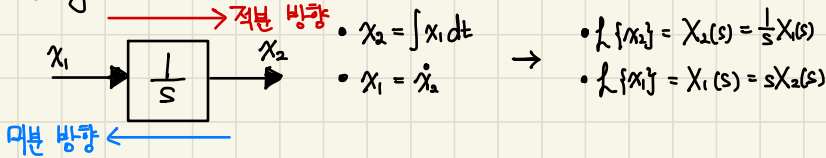


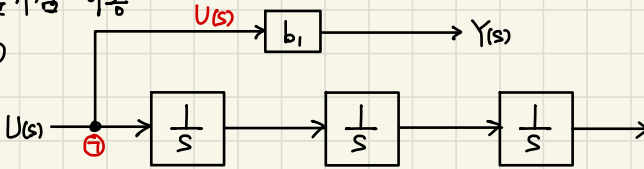

1. 적분기 (Integrator)

■ Integrator



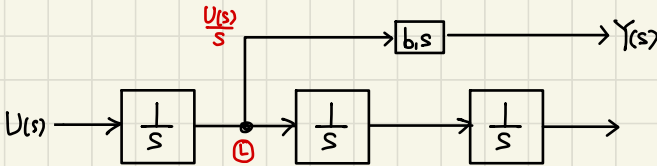
■ 분기점 이동

①



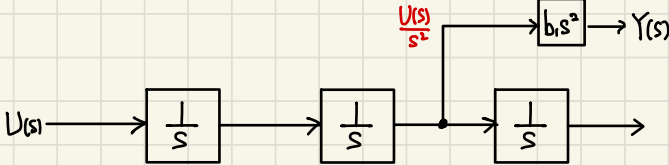
$$\therefore Y(s) = b_1 U(s)$$

②

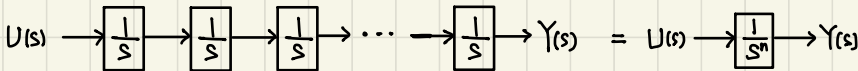


• 적분 흐름 방향으로 분기점 이동 시, 적분기를 거친 횟수만큼 s 를 곱한다.

③

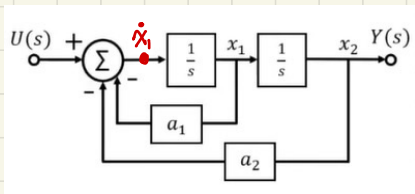


■ 반복



2. 유라수 전달함수

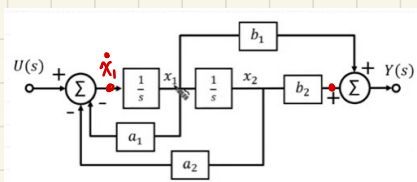
①



- $X_2(s) = \frac{1}{s} X_1(s) \rightarrow X_1(s) = s X_2(s) = s Y(s)$
- $Y(s) = X_2(s)$
- $\mathcal{L}\{\dot{x}_1\} = s X_1(s) = U(s) - a_1 X_1(s) - a_2 X_2(s)$

$$\therefore U(s) = (s^2 + a_1 s + a_2) Y(s) \quad ; \quad \frac{Y(s)}{U(s)} = \frac{1}{s^2 + a_1 s + a_2}$$

②



- $X_2(s) = \frac{1}{s} X_1(s) \rightarrow X_1(s) = s X_2(s)$
- $\mathcal{L}\{\dot{x}_1\} = s X_1(s) = U(s) - a_1 X_1(s) - a_2 X_2(s) \dots (i)$
- $Y(s) = b_1 X_1(s) + b_2 X_2(s) \dots (ii)$

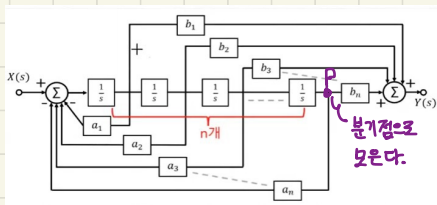
$$\therefore (i) \quad U(s) - a_1 s X_2(s) - a_2 X_2(s) = s X_2(s) \quad ; \quad U(s) = (s^2 + a_1 s + a_2) X_2(s)$$

$$(ii) \quad b_1 s X_2(s) + b_2 X_2(s) = Y(s) \quad ; \quad Y(s) = (b_1 s + b_2) X_2(s)$$

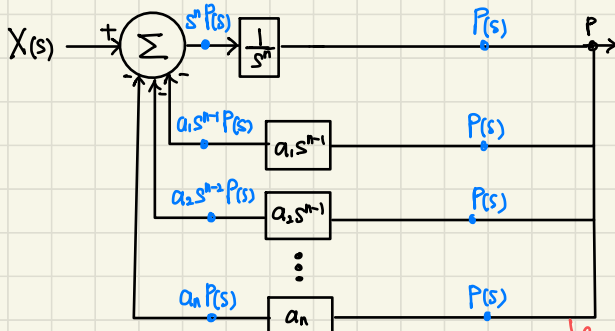
$$\Rightarrow \frac{Y(s)}{U(s)} = \frac{b_1 s + b_2}{s^2 + a_1 s + a_2}$$

일반화

③



- a_1 : (n-1) 개의 적분기 거침. $\rightarrow a_1 s^{n-1}$
- a_2 : (n-2) 개의 적분기 거침. $\rightarrow a_2 s^{n-2}$
- a_3 : (n-3) 개의 적분기 거침. $\rightarrow a_3 s^{n-3}$
- \vdots
- a_n : 0 개의 적분기 거침. $\rightarrow a_n$



$$\therefore X(s) - P(s) (a_1 s^{n-1} + a_2 s^{n-2} + \dots + a_n) = s^n P(s)$$

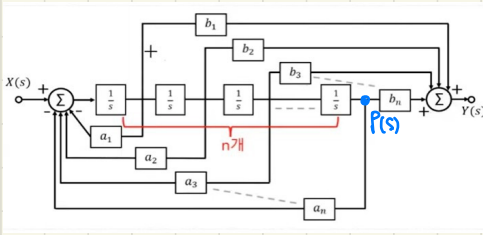
$$; X(s) = (s^n + a_1 s^{n-1} + a_2 s^{n-2} + \dots + a_n) P(s)$$

$$; \frac{P(s)}{X(s)} = \frac{1}{s^n + a_1 s^{n-1} + a_2 s^{n-2} + \dots + a_n}$$

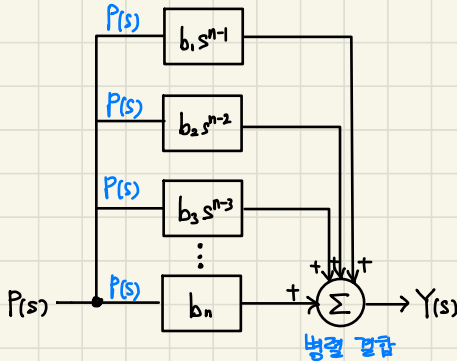
$$X(s) \rightarrow \frac{1}{s^n + a_1 s^{n-1} + a_2 s^{n-2} + \dots + a_n} \rightarrow P(s)$$

등가화

(3) 이역사



- b_1 : $(n-1)$ 개의 적분기 거점. $\rightarrow b_1 s^{n-1}$
- b_2 : $(n-2)$ 개의 적분기 거점. $\rightarrow b_2 s^{n-2}$
- b_3 : $(n-3)$ 개의 적분기 거점. $\rightarrow b_3 s^{n-3}$
- \vdots
- b_n : 0 개의 적분기 거점. $\rightarrow b_n$



$$\therefore Y(s) = (b_1 s^{n-1} + b_2 s^{n-2} + b_3 s^{n-3} + \dots + b_n) P(s)$$

$$\therefore \frac{Y(s)}{P(s)} = b_1 s^{n-1} + b_2 s^{n-2} + b_3 s^{n-3} + \dots + b_n$$

$$P(s) \rightarrow \boxed{b_1 s^{n-1} + b_2 s^{n-2} + b_3 s^{n-3} + \dots + b_n} \rightarrow Y(s)$$

$$\therefore \frac{Y(s)}{X(s)} = \frac{P(s)}{X(s)} \cdot \frac{Y(s)}{P(s)} = \frac{b_1 s^{n-1} + b_2 s^{n-2} + \dots + b_n}{s^n + a_1 s^{n-1} + a_2 s^{n-2} + \dots + a_n}$$

1. 상태공간 설계 (Space State Design)

■ Space - State Design

- 미분방정식 \rightarrow 행렬 상태 \rightarrow Laplace 변환 \rightarrow 역행렬 곱함 \rightarrow 라플라스 역변환 곱함
- 컴퓨터 기술 사용에 적합, 엔지니어들이 많이 사용.

■ 수식

$$\begin{cases} \dot{x} = Ax + Bu \\ y = Cx + Du \end{cases}$$

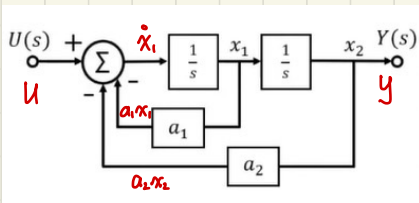
- x : system 상태
- A : $n \times n$ 시스템 행렬
- B : $n \times 1$ 입력 행렬
- C : $1 \times n$ 출력 행렬
- D : Scalar 직접전달항.

■ 응용

- 유리수 전달함수 \rightarrow 상태공간 설계
- 유리수 전달함수의 피드백 블록선도 \rightarrow 유리수 전달함수 \rightarrow 상태공간 설계
- 유리수 전달함수의 피드백 블록선도 \rightarrow 상태공간 설계
- 상태공간 설계 \rightarrow 유리수 전달함수

2. 피드백 블록선도 \rightarrow 상태공간 설계

1)



$$\therefore x = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \quad \dots (i)$$

$$\textcircled{1} \dot{x}_1 = u - a_1 x_1 - a_2 x_2$$

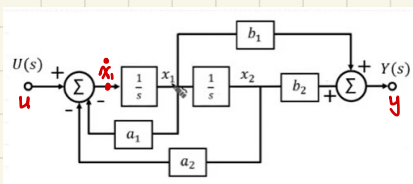
$$\textcircled{2} x_2 = y$$

$$\textcircled{3} \dot{x}_2 = x_1$$

$$\textcircled{1}, \textcircled{3} : \begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \end{bmatrix} = \begin{bmatrix} -a_1 & -a_2 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} + \begin{bmatrix} 1 \\ 0 \end{bmatrix} u$$

$$\textcircled{2} : y = \begin{bmatrix} 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} + \begin{bmatrix} 0 \end{bmatrix} u$$

(이이이) 2)



$$\begin{aligned} ① \quad \dot{x}_2 &= x_1 \\ ② \quad \dot{x}_1 &= u - a_1 x_1 - a_2 x_2 \\ ③ \quad y &= b_1 x_1 + b_2 x_2 \end{aligned}$$

$$\begin{cases} \begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \end{bmatrix} = \begin{bmatrix} -a_1 & -a_2 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} + \begin{bmatrix} 1 \\ 0 \end{bmatrix} u \\ y = \begin{bmatrix} b_1 & b_2 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} + \begin{bmatrix} 0 \end{bmatrix} u \end{cases}$$

3. 상태공간 → 전달함수

$$\begin{cases} \dot{x} = Ax + Bu \quad \cdots ① \\ y = Cx + Du \quad \cdots ② \end{cases}$$

$$\begin{aligned} ①: \mathcal{L}\{\dot{x}\} &= A\mathcal{L}\{x\} + B\mathcal{L}\{u\} \\ ; sX(s) - x(0) &= AX(s) + BU(s) \\ ; (sI - A)X(s) &= x(0) + BU(s) \\ ; X(s) &= (sI - A)^{-1}x(0) + (sI - A)^{-1}BU(s) \end{aligned}$$

$$\begin{aligned} ②: Y(s) &= CX(s) + DU(s) \\ ; Y(s) &= \underbrace{C(sI - A)^{-1}x(0)}_{\text{제차}} + \underbrace{C(sI - A)^{-1}BU(s)}_{\text{비제차}} + DU(s) \end{aligned}$$

전달함수
 $x(0)=0$

$$\rightarrow Y(s) = C(sI - A)^{-1}BU(s) + DU(s) \quad ; \quad \frac{Y(s)}{U(s)} = C(sI - A)^{-1}B + D \quad (\text{전달함수})$$

각 요소를
↗ 변환!

- $(sI - A)^{-1} = \Delta(s)$: 각 요소가 s 에 대한 함수인 행렬.
- $\mathcal{L}^{-1}\{(sI - A)^{-1}\} = \Delta(t)$: 각 요소가 t 에 대한 함수인 행렬.

$$\bullet X(s) = (sI - A)^{-1}x(0) + (sI - A)^{-1}BU(s)$$

⇒

↗ \mathcal{L}^{-1}

$$\bullet x(t) = x(0)\delta t + \int_0^t \{(sI - A)^{-1}BU(s)\}$$