Lecture 11: More on LQG

- Example: Lab servo revisited
- Connections to loop shaping
- Example: LQG design for DC-servo

The purpose of this lecture is not to introduce new results, but to explain the use of previous theory. The DC-servo example is from section 10.2 in Glad/Ljung.

Example: Flexible servo



$$m_1 \frac{d^2 y_1}{dt^2} = -d_1 \frac{dy_1}{dt} - k(y_1 - y_2) + F(t)$$
$$m_2 \frac{d^2 y_2}{dt^2} = -d_2 \frac{dy_2}{dt} + k(y_1 - y_2)$$

Choice of minimization criterion

How choose Q_1, Q_2, Q_{12} in the cost function

$$x^T Q_1 x + 2x^T Q_{12} u + u^T Q_2 u$$

Rules of thumb:

- Put $Q_{12} = 0$ and make Q_1 , Q_2 diagonal
- Make the diagonal elements equal to the inverse value of the square of the allowed deviation:

$$\begin{aligned} \mathbf{x}(t)^T \mathbf{Q}_1 \mathbf{x}(t) + \mathbf{u}(t)^T \mathbf{Q}_2 \mathbf{u}(t) \\ &= \left(\frac{\mathbf{x}_1(t)}{\mathbf{x}_1^{\max}}\right)^2 + \dots + \left(\frac{\mathbf{x}_n(t)}{\mathbf{x}_n^{\max}}\right)^2 + \left(\frac{\mathbf{u}_1(t)}{\mathbf{u}_1^{\max}}\right)^2 + \dots + \left(\frac{\mathbf{u}_m(t)}{\mathbf{u}_m^{\max}}\right)^2 \end{aligned}$$

Position error control

Response of $x_1(k), x_3(k), u(k) = -Lx(k)$ on impulse disturbance in F. $Q_1 = \text{diag}\{\rho, 0, \rho, 0\}$ ($\rho = 0, 1, 10, 100$), $Q_{12} = 0, Q_2 = 1$. Large $\rho \Rightarrow$ fast response but large control signal.



Recall the main result of LQG

Given white noise (v_1, v_2) with intensity R and the linear plant

$$\begin{cases} \dot{x}(t) = Ax(t) + Bu(t) + Nv_1(k) \\ y(t) = Cx(t) + v_2(t) \end{cases} \qquad \qquad R = \begin{bmatrix} R_1 & R_{12} \\ R_{12}^T & R_2 \end{bmatrix}$$

consider controllers of the form $u = -L\hat{x}$ with $\frac{d}{dt}\hat{x} = A\hat{x} + Bu + K[y - C\hat{x}]$. The stationary variance

$$\mathbf{E}\left(x^{T}Q_{1}x+2x^{T}Q_{12}u+u^{T}Q_{2}u\right)$$

is minimized when

$$\begin{split} & K = (PC^T + NR_{12})R_2^{-1} \qquad L = Q_2^{-1}(SB + Q_{12})^T \\ & 0 = Q_1 + A^TS + SA - (SB + Q_{12})Q_2^{-1}(SB + Q_{12})^T \\ & 0 = NR_1N^T + AP + PA^T - (PC^T + NR_{12})R_2^{-1}(PC^T + NR_{12})^T \end{split}$$

The minimal variance is

 $\operatorname{tr}(SNR_1N^T) + \operatorname{tr}[PL^T(B^TSB + Q_2)L]$

Open loop response



Velocity error or position error?

Minimize $\mathbf{E}[x_2(k)^2 + x_4(k)^2 + u(k)^2]$ or $\mathbf{E}[x_1(k)^2 + x_3(k)^2 + u(k)^2]$?



When only velocity is penalized, a static position error remains

Position+velocity error control

To reduce oscillations, penalize also velocity error. Comparision between $Q_1 = \text{diag}\{100, 0, 100, 0\}$ and $Q_1 = \text{diag}\{100, 100, 100, 100\}$.





Example — DC-motor

$$\begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \end{bmatrix} = \underbrace{\begin{bmatrix} 0 & 0 \\ 1 & -1 \end{bmatrix}}_{y=x_2+v_2} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} + \underbrace{\begin{bmatrix} 20 \\ 0 \end{bmatrix}}_{u=x_2+v_1} u + \underbrace{\begin{bmatrix} 20 \\ 0 \end{bmatrix}}_{u=x_2+v_2} v_1 u + v_1$$

Minimization of $\mathbf{E}(|z_1|^2 + |z_2|^2)$ is the LQG problem defined by

$$Q_1 = \begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix}$$
 $Q_2 = 1$ $R = \begin{bmatrix} R_1 & 0 \\ 0 & R_2 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$

Solving the Riccati equations gives the optimal controller

$$\frac{d}{dt}\hat{x} = (A - BL)\hat{x} + K[y - C\hat{x}] \qquad u = -L\hat{x}$$

where

 $L = \begin{bmatrix} 0.2702 & 0.7298 \end{bmatrix}$

Example — DC-motor

 $K = \begin{bmatrix} 20.0000\\ 5.4031 \end{bmatrix}$

To remove static errors in the output we penalize also z_3 :



The transfer matrix from (v_1, v_2) to (z_1, z_2, z_3) is

$$G_{zv}(s) = \begin{bmatrix} \frac{P}{1+PC} & \frac{-PC}{1+PC} \\ \frac{1}{1+PC} & \frac{-C}{1+PC} \\ \frac{P}{s(1+PC)} & \frac{-PC}{s(1+PC)} \end{bmatrix}$$

Bode magnitude plots after optimization



Alternative norms for optimization



 H_{∞} optimal control:

Minimize $\max_{\omega} \|G_{zv}(i\omega)\|$

Bode magnitude plots after optimization



Nonzero static gain in $\frac{P}{1+PC}$ indicates poor disturbance rejection

Extended DC-motor model

With the model

$$\begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \\ \dot{x}_3 \end{bmatrix} = \underbrace{\begin{bmatrix} 0 & 0 & 0 \\ 1 & -1 & 0 \\ 0 & 1 & 0 \end{bmatrix}}_{y = x_2 + v_2} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} + \underbrace{\begin{bmatrix} 20 \\ 0 \\ 0 \end{bmatrix}}_{B_0} u + \underbrace{\begin{bmatrix} 20 & 0 \\ 0 & 0 \\ 0 & 1 \end{bmatrix}}_{0} \underbrace{\begin{bmatrix} v_{1_0} \\ v_{2_1} \end{bmatrix}}_{v_2}$$

minimization of $|x_2|^2 + |x_3|^2 + |u|^2$ gives the optimal controller

$$\frac{d}{dt}\hat{x}_{e} = (A_{e} - B_{e}L_{e})\hat{x}_{e} + K_{e}[y - C_{e}\hat{x}_{e}] \qquad u = -L\hat{x}$$

where

$$\begin{array}{c} C_{\rm e} = \begin{bmatrix} 0.0000 & 1.0000 & 0.0000 \end{bmatrix} \\ L_{\rm e} = \begin{bmatrix} 0.3162 & 1.0000 & 1.0000 \end{bmatrix} \qquad K_{\rm e} = \begin{bmatrix} 20.0000 \\ 5.4031 \\ 1.0000 \end{bmatrix}$$

Summary of LQG

Advantages

- Works fine with multi-variable models
- Observer structure ties to reality
- Always stabilizing
- Guaranteed robustness in state feeback case
- Well developed theory

Disadvantages

- High order controllers
- Sometimes hard to choose weights

Linear Quadratic Game Problems

Notice that $\max_{\omega} \|G_{zv}(i\omega)\| \leq \gamma$ if and only if

 $|z|^2-\gamma^2|v|^2\leq 0$

for all solutions to the system equations.

The H_{∞} optimal control problem with $|z|^2 = x^T Q_1 x + u^T Q_2 u$ can be restated in terms of linear quadratic games of the form

$$\min_{u} \max_{v} (x^T Q_1 x + u^T Q_2 u - \gamma^2 |v|^2)$$

These can be solved using Riccati equations, just like LQG.

Example: Wind Farm Control

A wind farm is controlled to minimize structural loads subject to fixed power production:

Minimize
$$\mathbf{E}\sum_{k}(x_{k}^{2}+u_{k}^{2})$$

subject to $u_1 + \ldots + u_n = 0$ and

$$\begin{cases} \dot{x}_1 = -x_1 + u_1 + w_1 \\ \vdots \\ \dot{x}_n = -x_n + u_n + w_n \end{cases}$$

Compare the solutions for n = 1, n = 2, n = 10 and n = 100.