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DEPARTMENT OF  
MECHANICAL ENGINEERING

# 2D Ball Balancing

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*Mechatronics Laboratory*  
A.Y. 2024/25  
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# Summary

1. Bench description and calibration
2. Mathematical model
3. Control logics and experimental testing
4. Conclusions







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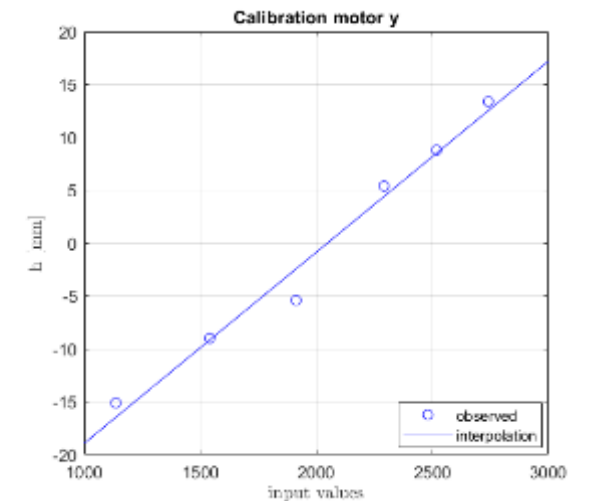
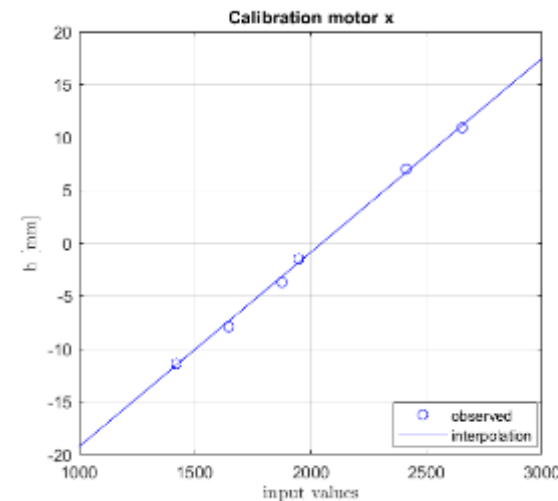
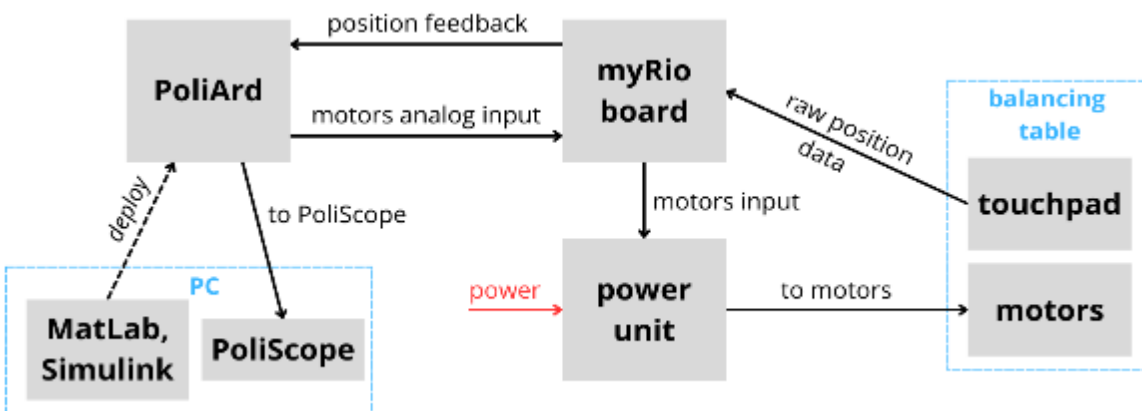
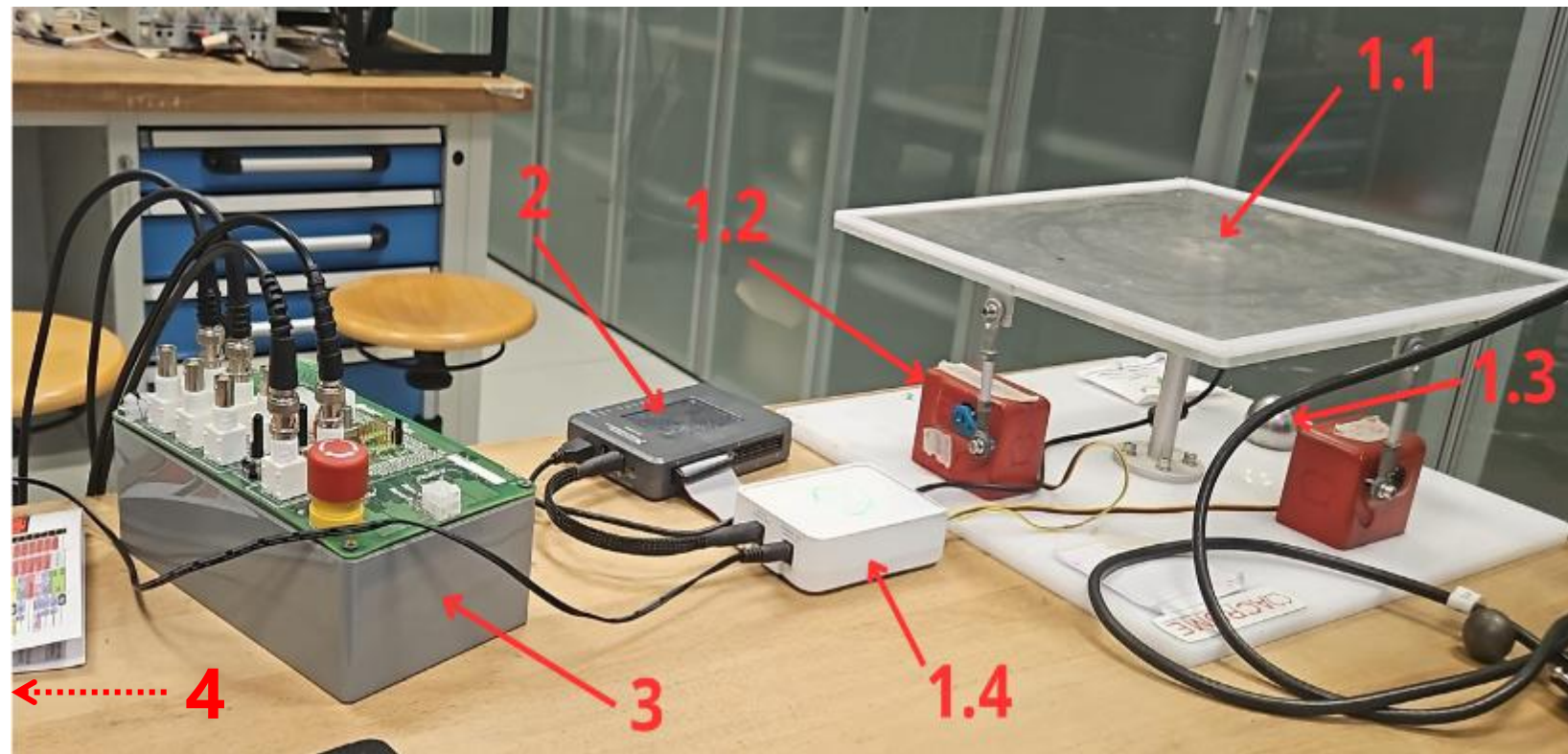
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# 1. BENCH DESCRIPTION AND CALIBRATION



# ORIGINAL BENCH

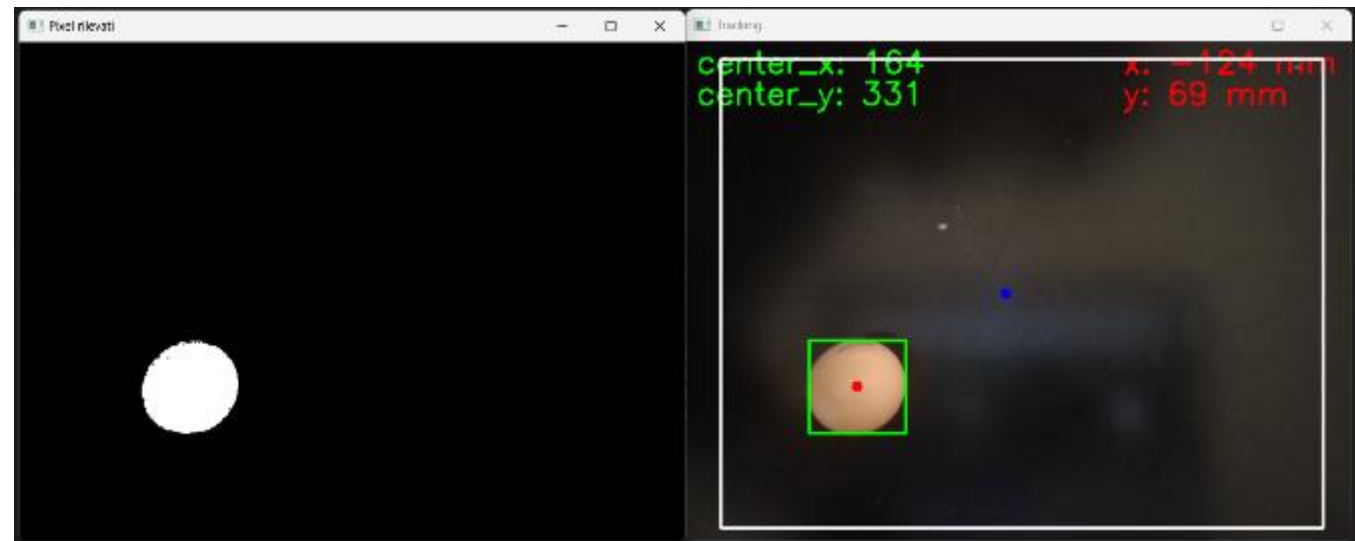
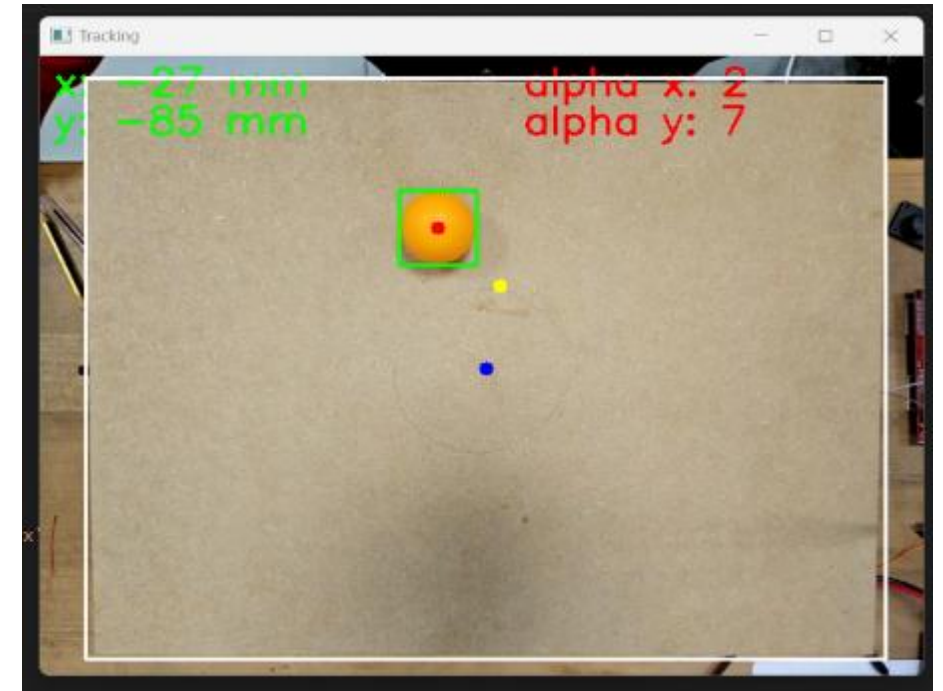
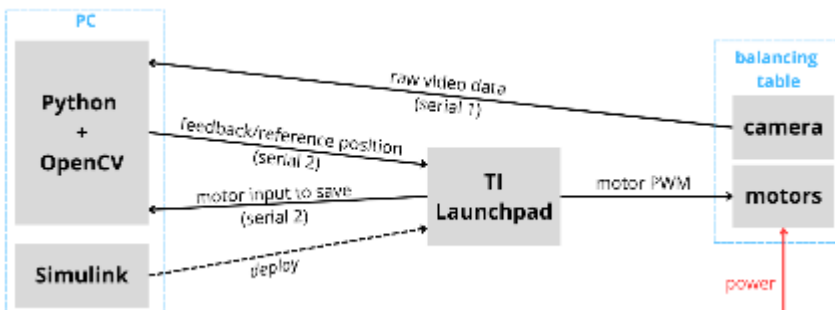
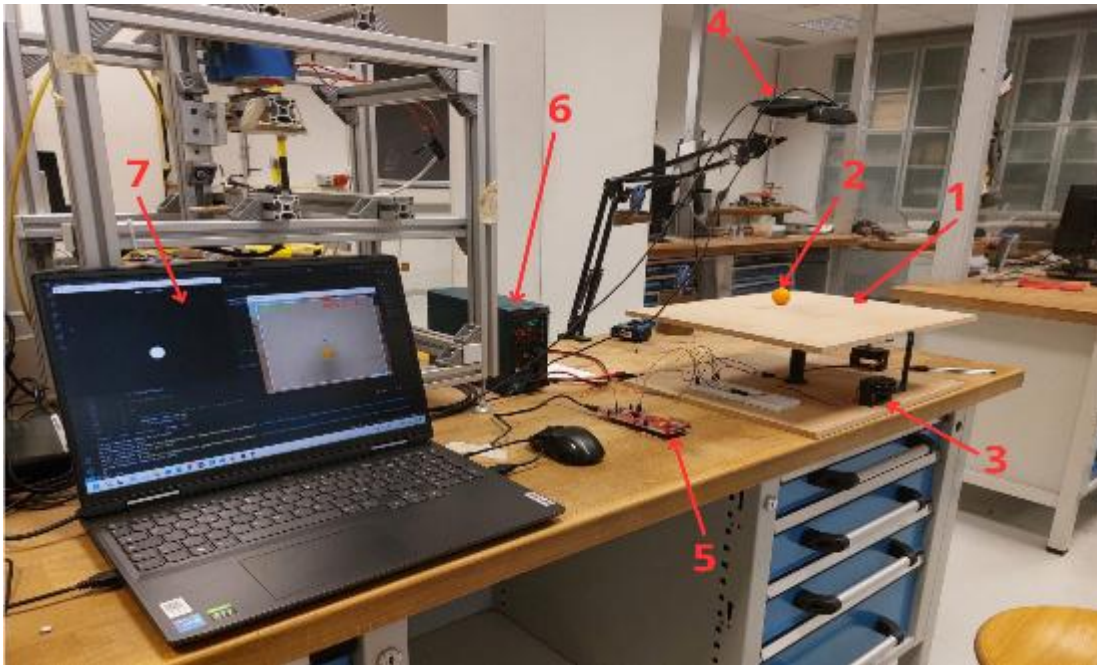
1. Acrome Ball Balancing Table set:
  - 1.1. touchpad panel
  - 1.2. servomotors
  - 1.3. steel ball
  - 1.4. power unit
2. MyRio microprocessor board
3. PoliArd unit (Arduino)
4. PC (Matlab/Simulink and PoliScope)





# NEW BENCH

1. MDF panel
2. ping pong ball
3. servomotors
4. camera (smartphone)
5. TI Launchpad microcontroller board
6. Power supply
7. PC (Phyton/OpenCV and Matlab/Simulink)





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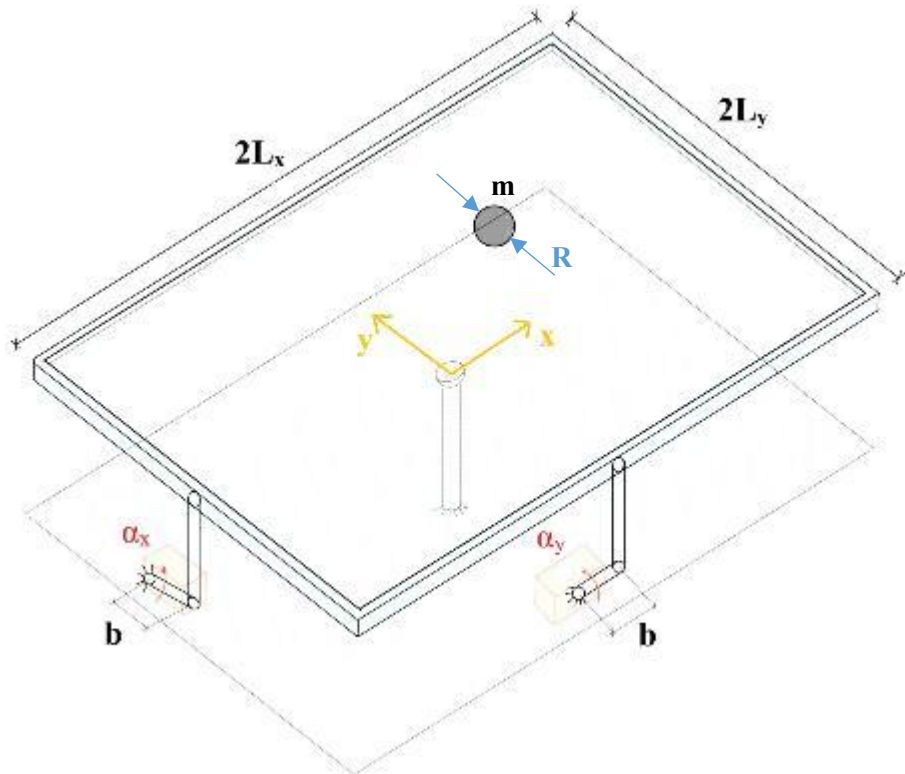
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## 2. MATHEMATICAL MODEL



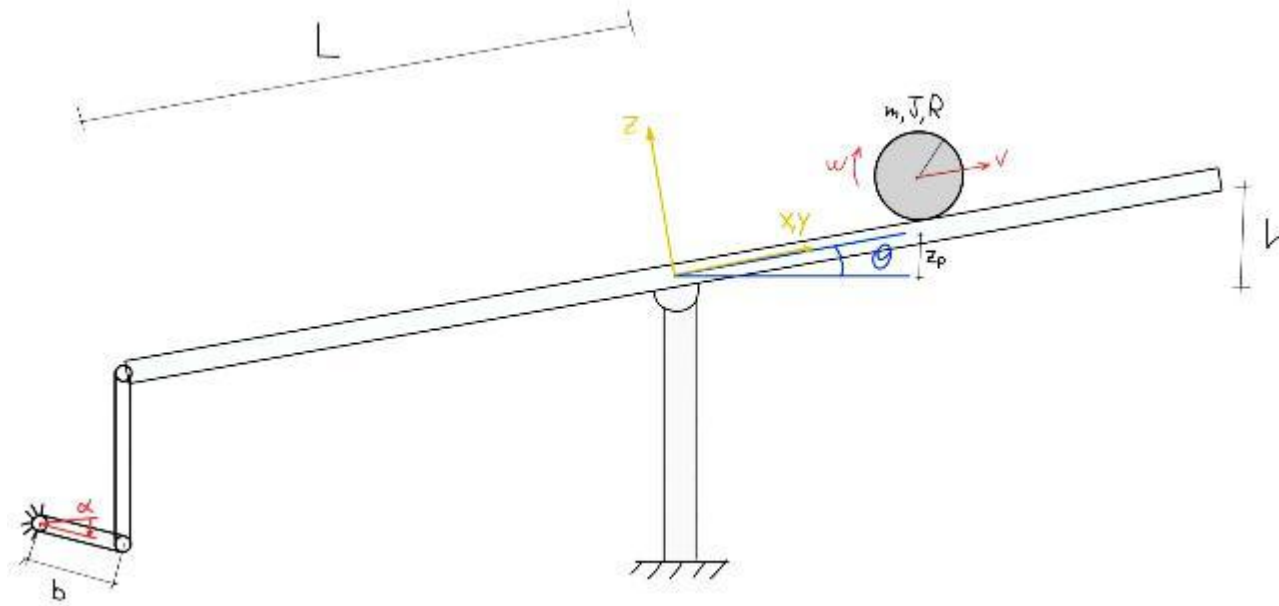
# ASSUMPTIONS AND DATA

- Ball rolls without slipping
- Massless table and rods
- Motions in x and y are decoupled
- Small  $\theta$  angles
- Negligible dissipations of the rolling ball
- Negligible centrifugal force due to platform rotation



	Original bench	New bench
$L_x$	182 mm	225 mm
$L_y$	150 mm	175 mm
$b$	24.5 mm	30 mm
$m$	0.264 kg	0.004 kg
$R$	20 mm	20 mm
$J$	$4.22 \cdot 10^{-5} \text{ kg} \cdot \text{m}^2$	$2.56 \cdot 10^{-6} \text{ kg} \cdot \text{m}^2$

# DERIVATION



## Lagrange equations approach:

$$\text{Kinetic energy} \rightarrow E_{kin} = \frac{1}{2} \left( m + \frac{J}{R^2} \right) \dot{x}^2$$

$$\text{Potential energy} \rightarrow E_{pot} = mgx \sin \theta$$

$$L \sin \theta = -b \sin \alpha$$

$$\frac{d}{dt} \frac{\partial E_{kin}}{\partial \dot{x}} - \frac{\partial E_{kin}}{\partial x} + \frac{\partial D}{\partial \dot{x}} + \frac{\partial E_{pot}}{\partial x} = Q$$

## Equation of motion:

$$\ddot{x} = \frac{mg}{\left(m + \frac{J}{R^2}\right)} \frac{b}{L} \sin \alpha \rightarrow \begin{cases} \dot{x} = \dot{z}_1 = z_2 \\ \ddot{x} = \dot{z}_2 = \frac{mg}{\left(m + \frac{J}{R^2}\right)} \frac{b}{L} \sin \alpha = C \sin \alpha \end{cases} \rightarrow \text{linearization: } \begin{bmatrix} \dot{z}_1 \\ \dot{z}_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \cdot \begin{bmatrix} z_1 \\ z_2 \end{bmatrix} + \begin{bmatrix} 0 \\ C \end{bmatrix} \alpha$$

[same for x and y directions]





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### 3. CONTROL LOGICS AND EXPERIMENTAL TESTING



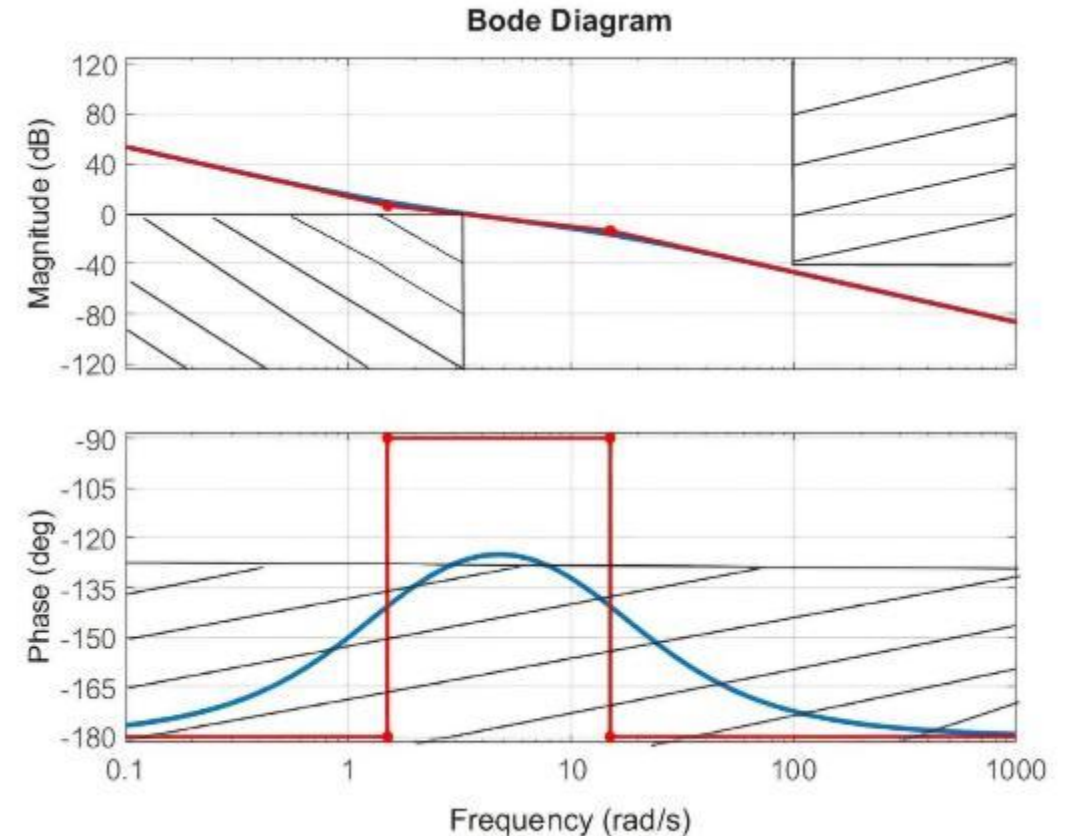
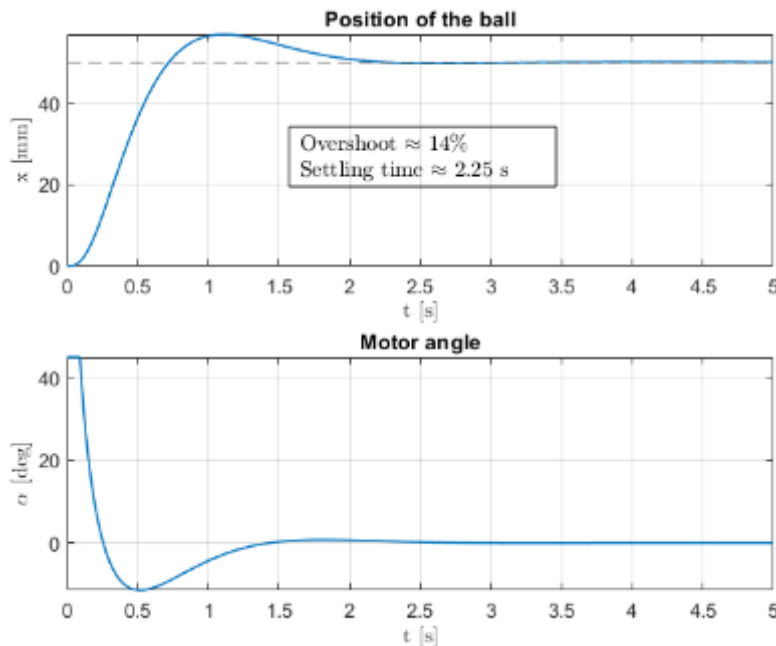
# PD - ANALITICAL TUNING

Overshoot:  $S\% < 20 \rightarrow \Psi_m > 54^\circ$

Settling time:  $T_{s,\epsilon} = \frac{4.6}{\omega_c \xi} < 3 \text{ s} \rightarrow \omega_c > 3.4 \frac{\text{rad}}{\text{s}}$

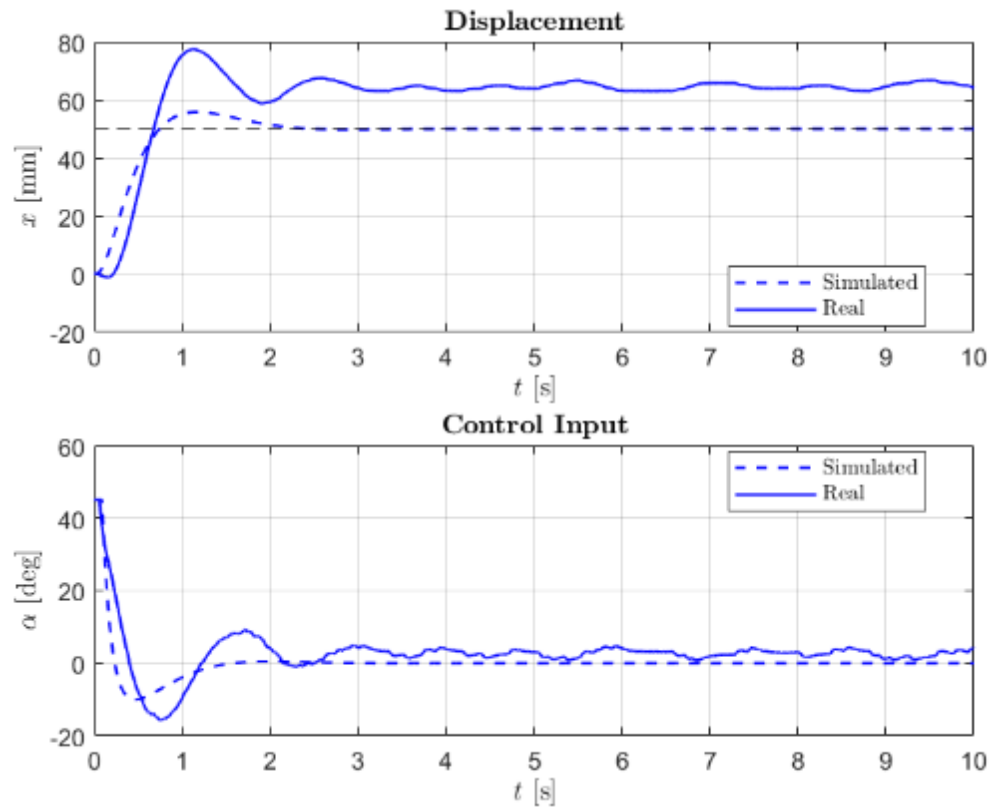
Noise reduction: (40 dB attenuation after 100  $\frac{\text{rad}}{\text{s}}$ )

$\rightarrow |F| \approx |L| < -40 \text{ dB}$

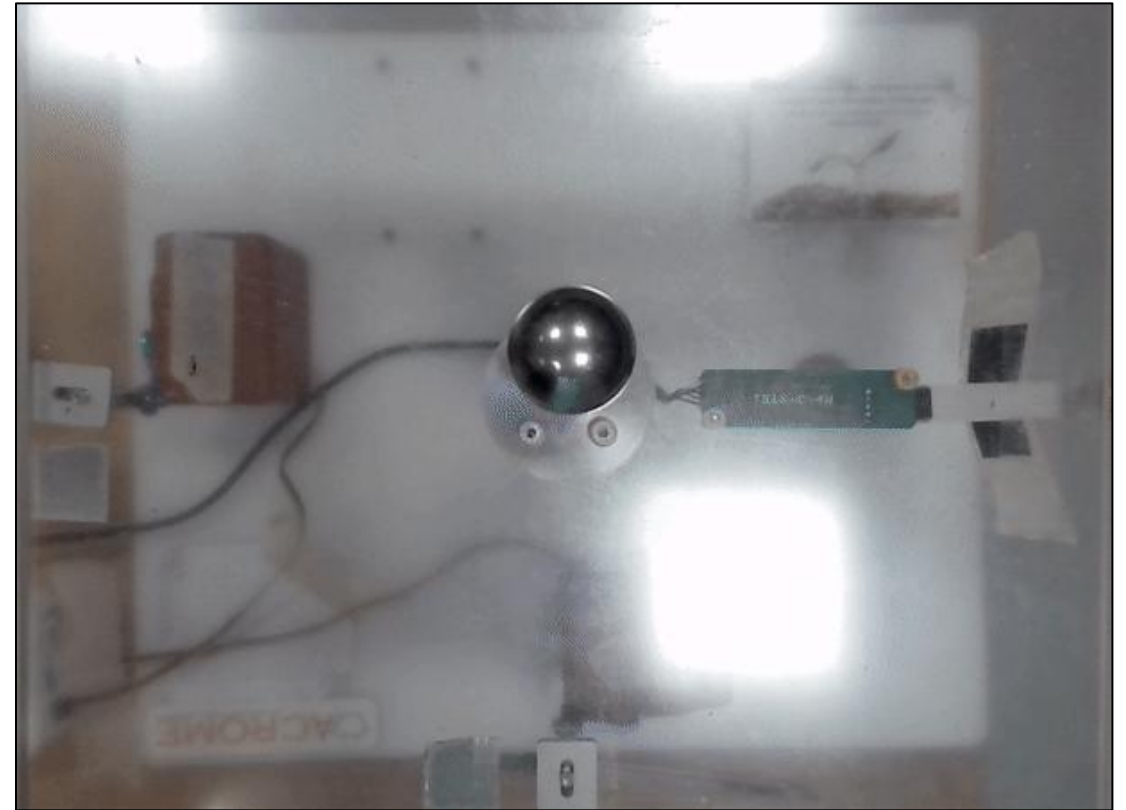


Resulting gains  $\rightarrow K_p = 5, K_d = 3$

# PD - STEP RESPONSE

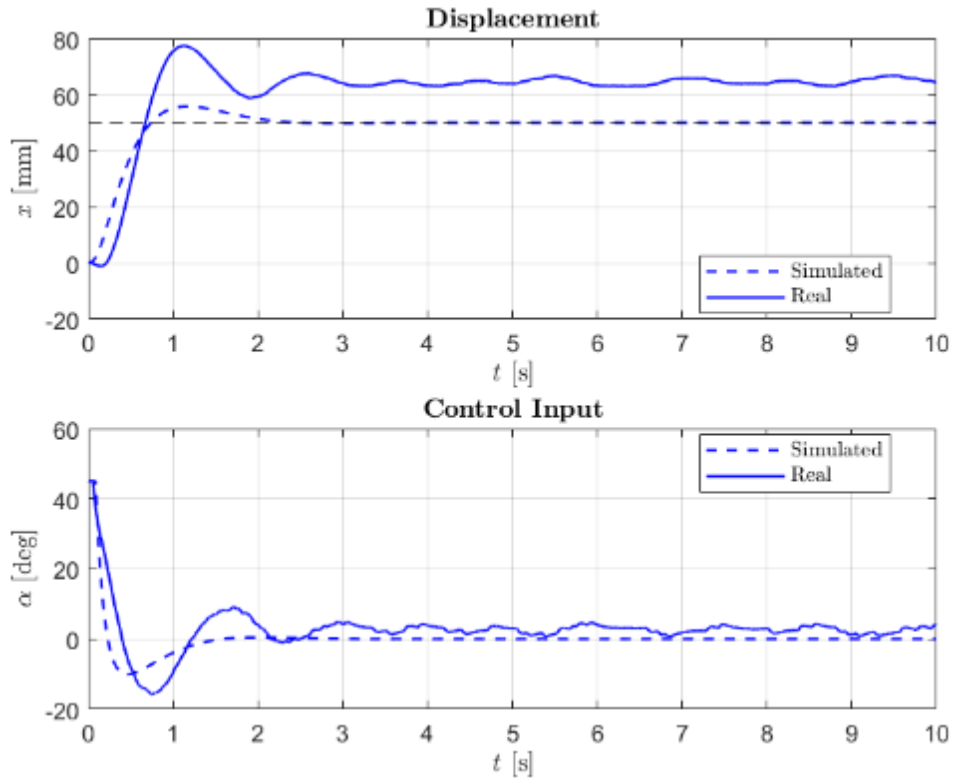


PD:  $K_p = 5$ ,  $K_d = 3$

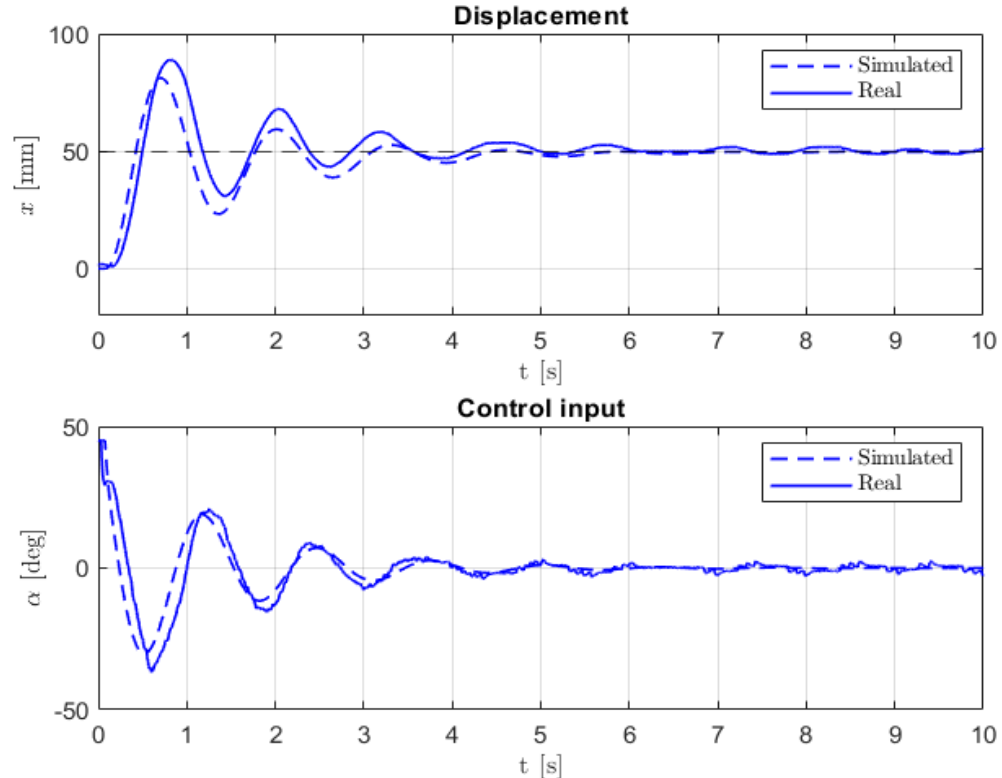




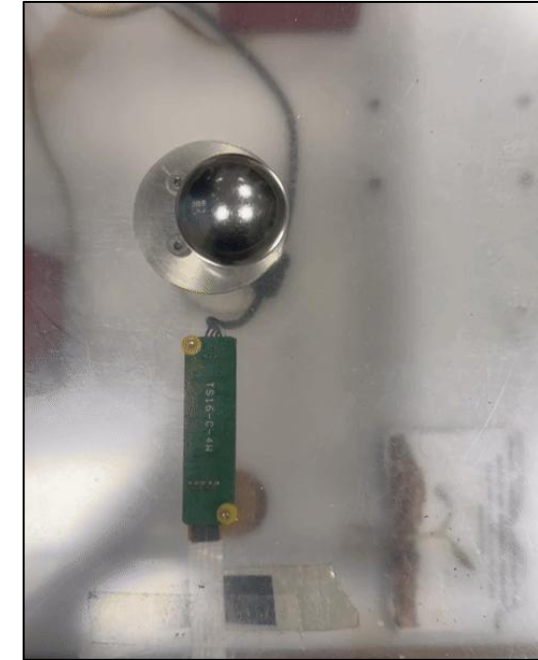
# PD AND PID - STEP RESPONSE



PD:  $K_p = 5$ ,  $K_d = 3$

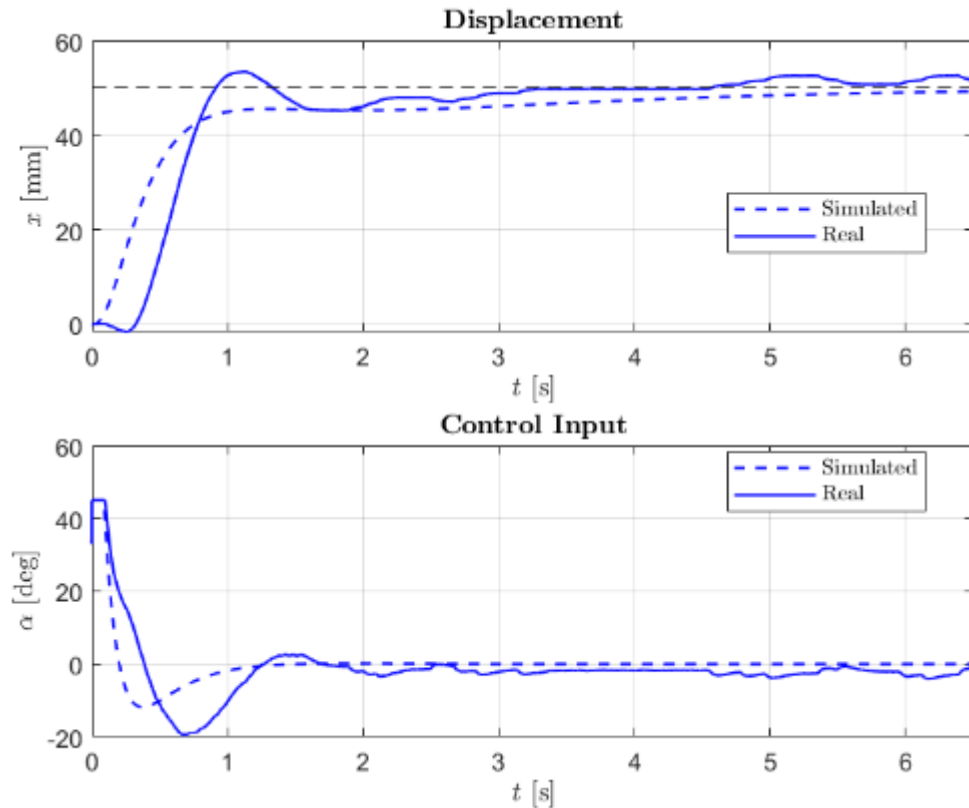


PID:  $K_p = 6$ ,  $K_i = 3$ ,  $K_d = 3$



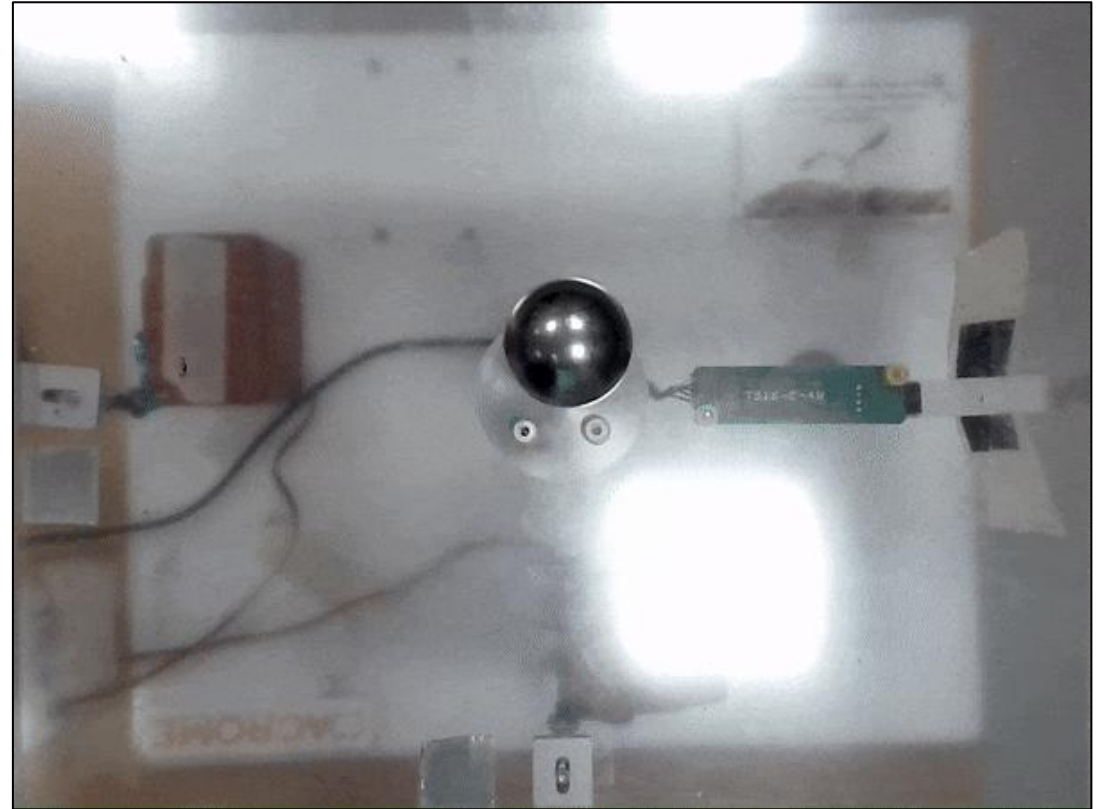
Integral action: no steady-state error, more overshoot and longer settling time  $\rightarrow$  slower response.

# PID - STEP RESPONSE

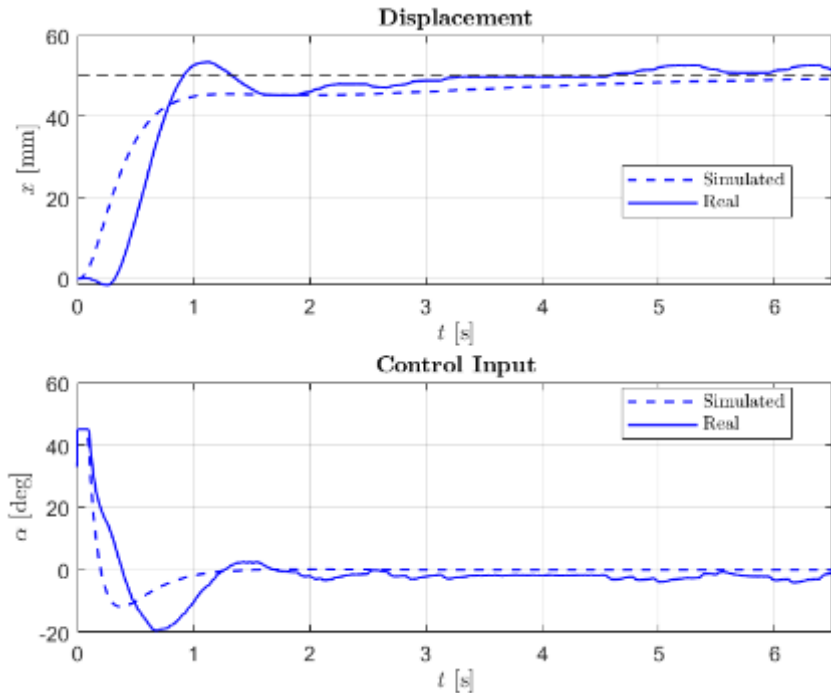


PID:  $K_p = 4.5$ ,  $K_i = 1.5$ ,  $K_d = 3.5$

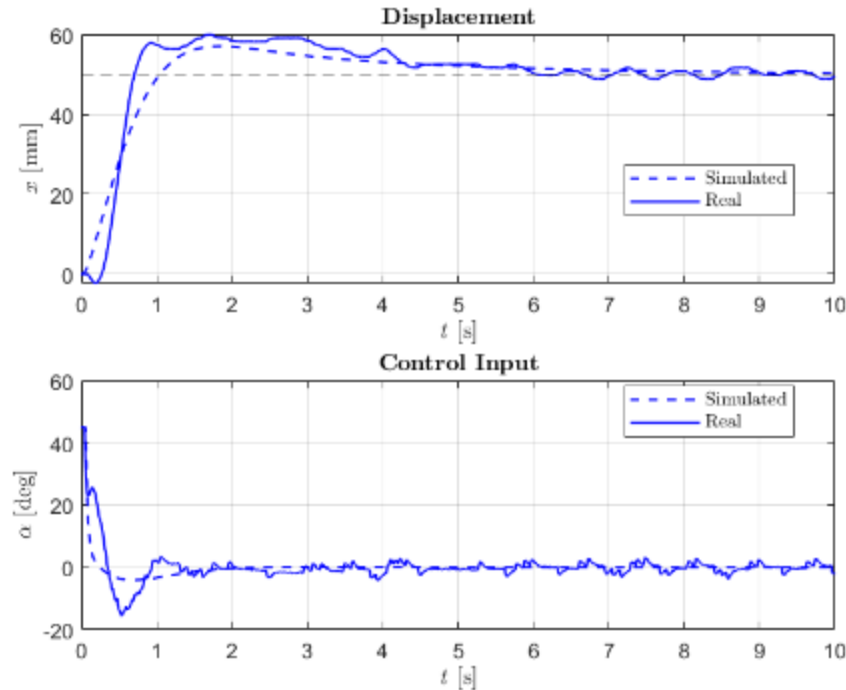
- Reducing  $K_p$  and  $K_i \rightarrow$  lower overshoot and settling time
- Anti-windup for the integral action



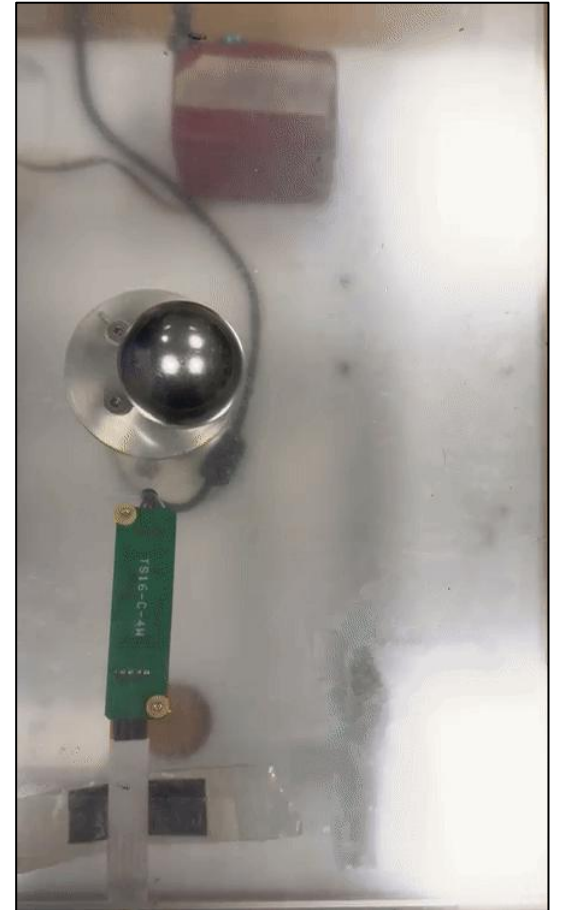
# PID - STEP RESPONSE



PID:  $K_p = 4.5$ ,  $K_i = 1.5$ ,  $K_d = 3.5$



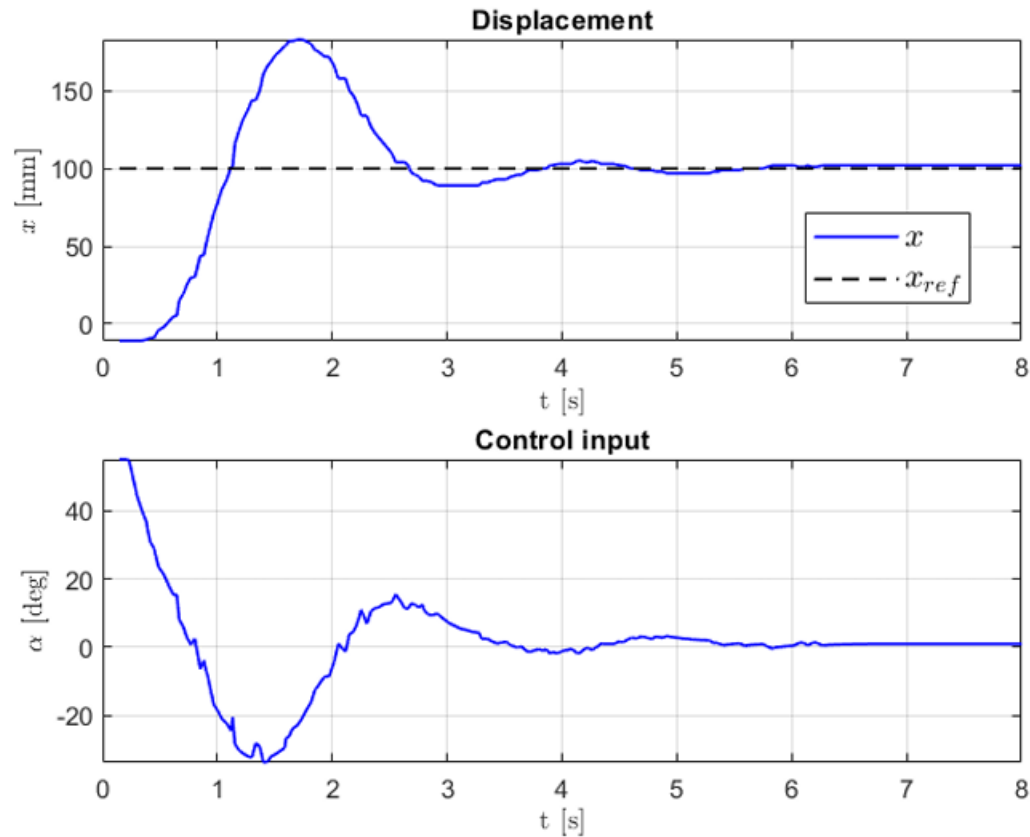
PID:  $K_p = 6.4$ ,  $K_i = 1.8$ ,  $K_d = 4$



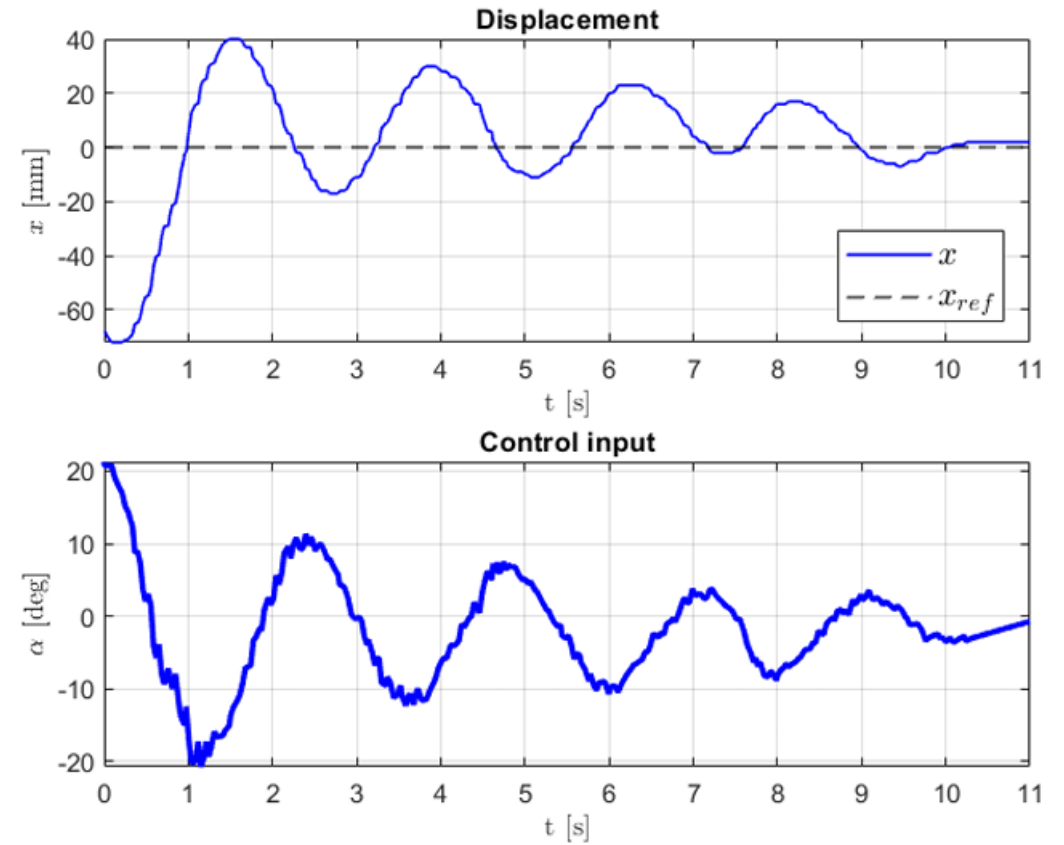
- Increasing  $K_p$  and  $K_i$  → higher overshoot and settling time
- Increasing  $K_d$  → reduction of oscillation but more noise



# PID - STEP RESPONSE (NEW BENCH)



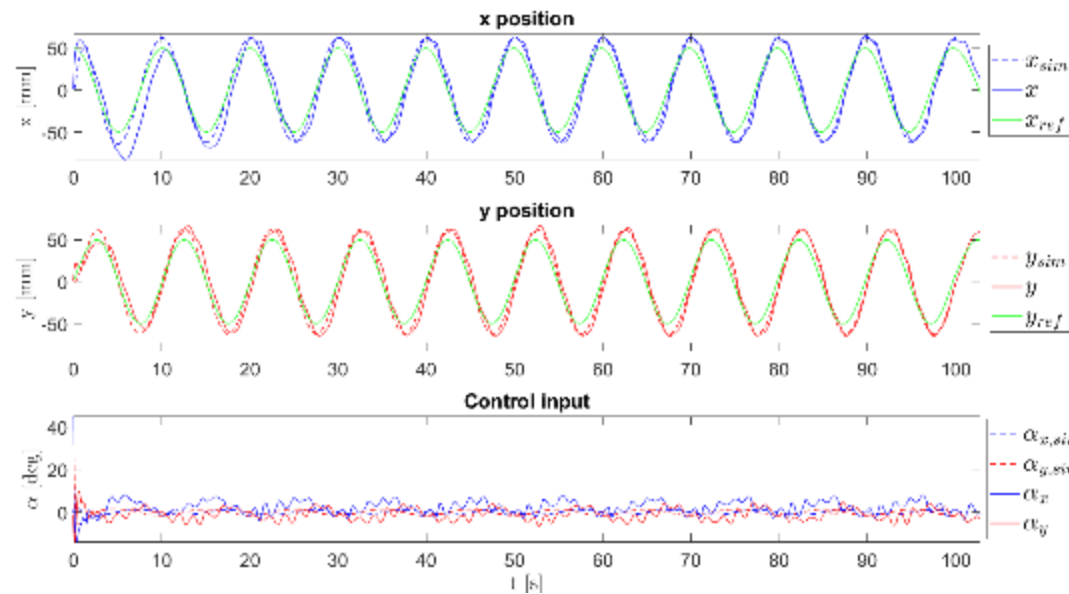
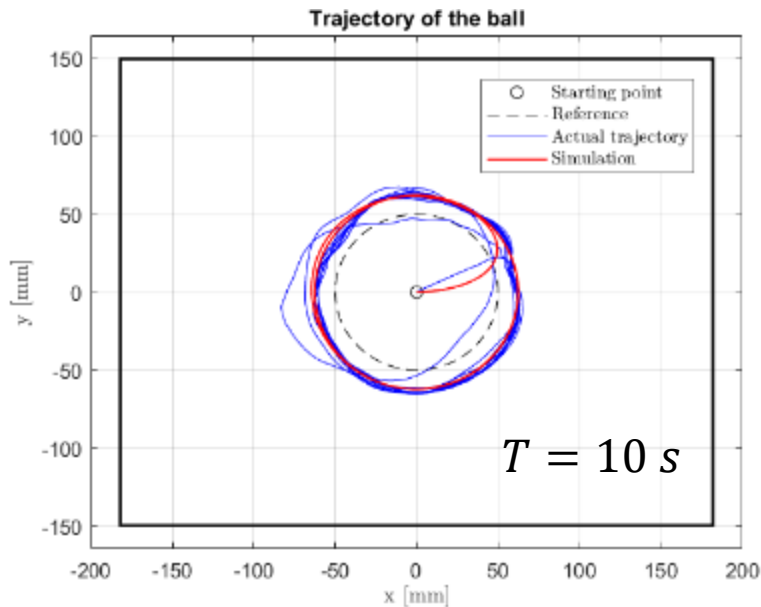
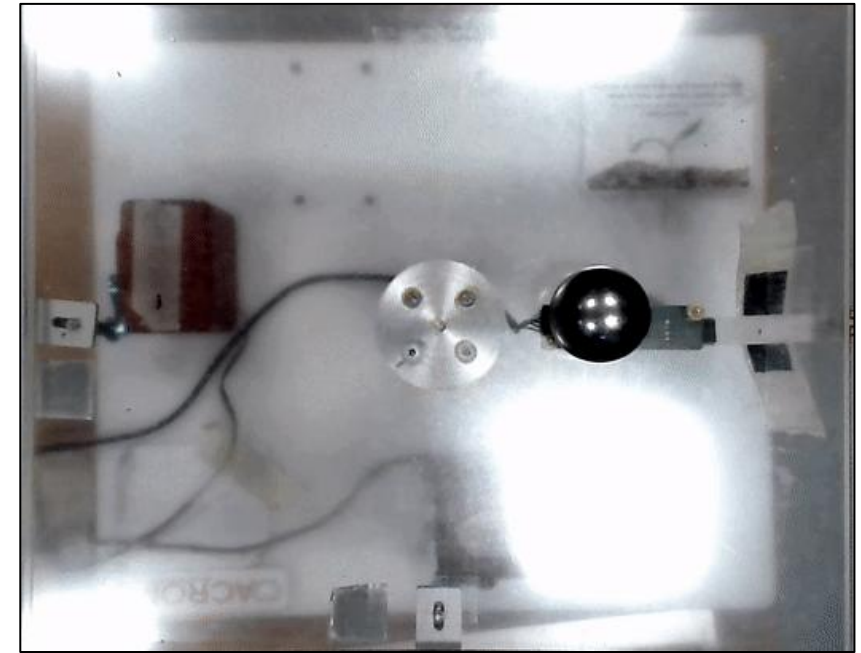
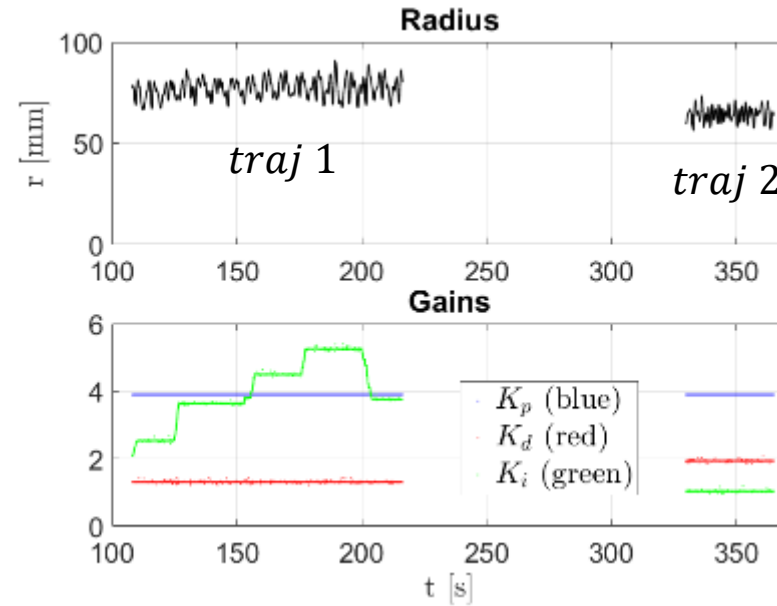
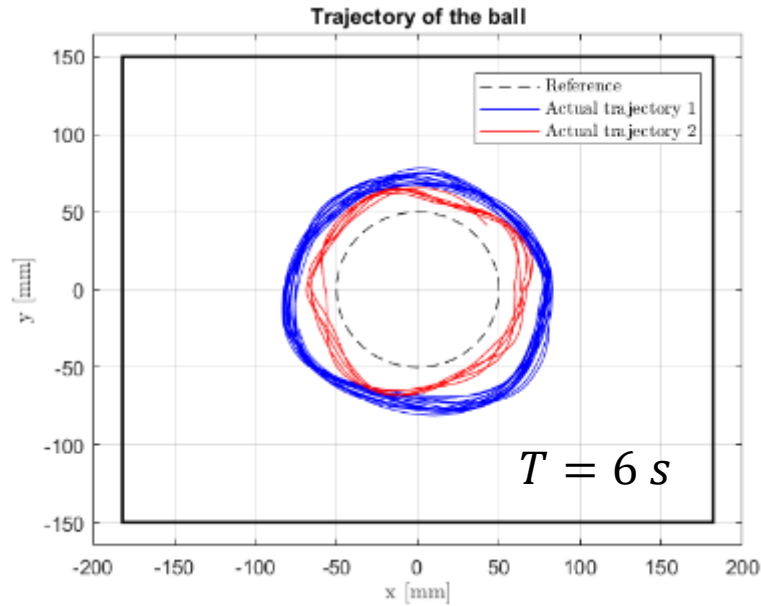
PID:  $K_p = 4.5$ ,  $K_i = 1.5$ ,  $K_d = 3.5$



PID:  $K_p = 6.4$ ,  $K_i = 1.8$ ,  $K_d = 4$

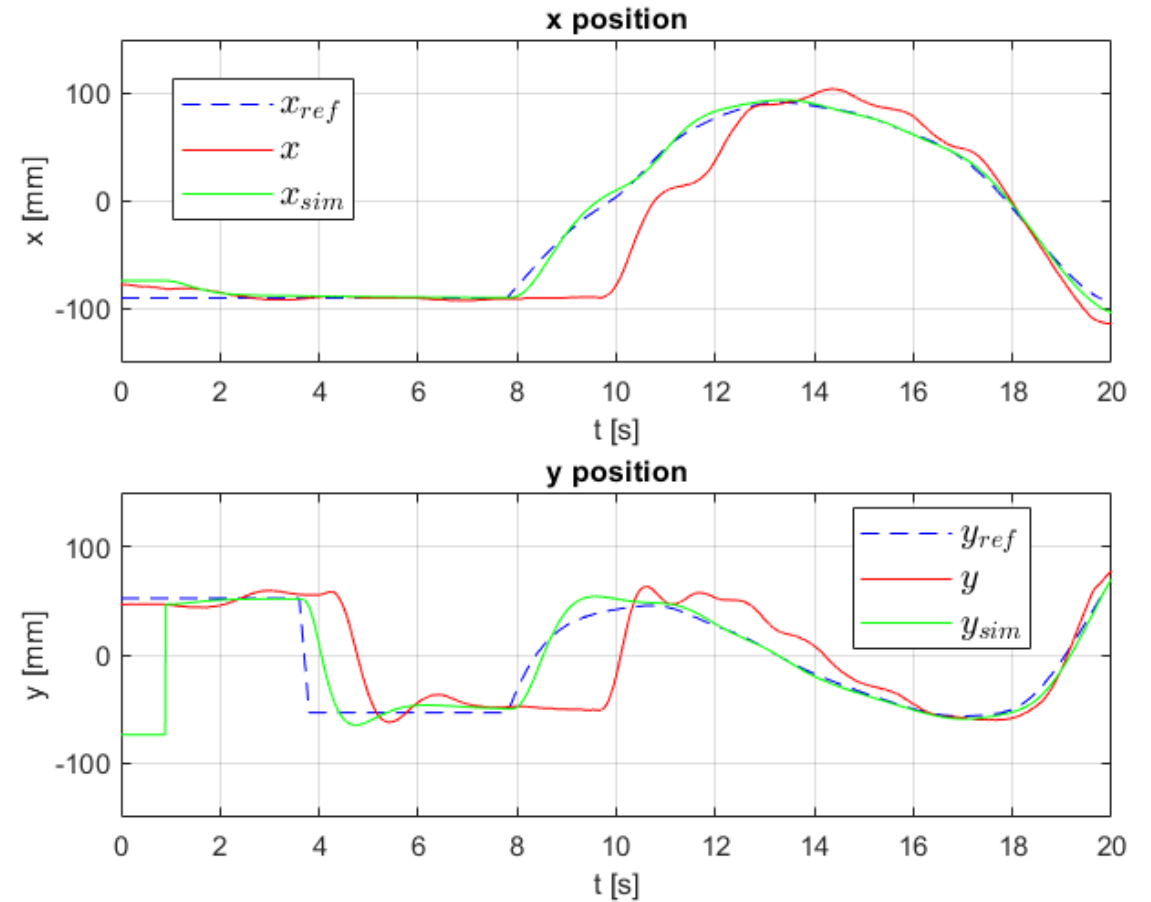
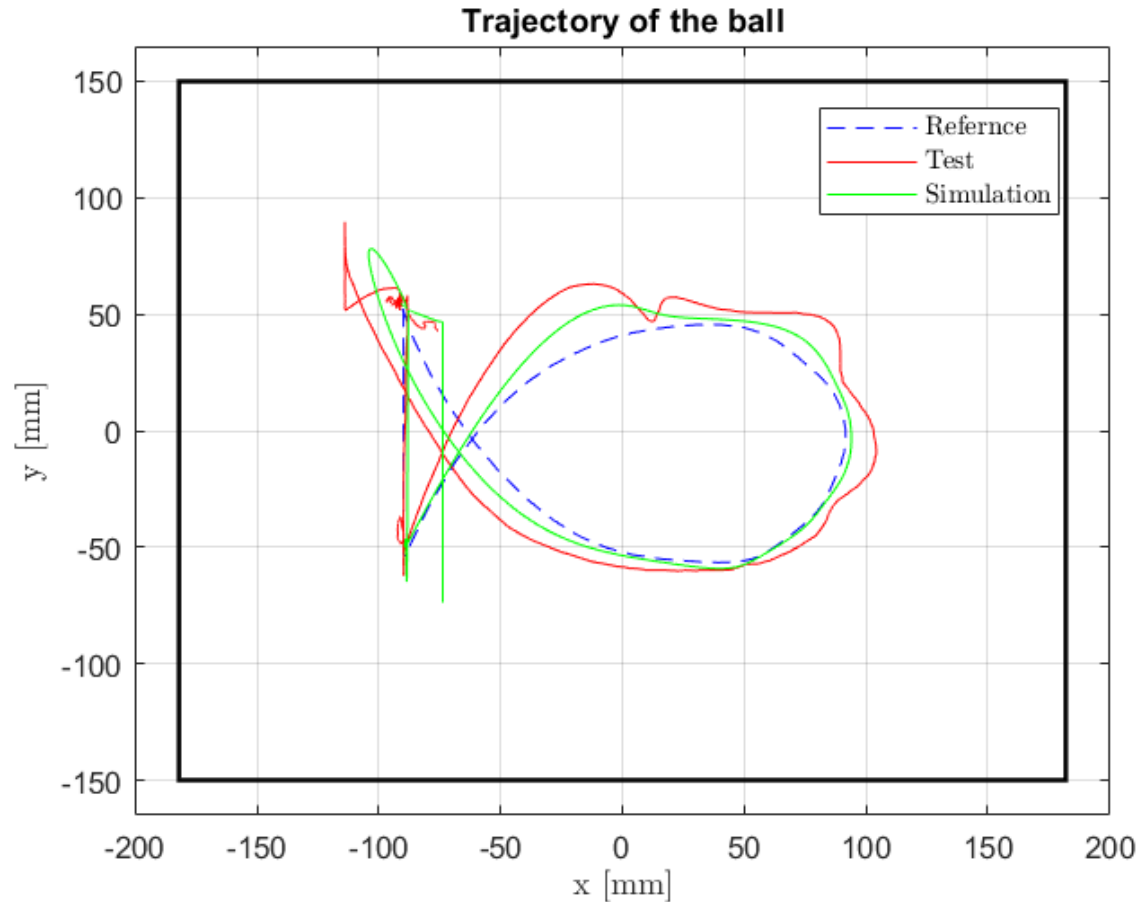
- Same considerations of the original bench
- Further observations at the end of the presentation

# PID - TRAJECTORY TRACKING



Period  $T = 10\text{ s}$ .  
 PID controller  $K_p = 2$ ,  
 $K_i = 0.5$ ,  $K_d = 1.8$

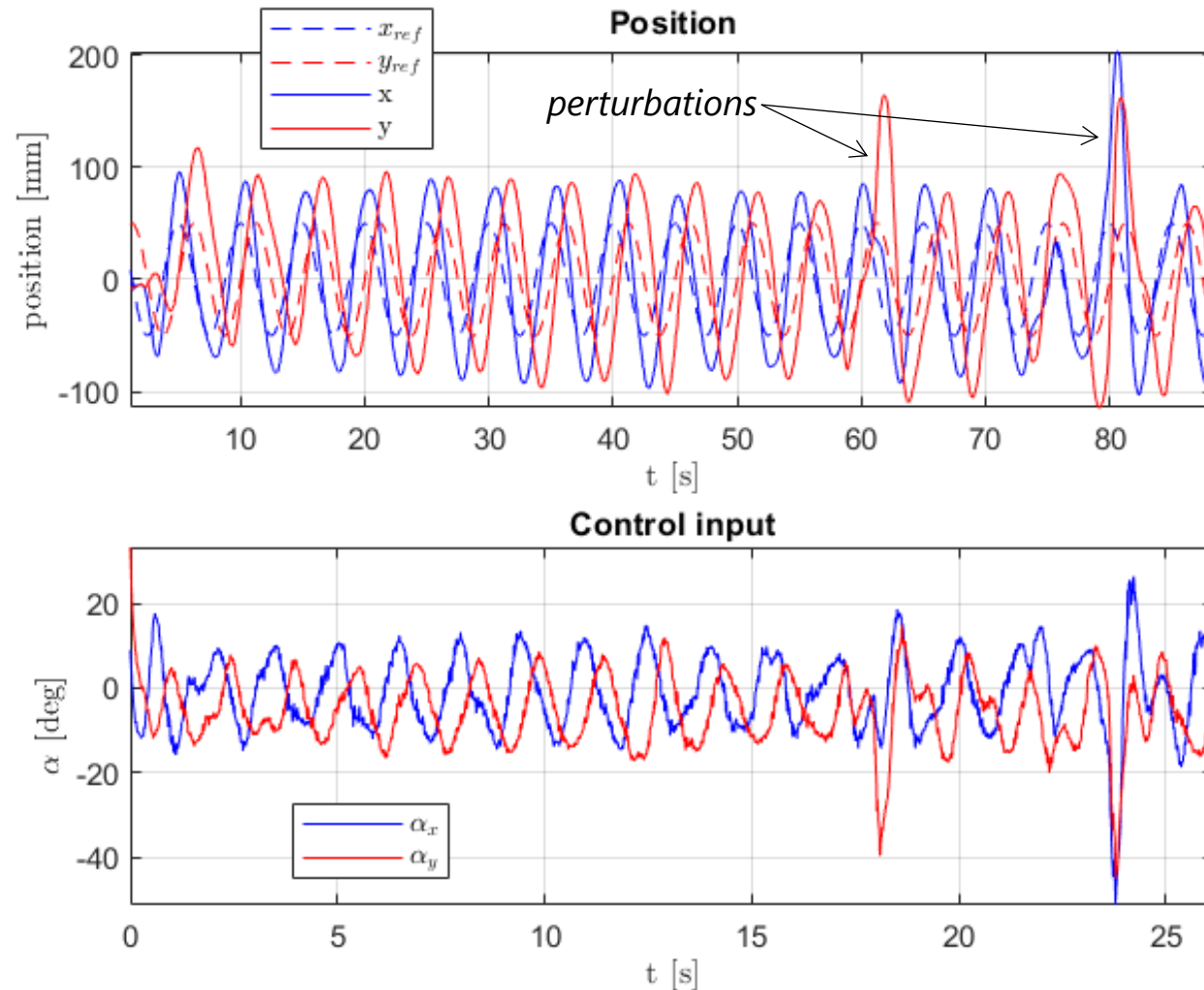
# PID - TRAJECTORY TRACKING



User-defined trajectory tracking with original bench. Duration  $T = 20$  s. PID controller  $K_p = 2$ ,  $K_i = 0.5$ ,  $K_d = 1.8$

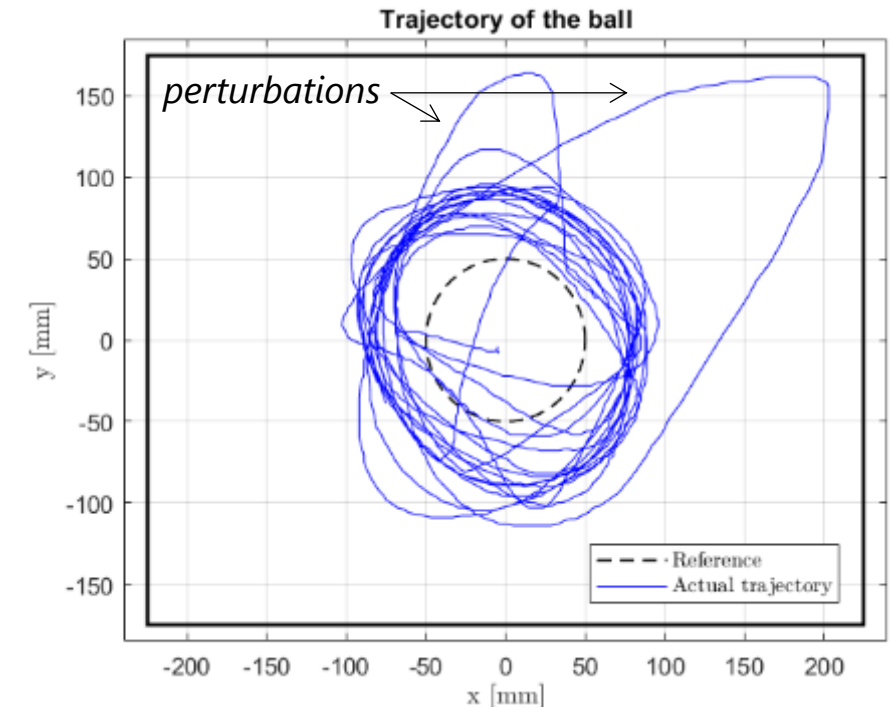
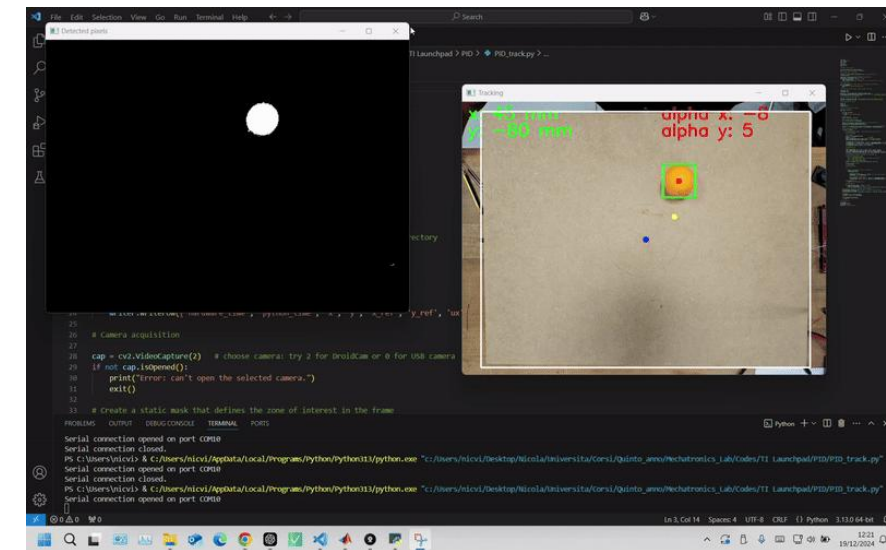


# PID - TRAJECTORY TRACKING (NEW BENCH)



Circle trajectory tracking with new bench.

Period  $T = 5$  s. PID controller  $K_p = 2.6$ ,  $K_i = 0.7$ ,  $K_d = 0.9$



# POLE PLACEMENT

Extended system to eliminate steady state error:

$$\dot{\mathbf{x}} = \mathbf{A}_{ex}\mathbf{x} + \mathbf{B}_{ex}\mathbf{u}$$

Poles of the uncontrolled system:  $|s\mathbf{I} - \mathbf{A}| = 0 \rightarrow s^3 = 0$

Poles of the controlled system:

$$|s\mathbf{I} - (\mathbf{A} - \mathbf{BK})| = 0 \rightarrow s^3 + \frac{981}{980}k_2s^2 + \frac{981}{980}k_1s + \frac{981}{980}k_3 = 0$$

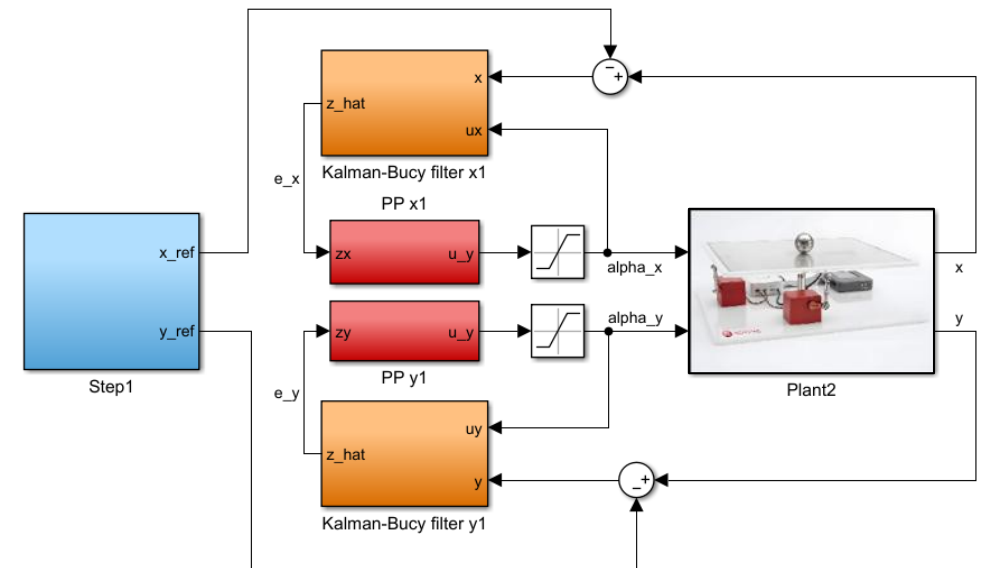
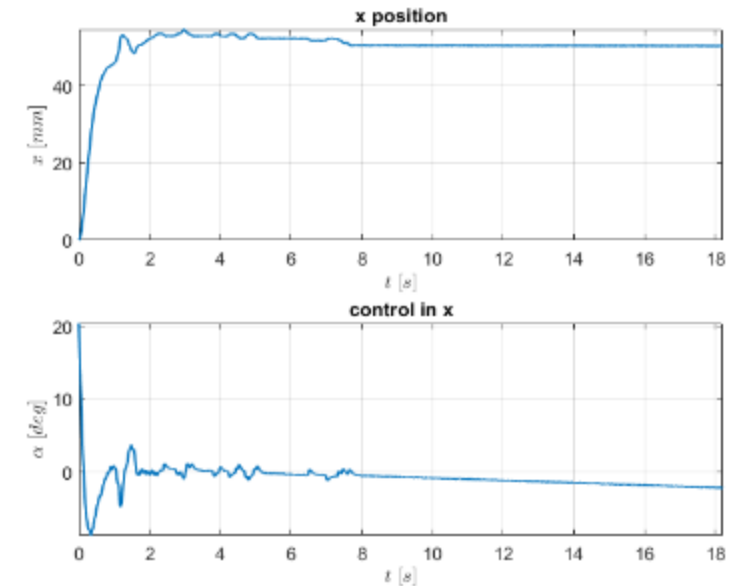
Desired poles of the controlled system:

$$s = [-0.5; -0.1; -5] \rightarrow s^3 + \frac{28}{5}s^2 + \frac{61}{20}s + \frac{1}{4} = 0$$

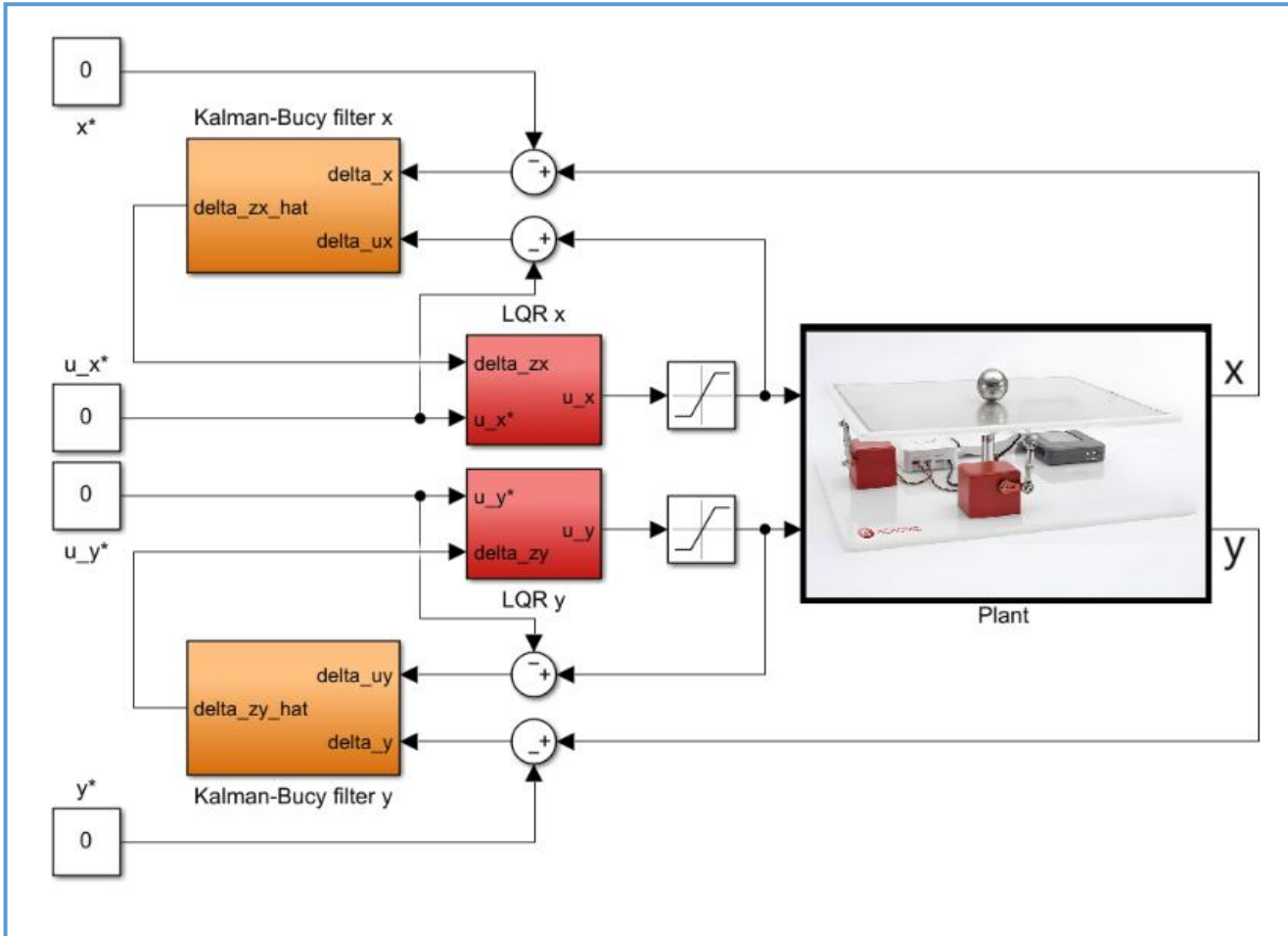
Equating the coefficients of the last two expressions the controller gains are obtained:

$$k_1 = \frac{2989}{981} \approx 3.05 \quad k_2 = \frac{5488}{981} \approx 5.59 \quad k_3 = \frac{245}{981} \approx 0.25$$

- Almost no overshoot
- Long settling time
- Less control effort compared with PID controllers



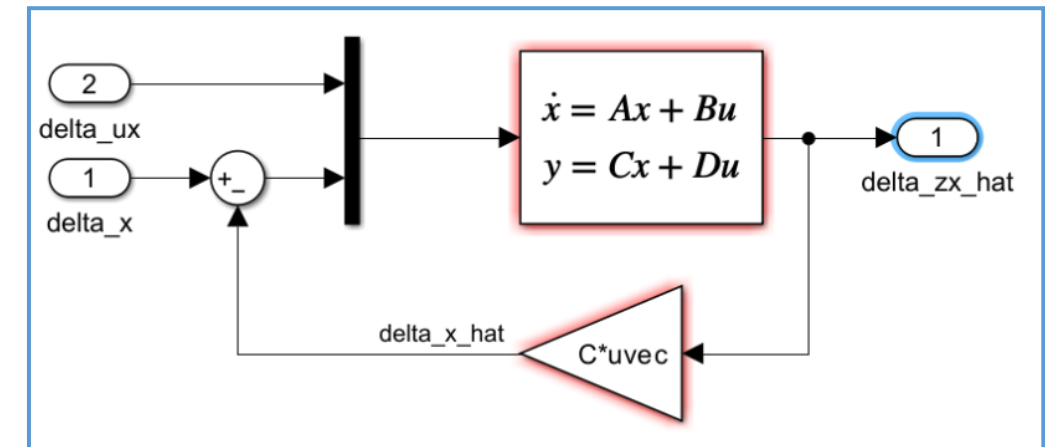
# KALMAN FILTER



Steady state **Kalman Bucy** estimator

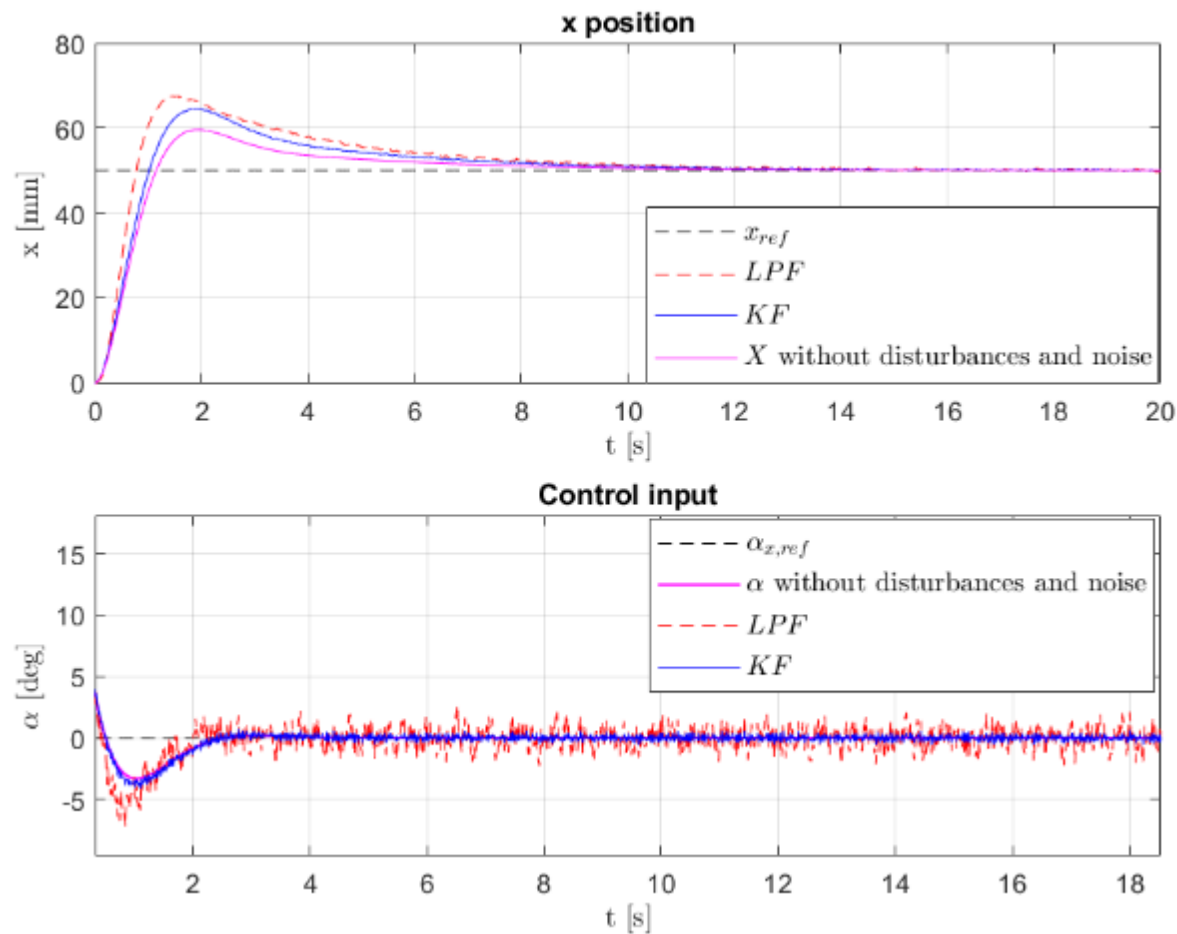
$$Q_{obs} = \begin{bmatrix} 100 & 0 \\ 0 & 1000 \end{bmatrix} \quad R_{obs} = [0.5]$$

$$\hat{\dot{z}} = A\hat{z} + Bu + K_{obs}(x - C\hat{z})$$

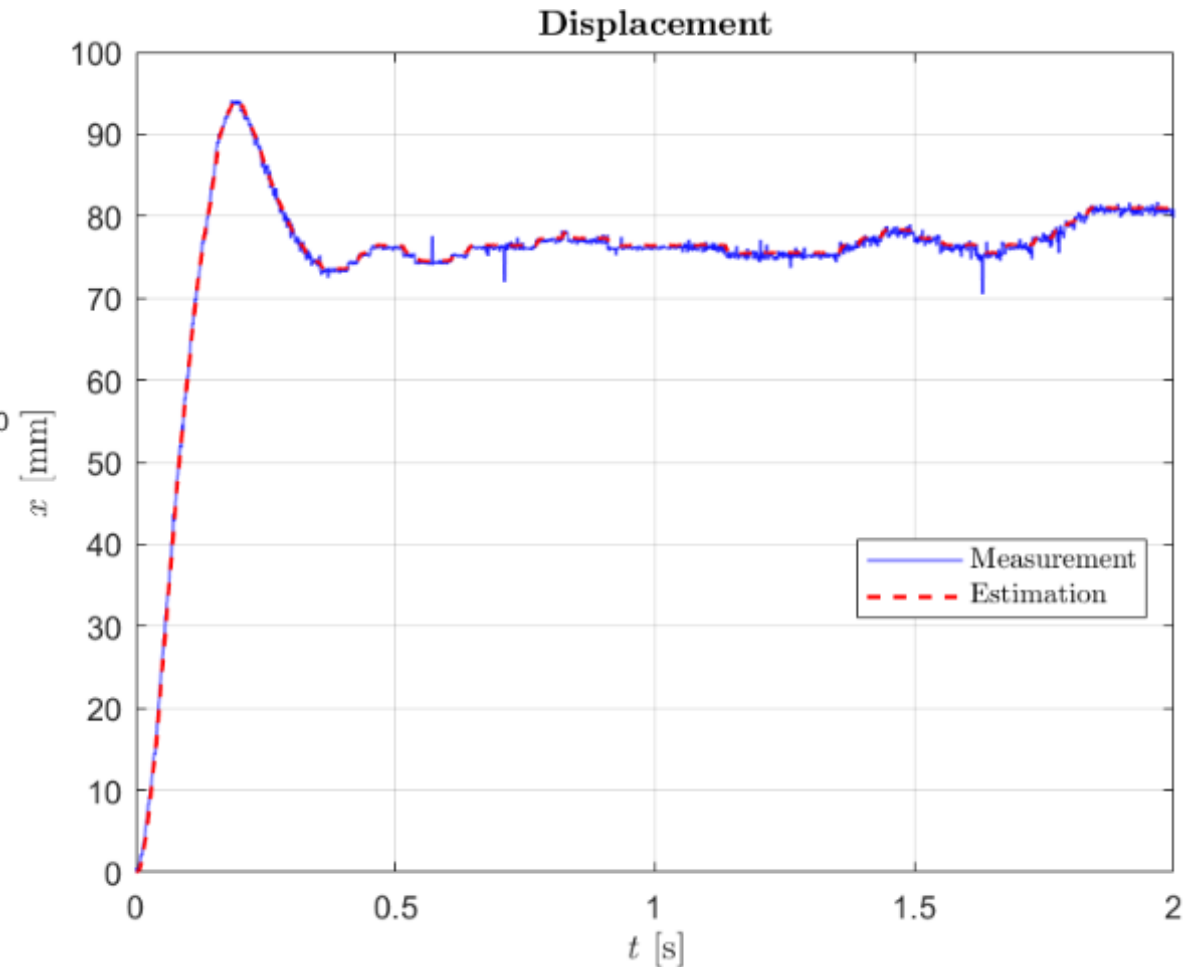




# KALMAN FILTER



Simulation: Low Pass Filter vs Kalman Filter



Testing Kalman Filter

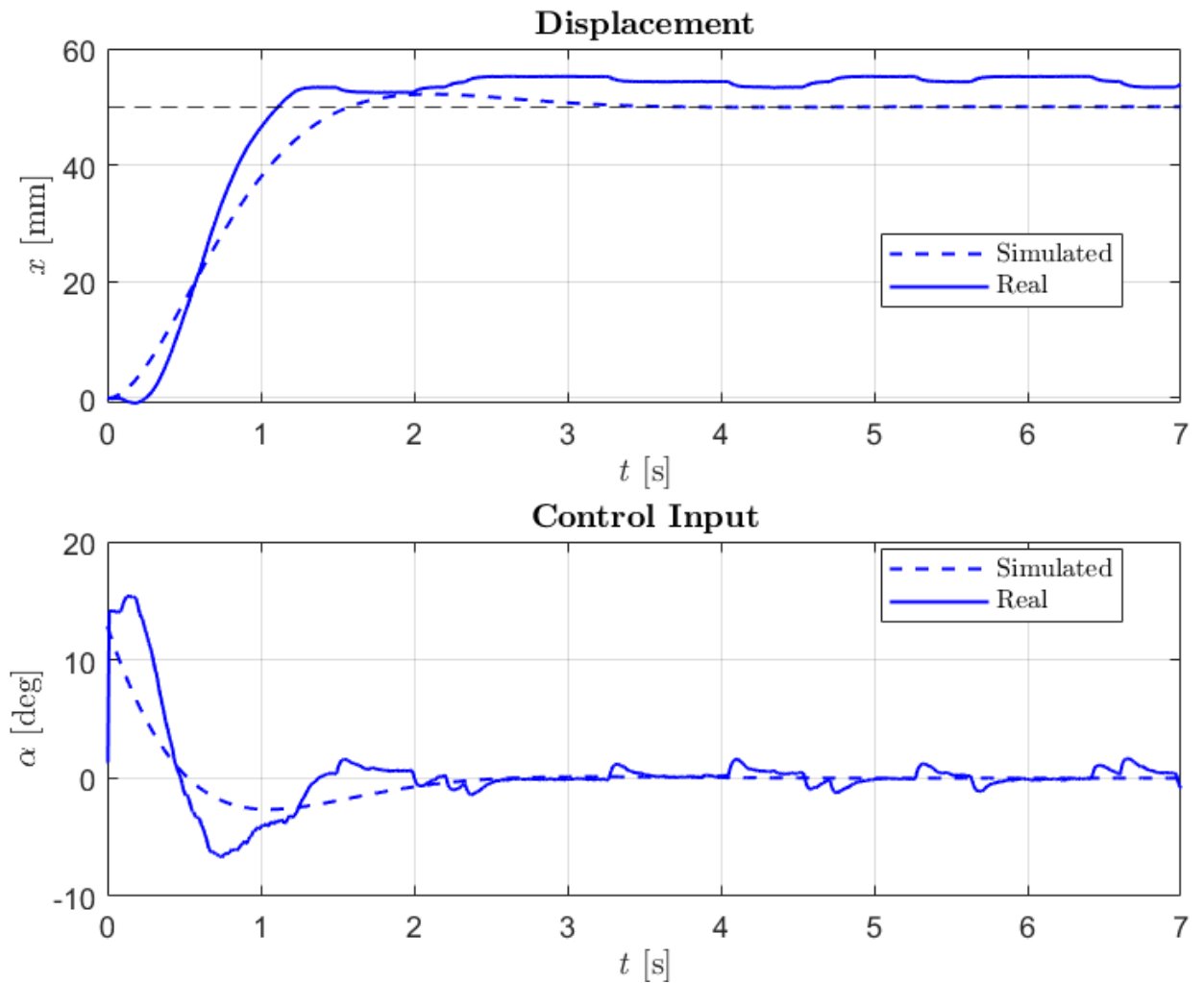
# LQR - STEP RESPONSE

**Infinite time horizon** LQR + Kalman Filter

$$J = \int_0^{\infty} \frac{1}{2} [\mathbf{z}^T(t) \mathbf{Q} \mathbf{z}(t) + \mathbf{u}^T(t) \mathbf{R} \mathbf{u}(t)] dt$$

subject to:  $\dot{\mathbf{z}}(t) = \mathbf{A} \mathbf{z}(t) + \mathbf{B} \mathbf{u}(t)$

Weights:  $\mathbf{Q} = \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$   $\mathbf{R} = [0.05]$



# LQRI

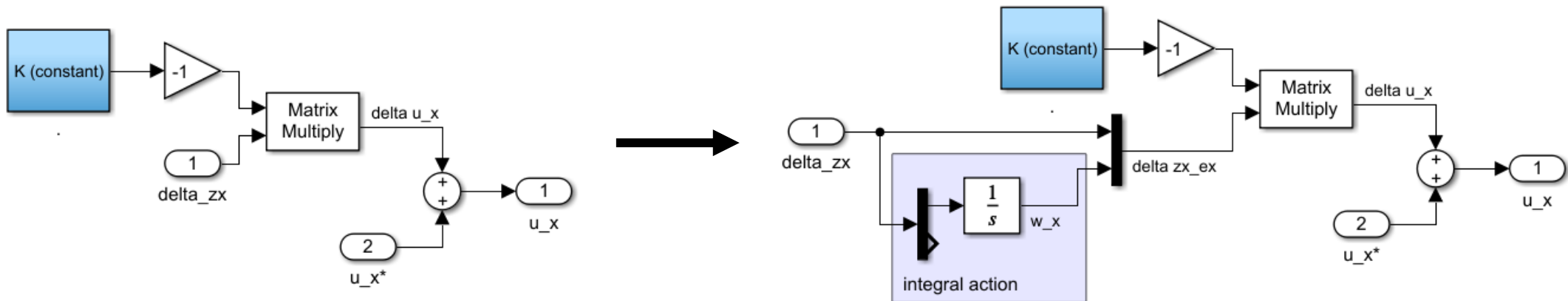
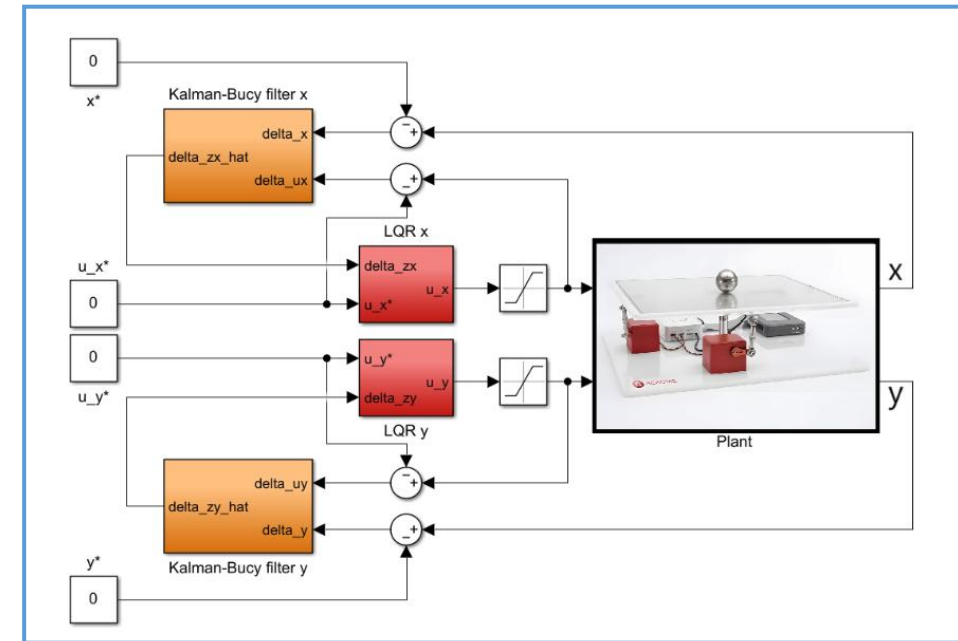
Addition of the **integral action**

$$w = \int (x - x_{ref}) dt$$

**Augmented** system and weighting matrix Q

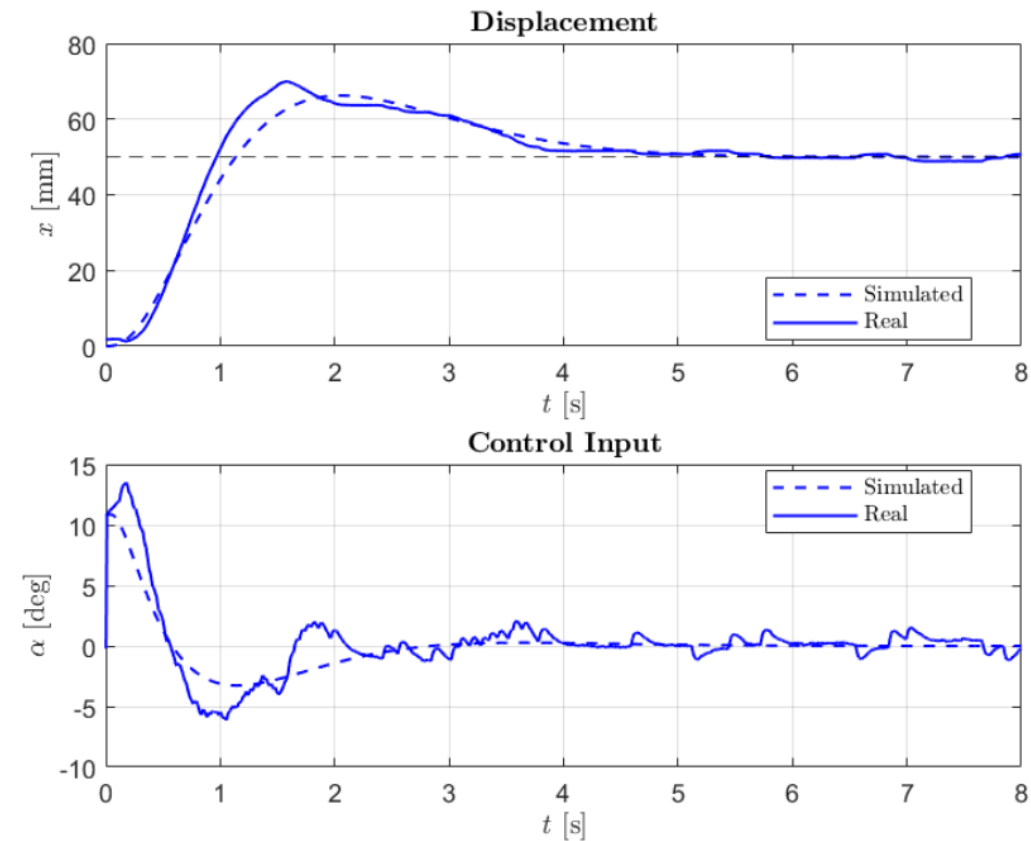
$$u = -\mathbf{K}z - k_i \cdot w = -\mathbf{K}_{ext} \cdot \mathbf{z}_{ext}$$

$$\mathbf{Q}_{ext} = \begin{bmatrix} \mathbf{Q} & \mathbf{0} \\ \mathbf{0} & Q_w \end{bmatrix}$$



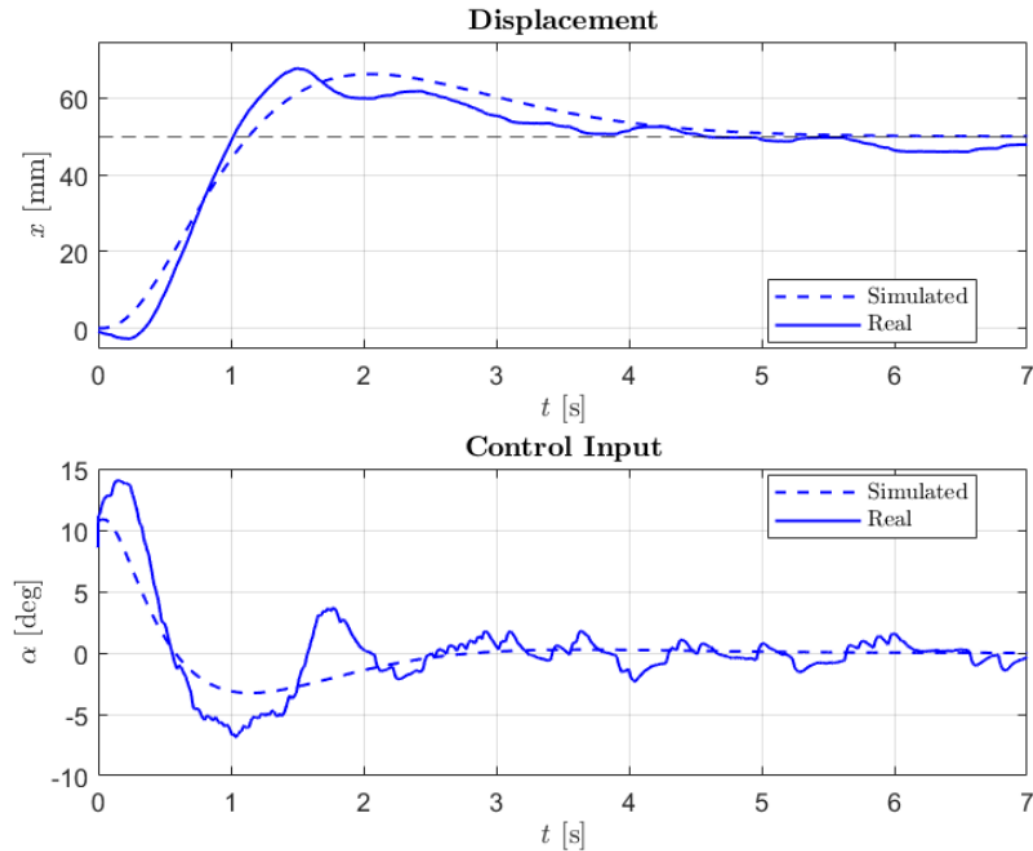


# LQRI – STEP RESPONSE



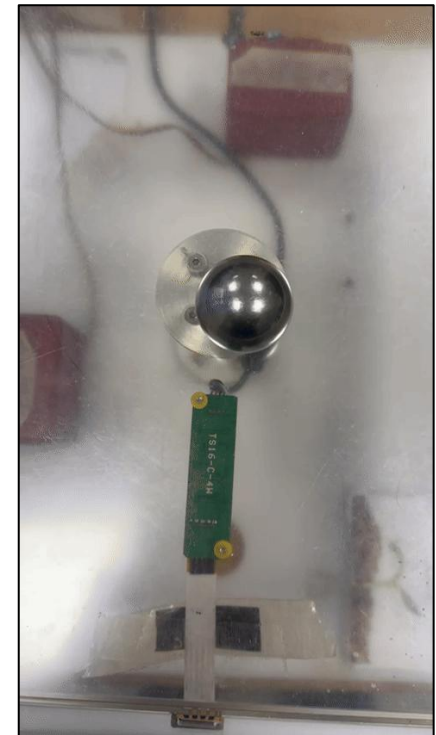
$$R = 0.11, \quad Q_x = 1, \quad Q_{\dot{x}} = 0, \quad Q_w = 0.1$$

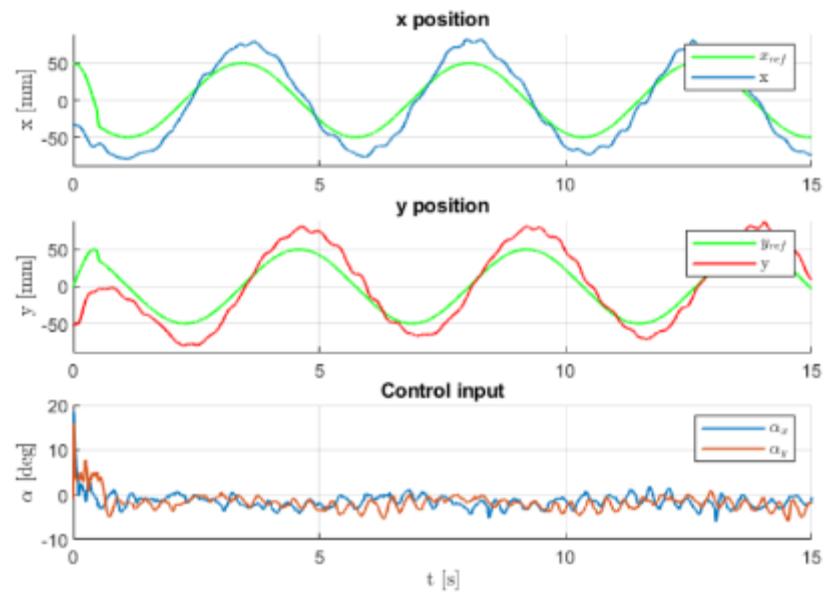
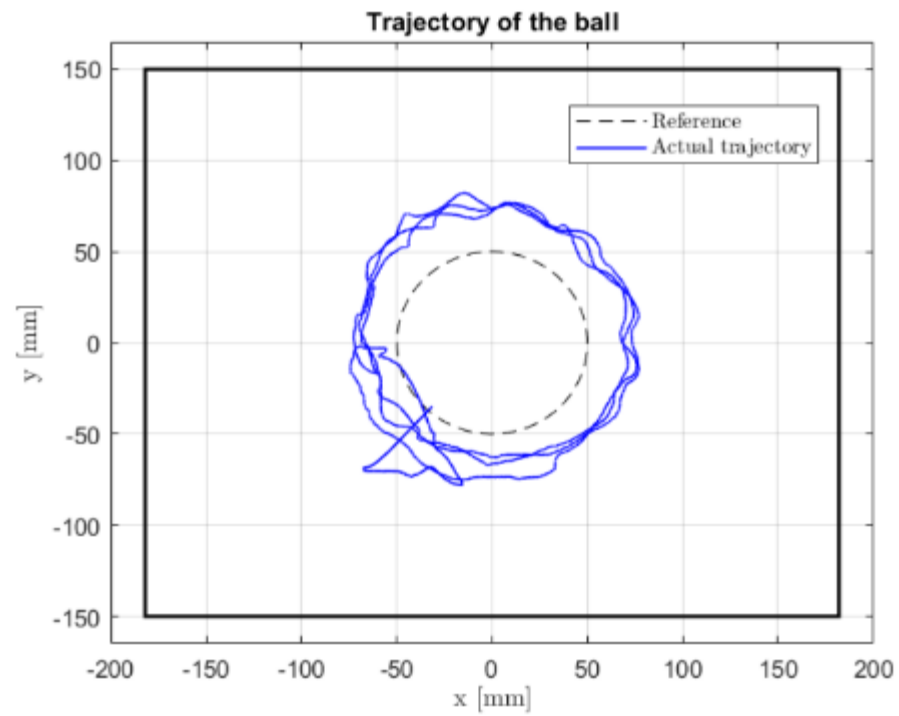
$$K_{ext} = [3.64, 2.70, 0.91]$$



$$R = 0.275, \quad Q_x = 1, \quad Q_{\dot{x}} = 0, \quad Q_w = 1$$

$$K_{ext} = [5.19, 3.22, 2.89]$$





# LQR - TRACKING



$$Q_x = 1, Q_{\dot{x}} = 0, R = 0.05, T = 5s$$



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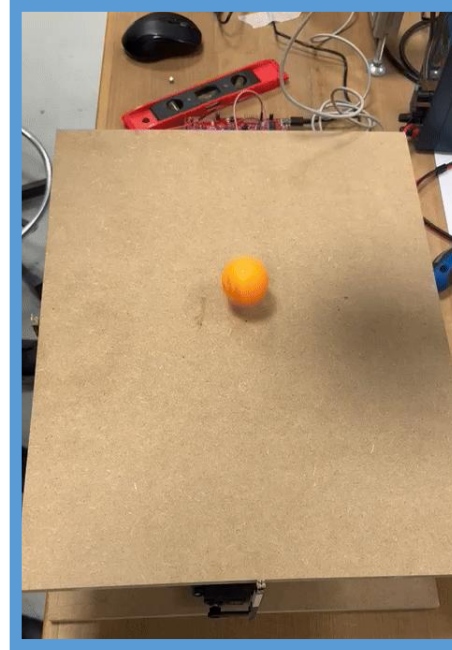
## 4. CONCLUSIONS



# LIMITATIONS AND IMPROVEMENTS

## Original bench:

- Slipping motor's rod
- Limited operative area on touchpad panel
- Lower frequency of the microcontroller
- Metal ball, touching the panel

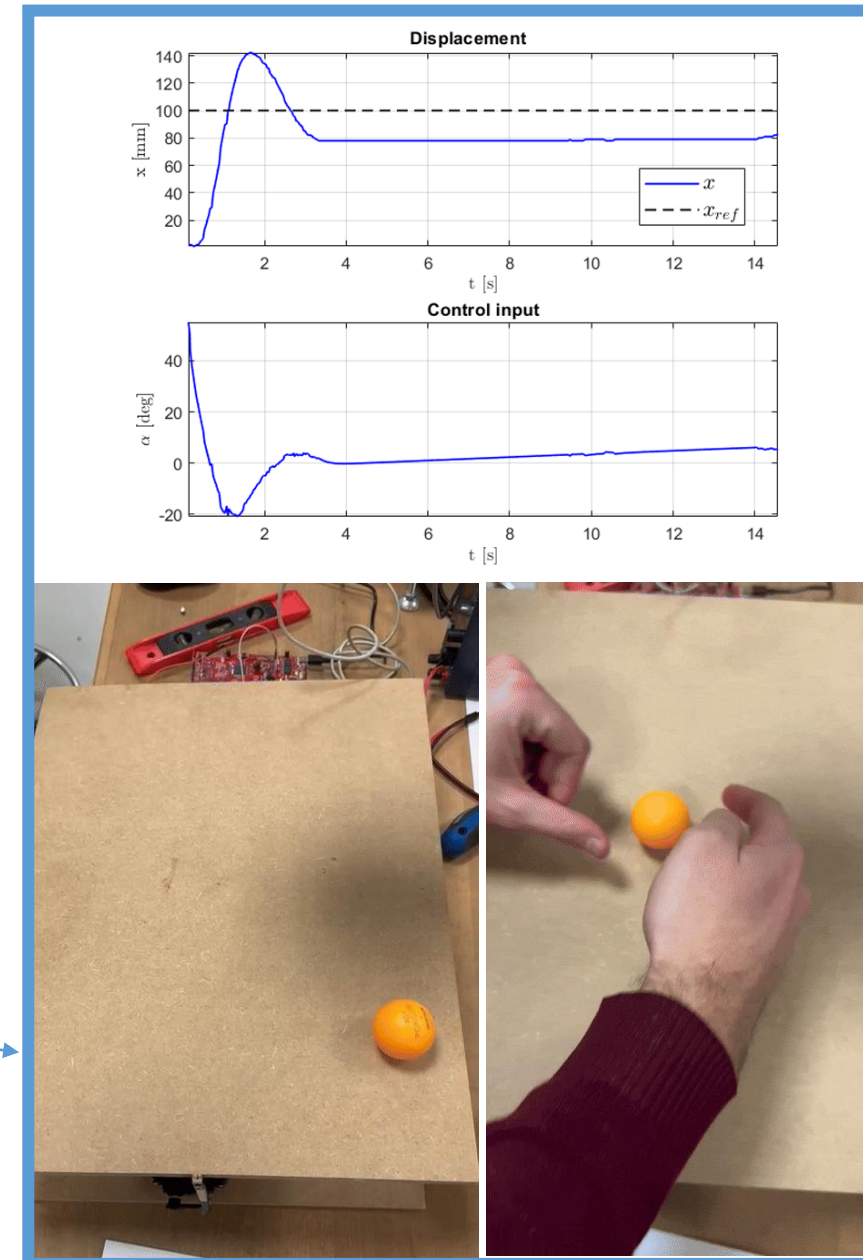


## New bench:

- Changing ball and platform colours
- Fixing camera to the bench
- Smoother platform to reduce friction
- Improve data handling and transmission

## Mathematical model:

- Not accounting for the moving platform

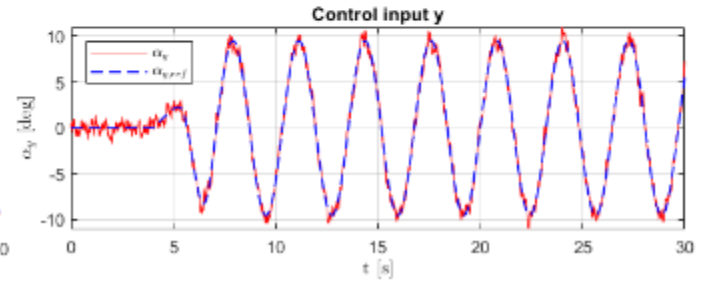
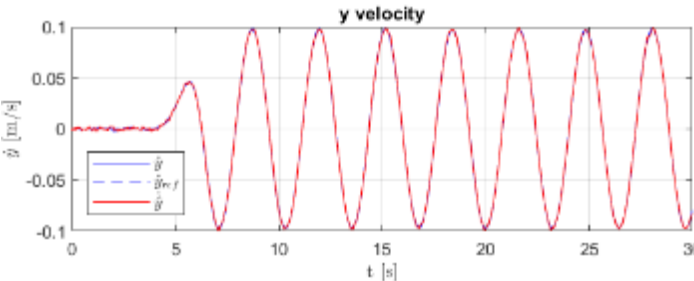
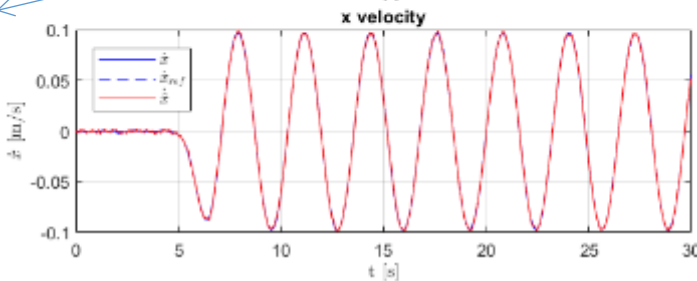
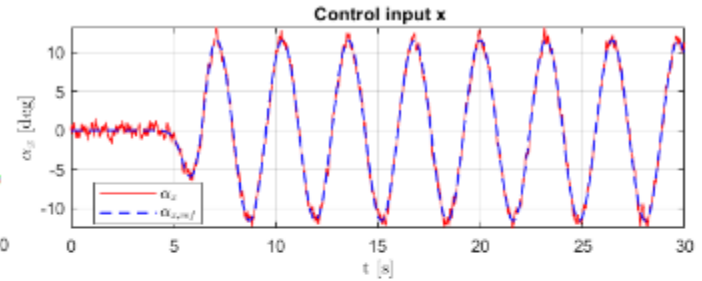
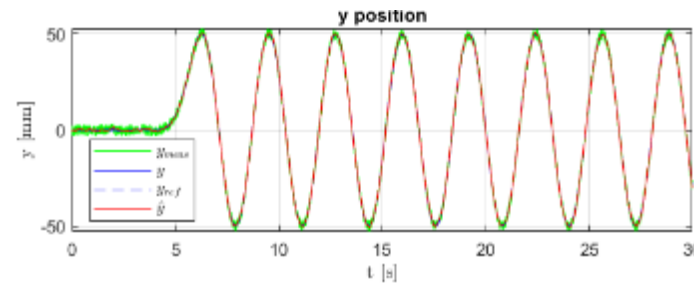
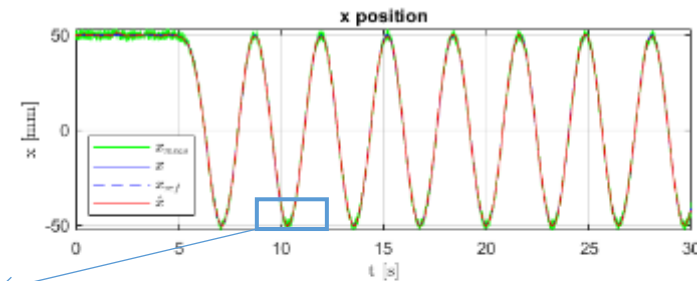
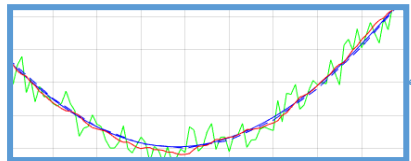
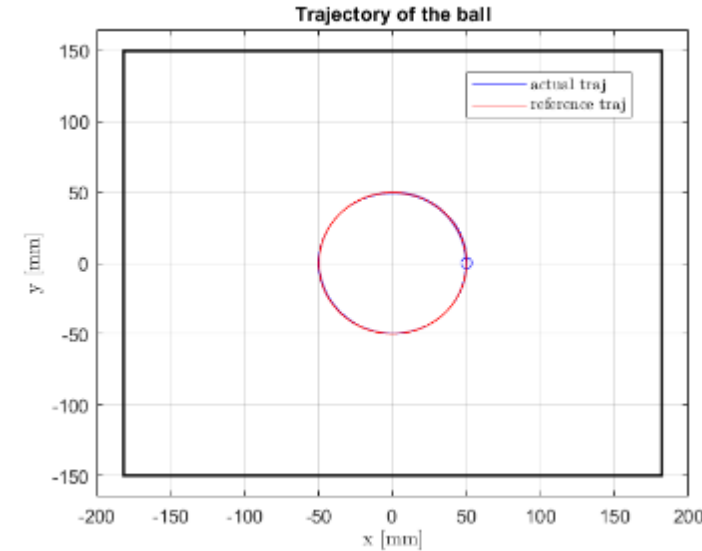




# LIMITATIONS AND IMPROVEMENTS

## Control:

- Additional control loop on the motors → encoder
- Improving filtering (EKF, disturbances estimation, etc) → computational power
- Better tracking control strategies (ex.: finite time LQR) → computational power



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## CONTACTS

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