

Automatic Control

A brief introduction



Control & time... a long history

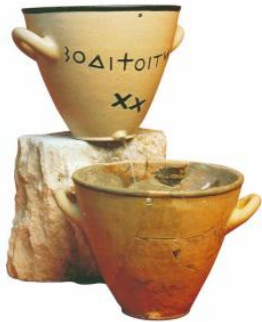


Figure: Water clock

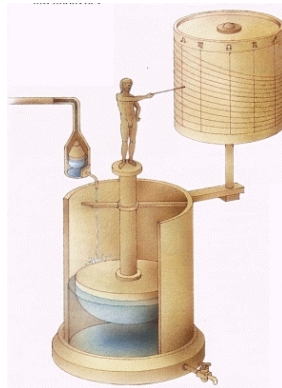


Figure: Clepsydra of Ktesibios (-270 B.C., Alexandria)

Analog closed loop

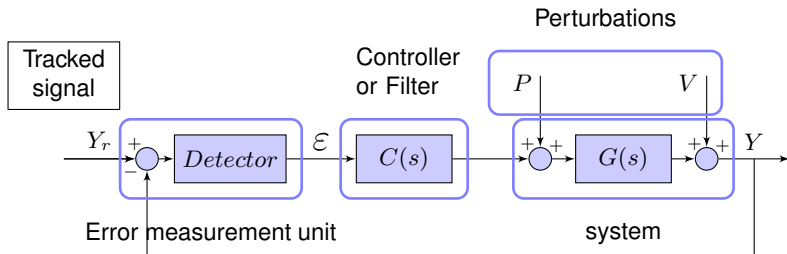


Figure: Main parts.

Controller specifications

In closed loop :

$$C_L(s) = \frac{C(s)G(s)}{1 + C(s)G(s)}$$

$C(s)$ is then choose to fit :

- Stability
- Temporal specifications (rise time, settling time, overshoot...)
- Frequency specifications (cutoff frequency, attenuation...)
- Noise specifications (Equivalent Noise Bandwidth...)

Temporal specifications

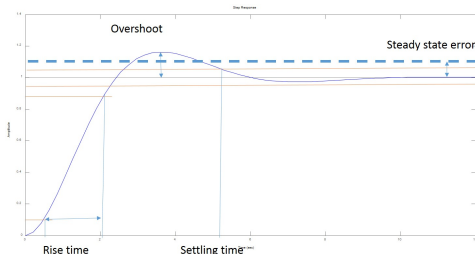


Figure: Time response.

- Overshoot $\simeq 5\%$
 - Settling time ↘
- Settling time : as short as possible
 - Rejection of perturbations
 - more noise !!!
- Steady state error = 0

$$\text{Closed Loop : } C_L \simeq \frac{1}{1 + \frac{2\xi}{\omega_0} s + \frac{s^2}{\omega_0^2}}$$

Frequency specifications

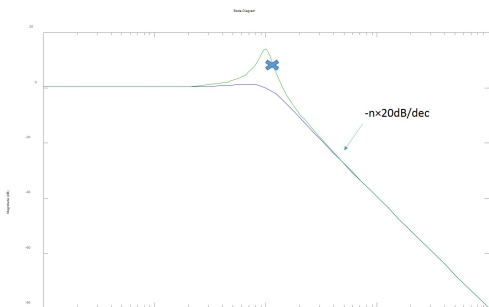


Figure: Frequency response.

- Resonance $\simeq 0\%$
- Bandwidth ↘
 - Less noise
- Bandwidth ↗
 - More perturbation rejection
 - Less settling time
 - Decrease lock time (PLL)

$$\text{Closed Loop : } C_L \simeq \frac{1}{1 + \frac{2\xi}{\omega_0} s + \frac{s^2}{\omega_0^2}}$$

Equivalent Noise Bandwidth

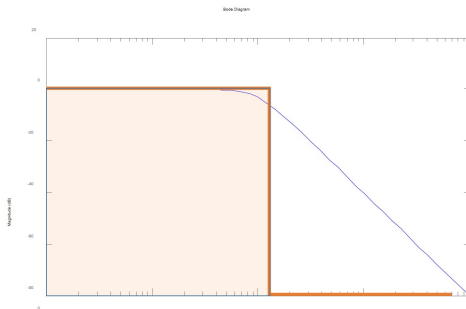


Figure: Equivalent Noise Bandwidth.

- First order

$$C_L = \frac{1}{1+\tau s}$$

$$B_N = \frac{\pi}{2} f_{-3dB} = \frac{1}{4\tau}$$

- Second Order

$$C_L = \frac{\frac{2\xi}{\omega_0} s + 1}{1 + \frac{2\xi}{\omega_0} s + \frac{s^2}{\omega_0^2}}$$

$$B_N = \frac{\omega_0}{2} \left(\xi + \frac{1}{4\xi} \right)$$

Controller specifications

$$\text{Closed Loop : } C_L \simeq \frac{1}{1 + \frac{2\xi}{\omega_0} s + \frac{s^2}{\omega_0^2}}$$

- Stability
- Temporal specifications
 - $\xi = 0.707$ optimal in terms of settling time
- Frequency specifications
 - No resonance $\implies \xi > 0.707$
- Noise specifications
 - $\xi = 0.5$ is optimal

Pros & cons

● Pros

- New methods of control
- No parameters variation in the regulator
- Easy to deal with non-linearities, delays...
- Multivariable
- Easy to change the controller

● Cons

- Discontinuous observation of the output
- System in open loop between two samples
- Non-linearities (converters)
- Signal quantification.
- Spectral limitation
- Complex for simple correctors
- Quantification noise

Controllers technology



Figure: Dspace - NI - Matlab.

- powerful, robust, versatile
- cost : 1-10 k€

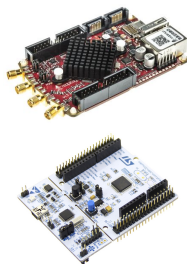


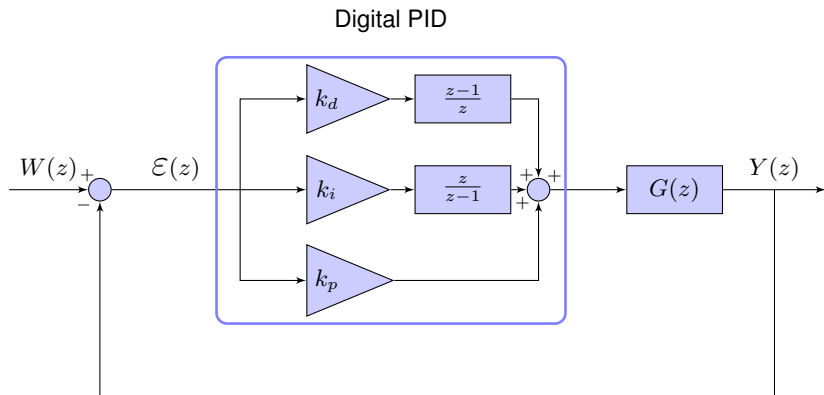
Figure: Red Pitaya - STM32.

- cost : 10-500 €

Warning !!!!

- $F_s=1$ Ms/s means
 - $F_N=500$ kHz
 - But just with a basic PID $F_{CL} \simeq 50$ kHz
- cost of the anti-aliasing filters $\gg \mu$ controller !!

Digital PID



Improvements

1 Filtered PID :

$$\frac{U(z)}{\mathcal{E}(z)} = k_p + k_i T_s \frac{z}{z-1} + \frac{k_d}{T_s} \frac{z-1}{z-\alpha} \quad \alpha \simeq 0.1$$

2 PID with derivative on the output :

- tracking \neq rejection

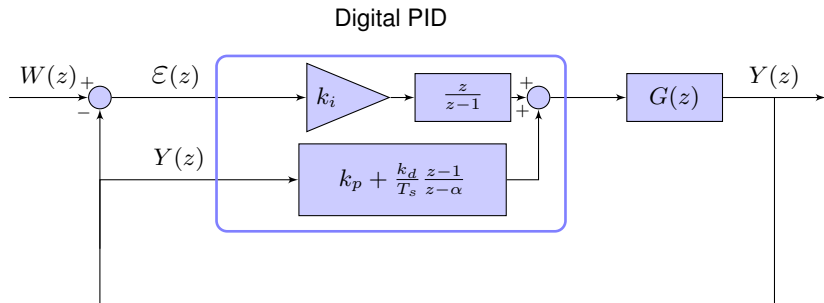
$$U(z) = k_p \mathcal{E}(z) + k_i T_s \frac{z}{z-1} \mathcal{E}(z) - \frac{k_d}{T_s} \frac{z-1}{z-\alpha} Y(z)$$

3 PID with proportional and derivative action on the output :

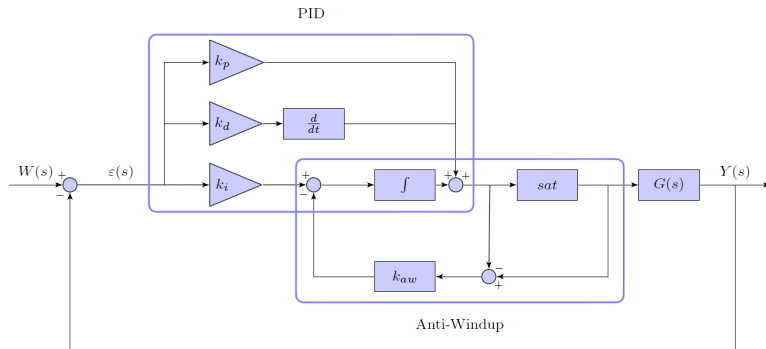
- tracking \neq rejection

$$U(z) = k_i T_s \frac{z}{z-1} \mathcal{E}(z) - \left[k_p + \frac{k_d}{T_s} \frac{z-1}{z-\alpha} \right] Y(z)$$

Digital PID



Anti windup

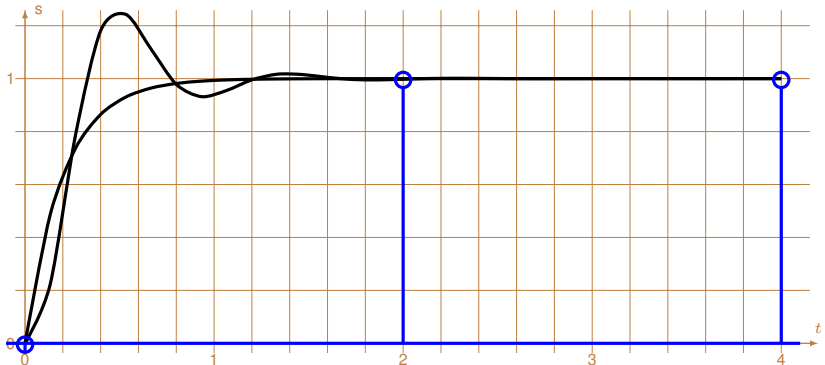


PID code

```
int uk=PID(float ck, int yk, int ukmax, int ukmin, int uN){ //  
// definition des variables locales // de varier  
static int ukml, ukssl, ykml, ykm2; // variable  
long int ukt; // uk temporaire  
// calcul de l'erreur  
ek=(float)(ck-yk);  
// calcul de la commande  
ukt=ukml+(int)((ki + k_{aw})*(ukssl-ukml))*ek + (kp+ ki + kd/T  
ukssl=max(min(ukt,ukmax),ukmin); // saturation... peut être bi  
uk=max(min(ukssl,32768-uN),-32768+uN); // j'aime bien garder c  
// surtout en phase de  
  
// Mise à jour des variables  
ukml =uk;  
ykml =yk;  
ykm2 =ykml;  
return uk+uN;  
}
```

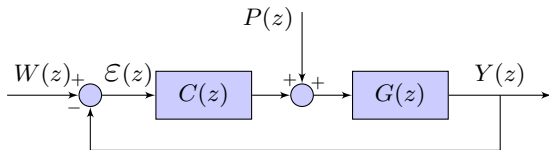
Dead-Bit controller

$$G(p) = ??? \text{ undersampling} \rightarrow G(z) = \frac{k(1-a)z^{-1}}{1-az^{-1}} \text{ or } G(z) = kz^{-1}$$

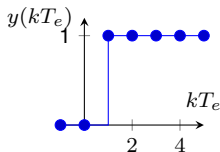
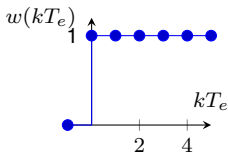


Minimum settling time

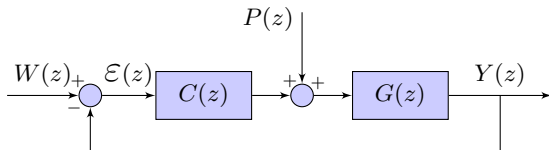
Dead-Bit controller - minimum settling time



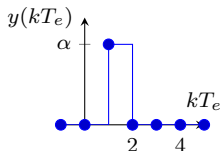
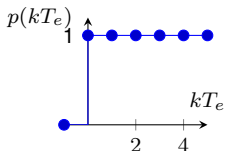
$$C(z) = \frac{1 - az^{-1}}{k(1-a)(1-z^{-1})} = \frac{k_p + k_i T_e - k_p z^{-1}}{1 - z^{-1}}$$



Dead-Bit controller - minimum rejection time



$$C(z) = \frac{\frac{a+1}{k(1-a)} - \frac{a}{k(1-a)}z^{-1}}{1 - z^{-1}}$$



State space representation

In a most general case :

$$\dot{\underline{x}} = \mathbf{A}\underline{x} + \mathbf{B}\underline{u} + \underline{w}$$

$$\underline{y} = \mathbf{C}\underline{x} + \mathbf{D}\underline{u} + \underline{v}$$

w : Process noise

v : Output noise

- Can handle compactly multi variable systems.
- Poles of the transfer function \iff eigenvalues of \mathbf{A}

Linear quadratic control

Objective : minimize a quadratic criteria :

$$J = \int_0^{\infty} (\underline{x}^T \mathbf{Q} \underline{x} + \underline{u}^T \mathbf{R} \underline{u}) dt \quad (1)$$

with \mathbf{Q} and \mathbf{R} are positive semi-definite and positive definite :
The input u is then defined by:

$$\underline{u} = -\mathbf{R}^{-1} \mathbf{B}^T \mathbf{K} \underline{x}$$

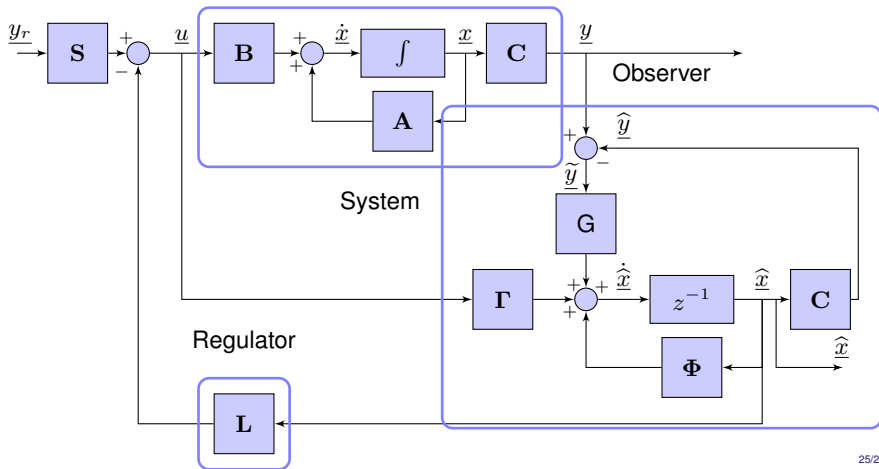
where \mathbf{K} is a matrix, defined negative, solution of the Riccati's equation :

$$\mathbf{K} \mathbf{A} + \mathbf{A}^T \mathbf{K} - \mathbf{K} \mathbf{B} \mathbf{R}^{-1} \mathbf{B}^T \mathbf{K} + \mathbf{Q} = 0$$

Linear quadratic control

- Choice of \mathbf{Q} and \mathbf{R}
 - Real energetic criteria
 - Minimize saturations
 - Any choice gives quite good behaviour
- Easy to calculate and implement (Matlab !)
- Always stable (margin phase $> 60^\circ$)

Digital Closed loop with observer



Kalman

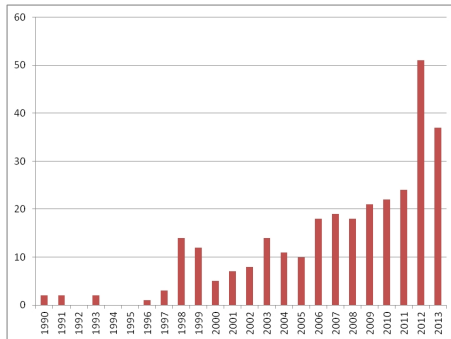


Figure: Citations of Kalman in EFTF

Conclusion

To go further,

- Perturbation estimation, computed torque control
- Luenberger & Kalman estimators
- Fuzzy logic control, Neural Networks
- Robust control (H_∞)
- Predictive control
- System identification
-

Ultra short bibliography

- Ljung, "System Identification: Theory for the User (2nd Edition)"
<http://een.iust.ac.ir/profs/Poshtan/Ljung%20L%20System%20Identification%20Theory%20for%20the%20User%202nd%20Edition.pdf>
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