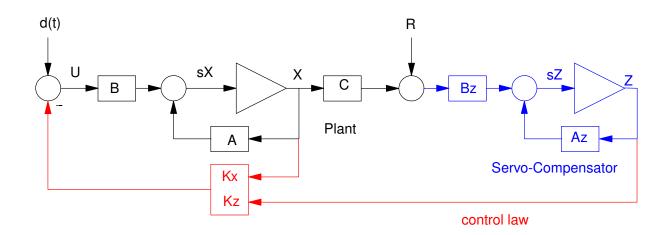
Servo-Compensators: General Design

From before,

- If you are trying to track a constant set-pount (R) and/or reject a constant disturbance (d), you add a servo compensator with poles at s = 0.
- If you are trying to track a sinusoidal set-point (R) at frequency ω and/or reject a sinusoidal disturbance at frequency ω , you add a servo compensator with poles at $s = \pm j\omega$.

Not surprisingly,

• If you are trying to track a set point with a spectra at $\{0, j\omega, -j\omega\}$ and/or reject a disturbance with a spectra at $\{0, j\omega, -j\omega\}$, you add a servo-compensator with poles at $\{0, j\omega, -j\omega\}$.



Example: Let the plant be

sX = AX + BU

$$Y = CX$$

Define a servo-compensator

$$sZ = A_z Z + B_z$$

so that the eigenvalue of Az are

$$eig(A_z) = 0, \pm j\omega$$

Feed the servo-compensator with the difference between Y and the set point R

In state-space, the plant plus servo-compensator looks like the following:

$$s\begin{bmatrix} X\\ Z\end{bmatrix} = \begin{bmatrix} A & 0\\ B_z C & A_z \end{bmatrix} \begin{bmatrix} X\\ Z\end{bmatrix} + \begin{bmatrix} B\\ 0 \end{bmatrix} U + \begin{bmatrix} 0\\ -B_z \end{bmatrix} R$$
$$U = -\begin{bmatrix} K_x & K_z \end{bmatrix} \begin{bmatrix} X\\ Z \end{bmatrix}$$

or you can write this as

$$s\begin{bmatrix} X\\ Z\end{bmatrix} = \begin{bmatrix} A - BK_x & -BK_z\\ A_z & B_zC \end{bmatrix} \begin{bmatrix} X\\ Z\end{bmatrix} + \begin{bmatrix} 0\\ -B_z \end{bmatrix} R$$

Example:

Assume a 4th-order heat equation:

$$sX = \begin{bmatrix} -2 & 1 & 0 & 0 \\ 1 & -2 & 1 & 0 \\ 0 & 1 & -2 & 1 \\ 0 & 0 & 1 & -1 \end{bmatrix} X + \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix} U + \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix} d(t)$$
$$Y = \begin{bmatrix} 0 & 0 & 0 & 1 \end{bmatrix} X$$

Design a feedback control law for the following system so that

- The 2% settling time is 13 seconds,
- There is no overshoot for a step input,
- Y tracks a constant setpoint (R = 1), and
- Y rejects a sinusoidal disturbance at 1 rad/sec

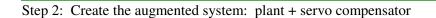
$$d(t) = \sin(t)$$

Note: This also works for any combination of constant + 1 rad/sec set point (R) and disturbance (d)

$$R(t) = a_1 + b_1 \cos(t) + c_1 \sin(t)$$
$$d(t) = a_2 + b_2 \cos(t) + c_2 \sin(t)$$

Step 1: Add a servo compensator which is controllable and has poles at $\{0, j, -j\}$

$$sZ = \begin{bmatrix} 0 & 1 & \vdots & 0 \\ -1 & 0 & \vdots & 0 \\ \dots & \dots & \vdots & \dots \\ 0 & 0 & \vdots & 0 \end{bmatrix} Z + \begin{bmatrix} 1 \\ 1 \\ \dots \\ 1 \end{bmatrix} (R - Y)$$



$$s\begin{bmatrix} X\\ Z \end{bmatrix} = \begin{bmatrix} A & 0\\ B_z C & A_z \end{bmatrix} \begin{bmatrix} X\\ Z \end{bmatrix} + \begin{bmatrix} B\\ 0 \end{bmatrix} U + \begin{bmatrix} 0\\ -B_z \end{bmatrix} R$$

$$s\begin{bmatrix} X\\ \cdots\\ Z \end{bmatrix} = \begin{bmatrix} -2 & 1 & 0 & 0 & \vdots & 0 & 0 & 0\\ 1 & -2 & 1 & 0 & \vdots & 0 & 0 & 0\\ 0 & 1 & -2 & 1 & \vdots & 0 & 0 & 0\\ 0 & 0 & 1 & -1 & \vdots & 0 & 0 & 0\\ \cdots & \cdots & \cdots & \cdots & \cdots & \cdots & \cdots\\ 0 & 0 & 0 & 1 & \vdots & 0 & 1 & 0\\ 0 & 0 & 0 & 1 & \vdots & -1 & 0 & 0\\ 0 & 0 & 0 & 1 & \vdots & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} X\\ \cdots\\ Z \end{bmatrix} + \begin{bmatrix} 1\\ 0\\ 0\\ 0\\ \cdots\\ U + \begin{bmatrix} 0\\ 0\\ 0\\ \cdots\\ -1\\ -1\\ -1 \end{bmatrix} R$$

Design a full-state feedback control law to meet the design specs. Somwhat arbitrarilly, place the closed-loop poles at $\{-1, -2, -2.2, -2.3, -2.4, -0.3+j, -0.3-j\}$ using Bass Gura

-1]

In Matlab:

$$A = \begin{bmatrix} -2, 1, 0, 0; 1, -2, 1, 0; 0, 1, -2, 1; 0, 0, 1, \\ -2 & 1 & 0 & 0 \\ 1 & -2 & 1 & 0 \\ 0 & 1 & -2 & 1 \\ 0 & 0 & 1 & -1 \end{bmatrix}$$

$$B = \begin{bmatrix} 1; 0; 0; 0 \end{bmatrix}$$

$$\begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

$$C = \begin{bmatrix} 0, 0, 0, 1 \end{bmatrix}$$

$$0 & 0 & 1 \\ Az = \begin{bmatrix} 0, 1, 0; -1, 0, 0; 0, 0, 0 \end{bmatrix}$$

$$\begin{bmatrix} 0 & 1 & 0 \\ -1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

$$Bz = \begin{bmatrix} 1; 1; 1 \end{bmatrix}$$

$$\begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}$$

JSG

A7 = [A, zeros(4,3); Bz*C, Az]-2 1 0 0 : 0 0 0 1 -2 1 0 : 0 0 0 0 -2 0 0 1 1 : 0 0 0 1 -1 0 0 0 : _____ ___ _____ ___ _ _ 0 0 0 0 1 : 0 1 0 0 0 1 : -1 0 0 0 1 0 0 : 0 0 0 B7u = [B; zeros(3,1)]1 0 0 0 _ _ 0 0 0 K7 = ppl(A7, B7u, [-1, -2, -2.2, -2.3, -2.4, -0.3+j, -0.3-j])3.5000 12.0900 29.6810 63.4358 0.5236 21.3719 26.4739

This gives

Kx = [3.5000	12.0900	29.6810	63.4358]
Kz = [0.5236	21.3719	26.4739]	

To simulate the system, you need to add a constant and / or sinusoidal disturbance and set point. These have poles at $\{0, +j, -j\}$ as well:

$$sX_r = A_rX_r$$

$$sX_{r} = \begin{bmatrix} 0 & 1 & \vdots & 0 \\ -1 & 0 & \vdots & 0 \\ \dots & \dots & \vdots & \dots \\ 0 & 0 & \vdots & 0 \end{bmatrix} X_{r}$$
$$R = C_{r}X_{r}$$
$$d = C_{d}X_{r}$$

The initial condition determines the amplitude and phase shift of the sinusoid (first two states) and the constant (3rd state). Cr and Cd determine what the set point and disturbance are.

NDSU

Using the Step3 command

function [y] = step3(A, B, C, D, t, X0, U)

The servo compensator can track a constant set point:

```
B7r = [0*B ; -Bz]

0

0

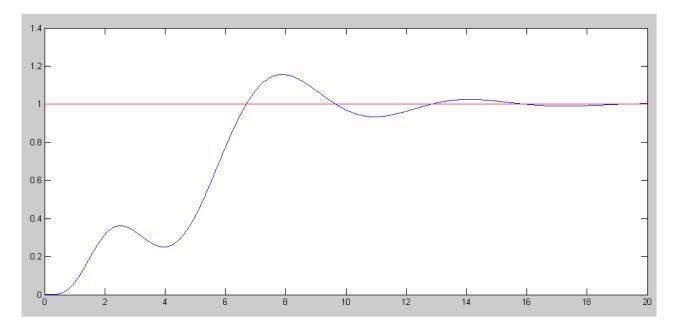
0

-1

-1

-1

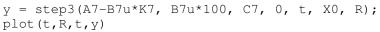
X0 = zeros(7,1);
t = [0:0.01:20]';
R = 0*t + 1;
y = step3(A7-B7u*K7, B7r, C7, 0, t, X0, R);
plot(t,R,,'r',t,y,'b')
```

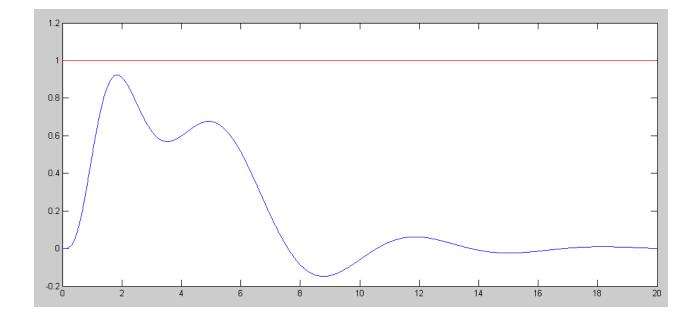


Step Response with respect to R. The output tracks a constant set point

The servo compensator also rejects a constant disturbance:

B7u = [B; 0 * Bz] 1 0 0 0 0 0 0 0

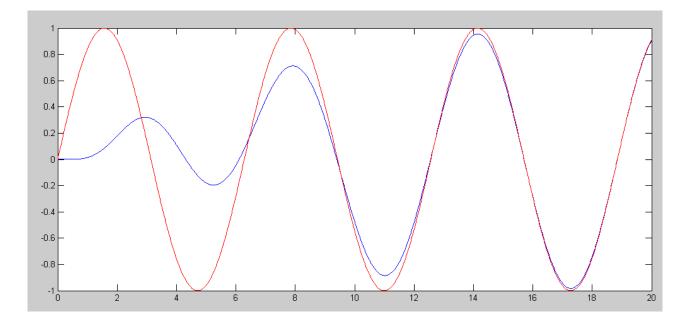




Response to a step disturbance (d = 100). The servo compensator rejects a constant disturbance.

The servo compensator can track a 1 rad/sec sine wave:

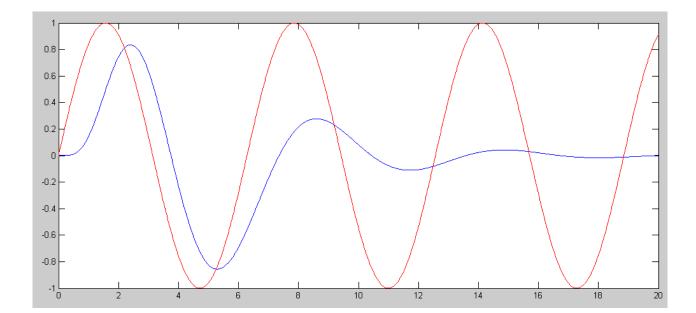
```
R = sin(t);
y = step3(A7-B7u*K7, B7r, C7, 0, t, X0, R);
plot(t,y,t,R,'r')
```



The servo compensator can track a sinusoidal set point at 1 rad/sec

The servo compensator can reject a disturbance at 1 rad/sec

R = sin(t); y = step3(A7-B7u*K7, B7u*100, C7, 0, t, X0, R); plot(t,y,t,R,'r')



It can also

- Track a constant set point,
- While rejecting a sinusoidal disturbance at 1 rad/sec

To do this, define the B matrix to be a 7x2 matrix and the inputs to be a 1x2 matrix

$$\begin{bmatrix} \dot{X} \\ \dot{Z} \end{bmatrix} = \begin{bmatrix} A - BK_x & -BK_z \\ B_z C & A_z \end{bmatrix} \begin{bmatrix} X \\ Z \end{bmatrix} + \begin{bmatrix} 0 & B \\ -1 & 0 \end{bmatrix} \begin{bmatrix} R \\ d \end{bmatrix}$$

$$B7 = \begin{bmatrix} B7r, & B7u \end{bmatrix};$$

$$D7 = \begin{bmatrix} 0, & 0 \end{bmatrix};$$

$$R = 0*t + 1;$$

$$d = 100*\sin(t);$$

$$y = \text{step3}(A7 - B7u*K7, & [B7r, & B7u], & C7, & D7, & t, & X0, & [R, & d]);$$

$$plot(t, y, t, R, 'r')$$

