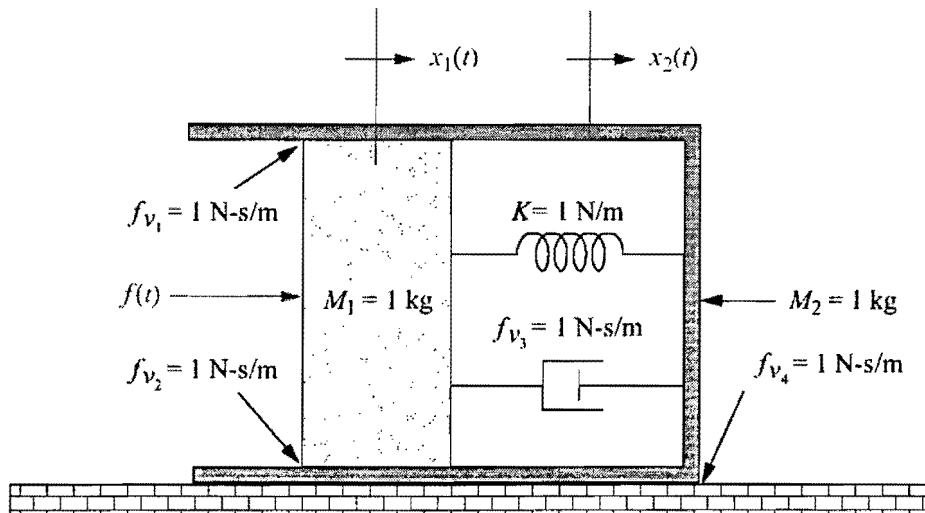




1. Find the transfer function,  $G(s) = X_2(s) / F(s)$ , for the system shown below (25%)



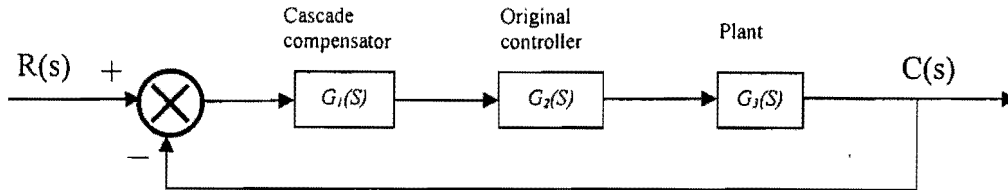
2. For a unity feedback system with transfer function  $G(s)$  shown below, do the following: (25%)

$$G(s) = \frac{K}{(s+1)^3(s+4)}$$

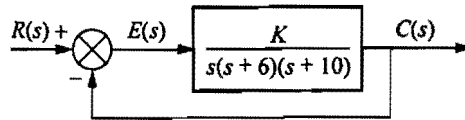
- (a) Find the range of  $K$  for stability. (10%)  
 (b) Find the value of  $K$  for marginal stability. (5%)  
 (c) Find the frequency of oscillation when the system is marginally stable. (10%)



3. 如下圖，被控制系統  $G_3(s)$  與原控制器  $G_2(s)$  無法滿足性能需求，於根軌跡技術的基礎下，試依下述提問回答 cascade compensator 的設計問題。25%



- 試說明 3 類能改善穩態誤差 (steady state error) 的 cascade compensators.
  - 試說明 3 類能改善暫態反應 (transient response) 的 cascade compensators.
  - 試說明前述解答中能以 passive network 實現的 cascade compensators (測試對此領域的通盤理解程度)
4. 被控制系統如下圖所示；請設計補償器，使補償後系統的 %OS 與補償前相同維持在 20%、補償後系統的  $T_s$  降為補償前的 50%、補償後系統的 steady state error 降為補償前的 10%；請以簡圖及簡短的註解，說明補償器的完整設計流程。25% (可能涉及的公式如後所列；不需詳細作圖，只要顯示你知道怎樣解題即可)



$$T_p = \frac{\pi}{\omega_d \sqrt{1-t^2}} = \frac{\pi}{\omega_d} \quad \%OS = e^{-\zeta\pi/\sqrt{1-\zeta^2}} \times 100\%$$

$$T_s \cong \frac{4}{\zeta\omega_n} = \frac{4}{\sigma_d} \quad \zeta = \cos\theta$$