# controlExperiments

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#### 1 Introduction

The set of experiments below explore different control functions using PID algorithm. This an incremental approach to the development of the control system.

Here is my nifty citation {cite}perez2011python.

#### 1.1 Exp 1 | Simple 1D Rocket Control

In this experiment I am using PID to control a simple model of a rocket in one vertical dimension. The rocket is trying to maintain a constant height, however it is being accelerated downward constantly at a rate of  $9.81ms^{-2}$ . Its new velocity after a descrete time period, dt is being calculated via the equation:

$$v_{n+1} = v_n dt + (\frac{1}{2}a)dt^2$$

```
[20]: import sys
      sys.path.append('../')
      import os
      import time
      #from .experiments.pidModule import PidController
      #from .experiments.oneDRocket.rocketModel import Rocket
      from slap.src.pid.experiments.pidModule import PidController
      from slap.src.pid.experiments.oneDRocket.rocketModel import Rocket
      from slap.src.pid.experiments.plotter import Visual
      import matplotlib.pyplot as plt
      sim = Rocket()
      visual = Visual()
      # --- GAINS ---
      KP = 1
      KI = 1
      KD = 1
      target = 0
      dt = 1
      posPoints = []
      controller = PidController(KP, KI, KD)
```

```
def addXVal(pos):
    posPoints.append(pos)
def plot(posPoints):
    plt.plot(posPoints)
    plt.show()
def Main():
    x = 0
    pos = sim.get_Current()
    while(x < 100):
        power = controller.pid(pos, target, dt)
        sim.update(power, dt)
        pos = sim.get_Current()
        addXVal(pos)
        #visual.visual(pos)
        print(pos,"| Thrust = ", power)
        x = x + 1
        #print(x)
        time.sleep(0.01)
    plot(posPoints)
Main()
```

```
File C:\Program Files\WindowsApps\PythonSoftwareFoundation.Python.3.11 3.11.254
 40_x64__qbz5n2kfra8p0\Lib\turtle.py:3831, in Turtle.__init__(self, shape, المارة)
 3829 if Turtle. screen is None:
   3830
            Turtle._screen = Screen()
-> 3831 RawTurtle.__init__(self, Turtle._screen,
   3832
                           shape=shape,
   3833
                           undobuffersize=undobuffersize,
   3834
                           visible=visible)
File C:\Program Files\WindowsApps\PythonSoftwareFoundation.Python.3.11_3.11.254
 →0_x64__qbz5n2kfra8p0\Lib\turtle.py:2545, in RawTurtle.__init__(self, canvas,_
 ⇒shape, undobuffersize, visible)
   2543 TPen.__init__(self)
   2544 screen._turtles.append(self)
-> 2545 self.drawingLineItem = screen_createline()
   2546 self.turtle = _TurtleImage(screen, shape)
   2547 self._poly = None
File C:\Program Files\WindowsApps\PythonSoftwareFoundation.Python.3.11_3.11.254
 →0_x64__qbz5n2kfra8p0\Lib\turtle.py:527, in TurtleScreenBase._createline(self)
    524 def _createline(self):
            """Create an invisible line item on canvas self.cv)
    525
    526
--> 527
            return self.cv.create_line(0, 0, 0, 0, fill="", width=2,
    528
                                       capstyle = TK.ROUND)
File <string>:1, in create_line(self, *args, **kw)
File C:\Program Files\WindowsApps\PythonSoftwareFoundation.Python.3.11_3.11.254.
 →0_x64__qbz5n2kfra8p0\Lib\tkinter\__init__.py:2867, in Canvas.create_line(self__
 →*args, **kw)
   2865 def create_line(self, *args, **kw):
   2866
            """Create line with coordinates x1,y1,...,xn,yn."""
-> 2867
            return self._create('line', args, kw)
File C:\Program Files\WindowsApps\PythonSoftwareFoundation.Python.3.11_3.11.254
 →0_x64__qbz5n2kfra8p0\Lib\tkinter\__init__.py:2849, in Canvas._create(self,_
 →itemType, args, kw)
   2847 else:
   2848
            cnf = \{\}
-> 2849 return self.tk.getint(self.tk.call(
   2850
            self._w, 'create', itemType,
   2851
            *(args + self._options(cnf, kw))))
RuntimeError: main thread is not in main loop
```

### 1.2 Exp 2 | Simple Boat Model

In this experiment I am using PID to control a simple model of a boat turning in response to the angle of the rudder.

Set out below is the mathmatics behind this simple boat model

(maths)

```
[]: import boatv1model
  import pid
  import tester

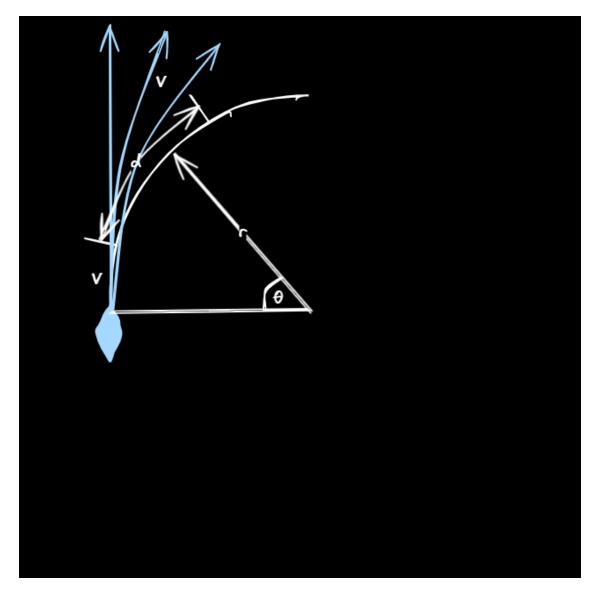
set constants: p,i,d
  set constant: target heading
  using tester with boatv1 model and pid
  plot the boat heading over time
```

#### 1.3 Exp 3 | Advanced Boat Model

In this experiment I am using PID to control a advanced model of a boat turning in response to the angle of the rudder, where the boat turn in response to the rudder angle has a time lag.

Set out below is the mathmatics behind this advanced boat model, where the change in the turn is described by a differential equation.

(maths)



```
[]: import boatv2model
import pid
import tester

set constants: p,i,d
set constant: target heading
using tester with boatv2 model and pid
plot the boat heading over time
```

#### 1.4 Estimates of scaling

#### 1.4.1 Rudder Action

To understand the rudders action on the boat, some simple assumptions can be made: - The rudder action is over + or - 25 degrees maximum - When the rudder is fully over (i.e 25 deg), the boat moves over 90 degrees at 5 knots takes 10 seconds

## 1.5 Direction of Control

We need to understand how to deal with which direction to turn in and the difference between a target heading and an actual heading

