Lecture 06.03 Discrete transfer functions

We begin with a review of Laplace transforms and continuous transfer functions.

06.03.1 Laplace transforms

Laplace transform In the analysis of this continuous systems, we use the *Laplace transform*, defined by

$$\mathcal{L}(f(t)) = \int_0^\infty f(t) e^{-st} dt \qquad (06.5)$$

which leads directly to the familiar Laplace transform properties (1) of linearity and (2) of differentiation: the Laplace transform of the derivative of a function f(t) (with zero initial conditions) is s times the transform of the function $F(s) \equiv \mathcal{L}(f(t))$:

$$\mathcal{L}\left(\frac{\mathrm{d}f(t)}{\mathrm{d}t}\right) = \mathrm{sF}(\mathrm{s}).$$
 (06.6)

06.03.2 Continuous transfer functions

continuous transfer function These properties allow us to find the transfer function of a linear *continuous* system, given its *differential* equation. We define the *continuous transfer function* T(s) to be the Laplace transform of the output Y(s) divided by the Laplace transform of the input X(s); i.e.

$$T(s) = \frac{Y(s)}{X(s)}.$$
 (06.7)

Reconsider the continuous differential equation for a dynamic system Equation 06.1. The equivalent transfer function, using the linearity and differentiation properties of the Laplace transform, is

$$T(s) = \frac{\beta_{m}s^{m} + \beta_{m-1}s^{m-1} + \dots + \beta_{1}s^{1} + \beta_{0}}{\alpha_{n}s^{n} + \alpha_{n-1}s^{n-1} + \dots + \alpha_{1}s^{1}_{+}\alpha_{0}}$$
(06.8)

where α_k and β_k are the same constants that appeared in Equation 06.1.

06.03.3 z-Transforms

For *discrete* systems and their *difference* equations, a very similar procedure is available. The *z*-transform $F(z) \equiv \mathcal{Z}(f(n))$ of a sequence f(n), with complex *z*-transform variable z (analogous to s), is defined by³

$$\mathcal{Z}(f(n)) = \sum_{n=0}^{\infty} f(n) z^{-n}.$$
 (06.9)

This leads directly to the z-transform properties (1) of linearity and (2) of delay, analogous to (06.6) for discrete systems: the z-transform of a function delayed by one sample period is z^{-1} times the transform of the function F(z):

$$\mathcal{Z}(f(n-1)) = z^{-1}F(z),$$
 (06.10)

06.03.4 Discrete transfer functions

We define the *discrete transfer function* T(z) to be the z-transform of the discrete transfer output Y(z) divided by the *z*-transform of the input X(z); i.e.

function

$$T(z) = \frac{Y(z)}{X(z)}.$$
 (06.11)

Given the z-transform properties, we can easily find the transfer function of a *discrete* system given its *difference* equation.

Example 06.03-1 discrete transfer function

What is the discrete tranfer function corresponding to the secondorder difference equation

$$a_0y(n) + a_1y(n-1) + a_2y(n-2) =$$

= $b_0x(n) + b_1x(n-1) + b_2x(n-2)$ (06.1)

with constants a_n and b_n ?

The *z*-transform of the difference equation is determined by linearity and successively applying (06.10) to arrive at

$$(1 + a_1 z^{-1} + a_2 z^{-2}) Y(z) = (b_0 + b_1 z^{-1} + b_2 z^{-2}) X(z).$$
 (06.13)

³There are many more uses for z-transforms. For more details, see Franklin et al. (1998).

2)

Rearranging, the discrete transfer function is

$$\frac{Y(z)}{X(z)} = \frac{b_0 + b_1 z^{-1} + b_2 z^{-2}}{1 + a_1 z^{-1} + a_2 z^{-2}}$$
(06.14)

Notice that the transfer function (06.14) and the difference equation (06.12), can be derived from each other by inspection. Notice also that the transfer function of a discrete system is the ratio of two polynomials in z, just as the transfer function of a continuous system is the ratio of two polynomials in s.

06.03.5 Discrete approximations of continuous transfer functions

Tustin's method

There are several ways to derive an approximate discrete transfer function from a corresponding continuous transfer function. We will use a popular technique called *Tustin's method* that approximates a continuous function of time by straight lines connecting the sampled points (i.e. trapezoidal integration).

The discrete transfer function is found using Tustin's method by making the following substitution:

$$s \mapsto \frac{2}{T} \left(\frac{1 - z^{-1}}{1 + z^{-1}} \right)$$
 (06.15)

and rewriting the transfer function in the form of equation (06.14). Here, T is the sample period.

Example 06.03-2 Tustin's method

Consider a continuous first order system described by the transfer function:

$$\frac{Y(s)}{X(s)} = \frac{1}{\tau s + 1}, \text{ where } \tau \text{ is the time constant.}$$
(06.16)

Using Tustin's method, derive a discrete transfer function and the corresponding difference equation.

Substituting Equation 06.15 into the transfer function, we have:

 $\frac{Y(z)}{X(z)} = \frac{\alpha + \alpha z^{-1}}{1 - (1 - 2\alpha)z^{-1}},$

where α is a constant:

$$\alpha = \frac{T}{2\tau + T}$$

from which the difference equation can be inferred (see Equations 06.12 to 06.14 above):

$$y(n) = (1 - 2\alpha)y(n - 1) + \alpha x(n) + \alpha x(n - 1)$$

Notice again that the current value of the output y(n) depends on the previous output, y(n-1), and on the *current* and previous inputs, x(n) and x(n-1).

Notice also that the coefficients depend on the time constant τ in the original continuous system and on the sample period T.

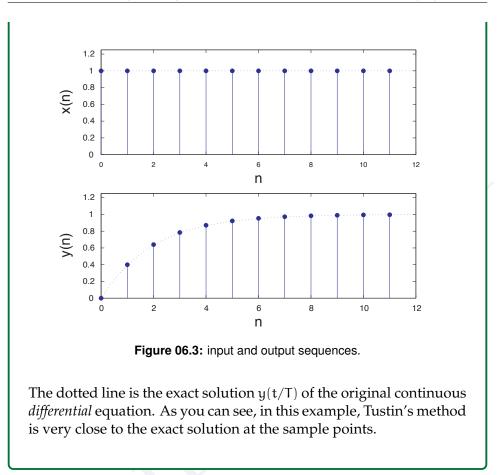
During each sample period, the value of the current value of the input x(n) is measured and the current value of the output y(n) is computed. Suppose that the time constant $\tau = 2$, the sample period T = 1, and that the input is a unit step (x(n) = 1 for all n), and the initial condition y(0) = 0.

Then, from our solution for y(n),

$$y(n) = 0.6y(n-1) + 0.4 \tag{06.17}$$

and we can compute the output sequence:

Figure 06.3 shows plots of the input and output sequences.



See Resource 13 for a table of common controller transfer functions converted to discrete transfer functions via Tustin's method.

06.03.6 Matlab's c2d

The Matlab Control Systems Toolbox includes a function c2d that computes the Tustin equivalent discrete system sysd from the continuous system sys, as follows.

```
sysd = c2d(sys, T, 'tustin')
```

This function can also use other common techniques to yield a discrete approximation of a continuous transfer function.