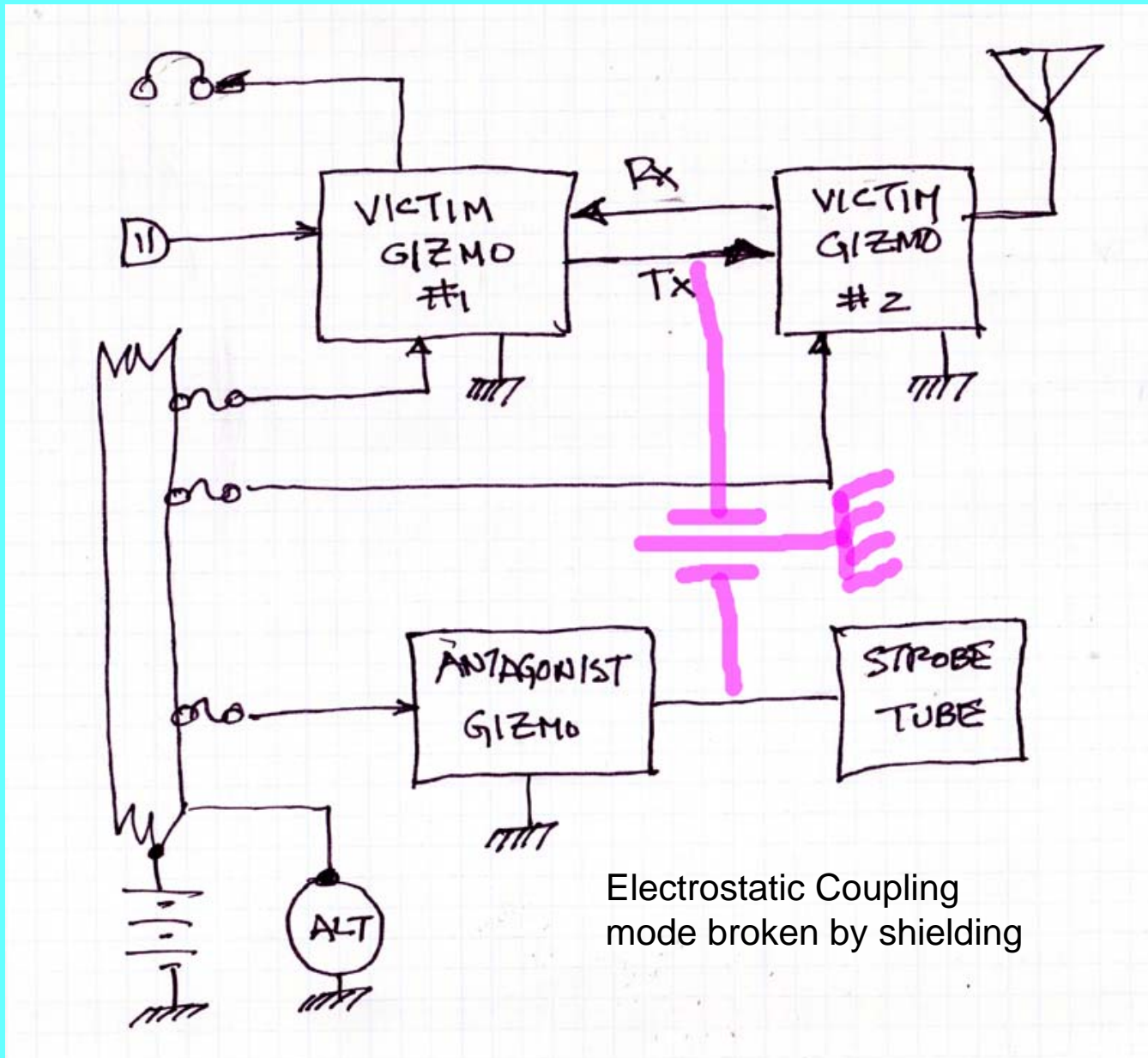




Propagation by Conduction
(ground loop)







Electrostatic Coupling mode broken by shielding