

# Questions and Answers Vol. 1

*or*

“Coffee makes the world go round.”

P Pounds

16 April 2016

University of Queensland

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# But first...

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Some house keeping

# Calendar at a glance

Week	Dates	Lecture	Reviews	Demos	Assessment submissions
1	19/2 – 24/2	Introduction			
2	26/2 – 2/3	Principles of Mechatronic Systems design			Problem analysis
3	5/3 – 9/3	Professional Engineering Topics			
4	20/3 – 24/3	Introduction to Practical PCB Design	Progress review 1		
5	19/3 – 23/3	Your soldering is (probably) terrible			
6	26/3 – 29/3	Introduction to firmware design			
<b>Break</b>	30/4 – 13/4				
7	16/4 – 20/4		Progress seminar	25% demo	
8	23/4 – 27/4				
9	30/4 – 4/5			50% demo	
10	8/5 – 11/5	No lecture	Progress review		
11	14/5 – 18/5			75% demo	Preliminary report
12	21/5 – 25/5				
13	28/5 – 1/6	Closing lecture		Final testing	Final report and reflection

You are here →

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# Progress seminars

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- Ongoing!
- Please make sure you fill out your PAFs and return them before you leave
- If you haven't yet returned your PAF sheet from Progress Review 1, then do so immediately – *I AM COMING FOR YOU*

# Managing your stress levels

- Stress levels have been elevated all throughout this year – surprising!



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# Lecture nominations

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- This week's nominated lecture topic was control theory
  - Hooray!
- What about next week?
  - Let's vote on that now!

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# FAQ Roundup

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- **Can you look at my part design and give me feedback?**
  - Hell yeah! That's what I'm here for! Bring it!
- **How much will this part cost?**
  - Uhh... ask Jason Herriot?
- **What's going on with the incremental demos?**
  - Hey, let's talk about that...

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# Incremental Demo

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- Runs next Wednesday in the usual timeslot
- A terrific opportunity to get closed-box testing experience (and possibly marks)
  - Even if your team isn't testing, you can really learn a lot from the experience of others!
- If you wanted to test, you should have sent me an email requesting a demo already...
  - But if I have one or two free slots, I might as a one-off, accept late requests...



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# Incremental Demo

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- This demo is the 25% demo:
  - Total possible marks capped at 25%
  - Reduced testing set (no bonus marks)
  - Simplified scenario – no DSN block!
- This is as easy and simple as it gets
  - It's only harder from here!

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# A short primer on control theory

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Nominated topic, ahoy!

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# A short primer on control theory

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- When people ask me for a nominated topic, they're really asking "Hey, Doc Pounds, what do I need to know about  $X$  to solve this design problem"
- Well, alrighty then\*

11 \* No – I'm not going to give you the answers. I'm going to give you methods.

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# A short primer on control theory

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How to solve a control problem in 5 easy steps

- Step 1. Determine the design specification
- Step 2. Identify the system
- Step 3. Assess stability/performance
- Step 4. Design a controller to meet the spec
- Step 5. Verify the design

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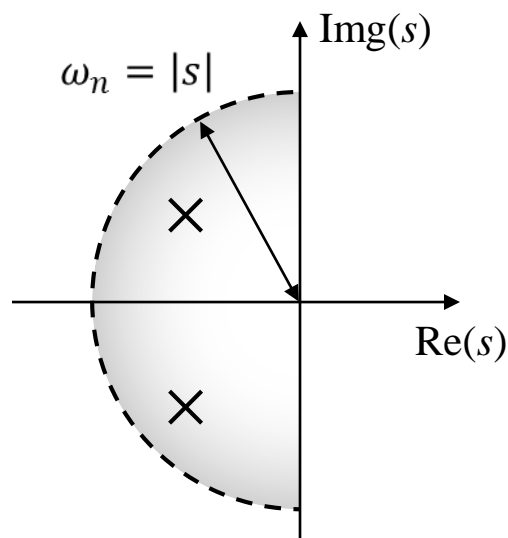
# Determine the specification

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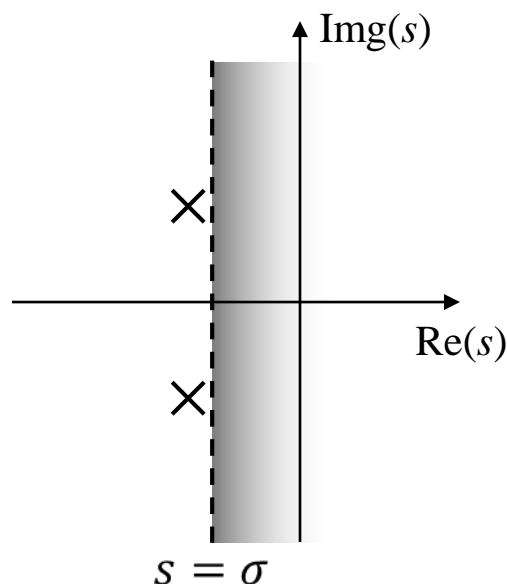
- How good do we have to be?
  - What does the client demand?
  - What is required to perform the task?
  - Slew rate? Rise time? Settling time?
- What are the likely disturbances like?
  - Magnitude and frequency?
  - Spectral characteristics?

# Determine the specification

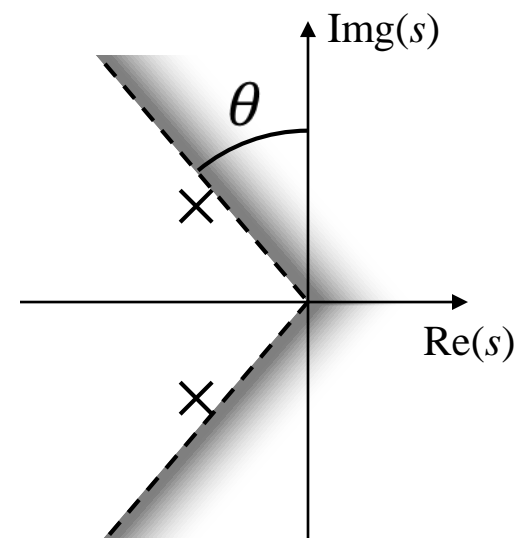
- Convert your time-domain requirements into Laplace or z-domain bounds\*



$$|s| = \frac{1.8}{t_r}$$



$$s = \frac{4.6}{t_s}$$



$$\theta = \sin^{-1}\zeta$$

14 \* These are the boundaries for the  $s$  plane; similar ones exist for discrete systems.

# Identify the system

- Start with a Newton-Euler (or Lagrangian) description of the system
  - What are the rigid body dynamics?
  - Are there actuator dynamics?
  - Capture all necessary system characteristics\*

$$\dot{x} = v$$

$$\dot{v} = a$$

$$\dot{a} = f(x, v, u)$$

... etc

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# Identify the system

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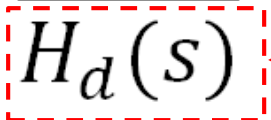
- What are the input and output states?
  - What value do you want to regulate (angle?), and what parameters (voltage? current?) do you actually have direct control over?
- Compute Laplace/discrete transfer function (if SISO) or the transition matrix (if MIMO)

$$\frac{x(s)}{u(s)} = \frac{H_n(s)}{H_d(s)}$$



# Assess system stability

- Look at the denominator's poles
  - If all poles are in the left-half of the  $s$  plane, then the system is stable – if not, then unstable
  - Pole positions also indicate system response
  - Stability is the very first thing you need to guarantee in your system!

$$\frac{x(s)}{u(s)} = \frac{H_n(s)}{H_d(s)}$$


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# Design a controller

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- The goal is to move the system poles into the regions of the  $s$  plane that provide the desired performance
  - ... but how??
- This is where control design comes in...

# Quick refresher: the root locus

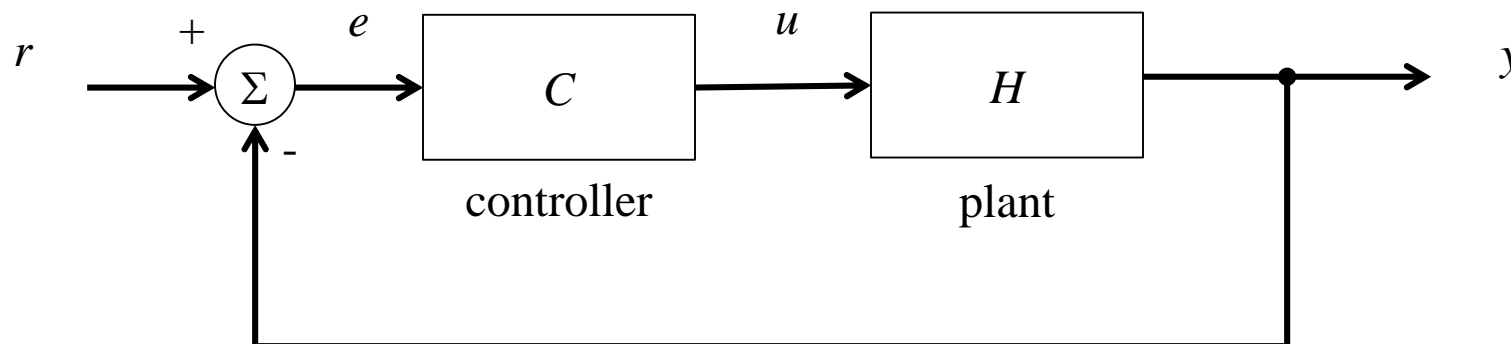
- The transfer function for a closed-loop system can be easily calculated:

$$y = CH(r - y)$$

$$y + CHy = CHr$$

$$\therefore \frac{y}{r} = \frac{CH}{1 + CH}$$

Unlike previously, the next few slides use  $y$  instead of  $x$ ,  $r$  instead of  $u$ , and  $u$  instead of something else entirely, because I already had them and was too darn lazy tired to change them. Just remember:  
 $y = x$ ;  $r = u$ ;  $u = ??$   
 It's ok, don't be scared!



# Quick refresher: the root locus

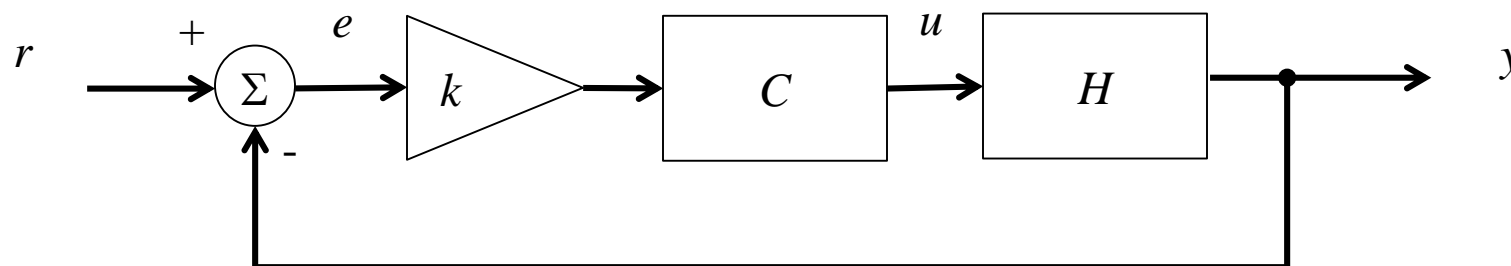
- We often care about the effect of increasing gain of a control compensator design:

$$\frac{y}{r} = \frac{kCH}{1 + kCH}$$

Multiplying by denominator:

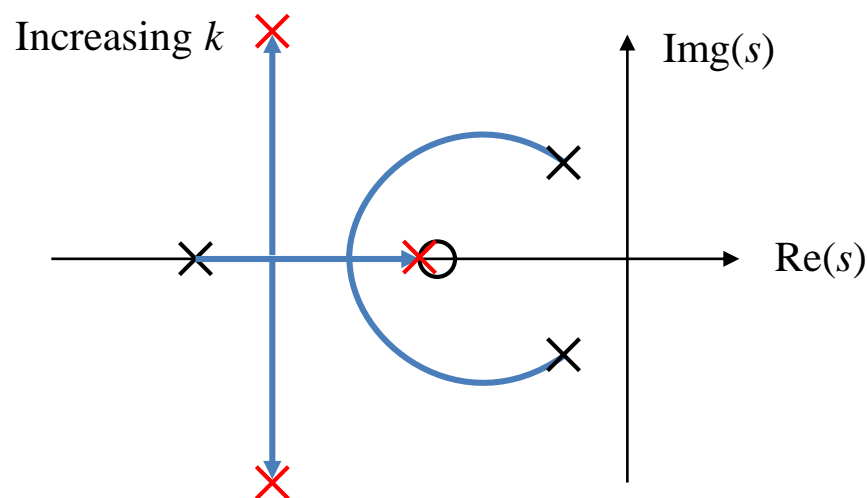
$$\frac{y}{r} = \frac{kC_n H_n}{C_d H_d + kC_n H_n}$$

characteristic polynomial



# Quick refresher: the root locus

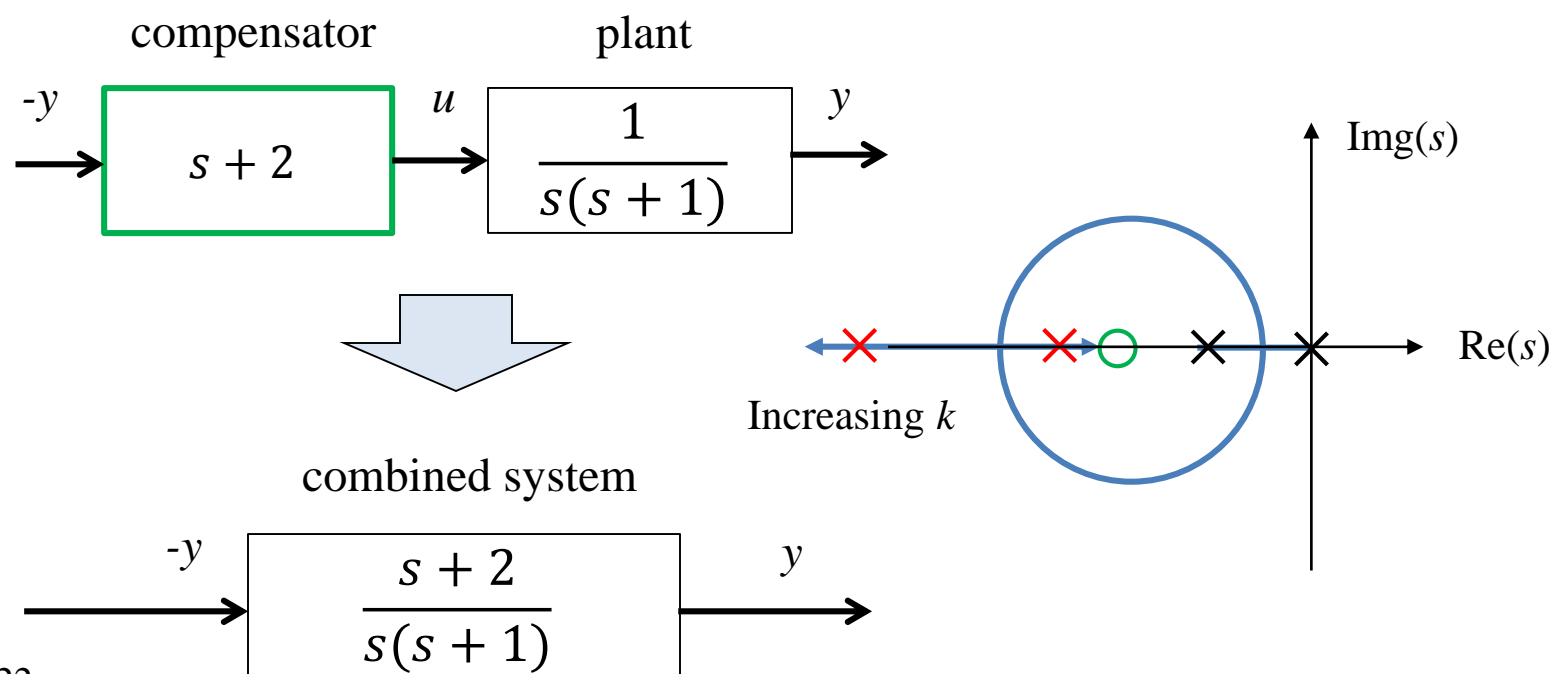
- Pole positions change with increasing gain
  - The trajectory of poles on the pole-zero plot with changing  $k$  is called the “root locus”
  - This is sometimes quite complex



(In practice you'd plot these with computers)

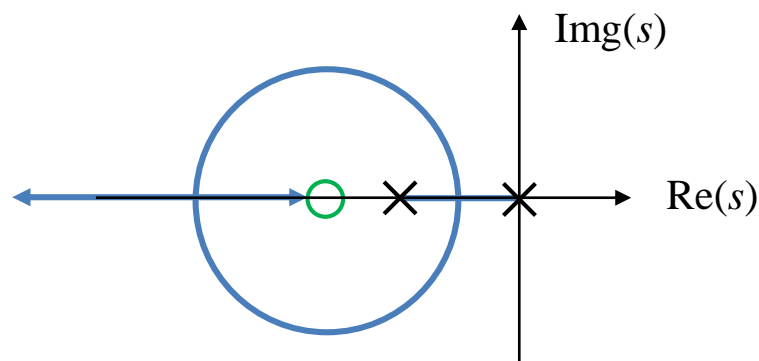
# Dynamic compensation

- We can do more than just apply gain!
  - We can add dynamics into the controller that alter the open-loop response



# But what dynamics to add?

- Recognise the following:
  - A root locus starts at poles, terminates at zeros
  - “Holes eat poles”
  - Closely matched pole and zero dynamics cancel
  - The locus is on the real axis to the left of an odd number of poles (treat zeros as ‘negative’ poles)



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# Some standard approaches

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- Control engineers have developed time-tested strategies for building compensators
- Three classical control structures:
  - Lead
  - Lag
  - Proportional-Integral-Derivative (PID)  
(and its variations: P, I, PI, PD)

How do they work?



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# Lead/lag compensation

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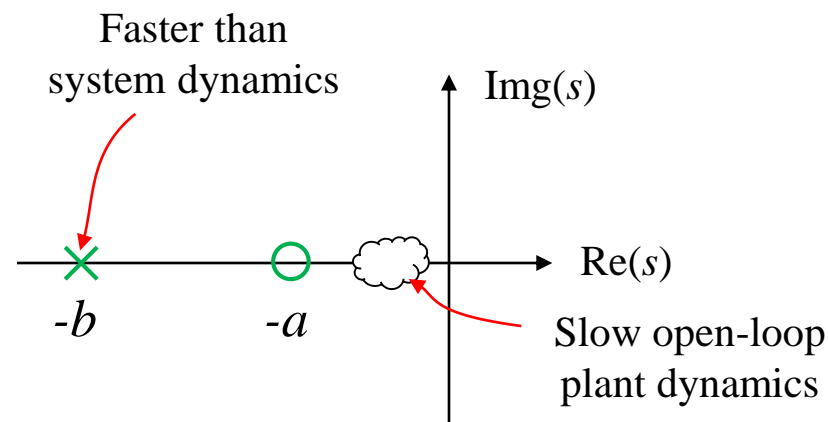
- Serve different purposes, but have a similar dynamic structure:

$$D(s) = \frac{s + a}{s + b}$$

Note:

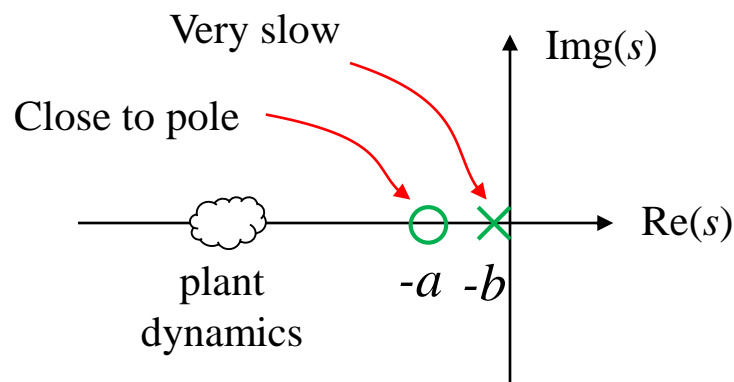
Lead-lag compensators come from the days when control engineers cared about constructing controllers from networks of op amps using frequency-phase methods. These days pretty much everybody uses PID, but you should at least know what the heck they are in case someone asks.

# Lead compensation: $a < b$



- Acts to decrease rise-time and overshoot
  - Zero draws poles to the left; adds phase-lead
  - Pole decreases noise
- Set  $a$  near desired  $\omega_n$ ; set  $b$  at  $\sim 3$  to  $20 \times a$

# Lag compensation: $a > b$



- Improves steady-state tracking
  - Near pole-zero cancellation; adds phase-lag
  - Doesn't break dynamic response (too much)
- Set  $b$  near origin; set  $a$  at  $\sim 3$  to  $10 \times b$

# PID – the Good Stuff

- Proportional-Integral-Derivative control is the control engineer's hammer\*
  - For P,PI,PD, etc. just remove one or more terms

$$C(s) = k \left( 1 + \frac{1}{\tau_i s} + \tau_d s \right)$$

Proportional  
Integral  
Derivative

\*Everything is a nail

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# PID – the Good Stuff

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- PID control performance is driven by three parameters:
  - $k$ : system gain
  - $\tau_i$ : integral time-constant
  - $\tau_d$ : derivative time-constant

You're already familiar with the effect of gain.

What about the other two?

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# Integral

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- Integral applies control action based on accumulated output error
  - Almost always found with P control
- Increase dynamic order of signal tracking
  - Step disturbance steady-state error goes to zero
  - Ramp disturbance steady-state error goes to a constant offset

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# Derivative

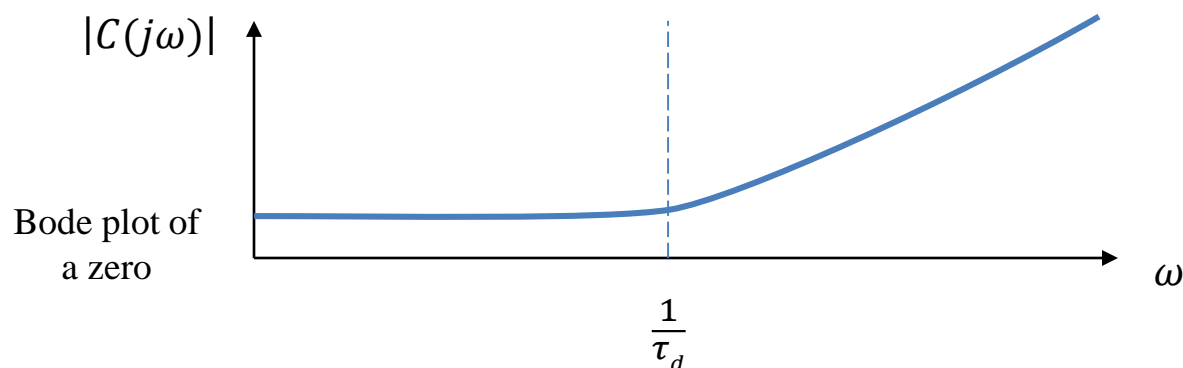
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- Derivative uses the rate of change of the error signal to anticipate control action
  - Increases system damping (when done right)
  - Can be thought of as ‘leading’ the output error, applying correction predictively
  - Almost always found with P control\*

\*What kind of system do you have if you use D, but don't care about position? Is it the same as P control in velocity space?

# Derivative

- It is easy to see that PD control simply adds a zero at  $s = -\frac{1}{\tau_d}$  with expected results
  - Decreases dynamic order of the system by 1
  - Absorbs a pole as  $k \rightarrow \infty$
- Not all roses, though: derivative operators are sensitive to high-frequency noise





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# PID

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- Collectively, PID provides two zeros plus a pole at the origin
  - Zeros provide phase lead
  - Pole provides steady-state tracking
  - Easy to implement in microprocessors
- Many tools exist for optimally tuning PID
  - Zeigler-Nichols
  - Cohen-Coon
  - Automatic software processes

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# Be alert

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- If gains and time-constants are chosen poorly, all of these compensators can induce oscillation or instability.
- However, when used properly, PID can stabilise even very complex unstable third-order systems

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# Verify the design

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- Easy way to start is to throw it into Matlab
  - Show that it meets the spec in realistic scenarios
  - Try `sisotool` and `rltool` to get started
  - Excellent primers online (and in the ELEC3004 course notes) on how to drive Matlab controls
- Eventually, you need to test it on the bench
  - Showing it works “for real” on a simulated-mass test system is an excellent way of getting kudos

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# Need more?

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- Still hankering for extra controls stuff, or more detail on these topics? Let me know!
  - I've got whole lectures on digital controls that I'm happy to send you
- Still confused? I love controls – send me an email and I'll do my best!
  - I'm also always happy to help out with non-controls stuff, too! 😊

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# Questions

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# Tune-in next time for...

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## Questions and Answers Vol. 2

*or*

“By the bean alone do you set your mind in motion”

Fun fact: The world’s most expensive coffee – Kopi Luwak – is made from coffee beans that have passed through the digestive tract of a civet.

Almost 90% of kopi luwak advertised for sale is fake.

# Dr. Pounds' amazing scan-u-tron

