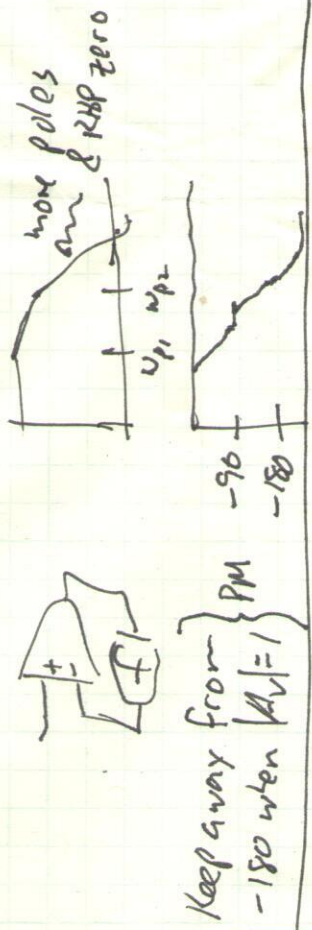


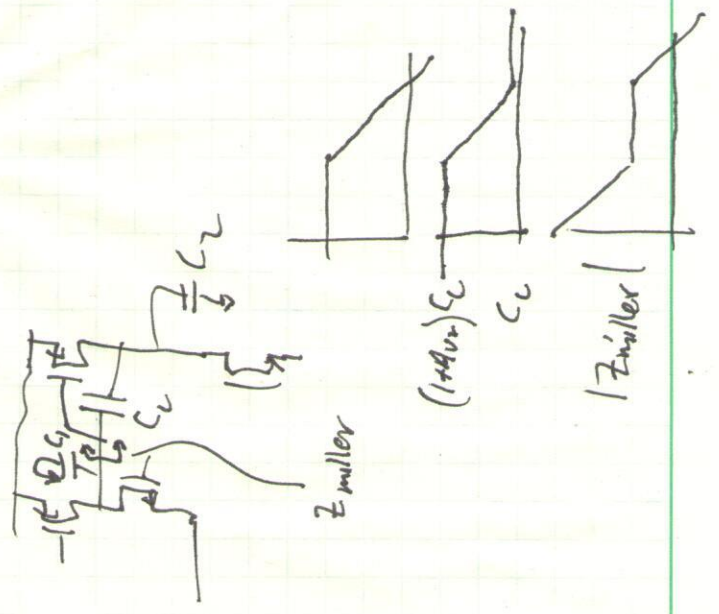
Compensation

1 stage - probably not a problem
 - if it is just add cap at output

2 stage - almost always a problem



Last time



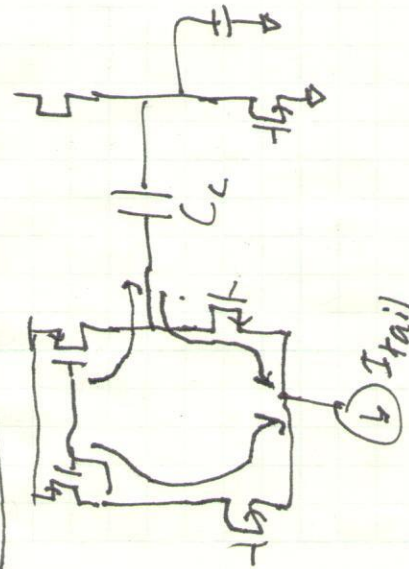
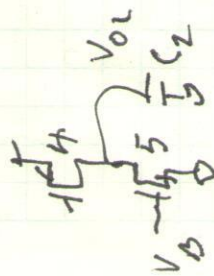
Slew rate
 compensation

How to compensate?

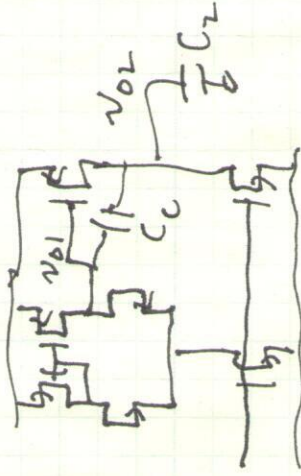
- Push 2nd pole higher. Hard!
- lower output cap or resistance
- lower gain - bad
- Push 1st pole lower. Hit w_u before w_{p2}
- fine, but lowers useful bandwidth
- split poles push w_{p1} \leftarrow w_{p2} \rightarrow
- magic!

Slew rate - nonlinear effect when
/ or more transistor turns off

$$\text{slewing negative } \frac{dv_{o2}}{dt} = \frac{-i_{ds}}{C_{o2}}$$



with C_c



$$v_{o2} = v_{o1} + v_c$$

$$\frac{dv_{o2}}{dt} = \underbrace{\frac{dv_{o1}}{dt}}_{\frac{1}{A_v} \frac{dv_{o2}}{dt}} + \frac{dv_c}{dt}$$

limits $\frac{dv_{o2}}{dt}$!

$$\omega_{p1} = \frac{1}{R_{o1} C_{1011}}$$

$$C_{1011} = C_1 + C_c (1 + A_{V2p1})$$

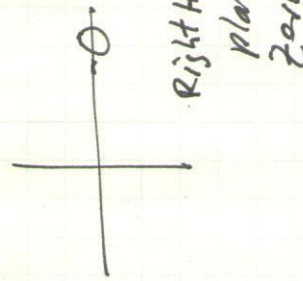
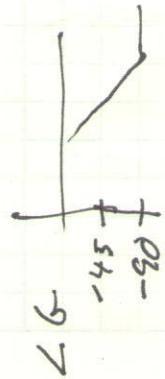
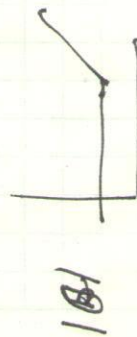
$$\omega_{p2} = \frac{G_{m2}}{C_1 + C_2 + \frac{C_1 C_2}{C_c}}$$

$$\approx \frac{G_{m2}}{C_1 + C_2}$$

iff $C_c \gg C_1, C_2 \gg C_c$

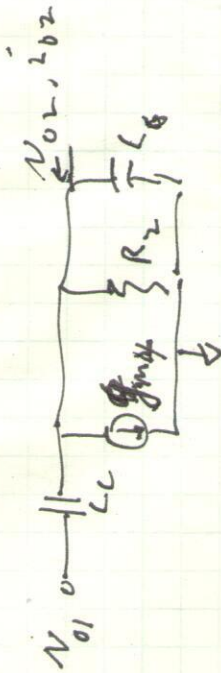
$$G_{m2} = \frac{i_{o2}}{v_{o1}} = g_{m4} - sC_c = g_{m4} (1 + s/\omega_z)$$

$$\omega_z = -\frac{g_{m4}}{C_c}$$



negative phase from RHP zero!

2 other high freq issues
RHP zero from C_c
pole/zero doublet from mirror



$$G_{m2} = \frac{i_{o2}}{v_{o1}} \Big|_{v_{o2}=0} = g_{m4} v_{o1} + (g_{o2} - v_{o1}) s C_c = i_{o2}$$

$$= (g_{m4} - s C_c) v_{o1} = i_{o2}$$