

04/02/25.

* Asymptotic Behavior in Bode Diagram

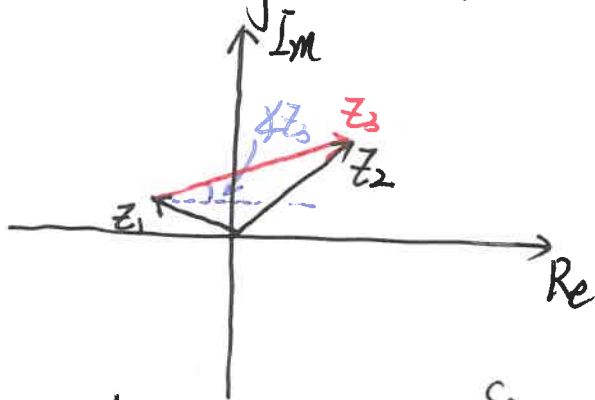
* Lead Compensation.

1. Review of Complex functions.

Some basic properties: $z_{1,2}$ are complex numbers.

$$\left| \frac{z_1}{z_2} \right| = \frac{|z_1|}{|z_2|}, \quad \angle \left(\frac{z_1}{z_2} \right) = \angle z_1 - \angle z_2.$$

Geometric representation:



$$z_3 = z_2 - z_1$$

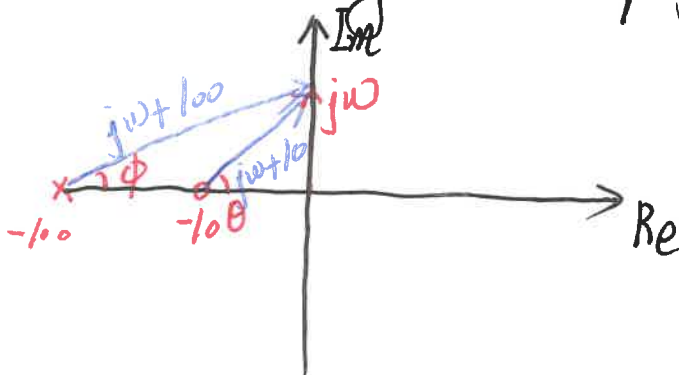
$|z_3|$: length of the line segment

$\angle z_3$: angle with respect to $+x$.

Example: $L(j\omega) = \frac{S_p}{S_z} \cdot \frac{j\omega - S_z}{j\omega - S_p}$ with $S_p = -100$, $S_z = -10$.

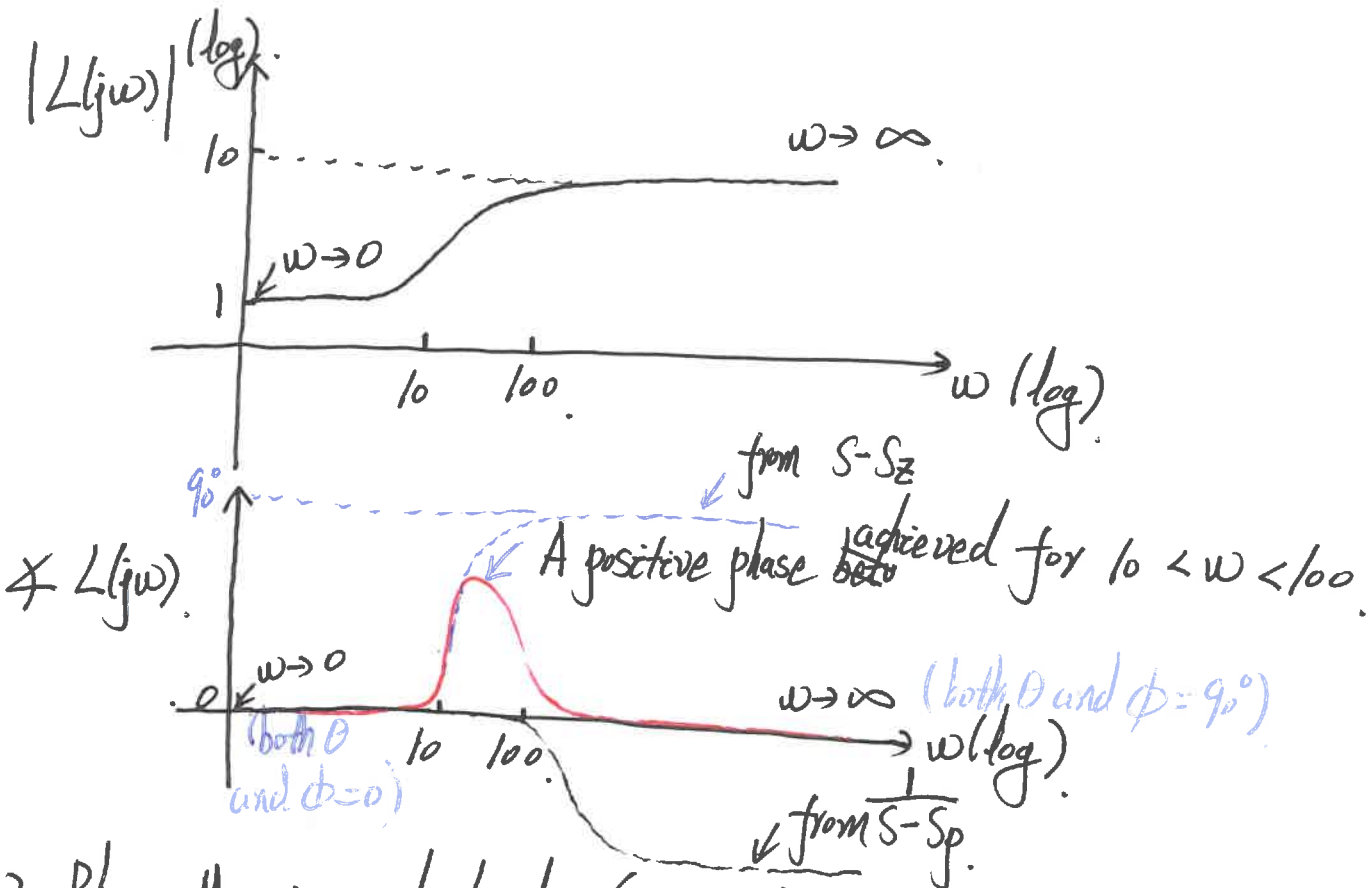
i.e. $L(j\omega) = 10 \cdot \frac{j\omega + 100}{j\omega + 10}$.

Draw Bode diagram, or $|L(j\omega)|$ and $\angle L(j\omega)$ as ω goes from 0 to ∞ .



$|L(j\omega)|$: the ratio of the two segments.

$\angle L(j\omega)$: $\theta - \phi$.



2. Phase Margin and Lead Compensation.



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

Considering sinusoidal steady state response, $x_d(t) = X_d e^{j\omega t}$

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

Previously learned:

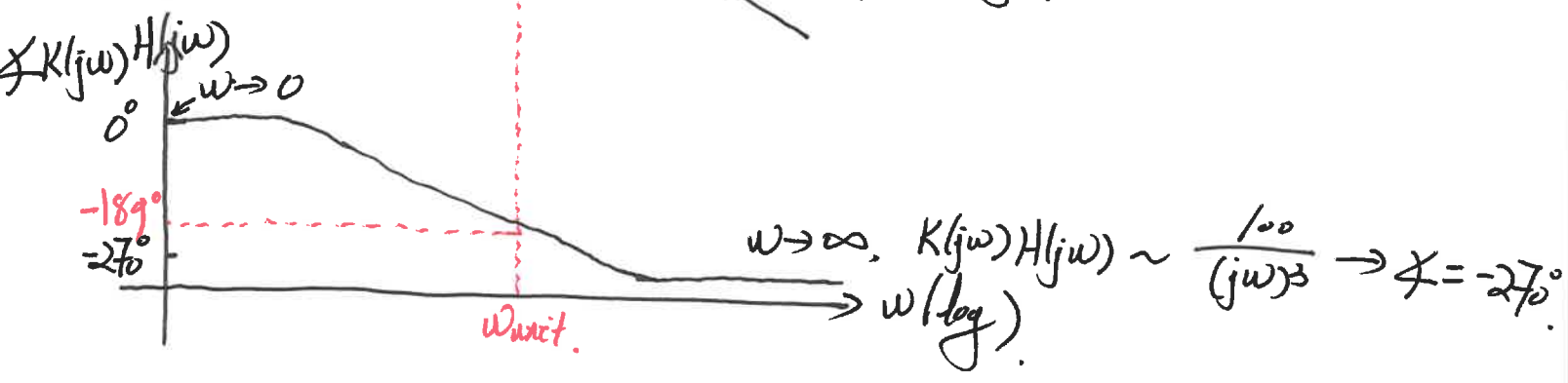
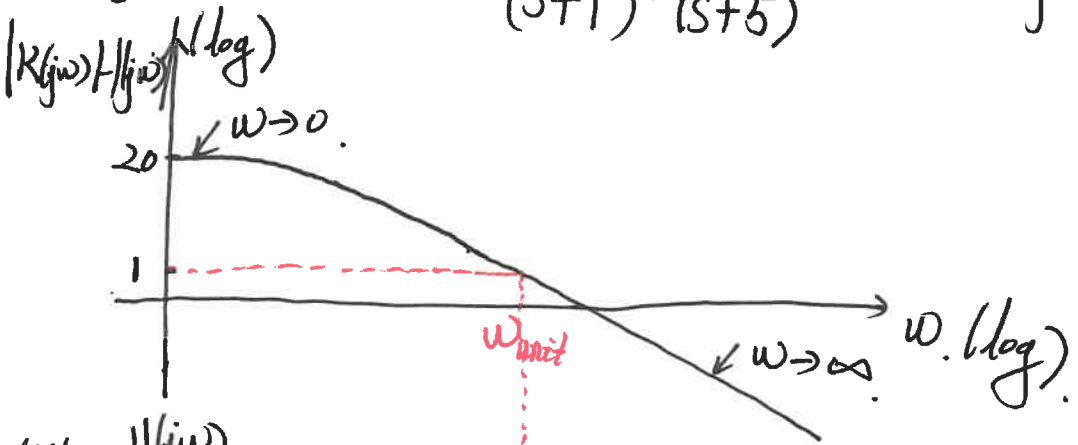
- A. Want $|K(j\omega)H(j\omega)|$ to be large, for good tracking and rejecting disturb.
- B. Want to avoid $K(j\omega)H(j\omega) = -1 \Rightarrow$ unstable, large sensitivity to disturb.

Equivalently, want when $|K(j\omega)H(j\omega)|=1$, $\angle K(j\omega)H(j\omega) \neq -180^\circ$.

In real world, usually want $\angle K(j\omega)H(j\omega)$ to be less negative than -180° .

Phase Margin = $\angle K(j\omega)H(j\omega) - (-180^\circ)$ | $\omega_{unity-gain}$.

Example: $H(s) = \frac{1}{(s+1)^2(s+5)}$ $K_p = 100$.



Phase Margin = $-189^\circ - (-180^\circ) = -9^\circ \rightarrow$ Bad! unstable.

Improved controller: A) PD controller.

$K_{PD}(s) = K_p + K_d s = 100(s + 0.1)$

See plots in handout, Phase margin = 39.8° . \leftarrow good, stable step response.

This is because K_{PD} boost phase by $\sim 90^\circ$

Downside: $|K(j\omega)| \rightarrow \infty$ as $\omega \rightarrow \infty$, amplify noise.

B). Lead Compensation:

$$K_L(s) = K_p \frac{S_p}{S_z} \frac{S - S_z}{S - S_p}$$

$\omega \rightarrow 0$, $K_L \sim K_p$, large gain for tracking

$\omega \rightarrow \infty$, $K_L \sim K_p \frac{S_p}{S_z}$, finite gain, not amplify noise too much!

At intermediate ω (where needed), K_L provides a phase boost (see plots).

Question: How to pick S_p and S_z values to optimize phase margin?

Some considerations: ① $|S_z| < |S_p|$ or $|S_z| > |S_p|$?

② $|S_z|$ and $|S_p|$ separated far apart or close to each other?

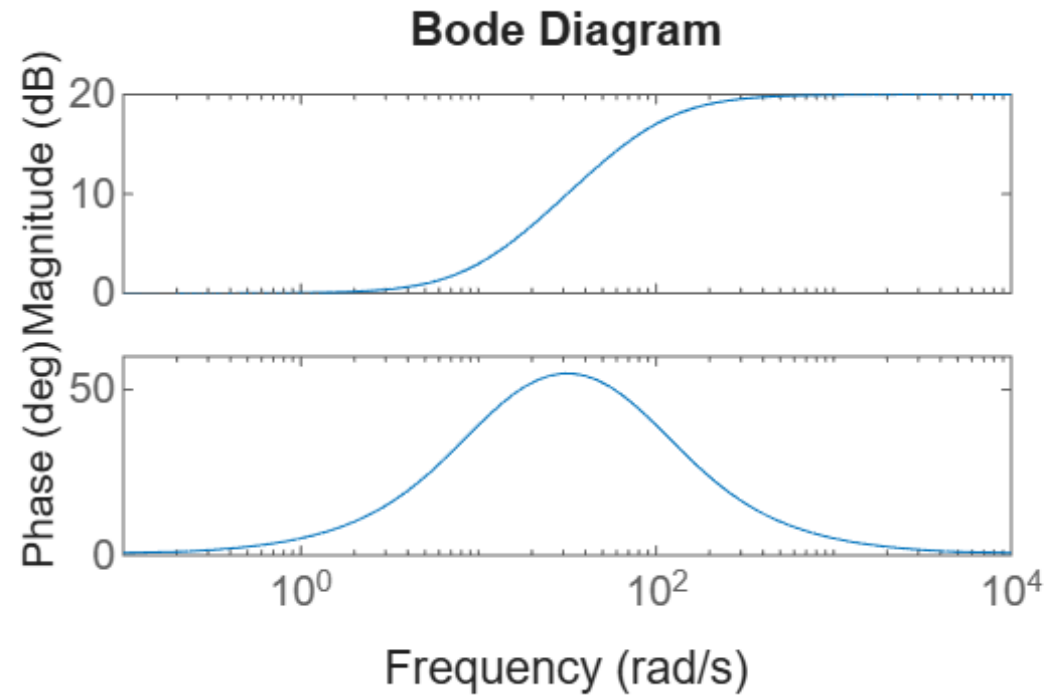
③ $|S_z|$ and $|S_p|$ and what relationship?

See examples in plots!

Asymptotic behavior in Bode diagram

$$L(s) = \frac{s_p s - s_z}{s_z s - s_p}$$

```
s = tf('s'); sz = -10; sp = -100; L = sp*(s-sz)/(s-sp)/sz;  
figure; bode(L);
```



Example

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

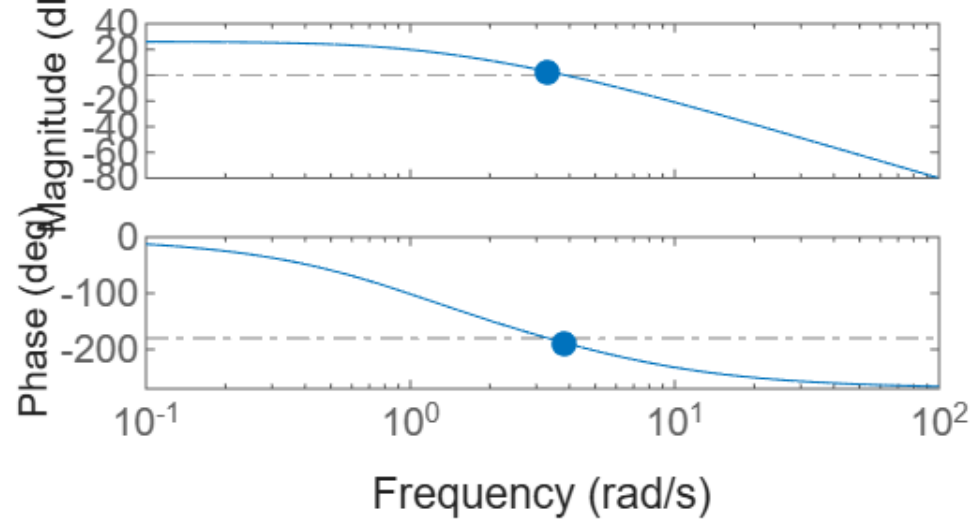
P controller

$$K_p = 100$$

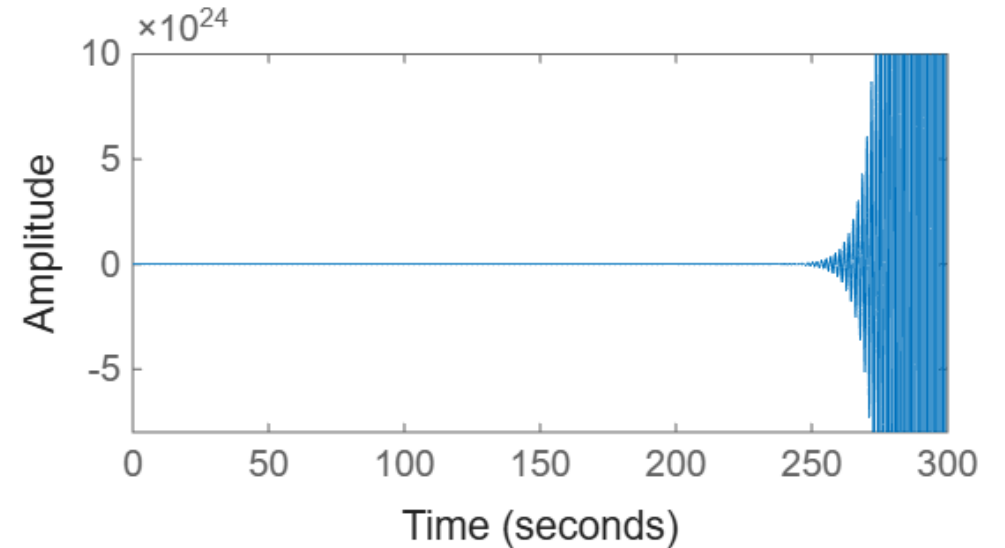
```
H = 1/(s+1)^2/(s+5); K_P = 100; margin(K_P*H); step(feedback(K_P*H, 1))
```

Bode Diagram

$\gamma_m = -2.85$ dB (at 3.32 rad/s), $P_m = -8.51$ deg (at 3.85 rad/s)



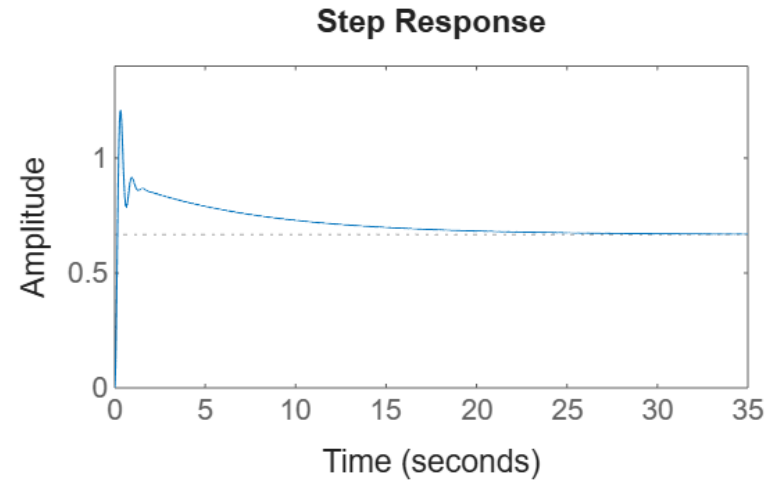
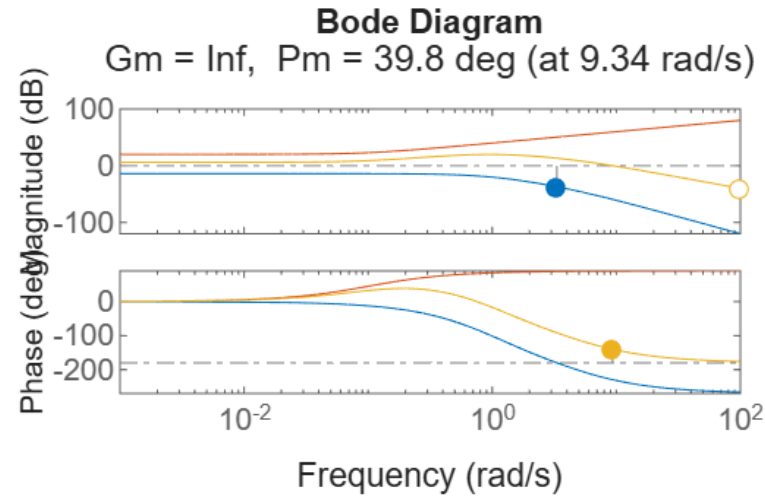
Step Response



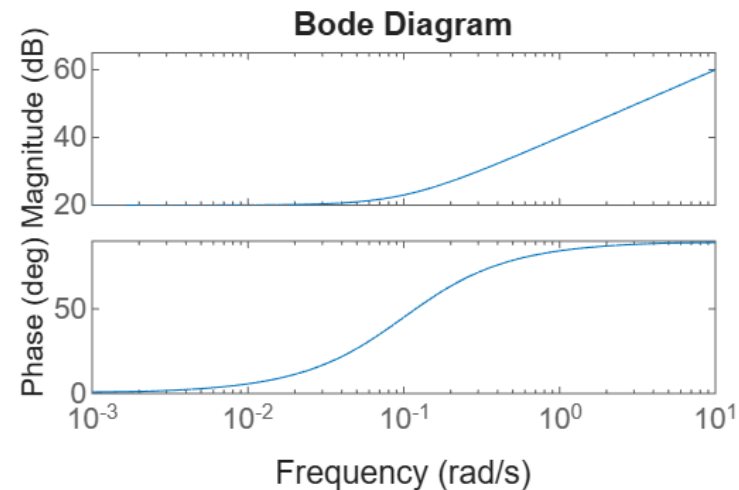
PD controller

$$K_{PD}(s) = K_p + K_D s = 100(s + 0.1)$$

```
K_PD = 100*(s+0.1); figure; margin(K_PD*H); step(feedback(K_PD*H, 1))
```



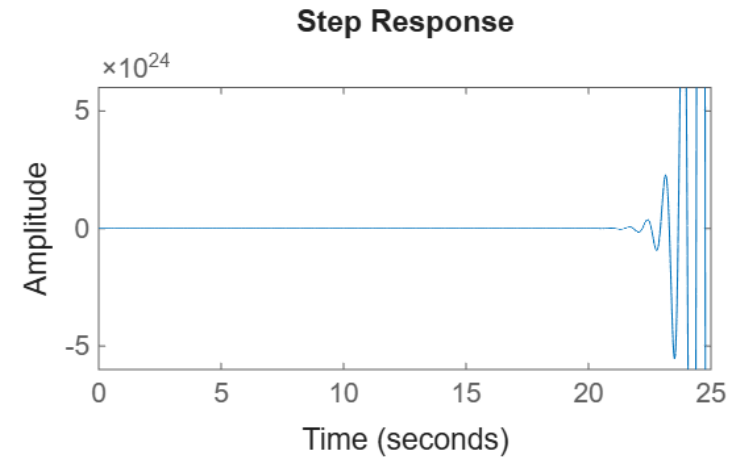
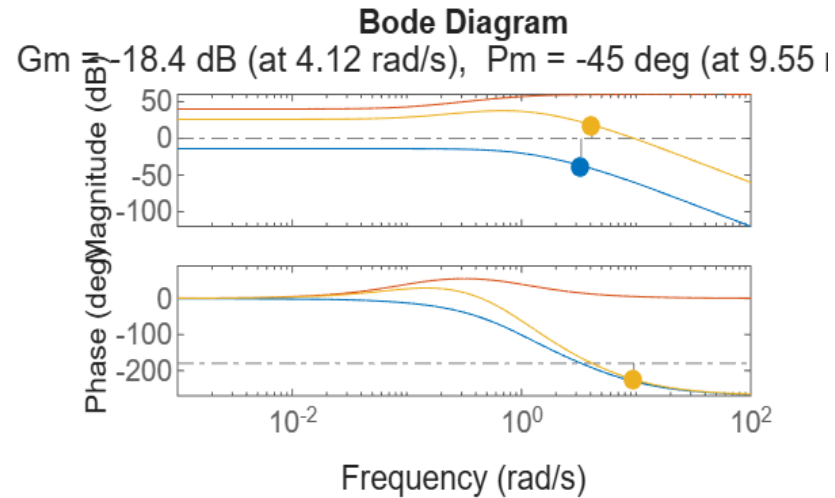
```
bode(K_PD)
```



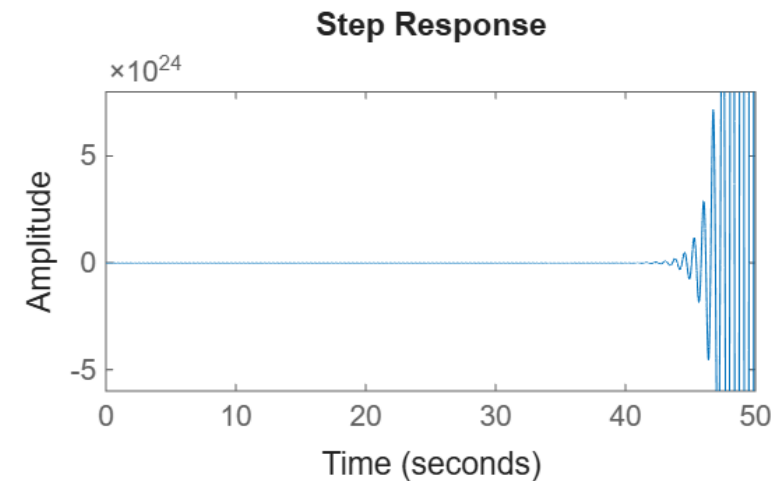
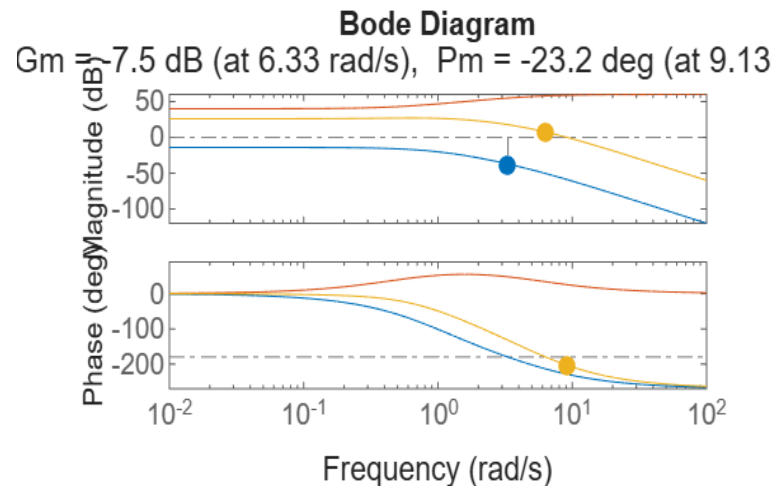
Lead compensation

$$K_L(s) = K_p \frac{s_p}{s_z} \times \frac{s - s_z}{s - s_p}$$

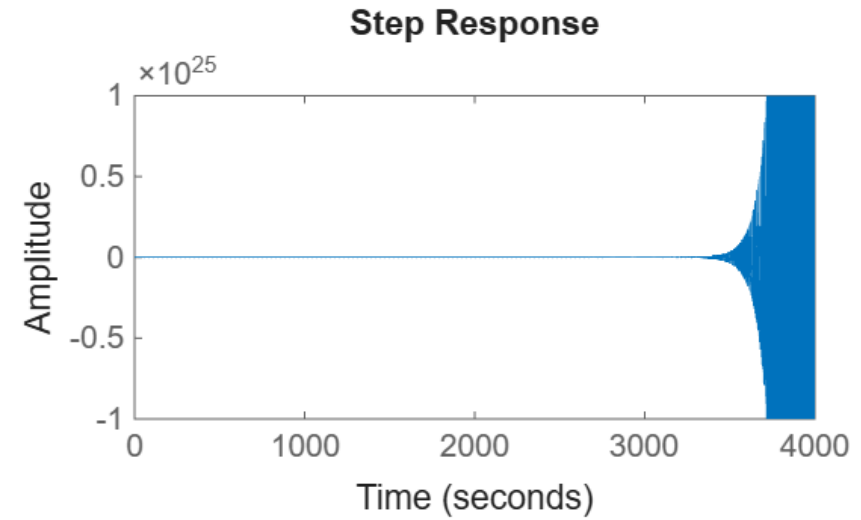
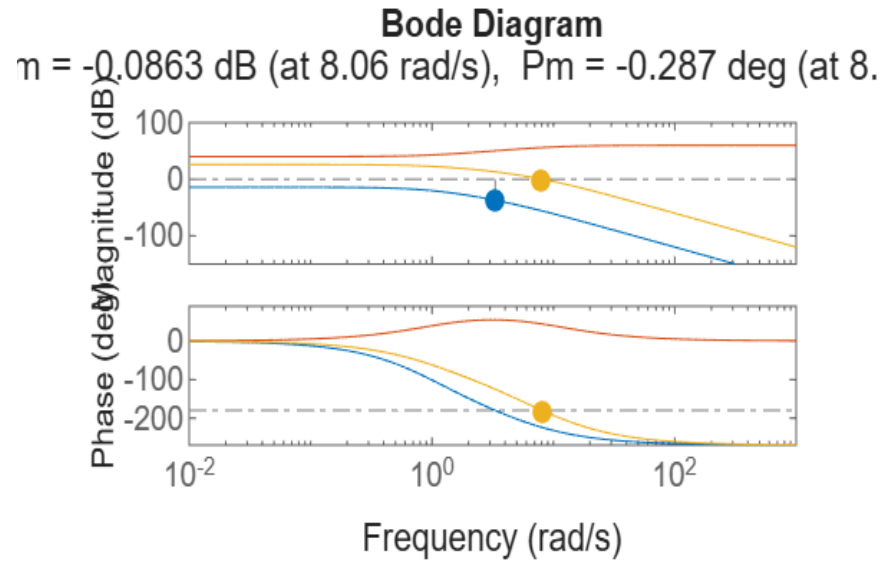
```
sz = -0.1; sp = -1; K_L = K_P*sp*(s-sz)/(s-sp)/sz; margin(K_L*H); step(feedback(K_L*H,1));
```



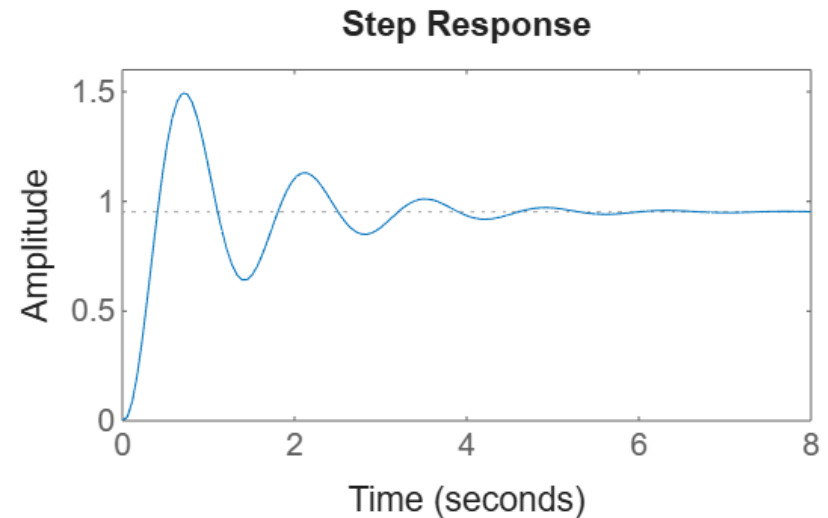
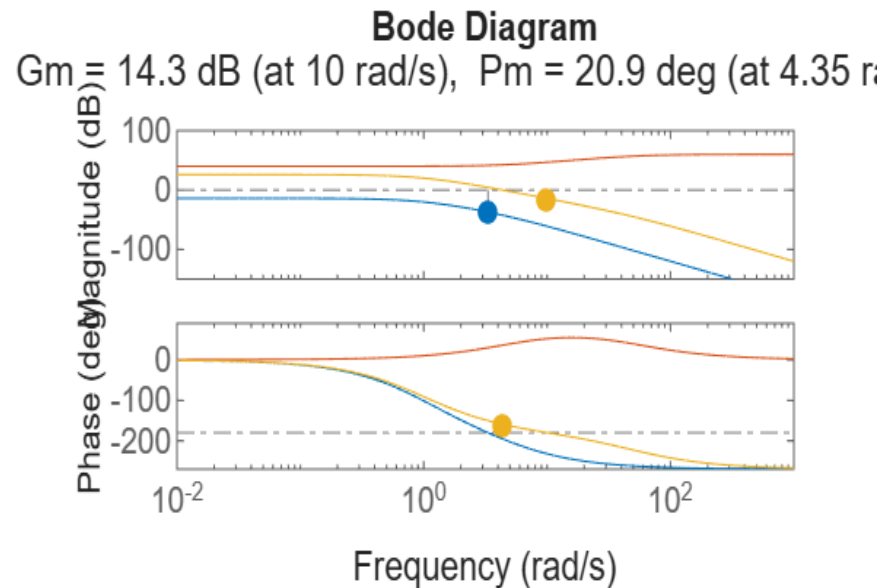
```
sz = -0.5; sp = -5; K_L = K_P*sp*(s-sz)/(s-sp)/sz; margin(K_L*H); step(feedback(K_L*H,1));
```



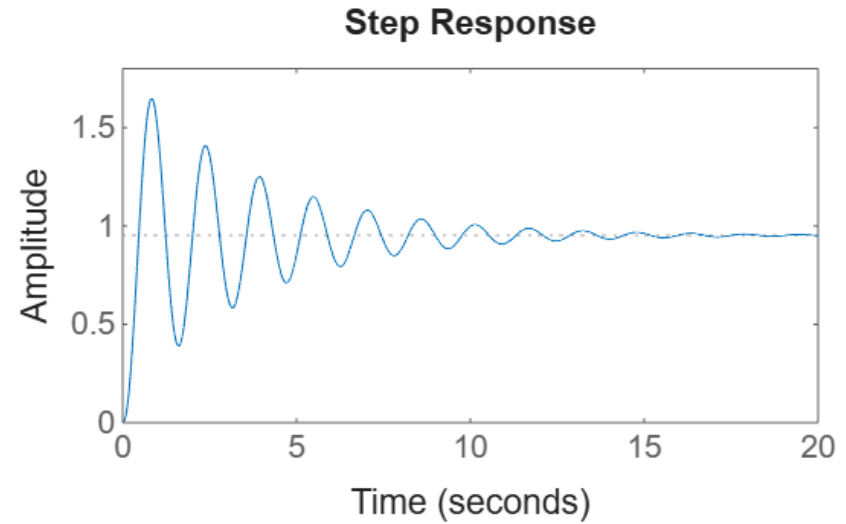
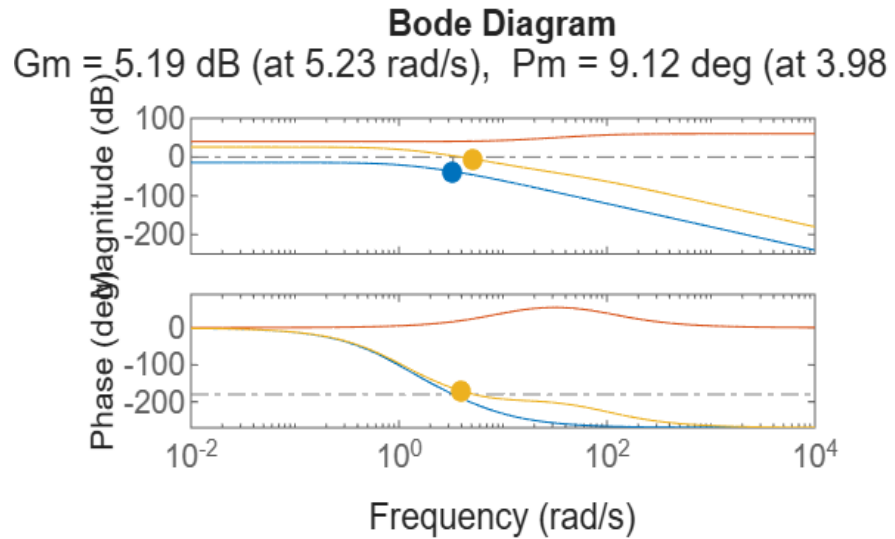

```
sz = -1; sp = -10; K_L = K_P*sp*(s-sz)/(s-sp)/sz; margin(K_L*H); step(feedback(K_L*H,1));
```



```
sz = -5; sp = -50; K_L = K_P*sp*(s-sz)/(s-sp)/sz; margin(K_L*H); step(feedback(K_L*H,1));
```



```
sz = -10; sp = -100; K_L = K_P*sp*(s-sz)/(s-sp)/sz; margin(K_L*H); step(feedback(K_L*H,1));
```



```
sz = -20; sp = -200; K_L = K_P*sp*(s-sz)/(s-sp)/sz; margin(K_L*H); step(feedback(K_L*H,1));
```

