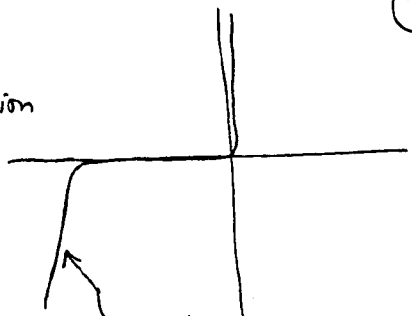


Voltage Regulator Circuits

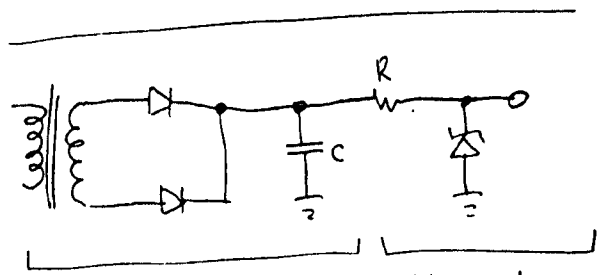
Simple: Zener diode.
operate in breakdown region

Purpose:

Ripple filtering
Voltage stabilization.



It's really exponential but think of it as a slope and DC offset.
- like a battery in series with a resistor.



Design as before.

Always has some loss.

Need to choose components so the output is stable over a range of loads and supply voltages.

Example: ^{output} 9V, $1\text{mA} < I_{\text{LOAD}} < 10\text{mA}$

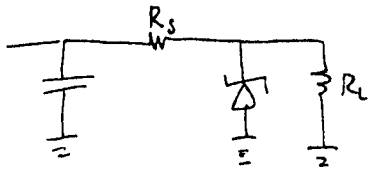
Input may be 110-130 volts.

$R_2 \approx 10\Omega$ (from data sheet)

Ripple $< 1\text{mv}$.

Idea: Design it so it works with heavy load, low line.

Check it with high line, Low load



Heavy load: 10ma, 9V.

Design note: - To get any ripple reduction, there must be some current in the Zener.

Choose it so with heavy load, low line, it is 0.

$$R_L = \frac{V_L}{I_L} = \frac{9}{.01} = 900 \Omega$$

Design unfiltered supply:

Usually this is done for other requirements

The bigger we make R_S , the smaller the capacitor can be.

Choose arbitrarily 5 volts across R_S .

$$R_S = \frac{5}{.01} = 500 \Omega$$

Ripple rejection will be $\frac{10}{510} \approx .020$

so, filtered ripple is 51mv. max.

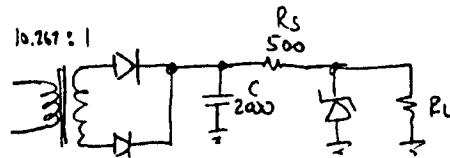
5A
154V
2

$$V_{unfiltered} = 14.$$

add 1V for diode $\rightarrow 15.$

$$V_{primary} = 110 * 1.4 = 154 \rightarrow \text{Turns ratio} = \frac{154}{15} = 10.267 \text{ (half secondary)}$$

$$C = \frac{IT}{V} = \frac{(10\text{ma})(8.3\text{ms})}{50\text{mV}} = 1667 \mu\text{F} \rightarrow \text{use } \underline{2000 \mu\text{F}}$$



Now, check with 130V in, 1ma load.

$$V_{sec} = \frac{(130)(1.414)}{10.267} = 17.85$$

$$\text{Assume } V_D = .7 \Rightarrow V_C = 17.15$$

$$V_{R_S} \approx 17.15 - 9 = 8.15$$

$$I_{R_S} = \frac{V}{R} = \frac{8.15}{500} = 16.3 \text{ ma}$$

$$P_{R_S} = (V)(I) = (8.15)(16.3 \text{ ma}) = 132.9 \text{ mW.}$$

$$I_Z = 16.3 - 1 = 15.3$$

$$P_Z = (V)(I) = (9)(15.3 \text{ ma}) = 137.7 \text{ mW.}$$

This is a good design for low power.

It can be inefficient for high power.

12A
3