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The essential introduction to the principles and applications of feedback systems—now fully revised and expanded This textbook covers the mathematics needed to model, analyze, and design feedback systems. Now more user-friendly than ever, this revised and expanded edition of Feedback Systems is a one-volume resource for students and researchers in mathematics and engineering. It has applications across a range of disciplines that utilize feedback in physical,

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biological, information, and economic systems. Karl Åström and Richard Murray use techniques from physics, computer science, and operations research to introduce control-oriented modeling. They begin with state space tools for analysis and design, including stability of solutions, Lyapunov functions, reachability, state feedback observability, and estimators. The matrix exponential plays a central role in the analysis of linear control systems, allowing a concise development of many of the key concepts for this class of models. Åström and Murray then develop and explain tools in the frequency domain, including transfer functions, Nyquist analysis, PID control, frequency domain design, and robustness. Features a new chapter on design principles and tools, illustrating the types of problems that can be solved using feedback Includes a new chapter on fundamental limits and new material on the Routh-Hurwitz criterion and root locus plots Provides exercises at the end of every chapter Comes with an electronic solutions manual An ideal textbook for undergraduate and graduate students Indispensable for researchers seeking a self-contained resource on control theory

Practical Design and Application of Model Predictive Control is a self-learning resource on how to design, tune and deploy an MPC using MATLAB® and Simulink®. This reference is one of the most detailed publications on how to design and tune MPC controllers. Examples presented range from double-Mass spring system, ship heading and speed control, robustness analysis through Monte-Carlo simulations, photovoltaic optimal control, and energy management of power-split and air-handling control. Readers will also learn how to embed the designed MPC controller in a real-time platform such as Arduino®. The selected problems are nonlinear and challenging, and thus serve as an excellent

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experimental, dynamic system to show the reader the capability of MPC. The step-by-step solutions of the problems are thoroughly documented to allow the reader to easily replicate the results. Furthermore, the MATLAB® and Simulink® codes for the solutions are available for free download. Readers can connect with the authors through the dedicated website which includes additional free resources at www.practicalmpc.com. Illustrates how to design, tune and deploy MPC for projects in a quick manner Demonstrates a variety of applications that are solved using MATLAB® and Simulink® Bridges the gap in providing a number of realistic problems with very hands-on training Provides MATLAB® and Simulink® code solutions. This includes nonlinear plant models that the reader can use for other projects and research work Presents application problems with solutions to help reinforce the information learned

The book starts with an historical overview of road vehicles. The first part deals with the forces exchanged between the vehicle and the road and the vehicle and the air with the aim of supplying the physical facts and the relevant mathematical models about the forces which dominate the dynamics of the vehicle. The second part deals with the dynamic behaviour of the vehicle in normal driving conditions with some extensions towards conditions encountered in high-speed racing driving.

Contents: Short Historical Notes on Motor Vehicles
Forces Acting between Road and Wheel
Road Vehicle Aerodynamics
Longitudinal Dynamics
Handling of a Rigid Vehicle
Motor Vehicle on Elastic Suspensions
Road Accidents

Readership: Mechanical engineers. keywords: Motor Vehicle Dynamics; Motor Vehicle Handling; Motor Vehicle Comfort; Motor Vehicle Stability; Motor Vehicle Simulation; Motor Vehicle Aerodynamics; Motor Vehicle Suspensions; Tires; Road Accidents; Vehicle-Driver Interaction

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“... the author provides an interesting and comprehensive treatment of a very complicated subject ... it would be a good addition to the bookshelf of any engineer with an interest in vehicle dynamics or general automotive technology.” Applied Mechanics Reviews

Speech and audio processing has undergone a revolution in preceding decades that has accelerated in the last few years generating game-changing technologies such as truly successful speech recognition systems; a goal that had remained out of reach until very recently. This book gives the reader a comprehensive overview of such contemporary speech and audio processing techniques with an emphasis on practical implementations and illustrations using MATLAB code. Core concepts are firstly covered giving an introduction to the physics of audio and vibration together with their representations using complex numbers, Z transforms and frequency analysis transforms such as the FFT. Later chapters give a description of the human auditory system and the fundamentals of psychoacoustics. Insights, results, and analyses given in these chapters are subsequently used as the basis of understanding of the middle section of the book covering: wideband audio compression (MP3 audio etc.), speech recognition and speech coding. The final chapter covers musical synthesis and applications describing methods such as (and giving MATLAB examples of) AM, FM and ring modulation techniques. This chapter gives a final example of the use of time-frequency modification to implement a so-called phase vocoder for time stretching (in MATLAB). Features A comprehensive overview of contemporary speech and audio processing techniques from perceptual and physical acoustic models to a thorough background in relevant digital signal processing techniques together with an exploration of speech and audio

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applications. A carefully paced progression of complexity of the described methods; building, in many cases, from first principles. Speech and wideband audio coding together with a description of associated standardised codecs (e.g. MP3, AAC and GSM). Speech recognition: Feature extraction (e.g. MFCC features), Hidden Markov Models (HMMs) and deep learning techniques such as Long Short-Time Memory (LSTM) methods. Book and computer-based problems at the end of each chapter. Contains numerous real-world examples backed up by many MATLAB functions and code.

This text includes the following chapters and appendices: • Elementary Signals • The Laplace Transformation • The Inverse Laplace Transformation • Circuit Analysis with Laplace Transforms • State Variables and State Equations • The Impulse Response and Convolution • Fourier Series • The Fourier Transform • Discrete Time Systems and the Z Transform • The DFT and The FFT Algorithm • Analog and Digital Filters • Introduction to MATLAB® • Introduction to Simulink® • Review of Complex Numbers • Review of Matrices and Determinants Each chapter contains numerous practical applications supplemented with detailed instructions for using MATLAB and Simulink to obtain accurate and quick solutions.

Shows readers how to exploit the capabilities of the MATLAB® Robust Control and Control Systems Toolboxes to the fullest using practical robust control examples.

The book blends readability and accessibility common to undergraduate control systems texts with the mathematical rigor necessary to form a solid theoretical foundation. Appendices cover linear algebra and provide a Matlab overview and files. The reviewers pointed out that this is an

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ambitious project but one that will pay off because of the lack of good up-to-date textbooks in the area.

UP-TO-DATE, TECHNICALLY ACCURATE COVERAGE OF ESSENTIAL TOPICS IN IMAGE AND VIDEO PROCESSING

This is the first book to combine image and video processing with a practical MATLAB®-oriented approach in order to demonstrate the most important image and video techniques and algorithms. Utilizing minimal math, the contents are presented in a clear, objective manner, emphasizing and encouraging experimentation. The book has been organized into two parts. Part I: Image Processing begins with an overview of the field, then introduces the fundamental concepts, notation, and terminology associated with image representation and basic image processing operations. Next, it discusses MATLAB® and its Image Processing Toolbox with the start of a series of chapters with hands-on activities and step-by-step tutorials. These chapters cover image acquisition and digitization; arithmetic, logic, and geometric operations; point-based, histogram-based, and neighborhood-based image enhancement techniques; the Fourier Transform and relevant frequency-domain image filtering techniques; image restoration; mathematical morphology; edge detection techniques; image segmentation; image compression and coding; and feature extraction and representation. Part II: Video Processing presents the main concepts and terminology associated with analog video signals and systems, as well as digital video formats and standards. It then describes the technically involved problem of standards conversion, discusses motion estimation and compensation techniques, shows how video sequences can be filtered, and concludes with an example of a solution to object detection and tracking in video sequences using MATLAB®. Extra features of this book include: More than 30 MATLAB®

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tutorials, which consist of step-by-step guides to exploring image and video processing techniques using MATLAB® Chapters supported by figures, examples, illustrative problems, and exercises Useful websites and an extensive list of bibliographical references This accessible text is ideal for upper-level undergraduate and graduate students in digital image and video processing courses, as well as for engineers, researchers, software developers, practitioners, and anyone who wishes to learn about these increasingly popular topics on their own.

Satellites are used increasingly in telecommunications, scientific research, surveillance, and meteorology, and these satellites rely heavily on the effectiveness of complex onboard control systems. This 1997 book explains the basic theory of spacecraft dynamics and control and the practical aspects of controlling a satellite. The emphasis throughout is on analyzing and solving real-world engineering problems. For example, the author discusses orbital and rotational dynamics of spacecraft under a variety of environmental conditions, along with the realistic constraints imposed by available hardware. Among the topics covered are orbital dynamics, attitude dynamics, gravity gradient stabilization, single and dual spin stabilization, attitude maneuvers, attitude stabilization, and structural dynamics and liquid sloshing.

An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from

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your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals and systems.

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