

# Solution to Homework #11: ECE 461/661

Discrete-Time Compensator Design. Due Monday, November 19, 2018

Assume

$$G(s) = \left( \frac{200}{(s+2)(s+5)(s+10)(s+15)} \right)$$

Problem 1: Assume a sampling rate of 100ms.

Design a compensator,  $K(z)$ , which results in

- 20% overshoot for a step input.
- No error for a step input, and
- A 2% settling time of 2 seconds

Translation:

- Make it a type-1 system
- Place the closed-loop dominant pole at  $s = -2 + j4$

Pick  $K(z)$  to

- Add a pole at  $s = 0$  ( $z = 1$ )
- Cancel the poles at  $s = -2$  ( $z = -0.819$ )
- Cancel the pole at  $s = -5$  ( $z = -0.607$ )
- Add a pole (somewhere) to place the closed-loop dominant pole at  $s = -2 + j4$

The net open-loop system is then:

$$G(s) \cdot K(z) \cdot \Delta = \left( \frac{200}{(s+2)(s+5)(s+10)(s+15)} \right) \cdot \left( \frac{(z-0.819)(z-0.607)}{(z-1)(z-a)} \right) \cdot e^{-0.05s}$$

Evaluate what you know at

- $s = -2 + j4$
- $z = 0.7541 + j0.3188$  ( $z = e^{sT}$ )

$$\left( \left( \frac{200}{(s+2)(s+5)(s+10)(s+15)} \right) \cdot \left( \frac{(z-0.819)(z-0.607)}{(z-1)} \right) \cdot e^{-0.1s} \right)_{s=-2+j4} = 0.0258 \angle -159.1^\circ$$

For the angles to add up to 180 degrees

$$\begin{aligned} \angle(z-a) &= 20.9^\circ \\ a &= 0.7541 - \frac{0.3188}{\tan(20.9^\circ)} = -0.0834 \end{aligned}$$

so

$$G(s) \cdot K(z) \cdot \Delta = \left( \frac{200}{(s+2)(s+5)(s+10)(s+15)} \right) \cdot \left( \frac{(z-0.819)(z-0.607)}{(z-1)(z-0.0834)} \right) \cdot e^{-0.05s}$$

At any point on the root locus,  $GK = -1$

$$\left( \left( \frac{200}{(s+2)(s+5)(s+10)(s+15)} \right) \cdot \left( \frac{(z-0.819)(z-0.607)}{(z-1)(z+0.0834)} \right) \cdot e^{-0.05s} \right)_{s=-2+j4} = 0.0288 \angle 180^\circ$$

to make the gain one

$$k = \frac{1}{0.0288} = 34.7658$$

resulting in

$$K(z) = 34.7658 \left( \frac{(z-0.819)(z-0.607)}{(z-1)(z+0.0834)} \right)$$

**Write pseudo-code to implement  $K(z)$**

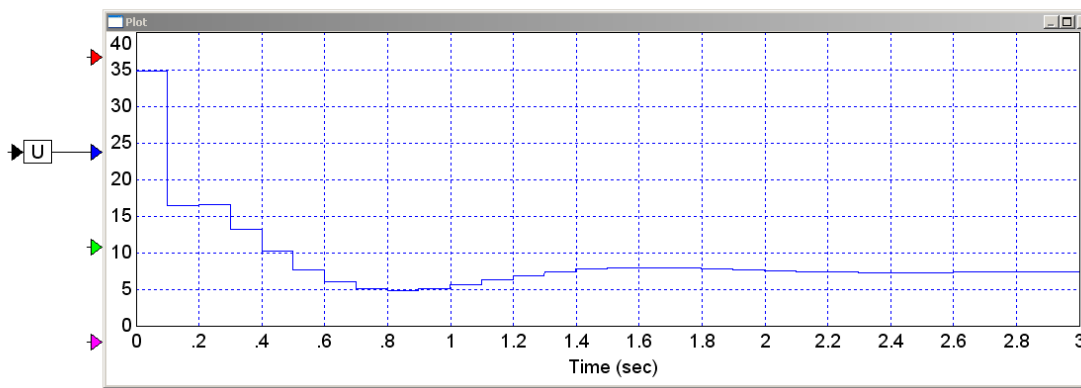
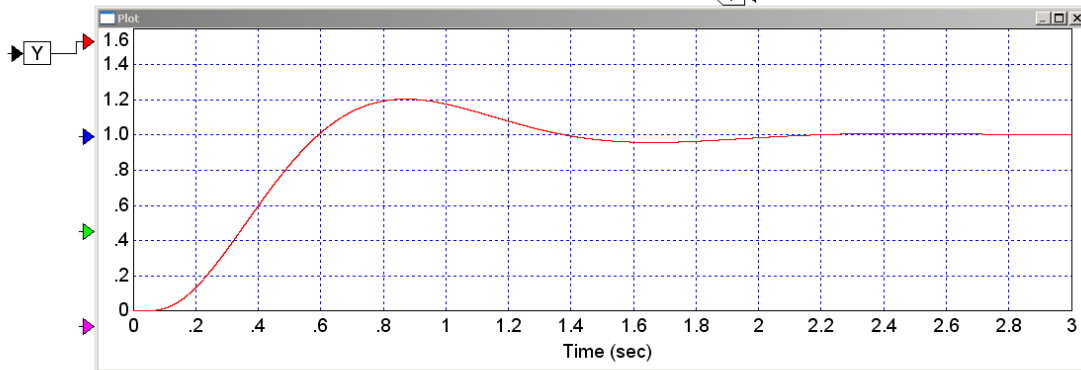
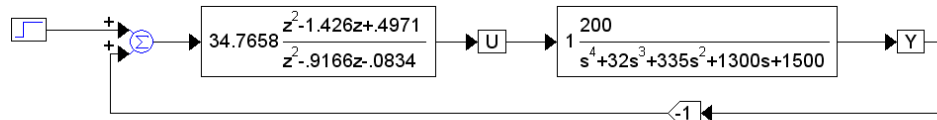
$$Y = 34.7658 \left( \frac{(z-0.819)(z-0.607)}{(z-1)(z+0.0834)} \right) X$$

$$(z^2 - 0.9166z - 0.0834)Y = 34.7658(z^2 - 1.4260z + 0.4971)X$$

Code:

```
while(1) {  
    x2 = x1;           // x(k-2)  
    x1 = x0;           // x(k-1)  
    x0 = A2D_Read(0); // x(k)  
  
    y2 = y1;           // y(k-2)  
    y1 = y0;           // y(k-1)  
    y0 = 0.9166*y1 + 0.0834*y2 + 34.7658*(x0 - 1.4260*x1 + 0.4871*x2);  
  
    Wait_100ms();  
}
```

**Plot the step response of the closed-loop system**



**Problem 2:** Assume a sampling rate of 250ms.

- Design a compensator,  $K(z)$ , which results in
  - 20% overshoot for a step input.
  - No error for a step input, and
  - A 2% settling time of 2 seconds
- Write pseudo-code to implement  $K(z)$
- Plot the step response of the closed-loop system using VisSim or Simulink (or similar program)

First, compute the closed-loop pole location in the z-plane:

```
>> T = 0.25;
>> s = -2 + j*4;
>> z = exp(s*T)

z = 0.3277 + 0.5104i
```

Find

$$G(s) \cdot \Delta_{T/2} \cdot K(z) = 1 \angle 180^\circ$$

$$\left( \frac{200}{(s+2)(s+5)(s+10)(s+15)} \right) \cdot e^{-0.125s} \cdot K(z) = 1 \angle 180^\circ$$

Pick the zeros of  $K(z)$  to cancel the poles at  $s = -2$  and  $s = -5$

```
>> exp(-2*T)
ans = 0.6065

>> exp(-5*T)
ans = 0.2865
```

so

$$K(z) = k \left( \frac{(z-0.6065)(z-0.2865)}{(z-1)(z-a)} \right)$$

Evaluate what you know:

$$\left( \frac{200}{(s+2)(s+5)(s+10)(s+15)} \right) \cdot e^{-0.125s} \cdot \left( \frac{(z-0.6065)(z-0.2865)}{(z-1)} \right) = 0.0373 \angle -154^\circ$$

To make the angles 180 degrees

$$\angle(z-a) = 25.7876^\circ$$

$$a = 0.3277 - \left( \frac{0.5104}{\tan(25.7876^\circ)} \right) = -0.7287$$

and

$$K(z) = k \left( \frac{(z-0.6065)(z-0.2865)}{(z-1)(z+0.7287)} \right)$$

To get the gain:

$$\left( \frac{200}{(s+2)(s+5)(s+10)(s+15)} \right) \cdot e^{-0.125s} \cdot \left( \frac{(z-0.6065)(z-0.2865)}{(z-1)(z+0.7287)} \right) = 0.0317 \angle 180^\circ$$

$$k = \frac{1}{0.0317} = 31.5085$$

giving

$$K(z) = 31.5085 \left( \frac{(z-0.6065)(z-0.2865)}{(z-1)(z+0.7287)} \right)$$

Write pseudo-code to implement  $K(z)$

$$K(z) = 31.5085 \left( \frac{z^2 - 0.893z + 0.1738}{z^2 - 0.2713z - 0.7287} \right)$$

```
while(1) {
    x2 = x1;           // x(k-2)
    x1 = x0;           // x(k-1)
    x0 = A2D_Read(0); // x(k)

    y2 = y1;           // y(k-2)
    y1 = y0;           // y(k-1)
    y0 = 0.2713*y1 + 0.7287*y2 + 31.5085*(x0 - 0.893*x1 + 0.1738*x2);

    Wait_100ms();
}

```

Checking in VisSim

