

# Local Linearization and Linearized Control of a MIP

MIP track, week 5

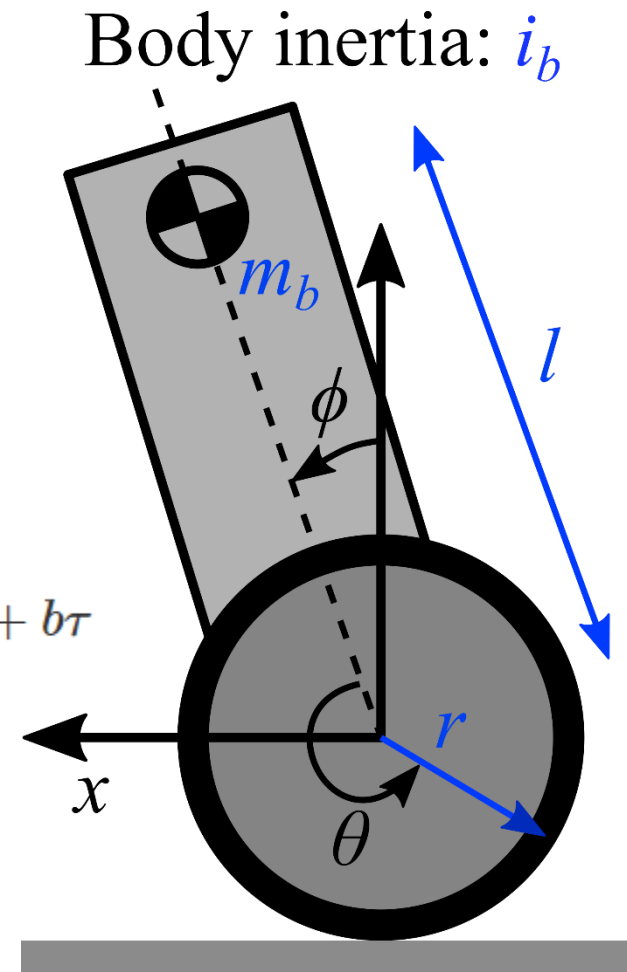
# Linearization as a Truncated Taylor Expansion

- Define state  $x := \begin{bmatrix} q \\ \dot{q} \end{bmatrix} \implies \dot{x} = f(x, \tau)$

- Can locally linearize about “upright”,  $\bar{x} := 0$

- Linearized dynamics

$$\tilde{x} := x - \bar{x} \implies \dot{\tilde{x}} \approx D_x f(\bar{x}, 0) \tilde{x} + D_\tau f(\bar{x}, 0) \tau =: A \tilde{x} + b \tau$$

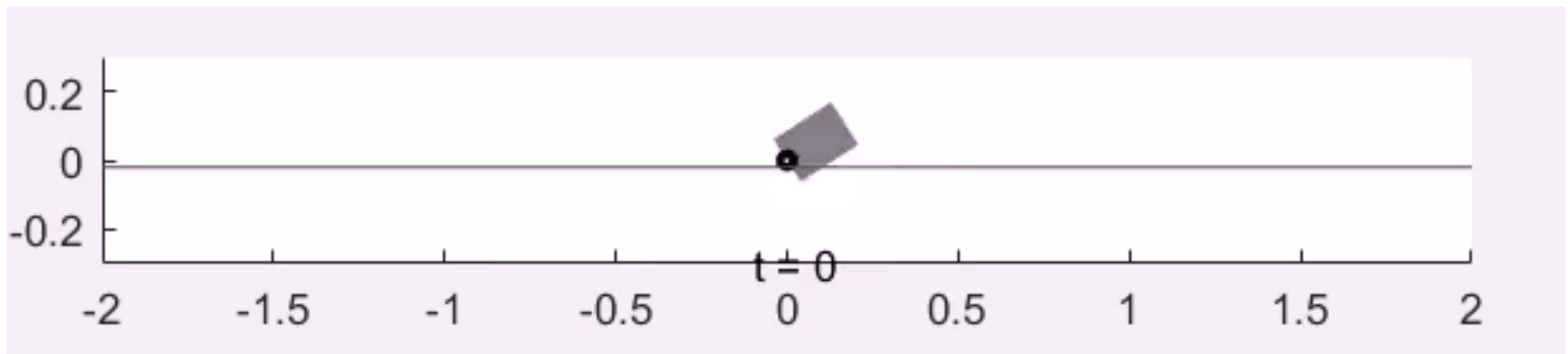


# Linear Controllability and LQR

- Easy in MATLAB 

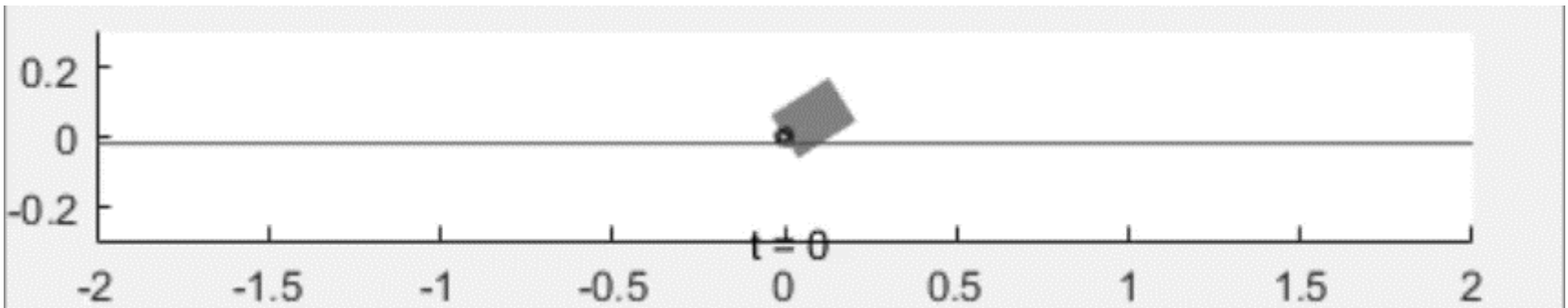
```
Co=ctrb(A,b);  
% Number of uncontrollable states  
unco=length(A)-rank(Co)
```
- If controllable 

```
K=lqr(A,b,eye(4),1,0)
```
- Now the feedback control  $\tau := -Kx$  stabilizes to the goal state

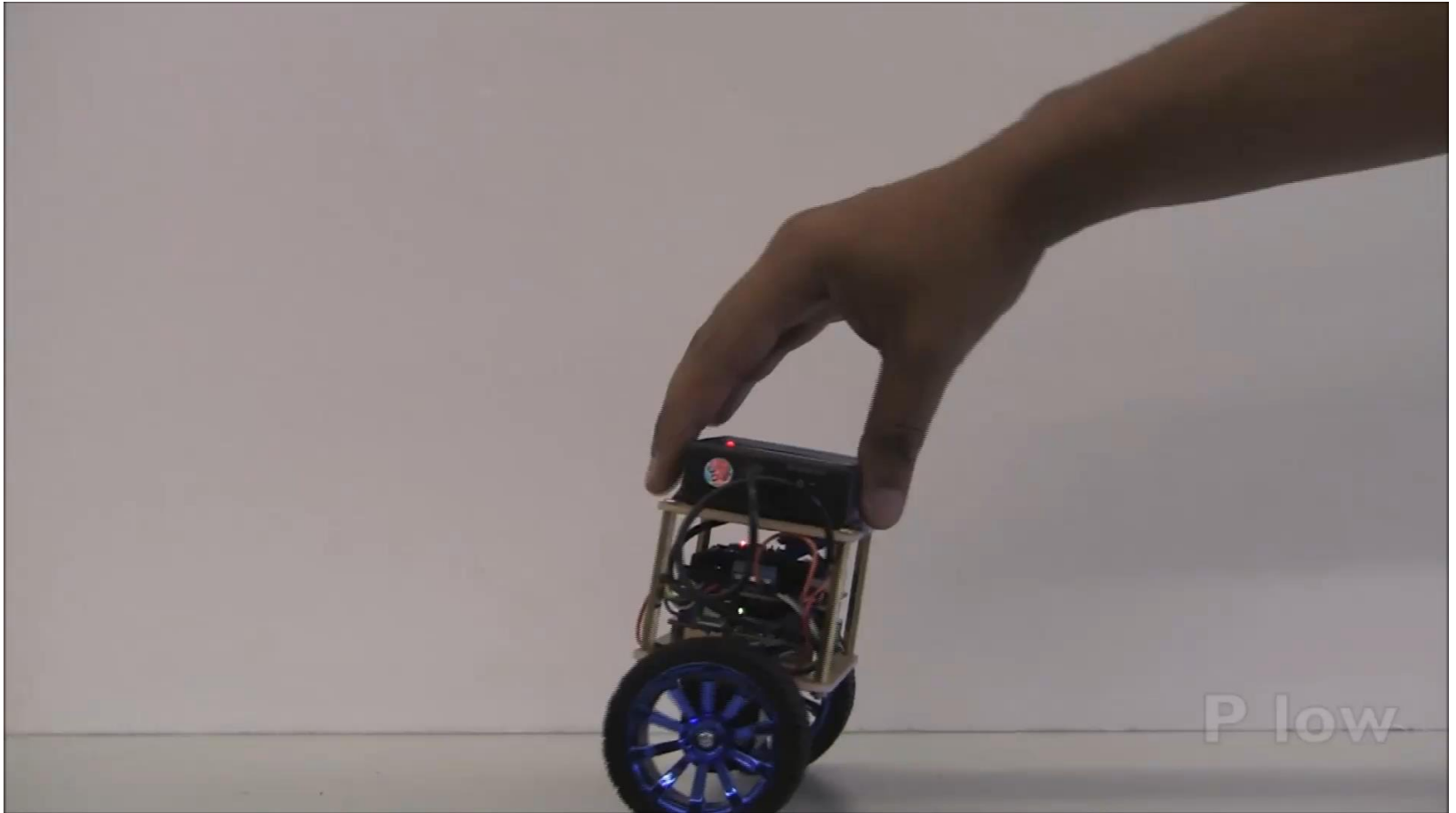


# Balancing Using a Non-optimal PD Controller

- Expand eqns of motion  $\ddot{\phi}$
- Get  $\ddot{\phi} = f(\phi, \dot{\phi}) + g(\phi, \dot{\phi})\tau$
- Assume (as approximation)  $\phi = 0, \dot{\phi} = 0$ 
  - Then  $f$  vanishes,  $g$  is constant
- Try yourself: should get  $\ddot{\phi}|_{\phi=0, \dot{\phi}=0} = \alpha\tau$
- Recall week 2—can be stabilized by PD
- Not controlling wheel angle
- Any wheel damping will slow to stop anyway



# Gain Tuning on a Physical Platform



# Once Tuned

