ECE 463/663 - Homework #9

LQG Control with Servo Compensators. Due Wednesday, April 15th

LQG Control

Cart and Pendulum (HW #5): Use LQG methods to design a full-state feedback control law of the form

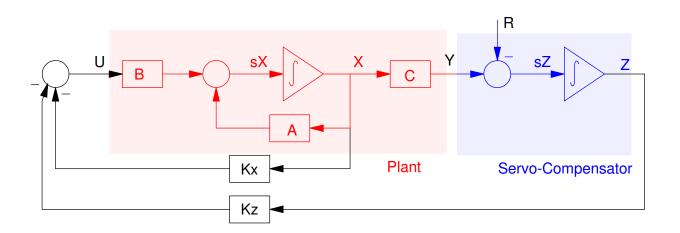
$$U = -K_z Z - K_x X$$

 $\dot{Z} = (x - R)$

for the cart and pendulum system from homework #5 using LQG control so that

- You track constant setpoints,
- You reject constant disturbances,
- The 2% settling time is 4 seconds, and
- There is no overshoot for a step input.
- 1) Give the control law (Kx and Kz) and explain how you chose Q and R

Create the augmented system (plant plus servo compensator - same as homework #6)



The plant plus servo compensator

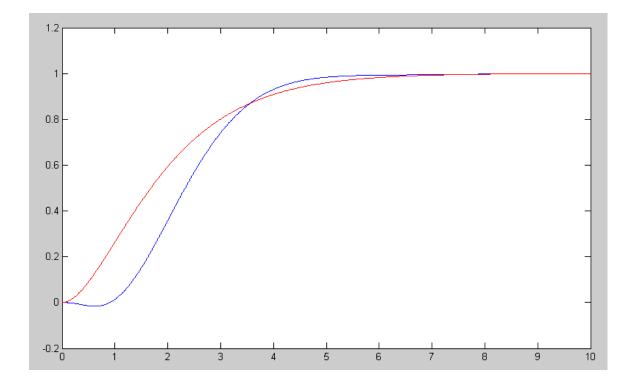
$$\begin{bmatrix} x \\ \theta \\ \dot{x} \\ \dot{\theta} \\ z \end{bmatrix} = \begin{bmatrix} 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & -6.533 & 0 & 0 & 0 \\ 0 & 16.333 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} x \\ \theta \\ \dot{x} \\ \dot{\theta} \\ z \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ 0.333 \\ -0.333 \\ 0 \end{bmatrix} F + \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ -1 \end{bmatrix} R$$

Now use LQR methods to force the system to behave like

 $G_d = \left(\frac{1}{s^2+2s+1}\right)$ A5 = [A, zeros(4,1); C, 0]0 0 1.0000 0 0 1.0000 0 0 0 0 -7.0000 0 0 0 0 -7.8400 0 0 0 0 1.0000 0 0 0 0 B5u = [B; 0]; B5r = [0*B; -1]; C5 = [C, 0]; D5 = 0; t = [0:0.01:10]'; Gd = tf(1, [1, 2, 1]);Yd = step(Gd, t);

After some trial and error, a reasonable Q and R were:

```
K5 = lqr(A5, B5u, diag([100,0,0,0,100]),1);
y = step3(A5-B5u*K5, B5r, C5, D5, t, X0, Ref);
plot(t,y,'b',t,Yd,'r');
```



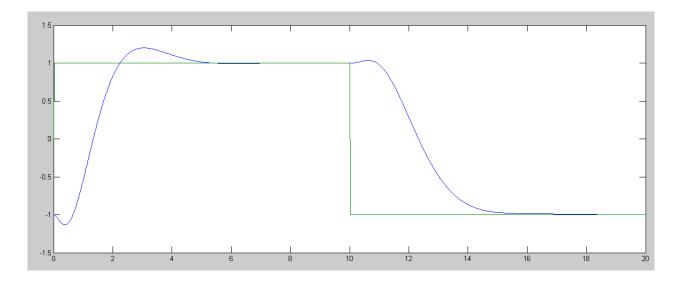
so the resulting feedback gains are:

K5 = -24.8289 -204.2766 -25.8237 -58.6530 -10.0000
>> eig(A5-B5u*K5)
ans =
 -4.0250 + 0.1594i
 -4.0250 - 0.1594i
 -0.9166
 -0.9827 + 1.1083i
 -0.9827 - 1.1083i

2) Plot the step response of the linear system

see problem #1 done while itterating to find Q and R

3) Check your design with the nonlinear simulation of the cart and pendulum system.



```
% Cart and Pendulum (sp20 version)
X = [-1; 0; 0; 0];
dX = zeros(4, 1);
Ref = 1;
dt = 0.01;
U = 0;
t = 0;
Kx = [-24.8289 - 204.2766 - 25.8237 - 58.6530];
Kz = -10;
Z = 0;
y = [];
while (t < 20)
Ref = sign(sin(0.1*pi*t));
U = -Kz \star Z - Kx \star X;
 dX = CartDynamics(X, U);
 dZ = X(1) - Ref;
 X = X + dX * dt;
 Z = Z + dZ * dt;
 t = t + dt;
CartDisplay(X, Ref);
y = [y; X(1), Ref];
end
clf
t = [1:length(y)]' * 0.01;
plot(t, y);
```

Ball and Beam (HW #6): Use LQG methods to design a full-state feedback control law of the form

$$U = -K_z Z - K_x X$$
$$\dot{Z} = (x - R)$$

for the ball and beam system from homework #5 using LQG control so that

- You track constant setpoints,
- You reject constant disturbances,
- The 2% settling time is 4 seconds, and
- There is no overshoot for a step input.

4) Give the control law (Kx and Kx) and explain how you chose Q and R

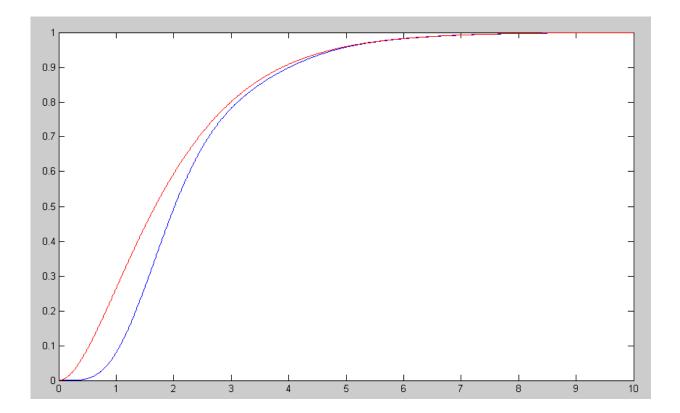
The augmented system in this case is

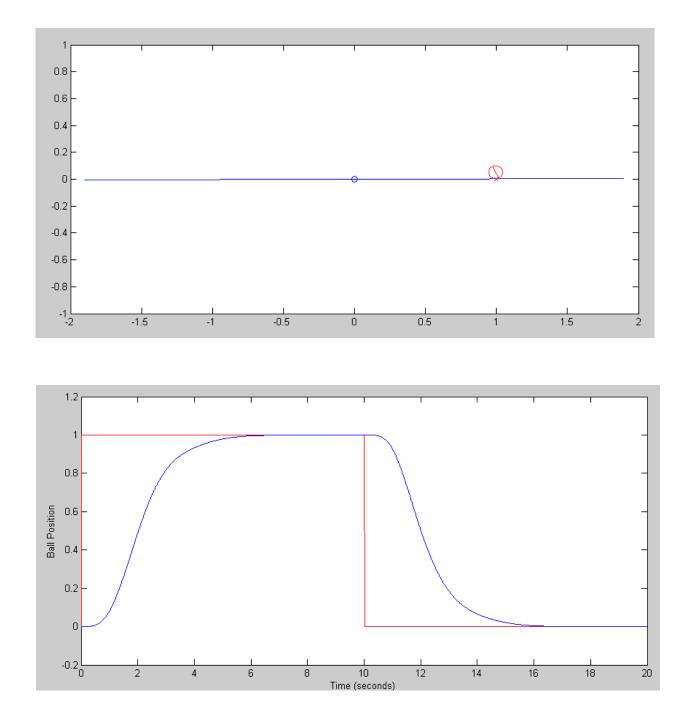
$$s\begin{bmatrix} x \\ \theta \\ \dot{x} \\ \dot{\theta} \\ \vdots \\ z \end{bmatrix} = \begin{bmatrix} 0 & 0 & 1 & 0 & \vdots & 0 \\ 0 & 0 & 0 & 1 & \vdots & 0 \\ 0 & -7 & 0 & 0 & \vdots & 0 \\ -7.84 & 0 & 0 & 0 & \vdots & 0 \\ \vdots \\ 1 & 0 & 0 & 0 & \vdots & 0 \end{bmatrix} \begin{bmatrix} x \\ \theta \\ \dot{x} \\ \dot{\theta} \\ \vdots \\ z \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0.4 \\ 0 \end{bmatrix} U + \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ -1 \end{bmatrix} R$$

Repeating the previous trial-and-error for guessing Q to find a 'good' response

```
K5 = lqr(A5, B5, diag([100,0,100,100,300]),1);
y = step3(A5-B5*K5, B5r, C5, D5, t, X0, Ref);
plot(t,y,'b',t,Yd,'r');
eig(A5-B5*K5)
K5 = -59.6985 93.4079 -32.4393 23.8126 -17.3205
eig(A5-B5*K5)
-4.7115
-1.1838 + 2.4747i
-1.1838 - 2.4747i
-1.5806
-0.8654
```

5) Plot the step response of the linear system





6) Check your design with the nonlinear simulation of the cart and pendulum system.

```
Code:
   % Ball & Beam System
   % Sp 20 Version
  % m = 2kg
  % J = 0.5 \text{ kg m}^2
  X = [0, 0, 0, 0]';
  dt = 0.01;
   t = 0;
  Kx = [-59.6985 93.4079 -32.4393 23.8126];
  Kz = [-17.3205];
  Z = 0;
  y = [];
  while(t < 20)
   Ref = 1 * (sin(2*pi*t/20) > 0);
   U = -Kz * Z - Kx * X;
    dX = BeamDynamics(X, U);
    dZ = (X(1) - Ref);
   X = X + dX * dt;
    Z = Z + dZ * dt;
   y = [y ; Ref, X(1)];
    t = t + dt;
   BeamDisplay(X, Ref);
   end
  t = [1:length(y)]' * dt;
   plot(t,y(:,1),'r',t,y(:,2),'b');
   xlabel('Time (seconds)');
  ylabel('Ball Position');
```