

Signal Flow

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$M \rightarrow$ Forward Path

$L \rightarrow$ Loops

$\Delta_1 \rightarrow 1 - ((\text{Loops left after } M_1 \text{ removed}))$

$\Delta \rightarrow 1 - (\text{sum of loop Gains} + \text{sum of 2 non-touching})$

Gain = $\frac{C(s)}{R(s)} = \frac{M_1 \Delta_1 + M_2 \Delta_2 + \dots}{\Delta}$

Every Derivation Has An Initial Condition

State Space

$$\frac{Y(s)}{U(s)} = \frac{b_n s^n + b_{n-1} s^{n-1} + \dots + b_1 s + b_0}{s^n + a_{n-1} s^{n-1} + \dots + a_1 s + a_0} \quad (3.12)$$

Second Order System

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Underdamped: $0 < \zeta < 1$

Critically Damped: $\zeta = 1 \rightarrow$ Poles at same point

Under Damped: $\zeta = 0$

Damped: $\zeta > 1$

Settling Time:

$$t_s = \frac{4}{\zeta \omega_n}$$

$$t_{\max} = \frac{\pi}{\omega_n \sqrt{1-\zeta^2}}$$

$$C_{\max}(t) = 1 + e^{\frac{-\pi\zeta}{\sqrt{1-\zeta^2}}}$$

$$\% \text{Overshoot} = 100e^{\frac{-\pi\zeta}{\sqrt{1-\zeta^2}}}$$

Rising Time:

$$t_r = \frac{1+1.1\zeta+1.4\zeta^2}{\omega_n} \text{ sec}$$

Delay Time:

$$t_d = \frac{1+0.6\zeta+0.15\zeta^2}{\omega_n} \text{ sec}$$

$$\# \text{ of Oscillations} = \frac{\omega_d t_s}{2\pi}$$

Where:

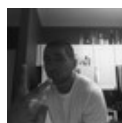
$$\omega_d = \omega_n \sqrt{1-\zeta^2}$$

Critically Damped:

$$\frac{\omega_n}{s^2 + 2\omega_n s + \omega_n^2}$$

Block Diagram

Manipulation	Original Block Diagram	Equivalent Block Diagram	Equation
1 Combining Blocks in Cascade			$Y = (G_1 G_2) X$
2 Combining Blocks in Parallel, or Eliminating a Forward Loop			$Y = (G_1 \pm G_2) X$
3 Moving a pickoff point behind a block			$y = G u$ $u = \frac{1}{G} y$
4 Moving a pickoff point ahead of a block			$y = G u$
5 Moving a summing point behind a block			$e_2 = G(u_1 - u_2)$
6 Moving a summing point ahead of a block			$y = G u_1 - u_2$



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