

自动控制原理

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MATLAB软件

用于自动控制系统的仿真研究

建模、仿真分析、仿真设计



MATLAB 软件 (1)

——MATLAB 基础

1. MATLAB 语句结构

```
>>variable=expression
```

Command prompt

命令提示符

方括号

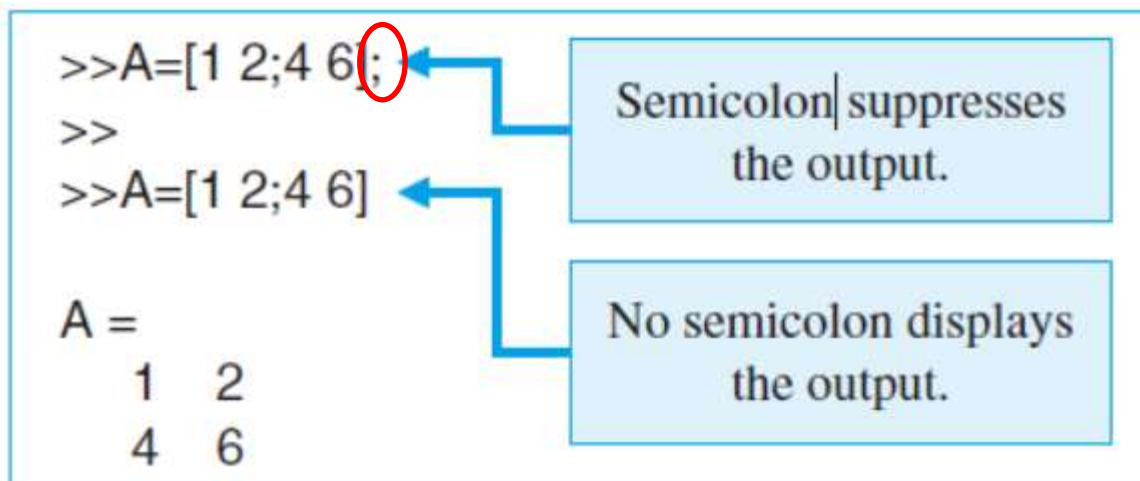
```
>>A=[1 2; 4 6] <ret>
```

```
A =  
1 2  
4 6
```

回车

Carriage return

$$A = \begin{bmatrix} 1 & 2 \\ 4 & 6 \end{bmatrix}$$



分号的存在，
隐藏了输出

没有分号，
输出正常显示



2. 数学运算符和常用的数学函数

Table A.1 Mathematical Operators 数学运算符	
+	Addition
-	Subtraction
*	Multiplication
/	Division
^	Power



常用的数学函数

Table A.2 Common Mathematical Functions

$\sin(x)$	Sine	$\operatorname{acoth}(x)$	Inverse hyperbolic cotangent
$\sinh(x)$	Hyperbolic sine	$\exp(x)$	Exponential
$\operatorname{asin}(x)$	Inverse sine	$\log(x)$	Natural logarithm
$\operatorname{asinh}(x)$	Inverse hyperbolic sine	$\log_{10}(x)$	Common (base 10) logarithm
$\cos(x)$	Cosine	$\log_2(x)$	Base 2 logarithm and dissect floating point number
$\cosh(x)$	Hyperbolic cosine	$\operatorname{pow}_2(x)$	Base 2 power and scale floating point number
$\operatorname{acos}(x)$	Inverse cosine	$\operatorname{sqrt}(x)$	Square root
$\operatorname{acosh}(x)$	Inverse hyperbolic cosine	$\operatorname{nextpow}_2(x)$	Next higher power of 2
$\tan(x)$	Tangent	$\operatorname{abs}(x)$	Absolute value
$\tanh(x)$	Hyperbolic tangent	$\operatorname{angle}(x)$	Phase angle
$\operatorname{atan}(x)$	Inverse tangent	$\operatorname{complex}(x,y)$	Construct complex data from real and imaginary parts
$\operatorname{atan}_2(y,x)$	Four quadrant inverse tangent	$\operatorname{conj}(x)$	Complex conjugate
$\operatorname{atanh}(x)$	Inverse hyperbolic tangent	$\operatorname{imag}(x)$	Complex imaginary part
$\sec(x)$	Secant	$\operatorname{real}(x)$	Complex real part
$\operatorname{sech}(x)$	Hyperbolic secant	$\operatorname{unwrap}(x)$	Unwrap phase angle
$\operatorname{asec}(x)$	Inverse secant	$\operatorname{isreal}(x)$	True for real array
$\operatorname{asech}(x)$	Inverse hyperbolic secant	$\operatorname{cplxpair}(x)$	Sort numbers into complex conjugate pairs
$\csc(x)$	Cosecant	$\operatorname{fix}(x)$	Round towards zero
$\operatorname{csch}(x)$	Hyperbolic cosecant	$\operatorname{floor}(x)$	Round towards minus infinity
$\operatorname{acsc}(x)$	Inverse cosecant	$\operatorname{ceil}(x)$	Round towards plus infinity
$\operatorname{acsch}(x)$	Inverse hyperbolic cosecant	$\operatorname{round}(x)$	Round towards nearest integer
$\cot(x)$	Cotangent	$\operatorname{mod}(x,y)$	Modulus (signed remainder after division)
$\operatorname{coth}(x)$	Hyperbolic cotangent	$\operatorname{rem}(x,y)$	Remainder after division
$\operatorname{acot}(x)$	Inverse cotangent		



3. 几个预定义变量

Inf 表示 $+\infty$

Pi 表示 π

NaN 表示 非数值项
(*Not-a-Number*)

$i = \sqrt{-1}$ 或 $j = \sqrt{-1}$

```
>>0/0
```

```
Warning: Divide by zero
```

```
ans =
```

```
NaN
```

```
>>z=3+4*i    z = 3 + 4*j
```

```
z =
```

```
3.0000 + 4.0000i
```

MATLAB 是区分大小写的, 变量 M 和 m 是不同变量。

4. 输出格式

```
>>pi
```

```
ans =
```

```
3.1416
```

显示到小数点后4位的定点数

4-digit scaled fixed point

```
>>format long; pi
```

```
ans =
```

```
3.141592653589793
```

显示到小数点后15位的定点数

15-digit scaled fixed point

```
>>format short e; pi
```

```
ans =
```

```
3.1416e+00
```

显示到小数点后4位的浮点数

4-digit scaled floating point

```
>>format long e; pi
```

```
ans =
```

```
3.141592653589793e+000
```

显示到小数点后15位的浮点数

15-digit scaled floating point



5. 三种基本的矩阵运算：相加、相乘和转置

$$A = \begin{bmatrix} 1 & 3 \\ 5 & 9 \end{bmatrix}$$

$$B = \begin{bmatrix} 4 & -7 \\ 10 & 0 \end{bmatrix}$$

$$b = \begin{bmatrix} 1 \\ 5 \end{bmatrix}$$

```
>>A=[1 3; 5 9]; B=[4 -7; 10 0];
```

```
>>A+B
```

```
ans =
```

```
5 -4
```

```
15 9
```

Matrix addition

矩阵相加

```
>>b=[1;5];
```

```
>>A*b
```

```
ans =
```

```
16
```

```
50
```

Matrix multiplication

矩阵相乘

确定矩阵A的共轭转置矩阵

```
>>A'
```

```
ans =
```

```
1 5
```

```
3 9
```

Matrix transpose

矩阵转置

A.' 确定矩阵A的转置矩阵



数组运算符

* 和 .*

Table A.3 Mathematical Array Operators

+	Addition
-	Subtraction
.*	Multiplication
./	Division
.^	Power

$$A = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix} \quad B = \begin{bmatrix} b_{11} & b_{12} \\ b_{21} & b_{22} \end{bmatrix}$$

$$A * B = \begin{bmatrix} a_{11}b_{11} + a_{12}b_{21} & a_{11}b_{12} + a_{12}b_{22} \\ a_{21}b_{11} + a_{22}b_{21} & a_{21}b_{12} + a_{22}b_{22} \end{bmatrix}$$

$$A .* B = \begin{bmatrix} a_{11}b_{11} & a_{12}b_{12} \\ a_{21}b_{21} & a_{22}b_{22} \end{bmatrix}$$

$A .* B$ 是矩阵A和B中对应元素的乘积。

$$A = \begin{bmatrix} 4 & 2 \\ -3 & 8 \end{bmatrix} \quad B = \begin{bmatrix} 7 & -2 \\ 0 & 9 \end{bmatrix}$$

$$A * B = \begin{bmatrix} 4 \times 7 + 2 \times 0 & 4 \times (-2) + 2 \times 9 \\ (-3) \times 7 + 8 \times 0 & (-3) \times (-2) + 8 \times 9 \end{bmatrix} = \begin{bmatrix} 28 & 10 \\ -21 & 78 \end{bmatrix}$$

$$A .* B = \begin{bmatrix} 4 \times 7 & 2 \times (-2) \\ (-3) \times 0 & 8 \times 9 \end{bmatrix} = \begin{bmatrix} 28 & -4 \\ 0 & 72 \end{bmatrix}$$

```
>> A=[4 2;-3 8];  
>> B=[7 -2;0 9];  
>> d=A*B
```

d =

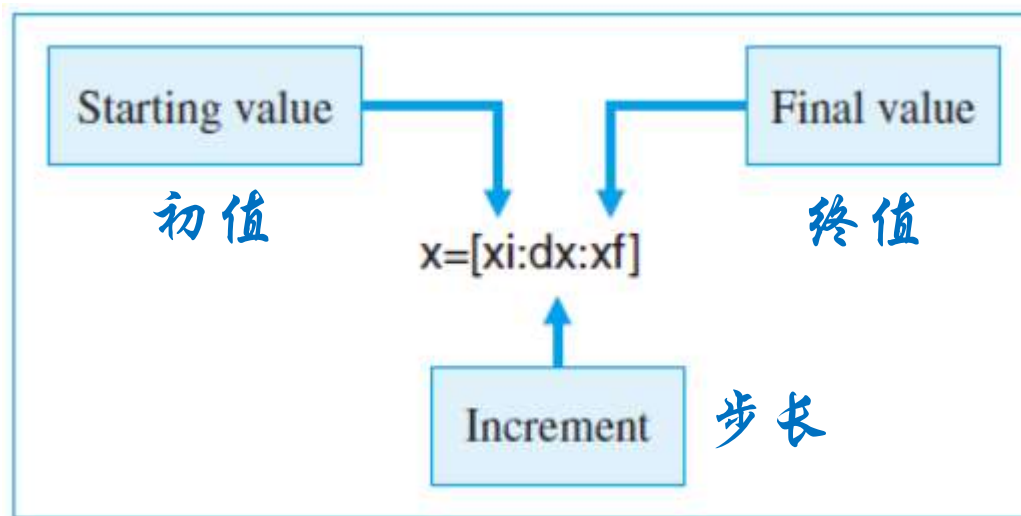
```
    28    10  
   -21    78
```

```
>> e=A.*B
```

e =

```
    28    -4  
     0    72
```

6. 利用冒号来产生向量



使用冒号运算符，能够产生一个行向量，其值从给定的初值 x_i 到终值 x_f ，步长为 dx 。

Table A.4 Plot Formats 绘图指令

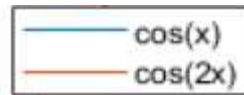
<code>plot(x,y)</code>	Plots the vector x versus the vector y .
<code>semilogx(x,y)</code>	Plots the vector x versus the vector y . The x -axis is \log_{10} ; the y -axis is linear.
<code>semilogy(x,y)</code>	Plots the vector x versus the vector y . The x -axis is linear; the y -axis is \log_{10} .
<code>loglog(x,y)</code>	Plots the vector x versus the vector y . Creates a plot with \log_{10} scales on both axes.



自定义绘图函数

Table A.5 Functions for Customized Plots

title('text')		Puts 'text' at the top of the plot
legend(string1, string2, ...)	图例	Puts a legend on current plot using specified strings as labels
xlabel('text')		Labels the x-axis with 'text'
ylabel('text')		Labels the y-axis with 'text'
text(p1,p2, 'text')		Adds 'text' to location (p1,p2), where (p1,p2) is in units from the current plot
subplot		Subdivides the graphics window
grid on		Adds grid lines to the current figure
grid off		Removes grid lines from the current figure
grid		Toggles the grid state



自定义绘图线型指令

Table A.6 Commands for Line Types for Customized Plots

-	实线	Solid line
--	虚线	Dashed line
⋮	点线	Dotted line
-.	点划线	Dashdot line

7. 绘制 $y = x \sin(x)$ 的图形，其中 $0 \leq x \leq 1$ 。

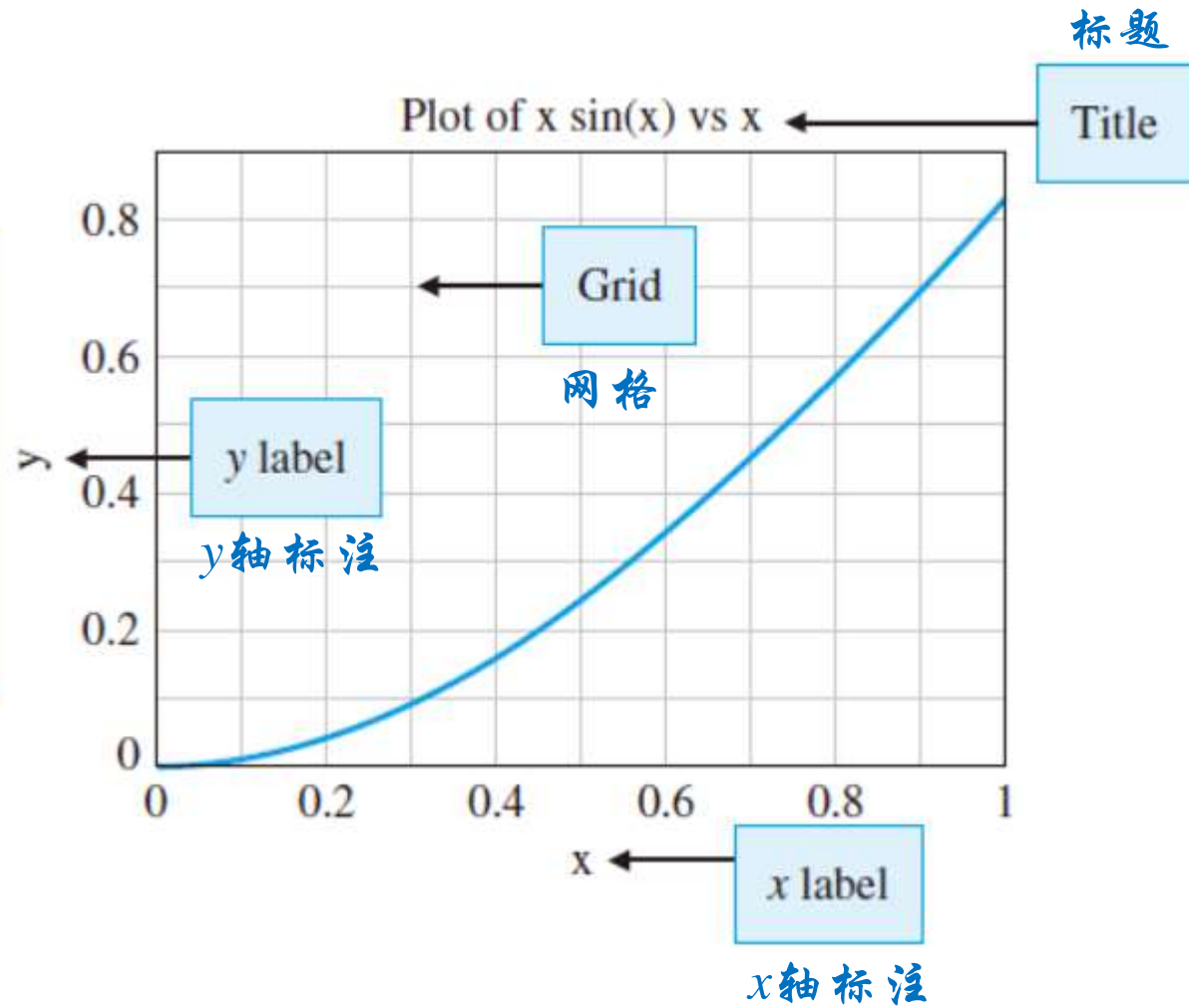
```
>>x=[0:0.1:1]';y=x.*sin(x);  
>>[x y]
```

ans =

0	0
0.1000	0.0100
0.2000	0.0397
0.3000	0.0887
0.4000	0.1558
0.5000	0.2397
0.6000	0.3388
0.7000	0.4510
0.8000	0.5739
0.9000	0.7050
1.0000	0.8415

Starting value Final value
Increment
x=[0:0.1:1]'

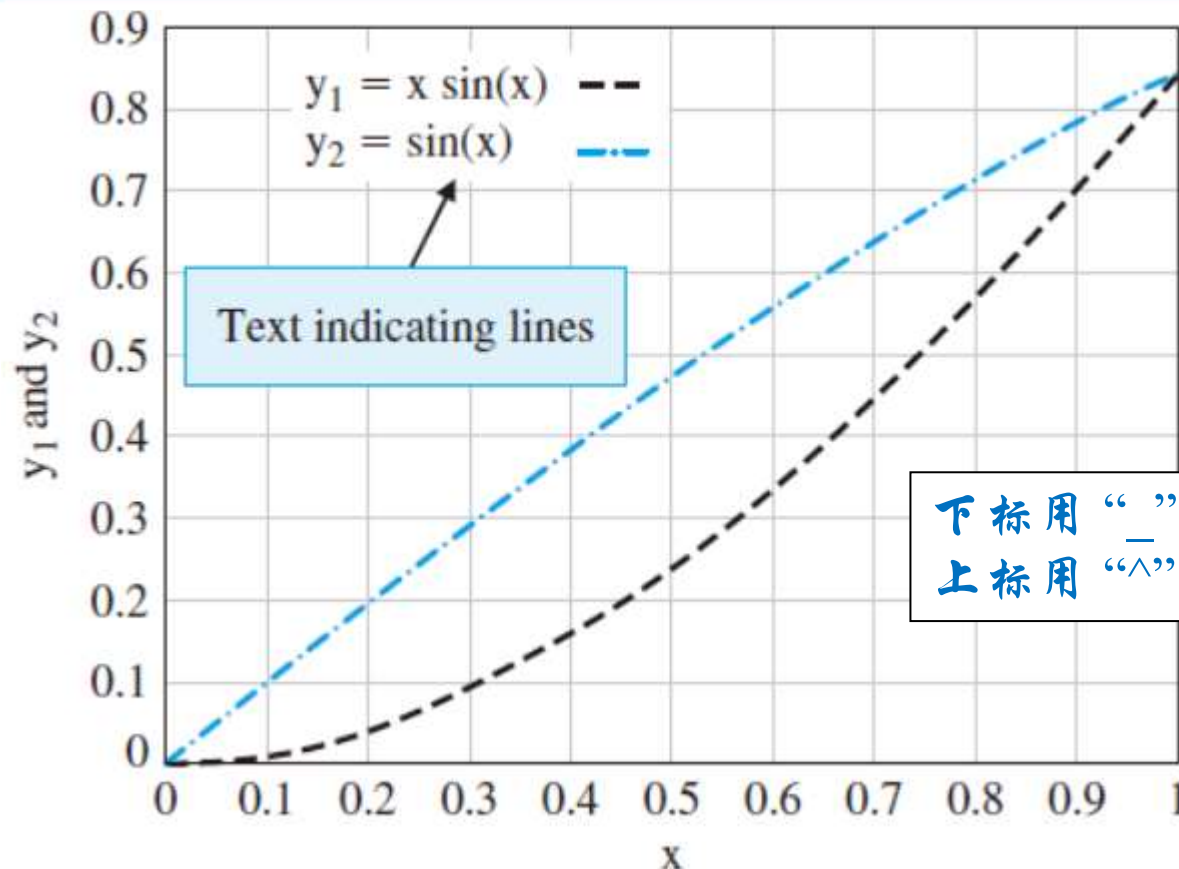
```
>>x=[0:0.1:1];
>>y=x.*sin(x);
>>plot(x,y)
>>title('Plot of x sin(x) vs x ')
>>xlabel('x')
>>ylabel('y')
>>grid on
```




```
>> x=[0:0.1:1]';
>> y1=x.*sin(x); y2=sin(x);
>> plot(x,y1,'--',x,y2,'-.')
>> text(0.1,0.85,'y_1 = x sin(x) ---')
>> text(0.1,0.80,'y_2 = sin(x) .\_.\_.')
>> xlabel('x'), ylabel('y_1 and y_2'), grid on
```

Dashed line for y1
Dashed-dot line for y2

曲线 y_1 采用虚线
曲线 y_2 采用点划线



8. TeX 数学字符

基于底层编程语言的电子排版系统

- ☐ `\bf`—bold font 黑体
- ☐ `\it`—italics font 斜体
- ☐ `\rm`—normal font 普通字体 指定所用的字体名称
- ☐ `\fontname`—specify the name of the font family to use
- ☐ `\fontsize`—specify the font size 指定字体大小



Table A.7 TeX Symbols and Mathematics Characters

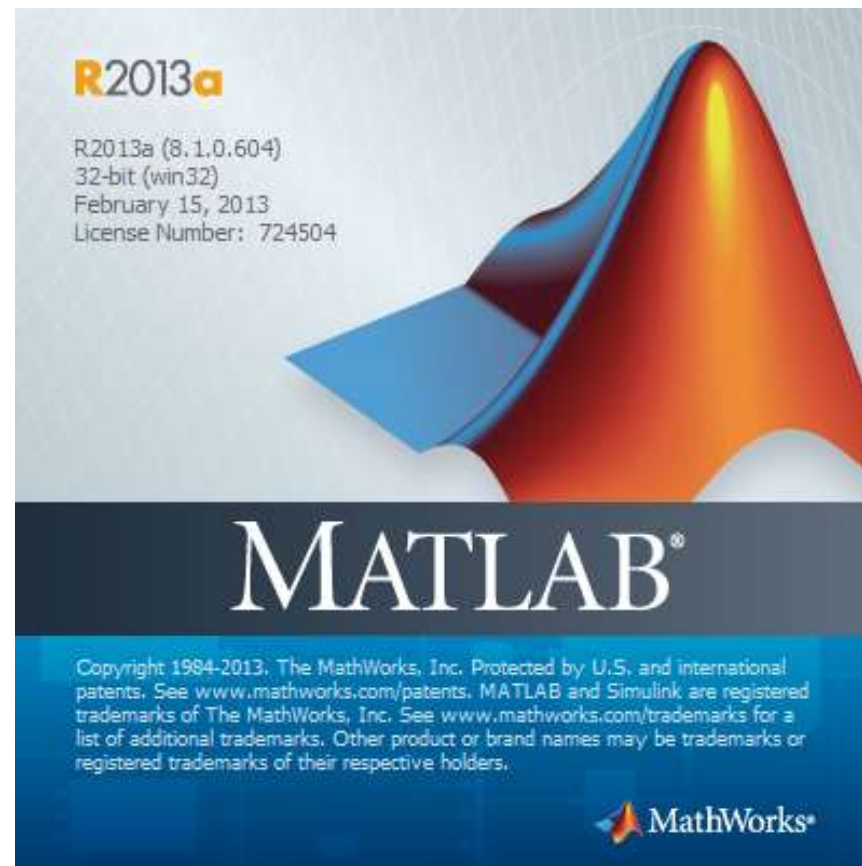
Character Sequence	Symbol	Character Sequence	Symbol	Character Sequence	Symbol
<code>\alpha</code>	α	<code>\upsilon</code>	υ	<code>\sim</code>	\sim
<code>\beta</code>	β	<code>\phi</code>	ϕ	<code>\leq</code>	\leq
<code>\gamma</code>	γ	<code>\chi</code>	χ	<code>\infty</code>	∞
<code>\delta</code>	δ	<code>\psi</code>	ψ	<code>\clubsuit</code>	\clubsuit
<code>\epsilon</code>	ϵ	<code>\omega</code>	ω	<code>\diamondsuit</code>	\diamondsuit
<code>\zeta</code>	ζ	<code>\Gamma</code>	Γ	<code>\heartsuit</code>	\heartsuit
<code>\eta</code>	η	<code>\Delta</code>	Δ	<code>\spadesuit</code>	\spadesuit
<code>\theta</code>	θ	<code>\Theta</code>	Θ	<code>\leftrightarrow</code>	\leftrightarrow
<code>\vartheta</code>	ϑ	<code>\Lambda</code>	Λ	<code>\leftarrow</code>	\leftarrow
<code>\iota</code>	ι	<code>\Xi</code>	Ξ	<code>\uparrow</code>	\uparrow
<code>\kappa</code>	κ	<code>\Pi</code>	Π	<code>\rightarrow</code>	\rightarrow

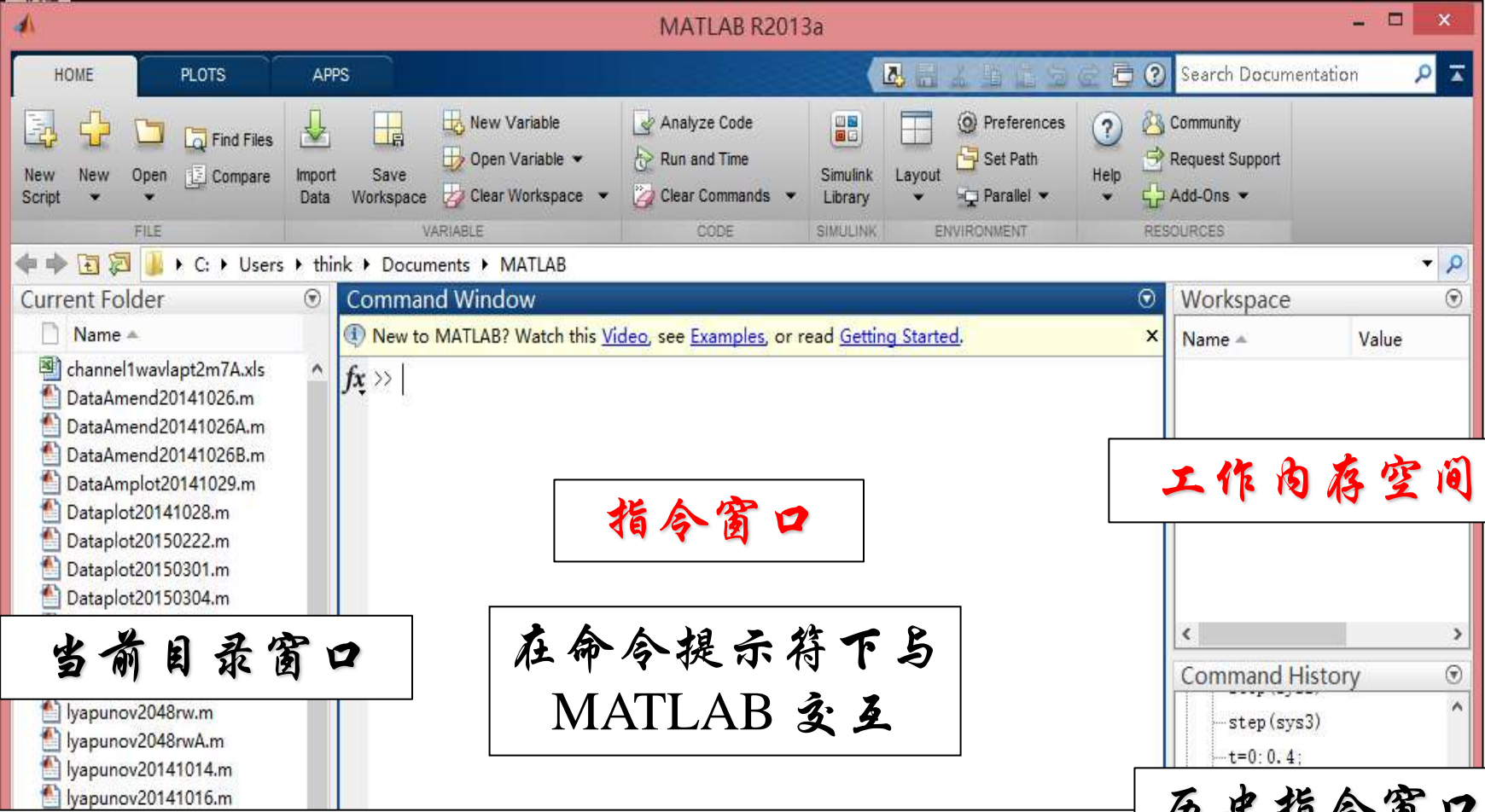


<code>\lambda</code>	λ	<code>\Sigma</code>	Σ	<code>\downarrow</code>	\downarrow
<code>\mu</code>	μ	<code>\Upsilon</code>	Υ	<code>\circ</code>	\circ
<code>\nu</code>	ν	<code>\Phi</code>	Φ	<code>\pm</code>	\pm
<code>\xi</code>	ξ	<code>\Psi</code>	Ψ	<code>\geq</code>	\geq
<code>\pi</code>	π	<code>\Omega</code>	Ω	<code>\propto</code>	\propto
<code>\rho</code>	ρ	<code>\forall</code>	\forall	<code>\partial</code>	∂
<code>\sigma</code>	σ	<code>\exists</code>	\exists	<code>\bullet</code>	\bullet
<code>\varsigma</code>	ς	<code>\ni</code>	\ni	<code>\div</code>	\div
<code>\tau</code>	τ	<code>\cong</code>	\cong	<code>\neq</code>	\neq
<code>\equiv</code>	\equiv	<code>\approx</code>	\approx	<code>\aleph</code>	\aleph
<code>\Im</code>	\Im	<code>\Re</code>	\Re	<code>\wp</code>	\wp
<code>\otimes</code>	\otimes	<code>\oplus</code>	\oplus	<code>\oslash</code>	\oslash
<code>\cap</code>	\cap	<code>\cup</code>	\cup	<code>\supseteq</code>	\supseteq
<code>\supset</code>	\supset	<code>\subseteq</code>	\subseteq	<code>\subset</code>	\subset
<code>\int</code>	\int	<code>\in</code>	\in	<code>\circ</code>	\circ



9. MATLAB 软件界面





The image shows the MATLAB R2013a software interface. The top menu bar includes HOME, PLOTS, and APPS. Below it is a ribbon with various toolboxes like FILE, VARIABLE, CODE, SIMULINK, ENVIRONMENT, and RESOURCES. The main workspace is divided into several panes: Current Folder (showing files like channel1wavlapt2m7A.xls and DataAmend20141026.m), Command Window (with a prompt 'fx >>'), Workspace (empty table), and Command History (showing 'step(sys3)' and 't=0:0.4;').

指令窗口

在命令提示符下与 MATLAB 交互

工作内存空间

当前目录窗口

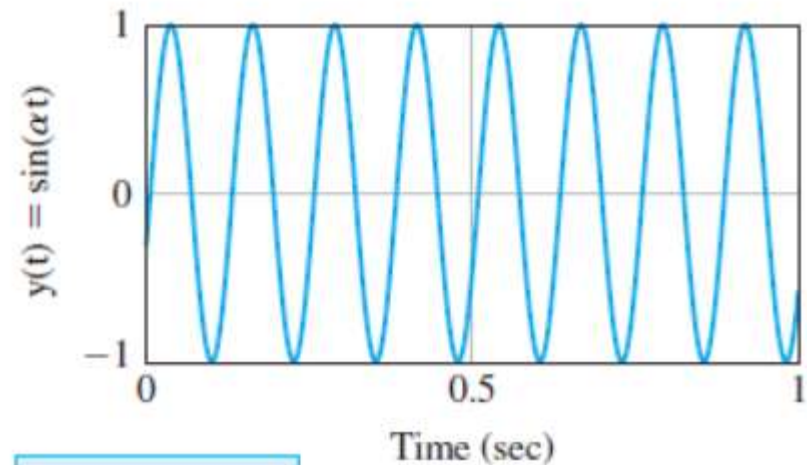
历史指令窗口


```
>>alpha=50;  
>>plotdata
```

plotdata.m

```
% This is a script to plot the function y=sin(alpha*t).  
%  
% The value of alpha must exist in the workspace prior  
% to invoking the script.  
%  
t=[0:0.01:1];  
y=sin(alpha*t);  
plot(t,y)  
xlabel('Time (sec)')  
ylabel('y(t) = sin(\alpha t)')  
grid on
```

注释



Graph display