A Survey of Control Systems Applied to the Idle Control of an Automotive Engine

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DRAFT

1 Engine Model

The engine model used here is based work by Butts and Sivashankar[1] which is derived from the work by Powell and Cook.[2] The engine configuration is a modern 4.6L V-8. To simplify analysis the linearized model is used as shown in Figure 1.

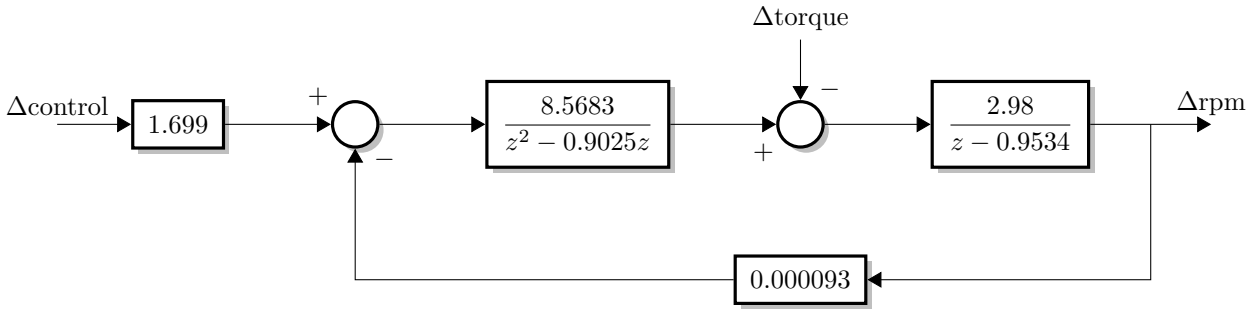

Figure 1: Linear engine model of a modern 4.6L V-8.

This model takes two inputs: a torque, and a idle control signal. When the torque is greater than zero it will oppose the rotation of the engine causing it to slow down. The idle control signal is some fraction of unity. This fraction corresponds to a pulse width modulated idle control valve which is at a minimum near zero and at a maximum near unity. Often the duty cycle range is in a range from 0% to 100% which corresponds to 0 to 1 (unity).

Because all the inputs and outputs are defined as deltas (Δ) this model cannot be used directly with typical control systems which use steady state values. It is possible convert these deltas to steady state equivalents. Figure 2 shows the transfer function to convert steady state values to delta values. Figure 3 shows the transfer function to delta values to steady state values.

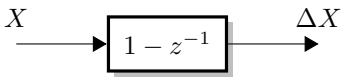

Figure 2: The Z transform used to accumulate the input and convert a steady state input to delta output. Its derivation is given in Appendix A.

[1] K. Butts, N. Sivashankar, and J. Sun. "Feedforward and feedback design for engine idle speed control using l1 optimization". In: *American Control Conference, Proceedings of the 1995*. Vol. 4. 1995, 2587–2590 vol.4. DOI: 10.1109/ACC.1995.532315.

[2] B.K. Powell and J. A. Cook. "Nonlinear Low Frequency Phenomenological Engine Modeling and Analysis". In: *American Control Conference, 1987*. 1987, pp. 332–340.

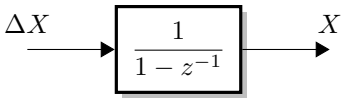

Figure 3: The Z transform used to convert delta input to a steady state output. Its derivation is given in Appendix B.

Typical control systems have an associated time step. And the choice of this time step is crucial in determining performance with regard to the Nyquist frequency. However this model does not suffer from this issue because it is inherently discrete. A single ignition event of the engine corresponds to a single step of the model.

Typical control system models have a single input and a single output [3]. However this model is different in that it takes two inputs: control and torque (Figure 1). One way to reduce the model to a single input single output is to hold one of the inputs constant. However neither of the resulting use cases would make any sense to a designer whose primary goal is to stabilize engine rpm. The first case, with torque constant, would indicate the response for control inputs. But this is pointless because the goal of idle stabilization is to regulate the rpm given changes in torque. The second case, with control held constant, would indicate the response for a change in torque. But again this would provide no useful way to stabilize engine rpm. Both inputs are needed in order to construct any viable control system.

2 Regulator Control System

What is needed is a regulator system where the input is applied as torque. The general system is shown in Figure 4.

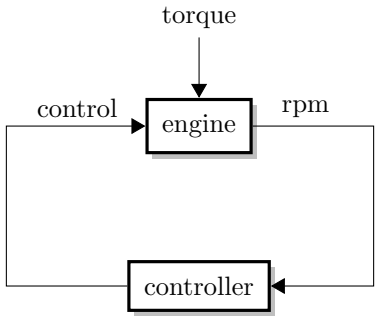

Figure 4: General system for regulating engine rpm.

[3] One input/output could also be a vector.

References

Butts, K., N. Sivashankar, and J. Sun. "Feedforward and feedback design for engine idle speed control using l1 optimization". In: *American Control Conference, Proceedings of the 1995*. Vol. 4. 1995, 2587–2590 vol.4. DOI: 10.1109/ACC.1995.532315.

Octave community. *GNU/Octave*. 2012. URL: www.gnu.org/software/octave/.

Powell, B.K. and J. A. Cook. "Nonlinear Low Frequency Phenomenological Engine Modeling and Analysis". In: *American Control Conference, 1987*. 1987, pp. 332–340.

A Steady State to Delta Transform Derivation

To accumulate a steady state input to produce a delta output a system can be constructed as shown in Figure 5. Its operation can be confirmed by trying some values. If all values are zero and then a 1 is input on u the output will become 1. On the next time step 1 will be output on v. Since q is zero r will be 1. If the input (u) remains 1 this will be subtracted from r to produce zero on the output (y).

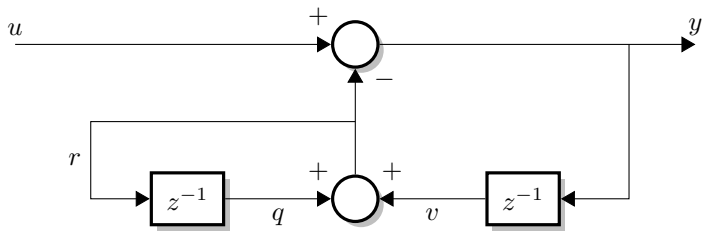

Figure 5: System to accumulate values to convert a steady state input to a delta output.

Figure 6 shows the response of this system given an arbitrary input. It can be seen that if the input is held constant the output (delta) returns to zero as expected.

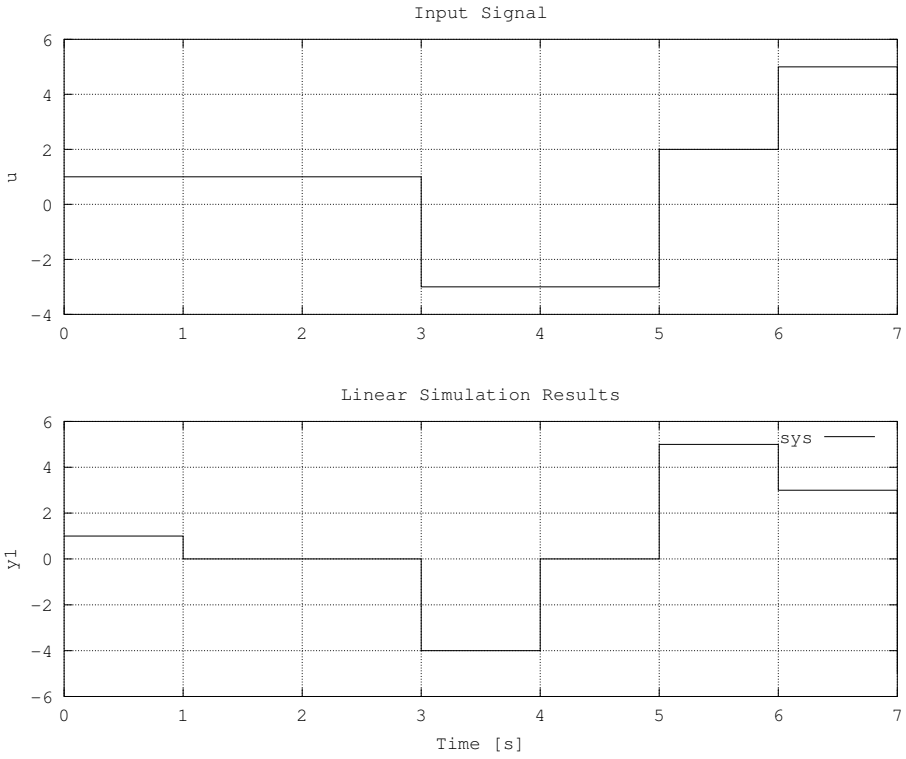

Figure 6: Response of full steady state input to delta output system to an arbitrary input signal. The upper plot is the input signal (u) and the lower plot is the output response (y). The Matlab source code is given in Listing 1 and 2.

However this full system can be simplified to a single transfer function. Starting from the equations that define the system

$$r = q + v \tag{1}$$
$$v = y \cdot z^{-1} \tag{2}$$
$$q = r \cdot z^{-1} \tag{3}$$
$$y = u - r \tag{4}$$

these can be algebraically manipulated to find the effective transfer function of the entire system (y/u).

$$\begin{aligned} r &= rz^{-1} + yz^{-1} && (1,2,3) \\ r(1 - z^{-1}) &= yz^{-1} \\ r &= u - y && (4 \\ (u - y)(1 - z^{-1}) &= yz^{-1} \\ u - y - uz^{-1} + yz^{-1} &= yz^{-1} \\ u - y - uz^{-1} &= 0 \\ y &= u(1 - z^{-1}) \end{aligned}$$

$$\boxed{\frac{y}{u} = 1 - z^{-1}} \tag{5}$$

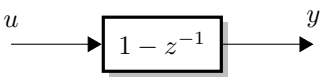

Figure 7: Simplified system to convert a steady state input in to a delta output.

It can be seen in Figure 8 that the simplified system behaves identically to the previous system (Figure 6).

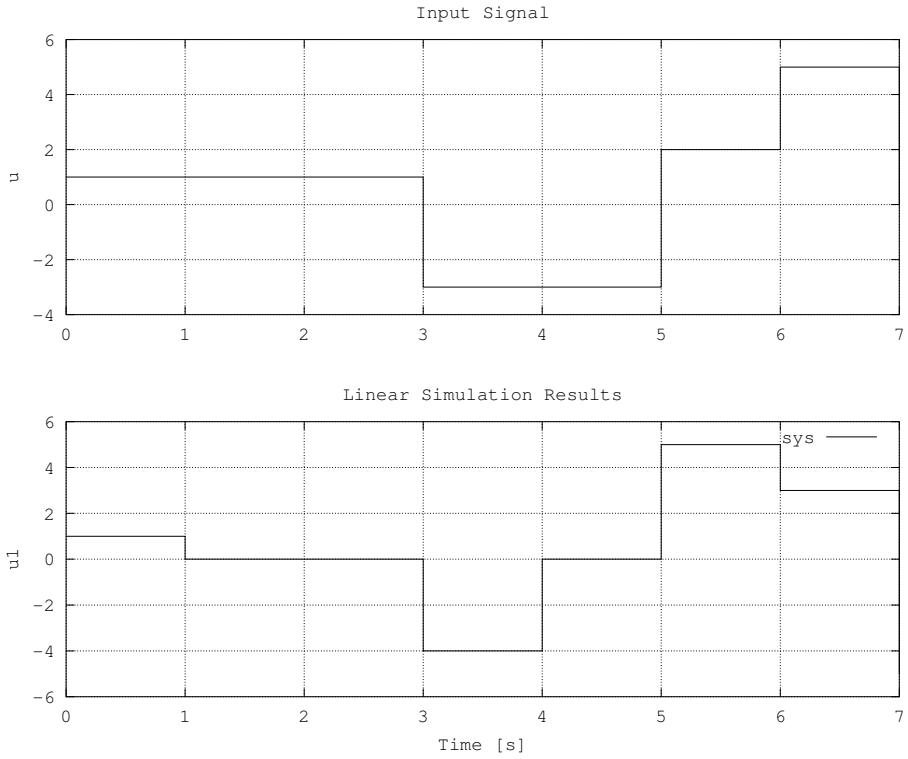

Figure 8: Response of simplified steady state input to delta output system to an arbitrary input signal. The upper plot is the input signal (u) and the lower plot is the output response (y). Response is identical to the full system in Figure 6 as expected. The Matlab source code is given in Listing 3 and 4.

A.1 Matlab Source

The following code has been tested using Octave,[4] an open source Matlab clone.

```
%
% cd1_init.m
%
% Convert a steady state input to a delta output.
%
% Full System.
%

T = 1;  % time step

D1 = tf([1], [1 0], T, 'inname', 'y1', 'outname', 'v1');
D2 = tf([1], [1 0], T, 'inname', 'r1', 'outname', 'q1');
sum1 = sumblk('y1 = u1 - r1');
sum2 = sumblk('r1 = v1 + q1');
sys = connect(D1, D2, sum1, sum2, 'u1', 'y1');
```

Listing 1: Matlab code to initialize the full steady state to delta system.

```
%
% cd1_plot.m
%

clear;

cd1_init;

u = [1 1 1 -3 -3 2 5 0];
t = 0:(size(u,2)-1);  % start at zero

figure;
subplot(2,1,1);
stairs(t,u);
grid on;
axis auto;
title('Input Signal');
ylabel('u');

subplot(2,1,2);
lsim(sys, u);
grid on;
axis auto;

print('cd1_plot.eps', '-deps');
```

Listing 2: Matlab code to plot the full steady state to delta system.

[4] Octave community. *GNU/Octave*. 2012. URL: `www.gnu.org/software/octave/`.

```
%
% cd2_init.m
%
% Convert a steady state input to a delta output.
%
% Simplified System.
%

T = 1;  % time step

sys = tf([1 -1], [1 0], T, 'inname', 'y1', 'outname', 'u1');
```

Listing 3: Matlab code to initialize the simplified steady state to delta system.

```
%
% cd2_plot.m
%

clear;

cd2_init;

u = [1 1 1 -3 -3 2 5 0];
t = 0:(size(u,2)-1);  % start at zero

figure;
subplot(2,1,1);
stairs(t,u);
grid on;
axis auto;
title('Input Signal');
ylabel('u');

subplot(2,1,2);
lsim(sys, u);
grid on;
axis auto;

print('cd2_plot.eps', '-deps');
```

Listing 4: Matlab code to plot the simplified steady state to delta system.

B Delta to Steady State Transform Derivation

To convert a delta input to a steady state output it should sum the history of values. Figure 9 shows the system.

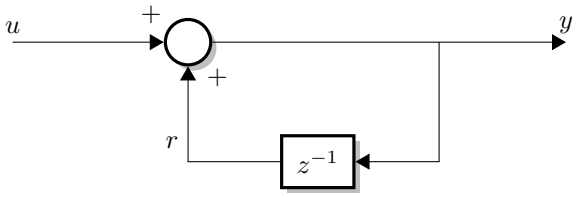

Figure 9: System to convert delta input to steady state output.

This system can be simplified in to a single transfer function as given by Equation 6 and shown in Figure 10.

$$\begin{aligned} y &= u + r \\ r &= y \cdot z^{-1} \\ y &= u + yz^{-1} \\ y &= y(1 - z^{-1}) \\ \boxed{\frac{y}{u} &= \frac{1}{1 - z^{-1}}} \end{aligned} \tag{6}$$

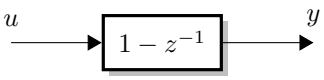

Figure 10: Simplified system to convert a delta input to a steady state output.

Figure 11 shows the response of this system given an arbitrary input [5]. It can be seen that the output is held in a steady state according to the delta inputs as expected.

[5] This input is actually the output of the steady state input to delta output given in Appendix A. They are equal and opposite as expected.

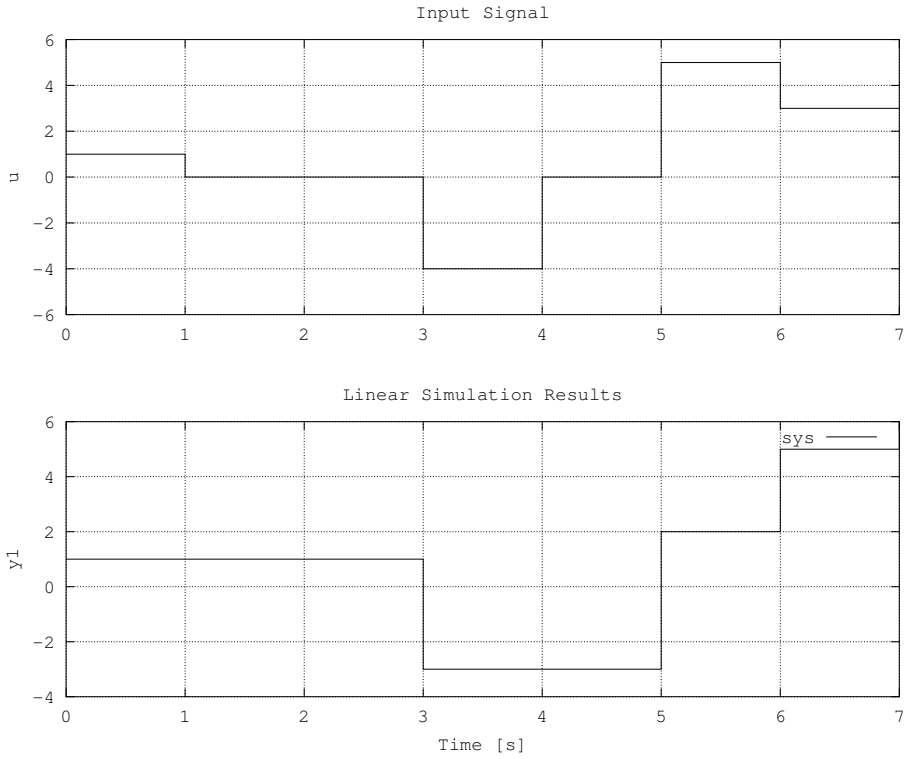

Figure 11: Response of delta input to steady state output system when given an arbitrary input signal. The upper plot is the input signal (u) and the lower plot is the output response (y). The Matlab source code is given in Listing 5 and 6.

B.1 Matlab Source

The following code has been tested using Octave,[6] an open source Matlab clone.

```
%
% dc1_init.m
%
% Convert a delta input to a steady state output.
%
% Simplified System.
%

T = 1;  % time step

sys = tf([1 0], [1 -1], T, 'inname', 'u1', 'outname', 'y1');
```

Listing 5: Matlab code to initialize the simplified steady state to delta system.

```
%
% dc2_plot.m
%

clear;

dc2_init;

u = [1 0 0 -4 0 5 3 3];
t = 0:(size(u,2)-1);  % start at zero

figure;
subplot(2,1,1);
stairs(t,u);
grid on;
%axis auto;
axis([0 7 -6 6]);
title('Input Signal');
ylabel('u');

subplot(2,1,2);
lsim(sys, u);
grid on;
axis auto;
axis([0 7 -4 6]);

print('dc2_plot.eps', '-deps');
```

Listing 6: Matlab code to plot the simplified steady state to delta system.

[6] Octave community, see n. 4.

C Linear Engine Model Plot Matlab Script

```
clear all;
clf;

linear_engine_model_init;

sim('linear_engine_model');

figure;



subplot(3,1,1);
plot(dout.Time, dout.Data(:,1));
grid on;
axis tight;
title('Idle Duty');
ylabel('idle duty (%)');
xlabel('time (sec)');

subplot(3,1,2);
plot(dout.Time, dout.Data(:,3));
grid on;
axis tight;
title('Torque');
ylabel('torque');
xlabel('time (sec)');

subplot(3,1,3);
plot(dout.Time, dout.Data(:,2));
grid on;
axis tight;
title('RPM');
ylabel('RPM');
xlabel('time (sec)');
```

D Linear Engine Model Initialization Matlab Script

```
% initialization for the Linear Engine Model
% 'linear_engine_model.mdl'

idle_rpm = 700;  % (RPM)
num_cyl = 8;
% frequency of ignition impulses
% In two crankshaft rotations all cylinders will fire
% for a 4-stroke engine.
idle_rps = 700/60;  % minute -> second
ign_freq = num_cyl*idle_rps*0.5;  % (Hz)

% engine model time step
Tm = 1/ign_freq;  % (sec)

% control time step
Tc = 0.5;  % (sec)
```