
Digital PID Control

ECE 461/661 Controls Systems

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Please visit [Bison Academy](#) for corresponding
lecture notes, homework sets, and solutions



Digital PID Control

Similar to analog PID control except

- P: Proportional
- I: Integral
- D: Delay

P:

$$K(z) = P$$

PI:

$$K(z) = P + I\left(\frac{z}{z-1}\right) = k\left(\frac{z-a}{z-1}\right)$$

PID:

$$K(z) = P + I\left(\frac{z}{z-1}\right) + D\left(\frac{1}{z}\right) = k\left(\frac{(z-a)(z-b)}{z(z-1)}\right)$$

Example: $G(s) = \left(\frac{1000}{(s+2)(s+4)(s+6)(s+8)} \right)$

- Design P, PI, PID
- 20% Overshoot
- T = 50ms

Step 1: Convert G(s) to the z-Domain

$$s = -2 \quad z = 0.9048$$

$$s = -4 \quad z = 0.8187$$

$$s = -6 \quad z = 0.7408$$

$$s = -8 \quad z = 0.6703$$

$$G(z) \approx \left(\frac{kz^2}{(z-0.9048)(z-0.8187)(z-0.7408)(z-0.6703)} \right)$$

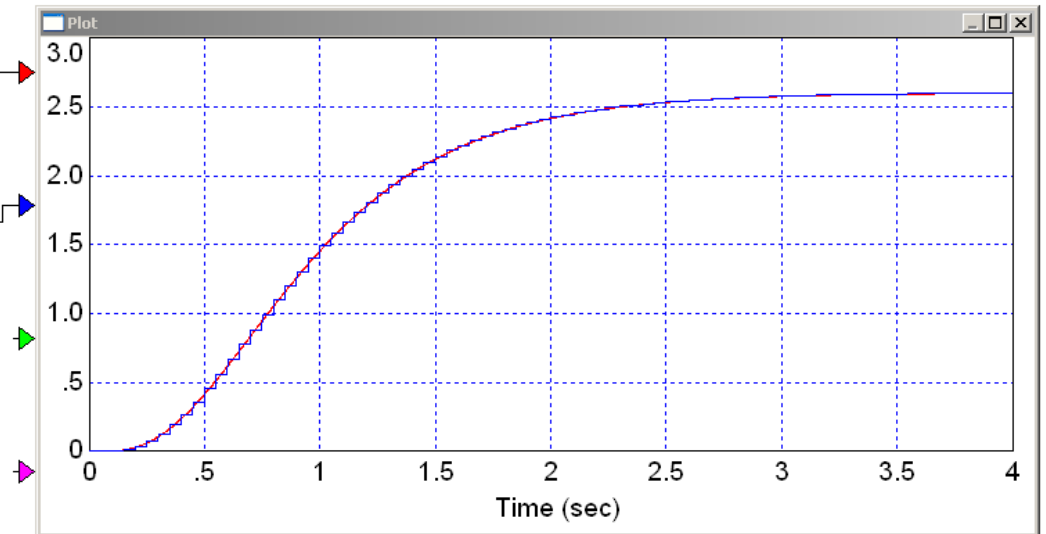
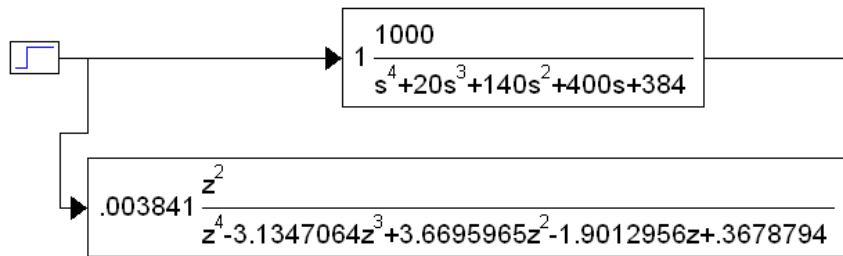


Matching the DC gain:

$$G_s(s=0) = G_z(z=1) = 2.6042$$

$$G(z) \approx \left(\frac{0.003841z^2}{(z-0.9048)(z-0.8187)(z-0.7408)(z-0.6703)} \right)$$

Add two zeros at $z = 0$ to match the delay



P Compensation: $K(z) = P = k.$

Method #1: Analyze the system in the z-plane

$$G(z) \approx \left(\frac{0.003841z^2}{(z-0.9048)(z-0.8187)(z-0.7408)(z-0.6703)} \right)$$

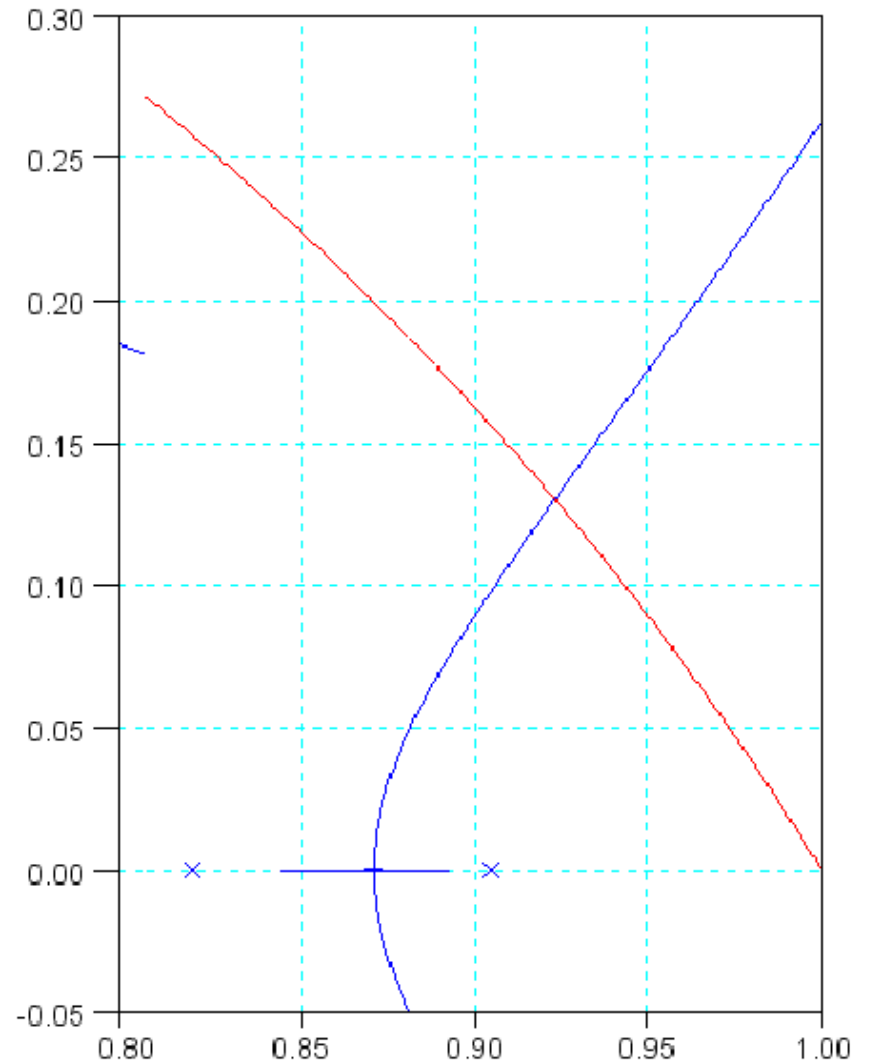
Sketch the root locus

- Find where the damping is 0.4559

```
G = zpk([0,0],[0.9048,0.8187,0.7408,0.6703],0.003841)
k = logspace(-2,2,300)';
R = rlocus(G,k);
```

```
% add in the damping line
```

```
s = [0:0.01:10]' * (-1+j*2);
T = 0.05;
z = exp(s*T);
plot(real(R'), imag(R'), 'b', real(z), imag(z), 'r');
```



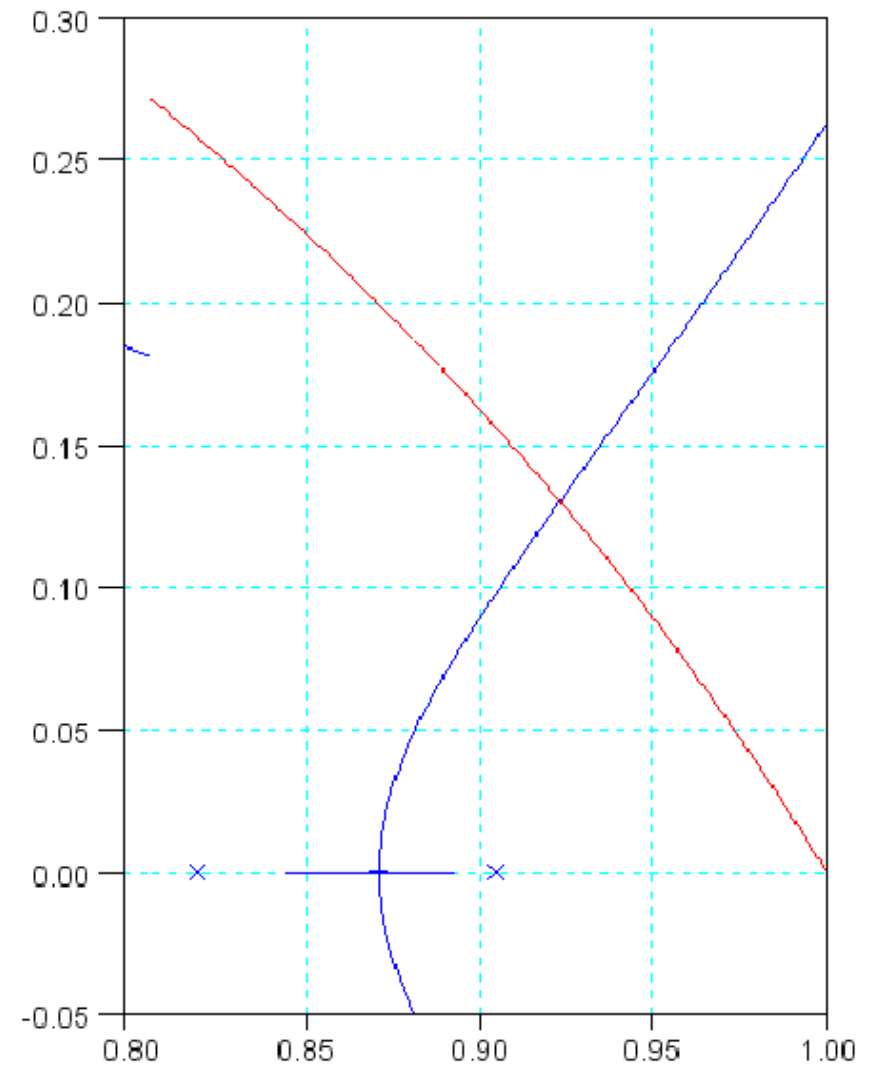
This gives

$$z = 0.9224 + j0.1289$$

and

$$G(z) = -2.4547k = -1$$

$$k = 0.4047$$



Method #2: Model the sample and hold with a 1/2 sample delay:

$$G(s) = \left(\frac{1000}{(s+2)(s+4)(s+6)(s+8)} \right) (e^{-0.025s})$$

Search along the damping ratio of 0.4559

$$s = \alpha \angle 117.1229^\circ$$

Iterate until the angles add up to 180 degrees

$$s = -1.3887 + j2.7111$$

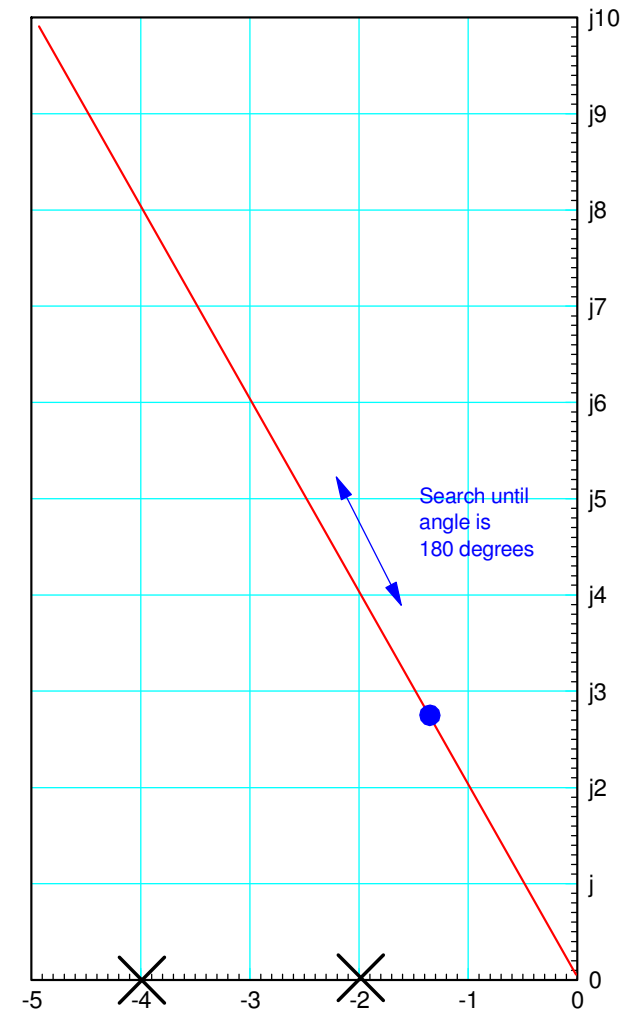
$$z = 0.9244 + j0.1261$$

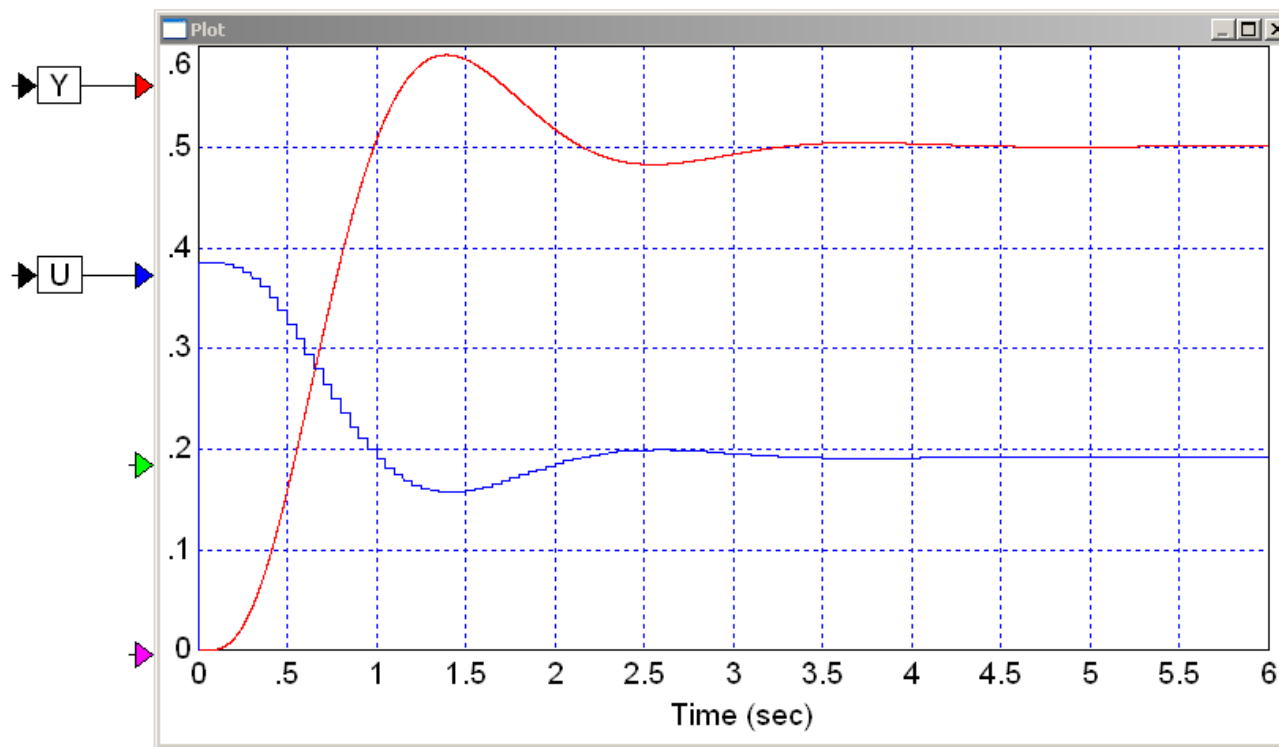
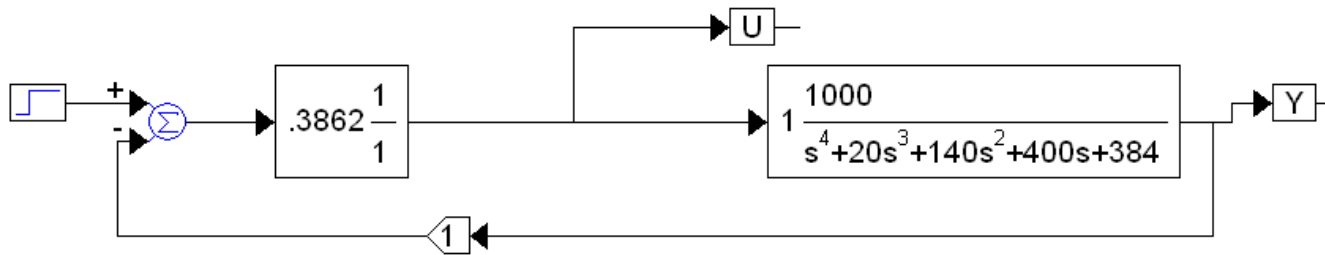
At any point on the root locus, $GK = -1$

$$G(s) = -2.5892$$

so

$$k = 0.3862$$





PI Compensation: $K(z) = k \left(\frac{z-a}{z-1} \right)$

- Add a zero at $s = 0$ ($z = 1$)

Makes it a Type-1 system

Method #1: Design in the z-plane.

$$G(z) \approx \left(\frac{0.003841z^2}{(z-0.9048)(z-0.8187)(z-0.7408)(z-0.6703)} \right)$$

Cancel the slowest pole

$$K(z) = k \left(\frac{z-0.9048}{z-1} \right)$$

Sketch the resulting root locus:

```
G = zpk([0,0],[1,0.8187,0.7408,0.6706]);  
k = logspace(-2,2,1000)';  
R = rlocus(G,k,0.4559)';  
// damping lines from before  
plot(real(R), imag(R), 'b', real(z),
```

Find z:

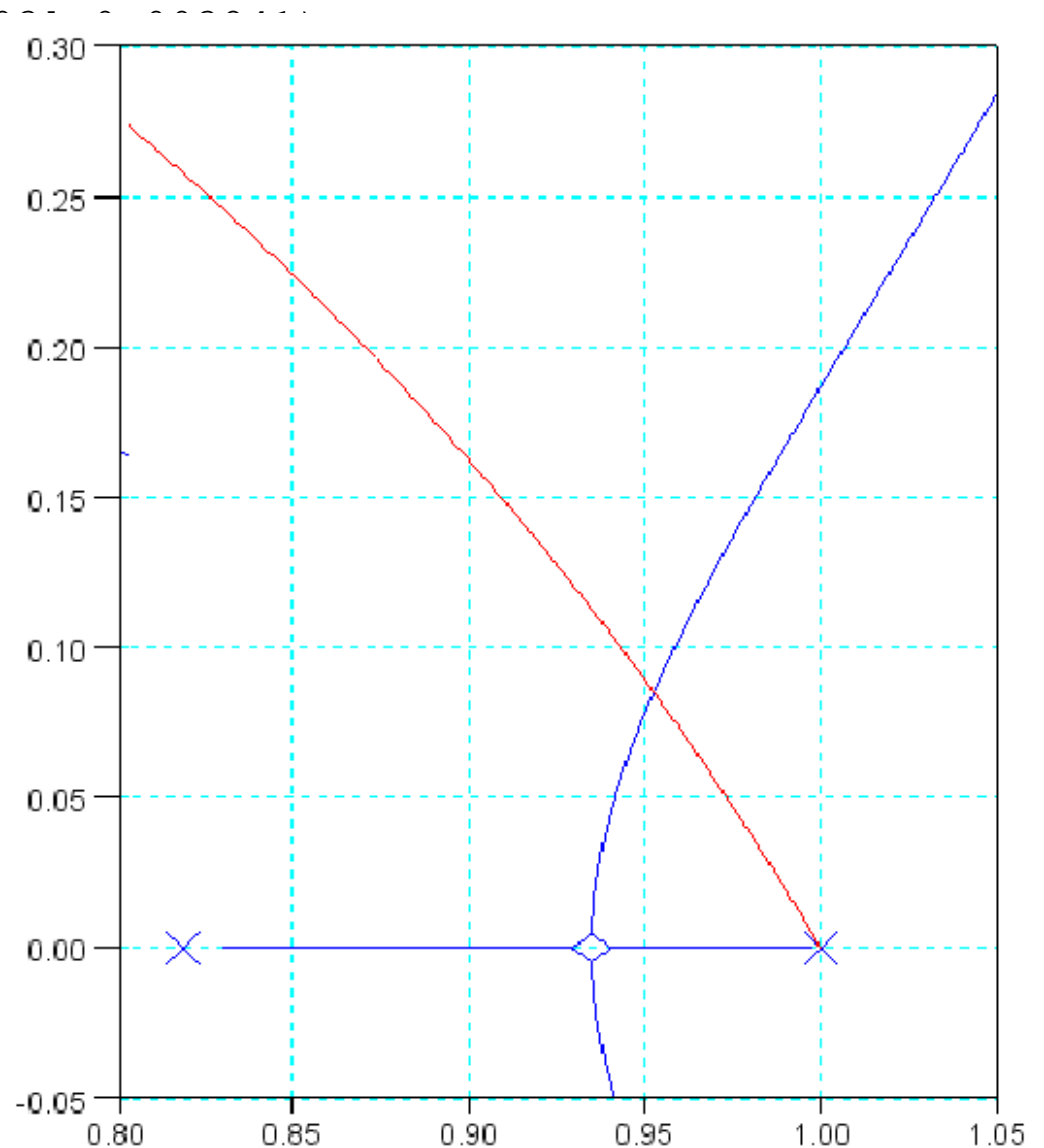
$$z = 0.9522 + j0.0840$$

This gives

$$G(z) = -3.4289$$

$$k = 0.2908$$

$$K(z) = 0.2908 \left(\frac{z-0.9048}{z-1} \right)$$



Method #2: $G(s)$ * Sample & Hold * $K(z)$:

$$G(s) = \left(\frac{1000}{(s+2)(s+4)(s+6)(s+8)} \right) \cdot (e^{-0.025s}) \cdot k \left(\frac{z-0.9048}{z-1} \right)$$

Search in the s (and corresponding z) plane

$$s = 0.8734 + j1.7050$$

$$z = 0.9538 + j0.0815$$

At any point on the root locus, $GK = -1$

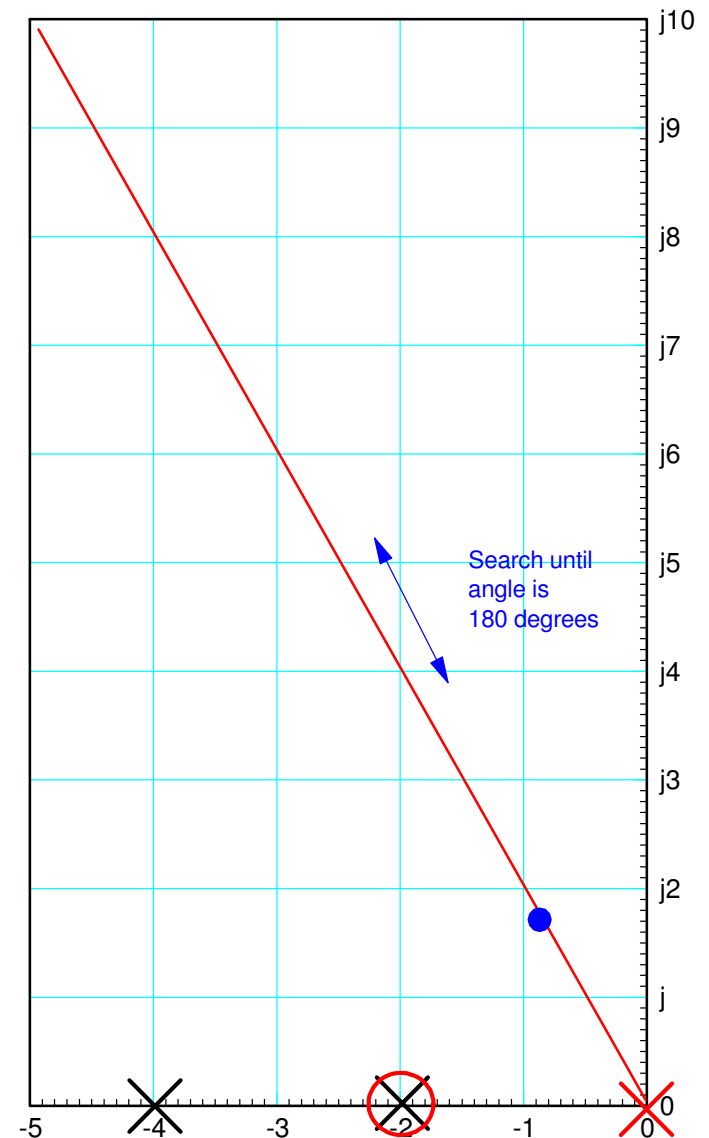
$$GK = -3.6004$$

$$k = 0.2777$$

so

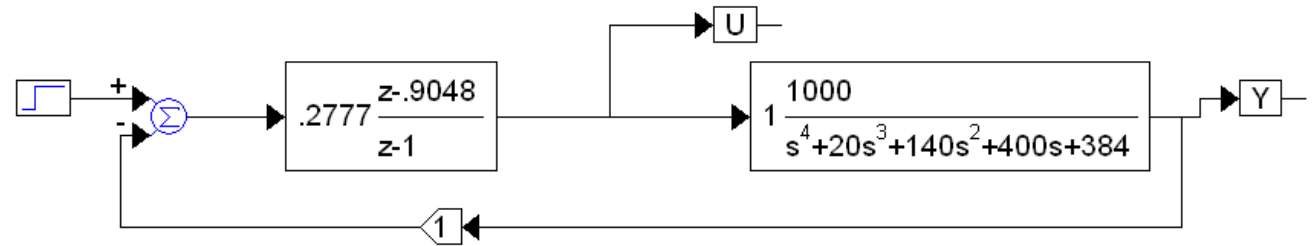
$$K(z) = 0.2777 \left(\frac{z-0.9048}{z-1} \right)$$

Verify your design in VisSim.



Note:

- Almost the same result
- Latter method is more accurate

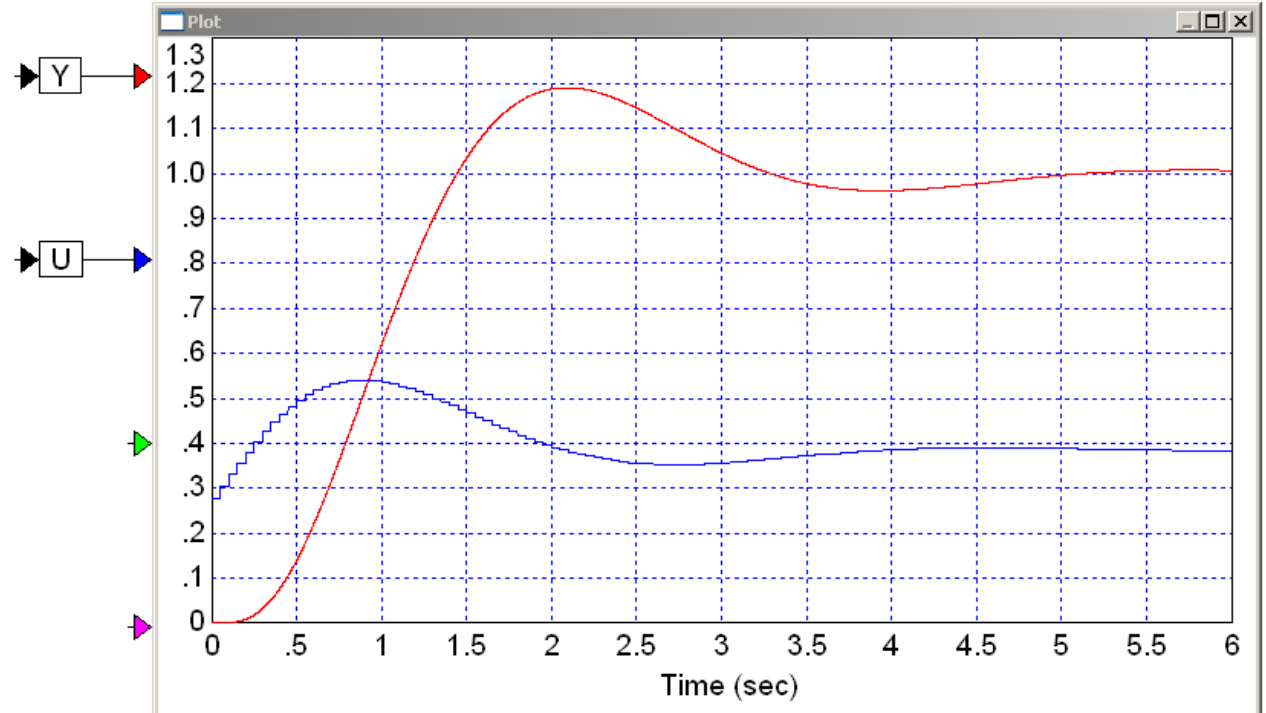


I:

- Initial guess for U is zero
- Pole at $s = -2$ slows down the system

PI:

- Initial guess for U is 0.2777



PID Compensation: $K(z) = k \left(\frac{(z-a)(z-b)}{z(z-1)} \right)$

Method #1: Convert to the z-plane

$$G(z) \approx \left(\frac{0.003841z^2}{(z-0.9048)(z-0.8187)(z-0.7408)(z-0.6703)} \right)$$

Cancel two poles

$$K(z) = k \left(\frac{(z-0.9048)(z-0.8187)}{z(z-1)} \right)$$

Sketch the resulting root locus:

```
G = zpk([0,0],[1,0,0.7408,0.6703],0.003841);  
k = logspace(-2,2,1000)';  
R = zlocus(G,k,0.4559)';  
// add damping line from before  
plot(real(R), imag(R), real(z), imag(z));
```

Find z:

$$z = 0.9164 + j0.1373$$

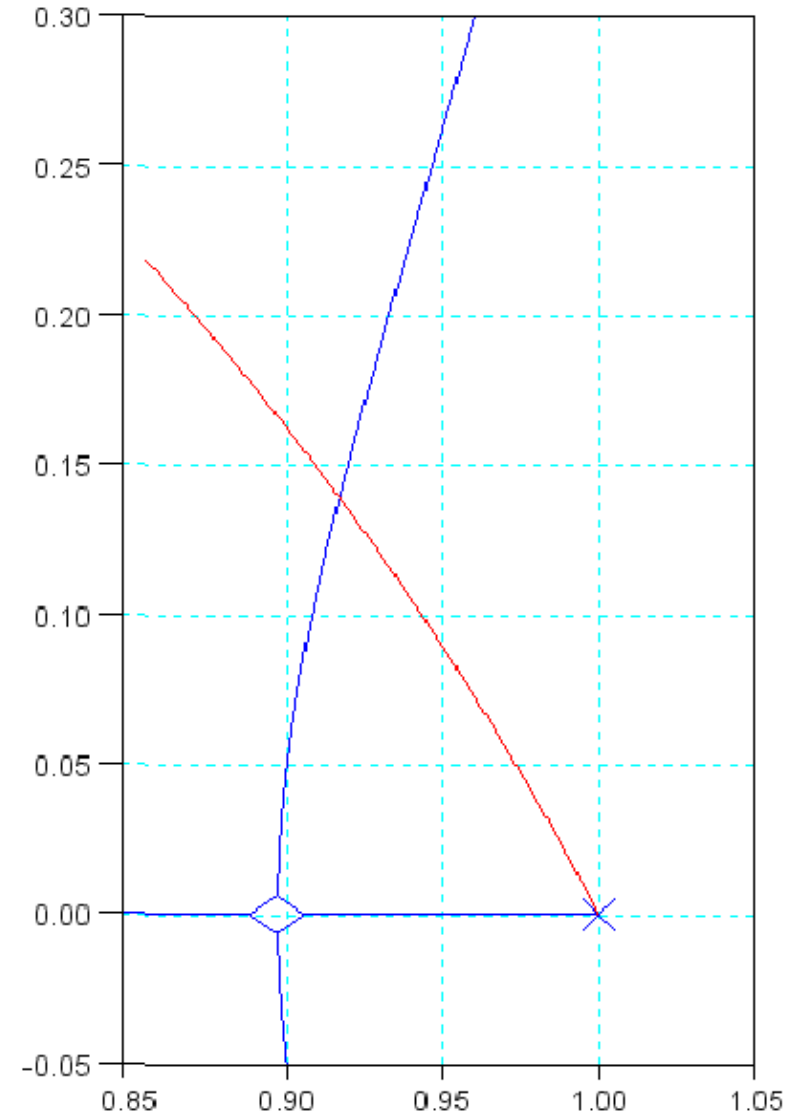
At this point

$$GK = -0.3524k = -1$$

$$k = 2.8381$$

and

$$K(z) = 2.8381 \left(\frac{(z-0.9048)(s-0.8187)}{z(z-1)} \right)$$



Method #2: $G(s)$ * Sample & Hold * $K(z)$ is

$$G(s) = \left(\frac{1000}{(s+2)(s+4)(s+6)(s+8)} \right) \cdot (e^{-0.025s}) \cdot k \left(\frac{(z-0.9048)(s-0.8187)}{z(z-1)} \right)$$

Search along the damping line until angles add up to 180 degrees

$$s = -1.4422 + j2.8155$$

$$z = 0.9212 + j0.1305$$

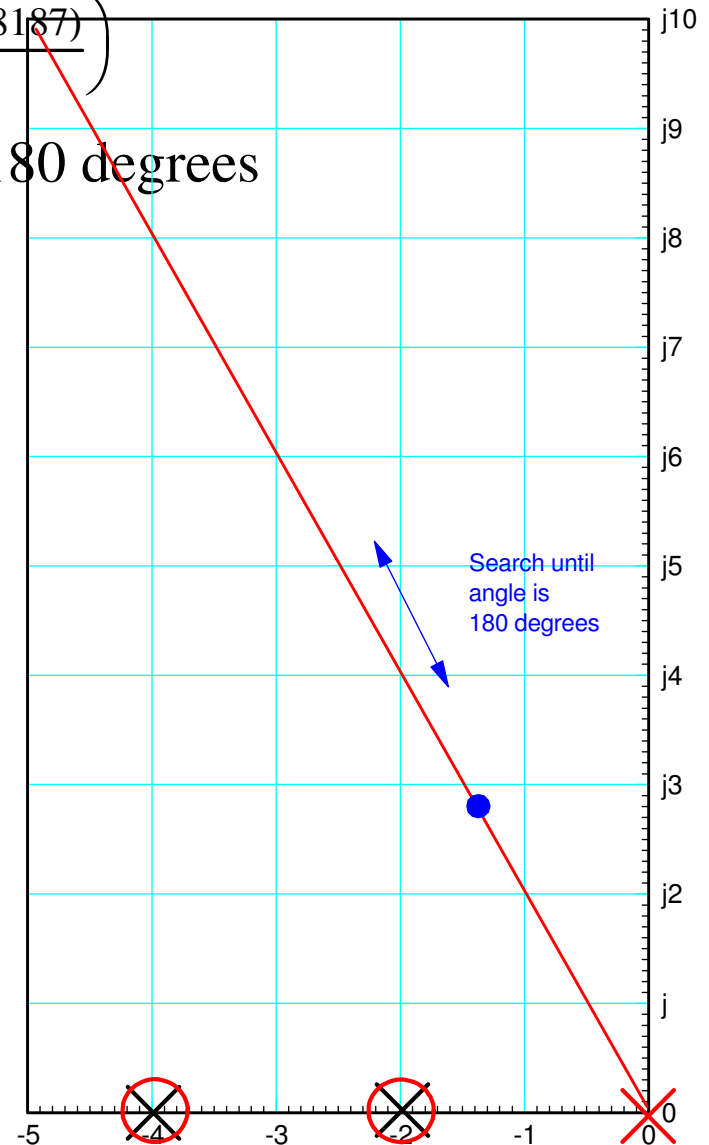
At this point, $GK = -1$

$$GK = -0.3824k = -1$$

$$k = 2.6153$$

so

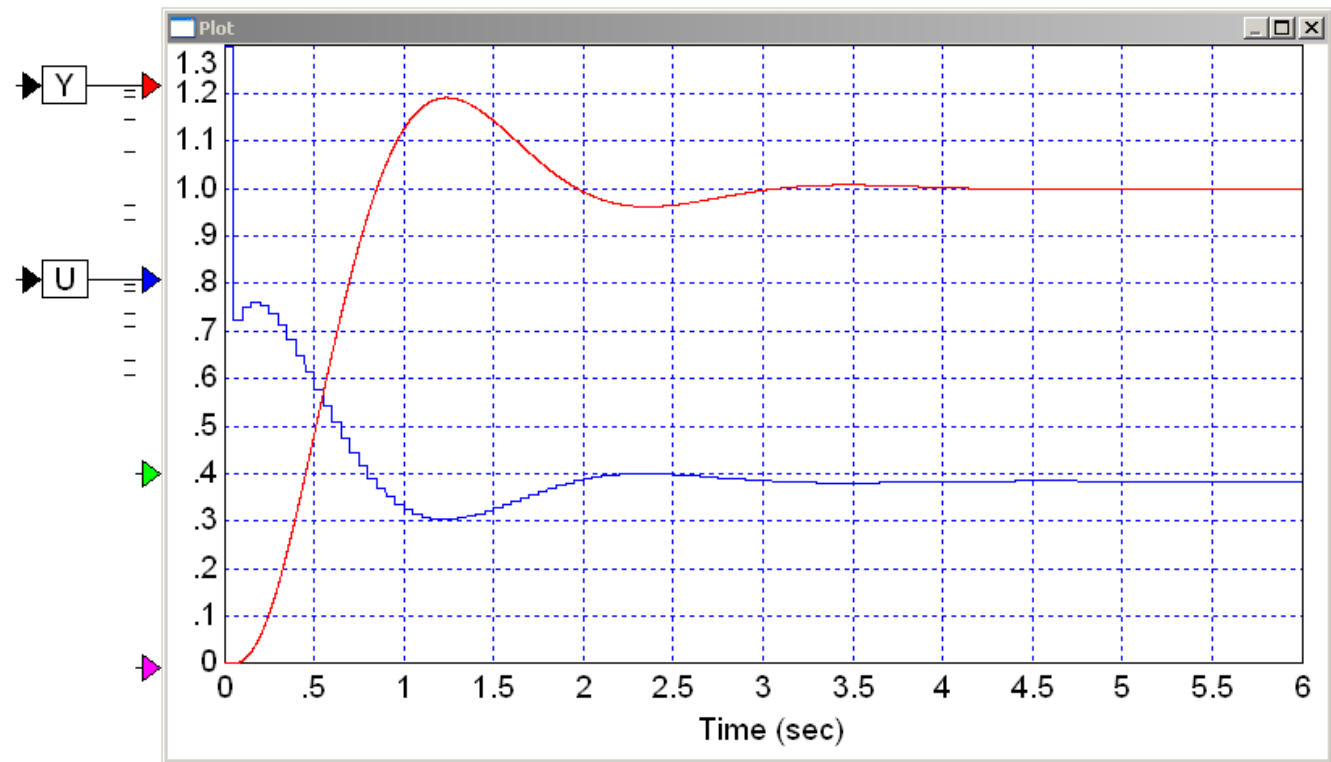
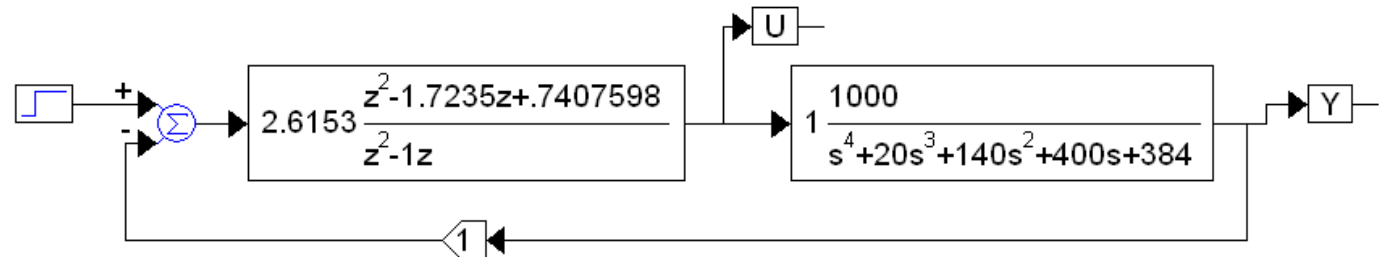
$$K(z) = 2.6153 \left(\frac{(z-0.9048)(s-0.8187)}{z(z-1)} \right)$$



Note:

- Two zeros allow you to speed up the system

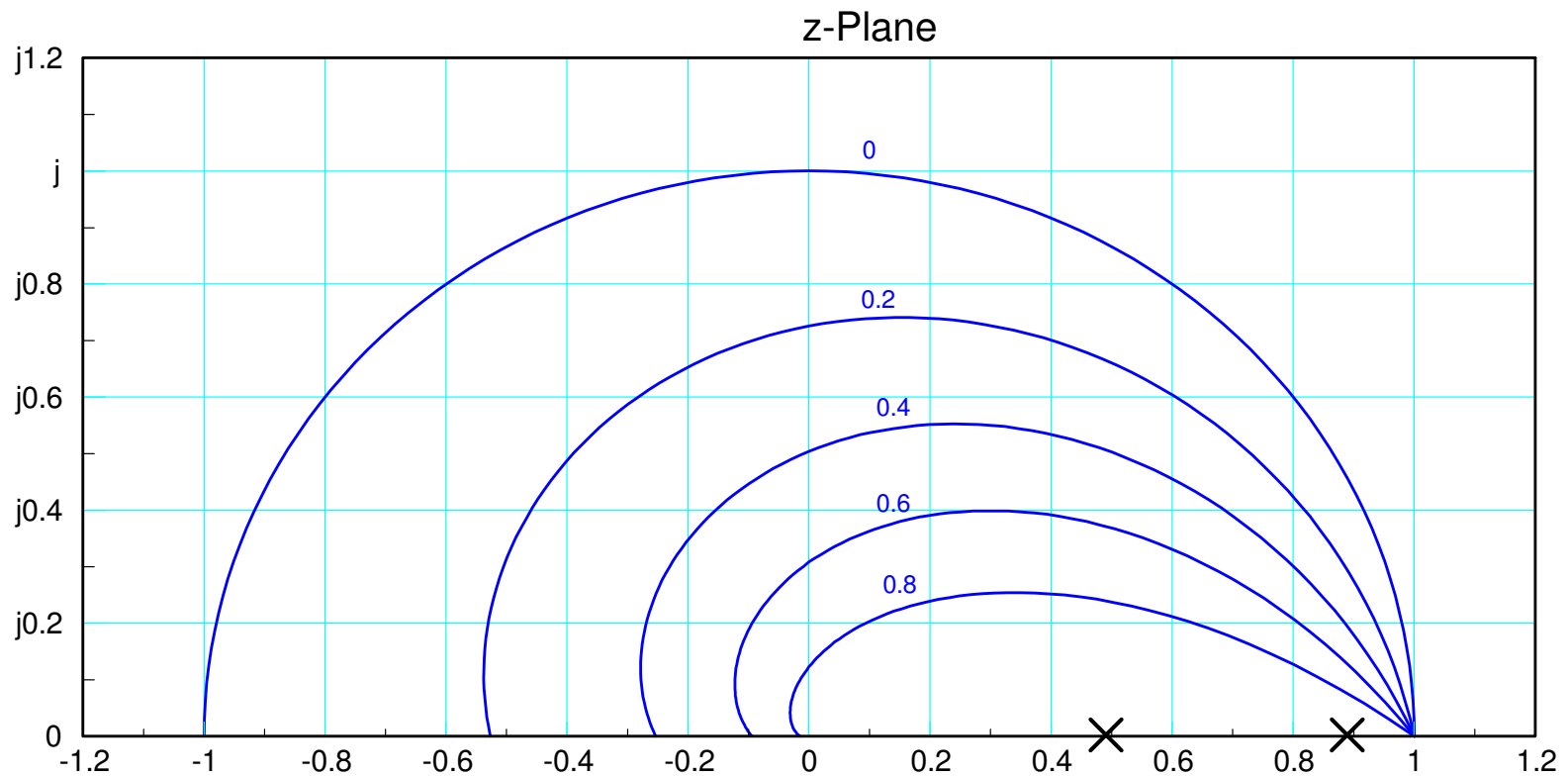
You get an impulse at $k=1$



Handout: Design a PI compensator for

$$G(z) = \left(\frac{0.1}{(z-0.9)(z-0.5)} \right)$$

that results in a damping ratio of 0.4



Changing the Sampling Rate

The 2% settling time is 3 seconds

T = 50ms is too fast

- Gives 60 samples
- Results in an impulse for PID

*Energy is width * height*

Needs a height of 2.6153 (off graph) to provide enough energy

T = 200ms is more reasonable

- 15 samples in 3 seconds
- More width means less height for U at k=0

PID with T = 200ms

Plant * Sample & Hold * K(z)

$$\left(\frac{1000}{(s+2)(s+4)(s+6)(s+8)} \right) \cdot e^{-0.1s} \cdot k \left(\frac{(z-0.6703)(z-0.4493)}{z(z-1)} \right)$$

Note: Zeros move in the z-plane as $z = e^{sT}$

Search along the damping line:

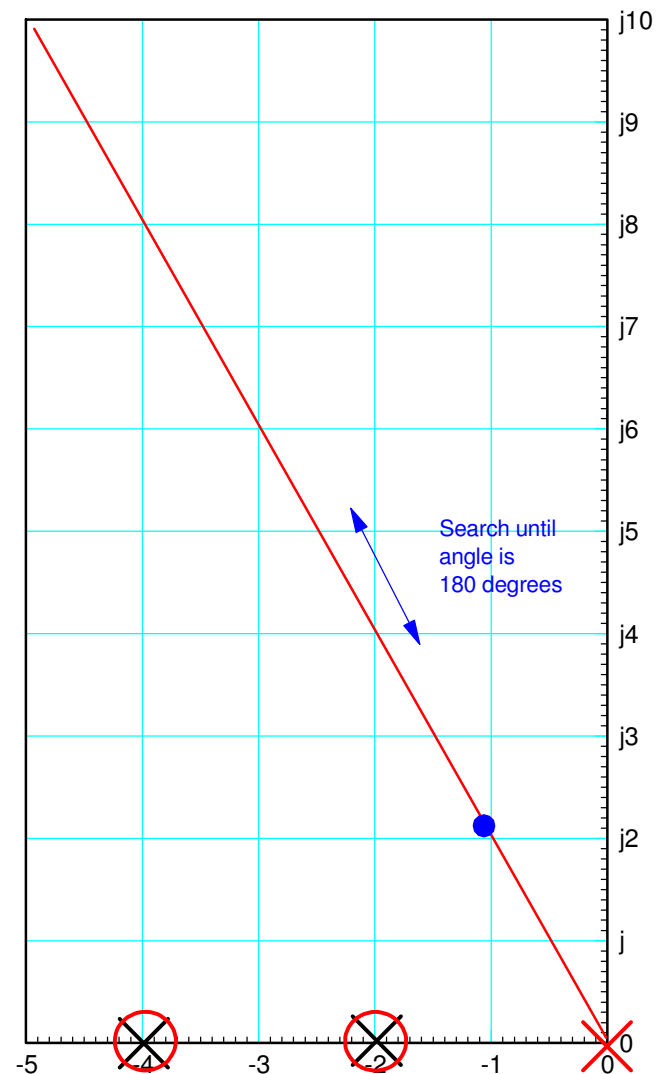
$$s = -1.0747 + j 2.1494$$

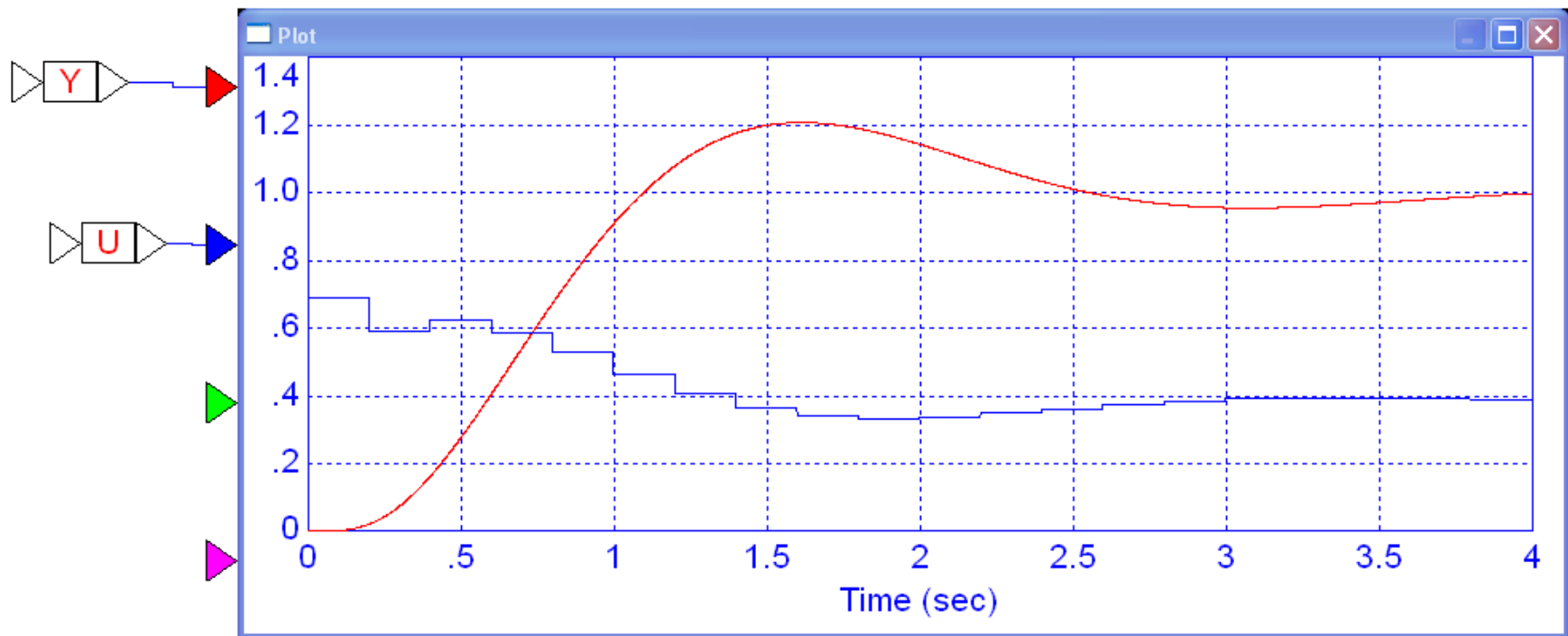
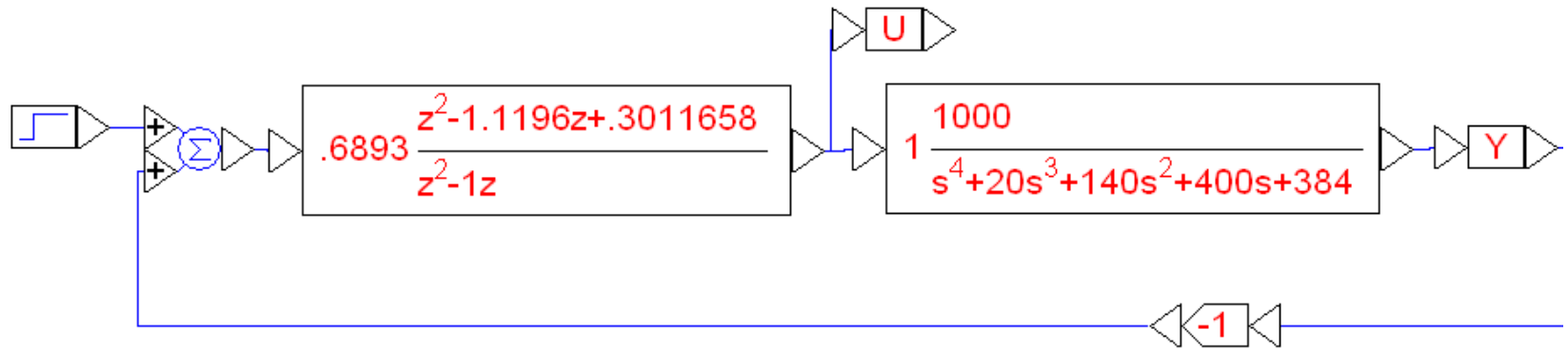
$$z = 0.7332 + j 0.3362$$

$$k = 0.6893$$

and

$$K(z) = 0.6893 \left(\frac{(z-0.6703)(z-0.4493)}{z(z-1)} \right)$$

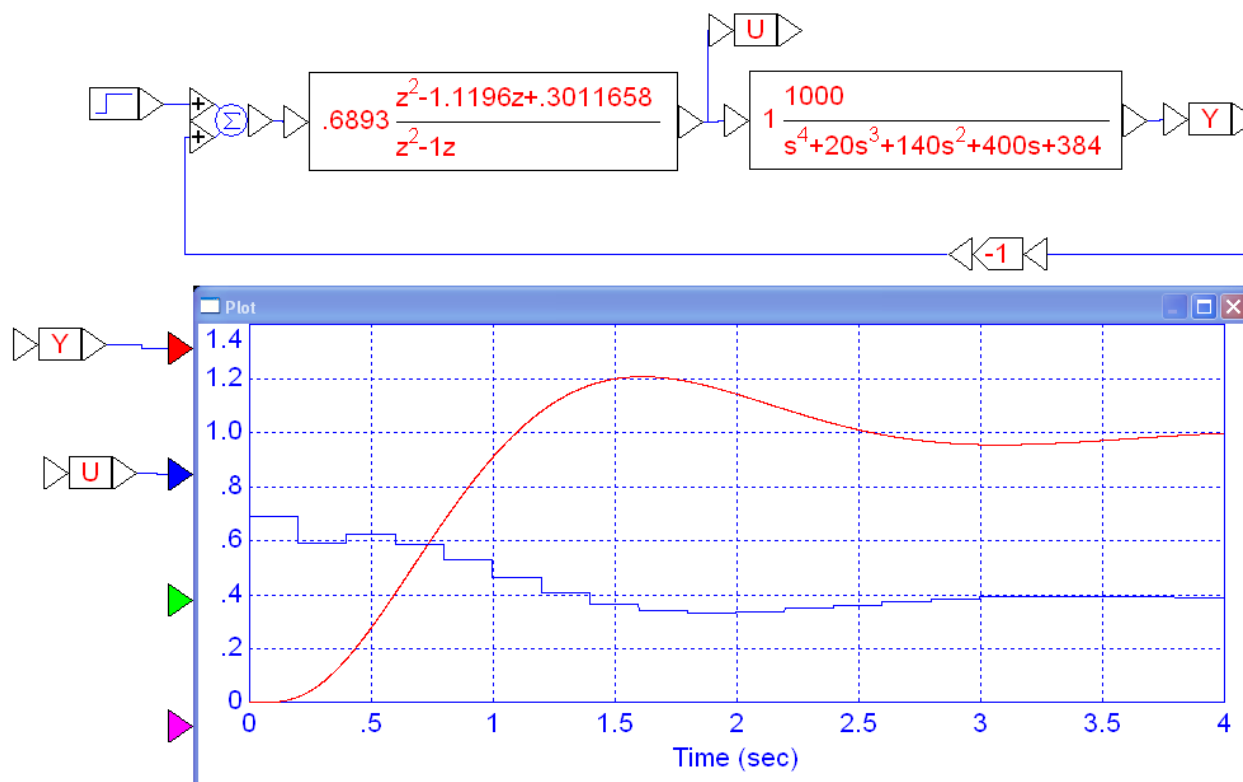




This is about the same response as we had before, only with

- A much more reasonable input at $t = 0$ (0.689 vs. 2.615)
- A much slower sampling rate (200ms vs 50ms)

Faster sampling rates are not always good. They can actually cause problems.



Summary:

Digital PID control is similar to analog PID

- P: Gain compensation
- I: Add an integrator (make the system type-1)
- PI: Add an integrator and one zero. Cancel one pole with the zero
- PID: Add an integrator and two zeros. Cancel two poles

The main difference is 'D' stands for *delay* rather than *derivative*
