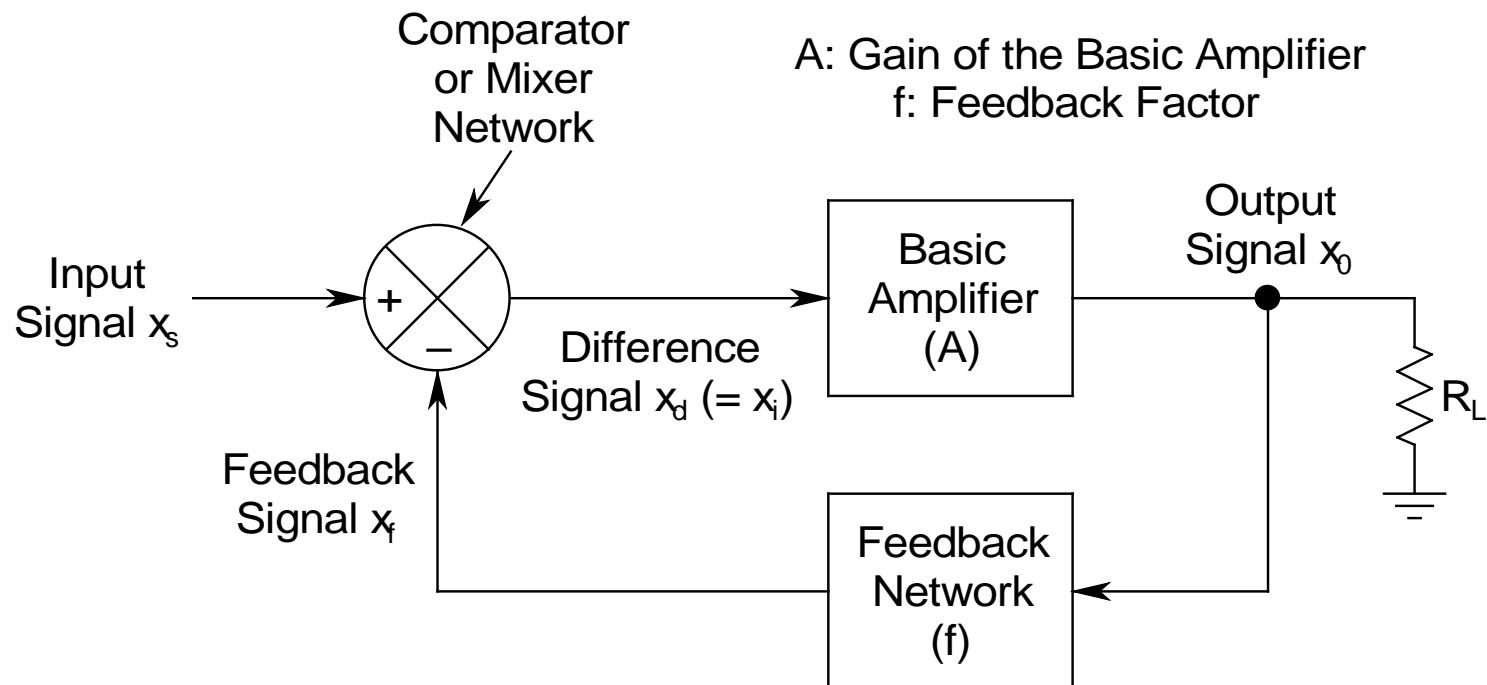


FEEDBACK, STABILITY, & COMPENSATION

- *Properties of Negative Feedback:*
 - *Reduction in gain*
 - ⇒ *Improvement in bandwidth*
(Due to constant GBP)
 - *Tailoring of input and output resistances*
 - *Desensitization of gain*
 - *Gain becomes almost independent of the properties of the active device*
 - *Minimization of frequency and phase distortion*

- ***Reduction in nonlinear distortion***
 - *By suppression of harmonics present in the output*
- ***Reduction of noise***
- ***If not properly designed, can have problem of stability***
- ***Properties of Positive Feedback:***
 - ***Inherently unstable***
 - *Due to its regenerative nature*
 - *This property can be effectively utilized in the design of oscillators, which do not need any input*

- *Mathematical Foundation of Negative Feedback:*



Block Schematic of a Negative Feedback System

➤ ***3 Main Blocks:***

- ***The Basic Amplifier (Gain A)***
- ***The Feedback Network (Feedback Factor f)***
- ***The Mixer (note the negative sign)***

➤ ***Defining Relations:***

- ***Input Signal*** x_s
- ***Output Signal*** $x_0 = Ax_i$
- ***Feedback Signal*** $x_f = fx_0$
- ***Difference Signal*** $x_d = x_i = x_s - x_f$

➤ ***Gain with feedback:*** $A_f = x_0/x_s$

➤ Thus:

$$\begin{aligned} A_f &= \frac{X_0}{X_s} = \frac{X_0}{X_i} \frac{X_i}{X_s} = A \frac{X_s - X_f}{X_s} = A \left(1 - \frac{X_f}{X_s} \right) \\ &= A \left(1 - \frac{X_f}{X_0} \frac{X_0}{X_s} \right) = A (1 - fA_f) \end{aligned}$$

➤ Gives the *fundamental expression* for
negative feedback:

$$A_f = \frac{A}{1 + fA}$$

- *Some Definitions:*
 - *Loop Gain* (L) = fA
 - *Return Difference* (D) = $1 + L$
 - *Amount of Feedback* (N) = $20 \log_{10}D$ (dB)
- *Positive Feedback:*
 - *Output fed back to the input through the mixer, but now with a positive sign*
⇒ *Feedback signal gets added to the input signal*

➤ *Under this condition:*

$$A_f(j\omega) = \frac{A(j\omega)}{1 - f(j\omega)A(j\omega)} = \frac{A(j\omega)}{1 - L(j\omega)}$$

- This is a *general expression*, taking both A and f as *frequency dependent*
- Note: As $L \rightarrow 1$, $A_f \rightarrow \infty$
 - *Implies that output is possible even without any input*
 - This is the *basic principle of oscillation*

- *Conditions for Oscillation:*

Barkhausen's Criteria:

- *L becoming unity implies that the signal has completely regenerated itself while traversing once through the loop*
⇒ *There is no need for any input any more, since the loop has become self-sustained!*
- *Since A and f are frequency dependent, hence, there may exist a frequency ω_0 , at which:*

$$L(j\omega_0) = f(j\omega_0)A(j\omega_0) = 1$$

- Since ω_0 is a ***particular frequency***, for which ***this condition holds***, hence, the output will be a ***pure sinusoid*** of ***this frequency***
 - Similar to ***picking out*** f_0 only from a ***Fourier Spectrum***
 - This phenomenon is known as ***Sinusoidal Oscillation***
- German physicist ***Heinrich Georg Barkhausen*** summed this up by ***two conditions***, came to be known as the ***Barkhausen's Criteria***:
 1. $|L(j\omega_0)| = 1$ and
 2. $\angle L(j\omega_0) = 0^\circ$

- **Barkhausen's Criteria in words:**

For a feedback system to oscillate, the magnitude of the loop gain must at least be unity, and the total phase shift around the loop should be 0° or 360°

- *If these criteria are satisfied exactly, then the oscillations would go on forever, and can be stopped only by shutting the power off for the system*
- However, for *practical circuits*, the *exact conditions for oscillations* are *very difficult to achieve*

- If $|L|$ becomes *slightly less than 1*, but $\angle L$ is *exactly 0°* , then with *each pass around the loop*, the *amplitude of oscillation* would keep on *going down*, and eventually, it will *die down* on its own
 - Thus, *under this condition, sustained sinusoidal oscillation won't be achieved*
- On the other hand, if $|L|$ becomes *slightly larger than unity*, but $\angle L$ is *exactly 0°* , then with *each pass around the loop*, the *amplitude* of the signal will *keep on growing*
 - Will eventually *get limited* by the *nonlinearities* present in the circuit

Stability

- *2 Types of Systems:*
 - *Stable*
 - *Unstable*
- *Stable System:*
 - *Any transient disturbance would result in a response that will die down with time*
 - *The system will be able to get rid of the disturbance on its own*

- ***Unstable System:***
 - *Any transient disturbance would result in a response that will persist or even blow up with time*
 - *Eventually gets limited by the nonlinearities of the system*
 - *Positive feedback systems are inherently unstable*
 - *They are designed as such, e.g., oscillators*
 - *Negative feedback systems are inherently stable*

- *However, there may be situations when they may become unstable and break out into spontaneous oscillations*
- *Potentially dangerous situation*, and the *system should be protected against it*
- *How does a negative feedback system become unstable?*
 - Write the *loop gain* expression in *polar form*:
$$L(j\omega) = f(j\omega)A(j\omega) = |f(j\omega)A(j\omega)|\exp[j\phi(\omega)]$$
 $\phi(\omega)$: *Frequency dependent phase of the system*

- Consider a *particular frequency* ω_x , at which $\phi(\omega_x) = 180^\circ$
- At ω_x , L would be a *real number* with *negative sign*
 - ⇒ *The feedback turns positive at this frequency*
- *3 conditions may arise at ω_x :*
 - $|L| < 1$:
 - ❖ $A_f(j\omega_x) > A(j\omega_x)$, but the *system will be stable*
 - $|L| = 1$:
 - ❖ $A_f(j\omega_x) \rightarrow \infty$, and *output will appear without any input*
⇒ *Oscillator*

- $|L| > 1$:
 - ❖ $A_f(j\omega_x) < A(j\omega_x)$, but the *output will oscillate with gradually increasing amplitude*, and will *eventually get limited by the nonlinearities present in the system*
- Thus, for a *negative feedback system* to turn into a *positive feedback one*, the *loop gain* ($L = fA$) being *equal to or less than -1* is a *sufficient and necessary condition*
- *For this to happen*, the *magnitude of the loop gain* (L) *should be equal to or greater than unity*, and the *total phase around the loop should be 180°*