MASON'S GAIN RULE

An example of finding the transfer function of a system represented by a block diagram using Mason's rule. This problem has also been worked using a matrix solution; see the file MatrixSolution.pdf.

The Problem:



Mason's Gain Rule:

M = transfer function or gain of the system



- M_i = gain of one forward path
- j = an integer representing the forward paths in the system
- $\Delta_i = 1 \text{the loops remaining after removing path } i$. If none remain, then $\Delta_i = 1$.
- $\Delta = 1 \Sigma$ loop gains + Σ nontouching loop gains taken two at a time - Σ nontouching loop gains taken three at a time + Σ nontouching loop gains taken four at a time - · · ·

1) Find the forward paths and their gains:

A forward path is a path from R(s) to C(s) that does not cross the same point more than once. There are two forward paths in this example, so we have a j = 1and a j = 2. The two paths are:

$$M_1 = G_1 G_2 G_3$$
 and $M_2 = G_4$

2) Find the loops and their gains:

A loop is a closed path that can be negotiated without crossing the same point more than once. There are five loops in this example:

Loop $1 = -G_1G_2H_1$ Loop $2 = -G_2G_3H_2$ Loop $3 = -G_1G_2G_3H_3$ Loop $5 = G_4H_2G_2H_1$

3) Find the $\Delta_j s$:

If we eliminate the path $M_1 = G_1 G_2 G_3$	If we eliminate the path $M_2 = G_4$ from
from the system, no complete loops	the system, no complete loops remain
remain so:	so:
$\Delta_1 = 1$	$\Delta_2 = 1$

4) Find Δ :

Since there are no nontouching loop pairs in this example, Δ will just be one minus the sum of the loop gains:

$$\Delta = 1 - \left[\left(-G_1 G_2 H_1 \right) + \left(-G_2 G_3 H_2 \right) + \left(-G_1 G_2 G_3 H_3 \right) + \left(-G_4 H_3 \right) + \left(G_4 H_2 G_2 H_1 \right) \right]$$

The Solution:

Mason's Rule:
$$M = \frac{\sum_{j} M_{j} \Delta_{j}}{\Delta}$$

Applying the formula for Mason's rule, we have the transfer function:

$$\frac{C(s)}{R(s)} = M = \frac{G_1 G_2 G_3 + G_4}{1 + G_1 G_2 H_1 + G_2 G_3 H_2 + G_1 G_2 G_3 H_3 + G_4 H_3 - G_4 H_2 G_2 H_1}$$