

# Introduction to Control

July 20, 2015

# Outline

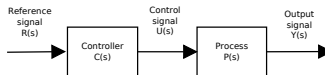
1 Basics

2 Control Goals

# An introduction to control

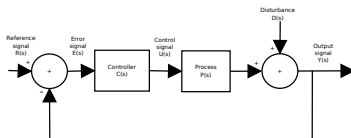
# What is control?

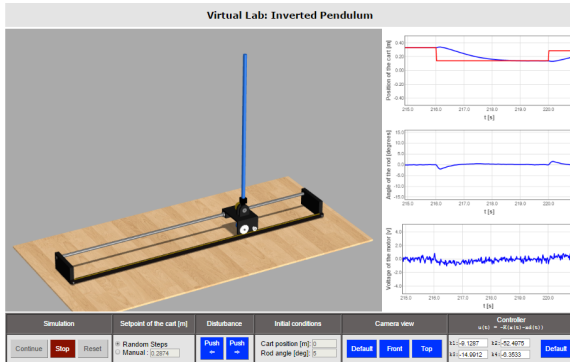
- The goal is to find an input (control signal  $U(s)$ ) such that the process produces the desired output
- Open loop control system: the actual output signal has no effect on the control action



# A general set-up of a closed loop system

- We will focus on closed loop control systems





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Figure: Inverted Pendulum

# Concrete Control

- On-off controller
  - Thermostate at home
- **PID controllers, Lead and lag compensators (this course)**
  - Cruise-control in your car
- More advanced controllers
  - STATE-space feedback controllers
  - Model Predictive Controller (MPC)
  - Fuzzy Control
  - Neuro-fuzzy Control
  - ...

# Outline

1 Basics

2 Control Goals



# What is good control?

- Before we will start to design control systems we will first focus on the question. What is good control?
- It depends on the application
  - Stability
  - Disturbance rejection
  - Reference tracking (speed)
  - Sensitivity to errors on model
  - Etc...

# Examples: stability



**Figure:** Space shuttles are like inverted pendulums. How do you make sure they don't flip over.

# Examples: Disturbance rejection

- Your body will try to keep the temperature in your body as constant as possible. No matter what the outside temperature is. Two people will have almost the same body temperature.



Figure: Flickr.com, [tent86](#),  
Marathon Des Sables 046



Figure: [Jack Zalium](#), Enduring,  
<https://creativecommons.org/licenses/by-nd/2.0/>

# Examples: Reference tracking



**Figure:** Audi has a system for automatic driving in traffic jams. The audi will follow the car in front of him at an appropriate distance. youtube

# Exercise: name the correct property

