An abstract digital graphic on the left side of the slide. It features several 3D cubes in various shades of blue. The faces of the cubes are covered in a pattern of binary code (0s and 1s). Some cubes have bright blue or red light sources on their faces, creating a sense of depth and digital activity.

# Lecture 7: Steady-state Error and Error Constants

---

**ELEN 472: Introduction to Digital Control**

**Lingxiao Wang, Ph.D.**

Assistant Professor of Electrical Engineering  
Louisiana Tech University

# Review

- **System with Transport Lag**

- Transport Lag: the **time delay** between the time an input signal is applied and the time the system reacts to the input signal.
- Time Delay Modeling

$$T_d = lT - mT$$

- **Modified Z-Transform**

Formula:

$$\begin{aligned} Y(z, m) &= \mathcal{Z}_m\{y(kT)\} \\ &= z^{-1} \mathcal{Z}\{y(kT + mT)\} \end{aligned}$$

Commonly Used Pairs:

$$\mathcal{Z}_m\{1(kT)\} = \frac{1}{z - 1}$$

$$\mathcal{Z}_m\{e^{-pkT}\} = \frac{e^{-mpT}}{z - e^{-pT}}$$

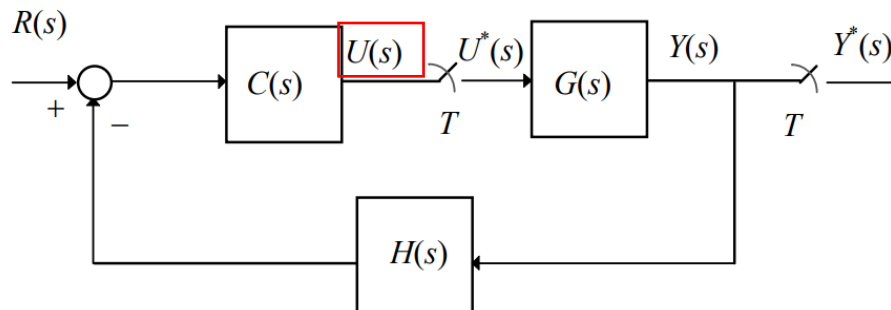
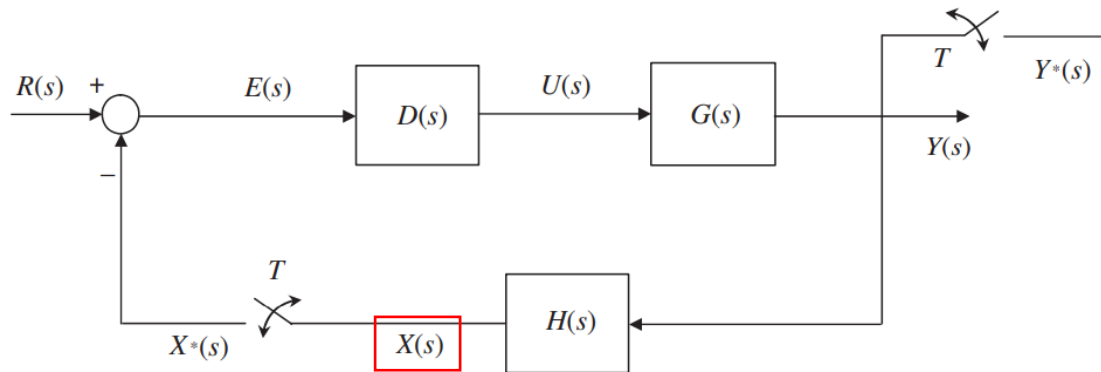
- **Modeling of System with Transport Lag**

$$G_{ZAS}(z) = \left( \frac{z - 1}{z^l} \right) \mathcal{Z}_m\{g_s(kT)\}$$

# Review

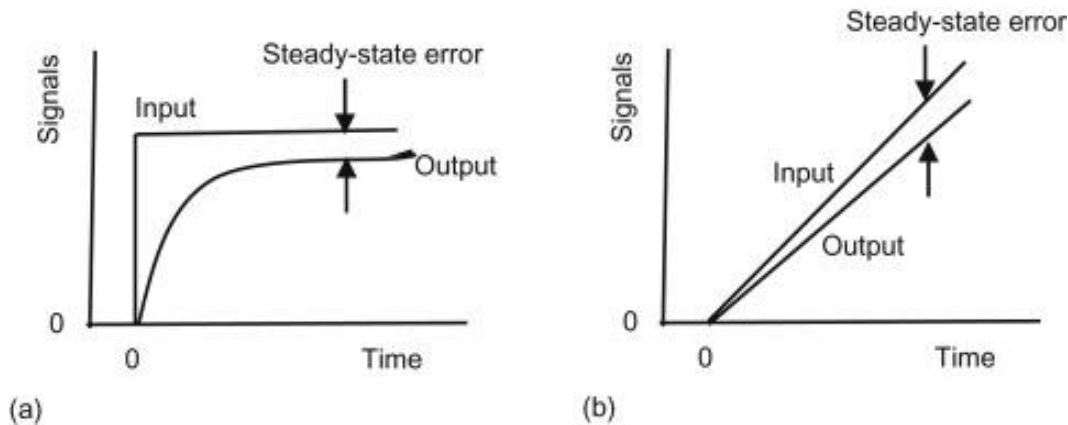
- **Block Diagram Reduction**

- **Purpose:** Reduce the number of blocks into 1.
- Start with the signal before the sampling (i.e., the switch) -> Take the sampling on both sides of the equation -> Solve for the signal.



# Introduction to Steady-state Error

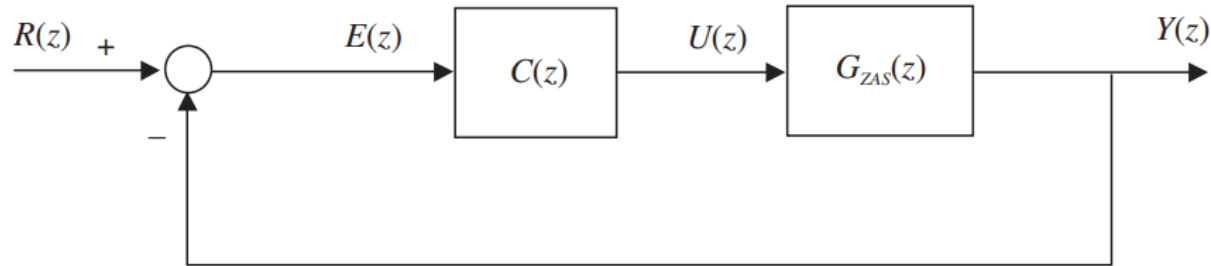
- Steady-state error is defined as **the difference** between the input (command) and the output of a system, as time goes to infinity.



- Note:** Steady-state error analysis is only useful for **stable** systems.
  - You should always check the **system stability** before performing a steady-state error analysis.
- Steady-state error will depend on the type of inputs (step, ramp, etc.) and the system type (type-0, type-1, or type-2).

# Calculating Steady-state Errors

- We consider a unity feedback system subject to standard inputs and determine the associated Steady-state error:



- From the block diagram, the tracking error is given by

$$\begin{aligned} E(z) &= \frac{R(z)}{1 + G_{ZAS}(z)C(z)} \\ &= \frac{R(z)}{1 + L(z)} \end{aligned}$$

- Where  $L(z)$  denotes the **loop gain** of the system.

# Calculating Steady-state Errors

- **Review:** Final Value Theorem

- If a sequence approaches a constant **limit** as time tends to infinity, then this **limit** is given by

$$\begin{aligned} f(k \rightarrow \infty) &= \lim_{k \rightarrow \infty} f(k) \\ &= \lim_{z \rightarrow 1} [(z - 1)F(z)] \end{aligned}$$

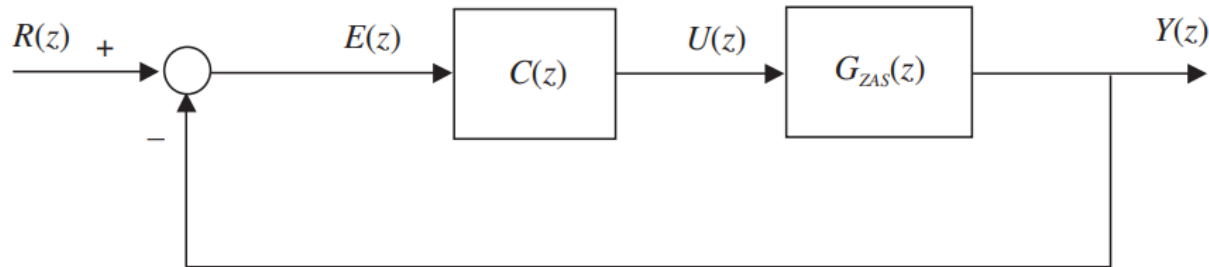
- Applying the final value theorem yields the **steady-state error**:

$$\begin{aligned} e(\infty) &= \lim_{z \rightarrow 1} [(z - 1)E(z)] \\ &= \lim_{z \rightarrow 1} \frac{(z - 1)R(z)}{1 + L(z)} \end{aligned}$$

- **Note:** if  $z - 1$  cannot be cancelled with the denominator, state-state error does not exist.

## Example Question

- For the following system with unity feedback, find the steady-state error for a unit step input.
  - $C(z) = 1$  and  $G_{ZAS}(z) = \frac{0.4(z+0.2)}{(z-1)(z-0.1)}$



- Solution:**

- Since the input is a unity step input, thus  $R(z) = \frac{z}{z-1}$  (see Lecture 2 Page 17 for the z-transform table)
- Since  $L(z) = C(z)G_{ZAS}(z) = 1 \times G_{ZAS}(z) = \frac{0.4(z+0.2)}{(z-1)(z-0.1)}$

## Example Question

- **Solution (Continued):**

$$\begin{aligned} e(\infty) &= \lim_{z \rightarrow 1} [(z - 1)E(z)] \\ &= \lim_{z \rightarrow 1} \frac{(z - 1)R(z)}{1 + L(z)} \end{aligned}$$

$$R(z) = \frac{z}{z - 1}$$

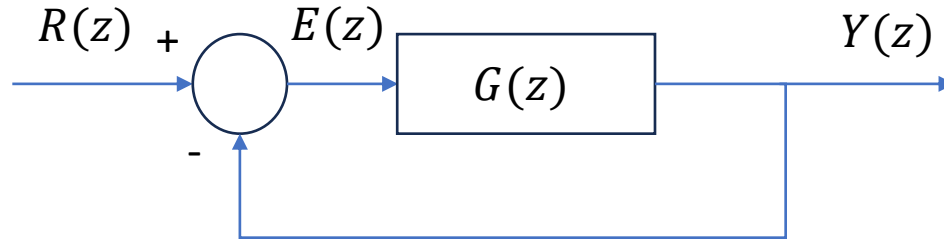
$$L(z) = \frac{0.4(z + 0.2)}{(z - 1)(z - 0.1)}$$

$$\begin{aligned} e(\infty) &= \frac{(z - 1) \times \frac{z}{z - 1}}{\left(1 + \frac{0.4(z + 0.2)}{(z - 1)(z - 0.1)}\right)} \bigg|_{z=1} \\ &= \frac{1}{1 + \frac{0.4 \times 1.2}{0}} \\ &= \frac{1}{1 + \infty} \\ &= 0 \end{aligned}$$



## Practice Question

- For the following unity feedback control system



$$G(z) = \frac{0.5(z + 0.2)}{(z - 0.1)(z - 0.8)}$$

- Find the steady-state error with  $R(z) = \frac{z}{z-1}$

- Solution:**

- Determine the loop gain  $L(z)$

$$L(z) = G(z) = \frac{0.5(z + 0.2)}{(z - 0.1)(z - 0.8)}$$

- Use final value theorem:

$$\begin{aligned} e(\infty) &= \lim_{z \rightarrow 1} [(z - 1)E(z)] \\ &= \lim_{z \rightarrow 1} \frac{(z - 1)R(z)}{1 + L(z)} \end{aligned}$$

$$R(z) = \frac{z}{z - 1}$$

$$L(z) = \frac{0.5(z + 0.2)}{(z - 0.1)(z - 0.8)}$$

## Practice Question Solution

- Solution (Continued)

$$\begin{aligned} e(\infty) &= \lim_{z \rightarrow 1} [(z - 1)E(z)] \\ &= \lim_{z \rightarrow 1} \frac{(z - 1)R(z)}{1 + L(z)} \\ &= \frac{(z - 1) \frac{z}{z - 1}}{1 + \frac{0.5(z + 0.2)}{(z - 0.1)(z - 0.8)}} \bigg|_{z \rightarrow 1} \\ &= 0.238 \end{aligned}$$

$$R(z) = \frac{z}{z - 1}$$

$$L(z) = \frac{0.5(z + 0.2)}{(z - 0.1)(z - 0.8)}$$

# Type Number

- The **type number** of a discrete-time system is the number of unity poles in the system z-transfer function.
- The loop gain  $L(z)$  (i.e.,  $C(z)G_{ZAS}(z)$ ) can be rewritten as:

$$L(z) = \frac{N(z)}{(z-1)^n D(z)}, \quad n \geq 0$$

- $L(z)$  has  $n$  poles at unity.
- The type number is  $n$ .

## Example Question

- Determine the Type number of the following systems:

- $L(z) = \frac{0.4(z+0.2)}{(z-1)(z-0.1)}$

- $L(z) = \frac{0.5}{(z-0.1)(z-0.8)}$

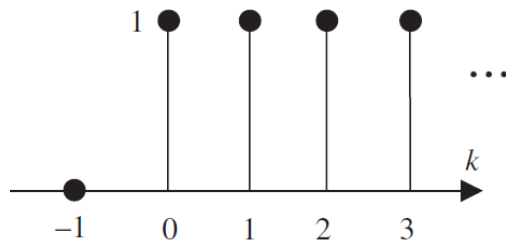
- $L(z) = \frac{z(z-2)}{(z-1)^3(z-0.5)}$

- **Solution:**

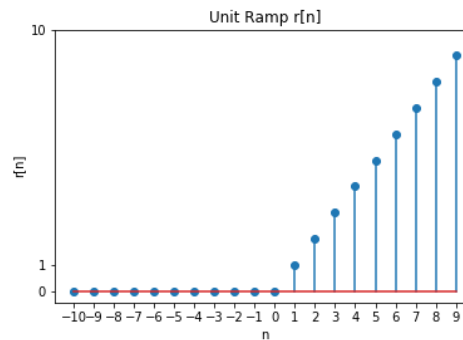
- The system is type 1 since it has 1 unity pole.
  - The system is type 0 since it does not have unity pole.
  - The system is type 3 since it has 3 unity poles.

# Steady-state Error of Standard Input Signals

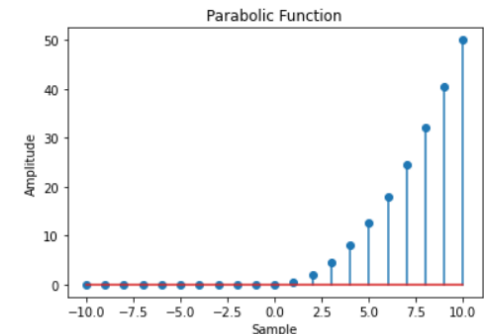
- Here, we discuss the steady-state errors of standard input signals.
  - Standard Input Signals include:
    - Step
    - Ramp
    - Parabolic



$$R(z) = \frac{z}{z-1}$$



$$R(z) = \frac{Tz}{(z-1)^2}$$



$$R(z) = \frac{z(z+1)T^2}{(z-1)^3}$$

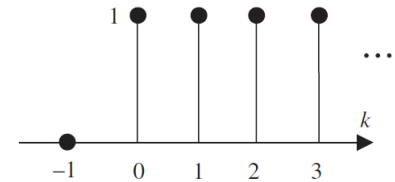
# Steady-State Error of Step Input

- The z-transform of a sampled unit step input is

$$R(z) = \frac{z}{z-1}$$

- Using final value theorem, we have:

$$e(\infty) = \frac{1}{1+L(z)} \Big|_{z=1}$$



- Define  $K_p = L(1)$ , thus, the steady-state error can also be written as

$$e(\infty) = \frac{1}{1+K_p}$$

- $K_p$  is called the **position error constant**.

# Steady-State Error of Step Input

- Known that

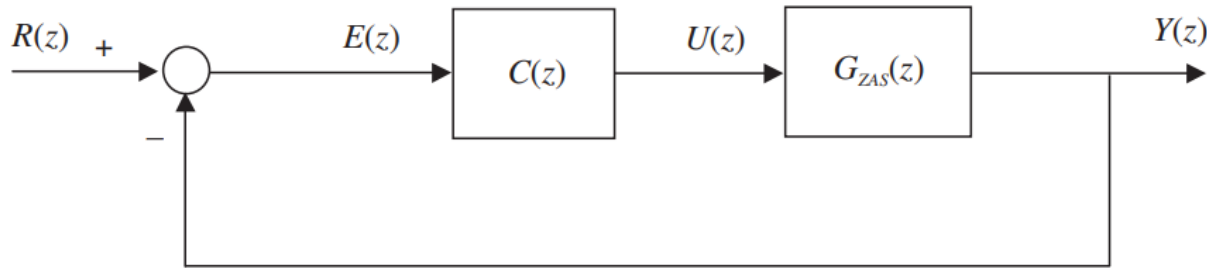
$$L(z) = \frac{N(z)}{(z-1)^n D(z)}, \quad n \geq 0$$

- For **Type-0** System, i.e.,  $n = 0$ 
  - $K_p = L(1) = \frac{N(1)}{D(1)} = \text{constant}$
  - Thus, steady-state error is  $\frac{1}{1+K_p}$ .
- For **Type-1** System, i.e.,  $n = 1$ 
  - $K_p = L(1) = \frac{N(1)}{(1-1)D(1)} = \frac{N(1)}{0} = \infty$
  - Thus, steady-state error is  $\frac{1}{1+K_p} = \frac{1}{\infty} = 0$ .
- For **Type-2** System, i.e.,  $n = 2$ 
  - $K_p = L(1) = \frac{N(1)}{(1-1)^2 D(1)} = \frac{N(1)}{0} = \infty$
  - Thus, steady-state error is  $\frac{1}{1+K_p} = \frac{1}{\infty} = 0$ .
- .....

$$e(\infty) = \begin{cases} \frac{1}{1+L(1)}, & n = 0 \\ 0, & n \geq 1 \end{cases}$$

## Revise the Previous Example Question

- For the following system with unity feedback, find the steady-state error for a unit step input.
  - $C(z) = 1$  and  $G_{ZAS}(z) = \frac{0.4(z+0.2)}{(z-1)(z-0.1)}$



- Solution:**
  - The loop gain  $L(z) = \frac{0.4(z+0.2)}{(z-1)(z-0.1)}$ 
    - The system type is **type-1**.
  - For **type-1** system, the steady-state error for unity step input is **0**.



# Steady-State Error of Ramp Input

- The z-transform of a sampled unit ramp input is

$$R(z) = \frac{Tz}{(z-1)^2}$$

- Using final value theorem, we have

$$e(\infty) = \frac{T}{[z-1][1+L(z)]} \Big|_{z=1}$$

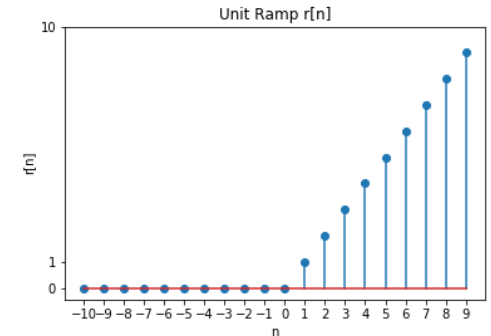
- Define

$$K_v = \frac{1}{T} (z-1)L(z) \Big|_{z=1}$$

- Thus,

$$e(\infty) = \frac{1}{K_v} \quad \text{with } 1 + L(z) \approx L(z).$$

- $K_v$  is called **Velocity Error Constant**.



## Steady-State Error of Ramp Input (Continued)

$$e(\infty) = \frac{T}{[z-1][1+L(z)]} \Big|_{z=1} \quad K_v = \frac{1}{T} (z-1)L(z) \Big|_{z=1}$$
$$= \frac{1}{K_v}$$

- Using

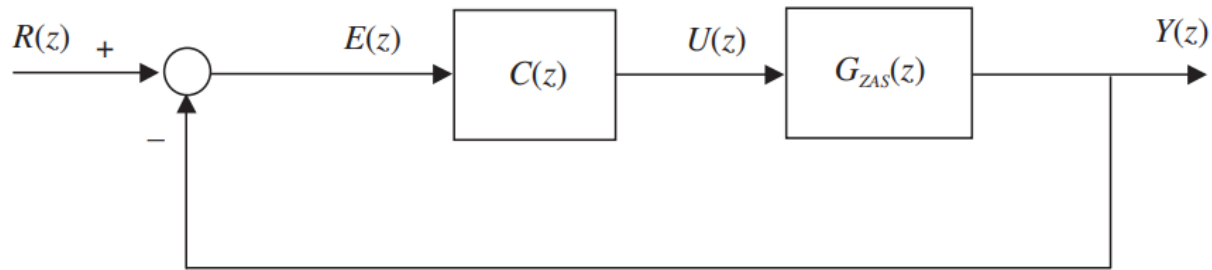
$$L(z) = \frac{N(z)}{(z-1)^n D(z)}, \quad n \geq 0$$

- For type 0 systems,  $K_v = 0$ , thus the steady-state error is infinite.
- For type 1 system,  $K_v$  is finite.
- For type 2 or higher systems,  $K_v$  is infinite.
- The corresponding steady-state error:

$$e(\infty) = \begin{cases} \infty, & n = 0 \\ \frac{T}{(z-1)L(z) \Big|_{z=1}}, & n = 1 \\ 0 & n \geq 2 \end{cases}$$

## Example Question

- For the following system with unity feedback, find the steady-state error for a ramp input with sample period  $T = 1$  s.
  - $C(z) = 1$  and  $G_{ZAS}(z) = \frac{0.4(z+0.2)}{(z-1)(z-0.1)}$



- Solution:**
  - The system type is type-1, thus, according to

$$e(\infty) = \begin{cases} \frac{\infty}{T}, & n = 0 \\ \frac{1}{(z-1)L(z)|_{z=1}}, & n = 1 \\ 0, & n \geq 2 \end{cases}$$
$$e(\infty) = \frac{1}{(z-1) \frac{0.4(z+0.2)}{(z-1)(z-0.1)}} \Big|_{z=1}$$
$$= \frac{1}{\frac{0.4 \times 1.2}{0.9}} = 1.875$$

## Practice Question

- For a system with the loop gain  $L(z) = \frac{0.5(z+0.2)}{(z-0.1)(z-0.8)}$ 
  - Find the steady-state error due to a step input.
  - Find the steady-state error due to a ramp input.
- **Solution:**
  - $\frac{1}{1+L(1)}$
  - Infinite

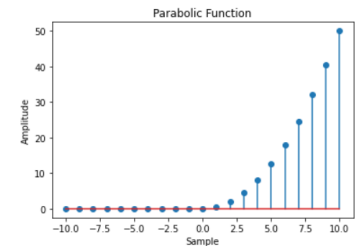
# Steady-State Error of Parabolic Input

- Similar to the previous steps, it can be shown that for a sampled parabolic input, an acceleration error constant given by

$$K_a = \frac{1}{T^2} (z-1)^2 L(z) \Big|_{z=1}$$

- The associated steady-state error is

$$e(\infty) = \begin{cases} \infty, & n \leq 1 \\ \frac{T^2}{(z-1)^2 L(z) \Big|_{z=1}}, & n = 2 \\ 0, & n \geq 3 \end{cases}$$



# Summary Table for Error Constants

Position Error Constant, $K_p$	Velocity Error Constant, $K_v$	Acceleration Error Constant, $K_a$
$K_p = L(1)$	$K_v = \frac{1}{T} (z - 1)L(z) \Big _{z=1}$	$K_a = \frac{1}{T^2} (z - 1)^2 L(z) \Big _{z=1}$

$T$  is the sampling period

$$L(z) = G_{ZAS}(z)C(z)$$

- $G_{ZAS}(z)$  is the system's transfer function
- $C(z)$  is the controller's transfer function

## Summary Table for Steady-State Errors

Signal	Type-0	Type-1	Type-2
Sampled step input	$\frac{1}{1+L(1)}$ or $\frac{1}{1+K_p}$	0	0
Sampled ramp input	$\infty$	$\frac{T}{(z-1)L(z) _{z=1}}$ or $\frac{1}{K_v}$	0
Sampled parabolic input	$\infty$	$\infty$	$\frac{T^2}{(z-1)^2 L(z) _{z=1}}$ or $\frac{1}{K_a}$

$$L(z) = G_{ZAS}(z)C(z)$$

- $G_{ZAS}(z)$  is the system's transfer function
- $C(z)$  is the controller's transfer function

$T$  is the sampling period

## Example

- Find the steady-state position error for the digital position control system with unity feedback and with the transfer functions

$$G_{ZAS}(z) = \frac{K(z+a)}{(z-1)(z-b)}, \quad C(z) = \frac{K_c(z-b)}{z-c}, \quad 0 < a, b, c < 1$$

- For a sampled unit step input
  - For a sampled unit ramp input
- Solution**
    - The loop gain of the system is given by

$$L(z) = C(z)G_{ZAS}(z) = \frac{KK_c(z+a)}{(z-1)(z-c)}$$

- The system is type 1. Therefore, it has zero steady-state error for a sampled step input
- For a sampled ramp input given by

$$e(\infty) = \frac{T}{(z-1)L(z)|_{z=1}} = \frac{T}{KK_c} \left( \frac{1-c}{1+a} \right)$$



## Practice Questions

- For the following systems with unity feedback, find

- The position error constant.
- The velocity error constants.
- The steady state error due to a unit step input.
- The steady-state error due to a unit ramp input.

$$G(z) = \frac{0.4(z + 0.2)}{(z - 1)(z - 0.1)}$$

- Solution:**

- The position error constant:
  - The system is Type 1 and has an infinite position error constant.
- The velocity error constants:

$$K_v = \frac{1}{T} (z - 1) G(z) \Big|_{z=1} = \frac{0.4(1 + 0.2)}{T(1 - 0.1)} = \frac{0.5333}{T}$$

- The steady state error due to a unit step input:
  - The system is Type 1 and has zero steady-state error due to step.
- The steady-state error due to a unit ramp input:
  - $e(\infty) = \frac{1}{K_v} = \frac{T}{0.5333}$