

# Controls 101

## (Making robots dance)

---

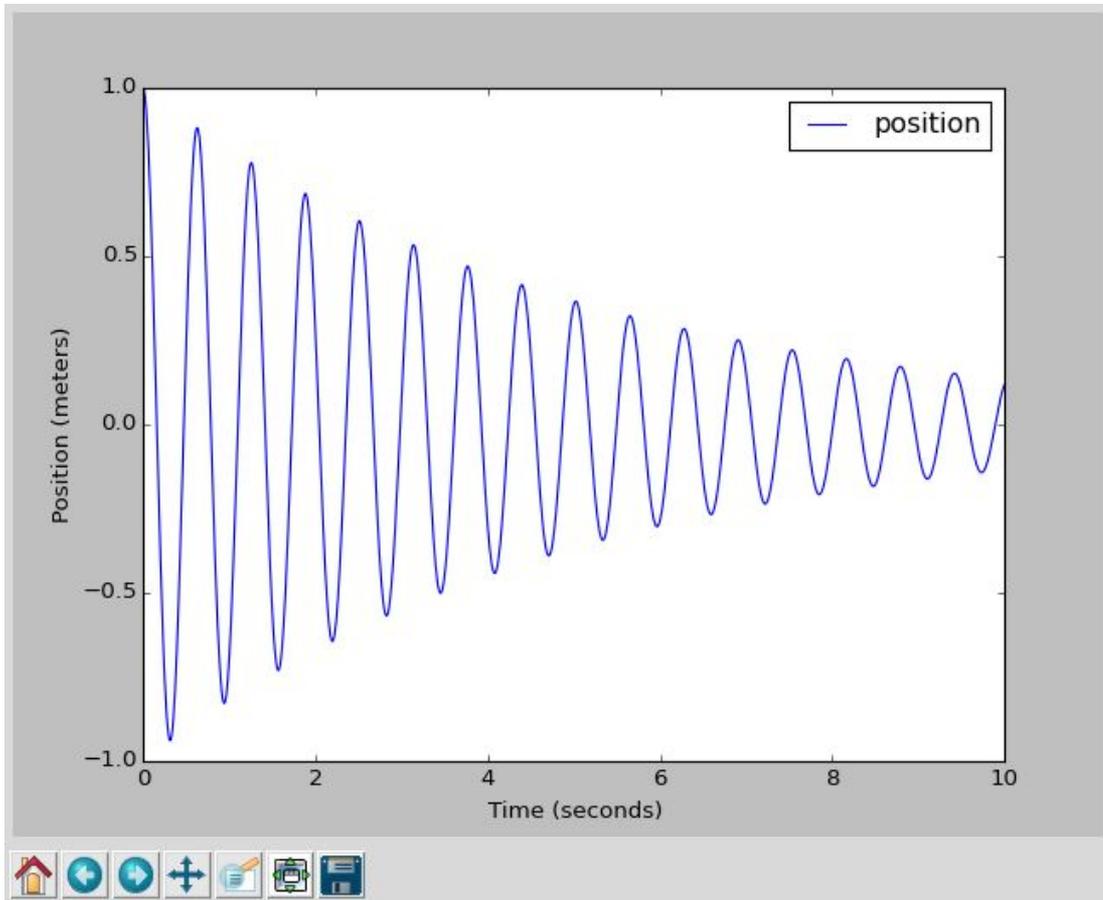
Austin Schuh  
Spartan Robotics (FRC Team 971)

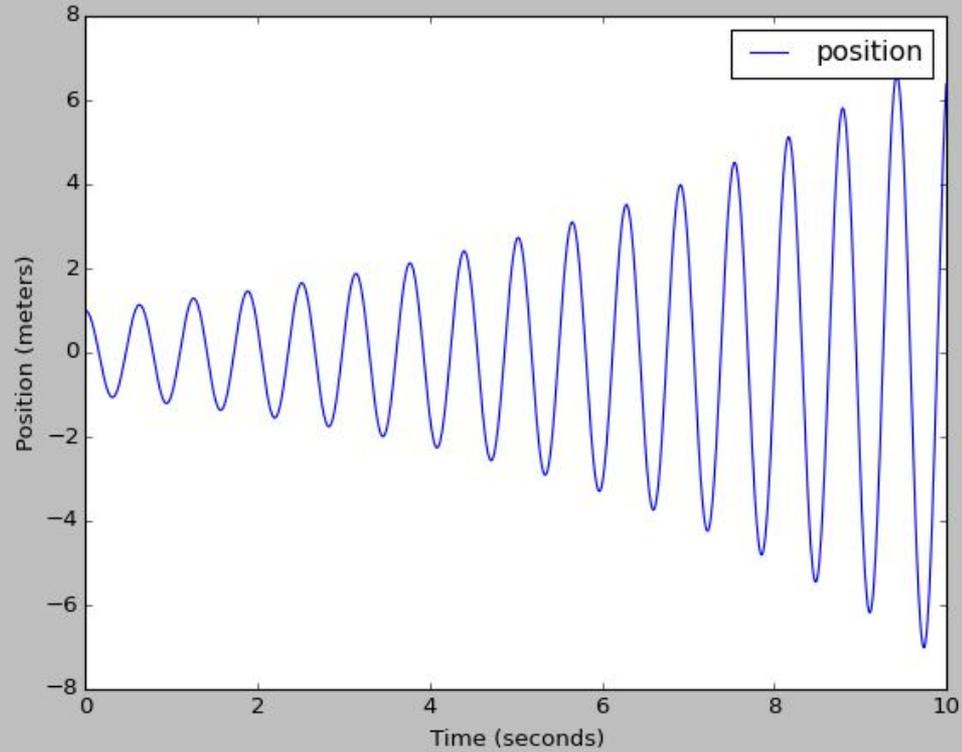


# What is a control system?

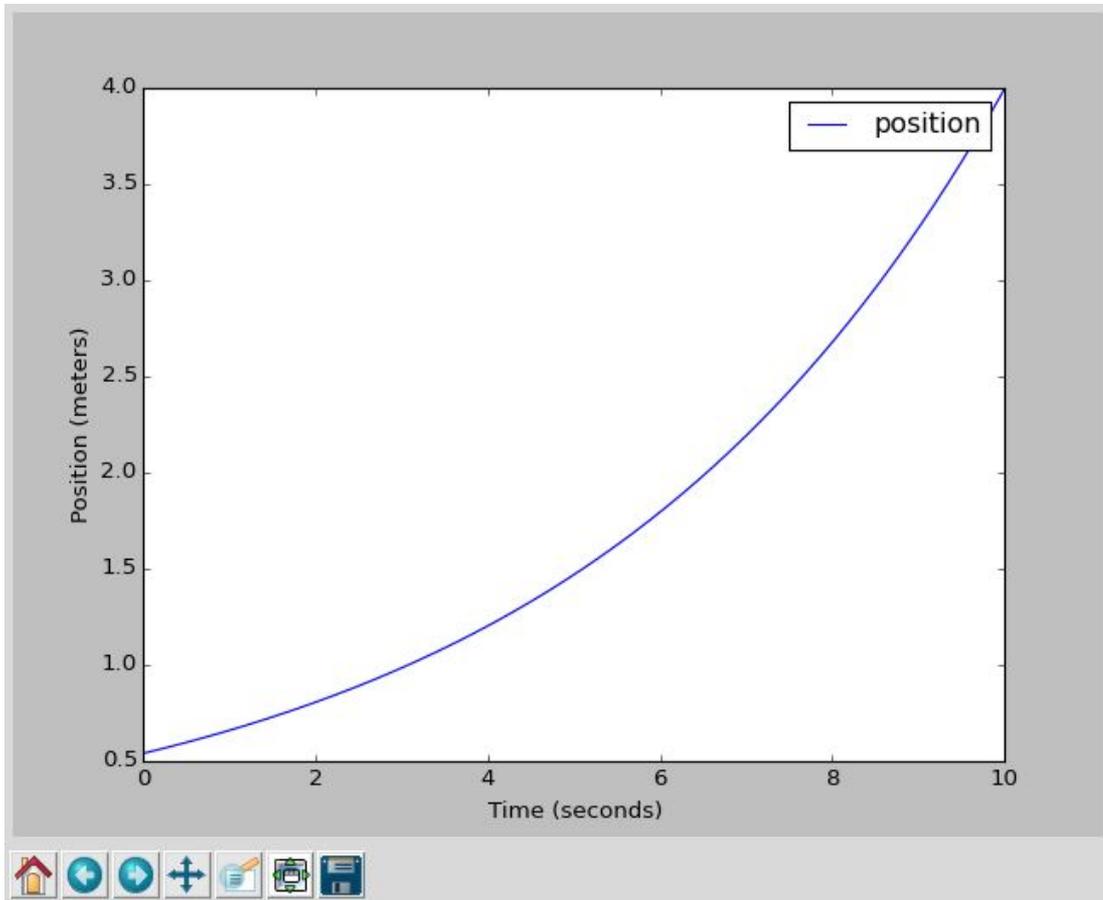
- A control system modifies your system dynamics to make them stable

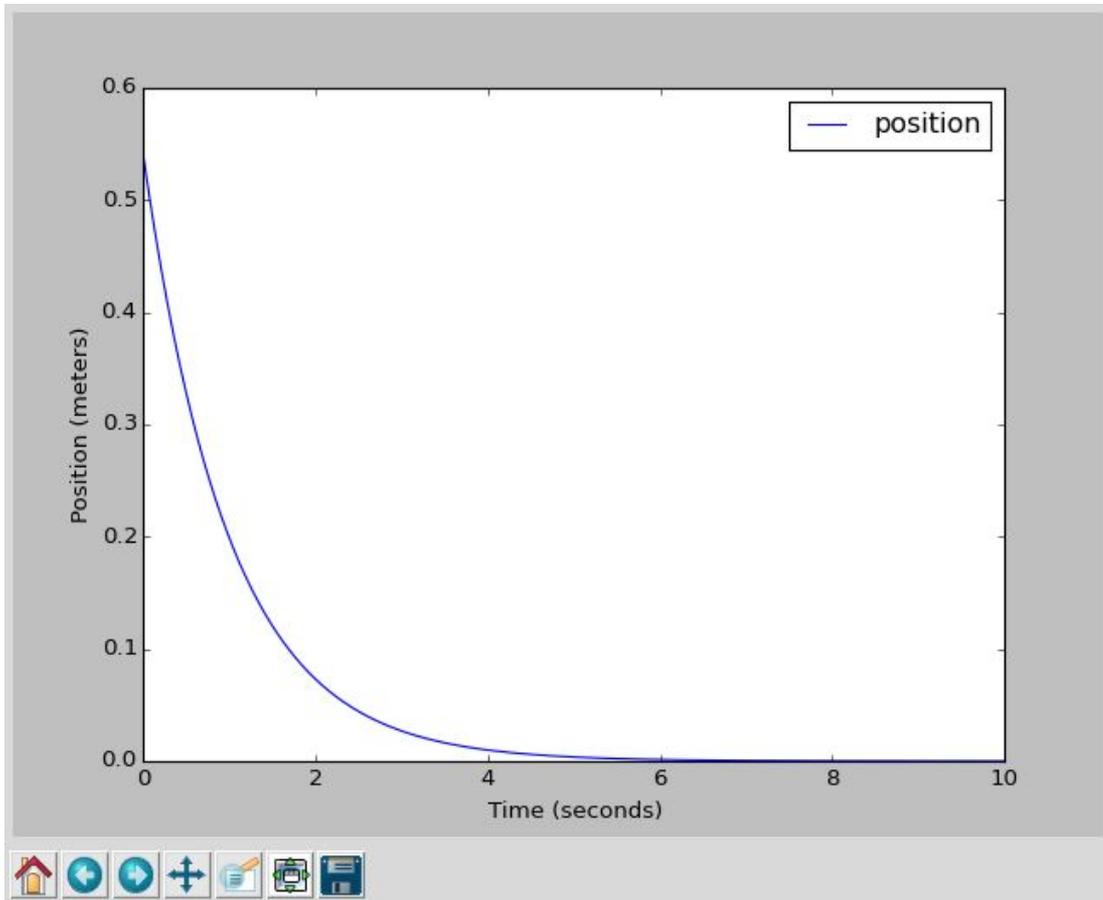






x=9.74194 y=-7.02041



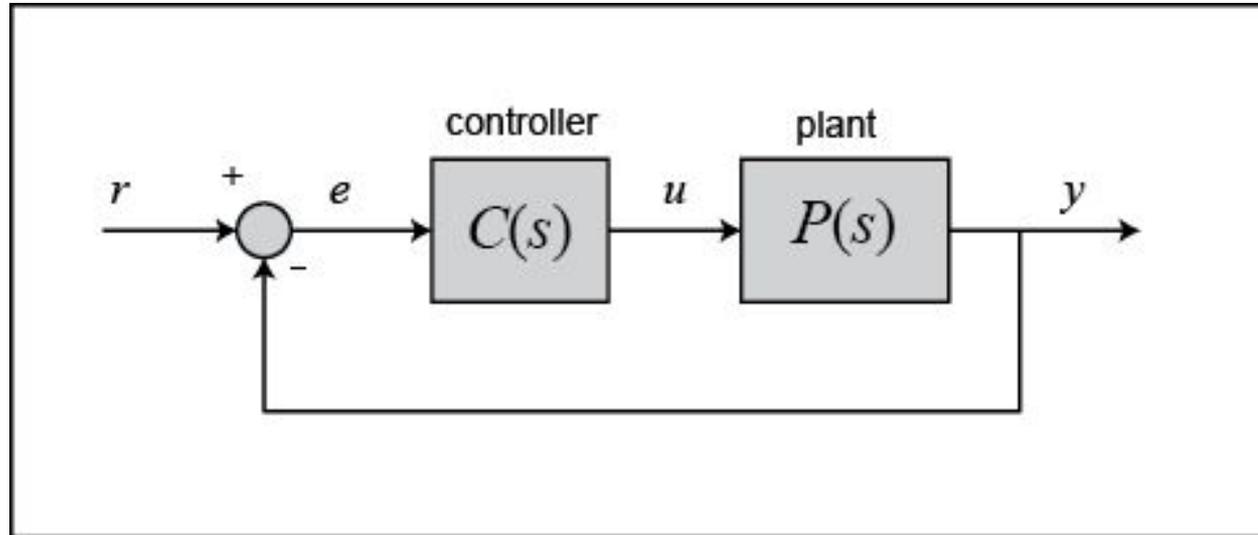


# What is stability?

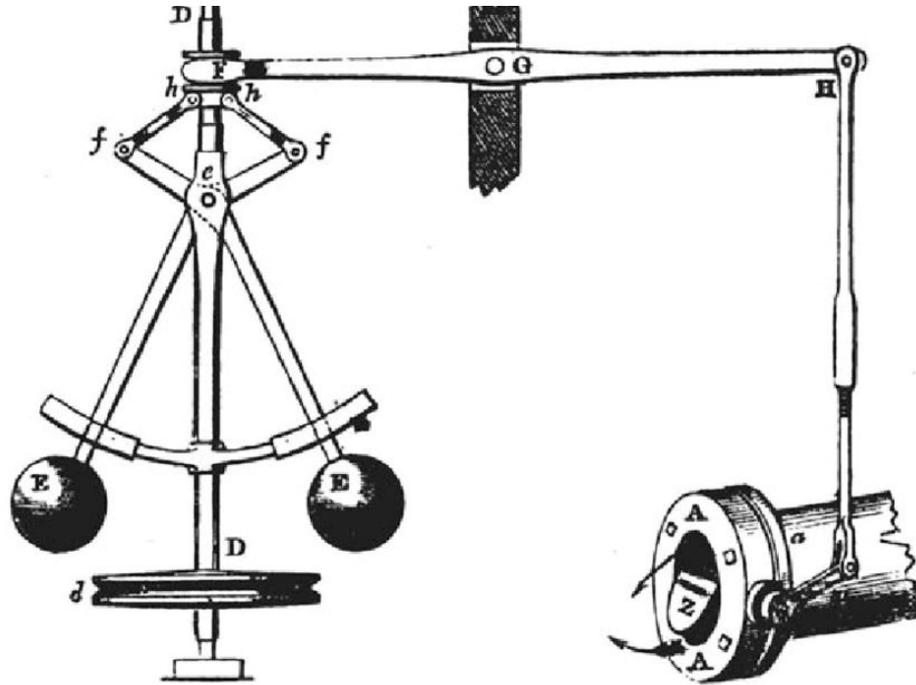
- A system is stable if it converges to 0



# Terminology

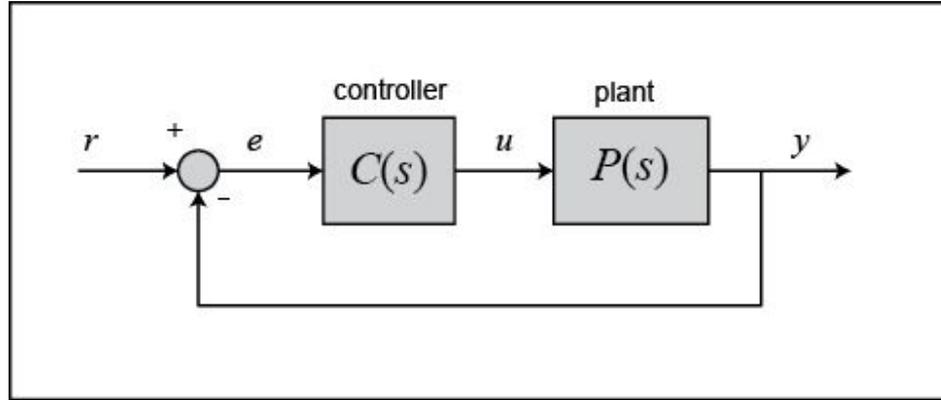


# Watt's centrifugal governor for a steam engine



# PID

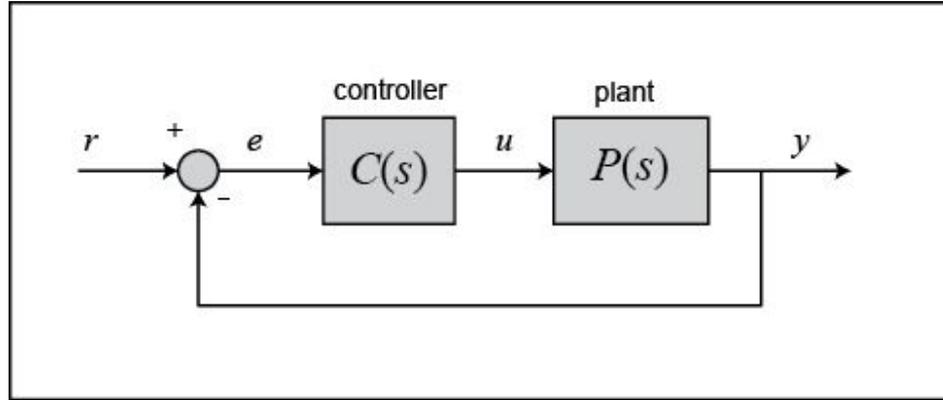
- $u(n)$  is our control input
- $e(n)$  is our error



$$u(n) = K_p e(n)$$

# PID

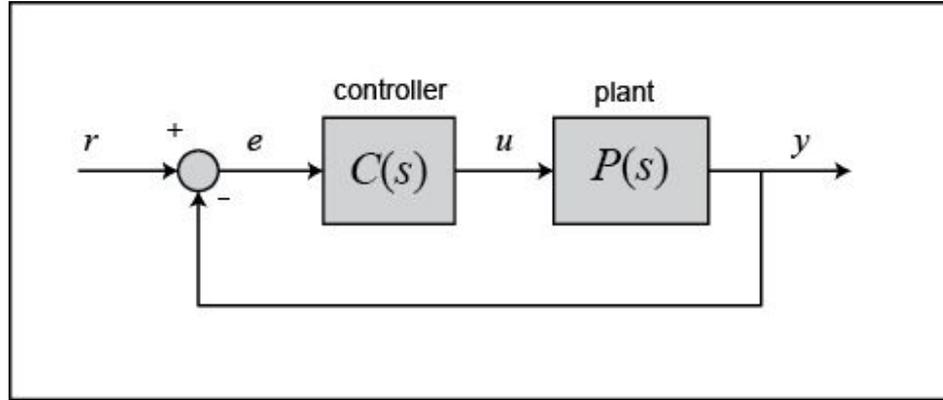
- $u(n)$  is our control input
- $e(n)$  is our error



$$u(n) = K_p e(n) + K_d \frac{e(n) - e(n-1)}{\Delta t}$$

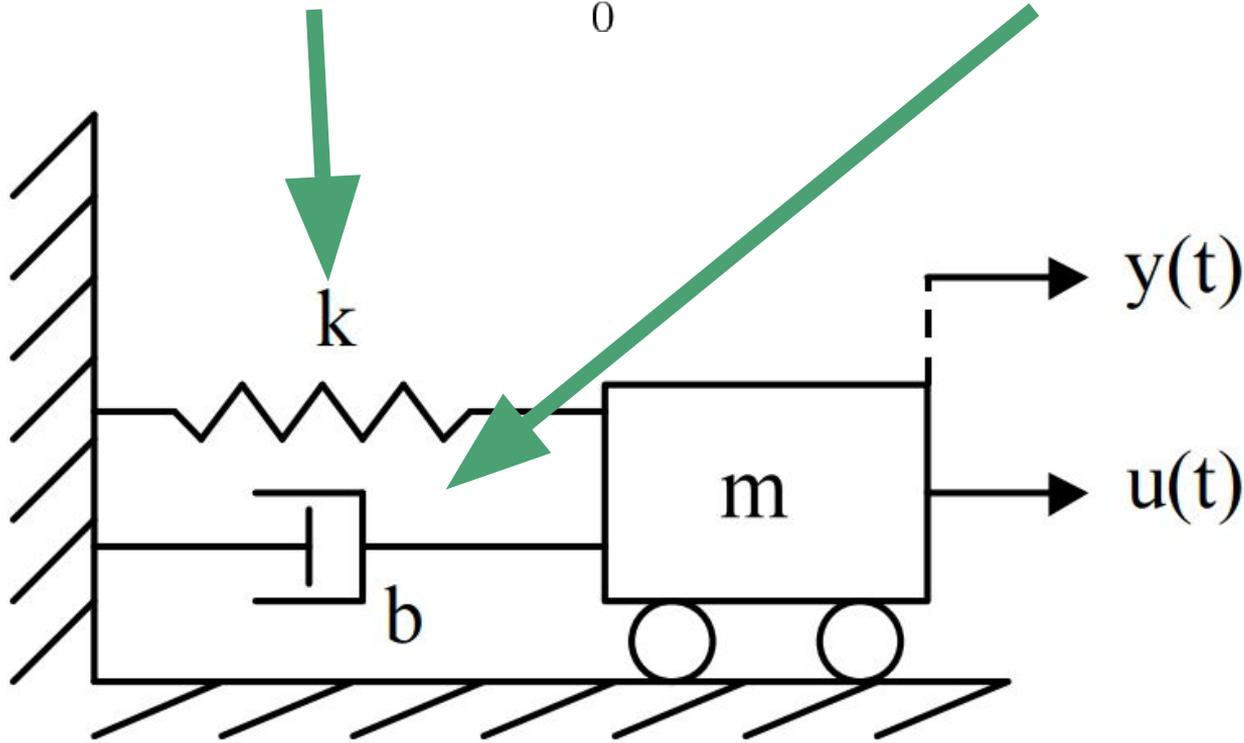
# PID

- $u(n)$  is our control input
- $e(n)$  is our error



$$u(n) = K_p e(n) + K_i \sum_0^n e(n) + K_d \frac{e(n) - e(n-1)}{\Delta t}$$

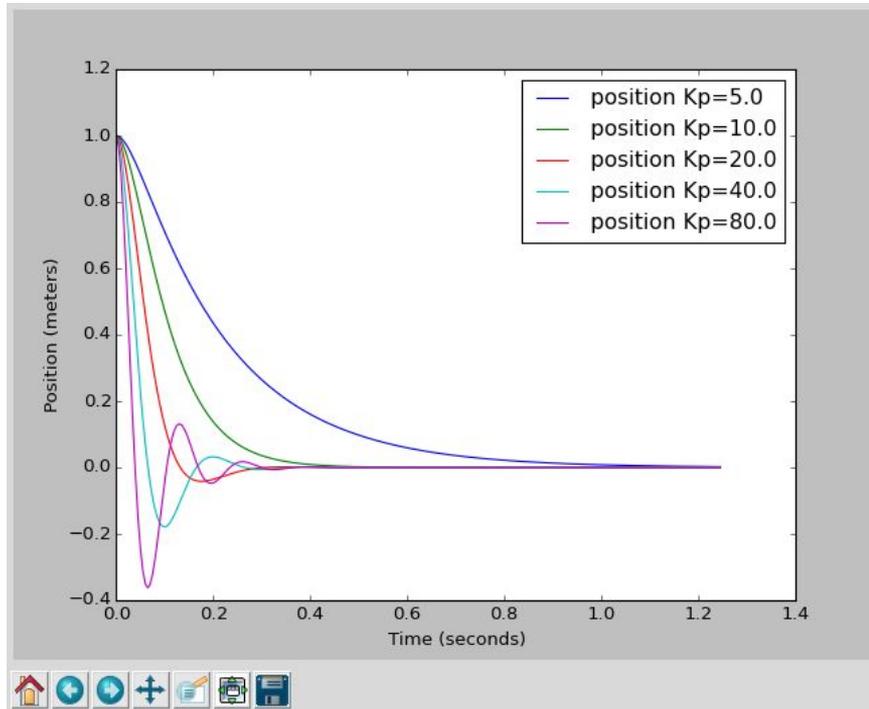
$$u(n) = K_p e(n) + K_i \sum_0^n e(n) + K_d \frac{e(n) - e(n-1)}{\Delta t}$$



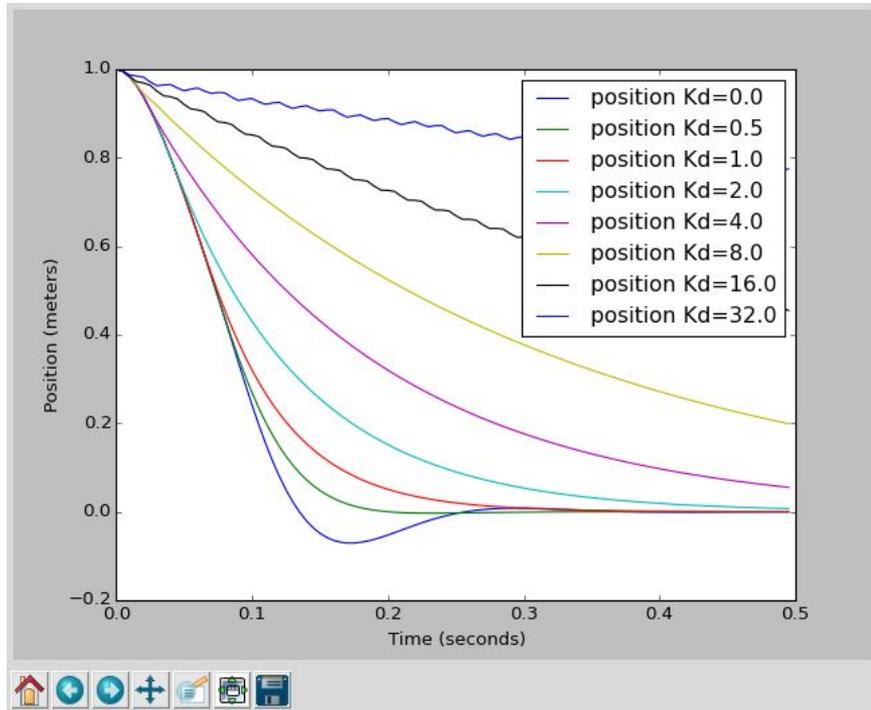
# What does changing $K_p$ do?



# What does changing $K_p$ do ( $K_d = 0$ ) ?



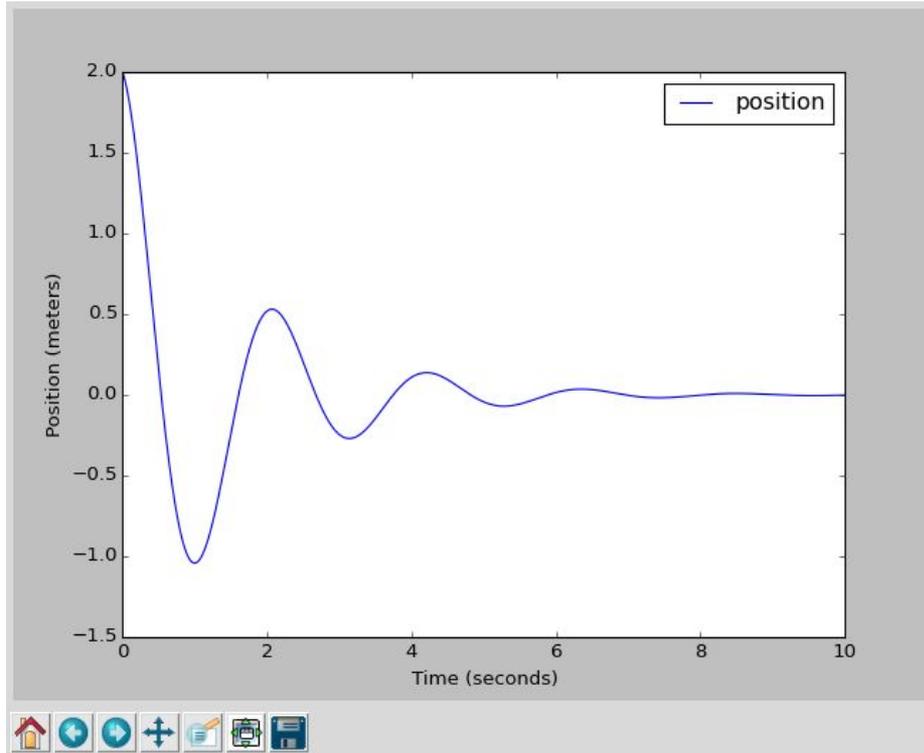
# What does changing Kd do ( $K_p = 30$ ) ?



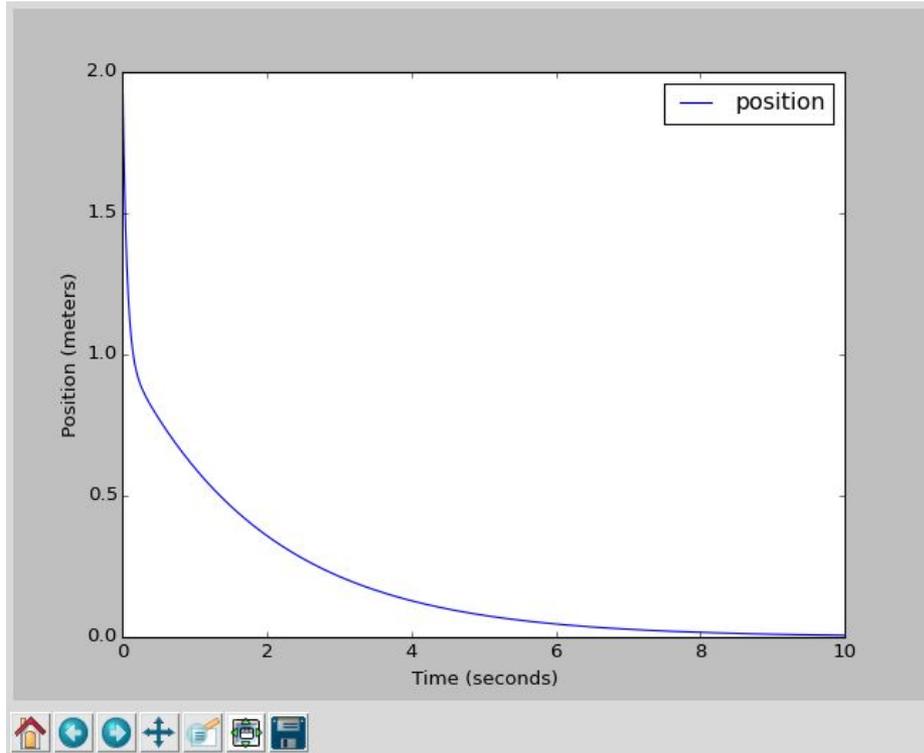
Damping ratio



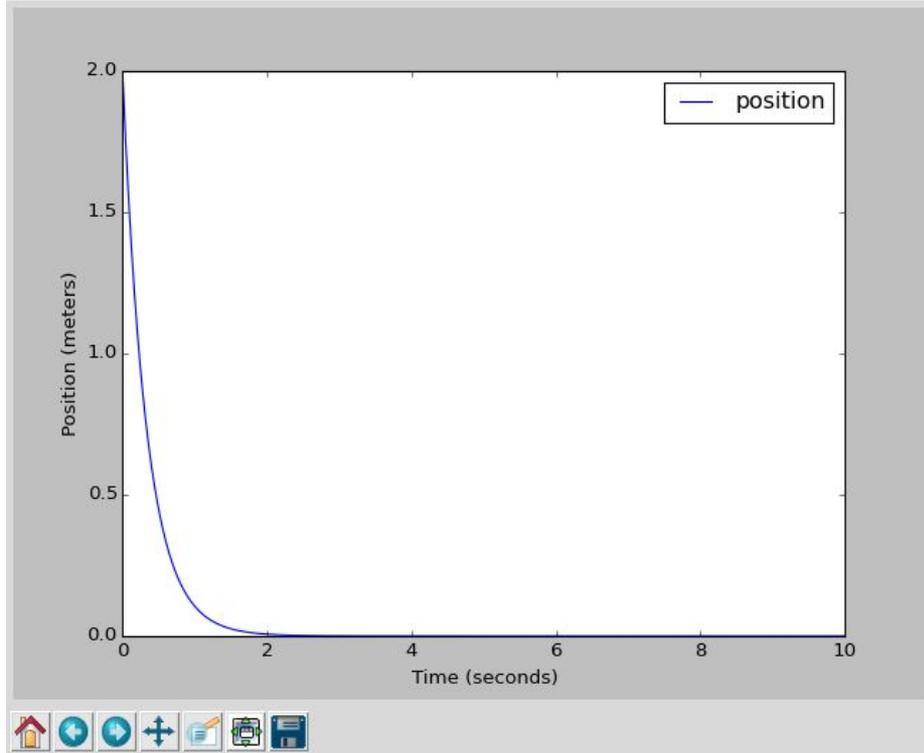
# Underdamped



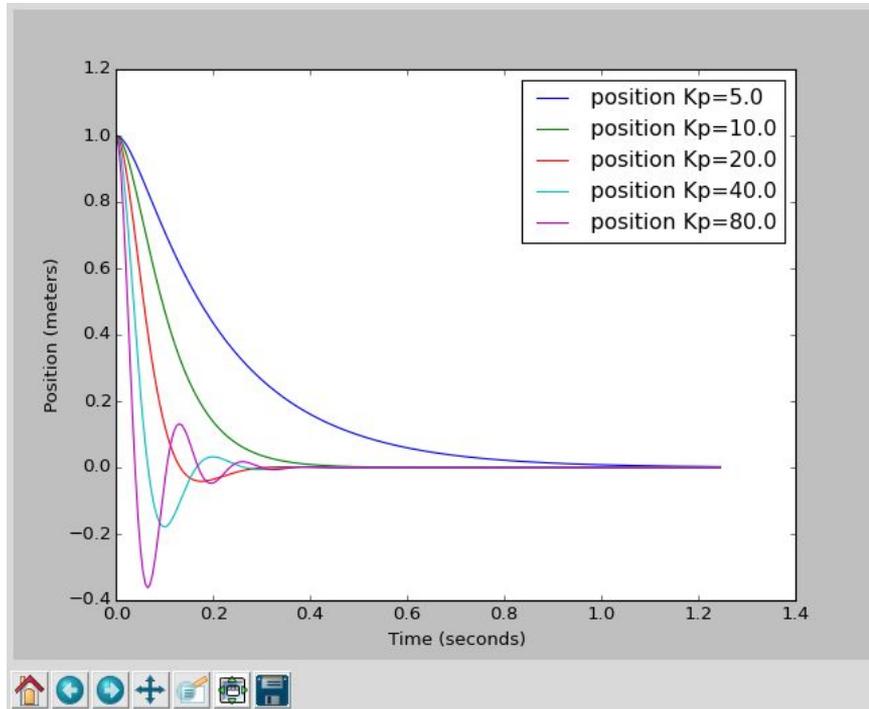
# Overdamped



# Critically Damped



# Which is underdamped, overdamped?



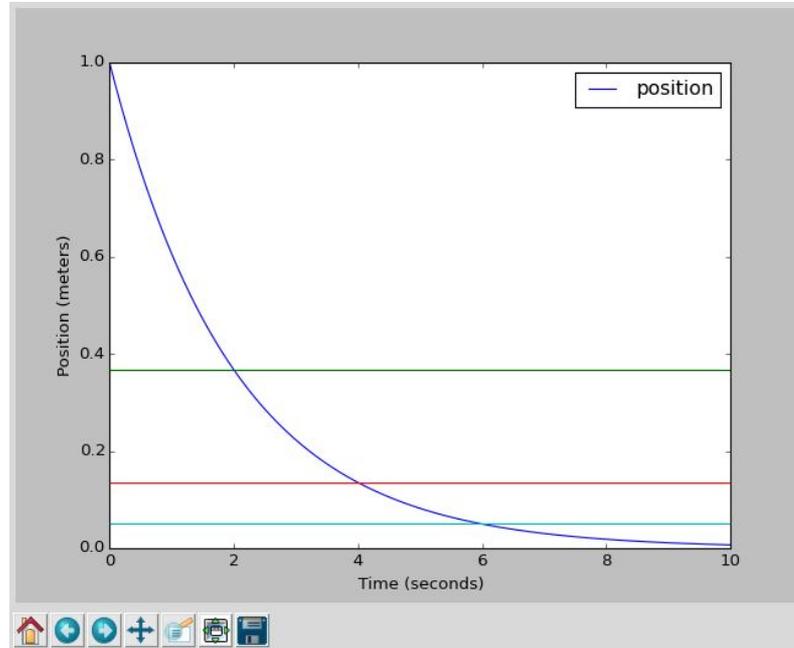
# When to use integral?

- Try without it first. Just ask for a couple cm higher
- Hard to tune
- 971 doesn't use integral unless we have to
- Only use it if your system can't tolerate any error



# More terminology

- Time constant
- Poles
- $f(t) = e^{(-0.5 t)}$



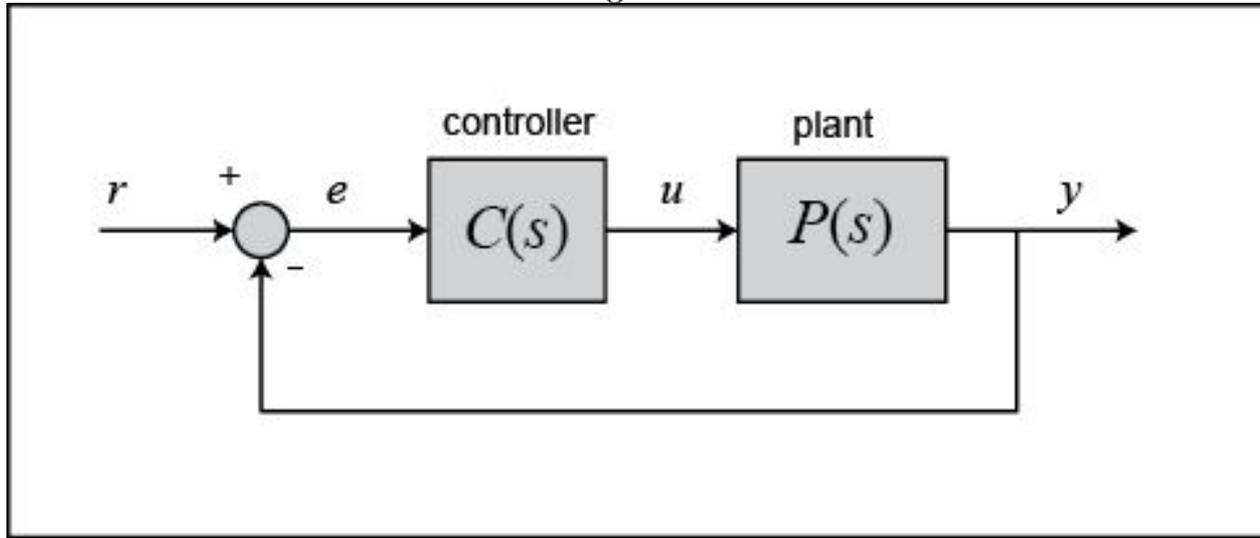
# Debugging control systems



- Smart Dashboard
- CSV file and import into Excel
- High speed video from your phone

# Design your software with controls in mind

$$u(n) = K_p e(n) + K_i \sum_0^n e(n) + K_d \frac{e(n) - e(n-1)}{\Delta t}$$



# Build a robot you can control

- Controls is hard
- Pistons are easier to control if you have them
- Do you need all the terms?
- Do you need a control loop?
- Try it in the off-season first
  - Control your drivetrain! Hard to break



What makes something hard to control?



# Poor sensors

- Can control within  $\pm 10$  “counts”
- Calculate what precision your sensors will give you before you start



# Sensor choice: Potentiometer

- ADC has 12 bits -> 4096 counts.
  - ~400 positions
  - 4m elevator -> good for 1 cm
- Noisy, so derivative term will be poor
- + Easy to code, no zeroing required

Note: buy a nice one if you need it to be accurate.

Wirewound, precision pot



# Sensor choice: Potentiometer + Mag encoder

- + Encoder has 12 bits -> 4096 counts per revolution
- + Encoder can give you accurate absolute position in a revolution
- + More positions, so more precision
- + Not noisy
- Hard to code, need to use pot at startup to figure out which revolution
- + Startup calibration doesn't require movement

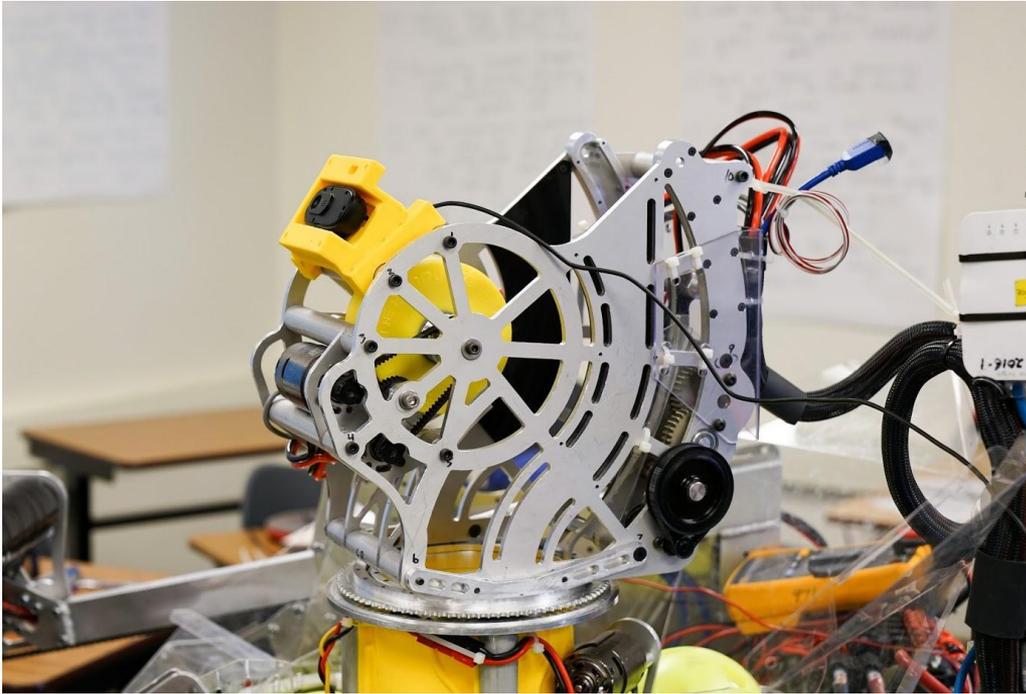


# Sensor choice: Encoder + limit switch

- + Precise. Can get high counts
- + Not noisy
- + Easy to program (See my TDD workshop)
- Requires motion at startup to zero



# Fast response time







# Changing dynamics



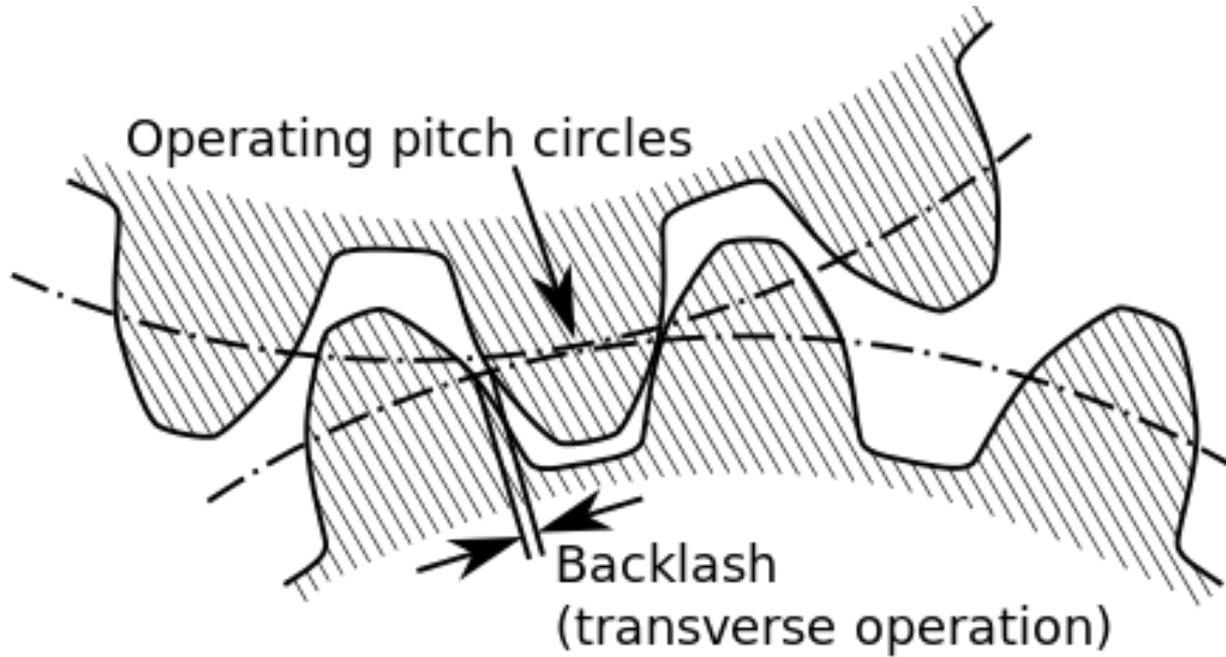


# Changing dynamics

- Tune for the average
- Test with all variations
- Slow time constant

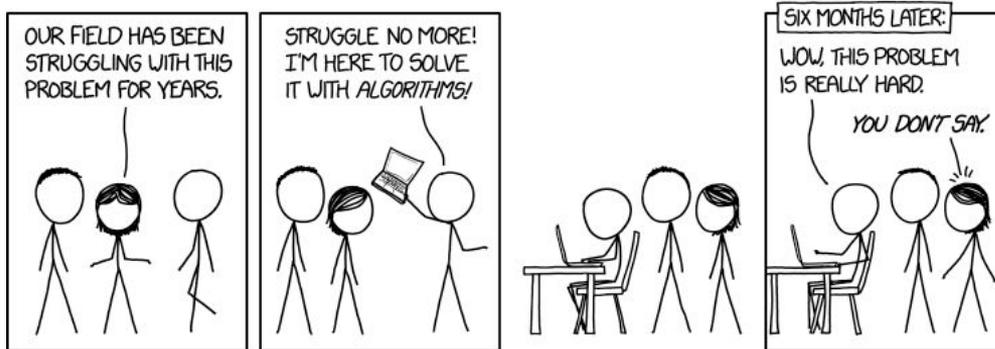


# Backlash



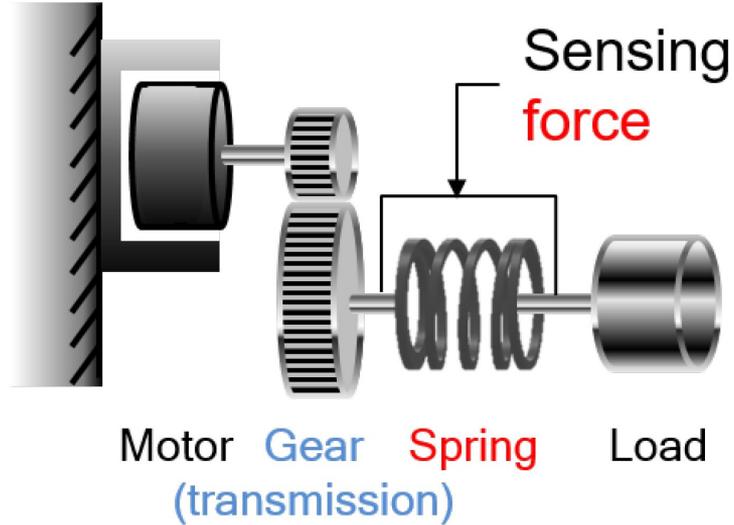
# Precision

- Need good mechanical design (rigid, low backlash), sensors, and integral control.
- Will need to put your sensors in a good spot.
- Will need to trade off speed
- Can you do it another way?



# Complicated Physics

- Don't do it!





# Non-linear physics

- Don't do it!



**FIRST POWER UP**

354



314

1323  254  9323
1678  971  299

10	Auto Run	15
264	Ownership	214
20	Walk	15
60	Endgame	60
0	Fail	10
	Auto Quest	
	Face The Boss	

Madown Throwdown 2018 Red Wins Series 2-0
Playoff F-2

# Multiple Input Multiple Output (MIMO)

- Don't do it!

