Control Systems - Week 5

Block Reduction of Complex Systems

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Block reduction algebra

First we analyze a simple transfer function block.

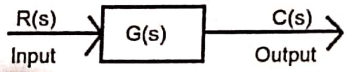


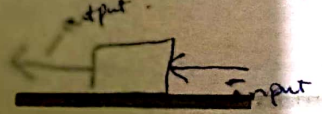
Figure: Transfer function block

The input signal is denoted by $R(s)$ and output signal by $C(s)$. We can write the following:

$$C(s) = G(s)R(s)$$

Sometimes, we skip the term (s) and write the following abusive notation:

$$C = GR$$



Block reduction algebra

There are 3 types of interconnections in control systems

1. Series Interconnection
2. Parallel Interconnection
3. Feedback Interconnection

Besides, there are 4 operations which are as follows:

1. Moving summing junction after transfer function
2. Moving summing junction before transfer function
3. Moving before pickoff point
4. Moving after pickoff point

Let us introduce a summing junction or summer first, and then pick-off point.

Block reduction algebra – Summer or Summing Junction

A summer or summing junction adds (or subtracts) two or more signals. The default sign is + in a summer or summing junction.

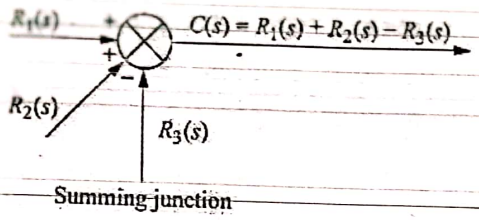


Figure: Summing Junction Symbol

Block reduction algebra - Pick off point

Pick off point: A point where the same signal has to propagate through more than one paths

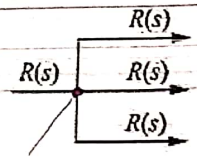


Figure: Pick Off point

First interconnection: Series Interconnection

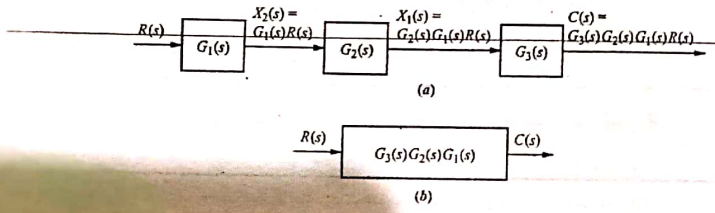


Figure: Series Interconnection of transfer functions

We can write $G_e = G_3 G_2 G_1$

Second interconnection: Parallel Interconnection

(Same input not different)

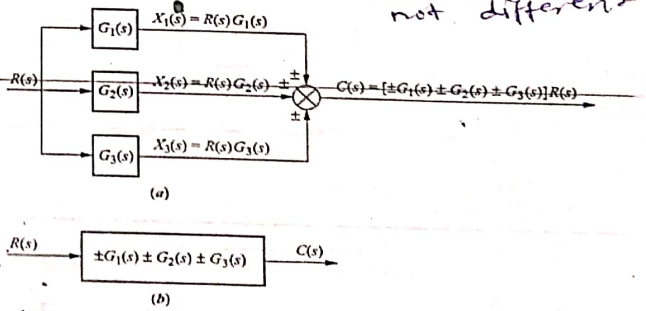


Figure: Parallel Interconnection of transfer functions

We can write $G_e = \pm G_3 \pm G_2 \pm G_1$

Few Important Points

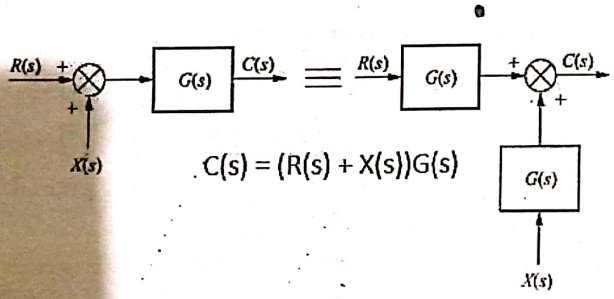
Series interconnection involves product of transfer functions

In parallel interconnection, be careful to identify the transfer functions correctly

Two blocks are in parallel if they have same input signal and the output goes towards same summing junction.

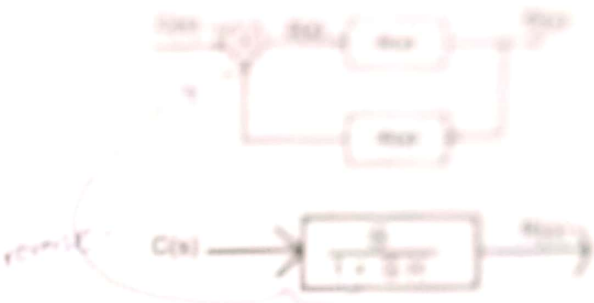
Parallel interconnection involves sum or different of transfer functions

Operation 1: Moving summing junction after transfer function



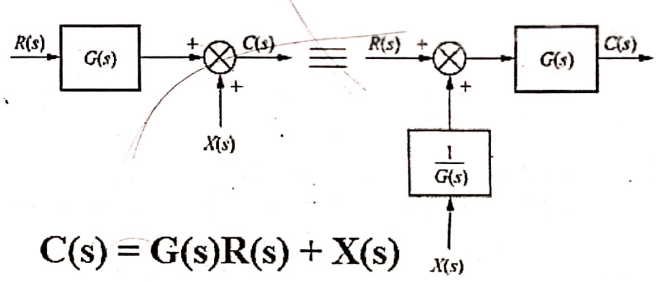
$$C(s) = (R(s) + X(s))G(s)$$

Figure: Moving a summing junction after transfer function



We can write $G_c = \frac{G}{1 \pm GH}$

Operation 2: Moving summing junction before transfer function



$$C(s) = G(s)R(s) + X(s)$$

Figure: Moving a summing junction before transfer function

Operation 3: Moving before pickoff point

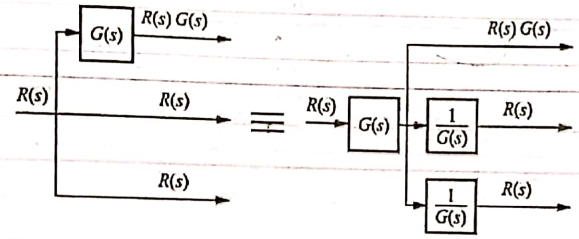


Figure: Moving before a pick-off point

Operation 4: Moving after pickoff point

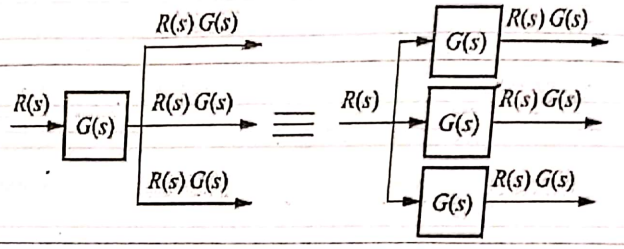


Figure: Moving after a pick-off point

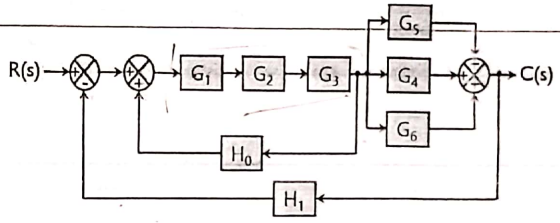
Summary of block reduction rules

We will use the knowledge about these 3 interconnections, and 4 operations to reduce complex systems.

You will be given a complex interconnection schematic, plus input and output, and will be asked to apply this knowledge to reduce or simplify complex systems.

Example 1 - Problem to solve

Can you obtain the transfer function, $\frac{C(s)}{R(s)}$?



Example 1 - Final Solution

Example 2 - Problem to solve

Can you obtain the transfer function, $\frac{C(s)}{R(s)}$?

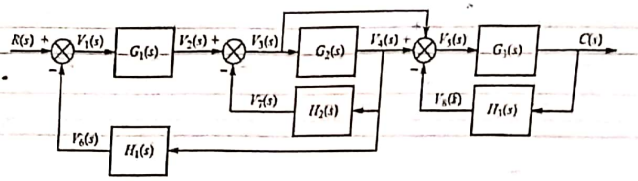
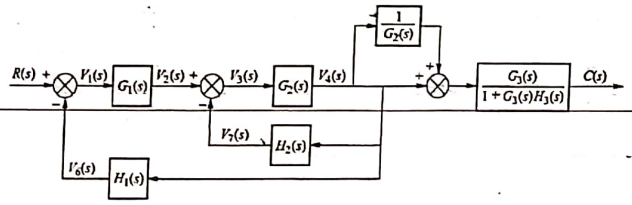
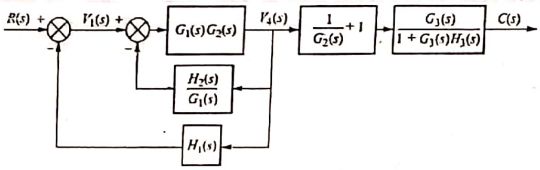


Figure: Example 2

Example 2 - Condensed Solution Part 1

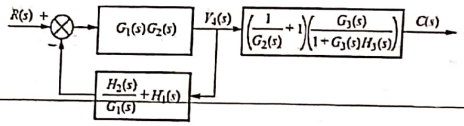


(a)

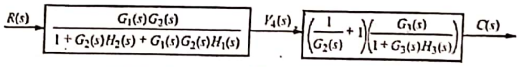


(b)

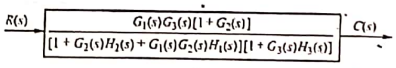
Example 2 - Condensed Solution Part 2



(c)



(d)



(e)

Figure: Example 2 - Final Solution

Real life example of feedback interconnection

Let us consider a water-tank level control systems. The objective is to ensure that the water level remains the same. Can you draw a block diagram of this system?

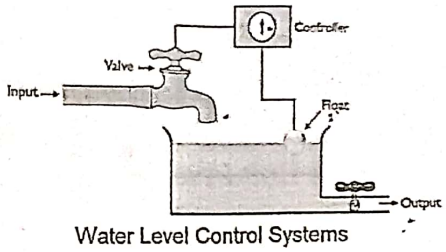


Figure: Example of Water-Level Control Systems

Let us first differentiate between real-world input and output AND control-systems input and output

Real life example of feedback interconnection