表 2.6(1)　ブロック線図の基本変換

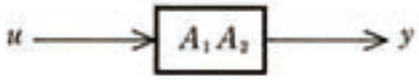
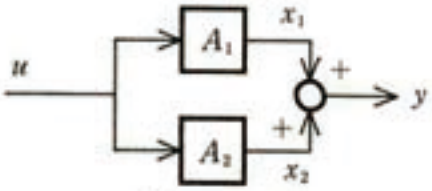
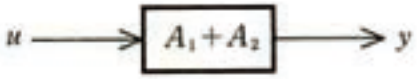
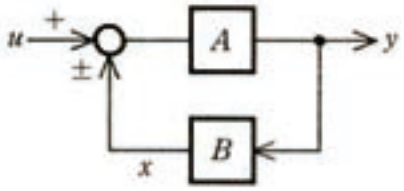
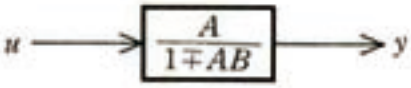
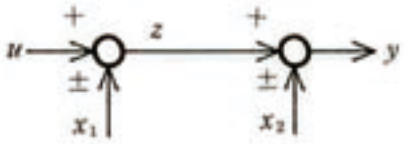
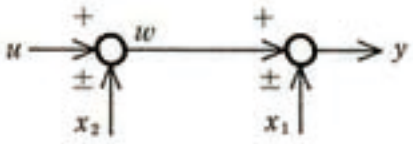
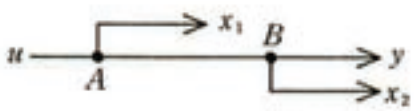
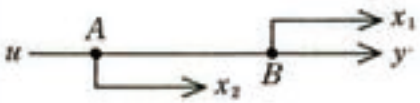
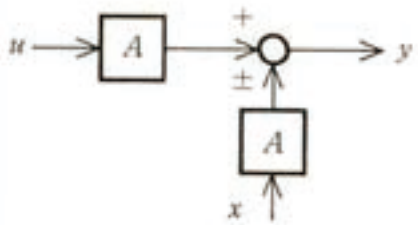
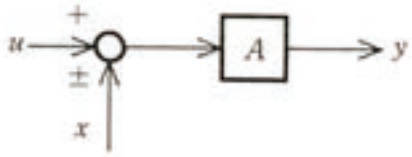
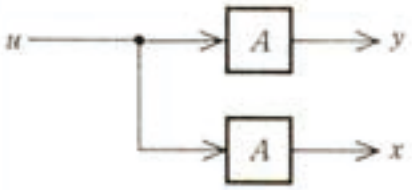
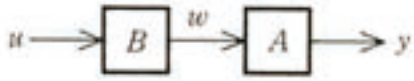
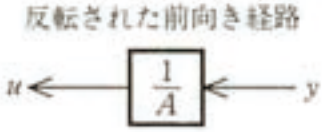
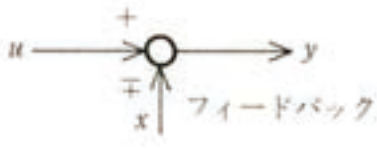
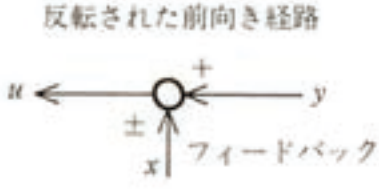
		I	II
1	直列接続（カスケード）	 $x=A_1u$ $y=A_2x$	 x を消去して $y=A_1A_2u$
2	並列接続	 $x_1=A_1u$ ，$x_2=A_2u$ $y=x_1+x_2$	 x_1，x_2を消去して $y=(A_1+A_2)u$
3	フィードバック接続	 $y=A(u\pm x)$ $x=By$	 x を消去して $y=\dfrac{A}{1\mp AB}u$
4	加算点の交換	 $z=u\pm x_1$，$y=z\pm x_2$	 $w=u\pm x_2$，$y=w\pm x_1$
5	分岐点の交換	 $x_1=u$，$x_2=u$，$y=u$	 $x_1=u$，$x_2=u$，$y=u$

表 2.6(2)　ブロック線図の基本変換

		I	II
6	加算点の移動	 $y=Au\pm Ax$	 $y=A(u\pm x)$
7	分岐点の移動	 $y=Au,\ x=Au$	 $y=Au,\ x=y$
8	伝達要素の交換	 $x=Au,\ y=Bx$	 $w=Bu,\ y=Aw$
9	伝達関数における反転	 $y=Au$	 $u=\frac{1}{A}y$
10	加算点における反転	 $y=u\mp x$	 $u=y\pm x$