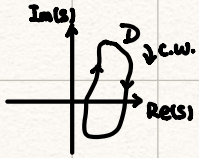


Principle of Argument

Relates # of poles and zeros of a TF inside of a contour to the change in its argument ("angle") or equiv to the # of encirclements of the origin by some graphical image of the contour under the TF.

Let's consider a closed contour with no self-intersections traversed in clock-wise (cw) direction



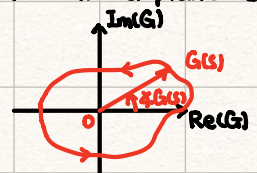
Assume $G(s)$ is a rational func. with no poles or zeros on D . Then the (net) change in $\arg G(s)$

when s traverses D is equal to: $\text{chg } \angle G|_{s \in D} = 2\pi(n-m)$

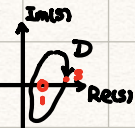
where: $\begin{cases} n = \# \text{ of poles of } G(s) \text{ inside } D \\ m = \# \text{ of zeros of } G(s) \text{ inside } D \end{cases}$

Equivalently, the image of D under $G(s)$, called $y = \{G(s) | s \in D\}$ encircles the origin in the G -plane exactly

$N = (n-m)$ in ccw (counterclockwise)

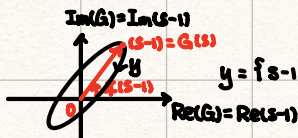


Ex:



$G(s) = s-1$; zero of G in $s \in D \Rightarrow 1$ zero inside D (no pole)

Pr. of Arg says that: $\angle G|_{s \in D} = -2\pi$ or # of encirclements of origin by $G = -1$ c.c.w = 1 c.w



$y = \{s-1 | s \in D\}$: just a translation of D by 1 to the left.

$G(s) = 0 \Rightarrow s=1$ G -plane change $\angle(s-1)|_{s \in D} = -360^\circ = -2\pi$ # of encircle of 0 by G is = 1 cw

Ex: $G(s) = \frac{1}{s-1} \Rightarrow G$ has a pole inside D (@ $s=1$)

$\angle G|_{s \in D} = \angle \frac{1}{s-1}|_{s \in D} = \angle 1 - \angle(s-1)|_{s \in D} = -\text{chg in prev. Ex} = +2\pi$

of encirclements of 0 by $G = -1$ cw (prev Ex) = +1 ccw

Note: a zero inside D contributes $\Rightarrow -2\pi$

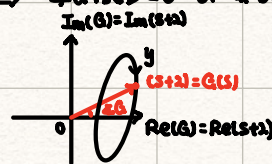
a pole inside D contributes $\Rightarrow 2\pi$

$$G(s) = \frac{(s-z_1) \cdots (s-z_m)}{(s-p_1) \cdots (s-p_n)} \quad \angle G(s) = \sum_{i=1}^m \angle(s-z_i) - \sum_{j=1}^n \angle(s-p_j) = 2\pi(n-m)$$

Ex: $G(s) = s+2$, same D . has 0 zeros, 0 poles inside $D \Rightarrow \xRightarrow{\text{Pr. of Arg}} \angle G|_{s \in D} = 0$ or # of encirclements of origin by y is 0

$y = \{s+2 | s \in D\} = D$ translated by 2 to right

chg. $\angle G = 0$ # of encircle. is 0



(y does NOT encircle the origin)

counting # of encirclements = # of intersect of a ray by y (+, - from L/R or R/L)