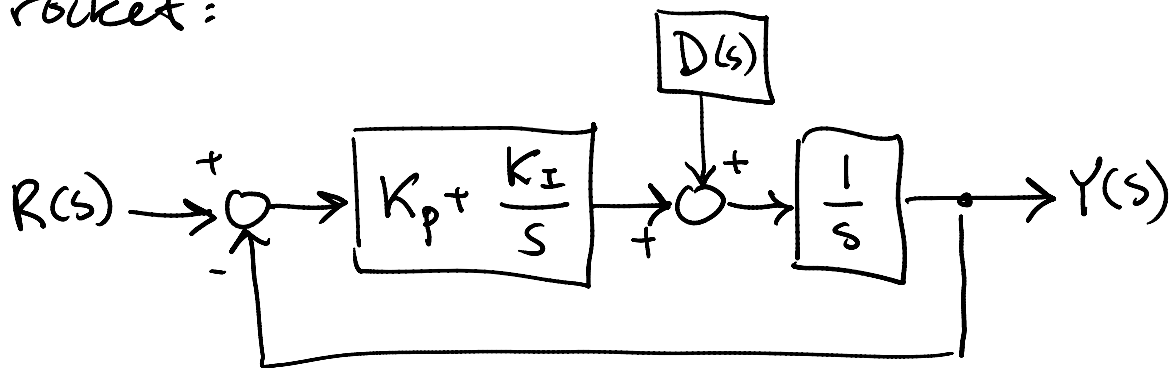


Lecture 7b: Disturbances and Noise

... in which we look at the effects of disturbances and noise in a specific example.

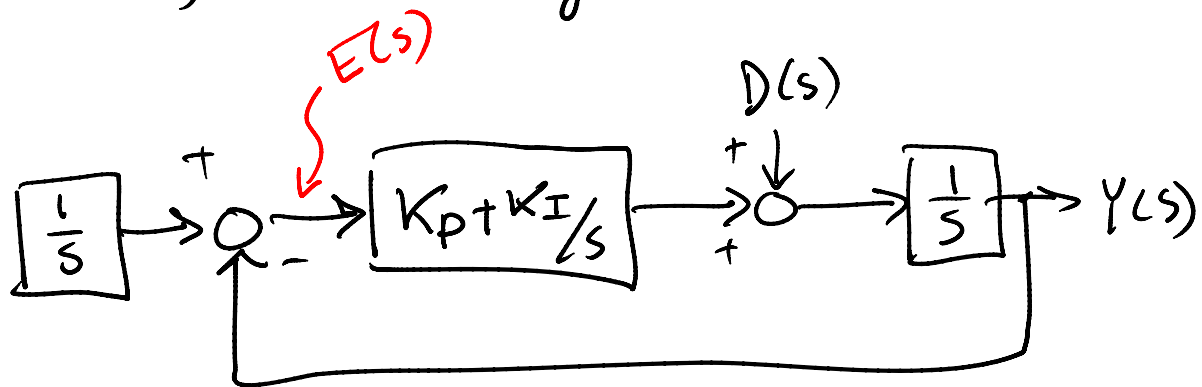
I. The effect of a disturbance

Recall our velocity controlled rocket:



Suppose the rocket engine suddenly drops in efficiency by 1 unit. Then  $d(t) = -1$  and  $D(s) = -1/s$ .

If  $R(s) = \frac{1}{s}$  (the desired velocity is 1), then we get



We want  $Y(s)$

$$Y(s) = \frac{1}{s} \left( D + \left( K_p + \frac{K_I}{s} \right) E \right)$$

$$= \frac{1}{s} \left[ D + \left( K_p + \frac{K_I}{s} \right) \left( \frac{1}{s} - Y \right) \right]$$

$$= \frac{D}{s} + \frac{1}{s^2} \left( K_p + \frac{K_I}{s} \right) - \frac{1}{s} \left( K_p + \frac{K_I}{s} \right) Y$$

$$\hookrightarrow s^2 Y(s) = Ds + K_p + \frac{K_I}{s} - s \left( K_p + \frac{K_I}{s} \right) Y$$

$$Y(s) = \frac{Ds + K_p + \frac{K_I}{s}}{s^2 + K_p s + K_I}$$

Using the final value theorem,  
we get:

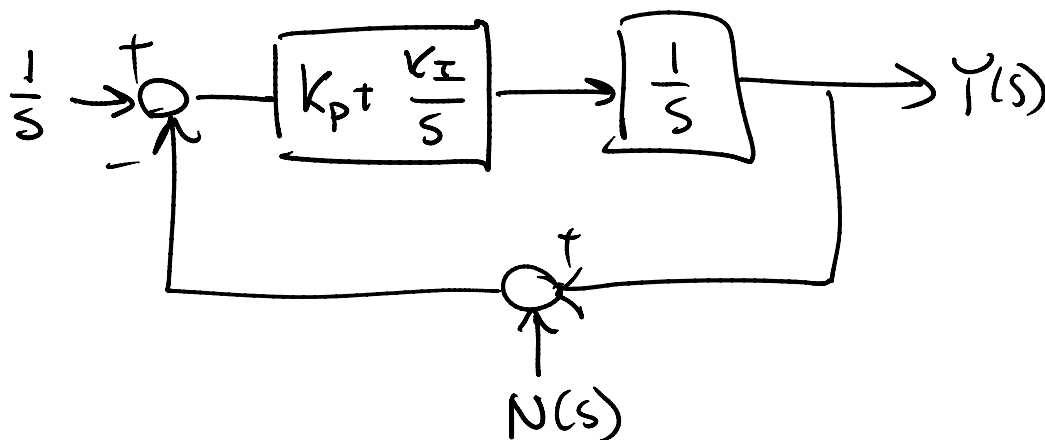
$$\lim_{s \rightarrow 0} s Y(s) = \frac{K_I}{K_I} = 1.$$

Which means that, at  $t \rightarrow \infty$ ,  
the system completely rejects  
the disturbance.

However, the time response is  
different.

## II. Noise

We can also determine the transfer function  $Y(s)/N(s)$  assuming that  $R(s) = 1/s$ .  
We get:



$$Y(s) = \frac{1}{s} \left( K_p + \frac{K_I}{s} \right) E$$

$$= \frac{1}{s} \left( K_p + \frac{K_I}{s} \right) \left( \frac{1}{s} - Y - N \right)$$

$$Y \left( s + K_p + \frac{K_I}{s} \right) = \left( K_p + \frac{K_I}{s} \right) \left( \frac{1}{s} - N \right)$$

$$Y = \frac{\left( K_p + \frac{K_I}{s} \right) \left( \frac{1}{s} - N \right)}{s + K_p + \frac{K_I}{s}}$$

Suppose that  $N(s) = \frac{n}{s}$ .

Using the Final Value Theorem,  
we see that

$$\begin{aligned} y(\infty) &= \lim_{s \rightarrow 0} s Y(s) \\ &= \lim_{s \rightarrow 0} s \frac{(K_P + K_I/s) \left( \frac{1}{s} - \frac{n}{s} \right)}{s + K_P + K_I/s} \\ &= \lim_{s \rightarrow 0} s \frac{\frac{K_P s + K_I}{s} \cdot \frac{1-n}{s}}{s + K_P + K_I/s} \\ &= \lim_{s \rightarrow 0} \frac{(K_P s + K_I)(1-n)}{s^2 + K_P s + K_I} = \boxed{1-n} \end{aligned}$$

The magnitude of the effect is equal  
to the magnitude of the noise.

Now suppose the noise is an impulse:  $N(s) = n$ . Then

$$y(\infty) = \lim_{s \rightarrow 0} s Y(s)$$

$$= \lim_{s \rightarrow 0} s \frac{(K_P + K_I/s) (\frac{1}{s} - n)}{s + K_P + K_I/s}$$

$$= \lim_{s \rightarrow 0} s \frac{\frac{K_P s + K_I}{s} \cdot \frac{1 - ns}{s}}{s + K_P + K_I/s}$$

$$= \lim_{s \rightarrow 0} \frac{K_P s - K_P n s^2 + K_I - K_I n s}{s^2 + K_P s + K_I}$$

$$= \boxed{1}$$

So short blips in the sensor are recovered from, but we still don't know how long it takes.  
(To Simulink)