

Robot car LQR control

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LQR (Linear Quadratic Regulator) is a commonly used high-order control method that can help the balancing car achieve stable movement.

LQR

LQR (Linear Quadratic Regulator) is a classic linear quadratic regulator used to design the optimal state feedback controller of continuous-time linear systems.

The performance of the system is optimized by minimizing a cost function, while considering the state and control input of the system.

Implementation ideas

System modeling

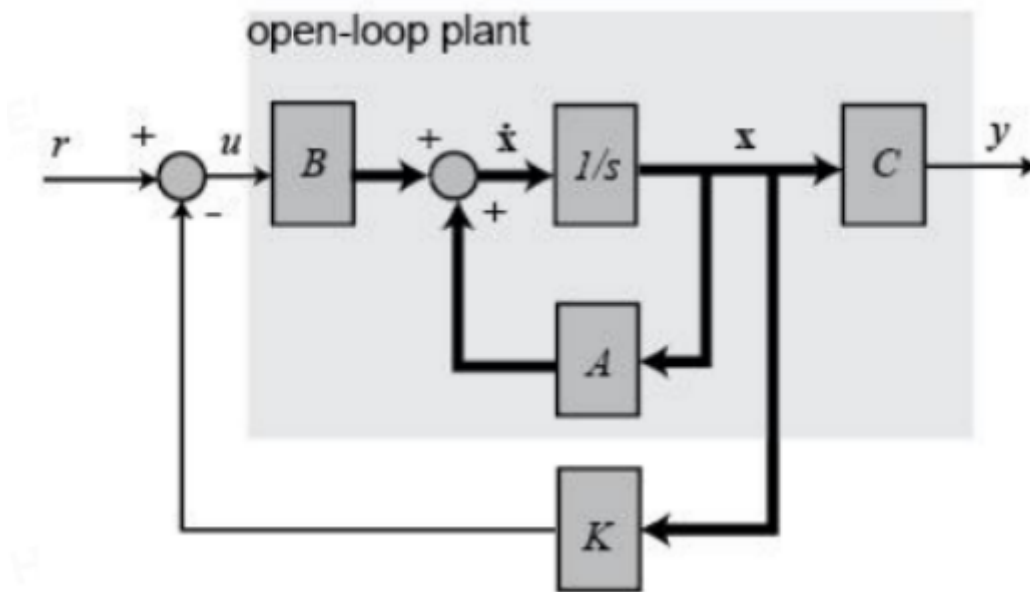
Establish a mathematical model of the system, usually using state space representation. Assume that the state space expression of the system (requires that the system is fully controllable) is:

$$\begin{cases} \dot{x} = Ax + Bu \\ y = Cx + Du \end{cases}$$

The state space equation can describe the dynamic characteristics of the system, including state variables, input variables, system matrix, and output matrix.

Cost function design

It is used to evaluate the performance of the system under different states; usually the cost function consists of two parts: state error term and control input term.



The cost function can be designed according to specific application requirements, such as maintaining stability, fast response, etc.

Solve the Riccati equation

The LQR method needs to solve the Riccati equation to calculate the optimal state feedback gain matrix.

The Riccati equation is a nonlinear algebraic equation that can be solved by iteration or numerical methods

Calculate the controller

According to the optimal state feedback gain matrix obtained by solving, the optimal controller can be calculated.

The controller will adjust the control input in real time according to the current system state to achieve the best performance of the system

Implementation and debugging

Implement the designed LQR controller into the actual system, and test and debug it.

By continuously optimizing parameters and adjusting strategies, the system can achieve better stability, robustness and performance

Practical application

From the dynamic model of the balancing car:

$$A = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & A_{23} & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & A_{43} & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 \end{pmatrix}, B = \frac{I}{r} \begin{pmatrix} 0 & 0 \\ B_{21} & B_{22} \\ 0 & 0 \\ B_{41} & B_{42} \\ 0 & 0 \\ B_{61} & B_{62} \end{pmatrix}, x = \begin{pmatrix} x \\ \dot{x} \\ \theta_p \\ \dot{\theta}_p \\ \delta \\ \dot{\delta} \end{pmatrix}, u = \begin{pmatrix} v_{Lo} \\ v_{Ro} \end{pmatrix}$$

式中

$$\begin{aligned} A_{23} &= -\frac{M^2 l^2 g}{Q_{eq}} & A_{43} &= \frac{M l g \left(M + 2m + \frac{2I}{r^2} \right)}{Q_{eq}} \\ B_{21} &= \frac{J_p + M l^2 + M l r}{Q_{eq} r} & B_{22} &= \frac{J_p + M l^2 + M l r}{Q_{eq} r} \\ B_{41} &= -\frac{\left(\frac{M l}{r} + M + 2m + \frac{2I}{r^2} \right)}{Q_{eq}} & B_{42} &= -\frac{\left(\frac{M l}{r} + M + 2m + \frac{2I}{r^2} \right)}{Q_{eq}} \\ B_{61} &= \frac{1}{r \left(m d + \frac{I d}{r^2} + \frac{2 J_{\delta}}{d} \right)} & B_{62} &= -\frac{1}{r \left(m d + \frac{I d}{r^2} + \frac{2 J_{\delta}}{d} \right)} \end{aligned}$$

其中

$$Q_{eq} = J_p M + (J_p + M l^2) \left(2m + \frac{2I}{r^2} \right).$$

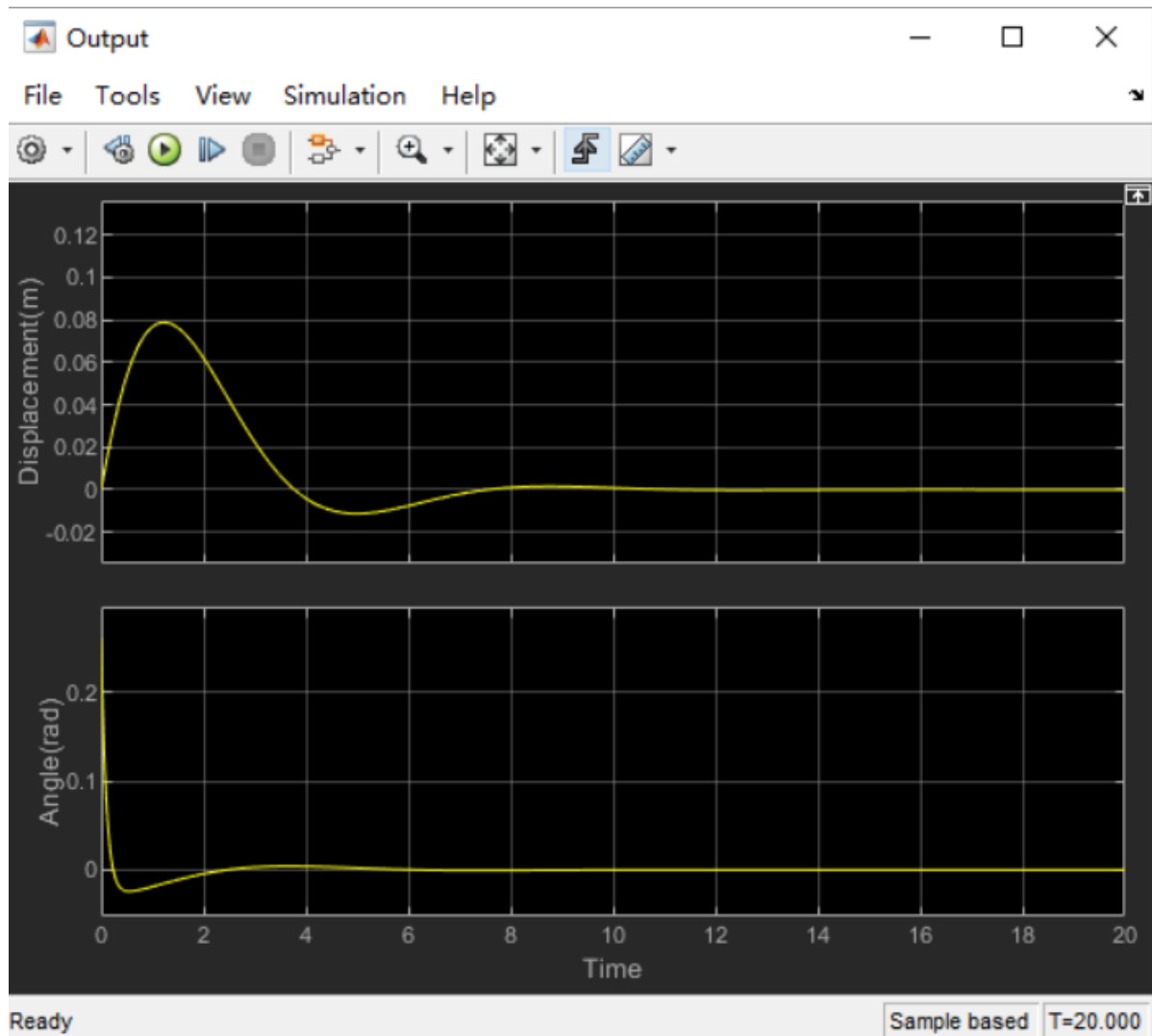
Use MATLAB's lqr function for calculation:

```
clc
clear all;
m = 0.035; %The mass of the wheel
r = 0.0672/2; %The radius of the wheel
i = 0.5*m*r^2; %The moment of inertia of the wheel
M = 0.981-2*m; %The mass of the car body 0.981 is the total mass
L = 0.5*0.0766; %The distance from the center of mass to the center of the
chassis 0.0766: that is, the length of the entire car body is only to the chassis
J_p = (1/12)*M*(0.0766^2+0.0575^2); %Moment of inertia when the vehicle rotates
around the center of mass 0.0766: Overall height (starting from the bottom plate)
0.0575: Half the length of the bottom plate
d = 0.1612; %Wheelbase
J_delta = (1/12)*M*(0.0766^2+0.0575^2); %Moment of inertia when the vehicle
rotates around the y axis
g = 9.8;
Q_eq = J_p*M+(J_p+M*L^2)*(2*m+2*i/r^2);
A_23 = -(M^2*L^2*g)/Q_eq;
A_43 = M*L*g*(M+2*m+2*i/r^2)/Q_eq;
B_21 = (J_p+M*L^2+M*L*r)/(Q_eq*r); B_22 = B_21; B_41 = -
(M*L/r+M+2*m+2*i/r^2)/Q_eq; B_42 = B_41; B_61 = 1/(r*(m*d+i*d/r^2+2*J_delta/d));
B_62 = -B_61; A = [0 1 0 0 0 0; 0 0 A_23 0 0 0; 0 0 0 1 0 0; 0 0 A_43 0 0 0; 0 0
0 0 1; 0 0 0 0 0 0]; B = (i/r)*[0 0; B_21 B_22; 0 0; B_41 B_42; 0 0; B_61
B_62];
Tc = ctrb(A,B);
if (rank(Tc)==6)
fprintf('This system is controllable!\n');
```

The program's running results are as follows: You need to use MATLAB to run the program parameter_LQR.m, and modify the corresponding parameters in the program to adapt to your own car

The screenshot displays the MATLAB R2020b environment with a Simulink model named 'parameter_my_LQR.m'. The model is a control system with inputs 'u' and 'y', and outputs 'x' and 'y'. The model is configured with a 'LQR' block and a 'LQR Gain' block. The 'LQR Gain' block is set to 'LQR Gain' and the 'LQR' block is set to 'LQR'. The model is running on a 'MATLAB' target. The command window shows the execution of the 'LQR' block, with the output 'x' and 'y' displayed. The output 'x' is a 4x1 vector with values [-0.0484, -72.9269, -356.0989, -35.7679] and the output 'y' is a scalar value of -0.0484. The command window also shows the execution of the 'LQR Gain' block, with the output 'LQR Gain' displayed as a 4x4 matrix.

Simulation results:



Code implementation

When running this case code, the balancing car can only retain the standard package accessories, and other advanced accessories need to be removed; keep the balancing car vertical to the ground at 90° before starting.

Product supporting information source code path: Attachment → Source code summary
→ 6.LQR → STM32_code

Implementation code

```
//LQR state feedback coefficient
float K1= -62.1608, K2= -72.9295, K3=-356.0969, K4=-35.7579, K5=15.8114,
K6=15.8114;
float K5OLD=15.8114, K6OLD=15.8114; L_accel=-(K1*x_pose+K2*(x_speed-
Target_x_speed)+K3*(angle_x-Target_angle_x)+K4*gyro_x+K5*angle_z+K6*(gyro_z-
Target_gyro_z)); R_accel=-(K1*x_pose+K2*(x_speed-Target_x_speed)+K3*(angle_x-
Target_angle_x)+K4*gyro_x-K5*angle_z-K6*(gyro_z-Target_gyro_z)); ``
```