

# Computerized Control - discrete-time systems, z-transform

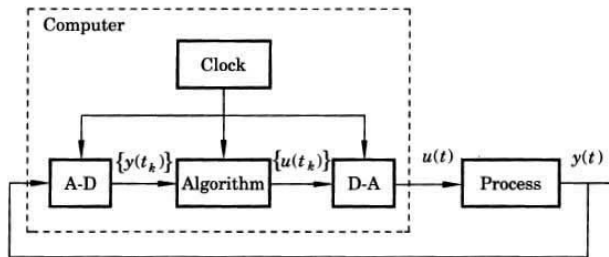
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## Result from quizz

- ▶ z-transform
- ▶ State-space systems

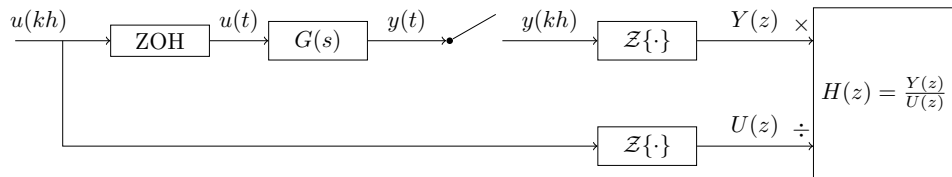
# The world according to the discrete-time controller



**Figure 1.1** Schematic diagram of a computer-controlled system.

## Step-invariant sampling (a.k.a ZOH sampling)

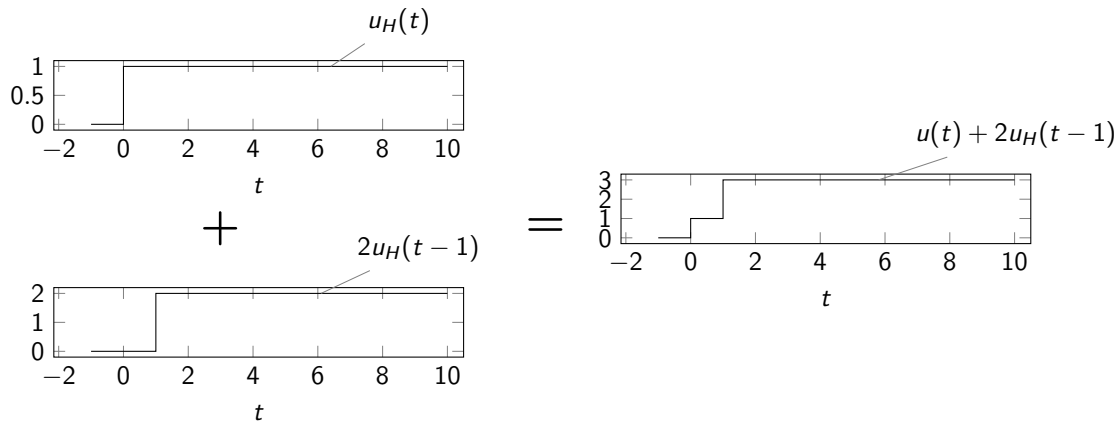
The idea is to sample the continuous-time system's response to a step input, in order to obtain a discrete approximation which is **exact** (at the sampling instants) for such an input signal.



- Step-invariant sampling (zero order hold):  $u(t) = \begin{cases} 1, & t \geq 0 \\ 0, & t < 0 \end{cases}$

## Why is step-invariant sampling a good idea?

A piecewise constant (stair-case shaped) function can be written as a sum of delayed step-responses!



## Why is step-invariant sampling a good idea? (contd)

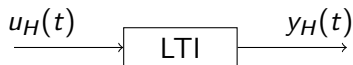
Due to the system being LTI (linear time-invariant), the output to a sum of delayed step functions, is the same sum of delayed step-responses.



Hence,  $u(t) = \sum_i \alpha_i u_H(t - \tau_i)$  has the response  $y(t) =$ .

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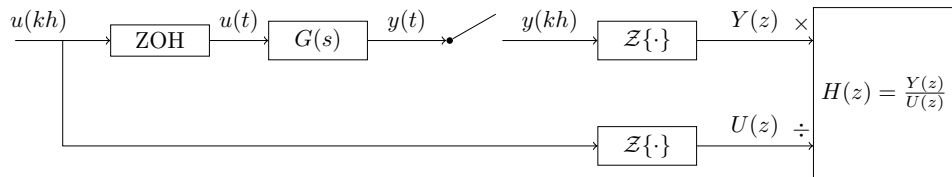
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Hence,  $u(t) = \sum_i \alpha_i u_H(t - \tau_i)$  has the response  $y(t) = \sum_i \alpha_i y_H(t - \tau_i)$ .

If the sampling method is exact for step input signals, it will also be exact for piecewise-constant step input signals, and this is exactly what the ZOH-block produces!

## Impulse- step- and ramp-invariant sampling



- ▶ Impulse-invariant sampling:  $u(t) = \delta(t)$
- ▶ Step-invariant sampling (zero order hold):  $u(t) = \begin{cases} 1, & t \geq 0 \\ 0, & t < 0 \end{cases}$
- ▶ Ramp-invariant sampling:  $u(t) = \begin{cases} t, & t \geq 0 \\ 0, & t < 0 \end{cases}$



## Step-invariant sampling, or zero-order-hold sampling

Let the input to the continuous-time system be a step  $u(t) = \begin{cases} 0, & t < 0 \\ 1, & t \geq 0 \end{cases}$ , which has Laplace transform  $U(s) = \frac{1}{s}$ . In the Laplace-domain we get

$$Y(s) = G(s) \frac{1}{s}$$

1. Obtain the time-response by inverse Laplace:  $y(t) = \mathcal{L}^{-1} \{Y(s)\}$
2. Sample the time-response to obtain the sequence  $y(kh)$  and apply the z-transform to obtain  $Y(z) = \mathcal{Z} \{y(kh)\}$
3. Calculate the pulse-transfer function by dividing with the z-transform of the input signal  $U(z) = \frac{z}{z-1}$ .

$$H(z) = \frac{Y(z)}{U(z)} = \frac{z-1}{z} Y(z)$$

## Example: First-order system

Let's apply step-invariant sampling to the system

$$G(s) = \frac{1}{s + a}.$$

Do on your own: The double integrator

$$G(s) = \frac{1}{s^2}$$

## Another important property of the z-transform

# The z-transform and the solution to difference equations

Taking the z-transform of a difference equation

$$(q^2 + a_1 q + a_2)y_k = (b_0 q^2 + b_1 q + b_2) u_k$$

gives

$$z^2 Y - z^2 y(0) - zy(1) + a_1 z Y - a_1 zy(0) + a_2 Y = \\ b_0 z^2 U - b_0 z^2 u(0) - b_0 zu(1) + b_1 z U - b_1 zu(0) + b_2 U$$

$$Y(z) = \underbrace{\frac{(y(0) - b_0 u(0))z^2 + (y(1) + a_1 y(0) - b_0 u(1) - b_1 u(0))z}{z^2 + a_1 z + a_2}}_{\text{transient response}} \\ + \underbrace{\frac{b_0 z^2 + b_1 z + b_2}{z^2 + a_1 z + a_2} U(z)}_{\substack{\text{pulse-transfer function} \\ \text{response to input}}}$$

# The z-transform and the solution to difference equations

In general, the output of the discrete-time LTI

$$(q^n + a_1 q^{n-1} + \cdots + a_n) y(k) = (b_0 q^m + b_1 q^{m-1} + \cdots + b_m) u(k)$$

is

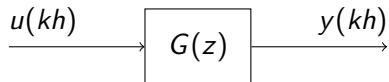
$$Y(z) = \frac{\beta(z)}{A(z)} + \frac{B(z)}{A(z)} U(z)$$

For systems that are initially at rest

$$Y(z) = \frac{B(z)}{A(z)} U(z) = G(z) U(z)$$

## Convolution in the time-domain is multiplication in the z-domain

$$\mathcal{Z}\{g * u\} = \mathcal{Z}\{g(kh)\} \mathcal{Z}\{u(kh)\} = \left( \sum_{k=0}^{\infty} g(kh)z^{-k} \right) \left( \sum_{k=0}^{\infty} u(kh)z^{-k} \right)$$



$$y(kh) = g(kh) * u(kh)$$

$$\mathcal{Z}\{y(kh)\} = \mathcal{Z}\{g(kh) * u(kh)\}$$

$$Y(z) = G(z)U(z).$$

The z-transform plays the same role for discrete-time control systems as the Laplace transform for continuous-time control systems!