

# **CONTROL I**

**ELEN3016**

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## **Closed-Loop Control Systems**

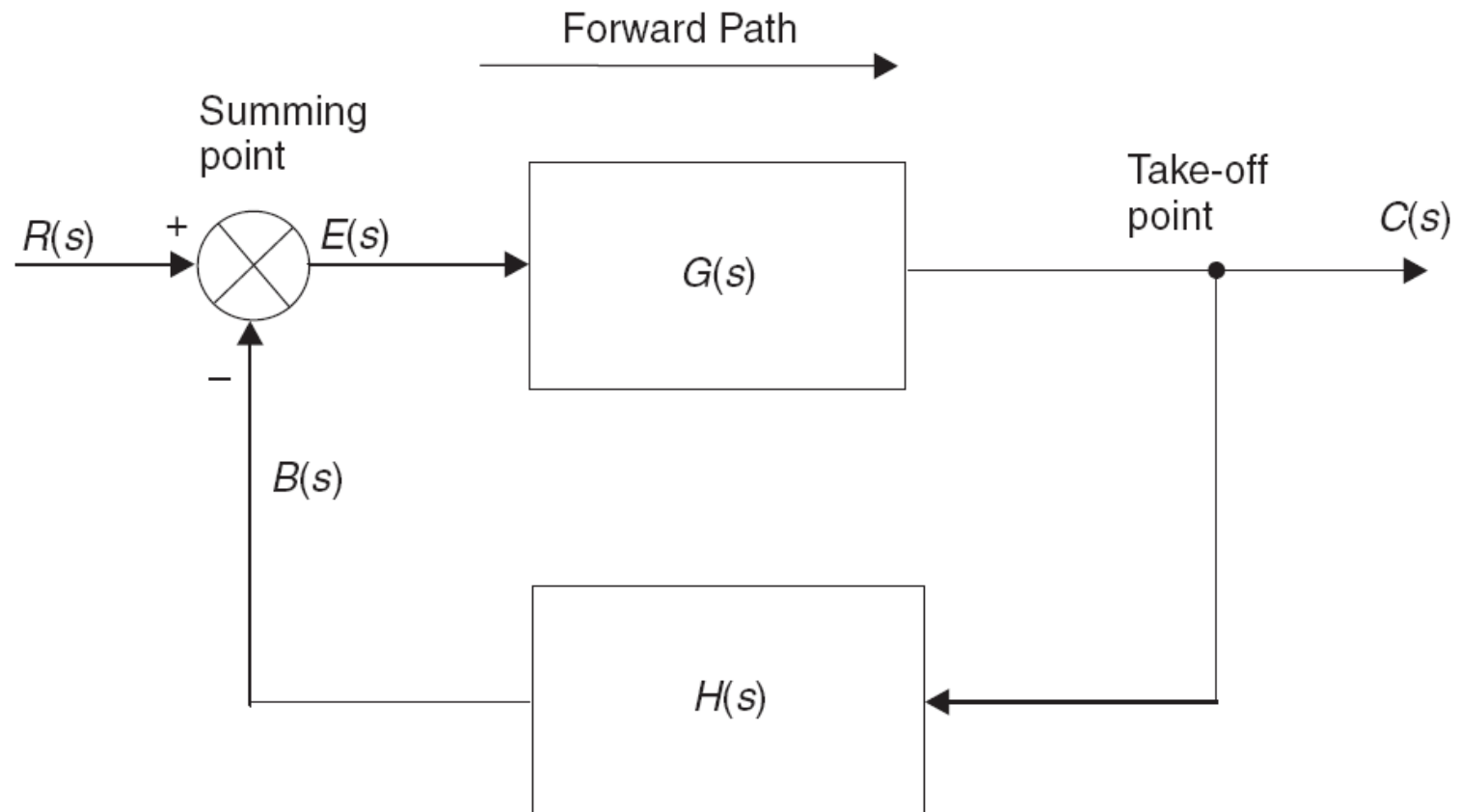
(Lecture 6)

# Overview

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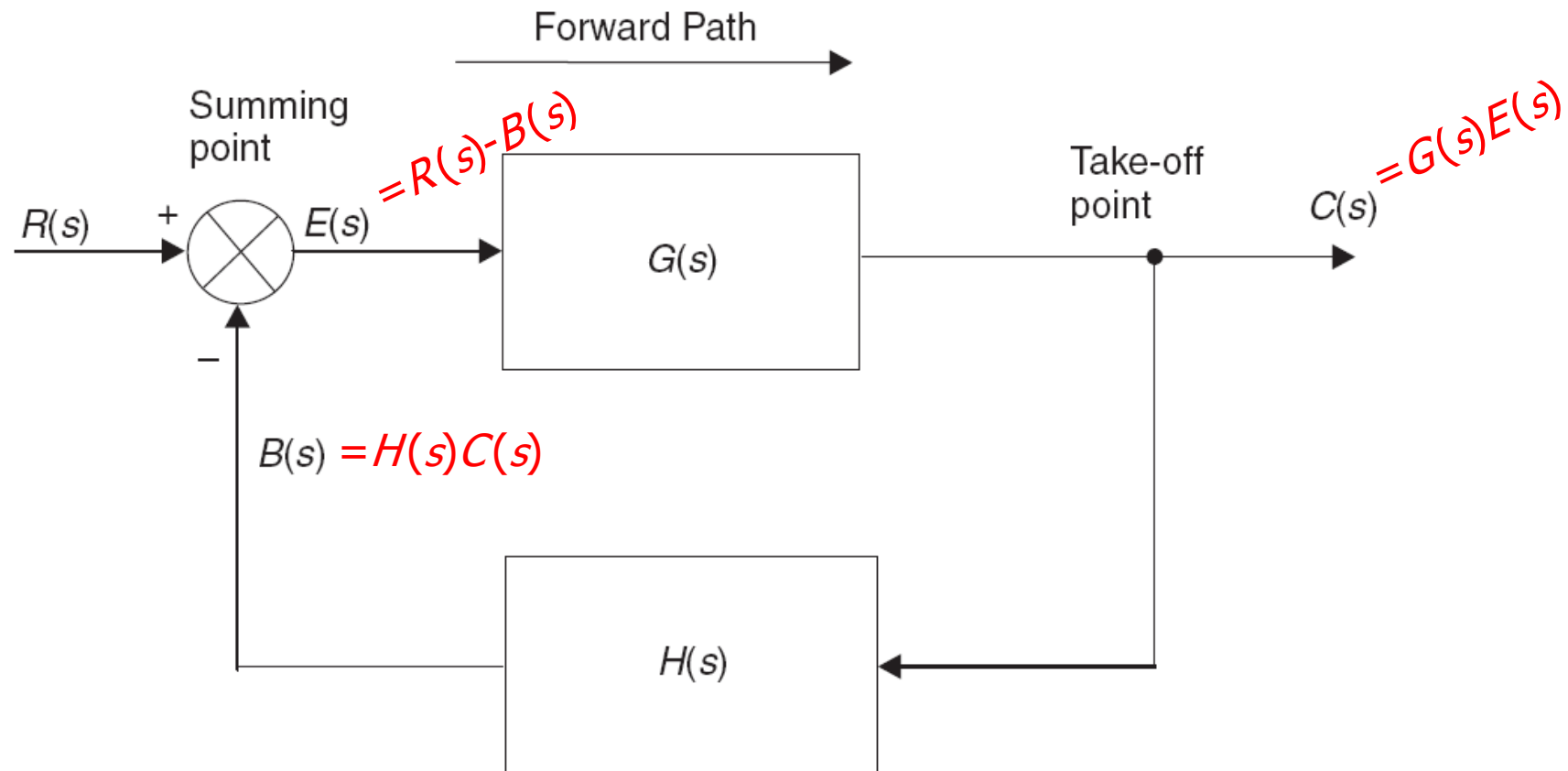
- First Things First!
- Closed-Loop Control Systems
- Examples
- Tutorial Exercises & Homework
- Next Attraction!

# Closed-Loop Systems



**Figure 4.1 (Burns)**

# Closed-Loop Systems



**Figure 4.1 (Burns)**

# Closed-Loop Systems

From Figure 4.1

$$C(s) = G(s)E(s) \quad (4.1)$$

$$B(s) = H(s)C(s) \quad (4.2)$$

$$E(s) = R(s) - B(s) \quad (4.3)$$

# Closed-Loop Systems

From Figure 4.1

$$C(s) = G(s)E(s) \quad (4.1)$$

$$B(s) = H(s)C(s) \quad (4.2)$$

$$E(s) = R(s) - B(s) \quad (4.3)$$

How do we proceed from here?

# Closed-Loop Systems

From Figure 4.1

$$C(s) = G(s)E(s) \quad (4.1)$$

$$B(s) = H(s)C(s) \quad (4.2)$$

$$E(s) = R(s) - B(s) \quad (4.3)$$

Eliminate!

Substituting (4.2) and (4.3) into (4.1)

$$C(s) = G(s)\{R(s) - H(s)C(s)\}$$

$$C(s) = G(s)R(s) - G(s)H(s)C(s)$$

$$C(s)\{1 + G(s)H(s)\} = G(s)R(s)$$

$$\frac{C}{R}(s) = \frac{G(s)}{1 + G(s)H(s)} \quad (4.4)$$

# Closed-Loop Systems

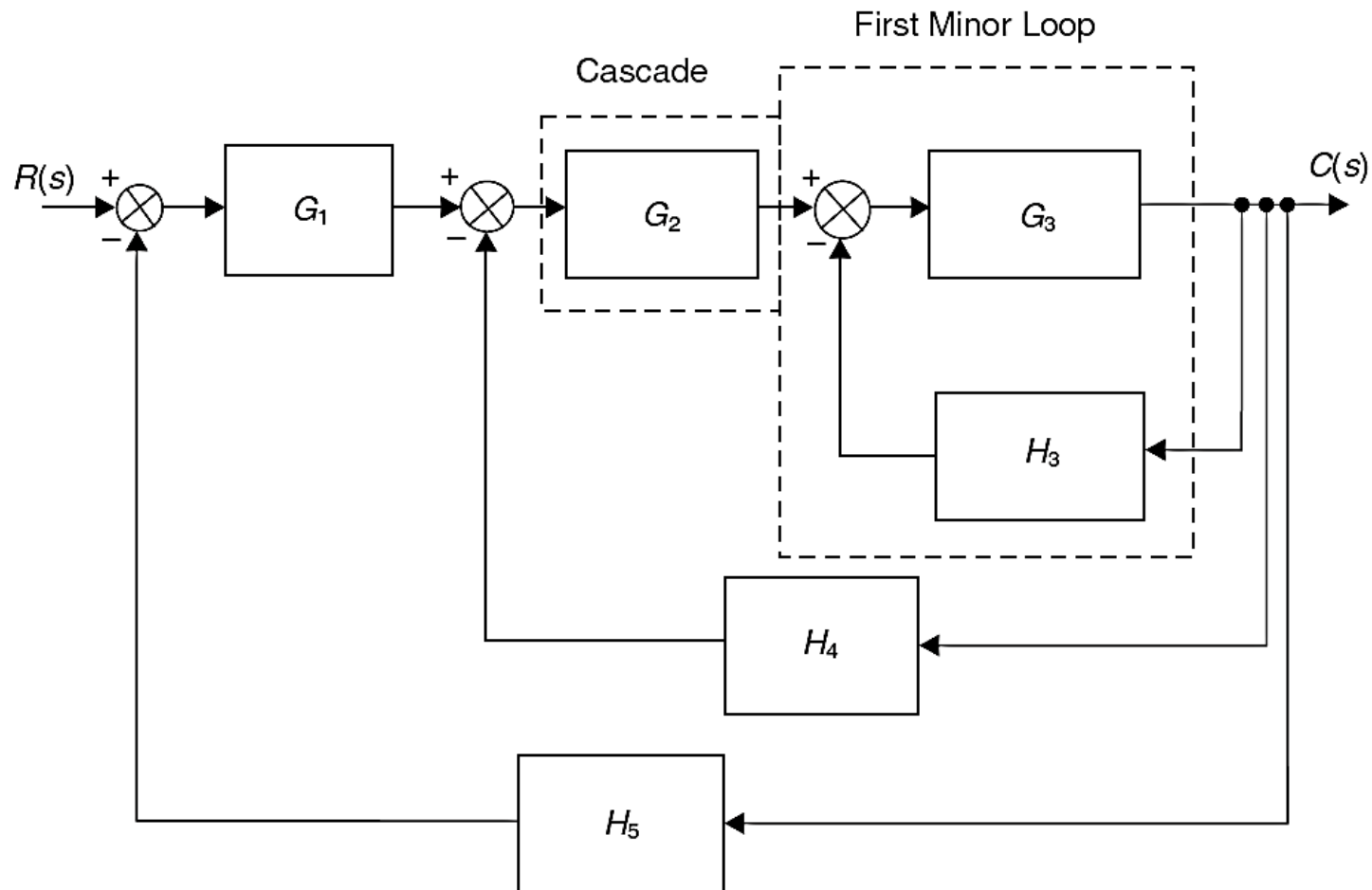


Figure 4.2 (Burns)



# Closed-Loop Systems

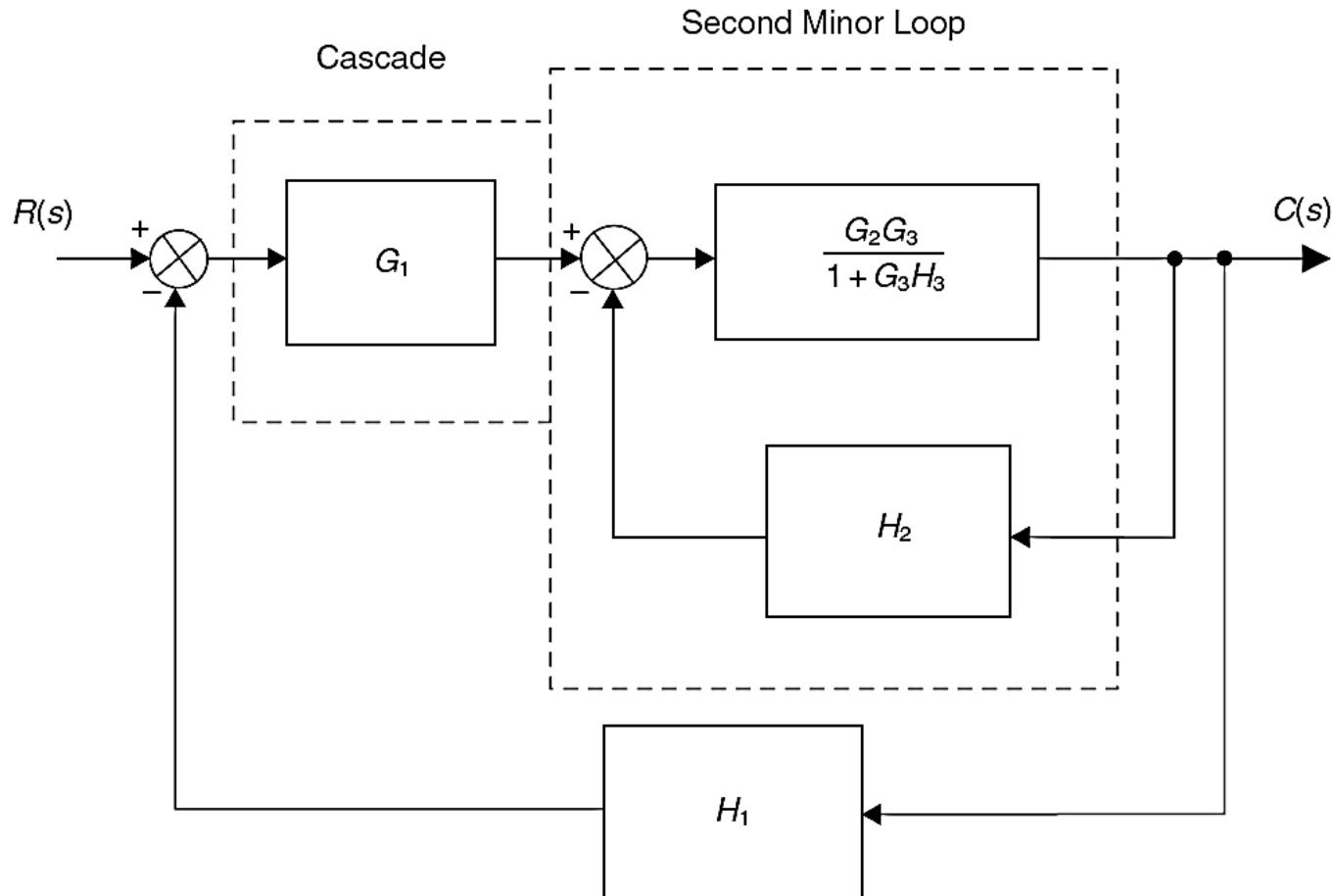
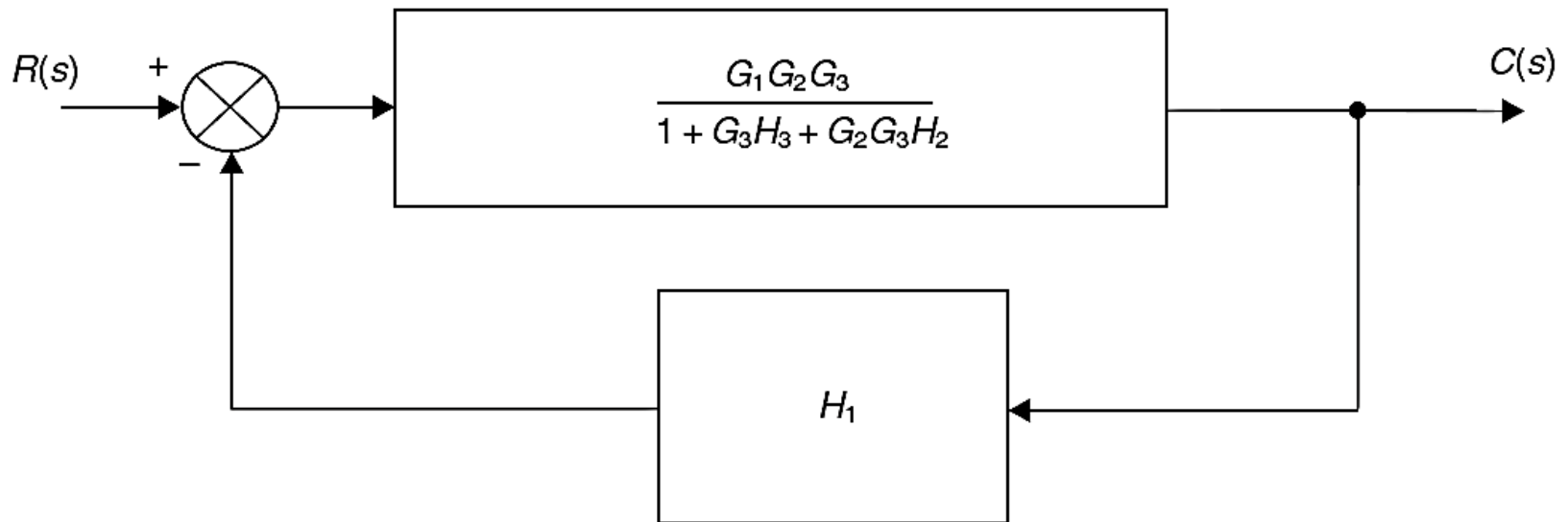


Figure 4.3 (Burns)

# Closed-Loop Systems



**Figure 4.4 (Burns)**

# Closed-Loop Systems

$$\frac{C}{R}(s) = \frac{\frac{G_1 G_2 G_3}{1 + G_3 H_3 + G_2 G_3 H_2}}{1 + \frac{G_1 G_2 G_3 H_1}{1 + G_3 H_3 + G_2 G_3 H_2}}$$

**Always simplify to  
avoid being penalised.**



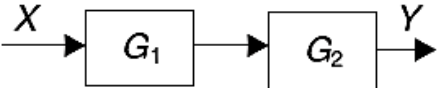
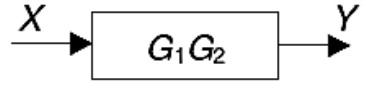
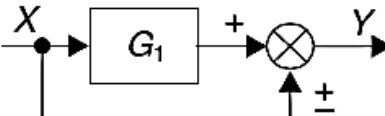
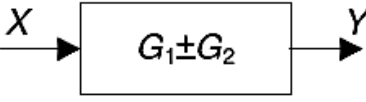
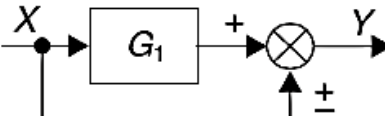
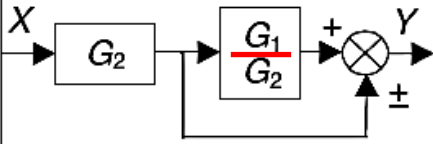
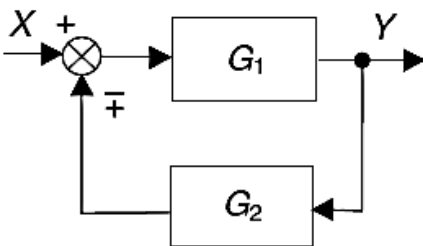
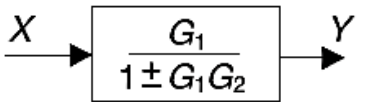
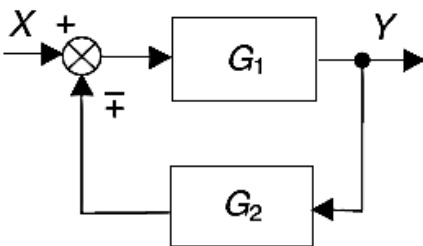
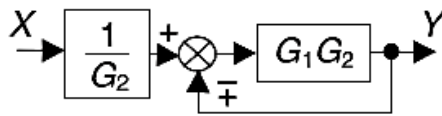
$$\frac{C}{R}(s) = \frac{G_1(s)G_2(s)G_3(s)}{1 + G_3(s)H_3(s) + G_2(s)G_3(s)H_2(s) + G_1(s)G_2(s)G_3(s)H_1(s)}$$

# Closed-Loop Systems

$$\frac{C}{R}(s) = \frac{\frac{G_1 G_2 G_3}{1 + G_3 H_3 + G_2 G_3 H_2} \times (1 + G_3 H_3 + G_2 G_3 H_2)}{\left(1 + \frac{G_1 G_2 G_3 H_1}{1 + G_3 H_3 + G_2 G_3 H_2}\right) \times (1 + G_3 H_3 + G_2 G_3 H_2)}$$

$$\frac{C}{R}(s) = \frac{G_1(s)G_2(s)G_3(s)}{1 + G_3(s)H_3(s) + G_2(s)G_3(s)H_2(s) + G_1(s)G_2(s)G_3(s)H_1(s)}$$

# Block Diagram Manipulation

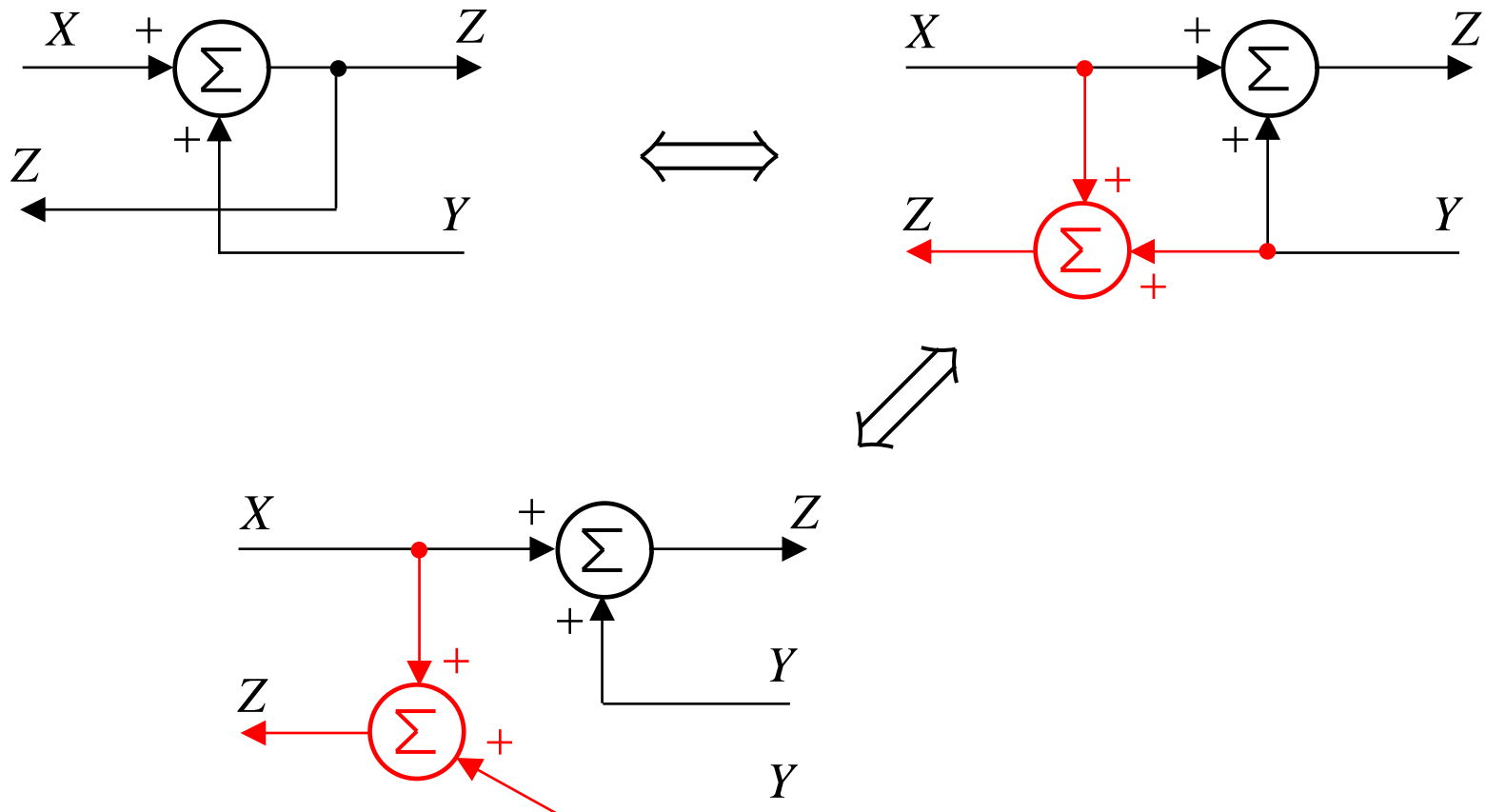
Transformation	Equation	Block diagram	Equivalent block diagram
1. Combining blocks in cascade	$Y = (G_1 G_2)X$		
2. Combining blocks in parallel; or eliminating a forward path	$Y = G_1 X \pm G_2 X$		
3. Removing a block from a forward path	$Y = G_1 X \pm G_2 X$		
4. Eliminating a feedback loop	$Y = G_1(X \pm G_2 Y)$		
5. Removing a block from a feedback loop	$Y = G_1(X \pm G_2 Y)$		

# Block Diagram Manipulation

6. Rearranging summing points	$Z = W \pm X \pm Y$ $= W \pm Y \pm X$		
7. Moving a summing point ahead of a block	$Z = GX \pm Y$		
8. Moving a summing point beyond a block	$Z = G(X \pm Y)$		
9. Moving a take-off point ahead of a block	$Y = GX$		
10. Moving a take-off point beyond a block	$Y = GX$		

# Block Diagram Manipulation

Another, often overlooked, transformation rule:



# Block Diagram Manipulation

- Observation: What makes block diagram complicated is not so much the number of *blocks* but rather the number of *nodes* and summers present in a given configuration.
- Objective: Move blocks according to block diagram manipulation rules in order to *reduce the number of nodes/summers* by combining adjacent nodes/summers. Occasionally nodes/summers need to be split or commuted to achieve further reduction. (Example below.)



# Block Diagram Manipulation

## Example 4.2 (Burns)

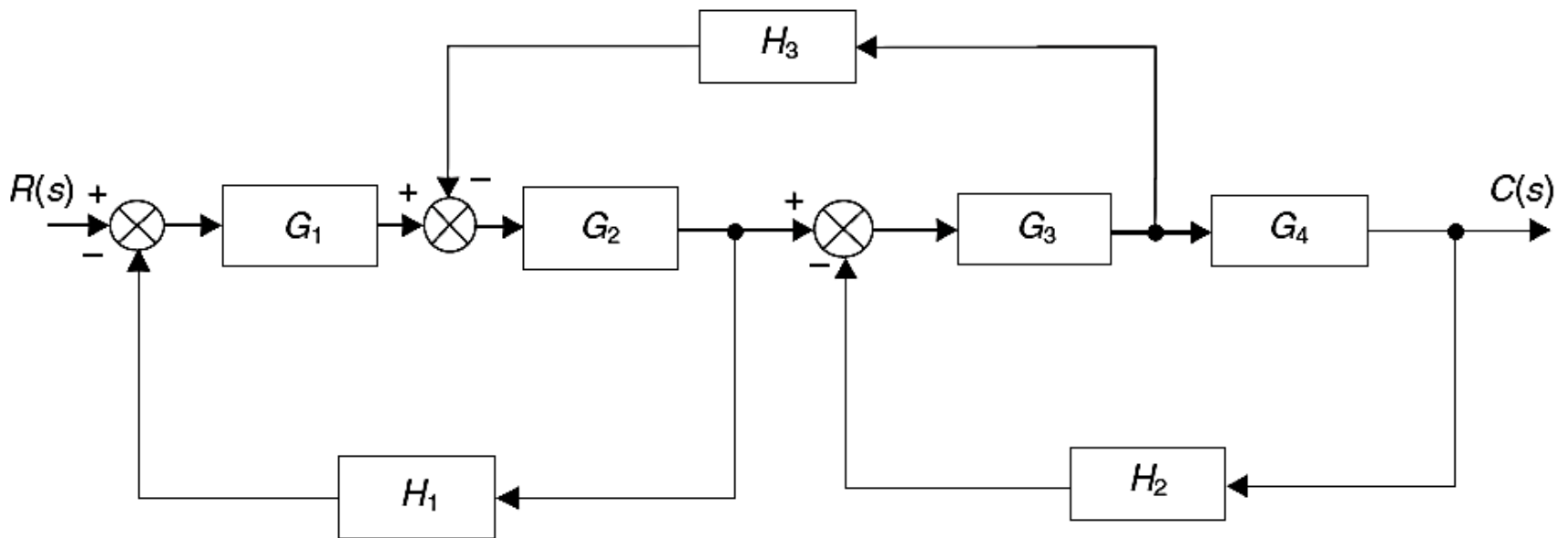


Figure 4.6 (Burns)

# Block Diagram Manipulation

## Example 4.2 (Burns)

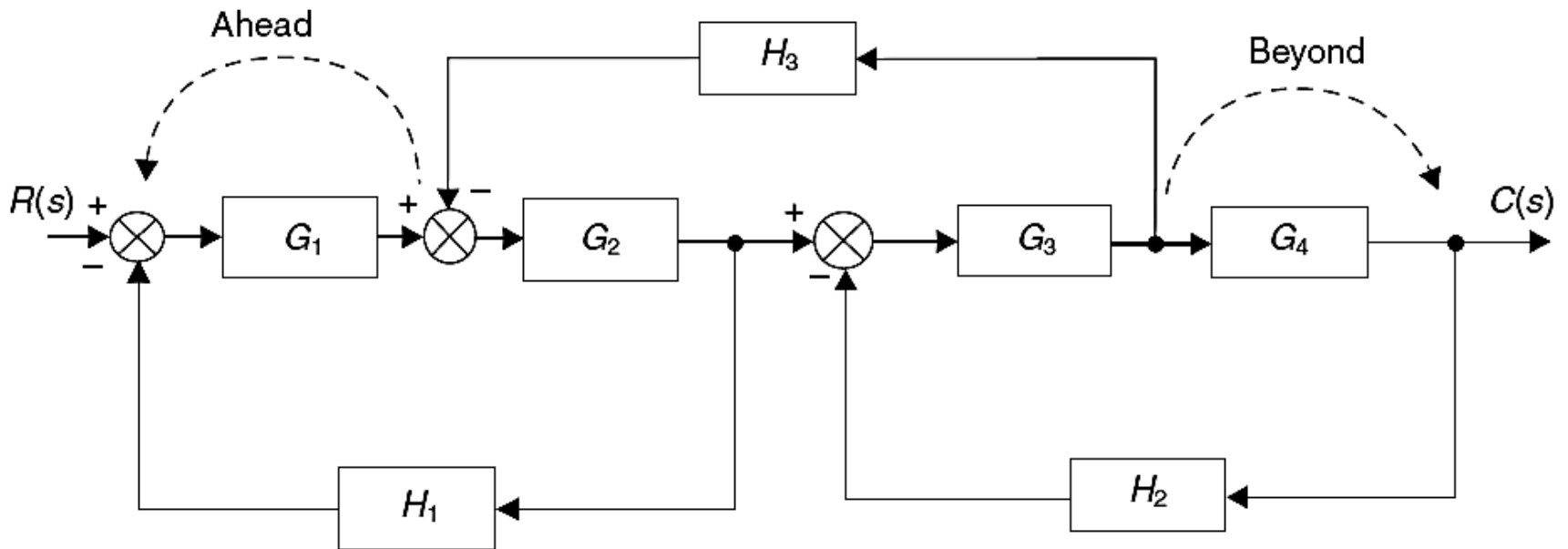


Figure 4.6 (Burns)

# Block Diagram Manipulation

## Example 4.2

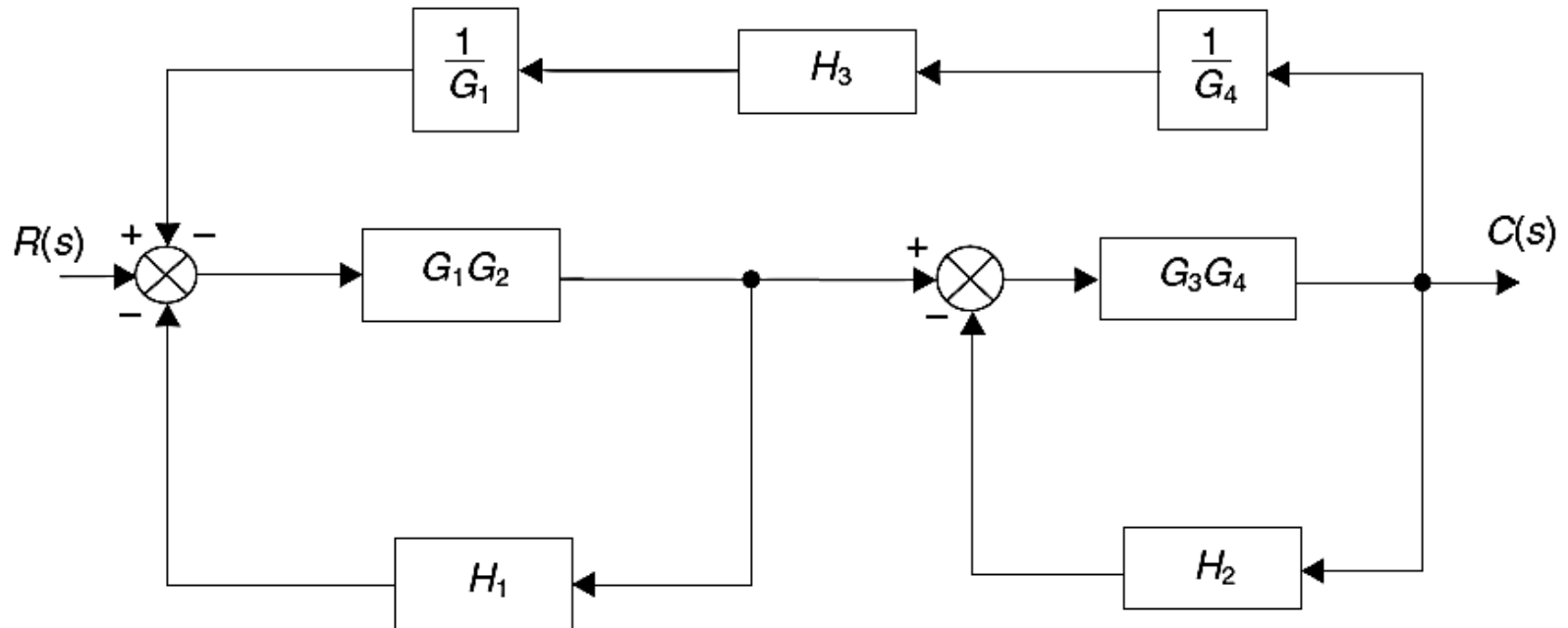


Figure 4.7 (Burns)

# Block Diagram Manipulation

## Example 4.2

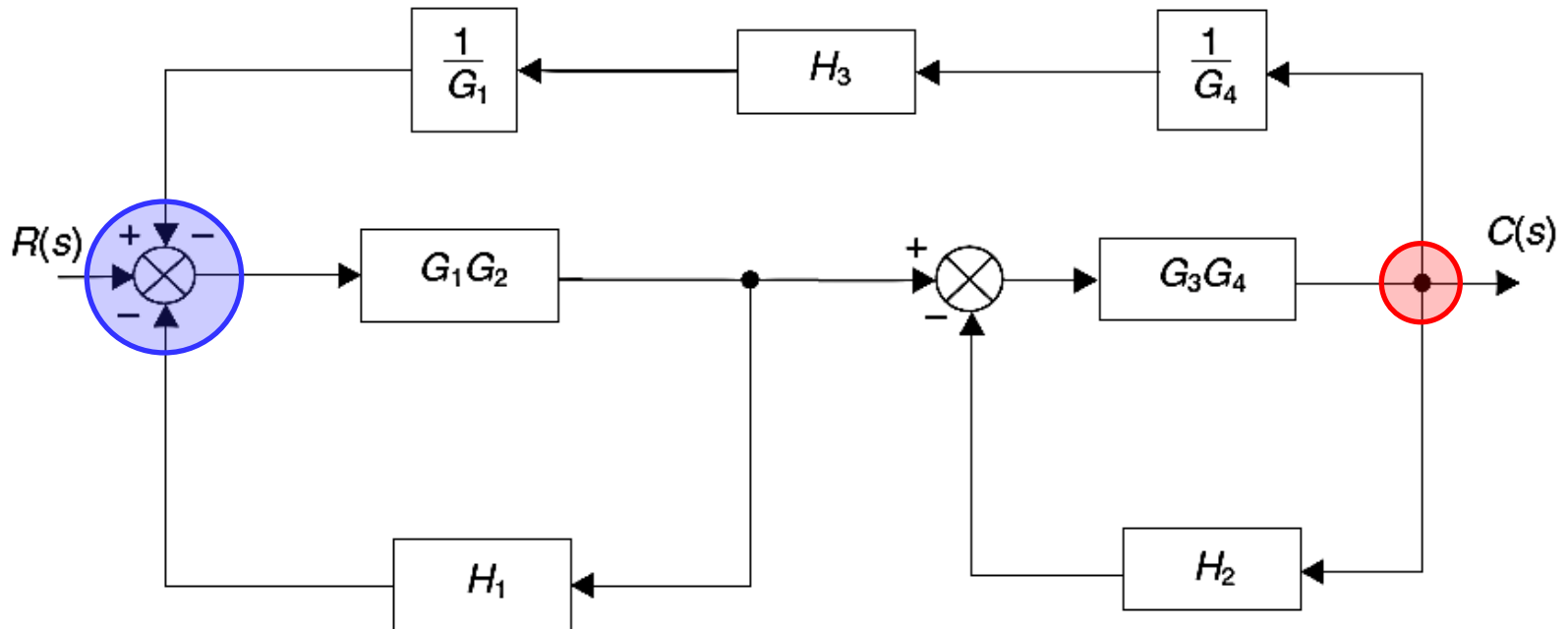


Figure 4.7 (Burns)

# Block Diagram Manipulation

## Example 4.2

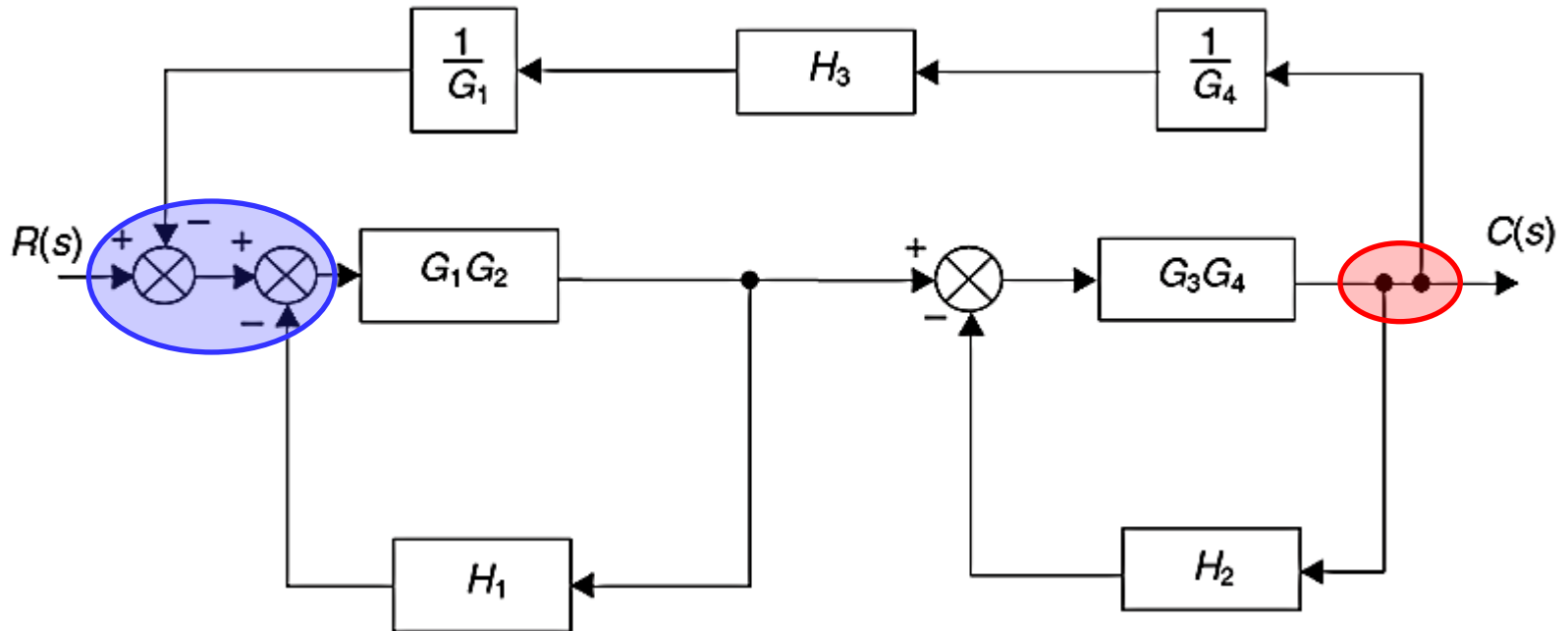


Figure 4.7 (Burns)

# Block Diagram Manipulation

## Example 4.2

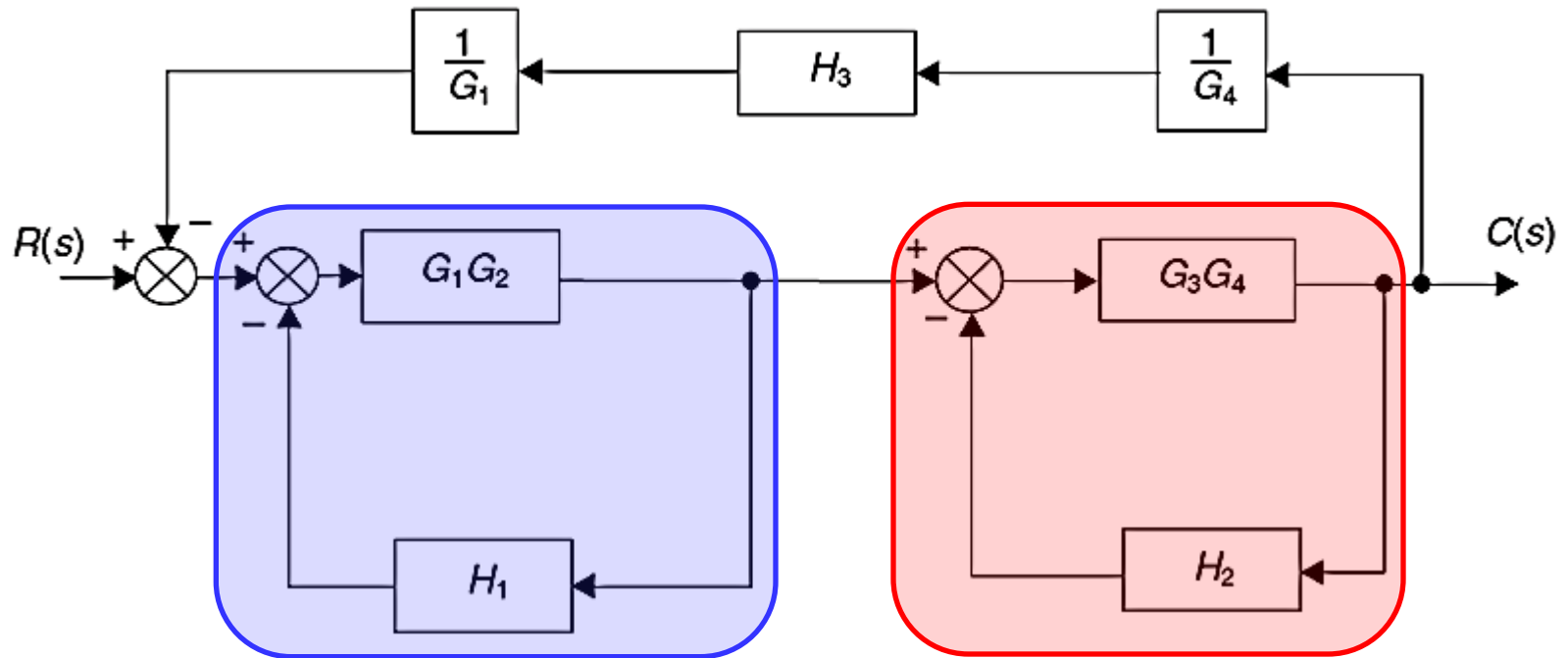


Figure 4.7 (Burns)

# Block Diagram Manipulation

## Example 4.2

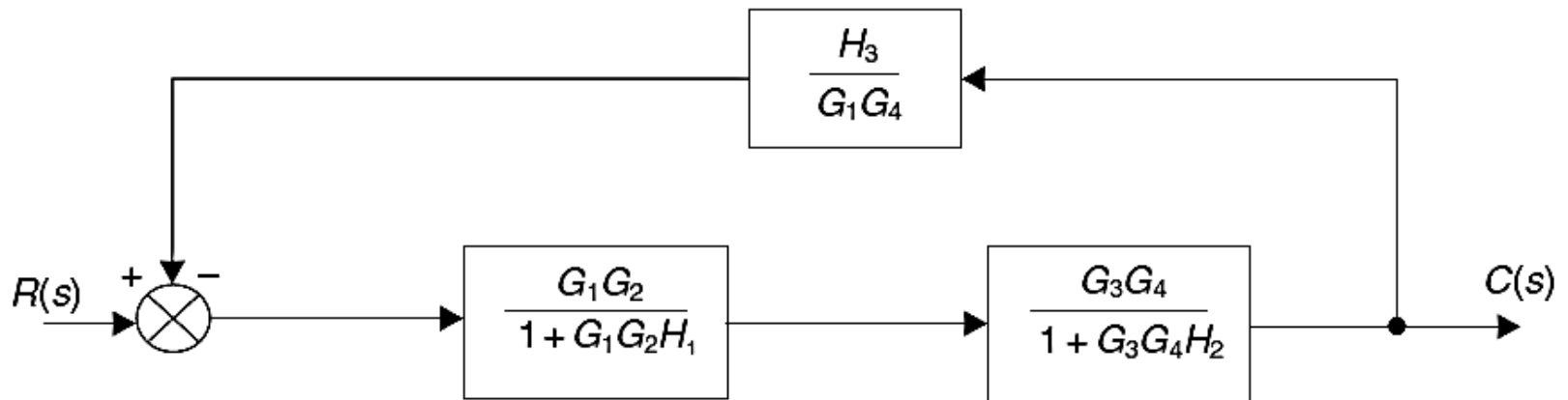


Figure 4.8 (Burns)

# Tutorial Exercises & Homework

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- Tutorial Exercises

- None

- Homework

- Examples in Burns not covered in class.



# Conclusion

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- Closed-Loop Systems
- Block Diagram Manipulation
- Some Examples
- Superposition (**Self-study!**)
- Examples not covered (**Self-study!**)
- Section 4.4.2 (**Omit**)
- Tutorial Exercises & Homework

**Next Attraction!** – Miss It & You'll Miss Out!

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- More examples using Block Diagram Manipulation/Algebra

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