

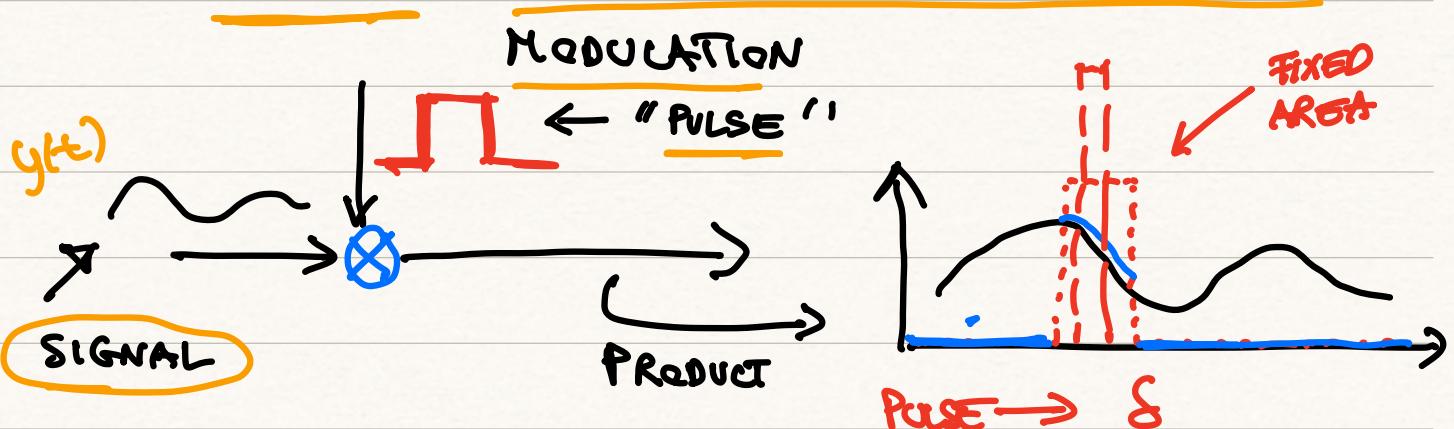
IN THIS VIDEO : WE CONTINUE OUR
REVIEW OF SAMPLE-DATA
SYSTEMS & CONTROL

PREVIOUSLY : → BASIC ASSUMPTION - INTRODUCTION
→ MODELS : . Dif. Eq's
· I/O ←
· STATE-SPACE
→ Z-transform
→ DISCRETE-TIME MODELS
→ STABILITY

NEXT : Brief Review of reps. of
↳ SAMPLING (A/D)
↳ ZOH (D/A)

FROM A "CONTINUOUS TIME" VIEWPOINT

→ Recall : SAMPLING VIA PULSE AMPLITUDE



SAMPLING

↳ PRODUCT WITH A TRAIN OF PULSES

$$y(t) \xrightarrow{\otimes} \delta_T(t) \rightarrow y_s(t) = \sum_k y(t) \delta(t - kT_s)$$

$$\delta_T(t) = \sum_k \delta(t - kT_s)$$

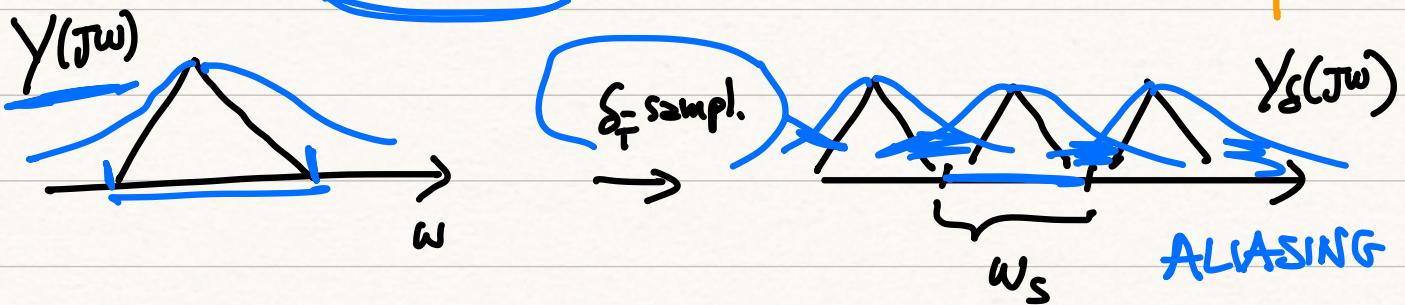
EXTRACTS $y(kT_s)$

▷ USING \mathcal{L} -TRANSF. PROPERTIES, $\omega_s := \frac{2\pi}{T_s}$

$$Y_s(s) = \frac{1}{T_s} \sum_k \mathcal{L}[e^{jk\omega_s t} y(t)]$$

$$= \frac{1}{T_s} \sum_k Y(s - jk\omega_s)$$

TRANSLATED COPIES OF $Y(s)$



• ON THE OTHER HAND :

$$Y_s(s) = \int_0^{+\infty} y(\tau) \delta(\tau - kT_s) e^{-s\tau} d\tau$$

RELATION : $y(s) \rightarrow Y_s(s) \rightarrow y(z)$

$$= \sum_k y(kT_s) e^{-sT_s k}$$

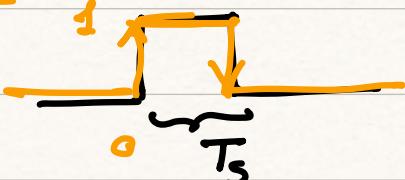
$$= \sum_k y(kT_s) (e^{sT_s})^{-k} = \sum_k [y(k)] (e^{sT_s})^{-k}$$

▷ CAN I MODEL ZOH (D/A) IN GNT. TIME? $\frac{z}{z-1} \approx e^{\frac{sT_s}{s}}$

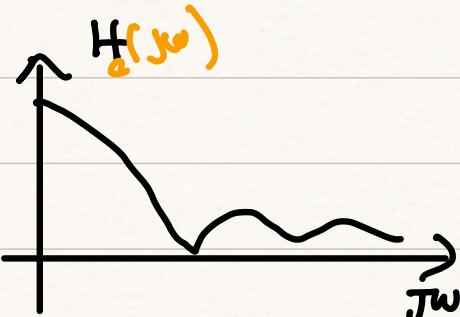
As \approx filter from $u(k) \approx u_g(t) \rightarrow \tilde{u}(t)$

▷ CONVOLUTION WITH IMPULSE RESPONSE:

$$h_o(t) = \mathbb{1}(t) - \mathbb{1}(t - T_s)$$

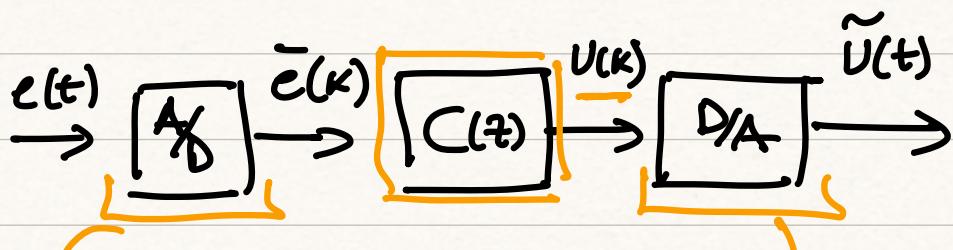


$$\Rightarrow H_o(s) = \frac{1/s - e^{-st_s}/s}{1 - e^{-st_s}/s}$$

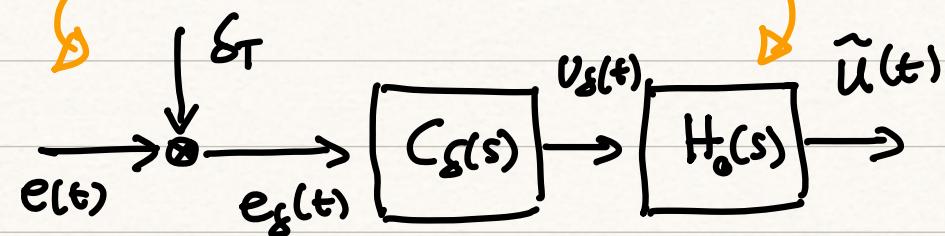


Low Pass \approx Reconstr. Filter
in Sampling

▷ what do we do with this?



THIS IS
WHAT THE
PLANT
"SEES"!



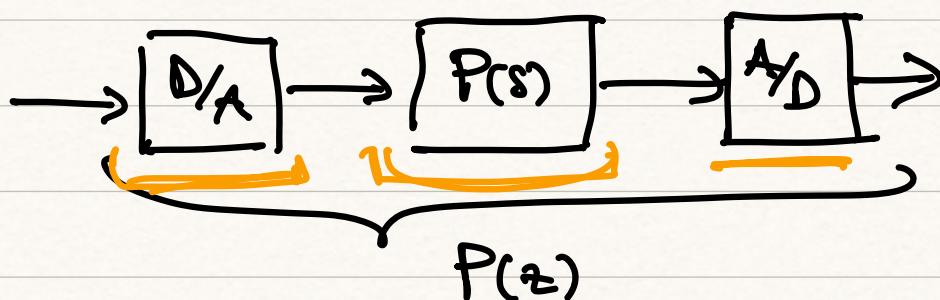
$P(s)$

$$\Rightarrow \frac{\tilde{U}(s)}{E(s)} = \left(\frac{1}{T_s} + H_o(s) \right) C_g(s) \xrightarrow{z} \bar{C}(z) \\ = \frac{1 - e^{-st_s}}{T_s s} \bar{C}(e^{\frac{st_s}{s}})$$

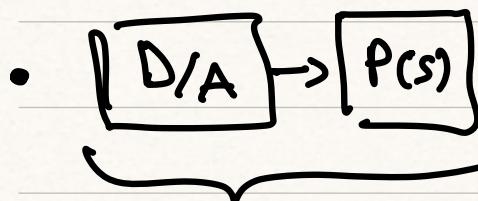
▷ OK, SO WE CAN OBTAIN A CONTINUOUS MODEL FROM A DIGITAL ONE.

▷ WHAT ABOUT THE OPPOSITE?

e.g. $P(s) \rightarrow P(z)$



why?
IT ACCOUNTS
FOR THE EFFECTS
OF A/D, D/A
WHEN DESIGNING
 $C(s)$, TO BE
EMULATED.



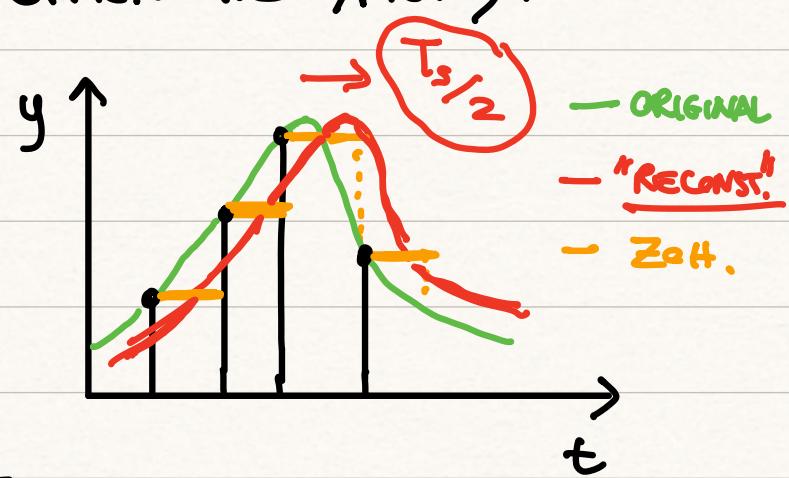
WE ALREADY KNOW:

$$\Rightarrow \tilde{P}(s) = P(s) H_o(s) = P(s) \frac{1 - e^{-sT_s}}{s}$$

\Rightarrow FOR DESIGN WITH EMULATION WE TYPICALLY:

$$H_o(s) \approx e^{-\frac{sT_s}{2}}$$

L-TRANSFORM
OF A $\frac{T_s}{2}$ DELAY



$$\Rightarrow \tilde{P}(s) \approx e^{-\frac{sT_s}{2}} P(s)$$

▷ IF WE NEED $P(z)$ WE CAN :

$$1 - \text{COMPUTE } \mathcal{L}^{-1} \left[P(s) H_o(s) \right] = \tilde{P}(t)$$

$$2 - \text{SAMPLE IT } \tilde{P}(t) \rightarrow \tilde{P}(kT_s)$$

$$3 - Z\text{-TRANSFORM } \tilde{P}(k) = \tilde{p}(kT_s)$$

\Rightarrow OBTAIN EXACT $P(z)$ FOR DIGITAL DESIGN

$$\begin{aligned} 1 - \tilde{P}(t) &= \mathcal{L}^{-1} \left[\frac{P(s)}{s} (1 - e^{sT_s}) \right] \\ &= \mathcal{L}^{-1} \left[\frac{P(s)}{s} \right](t) - \mathcal{L}^{-1} \left[\frac{P(s)}{s} e^{sT_s} \right](t) \end{aligned}$$

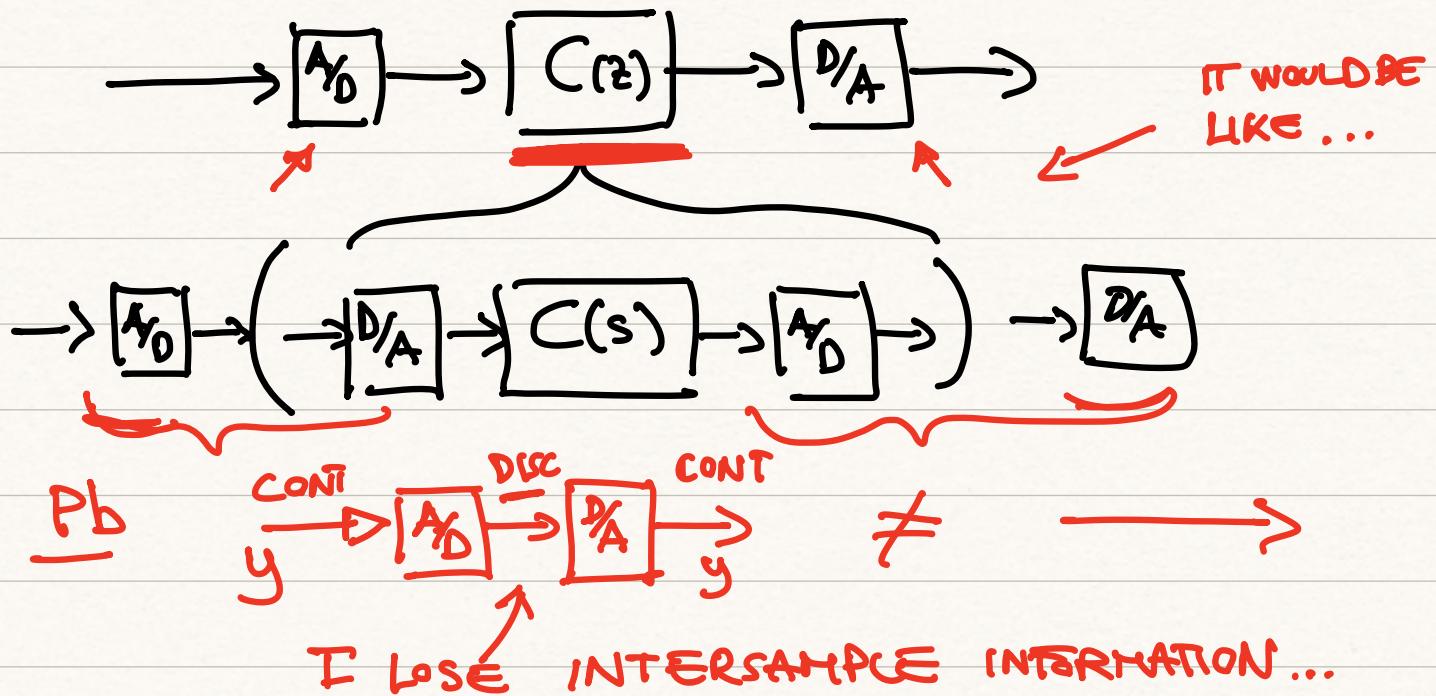
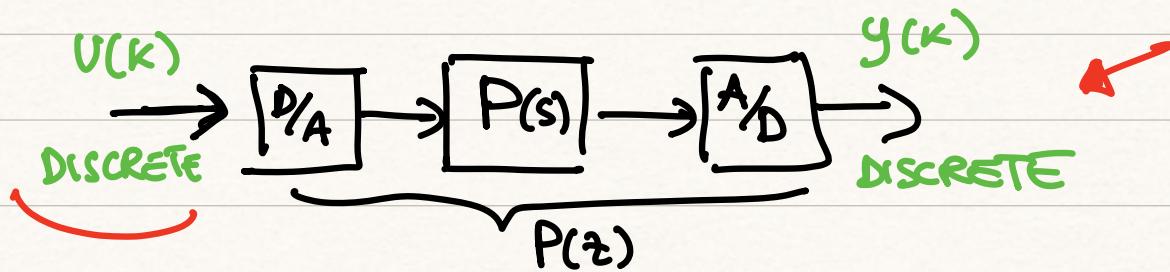
$$2 - \tilde{P}(kT_s) = \mathcal{L}^{-1} \left[\frac{P(s)}{s} \right](kT_s) - \mathcal{L}^{-1} \left[\frac{P(s)}{s} \right]((k-1)T_s)$$

$$\begin{aligned} 3 - P(z) &= Z[\tilde{p}(kT_s)](z) \\ &= (1 - z^{-1}) \sum \left[\mathcal{L}^{-1} \left[\frac{P(s)}{s} \right](kT_s) \right] \end{aligned}$$

NOTE : This is WHAT MATLAB DOES WITH C2D,
OPTION 'zoh'.

- EXACT translation for P
- can I use it for emulation ($\omega \rightarrow C(z)$)?

NOT EXACT in that case -



▷ This loss of information cannot be avoided

▷ WHAT CAN I USE FOR TRANSLATION?

↳ WE NEED A MAP FROM $S \rightarrow Z$

⇒ APPROXIMATIONS OF

$$\hookrightarrow z = e^{sT_s} \stackrel{?}{=} \text{NON-RATIONAL!}$$

$$\hookrightarrow s \simeq \lambda \left[\frac{d}{dt} \cdot \right] \rightarrow s \simeq \text{INCREMENTAL RATIO}$$

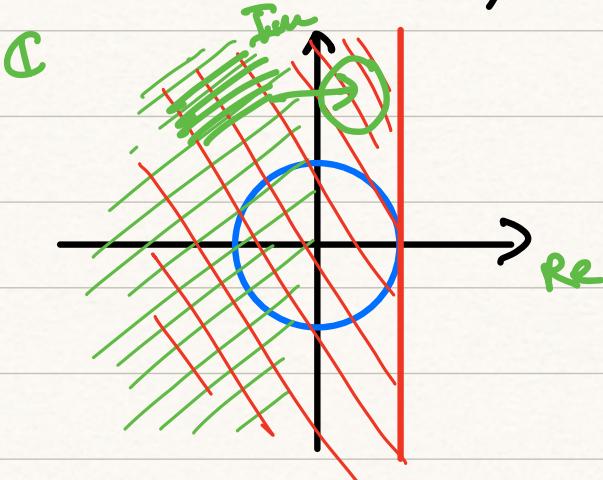
FORWARD EULER

P_b - NOT PROPER
(NOT CAUSAL)

$$\frac{d}{dt} x(t) \approx \frac{x(k+1) - x(k)}{T_s}$$

$$\frac{s}{\tau} \approx \frac{z - 1}{T_s}$$

- MAPS STABLE POLES (in s) To POTENTIALLY UNSTABLE ONES

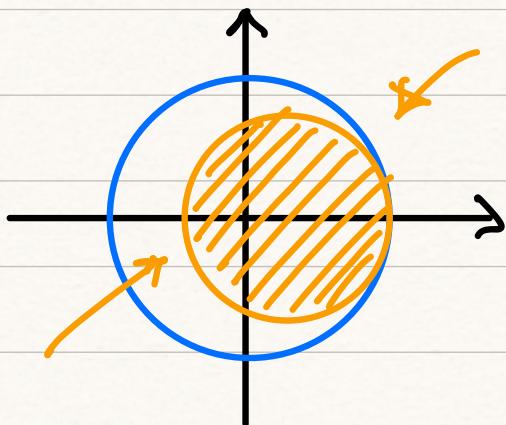


|||| → STABLE CONT. POLES

|||| → "Mapped" poles

might be unstable

BACKWARD EULER



PROPER, MAINTAINS STABILITY

$$\frac{d}{dt} x(t) \approx \frac{x(k) - x(k-1)}{T_s}$$

$$s \rightarrow \frac{1 - z^{-1}}{T_s} = \frac{z - 1}{T_s z}$$

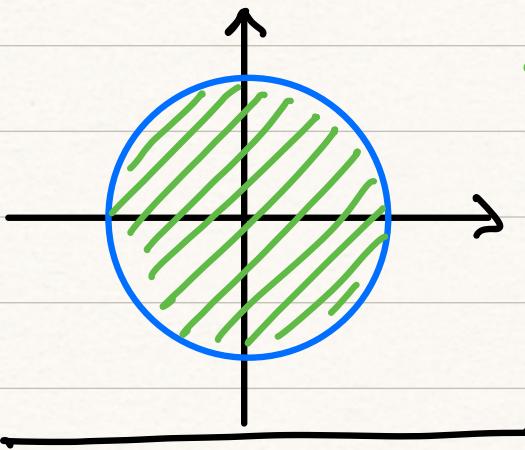
TUSTIN

TRAPEZOIDAL APPROX.

or PADE' APPROX. OF e^{sT_s}

OF ORDER (4,1)

$$s \rightarrow \frac{2}{T} \frac{z-1}{z-2}$$



STABLE CONT. POLES

MAPPED TO

STABLE DISCRETE POLES

$$C(s) \xrightarrow{\text{EVALUATE}} \tilde{C}(z) = C(s) \Big|_{s=z}$$

▷ Same approaches for STATE-SPACE MODELS

↳ FORMULAS IN HANDOUT (EULER, TUSTIN, ...)

↳ MATLAB C2D + OPTIONS

▷ WE CAN ALSO DERIVE MATRICES FOR

EXACT TRANSLATION $(A_c, B_c, C_c, D_c) \rightarrow (A_0, B_0, C_0, D_0)$

$$x(t) = e^{A(t-t_0)} x_0 + \int_{t_0}^t e^{A(t-\tau)} B u(\tau) d\tau$$

▷ Assume $u(t)$ piecewise constant,

$$\Rightarrow t_0 = kT_s, \quad t = (k+1)T_s$$

$$x(k+1) = x((k+1)T_s) = e^{AT_s} x(kT_s) + \int_{kT_s}^{(k+1)T_s} e^{A((k+1)T_s-\tau)} B u(\tau) d\tau$$

$$= e^{AT_s} x(k) + \left[\int_{kT_s}^{(k+1)T_s} e^{A(\dots)} B d\tau \right] u(k)$$

INDEP. OF k : $\tilde{\tau} := kT_s + \underline{\tau}$

$$\Rightarrow \underline{x(k+1)} = \underline{\underline{C}} \underline{x(k)} + \underline{T} \underline{u(k)}$$

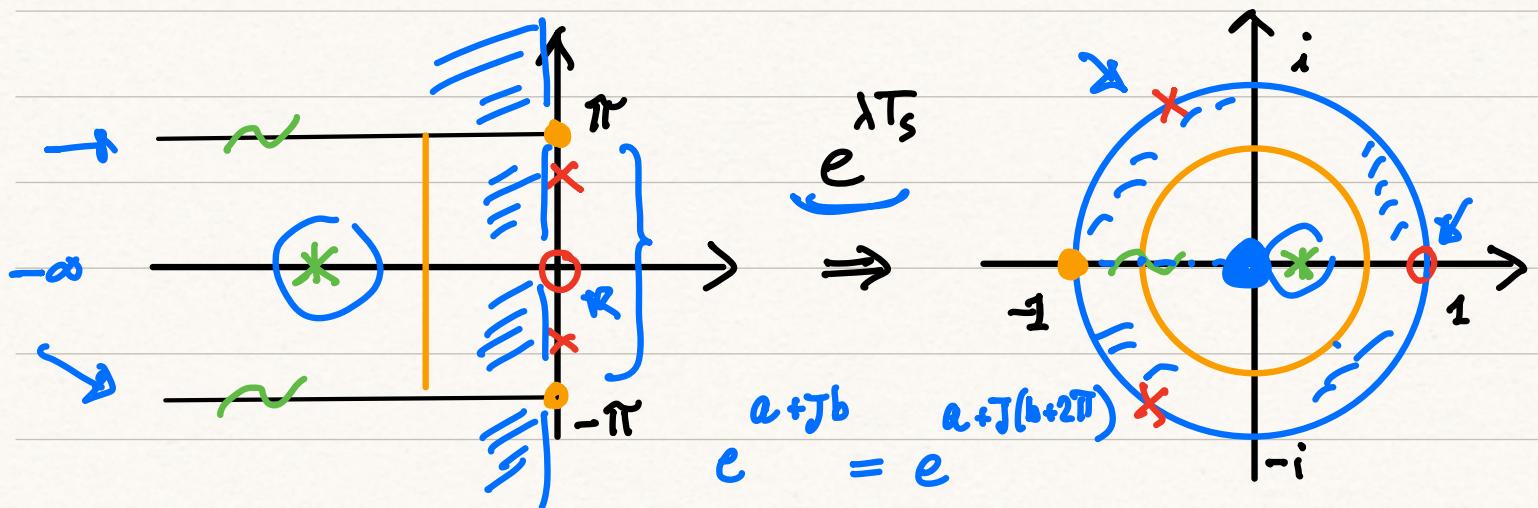
$$y(k) = C x(k) + D u(k)$$

↑ STATIC, NO NEED FOR CONVERSION.

Note : $A \rightarrow \underline{\Phi} = e^{AT_s}$

$\lambda(A) \rightarrow \lambda(\underline{\Phi}) = e^{\lambda(A)T_s}$

SAME MAP WE ALREADY SAW!



► The corresponding, exactly TRANSLATED $P(z)$ is

$$\underline{P(z)} = C (z\underline{\underline{I}} - \underline{\Phi})^{-1} \underline{T} + D$$

OK, WE ARE NOW READY TO OUTLINE
THE DESIGN APPROACHES ...

APPROACH 1

I/O MODELS , VIA EMULATION

→ 1) Acquire specs., translate them
 $(\omega_c, \varphi; P_1, P_2)$

2) Design CONTINUOUS $C(s)$
 for $\tilde{P}(s) = P(s) e^{-\frac{sT}{2}}$

3) EMULATE $C(s) \rightarrow C(z)$
 obtained via TUSTIN, EULER, ..

APPROACH 2

I/O MODELS , VIA DIRECT DIGITAL DESIGN

1) Acquire specs, translate into
POLE POSITIONS
 (in cont. time)

2) TRANSLATE TO DISCRETE POLES :

$$P_{\text{DISC}} = e^{P_{\text{CONT}} T_s}$$

3) DESIGN $C(z)$: → DIOPHANTINE EQS. ...
 → CONSIDER EXACT TRANS.
 $P(z)$

▷ NOT IN THE HANDOUT / ASSIGNMENT :

YOU CAN TRY METHODS YOU HAVE SEEN IN DIGITAL CONTROL.

APPROACH 3

STATE-SPACE , VIA "EMULATION"

1) Acquire specs, Translate into pole positions (in cont.t)

2) FIND K IN CONT. TIME $\lambda(A - BK)$...

3) DESIGN OBSERVER IN CONT. TIME

4) TRANSLATE OBSERVER USING
EMULATION FORMULAS

APPROACH 4

STATE SPACE , DIRECT DIGITAL DESIGN

1) ACQUIRE SPECS, TRANSLATE IN POLE POSITIONS IN CONT.TIME

2) TRANSLATE TO DISCRETE POLES :

$$P_{\text{DISC}} = e^{P_{\text{CONT}} T_s}$$

3) FIND EXACT DISCRETE TIME MODEL
 (Φ, Π, C, D) (in SF. SP.)

4) ALLOCATE POLES IN DISC. TIME

If (Φ, Π) reachable,

$\exists K$ s.t. eigs($\Phi - \Pi K$) are the desired ones.

usual formulas work!

5) DESIGN OBSERVER IN DISCRETE-TIME.

↳ Reduced-ORDER OBSERV.

NOTES : • Feedforward

↳ In emulation, save static gains

↳ In direct digital design:

Eq. EqT.

$$\left\{ \begin{array}{l} x_{\infty} = \Phi x_{\infty} + T u_{\infty} \\ r_{\infty} = C x_{\infty} \end{array} \right. \quad (D=0)$$

W_s
∅

$$\Rightarrow \begin{bmatrix} \Phi - I & T \\ C & 0 \end{bmatrix} \begin{bmatrix} N_x \\ N_u \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

N_r

• INTEGRAL CONTROL : emulate

$$x_I(k) = x_I(k-1) + T_s e(k)$$

INTEGRAL OF
CONSTANT FOR
T_s TIME...