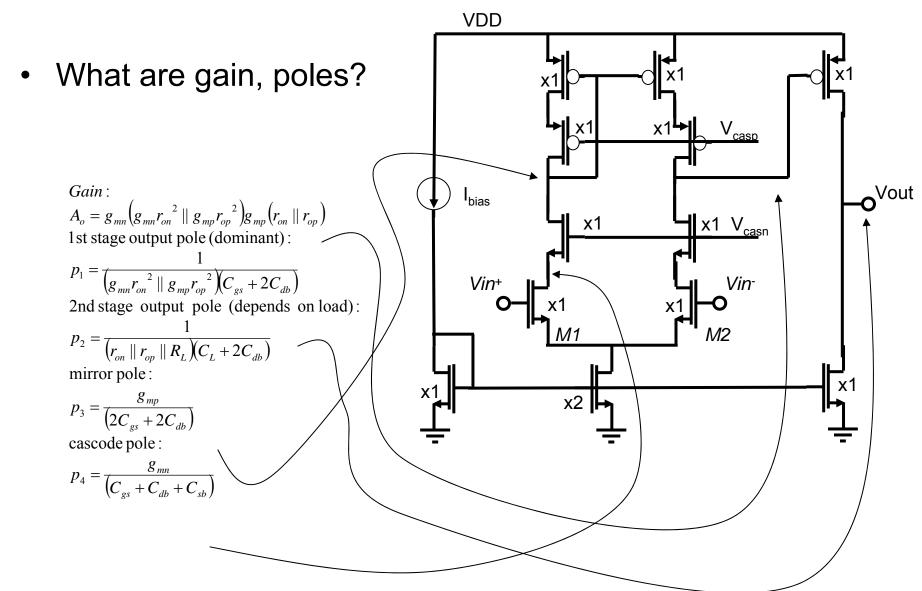
Lecture 20

Compensation and stabilization

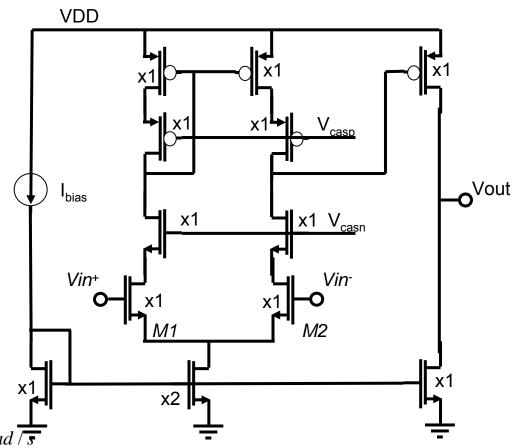


- Make up some reasonable numbers:
 - Set $g_m r_o = 10$
 - Set $ω_T$ = 100Grad/s (16GHz): $ω_T \sim g_m/C_{gs}$ (note, in real life n- and p-fets have different $ω_T$'s)
 - Set $C_{db} = C_{qs}/2$
- Set $R_L = \infty$, $C_L = 0$
- Now:

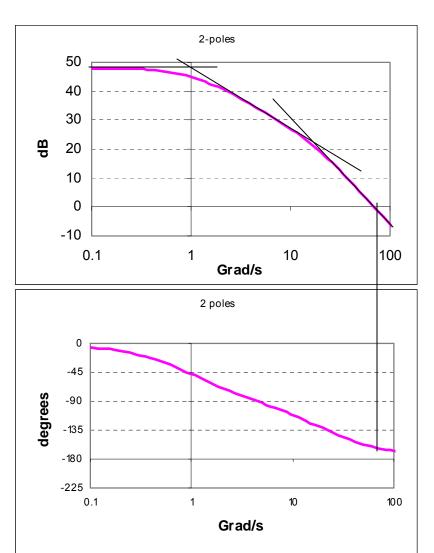
$$A_o = \left(g_m r_o\right)^3 / 4$$

$$p_1 = \frac{1}{(g_m r_o^2/2)(2C_{os})} = \frac{g_m}{(g_m r_o)^2 C_{os}} = \frac{\omega_T}{100} = 1 Grad \sqrt{s}$$

$$p_2 = \frac{1}{r_o C_{db}} = \frac{2g_m}{(g_m r_o) C_{gs}} = \frac{\omega_T}{5} = 20 Grad / s$$



- Find UGBW in this case (just looking at 2 poles)
- For $p_1 < \omega < p_2$,
 - $-A(\omega) = A_0 p_1/\omega$
 - So at $\omega = p_2 A(p_2) \sim A_0 p_1/p_2$
 - In this case, $A(p_2) \sim 250*1G/20G = 12.5 (22dB)$
- For $\omega > p_2$,
 - $A(\omega) = A(p_2)*p_2^2/\omega^2$
- UGBW where $A(\omega) = 1$
 - $A(p_2)^*p_2^2/\omega^2 = 1$
 - $\omega_{UG} = (A(p_2)^*p_2^2)^{1/2}$
 - In this case: $\omega_{\text{LIG}} = 20 \text{Grad/s}^{1/2} (12.5)^{1/2}$
 - UGBW=70Grad/s

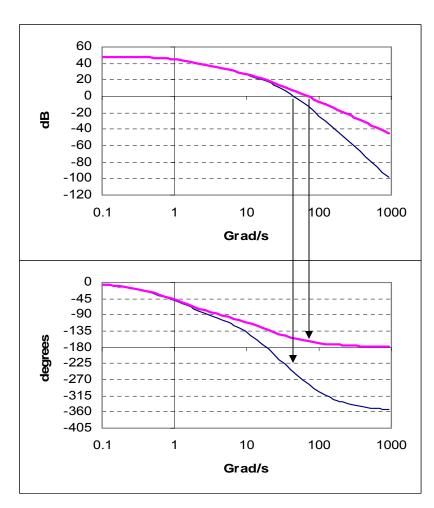


- So make a Bode plot:
 - PM is ~17°
- But we know there are more poles:

$$p_3 = \frac{g_m}{(2C_{gs} + 2C_{db})} = \frac{\omega_T}{3} = 33Grad / s$$

$$p_4 = \frac{g_{mn}}{(C_{gs} + 2C_{db})} = \frac{\omega_T}{2} = 50Grad/s$$

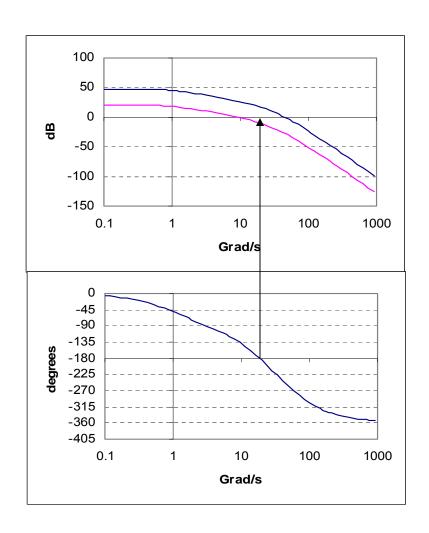
- These will have marginal effects on UGBW,
 - From 70Grad/s to 45 Grad/s
- But big effect on PM
 - 17° shifts to -70°



This is A(s)... if we set Bo =1 (unity gain) this will NOT be STABLE!

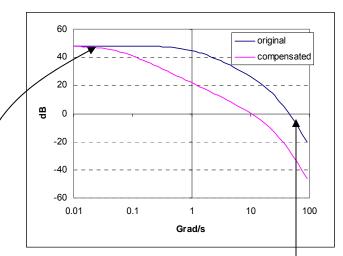
How stabilize?

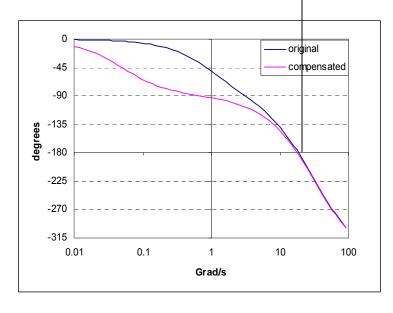
- 1st way: reduce gain:
- If know can use Bo<1, do so
 - remember Ho ~ 1/Bo
- If don't need large Ao, reduce gain other ways: lower gm of diff pair, etc.
- Try to get UGBW < p₂:
 - $A(p_2) = 22dB$
 - So reduce gain by at least 22dB
- Alternately reduce AoBo to get 10dB gain margin
 - Here, GM = -17dB
 - So reduce AoBo by 27dB
- Problem is, of course, that this kills your gain!



Compensation

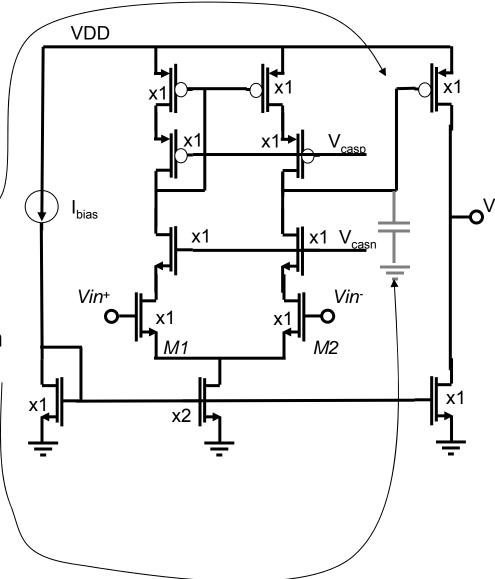
- 2nd way: reduce dominant pole location:
- Every factor of ten lower is 20dB less gain at high frequencies
 - Reduce A(p₂) by 22dB:
 - implies lower p₁ by 22dB (12.5)
- Or reduce pole for a 10dB GM:
 - Here GM =-17
 - So reduce by 27dB: a factor of ~20
 - Move p₁ to 50Mrad/s
 - Note HF phase barely changes, but gain drops





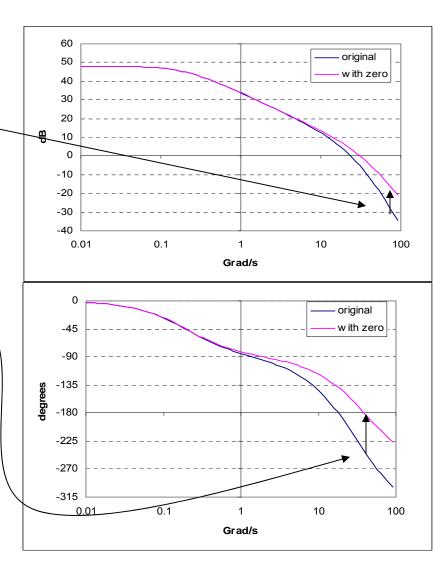
Compensation: how?

- Need to reduce dominant pole frequency
 - In example by a factor of ~20
 - How?
- Easiest way: add capacitance to dominant pole node
 - R is highest here, so least C required.
 - Add a capacitor with C =19x the parasitic cap
 - Can do this with an PFET with large W, L to make a MOS Cap.
- This costs bandwidth.
- (Note, for better PSRR in this case, would tie cap to VDD)



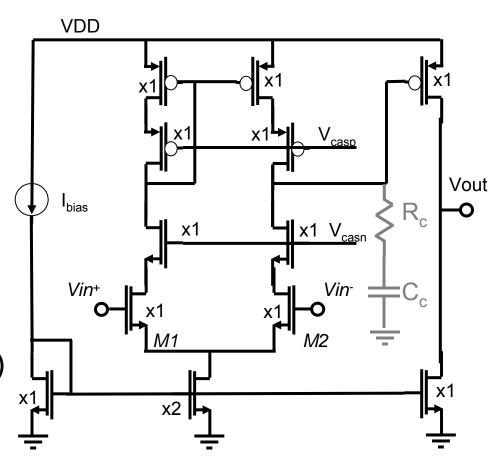
Adding a zero

- 3rd trick: add a zero:
 - Increases HF gain by 20dB/dec(Bad)
 - But also increases HF phase by up to 90° (good)
 - Can place zero near 2nd pole to cancel phase effects while still keeping 1 pole of roll-off
 - Usually have to combine with compensation (see next slide)
- Here,
 - move p_1 →200Mrad/s
 - Add zero at 20Grad/s
 - GM from -5dB to 4dB
 - PM from -20° to 15°
- Less of a BW hit.



Adding a zero: how?

- Put a resistor in series with dominant capacitor
 - Changes Z_C from
 1/jωC_c
 - To(1+jωR_cC_c)/jωC_c
- Pole at $2/(g_m r_o^2 C_c)$
- Zero at 1/R_cC_c
- 2^{nd} pole at $1/R_c$ ($C_{gs}+2C_{db}$)
- For R_c<<g_mr_o² the 2nd pole doesn't matter.



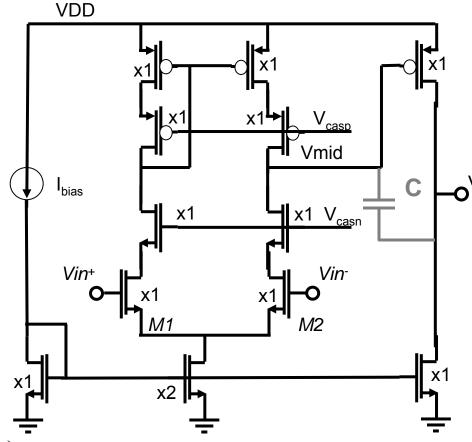
Miller Compensation

- Big capacitors take up a lot of space.
 - Can build effectively larger cap with Miller effect.
 - Ceff = $C(1+gm(R_L||ro/2)$
- But really more complicated than that.
- Get transmission zero (RHP)
- Get interactions between midpoint, output
- Get, instead:

$$C_{mid} = C_{gs} + 2C_{db}$$

$$C_{L}' = 2C_{db} + C_{L}$$

$$R_{L}' = R_{L} || \frac{r_{o}}{2}$$



$$\frac{Vout}{Vin} = \frac{g_{m}\left(\frac{g_{m}r_{o}^{2}}{2}\right)R_{L}'(sC - g_{m})}{1 + s\left(R_{L}'(C_{L}' + C) + \left(\frac{g_{m}r_{o}^{2}}{2}\right)(C_{L}' + C_{mid} + C(1 + g_{m}R_{L}'))\right) + s^{2}\left(\frac{g_{m}r_{o}^{2}}{2}\right)R_{L}'(C_{L}'C_{mid} + CC_{mid} + C_{L}'C)}$$

Miller Compensation

What a mess! But we can interpret: assume

$$- C_{mid} << \dot{C}, g_m r_0^2 >> RL'$$

$$-g_{m}R_{L}>1, g_{m}R_{L}'C>>C_{L}'$$

$$\frac{Vout}{Vin} = \frac{g_m \left(\frac{g_m r_o^2}{2}\right) R_L'(sC - g_m)}{1 + s \left(R_L'(C_L' + C) + \left(\frac{g_m r_o^2}{2}\right) (C_L' + C_{mid} + C(1 + g_m R_L'))\right) + s^2 \left(\frac{g_m r_o^2}{2}\right) R_L'(C_L' C_{mid} + CC_{mid} + C_L' C)}$$

$$- C_{\text{mid}} << C, g_{\text{m}} r_{\text{o}}^{2} >> RL'$$

$$\frac{V_{out}}{V_{in}} = \frac{g_{\text{m}} \left(\frac{g_{\text{m}} r_{\text{o}}^{2}}{2}\right) R_{\text{L}}' (sC - g_{\text{m}})}{1 + s \left(\left(\frac{g_{\text{m}} r_{\text{o}}^{2}}{2}\right) (C_{\text{L}}' + C(1 + g_{\text{m}} R_{\text{L}}'))\right) + s^{2} \left(\frac{g_{\text{m}} r_{\text{o}}^{2}}{2}\right) R_{\text{L}}' (CC_{\text{mid}} + C_{\text{L}}'C)}$$

$$\frac{Vout}{Vin} = \frac{g_m \left(\frac{g_m r_o^2}{2}\right) R_L'(sC - g_m)}{1 + s \left(\left(\frac{g_m r_o^2}{2}\right) (C(g_m R_L'))\right) + s^2 \left(\frac{g_m r_o^2}{2}\right) R_L'(CC_{mid} + C_L'C)}$$

$$1 \approx s \left(\left(\frac{g_m r_o^2}{2} \right) (C(g_m R_L')) \right) \Rightarrow p_1 \approx \frac{1}{\frac{g_m r_o^2}{2} C(g_m R_L')}$$

$$s\left(\left(\frac{g_m r_o^2}{2}\right) \left(C(g_m R_L')\right)\right) \approx s^2 \left(\frac{g_m r_o^2}{2}\right) R_L' \left(CC_{mid} + C_L'C\right)$$

$$p_{2} = \frac{\left(\frac{g_{m}r_{o}^{2}}{2}\right)(C(g_{m}R_{L}'))}{\left(\frac{g_{m}r_{o}^{2}}{2}\right)R_{L}'(CC_{mid} + C_{L}'C)} = \frac{\left(g_{m}R_{L}'\right)}{R_{L}'(C_{mid} + C_{L}')}$$

That pesky RHP zero

$$\frac{Vout}{Vin} = \frac{\left(g_{m}r_{o}^{2}\right)R_{L}'(sC - g_{m})}{1 + s\left(R_{L}'(C_{L}' + C) + \left(\frac{g_{m}r_{o}^{2}}{2}\right)(C_{L}' + C_{mid} + C(1 + g_{m}R_{L}'))\right) + s^{2}\left(\frac{g_{m}r_{o}^{2}}{2}\right)R_{L}'(C_{L}'C_{mid} + CC_{mid} + C_{L}'C)}$$

- Miller compensation lowers dominant pole
 - But PM not much better
 - RHP zero adds phase
 - may increase UGBW too
- Can cancel with series R

