

EECS 192: Mechatronics Design Lab

Discussion 6: Control Responses & Tuning

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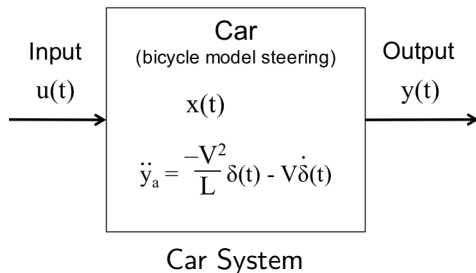
24 Feb 2021 (Week 6)

- Dynamical Systems Review
- Control Response
- Summary
- Demos!

Dynamical Systems Review

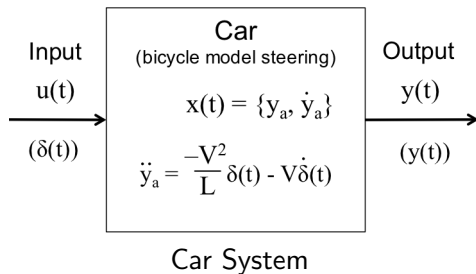
Dynamical Systems

- ▶ The car's behavior is described by **state variables** (e.g. position, velocity)
- ▶ Actuators accept **inputs** and sensors read **outputs** (e.g. PWM, camera line)



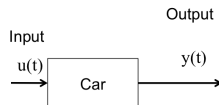
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Dynamical Systems

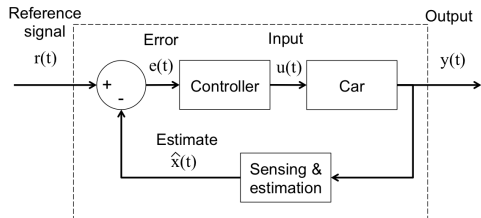
- ▶ The car's behavior is described by **state variables** (e.g. position, velocity)
- ▶ Actuators accept **inputs** and sensors read **outputs** (e.g. PWM, camera line)
- ▶ It should follow a **reference** (lateral displacement & track, velocity & setpoint)



Reference

Dynamical Systems

- ▶ The car's behavior is described by **state variables** (e.g. position, velocity)
- ▶ Actuators accept **inputs** and sensors read **outputs** (e.g. PWM, camera line)
- ▶ It should follow a **reference** (lateral displacement & track, velocity & setpoint)
- ▶ Our controller feeds **inputs** to the system to achieve this (servo angle, motor PWM)



Closed Loop System

Dynamical Systems

- ▶ It is often nice to work with **Linear Time-Invariant Systems**

$$\dot{x}(t) = Ax(t) + Bu(t)$$

$$y(t) = Cx(t) + Du(t)$$

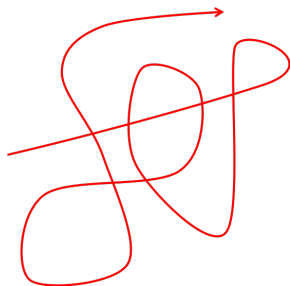
- ▶ When systems are nonlinear, we can create linear approximations about operating points

(what is $\ddot{y} = \frac{-V^2}{L}\delta(t) - V\dot{\delta}(t)$?)

- ▶ Keep in mind the approximations get worse as we get further from our operating point

Control Tuning

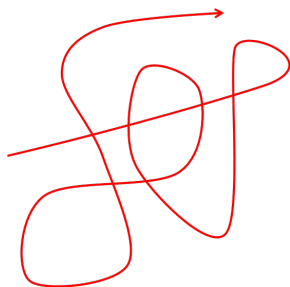
- ▶ We'd like to tune our controller to keep the car close to the track while it runs as *fast as possible*.
- ▶ How do we systematically examine how it's doing?



What to do about my crazy car?

Control Tuning

- ▶ We'd like to tune our controller to keep the car close to the track while it runs as *fast as possible*.
- ▶ How do we systematically examine how it's doing?
 - ▶ Frequency response
 - ▶ Impulse response
 - ▶ Step response

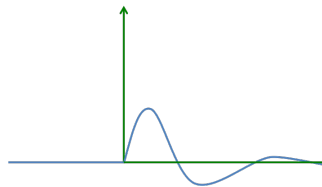


What to do about my crazy car?

Control Response

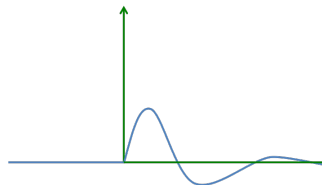
Responses

- ▶ Impulse response is very useful for analyzing the system



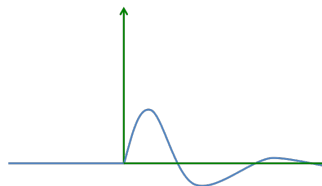
Responses

- ▶ Impulse response is very useful for analyzing the system
 - ▶ Time trace after Dirac delta input
 - ▶ Time-domain equivalent to Laplace domain transfer function



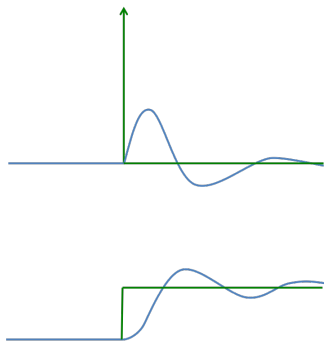
Responses

- ▶ Impulse response is very useful for analyzing the system
 - ▶ Time trace after Dirac delta input
 - ▶ Time-domain equivalent to Laplace domain transfer function
 - ▶ But we can't give our car an infinite input (and if we could we wouldn't want to)



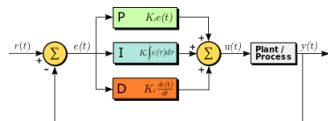
Responses

- ▶ Impulse response is very useful for analyzing the system
 - ▶ Time trace after Dirac delta input
 - ▶ Time-domain equivalent to Laplace domain transfer function
 - ▶ But we can't give our car an infinite input (and if we could we wouldn't want to)
- ▶ Instead, we often use step responses

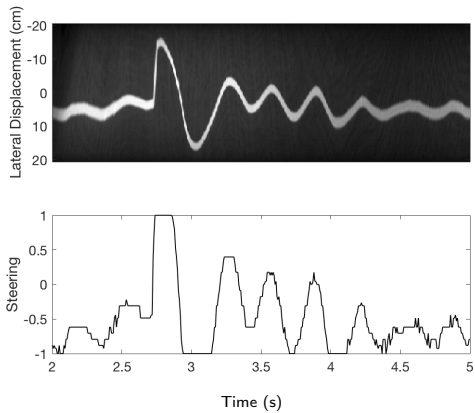


Step Response

- ▶ We can use the step response to tell how we should adjust PID gains
- ▶ **General tips:**
 - ▶ Often easiest to begin with only proportional feedback, then add other terms later
 - ▶ Higher gains improve tracking, but ...
 - ▶ Extremely high gains cause jittering and shaking (or even instability)
 - ▶ Time delay causes instability

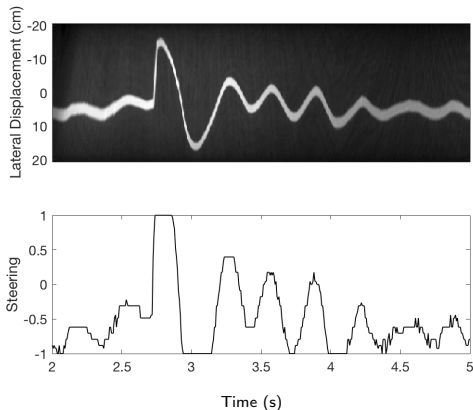


Step Response



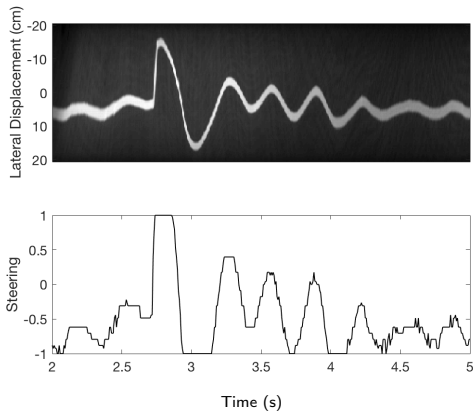
Step Response

- Note the steering saturation. Is the linear approximation good?

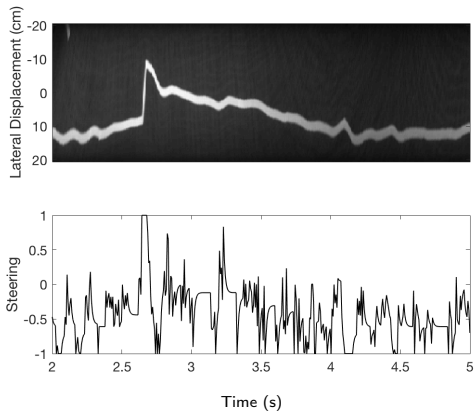


Step Response

- ▶ Note the steering saturation. Is the linear approximation good?
- ▶ P is too high

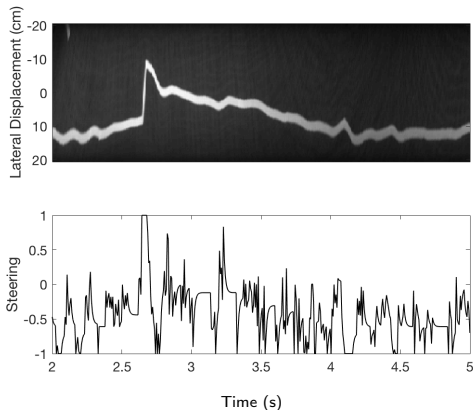


Step Response

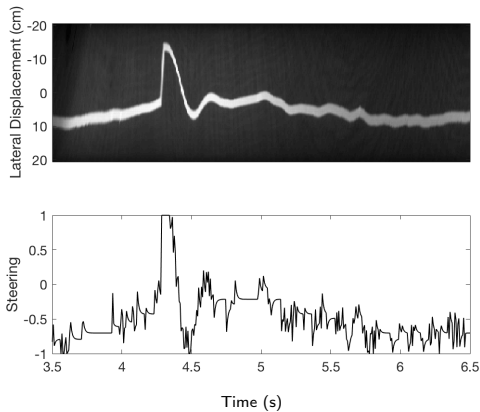


Step Response

- ▶ Note the jittery steering input
- ▶ P 1/2 of before, but D is too high

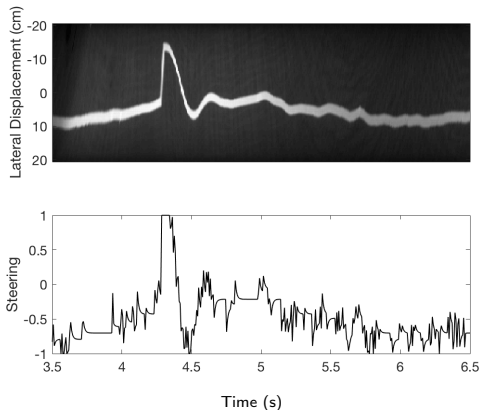


Step Response



Step Response

- ▶ Looking better
- ▶ P 3/4 of original, D 1/3 of earlier



Summary

- ▶ Save telemetry data!
- ▶ Look at step responses and control signals

Step Response and Telemetry Demo

Let's take a look at a demo where we implement simple model-free steering control and accompanying telemetry implementation!

BTW... it's not a very good controller.