

MECH0010 Topic Notes

UCL

HD

October 10, 2020

Contents

I	Control	4
1	Introduction to Control Systems	5
1.1	Open loop control	5
1.2	Closed loop control	7
1.3	Block diagram representation of control loops	8
1.4	Basic definitions/concepts	9
1.5	Notation	10
1.6	Control system design process	11
1.7	Summary	11
1.8	Tutorial	12
2	Modelling Linear Systems	14
2.1	Linear Term Invariant (LTI) systems	14
2.1.1	Superposition	14
2.1.2	Homogeneity	15
2.1.3	Time invariance	16
2.1.4	Linearisation: Example 1	16
2.2	Dynamic systems - Laplace Transform	17
2.2.1	Dynamic systems as ODEs	17
2.2.2	Laplace Transforms	18
2.2.3	Transfer Functions	20

2.2.4	Transfer Functions of Mechanical Components	21
2.2.5	Combining components	22
II	Instrumentation	26
3	General Measurement Systems	27
3.1	Transducers	27
3.2	Signal condition circuits	27
3.3	Amplifiers	29
3.4	Output stage	29
3.5	Feedback-control stage	29
3.6	Calibration	29
3.7	Standards	30
3.8	Units and dimensions	31

Part I

Control

Chapter 1

Introduction to Control Systems

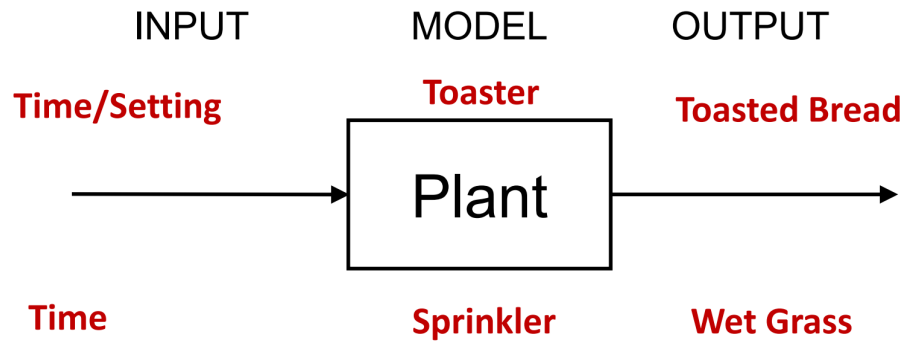
A **control system** is a mechanism which alters the future state of a particular system. **Control theory** is the method of selecting appropriate inputs. Control theory usually concerns dynamic behaviour of physical systems - the goal is to design a controller which leads to the system exhibiting the desired behaviour. Control systems have a large range of applications throughout engineering such as autopilot systems for ships and aircraft, radar tracking, robotics, machinery plant control and machine tools.

Methodology

- **Modelling** - Mathematical model of a system or "transfer function." Comes from detailed analysis of a system and often involves simplifications
- **Prediction** - The model is used to predict the behaviour of the system for a range of parameters and expected excitations
- **Design** - Design a controller which achieves its operating objectives and test it on the model
- **Test** - Here, theory is taken into reality and we compare our model to the physical hardware. Testing of the validity of our assumptions also takes place
- **Iterate** - Improve controller design through updated models

1.1 Open loop control

In an **open loop** control system, the input to the system is not dependant on any previous outputs. The output of the system is not being observed to confirm whether the desired output has been achieved.



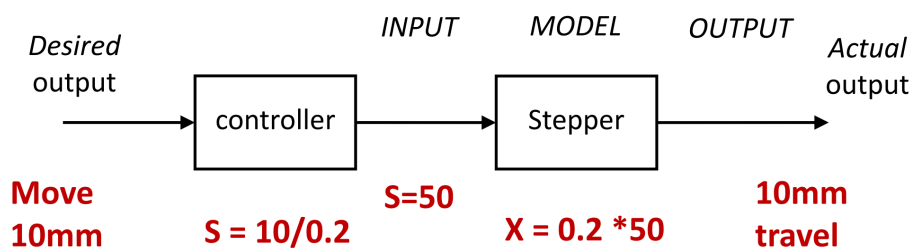
These control systems are simple and low cost. They are used in systems where feedback is not important. For example, a washing machine runs for 90 minutes, regardless of whether the clothes are dry after 60 minutes.

3D Printer example

Consider the stepper motors used to move the print head in x and y with belt and pulley system. Here, open loop control is used because the stepper motors are simple to control and have a relationship between input and output. For example, consider a stepper motor which moves 0.2mm each step (S) for an integer number of steps.

Plant model: $X = 0.2 S$

Control strategy: $S = X/0.2$



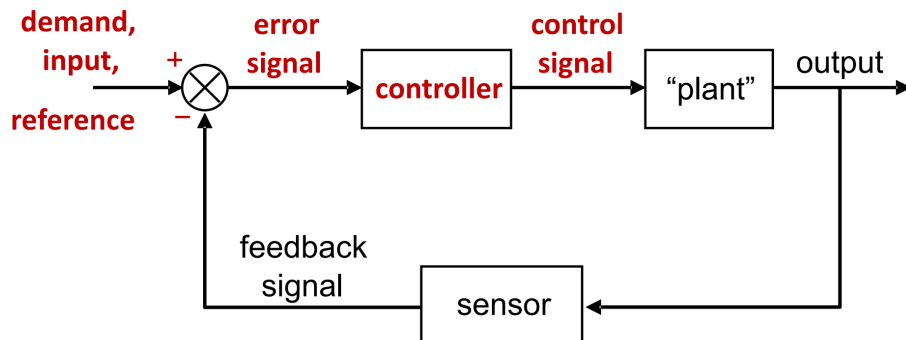
Implementing such a controller could be done with the following pseudocode:

```
Function MovePrintHeadX(Input_mm)
//convert to number of steps needed
Steps_S = Input_mm / 0.2
//send step command to motor
Stepper.step(Steps_S)
```

However, the assumption used to model our system is only valid if the stepper motors is within its specification i.e. friction, load, temperature, power are all nominal. As stated before, the system does not observe if the steps were successful or not.

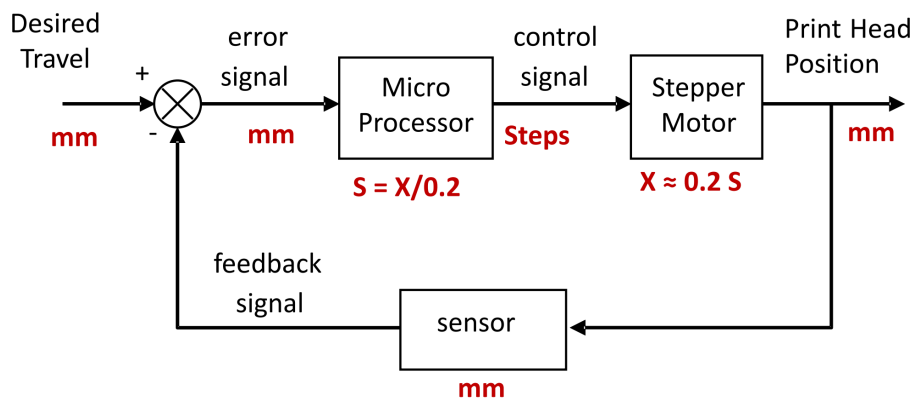
1.2 Closed loop control

By observing the output and comparing it against your desired output, it is possible to update the input to the system. The observed output is called the **feedback signal**.



The difference between the desired output and the feedback signal is known as the **error signal**. This is the signal that the controller uses. Feedback signals allow powerful controllers to be designed.

Taking our 3D printer for example, we can add a position sensor on the x-axis.

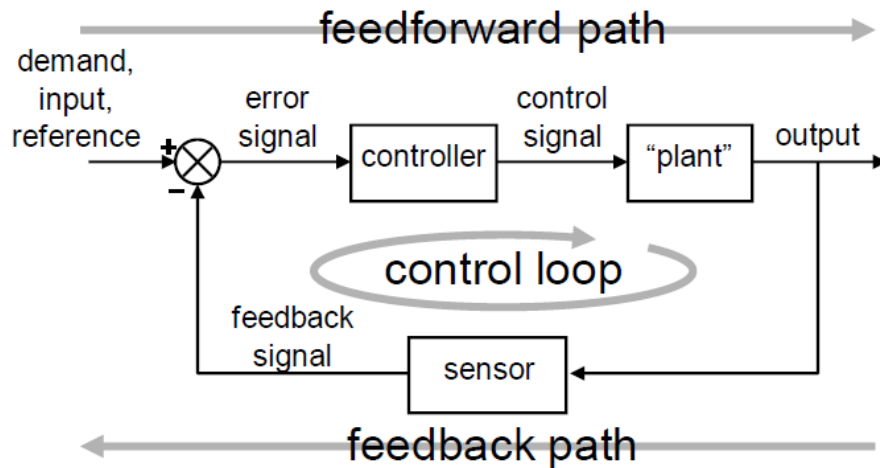


The pseudocode for this system could look like this

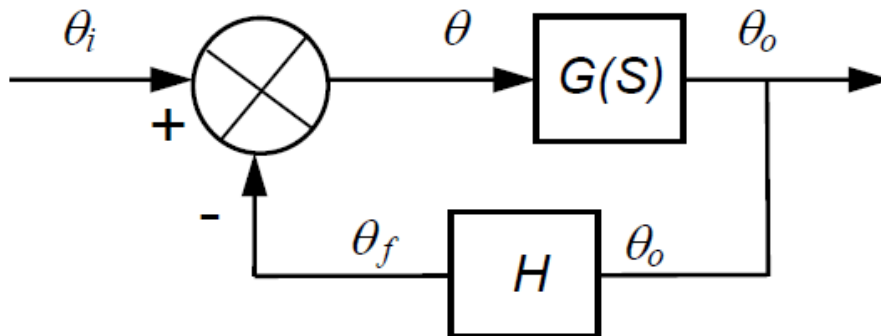
```
while
  // get measurement of position
  measured_value_mm = Sensor.getValue
  // calc error signal
  error_mm = setpoint_mm - measure_value_mm
  // convert to steps
  Steps_S = error_mm / 0.2
  // send step command to motor
  Stepper.Step(Steps_S)
end
```

We must consider whether this extra complexity is required or necessary in our system. Closed loop systems are not a magic bullet; they require careful modelling to predict system behaviour and a considered choice of parameters to prevent the system becoming unstable.

1.3 Block diagram representation of control loops



Control systems are often represented by block diagrams which show the information flow.



Flow path indicates the direction of data flow (from left to right). Values are maintained at a branch.

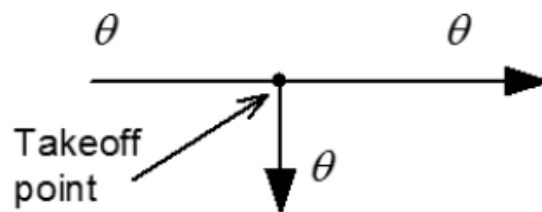


Figure 1.1: Flow path

Function block. The functions acts on the input to to produce the output. $x_{out} = f(x_{in})$

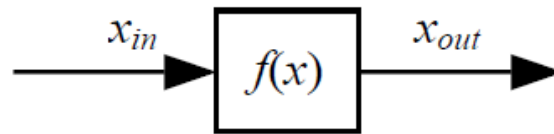


Figure 1.2: Function block

Comparator. The signals θ_1 and θ_2 are compared according to the signs (+ or -) and the result is θ_3 . They **must** have the same units. In this case $+\theta_1 - \theta_2 = \theta_3$.

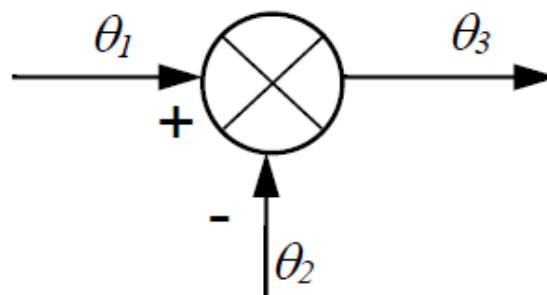
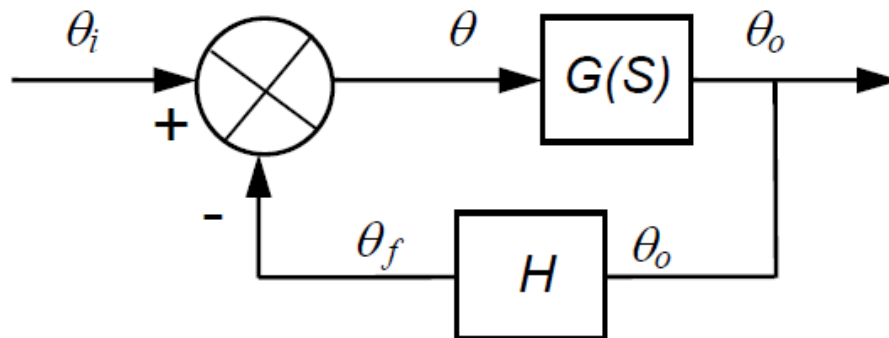


Figure 1.3: Comparator



1.4 Basic definitions/concepts

The following definitions are based on the standards of the IEEE (Institute of Electrical and Electronics Engineers)

- A **system** is an arrangement, set or collection of components connected or related in such a manner as to form an entirety or whole.
- A **control system** is an arrangement of physical components connected or related in such a manner as to command, direct or regulate itself or another

system. The components act together to perform a function not possible with any of the individual parts.

- The **input** is the stimulus or excitation applied to a system usually in order to produce a specified response.
- The **output** is the actual response obtained.
- An **open loop control system** is one in which the input is independent of the output.
- A **closed loop control system** is one in which the input is somehow dependent on the output.
- **Error signal** (or **actuating signal**) is the difference between the reference input and the feedback, in closed loop control systems it is this signal which is sent to the plant not the reference signal.

1.5 Notation

Large complex systems can be broken down into interconnected smaller ones and reduced further into a number of blocks.

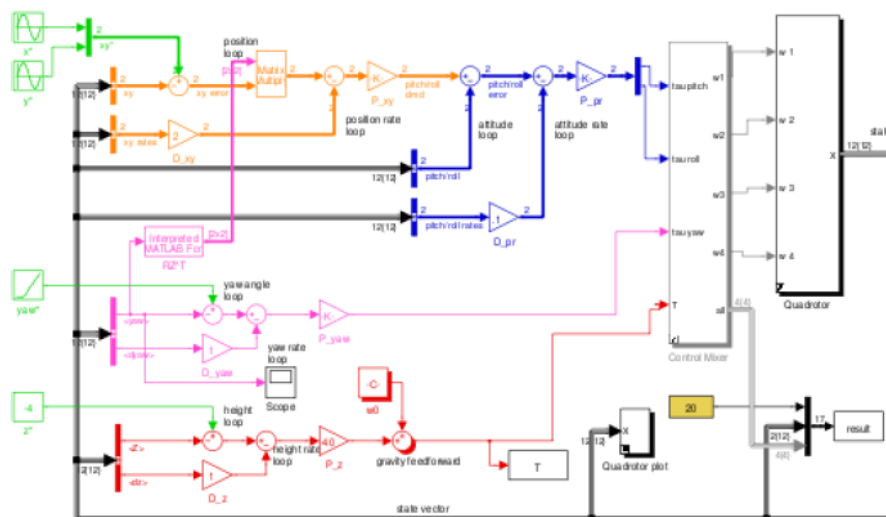
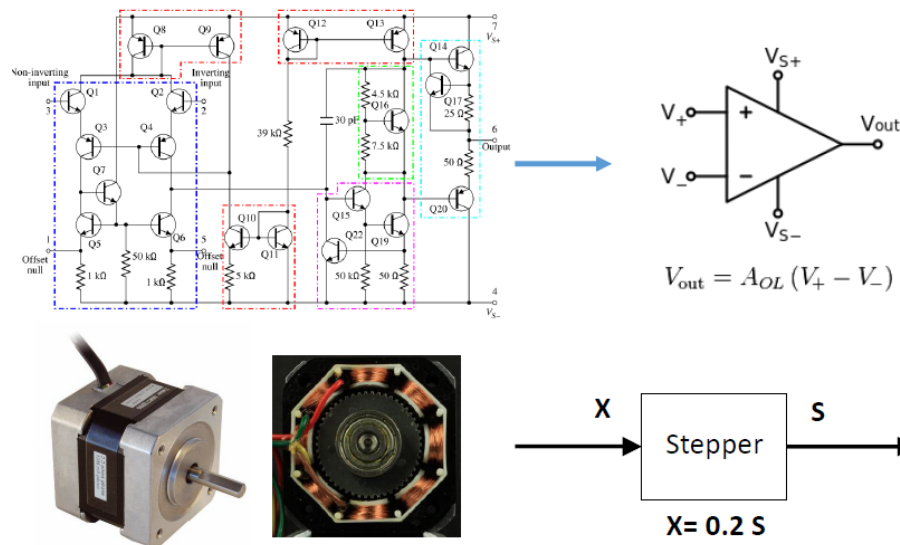
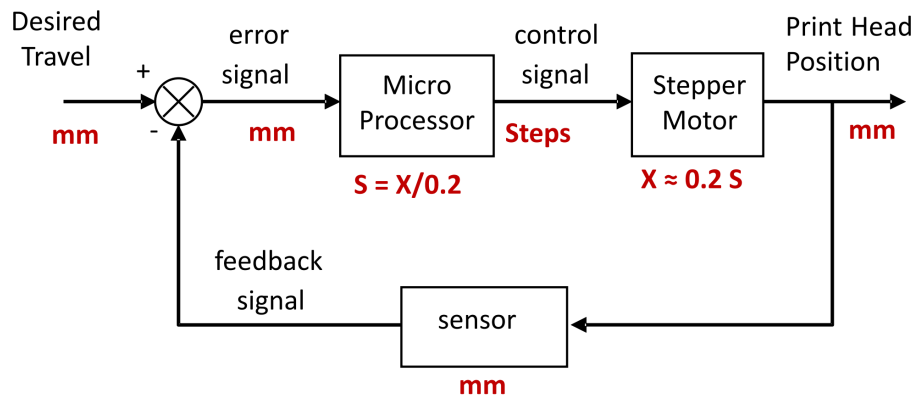


Figure 1.4: A quadcopter with lots of PID controllers running in parallel. Each colour represents a control loop for position, altitude, yaw etc.

Complex systems can be abstracted to a signal block if the behaviour can be adequately modelled. Consider modelling the stepper motor from the 3D printer, in reality a complex device, as a single block. This is analogous to representing a complex op-amp circuit as a single unit.



1.6 Control system design process

1. Establish control goals
2. Identify the variables to control
3. Write the specifications for the variables
4. Establish the system configuration and identify the actuators
5. Obtain a model of the process, the actuator and the sensor
6. Describe a controller and select the parameters to be adjusted
7. Optimise the parameters and analyse the performance

1.7 Summary

- Control systems are interconnected components which are configured to provide a desired response.

- Two broad categories of control systems: open loop (no feedback of output) and closed loop (feedback signal).
- Successful design of the controller requires consideration of the design goals, definition of the specifications, system definition, modelling and subsequent analysis. Controller design is an iterative process.

1.8 Tutorial

3D printer design choice

The positioning of the print head is in open loop. Considering the comparative advantages of open and closed loop control, what would have lead the designers to make this choice?

Open loop control is used where the observation of the output is not necessary/relevant to the control of the system. Considering the accuracies required for 3D printing, which is around $\pm 0.05\text{mm}$, we need to make sure that our print head moves to distances within this tolerance, otherwise our prints will be warped and misshaped. We must also consider that in an open system, small errors may lead to large errors over a certain period of operation, despite the print head moving distances within tolerance. There are also external factors affecting the belt and pulley system of the print head e.g. heat, dust, friction, load. These must all be within specification for the system to work properly.

Stepper motors are simple electronic components and can be manufactured to have a relationship between input and output. Hence, the need to observe whether the print head has moved a certain distance may be inconsequential. In applications where an extremely accurate print is required, a closed loop system would allow for a self calibrating system, which could allow the printer to work in different operational environments without the need to recalibrate or change components. However, this adds complexity to the controller and requires additional components to be added to the controller, increasing cost.

How might the designers overcome the problems mentioned without closed loop control?

Maintenance of the components in the system is important to make sure that everything is in the correct working order. When everything is kept clean and within the specification that the system is designed to work in, the controller will be able to work optimally. For example, calibrating the "0" position of the print head after cleaning the belts and pulleys from dust.

The designers may also implement a calibration operation into the controller before each phase. This may include implementing a "0" point into the hardware of the

rails that the print head is attached to. The controller would move the print head to this position simply by moving the maximum distance left and down. Using this as a reference for each print would eliminate systematic distance errors.

Washing machine

Think of the control loops inside are they open or closed loop? Why? What could the sensors be?

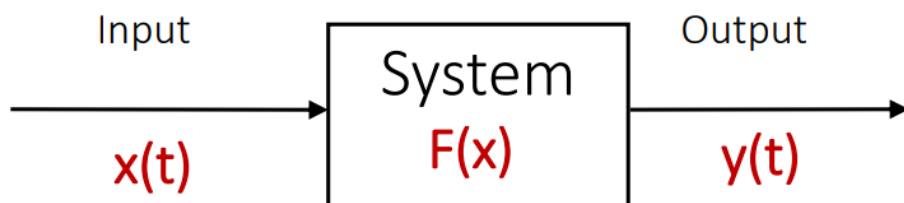
Let us consider the possible subsystems inside a washing machine.

- Timer - controls how long the washing machine operates. Open loop system. We only need a simple timing circuit with a minimum accuracy of around ± 1 min. Even if the washing machine runs for 85 minutes instead of 90 (some degree of inaccuracy), this is insignificant.
- Motor - this is to spin the tub. Open loop system. Motors are simple electronic components with a relationship between input and output. An error signal provides no useful information for the operation of the motor.
- Temperature control - controls how hot or cold the water in the washing machine is. Open loop system. Most washing machines simply have a hot water connection for hot water and cold water. A solenoid valve can control the proportion of hot water to cold water that enters the tub. For washing machines with a heating element, the amount of power put through the coil will determine the final temperature of the water (relationship between input and output is known). Adding a thermistor to measure the output water temperature may be possible but ultimately unnecessary as the tolerance for the temperature can be quite high ($\pm 5^\circ\text{C}$)
- Water valve control - controls how much water enters and leaves the drum. Closed loop control. The level of water in the drum needs to only be measured when the drum is full of water. Knowing the level of water at any given moment is unnecessary, thus using a simple pressure switch, will be sufficient in letting the controller know that the tub has reached capacity and close the input valve. After a set amount of time, the drain valve may open and since the amount of water in the tub when it is full is known, the drain time can simply be calculated as a function of its volume. This means that we do not need to check whether the water has drained from the tub.

Chapter 2

Modelling Linear Systems

Previously, we have considered systems in the general sense, with a generic function block approach.



Now we will investigate how we model physical systems and obtain the function block $F(x)$ for electrical and mechanical components.

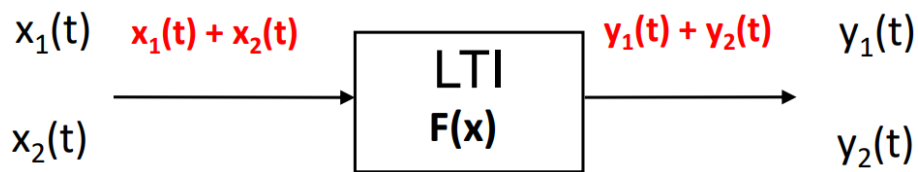
2.1 Linear Term Invariant (LTI) systems

The focus of this course and indeed much of control theory itself focuses on modelling physical systems as **linear** and **time invariant**. LTI systems have three key properties:

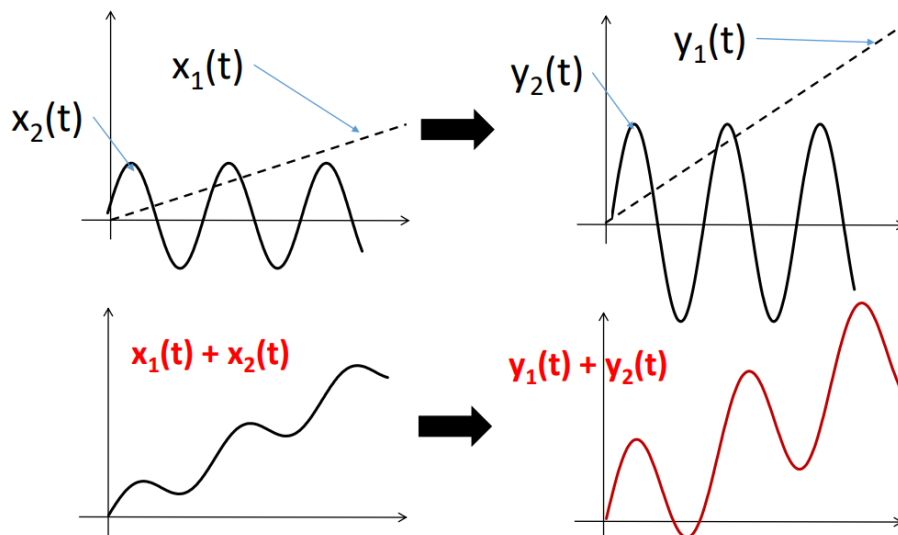
- Obey principle of superposition
- Homogeneity
- Time invariance

2.1.1 Superposition

If input $x_1(t)$ produces output $y_1(t)$ and input $x_2(t)$ produces $y_2(t)$, then input $x_1(t) + x_2(t)$ produces output $y_1(t) + y_2(t)$

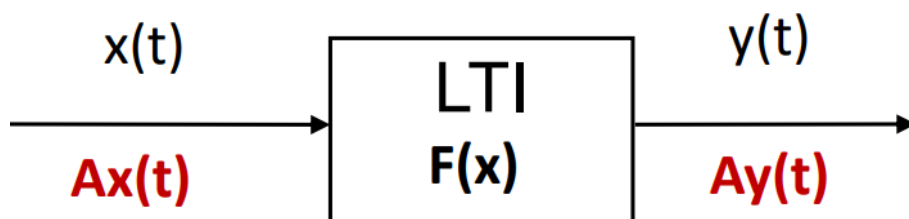


Say for a system which doubles the input $F(x) = 2x$

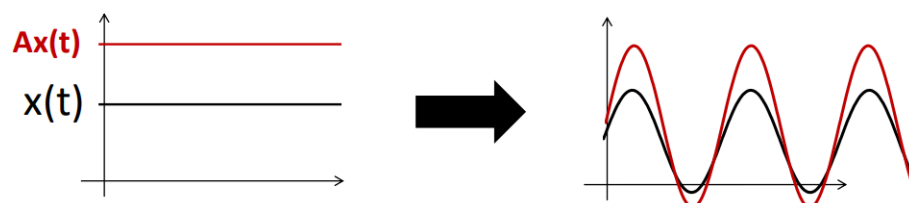


2.1.2 Homogeneity

If the input to the system $x(t)$ is scaled by a magnitude scale factor A , then the output $y(t)$ is also scaled by the same factor.

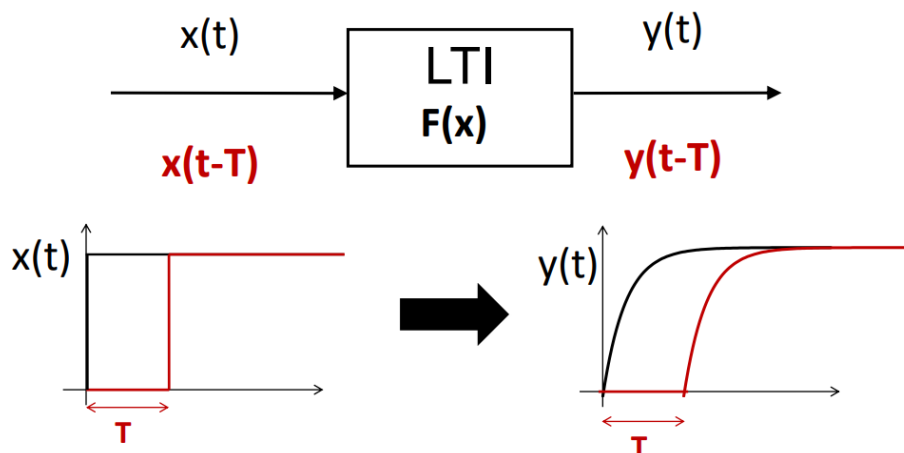


For example, consider a system which generates a sine wave at a given amplitude, with a set frequency:



2.1.3 Time invariance

If input is applied at time $t = 0$ or T s from now, the output is identical with the exception of a delay of T s.



Are these models suitable for physical systems?

These three requirements, whilst simple, are so stringent that **almost no physical LTI system truly exists**. Consider a car engine - the performance deteriorates over time, to stretch it further, would you expect a system to give the same output after a time delay T of 10 years? Even simple systems such as a resistor in an electrical circuit have non-linearities - a scaling factor A could be chosen for $x(t)$ which would mean too much current flows and the resistor melts.

Most practical systems are not linear, but often we can assume they behave linearly **under certain conditions/assumptions**. Linear systems are **much** easier to solve! There are **analytic** solutions with standard tools used solve the equations. Whereas for non-linear problems it is often necessary to solve them numerically.

2.1.4 Linearisation: Example 1

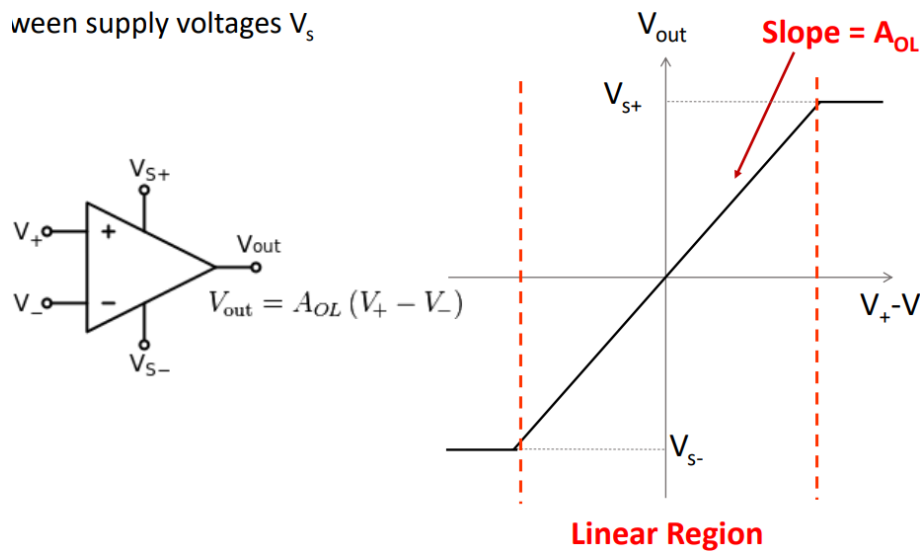
For a simple system such as a spring, across all possible compressions or extensions the response is non-linear:

$$F = -kX \quad (2.1)$$

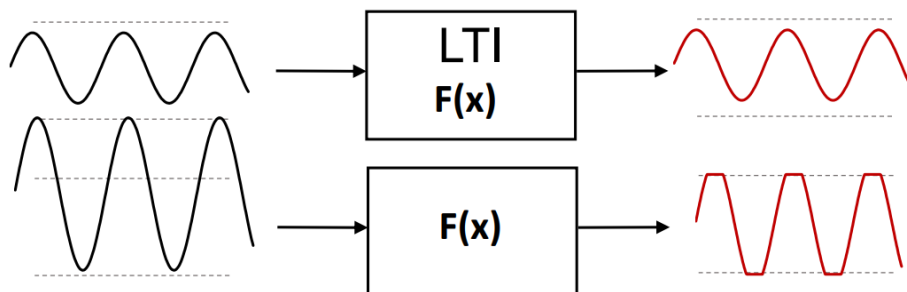
Hooke's law is only a linear approximation of the true response. However, if we choose the operating range of the spring correctly, the response is within the linear region. This approximation is **valid**.

Linearisation: Example 2

Similarly an op-amp has a **linear region** where the output signals are between supply voltages V_S



Keep signals within these regions and the linear assumption holds:

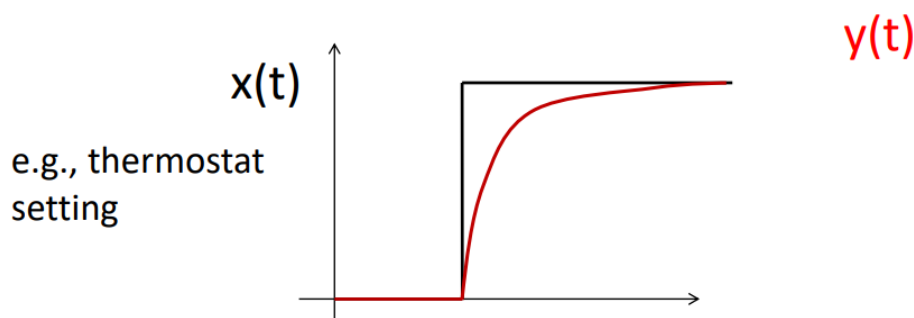


Add LTI example

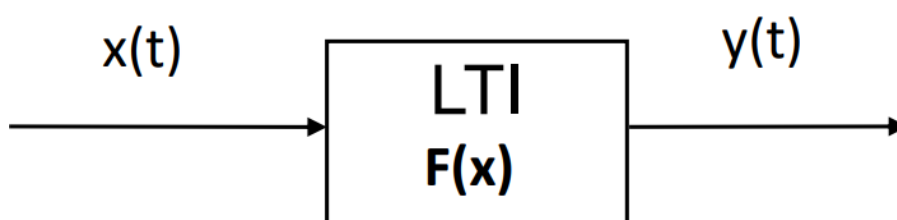
2.2 Dynamic systems - Laplace Transform

2.2.1 Dynamic systems as ODEs

Ideal systems would respond **instantaneously** to inputs, however real world systems require some time to adjust to changes and are thus known as **dynamic systems** as the output changes over time.



As we are interested in describing something that **changes** with time, it is useful to express the function block of the system $F(t)$ as an ordinary differential equation (ODE).



$$\frac{d^n y}{dt^n} + a_{n-1} \frac{d^{n-1} y}{dt^{n-1}} + \dots + a_2 \frac{d^2 y}{dt^2} + a_1 \frac{dy}{dt} + a_0 = bx \quad (2.2)$$

- x is input function or forcing function
- y is output
- n is **order** of the ODE
- $a_0 \dots$ are coefficients. These **completely characterise the system**

2.2.2 Laplace Transforms

Because of our **linear assumptions** we can use Laplace transforms to simplify solving the ODEs. The Laplace transforms of a signal (function) x is the function $X = \mathcal{L}(x)$ defined by

$$X(s) = \int_{0^-}^{\infty} x(t) e^{-st} dt \quad (2.3)$$

For those $s \in \mathbb{C}$ for which the integral makes sense.

- X is a complex-valued function of complex numbers
- s is called the (complex) **frequency variable** with units s^{-1} , t is called the **time variable** (in sec); st is unitless

- $s = \sigma + j\omega$

As we shall see:

- Differential operators are replaced with algebraic variables
- Algebraic equations are much easier to manipulate & solve
- Standard forms exist for many physical systems

Laplace Transforms: Example 1

Let's find Laplace transform $x(t) = e^t$:

$$X(e^t) = \int_{0^-}^{\infty} e^t e^{-st} dt \quad (2.4)$$

$$X(e^t) = \int_{0^-}^{\infty} e^{(1-s)t} dt \quad (2.5)$$

$$Xe^t = \frac{1}{1-s} e^{(1-s)t} \Big|_{0^-}^{\infty} \quad (2.6)$$

$$X(e^t) = \frac{1}{1-s} \times 0 - \frac{1}{1-s} \times 1 = \frac{1}{s-1} \quad (2.7)$$

Laplace Transforms: Example 2

Constant or **unit step** $x(t) = 1$ (for $t \geq 0$)

$$X(s) = \int_{0^-}^{\infty} 1e^{-st} dt \quad (2.8)$$

$$X(s) = \int = -\frac{1}{s} e^{-st} \Big|_{0^-}^{\infty} \quad (2.9)$$

$$X(s) = -\frac{1}{s} \times 0 - \left(-\frac{1}{s}\right) \times 1 = \frac{1}{s} \quad (2.10)$$

Laplace Transforms: Example 3

Sinusoid: first express $x(t) = \cos(\omega t)$ as:

$$x(t) = \frac{1}{2}e^{i\omega t} + \frac{1}{2}e^{-i\omega t} \text{ (Euler's formula)} \quad (2.11)$$

$$X(s) = \int_{0^-}^{\infty} e^{-st} \left(\frac{1}{2}e^{i\omega t} + \frac{1}{2}e^{-i\omega t} \right) dt \quad (2.12)$$

$$X(s) = \frac{1}{2} \int_{0^-}^{\infty} e^{(-s+i\omega)t} dt + \frac{1}{2} \int_{0^-}^{\infty} e^{(-s-i\omega)t} dt \quad (2.13)$$

$$X(s) = \frac{1}{2} \frac{1}{s-i\omega} + \frac{1}{2} \frac{1}{s+i\omega} = \frac{s}{s^2 + \omega^2} \quad (2.14)$$

You can look up these transforms in a table. The Laplace variable, s , can be considered to represent the differential operator (very useful for control engineering):

$$s \equiv \frac{d}{dt} \quad (2.15)$$

$$\frac{1}{s} \equiv \int_{0^-}^{\infty} dt \quad (2.16)$$

Laplace transform of time derivative $\frac{dx}{dt}$:

$$L \left\{ \frac{dx}{dt} \right\} = \int_{0^-}^{\infty} \frac{dx}{dt} e^{-st} dt \quad (2.17)$$

Integrating by parts

$$L \left\{ \frac{dx}{dt} \right\} = s \int_{0^-}^{\infty} x(t) e^{-st} dt + [x(t) e^{-st}]_{0^-}^{\infty} \quad (2.18)$$

The initial condition $x(0^-)$ is often zero in practice

$$L \left\{ \frac{dx}{dt} \right\} = sX(s) - x(0^-) = sX(s) \quad (2.19)$$

We can substitute this result to solve higher order derivatives:

$$L \left\{ \frac{d^2x}{dt^2} \right\} = sL \left\{ \frac{dx}{dt} \right\} - \frac{difx}{dt}(0^-) \quad (2.20)$$

$$L \left\{ \frac{d^2x}{dt^2} \right\} = s^2X(s) - sx(0^-) - \frac{dX}{dt}(0^-) = s^2X(s) \quad (2.21)$$

So more generally, with all initial conditions set to zero:

$$L \left\{ \frac{d^nx}{dt^n} \right\} = s^n X(s) \quad (2.22)$$

2.2.3 Transfer Functions

After we have taken the Laplace transform of the differential equation of a system, it's useful to rearrange to give the system **output** as the product of the system **input** and the system **transfer function**.

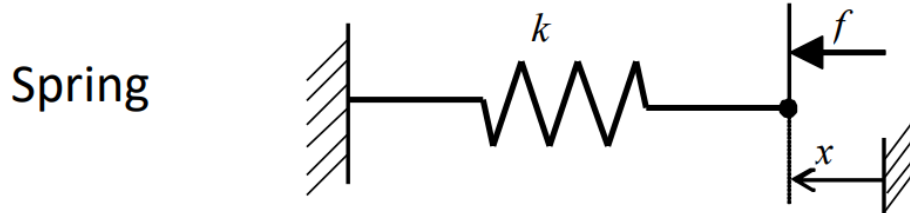


The transfer function of a linear system is defined as the **ratio** of the Laplace transform of the output variable to the Laplace transform of the input variable, with all the initial conditions assumed to be zero.

2.2.4 Transfer Functions of Mechanical Components

Spring

Convention is input force, output displacement. Balance **forces**



Time domain equation (Hooke's Law):

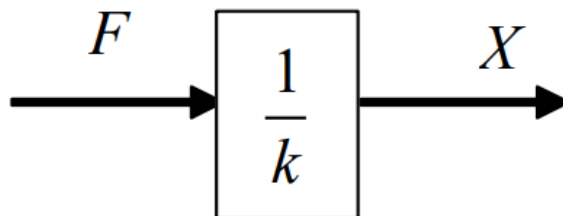
$$f(x) = kx \quad (2.23)$$

k is stiffness in N m^{-1} . Laplace domain equation:

$$F(s) = kX(s) \quad (2.24)$$

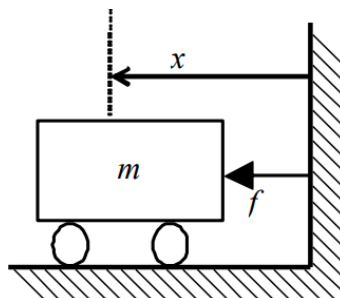
Transfer function:

$$G(s) = \frac{X(s)}{F(s)} = \frac{1}{k} \quad (2.25)$$



Mass

Inertial load - mass



Time domain equation from Newton's 2nd law of motion

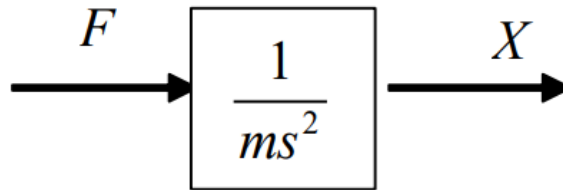
$$f(t) = m \frac{d^2x(t)}{dt^2} \quad (2.26)$$

Laplace domain equation

$$F(s) = ms^2 X(s) \quad (2.27)$$

Transfer function

$$\frac{X(s)}{F(s)} = \frac{1}{ms^2} \quad (2.28)$$



Damper

Below is a dashpot - a viscous damper. They resist motion through friction. The damping coefficient is in terms of c with units $\text{N m}^{-1} \text{s}^{-1}$. Time domain equation:

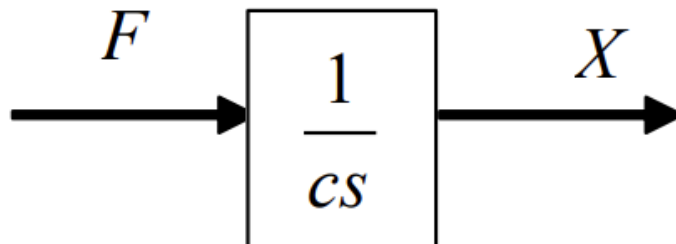
$$f(x) = x \frac{dx}{dt} = csx \quad (2.29)$$

Laplace domain equation:

$$F(s) = csX(s) \quad (2.30)$$

Transfer function

$$\frac{X(s)}{F(s)} = \frac{1}{cs} \quad (2.31)$$



2.2.5 Combining components

Springs

Springs in parallel

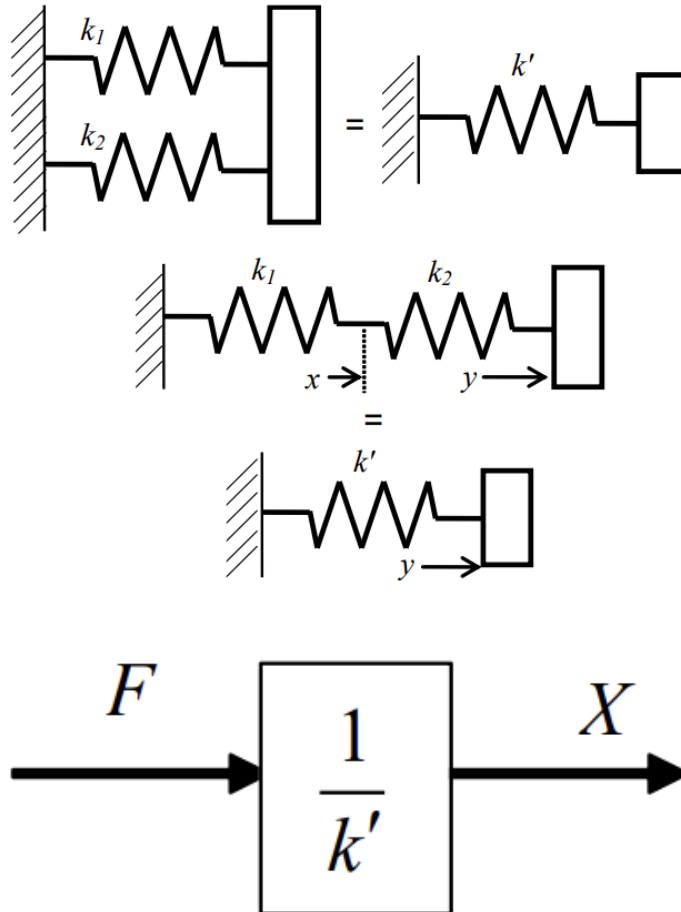
$$k' = k_1 + k_2 \quad (2.32)$$

$$G(s) = \frac{X(s)}{F(s)} = \frac{1}{k'} \quad (2.33)$$

Springs in series

$$\frac{1}{k'} = \frac{1}{k_1} + \frac{1}{k_2} \quad (2.34)$$

$$G(s) = \frac{X(s)}{F(s)} = \frac{1}{k'} \quad (2.35)$$



Dashpots behave in a similar way to springs. Parallel:

$$c' = c_1 + c_2 \quad (2.36)$$

and in series:

$$\frac{1}{c'} = \frac{1}{c_1} + \frac{1}{c_2} \quad (2.37)$$

Resistor

Convention is input voltage, output current. Balance voltages. Ohms law is $V = IR$. Time domain:

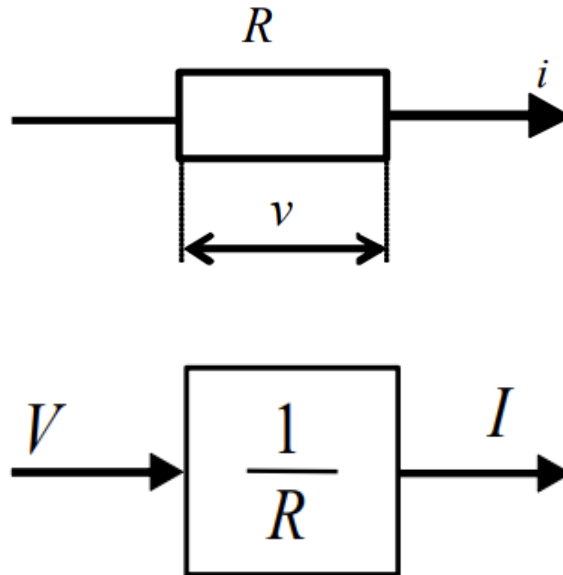
$$v(t) = i(t)R \quad (2.38)$$

Laplace domain:

$$V(s) = I(s)R \quad (2.39)$$

Transfer function:

$$G(s) = \frac{I(s)}{V(s)} = \frac{1}{R} \quad (2.40)$$



Capacitor

Either definition of current/voltage relationship gives same result. Time domain:

$$i(t) = C \frac{dv}{dt} \quad (2.41)$$

$$v(t) = \frac{1}{C} \int i(t) dt \quad (2.42)$$

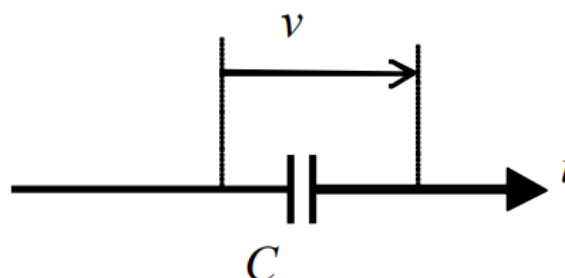
Laplace domain:

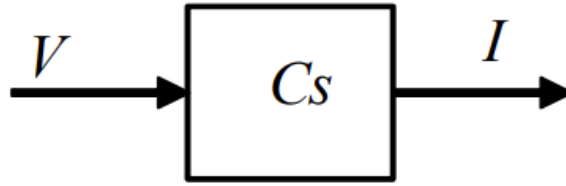
$$I(s) = CsV(s) \quad (2.43)$$

$$V(s) = \frac{1}{C} \frac{1}{s} I(s) \quad (2.44)$$

Transfer function:

$$G(s) = \frac{I(s)}{V(s)} = Cs \quad (2.45)$$





Inductor

An inductor resists changes of current by generating a voltage in opposition via magnetic induction. From Faraday's Law:

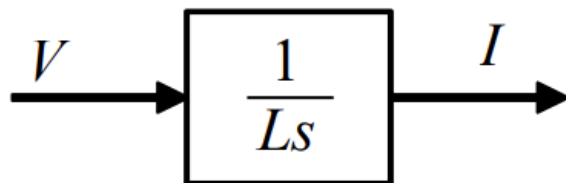
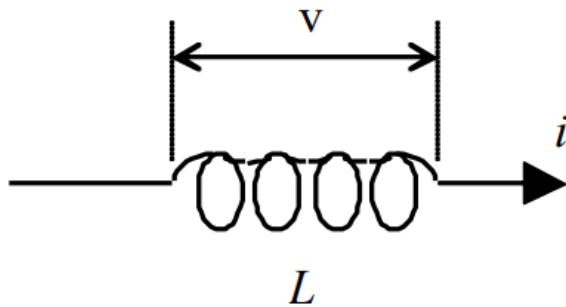
$$v(t) = L \frac{di}{dt} \quad (2.46)$$

Laplace domain

$$V(s) = LsI(s) \quad (2.47)$$

Transfer function:

$$G(s) = \frac{I(s)}{V(s)} = \frac{1}{Ls} \quad (2.48)$$



Part II

Instrumentation

Chapter 3

General Measurement Systems

A measurement system has to be devised such that the relationship between the real value of a variable and the value actually measured is unambiguously known. For example, when placing a weight on a scale, we must know the relationship between the **true** weight and the **measured** weight. The measurement system must allow:

- Easy interpretation of the measured data
- Provide high degree of confidence

3.1 Transducers

A transducer converts the sensed variable into a detectable signal form. Sometimes the device changes a mechanical quantity into a change in an electrical quantity. For example, a strain gauge converts a change in strain in the specimen to a change in electrical resistance in the gauge. Another example is a thermometer which converts thermal expansion of the liquid (due to a rise in temperature) into a mechanical translation.

3.2 Signal condition circuits

This takes the transducer signal and can convert, compensate or manipulate it into a more usable electrical quantity. This may include filters, compensators, modulators, demodulators, integrators or differentiators. For example, a Wheatstone bridge used with the strain gauge converts the change in the electrical resistance of the gauge to a change in voltage.

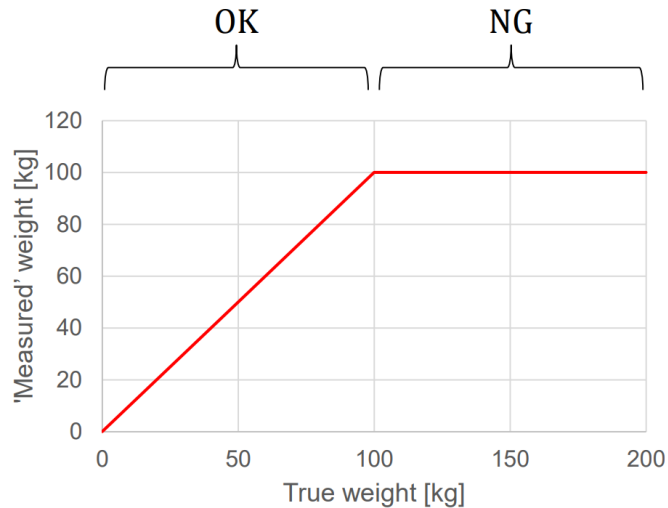


Figure 3.1: The scales work well up to 100kg, however it may not be able to measure heavier weights effectively.

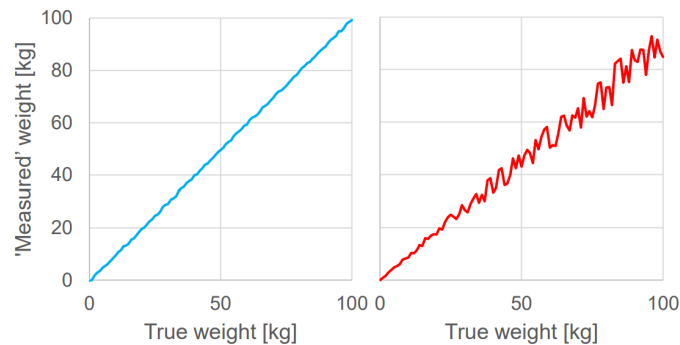


Figure 3.2: On the red graph we can see the effect that noise has on our measurement - a source of an inaccuracy. This must be dealt with to have an effective measurement system.

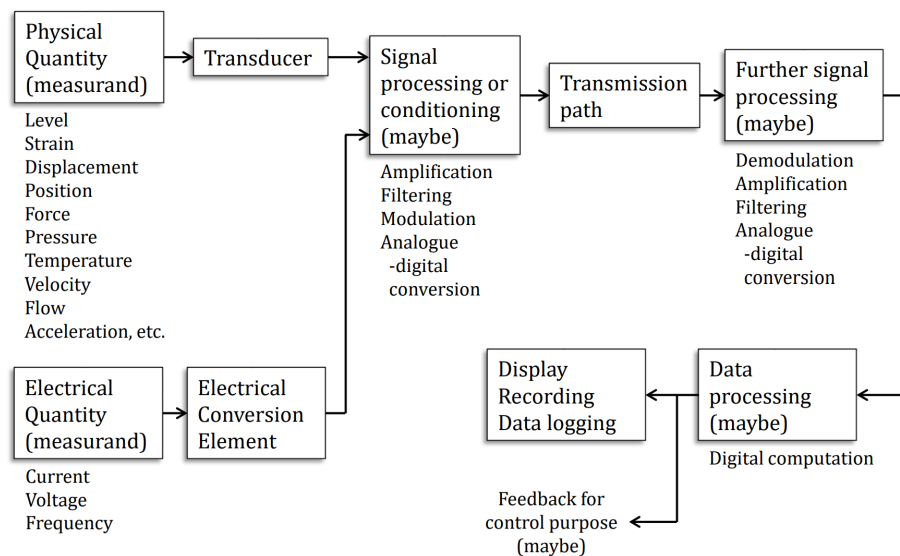


Figure 3.3: Block diagram to show a general measurement system.

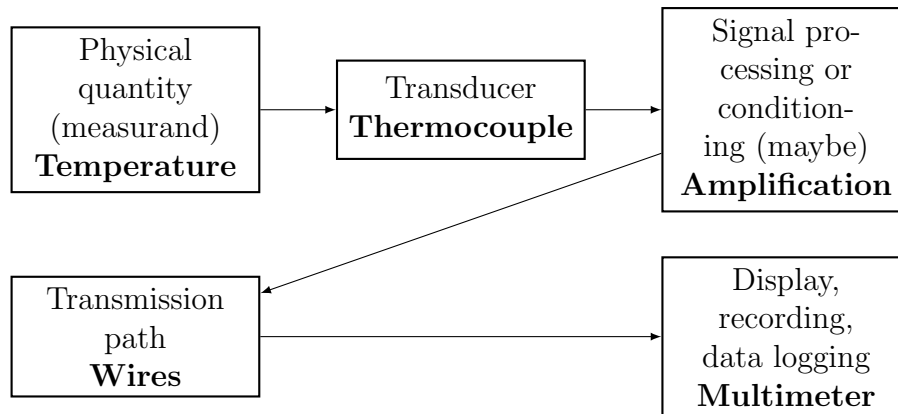


Figure 3.4: How the workflow of a measurement can be constructed.

3.3 Amplifiers

They are required in systems when the output from the transducer-signal conditions is small. Gains of 10 - 1000 are used to increase the levels of the signal, typically a millivolt or less, to what is compatible with the voltage-measuring devices used in the system. A negative-feedback amplifier circuit is an example of an amplifier.

3.4 Output stage

Generally, it is a voltage measurement device that is used to display the measurement in a form that can be read and interpreted. For example, digital voltmeters, self-balancing potentiometers, oscilloscopes, chart recorders and magnetic tape recorders.

3.5 Feedback-control stage

Used when the measurement system is employed in process control. The signal from the measurement system is compared with the command signal that reflects the required value of the quantity in the process. The process-controller forms the difference between these two and produces an error signal. The error signal is then used to automatically adjust the process. For example, the float system in a toilet (called a ballcock) to control the water supply in the tank.

3.6 Calibration

How do we know whether one metre is one metre? We compare it with a reference, which is supposed to be reliable. This act of checking is called calibration. Our

references are the measuring **standards**.

3.7 Standards

There are seven fundamental quantities of the International Measuring System.

- Length m - metre
- Time s - second
- Mass kg - kilogram
- Temperature K - kelvin
- Electric Current A - ampere
- Luminous Intensity - cd - candela
- Amount of Substance - mol - mole

Units and standard for all other quantities are derived from these.

We can look at how the definition of the metre has changed over the past 2 centuries for some insight into the accuracy of our reference.

- 1792 - a ten millionth of the quarter of a meridian (0.5 – 0.1mm of uncertainty)
- 1889 - a platinum-iridium bar at melting point of ice (0.2 – 0.1 μ m of uncertainty)
- 1983 - the length of the path travelled by light in vacuum during a time interval of 1/299792458 of a second (0.1nm of uncertainty)

Here are how the other fundamental quantities are defined.

- Metre - Length of the path travelled by light in a vacuum in 1/299792458 of a second
- Time - Duration of 9192631770 periods of the radiation corresponding to the transition between the two hyperfine levels of the ground state of the caesium 133 atom
- Mass - ~~Equal to the mass of the International Prototype of the Kilogram~~
 - Equal to $h / (\text{Metre standard}^2 / \text{Time standard}) \dots$ since 2019 h : Planck constant (in $e = hf$, $h = 6.626 \times 10^{-34} \text{kg m}^2 \text{s}^{-1}$)

- Temperature - $1/273.16$ of the thermodynamic temperature of the triple point of water (exactly $0.01\text{ }^{\circ}\text{C}$)
- Electric current - The flow of electric charges through a surface at the rate of one coulomb per second

The fundamental standards are protected by such organisations such organisations as the National Institute of Standard and Technology (NIST) in the US. They set up the National Reference Standards and below these in accuracy, the Working Standards (and more below these).

3.8 Units and dimensions

- Dimension - a physical variable that is used to describe some aspect of a physical system
- Unit - a measure of a dimension. Primary standards are used to form the exact definition of a unit

SI units are now commonly used worldwide. The fundamental dimensions are:

- Length [L]
- Mass [M]
- Force [F] ($[\text{ML}\text{S}^{-2}]$)
- Time [τ]
- Temperature [T]