

# Very simple control, with PID

D.A. Forsyth, UIUC

# We assume that everything is linear

- This creates huge mathematical simplifications
- Linear system:
  - accepts a signal  $x(t)$
  - produces a signal  $y(t) = K x(t)$
  - AND
    - $K(x(t) + y(t)) = K x(t) + K y(t)$
    - $K(a x(t)) = a K x(t)$
    - (notice this means  $K 0 = 0$ )

$K$  stands for a linear operator,  
so that (for example) we could have

$$K x(t) = a x(t)$$

or

$$K x(t) = dx/dt$$

# In fact, study only the response to a step

- You can approximate any function with a lot of steps
- Step is  $u(t)$ 
  - this is 0 for  $t <= 0$ , 1 otherwise
  - so  $u(t) - u(t+dt)$  is a bar
- Approximate  $f(t)$  by

$$\sum_i f(i\Delta t)(u(i\Delta t) - u(i\Delta t + \Delta t))$$

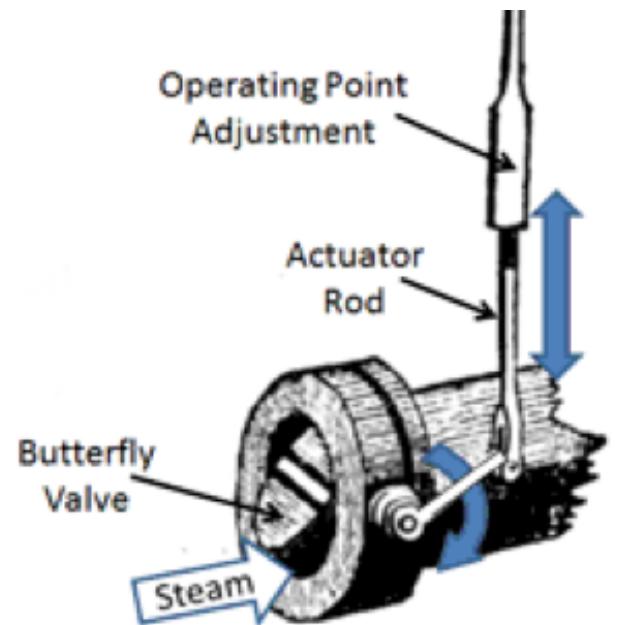
- ex: simplify this expression
- ex: we know  $K u(t)$  - what is  $K f(t)$ ?

# Ideas: plant/process, control

- Plant/process is the thing we wish to control
  - assume: 1 input, 1 output, linear
  - for simple examples, I'll write out the form of the plant
    - but very often, it isn't known exactly
      - System Identification
- Control:
  - supply the plant with the input needed to produce the output you want
  - Q: why is this hard?
    - A1: Plant may not be exactly known
    - A2: Plant may have dynamics
    - A3: Desired output may change

# The very simplest control

- Plant:  $K x(t) = c x(t)$ 
  - here  $c$  is a known constant
- We'd like the output to be 1
  - feed plant with  $1/c$ 
    - and go home early
- Example of open loop control
  - compute a fixed input and supply to plant
    - whatever the plant
- Advantages:
  - simple, sometimes works
- Disadvantages:
  - what if your model is wrong?



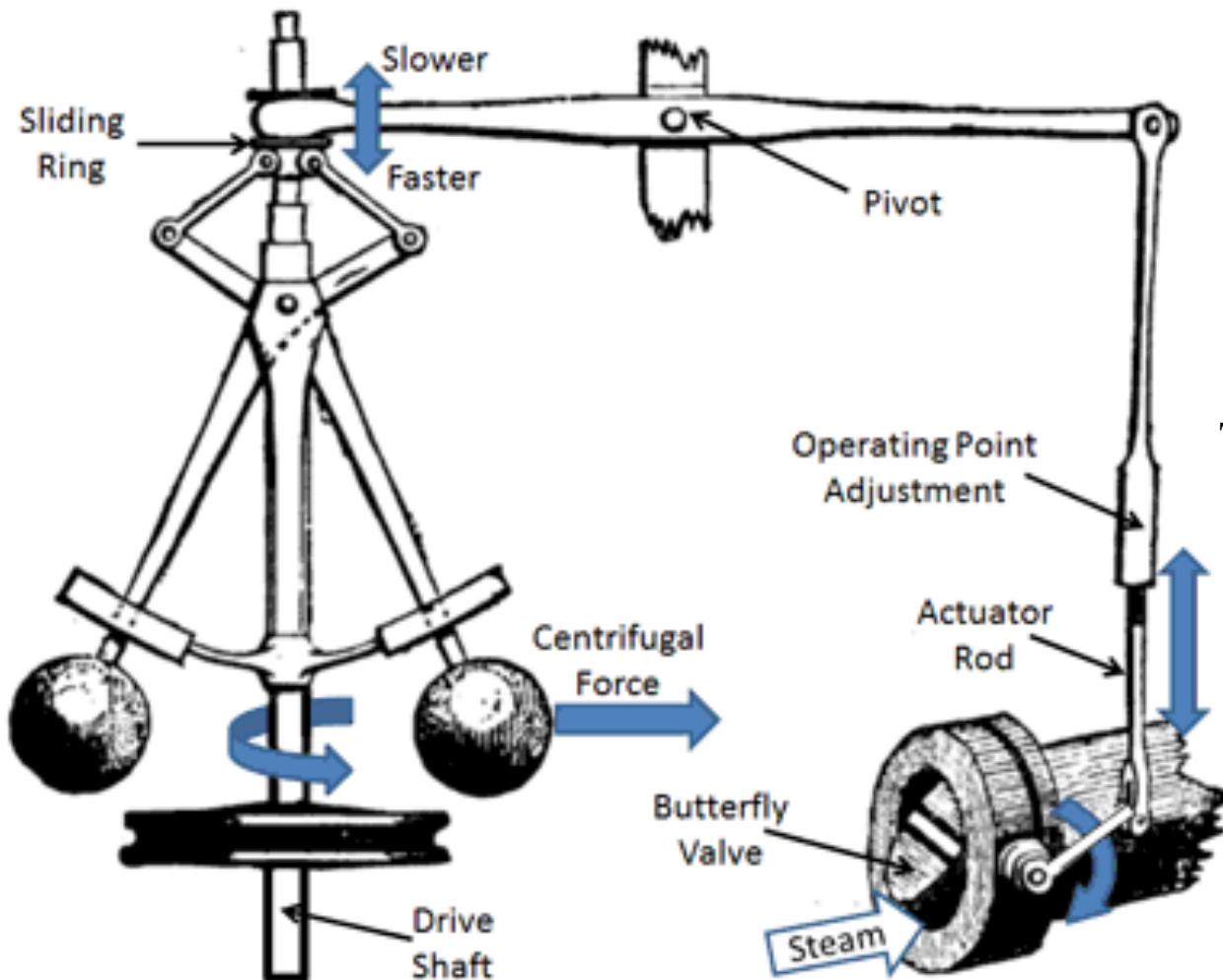
**Throttle Control**

# Example: move car at constant velocity

- How?
  - supply accelerator input so that car moves at constant velocity
- Open loop:
  - Figure out how acceleration causes velocity
    - $a=dv/dt$ -(some frictional loss)
  - Supply acceleration
    - a burst of acceleration to get to speed
    - then constant acceleration to cope with loss
- Doesn't seem all that practical

# History of feedback

## Watt's Flyball Governor



Watt's flyball governor, C19

These were still in use in late C20!

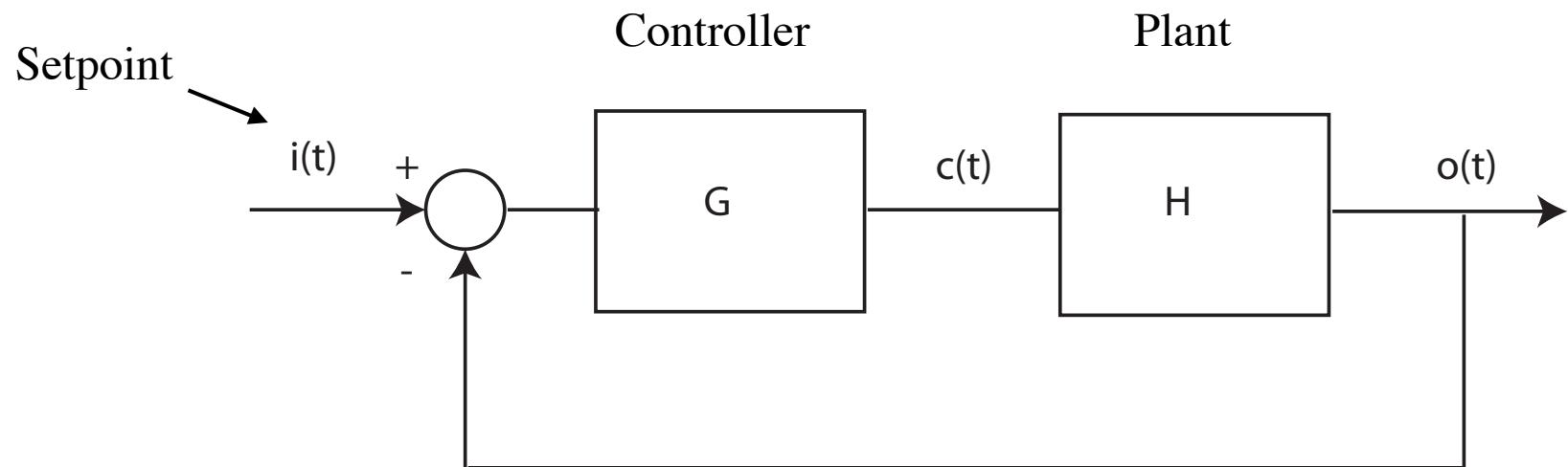
Throttle Control

# Example: move car at constant velocity

- How?
  - supply accelerator input so that car moves at constant velocity
- Closed loop:
  - Supply acceleration, measure speed
  - adjust acceleration so that car keeps speed
    - Q: how?

# Closed loop control

- Derive an input to the plant from
  - setpoint (where you want the output to be)
  - current plant output
- The form we will discuss is:



# We have

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

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

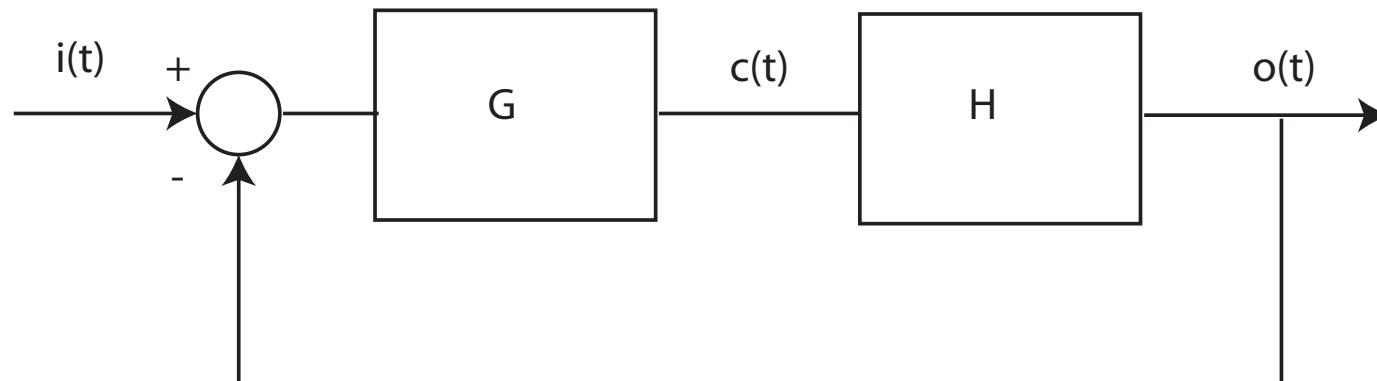
so

which you should remember

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

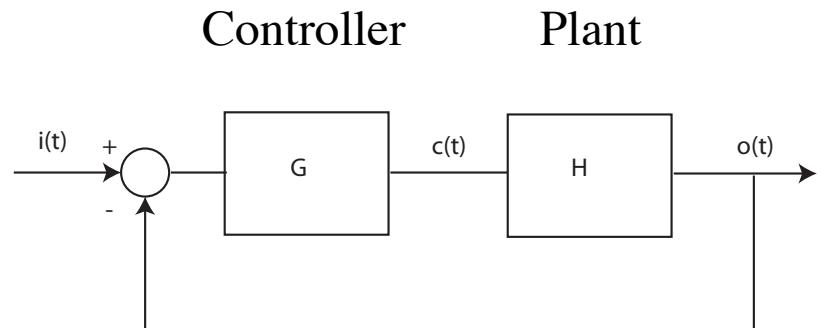
Controller

Plant



# Simple, worrying example

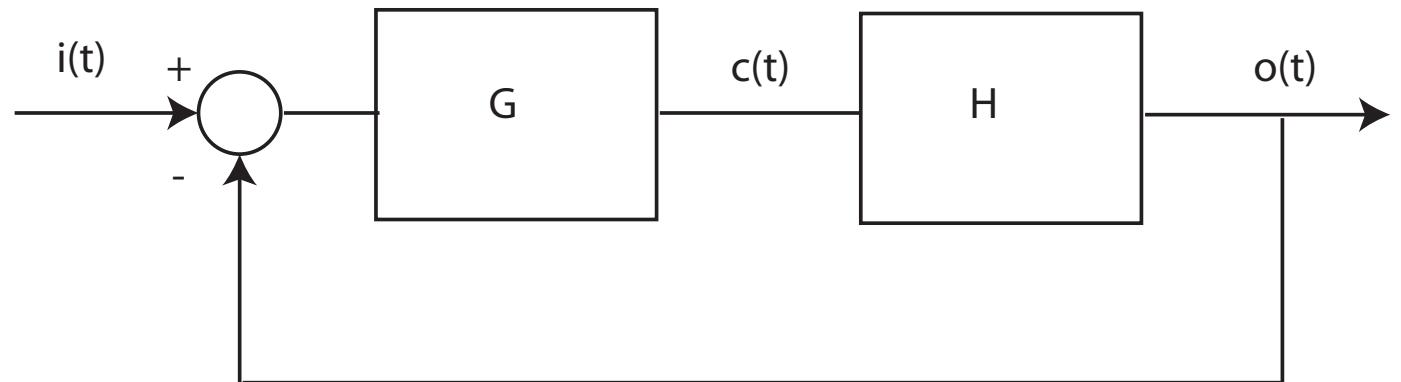
- $H c(t) = a c(t)$
- $G x(t) = b x(t)$
- $o(t) + ab o(t) = ab i(t)$
- Now imagine that  $i(t)$  is a step function
  - for  $t > 0$  we have
  - $o(t) = ab/(1+ab)$ 
    - which isn't what we wanted
      - (remember,  $i(t)$  is the output value we want)
  - **steady state error** is  $\lim_{t \rightarrow \infty} (o(t) - i(t))$



# 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
- 

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



# Fixing with integral term

$$o(t) + abo(t) + ac \int_0^t o(s)ds = abi(t) + ac \int_0^t x(s)ds$$

Differentiate

$$(1 + ab) \frac{do(t)}{dt} + aco(t) = ab \frac{di(t)}{dt} + aci(t)$$

BUT we're interested in  $t > 0$ , and  $i(t)$  is a step at 0

$$(1 + ab) \frac{do(t)}{dt} + aco(t) = aci(t)$$

# Fixing with integral term

$$(1 + ab) \frac{do(t)}{dt} + aco(t) = ac$$

Assume that  $do/dt \rightarrow 0$  as  $t \rightarrow \infty$   
(we'll see it does in a moment)

$$o(t) = 1$$

For large  $t$ , which is what we wanted

## Fixing with integral term

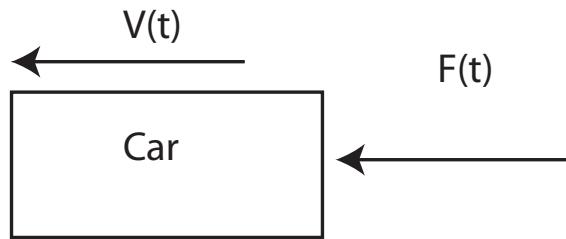
$$\frac{(1+ab)}{ac} \frac{do(t)}{dt} + o(t) = 1 \quad o(0) = 0$$

$$o(t) = \left(1 - e^{\frac{-ac}{1+ab}t}\right)$$

# Example

- is it a good idea to get a faster response by making  $c$  bigger?

# A more interesting plant



$$v(t) = v(0) + \int_0^t \frac{F(s)}{m} dt$$

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

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

# 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  $t > 0, i(t) = 1$

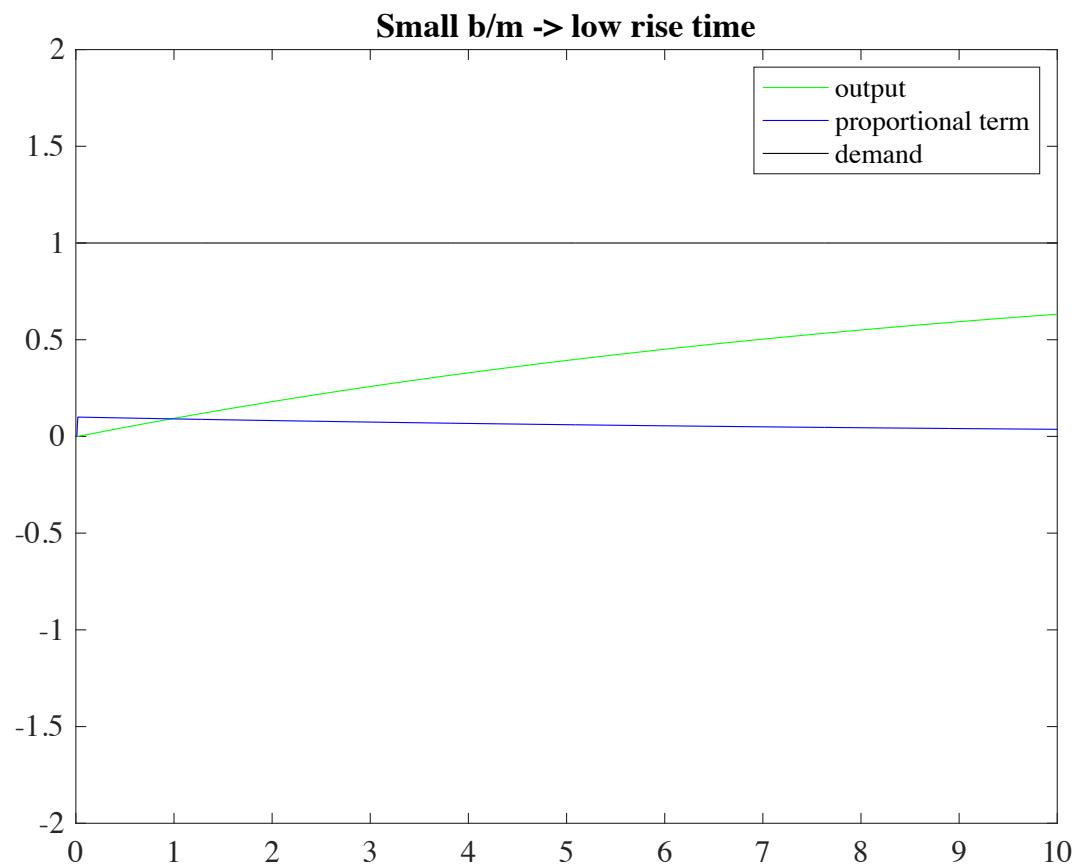
# Notice

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

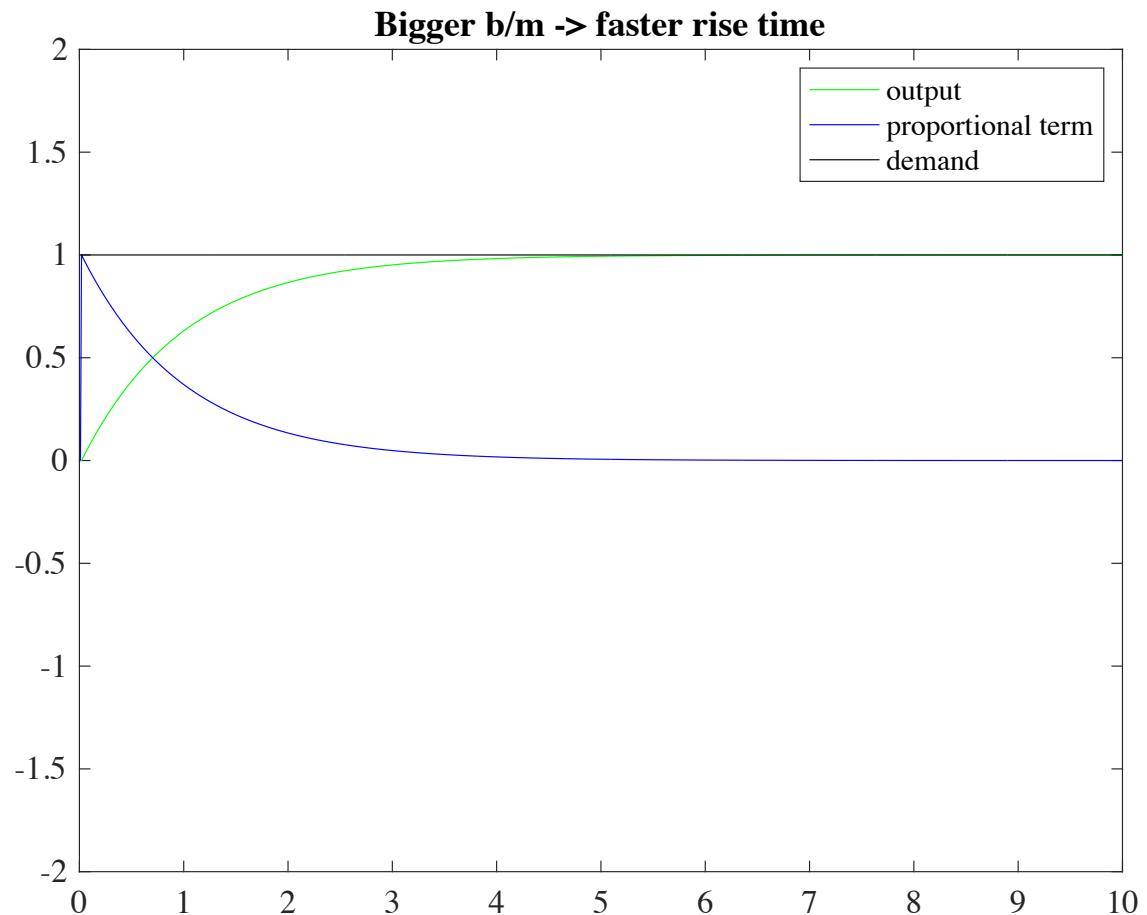
$$o(t) = (1 - e^{\frac{-bt}{m}})$$

- 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

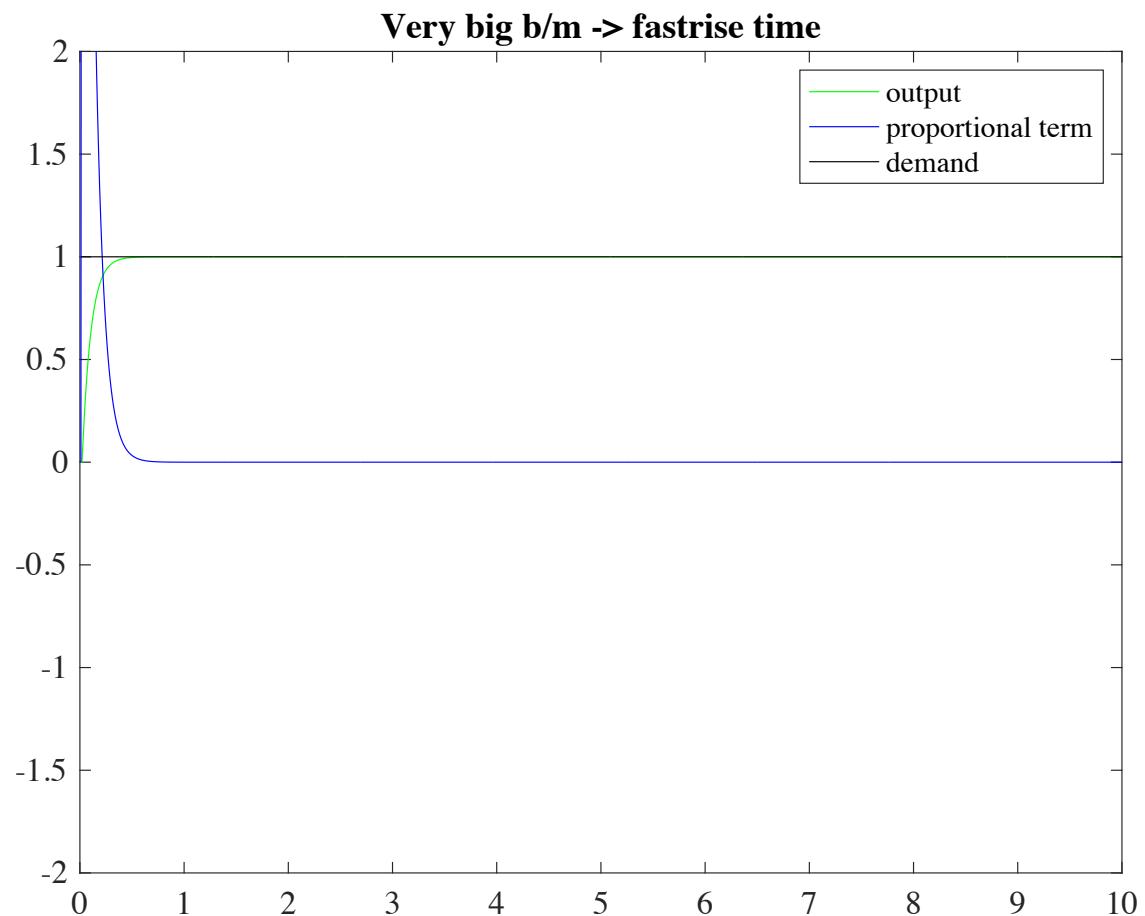
# Examples



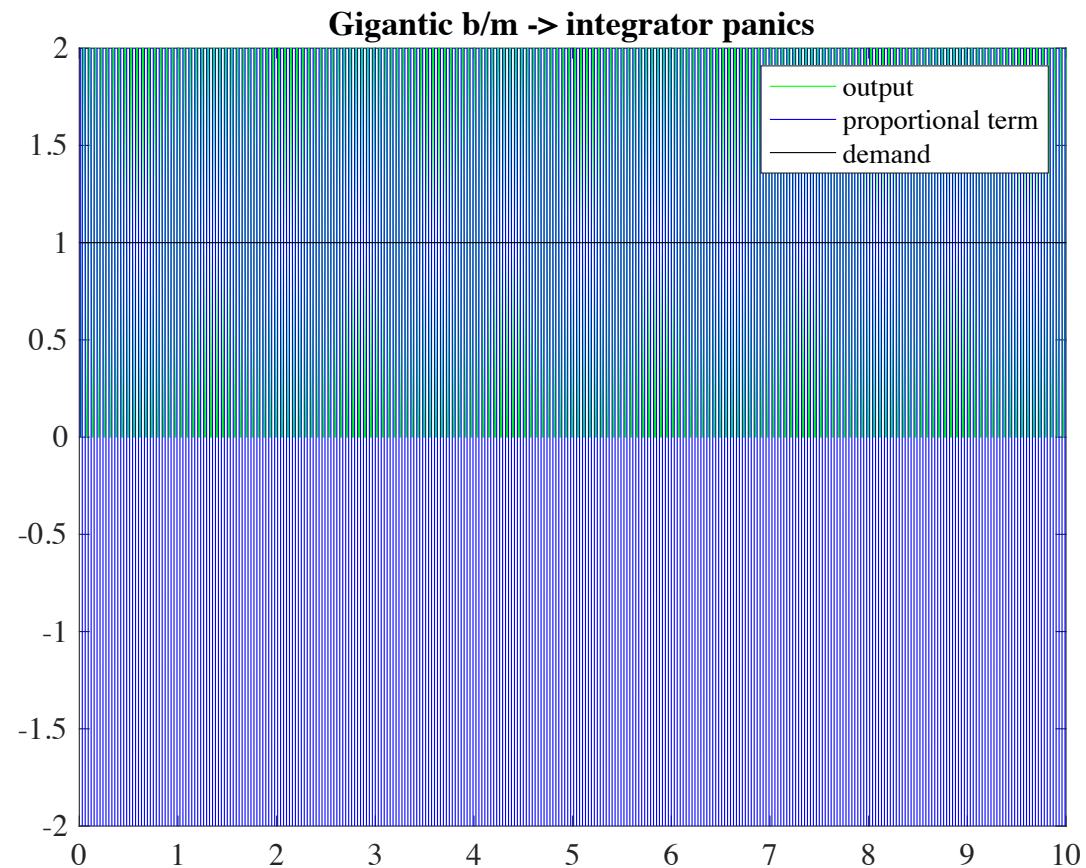
# Examples



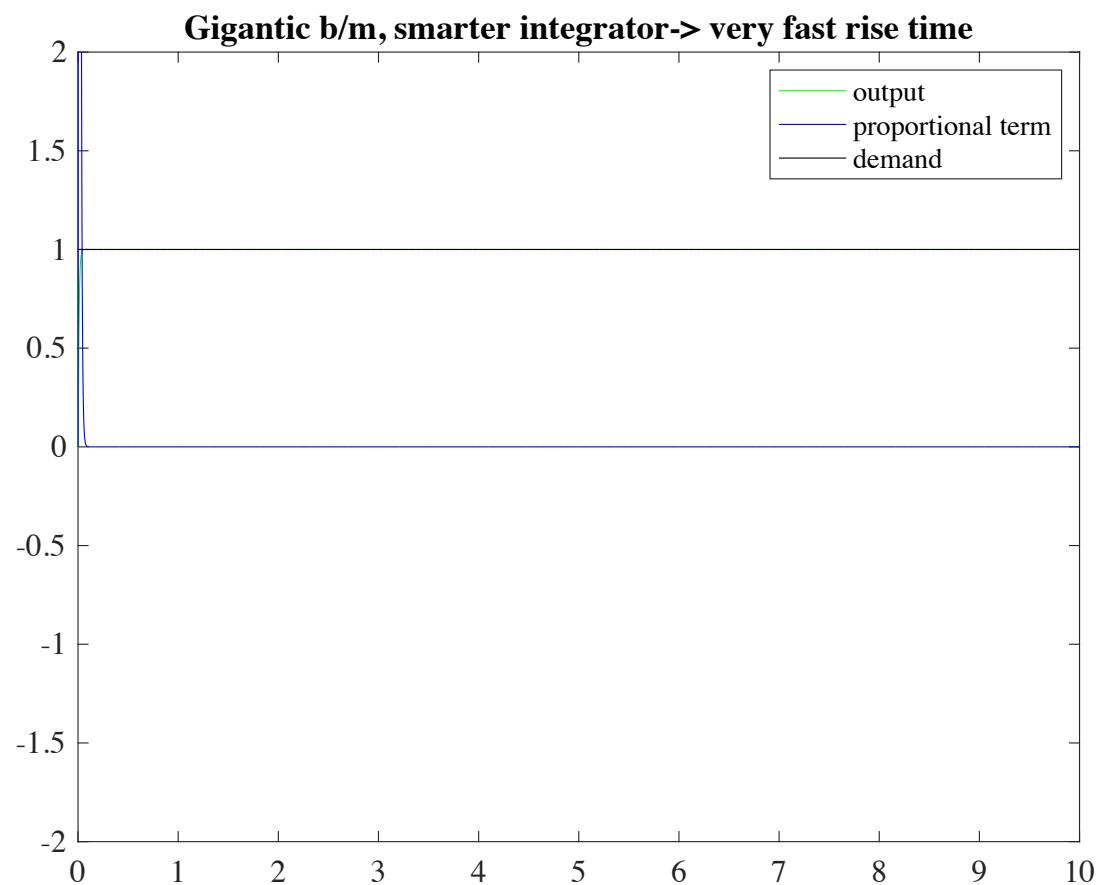
# Examples



# Examples



# Examples



# Proportional - Integral (PI) control

$$o(t) + H \int_0^t o(s) ds = H \int_0^t i(s) ds$$

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

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

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

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

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

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

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

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

$$A_2 = 0$$

$$A_3 = 1$$

$$A_1 = -1 \quad (o(0)=0)$$

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

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

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

Where

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

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

# Careful with b

- small c

$$c = \epsilon \frac{b^2}{m}$$

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

- gives roots that are like

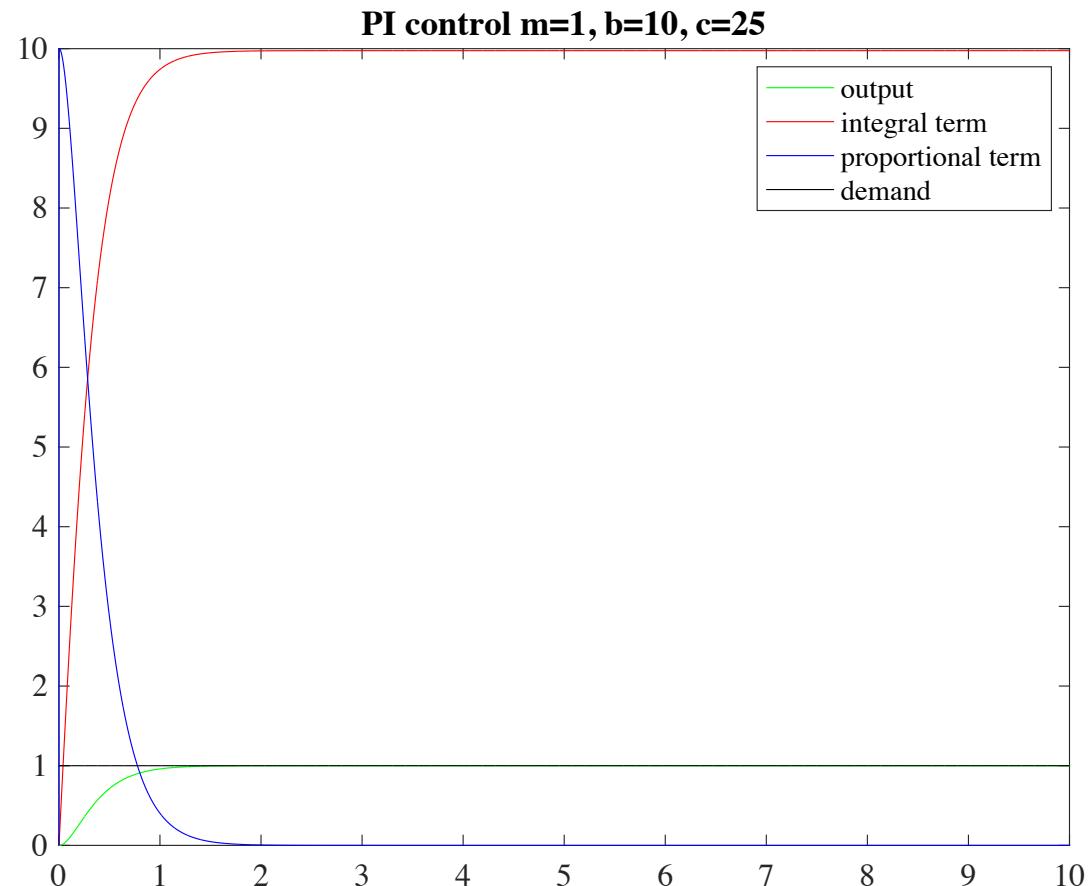
$$-\frac{b}{m} \left(1 - \frac{\epsilon}{4}\right)$$

Might be quite fast

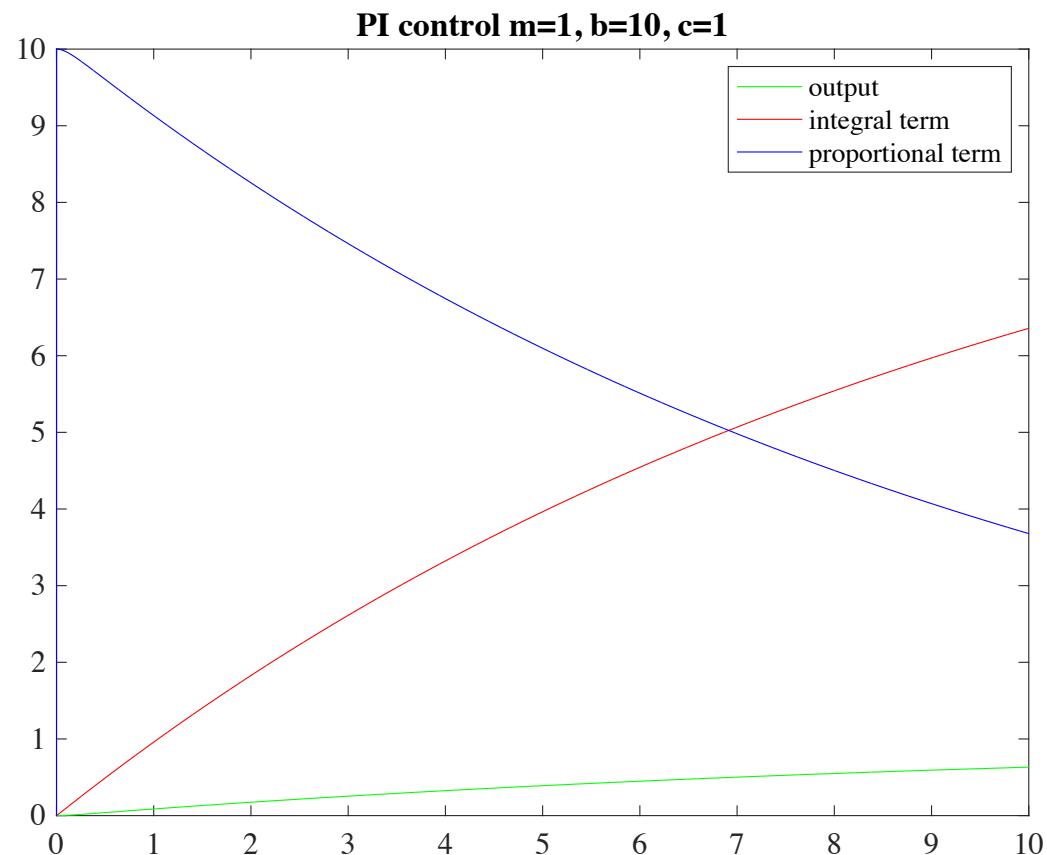
$$-\frac{b}{m} \frac{\epsilon}{4}$$

rather a lot slower

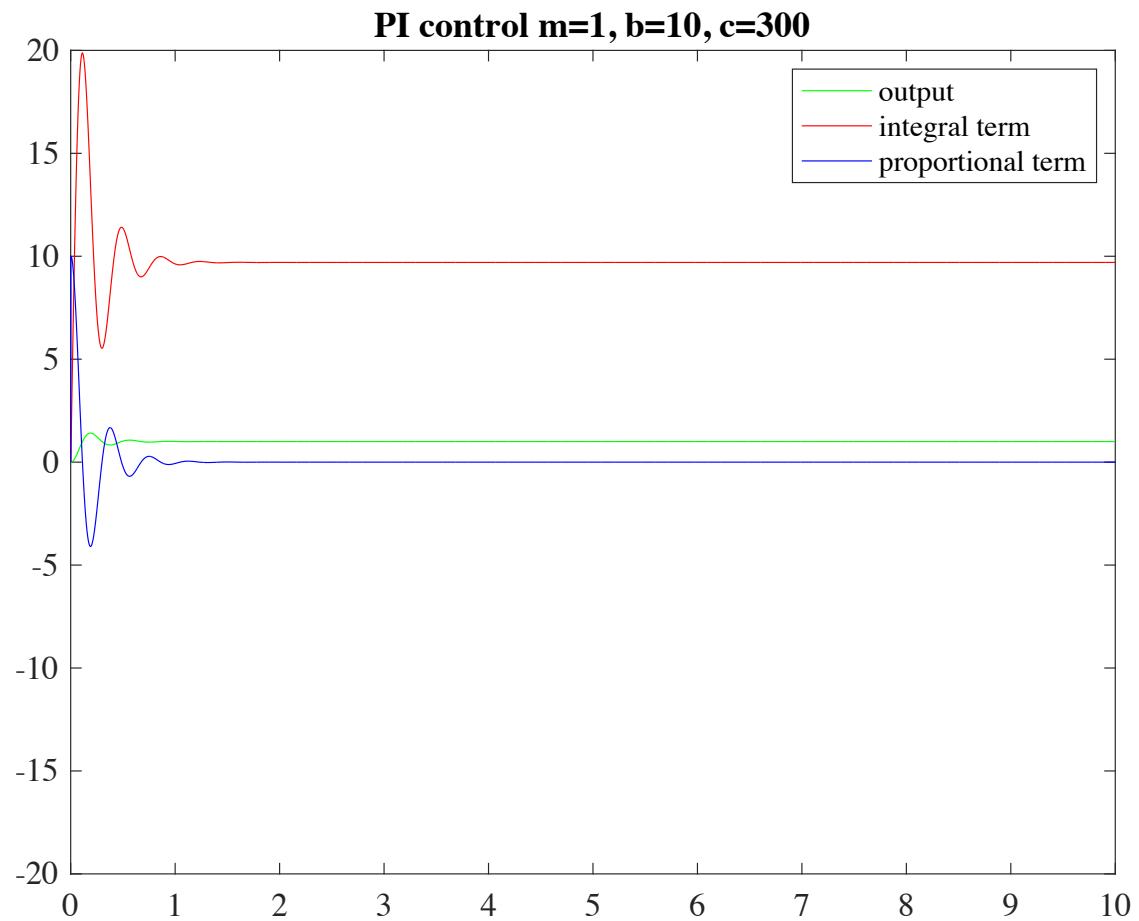
# Examples



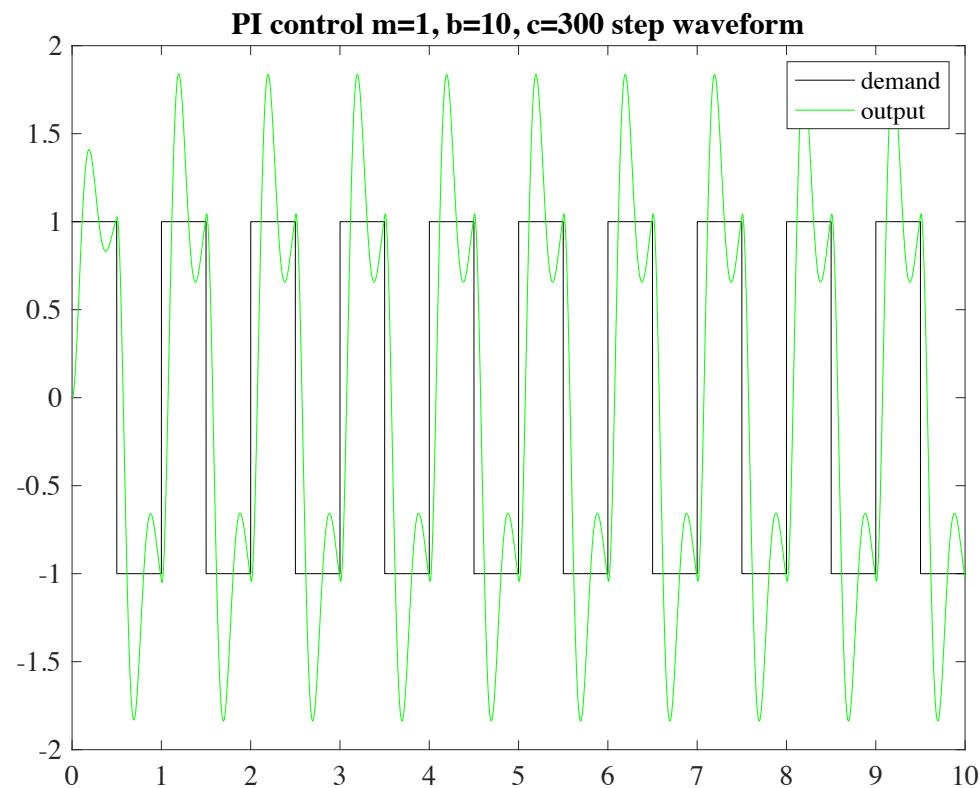
# Examples



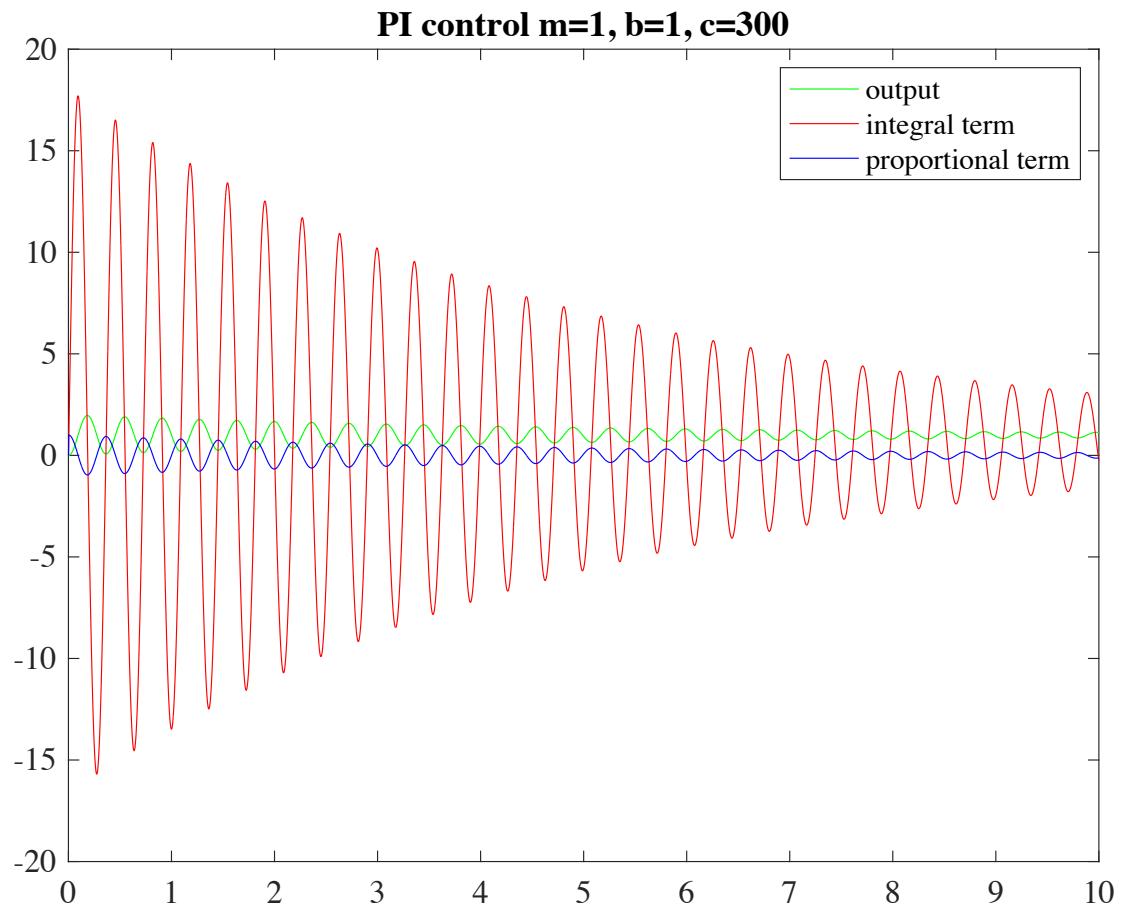
# Examples



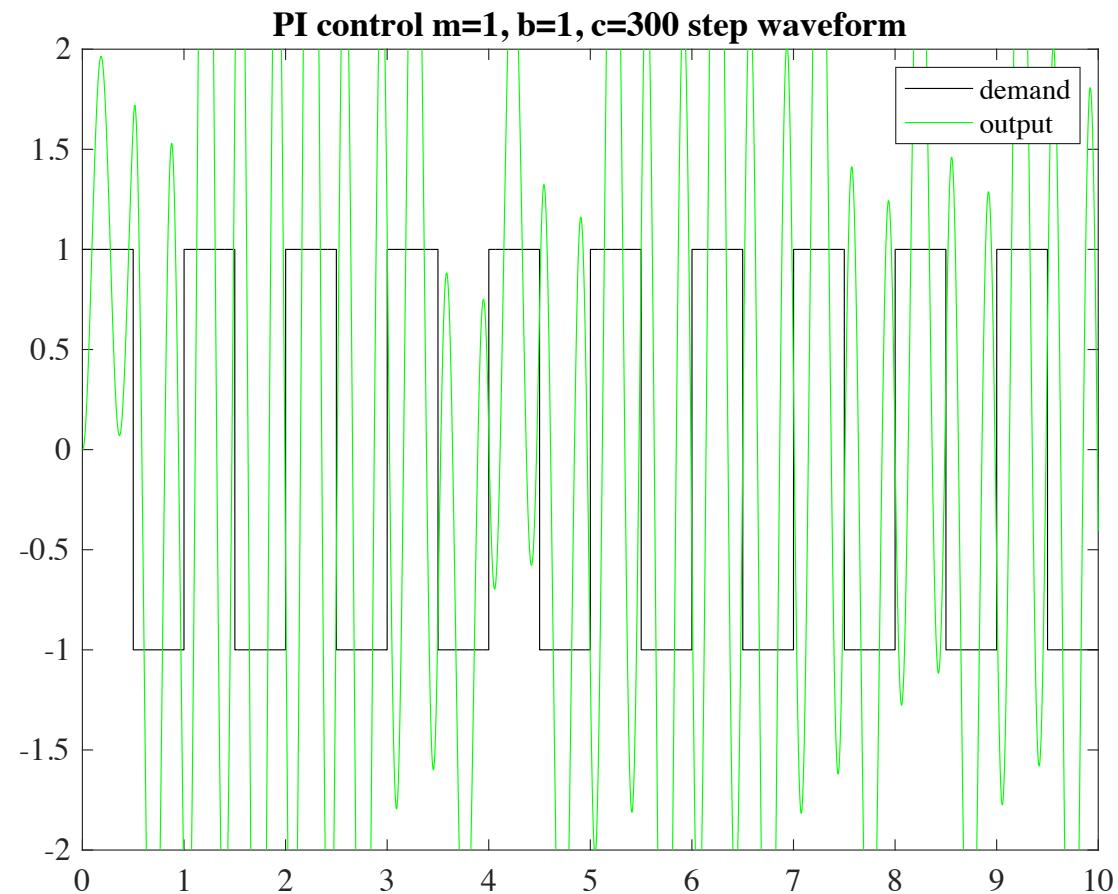
# Examples



# Examples



# Examples



# More on quadratic equations!

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

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

↑  
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!

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

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

↑  
Natural frequency  
↓  
Damping

Our equation

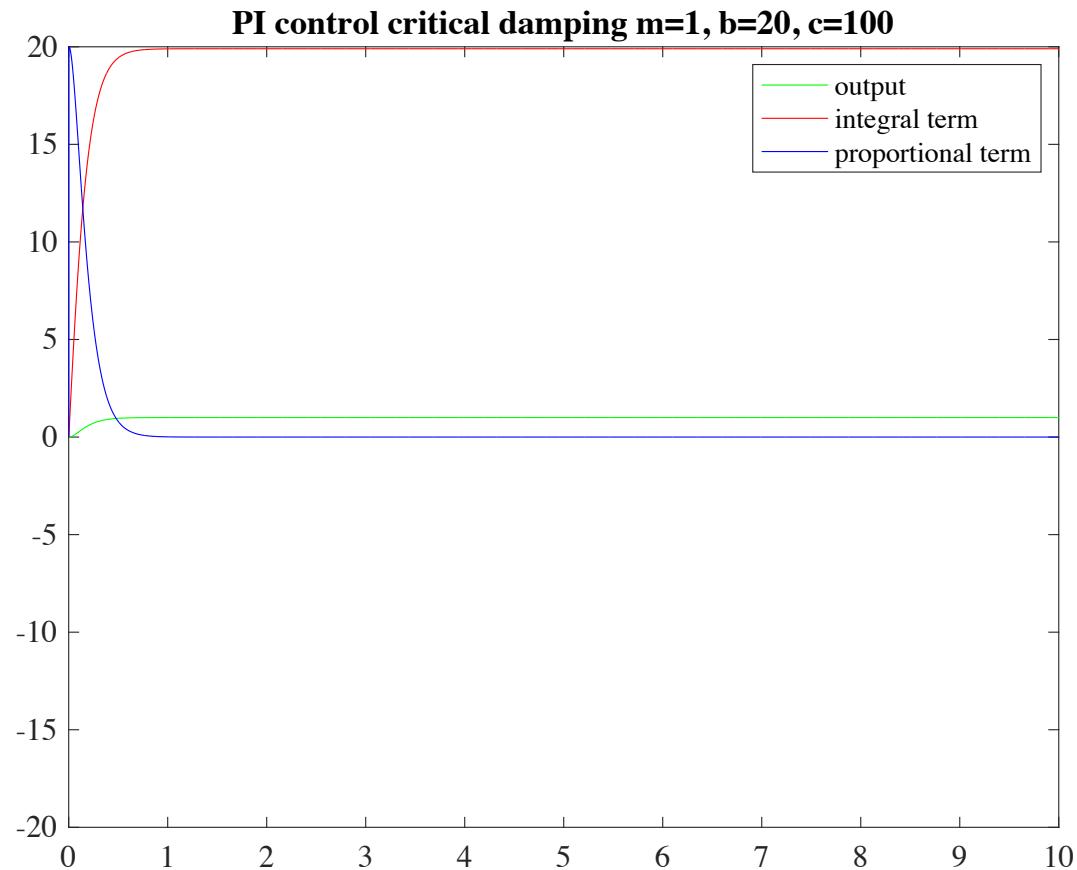
$$z^2 + \frac{b}{m}z + \frac{c}{m} = 0$$

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

Critical damping:

$$b = 2\sqrt{cm}$$

# Examples



# 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

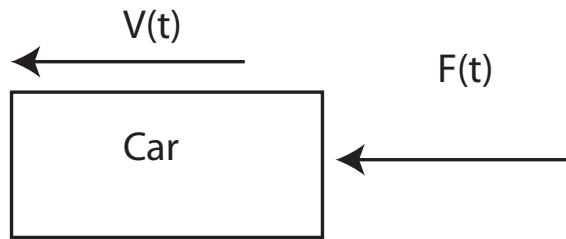
# The most important slide

- 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

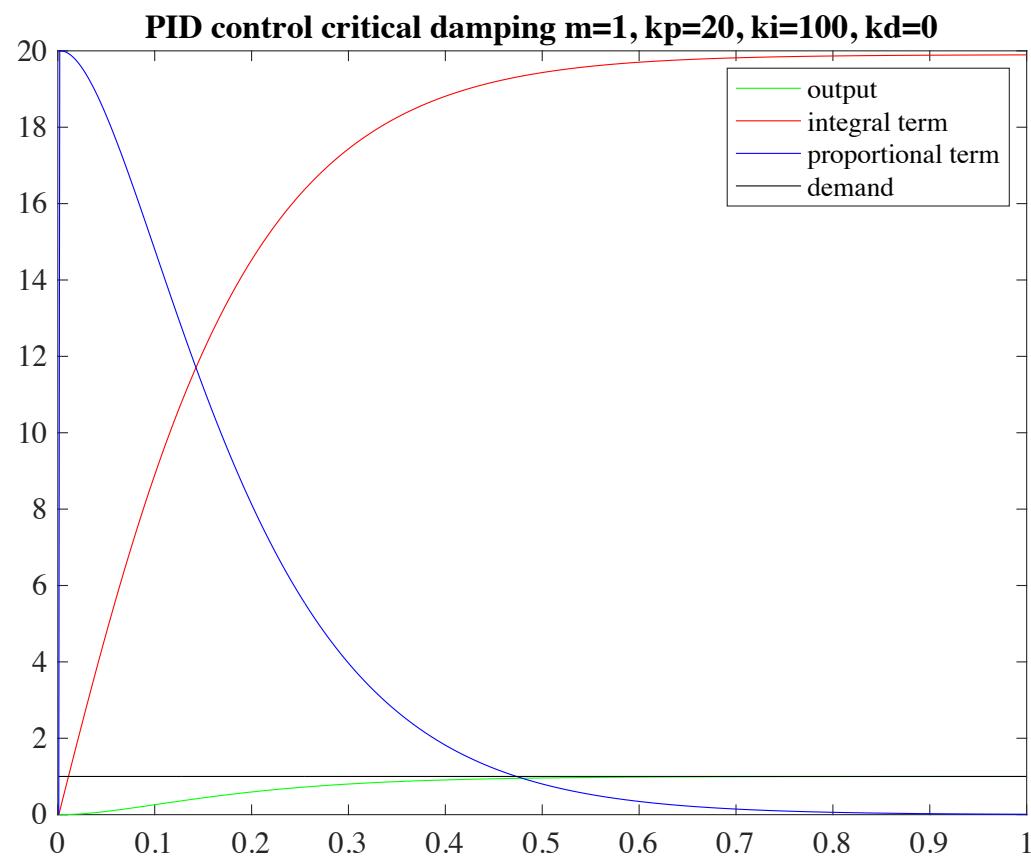


$$v(t) = v(0) + \int_0^t \frac{F(s)}{m} dt$$

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

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

# Example



# Proportional-Integral-Derivative (PID) control

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

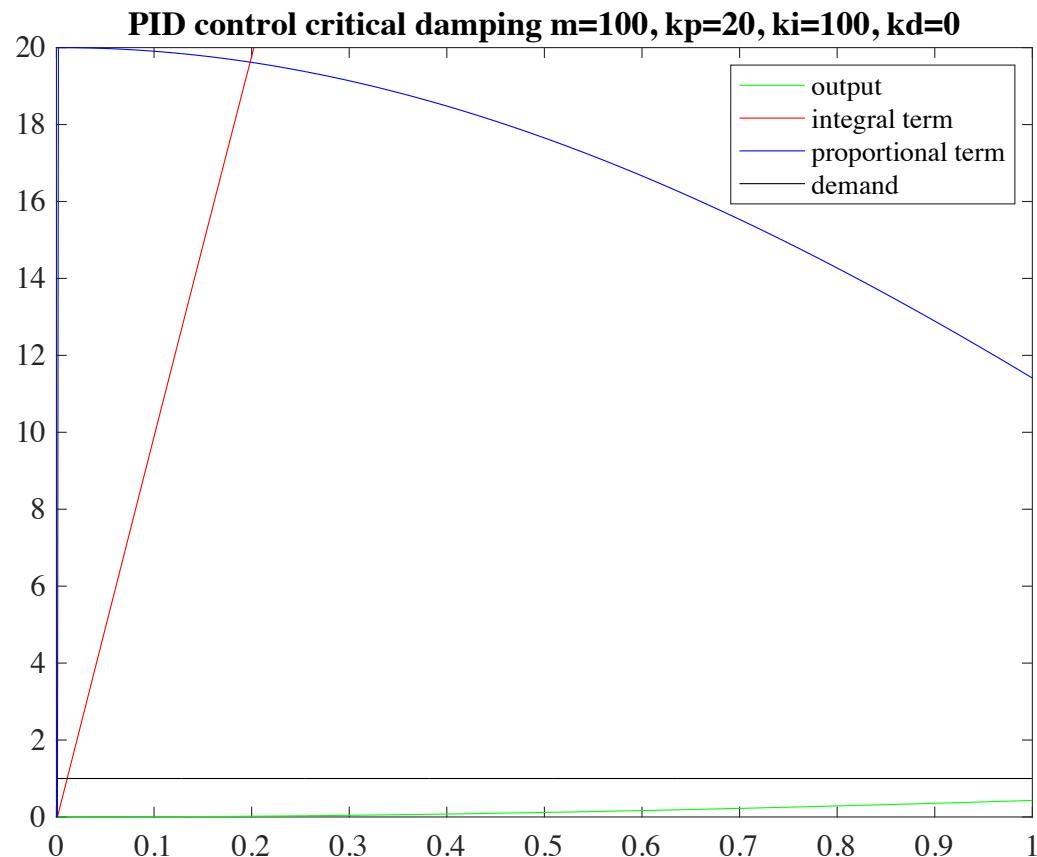
$$\frac{d^2 o}{dt^2} + \frac{K_p}{m + K_d} \frac{do}{dt} + \frac{K_i}{m + K_d} o = \frac{K_i}{m + K_d}$$

Compare to:

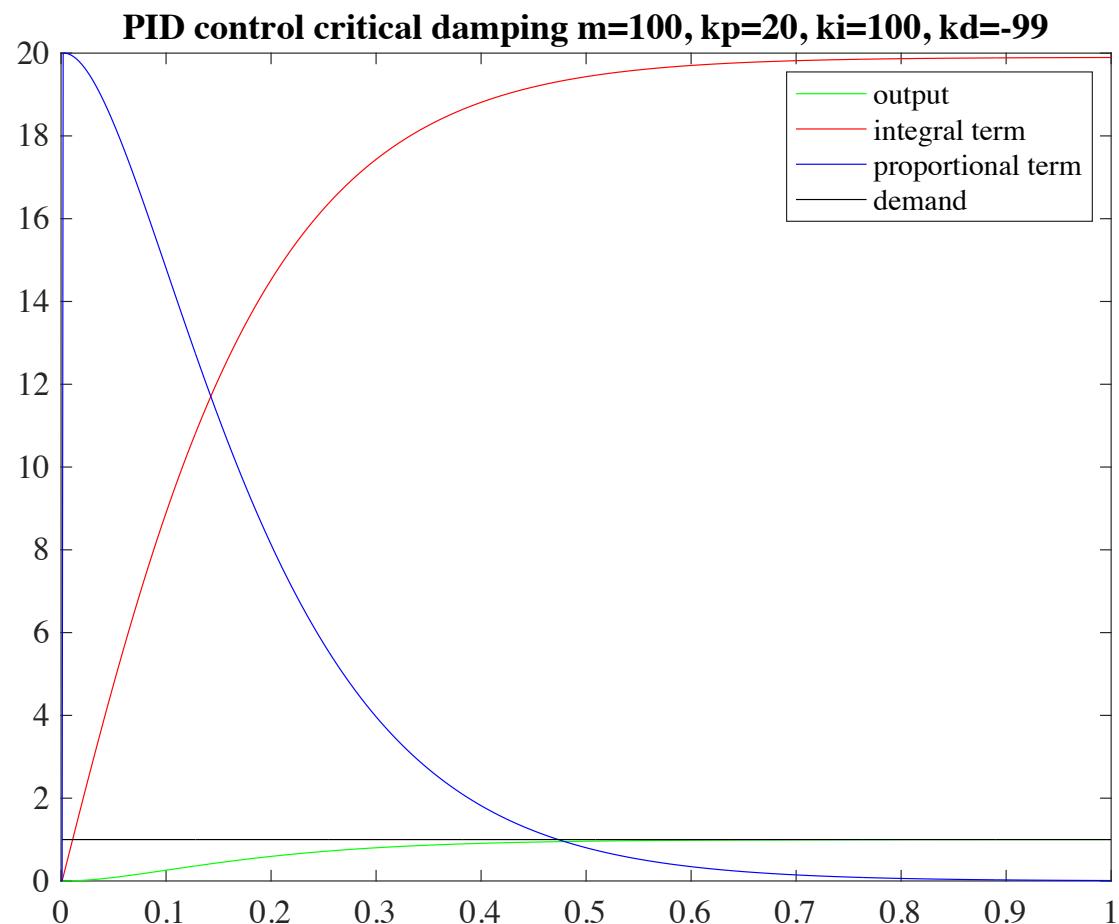
$$\frac{d^2 o}{dt^2} + \frac{b}{m} \frac{do}{dt} + \frac{c}{m} o(t) = \frac{c}{m}$$

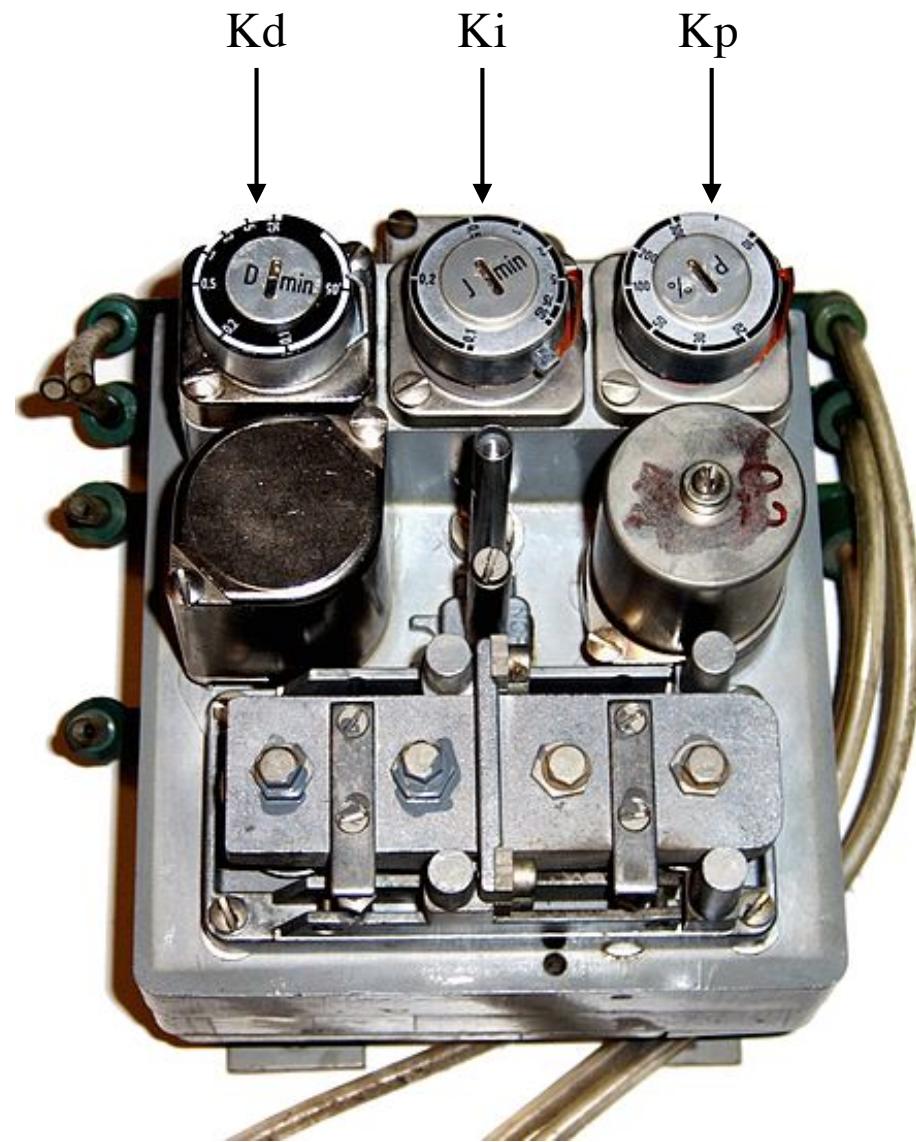
Kd makes the mass look smaller!

# Examples



# Examples





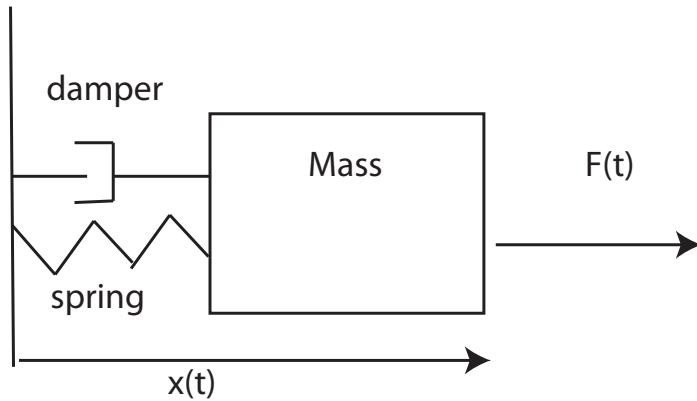
Kd

Ki

Kp



# Yet more interesting plant



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

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

# Proportional-Integral-Derivative (PID) control

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

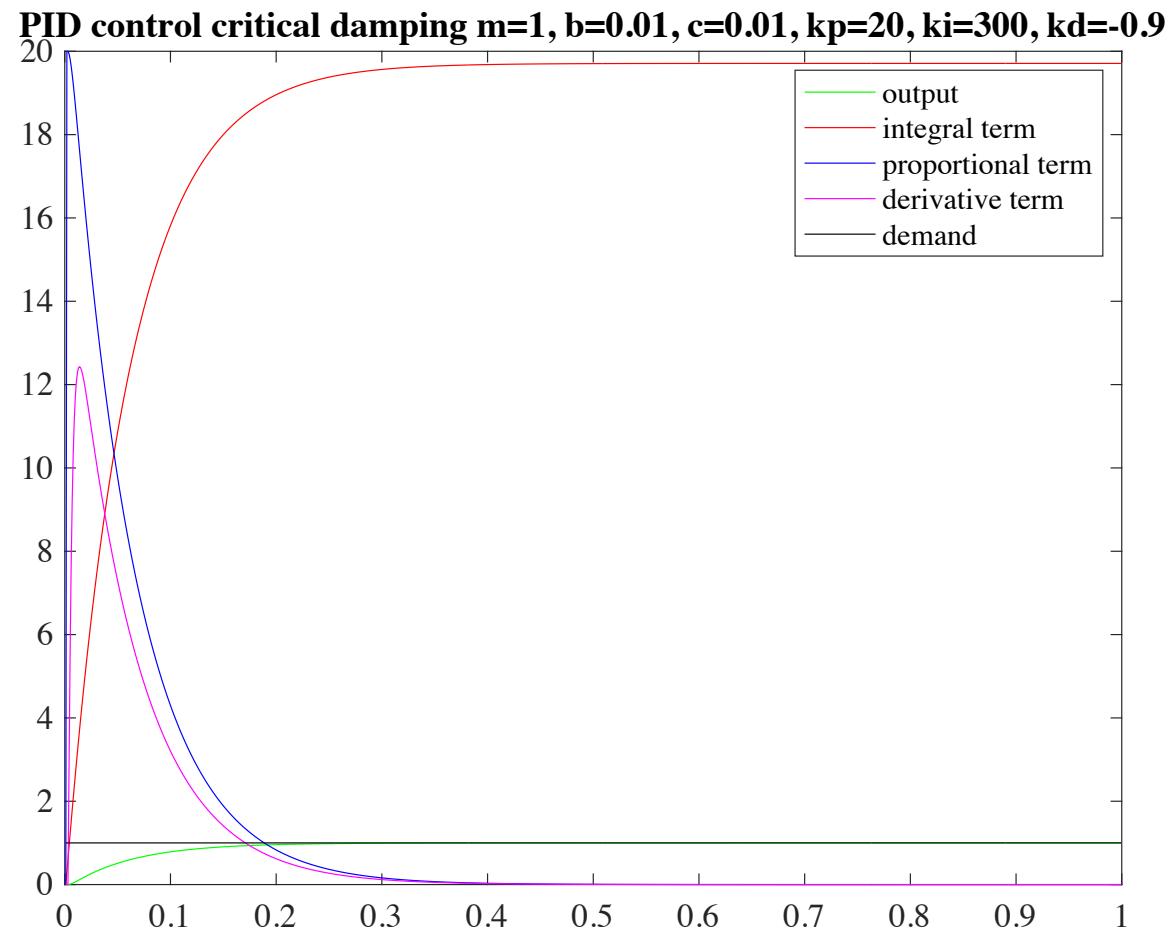
$$\frac{d^2o}{dt^2} + \frac{K_p + b}{m + K_d} \frac{dx}{dt} + \frac{K_i + k}{m + K_d} x = \frac{K_i + k}{m + K_d}$$

Compare to:

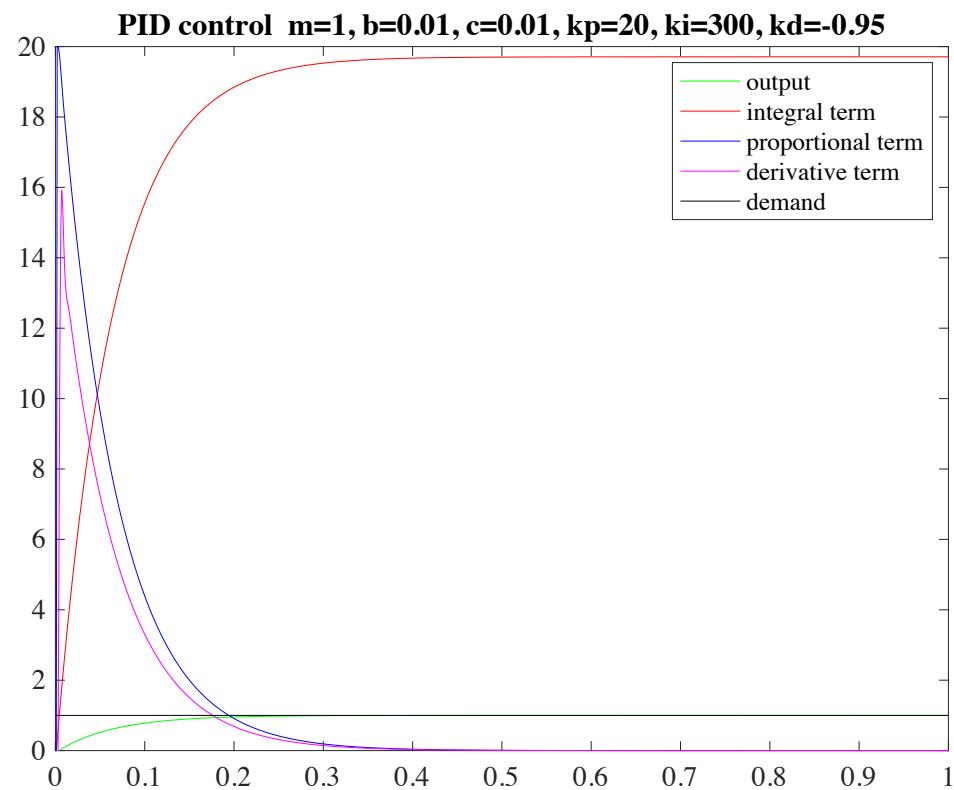
$$m \frac{d^2x}{dt^2} + b \frac{dx}{dt} + kx = F$$

Kd makes the mass look smaller! Kp changes the damping constant! Ki changes the spring constant!

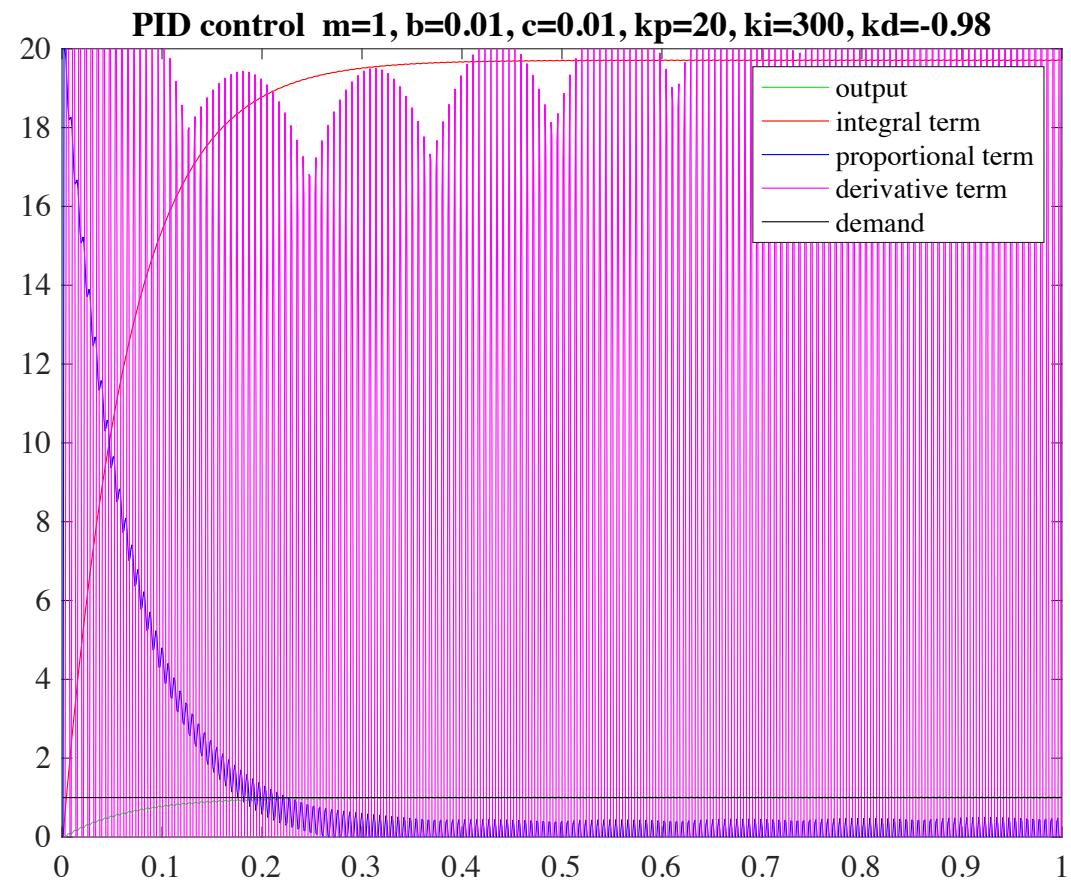
# Examples



# Examples



# Examples



# Proportional-Integral-Derivative (PID) control

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

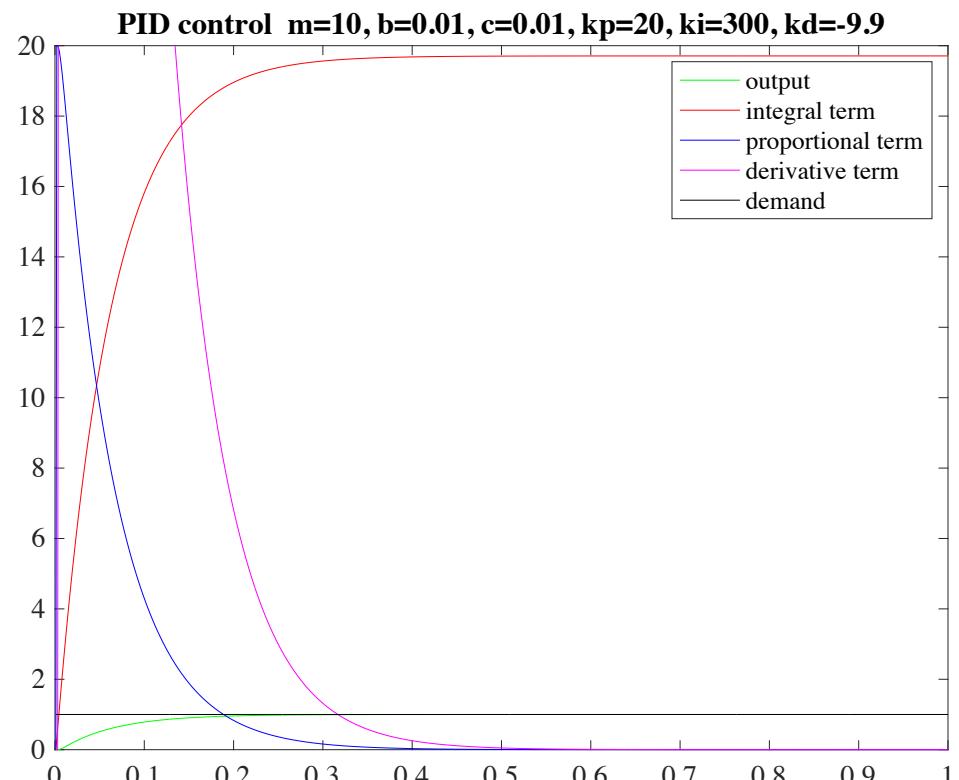
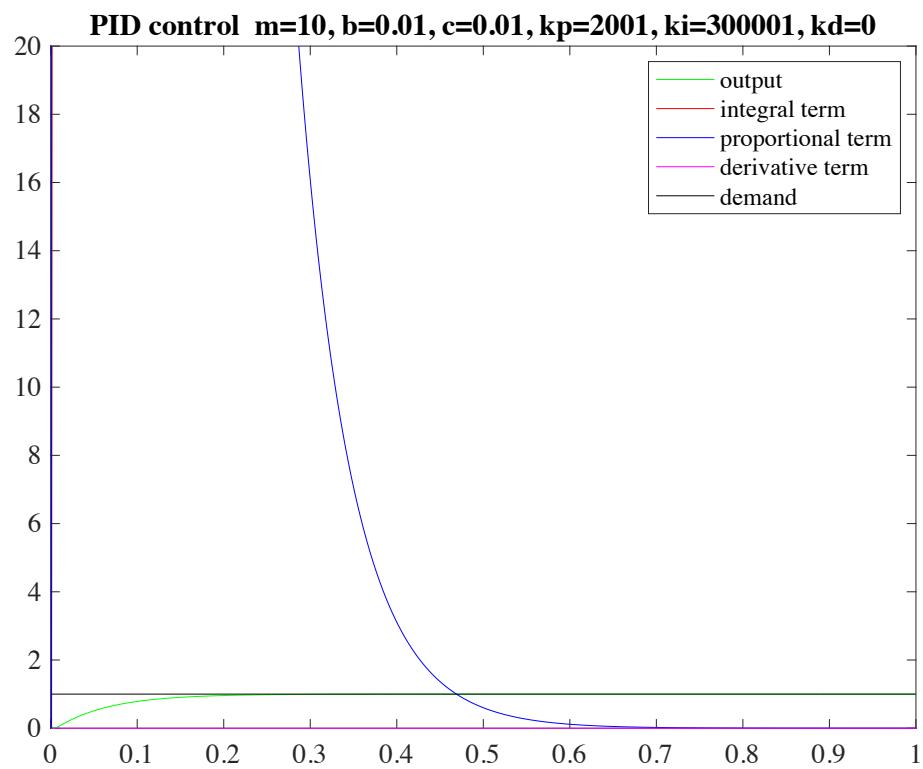
$$\frac{d^2o}{dt^2} + \frac{K_p + b}{m + K_d} \frac{dx}{dt} + \frac{K_i + k}{m + K_d} x = \frac{K_i + k}{m + K_d}$$

Compare to:

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

Kd makes the mass look smaller! Kp changes the damping constant! Ki 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<sup>[22][23]</sup>

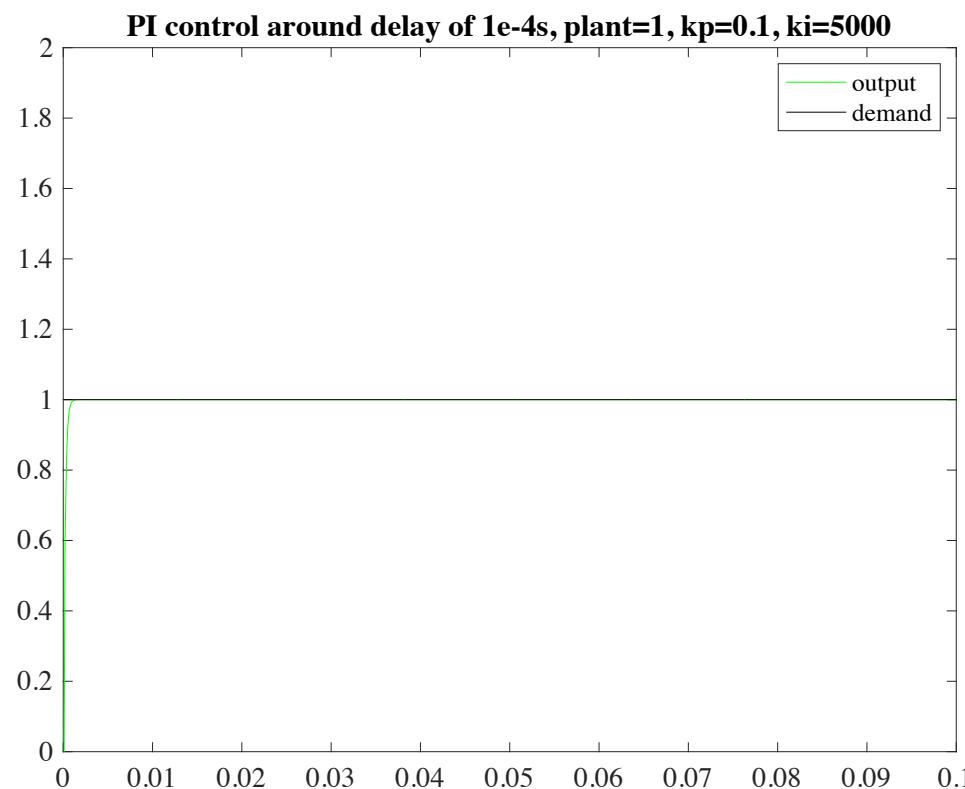
Parameter	Rise time	Overshoot	Settling time	Steady-state error	Stability
$K_p$	Decrease	Increase	Small change	Decrease	Degrade
$K_i$	Decrease	Increase	Increase	Eliminate	Degrade
$K_d$	Minor change	Decrease	Decrease	No effect in theory	Improve if $K_d$ small

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

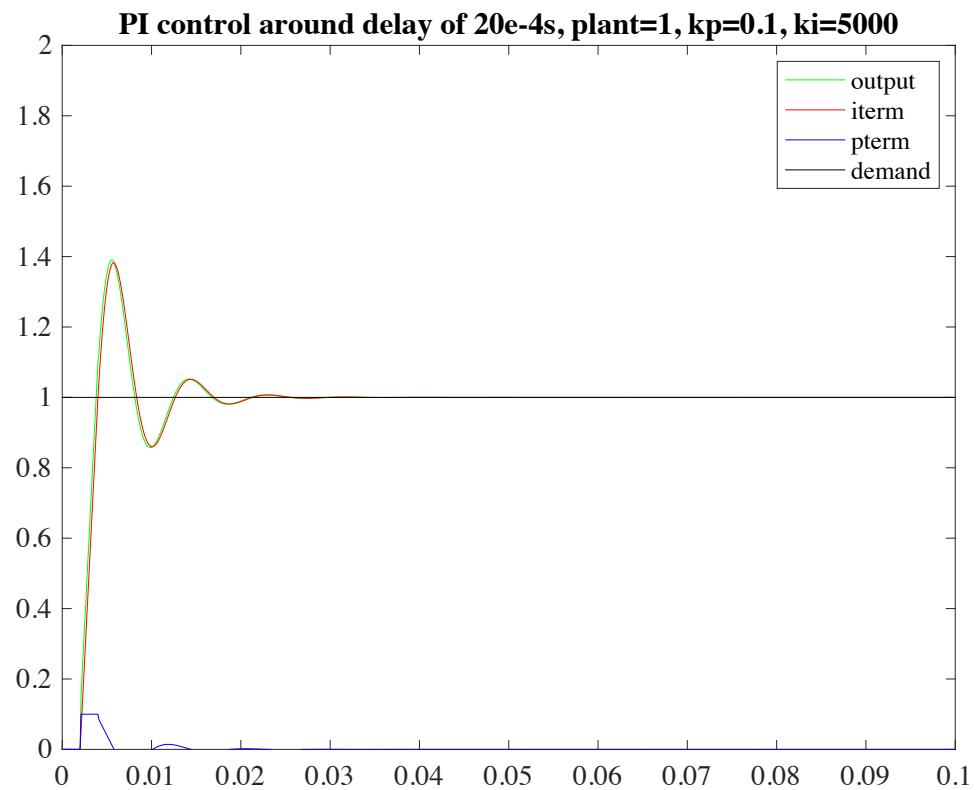
# Stability and oscillation (rough)

- 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

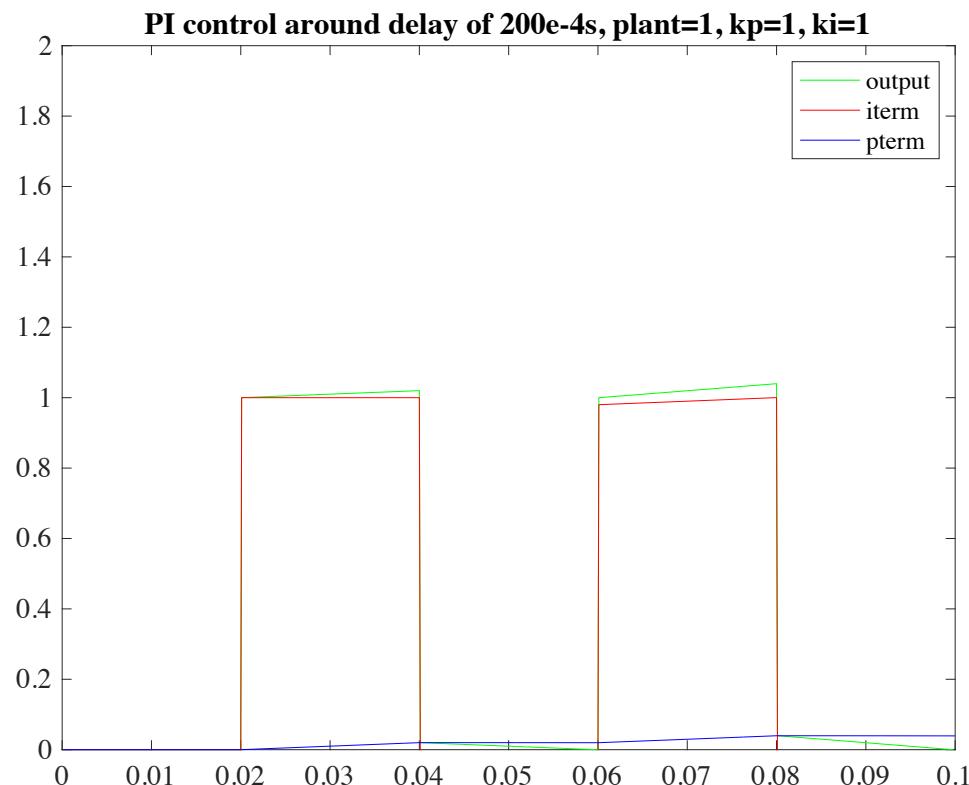
# Examples



# Examples



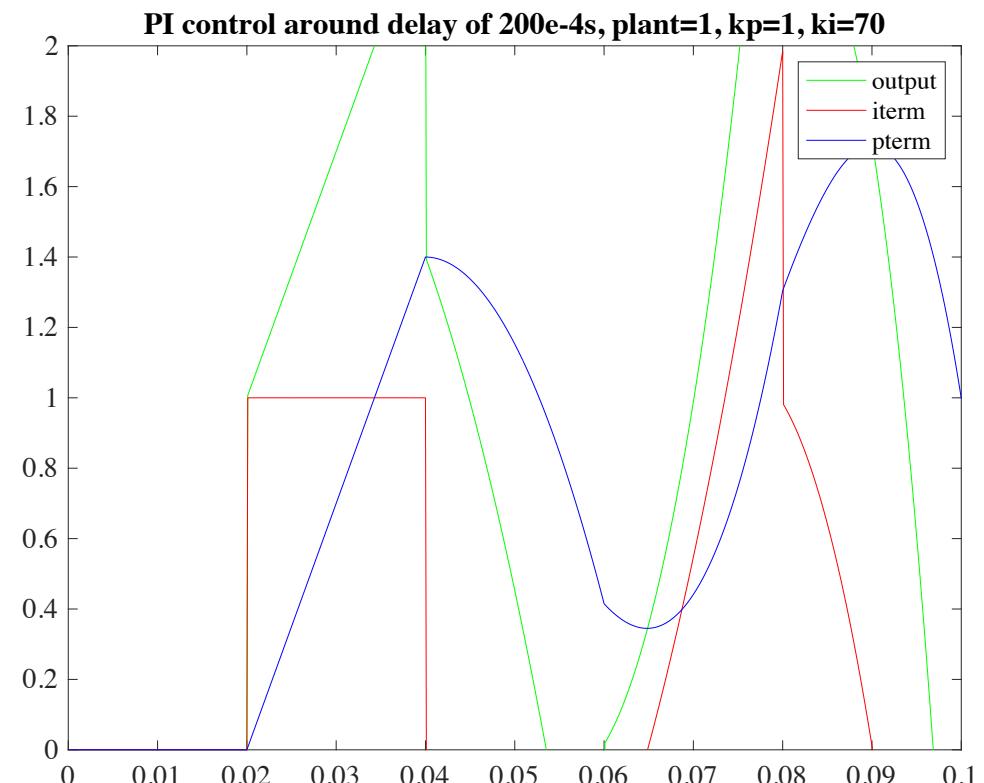
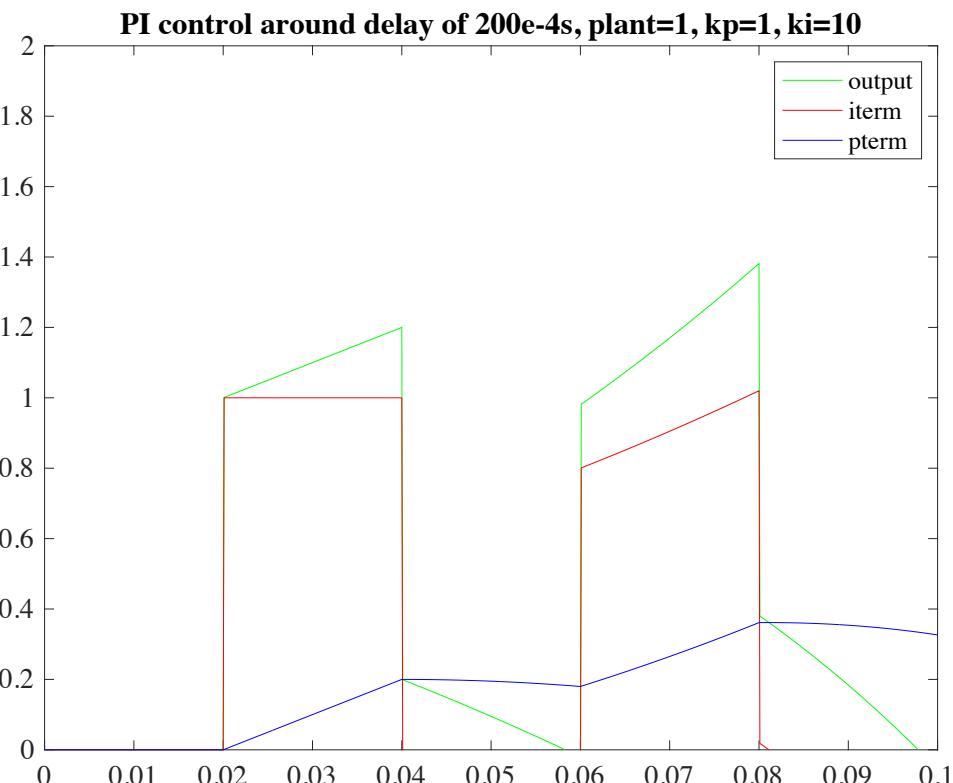
# Examples



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

# Unrecoverable

Pushing up Ki speculatively doesn't help



# 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)