

# Discretizing continuous-time controllers

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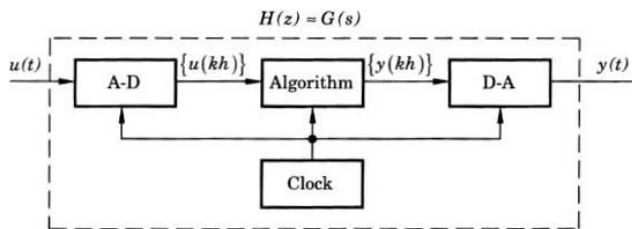
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## Context

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

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- ▶ Need discrete approximation in order to implement on a computer

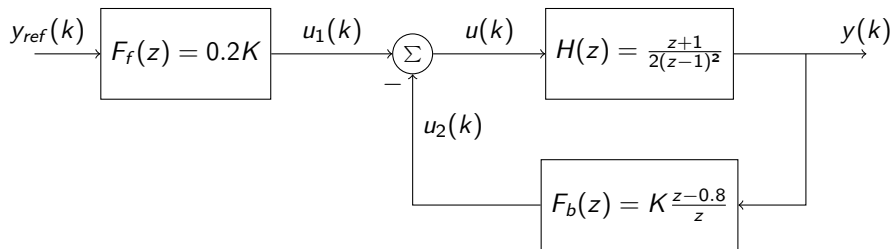


**Figure 8.1** Approximating a continuous-time transfer function,  $G(s)$ , using a computer.

Source: Åström & Wittenmark

## Stability for the disk drive arm

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



# Preliminaries

## Z-transform of a shifted sequence

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## Z-transform of a shifted sequence

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$$x(k+1) \xleftrightarrow{\mathcal{Z}} zX(z) - zx(0)$$

Proof

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

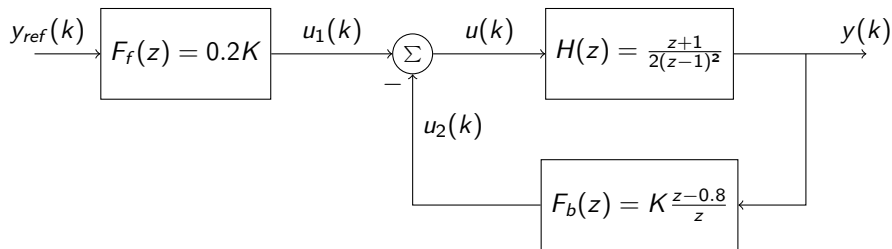


## Discrete-time delay

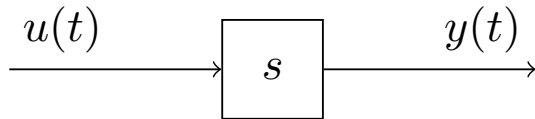
$$x(k-1) \xleftrightarrow{z} \frac{1}{z}X(z)$$

## Stability for the disk drive arm

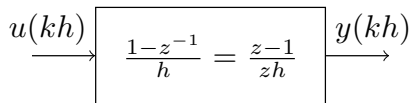
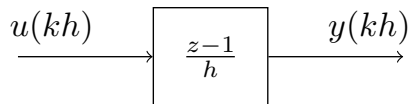
Case  $\frac{h^2}{J} = 1$ . Suggested controller:



# Differentiation



## Discrete-time differentiation



**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

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

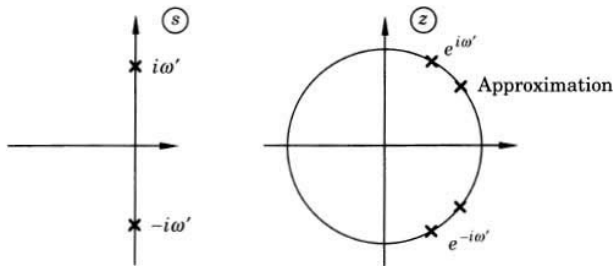
in  $F(s)$  to get

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

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

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

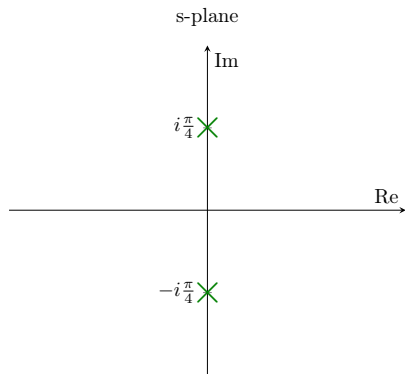
## Frequency warping using Tustin's



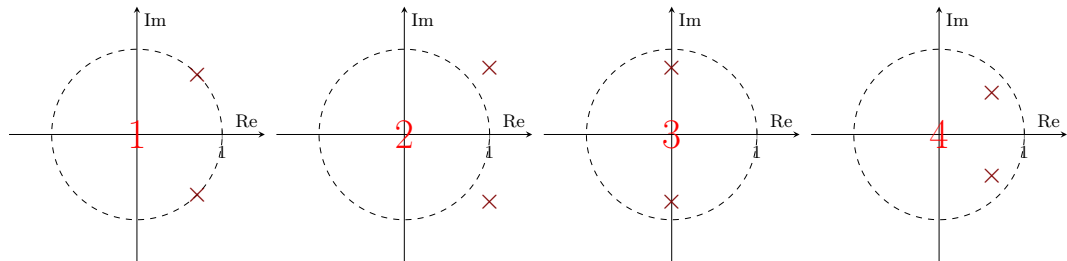
**Figure 8.3** Frequency distortion (warping) obtained with approximation.

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

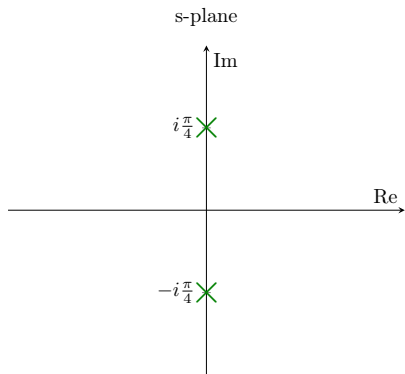


Which of the below figures shows the correct mapping of the continuous-time poles using the **forward difference**  $z = 1 + sh$  with  $h = 1$ ?





# 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  $h = 1$ ?

