



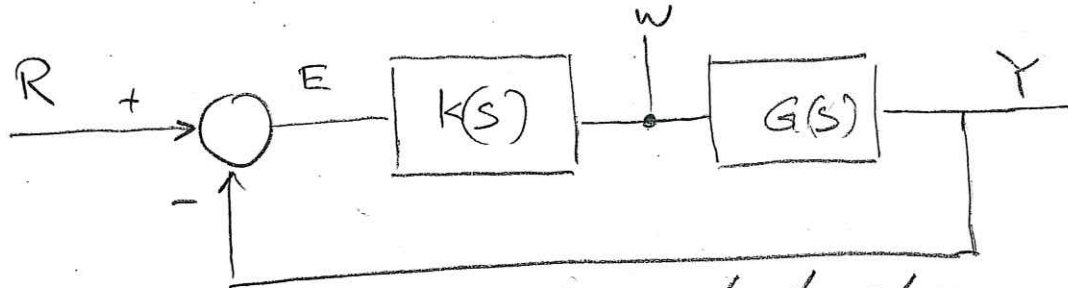
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## **Control - Bode Design Method Lead / Lag**

# Design Philosophy

- **Problem:** By using a simple gain  $K$  we might not meet the design specifications
- **Potential Solution:** Add “zeros” and “Poles”
- **Problem with the Solution:** Were to put the “zeros” and “Poles” – Endless search
- **Class of Controllers**
  - PID
  - Lead / Lag
- **Challenge:**
  - Develop a class of controllers
  - Design Tools – Systematic approach

# PID - Summary



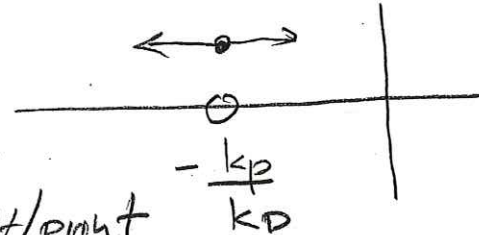
COMBINATIONS: P, PD, PI, PID, ~~D~~, ~~I~~, ~~ID~~

TYPE	FORM	S-PLANE		PROBLEM(S)
<p>(P)</p> <p>PROPORTIONAL CONTROL</p>	$K_p$			<p>⊖ May not meet design requirement</p>
<p>(D)</p> <p>DERIVATIVE CONTROL</p>	$K_d s$	<p>ZERO @ THE ORIGIN</p>		<p>⊖ Has no DC gain</p> <p>R DE gain @ <math>s=0 \rightarrow 0</math></p> <p>Y </p> <p>⊖ Derivative - Amplify noise</p>
<p>(I)</p> <p>INTEGRAL CONTROL</p>	$\frac{K_I}{s}$			<p>⊖ May make the system unstable (Root locus - RHS of the "S" Plane)</p> <p>⊕ Steady state error <math>\rightarrow 0</math></p>

# Lead / Lag – PD Controller

- PD – Controller – Proportional + Derivative

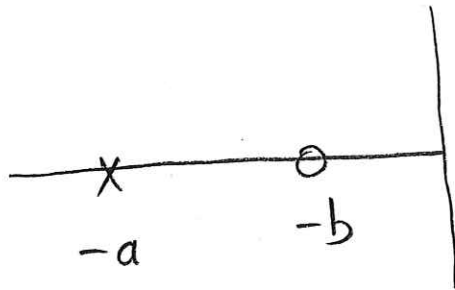
$$K(s) = k_p + k_D s = k_D \left[ s + \frac{k_p}{k_D} \right]$$



- 2 DOF
  - slide the zero left/right
  - Adjust the gain  $k_d$

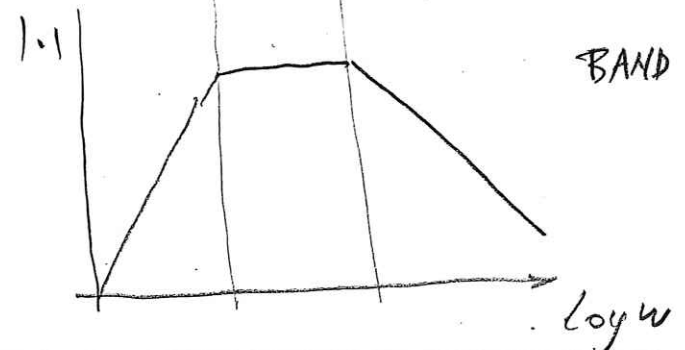
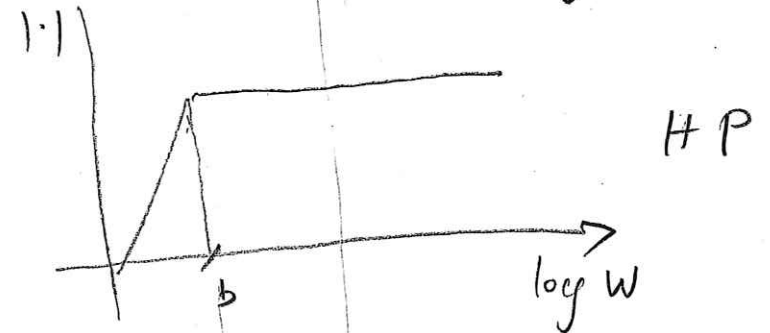
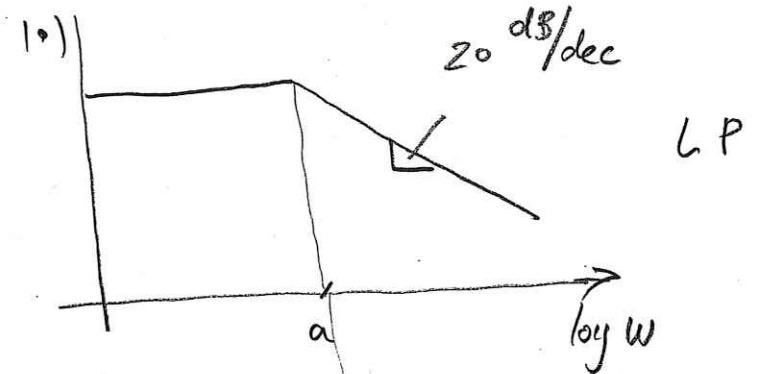
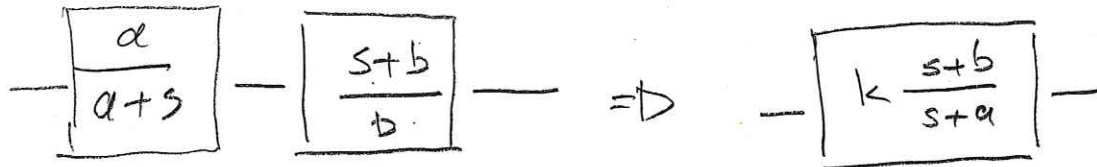
- Problem: Amplify high frequency noise —  $\left[ \begin{array}{l} \text{input: } \cos \omega t \\ \text{output: } -\omega \sin \omega t \end{array} \right] \frac{d}{dt}$
- High-pass filter with a cut-off at  $\frac{k_p}{k_d}$

# Lead / Lag – PD Controller



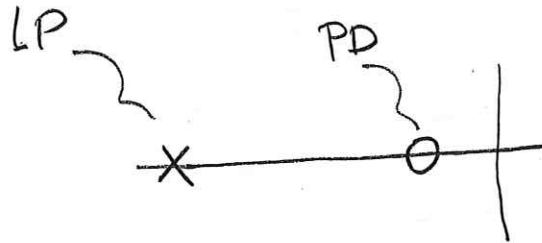
$$\frac{a}{s+a}$$

$$\frac{s+b}{b}$$



## Lead / Lag – PD Controller

• LEAD CONTROLLER  $\rightarrow$  LOWPASS FILTER + PD CONTROLLER



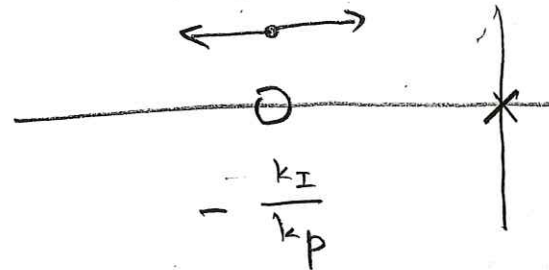
$$\underbrace{[k_p + k_d s]}_{PD} \left[ \frac{a}{s+a} \right] = \frac{k_p a + k_d a s}{s+a} = \frac{\overset{k}{\underbrace{a k_d}} \left[ s + \frac{\cancel{k_p a}}{\cancel{k_d a}} \right]}{s+a}$$

$$\Rightarrow k \frac{s+b}{s+a} \Rightarrow \text{LEAD COMPENSATOR}$$

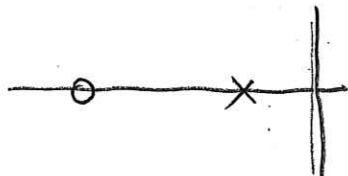
# Lead / Lag – PI Controller

- PI – Controller – Proportional + Integrator

$$K(s) = k_p + \frac{k_I}{s} = \frac{k_p s + k_I}{s} = \frac{k_p \left[ s + \frac{k_I}{k_p} \right]}{s}$$



- Advantage : Steady state  $e_{ss} \rightarrow 0$
- Disadvantage : Distabilizer
- Generalizing : Locate the pole (originally at the origine for the PI) at any selected point on the real axis



$$K \frac{s+b}{s+a} \Rightarrow \text{LAG COMPENSATOR}$$

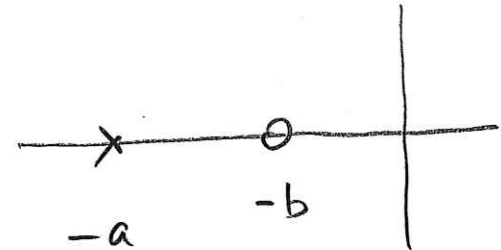
## Lead / Lag – Summary

- **Lead Compensator**

- The Zero is closer to the origin than the Pole

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

$$a > b$$

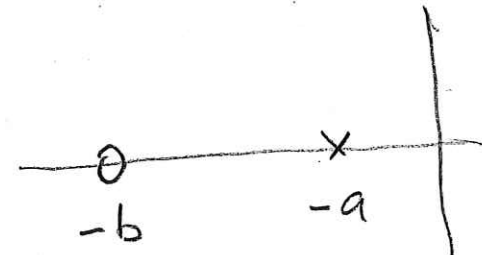


- **Lag Compensator**

- The Pole is closer to the origin than the Zero

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

$$a < b$$

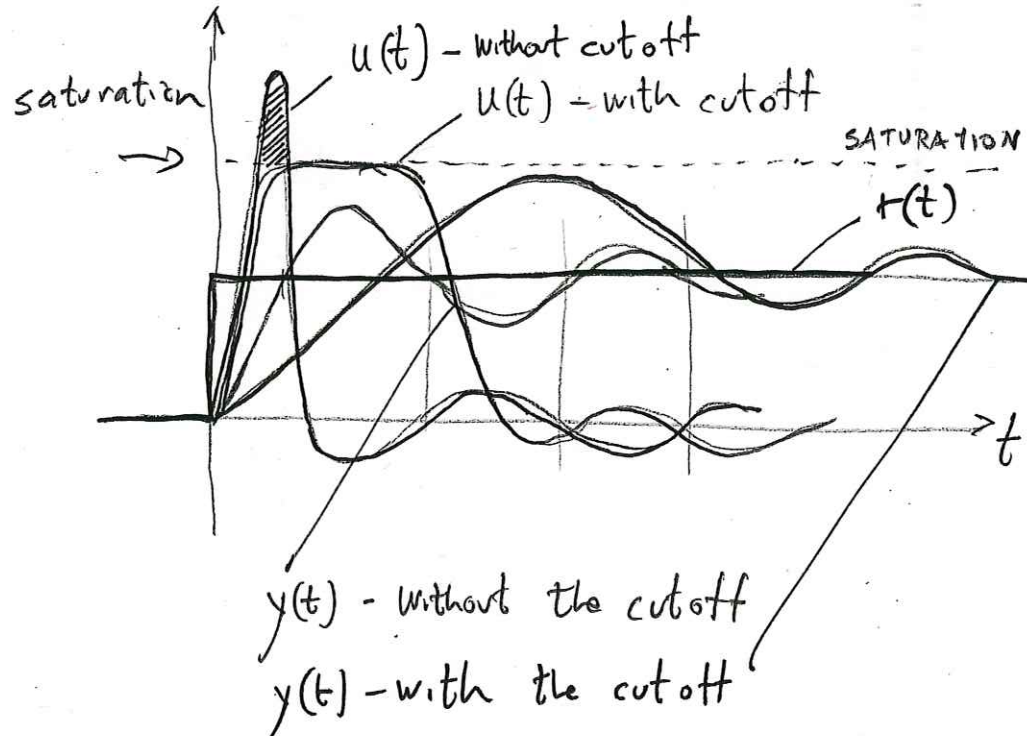
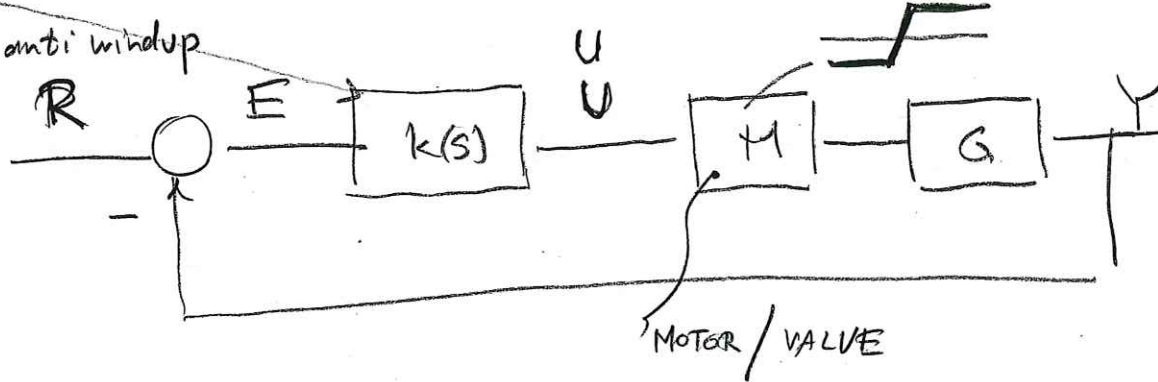




# PI Controller – Integrator Problem

## + Solution

- Logic  $\rightarrow$  Integrator anti windup
- If saturate stop integrate



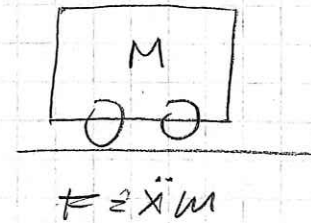
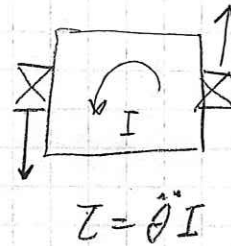
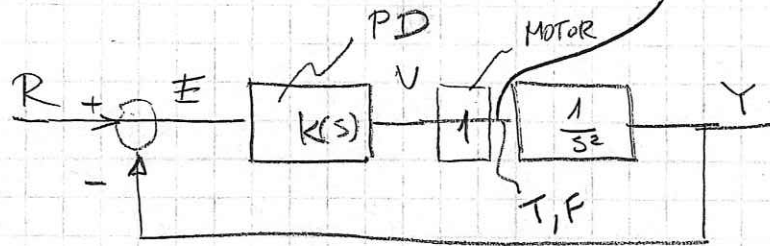
## + In Reality

- Actuators saturate
- Value  $\begin{cases} \text{Max open} \\ \text{Min close} \end{cases}$

## + Problem

- The integrating controller will keep integrating up although the system can't produce more actuation
- Accumulating baggage
- Keep holding at saturation longer
- High overshoot  $\rightarrow$  less damping

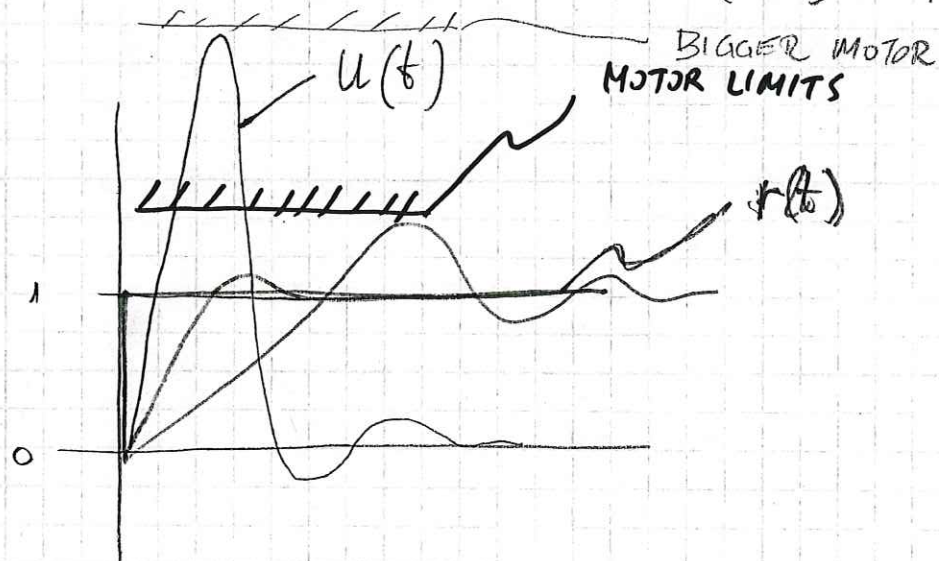
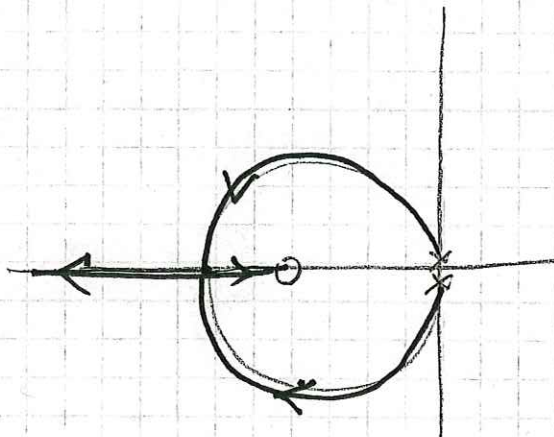
WHY A DESIGN THAT PUT POLES FAR AWAY FROM THE ORIGIN REQUIRES LARGE MOTORS



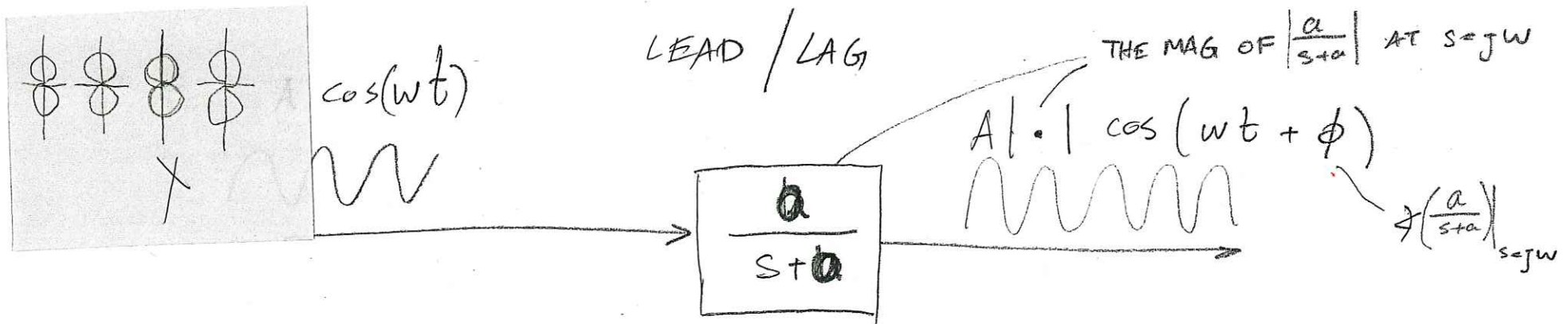
$$1 + KG = 1 + [k_p + k_d s] \frac{1}{s^2} = 0$$

ROOT LOCUS

$$KG = \frac{k_p + k_d s}{s^2} = \frac{k_d (s + \frac{k_p}{k_d})}{s^2} \rightarrow K_1 \left( \frac{s + k_2}{s^2} \right)$$



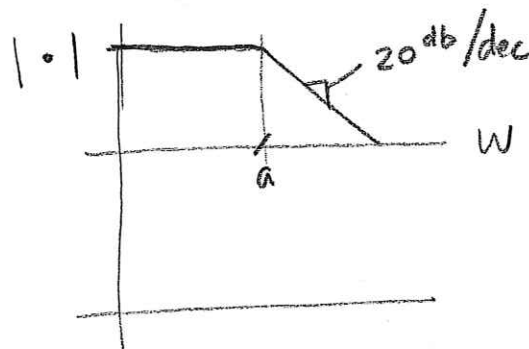
N / / / / /



DC GAIN =  $\frac{a}{s+a} = 1$  [Filter with DC gain of 1]

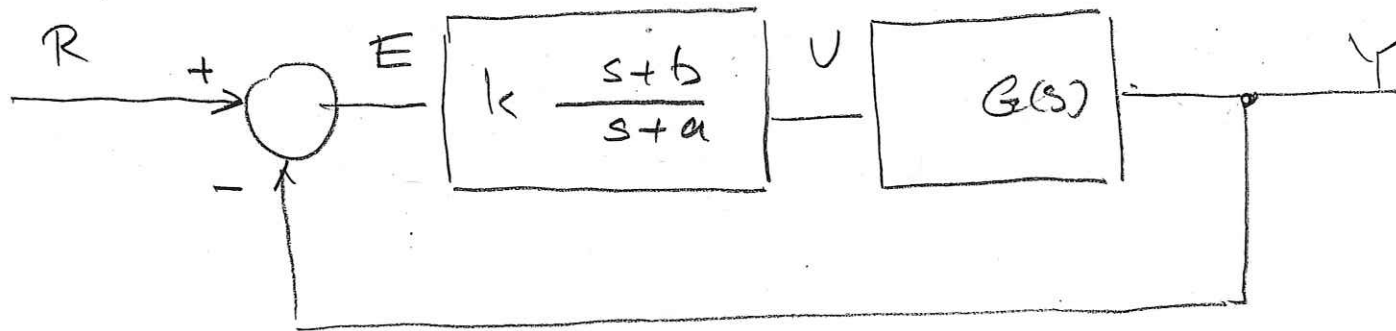
$\frac{a}{j\omega + a} \rightarrow$

		GAIN	PHASE
@	$\omega = 0$	1	0
@	$\omega \rightarrow \infty$	0	$-90^\circ (0 - 90) = -90$
@	$\omega = a$	0.707	$-45^\circ (0 - 45 = -45)$



$\Rightarrow$  LOW PASS FILTER

## Lag – Nature of the Compensator

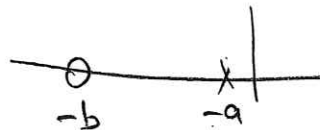


$$\frac{E}{R} = \frac{1}{1 + k \frac{s+b}{s+a} G(s)} = \frac{s+a}{(s+a) + k(s+b)G(s)} \xrightarrow[\text{Steady state Error}]{s \rightarrow 0} \frac{a}{a + k b G(s=0)}$$

↑

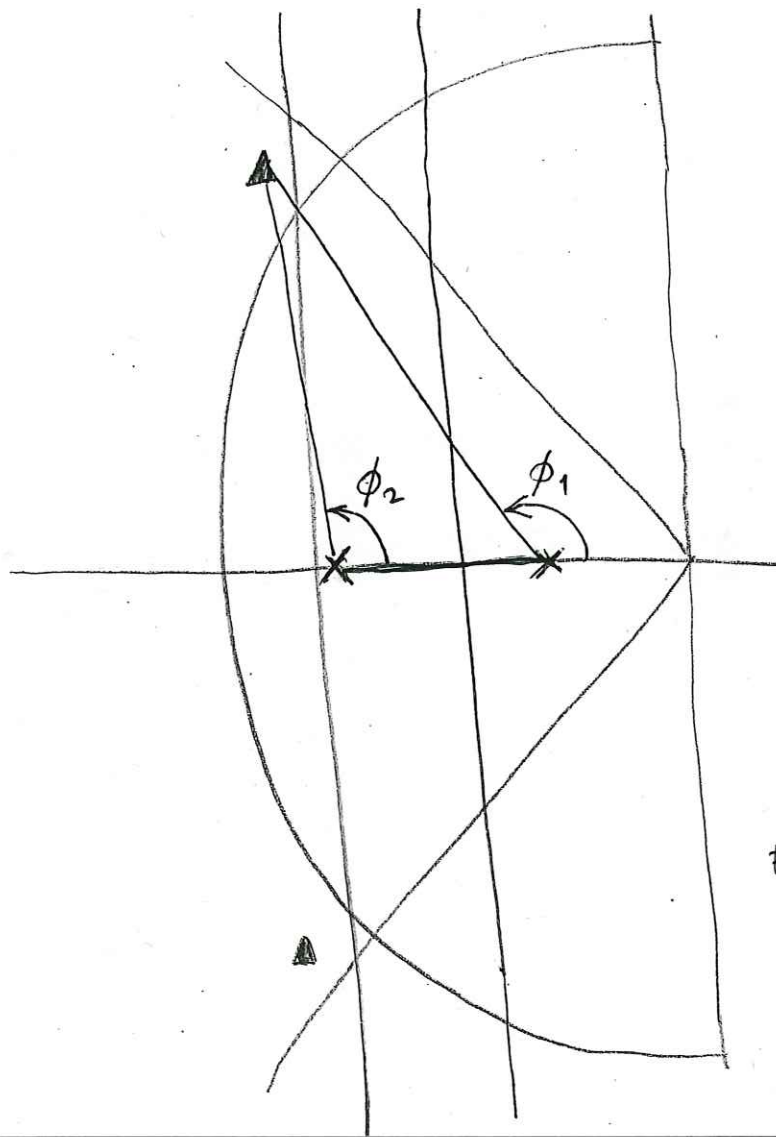
For  $a \ll b$  ( $a$  is small relative to  $b$ )

close to an integrator  $\rightarrow$  Decreasing the Steady Stat





## Lead – Systematic Approach for Choosing Compensation



- Based on the req., choose a new locations for the poles
- Using only gain ( $k$ ) it is impossible to meet the req.
- Measure the phase at the req. point ▲

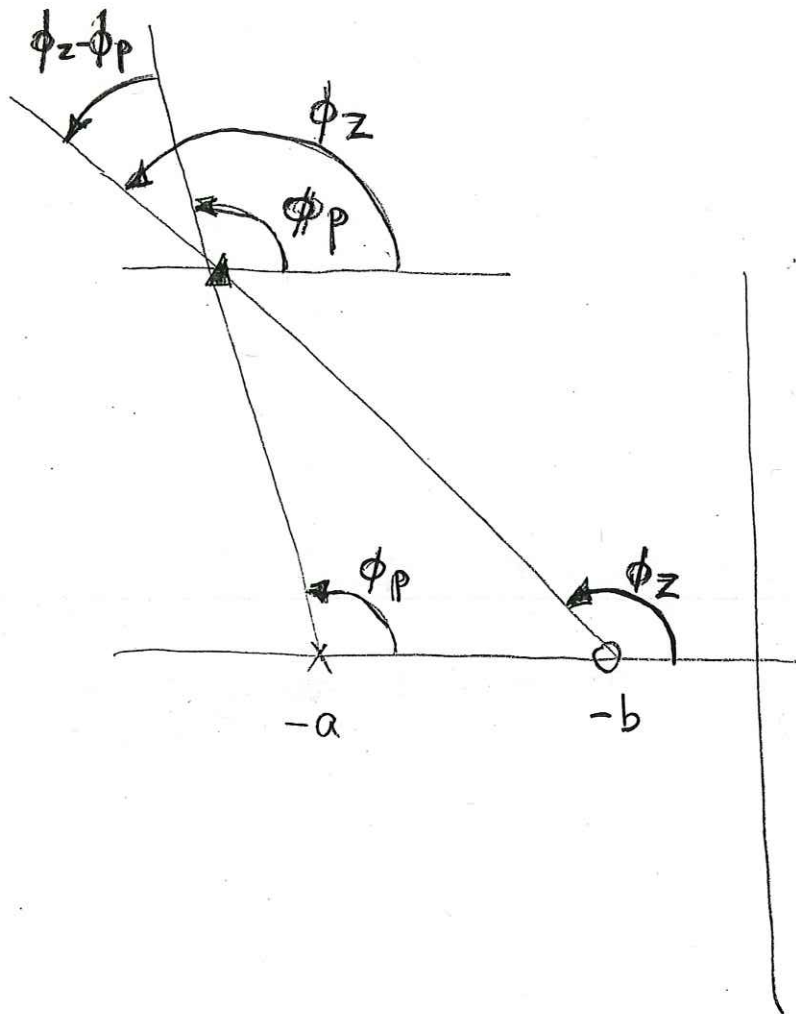
$$-\phi_1 - \phi_2 + \overbrace{\bar{\phi}}^{\text{UNKNOWN}} = -180$$

For example  $-135 - 120 + \bar{\phi} = -180$

$$\bar{\phi} = +75$$

- Add  $\bar{\phi} = 75^\circ$  to the system to get the RL to pass through ▲

## Lead / Lag



### Lead Controller

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

- Add a lead controller with zero (o) and pole (x) such that  $\phi_z - \phi_p = 75^\circ$

- The RL will pass through the point  $\blacktriangle$  and meet the requirements

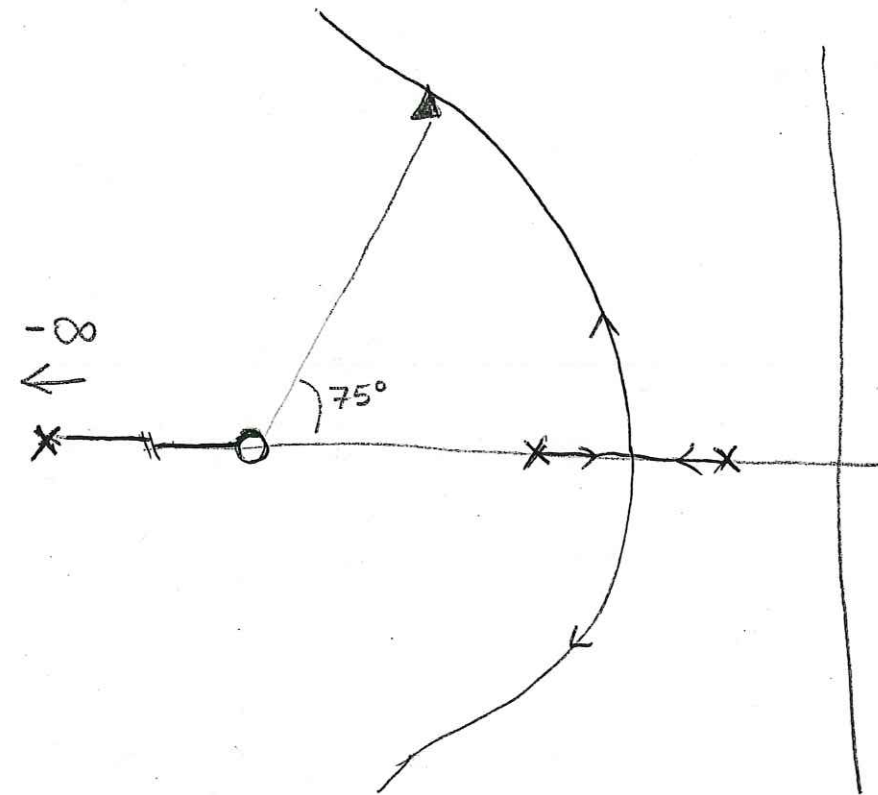
→ ①  $\phi_{OF}$ : The difference  $\phi_z - \phi_p = 75^\circ$  may be generated by  $\infty$  combinations of poles (x) and zero (o) located along the real axis

# Lead / Lag

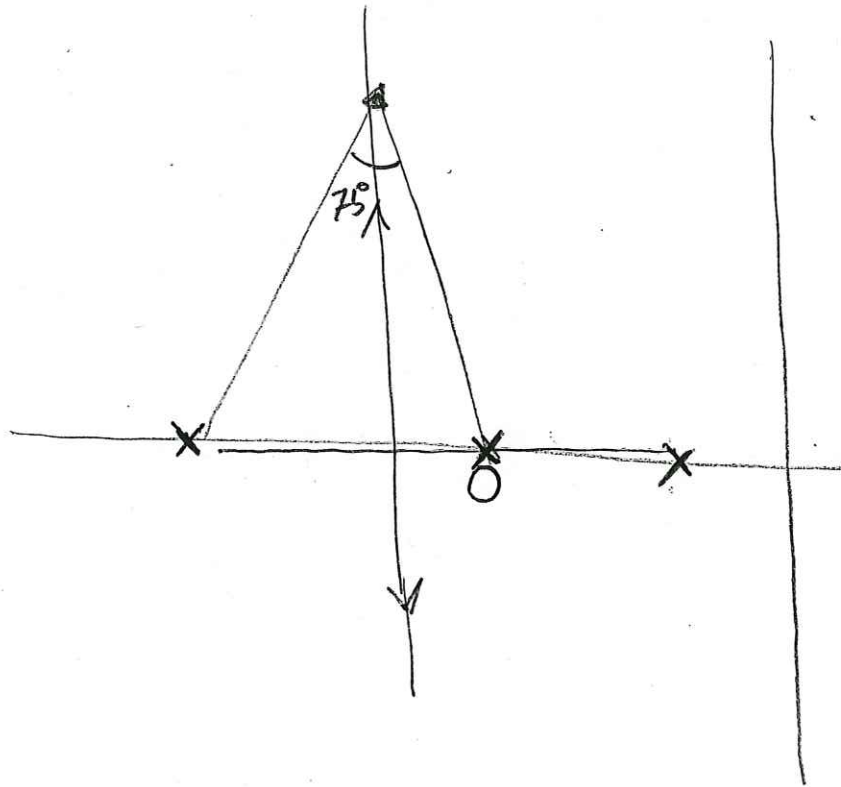
CASE 1 :

$X \rightarrow +\infty$

$0 \rightarrow$  on the real axis at  $75^\circ$



# Lead / Lag



CASE 2

○ → x  
/       /  
Lead    system

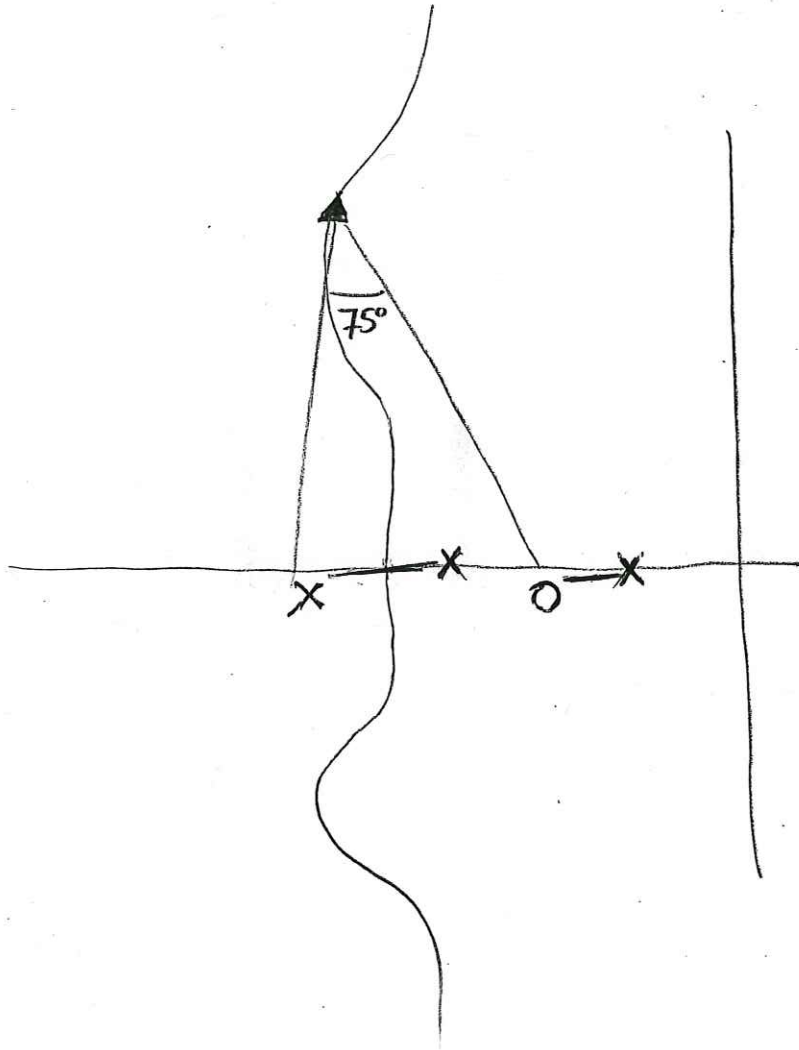
- Put the zero of the lead on top of the system pole



## Lead / Lag

CASE 3

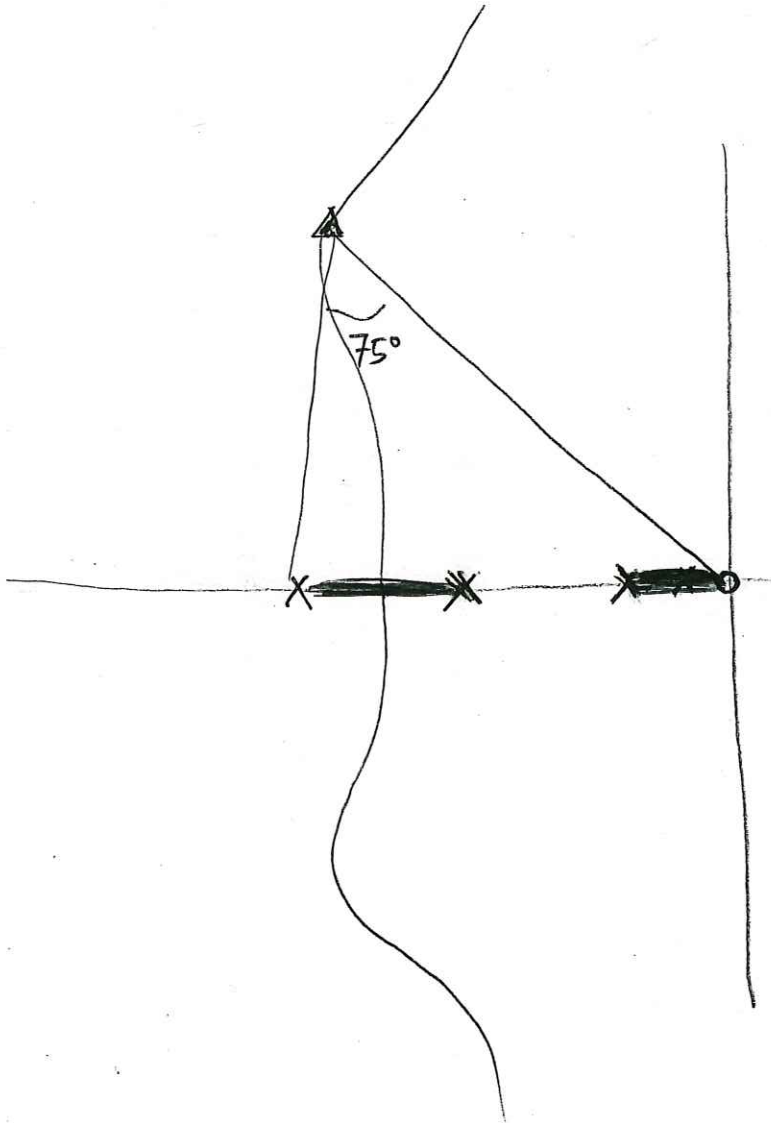
- Put the zero of the lead between the two poles of the system



# Lead / Lag

## CASE 4

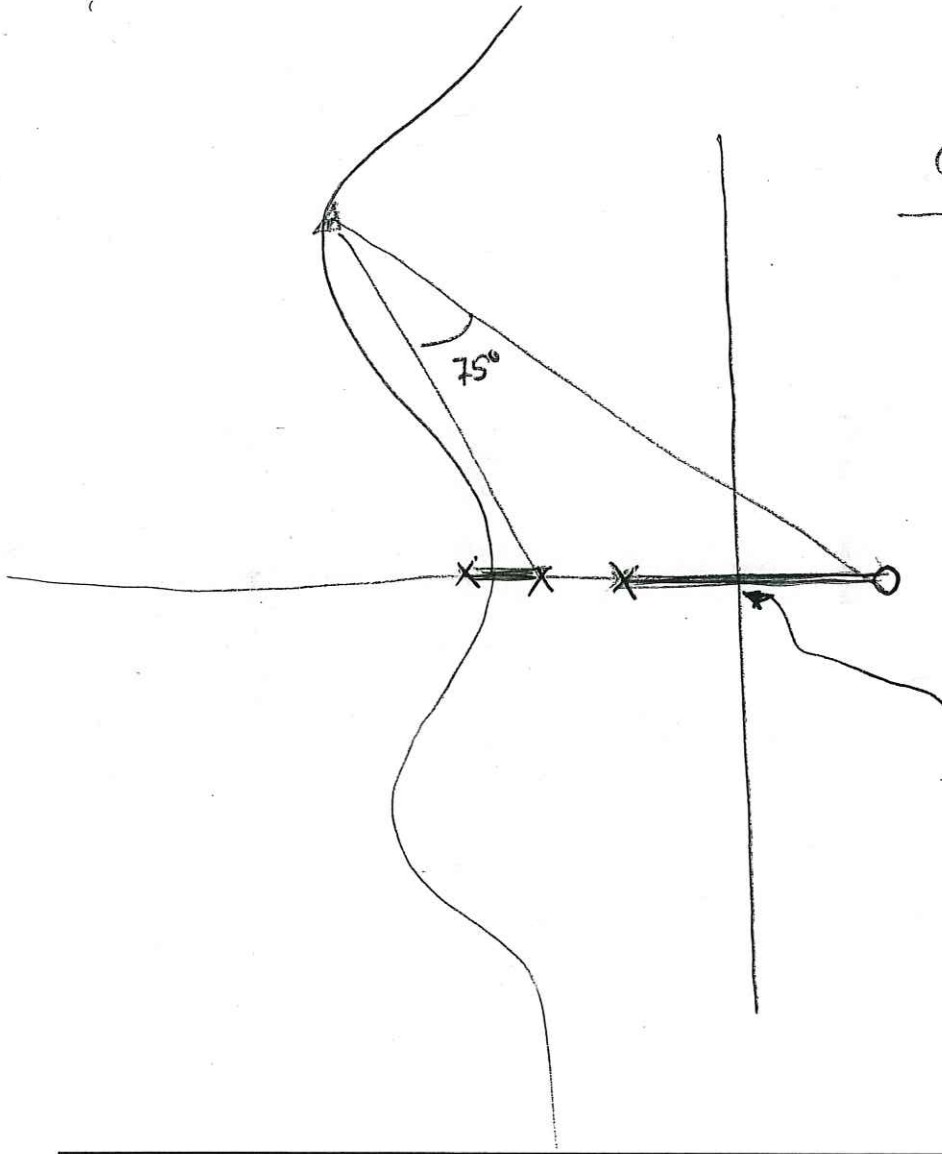
- Put the zero of the lead at the origine



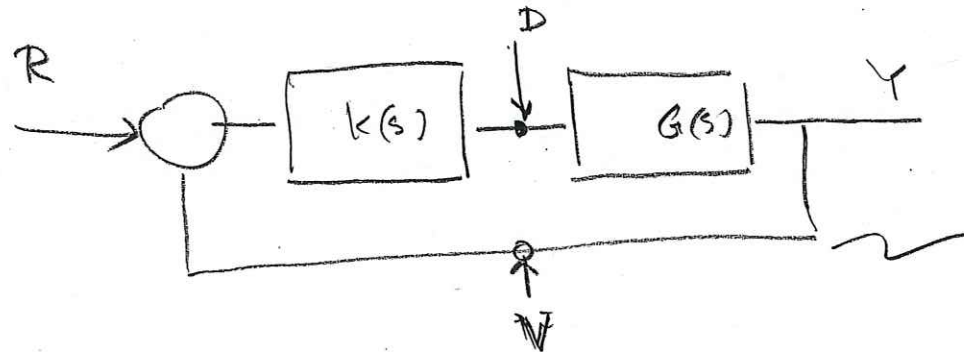
## Lead / Lag

### CASE 5

- Put the zero of the lead on the right hand side of the RT
- Problem: Do we hit the point  $\blacktriangle$  before the system get unstable



## Lead / Lag



Perfect sensor with noise

### Requirement for KG

small  $KG$   $\left[ \begin{array}{l} \frac{Y}{V} = \frac{KG}{1+KG} ; \quad \frac{Y}{V} \approx 0 ; \quad \frac{KG}{1+KG} \rightarrow 0 ; \quad KG \rightarrow 0 \end{array} \right.$

- small  $KG$
- Noise of the sensor does not affect output

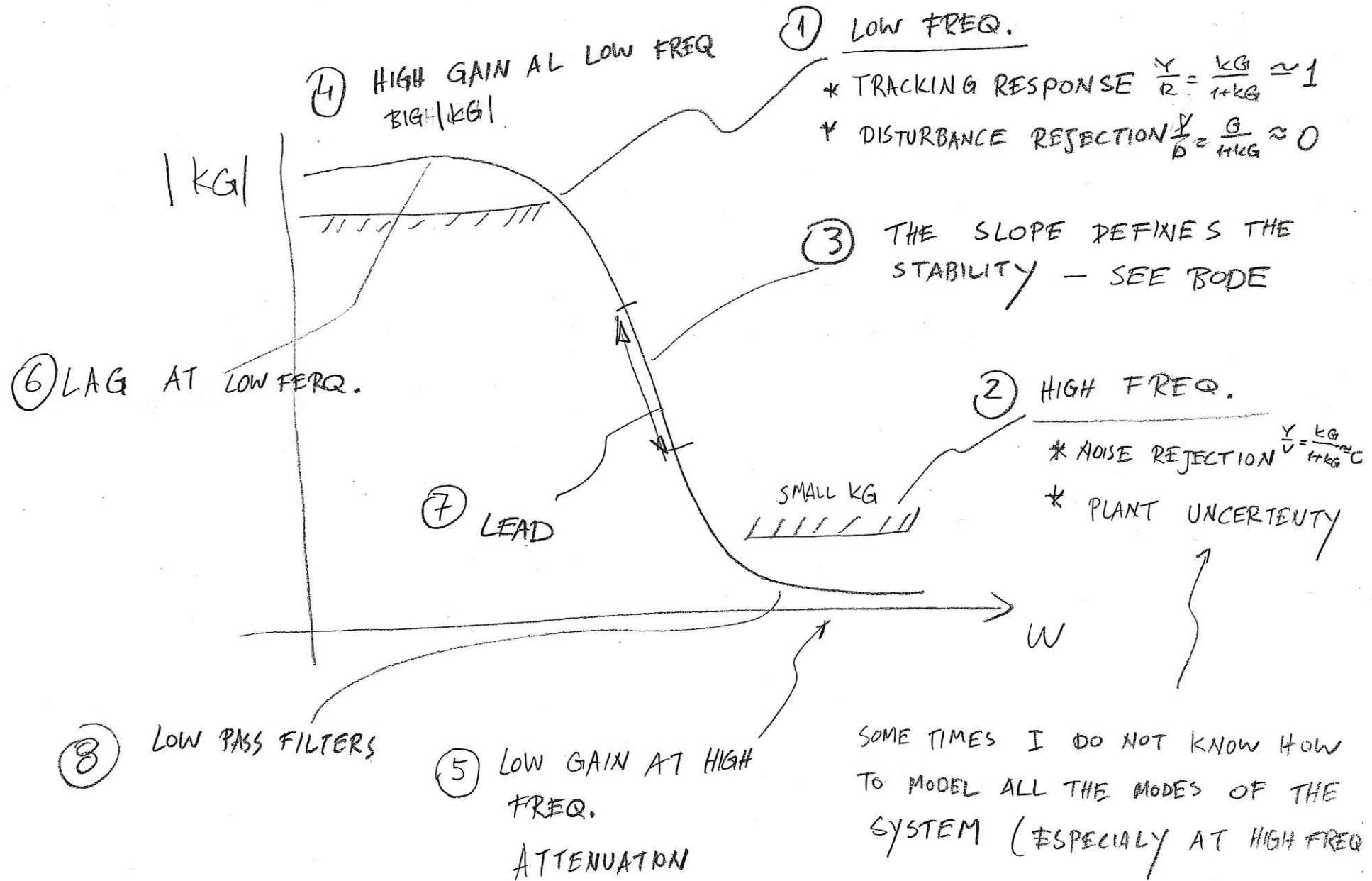
Large  $KG$   $\left[ \begin{array}{l} \frac{Y}{D} = \frac{G}{1+KG} \quad \frac{Y}{D} \approx 0 \quad \frac{G}{1+KG} \rightarrow 0 ; \quad KG \rightarrow \infty \end{array} \right.$

- Large  $KG$
- Disturbance noise does not affect the output

$\frac{Y}{R} = \frac{KG}{1+KG} ; \quad \frac{Y}{R} \rightarrow 1 ; \quad \frac{KG}{1+KG} \rightarrow 1 ; \quad KG \rightarrow \infty$

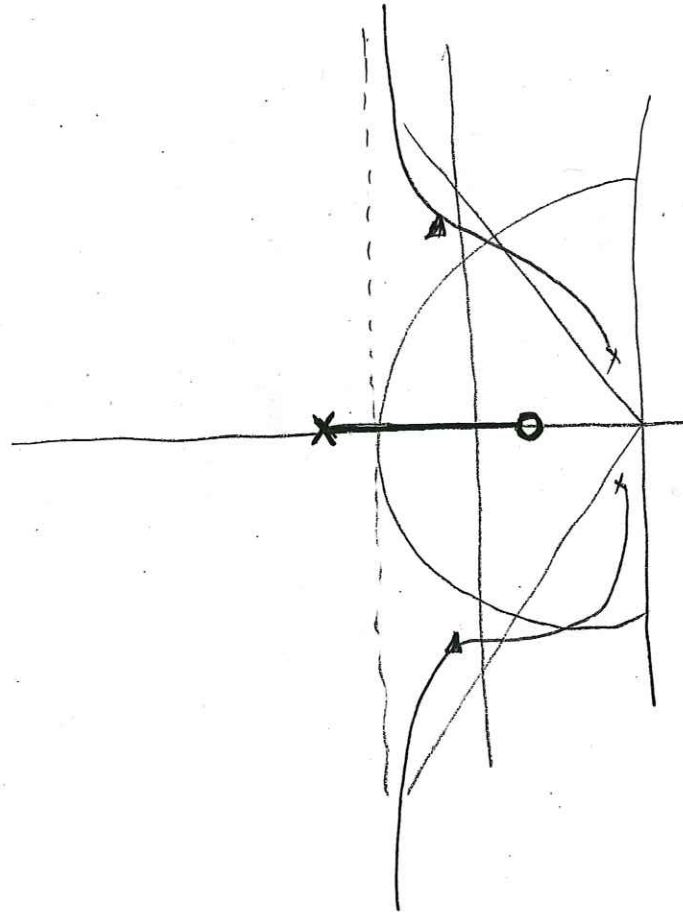
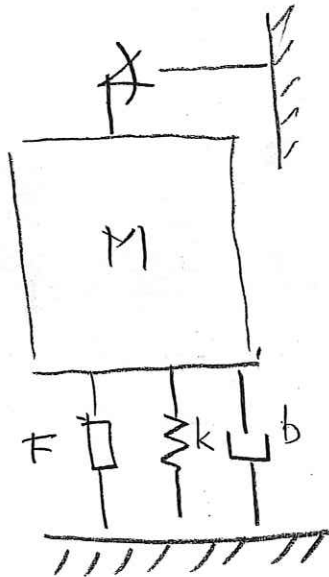
- Large  $KG$
- Good tracking response

# LEAD / LAG



# Lead / Lag

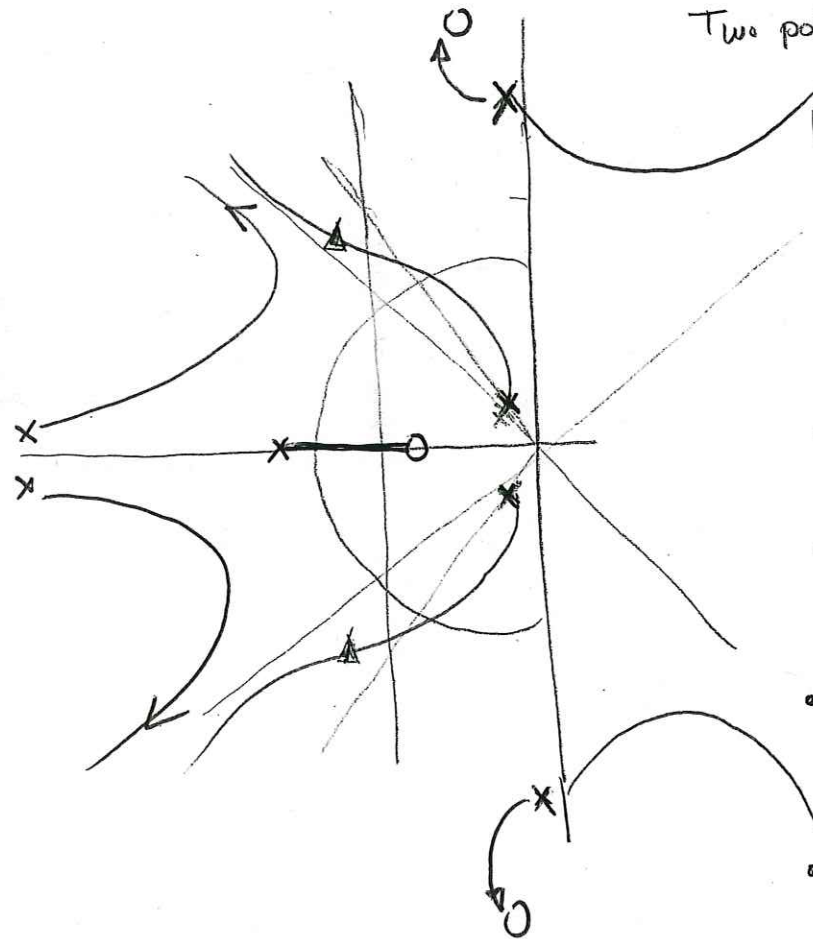
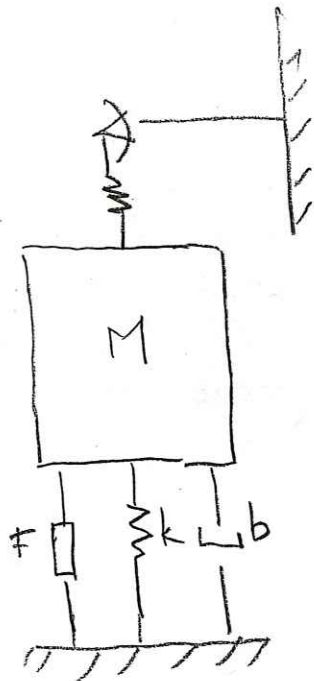
## OPTICAL TABLE EXAMPLE



- Add a lead controller

# Lead / Lag

## OPTICAL TABLE EXAMPLE

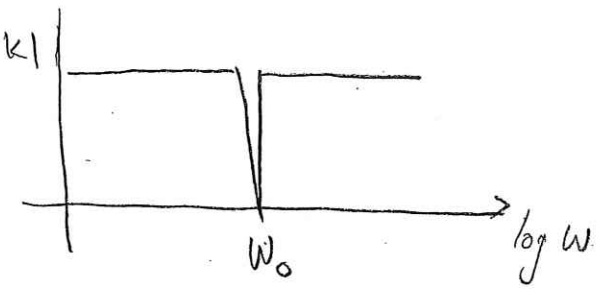


solution - Notch Filter

Two Zeros

$$K(s) = \frac{s^2 + 2\zeta\omega_0 s + \omega_0^2}{s^2 + 2\omega_0 s + \omega_0^2}$$

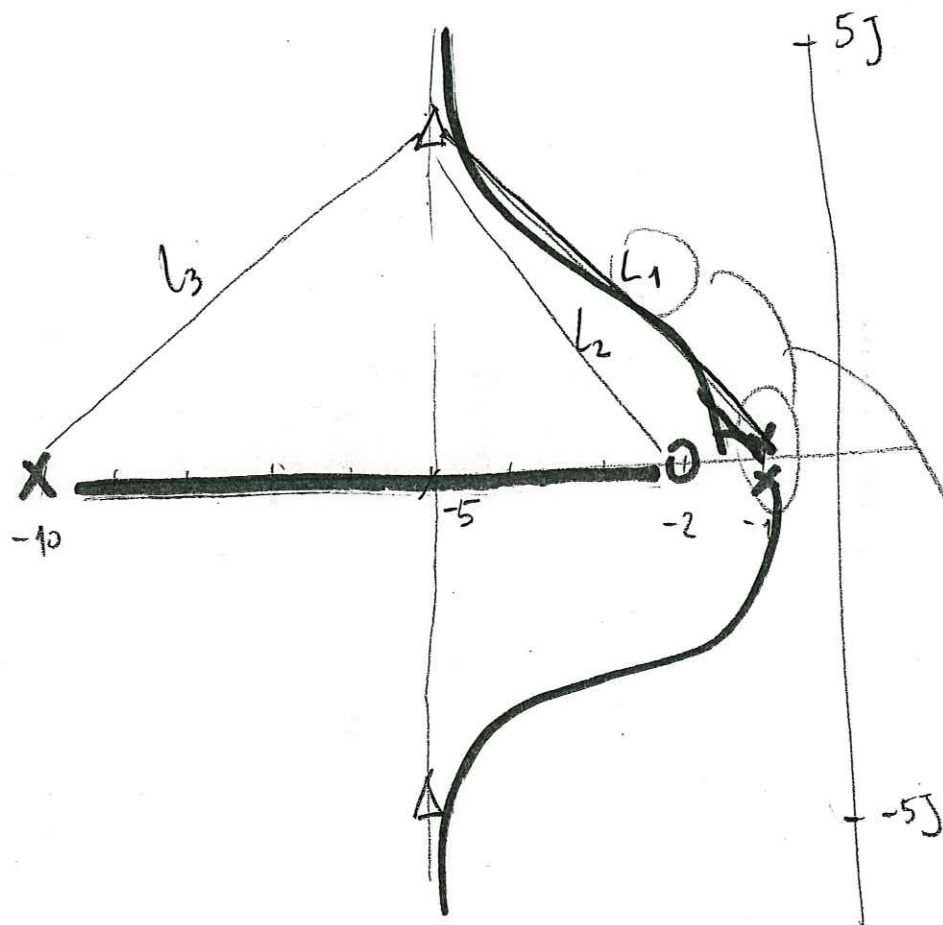
Two poles



- Notch Filter - Band Stop
- Alter the departure of the remote poles
- The no. of asymptot will still be the same
- For small  $k$  we still meet the spec. BUT also avoid instability



# LEAD/LAG EXAMPLE



$$G(s) = \frac{5(s+2)}{(s+1)^2(s+10)}$$

CENTER OF ASY.

$$\sigma = \frac{-10 - 2 + 2}{2} = -5$$

FIND K FOR WHICH  $|KG| \rightarrow -5 \pm 5j$

$$K \cdot 5 \frac{L_2}{L_1^2 L_3} = 1$$

$$\Rightarrow K \approx 10$$

$$L_1 = \sqrt{5^2 + 4^2} = \sqrt{25 + 16} = 6.4$$

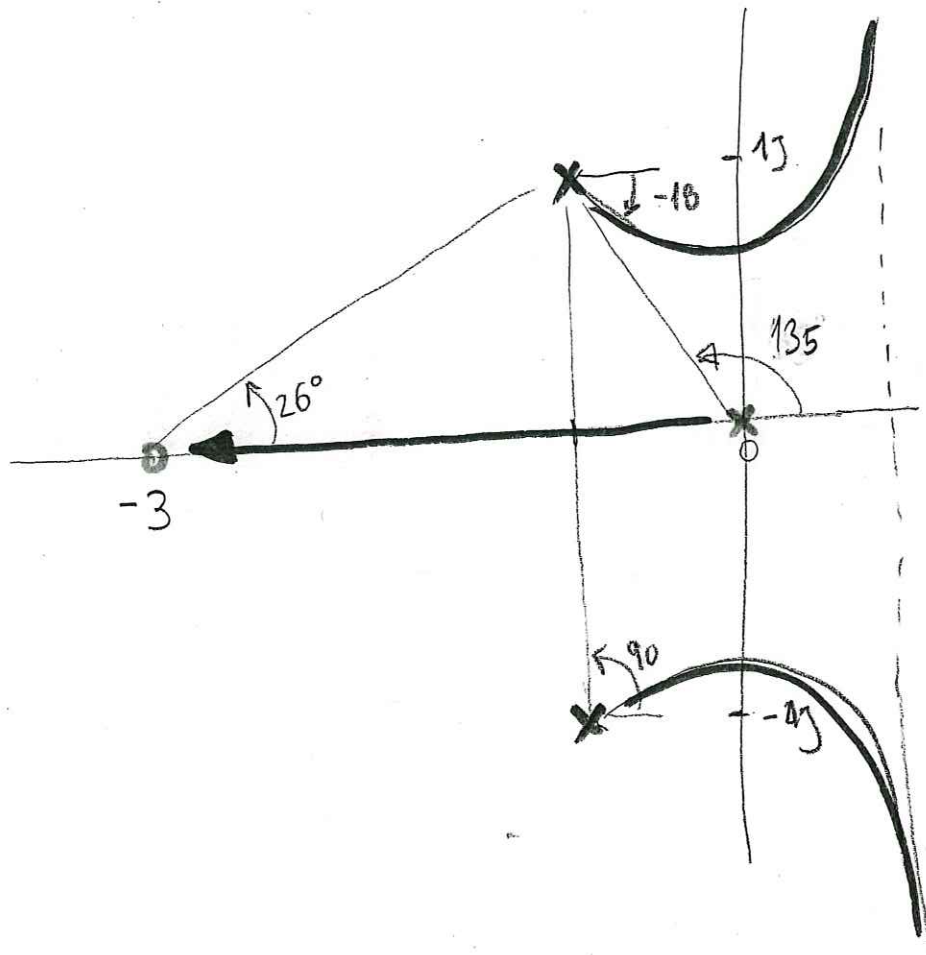
$$L_2 = \sqrt{5^2 + 3^2} = \sqrt{25 + 9} = 5.8$$

$$L_3 = \sqrt{5^2 + 5^2} = \sqrt{50} = 7.1$$

$$K = \frac{L_1^2 L_3}{5 L_2} = \frac{41 \times 7.1}{5 \times 5.8} \approx 10$$



# LEAD/LAG EXAMPLE



$$G = \frac{1}{s^2 + 2s + 2}$$

$$s_{1,2} = \left\{ \frac{-2 \pm \sqrt{4-8}}{2} = -1 \pm j \right.$$

$$K = \frac{s+3}{s}$$

PI CONTROL (LAG)

$$-\phi_d - 135^\circ - 90^\circ + 26^\circ = -180^\circ$$

$$\phi_d = -18^\circ$$

WHAT IS THE VALUE OF K  
IN WHICH THE ROOT LOCUS  
CROSSES THE JW AXIS &  
BECOME UNSTABLE

# LEAD / LAG EXAMPLE

$$D(s) = 1 + KG = 1 + \frac{k(s+3)}{s(s^2+2s+2)} = 0$$

$$s^3 + 2s^2 + s(k+2) + 3k = 0$$

$s^3$	1	$k+2$	0
$s^2$	2	$3k$	
$s^1$	$-\frac{1 \cdot k+2}{2} = \frac{4-k}{2}$	0	
$s^0$	$-\frac{2 \cdot \frac{4-k}{2}}{\frac{4-k}{2}} = 3k$		

$$-\left(\frac{3k + 2(k+2)}{2}\right) = -\frac{3k - 2k - 4}{2} = -\frac{k-4}{2} = \frac{4-k}{2}$$

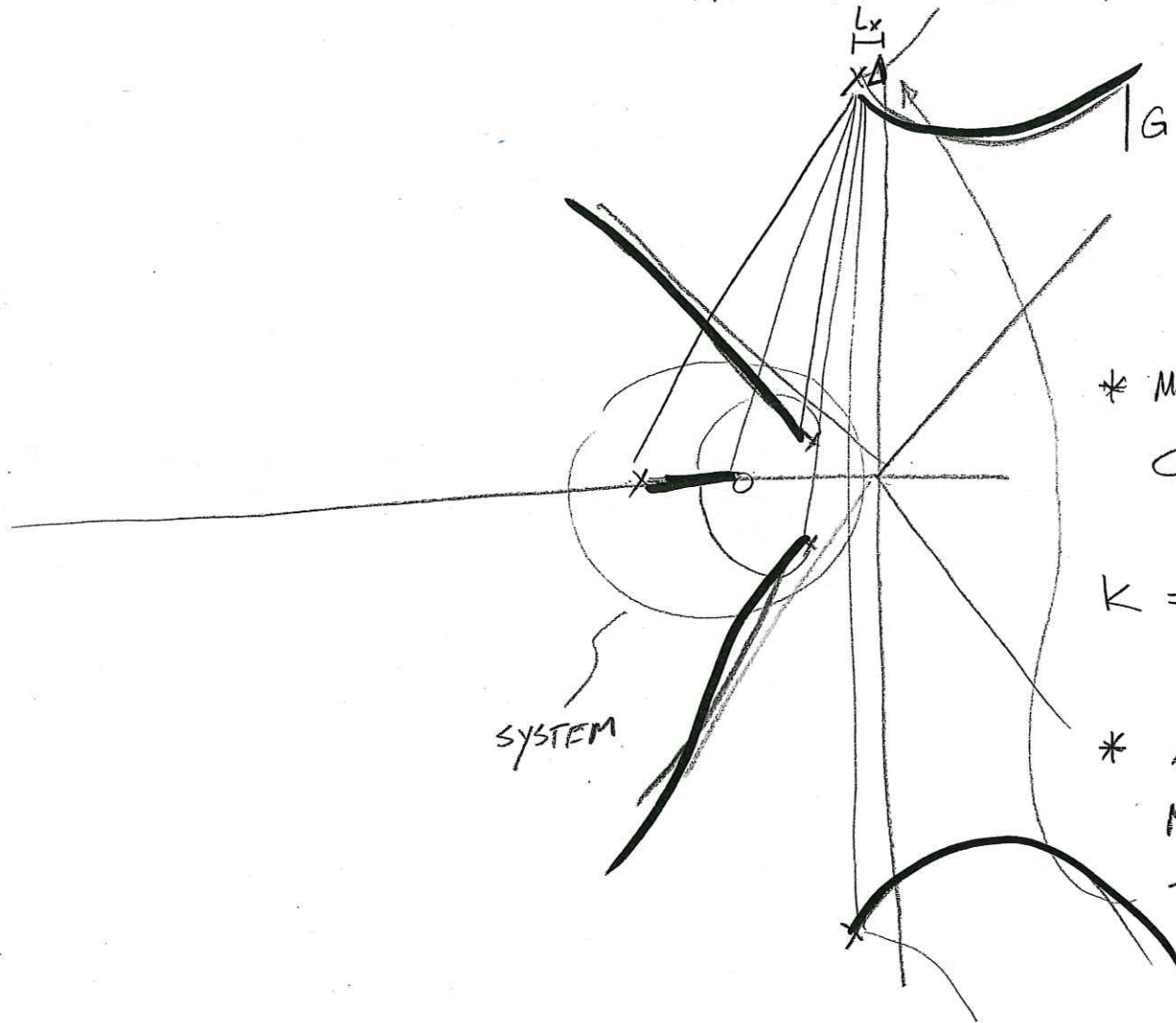
$$-\frac{3k \left(\frac{4-k}{2}\right)}{\frac{4-k}{2}} = +3k$$

$$\cap \begin{cases} 3k > 0 \Rightarrow k > 0 \\ \frac{4-k}{2} > 0 \Rightarrow k < 4 \end{cases} \cap$$

$$0 < k < 4$$

HOW FAST THE POLE ARE MOVING

MISSING INFO FROM THE ROOT LOCUS



$$|GK| = \frac{\pi L_z}{L_x \pi L_p} = \frac{C}{L_x}$$

G

\* MOVING ~~A~~ ALONG THE RL  
G WILL REMAIN THE SAME

$$K = \frac{1}{|G|} \approx L_x$$

\* ALL THE OTHER POLES  
MOVE QUICK COMPARE  
TO THE POLE