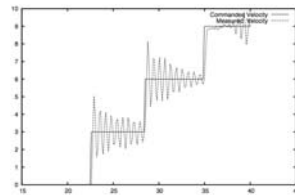


Motor Control



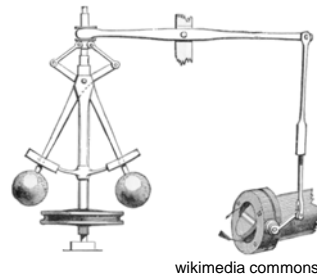
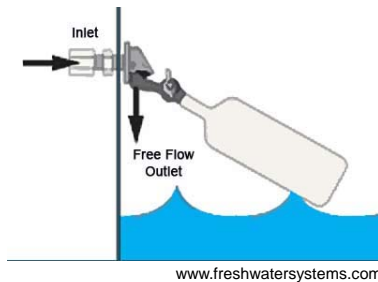
RSS Lecture 2
Monday, 11 Feb 2013
Prof. Seth Teller
Jones, Flynn & Seiger § 7.8.2

Today: Control

- Early mechanical examples
- Feed-forward and Feedback control
- Terminology
- Basic controllers:
 - Feed-Forward (FF) control
 - Bang-Bang control
 - Proportional (P) control
 - The D term: Proportional-Derivative (PD) control
 - The I term: Proportional-Integral (PI) control
 - Proportional-Integral-Derivative (PID) control
- Gain selection
- Applications

What is the point of control?

- Consider any mechanism with adjustable DOFs* (e.g. a valve, furnace, engine, car, robot...)
- Control is *purposeful variation* of these DOFs to achieve some specified *maintenance state*
 - Early mechanical examples:†



*DOFs = Degrees of Freedom

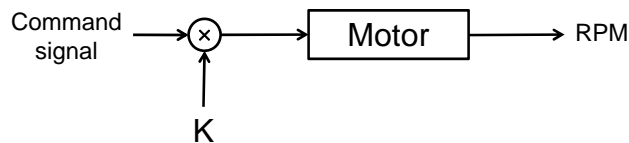
†Note **blanks** on your printed slides!

The Role of Control

- Many robotics tasks are defined by (high-level) *achievement goals* requiring *planning*, e.g.:
 - Go to the exit of the maze
 - Push a box around some obstacles to a goal location
 - Pass to the left around a slower-moving vehicle
- Other robotics tasks are defined by (low-level) *maintenance goals* requiring *control*, e.g.:
 - Drive at 60 mph (or in RSS, roll forward at 0.5 m/s!)
 - Keep to the center of the lane indefinitely
 - Follow some trajectory computed by the planner
 - Balance on one leg
- Today's focus is control; we'll see planning later

Feed-Forward (FF) Control

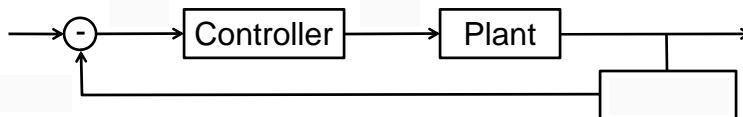
- Pass command signal from external environment directly to the *loaded element* (e.g., the motor)
- Command signal typically multiplied by a *gain* K



- ... What are the *units* of the command signal?
- ... Where does the gain value K come from?
–
- Under what conditions will FF control work well?
–
- You will implement a FF controller in Lab

Feedback Control Terminology

- *Plant* **P**: process commanded by a *Controller*
- *Process Variable* **PV**: Value of some process or system quantity of interest (e.g. temperature, speed, force, ...) as measured by a *Sensor*
- *Set Point** **SP**: Desired value of that quantity

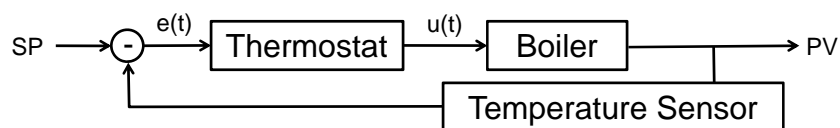


- *Error signal* $e(t)$ = error in the process variable at time t , computed via
- *Control signal* $u(t)$: controller output (value of switch, voltage, PWM, throttle, steer angle, ...)

*Set point is sometimes called the "Reference"

Example: Home Heating System

- *Plant P*: Boiler with on-off switch (1 = all on ; 0 = all off)
- *Process Variable PV*:
- *Controller*: *Sensor*:
- *Set Point SP*:
- *Control signal*:

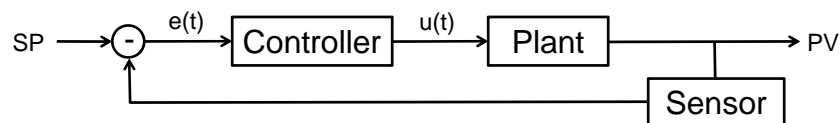


How could the function $u(t)$ be implemented?

This is called “**bang-bang control**.” Would it work well?

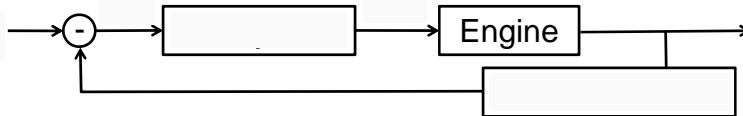
Proportional Control

- Suppose plant can be commanded by a *continuous*, rather than discrete, signal, e.g.:
 - Valve position to a pipeline or carburetor
 - Throttle to an internal combustion engine
 - PWM value to a DC motor
- What's a natural thing to try?
 - *Proportional (P) Control*: make the command signal



Example: Cruise Control (CC) System

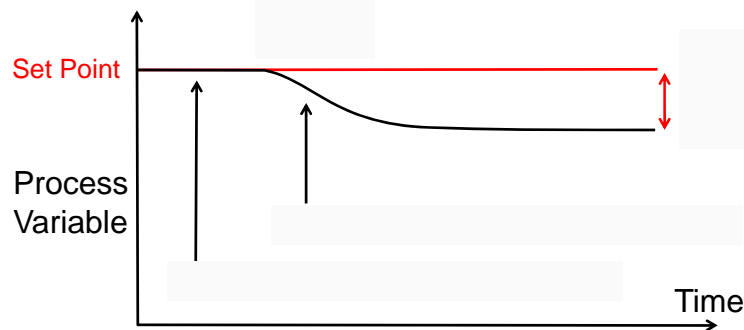
- *Plant P*: Engine with throttle setting $u \in [0..1]$
- *Process Variable PV*:
- *Controller*: *Sensor*:
- *Set Point SP*:
- *Control signal*:



Define $e(t) =$, $u(t) =$,
 i.e. Throttle =
 Does this controller “settle” at the desired speed?

Proportional Control: Why SSE?

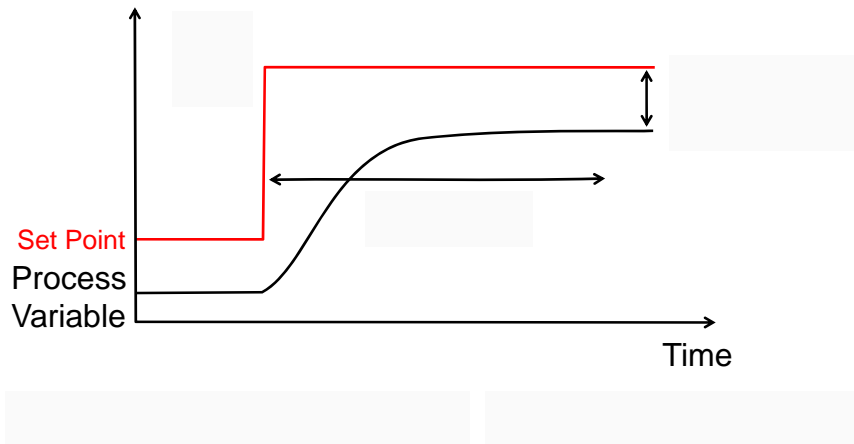
- Suppose $PV=SP$. Then $u(t) =$
- Process Variable
- But any real physical system has a
- Deviation,



Why not just introduce constant term, $u(t) = A + K_p * e(t)$?

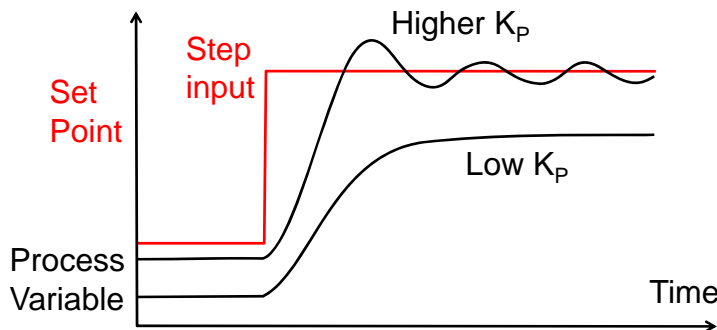
Proportional Control Step Response

Notional plot and terminology:



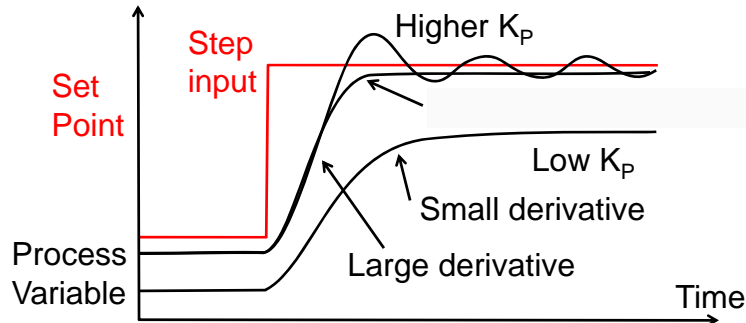
Proportional Control and SSE

- Can combat SSE by K_p (“the P gain”)
- This gives a $\frac{1}{K_p}$ and $\frac{1}{K_p}$
- But $\frac{1}{K_p}$ leads to



Combatting Overshoot: The D Term

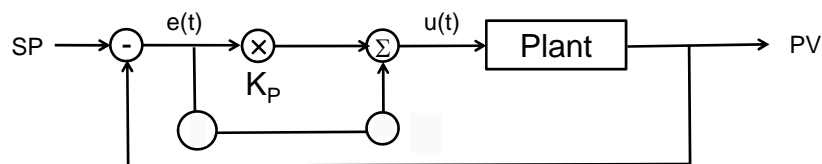
- Note the *derivative* of error in responses below
- $\frac{du(t)}{dt}$ it from output to counteract overshoot
- Then $u(t) = K_p \times e(t) + K_D \frac{de(t)}{dt}$
 - K_D the “derivative” or “damping” term in PD controller



- ... But still haven't eliminated steady-state error!

Combatting Steady-State Error: I Term

- Idea: apply correction based on *integrated* error
 - If error persists, integrated term will grow in magnitude
 - Sum proportional and integral term into control output

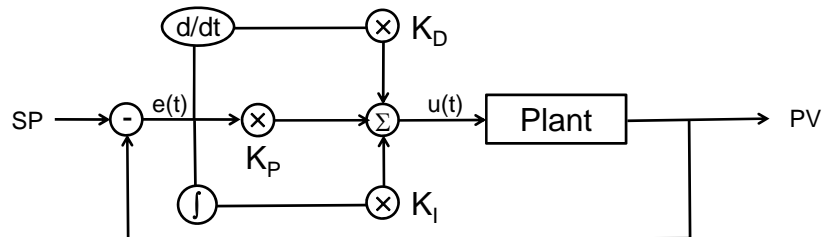


Then $u(t) = K_p \times e(t) + K_I \int e(t) dt$ (where the integral of the error term is taken over some specified time interval)
 This produces a *proportional-integral* (PI) controller

Incorporating the I term eliminates SSE by modulating the plant input so that the error is zero.
 You'll hear robotics people speak of controller “wind-up”

Putting it All Together: PID Control

- Incorporate P, I and D terms in controller output
 - Combine as a weighted sum, using gains as weights



Then $u(t) = \text{---} + \text{---} + \text{---}$
 This is a “proportional-integral-derivative” or *PID controller*
 (In “ideal form,” controller gains are physically meaningful)

How to determine effective gain values?

- P controller: search 1-D space of gains K_p
 - Identify various behavior regimes; you’ll do this in Lab
- Choose analytical or empirical approach (how?)
- Hybrid: Ziegler-Nichols Tuning Method (Heuristic)
 - Useful in absence of system model (if system \dots)
 - Start with pure P control (how?); Increase K_p until system *oscillates indefinitely*; note critical gain K_c and period T_c
 - Then for P, PI, or PID control, set gains as follows:

	K_p	K_i	K_d
P	$0.5 K_c$		
PI	$0.45 K_c$	$1.2 K_p / T_c$	
PID	$0.6 K_c$	$2 K_p / T_c$	$K_p T_c / 8$

- Yields acceptable but not optimal controller behavior

Other Applications of Feedback Control

- Mobility:
 - Lane-keeping
 - Trajectory-following
 - Standoff maintenance
- Manipulation:
 - Maintaining a steady contact force for grasping
 - Holding a mass at a certain location or attitude
 - Pushing a sliding object at constant velocity
- Sensing:
 - Automatic gain control, white balance, etc.
 - Target-tracking for active vision (body, head, eyes...)
- Many, many more

To Think About

- Lab 2 involves running motor at constant speed
- Lab 4 involves following a hand-held ball
- Lab 5 involves moving alongside a solid wall
- Lab 7 involves picking up a block from the ground
- How might you use P/I/D feedback control to implement any of these behaviors?
- What sensor(s) would you use, and what sort of error signal(s) would you infer from them?
- What would your robot's behavior look like?

What's Next?

- For more on control, consider taking any of:
 - 2.003, 2.004, 2.086, 2.12, 2.14x, 2.151, 2.152, 2.830, ...
 - 6.01, 6.003, 6.011, 6.142, 6.231, 6.241, 6.243, 6.832, ...
 - 16.06, 16.30, 16.31, 16.301, 16.32x, 16.72 (ATC!), ...
 - 9.05, 9.272, 10.450, 10.976, HST.545, ...
- Today & Wed in Lab: implementing controllers
- Wednesday lecture: Electric motors
- Lab 2 wiki materials, briefings next Wed 20 Feb
 - We'll cover expectations for briefings in Forum this Friday