#### OKLAHOMA STATE UNIVERSITY

SCHOOL OF ELECTRICAL AND COMPUTER ENGINEERING SCHOOL OF MECHANICALANDAEROSPACE ENGINEERING



ECEN 4413/MAE 4053 Automatic Control Systems Spring 2010



Midterm Exam #2

Choose any four out of five problems. Please specify which four listed below to be graded

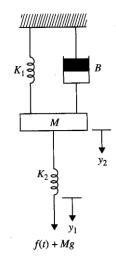
: 1)\_\_\_; 2)\_\_\_; 3)\_\_\_; 4)\_\_\_;

Name : \_\_\_\_\_\_

E-Mail Address:\_\_\_\_\_

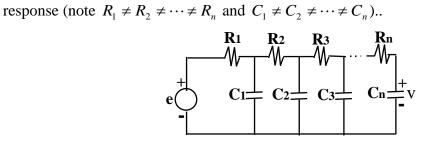
### Problem 1:

Write the equation of motion for the linear translational system shown below. Draw the state diagram using a minimum number of integrators. Write the state equation from the state diagram. Find the transfer functions  $Y_1(s)/F(s)$  and  $Y_2(s)/F(s)$ . Set Mg = 0 for reaching asymptotic equilibrium.



#### Problem 2:

Choose state variables appropriately and then derive the transfer function  $\frac{V(s)}{E(s)}$  for the given RC ladder circuit given below where *e* is the input source and *V* is the output



#### Problem 3:

For the system described by input-output differential equation given below,

$$\begin{cases} \ddot{y}_1 + 3\dot{y}_1 + 2(y_1 - y_2) = u_1 + \dot{u}_2 \\ \dot{y}_2 + 3(y_2 - y_1) = u_2 + 2\dot{u}_1 \end{cases}$$

find the state space representation in the form of

 $\dot{x}(t) = Ax(t) + bu(t)$ 

$$y(t) = cx(t) + du(t)$$

where input is  $u(t) = \begin{bmatrix} u_1(t) & u_2(t) \end{bmatrix}^T$  and output is  $y(t) = \begin{bmatrix} y_1(t) & y_2(t) \end{bmatrix}^T$ .

HINT: Choose state variables in such a way including  $u_2$  and  $u_1$  appropriately, so when dot equations are taken, the  $\dot{u}_2$  and  $\dot{u}_1$  will be absorbed.

# Problem 4:

For the state variable description,

$$\dot{x}(t) = \begin{bmatrix} 1 & 1 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix} x(t) + \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} u(t),$$
$$y(t) = \begin{bmatrix} 0 & 1 & 0 \end{bmatrix} x(t)$$

if  $u(t) = e^{-3t}u_s(t)$ , where  $u_s(t)$  is the unit step function and initial conditions are all zeros, find y(t).

## Problem 5:

Find the region of K in G(s) for which the G-Configuration (with unity feedback) will be

