

Lecture 2

ENEE 460 Control Systems

Here we simply capture some of the modeling assumptions used in discussing feedback principles in Chapter 2 of Astrom-Murray (2nd Edition). A plant P has inputs and outputs. Initially focus on scalar inputs and scalar outputs (as functions of time). The plant model is polynomial in the sense that output $y(t)$ is driven by the input $u(t)$ according to equation

$$a(D)y = b(D)u$$

where

$$a(D) = D^n + a_1 D^{n-1} + \dots + a_{n-1} D + a_n$$

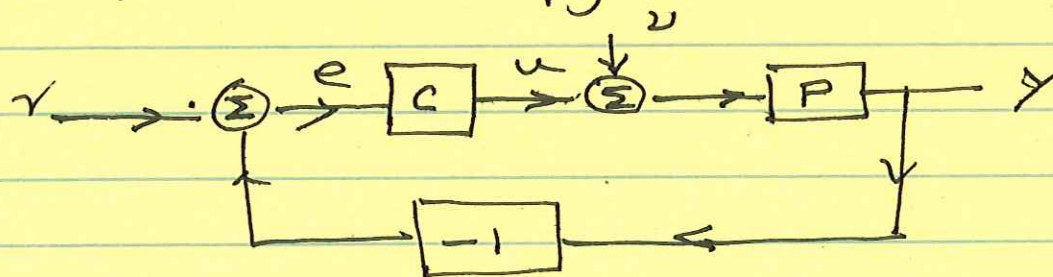
$$b(D) = b_1 D^{n-1} + b_2 D^{n-2} + \dots + b_n$$

are polynomials in the symbol D which denotes the operation $\frac{d}{dt}$ of differentiation. By convention,

$$\left(\frac{d}{dt}\right)^0 y = D^0 y = y$$

$$\text{and } \left(\frac{d}{dt}\right)^{k+1} y = D^{k+1} y = D(D^k y).$$

Similar models apply to controllers as well - after all they too are implemented as physical plants. When we put together controllers and plants in a feedback configuration



The governing equations are:

$$a_p(D)y = b_p(D)(u + v) \quad (1)$$

$$e = r - y \quad (2)$$

$$a_c(D)u = b_c(D)e \quad (3)$$

Here the subscripts P (or C) refer to the plant (or controller).

Pre-multiplying (1) by a_c and using commutativity of multiplication of the polynomials, we get

$$(a_c a_p + b_c b_p)y = b_c b_p r + a_c b_p v \quad (4)$$

Here we have suppressed the D symbol.

Pre-multiplying equation (3) by a_p and again exploiting commutativity, we get,

$$(a_c a_p + b_c b_p) u = \cancel{a_c b_p} v - b_c b_p v + b_c a_p r$$

We can associate the transfer functions equation

$$y = G_{yr} r + G_{yv} v$$

$$= \frac{PC}{1+PC} r + \frac{P}{1+PC} v$$

$$u = \frac{C}{1+PC} r - \frac{CP}{1+PC} v$$

Some insights from examples

(1) $P = \frac{b}{s+a}$; $C = k_p$ (proportional control)

$$G_{yv} = \frac{b}{s+(a+bk_p)}$$

stability $\leftrightarrow a + bk_p > 0$

steady state error $\frac{b}{a+bk_p}$

High gain \Rightarrow low error

$$2 \quad u = k_p e + k_i \int_0^t e(\tau) d\tau$$

$$Du = k_p De + k_i e$$

$$= (k_p D + k_i) e$$

$$\Rightarrow C = (k_p D + k_i) / D$$

equivalently

$$C(s) = (k_p s + k_i) / s \quad \text{is the}$$

controller transfer function.

$$G_{12} = \frac{P}{1 + PC}$$

$$= \frac{bs}{s^2 + s(a + bk_p) + bk_i}$$

~~$$= \frac{bs}{s^2 + s(a + bk_p) + bk_i}$$~~

stability $\leftrightarrow a + bk_p > 0, bk_i > 0$

In general we can write

$$s^2 + s(a + bk_p) + bk_i = s^2 + 2\sigma_d s + \omega_d^2 + \omega_n^2$$

for specified $\sigma_d > 0$, $\omega_d \in \mathbb{R}$.

$$\Rightarrow \left. \begin{aligned} k_p &= \frac{2\sigma_d - a}{b} \\ k_i &= (\sigma_d^2 + \omega_d^2) / b \end{aligned} \right\} \text{control design}$$

One can also write

$$\begin{aligned} s^2 + 2\sigma_d s + \sigma_d^2 + \omega_d^2 \\ = s^2 + 2\zeta_c \omega_c s + \omega_c^2 \end{aligned} \left. \vphantom{\begin{aligned} s^2 + 2\sigma_d s + \sigma_d^2 + \omega_d^2 \\ = s^2 + 2\zeta_c \omega_c s + \omega_c^2 \end{aligned}} \right\} \text{specification}$$

where $\zeta_c = \frac{\sigma_d}{\sqrt{\sigma_d^2 + \omega_d^2}}$ lies in $(0, 1)$

for stability.

ζ_c is the damping factor

ω_c is the undamped natural frequency.

Design: $k_p = (2\sigma_d - a) / b = (2\omega_c \zeta_c - a) / b$

$$k_i = (\sigma_d^2 + \omega_d^2) / b = \omega_c^2 / b$$

Specification of ω_c, ζ_c is based on the step response of

$$G_{yr} = \frac{PC}{1+PC}$$

$$= \frac{b(k_p s + k_i)}{s^2 + s(\alpha + bk_p) + bk_i}$$

$$= \frac{(2\omega_c \zeta_c - \alpha)s + \omega_c^2}{s^2 + 2\zeta_c \omega_c s + \omega_c^2} \quad \square$$

3. In (2) there are no constraints on how to specify ω_c, ζ_c . But if there are modeling errors, there arise constraints

$$\text{If true } P(s) = \frac{b}{(s+a)(1+sT)}$$

then the closed loop polynomial is

$$s(s+a)(1+sT) + k_p s + k_i$$

$$= s^3 + s^2(1+aT) + 2\zeta_c \omega_c s + \omega_c^2$$

$$\Rightarrow \omega_c < 2\zeta_c (1 + aT) / T$$

for stability

So step response cannot be arbitrarily fast.

Readings to do Sections 2.1, 2.2, 2.3, 2.4 (skipping nonlinear aspects), 2.5 (integral action) ~~2.6~~ 2.6 (Segway), 2.7.

Understand the step response simulation reported in Figures 2.4, 2.6