

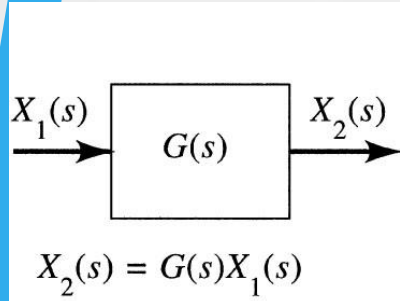


Control Systems



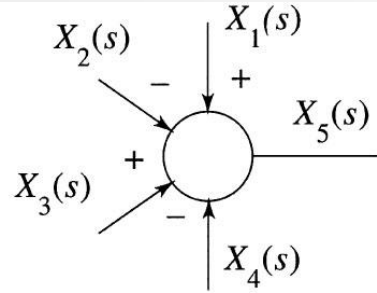
Lecture: 9

Block diagrams & Signal flow graphs



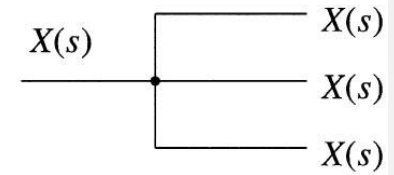
$$X_2(s) = G(s)X_1(s)$$

(a)
block

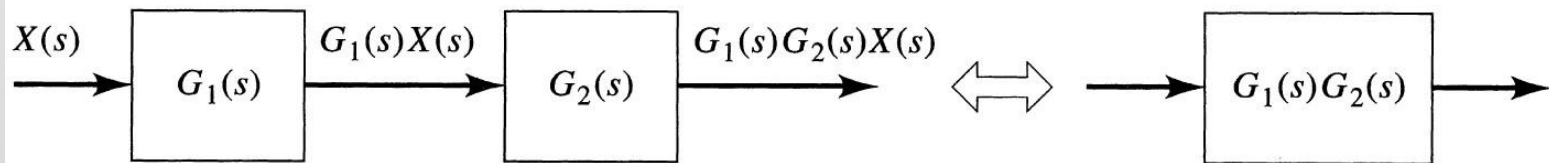


$$X_5(s) = X_1(s) - X_2(s) + X_3(s) - X_4(s)$$

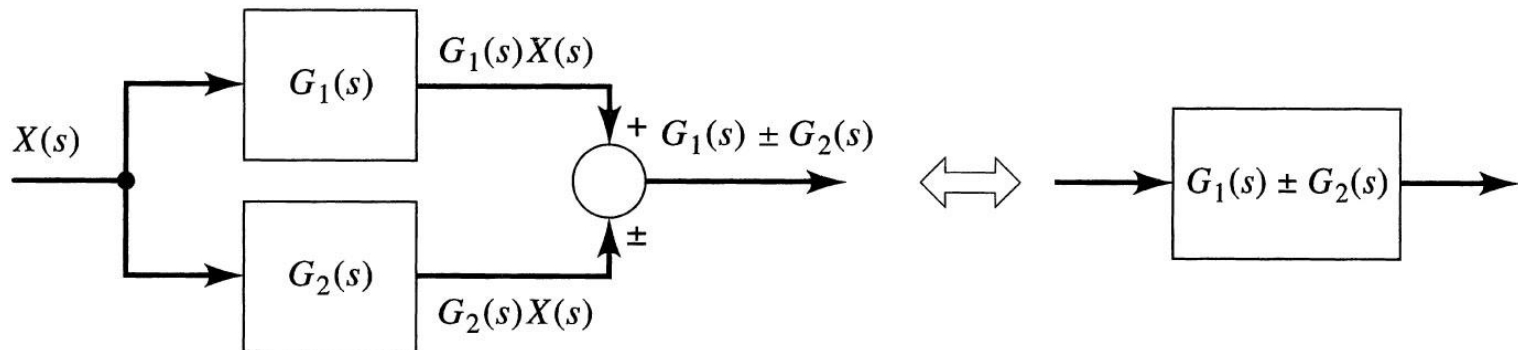
(b) **summer**



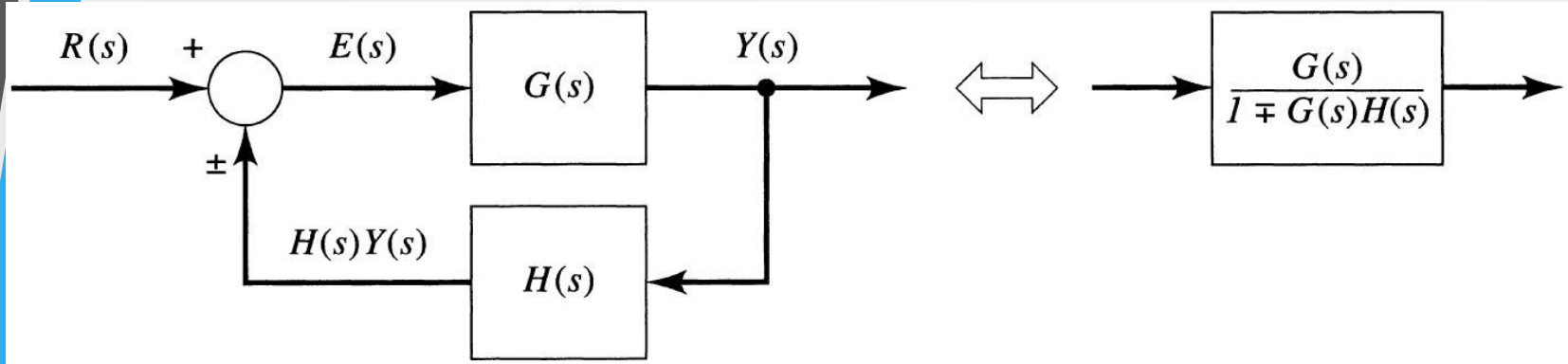
(c)
pickoff point



(a)



(b)

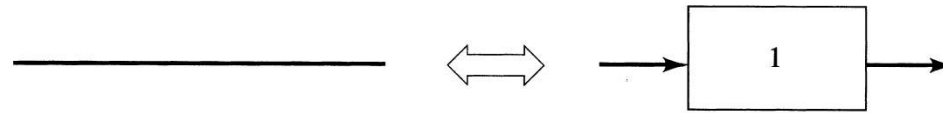


$$Y(s) = G(s)E(s)$$

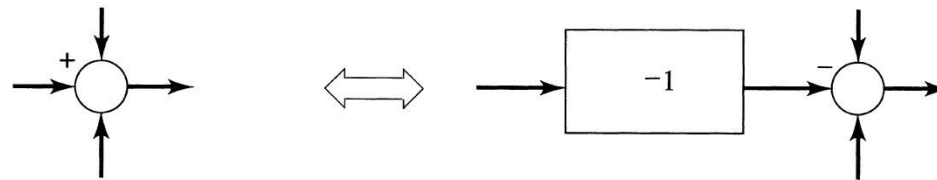
$$E(s) = R(s) \pm H(s)Y(s)$$

$$Y(s) = G(s)[R(s) \pm H(s)Y(s)] = G(s)R(s) \pm G(s)H(s)Y(s)$$

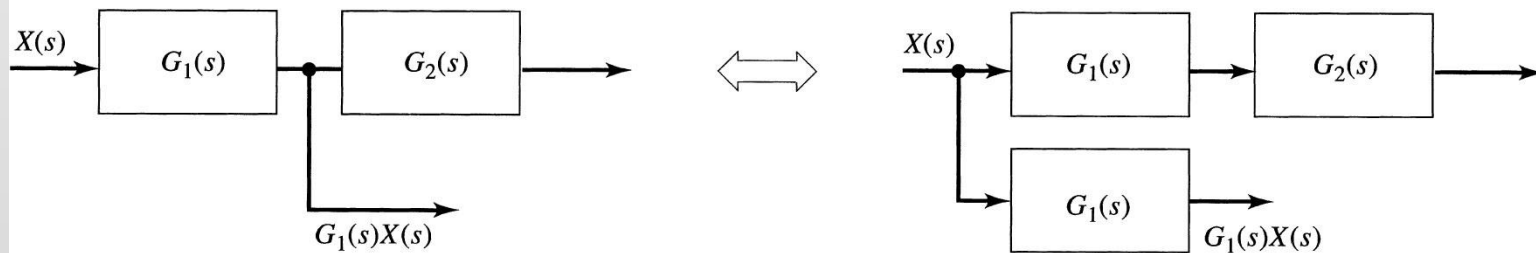
$$T(s) = \frac{Y(s)}{R(s)} = \frac{G(s)}{1 \mp G(s)H(s)}$$



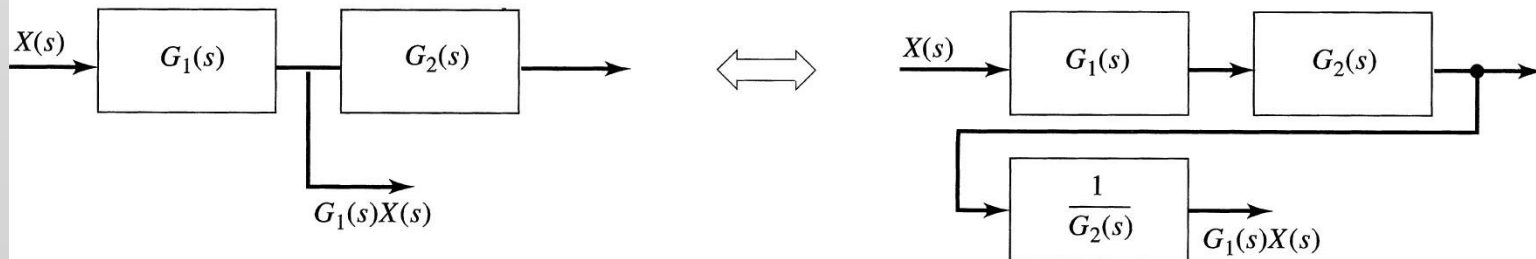
(a) Insertion or removal of unity gain



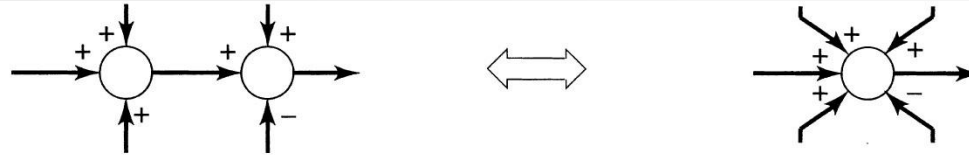
(b) Changing a summer sign



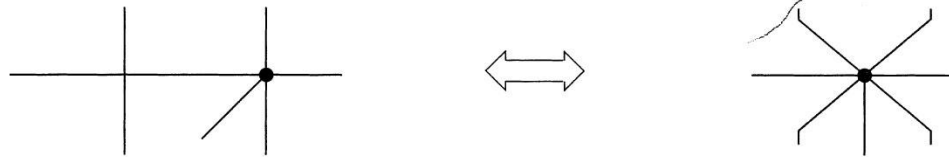
(c) Moving a pickoff point back



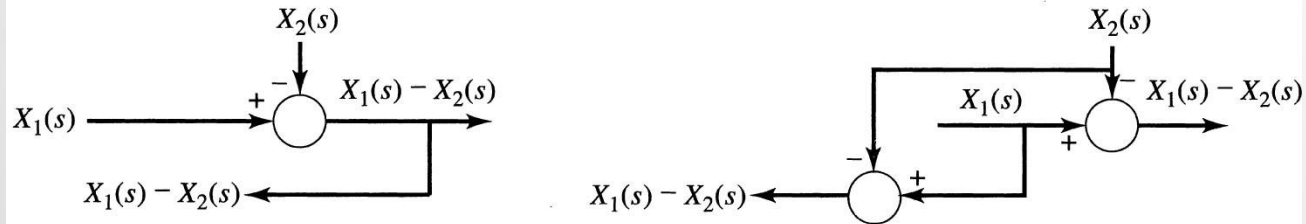
(d) Moving a pickoff point forward



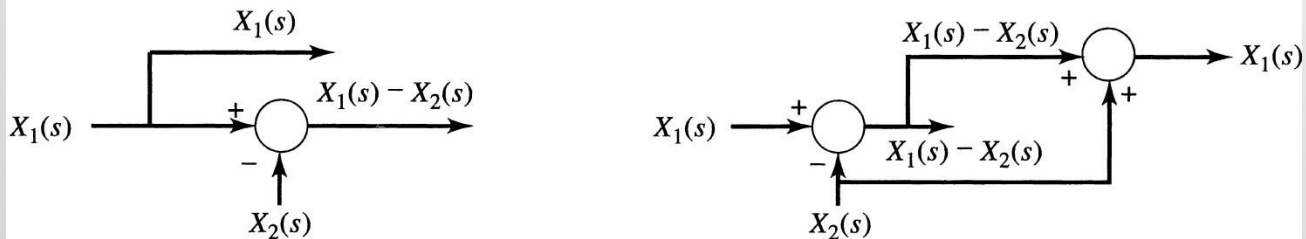
(e) Combining or expanding summations



(f) Combining or expanding junctions

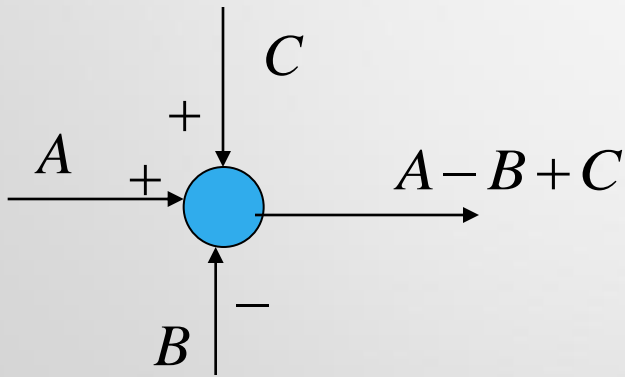
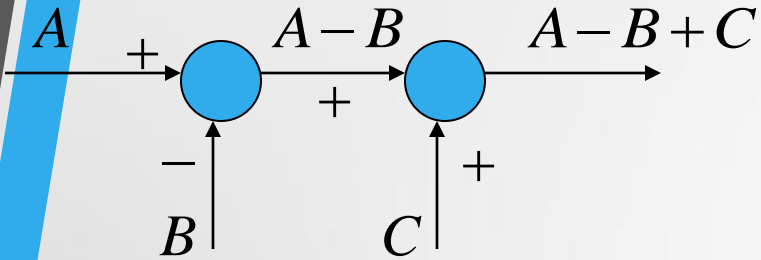


(g) Moving a pickoff point behind a summation

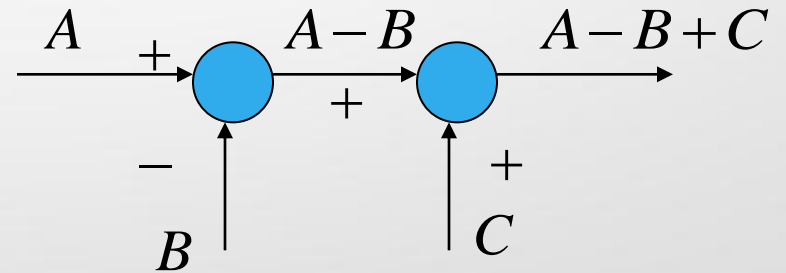
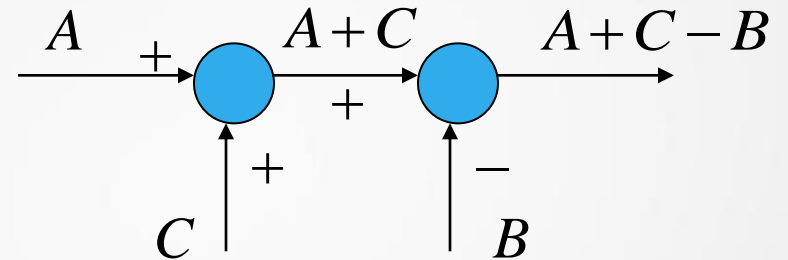


(h) Moving a pickoff point forward of a summation

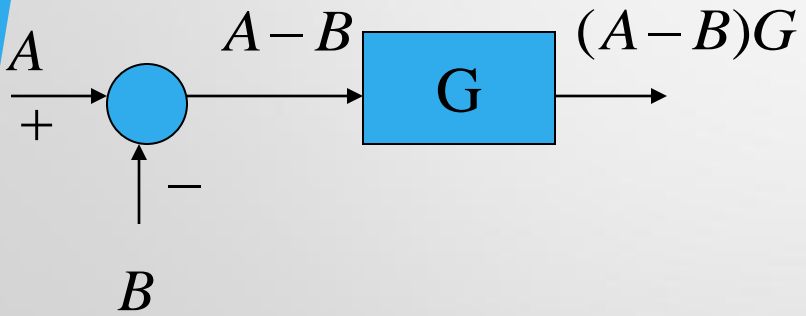
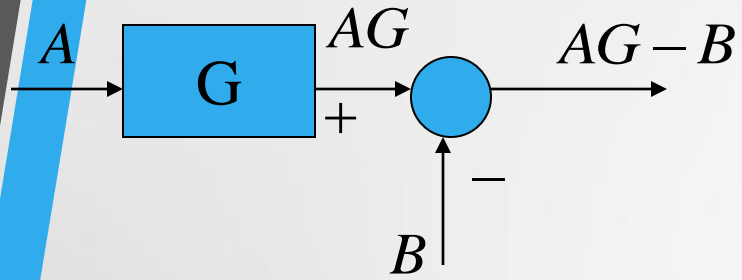
original



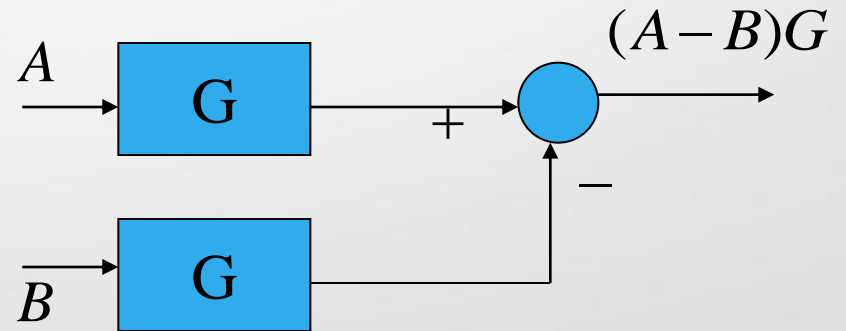
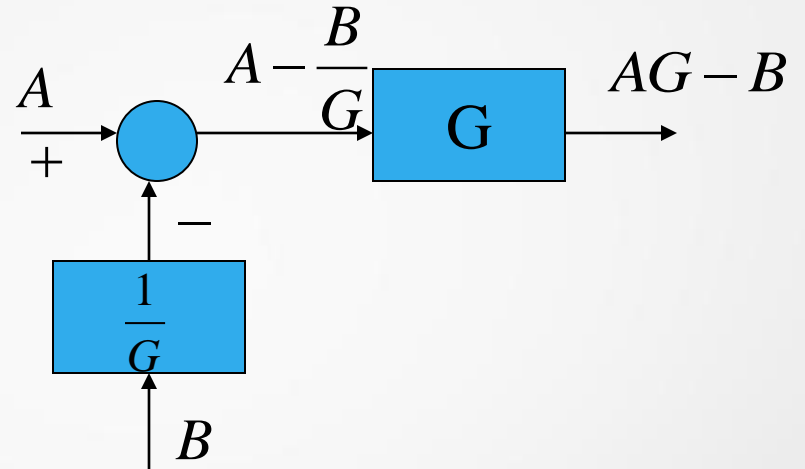
equivalent



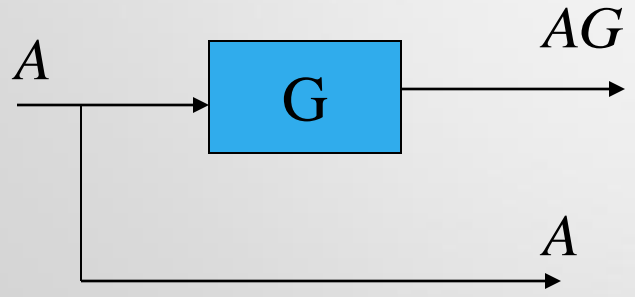
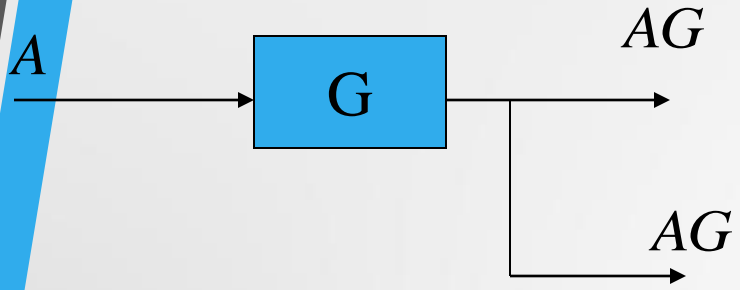
original



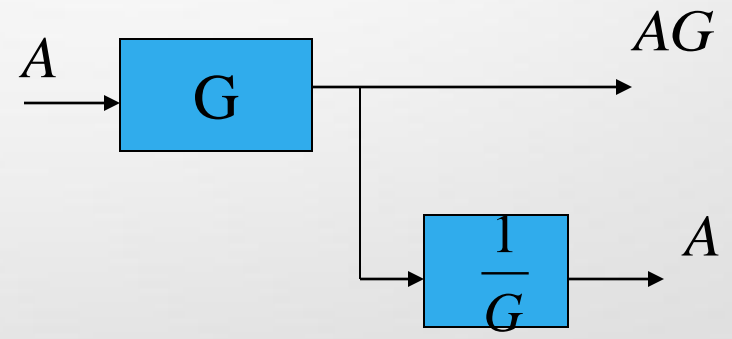
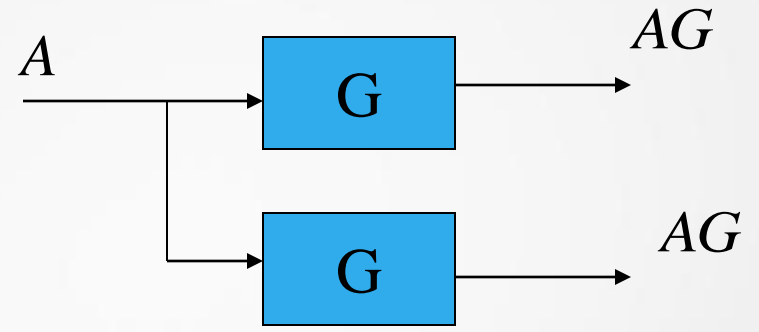
equivalent

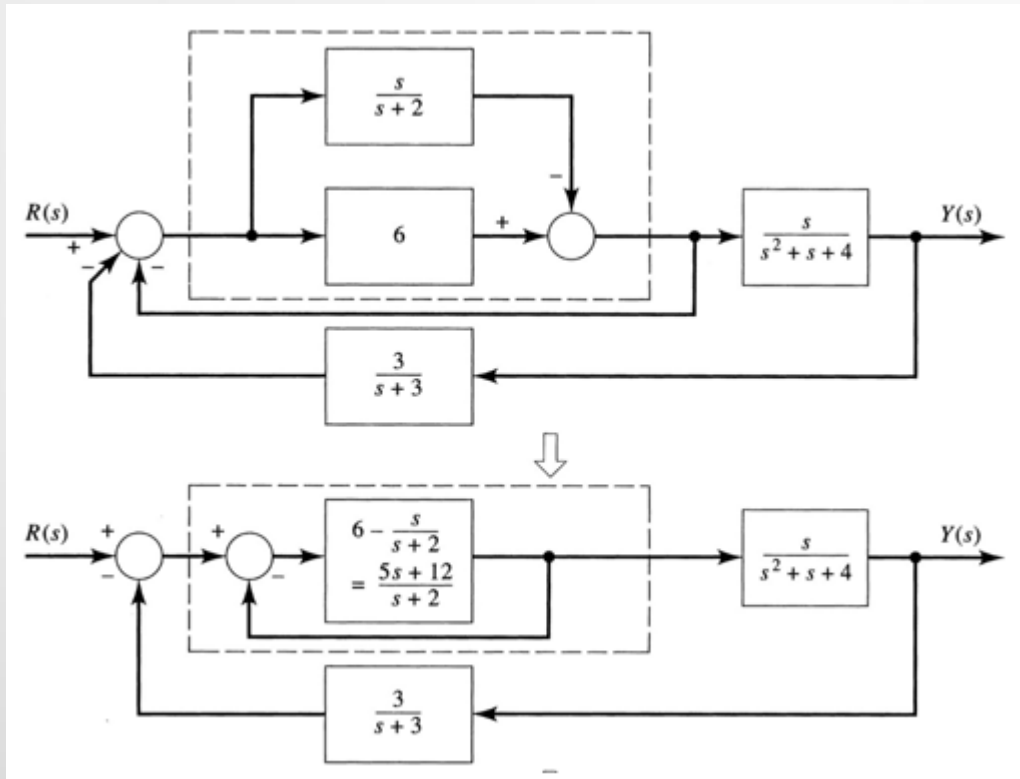


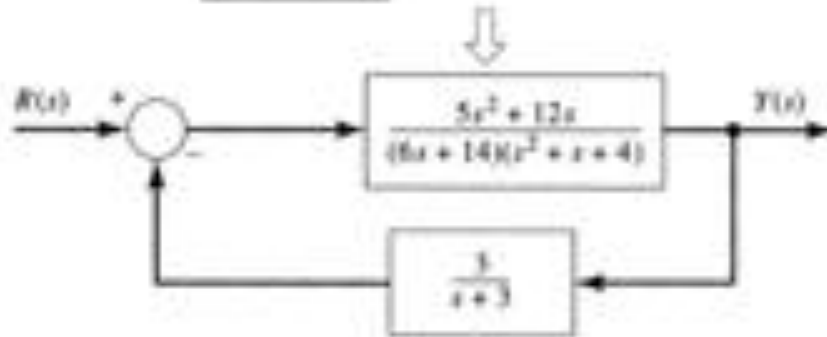
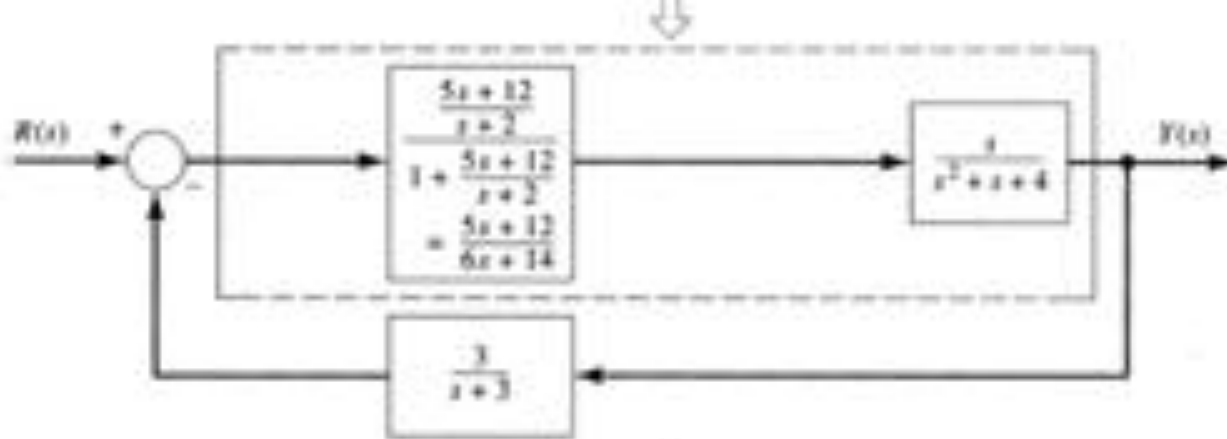
original



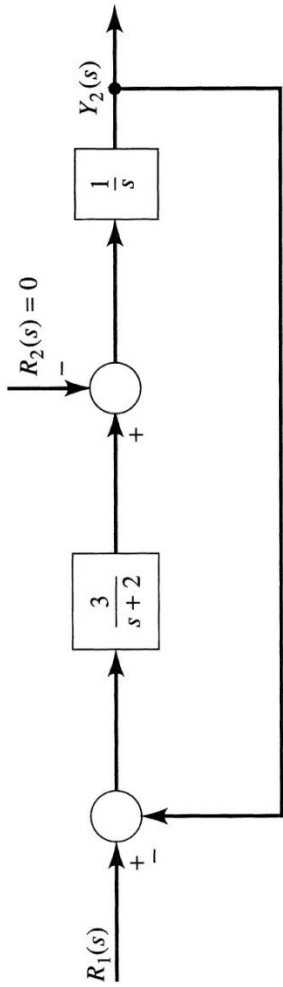
equivalent





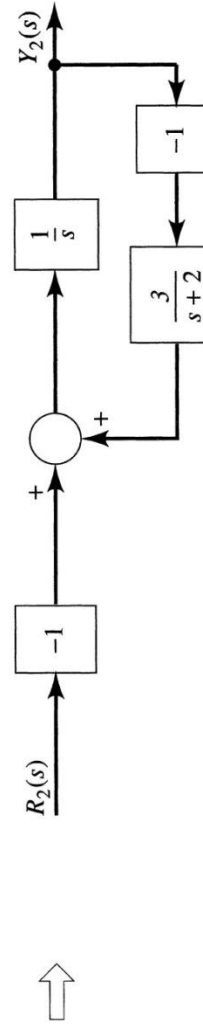
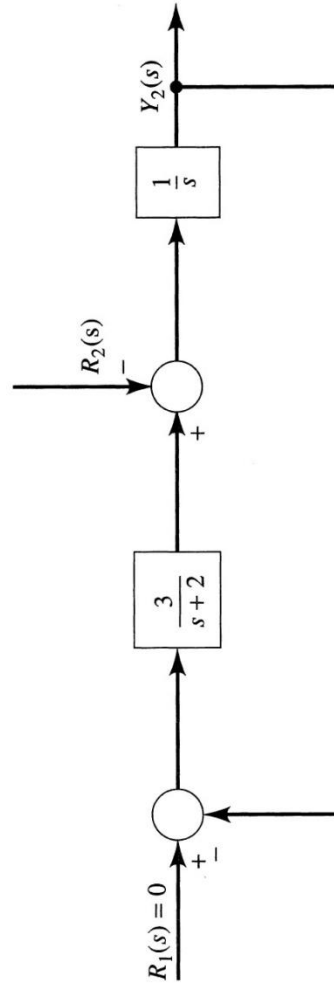


Example 2



$$T_{21}(s) = \frac{\left(\frac{3}{s+2}\right)\left(\frac{1}{s}\right)}{1 + \left(\frac{3}{s+2}\right)\left(\frac{1}{s}\right)} = \frac{3}{s^2 + 2s + 3}$$

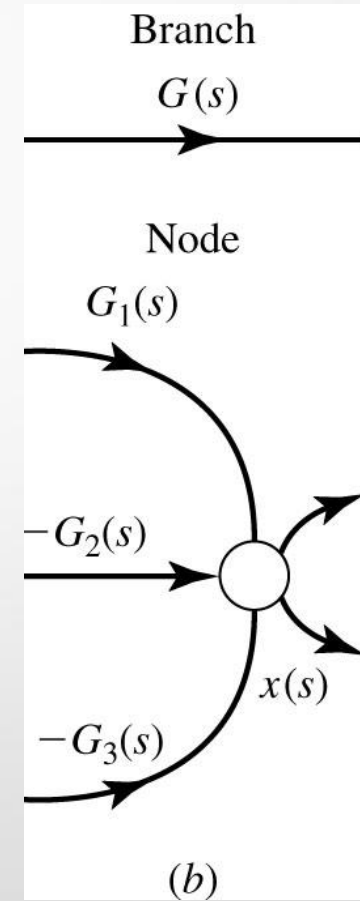
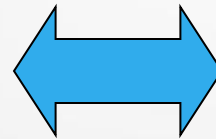
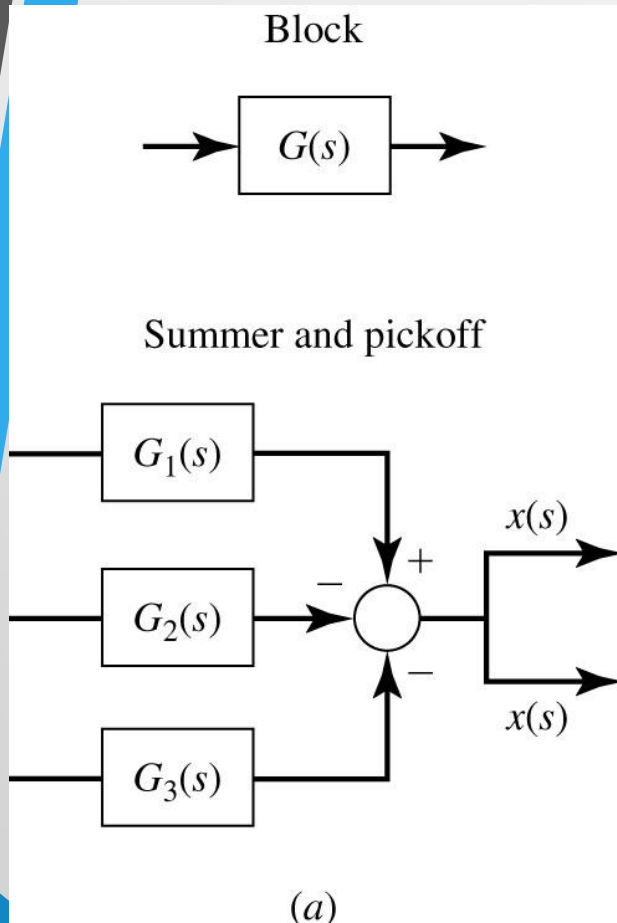
(a)

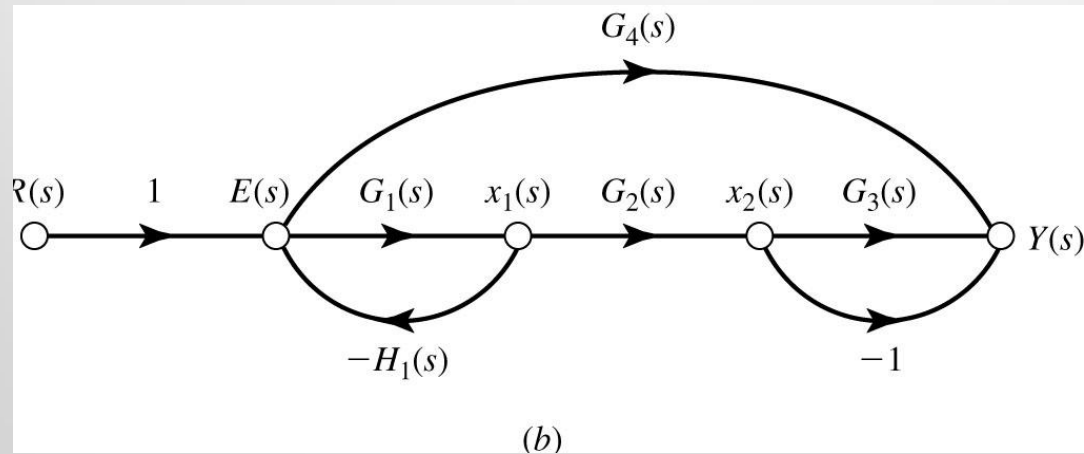
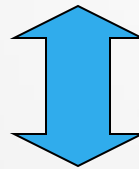
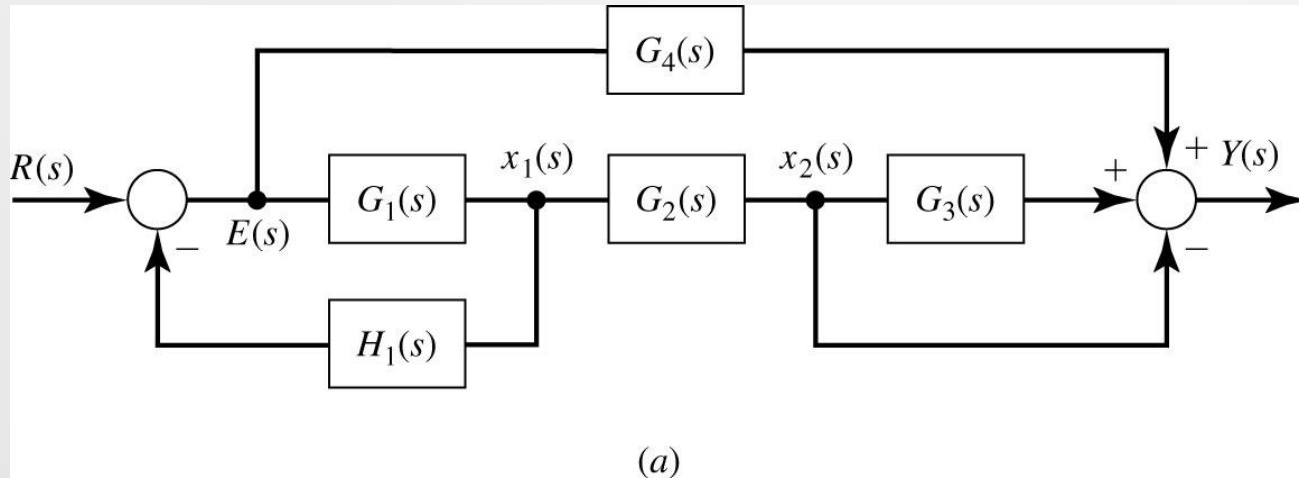


$$T_{22}(s) = \frac{(-1)\left(\frac{1}{s}\right)}{1 - \left(\frac{1}{s}\right)(-1)\left(\frac{3}{s+2}\right)} = \frac{-s-2}{s^2 + 2s + 3}$$

(b)

Signal flow graphs





Mason's Rule

Mason's gain rule is as follows: the transfer function of a system with signal-input, signal-output flow graphs is

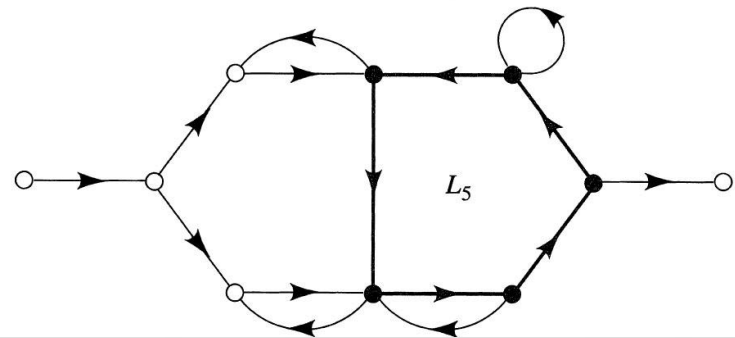
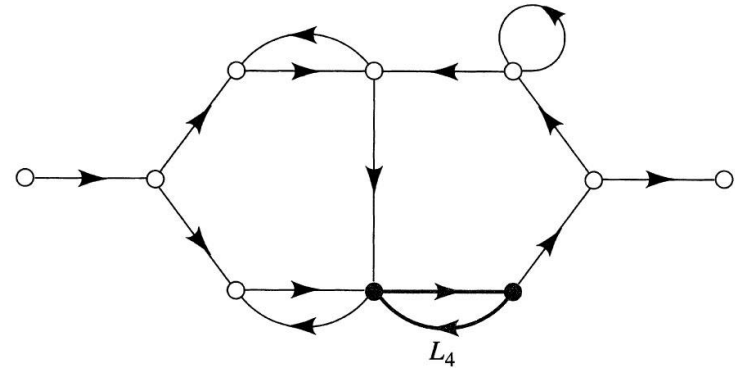
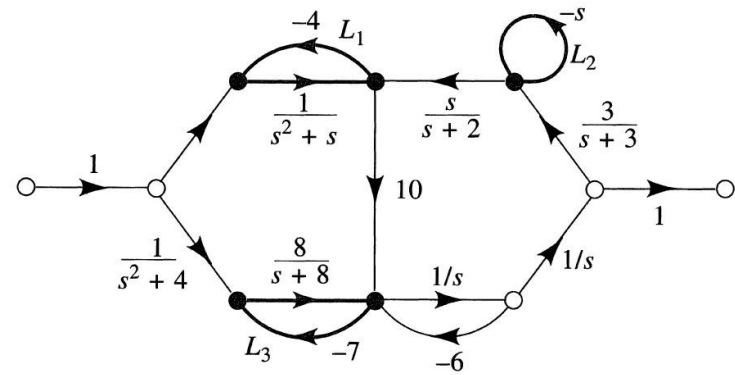
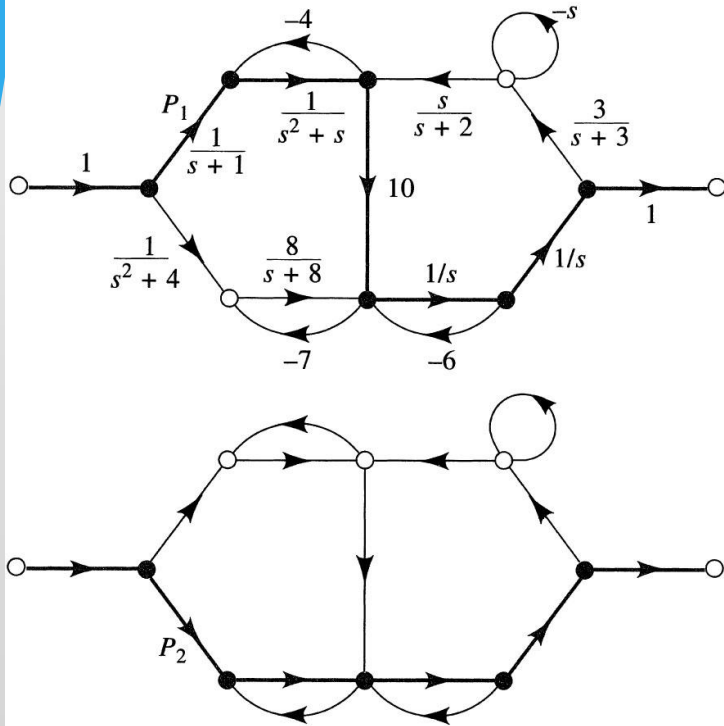
$$T(s) = \frac{p_1\Delta_1 + p_2\Delta_2 + p_3\Delta_3 + \dots}{\Delta}$$

$\Delta = 1 - (\text{sum of all loop gains}) + (\text{sum of products of gains of all combinations of 2 nontouching loops}) - (\text{sum of products of gains of all combinations of 3 nontouching loops}) + \dots$

A **path** is any succession of branches, from input to output, in the direction of the arrows, that does not pass any node more than once.

A **loop** is any closed succession of branches in the direction of the arrows that does not pass any node more than once.

Example 3



Example 4

find $\frac{y_5}{y_3}$

