



- *Profile of A :*

- *Remains constant at its low-frequency value for $\omega \leq \omega_1$*
- *Then drops @ 20 dB/decade till ω_2*
- *Followed by a drop @ 40 dB/decade till ω_3*
- *Then drops @ 60 dB/decade*
- *Finally crosses 0 dB at ω ($= \omega_T$: unity-gain cutoff frequency) slightly less than $10\omega_3$*

- *Profile of ϕ :*

- *Remains zero till $\omega_1/10$*
- *Then drops @ 45 %decade*

- *Reaches -90° at $10\omega_1$*
- *Stays constant at -90° till $\omega_2/10$*
- *Then starts to drop again @ $45^\circ/\text{decade}$ till $10\omega_3$*
- *Reaches -180° at $10\omega_2 (= \omega_3/10)$ and -270° at $10\omega_3$*
- *Gain Margin (GM) and Phase Margin (PM):*
 - *Extremely important terms with regard to stability of a system*
 - *From the sign and magnitude of these terms, the stability of the system can be predicted*

- $GM = A \text{ (dB)}$ (*when $\phi = -180^\circ$*)
- $PM = 180^\circ - |\phi|$ (*when $A = 0 \text{ dB}$*)
- In our example, GM is *positive* (as shown in the figure)
- This is *potentially a dangerous situation*, and characterizes a *highly unstable system*
 - For *positive GM* , *with each pass around the loop*, the *output amplitude will keep on growing*
- On the contrary, if GM were *negative*, *with each pass around the loop*, the *output amplitude would have decreased*

- *The system would have come out of any unwanted oscillations*
- *The GM dictates the maximum amount of feedback that can be allowed for the system to remain stable*
- *For an unconditionally stable system, **GM must be negative***
 - ⇒ *A must be negative when $\phi = -180^\circ$*
- *With regard to phase, **when A crossed 0 dB**, ϕ is close to -270°*
 - ⇒ *PM is negative, **with a value of $\sim -90^\circ$***

- *This also implies that when ϕ crossed -180° , A of the system was greater than unity (0 dB)*
 - *A potentially dangerous situation in terms of stability*
- *Therefore, for an unconditionally stable system, PM must be positive*
- *The two conditions with regard to GM and PM are actually correlated*
- *Rule of Thumb:*
 - *For a stable system, GM $\sim -10\text{ dB}$ and PM $\sim 45^\circ$ are generally good enough*

Compensation

- **Basic Idea:**

- To *tailor* the *gain characteristic* of a system, having *three or more poles*, such that it would be *stable* for *any value* of the *feedback factor* f , all the way *up to unity* (referred to as the *unity feedback system*, where the *entire output* is *fed back* to the *input*)
- *After compensation*, the system will become *either conditionally ($f < 1$) or unconditionally stable ($f = 1$)*

- *Two widely used methods:*
 - *Dominant Pole Compensation (DPC)*
 - *Pole Zero Compensation (PZC)*
- *Dominant Pole Compensation (DPC):*
 - This technique introduces a *dominant pole (DP)* into the system
 - Also known as *Miller Compensation Scheme*
 - This *DP* is chosen such that the *compensated gain characteristic* meets the *first pole* of the *uncompensated system* at *0 dB*, with a *slope* of *-20 dB/decade*