

< Digital Control System >

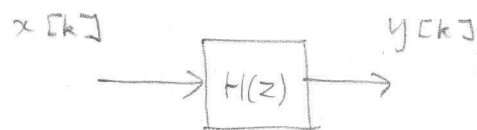
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2021 / 3 / 22.

Objectives

- Understand the architecture of digital control systems.
- Review on z -transform & Discrete-time Fourier Transform (DTFT).
- Discrete-time control design via approximate mapping.

Discrete-time Systems (LTZ)



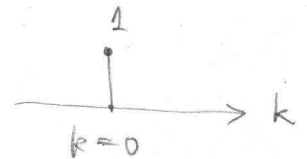
Note that DT signals & systems can exist for its own sake.
No requirement for underlying CT signals & systems.

Impulse response

When $x[k] = \delta[k]$ "Kronecher delta"

$$y[k] = \underline{h[k]}$$

Impulse resp.



Transfer function

$$H(z) = \sum \{ h[k] \}$$

$$= \sum_{k=-\infty}^{\infty} h[k] z^{-k}$$

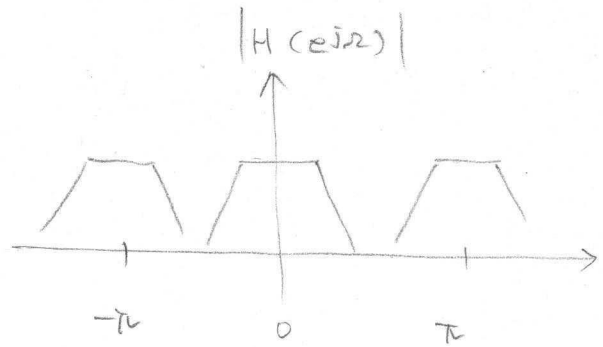
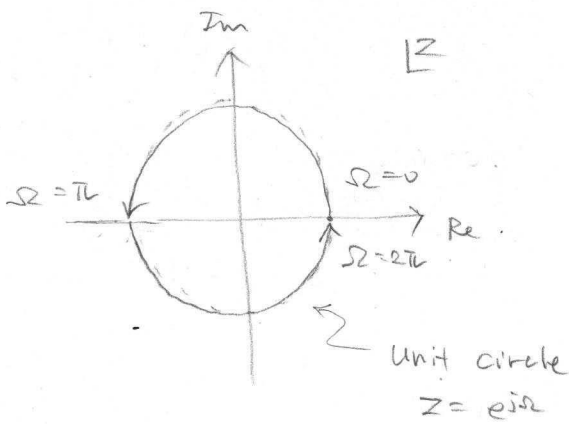
$$= \sum_{k=0}^{\infty} h[k] z^{-k} \quad \text{if } h[k] = 0 \text{ for } k < 0 \quad \text{"Causal syst."}$$

DT frequency response

$$H(e^{j\omega}) = \sum_{k=-\infty}^{\infty} h[k] e^{-j\omega k} = H(z) \Big|_{z=e^{j\omega}}$$

\hookrightarrow Discrete-time Fourier transform (DTFT)

Relation between $H(z)$ and $H(e^{j\Omega})$

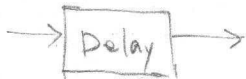


DTFT is periodic!

$$H(e^{j\Omega}) = H(e^{j(\Omega + 2\pi)})$$

Unit delay

$x[k]$

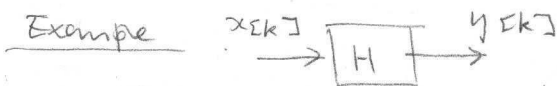
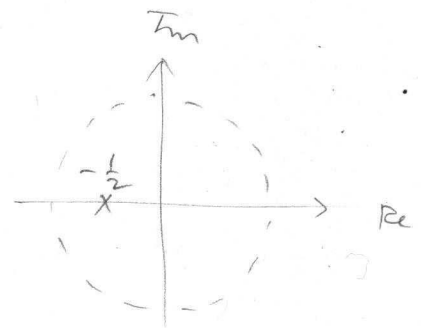
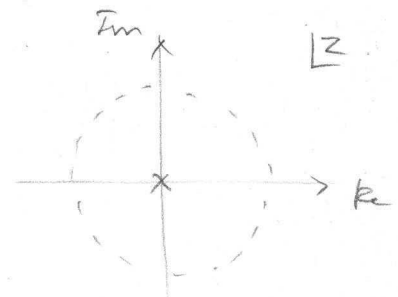


$$h[k] = \delta[k-1]$$

$$H(z) = \sum_{k=0}^{\infty} \delta[k-1] z^{-k} = z^{-1} = \frac{1}{z}$$

$$H(e^{j\Omega}) = e^{-j\Omega} \iff e^{-j\omega T}$$

Similarity



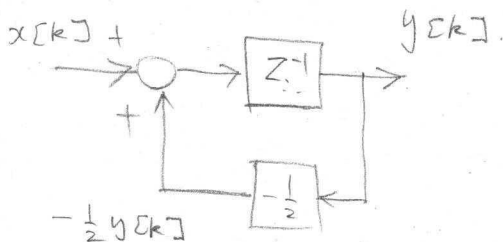
$$y[k] = x[k-1] - \frac{1}{2} y[k-1] \quad \text{"Difference Eqn"} \\ \iff \text{difference}$$

$$\mathcal{Z}\{\cdot\} \Rightarrow Y(z) = z^{-1} X(z) - \frac{1}{2} z^{-1} Y(z)$$

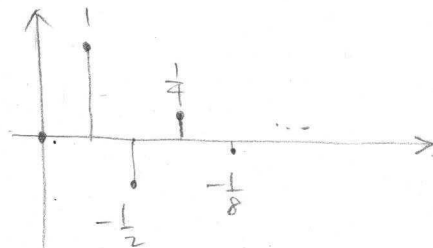
$$(1 + \frac{1}{2} z^{-1}) Y(z) = z^{-1} X(z)$$

$$\therefore \frac{Y(z)}{X(z)} = \frac{z^{-1}}{1 + \frac{1}{2} z^{-1}} = \frac{1}{z + \frac{1}{2}}$$

Block diagram



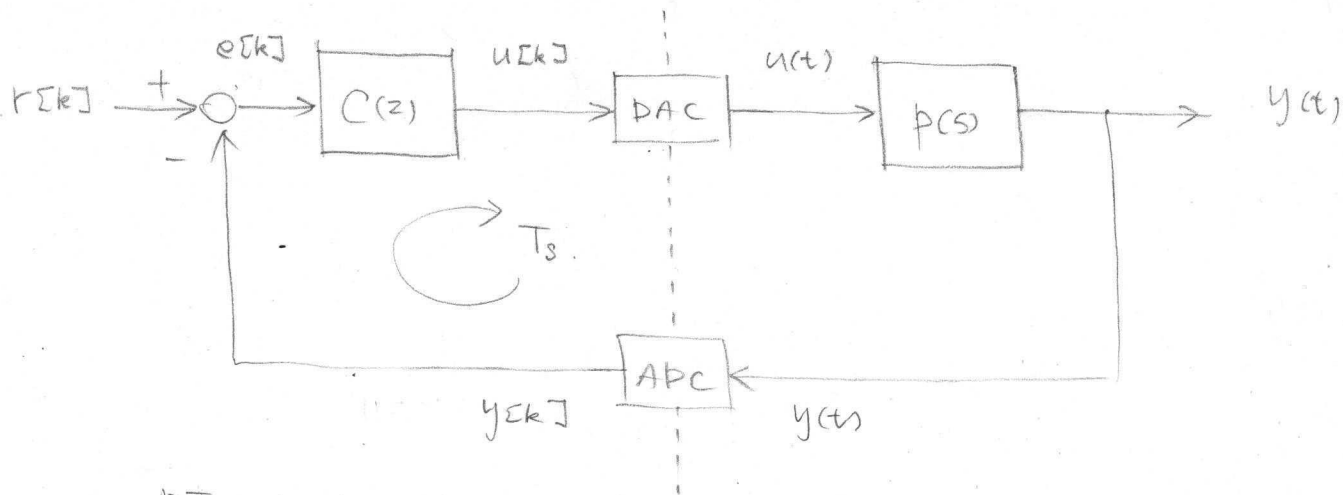
Impulse response



$$H(e^{j\Omega}) = \frac{1}{e^{j\Omega} + \frac{1}{2}}$$

$$|H| = \frac{1}{\sqrt{(e^{j\Omega} + \frac{1}{2})(e^{-j\Omega} + \frac{1}{2})}} \\ = \frac{1}{\sqrt{\frac{5}{4} + \cos \Omega}}$$

• Sampled-data system (DT control of CT system)



• DT signals

• CT signals

• DT systems (difference eqn)

• CT systems (differential eqn.)

• Analog to digital converters. (ADC) Ideal model: $y[k] = y(kT_s)$

- Sample rate $[S/s = Hz]: \frac{1}{T_s}$

Simultaneous sampling vs. multiplexed

- Resolution

Actual ADC has finite resolution.

DT signals "quantized" in amplitude \rightarrow "Digital signal"

Quantization error is typically handled as an additive random noise.

- Latency.

• Actual ADC takes finite time for conversion.

Latency is not the same as the sampling time T_s .

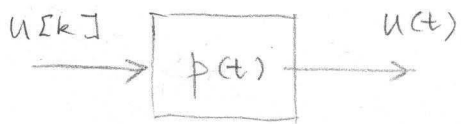
It can be larger than T_s (e.g. delta sigma ADC).

Two popular types. $\left\{ \begin{array}{l} \text{Successive-approximation register (SAR)} \\ \text{Delta-sigma modulation} \end{array} \right.$

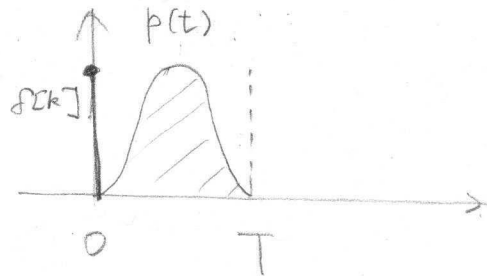
SAR is more popular for control because of its low latency.

Digital to analog converters (DAC)

- Generates a continuous-time pulse $p(t)$ for each DT sample.
- Two types
 - ① pulse Amplitude Modulation (PAM).
 - ② pulse width modulation (PWM).

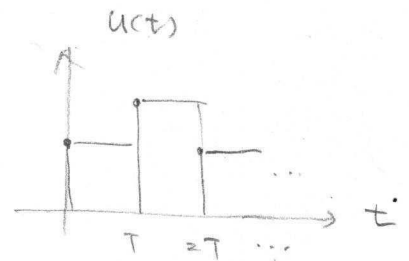
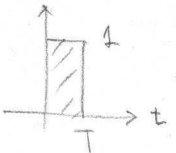


① PAM



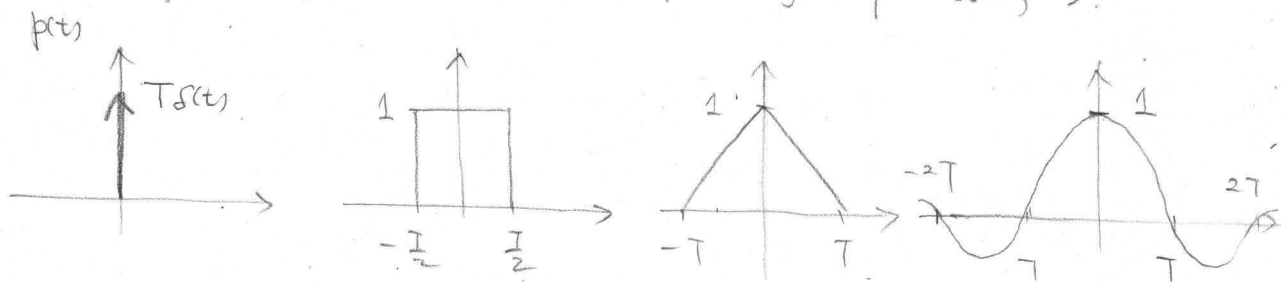
$$u(t) = \sum_{k=-\infty}^{\infty} u[k] \cdot p(t - kT)$$

typically $\int_{-\infty}^{\infty} p(t) dt = T$. e.g.



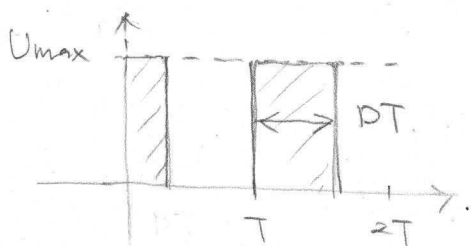
Most popular type is "zero-order hold"

Other types of PAM includes (signal processing).



② PWM

Ideal LPF $\rightarrow p(t) = \frac{\sin(\frac{\pi t}{T})}{\frac{\pi t}{T}}$



$$u(t) = \sum_{k=-\infty}^{\infty} U_{max} \cdot p_D(t - kT)$$

If $\int_{<T>} u(t) dt = u[k] \cdot T$ it will do a similar job.

$$\Rightarrow U_{max} D[k] T = u[k] T$$

(Works well if $p(t)$ is low-passive in nature)

$$\therefore D[k] = \frac{u[k]}{U_{max}} \quad (\text{when } D < 0, \text{ use } -U_{max})$$

• Sampling frequency : $f_s = \frac{1}{T_s}$ ($\omega_s = \frac{2\pi}{T_s}$)

Select f_s such that $f_s > 10 f_c$ at least ($f_c = 2\pi \omega_c$)

$\left\{ \begin{array}{l} f_s > 20 f_c : \text{less worries about DT effect} \\ f_s < 20 f_c : \text{Need to account for bT effect} \end{array} \right.$