Handout 10: Notch compensation

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**Notch Compensation goals:** Kill nasty frequencies (eg resonant frequencies).

Canonical Notch element:

\[ K_{\text{notch}}(s) = \frac{(s/\omega)^2 + 2 \zeta (s/\omega)s + 1}{(s/\omega + 1)^2} \]

Bode plot of Notch element
Use lead compensation:

Root-locus:

Bode Plot: