

Reminder: Rules for Sketching Root Loci

There are *six rules* for sketching root loci. These rules are mainly qualitative, and their purpose is to give intuition about impact of poles and zeros on performance.

These rules are:

- ▶ **Rule A** — number of branches (= number of open loop poles)
- ▶ **Rule B** — start points (= open loop poles)
- ▶ **Rule C** — end points (= open loop zeros)
- ▶ **Rule D** — real locus (located relative to *real* open-loop poles/zeros)
- ▶ **Rule E** — asymptotes
- ▶ **Rule F** — $j\omega$ -crossings

Last time, we have covered Rules A–C (and a bit of D ...)