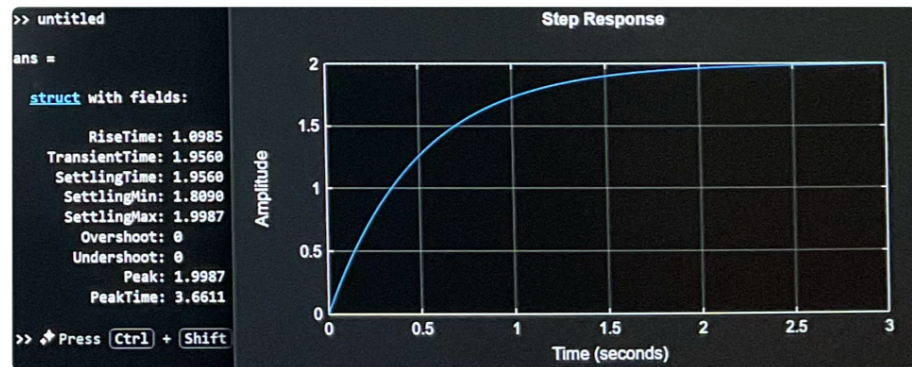


# Assignment 1

1.1



- 1.2
- Time constant :  $\frac{Y(s)}{X(s)} = \frac{1}{s+2} \Rightarrow Y(s) = \frac{1}{s} \cdot \frac{1}{s+2} = 2 \left( \frac{1}{s} - \frac{1}{s+2} \right) \Rightarrow y(t) = 2(1 - e^{-2t})u(t)$   
 $\therefore$  Time constant  $\tau = 1/2 = 0.5$  seconds
  - Rise time :  $t_r = 1.0985$  seconds
  - Settling time :  $t_s = 1.9560$  seconds
  - Final value :  $y(\infty) = \lim_{s \rightarrow 0} sY(s) = \lim_{s \rightarrow 0} G(s) = G(0) = 2$
  - 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  $G(s) = \frac{10}{s(s+5)}$  is of form  $\frac{k}{s(s+a)}$   $\Rightarrow$  Type 1 : one integrator

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

2.3 it should overshoot as  $e_{ss}$  is  $\infty$

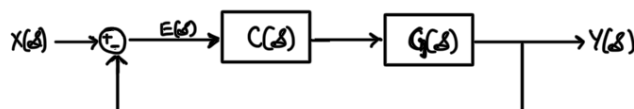
3.1  $4/a < 1.2 \Rightarrow a > 3.33$

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

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

- 3.3
- here time constant is  $1/4 = 0.25 < 0.5 \Rightarrow$  This is faster than Q1
  - final value =  $\lim_{s \rightarrow 0} sY(s) = G(s) = 9/4 = 2.25 > 2 \Rightarrow$  higher than Q1

4.2



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

$$T(s) = \frac{3K(s+z)}{s+1+3K(s+z)} \xrightarrow[k=4/3]{z=1} T(s) = \frac{4(s+1)}{5(s+1)} = \frac{4}{5} = 0.8$$

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

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

4.1

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

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

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

- 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:  $T(s) = \frac{1}{1+G} = \frac{s+1}{s+4}$  (if closed loop)  
 $Y(s) = \frac{T(s)}{s} = \frac{1}{s} \left( \frac{1}{s+4} + \frac{3}{s+1} \right) \Rightarrow y(t) = \frac{u(t)}{4} (1 + 3e^{-4t}) \Rightarrow \tau = 0.25 \text{ sec}$   
Now: if  $z=1$ ,  $T(s) = \frac{4}{s} \Rightarrow Y(s) = \frac{1}{s} \Rightarrow y(t) = \frac{1}{3} u(t) \Rightarrow \tau = 0 \text{ sec}$   
 $\therefore$  This system with controller is faster

- 5.1
- if open loop: Transfer fn  $T(s) = C(s)G(s) = \frac{3k(s+z)}{s+1} \Rightarrow \text{Type } 0$
  - if close loop:  $T(s) = \frac{CG}{1+CG} = \frac{3k(s+z)}{s+1+3k(s+z)} \Rightarrow \text{Type } 0$  (no integrators)
  - without controller: open loop:  $T(s) = G(s) = \frac{1}{s+1} \Rightarrow \text{Type } 0$   
close loop:  $T(s) = \frac{G}{1+G} = \frac{s+1}{s+4} \Rightarrow \text{Type } 0$

- 5.2
- without controller:  $e_{ss} = \lim_{s \rightarrow 0} s \left( \frac{1}{s^2} - \frac{T(s)}{s^2} \right) = \lim_{s \rightarrow 0} \frac{1 - \frac{s+1}{s+4}}{s} = \lim_{s \rightarrow 0} \frac{3}{s(s+4)} \Rightarrow e_{ss} \rightarrow \infty$  (cannot be tracked)
  - with controller:  $e_{ss} = \lim_{s \rightarrow 0} \frac{1}{s} - \frac{3k(s+z)}{s(s+1+3k(s+z))} = \infty$  (cannot be tracked) ( $z \neq 1/3k$ )

5.3 Done previously

5.4 Adding zero at  $(s+z)$  has no effect on tracking if  $z \neq 1/3k$

$$\text{if } z = 1/3k: e_{ss} = \left. \frac{1 - 3k(s+z)}{s(s+1+3k(s+z))} \right|_{s \rightarrow 0} = \frac{-3k}{2 + (1+3k)s} = -\frac{3k}{2}$$

if  $z = 1/3k$ ,  $e_{ss}$  becomes finite (with controller)