

Controle integral no espaço de estados.

$$\dot{\hat{x}} = F\hat{x} + Gu$$

$$u = \underbrace{-k\hat{x}}_{n.e} - \underbrace{k_i e}_i$$

$$\dot{e} = r - H\hat{x}$$

$k, k_i \rightarrow$ Alocação
(acker)

$$F_a = \begin{bmatrix} F & 0 \\ -H & 0 \end{bmatrix}$$

$$G_a = \begin{bmatrix} G \\ 0 \end{bmatrix}$$

$$[k \quad k_i]$$

$$\dot{\hat{x}} = F\hat{x} + Gu + L(\gamma - H\hat{x})$$

$$= (F - LH)\hat{x} + Gu + L\gamma$$

$$= (F - LH)\hat{x} + G(-k\hat{x} - k_i e) + L\gamma$$

$$= (F - LH - Gk)\hat{x} - Gk_i e + L\gamma$$

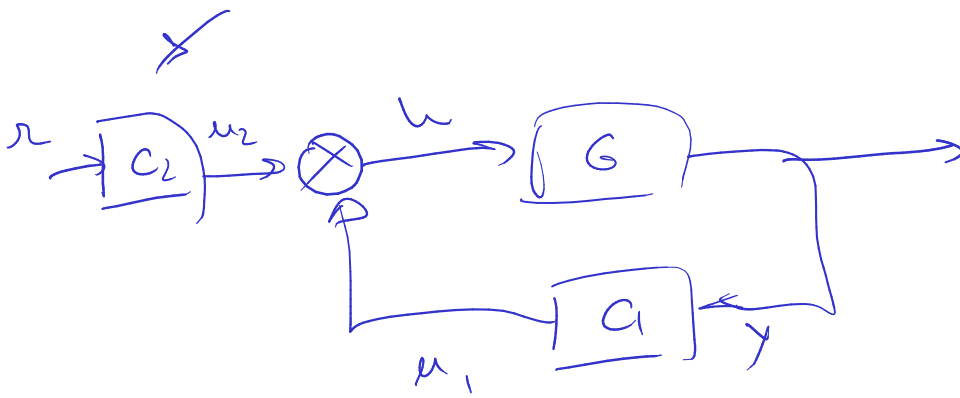
$$\dot{e} = r - \gamma$$

$$\begin{bmatrix} \dot{\hat{x}} \\ \dot{e} \end{bmatrix} = \begin{bmatrix} F - LH - Gk & -Gk_i \\ 0 & 0 \end{bmatrix} \begin{bmatrix} \hat{x} \\ e \end{bmatrix} +$$

$$\begin{bmatrix} 0 & L \\ 1 & -1 \end{bmatrix} \begin{bmatrix} r \\ \gamma \end{bmatrix}$$

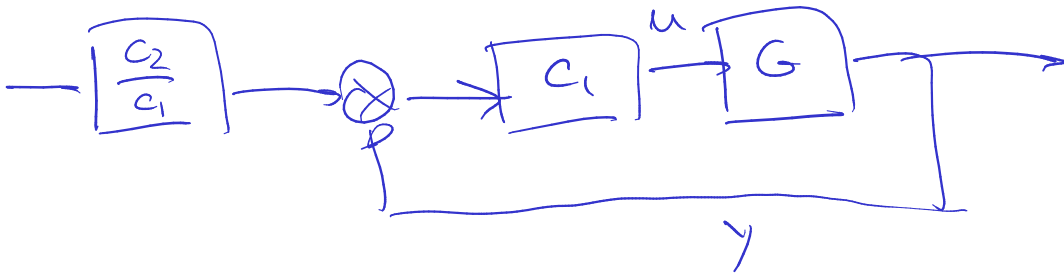
$$u = \begin{bmatrix} -k & -k_i \end{bmatrix} \begin{bmatrix} \hat{x} \\ e \end{bmatrix}$$

Eq. estado
do controlador



$$u = C_1 y + C_2 r$$

$$u = C_1 \left(\frac{C_2}{C_1} r + y \right)$$



$$\dot{\hat{x}} = (F - GK - LH) \hat{x} + Ly_r - Gk_i e$$

$$e = r - y$$

$$\dot{\hat{x}} = Fx + G(-k\hat{x} - k_i e)$$

$$y = Hx$$

$$\dot{\hat{x}} = Fx - GK\hat{x} - Gk_i e$$

$$\dot{\hat{x}} = (F - GK - LH) \hat{x} - Gk_i e + L/r$$

$$e = r - Hx$$

$$y = Hx$$

$$\dot{\hat{x}} = F\hat{x} - Gk\hat{x} - Gk_i e$$

$$\dot{\hat{x}} = (F - Gk - LH)\hat{x} - Gk_i e + LAx$$

$$\dot{e} = r - Hx$$

$$y = Hx$$

$$\begin{bmatrix} \dot{\hat{x}} \\ \dot{\hat{x}} \\ \dot{e} \end{bmatrix} = \overset{F_{mf}}{\begin{bmatrix} F & -Gk & -Gk_i \\ LH & F-Gk-LH & -Gk_i \\ -H & 0_{1 \times n} & 0_{1 \times 1} \end{bmatrix}} \begin{bmatrix} x \\ \hat{x} \\ e \end{bmatrix} + \overset{G_{mf}}{\begin{bmatrix} 0_{n \times 1} \\ 0_{n \times 1} \\ 1 \end{bmatrix}} r$$

$$y = \begin{bmatrix} H & 0 & 0 \end{bmatrix} \begin{bmatrix} x \\ \hat{x} \\ e \end{bmatrix}$$

$$\dot{\hat{x}} = \begin{bmatrix} 0 & -k & -k_i \end{bmatrix} \begin{bmatrix} x \\ \hat{x} \\ e \end{bmatrix}$$

$$\begin{bmatrix} y \\ \dot{\hat{x}} \end{bmatrix} = \begin{bmatrix} H & 0 & 0 \\ 0 & -k & -k_i \end{bmatrix} \begin{bmatrix} x \\ \hat{x} \\ e \end{bmatrix}$$