Kuwait UniversityCollege of Engineering and Petroleum





ME417 CONTROL OF MECHANICAL SYSTEMS

PART II: CONTROLLER DESIGN USING ROOT-LOCUS

LECTURE 2: SKETCHING THE ROOT-LOCUS

Summer 2020

Ali AlSaibie

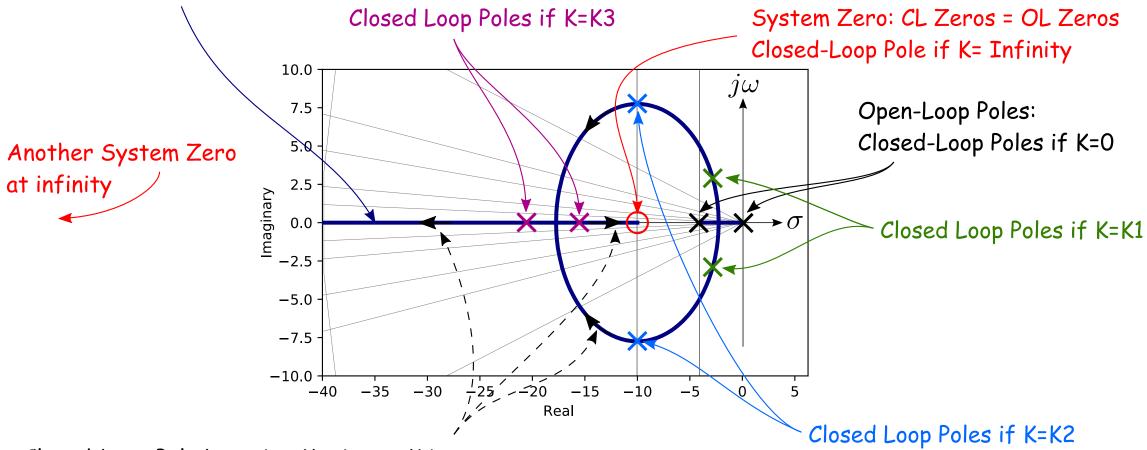
Lecture Plan

- Objectives:
 - Introduce guidelines on sketching the Root-Locus
 - Discuss methods of refining the Root-Locus
 - Discuss the use of the Root-Locus technique for varying different parameters
- Reading:
 - Nise: 8.4-8.5, 8.8
- Practice problems included



Closed-Loop System Representation on the S-Plane

The Locus of the Closed-Loop Poles as K goes from 0 to infinity (Root-Locus)



Closed-Loop Pole Location Motion as K increases:

As K increases, CL Poles move away from OL poles and toward system zeros:

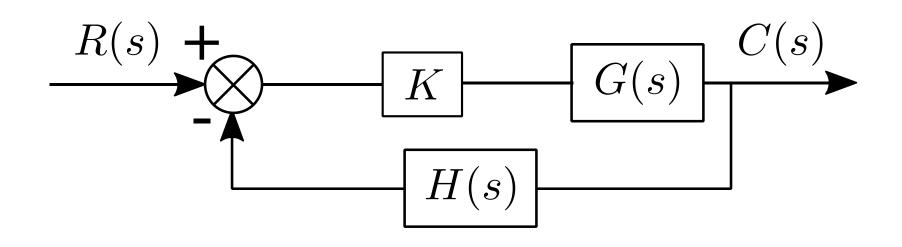
Here: K1<K2<K3

$$G_{ol} = K \frac{(s+10)}{s(s+4)}$$
 $G_{cl} = \frac{K(s+10)}{(s^2 + (K+4)s + 10K)}$



Properties of the Root-Locus

- The root locus is the locus of pole locations of the closed-loop transfer function $G_{cl} = \frac{KG(s)}{1+KG(s)H(s)}$, in the s-plane, for varying values of gain $K \geq 0$, that satisfy the following two conditions:
 - 1. Magnitude Condition: $K = \frac{1}{|G(s)||H(s)|}$
 - 2. Angle Condition: $\angle KG(s)H(s) = (2k+1)180^o$





Plotting the Root-Locus

- Given an open-loop transfer function, we can plot the Root-Locus by varying the value of gain *K* from 0 → ∞, calculating the values of the closed-loop poles and plotting them, forming the Root-Locus plot.
- This can be done numerically (e.g. *rlocus()* in MATLAB), but it becomes tedious to do it by hand.
- Instead, we can *sketch* the root locus by following a few basic sketching rules.



Rules for Sketching the Root-Locus

- There are number of rules that, when followed, can help sketch the root-locus quite easily even for a high order transfer function.
- The first 5 rules can be used to rapidly sketch the root-locus by inspection, without any calculations; except for factoring the poles and zeros.
 - You should be able to directly sketch an approximate root-locus using these rules, just by inspecting the open-loop transfer function.
- The remaining rules are for refining the sketch and would require some calculations.



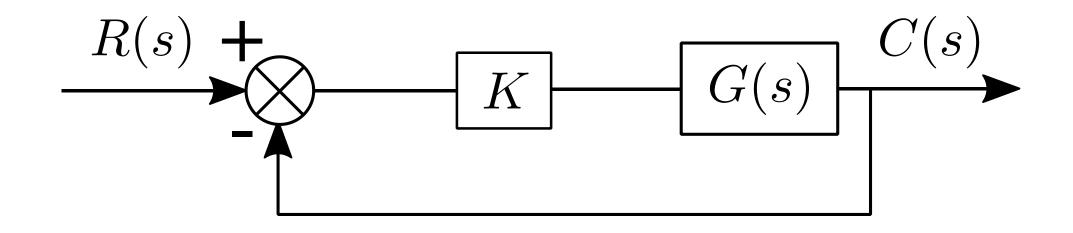
Rules for Sketching the Root-Locus

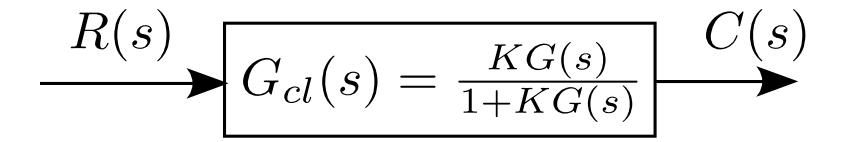
- 1. Number of Branches:
 - Number of branches = Number of closed-loop poles
- 2. Symmetry:
 - The Root-Locus is symmetric about the real axis
- 3. Real-Axis Segments:
 - On the real axis, the Root-Locus exists to the left of an odd number of real-axis open-loop pole or real-axis finite open-loop zero
- 4. Starting and Ending Points:
 - The Root-Locus begins at poles (K=0) and ends at zeros ($K=\infty$)
- 5. Behavior at Infinity:
 - The Root-Locus approaches straight line asymptotes as the Root-Locus approaches infinity



Rules for Sketching the Root-Locus

- Let's review the Root-Locus sketching rules for a unity feedback system
 - The open-loop (forward) transfer function of the feedback system is: $G_{OL} = KG(s)$







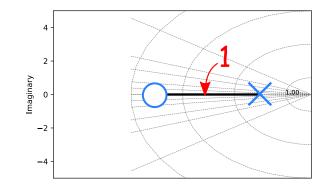
Root-Locus Sketching Rule #1: Number of Branches

• Number of branches of the Root-Locus equals the number of closed-loop poles

Open-Loop Transfer Function

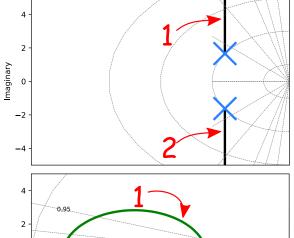
$$\frac{K(s+6)}{s+2}$$

$$\frac{K(s+6)}{K(s+6)+s+2}$$



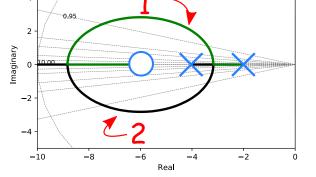
$$\frac{K}{s^2 + 5s + 9}$$

$$\frac{K}{K+s^2+5s+9}$$



$$\frac{K(s+6)}{(s+2)(s+4)}$$

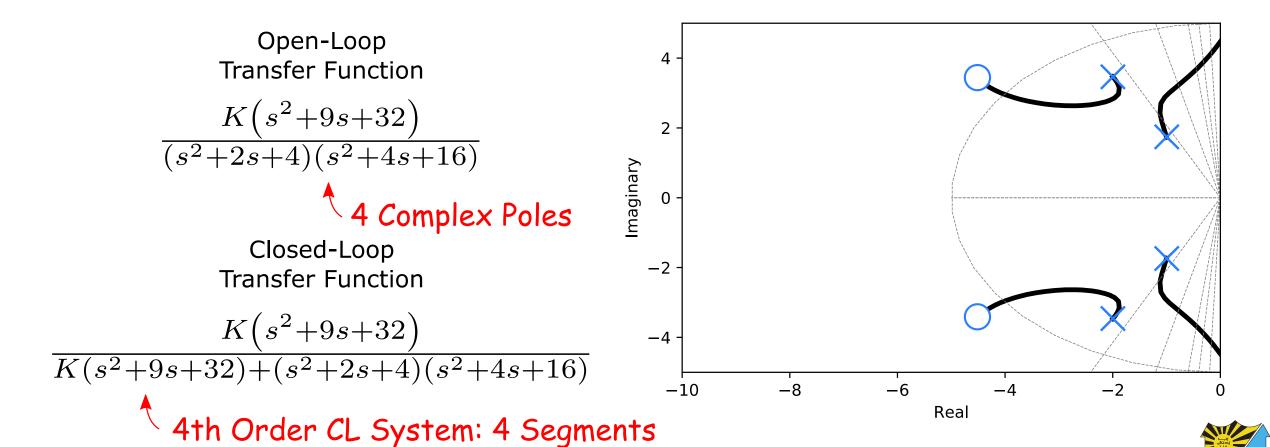
$$\frac{K(s+6)}{(s+2)(s+4)} \qquad \frac{K(s+6)}{K(s+6)+(s+2)(s+4)}$$





Root-Locus Sketching Rule #2: Symmetry

• The Root-Locus is symmetric about the real axis



Root-Locus Sketching Rule #3: Real-Axis Segments

• On the real axis, the Root-Locus exists to the left of an odd number of real-axis open-loop pole or real-axis finite open-loop zero

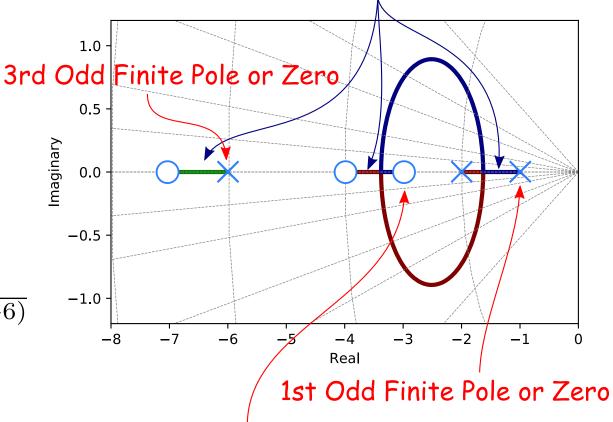
> Root-Locus segments, on the real axis, exist only to the left of odd finite poles or zeros

Open-Loop Transfer Function

$$\frac{K(s+3)(s+4)(s+7)}{(s+1)(s+2)(s+6)}$$

Closed-Loop Transfer Function

$$\frac{K(s+3)(s+4)(s+7)}{K(s+3)(s+4)(s+7)+(s+1)(s+2)(s+6)}$$

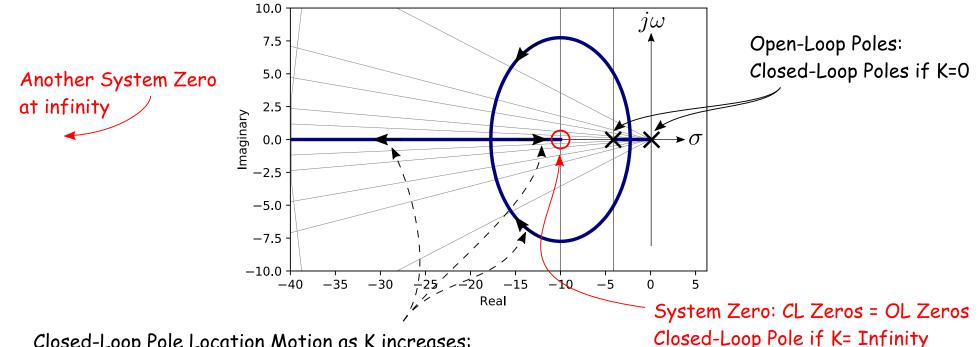




2nd Odd Finite Pole or Zero

Root-Locus Sketching Rule #4: Starting and Ending Points

- The Root-Locus begins at the finite and infinite poles of the open-loop transfer function (where K = 0), and ends at the finite and infinite zeros of the open-loop transfer function (where $K = \infty$)
- If there are n poles and m zeros, where n > m. There are n m infinite zeros



Closed-Loop Pole Location Motion as K increases:

As K increases, CL Poles move away from OL poles and toward system zeros:

Here: K1<K2<K3

$$G_{ol} = K \frac{(s+10)}{s(s+4)}$$
 $G_{cl} = \frac{K(s+10)}{(s^2+(K+4)s+10K)}$

Root-Locus Sketching Rule #5: Behavior at Infinity

• The Root-Locus approaches straight lines asymptotes as the locus approaches infinity. Further, the equation of the asymptotes is given by the real-axis intercept, σ_a and angle, θ_a as follows:

$$\sigma_a = \frac{\sum Finite\ Poles - \sum Finite\ Zeros}{\#Finite\ Poles - \#Finite\ Zeros}$$

$$\theta_a = \frac{(2k+1)\pi}{\#Finite\ Poles\ - \#Finite\ Zeros}$$

Where $k = 0, \pm 1, \pm 2, ...$ and the angle is given in radians with respect to the positive extension of the real axis.



Root-Locus Sketching Rule #5: Behavior at Infinity

- Consider the feedback system shown.
- Three zeros at infinity: Three asymptotes
- Real Axis Intercept:

$$\sigma_a = \frac{(-1-2-4)-(-3)}{4-1} = -\frac{4}{3}$$

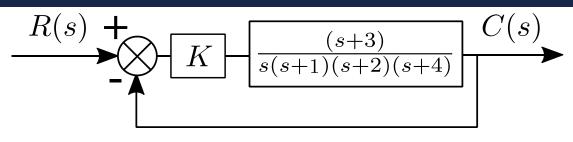
Slopes' angles:

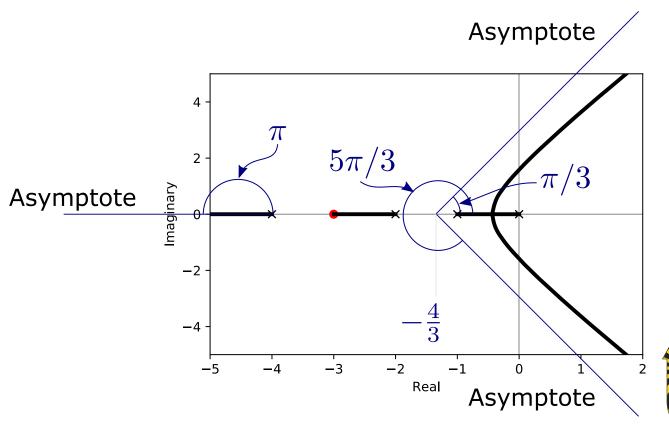
$$\theta_{a} = \frac{(2k+1)\pi}{\#finite\ poles - \#finite\ zeros}$$

$$\theta_{a} = \frac{\pi}{4-1} = \frac{\pi}{3}, k = 0$$

$$\theta_{a} = \frac{3\pi}{4-1} = \pi, k = 1$$

$$\theta_{a} = \frac{5\pi}{4-1} = \frac{5\pi}{3}, k = 2$$





Root-Locus Sketching Rule #5: Behavior at Infinity

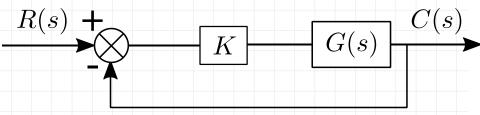
- Note that the asymptote angles can be obtained by quick inspection
- If *n* the number of poles and *m* the number of zeros of the open-loop transfer function:
- If n = m: No Asymptotes
- If n-m=1: 1 zero at ∞ , 1 asymptote with $\theta_a=\pi$
- If n-m=2: 2 zeros at ∞ , 2 asymptotes with $\theta_a=\frac{\pi}{2}$, $\theta_a=\frac{3\pi}{2}$
- If n-m=3: 3 zeros at ∞ , 3 asymptotes with $\theta_a=\frac{\pi}{3}$, $\theta_a=\pi$, $\theta_a=\frac{5\pi}{3}$
- If n-m=4: 4 zeros at ∞ , 4 asymptotes with $\theta_a=\frac{\pi}{4}$, $\theta_a=\frac{3\pi}{4}$, $\theta_a=\frac{5\pi}{4}$, $\theta_a=\frac{7\pi}{4}$

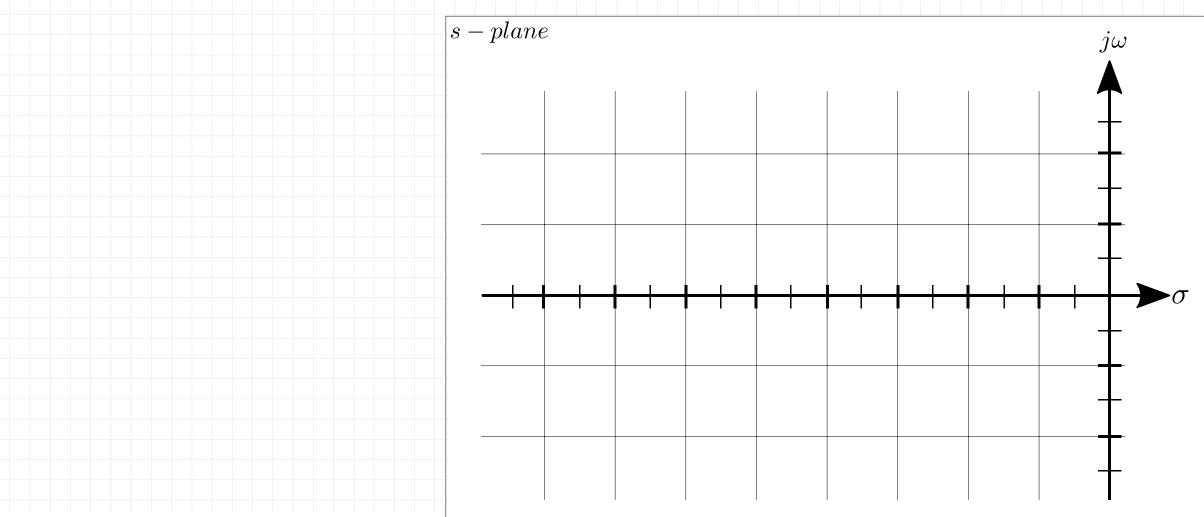


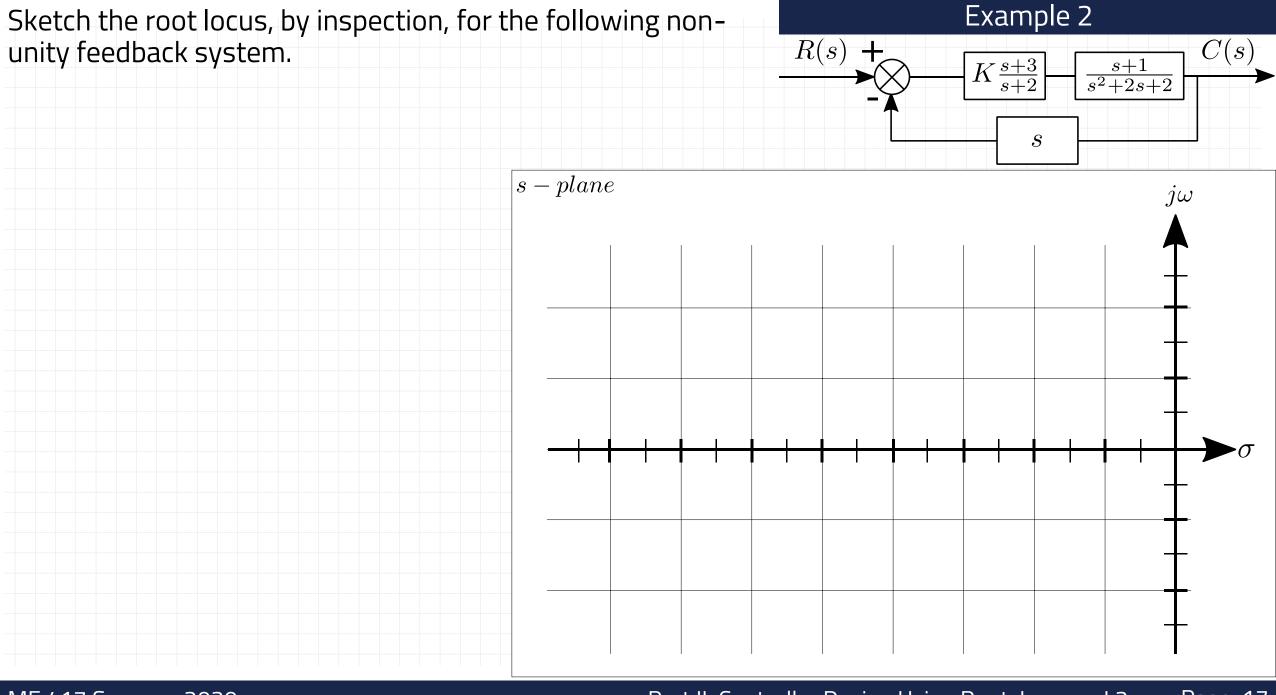
Sketch the root locus, by inspection, for the following system in a unity feedback loop.





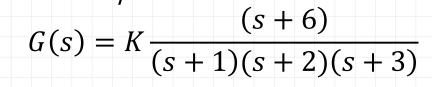


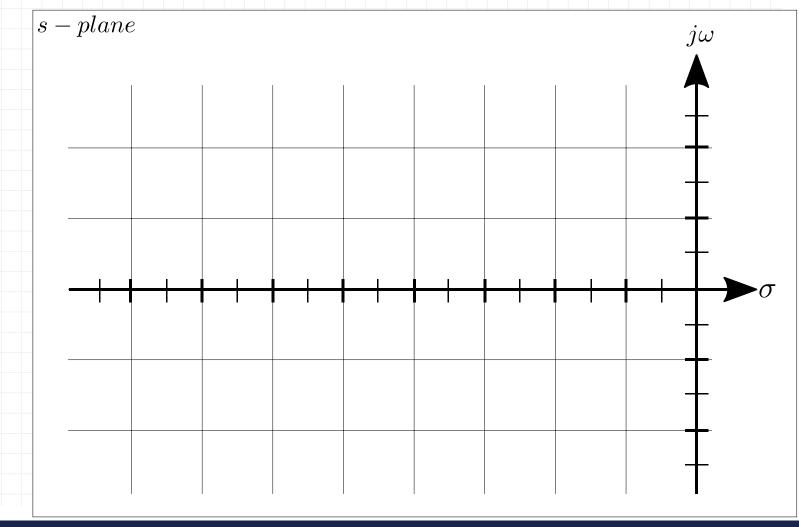




Sketch the root locus, by inspection, for the following open-loop transfer function, in a unity feedback system.

Example 3

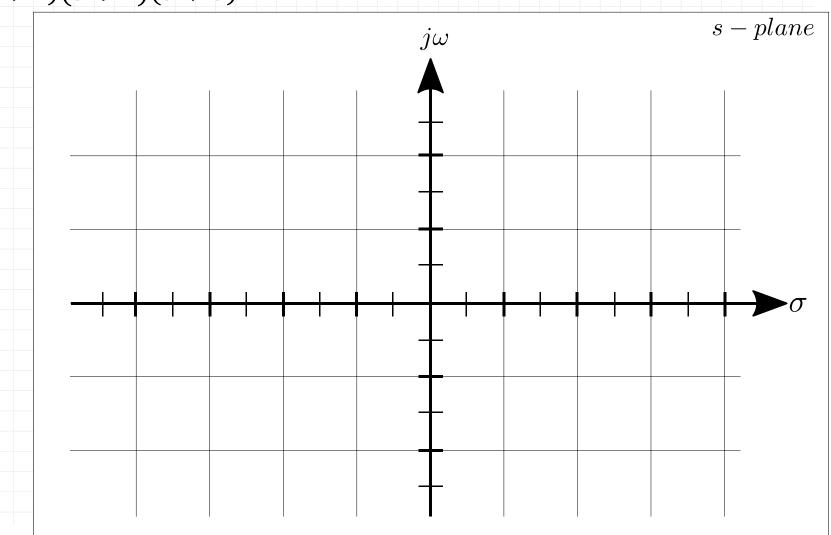




Sketch the root locus, by inspection, for the following open-loop transfer function, in a unity feedback system.

Example 4

 $G(s) = K \frac{(s-2)(s-5)}{(s+1)(s+2)(s+3)}$



Rules for Refining the Root-Locus Sketch

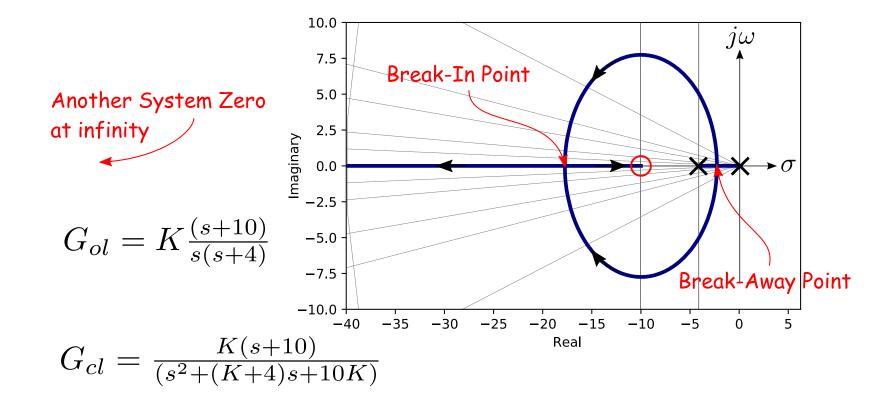
With practice, the first 5 rules should be applied by inspection, the following rules can be used to refine the root-locus sketch

- 6. Real-axis break-away and break-In points
 - The root-locus breaks away from the real-axis at point of max gain and breaks in at point of min gain.
- 7. Calculation of the $j\omega$ axis crossing
 - The RL crosses the $j\omega$ axis when $G(s) = G(j\omega)$, $s = 0 + j\omega$
- 8. Angles of departure and arrival
 - The RL departs from complex open-loop poles and arrives at complex open-loop zeros at angles that can be calculated.
- 9. Plotting and calibrating the root locus
 - All the points on the RL satisfy the relationship $\angle G(s)H(s) = (2k+1)180^o$



Root-Locus Sketching Rule #6: Real-Axis break-away and break-In points

- Break-away points exists when there is a root-locus segment between two poles on the real-axis
- Break-in points exists when there is a root-locus segment between two zeros on the real axis.





Root-Locus Sketching Rule #6: Real-Axis break-away and break-In points

- The break-away point occurs at the point with maximum gain on the real axis segment.
 - Remember that the CL poles move **away** from the OL poles with increasing *K*
- The break-in point occurs at the point with minimum gain on the real axis segment.
 - Remember that the CL poles move toward the OL zeros with increasing K
- To find the break-away and break-in points, we use the closed-loop characteristic polynomial and differentiate the gain with respect to $s = \sigma$, we get values of σ which correspond to the break-away and break-in points.



Root-Locus Sketching Rule #6: Real-Axis break-away and break-In points

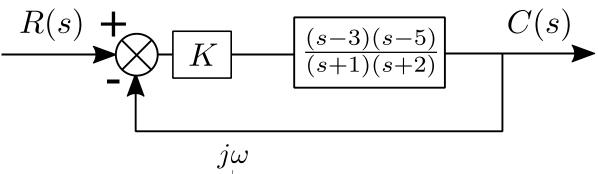
- Consider the feedback system shown
- CL char. poly. : $1+KG(s) = 1 + \frac{K(s-3)(s-5)}{(s+1)(s+2)} = 0$
- $\frac{K(s-3)(s-5)}{(s+1)(s+2)} = -1$, $K = \frac{-(s+1)(s+2)}{(s-3)(s-5)}$,
- Substitute $s=\sigma$ to express the gain on the real-axis Break-Away Point only, since $\omega j=0$:

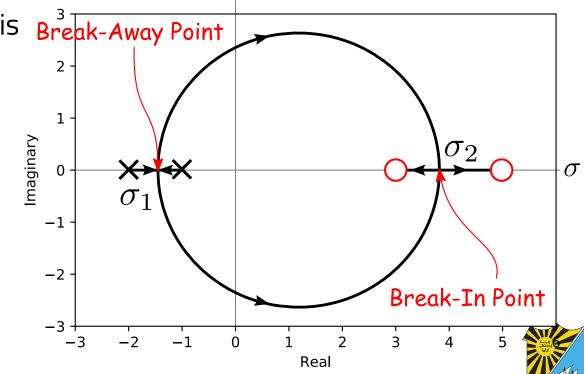
•
$$K = \frac{-(\sigma+1)(\sigma+2)}{(\sigma-3)(\sigma-5)} = \frac{-(\sigma^2+3\sigma+2)}{(\sigma^2-8\sigma+15)} = -1$$

- The above function for *K* should give two discontinuous curves
- Differentiate K w.r.t to σ to find min/max

•
$$\frac{dK}{d\sigma} = \frac{(11\sigma^2 - 26\sigma - 61)}{(\sigma^2 - 8\sigma + 15)^2} = 0$$
, gives $\sigma = -1.45, 3.82$

- Break-away point $\sigma_1 = -1.45$
- Break-in point $\sigma_2 = 3.82$





What happens to the closed-loop system here as we increase K?

Root-Locus Sketching Rule #7: Calculation of the $j\omega$ axis crossing

- The imaginary axis crossing occurs when the real component $\sigma=0$
- To find the value of gain K where the crossing occurs, we sub $s=j\omega$ in the characteristic polynomial and solve for K (Positive values of K only, since we treat negative feedback systems)
- Given the characteristic polynomial: KG(s)H(s) = -1
 - Solve for K in $KG(j\omega)H(j\omega)=-1$, to find the $j\omega$ crossing location
 - Finding both the value of the gain K and the $j\omega$ intercept value of ω



Root-Locus Sketching Rule #7: Calculation of the $j\omega$ axis crossing

Consider the feedback system shown.

•
$$KG(s)H(s) = \frac{K(s+3)}{s^4 + 7s^3 + 14s^2 + 8s}$$

• Substitute $s = j\omega$, and simplify:

$$KG(j\omega)H(j\omega) = \frac{(jK\omega + 3K)}{\omega^4 - j7\omega^3 - 14\omega^2 + j8\omega} = -1$$

Gives:

$$-\omega^4 + j7\omega^3 + 14\omega^2 - j(8+K)\omega - 3K = 0$$

Separate the real from the fake (j/k: imaginary):

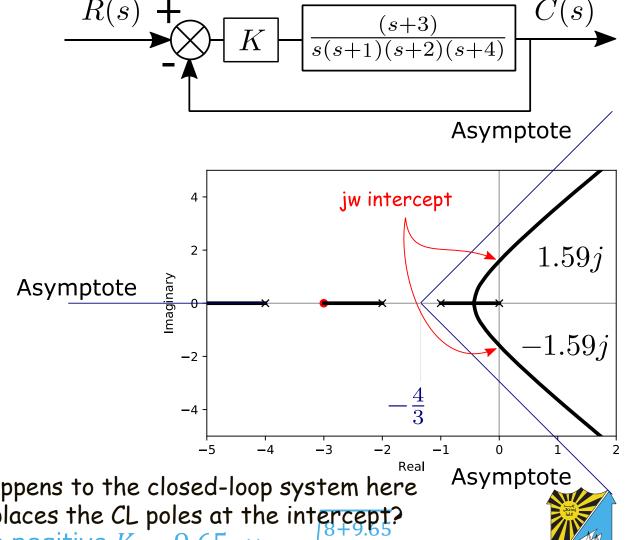
real:
$$-\omega^4 + 14\omega^2 - 3K = 0$$

imag: $7\omega^3 - (8 + K)\omega = 0$

• From imag.: $\omega^2 = \frac{8+K}{7}$, subs in real:

$$-\left(\frac{8+K}{7}\right)^2 + 14\left(\frac{8+K}{7}\right) - 3K = 0$$

 $K^2 + 65K - 720 = 0 \implies K = -74.6,9.65$, Take the positive K = 9.65, $\omega = \sqrt{\frac{1}{2}}$ 1.59*rad/s*



What happens to the closed-loop system here when K places the CL poles at the intercept?

Root-Locus Sketching Rule #8: Angles of departure and arrival

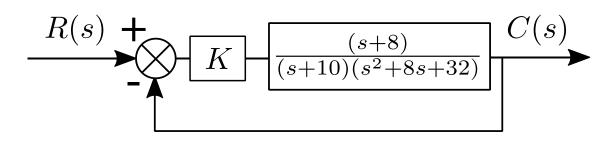
- To find the angle of departure of a complex pole, we choose a CL pole location very close to the complex pole, then satisfy the angle condition:
 - $\angle KG(s)H(s) = \pm (2k+1)180^{\circ}$

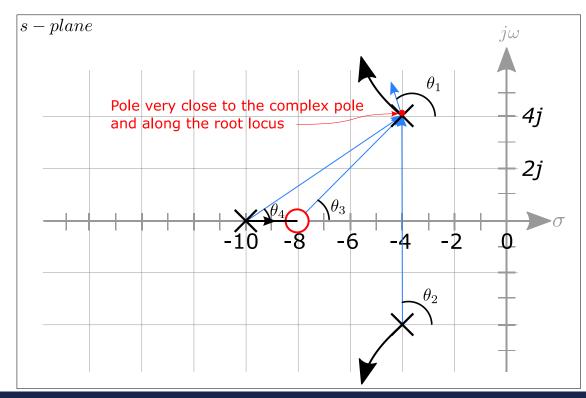
$$-\theta_1 - \theta_2 + \theta_3 - \theta_4 = -180^o$$

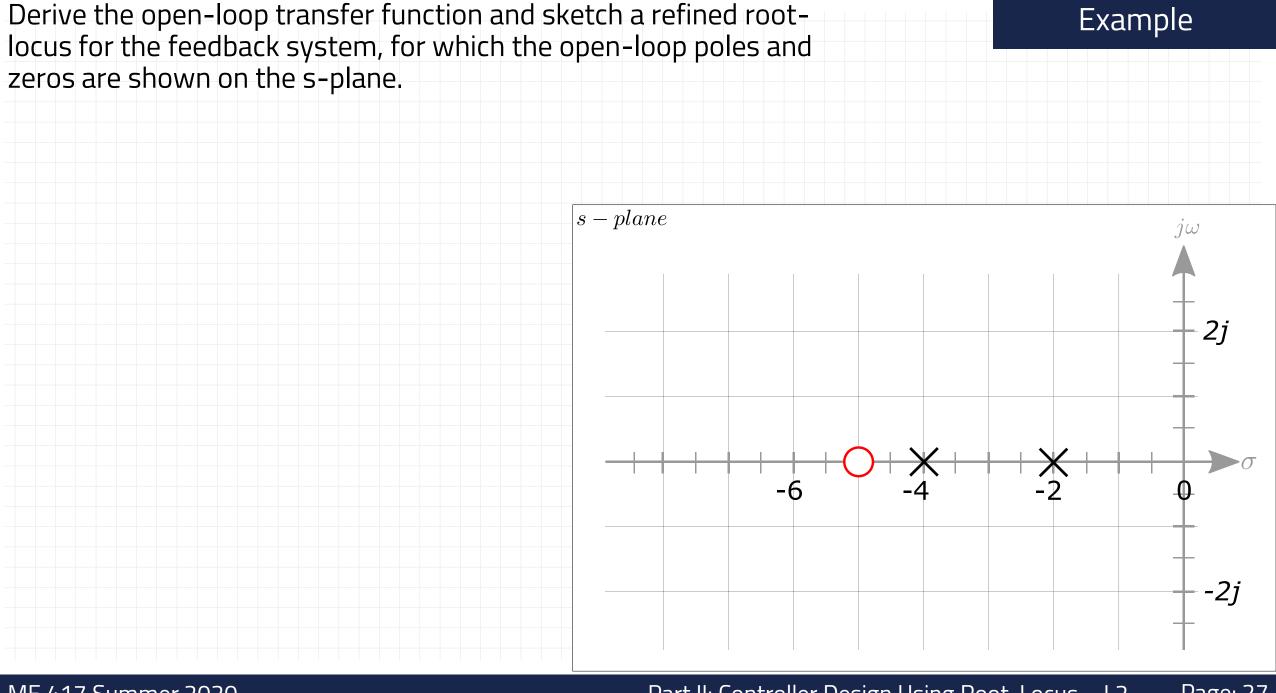
$$\theta_1 = 180^o - 90^o + \tan^{-1}\left(\frac{4}{4}\right) - \tan^{-1}\left(\frac{4}{6}\right)$$

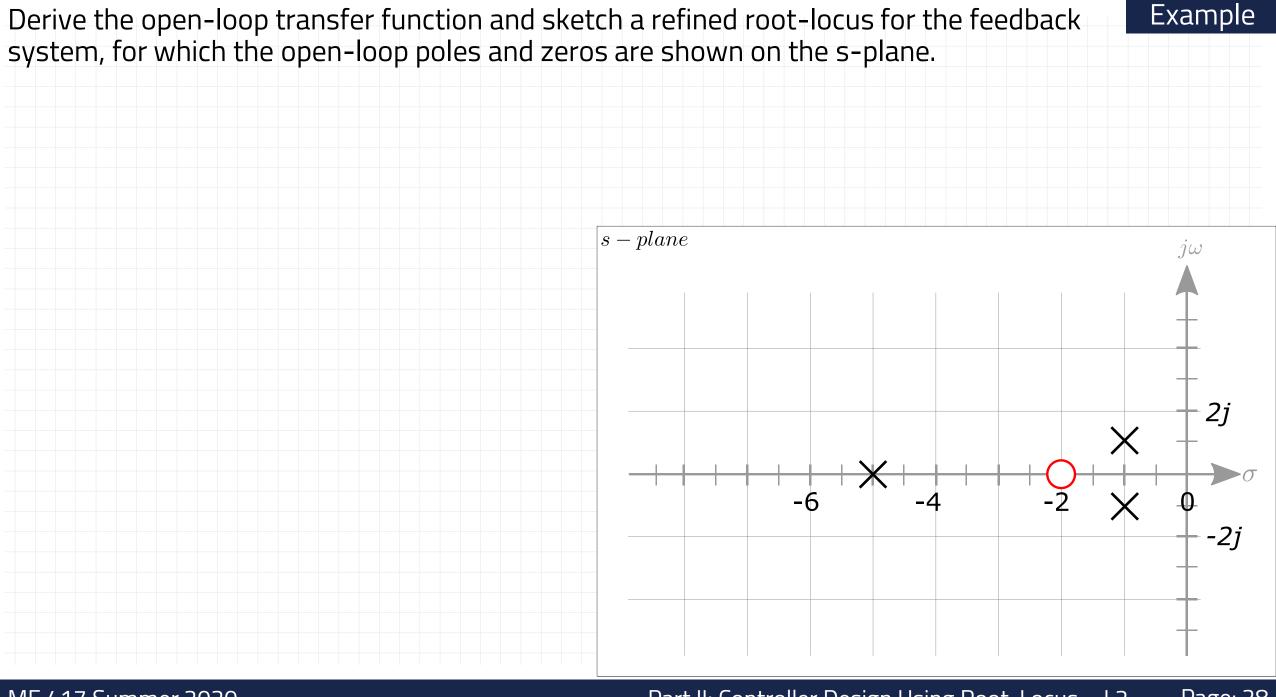
$$\theta_1 = 180^o - 90^o + 45^o - 33.69^o = 101.31^o$$

• Thus the angle of departure of the root-locus from the pole at s=-4+4j is $\theta=101.31^o$



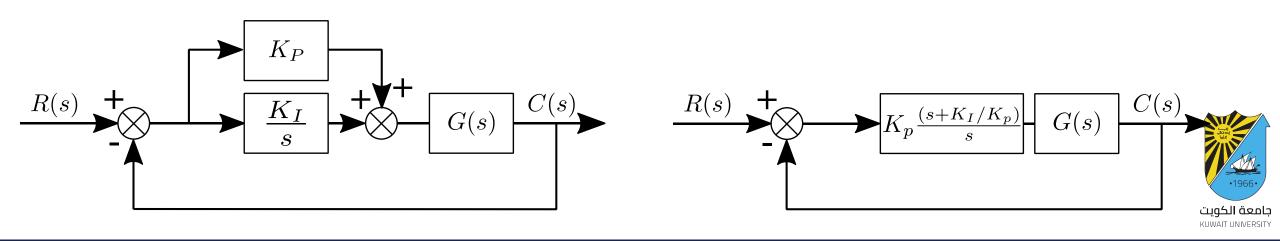






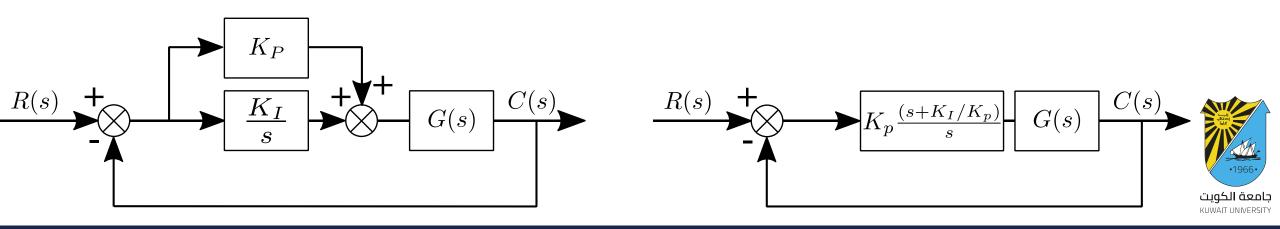
Generalized Root-Locus

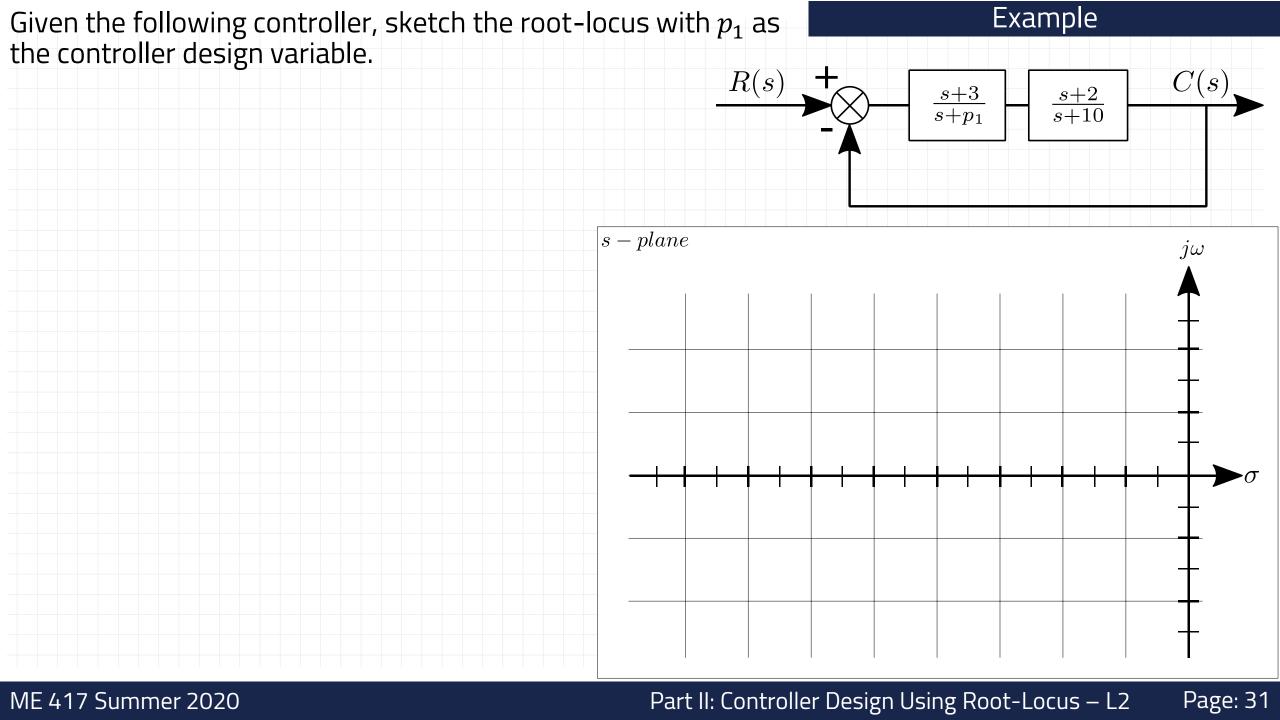
- The root-locus technique is not restricted to varying the gain *K* in a feedback system. It can be used to design for other parameters in a controller.
- Consider the case where we have a PI controller and want to plot the root-locus for varying location of the zero defined by $z=-\frac{K_I}{K_P}$, rather than varying the gain K_p
 - In other words: Our design goal is to place the zero of the PI Controller (designing for the integral component), for a given value of the proportional gain K_P



Generalized Root-Locus

- Let $K_P = 1$ for simplicity, then the characteristic polynomial becomes:
- $1 + \frac{s + K_I}{s}G(s) = 0 \Rightarrow s + sG(s) + K_IG(s) = 0 \Rightarrow 1 + K_I\frac{G(s)}{s(1 + G(s))} = 0$
 - What we did is manipulate the characteristic poly into the unity feedback form.
- The manipulated open-loop t.f. for which K_I (the zero location added by the PI controller) is then: $K_I \frac{G(s)}{s(1+G(s))}$
- We proceed to plot the root-locus, this time we get the closed-loop pole locations for varying values of K_I





Nise's 6th Global Edition:

Practice Problems

8-1, 8-2, 8-3,8-6,8-11,8-18,8-23

The root-locus sketching parts only, the design components will be covered in the following lectures.

Almost all problems from 8-1 to 8-23 are good practice problems for learning how to sketch the root-locus.

