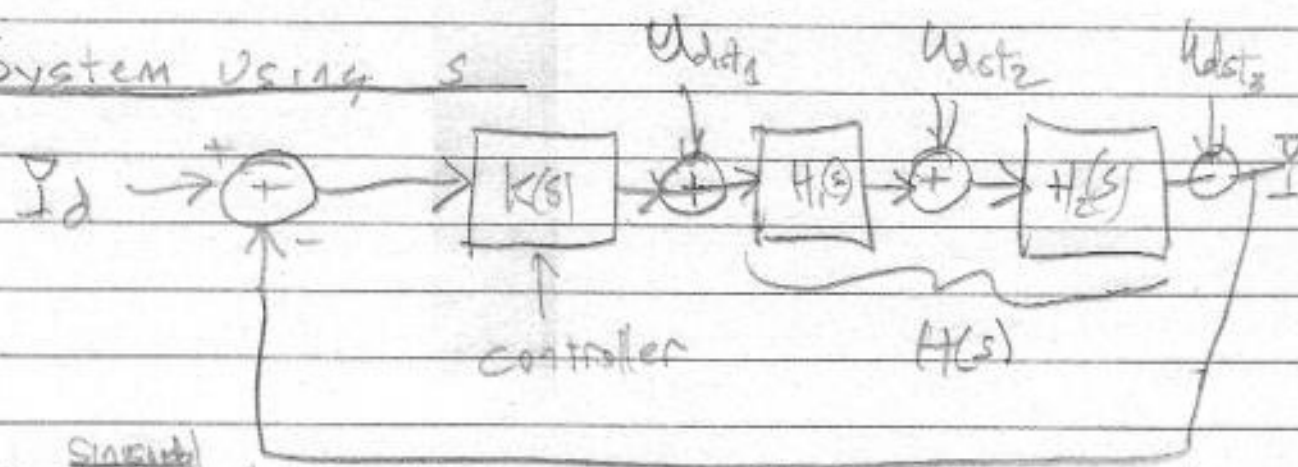


10/20/25 6.310

①

System using S



In Steady State $s \rightarrow j\omega$

$$I = \underbrace{\frac{K(j\omega) H(j\omega)}{1 + K(j\omega) H(j\omega)}}_{G(j\omega)} I_d + \underbrace{\frac{H(j\omega)}{1 + K(j\omega) H(j\omega)}}_{G_{dist1,2,3}(j\omega)} u_{dist1} + \underbrace{\frac{H_2(j\omega)}{1 + K(j\omega) H(j\omega)}}_{G_{dist2}(j\omega)} u_{dist2} + \underbrace{\frac{1}{1 + K(j\omega) H(j\omega)}}_{G_{dist3}(j\omega)} u_{dist3}$$

Notice same denom for all

IF $|K(j\omega) H(j\omega)| \gg 1$ then

$$G(j\omega) \approx 1 \Rightarrow I(j\omega) \approx I_d(j\omega) \text{ Good!}$$

$$G_{1,2,3}(j\omega) \approx 0 \Rightarrow$$

$\Rightarrow I = I_d$ and disturbances are rejected

②

So let's design $K(s)$ so that

$$|K(j\omega)H(j\omega)| \gg 1 \text{ for all } \omega$$

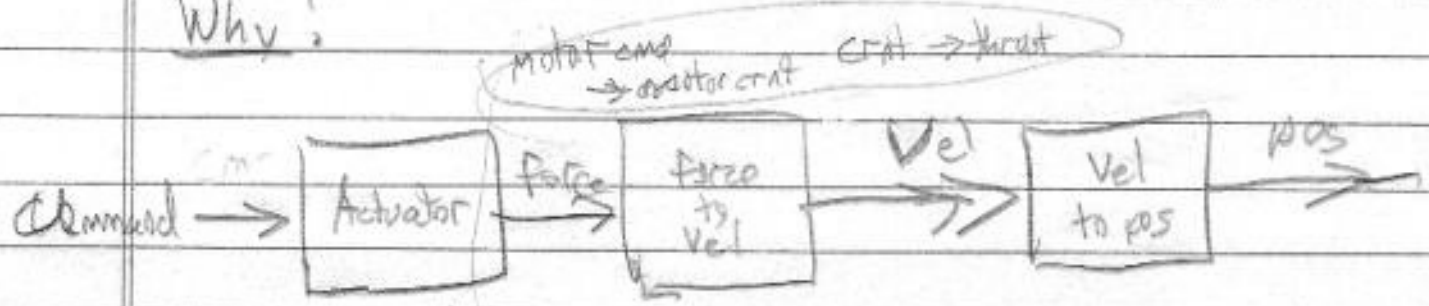
Yeah!

Not possible in practice for a pair of reasons

Reason 1 $H(j\omega)$ goes to zero with ω too fast

as $\omega \rightarrow \infty$ $|H(j\omega)| \propto \frac{1}{\omega^2}$ or higher!

Why?



e.g. motor cmd to thrust

Physical Systems don't respond instantly

$$H(s) = \frac{\gamma_a}{s - \beta_a} \cdot \frac{\gamma_v}{s - \beta_v} \cdot \frac{1}{s}$$

$s = j\omega$

$$\frac{K}{(j\omega)^3 + a_2(j\omega)^2 + a_1(j\omega) + a_0}$$

$s = j\omega$

③

Okay so make $K(s)$ compensate

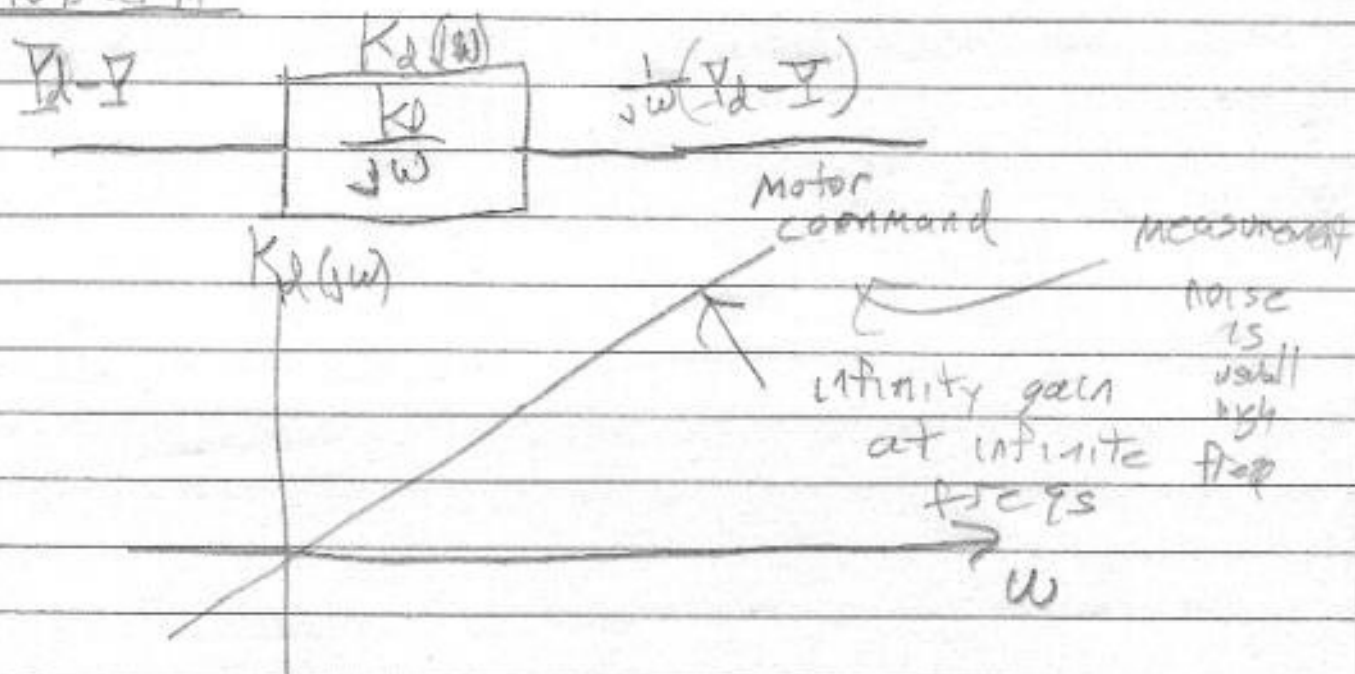
$$K(s) = \frac{K_i}{s} + K_p + K_d s + K_{d1} s^2 + K_{d2} s^3$$

then $\lim_{\omega \rightarrow \infty} |K(j\omega) H(j\omega)|$ will not go to zero!

Reason 2 High order $K(s)$ are impractical

Prop arm velot was noisy $\frac{\phi(t) - \phi(t-M)}{M \Delta t}$
 accel would be worse

Prop arm



④

Okay So

Design $K(s)$ so that
for lower freqs

$$|K(j\omega) H(j\omega)| \gg 1 \quad \text{for } \omega\text{'s you care about}$$

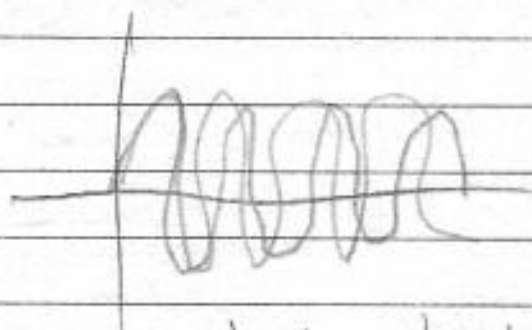
for higher freqs

$$\lim_{\omega \rightarrow \infty} |K(j\omega) H(j\omega)| \rightarrow 0$$

No tracking for large ω



good tracking



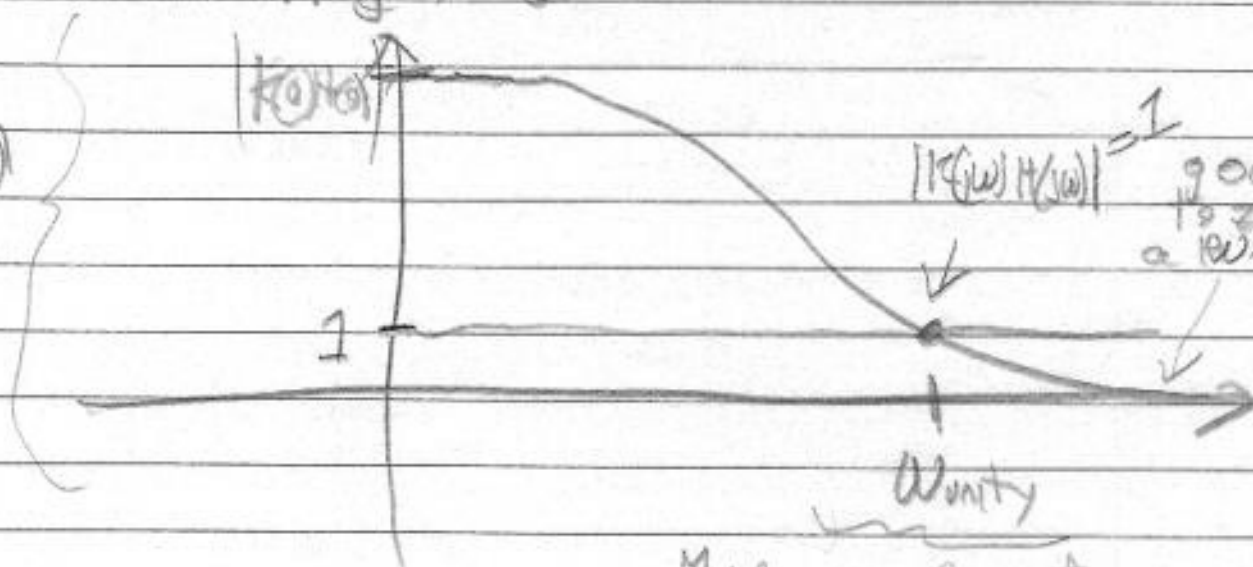
loosy tracking

subtle

But there is a problem

$$|K(j\omega) H(j\omega)|$$

$|K(j\omega) H(j\omega)|$
will always
have an
 ω unity



Must exist if
 $|K(j\omega) H(j\omega)| \gg 1$ for ω small
 $|K(j\omega) H(j\omega)| \rightarrow 0$ for ω large

What happens if $K(j\omega)H(j\omega) = -1$ (5)

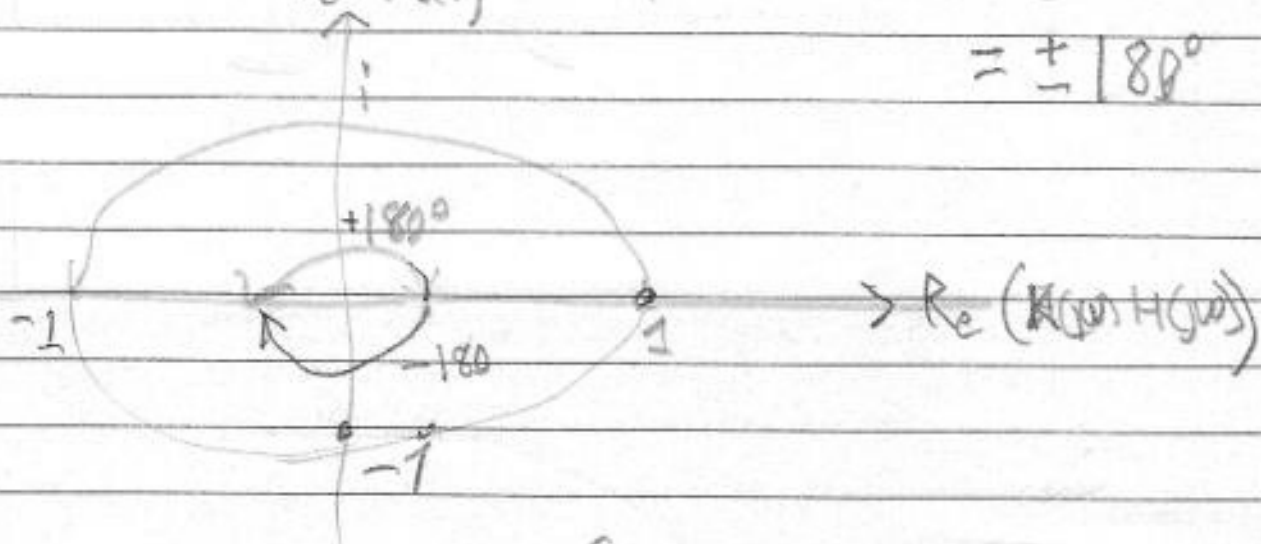
$$G(j\omega) = \frac{K(j\omega)H(j\omega)}{1 + K(j\omega)H(j\omega)}$$

suppose $|K(j\omega)H(j\omega)| = 1$

Cancellation depends on $\angle K(j\omega)H(j\omega)$

Worst case $|K(j\omega_{unity})H(j\omega_{unity})| = 1$

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



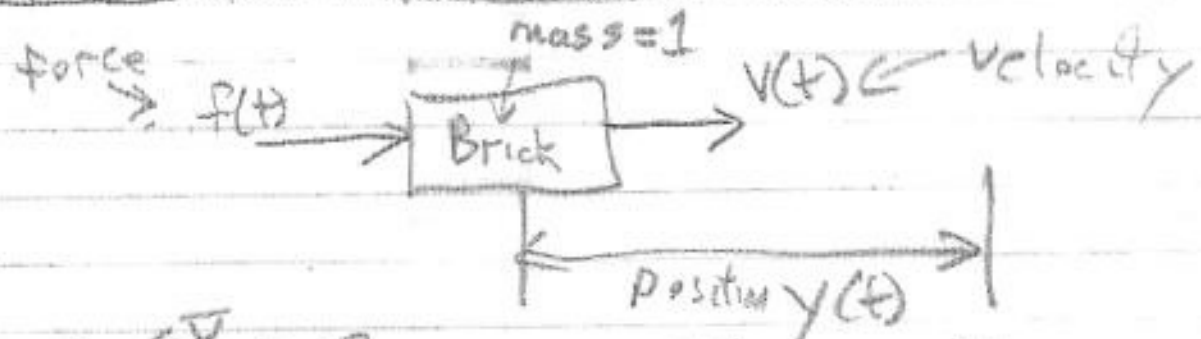
If $K(j\omega)H(j\omega) = -1$, ($|K(j\omega)H(j\omega)| = 1, \angle = \pm 180^\circ$)
 $G(j\omega) \rightarrow \infty$ ← want $G(j\omega) \leq 1$

$G_{dist}(j\omega) \rightarrow \infty$ for every disturbance
 ← want $G_{dist}(j\omega) \approx 0$

Bad Bad Bad

Frictionless Position Control

⑥



$$sY = V$$

$$\frac{d}{dt} Y(t) = V(t)$$

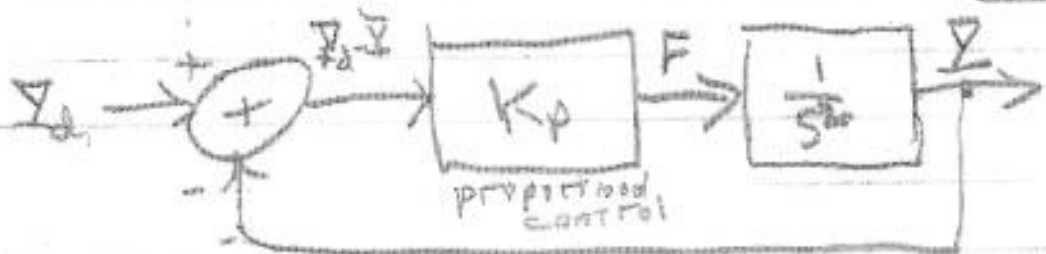
$$sV = F$$

$$\frac{d}{dt} V(t) = F(t)$$

$$F(t) = K_p(Y_d(t) - Y(t))$$

mass=1

proportional control



$$K(j\omega) H(j\omega) = \frac{K_p}{(j\omega)^2} = -\frac{K_p}{\omega^2}$$

$\sqrt{K_p} = \omega_{unity}$

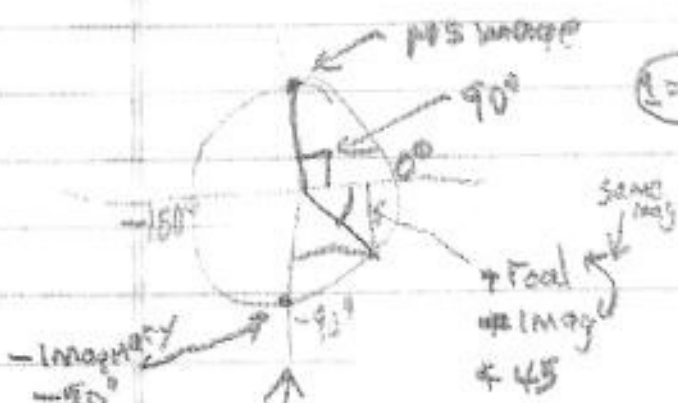
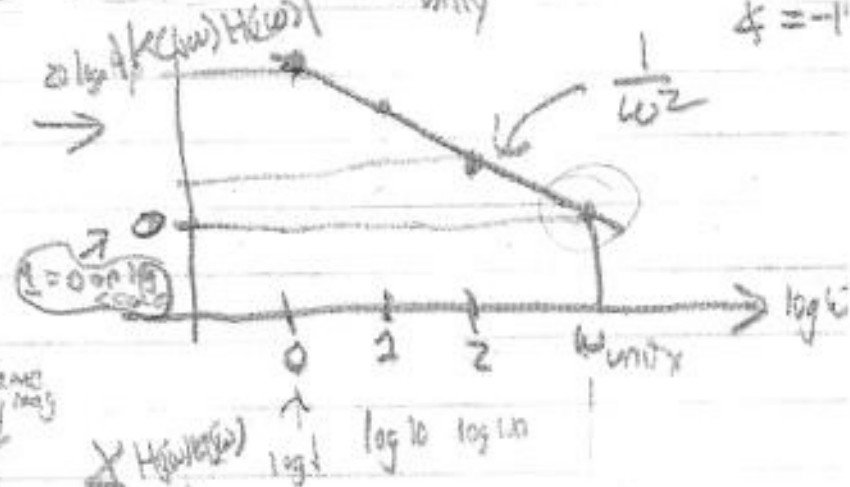
$\omega = \omega_{unity}$

$\frac{K_p}{\omega_{unity}^2} = -1$

$\angle_{Mag} = -1$

$\angle = -1$

$$20 \log |K(j\omega) H(j\omega)|$$



angle

How Can we keep $\angle K(j\omega) H(j\omega)$ away from -180° when near ω_{unity} ?

(Proportional Control of Frictionless Brick) **Fail**