

Non-linear control system

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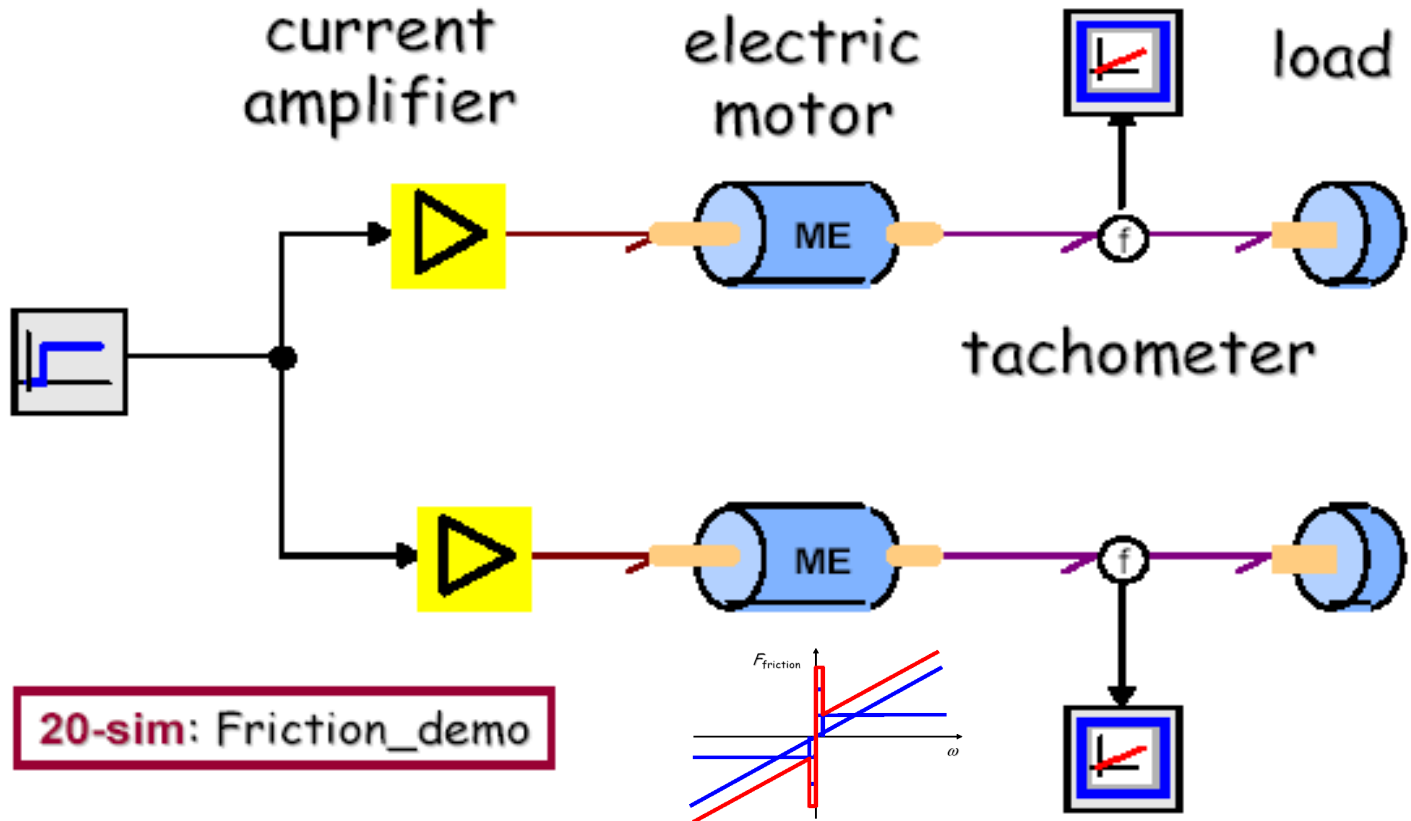
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- ❑ Reasons for the presence of non-linear elements
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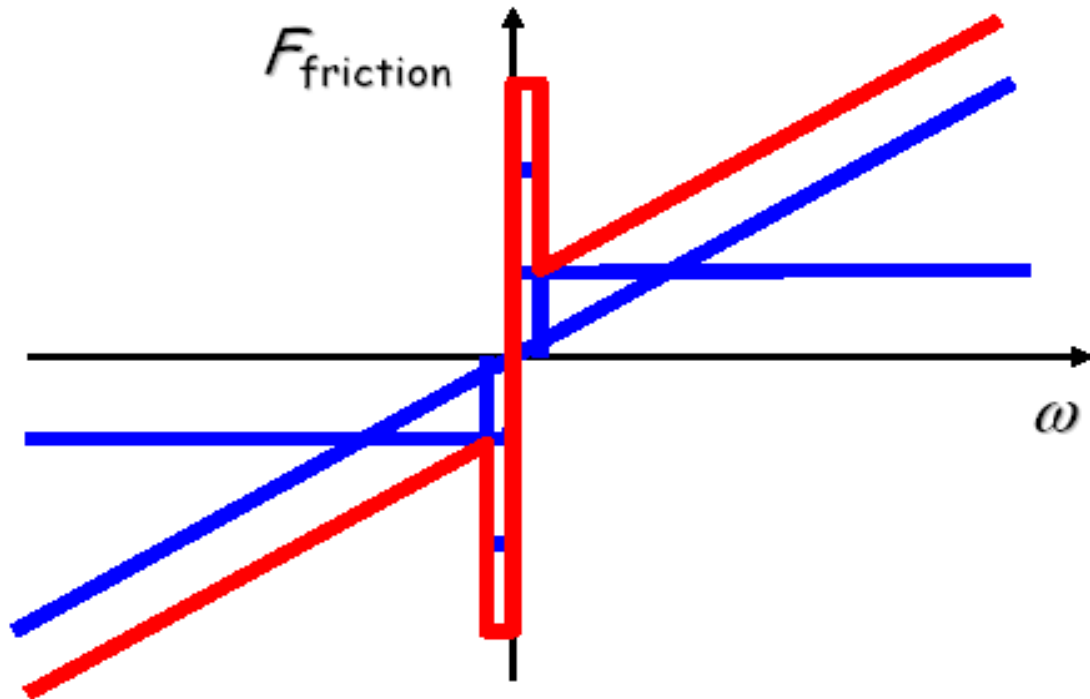
Examples of non-linearity

- Friction in a mechanical system
- Saturation in an amplifier
- Switching elements, e.g. in
thermostats.
- Operating-point-dependent
parameters

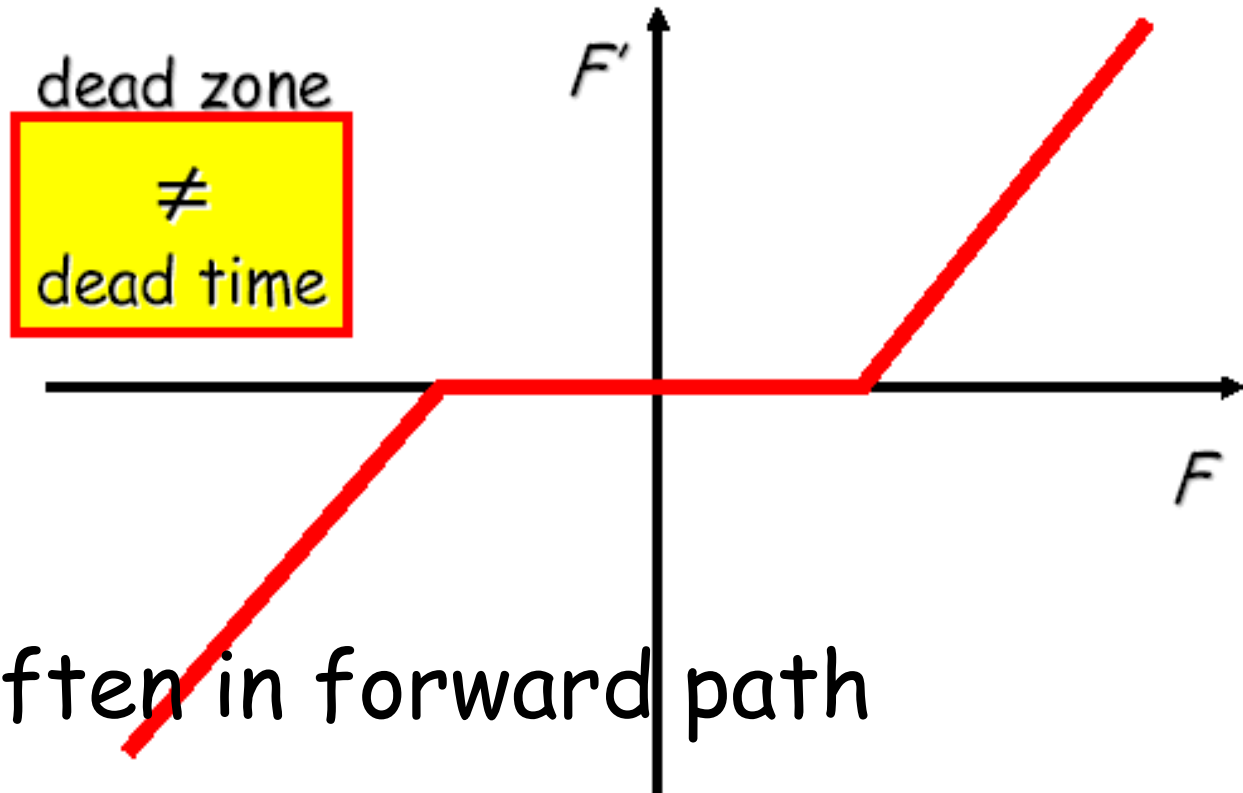
Mechanical friction



Friction characteristic



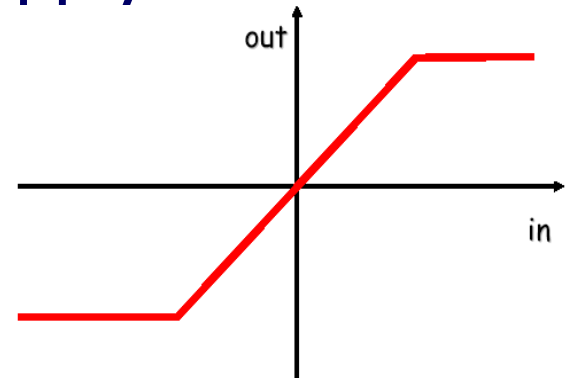
Dead zone



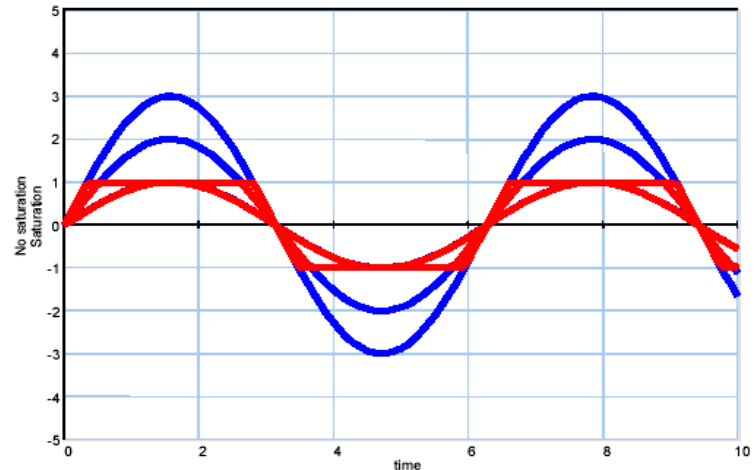
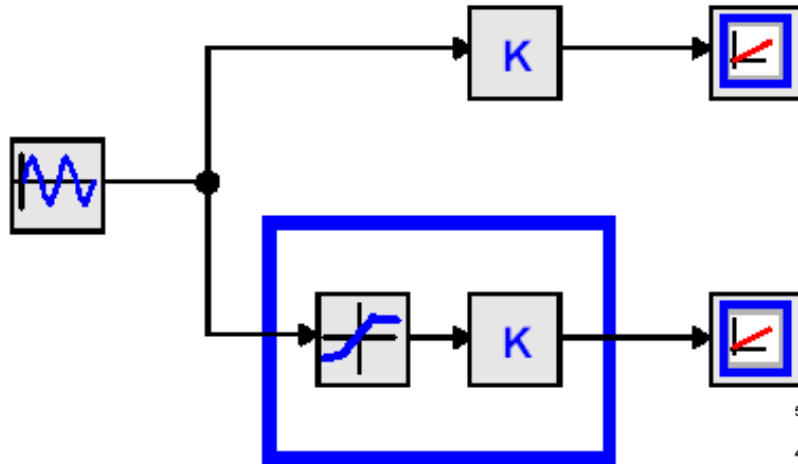
Saturation

- Due to

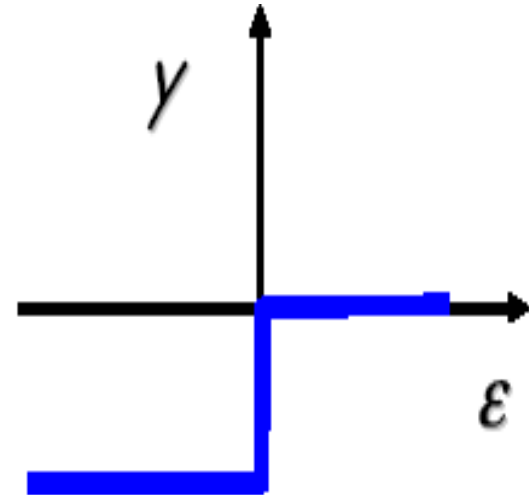
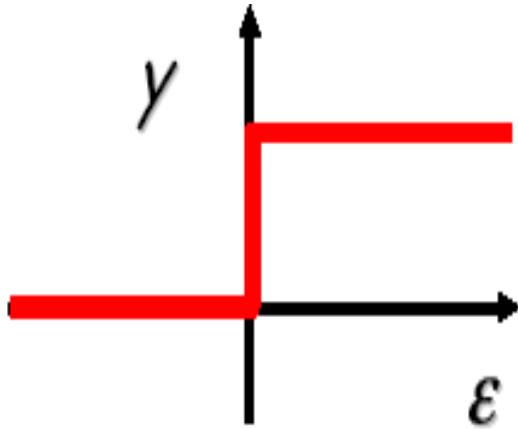
- maximum valve opening reached
- output voltage of an amplifier limited by voltage of power supply
- end stop



Saturation in amplifier



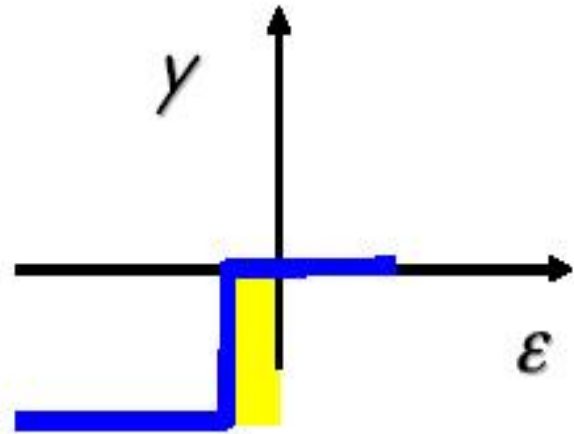
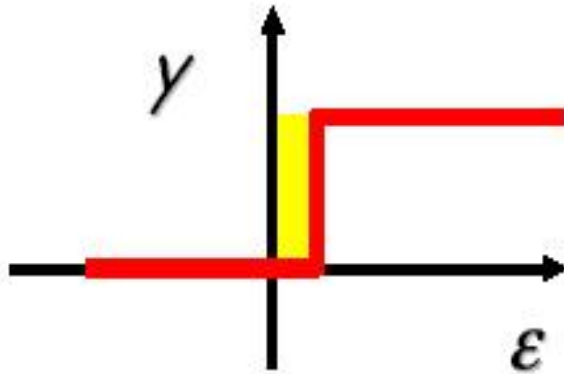
Thermostat (恒温器)



relay:
if $x > 0$, $y = y_{\max}$
else $y = 0$.

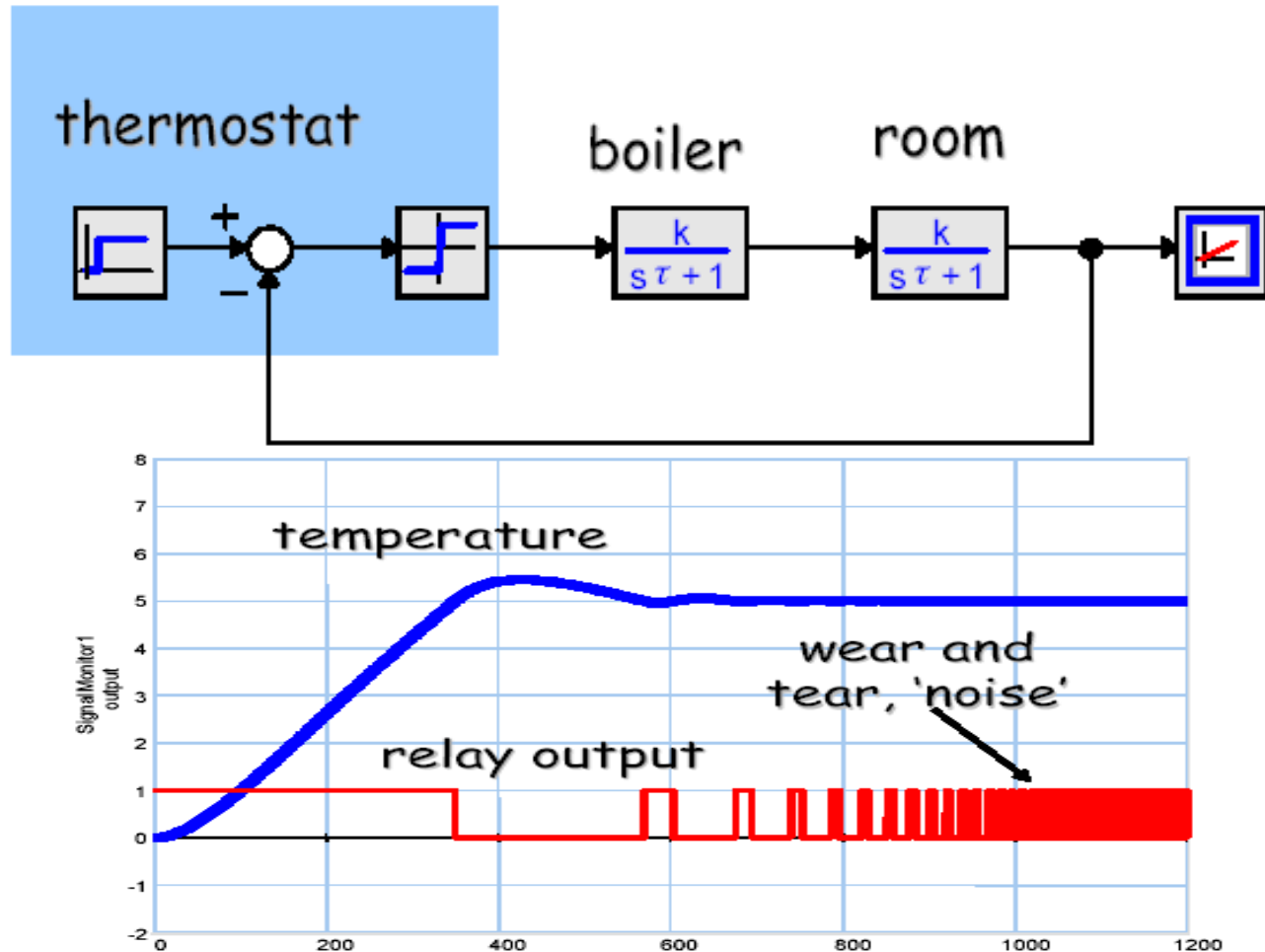
different control systems
for heating and cooling

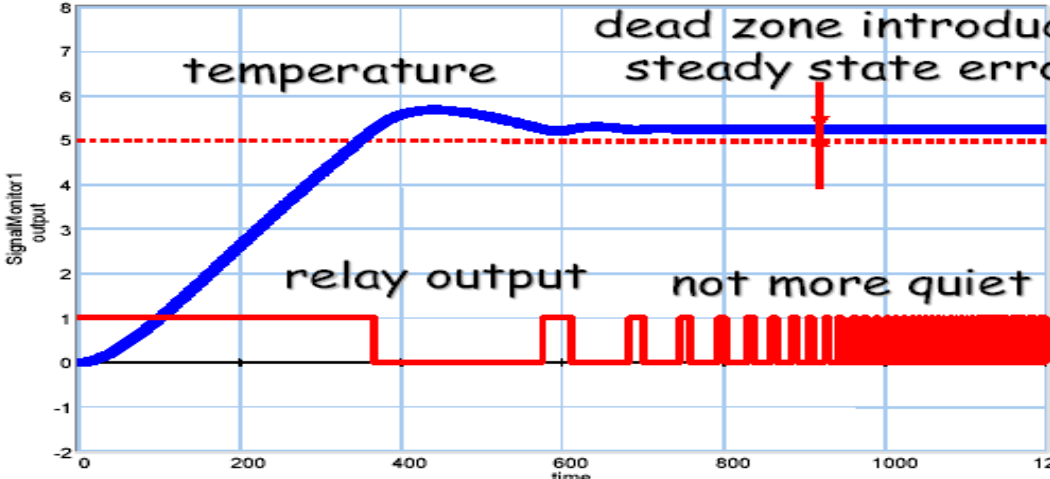
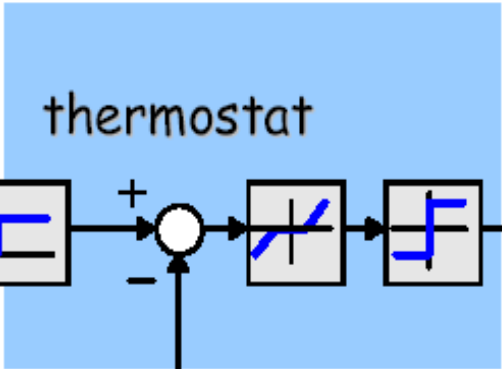
Thermostat with dead zone



It makes no sense to damp the overshoot caused by the heating systems or by switching on the air conditioning

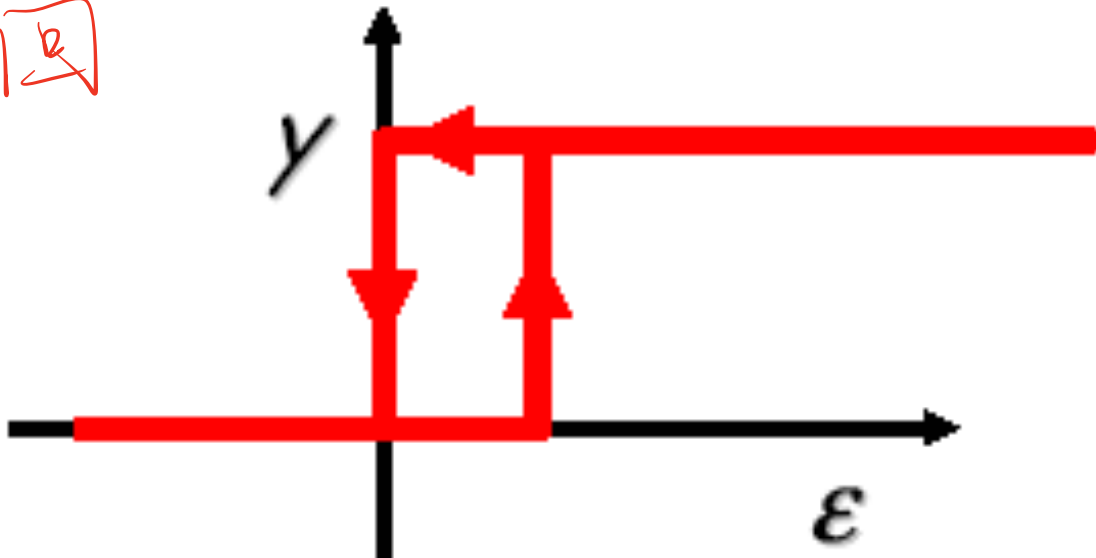
Room control



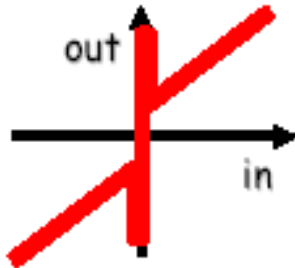


Relay plus Hysteresis

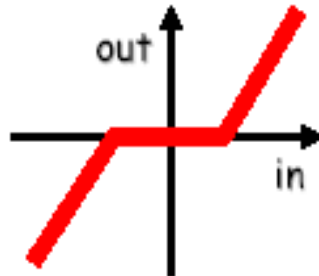
滞回



Overview



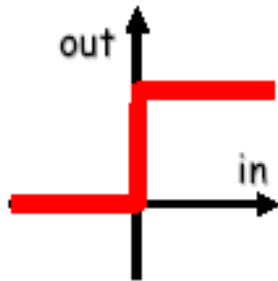
friction



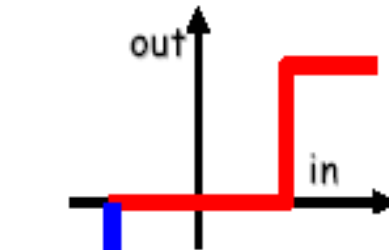
dead zone/band



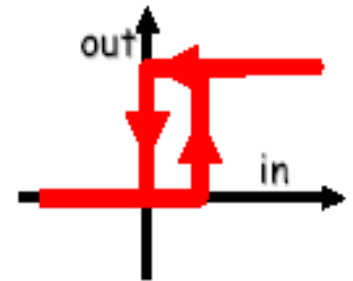
saturation



relay



relay with
dead zone



relay with
hysteresis

Why non-linearities ?

- Sometimes it is difficult or too expensive to make a linear system

摩擦

- friction, saturation

饱和

- sometimes wanted

- safety (maximum relay)

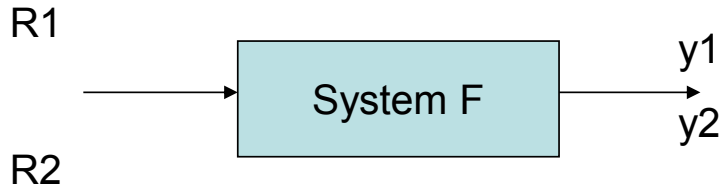
- It is cheap

- relay is a cheap power amplifier, e.g. thermostat, integrated with other functions: sensing, set-point

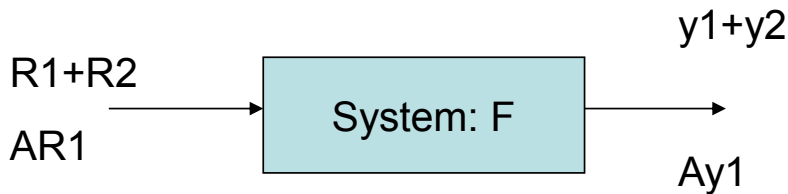
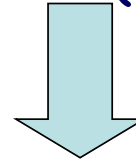
Linear or non-linear

- Linear system: a linear system is a system to which the principle of superposition (叠加原理) applies.
- Non-linear system: A non-linear system is not linear; that is, a nonlinear system doesn't use superposition principle.

Linearity Principle



$$y1(t) = F(t)R1(t)$$
$$y2(t) = F(t)R2(t)$$

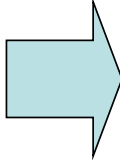


$$y1+y2 = F(t) (R1+R2)$$
$$y1 = F(t) AR1 = Ay1$$

Linear system

Examples of non-Linearity

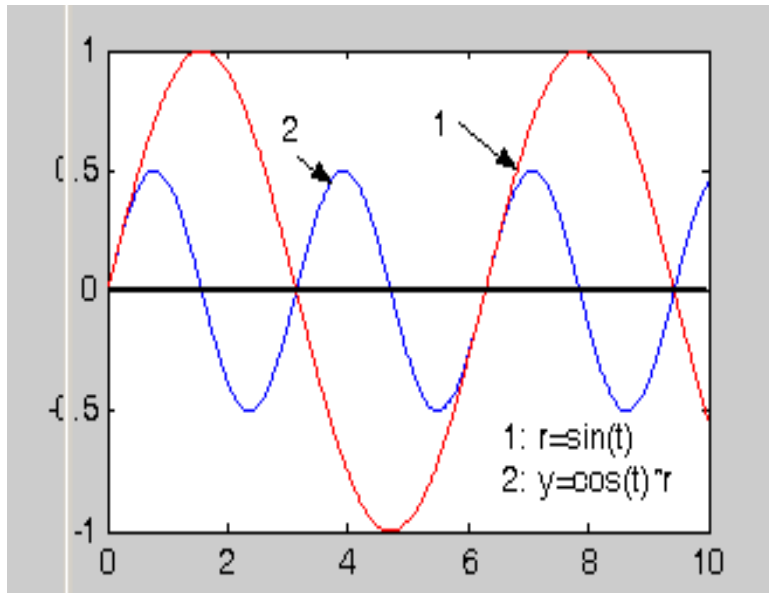
Examples:

- | | | | |
|----|-------------------------------|---|---|
| 1. | $y(t) = \cos(at) \times r(t)$ | | $Y(s) = \frac{as}{s^2 + a^2} \times R(s)$ |
| 2. | $y(t) = kr(t)$ |  | $Y(s) = kR(s)$ |
| 3. | $y(t) = \cos[w \bullet r(t)]$ | | $Y(s) = \ell\{\cos[w \bullet r(t)]\}$ |

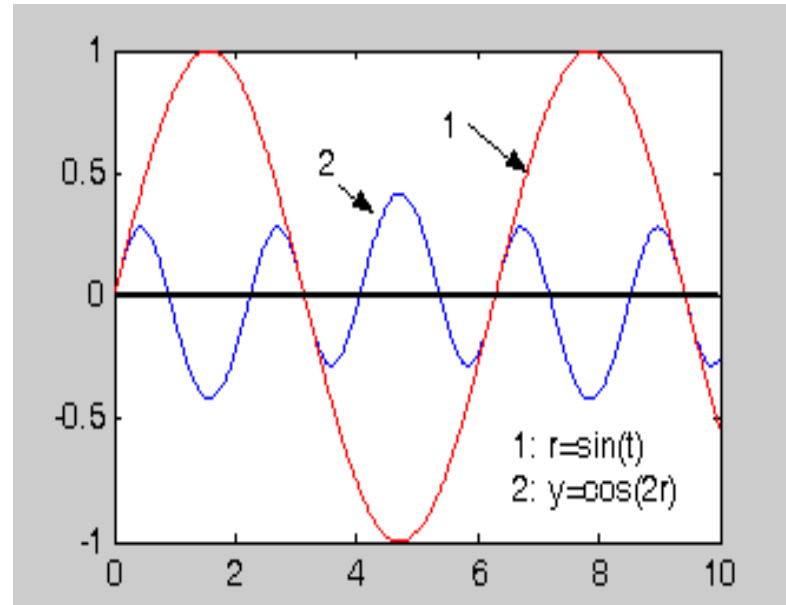
Notes: 1 and 2 are linear systems.
3 is a non-linear system

Examples of non-Linearity

$$y(t) = \cos(at) \times r(t)$$



$$y(t) = \cos[w \cdot r(t)]$$



Notes: 1 are linear.

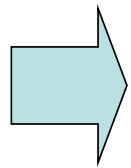
3 is a non-linear

Examples

Examples: the equation of a non-linear system is:

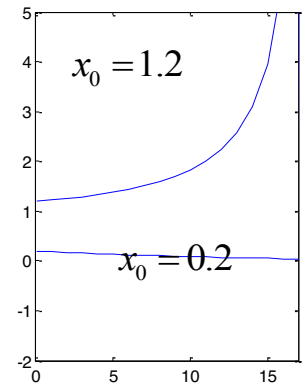
$$\dot{x} = -x(1-x) \quad \dot{x} = 0 \Rightarrow \text{equilibrium} \quad x = 0; \quad x = 1$$

Solutions



$$\frac{x}{1-x} = ce^{-t}, \quad c = \frac{x_0}{1-x_0}$$

$$\text{so} \quad x(t) = \frac{x_0 e^{-t}}{1-x_0 + x_0 e^{-t}}$$



Notes

Different initial value

$$\dot{x} = -x(1-x) \quad \dot{x} = 0 \Rightarrow \text{equilibrium} \quad x = 0; \quad x = 1$$

□ Notes:

1. The response depends on the initial value.
2. There is stable oscillation in the non-linear system.
3. The output of nonlinear system due to sinusoid input is complex

Unwanted non-linearity

- ❑ Behavior of a good feedback system is only determined by the elements in the feedback path.
- ❑ High gain feedback can compensate for unwanted non-linearity, such as friction.