

TWO THOUSAND YEARS OF CONTROL AND AUTOMATION

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**RESEARCH SCHOOL OF INFORMATION
SCIENCES & ENGINEERING**

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- PRE-SCIENTIFIC AUTOMATION AND CONTROL
- THE SCIENTIFIC PRE-COMPUTER PERIOD
(1900 - 1955)
- SOME MAJOR DEVELOPMENTS
(1955 - 2000)
- WHAT OF THE FUTURE?

- PRE-SCIENTIFIC AUTOMATION AND CONTROL
 - » Automation Applications and Control Science Problems
 - » Water flow
 - » Fan-Tails and Windmills
 - » Steam Engines
 - » Telescopes and Airy
 - » The Stability Problem
- THE SCIENTIFIC PRE-COMPUTER PERIOD
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AUTOMATION APPLICATIONS AND CONTROL SCIENCE PROBLEMS

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- The applications areas
 - » Water Flow
 - » Windmills
 - » Steam Engines
 - » Telescopes
- The control science problems
 - Securing dynamic stability
 - Securing zero steady state
error given constant disturbances

WATER FLOW

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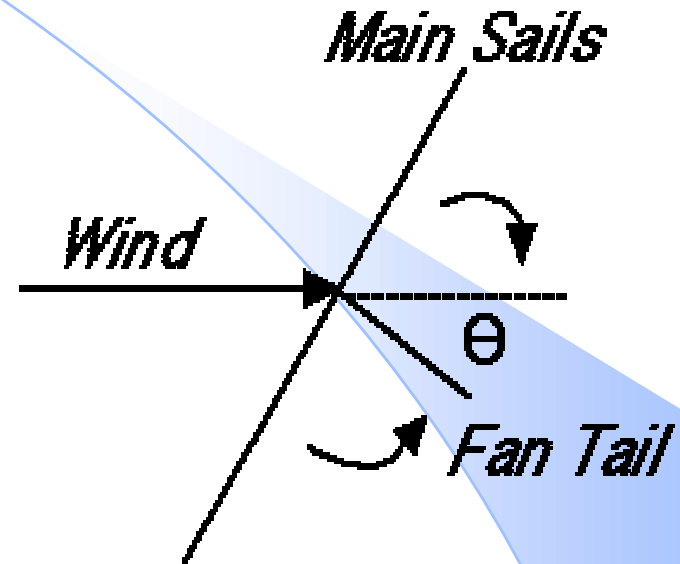
Some 2000 years ago, one could

- Shut off cisterns automatically
- Use water flow as power source, with flow adjustment giving power adjustment

FAN-TAILS AND WINDMILLS

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- AIM:
Turn Windmill structure to
make sails face the wind



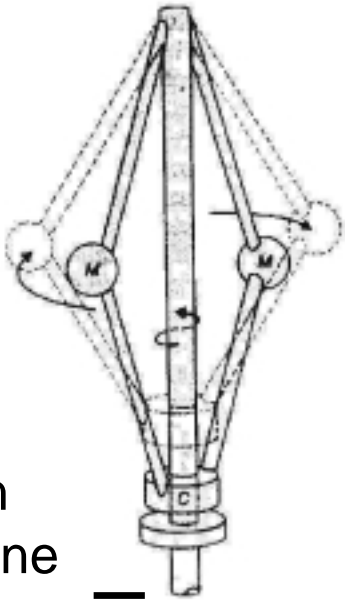
- SOLUTION:
Use fantail (auxiliary
rotor) at right angles to
main sails. Fan used to
turn structure

OTHER WINDMILL CONTROLS:

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- Centrifugal governor using flyballs

Balls rise → partial furling of sails
→ decrease in speed



driven
by engine

- Governor to adjust gap between stones
- Governor to adjust rate of grain supply to stones

Flyball Governor

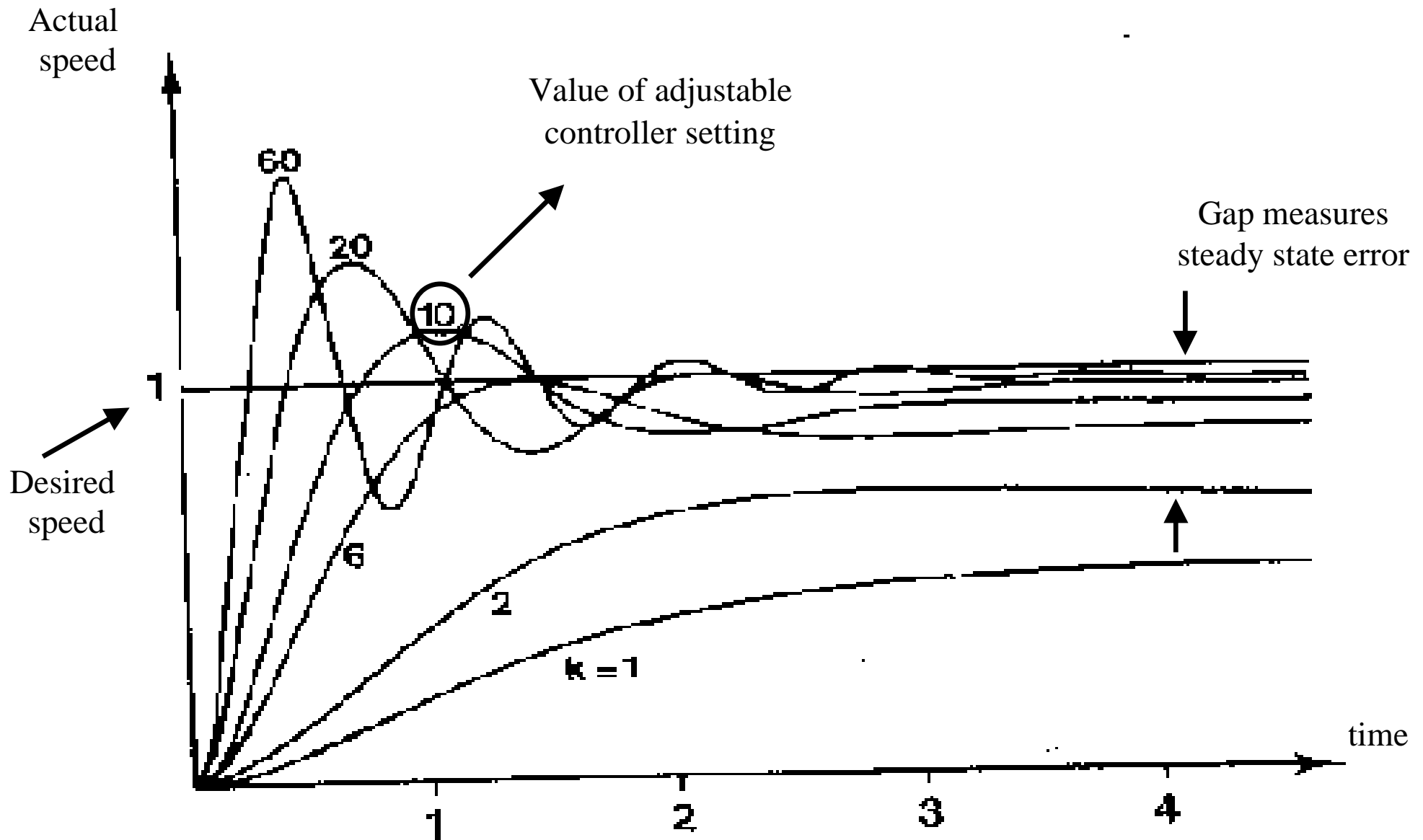
STEAM ENGINES

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- James Watt adapted flyball governors used on windmills to steam engines
- 75000 Watt governors in UK in 1869 highlight the problems. Issue of offset error, overshoot with too high gain became understood experimentally

STEAM ENGINES cont.

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TELESCOPES & AIRY

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- Airy: (1801 - 1892), Astronomer Royal, 500 papers, 11 books
- His Problem: Rotate a telescope uniformly
- Available Technology: Flyball governor
- The Control Problem: Understand instability
 - His Contribution: Experimental and theoretical (using celestial mechanics ideas)

TELESCOPES & AIRY

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- Described instability phenomenon
- Showed could analyze via differential equation

$$\left(\frac{d\theta}{dt}\right)^2 + \frac{a}{\sin^2 \theta} - \frac{2q}{b} \cos \theta = c$$

[θ moves round a nominal value]

- Showed could adjust dynamics to get stability

THE STABILITY PROBLEM

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When does the polynomial

$$s^n + a_1 s^{n-1} + \dots + a_n$$

have all its roots with negative real parts?

Stream 1

French mathematicians

Cauchy 1831

Sturm 1835

Hermite 1856

Uninterpreted by engineers

Stream 2

English scientists/engineers

Maxwell 1857

Saturn Rings

(4th order systems)

Governors. Complex roots

(3rd order systems)

Routh 1877

Drew on Cauchy, Sturm, Maxwell, Airy (father in law)

Routh Table

Stream 3

Swiss scientists/engineers

Stodola- first control engineer academic

- drew on Russian Vishnegradsy

- Water turbine control
(3rd order, 7th order)

Hurwitz 1895

- PRE-SCIENTIFIC AUTOMATION AND CONTROL
(17th - 19th Centuries)

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- THE SCIENTIFIC PRE-COMPUTER PERIOD
(1900 - 1955)

- » The Basic Paradigm of the Feedback Loop
- » Nyquist Criterion
- » High Loop Gain
- » Overall Design Flavour and Shortcomings
- » Other Developments

- SOME MAJOR DEVELOPMENTS
(1955 - 2000)

- WHAT OF THE FUTURE?

WHAT IS A TYPICAL CONTROL PROBLEM ?

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**Physical
Entity**

Response

Excitation

**How
Achieved**



**Car
Engine**

Speed

Fuel Flow

Accelerator

**Electric
Heater**

Temperature

**Electric
Power**

Switch

Aircraft

Attitude

**Hydraulics
to control
surface**

**Controls
stick plus
links**



CLOSED-LOOP CONTROL

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**Physical
Entity**

Excitation

**Closed-Loop
approach**



**Car
Engine**

Fuel Flow

Cruise Control



**Electric
Heater**

**Electric
Power**

Thermostat



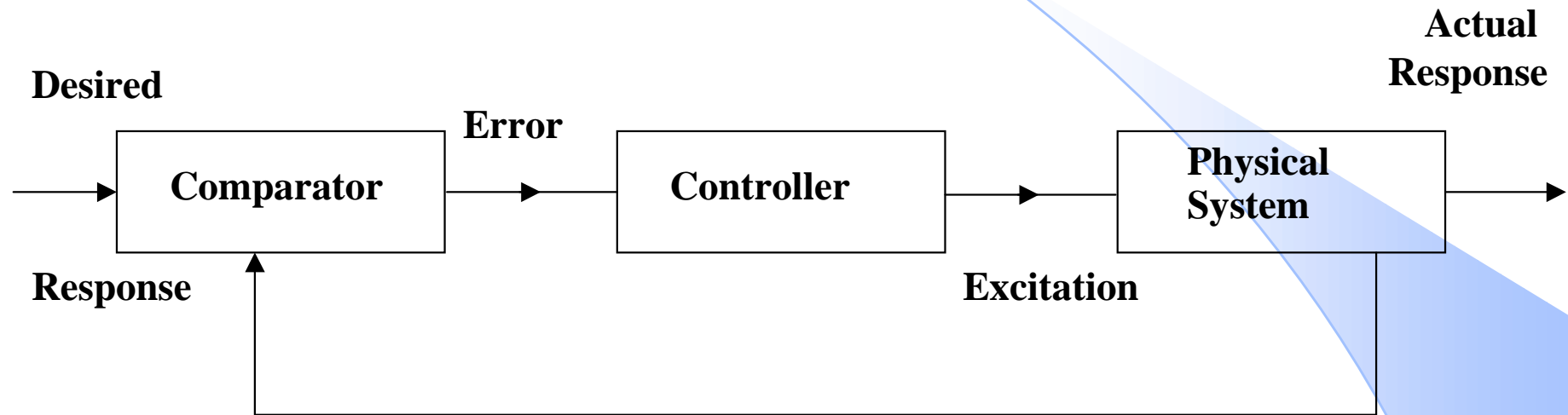
Aircraft

**Hydraulics
to Control
surfaces**

**Automatic pilot
Blind landing etc**

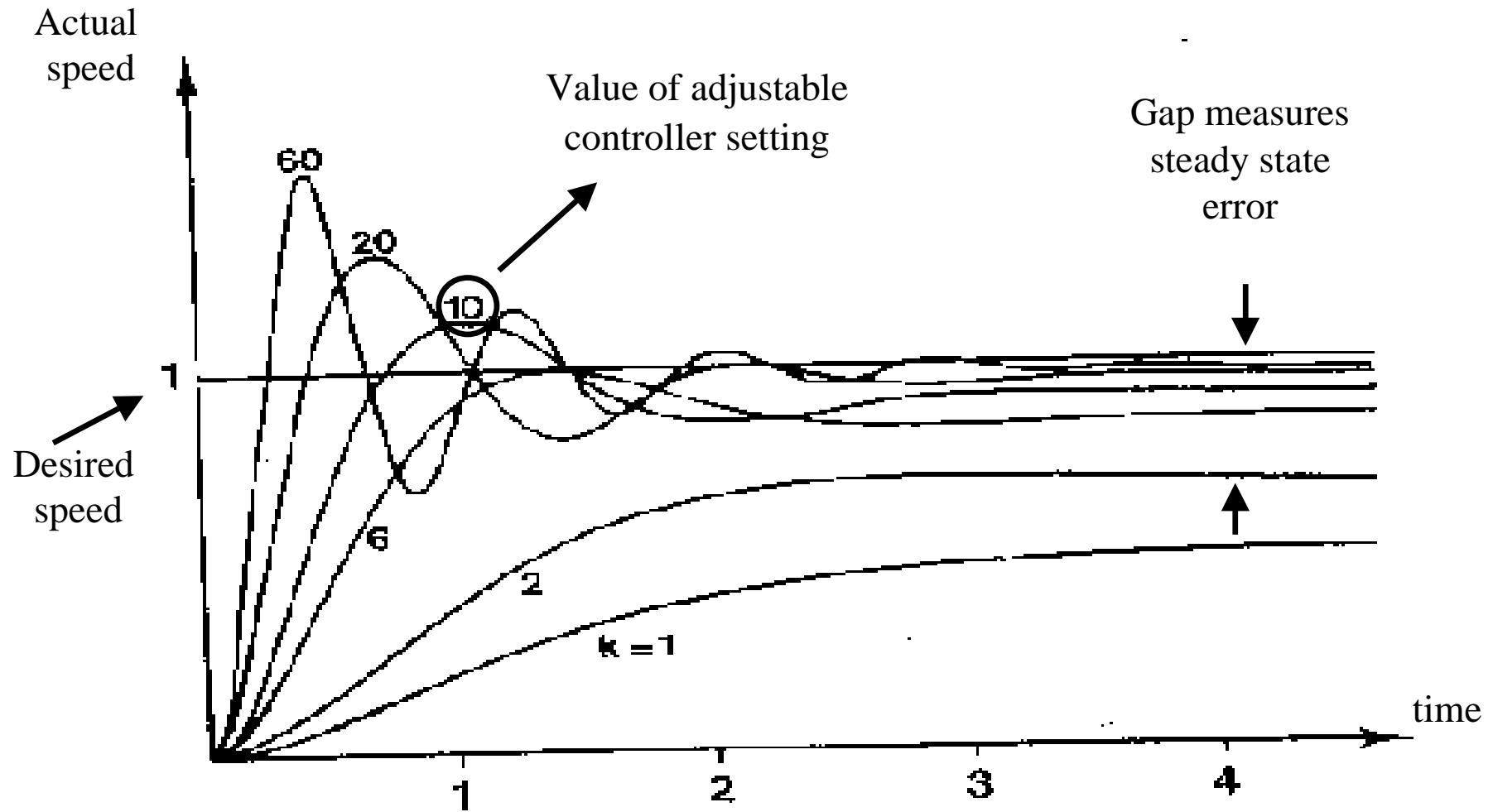
CLOSED-LOOP CONTROL

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ISSUES:

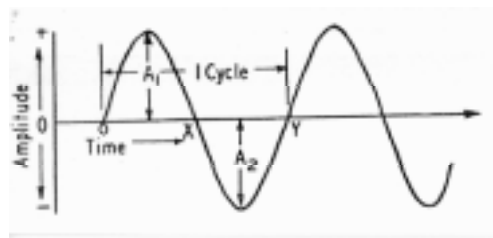
- Overcorrection/instability**
- Steady State Error**



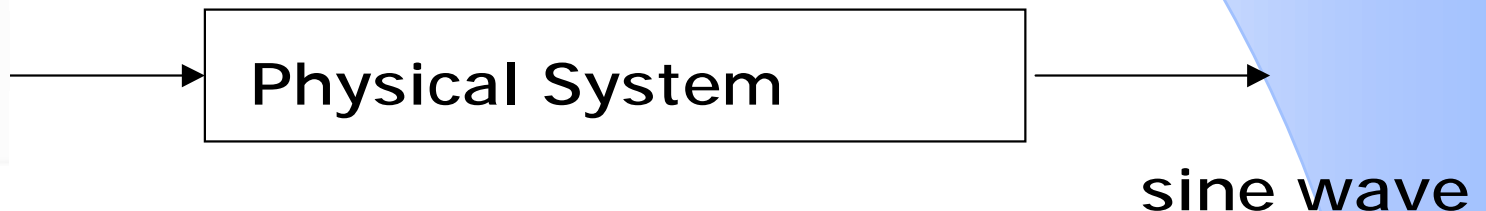
NYQUIST CONTRIBUTION

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- Airy and Maxwell modelled physical system with differential equations
- Nyquist and others modelled physical systems with experimental data (usually represented graphically)



sine wave

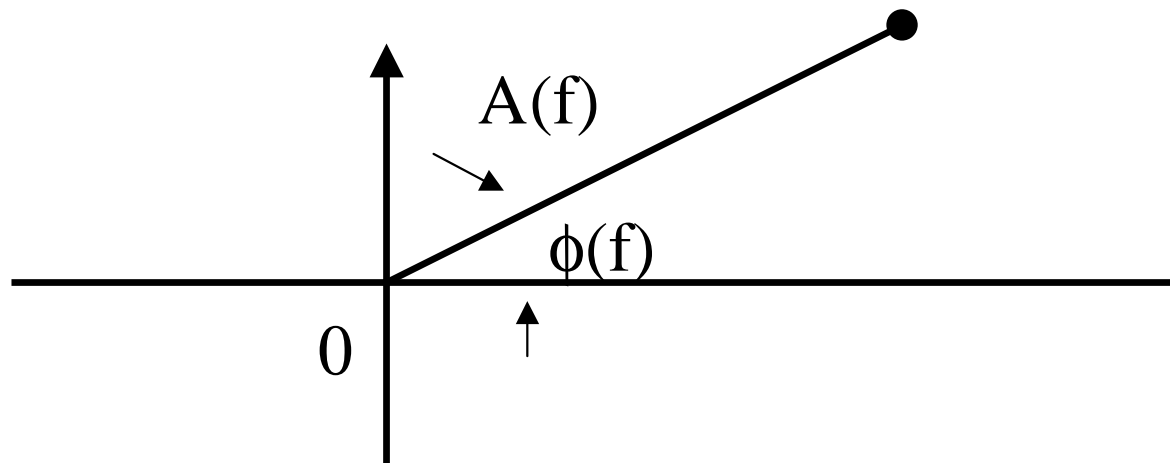


- Output is generally time-shifted and has amplitude changed, with time-shift and amplitude change dependent on frequency

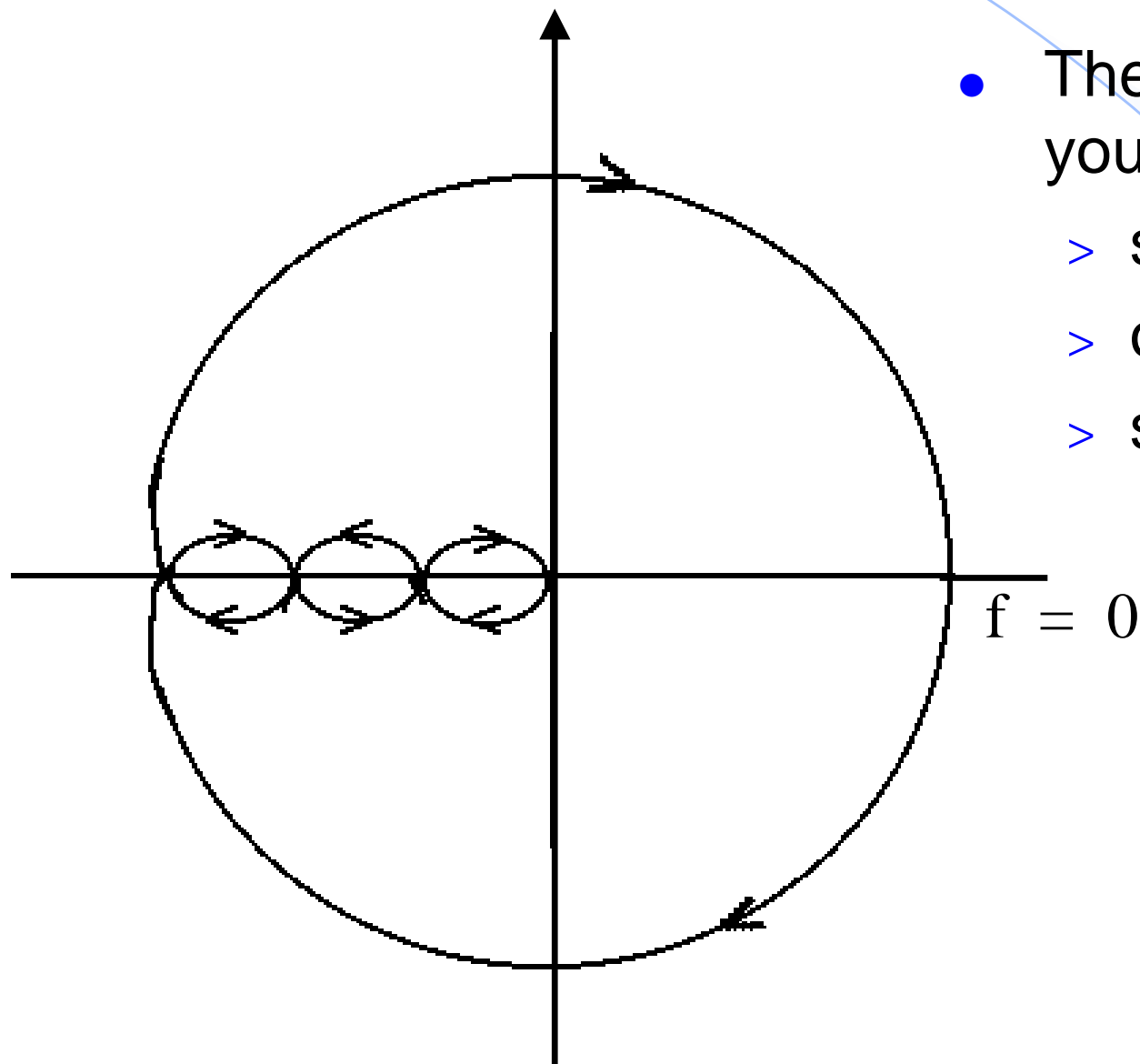
Nyquist said:

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- Let $A(f) = \frac{\text{output amplitude}}{\text{input amplitude}}$ at frequency f
 $\phi(f)$ = shift in angle of output sine wave
relative to input
- Plot the point at distance $A(f)$ from 0 making angle $\phi(f)$
with horizontal axis

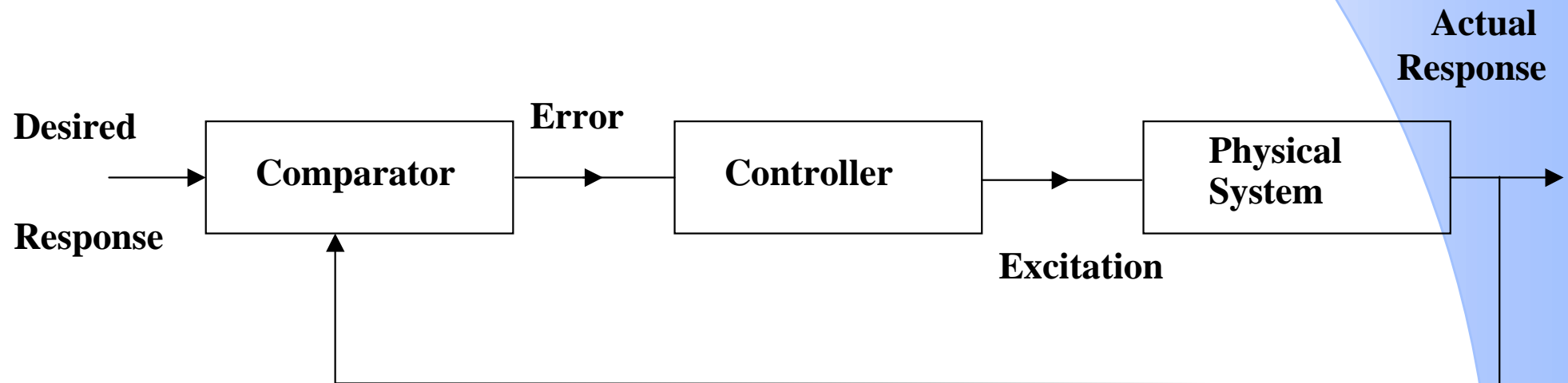


- Do this for all f



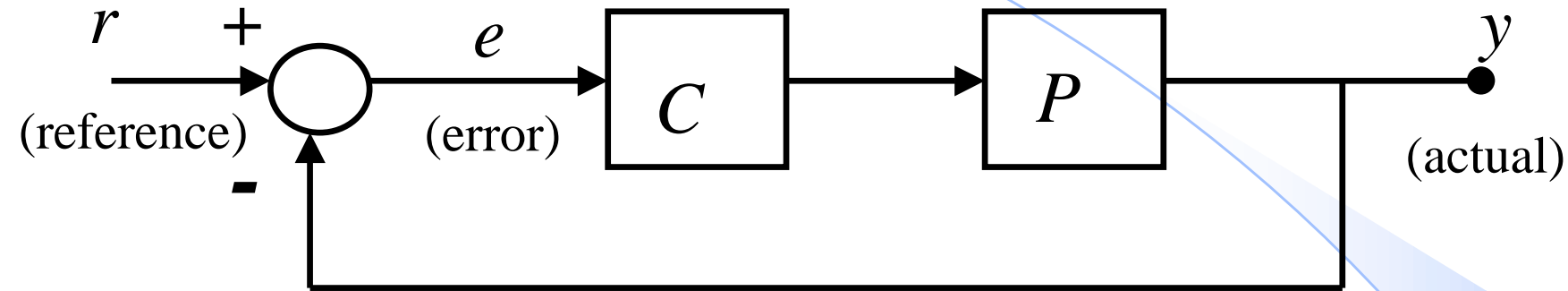
- The general shape tells you about
 - > stability or instability
 - > overshoot
 - > steady state error

- Intuition: Feeding back output in phase with input (positive feedback) can reinforce and even produce instability.
- The general shape tells you what sort of amplitude adjusting and time-shifting properties the controller should have at each frequency to get nice behaviour



HIGH LOOP GAIN

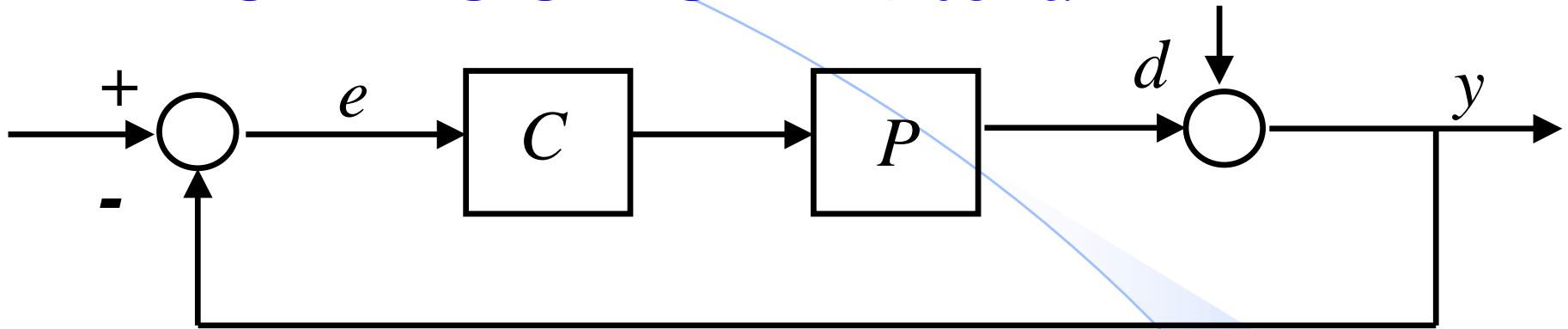
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- Loop gain is the amplification between e and y
- High loop gain means good tracking of r by y
 - » if y is normal size, and gain is high, then e must be small
 - » $e = r - y$
- High loop gain with unhelpful time-shifting at a frequency could produce positive feedback and oscillatory behaviour

HIGH LOOP GAIN cont.

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- d is disturbance (wind gust)
- d is fed back and compensatory signal may be generated
- y is adjusted by $\frac{d}{1 + \text{gain}}$, so high gain is good
- similarly, there is compensation for changes in P (due to e.g. ageing, environmental change etc): 10% change in P may produce 1% change only in y

OVERALL DESIGN FLAVOUR AND SHORTCOMINGS

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- Rule of thumb oriented
- Multivariable impossible
- Time-varying impossible
- Graphically based
- Very limited numbers of design parameters
- Optimization not usually possible
- Stochastic/Noise Problems not tackled

SOME OTHER DEVELOPMENTS IN PRE-COMPUTER PERIOD

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- Relay control
(German V weapons)
- Wiener filtering
(for directing anti-aircraft guns)
- Start of sampled data or computer control
(but no textbooks)

- PRE-SCIENTIFIC AUTOMATION AND CONTROL
(17th - 19th Centuries)
- THE SCIENTIFIC PRE-COMPUTER PERIOD
(1900 - 1955)
- SOME MAJOR DEVELOPMENTS
(1955 - 2000)
 - » LQG Design
 - » The Kalman Filter
 - » Adaptive Control
- WHAT OF THE FUTURE?

LINEAR-QUADRATIC GAUSSIAN DESIGN

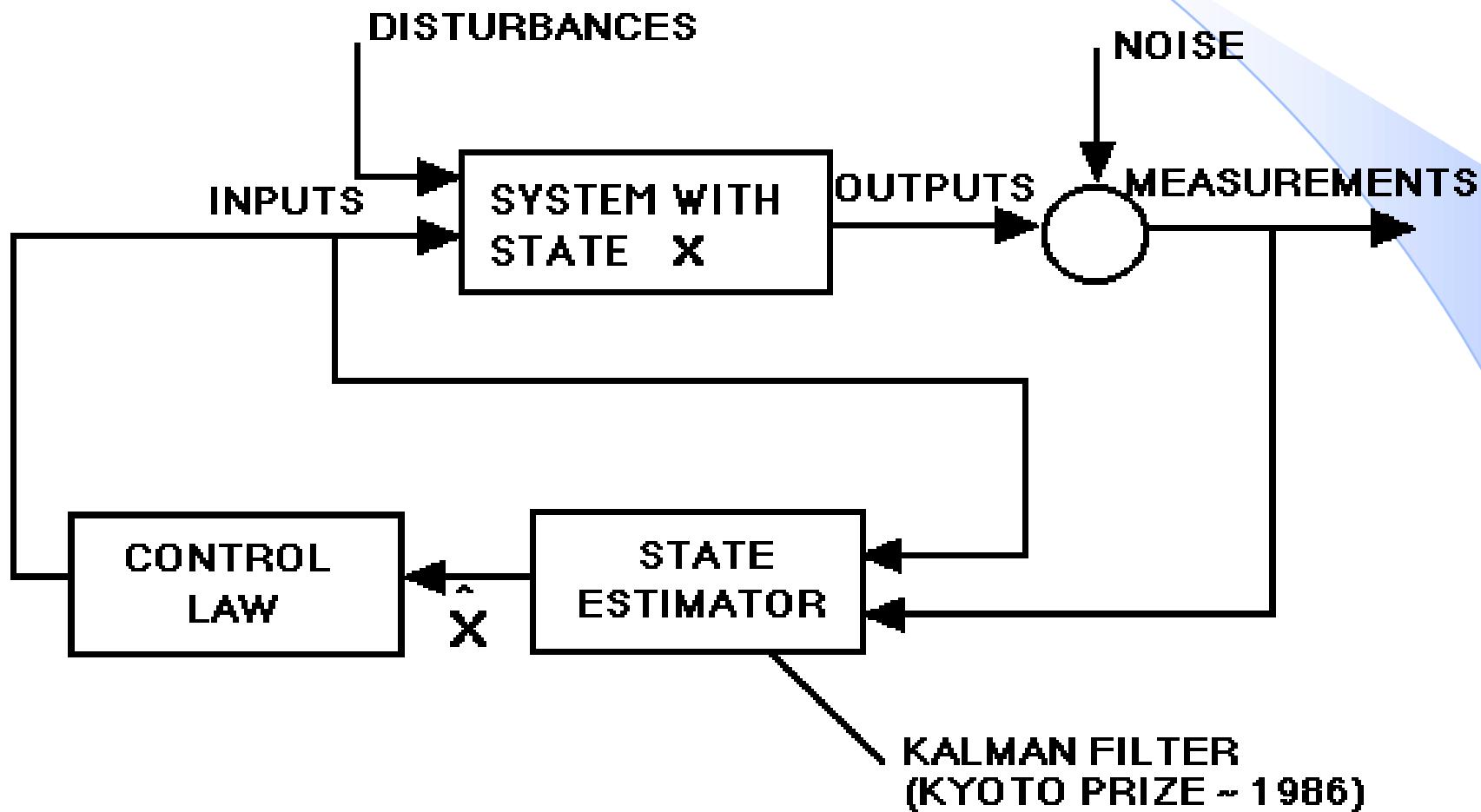
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- Allows multivariable
 high dimension
 stochastic or random signals
- Pitch control system for commercial aeroplane
2 inputs, flaps, ailerons
2 outputs, attitude, angular velocity
40-50 states
stochastic disturbances : wind
- Key theoretical idea is as follows



LINEAR-QUADRATIC GAUSSIAN DESIGN cont.

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SOME KEY ISSUES

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- How to set software knobs (design parameters) to achieve specifications (on stress levels etc)
- How to allow for fact that at different heights and speeds the aeroplane model changes
- How to get a simple controller, even though the aeroplane model is complicated

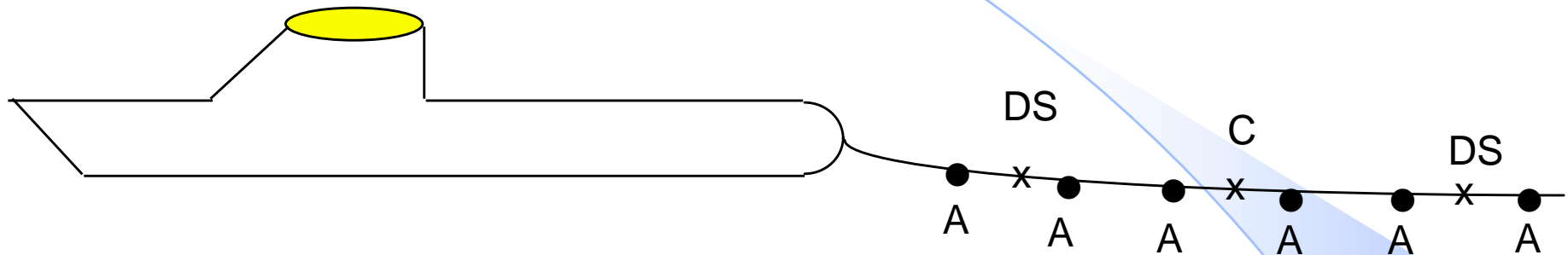
SOME KEY ISSUES cont.

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- Boeing experience
 - » Non LQG designs by trial and error gave simple controller with 200 person years effort
 - » LQG designs gave complicated controller
- ANU provided design methodology for simplifying complicated controller, now implemented in commercial software

THE KALMAN FILTER AND AN APPLICATIONS PROBLEM

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- † Submarine trails a towed array.
- † A = acoustic sensor is to listen for other vessels.
- † Shape of array must be known to use information from A
- † DS and C denote depth sensor and compass.

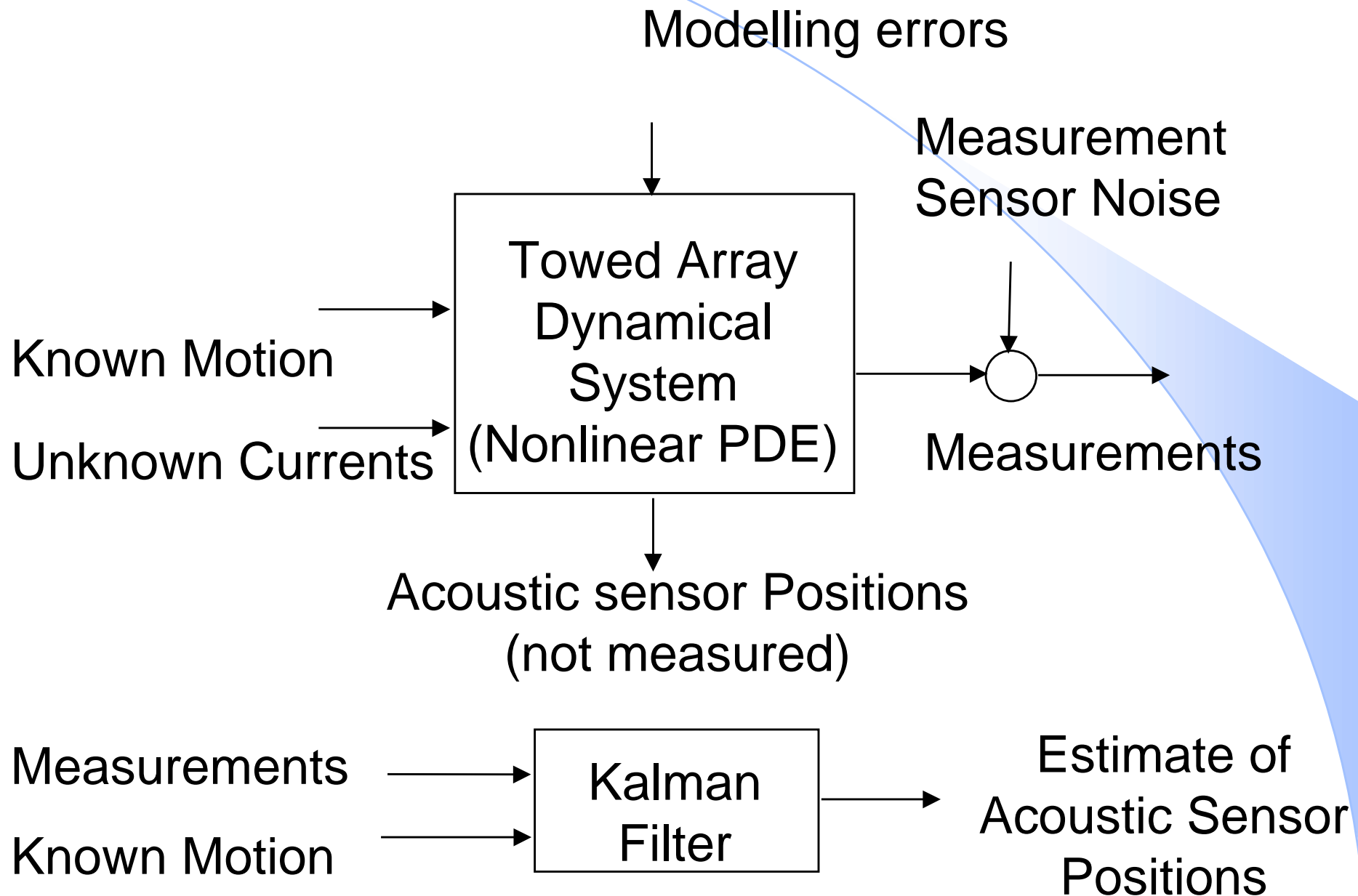
THE KALMAN FILTER AND AN APPLICATIONS PROBLEM cont.

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- † Motion of submarine + equations for towed cable give an estimate of shape, but
 - † there is modelling error
 - † there are currents.



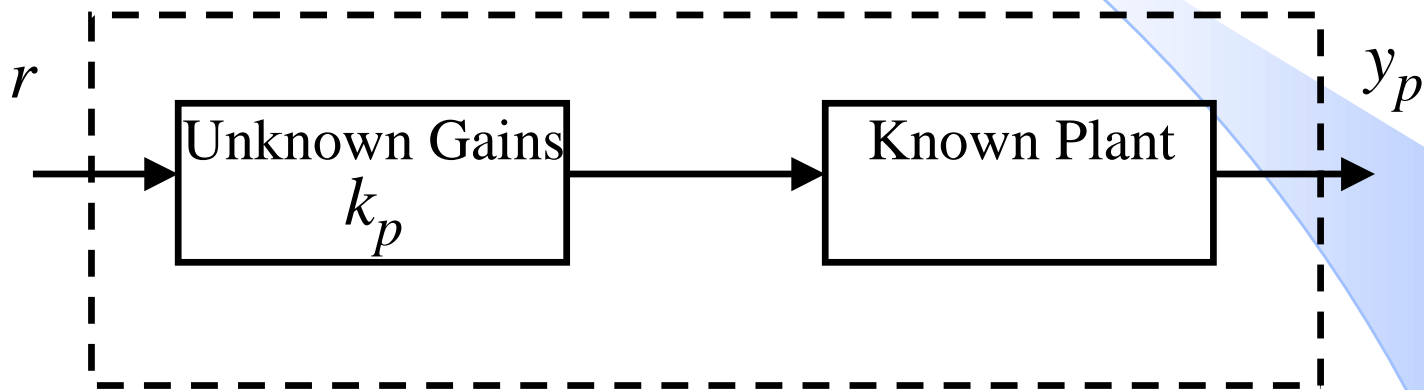
- † Depth sensors, DS, and Compasses, C, provide (noisy) measurement information.



ADAPTIVE CONTROL

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- An original question of adaptive control (fighter aircraft application)

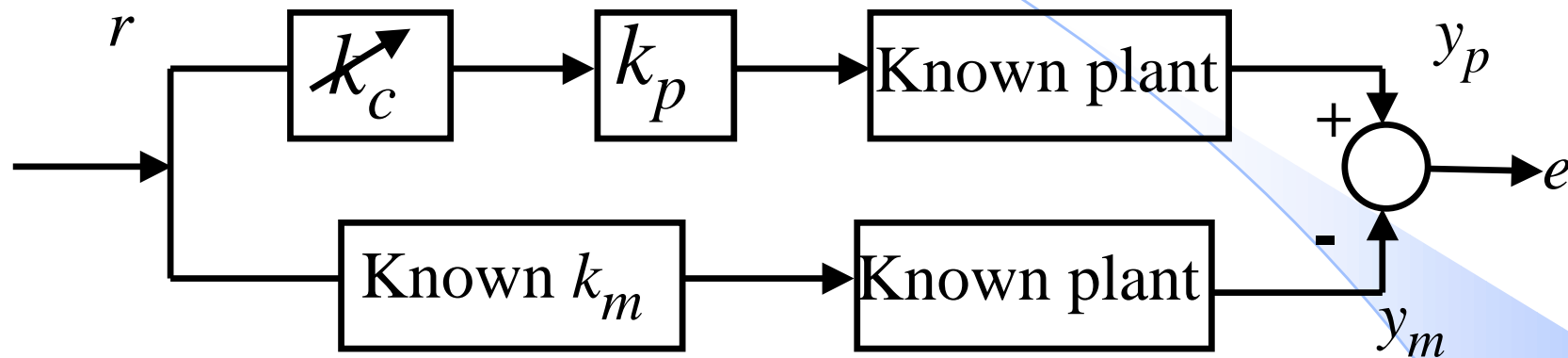


- How can we design a controller that learns k_p (and maybe tracks it)



ADAPTIVE CONTROL cont.

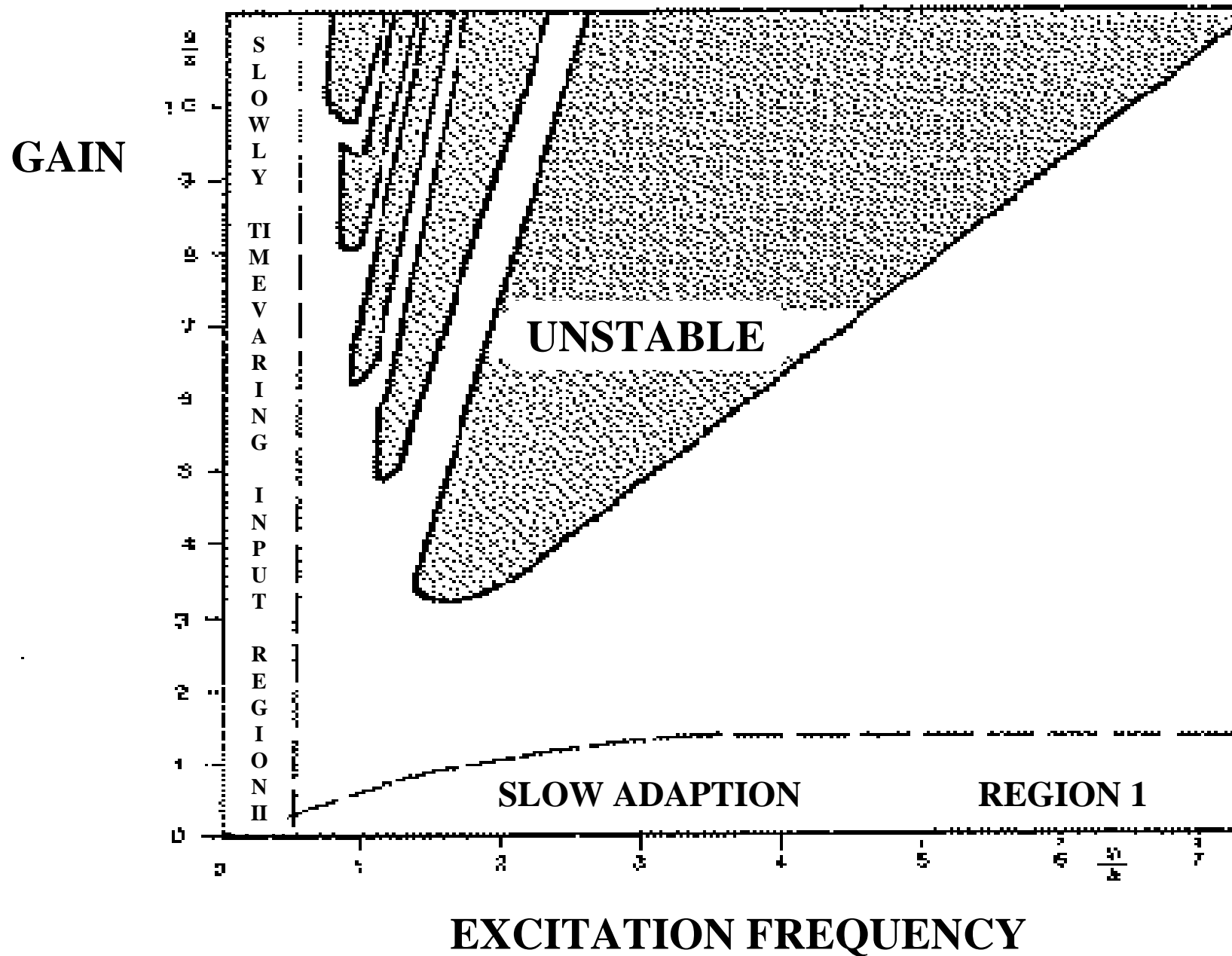
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- Idea:
 - if $y_p > y_m > 0$, decrease k_c
 - if $0 > y_p > y_m$, increase k_c etc
- $\dot{k}_c = -g [y_p - y_m] y_m$ (\dot{k}_c = change rate for k_c)
 g is “adaptive gain” (MIT Rule)
- Hope: k_c changes to drive e to zero

- Unable to explain performance

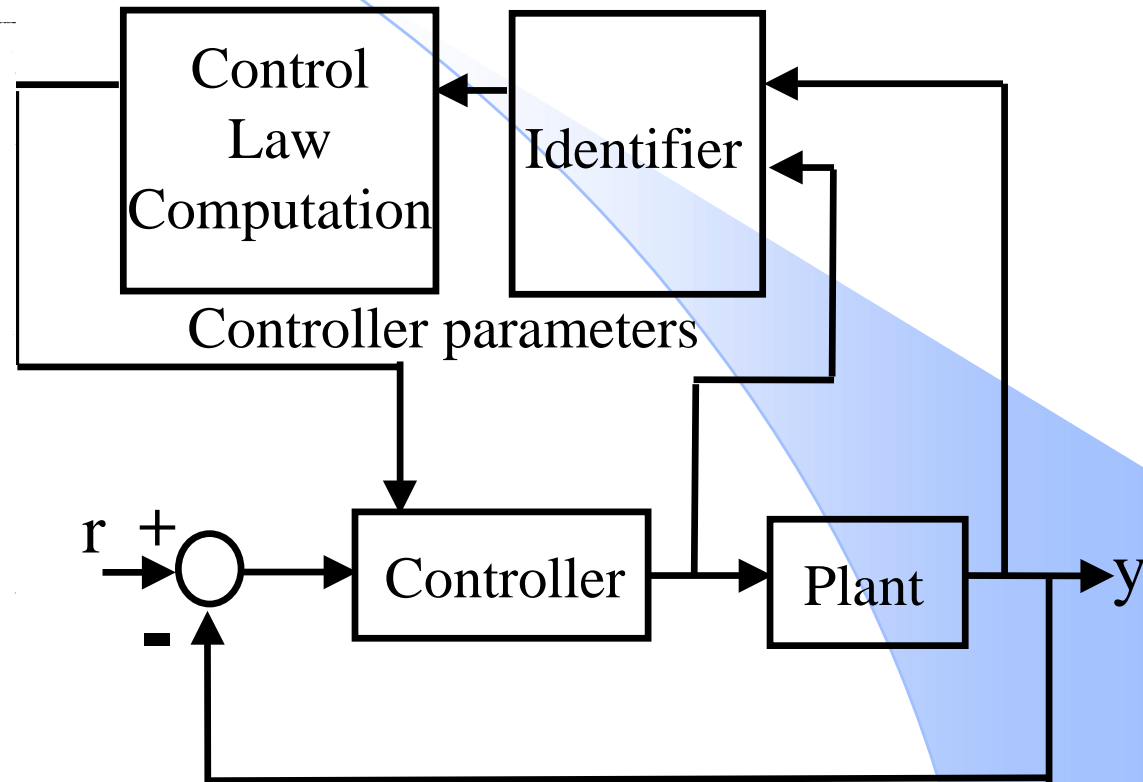
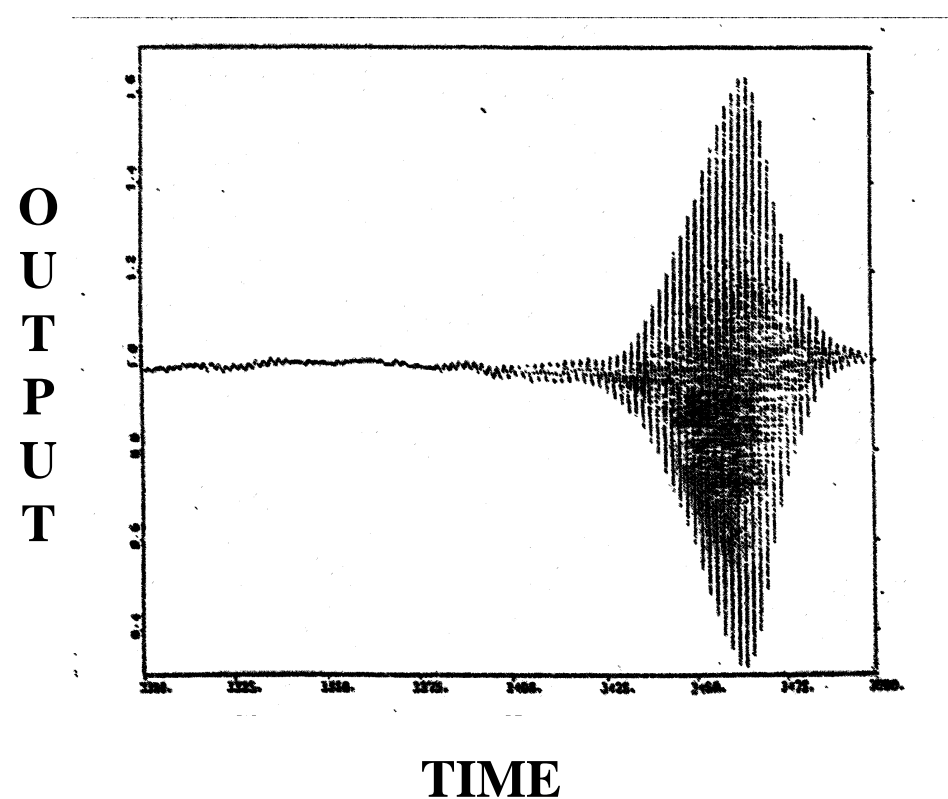
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- Unable to predict performance in similar but different, sometimes more sophisticated situations, i.e. no theory
- No use of adaptive control for 15 - 20 years
- New approaches to adaptive control were needed
- Theory for MIT Rule first available 1986
 - » Enabled consideration of many other adaptive schemes
- Adaptive schemes strive for AUTOMATIC TUNING of the controller in response to (typically environment-induced) changes to the plant, or learning the plant in the first place

ADAPTIVE CONTROL AND THE BURSTING PHENOMENON

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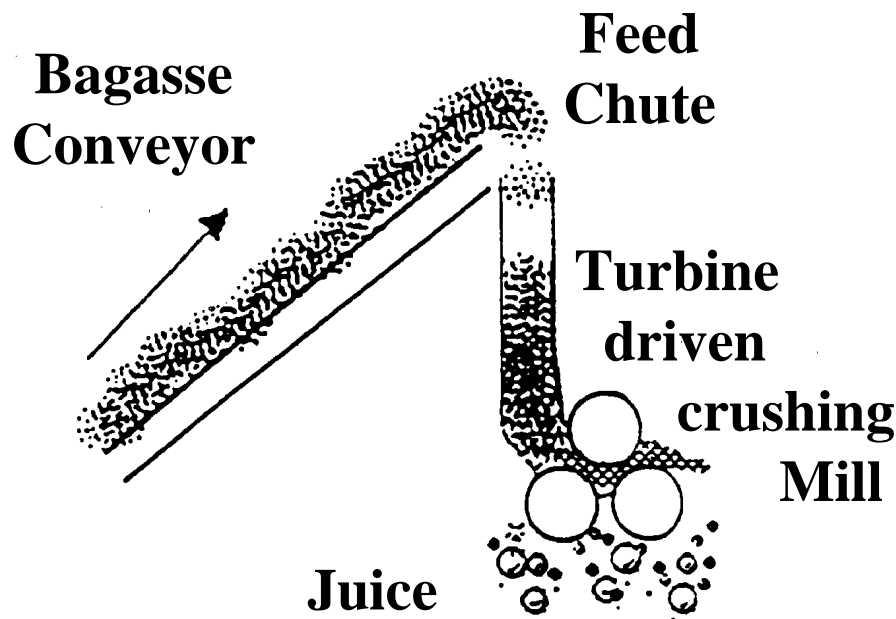
- How can one explain bursting phenomenon (and avoid them)?

- The task of the identifier is to figure out a number of parameters of the plant
- If r is constant, and the plant input and output are constant, one can only reliably figure out one parameter, namely the gain to constant level signal
- The output of the identifier thus has one legitimate parameter and many spurious values that will drift
- The control law will change and may produce a destabilizing controller

- The plant is then more richly excited, the identifier can learn more legitimate parameters and correct the control law
- Avoid bursting by switching off adaptation when excitation is not rich

SUGAR MILL

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- **Controlled signals**
 - : feedchute height
 - : turbine torque
- **Controlling signals**
 - : chute aperture
(feedrate to crushers)
 - : turbine governor speed
- **Better extraction comes from greater torque**
- **Sharp variations in feedstock occur**
- **Control via adaptive control for one loop, fixed control for second loop (CSR & ANU)**

SUGAR MILL CONTROL EXAMPLE

ALUMINA CALCINER

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- Controlled Variables

- » Discharge alumina temperature (product quality)
- » Temperature fluctuation (maintenance cost)
- » Energy Consumption

- Control Variables

- » Bauxite feedrate
- » Oil mass feedrate
- » Air mass feedrate

ALUMINA CALCINER cont.

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- Further measurements
 - » Cold end temperature
 - » CO, O₂
- Little chance of modelling mathematically in advance
- Adaptive control works by learning parameters in a model, given a structure

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WHAT OF THE FUTURE?

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- Applications and Challenges:

Environment

Automobiles

Robots

Discrete-Event Systems

Systems of Systems

Hierarchical Systems

A ROBOT CHALLENGE

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- Rent a robot to help you move your grand piano from the ground floor to the next floor
- What do we need?
 - » Very sophisticated sensors (vision, pressure)
 - » “Intelligence” for understanding commands, path planning, testing how heavy the piano is, putting the piano down temporarily to change lifting point etc.
 - » Advanced mechanical engineering
 - » Assurance of safety
 - » Implementation of a hierarchical/cooperative control concept

DISCRETE EVENT SYSTEMS

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- A manufacturing production line is an example of a discrete event system:
 - » a part arrives
 - » a machining step is completed
 - » a machine goes out of service expectedly or unexpectedly
- Control Strategies
 - » cope with problems
 - » allow for maintenance
 - » may allow for multiple parts
 - » give guidance about investment in the line

DISCRETE EVENT SYSTEMS cont.

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An airport is an example of a system with:

- discrete events (landing, take off, passenger arrival/departure, freeing of a gate, repair of a runway)
- cooperative and hierarchical control
- deterministic and random phenomenon (scheduled arrivals, weather-induced delays, crashes, Olympic Games disturbances)
- multiple optimization criteria (customers, airline companies, nearby homeowners)
- the need to adapt (in response to long term traffic changes/technology changes)

SYSTEMS OF SYSTEMS

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- Providing a control system for a locomotive is easy. The manufacturer provides it.
- Imagine a 2km length ore train with 4 locomotives, travelling on a nonflat track
- How does one control that?

HIERARCHICAL SYSTEM

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- How should a company be organised?
- There are layers in a company, for example:
 - The shopfloor person,
thinking about the next hour
 - The shift foreman,
thinking about the day
 - The production engineer,
thinking about the month
 - The plant manager,
thinking about the year
 - The CEO,
thinking about the next 5 years

HIERARCHICAL SYSTEM cont.

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- By and large, each level reports upwards, issues instructions downwards, and cooperates with peers at the same level
- Information gets summarized as it goes up, detail gets added to instructions as they go down
- Performance objectives are clear near the bottom, less clear up the top. Strategies (control laws) may be very unclear up the top

HIERARCHICAL SYSTEM cont.

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- Can one give a theory to answer questions like:
 - » How many layers are optimum ?
 - » How should upwards flowing information be compressed ?
 - » How should one build in adaptivity ?
- There are major associated IT problems for example:
 - » how can one capture the tacit knowledge of employees, so that it remains available when they leave?

THANKS

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- My career as a researcher has been immeasurably enriched by the many individuals with whom I have interacted, especially in collaborative research projects
- I would particularly like to thank the Hong Kong Polytechnic University for honoring me with this invitation
- Lastly, I would like to thank you for your attention