## 1 Espaces d'états

$$U(s) \xrightarrow{p \text{ signaux}} G(s) \xrightarrow{r \text{ signaux}} Y(s)$$

$$u(t) \xrightarrow{u} \begin{array}{c} x = Ax + Bu \\ y = Cx + Du \end{array} \qquad y = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_r \end{bmatrix}$$

$$u = \begin{bmatrix} u_1 \\ u_2 \\ \vdots \\ u_r \end{bmatrix} \xrightarrow{p} \qquad y = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_r \end{bmatrix}$$

$$n \xrightarrow{A} \begin{array}{c} A \\ n \times n \end{array} \qquad B \\ n \times p \end{array}$$

$$r \xrightarrow{C} \begin{array}{c} C \\ r \times n \end{array} \qquad D \\ r \times p \end{array}$$

**1.1** 
$$A, B, C, D \longrightarrow G$$

$$G(s) = C(sI - A)^{-1}B + D$$
  
 $G(z) = C_n(zI - A_n)^{-1}B_n + D_n$ 

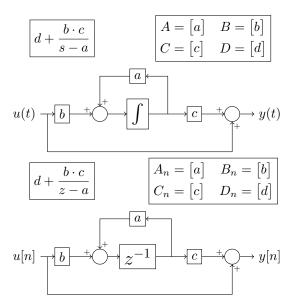
1.1.1 Gain haute fréquence

$$\lim_{s\to\infty}G(s)=D$$

1.1.2 Gain basse fréquence

$$G(0) = -CA^{-1}B + D$$

# **1.2** $G(s)/G(z) \longleftrightarrow A, B, C, D$



### 1.3 Mise en cascade

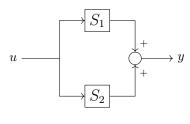
$$u \longrightarrow S_1 \longrightarrow g$$

$$S_{tot} = S_2(s) \cdot S_1(s) \qquad \text{ordre important}$$

$$A_{tot} = \begin{bmatrix} A_1 & 0 \\ B_2C_1 & A_2 \end{bmatrix} \qquad B_{tot} = \begin{bmatrix} B_1 \\ B_2D_1 \end{bmatrix}$$

$$C_{tot} = \begin{bmatrix} D_2C_1 & C_2 \end{bmatrix} \qquad D_{tot} = D_2D_1$$

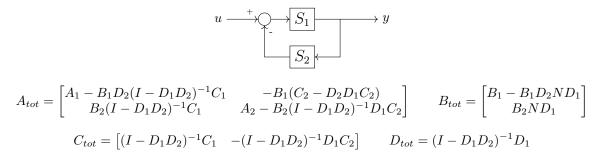
### 1.4 Mise en parallèle



$$S_{tot}(s) = S_1(s) + S_2(s)$$

$$A_{tot} = \begin{bmatrix} A_1 & 0 \\ 0 & A_2 \end{bmatrix} \qquad B_{tot} = \begin{bmatrix} B_1 \\ B_2 \end{bmatrix}$$
$$C_{tot} = \begin{bmatrix} C_1 & C_2 \end{bmatrix} \qquad D_{tot} = D_1 + D_2$$

#### 1.4.1 Mise en contre-réaction 1



#### 1.4.2 Mise en contre-réaction 2

