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AND THE RESIDENCE OF THE PARTY	Controller Design Techniques
	Recalling again, we know that there are 3 types of techniques to design controllers which are:
Control Systems - 7 Semester DCSE - Week 9	Full-state feedback controller or state feedback controller
Observer based state feedback controller design	Observer-based state feedback controller PID Controller
	Last week, we studied (and then simulated) the design of full-state feedback controller and its pre-requisites. Today, we will study the design and pre-requisites of observer-based state feedback controller.
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Controler Design Methods	Controller Design Methods
Controller Design Techniques	Controller Design Techniques
	When we can measure all the state-space variables using sensors or devices, then
What is the difference between state feedback and observer-based state feedback controller?	we write the following: $\dfrac{dx}{dt} = Ax(t) + Bu(t)$
It depends on matrix $oldsymbol{C}$ whether it is identity matrix or not. What is meant by	y = x(t) + Du(t)
matrix C?	Can we measure or sense all the state-space variables?
$\frac{dx}{dt} = Ax(t) + Bu(t)$ $y = Cx(t) + Du(t)$	The sensors may be highly priced (or not economical/competetive to buy) e.g. camera in washing machine
What is meant by $y=Cx+Du$?	The sensors may require long wires and cables (or support mechanisms) The sensors may not be highly reliable e.g. a temperate sensor may not temperature The sensor may not be available in market
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Controller Design Techniques

When we can NOT measure or sense all the state-space variables, but some of the state-space variables, then we write the following:

$$\frac{dx}{dt} = Ax(t) + Bu(t)$$
$$y = Cx(t) + Du(t)$$

For example:

$$\begin{bmatrix} \frac{dx_1}{dt_2} \\ \frac{dx_2}{dt} \end{bmatrix} = A \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} + Bu(t)$$

$$y = \begin{bmatrix} 1 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

If such a system is unstable, how can we stabilize it using controller? Observer-based state feedback controller may be the possible solution in such a scenario

Other ... the set 1 - 5 ... 12 ... 24.10

Observer based state feedback controller

There are 3 pre-requisites to full-fill before we can proceed to design of observer-based state feedback controller.

- Matrix C must NOT be equal to identity and matrix D must be equal to zero (or absent)
- The system must pass controllability test.
- The system must pass observability test.

The first 2 pre-requisites seem easy or familiar but what is observability test. Le us study observability test.

Pre-req 3: Observability Test

A system is observable or it passes observability test if the following criteria is satisfied:

- ullet First, determine the order of the system and call it n.
- ullet Second, using $oldsymbol{n}$, construct matrix $oldsymbol{Q}$ follows:

$$Q = \begin{bmatrix} C \\ CA \\ CA^2 \\ \vdots \\ CA^{n-1} \end{bmatrix}$$
 (1)

- ullet Third, compute rank of matrix Q
- ullet Finally, check if rank of matrix $oldsymbol{Q}$ is equal to $oldsymbol{n}$ or not.

If rank(Q) = n, then the system is observable and we can proceed to design of controller, otherwise STOP. No controller can be designed.

Observer Design

An observer is also called estimator - it estimates the unmeasured state-space variables.

What is estimate called in urdu?



So, if you are doing Andaza, it must be good andaza. In control systems literature good andaza means observer must be stable.

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Checking Stability to know whether we require a controlle Example First, we check stability of this system. The eigenvalues of this system can obtained from $det(\lambda I-A)=0$ Check whether do we need to design a controller for the following system: $det(\lambda I - A) = det \begin{bmatrix} \lambda & 0 \\ 0 & \lambda \end{bmatrix} - \begin{bmatrix} 2 & 3 \\ 0 & 5 \end{bmatrix}$ $= det \begin{bmatrix} \lambda - 2 & -3 \\ 0 & \lambda - 5 \end{bmatrix}$ $= (\lambda - 2)(\lambda - 5) - (0)(-3)$ $= (\lambda - 2)(\lambda - 5) - (0)$ $= (\lambda - 2)(\lambda - 5)$ $y = \begin{bmatrix} 1 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$ If we need a controller, identify which controller to design, and then design it and place the eigenvalues at (-3,-5). If you need observer, then place observer eigen values at (-10, -20). The eigenvalues of matrix $m{A}$ are at $m{2}$ and $m{5}$, which indicates it is an unstable system. SHEET Prerequisite 2- Controllability Test Deciding controller type Let us compute now pre-requisite number 2 which is the dontrollability test. In this case n=2, we matrix P would have the following shape: Now, which controller to choose? $P = \begin{bmatrix} B & AB \end{bmatrix}$ $\begin{bmatrix} \frac{dx_1}{dt} \\ \frac{dt_2}{dt} \end{bmatrix} = \begin{bmatrix} 2 & 3 \\ 0 & 5 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} + \begin{bmatrix} 1 \\ 2 \end{bmatrix} u(t)$ $y = \begin{bmatrix} 1 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$ As matrix C is NOT equal to identity matrix, we proceed to design of observerbased stam feedback controller. As determinant P is non-zero, so rank(P)=2, and it passes controllability test. Let us proceed to Observability Test.

Prerequisite 3 - Observability Test

Let us compute now pre-requisite number 3 which is the observability test.

In this case n=2, we matrix Q would have the following shape:

$$Q = \begin{bmatrix} C \\ CA \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 2 & 3 \end{bmatrix} \tag{2}$$

$$det(Q) = 3$$

As determinant Q is non-zero, so rank(Q)=2, and it passes observability test. Let us proceed to design of controller now.

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Design Steps - Observer Design .

To design controller, first we need to design observer and then state feedback controller as follows:

Observer:

- ullet Construct matrix L whose size is transpose the size of C
- ullet Populate matrix L with elements starting from $l_1,\, l_2$ and so on
- ullet Post-multiply C with L to obtain LC, and then compute $det\big(sI-(A-LC)\big)$
- Obtain the desired characteristic equation for observer and compare coefficients to obtain the values of l_1 , l_2 , and so on

Design Steps - Controller Design

State feedback Controller:

- ullet Construct matrix K whose size is transpose the size of B
- ullet Populate matrix K with elements starting from $k_1,\,k_2$ and so on
- ullet Pre-multiply B with K to obtain BK, and then compute det(sI - (A - BK))
- Obtain the desired characteristic equation and compare coefficients to obtain the values of $k_1,\,k_2,\,k_3$ and so on

Solution - Observer Design Slide 1

$$L = egin{bmatrix} l_1 \ l_2 \end{bmatrix}$$

$$LC = egin{bmatrix} l_1 & 0 \ l_2 & 0 \end{bmatrix}$$

$$A - LC = \begin{bmatrix} 2 - l_1 & 3 \\ -l_2 & 5 \end{bmatrix}$$

$$sI - (A - LC) = \begin{bmatrix} s & 0 \\ 0 & s \end{bmatrix} - \begin{bmatrix} 2 - l_1 & 3 \\ -l_2 & 5 \end{bmatrix}$$

$$sI - (A - LC) = \begin{bmatrix} l_1 + s - 2 & -3 \\ l_2 & s - 5 \end{bmatrix}$$

