

# Control Systems

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## CONTENTS

**Abstract**—This manual is an introduction to control systems based on GATE problems. Links to sample Python codes are available in the text.

Download python codes using

## 1 STABILITY

### 1.1 Second order System

1.1. Let the state-space representation of an LTI system be.

$$\begin{aligned}\dot{x}(t) &= Ax(t) + Bu(t) \\ y(t) &= Cx(t) + Du(t)\end{aligned}$$

A, B, C are matrices, D is scalar, u(t) is input to the system and y(t) is output to the system. let

$$b1 = \begin{bmatrix} 0 & 0 & 1 \end{bmatrix} \quad (1.1.1)$$

$$b1^T = B \quad (1.1.2)$$

and D=0. Find A and C.

$$H(s) = \frac{1}{s^3 + 3s^2 + 2s + 1} \quad (1.1.3)$$

**Solution:**

As we know that

$$Y(s) = H(s) \times U(s) = \left( \frac{1}{s^3 + 3s^2 + 2s + 1} \right) \times U(s) \quad (1.1.4)$$

$$H(s) = \frac{Y(s)}{U(s)} = \left( \frac{x_1(s)}{U(s)} \right) \times \frac{Y(s)}{x_1(s)} \quad (1.1.5)$$

let

$$x_1(s) = \frac{U(s)}{\text{denominator}} \quad (1.1.6)$$

$$Y(s) = x_1(s) \times \text{numerator} \quad (1.1.7)$$

$$s^3 x_1(s) + 3s^2 x_1(s) + 2s x_1(s) + x_1(s) = U(s) \quad (1.1.8)$$

Taking inverse laplace transform we get

$$x_1'''(t) + x_1''(t) + x_1'(t) + x_1(t) = U(t) \quad (1.1.9)$$

$$\dot{x}_1 = x_2 \quad (1.1.10)$$

$$\ddot{x}_1 = \dot{x}_2 = x_3 \quad (1.1.11)$$

$$\ddot{\ddot{x}}_1 = \ddot{x}_2 = \dot{x}_3 \quad (1.1.12)$$

$$\begin{bmatrix} s x_1(s) \\ s^2 x_1(s) \\ s^3 x_1(s) \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ -1 & -2 & -3 \end{bmatrix} \times \begin{bmatrix} x_1(s) \\ s x_1(s) \\ s^2 x_1(s) \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \times U \quad (1.1.13)$$

taking inverse laplace transform

$$\begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \\ \dot{x}_3 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ -1 & -2 & -3 \end{bmatrix} \times \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \times U \quad (1.1.14)$$

therefore

$$A = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ -1 & -2 & -3 \end{bmatrix} \quad (1.1.15)$$

Since

$$Y(s) = x_1(s) \times \text{numerator} \quad (1.1.16)$$

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therefore

$$Y(s) = x_1(s) \quad (1.1.17)$$

$$(1.1.18)$$

$$Y = \begin{bmatrix} 1 & 0 & 0 \end{bmatrix} \times \begin{bmatrix} x_1(s) \\ sx_1(s) \\ s^2x_1(s) \end{bmatrix} \quad (1.1.19)$$

taking inverse laplace transform

$$(1.1.20)$$

$$Y = \begin{bmatrix} 1 & 0 & 0 \end{bmatrix} \times \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} \quad (1.1.21)$$

$$C = \begin{bmatrix} 1 & 0 & 0 \end{bmatrix} \quad (1.1.22)$$

## 2 ROUTH HURWITZ CRITERION

### 3 COMPENSATORS

### 4 NYQUIST PLOT