



# **Intelligent Command Generation for Flexible Systems**

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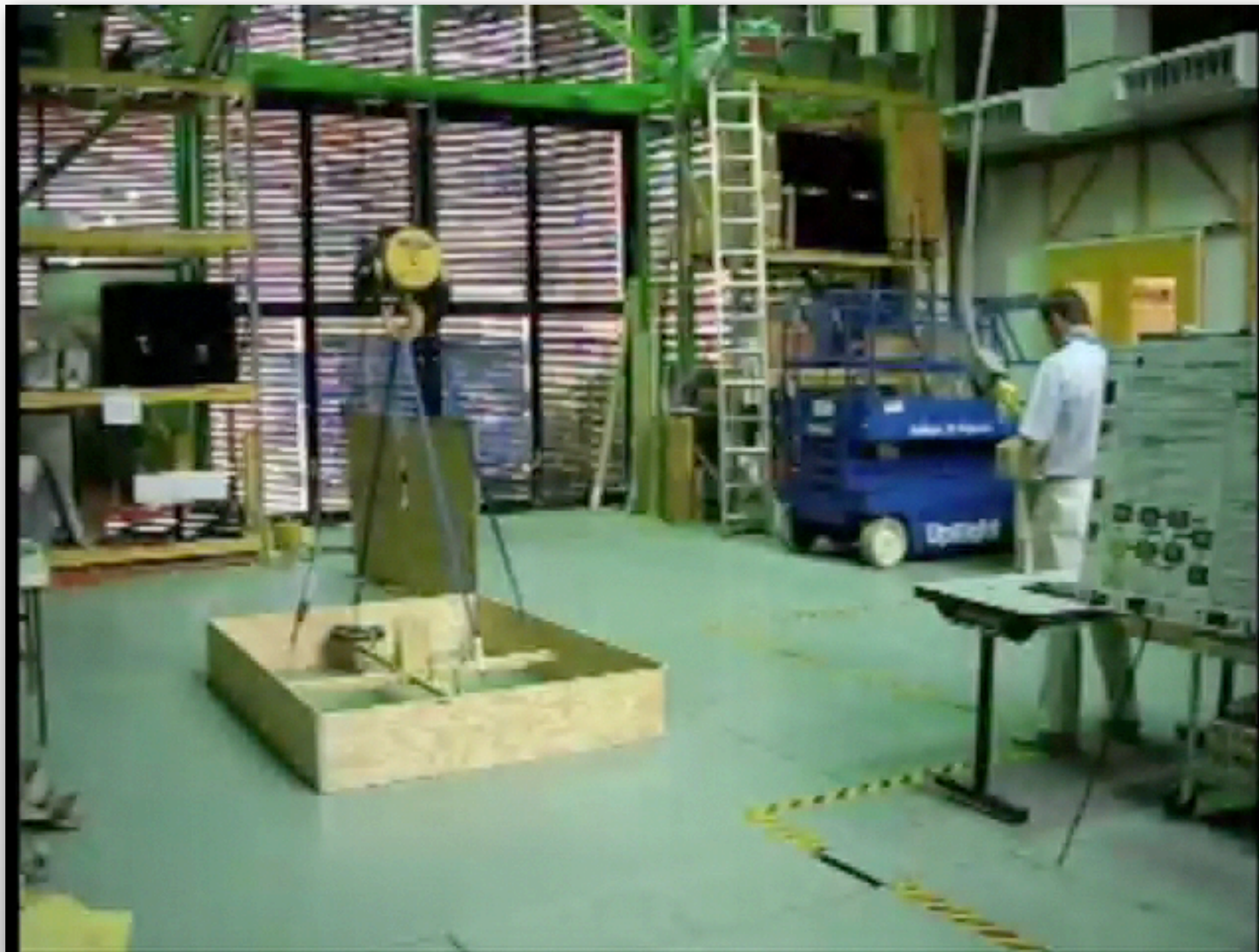
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**`http://www.uclou.edu/~jev9637/`**

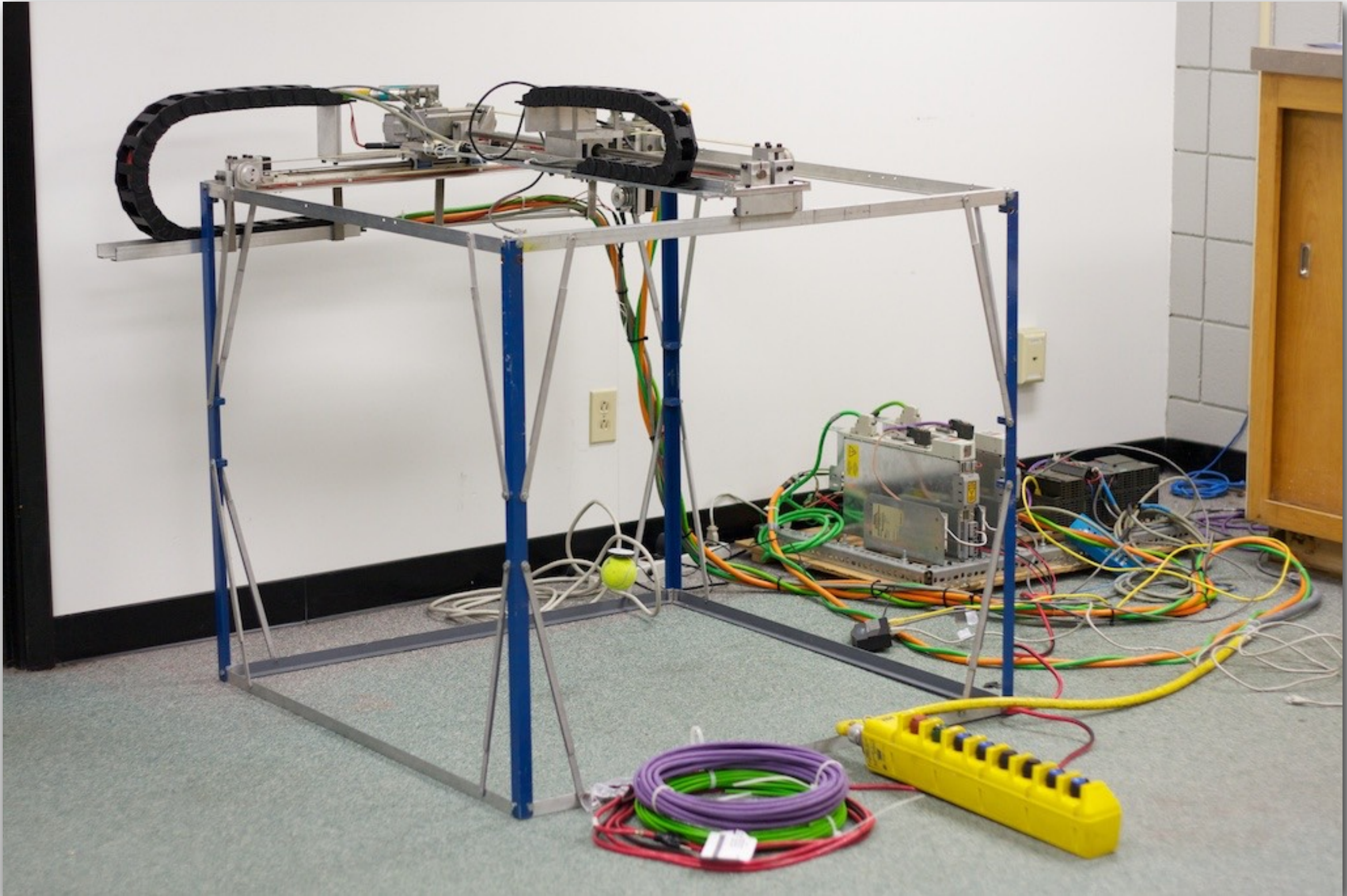
**`@doc_vaughan`**

# 10-ton Bridge Crane





# A Smaller Crane





# A Smaller Crane





# Motion Control

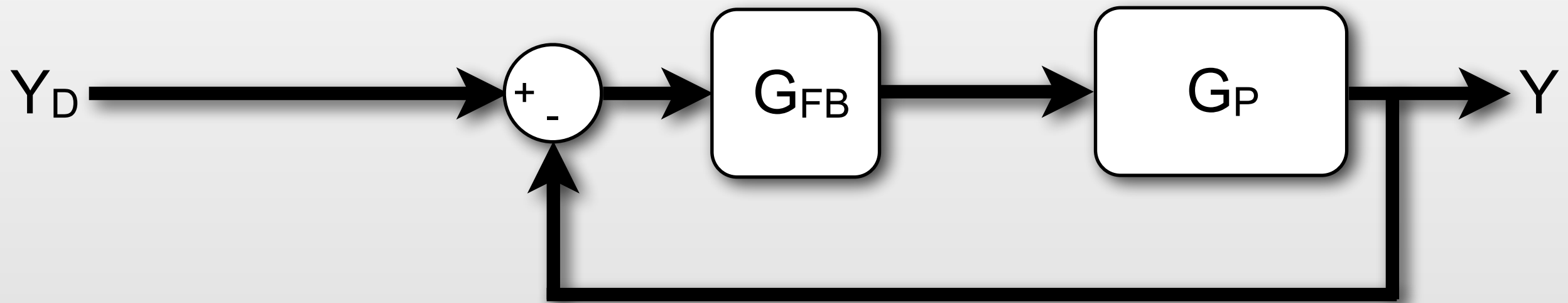


**Goal:  $Y = Y_D$**

- $G_P$  - Plant, the system to control



# Motion Control

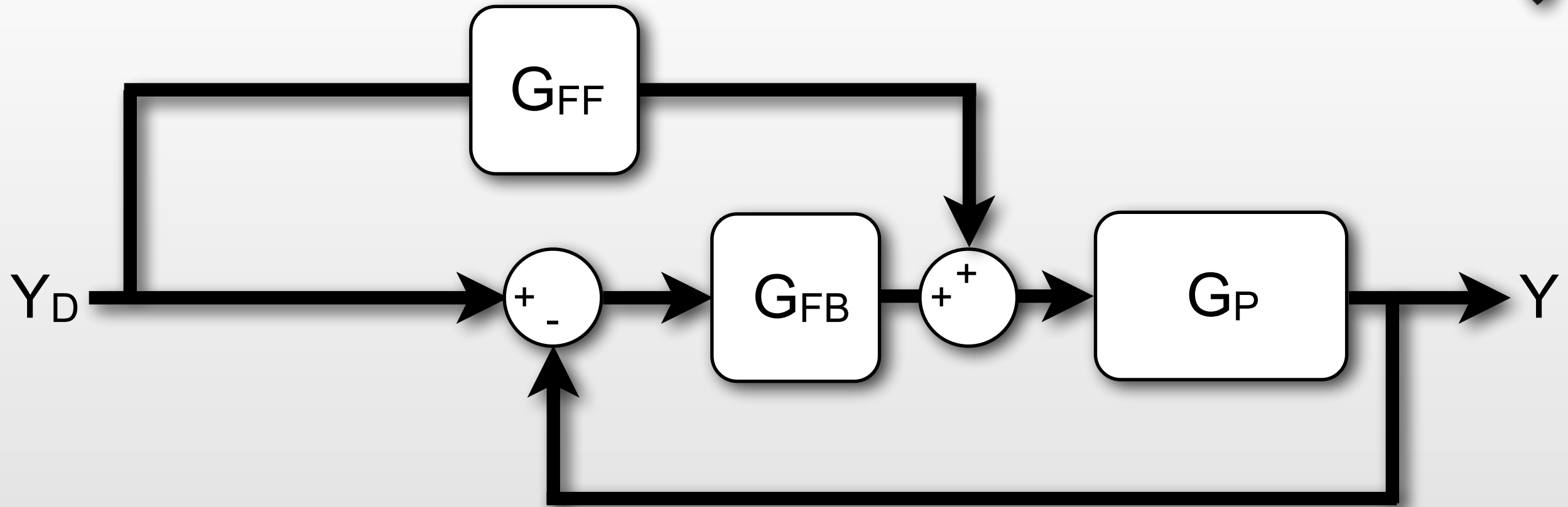


**Goal:**  $Y = Y_D$

- $G_P$  - Plant, the system to control
- $G_{FB}$  - Feedback controller



# Motion Control

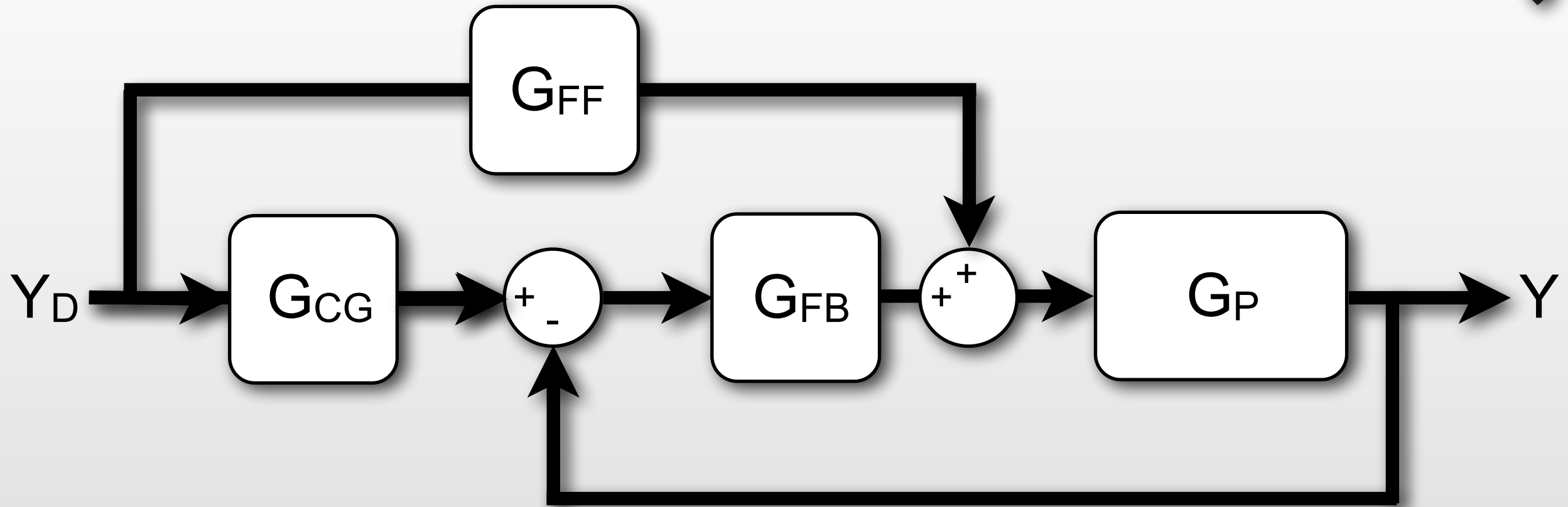


**Goal:  $Y = Y_D$**

- $G_P$  - Plant, the system to control
- $G_{FB}$  - Feedback controller
- $G_{FF}$  - Feedforward controller



# Motion Control

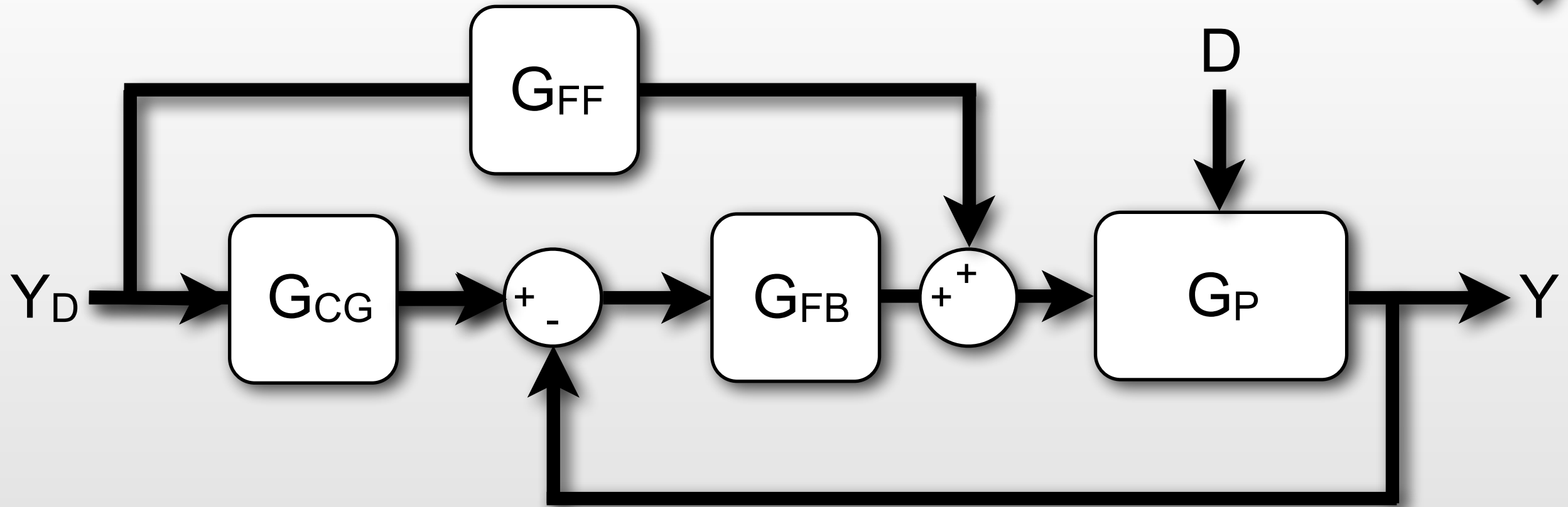


**Goal:  $Y = Y_D$**

- $G_P$  - Plant, the system to control
- $G_{FB}$  - Feedback controller
- $G_{FF}$  - Feedforward controller
- $G_{CG}$  - Command generator



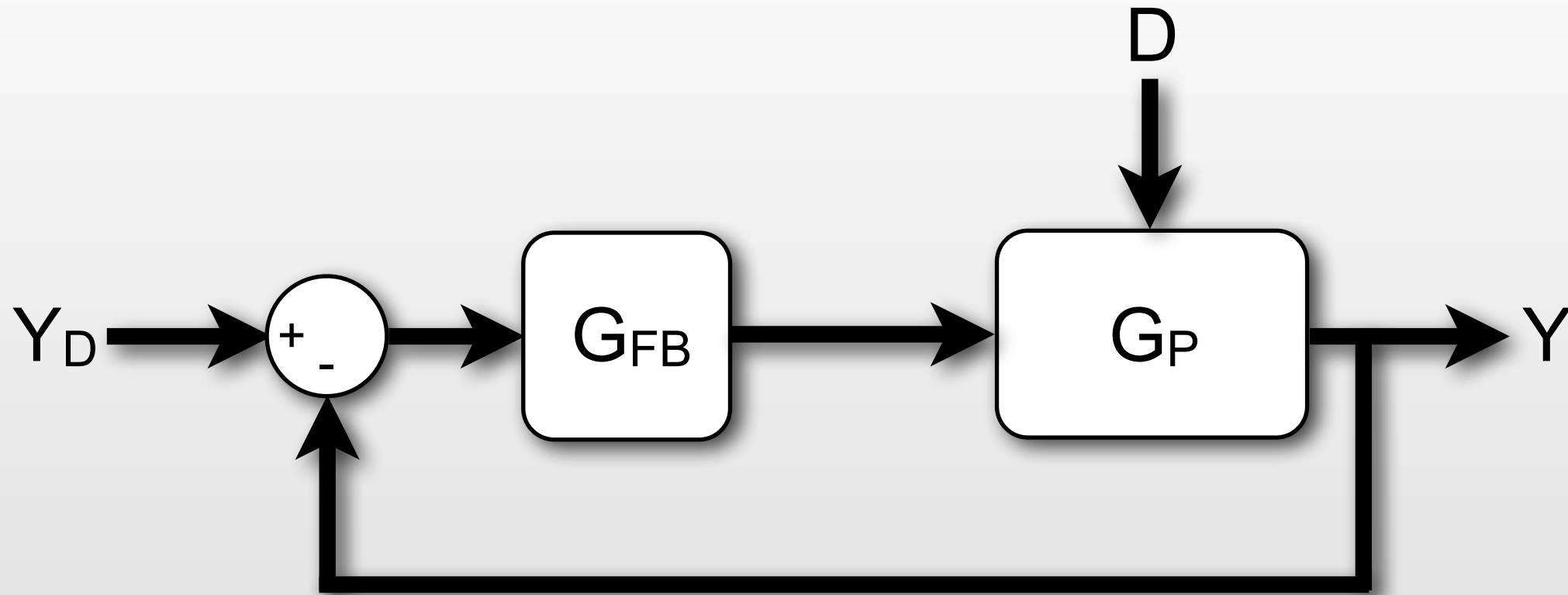
# Motion Control



**Goal:**  $Y = Y_D$

- $G_P$  - Plant, the system to control
- $G_{FB}$  - Feedback controller
- $G_{FF}$  - Feedforward controller
- $G_{CG}$  - Command generator

# Feedback Control



## Pros

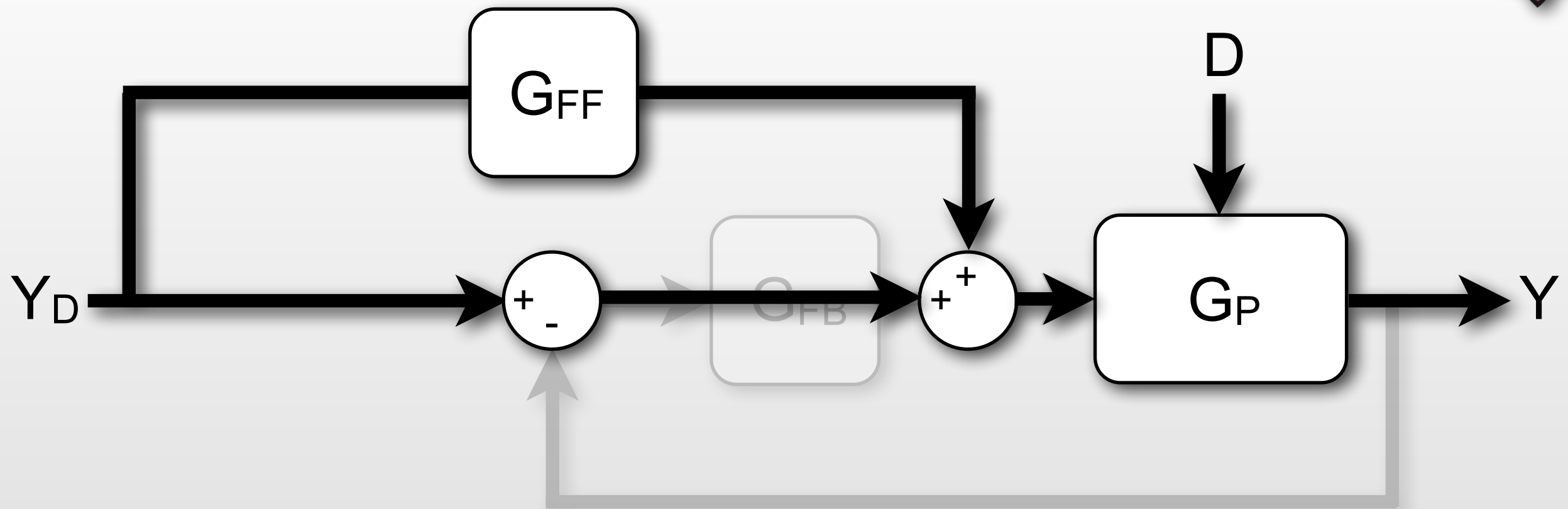
- Eliminate  $Y_D - Y$  errors
- Disturbance rejection
- ...

## Cons

- Stability?
- Need sensors, etc.
- ...



# Feedforward Control



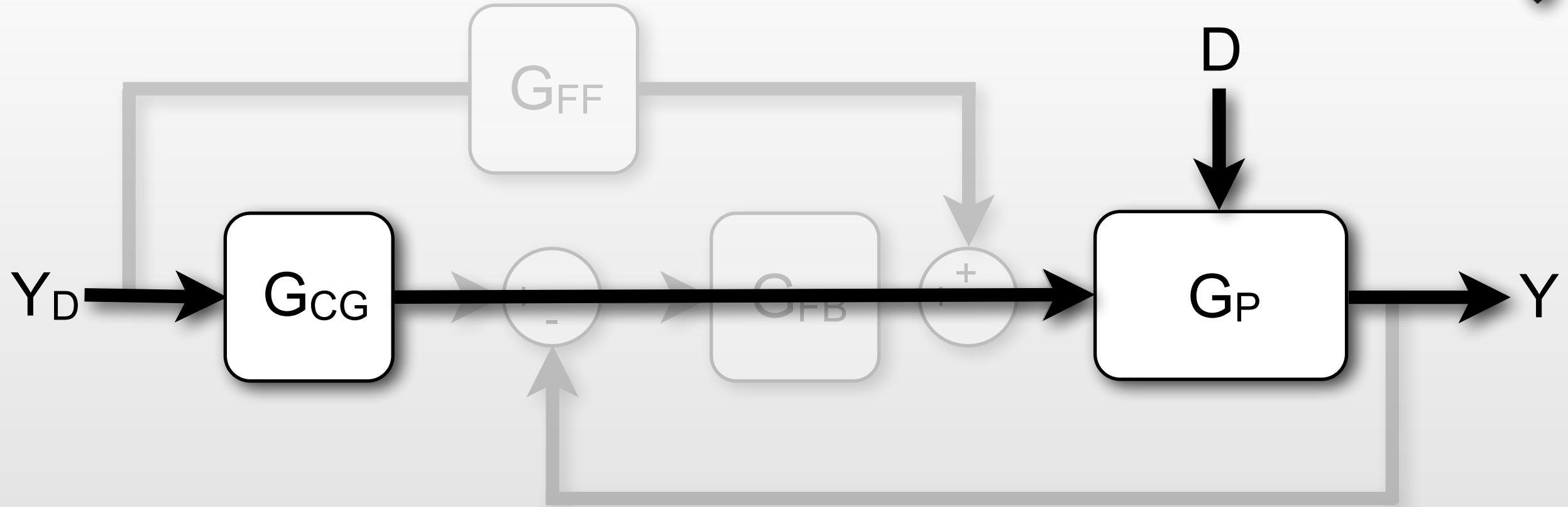
## Pros

- Faster motion
- Compensate for delays
- ...

## Cons

- No disturbance rejection
- High actuator demands
- ...

# Command Generation



## Pros

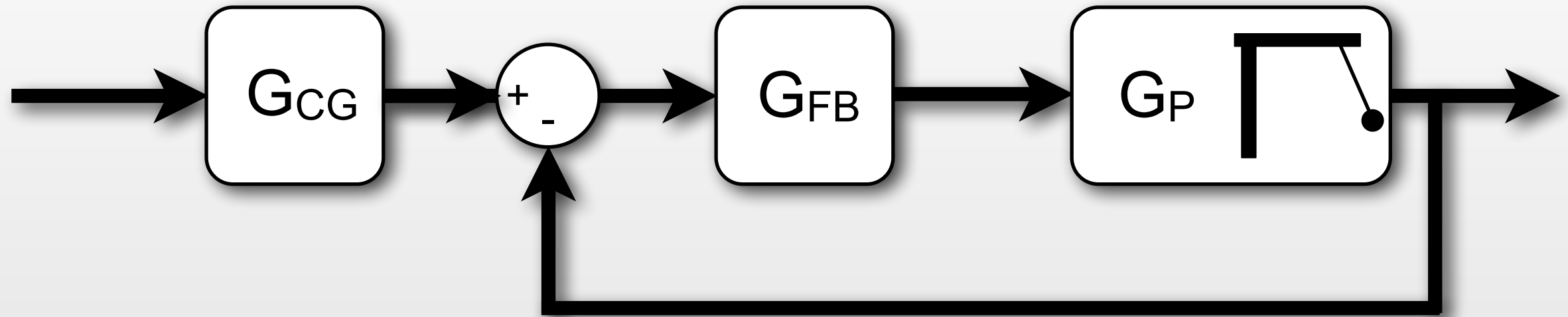
- Simple implementation
  - No sensors needed
  - Full model not needed
- Human compatible
- ...

## Cons

- No disturbance rejection
- Increases rise time
- ...



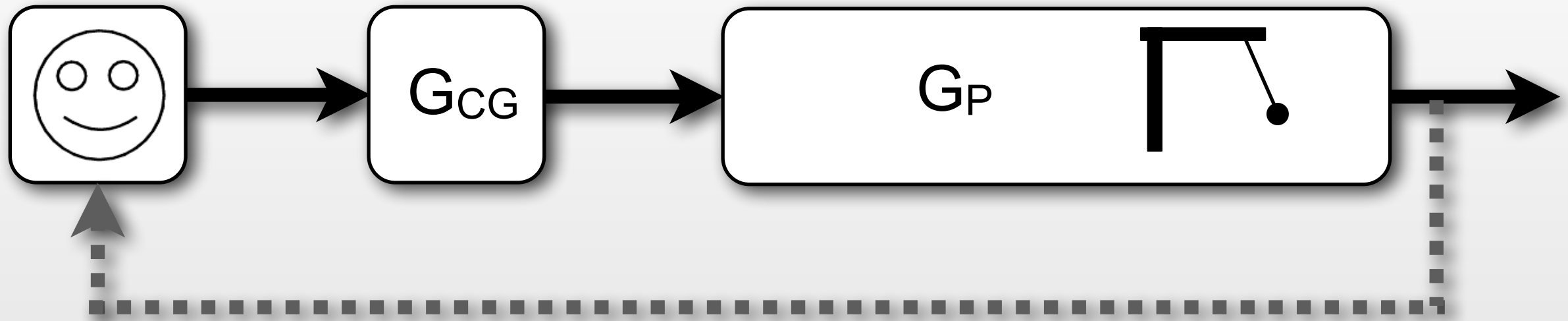
# Open-Loop Vibration Control



# Open-Loop Vibration Control

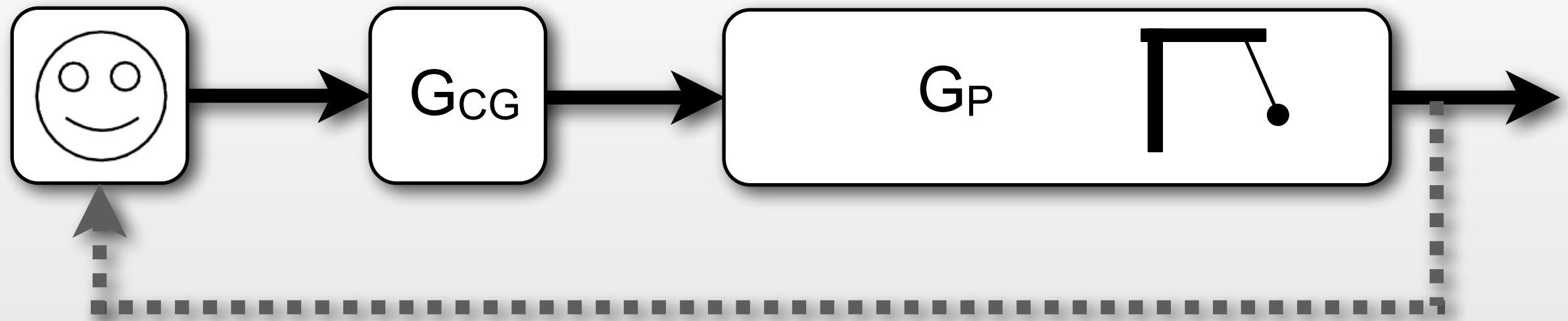


# Open-Loop Vibration Control





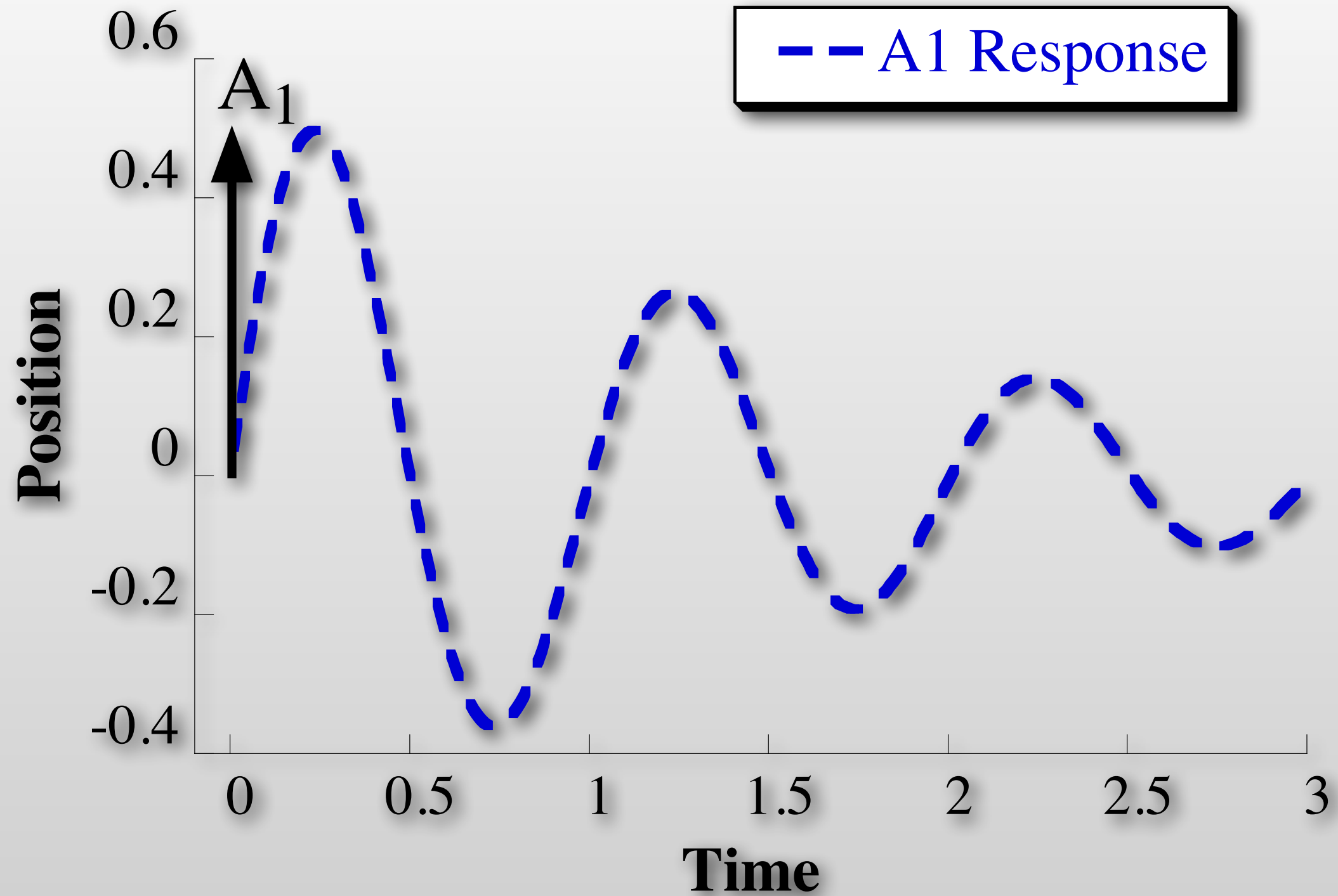
# Open-Loop Vibration Control



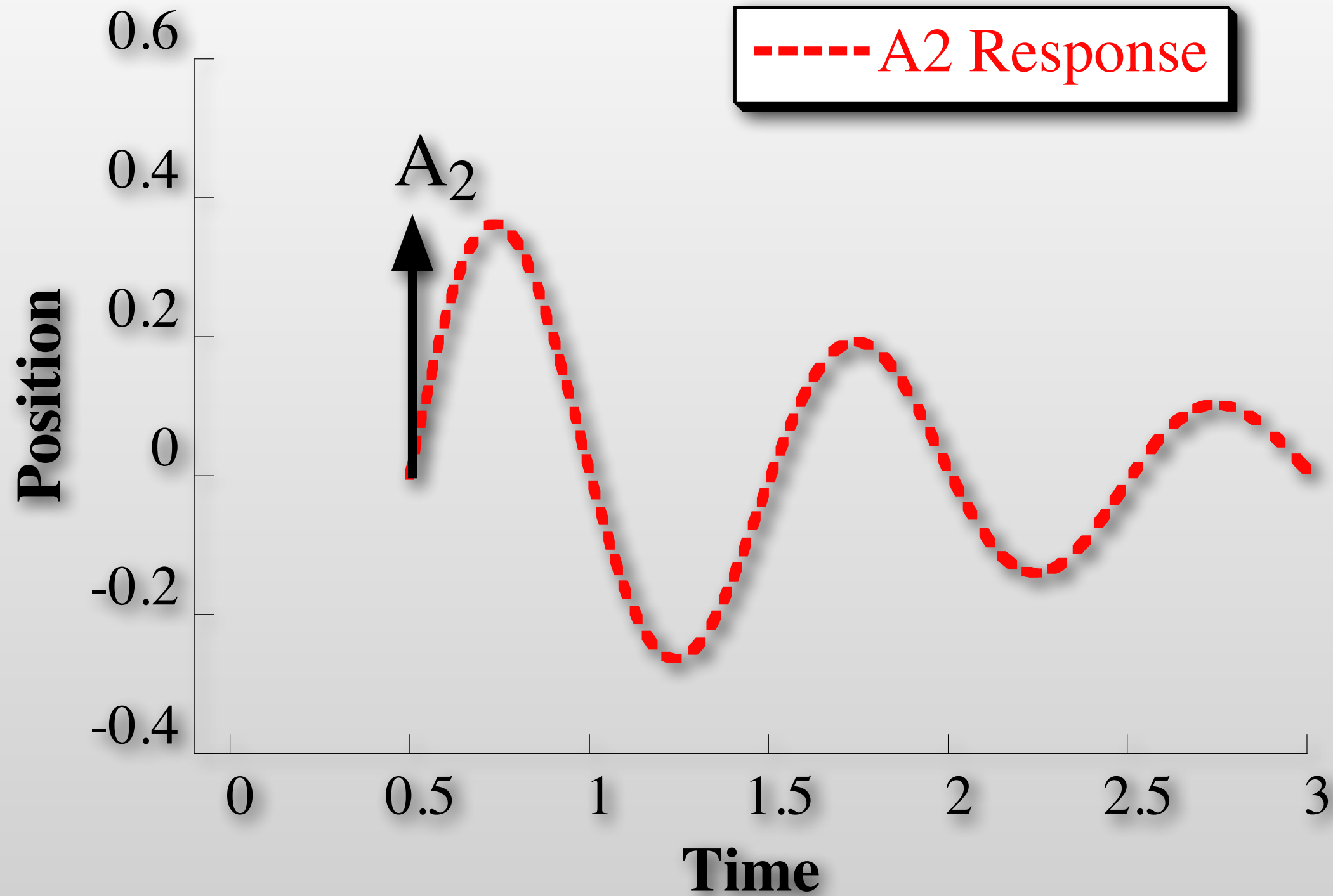
## Options for $G_{CG}$

- Plant/Model Inversion
- Traditional Filters
- Input Shaping

# Input Shaper Design

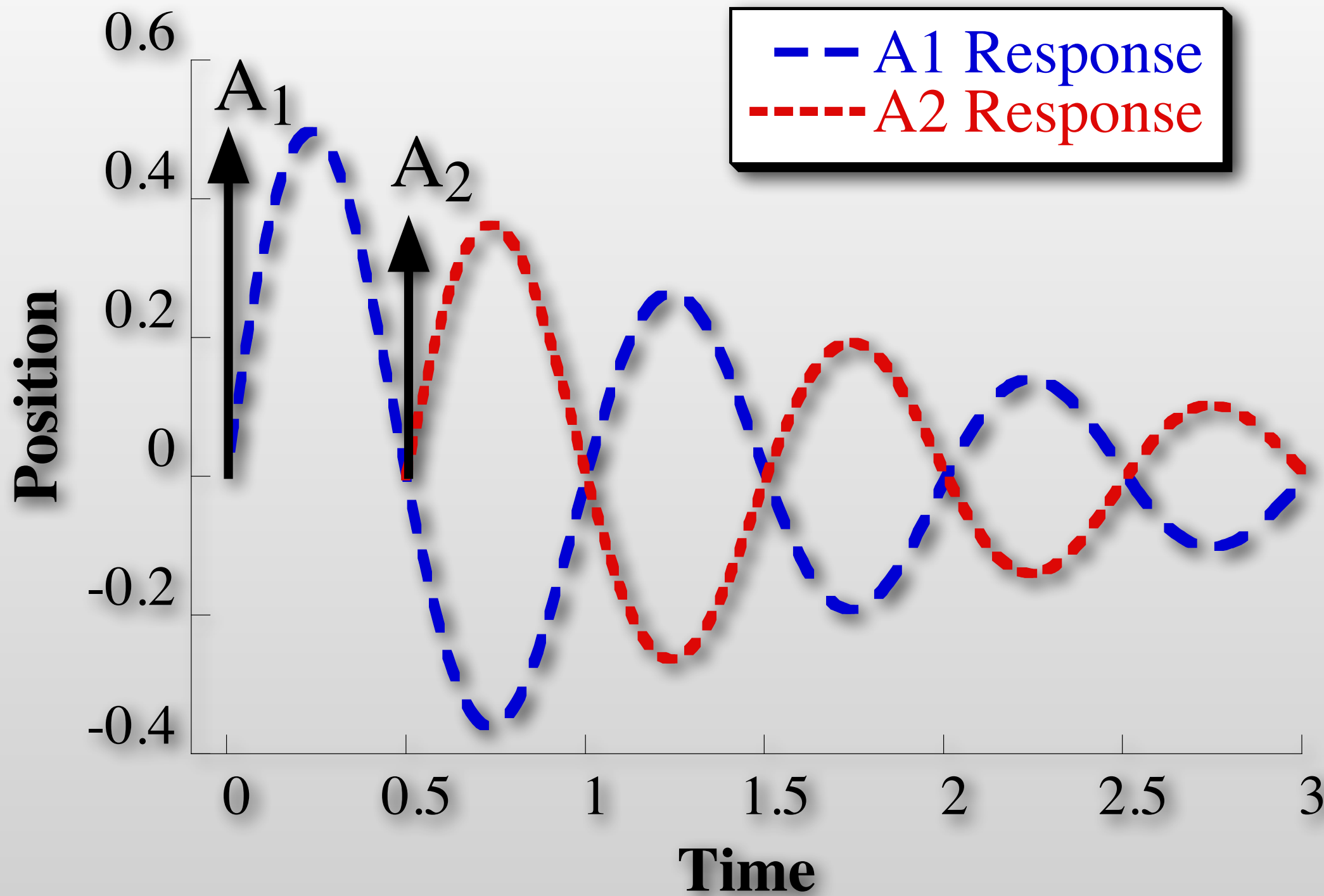


# Input Shaper Design

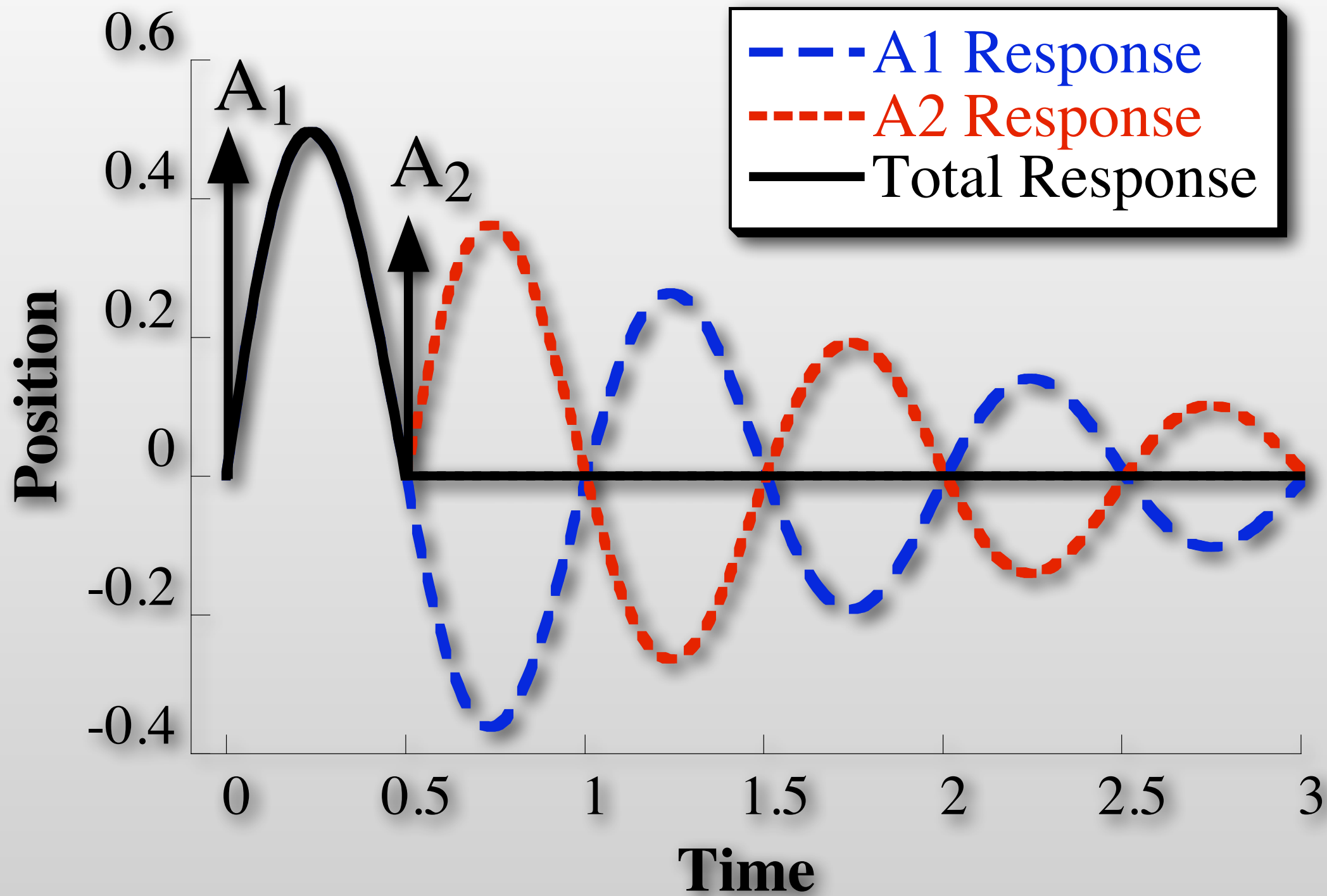




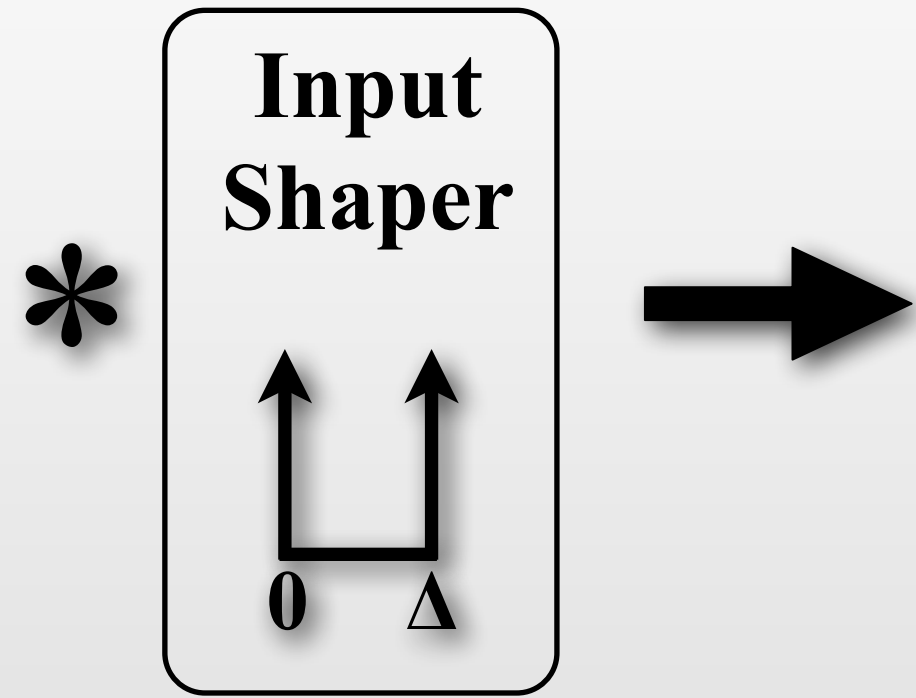
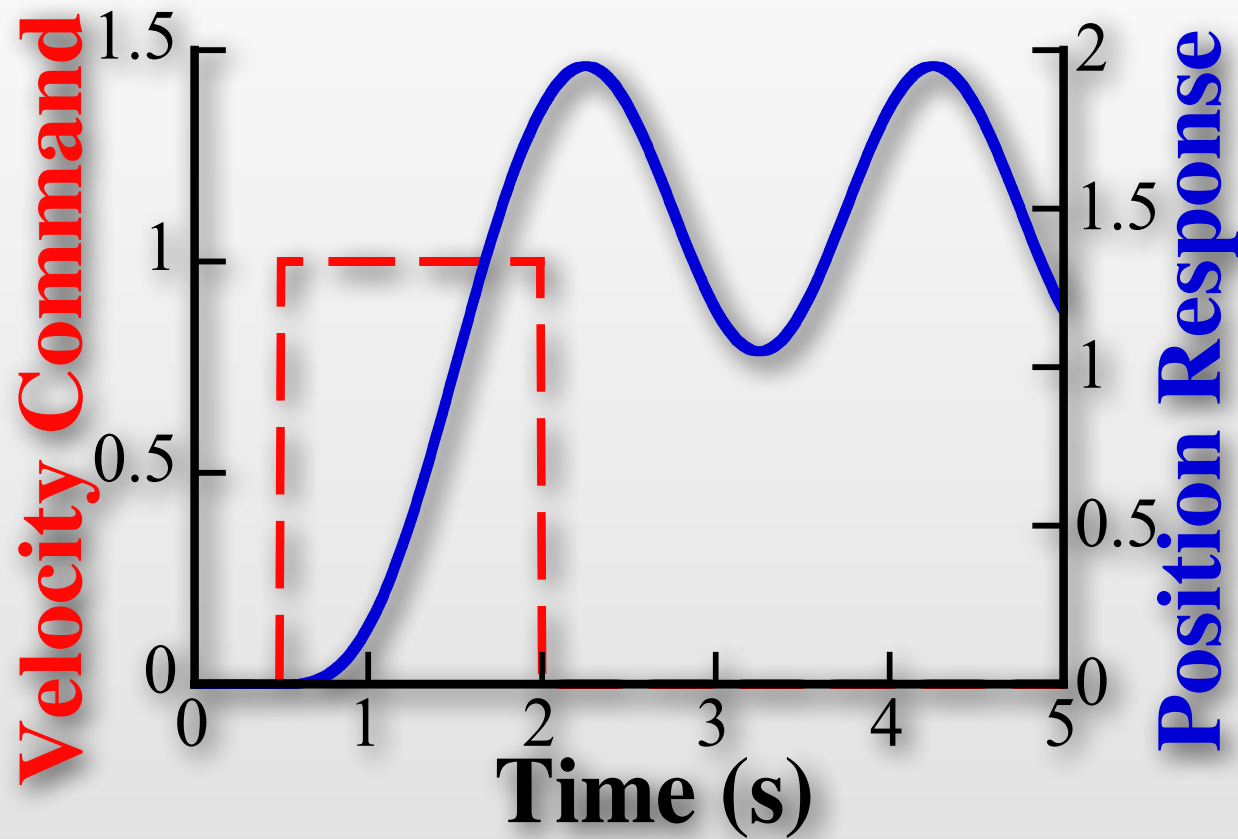
# Input Shaper Design



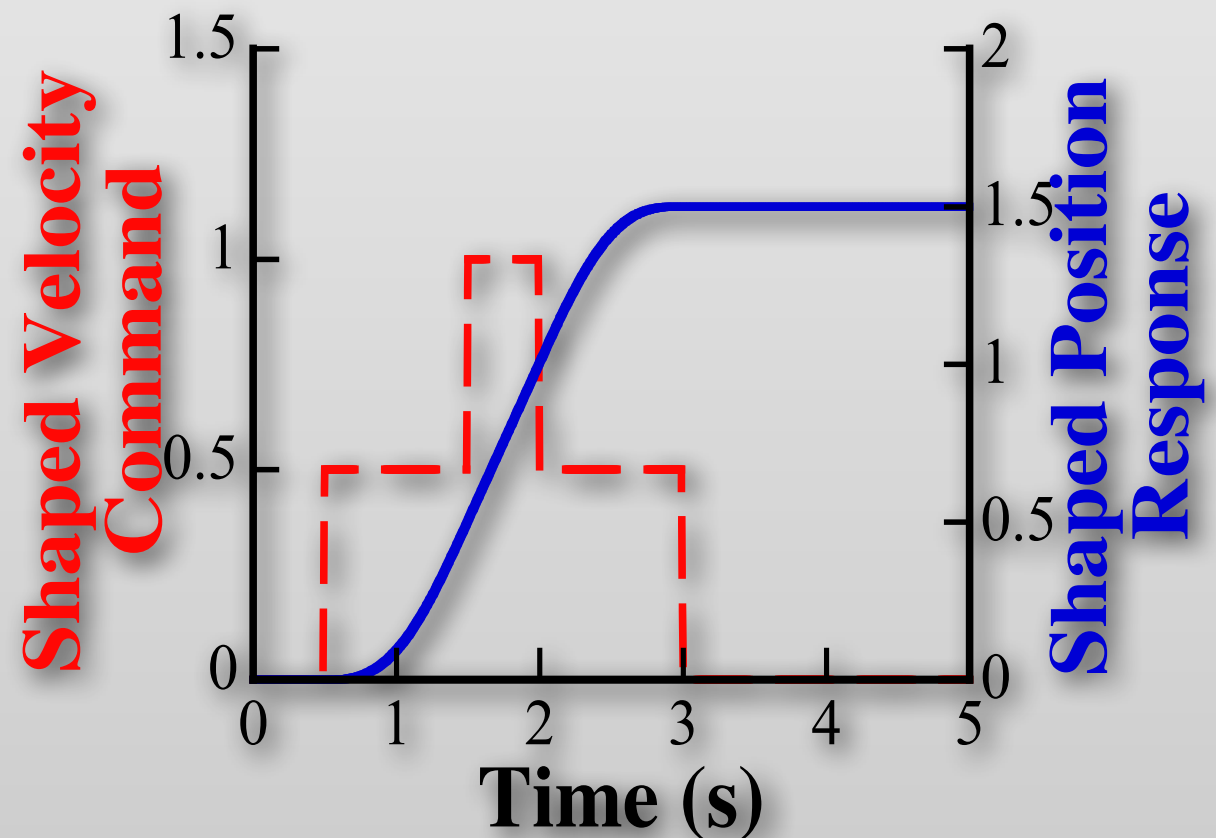
# Input Shaper Design



# Input Shaping Process

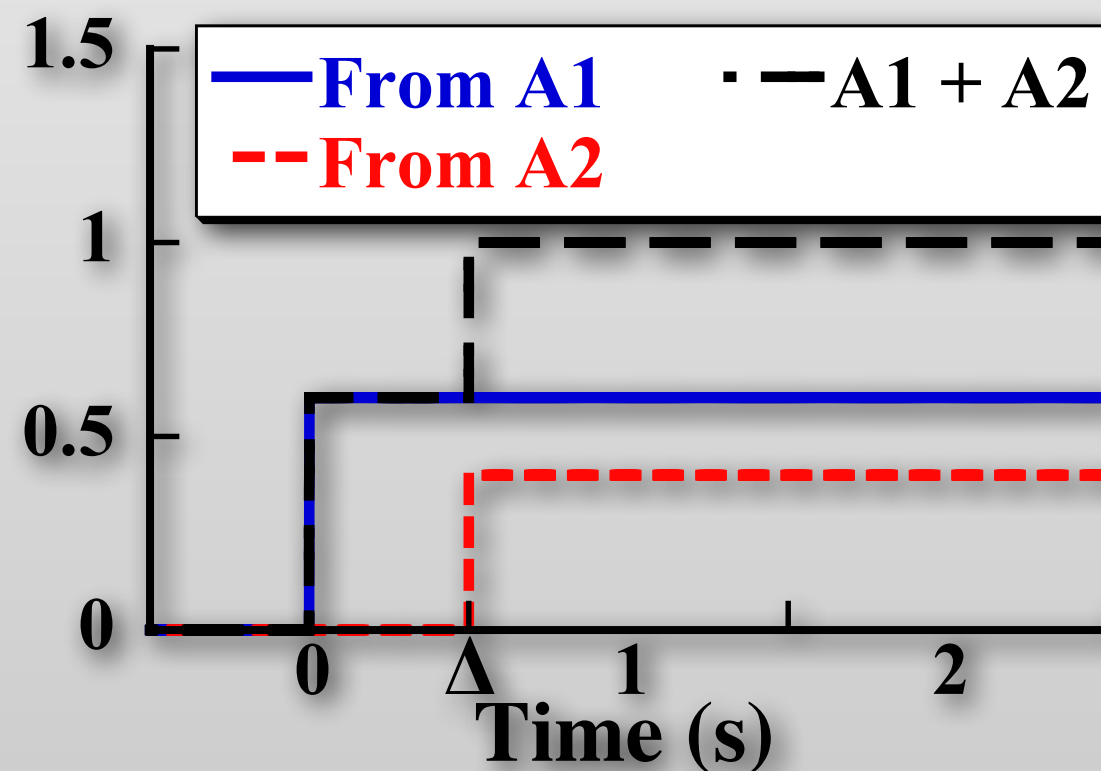
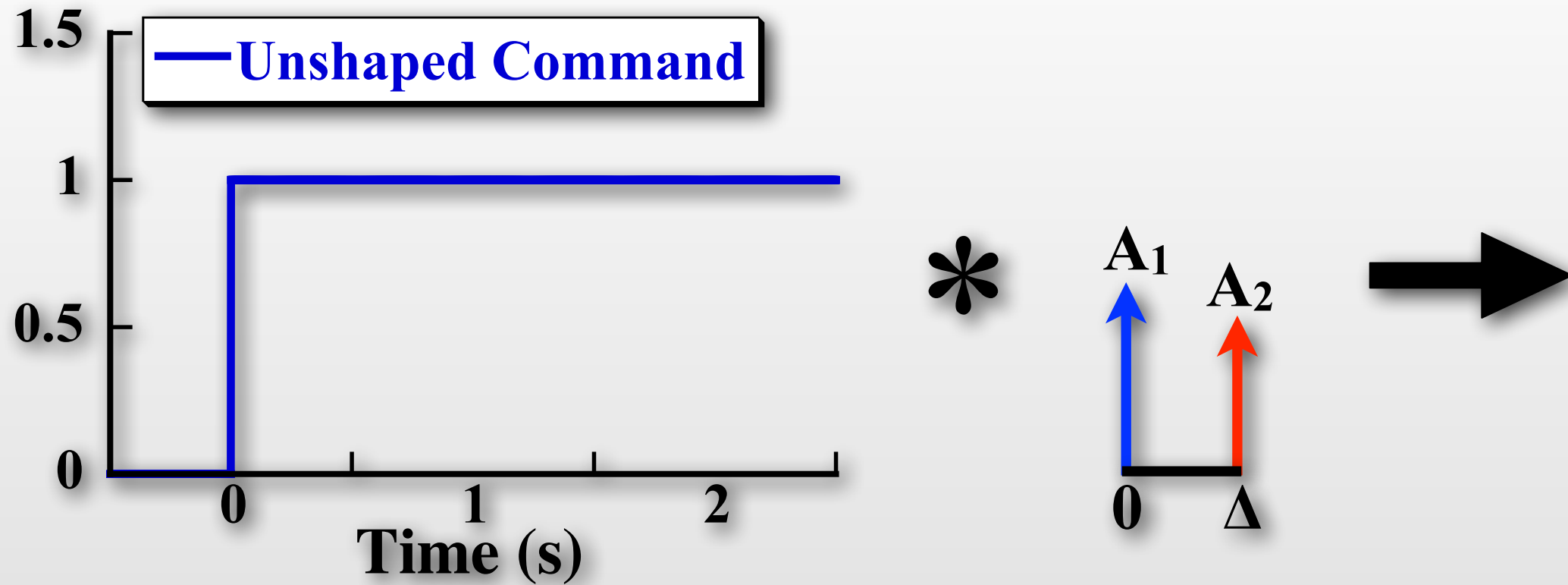


- Shaper design:
  - Natural Freq.
  - Damping Ratio
- Slight increase in command duration





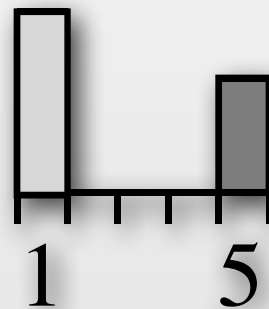
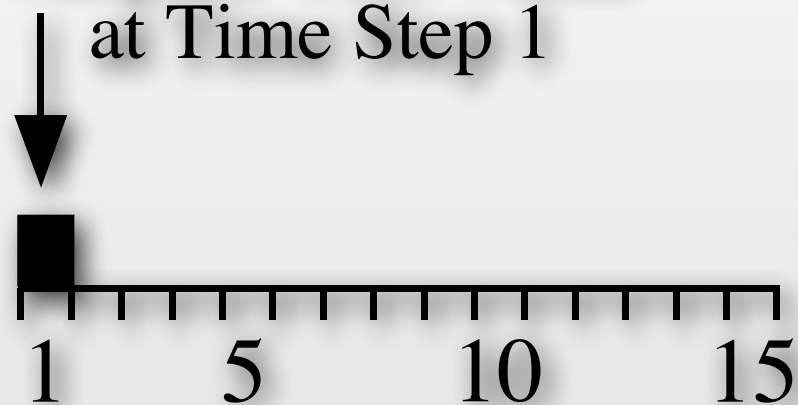
# Convolution with Impulses



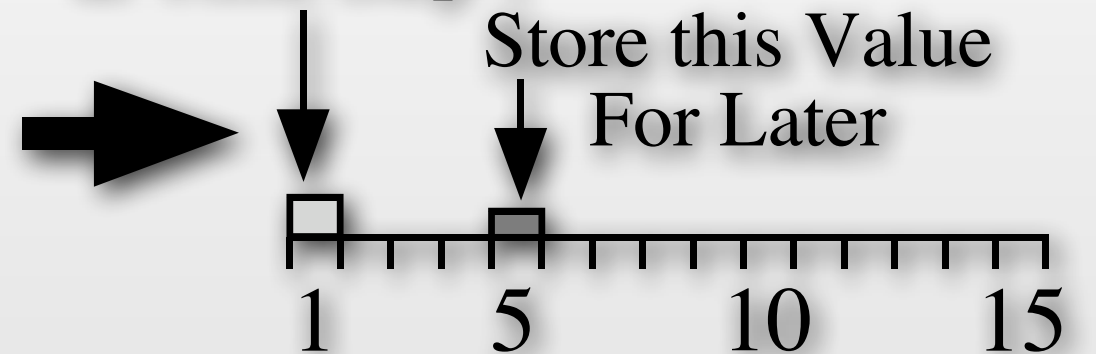
# Implementation



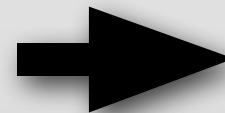
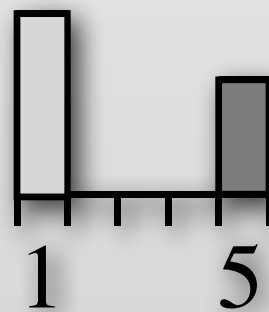
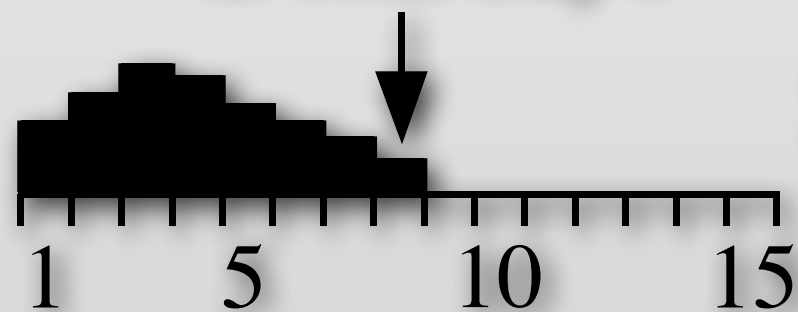
Acquire This Value  
at Time Step 1



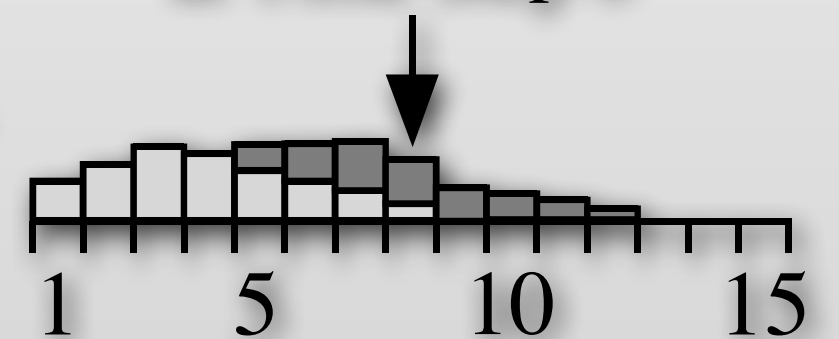
Send This Value  
at Time Step 1



Acquire This Value  
at Time Step 8



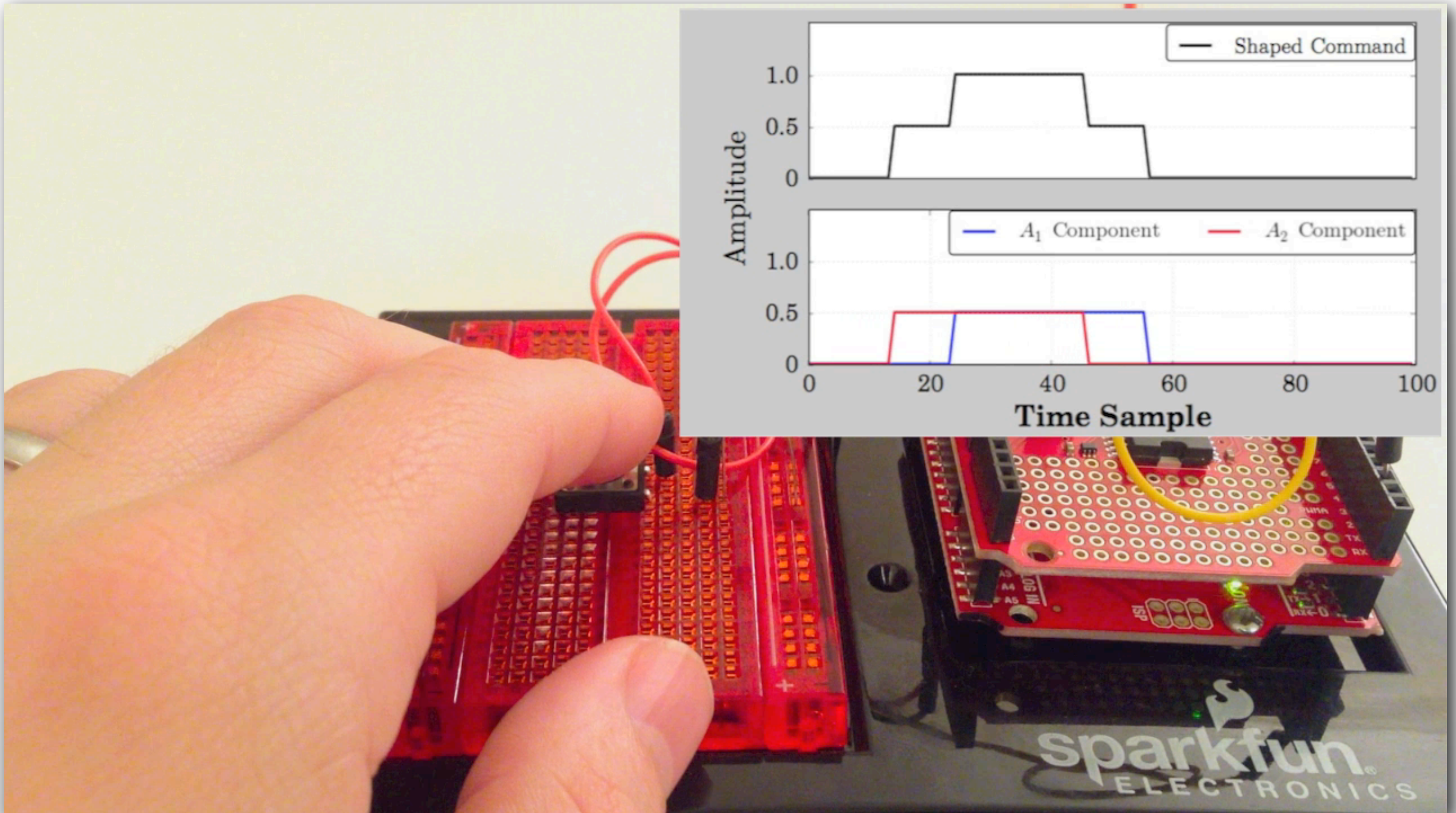
Send This Value  
at Time Step 8



**Unshaped Command**

**Shaped Command**

# Implementation



# Vibration Equation



$$V(\omega, \zeta) = e^{-\zeta\omega t_n} \sqrt{[C(\omega, \zeta)]^2 + [S(\omega, \zeta)]^2}$$

$$C(\omega, \zeta) = \sum_{i=1}^n A_i e^{\zeta\omega t_i} \cos(\omega t_i \sqrt{1 - \zeta^2})$$

$$S(\omega, \zeta) = \sum_{i=1}^n A_i e^{\zeta\omega t_i} \sin(\omega t_i \sqrt{1 - \zeta^2})$$

$V(\omega, \zeta)$  is the vibration excited by  $n$ -impulses.

$$V(\omega, \zeta) \leq V_{tol}$$

**Constraint is that  
vibration less than  $V_{tol}$**



# Impulse Amplitude Constraints



All impulses sum to one

$$\sum A_i = 1, \quad i = 1, \dots, n$$

This ensures we reach our desired state.

# Impulse Amplitude Constraints



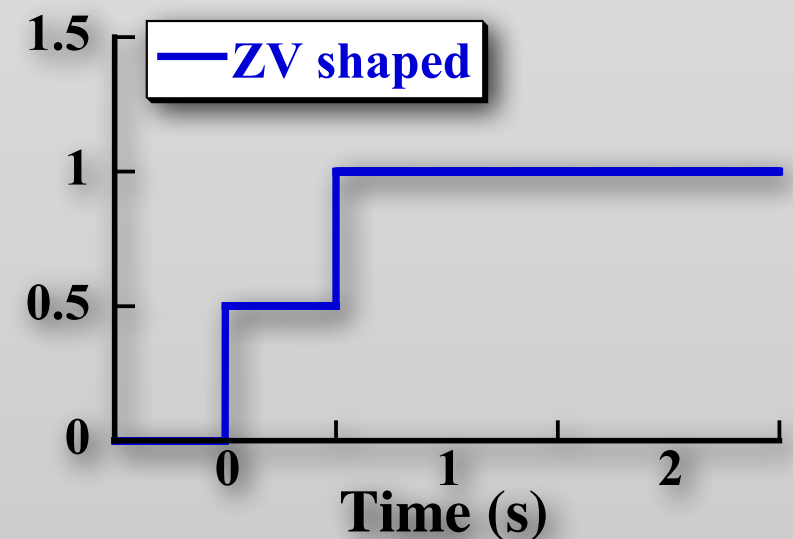
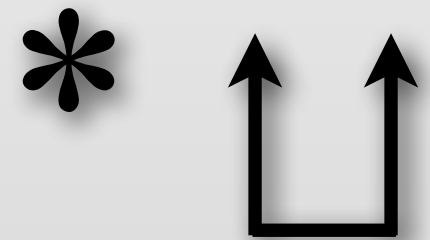
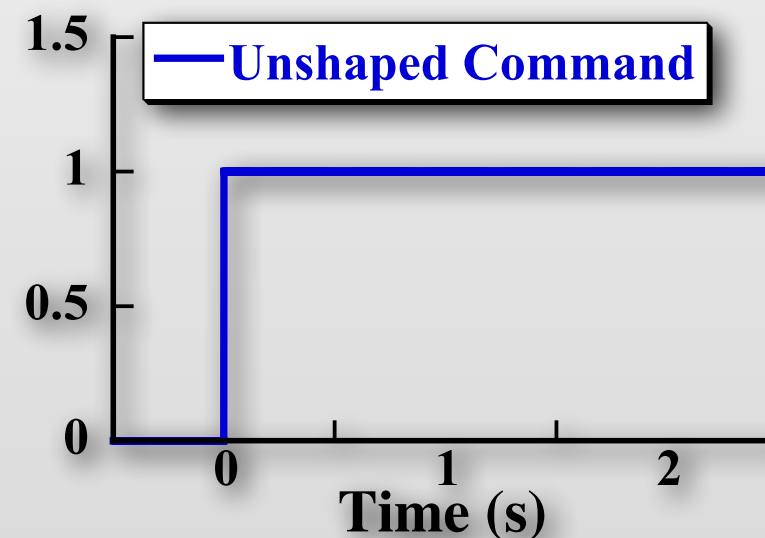
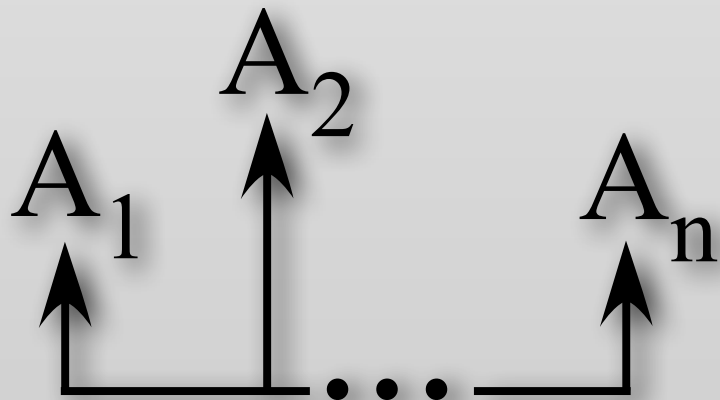
All impulses sum to one

$$\sum A_i = 1, \quad i = 1, \dots, n$$

Positive Shapers

$$A_i \geq 0$$

$$i = 1, \dots, n$$



# Impulse Amplitude Constraints

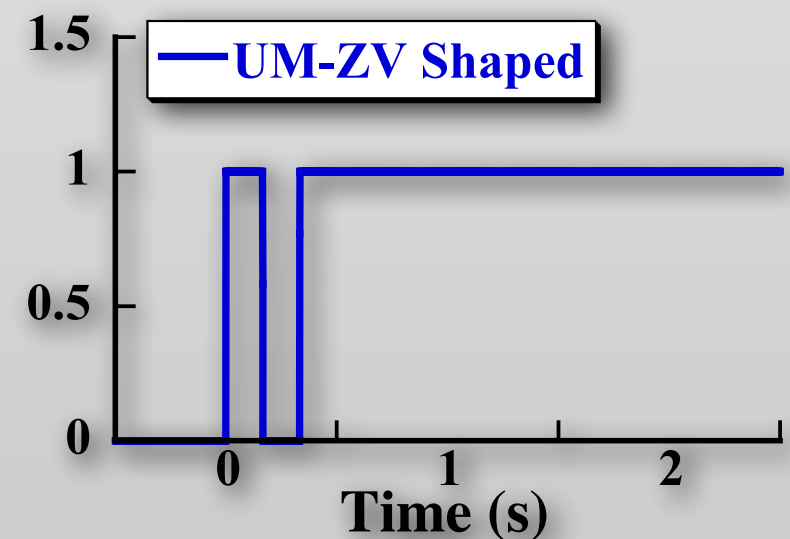
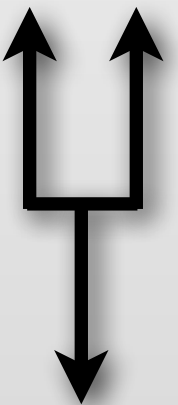
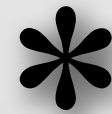
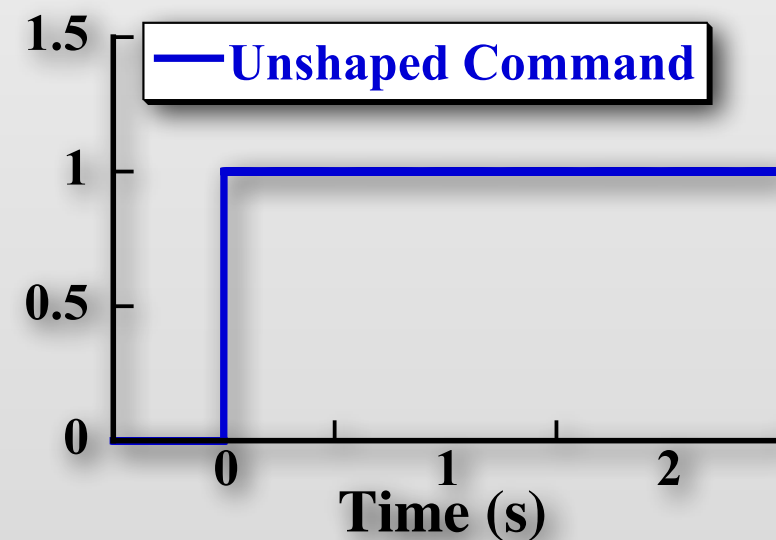
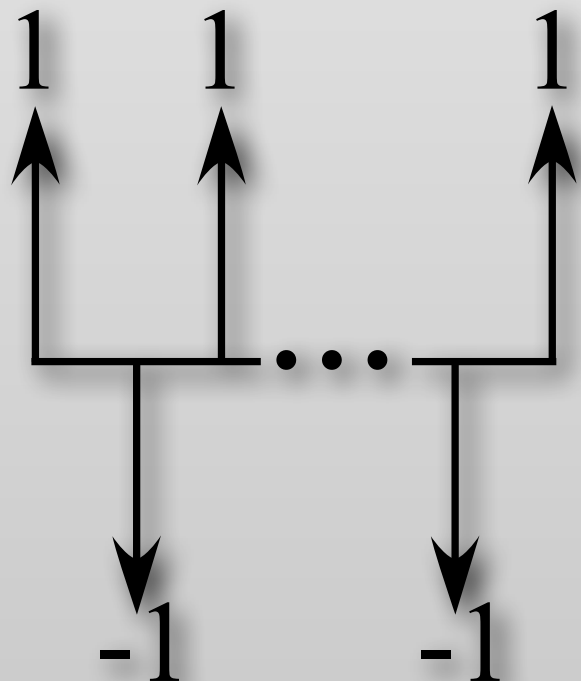


All impulses sum to one

$$\sum A_i = 1, \quad i = 1, \dots, n$$

Unity Magnitude (UM)

$$A_i = (-1)^{i+1}$$
$$i = 1, \dots, n$$



# Impulse Amplitude Constraints



All impulses sum to one

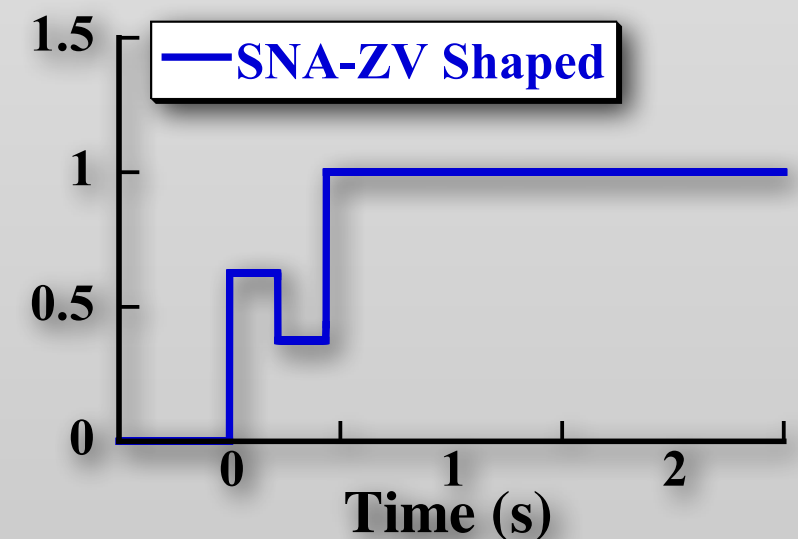
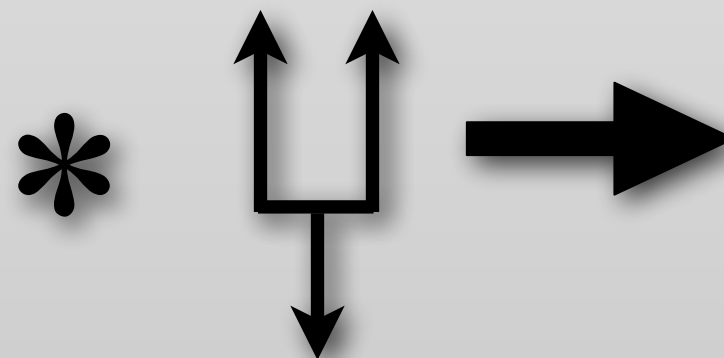
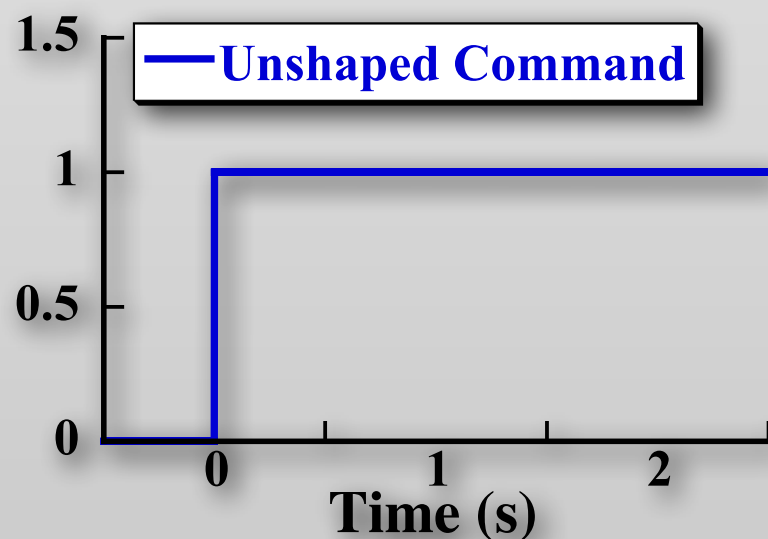
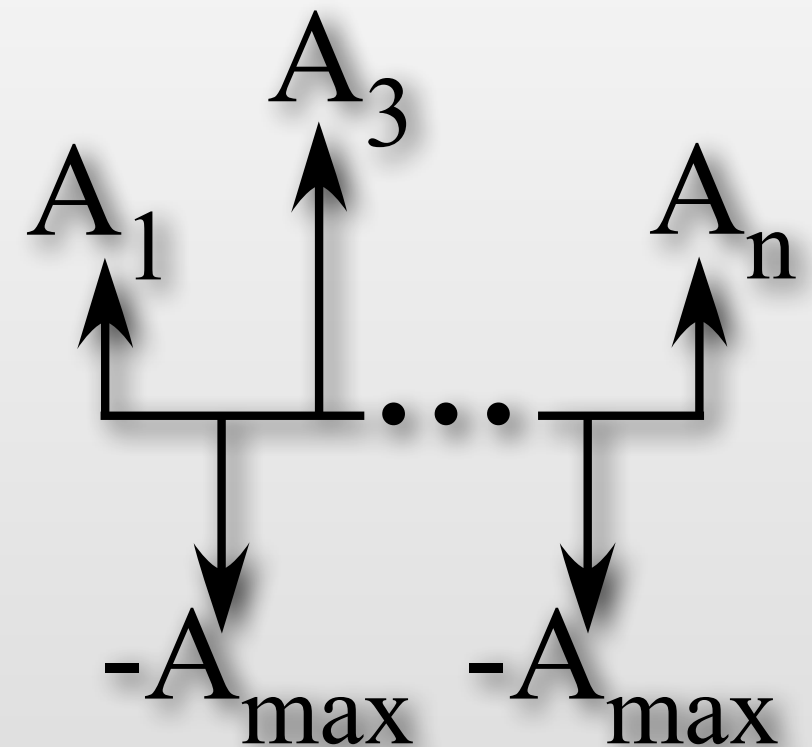
$$\sum A_i = 1, \quad i = 1, \dots, n$$

Specified Negative Amplitude (SNA)

$$0 < A_i \leq 1 \quad \text{when } i \text{ is odd}$$

$$A_i = -A_{max} \quad \text{when } i \text{ is even}$$

$$0 \leq \sum_{i=1}^k A_i \leq 1 \quad k = 1, \dots, n$$





# Example Closed-Form Shapers



$$ZV \equiv \begin{bmatrix} A_i \\ t_i \end{bmatrix} = \begin{bmatrix} \frac{1}{1+K} & \frac{K}{1+K} \\ 0 & \frac{\tau_d}{2} \end{bmatrix}$$

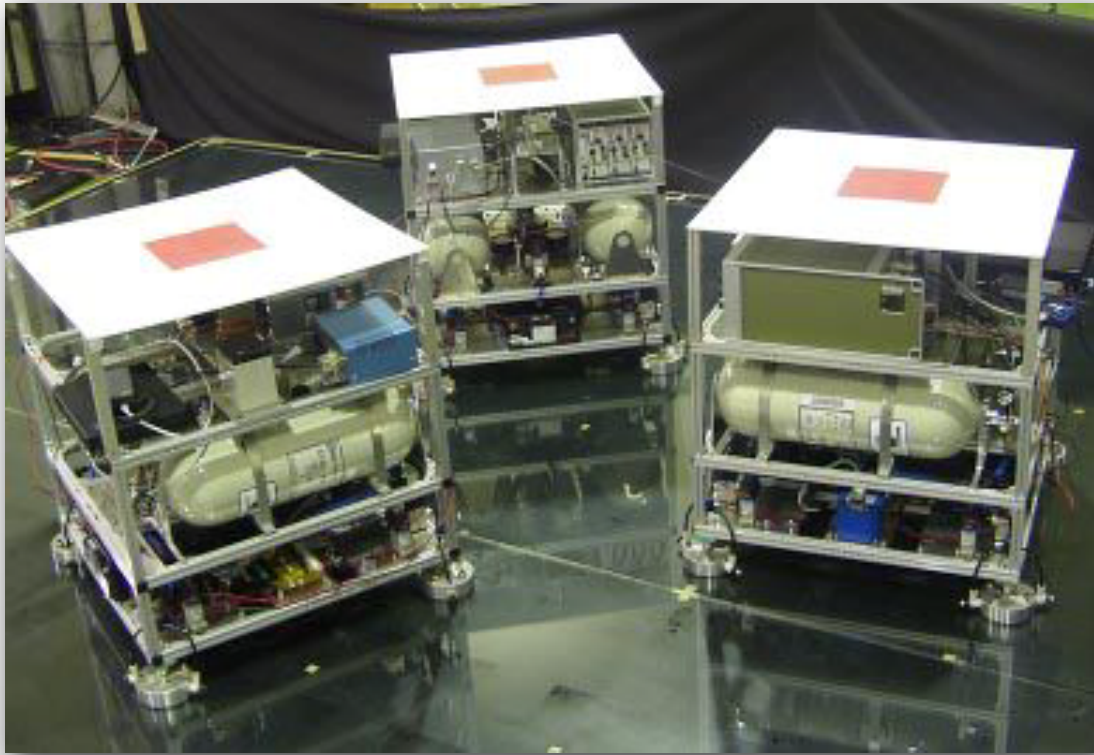
$$ZVD \equiv \begin{bmatrix} A_i \\ t_i \end{bmatrix} = \begin{bmatrix} \frac{1}{1+2K+K^2} & \frac{2K}{1+2K+K^2} & \frac{K^2}{1+2K+K^2} \\ 0 & \frac{\tau_d}{2} & \tau_d \end{bmatrix}$$

where

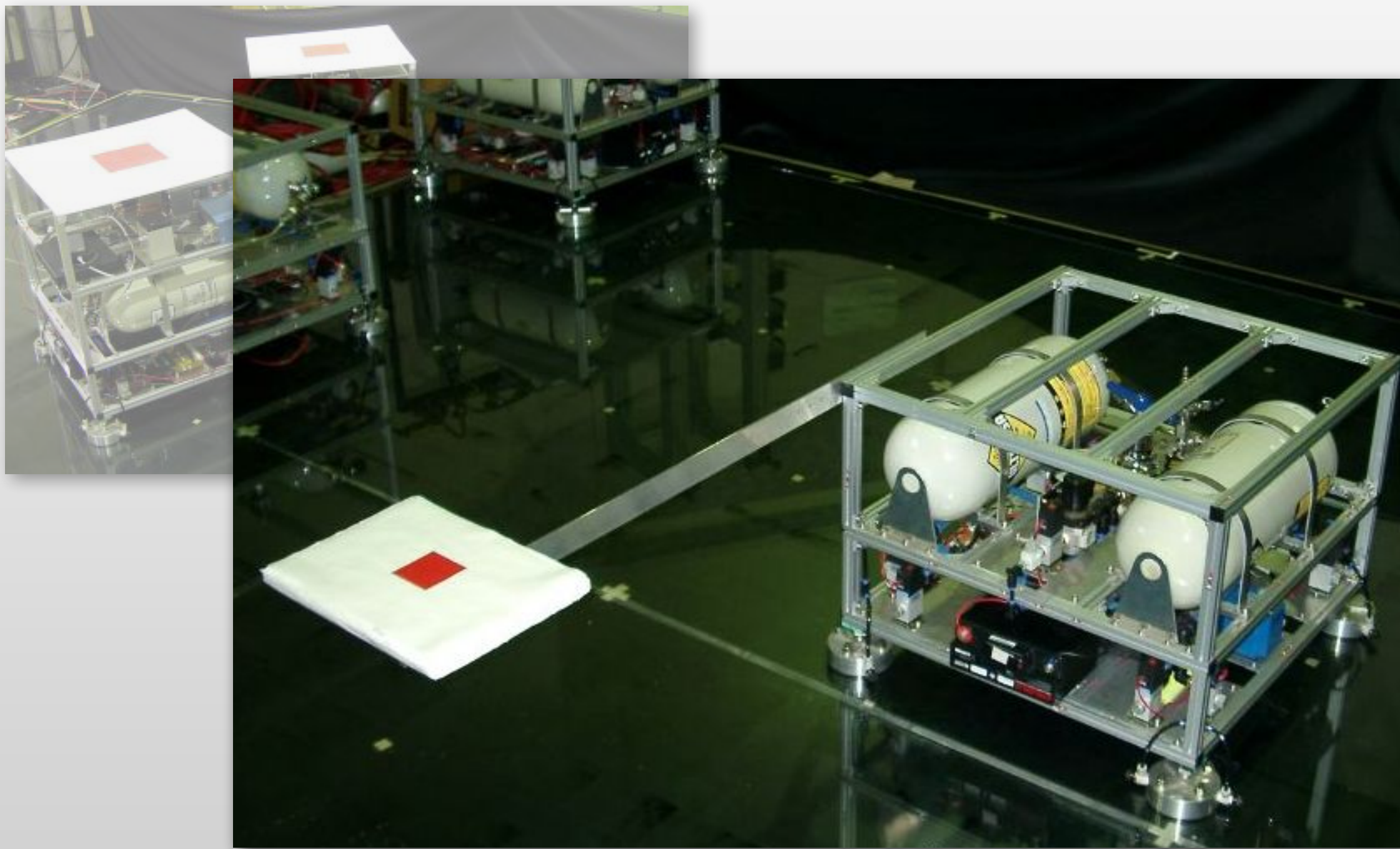
- $\tau_d$  is the damped vibration period

- $K = e^{\frac{-\zeta\pi}{\sqrt{1-\zeta^2}}}$

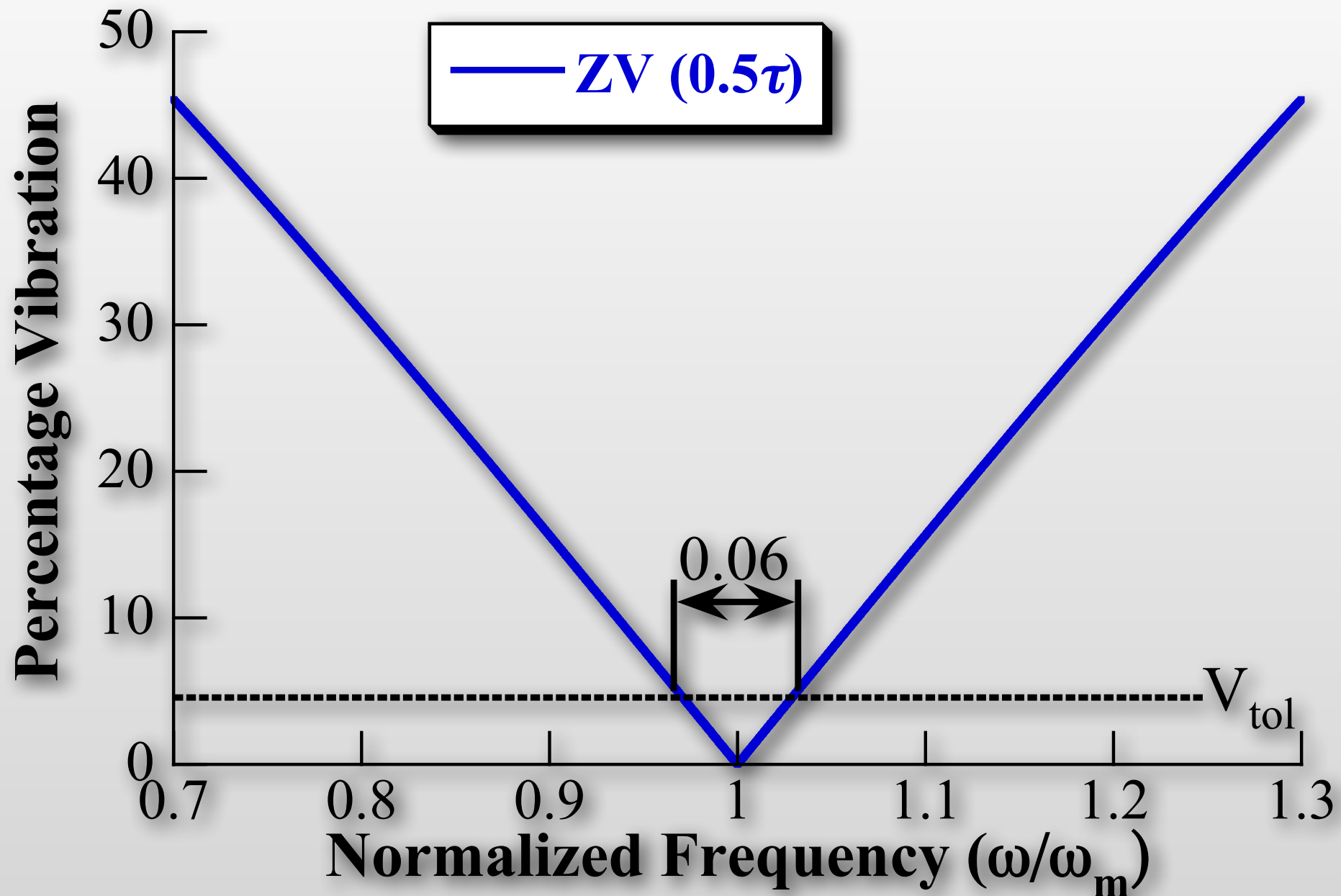
# Flexible Satellites at Tokyo Inst. of Tech.



# Flexible Satellites at Tokyo Inst. of Tech.



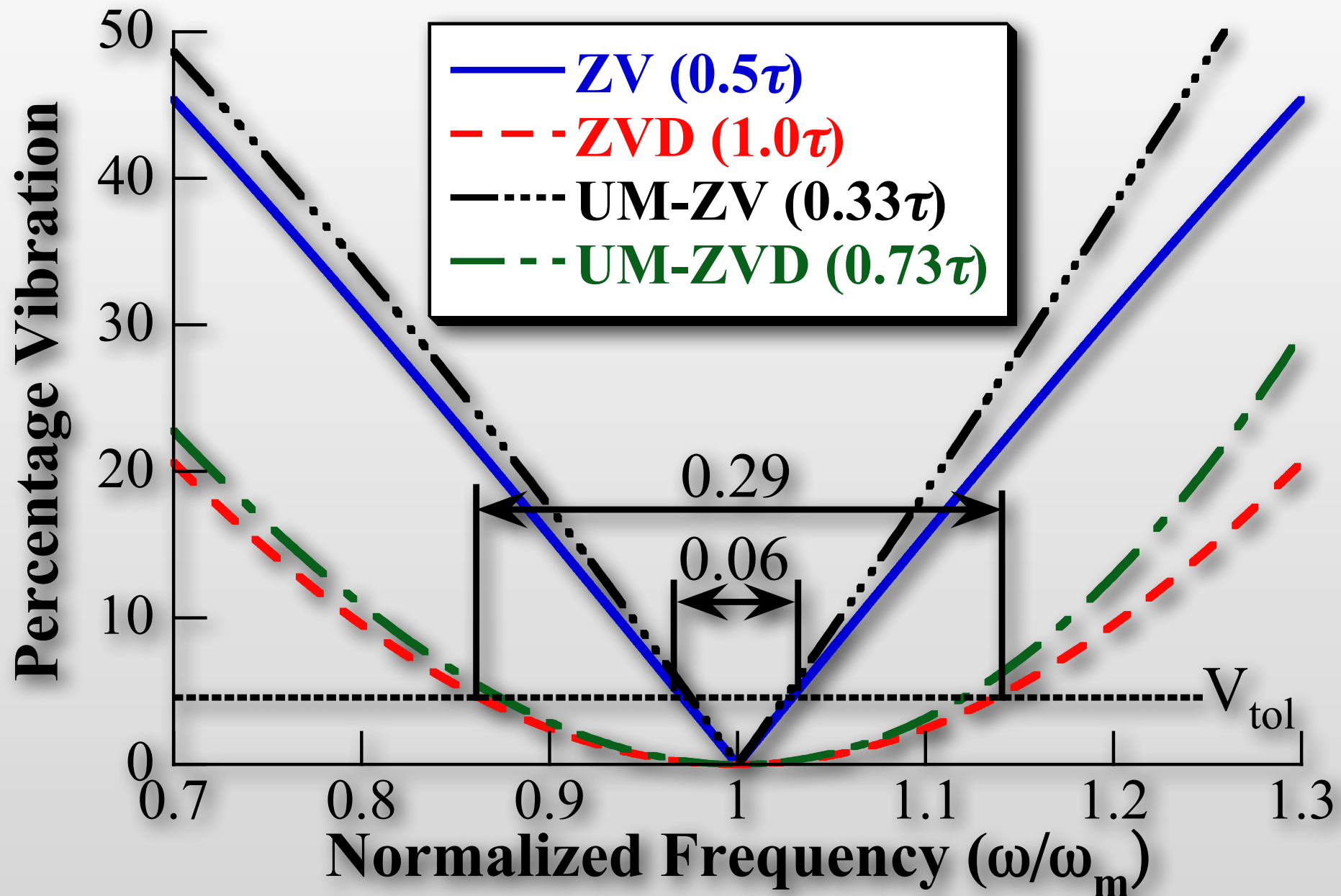
# Measuring Robustness



*Insensitivity* - the width of a Sensitivity curve where vibration remains under  $V_{tol}$



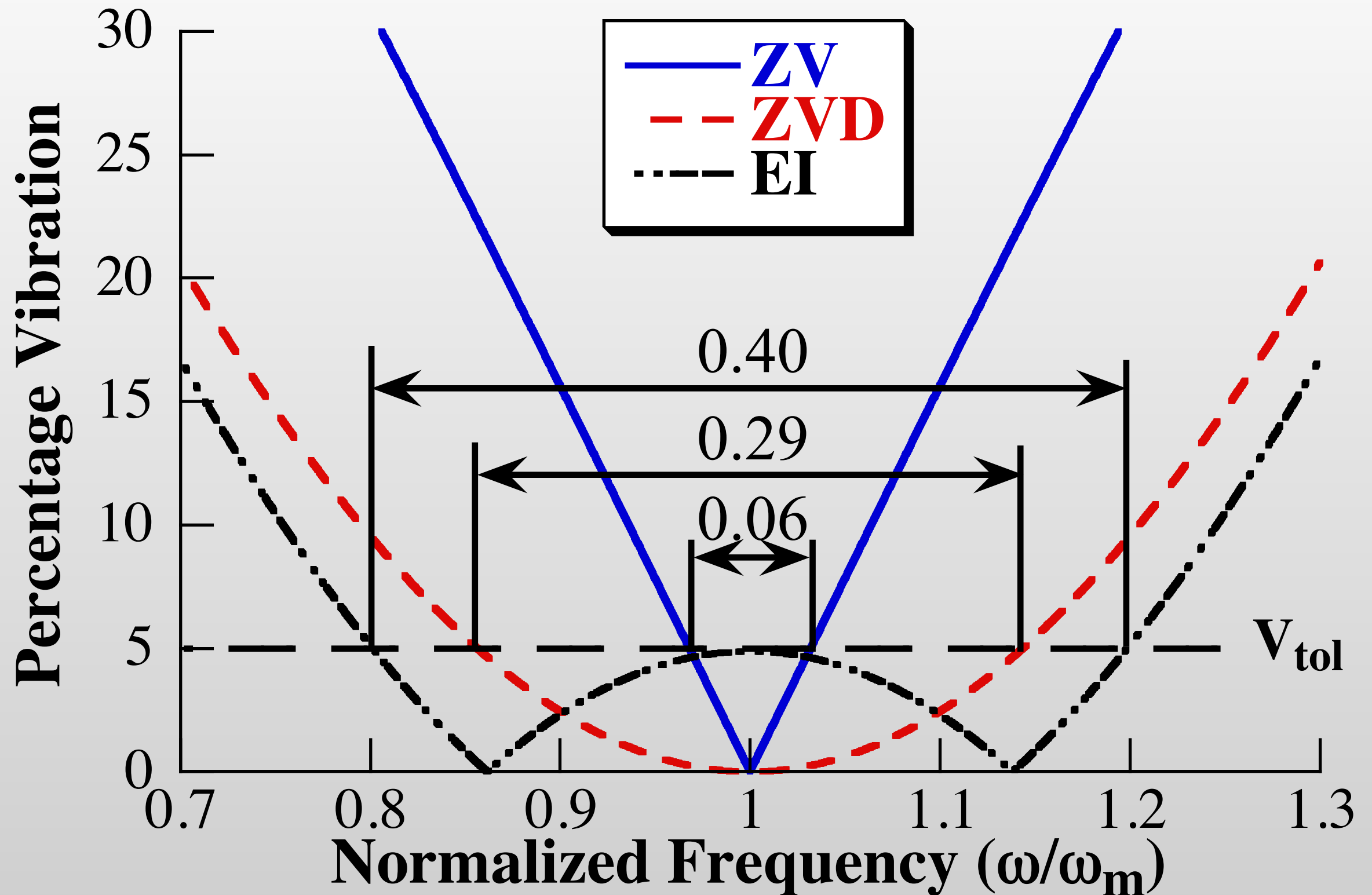
# Measuring Robustness



*Insensitivity* - the width of a Sensitivity curve where vibration remains under  $V_{tol}$



# The Extra-Insensitive (EI) Shaper



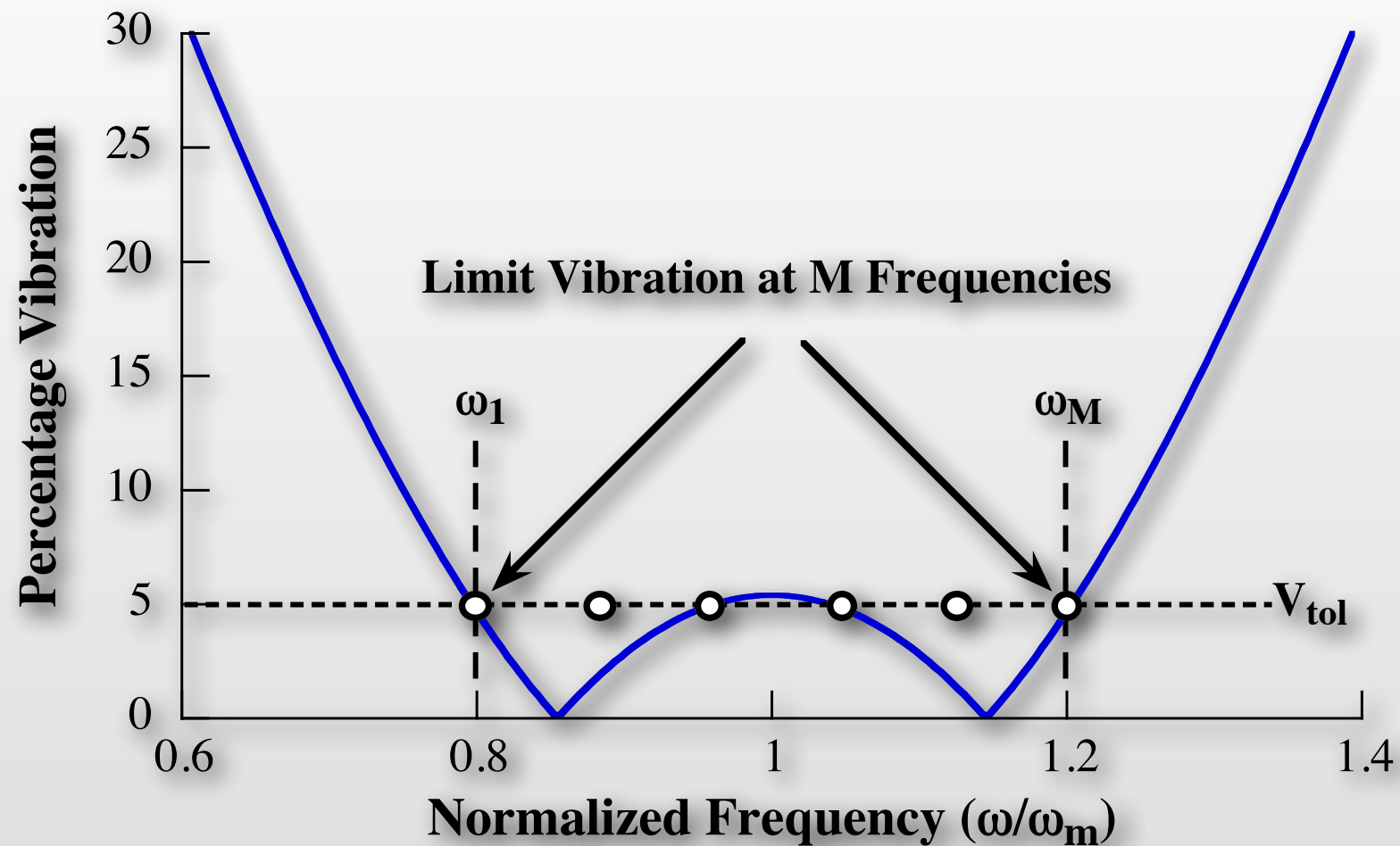
# EI Shaper Form – Undamped Systems



$$\text{Undamped EI} \equiv \begin{bmatrix} A_i \\ t_i \end{bmatrix} = \begin{bmatrix} \frac{1+V_{tol}}{4} & \frac{1-V_{tol}}{2\pi} & \frac{1+V_{tol}}{4} \\ 0 & \frac{1}{\omega_n \sqrt{1-\zeta^2}} & \frac{1}{\omega_n \sqrt{1-\zeta^2}} \end{bmatrix}$$

- $V_{tol}$  is the tolerable level of vibration,  $0.05 = 5\%$

# Specified Insensitivity (SI) Shapers

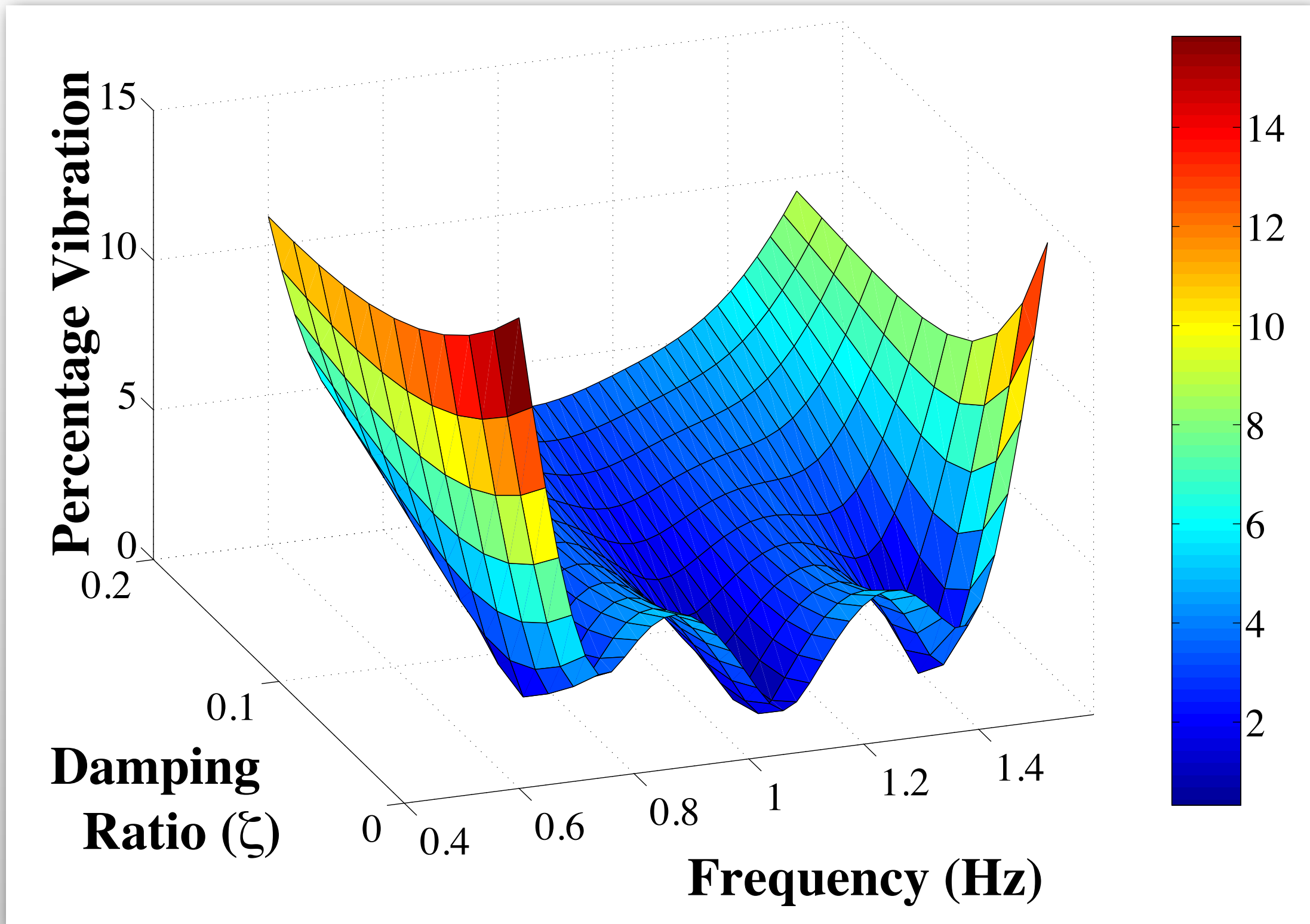


$$V(\omega_k, \zeta) = e^{-\zeta \omega_k t_n} \sqrt{[C(\omega_k, \zeta)]^2 + [S(\omega_k, \zeta)]^2} \leq V_{tol}$$

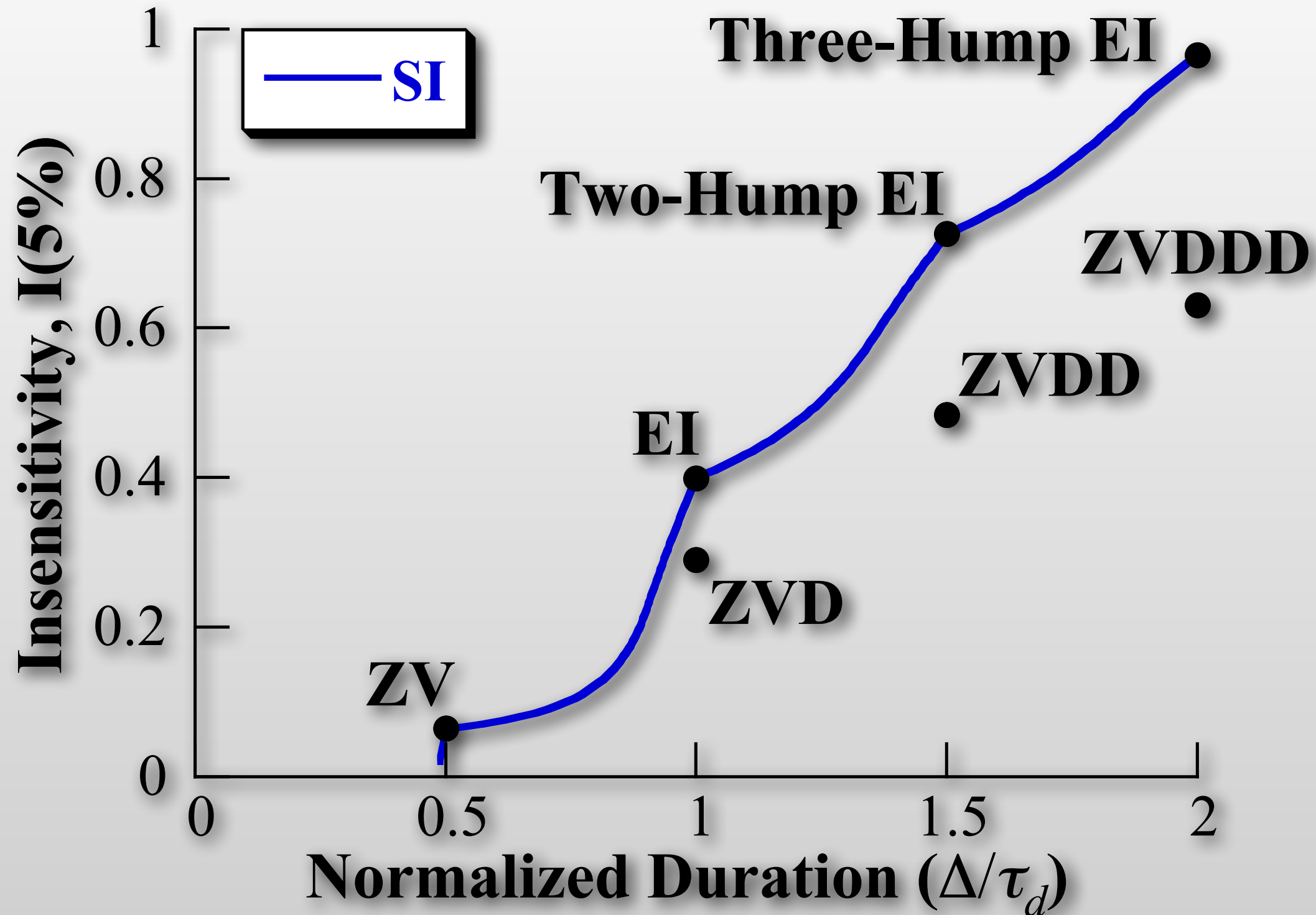
$$k = 1, \dots, M$$

- Must solve numerically, but can exactly tailor to the system requirements

# Damping Matters, but less than Freq.

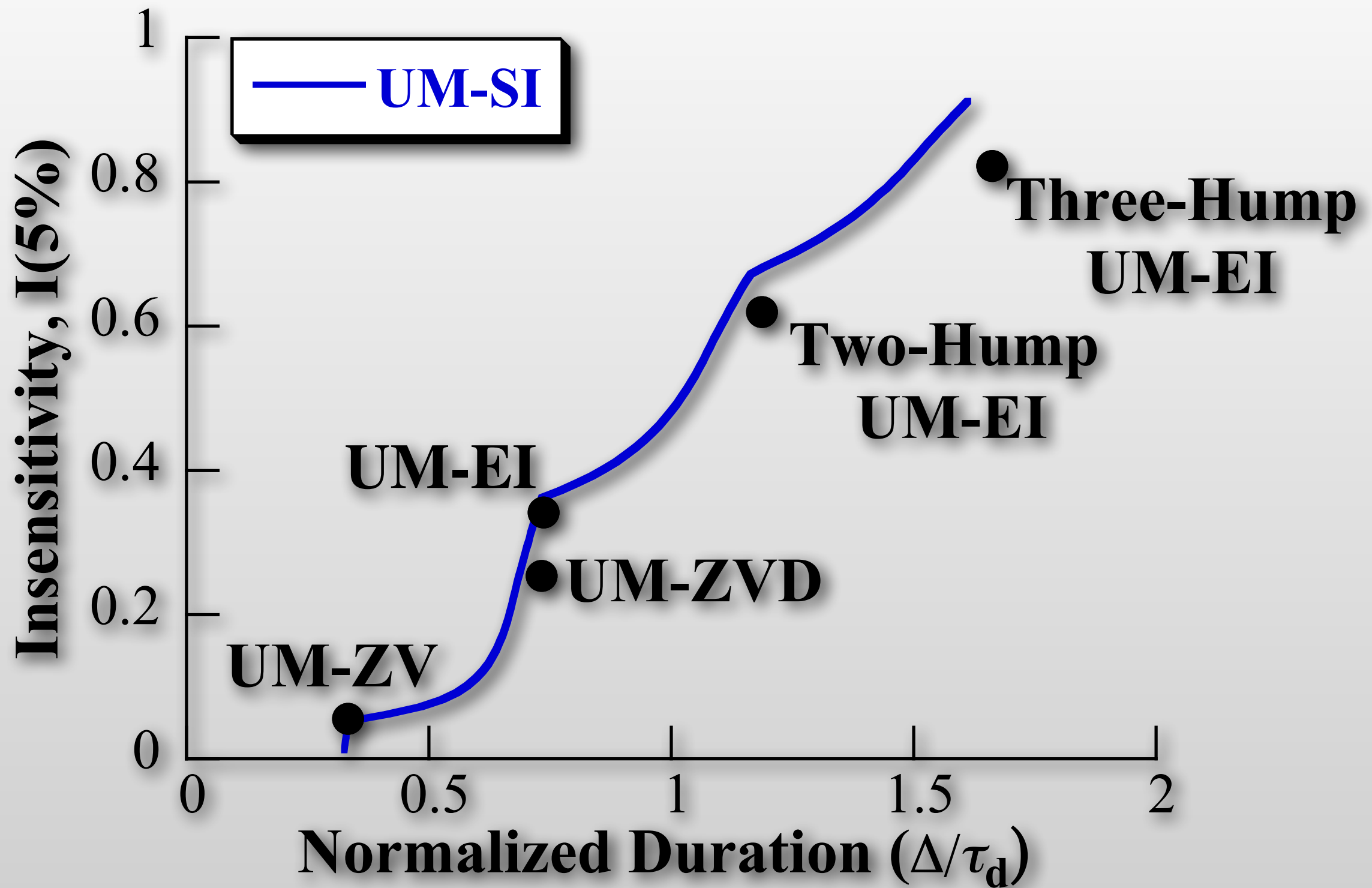


# Shaper Duration v. Insensitivity

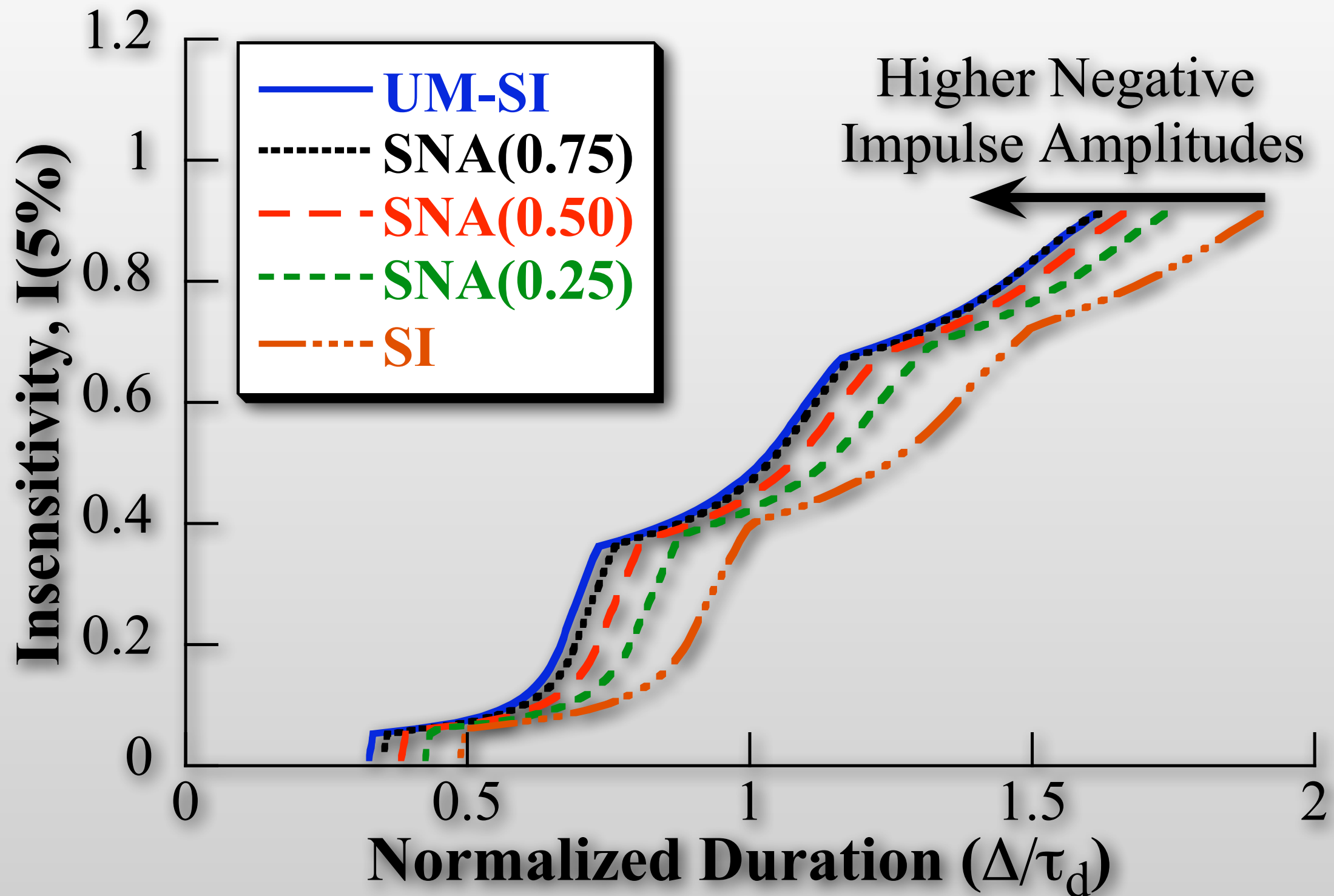




# Shaper Duration v. Insensitivity



# Shaper Duration v. Insensitivity



# General Design Procedure



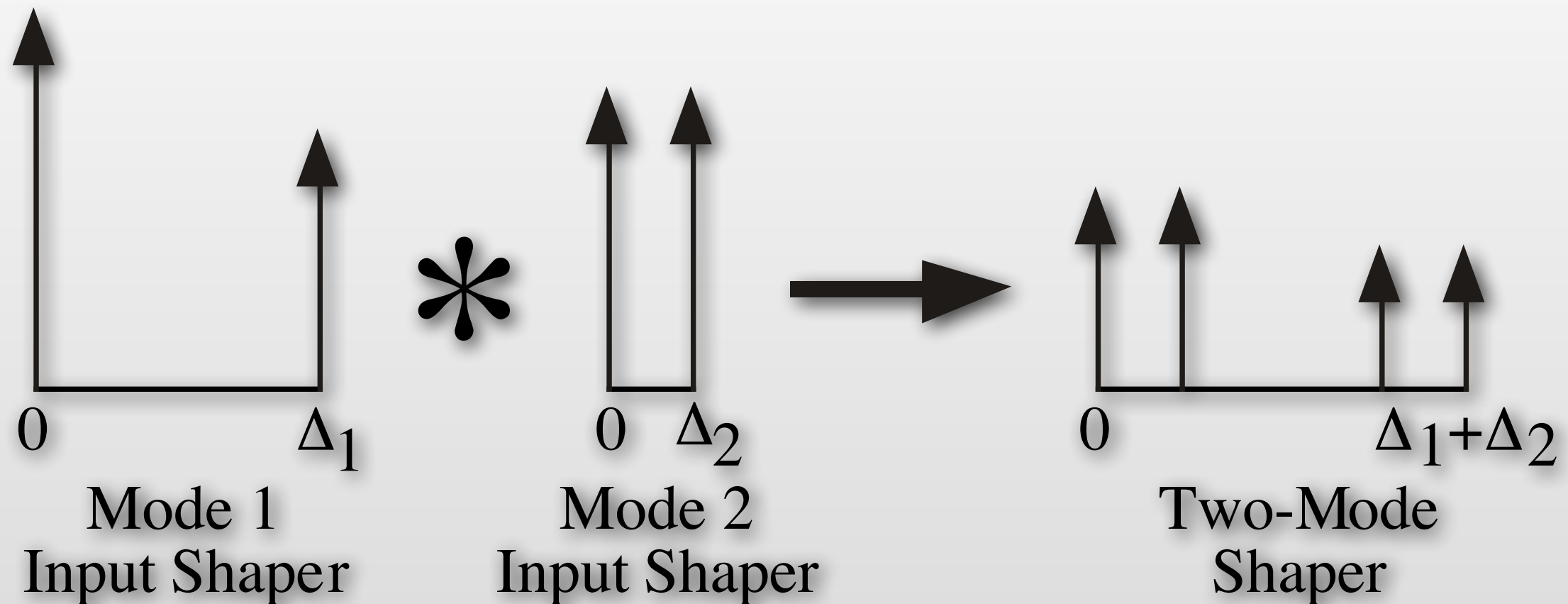
- Determine nominal system parameters
  - Dominant vibration frequencies (often only 1)
  - Associated damping ratios
- Determine variation of parameters
  - How much robustness is needed?
- Pick shaper or shapers to use
- Plug in frequency and damping to get:
  - Impulse amplitudes
  - Impulse times



# Example Multi-mode Crane Oscillation



# Convolved Two-Mode Shaper

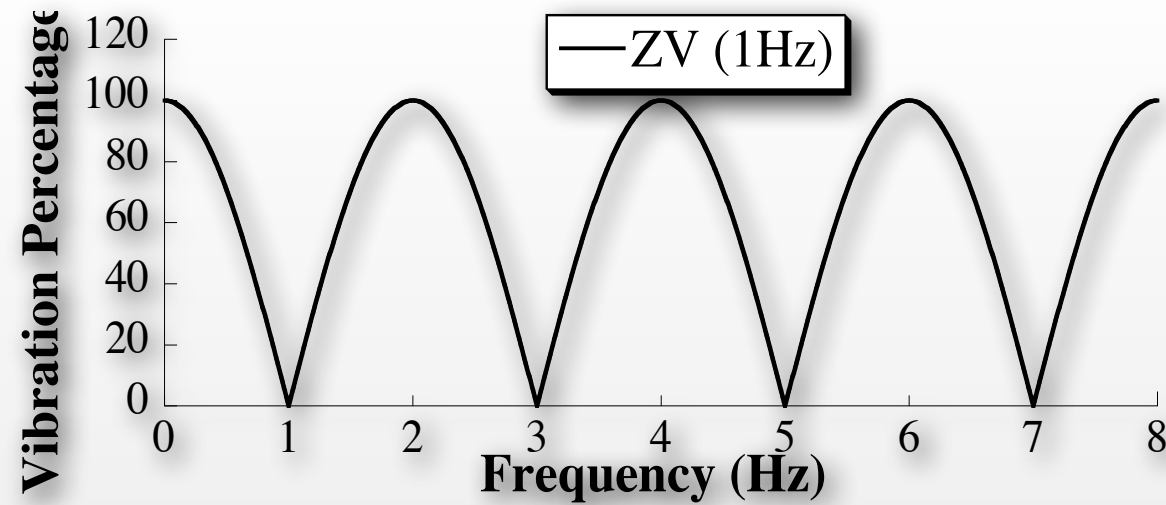


- Design shaper for each mode, then convolve to get a shaper that eliminates both modes

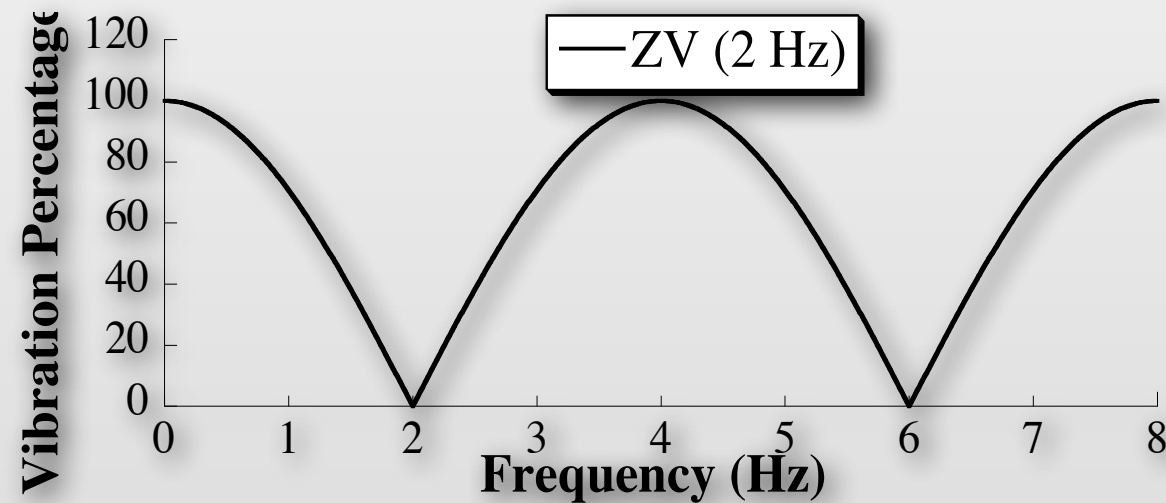




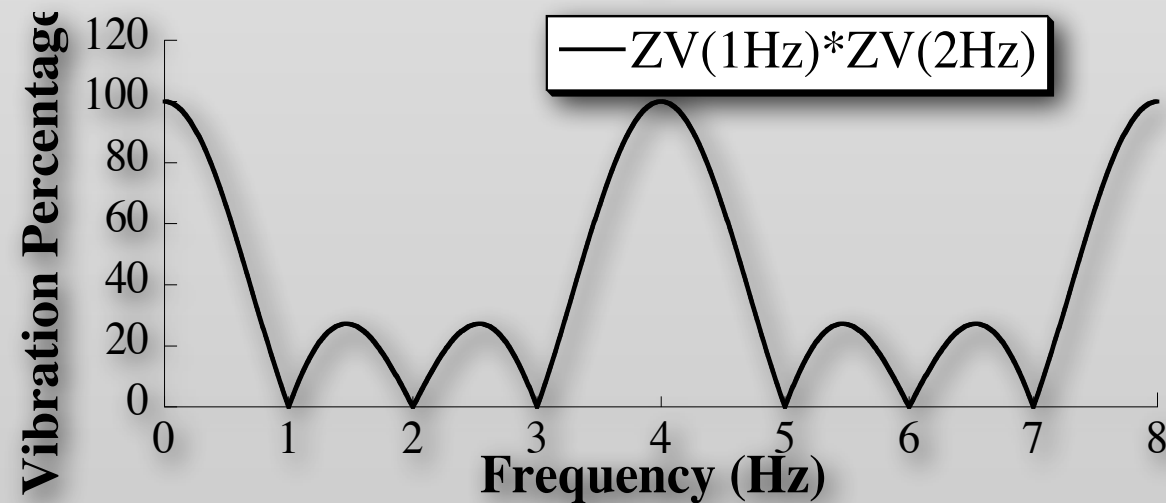
# ZV Shaper for 1 Hz



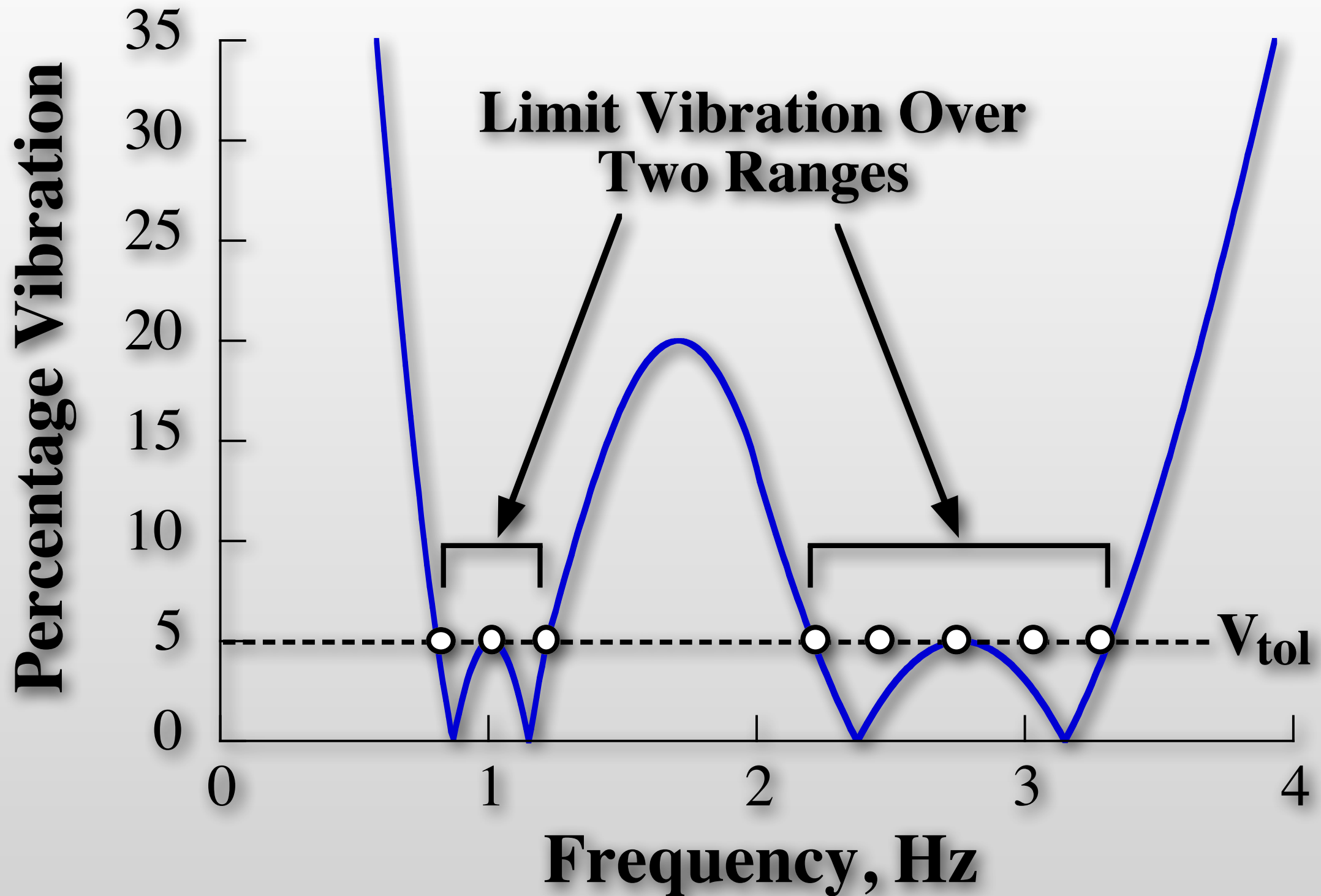
# ZV Shaper for 2 Hz



# ZV Shaper for 1 Hz and 2 Hz



# Multi-mode SI Shapers



- Solve for all modes simultaneously → faster shapers

# Example Multi-mode Crane Oscillation





# Cooperative Crane Control

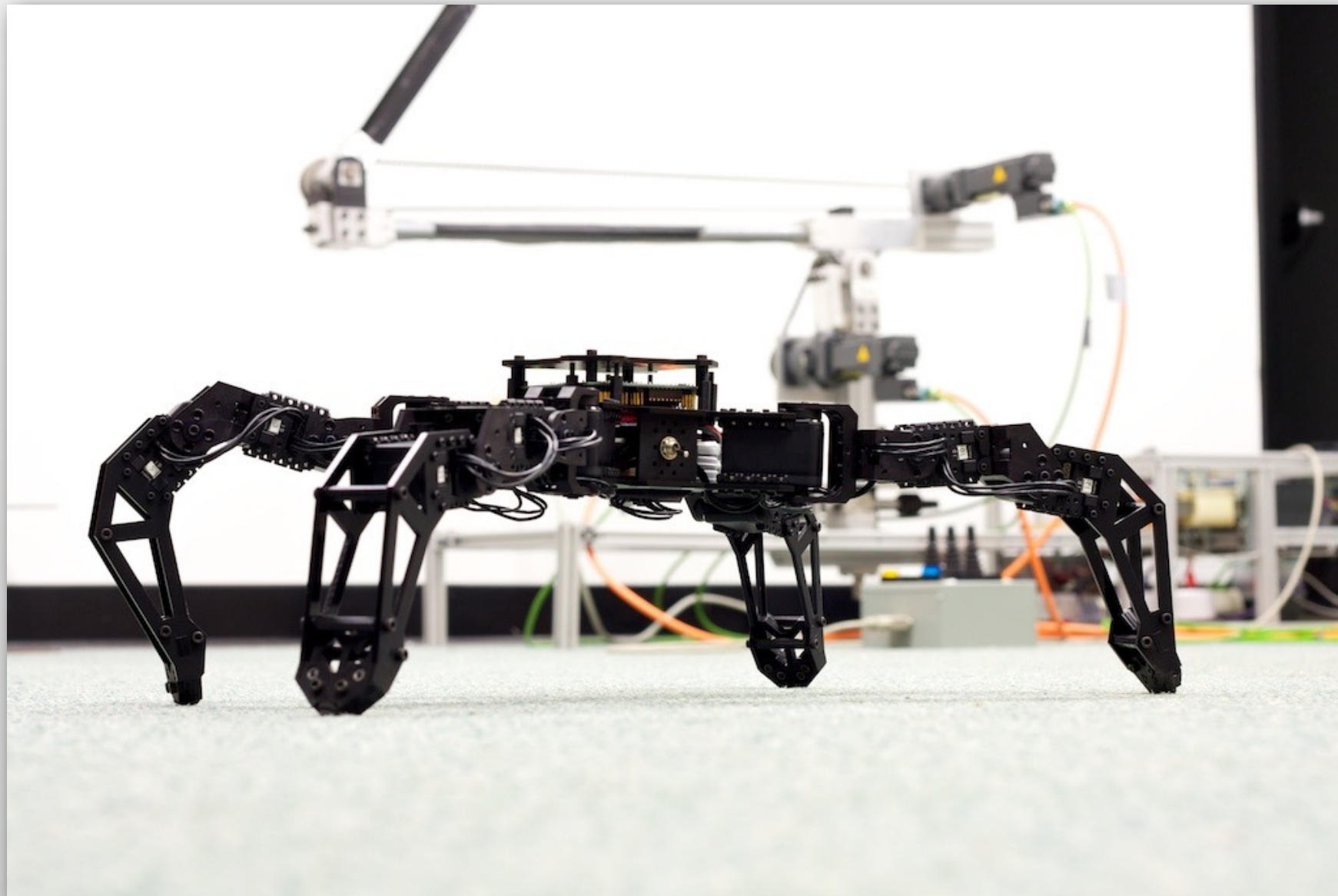




# Robot Jumping



- Replacing legs with compliant versions
- Concurrent design of the legs and jumping/running commands





# Jumping



- Can be an efficient way to travel:
  - on rough terrain
  - in low gravity environments ← Astronauts used on moon walks



# A Simple Jumping Robot

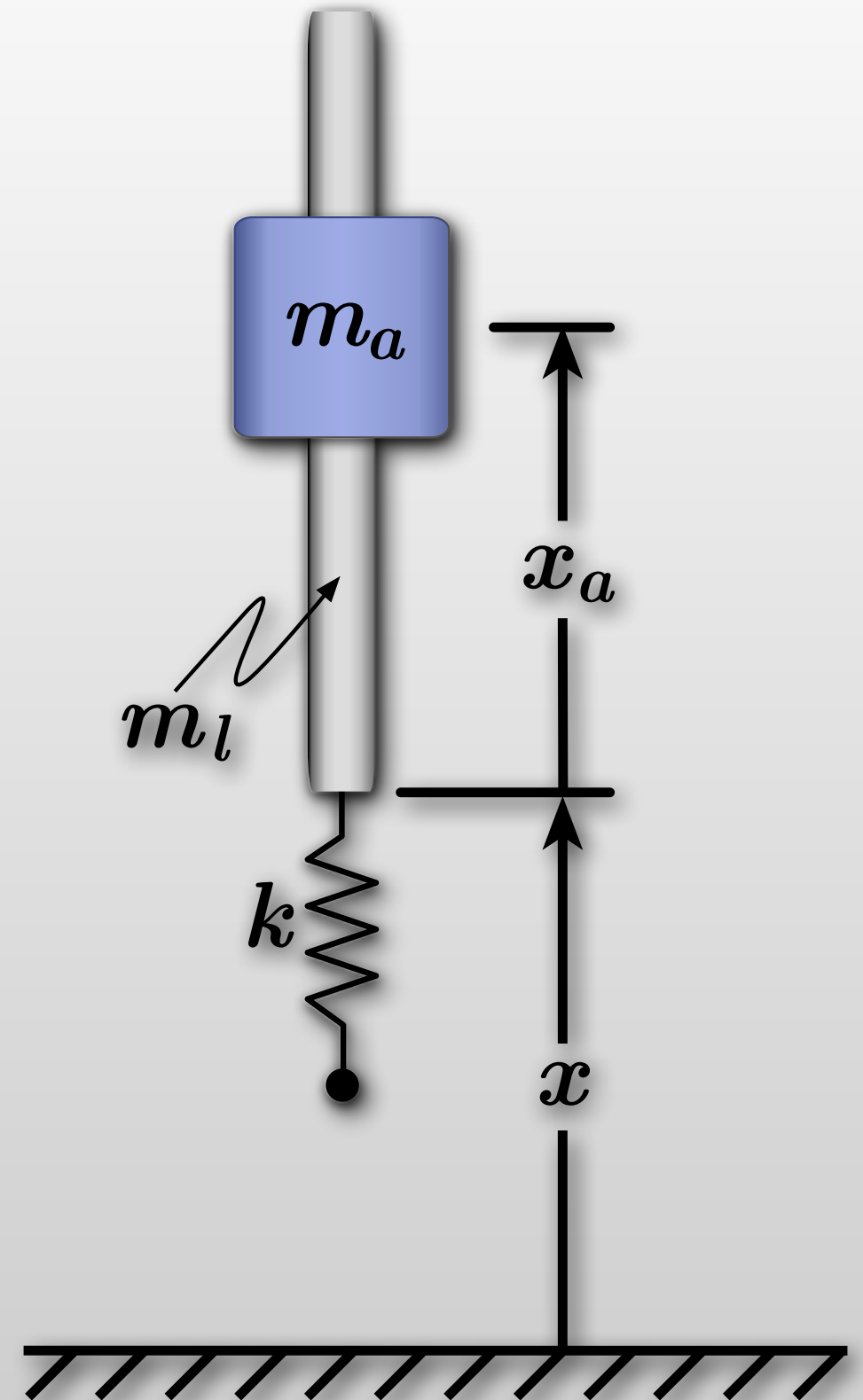


- Rod mass  $m_l$
- Actuator mass  $m_a$
- Spring,  $k$ , and damper,  $c$  (not shown)

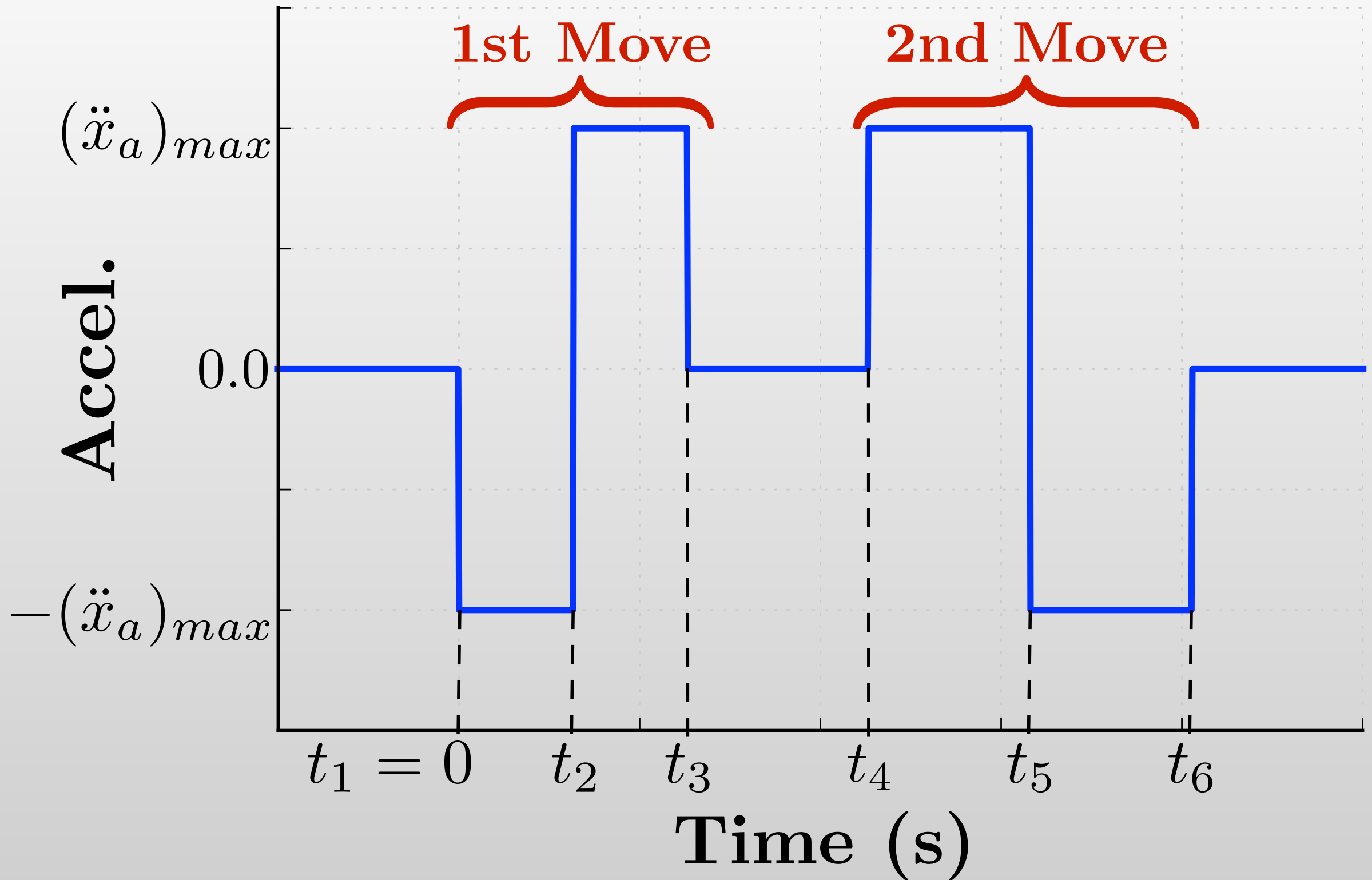
$$\ddot{x} = -\alpha \left( \frac{k}{m}x + \frac{c}{m}\dot{x} \right) - \frac{m_a}{m}\ddot{x}_a - g$$

$$\alpha = \begin{cases} 1, & x \leq 0 \\ 0, & \text{otherwise} \end{cases}$$

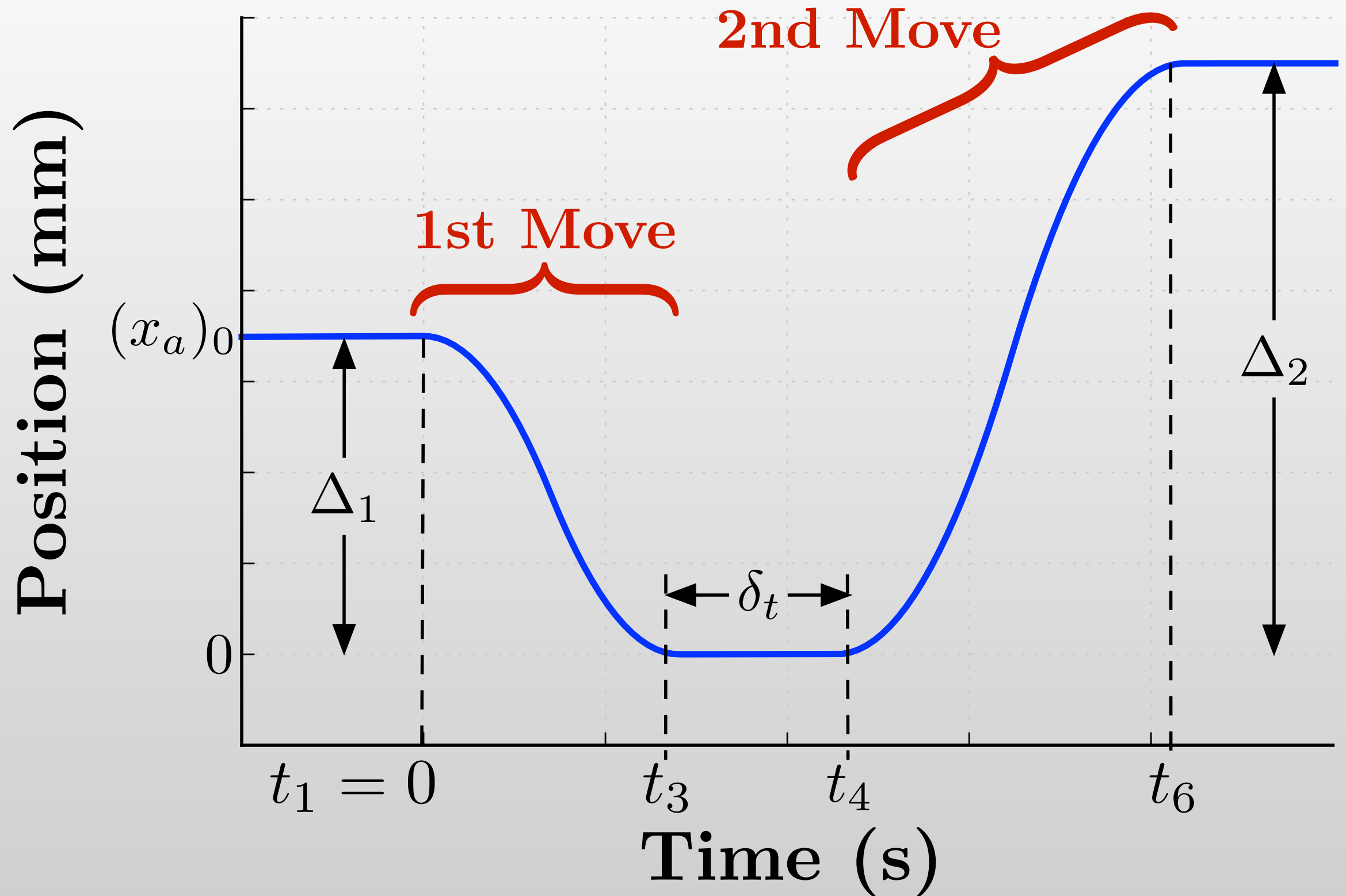
**Goal:** Design the motion of  $m_a$  to optimize jump height



# Jumping Commands

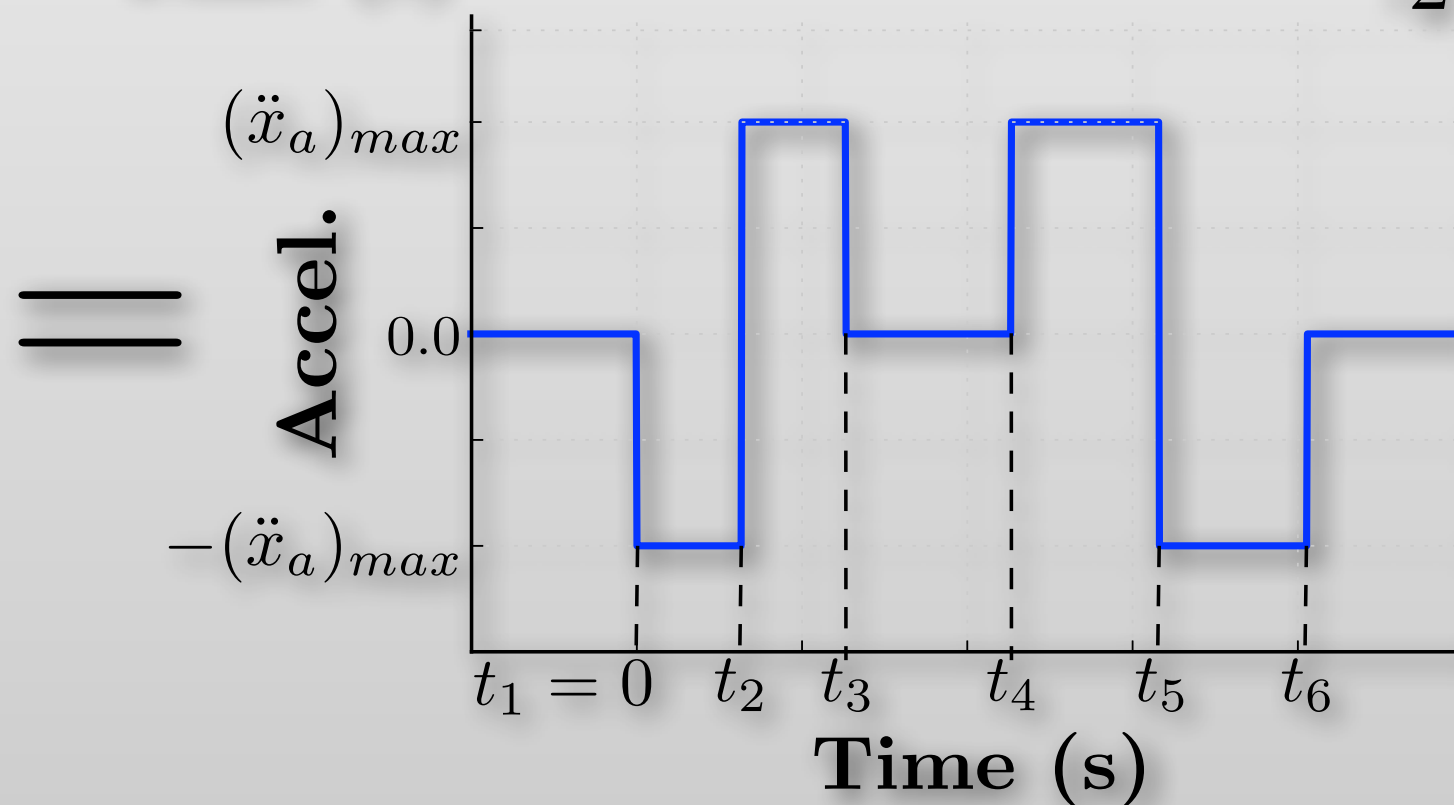
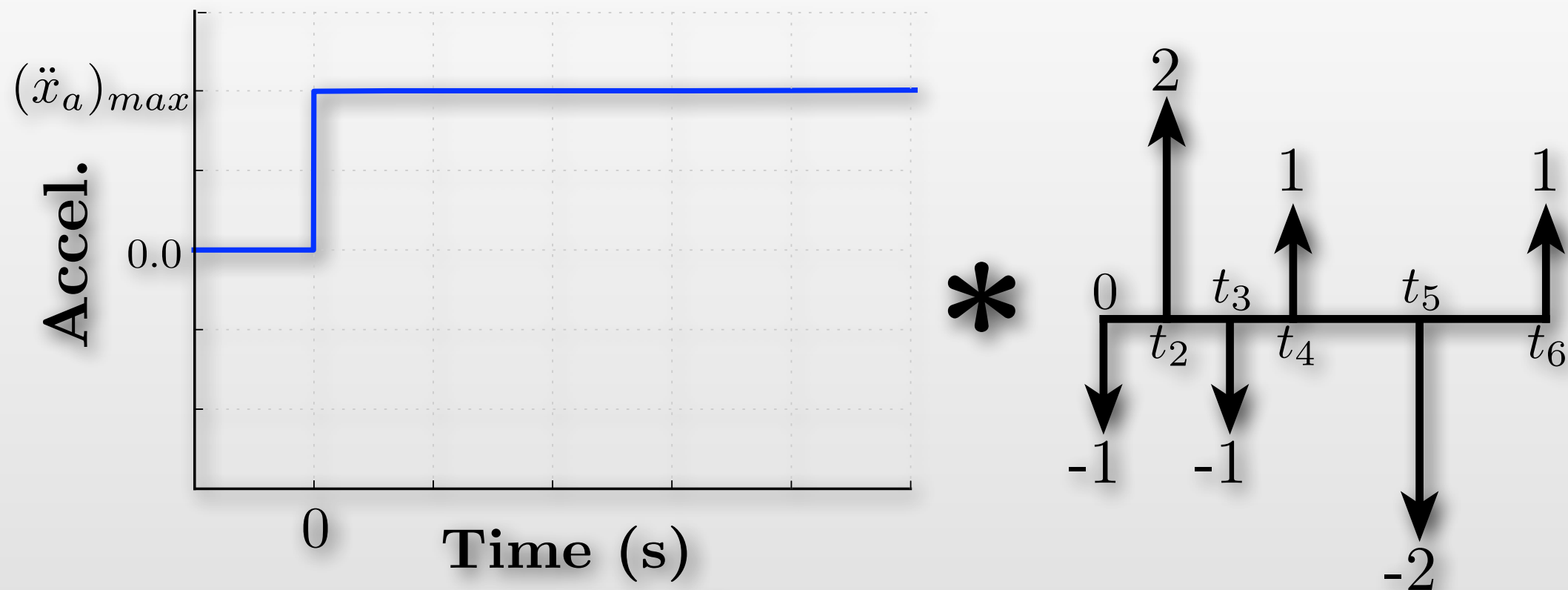


# Jumping Commands

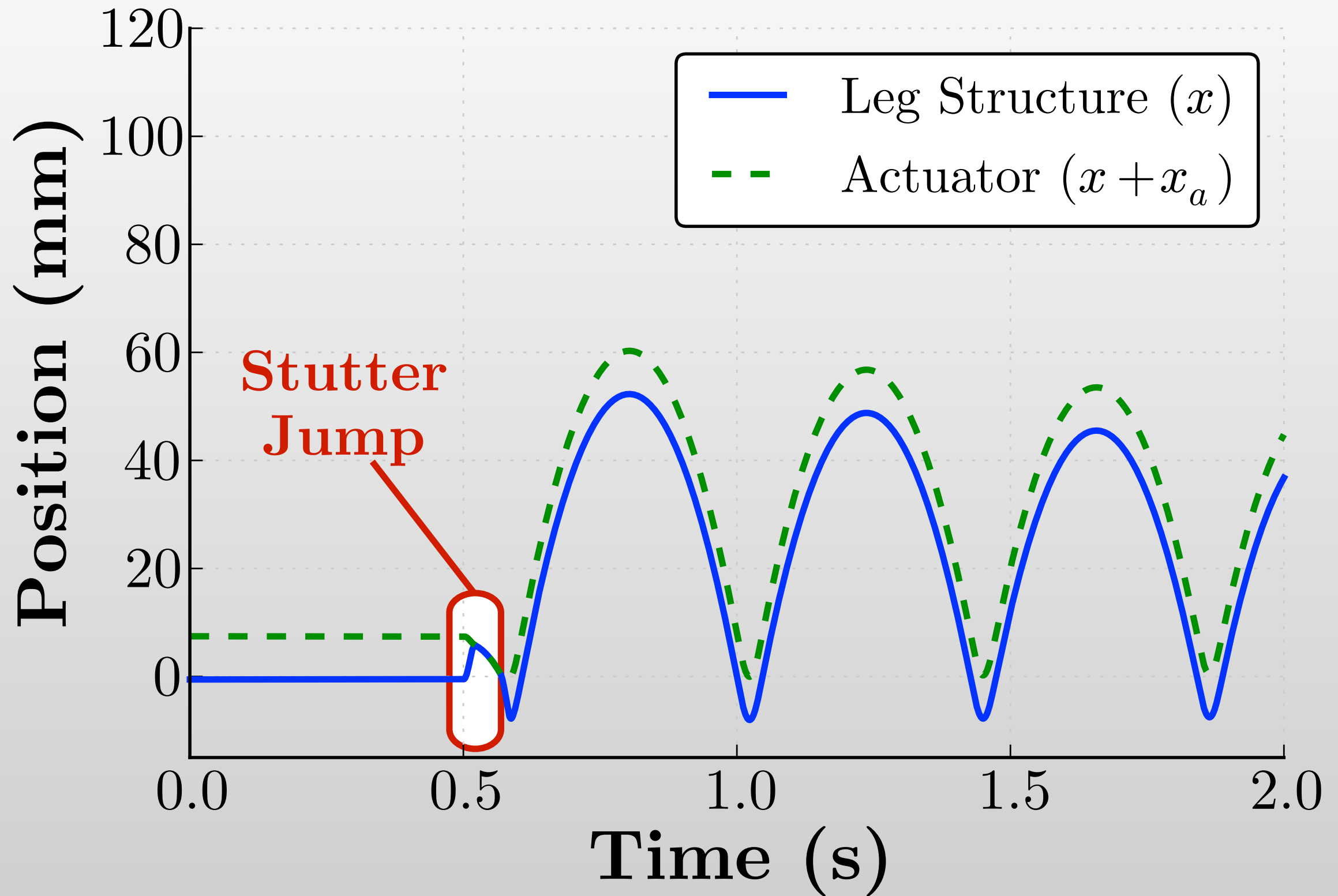




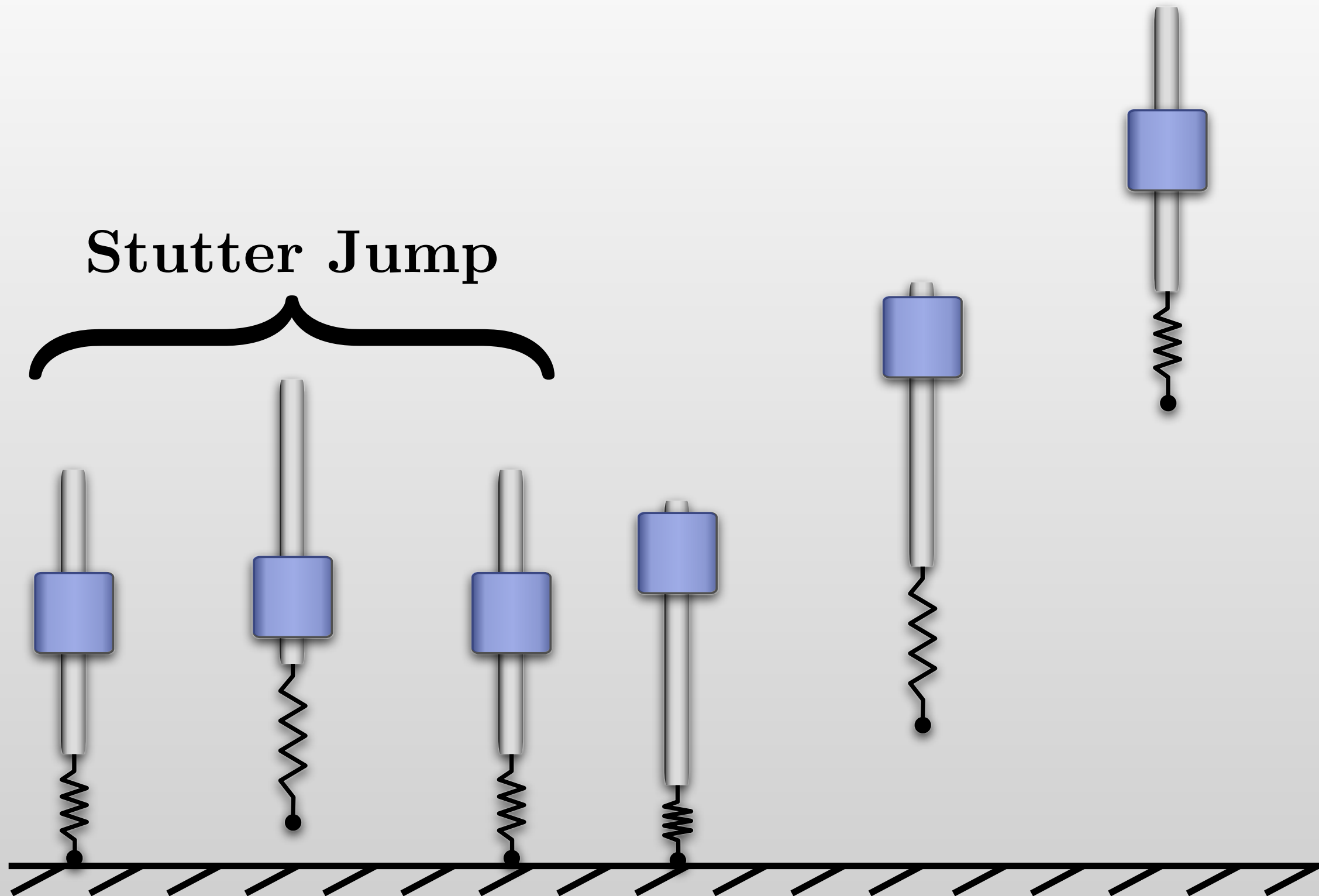
# Input-Shaped Jumping



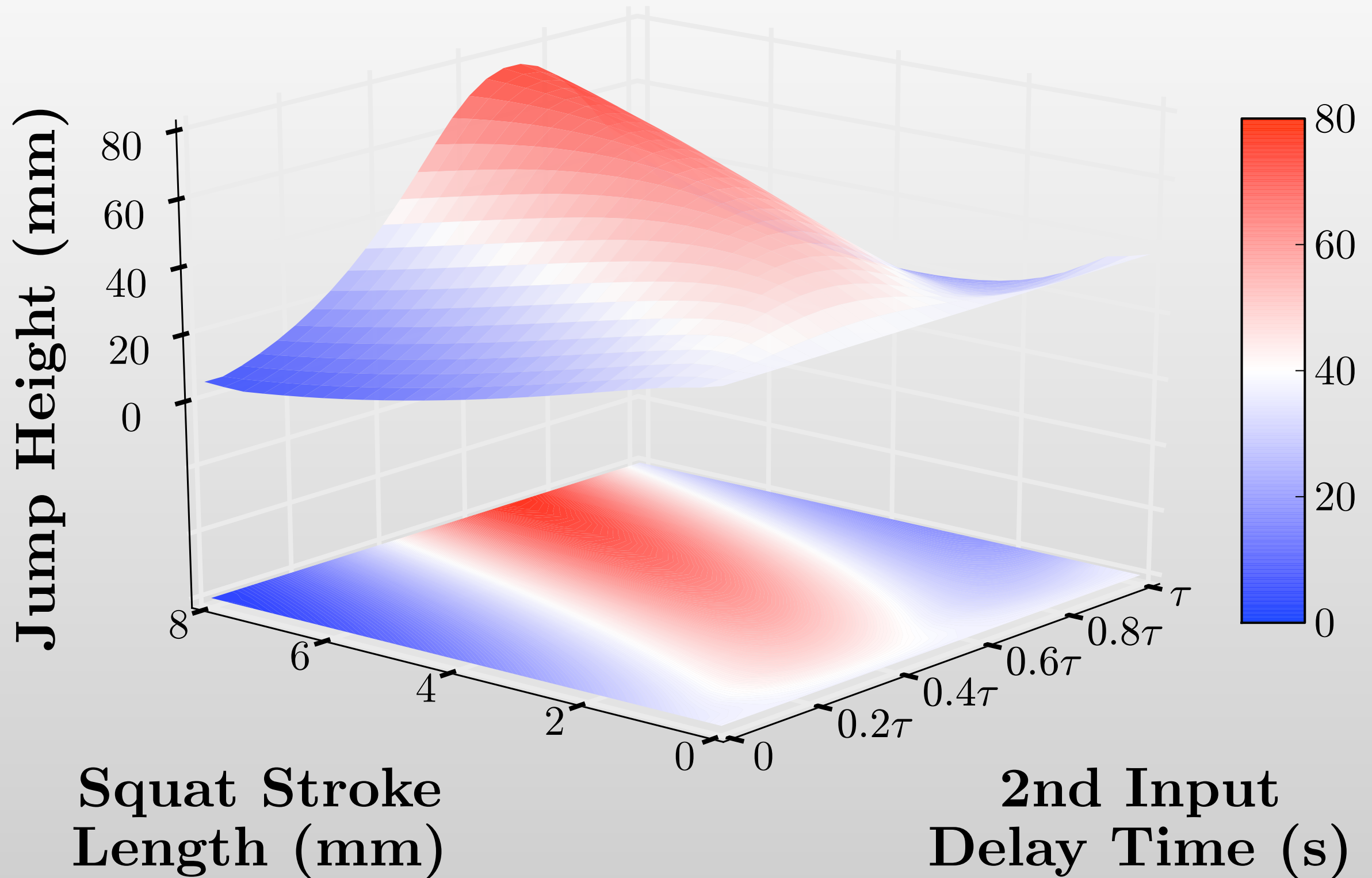
# Jumping Response



# Stutter Jumping

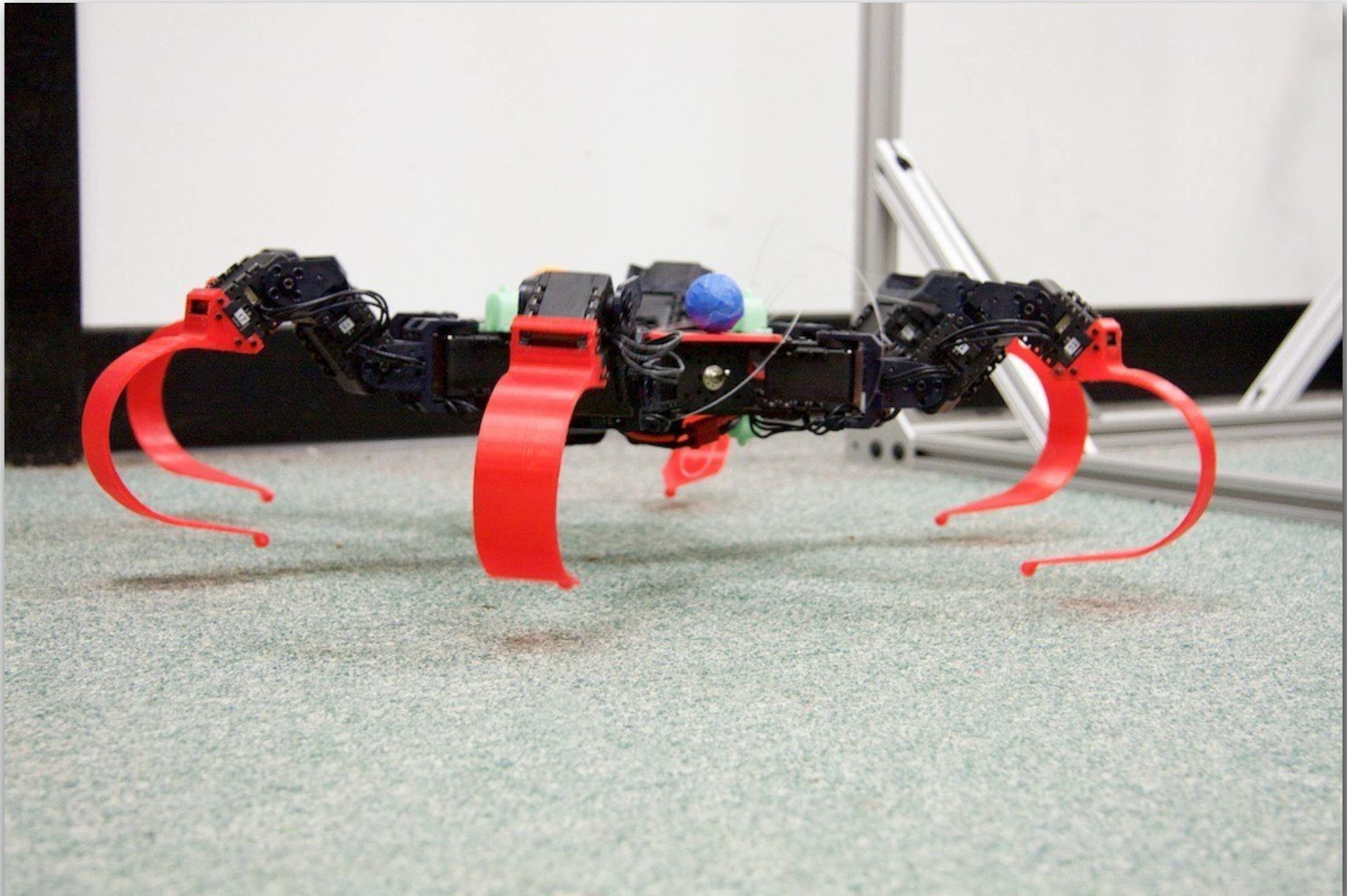


# Jump Timing





# Applied to a Hexapod







**Thank You.**

# Contact Information



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Rougeou 225

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<http://www.ucslouisiana.edu/~jev9637/>

[@doc\\_vaughan](#)

<http://github.com/docvaughan>

<http://github.com/crawlalab>