

# The Apollo LM state feedback assignment

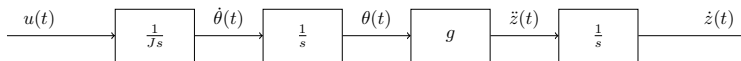
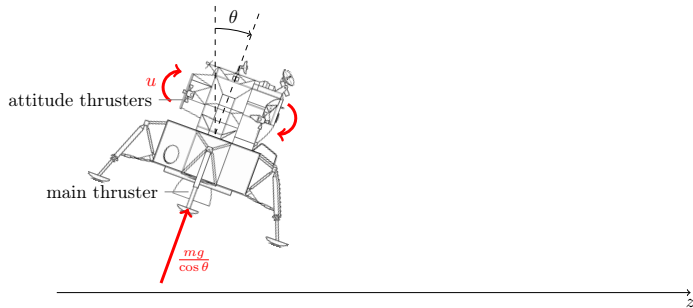
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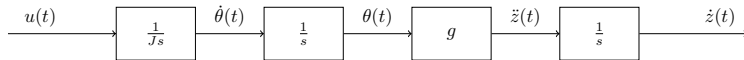
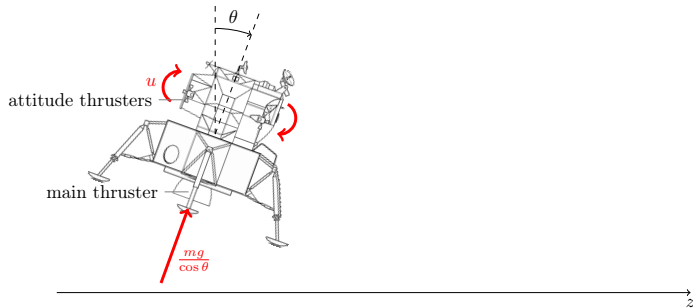
# The Apollo lunar module



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**Activity** Which is the transfer function of the system?

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

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

3 :  $G(s) = \frac{g}{s^3}$

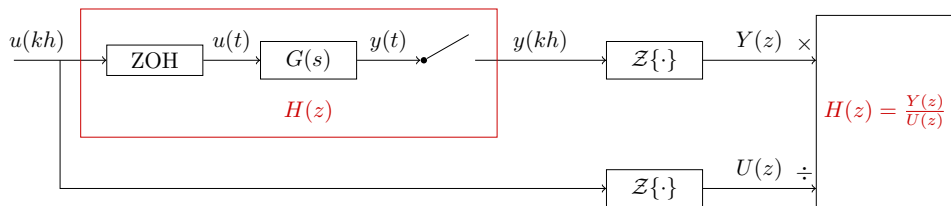
# Plan

1. Obtain discrete-time pulse transfer function for the LM.
2. Convert transfer function to discrete-time state space model.
3. Design a state feedback controller  $u(k) = Lx(k) + l_0r(k)$  to obtain good reference response.
4. Design an observer  $\hat{x}(k+1) = A\hat{x}(k) + Bu(k) + K(y(k) - C\hat{x}(k))$  and studying two cases: **Slow observer vs fast observer.**

# 1. Discretize the continuous-time model

$$G(s) = \frac{g}{s^3}$$

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):  $u(kh) = \begin{cases} 1, & k \geq 0 \\ 0, & k < 0 \end{cases}$

## 2. Convert to discrete-time state space

Using, for instance, the **observable canonical form**

$$H(z) = \frac{b_1 z^{n-1} + \dots + b_{n-1} z + b_n}{z^n + a_1 z^{n-1} + \dots + a_{n-1} z + a_n}$$

can be represented on state-space form as

$$x(k+1) = \begin{bmatrix} -a_1 & 1 & 0 & \dots & 0 \\ -a_2 & 0 & 1 & \dots & 0 \\ -a_3 & 0 & 0 & \dots & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ -a_n & 0 & 0 & \dots & 0 \end{bmatrix} x(k) + \begin{bmatrix} b_1 \\ b_2 \\ b_3 \\ \vdots \\ b_n \end{bmatrix} u(k)$$
$$y(k) = [1 \quad 0 \quad \dots \quad 0] x(k)$$

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$$y(k) = [1 \quad 0 \quad \dots \quad 0] x(k)$$

**Activity** Determine the discrete-time state-space model of the LM on observable canonical form