# Servo-Compensator Design NDSU ECE 463/663 Lecture #16 Inst: Jake Glower

Please visit Bison Academy for corresponding lecture notes, homework sets, and solutions

### **Tracking a Set Point**

How do you force a system to track a set point?

• How do you force the DC gain to be 1.0000?

**Previous Solution:** 

• Add a gain, Kr, to make the DC gain equal to 1.0000



# What if the plant model is uncertain?

- If the dynamics change, the DC gain will change
- If the model is incorrect the DC gain will be incorrect
- Kr needs to change accordingly.



#### **Servo Compensator**

Add an integrator (termed a servo compensator) t

• 
$$Z = \int (Ref - Y)dt$$

At steady state

- $\frac{dZ}{dt} = 0$
- Y = Ref





**Open-Loop System** 

$$s\begin{bmatrix} X\\ Z \end{bmatrix} = \begin{bmatrix} A & 0\\ C & 0 \end{bmatrix} \begin{bmatrix} X\\ Z \end{bmatrix} + \begin{bmatrix} B\\ 0 \end{bmatrix} U + \begin{bmatrix} 0\\ -1 \end{bmatrix} R$$
$$U = -\begin{bmatrix} K_x & K_z \end{bmatrix} \begin{bmatrix} X\\ Z \end{bmatrix}$$

Closed-Loop System

$$s\begin{bmatrix} X\\ Z\end{bmatrix} = \begin{bmatrix} A - BK_x - BK_z\\ C & 0 \end{bmatrix} \begin{bmatrix} X\\ Z\end{bmatrix} + \begin{bmatrix} 0\\ -1 \end{bmatrix} R$$



# **Example: 4th-Order Heat Equation**

Design a feedback control law for a 4-stage RC filter so that

- The 2% settling time is 4 seconds,
- There is no overshoot for a step input, and
- The DC gain from R to Y is one.



#### Solution: Add a servo compensator:

Open-Loop Plant & Servo:

$$\begin{bmatrix} sX\\ \cdots\\ sZ \end{bmatrix} = \begin{bmatrix} A & \vdots & 0\\ \cdots & \cdots\\ C & \vdots & 0 \end{bmatrix} \begin{bmatrix} X\\ \cdots\\ Z \end{bmatrix} + \begin{bmatrix} B\\ \cdots\\ 0 \end{bmatrix} U \qquad \qquad U = \begin{bmatrix} -K_x & \vdots & -K_z \end{bmatrix} \begin{bmatrix} X\\ \cdots\\ Z \end{bmatrix}$$



In Matlab, input the system:

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];

Create the augmented system (plant plus servo-compensator)

Use Bass-Gura to place the poles at  $\{-1, -2, -2, -2, -2\}$ .

>> K5 = ppl(A5, B5, [-1,-2,-2,-2,-2]) 2.0000 7.0000 13.0000 25.0000 16.0000 >> eig(A5-B5\*K5) -2.0005 -2.0000 + 0.0005i -2.0000 - 0.0005i -1.9995 -1.0000

#### The feedback gains, Kx and Kz, are then

>> Kx = K5(1:4)
 2.0000 7.0000 13.0000 25.0000
>> Kz = K5(5)
 16.0000

The closed-loop system is

$$s\begin{bmatrix} X\\ Z\end{bmatrix} = \begin{bmatrix} A - BK_x - BK_z\\ C & 0 \end{bmatrix} \begin{bmatrix} X\\ Z\end{bmatrix} + \begin{bmatrix} 0\\ -1 \end{bmatrix} R$$



To plot the step response from R to both Y and U, define the output to be

$$\begin{bmatrix} Y \\ U \end{bmatrix} = \begin{bmatrix} C & 0 \\ -Kx & -Kz \end{bmatrix} \begin{bmatrix} X \\ Z \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \end{bmatrix} R$$
  
In Matlab:

>> C5 = [C, 0; -K5] 0 0 0 1 0 -2 -7 -13 -250 -16 >> D5 = [0; 0] 0 0 0 >> Br = [0\*B; -1]; >> G5 = ss(A5 - B5\*K5, Br, C5, D5); >> y = step(G5,t); >> plot(t,y) >>



### Matlab Simlation (modified Heat20.m)

```
V = zeros(20, 1);
Z = 0;
Ref = 1;
Kx = [2 7 13 25];
Kz = 16;
dt = 0.001;
t = 0;
while (t < 10)
   for i2=1:10
      X = [V(5) ; V(10) ; V(15) ; V(20)];
      V0 = -Kx X - Kz Z;
      dZ = V(20) - Ref;
      dV(1) = 25*V0 - 50.1*V(1) + 25*V(2);
      for i=2:19
         dV(i) = 25*V(i-1) - 50.1*V(i)
               + 25*V(i+1);
         end
      dV(20) = 25*V(19) - 25.1*V(20);
      V = V + dV * dt;
      Z = Z + dZ * dt;
      t = t + dt;
      end
   plot([0:20], [V0;V], '.-');
   ylim([0,2]);
   pause(0.01);
   end
```



# **Comments:**

- The servo compensator forces the output to track a constant set point
- It does so by adding a constant to the input (integration constant)
- It searches until it finds the constant that forces  $Y \rightarrow Ref$



### **Constant Disturbance:**

Problem: Suppose a system has a constant disturbance.

• Design a feedback control law that forces Y=R in spite of this disturbance.

Solution: Add a servo compensator

- At steady state, sZ = 0
- Z is an integration constant
  - Cancels the disturbance and
  - Forces Y = R



#### **Step Response with Respect to What?**

Note: The B matrix determines *what* is being stepped.

The closed-loop plant + setpoint + disturbance dynamics are...

$$s\begin{bmatrix} X\\ Z\end{bmatrix} = \begin{bmatrix} A - BK_x - BK_r\\ C & 0 \end{bmatrix} \begin{bmatrix} X\\ Z\end{bmatrix} + \begin{bmatrix} 0\\ -1 \end{bmatrix} R + \begin{bmatrix} B\\ 0 \end{bmatrix} d$$



#### Step Response with Respect to the Set Point (R)

Use the B matrix with repect to R

• B = Br

```
Br = [0*B;-1];
G5 = ss(A5 - B5*K5, Br, C5, D5);
y = step(G5,t);
plot(t,y);
```

The system tracks a constant set point

• The servo compensator figures out what u(t) needs to be to force  $y(t) \rightarrow 1$ 



### Step Response with Respect to the Disturbance (d)

Use the B matrix with respect to d

```
• Bd = [B; 0]
```

```
>> Bd = [B ; 0];
>> G5 = ss(A5 - B5*K5, Bd, C5, D5);
>> y = step(G5,t);
>> plot(t,y);
```

The servo compensator searches to find the constant that forces Y = R

- u(t) = -1 cancels with the disturbance
- u(t) + d(t) = 0
- (-1) + (+1) = 0



### Step Response with Respect to both R & d

Let

- R = 1
- d = 0.5

Use the B matrix with respect to d

```
>> Br = [0*B ; -1];
>> Bd = [B ; 0];
>> G5 = ss(A5 - B5*K5, Br+0.5*Bd, C5, D5);
>> y = step(G5,t);
>> plot(t,y);
```



### **Example 2: Ball and Beam System**

- m = 1kg
- $J = 0.2 \text{ kg m}^2$



Full-State Feedback

- No servo compensator
- Poles at {-1, -2, -3, -4}
- $U = K_r R K_x X$

Kr makes the DC gain 1 when m = 1kg

- Increase the mass to 1.1kg
- Extra torque on the beam acts as a constant disturbance
- No longer tracks



Add a Servo Compensator

- Poles at {-1, -2, -3, -4, -5}
- Now tracks a constant set point
- Now rejects a constant disturbance

```
X = [0, 0, 0, 0]';
Z = 0;
dt = 0.01;
t = 0;
Kx = [-56.774 \ 102.004 \ -38.573 \ 18.00];
Kz = -20.5723;
Ref = 1;
y = [];
while (t < 10)
   U = -Kz \star Z - Kx \star X;
   dX = BeamDynamics(X, U);
   dZ = X(1) - Ref;
   X = X + dX * dt;
   Z = Z + dZ * dt;
   y = [y; Ref, X(1)];
   t = t + dt;
   BeamDisplay(X, Ref);
   end
```



# Summary

A servo compensator creates an augmented system:

$$\begin{bmatrix} sX\\ sZ \end{bmatrix} = \begin{bmatrix} A & 0\\ C & 0 \end{bmatrix} \begin{bmatrix} X\\ Z \end{bmatrix} + \begin{bmatrix} B\\ 0 \end{bmatrix} U + \begin{bmatrix} 0\\ -1 \end{bmatrix} R$$

With a servo compensator, you can

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

