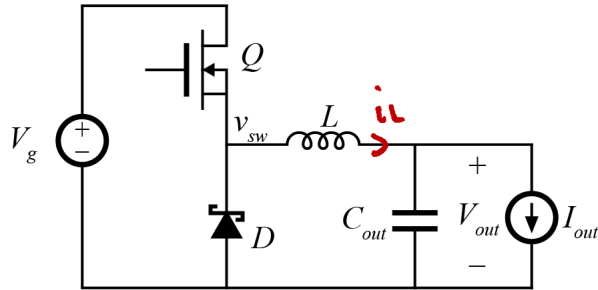
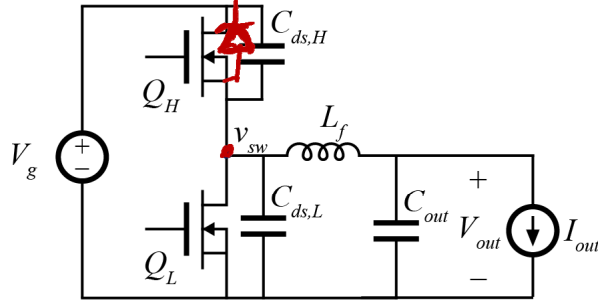


State-dependent Switching

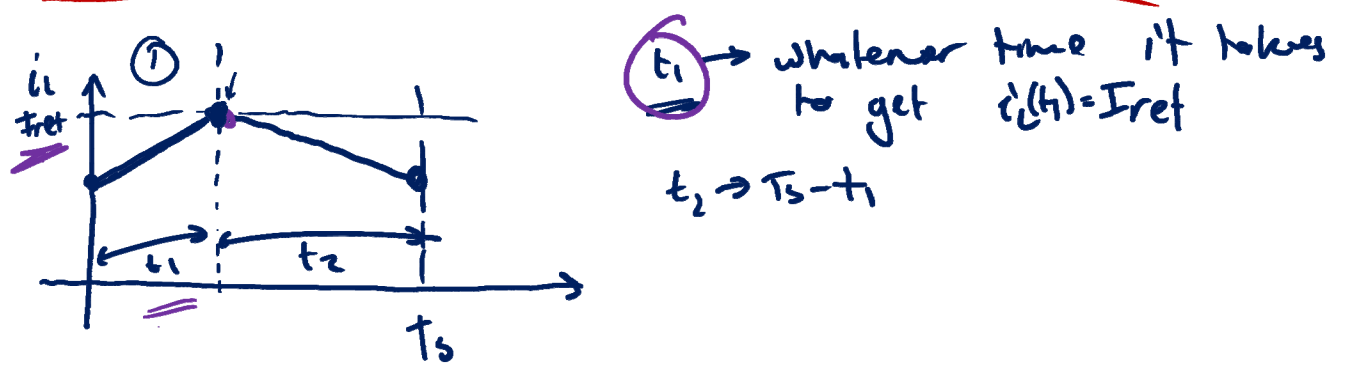
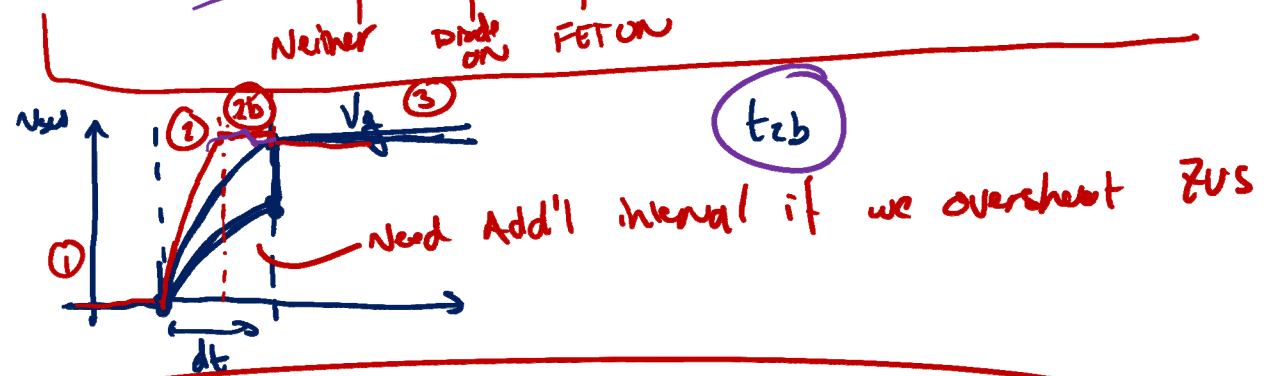
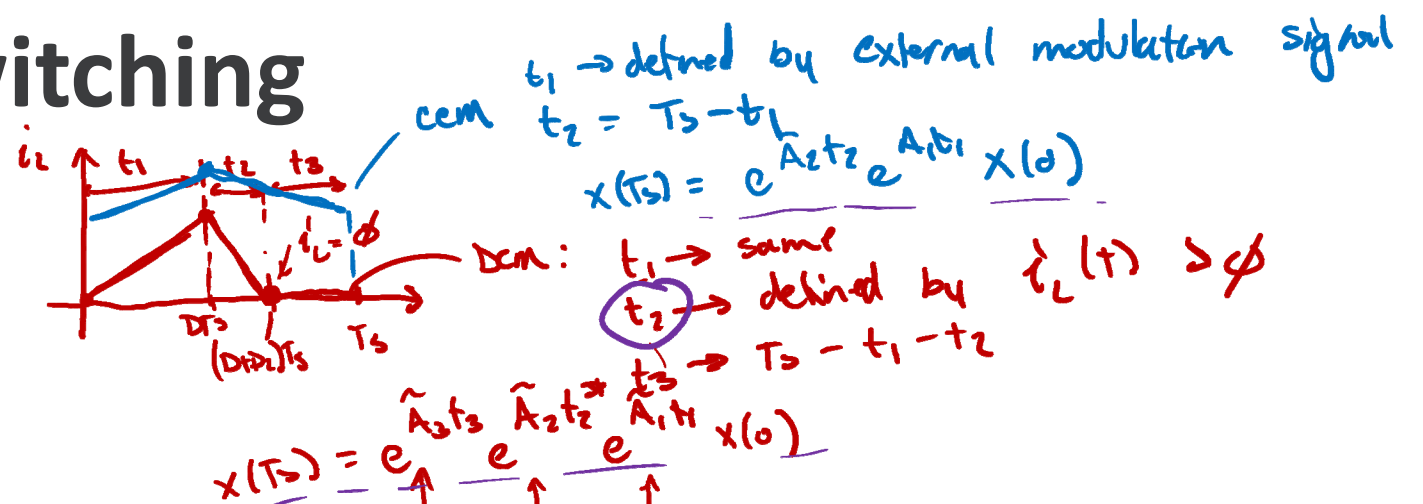
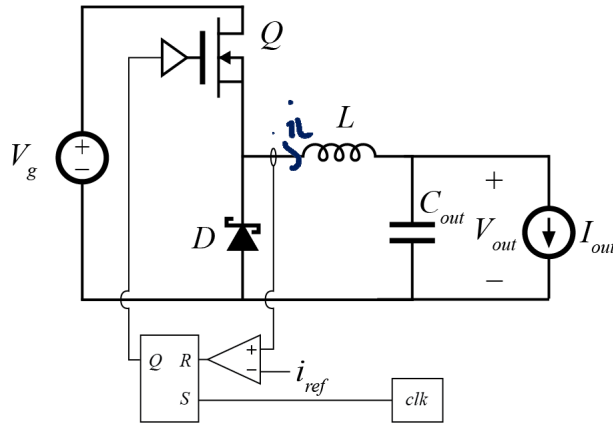
DEM
Buck



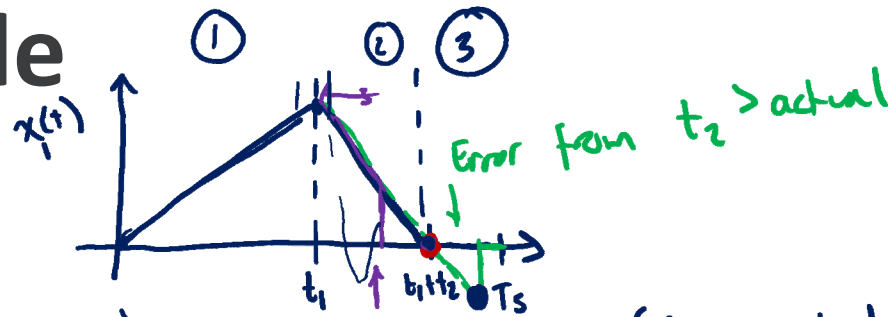
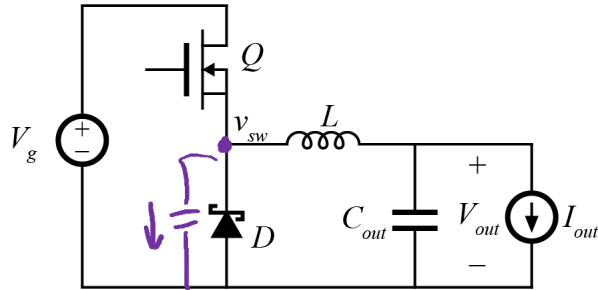
ZVS
Buck



CPM
Buck



DCM Buck Example



Assume homogeneous system - (Augmented state space, etc.)

$$x(t_s) = e^{A_2 t_2} e^{A_1 t_1} x(0)$$

in steady-state $x_{ss} = x(0) = x(T_s)$

t_1 is known, T_s is known, t_2 depends on waveform of $x_i(t)$
 can solve steady-state solution for any t_2

Add a second equation

$$i_2(t_1 + t_2) = \phi$$

$$x(t_1 + t_2) = e^{A_2 t_2} e^{A_1 t_1} x_{ss}$$

$$i_2(t_1 + t_2) = C_2 e^{A_2 t_2} e^{A_1 t_1} x_{ss} = \phi$$

define $C_2 = [0 \dots 1 \dots 0]$
 ↑ corresponds to $i_2(t)$ in $x(t)$

Need to solve both equations together as a system
 In general, this will require numerical iteration

Generalized State Space Modeling

General Case:

indep. inputs
↓

$$\left\{ \begin{array}{l} x_{ss} = f(t_i, u, v_i) \\ \phi = g(x_{ss}, t_i, u, v_i) \end{array} \right.$$

↑ vector of times $t_i = [t_1, t_2, \dots]$ ↑ vector of subinterval sequence $v_i = [1, 2, 3, \dots]$

Not bad to iterate if v_i is known & any violation is at an interface between two switching states