
Handout 10: Notch compensation

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

Canonical Notch element:

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

Bode plot of Notch element

Use lead compensation:

Root-locus:

Bode Plot: