#### **SPRING 2005**

# 即時控制系統設計 Design of Real-Time Control Systems

# Lecture 14 Controller Design of Digital Control Systems

Feng-Li Lian NTU-EE Feb05 – Jun05

Outline DT Design - 2

- Design of Digital Control Systems
  - Design by Emulation
  - Discrete Design
  - Transfer Function Design Methods
  - State-Space Design Methods

Introduction DT Design - 3

Two basic digital controller design techniques:

#### 1. Emulation:

- Design a continuous compensation D(s)
   by using any CT controller design methods
- Approximate that D(s)
   by using any approximation methods such as Tustin's Method

## 2. Discrete Design:

- Model in DT (difference equations)
- Design in DT (z-transform)

Franklin et al. 02

© Feng-Li Lian 2005

Design of Real-Time Control Systems

NTU-EE

## Design by Emulation

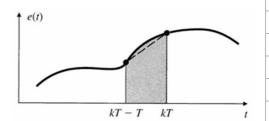
DT Design - 4

- Design by emulation:
  - 1. Design a continuous compensation
  - 2. Digitalize the continuous compensation
  - 3. Use discrete analysis, simulation, or experimentation
- Design techniques:
  - 1. Tustin's Method or bilinear approximation
  - 2. Matched Pole-Zero method (MPZ)
  - 3. Modified Matched Pole-Zero method (MMPZ)

DT Design - 5

# Tustin's method:

$$\frac{U(s)}{E(s)} = D(s) = \frac{1}{s}$$



$$\Rightarrow u[kT] = \int_0^{kT-T} e(t)dt + \int_{kT-T}^{kT} e(t)dt$$

$$= u[kT - T] + area under e(t) over last T$$

$$\Rightarrow u[k] = u[k-1] + \frac{T}{2} \left[ e[k-1] + e[k] \right]$$

$$\Rightarrow \frac{U(z)}{E(z)} = D(z) = \frac{T}{2} \left( \frac{1+z^{-1}}{1-z^{-1}} \right) = \frac{1}{\frac{2}{T} \left( \frac{1-z^{-1}}{1+z^{-1}} \right)}$$

Franklin et al. 02

© Feng-Li Lian 2005

Design of Real-Time Control Systems

NTU-EE

#### Design by Emulation

DT Design - 6

### Tustin's method:

$$\frac{U(s)}{E(s)} = D(s) = \frac{a}{s+a}$$

$$\Rightarrow \frac{U(z)}{E(z)} = D(z) = \frac{a}{\frac{2}{T} \left(\frac{1-z^{-1}}{1+z^{-1}}\right) + a}$$

$$\Rightarrow s = \frac{2}{T} \left( \frac{1 - z^{-1}}{1 + z^{-1}} \right)$$

for every occurance of s in any D(s) yields a D(z) on the trapezoidal integration

DT Design - 7

## Tustin's method:

$$D(s) = 10 \frac{\frac{s}{2} + 1}{\frac{s}{10} + 1}$$

$$w_s = 25 \times w_{\rm BW} = 25 \times 10 = 250 \, {\rm rad/sec}$$

$$f_s = w_s/(2\pi) \approx 40 \text{ Hz}$$

$$T = \frac{1}{f_s} = \frac{1}{40} = 0.025 \text{ sec}$$

$$\Rightarrow D(z) = \frac{45.56 - 43.33z^{-1}}{1 - 0.7778z^{-1}}$$

$$\Rightarrow u[k] = 0.7778u[k-1] + 45.56e[k] - 43.33e[k-1]$$

Franklin et al. 02

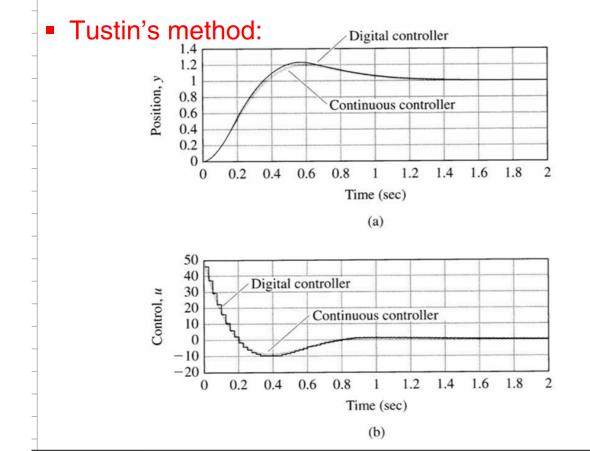
© Feng-Li Lian 2005

Design of Real-Time Control Systems

NTU-EE

# Design by Emulation

DT Design - 8



Franklin et al. 02

© Feng-Li Lian 2005

Design of Real-Time Control Systems

Matched Pole-Zero (MPZ) method:

$$z = e^{sT}$$

- 1. Map poles and zeros according to the relation
- 2. If the numerator is of lower order than the denominator, add powers of (z+1) to the numerator until numerator and denominator are of equal order
- 3. Set the DC or low-frequency gain of D(z) = that of D(s)

Franklin et al. 02

© Feng-Li Lian 2005

Design of Real-Time Control Systems

NTU-EE

#### Design by Emulation

DT Design - 10

- Matched Pole-Zero (MPZ) method:
  - Case 1:

$$D(s) = K_c \frac{s+a}{s+b}$$

$$\Rightarrow D(z) = K_d \frac{z-e^{-aT}}{z-e^{-bT}}$$

• By the Final Value Theorem:

$$K_c \frac{a}{b} = K_d \frac{1 - e^{-aT}}{1 - e^{-bT}}$$

or 
$$K_d = K_c \frac{a}{b} \left( \frac{1 - e^{-bT}}{1 - e^{-aT}} \right)$$

DT Design - 11

- Matched Pole-Zero (MPZ) method:
  - Case 2:

$$D(s) = K_c \frac{s+a}{s(s+b)}$$

$$\Rightarrow D(z) = K_d \frac{(z+1)(z-e^{-aT})}{(z-1)(z-e^{-bT})}$$

• By the Final Value Theorem:

$$\Rightarrow K_d = K_c \frac{a}{2b} \left( \frac{1 - e^{-bT}}{1 - e^{-aT}} \right)$$

Franklin et al. 02

© Feng-Li Lian 2005

Design of Real-Time Control Systems

NTU-EE

#### Design by Emulation

DT Design - 12

- Matched Pole-Zero (MPZ) method:
  - The same power of z in the num & den of D(z):

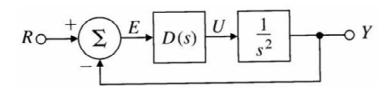
$$\frac{U(z)}{E(z)} = D(z) = K_d \frac{1 - \alpha z^{-1}}{1 - \beta z^{-1}}$$

$$\alpha = e^{-aT}$$
 &  $\beta = e^{-bT}$ 

$$\Rightarrow u[k+1] = \beta u[k] + K_d \left[ e[k+1] - \alpha e[k] \right]$$

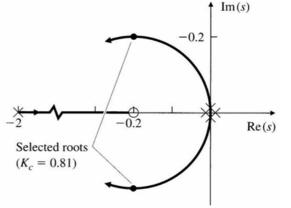
DT Design - 13

- Matched Pole-Zero (MPZ) method:
  - Space station attitude digital controller



$$w_n \approx 0.3 \text{ rad/sec}$$
  $\zeta = 0.7$ 

$$\Rightarrow D(s) = 0.81 \frac{s + 0.2}{s + 2}$$



Franklin et al. 02

© Feng-Li Lian 2005

Design of Real-Time Control Systems

NTU-EE

## Design by Emulation

DT Design - 14

- Matched Pole-Zero (MPZ) method:
  - Space station attitude digital controller

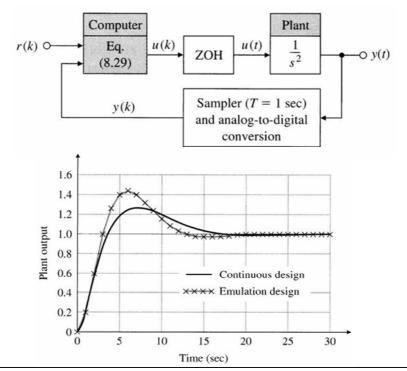
$$w_s = 0.3 \times 20 = 6 \text{ rad/sec}$$

$$\Rightarrow$$
  $T$   $\approx$  1 sec

$$\Rightarrow D(z) = 0.389 \frac{z - 0.82}{z - 0.135} = \frac{0.389 - 0.319z^{-1}}{1 - 0.135z^{-1}}$$

$$\Rightarrow u[k+1] = 0.135u[k] + 0.389e[k+1] - 0.319e[k]$$

- Matched Pole-Zero (MPZ) method:
  - Space station attitude digital controller



© Feng-Li Lian 2005

Design of Real-Time Control Systems

Franklin et al. 02 NTU-EE

### Design by Emulation

DT Design - 16

- Modified Matched Pole-Zero (MMPZ) method:
  - u[k+1] depends only on e[k], but not e[k+1]

$$D(s) = K_c \frac{s+a}{s(s+b)}$$

$$\Rightarrow D(z) = K_d \frac{(z-e^{-aT})}{(z-1)(z-e^{-bT})}$$

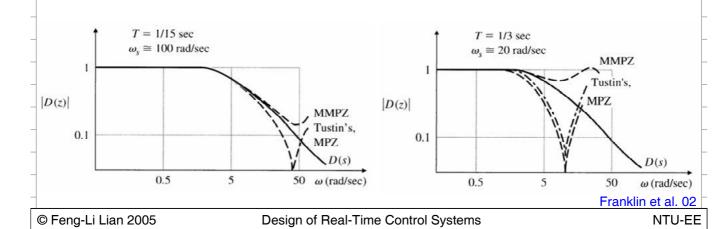
$$\Rightarrow K_d = K_c \frac{a}{b} \left(\frac{1-e^{-bT}}{1-e^{-aT}}\right)$$

$$\Rightarrow u[k+1] = (1+e^{-bT})u[k] - e^{-bT}u[k-1] + K_d \left[ e[k] - e^{-aT}e[k-1] \right]$$

# Comparison of Digital Approximation Methods:

$$D(s) = \frac{5}{s+5}$$

	$w_s$	$w_s$
Method	100 rad/sec	20 rad/sec
MPZ	$0.143 \frac{z+1}{z-0.715}$	$0.405 \frac{z+1}{z-0.189}$
MMPZ	$0.285 \frac{1}{z - 0.715}$	$0.811 \frac{1}{z - 0.189}$
Tustin's	$0.143 \frac{z+1}{z-0.713}$	$0.454 \frac{z+1}{z-0.0914}$



Outline

DT Design - 18

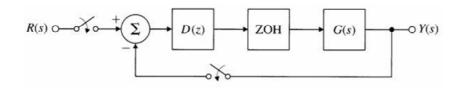
# Design of Digital Control Systems

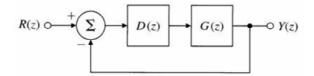
- Design by Emulation
- Discrete Design
- Transfer Function Design Methods
- State-Space Design Methods

#### Discrete Design

DT Design - 19

# The Exact Discrete Equivalent:





$$G(z) = (1 - z^{-1}) \mathcal{Z} \left\{ \frac{G(s)}{s} \right\}$$

$$\Rightarrow \frac{Y(z)}{R(z)} = \frac{D(z)G(z)}{1 + D(z)G(z)}$$

Franklin et al. 02

© Feng-Li Lian 2005

Design of Real-Time Control Systems

NTU-EE

#### Discrete Design

DT Design - 20

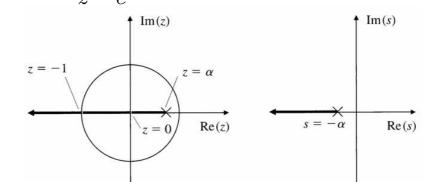
■ Discrete Root Locus: 
$$G(s) = \frac{a}{s+a}$$
 &  $D(z) = K$ 

$$G(s) = \frac{a}{s+a}$$
 &  $D(z) = K$ 

$$\Rightarrow G(z) = (1 - z^{-1}) \mathbb{Z} \left\{ \frac{a}{s(s+a)} \right\}$$

$$= (1 - z^{-1}) \left[ \frac{(1 - e^{-aT})z^{-1}}{(1 - z^{-1})(1 - e^{-aT}z^{-1})} \right]$$

$$= \frac{1 - e^{-aT}}{z - e^{-aT}}$$



#### Discrete Design

DT Design - 21

# Feedback Properties:

- Proportional:  $u[k] = K e[k] \Rightarrow D(z) = K$
- Derivative:  $u[k] = K T_D \left[ e[k] e[k-1] \right]$

$$\Rightarrow$$
  $D(z) = K T_D \left(1 - z^{-1}\right) = k_D \frac{z - 1}{z}$ 

• Integral:  $u[k] = u[k-1] + \frac{K_p}{T_I} e[k]$ 

$$\Rightarrow$$
  $D(z) = \frac{K}{T_I} \left( \frac{1}{1-z^{-1}} \right) = k_I \frac{z}{z-1}$ 

• Lead Compensation:

$$u[k+1] = \beta u[k] + K \left[ e[k+1] - \alpha e[k] \right]$$

$$\Rightarrow D(z) = K \frac{1 - \alpha z^{-1}}{1 - \beta z^{-1}}$$
Franklin et al. 02

© Feng-Li Lian 2005

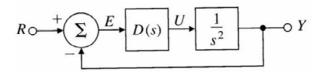
Design of Real-Time Control Systems

NTU-EE

#### Discrete Design

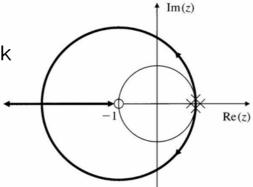
DT Design - 22

Space Station Digital Controller example:



$$G(z) = \frac{T^2}{2} \left[ \frac{z+1}{(z-1)^2} \right]^{T} = \frac{1}{2} \left[ \frac{z+1}{(z-1)^2} \right]$$

with proportional feedback



Franklin et al. 02

© Feng-Li Lian 2005

Design of Real-Time Control Systems

- Space Station Digital Controller example:
  - P + D feedback

$$\Rightarrow \quad U(z) = K \left[1 + T_D \left(1 - z^{-1}\right)\right] E(z)$$

$$\Rightarrow$$
  $D(z) = K \frac{z - \alpha}{z}$ 

$$w_n \approx 0.3 \text{ rad/sec}$$
  $\Rightarrow z = 0.78 \pm 0.18 j$   $\zeta = 0.7$ 

Franklin et al. 02

© Feng-Li Lian 2005

Design of Real-Time Control Systems

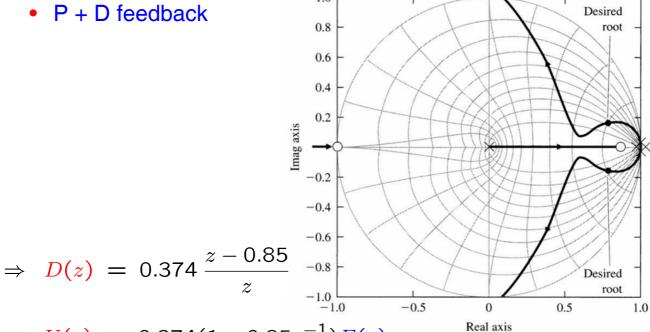
NTU-EE

Discrete Design

DT Design - 24

# Space Station Digital Controller example:

P + D feedback



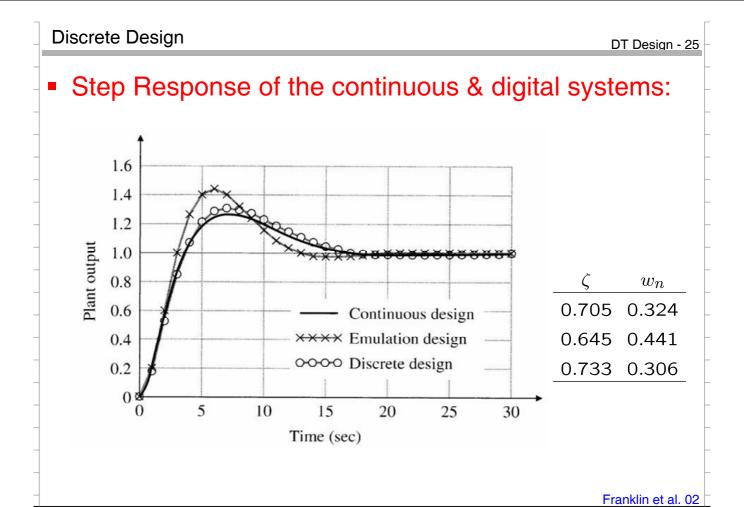
$$\Rightarrow U(z) = 0.374(1 - 0.85z^{-1})E(z)$$

 $\Rightarrow u[k+1] = 0.374e[k+1] - 0.318e[k]$ 

Franklin et al. 02

© Feng-Li Lian 2005

Design of Real-Time Control Systems



Outline

DT Design - 26

Design of Real-Time Control Systems

- Design of Digital Control Systems
  - Design by Emulation
  - Discrete Design
  - Transfer Function Design Methods
  - State-Space Design Methods

© Feng-Li Lian 2005

# State-Space Model:

$$\dot{\mathbf{x}}(t) = \mathbf{F}\mathbf{x}(t) + \mathbf{G}u(t)$$
  
 $y(t) = \mathbf{H}\mathbf{x}(t) + Ju(t)$ 

$$\Rightarrow \mathbf{x}(t) = e^{\mathbf{F}(t-t_0)}\mathbf{x}(t_0) + \int_{t_0}^t e^{\mathbf{F}(t-\tau)}\mathbf{G}u(\tau)d\tau$$

Let 
$$t = kT + T$$
 &  $t_0 = kT$ 

$$\Rightarrow \mathbf{x}(kT+T) = e^{\mathbf{F}(T)}\mathbf{x}(kT) + \int_{kT}^{kT+T} e^{\mathbf{F}(kT+T-\tau)}\mathbf{G}u(\tau)d\tau$$

Franklin et al. 02

© Feng-Li Lian 2005

Design of Real-Time Control Systems

NTU-EE

#### State-Space Design Methods

DT Design - 28

# State-Space Model:

Let  $u(\tau)$  be piecewise constant through T

$$u(\tau) = u(kT), \quad kT \le \tau < kT + T$$

Let 
$$\eta = kT + T - \tau$$

$$\Rightarrow \mathbf{x}(kT+T) = e^{\mathbf{F}T}\mathbf{x}(kT) + \left(\int_0^T e^{\mathbf{F}\eta}d\eta\right)\mathbf{G}u(kT)$$

Let 
$$\mathbf{\Phi} = e^{\mathbf{F}T}$$
 &  $\mathbf{\Gamma} = \left(\int_0^T e^{\mathbf{F}\eta} d\eta\right) \mathbf{G}$ 

Then, 
$$\mathbf{x}[k+1] = \Phi \mathbf{x}[k] + \Gamma u[k]$$
  
 $y[k] = \mathbf{H} \mathbf{x}[k] + Ju[k]$ 

# Discrete Transfer Function:

$$x[k+1] = \Phi x[k] + \Gamma u[k]$$

$$y[k] = Hx[k]$$

$$zX(z) = \Phi X(z) + \Gamma U(z)$$

$$Y(z) = HX(z)$$

$$\left(zI - \Phi\right)X(z) = \Gamma U(z)$$

$$\Rightarrow \frac{Y(z)}{U(z)} = G(z) = H\left(zI - \Phi\right)^{-1}\Gamma$$

Franklin et al. 02

© Feng-Li Lian 2005

Design of Real-Time Control Systems

NTU-EE

## State-Space Design Methods

DT Design - 30

## Discrete SS Model of 1/s^2:

$$\dot{\mathbf{x}} = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \mathbf{x} + \begin{bmatrix} 0 \\ 1 \end{bmatrix} u$$

$$y = \begin{bmatrix} 1 & 0 \end{bmatrix} \mathbf{x}$$

$$\Phi = e^{\mathbf{F}T} = \mathbf{I} + \mathbf{F}T + \frac{\mathbf{F}^2 T^2}{2!} + \cdots$$

$$= \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} + \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} T + \frac{\begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix}^2 T^2}{2!} + \cdots$$

$$= \begin{bmatrix} 1 & T \\ 0 & 1 \end{bmatrix}$$

# Discrete SS Model of 1/s^2:

$$\Gamma = \left( \int_0^T e^{\mathbf{F}\eta} d\eta \right) \mathbf{G} = \sum_{k=0}^\infty \frac{\mathbf{F}^k T^{k+1}}{(k+1)!} \mathbf{G}$$

$$= \left( \mathbf{I} + \mathbf{F} \frac{T}{2!} \right) T \mathbf{G}$$

$$= \left( \begin{bmatrix} T & 0 \\ 0 & T \end{bmatrix} + \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \frac{T^2}{2} \right) \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} T^2/2 \\ T \end{bmatrix}$$

$$\Rightarrow G(z) = \frac{Y(z)}{U(z)} = H\left(zI - \Phi\right)^{-1}\Gamma = \frac{T^2}{2}\left[\frac{z+1}{(z-1)^2}\right]$$

Franklin et al. 02

© Feng-Li Lian 2005

Design of Real-Time Control Systems

NTU-EE

## State-Space Design Methods

DT Design - 32

# Pole Placement by State Feedback:

$$\alpha(z) = \det(z\mathbf{I} - \Phi)$$

If the system is controllable

$$u[k] = -Kx[k]$$
  $\Rightarrow \det (zI - \Phi + \Gamma K) = \alpha_c(z)$ 

# Discrete Full-Order Estimator:

$$\mathbf{x}[k+1] = \Phi \mathbf{x}[k] + \Gamma u[k]$$

$$y[k] = \mathbf{H} \mathbf{x}[k]$$

$$\mathbf{\bar{x}}[k+1] = \Phi \mathbf{\bar{x}}[k] + \Gamma u[k] + \mathbf{L} \left[ y[k] - \mathbf{H} \mathbf{\bar{x}}[k] \right]$$

$$\mathbf{\tilde{x}}[k+1] = \left( \Phi - \mathbf{L} \mathbf{H} \right) \mathbf{\tilde{x}}[k] \qquad (\mathbf{\tilde{x}} = \mathbf{x} - \mathbf{\bar{x}})$$

If the system is observable, 
$$\mathcal{O} = \begin{bmatrix} H \\ H\Phi \\ H\Phi^2 \\ \vdots \\ H\Phi^{n-1} \end{bmatrix} \text{ is full-rank}$$

$$\Rightarrow$$
 det  $(z\mathbf{I} - \Phi + \mathbf{L}\mathbf{H}) = \alpha_e(z)$ 

Franklin et al. 02

© Feng-Li Lian 2005

Design of Real-Time Control Systems

NTU-EE

#### Hardware Characteristics

DT Design - 34

## Hardware Characteristics:

- A/D Converters
- D/A Converters
- Anti-Alias Prefilters
- The Computer
- Word-Size Effects
- Sample-Rate Selection