

## Analog Computers

### Problem:

Design a circuit to implement a generic proper transfer function

$$Y = \left( \frac{b_{n-1}s^{n-1} + b_{n-2}s^{n-2} + \dots + b_1s + b_0}{s^n + a_{n-1}s^{n-1} + a_{n-2}s^{n-2} + \dots + a_1s + a_0} \right) U$$

### Solution:

There are many. This is one way to do it. Just to make it more manageable, assume a 3rd-order system

$$Y = \left( \frac{b_2s^2 + b_1s + b_0}{s^3 + a_2s^2 + a_1s + a_0} \right) U$$

Step 1: Change the problem. Create a dummy state, X

$$X = \left( \frac{1}{s^3 + a_2s^2 + a_1s + a_0} \right) U$$

$$Y = (b_2s^2 + b_1s + b_0)X$$

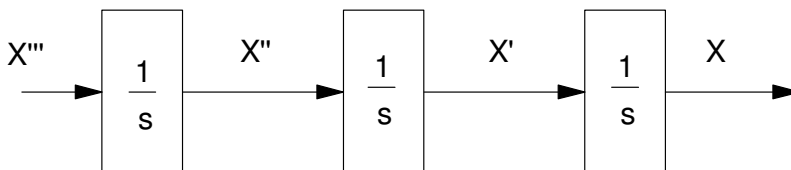
Step 2: Cross multiply and solve for the highest derivative of X:

$$X = \left( \frac{1}{s^3 + a_2s^2 + a_1s + a_0} \right) U$$

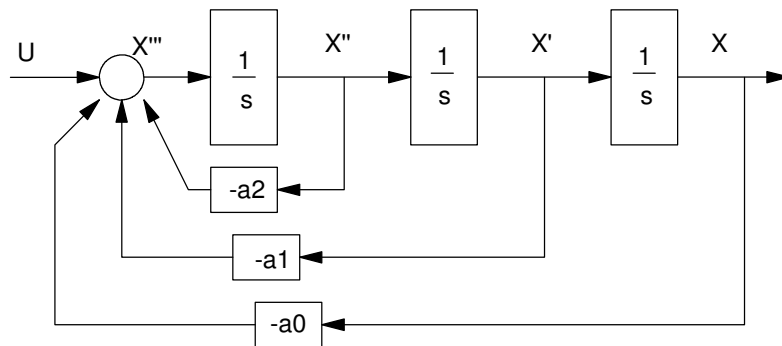
$$(s^3 + a_2s^2 + a_1s + a_0)X = U$$

$$s^3X = -(a_2s^2 + a_1s + a_0)X + U$$

Step 3: Given  $s^nX$ , solve for X by integrating n times (notation:  $X'$  means  $dx/dt$ )

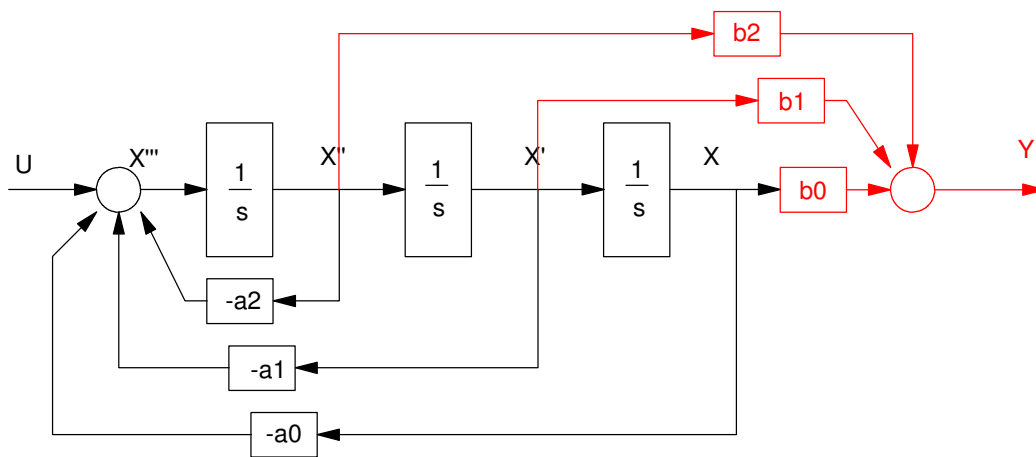


Step 4: Create  $X'''$  using the differential equation from step 2:

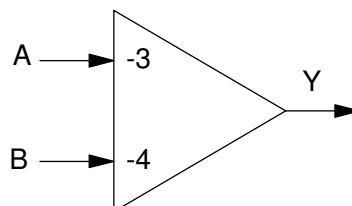


Step 5: Now that you know  $X$  and its derivatives, create  $Y$ :

$$Y = (b_2s^2 + b_1s + b_0)X$$

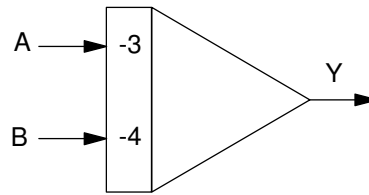


Step 6) Convert to analog computer notation. Here, a triangle means an amplifier:



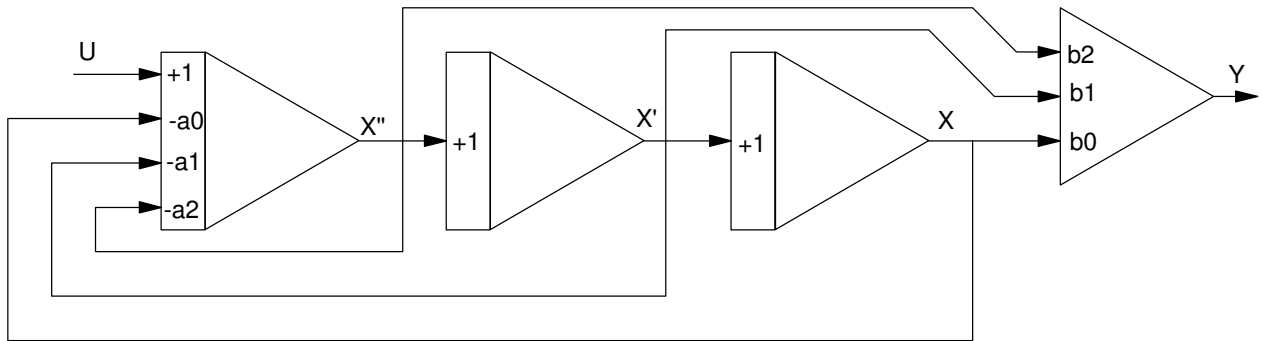
$$Y = -3A - 4B$$

whereas a triangle with a box means integrator:



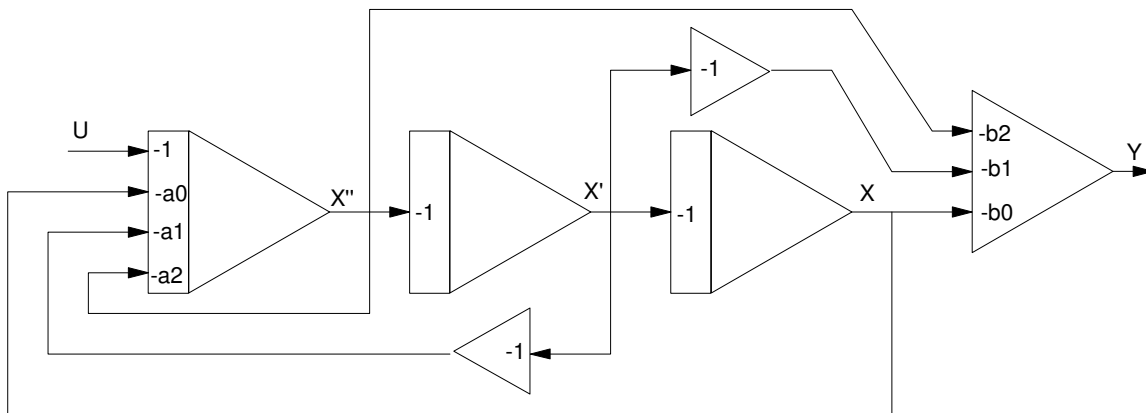
$$Y = (1/s) (-3A - 4B)$$

Applying this to the above block diagram:

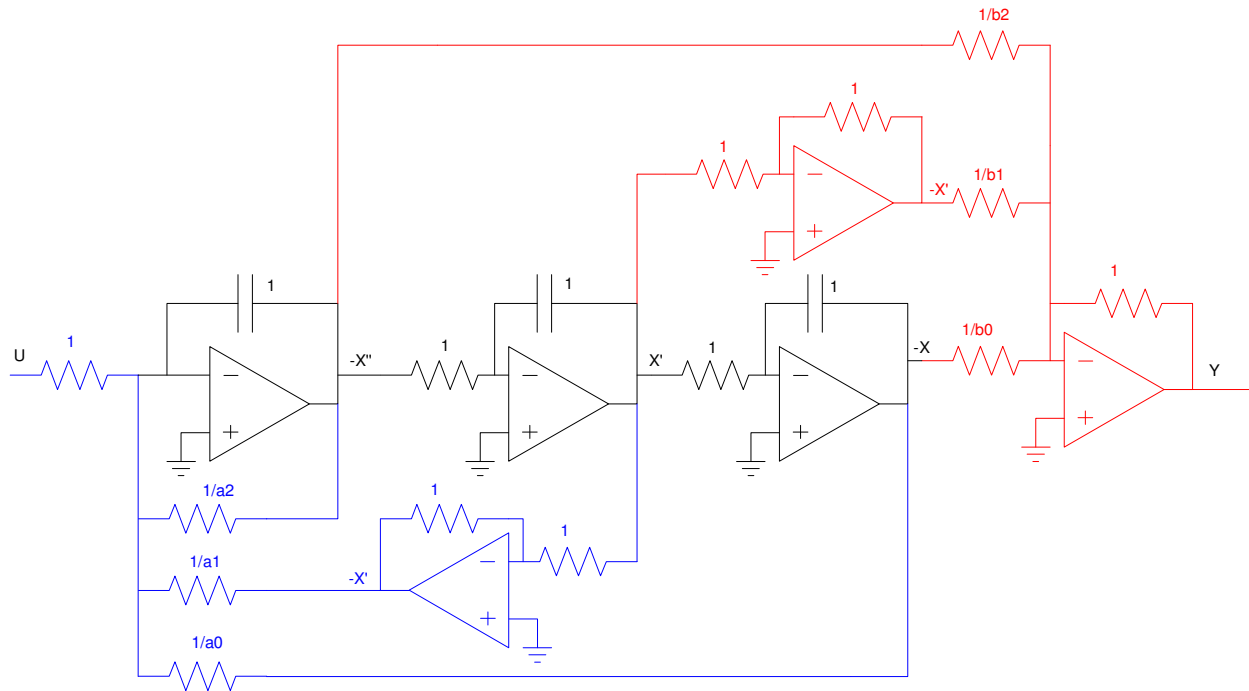


Now comes the tricky part: Play with the gains so that they are all negative (we'll be using inverting amplifiers). You might have to add in a inverter to get the gains to balance out.

- For the feedback loops, there net gain should be negative. Make sure there are an odd number of op-amps in each loop.
- For the output gains, if the net gain should be positive, make sure there are an even number of op-amps in each path from U to Y



Now convert to an op-amp circuit.



Final Op-Amp Circuit: All units M Ohms and uF.

This technique works well if the poles are close to 1.000. If the poles are not close to 1,

- Scale the poles so that they are close to 1.000
- Design the analog computer using the previous techniques
- Scale the circuit by making C larger (slower) or smaller (faster) to return to the original pole locations.