

Lecture 9: Control I.5

Professor Katie Driggs-Campbell

February 15, 2024

ECE484: Principles of Safe Autonomy



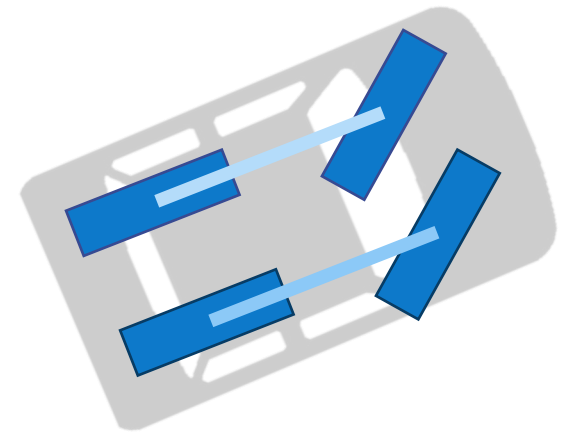
Administrivia

- Project Intros
 - ~~2/13 Field trip 1 to high bay to see the GEM~~
 - 2/15 Field trip 2 to see F1 tenth cars
 - 2/20 Simulation project walkthrough
- MP2 released Friday 2/16
- Upcoming due dates:
 - HW1 and MP1 due Friday 2/23
 - HW2 and MP2 due Friday 3/01
 - Project Pitches in class 3/05 and 3/07
- Bonus MP in April



Simple vehicle model: Dubin's car

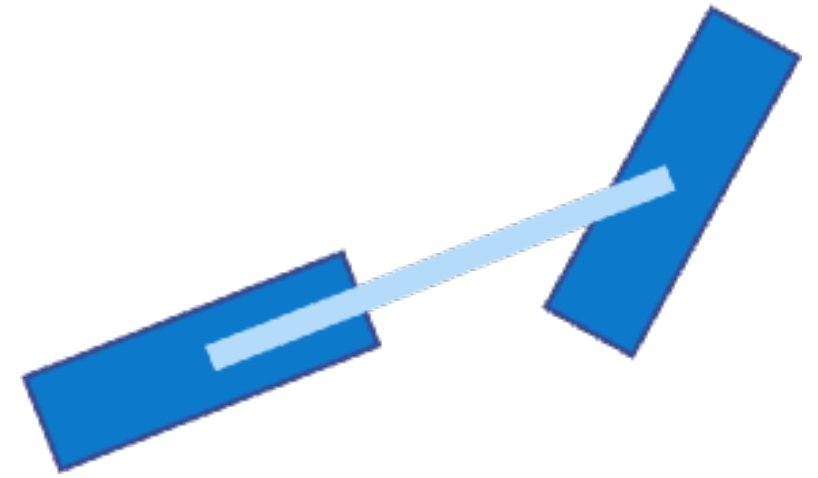
- Key assumptions
 - Front and rear wheel in the plane in a stationary coordinate system
 - Steering input, front wheel steering angle δ
 - No slip: wheels move only in the direction of the plane they reside in
- Zeroing out the accelerations perpendicular to the plane in which the wheels reside, we can derive simple equations



Reference: Paden, Brian, Michal Cap, Sze Zheng Yong, Dmitry S. Yershov, and Emilio Frazzoli. 2016. A survey of motion planning and control techniques for self-driving urban vehicles. IEEE Transactions on Intelligent Vehicles 1 (1): 33–55.



Dubin's Car



Many more advanced models...

[Kinematic] Bicycle Model

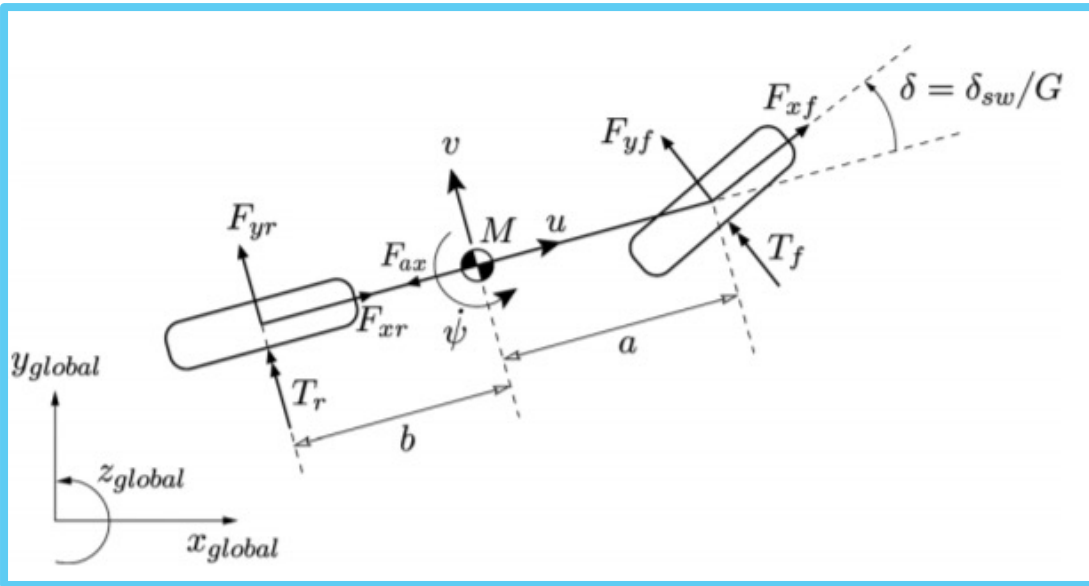


Image Credit and Reference: J.P. Timings and D.J. Cole. "Minimum maneuver time calculation using convex optimization." *Journal of Dynamic Systems, Measurement, and Control* 135.3 (2013).

[Dynamic] Tire Models

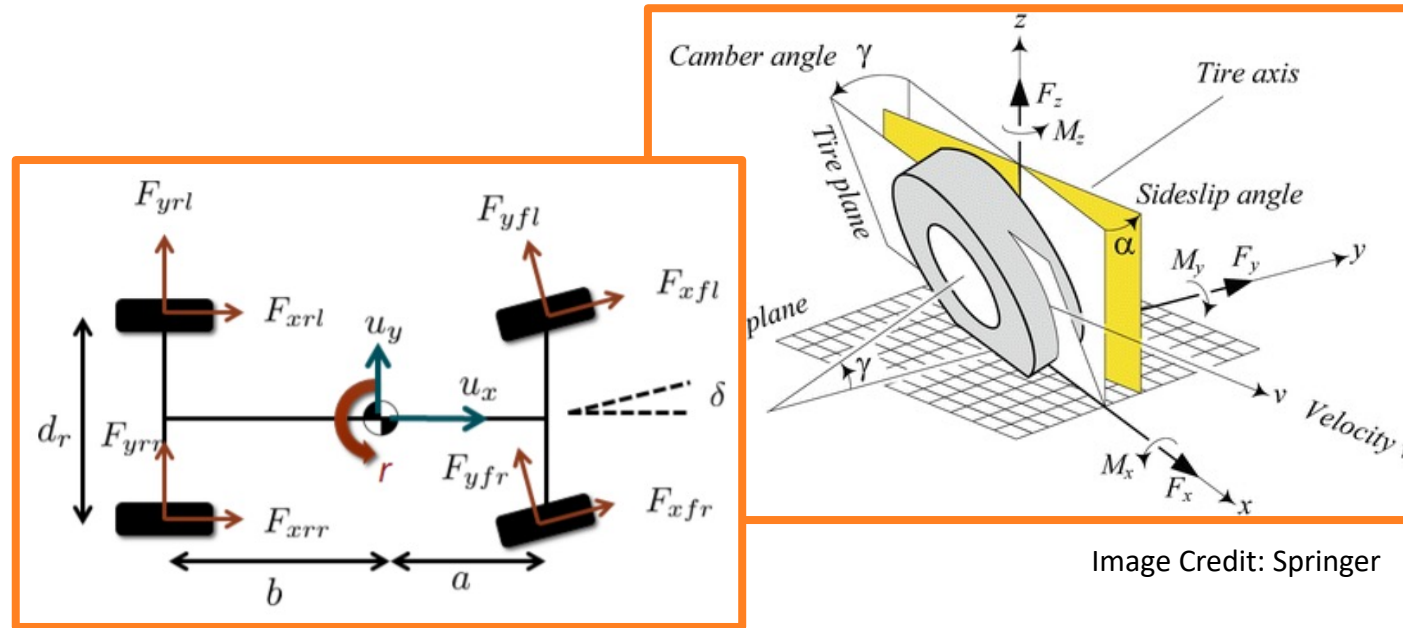
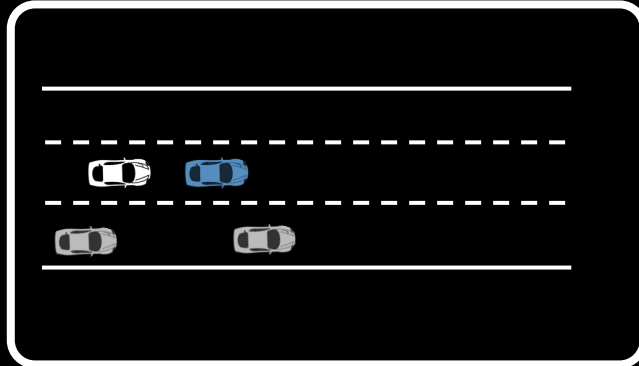


Image Credit: Springer

Image Credit and Reference: J.K. Subosits and J.C. Gerdes. "Impacts of Model Fidelity on Trajectory Optimization for Autonomous Vehicles in Extreme Maneuvers." *IEEE Transactions on Intelligent Vehicles*, 2021.



Dynamical system models



Nonlinear dynamics

Generally, nonlinear ODEs do not have closed form solutions!

Dubin's car model

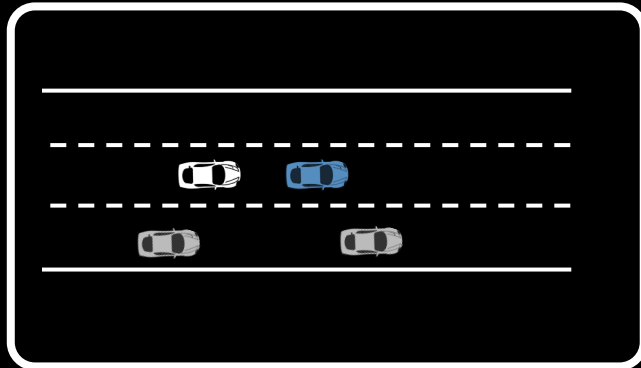
$\dot{v} = a$	Speed
$\frac{ds_x}{dt} = v \cos(\psi)$	Horizontal position
$\frac{ds_y}{dt} = v \sin(\psi)$	Vertical position
$\frac{d\delta}{dt} = v\delta$	Steering angle
$\frac{d\psi}{dt} = \frac{v}{l} \tan(\delta)$	Heading angle

Physical plant

$\frac{dx}{dt} = f(x, u)$	System dynamics
$x[t + 1] = f(x[t], u[t])$	
$x = [v, s_x, s_y, \delta, \psi]$	State variables
$u = [a, v_\delta]$	Control inputs



Nonlinear hybrid dynamics



Physical plant

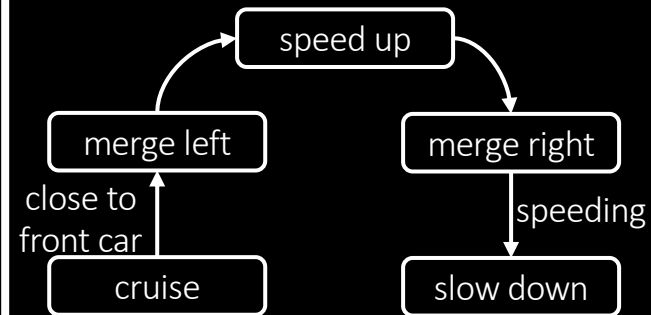
$$\frac{dx}{dt} = f(x, u) \quad \text{System dynamics}$$

$$x[t + 1] = f(x[t], u[t])$$

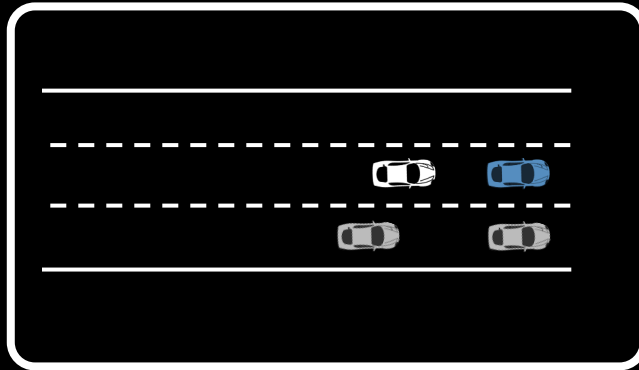
$$x = [v, s_x, s_y, \delta, \psi] \quad \text{State variables}$$

$$u = [a, v_\delta] \quad \text{Control inputs}$$

Decision and control software

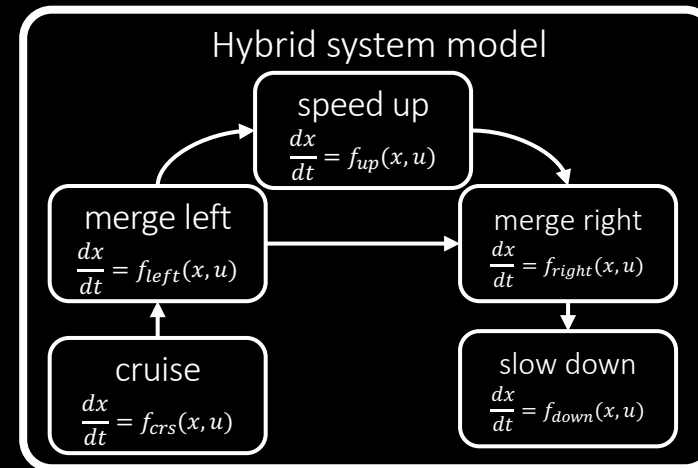
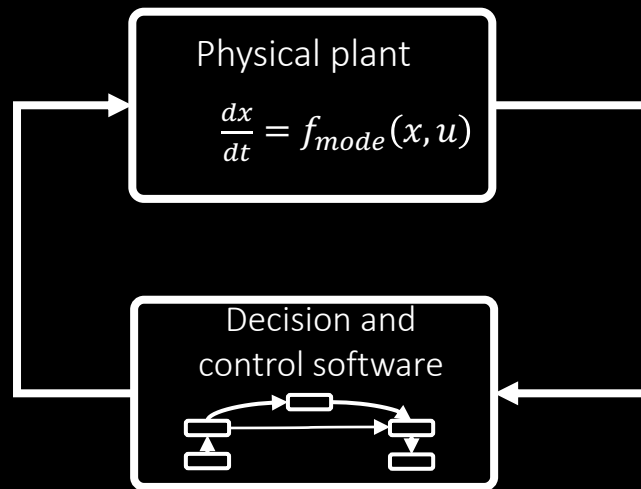


Typical system models



Nonlinear *hybrid* dynamics

Interaction between computation and physics can lead to unexpected behaviors

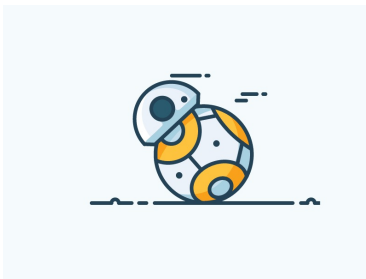


Dynamical Systems Model

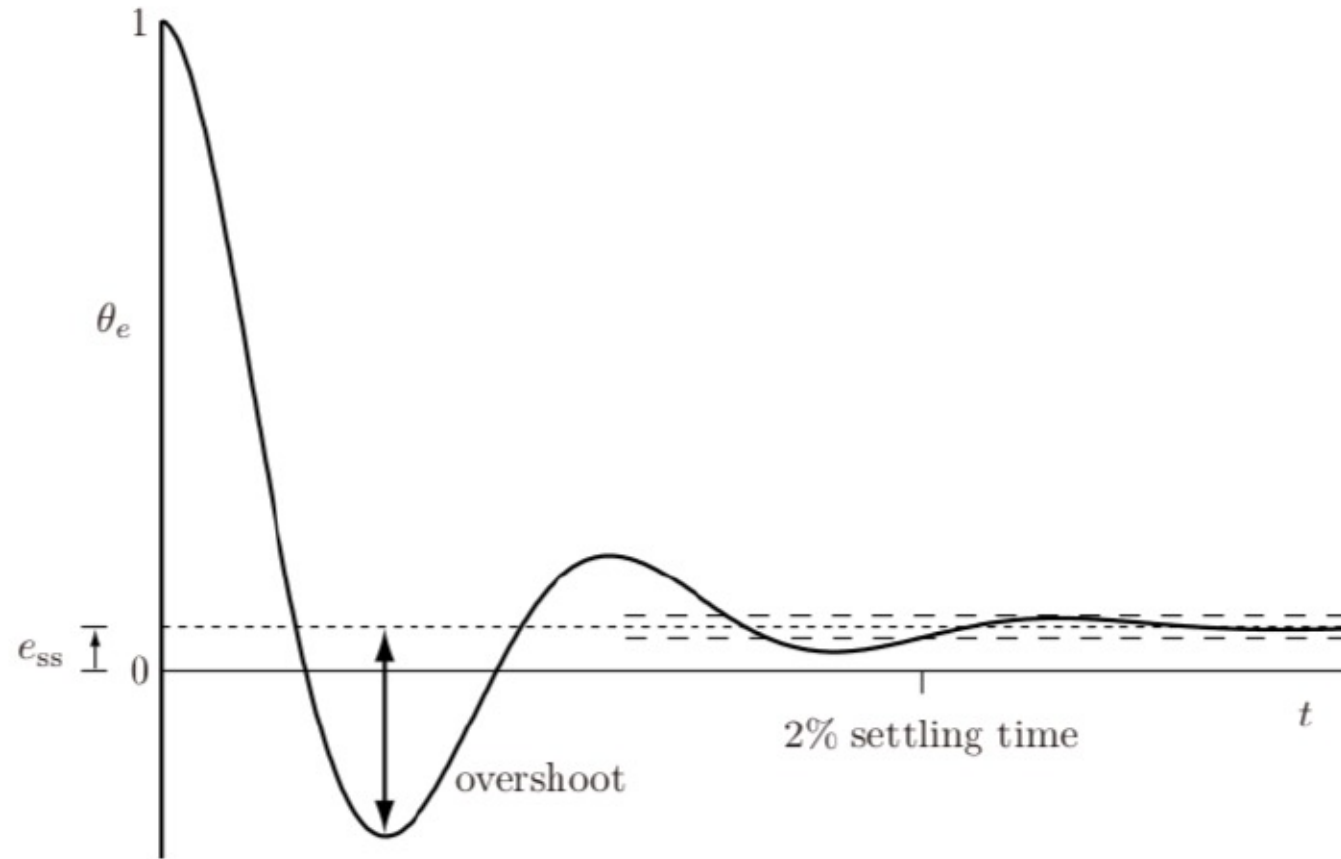
Describe behavior in terms of instantaneous laws:

$$\frac{dx(t)}{dt} = \dot{x}(t) = f(x(t), u(t))$$

where $t \in \mathbb{R}$, $x(t) \in \mathbb{R}^n$, $u(t) \in \mathbb{R}^m$, and $f: \mathbb{R}^n \times \mathbb{R}^m \rightarrow \mathbb{R}^n$ gives the dynamics / transition function



Error Dynamics

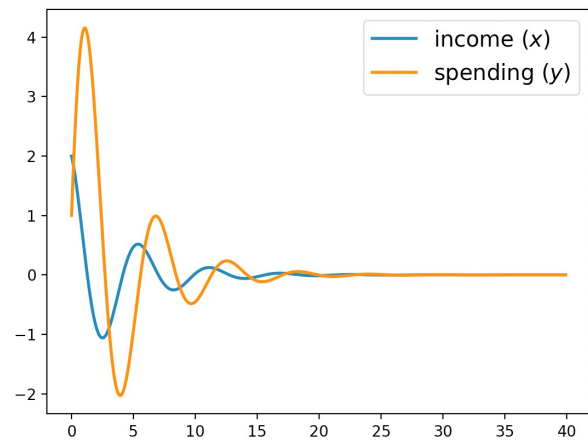
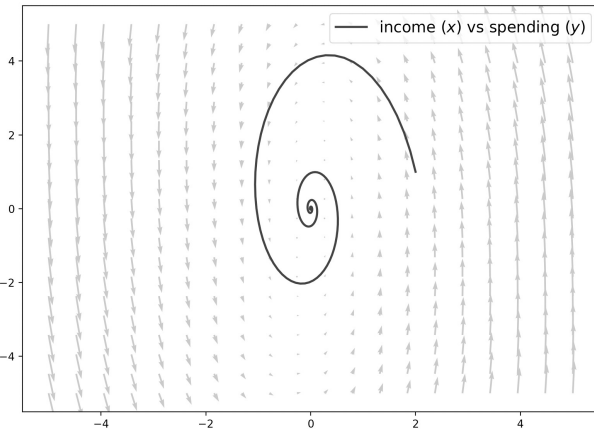


Examples

$$\begin{bmatrix} \dot{x}_2 \\ \dot{x}_1 \end{bmatrix} = \begin{bmatrix} -1/4 & -2/5 \\ 3 & -1/4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$\lambda_1 = -0.25 - i1.10$$

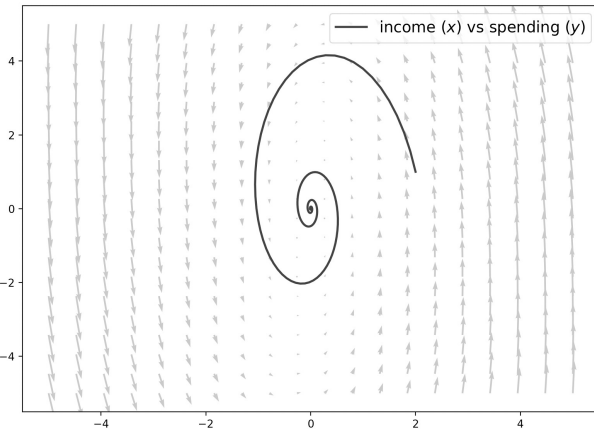
$$\lambda_2 = -0.25 + i1.10$$



Examples

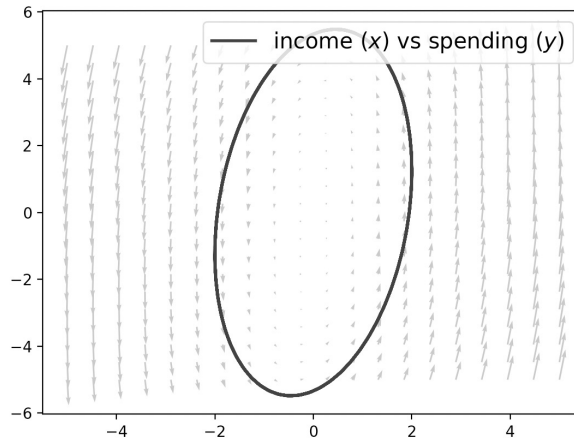
$$\begin{bmatrix} \dot{x}_2 \\ \dot{x}_1 \end{bmatrix} = \begin{bmatrix} -1/4 & -2/5 \\ 3 & -1/4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$\lambda_1 = -0.25 - i1.10$$
$$\lambda_2 = -0.25 + i1.10$$



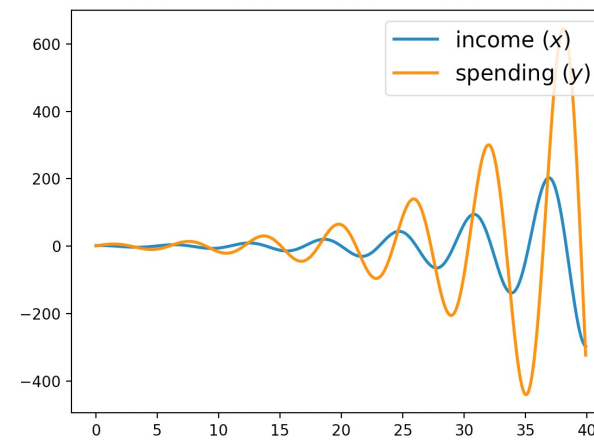
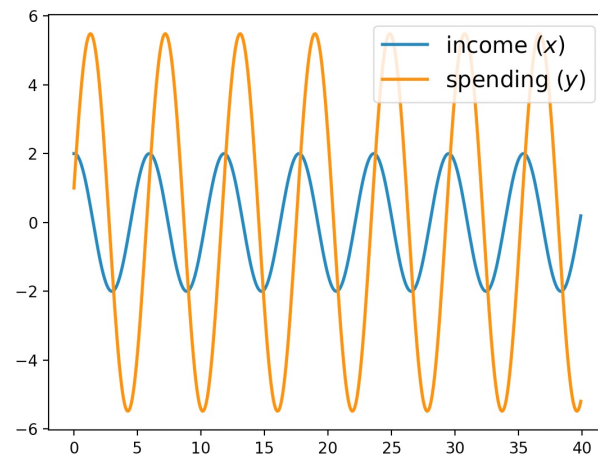
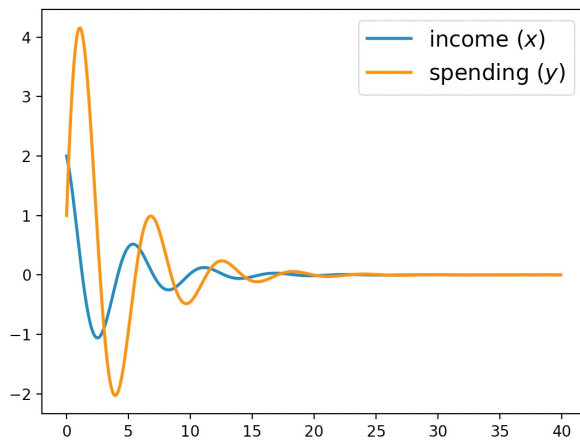
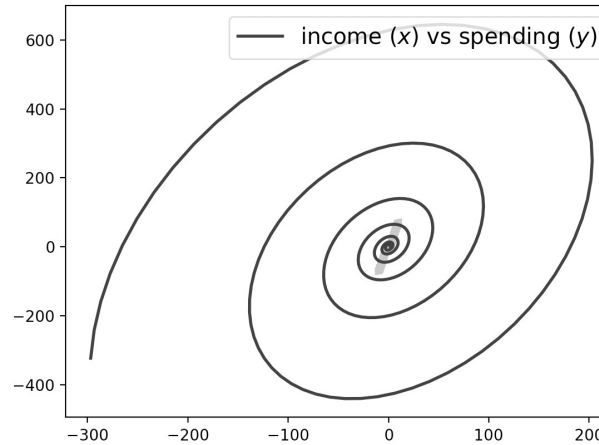
$$\begin{bmatrix} \dot{x}_2 \\ \dot{x}_1 \end{bmatrix} = \begin{bmatrix} 1/4 & -2/5 \\ 3 & -1/4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$\lambda_1 = +i0.1066$$
$$\lambda_2 = -i0.1066$$



$$\begin{bmatrix} \dot{x}_2 \\ \dot{x}_1 \end{bmatrix} = \begin{bmatrix} 1/2 & -2/5 \\ 3 & -1/4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$\lambda_1 = 0.125 + i1.029$$
$$\lambda_2 = -0.125 - i1.029$$

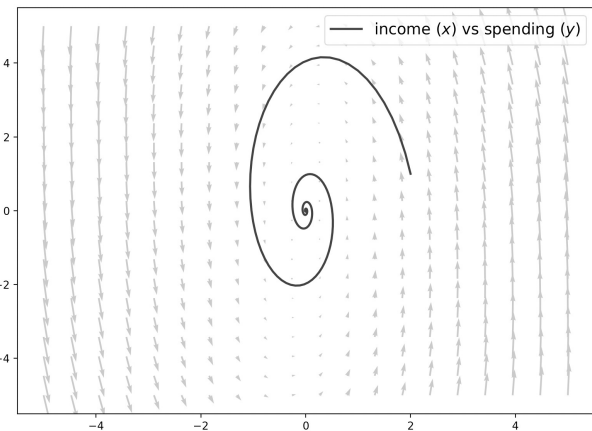


Examples

$$\begin{bmatrix} \dot{x}_2 \\ \dot{x}_1 \end{bmatrix} = \begin{bmatrix} -1/4 & -2/5 \\ 3 & -1/4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$\lambda_1 = -0.25 - i1.10$$

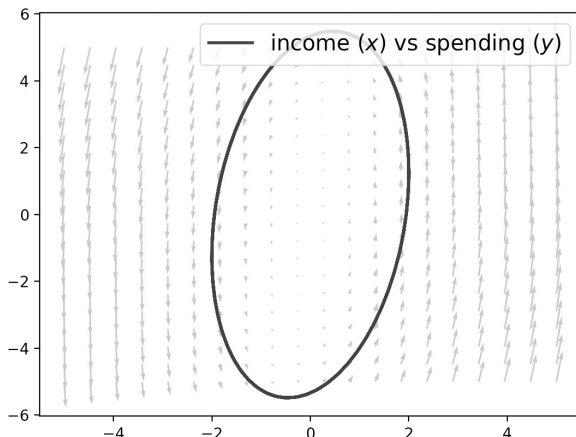
$$\lambda_2 = -0.25 + i1.10$$



$$\begin{bmatrix} \dot{x}_2 \\ \dot{x}_1 \end{bmatrix} = \begin{bmatrix} 1/4 & -2/5 \\ 3 & -1/4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$\lambda_1 = +i0.1066$$

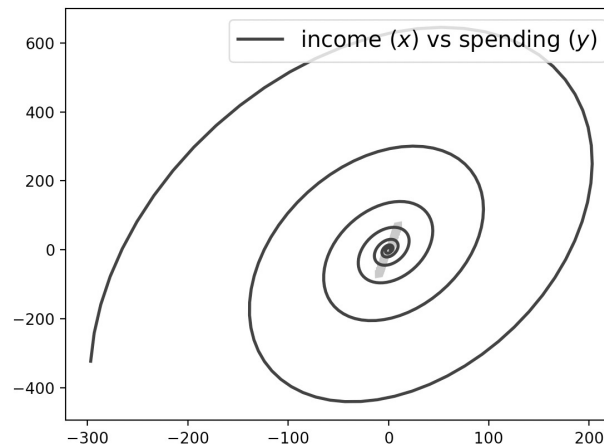
$$\lambda_2 = -i0.1066$$



$$\begin{bmatrix} \dot{x}_2 \\ \dot{x}_1 \end{bmatrix} = \begin{bmatrix} 1/2 & -2/5 \\ 3 & -1/4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$\lambda_1 = 0.125 + i1.029$$

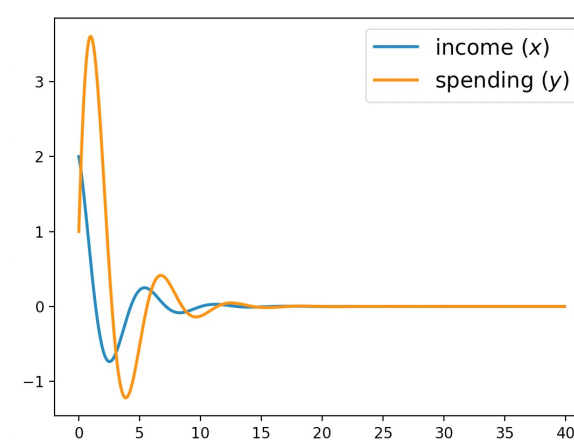
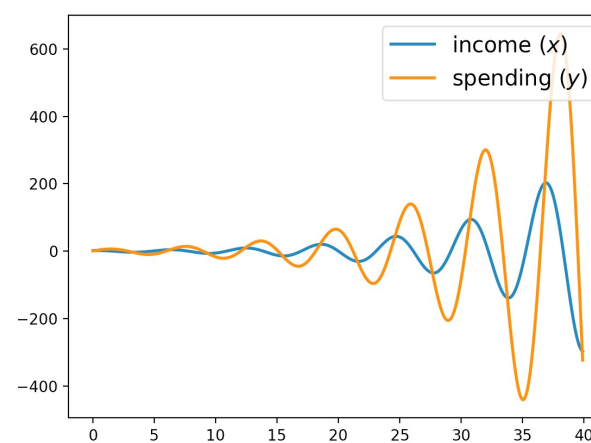
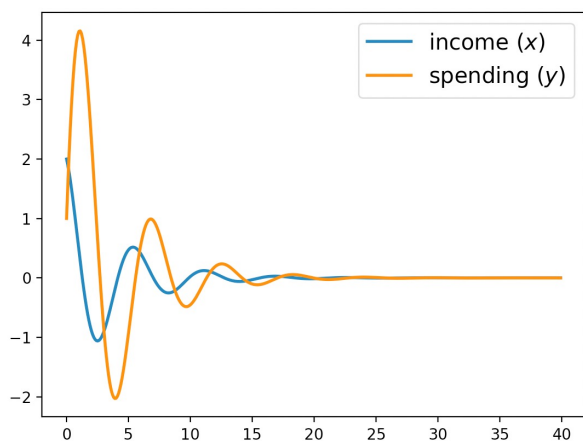
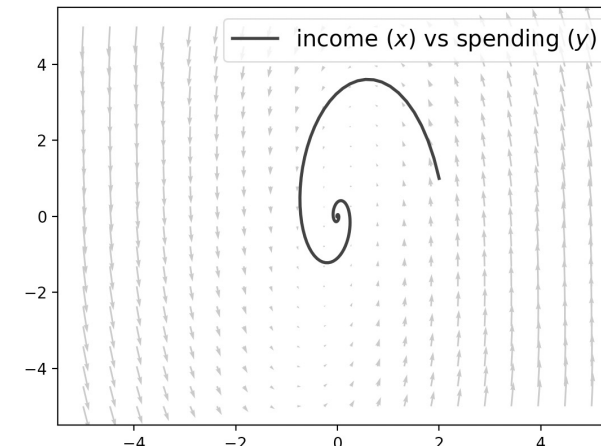
$$\lambda_2 = -0.125 - i1.029$$



$$\begin{bmatrix} \dot{x}_2 \\ \dot{x}_1 \end{bmatrix} = \begin{bmatrix} -1/4 & -2/5 \\ 3 & -1/2 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$\lambda_1 = -0.375 - i1.088$$

$$\lambda_2 = -0.375 + i1.088$$



Summary

- Dynamical systems models allow us to reason about low-level behaviors of systems and determine what is and is not feasible
 - Typically required to design controllers!
- Discussed a few types of models from simple to complex
- Introduced error dynamics as a way to think about designing controllers
- *Next time:* Look at simple PID control design for trajectory following

