

# CMPE-242

## Applied Feedback Control

Gabriel Hugh Elkaim



$$\frac{s+3}{s(s+2)^2}$$

```
sys = tf([1 3],conv([1 0],conv([1 2],[1,2]));
```

```
→ pzmap(sys); ← poles & zeros  
damp(sys); ←  $\omega_n, \zeta$   
evalfr(sys,w); ←  $G(j\omega)$  — complex #
```

```
Gjw = evalfr(sys,10);  
abs(Gjw);  
angle(Gjw); ← rad
```

```
margin(sys)  
sysCL = feedback(K*sys,1);
```

↑  
change to -1  
for  $0^\circ$ .



Announcements — Midterm search next week  
(Friday)

Office hours → 1-3 pm

Nyquist

Intro to Digital



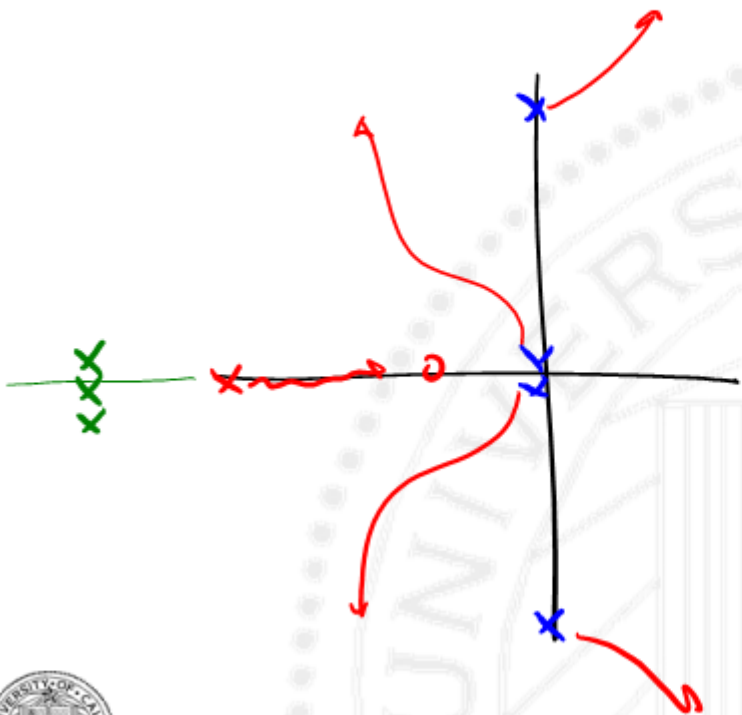
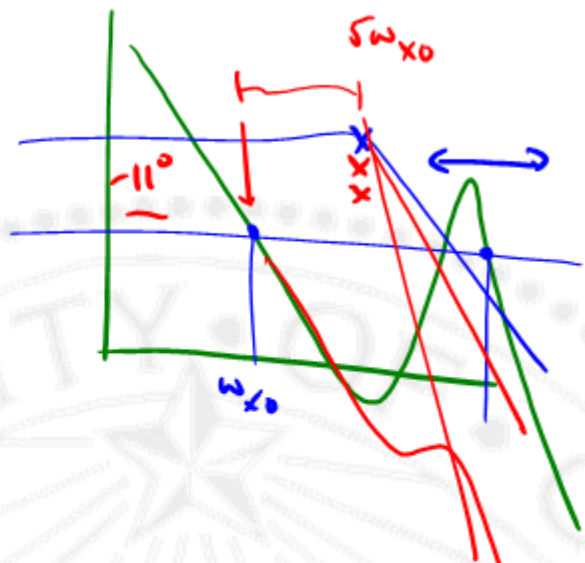
↳ Discrete Equations

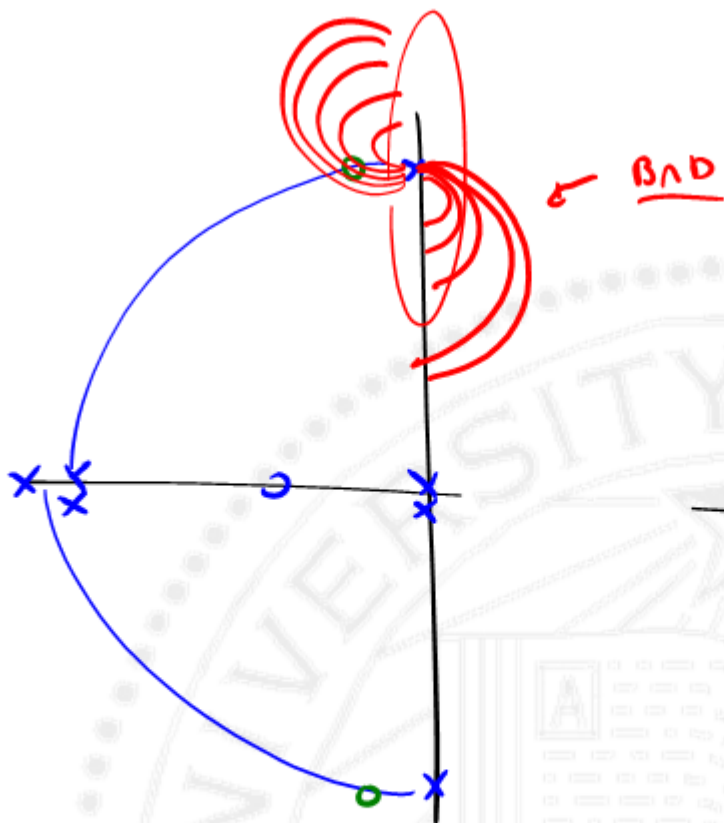
↳ Full Digital — RL

Bode

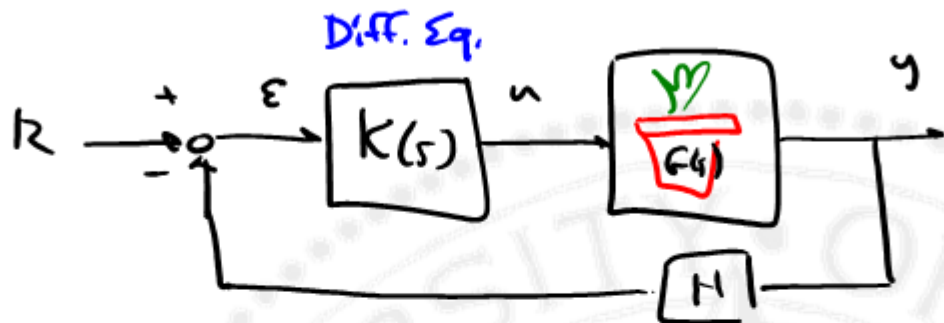


3, 4, 8

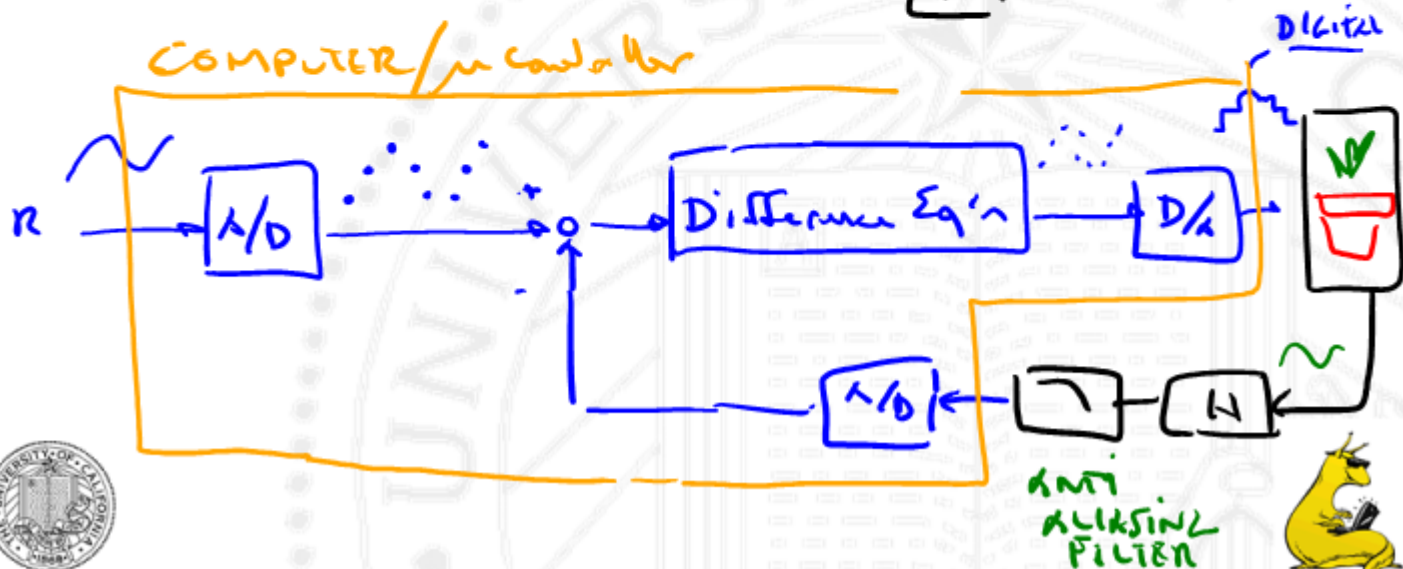


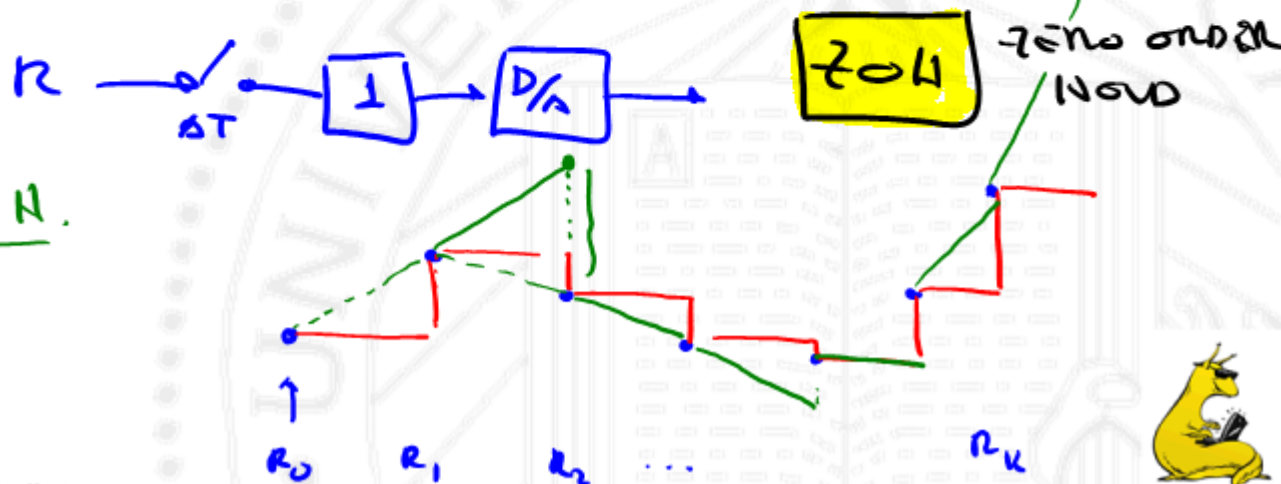
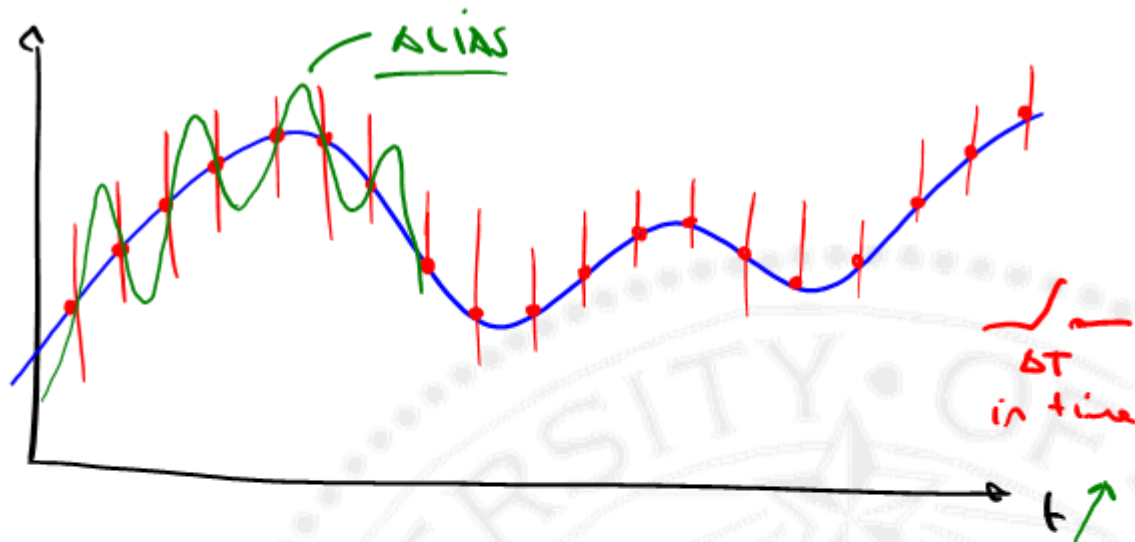


# DIGITAL CONTROL → FPN Ch. 8



COMPUTER/ $\mu$  controller

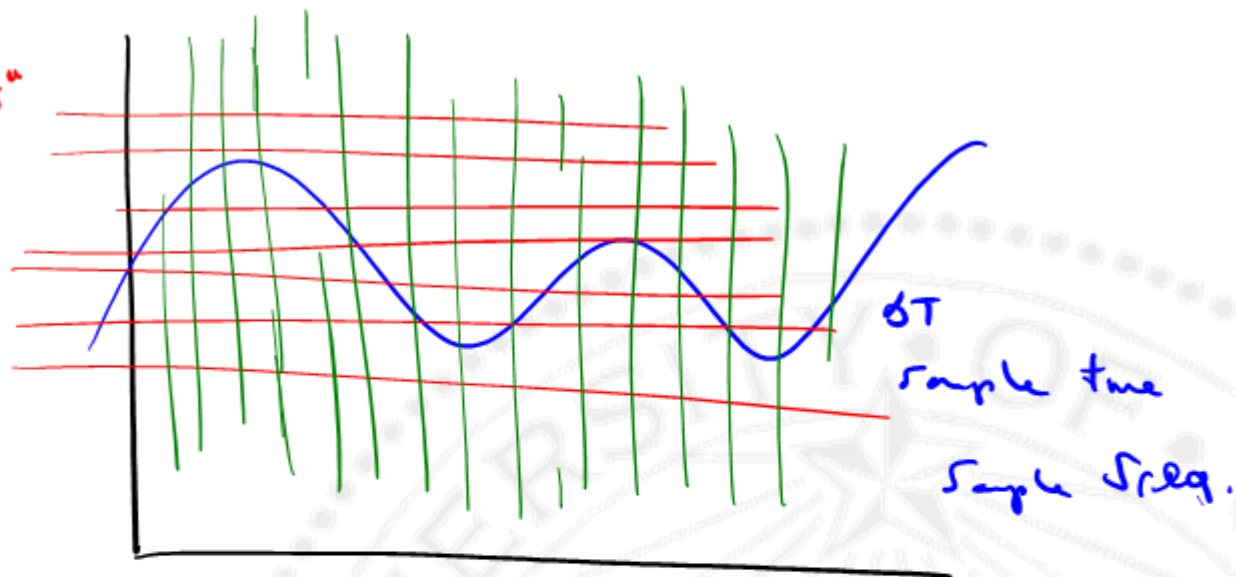




F.O.N.



A/D  
"bits"





$$K(s) = \frac{k}{s+a}$$



$$\frac{u}{\epsilon}(s) = \frac{k}{s+a} \rightarrow u(s+a) = k\epsilon$$

$$\dot{u} + au = k\epsilon$$

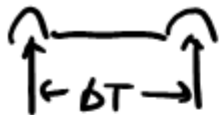
$$\frac{u_k - u_{k-1}}{\Delta T} + au_k = k\epsilon_k$$

$$u_k - u_{k-1} + a\Delta T u_k = k\Delta T \epsilon_k$$

$$[1 + a\Delta T]u_k = u_{k-1} + k\Delta T \epsilon_k$$

$$u_k = \left[ \frac{1}{1+a\Delta T} \right] u_{k-1} + \left[ \frac{k\Delta T}{1+a\Delta T} \right] \epsilon_k$$





Init  $u_0 = \phi$ .

$\frac{\text{WAIT.}}{\Delta T}$

Read  $R_k$

Read  $Y_k$

for  $\varepsilon_k = R_k - Y_k$

$$u_k = \left( \frac{1}{1 + a\Delta T} \right) u_{k-1} + \left( \frac{K\Delta T}{1 + a\Delta T} \right) \varepsilon_k$$

write  $u_k$

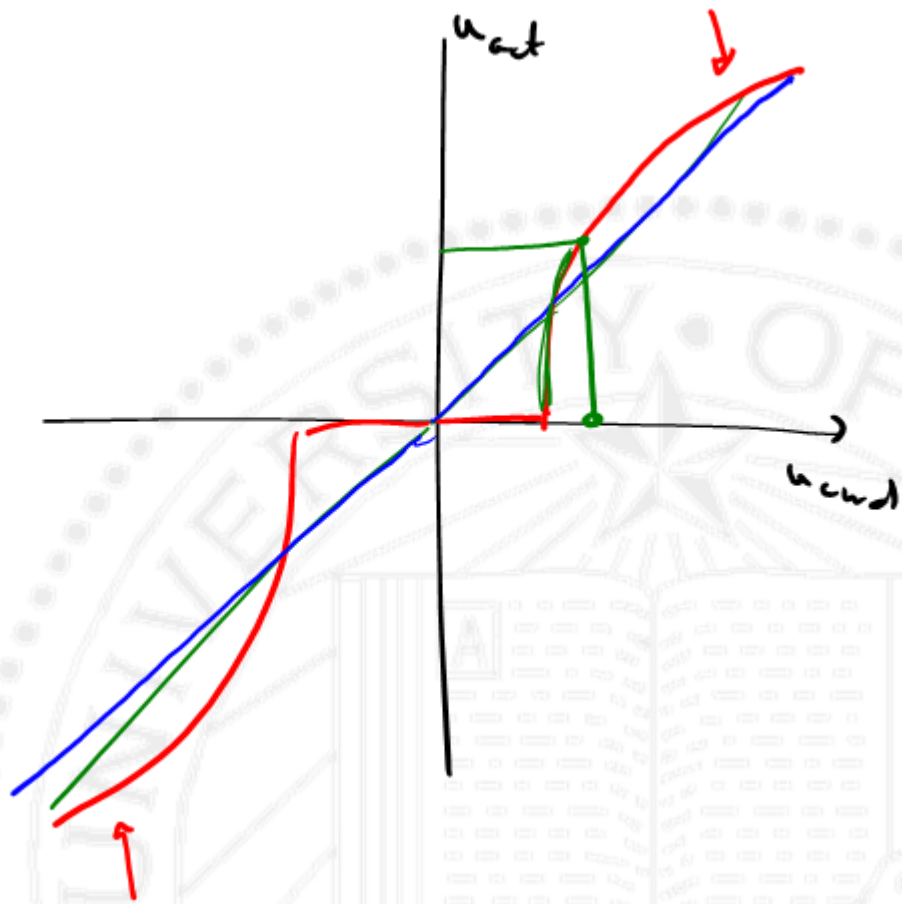
$u_{k-1} = u_k$

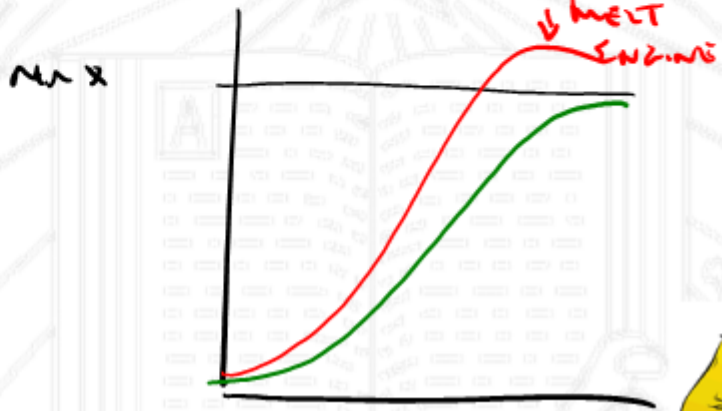
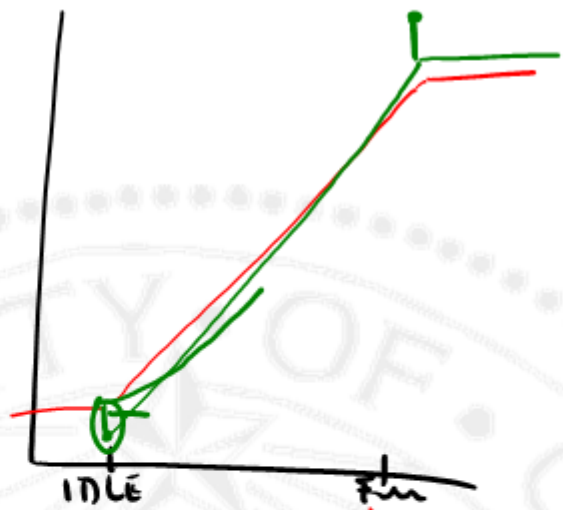
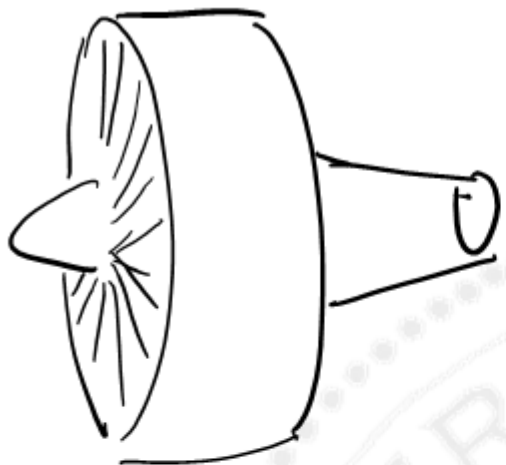


# Why go digital

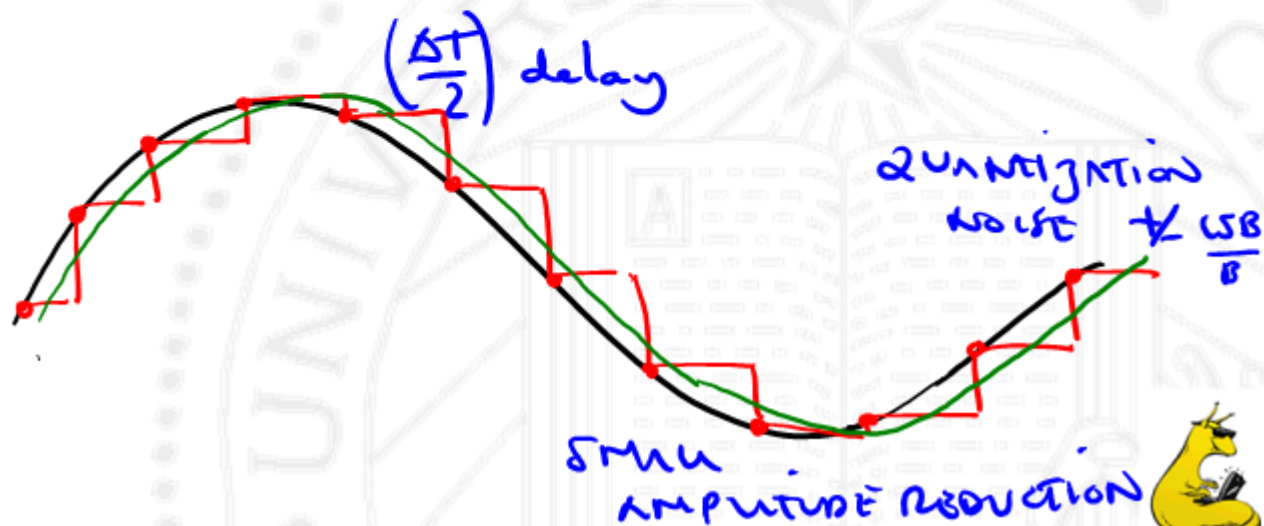
- (1) Easy to change (NOT)
- (2) LOGIC — "if, then, else" ( $K(s) \sim 10\%$ )
- (3) Non-linearity
- (4) Cheaper — already have a microcontroller  
(only if you don't account for debugging time).
- (5) Repeatable
- (6) Adaptable
- (7) Performance / Speed (NOT IT)
- (8) DOES NOT DRIFT W/TEMP. or TIME



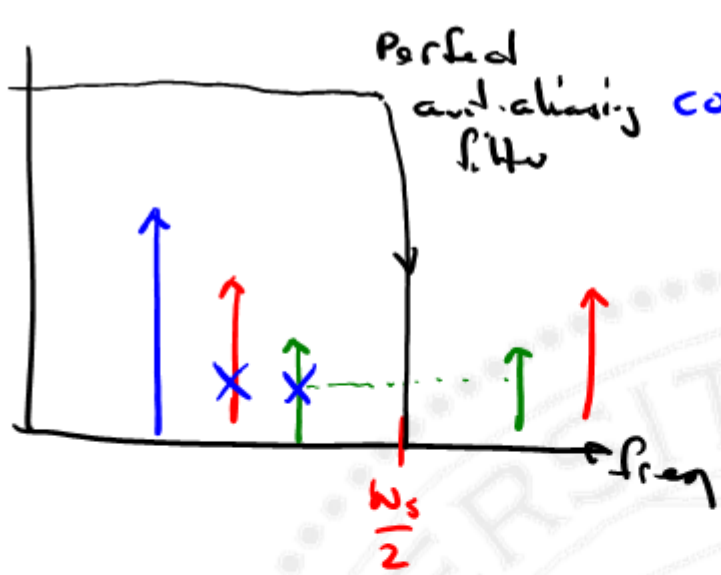




# PROBLEMS W/ DIGITAL CONTROL



1.1

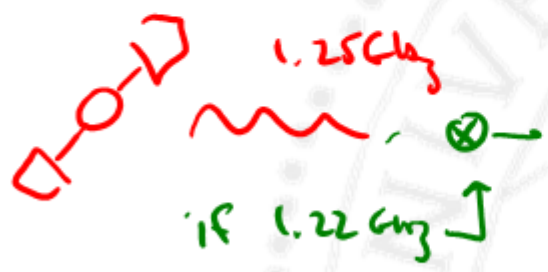


Perfect anti-aliasing filter

$$\cos(a)\cos(b) = \cos(a+b)$$

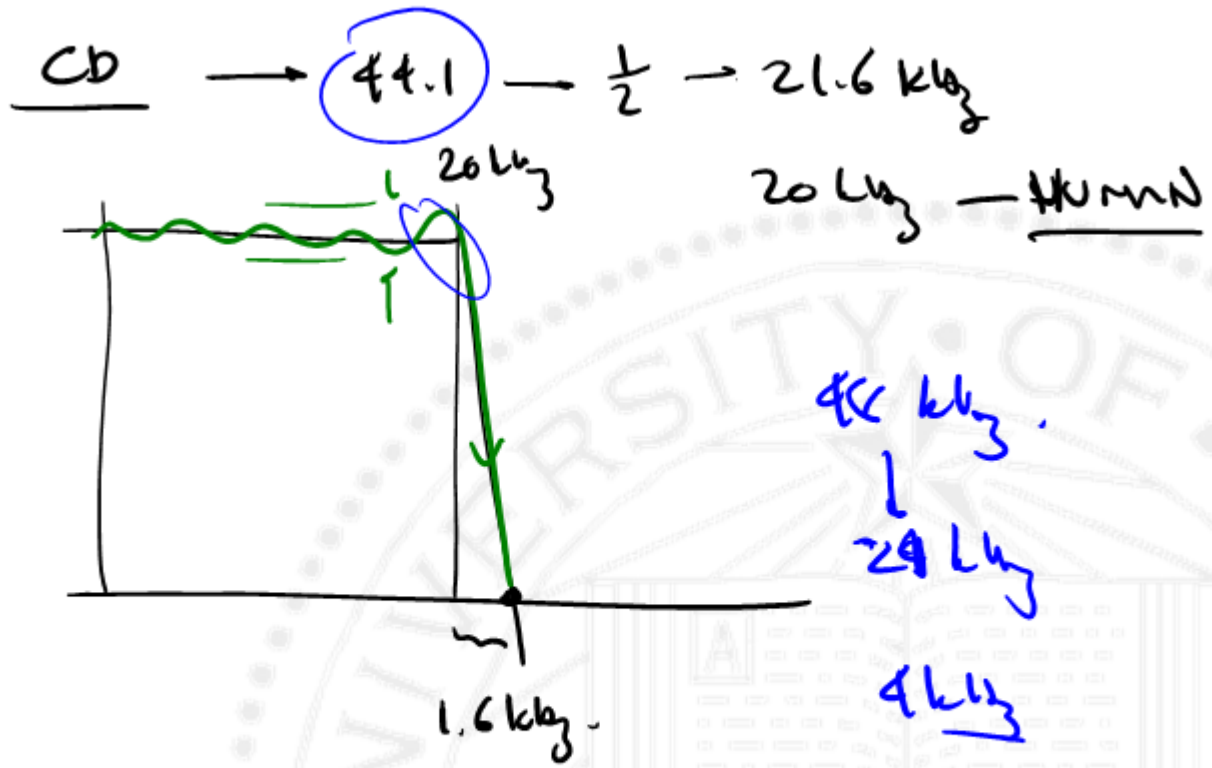
$$\cos(a-b)$$

$$\cos(a-b)$$



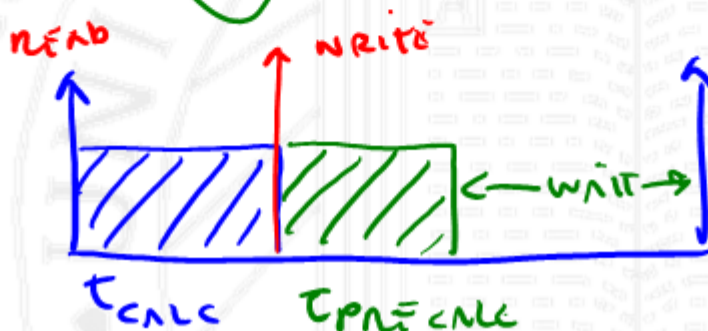
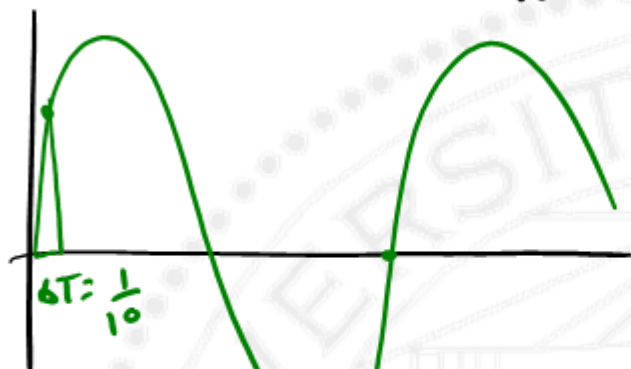
freq. folding  
heterodyning







SAMPLE @  $10 \omega_{x0} \rightarrow \frac{1}{20}(360) \rightarrow 18^\circ$  PHASE LOSS  
 $5 \omega_{x0} \rightarrow \frac{1}{10}(360) \rightarrow 36^\circ$  PHASE LOSS

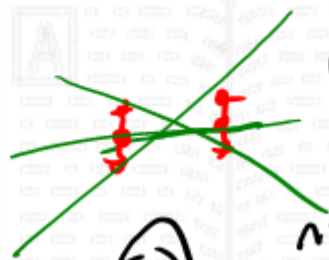
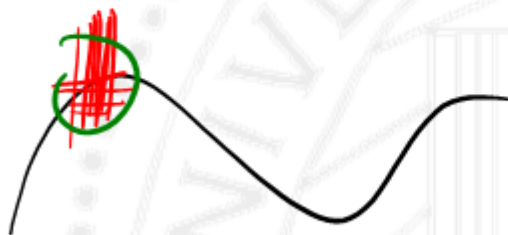


$$\dot{e} \approx \frac{e_k - e_{k-1}}{\Delta T}$$

first order difference

# of bits in my ADC  $\leftarrow$  QUANTIZATION ERROR

$\sim$  white noise  $\frac{LSB}{2}$



ROUND OFF  
ERRORS

AMPLIFY NOISE





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