

Control Systems (8 to 10M)

ESE \Rightarrow 100M
Obj (20 to 30M) (60 to 70M)



Text Books :-

GATE ① control system Engg \rightarrow NISE

② control system Engg \rightarrow Nagrath & Gopal

IES ③ Automatic CS \rightarrow B.C. Kuo

④ control systems: principle & Design : M. Gopal

⑤ Modern control sys: Ogata.

\Rightarrow TF, BD, SFG \rightarrow 1M @ 2M

\Rightarrow Time Domain Analysis $\left\{ \begin{array}{l} \rightarrow$ Transient Analysis \rightarrow 2M \\ \rightarrow Steady state Analysis \rightarrow 2M \end{array} \right.



\Rightarrow Stability $\left\{ \begin{array}{l} \rightarrow$ Time Domain tech \Rightarrow RH/RL \rightarrow 4M \\ \rightarrow frequency domain tech \Rightarrow BP/NP \end{array} \right.

\Rightarrow compensators & controller \times

\Rightarrow State space Analysis \rightarrow 2M

control sys :- objective \Rightarrow To get desired o/p



\Rightarrow Why we don't get desired o/p \Rightarrow Because Noise

\Rightarrow High frequency noise \Rightarrow [Bw $\uparrow \rightarrow$ Noise Amplitude \uparrow]

\Rightarrow High freg noise is eliminated \Rightarrow By using Low pass filter

\Rightarrow Control systems are designed as Low pass filter.

\Rightarrow Standard form of Sys = $\frac{K(1+ST_1)(1+ST_2) \dots}{S^n(1+ST_a)(1+ST_b) \dots}$

$\left(\frac{1}{S^n}\right) \Rightarrow \frac{1}{S} \Rightarrow$ Integrator - Low pass filter.

$P > Z \Rightarrow$ Strictly proper TF

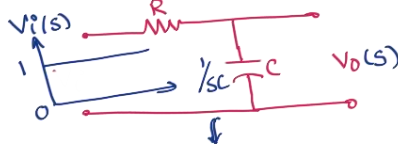
$P = Z \Rightarrow$ proper TF

$P < Z \Rightarrow$ Improper TF

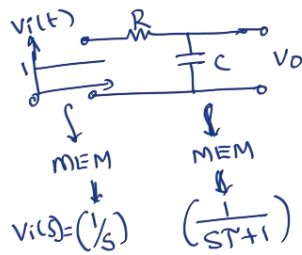


TF :- It is a mathematical equivalent model of the System.

For ex:- RC CKT



$$\begin{aligned} \frac{V_o(s)}{V_i(s)} &= \frac{1/sC}{R + 1/sC} \\ &= \frac{1}{sCR + 1} \\ &= \left(\frac{1}{sT + 1} \right) \end{aligned}$$



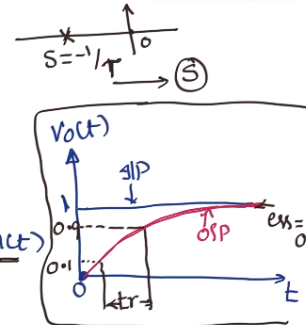
$$\Leftrightarrow \left(\frac{1}{sT+1} \right)$$

$$\Rightarrow \frac{V_o(s)}{V_i(s)} = \left(\frac{1}{sT+1} \right)$$

$$V_o(s) = \frac{1}{s(sT+1)}$$

$$V_o(s) = \left(\frac{1}{s} - \frac{T}{sT+1} \right)$$

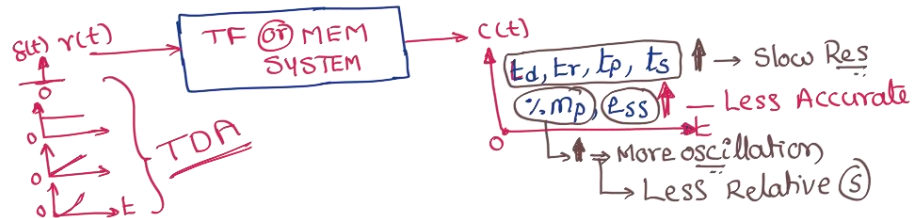
$$\xrightarrow{\text{GLT}} V_o(t) = (1 - e^{-t/T}) u(t)$$

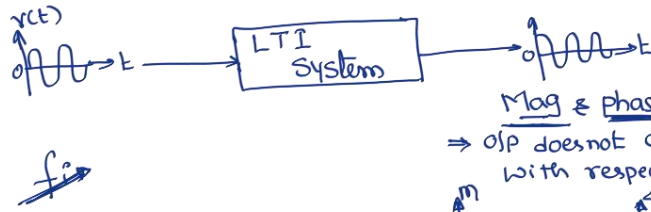


\Rightarrow BD & SFG :- To find overall TF of the System.

TIME DOMAIN ANALYSIS :- (To Evaluate performance of the System)

- Transient Analysis → Speed
- Steady state Analysis → Accuracy





Mag & Phase
 \Rightarrow o/p does not change with respect to time.

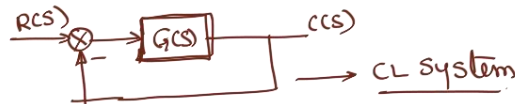
$\begin{matrix} m \\ \nearrow \\ \omega \end{matrix} \quad \begin{matrix} \searrow \\ \omega \end{matrix}$ frequency response Analysis.



\Rightarrow Stability \Rightarrow To find closed loop system stability

\Rightarrow Prob:- The OLTF of a unity feedback system $G(s) = \left(\frac{10}{s-2}\right)$.
 The system is

- (a) Stable (b) unstable (c) Marginal stable (d) conditional stable

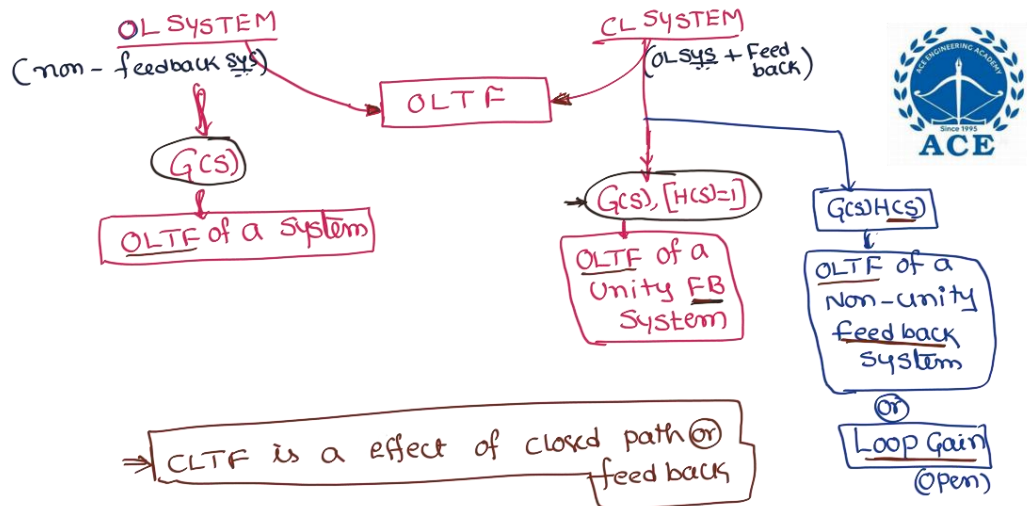


$$G(s) = \frac{10}{(s-2)}, \quad H(s) = 1 \Rightarrow \text{CLTF } \frac{C(s)}{R(s)} = \frac{G(s)}{1+G(s)}$$

$$\text{CLTF} = \frac{10}{(s-2)+10} = \left(\frac{10}{s+8}\right) \quad \begin{matrix} \times \\ \downarrow \\ s = -8 \end{matrix} \text{ stable.}$$

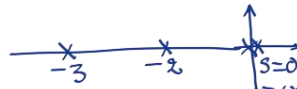


\Rightarrow Any system, described in terms of OLTF



⇒ OL System:- It is described as OLTF of a system

$$G(s) = \frac{(s+1)}{s^2(s+2)(s+3)}$$



⇒ open loop poles locations are identified directly.

⇒ Hence we can find OL stability directly. No stability tech reqd to find OL stability.

⇒ CL System:- It is described as OLTF of a unity FB System.

$$G(s) = \frac{(s+1)}{s^2(s+2)(s+3)}, H(s)=1$$

$$\Rightarrow CLTF \Rightarrow \frac{C(s)}{R(s)} = \frac{(s+1)}{s^2(s+2)(s+3) + (s+1)} = \frac{(s+1)}{(s^4 + 5s^3 + 6s^2 + s + 1)}$$

→ CL Poles locations can't identified directly.
Because find roots of denominator of TF is difficult. Hence reqd a stability tech to find CL stability.



→ $\begin{cases} \text{RH/RL} \Rightarrow \text{Time Domain tech} \\ \text{BP/NP} \Rightarrow \text{freq Domain tech} \end{cases}$

For Complete Analysis → Best is Time Domain tech.

For stability → Best is freq Domain tech.

For ex:- $L[g(t-T)] = e^{-sT} G(s) \Rightarrow [\text{Transportation delay @ Lag System}]$

Time Domain tech:-

RH/RL :- Req'd Pole location.

$$e^{-sT} = (1 - sT + \frac{(sT)^2}{2!} - \dots \infty)$$

$e^{-sT} \approx (1 - sT)$ → Approximate ③ condition is obtained.

neglect high order terms.



freq Domain tech:-

BP/NP :- Req'd Magnitude & phase.

$$\frac{e^{-sT}}{e} = \frac{j(-\omega T)}{e} \Rightarrow M=1$$

$$\angle \phi = (-\omega T)$$

Here exact magnitude & phase is obtained.
Hence exact ③ condition is obtained.

$$\begin{aligned} \frac{j(\pm\theta)}{e} &= \cos\theta \pm j\sin\theta \\ M &= \sqrt{\cos^2\theta + \sin^2\theta} = 1 \\ \angle \phi &= \tan^{-1} \left(\frac{\pm\sin\theta}{\cos\theta} \right) \\ &= (\pm\theta) \end{aligned}$$

1st priority \Rightarrow NP \rightarrow Stability of all system
 \rightarrow No of CL poles RH-s-plane
 \rightarrow Range of K for (S)
 \rightarrow Gm & pm



2nd priority \Rightarrow RL \Rightarrow Nature of the system is Identified

3rd priority \Rightarrow BP \Rightarrow stability of only Minimum phase sys

4th priority \Rightarrow RH \Rightarrow Exact location of pole can't find.

Compensators & Controllers :- To get desired specifications

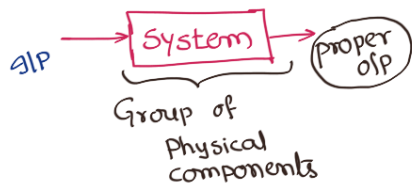
\Rightarrow Speed \rightarrow Lead (or) PD controller
 \Rightarrow Stability \Rightarrow " " " (HPP)
 \Rightarrow Accuracy \Rightarrow Lag (or) PI controller (CLPF)
 \Rightarrow speed, Accuracy & stability
 \downarrow
 Lag-lead compensator (or) PID controller.

State Space Analysis :- valid for dynamic systems



TF Analysis \rightarrow Valid only LTI systems

\Rightarrow Dynamic System \rightarrow L | NL | TV | TIV



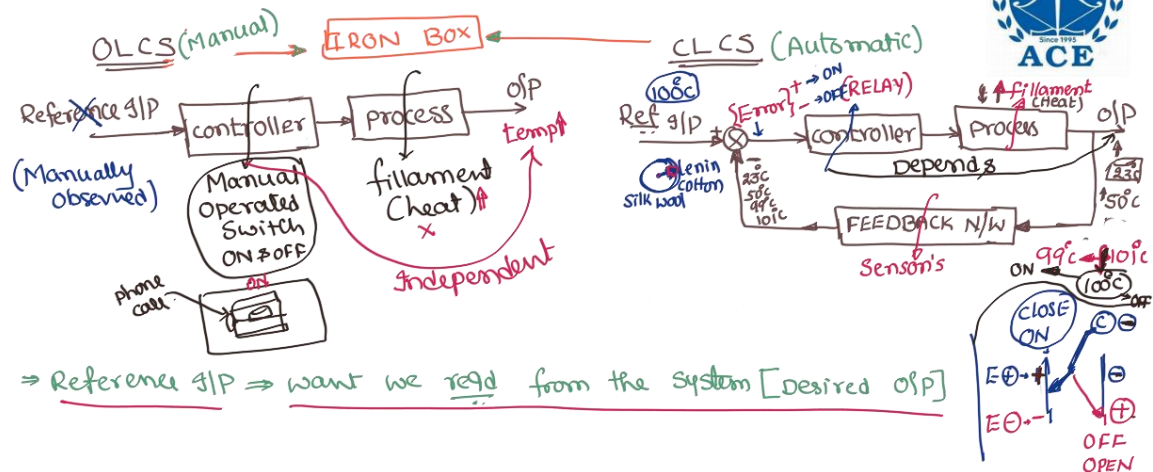
A FAN w/o Blades \rightarrow NOT a system \rightarrow No proper o/p (No air flow)

A FAN w/o Regulator \rightarrow System \rightarrow proper o/p (air flow)
(May or May not be desired o/p)

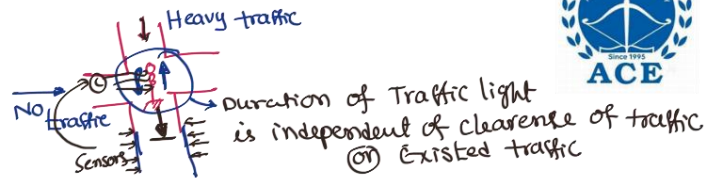
A FAN with Regulator \rightarrow control system \Rightarrow Desired o/p.
(Desired air flow)

Control system:- It is a group of physical components arranged in a such away that, it gives the desired o/p, by using controller
(regulator to the given g/p).

\Rightarrow Control systems are classified into two ways based on controller action.



Traffic Control signal (OL sys)



→ OL system :- Human being not included.

⇒ Manual control sys :- closed loop cs → Man → work li.ke feedback n/w

⇒ CL control system ⇒ sensor are essential.

OL system :- A system in which, the controller action is independent of d.p. is called open loop system

ex :- FAN, AIR COOLER, Traffic light, washing machine

... Any system, which is not having provision to select reference g/p and not having sensors.

CL system :- A system in which, the controller action depends on output is called closed loop control system.

Ex → AC, Human Being, Automatic iron box, refrigerators ---
any system which is having sensors & provision to select the reference g/p.

FEEDBACK N/W:- It is a property of the closed loop system which brings the o/p to s/p & compare with reference s/p & generate error.



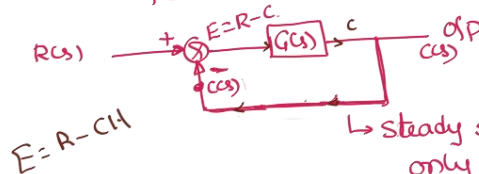
⇒ Controller action take place such that, the error becomes the zero.

⇒ Error = 0 means, the system is stable [Bounded s/p] & gives desired o/p.

⇒ feedback n/w consists the sensors.

⇒ Maximum gain of feedback n/w ratio is 1

⇒ The Best feedback is unity negative FB.



↳ Steady state errors are valid for only unity feedback system.



-ve FB → Improves the relative stability $[G(s), H(s) > 0]$

$$G(s) = \frac{1}{(s+2)}$$



(2nd priority)

$$H(s) = 1 \text{ \& (-ve FB) } \rightarrow \frac{C(s)}{R(s)} = \frac{G(s)}{1+G(s)} = \frac{1}{s+3}$$



(1st priority)

$$H(s) = 1 \text{ \& (+ve FB) } \rightarrow \frac{C(s)}{R(s)} = \frac{G(s)}{1-G(s)} = \frac{1}{s+1}$$



(last priority)