

Digital Control (SC42095)

Course assessment demands

The depth of knowledge required for each course item below is indicated as follows:

- 1 Overview: gives the background for the theory or extra information.
- 2 Facts: know or understand concepts, notations, definitions, schemes, methods.
- 3 Working knowledge: be able to use definitions, formulas and theorems on given problems. Be able to solve problems of the same kind as in the lectures and exercises.
- 4 Derivation: know and/or be able to derive formulas.

Chapters in the course book by Åström and Wittenmark

1. Computer Control	1,2
2. Discrete-time Systems	
Sampling continuous time statespace models	4
Sampling continuous time statespace models with delays	3
Solution of state-space equations	3
Coordinate transform in statespace models	4
Pulse response	3
Shift operator calculus	4
From state space to pulse transfer function	4
Z-transform, definition and properties	3
Poles and zeros	3
Selection of sampling interval	3
3. Analysis of Discrete-Time Systems	
Stability definitions	3
Nyquist criterion and bode diagrams	2
Lyapunov method	4
Sensitivity and robustness	2
Controllability and reachability	3
Analysis of simple feedback loops	3
4. Pole-Placement Design: a State-Space Approach	
Control System Design	3
Regulation by State Feedback	3,4
Observers	3,4
Output feedback	3,4
Servo problem	3
5. Pole-Placement Design: a Polynomial Approach	
A simple design problem	4
Diophantine equation	2
The rest of this chapter	1

6. Design: an Overview	1
7. Process-Oriented Models	
Computer-controlled systems	3
Sampling and reconstruction	2,3
Aliasing	3
Predictive first-order hold	2
Modulation model	2
Frequency response	1
Pulse-transfer-function formalism	1,2
Multirate sampling	1
8. Approximation of Continuous-Time Controllers	
Approximation based on transfer functions	3,4
Approximation based on state models	1
Frequency-response design methods	1
Digital PID controllers	3,4
9. Implementation of Digital Controllers	2
11. Optimal Design Methods: a state-space approach	
Linear Quadratic control	3
Prediction and filtering theory	3
Linear Quadratic Gaussian control	3