# CONTROL USING MAXIMUM AVAILABLE FEEDBACK 

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## Overview

Maximum Available Feedback is max loop gain over a specified bandwidth for given stability margins, in a single loop feedback system
Developed by Bode for Electronic Amplifiers, using Asymptotic Approximations
But, appropriate for Control to have high loop gain
Also, is a good example of a non-trivial controller
Paper shows how to approach design from a control perspective, using novel analysis of Bode's asymptotes

## Frequency Shape for Bode's Design

Uncompensated System: gain $=1 @ \omega_{\mathrm{a}}$; slope is -n


Specify
$\omega_{0}=\mathrm{bw}$
x = Gain
Margin
y = Rel
Phase
Margin
Slope $-2(1-y) \rightarrow$ Phase $=-180+$ PM; 'Bode Step' $\omega_{\mathrm{d}} . . \omega_{\mathrm{c}}$ : cancel phase due to - n slope
Gain 'curves up' to double bandwidth
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## Loop Transfer Function - 3 Parts

Design produces transfer function round loop
Curved Part : low freq response
Bode's irrational element awkward, so use
Second Order Element, corner freq $\omega_{0}$
In effect slope -2 from $\omega_{\mathrm{o}}$ to $-2(1-\mathrm{y})$ slope
Lead Lag(s) to approximate slope $-2(1-y)$
from $\omega_{d} / m$ to Bode Step ( at $\omega_{d}$ )
Double Lead for Bode Step at $\omega_{\mathrm{d}}$
Then $n$ Lags at $\omega_{c}$
Controller in Series with UnComp for Loop TF

## Transfer Functions

Loop TF: $\frac{\text { GMax }}{\mathrm{s}^{2} / \omega_{\mathrm{O}}^{2}+\mathrm{s} / \omega_{\mathrm{O}}+1} \frac{1+\mathrm{s} / \omega_{1}}{1+\mathrm{s} / \omega_{2}} \frac{\left(1+\mathrm{s} / \omega_{\mathrm{d}}\right)^{2}}{\left(1+\mathrm{s} / \omega_{\mathrm{C}}\right)^{\mathrm{n}}}$
GMax $($ in dB$)=40(1-\mathrm{y}) \log _{10}\left(\frac{4(1-\mathrm{y})}{\mathrm{n}} 10^{20 \mathrm{n}} \frac{\omega_{\mathrm{a}}}{\omega_{\mathrm{o}}}\right)-\mathrm{x}$
If, over bandwidth, slope to be -1 , so $\mathrm{O}_{\mathrm{ss}}=0$ to step
Loop TF: $\frac{\mathrm{GMax} * \omega_{\mathrm{O}}}{\mathrm{s}\left(1+\mathrm{s} / \omega_{\mathrm{o}}\right)} \frac{1+\mathrm{s} / \omega_{1}}{1+\mathrm{s} / \omega_{2}} \frac{\left(1+\mathrm{s} / \omega_{\mathrm{d}}\right)^{2}}{\left(1+\mathrm{s} / \omega_{\mathrm{C}}\right)^{\mathrm{n}}}$
If $-2(1-y)$ slope over large range, use more LeadLags
Can also cope with sampling and hence Time Delay

## Applying to Control

Electronics: large d.c. gain, so $\omega_{\mathrm{a}}$ at high freq, after most corner freqs, and order, n , is high method needed to stabilise system
Control : d.c. gain may be less than 1: no $\omega_{a}$ or small, most corner freqs after $\omega_{\mathrm{a}}$
Also, often specify Control in terms of step response BUT, good for Control to have high loop gain (output largely unaffected by disturbance or by changes in parameters of device under control)

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## Approach

Loop TF will have high d.c. loop gain
To implement need an amplifier
Thus include in 'uncompensated system' both the device to be controlled AND a 'virtual' amplifier
Gain of the amplifier affects $\omega_{\mathrm{a}}$
Also approx relationship exists between TimeToPeak $\left(\mathrm{T}_{\mathrm{pk}}\right)$ to Step and $\omega_{\mathrm{d}}$ (and hence $\omega_{\mathrm{a}}$ ) in terms of phase margin which is related to \%overshoot (\%os)
So, from $\%$ os and $T_{p k}$, assuming typical gain margin, estimate $\omega_{\mathrm{a}}$ and gain of virtual amplifier $\rightarrow$ design

## Details

Uses second order correlations; $\zeta$ = damping ratio

$$
\mathrm{PM} \sim 100 \zeta \quad \mathrm{~T}_{\mathrm{pk}}=\frac{\pi}{\omega_{\mathrm{rf}} \sqrt{1-\zeta^{2}}} \quad \% \mathrm{os}=100 * \mathrm{e}^{-\frac{\pi \zeta}{\sqrt{1-\zeta^{2}}}}
$$

$\omega_{\mathrm{rf}}$ where closed loop gain max; when slope is $-2(1-y)$
Assume Loop TF is $\frac{\mathrm{K}}{(j \omega)^{2(1-y)}} \quad \mathrm{K}=10^{-\frac{x}{20}} * \omega_{d}^{2(1-y)}$
$\omega_{\mathrm{rf}} \approx \omega_{\mathrm{d}}\left(10^{-\frac{\mathrm{x}}{20}} \cos (\pi \mathrm{y})\right)^{\frac{1}{2(1-\mathrm{y})}}:$ typically $\approx 0.2 \omega_{\mathrm{d}}$
Choose suitable $\omega_{o}$ best if $m$, freq range of $-2(1-y),>50$

## Examples

Speed Control of Motor and associated Power Amp

$$
\mathrm{H}(\mathrm{~s})=\frac{2}{(1+\mathrm{s} / 6)(1+\mathrm{s} / 40)(1+\mathrm{s} / 80)}
$$

$\mathrm{GM}=15 \mathrm{~dB}, \mathrm{PM}=45^{\circ}(\sim 20 \% \mathrm{o} / \mathrm{s}) \mathrm{T}_{\mathrm{pk}}=0.1 \mathrm{~s}$.
$\omega_{\mathrm{rf}} \sim 35 \mathrm{rad} / \mathrm{s} \omega_{\mathrm{d}} \sim 140 \mathrm{rad} / \mathrm{s} \omega_{\mathrm{c}} \sim 280 \mathrm{rad} / \mathrm{s} \omega_{\mathrm{a}} \sim 158 \mathrm{rad} / \mathrm{s}$
Virtual amplifier: gain = 122 corner freq $=600 \mathrm{rad} / \mathrm{s}$.
If $\omega_{\mathrm{o}}=0.3 \mathrm{rad} / \mathrm{s},-2(1-\mathrm{y})$ over freq range $58=2^{1-1 / \mathrm{y}} \frac{\omega_{\mathrm{d}}}{\omega_{\mathrm{o}}}$
Do design, PM low (asymptotic approx), so redesign; \%os tends to be high, so design again

## Results

Also did Position Control (H(s) extra 1/s term) [d..f], and Computer Control hence with time delay $[\mathrm{g}]$ )

|  | GMax | GM | PM | $\omega_{\mathrm{rf}}$ | $\mathrm{T}_{\mathrm{pk}}$ | $\mathrm{O}_{\text {ss }}$ | $\%$ os | Tset |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| a | 330.7 | 17.8 | 36.8 | 37.12 | 0.061 | 0.997 | 42.1 | 0.23 |
| b | 263.4 | 15.0 | 44.6 | 43.22 | 0.053 | 0.996 | 31.1 | 0.18 |
| c | 168.8 | 15.4 | 53.1 | 32.21 | 0.055 | 0.994 | 20.3 | 0.25 |
| d | 346.7 | 15.6 | 36.9 | 43.54 | 0.058 | 1.000 | 41.9 | 0.18 |
| e | 249.7 | 15.7 | 45.0 | 31.75 | 0.060 | 1.000 | 31.1 | 0.14 |
| f | 189.8 | 12.6 | 52.1 | 32.06 | 0.048 | 1.000 | 19.5 | 0.24 |
| g | 110.0 | 15.6 | 56.7 | 19.79 | 0.093 | 0.991 | 20.2 | 0.26 |

## Pos $_{3}$ Ctrl: Bode Gain/Phase; Step, CLDist



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## Conclusion

Maximum Available Feedback is a good example of a non trivial design method
Although developed for Electronic Amplifiers, have shown how it can be applied for Control
It thus could fit into a Control Engineering syllabus
Other work: better ways of achieving PM (adjusting asymptotes), and selecting number of LeadLags: can exceed Maximum Available Feedback!
Future Work : more detailed comparison with other design methods

