

現代控制理論 HW5

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a.

$$\dot{x}_1 = x_2$$

$$\dot{x}_2 = x_1^3 x_2 + 9x_1 x_2^3 + (x_1^2 + x_2^2)u$$

$$f = x_1 + \lambda x_2$$

$$\dot{f}$$

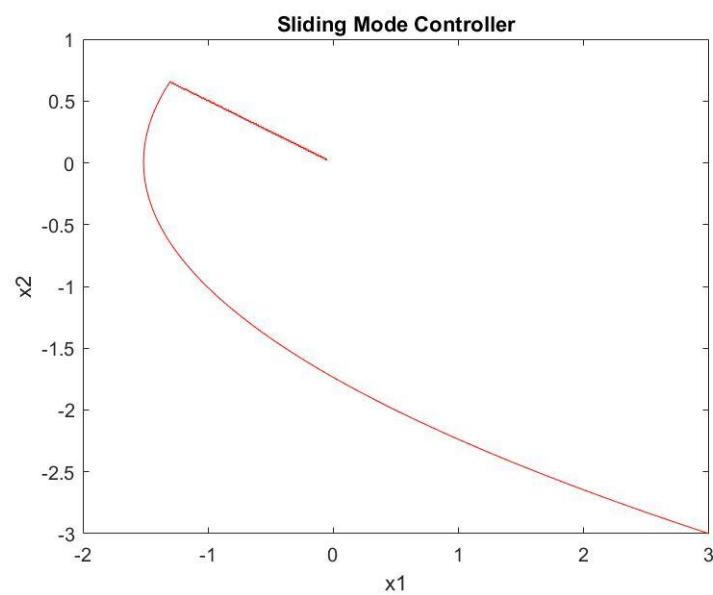
$$= \dot{x}_2 + \lambda \dot{x}_1$$

$$= x_1^3 x_2 + 9x_1 x_2^3 + (x_1^2 + x_2^2)u + \lambda x_2$$

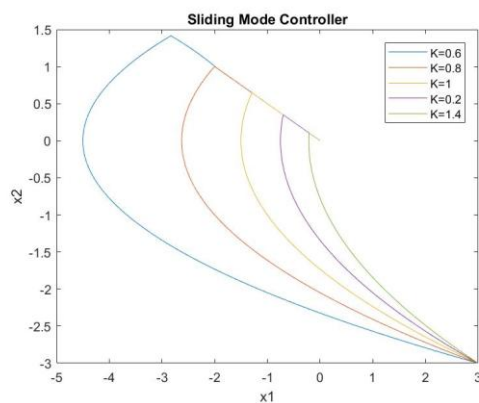
$$= -\text{sign}(f) * K$$

$$\text{設計 } u = (-\text{sign}(f) * K - x_1^3 x_2 - 9x_1 x_2^3) / (x_1^2 + x_2^2)$$

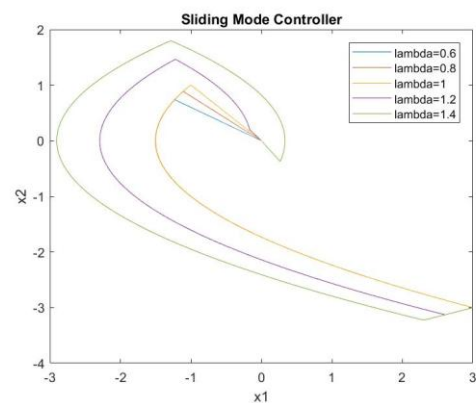
模擬結果1(K=1, $\lambda = 0.5$, 初值 $x_1=3, x_2=-3$)



模擬結果2(比較K和 λ 對收斂情形的影響)



$\lambda = 0.5$ 時不同K對收斂情形影響



K=1時不同 λ 對收斂情形影響

b.

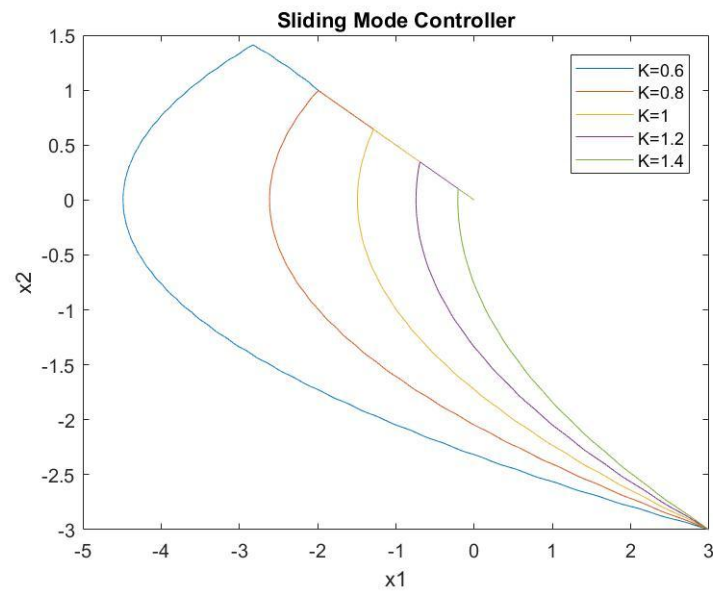
$$\dot{x}_1 = x_2$$

$$\dot{x}_2 = x_1^3 x_2 + 9x_1 x_2^3 + (x_1^2 + x_2^2)u + d(t)$$

$$d(t) = 0.1 \sin(10\pi t)$$

控制器設計同上題

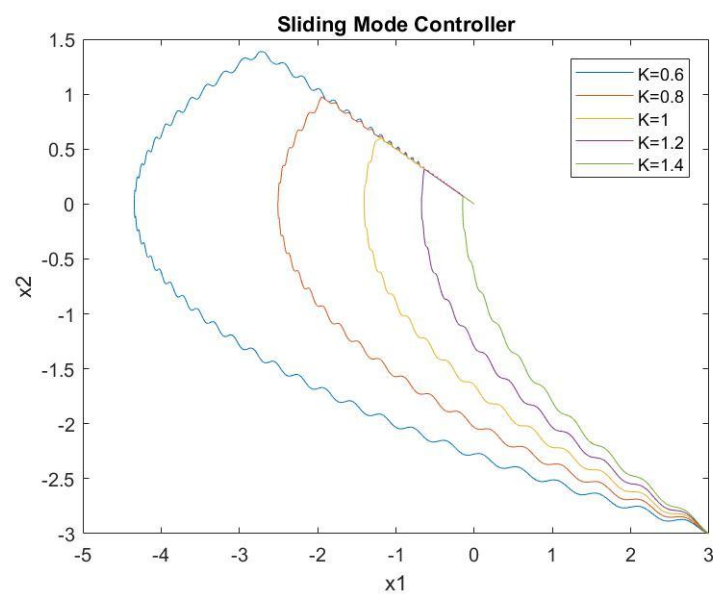
模擬結果1($\lambda = 0.5$, 初值 $x_1=3, x_2=-3$)



模擬結果(2)

將干擾放大為 $d(t)=\sin(10\pi t)$ 效果比較明顯

K 值越大，對抗干擾能力較佳



c.

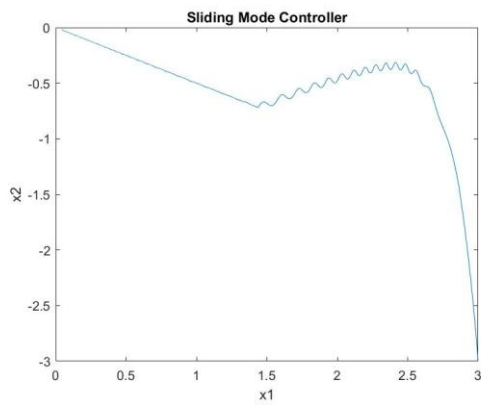
1. Sliding Mode Control

$$\dot{x}_1 = x_2$$

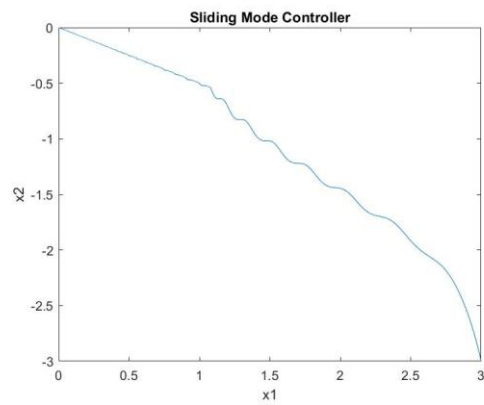
$$\dot{x}_2 = (1 \pm 0.2)x_1^3 x_2 + (9 \pm 0.4)x_1 x_2^3 + (x_1^2 + x_2^2)u + d(t)$$

$$u = (-\text{sign}(f) * K - x_1^3 x_2 - 9x_1 x_2^3) / (x_1^2 + x_2^2)$$

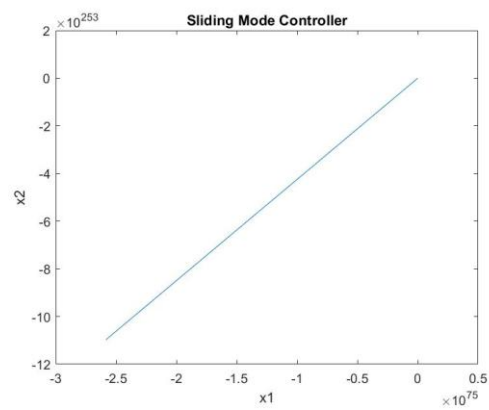
模擬結果($K=1, \lambda = 0.5$, 初值 $x_1=3, x_2=-3$)



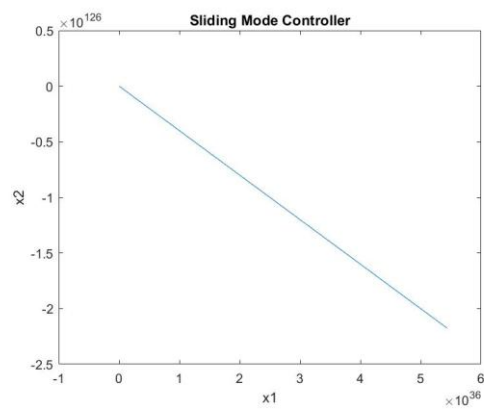
$a=1-0.2, b=9-0.4$ (仍然收斂)



$a=1+0.2, b=9-0.4$ (仍然收斂)



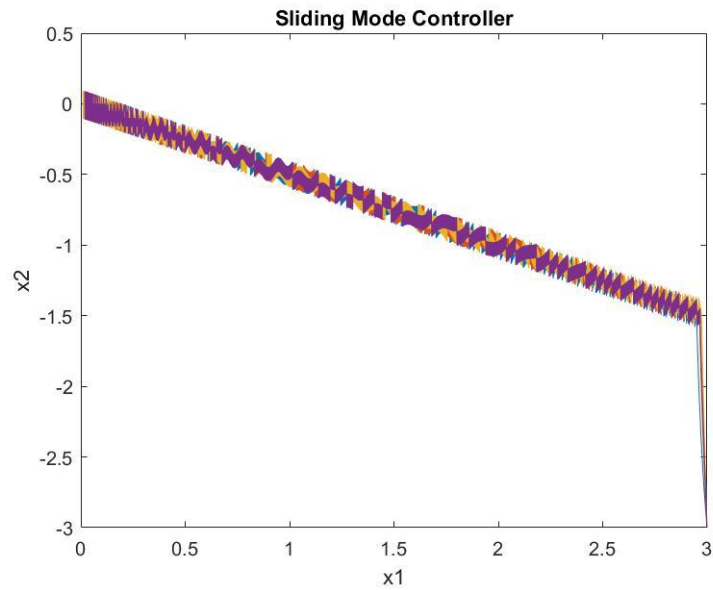
$a=1-0.2, b=9+0.4$ (發散)



$a=1+0.2, b=9+0.4$ (發散)

解決方法：將K設計大一點

當K=100時，剛剛四種誤差情形皆收斂



2.Feedback Linearization

$$\dot{x}_1 = x_2$$

$$\dot{x}_2 = (1 \pm 0.2)x_1^3 x_2 + (9 \pm 0.4)x_1 x_2^3 + (x_1^2 + x_2^2)u + d(t)$$

$$\text{取 } z_1 = x_1$$

$$z_2 = \dot{z}_1 = \dot{x}_1 = x_2$$

$$\dot{z}_2 = \dot{x}_2 = x_1^3 x_2 + 9x_1 x_2^3 + (x_1^2 + x_2^2)u \equiv \alpha(x) + \beta(x)u$$

$$\alpha(x) = x_1^3 x_2 + 9x_1 x_2^3$$

$$\beta(x) = (x_1^2 + x_2^2)$$

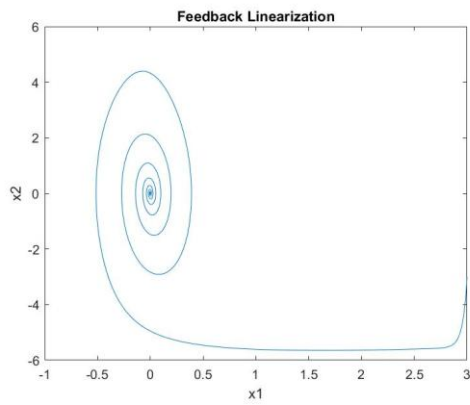
$$\dot{z} = \begin{bmatrix} 0 & 1 \\ k_1 & k_2 \end{bmatrix} z, \text{ 目標極點位置 } s = -1 + 9i, -1 - 9i$$

$$\det \begin{bmatrix} 0 - s & 1 \\ k_1 & k_2 - s \end{bmatrix} = s^2 - k_2 s - k_1 = s^2 + 2s + 82, \text{ 經比較係數得 } k_1 = -82, k_2 = -2$$

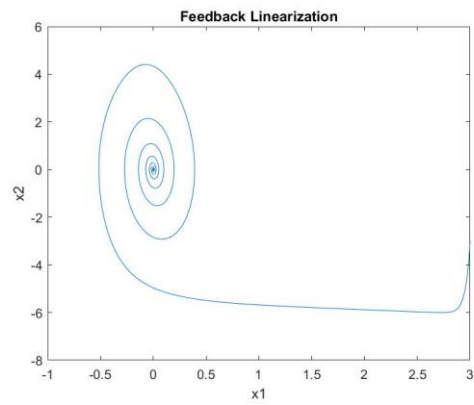
$$u = (-\alpha(x) + (k_1 z_1 + k_2 z_2)) / \beta(x)$$

$$= -(x_1^3 x_2 + 9x_1 x_2^3) + (-82 x_1 - 2 x_2) / (x_1^2 + x_2^2)$$

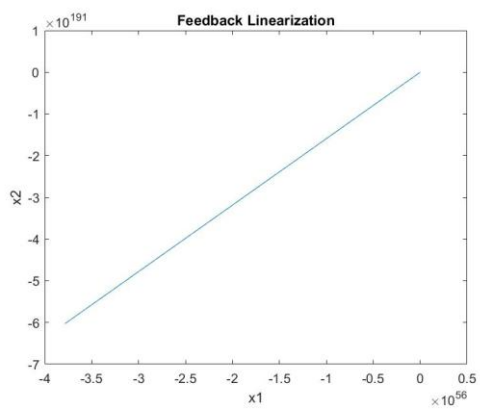
模擬結果(初值 $x_1=3, x_2=-3$)



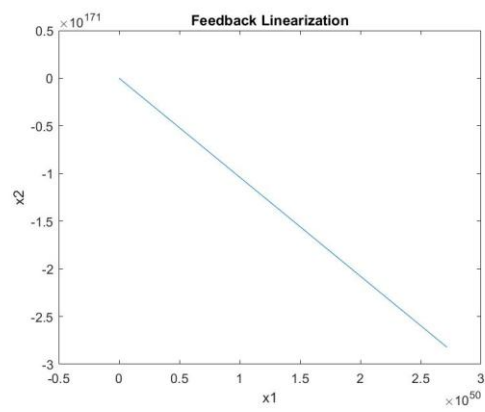
$a=1-0.2, b=9-0.4$ (仍然收斂)



$a=1+0.2, b=9-0.4$ (仍然收斂)



$a=1-0.2, b=9+0.4$ (發散)



$a=1+0.2, b=9+0.4$ (發散)

解決方法：Feedback Linearization無法解決誤差

附錄(Matlab Code)

1.Sliding Mode Control

(此為(b)小題程式碼，(a)和(c)也都差不多只調整一些參數)

```
clc;clear;

lambda=0.5;
K=1;
delta=0.001;
totalTime=10;
totalStep=totalTime/delta;
for K=0.6:0.2:1.4%compare with different K
    x1array=[1:totalStep]*0;x2array=x1array;
    x1array(1)=3;x2array(1)=-3;%init condition

    for i=1:totalStep
        x1=x1array(i);x2=x2array(i);

        f=x2+lambda*x1;
        u=(-sign(f)*K-x1^3*x2-9*x1*x2^3)/(x1^2+x2^2);

        d=0.1*sin(10*pi*(i*delta));
        x1_dot=x2;
        x2_dot=(1)*x1^3*x2+(9)*x1*x2^3+(x1^2+x2^2)*u+d;

        x1array(i+1)=x1+x1_dot*delta;
        x2array(i+1)=x2+x2_dot*delta;
    end

    plot(x1array,x2array);
    hold on;
end

xlabel('x1');
ylabel('x2');
title('Sliding Mode Controller');
legend({'K=0.6','K=0.8','K=1','K=1.2','K=1.4'});
```

2. Feedback Linearization

```
clear;clc;

delta=0.001;
totalTime=10;
totalStep=totalTime/delta;
x1array=[1:totalStep]*0;x2array=x1array;

x1array(1)=3;x2array(1)=-3;%init condition
for i=1:totalStep
    x1=x1array(i);x2=x2array(i);
    u=(-(x1^3*x2+9*x1*x2^3)+(-82*x1-2*x2))/(x1^2+x2^2);

    d=0.1*sin(10*pi*(i*delta));
    x1_dot=x2;
    x2_dot=(1-0.2)*x1^3*x2+(9-0.4)*x1*x2^3+(x1^2+x2^2)*u+d;

    x1array(i+1)=x1+x1_dot*delta;
    x2array(i+1)=x2+x2_dot*delta;
end
plot(x1array,x2array);
xlabel('x1');
ylabel('x2');
title('Feedback Linearization');
```