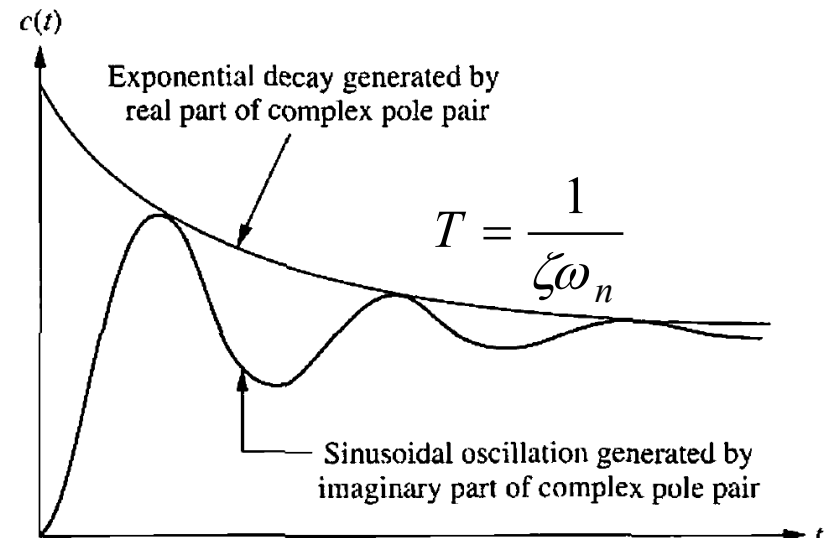


# Time Domain Specifications (Settling Time)

- Settling time (2%) criterion
  - Time consumed in exponential decay up to 98% of the input.

$$t_s = 4T = \frac{4}{\zeta\omega_n}$$



- Settling time (5%) criterion
  - Time consumed in exponential decay up to 95% of the input.

$$t_s = 3T = \frac{3}{\zeta\omega_n}$$

# Summary of Time Domain Specifications

**Rise Time**

$$t_r = \frac{\pi - \theta}{\omega_d} = \frac{\pi - \theta}{\omega_n \sqrt{1 - \zeta^2}}$$

**Peak Time**

$$t_p = \frac{\pi}{\omega_d} = \frac{\pi}{\omega_n \sqrt{1 - \zeta^2}}$$

**Settling Time (2%)**

$$t_s = 4T = \frac{4}{\zeta \omega_n}$$

$$t_s = 3T = \frac{3}{\zeta \omega_n}$$

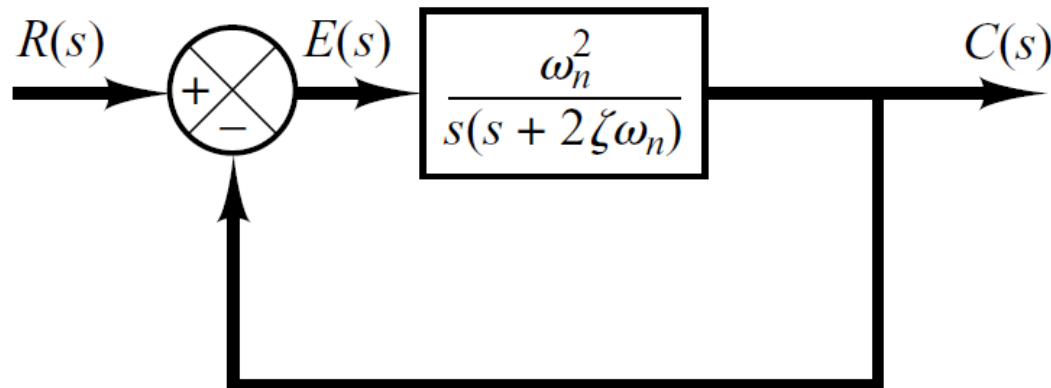
**Settling Time (4%)**

**Maximum Overshoot**

$$M_p = e^{-\frac{\pi \zeta}{\sqrt{1 - \zeta^2}}} \times 100$$

# Example#5

- Consider the system shown in following figure, where damping ratio is **0.6** and natural undamped frequency is **5 rad/sec**. Obtain the rise time  $t_r$ , peak time  $t_p$ , maximum overshoot  $M_p$ , and settling time 2% and 5% criterion  $t_s$  when the system is subjected to a unit-step input.



# Example#5

**Rise Time**

$$t_r = \frac{\pi - \theta}{\omega_d}$$

**Peak Time**

$$t_p = \frac{\pi}{\omega_d}$$

**Settling Time (2%)**

$$t_s = 4T = \frac{4}{\zeta\omega_n}$$

$$t_s = 3T = \frac{3}{\zeta\omega_n}$$

**Settling Time (4%)**

**Maximum Overshoot**

$$M_p = e^{-\frac{\pi\zeta}{\sqrt{1-\zeta^2}}} \times 100$$

# Example#5

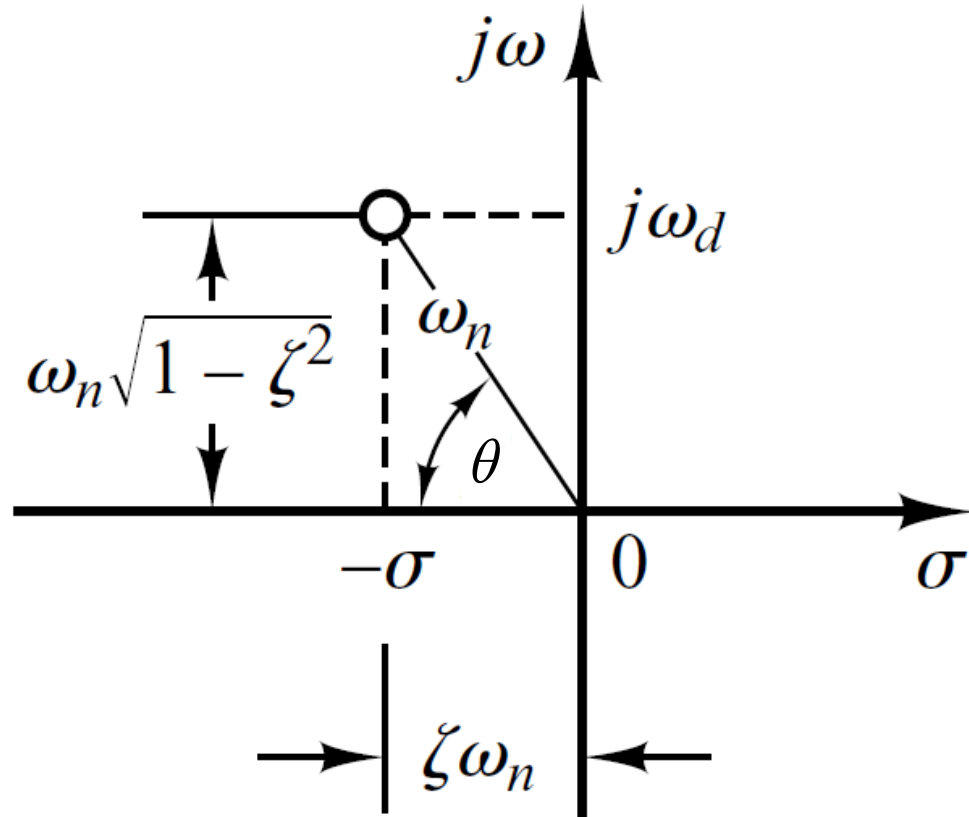
## Rise Time

$$t_r = \frac{\pi - \theta}{\omega_d}$$

$$t_r = \frac{3.141 - \theta}{\omega_n \sqrt{1 - \zeta^2}}$$

$$\theta = \tan^{-1}\left(\frac{\omega_n \sqrt{1 - \zeta^2}}{\zeta \omega_n}\right) = 0.93 \text{ rad}$$

$$t_r = \frac{3.141 - 0.93}{5\sqrt{1 - 0.6^2}} = 0.55s$$



# Example#5

**Peak Time**

$$t_p = \frac{\pi}{\omega_d}$$

$$t_p = \frac{3.141}{4} = 0.785s$$

**Settling Time (2%)**

$$t_s = \frac{4}{\zeta\omega_n}$$

$$t_s = \frac{4}{0.6 \times 5} = 1.33s$$

**Settling Time (4%)**

$$t_s = \frac{3}{\zeta\omega_n}$$

$$t_s = \frac{3}{0.6 \times 5} = 1s$$

# Example#5

## Maximum Overshoot

$$M_p = e^{-\frac{\pi\zeta}{\sqrt{1-\zeta^2}}} \times 100$$

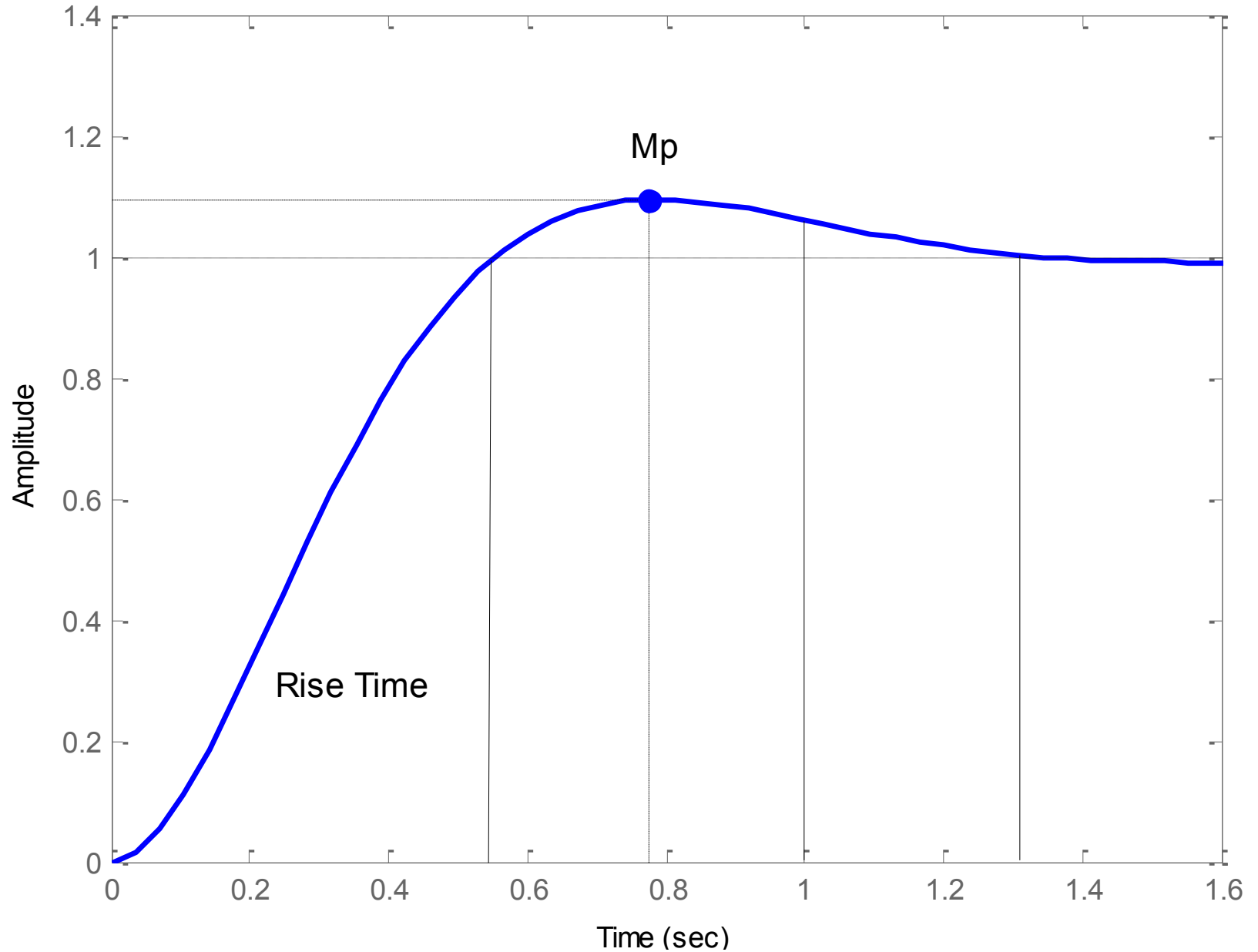
$$M_p = e^{-\frac{3.141 \times 0.6}{\sqrt{1-0.6^2}}} \times 100$$

$$M_p = 0.095 \times 100$$

$$M_p = 9.5\%$$

# Example#5

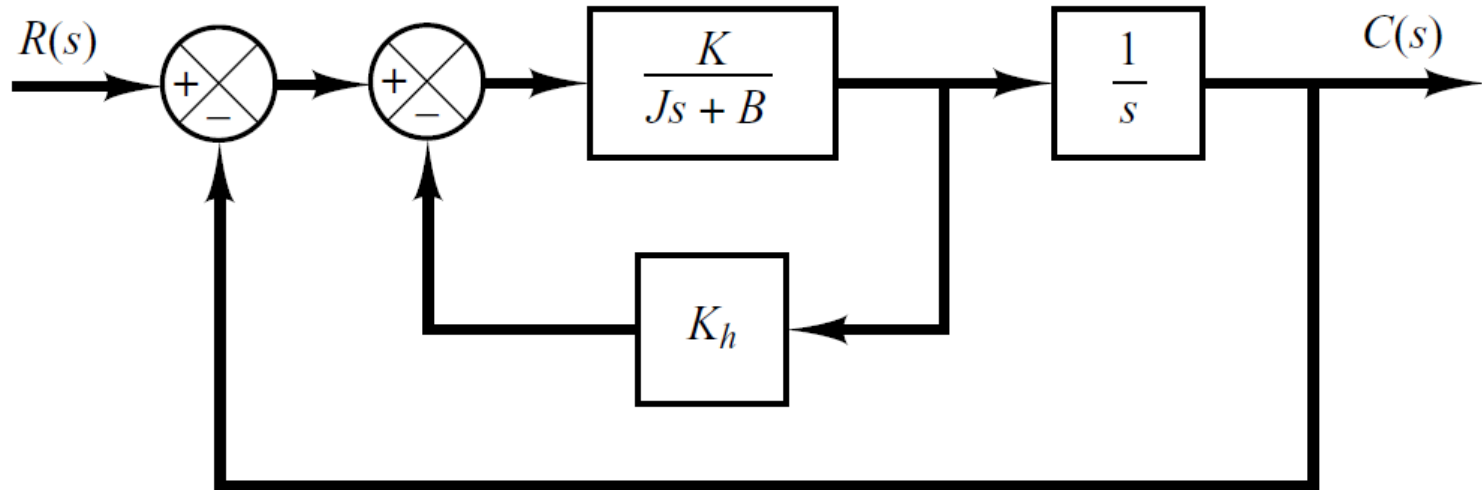
Step Response



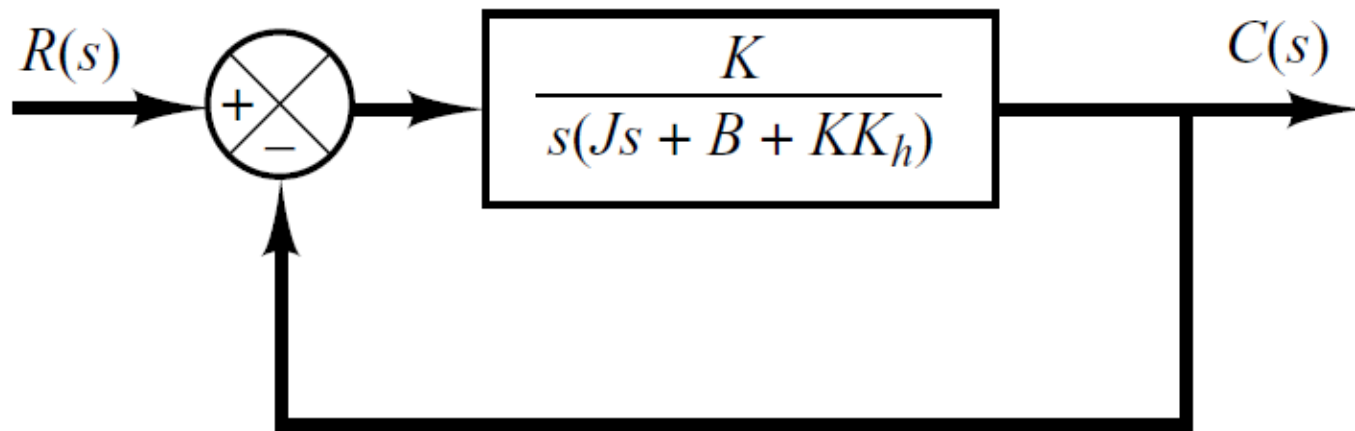
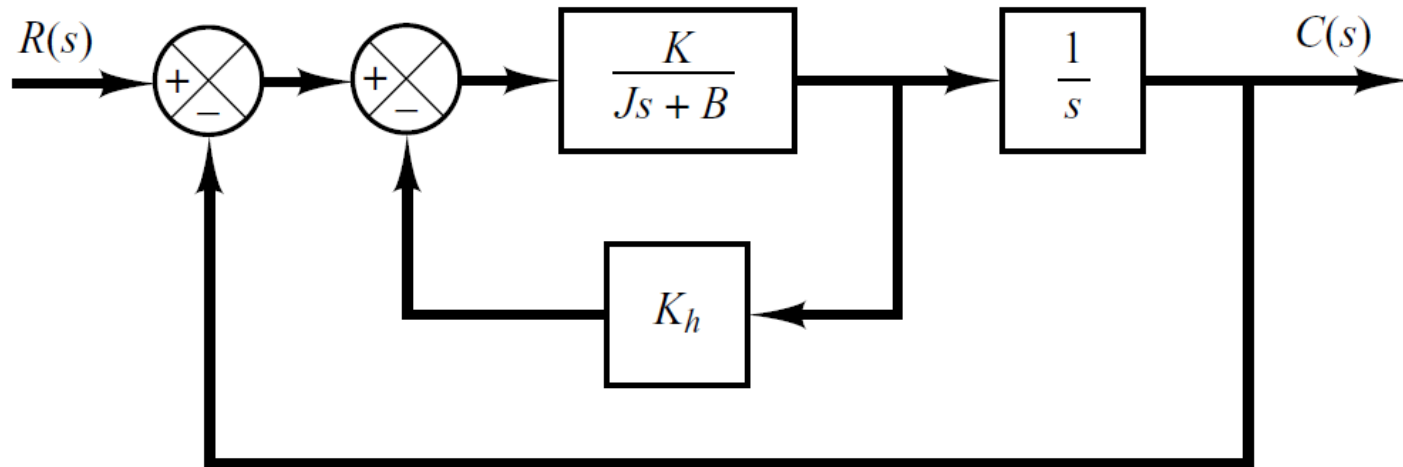


# Example#6

- For the system shown in Figure-(a), determine the values of gain  $K$  and velocity-feedback constant  $K_h$  so that the maximum overshoot in the unit-step response is  $0.2$  and the peak time is  $1$  sec. With these values of  $K$  and  $K_h$ , obtain the rise time and settling time. Assume that  $J=1$  kg-m<sup>2</sup> and  $B=1$  N-m/rad/sec.



# Example#6



$$\frac{C(s)}{R(s)} = \frac{K}{Js^2 + (B + KK_h)s + K}$$

# Example#6

$$\frac{C(s)}{R(s)} = \frac{K}{Js^2 + (B + KK_h)s + K}$$

Since  $J = 1 \text{ kgm}^2$  and  $B = 1 \text{ Nm/rad/sec}$

$$\frac{C(s)}{R(s)} = \frac{K}{s^2 + (1 + KK_h)s + K}$$

- Comparing above T.F with general 2<sup>nd</sup> order T.F

$$\frac{C(s)}{R(s)} = \frac{\omega_n^2}{s^2 + 2\zeta\omega_n s + \omega_n^2}$$

$$\omega_n = \sqrt{K} \quad \zeta = \frac{(1 + KK_h)}{2\sqrt{K}}$$

# Example#6

$$\omega_n = \sqrt{K}$$

$$\zeta = \frac{(1 + KK_h)}{2\sqrt{K}}$$

- Maximum overshoot is **0.2**.

$$M_p = e^{-(\zeta/\sqrt{1-\zeta^2})\pi}$$

$$e^{-(\zeta/\sqrt{1-\zeta^2})\pi} = 0.2$$

$$\ln\left(e^{-\frac{\pi\zeta}{\sqrt{1-\zeta^2}}}\right) = \ln(0.2)$$

$$\frac{\zeta\pi}{\sqrt{1-\zeta^2}} = 1.61$$

$$\zeta = 0.456$$

- The peak time is **1 sec**

$$t_p = \frac{\pi}{\omega_d}$$

$$1 = \frac{3.141}{\omega_n \sqrt{1-\zeta^2}}$$

$$\omega_n = \frac{3.141}{\sqrt{1-0.456^2}}$$

$$\omega_n = 3.53$$

# Example#6

$$\zeta = 0.456$$

$$\omega_n = 3.96$$

$$\omega_n = \sqrt{K}$$

$$\zeta = \frac{(1 + KK_h)}{2\sqrt{K}}$$

$$3.53 = \sqrt{K}$$

$$0.456 \times 2\sqrt{12.5} = (1 + 12.5K_h)$$

$$3.53^2 = K$$

$$K_h = 0.178$$

$$K = 12.5$$

# Example#6

$$\zeta = 0.456$$

$$\omega_n = 3.96$$

$$t_r = \frac{\pi - \theta}{\omega_n \sqrt{1 - \zeta^2}}$$

$$t_r = 0.65s$$

$$t_s = \frac{4}{\zeta \omega_n}$$

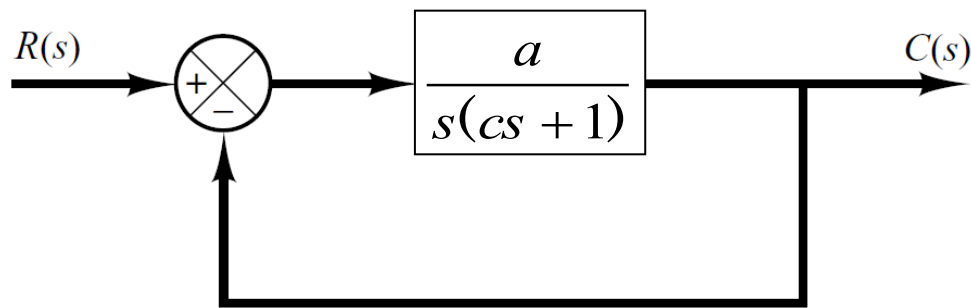
$$t_s = 2.48s$$

$$t_s = \frac{3}{\zeta \omega_n}$$

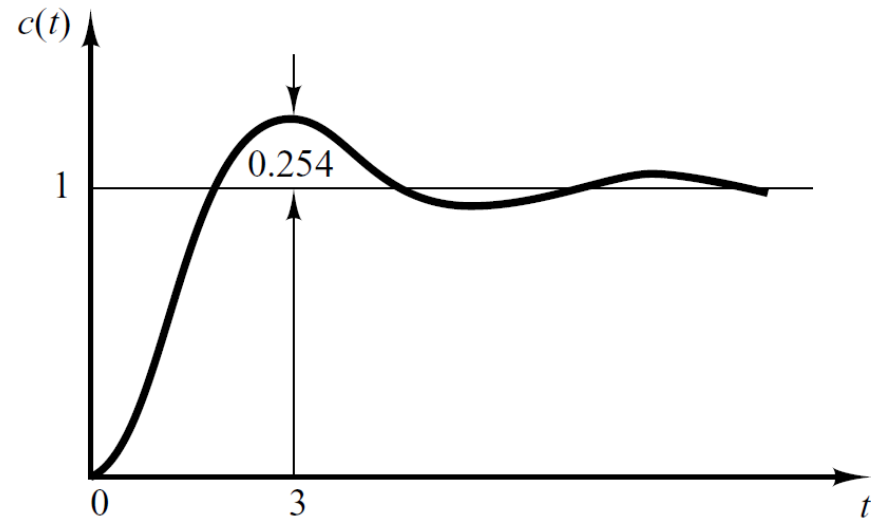
$$t_s = 1.86s$$

# Example#7

When the system shown in Figure(a) is subjected to a unit-step input, the system output responds as shown in Figure(b). Determine the values of  $a$  and  $c$  from the response curve.



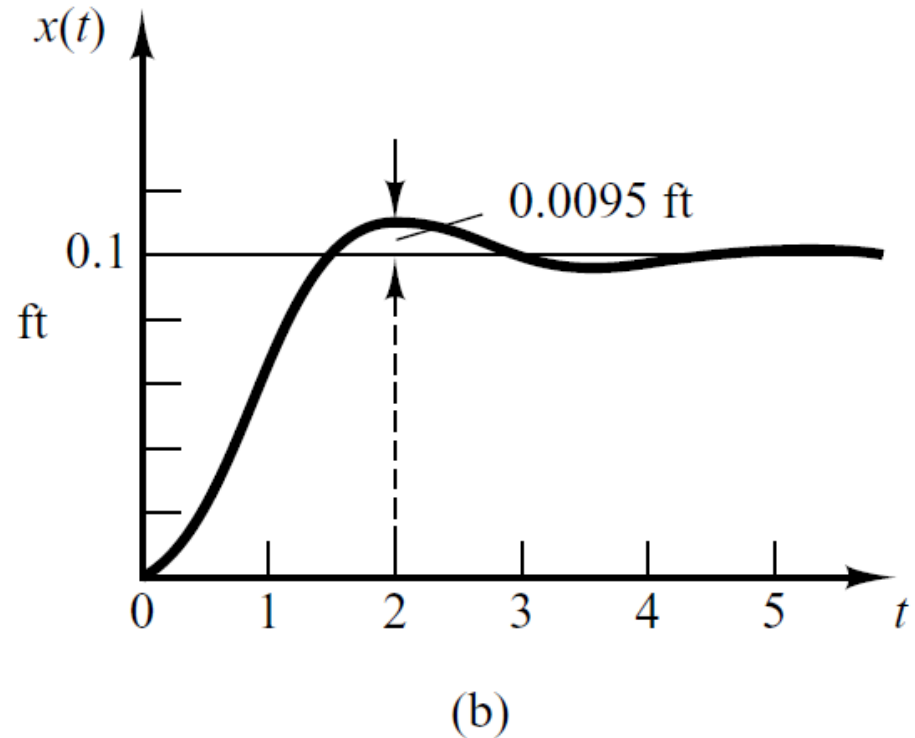
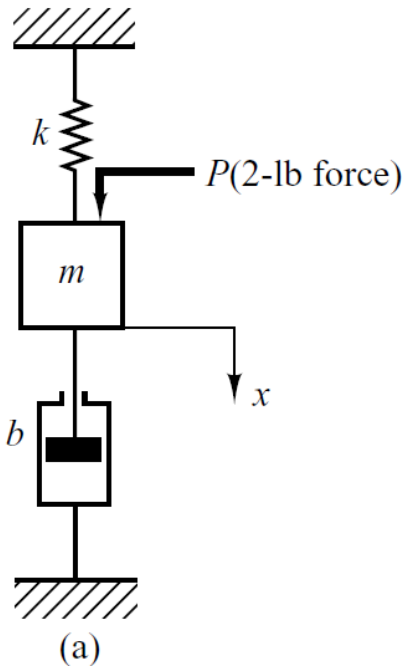
(a)



(b)

# Example#8

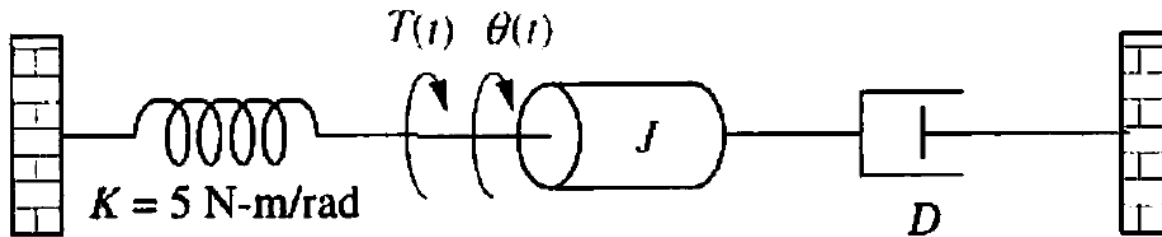
Figure (a) shows a mechanical vibratory system. When **2 lb** of force (step input) is applied to the system, the mass oscillates, as shown in Figure (b). Determine  **$m$** ,  **$b$** , and  **$k$**  of the system from this response curve.





# Example#9

Given the system shown in following figure, find  $J$  and  $D$  to yield 20% overshoot and a settling time of 2 seconds for a step input of torque  $T(t)$ .



$$G(s) = \frac{1/J}{s^2 + \frac{D}{J}s + \frac{K}{J}}$$

$$\omega_n = \sqrt{\frac{K}{J}}$$

$$T_s = 2 = \frac{4}{\zeta\omega_n}$$

$$2\zeta\omega_n = 4$$

$$\zeta = \frac{4}{2\omega_n} = 2\sqrt{\frac{J}{K}}$$

# Example#9

$$\omega_n = \sqrt{\frac{K}{J}} \qquad \zeta = 2\sqrt{\frac{J}{K}}$$

20% overshoot implies  $\zeta = 0.456$ . Therefore,

$$\zeta = 2\sqrt{\frac{J}{K}} = 0.456$$

Hence,

$$\frac{J}{K} = 0.052$$

From the problem statement,  $K = 5 \text{ N-m/rad}$ .

$$J = 0.26 \text{ kg-m}^2.$$

# Example#9

$$G(s) = \frac{1/J}{s^2 + \frac{D}{J}s + \frac{K}{J}}$$

$$2\zeta\omega_n = \frac{D}{J}$$

$$D = 1.04 \text{ N-m-s/rad.}$$

# Step Response of critically damped System ( $\zeta = 1$ )

$$\frac{C(s)}{R(s)} = \frac{\omega_n^2}{(s + \omega_n)^2} \xrightarrow{\text{Step Response}} C(s) = \frac{\omega_n^2}{s(s + \omega_n)^2}$$

- The partial fraction expansion of above equation is given as

$$\frac{\omega_n^2}{s(s + \omega_n)^2} = \frac{A}{s} + \frac{B}{s + \omega_n} + \frac{C}{(s + \omega_n)^2}$$

$$C(s) = \frac{1}{s} - \frac{1}{s + \omega_n} - \frac{\omega_n}{(s + \omega_n)^2}$$

$$c(t) = 1 - e^{-\omega_n t} - \omega_n e^{-\omega_n t} t$$

$$c(t) = 1 - e^{-\omega_n t} (1 + \omega_n t)$$