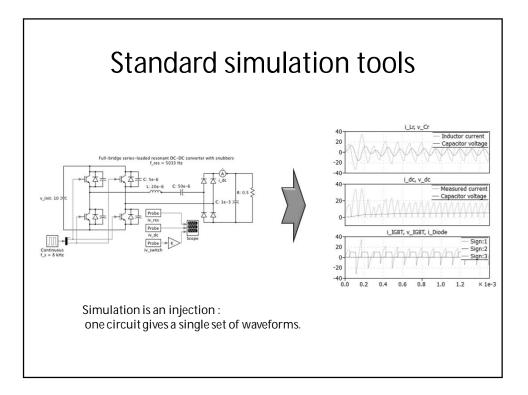
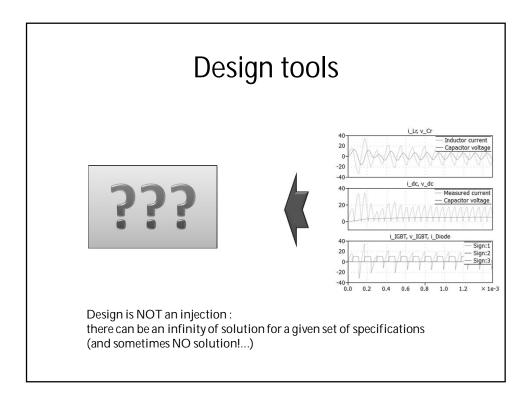
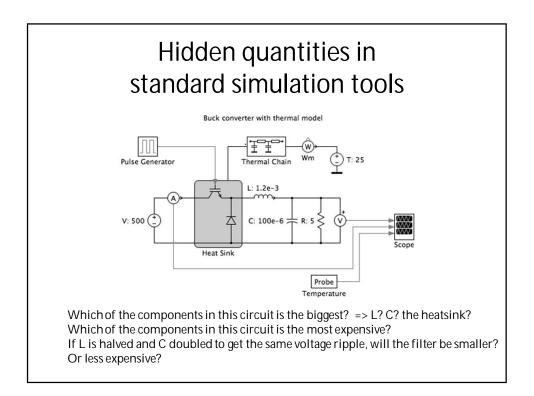


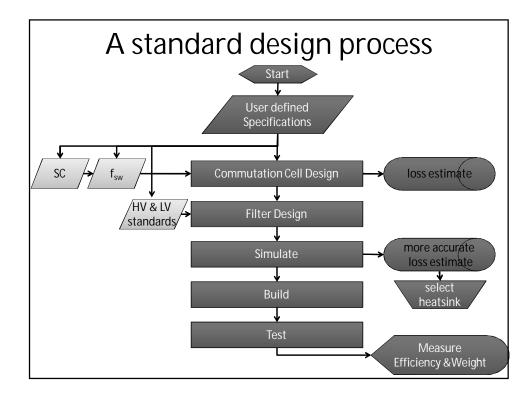
SIMULATION VS DESIGN











4

COMMUTATION CELL DESIGN

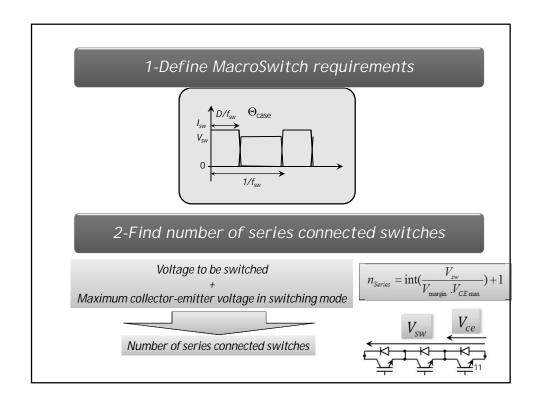


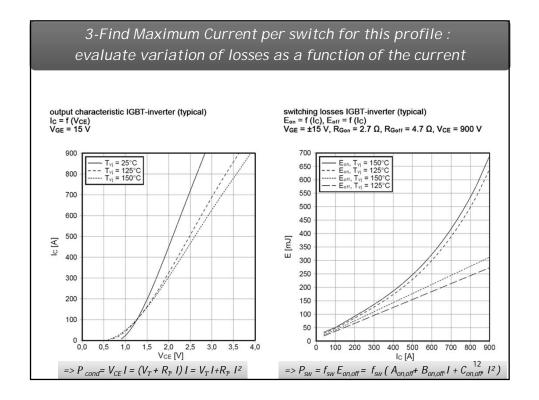
Rules of the game

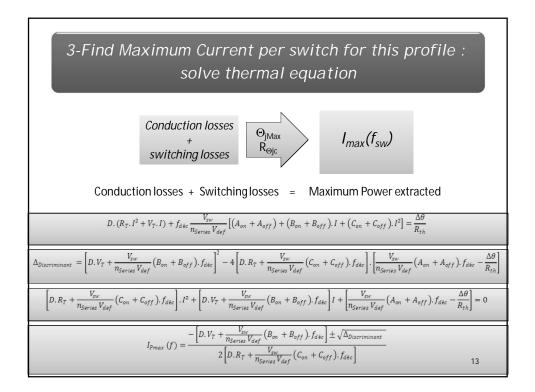
- a) Define a global switch requirement (Voltage current, Frequency, Duty Cycle, Case Temperature,..)
- b) Evaluate the limit of operation of a switch to determine haw many must be connected in series and parallel to fulfill requirements
- c) Evaluate losses and other characteristics of the design
- d) Repeat a) to c) for each component and compare results and make a choice

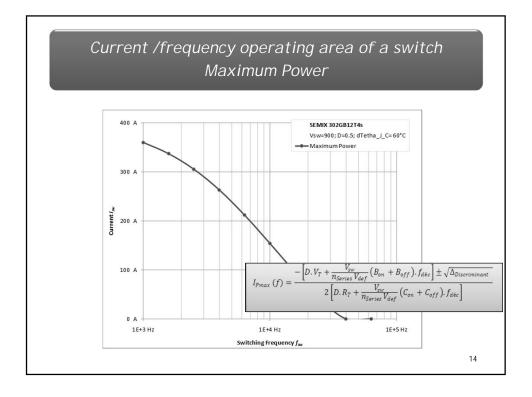
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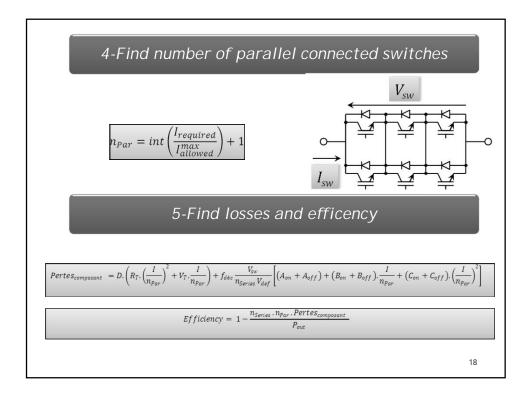
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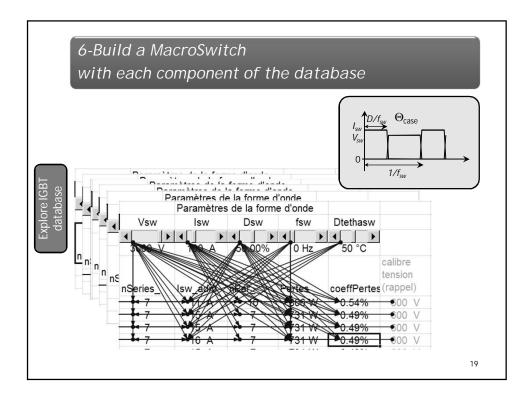


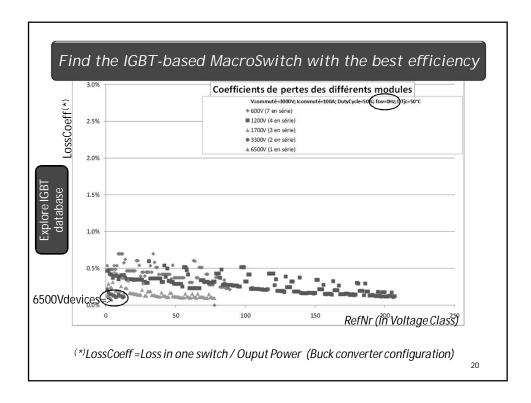


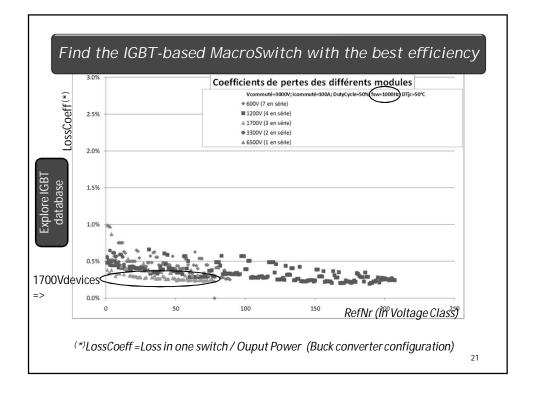


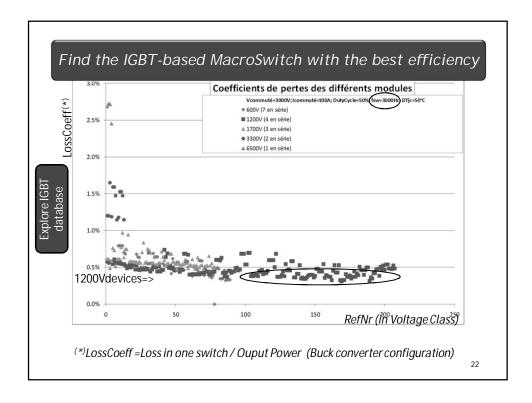


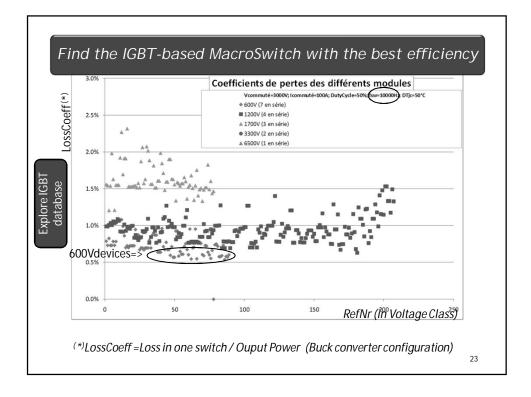






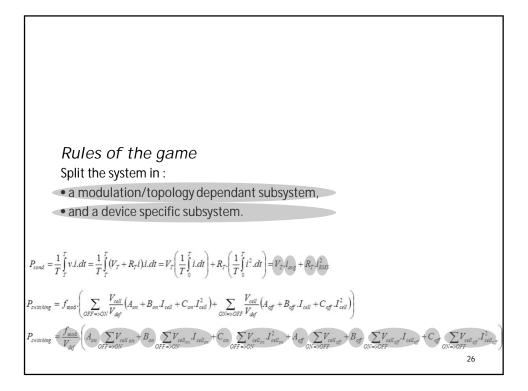






25

EXTENSION OF THE METHOD FOR VOLTAGE SOURCE INVERTERS WITH COMPLEX CONTROL PATTERNS



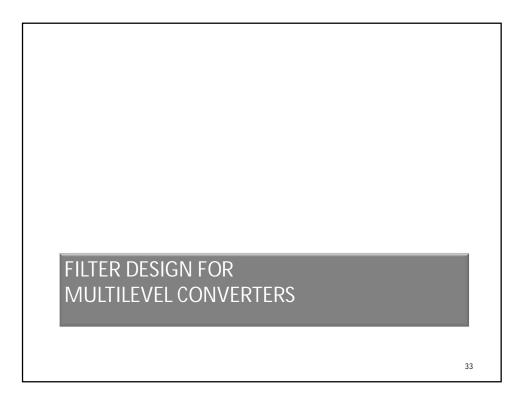
PASSIVE COMPONENTS FOR MULTILEVEL CONVERTERS

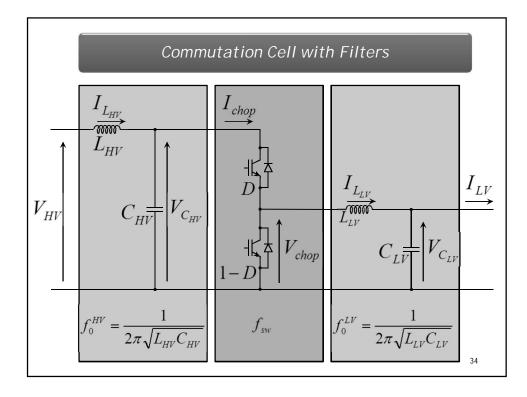
Rules of the game

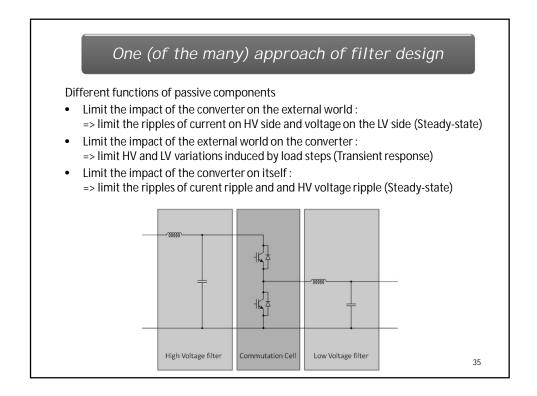
- Establish design criteria for filters and specific/internal components
- Apply them to all configuration
- Compare stored energy
- Evaluate converter size or cost based on a combined lost/stored energy criterion

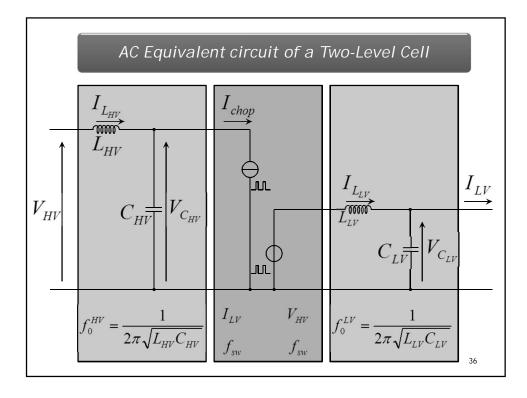
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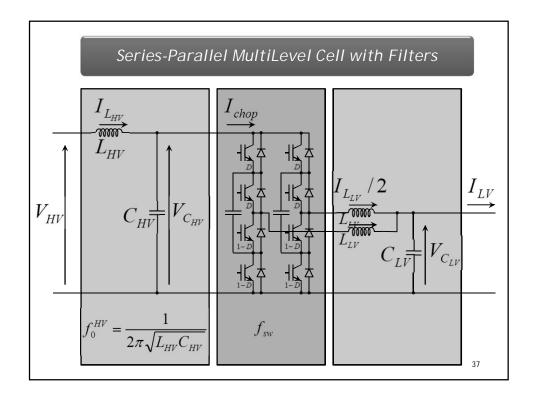
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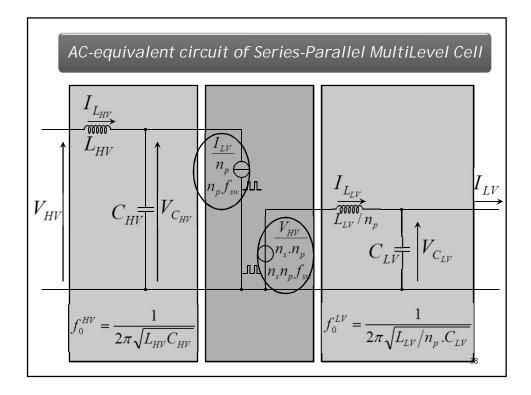


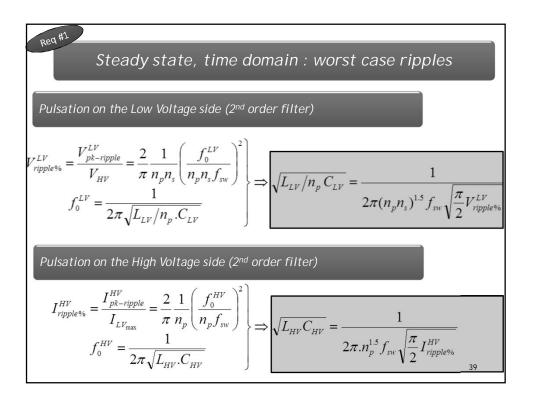


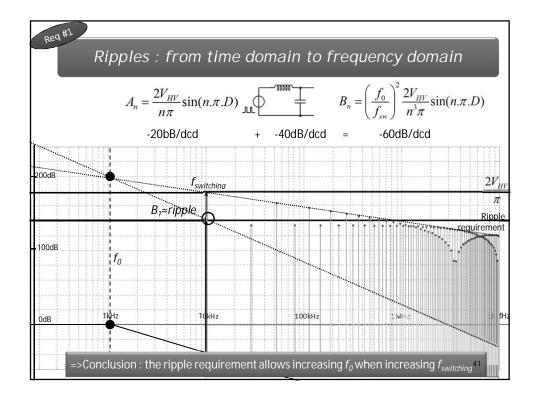


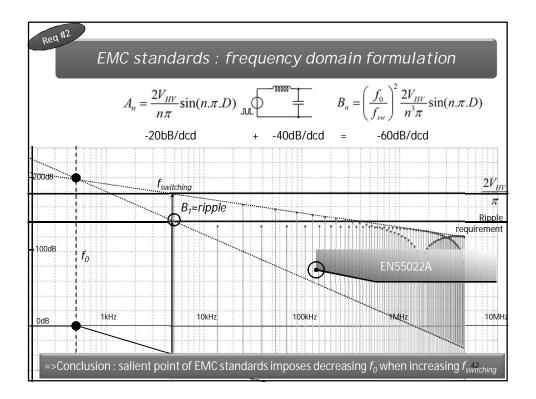


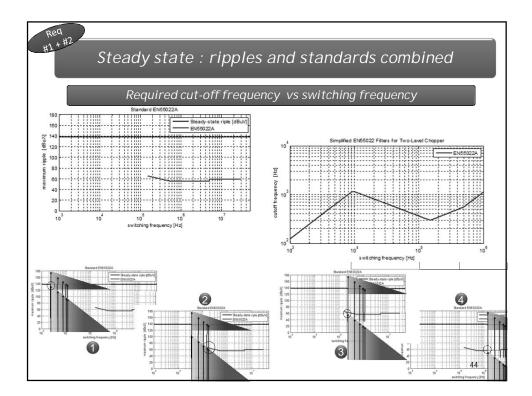


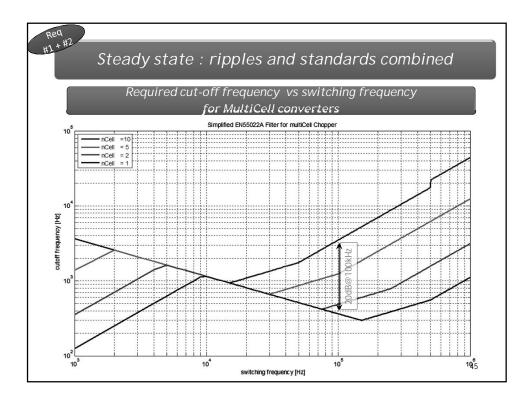


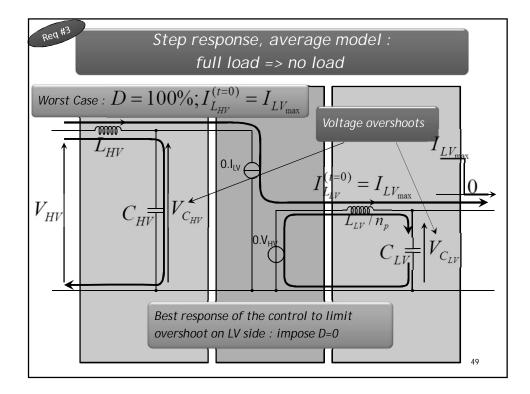


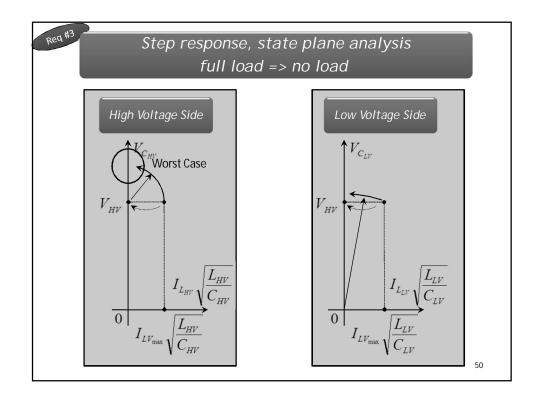


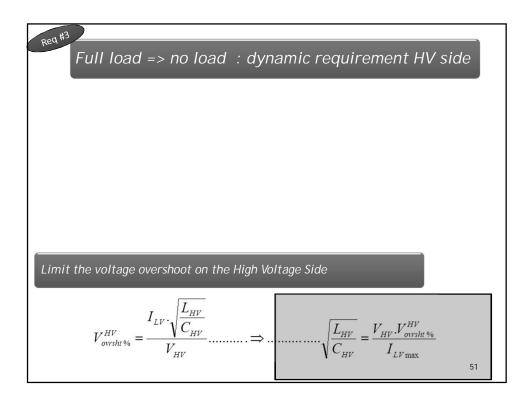


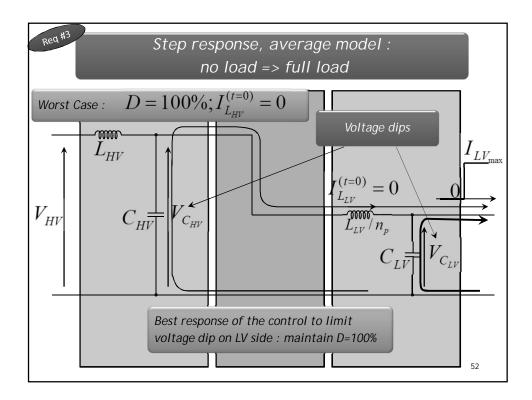


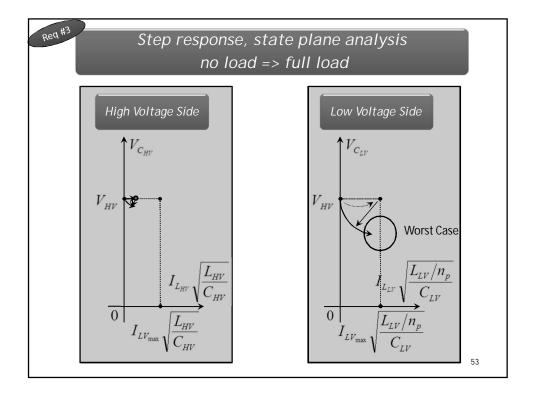


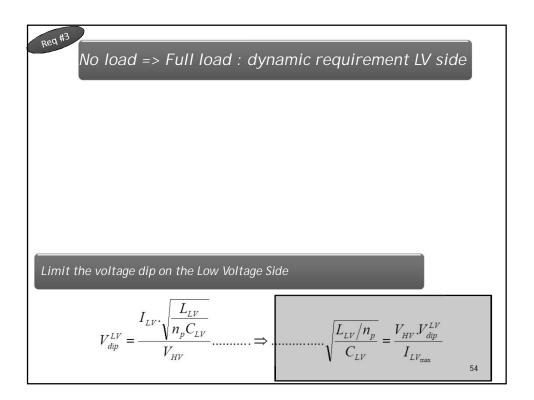


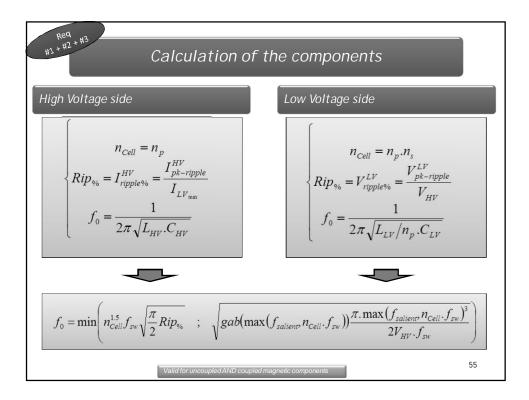


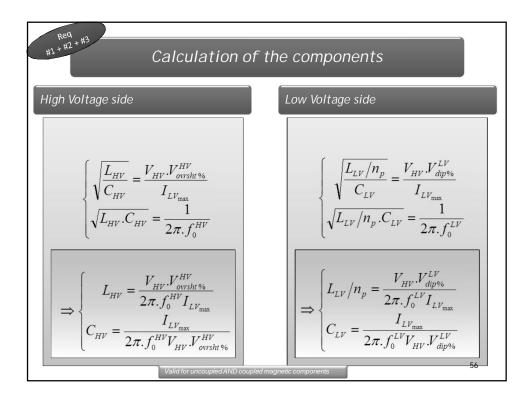


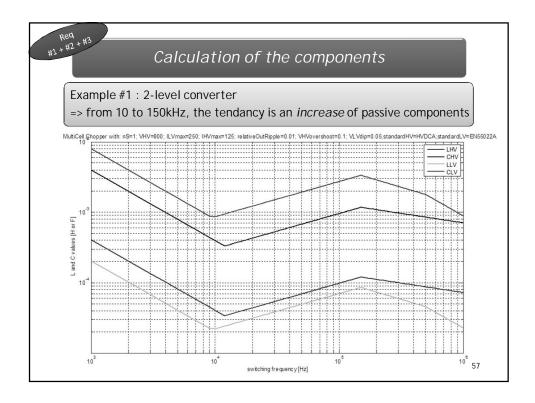


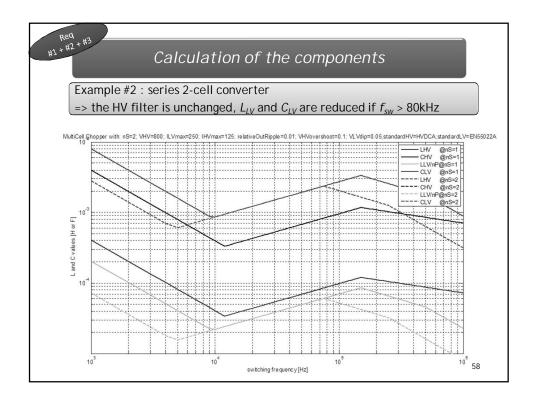


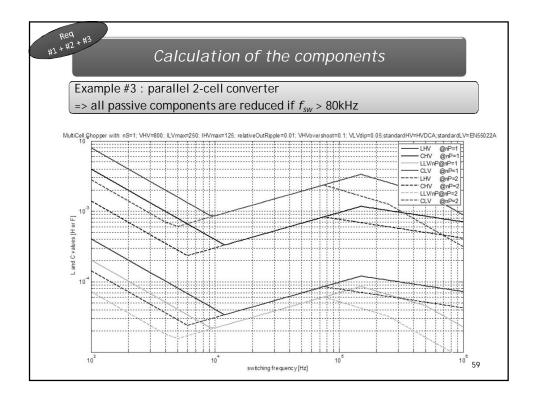


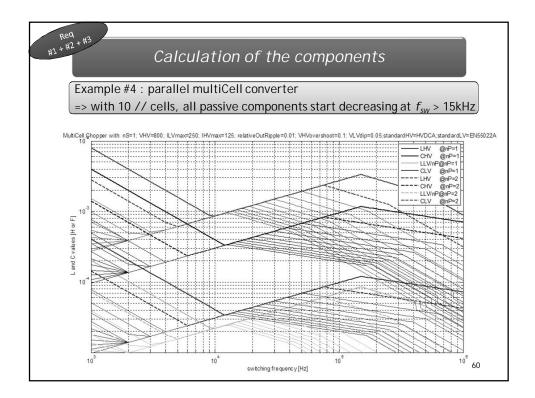


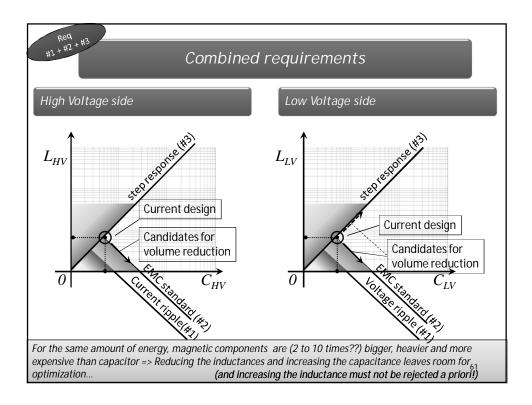


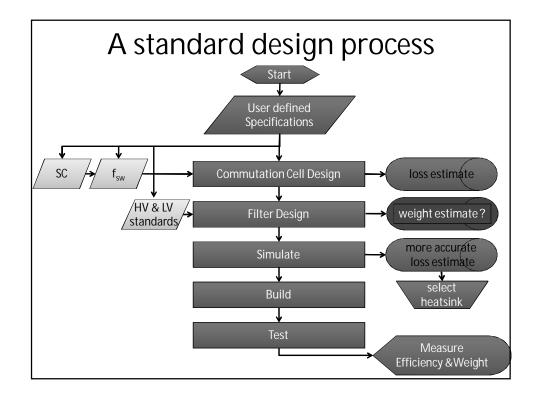


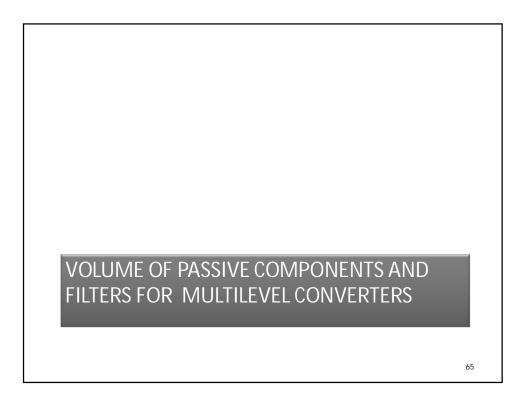


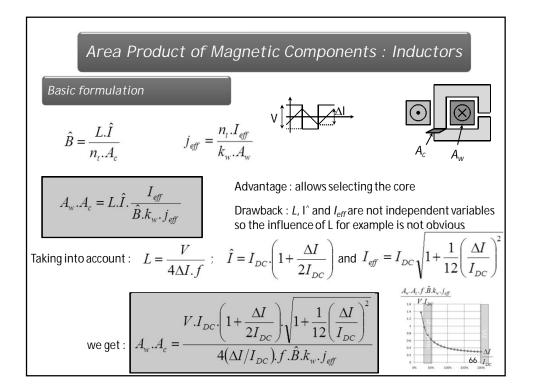


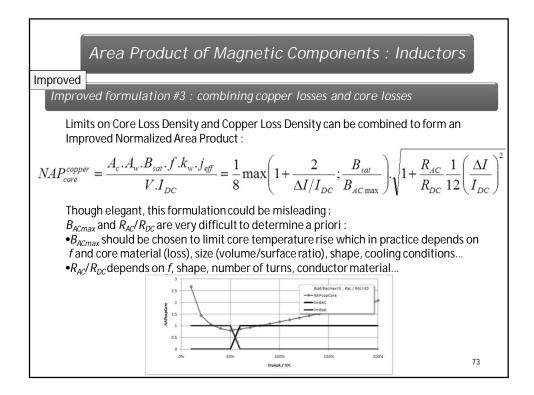


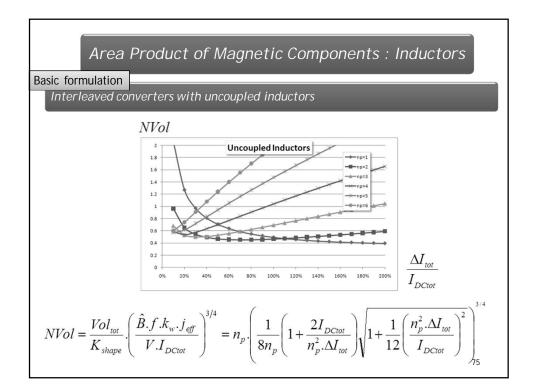


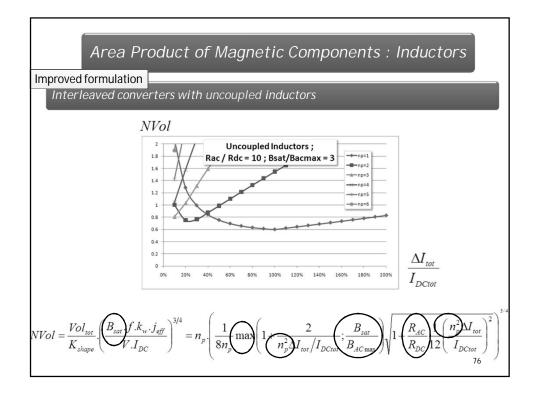


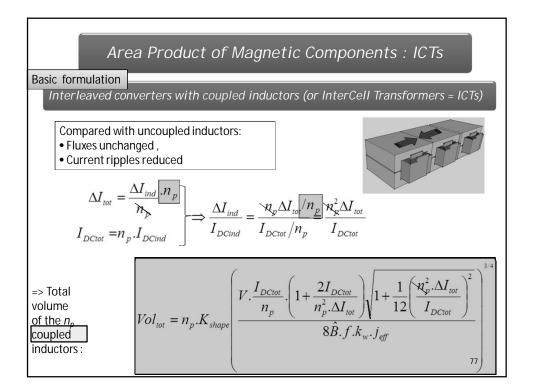


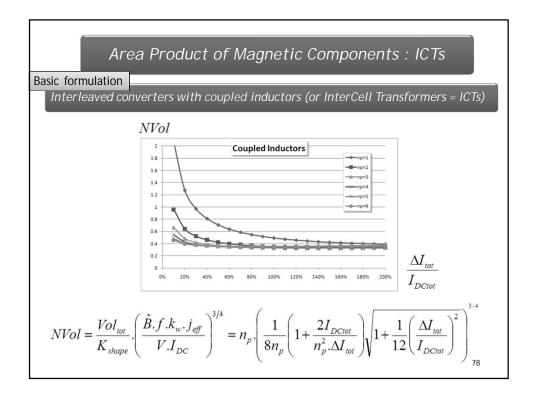


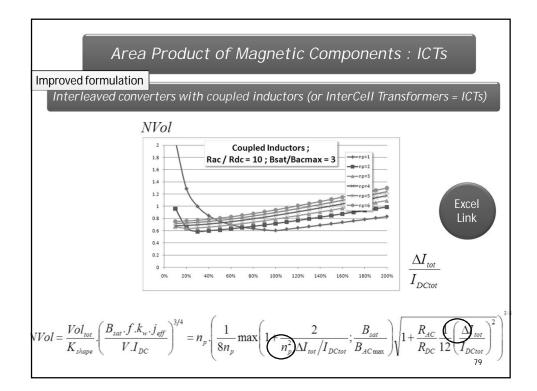


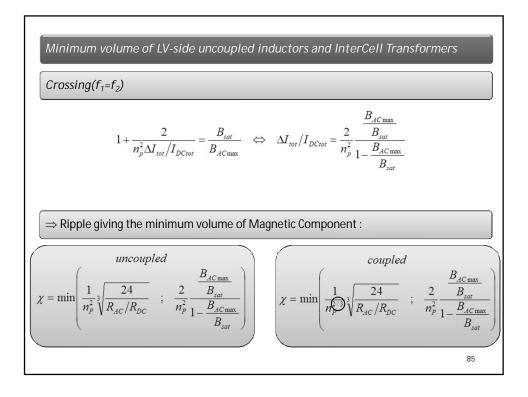


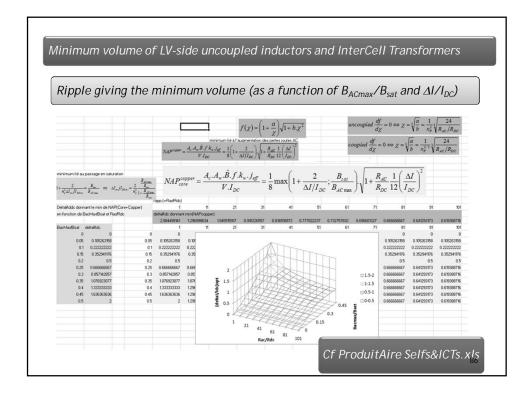


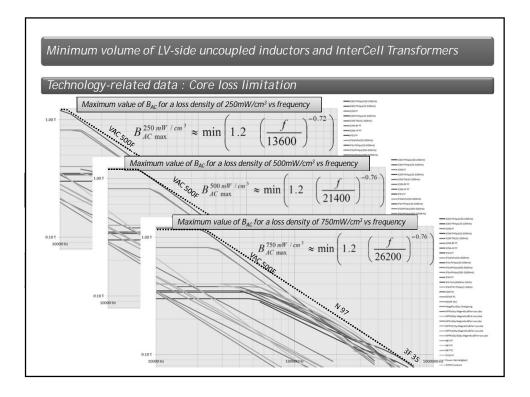


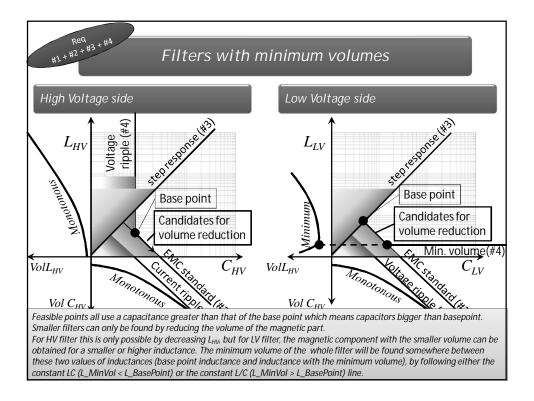


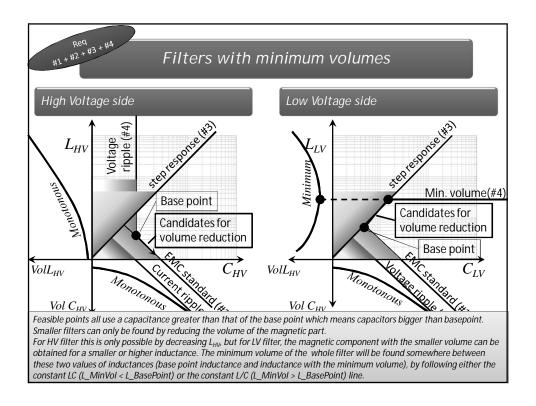


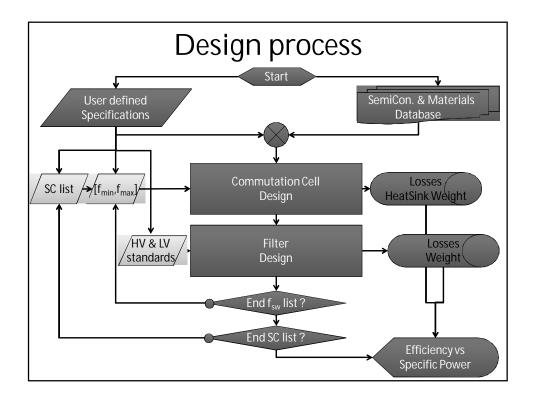


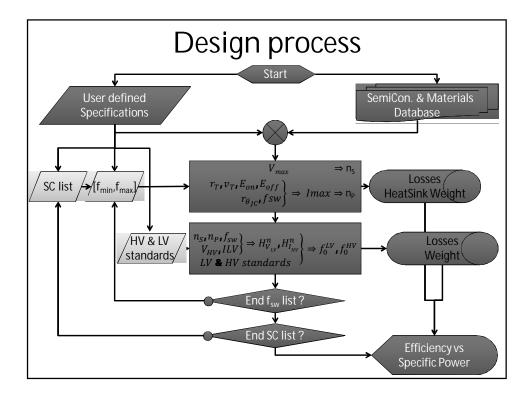


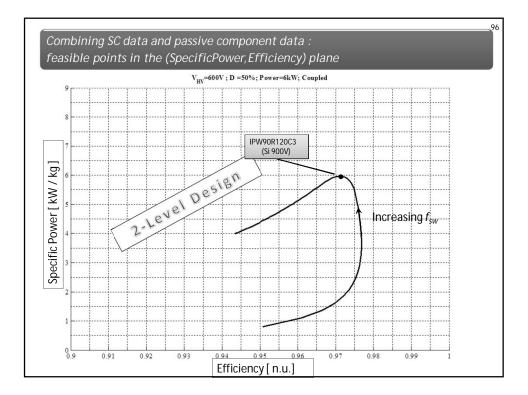


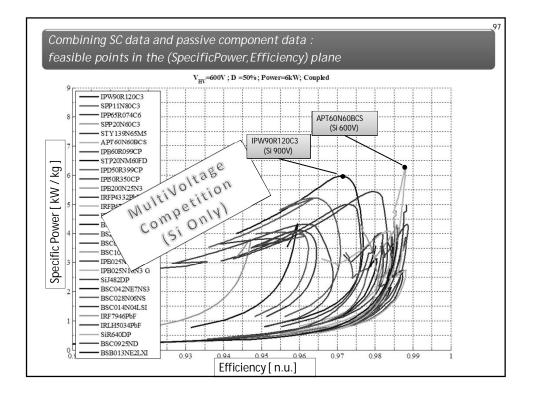


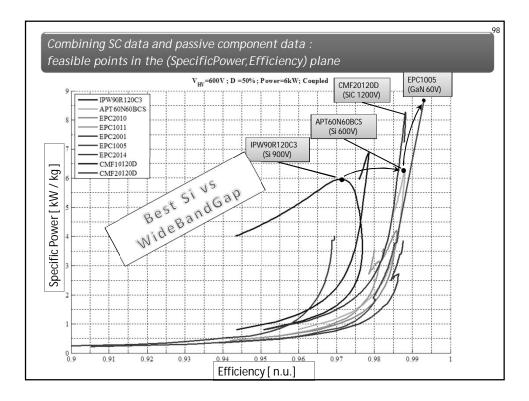


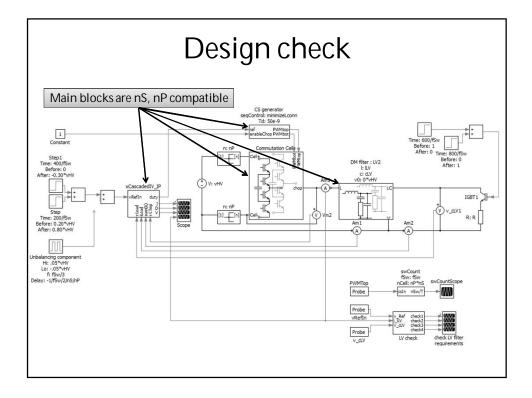


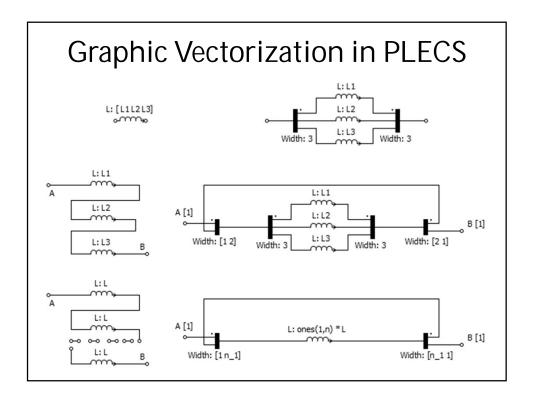


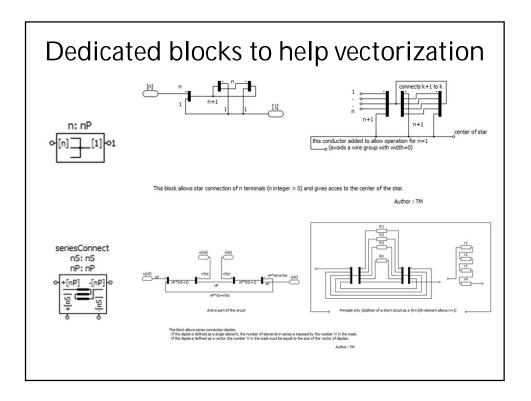


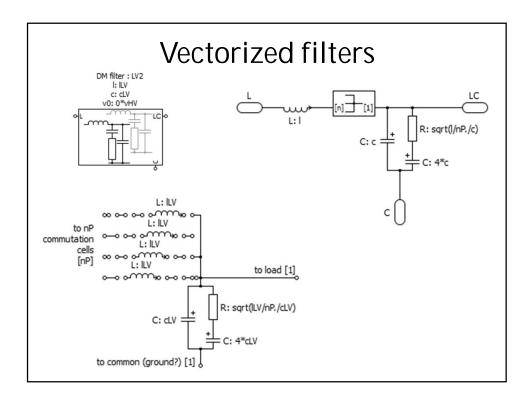


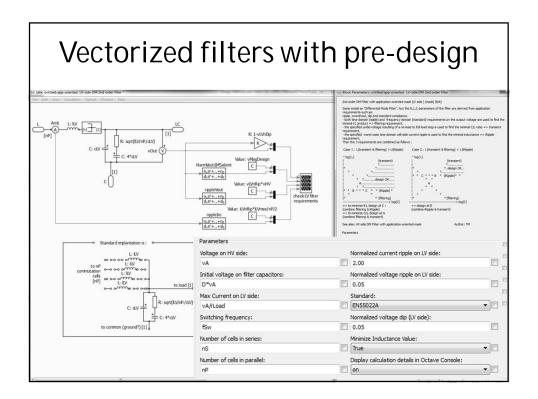


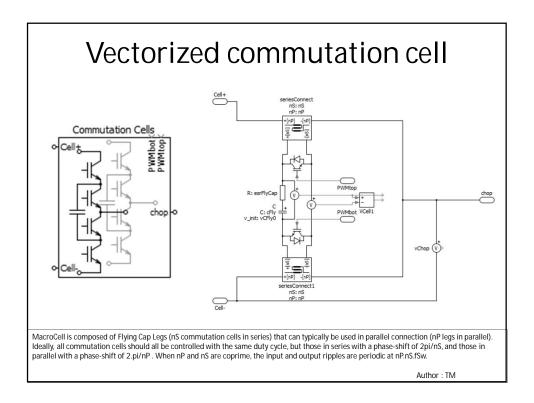


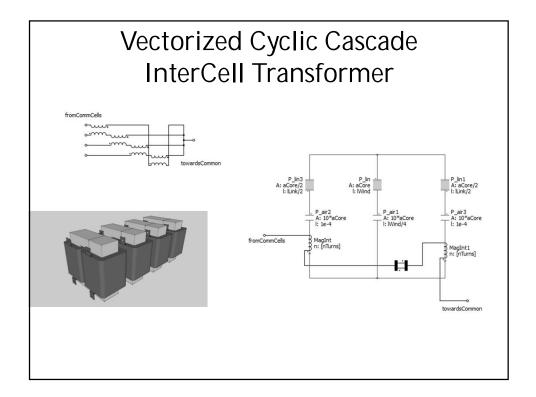


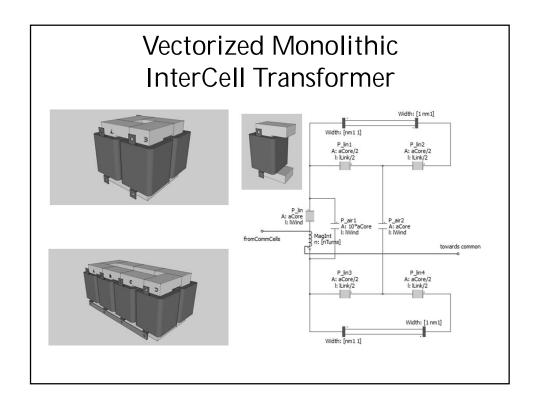


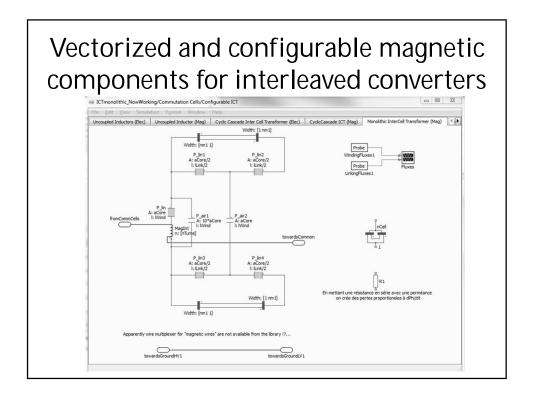


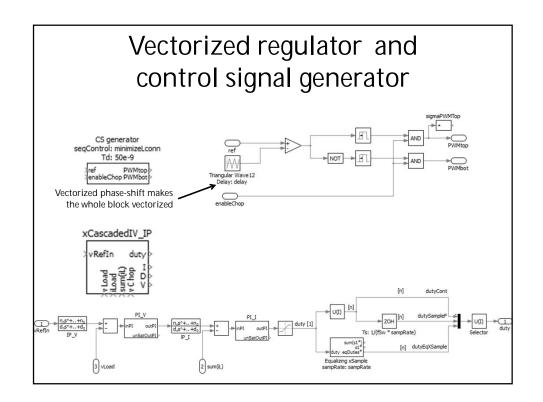


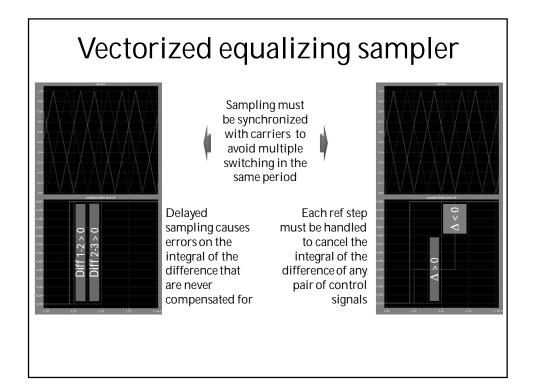


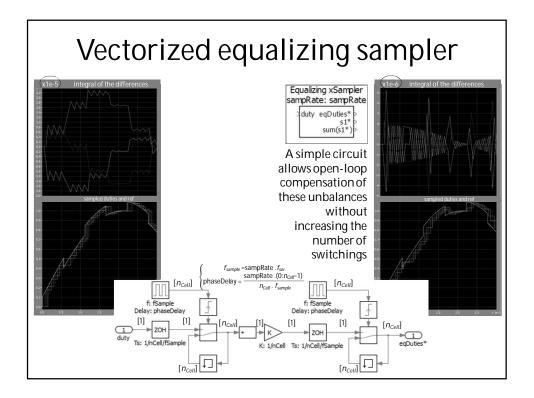


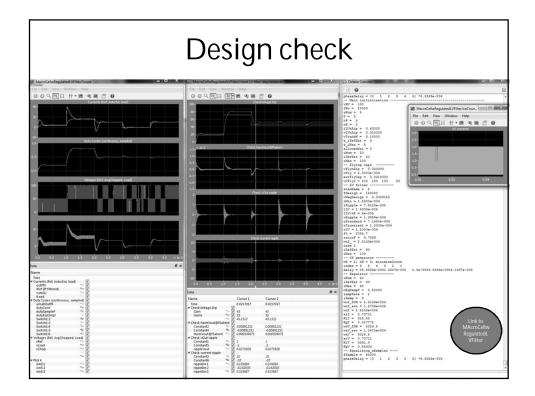




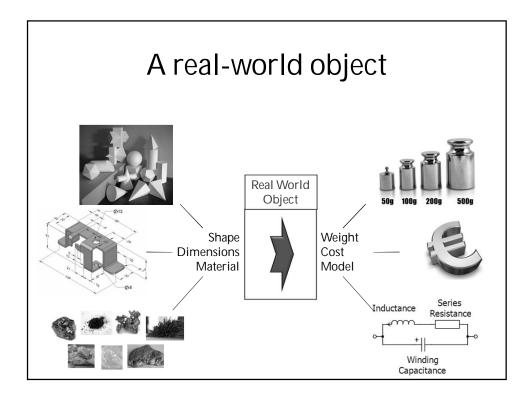


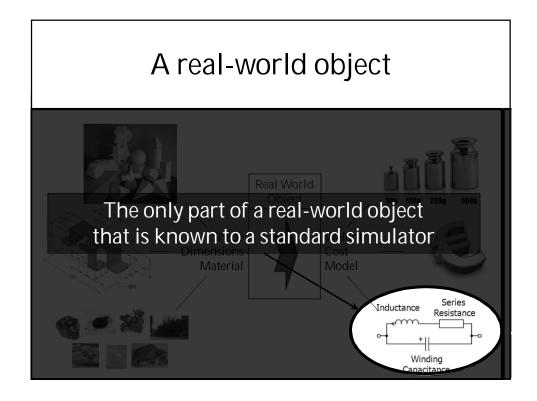


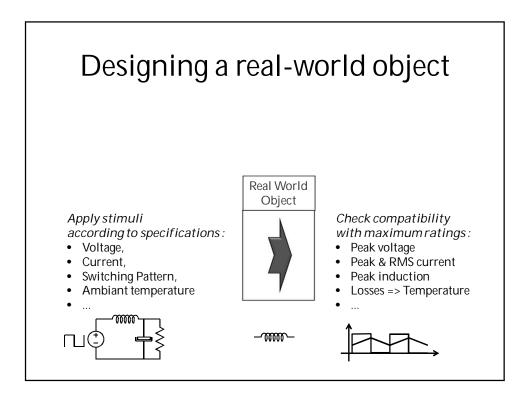


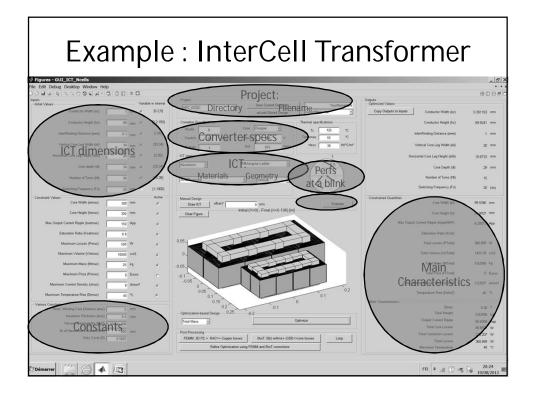


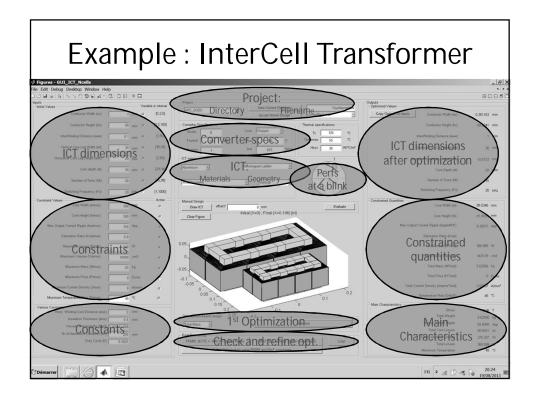
DESIGNING WITH OBJECTS AND OPTIMIZATION

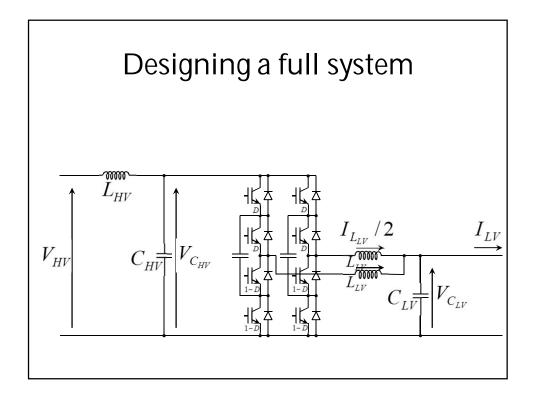


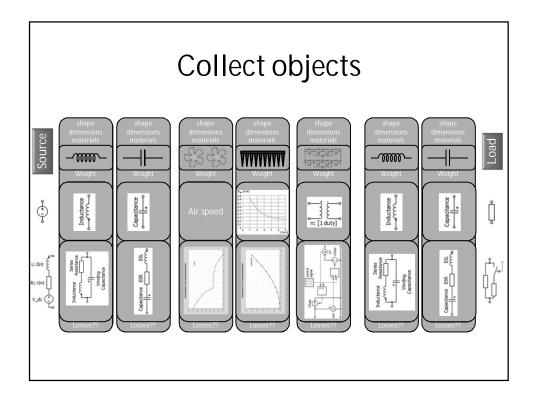












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