

[AMv2 ch 2]

goal: introduce fundamental uses and properties of feedback

topics:

1°. mathematical models of systems

1¹. differential equations (DE)

1². transfer functions

1³. block diagrams

2°. effects of feedback

2¹. disturbance attenuation

2². unmodeled dynamics

2³. reference tracking

* read [AMv2 ch 2-2.5] to learn how positive feedback used in digital systems

* Nise on reserve?

→ ECE front desk copy

* HW0: watch Python videos

* Canvas Discussions

→ not Piazza

* work together on HW

* project = long homework

* welcome auditors / drop-ins

* post notes in advance

1°. mathematical models of systems

◦ we will work with multiple representations of linear control systems

1¹. differential equations

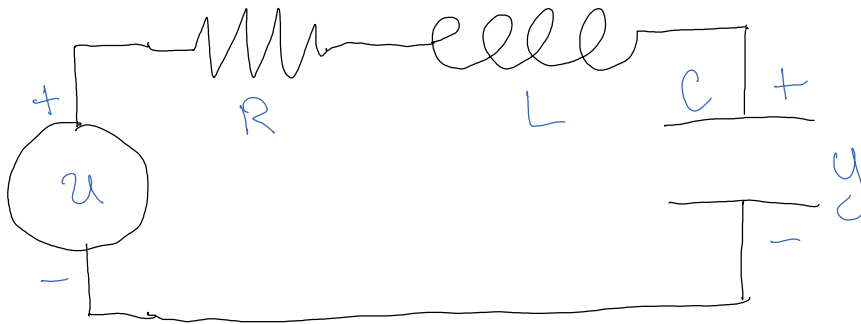
1². transfer functions

1³. block diagrams

} each has unique advantages & provides novel insight

* what is a control system?

ex: consider an RLC circuit



* how does input voltage u relate to output charge y ?

1st. differential equation

$$\begin{aligned} \text{KVL} \Rightarrow u &= Ri + L \frac{d}{dt} i + \frac{1}{C} y \\ &= R \frac{d}{dt} y + L \frac{d^2}{dt^2} y + \frac{1}{C} y \end{aligned}$$

1². transfer function

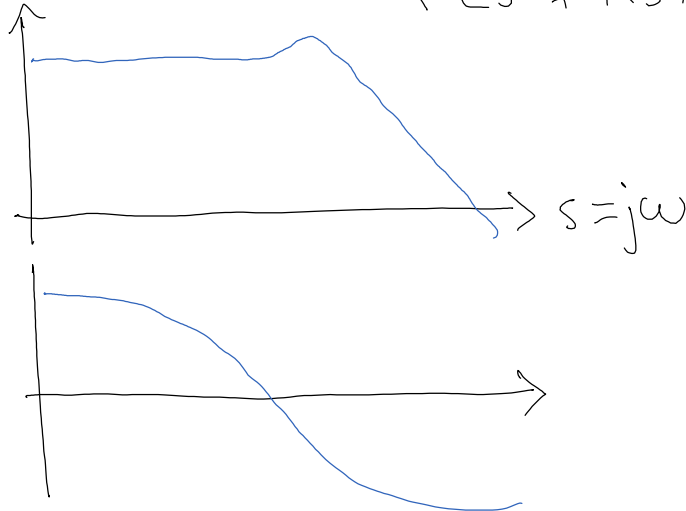
$\in \mathbb{C}$; called the transfer function

$$u = e^{st} \Rightarrow y = G(s) u = \left(\frac{1}{Ls^2 + Rs + \frac{1}{C}} \right) u$$

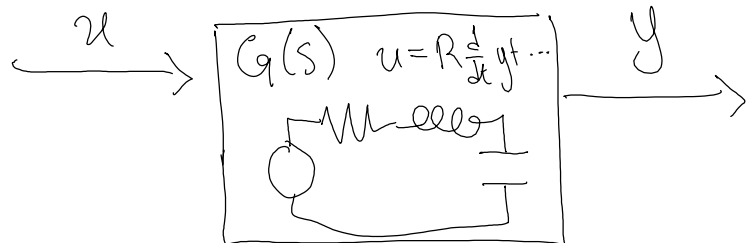
Bode plot

gain
 $|G(s)|$

phase
 $\angle G(s)$



1³. block diagram



1. (linear) differential equation (DE): [AMv2 ch 2] [Nv7 ch 3,4]

→ if u, y solve (DE), show that

$$\begin{array}{l} u': \mathbb{R} \rightarrow \mathbb{R} \\ \cdot \mapsto u(\cdot) \end{array} \quad \begin{array}{l} y': \mathbb{R} \rightarrow \mathbb{R} \\ \cdot \mapsto u(\cdot + z) \end{array}$$

$$u': \mathbb{R} \rightarrow \mathbb{R} \quad y': \mathbb{R} \rightarrow \mathbb{R}$$

$$: t \mapsto u(t+z) \quad : t \mapsto y(t+z)$$

solve (DE) as well

→ thus (DE) is time-invariant

→ if $(u_1, y_1), (u_2, y_2)$ solve (DE),

show that $(u_1 + \alpha u_2, y_1 + \alpha y_2)$
solve (DE) as well, where $\alpha \in \mathbb{R}$

→ thus (DE) is linear

→ (DE) is linear & time-invariant (LTI)

1². transfer function:

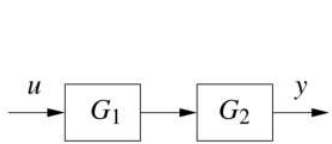
[AMv2 ch 2] [Nv7 ch 2]

summary & synthesis of 1! & 1? :

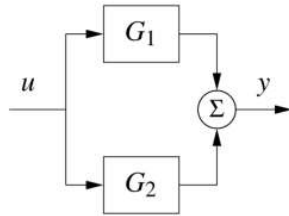
- what happens when $u(t) = e^{s_k t}$, $a(s_k) = 0$?
- what does the transfer function tell us?
- " " (DE) tell us?
- same Q's for $u(t) = e^{s_l t}$, $b(s_l) = 0$
- s_k termed a pole, s_l termed a zero

1³. block diagrams

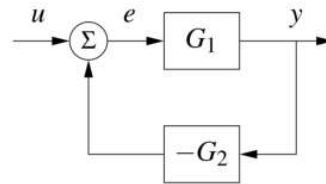
[AMv2 ch 2] [Nv7 ch 5]



$$(a) G_{yu}(s) = G_2(s)G_1(s)$$



$$(b) G_{yu}(s) = G_1(s) + G_2(s)$$



$$(c) G_{yu}(s) = \frac{G_1(s)}{1 + G_1(s)G_2(s)}$$

2⁰: effects of feedback

- there are many uses & types of feedback; we'll focus on these important cases:

2¹. disturbance attenuation

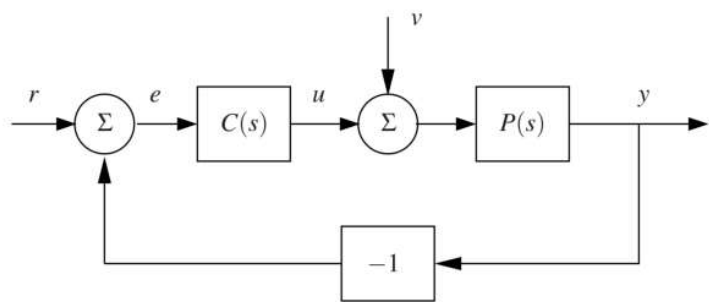
2². unmodeled dynamics

2³. reference tracking

* read [AMv2 ch 2] to learn about other uses & types of feedback

2¹. disturbance attenuation

[AMv2 ch 2.3]



2². unmodeled dynamics

[AMv2 Ch 2.4]

2³. reference tracking

[AMv2 Ch 2.5]
