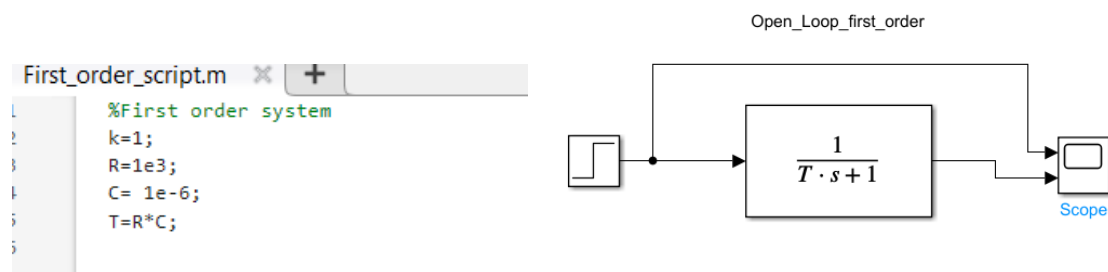
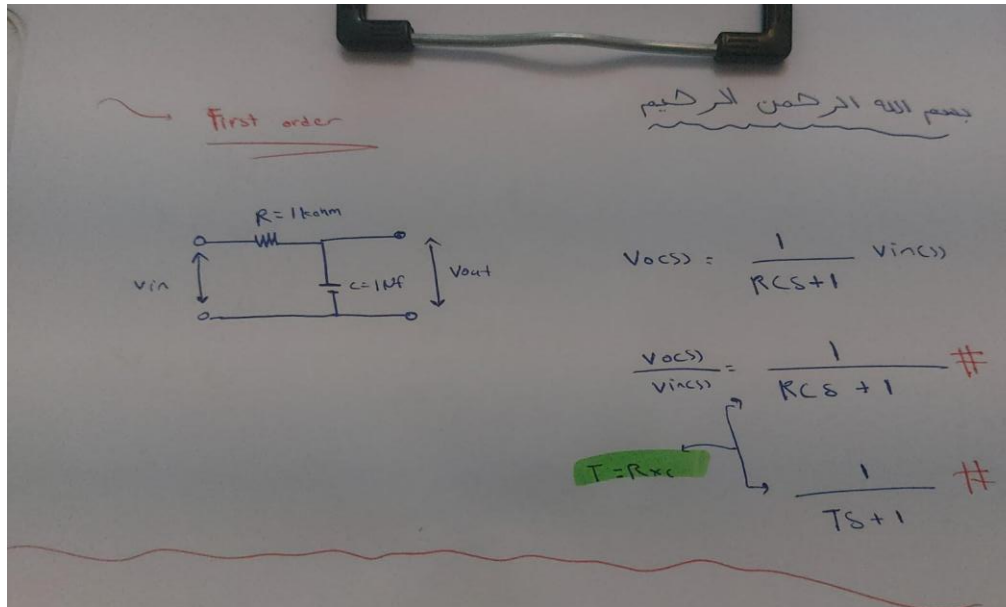
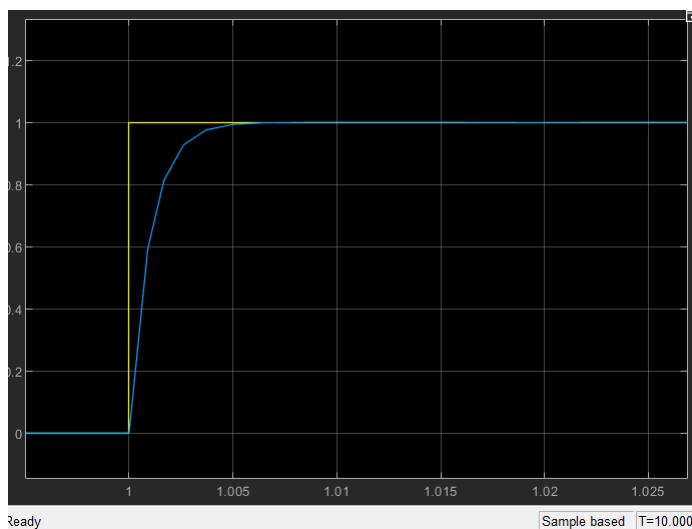


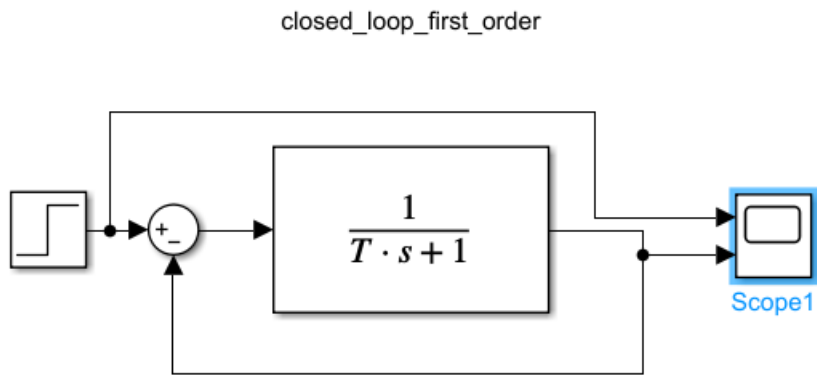
## LAB\_Project\_comprehensive

## First\_order

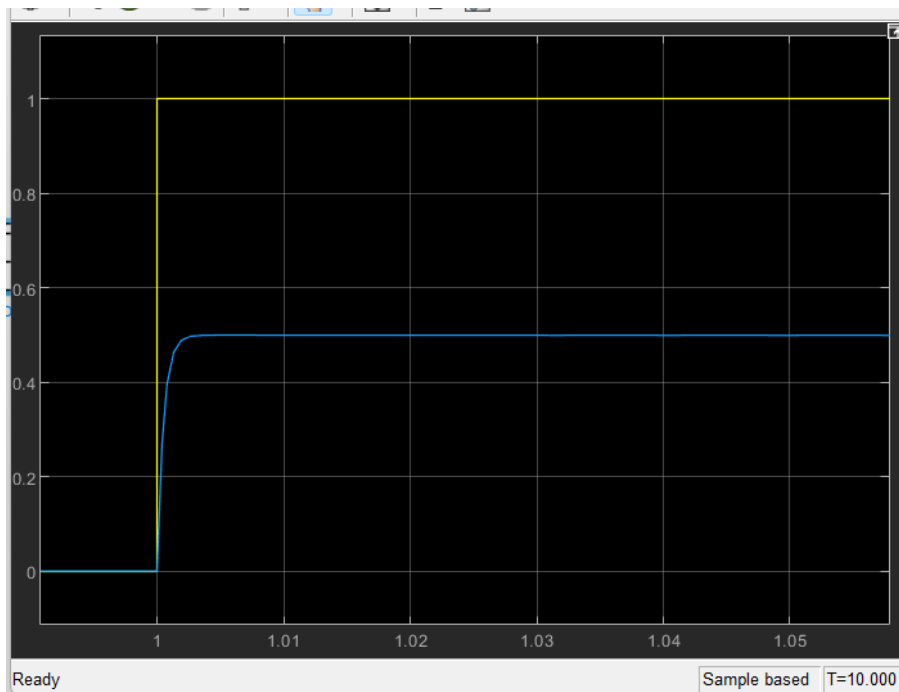


## Open-loop-response



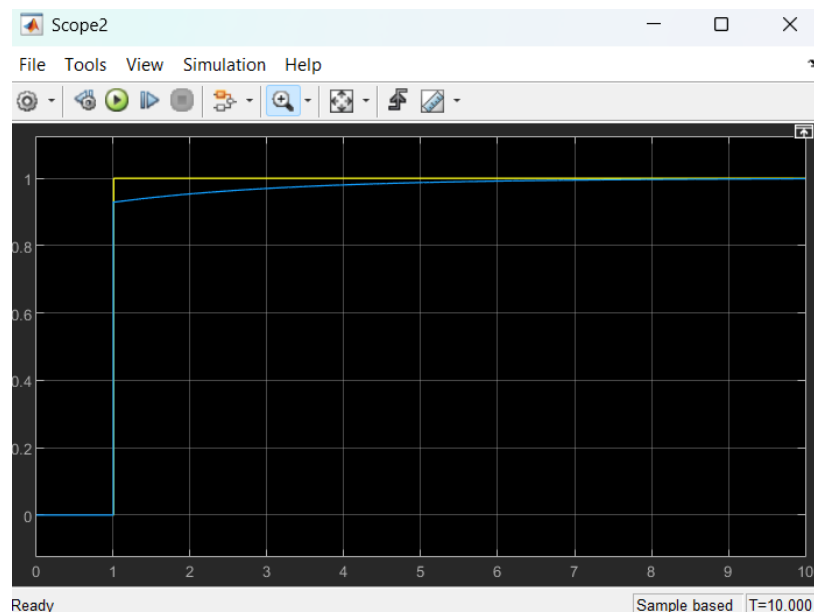
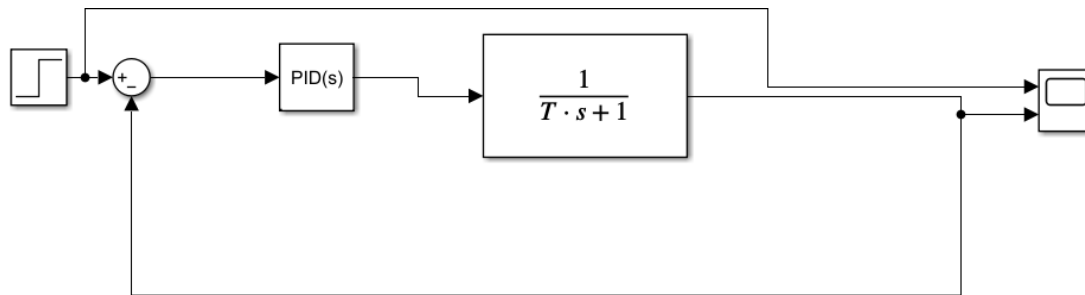


Closed-loop-response



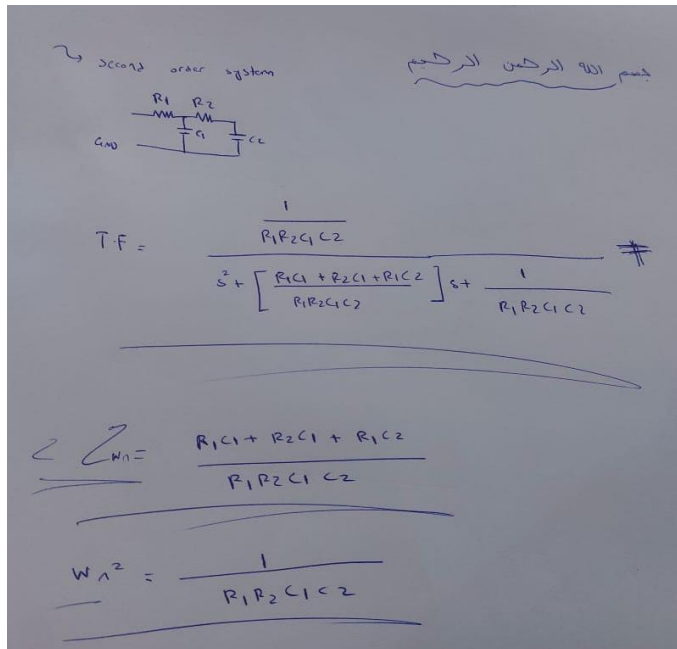
->As you can see here in the closed loop response there is steady state error of 0.5 so will be using pid for the best optimum results

## Closed loop with pid controller



After try and error check I was able to reach a  $k_p=13$  and  $k_i = 6$  and  $k_d = 0.004$  which led to steady state error to zero and smooth curve

## Second-order-systems



Case1

Open\_loop\_response

```
%second_order_system
```

```
%CASE1
```

```
R1=2000;
```

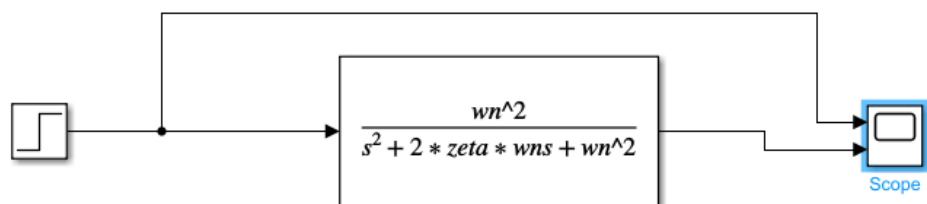
```
R2=2000;
```

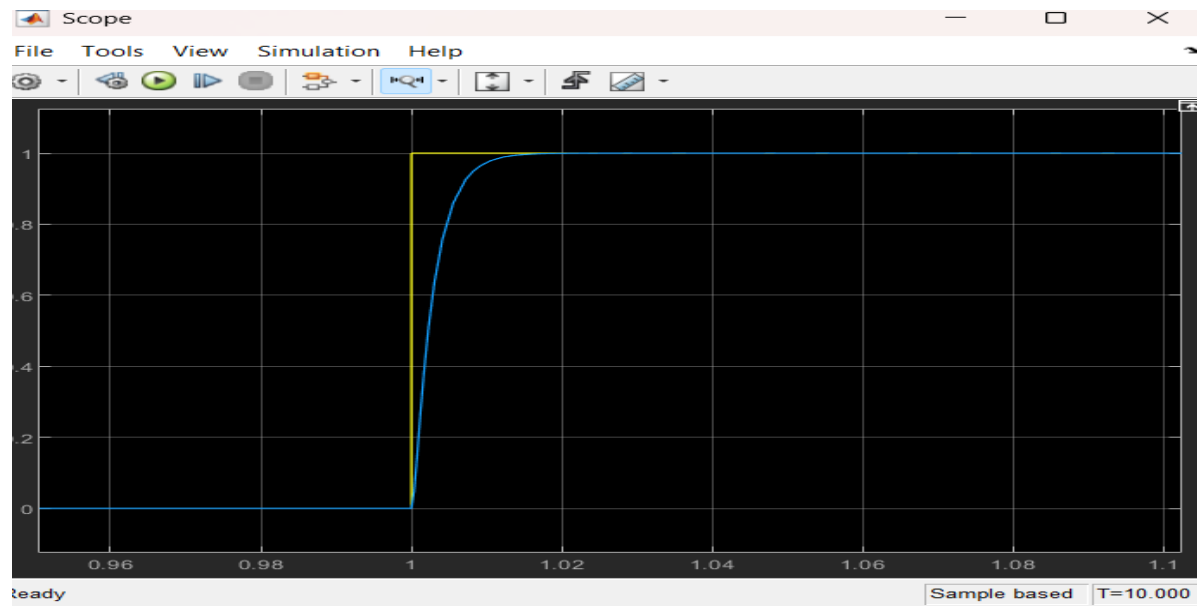
```
C1=0.5e-6;
```

```
C2=0.5e-6;
```

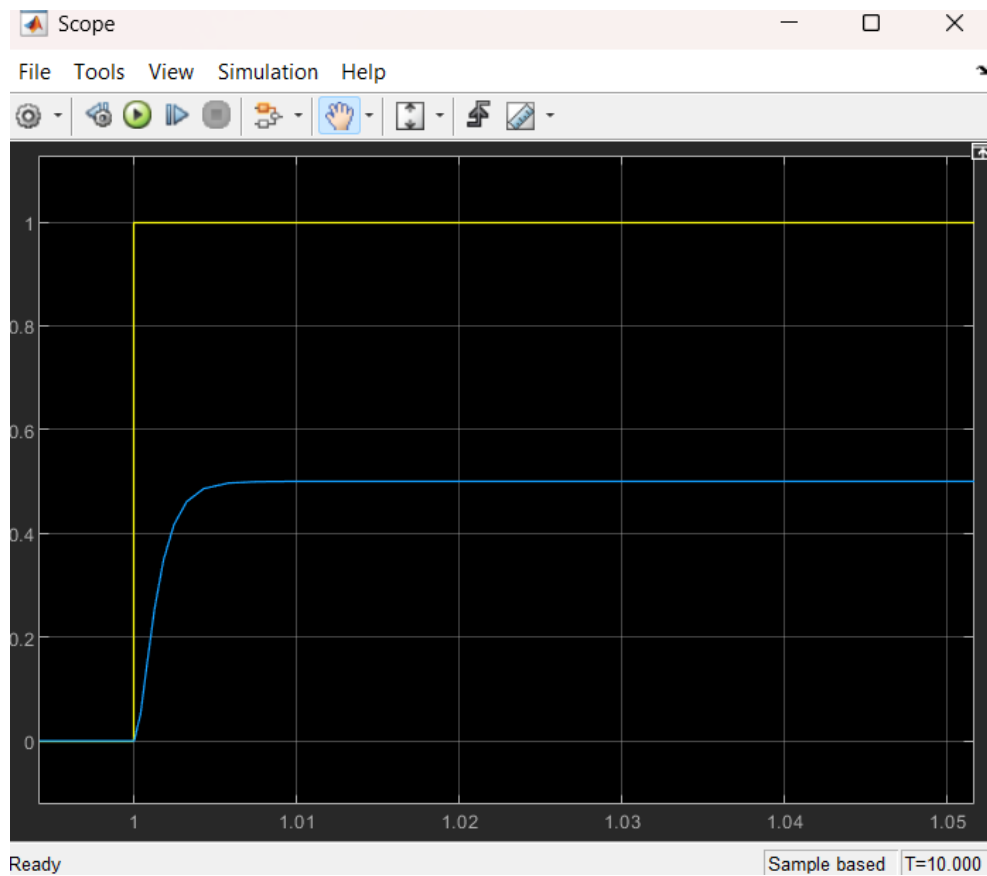
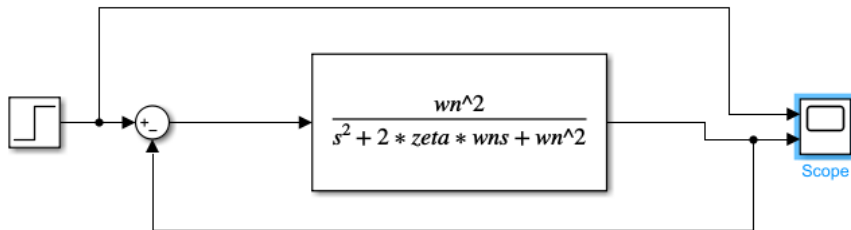
```
wn=1/(R1*C1);
```

```
zeta = ((R1*C1)+(R1*C2)+(R2*C2))/(2*wn*(R1*R2*C1*C2));
```



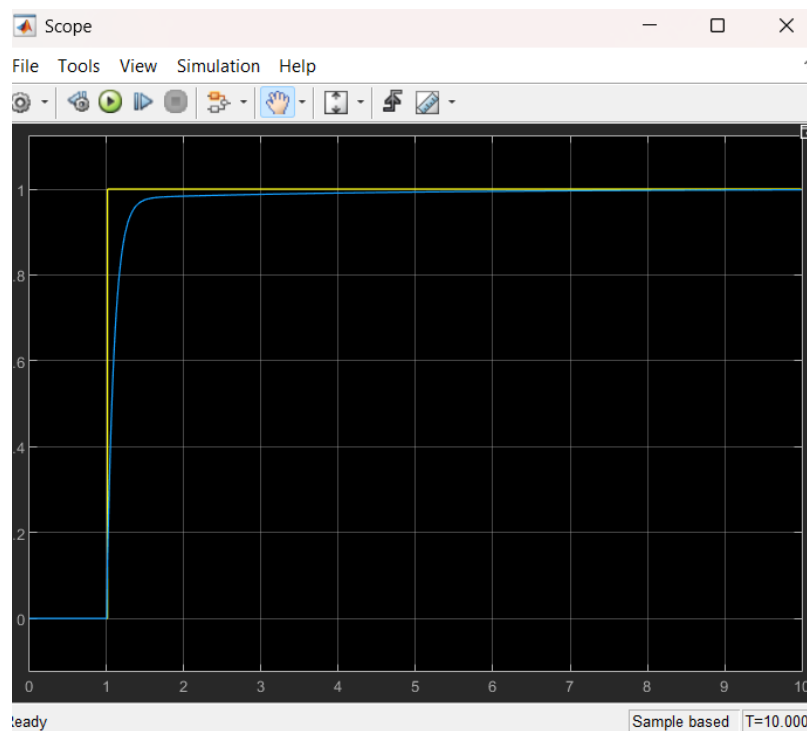
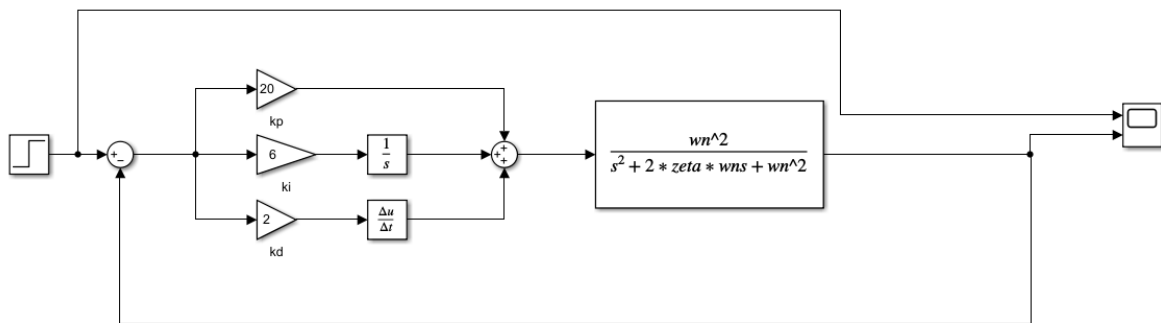


## Closed\_loop\_response



->As you see here in the closed loop response the settling time is 1.01 and there is steady state error of 0.5

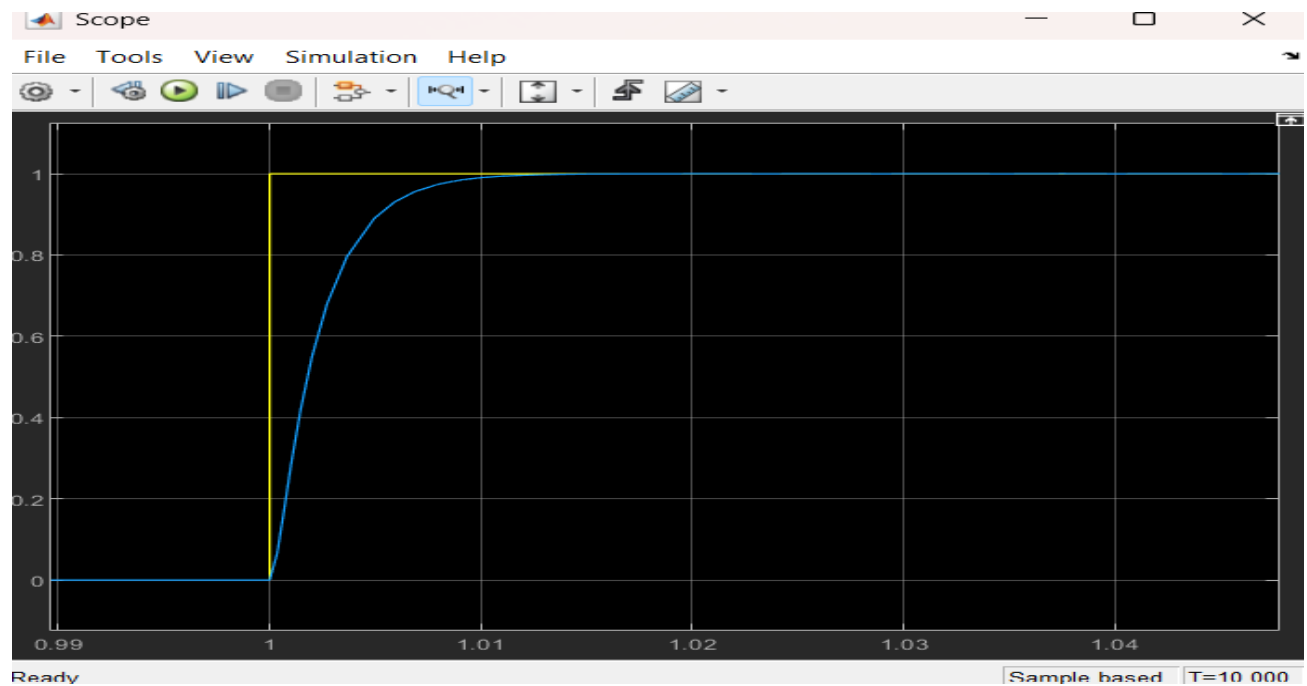
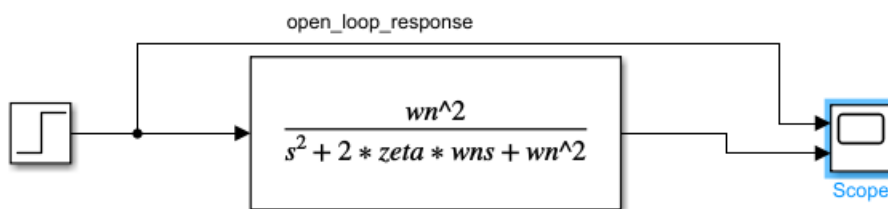
## Closed\_loop\_response\_with\_pid\_controller



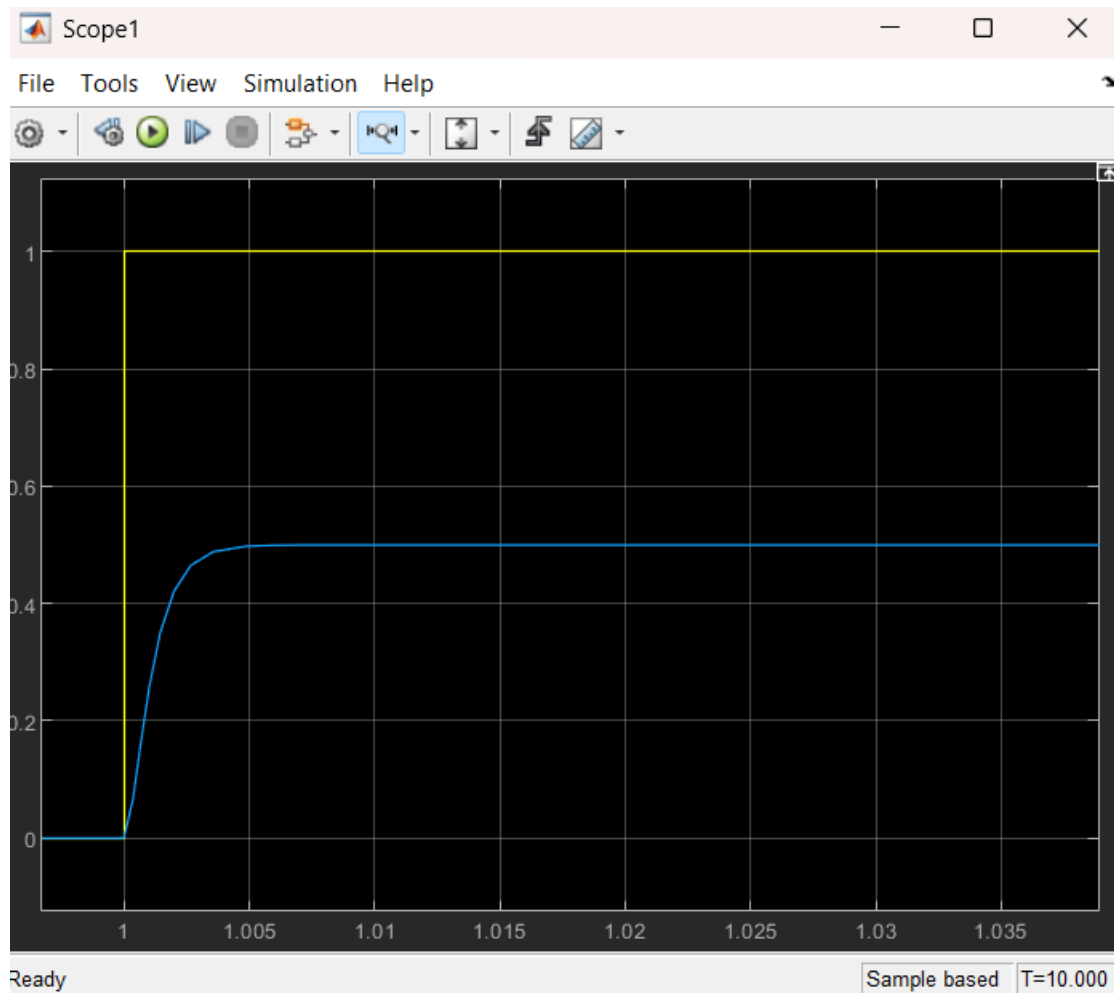
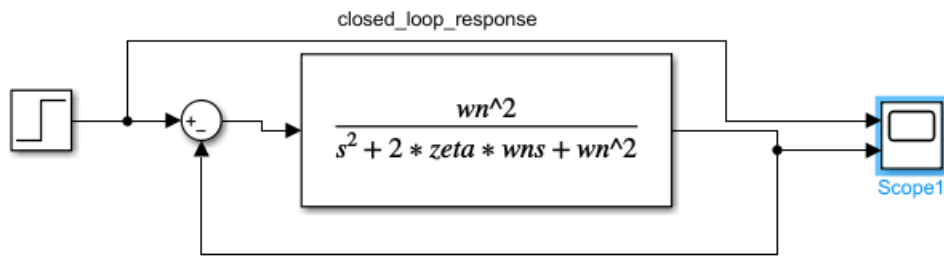
After try and error I was able to reach to this system response with no overshoot and steady state error equal to zero

## Case 2

```
%second_order_system
%CASE2
R1=4000;
R2=4000;
C1=0.2e-6;
C2=0.2e-6;
wn=1/(R1*C1);
zeta =((R1*C1)+(R1*C2)+(R2*C2))/(2*wn*(R1*R2*C1*C2));
```

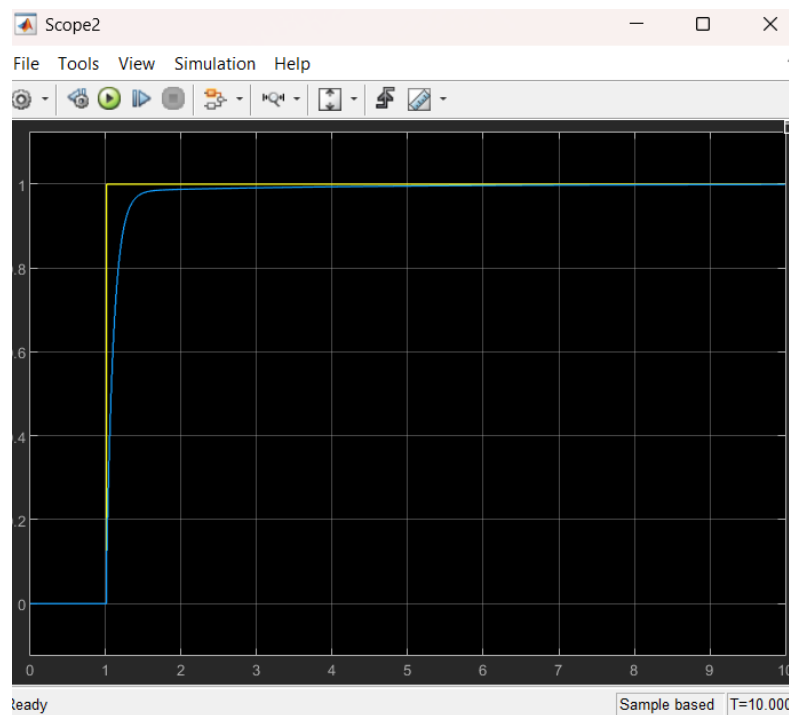
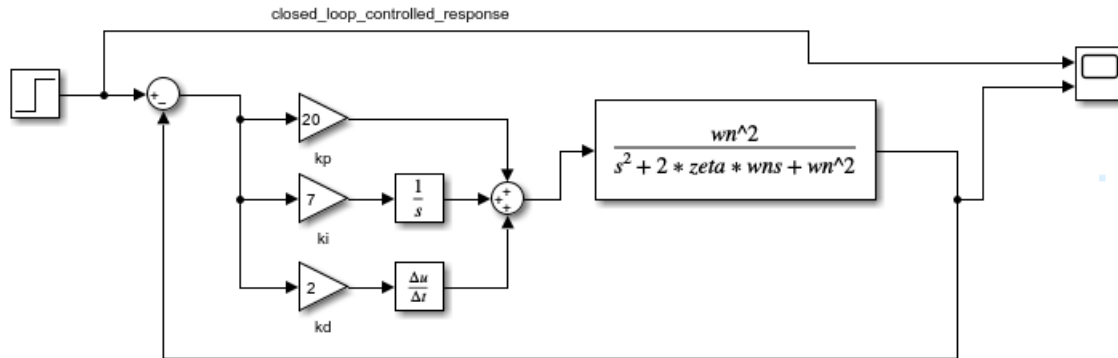






->There is an steady state error of 0.5

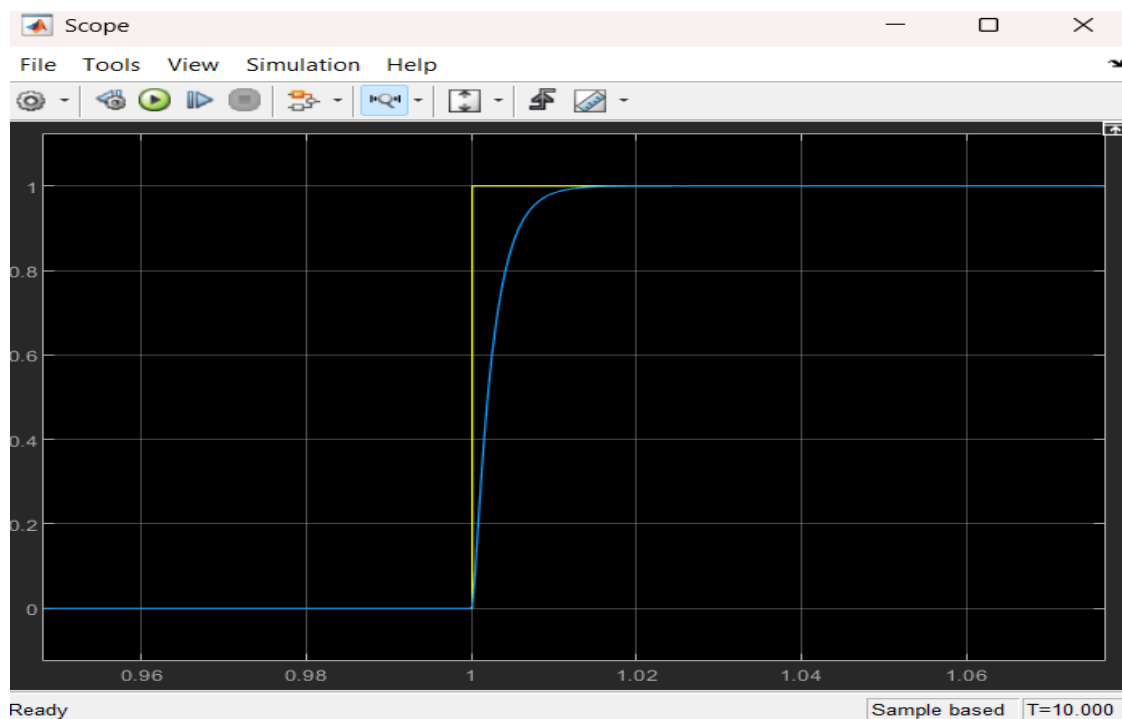
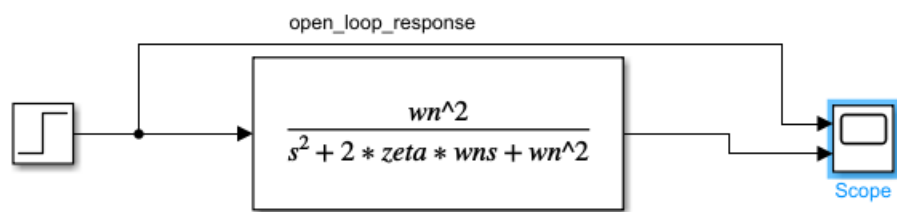
## Closed\_loop\_controlled

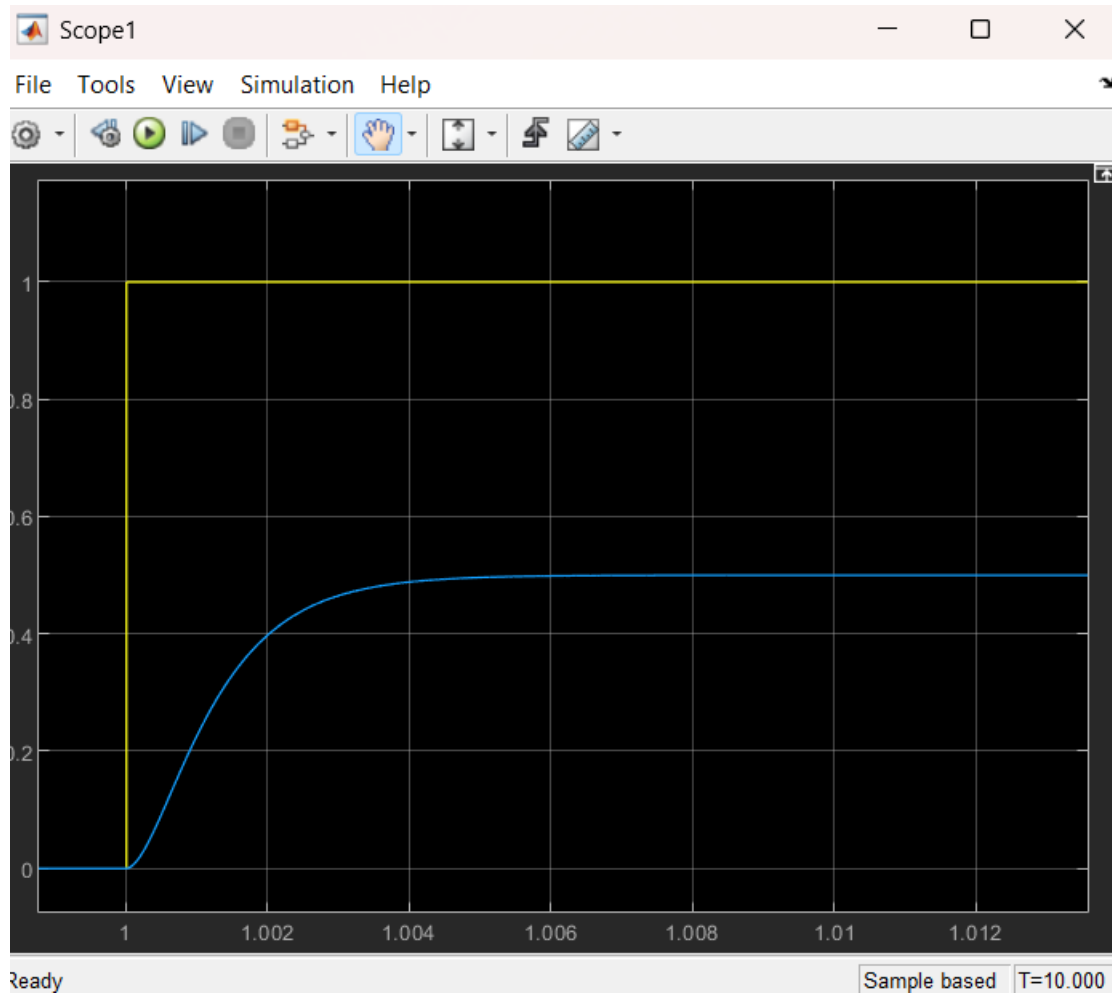
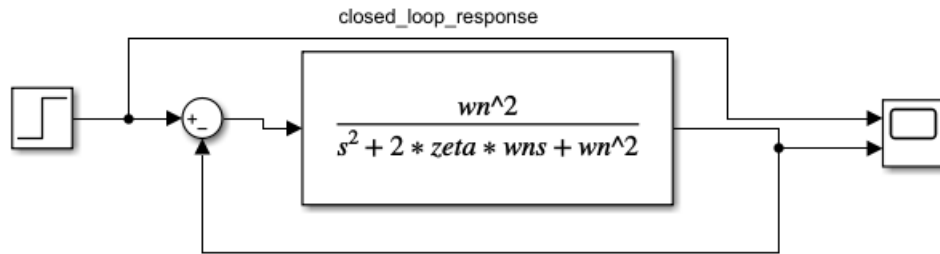


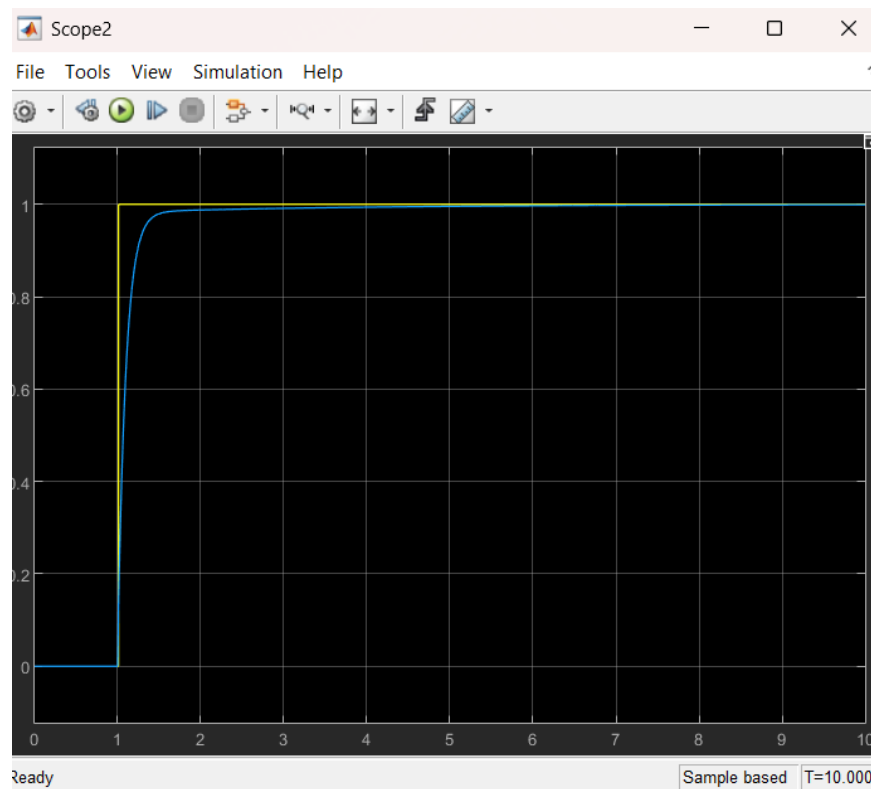
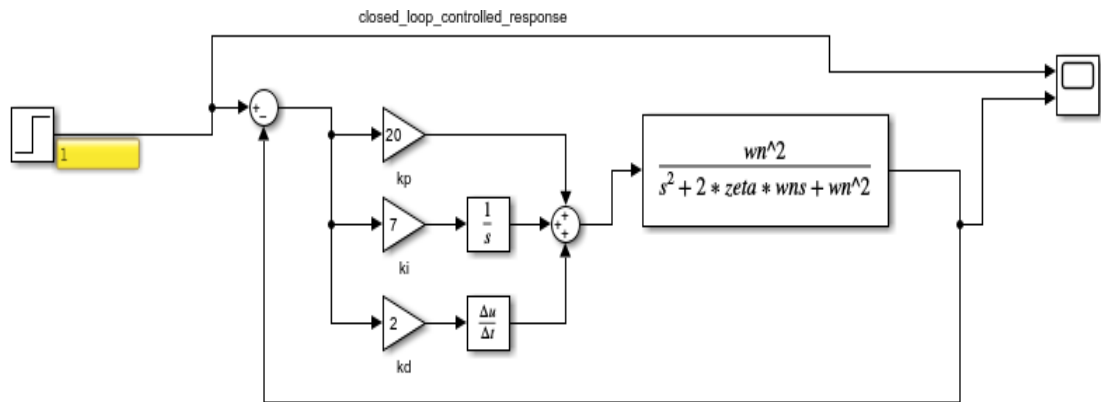
After try and error I was able to reach to this system response with no overshoot and steady state error equal to zero

## Case 3

```
%second_order_system
%CASE3
R1=3000;
R2=3000;
C1=0.3e-6;
C2=0.3e-6;
wn=1/(R1*C1);
zeta = ((R1*C1)+(R1*C2)+(R2*C2))/(2*wn*(R1*R2*C1*C2));
```







After try and error I was able to reach to this system response with no overshoot and steady state error equal to zero