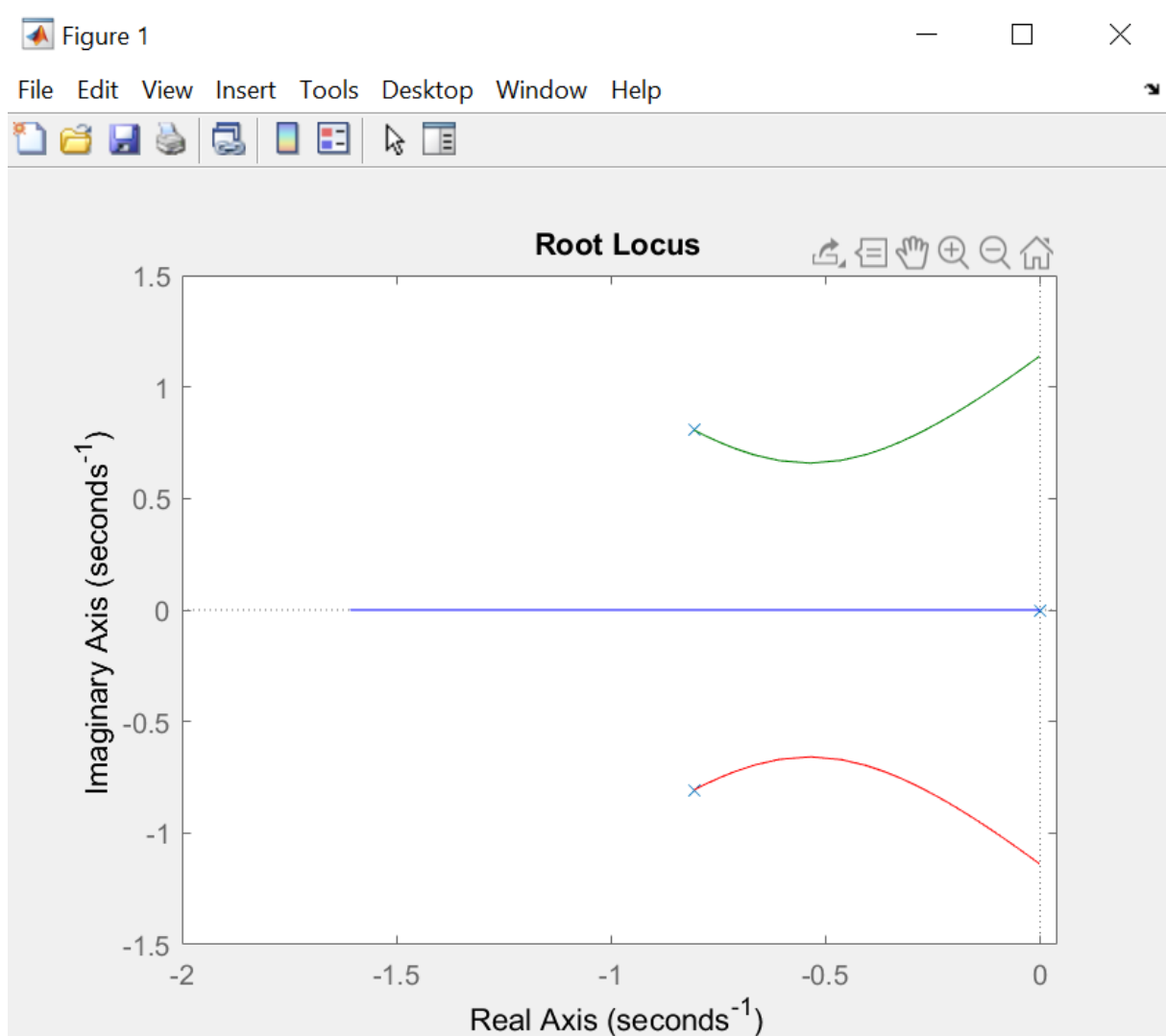
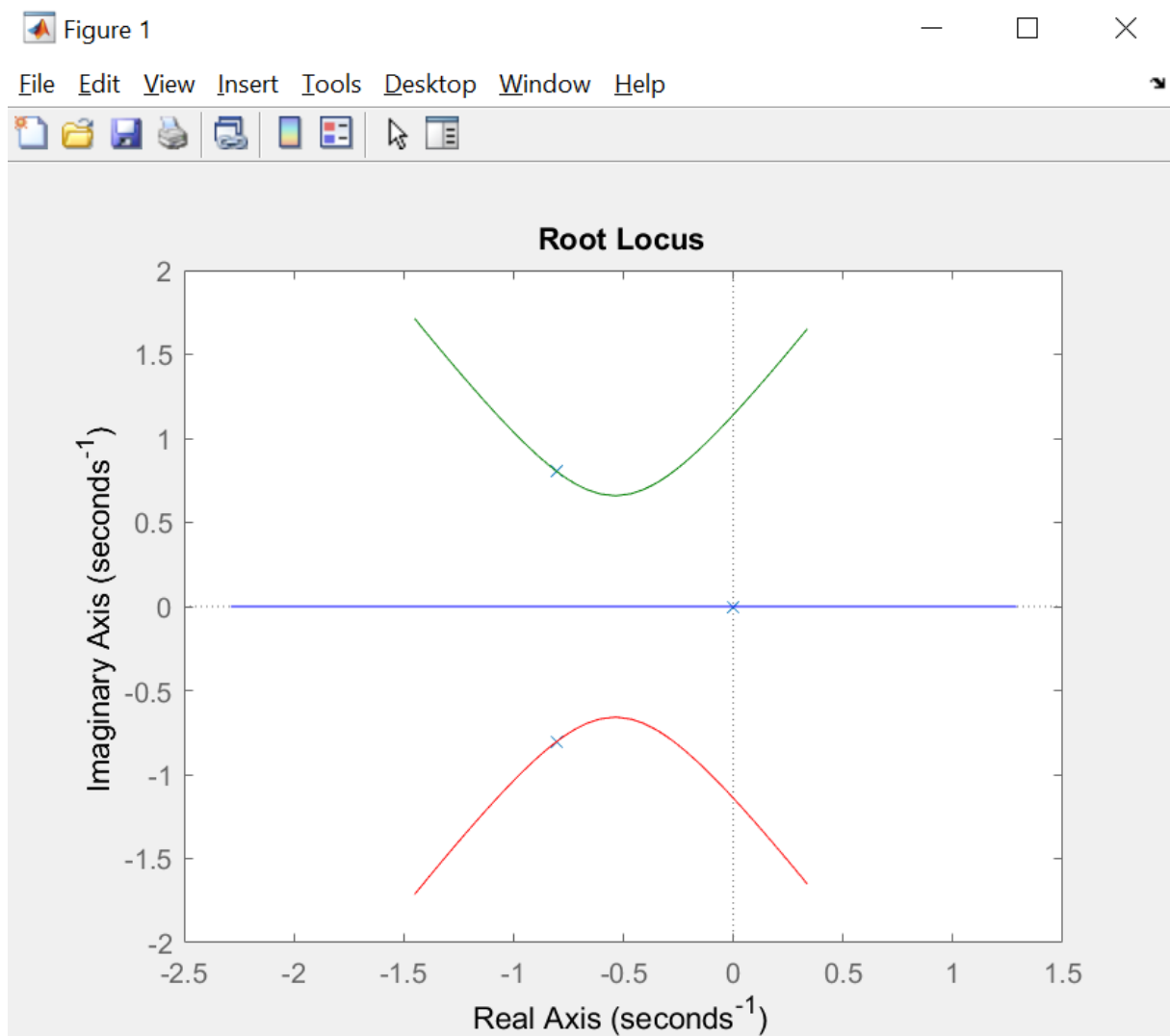


Task 2c)

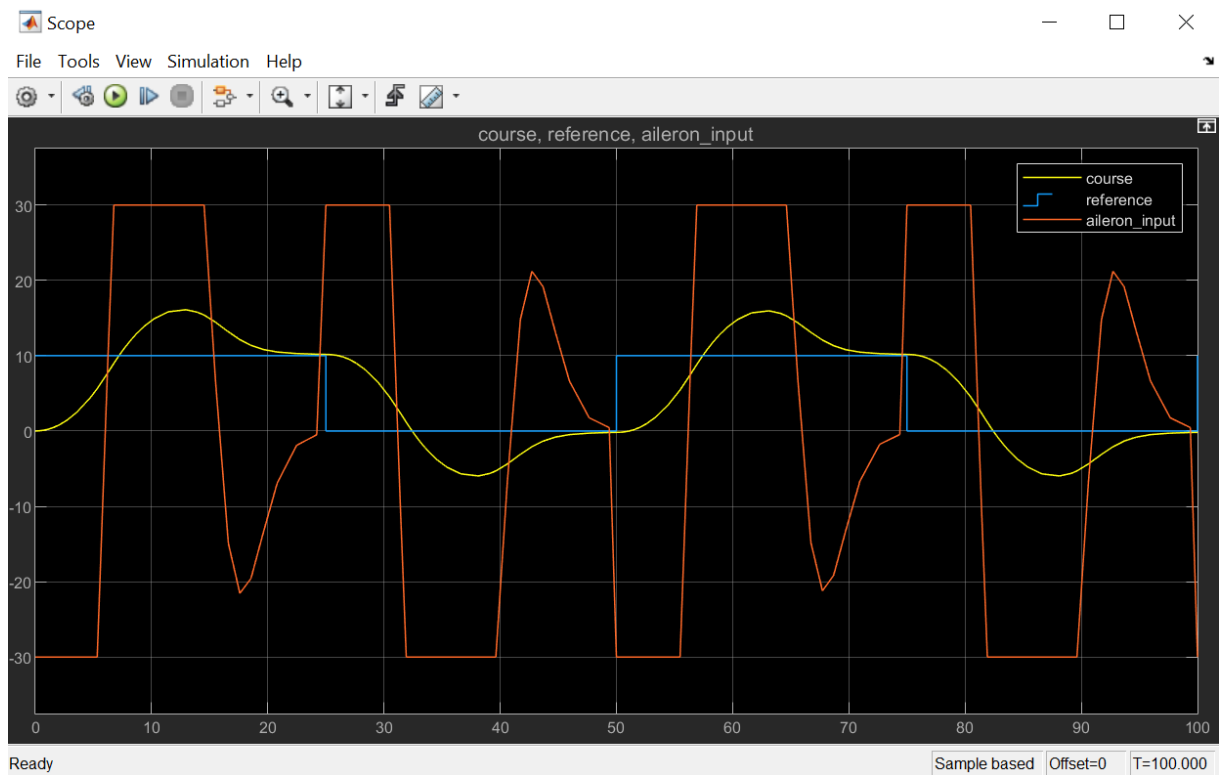
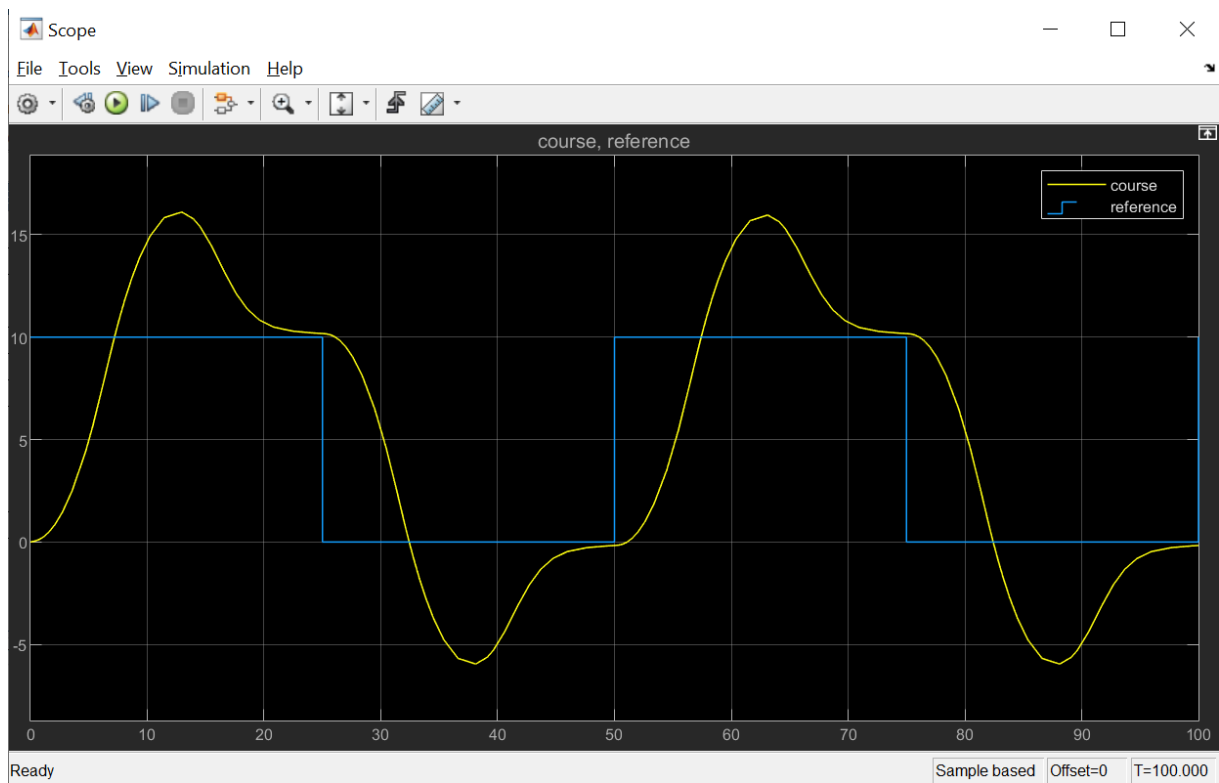


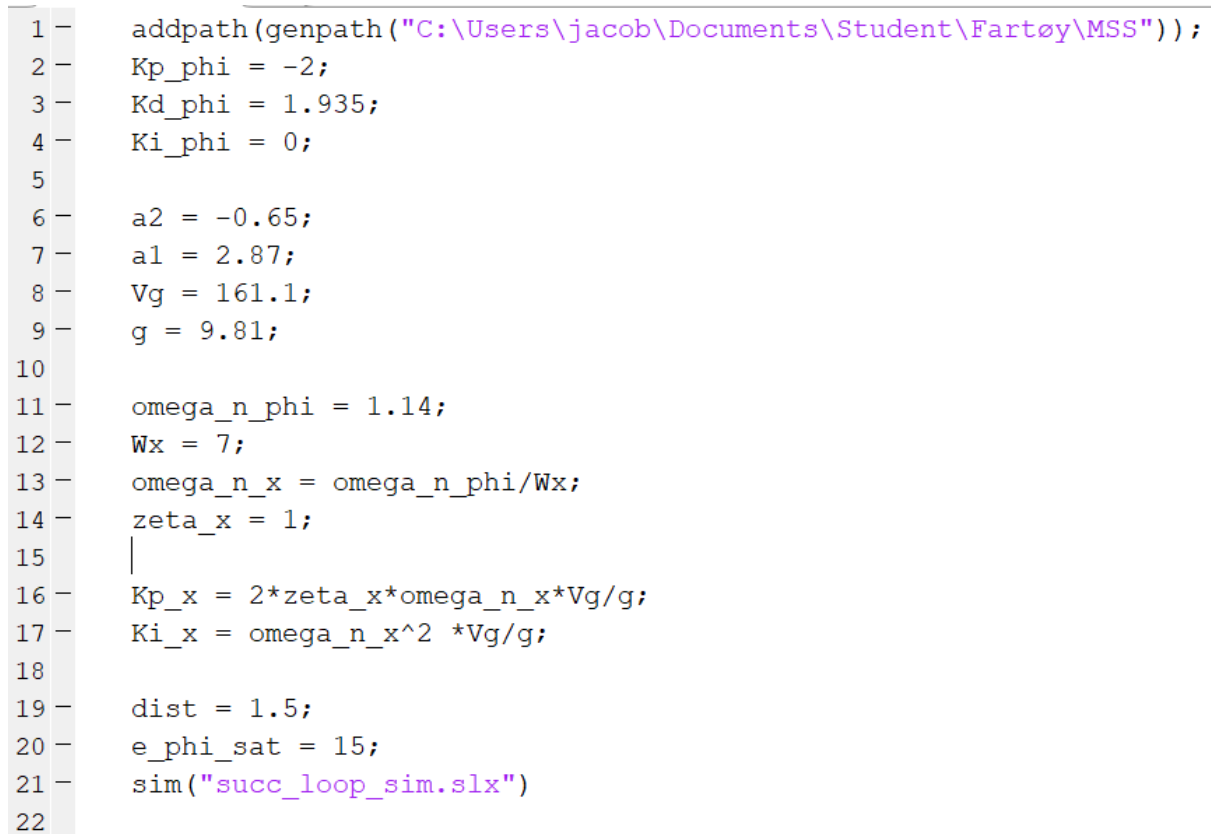
Root locust plot of range $[-3.2:0.1:0]$, as we see, -3.2 is about the limit where the system is stable.



Root locus plot of range [-10:0.1:10]

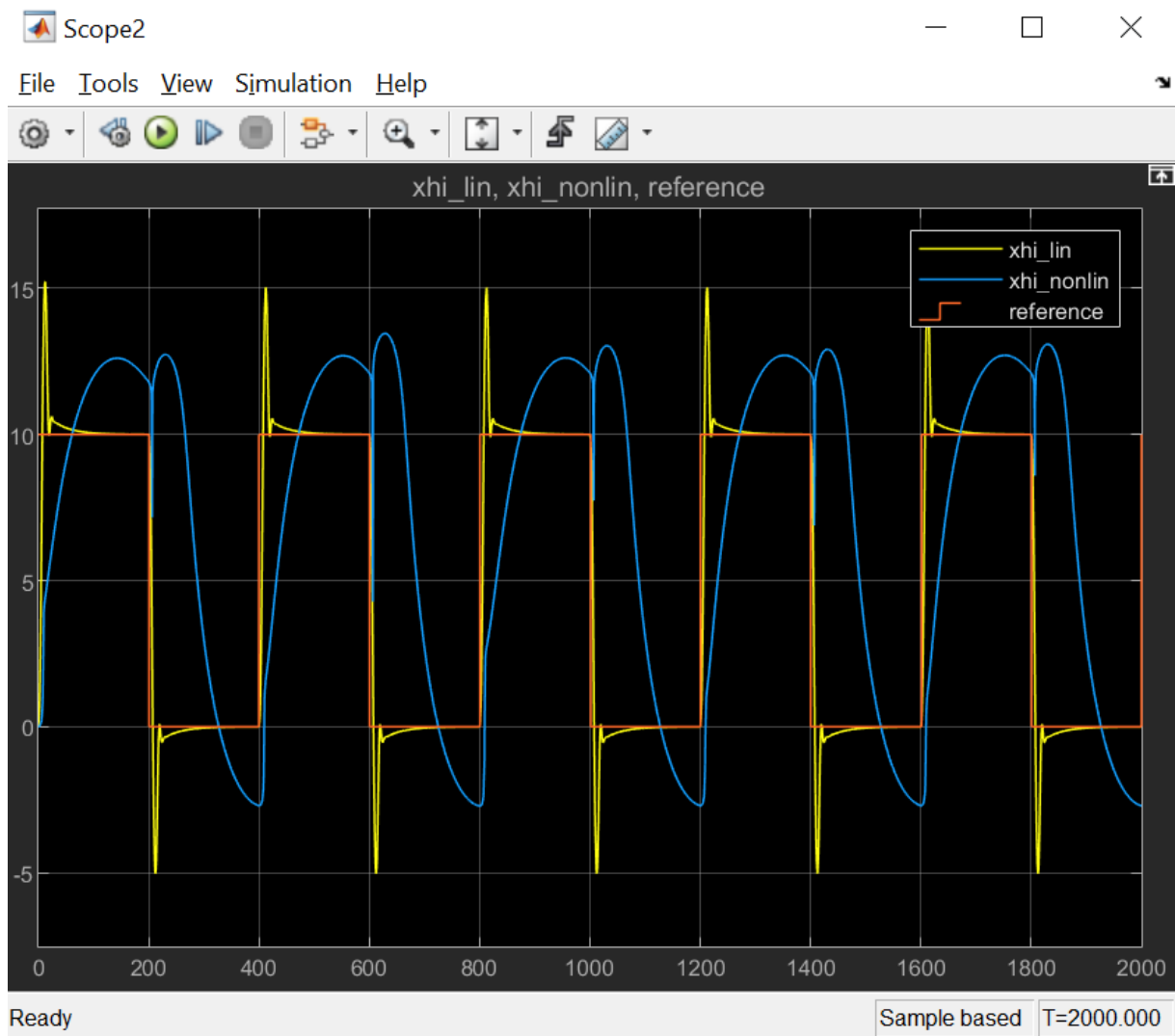
2e)

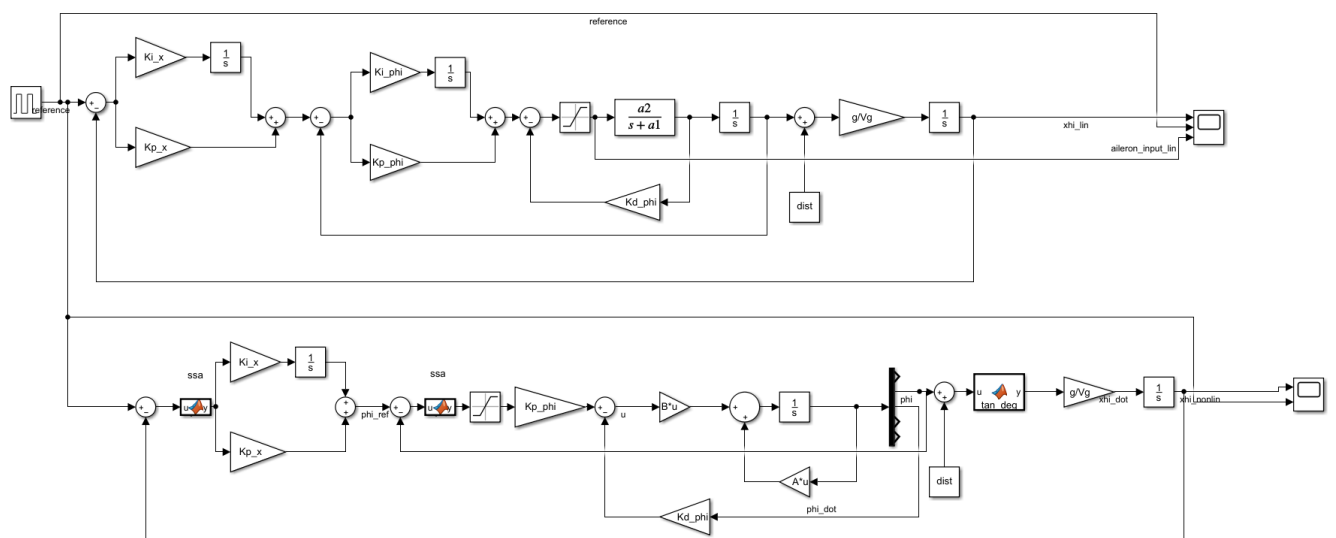
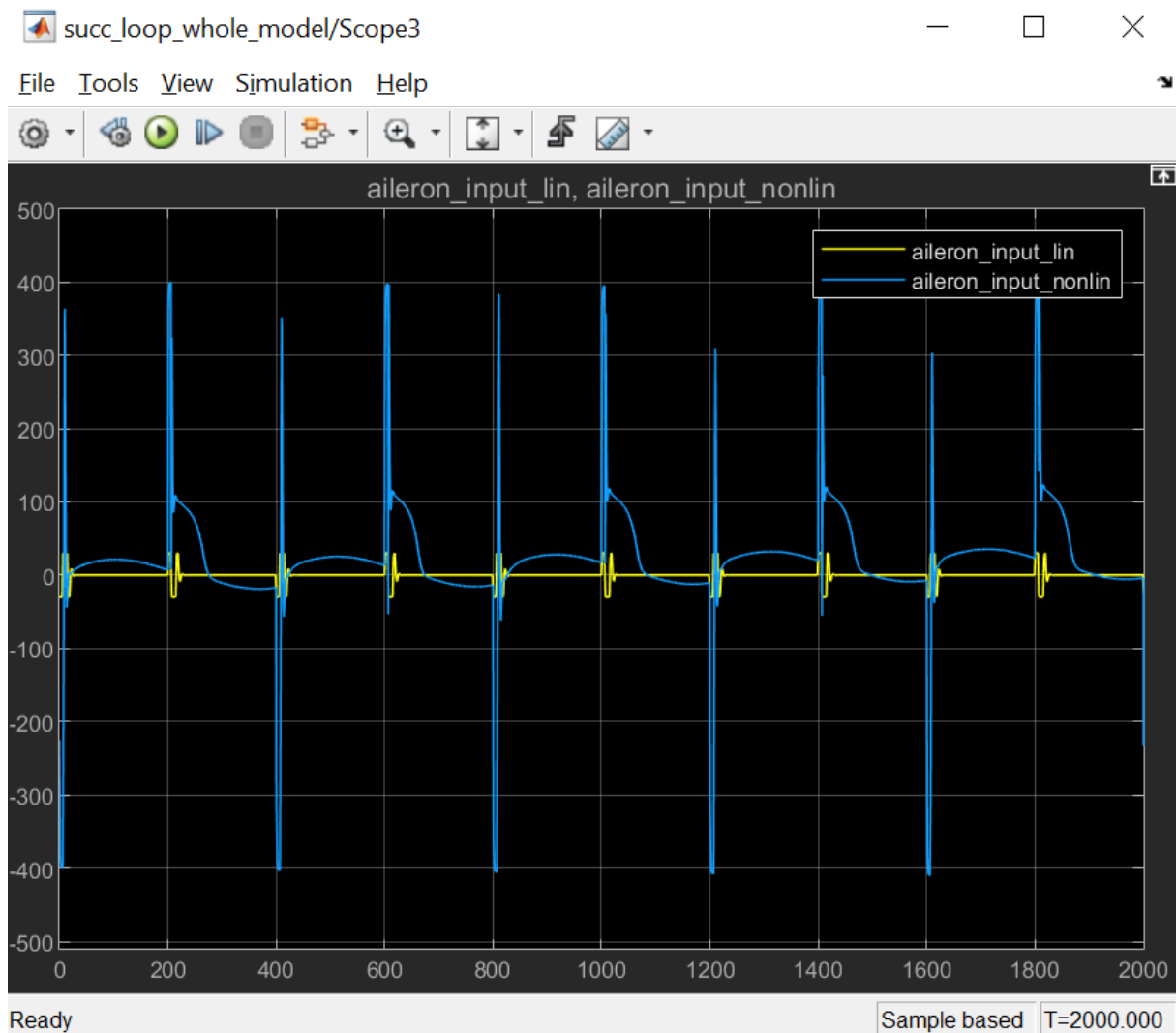



$$K_i \quad x = 0.44$$

As we see from the plots, the system reaches its reference with a lot of overshoot and after quite some time. But it is stable. Tuning it a bit I was not able to get much better results than the ones shown above. This was with tuning the W_x and the ζ_x only. The inner loop remained constant. Some tuning of the inner loop as well might give a better result.

2f)





We see that the real dynamics are much slower than the linearized ones used previously. The controller reaches its target, but much much slower. I also

didn't get the full version to work with saturation on the control-input. As we see from the aileron-plot the given u is extremely high at some points, and shows that the controller we made wouldn't work for the actual system.

(Assuming solution is correct <3)

2g)

I didn't get the simulation to converge with input-saturation so I couldn't any simulated results, but in general when you have a large error and an integral-term where the reference changes, you get integral windup. To avoid it you can have some adaptive cancellation of the i-term. For example disabling the integration-term while in the un-controllable area, or resetting the integral-value every time the reference is equal to the state.