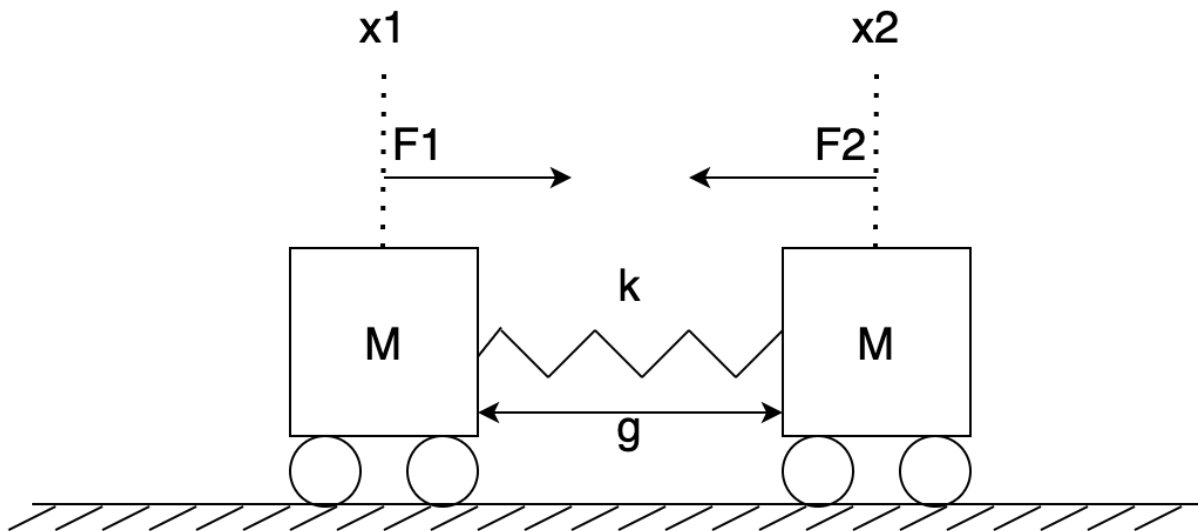


## Controls Test

Q1) We have two blocks of mass “M” on a frictionless surface connected by a spring. They are acted upon by two forces F1 and F2.



- 1) What is the equation of motion for the system? The spring is at net 0N force when the gap  $g$  is at 1m.
  - a. List the poles and zeros of the system
- 2) Simulate the motion of the two blocks for the following parameters
  - a.  $M = 15 \text{ kg}$
  - b.  $k = 100 \text{ N/m}$
  - c.  $F_1 = 100, F_2 = 200 \text{ N}$
  - d. What do you notice about the damping behavior of the system? (undamped, overdamped, etc)
- 3) Design a controller which has the following sensors/actuators/reference
  - a. Sensors: Assume you have sensors which measure the position of both masses.
  - b. Reference: Target of the controller is to preload the spring to a target compression of  $g_{\text{target}} = 0.1 \text{ m}$ . In other words, the gap between the masses should be 0.1m.
  - c. Actuators:  $F_1$  and  $F_2$  as control actuation
  - d. Show a plot of the position, velocity of  $x_1, x_2$
  - e. Use initial condition of 1 meter separation between masses and no velocity for either mass
- 4) Update the controller from 3) to additionally target the following

- a. Impart a net velocity on the system  $v_{\text{target}} = 0.3\text{m/s}$ .  $v_{\text{target}}$  is the average speed of both masses.
  - b. Should be robust to disturbances to the two masses and sensor noise
  - c. Show a plot of the position, velocity of  $x_1, x_2$ .
  - d. Show response to added gaussian sensor noise on the position and velocity measurement ( $\mu = 0\text{m}$ ,  $\sigma = 0.25\text{m}$ )
  - e. Attempt to have the system settle at its target within 10s
  - f. How does your controller change the damping behavior of the plant?
- 5) Now, for the controller at 4)
- a. Once it has hit steady state, model what happens to the system if the spring snaps? i.e  $k \rightarrow 0$
  - b. Name a couple techniques which can be used to estimate if the spring has snapped.
  - c. Can you recommend updates to the controller such that it will prevent the masses from colliding even if the spring snaps?
    - i. Are these updates realistic. Will they always work? If not, what are the corner cases?

State any assumptions made for any of the above steps.

## Q2) Low pass filter implementation in C

```

////////////////////////////////////
//    Low Pass Filter (10 points)
//    Implement a function that will be called at 10hz (every 100 ms) and returns
//    an exponentially weighted average. The latest sample is given 1/10
weighting
//    and previous filtered value a weighting of 9/10. The function should
//    initialize the filter to the first sample value received if it is the first
//    time the function has run.

float lowPassSamples_10hz(float sample)
{
    // Answer: TODO
    return 0.0f;
}

```