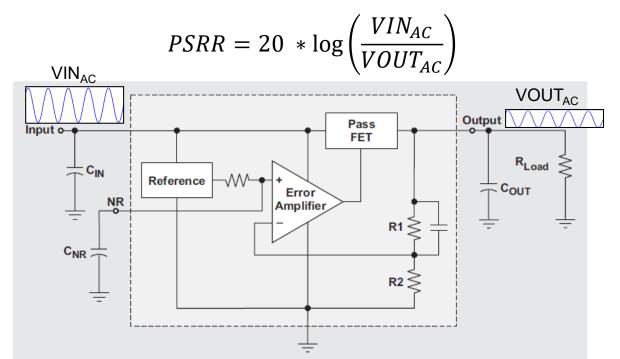
## What effects LDO PSRR?

**Kyle Van Renterghem Apps & Validation Manager** 



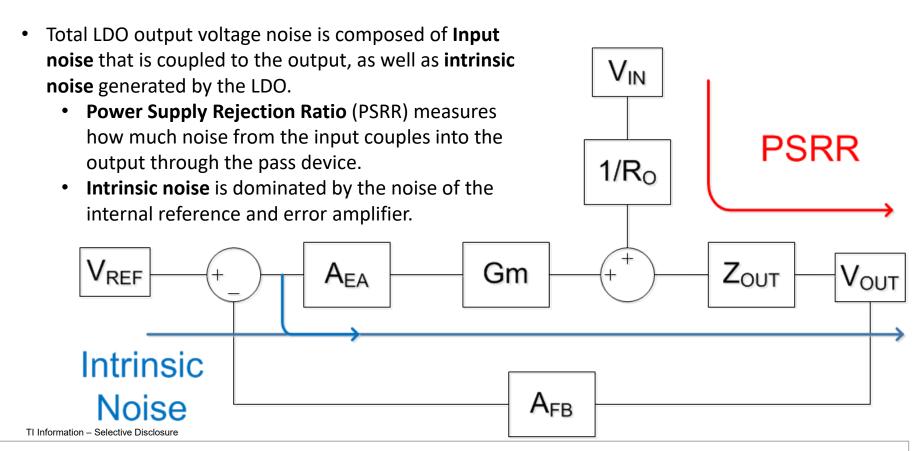
## **PSRR**

PSRR (Power Supply Rejection Ratio) represents the ability of the LDO to filter input voltage changes. This is critical for low-noise applications.



TI Information - Selective Disclosure

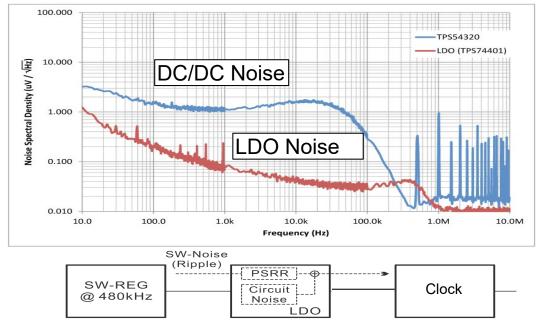
### How PSRR/Noise Relate to the LDO AC Model



## The Importance of LDO PSRR

TI Information - Selective Disclosure

- DC/DC (switching) converters are necessary for efficiency, however they are very noisy
  - most clock generators and clocking devices are very sensitive to power supply noise
  - DC/DC converters are commonly followed by an LDO to clean the supply



# **Typical PSRR Curve**

#### Region 1 is determined by:

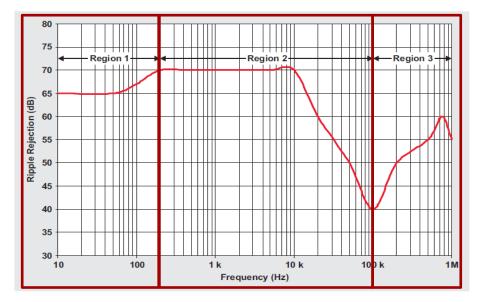
PSRR of the Reference and the effectiveness of the RC filter

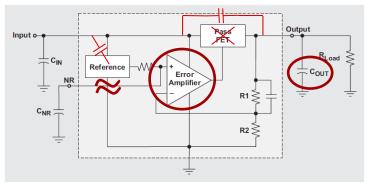
#### Region 2 is determined by:

Open-Loop Gain of Error Amplifier

#### Region 3 is determined by:

- Parasitic capacitance of the FET and the output capacitor (capacitive divider)
  - The smaller the parasitic cap the less the Vin is AC coupled to Vout
  - The larger Cout the more noise is shunted to GND



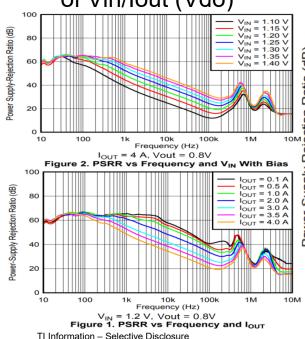






### What Conditions Effect PSRR The Most

#1 thing that effects PSRR performance is the combo of Vin/lout (Vdo)



The next thing that effects PSRR is the noise reduction capacitor

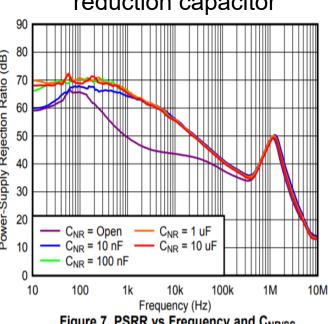


Figure 7. PSRR vs Frequency and C<sub>NR/SS</sub>

The final thing that effects PSRR is the feedforward capacitor

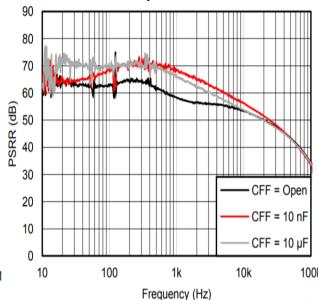


Figure 5. PSRR for Various C<sub>FF</sub> Values

### What Conditions Do Not Effect PSRR Much

Number one thing that has almost no effect on PSRR is Vbias>min

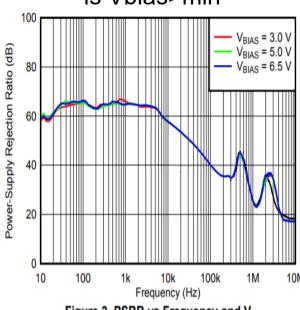


Figure 3. PSRR vs Frequency and V<sub>BIAS</sub> TI Information - Selective Disclosure

The next thing that only has a small effect on **PSRR** is Vout

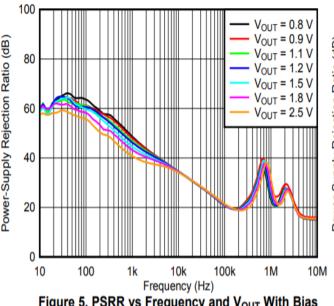


Figure 5. PSRR vs Frequency and V<sub>OUT</sub> With Bias

And the final thing that has some effect (but only at high freq) is output capacitor

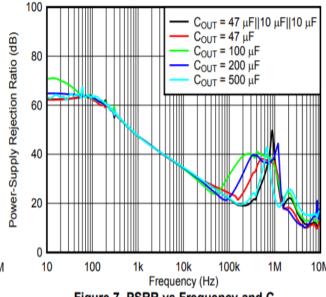


Figure 7. PSRR vs Frequency and Cout

