

Block Diagrams

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Outline

- What are block diagrams?
- **Main rules:** cascade, parallel, feedback.
- **Interchanging:** pickoff, summation.
- Combining/expanding summing junctions.
- Examples.

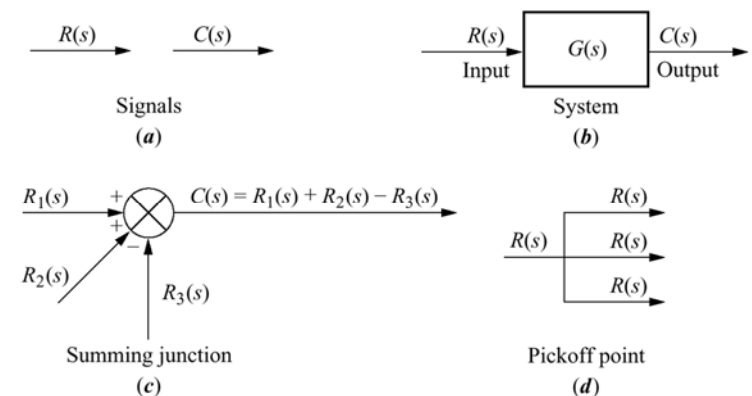
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Block Diagrams

- **Visual algebra:** use block diagram manipulation instead of algebra.
- **Block:** transfer function of a subsystem.
- **Line:** Laplace transform of a variable.
- Simplify complex systems to obtain a single equivalent input-output transfer function.

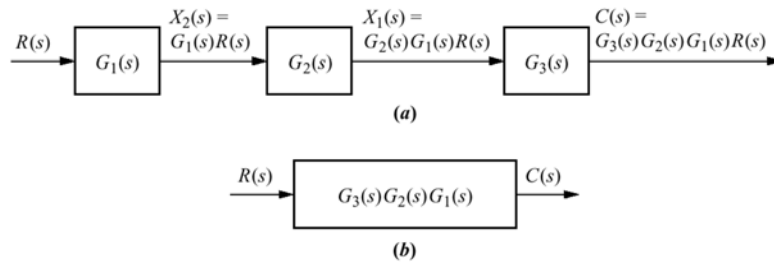
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Block Diagram Notation



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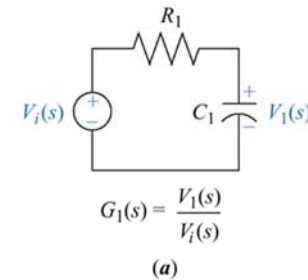
Cascade (Series) Rule



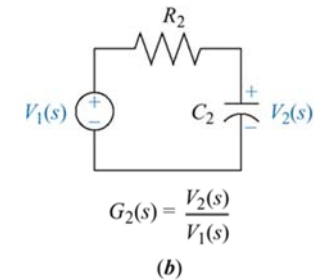
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Cascade: No Loading Assumption

What is the transfer function of the cascade?



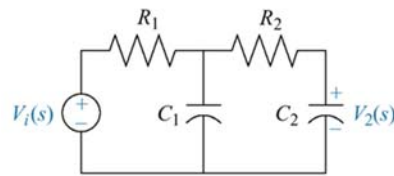
$$G_1(s) = \frac{V_1(s)}{V_i(s)} = \frac{1}{R_1 + \frac{1}{sC_1}} = \frac{1}{\tau_1 s + 1}, \tau_1 = R_1 C_1$$



$$G_2(s) = \frac{V_2(s)}{V_1(s)} = \frac{1}{\tau_2 s + 1}, \tau_2 = R_2 C_2$$

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Assumption in Cascading

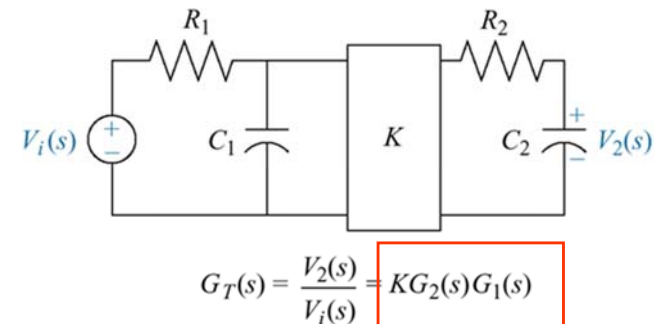


$$G_1(s)G_2(s) = \frac{1}{\tau_1 \tau_2 s^2 + (\tau_1 + \tau_2)s + 1}$$

$$G_T(s) = \frac{V_2(s)}{V_i(s)} = \frac{1}{\tau_1 \tau_2 s^2 + (\tau_1 + \tau_2)s + 1 - C_2/C_1} \neq G_1(s)G_2(s)$$

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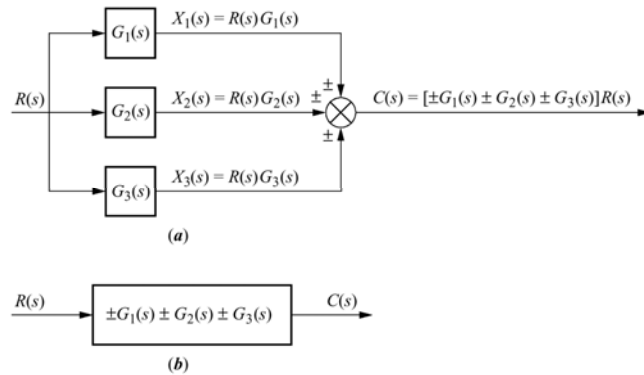
Buffer Amplifier: No loading.



$$G_T(s) = \frac{V_2(s)}{V_i(s)} = K G_2(s) G_1(s)$$

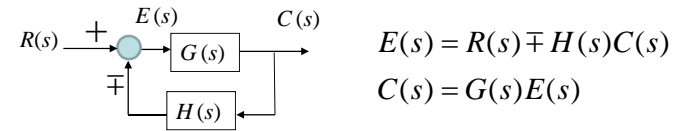
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Parallel Rule



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Feedback Rule: Proof

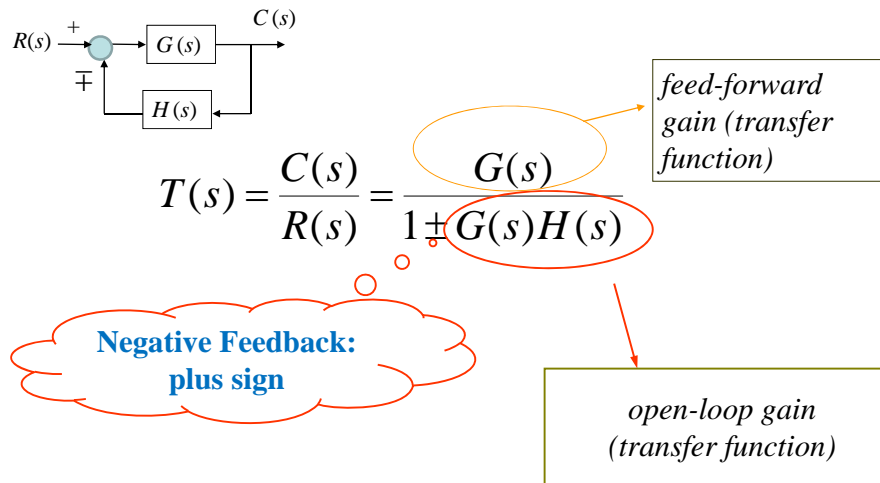


$$\frac{E(s)}{R(s)} = \frac{1}{1 \pm H(s)G(s)}$$

$$T(s) = \frac{C(s)}{R(s)} = \frac{G(s)}{1 \pm G(s)H(s)}$$

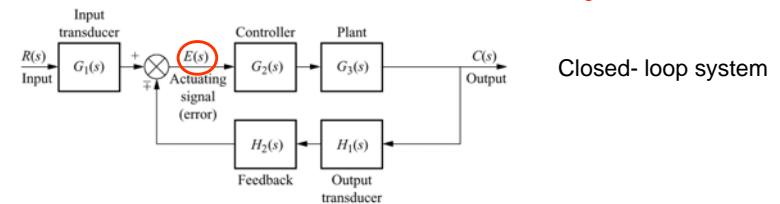
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Feedback Rule



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Feedback Control System



$$E(s) = G_1(s)[R(s) \mp H_2(s)H_1(s)C(s)]$$

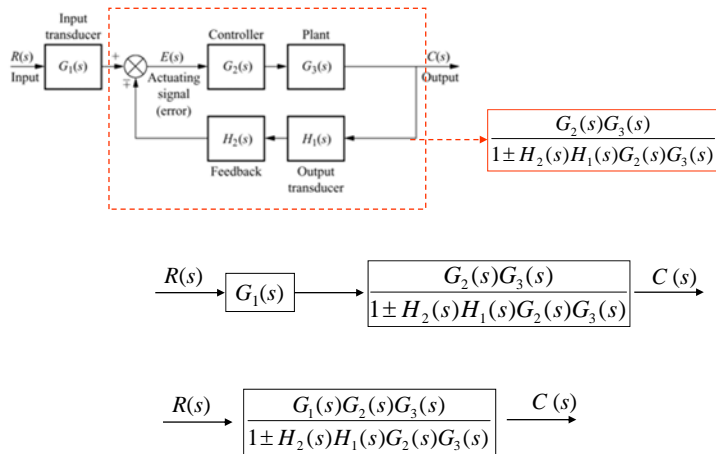
$$C(s) = G_3(s)G_2(s)E(s)$$

$$\frac{E(s)}{R(s)} = \frac{G_1(s)}{1 \pm H_2(s)H_1(s)G_2(s)G_3(s)}$$

$$\frac{C(s)}{R(s)} = \frac{\text{feed-forward gain } G_3(s)G_2(s)G_1(s)}{1 \pm \text{open-loop gain } H_2(s)H_1(s)G_3(s)G_2(s)}$$

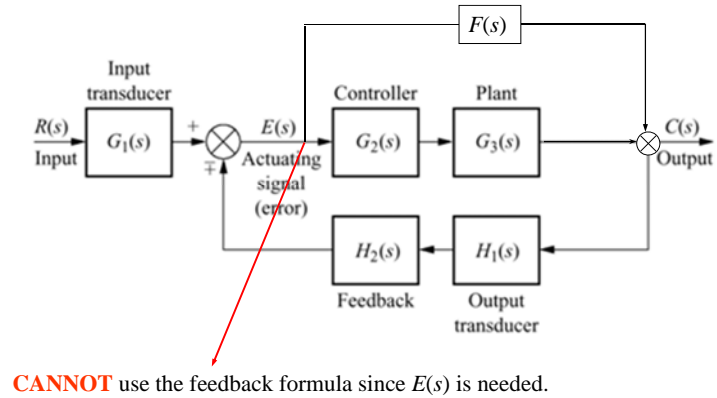
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Simplify Block Diagram



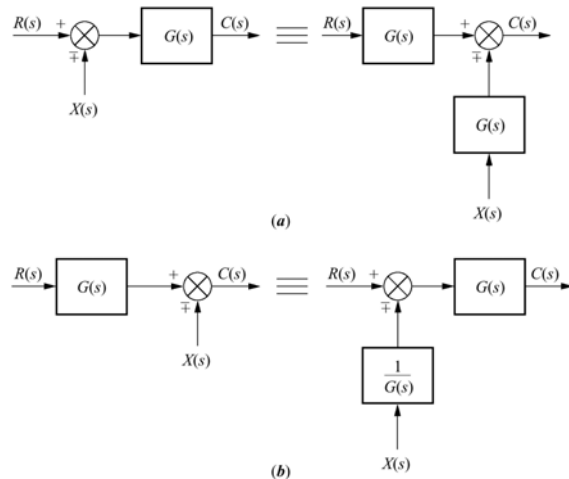
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Effect of Pickoff



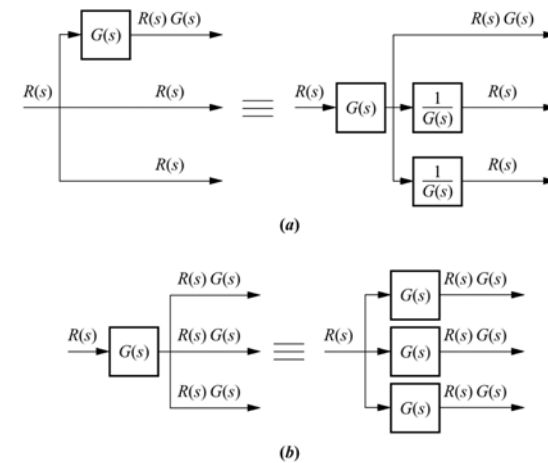
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Interchange order of Blocks and Summing Junction



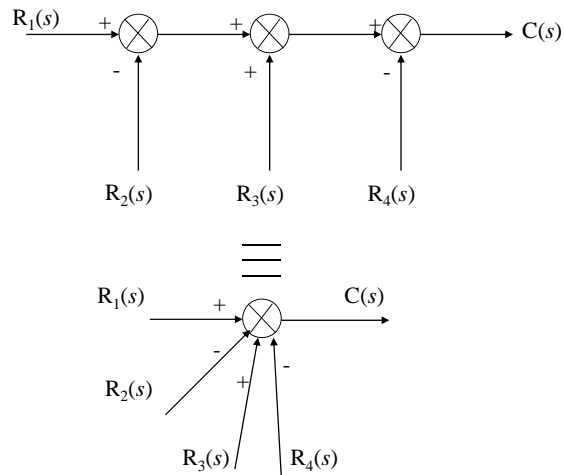
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Interchange Order of Blocks and Branching



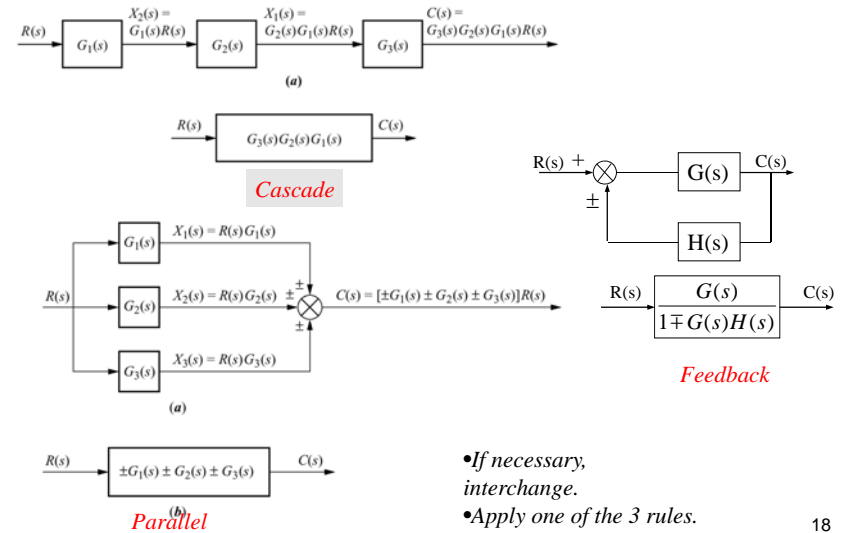
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Combining/Expanding Summing Junctions



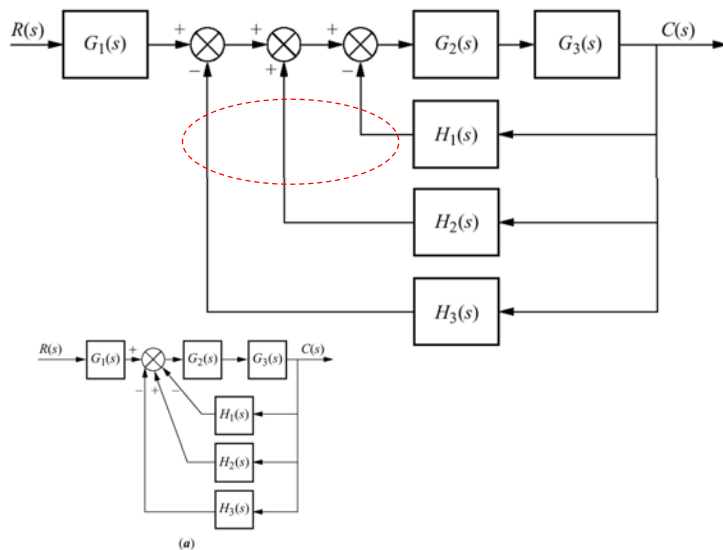
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Problem Solution: 3 Basic Rules



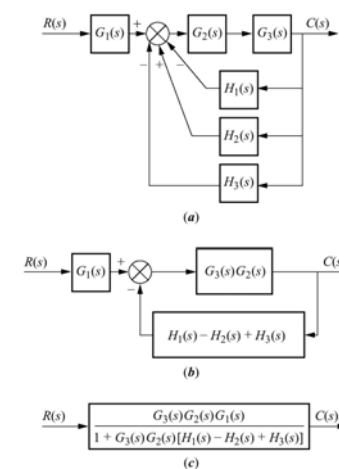
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Example 5.1



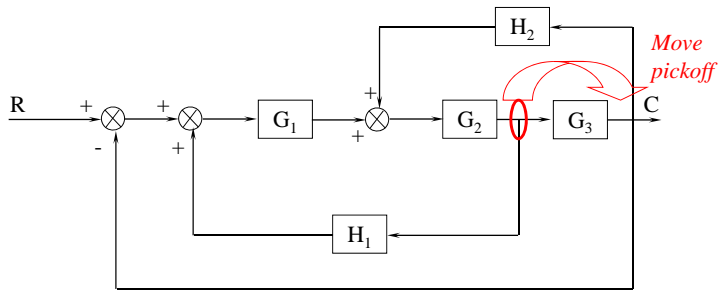
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Simplify



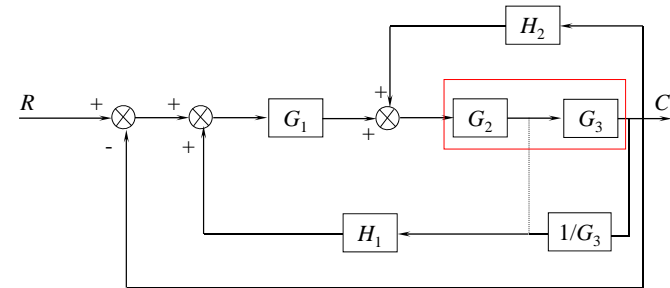
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Example



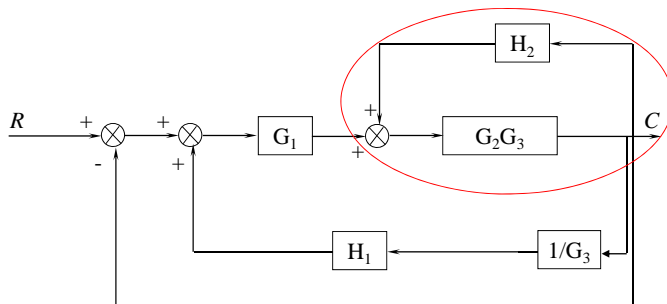
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Move Pickoff Point



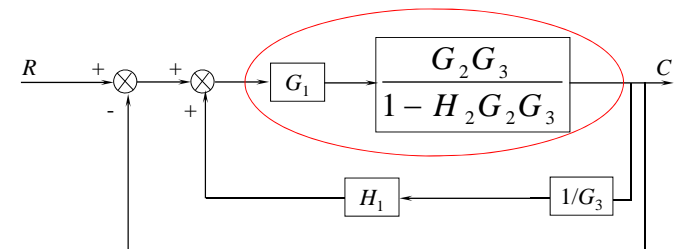
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Cascade Rule



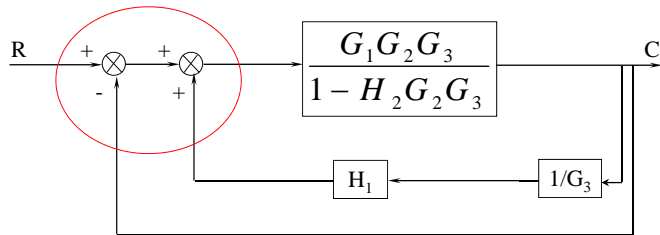
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Feedback Rule



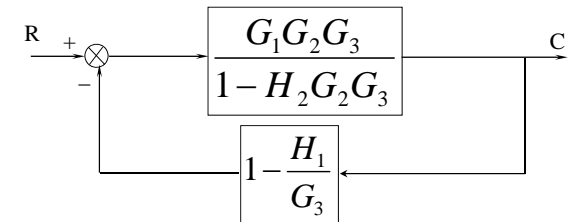
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Cascade Rule



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Parallel Rule



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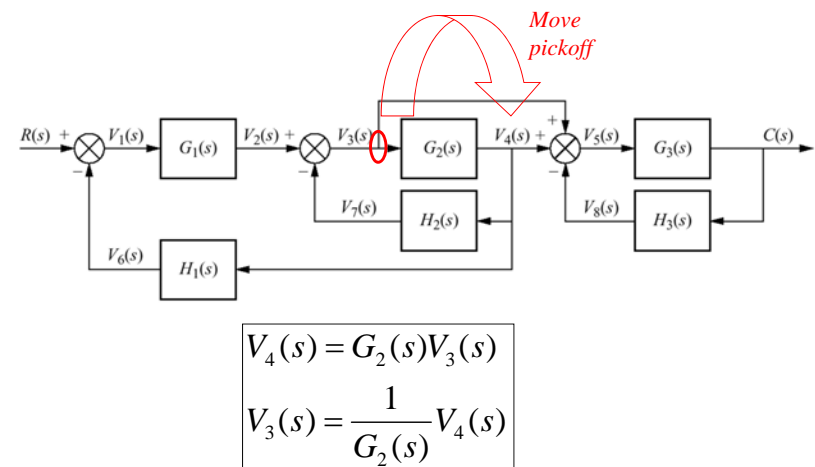
Feedback Rule

$$T(s) = \frac{C(s)}{R(s)}$$

$$= \frac{\frac{G_1 G_2 G_3}{1 - H_2 G_2 G_3}}{1 + \left(\frac{G_1 G_2 G_3}{1 - H_2 G_2 G_3} \right) \left(1 - \frac{H_1}{G_3} \right)}$$

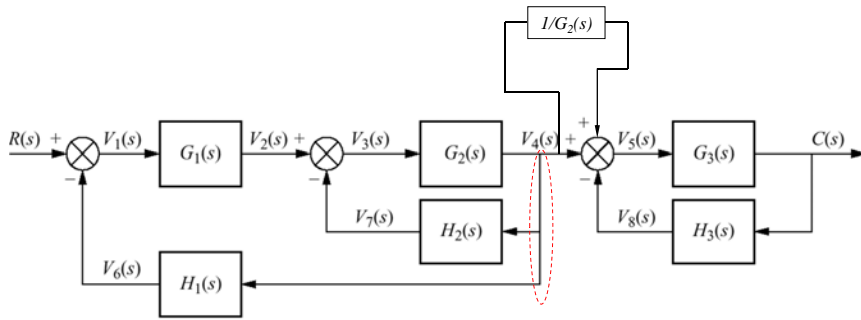
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Example



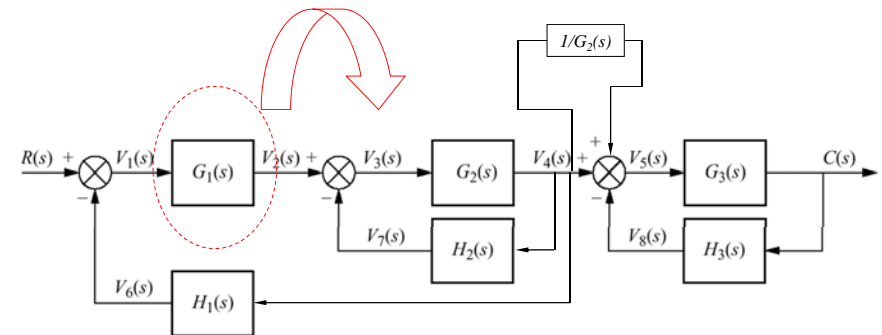
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Two Feedback Loops



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Book: Move Block

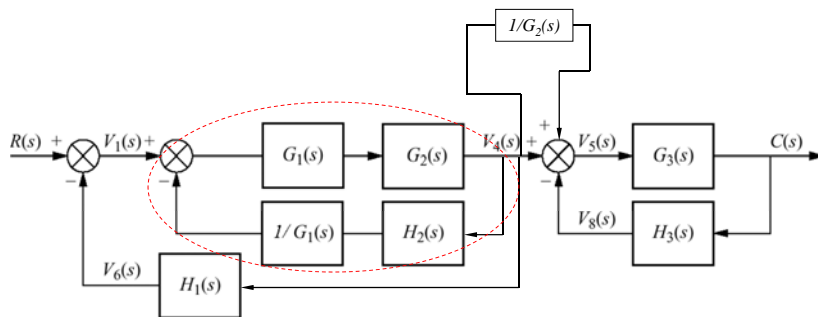


Easier: Use feedback rule

$$\frac{V_4(s)}{V_2(s)} = \frac{G_2(s)}{1 + G_2(s)H_2(s)}$$

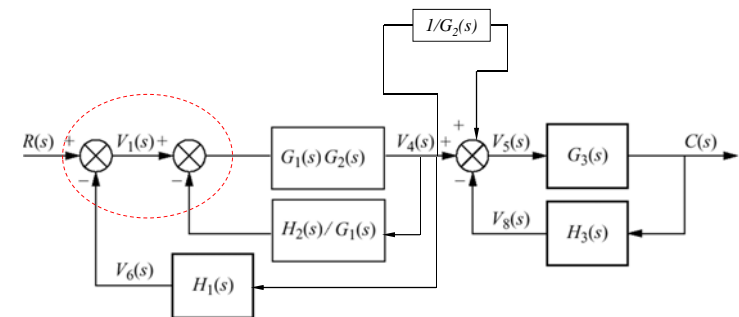
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Feedback Rule



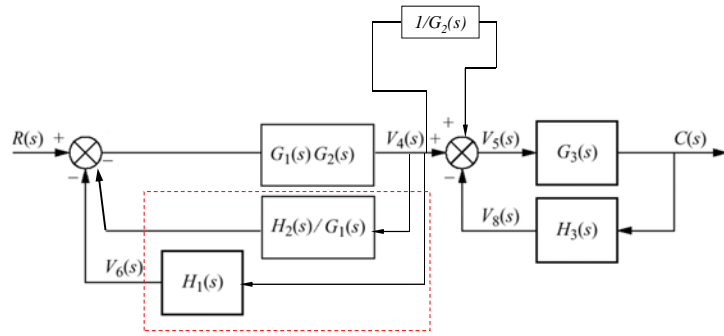
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Combine Summing Junctions



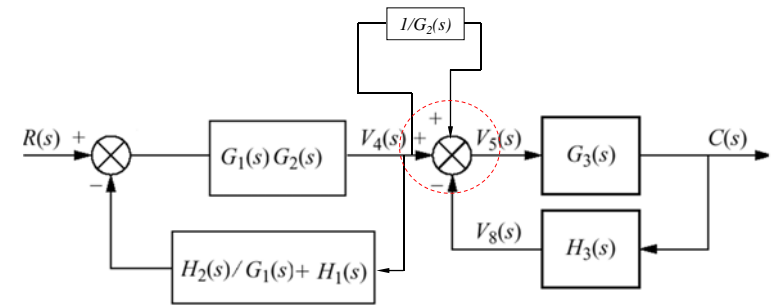
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Parallel Rule



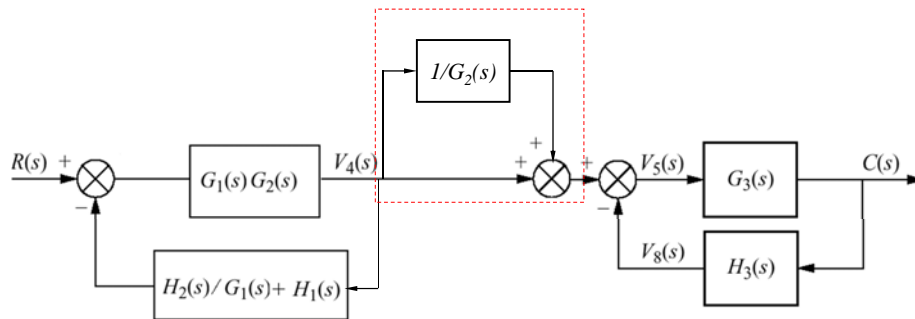
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Can we use parallel rule?



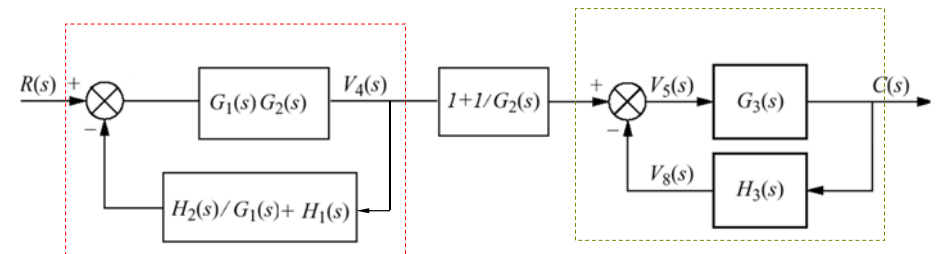
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Expand Summation



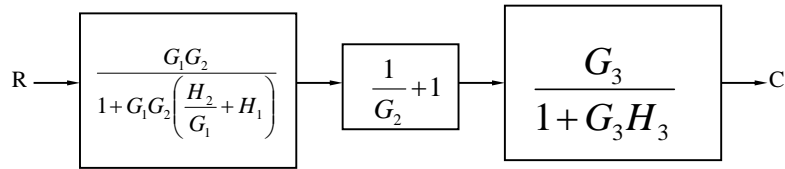
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Parallel Rule



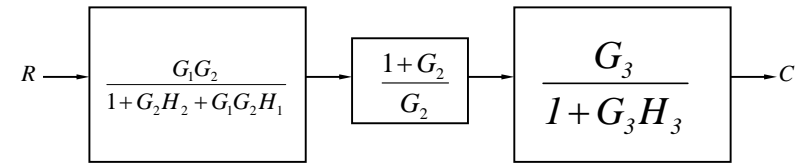
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Feedback Rule



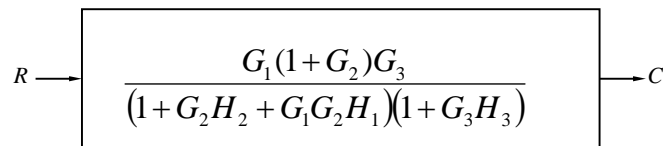
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Simplify



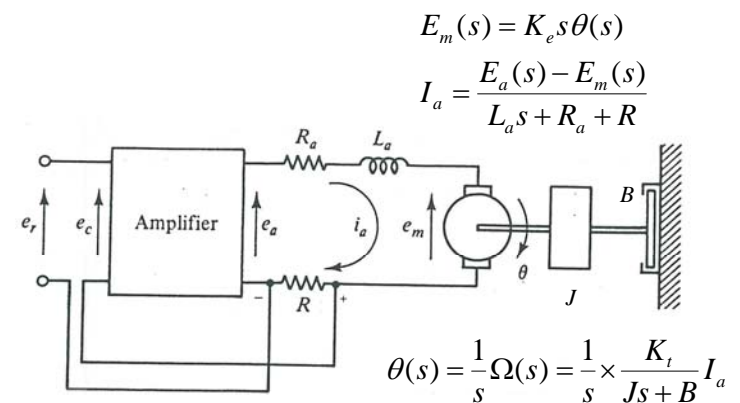
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Cascade Rule



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Motor with Feedback

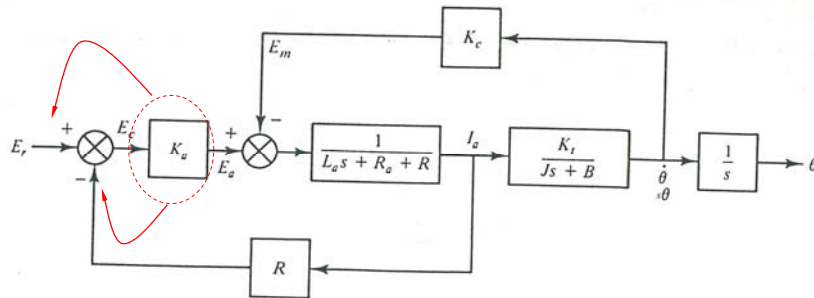


$$E_a(s) = K_a E_c(s)$$

$$E_c(s) = E_r(s) - R I_a(s)$$

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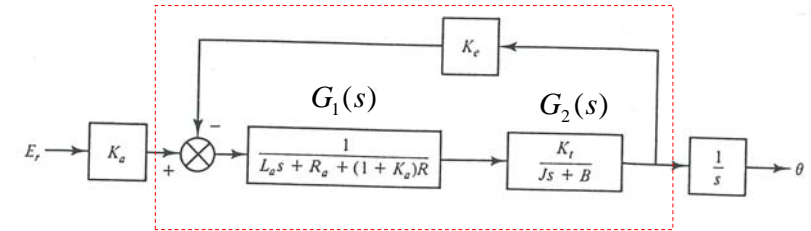
Block Diagram



$$G_1(s) = \frac{1/(L_a s + R_a + R)}{1 + K_a R/(L_a s + R_a + R)} = \frac{1}{L_a s + R_a + R + K_a R}$$

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Feedback Loop



$$\frac{\theta(s)}{E_r(s)} = \frac{K_a G_1(s) G_2(s)}{1 + K_e G_1(s) G_2(s)} \frac{1}{s}$$

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