

UESTC3001 Dynamics & Control
Lecture 2

Basics of Control System Analysis

Dr Kelum Gamage kelum.gamage@glasgow.ac.uk

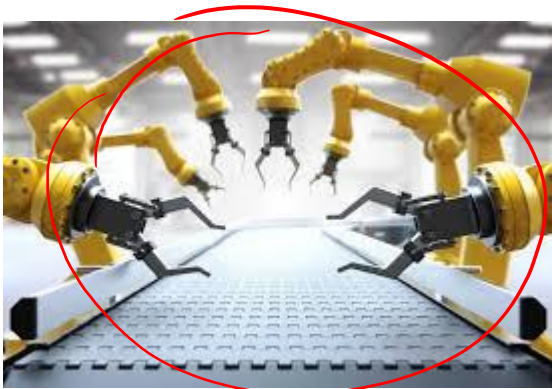
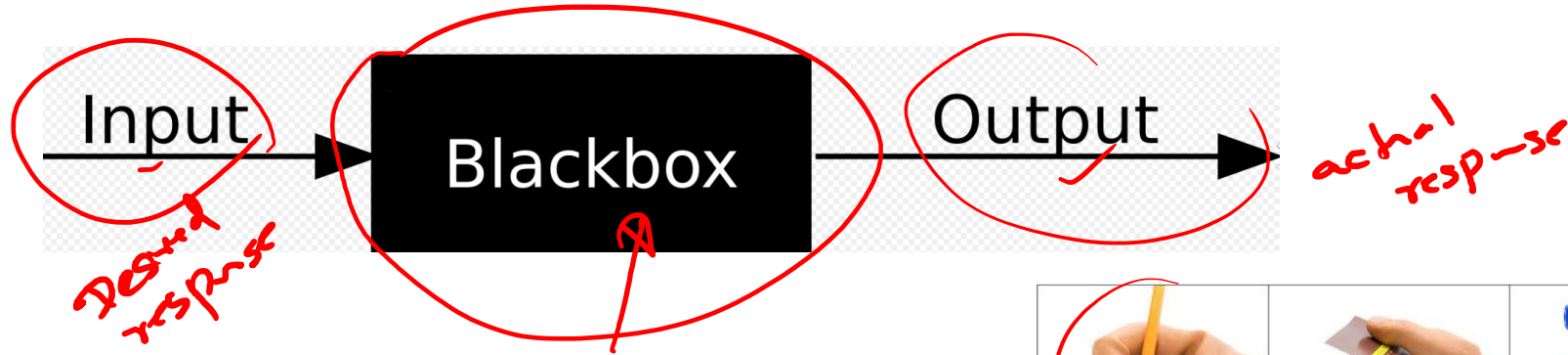
Associate Professor (Senior Lecturer)

School of Engineering, University of Glasgow, UK

Outline

- Introduction to Control Systems
- Block Diagram Representation

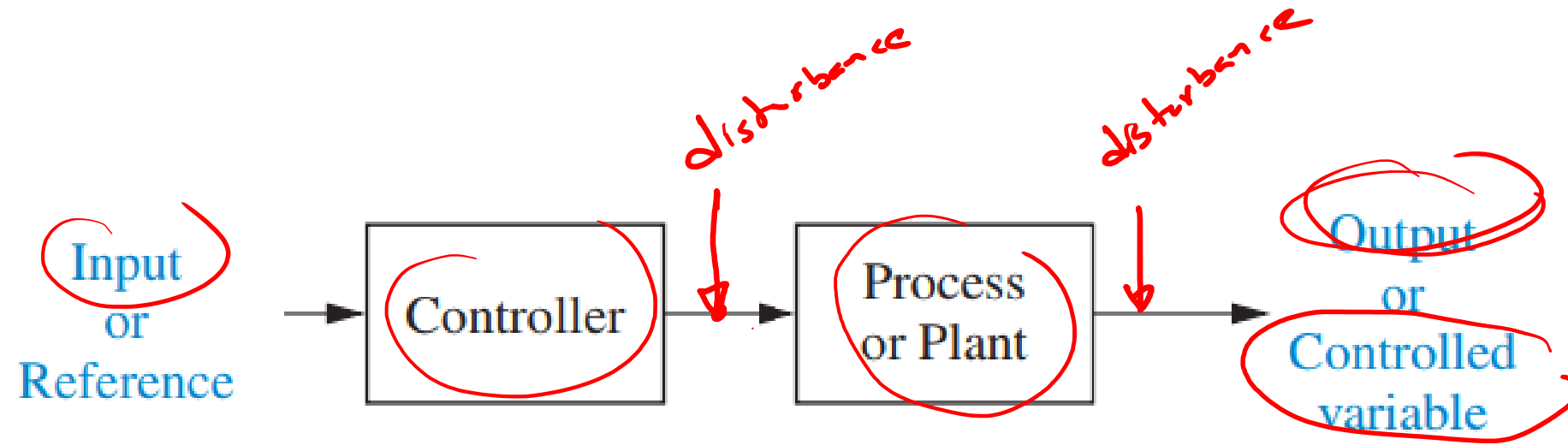
Introduction to Control System



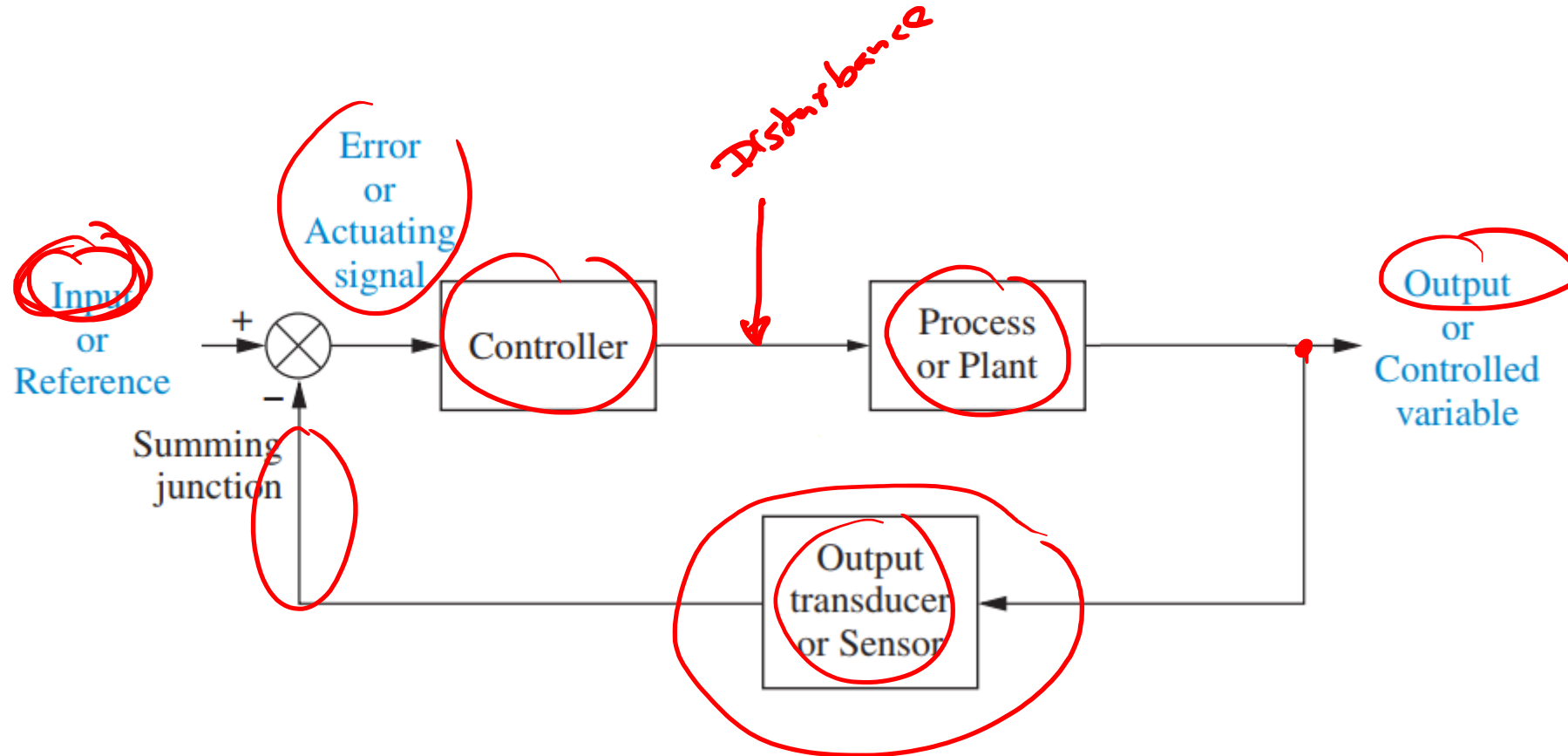
Advantages of Control Systems

- Power amplification
- Remote control
- Convenience of input form
- Compensation for disturbances

Open-loop Control

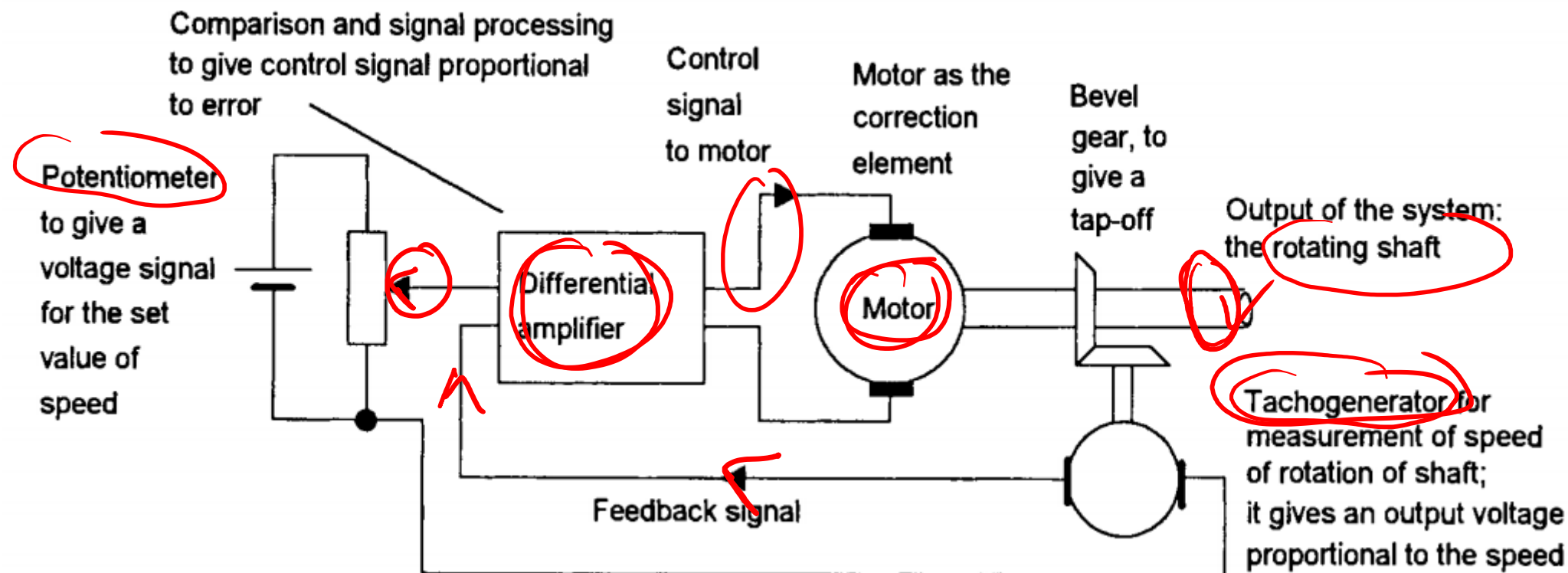


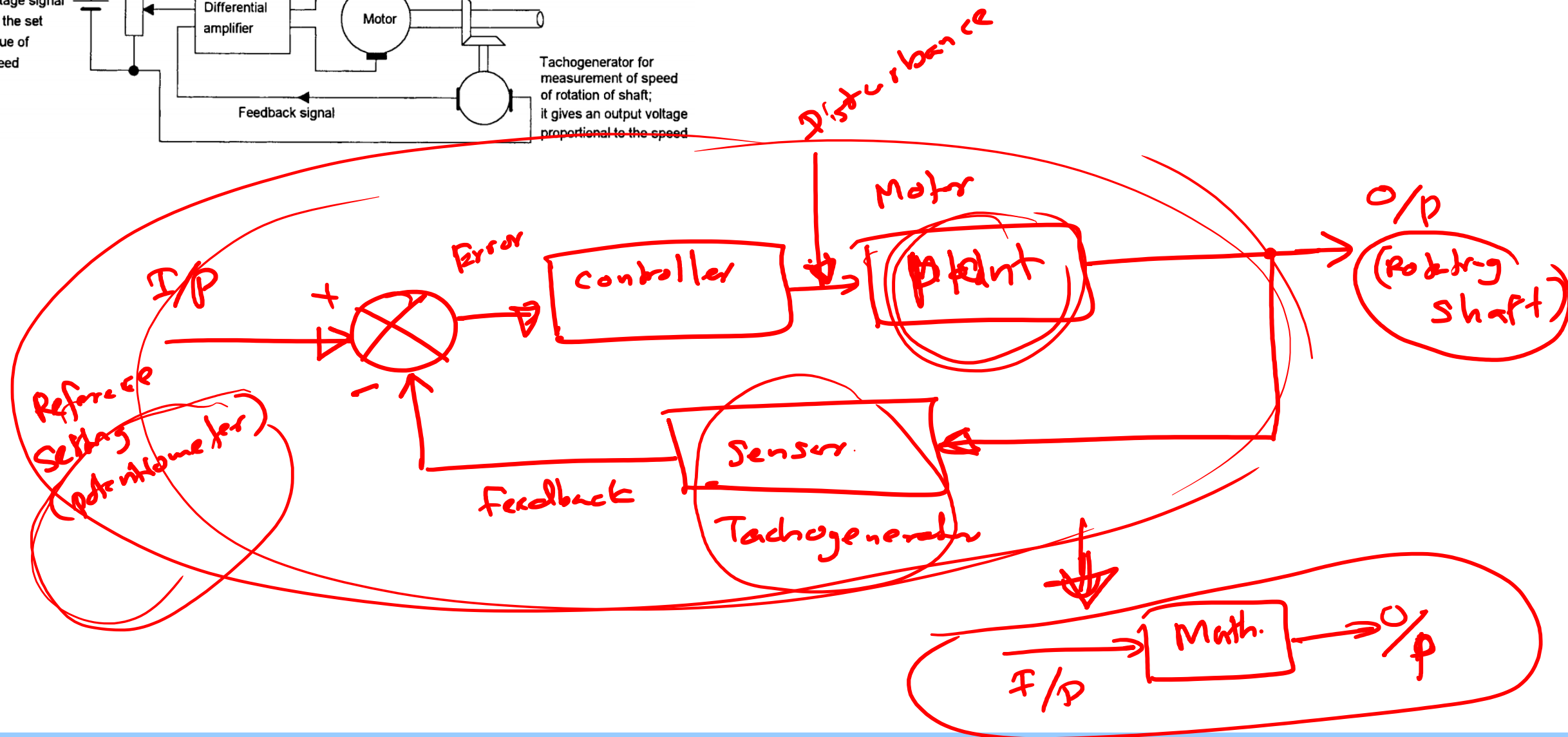
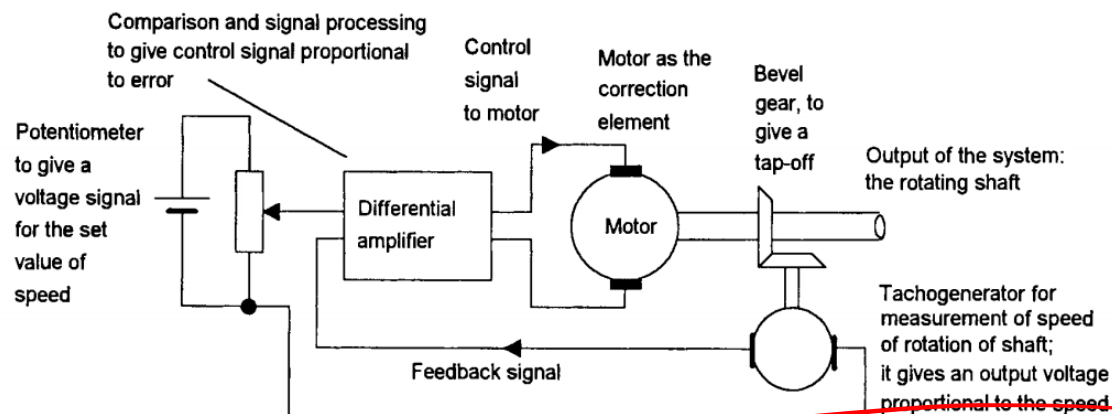
Closed-loop Control



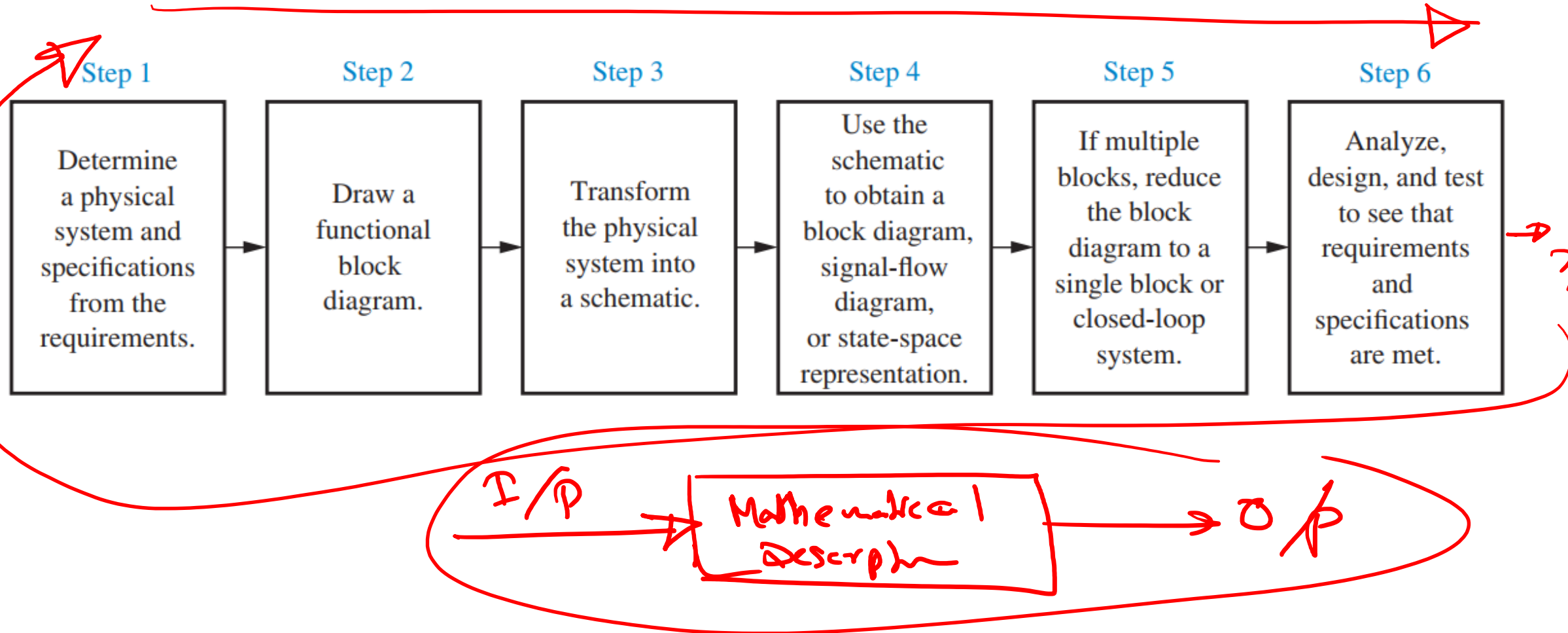
Example

Control of the speed of rotation of a motor shaft



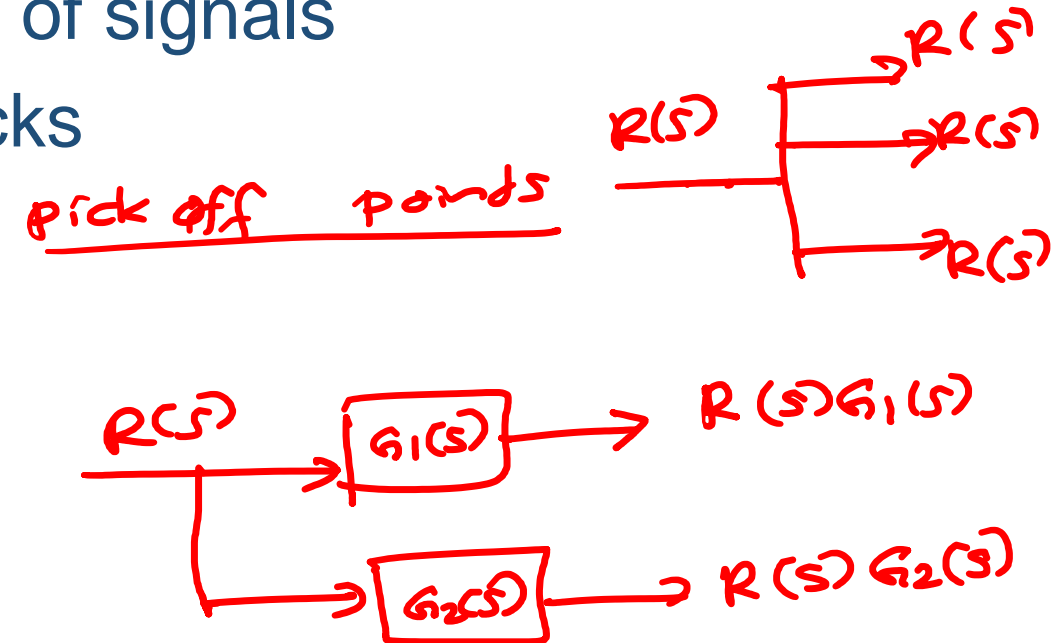
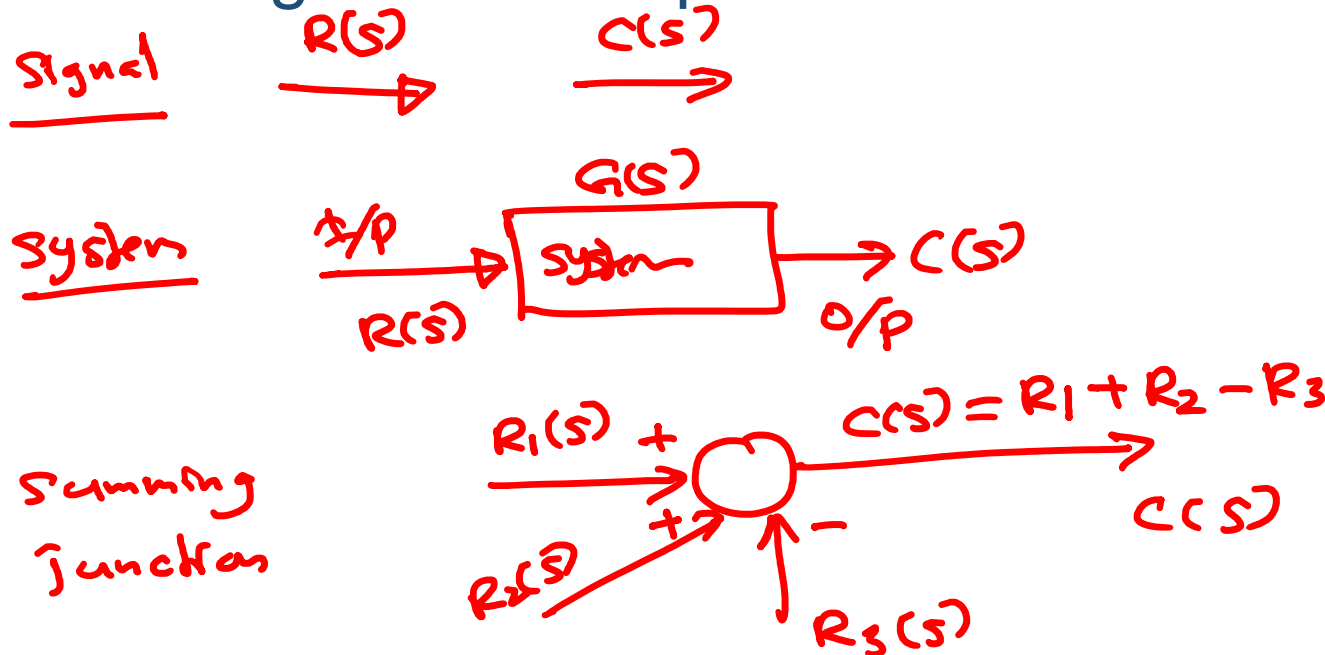


The Design Process

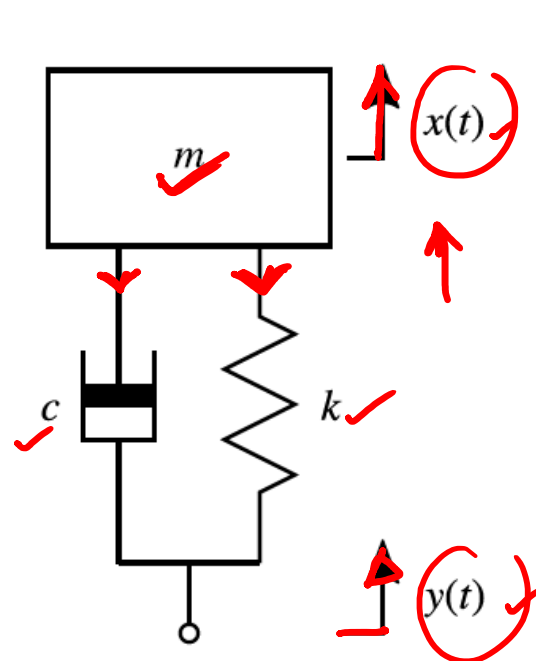


Introduction to Block Diagrams

- Use for frequency-domain analysis and design
- Graphical representation of the interconnections between the components of the system and the flow of signals
- Diagram is composed of functional blocks



Example: Block Diagram Representation of Control Systems



$$\underline{m} \uparrow \quad f = m\ddot{x}$$

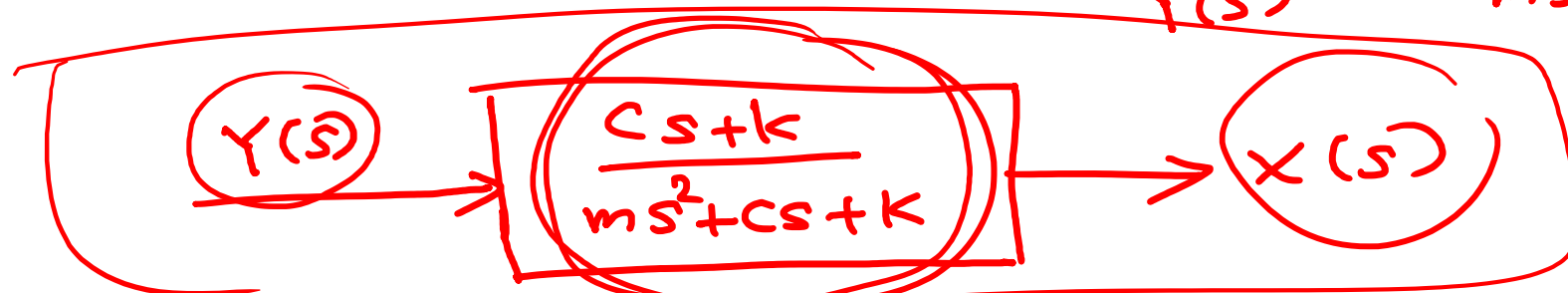
$$-c(\dot{x} - \dot{y}) - k(x - y) = m\ddot{x}$$

$$c\dot{y} + ky = m\ddot{x} + c\dot{x} + kx$$

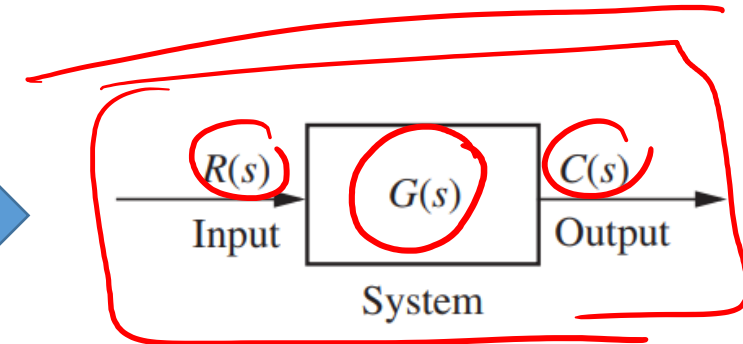
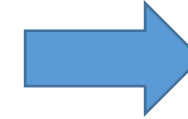
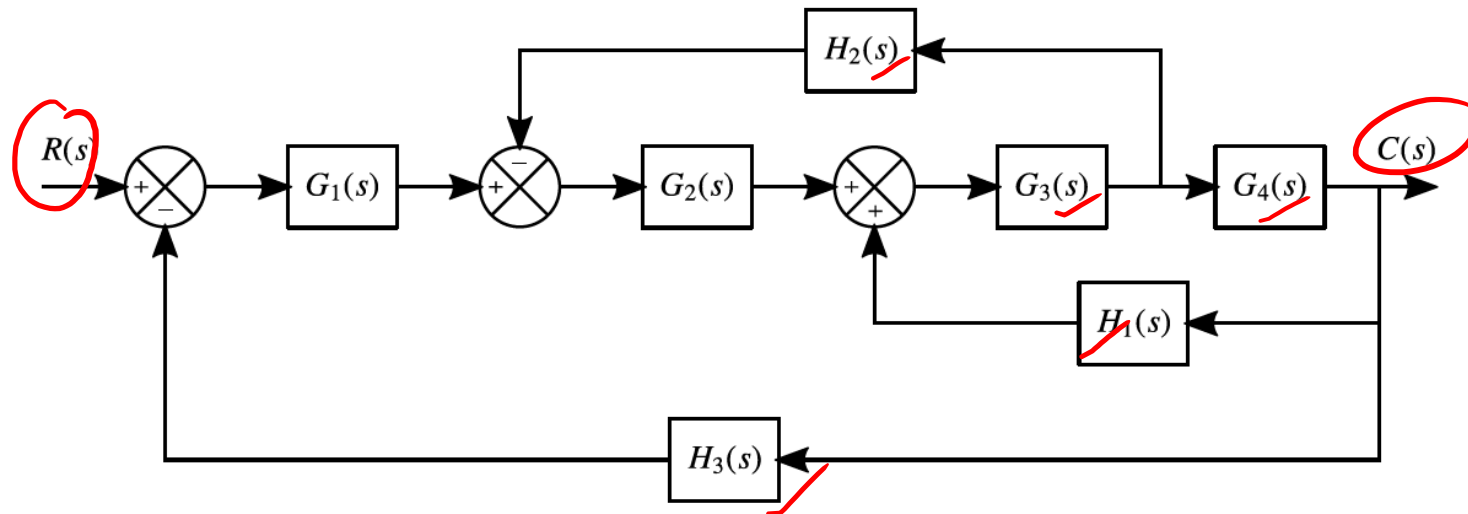
$$\mathcal{L} \Rightarrow \quad c s Y(s) + k Y(s) = m s^2 X(s) + c s X(s) + k X(s)$$

$$Y(s) \{cs + k\} = X(s) \{ms^2 + cs + k\}$$

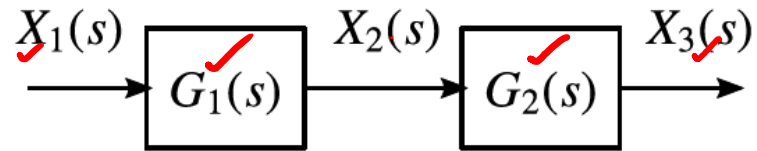
$$\frac{X(s)}{Y(s)} = \frac{cs + k}{ms^2 + cs + k}$$



Block Diagram Reduction



1: Cascaded Blocks

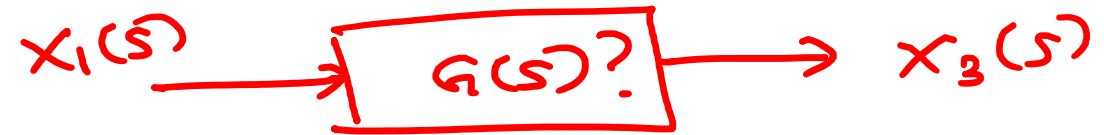


$$X_2(s) = X_1(s) G_1(s)$$

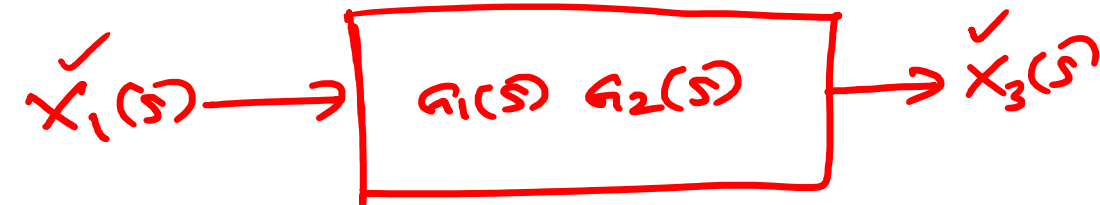
$$X_3(s) = X_2(s) G_2(s)$$

$$X_3(s) = X_1(s) G_1(s) G_2(s)$$

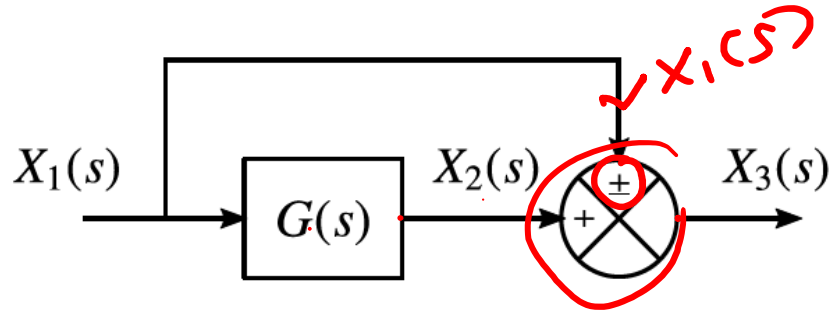
\Rightarrow



\searrow



2: Summing Two Signals

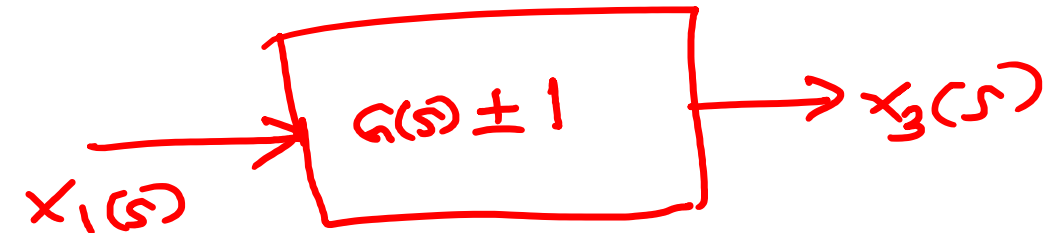


$$\underline{X_2(s)} = X_1(s) G(s)$$

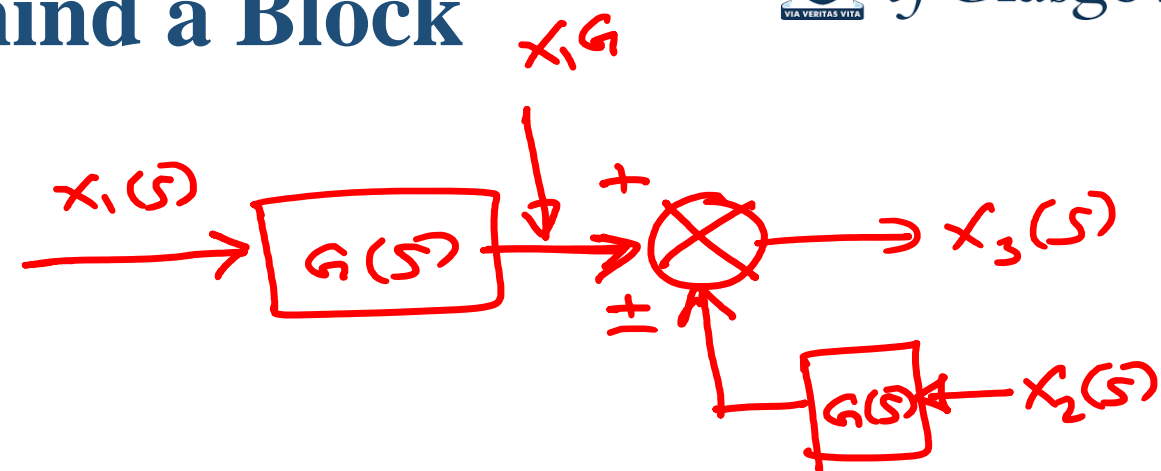
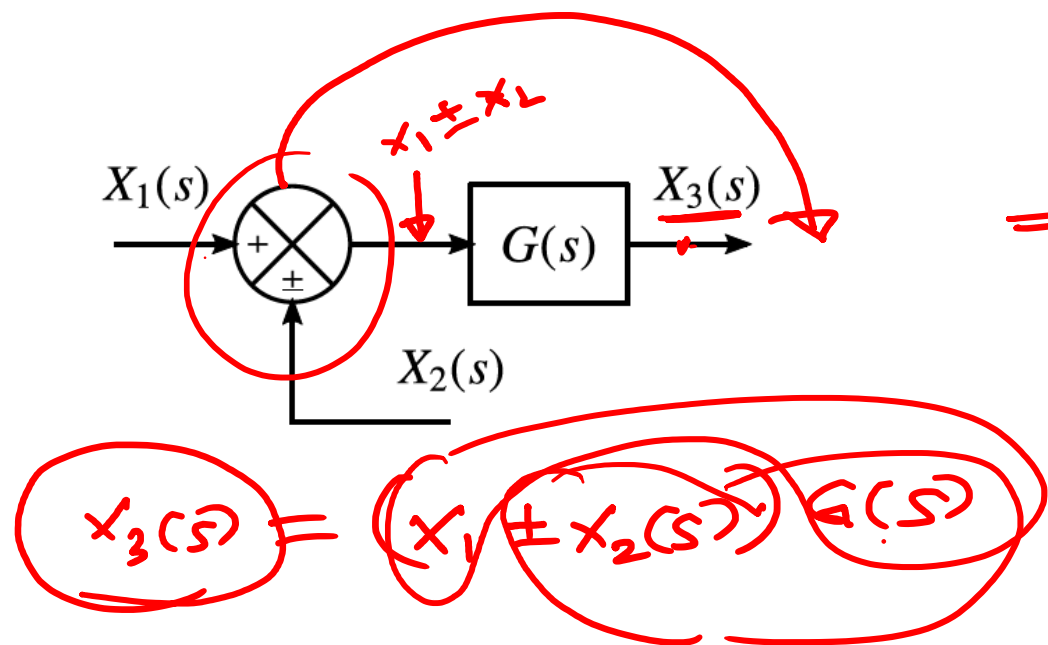
$$X_3(s) = \pm X_1(s) \oplus \underline{X_2(s)}$$

$$X_3(s) = \pm \underline{X_1(s)} + \underline{X_1(s)} G(s)$$

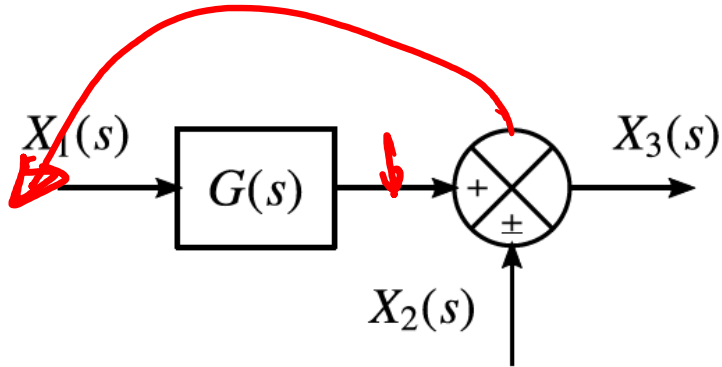
$$\underline{X_3(s) = X_1(s) \{ G(s) \pm 1 \}}$$



3: Moving a Summing Point Behind a Block

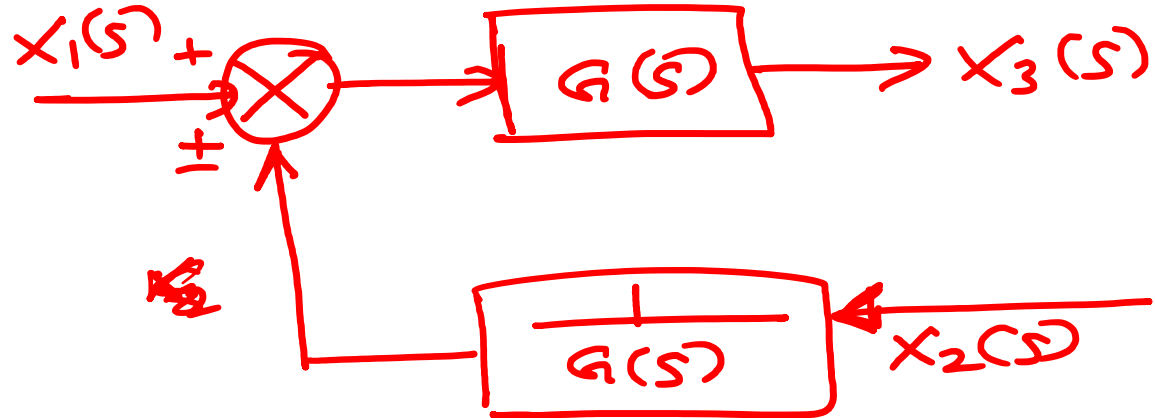


4: Moving a Summing Point Ahead of a Block

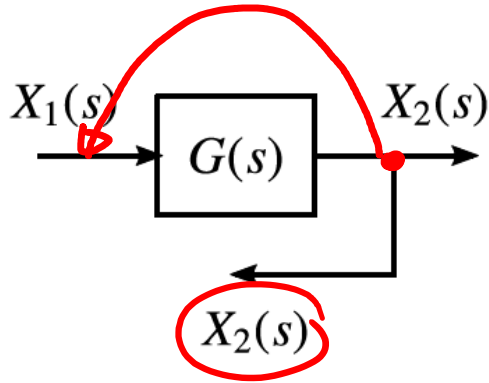


$$X_3(s) = X_1(s) G(s) \pm X_2(s)$$

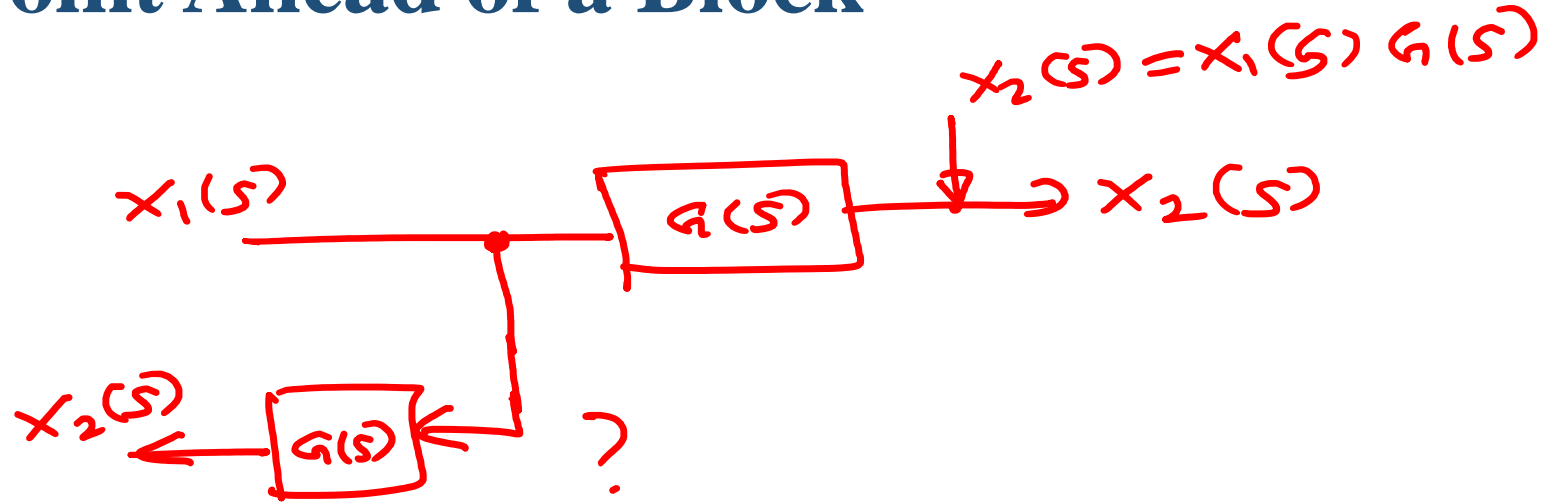
$$X_3(s) = X_1(s) G(s) \pm \left(\frac{X_2(s)}{G(s)} \right) G(s)$$



5: Moving a Branch Point Ahead of a Block

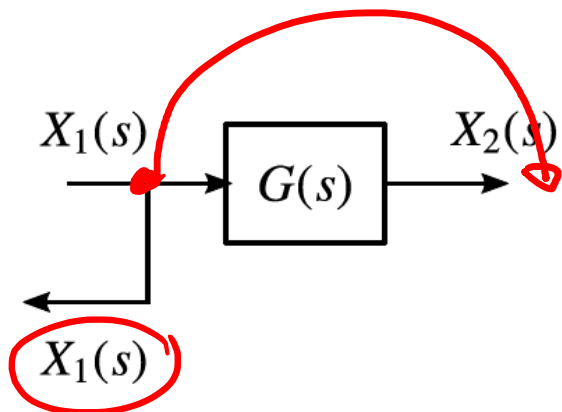


$$X_2(s) = X_1(s) G(s)$$

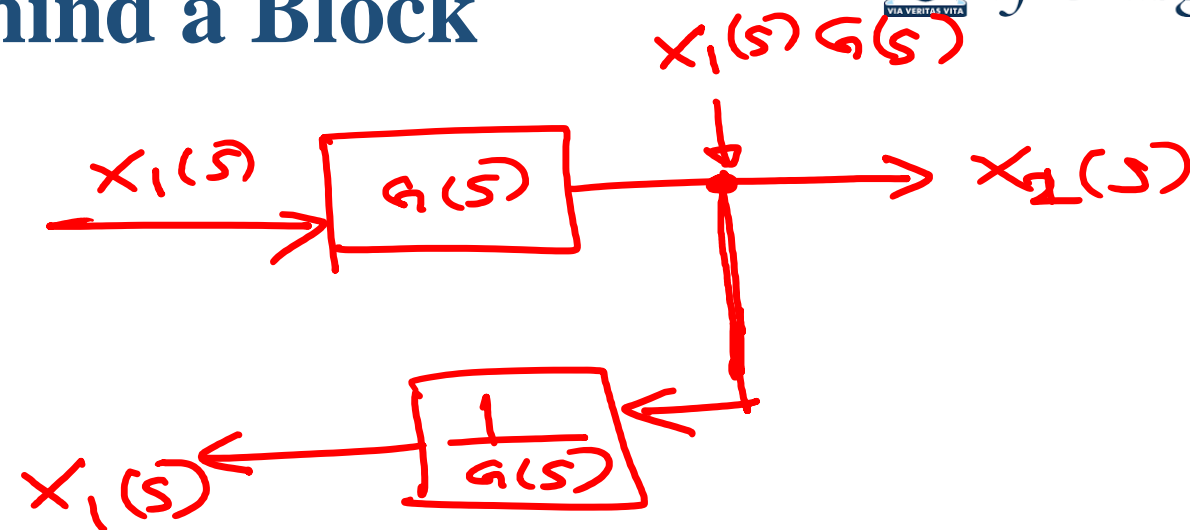


$$X_2(s) = X_1(s) G(s)$$

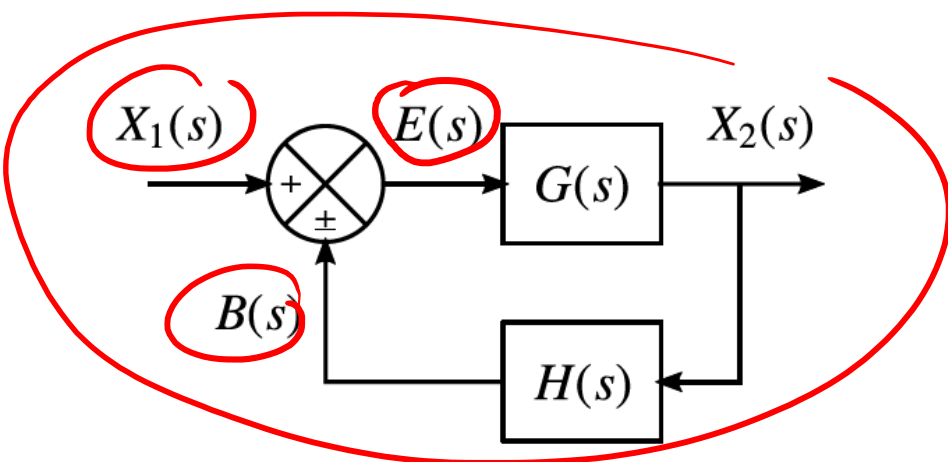
6: Moving a Branch Point Behind a Block



$$X_2(s) = X_1(s) G(s)$$



7: Eliminating a Feedback Loop


 \Rightarrow


$$E(s) = X_1(s) \pm B(s)$$

$$X_2(s) = E(s) G(s) = [X_1(s) \pm B(s)] G(s)$$

$$B(s) = X_2(s) H(s)$$

$$X_2(s) = [X_1(s) \pm X_2(s) H(s)] G(s)$$

$$X_2(s) [1 \pm G(s) H(s)] = X_1(s) G(s)$$

$$\frac{X_2(s)}{X_1(s)} = \frac{G(s)}{1 \pm G(s) H(s)}$$

Summary

- Overview to Control Systems
- Block Diagram Representation of Control Systems
- Block Diagram Reduction
- Block Diagram Reduction Rules

Reference:

-Control Systems Engineering, 7th Edition, N.S. Nise
-UESTC3001 2019/20 Notes, J. Le Kernec