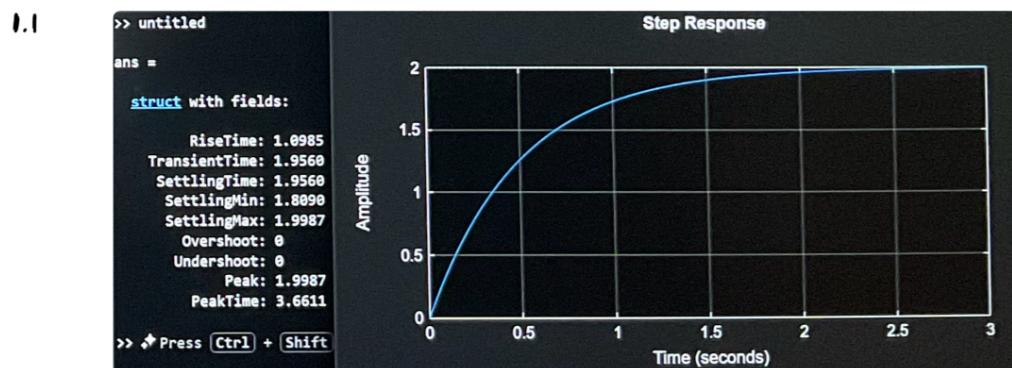


Assignment 1



1.2 • Time constant : $\frac{Y(s)}{X(s)} = \frac{L}{s+2} \Rightarrow Y(s) = \frac{1}{s} \frac{L}{s+2} = 2 \left(\frac{1}{s} - \frac{1}{s+2} \right) \Rightarrow y(t) = 2(1 - e^{-2t}) u(t)$

$$\therefore \text{Time constant } \gamma = \frac{L}{2} = 0.5 \text{ seconds}$$

• Rise time : $t_r = 1.0985 \text{ seconds}$

• Settling time : $t_s = 1.9560 \text{ seconds}$

• Final value : $y(\infty) = \lim_{s \rightarrow 0} sY(s) = \lim_{s \rightarrow 0} G_1(s) = G_1(0) = 2$

• Steady state error : $e_{ss} = x(\infty) - y(\infty) = \lim_{s \rightarrow 0} sX(s) - 2 = -1$

1.3 Matlab final value saturates at 2

and $\lim_{s \rightarrow 0} sY(s) = 2$ from final value thm

2.1 $G_1(s) = \frac{10}{s(s+5)}$ is of form $\frac{k}{s(s+a)}$ \Rightarrow Type I : one integrator

2.2 $e_{ss} = \lim_{s \rightarrow 0} s \left(\frac{1}{s} - \frac{G_1(s)}{s} \right) = \lim_{s \rightarrow 0} 1 - G_1(s) = 1 - \lim_{s \rightarrow 0} G_1(s) = -\infty$

2.3 it should overshoot as e_{ss} is ∞

3.1 • $b/a < 1.2 \Rightarrow a > 3.33$

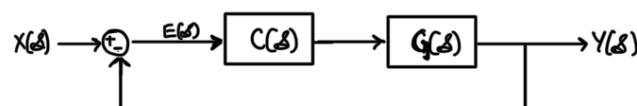
• $\frac{1}{1+k} = \frac{1}{10} \Rightarrow k = 9$

3.2 $G_{\text{new}}(s) = \frac{9}{s+4}$

3.3 • here time constant is $\gamma_L = 0.25 < 0.5 \Rightarrow$ This is faster than Q1

• final value = $\lim_{s \rightarrow 0} sY(s) = G_1(s) = \frac{9}{s} = 2.25 > 2 \Rightarrow$ higher than Q1

4.2



$$C(s) = K(s+z)$$

$$G(s) = \frac{3}{s+1}$$

$$(X - Y)C_G = Y \Rightarrow T(s) = \frac{Y(s)}{X(s)} = \frac{C(s)G(s)}{1 + C(s)G(s)}$$

$$T(s) = \frac{3K(s+z)}{s+1 + 3K(s+z)} \xrightarrow{s=1, K=4/3} T(s) = \frac{4(s+1)}{s(s+1)} = \frac{4}{s} = 0.8$$

4.1 • To reduce rise time, pick z so that $s+1$ in $G(s)$ denominator gets canceled $\Rightarrow z = 1$

• $\lim_{s \rightarrow 0} T(s) = \frac{3K}{1+3K} = 0.8 \Rightarrow 3K = 4 \Rightarrow K = \frac{4}{3} = 1.33$

• $M_p = \exp\left(\frac{-\pi\zeta}{\sqrt{1-\zeta^2}}\right) < 10\% \Rightarrow \frac{\pi\zeta}{\sqrt{1-\zeta^2}} > \ln 10 \Rightarrow \zeta > \frac{\ln 10}{\sqrt{(\ln 10)^2 + \pi^2}} = 0.5911$

- 4.3
- initially also there was no overshoot ($\because y(t) \propto (1+3e^{-4t})u(t)$)
finally also there is no overshoot ($\because y(t) \propto u(t)$)
 - $e_{ss} = T(s \rightarrow 0) = \frac{3kz}{1+3kz} \Rightarrow \frac{\partial}{\partial k} e_{ss} = \frac{3z}{(1+3kz)^2}$
 if $z > 0$: e_{ss} increases with an increase in k
 if $z < 0$: e_{ss} decreases with an increase in k (for us, $z=1$)
 - originally, without controller: $T(s) = \frac{1}{1+G_1} = \frac{s+1}{s+4}$ (if closed loop)

$$Y(s) = \frac{T(s)}{s} = \frac{1}{s} \left(\frac{1}{s+4} + \frac{3}{s+1} \right) \Rightarrow y(t) = \frac{u(t)}{s} (1+3e^{-4t}) \Rightarrow \tau = 0.25 \text{ sec}$$

 Now: if $z=1$, $T(s) = \frac{1}{s+5} \Rightarrow Y(s) = \frac{1}{s} \frac{1}{s+5} \Rightarrow y(t) = \frac{1}{s} u(t) \Rightarrow \tau = 0 \text{ sec}$
 \therefore This system with controller is faster
- S.1
- if open loop: Transfer fn $T(s) = C(s)G_1(s) = \frac{3k(s+z)}{s+1} \Rightarrow$ Type 0
 - if close loop: $T(s) = \frac{CG_1}{1+CG_1} = \frac{3k(s+z)}{s+1+3k(s+z)} \Rightarrow$ Type 0 (no integrators)
 - without controller:
 open loop: $T(s) = G_1(s) = \frac{1}{s+4} \Rightarrow$ Type 0
 close loop: $T(s) = \frac{G_1}{1+G_1} = \frac{s+1}{s+4} \Rightarrow$ Type 0
- S.2
- without controller: $e_{ss} = \lim_{s \rightarrow 0} s \left(\frac{1}{s^2} - \frac{T(s)}{s^2} \right) = \lim_{s \rightarrow 0} \frac{1 - \frac{s+1}{s+4}}{s} = \lim_{s \rightarrow 0} \frac{3}{s(s+4)}$
 $\therefore e_{ss} \rightarrow \infty$ (cannot be tracked)
 - with controller: $e_{ss} = \lim_{s \rightarrow 0} s - \frac{3k(s+z)}{s(s+1+3k(s+z))} = \infty$ (cannot be tracked)
 $(z \neq -\frac{1}{3k})$
- S.3 Done previously
- S.4 Adding zero at $(s+z)$ has no effect on tracking if $z \neq -\frac{1}{3k}$
- if $z = -\frac{1}{3k}$: $e_{ss} = \frac{1 - 3k(s+z)}{s(s+1+3k(s+z))} \Big|_{s \rightarrow 0} = \frac{-3k}{2+(-1+3k)s} = -\frac{3k}{2}$
- if $z = -\frac{1}{3k}$, e_{ss} becomes finite (with controller)