Boost voltage mode on B-G474E-DPOW1 Discovery kit

Introduction

This document describes the contents of the Boost_VoltageMode_HW project, a software example running on the B-G474E-DPOW1 hardware. This low-cost and easy-to-use kit is convenient for quick evaluation and application development with STM32G4 Series microcontrollers, a family of devices designed for digital power conversion applications, combining high integration with performance.

The document illustrates how to drive PSU DC-DC Boost converter, with voltage closed-loop control, by describing the steps required to execute the code and to check output signals, using the IAR Embedded Workbench® and STMicroelectronics STM32CubeIDE toolchains. The document describes the boost voltage mode usage with the X-CUBE-DPOWER STM32Cube Expansion Package. Finally, it lists the STM32G474xx capabilities exploited by this application, and how they can be used in larger scale systems.

1 General information

This document applies to the STM32G4 Series microcontrollers, based on Arm® cores.

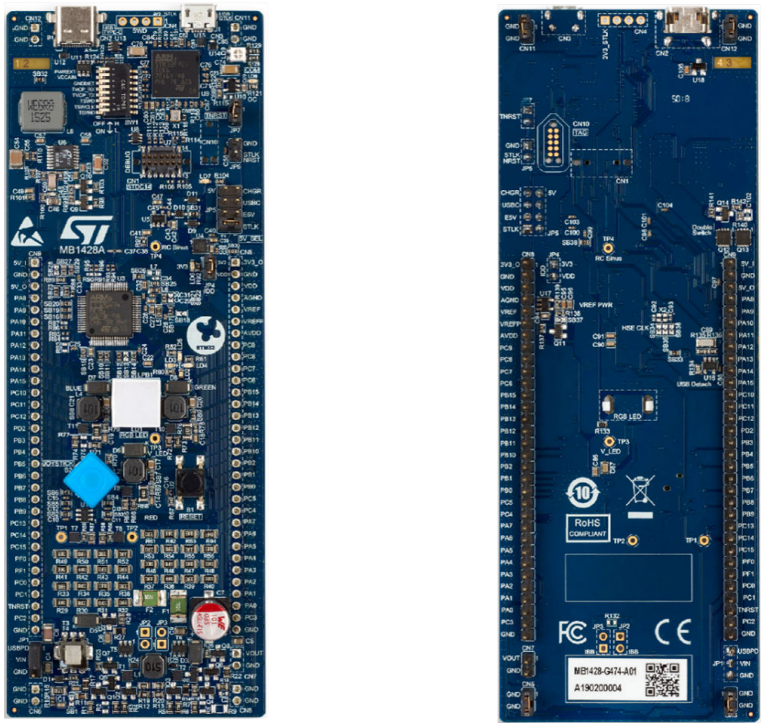
Note: Arm is a registered trademark of Arm Limited (or its subsidiaries) in the US and/or elsewhere.

Caution: At full load, the converter may become hot, so please take care. After measuring the converter's performance, it is recommended to set the converter to 0% load.

2 Hardware board overview

The B-G474E-DPOW1 is a complete digital power starter kit controlled by the STM32G474RET6 microcontroller. The kit helps the user discover the features of digital power including LED dimming, buck or boost with variable load, power delivery (USB type-C™), and audio Class-D amplification.

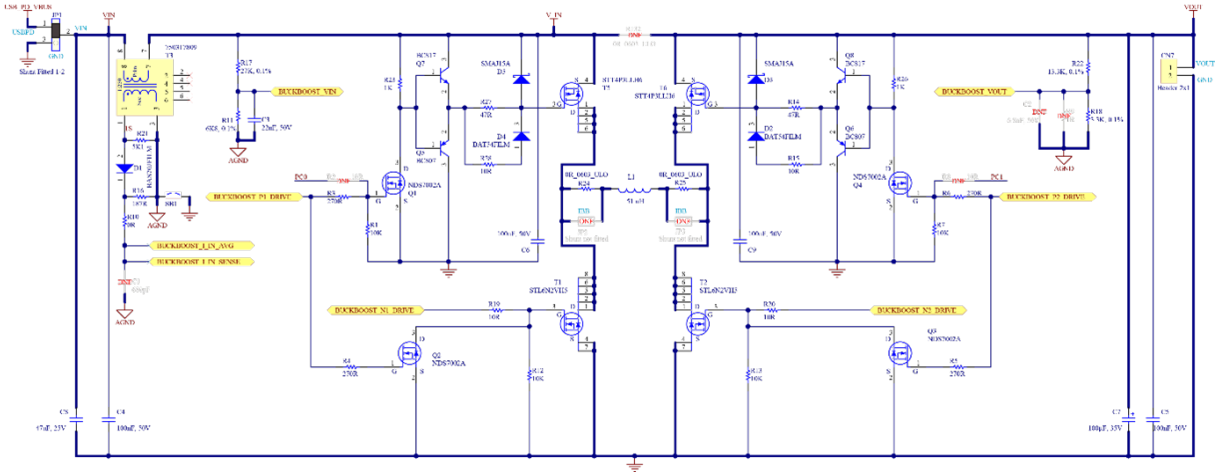
Figure 1. Discovery kit: top (left) and bottom (right) sides



2.1 Buck-boost converter

This kit embeds a buck and a boost converter. There are either a boost or either a buck switching FETs at each side of the converter's inductor. The extract from the schematic shown in Figure 2 identifies the relevant switches. The full schematic is available on www.st.com.

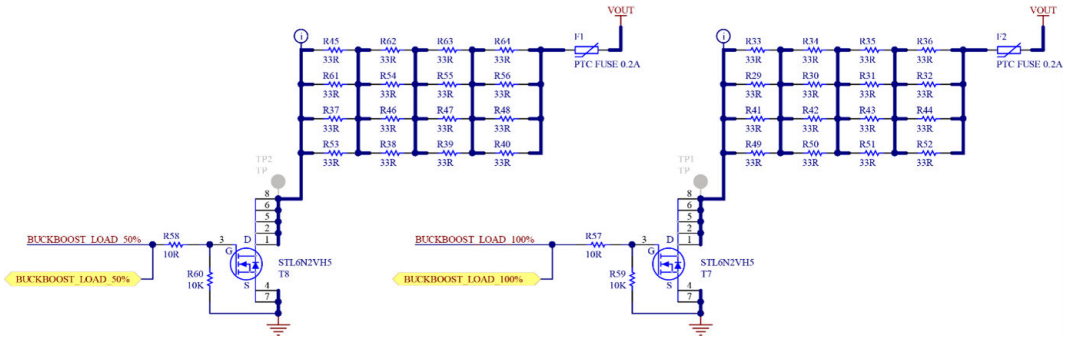
Figure 2. Buck-boost power stage schematic



2.2 Onboard load

This board includes two parallel load banks at the output of the converter, as shown in Figure 3.

Figure 3. Onboard load banks controlled via MOSFETs



The load banks are controlled by the MCU by toggling the PC14 and PC15 outputs, which drive, respectively, the BUCKBOOST_LOAD_50% and BUCKBOOST_LOAD_100% signals. The MOSFET switches the resistive load bank in and out of the circuit.

Therefore, when PC14 is high, load bank 1 is ON. When PC15 is high, load bank 2 is ON. The test pins TP1 and TP2 are also used to check the load activation status, although these are not populated. The load banks have the total resistance shown in Table 1.

Table 1. Onboard load steps

Load (%)	0% Load 1 OFF Load 2 OFF	50% Load 1 ON Load 2 OFF	100% Load 1 ON Load 2 ON
Load	∞	33 Ω	16.5 Ω
LED status	All OFF	Green	Green + Orange

The load status can also be observed via the green and orange LED toggling. Moreover, it can be modified with the use of the joystick on the board.

3 Application contents

This application implements a voltage mode closed-loop control on the boost converter, using the USB power delivery as power supply.

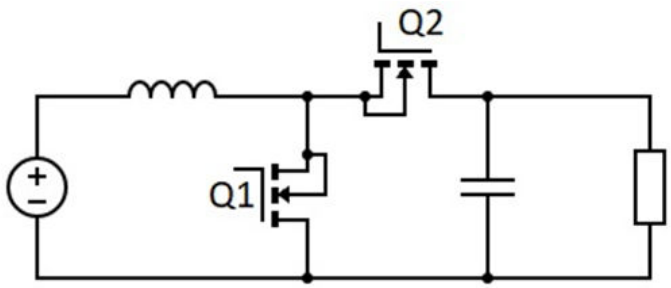
The USB-PD provides a 5 V supply as the input voltage for a boost converter. The board loads can handle a maximum voltage of 7.5 V, which is achieved by regulating the output voltage of the boost converter to 7.5 V.

3.1 Boost converter closed-loop operation

Operating principle

The kit contains a synchronous boost converter power stage (see Figure 4).

Figure 4. Simplified boost power stage schematic



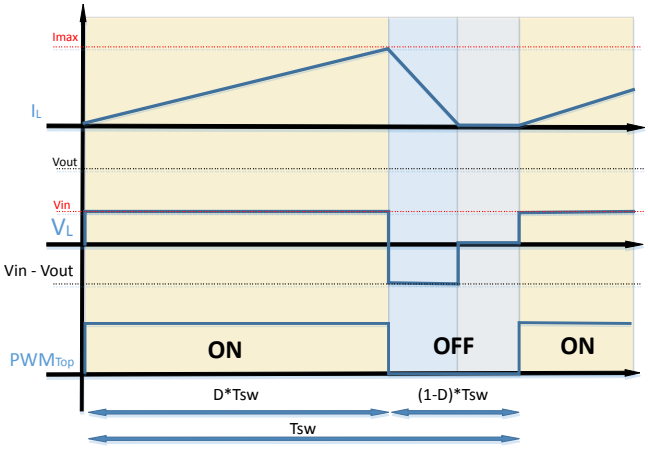
At the beginning of the switching period, the PWM of the bottom switch is set high and the top switch is set low. This turns MOSFET Q1 on, and MOSFET Q2 off.

The current through the inductor increases linearly. The output capacitor is already charged in steady-state and holds the output voltage on the load. At the end of the duty cycle, the switch Q1 is turned off.

A dead time is inserted between low side and high side PWM for switches Q1 and Q2 to prevent shoot-through. When this dead time has elapsed, the high side PWM for the switch Q2 goes high turning on the switch Q2.

The inductor current decreases linearly when it charges the output capacitor again (output voltage is higher than input), and current flows through switch Q2. This switching action is described in Figure 5.

Figure 5. Boost converter operation waveforms



The output filter capacitor filters the AC component, while the DC component is the output load current. The output voltage is always greater than or equal to the input voltage.

The steady-state output voltage is dependent upon the input voltage and the duty cycle:

(1)

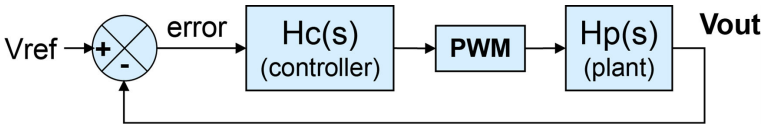
$$K = \sqrt{\frac{f_{osc}}{f_{mod}}} = \sqrt{\frac{62.7MHz}{13.56MHz}} = 2.15$$

The voltage mode control loop is implemented to ensure reference tracking in the event of disturbances (such as load-stepping or supply variation). A changing voltage provided by the boost converter is associated to a line variation.

3.1.1 Voltage mode control loop

A typical power supply control loop is schematized in Figure 6.

Figure 6. Generic schematic of a PSU control loop



The classic procedure for designing the controller is to model the system in the frequency domain, then select the best controller type to compensate for the system behavior, obtaining adequate transient and stationary regulation.

When a mathematical model is known for the system, the compensator is calculated from that model.

The compensator can also be calculated empirically by measuring the system response, and designing a controller that compensates for the measured behavior.

Note: The control mode (for example, current or voltage mode) affects the system behavior.

Implementing voltage mode on a boost topology is not very common (regulation is poor compared to current mode, as shown in Section 6: Results of measurements). The boost plant is running at the same time, making it suitable for the plant response measurement method for identifying the compensator, as the mathematical models are not common for this operation.

The process of measuring the plant frequency response and placing the compensator poles and zeroes is not discussed here. Several workshops are provided by Biricha Digital to fine-tune controllers with this method.

The resulting compensator is a type 3 filter (three poles, three zeroes IIR filter).

Figure 7. Schematic of the implemented voltage mode control loop

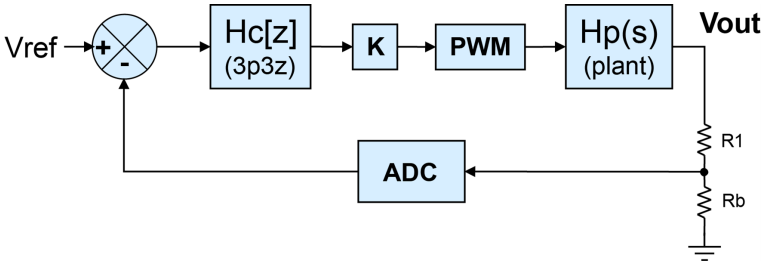


Figure 7 shows the power stage containing the switching MOSFETs, output filter inductor, and output filter capacitor within the block Hp(s). The controller, designed as a 3p3z filter, is the block Hc(z). This controller transfer function is expressed in the Z domain as it is implemented by digital means.

Digital voltage mode PSU control implies:

- the presence of the ADC sampling
- a scaling factor K
- the PWM generator

In Figure 7 the output voltage of the power stage is returned and compared with a reference, V_{REF}. The controller output is the duty cycle, which is used as an input to the power stage and modulates the MOSFET switches.

3.2 Load regulation

The user controls the load switching using the joystick supplied with the kit as follows:

- Left: decrease load by 50% (from 100 to 0%)
- Right: increase load by 50% (from 0 to 100%)
- Up: enable automatic load toggling (50 to 100%), useful for transient measurements
- Down: manual load selection

The status of the load bank during the transient is indicated by the LEDs:

- green LED: bank 1 is enabled
- orange LED: bank 2 is enabled

4 Software implementation

4.1 Targeted application

The following configuration sets up the STM32 MCU to operate a closed-loop voltage mode step-up converter using the onboard peripherals including the ADC, DMA, and HRTIM. The FMAC is used to implement the 3p3z controller. This implementation means that the main core usage is reduced to an absolute minimum and is the preferred option allowing the MCU to be used for other tasks or running more power supplies. The example software project to accompany this application note is called *Boost_VoltageMode_HW* as it uses as many hardware peripherals as possible.

4.2 Configuration using STM32CubeMX

This section contains step-by-step instructions for recreating the STM32CubeMX project for the Boost converter under voltage mode control on the Discovery kit. This complete project can be downloaded by following the links provided within this application note appendix. However, the full configuration is included here for completeness.

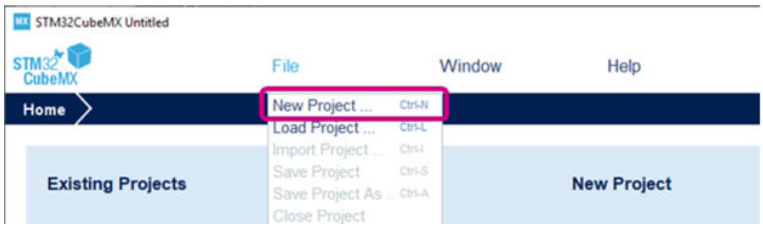
Open STM32CubeMX by clicking on the icon shown in Figure 10 (note that the icon may differ slightly).

Figure 8. STM32CubeMX icon

Now, create a new STM32CubeMX project. This project configures the MCU peripherals and generates an IAR Embedded Workbench® project. IAR Systems® is used to compile and link the code as well as for programming and debugging the MCU.

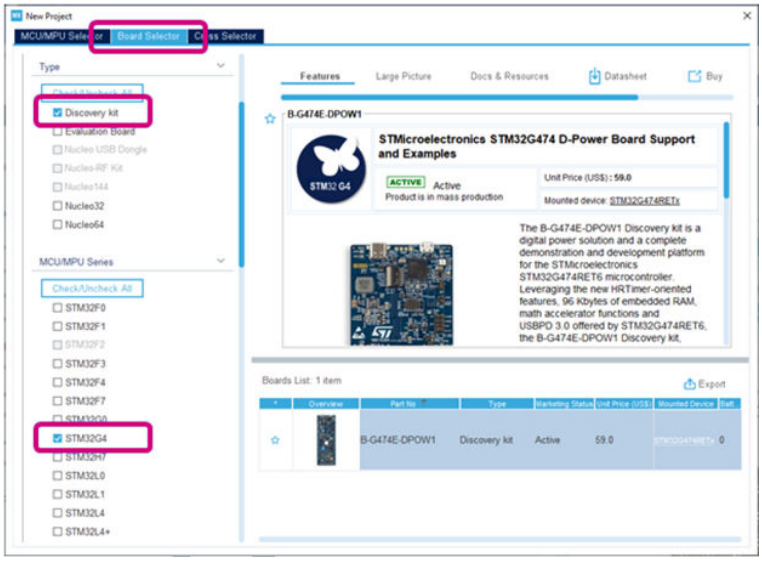
Within the STM32CubeMX window click on *File, New Project*

Figure 9. New project selection



The new project device selector window now opens. Within this window click on the *Board selector* tab and filter down the boards by selecting the *Discovery kit* for the Type and *STM32G4* for the *MCU/MPU Series*

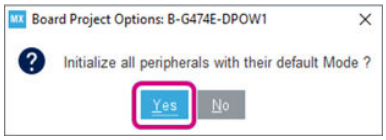
Figure 10. Board selection



This may filter down the available boards on the right-hand side of this window to include the *B-G474E-DPOW1* Discovery kit, which this application note is using. Double-click on this board within the table.

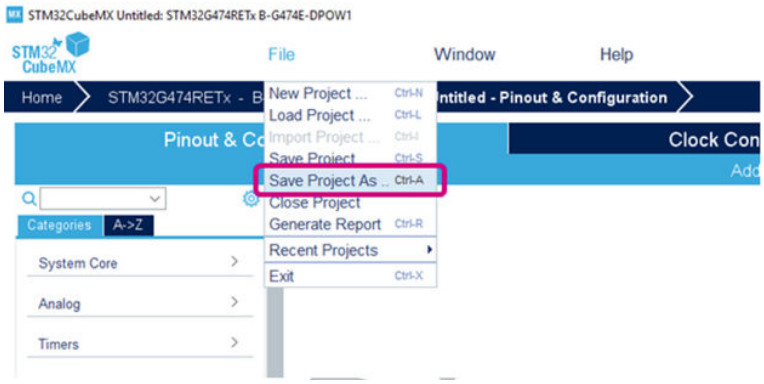
A prompt is displayed asking if the user likes to initialize all peripherals with their default mode. Click *Yes*. This sets up the pins and peripherals with their default setting for this particular evaluation board.

Figure 11. Peripherals default mode initialization



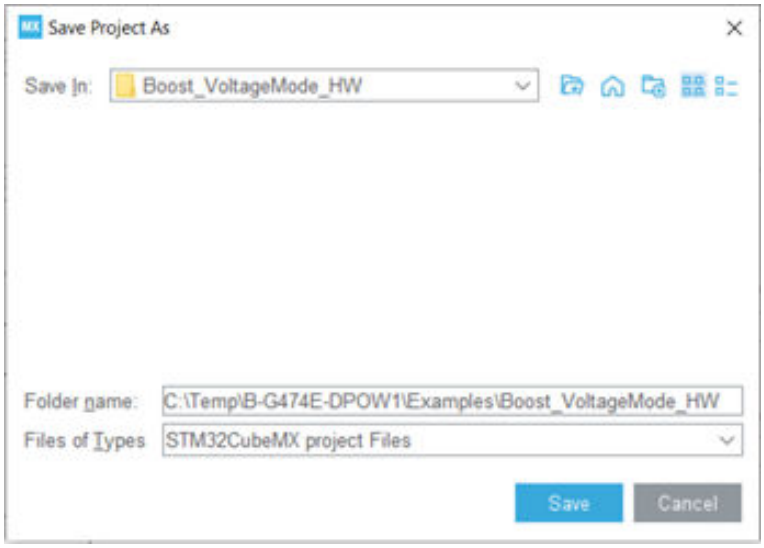
Before making any changes to the project, save the project by going to *File, Save Project As*.

Figure 12. Project naming



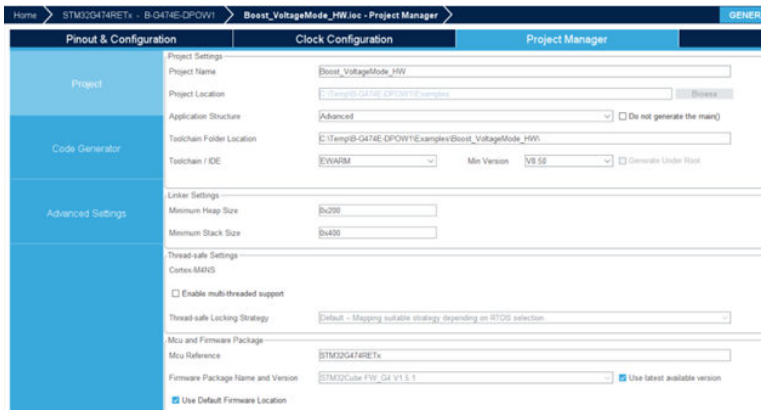
The name given to the folder, *Folder Name*, is also the name of the project. If this folder does not exist it is created. Click *Save* when done.

Figure 13. **Project saving**



On the right-hand side of the main window, click *Project Manager* and select the preferred toolchain and version from the dropdown list as shown in Figure 14.

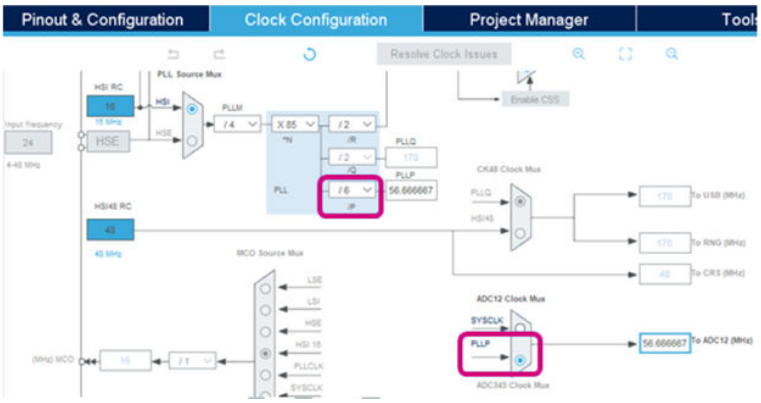
Figure 14. **Project manager configuration**



4.2.1 Clock configuration

Select the *Clock Configuration* tab which is along the top of the main STM32CubeMX window. Locate the PLL section and change the peripheral clock divider to /6. Then select the clock source for the ADC12 Clock Mux to *PLLP*. These settings are highlighted in Figure 15.

Figure 15. Clock configuration window



The ADC12 clock may now be 56.66 MHz.

4.3 Peripheral configuration: voltage mode closed loop boost

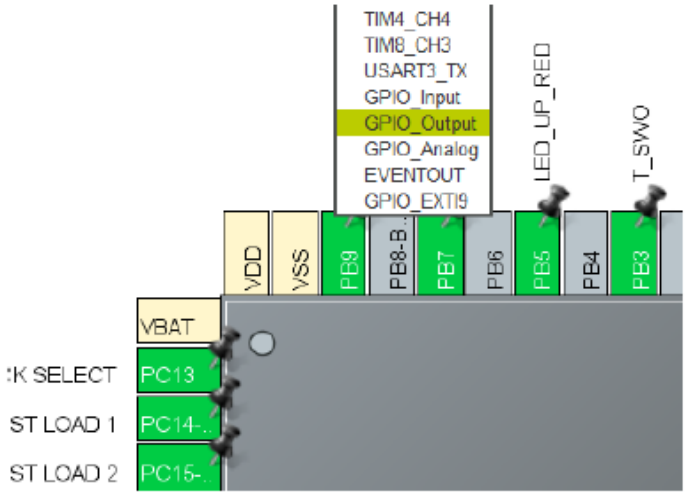
The MCU resources needed to run a voltage mode control loop on the boost converter are:

- Two complementary high-resolution PWM outputs with programmable duty cycle and deadtime insertion using one of the channels of the IP HRTIM1, available on STM32G474.
- An ADC channel to sample the output voltage, triggered synchronously with the PWMs. This is performed via the ADC1 and the IP interconnect in STM32G474.
- A digital filter processing engine, which allows the CPU to be unloaded when calculating the compensator. This is provided by the FMAC IP in STM32G474.
- A DMA channel to transfer the measured output voltage from the ADC to the FMAC at the end of each conversion.

4.3.1 GPIO peripheral configuration

For this application note, a digital pin is configured to allow timing measurements to be performed. On the *Pinout & Configuration* tab, locate the pin PB9 towards the top left of the microcontroller. Left-click on the pin PB9 and select *GPIO_Output* as in Figure 16. GPIO peripheral configuration.

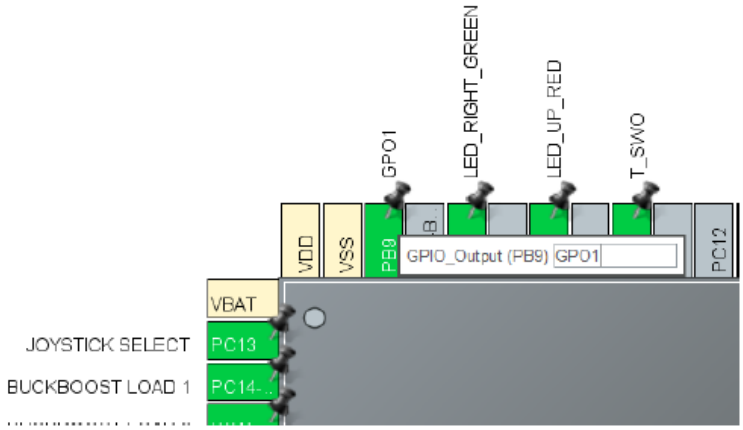
Figure 16. GPIO peripheral configuration



Then, right-click on PB9 and select *Enter User Label*. This allows us to change the name of the pin so that it can be easily referenced within the code. This pin is called *GPO1*.

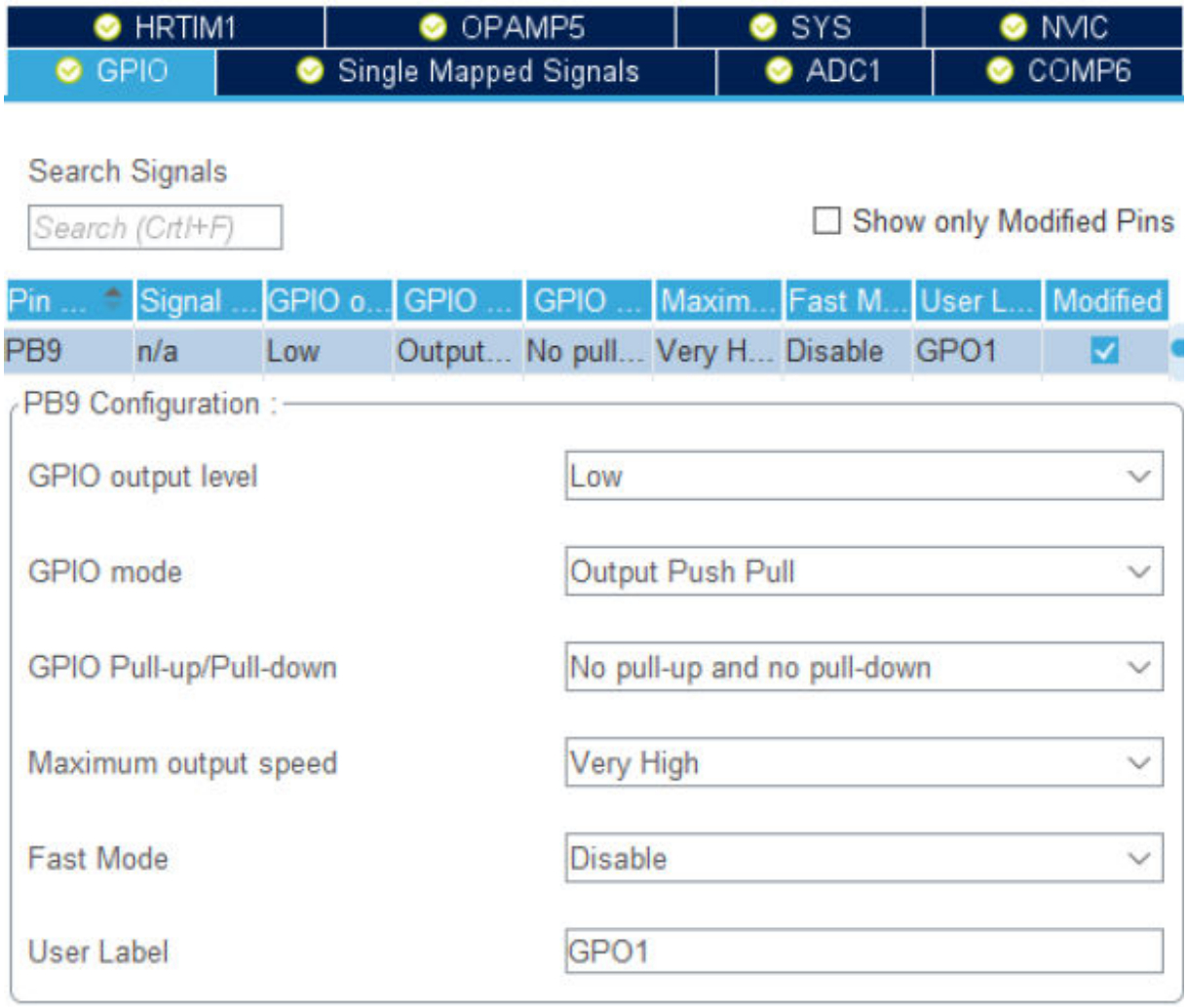
Enter this into the pop-up box as in Figure 17.

Figure 17. GPIO renaming



Now expand the *System Core* category on the left-hand side of the window. Click on *GPIO*. Under the GPIO tab, click on the row for PB9. Change the *Maximum output* speed setting to Very high as per the Figure 18.

Figure 18. **GPIO maximum output speed setting**



The configuration for GPO1 is now complete.

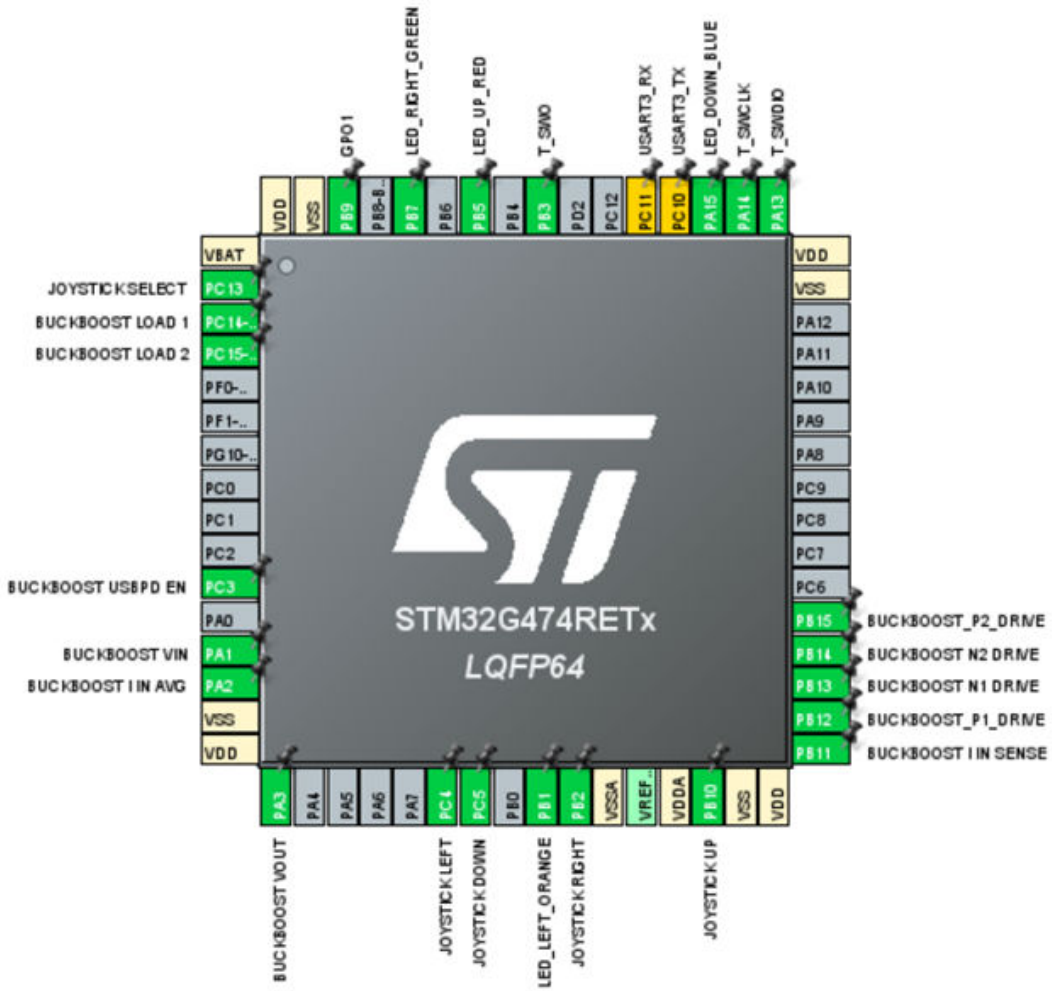
Now, some of the default pin labels must be changed to work with the example code provided. Within the pinout view of the MCU, locate the following pins, right-click on them and select *Enter User Label* and change the label to the new label listed in Table 2.

Table 2. User label setting

Pin	Existing label	New label
PB7	LD4 [green LED]	LED_RIGHT_GREEN
PB5	LD5 [red LED]	LED_UP_RED
PA15	LD2 [blue LED]	LED_DOWN_BLUE
PB1	LD3 [orange LED]	LED_LEFT_ORANGE

The pin locations are highlighted in Figure 19.

Figure 19. Pins location



The GPIO configuration is now complete.

4.3.2 HRTIM1 STM32CubeMX configuration

The boost switches are driven by Channel D of the HRTIM1, which outputs two opposite signals at 200 kHz, with a 147 ns deadtime insertion on both edges.

Two comparators must be programmed, one modifying every period with the value calculated by the Compensator (DUTY_TICKS_MIN), and another representing the maximum duty cycle value, to limit the maximum output current (DUTY_TICKS_MAX).

DUTY_TICKS_MIN and DUTY_TICKS_MAX terms that are defined on the code.

An additional comparator is programmed to initiate the ADC conversion later in the period, which improves system stability and reduces potential noise caused by switching currents. For more information see AN5496, available on www.st.com.

STM32CubeMX configuration within the HRTIM1 section is available in the *Boost_VoltageMode_HW.ioc* file.

Figure 20. STM32CubeMX HRTIM1 channel D configuration

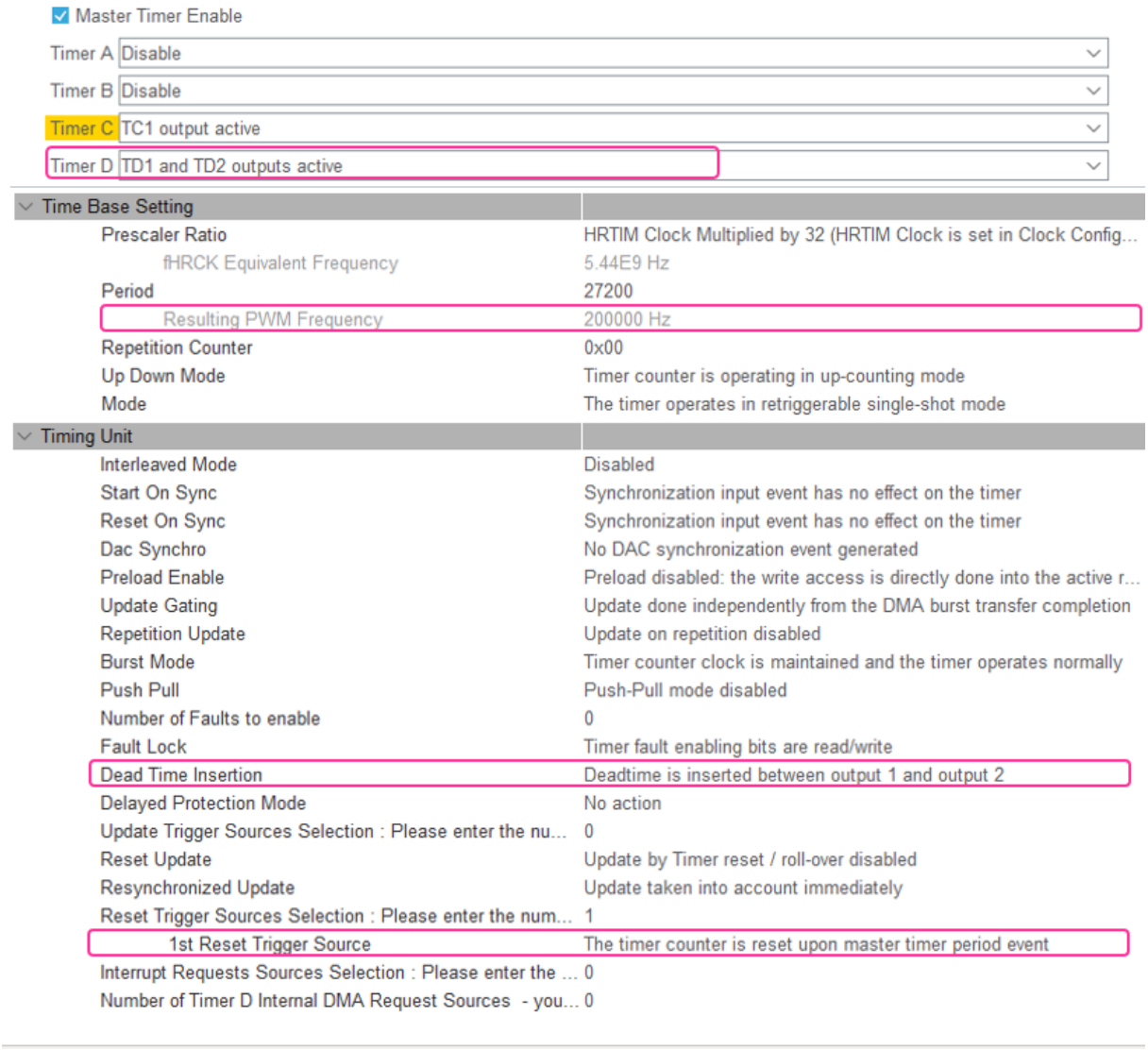
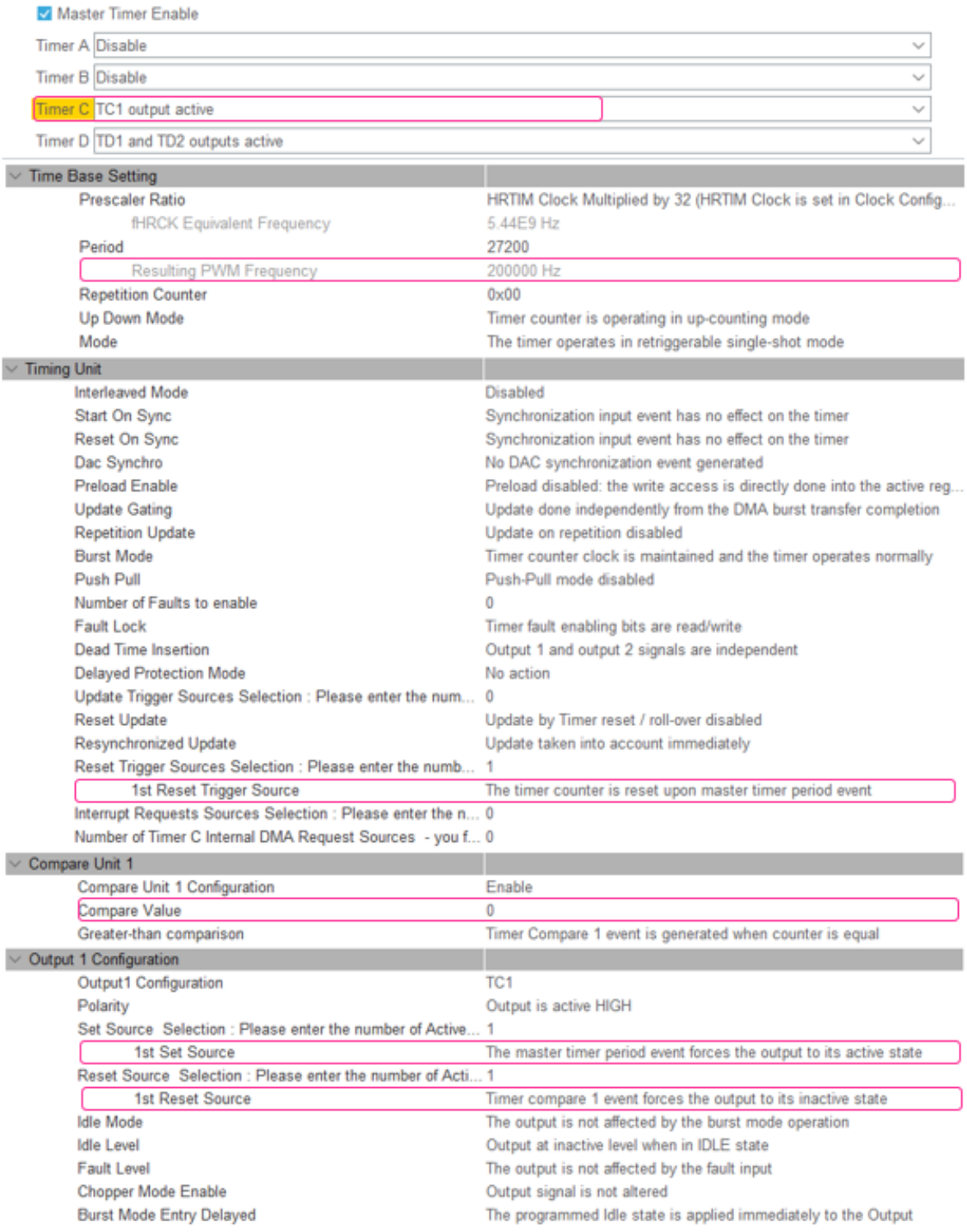


Figure 21. STM32CubeMX HRTIM1 channel D configuration (continued)

Compare Unit 1	
Compare Unit 1 Configuration	Enable
Compare Value	DUTY_TICKS_MIN
Greater-than comparison	Timer Compare 1 event is generated when counter is equal
Compare Unit 2	
Compare Unit 2 Configuration	Enable
Triggered-Half Mode	Timer Compare 2 register is behaving in standard mode
Compare Value	DUTY_TICKS_MAX
Auto Delayed Mode	standard compare mode
Compare Unit 3	
Compare Unit 3 Configuration	Enable
Compare Value	3000
Greater-than comparison	Timer Compare 3 event is generated when counter is equal
Dead Time	
Dead Time Configuration	Enable
Prescaler (PSC - 16 bits value)	fDTG = fHRTIM * 8
Rising Value	200
Rising Sign	Positive deadtime on rising edge
Rising Lock	Deadtime rising value and sign is writable
Rising Sign Lock	Deadtime rising sign is writable
Falling Value	200
Falling Sign	Positive deadtime on falling edge
Falling Lock	Deadtime falling value and sign is writable
Falling Sign Lock	Deadtime falling sign is writable
Output 1 Configuration	
Output1 Configuration	TD1
Polarity	Output is active HIGH
Set Source Selection : Please enter the number of Activ...	1
1st Set Source	The master timer period event forces the output to its active state
Reset Source Selection : Please enter the number of A...	2
1st Reset Source	Timer compare 1 event forces the output to its inactive state
2nd Reset Source	Timer compare 2 event forces the output to its inactive state
Idle Mode	The output is not affected by the burst mode operation
Idle Level	Output at inactive level when in IDLE state
Fault Level	The output is not affected by the fault input
Chopper Mode Enable	Output signal is not altered
Burst Mode Entry Delayed	The programmed Idle state is applied immediately to the Output

Another timer is configured for the startup phase (Timer C), which controls the BUCKBOOST_P1_DRIVE transistor. The goal is to have a soft start by adjusting the duty cycle of the transistor from 0 to 27190 with a defined step, resulting in an input voltage ranging from 0 to 5 V. This allows the output voltage to gradually increase from 0 to 7.5 V.

Figure 22. **STM32CubeMX HRTIM1 channel C configuration**



For synchronization between timers C and D, the master timer is enabled to synchronize the two timers.

Figure 23. STM32CubeMX HRTIM1 master timer configuration

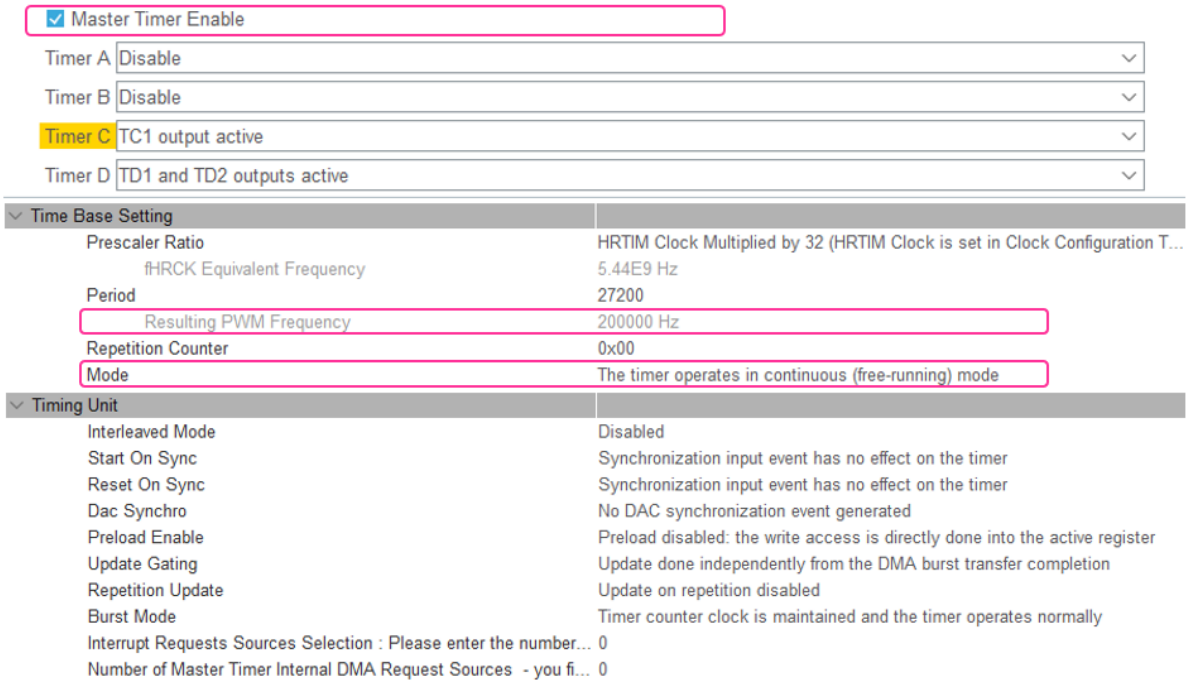
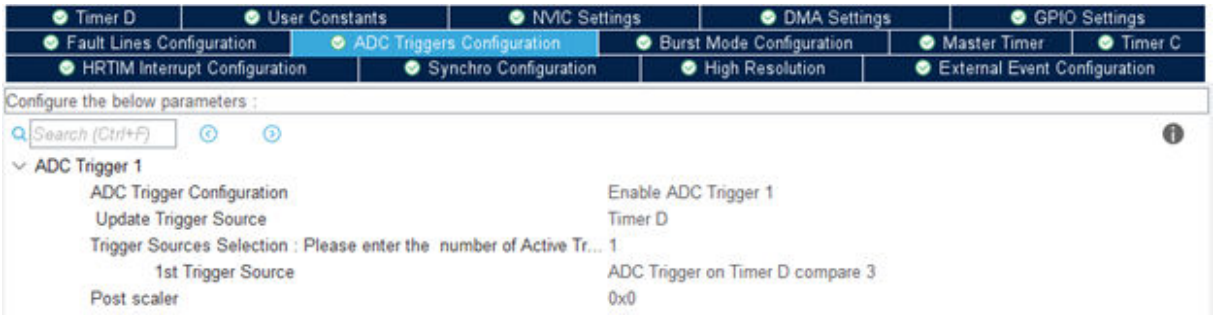


Figure 24. STM32CubeMX HRTIM1 ADC triggers configuration



The user needs to activate the timer channel and outputs in main.c before entering the infinite loop.

4.3.3 DMA1 STM32CubeMX configuration

The DMA is used to copy the content of the ADC result register into the FMAC for the execution of the controller.

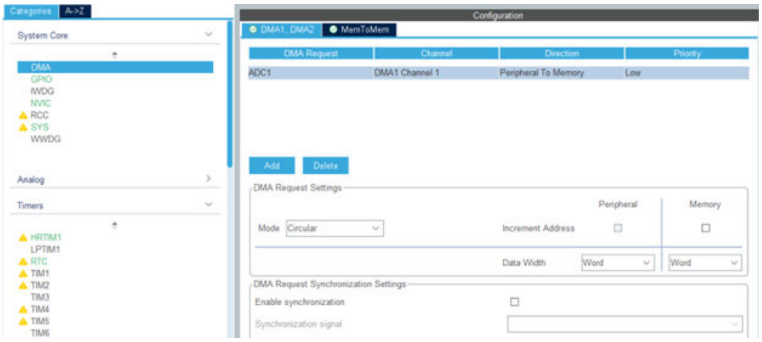
By default, there is no DMA requests configured.

Channel 1 of DMA1 is used on the ADC1 conversion trigger. It transfers one data word each time, without incrementing the target address.

This transfer is performed from DMA1 to the FMAC data write register.

STM32CubeMX configuration within the HRTIM1 sections is available in the *Boost_VoltageMode_HW.ioc* file

Figure 25. **STM32CubeMX DMA configuration**



4.3.4 ADC1 STM32CubeMX configuration

The ADC needs to be configured to sample the output voltage downsized by the resistor divisor. This lowered voltage is connected to PA3, configured to ADC channel 4 (*BUCBKOOST_VOUT* signal in the board schematic).

The ADC has a resolution of up to 12 bits. These values are stored in a 16-bit register with left or right alignment.

The measured values are stored as left aligned. This means that the upper 12 bits (plus 1 sign bit) of the 16-bit register are used. This alignment must be considered for FMAC initialization.

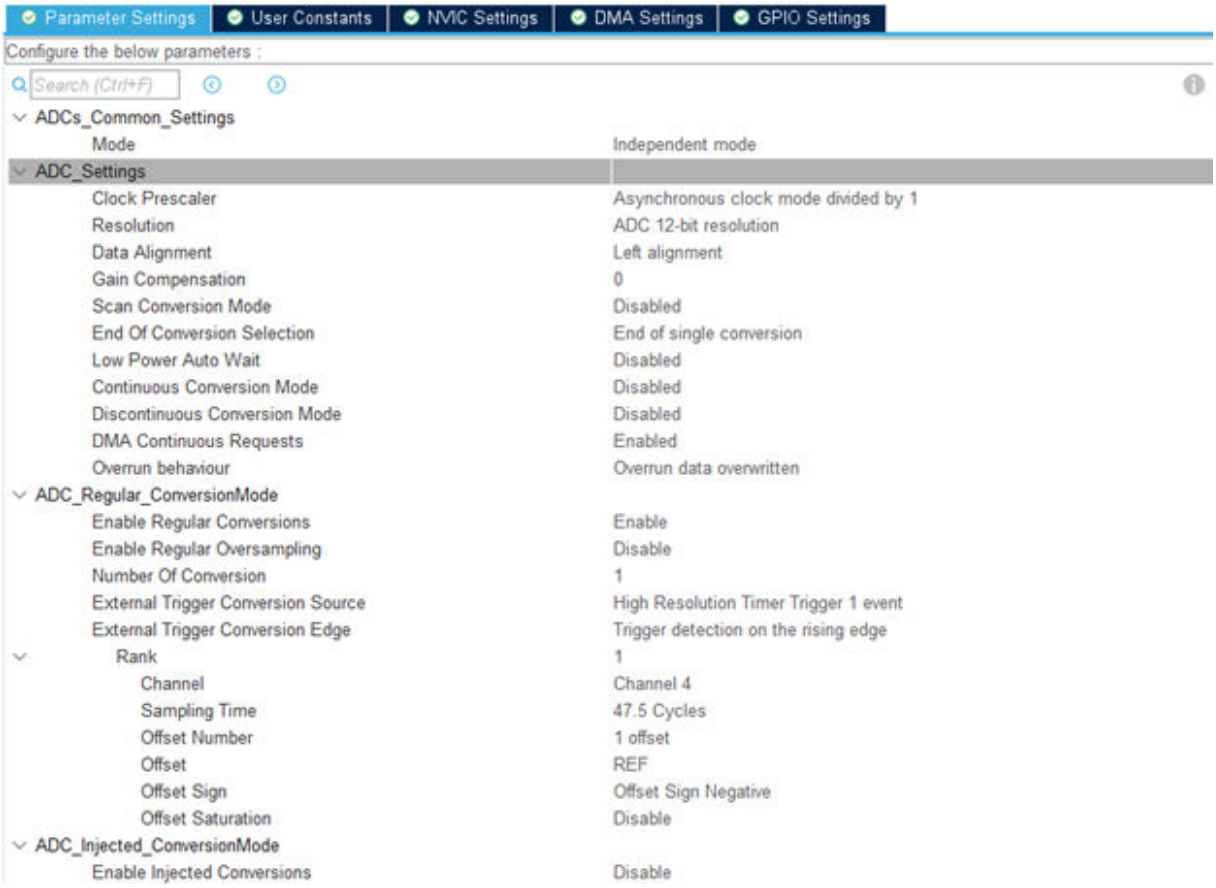
DMA requests are generated after each end of conversion. The conversions are triggered by an external conversion source given by the *high resolution trigger 1* event. This event is detected on the rising edge.

Only one ADC conversion is required. This conversion can be configured by expanding the *rank* subcategory.

Set channel to *channel 4* and configure the offset number to *1 offset*. The ADC offset function subtracts an offset from the ADC value before it is stored in the result log. The formula $V_{ERR} = V_{REF} - V_{OUT}$ is used to perform the error calculation.

Set the offset value to *REF*. To insert the REF value, click on the gear symbol and change the tick to *no check*.

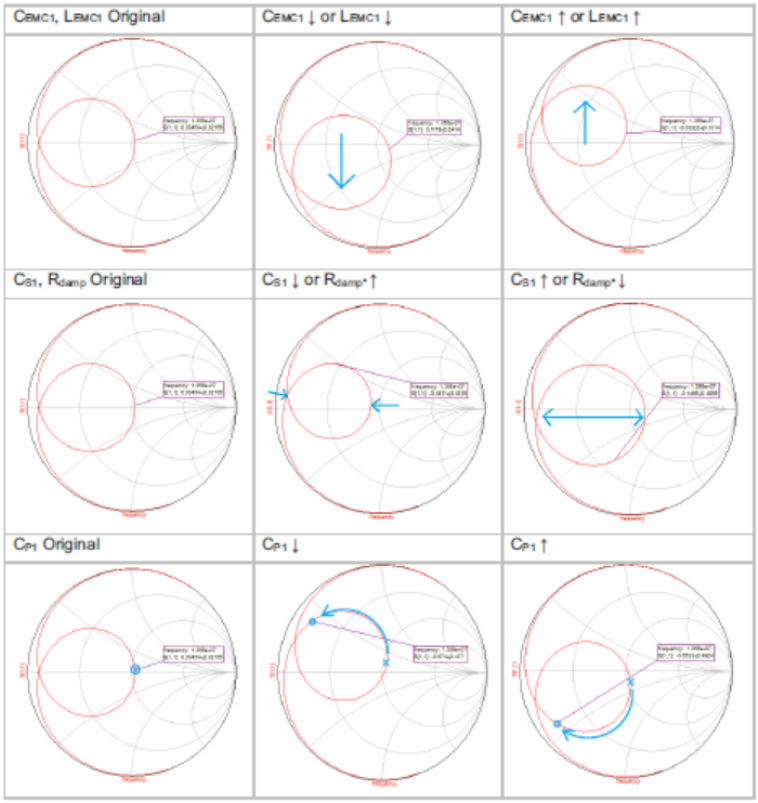
Figure 26. STM32CubeMX configuration of ADC1 conversion



Note: The high impedance of the potential divider on the board causes a drop of the ADC voltage when the sample and hold capacitor is connected. It takes around 500 ns for the voltage on the ADC pin to recover. To maintain a consistent REF voltage reference value, take the sample after the capacitor has been charged. The charging rate of the capacitor depends upon the load. The sampling time has been modified to 47.5 cycles.

Note: See the Analog-to-digital conversion characteristics section of the product datasheet to adapt the sampling time to the actual impedance on the user board.

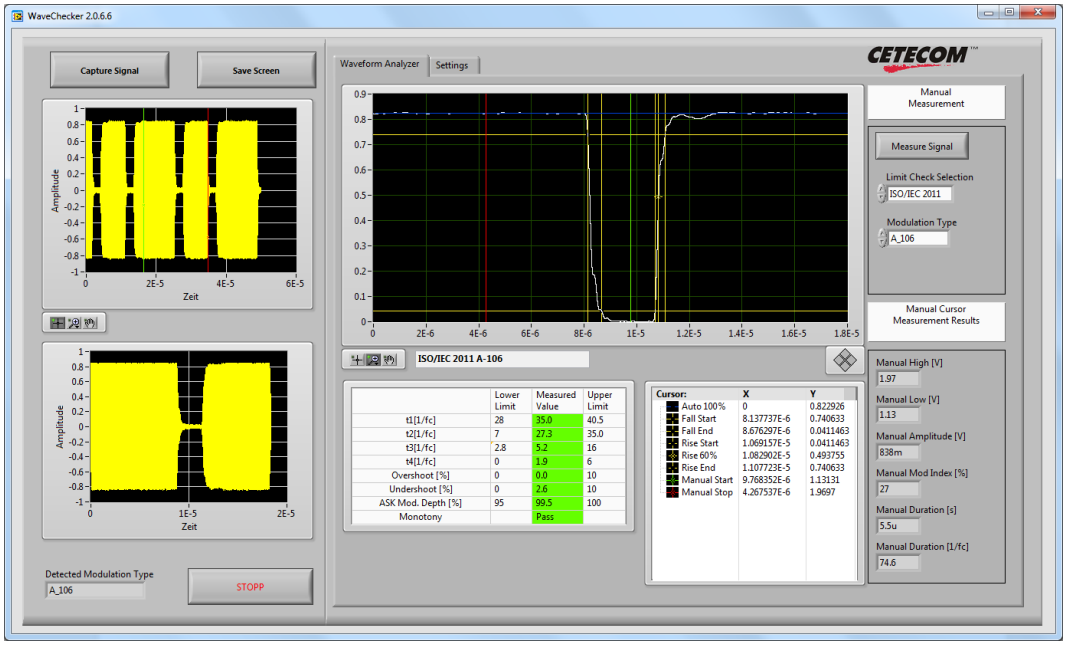
Figure 27. **Scope plot of the ADC pin**



In timing-critical applications, the performance of the ADC is optimized with a lower impedance at the potential divider.

The ADC1 interrupt is not used as the controller is automatically computed via the FMAC. The only use of the CPU is to update the PWM duty cycle with the value computed from FMAC.

Figure 28. **STM32CubeMX configuration of ADC1 interrupts**



After configuring the ADC via STM32CubeMX, the user must initiate the automatic calibration of the ADC in main.c before entering the infinite loop.

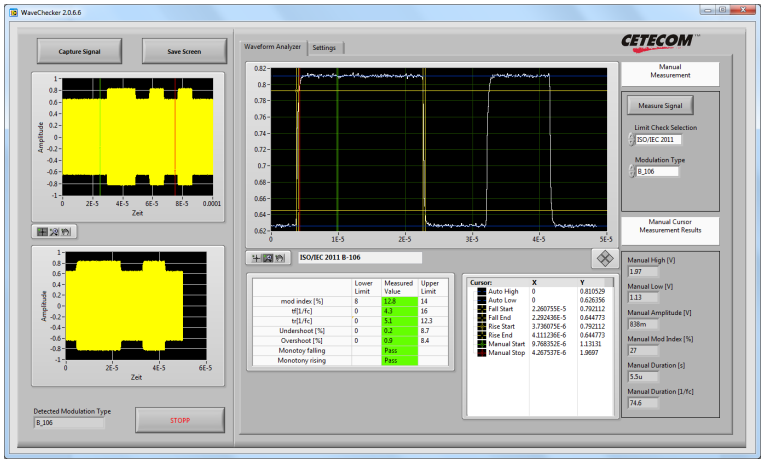
4.3.5 FMAC STM32CubeMX configuration

The FMAC is configured via the HAL library in the main.c.

However, the IRQ must be enabled, as it is used to update the PWM duty cycle each time a new value is calculated.

It is also possible to activate the IRQ directly from the FMAC section in the computing devices category of STM32CubeMX.

Figure 29. STM32CubeMX FMAC IRQ configuration



The FMAC is also initialized before entering the infinite loop, with the compensator coefficients declared in main.h.

After such configuration, the DMA destination for channel 1 requests can be associated to FMAC, and the ADC conversions can be started. This is performed in main.c before entering the infinite loop.

4.4 Program flow

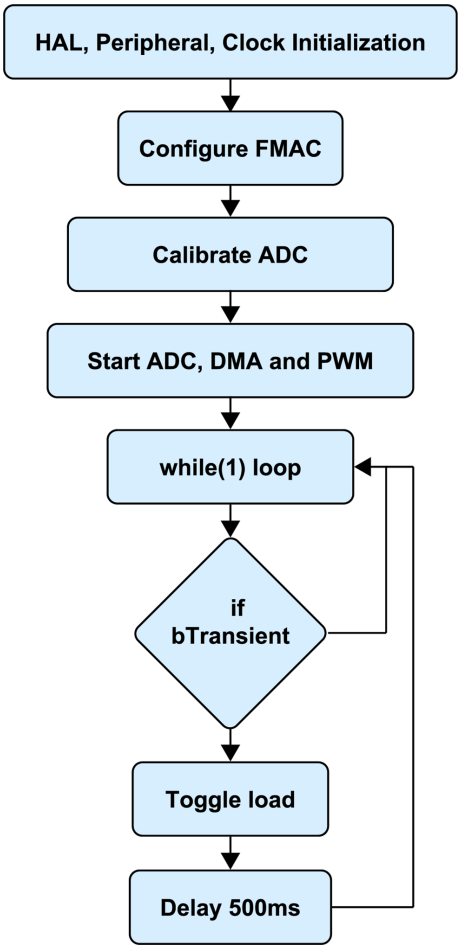
The main.c file contains most of the code for configuring and initializing devices. STM32CubeMX tool generates part of the code (see STM32CubeMX documentation on www.st.com).

Any additional code must be inserted between ***"user code starts here"*** and ***"user code ends here"*** comments inside the code files.

Outside of these comments, the code is automatically generated by the STM32CubeMX tool. If any changes are made to the project configuration within the tool, and the code is re-generated by clicking ***"generate code"***, the additional changes made outside these comments are lost.

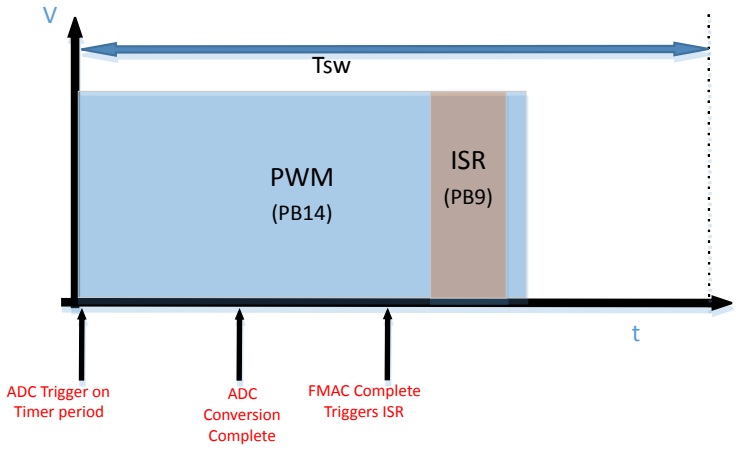
The structure of the main function within main.c is represented in Figure 30. This function contains calls to all initialization functions to configure the MCU peripherals. Next, the controller for the boost converter is set up and initialized with the calculated coefficients. Finally, the ADC is started and begins sampling the output voltage. The PWM outputs are enabled to drive the buck and boost switches.

Figure 30. Function flow of main() within main.c



The ADC module sampling is triggered by the HRTIM module (timer D period event). Once sampling and conversion are completed, the ADC activates DMA to copy the result directly from the ADC result log to the FMAC input register. This process is illustrated in Figure 31.

Figure 31. **ADC, DMA and FMAC timing diagram**



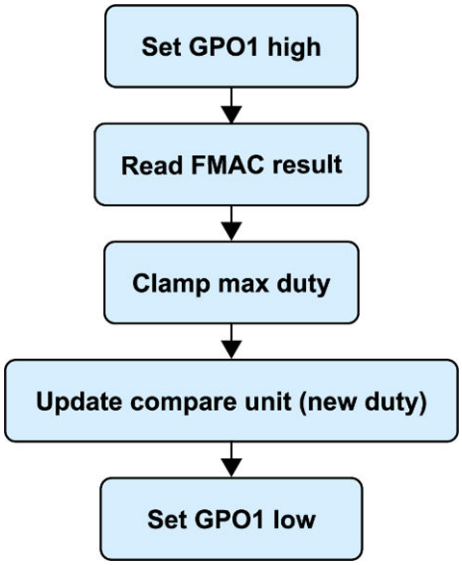
4.4.1 Interrupt service routine

After FMAC has completed running the 3p3z controller, it triggers an interrupt. This causes a jump of the MCU. The FMAC ISR is a separate function found towards the end of the `stm32g4xx_it.c` file included in this project. Its function name is `FMAC_IRQHandler (void)`.

The purpose of this FMAC ISR is to perform limit checking on the 3p3z controller output performed using the FMAC. The controller output is the new duty cycle value. This value is written in the register of the comparison unit 1 of the HRTIM.

The comparison unit has a maximum value, so the logic shown in Figure 32 is implemented within the user code section of the FMAC ISR.

Figure 32. **Flow of the FMAC ISR**



4.4.2 3p3z controller coefficients

The coefficients of the 3p3z controller are defined in `app_X-CUBE-DPower.h`, at the top of the `main.c` file, by right-clicking on `app_X-CUBE-DPower.h` and selecting `Open app_X-CUBE-DPower.h` from the menu.

This header file contains several definitions for the pin names automatically generated by STM32CubeMX.

Further down this file, there is a section `/ * USER CODE BEGIN Private defines * /` where the definitions for the FMAC configuration start. The controller coefficients are defined under the FMAC configuration parameters. These coefficients (B0, B1, B2, B3, A1, A2, A3) are given in fixed-point hexadecimal form.

5 Application execution

The STM32 MCU comes with sample software that performs other functions such as controlling the RGB LED. To run the project, the user must compile the `Boost_VoltageMode_HW` project and flash the MCU. The minimum requirements are:

- A PC with Windows® 7 or later
- An STM32 compatible IDE, such as STM32CubeIDE or IAR Embedded Workbench
- STM32CubeMX (from v6.9.2), together with STM32Cube firmware library for STM32G4 Series (from v1.2.0), installed

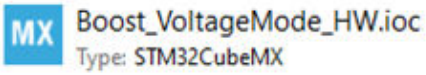
To get started:

1. Connect the micro-USB cable from the PC to CN3 on the kit
2. Apply power via the USB Type-C and connect this to CN2 on the kit
3. Ensure that the jumper JP1 is in the USB PD-VIN position

5.1 Loading the project with STM32CubeMX

Open STM32CubeMX by clicking on the *`Boost_VoltageMode_HW.ioc`* as shown in Figure 33.

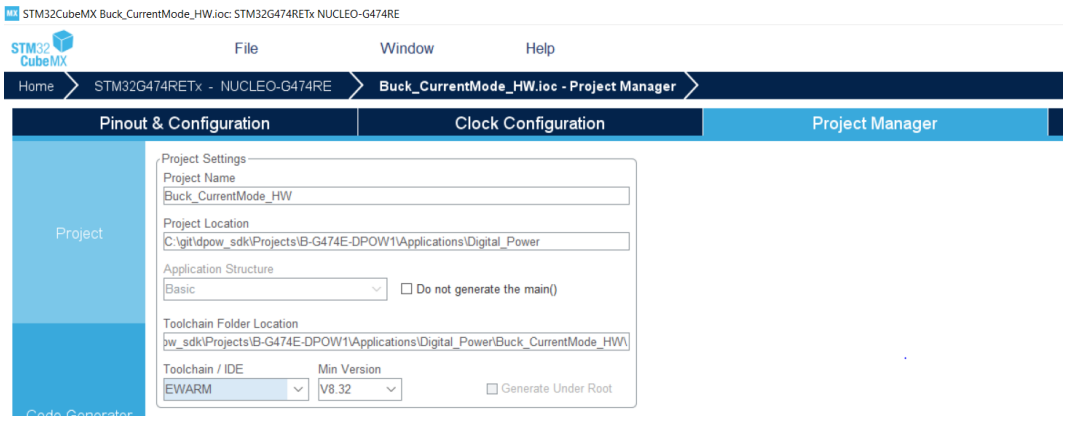
Figure 33. STM32CubeMx icon



5.2 Generate application code for IAR Embedded Workbench

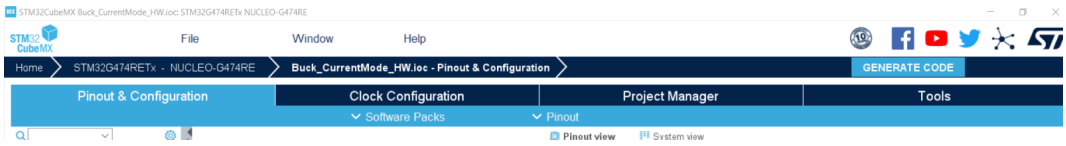
1. Once STM32CubeMX is opened, go to `Project Manager` panel, and select `EWARM` in `Toolchain/IDE` drop-down box.

Figure 34. Project manager setup



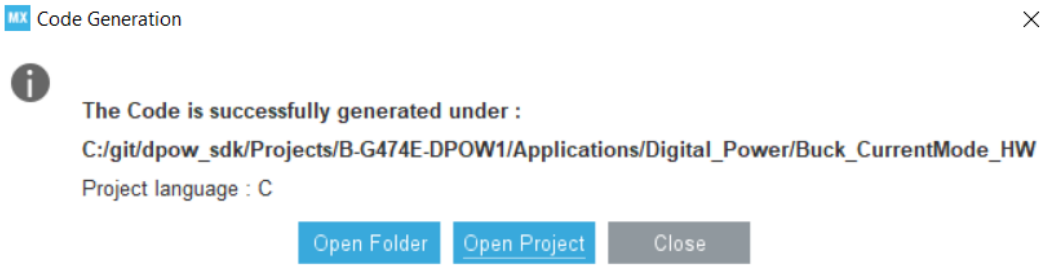
2. Then generate the code by clicking the `GENERATE CODE` button.

Figure 35. Code generation launch



3. Open the project by clicking `Open Project`.

Figure 36. Project opening after code generation



4. Right click on the IAR project and click `Options`, then STLINK, and check that `Emulator` drop-down box is on ST-LINK/V3.

Figure 37. IAR Embedded Workbench project options panel

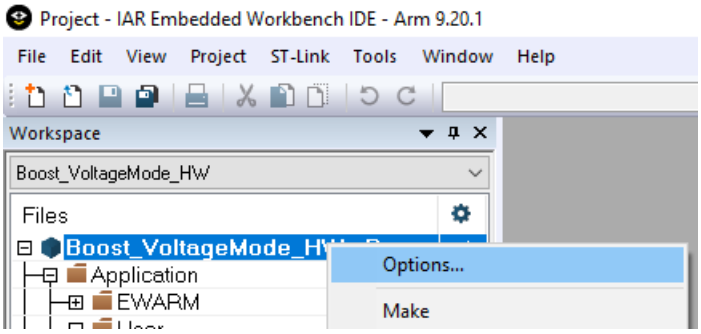
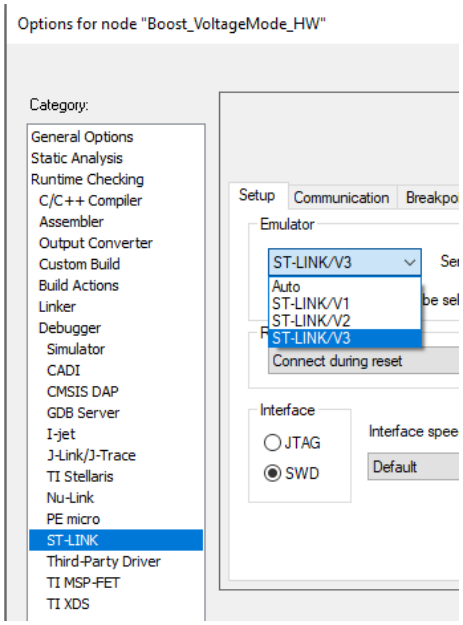
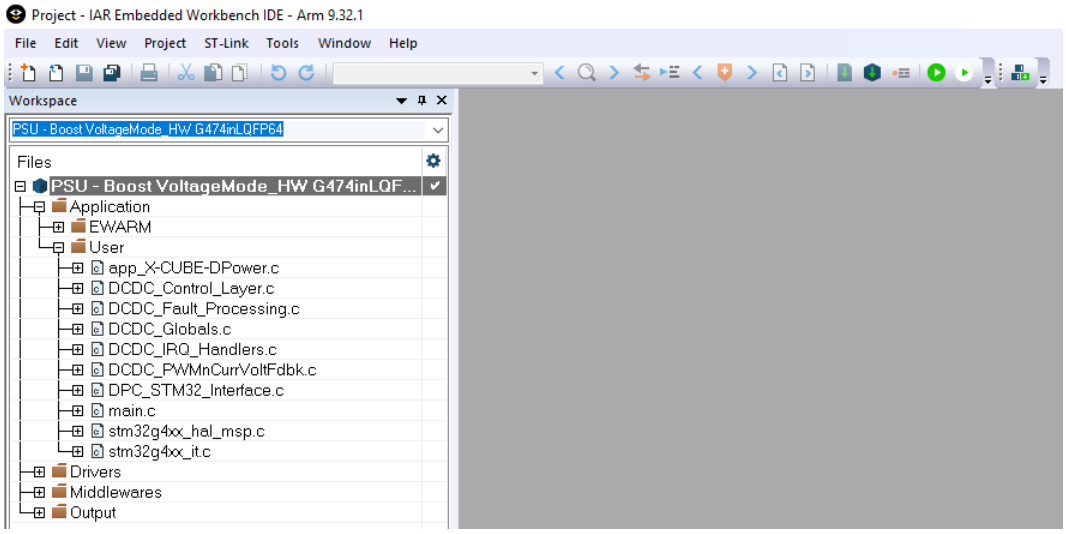


Figure 38. STLINK version selection



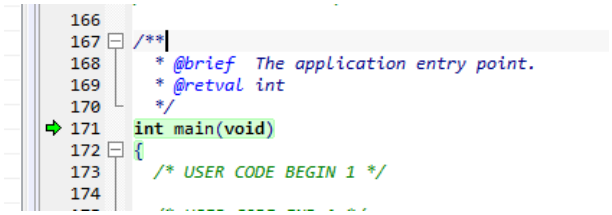
5. Inside the IAR™ IDE, click the `Download and Debug` icon that compiles and downloads the code to the MCU

Figure 39. Code compilation and downloading



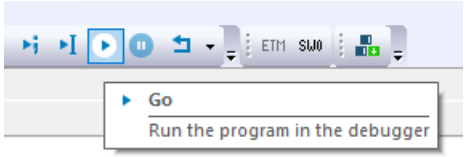
6. When the code has been downloaded on the MCU, it starts at the beginning of the “int main(void)” function.

Figure 40. Program counter set for running



7. To run the code, click the “Go” button.

Figure 41. GO button on IAR Embedded Workbench



Other buttons can be used to debug code:

- **Break**: halts the code 
- **Stop debugging**: terminates the debug session 
- **Reset**: resets the code to the beginning and restarts 

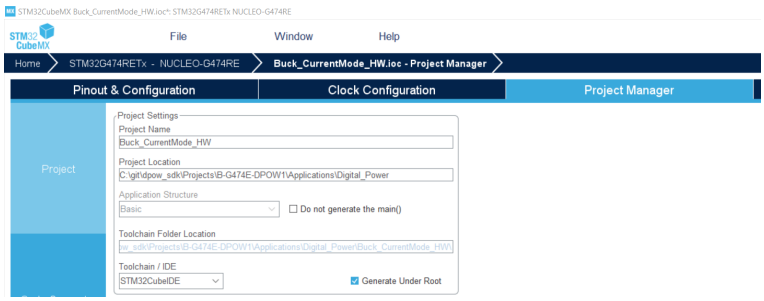
1. Click on stop debugging to end the debug session.
2. The firmware is downloaded into the microcontroller flash memory. IAR can now be closed if the debugging features are not being closed. The same program restarts each time power is applied to the kit as it is running from the MCU flash memory.

3. Close IAR to stop the debugger. If IAR asks to *terminate the debug session*, click *OK*

5.3 Generate application code for STM32CubeIDE workbench

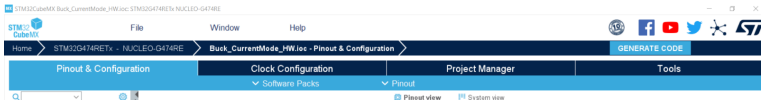
1. Once STM32CubeMX is opened, go to *Project Manager* panel and select *EWARM* in *Toolchain/IDE* drop-down box. Select the repository where to generate the code by indicating it in the *project location* box.

Figure 42. Project manager setup



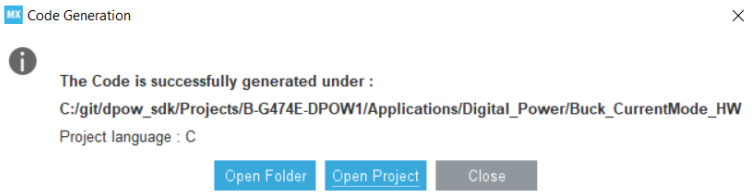
2. Generate the code by clicking the *GENERATE CODE* button.

Figure 43. Code generation launch



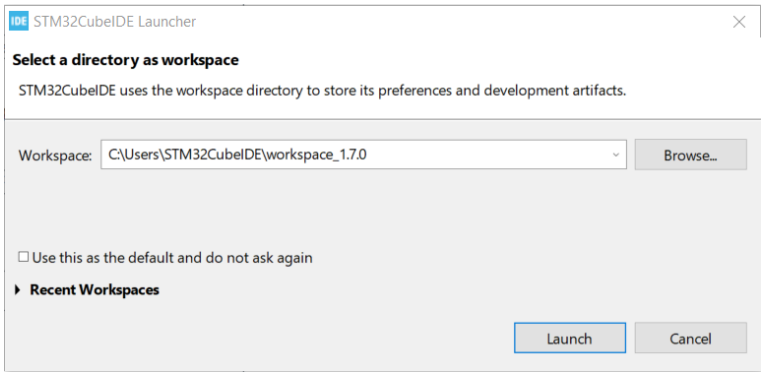
3. When prompted with the dialog box, open the project by clicking *Open Project*.

Figure 44. Project opening



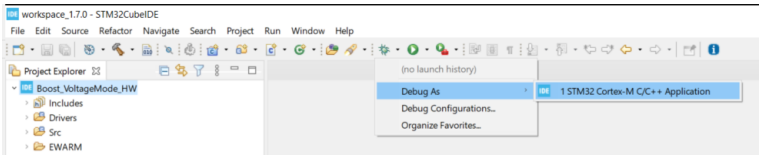
4. When the STM32CubeIDE launcher appears, select your workspace and click *Launch*.

Figure 45. STM32CubeIDE launcher



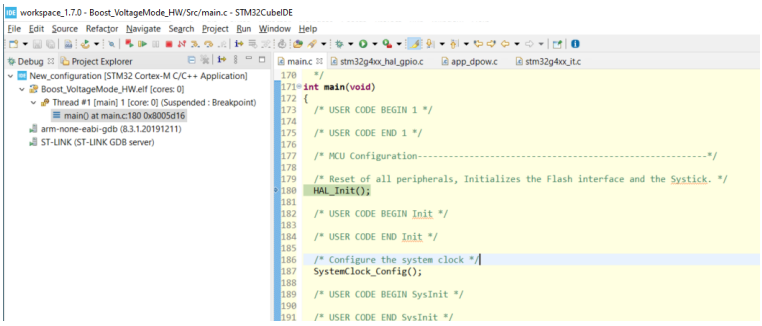
5. When STM32CubeIDE is opened, click the debug button, then *Debug As* and select *STM32 Cortex-M C/C++ Application*.

Figure 46. STM32CubeIDE code compilation and debugging



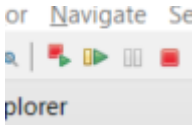
6. Code is compiled and downloaded into the MCU. The code starts at the beginning of the `int main(void)` function.

Figure 47. Program counter set for running



7. To run the code, click the *Resume* button.

Figure 48. Run button on STM32CubeIDE



Other buttons used to debug code:

- **Suspend**: halts the code
- **Terminate**: terminates the debug session
- **Terminate and relaunch**: resets the code to the beginning and restarts

1. Click on *Terminate* to end the debug session.
2. The firmware is downloaded into the microcontroller flash memory. STM32CubeIDE can now be closed if the debugging features are not being closed. The same program restarts each time power is applied to the kit, as it runs from the MCU flash memory.

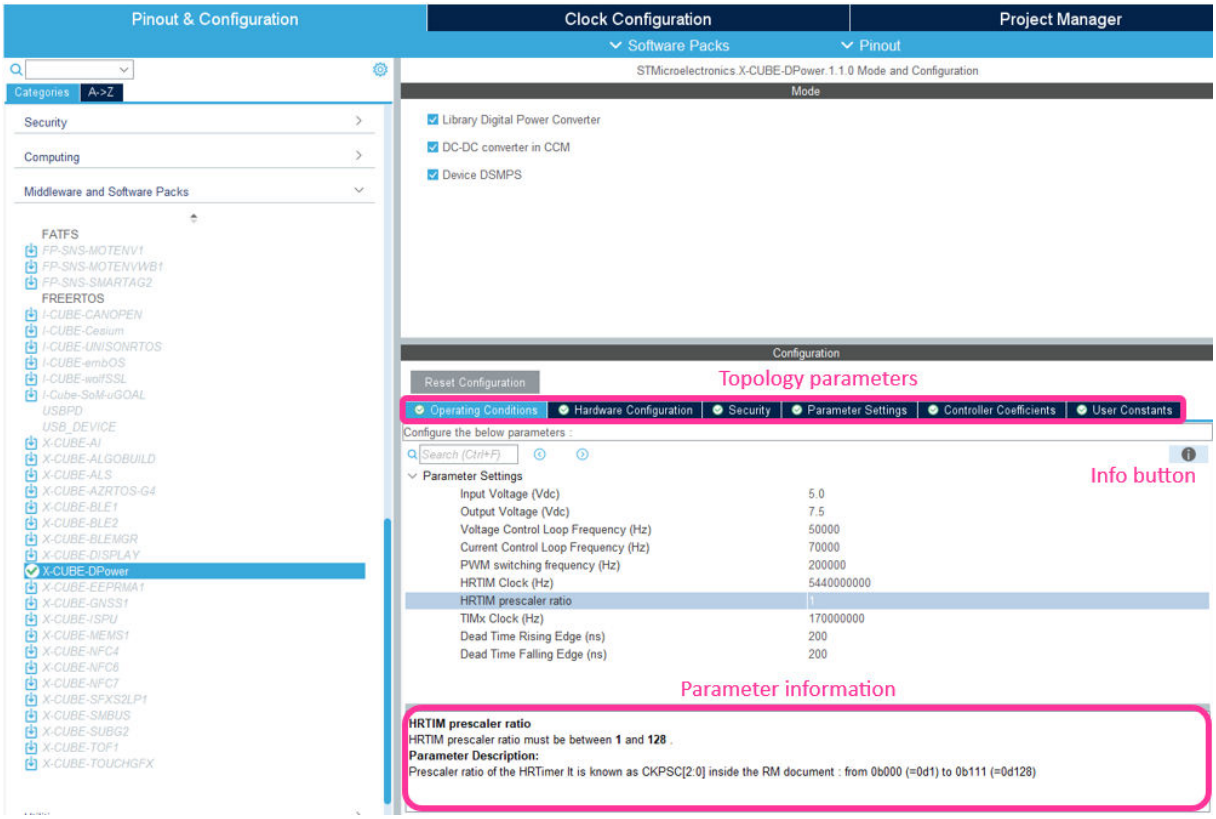
5.4 Boost converter using X-CUBE-DPOWER

Refer to X-CUBE-DPOWER user manual to install the software and to start-up with the desired converter.

5.4.1 Parameters configuration

When using X-CUBE-DPOWER, the configuration parameters are accessible through the graphical user interface. Their description is available either using the Info button (and then selecting the parameter), or by clicking directly on them.

Figure 49. **X-CUBE-DPOWER graphical user interface**



5.4.2 Driving the converter

To interact with the user, the B-G474E-DPOW1 board features a joystick and four color LED indicators.

Use the joystick to command the converter:

- Up button: activates automatic load transients toggling
- Down button: deactivates automatic load transients toggling
- Right button: increase the total of activated load resistors
- Left button: decreases the total of activated load resistors
- Center button: unused

The LEDs inform about the converter status (refer to):

- Green: the system is running
- Red: an error or a fault has been detected
- Orange: not meaningful during automatic mode activation, reflects only the total of activated load resistors during manual mode activation:
  - Off: no load resistors
  - 1 flash: 50% load resistors
  - 2 flashes: 100% load resistors
- Blue: reflects the mode activation:
  - On: automatic mode
  - Off: manual mode

5.4.3 Dedicated files and state machine

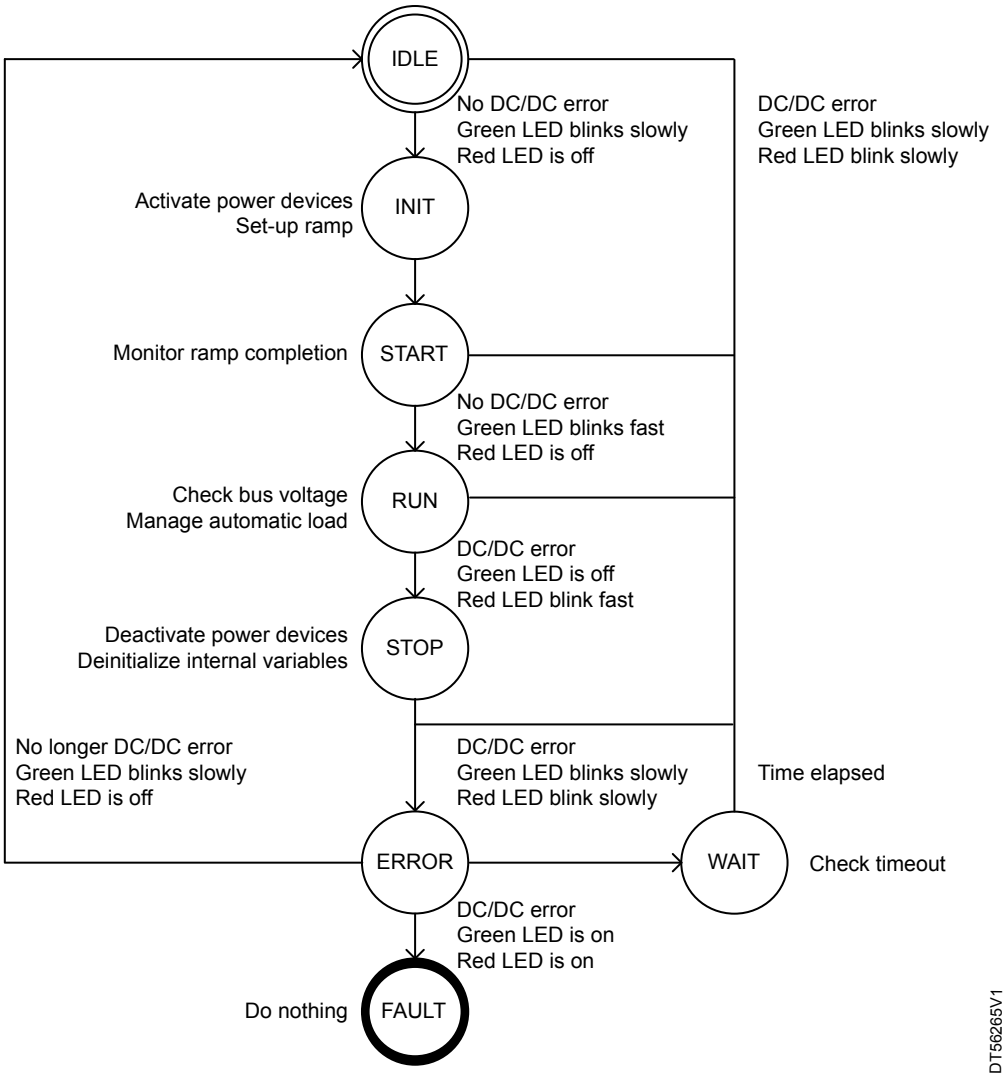
Refer to X-CUBE-DPOWER user manual for details on the project files architecture and usage.

The `app_X-CUBE-DPower.h` implements only the following user modalities (refer to the header file for a detailed description):

- #define OVERCURRENT_PROTECTION
- #define OVERVOLTAGE_PROTECTION
- #define SHORT_CIRCUIT_PROTECTION
- #define OVERTEMPERATURE_PROTECTION
- #define DEBUG_MODE
- #define DEBUG_COMP_OUT
- #define RUN_OPEN_LOOP
- #define PLOT_WAVEFORM

Note: The protections that were mentioned are not currently in effect.

Figure 50. State machine



6 Results of measurements

6.1 Load regulation

The boost converter operates under closed-loop control. The converter responds to load changes, and regulates the output voltage to keep it constant. This is possible by monitoring the output voltage on the oscilloscope, and varying the load using the joystick. The duty cycle is also monitored, it changes slightly between the different load steps, due to losses within the power stage.

Figure 51 shows the output voltage and PWM for 0% load with the integrated load banks disabled. The oscilloscope measures the output voltage as 7.5 V.

The load increases to 50% of the rated power. The output voltage is still at 7.5 V, and the duty cycle increases to 36.8%. When the load increases to 100% of the rated output current, the output voltage value is approximately 7.5 V, and the steady state duty cycle increases to 41.6%.

Figure 51. Ouput voltage and PWM for 0% load

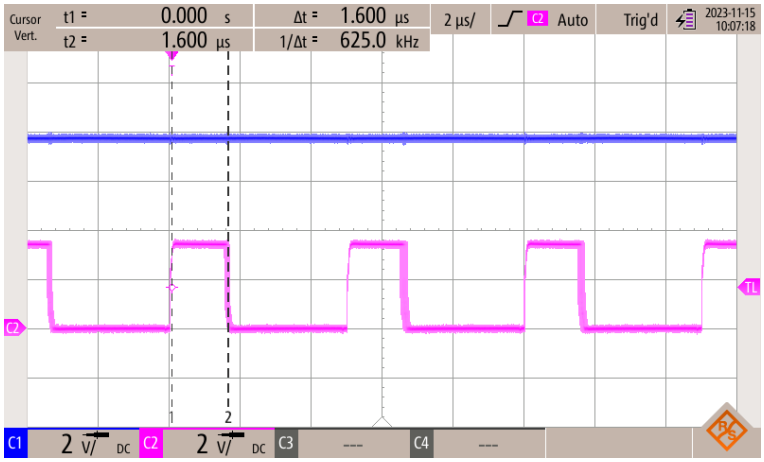
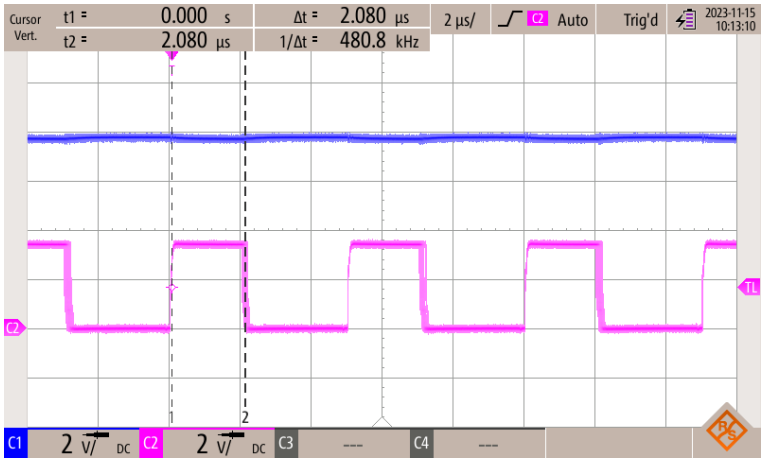


Figure 52. Output voltage and PWM for 50% load

Figure 53. **Output voltage and PWM for 100% load**



6.2 Transient response tests

The transient response provides useful information about the stability of the closed-loop system. It is measured by placing one oscilloscope channel on the output voltage, and another on the test point associated with the switching onboard load.

The output voltage channel is AC coupled, to see the deviation from the setpoint at the moment of the load transient.

Figure 54. **Output voltage transient from load change 50% to 100%**

Output voltage undershoot = 137 mV, settling time = 500 µs

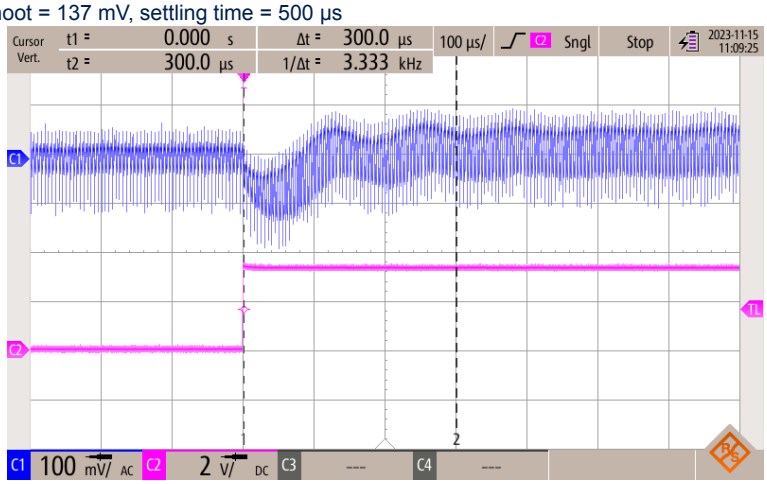
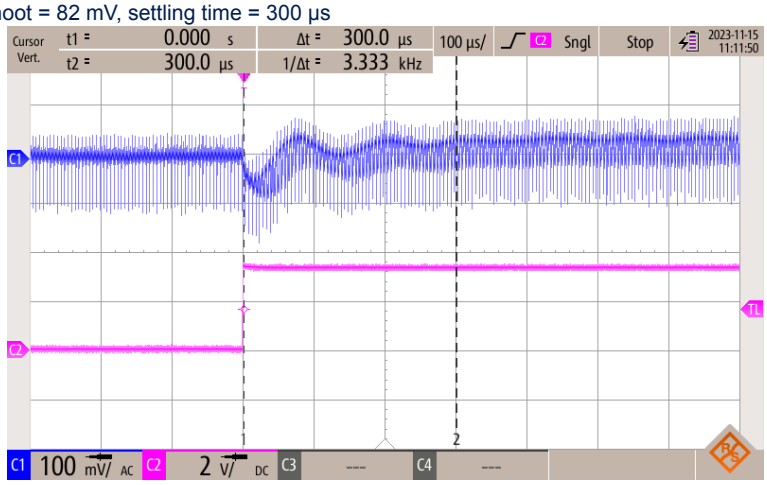


Figure 54 shows the transient response for a 50 to 100% load change. The output voltage on channel 1 deviates from the steady state by 132 mV, and recovers back to steady-state within approximately 300 µs.

It is necessary to control the transient response over a range of line and load conditions. Figure 55 shows the transient response for a gradual change in load from 0 to 50%. With a light load, it takes around 300 µs for the voltage to recover and reach a steady state.

Figure 55. Output voltage transient from load change 0 to 50%

Output voltage undershoot = 82 mV, settling time = 300 µs



6.3 ISR plots (featuring FMAC and CPU load benefits)

The controller implementation uses the FMAC module available on STM32G474 devices. The FMAC is a hardware module that runs the controller in a few system cycles, without consuming CPU bandwidth. An ISR is called when FMAC finishes the controller computation.

To measure times, a GPIO pin is set high at the input of the FMAC ISR, and set low at the end. The time from ADC activation to ISR FMAC interruption is measured in Figure 56. The ADC is triggered by the compare 3 of timer D.

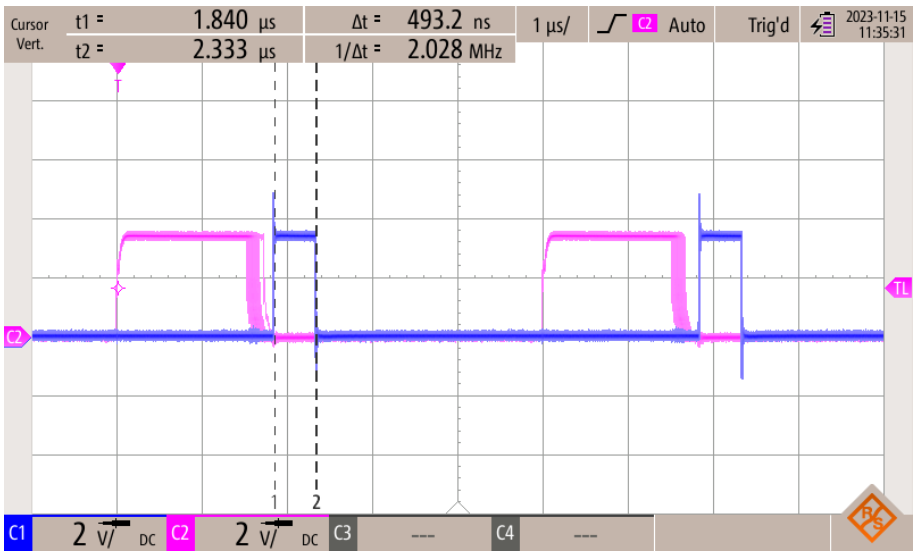
When the ADC is activated, the sample of the output voltage is converted and copied to the FMAC, using the DMA controller. When the FMAC is finished, the ISR is activated.

The sampling time is extended to 47.5 cycles, as explained in ADC1 STM32CubeMX configuration.

The FMAC ISR monitors the output limits at a minimum and maximum value. It also updates the counter comparison module register to set the new duty cycle value.

This ISR contains only a few lines of code, its duration is 500 ns (see Figure 56).

Figure 56. PWM and FMAC ISR duration



7 Conclusion

STM32G4 Series MCUs can be used to drive several PSU DC-DC converters with high-resolution PWMs, achieving very high duty cycle accuracy (down to 184 ps) with HRTIM1 IP. This IP contains several channels that drive different converters. Thanks to its highly configurable crossbar, several timer channels can operate with different configurations and inter-dependently, making it possible to target multiple topologies with a single MCU.

In this case, buck and boost switches are driven at different frequencies and duty cycles, although it is possible to build more sophisticated systems on the IP.

Thanks to the FMAC accelerator, the CPU load for the control circuit calculations is significantly reduced, freeing space for the rest of the application.

The voltage mode is not the control method intended to act on a boost converter. This application shows how to compute the coefficients of a compensator by measuring the frequency behavior of the plant.

Optimal control methods are the subject of workshops provided by Biricha, an STMicroelectronics partner.

8 Bibliography

1. AN5496, *Buck voltage mode with the B-G474E-DPOW1 Discovery kit*
2. C. P. Basso, "The Boost Converter," in *Switch-Mode Power Supplies*, McGraw Hill Education, 2014, pp. 45-54
3. Biricha, "Measuring the plant transfer function of a digitally controlled converter" workshop
4. Biricha, "Step-by-step Digital Power Supply Design with STM32" workshop
5. AN5497, *Buck current mode with the B-G474E-DPOW1 Discovery kit*

Revision history

Table 3. **Document revision history**

Date	Version	Changes
13-May-2022	1	Initial release.
09-Dec-2022	2	Added Section 5.4: Boost converter using X-CUBE-DPOWER and its subsections. Minor text edits across the whole document.
09-Jan-2023	3	Updated Section Introduction.
23-Feb-2024	4	Updated Section Introduction. Updated Section 4: Software implementation. Added Section 4.4.1: Interrupt service routine, Section 4.4.2: 3p3z controller coefficients. Minor text edits across the whole document.

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