EE407-HW3

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$$\begin{array}{lll} \text{(a)} & \text{(a)} & \text{(b)} & \text{(c)} & \text{($$

for stobility;
$$66-18\text{V}(c0)$$
 and $3\text{V}(c+1>0)$

$$\text{V}(c) = \frac{11}{3} \quad \text{And} \quad \text{V}(c) = \frac{1}{3}$$

$$\text{C) Replace } s = j\omega$$

$$-360\omega^2 + 1 + 3\text{V}(c) + j\omega(66-18\text{V}(c)) = 0$$

$$\text{I}(c) = \frac{11}{3} \quad \text{Acc} = \frac{1}{3} \cdot \frac{1}{3}$$

$$\text{IV} = 0.18$$

due concent. - a output protodetector - sensor valvelregitating) - actuator

b)
$$6v = \frac{0.6}{0.2s + 1}$$

 $6p = \frac{0.8}{7s + 1}$ where $7 = \frac{20}{5} = 9$
 $6p = e^{-05}$ where $\theta = \frac{290}{2000/5} = 0.725$

c) Smulth
d)
$$G_{0s}(s) = G_{c}(s) G_{v}(s) G_{p}(s) G_{0}(s)(2.6)$$

= $\frac{0.6}{6.2s+1} \cdot \frac{0.8}{(4s+1)}$. $e^{-0.7255} \times 2.6$
= $\frac{1.25}{(4s+1)(0.2s+1)} \approx \frac{\text{Ke}^{-0.5}}{(2s+1)}$

$$K = 1.25$$

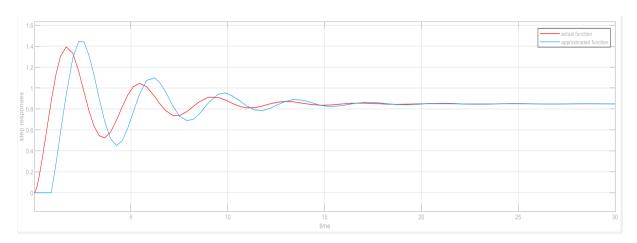
$$Z = z_{logest} = 4$$

$$\theta = z_2 = 0.2$$

+ simulate

Q2)

Simulink part c,d;



e)
$$q(s) = 1 + V_{0}(s) = 1 + V_{0}$$

a)
$$h_1 A_1 = q_1 - q_1$$
 $h_1 A_1 = q_1 - h_1$
 $h_2 A_2 = \frac{h_1}{R_1} - \frac{h_2}{R_2}$
 $h_3 A_3 = \frac{h_2}{R_2} - \frac{h_3}{R_3}$
 $h_n A_n = \frac{h_{n-1}}{R_{n-1}} - \frac{h_n}{R_n}$

b)
$$s +_{1}(s) A_{1} = Q_{1}(s) - \frac{H_{1}(s)}{R_{1}}$$

$$\frac{H_{1}(s)}{Q_{1}(s)} = \frac{1}{sA_{1} + \frac{1}{R_{1}}}$$

$$s +_{2}(s) A_{2} = \frac{H_{1}(s)}{R_{1}} - \frac{H_{2}(s)}{R_{2}}$$

$$\frac{H_{2}(s)}{H_{1}(s)} = \frac{1}{sA_{2} + 1/R_{2}}$$

$$\frac{H_{n}(s)}{Q_{1}(s)} = \frac{H_{1}(s)}{Q_{1}(s)} \cdot \frac{H_{2}(s)}{H_{1}(s)} - \frac{H_{n}(s)}{H_{n-1}(s)} = \frac{\frac{1}{R_{1}R_{2}R_{3}...R_{n-1}}}{(sA_{1} + \frac{1}{R_{1}})[sA_{2} + \frac{1}{R_{n}}]}$$

$$= \frac{R_{n}}{R_{n}}$$

$$Q_{1}(s) = Q_{1}(s) + H_{1}(s)$$

$$= \frac{Rn}{(1+sA_{1}R_{1})(1+sA_{2}R_{2}) - (1+sA_{1}R_{1})}$$

$$= \frac{Rn}{(1+sA_{1}R_{1})(1+sA_{2}R_{2}) - (1+sA_{1}R_{1})}$$

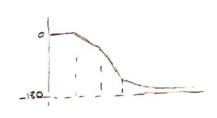
This mokes souse taks do not accomplate in the steady state.
(self regulating)

d) if
$$n=2$$
;
 $G(s) = \frac{R2}{(1+sA_1R_1)(1+sA_2R_2)}$
 $S_1 = \frac{-1}{A_1R_1}$, $S_2 = \frac{-1}{A_2R_2}$



From RL, it is seen that poles never cross Ju axis which means that sustained oscillations connot be obtained

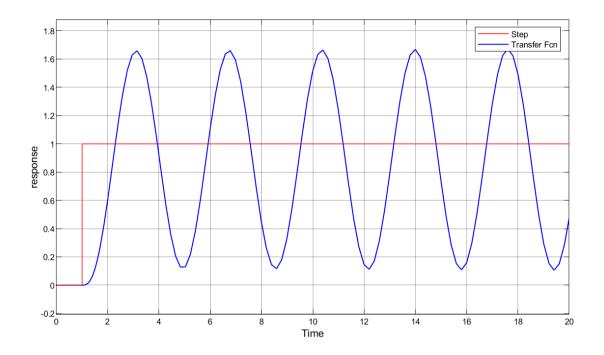
From Bade Plat; Phase response of the system reaches -180° at infinity which again shows us that sustained oscillations cannot be obtained



e)
$$G(S) = \frac{R_3}{(1+SA_1R_1)(1+SA_2R_3)(1+SA_3R_3)}$$

$$= \frac{1}{(1+SA_1R_1)(1+SA_2R_2)(1+SA_3R_3)}$$

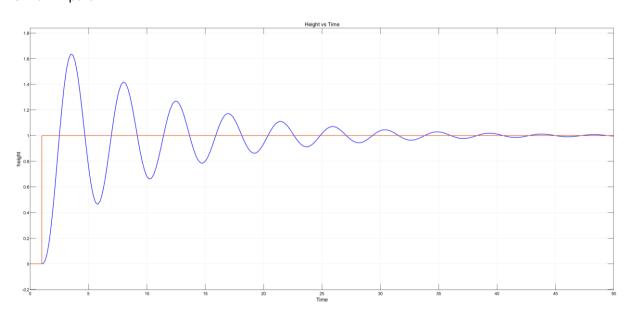
Simulink part e



$$\begin{cases} 1 & P_{1} = \frac{2\pi}{\omega} = \frac{2\pi}{63} \approx 3.63 \\ 2 & V_{2} = \frac{2\pi}{1.7} \approx 3.63 \end{cases}$$

$$\begin{cases} 2 & V_{1} = \frac{2\pi}{2} = 1.81 \\ 1.7 & V_{2} = \frac{2\pi}{6} \approx 3.63 \end{cases}$$

Simulink part f



Q5

b)

- i) It a good idea to have a dead band in an on-off controller since dead band forms a region to prevent controller to change its state(on-off) so frequently and therefore it protects actuator. Air conditioner can be an example.
- ii) Integrating system. The integral term adds a 1/s term which makes ess=0. On the other hand, self-regulating system cannot make ess=0. It can only decrease its value with changing gain parameters.

iv)

a-IAE

b-Integral Square Error

c-ITAE

- vii) If the actuator saturates before error term diminishes to zero, error term will stay non-zero. Then when the desired output changes and e(t) will change sign. The actuator will remain saturated and will not respond until "I" term fall below a certain point. One solution can be Anti Windup.
- viii) Decay ratio and settling time are generally behaves in a similar way. It is often can be said that bigger the decay ratio creates a bigger the settling time. Rise and peak time are correlated similarly. Often smaller rise time cause a smaller peak time.
- ix) Derivative kick is due to a sudden change in e(t). General solution is to use derivative of the output instead of e(t) for the derivative term.
- x) When the high frequency noise is considerably high, derivative term will amplify it and will make it much more larger and this will cause many problems on the controller. A low pass filter can be a solution.