

# Review: Feedback & PID Control

Dr. Keith Moffat

# Control theory

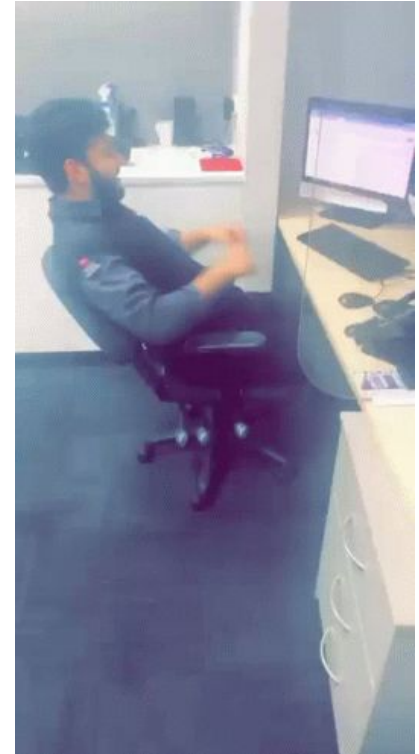
1. Model a system using differential equations

# Control theory

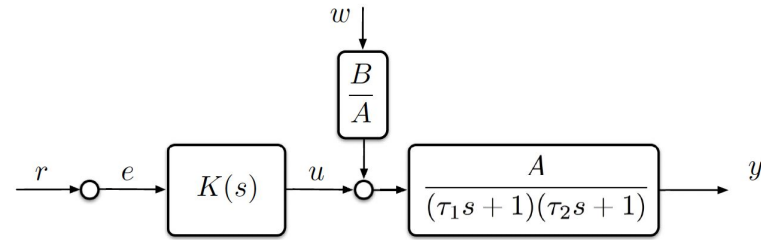
1. Model a system using differential equations
2. Modify the system to do what we want

# Control theory

1. Model a system using differential equations
2. Modify the system to do what we want
3. Chill



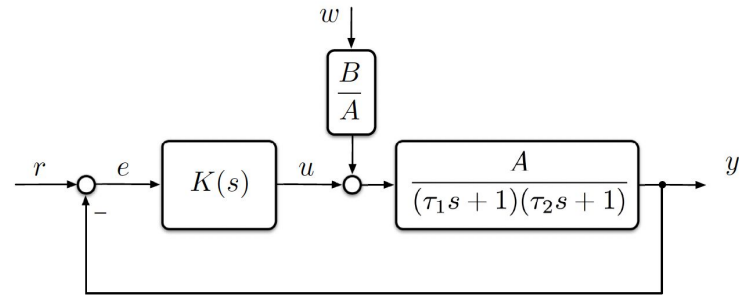
# Open loop control



**feedforward** speed-control system



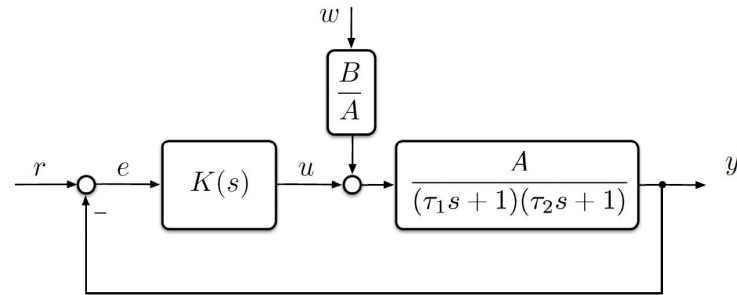
# Closed loop control



feedback speed-control system



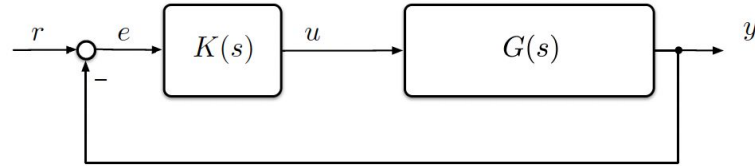
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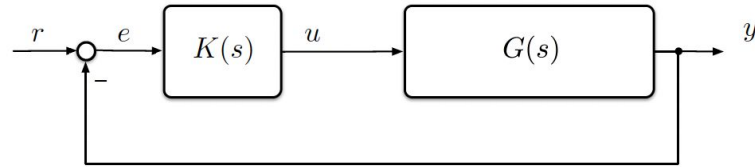


# Closed loop/feedback control



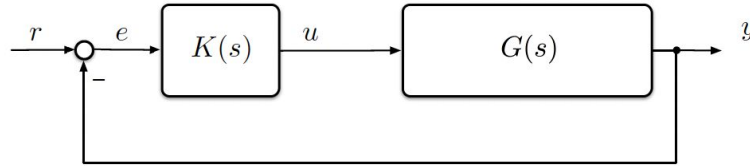


# Closed loop/feedback control



Why feedback control?

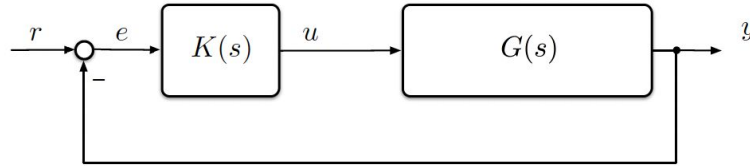
# Closed loop/feedback control



Why feedback control?

1. Reject unknown disturbances
2. Reduce the effect of model uncertainty
3. Alter the system dynamics
  - e.g. stabilize unstable systems

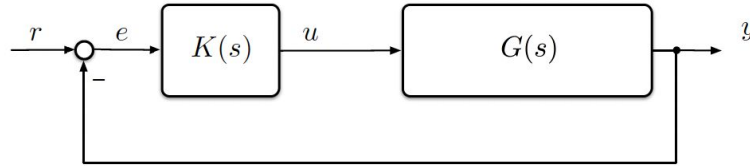
# Closed loop/feedback control



A negative feedback block diagram is deceptively simple

$$\frac{y(s)}{r(s)} = \frac{GK}{1 + GK}$$

# Closed loop/feedback control

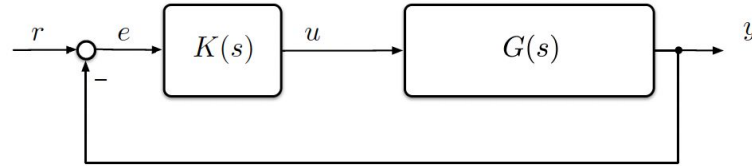


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→ Developing intuition takes time and effort

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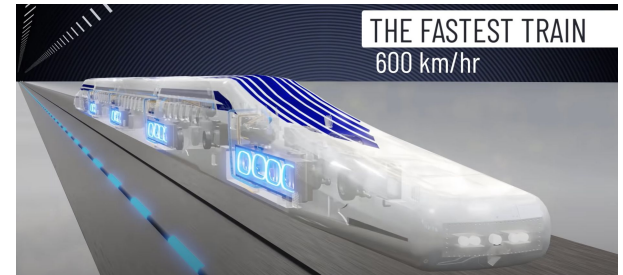
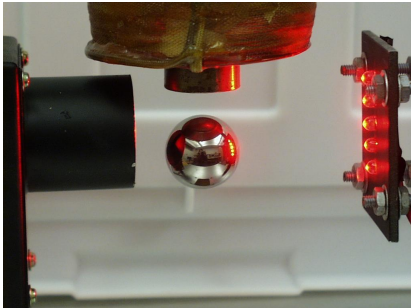


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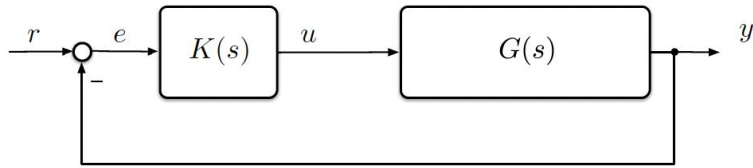
→ Developing intuition takes time and effort

→ Allows us to design controllers that do very cool things

$$\frac{y(s)}{r(s)} = \frac{GK}{1 + GK}$$

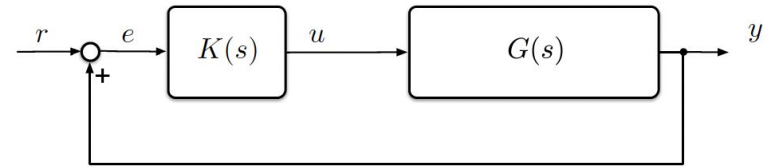


# Negative vs. Positive feedback



## Negative feedback

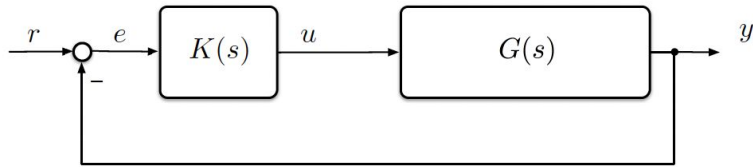
- Usually holds a system to an equilibrium state



## Positive feedback

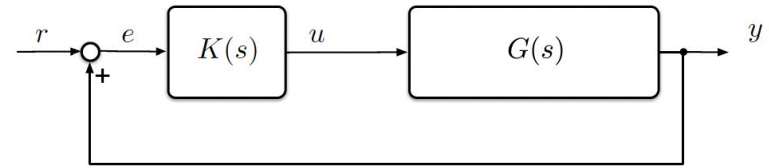
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# Negative vs. Positive feedback



## Negative feedback

- Usually holds a system to an equilibrium state

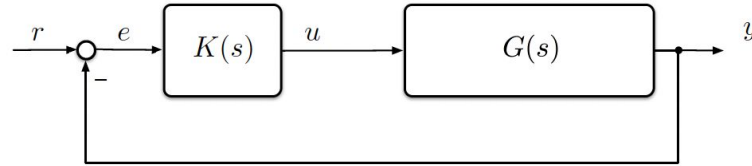


## Positive feedback

- Usually moves a system from an equilibrium state

Control theory (almost always) uses negative feedback.

# Closed loop/feedback control



A negative feedback block diagram is deceptively simple

→ Developing intuition takes time and effort

y is less than r and  $K(s)$  and  $G(s)$  are both “positive”



Will y get bigger or smaller?

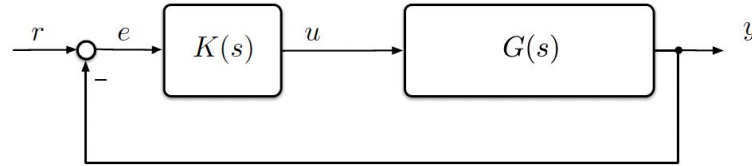
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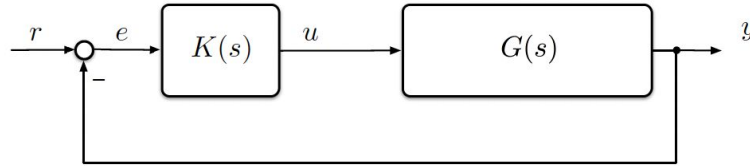
→ Developing intuition takes time and effort

$$\frac{y(s)}{r(s)} = \frac{GK}{1 + GK}$$

Feedback changes the differential equations that define the system

→ Transfer functions make the design process easier

# Closed loop/feedback control



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Feedback changes the differential equations that define the system

→ Transfer functions make the design process easier

*As a matter of idle curiosity, I once counted to find out what the order of the set of equations in an amplifier I had just designed would have been, if I had worked with the differential equations directly. It turned out to be 55.*

- Henrik Bode, 1960



# Transfer function poles

$$G(s)K(s) = k \cdot \frac{z(s)}{p(s)} = k \cdot \frac{\prod_{i=1}^n (s-z_i)}{\prod_{i=1}^n (s-p_i)}$$

What do transfer function poles represent?

# Transfer function poles

$$G(s)K(s) = k \cdot \frac{z(s)}{p(s)} = k \cdot \frac{\prod_{i=1}^n (s-z_i)}{\prod_{i=1}^n (s-p_i)}$$

Poles describe the “modes” of the system—They tell us if the system is stable or not.

Partial fraction decomposition of  $G(s)K(s)$ : 
$$\frac{r_1}{s-p_1} + \frac{r_2}{s-p_2} + \dots + \frac{r_n}{s-p_n}$$

Thus, the response to an impulse is:  $y(t) = r_1 e^{p_1 t} + r_2 e^{p_2 t} + \dots r_n e^{p_n t}$

# Transfer function zeros

$$G(s)K(s) = k \cdot \frac{z(s)}{p(s)} = k \cdot \frac{\prod_{i=1}^{n_z} (s - z_i)}{\prod_{i=1}^{n_p} (s - p_i)}$$

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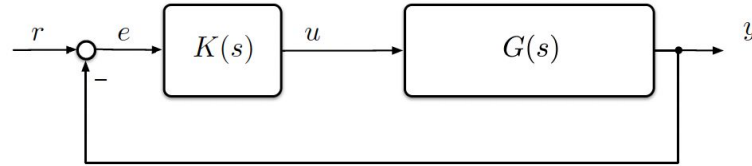
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Zeros are harder to interpret. 3 interpretations are:

1. They factor into the residue (r terms) of  $\frac{r_1}{s-p_1} + \frac{r_2}{s-p_2} + \dots + \frac{r_n}{s-p_n}$ 
  - Thus, they factor into the weights of the impulse response  $y(t) = r_1 e^{p_1 t} + r_2 e^{p_2 t} + \dots r_n e^{p_n t}$
2. They are the “blind spots” of the transfer function
  - Inputs that match the zero do not affect the output
3. In the time domain, they describe derivative action on the input

# Open and Closed Loop

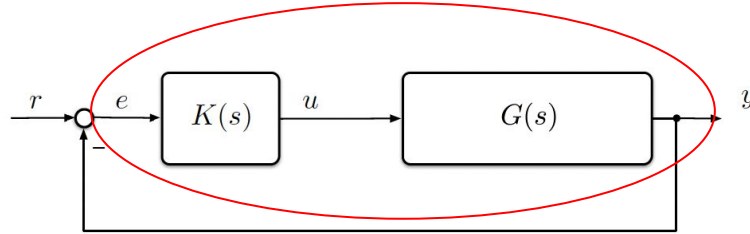


$$\frac{y(s)}{r(s)} = G(s) K(s)$$

$$\frac{y(s)}{r(s)} = \frac{GK}{1 + G(s) K(s)}$$

# Open and Closed Loop

Open Loop (OL)

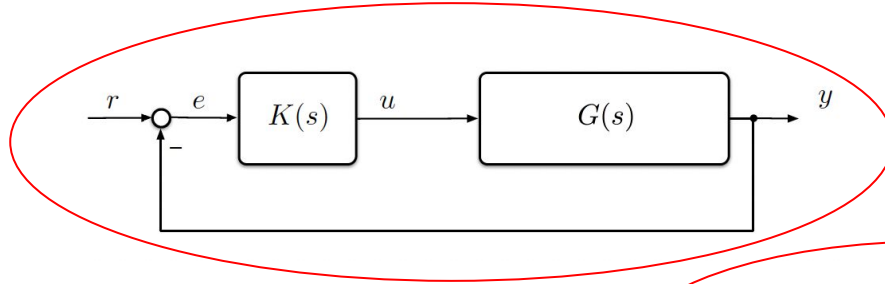


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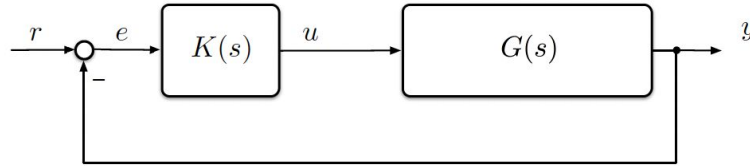


Closed Loop (CL)

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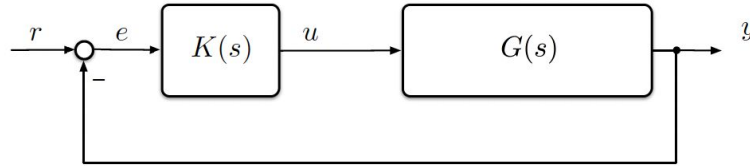
# Closed loop poles



We care about the poles of the closed loop transfer function  
(not so much about the zeros)

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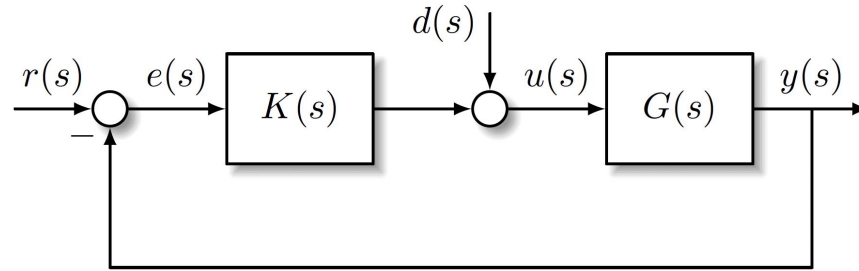
$$\frac{y(s)}{r(s)} = \frac{G(s) K(s)}{1 + G(s) K(s)}$$

But..

Both the poles and the zeros of the open loop TF  $G(s)K(s)$  affect the closed loop TF poles

→ We care about both the poles and the zeros of the open loop transfer function

# Feedback stability



All 6 input/output pairs must be stable:

$$\frac{e(s)}{r(s)} = \frac{1}{1 + GK}$$

$$\frac{u(s)}{r(s)} = \frac{K}{1 + GK}$$

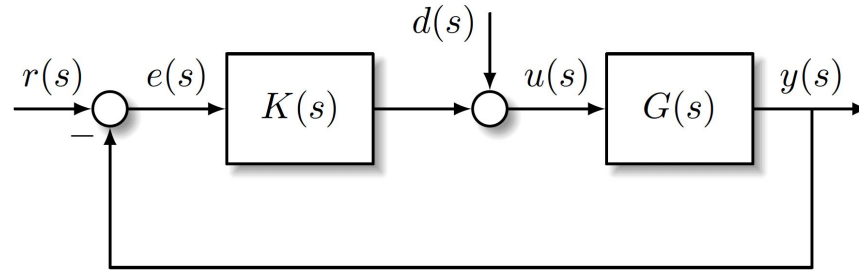
$$\frac{y(s)}{r(s)} = \frac{GK}{1 + GK}$$

$$\frac{e(s)}{d(s)} = \frac{-G}{1 + GK}$$

$$\frac{u(s)}{d(s)} = \frac{1}{1 + GK}$$

$$\frac{y(s)}{d(s)} = \frac{G}{1 + GK}$$

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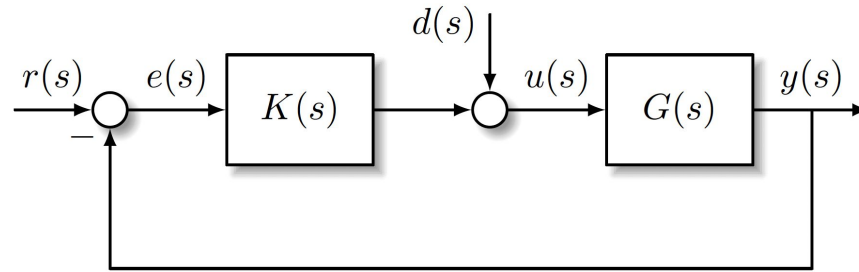
$$\frac{u(s)}{d(s)} = \frac{1}{1 + GK}$$

$$\frac{y(s)}{d(s)} = \frac{G}{1 + GK}$$

Note: All six TFs do not have the same denominator because the numerator could be a fraction

→ How do you determine the stability of all six TFs?

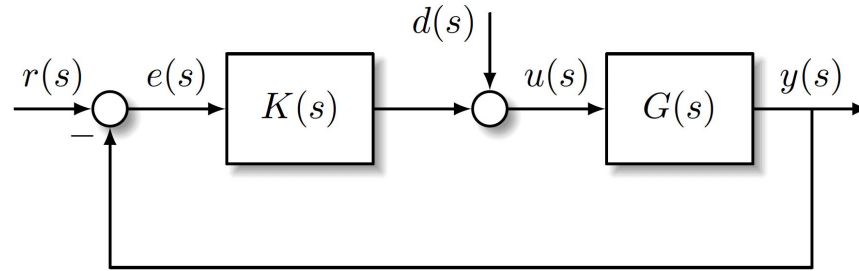
# Feedback stability



feedback stable  $\Leftrightarrow$  all transfer functions are BIBO stable

$\Leftrightarrow$  roots of  $0 = 1 + G(s)K(s)$  in  $\mathbb{C}_-$  & no unstable pole/zero cancellation

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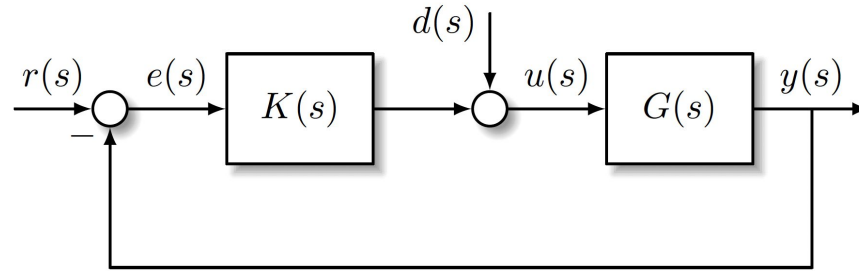


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What if  $G(s)K(s)$  does have unstable pole/zero pairs?

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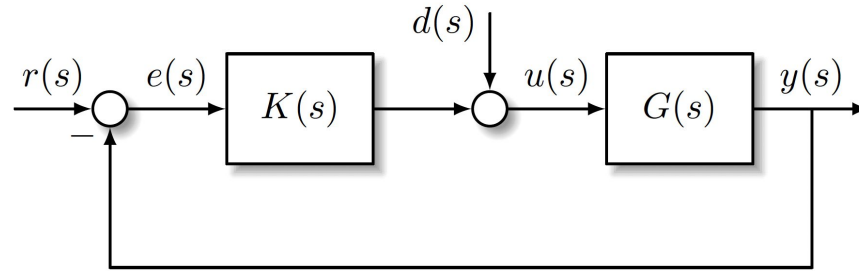
$\Leftrightarrow$  roots of  $0 = 1 + G(s)K(s)$  in  $\mathbb{C}_-$  & no unstable pole/zero cancellation

What if  $G(s)K(s)$  does have unstable pole/zero pairs?

$\rightarrow$  *Don't cancel them!*



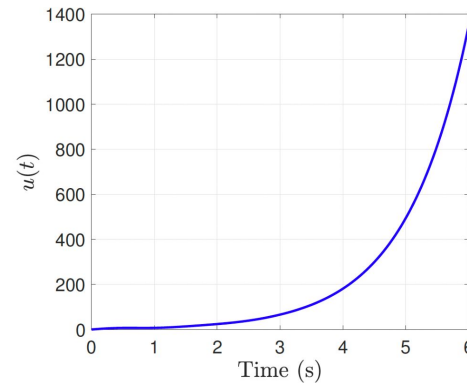
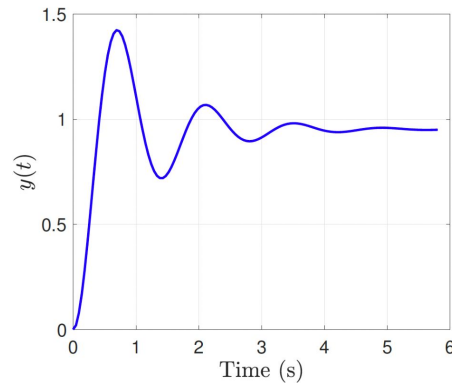
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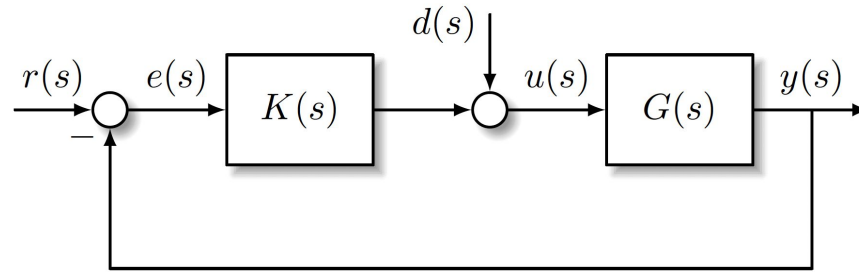
Roots of  $1 + GK$  in LHP only after  
unstable pole/zero cancelation



One of the six TFs will be unstable



# Feedback stability

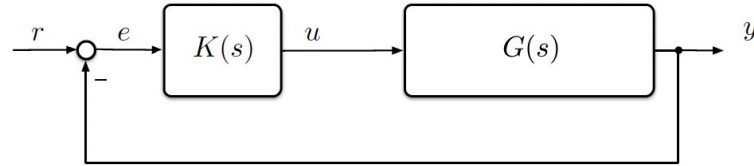


The form on the right (below) does not allow you to make pole-zero cancellations:

$$\frac{Y(s)}{R(s)} = \frac{G(s)K(s)}{1 + G(s)K(s)} = \frac{N_g N_k}{N_g N_k + D_g D_k}$$

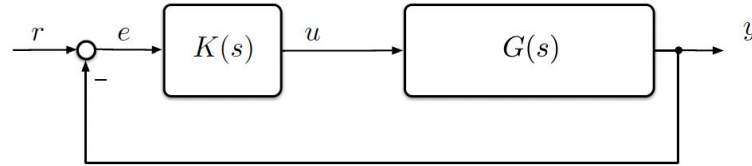
...so if you use this form you don't have to worry about unstable pole/zero cancellations.

# Controller design



Given  $G(s)$ , how do you design  $K(s)$ ?

# Classical control

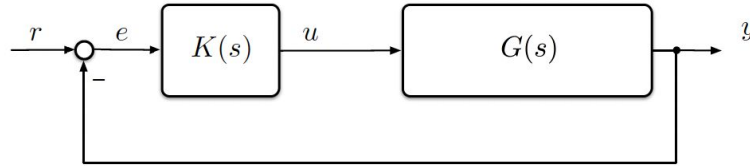


Known:  $G(s)$

Desired: Good closed loop behavior

Approach: Choose  $K(s)$  with as few calculations as possible

# Classical control



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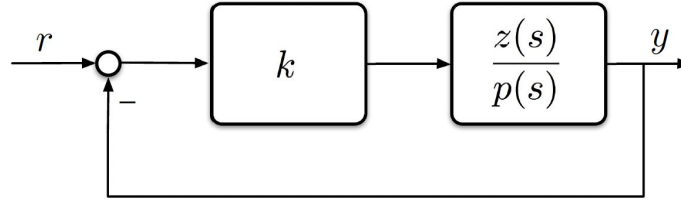
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Note:

- Many of these methods were developed before computers
- With computers, they are still useful because they provide intuition

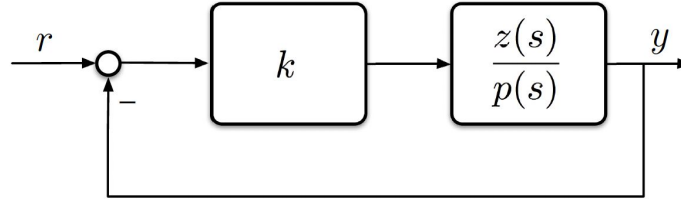
# Root Locus



Gives the roots of the CL transfer function as a function of the gain  $k$

$$\frac{y(s)}{r(s)} = \frac{G(s) K(s)}{1 + G(s) K(s)}$$

# Root Locus



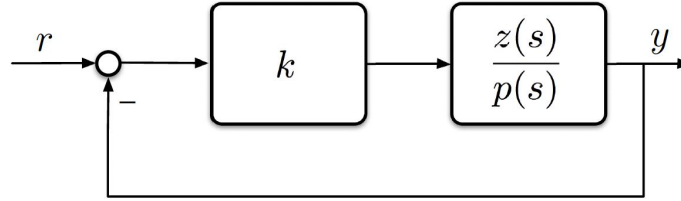
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→ Uses the poles and zeros of the open loop transfer function  $G(s)K(s) = k \cdot \frac{z(s)}{p(s)} = k \cdot \frac{\prod_{i=1}^{n_z} (s - z_i)}{\prod_{i=1}^{n_p} (s - p_i)}$

$$p(s) + k \cdot z(s) = 0$$

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$$p(s) + k \cdot z(s) = 0$$

What happens when  $k$  is large?

What happens when  $k$  is small?



# PID control

$$K(s) = K \left( 1 + \frac{1}{T_I s} + T_D s \right) \quad \Rightarrow \quad u(t) = K \left( e + \frac{1}{T_I} \int_{t_0}^t e(\tau) d\tau + T_D \dot{e} \right)$$

# PID control

$$K(s) = K \left( 1 + \frac{1}{T_I s} + T_D s \right) \quad \Longrightarrow \quad u(t) = K \left( e + \frac{1}{T_I} \int_{t_0}^t e(\tau) d\tau + T_D \dot{e} \right)$$

The vast majority of controllers “in the wild” are PID controllers.

This is because PID are

- Intuitive to understand
- Can be tuned with heuristics/intuition (sometimes)
- Work well with second order differential equations

$$G(s) = \frac{\omega_n^2}{s^2 + 2\zeta\omega_n s + \omega_n^2}$$

# PID tuning options

- Guess-and-check
- Decide  $T_i$  and  $T_d$  then using Root Locus
- Heuristics: Zeigler-Nichols, Åström and Hagglund, others
- Pole placement (this is not really a PID method, but it could be used)

# Pole placement

Specify the desired closed loop poles/roots of  $\Pi(s)$

→ calculate on coefficients  $K(s)$  to achieve those roots

$$\Pi(s) = N_g(s)N_k(s) + D_g(s)D_k(s)$$

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$$\Pi(s) = N_g(s)N_k(s) + D_g(s)D_k(s)$$

1. Determine the order of the controller:

$$K(s) = \frac{d_{n-1}s^{n-1} + \dots + d_1s + d_0}{c_{n-1}s^{n-1} + \dots + c_1s + c_0}$$

2. Substitute into the yet-undetermined controller into  $\Pi(s)$
3. Set  $\Pi(s) = \Pi_{\text{des}}(s)$  and solve the system of linear equations (one equation for each polynomial coefficient) to get the controller  $K(s)$

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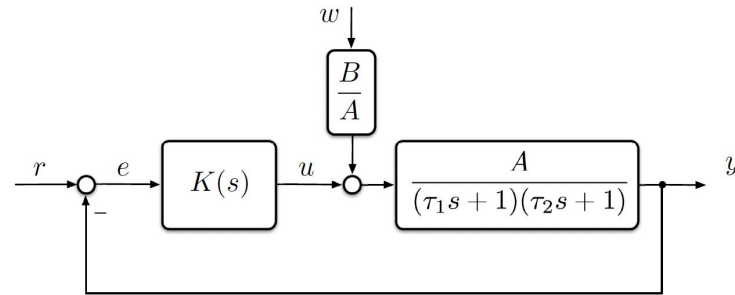
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...easy, right?

# Closed loop control



feedback speed-control system

