

Forward paths

1. $x_1 - x_2 - x_3 - x_4 - x_5$

2. $x_1 - x_4 - x_5$

3. $x_1 - x_5$

Gain

$M_1 = a_1 b_1 c_1 d_1$

$M_2 = c_3 d_1$

$M_3 = d_2$

Loops

1. $x_2 - x_3 - x_2$

2. $x_3 - x_4 - x_3$

3. $x_3 - x_3$

4. $x_4 - x_5 - x_4$

5. $x_2 - x_3 - x_4 - x_2$

Gain

$L_1 = b_1 a_2$

$L_2 = c_1 b_3$

$L_3 = b_2$

$L_4 = d_1 c_2$

$L_5 = b_1 c_1 a_3$

Two non touch loops

1. Loop 1 and Loop 4

2. Loop 3 and Loop 4

Gain product

$L_1 L_4 = a_2 b_1 c_2 d_1$

$L_3 L_4 = a_3 b_1 b_2 c_1$

No combinations of three non touching loops, four non touching loops etc.

$\Delta = 1 - [L_1 + L_2 + L_3 + L_4 + L_5] + [L_1 L_4 + L_3 c_4]$

=

$$\frac{X_5}{X_1} = \frac{M_1 \Delta_1 + M_2 \Delta_2 + M_3 \Delta_3}{\Delta} \quad \text{--- (1)}$$

(02)

To find Δ_1

$$\Delta_1 = 1 - \left[\begin{array}{l} \text{Sum of loop gains which} \\ \text{are non touching with} \\ \text{forward path 1} \end{array} \right] + \left[\begin{array}{l} \text{Sum of gain product of} \\ \text{two non touching loops which} \\ \text{are non touching the forward} \\ \text{path 1} \end{array} \right] - \dots + \dots$$

All Loops are in forward path 1. $\Rightarrow \Delta_1 = 1$

To Find Δ_2

Loop₁ and Loop₃ are not in forward path 2 and both are touching loops.

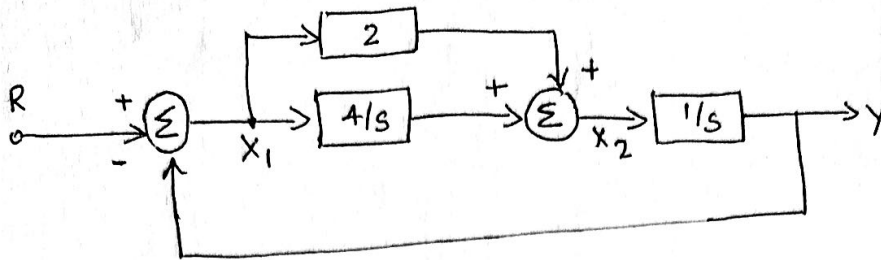
$$\Delta_2 = 1 - [L_1 + L_3] =$$

To Find Δ_3

Loops 1, 2 and 3, 5 are not in forward path 3 and all four are touching loops.

$$\Delta_3 = 1 - [L_1 + L_2 + L_3 + L_5] =$$

Substitute in eq (1) and simplify.



- off of Summer is a new variable
- Signal at pick-off point is a new variable

Equations

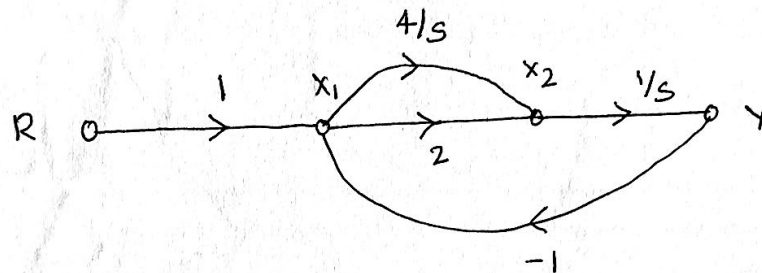
$$x_1 = R - Y$$

No of Variables

$$R, x_1, x_2 \text{ and } Y$$

$$x_2 = 2x_1 + \frac{4}{s}x_1 = \left[2 + \frac{4}{s}\right]x_1 \quad \text{Four} \Rightarrow 4 \text{ nodes}$$

$$Y = \frac{1}{s}x_2$$



Forward paths

$$R - x_1 - x_2 - Y$$

$$\begin{aligned} \text{Gain } M_1 &= (2 + 4/s)(1/s) \\ &= \frac{2s+4}{s^2} \end{aligned}$$

Loops

$$x_1 - x_2 - Y - x_1$$

$$L_1 = - \left[2 + 4/s\right] (1/s)$$

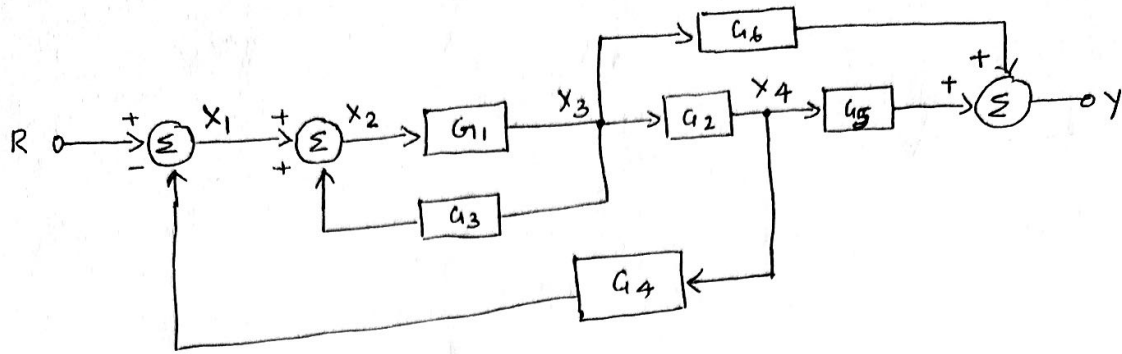
$$\frac{Y}{R} = \frac{M_1 \Delta_1}{\Delta}$$

$$\Delta = 1 - L_1 = 1 + (2 + 4/s)(1/s) = \frac{s^2 + 2s + 4}{s^2}$$

$$\Delta_1 = 1$$

No non touching loops with the forward path

$$\frac{Y}{R} = \frac{2s+4}{s^2} \cdot \frac{s^2}{s^2+2s+4} = \frac{2s+4}{s^2+2s+4}$$



Equations

$$X_1 = R - G_4 X_4$$

$$X_2 = X_1 + G_3 X_3$$

$$X_3 = G_1 X_2$$

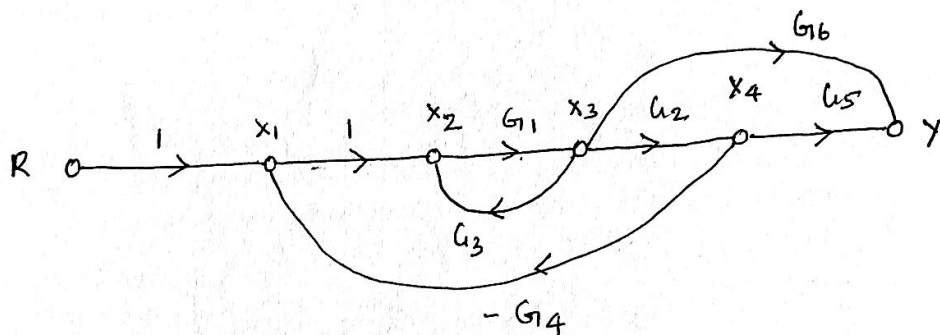
$$X_4 = G_2 X_3$$

$$Y = G_5 X_4 + G_6 X_3$$

Variables

$$R, X_1, X_2, X_3, X_4, Y$$

\Rightarrow Six



Forward paths

1. $R - X_1 - X_2 - X_3 - X_4 - Y$

2. $R - X_1 - X_2 - X_3 - Y$

Gains

$$M_1 = G_1 G_2 G_5$$

$$M_2 = G_1 G_6$$

Loops

1. $X_2 - X_3 - X_2$

2. $X_1 - X_2 - X_3 - X_4 - X_1$

Gain

$$L_1 = G_1 G_3$$

$$L_2 = -G_1 G_2 G_4$$

Both loops are touching

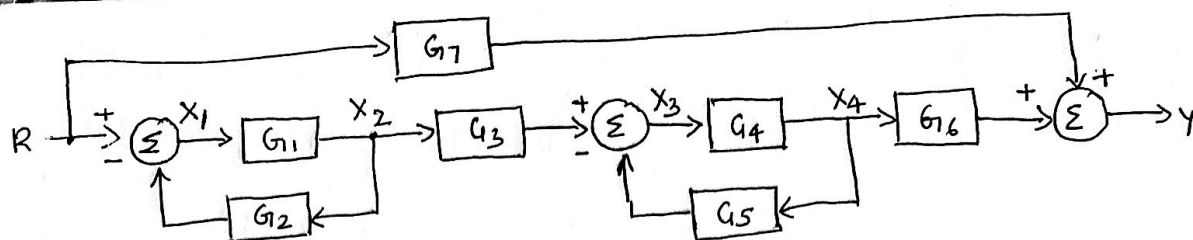
$$\frac{Y}{R} = \frac{M_1 \Delta_1 + M_2 \Delta_2}{\Delta}$$

$$\Delta = 1 - (L_1 + L_2) =$$

$$\Delta_1 = 1 \quad \Delta_2 = 1$$

\therefore Both forward paths are touching the loops.

(25)

Equations

$$X_1 = R - G_2 X_2$$

$$X_2 = G_1 X_1$$

$$X_3 = G_3 X_2 - G_5 X_4 ; X_4 = G_4 X_3$$

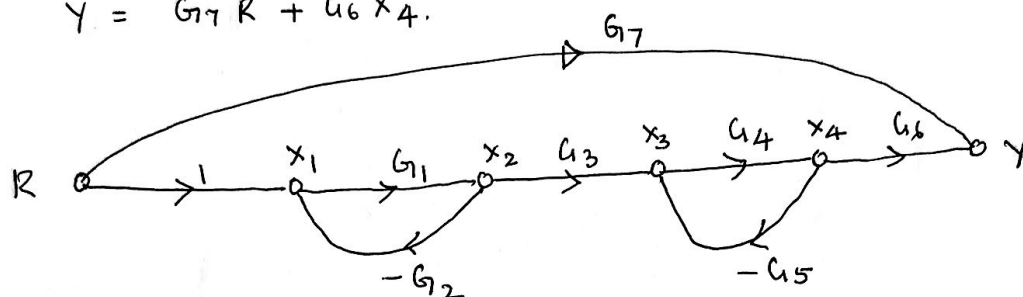
$$Y = G_7 R + G_6 X_4$$

Variables

R, x_1 , x_2 , x_3 , x_4 and y

\Rightarrow Six Variables

\Rightarrow Six nodes

Forward paths

1. $R - x_1 - x_2 - x_3 - x_4 - y$

2. $R - y$

Gain

$$M_1 = G_1 G_3 G_4 G_6$$

$$M_2 = G_7$$

Loops

1. $x_1 - x_2 - x_1$

2. $x_3 - x_4 - x_3$

Gain

$$L_1 = -G_1 G_2$$

$$L_2 = -G_4 G_5$$

Loop 1 and Loop 2 are non touching $\Rightarrow L_1 L_2 = G_1 G_2 G_4 G_5$

$$\Delta = 1 - [L_1 + L_2] + L_1 L_2 = 1 + G_1 G_2 + G_4 G_5 + G_1 G_2 G_4 G_5$$

Loop 1 and Loop 2 are touching the 1st forward path

$$\therefore \Delta_1 = 1$$

Loop 1 and Loop 2 are not in the 2nd forward path.

$$\Delta_2 = 1 - (L_1 + L_2) + L_1 L_2 = \Delta$$

$$\frac{Y}{R} = \frac{M_1 \Delta_1 + M_2 \Delta_2}{\Delta}$$

First order system

Q. $\frac{Y(s)}{R(s)} = \frac{1}{s+B}$

pole: $s+B=0 \Rightarrow \boxed{s=-B}$

$Y(s)[s+B] = R(s)$ Taking inverse LT

$$\boxed{\frac{dy(t)}{dt} + B y(t) = x(t)}$$

A first order system has one pole and is described by first order differential equation.

Impulse response of first order system

$Y(s) = \frac{R(s)}{s+B}$, $x(t) = \delta(t)$
 $\Rightarrow R(s) = 1$

$Y(s) = \frac{1}{s+B}$

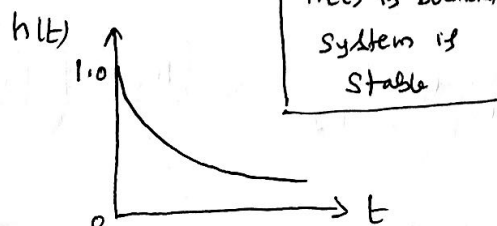
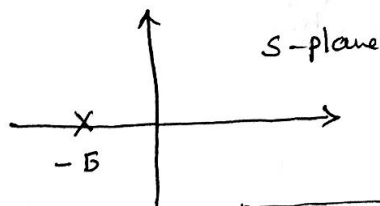
$y(t) = h(t) = e^{-Bt}, t \geq 0$

$h(t)$ is impulse response of the system.

Case I

$B > 0$

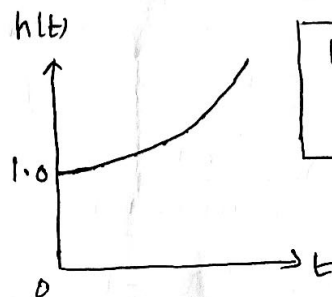
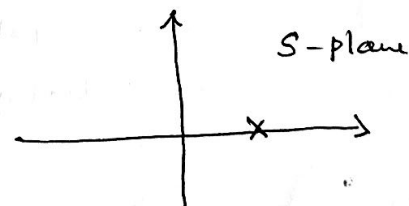
pole: $s = -B \Rightarrow$ Real & -ve



$h(t)$ is bounded
system is stable

Case II $B < 0$

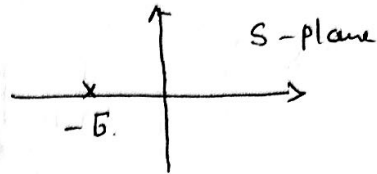
pole: $s = -B \Rightarrow$ Real and +ve



$h(t)$ is unbounded
system is unstable

Step Response of stable first order system

$$\frac{Y(s)}{R(s)} = \frac{1}{s+B}$$



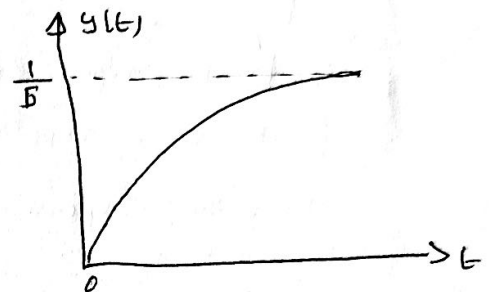
$$r(t) = u(t) \Rightarrow R(s) = 1/s$$

$$Y(s) = \frac{1}{s(s+B)} = \frac{A}{s} + \frac{B}{s+B} \quad \begin{matrix} A = 1/B \\ B = -1/B \end{matrix}$$

$$Y(s) = \frac{1}{B} \left[\frac{1}{s} - \frac{1}{s+B} \right] \Rightarrow y(t) = \frac{1}{B} [1 - e^{-Bt}] ; t \geq 0$$

$$y(t)|_{t=0} = \frac{1}{B} [1 - 1] = 0$$

$$y(t)|_{t=\infty} = \frac{1}{B} [1 - e^{-\infty}] = \frac{1}{B}$$



Time Constant

$$\frac{1}{s+B} \xrightarrow{LT^{-1}} e^{-Bt} = e^{-t/\tau} \Rightarrow \tau = 1/B = \text{Time Constant of the system.}$$

Smaller time constant \Rightarrow Faster decay.
(pole far away from origin)

Second order system

$$\frac{C(s)}{R(s)} = \frac{2s+1}{s^2+3s+2} = \frac{2s+1}{(s+1)(s+2)}$$

A second order system has two poles and is described by 2nd order differential equation.

Impulse response

$$R(s) = 1$$

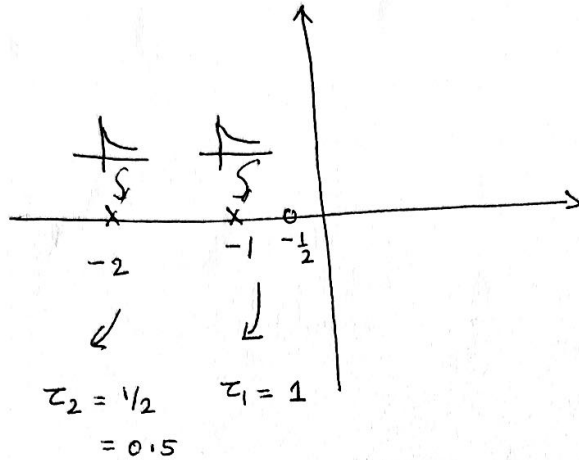
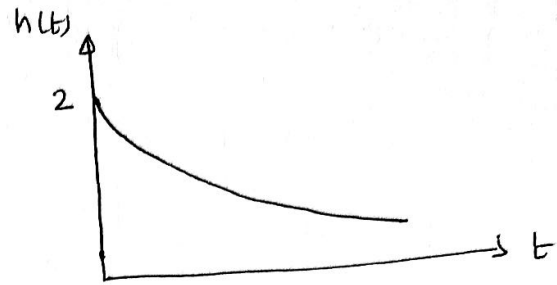
$$C(s) = \frac{2s+1}{(s+1)(s+2)} = \frac{A}{s+1} + \frac{B}{s+2} \quad \boxed{A = -1} \quad \boxed{B = 3}$$

$$c(t) = -e^{-t} + 3e^{-2t} ; t \geq 0$$

$$h(t) = -e^t + 3e^{2t} ; t \geq 0$$

$$h(t)|_{t=0} = -1 + 3 = 2$$

$$h(t)|_{t=\infty} = 0$$



$$\tau_2 < \tau_1$$

e^{-2t} decays faster than e^{-t} .

Step response

$$C(s) = \frac{2s+1}{s(s+1)(s+2)} = \frac{A}{s} + \frac{B}{s+1} + \frac{C}{s+2}$$

$$A = 1/2$$

$$B = 1$$

$$C = 3/2$$

$$C(s) = \frac{1/2}{s} + \frac{1}{s+1} + \frac{3/2}{s+2}$$

$$c(t) = \frac{1}{2} + e^{-t} + \frac{3}{2} e^{-2t} ; t \geq 0$$

$$c(t)|_{t=0} = 1/2 + 1 + 3/2 = 2$$

$$c(t)|_{t=\infty} = 1/2$$

