Notes in ECEN 5448

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sup

doing stuff for a class.
controllers in discrete time, pretty much the same as in continuous time.

    Ragazzini design method, next time robust control methods.
method itself isn't that ccommon but the idea is powerful.
pick an $H(z)$ and then find D.
have to be smart about which $H(z)$ to use.
need $D(z)$ to be causal. well behaved as $z \to \infty$.
various constraints.

$$D(z) = \frac{1}{G(z)} \frac{H(z)}{1 - H(z)}$$