1. Question

The hooke jeeves algoritm that we wrote;

```
   syms x1 x2 f(x1,x2)
   f(x1,x2)=3*x1^2 - 2*x1*x2 + 4*x1 + x2^2 + 3*x2;
% x1 and x2 are references
x1=0;
x2=0;
firstf=f(x1,x2);
fnew=firstf;


iteration = 4;
h= [1 0.5 0.25 0.125]; % changes of step magnitude

for m= 1: iteration
for i=1:10  %  We try for 10 times for the same step magnitude
step=h(m);
if f(x1+step,x2)<f(x1,x2);
            fnew=f(x1+step,x2);
            x1=x1+step;
        elseif f(x1-step,x2)<f(x1,x2);
            fnew=f(x1-step,x2);
            x1=x1-step;
        end
        if f(x1,x2+step)<f(x1,x2);
            fnew=f(x1,x2+step);
            x2=x2+step;
        elseif f(x1,x2-step)<f(x1,x2);
            fnew=f(x1,x2-step);
            x2=x2-step;
        end

    end

end

x1
x2
result = fnew
```

The result is as below;

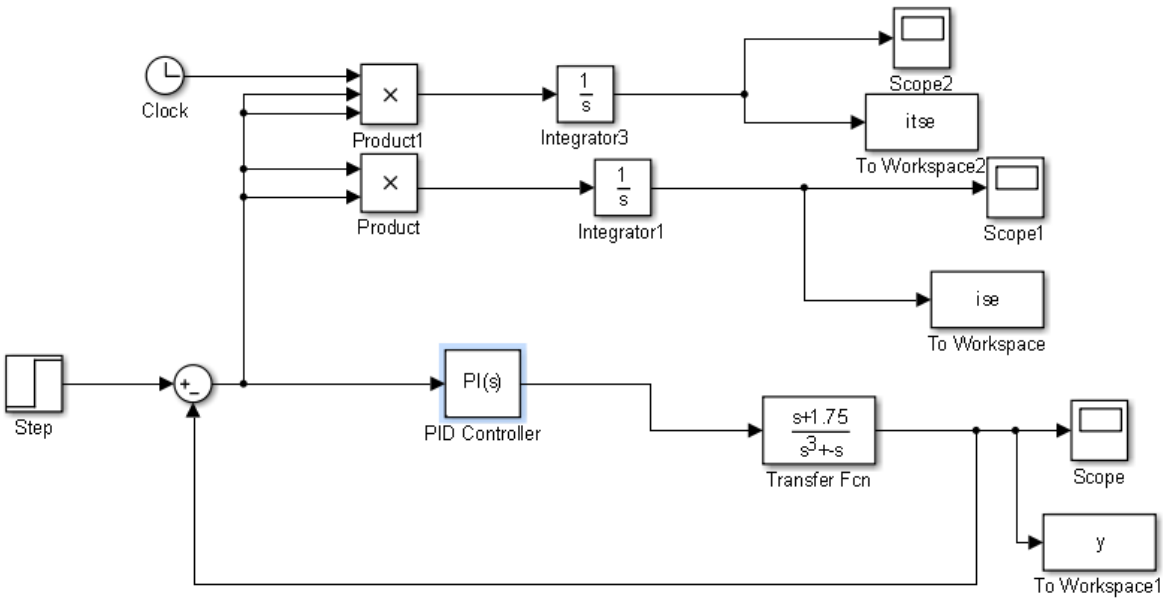
```
>> q1_a

x1 = -1.7500
x2 = -3.2500
```

```
result = -67/8
```

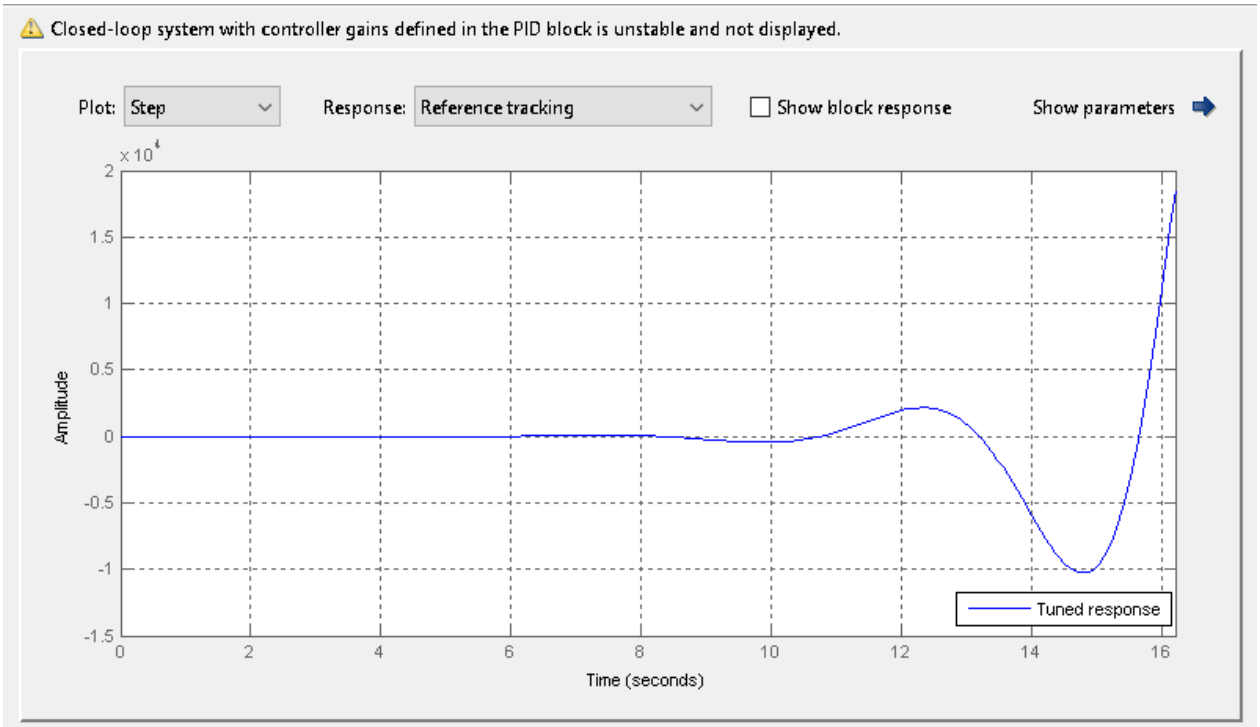
2. Question

First, in order to choose the controller if PI or PD is the best, we have used Simulink and tuning feature.

PI Controller;



When we used PI controller and used the tuning feature, it has been seen that system can not be stable.



We have seen that also from Mathematica;

$$Fs = Kp + \frac{Ki}{s}$$

$$Ovrsht = 0.01;$$

$$ts = 2;$$

$$\zeta desired = \frac{-\text{Log}[Ovrsht]}{\sqrt{\pi^2 + \text{Log}[Ovrsht]^2}}$$

$$wdesired = \frac{4}{ts\,\zeta}$$

$$pds = s^2 + 2\,\zeta desired\,w_n\,s + w_n^2 \quad /.\ \zeta desired \to \zeta,\ w_n \to wdesired$$

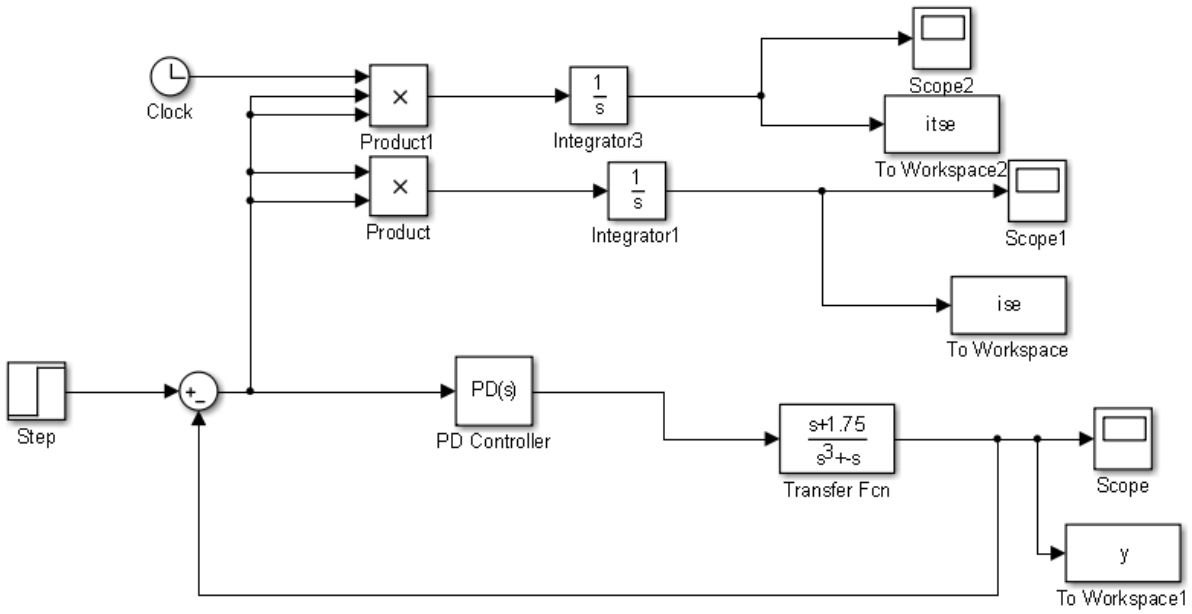
$$pes = s^4 + a\,s^3 + b\,s^2 + c$$

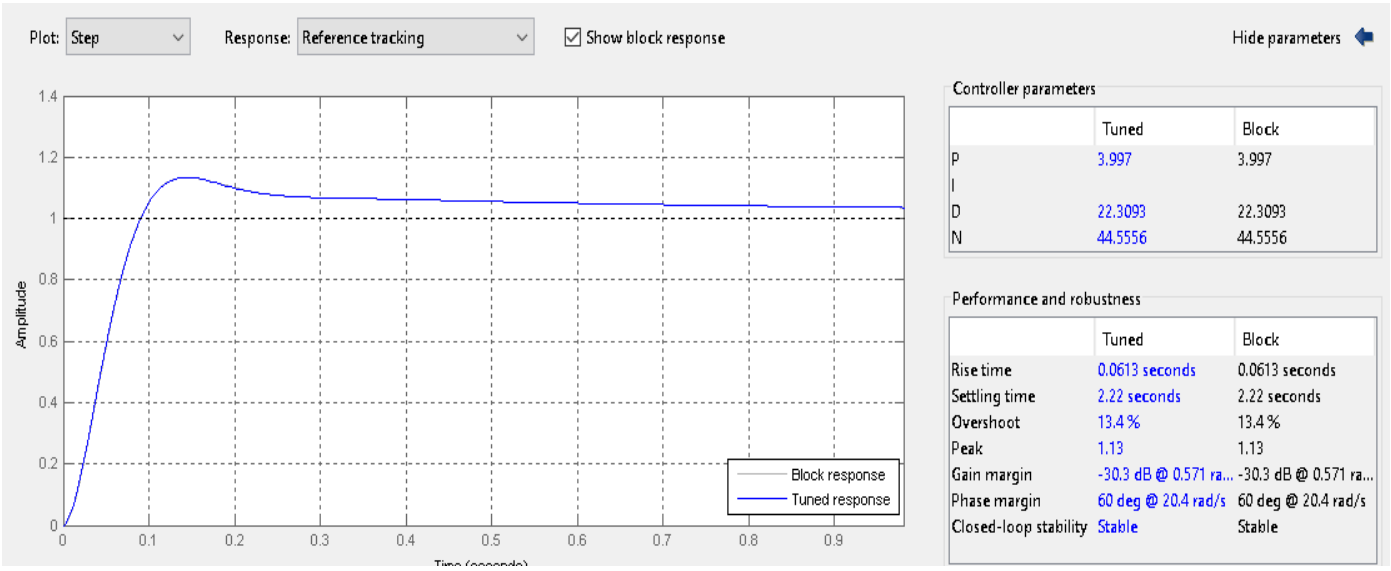
```
RouthTabulation[pcs]
```

```
Power::infy: "Infinite expression 1/0 encountered. \" ButtonBox "More..." ButtonData :>"Power::infy", ButtonStyle ->"RefGuideLinkText", ButtonFrame ->"None"
```

```
[ 0, ComplexInfinity , ComplexInfinity ,  3, 1 ]
 Det [ ComplexInfinity ,  3, 1 ]  ComplexInfinity , ComplexInfinity , 0 ]
     ComplexInfinity ,  3, 1 ]  ComplexInfinity , ComplexInfinity , 0
 Det [ 3, 1 ]  ComplexInfinity , ComplexInfinity , 0 ]  0 ]
                                                  0 ]
```

PD Controller;





When we used this tuned controller, we looked at the max value of ise which is the error.

>> max(ise)

ans =

0.0381

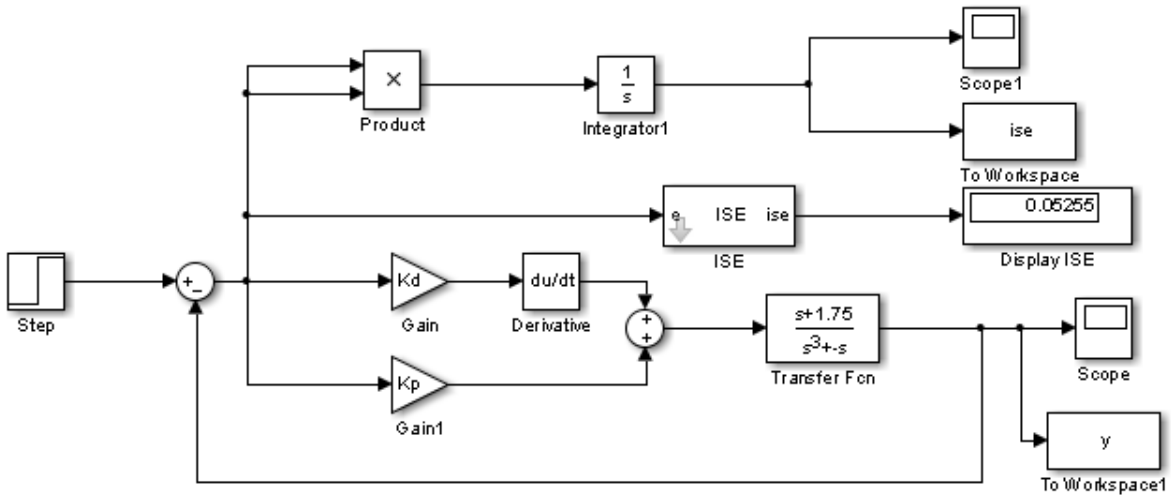
So, we choose PD controller;

For J1;

We have written a function f to take the ise value from Simulink;

```
function sonuc = f(Kd_temp, Kp_temp) % This function is used to
find the ISE value
    global Kp;
    global Kd;
    Kp = Kp_temp;
    Kd = Kd_temp;
    sim('q2_a_simulink_PD');
    sonuc = ise(end);
end
```

Below we can see the Simulink block diagrams;



And now it is time to use our hooke jeeves algorithm;

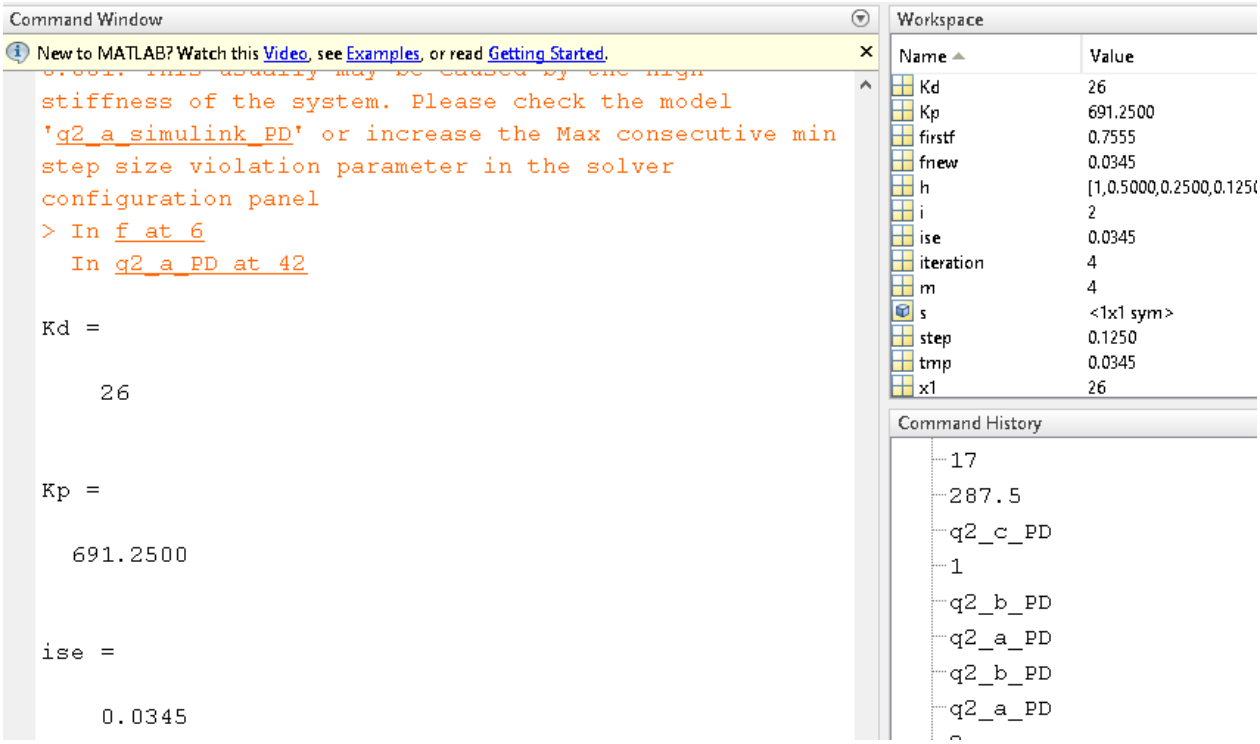
```
global Kp Kd;
global x1 x2;
syms s;
Kd = input('Kd: ');
Kp = input('Kp: ');
```

```
% Hooke Jeeves
% We did not want to change all x1 and x2 from the code
x1=Kd;
x2=Kp;
firstf=f(Kd,Kp);
fnew=firstf;

iteration = 4; % number of step magnitudes
% We declare the step magnitudes as below;
h= [1 0.5 0.25 0.125]; % changes of step magnitude

for m= 1: iteration
    for i= 1:1000
        step=h(m);
        tmp=fnew; % the value before the check
        if f(x1+step,x2)<f(x1,x2);
            fnew=f(x1+step,x2)
            x1=x1+step;
        elseif f(x1-step,x2)<f(x1,x2);
            fnew=f(x1-step,x2)
            x1=x1-step;
        end
        if f(x1,x2+step)<f(x1,x2);
            fnew=f(x1,x2+step)
            x2=x2+step;
        elseif f(x1,x2-step)<f(x1,x2);
            fnew=f(x1,x2-step)
            x2=x2-step;
        end
        if fnew==tmp
            break;
        end
    end

end

Kd=x1
Kp=x2
ise = fnew
```

The starting point is given as [Kd=2,Kp=1.125]

```
Kd = 26

Kp = 691.2500

ise = 0.0345
```

We can see the ISE as 0.0345 from above by hooke jeeves algorithm.

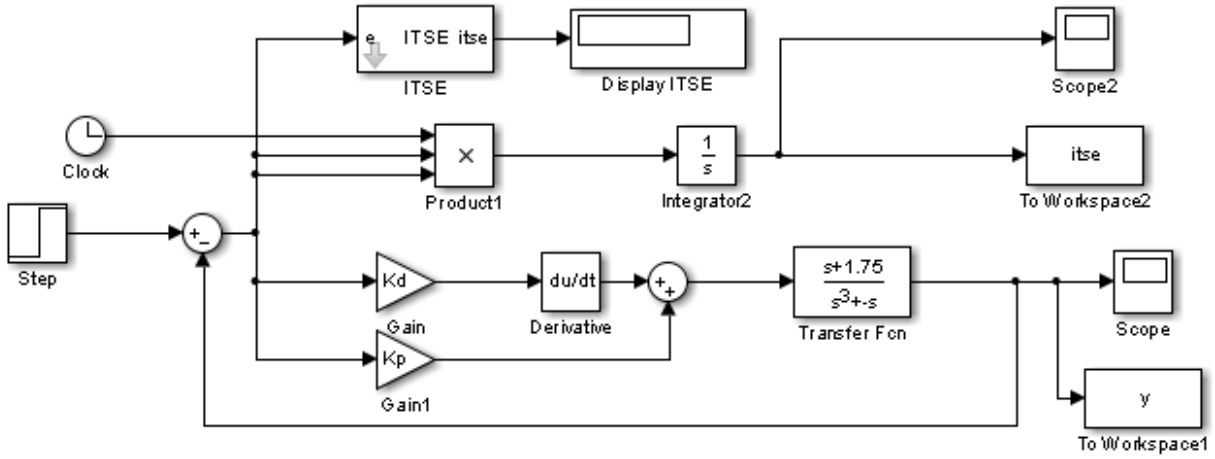


For J2;

We have written a function f to take the itse value from Simulink;

```
function sonuc = f(Kd_temp, Kp_temp) % This function is used to
find the ISE value
    global Kp;
    global Kd;
    Kp = Kp_temp;
    Kd = Kd_temp;
    sim('q2_b_simulink_PD');
    sonuc = itse(end);
end
```

Below we can see the Simulink block diagrams;



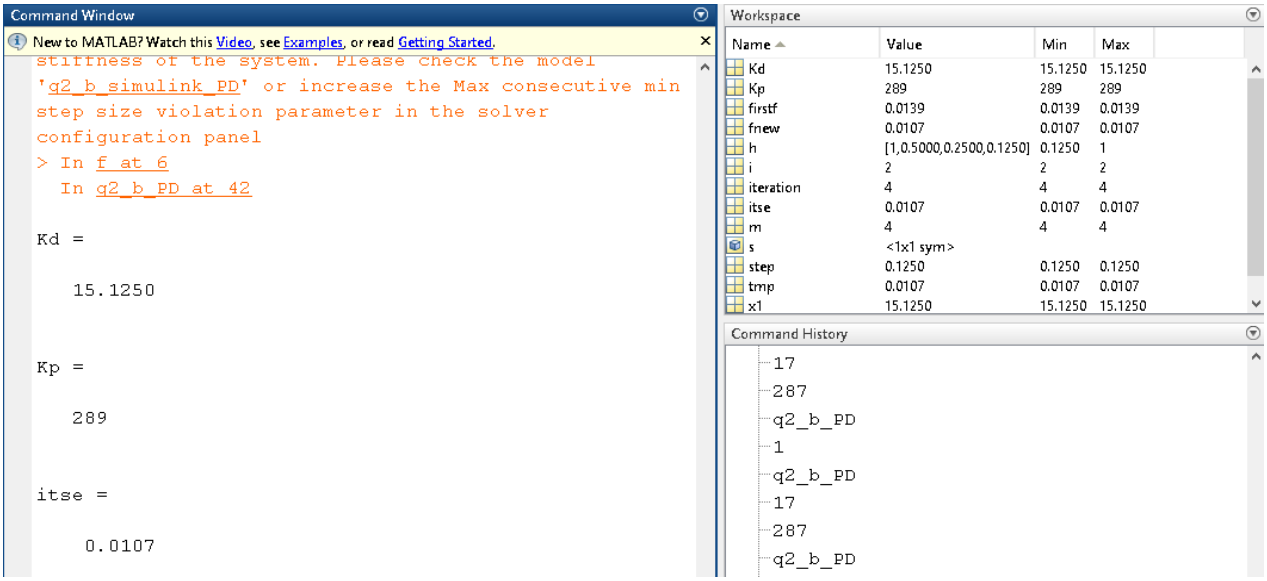
From previous hooke jeeves algorithm, we only written the result as itse.

The starting point is given as [Kd=17,Kp=287.5]

Kd = 15.1250

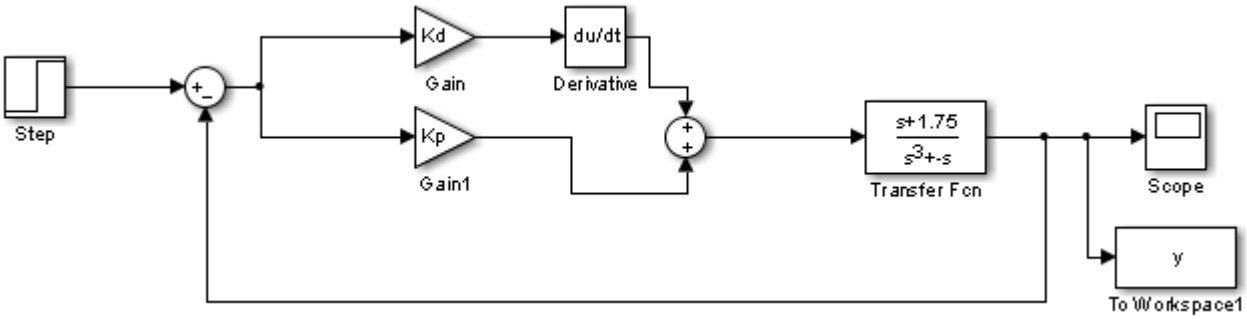
Kp = 289

itse = 0.0107

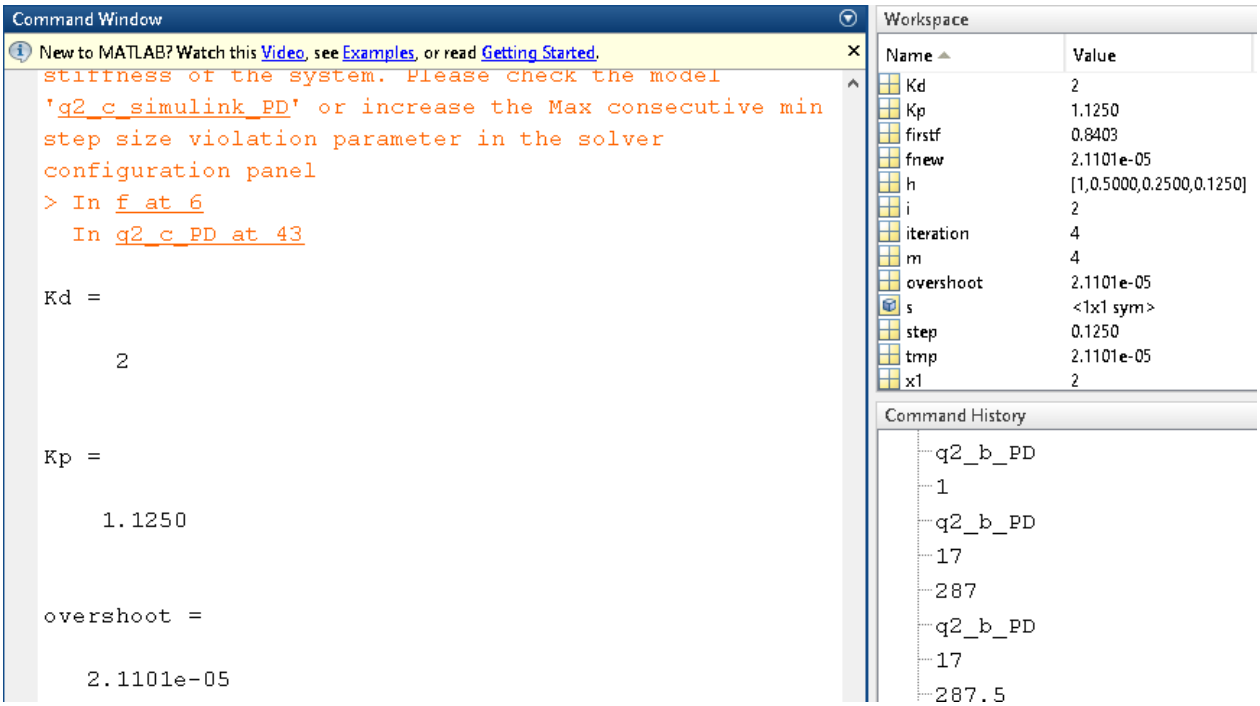


For J3;

We have set the overshoot as the objective function.



We have set the starting point as Kd=1; Kp=1;



Overshoot is 0.0000211.

Genetic Algorithm;

3. Question

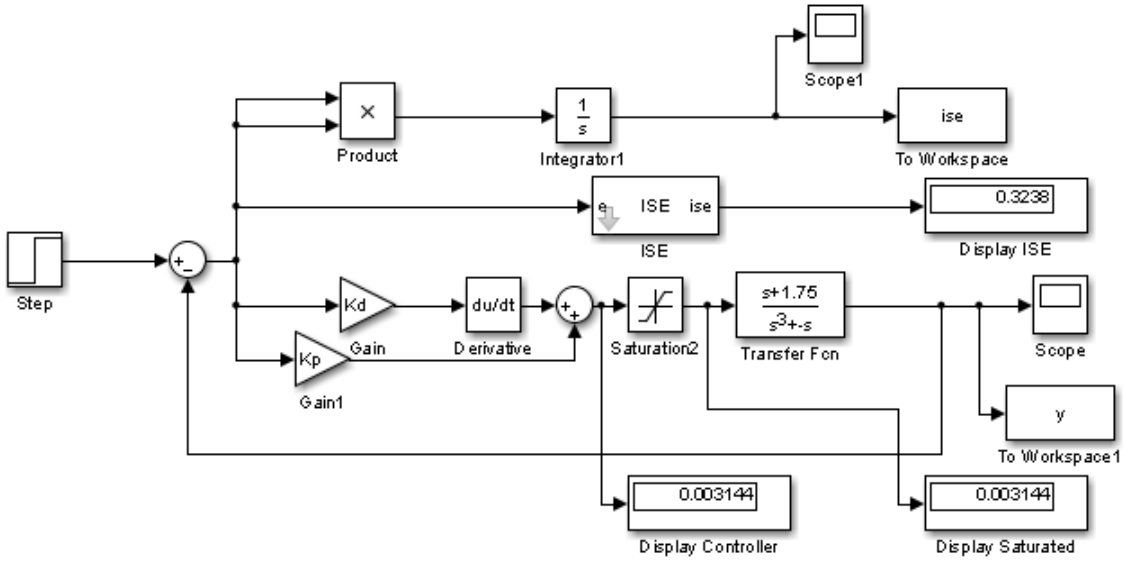
   Comment

   As you can see that the controllers we have found in hooke jeeves algorithm are better controllers.

4. Question

<u>For J1;</u>

We have used the same script and same function as question-2, we just added the saturation block in Simulink as below;



And we determined saturation intervals as 5,-5.

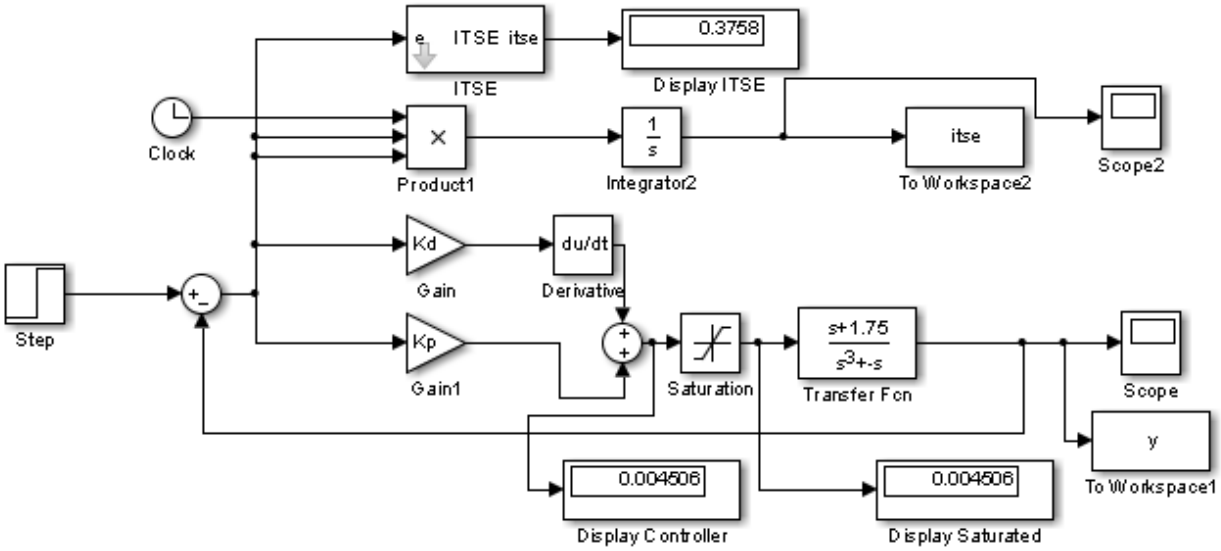
The results were as below;

Kd = 5;

Kp= 12.5;

ise = 0.3238

<u>For J2;</u>



And we determined saturation intervals as 5,-5.

The results were as below;

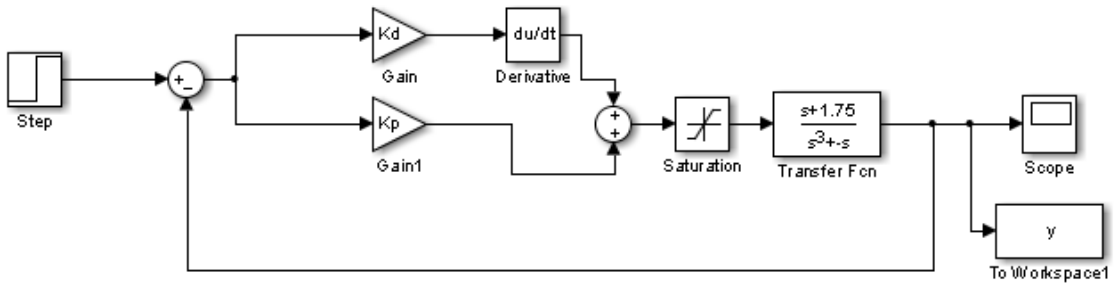
Kd = 4;

Kp= 9;

ise = 0.3758

<u>For J3;</u>

As we have determined overshoot as objective function, in Simulink, we just need to add the saturation block.



The result;

Kd = 2

Kp = 1.1250

overshoot = 1.1001e-06

5. Question

The Controllers we have found in Question-4 are

For J1;

Kd = 5;

Kp = 12.5;

For J2;

Kd=4;

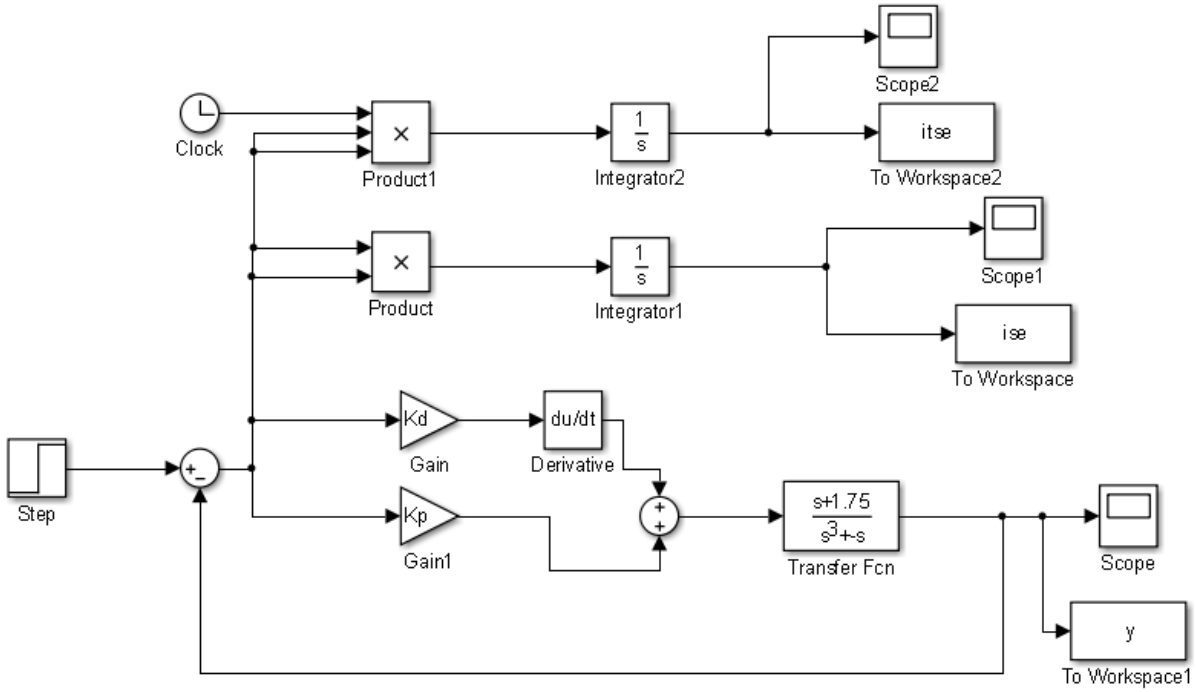
Kp=9;

For J3;

Kd = 2

Kp = 1.1250

Since our system has an integrator(type-1), dead time leads system to infinity.


Scope2
Clock
Product1
Integrator2
itse
To Workspace2
Scope1
Product
Integrator1
ise
To Workspace
Kd
du/dt
Gain
Derivative
Step
Kp
Gain1
s+1.75
s3+s
Transfer Fcn
Scope
y
To Workspace1