

Projeto Usando Lugar Geométrico das Raizes

Parte 2

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Resumo

- Parte I:

- Propostas de “novos” controladores:

- **PI + ceros:**

$$C(s) = K_1 + \frac{K_2}{s} = \frac{K_1 \left(s + \frac{K_2}{K_1} \right)}{s}$$

← Zero próximo do polo

← Pólo na origem

Vantagem: $e(\infty)=0$, Desvantagem: resposta + lenta

- **Por atraso de fase (Lag Compensator):**

$$C(s) = \frac{K(s + z_c)}{(s + p_c)}$$

← par polo-zero próximo da origem

Vantagem: Resposta + rápida, Desvantagem: $e(\infty) \neq 0$

Contenido Parte II

- Controlador PD
 - Melhorar respostas transitória
 - Controlador D ideal
 - Vantagens
 - Desvantagens
- Controlador por Avanço de Fase (*Lead Compensator*)
 - Parte III...

Ideias para melhorar Resposta Transitória

Formas de melhorar:

- 1. Compensador PD** (*Proportional-plus-Derivative Controller*)
 - Acrescentar um diferenciador puro na malha direta para compensação derivativa ideal (rede ativa)
 - Projetar uma resposta que respeita um valor desejável de sobressinal, com menor tempo de assentamento ($\downarrow t_s = \textit{settling time}$)
- 2. Controlador por Avanço de Fase** (*Lead Controller*)
 - Realiza diferenciação aproximada usando rede passiva (acrescenta um zero e um polo distante na malha direta)

Compensação Derivativa Ideal (PD)

$$C(s) = s + z_c$$

- Seleção adequada da posição (do zero) para garantir resposta + rápida
- Modifica RL!
- Exemplo:

Planta → $G(s) = \frac{K}{(s+1)(s+2)(s+5)}$

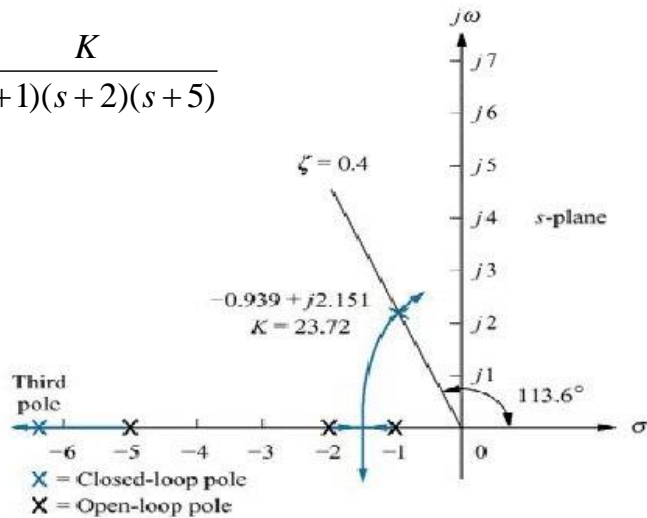
$$C(s)G(s) = \frac{K(s+2)}{(s+1)(s+2)(s+5)} \quad \leftarrow \text{Zero em } z_c = -2$$

Propostas de Controladores → PD $C(s)G(s) = \frac{K(s+3)}{(s+1)(s+2)(s+5)} \quad \leftarrow \text{Zero em } z_c = -3$

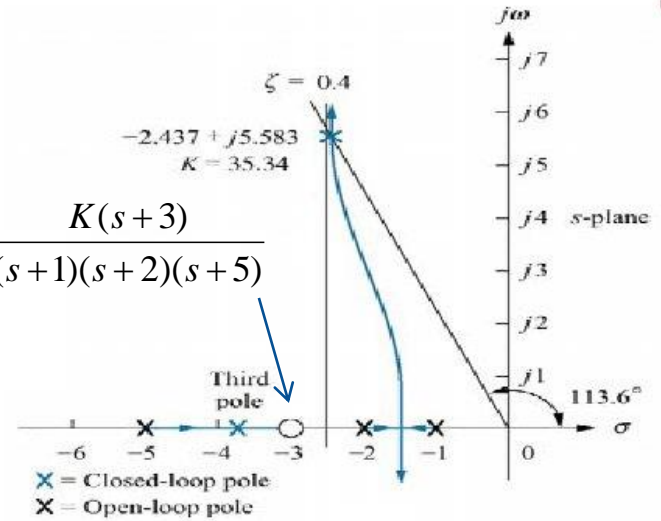
$$C(s)G(s) = \frac{K(s+4)}{(s+1)(s+2)(s+5)} \quad \leftarrow \text{Zero em } z_c = -4$$

Compensação Derivativa Ideal (PD)

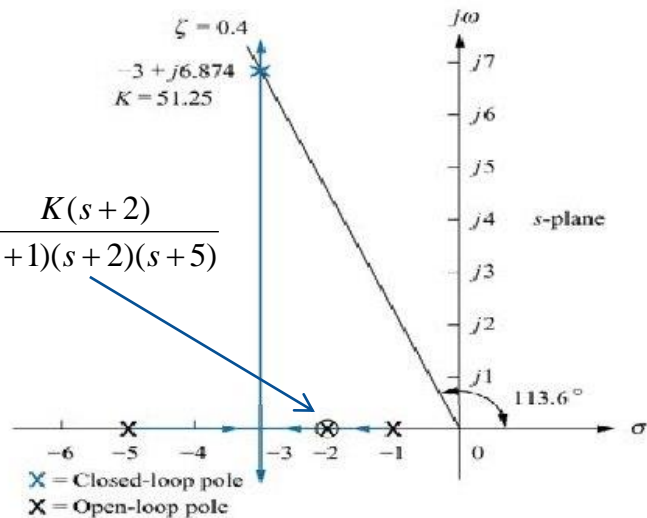
$$G(s) = \frac{K}{(s+1)(s+2)(s+5)}$$



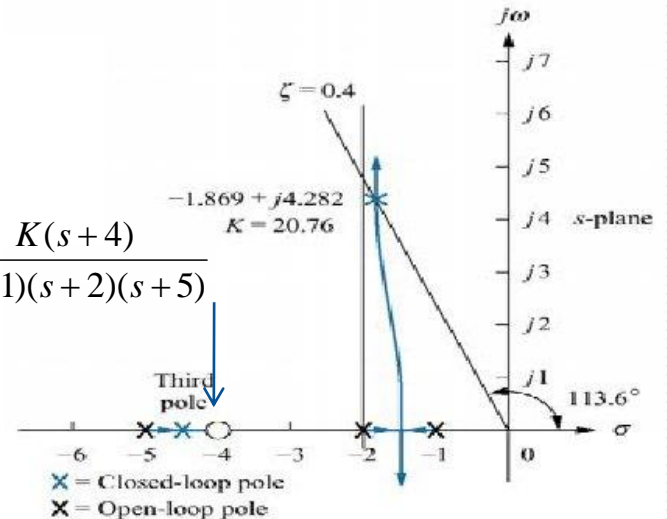
$$C(s)G(s) = \frac{K(s+3)}{(s+1)(s+2)(s+5)}$$



$$C(s)G(s) = \frac{K(s+2)}{(s+1)(s+2)(s+5)}$$

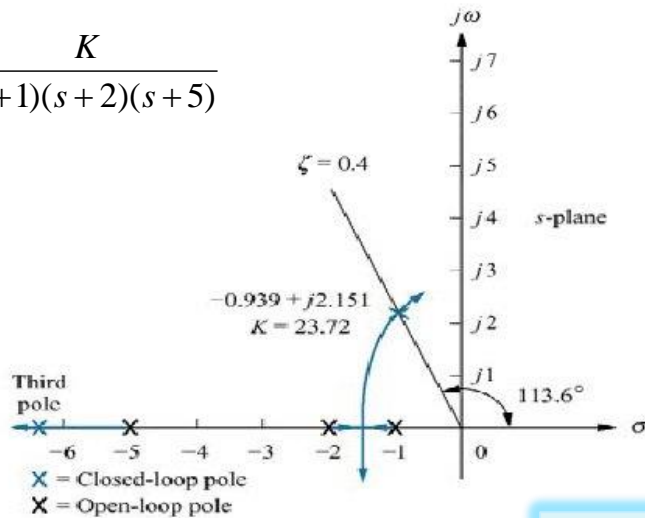


$$C(s)G(s) = \frac{K(s+4)}{(s+1)(s+2)(s+5)}$$

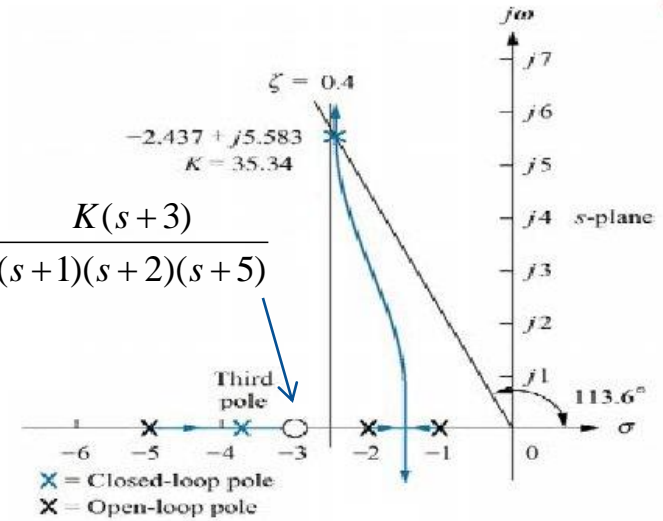


Compensação Derivativa Ideal (PD)

$$G(s) = \frac{K}{(s+1)(s+2)(s+5)}$$



$$C(s)G(s) = \frac{K(s+3)}{(s+1)(s+2)(s+5)}$$

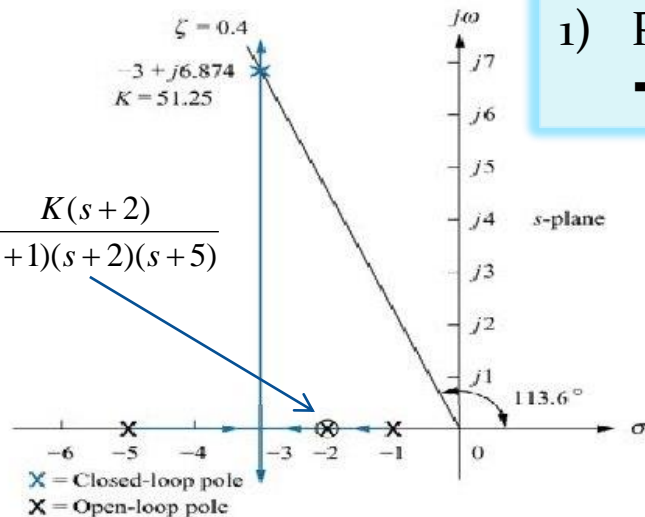


Conclusões:

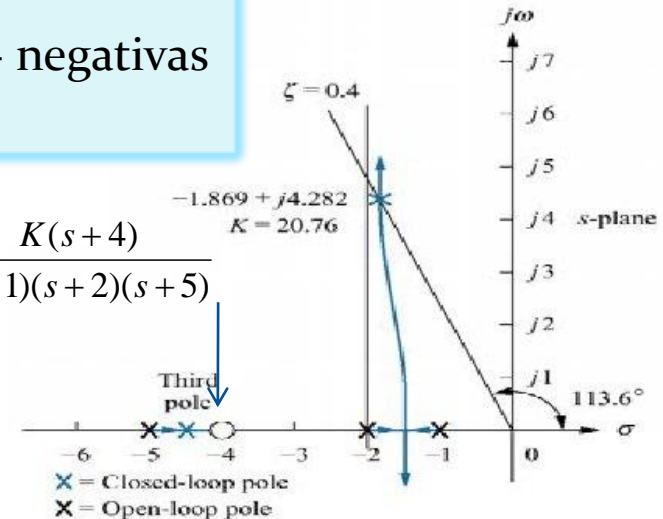
1) Partes reais + negativas

→ ↓ t_s

$$C(s)G(s) = \frac{K(s+2)}{(s+1)(s+2)(s+5)}$$

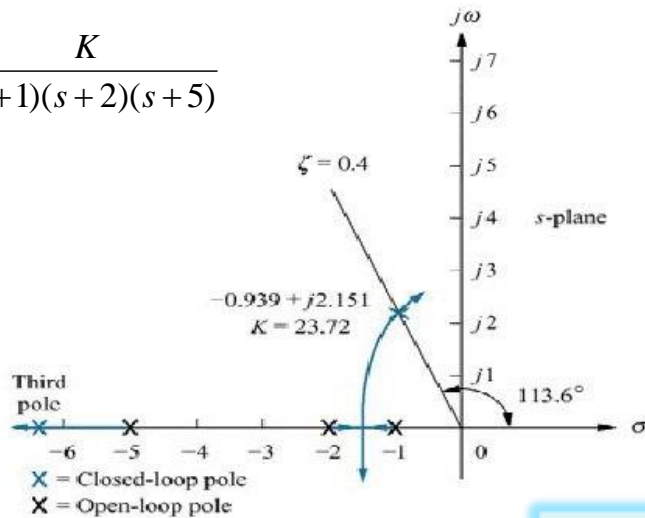


$$C(s)G(s) = \frac{K(s+4)}{(s+1)(s+2)(s+5)}$$

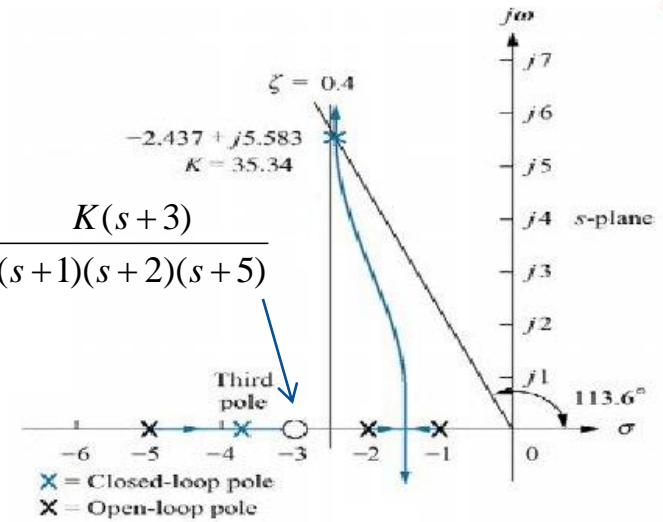


Compensação Derivativa Ideal (PD)

$$G(s) = \frac{K}{(s+1)(s+2)(s+5)}$$

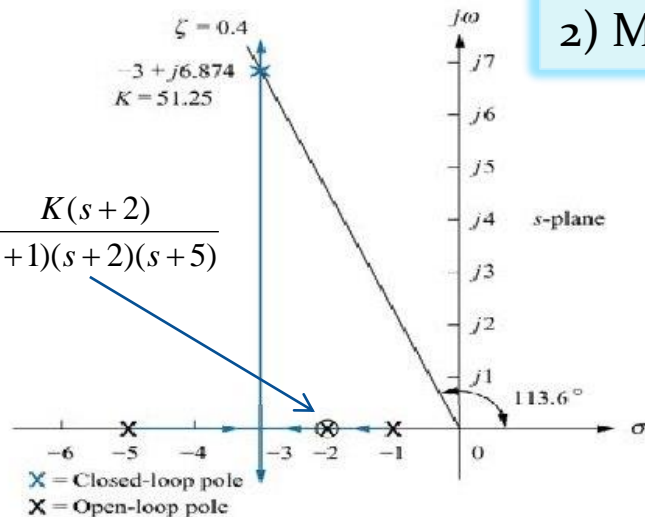


$$C(s)G(s) = \frac{K(s+3)}{(s+1)(s+2)(s+5)}$$

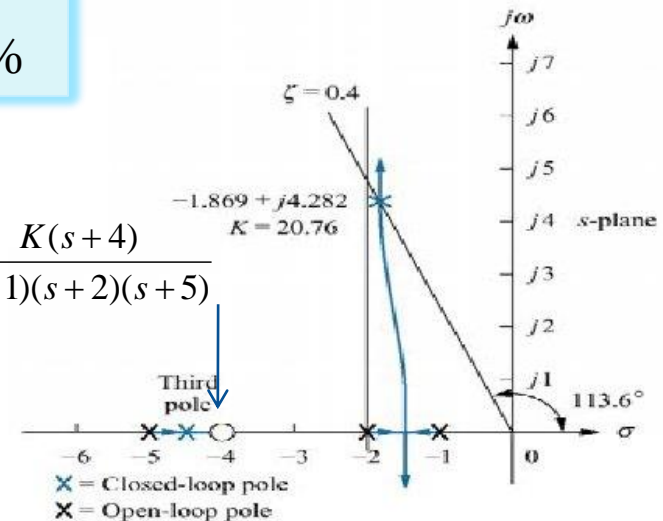


Conclusões:
2) Mesmo $\zeta \cong OS\%$

$$C(s)G(s) = \frac{K(s+2)}{(s+1)(s+2)(s+5)}$$

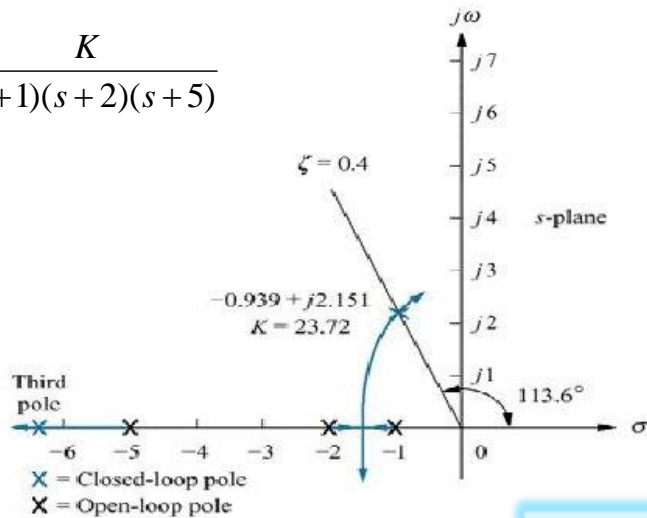


$$C(s)G(s) = \frac{K(s+4)}{(s+1)(s+2)(s+5)}$$

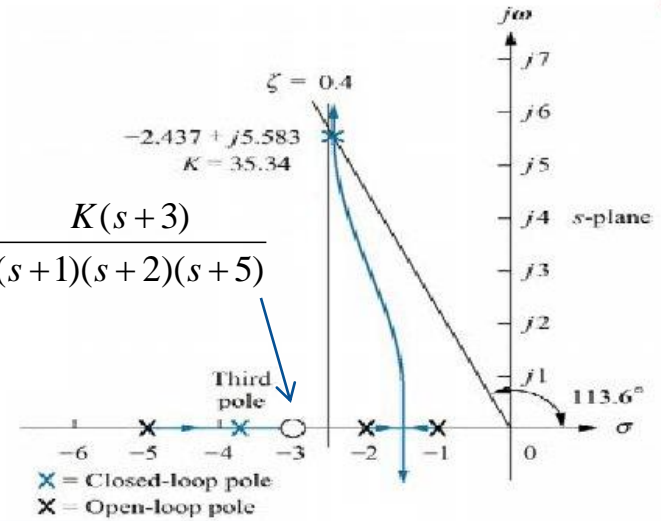


Compensação Derivativa Ideal (PD)

$$G(s) = \frac{K}{(s+1)(s+2)(s+5)}$$



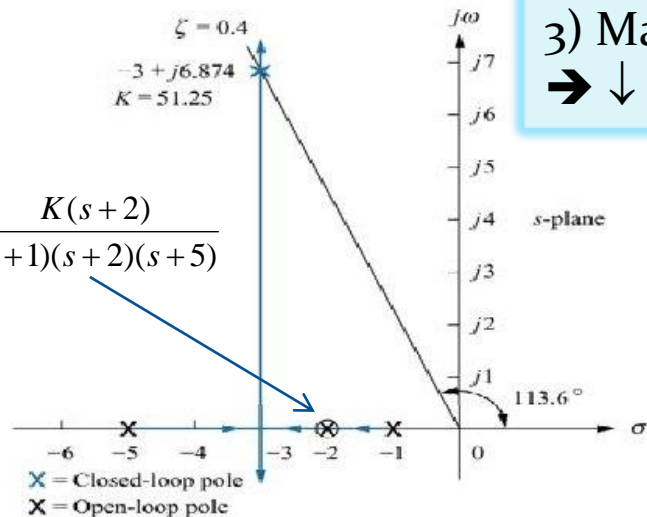
$$C(s)G(s) = \frac{K(s+3)}{(s+1)(s+2)(s+5)}$$



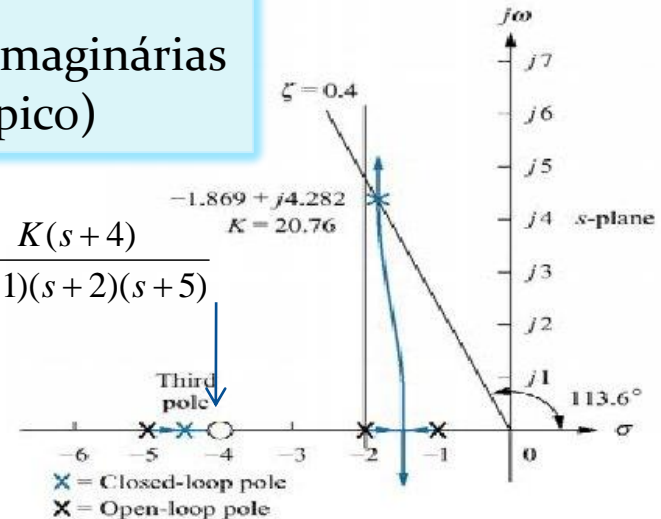
Conclusões:

3) Maiores partes imaginárias
 $\rightarrow \downarrow t_p$ (tempo de pico)

$$C(s)G(s) = \frac{K(s+2)}{(s+1)(s+2)(s+5)}$$

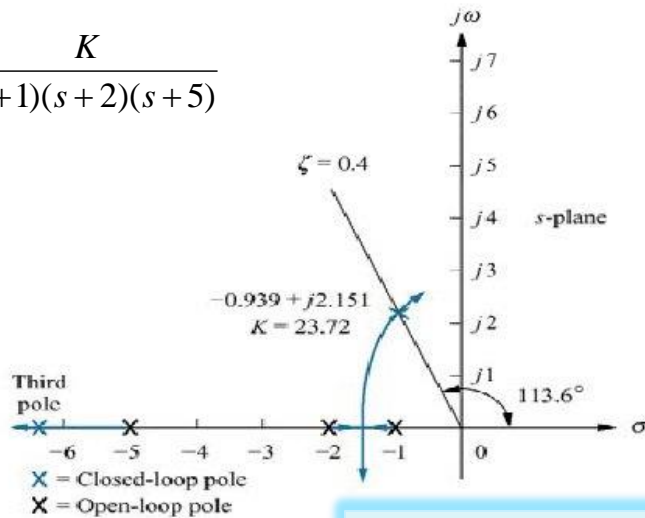


$$C(s)G(s) = \frac{K(s+4)}{(s+1)(s+2)(s+5)}$$

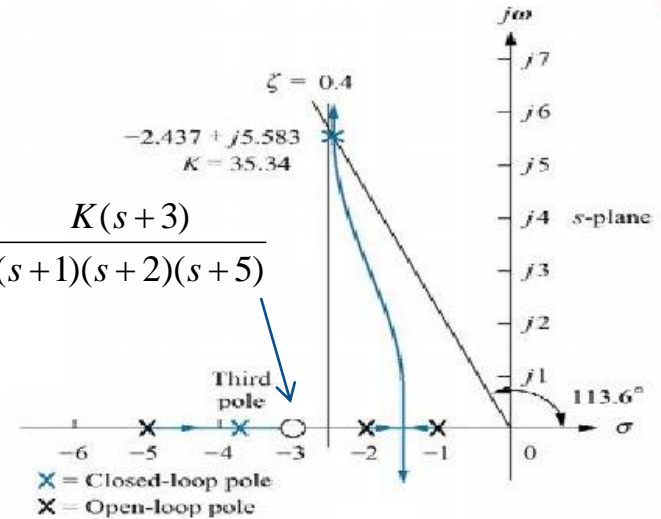


Compensação Derivativa Ideal (PD)

$$G(s) = \frac{K}{(s+1)(s+2)(s+5)}$$



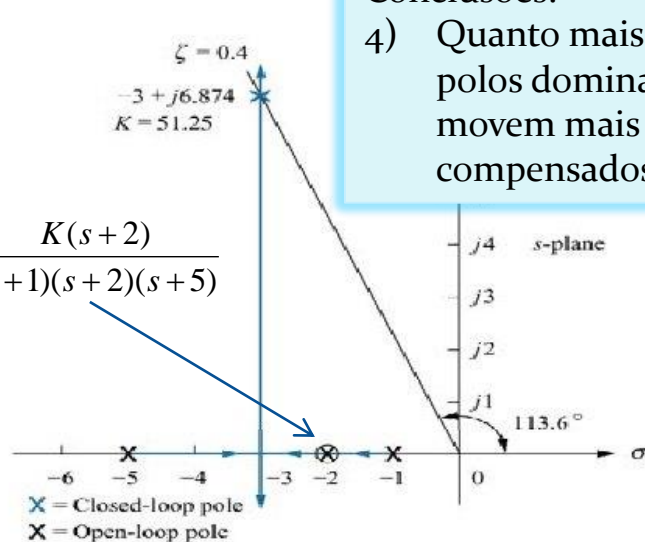
$$C(s)G(s) = \frac{K(s+3)}{(s+1)(s+2)(s+5)}$$



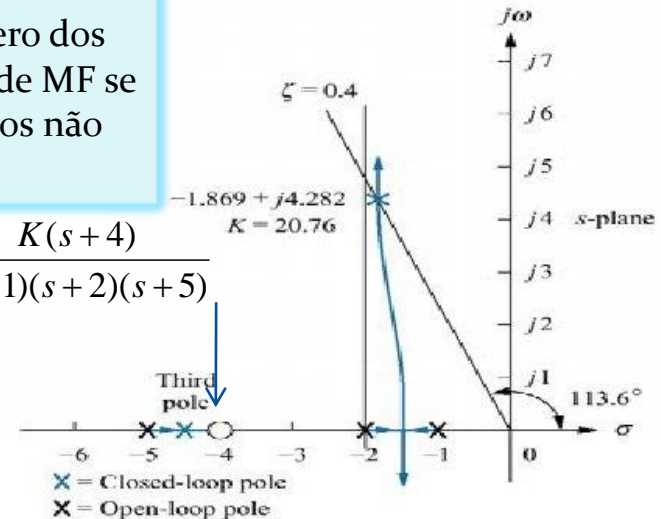
Conclusões:

- 4) Quanto mais afastado está o zero dos polos dominantes \rightarrow os polos de MF se movem mais próximos dos polos não compensados (de MA).

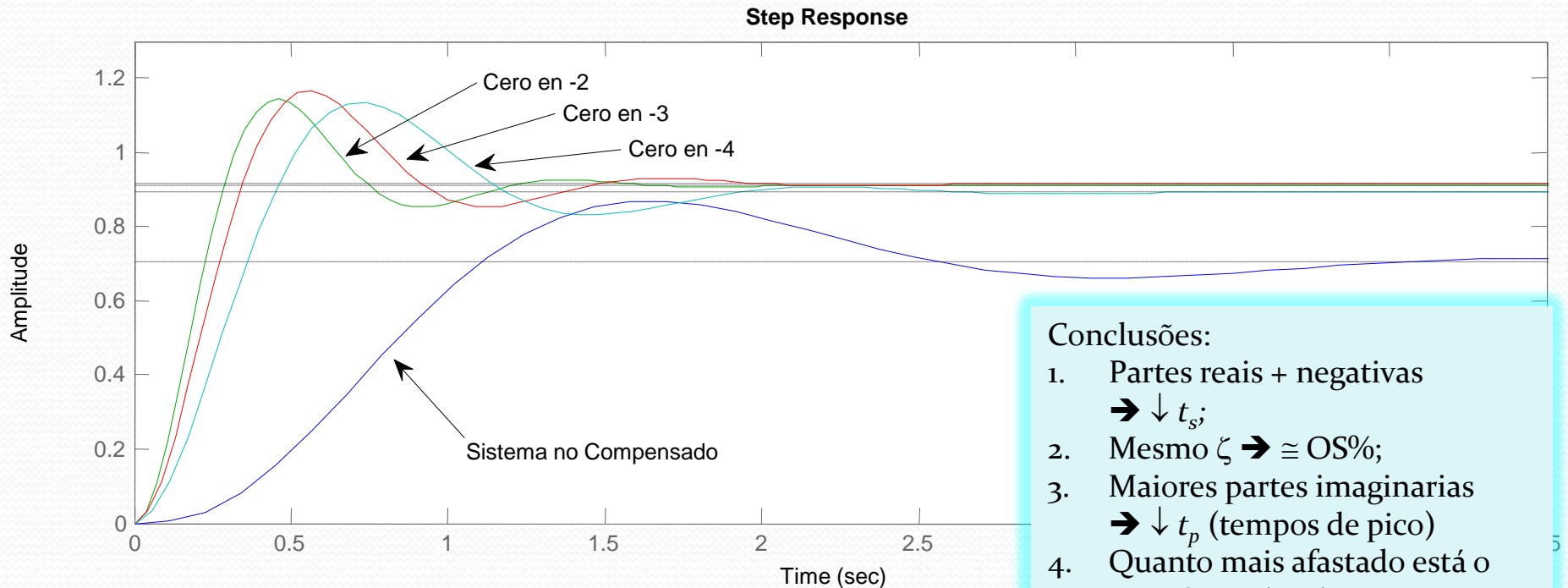
$$C(s)G(s) = \frac{K(s+2)}{(s+1)(s+2)(s+5)}$$



$$C(s)G(s) = \frac{K(s+4)}{(s+1)(s+2)(s+5)}$$



Compensação Derivativa Ideal (PD)



Conclusões:

1. Partes reais + negativas
 $\rightarrow \downarrow t_s$;
2. Mesmo $\zeta \rightarrow \cong OS\%$;
3. Maiores partes imaginarias
 $\rightarrow \downarrow t_p$ (tempos de pico)
4. Quanto mais afastado está o zero dos polos dominantes \rightarrow os polos de MF se movem mais próximos dos polos não compensados.

Planta \rightarrow

$$G(s) = \frac{K}{(s+1)(s+2)(s+5)}$$

$$C(s)G(s) = \frac{K(s+2)}{(s+1)(s+2)(s+5)}$$

\leftarrow Zero em $z_c = -2$

Propostas de Controladores \rightarrow
 PD

$$C(s)G(s) = \frac{K(s+3)}{(s+1)(s+2)(s+5)}$$

\leftarrow Zero em $z_c = -3$

$$C(s)G(s) = \frac{K(s+4)}{(s+1)(s+2)(s+5)}$$

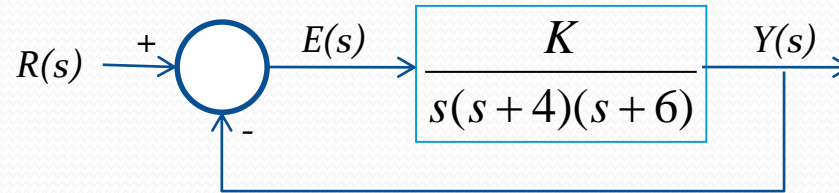
\leftarrow Zero em $z_c = -4$

Vantagens principais:

- Menores t_s ,
- Menores $OS\%$.

Compensação Derivativa Ideal (PD)

- Outro exemplo:



- Requisitos: $\%OS < 16\%$, $3 \times \downarrow t_s$
- *Solução:*
 1. *Descobrimo ζ desejado:*

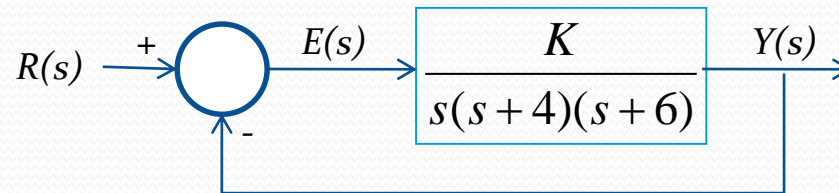
$$\zeta = \frac{-\ln(\%OS/100)}{\sqrt{\pi^2 + \ln^2(\%OS/100)}} = 0,504$$

Matlab:

```
>> num=1;
>> zeta=(-log(16/100))/(sqrt(pi*pi+(log(16/100))^2))
zeta =
    0.5039
>> den=poly([0 -4 -6]);
>> g=tf(num,den);
>> zpk(g)
Zero/pole/gain:
    1
-----
s (s+6) (s+4)
>>
```

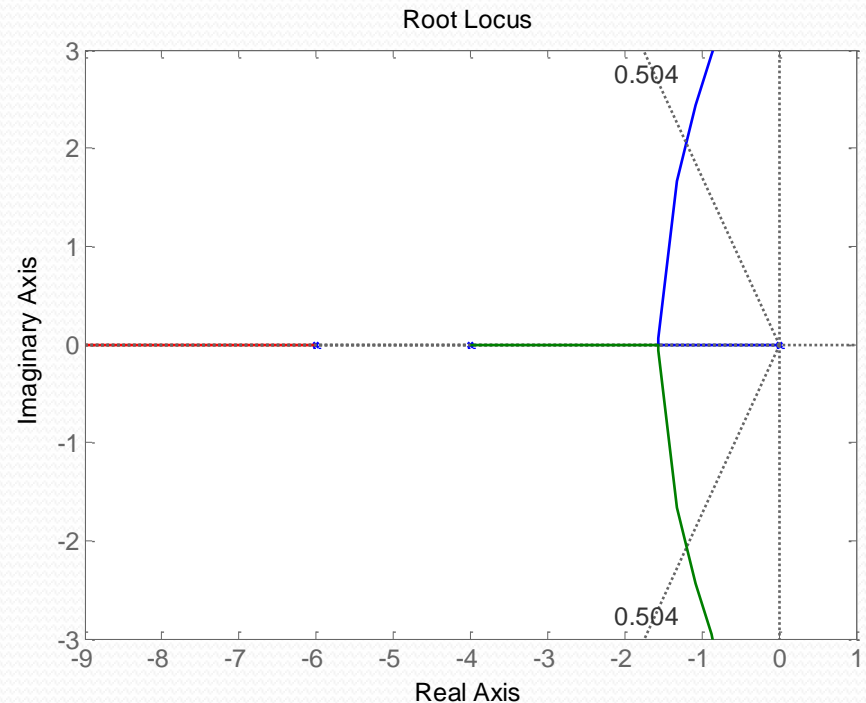
Compensação Derivativa Ideal (PD)

- Outro exemplo:

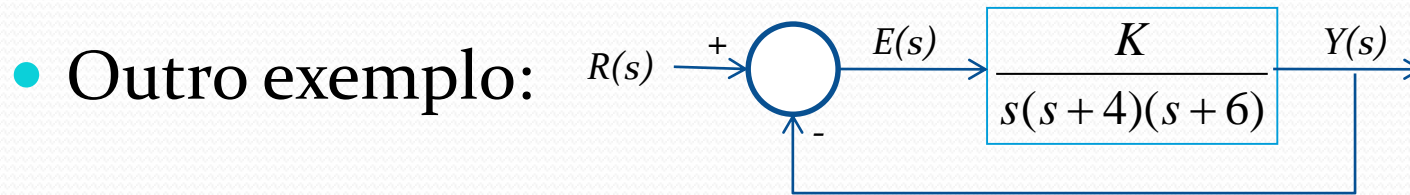


- Requisitos: $\%OS < 16\%$, $3 \times \downarrow t_s$
- Solução:
 2. Verificando RL original...

```
>> zpk(g)
Zero/pole/gain:
      1
-----
s (s+6) (s+4)
>> rlocus(g)
>> sgrid(zeta,0)
>> axis([-9 1 -3 3])
```



Compensação Derivativa Ideal (PD)

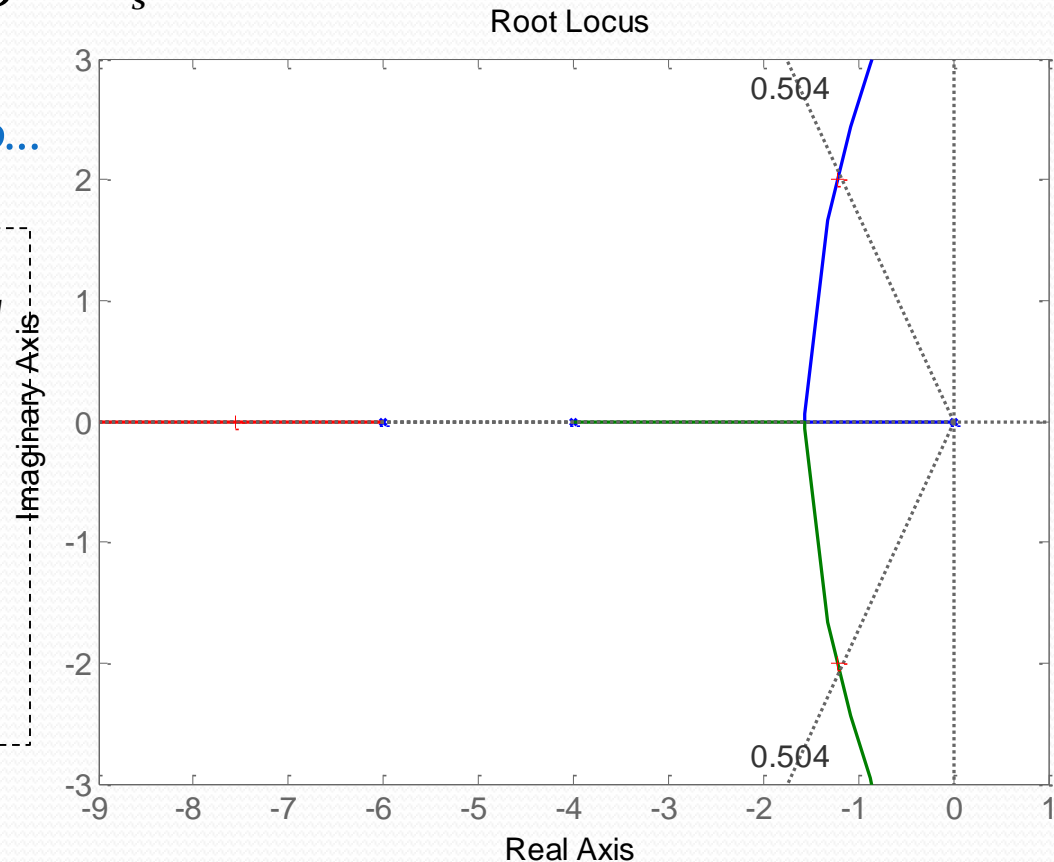


- Requisitos: $\%OS < 16\%$, $3 \times \downarrow t_s$

• *Solução:*

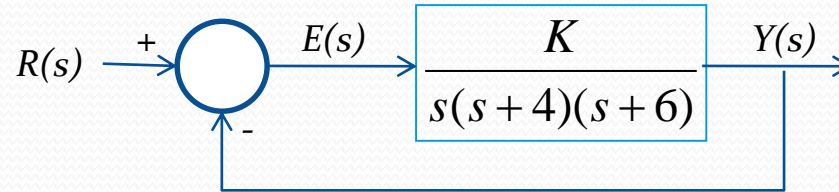
3. *Descobrimo K necessário...*

```
>> [k,poles]=rlocfind(g)
Select a point in the graphics window
selected_point =
    -1.2156 + 2.0031i
k =
    41.6859
poles =
    -7.5532
    -1.2234 + 2.0056i
    -1.2234 - 2.0056i
>>
```



Compensação Derivativa Ideal (PD)

- Outro exemplo:



- Requisitos: $\%OS < 16\%$, $3 \times \downarrow t_s$
- *Solução:*
- 4. *Acelerando o sistema: $\downarrow t_s$*

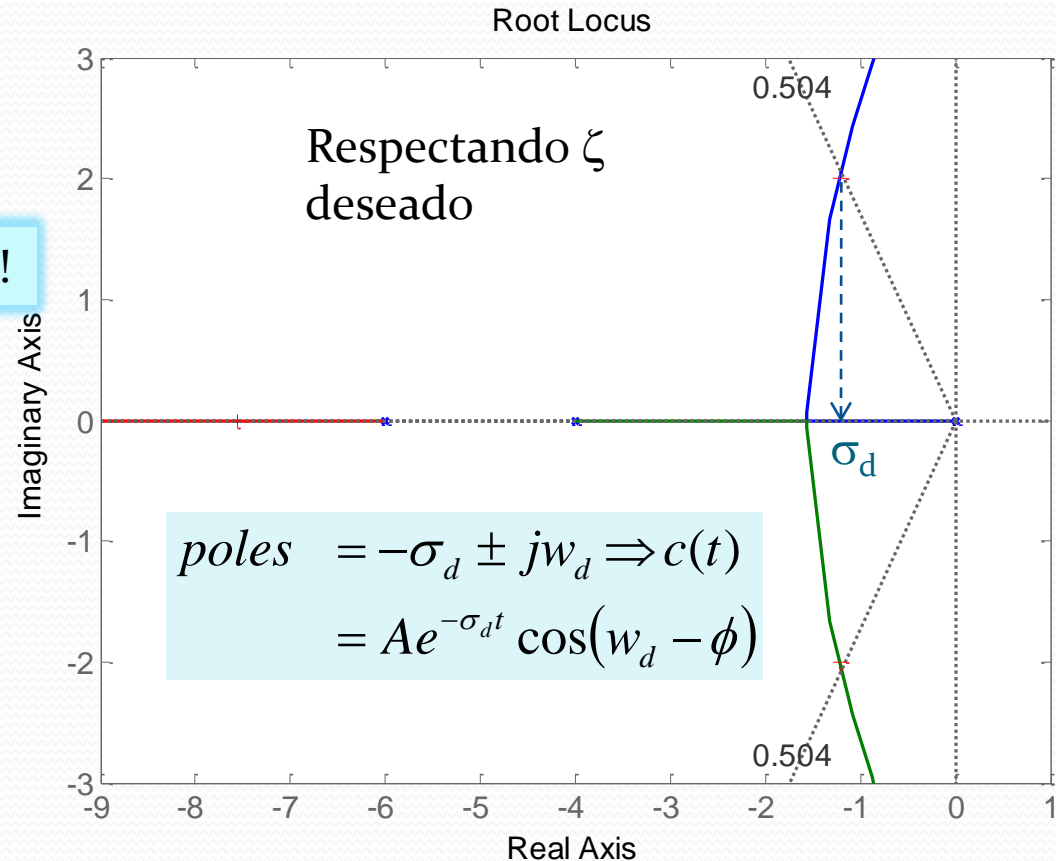
```

poles =
-7.5532
-1.2234 + 2.0056i
-1.2234 - 2.0056i
>> Ts=4/real(-poles(2))
Ts =
 3.2696
>> Ts=4/real(-poles(2))
Ts =
 3.2696
> newTs=Ts/3
newTs =
 1.0899
>>
    
```

t_s original!

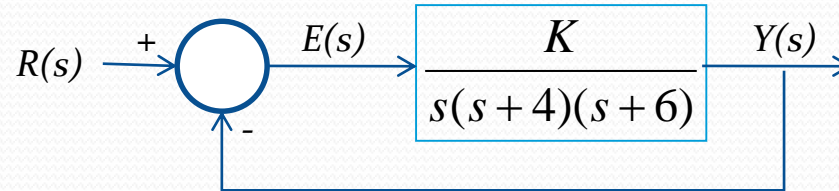
$$Ts = \frac{4}{\sigma_d}$$

Novo t_s !



Compensação Derivativa Ideal (PD)

- Outro exemplo:



- Requisitos: $\%OS < 16\%$, $3 \times \downarrow t_s$
- *Solução:*
- 5. *Descobrimo a nova posição do polo de malha fechada para o novo t_s*

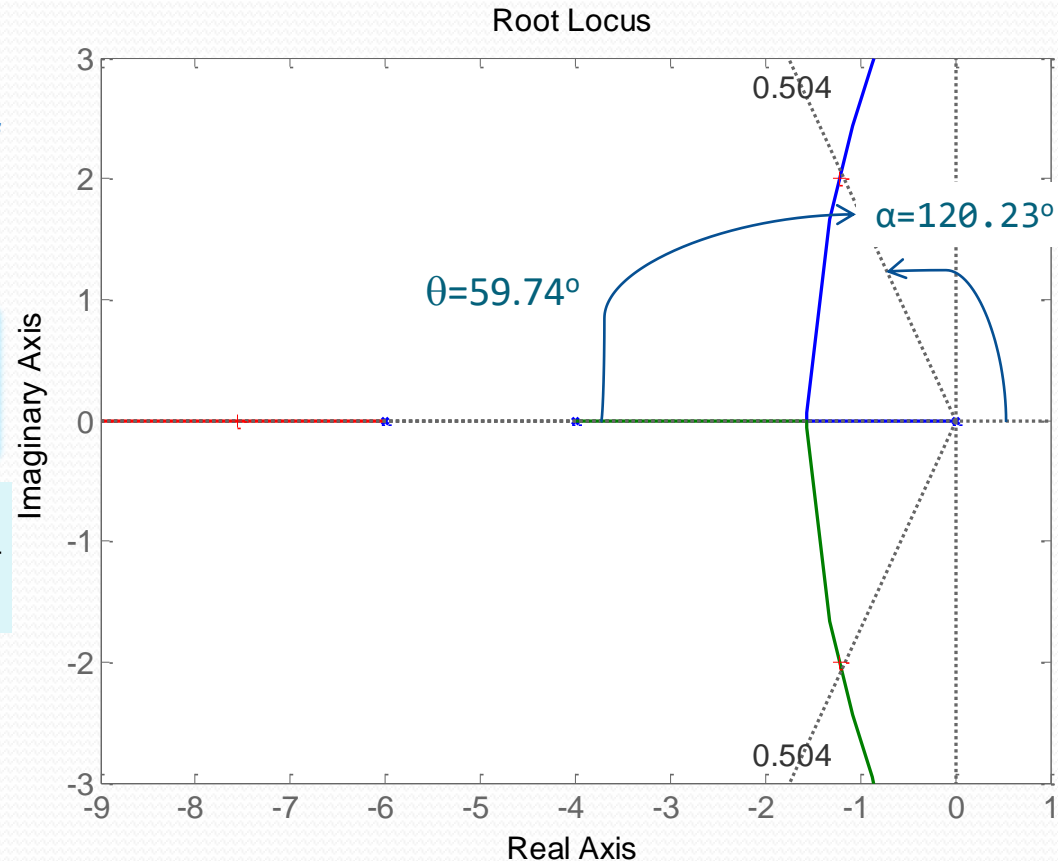
```

newTs =
    1.0899
>> newsigma=4/newTs
newsigma =
    3.6702
>> theta=acos(zeta)
theta =
    1.0427
>> theta*180/pi
ans =
    59.7438
>>
    
```

Novo σ para o Nuevo t_s !

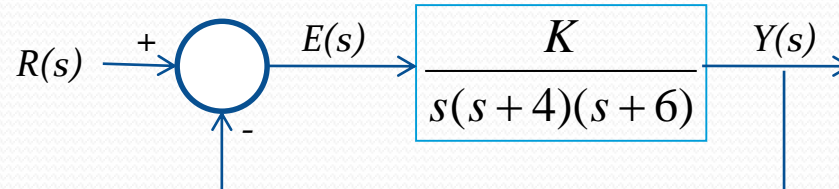
$$T_s = \frac{4}{\sigma_d} = \frac{4}{\zeta \omega_n}$$

$$\zeta = \cos \theta$$



Compensação Derivativa Ideal (PD)

- Outro exemplo:



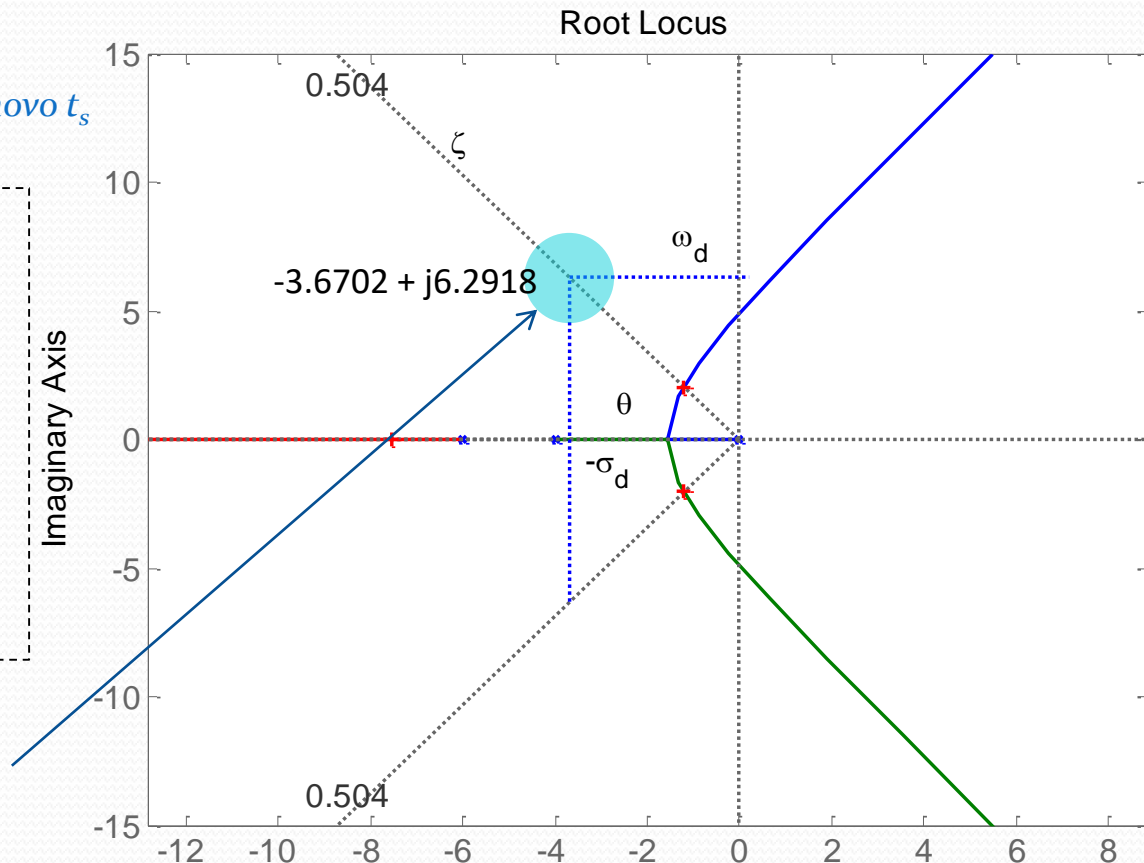
- Requisitos: $\%OS < 16\%$, $3 \times \downarrow t_s$

- *Solução:*

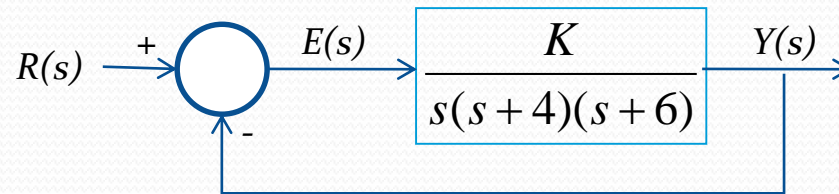
5. *Descobrimos a nova posição do polo de malha fechada para o novo t_s*

```
>> newomega=newsigma*tan(theta)
newomega =
    6.2918
>> hold on;
>> plot([-newsigma
0.2],[newomega newomega],'b:')
>> plot([-newsigma -newsigma],[-
newomega newomega],'b:')
```

Ponto desejado no RL!
Mas este lugar está fora do RL...



Compensação Derivativa Ideal (PD)



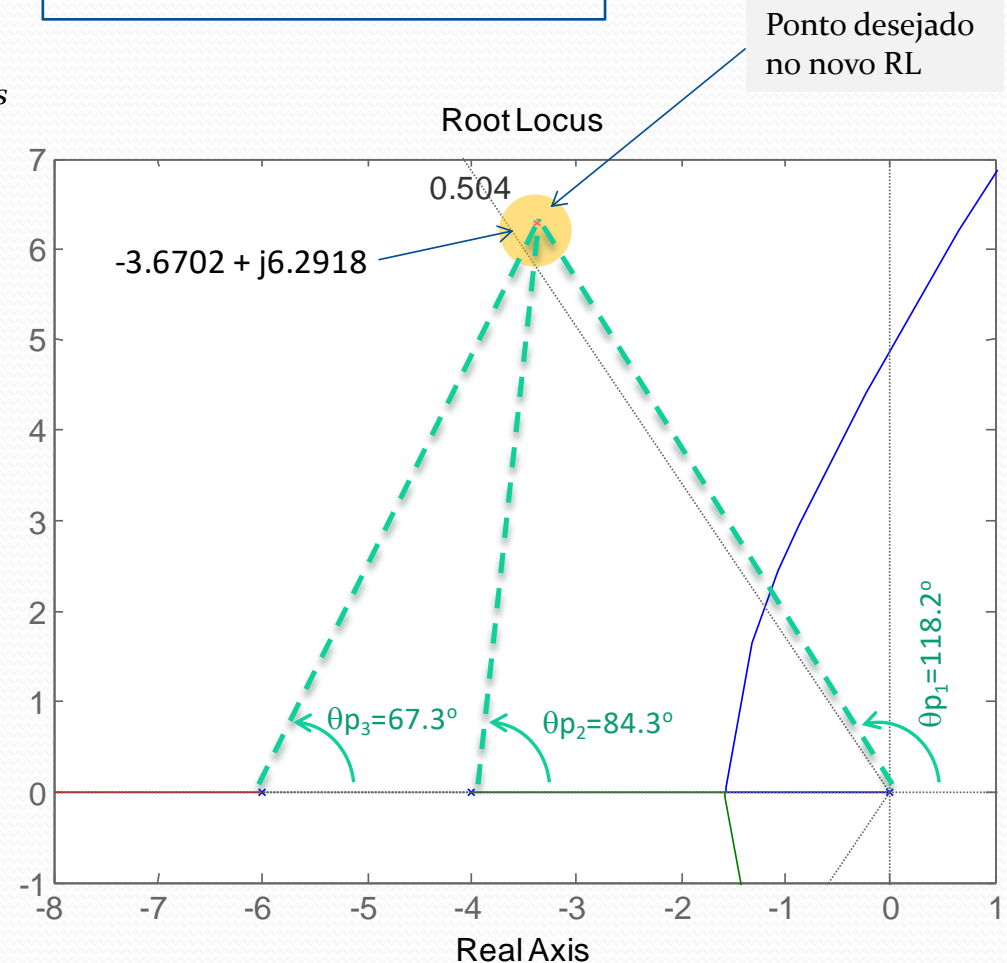
- Outro exemplo:

- Requisitos: $\%OS < 16\%$, $3 \times \downarrow t_s$

- *Solução:*

6. Determinando a posição desejada para o zero do PD:

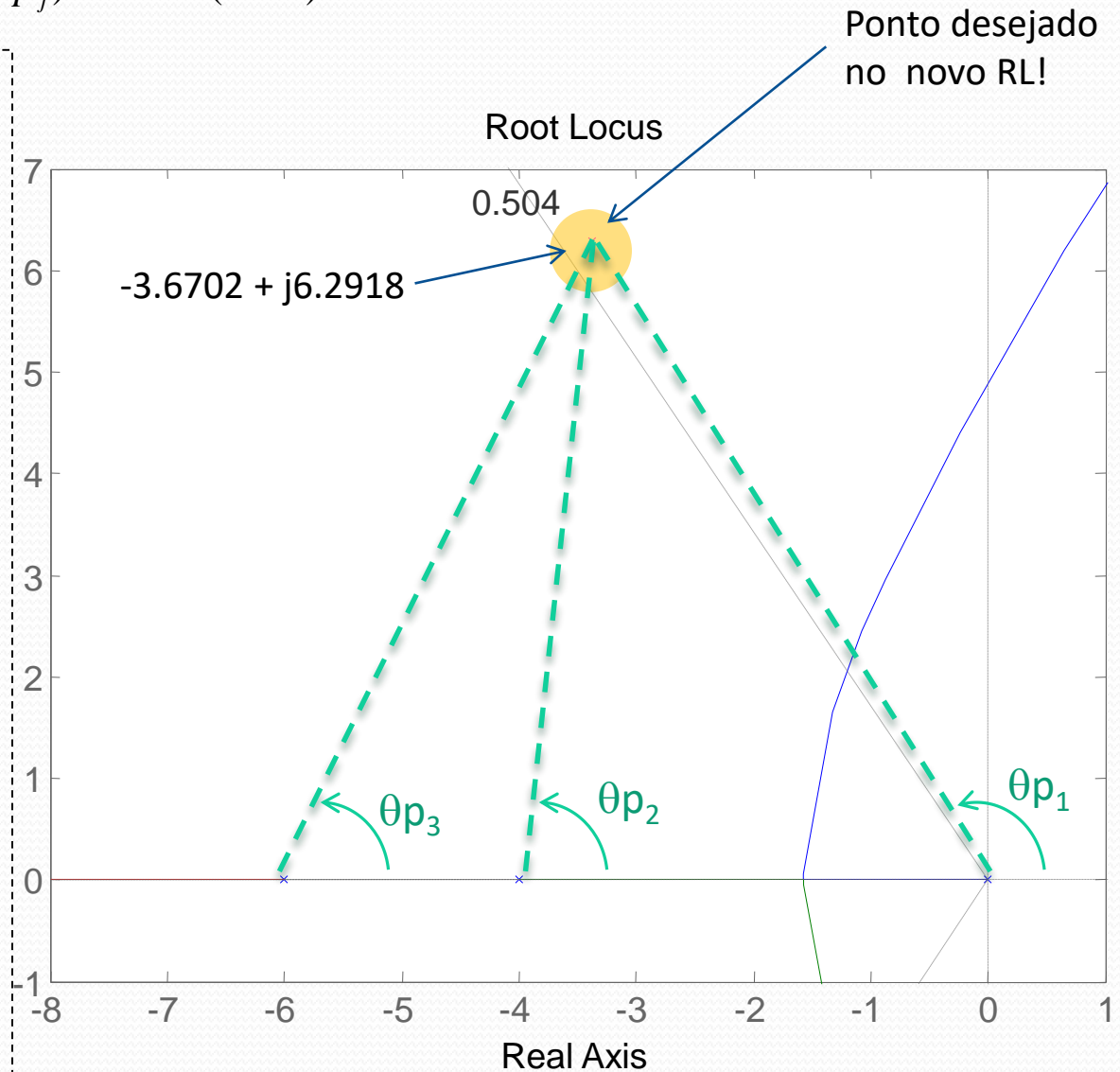
$$\sum_m \angle(s - c_i) - \sum_n \angle(s - p_j) = \pm 180^\circ (2i + 1)$$



6. Determinando a posição desejada para o zero do PD

$$\sum_m \angle(s - c_i) - \sum_n \angle(s - p_j) = \pm 180^\circ (2i + 1)$$

```
>> th_p1=atan2(newomega,-newsigma)
th_p1 =
    2.0626
>> th_p1*180/pi
ans =
    118.1757
>> th_p2=atan2(newomega,4-newsigma)
th_p2 =
    1.4710
>> th_p2*180/pi
ans =
    84.2838
>> th_p3=atan2(newomega,6-newsigma)
th_p3 =
    1.1749
>> th_p3*180/pi
ans =
    67.3164
>> sum_th_p=th_p1+th_p2+th_p3
sum_th_p =
    4.7085
>> sum_th_p*180/pi
ans =
    269.7759
>>
```



6. Determinando a posição desejada para o zero do PD

$$\sum_m \angle(s - c_i) - \sum_n \angle(s - p_j) = 180^\circ (2i + 1)$$

```
>> th_p1=atan2(newomega,-newsigma)
```

```
th_p1 =  
2.0626
```

```
>> th_p1*180/pi
```

```
ans =  
118.1757
```

```
>> th_p2=atan2(newomega,4-newsigma)
```

```
th_p2 =  
1.4710
```

```
>> th_p2*180/pi
```

```
ans =  
84.2838
```

```
>> th_p3=atan2(newomega,6-newsigma)
```

```
th_p3 =  
1.1749
```

```
>> th_p3*180/pi
```

```
ans =  
67.3164
```

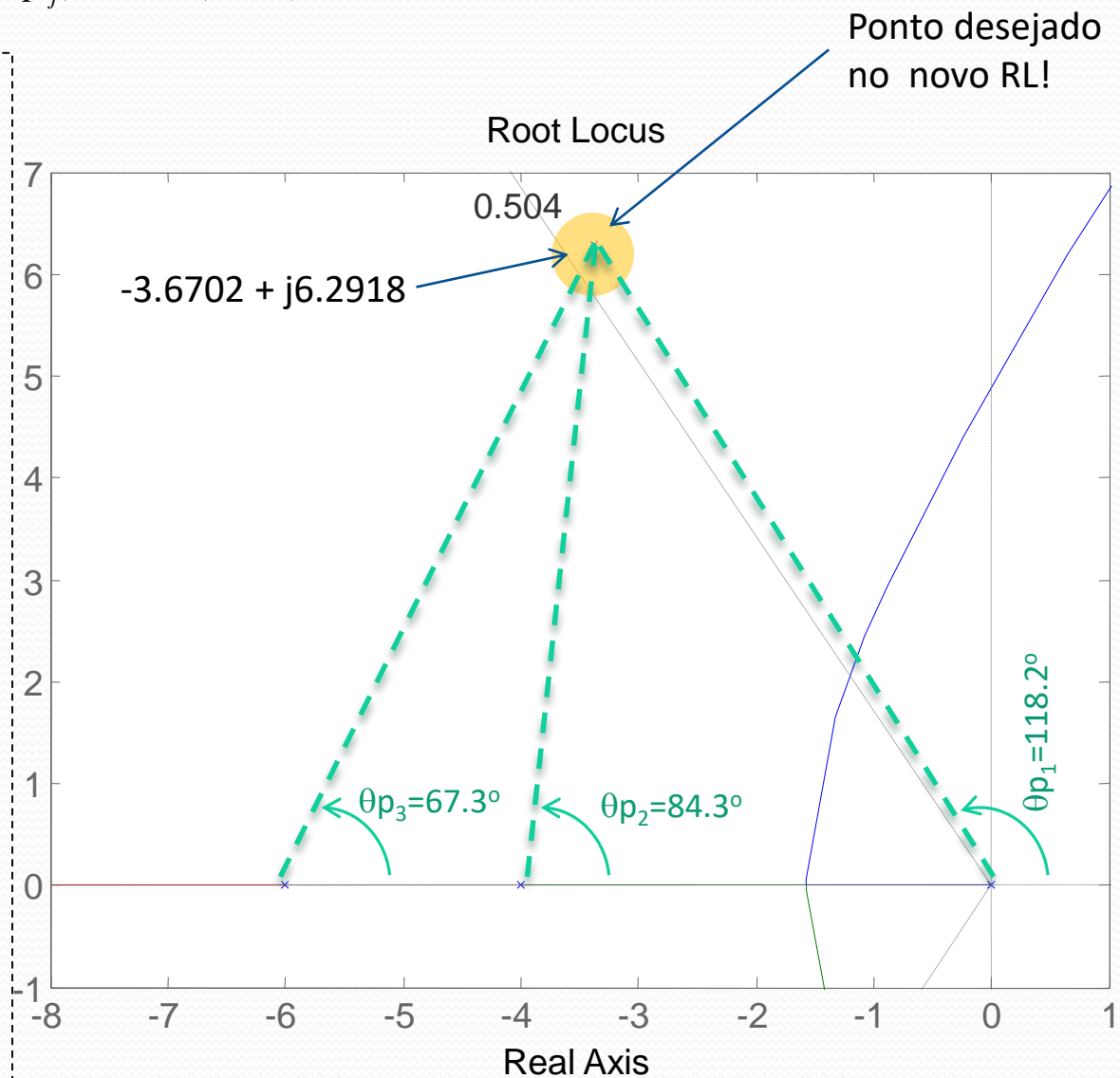
```
>> sum_th_p=th_p1+th_p2+th_p3
```

```
sum_th_p =  
4.7085
```

```
>> sum_th_p*180/pi
```

```
ans =  
269.7759
```

```
>>
```

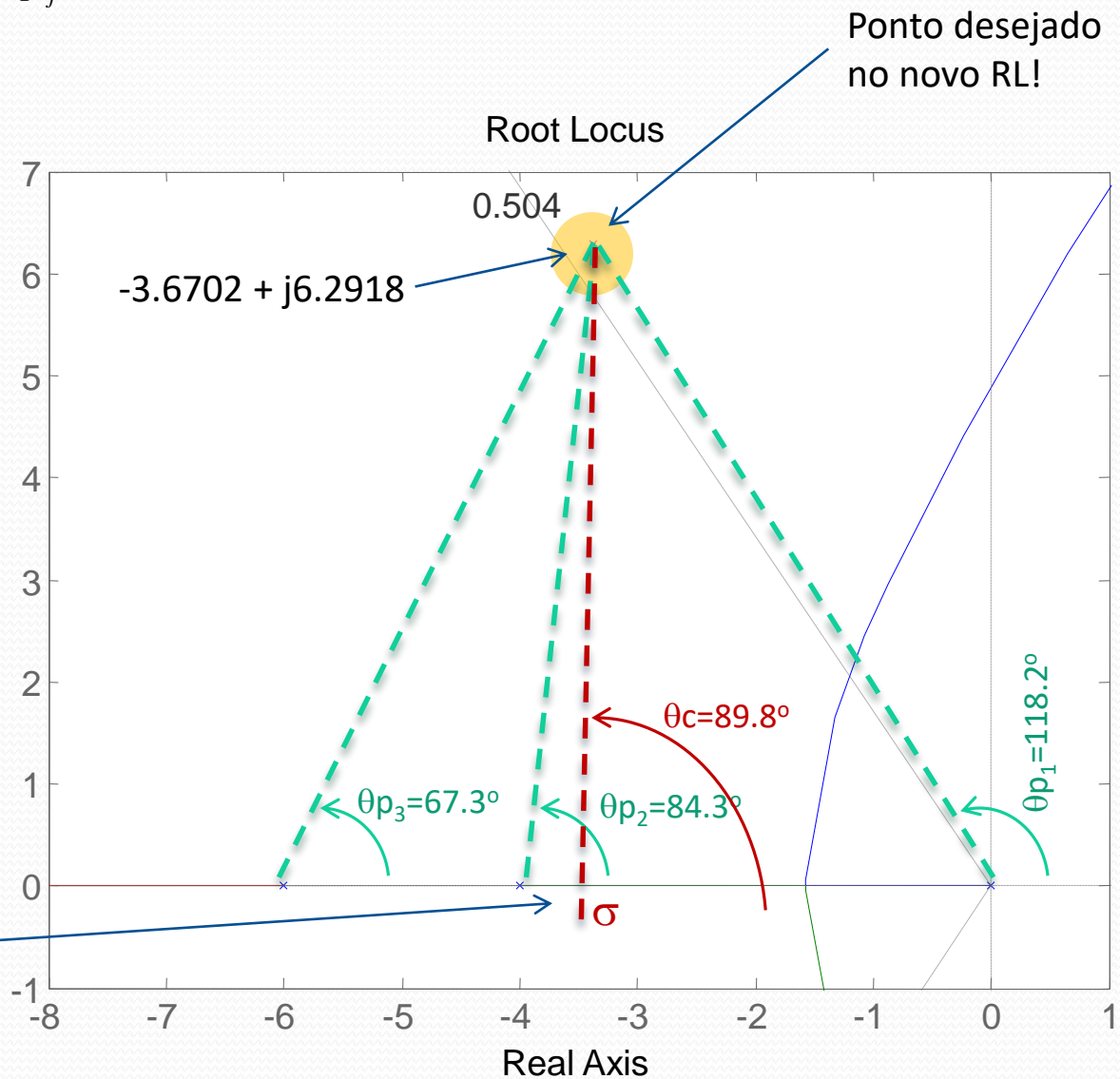


6. Determinando a posição desejada para o zero do PD

$$\sum_m \angle(s - c_i) - \sum_n \angle(s - p_j) = 180^\circ (2i + 1)$$

```
>> sum_th_p=th_p1+th_p2+th_p3
sum_th_p =
    4.7085
>> sum_th_p*180/pi
ans =
    269.7759
>>
>> th_c=sum_th_p-pi
th_c =
    1.5669
>> th_c*180/pi
ans =
    89.7759
>>
```

Determinado o ponto σ
para o zero do PD!



6. Determinando a posição desejada para o zero do PD

$$\frac{6.2918}{3.3702 - \sigma} = \tan(180^\circ - 89.7759^\circ)$$

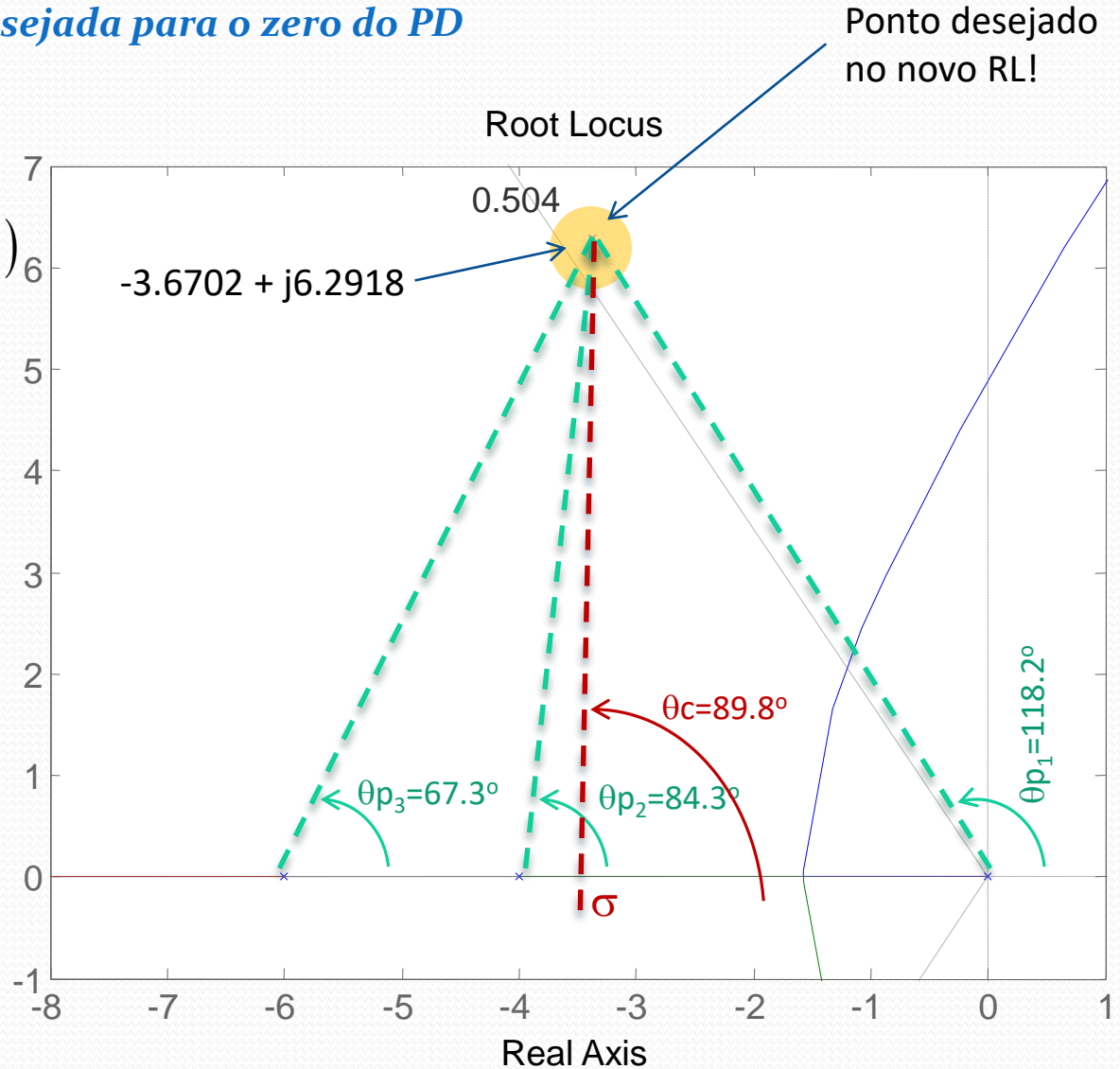
```
>> sigma = newsigma - ( newomega /
tan(pi -th_c )
sigma =
  3.3948
>>
```

El PD se queda:

$$C(s) = K(s + 3.3948)$$

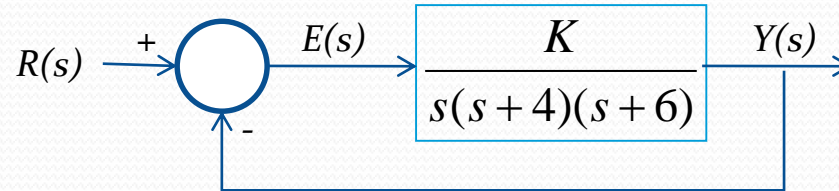
y:

$$C(s)G(s) = \frac{K(s + 3.3948)}{s(s + 4)(s + 6)}$$



Compensação Derivativa Ideal (PD)

- Outro exemplo:

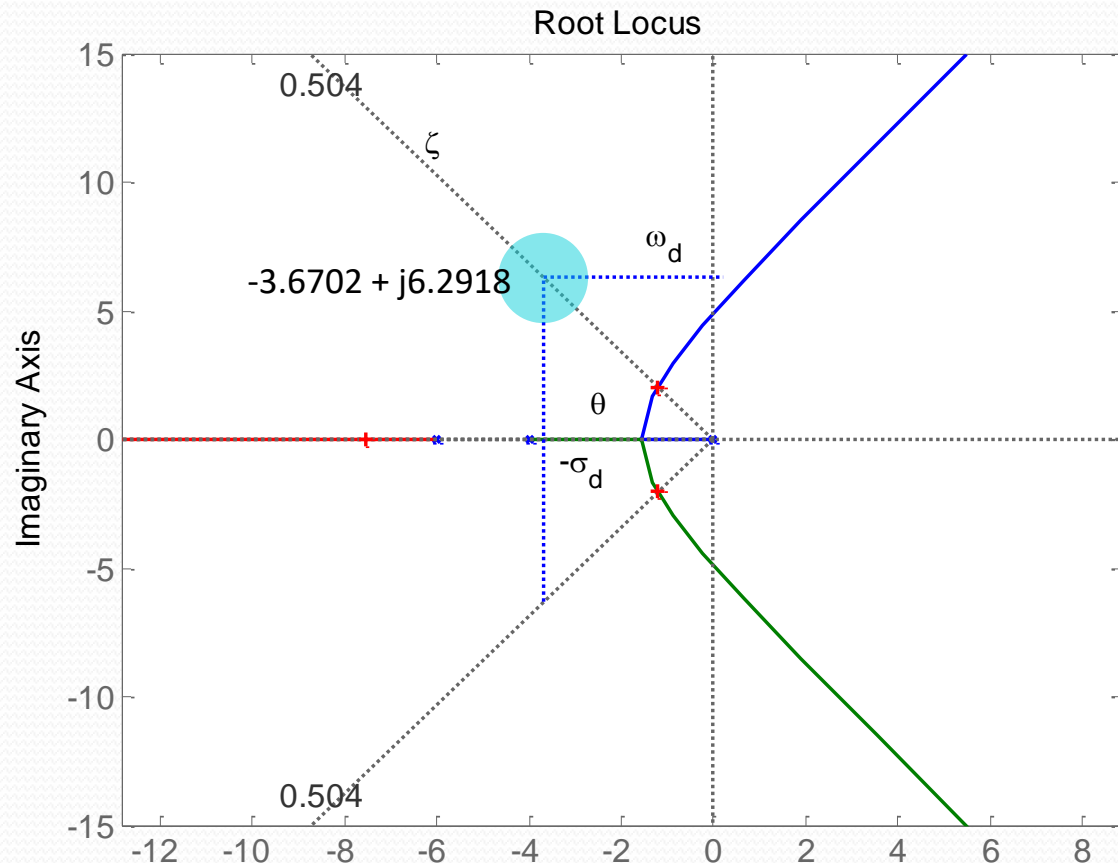


- Requisitos: $\%OS < 16\%$, $3 \times \downarrow t_s$
- *Solução:*

$$C(s) = K(s + 3.3948)$$

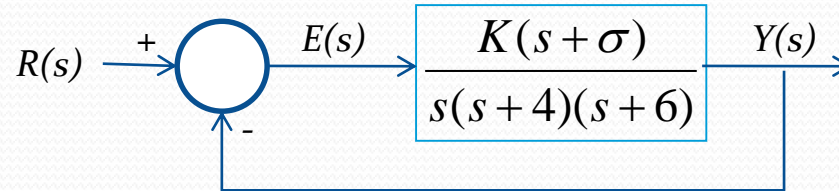
$$C(s)G(s) = \frac{K(s + 3.3948)}{s(s + 4)(s + 6)}$$

7. Verificando o RL final...



Compensação Derivativa Ideal (PD)

- Outro exemplo:



- Requisitos: $\%OS < 16\%$, $3 \times \downarrow t_s$
- *Solução:*

$$C(s) = K(s + 3.3948)$$

$$C(s)G(s) = \frac{K(s + 3.3948)}{s(s + 4)(s + 6)}$$

7. Verificando o RL
final e K necessário...

```
>> num2=[1 sigma];  
>> den2=den;  
>> cg=tf(num2,den2);  
>> zpk(cg)
```

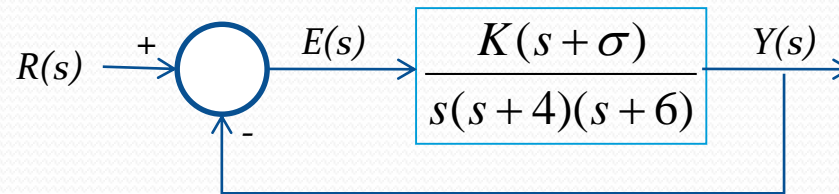
Zero/pole/gain:
(s+3.395)

s (s+6) (s+4)

```
>>  
>> figure(3);rlocus(cg)
```


Compensação Derivativa Ideal (PD)

- Outro exemplo:

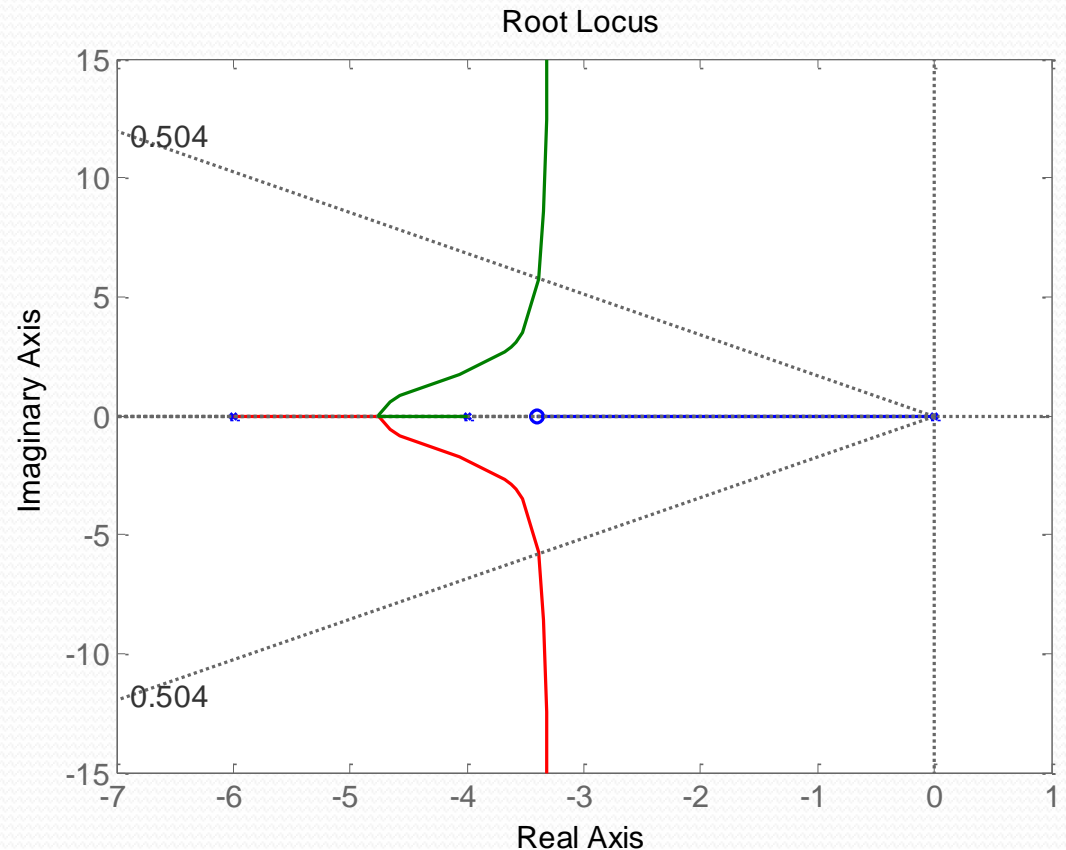


- Requisitos: $\%OS < 16\%$, $3 \times \downarrow t_s$
- *Solução:*

$$C(s) = K(s + 3.3948)$$

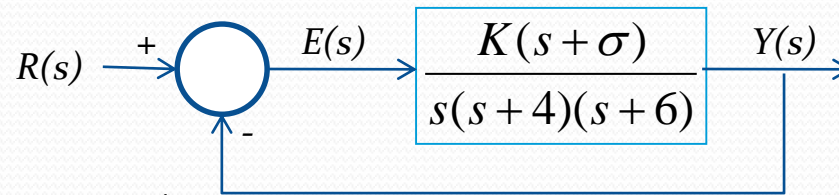
$$C(s)G(s) = \frac{K(s + 3.3948)}{s(s + 4)(s + 6)}$$

7. Verificando o RL final e K necessário...



Compensação Derivativa Ideal (PD)

- Outro exemplo:



- Requisitos: $\%OS < 16\%$, $3 \times \downarrow t_s$

- *Solução:*

7. Verificando o RL
final e K necessário...

```
>> figure(3);rlocus(cg)
```

```
>> sgrid(zeta,0)
```

```
>> axis([-7 1 -7 7])
```

```
>> rlocfind(cg)
```

Select a point in the graphics window

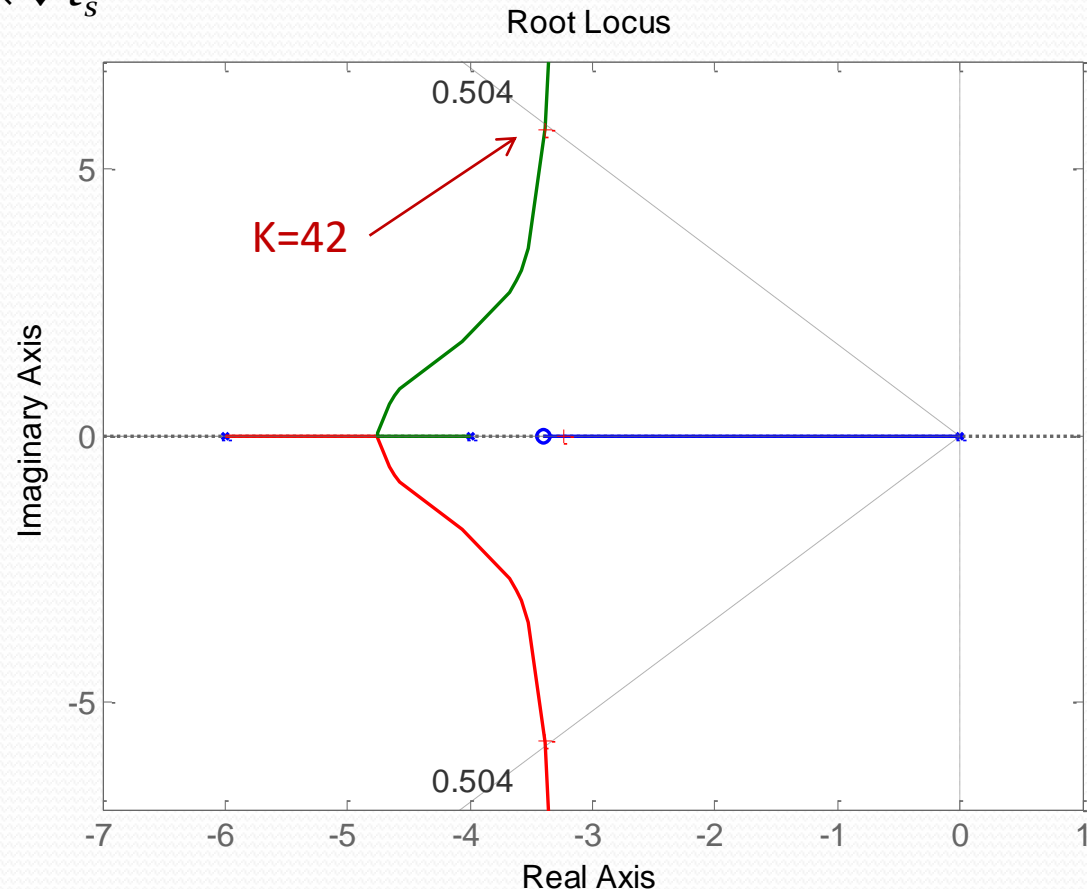
selected_point =

-3.4076 + 5.7174i

ans =

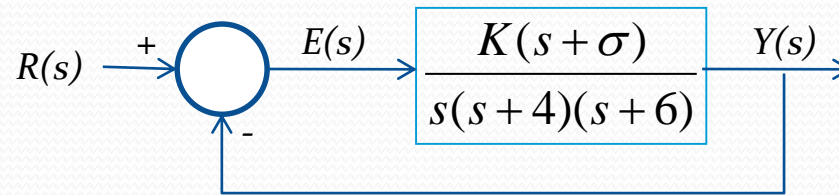
42.0068

```
>>
```



Compensação Derivativa Ideal (PD)

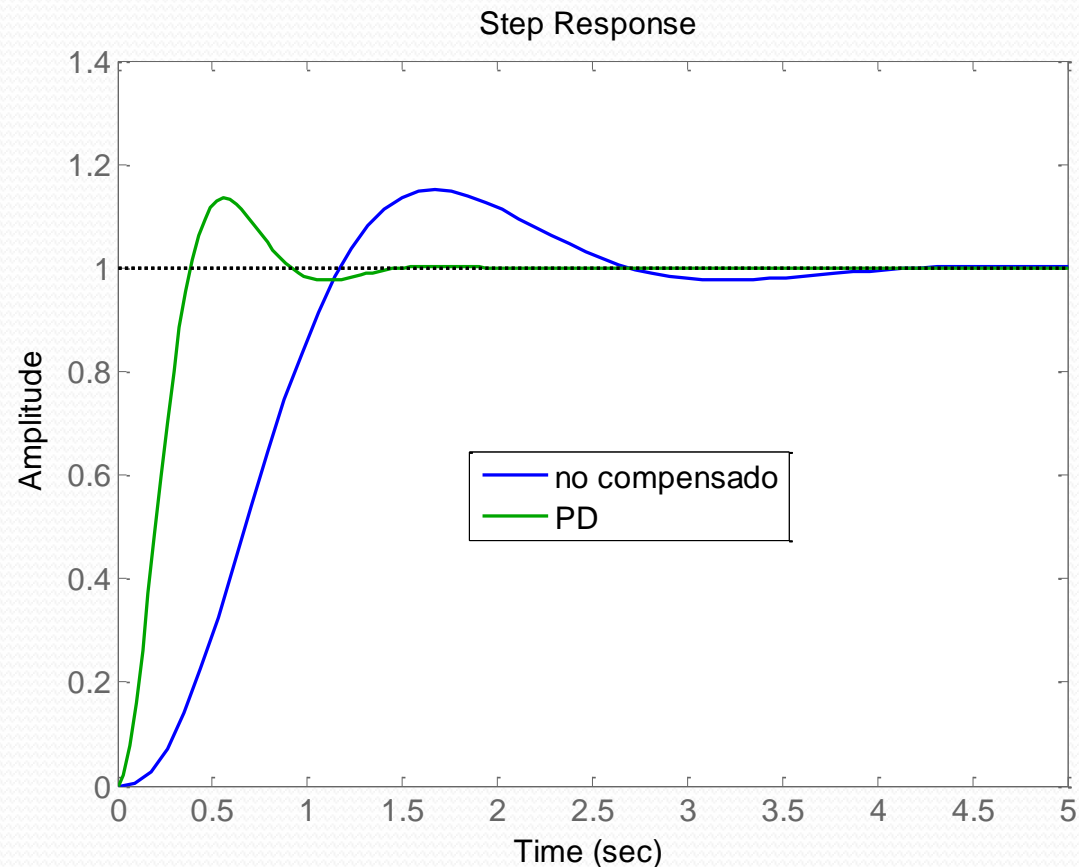
- Outro exemplo:



- Requisitos: %OS < 16%,
 $3 \times \downarrow t_s$
- Solução:
- Comparando respostas...

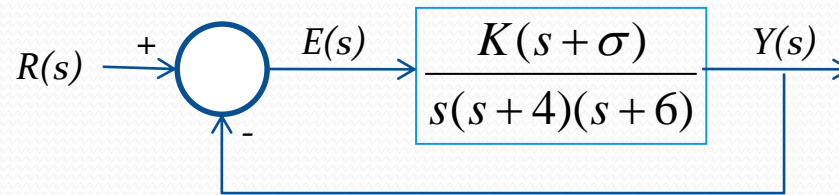
$K=42$

```
>> tf1=feedback(43.35*g,1);  
>> tf2=feedback(42*cg,1);  
>> figure(4);step(tf1,tf2)  
>> legend('no compensado','PD')  
>>
```



Compensação Derivativa Ideal (PD)

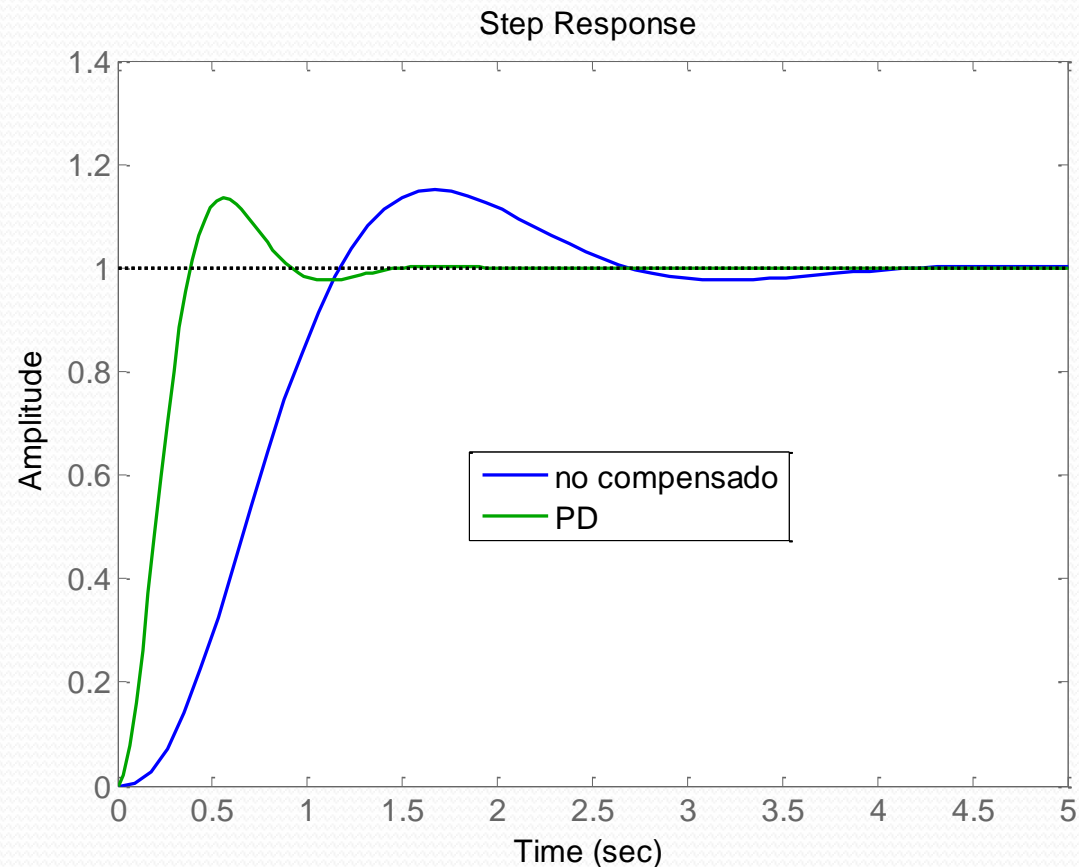
- Outro exemplo:



- Requisitos: %OS < 16%,
 $3 \times \downarrow t_s$
- Solução:
- Comparando respostas...

$K=42$

```
>> tf1=feedback(43.35*g,1);  
>> tf2=feedback(42*cg,1);  
>> figure(5);ltview(tf1,tf2)  
>>
```

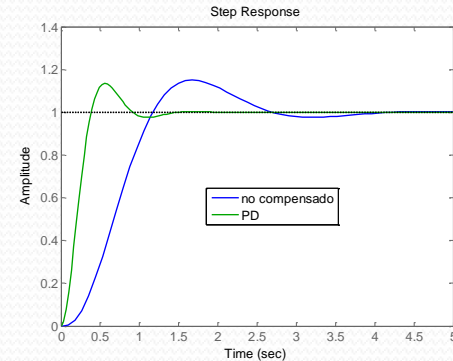


Compensação Derivativa Ideal (PD)

- *Ideia original:*
 - *Melhorar (acelerar) a resposta transitória*
- *Realização mediante Controlador derivativo (PD):*
 - *Desvantagens:*
 1. *Requer circuito ativo para realizar a diferenciação;*
 2. *Diferenciação pode gerar maus resultados no caso de processos ruidosos*
 - Por exemplo, suponha que temos o seguinte sinal:

$$y(t) = \text{sen}(t) + \underbrace{a_n \cdot \text{sen}(wt)}_{\text{ruído}}$$

- *donde:*
 - $\text{sen}(t)$ = sinal original de frequência = 1 rad/s y amplitude = 1;
 - a_n = amplitude do ruído, de frequência = 100 rad/s.



Compensação Derivativa Ideal (PD)

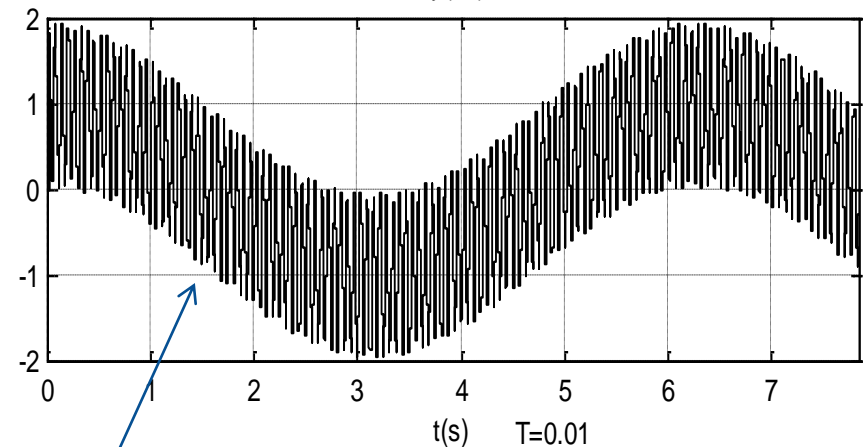
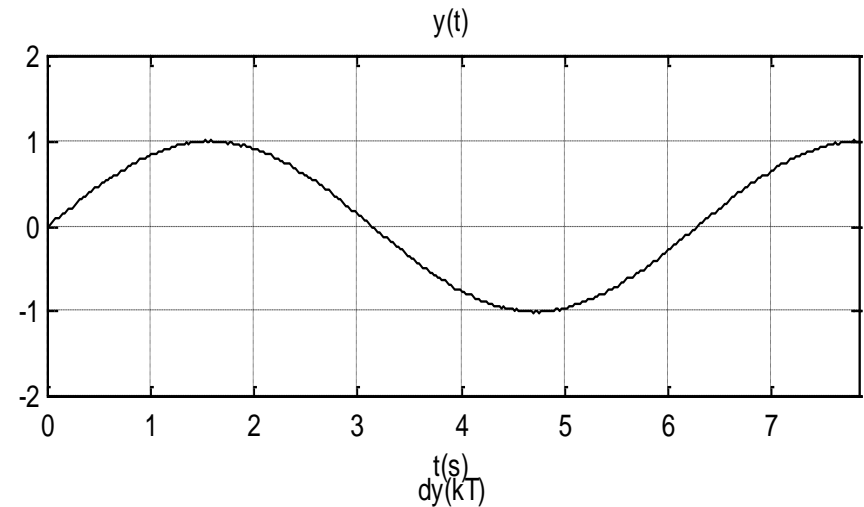
2. Diferenciação pode gerar maus resultados no caso de processos ruidosos

- Por exemplo, suponha que temos o seguinte sinal:

$$y(t) = \text{sen}(t) + \underbrace{a_n \cdot \text{sen}(wt)}_{\text{ruído}}$$

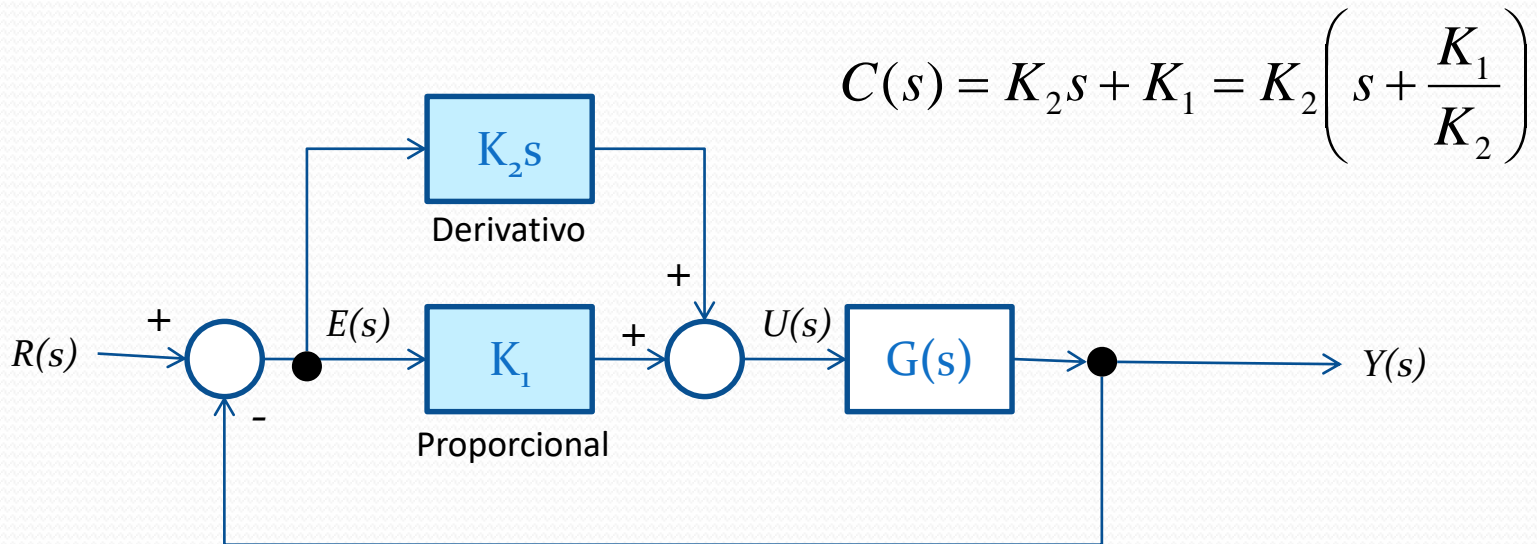
- onde:
 - $\text{sen}(t)$ = sinal original de frequência = 1 rad/s y amplitude = 1;
 - a_n = amplitude do ruído, de frequência = 100 rad/s.
- Se aplicamos a derivada sobre o sinal anterior, mesmo que a amplitude do ruído corresponda a somente 1% da amplitude do sinal original ($a_n = 0,01$), teremos como resposta um sinal como mostrado na parte de baixo da figura ao lado.
- Perceba que a derivada (continua) deste sinal nos conduz a:

$$\frac{dy(t)}{dt} = \cos(t) + a_n \cdot w \cdot \cos(wt)$$



Compensação Derivativa Ideal (PD)

- *Ideia original:*
 - *Melhorar (acelerar) a resposta transitória*
- *Realização mediante Controlador derivativo (PD):*
 - *Desvantagens:*
 1. *Requer circuito ativo para realizar a diferenciação;*
 2. *Diferenciação pode gerar maus resultados no caso de processos ruidosos*



>> sisotool(.)

>> sisotool(g,1)

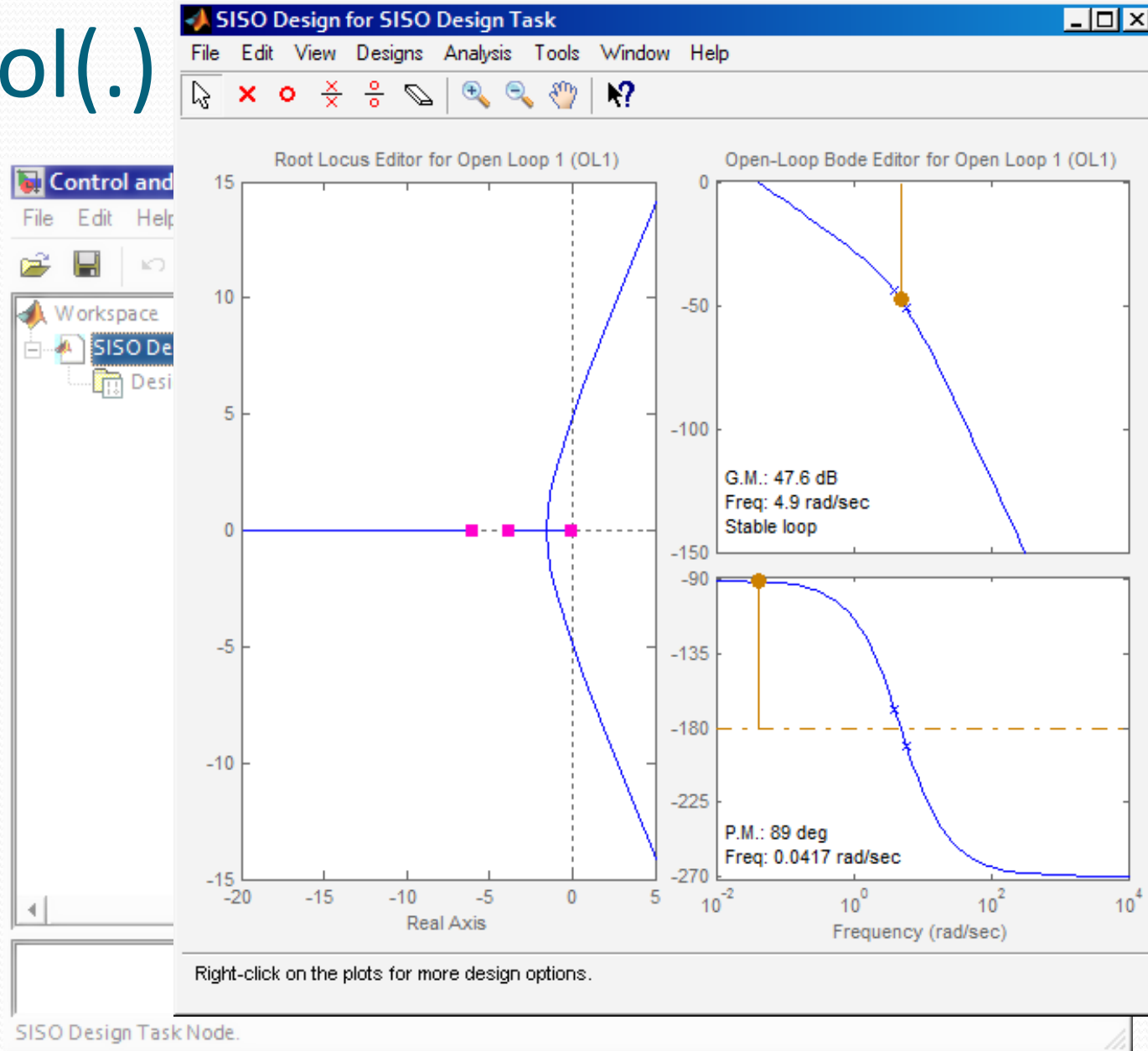
>>

The screenshot displays the 'Control and Estimation Tools Manager' window. The title bar includes 'File Edit Help' and standard window controls. Below the title bar is a toolbar with icons for file operations. The main workspace on the left shows a tree view with 'SISO Design Task' selected. The central area is divided into three tabs: 'Graphical Tuning Architecture', 'Analysis Plots', and 'Automated Tuning Compensator Editor'. The 'Graphical Tuning Architecture' tab is active, showing a block diagram of a control system. The diagram consists of a forward path with blocks 'F' (green), a summing junction (white circle), 'C' (red), and 'G' (yellow), and a feedback path with block 'H' (yellow). Below the diagram are four buttons: 'Control Architecture ...', 'Loop Configuration...', 'System Data ...', and 'Sample Time Conversion ...'. At the bottom of the window are three buttons: 'Show Architecture', 'Store Design', and 'Help'. The status bar at the bottom left reads 'SISO Design Task Node.'

>> sisotool(.)

>> sisotool(g,1)

>>



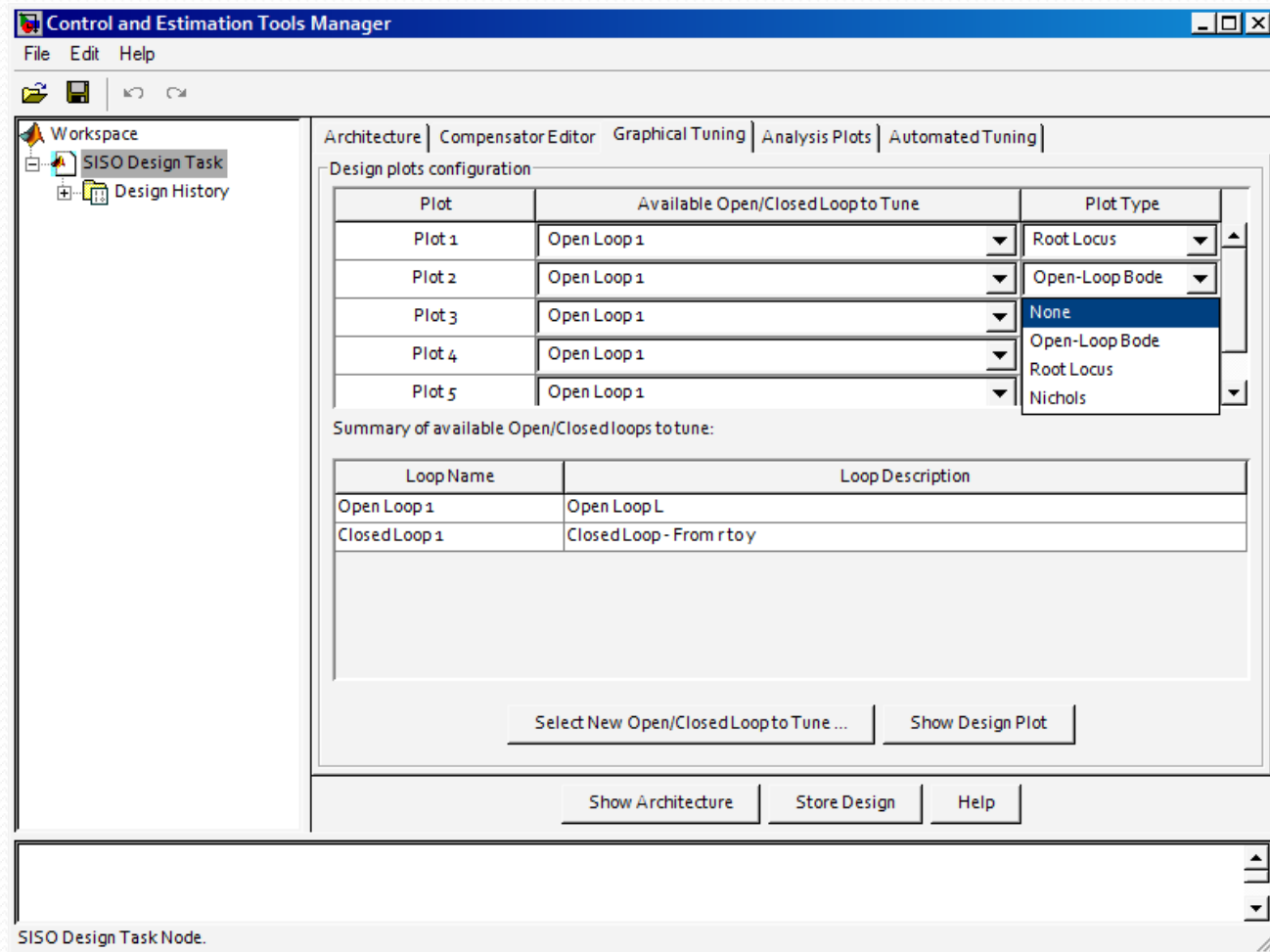
>> sisotool(.)

>> sisotool(g,1)

Editando

visualização:

- 1) Janela “Control and Estimation Tools Manager”,
- 2) Aba “Graphical Tuning”,
- 3) Plot 2, Open Loop 1, Selecionar de “Open-Loop Bode” para “None”



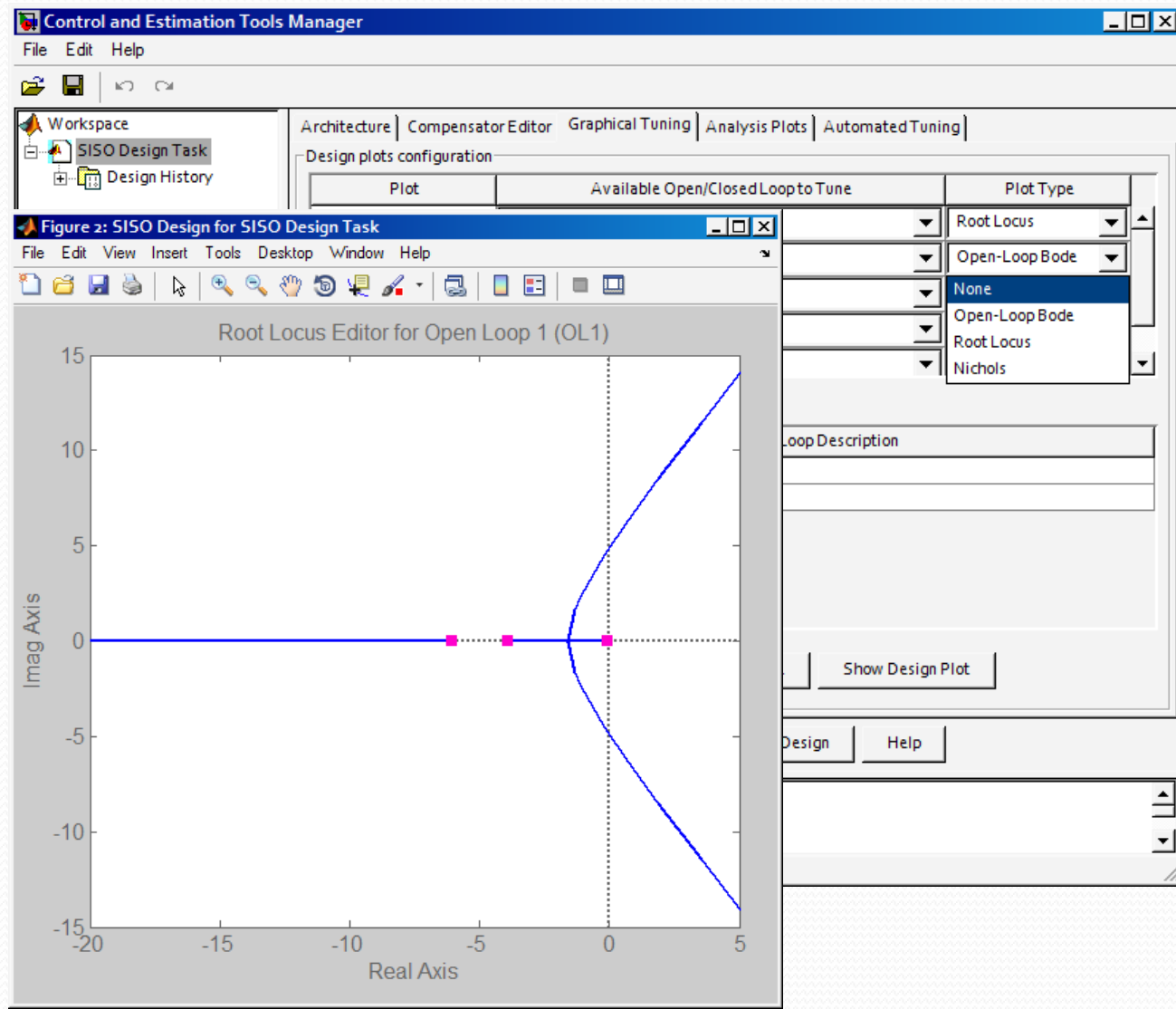
>> sisotool(.)

>> sisotool(g,1)

Editando

visualização:

- 1) Janela “Control and Estimation Tools Manager”,
- 2) Aba “Graphical Tuning”,
- 3) Plot 2, Open Loop 1, Selecionar de “Open-Loop Bode” para “None”



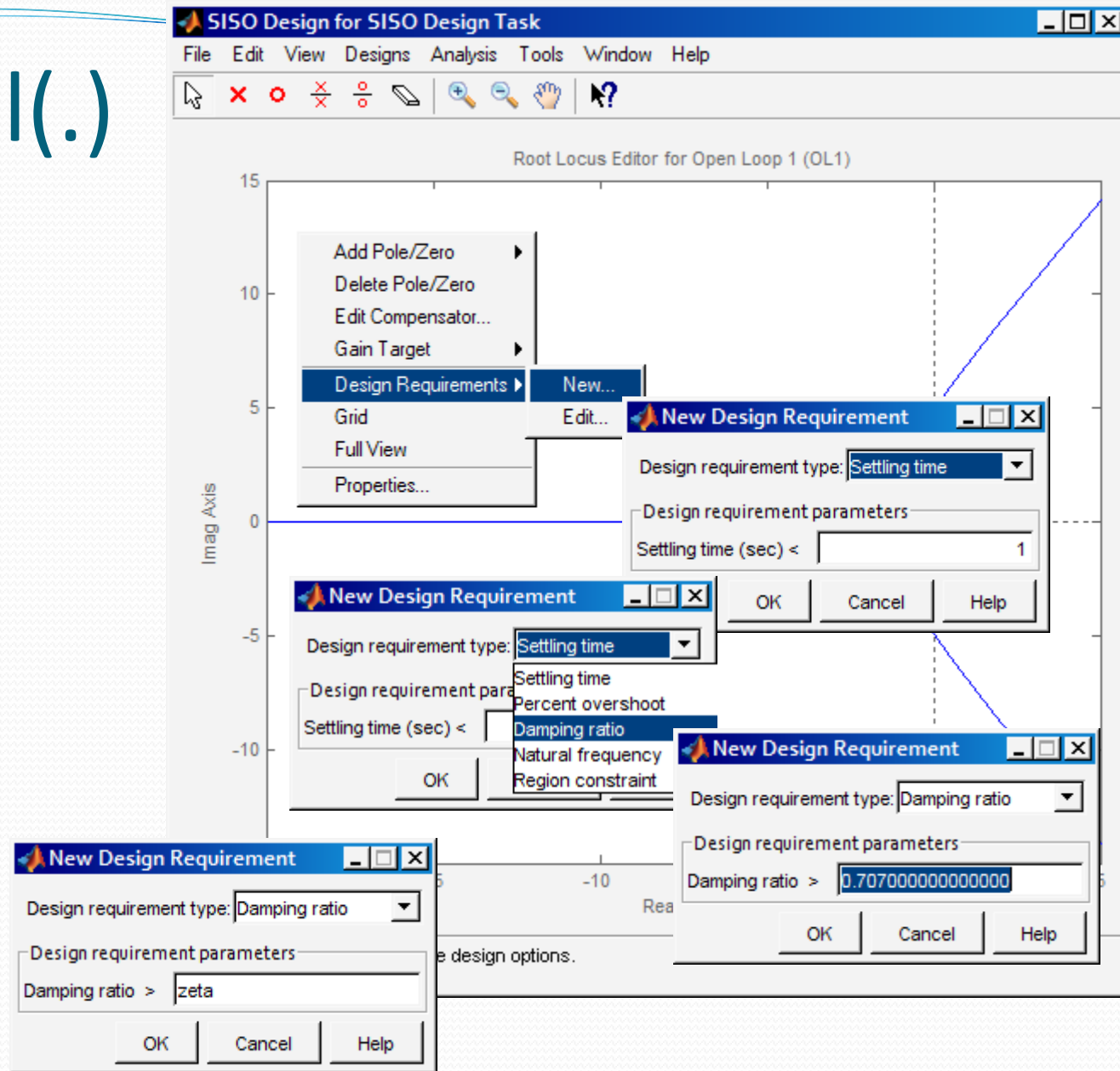
>> sisotool(.)

>> sisotool(g,1)

Editando

visualização:

- 4) Ventana "Figure X: SISO...",
- 5) Pressionar botão direito do mouse por sobre a janela gráfica,
- 6) Selecionar "Design Requirements", New,
- 7) Selecionar "Damping Ratio" e alterar valor

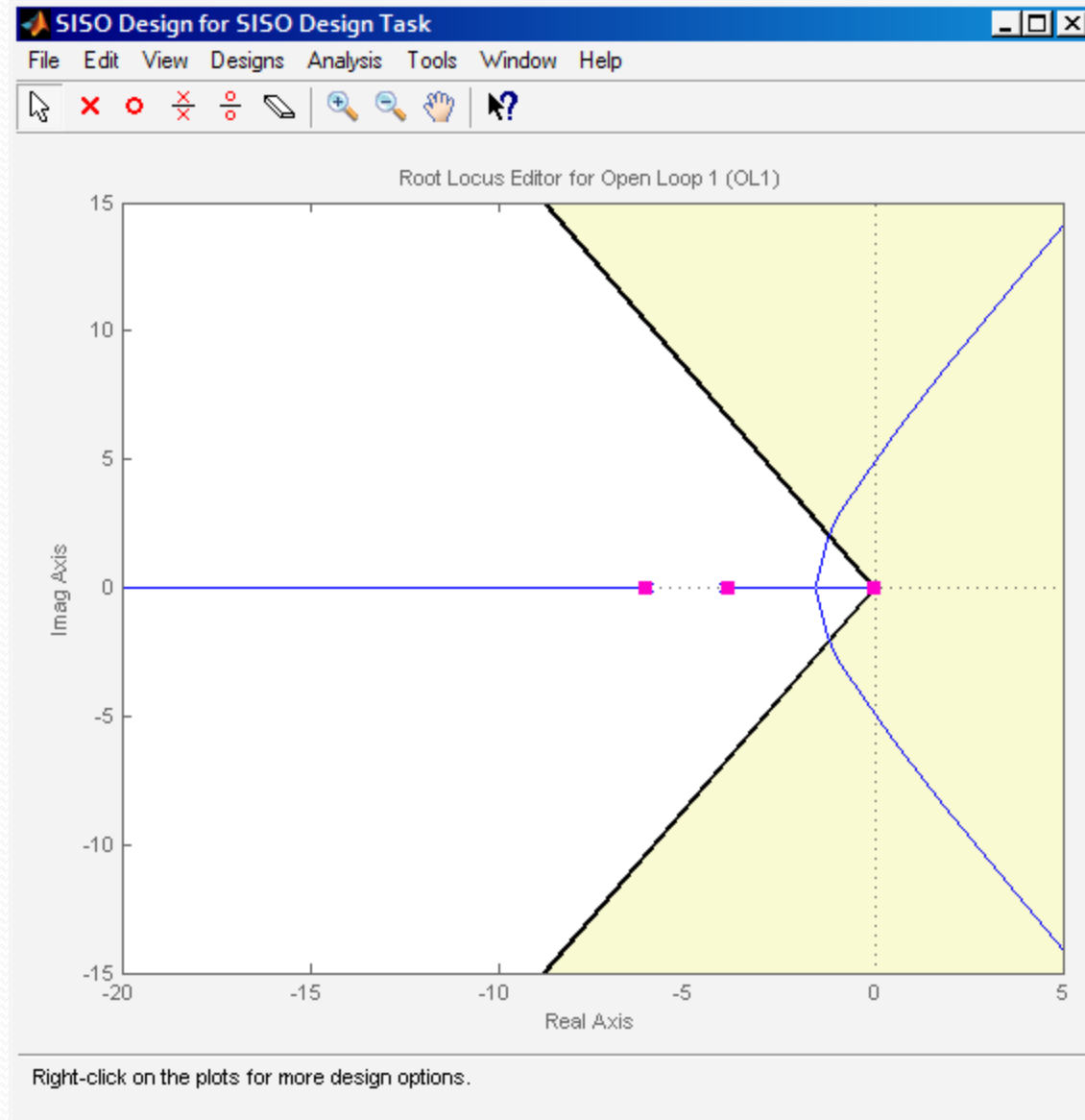


>> sisotool(.)

>> sisotool(g,1)

Editando
visualização:

- 4) Ventana "Figure X: SISO...",
- 5) Pressionar botão direito do mouse por sobre a janela gráfica,
- 6) Selecionar "Design Requirements",
New,
- 7) Selecionar "Damping Ratio" e alterar valor

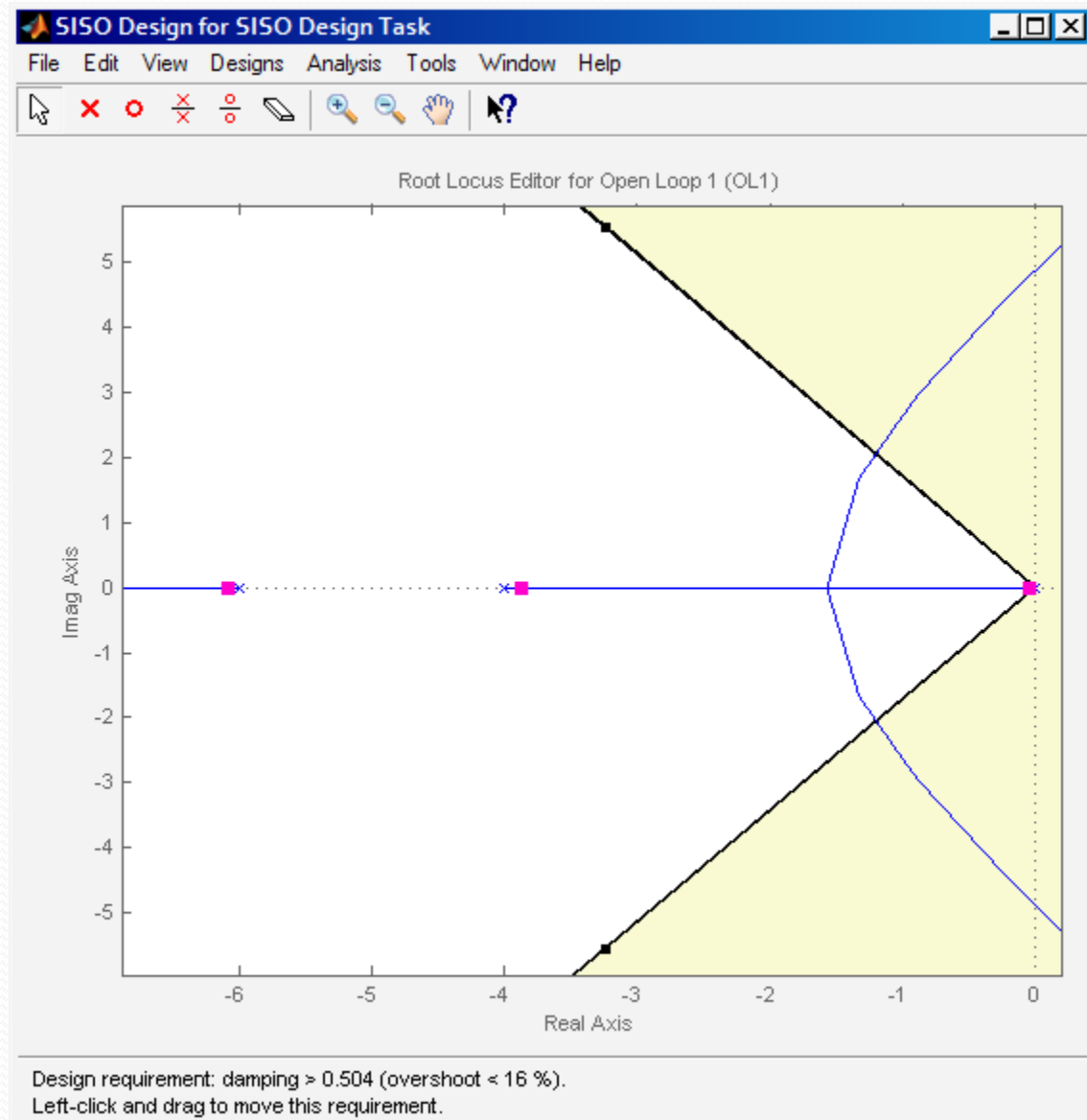


>> sisotool(.)

>> sisotool(g,1)

Editando
visualização:

- 4) Ventana "Figure X: SISO...",
- 5) Pressionar botão direito do mouse por sobre a janela gráfica,
- 6) Selecionar "Design Requirements", New,
- 7) Selecionar "Damping Ratio" e alterar valor

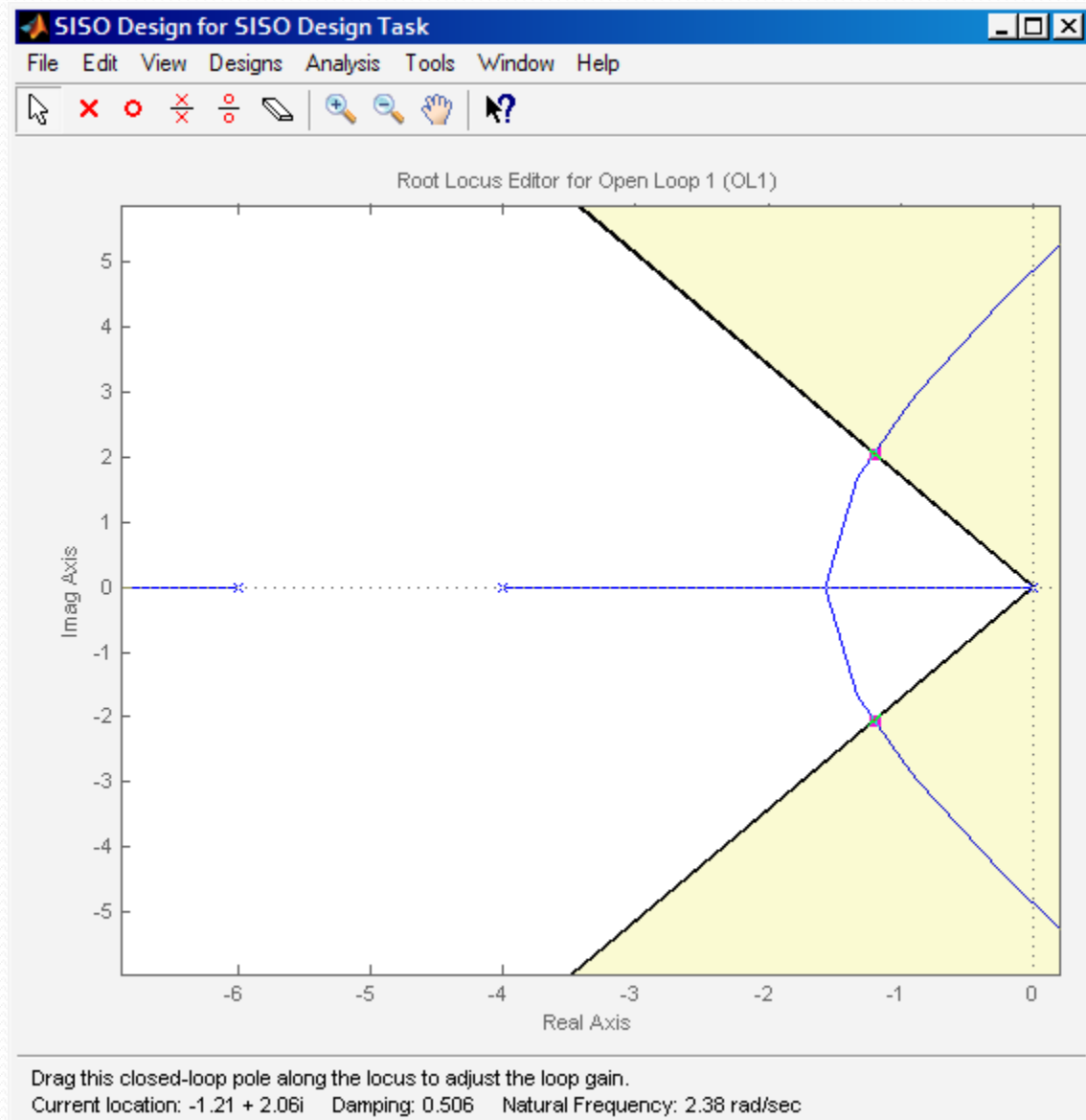


>> sisotool(.)

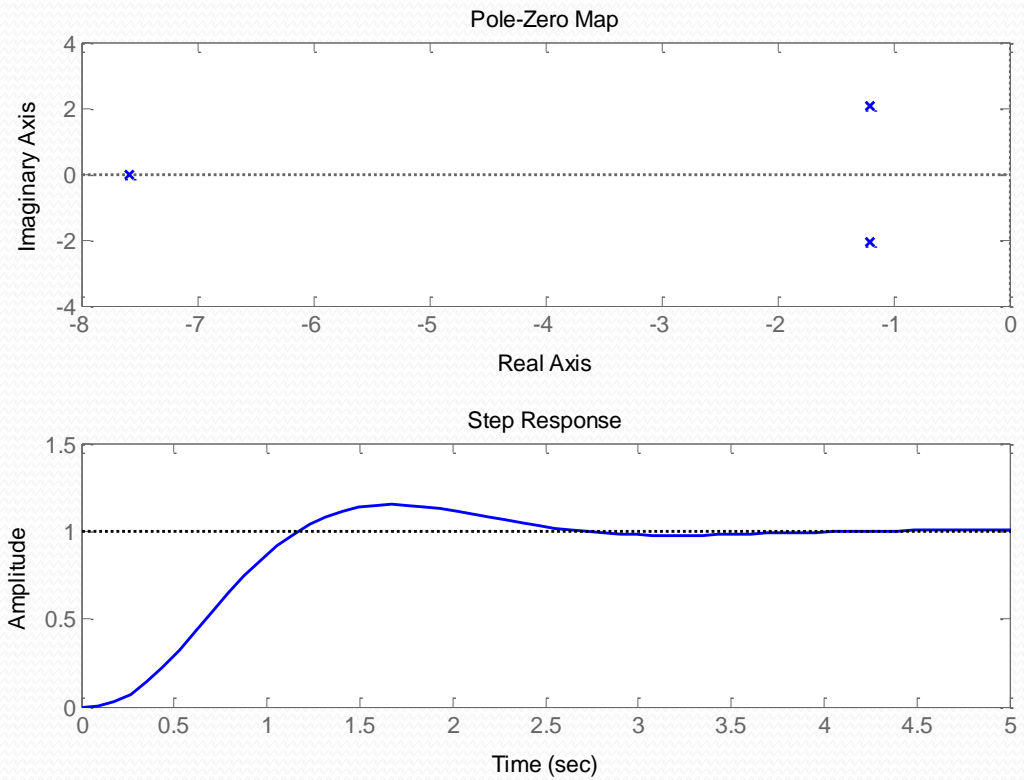
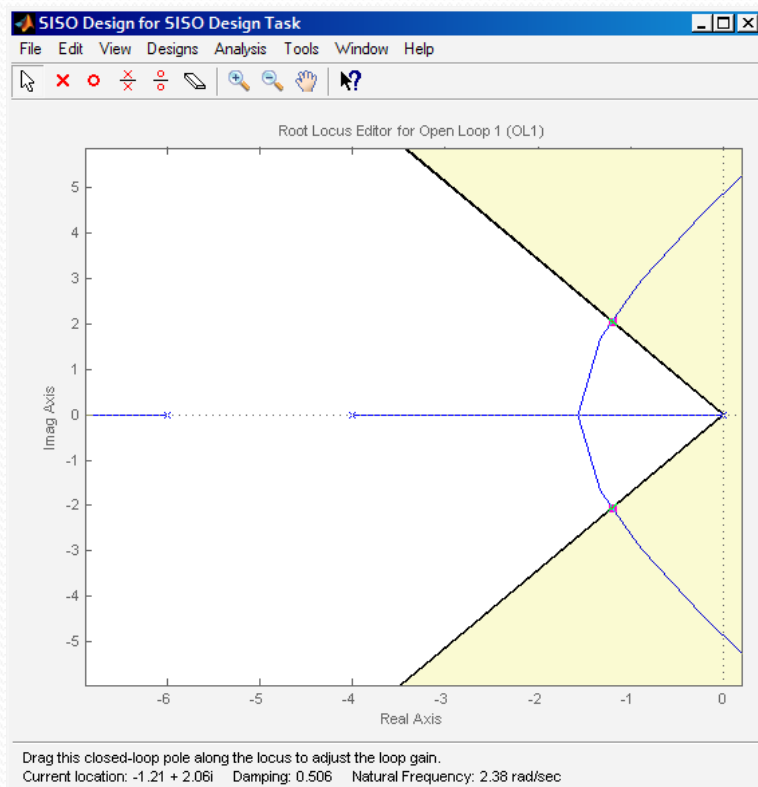
>> sisotool(g,1)

Editando
visualização:

- 4) Ventana "Figure X: SISO...",
- 5) Pressionar botão direito do mouse por sobre a janela gráfica,
- 6) Selecionar "Design Requirements",
New,
- 7) Selecionar "Damping Ratio" e alterar valor



>> sisotool(g)

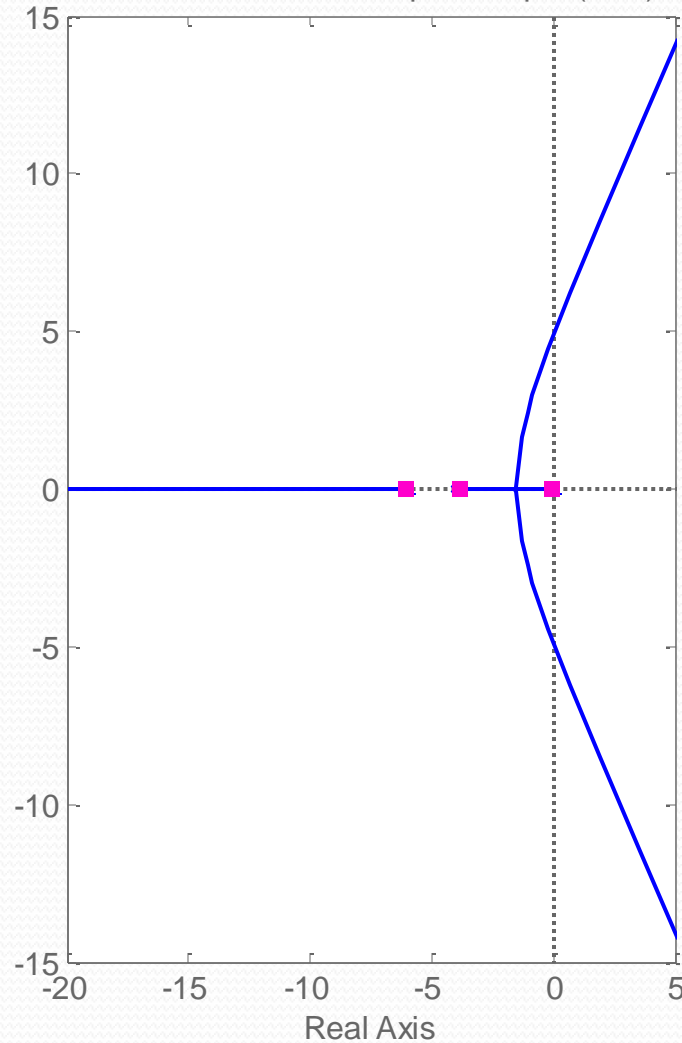


>> sisotool(.)

```
>> sisotool(g,1)
```

```
>>
```

Root Locus Editor for Open Loop 1 (OL1)



Open-Loop Bode Editor for Open Loop 1 (OL1)

