

## rldesign.multd Multiple derivative compensators

Lec. rldesign.PD shows how to design a derivative compensator such that the compensated root locus of a control system can be made to include some test point  $\psi \in \mathbb{C}$  where the designer would like a closed-loop pole (typically to satisfy transient response requirements). This derivative compensator has the form

$$C_D = K(s - z_c), \tag{1}$$

for gain  $K \in \mathbb{R}$  and zero  $z_c \in \mathbb{R}$ . The crux of the design procedure is to compute via the root locus phase criterion<sup>11</sup> the **required** compensator phase contribution:

$$\theta_c = \pi - \angle GH(\psi) \tag{2}$$

for open-loop transfer function  $GH(s)$ . A trigonometric analysis shows that, for  $\theta_c \in [-\pi, \pi]$ , the compensator zero must be

$$z_c = \text{Re}(\psi) - \text{Im}(\psi) / \tan \theta_c. \tag{3}$$

The obvious limitation here is that if the required compensation  $\theta_c$  is beyond  $\pm\pi$ , the derivative compensator of Eq. 1 cannot contribute sufficient phase. The strategy we adopt here is to augment the derivative compensator to include as many (equal) zeros as we need:

$$C_m = K(s - z_m)^m, \tag{4}$$

where  $z_m$  is a zero of multiplicity  $m$ . We call this a **multiple derivative compensator** or **m-derivative compensator**.

How do we select the compensator zero  $z_m$  and multiplicity  $m$  for a given  $\theta_c$ ? First, we

11. The phase criterion was defined in Lec. rlocus.def, Eq. 6.

### multiple derivative compensator

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**Algorithm multd.1** the multiple derivative compensator algorithm.

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function d_comp_m( $\psi$ , GH(s))
     $\theta_c \leftarrow \pi - \angle GH(\psi)$       ▷ required phase comp
     $m \leftarrow \text{ceiling}(\theta_c/\pi)$     ▷ zeros needed
     $\theta_m \leftarrow \theta_c/m$           ▷ divide contributions
     $z_m \leftarrow \text{Re}(\psi) - \text{Im}(\psi) / \tan \theta_m$       ▷ trig
     $C'_m \leftarrow (s - z_m)^m$       ▷ comp sans gain
     $K_m \leftarrow |C'_m(\psi)GH(\psi)|^{-1}$   ▷ angle criterion
     $C_m \leftarrow K_m C'_m$           ▷ comp with gain
    return  $C_m$ 
end function
    
```

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determine  $m$  by determining how many  $\pi$  (or  $-\pi$ ) contributions are required.<sup>12,13</sup>

$$m = \left\lceil \frac{|\theta_c|}{\pi} \right\rceil. \tag{5}$$

With this, we can divide-up the the required phase contribution  $\theta_c$  among the  $m$  zeros:

$$\theta_m = \theta_c/m. \tag{6}$$

By construction,  $\theta_m \in [-\pi, \pi]$ , so the compensator zeros should be located at

$$z_m = \text{Re}(\psi) - \text{Im}(\psi) / \tan \theta_m. \tag{7}$$

This is summarized in Algorithm multd.1.

### Causality

A complication can arise when derivative compensation yields a closed-loop transfer function with more zeros than poles—a type of system called **non-causal** (non-non-causal systems are called **causal**). Non-causal systems are those that depend on **future** states, something classically<sup>14</sup> impossible to instantiate in real-time, and therefore a controller that creates such a control system is of no practical use.<sup>15</sup> Adding multiple zeros to a controller can easily yield such undesirable systems.

12. The function  $\lceil \cdot \rceil$  is called the ceiling function and rounds up to the nearest integer.

13. Note that if  $\theta_c \in [-\pi, \pi]$ , the multiplicity  $m = 1$  and the compensator is a regular derivative compensator.

non-causal

causal

14. It gets complicated when considering relativity and quantum mechanics, which we do not, here.

15. Non-causal system models are useful for digital signal post-processing, but these are always **a posteriori**—i.e. “future” time is known because it is in the analytic past. Controllers do not have this luxury.

To mitigate this, we can include  $i$  pure integrators  $1/s$  into the compensator. They will obviously affect the root locus, so their effects must be taken into account during the zero compensator calculations. This is done by treating the open-loop transfer function as if it already had the compensator integrators  $1/s^i$ . Algorithm multd.2 summarizes this approach.

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### Algorithm multd.2 the multiple derivative compensator algorithm with $i$ integrators.

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function d_comp_m(ψ, GH(s), i)
    θc ← π - ∠GH(ψ)/si ▷ required phase comp
    m ← ceiling(θc/π) ▷ zeros needed
    θm ← θc/m ▷ divide contributions
    zm ← Re(ψ) - Im(ψ)/tan θm ▷ trig
    Cm' ← (s - zm)m/si ▷ comp sans gain
    Km ← |Cm'(ψ)GH(ψ)|-1 ▷ angle criterion
    Cm ← Km Cm' ▷ comp with gain
    return Cm
end function
    
```

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