

Summary: Transfer Functions map inputs to outputs.

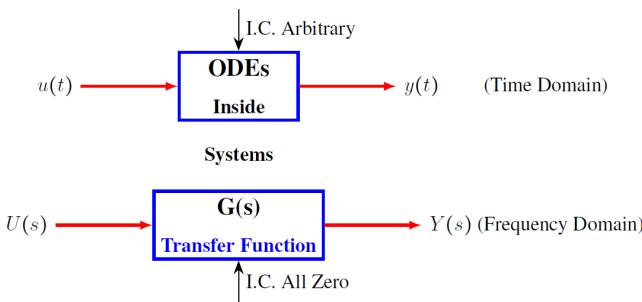
Functions map inputs to outputs.

$$\text{outputs: } \ddot{y} + a_2\dot{y} + a_1y + a_0y = b_3u + b_2\dot{u} + b_1\ddot{u}$$

$$G(s) = \frac{b_2s^2 + b_1s + b_0}{s^3 + a_2s^2 + a_1s + a_0} = \frac{Y(s)}{U(s)}$$

ALL I.C.s zero

$$\begin{aligned} \dot{x} &= Ax + bu & x(0^-) &= 0 \Rightarrow G(s) = C(sI - A)^{-1}b \\ y &= cx \end{aligned}$$



$$Y(s) = G(s) \cdot U(s)$$

Transfer Function

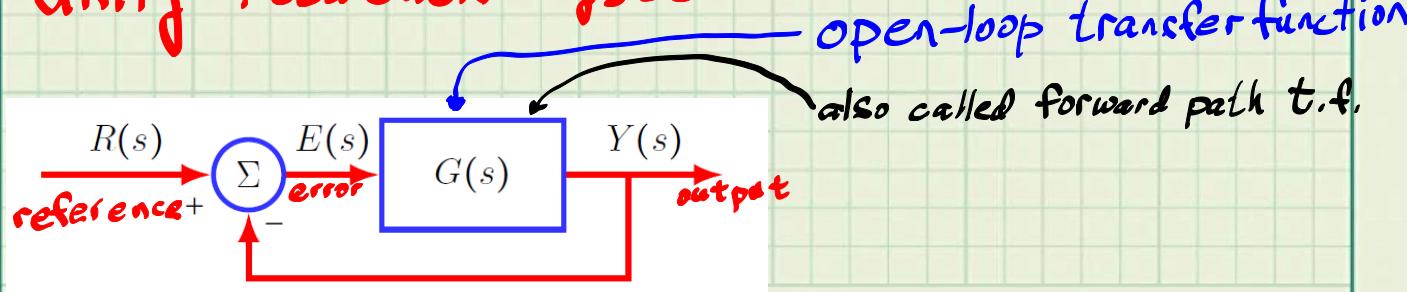
BIBO STABILITY of $G(s) = \frac{N(s)}{D(s)}$ no common factors,

$\deg(N(s)) \leq \deg(D(s))$ iff all poles (roots of $D(s)$) negative real parts. Zeros (roots of $N(s)$) do not PLAY a ROLE in stability (stay tuned)

$s^2 + a_1s + a_0 = 0$ has all roots w/ neg. real parts if, and only if $a_1 > 0, a_0 > 0$

$s^3 + a_2s^2 + a_1s + a_0 = 0$ has all roots w/ neg. real parts if, and only if $a_2 > 0, a_0 > 0, \text{ & } a_1 - \frac{a_0}{a_2} > 0$

Unity Feedback System



Graphical Representation of Linear Equations

$$E(s) = R(s) - Y(s)$$

$$Y(s) = G(s) \cdot E(s)$$

$$\frac{Y(s)}{R(s)} = \frac{G(s)}{1+G(s)}$$

$$Y(s) = \frac{G(s)}{1+G(s)} R(s)$$

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

unstable $[s^2 + 0 \cdot s + (-1)]$
 $\uparrow \quad \uparrow$
 $a_1 \quad a_0$

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

BIBO stable

Can go the other way

$$G(s) = \frac{-3}{s^2+s+1} \quad \text{BIBO}$$

$$\frac{G(s)}{1+G(s)} = \frac{-3}{1 + \frac{-3}{s^2+s+1}} = \frac{-3}{s^2+s-2} \quad \text{Unstable}$$

- Today:
- Proportional Derivative Control
 - How to "tune" it

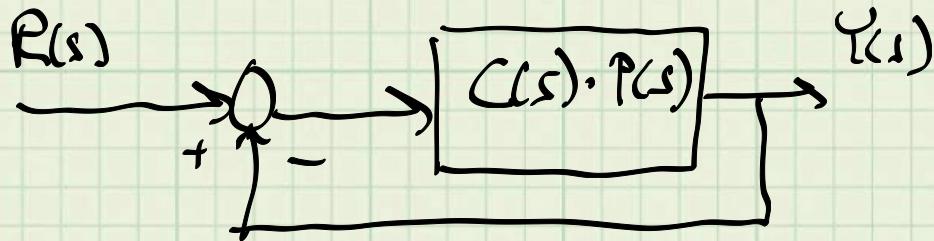
- Can do most of Project 3 after today
- No feedback control on the Final Exam

Cascade Control Architecture



Plant is the generic term for the

system that is to be controlled.



$$G(s) = C(s) \cdot P(s) \Rightarrow \frac{Y(s)}{R(s)} = \frac{C(s) P(s)}{1 + C(s) P(s)}$$

Proportional Derivative Controller [PD]

$$C(s) = K_p + K_D s \longleftrightarrow K_p + K_D \frac{d}{dt}$$

↑ Proportional Gain ↓ Derivative Gain

$$U(s) = C(s)E(s) = (K_p + K_D s) E(s)$$

$$u(t) = (K_p + K_D \frac{d}{dt}) e(t) = K_p e(t) + K_D \dot{e}(t)$$

Example: $P(s) = \frac{1}{s^2 - 2s + 1}$ unstable

We select a PD controller

$$C(s) = K_p + K_D s$$

$$\frac{Y(s)}{R(s)} = \frac{C(s) P(s)}{1 + C(s) P(s)} = \frac{(K_p + K_d s) \cdot \frac{1}{s^2 - 2s + 1}}{1 + (K_p + K_d s) \cdot \frac{1}{s^2 - 2s + 1}}$$

$$= \frac{K_p + K_d s}{s^2 - 2s + 1 + (K_p + K_d s)}$$

$$= \frac{K_p + K_d s}{s^2 + (K_d - 2)s + (1 + K_p)}$$

Find values for K_p and K_d so that the closed-loop is BIBO stable

$$K_d - 2 > 0 \Leftrightarrow K_d > 2$$

$$1 + K_p > 0 \Leftrightarrow K_p > -1$$

Question: Which values to choose for K_p and K_d ?? ?

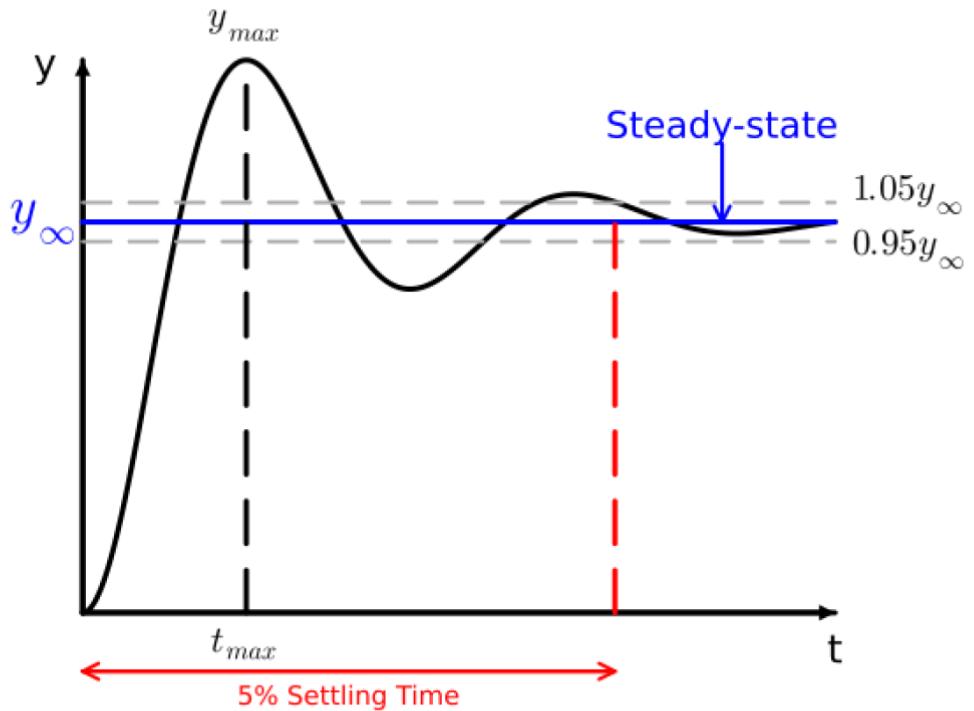


Figure 10.8: Typical step response of an underdamped system. The 5% settling time is the time it takes for the system to enter and then remain within the interval $[0.95y_\infty, 1.05y_\infty]$.

Key Qualitative Features

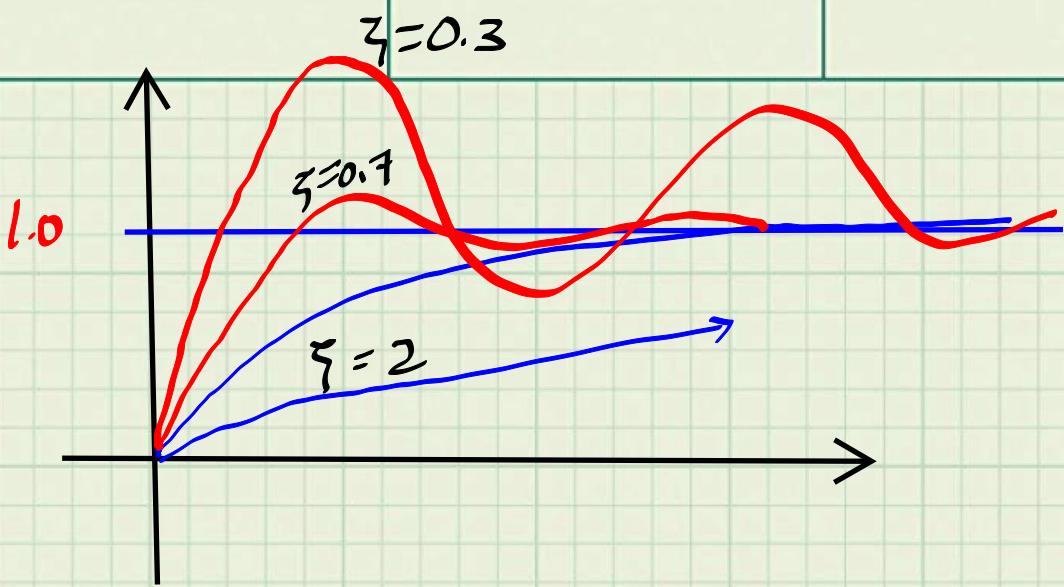
- % overshoot := $\frac{y_{max} - y_\infty}{y_\infty} \times 100\%$
- 5% Settling time := $\min_{T>0} \{ |y(t) - y_\infty| \leq 0.05y_\infty \text{ for all } t \geq T \}$

$$G(s) = \frac{\omega_n^2}{s^2 + 2\zeta\omega_n s + \omega_n^2}$$

standard
second-order

ζ = damping ratio

ω_n = undamped natural freq.



y_∞

$\zeta \rightarrow$

$$TS = \frac{3}{\zeta \omega_n}$$

$$\zeta \leftrightarrow \text{percent overshoot} = 100e^{\frac{-\zeta\pi}{\sqrt{1-\zeta^2}}} \%$$

$$\omega_n \leftrightarrow 5\% \text{ settling time} \approx \frac{3}{\zeta \omega_n}.$$

; $\zeta \rightarrow 1$ yields no overshoot. Common numbers to keep in mind system designers use the exact formula for the damping will be required in the end no matter what because the me

$$\omega_n = \frac{3}{\zeta \cdot TS}$$

ζ	\approx Overshoot	True Overshoot
1.0	0 %	0.00 %
0.9	0 %	0.15 %
0.8	2 %	1.5 %
0.7	5 %	4.6 %
0.6	10 %	9.5 %
0.5	15 %	16.3 %

$$G_{CL} \approx \frac{(K_P + K_D s) \omega_n^2}{s^2 + 2\zeta \omega_n s + \omega_n^2} = \frac{K_D (s + \frac{K_P}{K_D}) \omega_n^2}{s^2 + 2\zeta \omega_n s + \omega_n^2}$$

$$G(s) = \frac{\omega_n^2}{s^2 + 2\zeta \omega_n s + \omega_n^2} \longleftrightarrow y(t) = \frac{(1 - e^{-\zeta \omega_n t}) \sin(\omega_n t + \theta)}{\zeta = 0.7, T_S = 3}$$

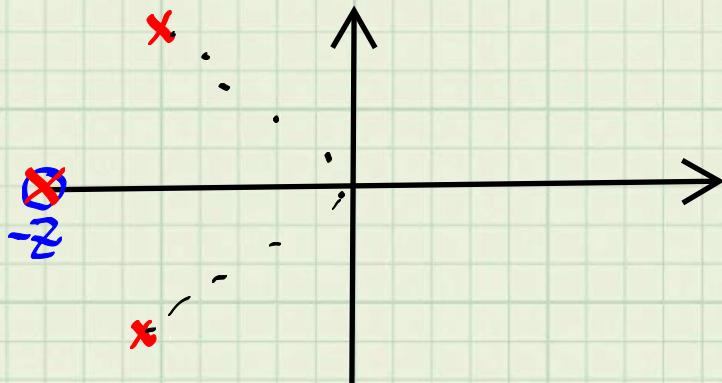
$$G_{CL}(s) = \frac{K_D (s + z) \omega_n^2}{s^2 + 2\zeta \omega_n s + \omega_n^2} \quad z = \frac{K_P}{K_D}$$

PD adds a zero in the numerator

$$\begin{aligned} y_{CL} &\longleftrightarrow K_D (s + z) \cdot y(t) = K_D (\frac{d}{dt} + z) y(t) = \\ &= z K_D y(t) + K_D \underbrace{\frac{d}{dt} y(t)}_{\frac{d}{dt} \left(1 - e^{-\zeta \omega_n t} \sin(\omega_n t + \theta) \right)} = \boxed{-ae^{-\zeta \omega_n t} \sin(\omega_n t + \theta) - e^{-\zeta \omega_n t} \cdot \omega \sin(\omega_n t + \theta)} \end{aligned}$$

Additional Oscillations

Left Half Plane



Can we remove the deleterious effects of the zero added by the PD controller?

Bottom line, we can cancel a stable zero with a stable pole

Missing Ingredients.

- Segway is a NL model.

$$\dot{x} = \underline{f(x)} + b\underline{u}$$

$$x = \begin{bmatrix} \Theta \\ \varphi \\ \dot{\Theta} \\ \dot{\varphi} \end{bmatrix}$$

$$x_e = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \end{bmatrix} \text{ equilibrium}$$

$$f(x_e) = 0$$

$$A = 4 \times 4$$

$$f(x_e + \delta x) = f(x_e) + \underbrace{J_f(x_e) \cdot \delta x}_{\text{Linearization of } f}$$

$$\dot{\delta x} = A \delta x + bu$$

Linear Approx
of the ODE

Segway also comes from the
Robot Equations

$$q = \begin{bmatrix} \Theta \\ \varphi \end{bmatrix}$$

lean angle
wheel angle

$$D(q)\ddot{q} + C(q, \dot{q})\dot{q} + G(q) = \Gamma \quad \leftarrow \text{external motor torque}$$

The linearized robot equations are

$$\delta q = q - q_e$$

$$\delta \dot{q} = \dot{q} - \dot{q}_e$$

$$\delta \ddot{q} = \ddot{q} - \ddot{q}_e$$

$$\boxed{D(q_e) \delta \ddot{q} + \frac{\partial G}{\partial q}(q_e) \cdot \delta \dot{q} = \Gamma}$$

$$\delta x = \begin{bmatrix} \delta q \\ \delta \dot{q} \end{bmatrix} = \begin{bmatrix} \delta x_1 \\ \delta x_2 \end{bmatrix}$$

$$\delta \dot{x} = \begin{bmatrix} \delta \dot{q} \\ \delta \ddot{q} \end{bmatrix} = \begin{bmatrix} \delta x_2 \\ D(q_e) \backslash \left[-\frac{\partial G}{\partial q}(q_e) \delta x_1 + \Gamma \right] \end{bmatrix}$$

$$= \begin{bmatrix} O_{2x2} & I_2 \\ A_{21} & O_{2x2} \end{bmatrix} \begin{bmatrix} \delta x_1 \\ \delta x_2 \end{bmatrix} + b u$$

$$A_{21} = D(q_e) \backslash \left(-\frac{\partial G}{\partial q}(q_e) \right)$$

$$b = \begin{bmatrix} O_{2 \times 1} \\ D(q_2) \setminus r \end{bmatrix}$$

Linear Models \rightarrow Transfer Functions

\rightarrow PD Controller \rightarrow Pre-compensator

Beautiful balancing controller
for the Segway / Ball Bot

Lecture 24

Summary: Transfer Functions map inputs to outputs.

$$y'' + a_2 y' + a_1 y + a_0 y = b_3 u + b_2 u' + b_1 u''$$

$$G(s) = \frac{b_2 s^2 + b_1 s + b_0}{s^3 + a_2 s^2 + a_1 s + a_0} = \frac{Y(s)}{U(s)}$$

ALL I.C.s zero

$$\dot{x} = Ax + bu \quad x(0) = 0 \Rightarrow G(s) = C(SI - A)^{-1} b$$

$$y = cx$$

Text

$Y(s) = G(s) \cdot U(s)$

BIBO STABILITY of $G(s) = \frac{N(s)}{D(s)}$ no common factors,

$\deg(N(s)) \leq \deg(D(s))$ iff all poles (roots of $D(s)$) negative real parts. Zeros (roots of $N(s)$) do not PLAY a ROLE in stability (stay tuned)

$s^2 + a_1 s + a_0 = 0$ has all roots w/ neg. real parts if, and only if $a_1 > 0, a_0 > 0$

$s^3 + a_2 s^2 + a_1 s + a_0 = 0$ has all roots w/ neg. real parts if, and only if $a_2 > 0, a_0 > 0, \text{ & } a_1 - \frac{a_0}{a_2} > 0$

Unity Feedback System

open-loop transfer function
also called forward path t.f.

reference +

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Graphical Representation of Linear Equations

$$\left. \begin{array}{l} E(s) = R(s) - Y(s) \\ Y(s) = G(s) \cdot E(s) \end{array} \right\} \Rightarrow \frac{Y(s)}{R(s)} = \frac{G(s)}{1+G(s)}$$

Example: $G(s) = \frac{s+2}{s^2-1}$ unstable $\left[\begin{matrix} s^2 + 0 \cdot s + (-1) \\ \uparrow a_1 \quad \uparrow a_2 \end{matrix} \right]$

$$\frac{G(s)}{1+G(s)} = \frac{\frac{s+2}{s^2-1}}{1 + \frac{s+2}{s^2-1}} \quad \frac{(s^2-1)}{(s^2-1)} = \frac{s+2}{s^2+s+1}$$

BIBO stable

Can go the other way

$$G(s) = \frac{-3}{s^2+s+1} \quad \text{BIBO}$$

$$\frac{G(s)}{1+G(s)} = \frac{-3}{1 + \frac{-3}{s^2+s+1}} = \frac{-3}{s^2+s-2} \quad \text{Unstable}$$

Today: There is a handout at the end of the lecture

- Proportional Derivative (PD) Control
- How to tune a PD controller
- **Note:** Can complete most of Project 3 after today
- **Note:** No feedback control on the Final Exam

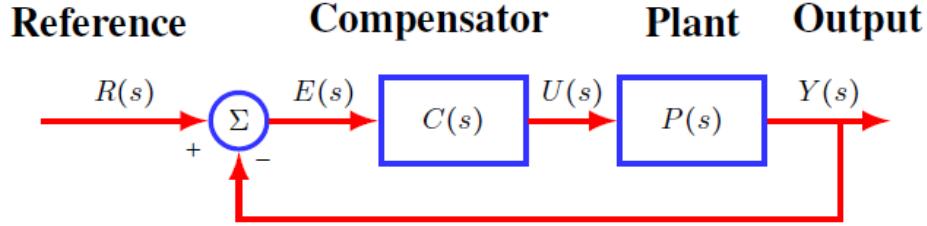


Figure 2.6: Cascade control system configuration, where $C(s)$ is the transfer function of the compensator and $P(s)$ is the transfer function of the plant. Their product, $G(s) = C(s)P(s)$ is the overall forward-path transfer function.

Plant is the generic term for the system to be controlled.

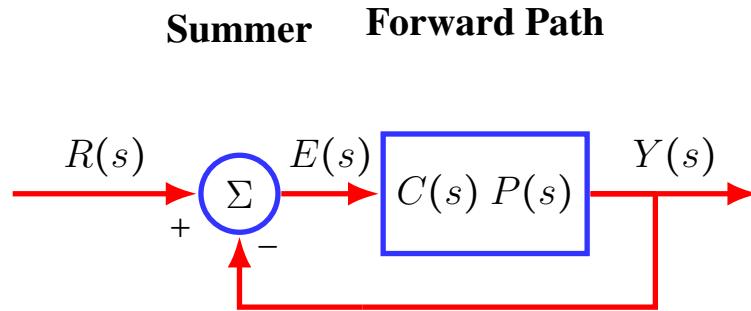


Figure 1: Equivalent Unity Feedback System.

Hence,

$$Y(s) = \frac{C(s)P(s)}{1 + C(s)P(s)}R(s) \iff \frac{Y(s)}{R(s)} = \frac{C(s)P(s)}{1 + C(s)P(s)}$$

Proportional Derivative Controller (PD)

$$C(s) = K_P + K_D s \iff K_P + K_D \frac{d}{dt}$$

Derivative Gain
↓
Proportional Gain

It follows that

$$U(s) = C(s)E(s) = (K_P + K_Ds)E(s)$$

$$u(t) = (K_P + K_D \frac{d}{dt})e(t) = K_P e(t) + K_D \frac{de(t)}{dt}$$

Example: $P(s) = \frac{1}{s^2 - 2s + 1}$ **Unstable**

$$\frac{Y(s)}{R(s)} = \frac{C(s)P(s)}{1 + C(s)P(s)} = \frac{(K_p + K_d s) \frac{1}{s^2 - 2s + 1}}{1 + (K_p + K_d s) \frac{1}{s^2 - 2s + 1}}$$

$$= \frac{K_p + K_d s}{s^2 - 2s + 1 + (K_p + K_d s)}$$

$$= \frac{K_p + K_d s}{s^2 + (K_d - 2)s + (1 + K_p)}$$

BIBO Stable \iff
$$\begin{aligned} K_d - 2 &> 0 \\ 1 + K_p &> 0 \end{aligned}$$

$$\iff \begin{aligned} K_d &> 2 \\ K_p &> -1 \end{aligned}$$

Stability analysis provides the set of values yielding closed-loop stability. How do we select “good” values within this set?

(Below) Typical step response of a BIBO stable 2nd-order closed-loop system

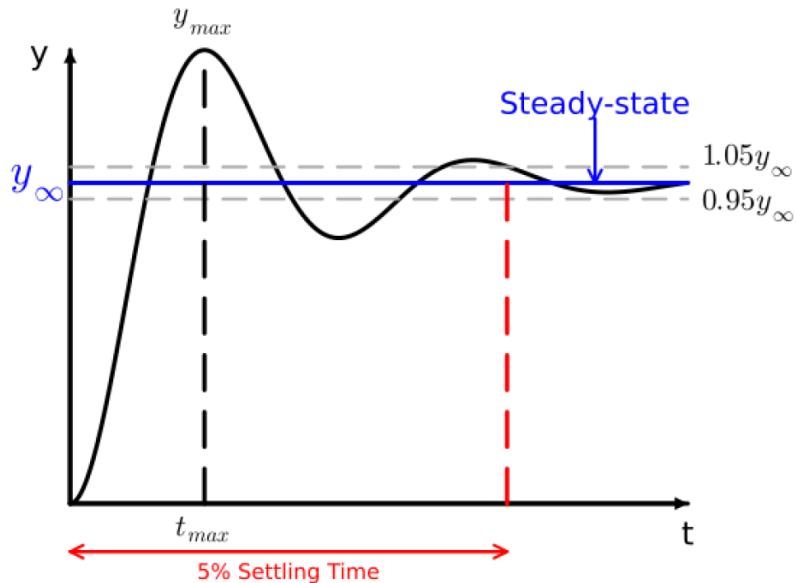


Figure 10.8: Typical step response of an underdamped system. The 5% settling time is the time it takes for the system to enter and then remain within the interval $[0.95y_\infty, 1.05y_\infty]$.

Key Qualitative Features

$$\% \text{ overshoot} := \frac{y_{\max} - y_\infty}{y_\infty} \times 100\%$$

$$5\% \text{ Settling time} := \min_{T>0} \{ |y(t) - y_\infty| \leq 0.05y_\infty \text{ for all } t \geq T \}$$

Standard Second-order System: $G(s) := \frac{\omega_n^2}{s^2 + 2\zeta\omega_n s + \omega_n^2}$

- ω_n is called the **undamped natural frequency**
- ζ is called the **damping ratio**

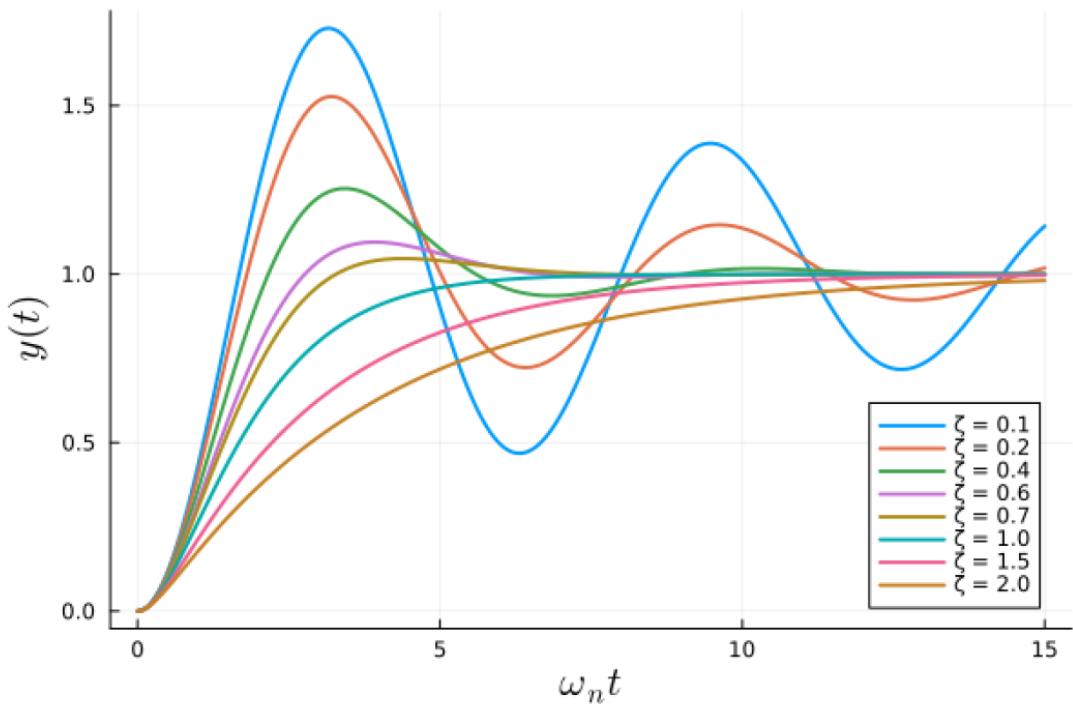


Figure 10.10: Step response of a standard second-order system, $G(s) = \frac{\omega_n^2}{s^2 + 2\zeta\omega_n s + \omega_n^2}$. There is overshoot for $0 < \zeta < 1$, while there is no overshoot for $\zeta \geq 1$. There is a trade-off between fast response and overshoot. Note that the x -axis is scaled and equal to $\omega_n t$.

$$5\% \quad T_s \approx \frac{3}{\zeta\omega_n}$$

Choose parameters to set the overshoot and the settling time:

- Choose ζ to set overshoot
- Then solve for ω_n to meet the 5%-settling time: $\omega_n = \frac{3}{\zeta T_s}$

$$\zeta \leftrightarrow \text{percent overshoot} = 100e^{\frac{-\zeta\pi}{\sqrt{1-\zeta^2}}} \%$$

$$\omega_n \leftrightarrow 5\% \text{ settling time} \approx \frac{3}{\zeta\omega_n}.$$

$\zeta \rightarrow 1$ yields no overshoot. Common numbers to keep in mind system designers use the exact formula for the damping will be required in the end no matter what because the model

ζ	\approx Overshoot	True Overshoot
1.0	0 %	0.00 %
0.9	0 %	0.15 %
0.8	2 %	1.5 %
0.7	5 %	4.6 %
0.6	10 %	9.5 %
0.5	15 %	16.3 %

Do Demo 3 in Chapter 10 Cell 6 Transient Response of an Open-loop Second-order Transfer Function. Getting a feel for the transient characteristics of a system via step responses: $u(t) = \text{unit step function}$. Use the formulas that relate the PD parameters to ω_n and ζ .

Effect of the zero from the PD controller

$$P(s) = \frac{k_0}{s^2 + a_1 s + a_0}$$

$$C(s) = K_P + K_D s = K_D \underbrace{\left(s + \frac{K_P}{K_D} \right)}_{(s+z)} = K_P \underbrace{\left(\frac{K_D}{K_P} s + 1 \right)}_{(\frac{s}{z} + 1)} \text{ has a zero at } s = -z.$$

The closed-loop system is then

$$\begin{aligned}
 G_{cl}(s) &= \frac{C(s)P(s)}{1+C(s)P(s)} \\
 &= k_0 \frac{K_P + K_D s}{s^2 + (a_1 + K_D k_0)s + (a_0 + K_P k_0)} \\
 &= k_0 \frac{K_P(\frac{s}{z} + 1)}{s^2 + (a_1 + K_D k_0)s + (a_0 + K_P k_0)} \quad \text{where } z := \frac{K_P}{K_D}
 \end{aligned}$$

This shows two things:

- The transfer function has a “zero“ at $s = -z = -\frac{K_P}{K_D}$
- The “characteristic equation (denominator of the transfer function)“ is

$$s^2 + \underbrace{(a_1 + K_D k_0)}_{2\zeta\omega_n} s + \underbrace{(a_0 + K_P k_0)}_{\omega_n^2} = 0.$$

A tiny bit of Algebra yields

$$K_P = \frac{\omega_n^2 - a_0}{k_0}$$

$$K_D = \frac{2\zeta\omega_n - a_1}{k_0}.$$

Coming back to the zero, how does it affect the system's response?

Vocabulary: When zero is negative, we sometimes call it a “stable zero”, and when the zero is positive, an “unstable zero”.

$$\tilde{G}(s) = \frac{\left(\frac{1}{z}s + 1\right)\omega_n^2}{s^2 + 2\zeta\omega_n s + \omega_n^2} \implies \text{zero at } s = -z$$

$z > 0$ stable zero

$z < 0$ unstable zero

z “smallish”(aka, close to the origin) $\implies \frac{1}{z}$ Big

Time Domain View of a Zero

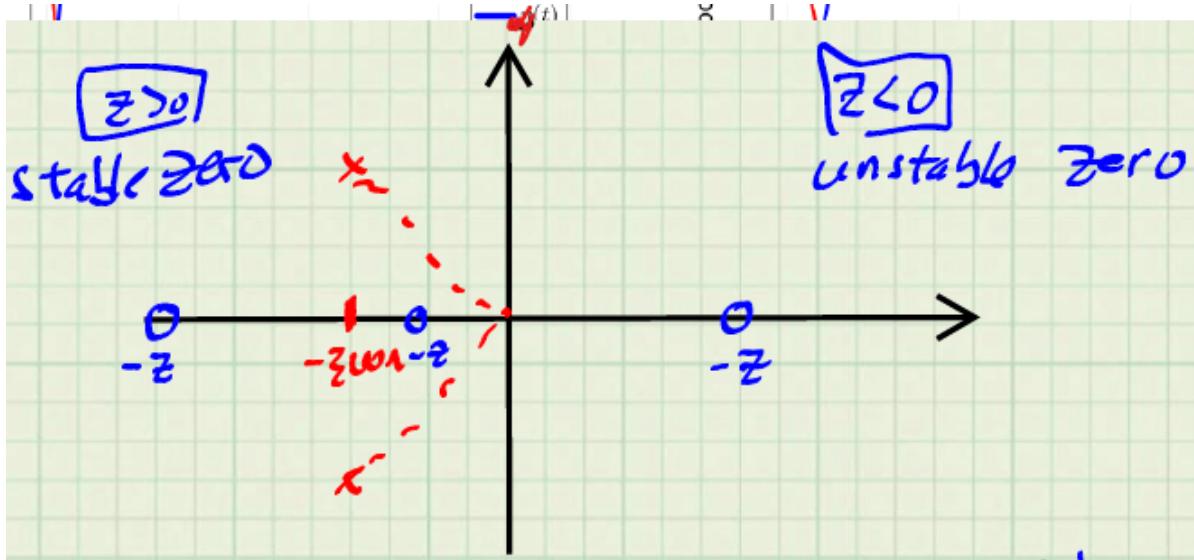
Write $\tilde{Y}(s) = Y(s) + \frac{1}{z}s Y(s)$, where $\frac{Y(s)}{R(s)} = \frac{\omega_n^2}{s^2 + 2\zeta\omega_n s + \omega_n^2}$. Then,

$$\tilde{y}(t) = y(t) + \frac{1}{z} \frac{d}{dt} y(t)$$

$$y(t) = 1 - e^{-at} \sin(\omega t + \theta)$$

$$\frac{d}{dt} y(t) = ae^{-at} \sin(\omega t + \theta) - e^{-at} \cos(\omega t + \theta) \omega$$

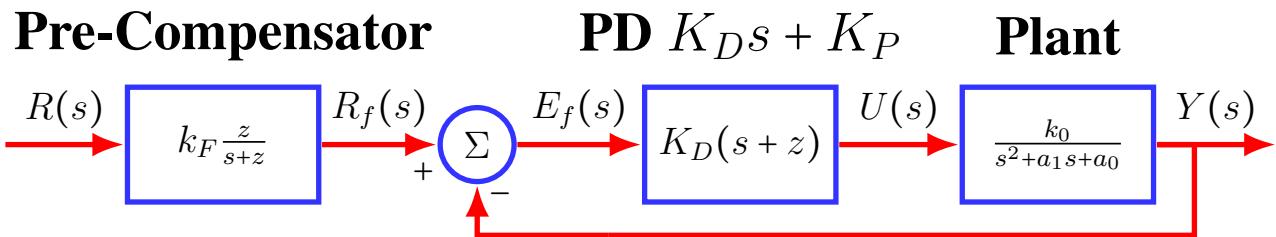
$$\tilde{y}(t) = \underbrace{\left[1 - e^{-at} \sin(\omega t + \theta) \right]}_{y(t)} + \underbrace{\left[\frac{a}{z} e^{-at} \sin(\omega t + \theta) - \frac{\omega}{z} e^{-at} \cos(\omega t + \theta) \right]}_{\text{additional oscillations and overshoot}}$$



Zeros increase the overshoot. When zeros are “unstable”, they can cause “undershoot”.

Can we compensate for this additional overshoot?

Sometimes! When the zero is in the left half plane (aka, stable zero), we can cancel it with a stable pole via a pre-compensator!



$$\frac{Y(s)}{R(s)} = \left(k_F \frac{z}{s+z} \right) \left(k_0 \frac{K_D(s+z)}{s^2 + (a_1 + K_D k_0)s + (a_0 + K_P k_0)} \right)$$

$$= (k_F z k_0 K_D) \left(\frac{1}{s^2 + (a_1 + K_D k_0)s + (a_0 + K_P k_0)} \right)$$

Cancelling the zero is only allowed when it is in the left-half plane. It returns us to a

standard second-order system where the overshoot and settling time are easily related to ζ and ω_n .

Fact: “DC Gain” equals one if, and only if, $\frac{k_F z k_0 K_D}{a_0 + K_P k_0} = 1$. Solving for k_F yields

$$k_F = \frac{a_0 + k_0 K_P}{z k_0 K_D} = \frac{a_0 + k_0 K_P}{k_0 K_P} = \frac{1 + \frac{k_0}{a_0} K_P}{\frac{k_0}{a_0} K_P} = \frac{1 + C(0) P(0)}{C(0) P(0)}$$

because $z = \frac{k_P}{k_D}$, $C(0) = K_P$, and $P(0) = \frac{k_0}{a_0}$.

With this value for k_F , $r(t) = u_s(t) \implies \lim_{t \rightarrow \infty} y(t) = 1.0$

Do Demo 4 in Chapter 10 Cell 8 Tuning the PD gains for stability and a nice transient response can be hard without a pre-compensator. We try with and without!

If time permits: Intuition on PD Controllers

From our understanding of linearization about a point

$$e(t) \approx \underbrace{e(t_0)}_{\substack{\text{current} \\ \text{error}}} + \underbrace{\dot{e}(t)(t - t_0)}_{\substack{\text{predicted error, or} \\ \text{anticipated error}}}$$

$$e(t + \Delta t) \approx e(t_0) + \dot{e}(t_0) \cdot \Delta t$$

where Δt is the look-ahead time. Have students imagine driving a car through a hole in the car floor, or show the videos below.

1. Controlling Self Driving Cars

2. How to Turn - Vision (the most important thing) serves as a metaphor for the look-ahead (prediction into the future) provided by a PD controller, as shown below.

The derivative term allows prediction, as shown below

$$\begin{aligned}
 u(t) &= K_p e(t) + K_d \dot{e}(t) \\
 &= K_p \left[e(t) + \frac{K_d}{K_p} \dot{e}(t) \right] \quad \frac{K_d}{K_p} \text{ is like } \Delta t \\
 &= K_p \left[e(t) + \dot{e}(t) \frac{K_d}{K_p} \right] \quad \text{the look-ahead time}
 \end{aligned}$$

Handout on Tuning PD Controllers for Second-order Systems

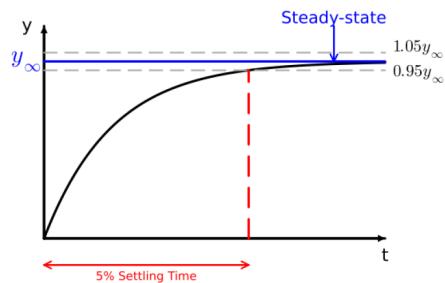


Figure 10.9: (First-order Systems:) The step response of a first-order system $\frac{k_0}{\tau s + 1}$ has 10% – 90% rise time approximately equal to 2τ , no overshoot, and its 5% settling time is approximately 3τ . The peak value is the same as y_∞ , meaning it is not achieved for any finite value of t .

Figure 2: Typical Overdamped Step Response

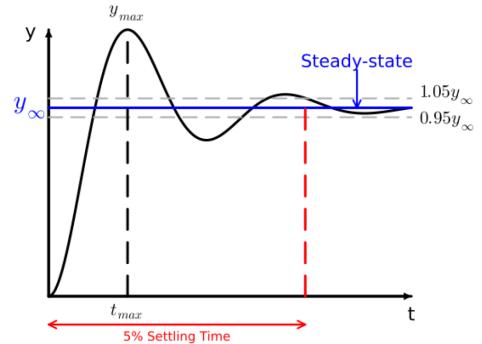


Figure 10.8: Typical step response of an underdamped system. The 5% settling time is the time it takes for the system to enter and then remain within the interval $[0.95y_\infty, 1.05y_\infty]$.

Figure 3: Underdamped System Response with Overshoot and Settling Time

Key Qualitative Features

- % overshoot := $\frac{y_{max} - y_\infty}{y_\infty} \times 100\%$
- 5% Settling time := $\min_{T>0} \{ |y(t) - y_\infty| \leq 0.05y_\infty \text{ for all } t \geq T \}$

Standard Second-order System:

$$G(s) := \frac{\omega_n^2}{s^2 + 2\zeta\omega_n s + \omega_n^2} \quad (1)$$

- ω_n is called the **undamped natural frequency**
- ζ is called the **damping ratio**
- 5% $T_s \approx \frac{3}{\zeta\omega_n}$

How to choose parameters:

- Choose ζ to set overshoot
- Then solve for ω_n to meet the settling time

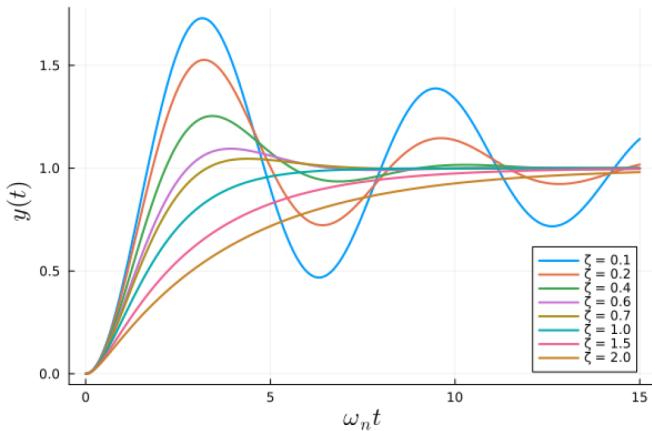


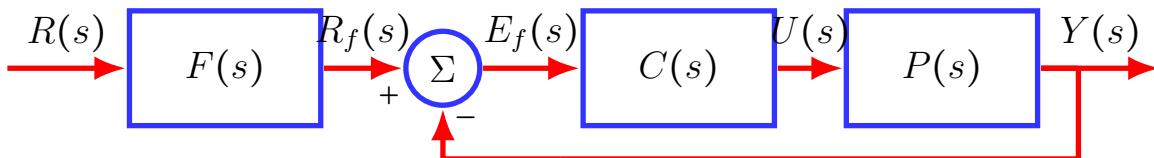
Figure 10.10: Step response of a standard second-order system, $G(s) = \frac{\omega_n^2}{s^2 + 2\zeta\omega_n s + \omega_n^2}$. There is overshoot for $0 < \zeta < 1$, while there is no overshoot for $\zeta \geq 1$. There is a trade-off between fast response and overshoot. Note that the x -axis is scaled and equal to $\omega_n t$.

$$\begin{aligned}\zeta &\leftrightarrow \text{percent overshoot} = 100e^{\frac{-\zeta\pi}{\sqrt{1-\zeta^2}}} \% \\ \omega_n &\leftrightarrow \text{5\% settling time} \approx \frac{3}{\zeta\omega_n}.\end{aligned}$$

$\zeta \rightarrow 1$ yields no overshoot. Common numbers to keep in mind for system designers use the exact formula for the damping ratio will be required in the end no matter what because the model is not perfect.

ζ	\approx Overshoot	True Overshoot
1.0	0 %	0.00 %
0.9	0 %	0.15 %
0.8	2 %	1.5 %
0.7	5 %	4.6 %
0.6	10 %	9.5 %
0.5	15 %	16.3 %

Pre-Compensator Compensator Plant



A unity feedback loop with a pre-compensator (aka, pre-filter) $F(s)$ added to the overall system. The pre-filter can be used to ameliorate the effects of left-half plane zeros and/or to “fix” steady-state error.

Define: $E(s) := R(s) - Y(s)$ true error, not the filtered error $E_f(s)$

After a bit of algebra, and assuming closed-loop stability, one computes for a unit-step input,

$$e_{SS} = \frac{1 + (1 - F(0)) C(0) P(0)}{1 + C(0) P(0)}. \quad (2)$$

To achieve $e_{SS} = 0$, we solve the above for $F(0)$ (aka, the DC-gain for the pre-compensator) yielding

$$F(0) = \frac{1 + C(0) P(0)}{C(0) P(0)}. \quad (3)$$

Handout on Tuning PD Controllers for Second-order Systems

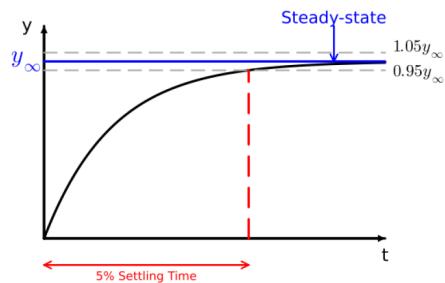


Figure 10.9: (First-order Systems:) The step response of a first-order system $\frac{k_0}{\tau s + 1}$ has 10% – 90% rise time approximately equal to 2τ , no overshoot, and its 5% settling time is approximately 3τ . The peak value is the same as y_∞ , meaning it is not achieved for any finite value of t .

Figure 1: Typical Overdamped Step Response

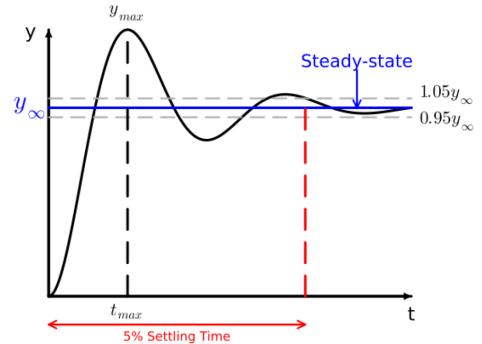


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Standard Second-order System:

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How to choose parameters:

- Choose ζ to set overshoot
- Then solve for ω_n to meet the settling time

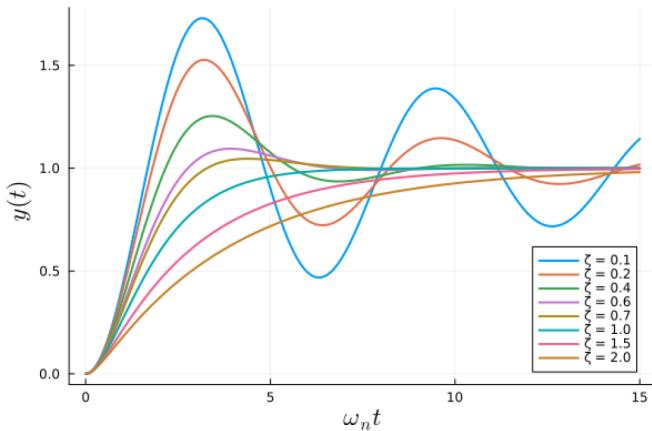


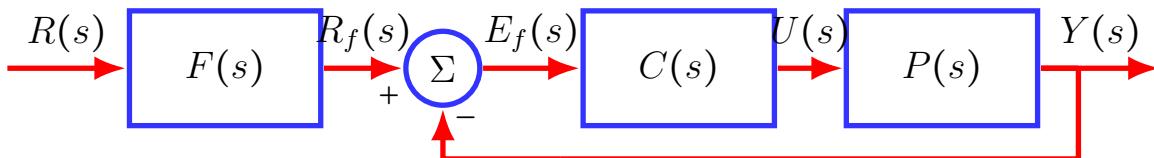
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