

# **CONTROL I**

**ELEN3016**

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Prof MA van Wyk

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# Overview

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- Why Control?
- Prerequisites
- Textbook & Notes
- Lectures, Tutorials & Labs
- Introduction to Control (Terminology etc.)
- Everyday Examples
- Brief History of Classical Control
- Q&A

# Why Control?

- Can we do without Control?
  - Filter design is about the analysis and design of linear systems for specific spectral/time responses.
  - Can you adapt a given existing linear system to obtain a specific spectral/time response?

# Why Control?

- Can we do without Control?
    - Filter design is about the analysis and design of linear systems for specific spectral/time responses.
    - Can you adapt a given existing linear system to obtain a specific spectral/time response?
- ... Control includes this and much much more!!

# Prerequisites

- Past Courses

- Signals & Systems I

Continuous-Time Linear Systems Theory; Laplace transforms; LTI ODEs and solutions; Zero-input response; Zero-state response; System stability; MATLAB simulation.

- Signals & Systems IIA

Fourier series & transforms; Continuous-time filter design; Bode plots; State space techniques in time/frequency domains; System stability.

# Textbook & Notes

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- Textbook

Roland S. Burns, *Advanced Control Engineering*,  
Butterworth Heinemann, 2001.

- Notes

Supplementary notes may be supplied at the discretion  
of the lecturer. (Refer to the CB&O.)

# Lectures, Tutorials & Labs

- Lectures

Mathematical subjects can be taught in one and only one way: **Talk & Chalk**

- Tutorials

To assimilate the work it is important to solve problems.

- Labs

Labs demonstrate theoretical concepts.

# Labs

- Lectures → Tutorials → Labs

Labs should follow after lectures and tutorials on the related matter.

- Computer-based Labs vs. Experimental Labs

- Computer-based labs are more versatile
- Experimental labs provide practical experience

- Computer / Experimental Labs??

- Inverted pendulum?



# Terminology

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- **System**

Group of interrelated, interdependent or interacting elements forming a collective entity

- **System Inputs**

Stimuli to the system

- **System Outputs**

Responses by the system

- **Examples**

Electric motor, aircraft, water tank, ...

# What is Control?

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- Control

Act of commanding, directing or regulating a “system”

- Controller

Another system/human that controls the “system”

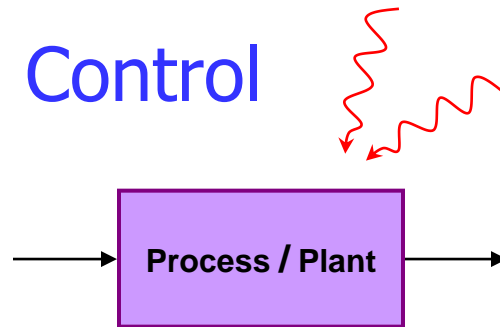
- Manual vs Automatic Control

Manual control → Human controller

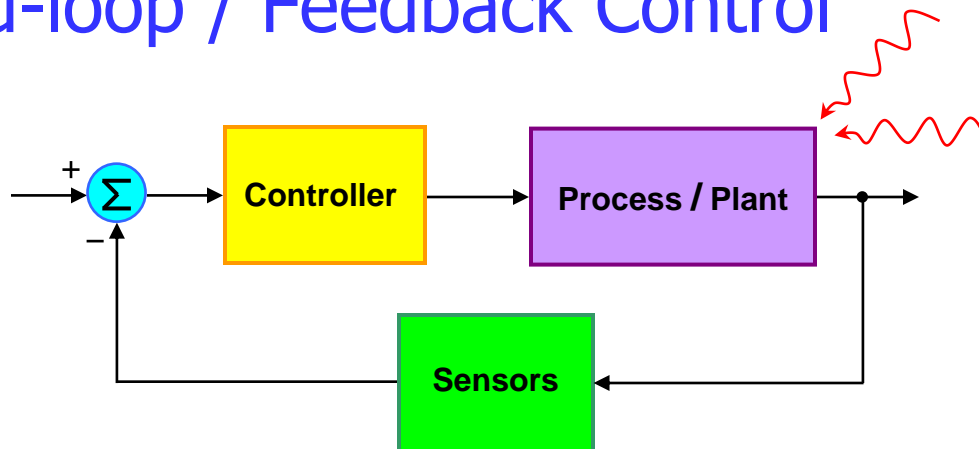
- Open-loop vs Closed-loop Control

# Open- vs Closed-loop Control

- Open-loop Control

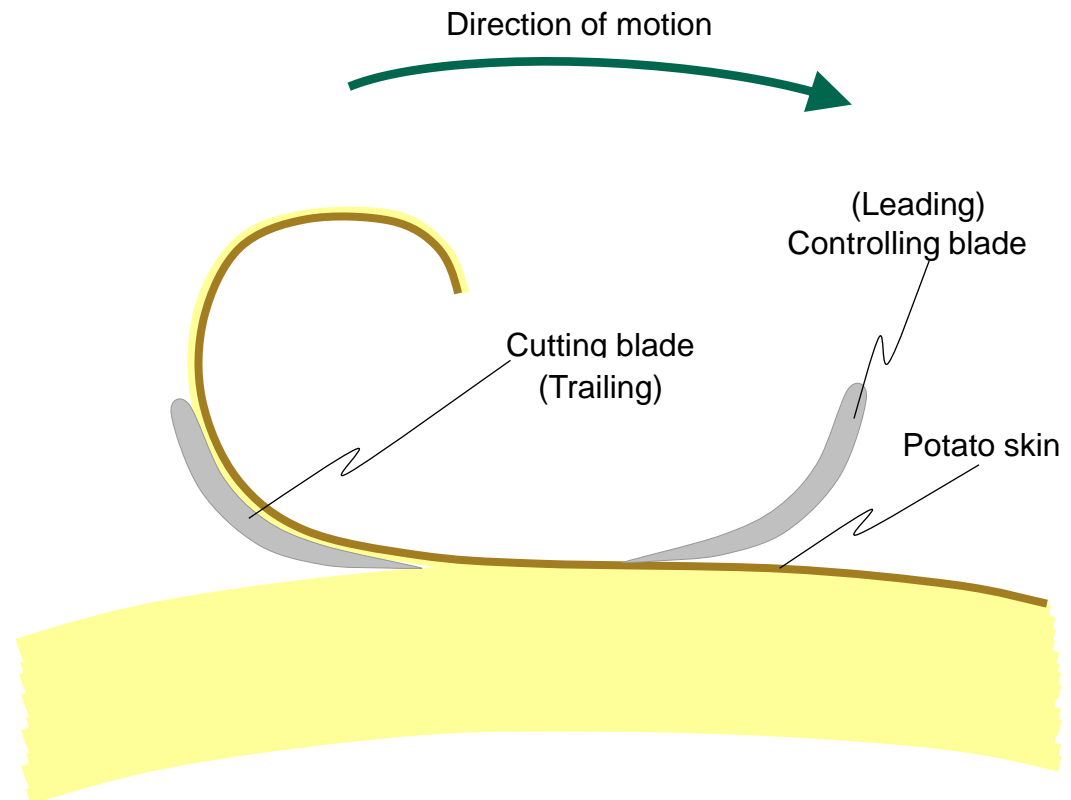


- Closed-loop / Feedback Control



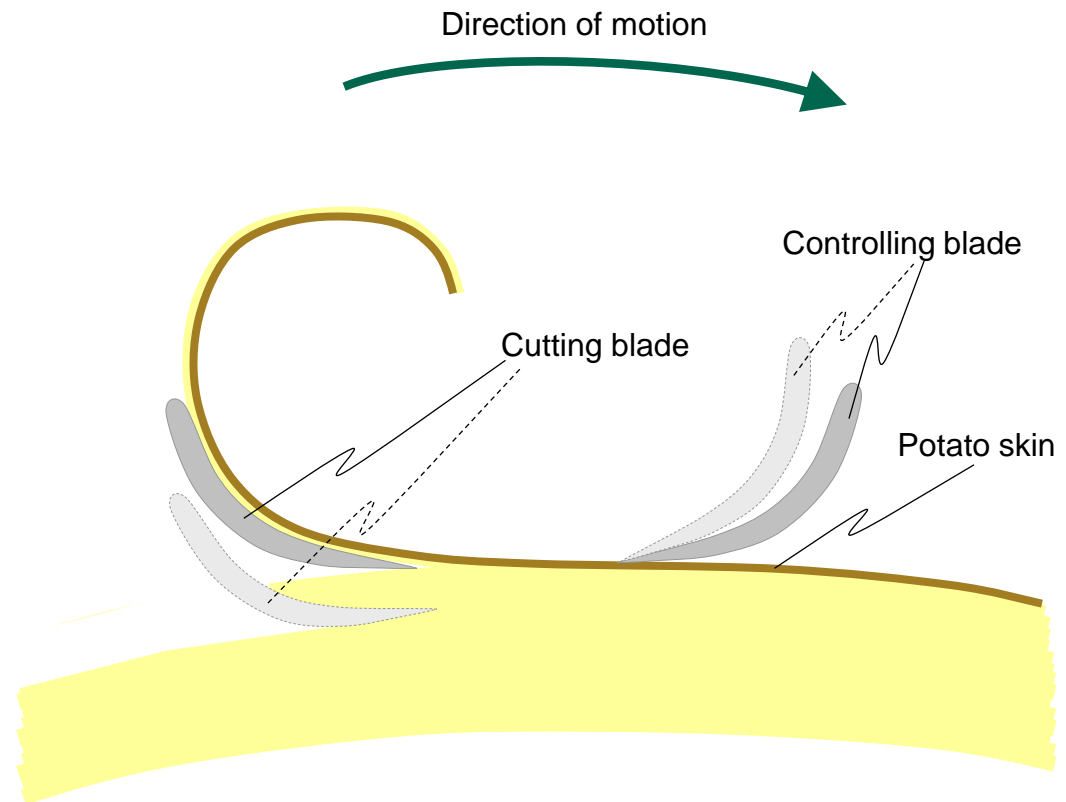
# Everyday Examples

- Potato Peeler

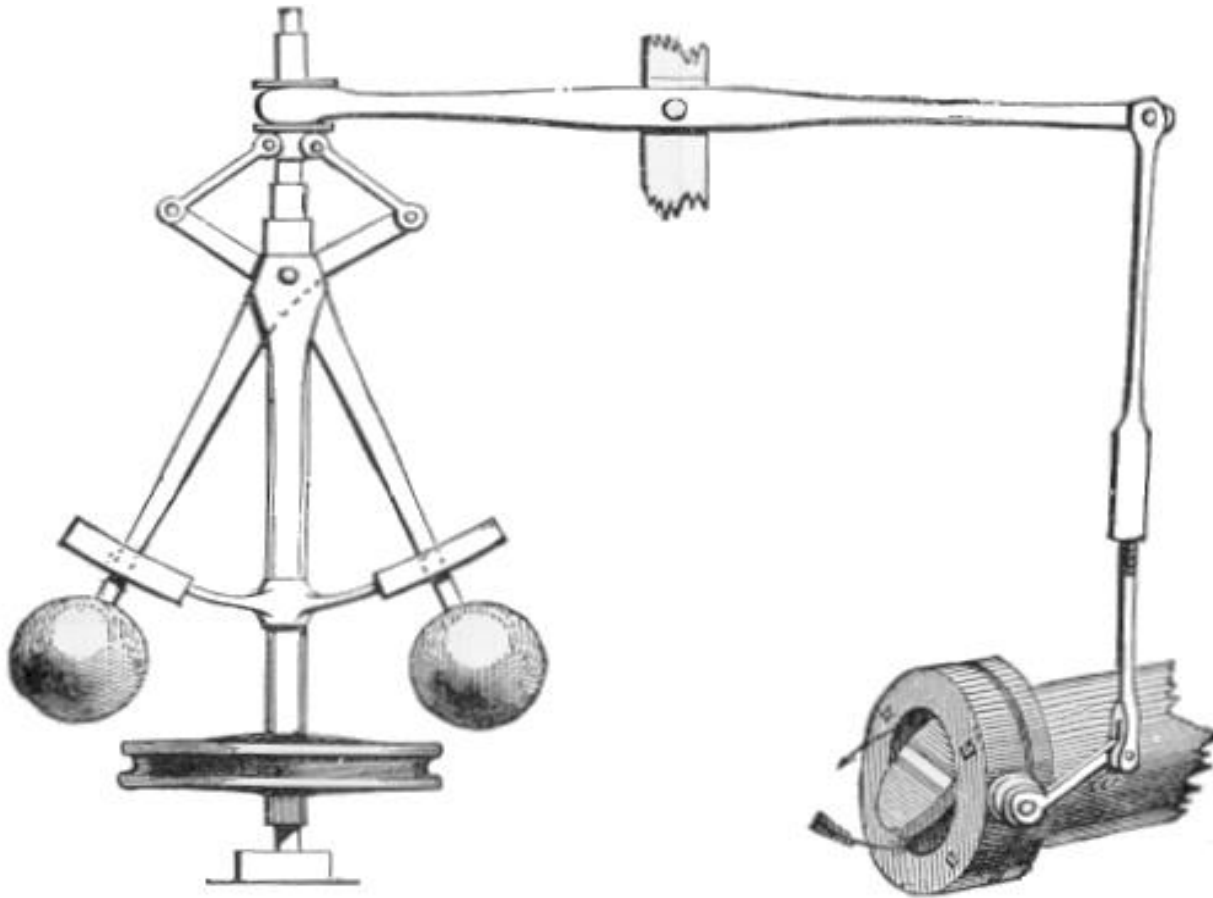


# Everyday Examples

- Potato Peeler



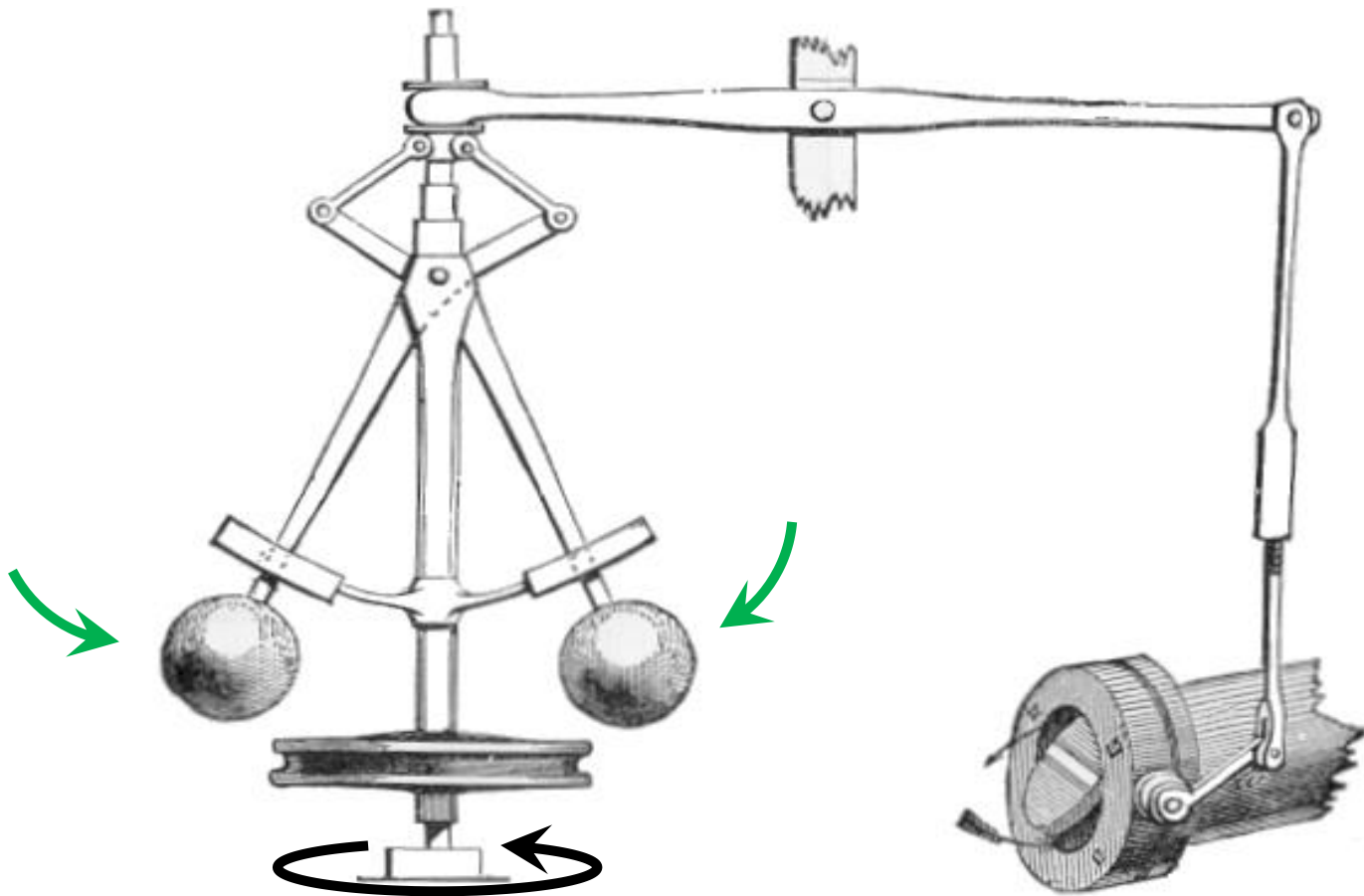
# Examples – Flyball Governor



**James Watt**

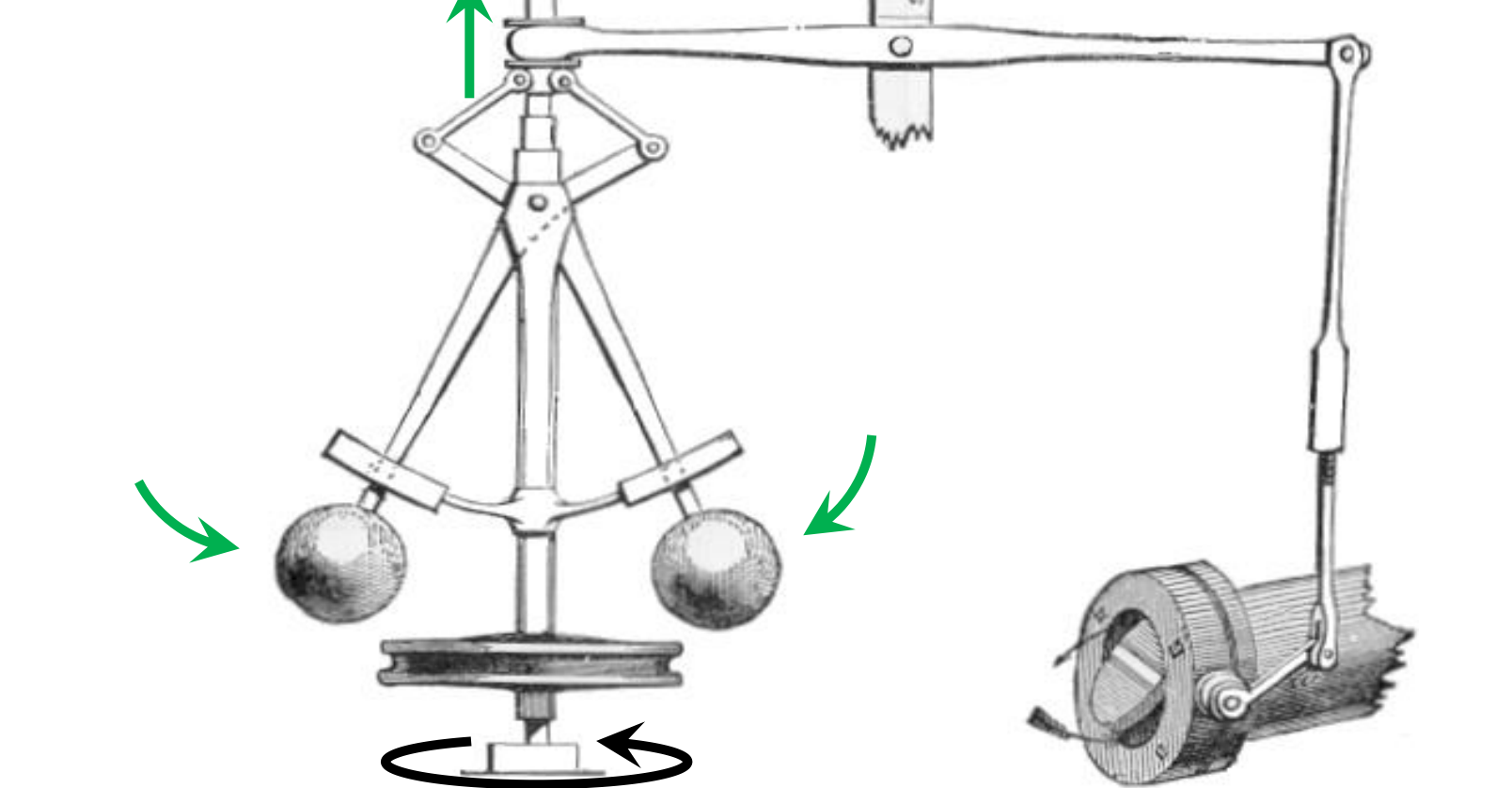
# Examples – Flyball Governor

If shaft speed is dropping ...



100%

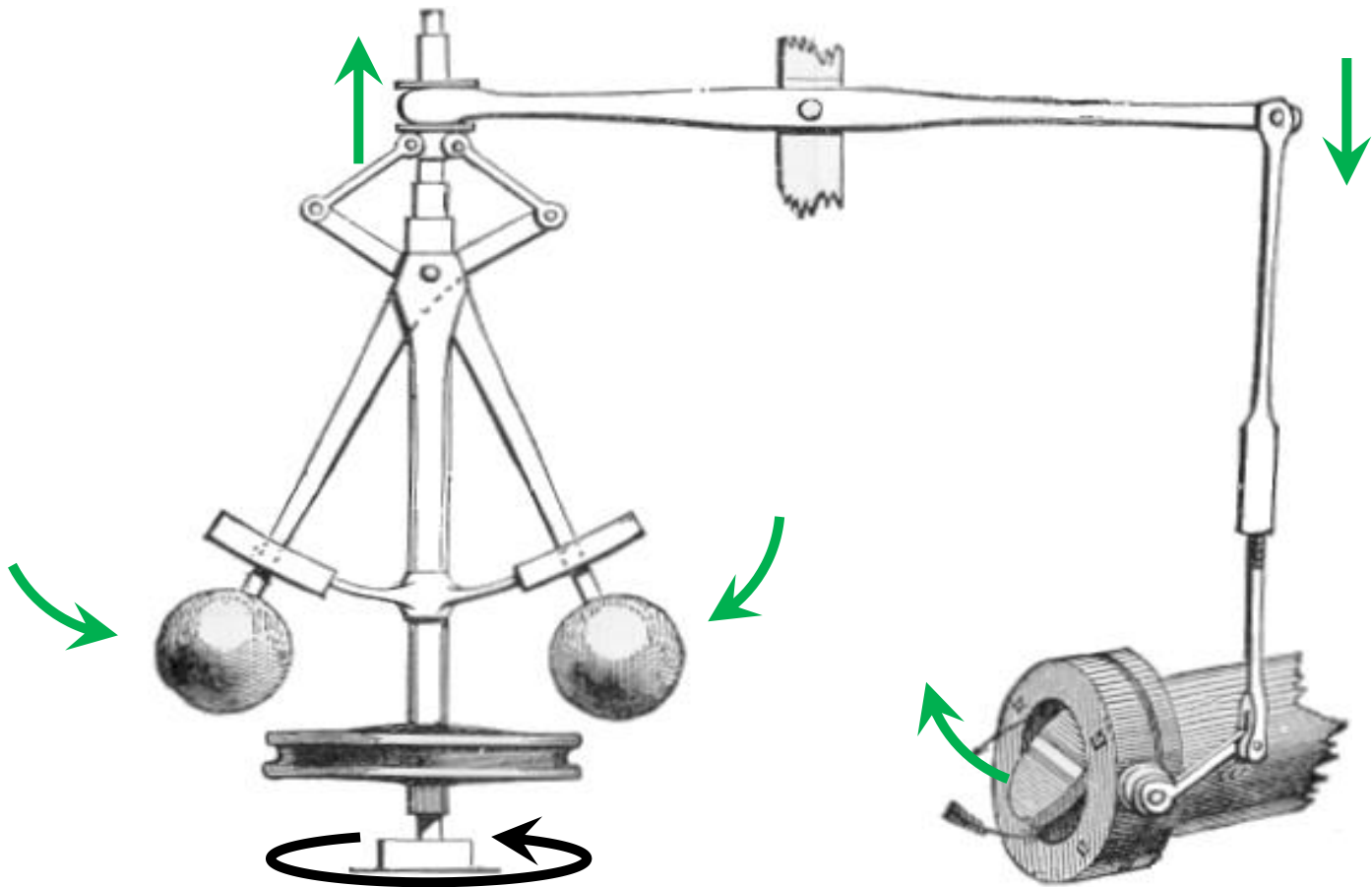
Figure 1. The effect of the concentration of the *Agrobacterium* strain on the transformation efficiency of *Agrobacterium* strain.





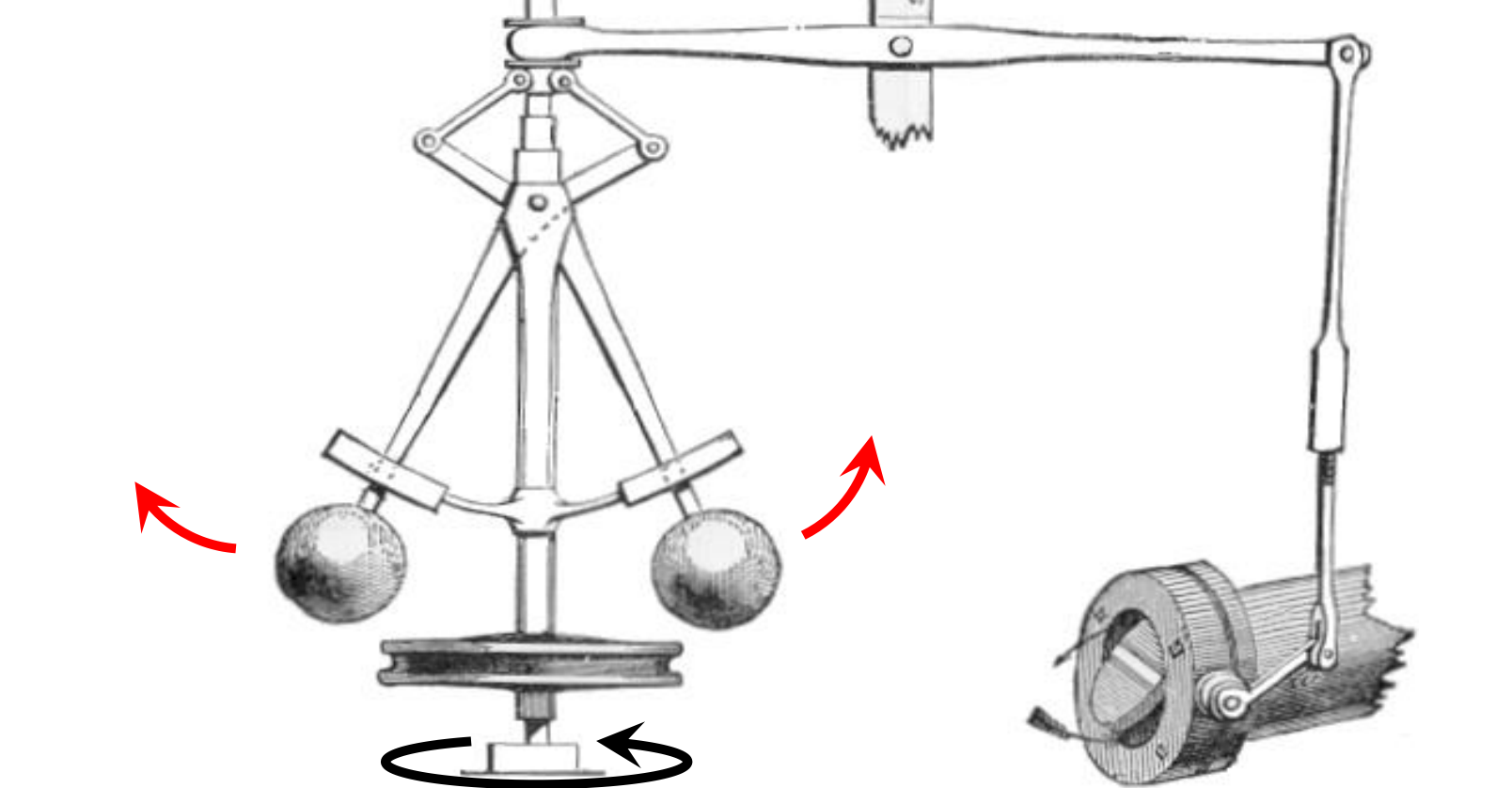
# Examples – Flyball Governor

If shaft speed is dropping ... valve opens proportionally!



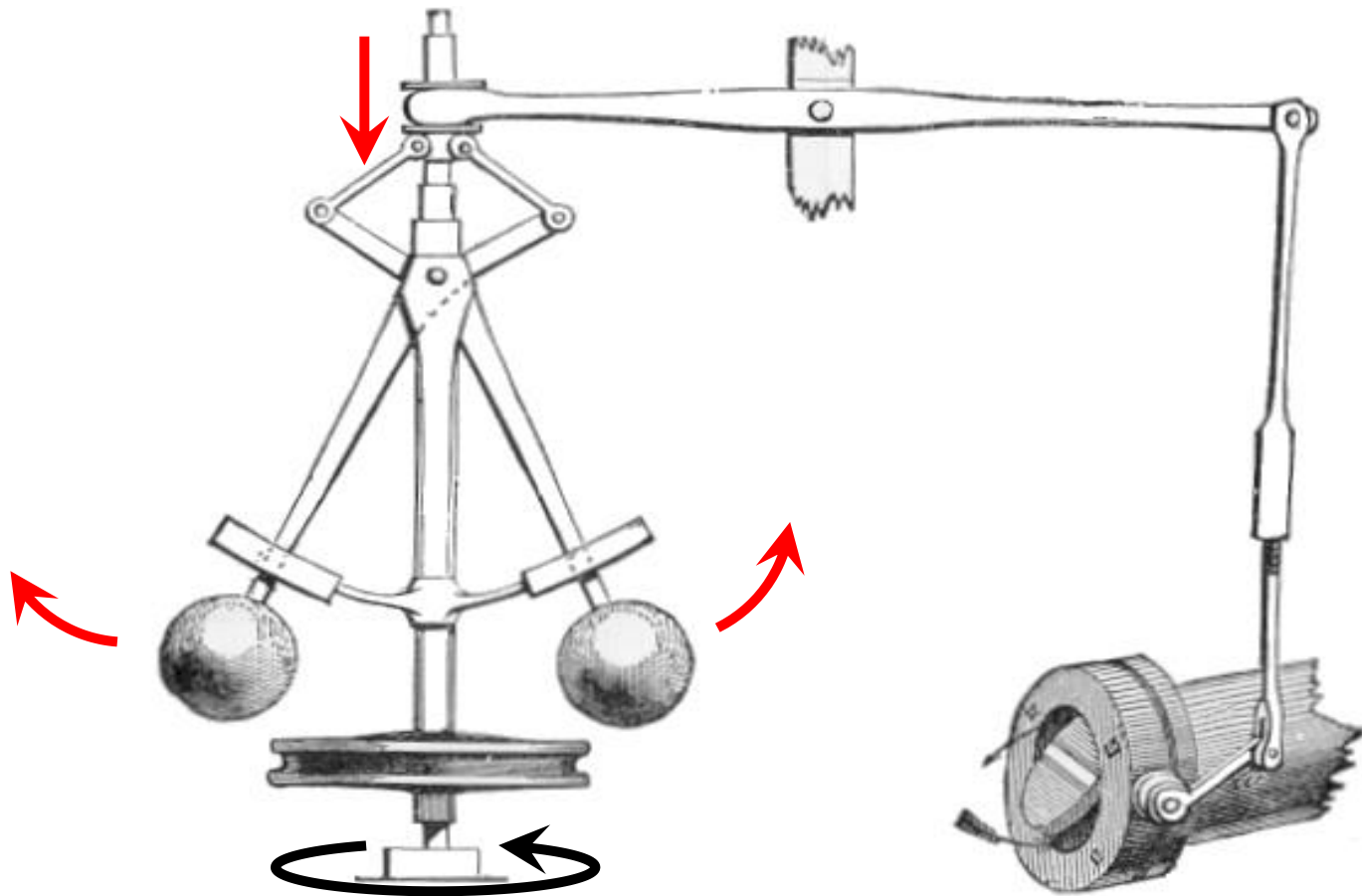
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Figure 1. Schematic diagram of the experimental setup.



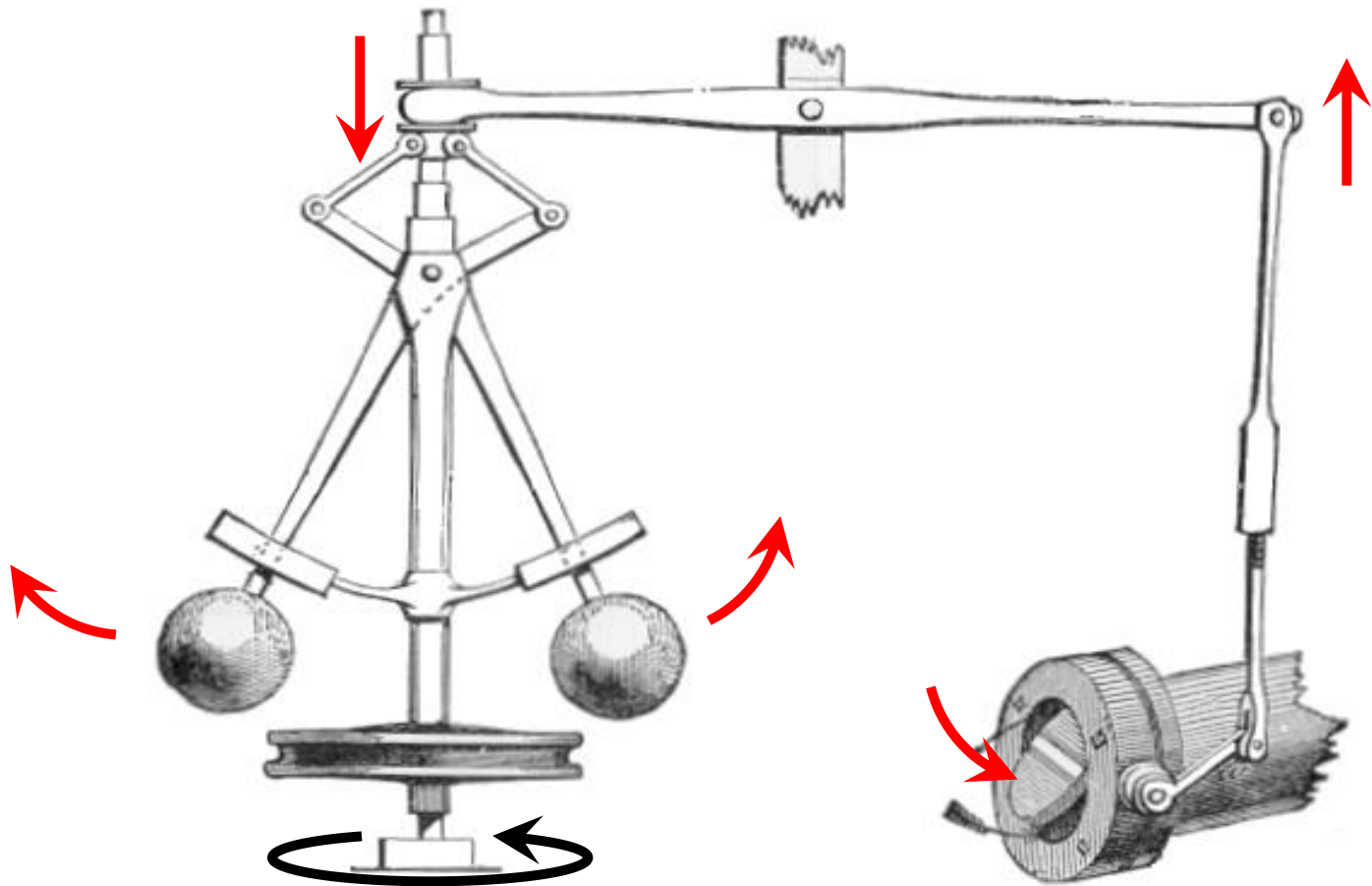
# Examples – Flyball Governor

If shaft speed is rising ...



# Examples – Flyball Governor

If shaft speed is rising ... **valve closes proportionally!**



# Everyday Examples

	<b>Manual control</b>	<b>Automatic control (Inherent)</b>
<b>Open-loop</b>	<ul style="list-style-type: none"><li>• Cutting paper without visual feedback</li><li>• Gas stove temperature control</li></ul>	<ul style="list-style-type: none"><li>• Cooling fan</li><li>• Drilling machine</li></ul>
<b>Closed-loop</b>	<ul style="list-style-type: none"><li>• Cutting paper with visual feedback</li><li>• Task scheduling &amp; supervision</li></ul>	<ul style="list-style-type: none"><li>• Potato peeler</li><li>• Water level controller</li><li>• Thermostat</li><li>• Flyball governor</li></ul>

# What is Control Engineering?

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- Body of knowledge focusing on designing an appropriate controller for a system such that the closed-loop response complies with set criteria or specifications.
- Example: Shock absorbers for cars are designed to damp out bouncing.

# History of Control

- Primitive Control Methods (1868-1900)

- First rigorous mathematical analysis of a feedback control system by J.C. Maxwell in 1868
- Ad hoc analysis of individual problems with no general methodology

- Classical Control Methods (1900-1960)

- Performed in the frequency domain and the  $s$ -plane
- Limited to linear time-invariant systems with some extensions to non-linear systems
- Methods: PID, Lead, Lag and Lead-Lag control

# History of Control

- Modern Control Methods (1960-present)

- Fundamentally time-domain techniques
- Applies to non-linear and time-varying systems
- Methods:

State variable control

Model reference control

Sliding mode control

Intelligent control

Optimal control

Adaptive control

Non-linear control

$H_2$  &  $H_\infty$  control



# Brief History of Classical Control

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- Drebbel (1624) – Incubator
- Watt (1728/1769) – Flyball governor
- Maxwell (1868) – Flyball stability analysis
- Routh (1877/1905) – LTI system stability
- Lyapunov (1890/1893) – Nonlinear stability
- Nyquist (1932) – Frequency domain stability
- Bode (1938) – Frequency response methods
- Evans (1948) – Root locus method

# Course Roadmap


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- System Modelling
- Prototype 2<sup>nd</sup> Order System Analysis
- Block Diagram Algebra
- PID Control
- Routh-Hurwitz Stability Criterion
- Root Locus Method
- Frequency Domain Classical Control Design
- Steady-State Error Analysis

# Course Roadmap

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- Zero-Error Systems
- ITAE Criterion Criterion and Control Design
- Z-Transform
- Discrete-Time Systems
- Digital Controller Design



**Thank you!**  
**Any Questions?**