

---

# **Inverted Pendulum System**

## Fall 2014

Output Feedback vs. State  
Space Approach for Tracking

2014 Fall Inverted Pendulum Tracking

# Inverted Pendulum System

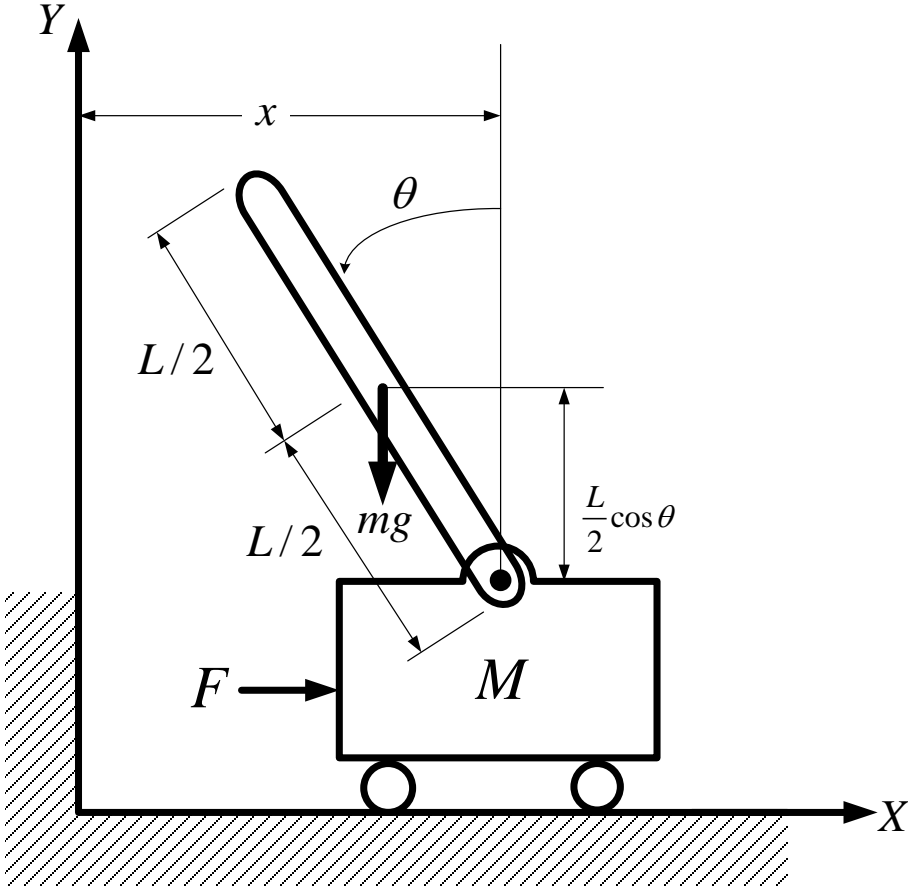
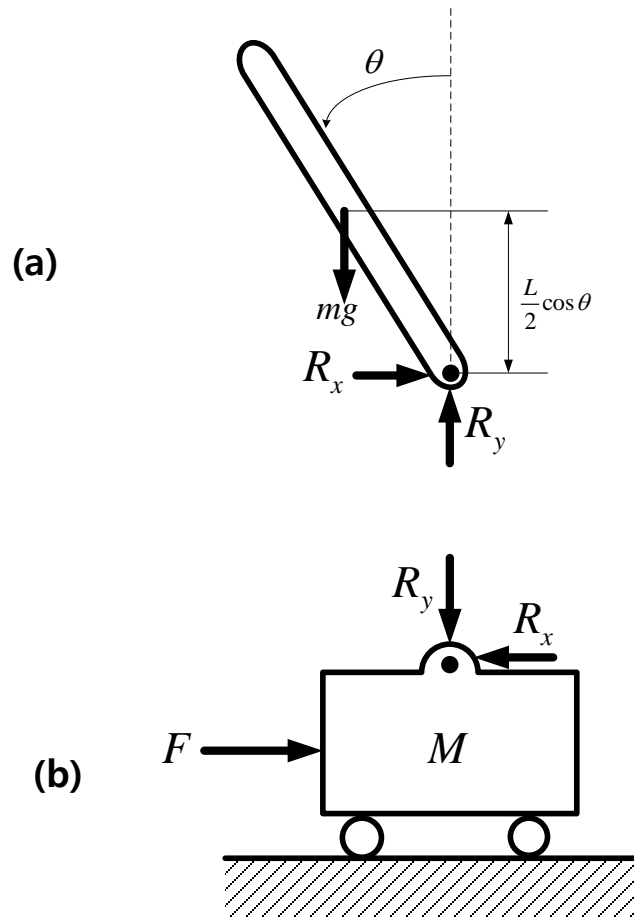


Fig 1. Inverted Pendulum System

# Free Body Diagram : Rod & Cart



*About bar having mass 'm'*

$$\sum F_x = R_x = m \ddot{x}_m \quad \dots\dots\dots(1)$$

$$\sum F_y = R_y - mg = m \ddot{y}_m \quad \dots\dots\dots(2)$$

$$\sum M = R_x \frac{L}{2} \cos \theta + R_y \frac{L}{2} \sin \theta = I \ddot{\theta} \quad \dots\dots(3)$$

*About cart having mass 'M'*

$$\sum F_x = F - R_x = M \ddot{x} \quad \dots\dots\dots(4)$$

**Fig 2.**  
**(a) free-body diagram of rod**  
**(b) free-body diagram of cart**

# Variable Relation

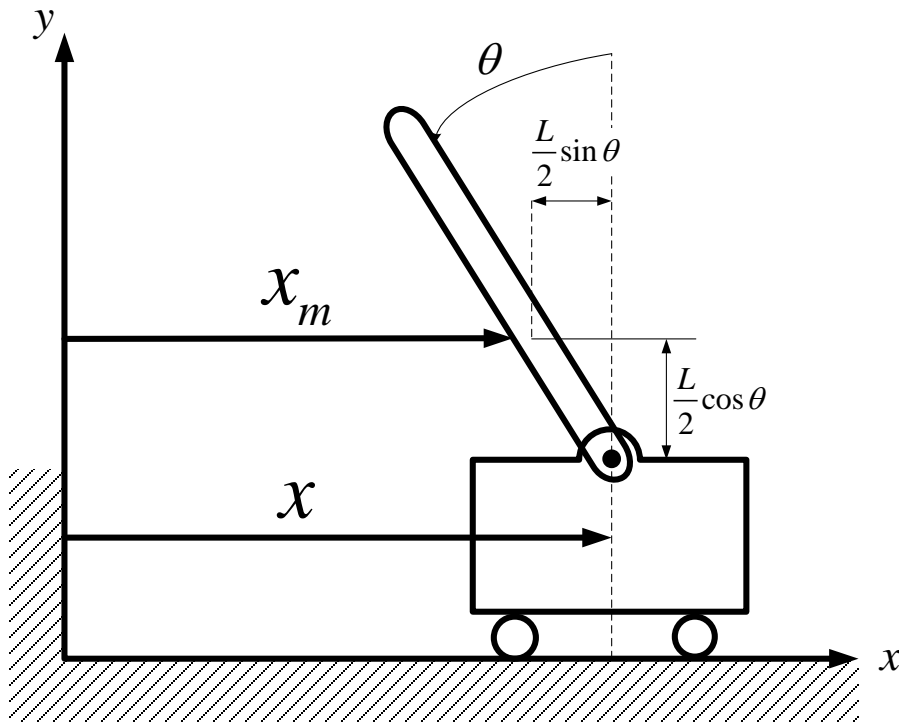


Fig 3. Relation between two center of gravities

$$x_m = x - \frac{L}{2} \sin \theta$$

$$y_m = \frac{L}{2} \cos \theta$$



$$\dot{x}_m = \dot{x} - \frac{L}{2} \dot{\theta} \cos \theta$$

$$\dot{y}_m = -\frac{L}{2} \dot{\theta} \sin \theta$$



$$\ddot{x}_m = \ddot{x} + \frac{L}{2} \dot{\theta}^2 \sin \theta - \frac{L}{2} \ddot{\theta} \cos \theta$$

$$\ddot{y}_m = -\frac{L}{2} \dot{\theta}^2 \cos \theta - \frac{L}{2} \ddot{\theta} \sin \theta$$

# Equations & Desired State

From above relations, equations (1) ~ (4) can be rewritten as follow

$$(1) \quad R_x = m \left( \ddot{x} + \frac{L}{2} \dot{\theta}^2 \sin \theta - \frac{L}{2} \ddot{\theta} \cos \theta \right)$$

$$(2) \quad R_y = mg + m \left( -\frac{L}{2} \dot{\theta}^2 \cos \theta - \frac{L}{2} \ddot{\theta} \sin \theta \right)$$

$$(3) \quad I \ddot{\theta} = m \ddot{x} \frac{L}{2} \cos \theta - m \left( \frac{L}{2} \right)^2 \ddot{\theta} + mg \frac{L}{2} \sin \theta \quad \dots\dots (5)$$

$$(4) \quad (M + m) \ddot{x} + m \frac{L}{2} (\dot{\theta}^2 \sin \theta - \ddot{\theta} \cos \theta) = F \quad \dots\dots (6)$$

*Initial condition*

$$\theta(0) = \theta_0$$

$$x(0) = 0$$

# Equations & Desired State

From equation (5)

$$\ddot{x} = \frac{1}{m \frac{L}{2} \cos \theta} \left\{ \left[ I + m \left( \frac{L}{2} \right)^2 \right] \ddot{\theta} - mg \frac{L}{2} \sin \theta \right\}$$

put *this* into (6) and arrange

$$\ddot{\theta} = \frac{1}{(M + m) \left( I + m(L/2)^2 \right) - m^2 (L/2)^2 \cos^2(\theta)} \left[ -m^2 (L/2)^2 \sin(\theta) \cos(\theta) \dot{\theta}^2 + (M + m) mg \frac{L}{2} \sin(\theta) + m(L/2) \cos(\theta) F \right]$$

and from this,  $\ddot{x}$  also can be

$$\ddot{x} = \frac{1}{(M + m) \left( I + m(L/2)^2 \right) - m^2 (L/2)^2 \cos^2(\theta)} \left[ m^2 (L/2)^2 \sin(\theta) \cos(\theta) g - m \left( I + m(L/2)^2 \right) (L/2) \sin(\theta) \dot{\theta}^2 + \left( I + m(L/2)^2 \right) F \right]$$

# 1. Nonlinear System Control

**Nonlinear System** + **Angle( $\theta$ ) and Angle Rate( $\dot{\theta}$ ) Controller**

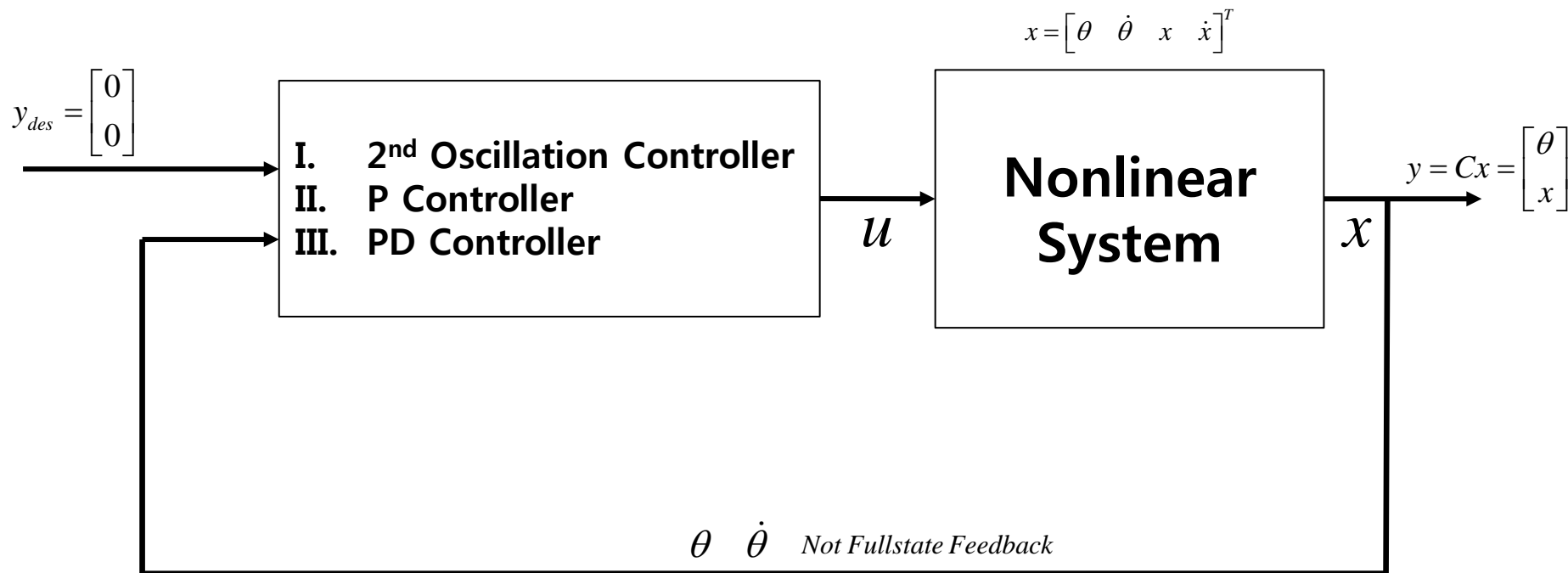
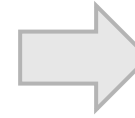


Fig 4. Block diagram for nonlinear system control

## $\theta$ Control : by Force control

*Desired state is that  $\theta$  goes to zero at  $t \rightarrow \infty$   
(We do not care about  $x(t)$ )*



$$\lim_{t \rightarrow \infty} \theta(t) = 0$$

$$\ddot{\theta} = \frac{1}{(M+m)(I+m(L/2)^2) - m^2(L/2)^2 \cos^2(\theta)} \left[ -m^2(L/2)^2 \sin(\theta)\cos(\theta)\dot{\theta}^2 + (M+m)mg\frac{L}{2}\sin(\theta) + m(L/2)\cos(\theta)F \right]$$

*From above equation, we want to make  $\theta \rightarrow 0$  by controlling appropriate  $F(t)$*

*$F$  is a control input  $u(t)$ ,  $F(t) = u(t)$*

Three ways of control using force are introduced

- I** Make above equation about  $\ddot{\theta}$  like  $\ddot{\theta} = -2\zeta\omega_n\dot{\theta} - \omega_n^2\theta$
- II**  $u(t) = F = -K\theta(t)$
- III**  $u(t) = F = -K\theta(t) - C\dot{\theta}$



# $\theta$ Control : by Force control

I

$$\ddot{\theta} = \frac{1}{(M+m)\left(I+m(L/2)^2\right)-m^2(L/2)^2\cos^2(\theta)} \left[ -m^2(L/2)^2\sin(\theta)\cos(\theta)\dot{\theta}^2 + (M+m)mg\frac{L}{2}\sin(\theta) + m(L/2)\cos(\theta)F \right]$$

$$\text{Let } A = \frac{(M+m)}{m\frac{L}{2}\cos\theta} \left[ I + m\left(\frac{L}{2}\right)^2 \right] - m\frac{L}{2}\cos\theta \quad \text{and} \quad B = \frac{(M+m)}{m\frac{L}{2}\cos\theta} \frac{L}{2}\sin\theta$$

Then above equation can be expressed as follows

$$\ddot{\theta} = -\frac{1}{A}m\frac{L}{2}\dot{\theta}^2\sin\theta + \frac{B}{A}\cdot mg + \frac{1}{A}F$$

If  $\theta$  satisfies the following equation,

$$\ddot{\theta} = -2\zeta\omega_n\dot{\theta} - \omega_n^2\theta$$

$$\therefore u(t) = F = -2A\cdot\zeta\omega_n\cdot\dot{\theta} - A\cdot\omega_n^2\cdot\theta - B\cdot mg + m\frac{L}{2}\sin\theta\cdot\dot{\theta}^2$$

With appropriate values of  $\zeta$  and  $\omega_n$ ,  $\theta$  can be zero at  $t \rightarrow \infty$

## $\theta$ Control : by Force control

From the equation 
$$\ddot{\theta} = -\frac{1}{A}m\frac{L}{2}\dot{\theta}^2 \sin \theta + \frac{B}{A} \cdot mg + \frac{1}{A} F$$

We want to control by

**II**  $u(t) = F = -K\theta(t) \quad (K > 0)$

$$\ddot{\theta} = -\frac{1}{A}m\frac{L}{2}\dot{\theta}^2 \sin \theta + \frac{B}{A} \cdot mg - \frac{K}{A}\theta$$

In this case,  $\theta$  goes to zero when  $t \rightarrow \infty$ ?

**III**  $u(t) = F = -K\theta(t) - C\dot{\theta} \quad (K > 0, C > 0)$

$$\ddot{\theta} = -\frac{1}{A}m\frac{L}{2}\dot{\theta}^2 \sin \theta + \frac{B}{A} \cdot mg - \frac{1}{A}(K\theta + C\dot{\theta})$$

In this case,  $\theta$  goes to zero when  $t \rightarrow \infty$ ?

# Simulation : Force Control

Simulation  
Condition

$$\theta(0) = 0.1 \text{ rad}$$

$$x(0) = 0 \text{ m}$$

$$\zeta = 0.5$$

$$K = 30$$

$$\dot{\theta}(0) = 0 \text{ rad/s}$$

$$\dot{x}(0) = 0 \text{ m/s}^2$$

$$\omega_n = 0.7 \text{ rad/s}$$

$$C = 15$$

I

Simulation Results Plots

— :  $\zeta, \omega_n$  control    - - - : P control    - - - : PD control

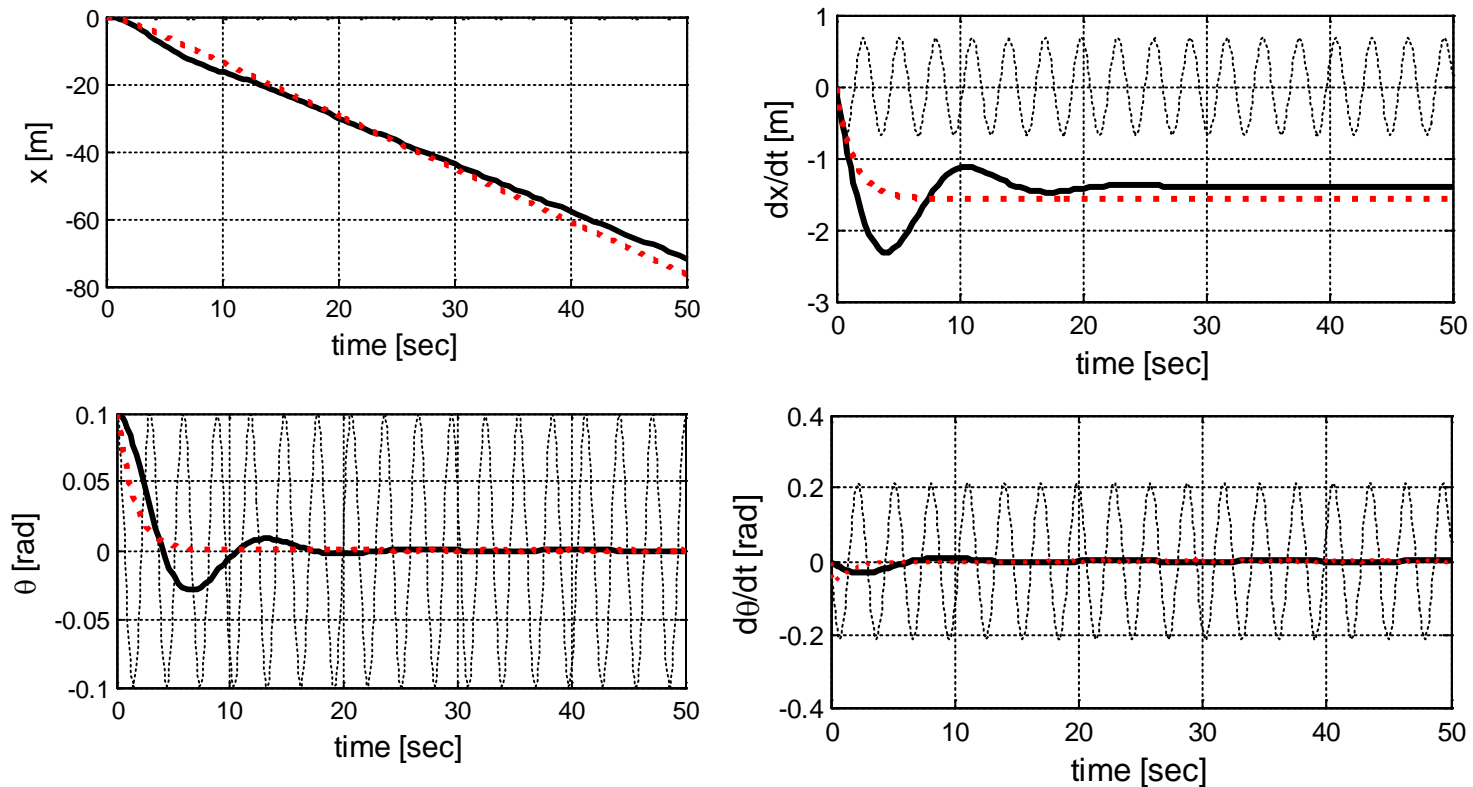


Fig 5. Simulation results of nonlinear system for three kinds of control

# Simulation : Animation

Simulation Condition

$$\theta(0) = 0.1 \text{ rad}$$

$$x(0) = 0 \text{ m}$$

$$\zeta = 0.5$$

$$K = 30$$

$$\dot{\theta}(0) = 0 \text{ rad/s}$$

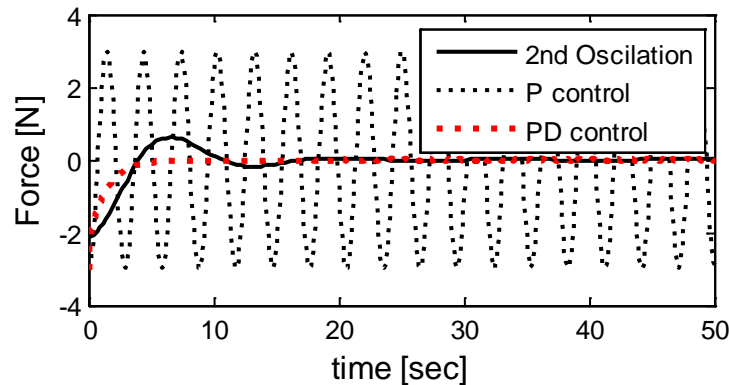
$$\dot{x}(0) = 0 \text{ m/s}^2$$

$$\omega_n = 0.7 \text{ rad/s}$$

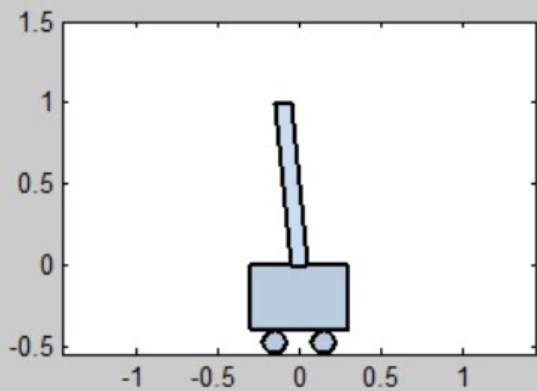
$$C = 15$$

II

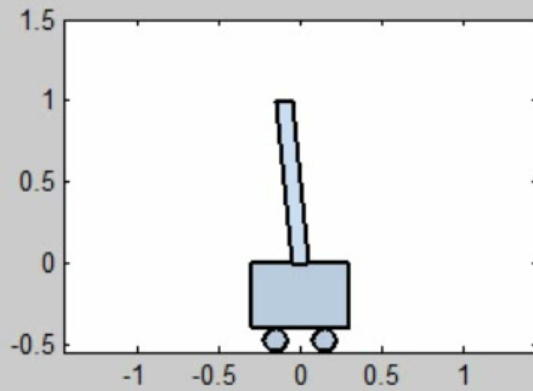
## Force Plot and Simulation Results Animation



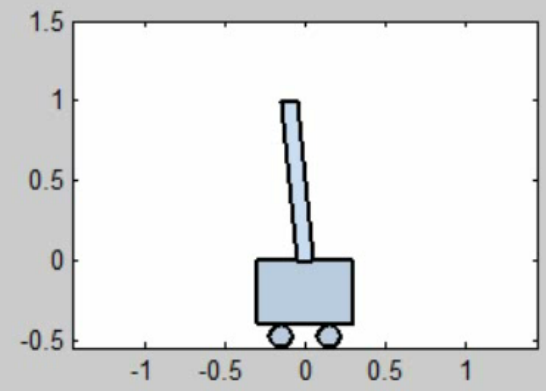
— :  $\zeta, \omega_n$  control  
- - : P control  
- - - : PD control



(a) 2<sup>nd</sup> Oscillation Control



(b) P Control



(c) PD Control

Fig 6. Simulation results Animation

# After run simulation model

Open 'RUN\_file.m' and execute

⇒ Four graphs ( $\theta$  vs  $t$ ,  $\dot{\theta}$  vs  $t$ ,  $x$  vs  $t$ ,  $\dot{x}$  vs  $t$ )

&

Animation

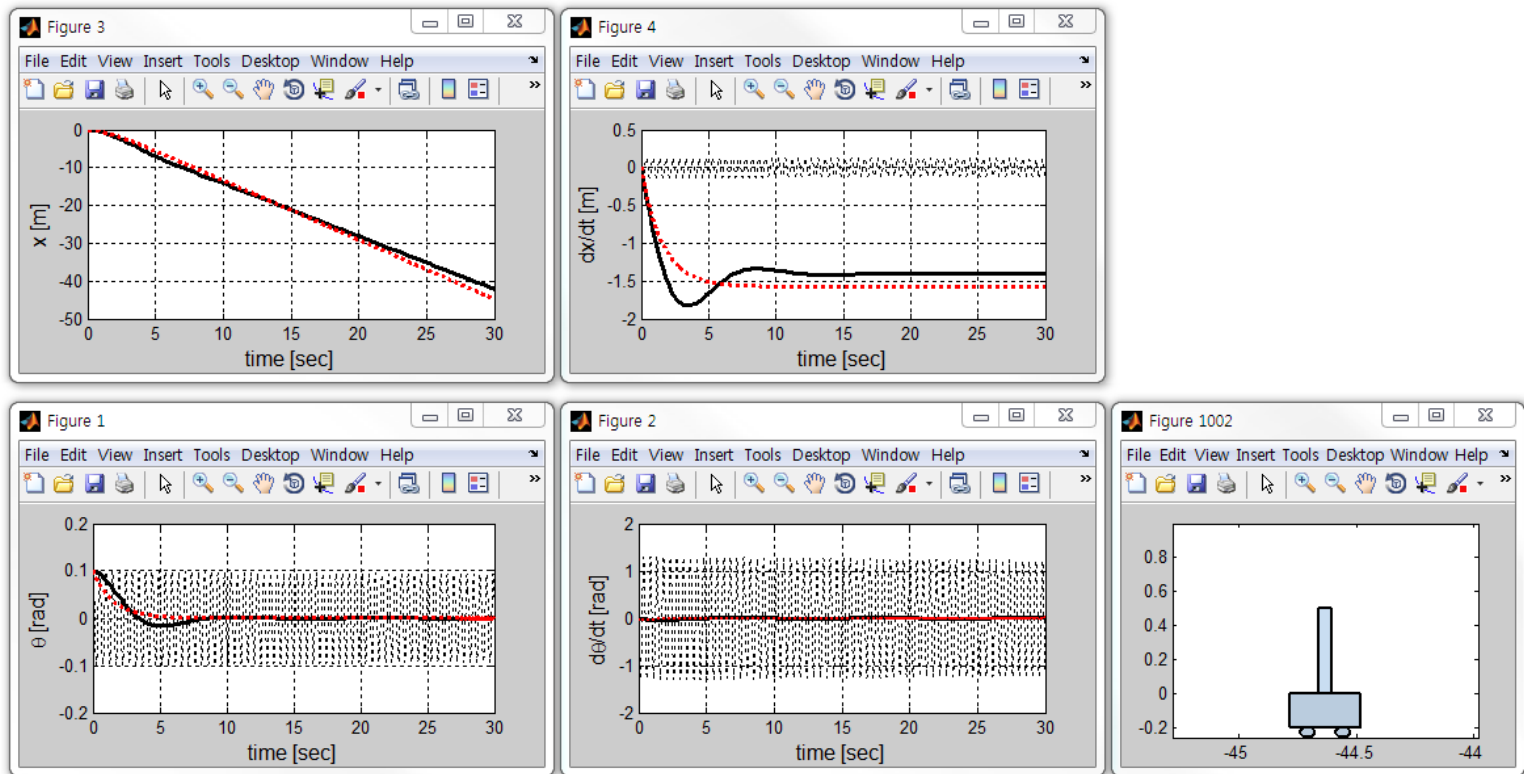
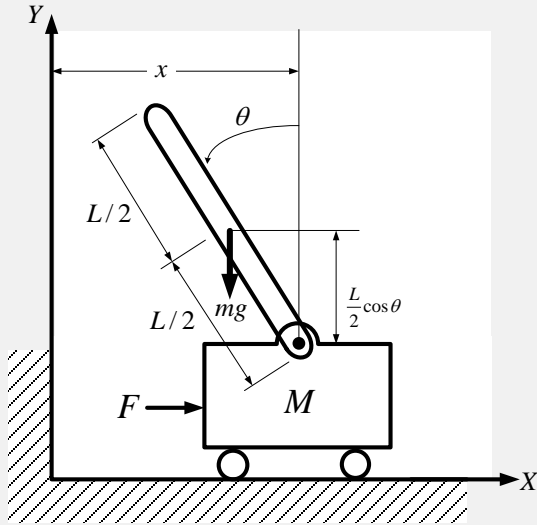


Fig 7. Screenshot after run simulation

# Nonlinear System



*Equation of motions*

$$I\ddot{\theta} = m\ddot{x}\frac{L}{2}\cos\theta - m\left(\frac{L}{2}\right)^2\ddot{\theta} + mg\frac{L}{2}\sin\theta$$

$$(M+m)\ddot{x} + m\frac{L}{2}(\dot{\theta}^2\sin\theta - \ddot{\theta}\cos\theta) = F$$

*Control input :  $u(t) = F$*

*Initial Condition :  $\theta(0) = \theta_0, \dot{\theta}(0) = 0, x(0) = 0, \dot{x}(0) = 0$*

*From combining above two equations*

$$\ddot{\theta} = \frac{B}{A}mg - \frac{1}{A}m\frac{L}{2}\dot{\theta}^2\sin\theta + \frac{1}{A}F$$

$$\ddot{x} = C\left[-\frac{1}{A}m\frac{L}{2}\sin\theta\dot{\theta}^2 + \frac{B}{A}mg + \frac{1}{A}F\right] - g\tan\theta$$

$$\dot{\mathbf{x}} = \begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \\ \dot{x}_3 \\ \dot{x}_4 \end{bmatrix} = \begin{bmatrix} x_2 \\ \frac{B}{A}mg - \frac{1}{A}m\frac{L}{2}\dot{\theta}^2\sin\theta \\ x_4 \\ C\left[-\frac{1}{A}m\frac{L}{2}\sin\theta\dot{\theta}^2 + \frac{B}{A}mg\right] - g\tan\theta \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{1}{A} \\ 0 \\ \frac{C}{A} \end{bmatrix} F(t)$$

Where  $A = \frac{(M+m)}{m\frac{L}{2}\cos\theta}\left[I + m\left(\frac{L}{2}\right)^2\right] - m\frac{L}{2}\cos\theta$  ,  $B = \frac{(M+m)}{m\frac{L}{2}\cos\theta}\frac{L}{2}\sin\theta$   $C = \frac{I + m(L/2)^2}{m(L/2)\cos\theta}$

# Angle and Angle Rate Controller

## *Control Strategy*

*-How to control  $u(t) = F(t)$ ?*

*-Desired state when  $t \rightarrow \infty$  is  $\theta \rightarrow 0$*

*i) Applying a assumption that  $\theta$  satisfies 2nd oscillation, bellow equation comes*

$$\ddot{\theta} = \frac{B}{A}mg - \frac{1}{A}m\frac{L}{2}\dot{\theta}^2 \sin\theta + \frac{1}{A}F = -2\zeta\omega_n\dot{\theta} - \omega_n^2\theta$$

*In this case, control input becomes*

$$u(t) = F(t) = A(-2\zeta\omega_n\dot{\theta} - \omega_n^2\theta) - Bmg + m\frac{L}{2}\sin\theta \cdot \dot{\theta}^2$$

*ii) P control*

$$u(t) = F(t) = -K\theta$$

*iii) PD control*

$$u(t) = F(t) = -K\theta - C\dot{\theta}$$

## 2. Linear System Control

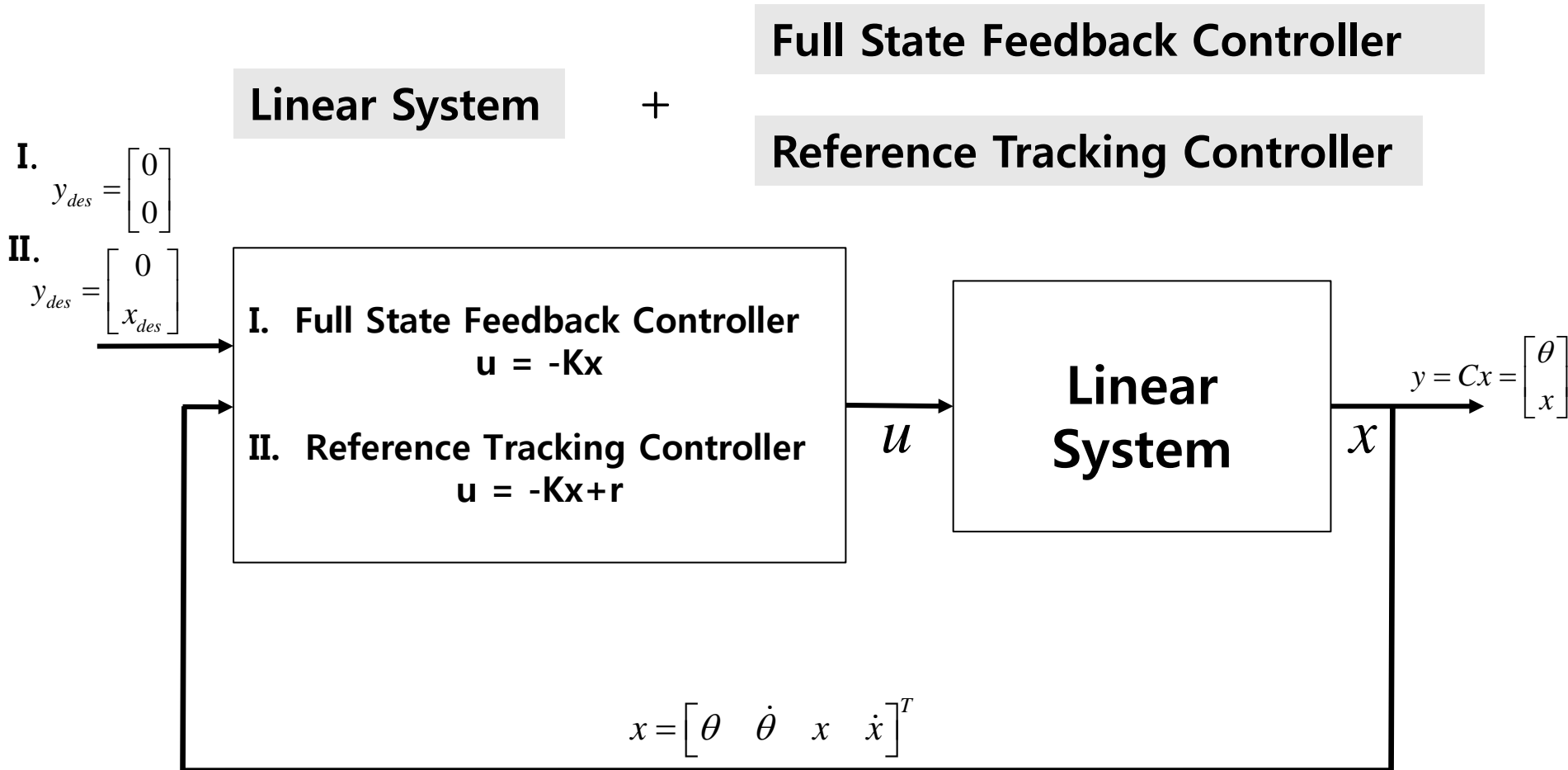


Fig 8. Block diagram for linear system control



# Linear Model

By small angle assumption,  $\sin(\theta) \approx \theta$ ,  $\cos(\theta) \approx 1$ ,  $\dot{\theta}^2 \approx 0$

then,  $\dot{\mathbf{x}} = \begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \\ \dot{x}_3 \\ \dot{x}_4 \end{bmatrix} = \begin{bmatrix} x_2 \\ \frac{B}{A}mg - \frac{1}{A}m\frac{L}{2}\dot{\theta}^2 \sin\theta \\ x_4 \\ C \left[ -\frac{1}{A}m\frac{L}{2}\sin\theta\dot{\theta}^2 + \frac{B}{A}mg \right] - g \tan\theta \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{1}{A} \\ 0 \\ \frac{C}{A} \end{bmatrix} F(t)$  becomes as follows

$$\dot{\mathbf{x}} = \begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \\ \dot{x}_3 \\ \dot{x}_4 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 & 0 \\ \frac{mg(L/2)}{I + m(L/2)^2 - m^2(L/2)^2/(M+m)} & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ \left( \frac{(I + m(L/2)^2)}{I + m(L/2)^2 - m^2(L/2)^2/(M+m)} - 1 \right) g & 0 & 0 & 0 \end{bmatrix} \mathbf{x} + \begin{bmatrix} 0 \\ \frac{m(L/2)/(M+m)}{I + m(L/2)^2 - m^2(L/2)^2/(M+m)} \\ 0 \\ \frac{(I + m(L/2)^2)/(M+m)}{I + m(L/2)^2 - m^2(L/2)^2/(M+m)} \end{bmatrix} F(t)$$

where  $\mathbf{x} = [x_1 \ x_2 \ x_3 \ x_4]^T = [\theta \ \dot{\theta} \ x \ \dot{x}]^T$

Where  $A = \frac{(M+m)}{m\frac{L}{2}} \left[ I + m \left( \frac{L}{2} \right)^2 \right] - m\frac{L}{2}$ ,  $B = \frac{(M+m)L}{m\frac{L}{2}} \frac{L}{2} \theta$ ,  $C = \frac{I + m(L/2)^2}{m(L/2)}$

# Linear Model : Feedback Control

When a system is defined as  $\dot{\mathbf{x}} = A\mathbf{x} + Bu$ , we want to control  $\mathbf{x}$  to make  $\mathbf{x}(\infty) = 0$

Let  $u = -K\mathbf{x}$

Then,  $\dot{\mathbf{x}} = A\mathbf{x} - Bu = (A - BK)\mathbf{x} \Rightarrow \mathbf{x} = e^{(A-BK)t}$

( $\mathbf{x} : n \times 1$  matrix,  $A : n \times n$  matrix,  $B : n \times 1$  matrix,  $K : 1 \times n$  matrix)

Appropriate gain  $K$  makes the system stable

where  $\mathbf{x} = [x_1 \ x_2 \ x_3 \ x_4]^T = [\theta \ \dot{\theta} \ x \ \dot{x}]^T$ ,  $K = [k_1 \ k_2 \ k_3 \ k_4]$

➡ If eigenvalues (poles) of matrix  $A - BK$  have negative - real part, then  $\mathbf{x}$  goes to zero at  $t \rightarrow \infty$



The control methods, which were introduced at the 'Nonlinear system' part,

were failed to control state 'x' to be zero at  $t \rightarrow \infty$

On the otherhand, linear feedback control make the system to be stable about all state

Command 'acker' can be used to get desired gain  $K$

# Simulation : Linear Feedback Control

Simulation  
Condition

$$\theta(0) = 0.1 \text{ rad}$$

$$x(0) = 0 \text{ m}$$

$$\dot{\theta}(0) = 0 \text{ rad/s}$$

$$\dot{x}(0) = 0 \text{ m/s}^2$$

$$K = [70.5, 22.7, -0.3, -0.6483]$$

Simulation Results Plots

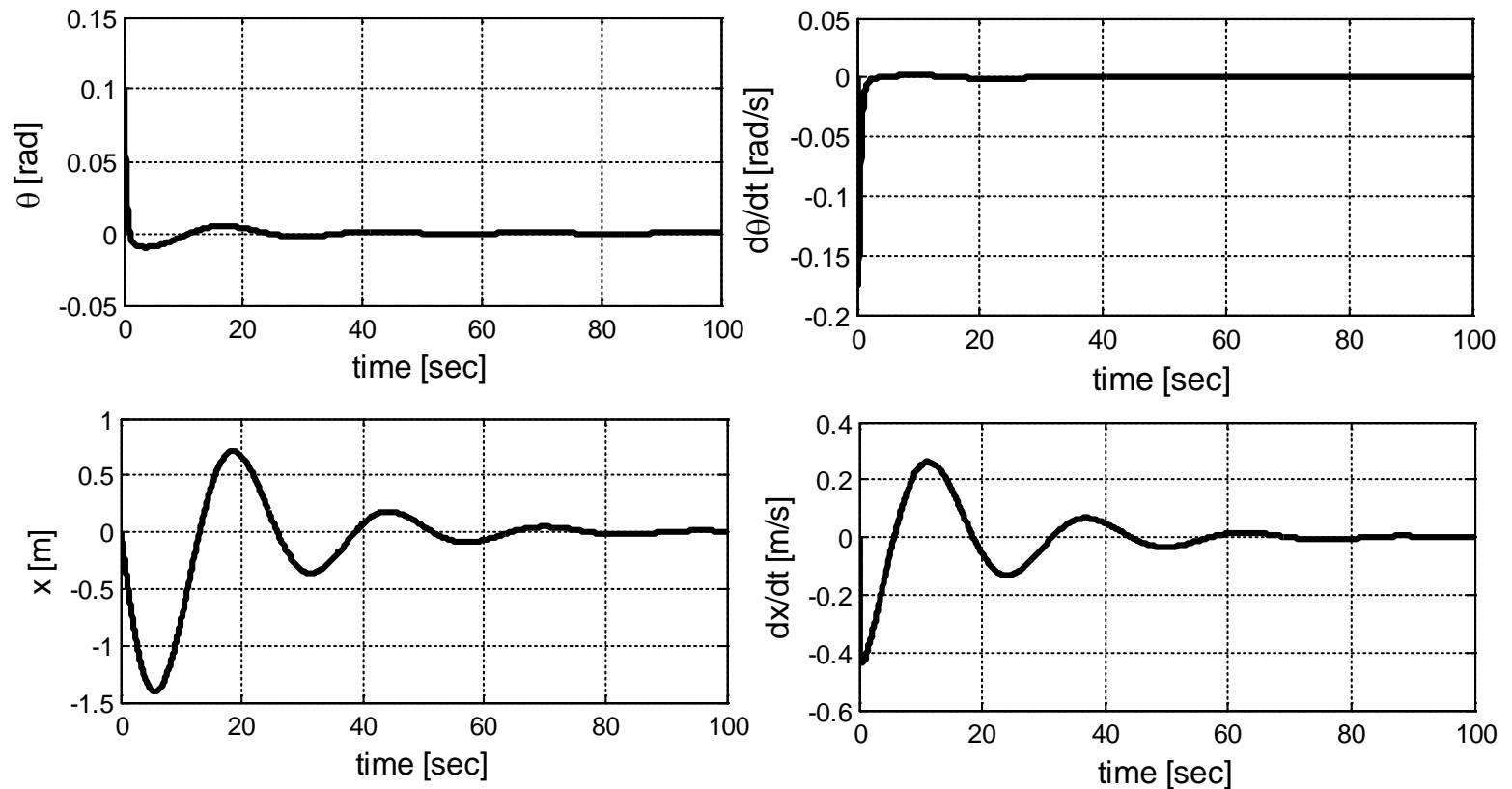


Fig 9. Simulation results of linear system for tracking control

# Simulation : Linear Feedback Control - Animation

Simulation Condition	$\theta(0) = 0.1 \text{ rad}$	$x(0) = 0 \text{ m}$	$K = [70.5, 22.7, -0.3, -0.6483]$
	$\dot{\theta}(0) = 0 \text{ rad/s}$	$\dot{x}(0) = 0 \text{ m/s}^2$	

## Force Plot and Simulation Results Animation

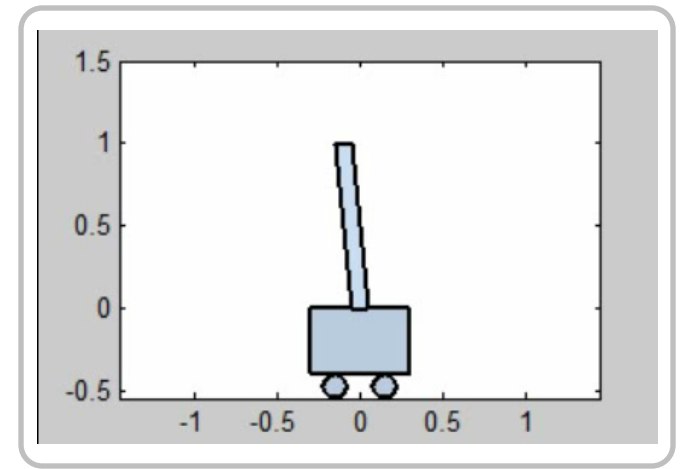
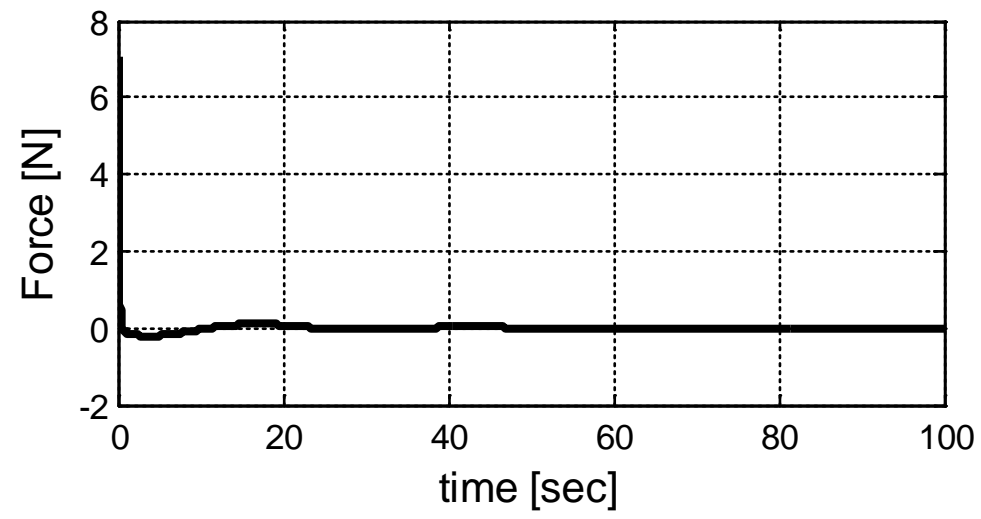


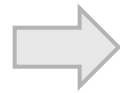
Fig 10. Feedback Control Input and Simulation results Animation

# Linear Model : Tracking Problem

*We discussed linear feedback control.*

*This make it possible that all the states go to zero at  $t \rightarrow \infty$ .*

*But what if we want to make the states converge to specific values?*



*Q) How to make the states converge to nonzero values*

## Reference Input Tracking

*Introduce reference input*       $u = -K\mathbf{x} + r$

*Let  $x_{ss}$  and  $u_{ss}$  as state  $x$  and input  $u$  repectively at steady state*

*Then,  $u = u_{ss} - K(x - x_{ss})$*

*if the system is like*       $\dot{\mathbf{x}} = A\mathbf{x} + Bu$       where  $\mathbf{x} = [x_1 \ x_2 \ x_3 \ x_4]^T = [\theta \ \dot{\theta} \ x \ \dot{x}]^T$ ,  
 $y = C\mathbf{x} + Du$

*At the steady state, this system becomes*       $0 = A\mathbf{x}_{ss} + Bu_{ss}$       .....(\*) ( $\because$  At steady state,  $\dot{\mathbf{x}} = 0$ )  
 $y_{ss} = C\mathbf{x}_{ss} + Du_{ss}$

# Linear Model : Tracking Problem

We want to make  $y_{ss} = r_{ss}$  for any value of  $r_{ss}$

To do this, assume that  $\mathbf{x}_{ss} = N_x r_{ss}$  and put these equations to (\*)  
 $u_{ss} = N_u r_{ss}$

Then  $0 = AN_x r_{ss} + BN_u r_{ss}$   
 $r_{ss} = CN_x r_{ss} + DN_u r_{ss}$

It can be also written as a matrix form like  $\begin{bmatrix} A & B \\ C & D \end{bmatrix} \begin{bmatrix} N_x \\ N_u \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$

Assume that the inverse of  $\begin{bmatrix} A & B \\ C & D \end{bmatrix}$  is exists, then this equation can be solved for  $N_x$  and  $N_u$

$$\begin{bmatrix} N_x \\ N_u \end{bmatrix} = \begin{bmatrix} A & B \\ C & D \end{bmatrix}^{-1} \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

From above relation

$$u = N_u r - K(x - N_x r) = -K\mathbf{x} + (N_u + K N_x)r \quad \text{where } \bar{N} = N_u + K N_x$$
$$= -K\mathbf{x} + \bar{N}r$$

# Simulation : Reference Tracking Control

Simulation  
Condition

$$\theta(0) = 0.1 \text{ rad}$$

$$x(0) = 0 \text{ m}$$

$$K = [70.5, 22.7, -0.3, -0.6483]$$

$$\dot{\theta}(0) = 0 \text{ rad/s}$$

$$\dot{x}(0) = 0 \text{ m/s}^2$$

$$x_{ss} = r_{ss} = 5$$

## Simulation Results Plots

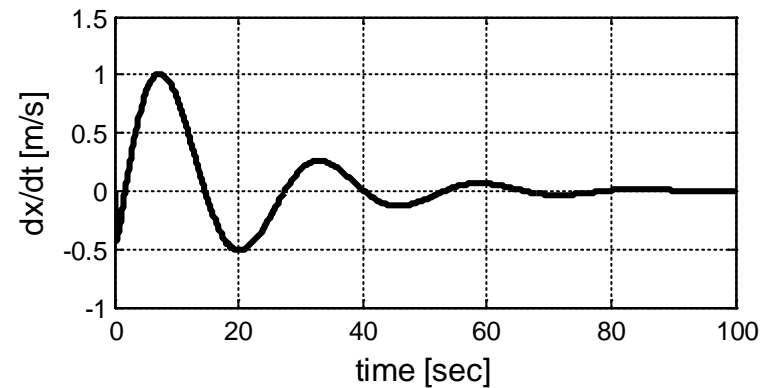
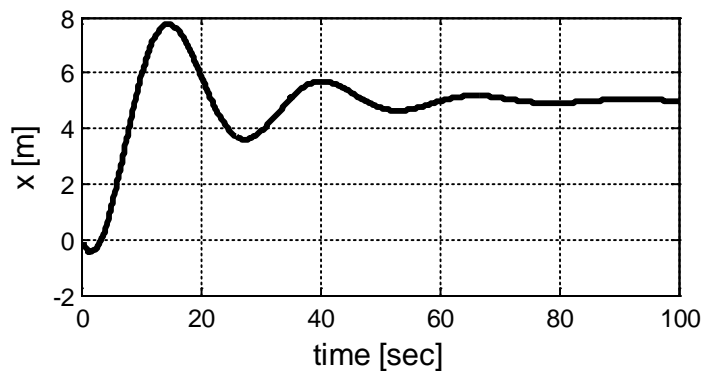
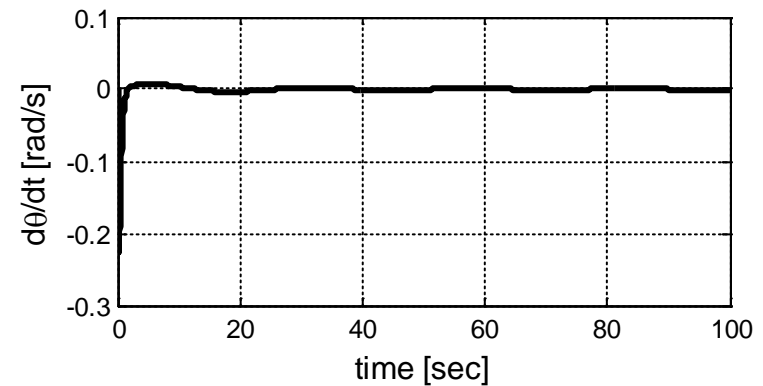
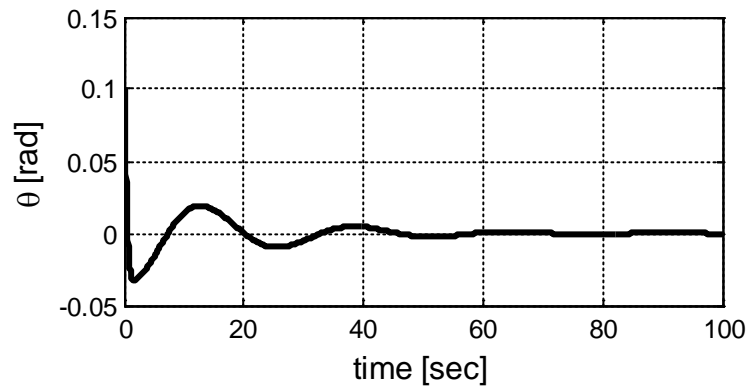


Fig 11. Simulation results of linear system for tracking control

# Simulation : Reference Tracking Control - Animation

Simulation  
Condition

$$\theta(0) = 0.1 \text{ rad}$$

$$x(0) = 0 \text{ m}$$

$$\dot{\theta}(0) = 0 \text{ rad/s}$$

$$\dot{x}(0) = 0 \text{ m/s}^2$$

$$K = [70.5, 22.7, -0.3, -0.6483]$$

$$x_{ss} = r_{ss} = 5$$

Force Plot and Simulation Results Animation

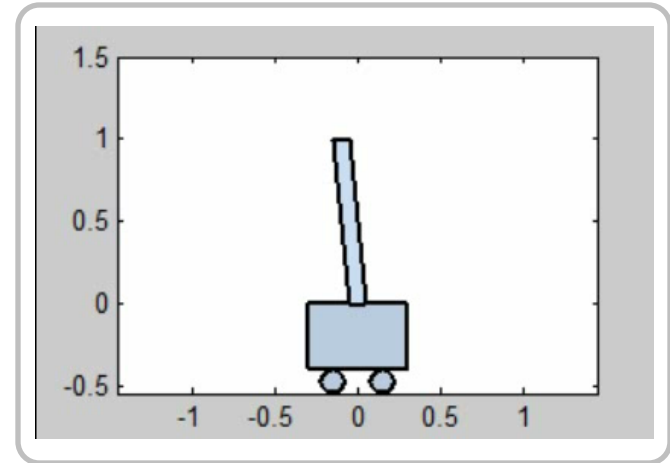
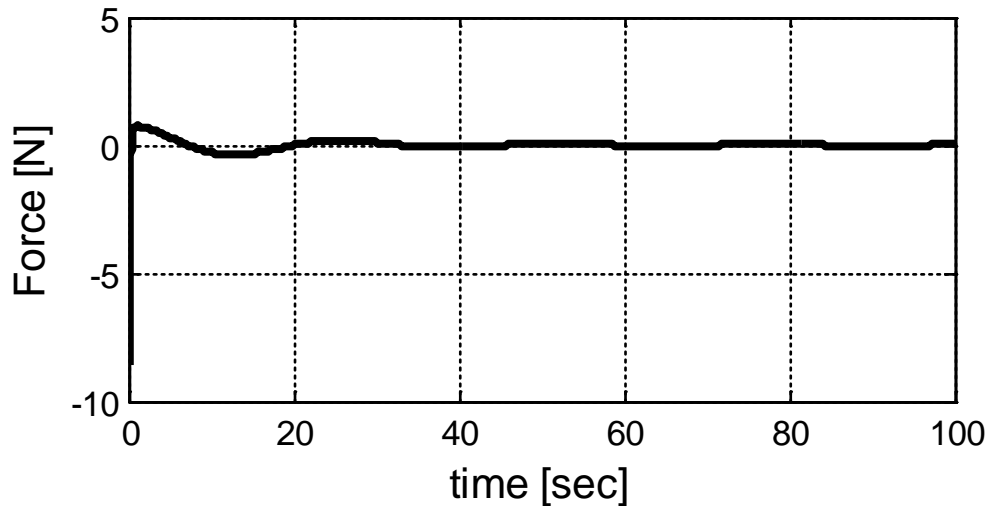


Fig 12. Reference Tracking Input and Simulation results Animation



### 3. Nonlinear System with Linear Controller

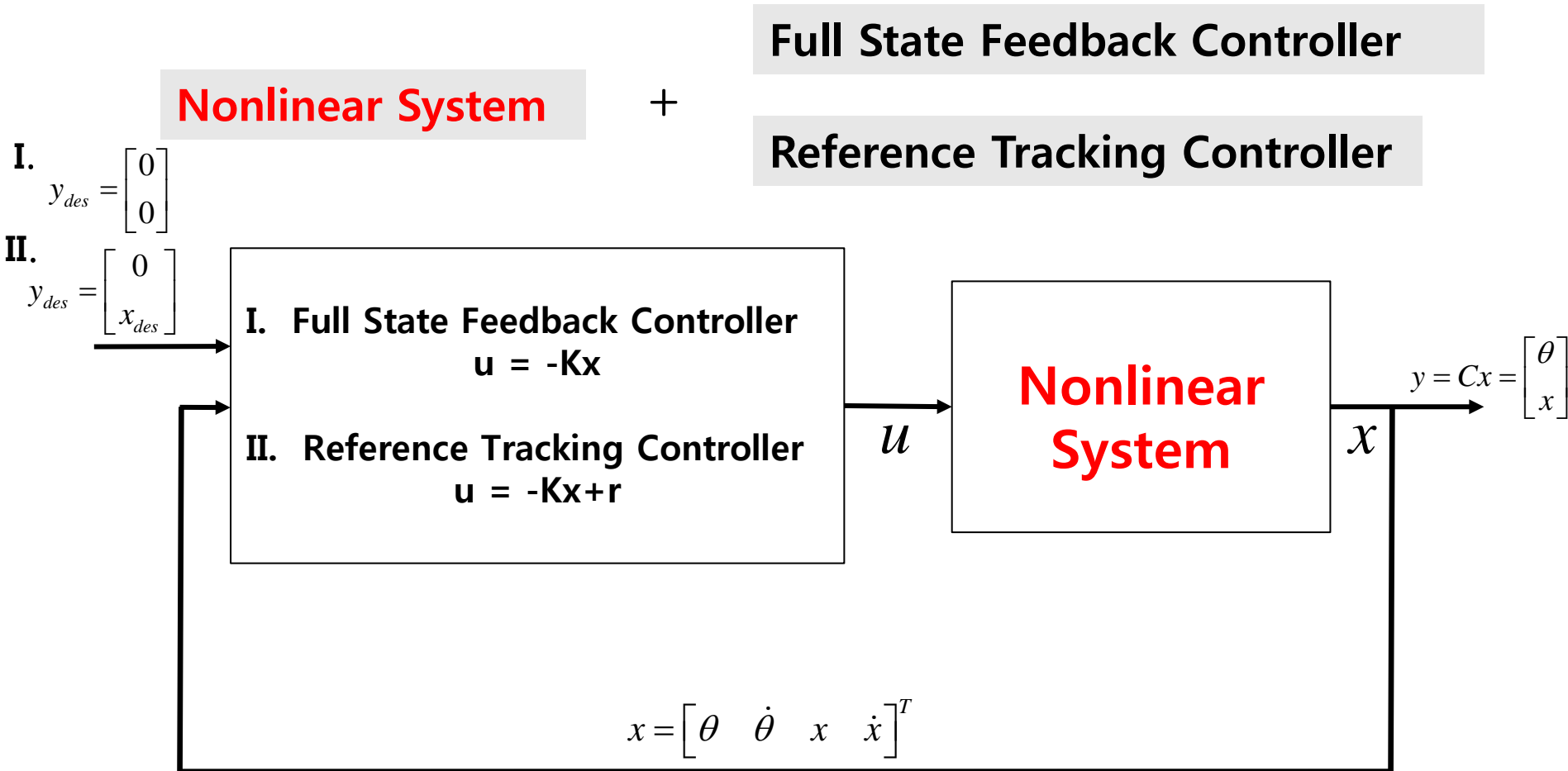
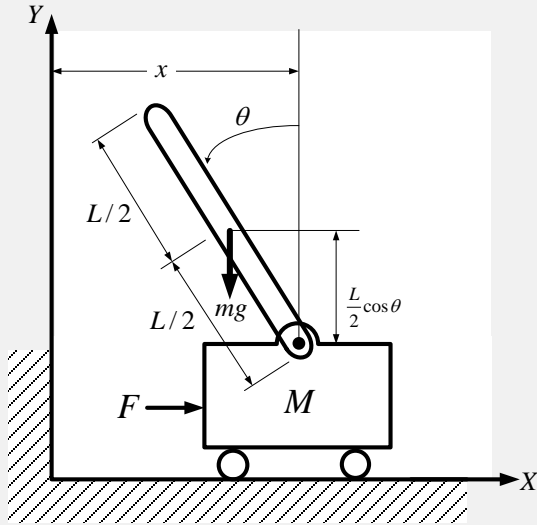


Fig 8. Block diagram for nonlinear system with linear controller

# Nonlinear System



*Equation of motions*

$$I\ddot{\theta} = m\ddot{x}\frac{L}{2}\cos\theta - m\left(\frac{L}{2}\right)^2\ddot{\theta} + mg\frac{L}{2}\sin\theta$$

$$(M+m)\ddot{x} + m\frac{L}{2}(\dot{\theta}^2\sin\theta - \ddot{\theta}\cos\theta) = F$$

*Control input :  $u(t) = F$*

*Initial Condition :  $\theta(0) = \theta_0, \dot{\theta}(0) = 0, x(0) = 0, \dot{x}(0) = 0$*

*From combining above two equations*

$$\ddot{\theta} = \frac{B}{A}mg - \frac{1}{A}m\frac{L}{2}\dot{\theta}^2\sin\theta + \frac{1}{A}F$$

$$\ddot{x} = C\left[-\frac{1}{A}m\frac{L}{2}\sin\theta\dot{\theta}^2 + \frac{B}{A}mg + \frac{1}{A}F\right] - g\tan\theta$$

$$\dot{\mathbf{x}} = \begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \\ \dot{x}_3 \\ \dot{x}_4 \end{bmatrix} = \begin{bmatrix} x_2 \\ \frac{B}{A}mg - \frac{1}{A}m\frac{L}{2}\dot{\theta}^2\sin\theta \\ x_4 \\ C\left[-\frac{1}{A}m\frac{L}{2}\sin\theta\dot{\theta}^2 + \frac{B}{A}mg\right] - g\tan\theta \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{1}{A} \\ 0 \\ \frac{C}{A} \end{bmatrix} F(t)$$

Where  $A = \frac{(M+m)}{m\frac{L}{2}\cos\theta}\left[I + m\left(\frac{L}{2}\right)^2\right] - m\frac{L}{2}\cos\theta$  ,  $B = \frac{(M+m)}{m\frac{L}{2}\cos\theta}\frac{L}{2}\sin\theta$   $C = \frac{I + m(L/2)^2}{m(L/2)\cos\theta}$

# Linear Feedback Control

When a system is defined as  $\dot{\mathbf{x}} = A\mathbf{x} + Bu$ , we want to control  $\mathbf{x}$  to make  $\mathbf{x}(\infty) = 0$

Let  $u = -K\mathbf{x}$

Then,  $\dot{\mathbf{x}} = A\mathbf{x} - Bu = (A - BK)\mathbf{x} \Rightarrow \mathbf{x} = e^{(A-BK)t}$

( $\mathbf{x} : n \times 1$  matrix,  $A : n \times n$  matrix,  $B : n \times 1$  matrix,  $K : 1 \times n$  matrix)

Appropriate gain  $K$  makes the system stable

where  $\mathbf{x} = [x_1 \ x_2 \ x_3 \ x_4]^T = [\theta \ \dot{\theta} \ x \ \dot{x}]^T$ ,  $K = [k_1 \ k_2 \ k_3 \ k_4]$

➔ If eigenvalues (poles) of matrix  $A - BK$  have negative - real part, then  $\mathbf{x}$  goes to zero at  $t \rightarrow \infty$



The control methods, which were introduced at the 'Nonlinear system' part, were failed to control state 'x' to be zero at  $t \rightarrow \infty$

On the otherhand, linear feedback control make the system to be stable about all state

Command 'acker' can be used to get desired gain  $K$

# Nonlinear System vs Linear System with Linear Feedback Control

Simulation  
Condition

$$\theta(0) = 0.1 \text{ rad}$$

$$x(0) = 0 \text{ m}$$

$$\dot{\theta}(0) = 0 \text{ rad/s}$$

$$\dot{x}(0) = 0 \text{ m/s}^2$$

$$K = [70.5, 22.7, -0.3, -0.6483]$$

Simulation Results Plots

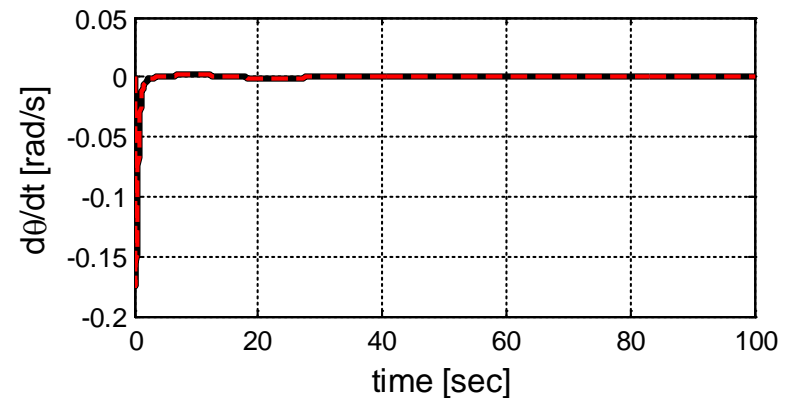
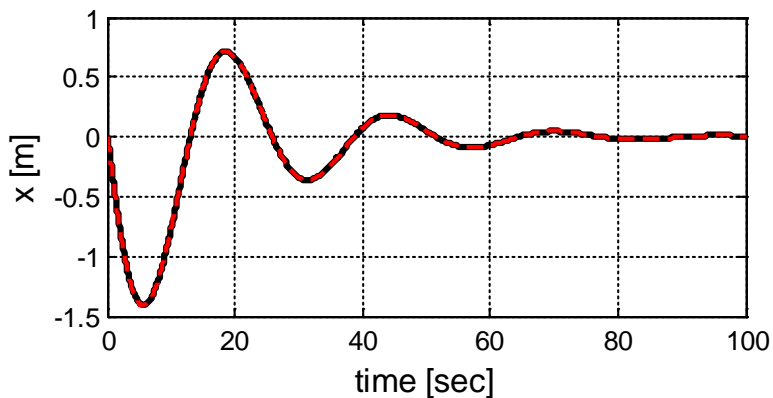
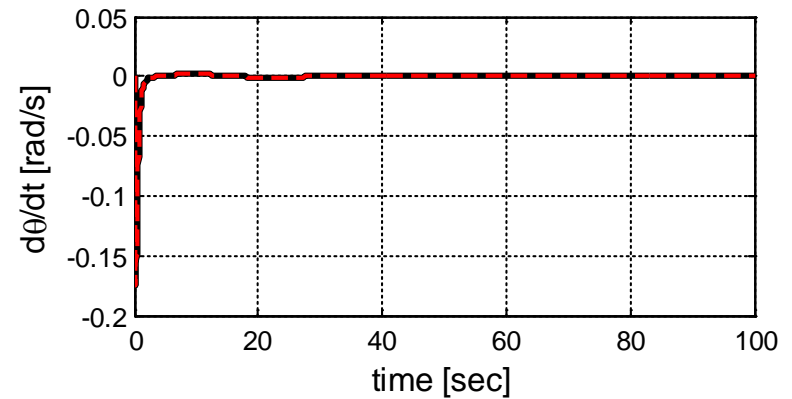
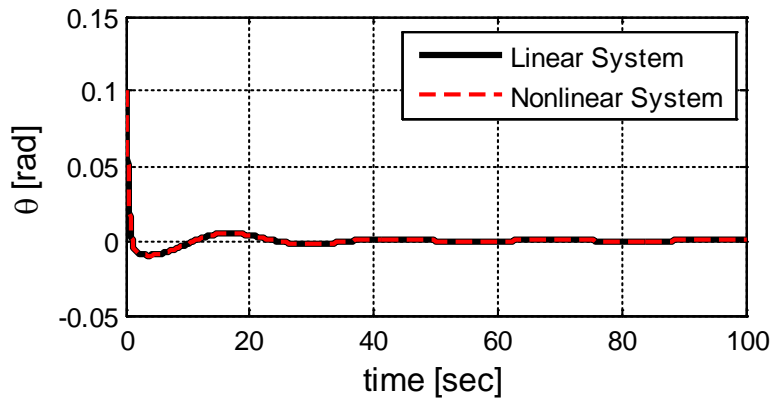


Fig 9. Simulation results for linear Feedback control

# Nonlinear System vs Linear System with Linear Feedback Control

Simulation Condition

$$\begin{aligned}\theta(0) &= 0.1 \text{ rad} & x(0) &= 0 \text{ m} \\ \dot{\theta}(0) &= 0 \text{ rad/s} & \dot{x}(0) &= 0 \text{ m/s}^2\end{aligned}$$

$$K = [70.5, 22.7, -0.3, -0.6483]$$

Force Plot and Simulation Results Animation

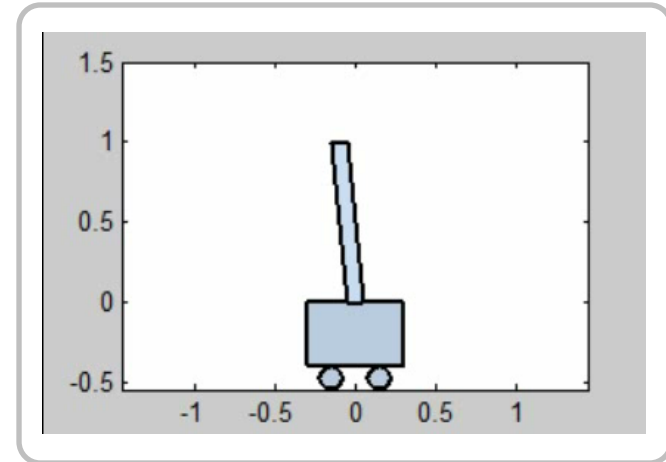
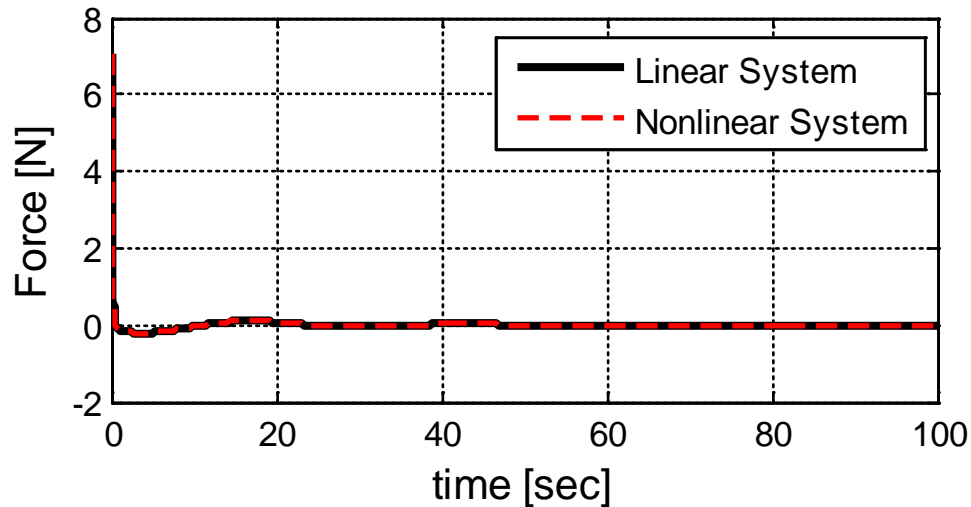
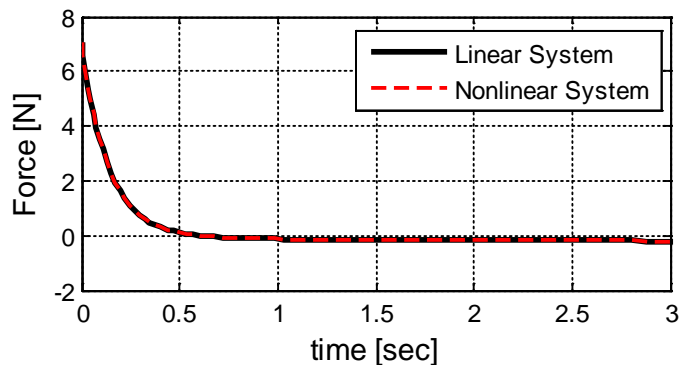


Fig 10. Feedback Control Input (**Nonlinear system**) and Simulation results Animation



# Nonlinear System vs Linear System with Linear Feedback Control

Simulation  
Condition

$$\theta(0) = 1.57 \text{ rad}$$

$$x(0) = 0 \text{ m}$$

$$\dot{\theta}(0) = 0 \text{ rad/s}$$

$$\dot{x}(0) = 0 \text{ m/s}^2$$

$$K = [70.5, 22.7, -0.3, -0.6483]$$

Simulation Results Plots

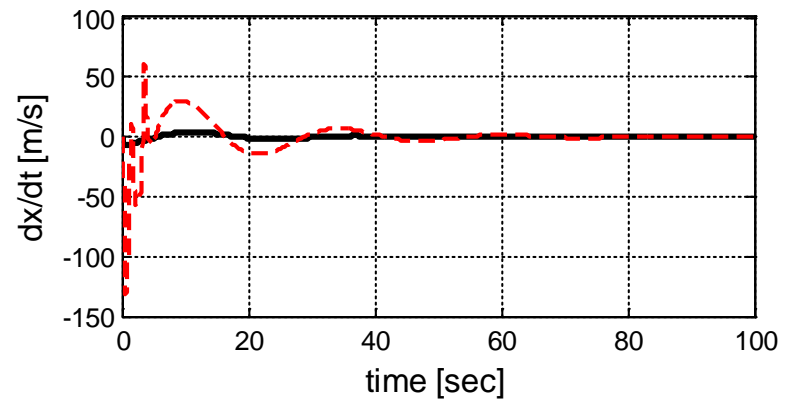
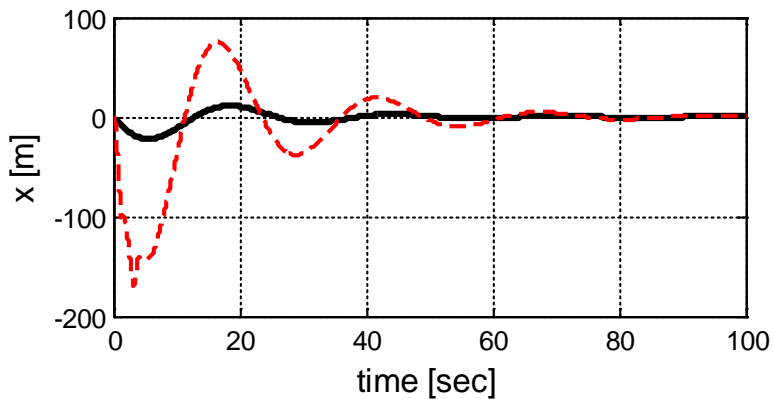
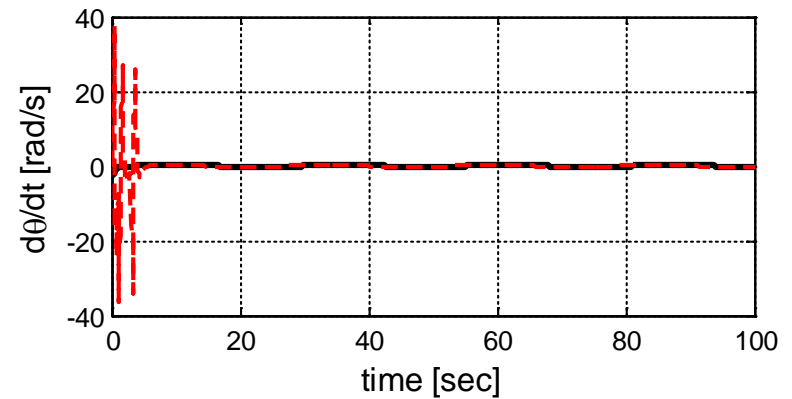
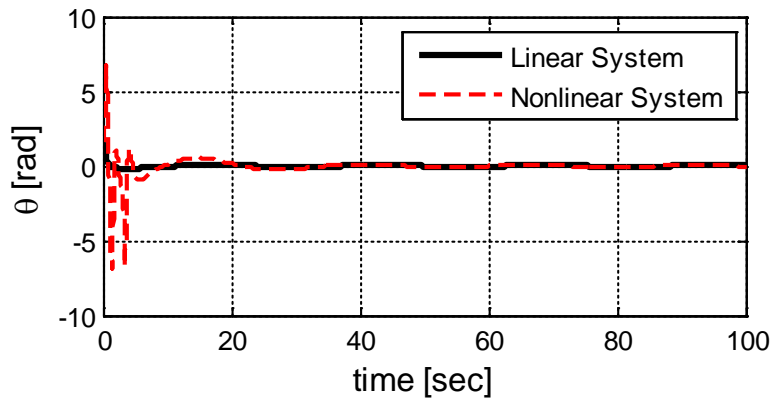


Fig 11. Simulation results for linear feedback control

# Nonlinear System vs Linear System with Linear Feedback Control

Simulation Condition

$$\begin{aligned}\theta(0) &= 1.57 \text{ rad} & x(0) &= 0 \text{ m} \\ \dot{\theta}(0) &= 0 \text{ rad/s} & \dot{x}(0) &= 0 \text{ m/s}^2\end{aligned}$$

$$K = [70.5, 22.7, -0.3, -0.6483]$$

Force Plot and Simulation Results Animation

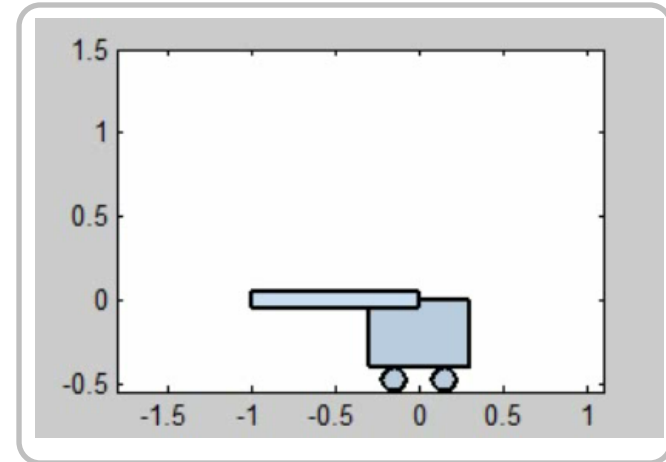
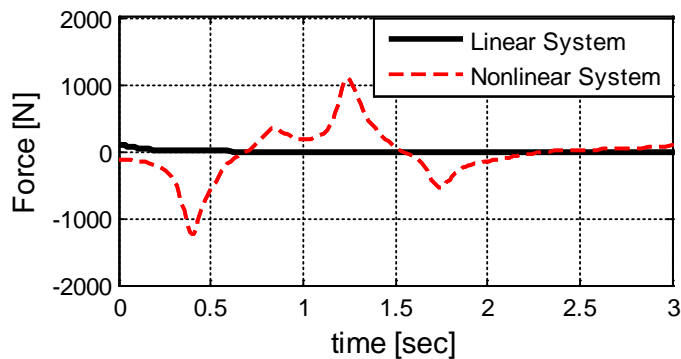
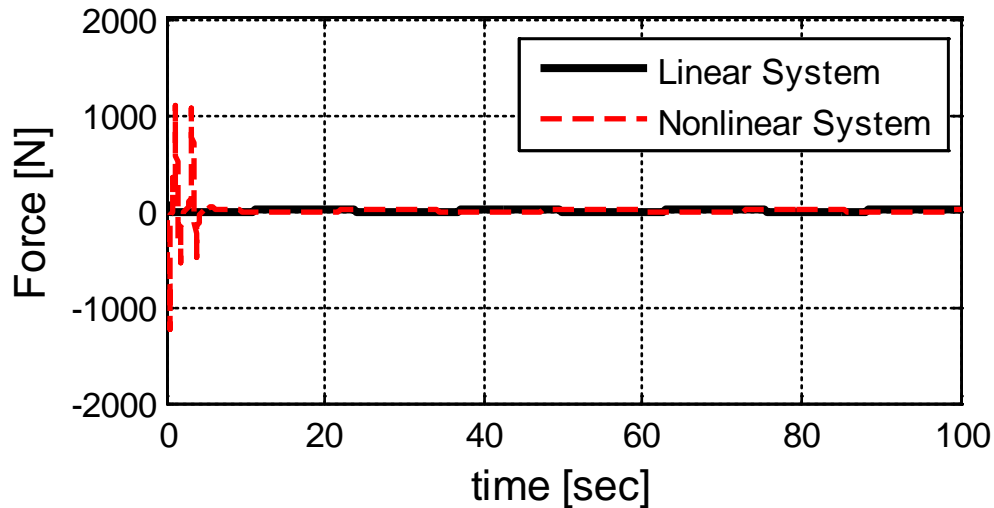


Fig 12. Feedback Control Input (**Nonlinear system**) and Simulation results Animation

# Nonlinear System with Linear Feedback Control

Simulation  
Condition

$$\theta(0) = 2.44 \text{ rad}$$

$$x(0) = 0 \text{ m}$$

$$\dot{\theta}(0) = 0 \text{ rad/s}$$

$$\dot{x}(0) = 0 \text{ m/s}^2$$

$$K = [70.5, 22.7, -0.3, -0.6483]$$

Simulation Results Plots

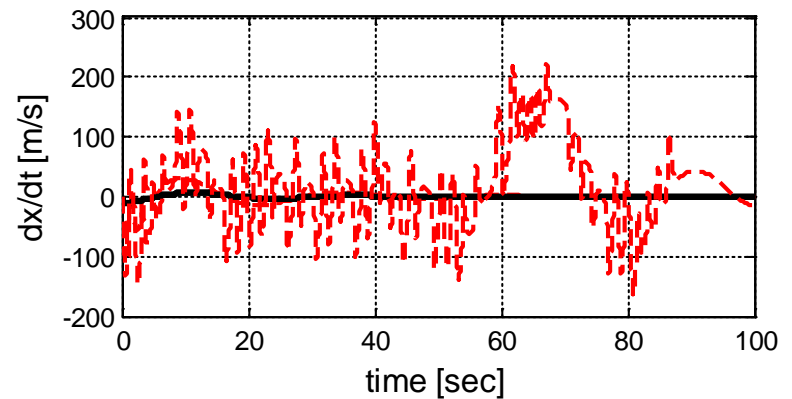
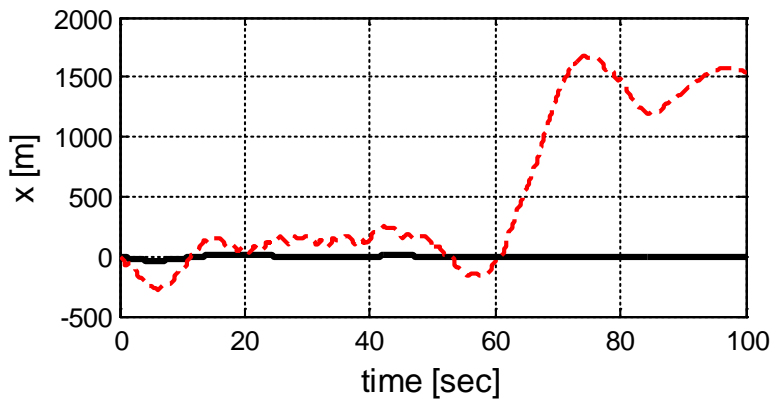
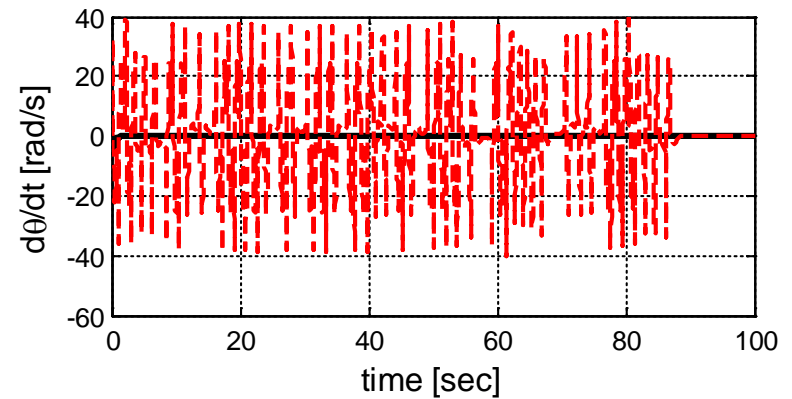
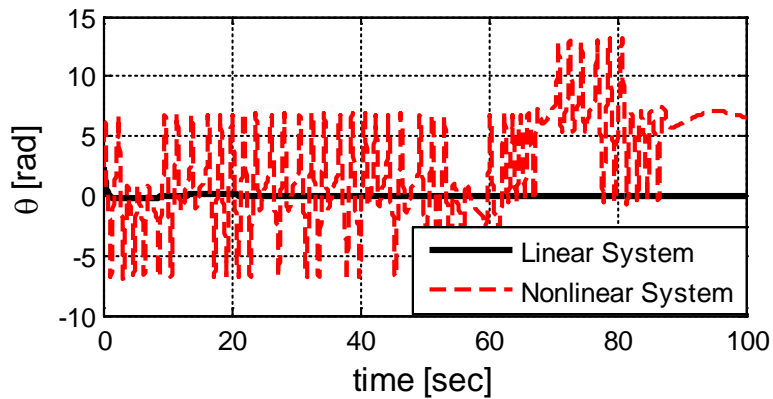


Fig 13. Simulation results for linear feedback control



# Nonlinear System with Linear Feedback Control - Animation

Simulation  
Condition

$$\begin{aligned}\theta(0) &= 2.44 \text{ rad} & x(0) &= 0 \text{ m} \\ \dot{\theta}(0) &= 0 \text{ rad/s} & \dot{x}(0) &= 0 \text{ m/s}^2\end{aligned}$$

$$K = [70.5, 22.7, -0.3, -0.6483]$$

Force Plot and Simulation Results Animation

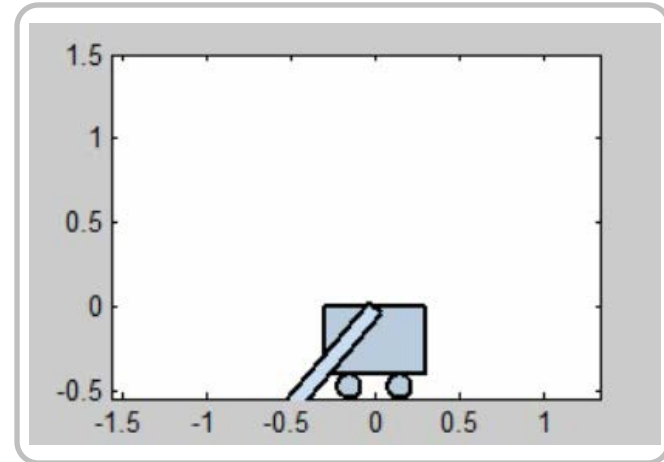
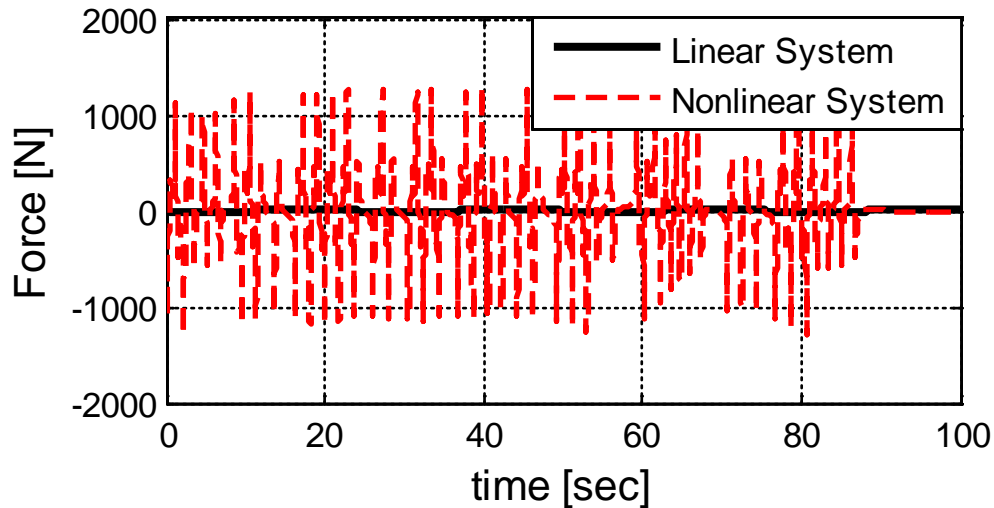


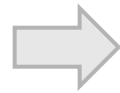
Fig 14. Feedback Control Input (Nonlinear system) and Simulation results Animation

# Tracking Problem

*We discussed linear feedback control.*

*This make it possible that all the states go to zero at  $t \rightarrow \infty$ .*

*But what if we want to make the states converge to specific values?*



*Q) How to make the states converge to nonzero values*

## Reference Input Tracking

*Introduce reference input*       $u = -K\mathbf{x} + r$

*Let  $x_{ss}$  and  $u_{ss}$  as state  $x$  and input  $u$  repectively at steady state*

*Then,  $u = u_{ss} - K(x - x_{ss})$*

*if the system is like*       $\dot{\mathbf{x}} = A\mathbf{x} + Bu$       where  $\mathbf{x} = [x_1 \ x_2 \ x_3 \ x_4]^T = [\theta \ \dot{\theta} \ x \ \dot{x}]^T$ ,  
 $y = C\mathbf{x} + Du$

*At the steady state, this system becomes*       $0 = A\mathbf{x}_{ss} + Bu_{ss}$       .....(\*) ( $\because$  At steady state,  $\dot{\mathbf{x}} = 0$ )  
 $y_{ss} = C\mathbf{x}_{ss} + Du_{ss}$

# Tracking Problem

We want to make  $y_{ss} = r_{ss}$  for any value of  $r_{ss}$

To do this, assume that  $\mathbf{x}_{ss} = N_x r_{ss}$  and put these equations to (\*)  
 $u_{ss} = N_u r_{ss}$

Then  $0 = AN_x r_{ss} + BN_u r_{ss}$   
 $r_{ss} = CN_x r_{ss} + DN_u r_{ss}$

It can be also written as a matrix form like  $\begin{bmatrix} A & B \\ C & D \end{bmatrix} \begin{bmatrix} N_x \\ N_u \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$

Assume that the inverse of  $\begin{bmatrix} A & B \\ C & D \end{bmatrix}$  is exists, then this equation can be solved for  $N_x$  and  $N_u$

$$\begin{bmatrix} N_x \\ N_u \end{bmatrix} = \begin{bmatrix} A & B \\ C & D \end{bmatrix}^{-1} \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

From above relation

$$u = N_u r - K(x - N_x r) = -K\mathbf{x} + (N_u + K N_x)r \quad \text{where } \bar{N} = N_u + K N_x$$
$$= -K\mathbf{x} + \bar{N}r$$

# Nonlinear System vs Linear System with Reference Tracking Control

Simulation  
Condition

$$\theta(0) = 0.1 \text{ rad}$$

$$x(0) = 0 \text{ m}$$

$$K = [70.5, 22.7, -0.3, -0.6483]$$

$$\dot{\theta}(0) = 0 \text{ rad/s}$$

$$\dot{x}(0) = 0 \text{ m/s}^2$$

$$x_{ss} = r_{ss} = 5$$

Simulation Results Plots

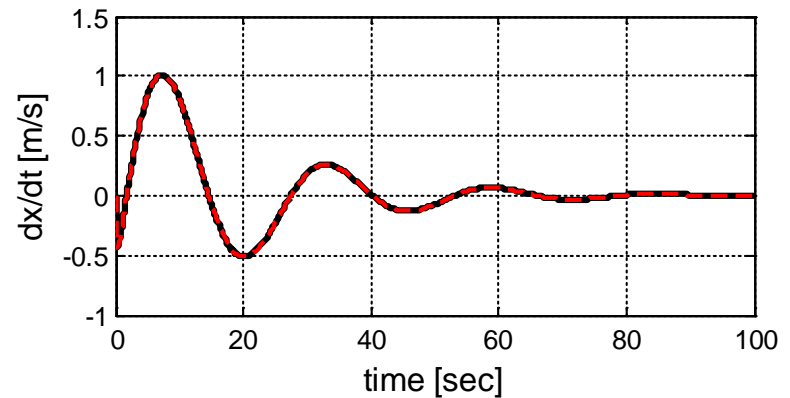
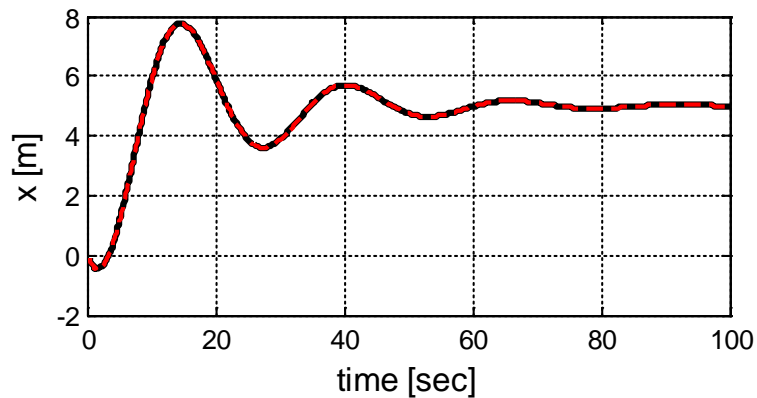
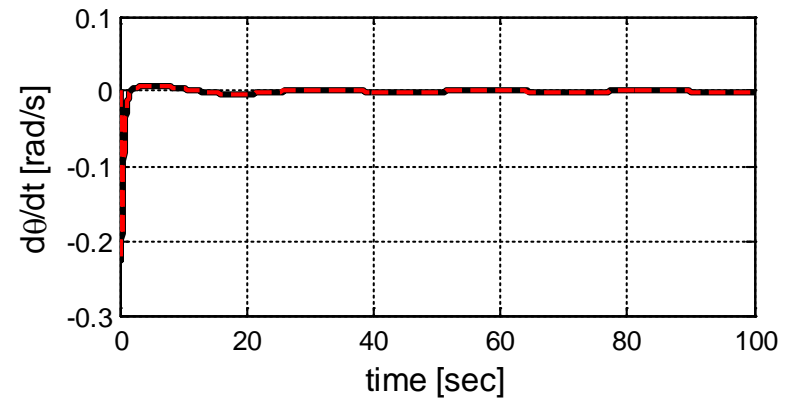
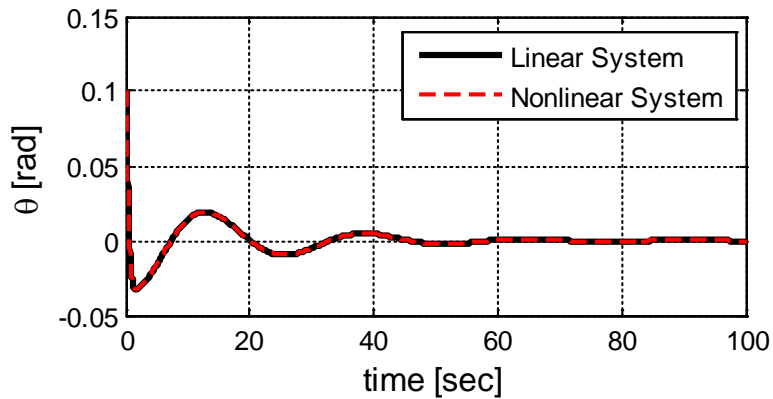


Fig 15. Simulation results for tracking control

# Nonlinear System vs Linear System with Reference Tracking Control

Simulation Condition

$$\theta(0) = 0.1 \text{ rad}$$

$$x(0) = 0 \text{ m}$$

$$K = [70.5, 22.7, -0.3, -0.6483]$$

$$\dot{\theta}(0) = 0 \text{ rad/s}$$

$$\dot{x}(0) = 0 \text{ m/s}^2$$

$$x_{ss} = r_{ss} = 5$$

Force Plot and Simulation Results Animation

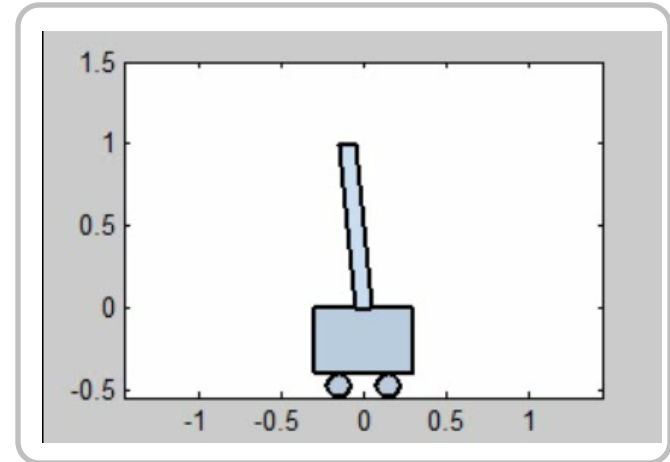
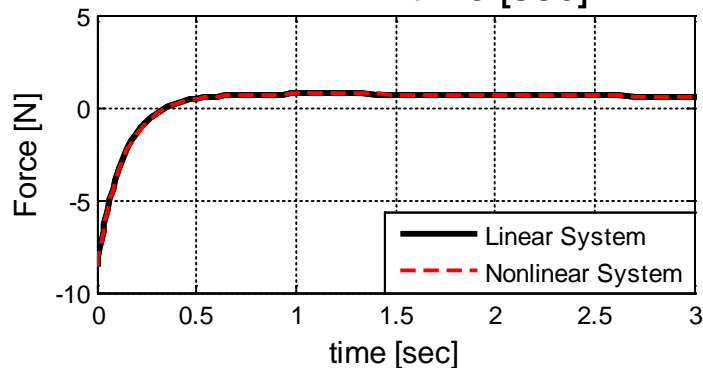
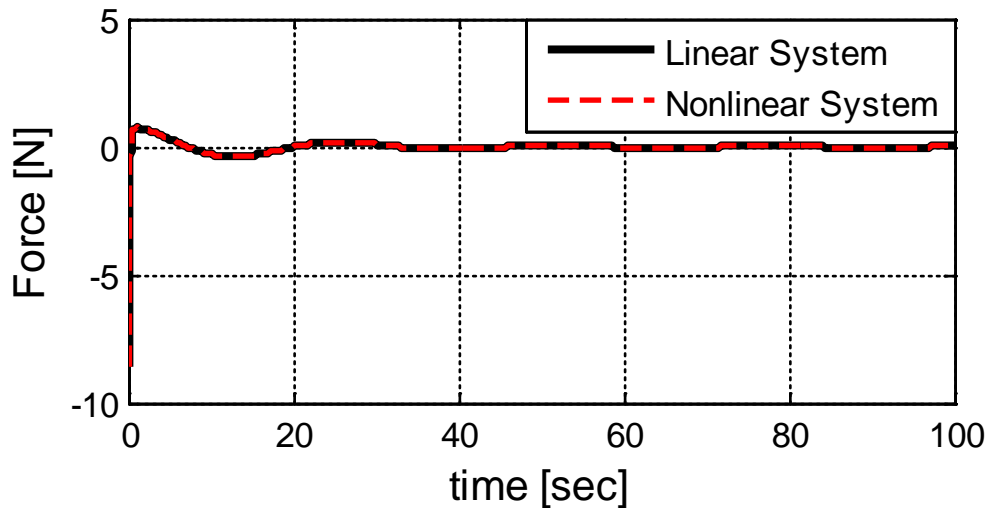


Fig 16. Reference Tracking Input (Nonlinear system) and Simulation results Animation

# Nonlinear System vs Linear System with Reference Tracking Control

Simulation Condition

$$\theta(0) = 1.57 \text{ rad}$$

$$x(0) = 0 \text{ m}$$

$$K = [70.5, 22.7, -0.3, -0.6483]$$

$$\dot{\theta}(0) = 0 \text{ rad/s}$$

$$\dot{x}(0) = 0 \text{ m/s}^2$$

$$x_{ss} = r_{ss} = 5$$

Simulation Results Plots

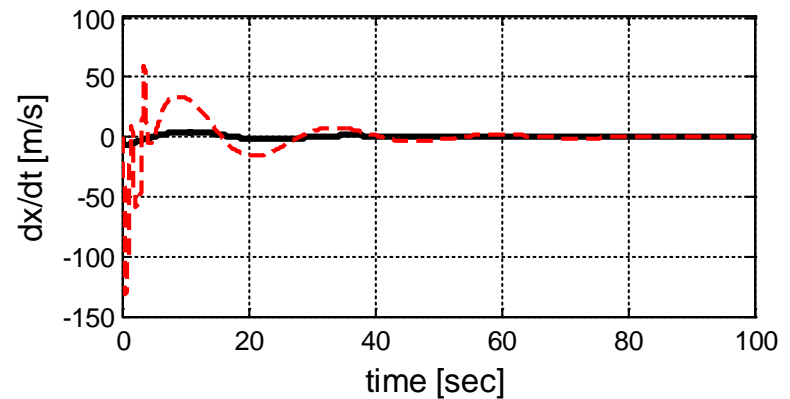
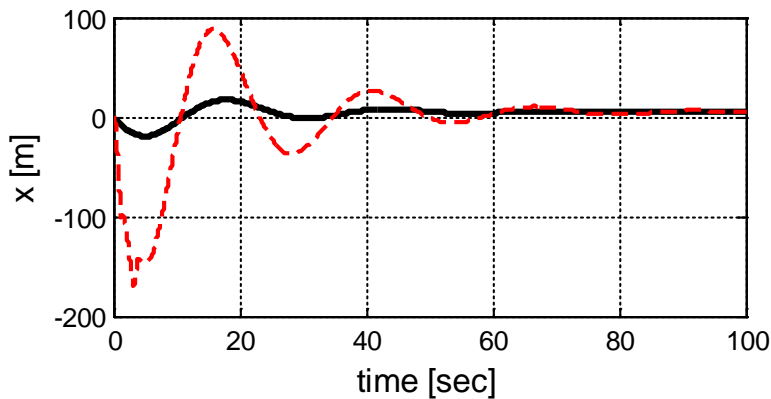
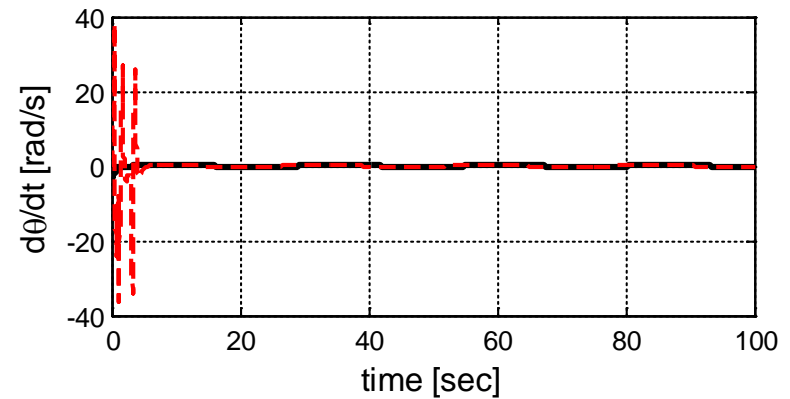
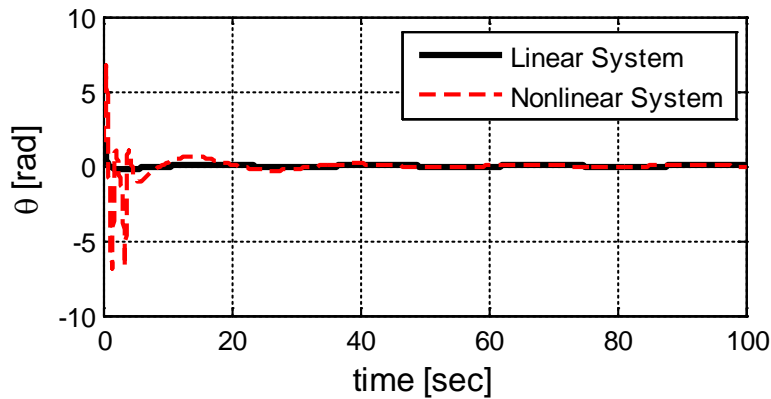


Fig 17. Simulation results for tracking control

# Nonlinear System vs Linear System with Reference Tracking Control

Simulation  
Condition

$$\theta(0) = 1.57 \text{ rad}$$

$$x(0) = 0 \text{ m}$$

$$K = [70.5, 22.7, -0.3, -0.6483]$$

$$\dot{\theta}(0) = 0 \text{ rad/s}$$

$$\dot{x}(0) = 0 \text{ m/s}^2$$

$$x_{ss} = r_{ss} = 5$$

Force Plot and Simulation Results Animation

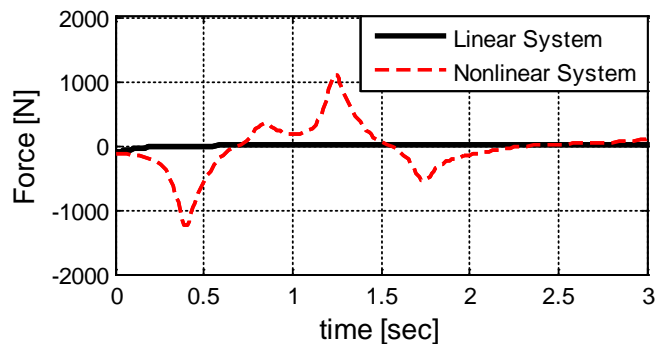
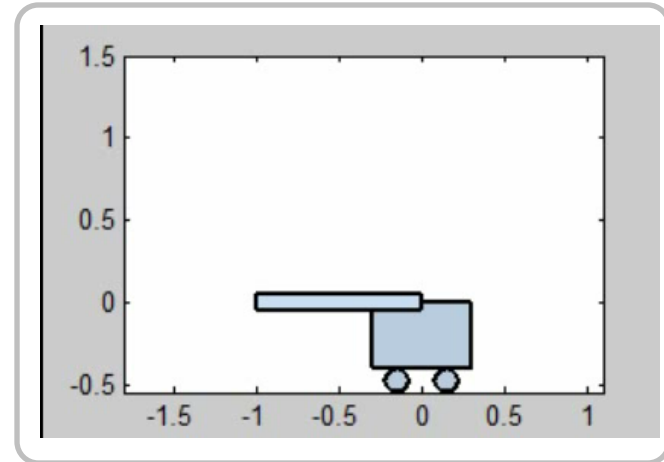
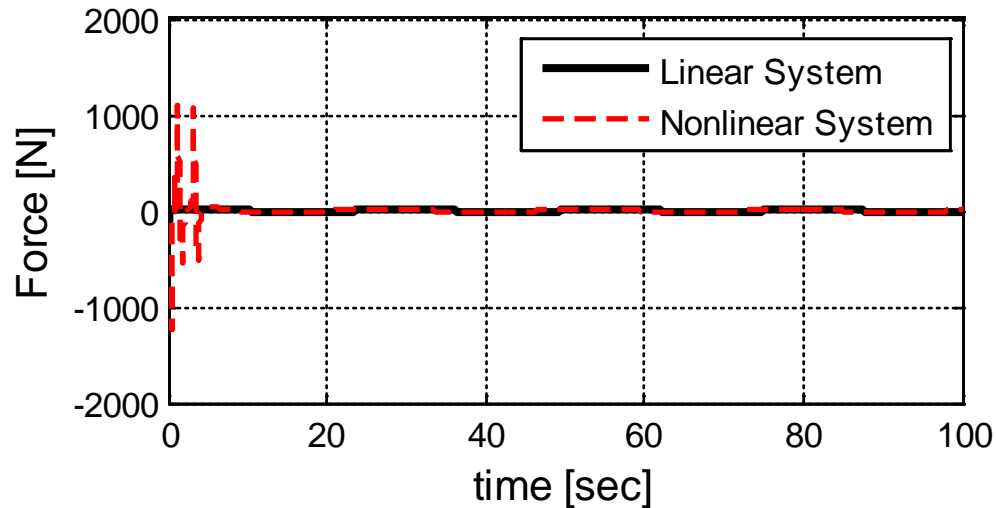


Fig 18. Reference Tracking Input (**Nonlinear system**) and Simulation results Animation

# Nonlinear System vs Linear System with Reference Tracking Control

Simulation  
Condition

$$\theta(0) = 3.05 \text{ rad}$$

$$x(0) = 0 \text{ m}$$

$$K = [70.5, 22.7, -0.3, -0.6483]$$

$$\dot{\theta}(0) = 0 \text{ rad/s}$$

$$\dot{x}(0) = 0 \text{ m/s}^2$$

$$x_{ss} = r_{ss} = 5$$

Simulation Results Plots

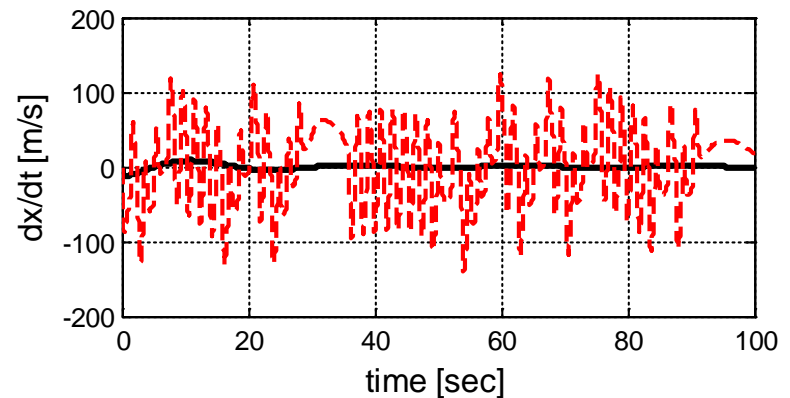
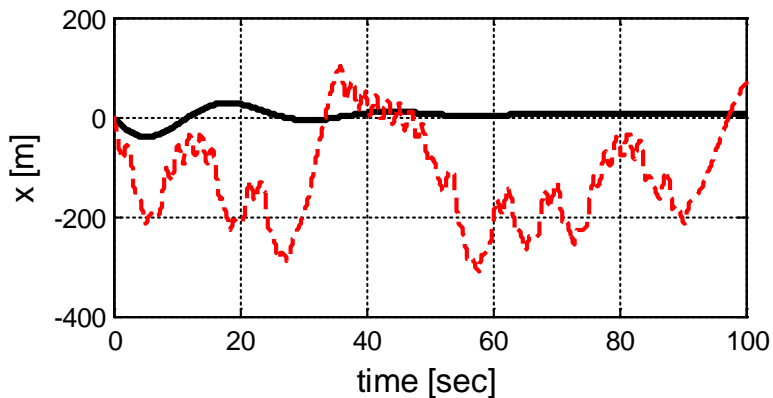
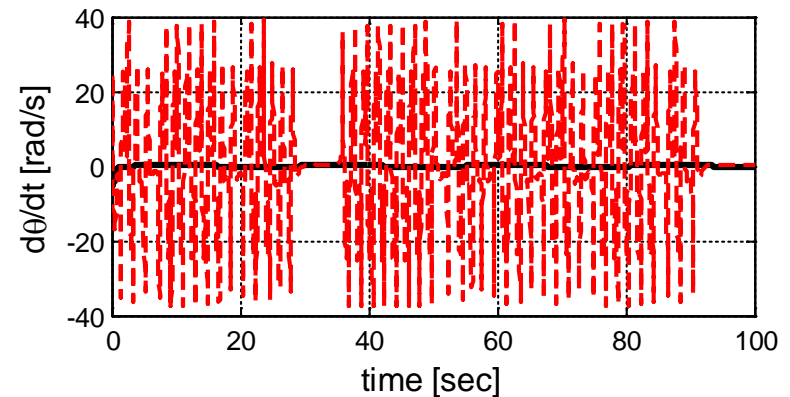
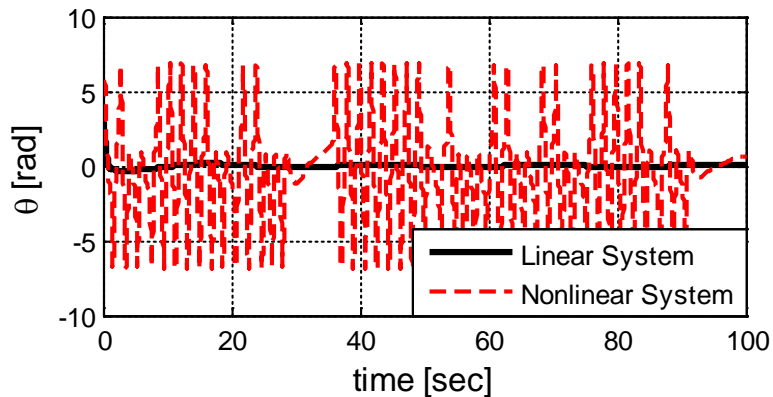


Fig 19. Simulation results for tracking control



# Nonlinear System vs Linear System with Reference Tracking Control

Simulation  
Condition

$$\theta(0) = 3.05 \text{ rad}$$

$$x(0) = 0 \text{ m}$$

$$K = [70.5, 22.7, -0.3, -0.6483]$$

$$\dot{\theta}(0) = 0 \text{ rad/s}$$

$$\dot{x}(0) = 0 \text{ m/s}^2$$

$$x_{ss} = r_{ss} = 5$$

Force Plot and Simulation Results Animation

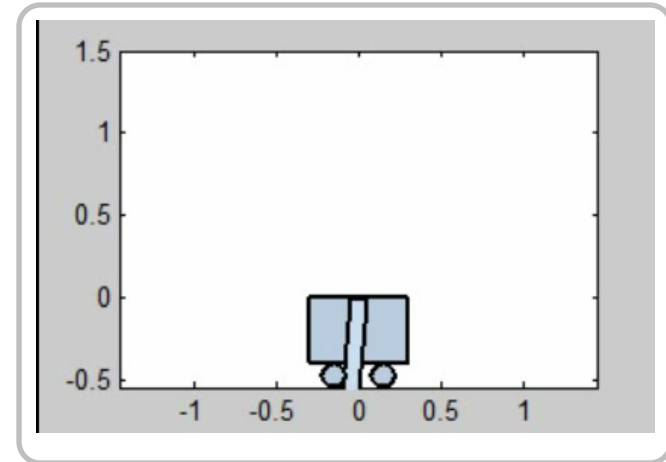
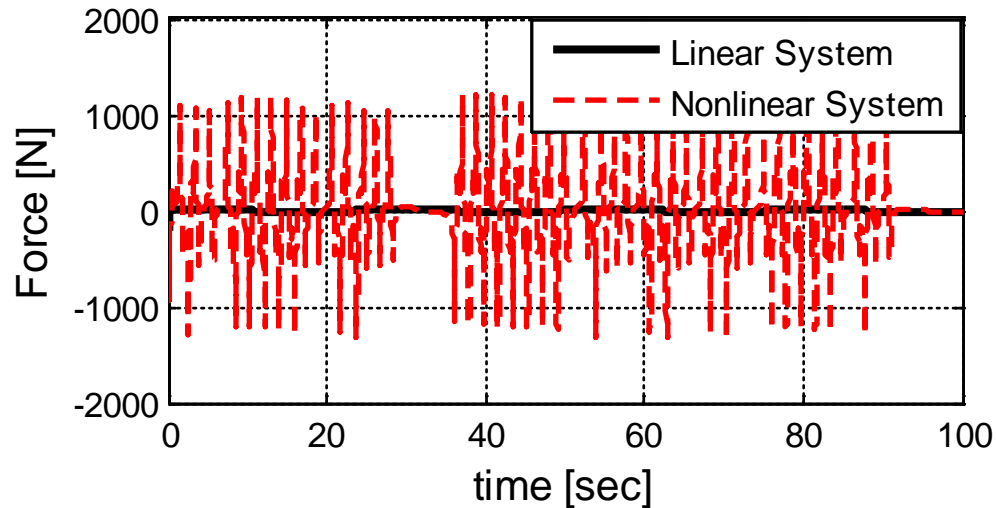


Fig 20. Reference Tracking Input (**Nonlinear system**) and Simulation results Animation

---

# Appendix. A

## Open 'RUN\_file.m'

1. Simulation(시간, 초기조건 등) 환경 설정
2. Parameter(질량, 길이 등) 값 설정
3. Gain 값 설정
4. 실행
5. 'Simulaton file.m'이 실행된다.



## 'Simulation\_file.m'

5. Nonlinear Equation을 실시간으로 계산(By function '*ODE4*')
6. State의 실시간 값들이 얻어짐( $x, \theta, \dots$ )
7. State의 시간에 대한 그래프 출력

# How to use – RUN\_file.m



RUN file

Open 'RUN\_file.m'



Simulation Setting

```
global m M L l g Kp Kd zeta wn mode Kf A B u_ss x_ss;
```

```
%% Simulation Configuration
```

```
t0=0; % Initial Time [sec]
tf=100; % Final Time that simulation ends [sec]
del_t = 0.05; % Sampling time [sec]
```

```
%% Initial Condition
```

```
x0 = 0; % Initial Position of Cart [m]
d_x0 = 0; % Initial velocity of Cart [m/s]
theta_0 = 0.1; % initial Condition of Angle 1 [rad]
d_theta_0 = 0; % initial Condition of Angular Velocity [rad/s]
```

```
%% Tracing Control
```

```
rss = 0; % Desired 'x'
```

```
%% System Type Selection
```

```
mode = 3; % < Choose the mode >
% mode 1 : Nonlinear System +
% Angle and Angle rate Controller
% mode 2 : Linear System
% mode 3 : Nonlinear System +
% Linear Feedback Controller
```

```
%% Dynamic Parameters
```

```
m=0.1; % Mass of rod [kg]
M=2; % Mass of cart [kg]
L=1; % Length of rod [m]
I = m*(L/2)^2; % Moment of inertia of rod [kg*m^2]
g = 9.81; % Gravity [m/s^2]
```

Global 변수 선언

시뮬레이션에 필요한 함수인 ode45에 쓰일 변수를 선언.  
부록B에 ode45에 대해서 설명해두었다.

Simulation time 설정

t0 : 초기 시간(=0)  
tf : simulation 종료 시간  
del\_t : sampling time 설정

Initial Condition 설정

x0 : Cart의 초기 위치  
d\_x0 : Cart의 초기 속도  
theta\_0 : Rod의 초기 각도  
d\_theta\_0 : Rod의 초기 각속도

Desired X 좌표 설정

rss : 목표 도달 X 좌표

Dynamic Parameter 설정

m : Rod의 질량  
M : Cart의 질량  
L : Rod의 길이  
I : Rod의 moment of inertia (자동으로 계산)  
g : 중력가속도 (고정값)

Control Gain 설정

K : P gain 값 설정 (양수)  
C : D gain 값 설정 (양수, 0일 시에는 P Control)  
Zeta : 댐핑 값 설정  
wn : 공진주파수 설정

# How to use – Simulation\_file.m

▶ 'RUN\_file'을 실행시키면 자동으로 'Simulation\_file.m'이 실행된다.

## %% Simulation File

```
% - Run ode function to calculate 'theta' in real time  
% - If mode selection is invalid, display the message  
% - Display result plot  
% - Display animation
```

## %% Run Simulation

```
[t,X]=ode45(@OSC_control,[0, tf],[theta_0, d_theta_0, x0, d_x0]);
```

```
figure(1);
```

```
set(figure(1),'Position',[200,400,400,200]);
```

```
plot(t,X(:,1),'k','linewidth',2.3);
```

```
grid on;
```

```
xlabel('time [sec]','FontSize',12);
```

```
ylabel('#theta [rad]','FontSize',12);
```

```
figure(2);
```

```
set(figure(2),'Position',[620,400,400,200]);
```

```
plot(t,X(:,2),'k','linewidth',2.3);
```

```
grid on;
```

```
xlabel('time [sec]','FontSize',12);
```

```
ylabel('d#theta/dt [rad]','FontSize',12);
```

```
figure(3)
```

```
set(figure(3),'Position',[200,700,400,200]);
```

## ode45

Ode45라는 함수를 통해 nonlinear equation을 실시간으로 풀어낼 수 있다.(부록B에 ode45에 대해 설명)

## State의 실시간 값들이 얻어짐

앞서 설정한 simulation time동안의 매 순간의 data 값(카트 위치, 바의 각도 등)들이 ode45 함수의 결과로 얻어진다.

## 결과의 시간에 대한 그래프 출력

이렇게 구해진 실시간 데이터 결과들을 시간에 대한 그래프로 출력한다.

---

# **Appendix. B**

## ▶ ODE45 ?

MATALB에 내장돼있는 함수 & 미분방정식을 실시간으로 풀어주는 함수  
이 때 exact solution을 구하는 것이 아닌, 수치해석 방법으로 실시간 해를 구한다.  
Runge-Kutta method를 사용하는 numerical solver  
내가 풀고자 하는 미분방정식을 풀어주는 함수를 만든다.

## ▶ Why ode45?

선형 뿐 아니라 비선형 미분방정식도 풀 수 있으며

사용방법 및 수식작성이 직관적이다.

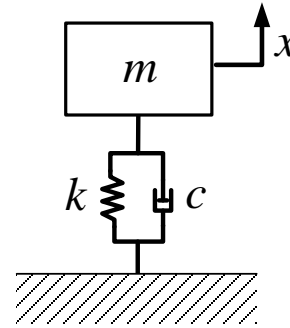
## ▶ How to use?

함수 이름 작성, 변수 선언  
(이 때 함수 이름은 저장 시에도 동일한 이름으로 저장해야 한다.)

$\dot{\mathbf{x}} = f(\mathbf{x})$  꼴 그대로 수식으로 옮긴다.

## Example

$$m\ddot{x} + c\dot{x} + kx = 0, \quad x(0) = x_0, \dot{x}(0) = \dot{x}_0$$



- 함수의 이름을 정하고 변수를 차례로 적어준다.(이때는 시간과 state x)

function `dx=function_name(t,x)`

→ 미분 term을 나타내는 변수, state를 한번 미분한 것을 의미한다. 즉,  $\dot{x}$ 를 의미

→ 함수이름(저장 시 동일한 이름으로 저장해야한다.)

- 미분방정식에 쓰이는 global 변수(state 제외)를 선언한다.

global m c k 이 함수에서 이 변수들이 쓰이기 때문에 이 함수가 돌아가기 전, 이 변수들이 workspace 상에 선언되어 있어야 한다.

- $\dot{\mathbf{x}} = f(\mathbf{x})$  꼴로 식을 만들어주고 code에 그대로 옮겨 적는다.

$$\mathbf{x} = \begin{bmatrix} x \\ \dot{x} \end{bmatrix} = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}, \quad \begin{aligned} \dot{x}_1 &= x_2 \\ \dot{x}_2 &= -\frac{c}{m}x_2 - \frac{k}{m}x_1 \end{aligned}$$

`dx = zeros(2,1);` ←  $dx$ 가 (2x1)행렬임을 먼저 선언해야 한다.

`dx(1) = x(2);`

`dx(2) = -(c/m)*x(2)-(k/m)*x(1);`



# 부록 : ode45

- ▶ 문제의 미분방정식을 푸는 ode45를 MATLAB에 작성하면 다음과 같다.

## Example

$$m\ddot{x} + c\dot{x} + kx = 0, \quad x(0) = x_0, \dot{x}(0) = \dot{x}_0$$

```
function dx=function_name(t,x)

global m c k

dx = zeros(2,1);
dx(1) = x(2);
dx(2) = -(c/m)*x(2)-(k/m)*x(1);
```

- ▶ 그림 이 때 다음과 같이, 앞에서 만든 ode45를 이용한 m-file을 작성하여 실행하면 다음과 같다.

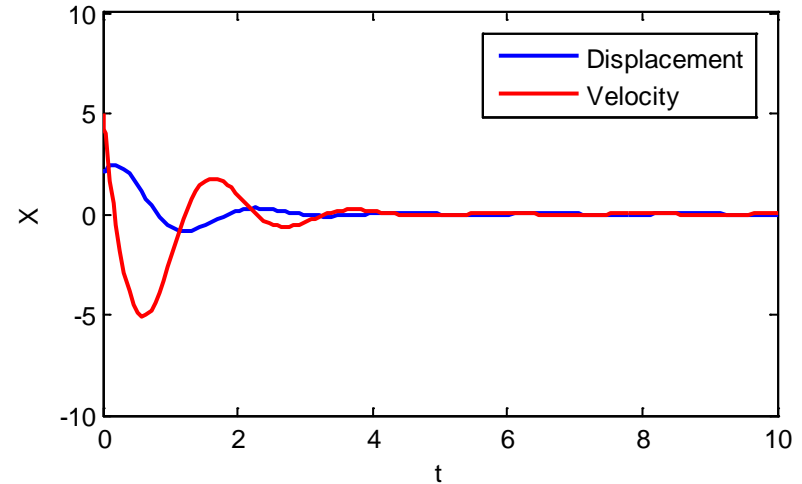
```
global m c k

simtime = 10;
samtime = 0.1;

m = 10;
c = 20;
k = 100;

x0 = 2;
d_x0 = 5;

[t,X] = ode45(@function_name,[0, simtime],[x0,d_x0]);
```



사용할 함수 이름

t의 초기, 말기 값

State의 초기 값(x1, x2 차례로)