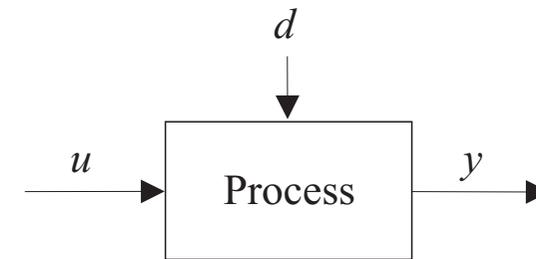


Conventional Control

A Refresher

Process to Be Controlled



y : variable to be controlled (output)

u : manipulated variable (control input)

d : disturbance (input that cannot be influenced)

dynamic system

Examples of “Processes”

- technical (man-made) system

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- natural environment

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- natural environment
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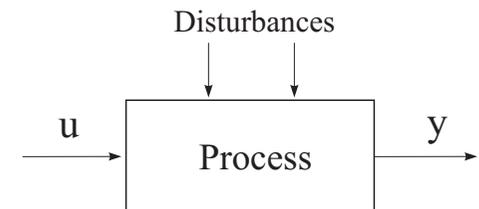
Examples of “Processes”

- technical (man-made) system
- natural environment
- organization (company, stock exchange)
- human body

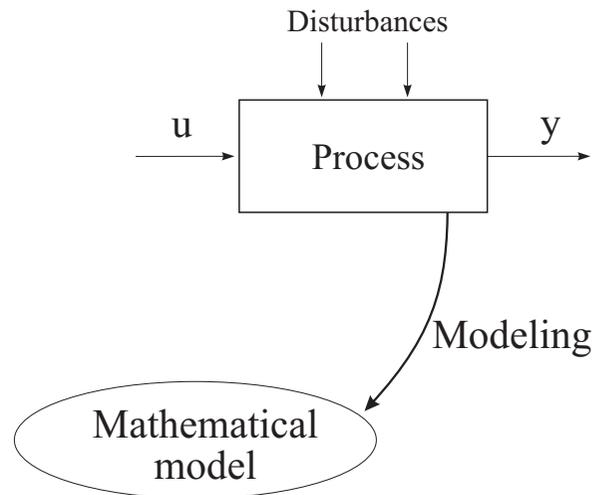
Examples of “Processes”

- technical (man-made) system
- natural environment
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- ...

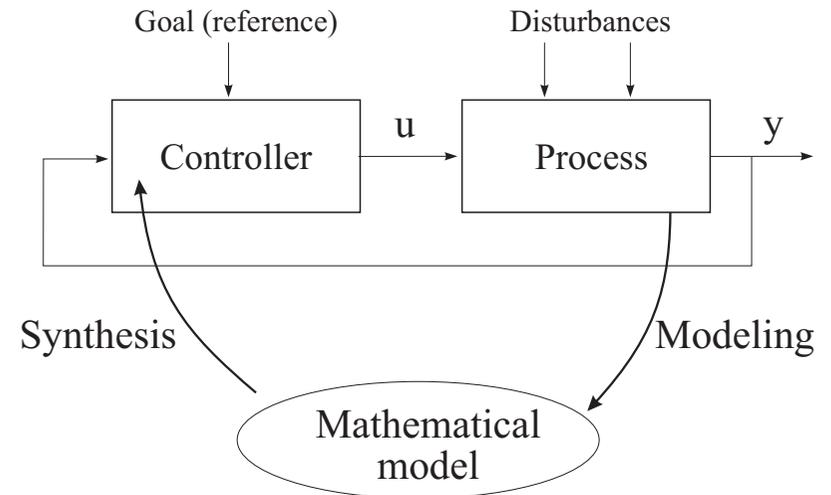
Classical Control Design



Classical Control Design



Classical Control Design



How to Obtain Models?

- **physical (mechanistic) modeling**

1. first principles \rightarrow differential equations (linear or nonlinear)
2. linearization around an operating point

- **system identification**

1. measure input–output data
2. postulate model structure (linear–nonlinear)
3. estimate model parameters from data (least squares)

Modeling of Dynamic Systems

$x(t)$... state of the system

summarizes all history such that if we know $x(t)$ we can predict its development in time, $\dot{x}(t)$, for any input $u(t)$

linear state-space model:

$$\dot{x}(t) = Ax(t) + Bu(t)$$

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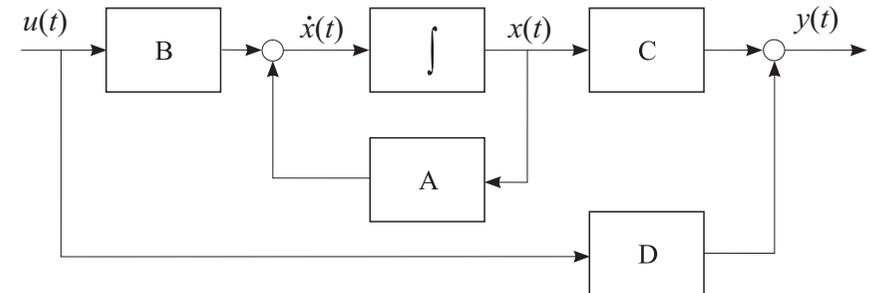
$$\dot{x}(t) = Ax(t) + Bu(t)$$

$$y(t) = Cx(t) + Du(t)$$

Continuous-Time State-Space Model

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$$y(t) = Cx(t) + Du(t)$$



Discrete-Time State-Space Model

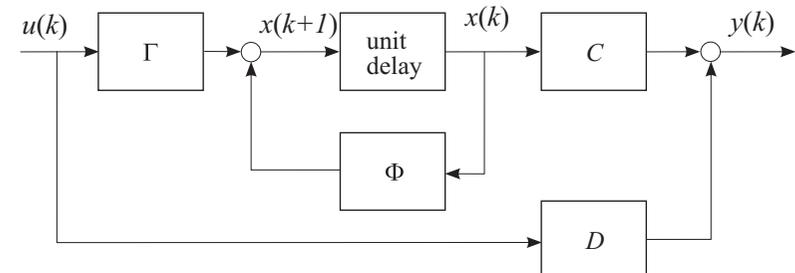
$$x(k+1) = \Phi x(k) + \Gamma u(k)$$

$$y(k) = Cx(k) + Du(k)$$

Discrete-Time State-Space Model

$$x(k+1) = \Phi x(k) + \Gamma u(k)$$

$$y(k) = Cx(k) + Du(k)$$



Input–Output Models

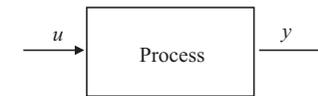
Continuous time:

$$y^{(n)}(t) = f\left(y^{(n-1)}(t), \dots, y^{(1)}(t), y(t), u^{(n-1)}(t), \dots, u^{(1)}(t), u(t)\right)$$

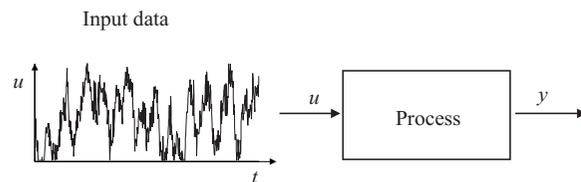
Discrete time:

$$y(k+1) = f(y(k), y(k-1), \dots, y(k-n_y+1), \dots, u(k), u(k-1), \dots, u(k-n_u+1))$$

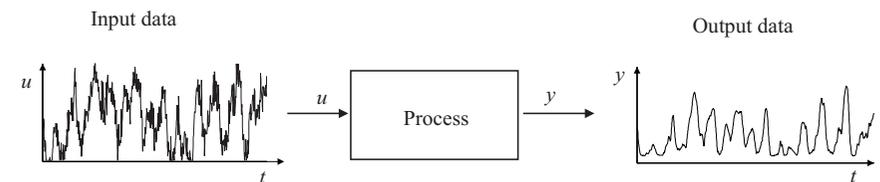
System Identification



System Identification



System Identification



$$u(1), u(2), \dots, u(N)$$

$$y(1), y(2), \dots, y(N)$$

System Identification

Given data set $\{(u(k), y(k)) \mid k = 1, 2, \dots, N\}$:

1. Postulate model structure, e.g.:

$$\hat{y}(k+1) = ay(k) + bu(k)$$

System Identification

Given data set $\{(u(k), y(k)) \mid k = 1, 2, \dots, N\}$:

1. Postulate model structure, e.g.:

$$\hat{y}(k+1) = ay(k) + bu(k)$$

2. Form regression equations:

$$y(2) = ay(1) + bu(1)$$

$$y(3) = ay(2) + bu(2)$$

⋮

$$y(N) = ay(N-1) + bu(N-1)$$

in a matrix form: $\mathbf{y} = \varphi[a \ b]^T$

System Identification

3. Solve the equations for $[a \ b]$ (least-squares solution):

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$$\varphi^T \mathbf{y} = \varphi^T \varphi[a \ b]^T$$

System Identification

3. Solve the equations for $[a \ b]$ (least-squares solution):

$$\begin{aligned}y &= \varphi[a \ b]^T \\ \varphi^T y &= \varphi^T \varphi[a \ b]^T \\ [a \ b]^T &= [\varphi^T \varphi]^{-1} \varphi^T y\end{aligned}$$

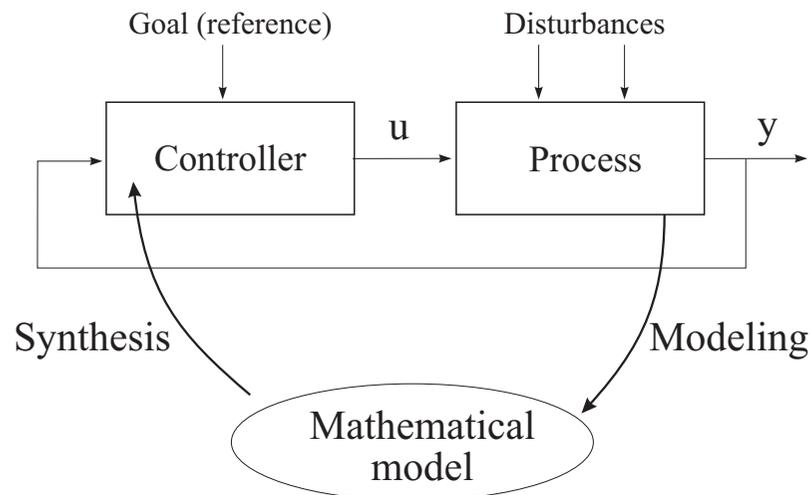
System Identification

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Numerically better methods are available
(in MATLAB $[a \ b] = \varphi \setminus y$).

Classical Control Design



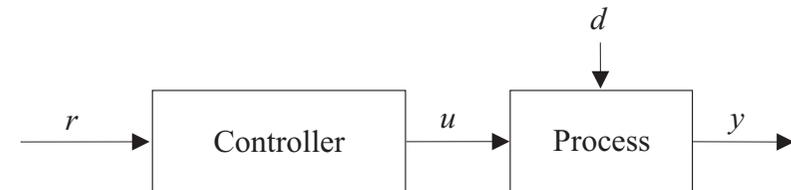
Design Procedure

- **Criterion** (goal)
 - stabilize an unstable process
 - suppress influence of disturbances
 - improve performance (e.g., speed of response)
- **Structure** of the controller
- **Parameters** of the controller (tuning)

Taxonomy of Controllers

- Presence of feedback: feedforward, feedback, 2-DOF
- Type of feedback: output, state
- Presence of dynamics: static, dynamic
- Dependence on time: fixed, adaptive
- Use of models: model-free, model-based

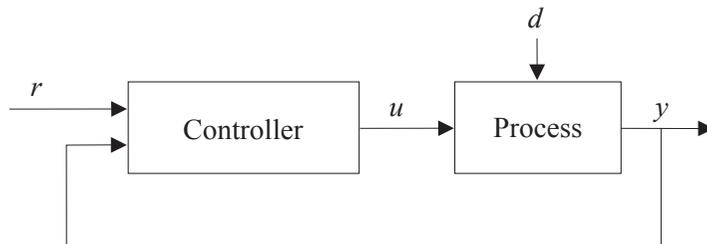
Feedforward Control



Controller:

- (dynamic) inverse of process model
- cannot stabilize unstable processes
- cannot suppress the effect of d
- sensitive to uncertainty in the model

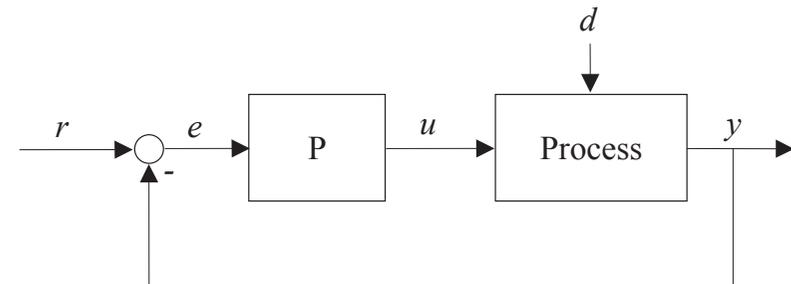
Feedback Control



Controller:

- dynamic or static (\neq inverse of process)
- can stabilize unstable processes (destabilize stable ones!)
- can suppress the effect of d

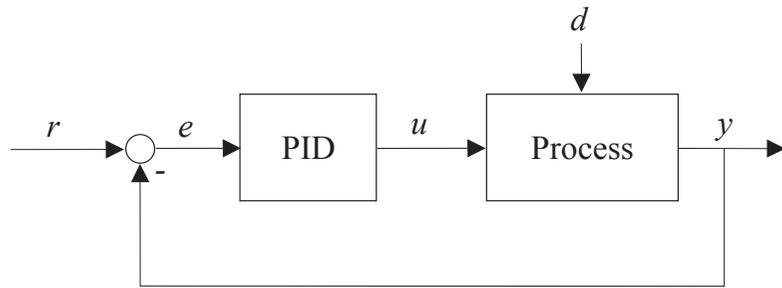
Proportional Control



Controller:

- static gain P : $u(t) = Pe(t)$

PID Control

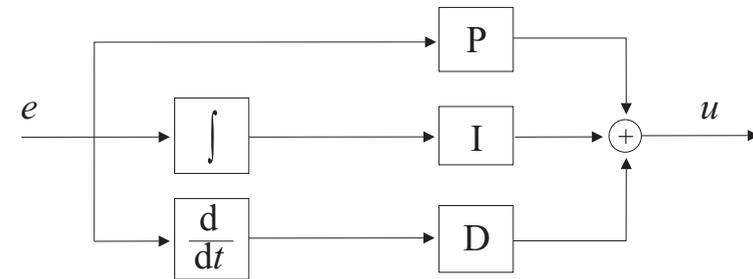


Controller:

- **dynamic:** $u(t) = Pe(t) + I \int_0^t e(\tau) d\tau + D \frac{de(t)}{dt}$
- P , I and D are the **proportional**, **integral** and **derivative** gains, respectively

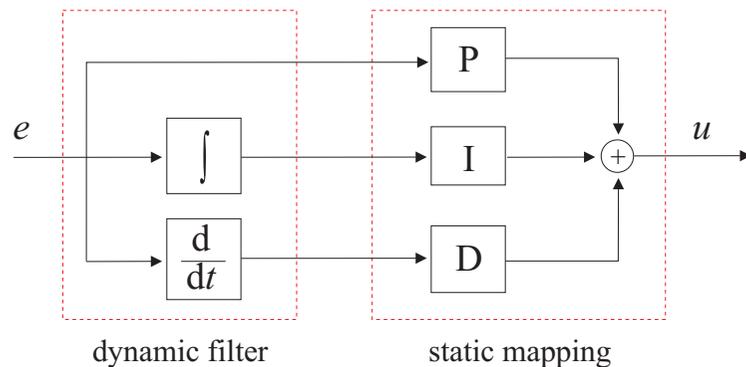
PID Control: Internal View

$$u(t) = Pe(t) + I \int_0^t e(\tau) d\tau + D \frac{de(t)}{dt}$$

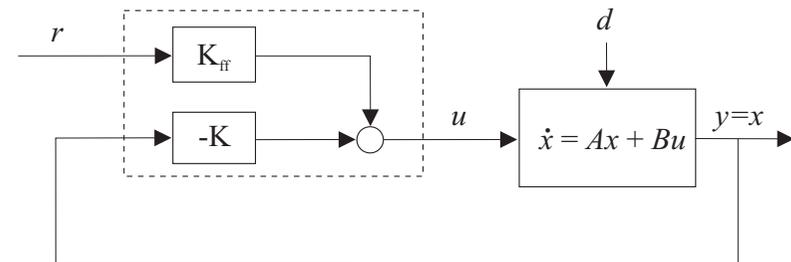


PID Control: Internal View

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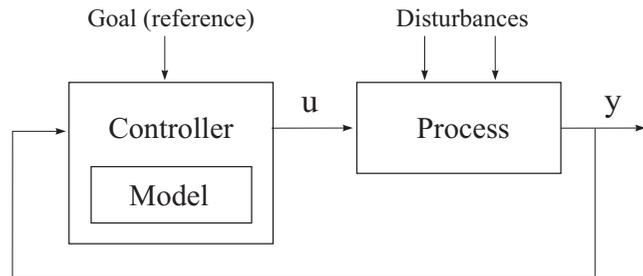
State Feedback



Controller:

- **static:** $u(t) = Kx(t)$
- K can be computed such that $(A + BK)$ is stable
- K_{ff} takes care of the (unity) gain from r to y

Model-Based Control



- state observer
- model-based predictive control
- adaptive control

Motivation for Intelligent Control

Pro's and Con's of Conventional Control

- + systematic approach, mathematically elegant
- + theoretical guarantees of stability and robustness
- time-consuming, conceptually difficult
- control engineering expertise necessary
- often insufficient for nonlinear systems

Additional Aspects

- control is a multi-disciplinary subject
- human factor may be very important
 - pilot
 - plant operator
 - user interface (e.g., consumer products)
- quest for higher machine intelligence

When Conventional Design Fails

- no model of the process available
 - mathematical synthesis and analysis impossible
 - experimental tuning may be difficult
- process (highly) nonlinear
 - linear controller cannot stabilize
 - performance limits

Example: Stability Problems

$$\frac{d^3y(t)}{dt^3} + \frac{d^2y(t)}{dt^2} + \frac{dy(t)}{dt} = y^2(t)u(t)$$

Use Simulink to simulate a proportional controller (nlpid.m)

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Use Simulink to simulate a proportional controller (nlpid.m)

Conclusions:

- stability and performance depend on process output
- re-tuning the controller does not help
- nonlinear control is the only solution

Intelligent Control

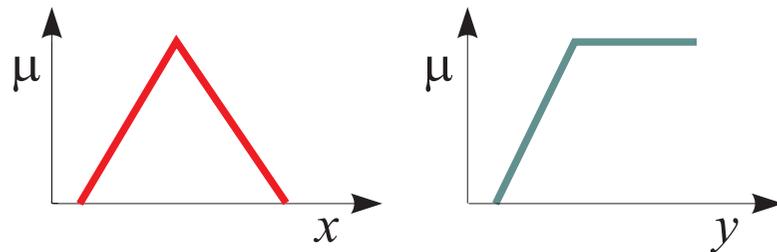
techniques motivated by human intelligence

- fuzzy systems (represent human knowledge, reasoning)
- artificial neural networks (adaptation, learning)
- genetic algorithms (optimization).

⇒ *computational intelligence, soft computing*

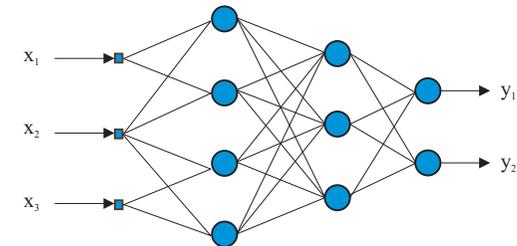
Knowledge Representation by If-Then Rules

If x is *Medium* then y is *Large*



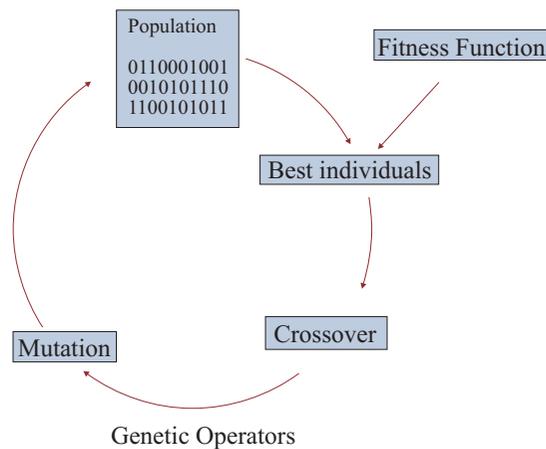
Artificial Neural Networks

Function approximation by imitating biological neural networks.



Learning, adaptation, optimization.

Genetic Algorithms

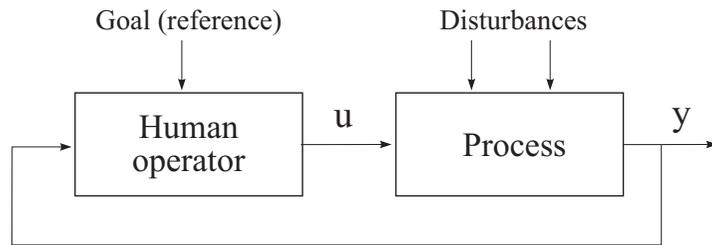


Optimization by imitating natural evolution.

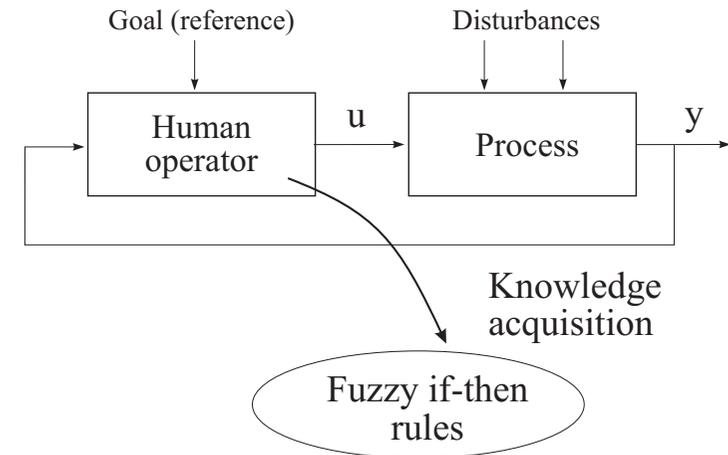
Intelligent Control

- Fuzzy knowledge-based control
- Fuzzy data analysis, modeling, identification
- Learning and adaptive control (neural networks)
- Reinforcement learning

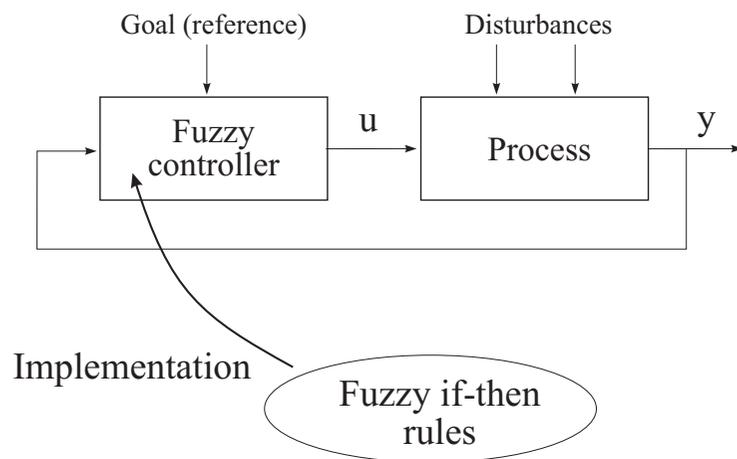
Direct Fuzzy Control



Direct Fuzzy Control



Direct Fuzzy Control



Fuzzy Sets and Fuzzy Logic

Relatively new methods for **representing** uncertainty and **reasoning** under uncertainty.

Types of uncertainty:

- chance, randomness (stochastic)
- imprecision, vagueness, ambiguity (non-stochastic)

Vagueness in If-Then Rules

If temperature in the burning zone *is OK*, and oxygen percentage in the exhaust gases *is Low*, and temperature at the back-end *is High*, then reduce fuel *Slightly* and reduce fan speed *Moderately*.

Fuzzy Sets and Fuzzy Logic

Proposed in 1965 by L.A. Zadeh

(Fuzzy Sets, Information Control, vol. 8, pp. 338–353)



- generalization of ordinary set theory
- '70 first applications, fuzzy control (Mamdani)
- '80 industrial applications, train operation, pattern recognition
- '90 consumer products, cars, special HW, SW.

The term “fuzzy logic” often also denotes fuzzy sets theory and its applications (e.g., fuzzy logic control).

Applications of Fuzzy Sets

