

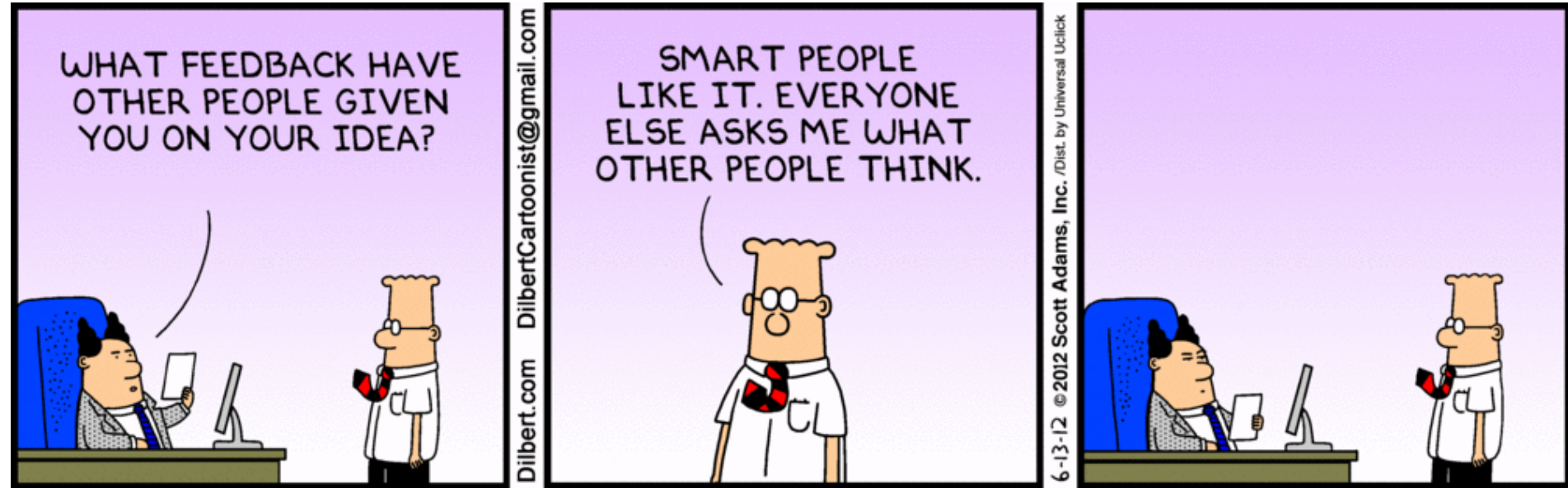
Feedback Control

Sources: 3400 lecture from Justin Selig and Adarsh Jayakumar, 2017

Based on ECE 2100/2200 knowledge

MAE 4780/5780: Feedback Control Systems

ECE 4530: Analog Integrated Circuit Design → ECE 5540: Advanced Analog Integrated VLSI Circuit Design

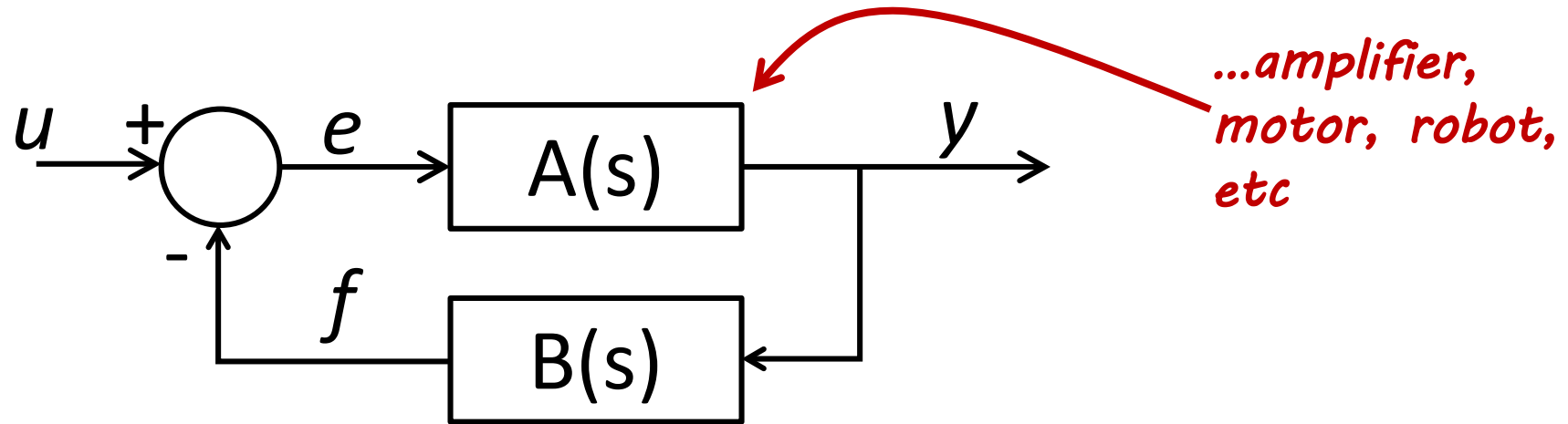


- Introduction
- EE-version
- Robot-version
- Servos!
- ...and a little EE again

ECE 3400: Intelligent Physical Systems

Feedback Control

Optimizing a system's performance by feeding its output back into its input.

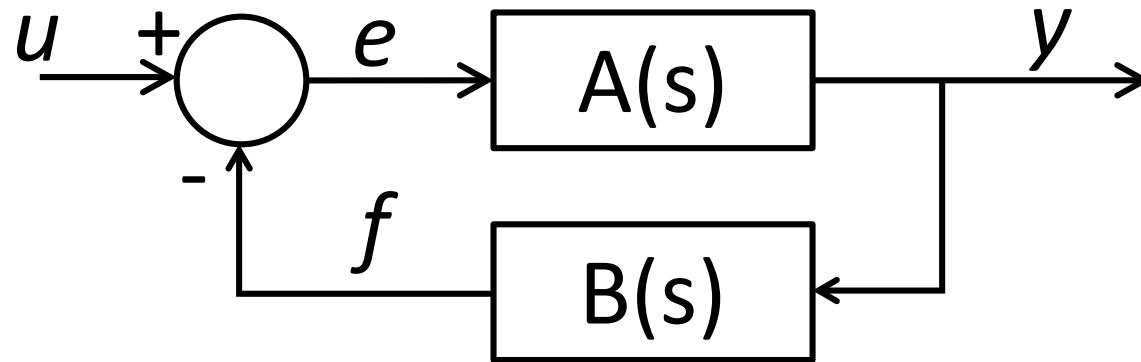


Why should you care now?

- Reason about circuit design
- Used for speed control in the servos
- Better line following
- etc...

Feedback Control

Optimizing a system's performance by feeding its output back into its input.

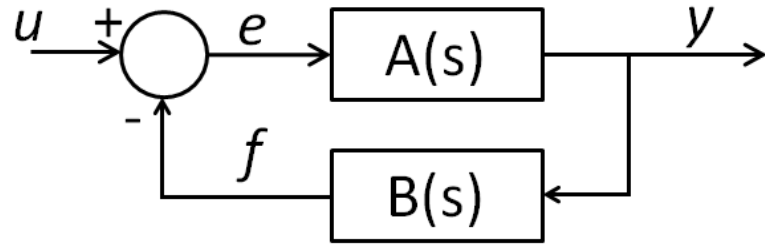


- $y = eA(s)$
- $f = yB(s)$
- $e = u - f$

$$y = eA(s) = A(s) [u - f] = A(s) [u - yB(s)] = uA(s) - yA(s)B(s)$$

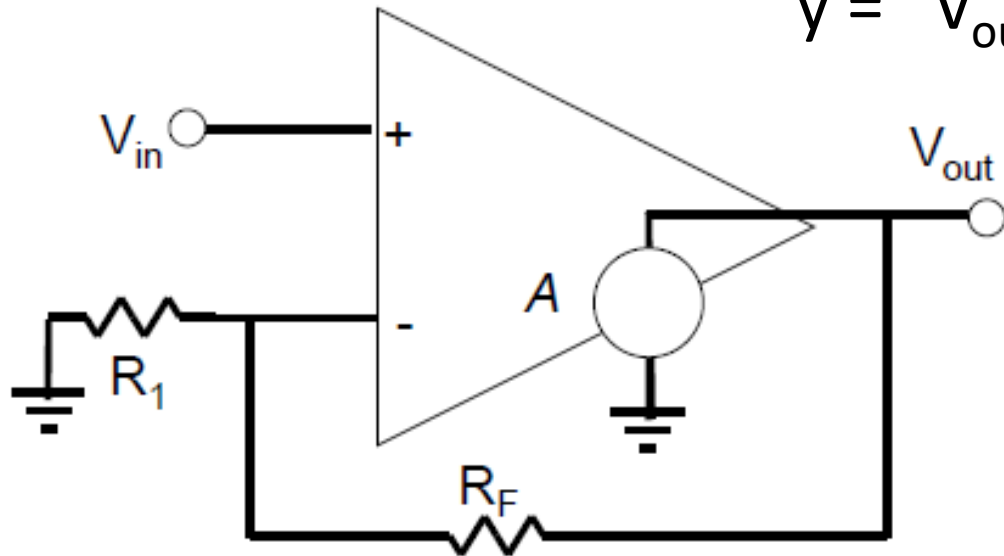
$$H(s) = \frac{y}{u} = \frac{A(s)}{1 + A(s)B(s)}$$

Feedback in a Non-Inverting OpAmp



$$H(s) = \frac{y}{u} = \frac{A(s)}{1+A(s)B(s)}$$

Circuit Analysis



$$u = V_{in}$$

$$y = V_{out}$$

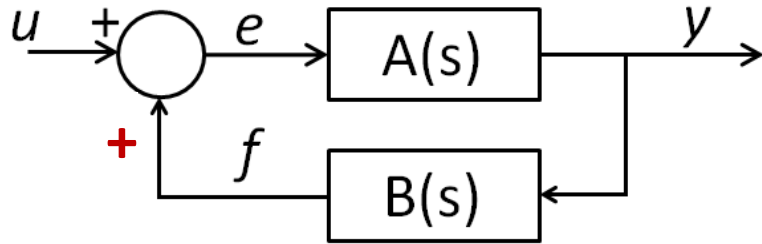
$$A(s) = A_v \quad B(s) = \frac{R_1}{R_1 + R_f}$$

$$H(s) = \frac{V_{out}}{V_{in}} = \frac{A(s)}{1+A(s)B(s)} = \frac{A_v(R_1 + R_f)}{(R_1 + R_f + A_v R_1)}$$

For $A_v \rightarrow \infty$

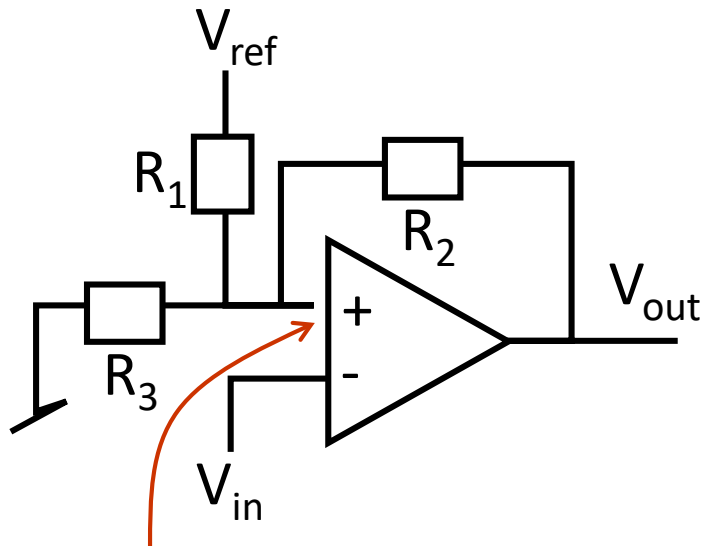
$$\frac{V_{out}}{V_{in}} = \frac{R_1}{R_1 + R_f} = 1 + \frac{R_f}{R_1}$$

Feedback in a Schmitt Trigger



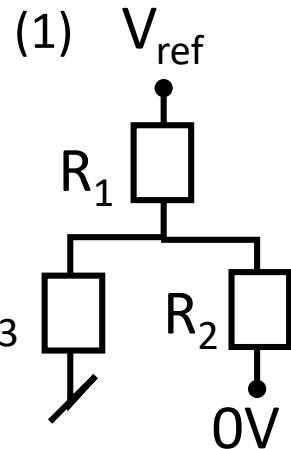
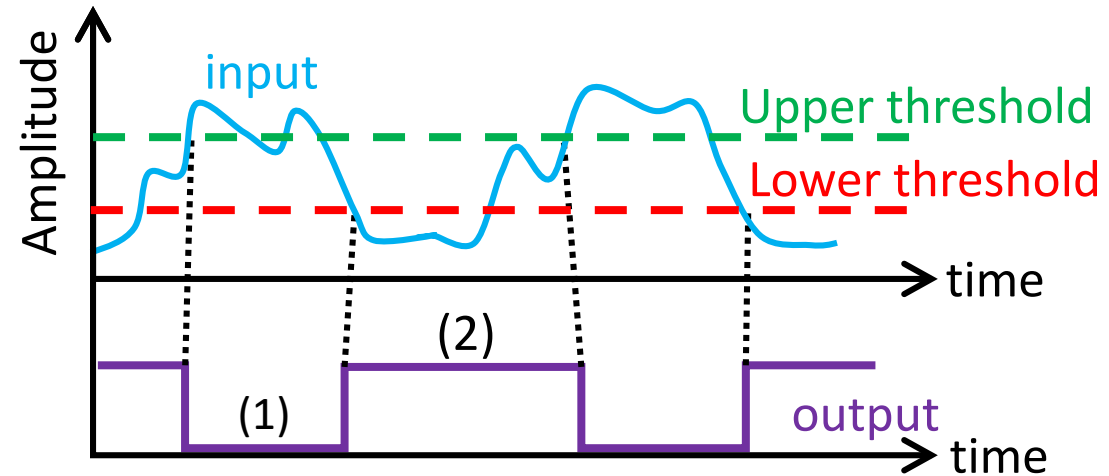
$$H(s) = \frac{y}{u} = \frac{A(s)}{1+A(s)B(s)}$$

Circuit Analysis



Positive feedback!

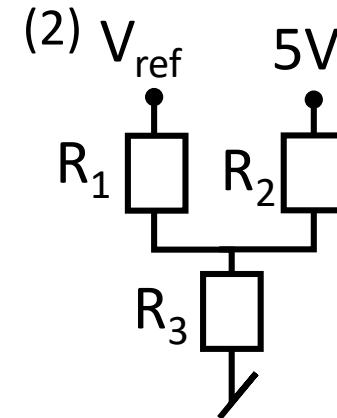
$$R_1 = R_2 = R_3 = 10K$$



$$V_{out} = 0V$$

$$V_a = \frac{(R_2 || R_3)V_{ref}}{R_1 + R_2 || R_3}$$

$$V_a = 1.66V$$

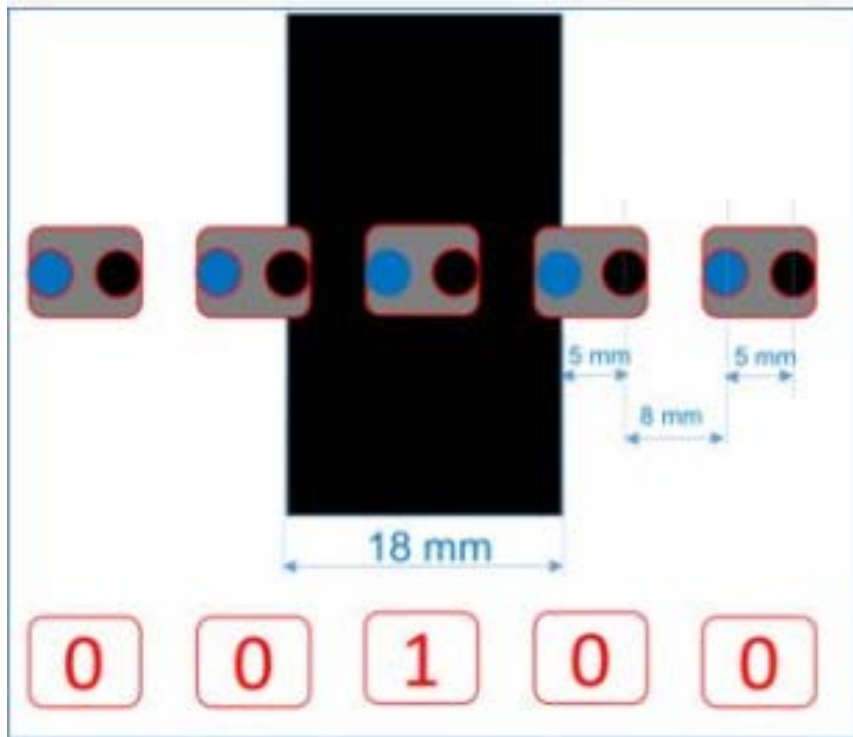


$$V_{out} = 5V$$

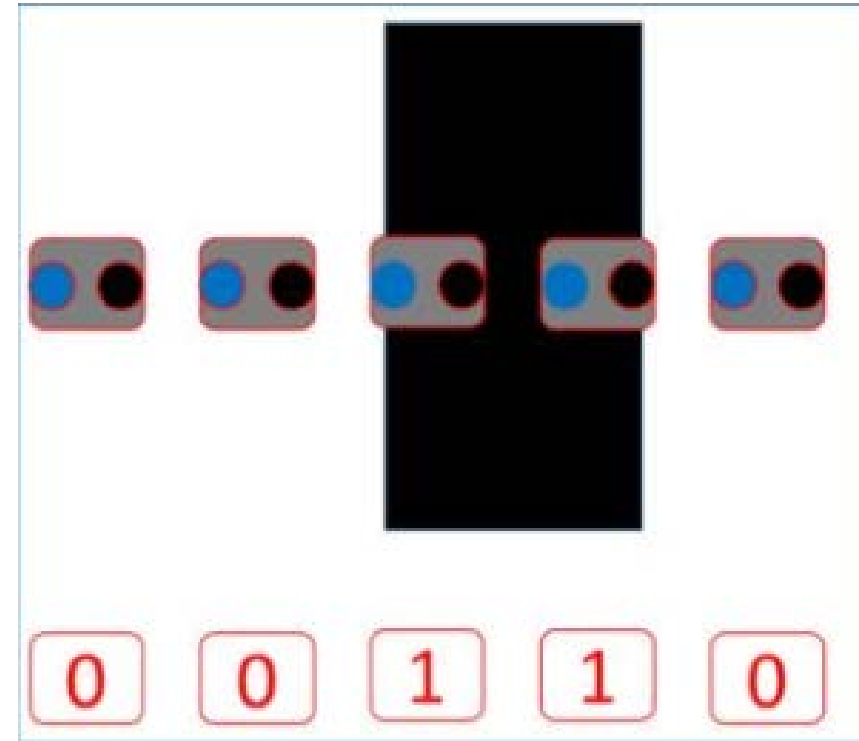
$$V_a = \frac{R_2 V_{ref}}{R_2 + R_1 || R_3}$$

$$V_a = 3.3V$$

Feedback Control and Line Following



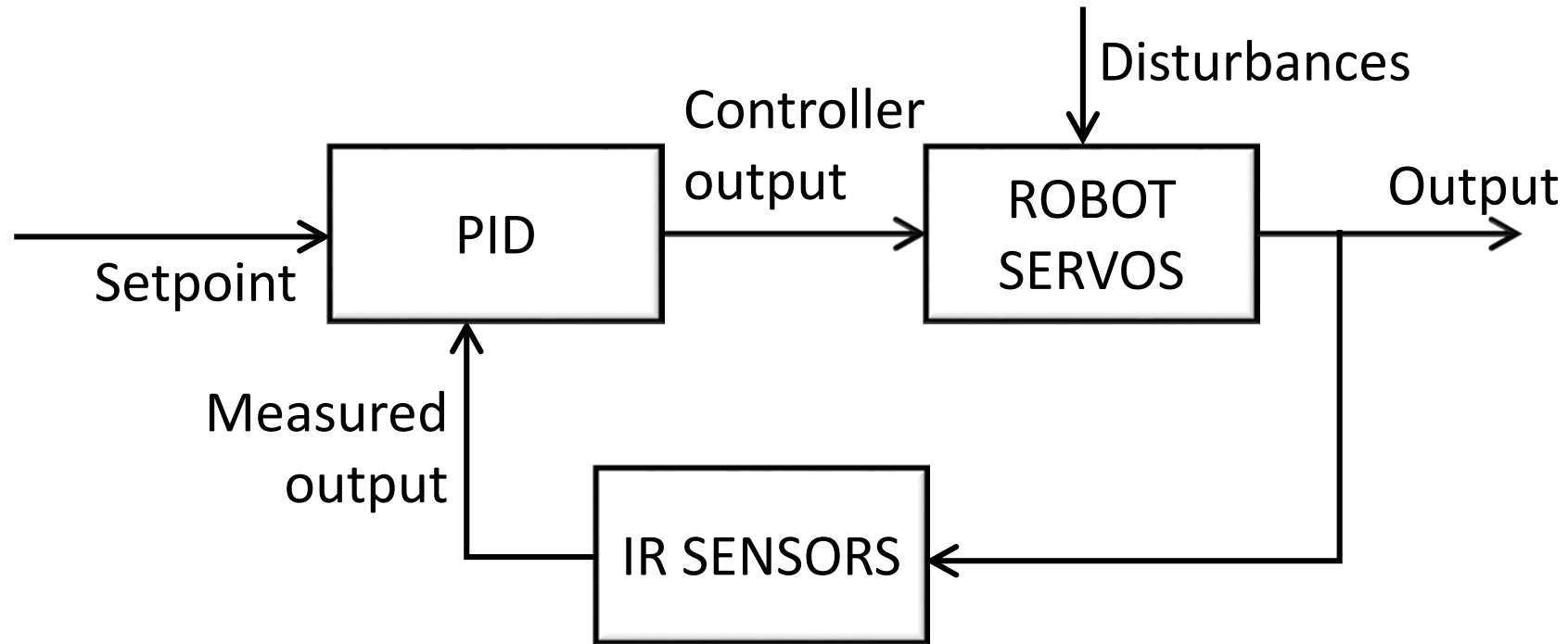
Left Servo Speed : 50
Right Servo Speed : 50



Left Servo Speed : $50 + \text{error}$
Right Servo Speed : $50 - \text{error}$

Feedback Control and Line Following

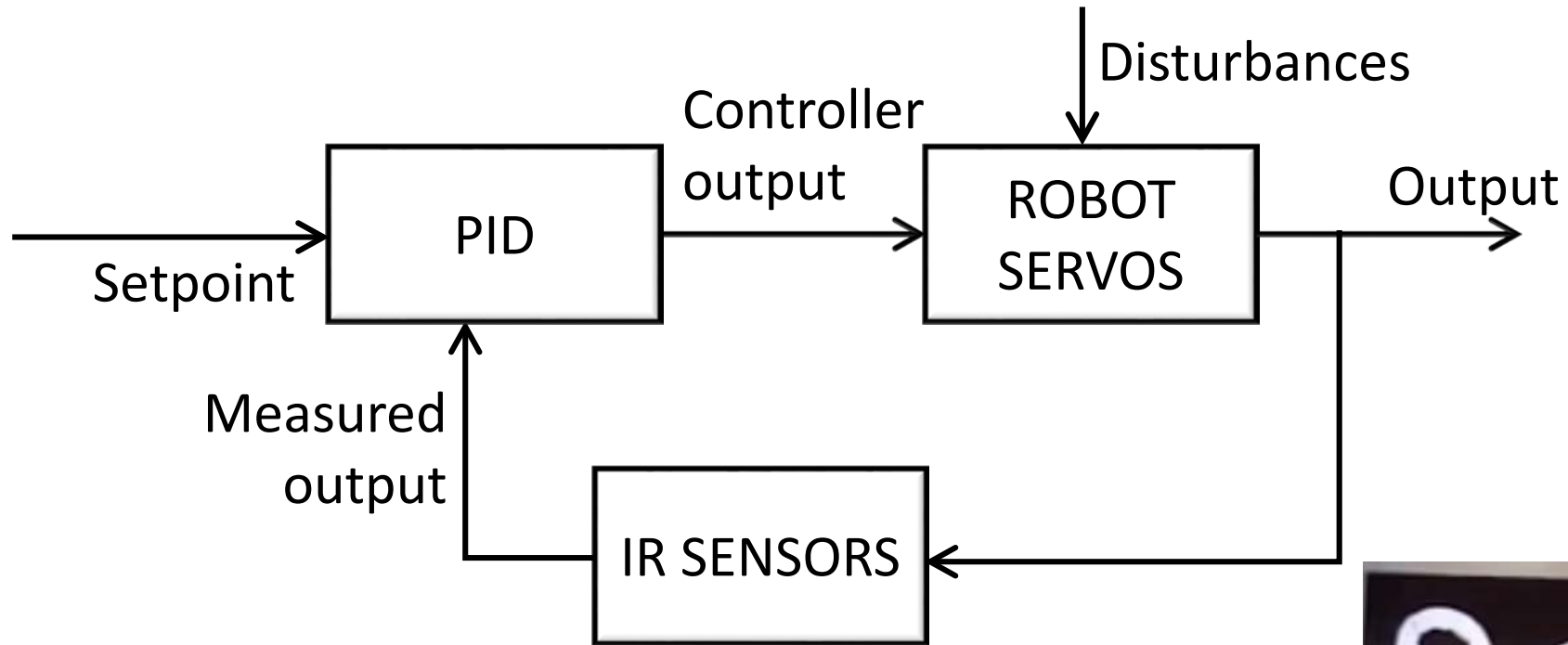
PID control



- Set-point: Distance from line we want
- Controller Output: Motor speeds we want
- Measured Output: Deviation from the line

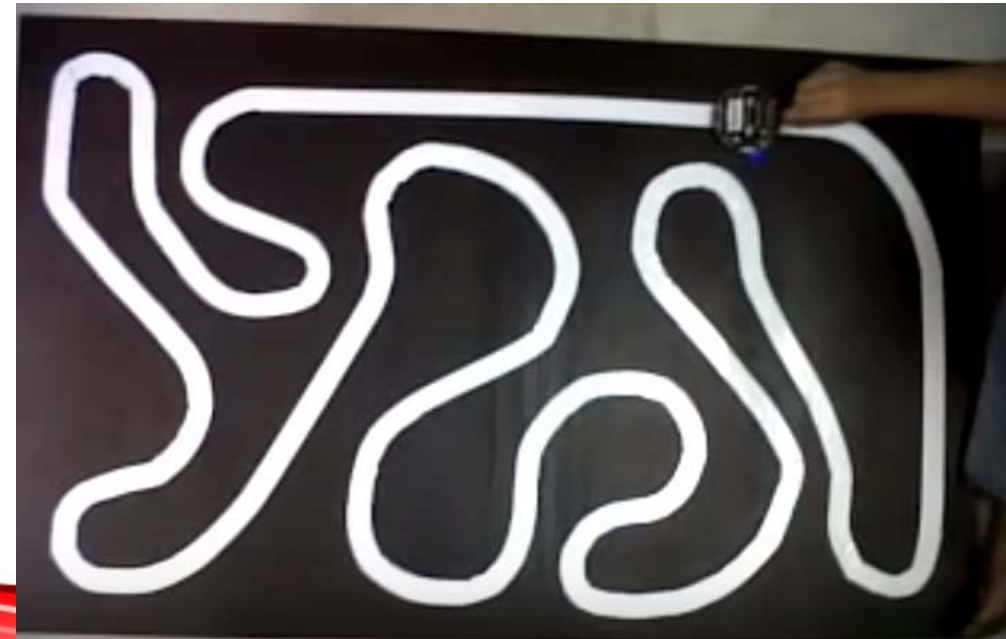
Feedback Control and Line Following

PID control



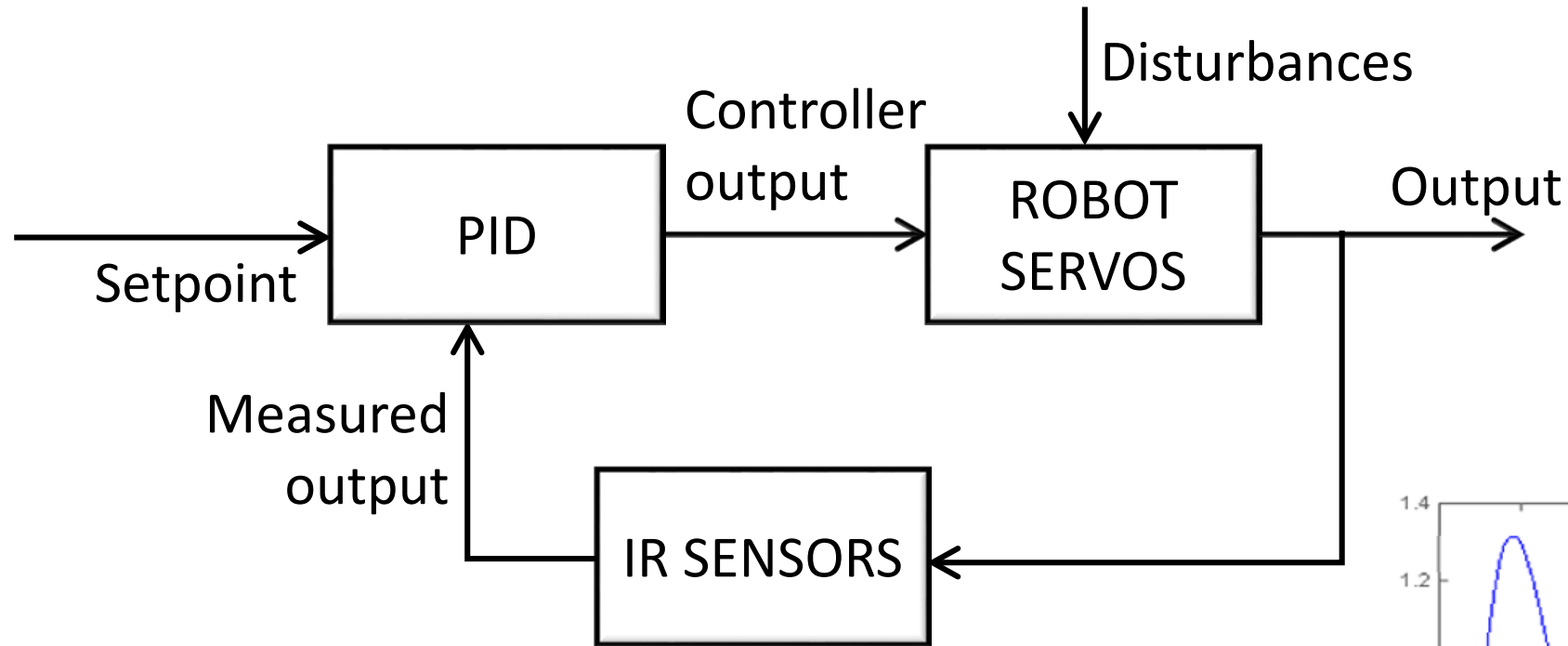
www.Polulu.com

- *Proportional:* Looks at the instantaneous error
- *Integral:* Sum of errors over time
- *Derivative:* Rate of change of error over time

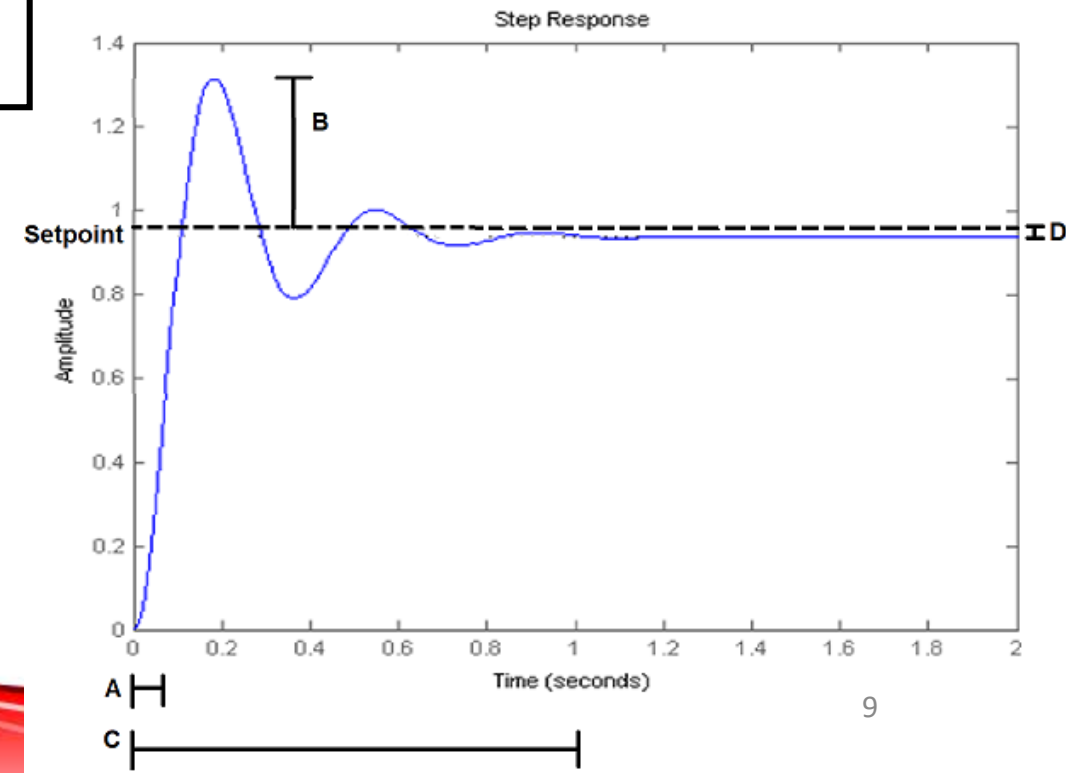


Feedback Control and Line Following

PID control

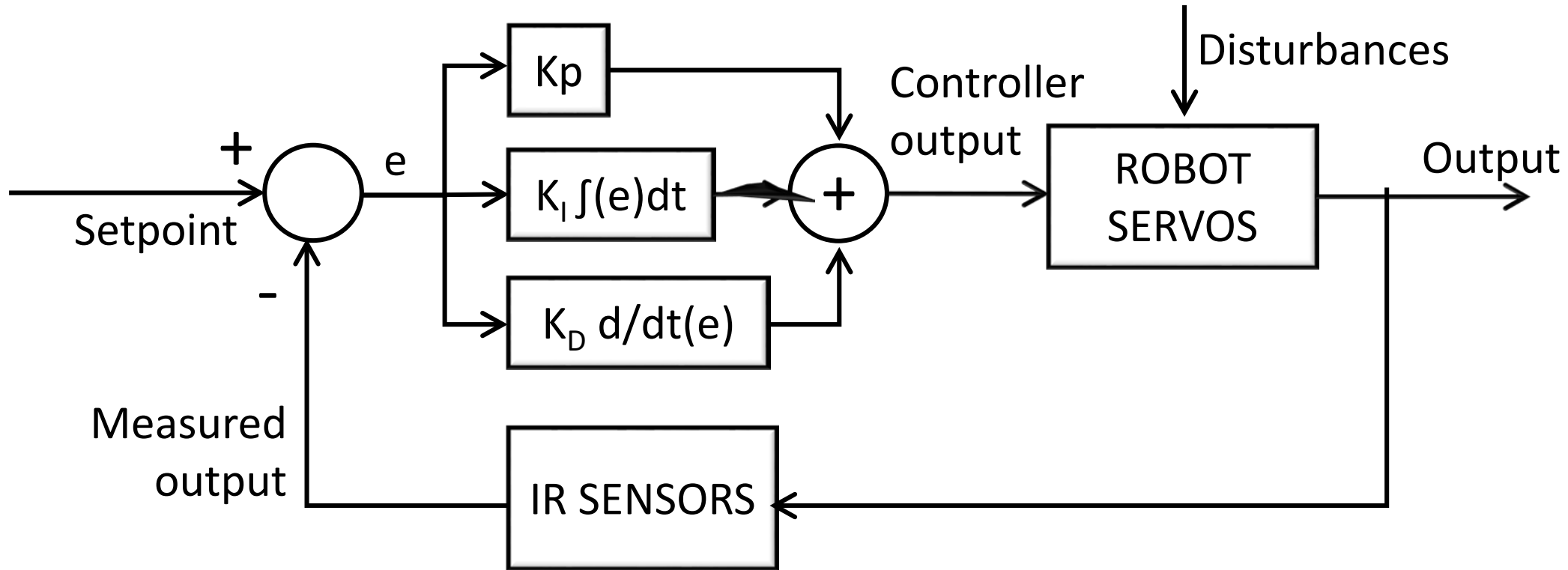


- A - Rise Time
- B - Percent Overshoot
- C - Settling Time
- D - Steady State Error



Feedback Control and Line Following

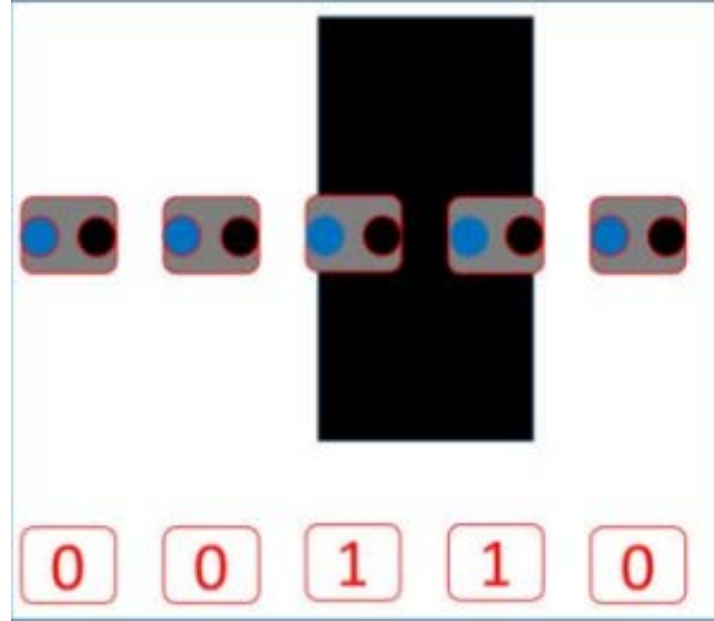
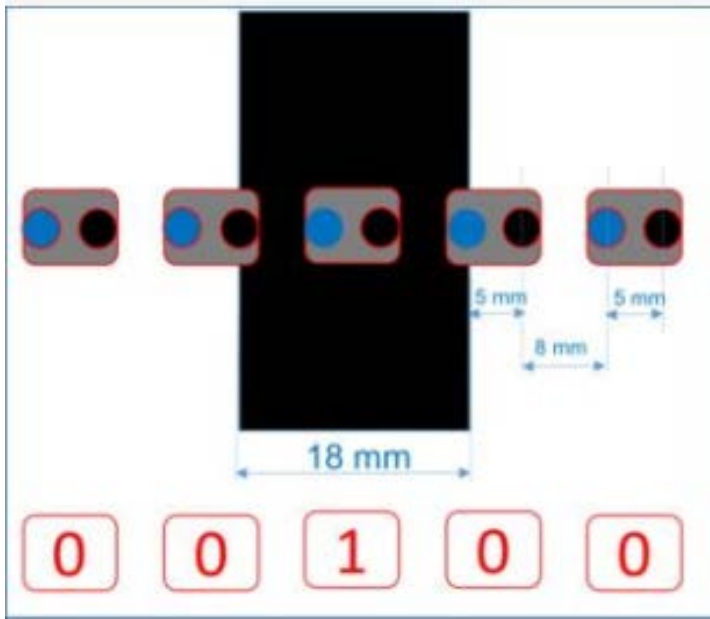
PID control



$$U(t) = K_p e(t) + K_i \int e(t) dt + K_D \frac{d}{dt}(e(t))$$

Feedback Control and Line Following

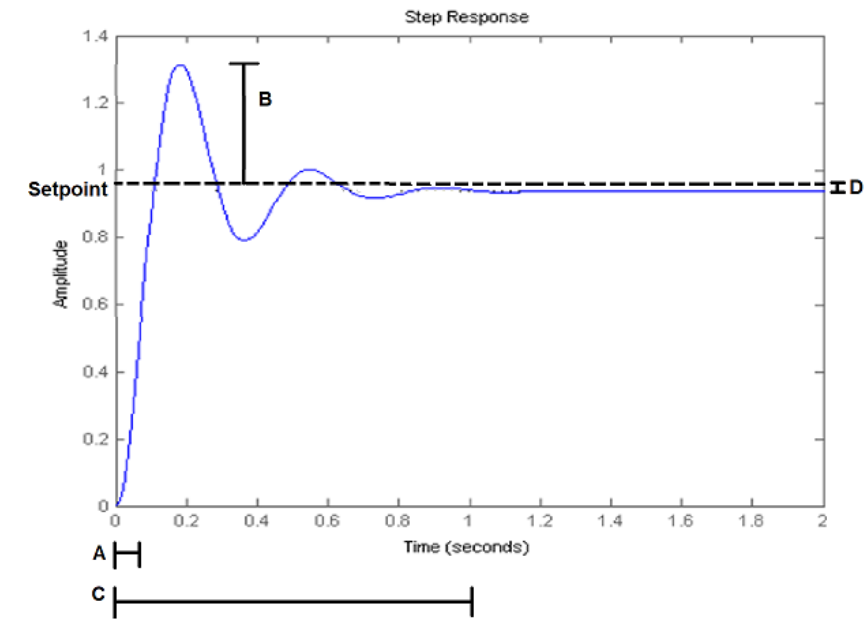
P control



//P-controller:

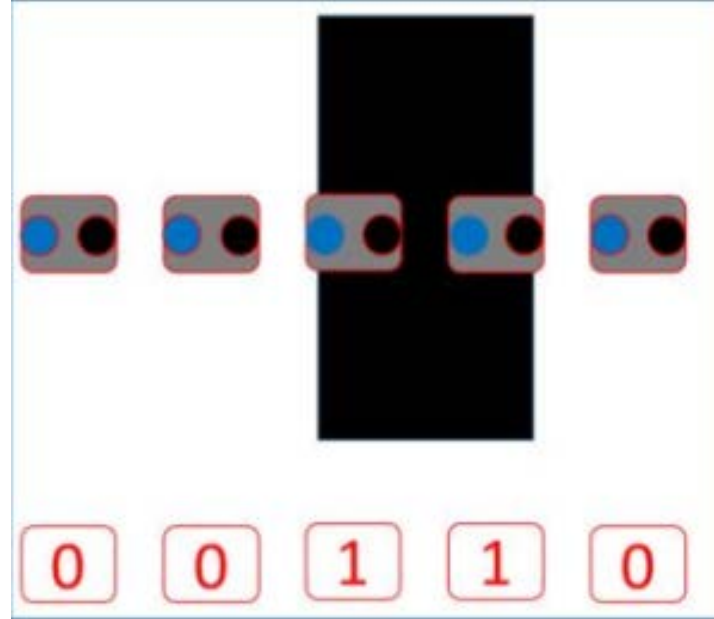
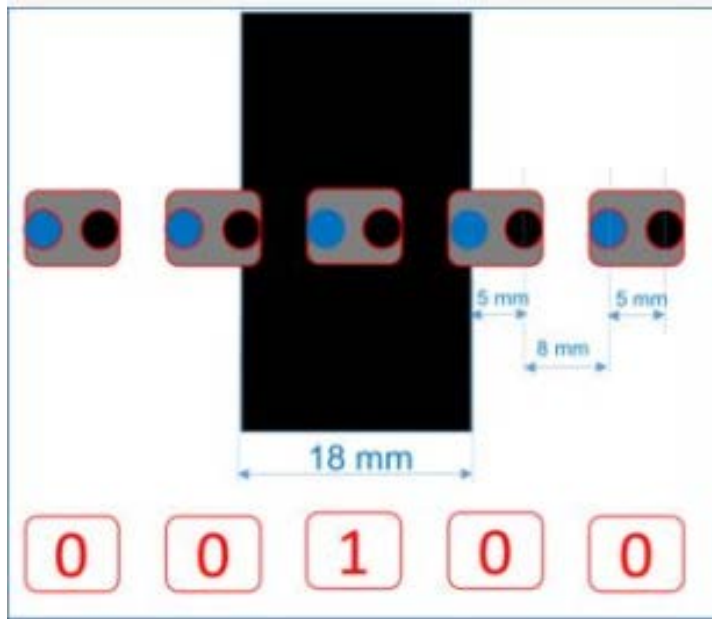
```
void PControl(){  
    error = IRmeasurements();  
    motorSpeed = Kp*error + originalSpeed;  
}
```

- *What's the disadvantage of PI control?*
 - Steady state error



Feedback Control and Line Following

PI control

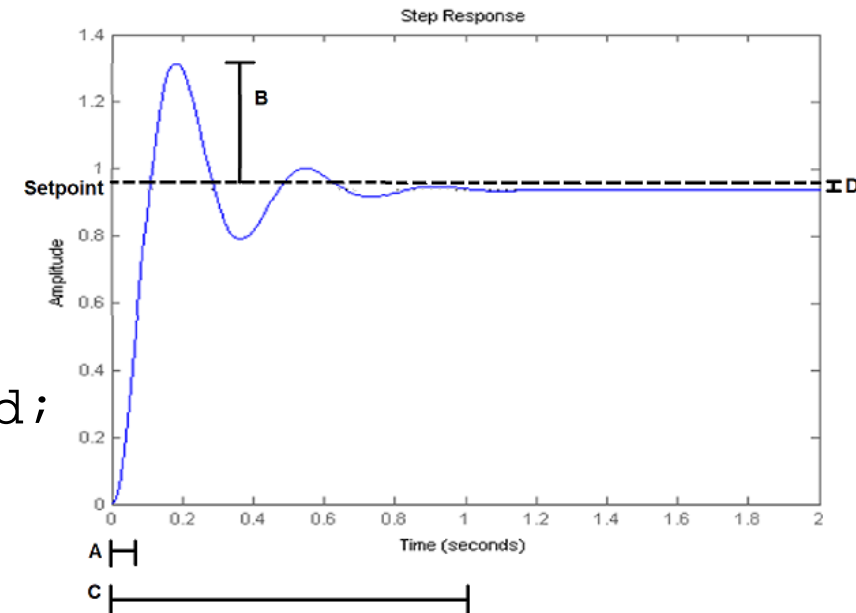


//PI-controller:

```
void PIControl(){  
    errorSum = errorSum + IRmeasurements()*dT;  
    motorSpeed =  
        Kp*error + Ki*errorSum + originalSpeed;  
}
```

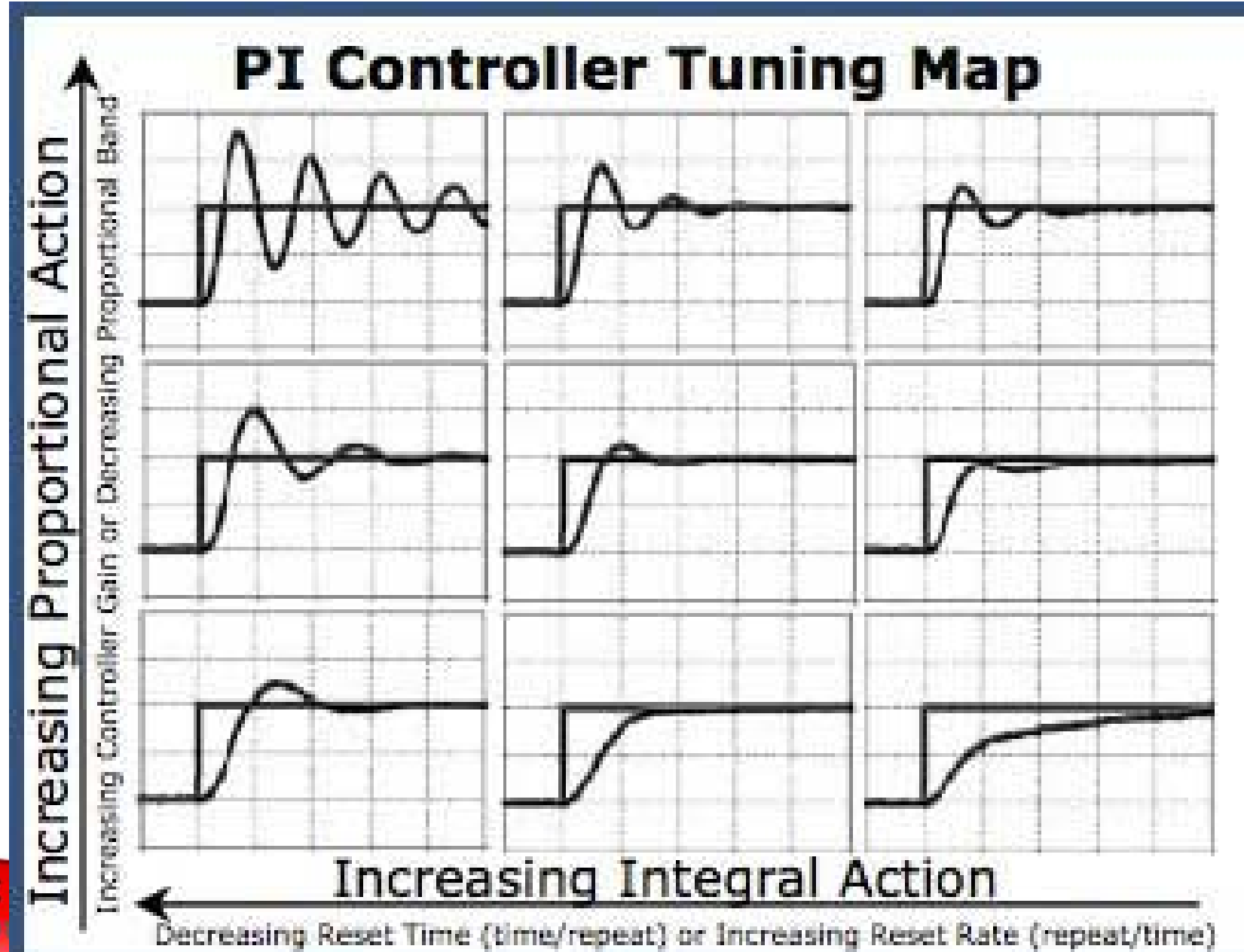
• *What's the disadvantage of PI control?*

- Long settling time
- More overshoot



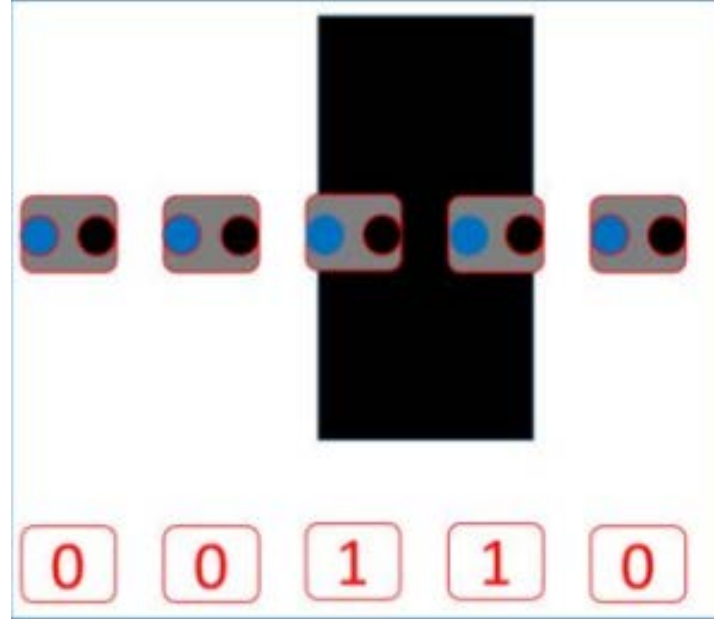
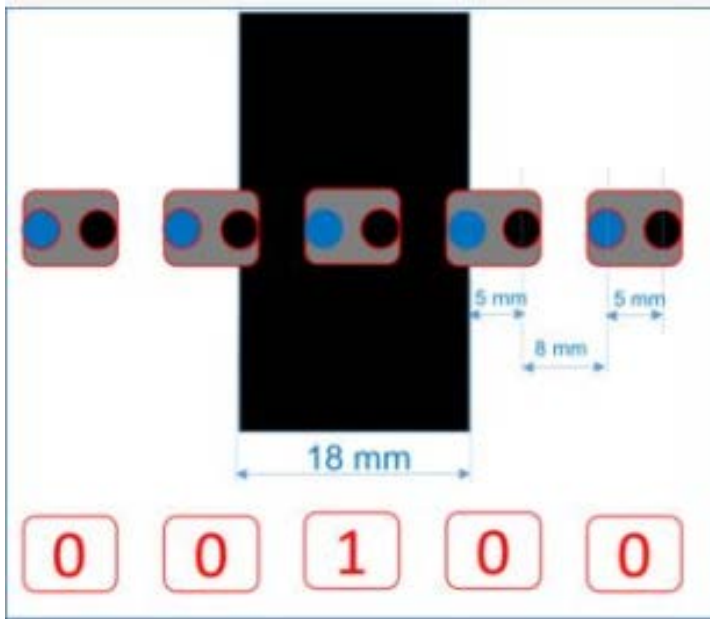
Rise time, settling time, and overshoot

- *Where would you want your system to be?*



Feedback Control and Line Following

PID control



//PID-controller:

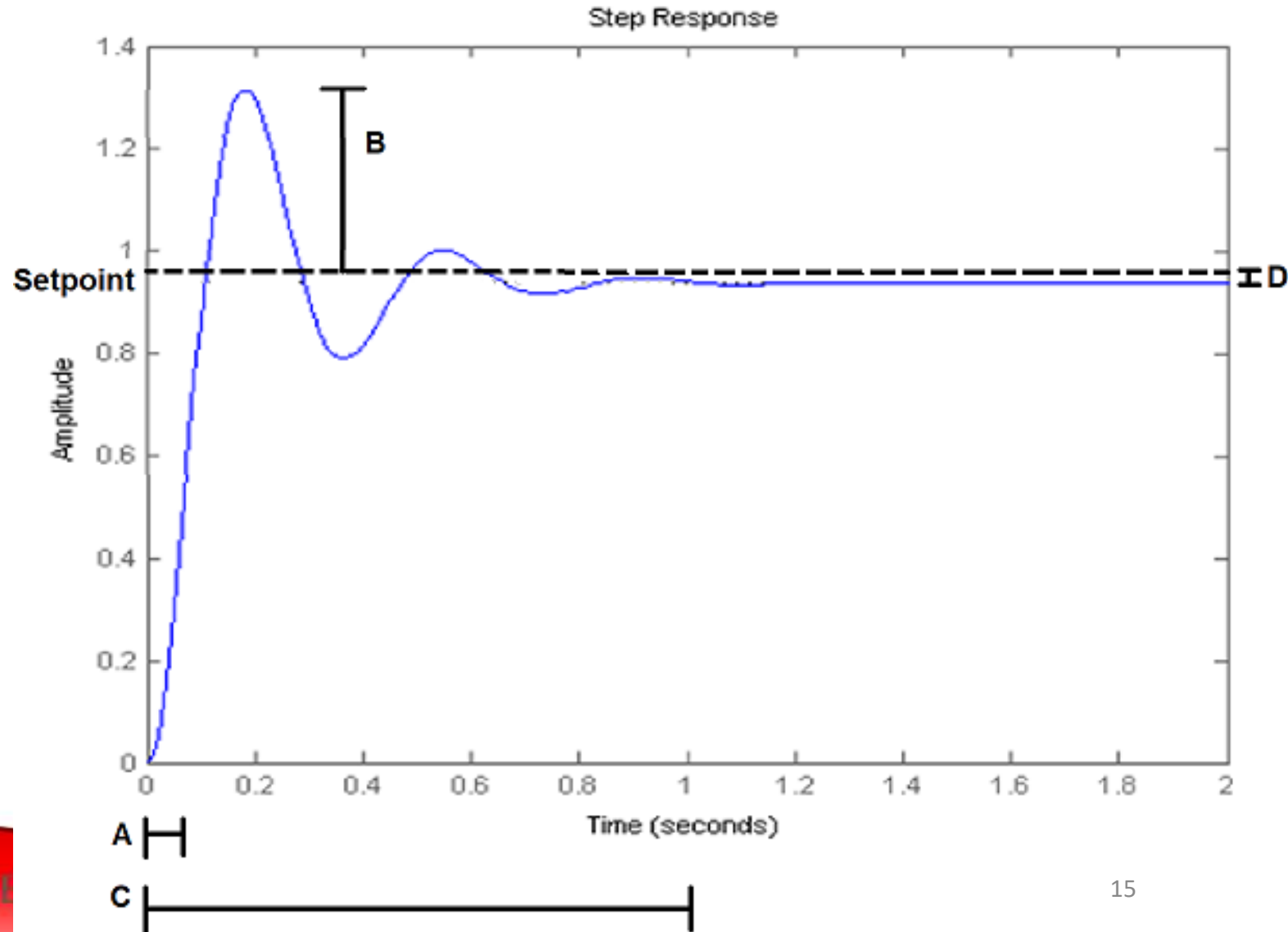
```
void PIDControl(){  
    errorSum = errorSum + IRmeasurements()*dT;  
    errorDiff = (error - lastError)/dT;  
    motorSpeed =  
        Kp*error + Ki*errorSum +  
        Kd*errorDiff + originalSpeed;  
}
```


Feedback Control and Line Following

PID control

Pointers for adjusting your control:

- You can decrease t_{rise} and e_{ss} by increasing K_p , at the expense of increased overshoot
- You can decrease t_{rise} and eliminate e_{ss} by increasing K_i at the expense of increased overshoot and settling time
- You can decrease the overshoot and the settling time by increasing K_d

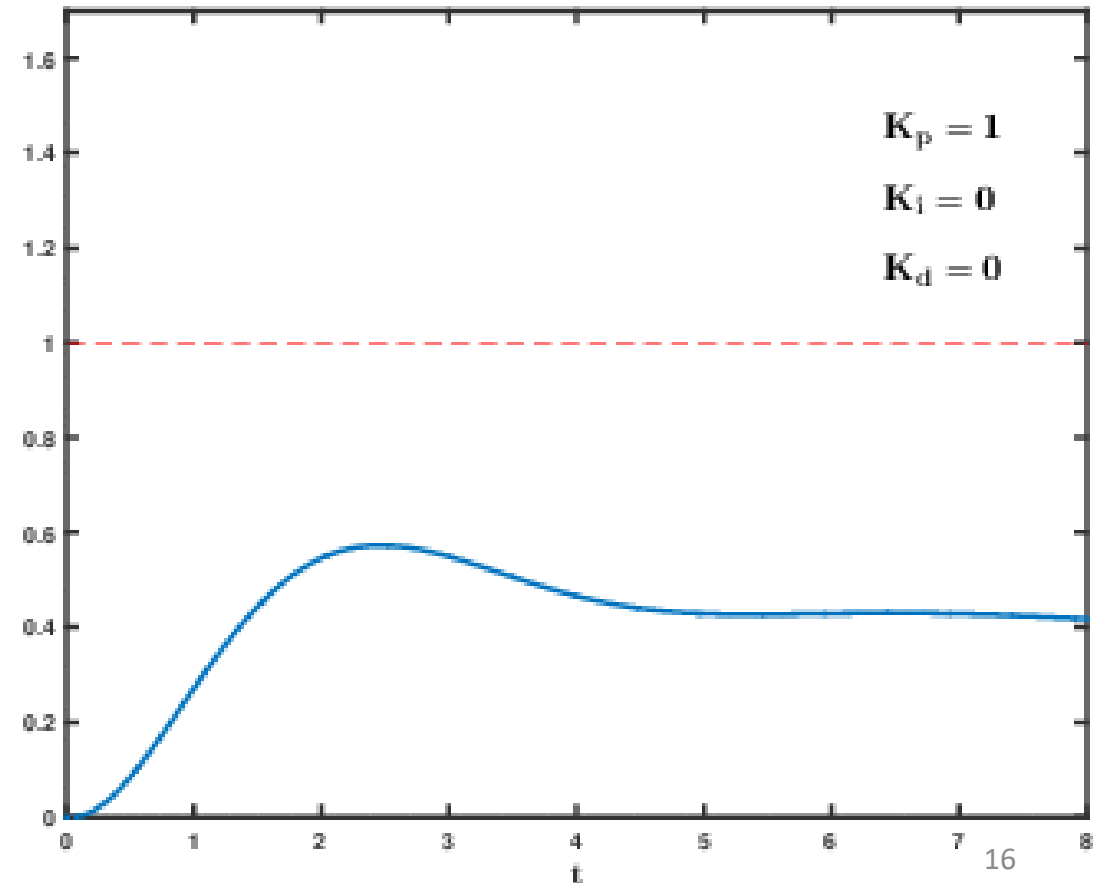


Feedback Control and Line Following

PID control

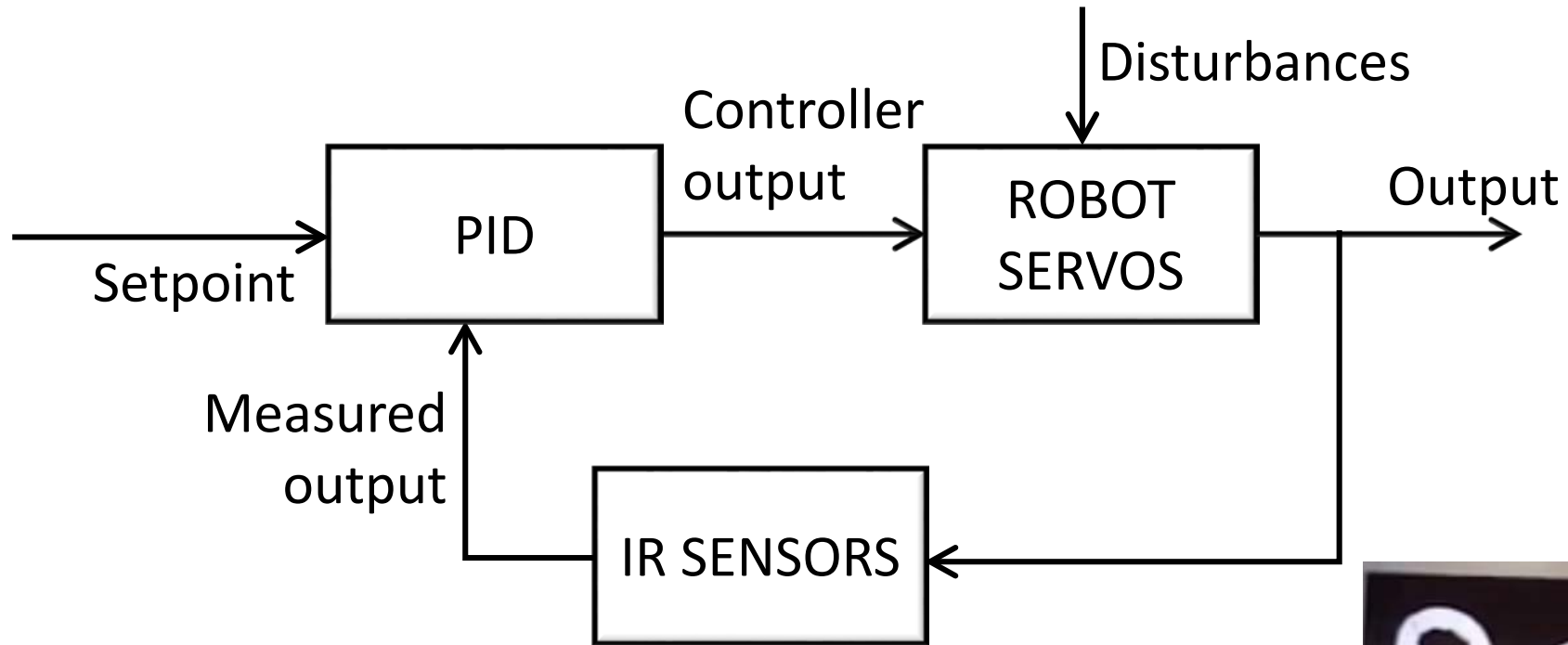
Pointers for adjusting your control:

- Set all coefficients to zero
- Increase K_p until system oscillates
- Increase K_i until steady state error corrected
- Increase K_d until overshoot decreased



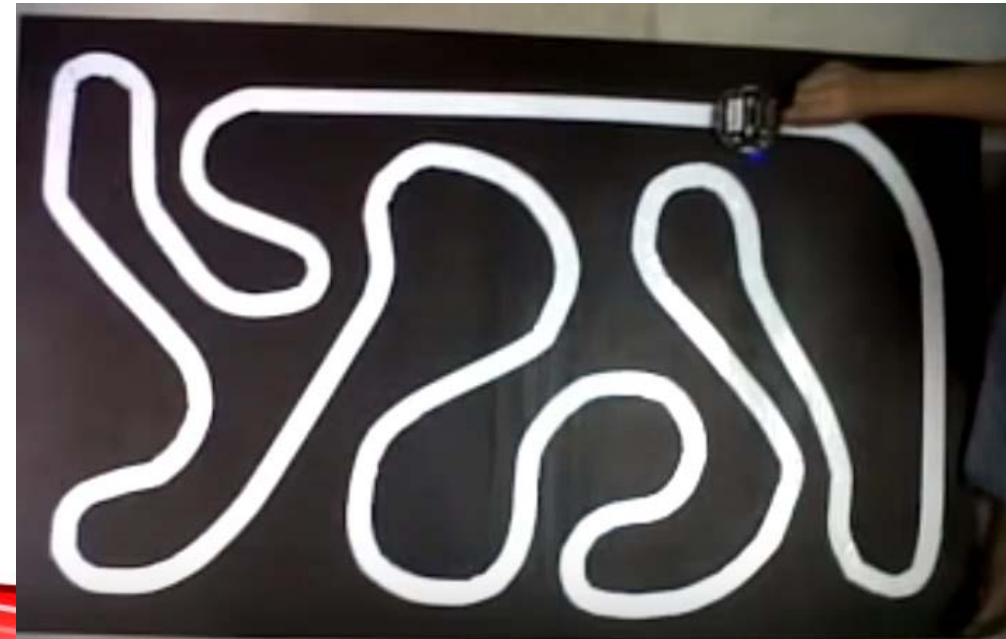
Feedback Control and Line Following

PID control



www.Polulu.com

- *Proportional:* Looks at the instantaneous error
- *Integral:* Sum of errors over time
- *Derivative:* Rate of change of error over time



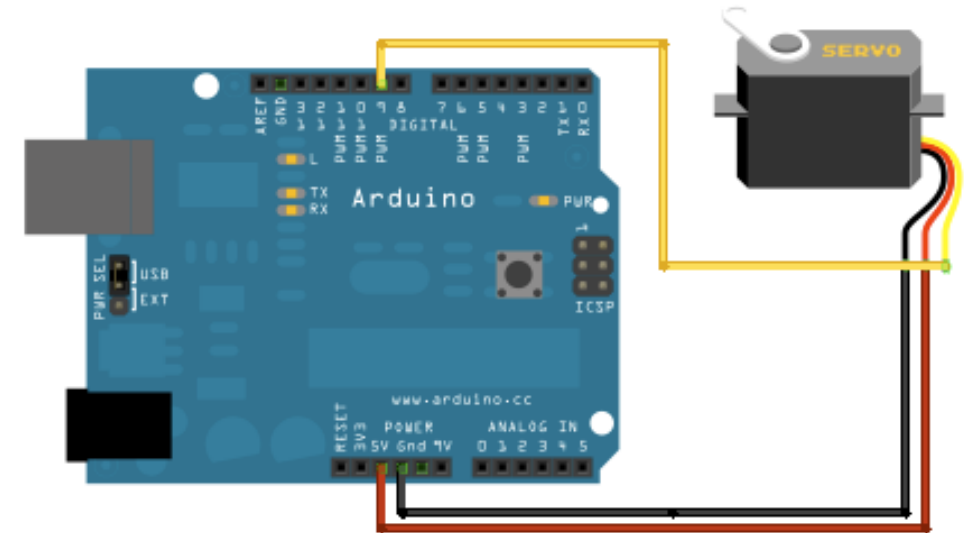
Have you ever wondered what is inside your servo?



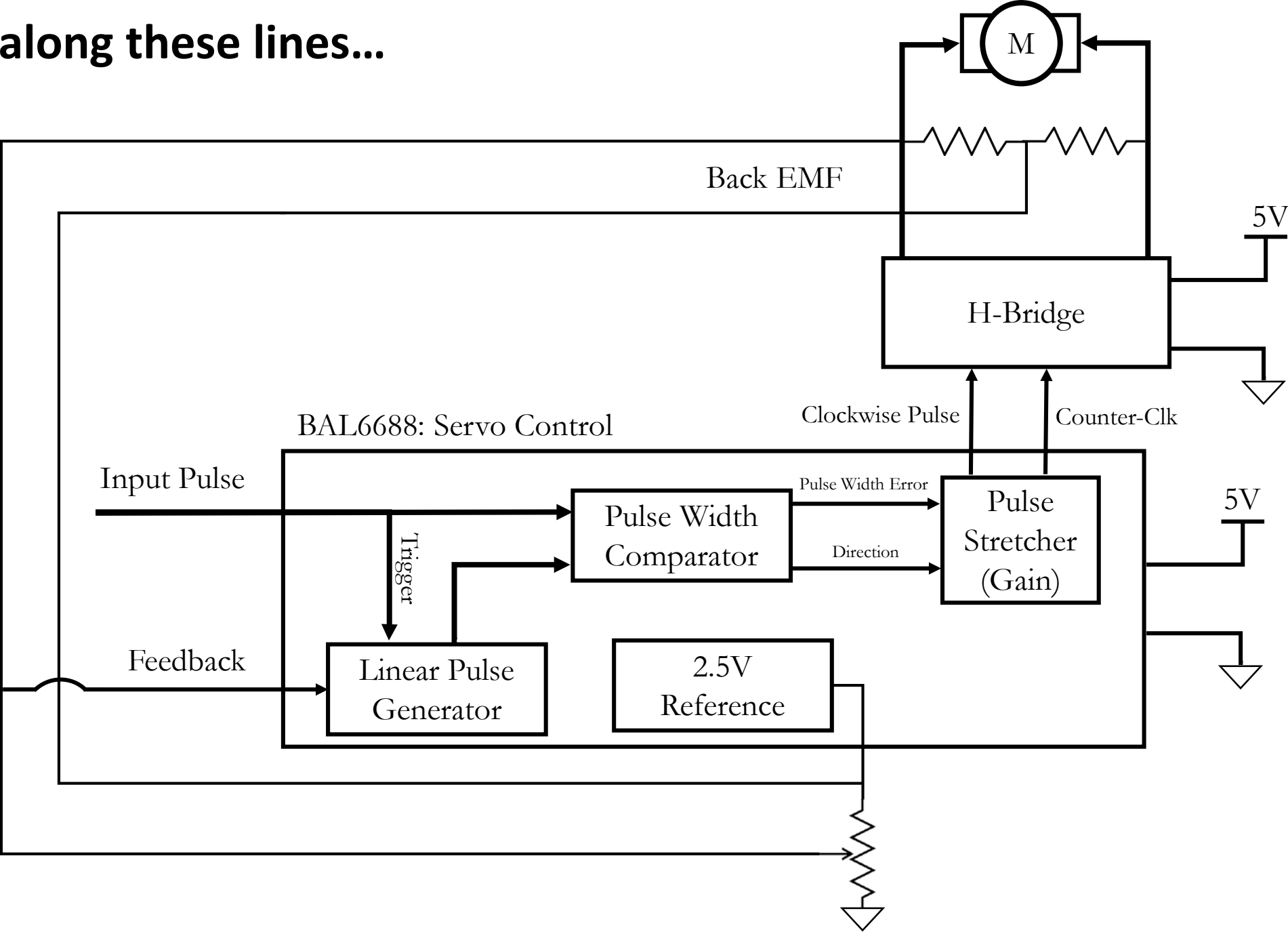
Positional | Continuous

Have you ever wondered what's inside your servo?

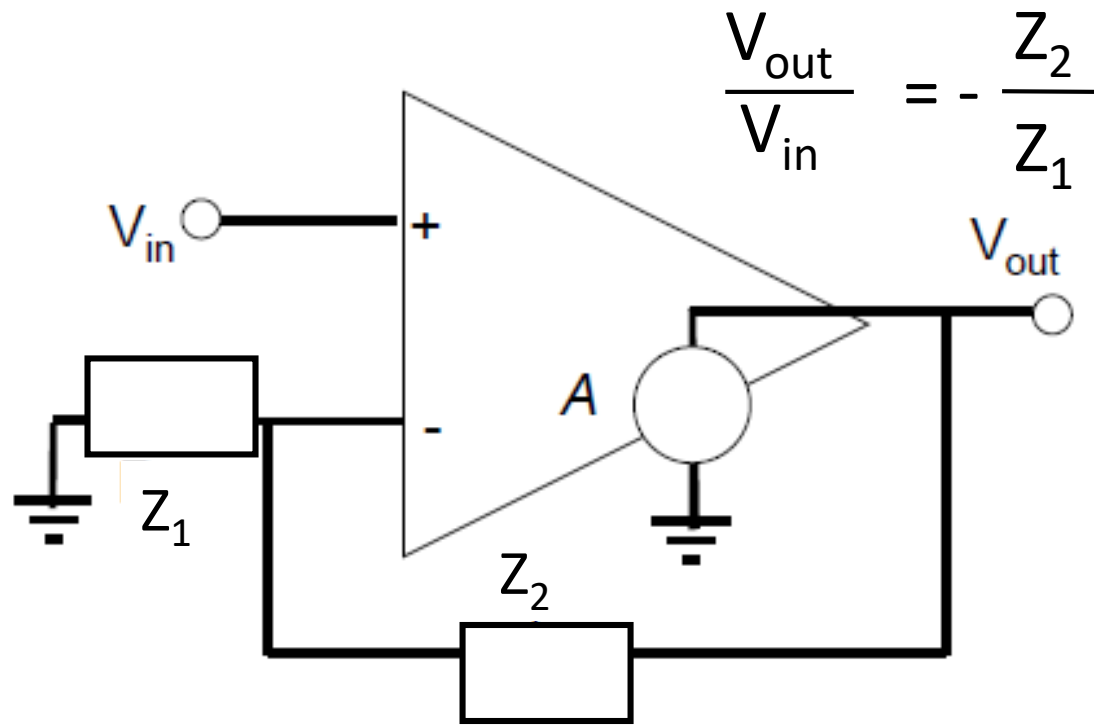
- *What are the two standard types of servos?*
 - Continuous
 - Positional
- *How do we get positional control?*
 - Potentiometer
- *How can you change a positional control to a speed control?*
 - Cut the feedback loop!
- *How do we get speed control?*
 - Back EMF



Something along these lines...

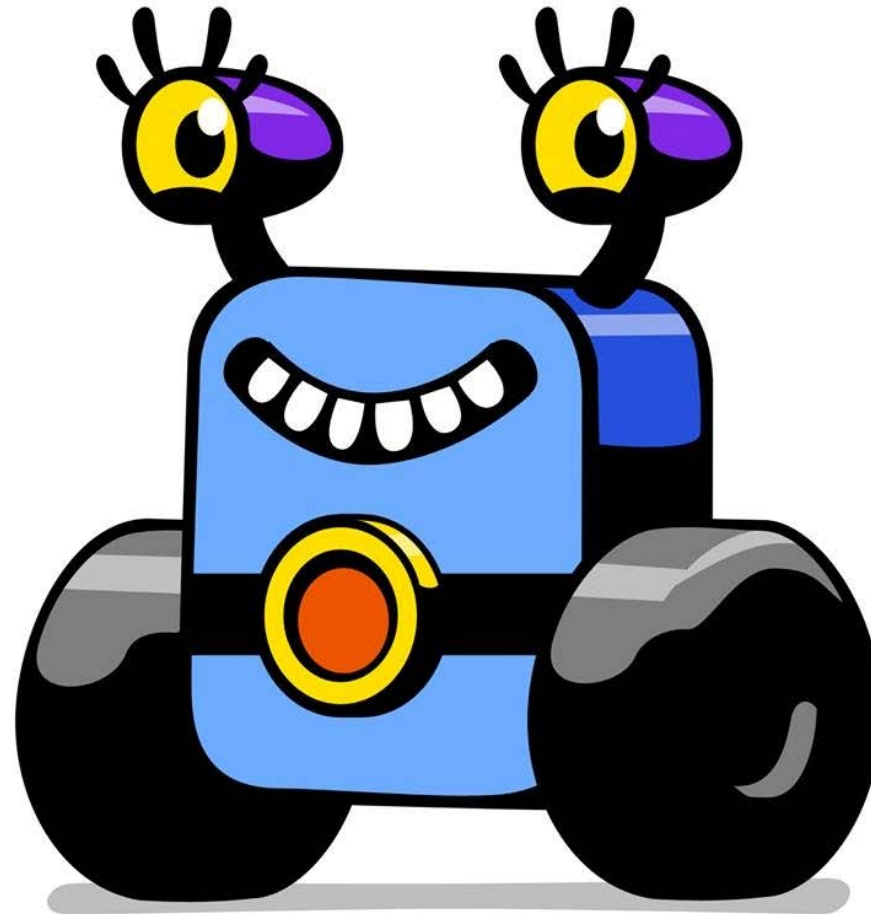


Analog Feedback Control



<i>Function</i>	Z_1	Z_2	$H(s)$
<i>Gain (P)</i>	R_1	R_2	$-R_2/R_1$
<i>Integration (I)</i>	R	C	$-(RC)^{-1}/s$
<i>Differentiation (D)</i>	C	R	$-RCs$
<i>PI control</i>	R_1	R_2C	$\frac{-R_2(s+(R_2C)^{-1})}{R_1s}$
<i>PD control</i>	$C \parallel R_1$	R_2	$-R_2C (s+ (R_1C)^{-1})$
<i>PID control</i>	$C_1 \parallel R_1$	R_2C_2	

Go Build Robots!



HAPPY ROBOT