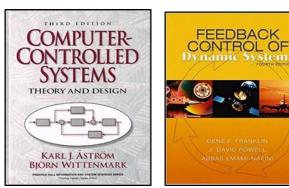
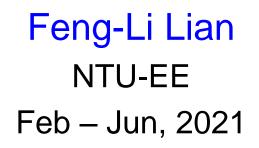
Spring 2021

數位控制系統 Digital Control Systems

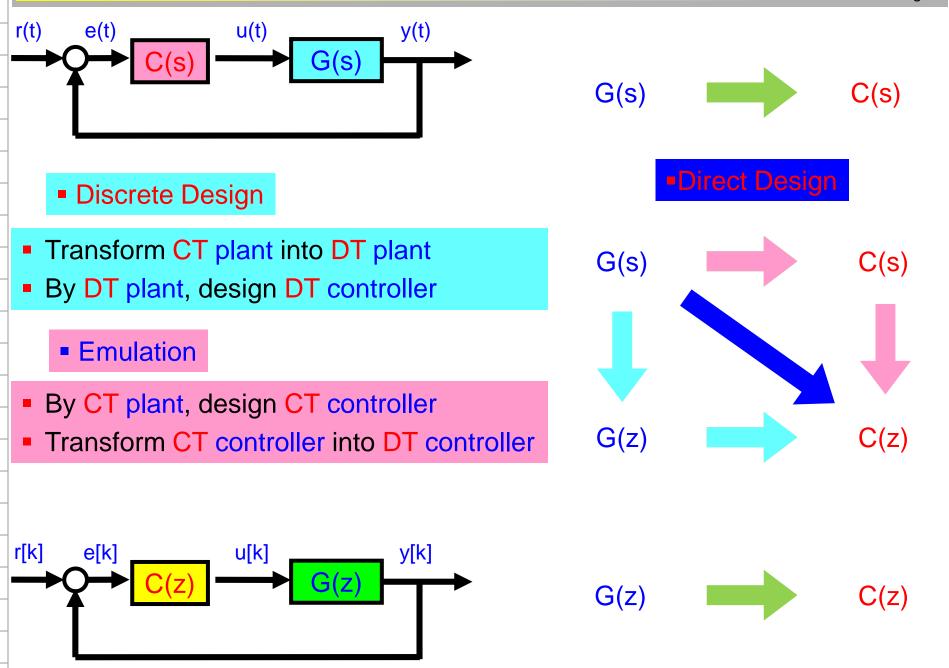
DCS-33 Discretized Controller – Design by Emulation





Introduction: CT and DT Plant-Controller

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Basic principles of <u>low-order</u> controller design

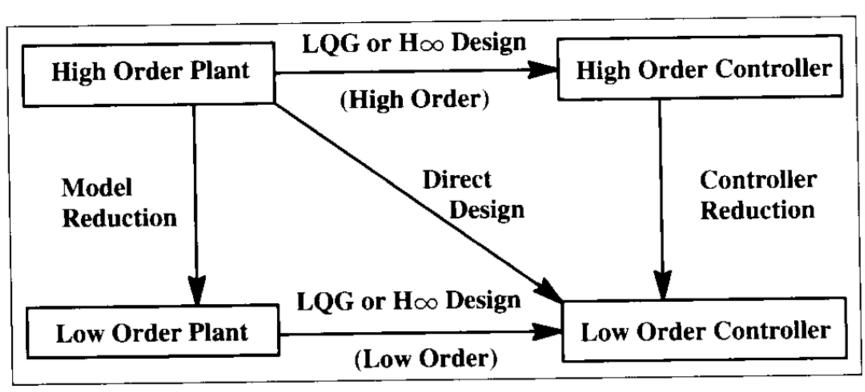


Fig. 1. Basic principles of low order controller design.

B.D.O. Anderson, "Controller Design: Moving from Theory to Practice," IEEE Control Systems Magazine, 13(4), pp. 16-25, Aug. 1993

Introduction: CT and DT Plant-Controller

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- Study in Digital Control Systems
 - Controller Design of Digital Control Systems

– <u>Design Process</u>

> Discrete Design:

» CT plant -> DT plant -> DT controller

> Emulation:

» CT plant -> CT controller -> DT controlle

> Direct Design: (B.D.O. Anderson, 1992 Bode Prize Lecture)
» CT plant -> DT controller

Outline

- Discrete Design
 - By Transfer Function
 - By State Space

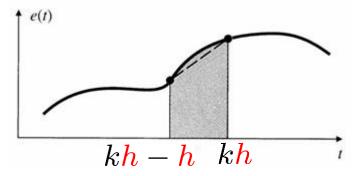
- Design by Emulation
 - Tustin's Method or bilinear approximation
 - Matched Pole-Zero method (MPZ)
 - Modified Matched Pole-Zero method (MMPZ)
 - Digital PID-Controllers

Techniques for Enhancing the Performance

Design by Emulation – Tustin's Method

Tustin's method:

$$\frac{U(s)}{E(s)} = D(s) = \frac{1}{s}$$



$$\Rightarrow u[kh] = \int_0^{kh-h} e(t)dt + \int_{kh-h}^{kh} e(t)dt$$

= u[kh - h] + area under e(t) over last h

$$\Rightarrow u[k] = u[k-1] + \frac{h}{2} \left[e[k-1] + e[k] \right]$$

$$\Rightarrow \frac{U(z)}{E(z)} = D(z) = \frac{h}{2} \left(\frac{1+z^{-1}}{1-z^{-1}} \right) = \frac{1}{\frac{2}{h} \left(\frac{1-z^{-1}}{1+z^{-1}} \right)}$$

Tustin's method:

$$\frac{U(s)}{E(s)} = D(s) = \frac{a}{s+a}$$

$$\Rightarrow \frac{U(z)}{E(z)} = D(z) = \frac{a}{\frac{2}{h} \left(\frac{1-z^{-1}}{1+z^{-1}}\right) + a}$$

$$\Rightarrow s = \frac{2}{h} \left(\frac{1-z^{-1}}{1+z^{-1}} \right)$$

for every occurance of s in any D(s)yields a D(z) on the trapezoidal integration

• Tustin's method:

$$D(s) = 10 \frac{\frac{s}{2} + 1}{\frac{s}{10} + 1}$$

$$w_s = 25 \times w_{BW} = 25 \times 10 = 250 \text{ rad/sec}$$

$$f_s = w_s / (2\pi) \approx 40 \text{ Hz}$$

$$h = \frac{1}{f_s} = \frac{1}{40} = 0.025 \text{ sec}$$

$$sysDs = tf(10^*[0.5\ 1], [0.1\ 1]);$$

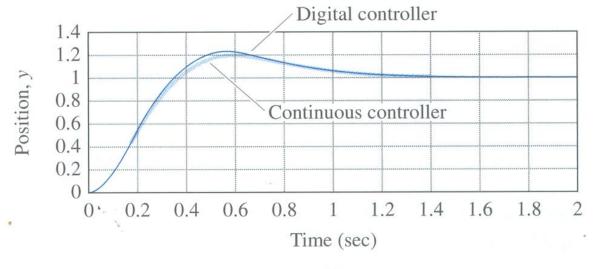
$$sysDz = c2d(sysDs, 0.025, 'tustin');$$

$$\Rightarrow u[k] = 0.7778u[k - 1] + 45.56e[k] - 43.33e[k - 1]$$

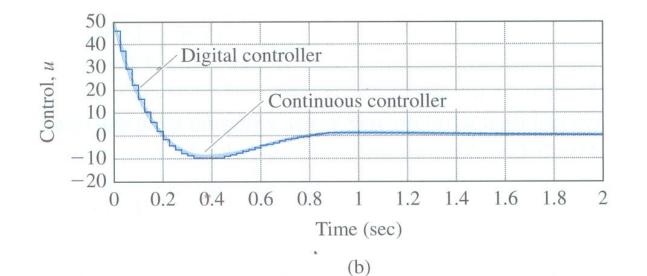
Franklin et al. 2002

1

Tustin's method:



(a)



MATLAB's command: c2d

C2D Conversion of continuous-time systems to discrete time.

SYSD = C2D(SYSC, TS, METHOD)

converts the continuous system SYSC to a discrete-time system SYSD with sample time TS.

The string METHOD selects the discretization method among the following:

- 'zoh' Zero-order hold on the inputs.
- 'foh' Linear interpolation of inputs (triangle appx.)
- 'tustin' Bilinear (Tustin) approximation.

'prewarp' Tustin approximation with frequency prewarping. The critical frequency Wc is specified last as in C2D(SysC, Ts, 'prewarp', Wc)

'matched' Matched pole-zero method (for SISO systems only).

MathWorks: c2d: https://www.mathworks.com/help/control/ref/c2d.html

Design by Emulation – Tustin's Method

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- Differentiation & Tustin Approximation:
 - Forward difference: (Euler's method)

$$px(t) = \frac{dx(t)}{dt} \approx \frac{x(t+h) - x(t)}{h} = \frac{q-1}{h} x(t)$$

Backward difference:

$$px(t) = \frac{dx(t)}{dt} \qquad \approx \frac{x(t) - x(t-h)}{h} = \frac{q-1}{qh} x(t)$$

Design by Emulation – Tustin's Method

Differentiation & Tustin Approximation:

Trapezoidal method: (Tustin, bilinear)

$$\begin{aligned} \frac{\dot{x}(t+h) + \dot{x}(t)}{2} &\approx \frac{x(t+h) - x(t)}{h} \\ \frac{q+1}{2}p x(t) &\approx \frac{q-1}{h} x(t) \\ p x(t) &\approx \frac{2}{h} \cdot \frac{q-1}{q+1} x(t) \end{aligned}$$

Design by Emulation – Tustin's Method

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Properties of Approximations:

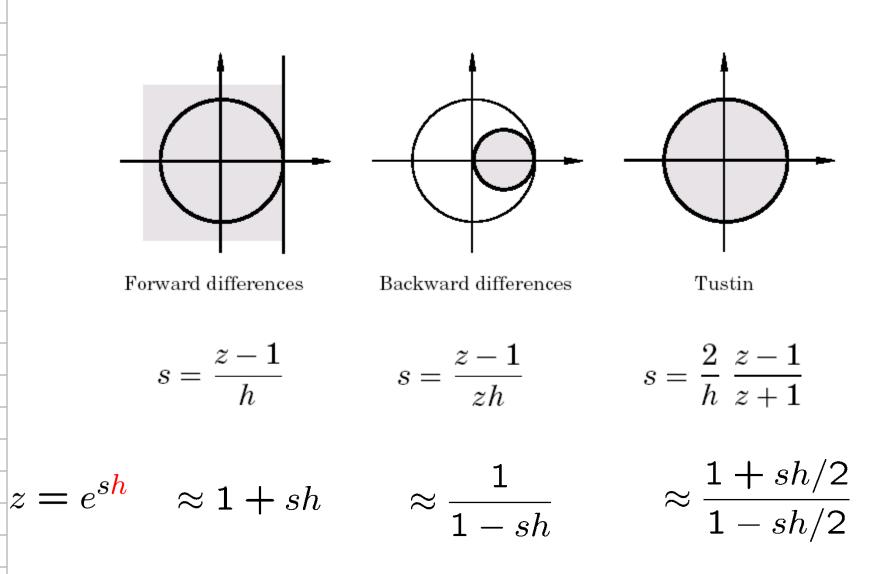
$$G_d(z) = G_c(s)$$
 $p x(t) \approx \frac{q-1}{qh} x(t)$ =Forward
 $\frac{2}{h} \cdot \frac{q-1}{q+1} x(t)$ =Backward

 $s = \frac{z-1}{h}$ (Forward difference or Euler's method) $s = \frac{z-1}{zh}$ (Backward difference) $s = \frac{2}{h} \frac{z-1}{z+1}$ (Tustin's or bilinear approximation)

• What is the difference between the above approximations and $z = e^{sh}$?

Design by Emulation – Tustin's Method

Stability of Approximations:



Astrom & Wittenmark 1997

Design by Emulation – Tustin's Method

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Approximations introduce frequency distortion

$$G_{d}(z) = G_{c}(s)|_{z=e^{sh}} \qquad G(z) = (1 - z^{-1})\mathcal{Z}\left\{\frac{G(s)}{s}\right\}$$
$$= (1 - e^{-sh})\frac{1}{s}G_{c}(s) \qquad s = \frac{2}{h}\frac{z - 1}{z + 1} \qquad z = e^{iwh}$$
$$G_{d}(z = e^{iwh}) = \frac{1}{iw}(1 - e^{-iwh})G_{c}\left(s = \frac{2}{h} \cdot \frac{e^{iwh} - 1}{e^{iwh} + 1}\right)$$

$$\Rightarrow s = \frac{2}{h} \cdot \frac{e^{iwh} - 1}{e^{iwh} + 1} = \frac{2}{h} \cdot \frac{e^{iwh/2} - e^{-iwh/2}}{e^{iwh/2} + e^{-iwh/2}}$$
$$= \frac{2i}{h} \cdot \frac{(e^{iwh/2} - e^{-iwh/2})/(2i)}{(e^{iwh/2} + e^{-iwh/2})/(2i)}$$
$$s = i \cdot \frac{w'}{h} = i \cdot \left(\frac{2}{h} \tan\left(\frac{wh}{2}\right)\right)$$

 $G_d(z = e^{iwh}) = G_c(s = iw) \qquad G_c\left(i \cdot \left(\frac{2}{h} \tan\left(\frac{wh}{2}\right)\right)\right) = G_c\left(i \cdot w'\right)$ Astrom & Wittenmark 1997

Design by Emulation – Tustin's Method

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Approximations introduce frequency distortion

$$G_d(z) = G_c(s)|_{z=e^{sh}}$$

$$z = e^{iw} \iff s = iw'$$

$$\Rightarrow w' = \frac{2}{h} \tan\left(\frac{wh}{2}\right)$$

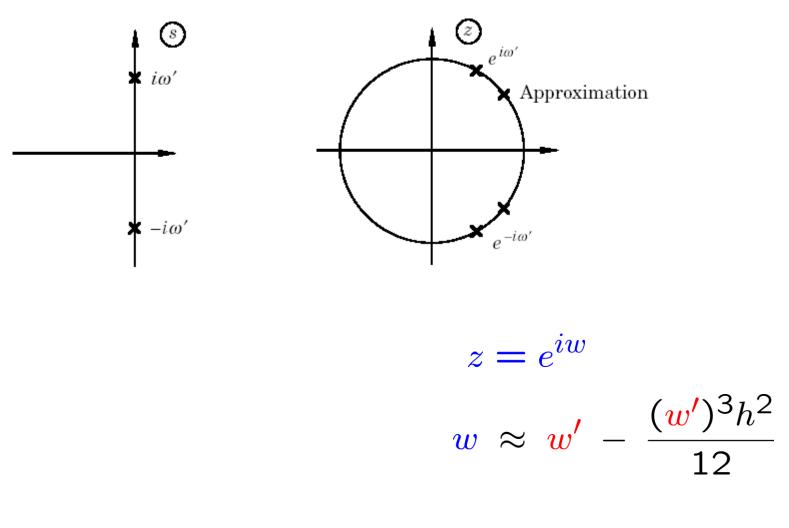
$$\Rightarrow w = \frac{2}{h} \tan^{-1} \left(\frac{w'h}{2} \right)$$
$$\approx w' - \frac{(w')^3 h^2}{12}$$

Astrom & Wittenmark 1997

Design by Emulation – Tustin's Method

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Approximations introduce frequency distortion



Astrom & Wittenmark 1997

Tustin with Prewarping:

$$s' = \frac{w_1}{\tan(w_1 h/2)} \cdot \frac{z-1}{z+1} \qquad s = \frac{2}{h} \frac{z-1}{z+1}$$

$$\Rightarrow G_d(e^{iw_1h}) = G_c(iw_1)$$

- No distortion 0 (always true) and at w_1
- Still distortion at other frequencies

Matched Pole-Zero (MPZ) method:

 $z = e^{sh}$

1. Map poles and zeros according to the relation

 If the numerator is of lower order than the denominator, add powers of (z+1) to the numerator until numerator and denominator are of equal order

3. Set the DC or low-frequency gain of D(z) = that of D(s)

Design by Emulation – MPZ

- Matched Pole-Zero (MPZ) method:
 - Case 1:

$$D(s) = K_c \frac{s+a}{s+b}$$

$$\Rightarrow D(z) = K_d \frac{z-e^{-ah}}{z-e^{-bh}}$$

• By the Final Value Theorem:

$$K_c \frac{a}{b} = K_d \frac{1 - e^{-ah}}{1 - e^{-bh}}$$

or $K_d = K_c \frac{a}{b} \left(\frac{1 - e^{-bh}}{1 - e^{-ah}}\right)$

Design by Emulation – MPZ

- Matched Pole-Zero (MPZ) method:
 - Case 2:

$$D(s) = K_c \frac{s+a}{s(s+b)}$$
$$\Rightarrow D(z) = K_d \frac{(z+1)(z-e^{-ah})}{(z-1)(z-e^{-bh})}$$

$$\Rightarrow K_d = K_c \frac{a}{2b} \left(\frac{1 - e^{-bh}}{1 - e^{-ah}} \right)$$

- Matched Pole-Zero (MPZ) method:
 - The same power of z in the num & den of D(z):

$$\frac{U(z)}{E(z)} = D(z) = K_d \frac{1 - \alpha z^{-1}}{1 - \beta z^{-1}}$$

$$\alpha = e^{-ah} \& \beta = e^{-bh}$$

$$\Rightarrow u[k] = \beta u[k-1] + K_d \left[e[k] - \alpha e[k-1] \right]$$

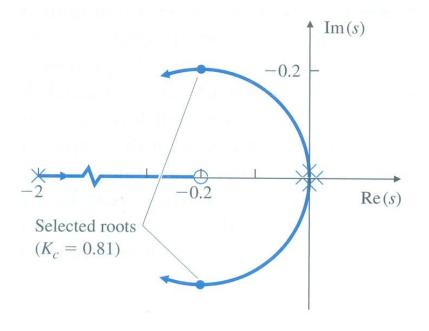
Design by Emulation – MPZ

- Matched Pole-Zero (MPZ) method:
 - Space station attitude digital controller

$$R \circ \xrightarrow{+} \Sigma \xrightarrow{E} D(s) \xrightarrow{U} \frac{1}{s^2} \xrightarrow{\circ} Y$$

 $w_n \approx 0.3 \text{ rad/sec}$ $\zeta = 0.7$

$$\Rightarrow D(s) = 0.81 \frac{s+0.2}{s+2}$$



- Matched Pole-Zero (MPZ) method:
 - Space station attitude digital controller

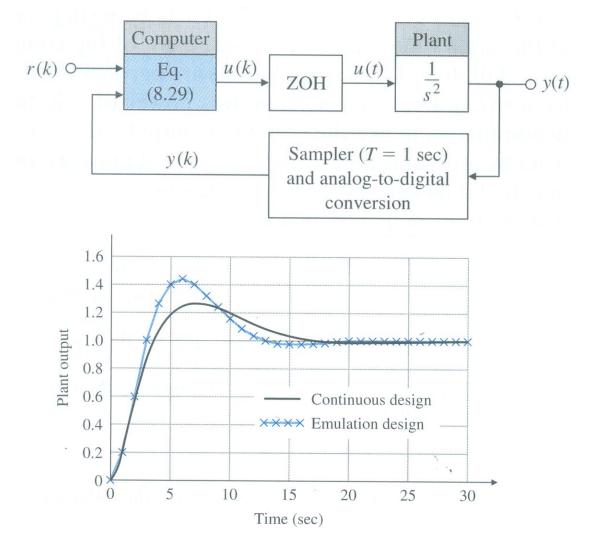
 $w_s = 0.3 \times 20 = 6$ rad/sec

 \Rightarrow h pprox 1 sec

$$\Rightarrow D(z) = 0.389 \frac{z - 0.82}{z - 0.135} = \frac{0.389 - 0.319z^{-1}}{1 - 0.135z^{-1}}$$

 $\Rightarrow u[k] = 0.135u[k-1] + 0.389e[k] - 0.319e[k-1]$

- Matched Pole-Zero (MPZ) method:
 - Space station attitude digital controller



- Modified Matched Pole-Zero (MMPZ) method:
 - u[k+1] depends only on e[k], but not e[k+1]

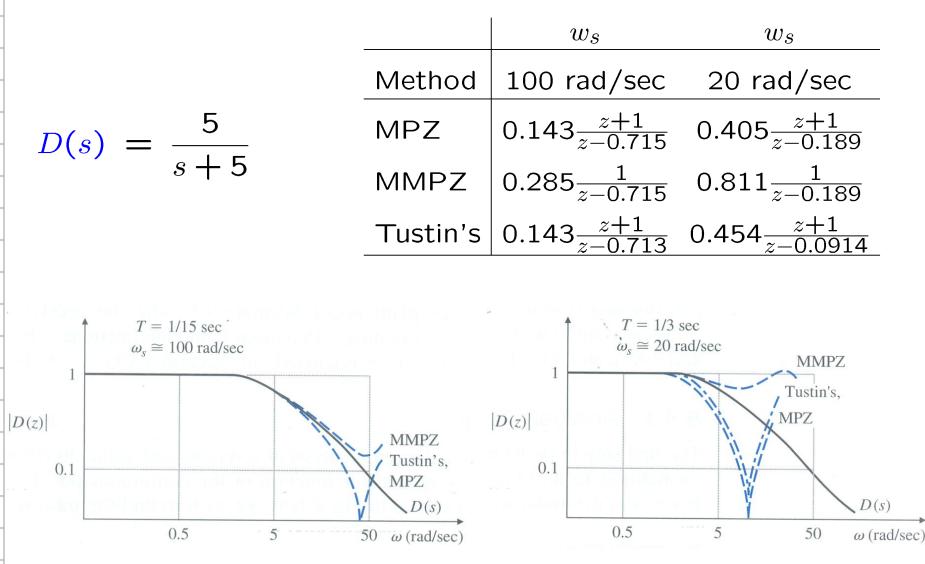
$$D(s) = K_{c} \frac{s+a}{s(s+b)}$$

$$\Rightarrow D(z) = K_{d} \frac{(z-e^{-ah})}{(z-1)(z-e^{-bh})}$$

$$\Rightarrow K_{d} = K_{c} \frac{a}{b} \left(\frac{1-e^{-bh}}{1-e^{-ah}}\right)$$

$$\Rightarrow u[k] = (1+e^{-bh})u[k-1] - e^{-bh}u[k-2] + K_{d} \left[e[k-1] - e^{-ah}e[k-2]\right]$$

Comparison of Digital Approximation Methods:



Design by Emulation – Digital PID-Controllers

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The "textbook" version of the PID-controller:

$$u(t) = K\left(e(t) + \frac{1}{T_i}\int^t e(s) \, ds + T_d \, \frac{de(t)}{dt}\right) \qquad e = u_c - y$$

• $e = u_c - y$:

difference between command and output

- K: gain or proportional gain
- T_i : integration time or reset time
- T_d : derivative time

Design by Emulation – Digital PID-Controllers
 Modification of Linear Response:

 A pure derivative cannot be,

and should not be, implemented:

Because amplification of measurement noise

Derivative gain should be limited

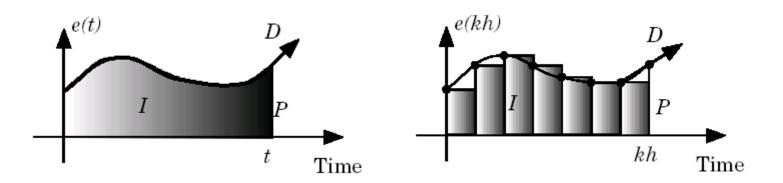
■ *N* = 3 ~ 20

Two-input-&-one-output controller:

$$U(s) = K \left(b U_c(s) - Y(s) + \frac{1}{sT_i} \left(U_c(s) - Y(s) \right) - \frac{sT_d}{1 + sT_d/N} Y(s) \right)$$

Astrom & Wittenmark 1997

Discrete-time PID:



• One popular approximation: P-part: $P(t) = K(bu_c(t) - y(t))$ (No Approximation) I-part: $I(kh + h) = I(kh) + \frac{Kh}{T_i} e(kh)$ (Forward) D-part: $D(kh) = \frac{T_d}{T_d + Nh} D(kh - h)$ $-\frac{KT_dN}{T_d + Nh} (y(kh) - y(kh - h))$ (Backward)

Astrom & Wittenmark 1997

Discrete-time PID:

$$u(kh) = P(kh) + I(kh) + D(kh)$$

Can be written as:

$$R(q)u(kh) = T(q)u_c(kh) - S(q)y(kh)$$

with
$$R(q) = (q-1)(q-a_d),$$

 $S(q)$, and $T(q)$ of 2nd order

Coefficients in different approximations:

ester antes aco	Special	Tustin Ramp Equivalence
s_0	$K(1 + b_d)$	$K(1+b_i+b_d)$
s_1	$-K(1+a_d+2b_d-b_i)$	$-K\Big(1+a_d+2b_d-b_i(1-a_d)\Big)$
s_2	$K(a_d + b_d - b_i a_d)$	$K(a_d + b_d - b_i a_d)$
t_0	Kb	$K(b+b_i)$
t_1	$-K(b(1+a_d)-b_i)$	$-K\Big(b(1+a_d)-b_i(1-a_d)\Big)$
t_2	$Ka_d(b-b_i)$	$Ka_d(b-b_i)$
a_d	$rac{T_d}{Nh+T_d}$ $+$	$rac{2T_d-Nh}{2T_d+Nh} \qquad \exp\left(-rac{Nh}{T_d} ight)$
b_d	Na_d	$rac{2NT_d}{2T_d+Nh} \qquad rac{T_d}{h}\left(1-a_d ight)$
b_i	$rac{h}{T_i}$	$rac{h}{2T_i} \qquad rac{h}{2T_i}$

Outline

- Discrete Design
 - By Transfer Function
 - By State Space

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