

# Introduction

July 23, 2015

# Overview

- 1 Course overview
- 2 Systems theory
- 3 Real life examples
- 4 Control theory
- 5 Open-loop vs. closed-loop systems
- 6 Automatic control

# Outline

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# Course overview

- 1 Introduction
- 2 Classification of systems
- 3 System modelling
- 4 Discrete time systems
- 5 Continuous time systems
- 6 Frequency response of dynamical systems
- 7 Discretizations of continuous time systems
- 8 Introduction to control
- 9 Design in the frequency domain and Nyquist stability criterion
- 10 Lead and lag compensators
- 11 PID control

# Methodology and evaluation

- Prof. dr. ir. Bart De Moor [Bart.DeMoor@esat.kuleuven.be]
- 20 lectures, 8 exercise sessions
- Learning platform: Sofia, Toledo  
[www.sofialearn.com](http://www.sofialearn.com)  
Course: Systems and control theory  
Material from the lectures (powerpoints, video's), assignments for exercise sessions and supplementary material (downloads, tutorials, books, links, journals, conferences)

## Exam

- Written exam
- You can bring: course book, calculator, notes from exercise sessions
- Duration: 4h

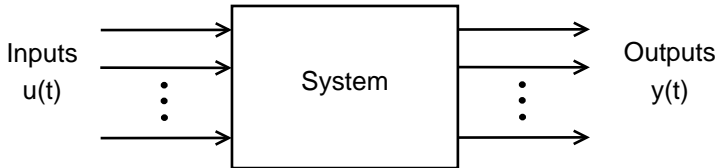
# Chapter 1: Introduction

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# Systems theory

System theory occupies itself with the mathematical description and study of systems. Models describe the connections between input and output.





# Systems theory

Next to inputs and outputs, states (denoted by  $\mathbf{x}(t)$ ) are a third type of variable used to describe a system. They represent the internal state of the system at a given time.

$$\begin{aligned}\dot{\mathbf{x}}(t) &= f(\mathbf{x}(t), u(t)) \\ y(t) &= g(\mathbf{x}(t), u(t))\end{aligned}$$

The order of a system is the number of state-variables (i.e. the size of the vector  $\mathbf{x}$ ).

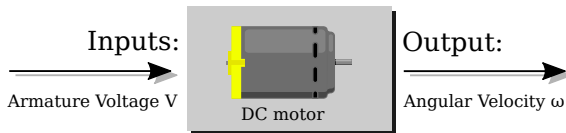
# Dynamical system

A dynamical system is a constantly changing system that connects outputs and inputs.

The word dynamical refers to the fact that its current output depends on past input, contrary to static systems where the current output only depends on current input. This means that in a dynamical system the output changes with time if the system is not in a state of equilibrium.

Everything is a dynamical system.

Example:



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