



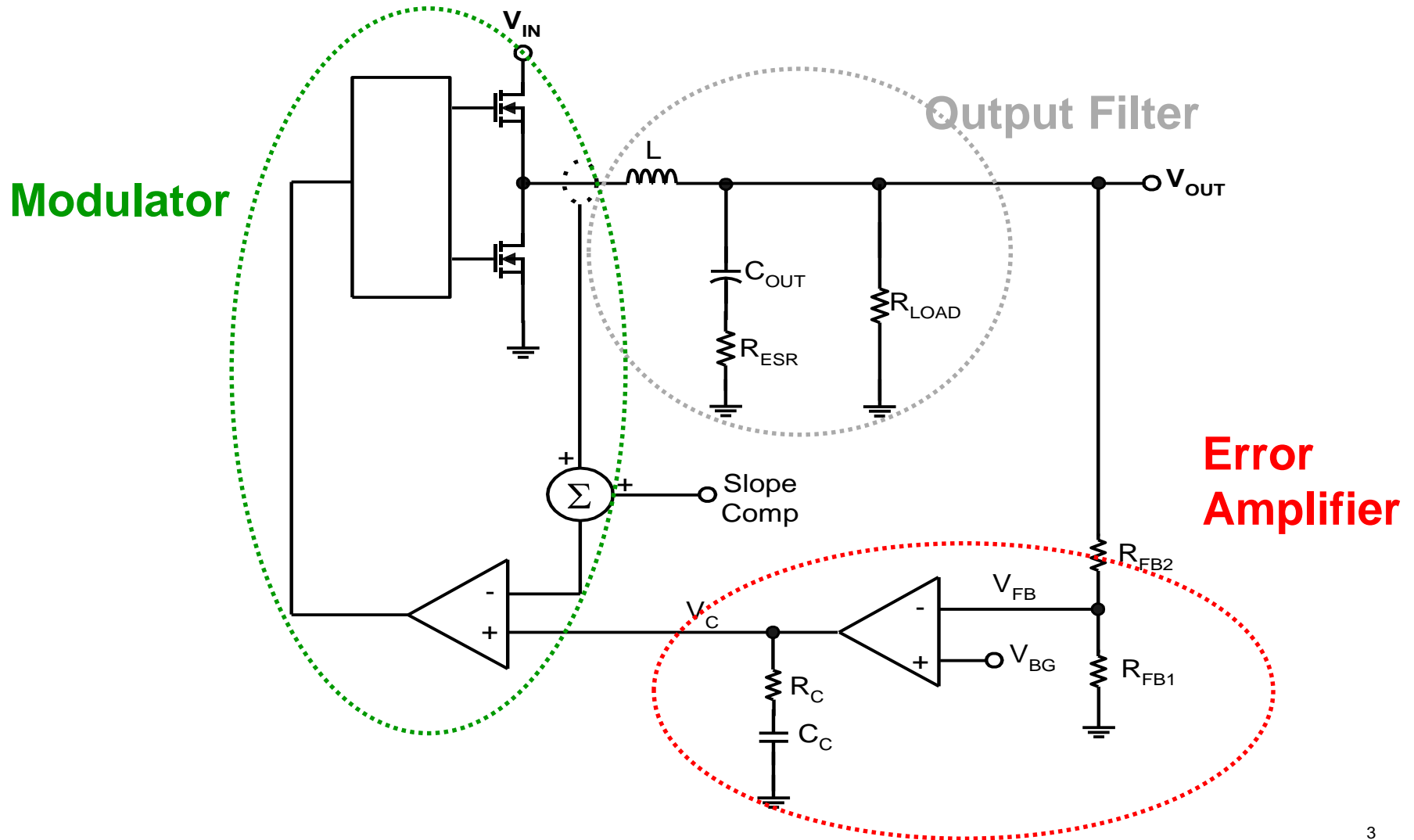
Buck Regulator Architectures

4.5 Current/Emulated Current Mode Buck Regulators

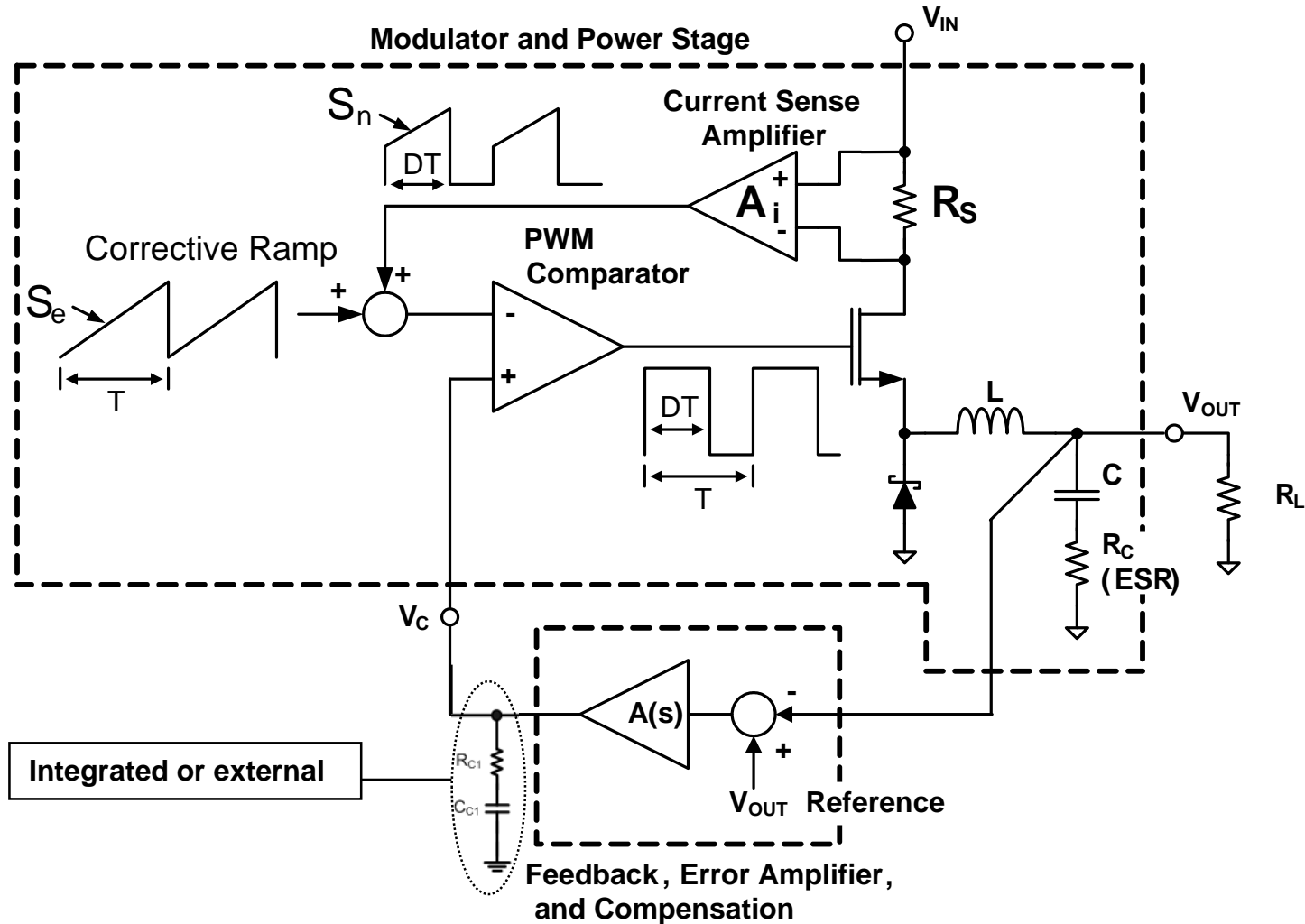


CURRENT MODE

Current-Mode Buck Regulator



Current-Mode Buck-Regulator Architecture





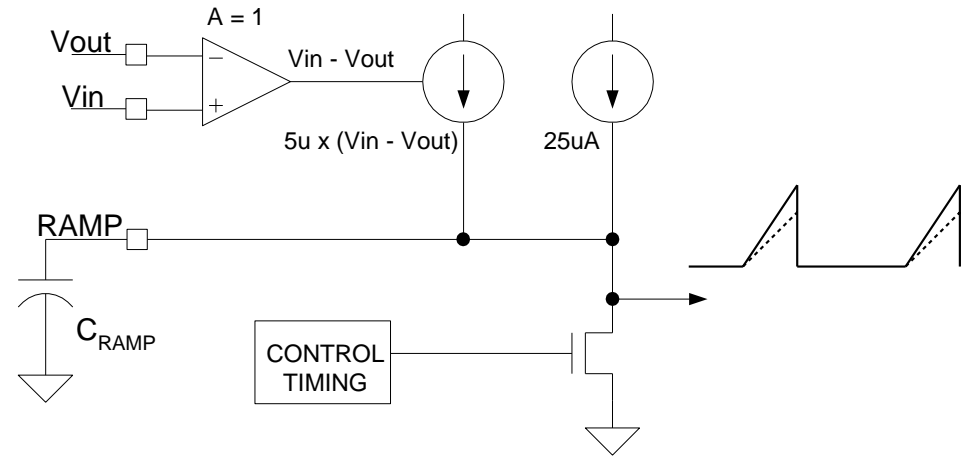
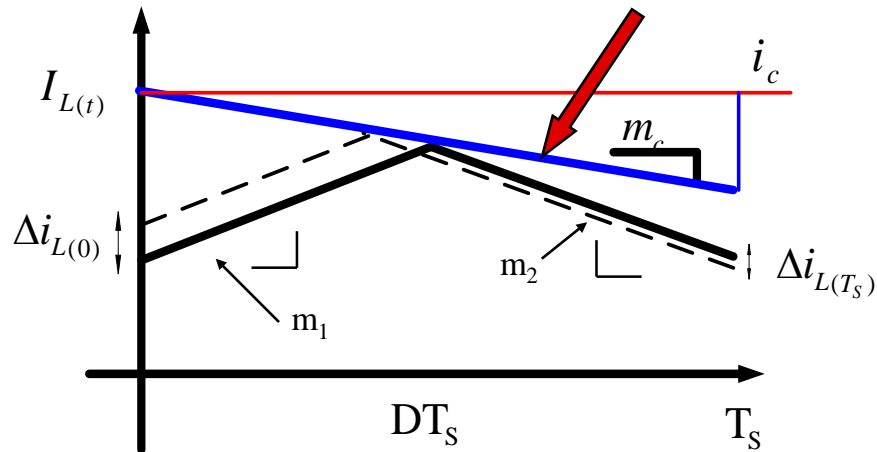
Advantages and Disadvantages

- Advantages
 - Power plant gain offers a single-pole roll-off
 - Line rejection
 - Cycle-by-cycle current limiting protection
 - Current sharing
- Disadvantages
 - Noise
 - Minimum ON-time
 - Sense resistor

Slope Compensation

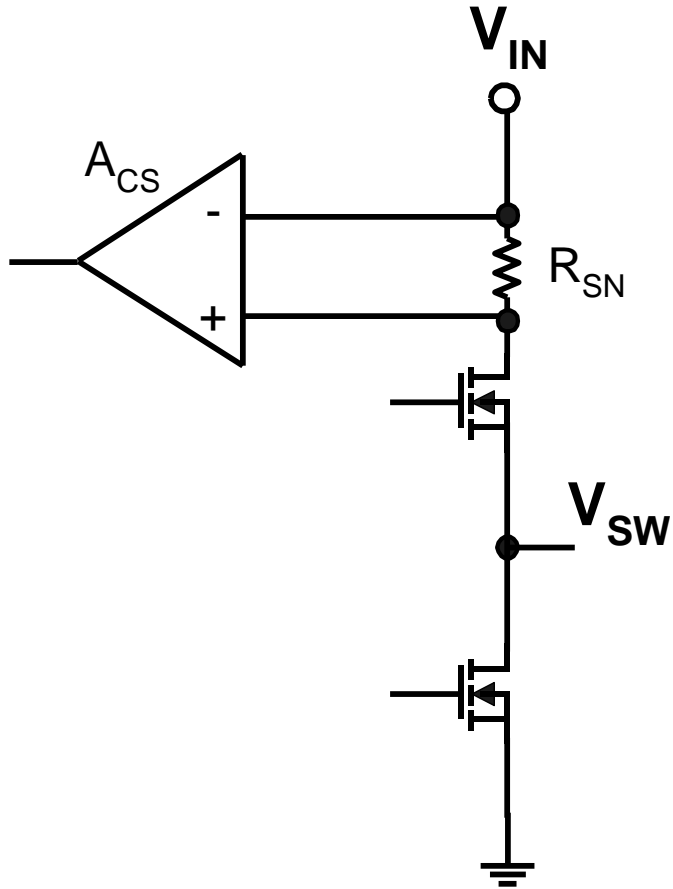


$m_c =$ Internal Slope Comp



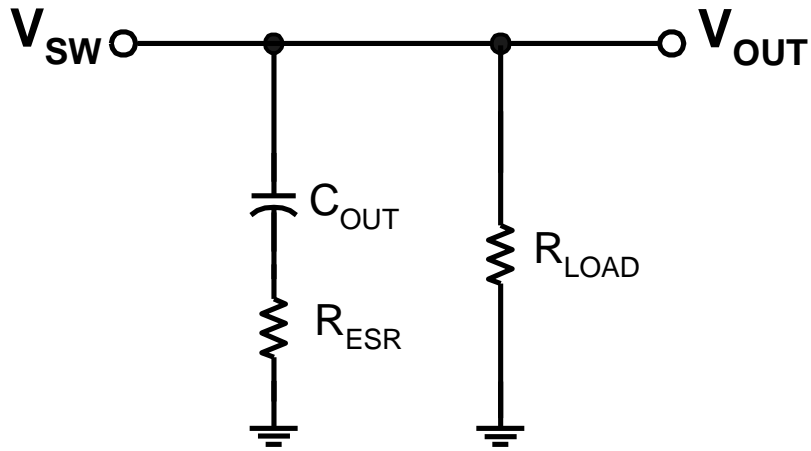
Stability criteria $1 > \frac{m_2 - m_c}{m_1 + m_c}$

Modulator Gain



The current sense element is usually a resistor or the R_{DS-ON} of the FET.

Output Filter



$$\omega_{z1} = \frac{1}{C_{OUT} R_{ESR}}$$

$$\omega_{p1} = \frac{1}{C_{OUT} R_{LOAD}} + \frac{1}{f_s L C_{OUT}} (m_c D' - 0.5)$$







Control-Loop Considerations

Rules of Thumb



- Crossover frequency at 1/5th the switching frequency with a phase margin of 45°
- Higher crossover frequency relates to faster transient response and an increased likelihood of instability
- Lower crossover frequency relates to slower transient response and an increased likelihood of stability



Current Mode Line Transients Performance Trade-offs

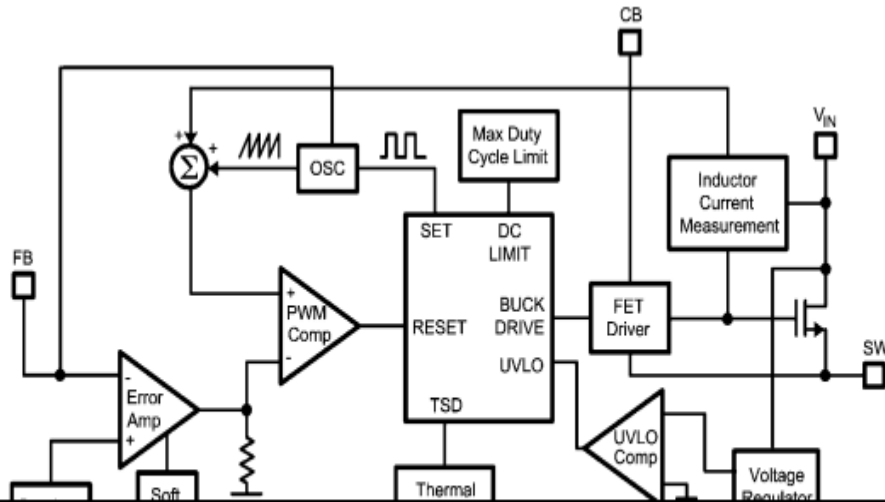


- Sudden changes in the line voltage are alleviated by use of a large input cap
- Inherently better response in current mode because of implicit line feed-forward
- Use of several caps in parallel reduces the ESR also improving performance
- High crossover frequency allows control loop to quickly accommodate perturbations in the system

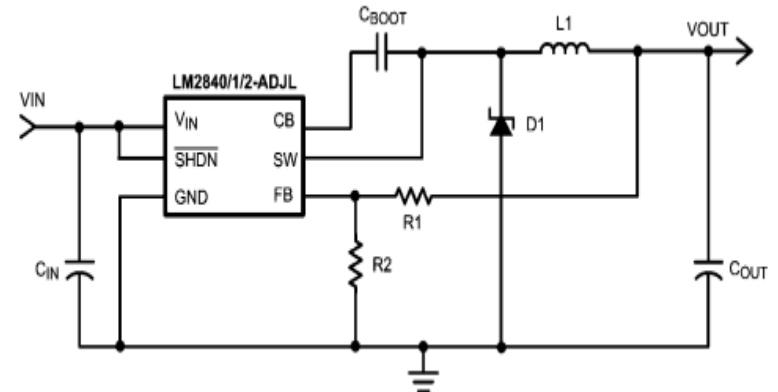
Current Mode Control Example: LM284x



Internal Block Diagram



Typical Application Circuit



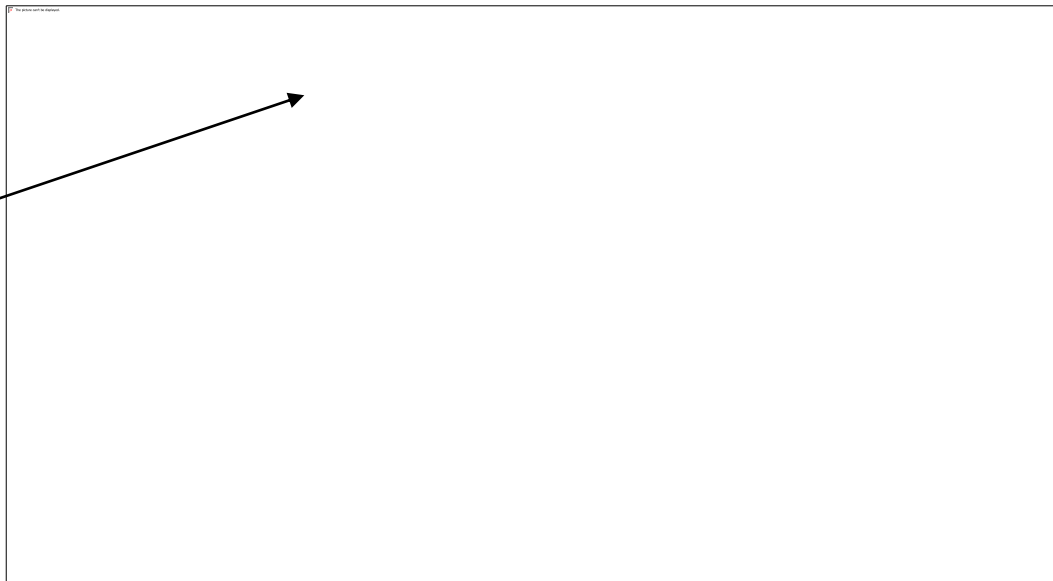


EMULATED CURRENT MODE (ECM) BUCK REGULATORS

Why Emulated Current Mode?



**Leading edge spike,
conventional
current mode
control.**









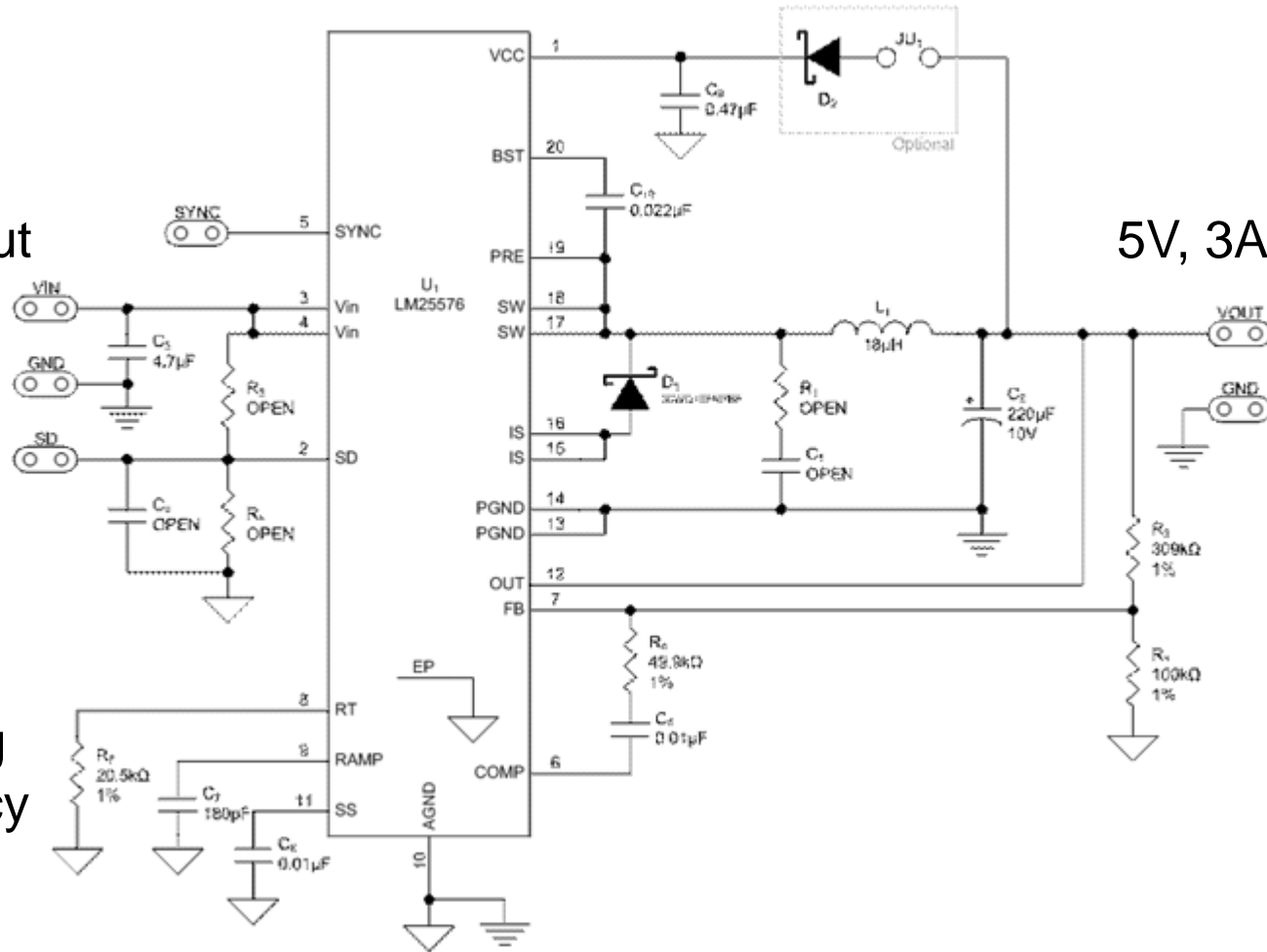
15W Supply With Emulated Current Mode Regulator



6-42V input

5V, 3A output

300 kHz
Switching
Frequency





Thank you!