

# ECSE 493 - Lab 1 Report

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## 1 Question 1

### 1.1 Part A

The equation of the DC-motor that is given in the description is described by

$$J_m \ddot{\theta} + (b + \frac{K_t K_m}{R_a}) \dot{\theta} = \frac{K_t}{R_a} v_a \quad (1)$$

And the coefficients of each of the values are defined as

$$J_m = 0.01, b = 0.01, K_e = K_t = 0.02, R_a = 10 \quad (2)$$

Substituting this into the equations, we get

$$0.01 \ddot{\theta} + 0.00104 \dot{\theta} = 0.002 v_a \quad (3)$$

Applying a laplace transform, we get the following

$$0.01 s^2 + 0.00104 s = 0.002 \quad (4)$$

Or equivalently, the transfer function would be

$$\frac{\dot{\theta}}{V} = \frac{0.002}{0.01 s + 0.00104} \quad (5)$$

## 1.2 Part b

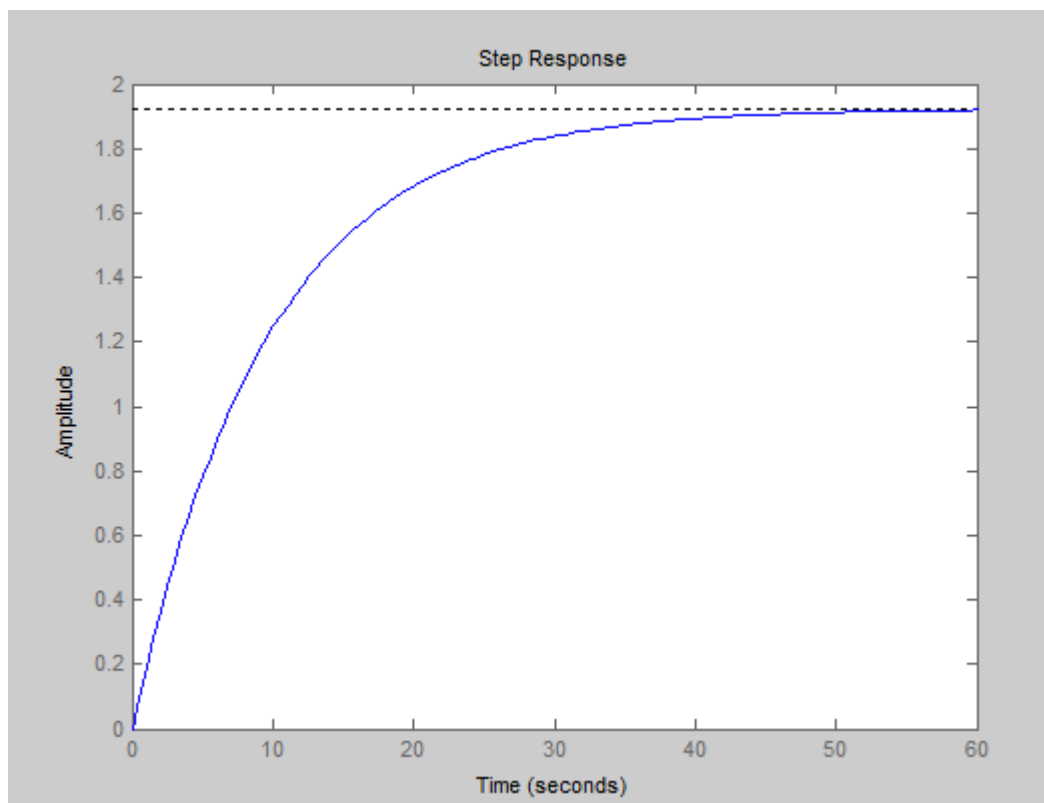


Figure 1: Plot of Steady State Amplitude

Steady state amplitude (i.e. speed of the motor) arrives at approximately 1.93rad/sec.

## 1.3 Part C

99% of the amplitude of 1.93rad/sec would be approximately 1.91. And we can see the graph reaching approximately that point at approximately 45 seconds.

## 1.4 Part D

The final value theorem states

$$\lim_{t \rightarrow \infty} f(t) = \lim_{s \rightarrow 0} sF(s) \quad (6)$$

Applying the RHS to compute the steady state, what we get is

$$\lim_{s \rightarrow 0} \frac{1}{s} \frac{0.002}{0.01s + 0.00104} = \frac{0.002}{0.00104} = 1.923 \quad (7)$$

1.923 rad/s is the true steady state velocity, so our estimation of 1.93 rad/s is very close, and is off by 0.36%

### 1.5 Part E

The Transfer function is defined as follows

$$G(S) = \frac{\theta}{V} = \frac{1}{s} \frac{0.002}{0.01s + 0.00104} \quad (8)$$

### 1.6 Part F

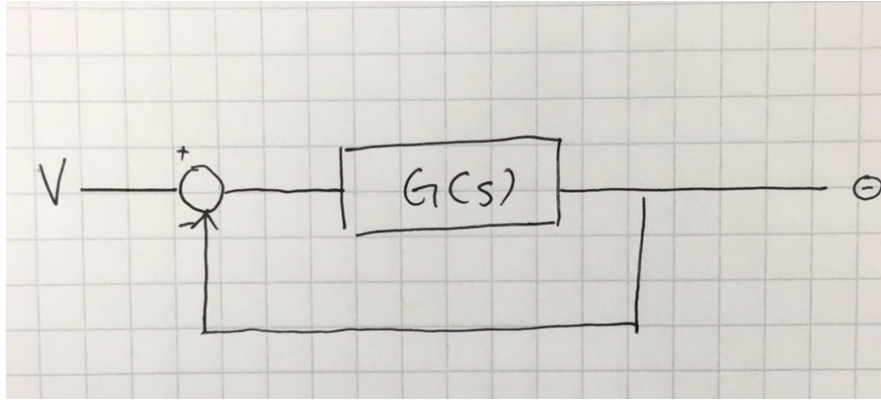


Figure 2: Model with feedback

and the corresponding transfer function would be

$$H(s) = \frac{G(s)}{1 + G(s)} \quad (9)$$

Adding a gain of K to this feedback system, the model we would get is  
And the corresponding transfer function would be

$$H(s) = \frac{kG(s)}{1 + kG(s)} \quad (10)$$

### 1.7 Part G

K as a gain scaling unit, would have the units V/V, and would therefore be considered dimension-less

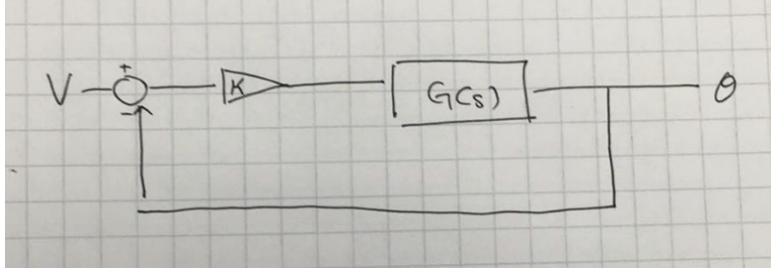


Figure 3: Model with feedback and gain

## 1.8 Part H

Taking expressions (drawn from the diagram), we get

$$\begin{aligned} e(s) &= V(s) - \theta(s) \\ \theta(s) &= ke(s) * G(s) \end{aligned} \quad (11)$$

We are looking for  $ke(s)$ , where  $k$  is some arbitrary constant, so given 2 equations and 2 unknowns, we begin approaching this problem

$$\begin{aligned} \theta(s) &= V(s) - e(s) \\ V(s) - e(s) &= ke(s) * G(s) \\ V(s) &= ke(s) * G(s) + e(s) \\ V(s) &= e(s)[kG(s) + 1] \\ e(s) &= \frac{V(s)}{kG(s) + 1} \end{aligned} \quad (12)$$

and trivially, the end result is

$$ke(s) = \frac{kV(s)}{kG(s) + 1} \quad (13)$$

## 1.9 Part I

Taking the current transfer function

$$H(s) = \frac{kG(s)}{1 + kG(s)} \quad (14)$$

And substituting  $G(s) = \frac{1}{s} \frac{0.002}{0.01s + 0.00104}$ , we do the following computation

$$\begin{aligned}
H(s) &= \frac{k\left(\frac{1}{s} \frac{0.002}{0.01s+0.00104}\right)}{1 + k\left(\frac{1}{s} \frac{0.002}{0.01s+0.00104}\right)} \\
&= \frac{\frac{k \cdot 0.002}{0.01s^2+0.00104s}}{\frac{k \cdot 0.002 + 0.01s^2 + 0.00104s}{0.01s^2+0.00104s}} \\
&= \frac{k \cdot 0.002(0.01s^2 + 0.00104s)}{(0.01s^2 + 0.00104s)(k \cdot 0.002 + 0.01s^2 + 0.00104s)} \\
&= \frac{k \cdot 0.002}{k \cdot 0.002 + 0.01s^2 + 0.00104s}
\end{aligned} \tag{15}$$

### 1.10 Part J

We show plots for values 0.1, 0.01, 0.05, and 0.063 in figures 4-7 respectively

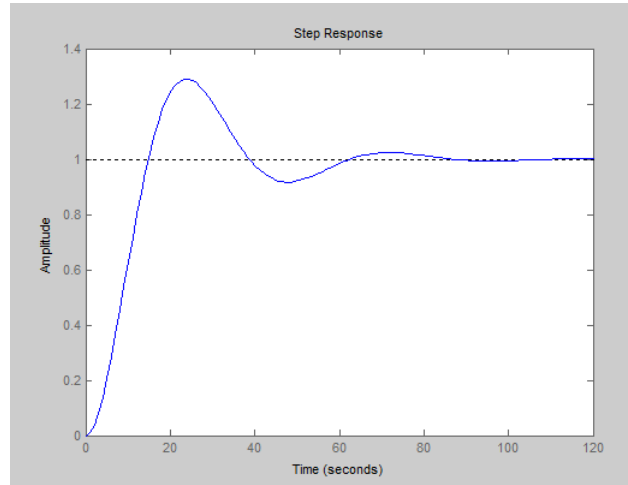


Figure 4: k = 0.1

And here we can see that when k=0.063, we can see that MP<sub>i</sub>20%, where the amplitude maximizes at 1.19.

### 1.11 Part K

We can see from this graph that the value of 0.78 would get a rise time of 0.4s in figure 8

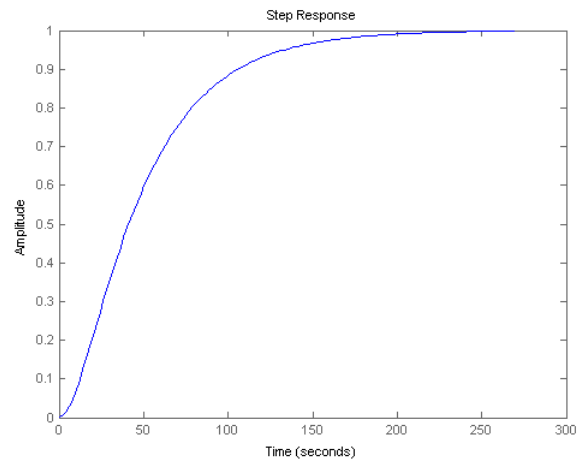


Figure 5:  $k = 0.01$

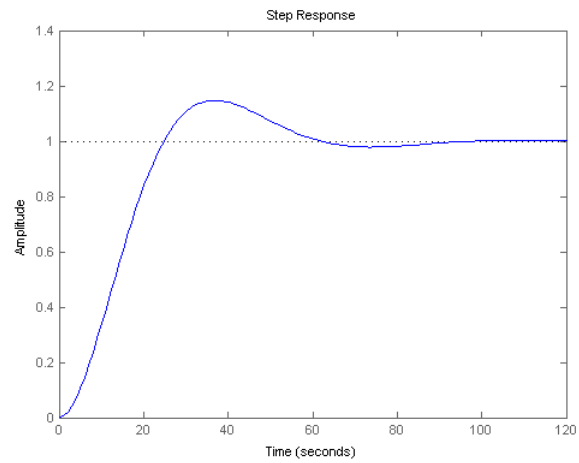


Figure 6:  $k = 0.05$

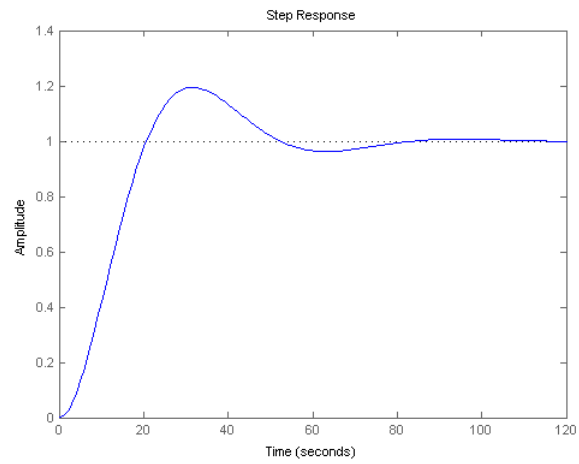


Figure 7:  $k=0.065$

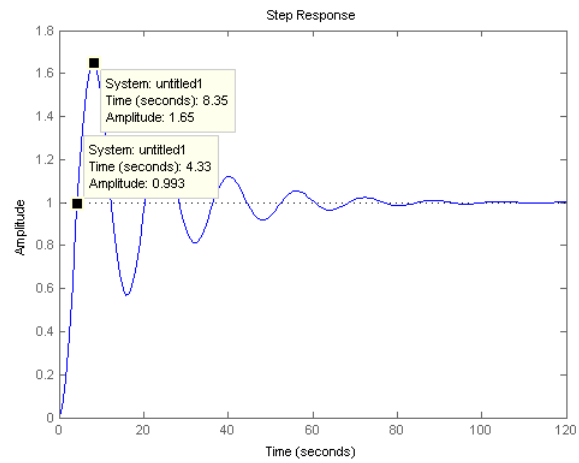


Figure 8:  $k=0.78$

## 1.12 Part L

For k values for Figures 9-11

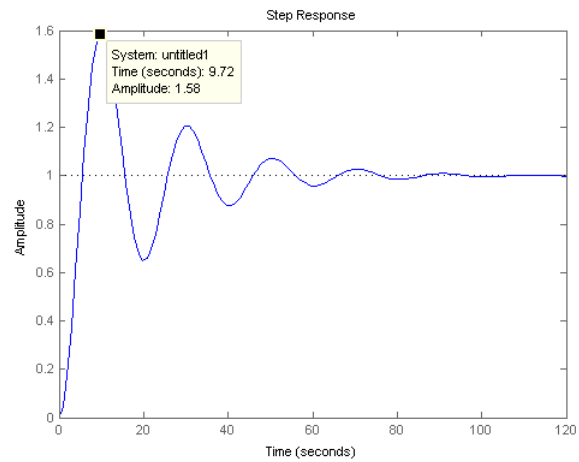


Figure 9:  $k=0.5$

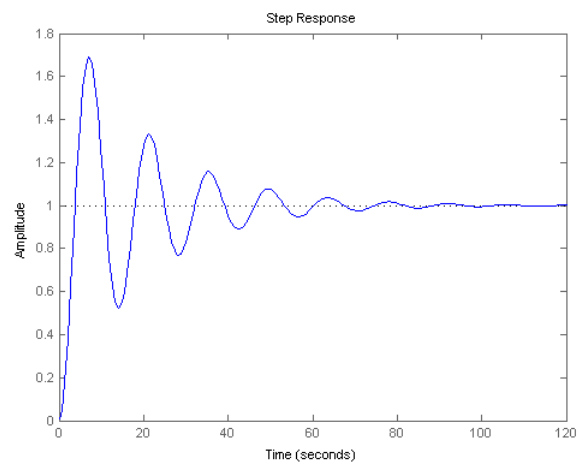


Figure 10:  $k=1.0$

With a value of 0.5 for  $k$  has a rise-time 4.7 seconds with an overshoot of 60%. When we use a value of 1 for  $k$ , this has a rise time of 3.2 seconds and has an overshoot of 69%. When we use a value of 2, this has a rise of 2.5 seconds and an overshoot of 76%



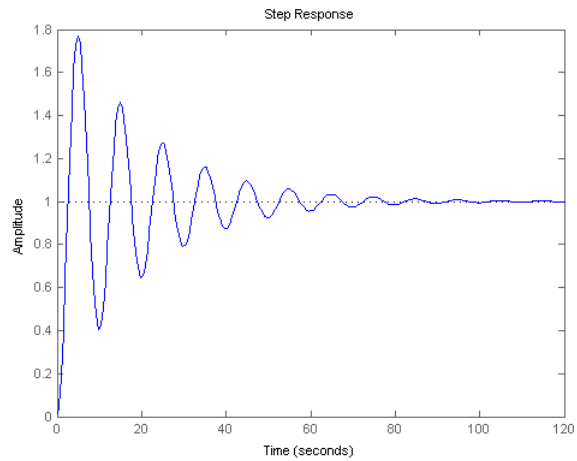


Figure 11:  $k=2.0$

### 1.13 Part M

### 1.14 Part N

The parameter  $k$  influences both the rise time and the overshooting. We can see that the rise time is inversely proportional to  $k$ , whereas the overshoot is directly proportional to the value of  $k$ . So higher  $k$ , when it overshoots, means that it's carrying more momentum, and therefore needs a longer stabilizing time before it reaches steady-state.