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# **Servo-Compensators**

# **AC Set Points**

**NDSU ECE 463/663**

**Lecture #17**

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Please visit [Bison Academy](#) for corresponding  
lecture notes, homework sets, and solutions

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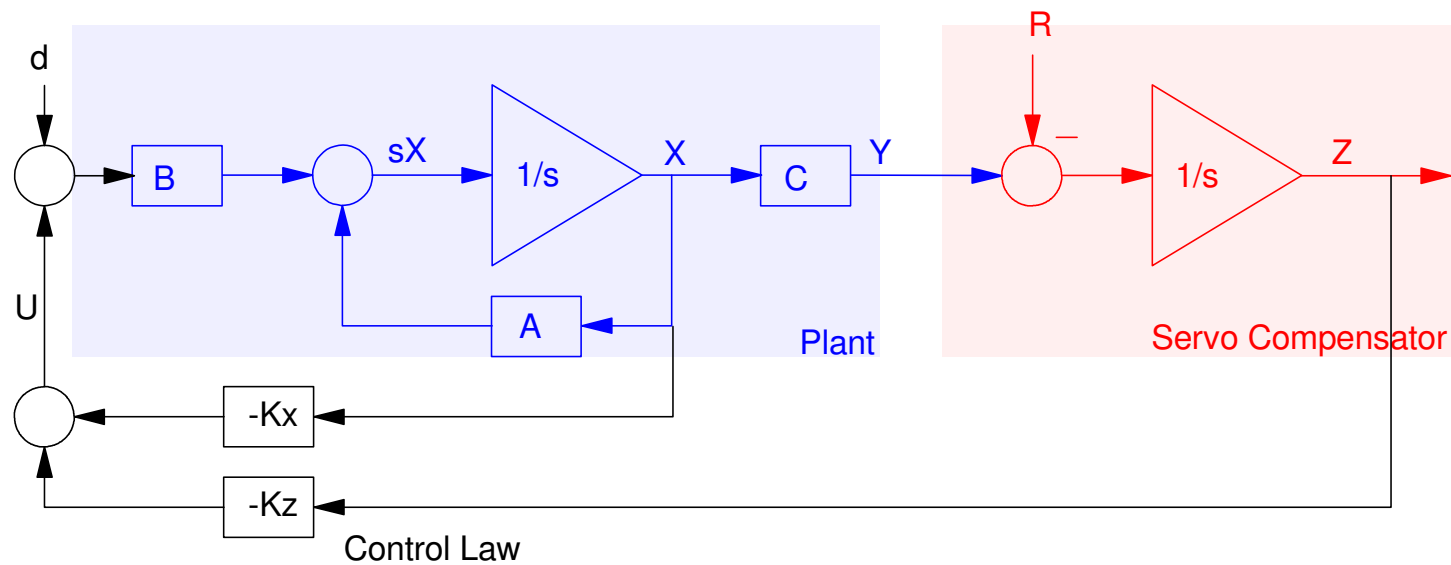
## Recap:

If you want to track a constant set point

- Add a servo compensator with a pole at  $s = 0$
- Add full state feedback

The resulting system can

- Track a constant set point, and
- Reject constant disturbances

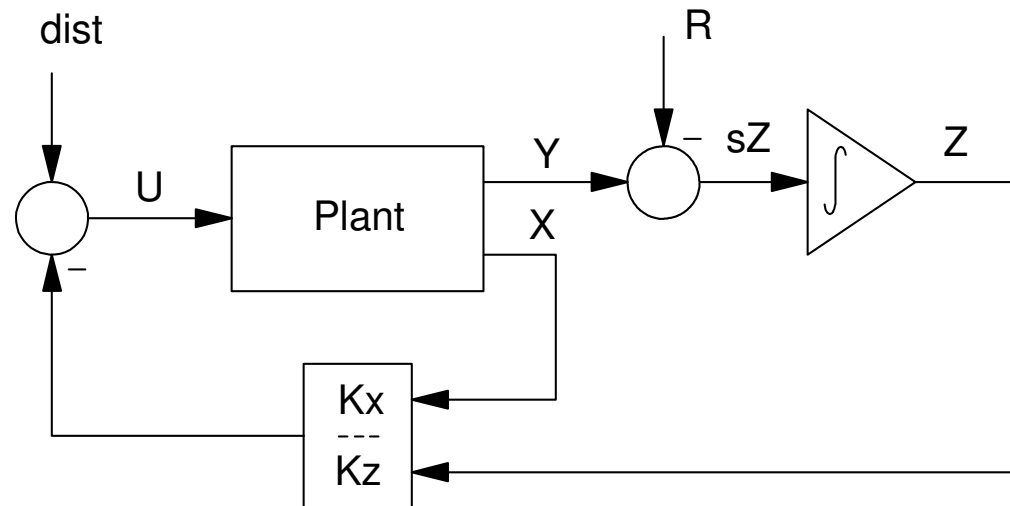


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## Problem: Sinusoidal Set Points

What if you want to track a sinusoidal set point?

- The previous design only works at  $s = 0$
- Change the frequency of  $R$ , it no longer tracks
- Change the frequency of  $d$ , it no longer rejects the disturbance



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## Solution: Sinusoidal Set Points

At DC, the servo compensator has a gain of infinity

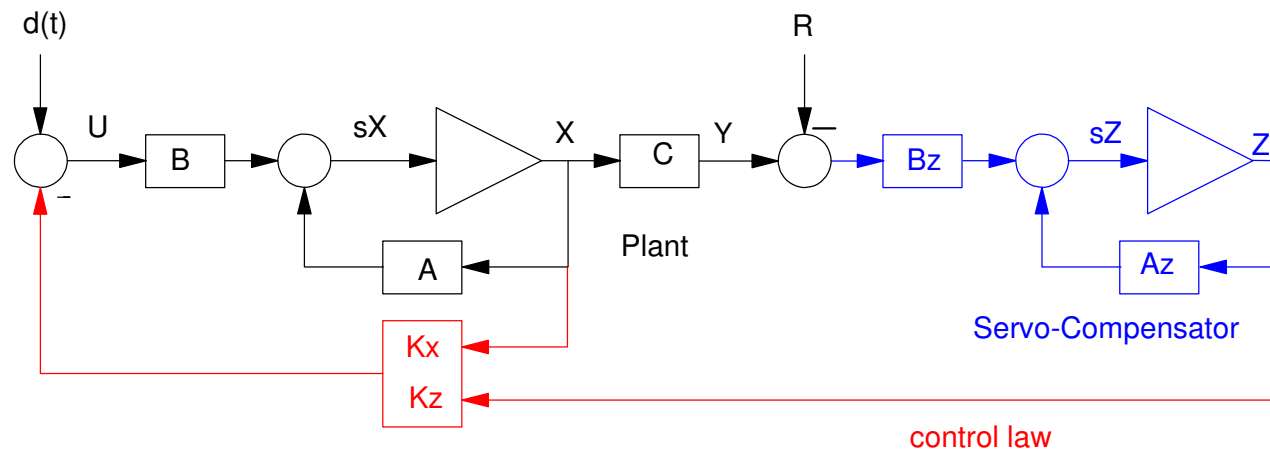
- This forces the error to zero at  $s = 0$

At  $\omega$  rad/sec, the gain is finite

- This creates finite error at this frequency

Change the servo compensator so that it has infinite gain at  $\omega$  rad/sec

- Choose  $A_z$  so that it has poles at  $\pm j\omega$



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Example: Let the plant be

$$sX = AX + BU$$

$$Y = CX$$

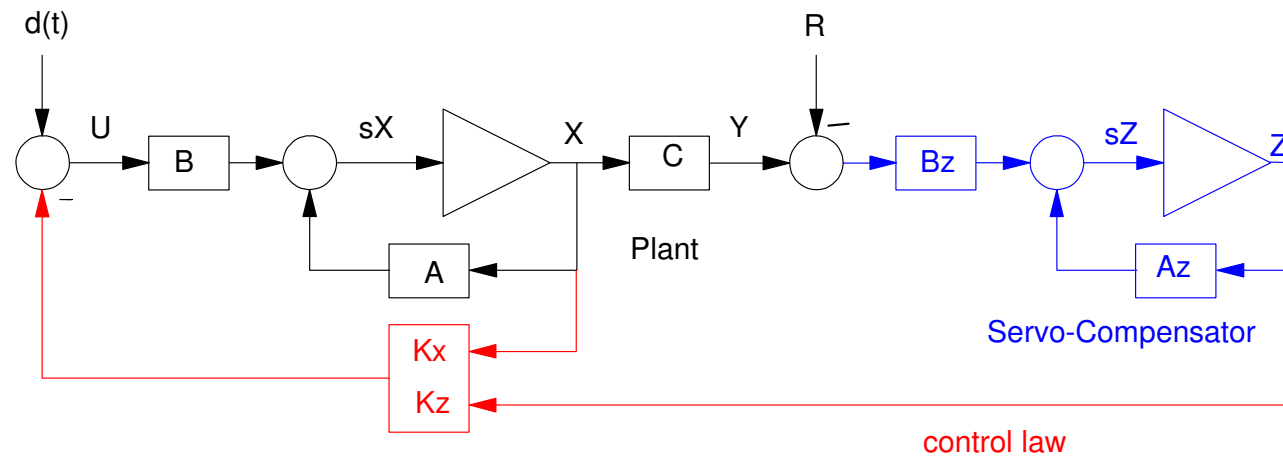
Define a servo-compensator

$$sZ = A_z Z + B_z(Y - R)$$

so that the eigenvalue of  $A_z$  are

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

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



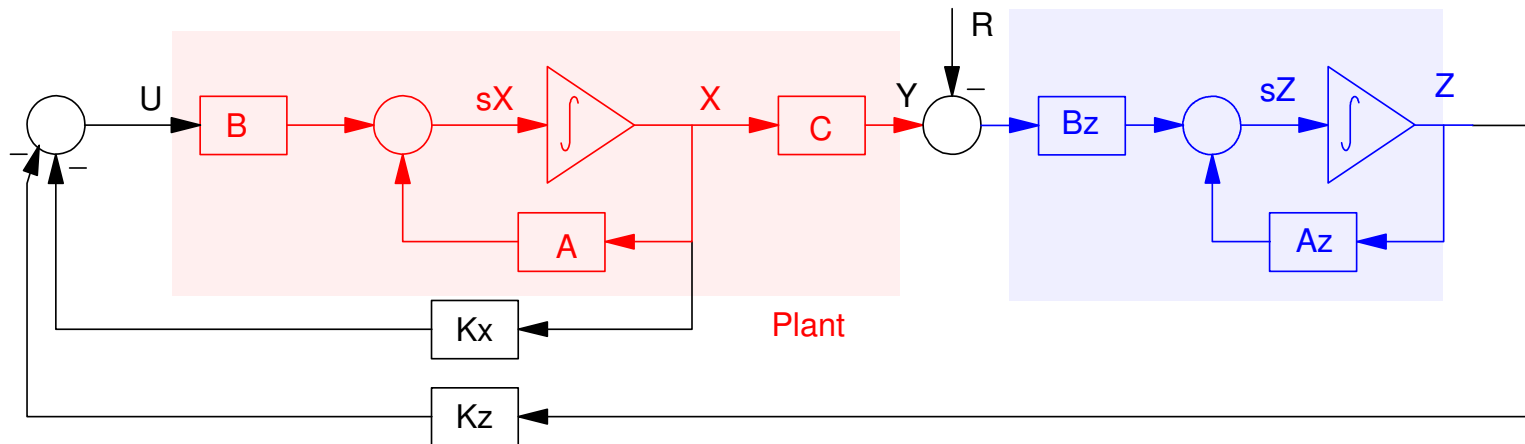
In state-space, the plant plus servo-compensator looks like the following:

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

$$U = - \begin{bmatrix} K_x & K_z \end{bmatrix} \begin{bmatrix} X \\ Z \end{bmatrix}$$

or

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



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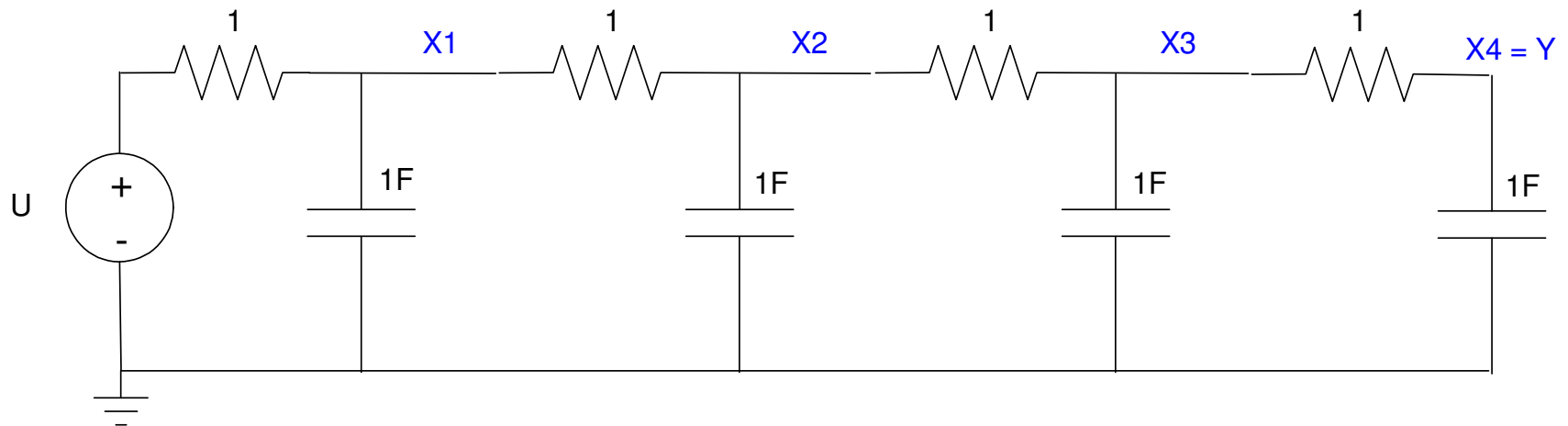
## Example: 4th-Order RC Filter

Let

$$R(t) = \sin(2t)$$

Design a feedback control law for the following system so that

- The 2% settling time is 4 seconds,
- $Y \rightarrow R$



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Solution: First, design a servo compensator with poles at  $s = \pm j2$

- There are multiple solutions
- One that works is:

$$sZ = \begin{bmatrix} 0 & 2 \\ -2 & 0 \end{bmatrix} Z + \begin{bmatrix} 1 \\ 1 \end{bmatrix} U_z$$

Create an augmented system: plant plus servo

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

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


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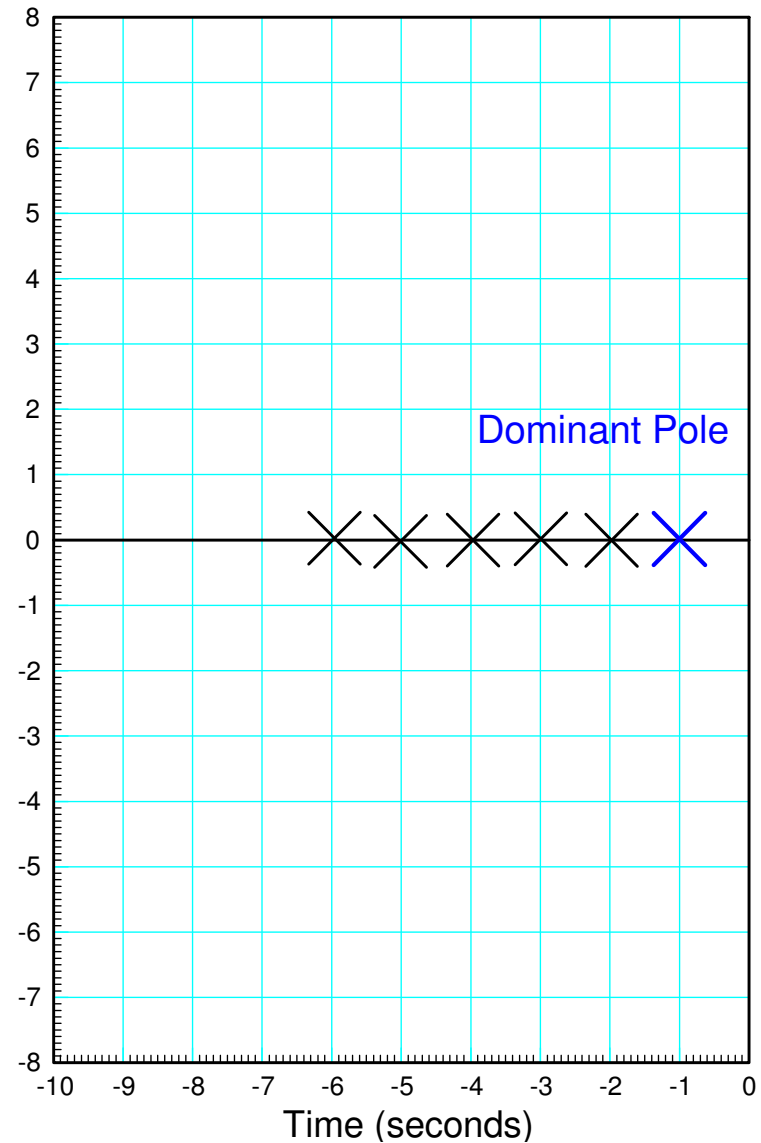
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Use pole placement to meet the requirements

- Dominant pole at  $s = -1$
- Other poles anywhere left of  $-1$

Place the poles at

- $s = \{-1, -2, -3, -4, -5, -6\}$
- Somewhat arbitrary
- The pole at  $-1$  isn't *that* dominant...



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## In Matlab:

```
A = [-2,1,0,0 ; 1,-2,1,0 ; 0,1,-2,1 ; 0,0,1,-1];
```

```
- 2.    1.    0.    0.  
  1.   -2.    1.    0.  
  0.    1.   -2.    1.  
  0.    0.    1.   -1.
```

```
B = [1;0;0;0];
```

```
  1.  
  0.  
  0.  
  0.
```

```
C = [0,0,0,1];
```

```
  0.    0.    0.    1.
```

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Add in the servo-compensator (any system with poles at  $\pm j2$  )

$$A_z = [0, 2; -2, 0]$$

$$\begin{array}{cc} 0. & 2. \\ - 2. & 0. \end{array}$$

$$B_z = [1; 1]$$

$$\begin{array}{c} 1. \\ 1. \end{array}$$

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## Augment the plant plus servo compensator

$$A6 = [A, \text{zeros}(4, 2); Bz * C, Az]$$

$$\begin{array}{cccc|cc} -2. & 1. & 0. & 0. & : & 0. & 0. \\ 1. & -2. & 1. & 0. & : & 0. & 0. \\ 0. & 1. & -2. & 1. & : & 0. & 0. \\ 0. & 0. & 1. & -1. & : & 0. & 0. \\ \hline 0. & 0. & 0. & 1. & : & 0. & 2. \\ 0. & 0. & 0. & 1. & : & -2. & 0. \end{array}$$

$$B6 = [B; 0; 0]$$

$$\begin{array}{c} 1. \\ 0. \\ 0. \\ 0. \\ 0. \\ 0. \end{array}$$

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Use Bass Gura, find the transformation matrix to take you to controller canonical form:

```
K6 = pp1(A6, B6, [-1,-2,-3,-4,-5,-6])
```

```
    14.    86.    299.    540.  - 1180.    340.  
|----- Kx -----| |--- Kz -----|
```

Check that the closed-loop poles of  $(A - BK)$  are where they should be:

```
>> eig(A6 - B6*K6)
```

```
-6.0000  
-5.0000  
-4.0000  
-3.0000  
-2.0000  
-1.0000
```



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## Validation: step3.m

This gets a bit tricky. Matlab has the built in function *impulse()* which assumes

$$U = \delta(t)$$

Matlab has the built in function *step()* which assumes

$$U = u(t)$$

Matlab does *not* have a built in function which assumes

$$U = \cos(2t) u(t)$$

So, create a function:

```
y = step3(A, B, C, D, t, X0, U);
```

- {A, B, C, D} define the system's dynamics,
  - t defines the time points
  - X0 is the initial condition (currently not needed but we'll need that later....), and
  - U is the input at time points defined in t.
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In order to compute  $y(t)$ , it's easiest to convert to discrete time. In discrete-time (z-domain), the dynamics are:

$$zX = A_z X + B_z U$$

$$Y = C_z X + D_z U$$

This is *much* easier to simulate in Matlab since you avoid numerical integration and all the errors that can produce.  $X(k)$  at all times are found from

```
X = X0;
for k=1:length(t)
    X = Az*X + Bz*U
    Y = Cz*X + Dz*U
end
```

To make this work, you need to convert from continuous time (s-plane) to discrete-time (z-plane).

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In the s-plane, the dynamics are:

$$sX = AX + BU$$

$$Y = CX + DU$$

In the z-plane:

$$zX = A_z X + B_z U$$

$$Y = C_z X + D_z U$$

The relationship for each term is:

$$A_z = e^{AT} \quad \text{matlab function } \text{expm}(A * T)$$

$$B_z \approx BT$$

$$C_z = C$$

$$D_z = D$$

where T is the time step used in the time vector, t.

- *This function requires constant step size in t.*
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Finally, to allow for sinusoidal inputs, assume

- $t$  is a column vector defining time at each point
- $U$  is a column vector defining the input at each time point.

For example, if you want to find the step response

```
t = [0:0.01:10]';  
U = 0*t + 1;
```

If you want to find the response to a 5 rad/sec sinusoidal input

```
t = [0:0.01:10]';  
U = sin(5*t);
```

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With that, the function *step3* is:

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

T = t(2) - t(1);
[m, n] = size(C);

npt = length(t);

Az = expm(A*T);
Bz = B*T;

X = X0;

y = zeros(npt, m);

y(1,:) = (C*X + D * ( U(1,:)') )';

for i=2:npt
    X = Az*X + Bz*( U(i,:)')';
    Y = C*X + D * ( U(i,:)')';

    y(i,:) = Y';
end

end
```

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## Validation:

Now that we have a function that can apply a sinusoidal input to a system, let's validate the previous servo compensator.

```
% Plant
A = [-2, 1, 0, 0 ; 1, -2, 1, 0 ; 0, 1, -2, 1 ; 0, 0, 1, -1];
B = [1; 0; 0; 0];
C = [0, 0, 0, 1];

% Servo Compensator
Az = [0, 2; -2, 0];
Bz = [1; 1];

% Augmented System
A6 = [A, zeros(4, 2); Bz*C, Az];
B6u = [B; 0*Bz];
B6r = [0*B, -Bz];

C6 = [C, 0, 0];
D6 = 0;

K6 = ppl(A6, B6u, [-1, -2, -3, -4, -5, -6]);

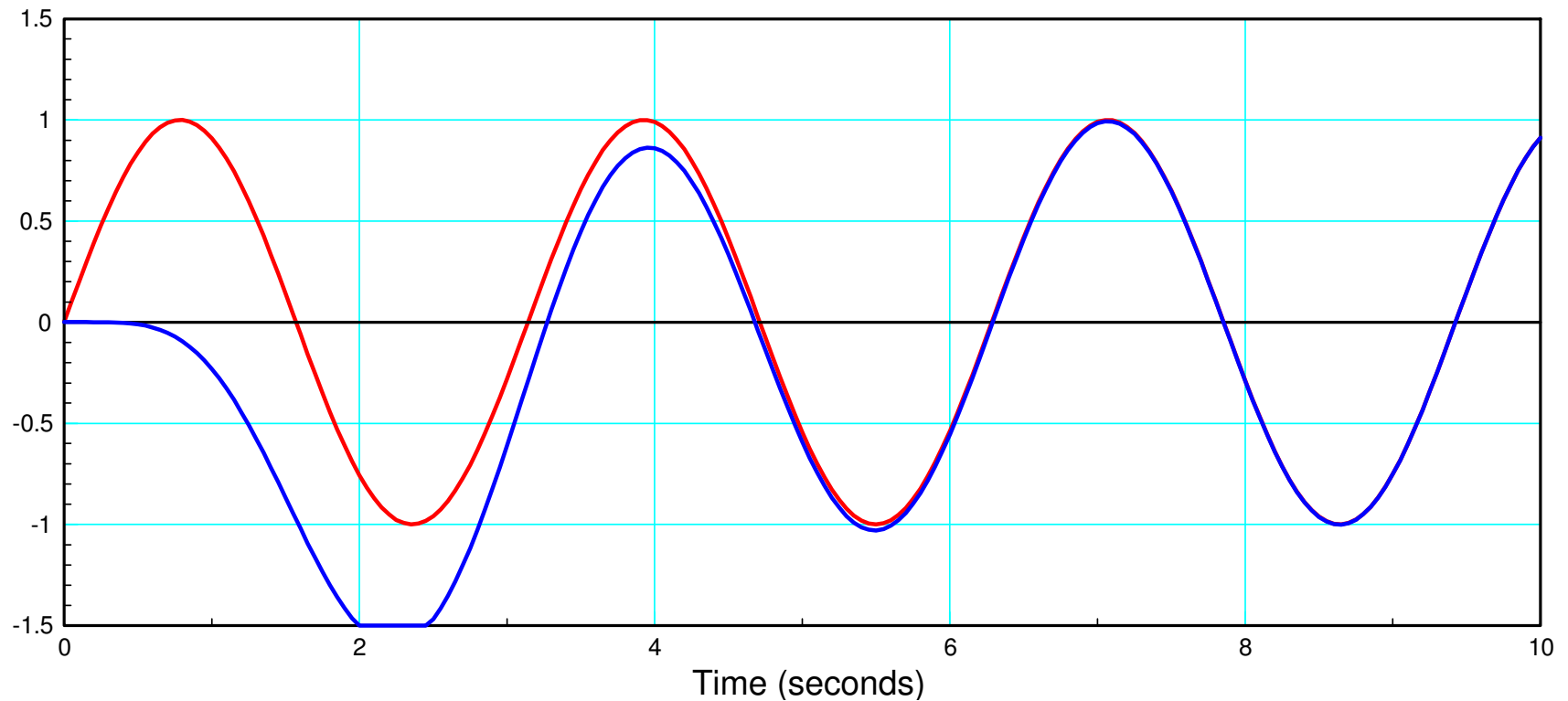
t = [0:0.05:10]';
X0 = zeros(6, 1);
R = sin(2*t);
```

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## Case 1: Step Response with Respect to the Set-Point: R

```
t = [0:0.05:10]';  
R = sin(2*t);  
y = step3(A6-B6u*K6, B6r, C6, D6, t, X0, R);  
plot(t,y,'b',t,R,'r');
```



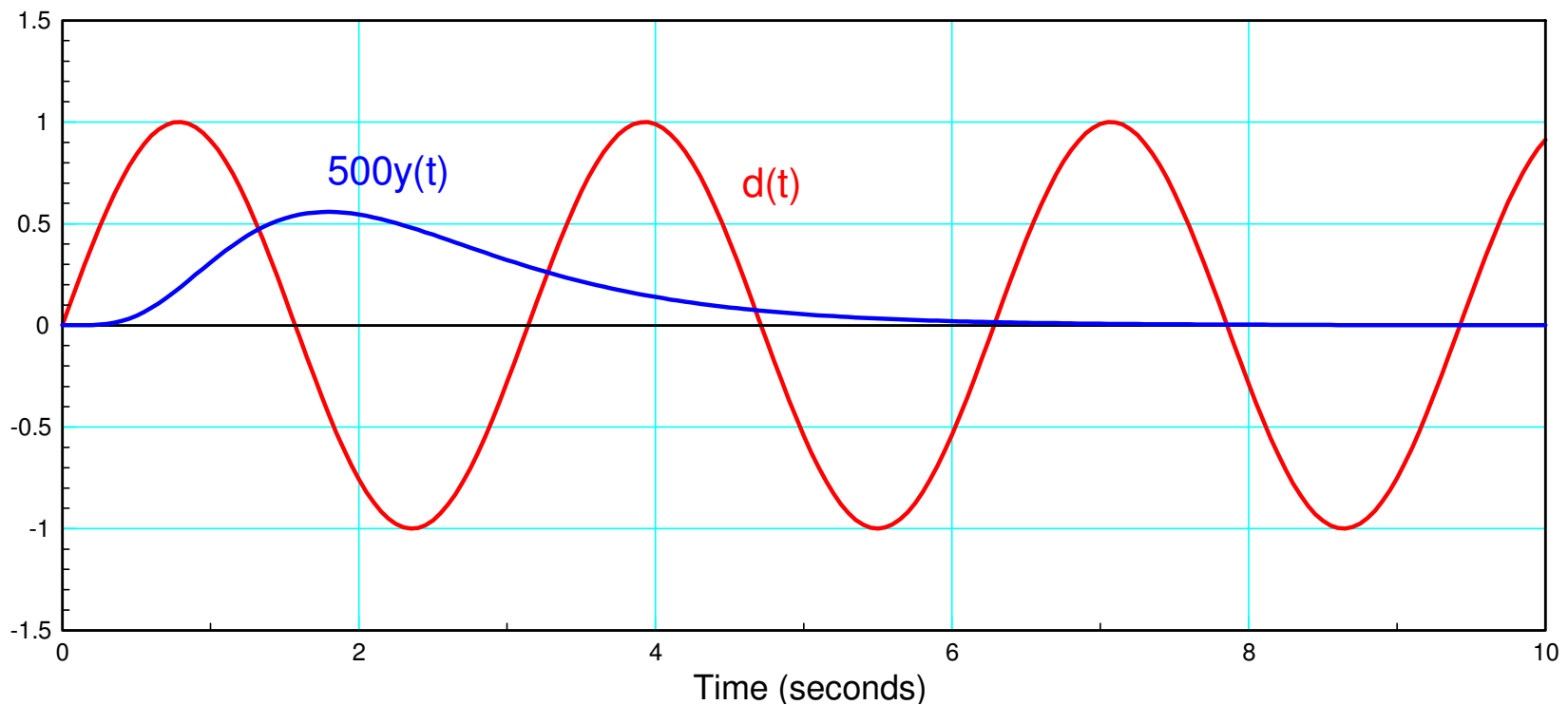
Output (blue) and Set-Point (red)

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## Case 2: Step Response with Respect to a 2 rad/sec disturbance

```
d = sin(2*t);  
y = step3(A6-B6u*K6, B6u, C6, D6, t, X0, d);  
plot(t,y*500,'b',t,R,'r');
```

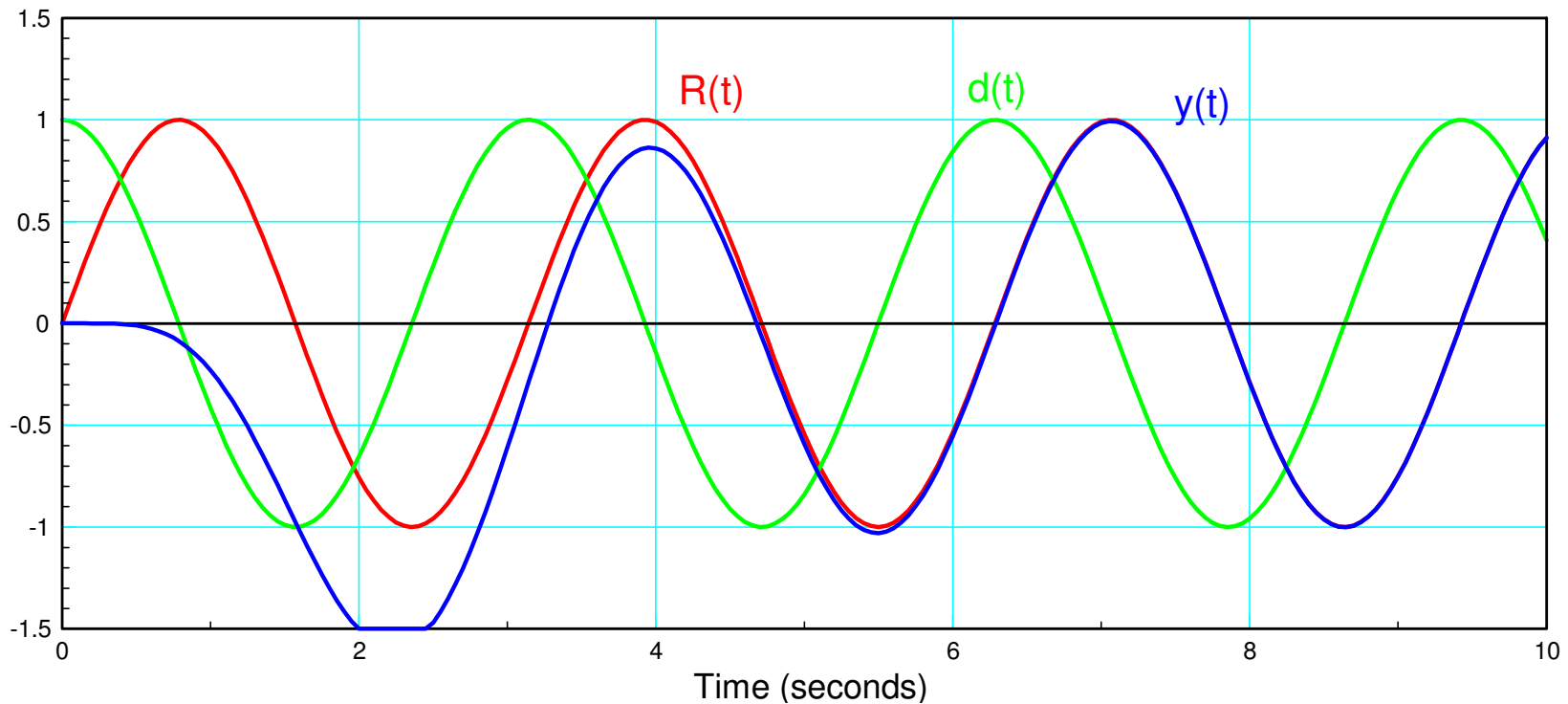


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### Case 3: $R = \sin(2t)$ , $d = \cos(2t)$

- Create two inputs so you can adjust as you like...

```
R = sin(2*t);  
d = cos(2*t);  
y = step3(A6-B6u*K6, [B6r, B6u], C6, [0, 0], t, X0, [R, d]);  
plot(t,y,'b',t,R,'r',t,d,'g');
```

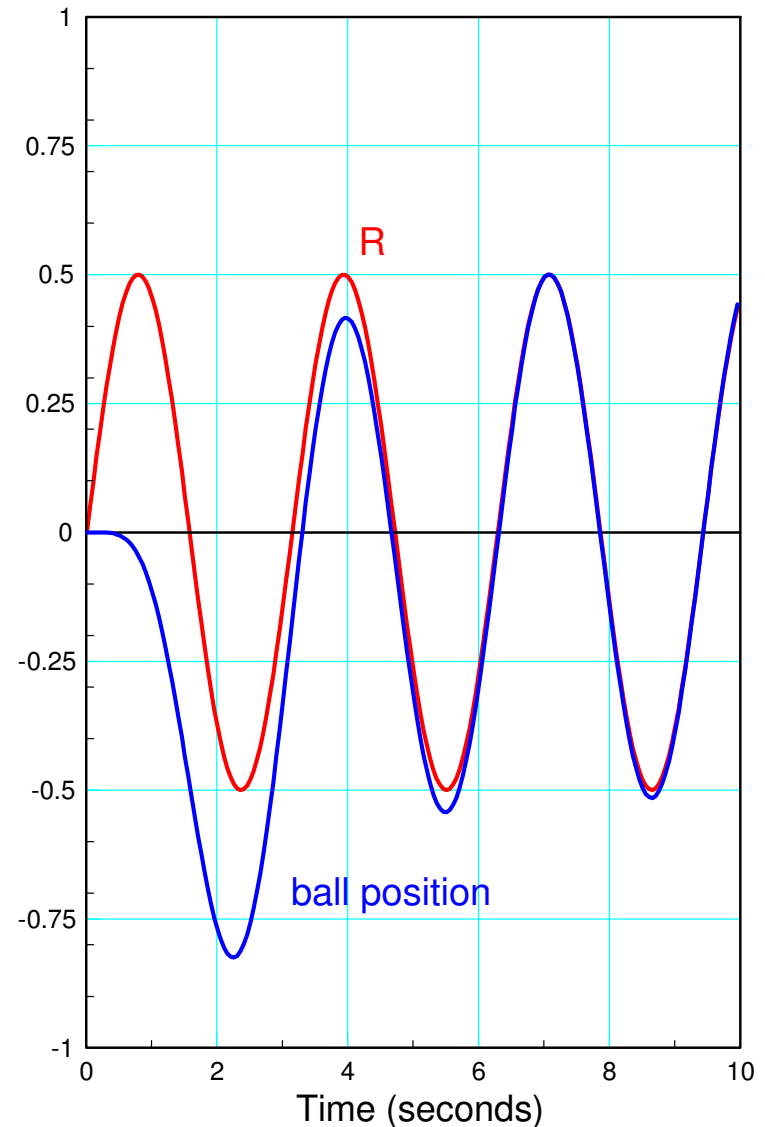


# Ball & Beam Simulation

- Track a 2 rad/sec sinusoid
- Poles placed at  $\{-1, -2, -3, -4, -5, -6\}$

```
X = zeros(4,1);  
Z = zeros(2,1);  
dt = 0.01;  
t = 0;  
Kx = [ -170.95  205.21 -111.60  25.20];  
Kz = [  202.2938  -58.2880];  
y = [];
```

```
while(t < 10)  
  Ref = 0.5*sin(2*t);  
  U = -Kz*Z - Kx*X;  
  dX = BeamDynamics(X, U);  
  dZ = Az*Z + Bz*(X(1) - Ref);  
  X = X + dX * dt;  
  Z = Z + dZ*dt;  
  y = [y ; Ref, X(1)];  
  t = t + dt;  
  BeamDisplay(X, Ref);  
end
```

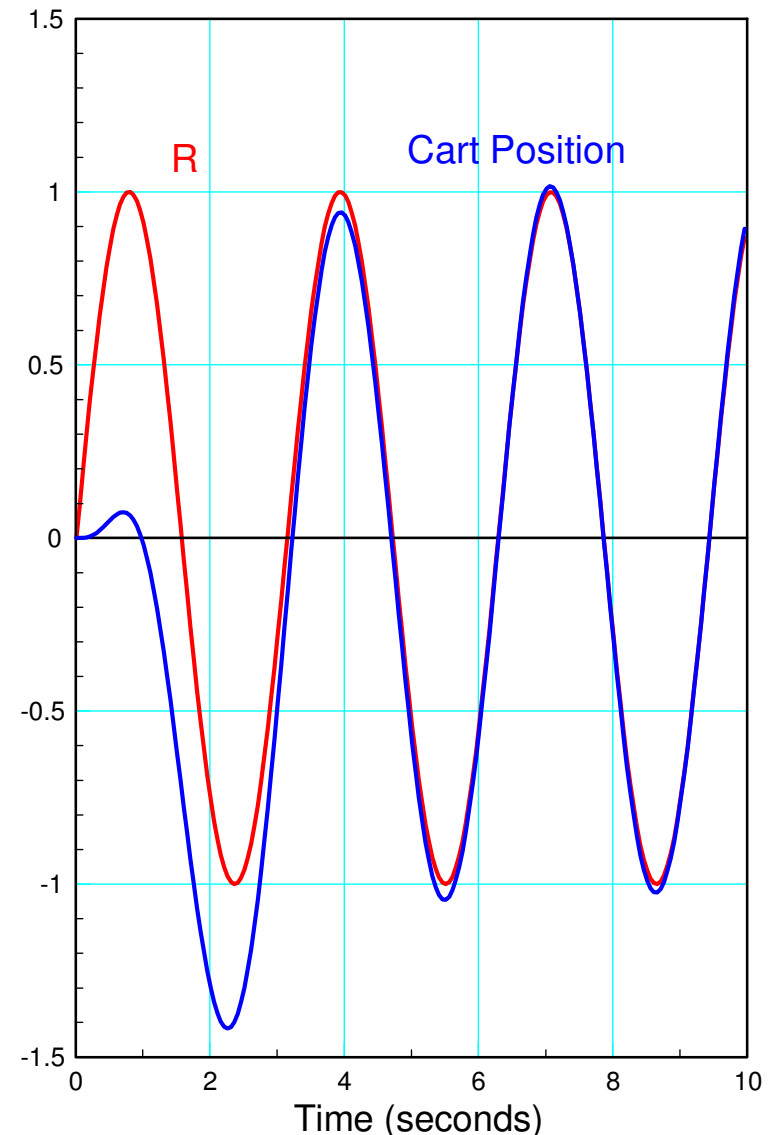


# Cart & Pendulum Simulation

- Servo compensator with poles at  $\{j2, -j2\}$
- Closed-loop poles =  $\{-1, -2, -3, -4, -5, -6\}$
- Tracks a 2 rad/sec set point

```
X = zeros(4,1);  
Z = zeros(2,1);  
dX = zeros(4,1);  
Ref = 1;  
dt = 0.01;  
t = 0;  
Kx = [ -146.87 -518.27 -120.43 -162.43];  
Kz = [ 171.0145 -49.2754];  
Az = [0,2;-2,0];  
Bz = [1;1];
```

```
while(t < 10)  
    Ref = 1.0*sin(2*t);  
    U = - Kx*X - Kz*Z;  
    dX = CartDynamics(X, U);  
    dZ = Az*Z + Bz*(X(1) - Ref);  
    X = X + dX * dt;  
    Z = Z + dZ*dt;  
    t = t + dt;  
    CartDisplay(X, Ref);  
end
```







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## Summary

Not surprisingly, adding a servo compensator with poles at  $\{+j2, -j2\}$  creates a system which can

- Track 2 rad/sec set points, and
- Rejet 2 rad/sec disturbances

separately or both at the same time.

