

# Adv. Software Trainings

## 3/11/21 Recap Document

### Topics

- Motor Modeling
- GoogleTest Arm Simulator → See associated source files

### Motor Modeling

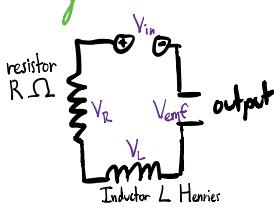
It is important to know the mathematical behavior of the systems which we are trying to control or model.

Most of Valkyrie's systems are powered by a motor, so let's start there.

Motors can be quite simple electrically:

(if you don't get the electronics just trust the math)

We think of DC motors as a resistor, inductor, output, and voltage source. There is some voltage  $V_L$  across the inductor,  $V_R$  across the resistor, and  $V_{emf}$  across the output.



We also take as a given the following:

$$V_{emf} = K_v \omega \quad \begin{matrix} \text{emf voltage} \\ \uparrow \\ \text{velocity constant} \end{matrix} \quad \tau = K_t i \quad \begin{matrix} \text{torque constant} \\ \uparrow \\ \text{current} \end{matrix}$$

And, of course,  $V_R = iR$ ,  $V_L = L \frac{di}{dt}$ .

- Voltage must drop to 0 across a loop so

$$\text{henceforth } V_{in} - V_{emf} - V_R - V_L = 0 \quad \begin{matrix} \text{inductance effects} \\ \text{are ignored} \end{matrix}$$

$$\text{henceforth } V - \frac{1}{K_v} \omega - iR - L \frac{di}{dt} = 0 \quad \Rightarrow \quad \frac{1}{R} V - \frac{1}{RK_v} \dot{\theta} = \frac{i}{K_t}$$

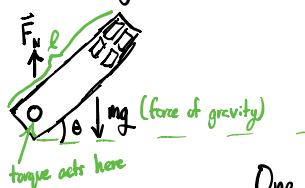
We will be solving for part of  $\tau$  (torque)

- Current is conserved around the loop

$$i = \frac{\tau}{K_t}$$

$$\frac{K_t}{R} V - \frac{K_t}{RK_v} \dot{\theta} = \tau$$

Now that we're here we have to consider the mechanical model of the system we are considering: an arm



The arm has forces acting on it from gravity, the normal force opposing it, and the torque from the motor.  $F_{\text{net}} = 0$ , obviously.  $T_{\text{net}}$ , is more complex:

$$T_{\text{net}} = T_{\text{motor}} - T_g = T_{\text{motor}} - \frac{l}{2} m g \sin \theta$$

One other piece must be slotted in: the gearbox. The gearbox sits between the arm and the motor and transforms the torque and speed:

$$\begin{aligned} T_{\text{out}} &= \frac{1}{G} T_{\text{motor}} \\ \dot{\theta}_{\text{out}} &= G \dot{\theta}_{\text{motor}} \end{aligned} \quad \text{where } G, \text{ of course, is the "gear ratio" — the ratio of gear teeth.}$$

So, the next piece is to incorporate this into our electrical model, with one caveat: typically, we use  $\dot{\theta}_{\text{out}}$  as what we're measuring, even though we measure  $\dot{\theta}_{\text{motor}}$ , typically we use  $\theta_{\text{arm}}$  (aka  $\theta_{\text{out}}$ ) in our math.

$$\frac{K_t}{R} V - \frac{K_t}{Rk_v} \dot{\theta}_{\text{motor}} = T_{\text{motor}}$$

all  $\theta$  is now  $\theta_{\text{arm}}$

$$\frac{K_t}{GR} V - \frac{K_t}{GRk_v} \dot{\theta}_{\text{arm}} = T_{\text{arm}} = J \ddot{\theta}_{\text{arm}} + \frac{l}{2} m g \sin \theta$$

*ignore this for now*

$$-\frac{l}{2J} m g \sin \theta + \frac{K_t}{JGR} V - \frac{K_t}{G^2 J R k_v} \dot{\theta}_{\text{arm}} = \ddot{\theta}_{\text{arm}}$$

*now C<sub>1</sub>*      *now C<sub>2</sub>*

Now that we have this, we can convert it into a more useful form. Consider that what we control is  $V$ . So, we control  $\dot{\theta}$  directly (i.e. without delay). So, all we need to know the position & velocity of the arm in the future is know what they are now, and the voltage we'll apply in the future. Call the pair position & velocity the "state" and voltage the "input". We want to explicitly write out that knowledge: write the change in state in terms of current state & voltage.

*Review matrix multiplication as necessary.*

$$\dot{X} = \begin{bmatrix} 0 & 1 \\ 0 & -C_2 \end{bmatrix} \begin{bmatrix} \theta \\ \dot{\theta} \end{bmatrix} + \begin{bmatrix} 0 \\ C_1 \end{bmatrix} V - \frac{l}{2J} m g \sin \theta$$

*change in state*      *current state*

This is called the "state-space" model of the system. This one is called a "continuous" model as time is considered infinitely divisible. However, in our code, we can only calculate so often. So we must consider the "discrete" model. In this case we want to know the state one timestep ( $\Delta t$ ) forwards. We denote the current state as  $X[k]$  and the next as  $X[k+1]$ . Also,

$$\begin{aligned}\ddot{\theta}[k+1] &= \ddot{\theta}[k]\Delta t + \dot{\theta}[k] \\ \theta[k+1] &= \theta[k]\Delta t + \theta[k]\end{aligned}\} \text{ this should be familiar as position = velocity * time"}$$

$$x[k+1] = \begin{bmatrix} 1 & \Delta t \\ 0 & \Delta t - C_2 \end{bmatrix} x[k] + \begin{bmatrix} 0 \\ C_1 \Delta t \end{bmatrix} V$$

this could be a  $\Delta t^2$  term but in practice  $\Delta t^2$  is tiny ( $1 \times 10^{-6}$ ) so we ignore here.

Some interesting notes:

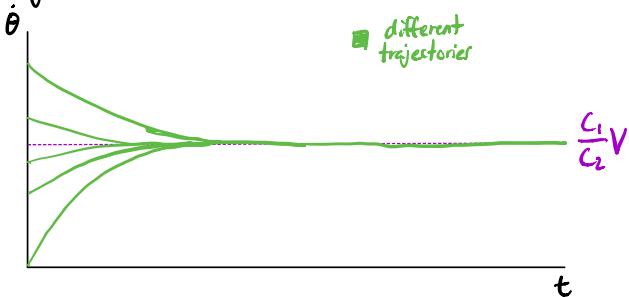
$$\ddot{\theta} = -C_2 \dot{\theta} + C_1 V, \text{ so what if we have constant velocity? } (\ddot{\theta} = 0)$$

$$0 = C_1 V - C_2 \dot{\theta} \Rightarrow C_1 V = C_2 \dot{\theta} \Rightarrow \dot{\theta} = \frac{C_1}{C_2} V, \text{ so our final velocity is only a function of voltage, i.e. we want to go } 500 \text{ radians/second so apply } C_2/C_1 (500) V.$$

If our voltage is fixed, i.e.  $V=0$  then  $\ddot{\theta} = -C_2 \dot{\theta} + C_1 V$ , and we solve the differential equation to get:

$$\dot{\theta} = \frac{C_1}{C_2} V + D e^{-C_2 t} \left\{ \begin{array}{l} \text{the sign of } D \text{ depends on} \\ \text{starting velocity.} \end{array} \right.$$

All trajectories look like



## GoogleTest Arm

Have arm-test.cc, arm.cc, and arm.hh open while reading!

To start, we define a bunch of constants in our test fixture class ArmTest. These are used to calculate  $k_v$  and  $K_f$  for our motor. We also need a helper function to do the acceleration calculation, and a function to simulate forwards for some time. We choose simulation  $\Delta t$  to be 0.0001 seconds. This loop advances our position, and velocity. We can write a test around this using the TEST\_F macro from GoogleTest like

```
TEST_F(ArmTest, Zeros) { }
```

this test, of course, trivially passes.

Next, we need something to actually test, so we build the controller class ArmLoop. We define an entrypoint function:

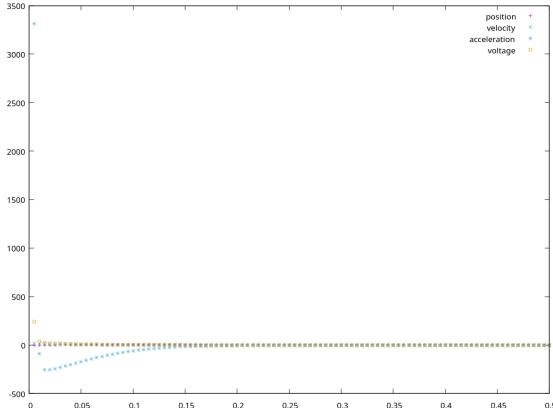
```
double update(double encoder, bool lower_limit, bool upper_limit, bool enabled);
```

measured position      lower hall on      upper hall on      is the robot enabled

We can for now just return 1.0 as the voltage and fix that later. Now we update the sim code to use this:

```
TEST_F(ArmTest, Zeros) {
    ArmLoop arm; create an ArmLoop
    arm.set_goal(50 * M_PI / 180); set the goal to 50°
    double current_time = 0.0;
    while (current_time < 1.0) { run for 1 second
        double voltage = arm.update(
            position_, lower_limit_triggered, get the voltage to
            upper_limit_triggered, true); apply
        simulate_for_time(voltage, ArmLoop::DT); run time forward by dT
        current_time += ArmLoop::DT; step our tracking time forwards
    }
    EXPECT_NEAR(50 * M_PI / 180, position_, 0.01); check if we got to the right
                                                position
}
```

Obviously, this test fails. Applying 1.0 V is not a good way to get to the right position.



Here is a graph of this run. Since we're applying constant voltage, we get exactly the velocity curve we expected earlier from the math!

Obviously we can do better.

We will do better than this, so we'll write a PD controller, which you've seen before.

That looks like this:

```
double error = goal_ - encoder_;
double error_vel = last_error - error;
last_error_ = error;
return kP * error + kD * error_vel;
```

With decent tuned constants, we get much better results and pass our tests. We'll continue to build from here.

Looking at the graph on the right there are a few noticeable problems we should also check in our test, i.e. our test passes here but we wouldn't want this to pass: we are missing failure checks.

