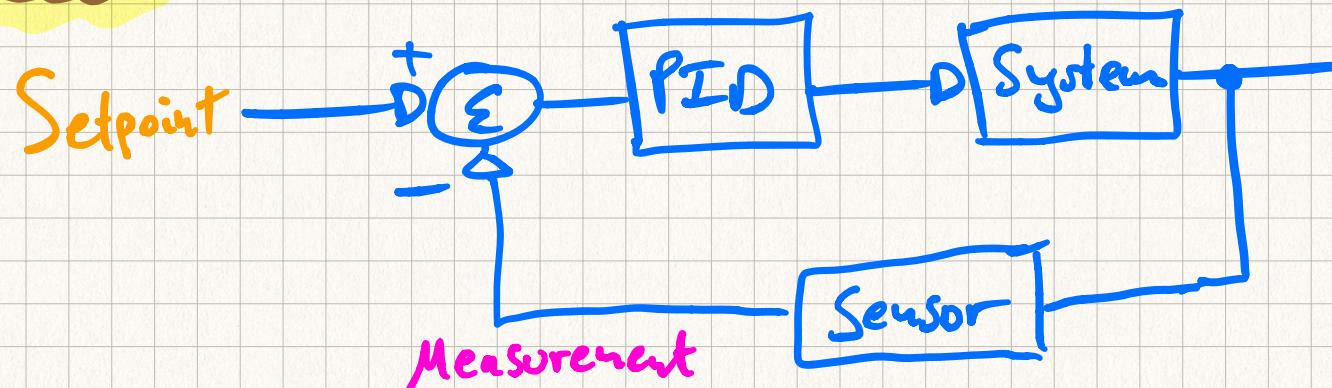


PID Controller Implementation in Software

- Overview.
- Converting from continuous to discrete time.
- Practical considerations.
- PID code in C (for embedded systems).
- Example application.

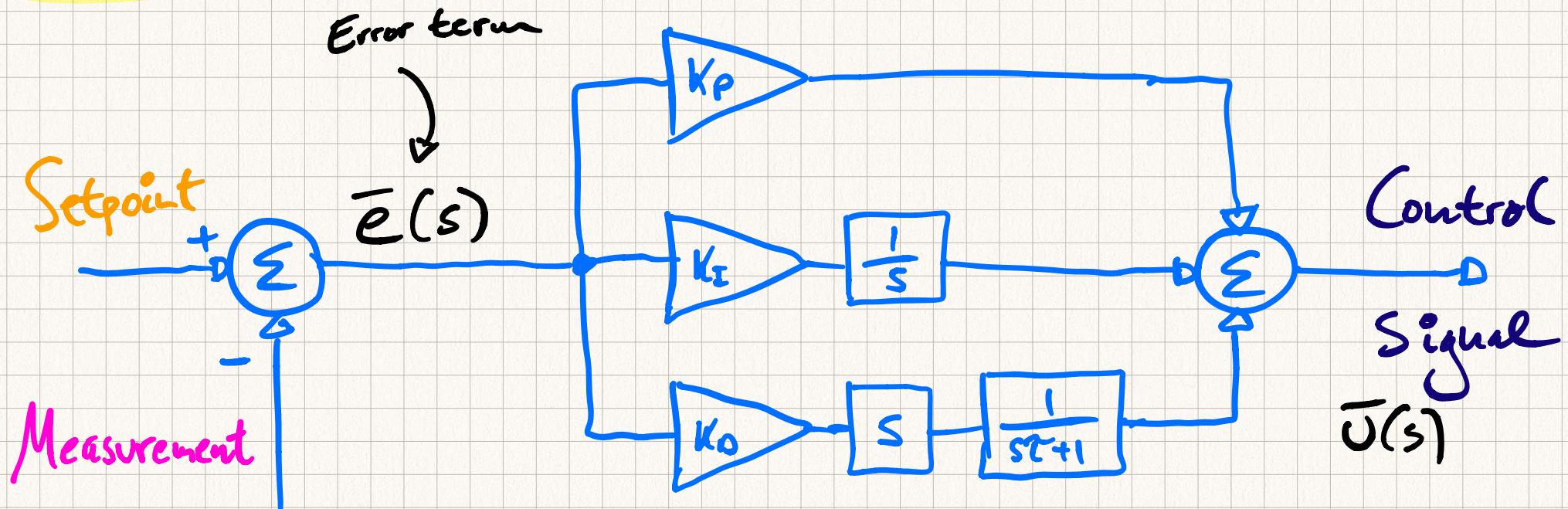
Overview



System
Output

- Want to make system output track desired Setpoint via feedback!
- Setpoint
- PID controller takes two inputs and produces a control signal.
 - Measurement
- System usually in continuous time, PID controller usually implemented digitally.
- ⇒ How can we write the controller in code?

PID in Continuous Domain



$$G(s) = \frac{\bar{U}(s)}{\bar{e}(s)} = K_P + K_I \cdot \frac{1}{s} + K_D \cdot \frac{s}{sT+1}$$

Proportional Integral (Filtered) Derivative

Continuous to Discrete

Can implement this
in code!

- I.e. S-Domain to Z-Domain to difference equation!
- Use Tustin transform (best frequency domain match)

① Substitute

$$S \rightarrow \frac{2}{T} \frac{z-1}{z+1}$$

② Recall: $\bar{Y}(z) = \bar{X}(z) \cdot z^{-1} \Rightarrow y[n] = x[n-1]$

($T \hat{=} \text{sampling time of discrete controller in seconds}$)

After a lot of substituting and rearranging...

$$P[n] = K_p \cdot e[n]$$

$$i[n] = \frac{K_I T}{2} (e[n] + e[n-1]) + i[n-1]$$

$$d[n] = \frac{2 K_D}{2\zeta + \tau} (e[n] - e[n-1]) + \frac{2\zeta - \tau}{2\zeta + \tau} d[n-1]$$

P

I

D

$$\Rightarrow u[n] = P[n] + i[n] + d[n]$$

↑ Controller output

Practical Considerations

$$H + \text{noise} = \text{smoothed}$$

- Derivative amplifies HF noise. **Derivative filter!**
- Derivative "kick" during setpoint change. **Derivative-on-measurement!**
- Integrator can saturate output. **Integrator anti-windup!**

- Limits on system input amplitude. **Clamp controller output!**
- Choosing a sample time T . $T_{\text{controller}} < \frac{T_{\text{BW, system}}}{10}$

Code Structure

- header-file "library". (`#include "pid.h"`)
- PID controller struct. (contains gains, storage variables, ...)
- Initialisation function. (set gains, sample time, ...)
- Update function. (provide setpoint and measurement, returns controller output)