

Marco Morales

ME 449 Overshoot

Kp used:5, Ki used:4, Speed limit:15

This objective used feedback forward and a PI controller. For Overshoot, a Kp of 5 was used and a Ki of 4 was used. Overshoot will result in oscillation when picking up the block at the initial block position. More specifically, the end effector overshoots and misses the block but then oscillates back to the correct position. The youBot then places the block in the correct final position.