Control Systems Programming

Stanislav Tomashevich

tomashevich.stanislav@gmail.com

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 Get the first derivative

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 $\frac{du}{dt^2} = -\sin t$
 $\frac{du}{dt^2} = -u(t)$

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Get the first derivative

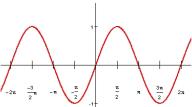
$$\frac{du}{dt} = \cos t$$

Get the second derivative

$$\frac{du}{dt^2} = -\sin t$$

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Sine Function



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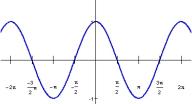
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Get the second derivative

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Cosine Function



sin cos

$$\sin \cos \frac{du}{dt^2} = -u(t)$$

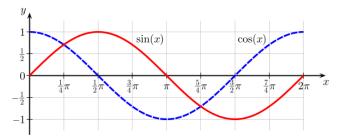
$$\sin \qquad \cos
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How to distinguish a sine and cosine?

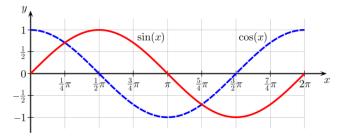
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How to distinguish a sine and cosine?



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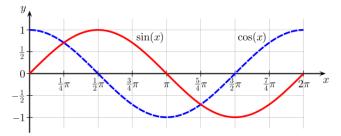
How to distinguish a sine and cosine?



Oscillator can also have a different phase

$$\sin \cos \frac{du}{dt^2} = -u(t) \qquad \frac{du}{dt^2} = -u(t)$$
Histograph a sine and cosine?

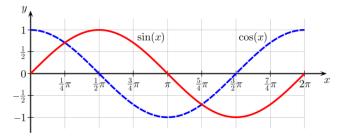
How to distinguish a sine and cosine?



Oscillator can also have a different phase, frequency

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How to distinguish a sine and cosine?

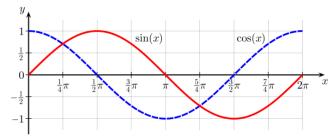


Oscillator can also have a different phase, frequency, amplitude

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distinguish a sine and cosine?

How to distinguish a sine and cosine?



Oscillator can also have a different phase, frequency, amplitude, bias...

Lets generate $y(t) = \sin 2t$

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 Lets generate $y(t)=10e^{-t}$

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$$y=u-\alpha\dot{y}$$

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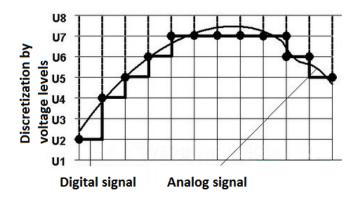
$$\dot{y}(t)=-y(t)$$
Lets generate $y(t)=10-e^{-t}$

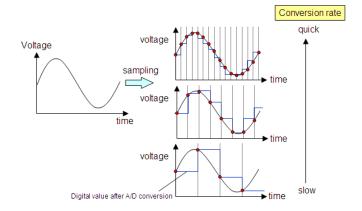
$$y=u-\alpha\dot{y}$$

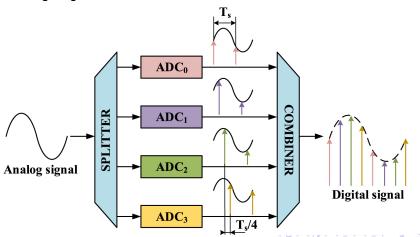
$$\dot{y}(t)=e^{-t}\rightarrow y(t)=-e^{-t}$$

Analog

Analog Digital





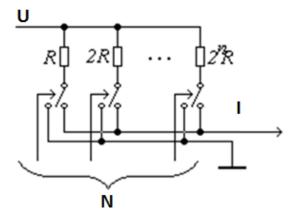


Digital

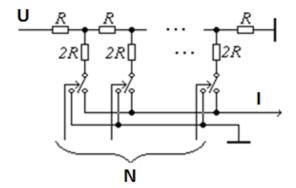
Digital Analog

Digital Analog Converter

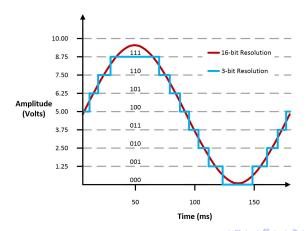
Digital Analog Converter



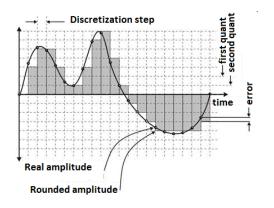
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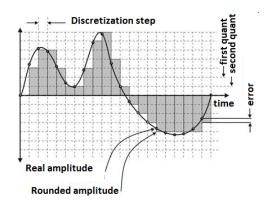
Digital Analog Converter



Discretization



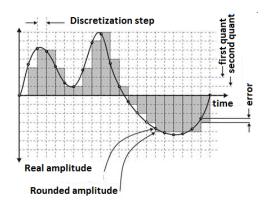
Discretization



$$\Delta t \rightarrow C = \text{discrete}$$



Discretization



$$\Delta t \rightarrow C = \text{discrete}$$

$$\Delta t \rightarrow 0 \approx \text{continuous}$$



$$\frac{y(t)}{u(t)} = \frac{1}{s}$$

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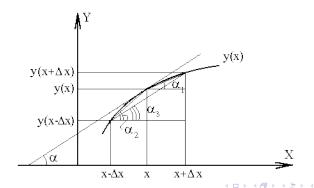
$$\dot{x} = u, \quad y = x$$

$$\frac{y(t)}{u(t)} = \frac{1}{s}$$

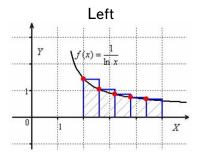
$$\dot{x} = u, \quad y = x$$

$$\frac{dx}{dt} = u \Rightarrow dx = udt$$

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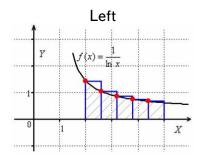


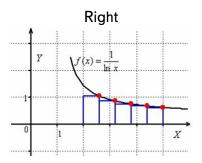
Rectangle method



$$y[k] = y[k-1] + u[k-1]\Delta t$$
 (1)

Rectangle method

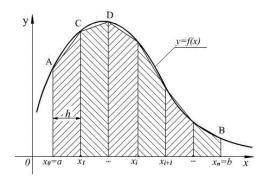




$$y[k] = y[k-1] + u[k-1]\Delta t$$
 (1) $y[k] = y[k]$

$$y[k] = y[k-1] + u[k]\Delta t$$
 (2)

Trapezium method



$$y[k] = y[k-1] + (u[k] + u[k-1])\frac{\Delta t}{2}$$
 (3)

C++ classes

```
class Student {
    std::string name;
    std::string last_name;
    int scores[5];
    float average_score;
};
```

It allows you to describe a typical object, its internal parameters and how to interact with other objects.

Student student;

An object can be defined as an instance of it's class. We can also view classes and objects in terms of data types and variable names, where the **class name** is the data type and the **object** is the variable name.

```
class Book {
 private:
    int year; //private member
    double price; //private member
 public:
    string title; //public member
    void printBook(); //public method
    void setPrice(double p); //public method
    void setYear(int y); //public method
};
```

```
void Book::setPrice(double p) {
  price = p;
void Book::setYear(int y) {
  year = y;
void Book::printBook() {
  cout << "Title: " << title << "\n";</pre>
  cout << "Price: " << price < "\n";</pre>
  cout << "Year: " << year << "\n";</pre>
```

18 / 22

Dynamic system model

```
class plant {
private:
    float state; // save actual state
};
```

Dynamic system model

```
class plant {
public:
    plant(float init_state) {
        state = init_state;
        // set init state
    }
private:
    float state;
};
```

Dynamic system model

```
class Plant {
public:
    float update(float input) {
        state = state * a + input * b;
        return c * state;
        // output based on state,
        // input and parameters;
private:
    float state;
    const float a = 0.1; b = 1; c = 1;
    // save parameters
};
```

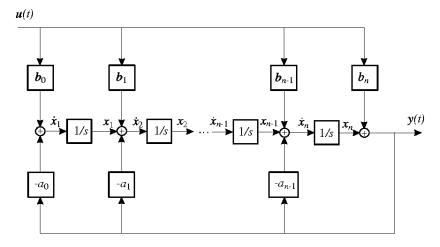
Integrator class

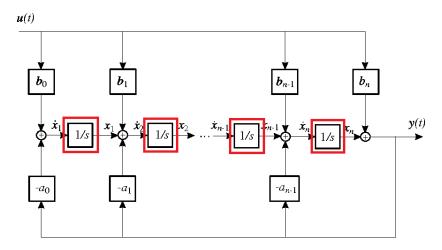
Using the trapezium method:

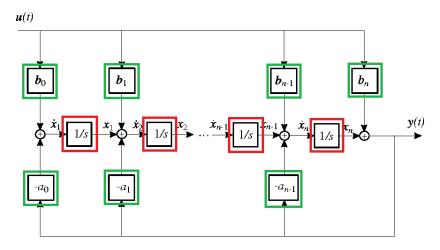
```
class Plant {
public:
    Plant(float init) { state = init; }
    float update(float input, float dt) {
        state = state +
             (prev in + input) * dt / 2;
        prev in = input;
        return state;
private:
    float state = 0; float prev in = 0;
};
```

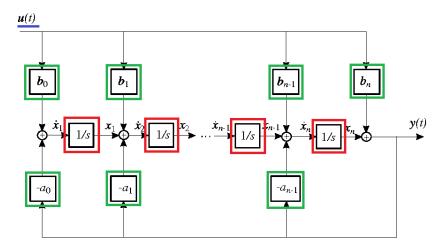
Integrator class

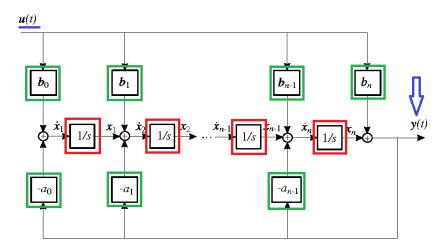
```
Plant plant(4.5);
for (int i = 0; i < 100; ++i) {
    plant.update(1);
}
plant.state = 10; // failed
cout << plant.state << "\n"; // failed</pre>
```











How to determine the order of subsequent actions to calculate y?