

# Contents

|  |          |
|--|----------|
| <b>ECE 8 Robotics Notes 11-8-22</b>                                      | <b>1</b> |
| <b>Lecture 15:</b>   | <b>1</b> |
| Example 9: Ball moving on a Terrain . . . . .                            | 1        |
| Now consider a ball on a Hill . . . . .                                  | 1        |
| Conclusions . . . . .  | 1        |
| Definition of Stability of an Equilibrium point . . . . .                | 3        |
| Revisit Example 7 : Cruise Control . . . . .                             | 3        |
| In Class Activities . . . . .  | 3        |
| <b>Stability and attractively of an equilibrium point (special case)</b> | <b>7</b> |
| Closing Remarks . . . . .  | 8        |
| <b>Lab 4 due: Nov. 28th</b>  | <b>8</b> |

## ECE 8 Robotics Notes 11-8-22

- Review last weeks Equilibrium notes
- Stability or Equilibrium point
- Recall the cruise control model
  - the fixed IC and find  $v_{eq}$
  - is an attractive point, such that the model trajectories converge to this point
  - $v_{eq} = v_d$

### Lecture 15:

#### Example 9: Ball moving on a Terrain

- Consider a ball that is initialized with zero velocity at a positive height and moves along the following terrain
- See Figure 1
- Assume friction does exist
  - if we have an initial energy, then that energy is consumed by the friction
  - aka the energy decreases due to friction Cases for the ball rolling: Depends on where the ball is initially released from
  - BUT friction can cause the ball from not reaching certain points along the terrain
- Equilibrium point of a ball in a “well” is at the bottom of the well
  - equilibrium point is a value of our key variable (in this case velocity or position or energy) and it remains there after a time, forever
  - if we push the ball in this case slightly, it still remains near the equilibrium point

#### Now consider a ball on a Hill

- See Figure 2
- there is an equilibrium point at the top of the hill but it is not very stable
  - any push will cause it to fall to either side of the hill
  - if the ball has no velocity at the top of the hill, then it will stay at the top for all time. This is why we call it an equilibrium point

### Conclusions

- Ball in Well behavior is a stable equilibrium
  - trajectories stay near the eq. point

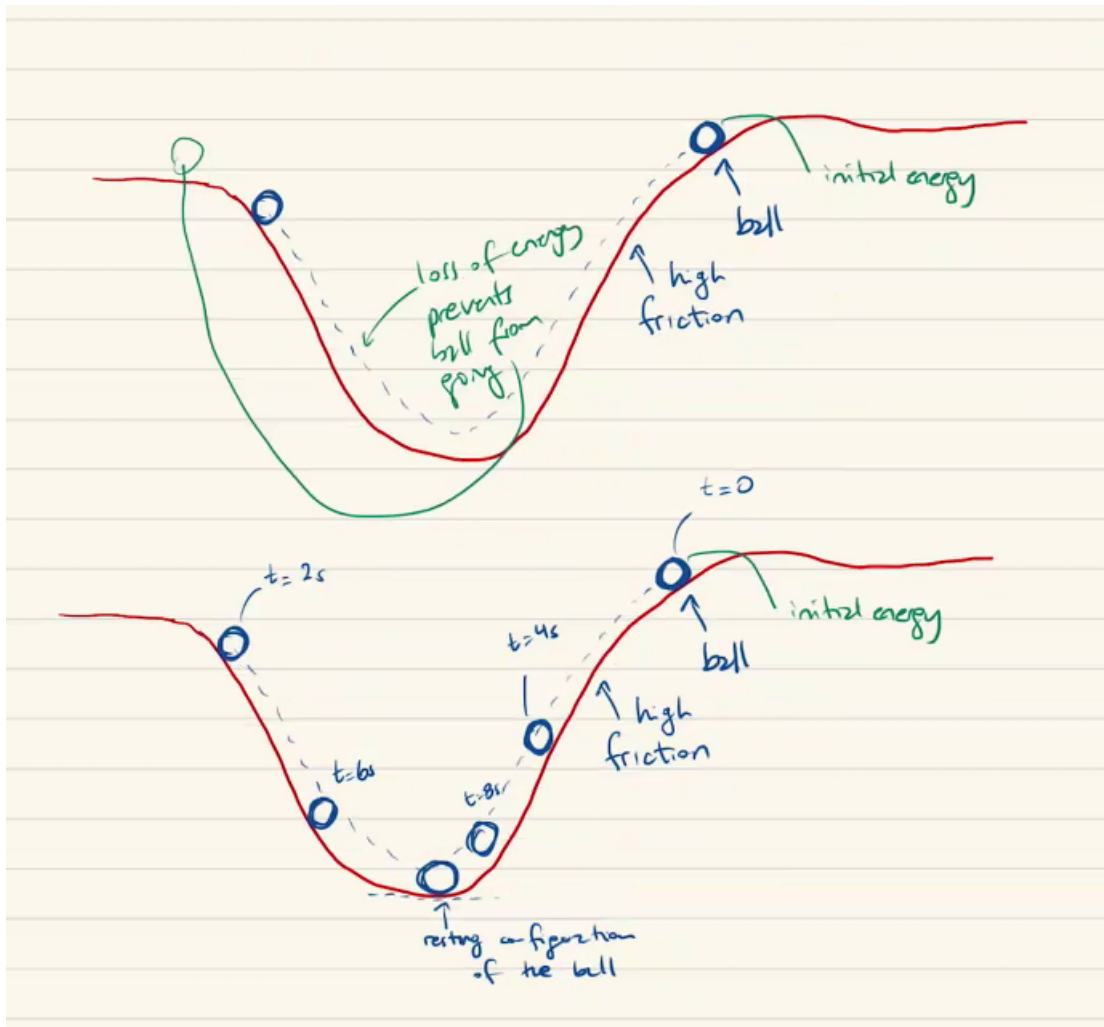


Figure 1: Ball rolling down a well has an equilibrium point at the bottom of the well. Any push about the equilibrium point will still keep the ball at the base of the well.

- Ball on Hill behavior is unstable equilibrium
  - trajectories do not remain near the eq. point

## Definition of Stability of an Equilibrium point

Given a general discrete closed-loop system

$$x_{k+1} = f(x_k)$$

$f(x_k)$  models the dynamics of the full system.

A point  $x_{eq}$  is a stable equilibrium point if for all initial conditions (IC) nearby  $x_{eq}$  the resulting trajectories remain nearby  $x_{eq}$ .

### Revisit Example 7 : Cruise Control

- From Lect. 14 We know that,

$$v_{eq} = v_d$$

- the equilibrium point is equal to our desired point, but is it stable or unstable?
- From our simulations during lecture 14 we had the following plots (see figure 3):

## In Class Activities

IMPORTANT: THIS IS GOING TO BE ON THE QUIZ

1. Consider the discrete time model

$$x_{k+1} = \frac{1}{2}x_k$$

- a. Calculate the equilibrium point for the system
  - from lecture: 14 ( See figure 4)
- Solution:
  - We have  $x_{k+1} = f(x_k)$  but  $f(x_k) = \frac{1}{2}x_k$  so we get  $x_{eq} = x_k$  because (see Figure)  $x_{eq} = f(x_{eq})$
  - To solve for the exact value we do the following:

$$x_{eq} = f(x_{eq}) = \frac{1}{2}x_{eq}x_{eq} = \frac{1}{2}x_{eq}$$

Combine like terms

$$0 = \frac{1}{2}x_{eq} - x_{eq} = -\frac{1}{2}x_{eq}$$

but this is only true (LHS = RHS) if  $x_{eq} = 0$

-b. Numerically: Is the equilibrium point attractive? (stable)

- from lecture:14 (see figure 5)
- We need to show that every trajectory to  $x_{k+1} = (1/2) \cdot x_k$  such that the limit

$$\lim_{k \rightarrow \infty} x_k = x_{eq}$$

- Consider  $x_0 = 1$  out IC, then we get

$$x_1 = 1/2x_2 = 1/4x_3 = 1/8 \dots x_k = 1/2^k$$

- test this:

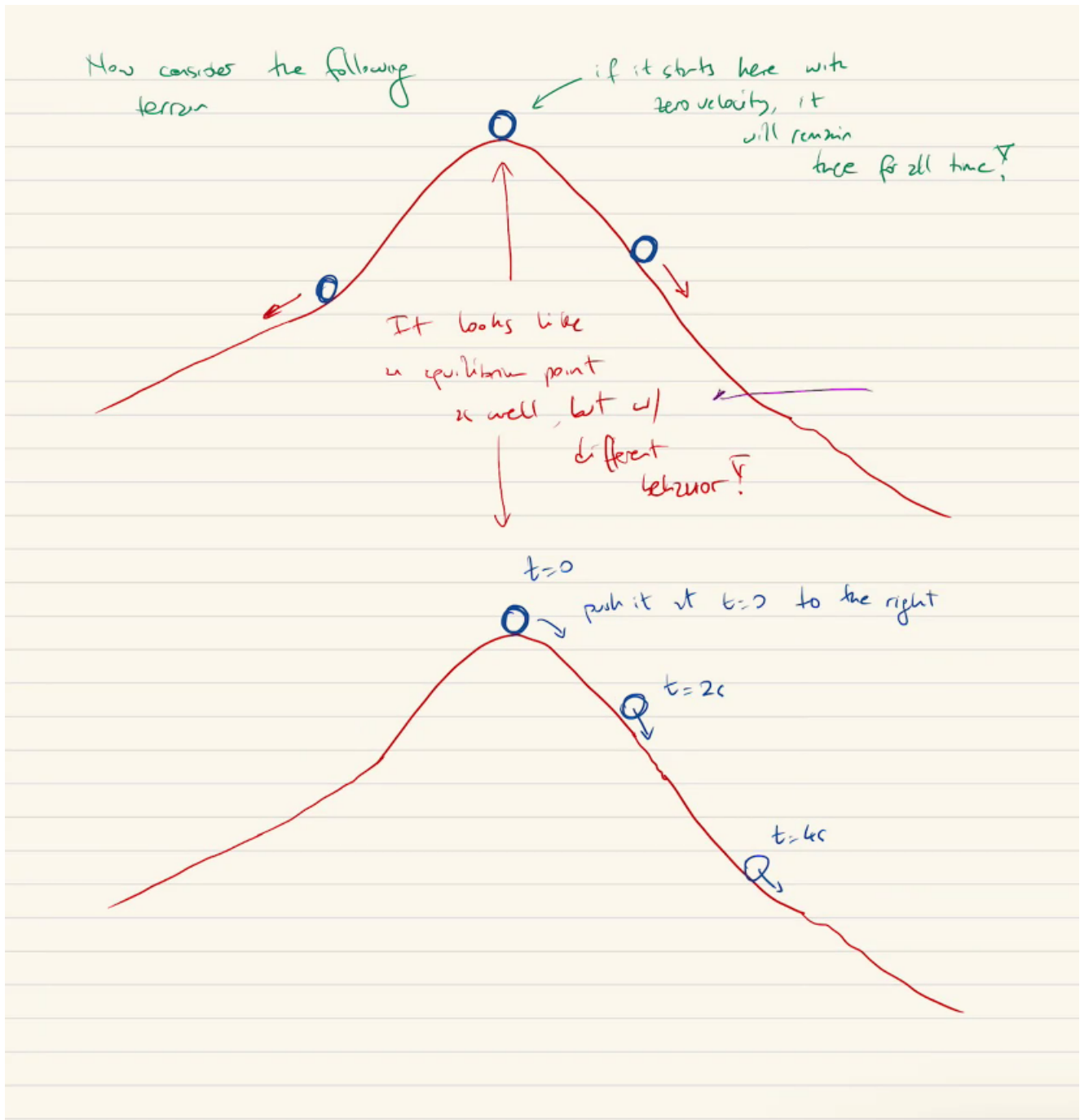


Figure 2: Ball on a hill. Equilibrium point is at the top of the hill but it is unstable. The ball falls to either side depending on a small push.

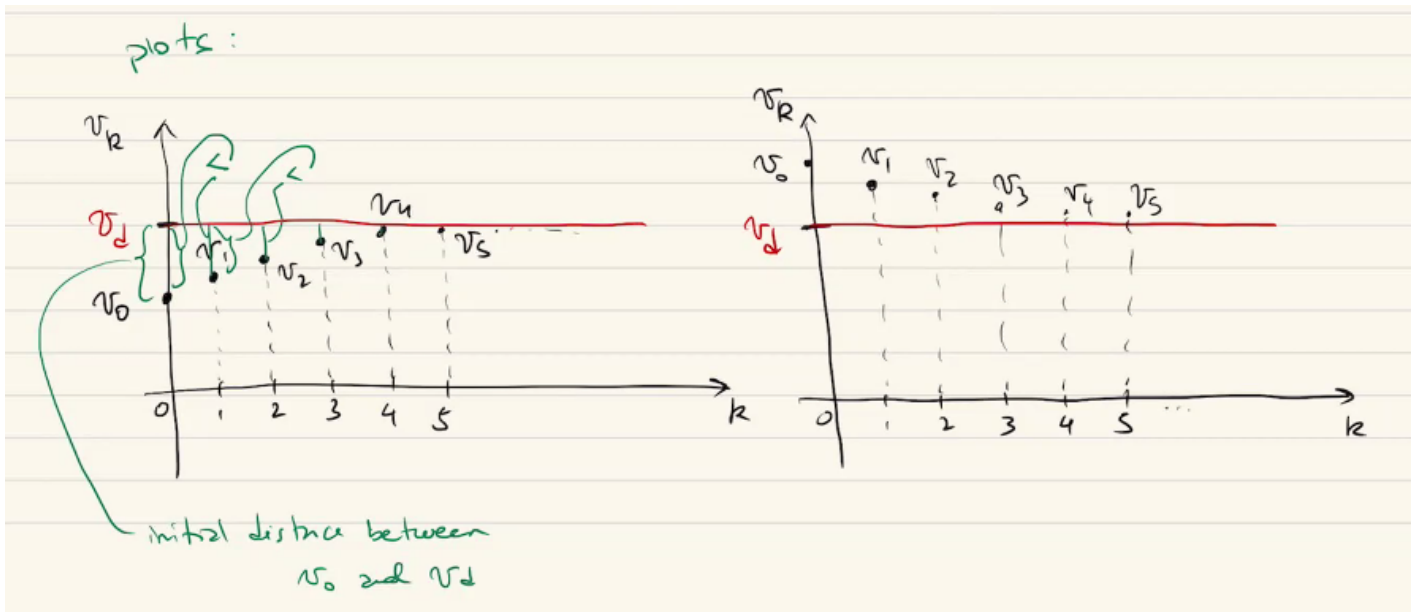


Figure 3: Plots of equilibrium velocity  $v_d$  and trajectories  $v_0, v_1, \dots$ . Notice that the distance between the red line for  $v_d$  and the points in black are shrinking. This means the trajectories are converging to  $v_d$  which means this equilibrium point is stable.

From Lecture 14

Definition of equilibrium point for closed-loop system

Given a general discrete-time closed-loop system

$$x_{k+1} = f(x_k)$$

a point  $x_{eq}$  is an equilibrium point if

$$x_{eq} = f(x_{eq})$$

Figure 4: Notes from lecture 14, Used to solve this problem 1a

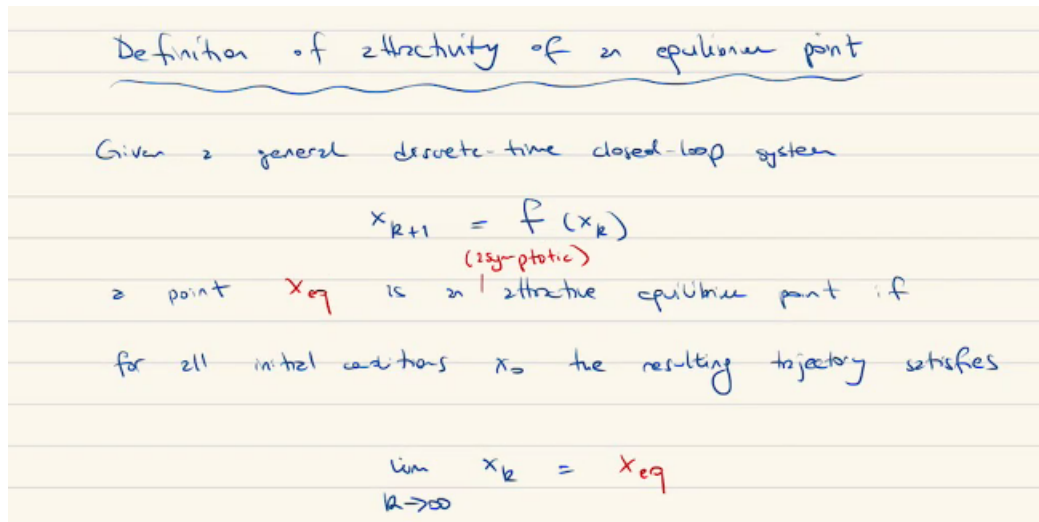


Figure 5: Notes from lecture 14, Used to solve this problem 1b

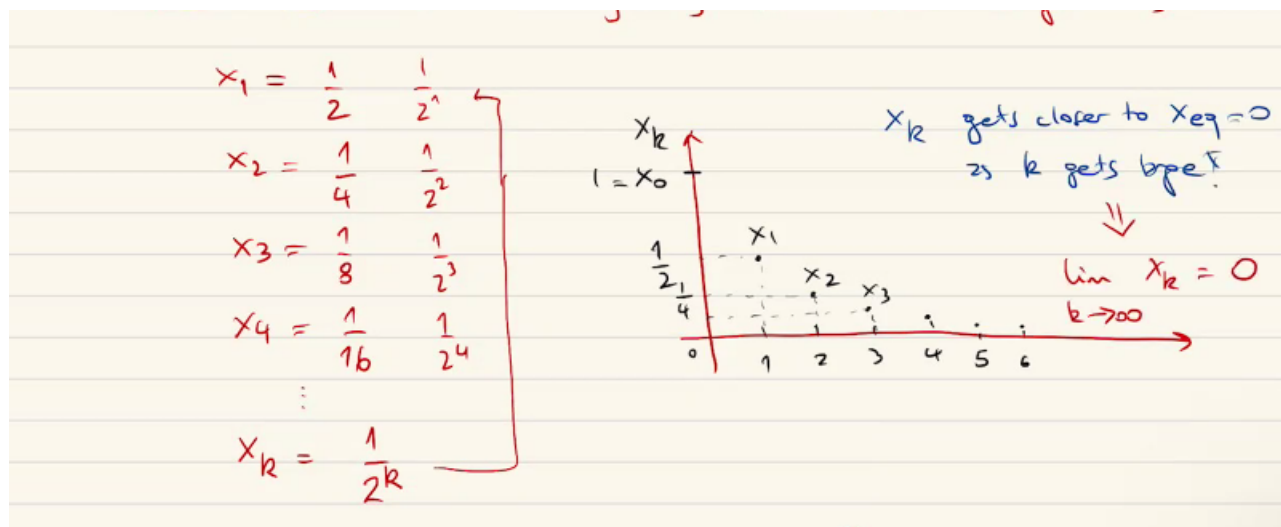


Figure 6: Diagram of Plotted points from Problem 1b. The limit as  $k$  goes to infinity.

- $k = 0$  is  $1/2$ ,  $k = 1$  then  $1/4$ , we can plot these values
- See Figure 6
- Want To Show: this equation is true regardless of what our IC is ( $x_0$ ) (regardless from where we start)
- This is true, (proof not given, proof is only shown with the diagram),
- Due to how the points behave on our graph we see they “converge” to zero so then  $x_{eq} = 0$  is attractive

• c. Is the equilibrium point stable? (this follows from 1b)

- from lecture: 15
- Solution:
  - o The point  $x_{eq} = 0$  is stable because from the answer to 1b. we see that the initial distance of  $x_0$  to  $x_{eq}$  is the largest distance along the trajectory.
  - o if the trajectory starts close to  $x_{eq}$  then it remains close by  $x_{eq}$

2. Consider the cruise control model

$$v_{k+1} = v_k + \Delta \frac{-bv_k}{m}$$

• a. Find  $v_{eq}$

IMPORTANT: KNOW THIS FOR QUIZ

- found in previous lecture
- value: (let  $v_{eq} = v_k$ )

$$v_{eq} = f(v_{eq})v_{eq} = v_k + \Delta \frac{-bv_k}{m} \dots v_{eq} = v_k = 0$$

• b. is it attractive?

- Prove that for each IC  $v_0$ , we have

$$\lim_{k \rightarrow \infty} v_k = v_{eq} = 0$$

- for the resulting trajectories of the given model, also given by  $v_k$
- To do this we use simulations
- Q: what values of  $b, m, \Delta$  should be used?
- unless  $b, m, \Delta$  are fixed we cannot answer this, because there are too many different systems to simulate

• c. is it stable?

Same issue:

- Q: what values of  $b, m, \Delta$  should be used?
- unless  $b, m, \Delta$  are fixed we cannot answer this, because there are too many different systems to simulate

## Stability and attractively of an equilibrium point (special case)

If the discrete time model is of the form

$$x_{k+1} = a \cdot x_k$$

where  $a \in \mathbf{R}$  and  $x_k$  is a trajectory with  $x_k$  a real number (not a vector of dimension 2 or larger) then the equilibrium point for the system

$$x_{k+1} = a \cdot x_k$$

is both stable and attractive (asymptotically stable) if

$$a \neq 0 |a| < 1 \text{ absolute value of } a \text{ is smaller than } 1$$

hold.

For the cruise control

$$v_{k+1} = v_k + \Delta \frac{-bv_k}{m}$$

$$v_{k+1} = v_k - (\Delta \frac{b}{m})v_k$$

Let  $a = -(\Delta \frac{b}{m})$  and apply the conditions  $a$  mentioned above, and this will allow us to test our model's equilibrium points.

## Closing Remarks

- Quiz on Thursday
- Think about/consider:
  - $x_{k+1} = 2x_k$
  - Determine eq. points
  - stability
  - attractively
  - notice this value is larger than 1, and may break the conditions we did previously
- No quiz until after Thanks giving
- A catch up quiz will come up and can be taken at any point before finals
- If we are not in person on Thursday we will have the quiz on canvas
- Lab is due Monday after Thanksgiving ! (More than 12 days to solve)
- 3 quizzes (2 required, 1 Extra credit)
- 2 more labs
- experiments on the last weeks of class

## Lab 4 due: Nov. 28th

- Working with CoppeliaSim !
  - make sure it works before the holiday
- simulate the movement of quadcopter
- record data
- store data
- Use MATLAB to plot the trajectories
- this lab covers your ability to code, not the physics