Control Challenges: Solutions

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1 Introduction

1.1 What is this?

This is a collection of write ups on how to solve the various problems presented by Github user "Janismac".

1.2 What do I need?

1.2.1 Software

- · A real OS like Linux or Windows.
- The Julia Programming Language
 - Clone the repo
 - Activate the package by running in your terminal:

```
julia --project -e 'using Pkg; Pkg.instantiate()'
```

• (Nice to have) OpenModelica Editor

1.2.2 Theory

- Basic Julia knowledge
- · Basic JS knowledge
- · Control Theory knowledge
 - Frequency Based Control
 - State Space Based control
- · Misc knowledge:
 - Linear Algebra
 - Differential Equations

Part I The Damped Mass problem

Modeling

$$\begin{cases} \dot{x} = \mathbf{A}x + \mathbf{B}y \\ y = \mathbf{C}x + \mathbf{D}y \end{cases}$$

2 Block With Friction

Position Control with friction. Using Pole Placement + PD.

2.1 State Space representation

We can convert the set of ODE into a state space representation. The final bode plot of the block position is:

```
using DiscretePIDs, ControlSystems, Plots, LinearAlgebra
# System parameters
Ts = 0.02 # sampling time
Tf = 2.5; #final simulation time
g = 9.81 #gravity
\alpha = 0.0 \# slope
\mu = 1.0 # friction coefficient
x_0 = -2.0 # starting position
dx_0 = 0.0 \# starting velocity
\tau = 20.0 \text{ # torque constant}
# State Space Matrix
A = [0 1 0]
    0 - \mu 1
    0 0 -τ];
B = [0]
    τ];
C = [1 \ 0 \ 0]
    0 1 0];
sys = ss(A, B, C, 0.0) # Continuous
plot!(bodeplot(tf(sys)),pzmap(tf(sys)))
```

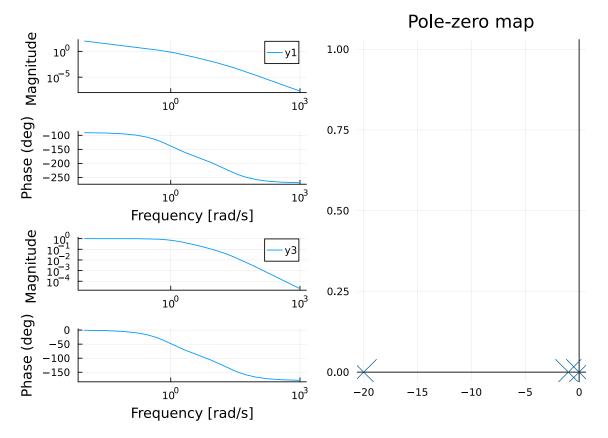


Figure 2.1: Starting Bode Plot and PZ Map

It has the shape we expect from a motor + friction. Slow pole for the mass + friction and a faster pole for the current & inductance.

Numerically they are:

display(eigvals(A))

3-element Vector{Float64}:

- -20.0
 - -1.0
 - 0.0

We see that we start with all the pole in the left-half plane, which is good.

2.2 Pole Placement

We can design a controller with pole placement.

For some reason pole placement doesn't work for the observer, I use a Kalman Filter with random fast values.

```
observability(A, C).isobservable &
controllability(A, B).iscontrollable; #OK

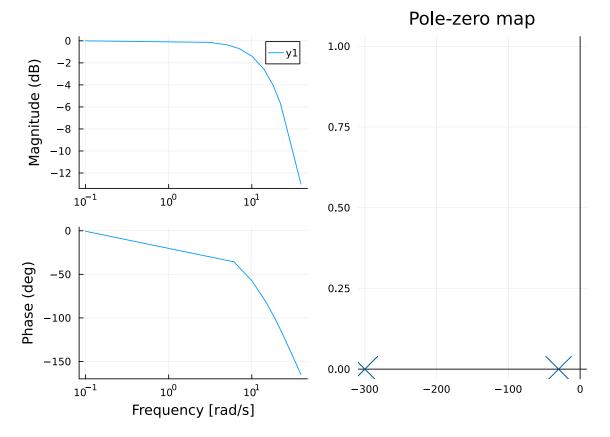
ε = 0.01;
pp = 15.0;
poles_cont = -2.0 * [pp + ε, pp - ε, pp];
L = real(place(sys, poles_cont, :c));

poles_obs = poles_cont * 10.0;
K = place(1.0 * A', 1.0 * C', poles_obs)'
cont = observer_controller(sys, L, K; direct=false);
```

We can check the effect of the new controller on the loop

```
closedLoop = feedback(sys * cont)
print(poles(closedLoop));
setPlotScale("dB")
plot!(bodeplot(closedLoop[1, 1], 0.1:40), pzmap(closedLoop))
```

```
ComplexF64[-29.979998924597755 + 0.0im, -30.000002152199972 + 0.0im, -30.019998923202337 + 0.0im, -300.000000000004 + 0.0im, -300.199999999752 + 0.0im, -299.80000000004117 + 0.0im]
```



We can compare this to the open-loop response in @start-bode. We can see that we achieve unitary gain throughout the whole low-frequency range.

We can convert the pole placement controller into the standard PD gain form.

```
K = L[1];
Ti = 0;
Td = L[2] / L[1];
pid = DiscretePID(; K, Ts, Ti, Td);
```

2.3 Simulation

We can simulate this with a motor that only outputs the position:

```
sysreal = ss(A, B, [1 0 0], 0.0)
ctrl = function (x, t)
    y = (sysreal.C*x)[] # measurement
    d = 0 * [1.0] # disturbance
    r = 2.0 * (t ≥ 1) # reference
    # u = pid(r, y) # control signal
```

```
# u + d # Plant input is control signal + disturbance
     # u =1
     e = x - [r; 0.0; 0.0]
     e[3] = 0.0 # torque not observable, just ignore it in the
      → final feedback
     u = -L * e + d
     u = [maximum([-20.0 minimum([20.0 u])])]
end
t = 0:Ts:Tf
res = lsim(sysreal, ctrl, t)
display(plot(res,
     plotu=true,
     plotx=true,
     ploty=false
ylabel!("u", sp=1);
ylabel!("x", sp=2);
ylabel!("v", sp=3);
ylabel!("T", sp=4);
     20
10
     0
    -10
-20
         0.0
                      0.5
                                    1.0
                                                 1.5
                                                               2.0
                                                                             2.5
                                        Time (s)
                      0.5
                                    1.0
                                                 1.5
                                                               2.0
         0.0
                                                                             2.5
                                        Time (s)
    5.0
2.5
0.0
   -2.5
         0.0
                      0.5
                                    1.0
                                                 1.5
                                                               2.0
                                                                             2.5
                                        Time (s)
     20
     10
     0
    -10
```

Time (s)

1.5

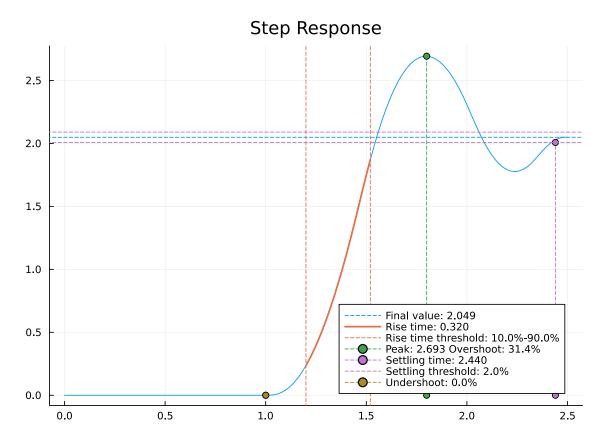
2.0

1.0

0.5

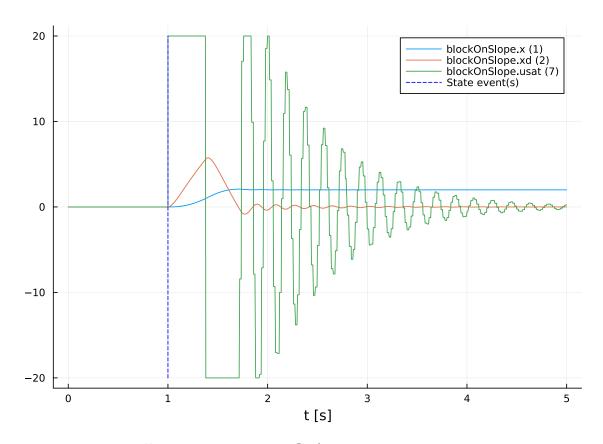
For more stats:

```
si = stepinfo(res);
plot(si);title!("Step Response")
```



We can also simulate it in a SIMULINK-like environment:

```
showProgress=false);
unloadFMU(fmu);
plot(simData, states=false, timeEvents=false)
```



There is a slight difference between the **lsim** simulation and the FMU simulation. I need to recheck some stuff.