

Chapter 9: Introduction to Control

July 27, 2015

Outline

1 Basics

- Control Theory
- Demo: Inverted Pendulum

2 Control Goals

- Examples
- Exercise

3 Closed-loop systems

- Sensitivity
- Robustness
- Types of systems and Steady State Error
- Noise and disturbance rejection

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2 Control Goals

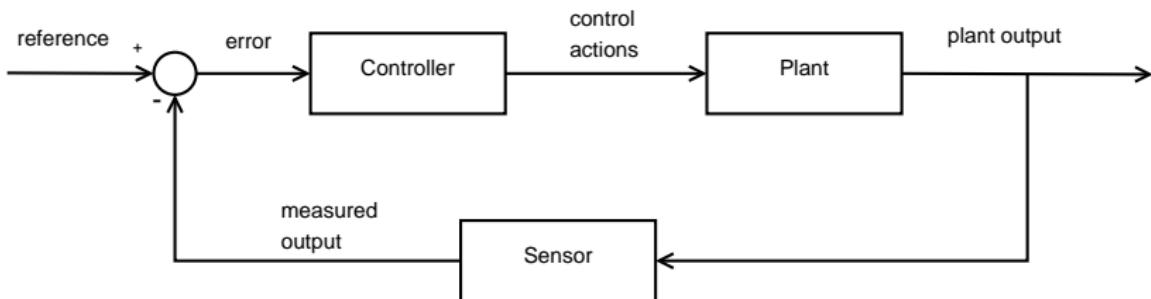
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What is control theory?

Control theory is an interdisciplinary branch of engineering and mathematics that deals with the behavior of dynamical systems with inputs, and how their behavior is modified by feedback. The usual objective of control theory is to design a controller that produces inputs to a plant so its output follows a desired reference signal which may be a fixed or changing value. - wikipedia



Controllers

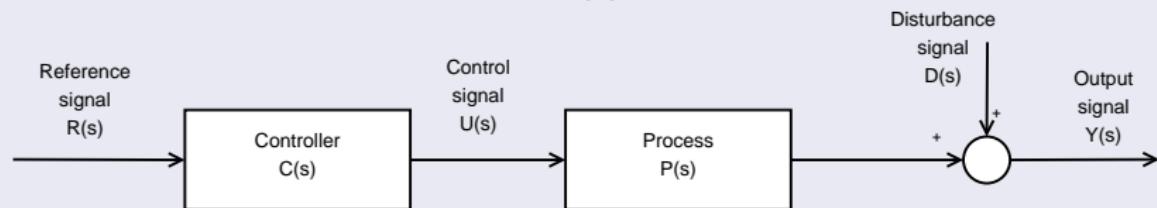
Types of controllers

- On-off controller
 - e.g., Thermostat at home
- **PID controllers, Lead and lag compensators (this course)**
 - Cruise-control in your car
 - Temperature, level, flow, pressure, pH, ... in chemical plants.
- More advanced controllers
 - State-space feedback controllers (e.g., LQR)
 - Model Predictive Controller (MPC)
 - Fuzzy Control
 - Neuro-fuzzy Control
 - ...

Open-loop System

Definition

In an open loop control system the actual output signal $Y(s)$ has no effect on the control action $U(s)$.



$$Y(s) = P(s)U(s) = P(s)C(s)R(s)$$

Open-loop System

Example

- You are pouring a glass of water, but you **cannot look at the glass**.
- The desired output is a full glass of water within a reasonable time.
- The input can have two values: on or off (assume a quite primitive tap).
- It will not be easy to do this successfully.



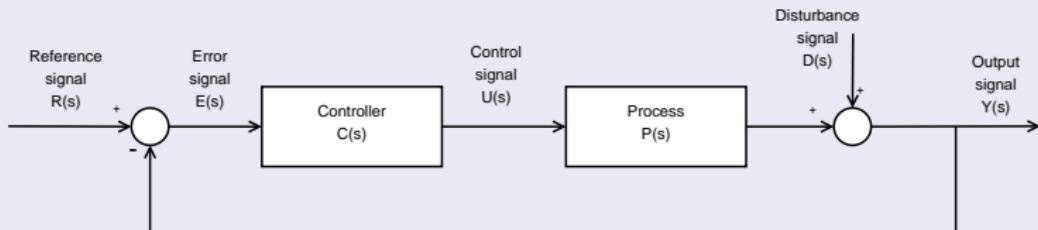
The solution is evident: look at the glass while pouring!

A general set-up of a closed-loop system

Definition

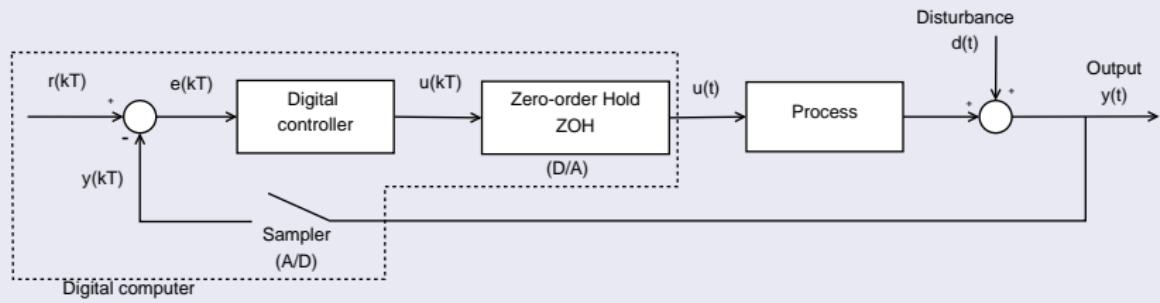
In a closed-loop system the output of the controller is influenced by the output of the system using a **negative feedback loop**.

Classical control-loop



$$Y(s) = \frac{P(s)C(s)}{1 + P(s)C(s)}R(s) \quad \text{when } D(s) = 0$$

Digital Control Loop



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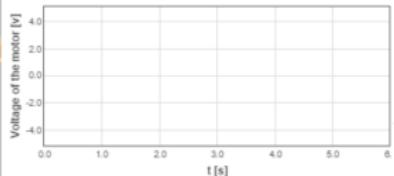
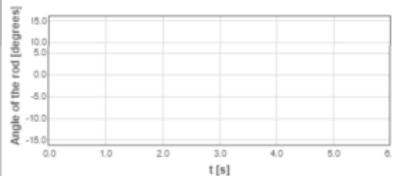
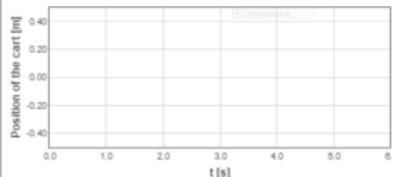
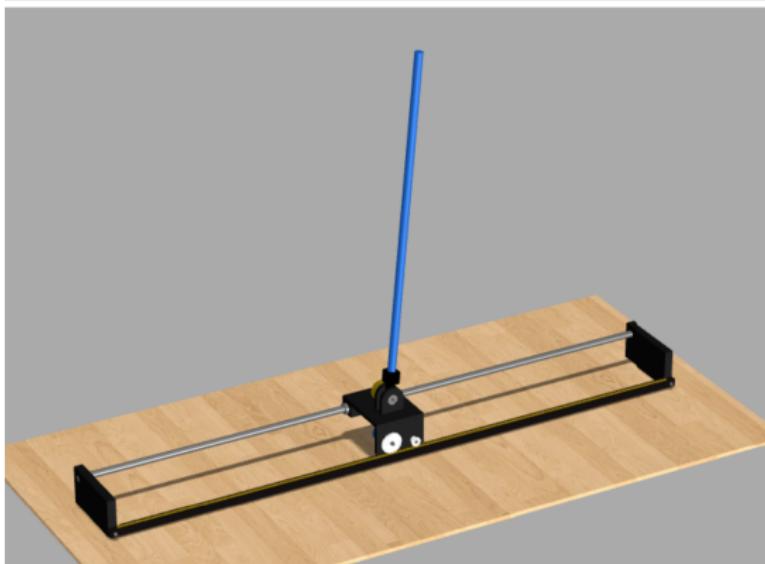
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Virtual Lab: Inverted Pendulum



Simulation	Setpoint of the cart [m]	Disturbance	Initial conditions	Camera view	Controller
<button>Start</button> <button>Stop</button> <button>Reset</button>	<input checked="" type="radio"/> Random Steps <input type="radio"/> Manual : 0	<input type="button" value="Push ⬅"/> <input type="button" value="Push ⬇"/>	Cart position [m]: 0 Rod angle [deg]: 5	<input type="button" value="Default"/> <input type="button" value="Front"/> <input type="button" value="Top"/>	$u(t) = -K(x(t) - x_d(t))$ k1: -9.1287 k2: -52.4975 k3: -14.9912 k4: -6.3533 <input type="button" value="Default"/>

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What is good control?

Good control depends on the application

Control Goals

- Stability
- Disturbance rejection
- Reference tracking
- Sensitivity to errors in the model
- ...

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Examples: stability



Space shuttles are like inverted pendulums. Control systems make sure they do not flip over.

Examples: Disturbance rejection

- Your body will try to keep your internal temperature as constant as possible, no matter how hot/cold it is outside.



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Marathon Des Sables 046



[Jack Zalium](#)
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Examples: Reference tracking



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

https://www.youtube.com/watch?v=Qa_ZSRj0WM0

Examples: Sensitivity to errors in the model



It is not possible to drive a formula 1 car using your knowledge of regular cars. However, driving your friends car will work.

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Exercise: name the correct property



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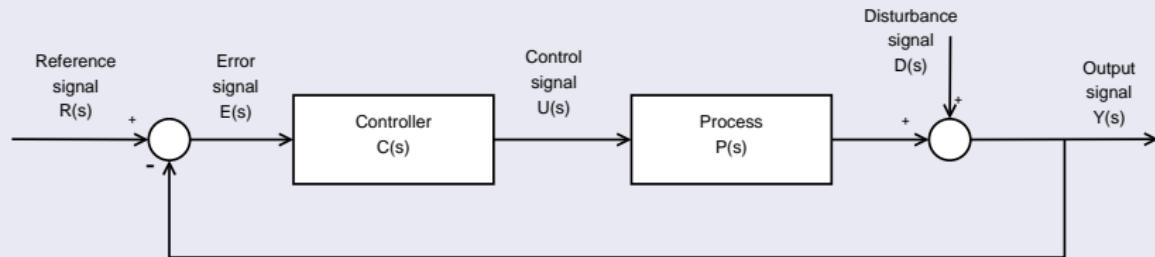
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Transfer function of a closed-loop system

Classical control loop



$$Y(s) - D(s) = P(s)U(s) \quad \text{with } U(s) = C(s)E(s)$$

$$Y(s) - D(s) = P(s)C(s)E(s) \quad \text{with } E(s) = R(s) - Y(s)$$

$$Y(s) - D(s) = P(s)C(s)(R(s) - Y(s))$$

$$Y(s) - D(s) = P(s)C(s)R(s) - P(s)C(s)Y(s)$$

$$Y(s) = \frac{P(s)C(s)}{1 + P(s)C(s)}R(s) + \frac{1}{1 + P(s)C(s)}D(s)$$

Transfer function from $R(s)$ to $Y(s)$

Definition

We define $H(s)$ as the transfer function from $R(s)$ to $Y(s)$

$$H(s) \triangleq \frac{Y(s)}{R(s)} = \frac{P(s)C(s)}{1 + P(s)C(s)} \quad \text{when } D(s) = 0.$$

This transfer function $H(s)$ will help us to evaluate tracking.
Almost perfect tracking: the output $Y(s)$ will follow $R(s)$ very closely $\Rightarrow H(s) \approx 1$

Transfer function from $D(s)$ to $Y(s)$

Definition

We define $M(s)$ as the transfer function from $D(s)$ to $Y(s)$

$$M(s) \triangleq \frac{Y(s)}{D(s)} = \frac{1}{1 + P(s)C(s)} \quad \text{when } R(s) = 0.$$

If the disturbance rejection of the control system is very good, the disturbances will have almost no effect on the output $\Rightarrow M(s) \approx 0$

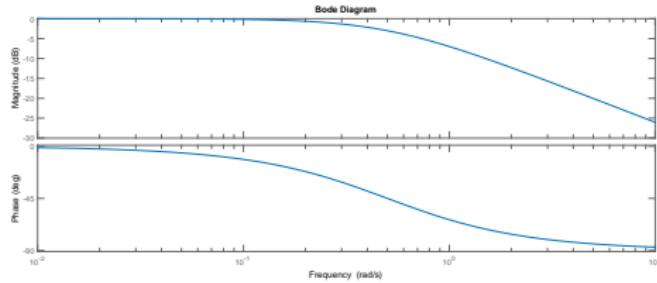
if $\begin{cases} |H(j\omega)| \cong 1 & \text{then } |P(j\omega)C(j\omega)| \text{ (**open loop gain**) is very} \\ |M(j\omega)| \cong 0 & \text{large.} \end{cases}$

A large open loop amplification might lead to an unstable system!

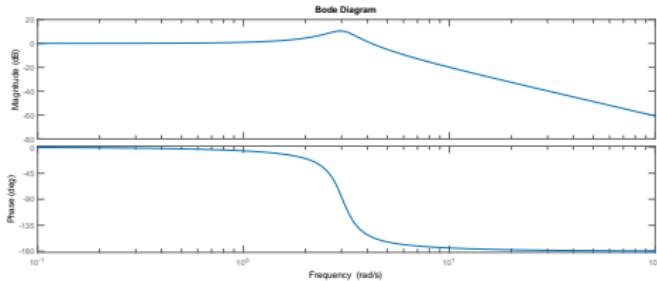


Exercise: Which controller do you prefer?

The transfer function of the closed-loop system from $R(s)$ to $Y(s)$ for two different controllers for high precision surgery



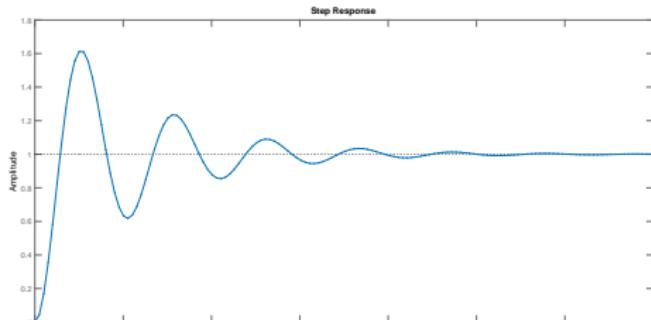
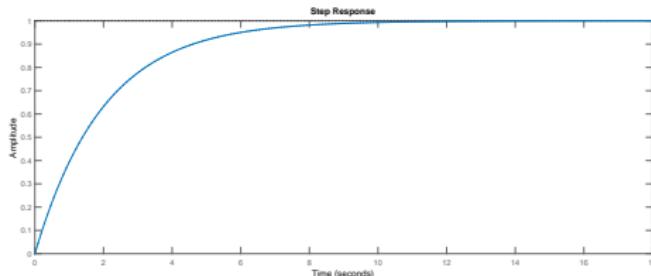
$$\frac{Y(s)}{R(s)} = \frac{0.5}{s + 0.5}$$



$$\frac{Y(s)}{R(s)} = \frac{10}{1.09s^2 + s + 10}$$

Exercise: Which controller do you prefer?

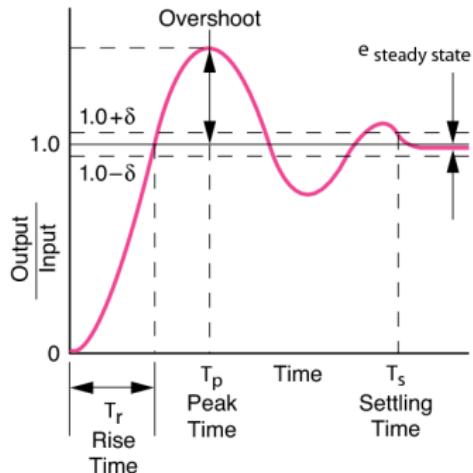
The output $Y(s)$ of the closed-loop system when $R(s)$ is a step function.



Quality of reference tracking

Look at the step response of the transfer function from $R(s)$ to $Y(s)$. The quality can be determined using these criteria:

- Rise-time
- Settling time
- Steady state error
- Overshoot
- ...



Model errors

In practice, the transfer function $P(s)$ is often unknown. It is important to know how model errors affect the performance of the controller. Sensitivity and robustness are key concepts to evaluate these effects.

Sensitivity - Robustness

Sensitivity quantifies the effect of small model errors on the output. A controller is robust if it works properly over a given set of parameters.

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Sensitivity

Sensitivity is a measure of the relative change in the system due to a relative change in a chosen parameter.

$$Y(s) + \Delta Y(s) = \frac{(P(s) + \Delta P(s))C(s)}{1 + (P(s) + \Delta P(s))C(s)} R(s) + \frac{1}{1 + (P(s) + \Delta P(s))C(s)} D(s)$$

Look at the effect on the system without disturbances ($D(s)=0$)

$$\Delta Y(s) = \frac{(P(s) + \Delta P(s))C(s)}{1 + (P(s) + \Delta P(s))C(s)} R(s) - \frac{P(s)C(s)}{1 + P(s)C(s)} R(s)$$

Sensitivity

$$\begin{aligned} &= \frac{(P(s) + \Delta P(s))C(s)(1 + P(s)C(s)) - P(s)C(s) - P(s)C(s)(P(s) + \Delta P(s))C(s)}{(1 + (P(s) + \Delta P(s))C(s))(1 + P(s)C(s))} R(s) \\ &= \frac{\Delta P(s)C(s)}{(1 + (P(s) + \Delta P(s))C(s))(1 + P(s)C(s))} R(s) \\ &= Y(s) \frac{\Delta P(s)}{P(s)} \frac{1}{1 + (P(s) + \Delta P(s))C(s)} \end{aligned}$$

Sensitivity

Now take the relative change due to this disturbance of the model and take the limit for $\Delta x \rightarrow 0$; this gives the following (measure of the) sensitivity:

$$S_P^Y(s) = \frac{\frac{\partial Y}{\partial P}(s)}{P(s)} = \frac{\partial Y}{\partial P}(s) \cdot \frac{P(s)}{Y(s)} = \frac{1}{1 + P(s)C(s)}$$

- Again, a very large $|P(s)C(s)|$ looks like a good choice, but again there is a risk for instability!
- Note that the sensitivity can be determined for any parameter

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Example 1: robustness

Example

Suppose we want to stabilize the system $P(s) = \frac{1}{(s-a)}$. We only know that $a \in [0.20; 0.80]$. We propose to use a proportional controller $C(s) = K$. The closed-loop transfer function becomes

$$H(s) = \frac{P(s)C(s)}{1 + P(s)C(s)} = \frac{\frac{1}{s-a}K}{1 + \frac{1}{s-a}K} = \frac{K}{s - a + K}$$

The controller stabilizes the system if $-a + K > 0$. If we choose K very large the system will be robust against changes in a .

Example 2: robustness

Example

Suppose we want to stabilize the system $P(s) = \frac{s}{(s-a)}$ with $a \in [0.20; 0.80]$. If we choose the control law $C(s) = \frac{K}{s}$ this results in the same transfer function.

$$H(s) = \frac{P(s)C(s)}{1 + P(s)C(s)} = \frac{\frac{s}{s-a} \frac{K}{s}}{1 + \frac{s}{s-a} \frac{K}{s}} = \frac{K}{s - a + K}$$

Again we choose $K > a$ to ensure stability. But how does the controller perform on the slightly perturbed system $\tilde{P}(s) = \frac{(s+\epsilon)}{(s-a)}$? The transfer function from $R(s)$ to $Y(s)$ becomes

$$\tilde{H}(s) = \frac{\frac{s+\epsilon}{s-a} \frac{K}{s}}{1 + \frac{s+\epsilon}{s-a} \frac{K}{s}} = \frac{(s+\epsilon)K}{s^2 + (K-a)s + \epsilon K}$$

Example 2: robustness

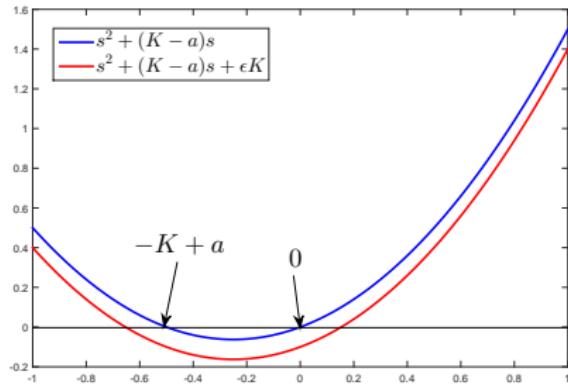
$$\tilde{S}(s) = \frac{(s + \epsilon)K}{s^2 + (K - a)s + \epsilon K}$$

The figure on the right plots

$$s^2 + (K - a)s$$

$$s^2 + (K - a)s + \epsilon K$$

For ϵ negative the system becomes unstable. The control system is not robust and useless in practical situations. You should not use control laws which rely on a pole-zero cancellation.



Robustness

Definition

The steady state error is defined as follows:

$$\begin{aligned}\lim_{t \rightarrow \infty} e(t) &= \lim_{t \rightarrow \infty} (r(t) - y(t)) \\ &= \lim_{s \rightarrow 0} s(R(s) - Y(s)) \quad (\text{final value theorem})\end{aligned}$$

Robustness

Open-loop system

A very small steady state error (preferably zero) indicates that the controller tracks the reference very well.

For the open loop system with a step reference

$$e_{OL}(\infty) = \lim_{s \rightarrow 0} s(1 - C(s)P(s))R(s) = 1 - C(0)P(0)$$

- So the open loop controller has no steady state error (for a step reference) if the controller is calibrated such that $C(0)P(0) = 1$
- \Rightarrow a precise calibration of the DC gain (not robust)

Robustness

Closed-loop system:

$$\begin{aligned} e_{cl}(\infty) &= \lim_{s \rightarrow 0} s \left(1 - \frac{C(s)P(s)}{1 + C(s)P(s)} \right) R(s) \\ &= \lim_{s \rightarrow 0} \frac{s}{1 + C(s)P(s)} R(s) = \frac{1}{1 + C(0)P(0)} \end{aligned}$$

- The steady state error is small if $C(0)P(0)$ is very large
- Again, calibrating the DC gain
- The difference is that we only need a large gain, which is far less demanding than having to make it equal to 1

An open loop controller is not robust

We can now show how this results in a great advantage of the closed-loop strategy over the open loop strategy:

- If P changes slightly (for instance due to a factor that has not been taken up into the model) to $P + \Delta P$
- Then making $e_{ol}(\infty)$ small would require to calibrate anew
- Whereas $e_{cl}(\infty)$ would remain small, as long as $(P(0) + \Delta P(0))C(0)$ remains large

Hence an open loop controller can not control the output **robustly** against changes in P

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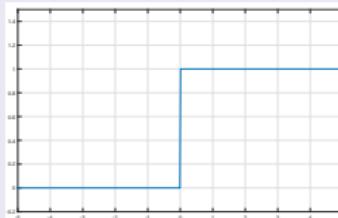
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Steady state error: step

Definition

$$\epsilon(t) = \begin{cases} 0, & t \leq 0 \\ \frac{1}{2}, & t = 0 \\ 1, & t \geq 0 \end{cases}$$



For a step reference $r(t) = a\epsilon(t) \Rightarrow R(s) = \frac{a}{s}$

$$e_{cl}(\infty) = \frac{s}{1 + C(0)P(0)} \frac{a}{s}$$

So $e_{cl}(\infty) = 0$ if $C(s)P(s)$ has a least one pole in zero
($C(0)P(0) \rightarrow \infty$)

Steady state error: ramp

For a ramp reference function $r(t) = at\epsilon(t) \Rightarrow R(s) = \frac{a}{s^2}$, we have

$$e_{cl}(\infty) = \lim_{s \rightarrow 0} \frac{s}{1 + C(s)P(s)} \frac{a}{s^2}$$

So, $e_{cl}(\infty) = 0$ if $C(s)P(s)$ has at least two poles in zero.

$$\left(\lim_{s \rightarrow 0} sC(s)P(s) = \infty \right)$$

Type of a system

- The type of a system is determined by the number of poles $P(s)C(s)$ has in zero, and hence it is linked to what type of references it can track perfectly
- Write $P(s)C(s)$ as $\frac{K \prod_{k=1}^m (s-z_k)}{s^i \prod_{k=1}^{n-i} (s-p_k)}$ with i the amount of poles in zero
- We say this system is of type i
 - It will be able to track references of shape $at^0\epsilon(t)$ up to $at^{(i-1)}\epsilon(t)$ perfectly for $t \rightarrow \infty$ ($\lim_{t \rightarrow \infty} e_{cl}(t) = 0$)
 - A reference of shape $at^i\epsilon(t)$ will be missed by a finite factor for $t \rightarrow \infty$ ($\lim_{t \rightarrow \infty} e_{cl}(t) = C$)
 - A reference of shape $at^{i+1}\epsilon(t)$ will be missed by infinity for $t \rightarrow \infty$ ($\lim_{t \rightarrow \infty} e_{cl}(t) = \infty$)

Example of a type 0 system

Example

Step reference $r(t) = A\epsilon(t) \Rightarrow R(s) = \frac{A}{s}$

$$\begin{aligned} e_{cl}(\infty) &= \lim_{s \rightarrow 0} \frac{s}{1 + C(s)P(s)} \frac{A}{s} \\ &= \lim_{s \rightarrow 0} \frac{A}{1 + \frac{K \prod_{k=1}^m (-z_k)}{\prod_{k=1}^{n-i} (-p_k)}} = \frac{A}{1 + K_p} \end{aligned}$$

where K_p is the static position constant

Example of a type 0 system

Example

Ramp reference $r(t) = At\epsilon(t) \Rightarrow R(s) = \frac{A}{s^2}$

$$\begin{aligned} e_{cl}(\infty) &= \lim_{s \rightarrow 0} \frac{s}{1 + C(s)P(s)} \frac{A}{s^2} \\ &= \lim_{s \rightarrow 0} \frac{1}{1 + \frac{K \prod_{k=1}^m (-z_k)}{\prod_{k=1}^{n-i} (-p_k)}} \frac{A}{s} \\ &= \lim_{s \rightarrow 0} \frac{A}{s + \cancel{s} \frac{K \prod_{k=1}^m (-z_k)}{\prod_{k=1}^{n-i} (-p_k)}} = \frac{1}{K_v} = \infty \end{aligned}$$

where K_v is the static velocity constant

Steady state errors - type of a system

$$K_p = \lim_{s \rightarrow 0} P(s)C(s)$$

K_p = Static position constant

$$K_v = \lim_{s \rightarrow 0} sP(s)C(s)$$

K_v = Static velocity constant

$$K_a = \lim_{s \rightarrow 0} s^2 P(s)C(s)$$

K_a = Static acceleration constant

And the respective steady state errors for different system types

Type I	Step $A\epsilon(t)$	Ramp $At\epsilon(t)$	Parabola $\frac{At^2\epsilon(t)}{2}$
0	$\frac{A}{1+K_p}$	∞	∞
1	0	$\frac{A}{K_v}$	∞
2	0	0	$\frac{A}{K_a}$

are:

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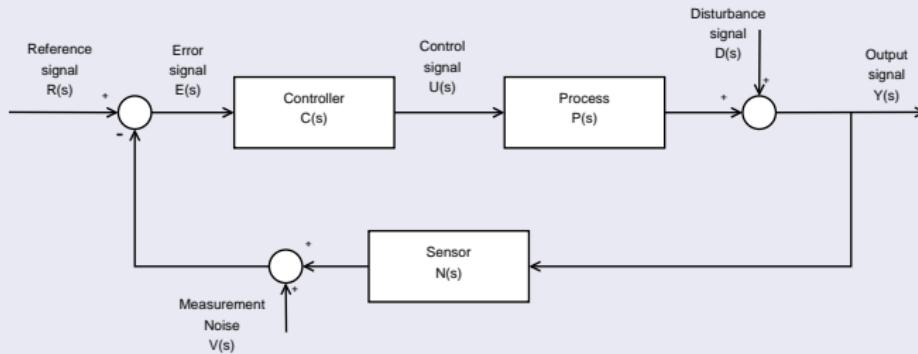
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Noise rejection and disturbance rejection

Noise rejection and disturbance rejection

- Measurement noise is often modelled by zero-mean white noise.
- Disturbances are actual changes to the state of the system



Noise versus Disturbances

- Cruise control:
Measurement errors on the speed are noise
A change in slope is a disturbance

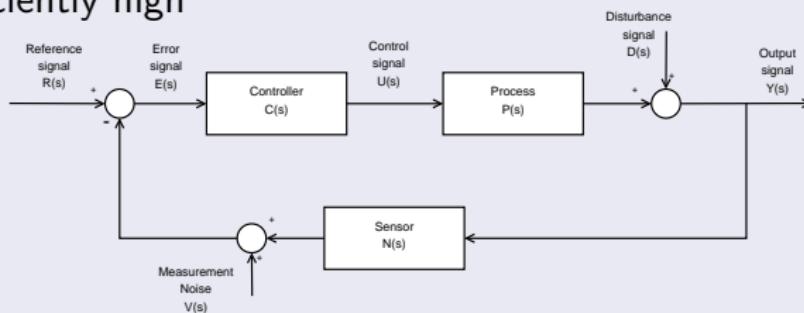


Noise versus Disturbances

- Remember

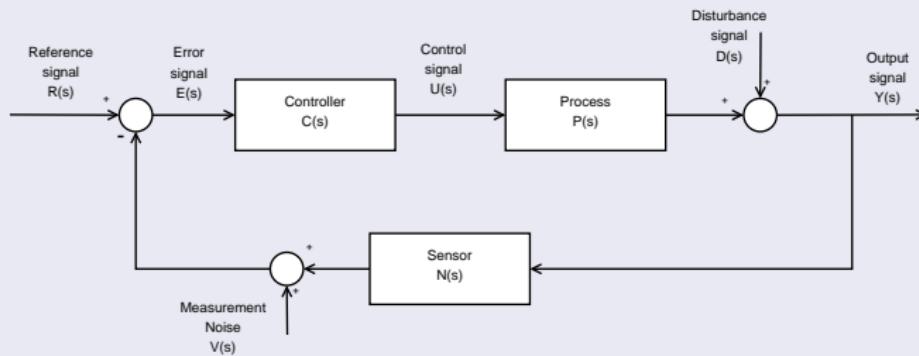
$$Y(s) = \frac{P(s)C(s)}{1 + P(s)C(s)} R(s) + \frac{1}{1 + P(s)C(s)} D(s)$$

- Choosing $M(s) = \frac{1}{1+P(s)C(s)}$ sufficiently small results in the rejection of D . This can be achieved by choosing $C(s)$ sufficiently high



Disturbance vs noise

- What happens to the measurement noise?
 - It will be amplified and applied to the input of the plant which in turn leads to a nervous controller.



Disturbance versus noise rejection

- Good disturbance rejection requires fast action to bring the system back to the desired state
- Good noise rejection requires slower action
- Note that a controller can not see the difference between measurement noise and disturbances. Slow controllers will be less sensitive to measurement noise but fast controllers will have better disturbance rejection

Slow Controllers

Not sensitive to noise
Small control actions

Fast Controllers

Good disturbance rejection
Fast tracking



Robust Controllers

Model errors will not
affect the behaviour of
the system strongly

Aggressive Controllers:
Exchanges robustness for
better performance

