

# The bang-bang funnel controller

Stephan Trenn (joint work with Daniel Liberzon, UIUC)

Technomathematics group, University of Kaiserslautern, Germany

Arbeitstreffen SPP 1305 “Event based control”, München  
1. Oktober 2012

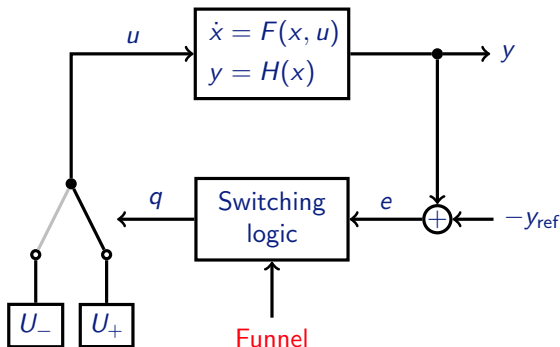


# Content



- 1 Introduction
- 2 Relative degree one case
- 3 Higher relative degree

# Feedback loop



Reference signal  $y_{\text{ref}} : \mathbb{R}_{\geq 0} \rightarrow \mathbb{R}$  sufficiently smooth



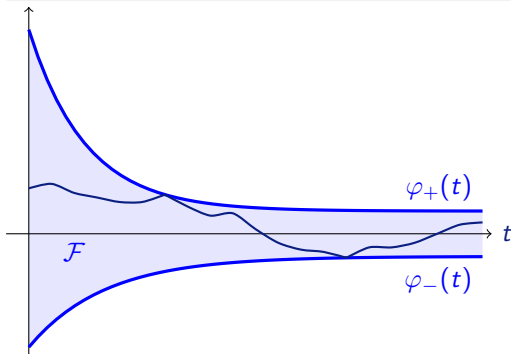
# The funnel

## Control objective

Error  $e := y - y_{\text{ref}}$  evolves within *funnel*

$$\mathcal{F} = \mathcal{F}(\varphi_-, \varphi_+) := \{ (t, e) \mid \varphi_-(t) \leq e \leq \varphi_+(t) \}$$

where  $\varphi_{\pm} : \mathbb{R}_{\geq 0} \rightarrow \mathbb{R}$  sufficiently smooth



- time-varying strict error bound
- transient behaviour
- practical tracking ( $|e(t)| < \lambda$  for  $t \gg 0$ )

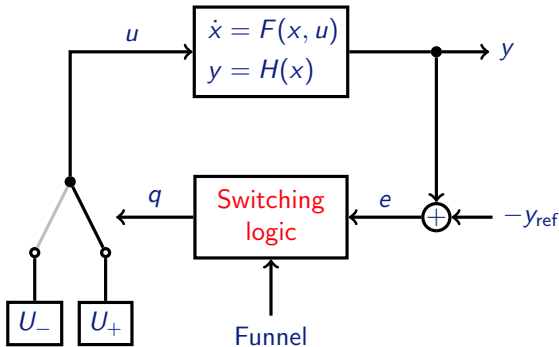


# The bang-bang funnel controller

Continuous Funnel Controller: Introduced by Ilchmann et al. in 2002

## New approach

Achieve control objectives with **bang-bang control**, i.e.  $u(t) \in \{U_-, U_+\}$





# Relative degree one

## Definition (Relative degree one)

$$\begin{array}{l} \dot{x} = F(x, u) \\ y = H(x) \end{array} \quad \cong \quad \begin{array}{l} \dot{y} = f(y, z) + \overbrace{g(y, z)}^{>0} u \\ \dot{z} = h(y, z) \end{array}$$

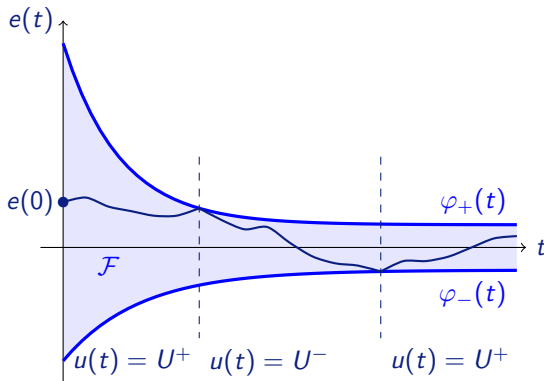
- Structural assumption
- $f, g, h$  can be unknown
- feasibility assumption (later) in terms of  $f, g, h$  and funnel

## Important property

$$u(t) \ll 0 \Rightarrow \dot{y}(t) \ll 0$$

$$u(t) \gg 0 \Rightarrow \dot{y}(t) \gg 0$$

# Switching logic





# Feasibility assumptions

$$\begin{aligned} \dot{y} &= f(y, z) + g(y, z)u, & y_0 &\in \mathbb{R} \\ \dot{z} &= h(y, z), & z_0 &\in Z_0 \subseteq \mathbb{R}^{n-1} \end{aligned}$$

$$Z_t := \left\{ z(t) \left| \begin{array}{l} z : [0, t] \rightarrow \mathbb{R}^{n-1} \text{ solves } \dot{z} = h(y, z) \text{ for some} \\ z^0 \in Z_0 \text{ and for some } y : [0, t] \rightarrow \mathbb{R} \\ \text{with } \varphi_-(\tau) \leq y(\tau) - y_{\text{ref}}(\tau) \leq \varphi_+(\tau) \\ \forall \tau \in [0, t] \end{array} \right. \right\}.$$

## Feasibility assumption

$$\forall t \geq 0 \quad \forall z_t \in Z_t : \begin{aligned} U_- &< \frac{\dot{\varphi}_+(t) + \dot{y}_{\text{ref}}(t) - f(y_{\text{ref}}(t) + \varphi_+(t), z_t)}{g(y_{\text{ref}}(t) + \varphi_+(t), z_t)} \\ U_+ &> \frac{\dot{\varphi}_-(t) + \dot{y}_{\text{ref}}(t) - f(y_{\text{ref}}(t) + \varphi_-(t), z_t)}{g(y_{\text{ref}}(t) + \varphi_-(t), z_t)} \end{aligned}$$





# Main result relative degree one

## Theorem (Bang-bang funnel controller, Liberzon & T. 2010)

*Relative degree one & Funnel & simple switching logic & Feasibility*

⇒

*Bang-bang funnel controller works:*

- *existence and uniqueness of global solution*
- *error remains within funnel for all time*
- *no zero behaviour*

Necessary knowledge:

- for controller implementation:
  - relative degree (one)
  - signals: error  $e(t)$  and funnel boundaries  $\varphi_{\pm}(t)$
- to check feasibility:
  - bounds on zero dynamics
  - bounds on  $f$  and  $g$
  - bounds on  $y_{\text{ref}}$  and  $\dot{y}_{\text{ref}}$
  - bounds on the funnel

# Content



- 1 Introduction
- 2 Relative degree one case
- 3 Higher relative degree**

Relative degree  $r$ Definition (Relative degree  $r$ )

$$\begin{aligned} \dot{x} = F(x, u) &\cong y^{(r)} = f(y, \dot{y}, \dots, y^{(r-1)}, z) + \overbrace{g(y, \dots, y^{(r-1)}, z)}^{>0} u \\ y = H(x) &\quad \dot{z} = h(y, \dot{y}, \dots, y^{(r-1)}, z) \end{aligned}$$

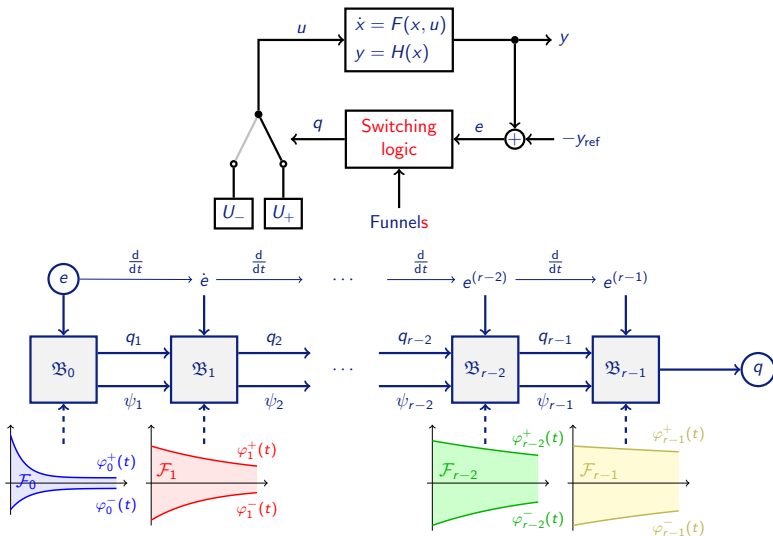
## Essential property

$$u(t) \ll 0 \Rightarrow y^{(r)}(t) \ll 0$$

$$u(t) \gg 0 \Rightarrow y^{(r)}(t) \gg 0$$

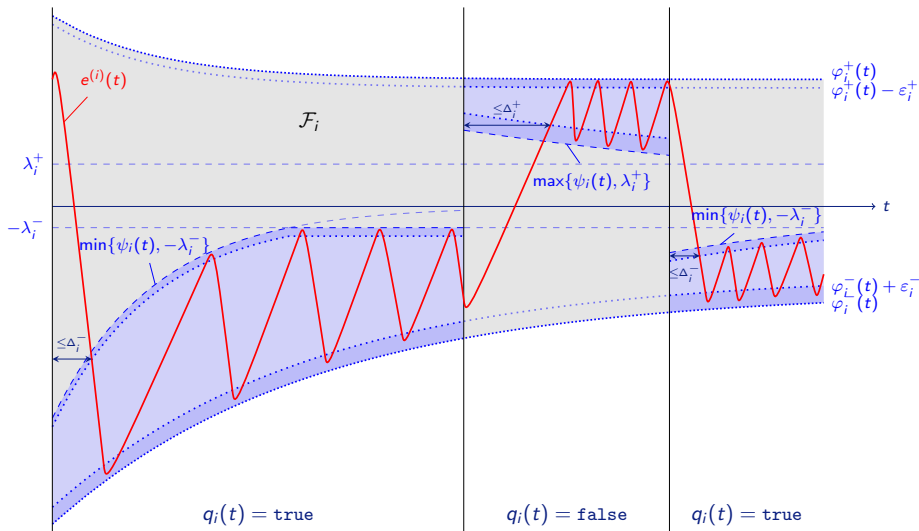


# Hierarchical structure of switching logic



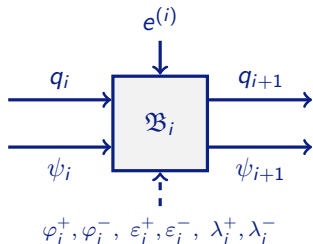


# Desired behaviour of block $\mathfrak{B}_i$





# Definition of the swichting logic

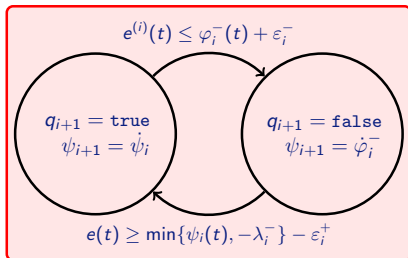


Goal of block  $\mathfrak{B}_i$ :

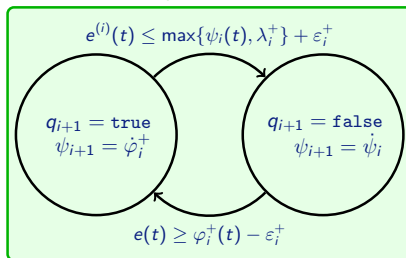
$$q_i = \text{true} \Rightarrow \begin{cases} \text{make } e^{(i)} \text{ smaller} \\ \text{than } \min\{\psi_i, -\lambda_i^-\}, \end{cases}$$

$$q_i = \text{false} \Rightarrow \begin{cases} \text{make } e^{(i)} \text{ bigger} \\ \text{than } \max\{\psi_i, \lambda_i^+\} \end{cases}$$

$q_1 = \text{true}$

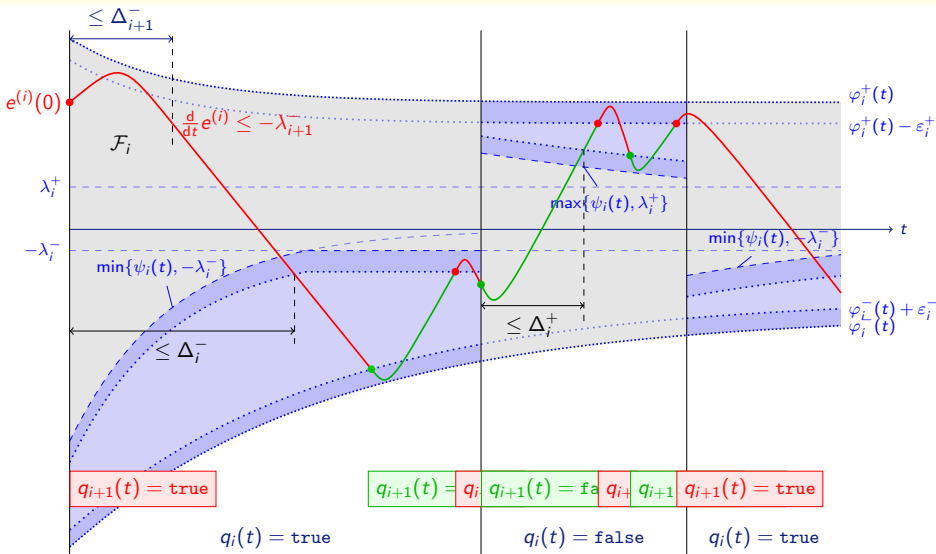


$q_1 = \text{false}$





# Illustration of switching logic





# Main result

## Theorem (Bang-bang funnel controller works, Liberzon & T. 2012)

*Feasibility assumptions:*

- *structural assumptions*
  - *relative degree  $r$*
  - *smoothness and boundedness of  $y_{\text{ref}}$*
- *funnels feasible*
  - *initial error values contained within funnels*
  - *sufficiently smooth funnel boundaries*
  - *funnel boundaries large enough*
- *settling times and safety distance compatible*
- *$U_+$  and  $U_-$  large enough*

⇒ *bang-bang funnel controller works.*

## Theorem (Feasibility)

*Mild assumptions on  $\mathcal{F}_0$  + BIBO of zero dynamics + boundedness of  $y_{\text{ref}}$*

⇒ *feasibility assumption satisfiable with sufficiently large  $U_+$  and  $U_-$*



Simulation for  $r = 4$ 

Example (academic), possible finite escape time:

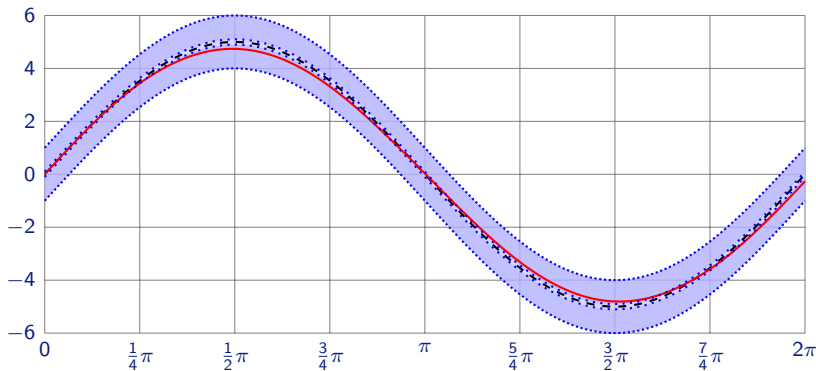
$$\begin{aligned}
 y^{(4)} &= z \ddot{y}^2 + e^z u, & y^{(i)}(0) &= y_{\text{ref}}^{(i)}(0), \quad i = 0, 1, 2, 3, \\
 \dot{z} &= z(a - z)(z + b) - cy, & z(0) &= 0, \\
 y_{\text{ref}}(t) &= 5 \sin(t)
 \end{aligned}$$

control parameters (constant funnels):

$$\begin{array}{llll}
 \varphi_0^+ = -\varphi_0^- \equiv 1, & \varepsilon_0^+ = \varepsilon_0^- = 0.9, & & \Delta_0^+ = \Delta_0^- = \infty, \\
 \varphi_1^+ = -\varphi_1^- \equiv 0.5, & \varepsilon_1^+ = \varepsilon_1^- = 0.1, & \lambda_1^+ = \lambda_1^- = 0, & \Delta_1^+ = \Delta_1^- = \Delta_0^\pm / 2 = \infty, \\
 \varphi_2^+ = -\varphi_2^- \equiv 0.5, & \varepsilon_2^+ = \varepsilon_2^- = 0.1, & \lambda_2^+ = \lambda_2^- = 0.2, & \Delta_2^+ = \Delta_2^- = 0.4, \\
 \varphi_3^+ = -\varphi_3^- \equiv 4.5, & \varepsilon_3^+ = \varepsilon_3^- = 0.1, & \lambda_3^+ = \lambda_3^- = 4, & \Delta_3^+ = \Delta_3^- = 0.1, \\
 & & \lambda_4^+ = \lambda_4^- = 102, & \Delta_4^+ = \Delta_4^- = 0.0001.
 \end{array}$$

$$U_+ = -U_- = 254$$

# Simulation results, tracking



Switching frequency: up to 1000 Hz  
Number of switches in total: about 2200



# Simulation results, error plots

