

# Autonomous Robotics

Control Theory (Part II)

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# Learning Outcomes

Today's goals:

- Review common control laws: bang-bang control, P, PD, PID control
- Analyze control laws mathematically to see how their properties arise.
- Discuss Braitenberg vehicles.

# Control Objective

- Goal: bring the robot's state,  $x$ , to a desired state,  $x_{\text{set}}$ .
- Use error,  $e = x - x_{\text{set}}$ , to measure how close the robot is to achieving this.
- Assumptions:
  - The state  $x$  is observable.
  - Increasing  $u$  will increase  $x$ .
  - Simplification: everything is 1-dimensional



# Bang-Bang Control

- Simplest control law: toggle between choosing one of two values for  $u$ .

if  $e < -\epsilon$  then  $u := on$   
if  $e > +\epsilon$  then  $u := off$

**Red:** Set point (desired temperature)

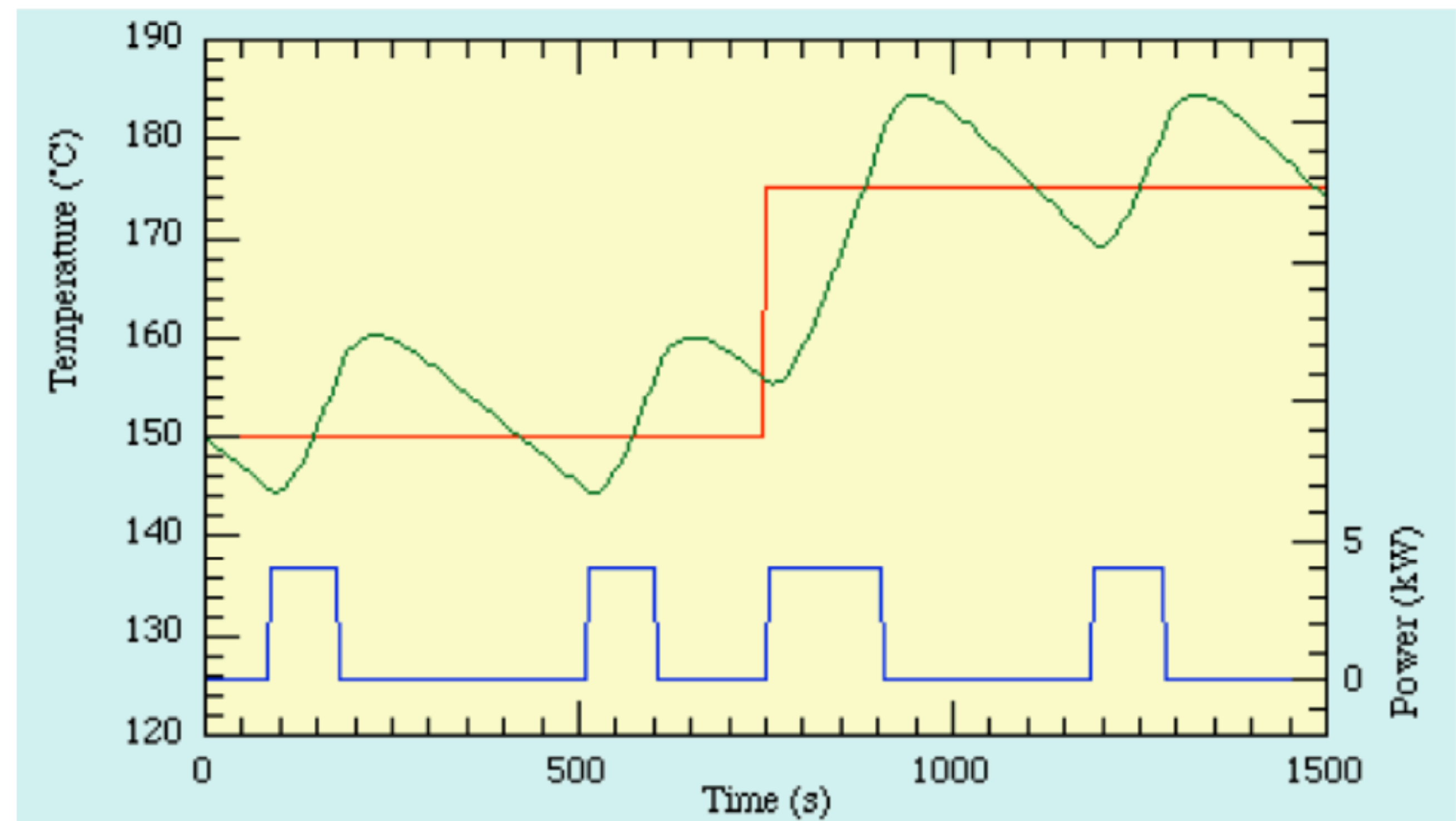
**Blue:** control value (Power)

**Green:** State (temperature) resulting from bang-bang control.

**On:** 4 kW

**Off:** 0 kW

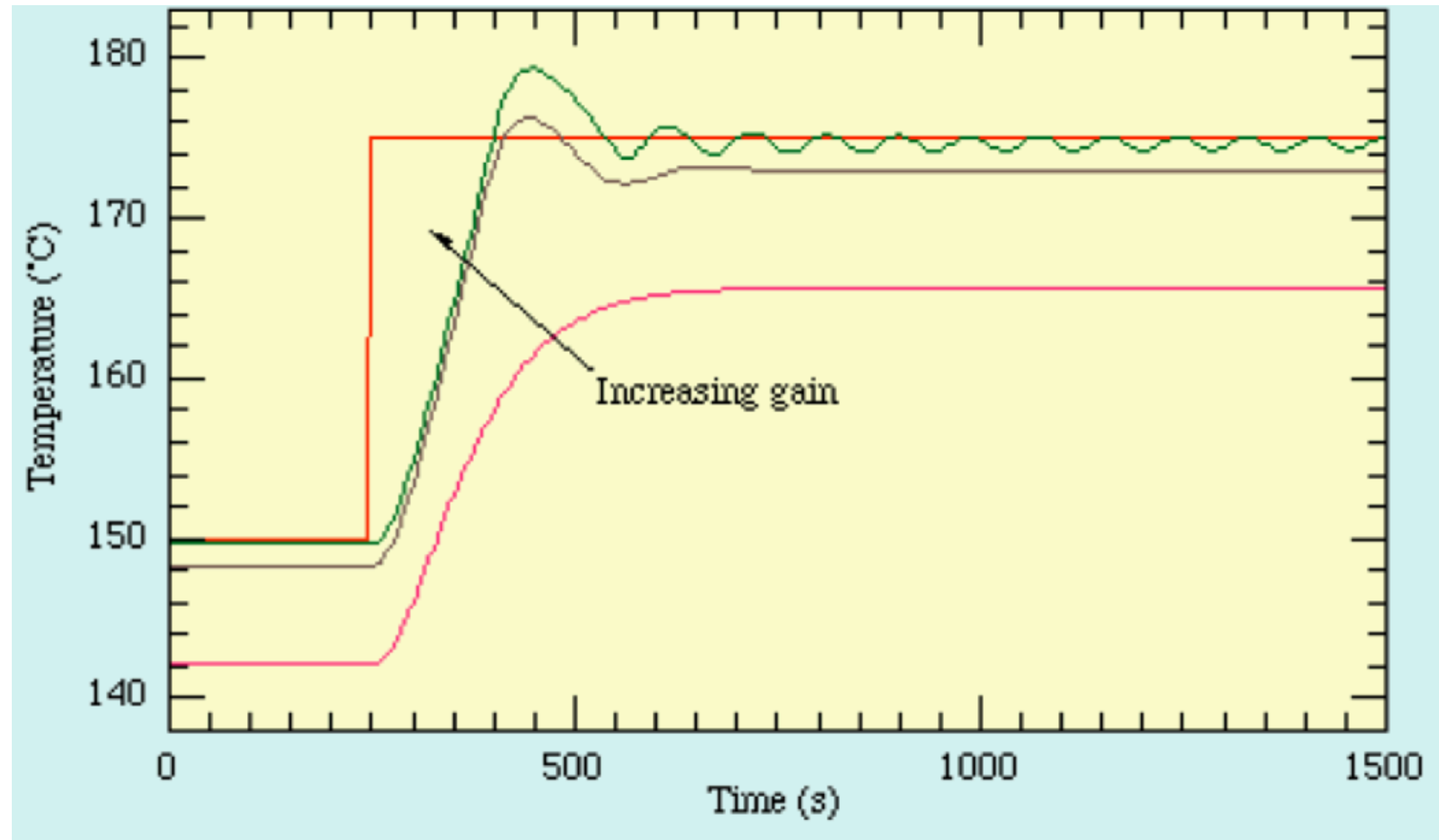
$\epsilon$ : 5 degrees Celcius



$$e = x - x_{\text{set}}$$

# P-Control

$$u = -k_p * e + u_b$$



$k_p$  is the P gain.

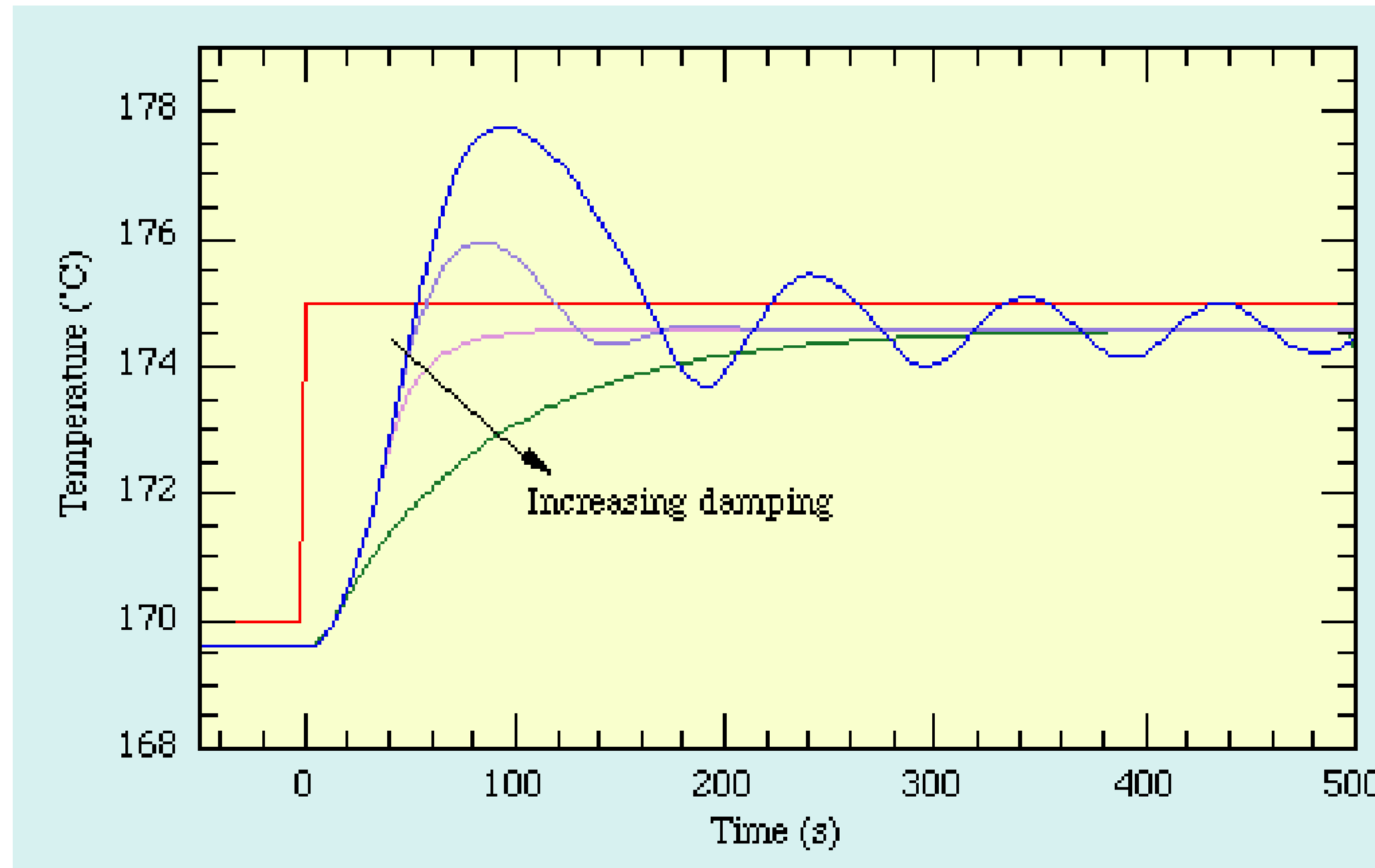
State (temperature) response curves for varying P gain.

**Red:** set-point (desired temperature)

$$e = x - x_{\text{set}}$$

# PD-Control

$$u_t = -k_p e - k_D \dot{e}$$



$k_D$  is the D gain (damping).

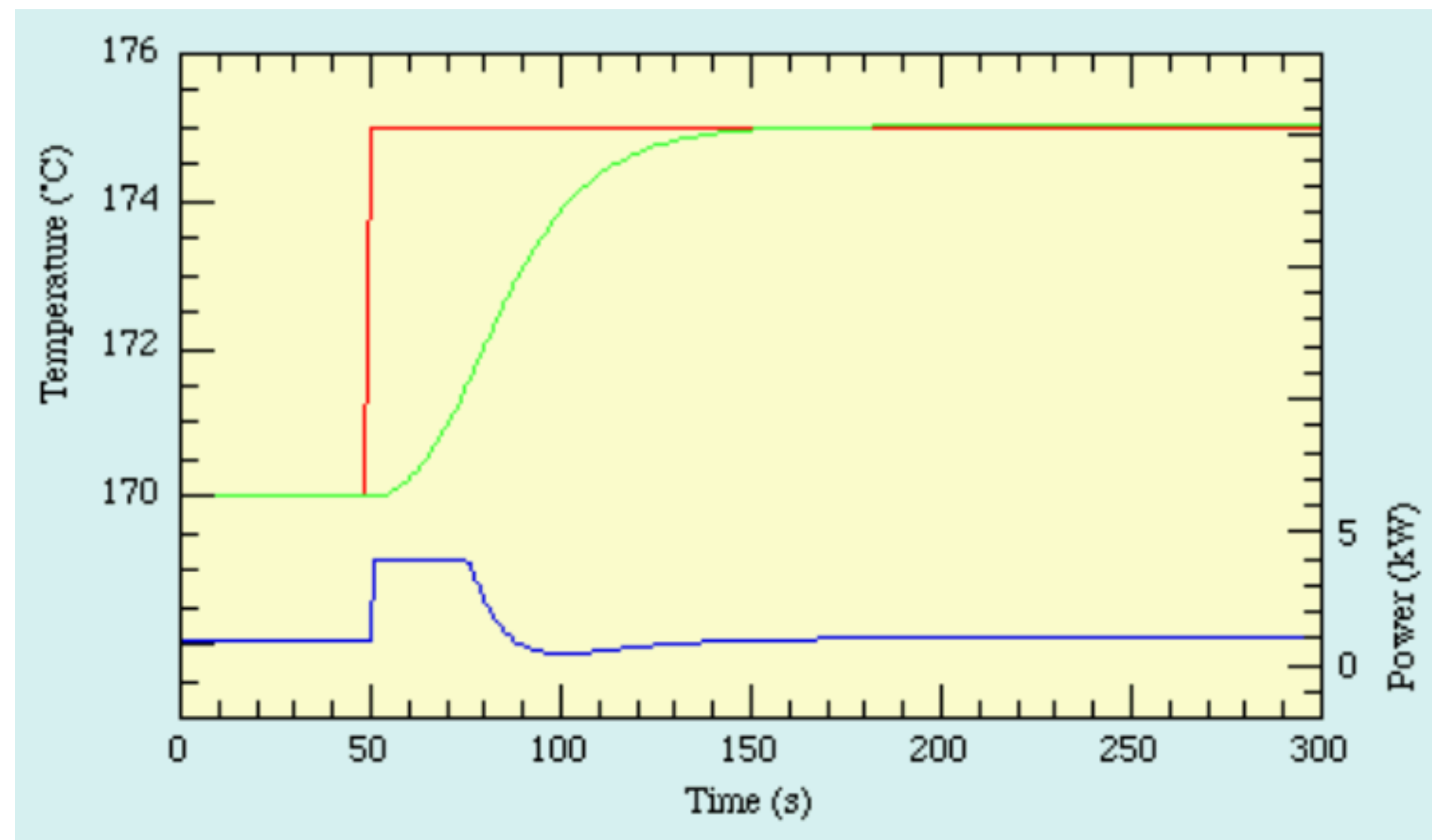
State (temperature) response curves for varying D gain while the P gain is held constant.

**Red:** set-point (desired temperature)

$$e = x - x_{\text{set}}$$

# PID-Control

$$u_t = -k_P e(t) - k_I \int_{i=0}^t e(i) di - k_D \dot{e}$$



**Red:** set-point (desired temperature)

**Green:** State response curve

**Blue:** PID control output (kW)

$$e = x - x_{\text{set}}$$



# Example Analysis

- When system dynamics,  $F(x, u)$ , are known, we can mathematically analyze behavior of system under a control law and use results to set parameters.

$$\dot{x} = ax + bu \quad u = -k_p e + u_b \quad e = x - x_{\text{set}}$$

$$= ax + b(-k_p(x - x_{\text{set}}) + u_b)$$

$$= -\alpha x + \beta$$

Constants

$$\alpha = k_p b - a$$

$$\beta = (k_p x_{\text{set}} + u_b)b$$



# Example Analysis

- $\dot{x}$  and  $x$  are implicitly functions of time,  $t$ .
- Solve the differential equation to get a function,  $x(t)$ , that does not depend on  $\dot{x}(t)$ .

$$\dot{x}(t) = -\alpha x(t) + \beta$$

\*See blackboard or control reading \*

$$x(t) = Ce^{-\alpha t} + \frac{\beta}{\alpha}$$

Some constant

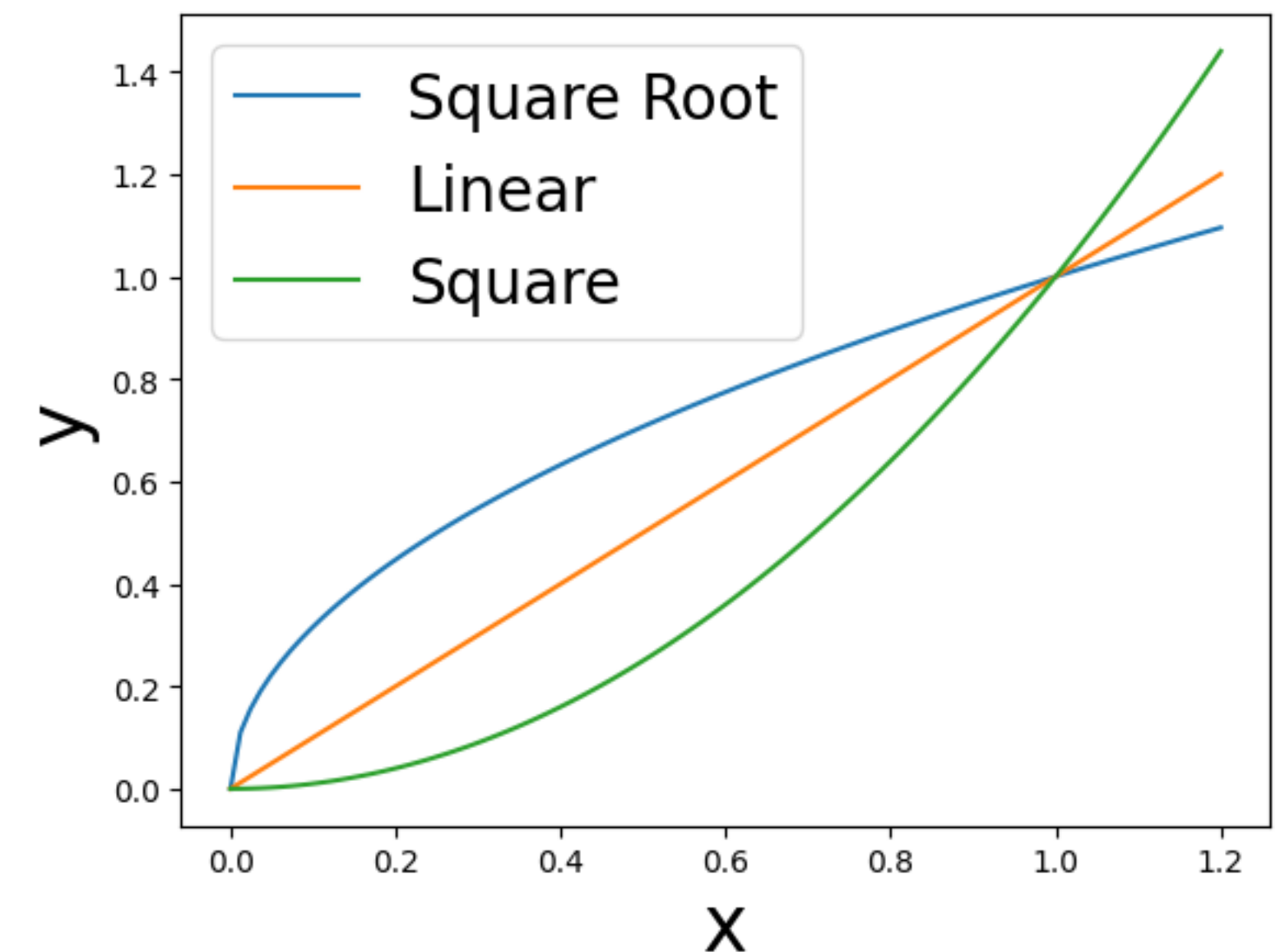


**Stability:**  $x(\infty) = \text{const}$

**Correct convergence:**  $x(\infty) = x_{\text{set}}$

# Non-Linear P-Control

- In P-control, control is a linear function of error.
- Generalization: control is a non-decreasing function of error.
  - If the error increases, the control will not decrease.
- Advantages:
  - Can reach set-point (quiescence) in finite time.
  - More suitable for non-linear systems.
- Disadvantages: increased difficulty in tuning.



# Application of Non-Linear P-Control

- The stopping controller provides an example of how non-linear P-control can enable a finite stopping time while the P-controller cannot.

- Linear:

$$\dot{x} = -k_P x \quad x(t) = e^{-k_P t} \quad t_s = \infty$$

- Non-Linear:

$$\dot{x} = -k_P \sqrt{x} \quad x(t) = \left(1 - \frac{kt}{2}\right)^2 \quad t_s = \frac{2}{k}$$

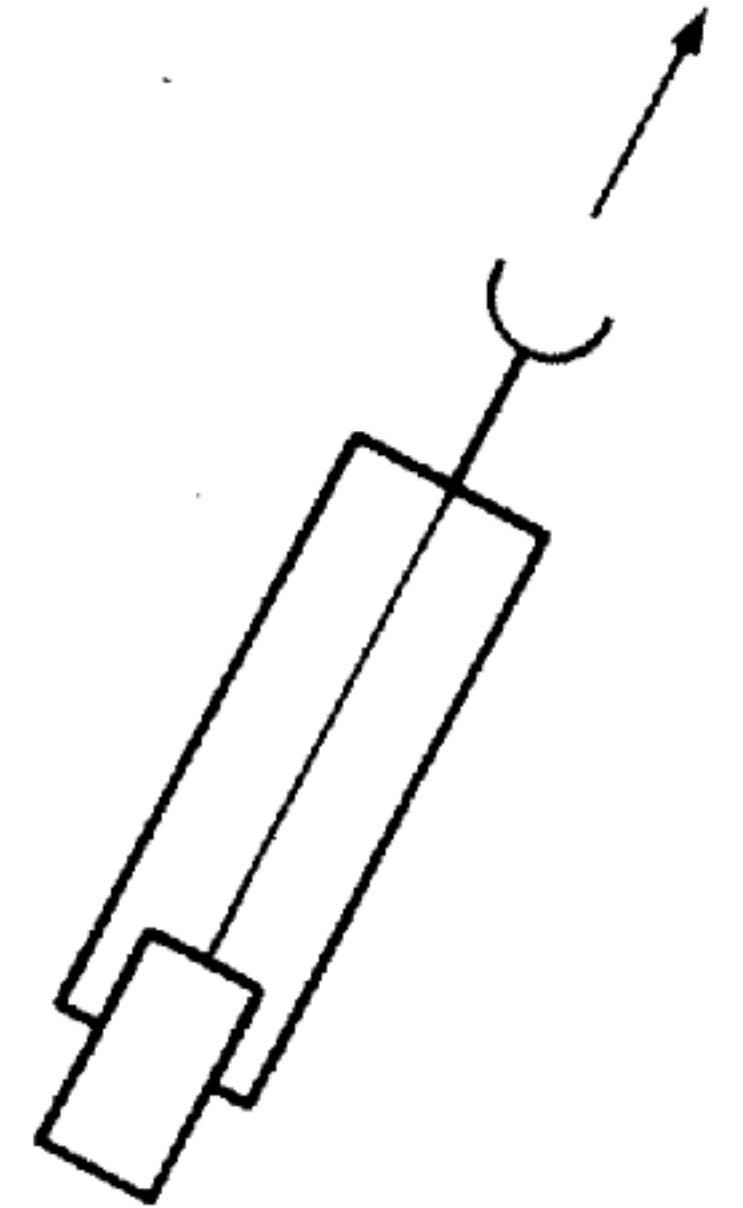
# Tuning Strategy for PID Control

- PID controllers are complex to tune because they have three degrees of freedom:  $k_P$ ,  $k_I$ ,  $k_D$ .
- Initialize all gains to zero. Start by tuning  $k_P$  so that  $x$  quickly approaches  $x_{\text{set}}$  without excessive overshoot.
- Next, tune  $k_I$  to reduce steady-state offset.
- Finally, tune  $k_D$  to minimize damping.

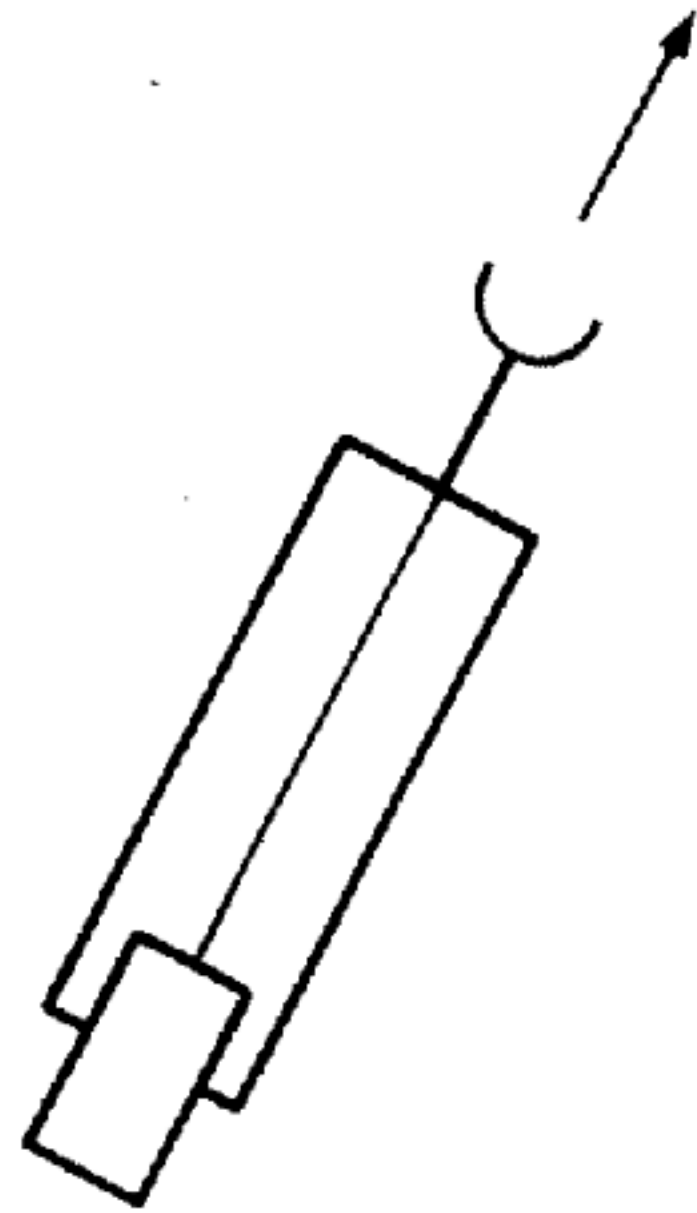
## Tuning Example

# Braitenberg Vehicles

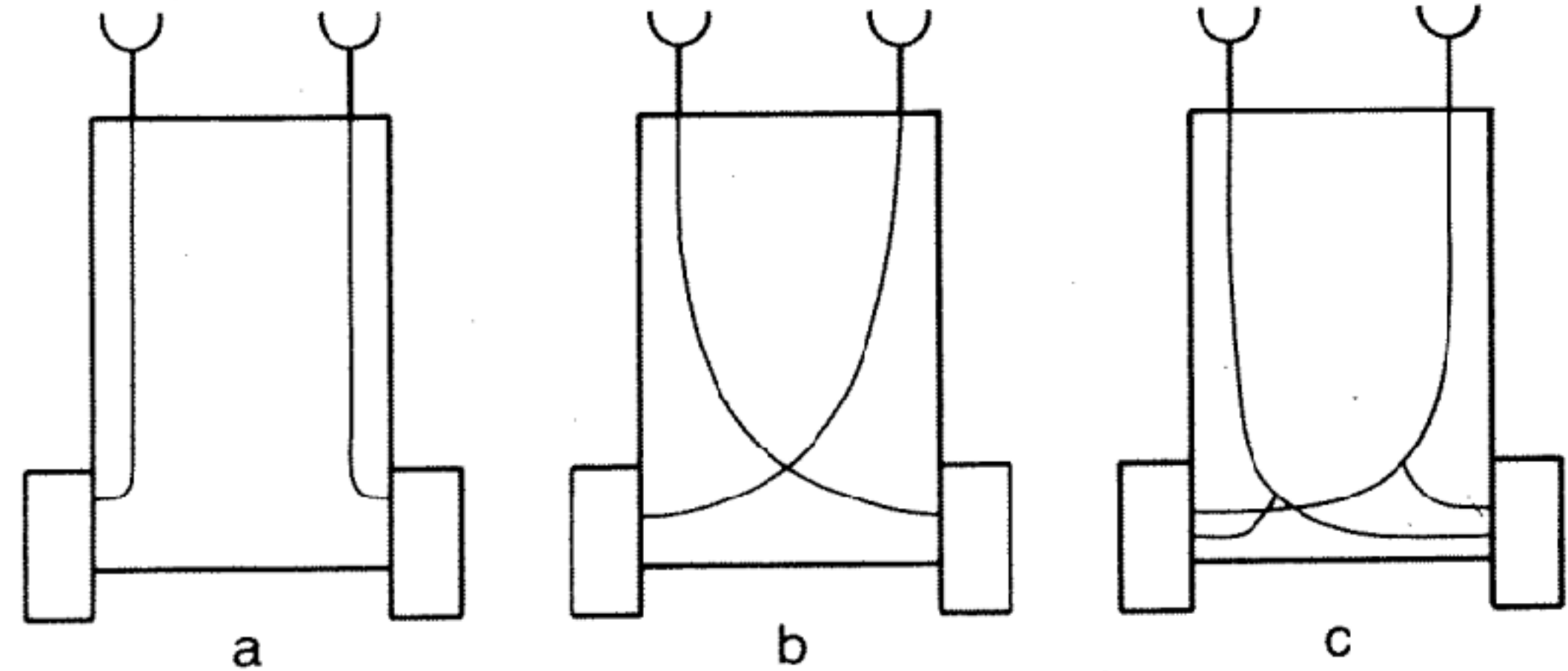
- Reactions?
- Where does the complexity of behavior arise from?
- Do you agree with the author's descriptions of vehicle behavior?



# Braitenberg: Vehicles 1 and 2

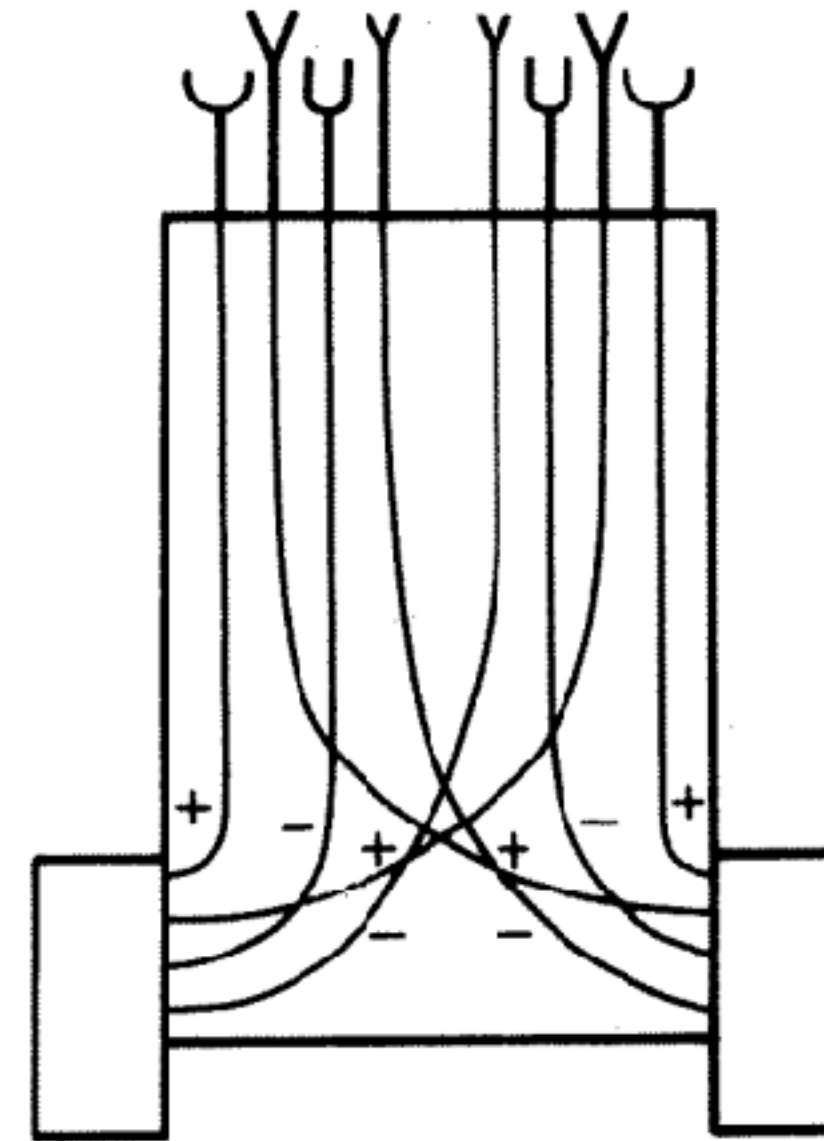
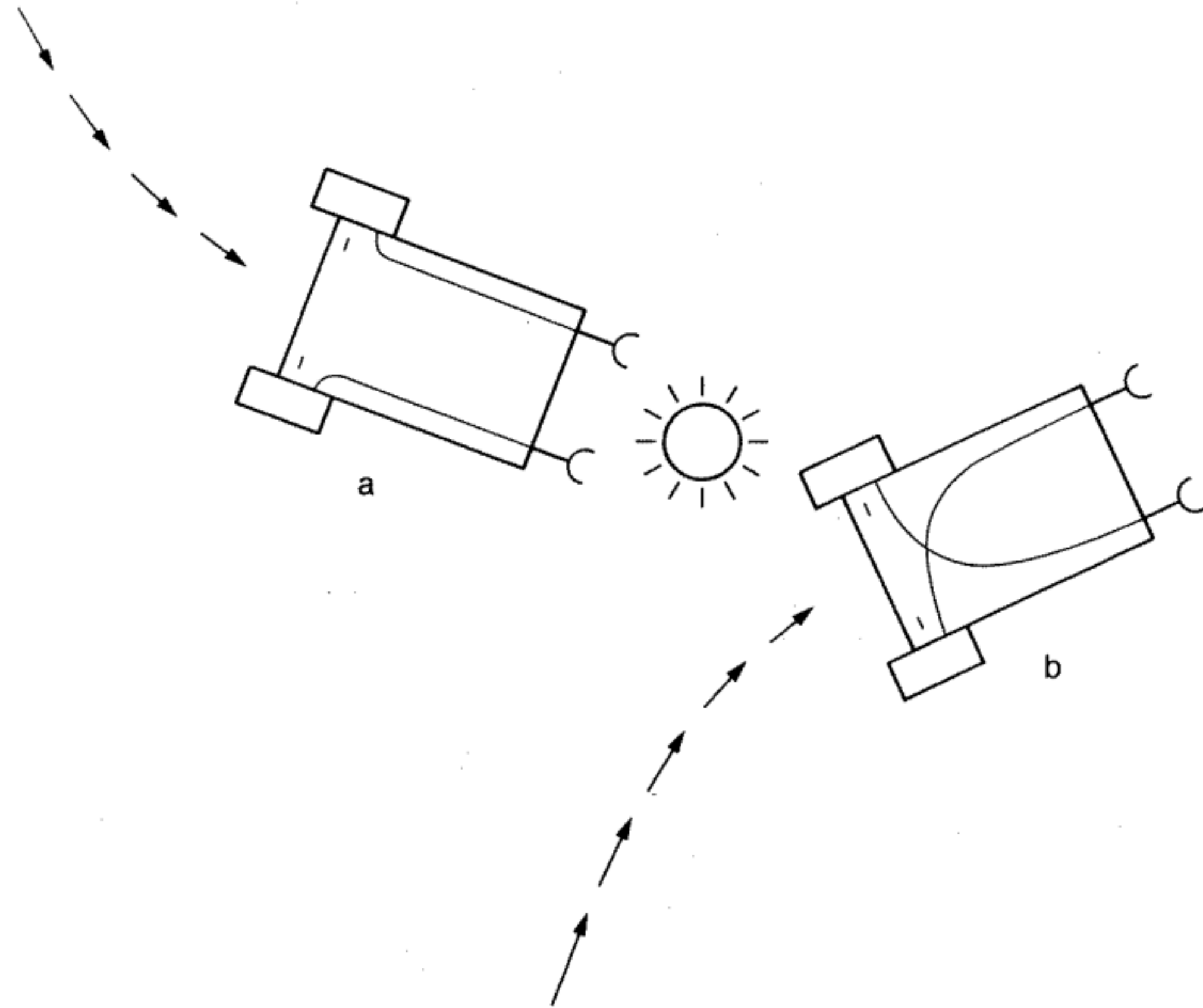


**Vehicle 1**



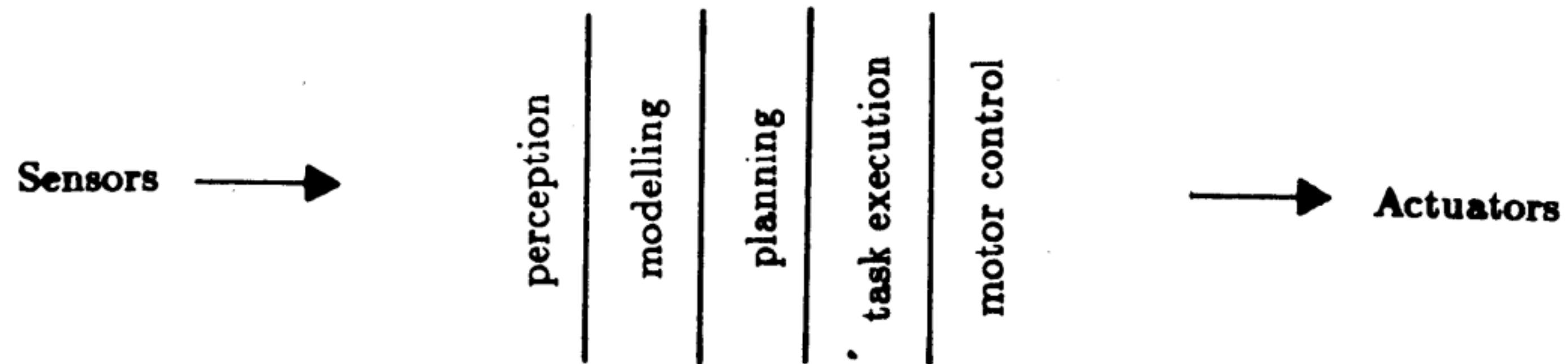
**Vehicle 2**

# Braitenberg: Vehicle 3





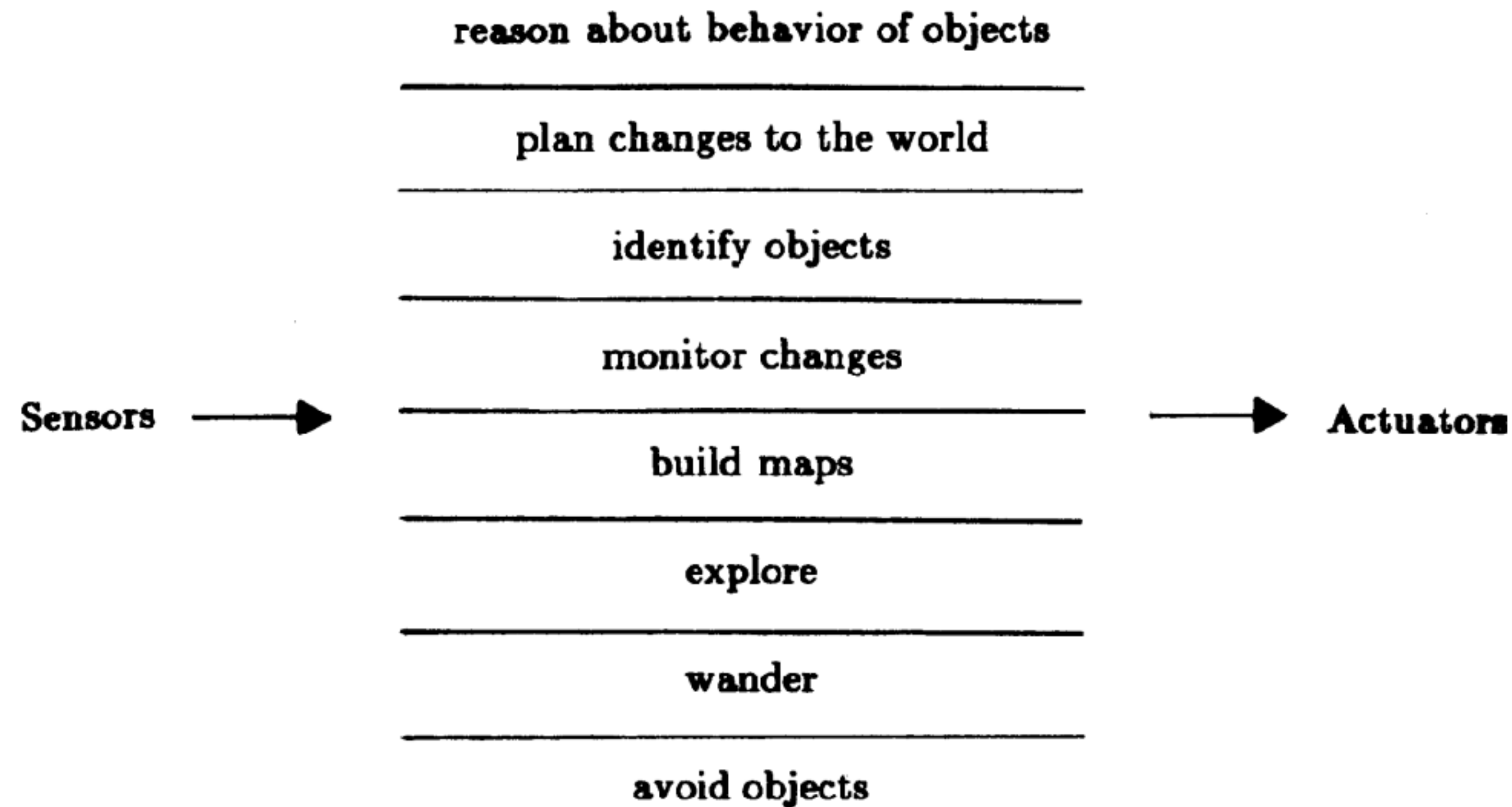
# Behavior Architectures



**Sense-think-act**



Simple, layered behaviors can give rise to complex capabilities.



**Subsumption**

# Summary

- Reviewed basic control laws: bang-bang, proportional or P, PI, PD, and PID.
- Analyzed P-controllers to reveal properties.
- Discussed controller tuning.
- Discussed Braitenberg readings

# Action Items

- Complete the background survey: <https://forms.gle/d8hmnQGwQc9SMVcN6>
- Begin the first programming assignment on control.
- Read on Bayes filter for next week; send a reading response by 12 pm on Monday.