

# Controller Design and Tuning

Hans Vangheluwe and Claudio Gomes

Modelling, Simulation and Design Lab (MSDL)

University of Antwerp, Belgium

# Control System

# Control System

- ▶ A *control system* (or “controller”) is a system whose purpose is to command, direct, or regulate itself, or another system.

# Control System

- ▶ A *control system* (or “controller”) is a system whose purpose is to command, direct, or regulate itself, or another system.
- ▶ The System under Control is often called a “plant” (as in “chemical production plant”).

# Control System

- ▶ A *control system* (or “controller”) is a system whose purpose is to command, direct, or regulate itself, or another system.
- ▶ The System under Control is often called a “plant” (as in “chemical production plant”).
- ▶ There are open-loop and closed-loop control systems.

# Control System

- ▶ A *control system* (or “controller”) is a system whose purpose is to command, direct, or regulate itself, or another system.
- ▶ The System under Control is often called a “plant” (as in “chemical production plant”).
- ▶ There are open-loop and closed-loop control systems.
  - ▶ Closed-loop control system: e.g., human picking an object

# Control System

- ▶ A *control system* (or “controller”) is a system whose purpose is to command, direct, or regulate itself, or another system.
- ▶ The System under Control is often called a “plant” (as in “chemical production plant”).
- ▶ There are open-loop and closed-loop control systems.
  - ▶ Closed-loop control system: e.g., human picking an object
    - ▶ Eyes are *sensors*.

# Control System

- ▶ A *control system* (or “controller”) is a system whose purpose is to command, direct, or regulate itself, or another system.
- ▶ The System under Control is often called a “plant” (as in “chemical production plant”).
- ▶ There are open-loop and closed-loop control systems.
  - ▶ Closed-loop control system: e.g., human picking an object
    - ▶ Eyes are *sensors*.
    - ▶ Hands are *actuators*.



# Control System

- ▶ A *control system* (or “controller”) is a system whose purpose is to command, direct, or regulate itself, or another system.
- ▶ The System under Control is often called a “plant” (as in “chemical production plant”).
- ▶ There are open-loop and closed-loop control systems.
  - ▶ Closed-loop control system: e.g., human picking an object
    - ▶ Eyes are *sensors*.
    - ▶ Hands are *actuators*.
    - ▶ Brain is the *controller* that estimates the distance between hand and object based on sensor input.  
It determines/computes an appropriate *control action* that satisfies requirements and implements it through the *actuators*.

# Control System

- ▶ A *control system* (or “controller”) is a system whose purpose is to command, direct, or regulate itself, or another system.
- ▶ The System under Control is often called a “plant” (as in “chemical production plant”).
- ▶ There are open-loop and closed-loop control systems.
  - ▶ Closed-loop control system: e.g., human picking an object
    - ▶ Eyes are *sensors*.
    - ▶ Hands are *actuators*.
    - ▶ Brain is the *controller* that estimates the distance between hand and object based on sensor input.  
It determines/computes an appropriate *control action* that satisfies requirements and implements it through the *actuators*.
  - ▶ Open-loop control system: e.g., blindfolded picking

# Control System

- ▶ A *control system* (or “controller”) is a system whose purpose is to command, direct, or regulate itself, or another system.
- ▶ The System under Control is often called a “plant” (as in “chemical production plant”).
- ▶ There are open-loop and closed-loop control systems.
  - ▶ Closed-loop control system: e.g., human picking an object
    - ▶ Eyes are *sensors*.
    - ▶ Hands are *actuators*.
    - ▶ Brain is the *controller* that estimates the distance between hand and object based on sensor input.  
It determines/computes an appropriate *control action* that satisfies requirements and implements it through the *actuators*.
  - ▶ Open-loop control system: e.g., blindfolded picking
    - ▶ Only the current state and a model of the plant are used. The output of the system under control is not observed.

# Control System

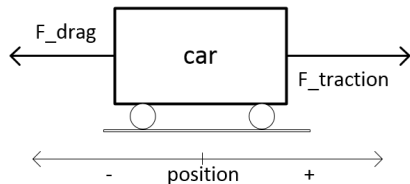
- ▶ A *control system* (or “controller”) is a system whose purpose is to command, direct, or regulate itself, or another system.
- ▶ The System under Control is often called a “plant” (as in “chemical production plant”).
- ▶ There are open-loop and closed-loop control systems.
  - ▶ Closed-loop control system: e.g., human picking an object
    - ▶ Eyes are *sensors*.
    - ▶ Hands are *actuators*.
    - ▶ Brain is the *controller* that estimates the distance between hand and object based on sensor input.  
It determines/computes an appropriate *control action* that satisfies requirements and implements it through the *actuators*.
  - ▶ Open-loop control system: e.g., blindfolded picking
    - ▶ Only the current state and a model of the plant are used. The output of the system under control is not observed.
- ▶ Our example (closed loop): velocity control in rail car

# Moving Car (the physical “plant”) Model

$$F_{res} = F_{traction} + F_{drag}$$

$$F_{drag} = -\frac{1}{2} \cdot \rho \cdot v^2 \cdot C_D \cdot A$$

$$F_{res} = M \cdot a = M \cdot \frac{dv}{dt}$$



$$\frac{dv}{dt} = \frac{1}{M} \left( F_{traction} - \frac{1}{2} \cdot \rho \cdot v^2 \cdot C_D \cdot A \right)$$

$$v(0) = 0$$

## PID Controller

A Proportional-Integral-Derivative (PID) controller takes as input the error (deviation of the measured/sensed value from the ideal or “setpoint” value)  $v_i - v$  and produces an output to be sent to the plant via the actuator.

# PID Controller

A Proportional-Integral-Derivative (PID) controller takes as input the error (deviation of the measured/sensed value from the ideal or “setpoint” value)  $v_i - v$  and produces an output to be sent to the plant via the actuator.

This is done by combining three different controllers:

# PID Controller

A Proportional-Integral-Derivative (PID) controller takes as input the error (deviation of the measured/sensed value from the ideal or “setpoint” value)  $v_i - v$  and produces an output to be sent to the plant via the actuator.

This is done by combining three different controllers:

**Proportional Controller** – outputs  $K_p \cdot (v_i - v)$ ,  
with  $K_p$  an appropriate constant;



# PID Controller

A Proportional-Integral-Derivative (PID) controller takes as input the error (deviation of the measured/sensed value from the ideal or “setpoint” value)  $v_i - v$  and produces an output to be sent to the plant via the actuator.

This is done by combining three different controllers:

**Proportional Controller** – outputs  $K_p \cdot (v_i - v)$ ,  
with  $K_p$  an appropriate constant;

**Integral Controller** – outputs  $K_i \cdot \int (v_i - v) dt$ ,  
with  $K_i$  an appropriate constant;

# PID Controller

A Proportional-Integral-Derivative (PID) controller takes as input the error (deviation of the measured/sensed value from the ideal or “setpoint” value)  $v_i - v$  and produces an output to be sent to the plant via the actuator.

This is done by combining three different controllers:

**Proportional Controller** – outputs  $K_p \cdot (v_i - v)$ ,  
with  $K_p$  an appropriate constant;

**Integral Controller** – outputs  $K_i \cdot \int (v_i - v) dt$ ,  
with  $K_i$  an appropriate constant;

**Derivative Controller** – outputs  $K_d \cdot \frac{d(v_i - v)}{dt}$ ,  
with  $K_d$  an appropriate constant;

# PID Controller

A Proportional-Integral-Derivative (PID) controller takes as input the error (deviation of the measured/sensed value from the ideal or “setpoint” value)  $v_i - v$  and produces an output to be sent to the plant via the actuator.

This is done by combining three different controllers:

**Proportional Controller** – outputs  $K_p \cdot (v_i - v)$ ,  
with  $K_p$  an appropriate constant;

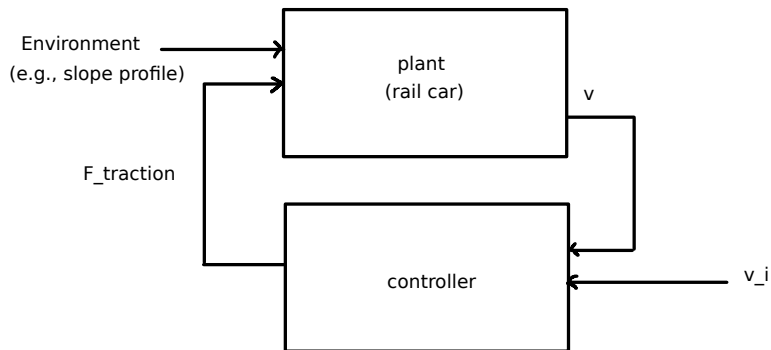
**Integral Controller** – outputs  $K_i \cdot \int (v_i - v) dt$ ,  
with  $K_i$  an appropriate constant;

**Derivative Controller** – outputs  $K_d \cdot \frac{d(v_i - v)}{dt}$ ,  
with  $K_d$  an appropriate constant;

A PID controller produces a control output:

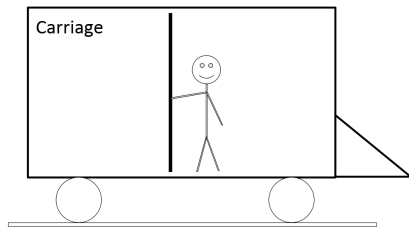
$$K_p \cdot (v_i - v) + K_i \cdot \int (v_i - v) dt + K_d \cdot \frac{d(v_i - v)}{dt}$$

# Closed-Loop PID Controller for Velocity Control

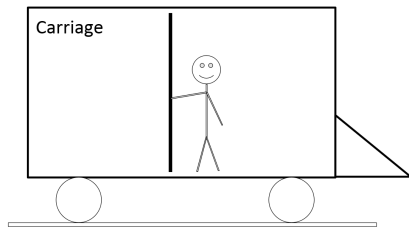


# Rail Car Case

# Rail Car Case

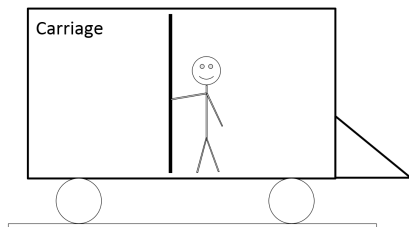


# Rail Car Case



- ▶ Build the controller for a driverless rail car.

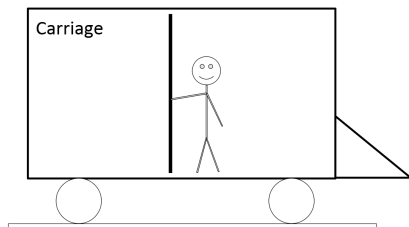
# Rail Car Case



- ▶ Build the controller for a driverless rail car.
- ▶ The controller determines the acceleration of the train, in an attempt to match (i.e., deviate as little as possible from) a predefined profile of desired velocities.



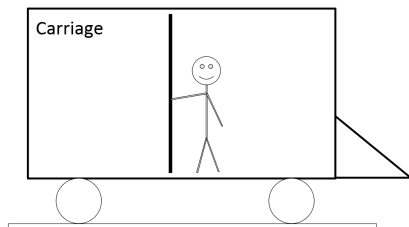
# Rail Car Case



- ▶ Build the controller for a driverless rail car.
- ▶ The controller determines the acceleration of the train, in an attempt to match (i.e., deviate as little as possible from) a predefined profile of desired velocities.

The desired (piecewise constant) velocity profile is known beforehand by a central coordinator (and is encoded in a file).

# Rail Car Case



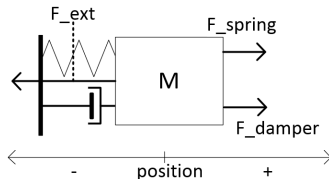
- ▶ Build the controller for a driverless rail car.
- ▶ The controller determines the acceleration of the train, in an attempt to match (i.e., deviate as little as possible from) a predefined profile of desired velocities.

The desired (piecewise constant) velocity profile is known beforehand by a central coordinator (and is encoded in a file).

- ▶ Passengers should not fall (i.e., accelerate too much).
- ▶ Other requirements such as minimizing total energy consumption could be added.

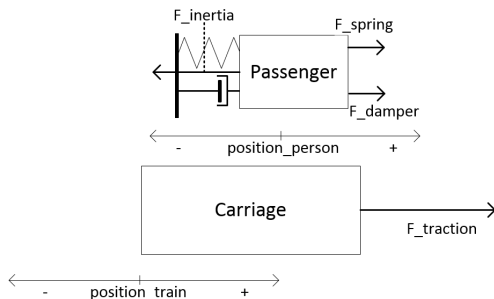
# Abstracting the Passenger: Mass-Spring-Damper System

$$\left\{ \begin{array}{l} F_{ext} = -f \\ F_{spring} = -k(-x) \\ F_{damper} = -c(-v) \\ M \cdot a = F_{ext} + F_{spring} + F_{damper} \\ \frac{dv}{dt} = a \\ \frac{dx}{dt} = v \end{array} \right.$$



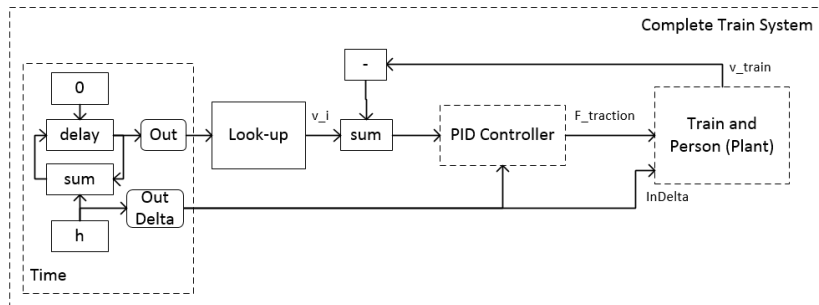
$$\left\{ \begin{array}{l} \frac{dv}{dt} = \frac{1}{M}(-f + k \cdot x + c \cdot v) \\ \frac{dx}{dt} = v \end{array} \right.$$

# Abstracting Train-and-Passenger (“Plant” model)



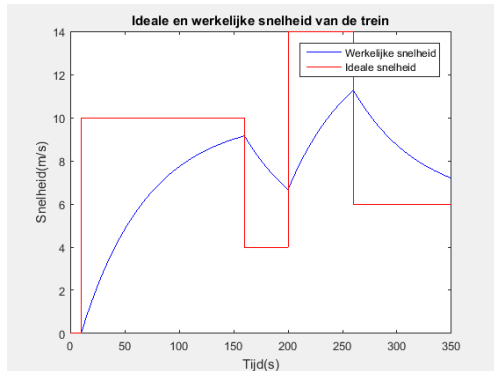
$$\begin{cases}
 m_{passger} * a_{passger} & = k(-x_{passger}) + c(-v_{passger}) - m_{passger} * a_{train} \\
 F_{traction} & = (m_{train} + m_{passger}) * a_{train} \\
 a_{passger} & = \frac{dv_{passger}}{dt} \\
 v_{passger} & = \frac{dx_{passger}}{dt} \\
 a_{train} & = \frac{dv_{train}}{dt} \\
 v_{train} & = \frac{dx_{train}}{dt}
 \end{cases}$$

# Complete System Overview

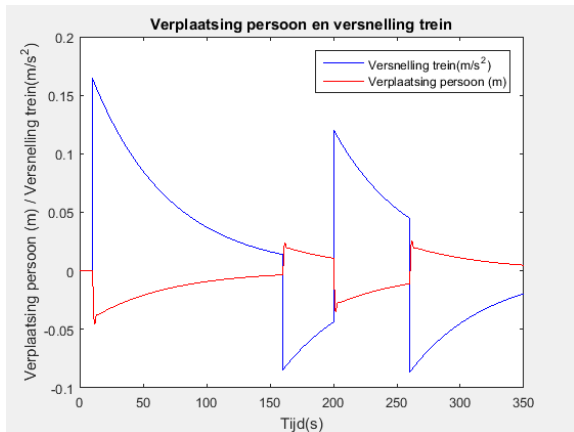


# Some Results - Train Velocity

$$\left\{ \begin{array}{l} m_{passger} = 73kg \\ m_{train} = 6000kg \\ k = 300 \\ c = 150 \\ K_p = 100 \\ K_i = 0 \\ K_d = 0 \end{array} \right.$$

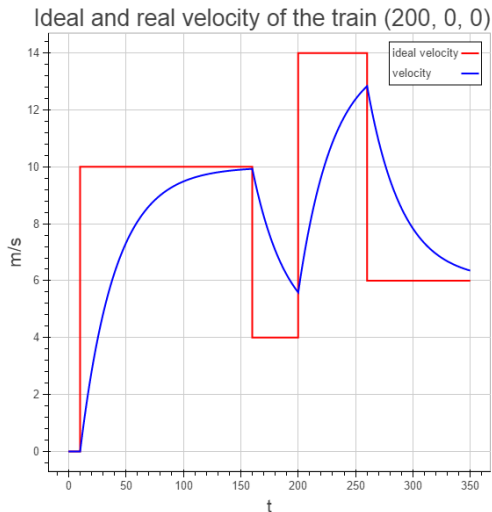


# Some Results - Passenger Displacement and Acceleration



# Some Results - Train Velocity

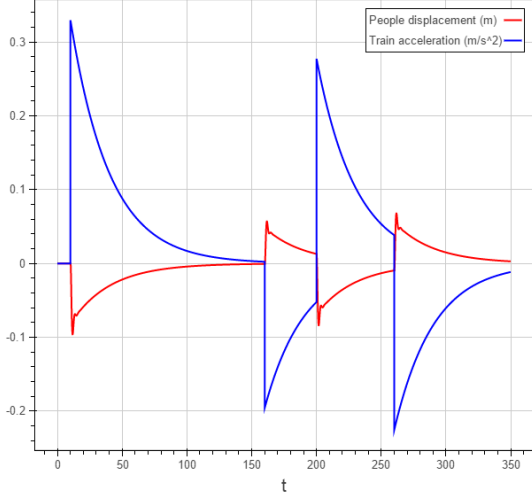
$$\left\{ \begin{array}{l} m_{passger} = 73kg \\ m_{train} = 6000kg \\ k = 300 \\ c = 150 \\ K_p = 200 \\ K_i = 0 \\ K_d = 0 \end{array} \right.$$





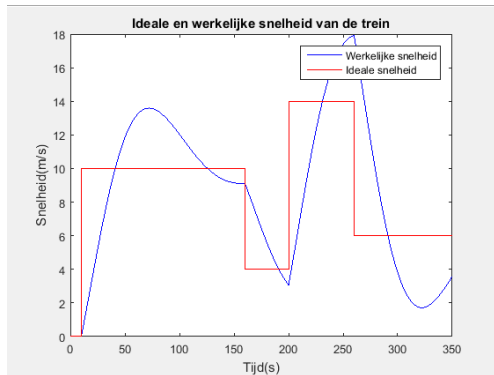
# Some Results - Passenger Displacement and Acceleration

People displacement and train acceleration (200, 0, 0)

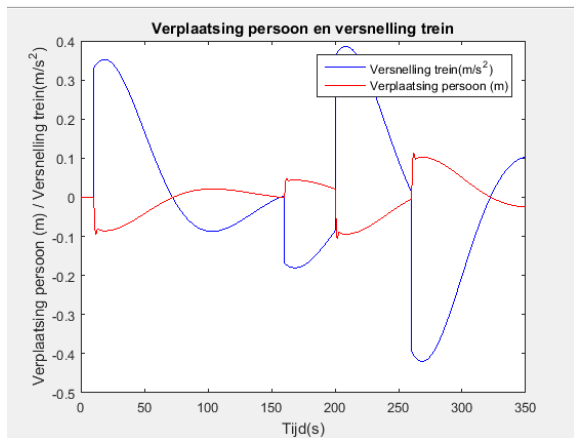


# Some Results - Train Velocity

$$\left\{ \begin{array}{l} m_{passger} = 73kg \\ m_{train} = 6000kg \\ k = 300 \\ c = 150 \\ K_p = 200 \\ K_i = 10 \\ K_d = 0 \end{array} \right.$$

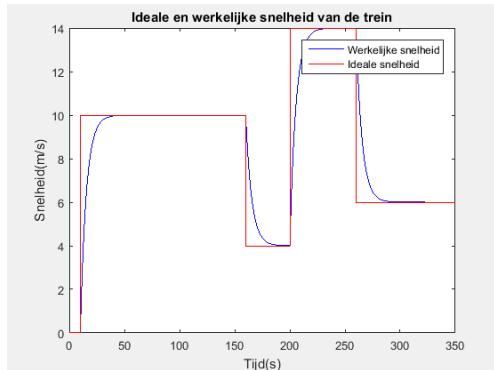


# Some Results - Passenger Displacement and Acceleration



## Some Results - Train Velocity

$$\left\{ \begin{array}{l} m_{passger} = 73kg \\ m_{train} = 6000kg \\ k = 300 \\ c = 150 \\ K_p = 1500 \\ K_i = 0 \\ K_d = 2000 \end{array} \right.$$



# Some Results - Passenger Displacement and Acceleration

