## Double Integrator Control: Cascaded P Controller Gains vs Damping Ratio

Sergei Lupashin Fotokite

October 22, 2018

Let's say we have a system where we command an acceleration  $\ddot{x}$  with the goal of controlling position x to a desired value u.

We use a cascaded proportional controller: an inner one for velocity, with gain  $K_v$  and an outer one with gain  $K_p$ . A cascaded P controller may be used instead of a PD controller instead of a for various reasons, including being able to explicitly constrain the desired velocity.

How does the ratio between  $K_v$  and  $K_p$  relate to system stability / overshoot / undershoot behavior? How can we make tuning these parameters simpler?

Start by writing out the math for a double proportional controller:

$$\ddot{x} = K_v(K_p(u - x) - \dot{x}) \tag{1}$$

where  $\ddot{x}$  is the commanded acceleration, u is the desired position,  $K_p$  is the position proportional gain,  $K_v$  is the velocity proportional gain, and  $\dot{x}$  are the position and velocity.

The above equation can be written out as

$$\ddot{x} + K_v \dot{x} + K_v K_n x = K_v K_n u \tag{2}$$

which means the transfer function is

$$G(s) = \frac{y(s)}{u(s)} = \frac{K_v K_p}{s^2 + K_v s + K_v K_p}$$
(3)

Compare this to the canonical  $\omega_n$  (natural frequency) and  $\zeta$  (damping ratio) formulation for the transfer function of a 2nd order system:

$$G(s) = \frac{\omega_n^2}{s^2 + 2\zeta\omega_n s + \omega_n^2} \tag{4}$$

By doing some algebra we find

$$K_p = \frac{\omega_n}{2\zeta}, \quad K_v = 2\zeta\omega_n \tag{5}$$

which finally leads us to the ratio of the inner gain to outer gain:

$$\frac{K_v}{K_p} = 4\zeta^2 \tag{6}$$

For a critically damped system,  $\zeta=1$ , meaning  $K_v/K_p=4$ . For an underdamped system, e.g.  $\zeta=0.7$ ,  $K_v/K_p=1.96$ . In many situations, we can achieve reasonable tuning by assuming that  $\zeta$  should be somewhere between 0.7 and 1, meaning that the ratio  $K_v/K_p$  should be around 2-4.

## NOTES

- Please note that this is NOT a PD controller, which typically has gains such as  $K_p$  and  $K_d$ , and which we are not talking about here.
- There are often additional complexities such as underlying dynamics to  $\ddot{x}$ , saturation, etc, that you should consider in tuning your system.