

Introduction to Control

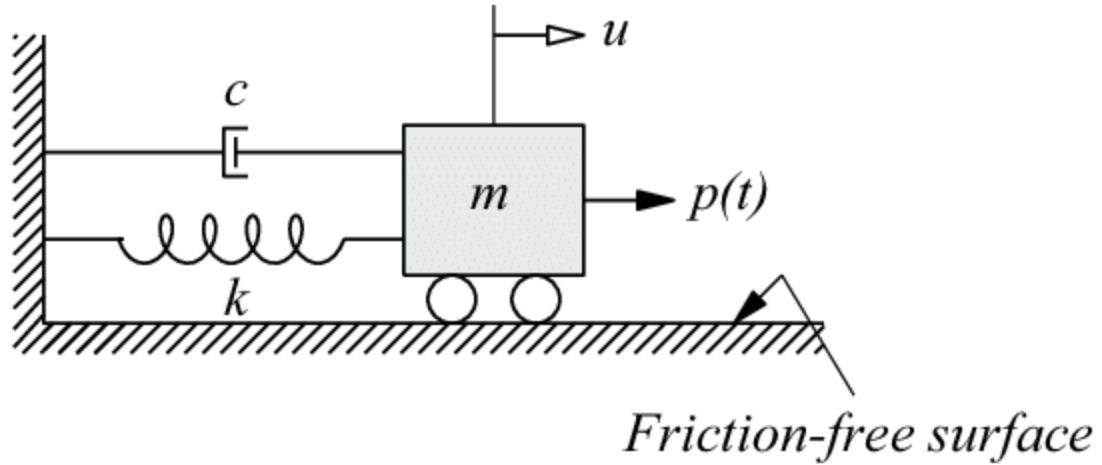
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Linear systems

Mass-spring-damper



- Equation of motion: $m\ddot{p} + c\dot{p} + kp = F (= u)$
- How to minimize the error to a reference point $e = p_{\text{ref}} - p$?:
Set $u = k_p e + k_i \int_0^t e dt + k_d \dot{e}$ (PID control)

State-space representation

- State-space representation:

$$\begin{aligned}\dot{x} &= Ax + Bu \\ y &= Cx + Du\end{aligned}$$

If A , B , C and D are constant, the system is called linear-time invariant (LTI) system.

- Convert mass-spring-damper system into state-space representation:

$$\begin{aligned}m\ddot{p} + c\dot{p} + kp &= F \\ \Downarrow \\ \underbrace{\begin{bmatrix} \dot{p} \\ \ddot{p} \end{bmatrix}}_{\dot{x}} &= \underbrace{\begin{bmatrix} 0 & 1 \\ -\frac{k}{m} & -\frac{c}{m} \end{bmatrix}}_A \underbrace{\begin{bmatrix} p \\ \dot{p} \end{bmatrix}}_x + \underbrace{\begin{bmatrix} 0 \\ \frac{1}{m} \end{bmatrix}}_B \underbrace{\begin{bmatrix} F \end{bmatrix}}_u\end{aligned}$$

Feedback control with state-space representation

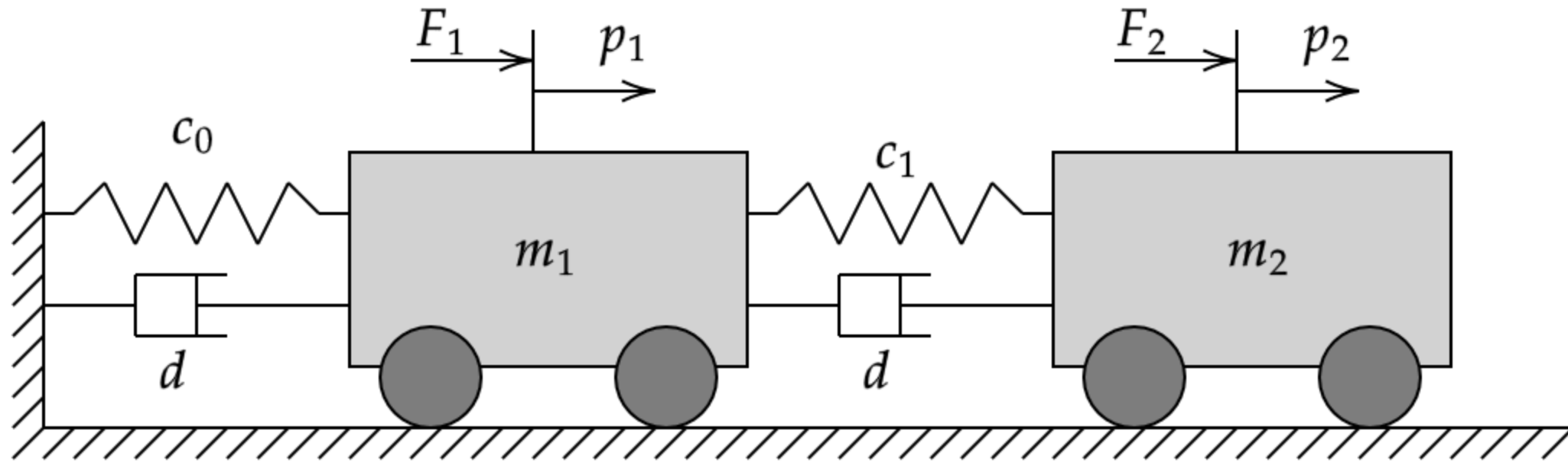
- If we set $u = K(x_{\text{ref}} - x)$,

$$\begin{aligned}\dot{x} &= Ax + Bu \\ &= Ax + BK(x_{\text{ref}} - x) \\ &= (A - BK)x + BKx_{\text{ref}}\end{aligned}$$

- If we set $\dot{p}_{\text{ref}} = 0$, it is equivalent as PD control:

$$K = \begin{bmatrix} k_p & k_d \end{bmatrix}$$

Multi-input multi-output (MIMO) systems



$$\underbrace{\begin{bmatrix} \dot{p}_1 \\ \dot{p}_2 \\ \ddot{p}_1 \\ \ddot{p}_2 \end{bmatrix}}_{\dot{x}} = \underbrace{\begin{bmatrix} 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ -\frac{c_0+c_1}{m_1} & \frac{c_1}{m_1} & -\frac{2d}{m_1} & \frac{d}{m_1} \\ \frac{c_1}{m_2} & -\frac{c_1}{m_2} & \frac{d}{m_2} & -\frac{2d}{m_2} \end{bmatrix}}_A \underbrace{\begin{bmatrix} p_1 \\ p_2 \\ \dot{p}_1 \\ \dot{p}_2 \end{bmatrix}}_x + \underbrace{\begin{bmatrix} 0 & 0 \\ 0 & 0 \\ \frac{1}{m_1} & 0 \\ 0 & \frac{1}{m_2} \end{bmatrix}}_B \underbrace{\begin{bmatrix} F_1 \\ F_2 \end{bmatrix}}_u$$

Multi-input multi-output (MIMO) systems

- How to design K for MIMO system?
 - Find K which makes real parts of $\text{eig}(A - BK)$ to be negative (for stability).
 - Eigenstructure assignment (if the system is completely controllable)

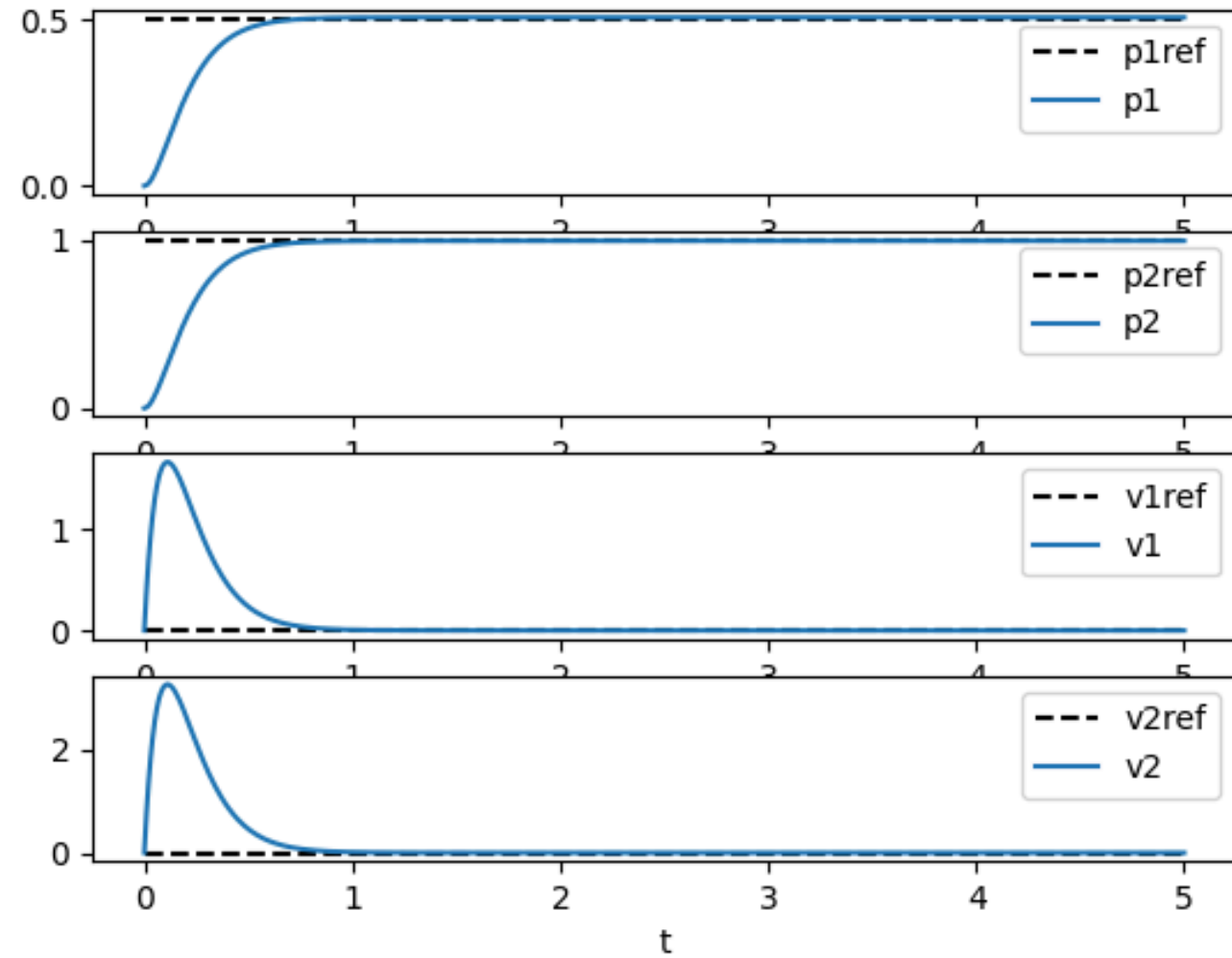
$$(A - BK)v_i = \lambda_i v_i \Rightarrow \begin{bmatrix} \lambda_i I - A & B \end{bmatrix} \begin{bmatrix} v_i \\ Kv_i \end{bmatrix} = 0$$

$$p_i = \text{Null}(\begin{bmatrix} \lambda_i I - A & B \end{bmatrix})$$

$$\begin{bmatrix} p_1 & \cdots & p_n \end{bmatrix} = \begin{bmatrix} V \\ Q \end{bmatrix}$$

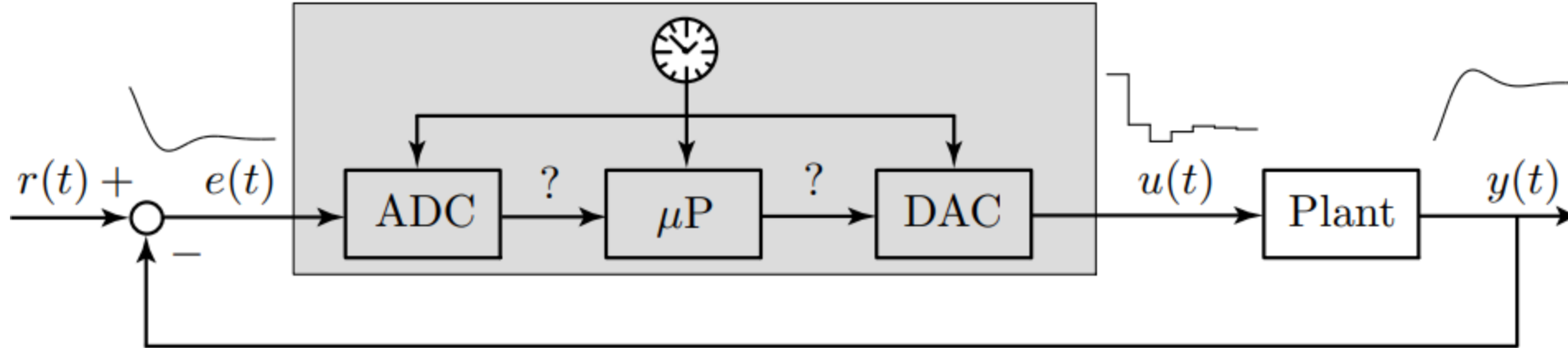
$$K = QV^{-1}$$

Simulation



Discrete-time linear systems

- Most control systems today use digital computers (usually microprocessors) to implement the controllers, which receives measurement only at specific intervals and holds its control input for the specified sample period.



- Because of these characteristics, control gain designed on the continuous-time model can make the system to be unstable.

Discrete-time linear systems

- With sampling time T_s , discrete-time linear system with $x[k] := x(kT_s)$ is

$$x[k + 1] = A_d x[k] + B_d u[k]$$

$$y[k] = C_d x[k] + D_d u[k]$$

- Stability condition

$$\text{Re}(\text{eig}(A_d - B_d K)) < 1$$

Discrete-time linear systems

- Convert continuous-time linear systems into discrete-time linear systems:

$$A_d = e^{AT_s}$$

$$B_d = \int_{\tau=0}^{T_s} e^{A\tau} d\tau B = A^{-1}(A_d - I)B$$

$$C_d = C$$

$$D_d = D$$

- or
$$\begin{bmatrix} A_d & B_d \\ 0 & I \end{bmatrix} = e^{\begin{bmatrix} A & B \\ 0 & 0 \end{bmatrix} T_s}$$

Nonlinear systems

Nonlinear systems

- Nonlinear continuous-time systems:

$$\dot{x} = f(x, u)$$

- Nonlinear discrete-time systems:

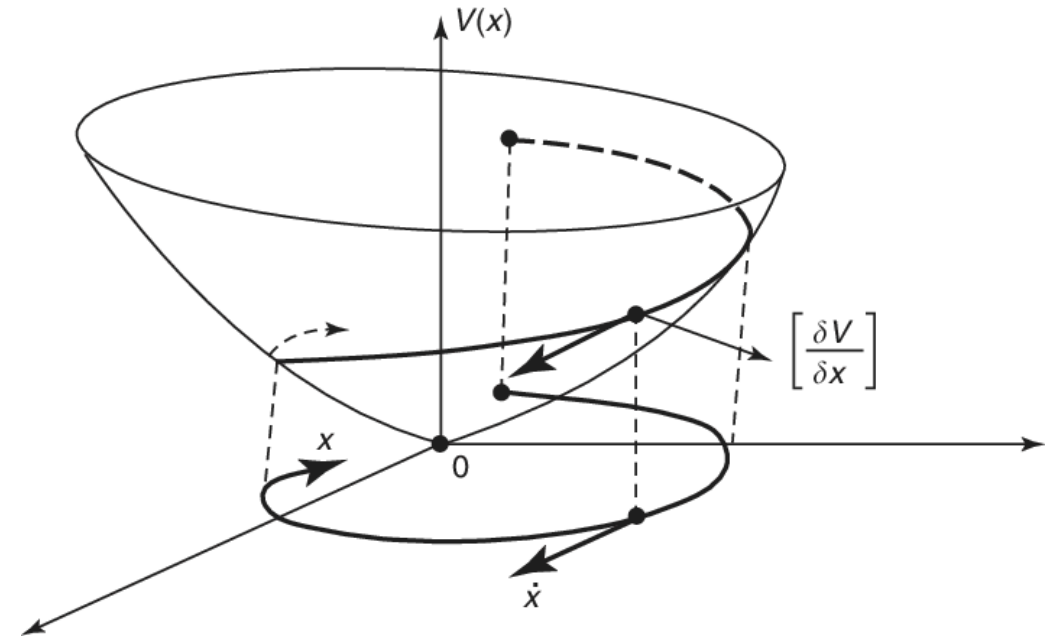
$$x[k + 1] = f(x[k], u[k])$$

where f is arbitrary nonlinear function $f : \mathbb{R}^{\dim(x)} \times \mathbb{R}^{\dim(u)} \rightarrow \mathbb{R}^{\dim(x)}$

Lyapunov function

- Consider a function $V : \mathbb{R}^n \rightarrow \mathbb{R}$ such that
 - $V(x) = 0$ if and only if $x = 0$
 - $V(x) > 0$ if and only if $x \neq 0$
 - $\dot{V}(x) = \frac{\partial V}{\partial x} \dot{x} \leq 0$ for all values of $x \neq 0$

Then $V(x)$ is called a Lyapunov function and the system is stable in the sense of Lyapunov (if $\dot{V}(x) < 0$, the system is asymptotically stable).



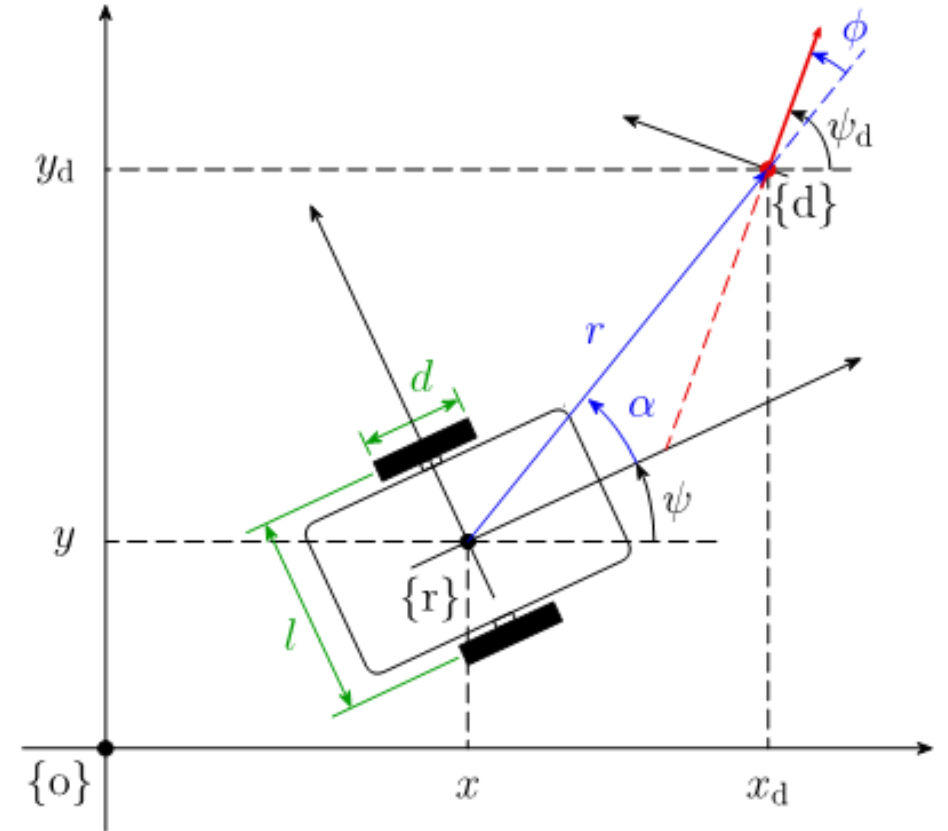
Differential-drive mobile robot

- Kinematic equation of motion (considers only geometric properties):

$$\dot{r} = -v \cos \alpha$$

$$\dot{\alpha} = v \sin \alpha / r - \omega$$

$$\dot{\phi} = -v \sin \alpha / r$$



Lyapunov function of differential drive robot

- If we define Lyapunov function of the differential drive robot as follows:

$$V = \frac{1}{2}(\lambda_r r^2 + \lambda_\alpha \alpha^2 + \lambda_\phi \phi^2)$$

$$\text{then } V(x) \begin{cases} = 0 & \text{if } x = 0 \\ > 0 & \text{if } x \neq 0 \end{cases}$$

-The time derivative of V is:

$$\begin{aligned} \dot{V} &= \lambda_r r \dot{r} + \lambda_\alpha \alpha \dot{\alpha} + \lambda_\phi \phi \dot{\phi} \\ &= -\lambda_r r v \cos \alpha + \lambda_\alpha \alpha (v \sin \alpha / r - \omega) - \lambda_\phi \phi v \sin \alpha / r \\ &= -\lambda_r r v \cos \alpha + (\lambda_\alpha \alpha - \lambda_\phi \phi) v \sin \alpha / r - \lambda_\alpha \alpha \omega \end{aligned}$$

Control design

- Control design by making $\dot{V} \leq 0$ for all values of $x \neq 0$:

i. Set $v(r, \alpha) = k_v r \cos \alpha$:

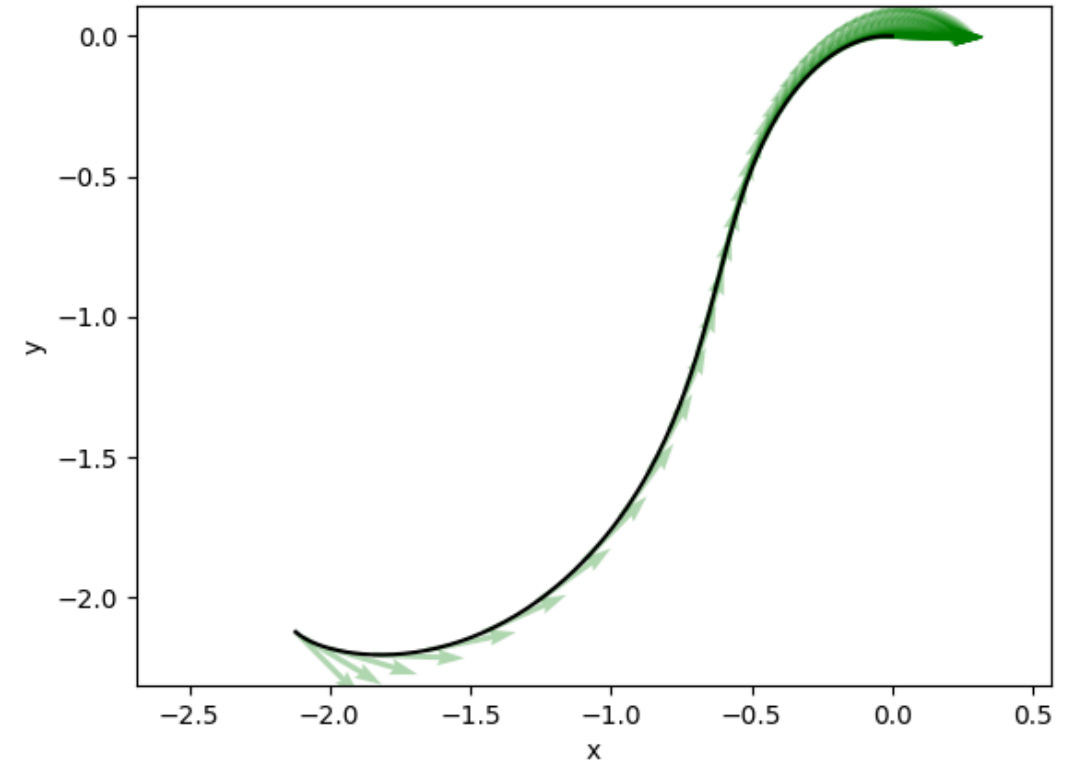
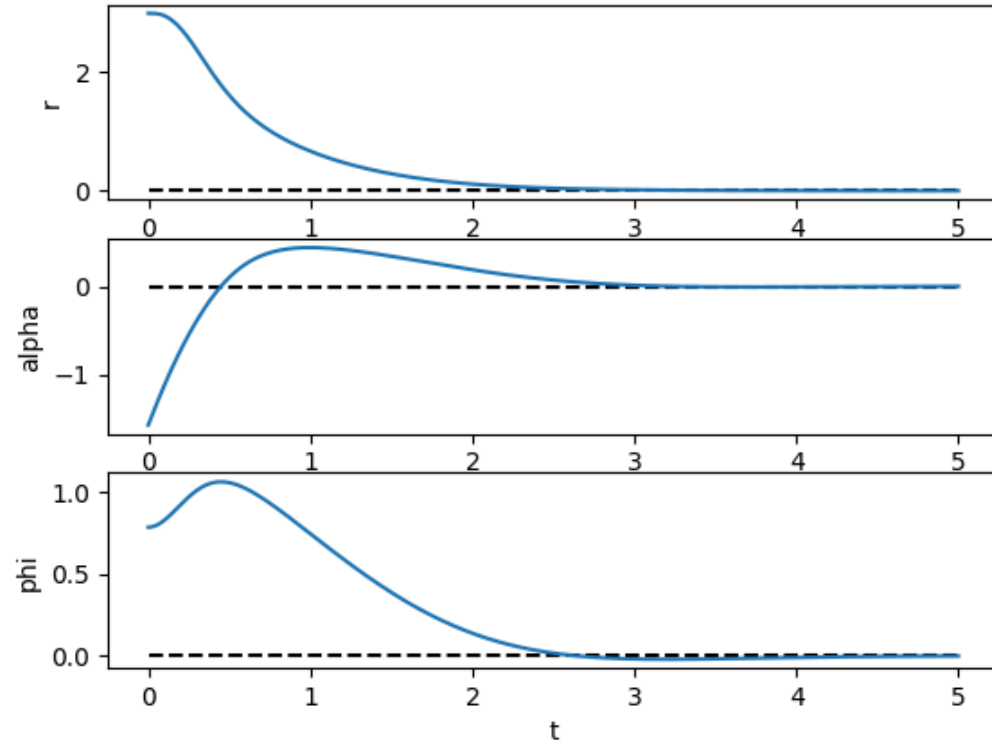
$$\begin{aligned}\dot{V} &= -\lambda_r r v \cos \alpha + (\lambda_\alpha \alpha - \lambda_\phi \phi) v \sin \alpha / r - \lambda_\alpha \alpha \omega \\ &= -\lambda_r k_v r^2 \cos^2 \alpha + (\lambda_\alpha \alpha - \lambda_\phi \phi) k_v \cos \alpha \sin \alpha - \lambda_\alpha \alpha \omega\end{aligned}$$

ii. Set $\omega(\alpha, \phi) = (\lambda_\alpha \alpha - \lambda_\phi \phi) k_v \cos \alpha \sin \alpha / \lambda_\alpha \alpha + k_\omega \alpha$:

$$\begin{aligned}\dot{V} &= -\lambda_r k_v r^2 \cos^2 \alpha + (\lambda_\alpha \alpha - \lambda_\phi \phi) k_v \cos \alpha \sin \alpha - \lambda_\alpha \alpha \omega \\ &= -\lambda_r k_v r^2 \cos^2 \alpha - \lambda_\alpha k_\omega \alpha^2\end{aligned}$$

- Since $V > 0$ and $\dot{V} < 0$ for all values of $x \neq 0$, the system can be stabilized with above control law.

Simulation



Linearization of a nonlinear system

- Instead of designing complex nonlinear control law, a system can be handled by linearizing it.
- Linearize at an equilibrium point \tilde{x} and \tilde{u} :

$$\begin{aligned}\dot{x} &= f(x, u) \\ &\approx \frac{\partial f}{\partial x}(x - \tilde{x}) + \frac{\partial f}{\partial u}(u - \tilde{u}) + f(\tilde{x}, \tilde{u}) \\ &= \underbrace{\frac{\partial f}{\partial x} x}_A + \underbrace{\frac{\partial f}{\partial u} u}_B + \underbrace{f(\tilde{x}, \tilde{u}) - \frac{\partial f}{\partial x} \tilde{x} - \frac{\partial f}{\partial u} \tilde{u}}_d\end{aligned}$$

- or linearize at a nominal trajectory $\{(\tilde{x}_1, \tilde{u}_1), \dots, (\tilde{x}_n, \tilde{u}_n)\}$ (linear time-varying)

Example: linearization of the differential drive robot EoM

$$\dot{r} = -v \cos \alpha$$

$$\dot{\alpha} = v \sin \alpha / r - \omega$$

$$\dot{\phi} = -v \sin \alpha / r$$

\Downarrow

$$\underbrace{\begin{bmatrix} \dot{r} \\ \dot{\alpha} \\ \dot{\phi} \end{bmatrix}}_{\dot{x}} = \underbrace{\begin{bmatrix} 0 & -v \sin \alpha & 0 \\ -v \sin \alpha / r^2 & v \cos \alpha / r & 0 \\ v \sin \alpha / r^2 & v \cos \alpha / r & 0 \end{bmatrix}}_A \underbrace{\begin{bmatrix} r \\ \alpha \\ \phi \end{bmatrix}}_x + \underbrace{\begin{bmatrix} \cos \alpha & 0 \\ \sin \alpha / r & -1 \\ -\sin \alpha / r & 0 \end{bmatrix}}_B \underbrace{\begin{bmatrix} v \\ \omega \end{bmatrix}}_u$$