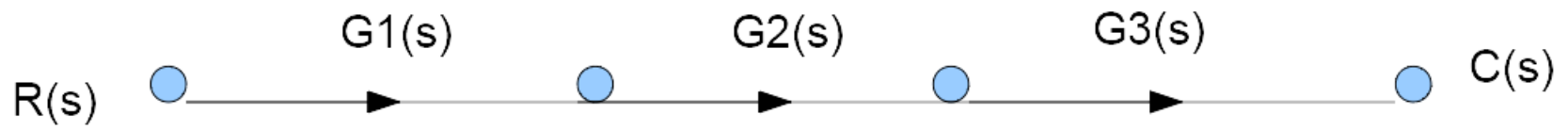
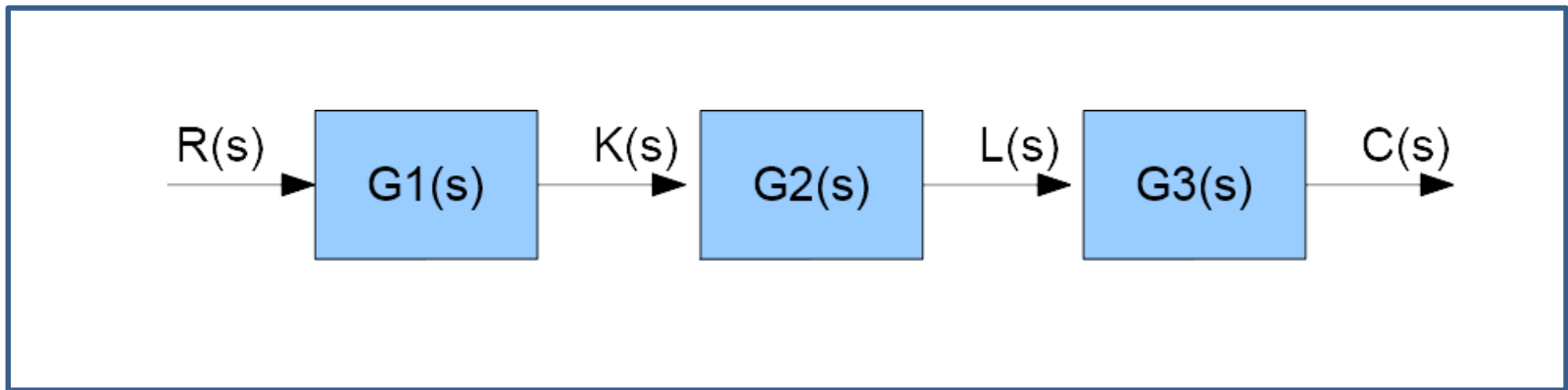
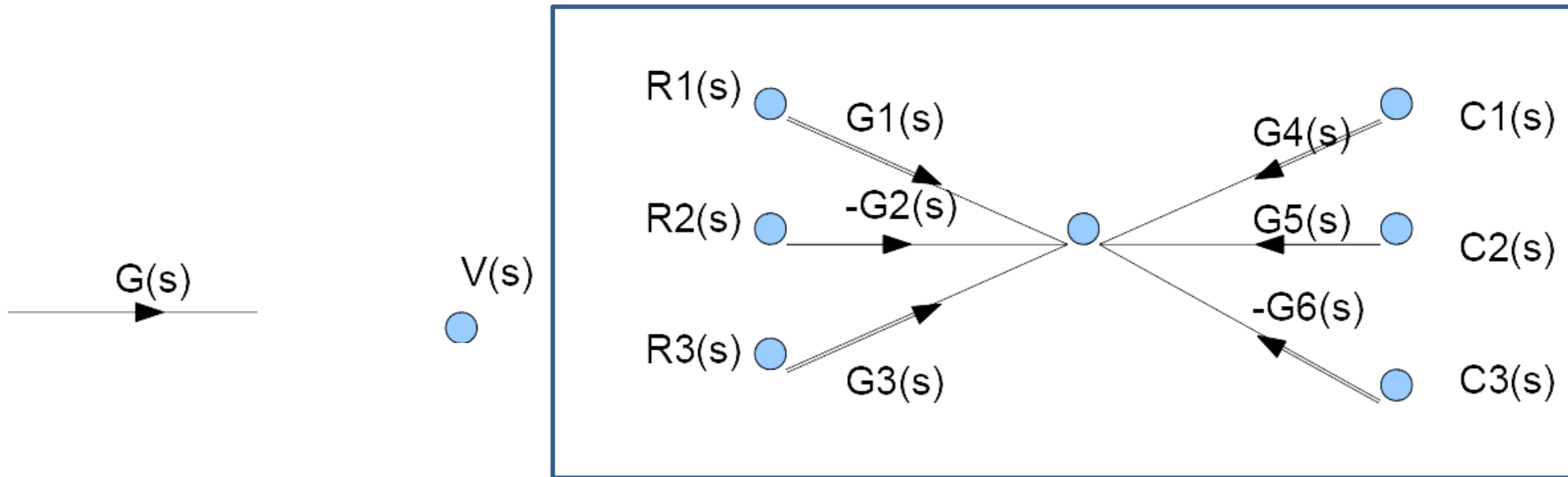
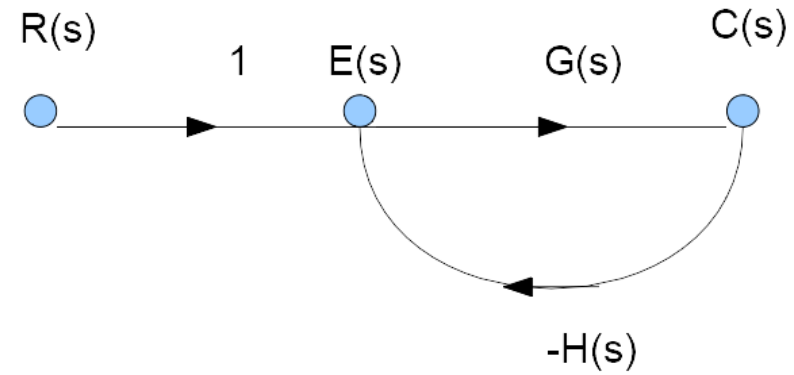
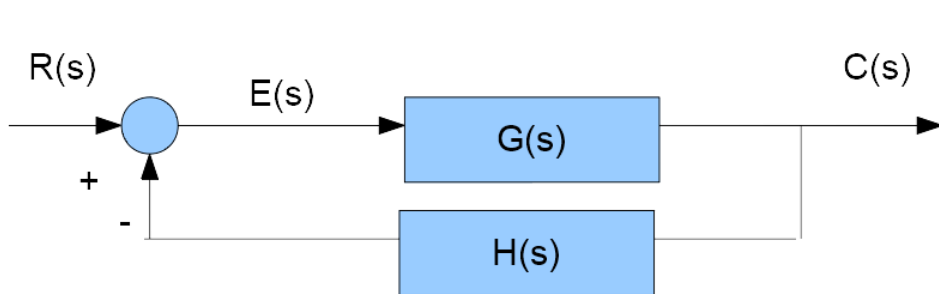
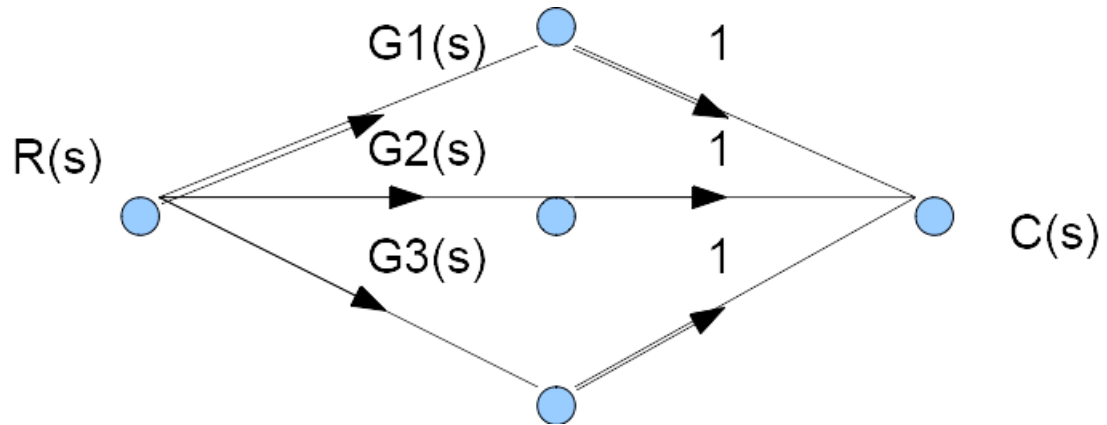
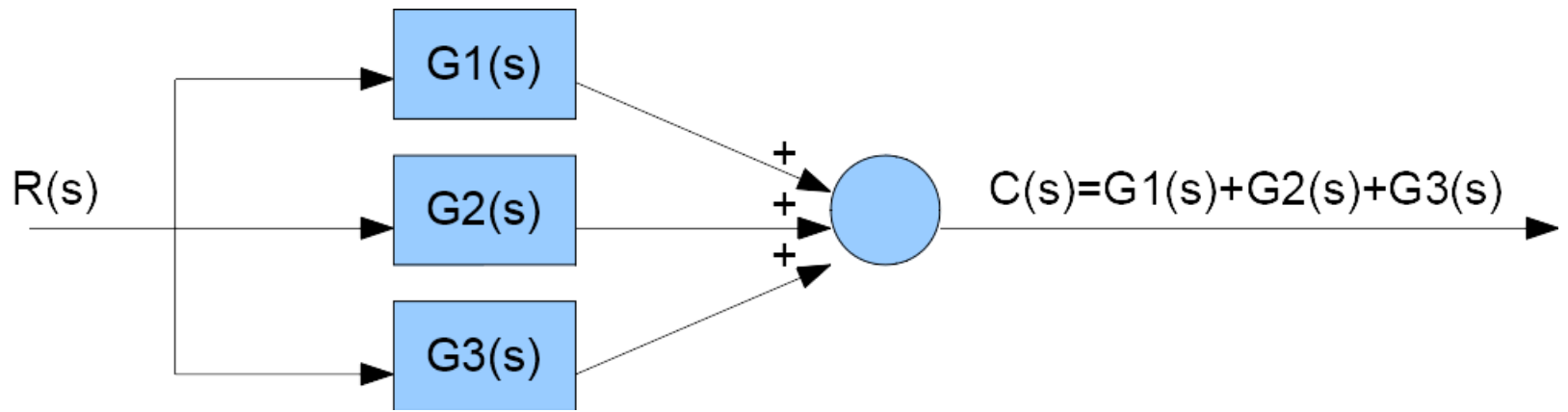


FEEDBACK CONTROL SYSTEMS

LECTURE NOTES-5

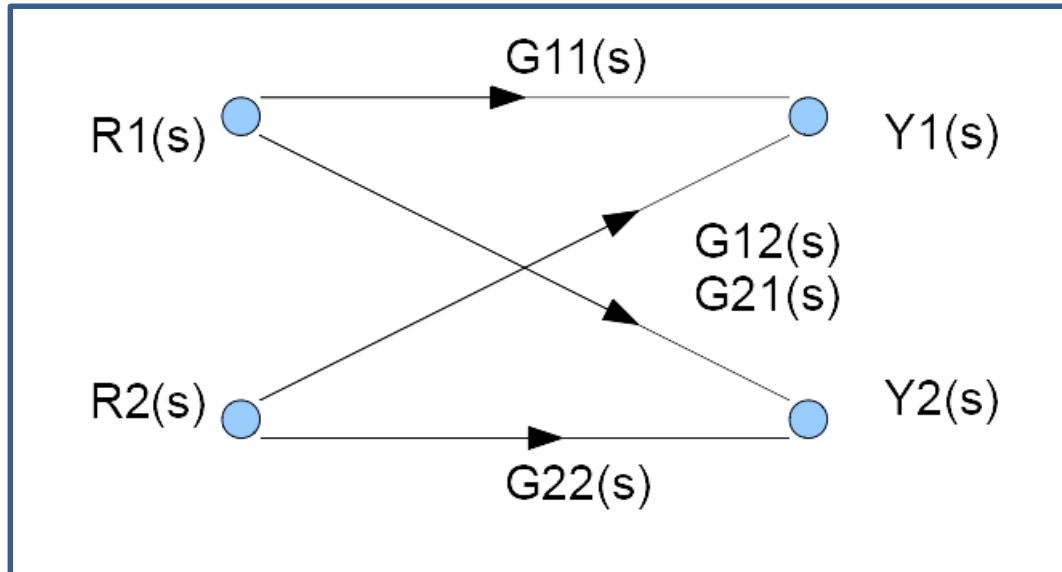
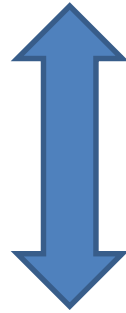
Signal-Flow Diagram





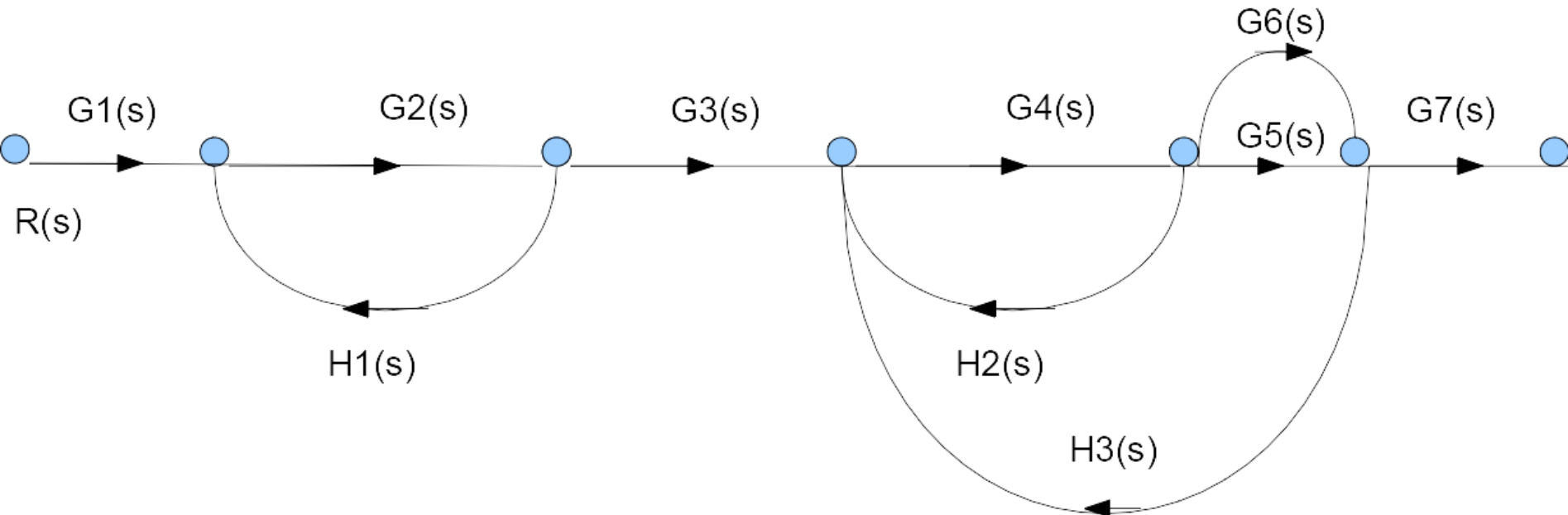
$$Y_1(s) = G_{11}(s)R_1(s) + G_{12}(s)R_2(s)$$

$$Y_2(s) = G_{21}(s)R_1(s) + G_{22}(s)R_2(s)$$



Mason's Rule – From Signal flow to Transfer Function

Loop Gain: Starts at a node and ends at the same node following the direction of the Signal flow without passing through any other node more than once.



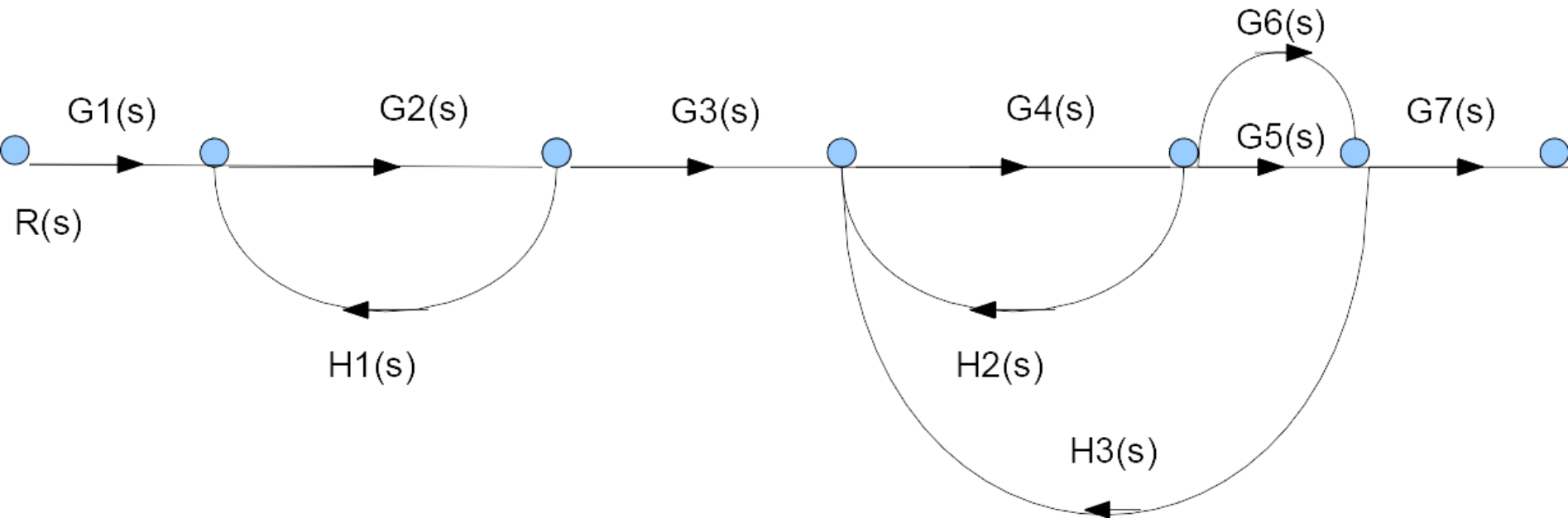
1. $G_2(s)H_1(s)$

2. $G_4(s)H_2(s)$

3. $G_4(s)G_5(s)H_3(s)$

4. $G_4(s)G_6(s)H_3(s)$

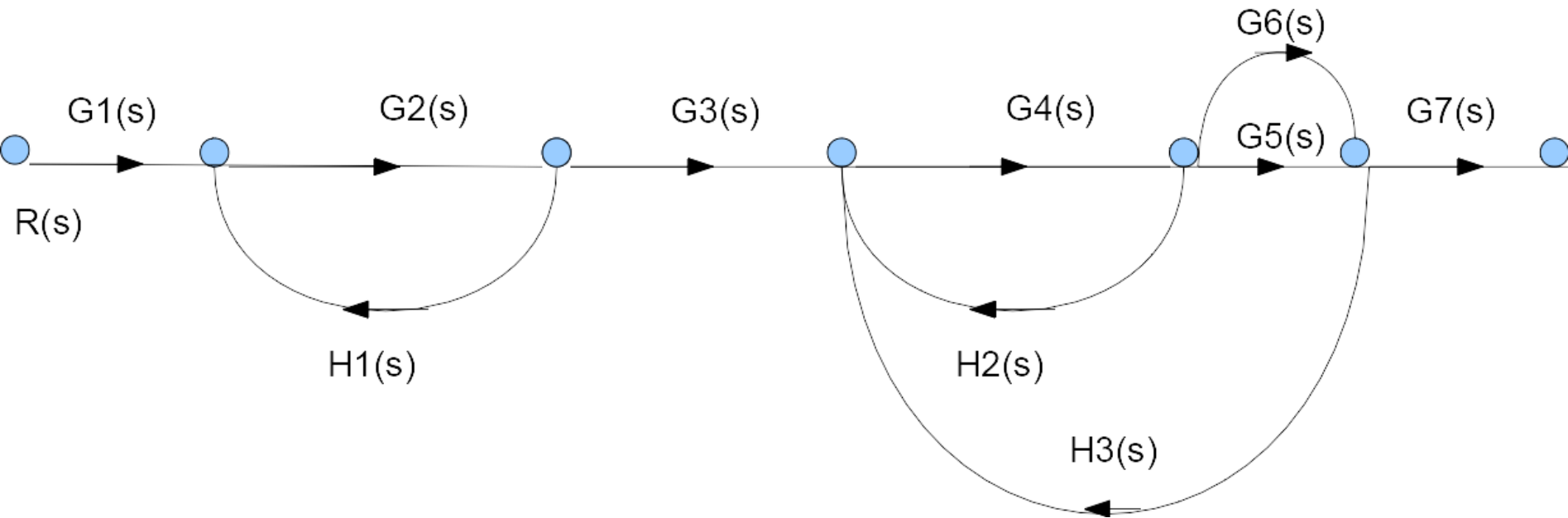
Forward-path Gain: Passing a path from the input to the output node of the signal Flow graph in the direction of signal flow.



1. $G_1(s)G_2(s)G_3(s)G_4(s)G_5(s)G_7(s)$

2. $G_1(s)G_2(s)G_3(s)G_4(s)G_6(s)G_7(s)$

Nontouching Loops: Loops that do not have any nodes in common



1. $[G_2(s)H_1(s)][G_4(s)H_2(s)]$
2. $[G_2(s)H_1(s)][G_4(s)G_5(s)H_3(s)]$
3. $[G_2(s)H_1(s)][G_4(s)G_6(s)H_3(s)]$

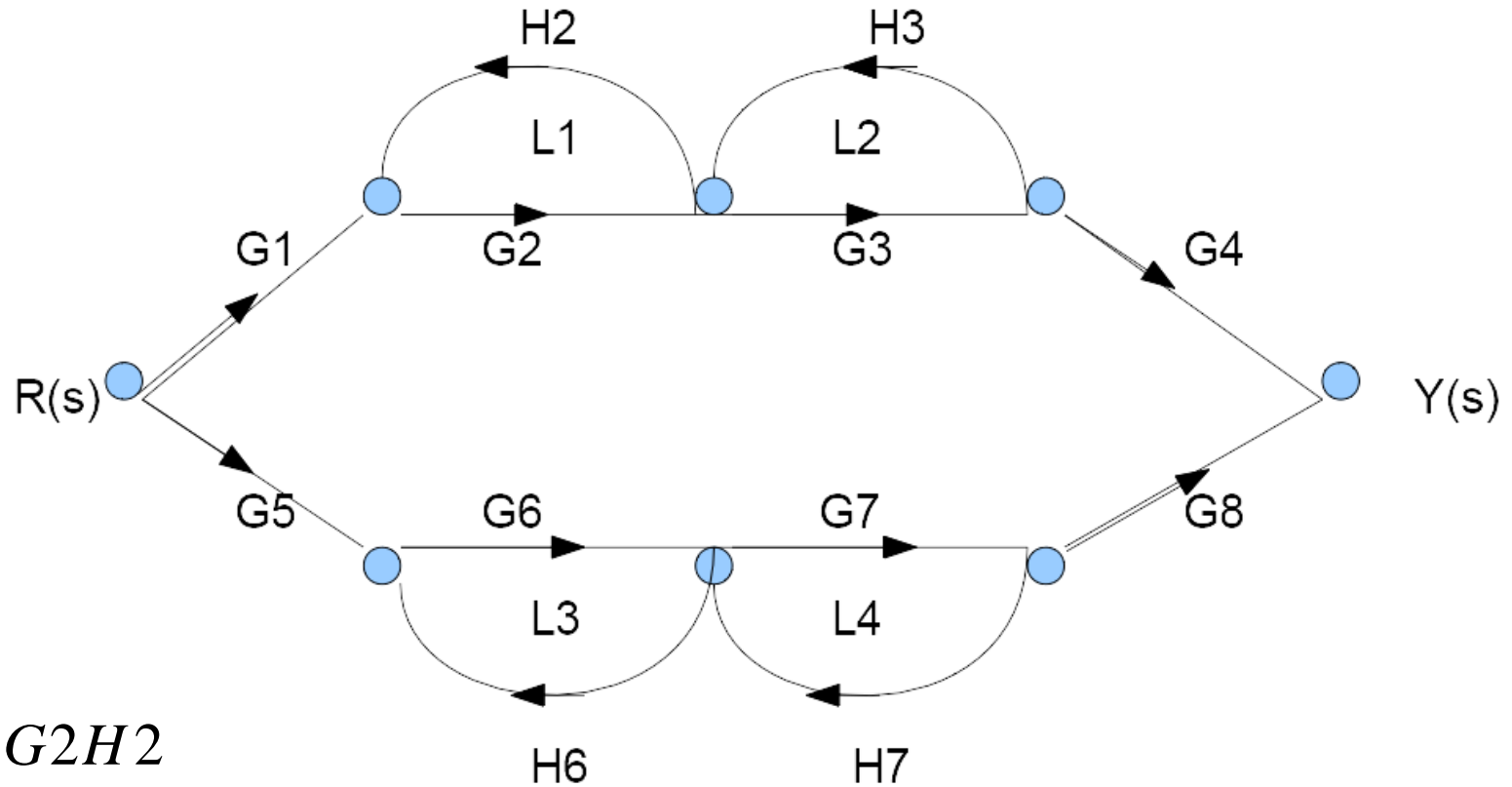
Mason's Rule:

The transfer function $C(s)/R(s)$ of a system is represented by

$$G(s) = \frac{C(s)}{R(s)} = \frac{\sum_{i=1}^k T_i \Delta_i}{\Delta}$$

- k = number of forward paths
- T_i = the i th forward path gain
- $\Delta = 1 - (\text{Sum})\text{loop gains} + (\text{Sum})\text{nontouching-loop gains taken two} - (\text{Sum})\text{non-touching-loop gains taken three} + \dots$
- $\Delta_i = \Delta - (\text{Sum})\text{loop gain terms in } \Delta \text{ that touch the } i\text{th forward path}$

Example: Find the transfer function $Y(s)/R(s)$ for the signal flow graph



$$L1 = G2H2$$

$$L2 = H3G3$$

$$L3 = G6H6$$

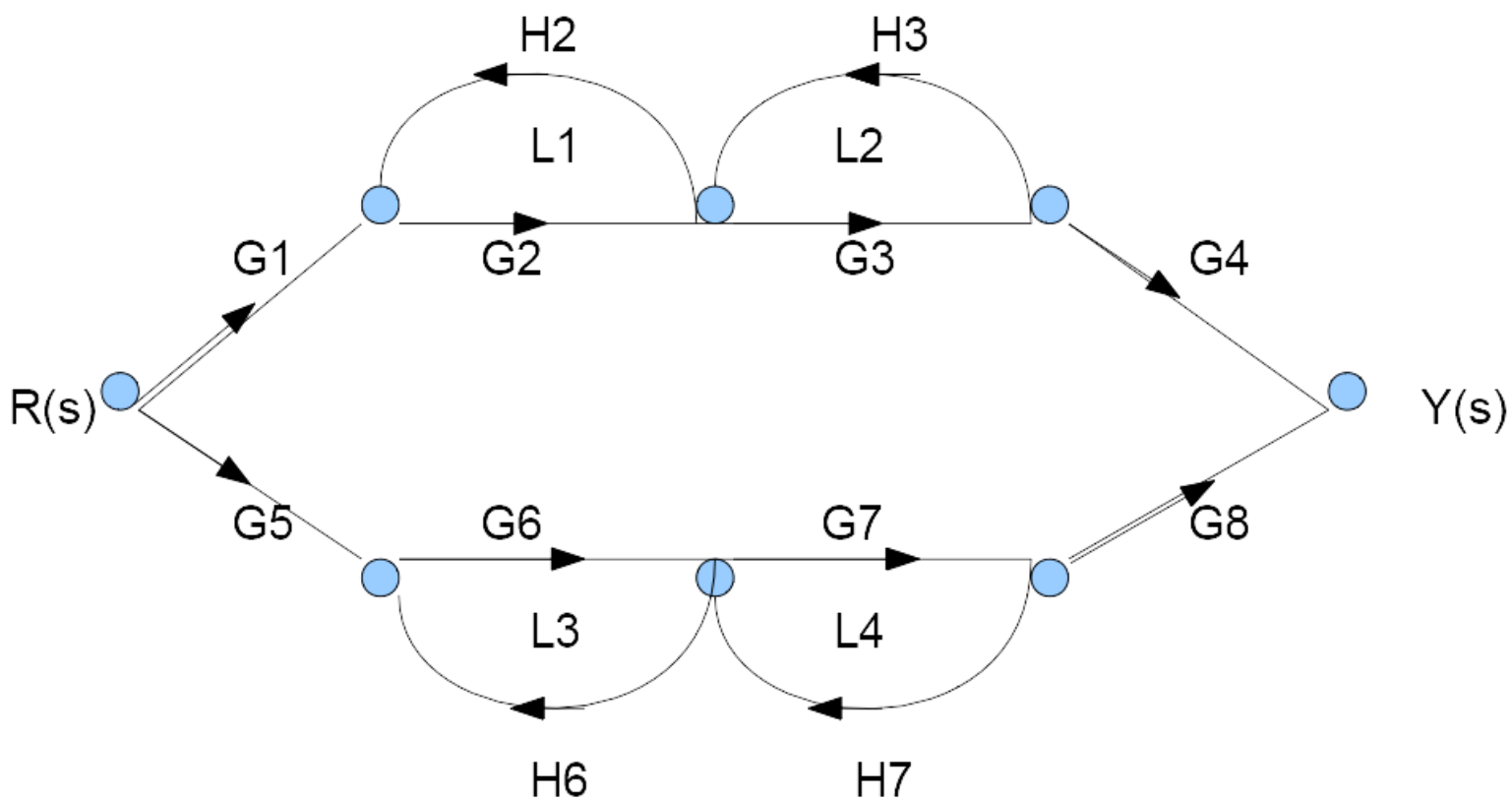
$$L4 = G7H7$$

$L1$ and $L2$ do not touch $L3$ and $L4$

$$\Delta = 1 - (L1 + L2 + L3 + L4) + (L1L3 + L1L4 + L2L3 + L2L4)$$

$$\Delta_1 = 1 - (L3 - L4)$$

$$\Delta_2 = 1 - (L1 + L2)$$



$$T(s) = \frac{Y(s)}{R(s)} = \frac{P1\Delta1 + P2\Delta2}{\Delta}$$

$$T(s) = \frac{G1G2G3G4(1 - L3 - L4) + G5G6G7G8(1 - L1 - L2)}{1 - L1 - L2 - L3 - L4 + L1L3 + L1L4 + L2L3 + L2L4}$$