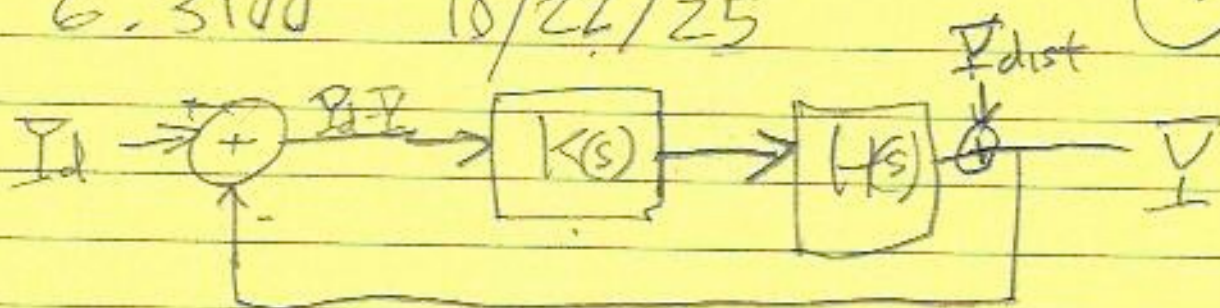


G.3100 10/22/25

①

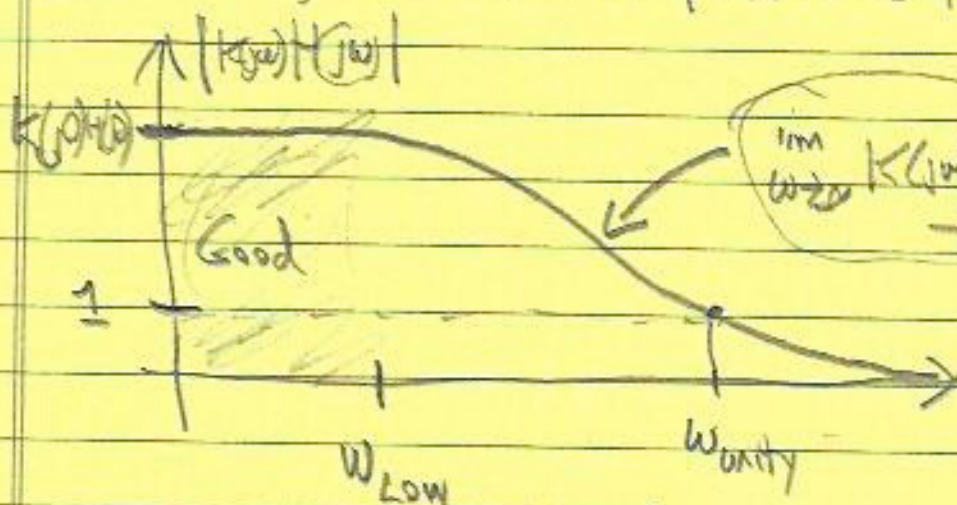


In sinusoidal steady-state (So system assumed stable)

$$Y = \underbrace{\frac{K(j\omega)H(j\omega)}{1 + K(j\omega)H(j\omega)}}_{G(j\omega)} I_d + \underbrace{\frac{1}{1 + K(j\omega)H(j\omega)}}_{G_{dist}(j\omega)} Y_{dist}$$

If $|K(j\omega)H(j\omega)| \gg 1$ $\underbrace{G(j\omega)}_{\text{good tracking}} \approx 1$ $\underbrace{G_{dist}(j\omega)}_{\text{good dist rejection}} \approx 0$

So design $K(s)$ so $|K(j\omega)H(j\omega)| \gg 1$ $\omega < \omega_{Low}$



frees you
care about

- 1) physical sys don't respond instantly
- 2) Practical controllers can't increase $K(s)$ with ω fast enough

$|K(\omega_{unity})H(\omega_{unity})| = 1$
by definition

But

(2)

If $\angle(K(j\omega_{unity})H(j\omega_{unity})) = -180^\circ$

then $K(j\omega_{unity})H(j\omega_{unity}) = -1$

and $G(j\omega_{unity}) = \infty$ $G_{dist}(j\omega_{unity}) = \infty$

Avoid
 $\angle = -180^\circ$
at
 ω_{unity}

If $\angle(K(j\omega_{unity})H(j\omega_{unity}))$ is near $-180^\circ \Rightarrow G(j\omega_{unity}) \gg 1$
 $G_{dist}(j\omega_{unity}) \gg 1$

Calculating Angle

$$\angle(K(j\omega)H(j\omega)) = \angle K(j\omega) + \angle H(j\omega)$$

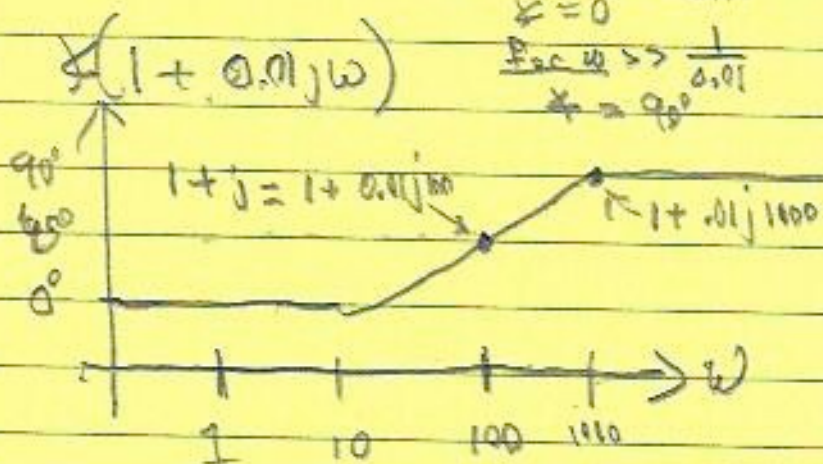
$$M_K e^{j\phi_K} \cdot M_H e^{j\phi_H}$$

$$= M_K M_H e^{j(\phi_K + \phi_H)}$$

Examples

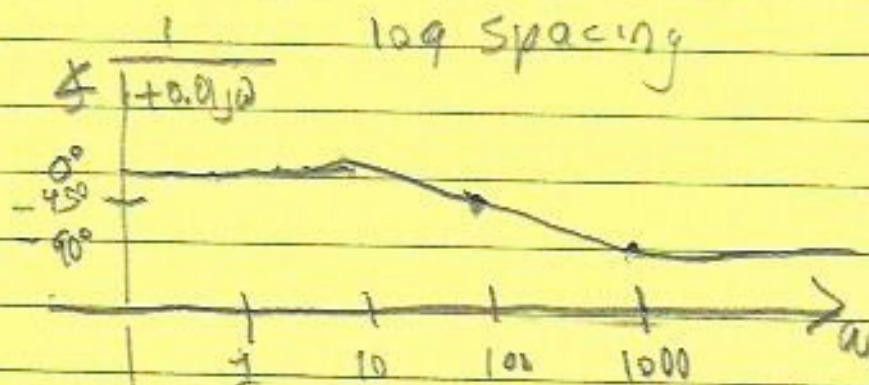
$$\angle(A + j\omega B)$$

$$\underbrace{1}_{\omega=1} \quad \underbrace{0.01}_{\omega=0.01}$$



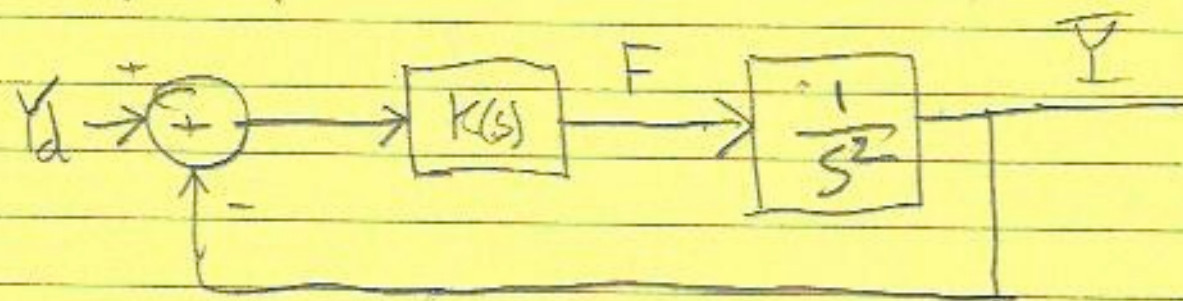
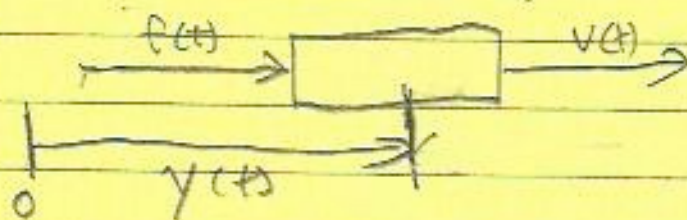
$$\angle \frac{1}{A + j\omega B}$$

$$\frac{1}{M} e^{-j\phi}$$

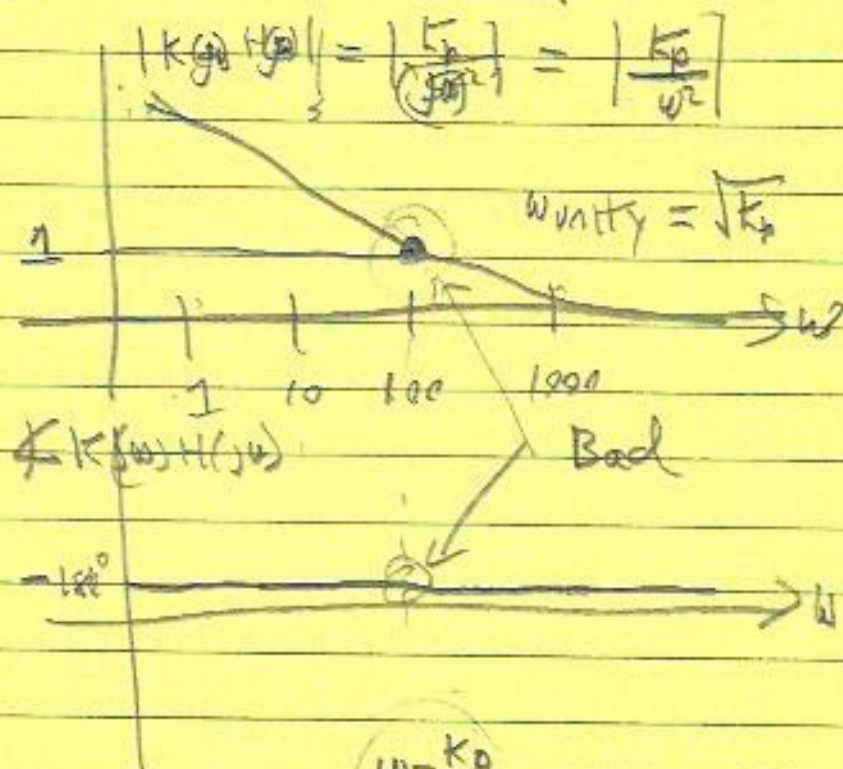


Sliding Block w/o friction

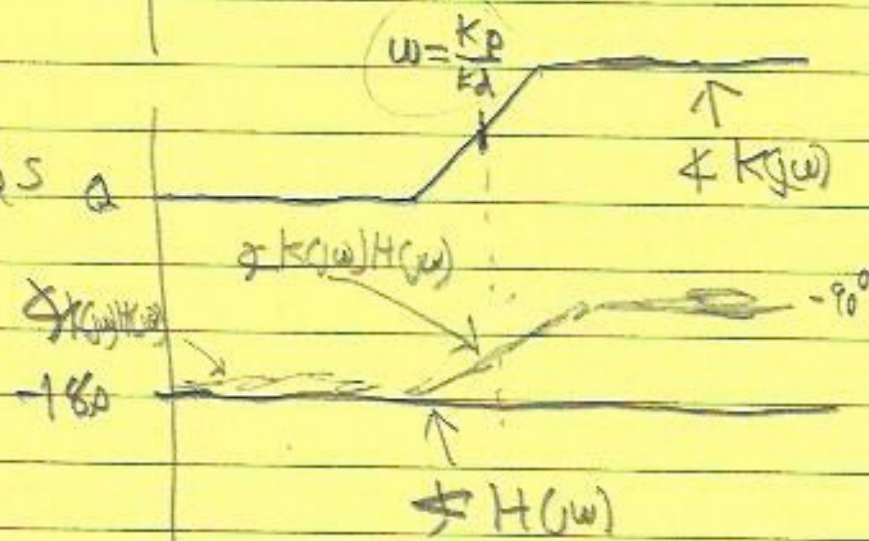
3



If $K(s) = K_p$

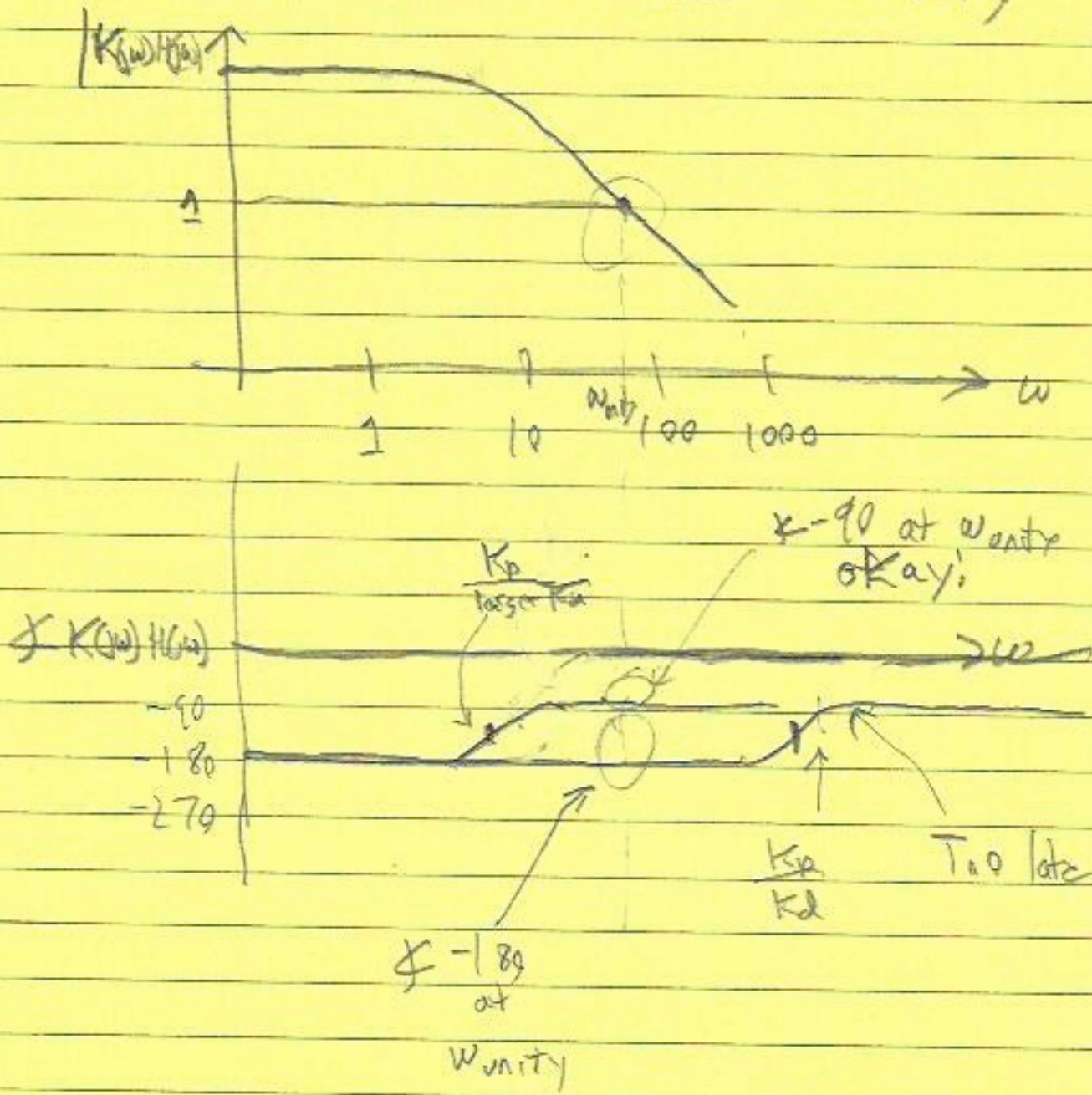


If $K(s) = K_p + K_d s$

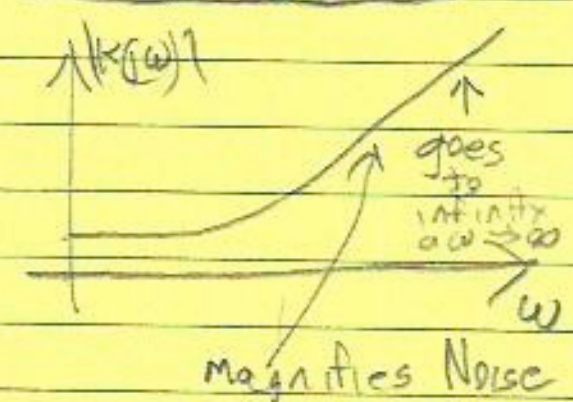
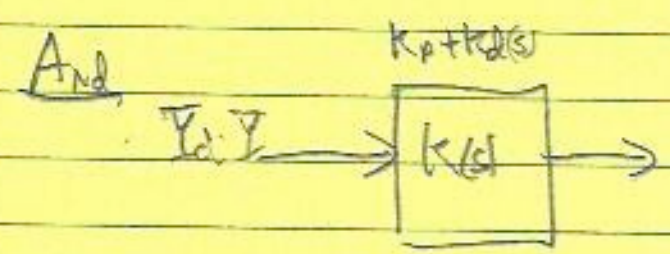


4

Make Sure ϕ Rises before ω_{unity}

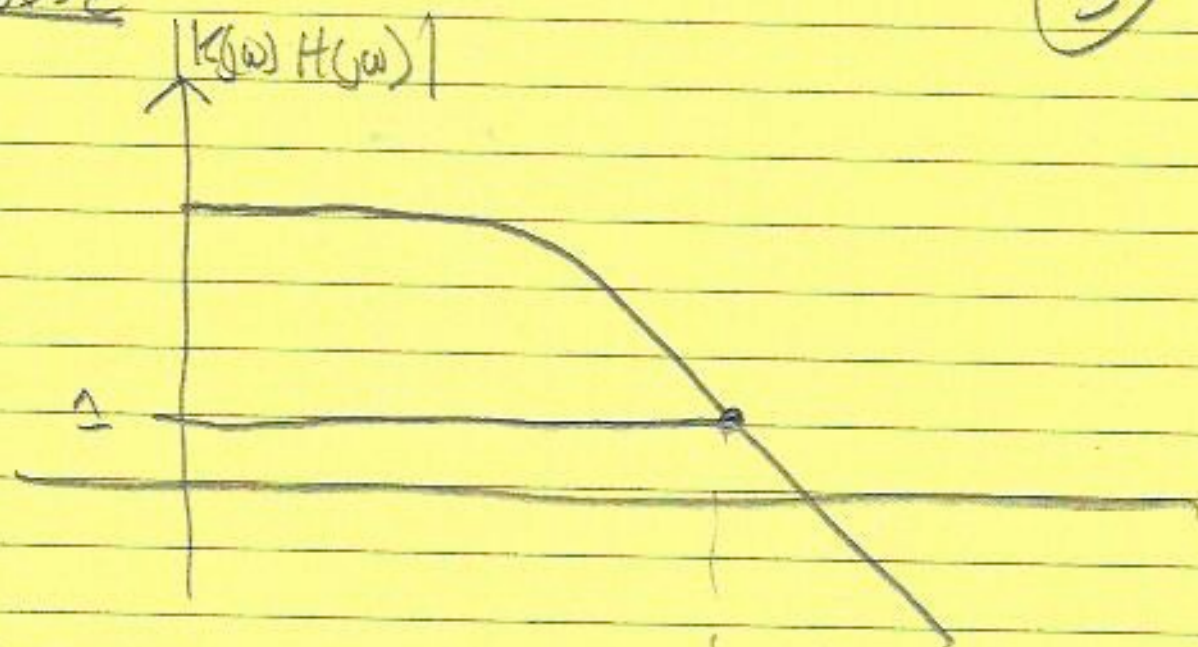


So make K_d bigger we know that!



Sp0sc

(5)

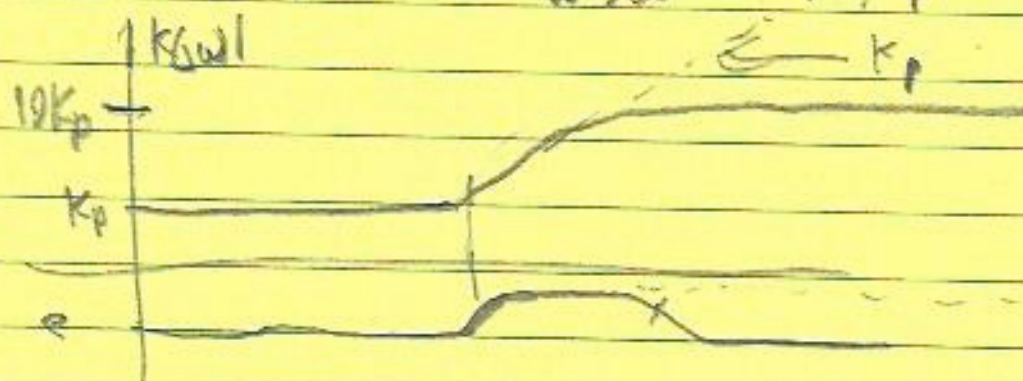


$$K(j\omega) = K_p \frac{1 + \frac{K_d}{K_p}(j\omega)}{1 + 0.1 \frac{K_d}{K_p}(j\omega)}$$

Lead

$$\lim_{\omega \rightarrow 0} = K_p$$

$$\lim_{\omega \rightarrow \infty} = 10 K_p$$



Some Terminology

6

