## QUICK OVERVIEW OF COMMON NONLINEARITIES & NONIDEALITIES

For US: NL -> Bad! We cannot properly analyte / account for it

IN THIS COURSE: "DIVIDE & CONQUER,"
( and SIMULATE)

LO CALIZED, with their own blocks, in MATCAB

A DORGNATED

APPROXIMATED W LINEAR COMPONENTS

L) FOR SOME CRUCKL ENES (i.e. SATURATION)

WE WILL SEE WAYS TO DIFF. ARCHIRETURES

LIMIT THEIR INFLUENCE (ANTIWINDUP)

MAINONES [AS I/O "BLOCKS"]

SATURATION (we saw it in the sensor/saturator )

(t) (t) (t) (t) Presentation)

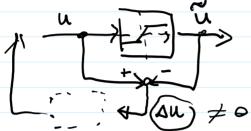
 $\widetilde{u}(t) = \begin{cases} \frac{a}{u(t)} > a \\ \frac{a}{u(t)} = a \\ -a \\ u(t) < -a \end{cases}$ 

effect: (on simsoidal) signal



D CRITICALLY LIMITS THE EFFECTIVENESS OF CONTROLS ( ACTUATORS IN REAL WORLD) need behavior & designed one

D How do I know if I amseturating?

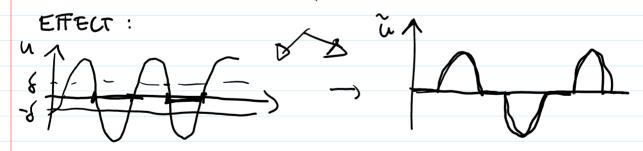


2 DEAD ZONE

$$\widetilde{u}(t) = \begin{cases} u(t) - \delta & u(t) > \delta \\ 0 & -\delta < a(t) < \delta \end{cases}$$

$$u(t) + \delta & a(t) < -\delta \end{cases}$$

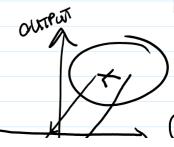
D GOOD DESCRIPTION OF STATIC FRICTION



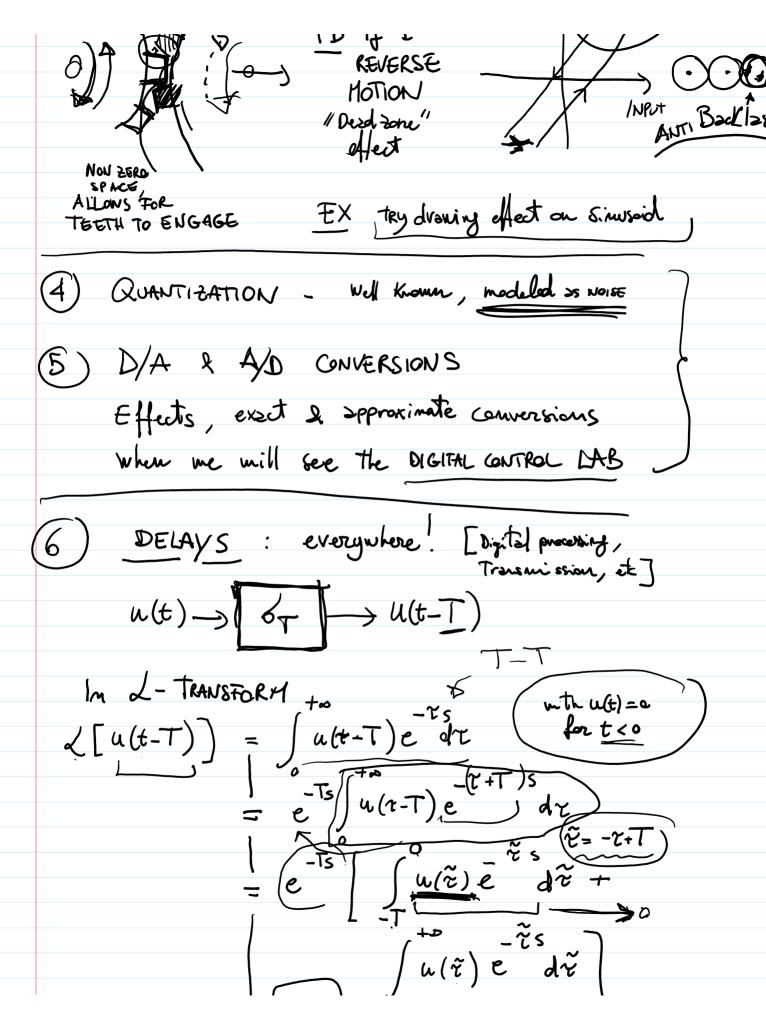
(3) HYSTERESIS -Jeen in slides for sensors

Ly Typical FOR GEARBOXES





INOUR



Nonlinearities Page

