

Medium

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A unity feedback system has open-loop transfer function such that it is a type-1 system and subjected to a unit step input, then 1. The steady-state error for step input

A

1, 2 and 3 only

Correct

B

1 and 3 only

C

2 and 3 only

D

All of the above

Correct Answer: A

Full Detailed Explanation

Correct Answer: A - 1, 2 and 3 only Quick Concept Explanation It determines the order of polynomial input that can be tracked with zero/finite/infinite steady-state error, provided the closed loop is stable. Static-error constants directly produce the truth set {1,2,3}. Key relation: Type 1: $K_p = \lim_{s \rightarrow 0} sGH = \infty$, $ess, step = 1/(1+K_p) = 0$; $K_v = \lim_{s \rightarrow 0} sGH$ finite, $ess, ramp = 1/K_v$. Exam focus: Type-1 mnemonic: step zero error; ramp finite error; parabolic infinite error. Common trap: Ignoring the closed-loop stability condition when applying steady-state error formulas. Statement-wise Verification Statement 1 - Correct. The steady-state error for step input is zero. One integrator makes the position constant K_p infinite, so unit-step steady-state error is zero (for a stable closed loop). Statement 2 - Correct. The steady-state error for ramp input is finite. The velocity constant K_v is finite for a type-1 system, so unit-ramp error is finite. Statement 3 - Correct. Increasing system gain reduces steady-state error for ramp input. Increasing system gain typically increases K_v and therefore reduces $ess, ramp = 1/K_v$. Statement 4 - Incorrect. The steady-state error for step input increases with increase in gain. Step error remains zero for a stable type-1 system; it does not increase with gain. Core Concept System type is the number of pure integrators in the open-loop transfer