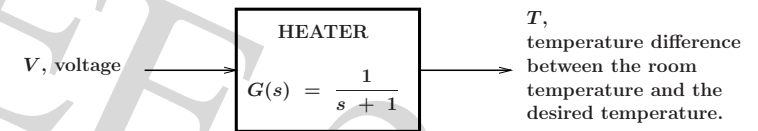


Where are we? Where are we heading?

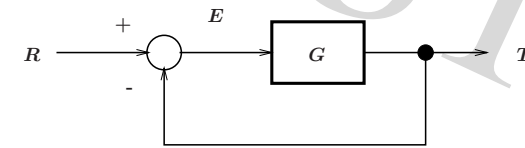
- What have we done so far?
 - we are now acquainted with control systems.
 - we know what a model is and how to get it.
 - we have the tools to deal with the math.
- What will be looking at next?
 - we will start investigating systems in detail.
 - we will work first with steady-state.
 - time domain and frequency domain characterizations.
- For today, look at system type and steady-state error.

System Type

- Simple heater model (first-order, type 0).



- Add feedback.



System Type

- Steady-state error.

$$\frac{E}{R} = \frac{R - T}{R} = \frac{1}{1 + G} = \frac{s + 1}{s + 2}$$

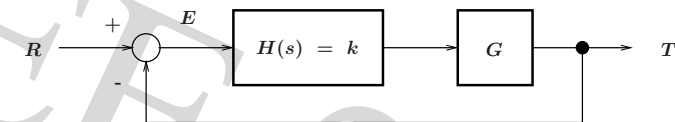
- For a step input : $r(t) = u(t)$, then

$$e_{ss} = \lim_{s \rightarrow 0} s \frac{s + 1}{s + 2} = \frac{1}{2}$$

- For a type 0 system.
 - ⇒ non-zero tracking error in response to a step input

System Type

- Insert additional gain.



```
>> [n,d] = cloop(5, [1 1], -1) % gain k = 5
>> step(n, d)
```

- Steady-state error.

$$\frac{E}{R} = \frac{s + 1}{s + 1 + k}$$

System Type

- For a step input : $r(t) = u(t)$, then

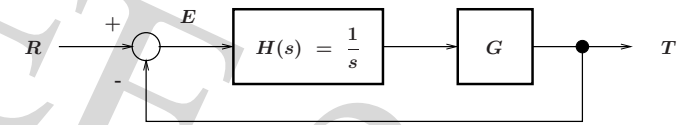
$$e_{ss} = \lim_{s \rightarrow 0} s \frac{s+1}{s+1+k} \frac{1}{s} = \frac{1}{1+k}$$

- Observations.

- gain decreases the steady-state error.
- infinite gain is required for 'perfect' tracking.

System Type

- Try something else → add an integrator.



$$\frac{N(s)}{D(s)} = \frac{1}{s} \frac{1}{s+1} = \frac{1}{s^2 + s}$$

```
>> [n,d] = cloop(1, [1 1 0], -1)
>> step(n, d)
```

System Type

- Steady-state error.

$$\frac{E}{R} = \frac{1}{1+HG} = \frac{s^2 + s}{s^2 + s + 1}$$

- For a step input : $r(t) = u(t)$, then

$$e_{ss} = \lim_{s \rightarrow 0} s \frac{s^2 + s}{s^2 + s + 1} \frac{1}{s} = 0$$

- System type is now type 1.

The system can track a step input with $e_{ss} = 0$.

Error Constants

- System type 0 :

$$\lim_{s \rightarrow 0} GH = K_p < \infty$$

$$r(t) = u(t)$$

$$\Rightarrow e_{ss} = \lim_{s \rightarrow 0} s \frac{1}{1+GH} \frac{1}{s} = \frac{1}{1+K_p}$$

$$r(t) = tu(t)$$

$$\Rightarrow e_{ss} = \lim_{s \rightarrow 0} s \frac{1}{1+GH} \frac{1}{s^2} = \infty$$

- System type 1.

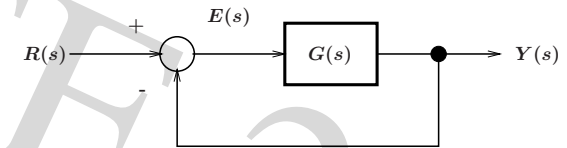
$$\lim_{s \rightarrow 0} sGH = K_v < \infty \text{ and } \lim_{s \rightarrow 0} GH = K_p = \infty$$

$$r(t) = u(t) \Rightarrow e_{ss} = 0$$

$$r(t) = tu(t) \Rightarrow e_{ss} = \lim_{s \rightarrow 0} s \frac{1}{1 + GH} \frac{1}{s^2} = \frac{1}{K_v}$$

$$r(t) = \frac{t^2}{2}u(t) \Rightarrow e_{ss} = \lim_{s \rightarrow 0} s \frac{1}{1 + GH} \frac{1}{s^3} = \infty$$

- A detailed look at system type.



- Transfer function.

$$G(s) = k \frac{(s - z_1) \dots (s - z_m)}{s^j (s - p_1) \dots (s - p_n)}$$

where j is the system type.

- Error equation.

$$E(s) = \frac{1}{1 + G(s)} R(s)$$

$$E(s) = \frac{1}{1 + k \frac{(s - z_1) \dots (s - z_m)}{s^j (s - p_1) \dots (s - p_n)}} R(s)$$

$$E(s) = \frac{s^j (s - p_1) \dots (s - p_n)}{\left\{ s^j (s - p_1) \dots (s - p_n) + k (s - z_1) \dots (s - z_m) \right\}} R(s)$$

- For conciseness,

$$E(s) = \frac{s^j \prod_{q=1}^n (s - p_q)}{s^j \prod_{q=1}^n (s - p_q) + k \prod_{r=1}^m (s - z_r)} R(s)$$

- Steady-state error.

$$e_{ss} = \lim_{s \rightarrow 0} sE(s)$$

- Step input, $r(t) = u(t)$.

$$e_{ss} = \lim_{s \rightarrow 0} s \frac{s^j \prod_{q=1}^n (s - p_q)}{s^j \prod_{q=1}^n (s - p_q) + k \prod_{r=1}^m (s - z_r)} \frac{1}{s}$$

- Error constants for a step input.
 - system type 0 : $e_{ss} = \text{finite constant}$.
 - system type 1 or greater : $e_{ss} = 0$.

- Ramp input, $r(t) = tu(t)$.

$$e_{ss} = \lim_{s \rightarrow 0} s \frac{s^j \prod_{q=1}^n (s - p_q)}{s^j \prod_{q=1}^n (s - p_q) + k \prod_{r=1}^m (s - z_r)} \frac{1}{s^2}$$

- Error constants for a ramp input.
 - system type 0 : $e_{ss} = \infty$.
 - system type 1 : $e_{ss} = \text{finite constant}$.
 - system type 2 or greater : $e_{ss} = 0$.

- Same procedure for parabolic input.
 - system type 0 : $e_{ss} = \infty$.
 - system type 1 : $e_{ss} = \infty$.
 - system type 2 : $e_{ss} = \text{finite constant}$.
 - system type 3 or greater : $e_{ss} = 0$.

- Observations.
 - system type affects steady-state error.
 - input function affects steady-state error.

- One can determine steady-state error constant immediately by simply looking at the system type and input function.
- One will know what system type is needed drive the steady-state error to zero for a known input.
- Add integrators to increase the system type and consequently make the steady-state error zero.