

Branch : Open Elective Course : Elements of Control Systems Semester : Vth

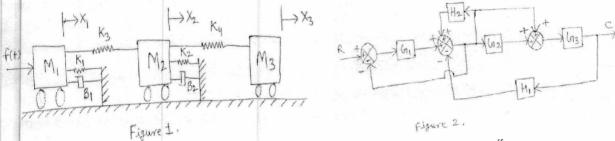
Code : EE-371

Time: 03:00 Hours

Maximum Marks: 50

Instruction: Attempt all the questions.

- Q. 1. Explain the relative merits and demerits of open and closed loop systems. Also explain the DC servomotor in detail with suitable examples.
- Q. 2. Draw the mechanical network (or nodal diagram) and write the nodal equations for the system shown in Fig. 1 and also draw the electrical current analog. [05]



Q. 3. A unity feedback system is characterized by an open-loop transfer function $G(s) = \frac{K}{s(s+10)}$. Determine the gain K so that the system will have a damping ratio of 0.5. For this value of K, determine settling time, peak overshoot and time to peak overshoot for a unit step input. [05]

- Q. 4. Find the transfer function for the block diagram shown in Fig. 2 using block diagram reduction technique. [05]
- **Q. 5.** Using Routh's stability criterion, ascertain stability for the following characteristic equation: $s^{6} + 2s^{5} + 8s^{4} + 12s^{3} + 20s^{2} + 16s + 16 = 0$ [05]
- **Q. 6.** Plot the root locus pattern of a system whose forward path transfer function is $G(s) = \frac{K}{s(s+2)(s+3)}$. [05]
- **Q.** 7. Sketch the Bode plot for a unity feedback system characterized by the open-loop transfer function $G(s) = \frac{K(1+0.2s)(1+0.025s)}{s^3(1+0.001s)(1+0.005s)}$, show that the system is conditionally stable and find the range of values of K for which the system is stable. Also find: (i) Gain Margin (GM), and (ii) Phase Margin (PM). [05]
- Q. 8. Explain: (a) State, (b) State Variables, (c) State Vector, (d) State Space, and (e) State models and state space [05] representation of linear continuous time systems with exaples.
- **Q.** 9. Find the state transition matrix $(\phi(t))$ for

$$\dot{x} = \begin{bmatrix} -2 & 1 & 0\\ 0 & -2 & 1\\ 0 & 0 & -2 \end{bmatrix} x$$
[05]

Q. 10. Determine the state Controllability and Observability of the system described by

$$\dot{x} = \begin{bmatrix} -3 & 1 & 1 \\ -1 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix} x + \begin{bmatrix} 0 & 1 \\ 0 & 0 \\ 2 & 1 \end{bmatrix} u \text{ and } y = \begin{bmatrix} 0 & 0 & 1 \\ 1 & 1 & 0 \end{bmatrix} x$$
[05]

**** All the Best ****