

Selection of closed-loop time constant τ_c ⁽¹⁾

Issues

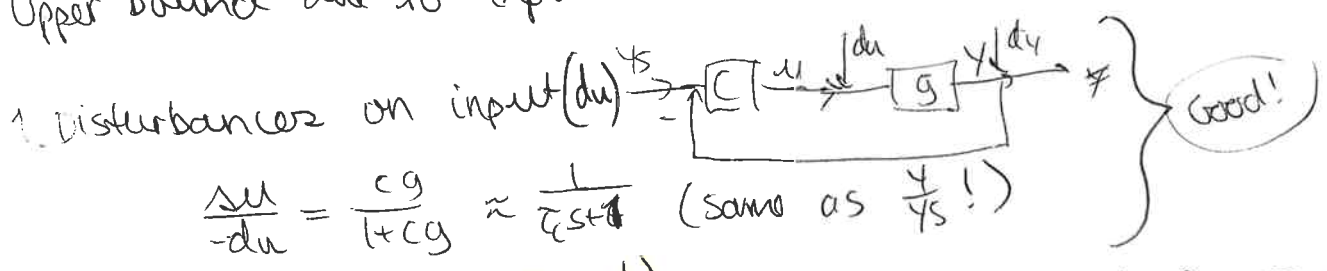
1. Upper bound due to effective time delay (robustness)
 SMC-rule: $\tau_c \geq \theta$ ($= \tau_{\text{gain}}$)

2. Lower bound due to disturbance rejection (performance γ)
 $k_c \geq \frac{|u_0|}{|y_{\text{max}}|}$ ← $|u_0|$ = input magnitude required for disturbance rejection
 $|y_{\text{max}}| = \max \gamma$

Gives $\tau_c \leq \tau_{c, \text{max}}$
 by use of $k_c = \frac{1}{k} \frac{\tau}{\tau_c + \theta}$

Comment = If $\theta \approx 0$ then $\tau_c \leq \frac{\tau}{k} \frac{|y_{\text{max}}|}{|y_0|} = \frac{|y_{\text{max}}|}{|y_0|} \cdot \tau$
 where $|y_0|$ = expected variation in $|y|$ with no control

3. Upper bound due to input saturation (avoiding too large u)



(so ~~no~~ overshoot here!)
 5. BUT could be that there is a requirement $\tau_c \geq \tau_{c, \text{min}}$ because fast changes in u are not desired. ("filtering of du required")

2. Disturbances on output or setpoint changes (y_s)

$\frac{\Delta u}{dy} = \frac{\Delta u}{y_s} = \frac{c}{1+gc} = \frac{1}{g} \frac{gc}{1+gc} = \frac{1}{g} \frac{1}{\tau_c s + 1}$

(a) Steady-state ($s \rightarrow 0$) $\frac{\Delta u}{dy} = \frac{1}{g(0)} = \frac{1}{k}$ (This we must be able to handle! Has nothing to do with tuning.)

Initial response ($s \rightarrow \infty$) Assume $g(s) = \frac{k}{\tau_c s + 1} \Rightarrow g(\infty) = \frac{k}{\tau_c s} \Rightarrow \frac{\Delta u}{dy} = \frac{1}{g(\infty)} = \frac{1}{\tau_c} \frac{1}{s} = \frac{1}{k} \frac{\tau}{\tau_c}$

⇒ "Overshoot" initially is given by the "speed-up" τ/τ_c

Get requirement $\Delta u = \Delta u_{\text{max}} \Rightarrow \frac{1}{k} \frac{\tau}{\tau_c} dy \leq \Delta u_{\text{max}} \Rightarrow \tau_c \geq \frac{dy}{k \Delta u_{\text{max}}} \cdot \tau$
 max. allowed overshoot

Maximum speedup allowed is $\frac{\Delta u_{\text{max}}}{|dy|}$

$\tau_c \geq \frac{|u_0|}{\Delta u_{\text{max}}} \cdot \tau$
 $|u_0|$ = input magnitude for S.S. output disturbance rejection

Summary

1. $\tau_c \geq \theta$ (robustness)

2. $\tau_c \leq \frac{|Y_{max}|}{|Y_0|} \cdot \tau$ (speedup required for disturbance rejection)

$|Y_0|$ = output magnitude w/o control (due to disturbances)

3. $\tau_c \geq \frac{|u_y|}{|u_{max}|} \cdot \tau$ (maximum speedup because input may saturate when there are output disturbances)

$|u_y|$ = input change required to reject disturbance (setpoint change) $\frac{\text{output}}{K} = \frac{|dy|}{K}$

4. $\tau_c \leq \tau_{c, \text{setpoint}}$ ← (Response time required for acceptable setpoint tracking)
 NOTE: $\frac{dy}{y_s} = \frac{du}{u}$
 $\approx \frac{1}{\tau_s + 1}$

Generally want as small as possible

5. $\tau_c \geq \tau_{c, \text{input}}$ ← (Response time for filtering of input disturbances)