

Introductory 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*, 6th 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.

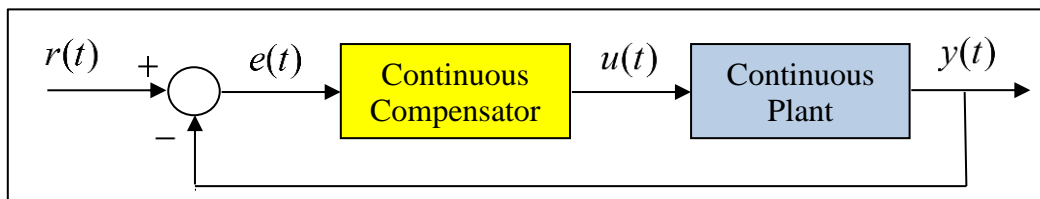


Fig. 1. Block Diagram of a Continuous Closed-Loop System

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 $[0, T, 2T, \dots, kT, \dots]$.

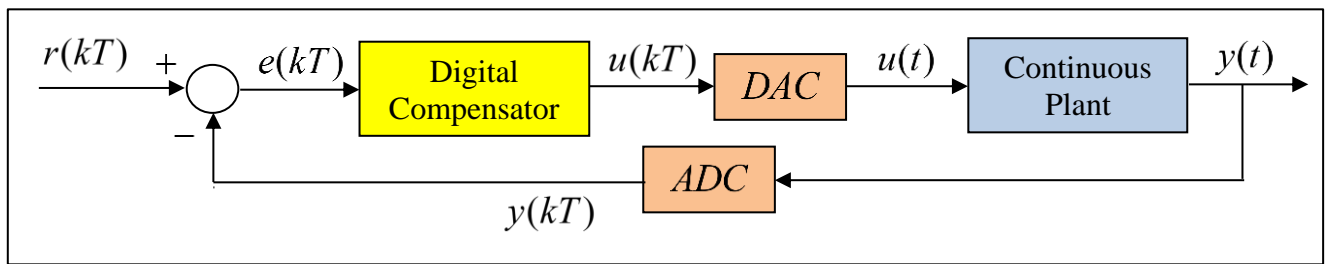


Fig. 2. Block Diagram of a Continuous/Discrete Closed-Loop System