

Week 3² - Negative feedback

Main points:

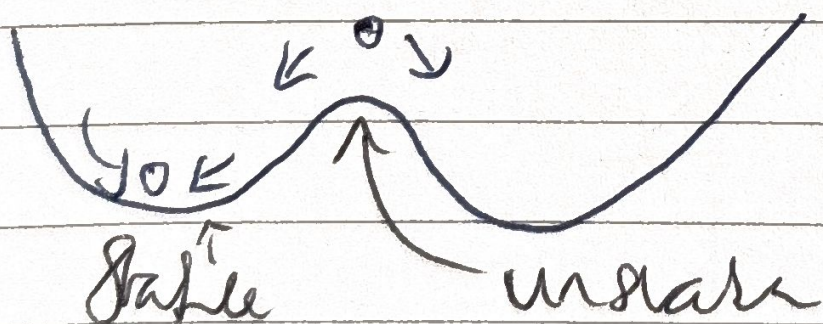
- the basic principle of negative feedback
- Neg feedback tends to lead to stability
 - ↳ Pos = instability
- Stability w/out controls
- Delays in feedback loops

today

Stable & unstable equilibria:

- Next intro to neg feedback controls

Stable equilibria vs Unstable

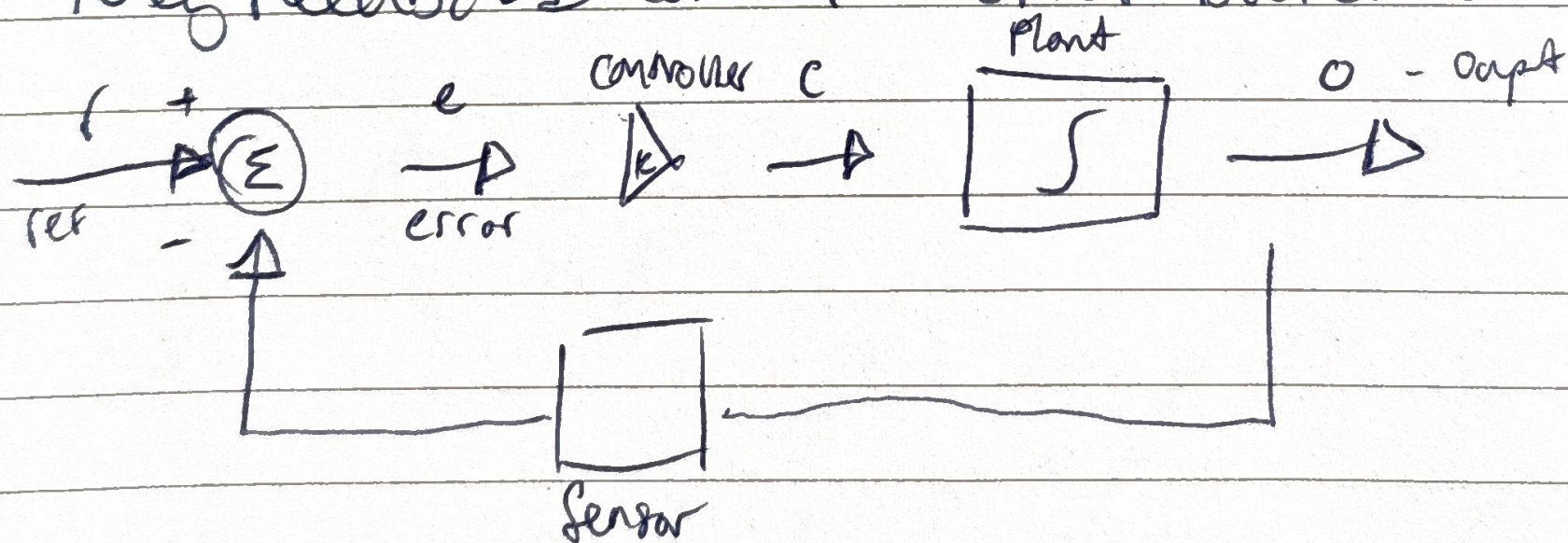


- Stable = drawn to a point
- Unstable = can be balanced by force will change point. Hard to keep @ point

- Standing up straight is an example of an unstable equilib
- An upright object w/ no stability will naturally fall
- we use negative feedback to adjust & control our upright bodies

Negative feedback control

- Controlled system often referred to as the Plant
- Output of sys = controlled variable
- Reference signal = Desired Plant output
- Neg feedback control = Error based control



- Actual output of Plant is fed back to the controller so the controller acts on the error
- $\text{error} = \text{Desired} - \text{actual}$

(3)

Sensors often have delays or imperfect

ex of feedback systems

- Drones x fluid dynamics
- self driving vehicles
- unicorns

On paper example:

$r \rightarrow o \rightarrow e \rightarrow c \rightarrow o$

$r = 10$ $k = 0.1$ $t = 0$ $o = 0$

each step the following calc takes place:

$$e = r - o$$

$$c = ke$$

$$o_{t+1} = o_t + c_t$$

t	o	e	c
0	0	10	1
1	1	9	0.9
2	1.9	8.1	0.81
3	2.71	7.29	0.729
n	10	0	0

over time the
output = the
input = 10