

Very simple control, with PID

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We have

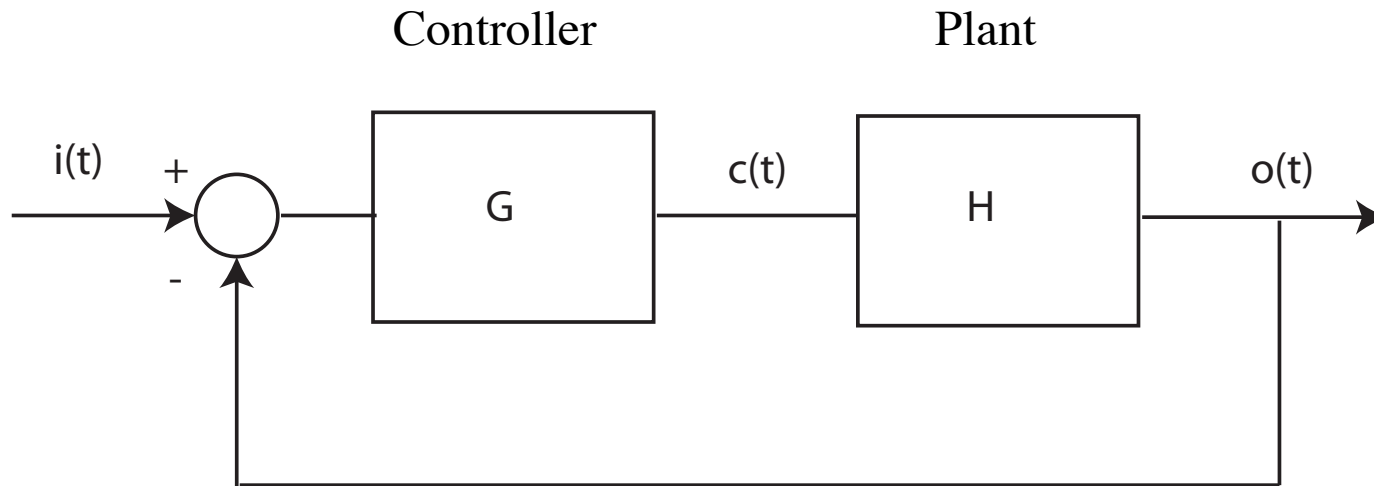
$$c(t) = G(i(t) - o(t))$$

$$o(t) = H c(t)$$

so

which you should remember

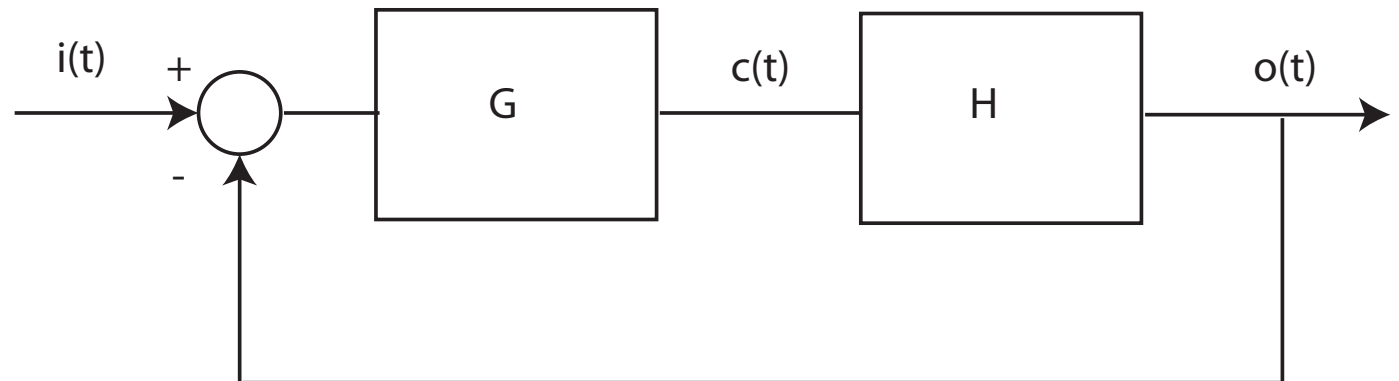
$$o(t) + H G o(t) = H G i(t)$$



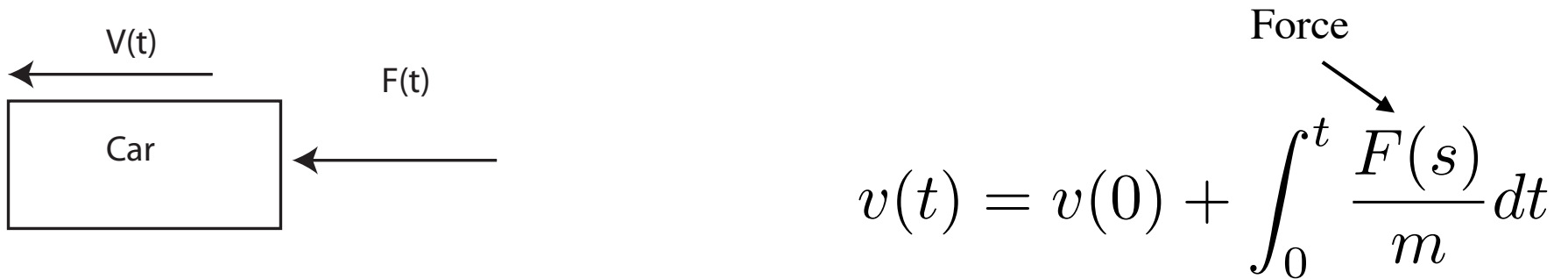
Fix with integral term

- Idea:
 - if $(i(t)-o(t))$ is not zero, there should be some control input
 - magnitude increases until it is zero
-

$$Gx(t) = bx(t) + c \int_0^t x(s) ds$$



A more interesting plant



- Apply a force to the car to control its velocity
 - eg braking

Output

$$v(t) = \int_0^t \frac{F(s)}{m} dt$$

Input

Proportional control

$$o(t) + H G o(t) = H G i(t)$$

$$Gx(t) = bx(t)$$

$$o(t) + H [bo(t)] = H [bi(t)]$$

$$o(t) + \frac{b}{m} \int_0^t o(s) ds = \frac{b}{m} \int_0^t i(s) ds$$

$$\frac{do}{dt} + \frac{b}{m} o(t) = \frac{b}{m}$$

Recall that $t > 0$, $i(t) = 1$

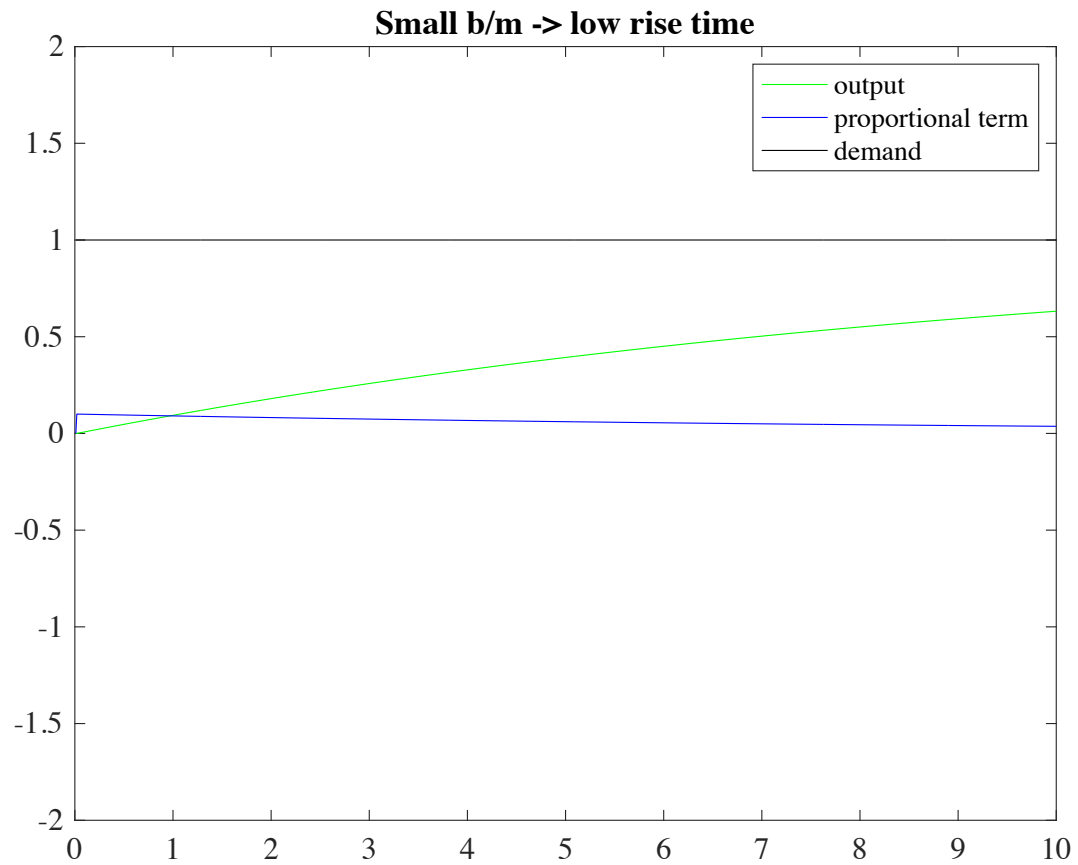
Notice

$$\frac{do}{dt} + \frac{b}{m}o(t) = \frac{b}{m}$$

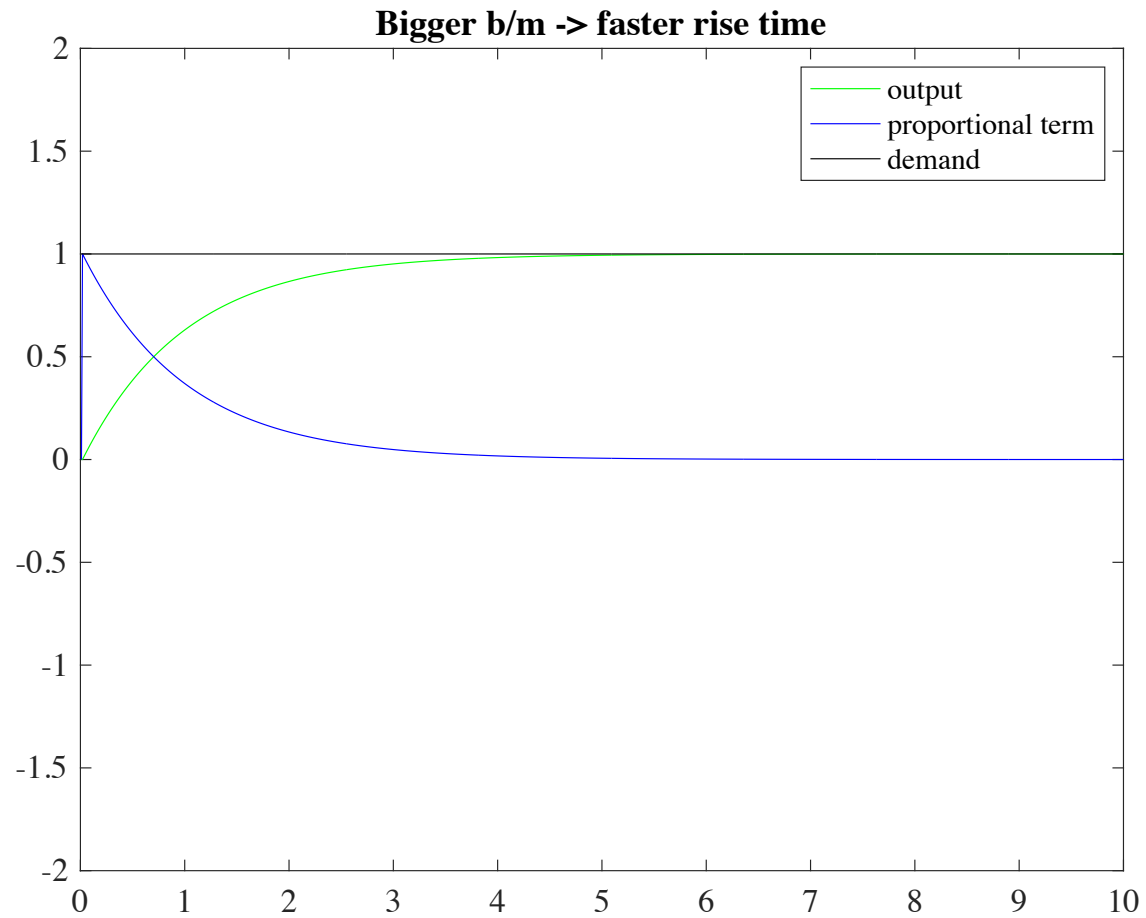
$$o(t) = (1 - e^{\frac{-bt}{m}})$$

- steady state error is now zero
- larger b/m \rightarrow faster response
 - BUT larger forces applied to car
- (obvious) $b/m < 0 \rightarrow$ unstable behavior
- Example

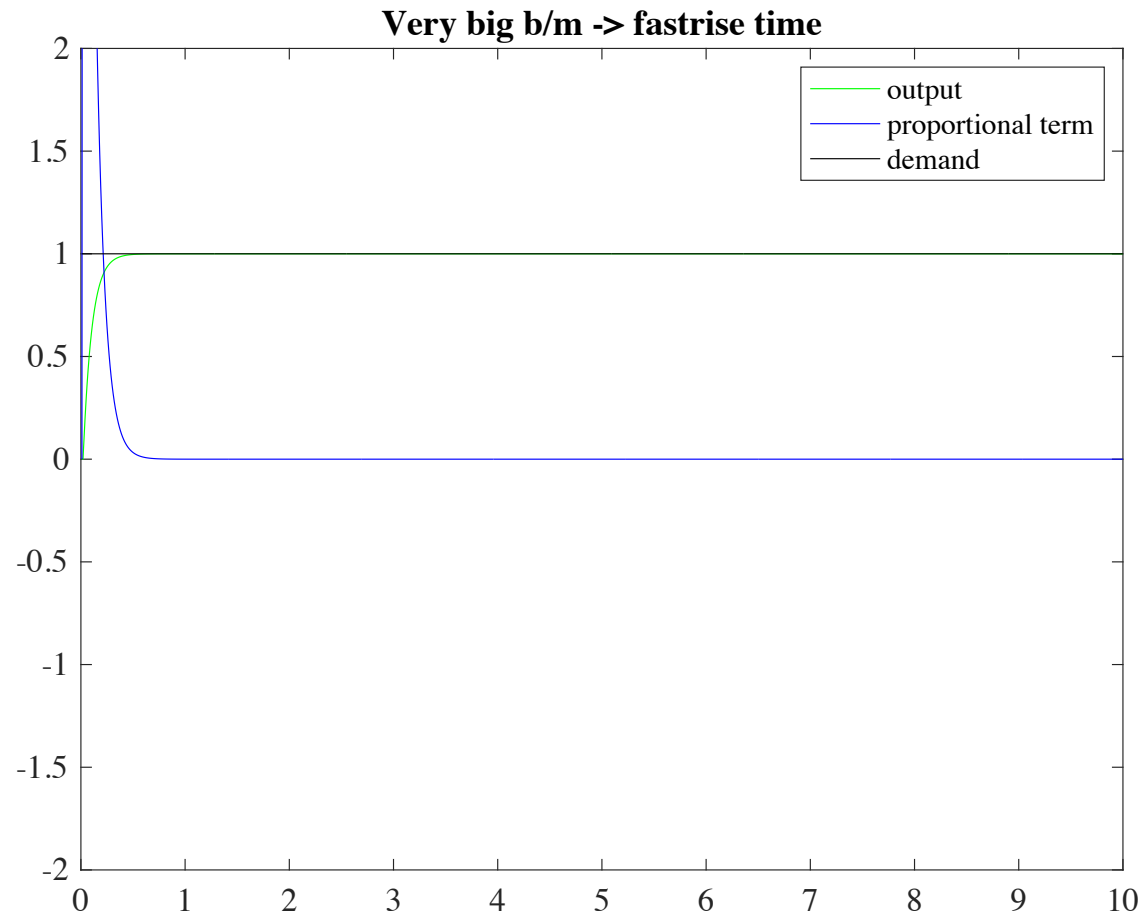
Examples



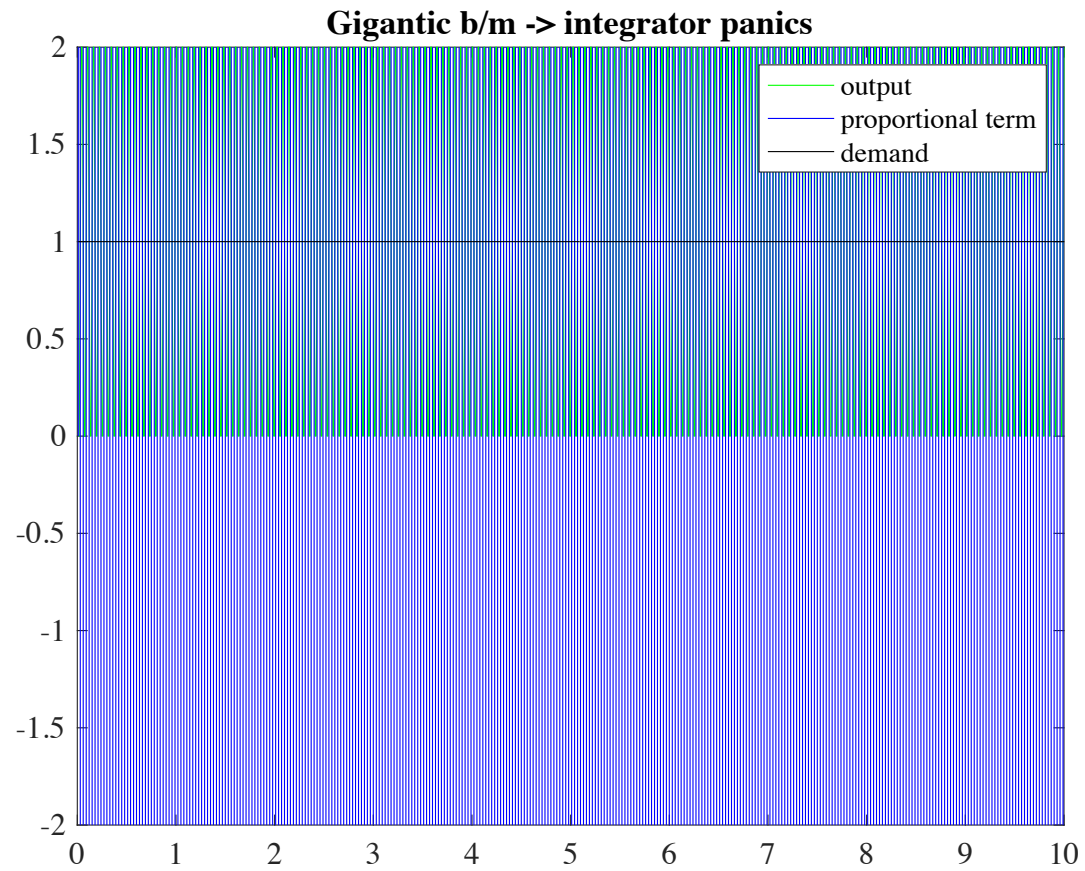
Examples



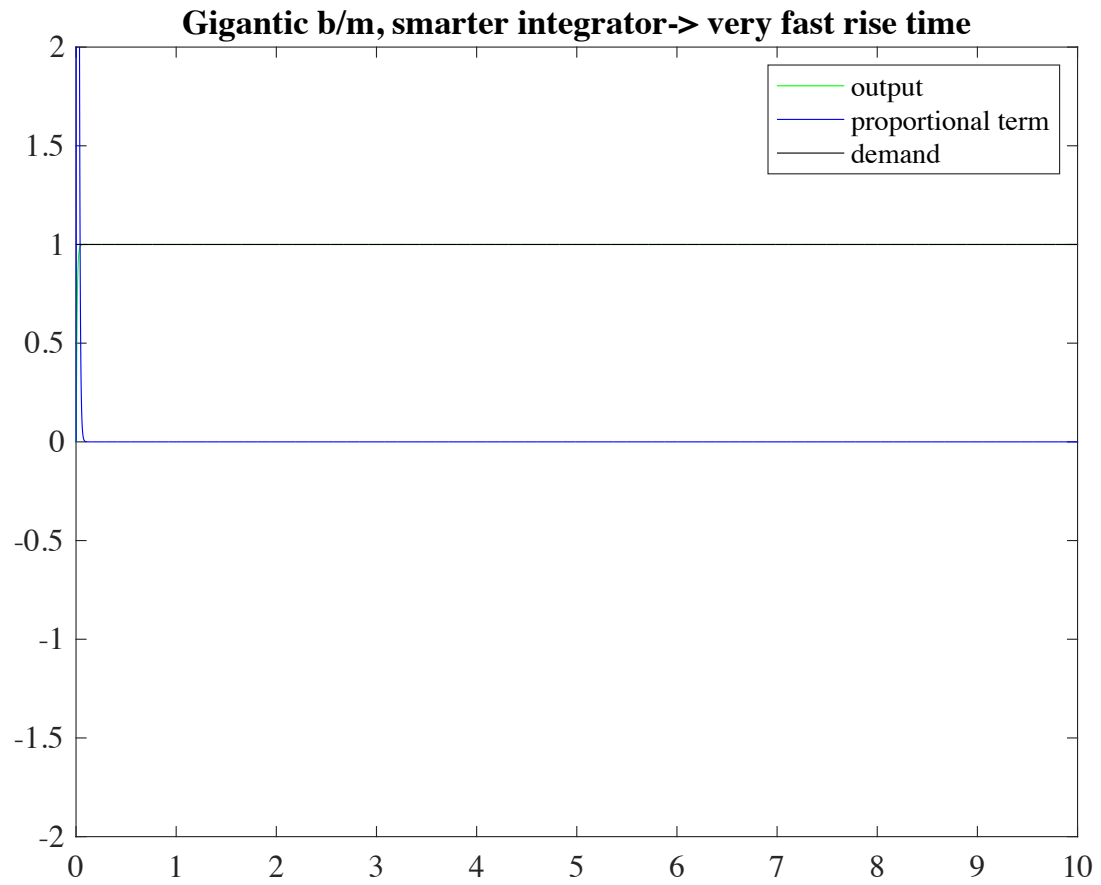
Examples



Examples



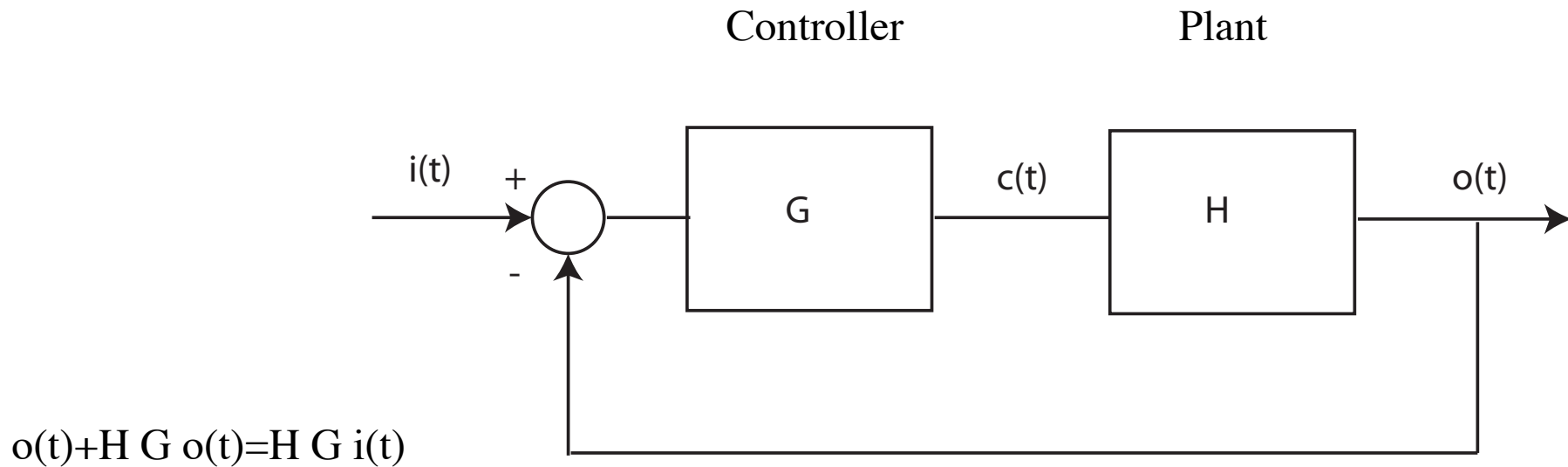
Examples



But...

- Controller has only one parameter - b
 - the weight of the proportional term
- Integral term was useful for the simplest plant
 - what about here?
 - we'd have another parameter to adjust..

Proportional - Integral (PI) control



$$Gx(t) = bx(t) + c \int_0^t x(s) ds \longleftarrow \text{Controller}$$

Proportional - Integral (PI) control

$$o(t) + H G o(t) = H G i(t)$$

Plant is:

$$\text{Output } v(t) = \int_0^t \frac{F(s)}{m} dt \quad \text{Input}$$

$$o(t) + H \left[b o(t) + c \int_0^t o(s) ds \right] = H \left[b i(t) + c \int_0^t i(s) ds \right]$$

Proportional - Integral (PI) control

$$o(t) + H G o(t) = H G i(t)$$

Plug in plant, controller to get

$$o(t) + \frac{1}{m} \int_0^t \left[b o(u) + c \int_0^u o(s) ds \right] = \frac{1}{m} \int_0^t \left[b i(u) + c \int_0^u i(s) ds \right]$$

Differentiate twice, to get

$$\frac{d^2 o}{dt^2} + \frac{b}{m} \frac{do}{dt} + \frac{c}{m} o(t) = \frac{c}{m} \quad (\text{recall } t > 0, i(t) = 1)$$

$$\frac{d^2 o}{dt^2} + \frac{b}{m} \frac{do}{dt} + \frac{c}{m} o(t) = \frac{c}{m}$$

Steady state error is zero:

Assume derivatives $\rightarrow 0$ as $t \rightarrow$ infinity (we'll see they do)
then $o(t) = 1$ for very large t , which is what we wanted

$$\frac{d^2 o}{dt^2} + \frac{b}{m} \frac{do}{dt} + \frac{c}{m} o(t) = \frac{c}{m}$$

Solving:

Assume solution is of form:

$$A_1 e^{zt} + A_2 t + A_3$$

Complex number!



To get

$$A_1 e^{zt} \left(z^2 + \frac{b}{m} z + \frac{c}{m} \right) + A_2 \left(\frac{b}{m} + t \frac{c}{m} \right) + A_3 \frac{c}{m} = \frac{c}{m}$$

What about A values?

$$A_1 e^{zt} \left(z^2 + \frac{b}{m} z + \frac{c}{m} \right) + A_2 \left(\frac{b}{m} + t \frac{c}{m} \right) + A_3 \frac{c}{m} = \frac{c}{m}$$

$$A_2 = 0$$

because there's no t on the right hand side

$$z^2 + \frac{b}{m} z + \frac{c}{m} = 0$$

because there's no t on the right hand side

$$A_3 = 1$$

to match c/m

$$A_1 = -1$$

because solution at time=0 is 0
and solution is

$$A_1 e^{zt} + A_2 t + A_3$$

Solution is:

$$(1 - e^{zt})$$

Where

$$z^2 + \frac{b}{m}z + \frac{c}{m} = 0$$

So

$$z = \frac{1}{2} \left[-\frac{b}{m} \pm \sqrt{\frac{b^2}{m^2} - 4\frac{c}{m}} \right]$$

Solution properties:

$$(1 - e^{zt})$$

$$z = \frac{1}{2} \left[-\frac{b}{m} \pm \sqrt{\frac{b^2}{m^2} - 4\frac{c}{m}} \right]$$

Cases:

$b^2 - 4cm > 0$ (two real roots; sum of exponentials)

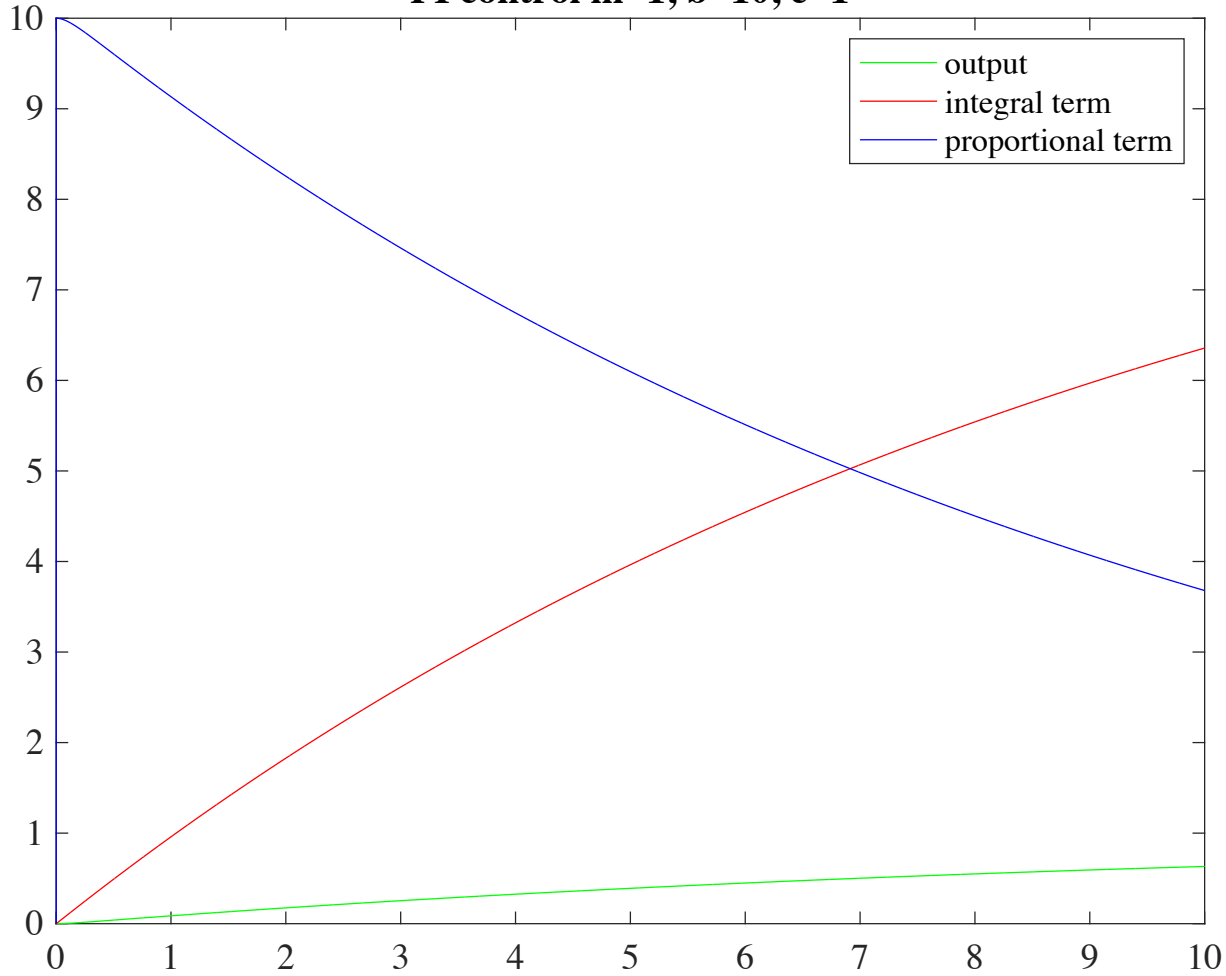
$b^2 - 4cm = 0$ (two copies of the same root -
this is known as critical damping)

$b^2 - 4cm < 0$ (sinusoid with exponential amplitude)

Stability:

$-b/m > 0$ - soln GROWS with time,
otherwise OK

PI control $m=1, b=10, c=1$



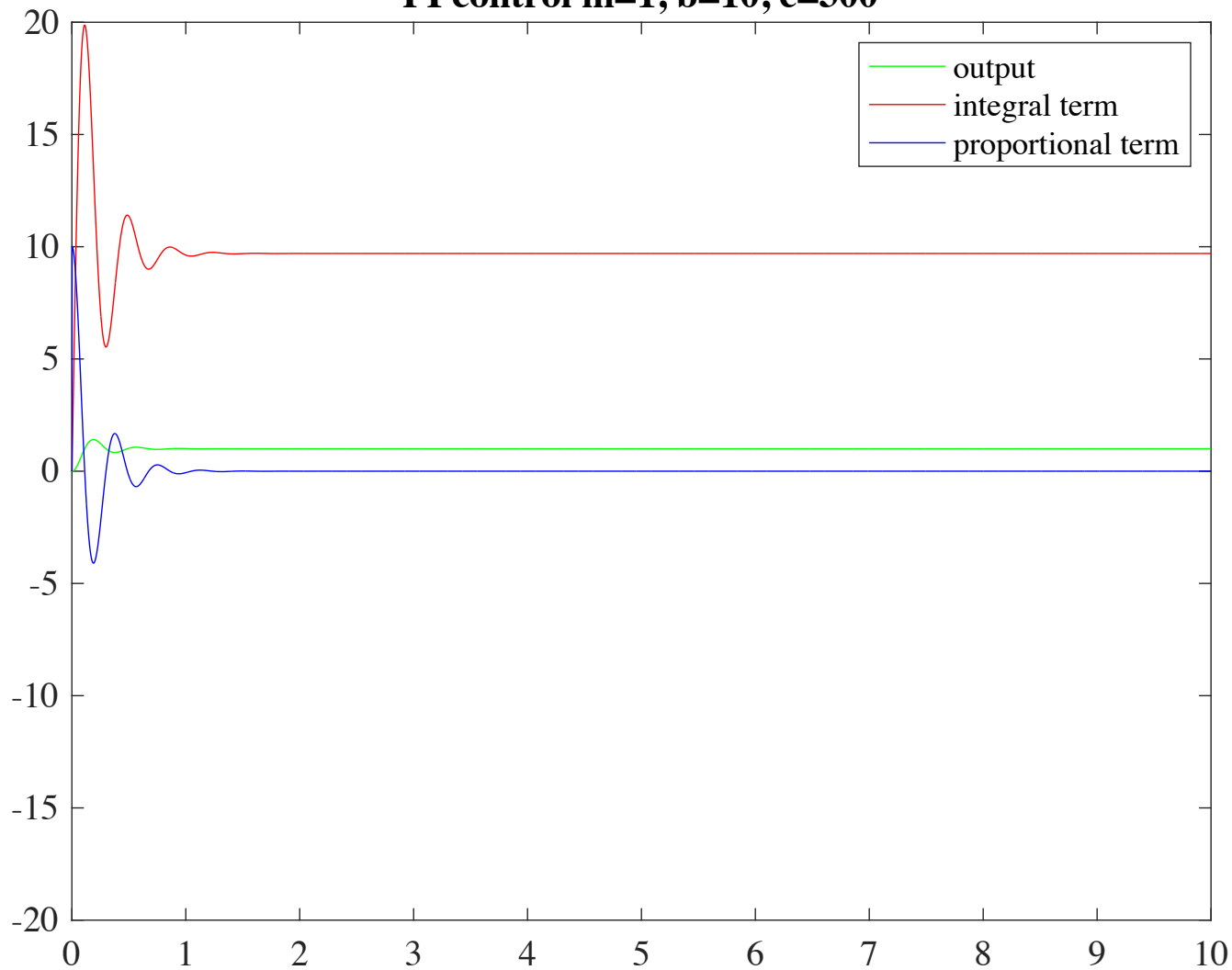
Cases:

I: two real roots; sum of exponentials

II: two copies of the same root

III: sinusoid with exponential amplitude

PI control $m=1, b=10, c=300$



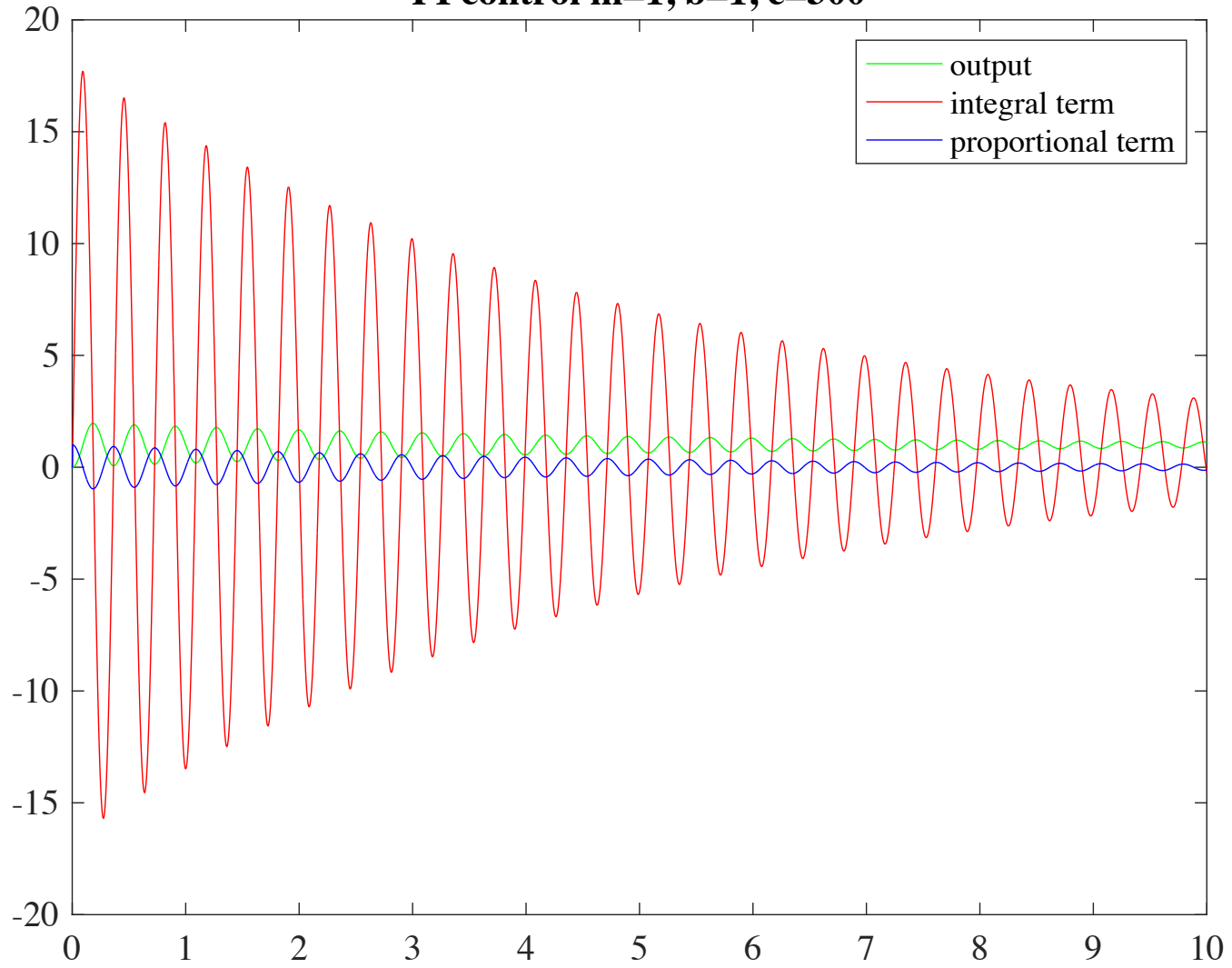
Cases:

I: two real roots; sum of exponentials

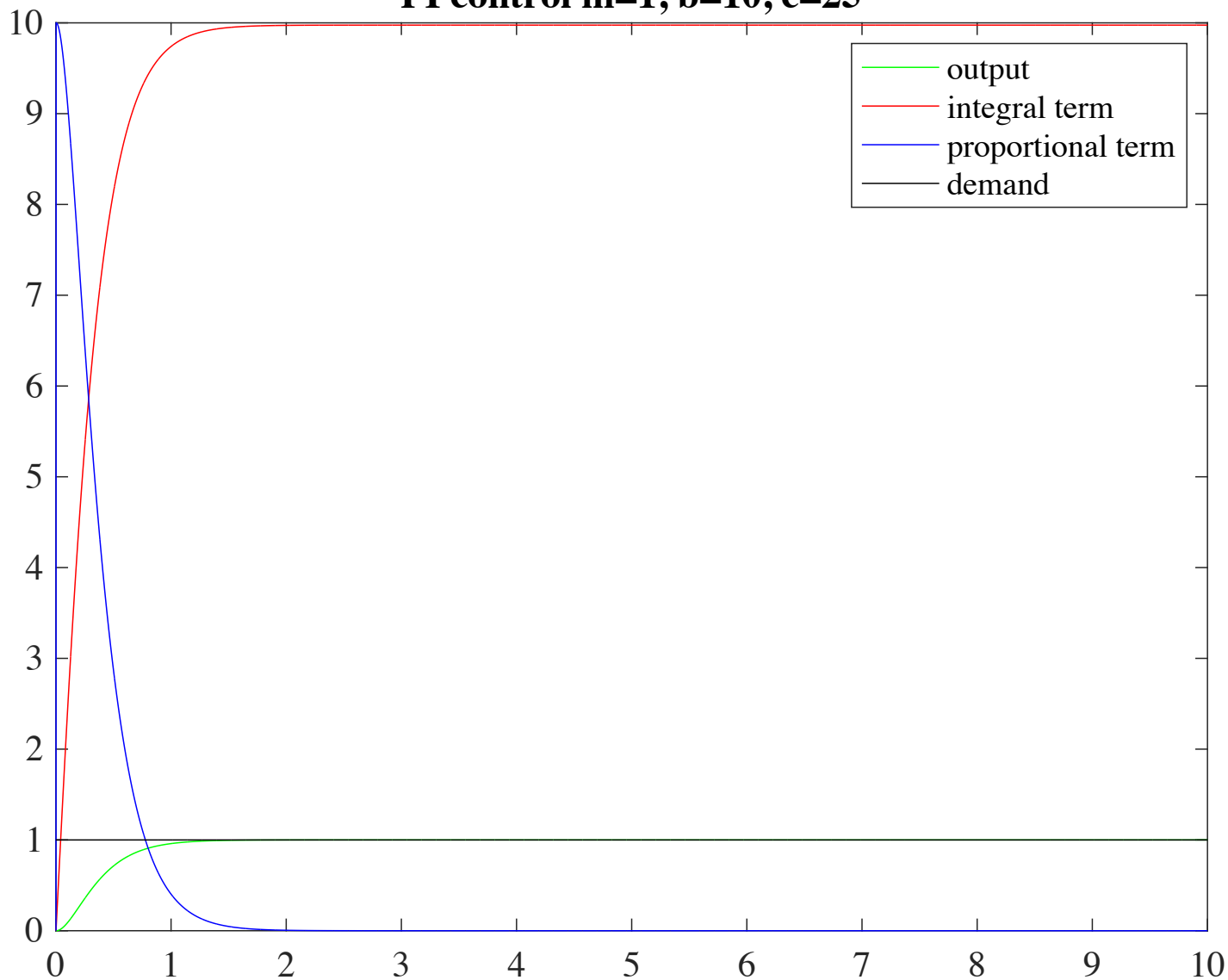
II: two copies of the same root

III: sinusoid with exponential amplitude

PI control $m=1, b=1, c=300$



PI control $m=1, b=10, c=25$

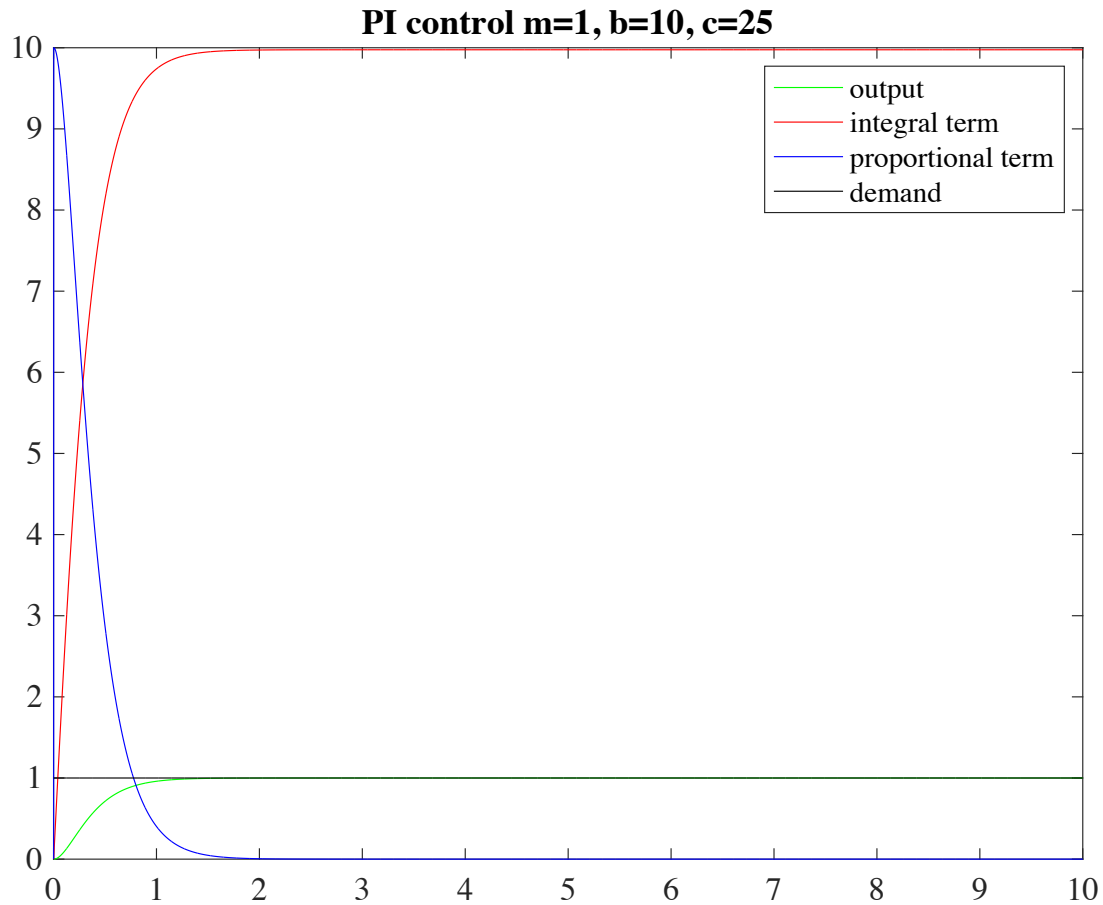


Cases:

I: two real roots; sum of exponentials

II: two copies of the same root

III: sinusoid with exponential amplitude



Cases:

$b^2 - 4cm > 0$ (two real roots; sum of exponentials)

$b^2 - 4cm = 0$ (two copies of the same root -
this is known as critical damping)

$b^2 - 4cm < 0$ (sinusoid with exponential amplitude)

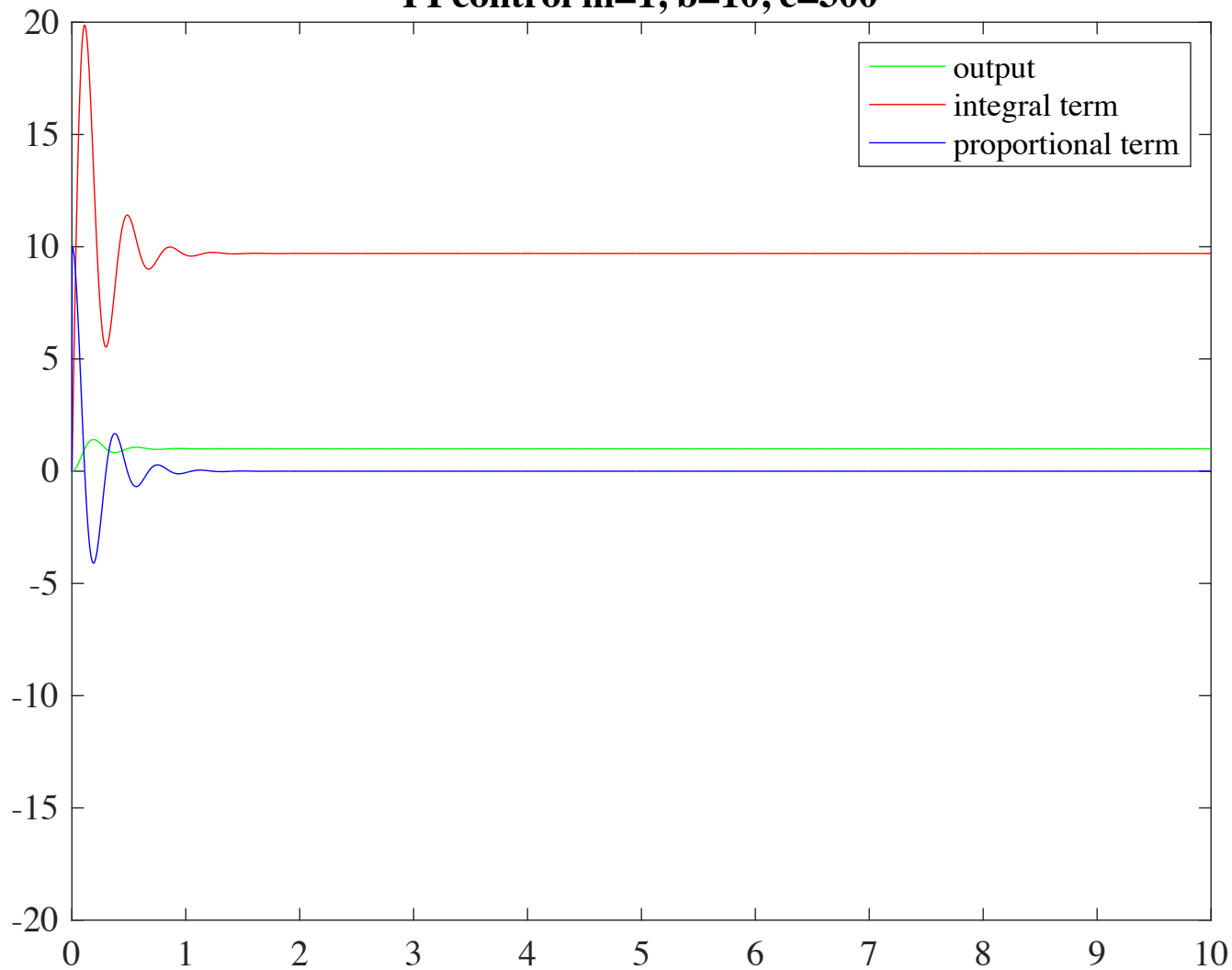
Cases:

I: two real roots; sum of exponentials

II: two copies of the same root

III: sinusoid with exponential amplitude

PI control $m=1, b=10, c=300$



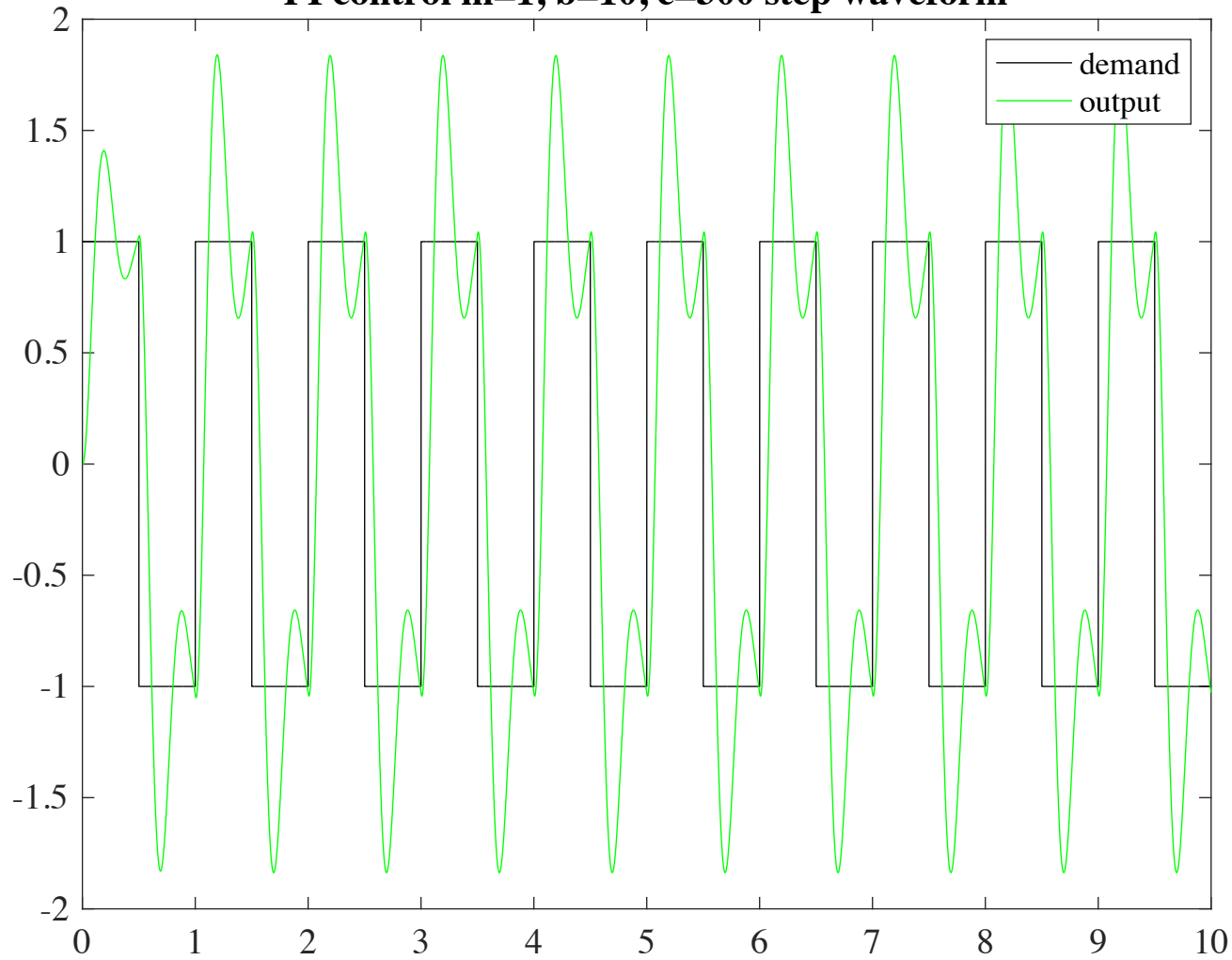
Cases:

I: two real roots; sum of exponentials

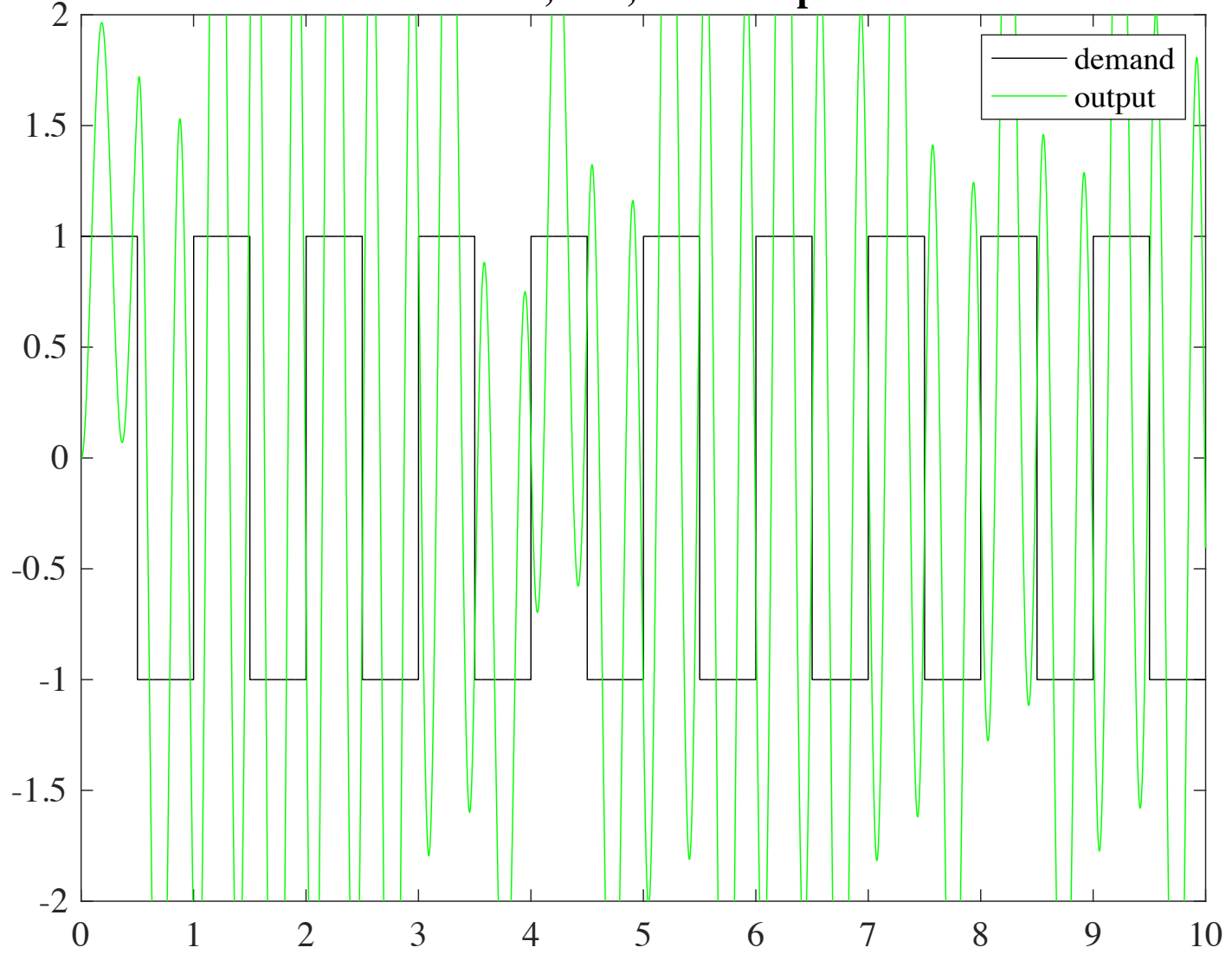
II: two copies of the same root

III: sinusoid with exponential amplitude

PI control $m=1, b=10, c=300$ step waveform



PI control $m=1, b=1, c=300$ step waveform



More on quadratic equations!

$$z^2 + \frac{b}{m}z + \frac{c}{m} = 0$$

$$z^2 + 2\zeta\omega z + \omega^2 = 0$$

$$z = -\omega \left(\zeta \pm i\sqrt{1 - \zeta^2} \right)$$

↑
Natural frequency

↓
Damping

Critical damping occurs when there is a double root
equivalently when $\zeta=1$

$\zeta < 1$ underdamped (soln. wobbles)

$\zeta > 1$ overdamped (slow rise time)

More on quadratic equations!

$$z^2 + 2\zeta\omega z + \omega^2 = 0$$

$$z = -\omega \left(\zeta \pm i\sqrt{1 - \zeta^2} \right)$$

Damping
↓
Natural frequency
↑

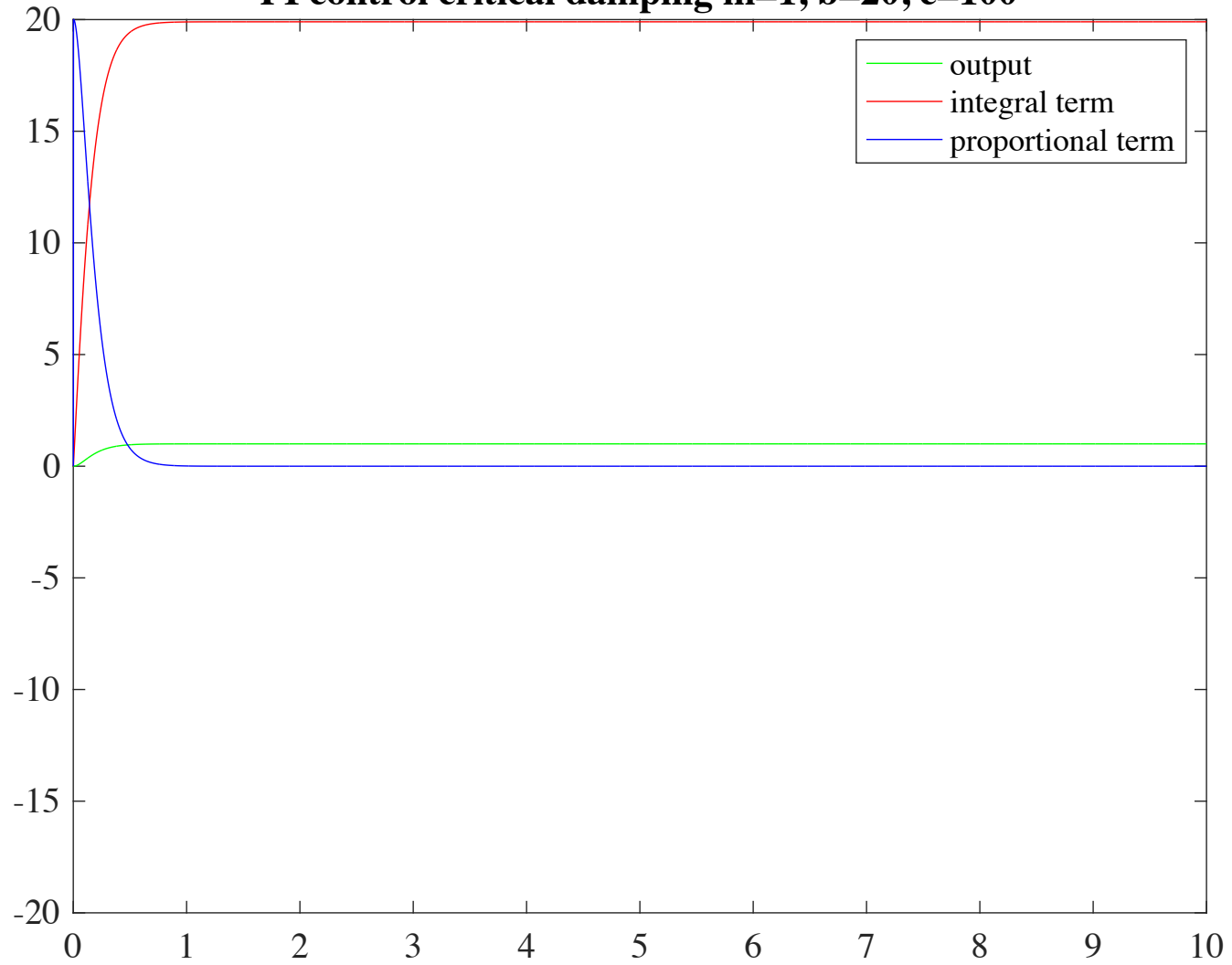
Our equation

$$z^2 + \frac{b}{m}z + \frac{c}{m} = 0$$

$$\omega = \sqrt{\frac{c}{m}} \quad \zeta = \frac{1}{2} \frac{b}{\sqrt{cm}}$$

Critical damping: $b = 2\sqrt{cm}$

PI control critical damping $m=1, b=20, c=100$



A derivative term

- Issue:
 - may be hard to get fast rise time
 - big m requires big b for critical damping
 - this may be because we are feeding back the current error
- Idea:
 - predict future error
 - this is equivalent to feeding back some fraction of the derivative

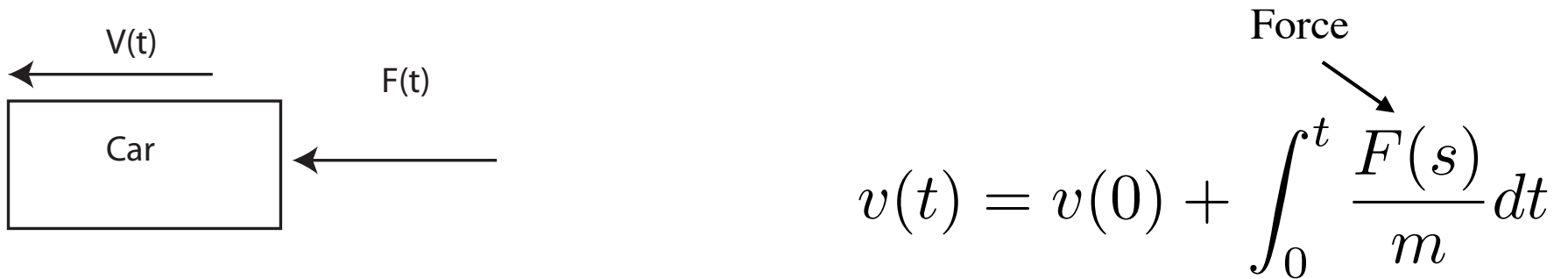
The most important slide

- A very high fraction of all controllers in the real world are:

$$Gx(t) = K_i \int_0^t x(u)du + K_p x(t) + K_d \frac{dx}{dt}$$

- PID controller

A more interesting plant



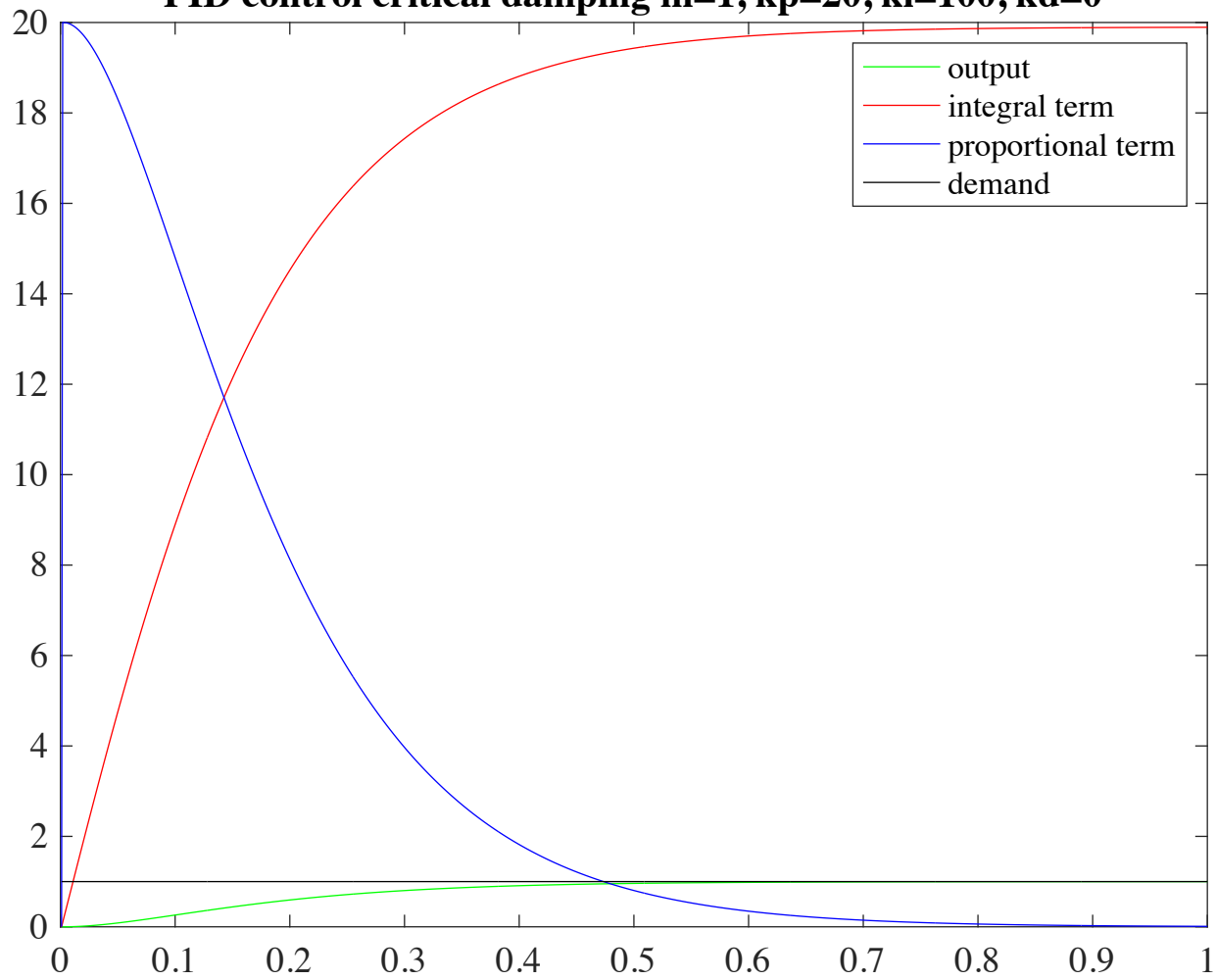
- Apply a force to the car to control its velocity
 - eg braking

Output

$$v(t) = \int_0^t \frac{F(s)}{m} dt$$

Input

PID control critical damping $m=1$, $k_p=20$, $k_i=100$, $k_d=0$



Proportional-Integral-Derivative (PID) control

Thrash through math of PI slide, and end up with:

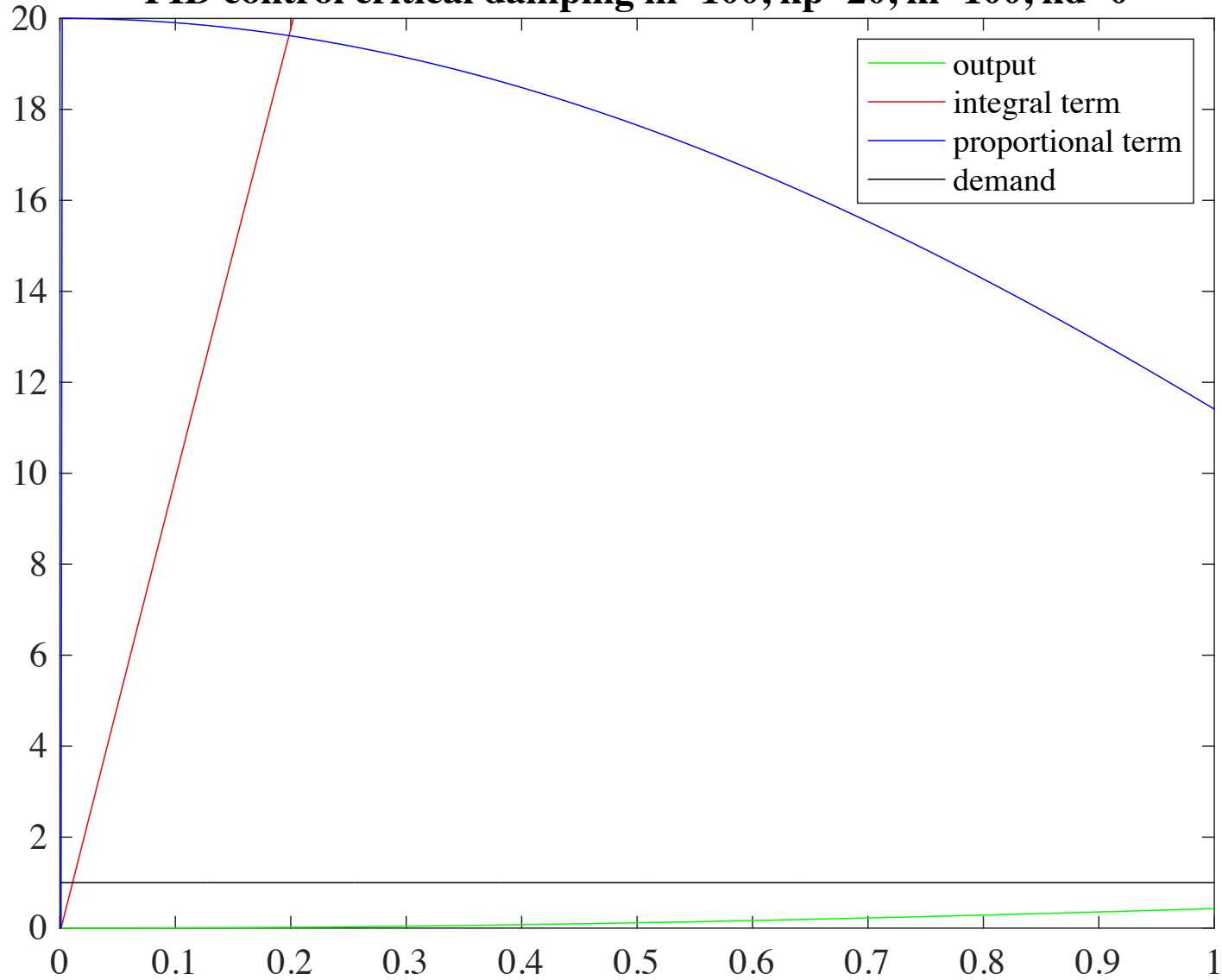
$$\frac{d^2 o}{dt^2} + \frac{K_p}{m + K_d} \frac{do}{dt} + \frac{K_i}{m + K_d} o = \frac{K_i}{m + K_d}$$

Compare to:

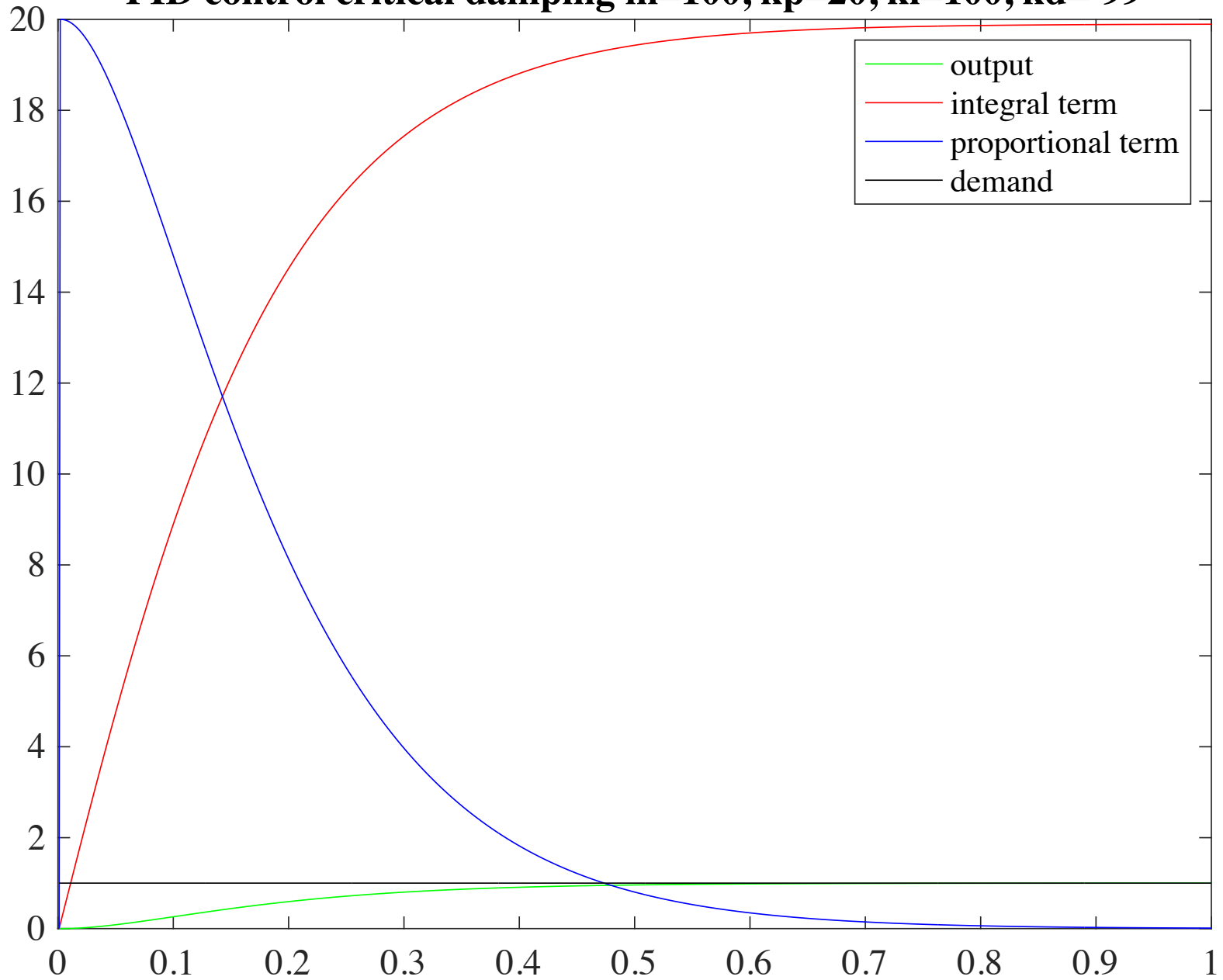
$$\frac{d^2 o}{dt^2} + \frac{b}{m} \frac{do}{dt} + \frac{c}{m} o(t) = \frac{c}{m}$$

K_d makes the mass look smaller!

PID control critical damping $m=100$, $k_p=20$, $k_i=100$, $k_d=0$



PID control critical damping $m=100$, $k_p=20$, $k_i=100$, $k_d=-99$



In case you missed it...

- A very high fraction of all controllers in the real world are:

$$Gx(t) = K_i \int_0^t x(u) du + K_p x(t) + K_d \frac{dx}{dt}$$

- PID controller



K_d

K_i

K_p

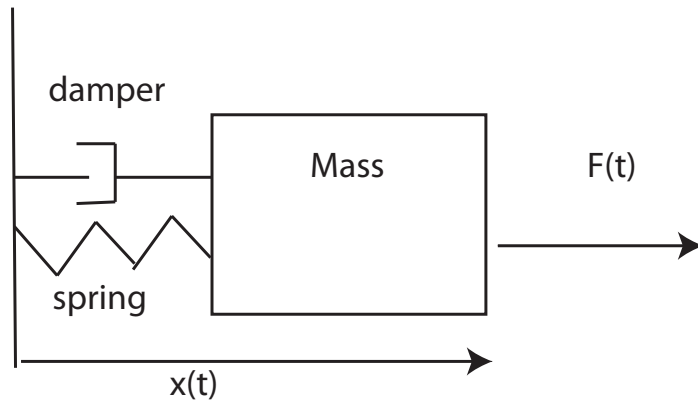
D min

I min

P



Yet more interesting plant



Apply a force to the mass,
want to control its position.

$$m \frac{d^2 x}{dt^2} + b \frac{dx}{dt} + kx = F$$

Proportional-Integral-Derivative (PID) control

Thrash through math of past slides, and end up with:

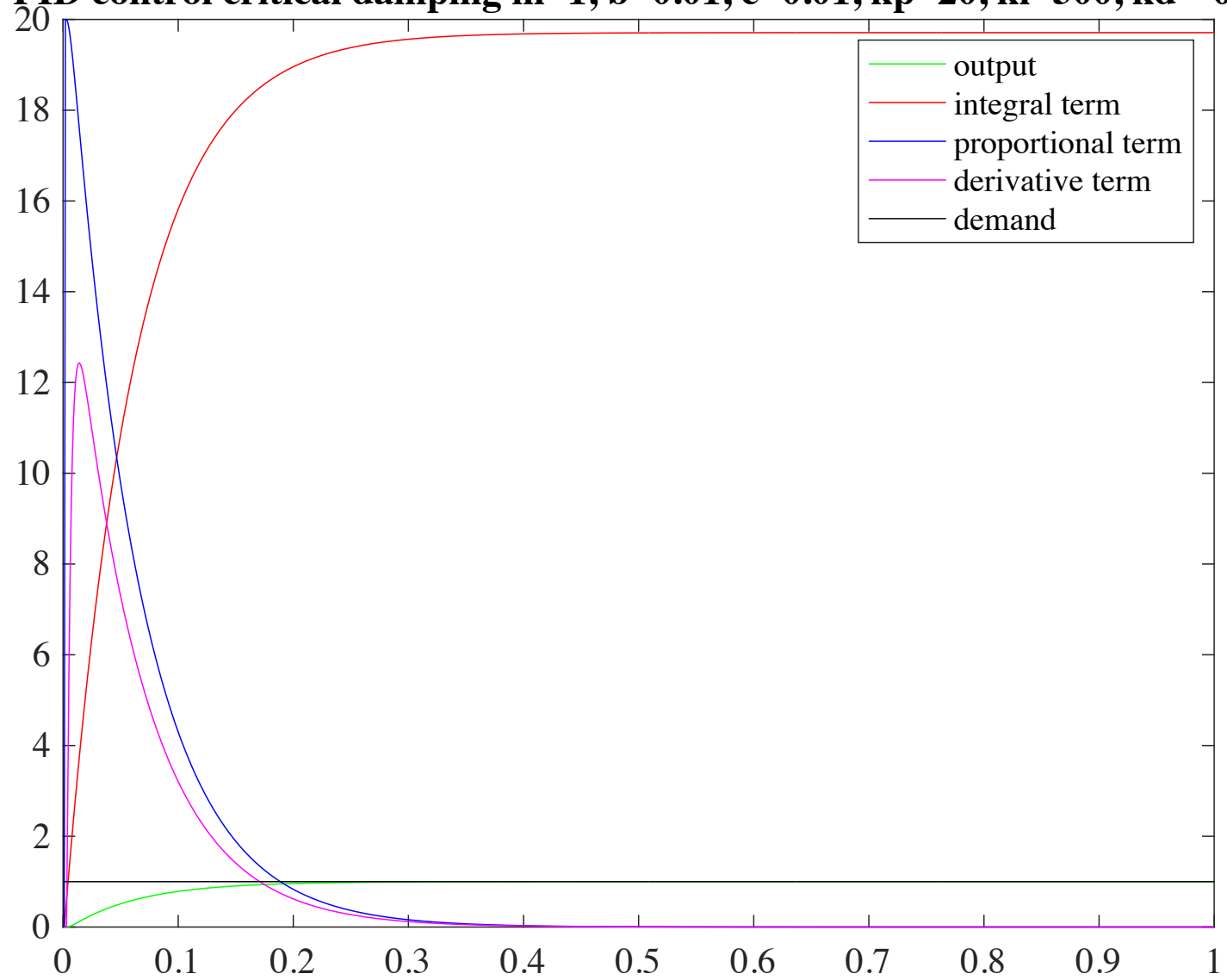
$$\frac{d^2 o}{dt^2} + \frac{K_p + b}{m + K_d} \frac{dx}{dt} + \frac{K_i + k}{m + K_d} x = \frac{K_i + k}{m + K_d}$$

Compare to:

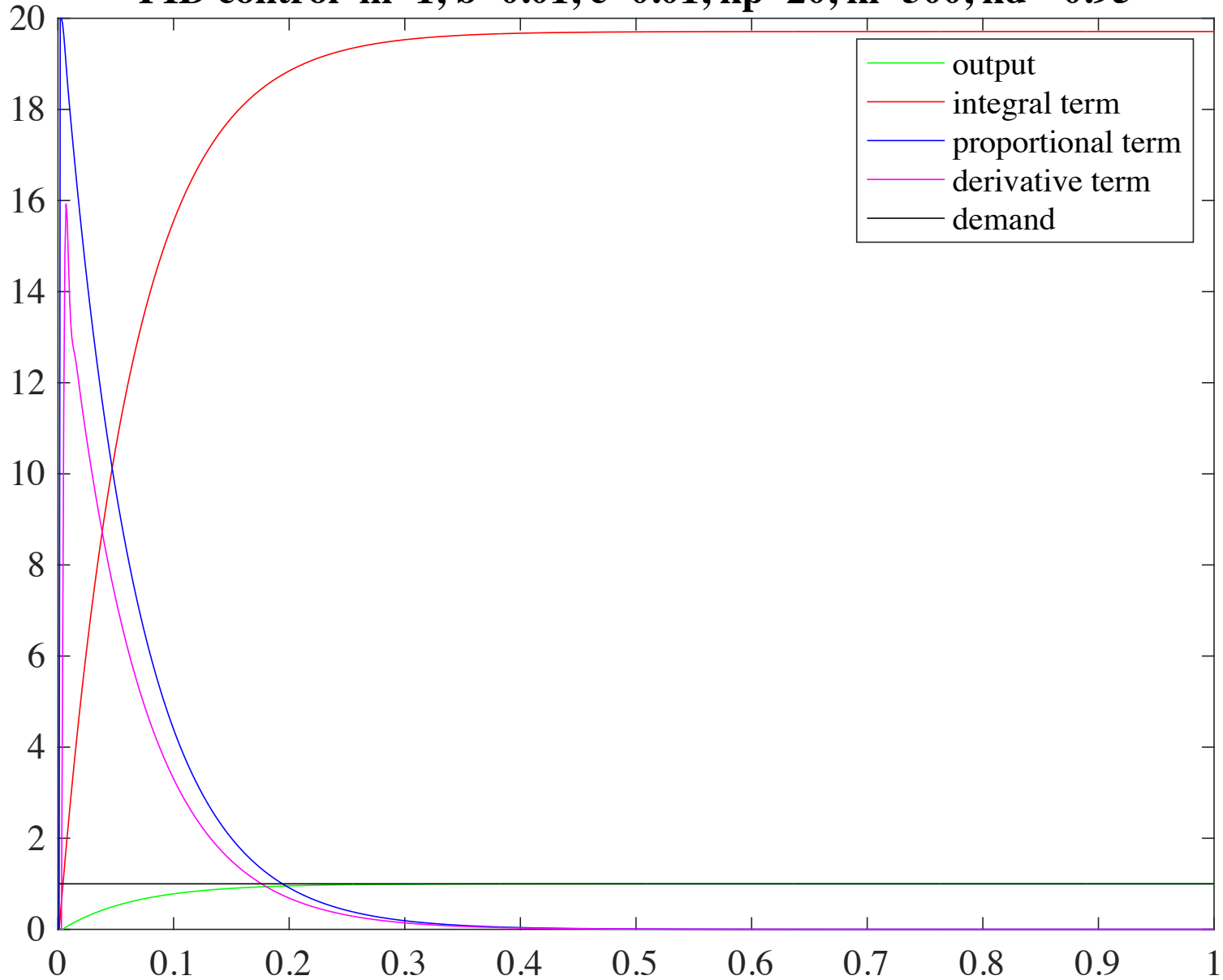
$$m \frac{d^2 x}{dt^2} + b \frac{dx}{dt} + kx = F$$

K_d makes the mass look smaller! K_p changes the damping constant! K_i changes the spring constant!

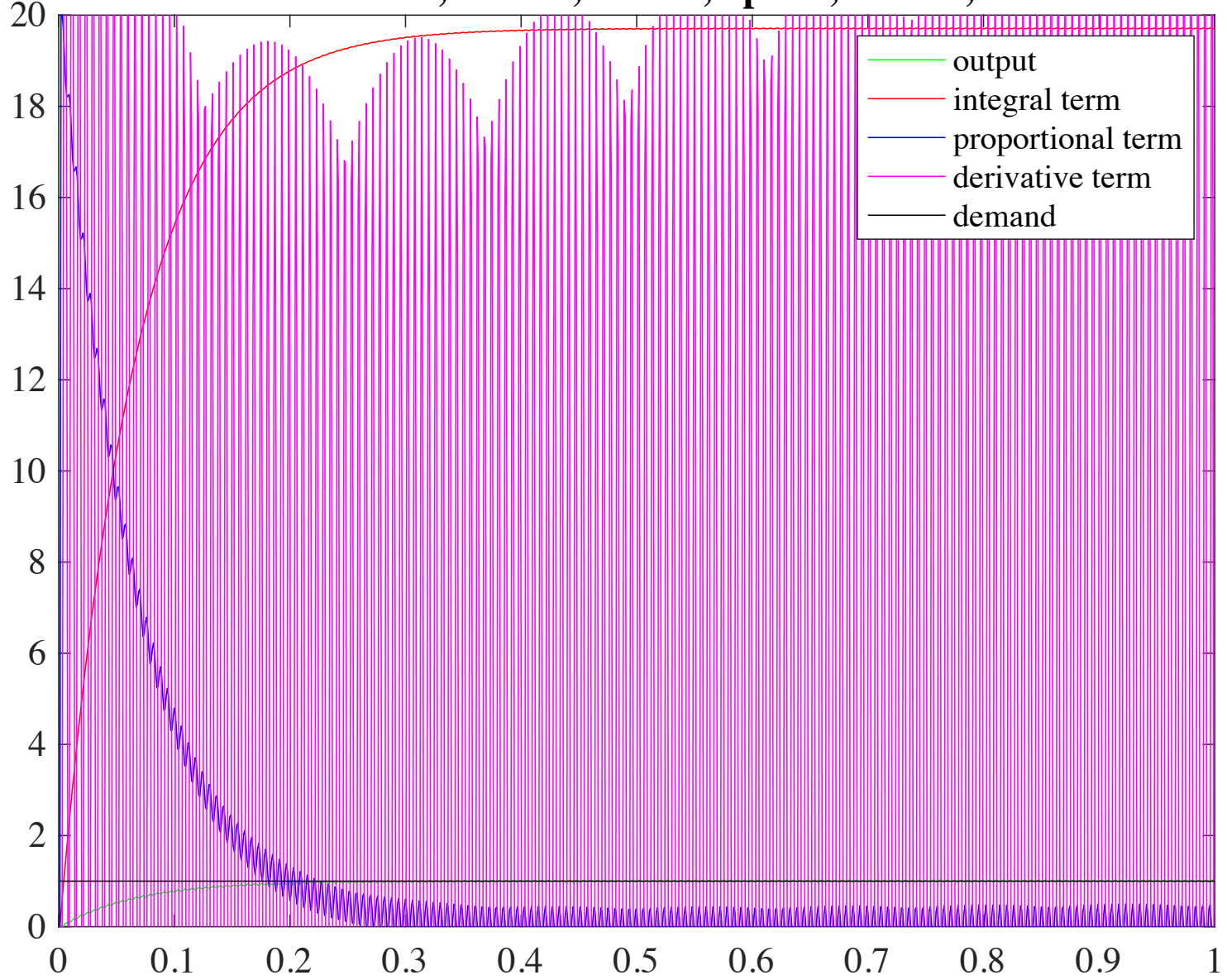
PID control critical damping $m=1, b=0.01, c=0.01, k_p=20, k_i=300, k_d=-0.9$



PID control $m=1, b=0.01, c=0.01, k_p=20, k_i=300, k_d=-0.95$



PID control $m=1, b=0.01, c=0.01, k_p=20, k_i=300, k_d=-0.98$



Proportional-Integral-Derivative (PID) control

Thrash through math of past slides, and end up with:

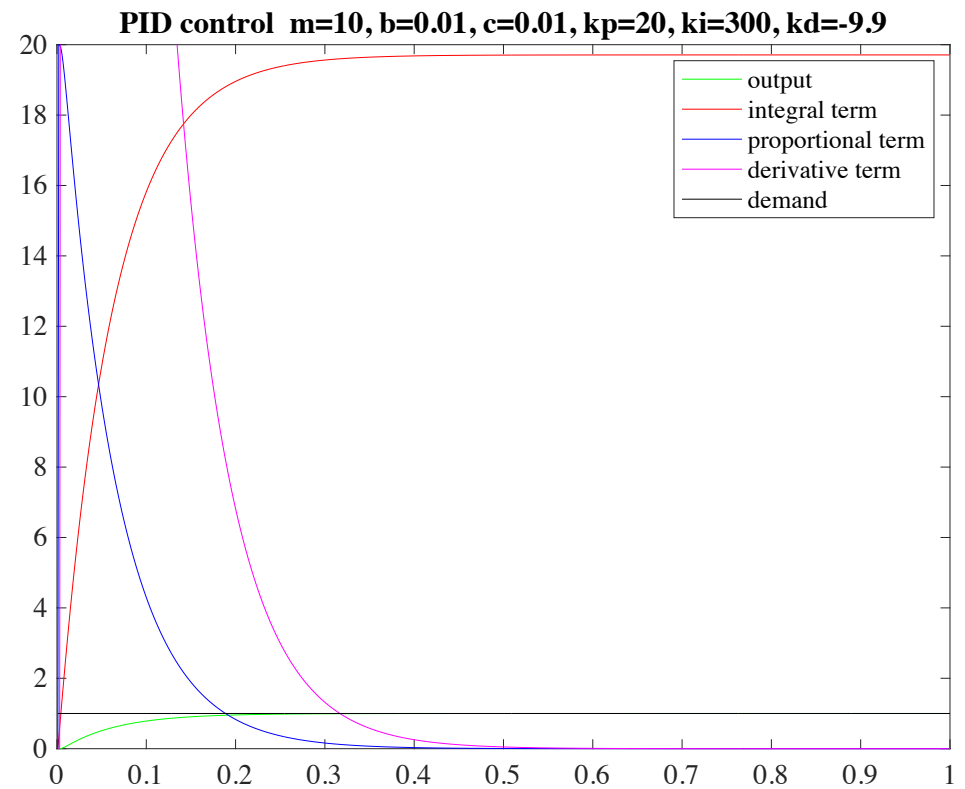
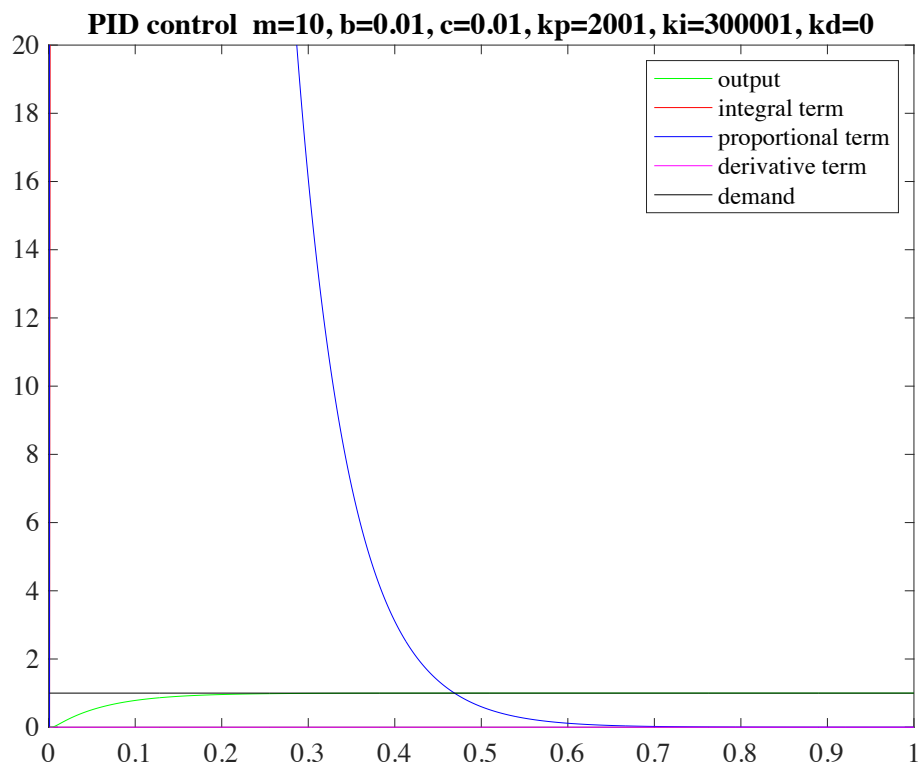
$$\frac{d^2 o}{dt^2} + \frac{K_p + b}{m + K_d} \frac{dx}{dt} + \frac{K_i + k}{m + K_d} x = \frac{K_i + k}{m + K_d}$$

Compare to:

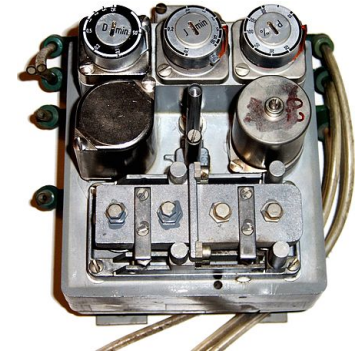
$$m \frac{d^2 x}{dt^2} + b \frac{dx}{dt} + kx = F$$

K_d makes the mass look smaller! K_p changes the damping constant! K_i changes the spring constant!

Examples



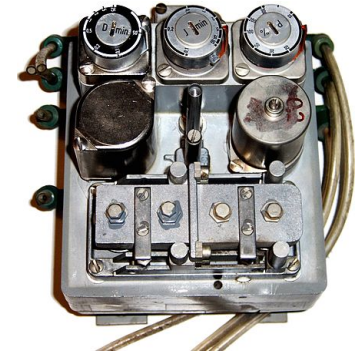
Tuning



- Usually, you don't know the plant and can't do the math
- Powerful rule of thumb (manual tuning)

If the system must remain online, one tuning method is to first set K_i and K_d values to zero. Increase the K_p until the output of the loop oscillates, then the K_p should be set to approximately half of that value for a "quarter amplitude decay" type response. Then increase K_i until any offset is corrected in sufficient time for the process. However, too much K_i will cause instability. Finally, increase K_d , if required, until the loop is acceptably quick to reach its reference after a load disturbance. However, too much K_d will cause excessive response and overshoot. A fast PID loop tuning usually overshoots slightly to reach the setpoint more quickly; however, some systems cannot accept overshoot, in which case an overdamped closed-loop system is required, which will require a K_p setting significantly less than half that of the K_p setting that was causing oscillation.

Tuning, II



Effects of *increasing* a parameter independently^{[22][23]}

Parameter	Rise time	Overshoot	Settling time	Steady-state error	Stability
K_p	Decrease	Increase	Small change	Decrease	Degrade
K_i	Decrease	Increase	Increase	Eliminate	Degrade
K_d	Minor change	Decrease	Decrease	No effect in theory	Improve if K_d small

$K_d = 0$ for about 75% of deployed systems

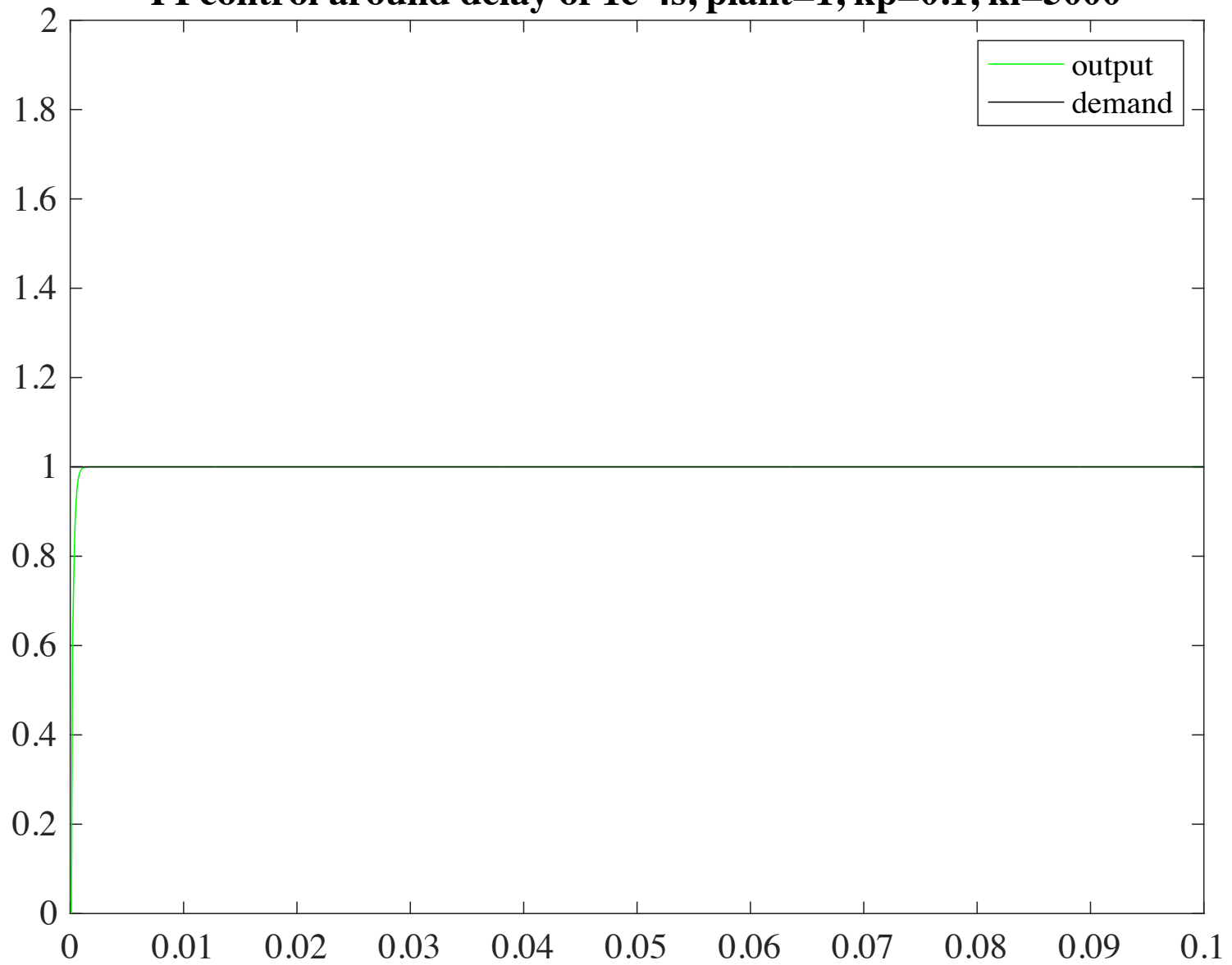
Question

- Q: Why does the Federal Reserve Bank not just:
 - stick a PID controller on the inflation rate
 - input: desired inflation
 - output: base rate
 - and forget it?
- A: (obvious) it wouldn't work
 - otherwise they'd be doing it
- Q: Why wouldn't it work?

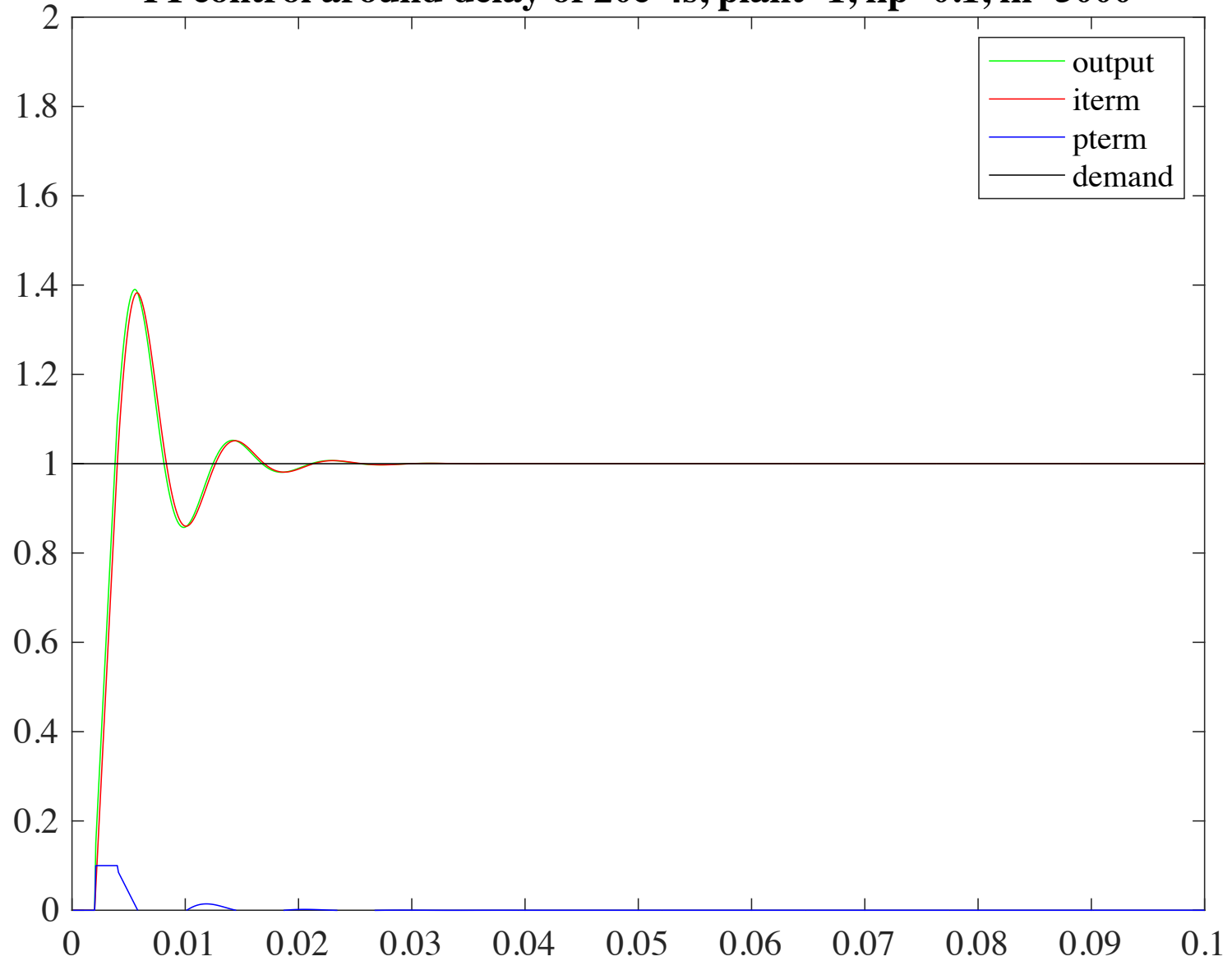
Stability and oscillation (rough)

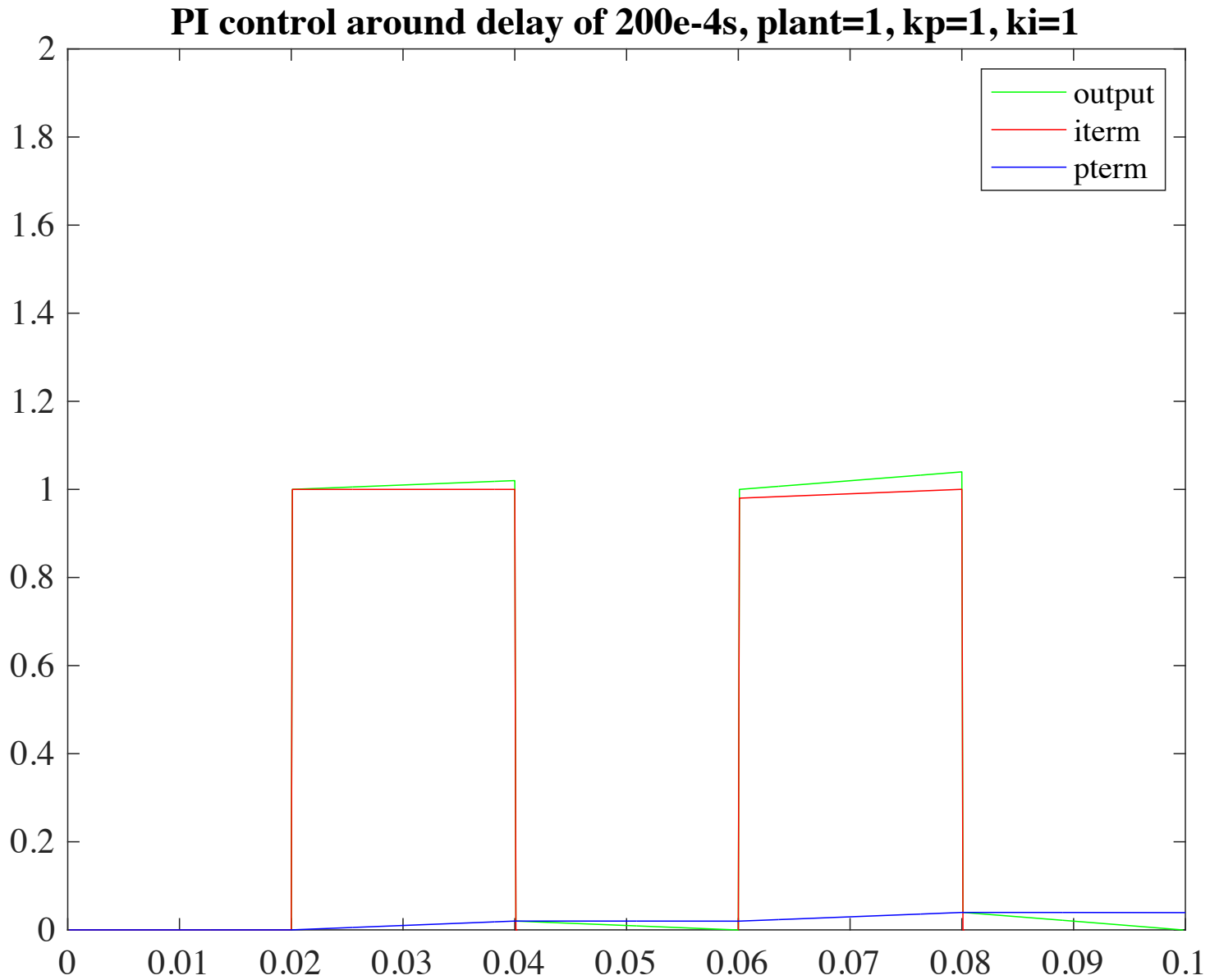
- Linear systems can clearly oscillate
 - generally, too big a K_p or K_d can cause problems
- Nonlinearities can easily cause oscillations
- Delays cause oscillations

PI control around delay of $1e-4s$, plant=1, $k_p=0.1$, $k_i=5000$



PI control around delay of 20e-4s, plant=1, kp=0.1, ki=5000



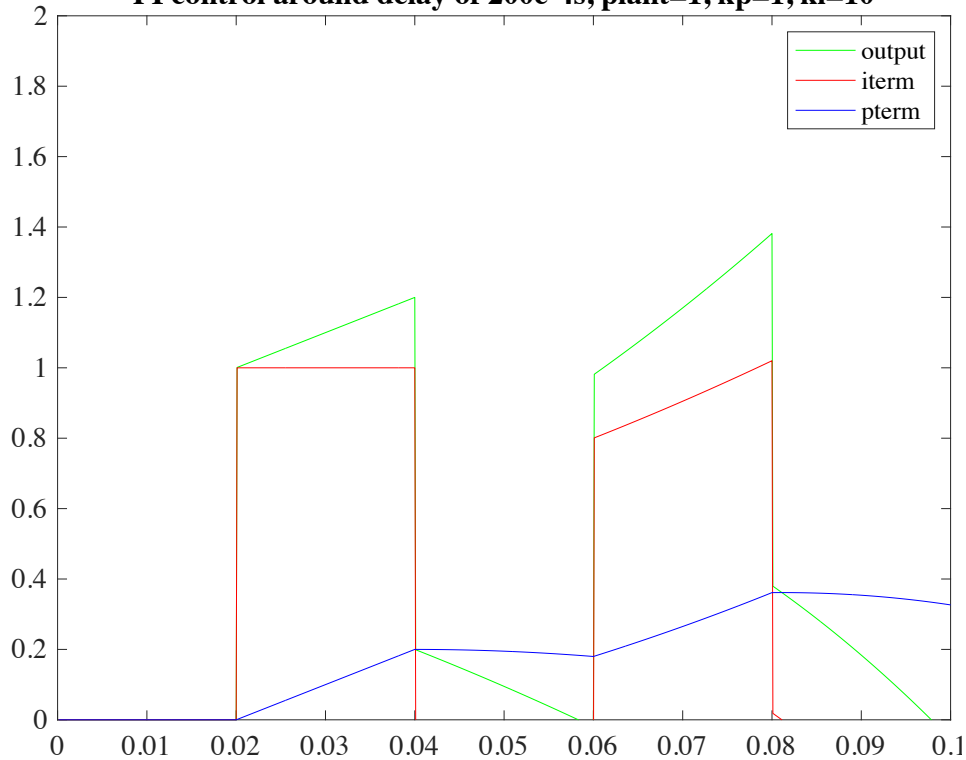


Demand is a step - this should look unpromising...
NOTICE Plant is 1 (really simple)

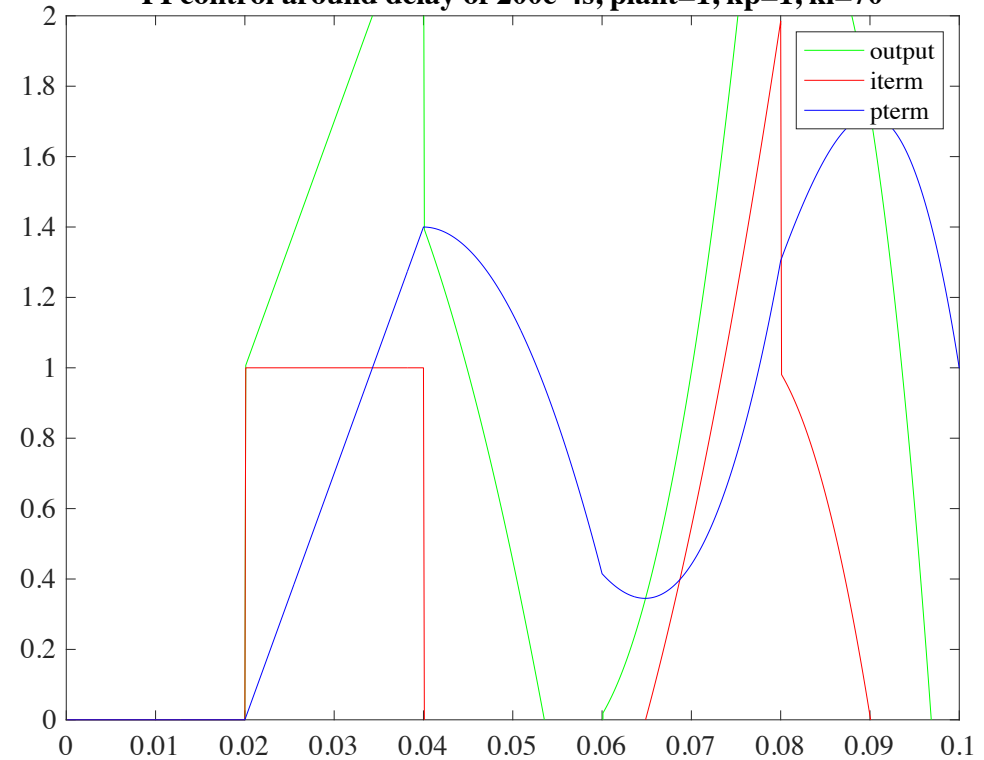
Unrecoverable

Pushing up Ki speculatively doesn't help

PI control around delay of $200e-4s$, plant=1, $k_p=1$, $k_i=10$



PI control around delay of $200e-4s$, plant=1, $k_p=1$, $k_i=70$



Ideas

- Plant/process
- control
- Open vs closed loop
- stability
- Linear vs non-linear
- Simplest linear feedback control
 - x constant
 - with derivative term
 - large gains can cause instability
 - steady state error is a problem
- Delay is a problem
- non-linearities can create excitement

Ideas

- PID control
 - standard procedure
 - (there are tons in the car software)
 - P controls; I reduces steady state error; D increases response speed
 - Straightforward tuning procedure
 - (see software example)

The next few lectures

- You can stick a PID controller on
 - speed
 - distance
 - steering angle
 - etc.
- So you can cause the vehicle to follow a given path
 - at a given speed, etc.
- Where does the path come from?
 - simple planning (next)
- How do we know where obstacles are?
 - simple localization from point clouds (after that)