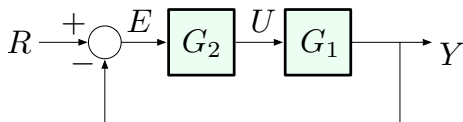


Unity Feedback

Other feedback configurations are also possible:



This is called *unity feedback* — no component on the feedback path.

Common structure (saw this in Lecture 1):

- ▶ R = reference
- ▶ U = control input
- ▶ Y = output
- ▶ E = error
- ▶ G_1 = plant (also denoted by P)
- ▶ G_2 = controller or compensator (also denoted by C or K)