### Discretizing continuous-time controllers

Kjartan Halvorsen

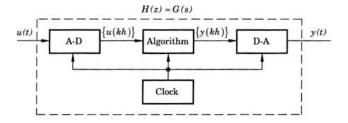
November 15, 2021

#### Context

▶ Controller F(s) obtained from a design in continuous time.

#### Context

- ▶ Controller F(s) obtained from a design in continuous time.
- Need discrete approxmation in order to implement on a computer

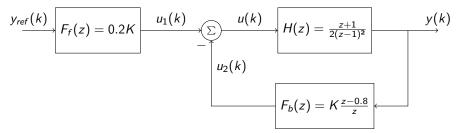


**Figure 8.1** Approximating a continuous-time transfer function, G(s), using a computer.

Source: Åström & Wittenmark

# Stability for the disk drive arm

Case  $\frac{h^2}{J} = 1$ . Suggested controller:



# **Preliminaries**

## Z-transform of a shifted sequence

$$x(k) \quad \stackrel{\mathcal{Z}}{\longleftrightarrow} \quad X(z) = \sum_{k=0}^{\infty} x(k)z^{-k}$$

## Z-transform of a shifted sequence

$$x(k) \stackrel{\mathcal{Z}}{\longleftrightarrow} X(z) = \sum_{k=0}^{\infty} x(k)z^{-k}$$
 $x(k+1) \stackrel{\mathcal{Z}}{\longleftrightarrow} zX(z) - zx(0)$ 

### Z-transform of a shifted sequence

$$x(k) \stackrel{\mathcal{Z}}{\longleftrightarrow} X(z) = \sum_{k=0}^{\infty} x(k)z^{-k}$$
 $x(k+1) \stackrel{\mathcal{Z}}{\longleftrightarrow} zX(z) - zx(0)$ 

#### Proof

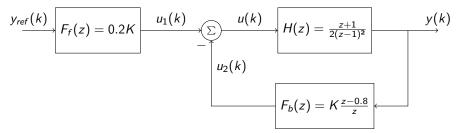
$$\mathcal{Z}\left\{x(k+1)\right\} = \sum_{k=0}^{\infty} x(k+1)z^{-k} = \sum_{n=1}^{\infty} x(n)z^{-(n-1)}$$
$$= \sum_{n=1}^{\infty} x(n)z^{-n}z = -zx(0) + z \underbrace{\sum_{n=0}^{\infty} x(n)z^{-n}}_{X(z)}$$
$$= zX(z) - zx(0).$$

# Discrete-time delay

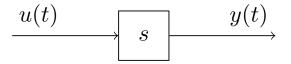
$$x(k-1) \quad \stackrel{\mathcal{Z}}{\longleftrightarrow} \quad \frac{1}{z}X(z)$$

# Stability for the disk drive arm

Case  $\frac{h^2}{J} = 1$ . Suggested controller:



#### Differentiation



#### Discrete-time differentiation

$$\underbrace{u(kh)}_{z-1} \xrightarrow{y(kh)}$$

$$\xrightarrow{u(kh)} \xrightarrow{\frac{1-z^{-1}}{h}} = \xrightarrow{z-1} \xrightarrow{y(kh)}$$

Activity Write as difference equation

$$y(kh) =$$

#### Discretization methods

1. Forward difference. Substitute

$$s = \frac{z - 1}{h}$$

in F(s) to get

$$F_d(z) = F(s')|_{s'=\frac{z-1}{h}}.$$

2. Backward difference. Substitute

$$s=\frac{z-1}{zh}$$

in F(s) to get

$$F_d(z) = F(s')|_{s'=\frac{z-1}{zh}}.$$

#### Discretization methods, contd.

3. Tustin's method (also known as the bilinear transform). Substitute

$$s = \frac{2}{h} \frac{z - 1}{z + 1}$$

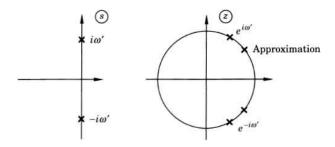
in F(s) to get

$$F_d(z) = F(s')|_{s'=\frac{2}{h}\cdot \frac{z-1}{z+1}}.$$

4. Ramp invariance. This is similar to ZoH, which is step-invariant approximation. Since a unit ramp has z-transform  $\frac{zh}{(z-1)^2}$  and Laplace-transform  $1/s^2$ , the discretization becomes

$$F_d(z) = \frac{(z-1)^2}{zh} \mathcal{Z} \left\{ \mathcal{L}^{-1} \left\{ \frac{F(s)}{s^2} \right\} \right\}.$$

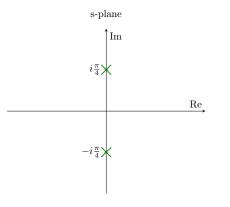
# Frequency warping using Tustin's



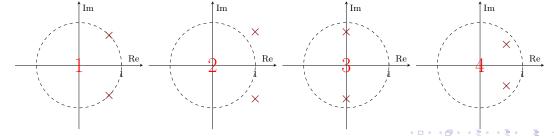
**Figure 8.3** Frequency distortion (warping) obtained with approximation.

The infinite positive imaginary axis in the s-plane is mapped to the finite-length upper half of the unit circle in the z-plane.

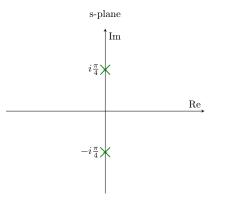
#### Forward difference exercise



Which of the below figures shows the correct mapping of the continuous-time poles using the **forward difference** z = 1 + sh with h = 1?



#### Backward difference exercise



Which of the below figures shows the correct mapping of the continuous-time poles using the backward difference  $z = \frac{1}{1-sh}$  with h = 1?

