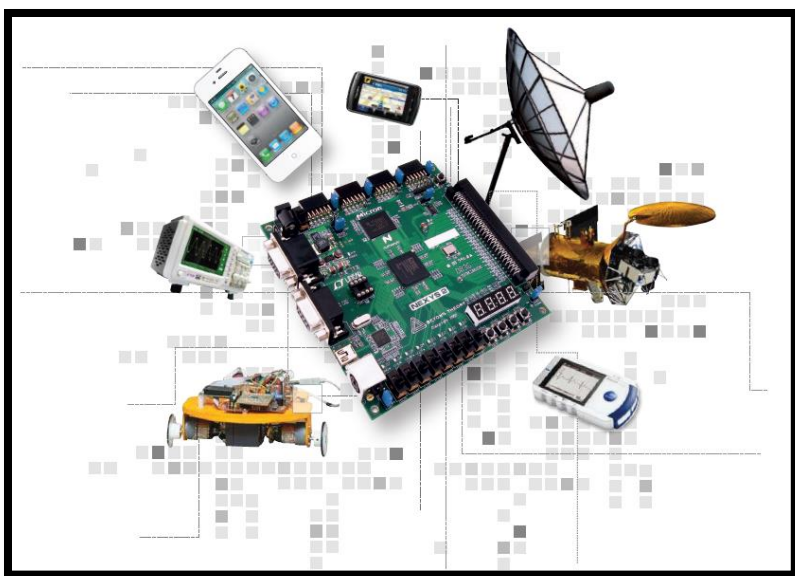


5-5-2024

# Tarea 11

Sistemas embebidos

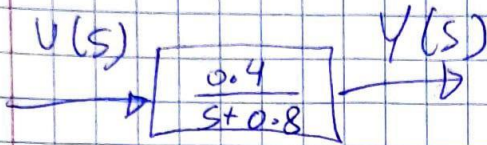


ANDRADE SALAZAR, IGNACIO  
CENTRO UNIVERSITARIO DE LOS VALLES

## Controlador PID

### Método Dormand Prince

$$\frac{Y(s)}{U(s)} = \frac{0.4}{s+0.8}$$



$$Y(s)(s+0.8) = U(s) 0.4$$

$$sY(s) + 0.8(Y(s)) = 0.4U(s)$$

$$\frac{dy(t)}{dt} + 0.8y(t) = 0.4u(t)$$

$$\frac{dy(t)}{dt} = -0.8y(t) + 0.4u(t)$$

$$f = -0.8y(t) + 0.4u(t)$$

## Código en C++

```
#include <stdio.h>
#include <math.h>

double f(double z){
    return -5*z+6;
}

main(){

    double tfin =10;
    double h=0.01;
    int n=tfin/h;

    double y[n], t[n];

    printf( format: "t \t\t\t y(t)\n\n");
    for (int i=0;i<n;i++){
        t[i]=i*h;

        double k1=h*f( z: y[i]);
        double k2=h*f( z: y[i]+k1/5);
        double k3=h*f( z: y[i]+(3*k1/40)+(9*k2/40));
        double k4=h*f( z: y[i]+44*k1/45+56*k2/15+32*k3/9);
        double k5=h*f( z: y[i]+19372*k1/6561+25360*k2/2187+64448*k3/6561-212*k4/729);
        double k6=h*f( z: y[i]+9017*k1/3168+355*k2/33+46732*k3/5247+49*k4/17-5103*k5/18656);

        y[i+1]=y[i]+35*k1/384+500*k3/1113+125*k4/192-2187*k5/6784+11*k6/84;

        printf( format: "%f \t\t%0.16f\n ",t[i],y[i]);
    }

    return 0;
}
```

## Salida en C++

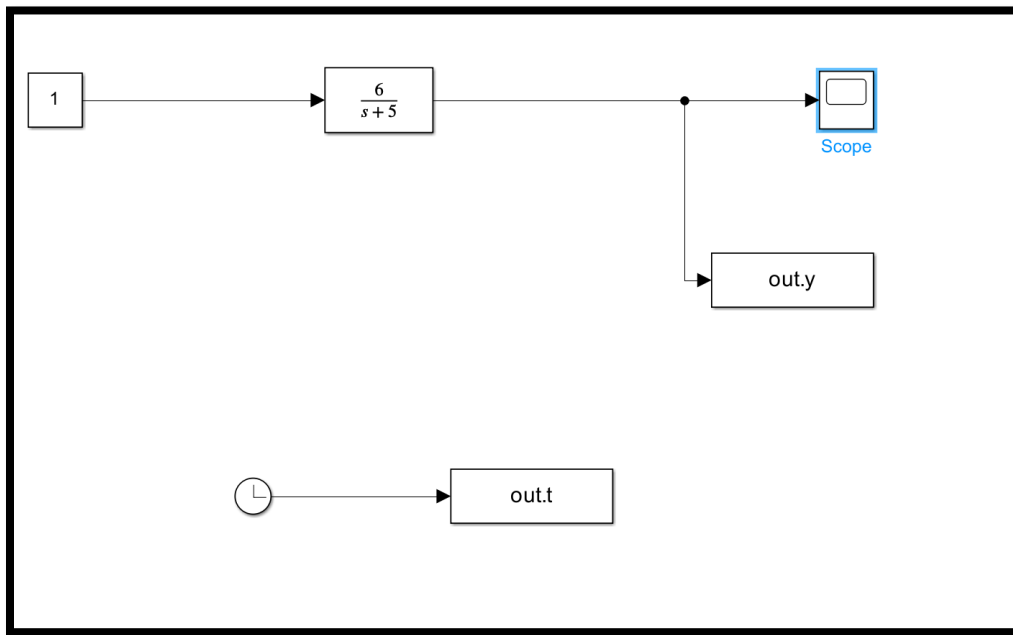
```
"C:\Users\Nacho Andrade\Desktop\IELC\7mo_semestre\Sistemas embebidos"
t          y(t)

0.000000   0.000000000000000000
0.010000   0.0573399588327602
0.020000   0.1119400252664016
0.030000   0.1639311203987338
0.040000   0.2134379094856010
0.050000   0.2605791008656489
0.060000   0.3054677306014809
0.070000   0.3482114335197197
0.080000   0.3889127012998823
0.090000   0.4276691282309152
0.100000   0.4645736452246728
0.110000   0.4997147426474597
0.120000   0.5331766825039460
0.130000   0.5650397004822364
0.140000   0.5953801983445579
0.150000   0.6242709271248869
0.160000   0.6517811615727886
0.170000   0.6779768662617554
0.180000   0.7029208537603382
0.190000   0.7266729352453429
0.200000   0.7492900639182291
0.210000   0.7708264715685997
0.220000   0.7913337986122390
0.230000   0.8108612179155013
0.240000   0.8294555527029641
0.250000   0.8471613888310661
```

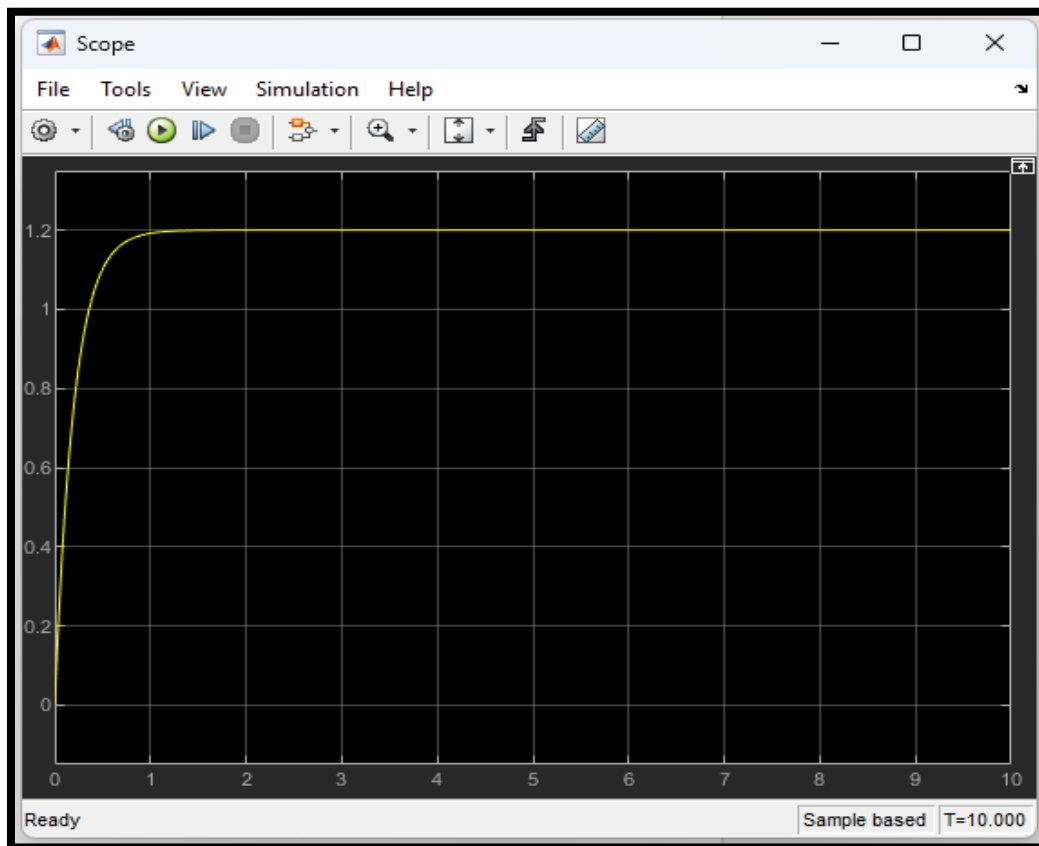
9.760000	1.1999999999999953
9.770000	1.1999999999999953
9.780000	1.1999999999999953
9.790000	1.1999999999999953
9.800000	1.1999999999999953
9.810000	1.1999999999999953
9.820000	1.1999999999999953
9.830000	1.1999999999999953
9.840000	1.1999999999999953
9.850000	1.1999999999999953
9.860000	1.1999999999999953
9.870000	1.1999999999999953
9.880000	1.1999999999999953
9.890000	1.1999999999999953
9.900000	1.1999999999999953
9.910000	1.1999999999999953
9.920000	1.1999999999999953
9.930000	1.1999999999999953
9.940000	1.1999999999999953
9.950000	1.1999999999999953
9.960000	1.1999999999999953
9.970000	1.1999999999999953
9.980000	1.1999999999999953
9.990000	1.1999999999999953

Process finished with exit code 0

## Diagrama de simulink



## Grafica saliente



## Salida en Matlab

```
>> disp([out.t,out.y]);  
0 0  
0.0100000000000000 0.0585250000000000  
0.0200000000000000 0.114195686979167  
0.0300000000000000 0.167151268162120  
0.0400000000000000 0.217524161521130  
0.0500000000000000 0.265440326893610  
0.0600000000000000 0.311019580950736  
0.0700000000000000 0.354375896804785  
0.0800000000000000 0.395617689004368  
0.0900000000000000 0.434848084630217  
0.1000000000000000 0.472165181169398  
0.1100000000000000 0.507662291812782  
0.1200000000000000 0.541428178789163  
0.1300000000000000 0.573547275319466  
0.1400000000000000 0.604099896746073  
0.1500000000000000 0.633162441365187  
0.1600000000000000 0.660807581464439  
0.1700000000000000 0.687104445043433  
0.1800000000000000 0.712118788671628  
0.1900000000000000 0.735913161915788  
0.2000000000000000 0.758547063748187  
0.2100000000000000 0.780077091326635  
0.2200000000000000 0.800557081518392  
0.2300000000000000 0.820038245521839  
0.2400000000000000 0.838569296922534  
0.2500000000000000 0.856196573503875  
0.2600000000000000 0.872964153116946  
0.2700000000000000 0.888913963899305  
0.2800000000000000 0.904085889118300  
0.2900000000000000 0.918517866901092  
0.3000000000000000 0.932245985100771  
0.3100000000000000 0.945304571535752  
0.3200000000000000 0.957726279828144  
0.3300000000000000 0.969542171055692  
0.3400000000000000 0.980781791421496  
0.3500000000000000 0.991473246135711  
0.3600000000000000 1.001643269693967  
0.3700000000000000 1.011317292728267  
0.3800000000000000 1.020519505597499
```

9.660000000000000	1.199999999999998
9.670000000000000	1.199999999999998
9.680000000000000	1.199999999999998
9.690000000000000	1.199999999999998
9.700000000000001	1.199999999999998
9.710000000000001	1.199999999999998
9.720000000000001	1.199999999999998
9.730000000000000	1.199999999999998
9.740000000000000	1.199999999999998
9.750000000000000	1.199999999999998
9.760000000000000	1.199999999999998
9.770000000000000	1.199999999999998
9.779999999999999	1.199999999999998
9.790000000000001	1.199999999999998
9.800000000000001	1.199999999999998
9.810000000000000	1.199999999999998
9.820000000000000	1.199999999999998
9.830000000000000	1.199999999999998
9.840000000000000	1.199999999999998
9.850000000000000	1.199999999999998
9.859999999999999	1.199999999999998
9.870000000000001	1.199999999999998
9.880000000000001	1.199999999999998
9.890000000000001	1.199999999999998
9.900000000000000	1.199999999999998
9.910000000000000	1.199999999999998
9.920000000000000	1.199999999999998
9.930000000000000	1.199999999999998
9.940000000000000	1.199999999999998
9.950000000000001	1.199999999999998
9.960000000000001	1.199999999999998
9.970000000000001	1.199999999999998
9.980000000000000	1.199999999999998
9.990000000000000	1.199999999999998
10.000000000000000	1.199999999999998