

## ME 4710 Motion and Control

### Introduction to Digital Control of Continuous Systems

(Ref: G.F. Franklin, J.D. Powell, A. Emami-Naeini, *Feedback Control of Dynamic Systems*, 6<sup>th</sup> Ed., Prentice-Hall, 2010)

Continuous systems are systems whose output signals vary *continuously* as the system input signals change. Compensators that control these systems can be implemented using either *analog* (continuous) or *digital* (discrete) hardware. *One method* of designing digital compensators is to *design* an *analog compensator* and then *discretize* it using a sample rate (frequency) that is *well above* the system's highest responding frequency. This is referred to by some authors as *emulation*.

A *second* and more accurate *method* is to *design* the *digital compensator directly*, so its performance is *optimized* for the chosen *sample rate*. These notes focus on introductory issues associated with *emulation*.

Fig. 1 shows the *block diagram* of a closed-loop system with a *continuous compensator* and *continuous plant*. All signals ( $r(t)$ ,  $e(t)$ ,  $u(t)$ , and  $y(t)$ ) represent *continuous* functions of time. The compensator is implemented in an *analog* electronic circuit.

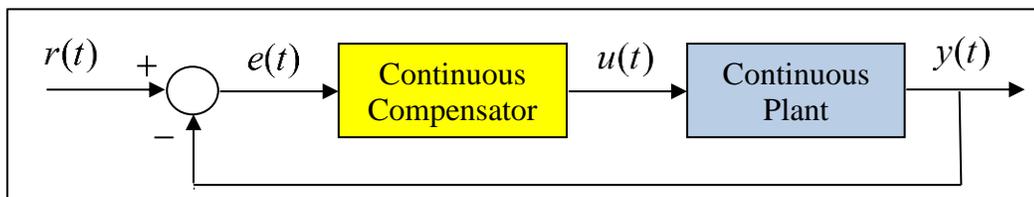


Fig. 1. Block Diagram of a Continuous Closed-Loop System

For comparison, Fig. 2 shows the *block diagram* of a system with a *discrete compensator* (sample period of  $T$  seconds or sample rate of  $1/T$  samples/second) and a *continuous plant*. The compensator is implemented in a *digital* electronic circuit. The blocks labeled *DAC* and *ADC* represent the processes of *digital-to-analog* and *analog-to-digital* conversion. The signals  $u(t)$  and  $y(t)$  represent *continuous* functions of time, whereas the signals  $r(kT)$ ,  $e(kT)$ ,  $u(kT)$ , and  $y(kT)$  represent *sampled values* of the *associated continuous functions* at a set of discrete times  $[0, T, 2T, \dots, kT, \dots]$ .

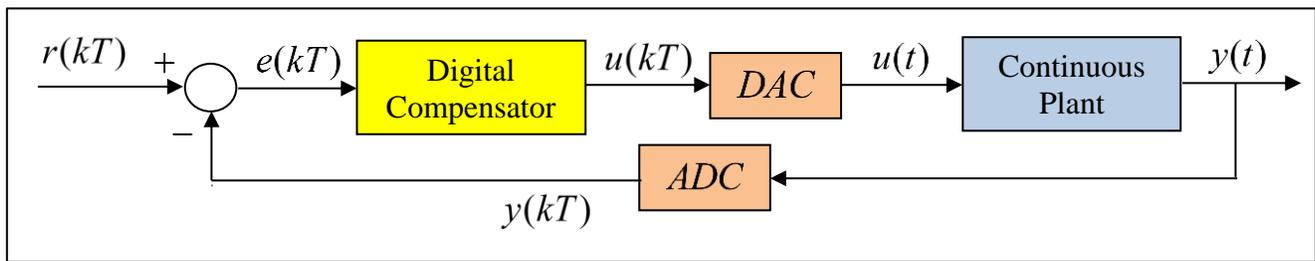


Fig. 2. Block Diagram of a Continuous/Discrete Closed-Loop System