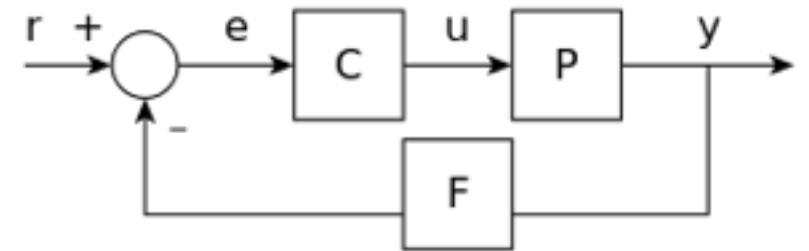
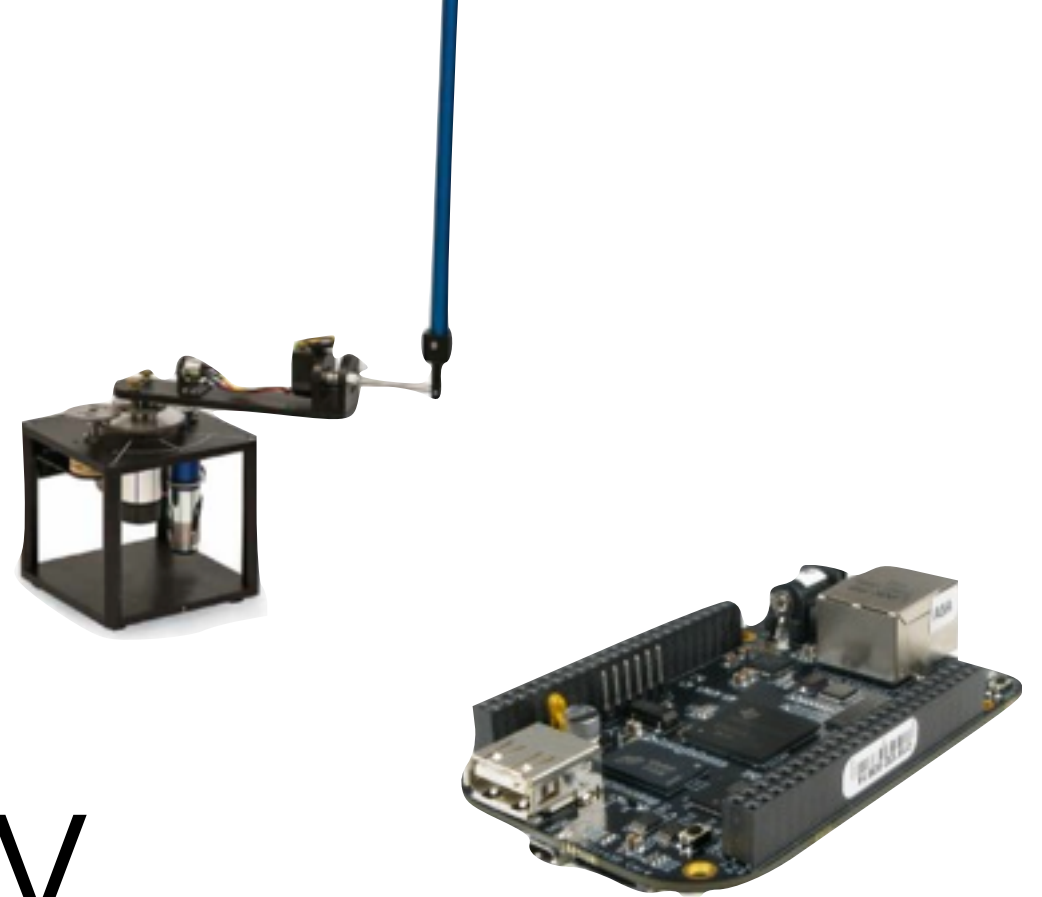


Pendulum + Beaglebone + Control Theory = Profit



Justin Pearson
IEEE Club
University of California, Santa Barbara
Nov 21, 2016



Outline

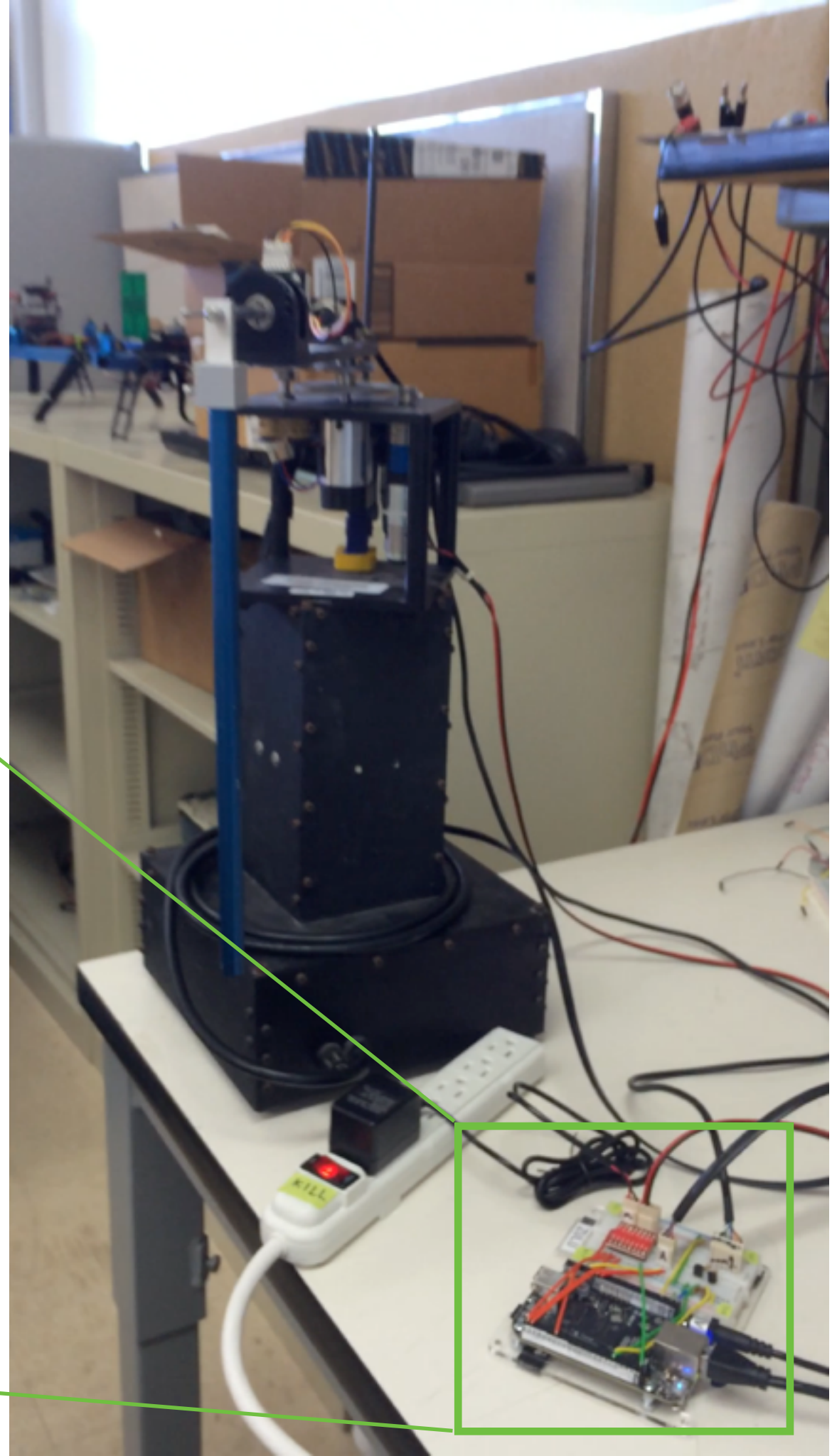
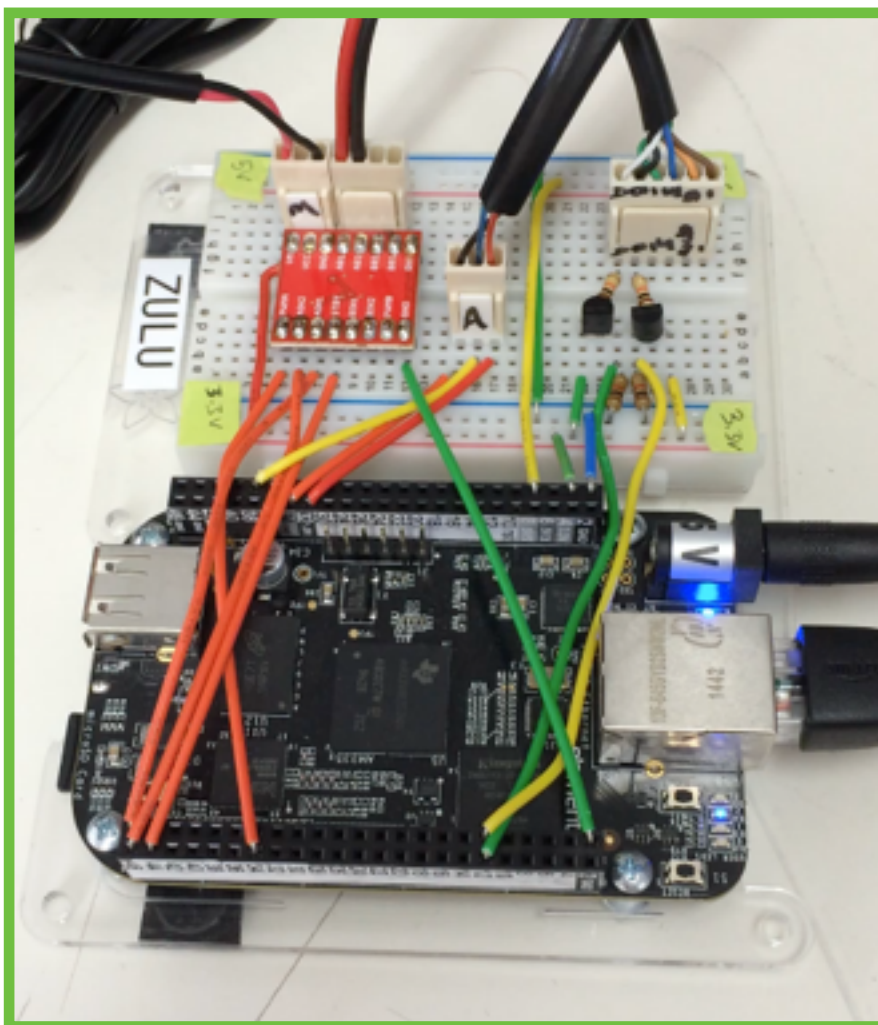
- **Omg Demo**
- Pendulum
- Beaglebone
- Control Theory

First:

omg demo

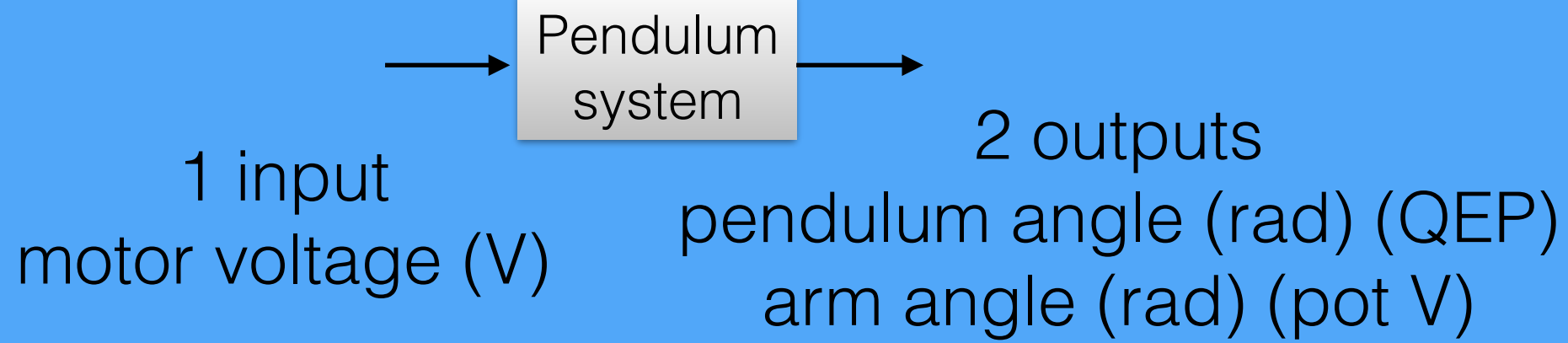
Demo

BBB
balances
pendulum



Outline

- Omg Demo
- **Pendulum**
- Beaglebone
- Control Theory



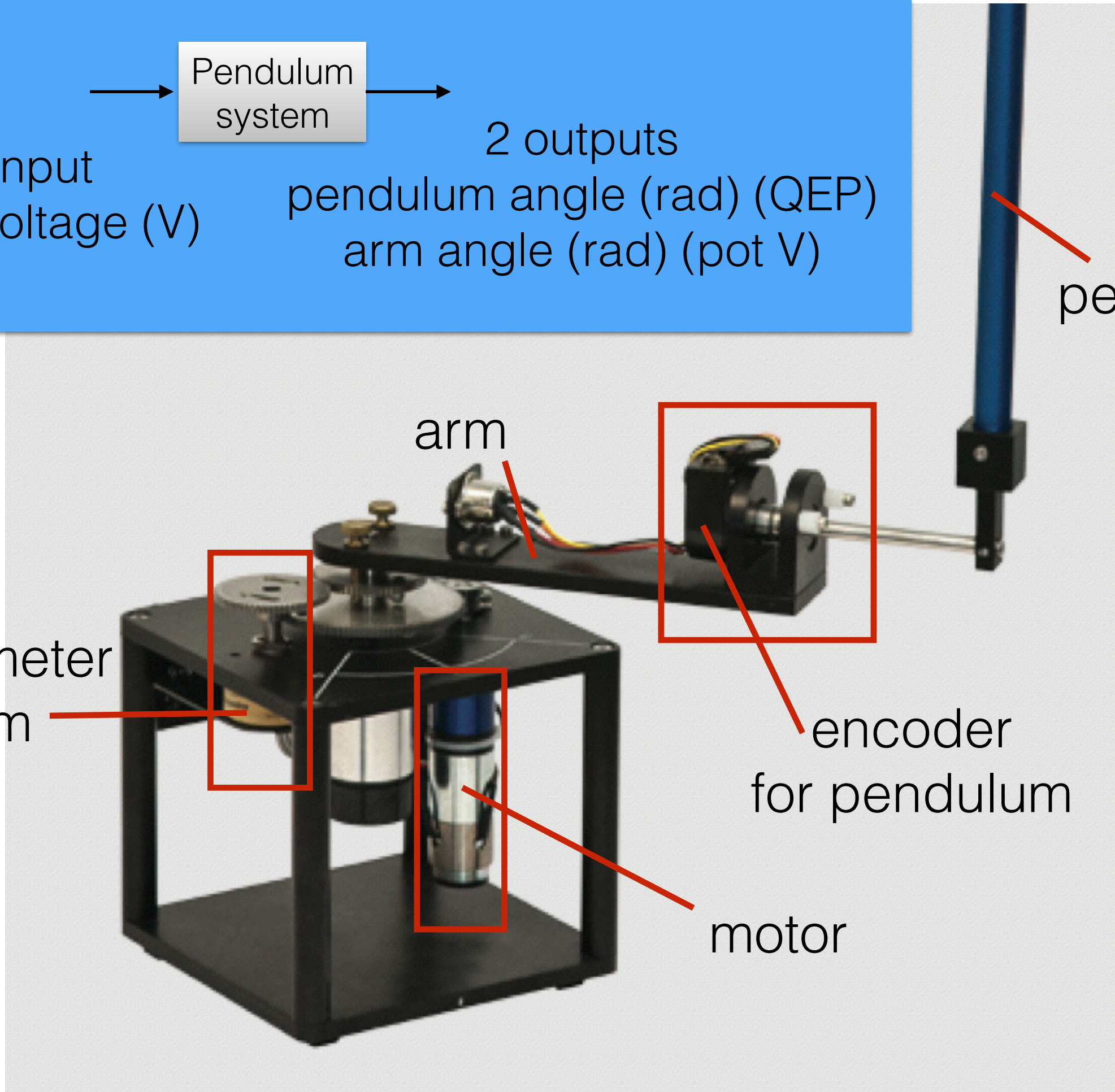
pendulum

arm

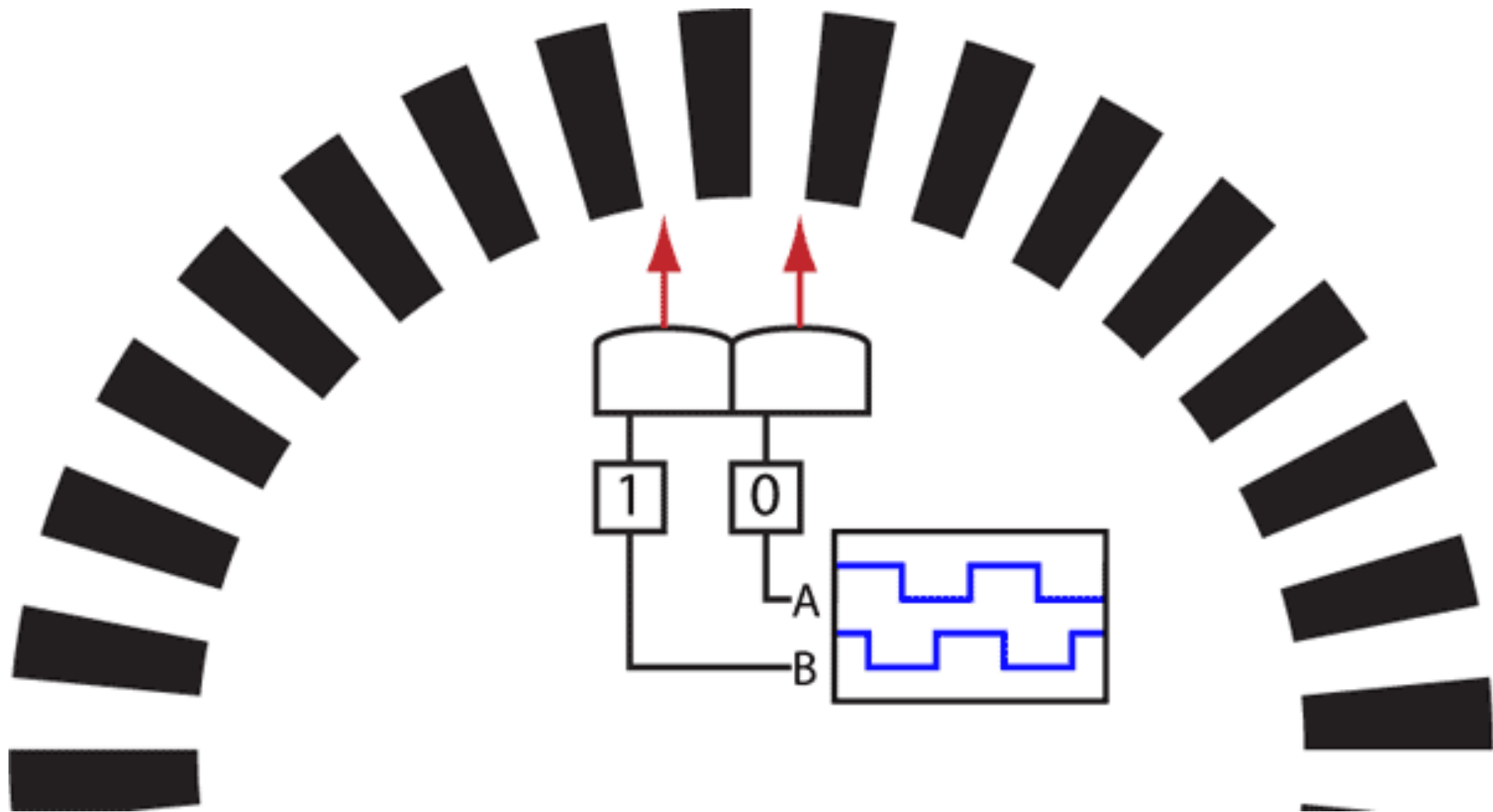
potentiometer
for arm

encoder
for pendulum

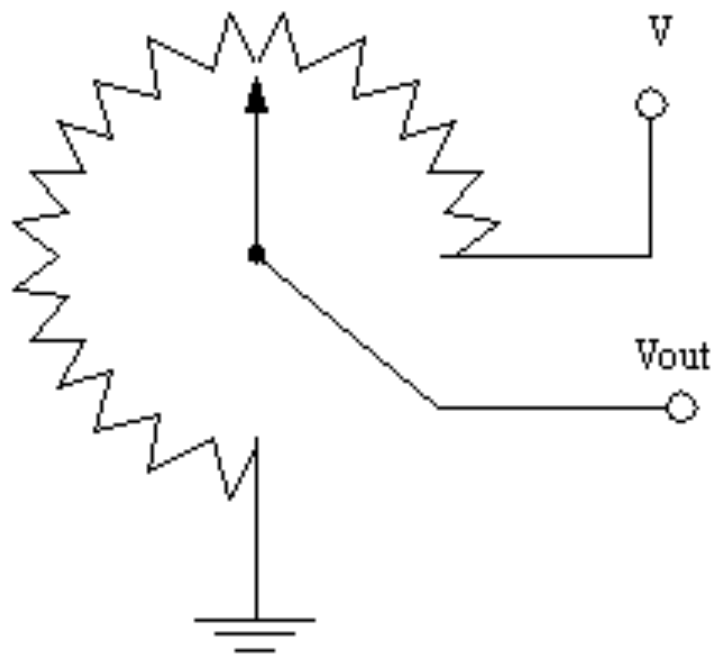
motor



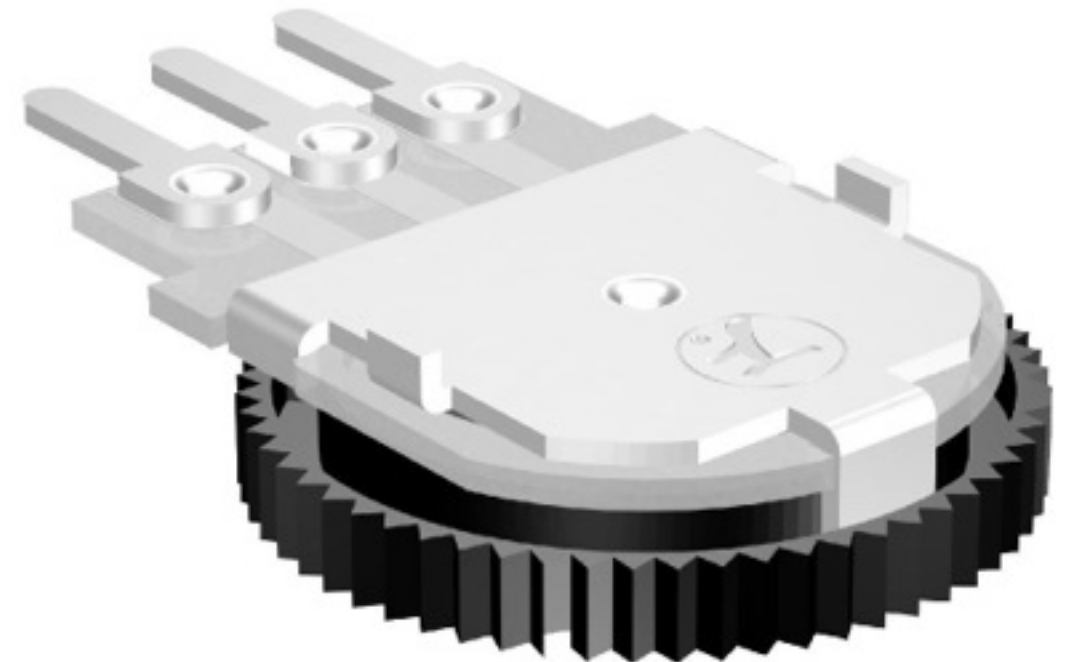
Quadrature-encoded pulses



Rotary Potentiometer



$$V_{out} = V \left(\frac{\theta}{\theta_{max}} \right)$$



Motor



Faulhaber
Coreless
DC motor
-5V to 5V
we drive w/ PWM

Outline

- Omg Demo
- Pendulum
- **Beaglebone**
- Control Theory

Beaglebone Black





SHOP

BLOG

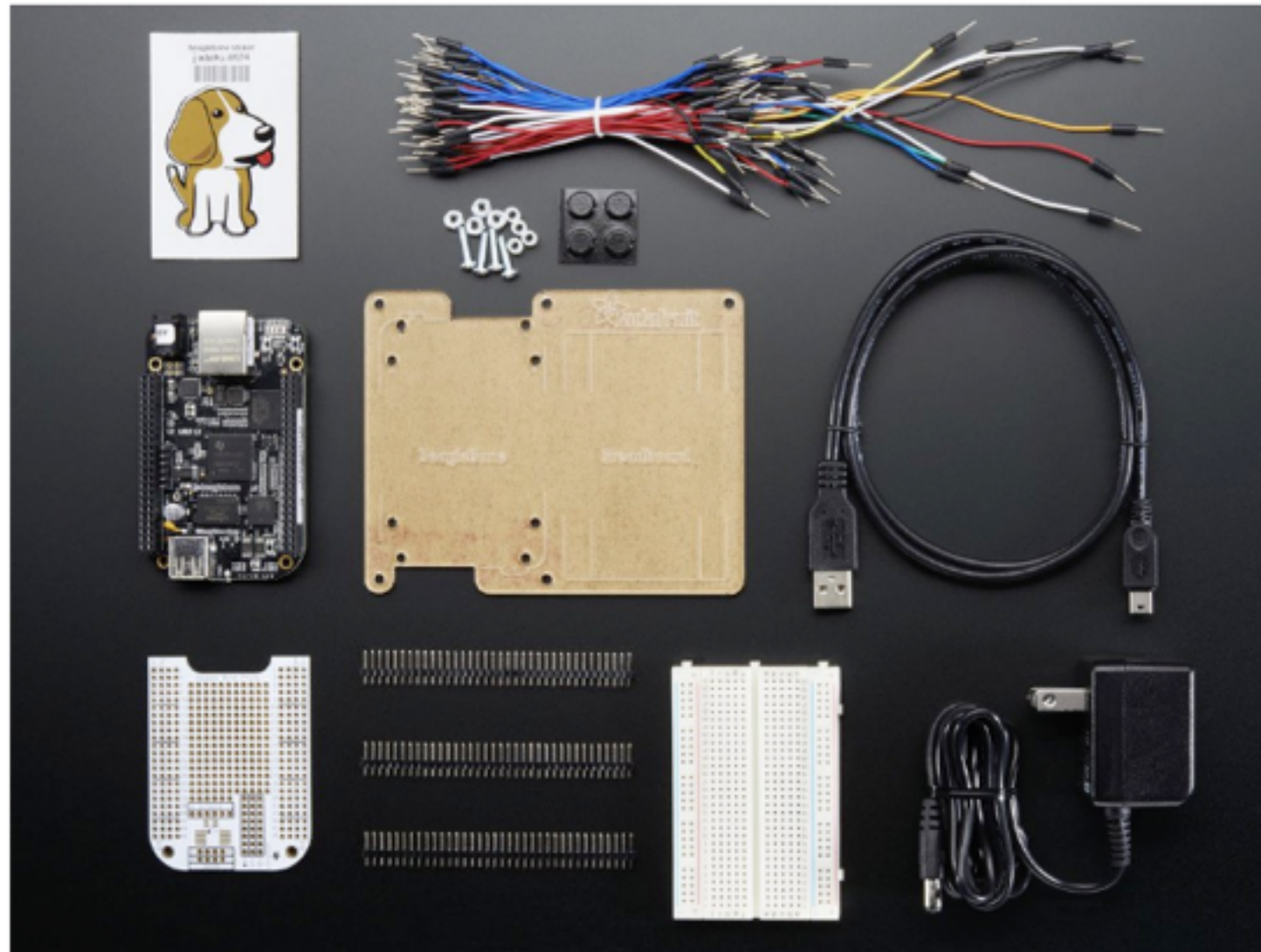
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BEAGLEBONE / PACKS / ADAFRUIT BEAGLE BONE BLACK STARTER PACK



Adafruit Beagle Bone Black Starter Pack

PRODUCT ID: 703

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DESCRIPTION

If you've heard about the Beagle Bone Black and you want to hit the ground running, this starter pack is for you. We've picked out everything you need to start out, with essential parts and accessories to save on a bundle.

Includes:

- The latest **Element 14 Beagle Bone Black Rev C with 4GB Flash** - fully assembled, tested and ready to rock. As of December 8th, we're including an Element 14 Beagle Bone with

DESCRIPTION

TECHNICAL DETAILS

LEARN



10/100 Ethernet

USB Host

Easily connects to almost any everyday device such as mouse or keyboard

microHDMI

Connect directly to monitors and TVs

microSD

Expansion slot for additional storage

512MB DDR3

Faster, lower power RAM for enhanced user-friendly experience

Serial Debug

DC Power

Power Button

LEDs

Reset Button

USB Client

Development interface and directly powers board from PC

2GB on-board storage using eMMC

- Pre-loaded with Ångström Linux Distribution
- 8-bit bus accelerates performance
- Frees the microSD slot to be used for additional storage for a less expensive solution than SD cards

1 GHz Sitara AM335x ARM® Cortex™-A8 processor

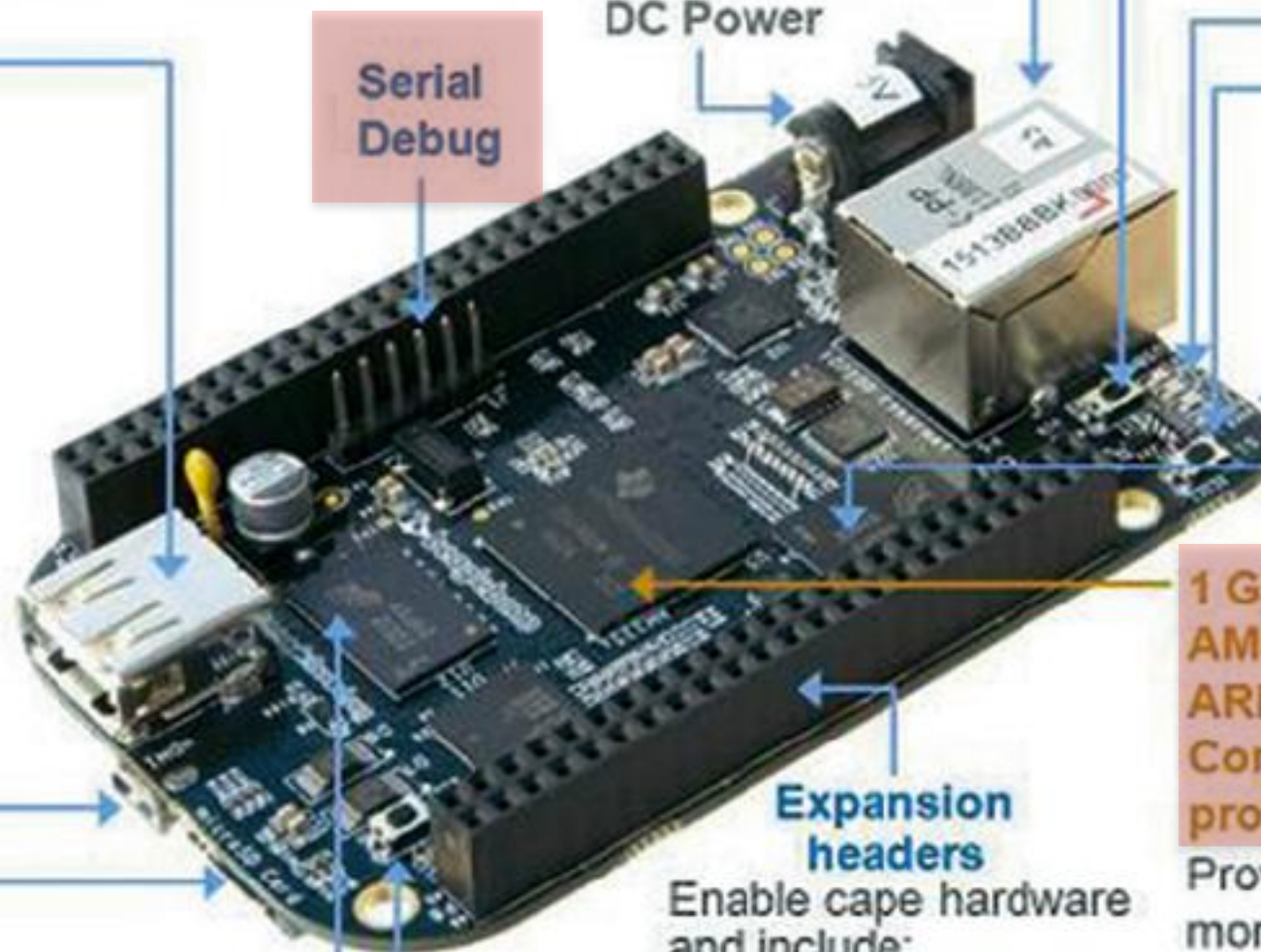
Provides a more advanced user interface and up to 150% better performance than ARM11

Expansion headers

Enable cape hardware and include:

- 65 digital I/O
- 7 analog
- 4 serial
- 2 SPI
- 2 I2C
- 8 PWMs
- 4 timers
- And much much more!

Boot Button



Easy setup: USB & browser

The screenshot shows a web browser window with the address bar displaying "BeagleBoard.org - bone10" and the IP address "192.168.7.2". The website header features the BeagleBoard.org logo, a dog icon, and social media links for Facebook, Twitter, LinkedIn, and Google+. The main content area has a green banner with a checkmark icon and the text: "Your board is connected! BeagleBone Black S/N 0113BBBK0146 at 192.168.7.2". Below this, the heading "BeagleBone: open-hardware expandable computer" is followed by the tagline "Artist-tested, engineer approved". A paragraph states: "The left-hand navigation bar will help you explore your board and learn how to program it." The left-hand navigation bar is titled "BeagleBone 101" and includes sections for "Software" (Update image, Cloud9 IDE, GateOne SSH), "Hardware" (Headers, Capes), "Bonescript" (Functions: getPlatform(), pinMode(), getPinMode(), digitalWrite(), digitalRead(), shiftOut(), analogWrite(), analogRead(), attachInterrupt(), detachInterrupt()), and "Functions". The main content area also features a grid of images showing various BeagleBone projects, including a person with a mustache, a robot, a pink BeagleBone, a BeagleBone with a screen, a BeagleBone with a camera, a BeagleBone with a sensor, a BeagleBone with a display, a BeagleBone with a camera, a BeagleBone with a display, and a BeagleBone with a camera.

BeagleBoard.org - bone10 x

192.168.7.2

beagleboard.org

f t in g+

BeagleBone 101

BeagleBone 101 Software

- Update image
- Cloud9 IDE
- GateOne SSH

BeagleBone 101 Hardware

- Headers
- Capes

BeagleBone 101 Bonescript Functions

- getPlatform()
- pinMode()
- getPinMode()
- digitalWrite()
- digitalRead()
- shiftOut()
- analogWrite()
- analogRead()
- attachInterrupt()
- detachInterrupt()

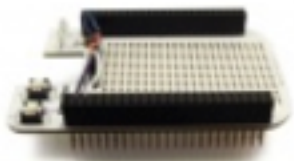
Your board is connected!
BeagleBone Black S/N 0113BBBK0146 at 192.168.7.2

BeagleBone: open-hardware expandable computer

Artist-tested, engineer approved

The left-hand navigation bar will help you explore your board and learn how to program it.

Capes for I/O



Breadboard



Breakout



7" LCD



DVI-D



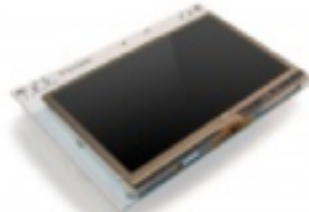
Can Bus



RS232



RS485



4.3" LCD



VGA



Battery



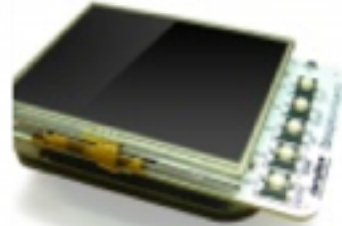
Profibus



Proto



RF-CC1101
CC2500
CC2530



3.5" LCD



Weather



Camera



CAN



DVI-D w/
Audio



Audio



Radar



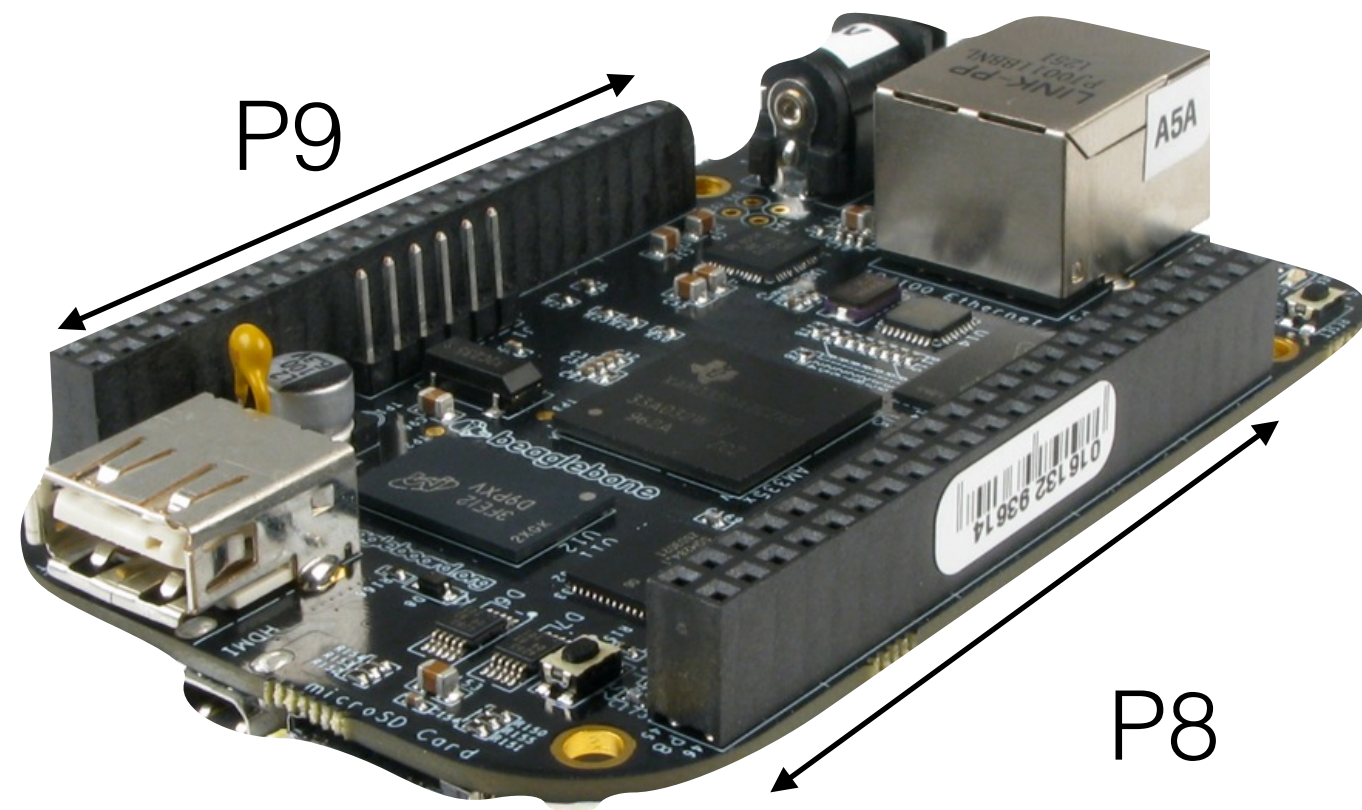
BeBoPr



LVDS

BBB hw setup

- Exposed header pin rows: P8, P9
- Which pins do what?
- "Device tree overlays"



Loading the DT0 created this sysfs entry:

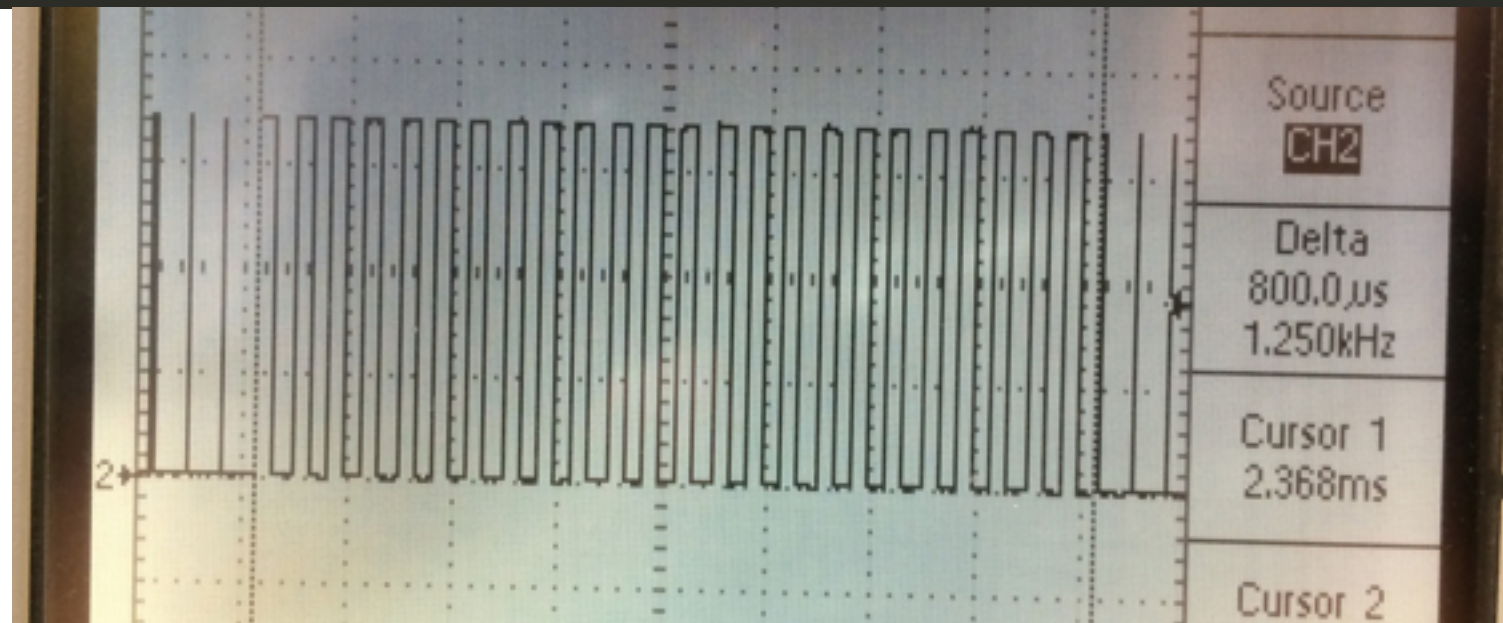
```
root@beaglebone:/lib/firmware# cd /sys/devices/ocp.3/pwm_test_P8_34.12/
root@beaglebone:/sys/devices/ocp.3/pwm_test_P8_34.12# ls -lstr
total 0
0 -rw-r--r-- 1 root root 4096 Apr 23 22:47 uevent
0 lrwxrwxrwx 1 root root 0 Apr 23 22:47 subsystem -> ../../../../bus/platform
0 -rw----- 1 root root 4096 Apr 23 22:48 run
0 drwxr-xr-x 2 root root 0 Apr 23 22:48 power
0 -rw----- 1 root root 4096 Apr 23 22:48 polarity
0 -r--r--r-- 1 root root 4096 Apr 23 22:48 modalias
0 -rw----- 1 root root 4096 Apr 23 22:48 duty
0 lrwxrwxrwx 1 root root 0 Apr 23 22:48 driver -> ../../../../bus/platform/drivers/pwm_test
0 -rw----- 1 root root 4096 Apr 23 22:48 period
```

Test it out:

```
root@beaglebone:/sys/devices/ocp.3/pwm_test_P8_34.12# echo 5000 > duty
root@beaglebone:/sys/devices/ocp.3/pwm_test_P8_34.12# echo 10000 > period
root@beaglebone:/sys/devices/ocp.3/pwm_test_P8_34.12# echo 1 > run
```

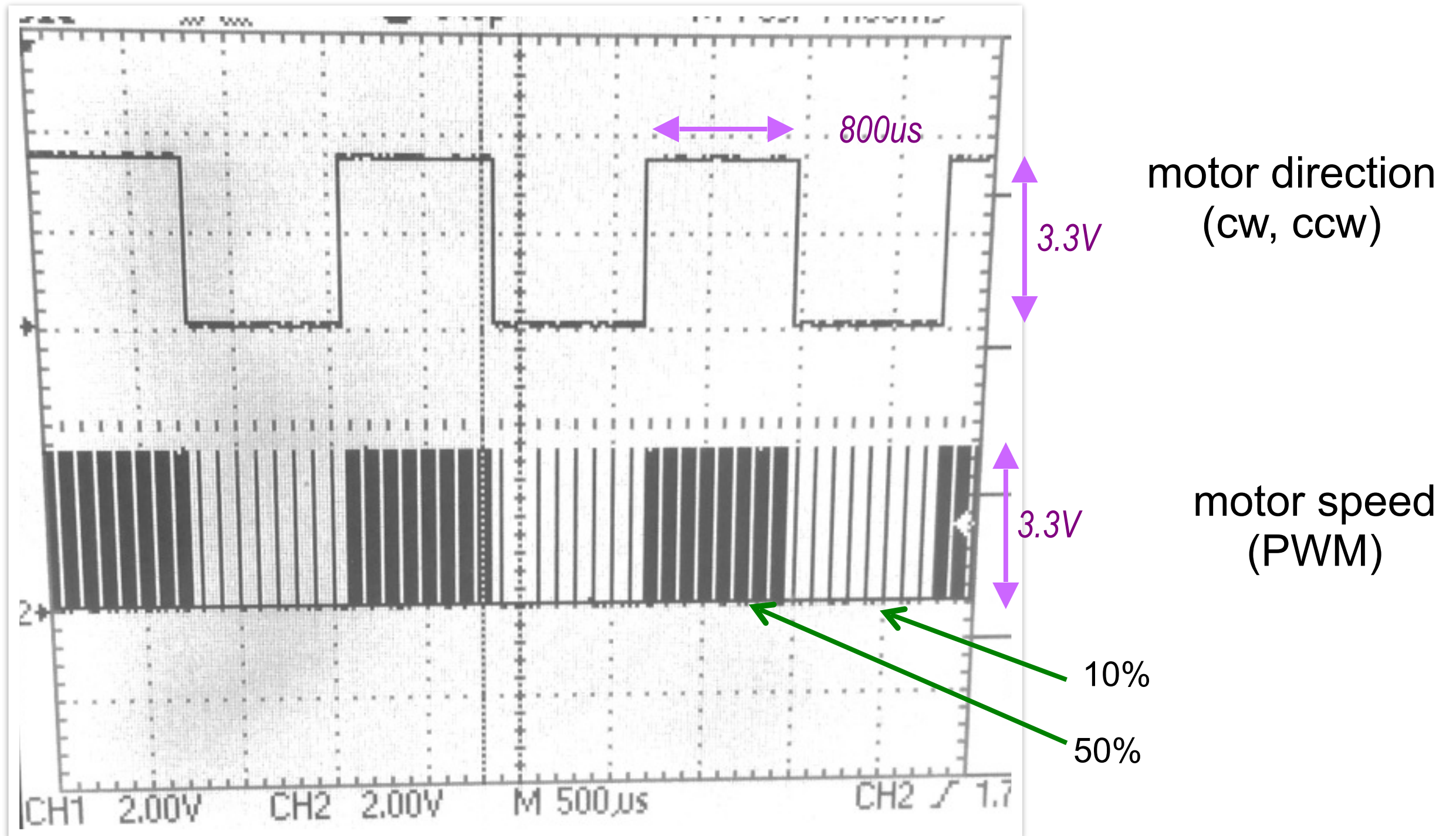
The units are in nanoseconds, he says.

We observe the PWM on port 8 pin 34 on the scope, good.

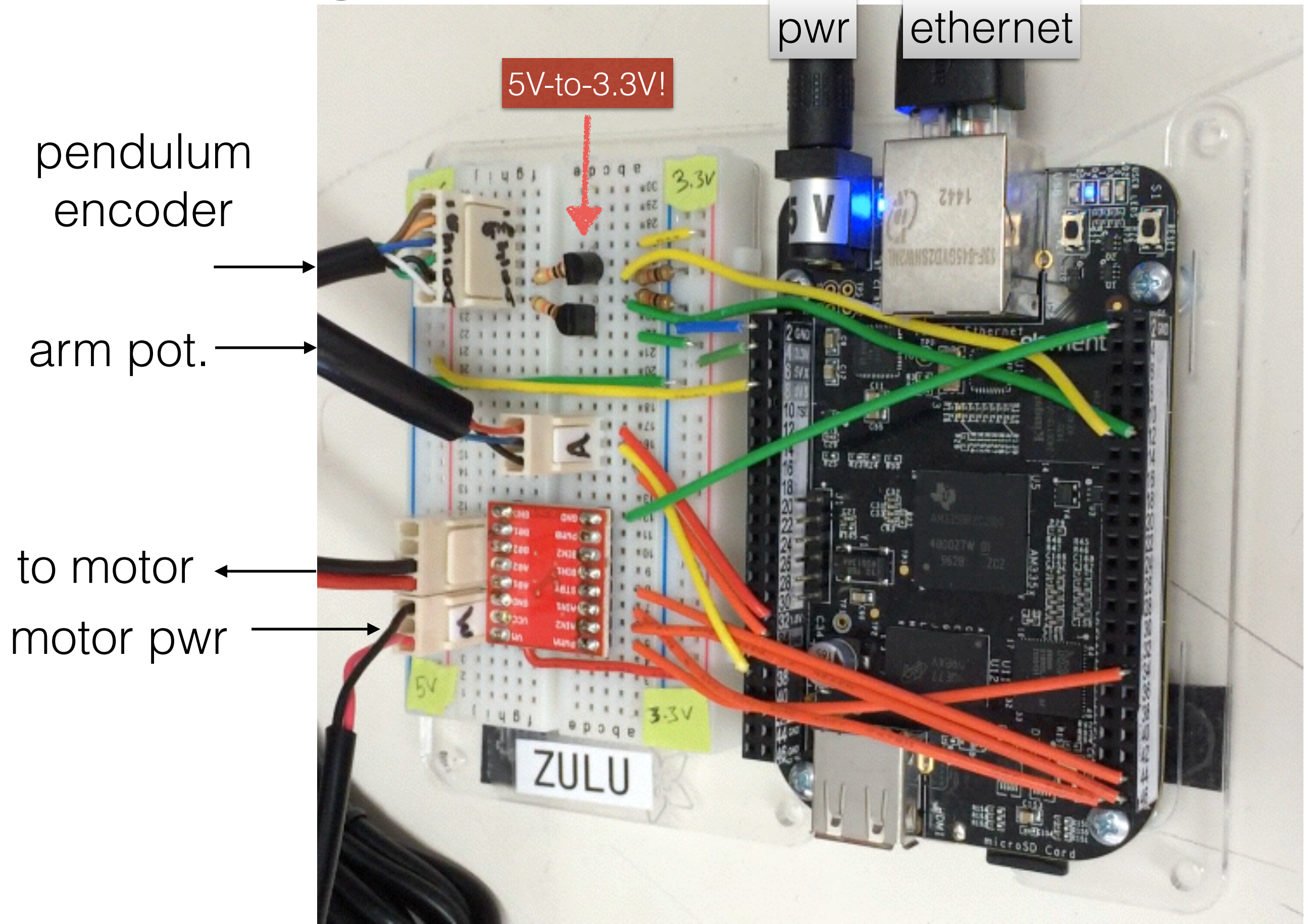




Pulse-width modulation to drive motor



Beaglebone controller



```
# Configure I/O.

# - Pendulum measured by US Digital optical encoder that
#   outputs quadrature-encoded pulses, read by the eQEP module.
from eqep import eQEP # Nathaniel Lewis's API
encoder = eQEP('/sys/devices/platform/ocp/48304000.epwmss/48304180.eqep',
               eQEP.MODE_ABSOLUTE) # may need to change this path to suit

# - Actuator arm measured by 10k0hm potentiometer, read by the ADC.
# Beaglebone ADCs expect between 0 and 1.8V -- do not exceed.
import Adafruit_BBIO.ADC as ADC
ADC.setup()

# - Motor actuated by a Sparkfun motor driver that
# expects PWM signal and 2 digital outputs for direction.
import Adafruit_BBIO.PWM as PWM
MY_PWM_PIN = 'P8_34'

import Adafruit_BBIO.GPIO as GPIO
MY_PWM_DIR_PIN_1 = 'P8_45'
MY_PWM_DIR_PIN_2 = 'P8_46'
MY_PWM_STBY = 'P8_44'

GPIO.setup(MY_PWM_DIR_PIN_1, GPIO.OUT)
GPIO.setup(MY_PWM_DIR_PIN_2, GPIO.OUT)
GPIO.setup(MY_PWM_STBY, GPIO.OUT)

GPIO.output(MY_PWM_DIR_PIN_1, GPIO.LOW)
GPIO.output(MY_PWM_DIR_PIN_2, GPIO.LOW)

# start PWM
PWM.start(MY_PWM_PIN, 0, 50000) # duty cycle 0%, freq 1000HZ.
GPIO.output(MY_PWM_STBY, GPIO.HIGH)
```

read

```
adc = ADC.read("AIN2")
if debug_adc:
    print('Raw ADC: {}'.format(adc))

arm_rad = (adc-0.5)*2.0*pi
# ADC.read returns a number in [0,1]
# We've wired it so that 50% is "arm is straight ahead (0 deg)"

pend_rad = encoder.get_position()*2.0*pi/4096.0
# 2^12 = 4096 lines per rev
```

write

```
def write_motor_voltage(v):
    if v>0:
        # motor counter-clockwise -> arm cw
        GPIO.output(MY_PWM_DIR_PIN_1, GPIO.LOW)
        GPIO.output(MY_PWM_DIR_PIN_2, GPIO.HIGH)
    else:
        # motor clockwise -> arm cw
        GPIO.output(MY_PWM_DIR_PIN_1, GPIO.HIGH)
        GPIO.output(MY_PWM_DIR_PIN_2, GPIO.LOW)

    duty = abs(v)/5.0*100.0 # percentage, e.g., 15 not 0.15

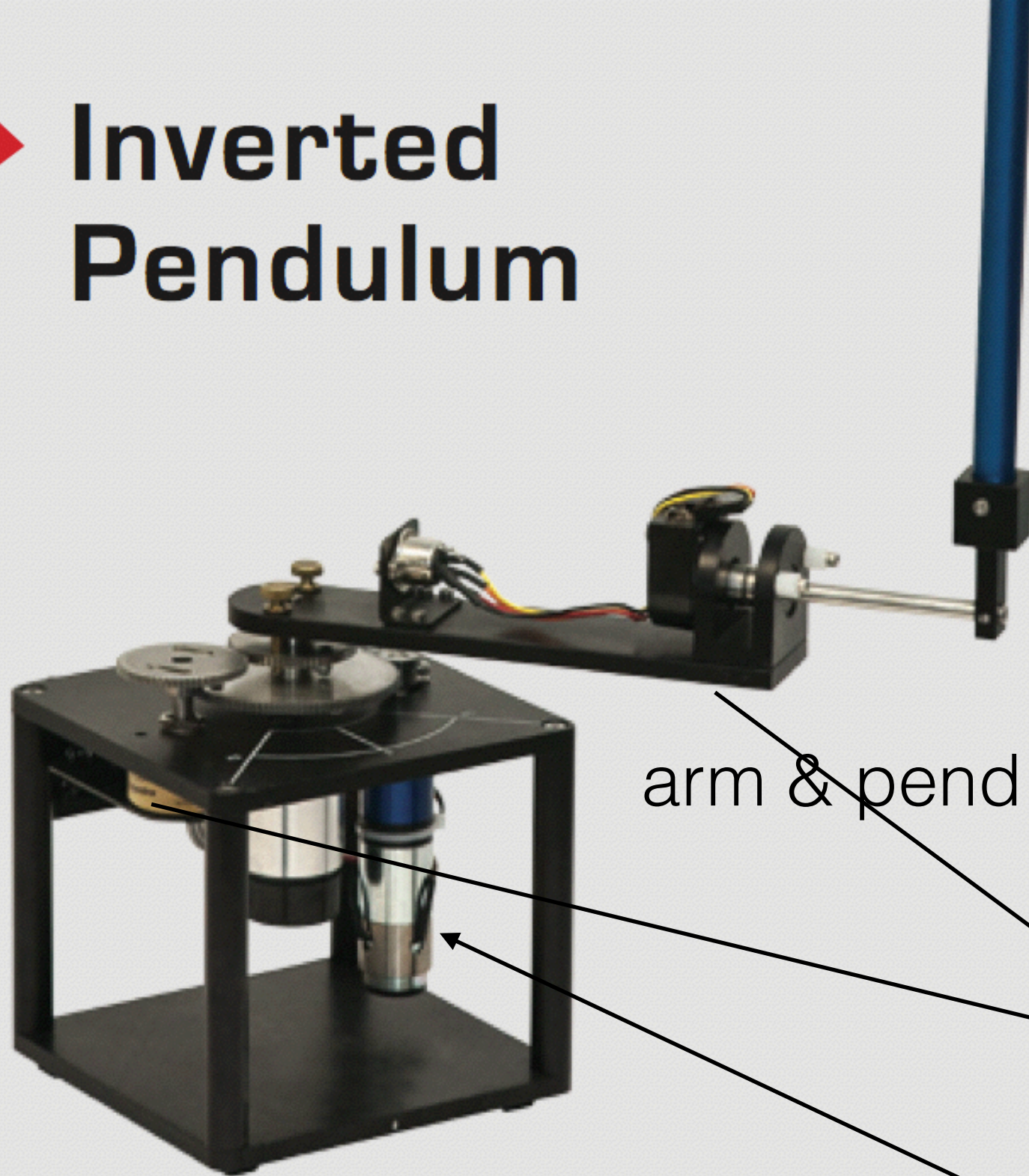
    if duty>100:
        duty = 100
    elif duty<0:
        duty = 0

    PWM.set_duty_cycle(MY_PWM_PIN,duty)
```

Outline

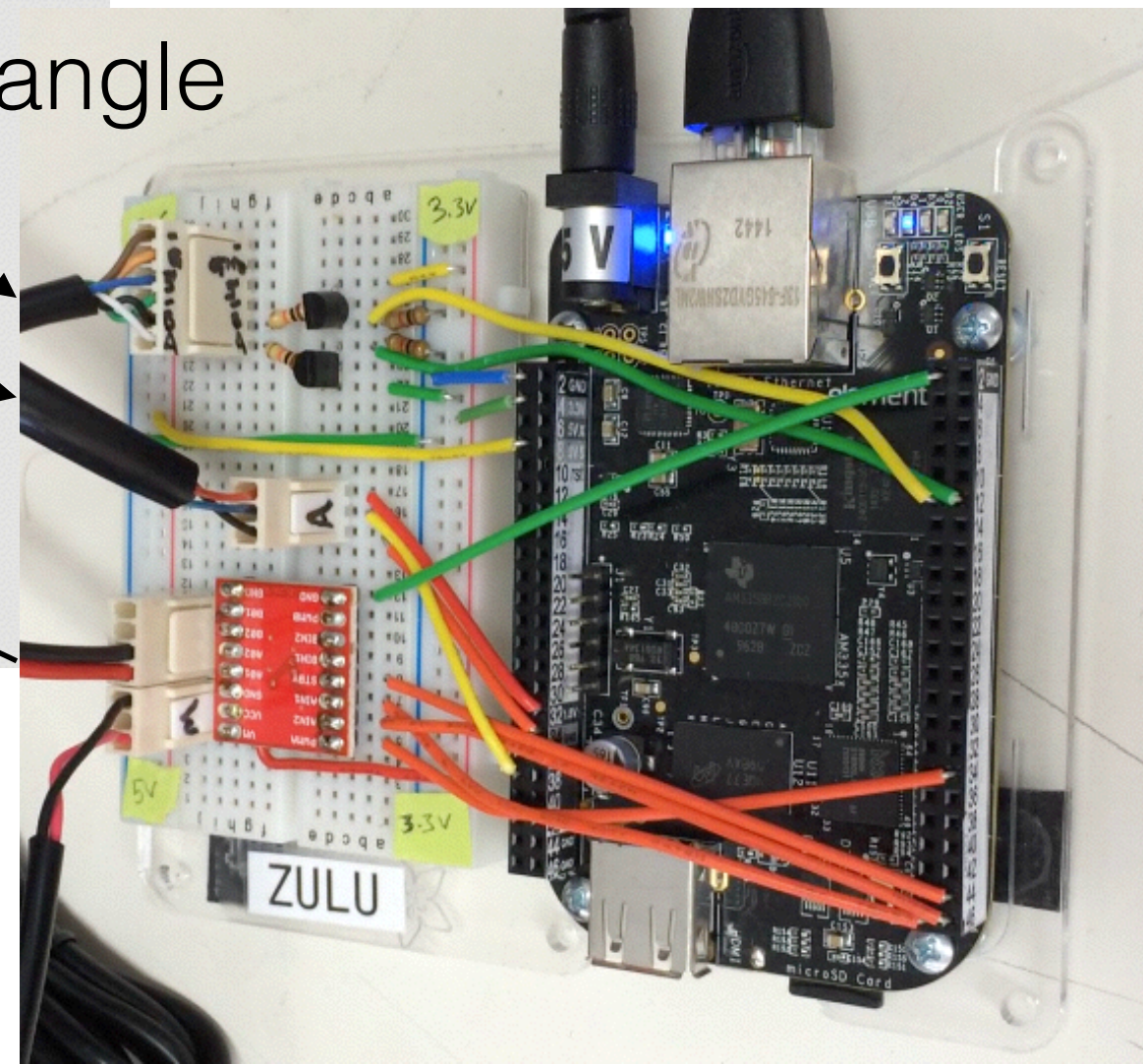
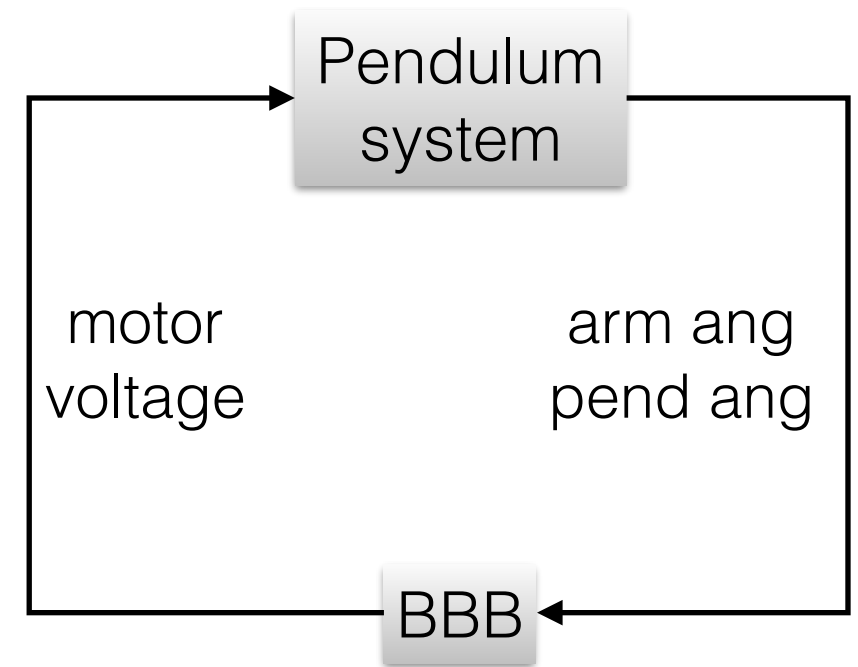
- Omg Demo
- Pendulum
- Beaglebone
- **Control Theory**

► Inverted Pendulum



arm & pend angle

motor voltage



Linear Systems

A discrete-time linear time-invariant dynamical system is a set of matrix equations of the form

state

input

$$x_{i+1} = Ax_i + Bu_i$$

$$i \in \mathbb{N}_{\geq 0}$$

$$y_i = Cx_i + Du_i$$

output

$$x_i \in \mathbb{R}^n, y_i \in \mathbb{R}^m, u_i \in \mathbb{R}^r$$

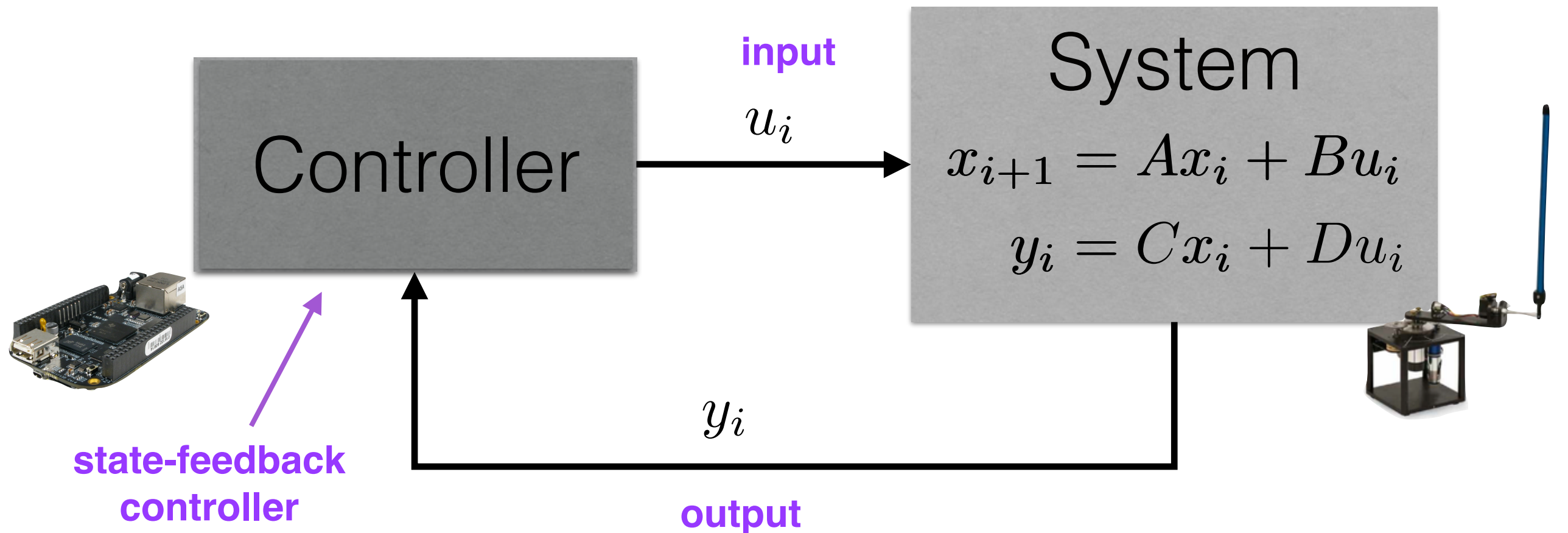
$x :=$	$\begin{bmatrix} p \\ p' \\ \theta \\ \theta' \end{bmatrix}$	arm ang arm vel pend ang pend vel	u motor voltage
$C =$	$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}$	only read arm ang and pend ang	

Specifies a (vector) recursion

Given x_0 and $\{u\}$, we can calculate $\{x\}$ and $\{y\}$

Control Theory: Observing $\{y\}$, pick $\{u\}$ to make $\{x\}$ “good”

State-feedback controllers are easy to design, analyze, and implement



$$u_i = [1 \ 0 \ 1 \ -1] \begin{bmatrix} p \\ p' \end{bmatrix}_i$$

Will this K stabilize the system?

$x :=$	$\begin{bmatrix} p \\ p' \\ \theta \end{bmatrix}$	arm ang arm vel pend ang	u: motor voltage
$C =$	$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}$	only read arm ang and pend ang	

State-feedback controllers are easy to design, analyze, and implement

$$\begin{aligned}x_{i+1} &= Ax_i + Bu_i \\y_i &= Cx_i + Du_i\end{aligned}$$

Suppose $D=0$ and C is identity, so we measure x directly.

By choosing input

we have

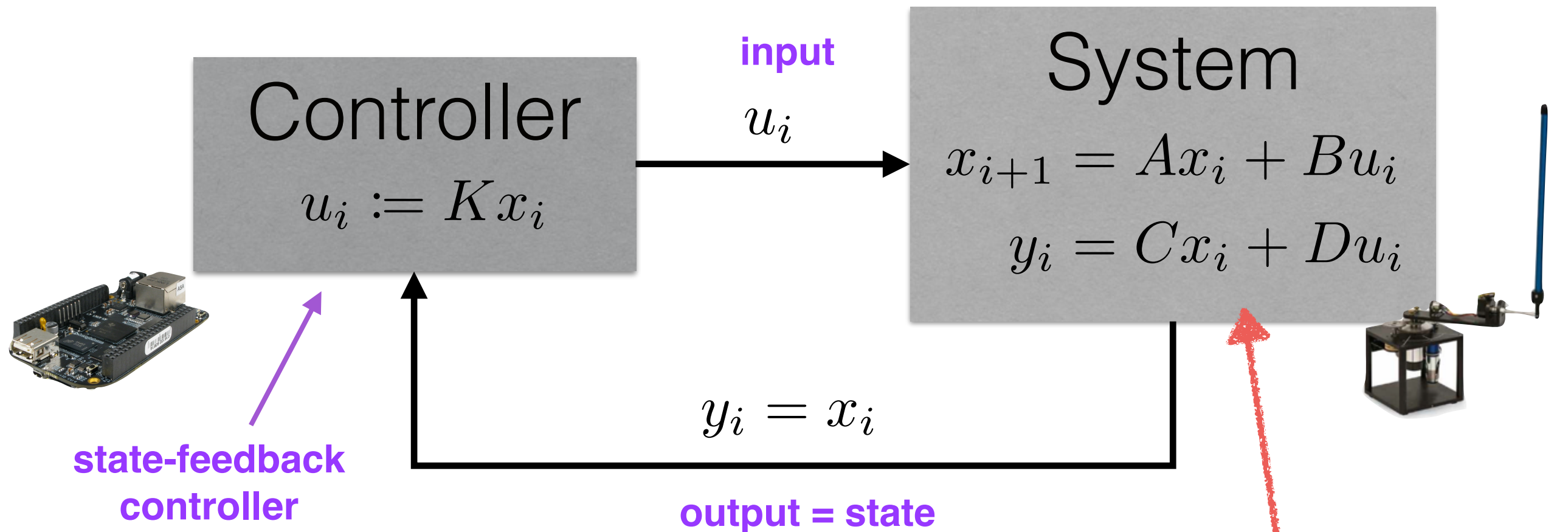
$$u_i := Kx_i$$

$$u_i = [1 \ 0 \ 1 \ -1] \begin{bmatrix} p \\ p' \\ \theta \\ \theta' \end{bmatrix}_i$$

$$x_{i+1} = (A + BK)x_i \quad \Leftrightarrow \quad x_i = (A + BK)^i x_0$$

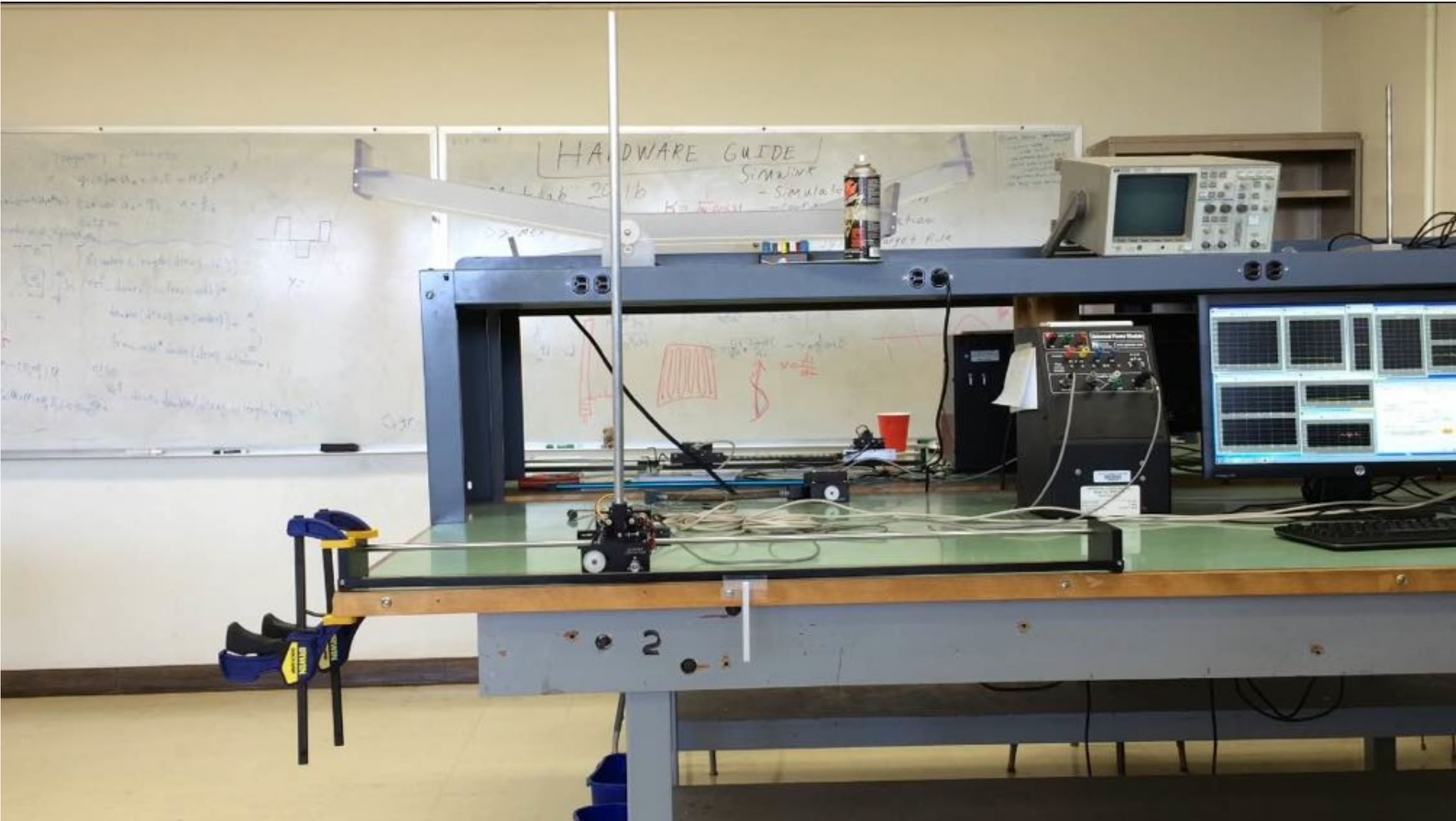
Pick K for which $(A+BK)^i \rightarrow 0$

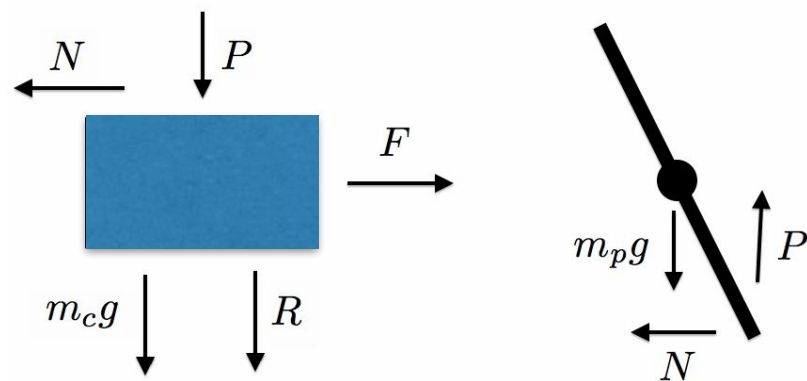
State-feedback controllers are easy to design, analyze, and implement



How to express the pendulum system like this?

$x :=$	$\begin{bmatrix} p \\ p' \\ \theta \end{bmatrix}$	arm ang arm vel pend ang
$C =$	$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}$	only read arm ang and pend ang





Free body diagram

Equations of motion

$$m_c \ddot{p} = F - N$$

$$l \ddot{\theta} = P \sin(\theta) - N \cos(\theta)$$

$$F = \frac{K_m K_g}{Rr} V - \frac{K_m^2 K_g^2}{Rr^2} \dot{p}$$

$$N = m_p (\ddot{p} + l \cos(\theta) \ddot{\theta} - l \sin(\theta) \dot{\theta}^2)$$

$$P = m_p g + m_p l (-\sin(\theta) \ddot{\theta} - \cos(\theta) \dot{\theta}^2)$$

Core idea

Express

Equations of Motion

$$\ddot{p}\left(M - \frac{m_p l \cos^2(\theta)}{L}\right) = \frac{K_m K_g}{Rr} V - \frac{K_m^2 K_g^2}{Rr^2} \dot{p} - \frac{m_p l g}{L} \cos(\theta) \sin(\theta) + m_p l \sin(\theta) \dot{\theta}^2$$

$$\ddot{\theta}\left(L - \frac{m_p l \cos^2(\theta)}{M}\right) = g \sin(\theta) - \frac{m_p l \dot{\theta}^2}{M} \cos(\theta) \sin(\theta) - \frac{\cos(\theta)}{M} \left(\frac{K_m K_g}{Rr} V - \frac{K_m^2 K_g^2}{Rr^2} \dot{p} \right)$$

as a discrete-time linear time-invariant system

$$x_{i+1} = Ax_i + Bu_i$$

$$y_i = Cx_i + Du_i$$

$$\text{Let } x := \begin{bmatrix} p \\ p' \\ \theta \\ \theta' \end{bmatrix}$$

then find matrix K satisfying

$$(A + BK)^i \rightarrow 0$$

$$u := V$$

so that the control law $u_i := Kx_i$ causes $x_i \rightarrow 0$

Simplify

Equations of Motion

$$\ddot{p}\left(M - \frac{m_p l \cos^2(\theta)}{L}\right) = \frac{K_m K_g}{Rr} V - \frac{K_m^2 K_g^2}{Rr^2} \dot{p} - \frac{m_p l g}{L} \cos(\theta) \sin(\theta) + m_p l \sin(\theta) \dot{\theta}^2$$

$$\ddot{\theta}\left(L - \frac{m_p l \cos^2(\theta)}{M}\right) = g \sin(\theta) - \frac{m_p l \dot{\theta}^2}{M} \cos(\theta) \sin(\theta) - \frac{\cos(\theta)}{M} \left(\frac{K_m K_g}{Rr} V - \frac{K_m^2 K_g^2}{Rr^2} \dot{p} \right)$$

Constants: $M, m_p, L, l, K_m, K_g, Rr, g$

Functions of time: $p(t), \theta(t), V(t)$

$$p''(1 - \cos(\theta)^2) = V - p' - \cos(\theta) \sin(\theta) + \sin(\theta) \theta'^2$$

$$\theta''(1 - \cdot) = \cdot$$

2nd-order to 1st-order vector eqn

$$p''(1 - \cos(\theta)^2) = V - p' - \cos(\theta) \sin(\theta) + \sin(\theta) \theta'^2$$

$$\theta''(1 - \cdot) = \cdot$$

Let $x := \begin{bmatrix} p \\ p' \\ \theta \\ \theta' \end{bmatrix}$, so $x' := \begin{bmatrix} p' \\ p'' \\ \theta' \\ \theta'' \end{bmatrix} = \begin{bmatrix} p' \\ \frac{V - p' - \cos(\theta) \sin(\theta) + \sin(\theta) \theta'^2}{(1 - \cos(\theta)^2)} \\ \theta' \\ \cdot \end{bmatrix}$

$u := V$

$x' = f(x) + \begin{bmatrix} 0 \\ u \\ 0 \\ \cdot \end{bmatrix}$

$= \begin{bmatrix} x_2 \\ \frac{u - x_2 - \cos(x_3) \sin(x_3) + \sin(x_1) x_4^2}{(1 - \cos(x_3)^2)} \\ x_3 \\ \cdot \end{bmatrix}$

f(x)

Linearize

$$x' = f(x) + \begin{bmatrix} 0 \\ u \\ 0 \\ \cdot \end{bmatrix}$$

The general equation for the linearization of a multivariable function $f(\mathbf{x})$ at a point $\mathbf{p}$ is:

$$f(\mathbf{x}) \approx f(\mathbf{p}) + \nabla f|_{\mathbf{p}} \cdot (\mathbf{x} - \mathbf{p})$$

where $\mathbf{x}$ is the vector of variables, and $\mathbf{p}$ is the linearization point of interest .^[2]

$$\mathbf{p} := \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

Mathematica File Edit Insert Format Cell Graphics Evaluation Palettes Window Help

Untitled-1

```
In[13]:= D[{x2,  $\frac{-x2 - \text{Cos}[x3] \text{Sin}[x3] + \text{Sin}[x3] x4^2}{1 - .2 \text{Cos}[x3]^2}$ , x3}, {{x1, x2, x3, x4}}] // MatrixForm
```

Out[13]//MatrixForm=

$$\begin{pmatrix} 0 & 1 & 0 & 0 \\ 0 & -\frac{1}{1-0.2 \text{Cos}[x3]^2} & -\frac{0.4 \text{Cos}[x3] \text{Sin}[x3] (-x2+x4^2 \text{Sin}[x3] - \text{Cos}[x3] \text{Sin}[x3])}{(1-0.2 \text{Cos}[x3]^2)^2} + \frac{x4^2 \text{Cos}[x3] - \text{Cos}[x3]^2 + \text{Sin}[x3]^2}{1-0.2 \text{Cos}[x3]^2} & \frac{2 x4 \text{Sin}[x3]}{1-0.2 \text{Cos}[x3]^2} \\ 0 & 0 & 1 & 0 \end{pmatrix}$$

```
In[14]:= % /. {x1 -> 0, x2 -> 0, x3 -> 0, x4 -> 0} // MatrixForm
```

Out[14]//MatrixForm=

$$\begin{pmatrix} 0 & 1 & 0 & 0 \\ 0 & -1.25 & -1.25 & 0. \\ 0 & 0 & 1 & 0 \end{pmatrix}$$

Linearize $x' = f(x) + \begin{bmatrix} 0 \\ u \\ 0 \\ \cdot \end{bmatrix}$ about $p := \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}$

$$f(\mathbf{x}) \approx f(\mathbf{p}) + \nabla f|_{\mathbf{p}} \cdot (\mathbf{x} - \mathbf{p})$$

$$A := \begin{pmatrix} 0 & 1 & 0 & 0 \\ 0 & -1.25 & -1.25 & 0 \\ 0 & 0 & 1 & 0 \end{pmatrix}$$

$$B := \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \end{bmatrix}$$

$$x' = f(x) + \begin{bmatrix} 0 \\ u \\ 0 \\ 0 \end{bmatrix} \approx Ax + Bu$$

Core idea

Express

Equations of Motion

$$\ddot{p}\left(M - \frac{m_p l \cos^2(\theta)}{L}\right) = \frac{K_m K_g}{Rr} V - \frac{K_m^2 K_g^2}{Rr^2} \dot{p} - \frac{m_p l g}{L} \cos(\theta) \sin(\theta) + m_p l \sin(\theta) \dot{\theta}^2$$

$$\ddot{\theta}\left(L - \frac{m_p l \cos^2(\theta)}{M}\right) = g \sin(\theta) - \frac{m_p l \dot{\theta}^2}{M} \cos(\theta) \sin(\theta) - \frac{\cos(\theta)}{M} \left(\frac{K_m K_g}{Rr} V - \frac{K_m^2 K_g^2}{Rr^2} \dot{p} \right)$$

as a discrete-time linear time-invariant system

$$\begin{aligned} x_{i+1} &= Ax_i + Bu_i \\ y_i &= Cx_i + Du_i \end{aligned} \quad \text{Let } x := \begin{bmatrix} p \\ p' \\ \theta \\ \theta' \end{bmatrix} \quad u := V$$

then find matrix K satisfying

$$(A + BK)^i \rightarrow 0$$

so that the control law $u_i := Kx_i$ causes $x_i \rightarrow 0$

$$A := \begin{pmatrix} 0 & 1 & 0 & 0 \\ 0 & -1.25 & -1.25 & 0 \\ 0 & 0 & 1 & 0 \end{pmatrix}$$

$$B := \begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \end{bmatrix}$$



Documentation

Search Documentation



CONTENTS

place

Pole placement design

Syntax

$K = \text{place}(A, B, p)$
 $[K, \text{prec}, \text{message}] = \text{place}(A, B, p)$

Description

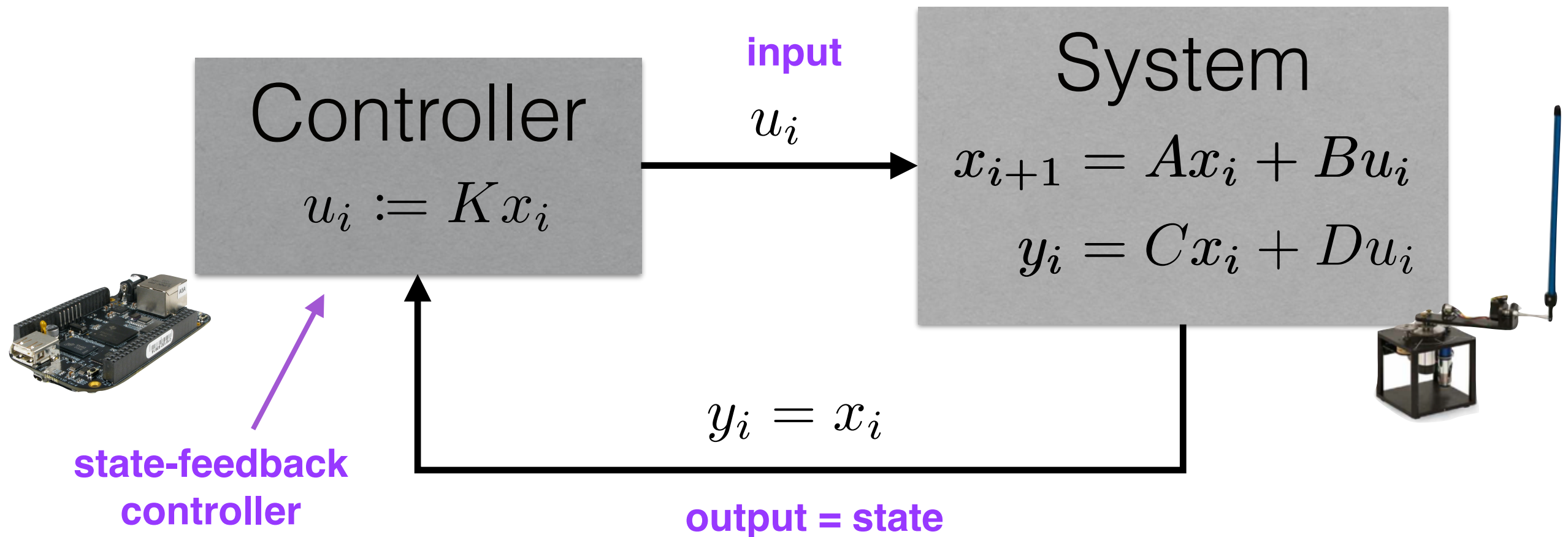
Given the single- or multi-input system

$$\dot{x} = Ax + Bu$$

and a vector p of desired self-conjugate closed-loop pole locations, `place` computes a gain matrix K such that the state feedback $u = -Kx$ places the closed-loop poles at the locations p . In other words, the eigenvalues of $A - BK$ match the entries of p (up to the ordering).

```
p = [-1 -1.23 -5.0];
K = place(a,b,p)
```

State-feedback controllers are easy to design, analyze, and implement



```
# state feedback control law
Klqr = numpy.array([ -2.206024501362314 , -2.158429674965489 ,
self.motor_voltage = numpy.dot(-Klqr, self.sys.x)[0] # get the el
```

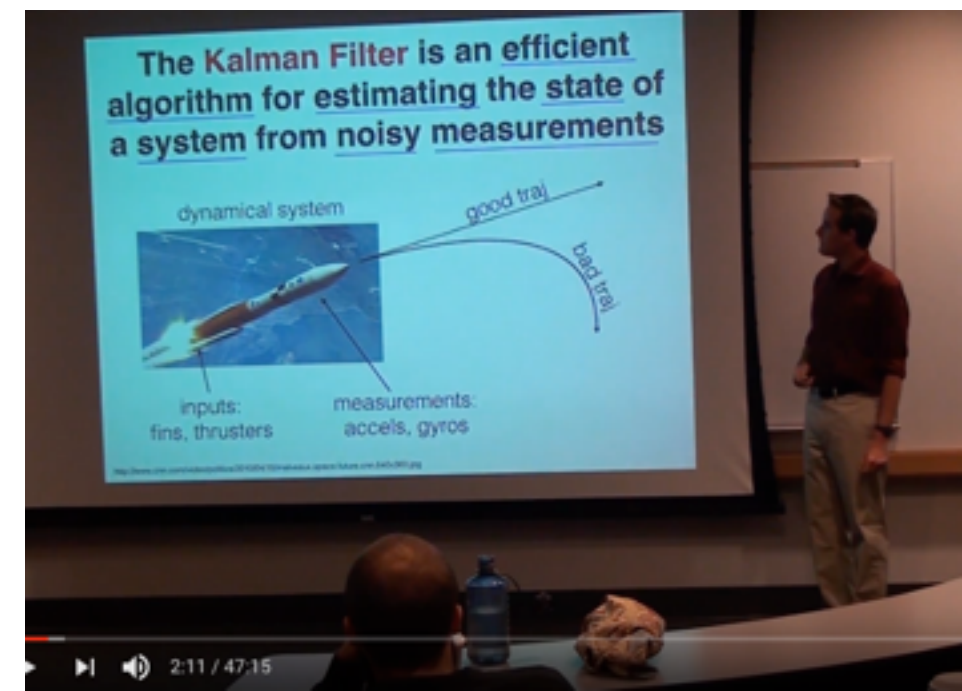
Recap: state-feedback control

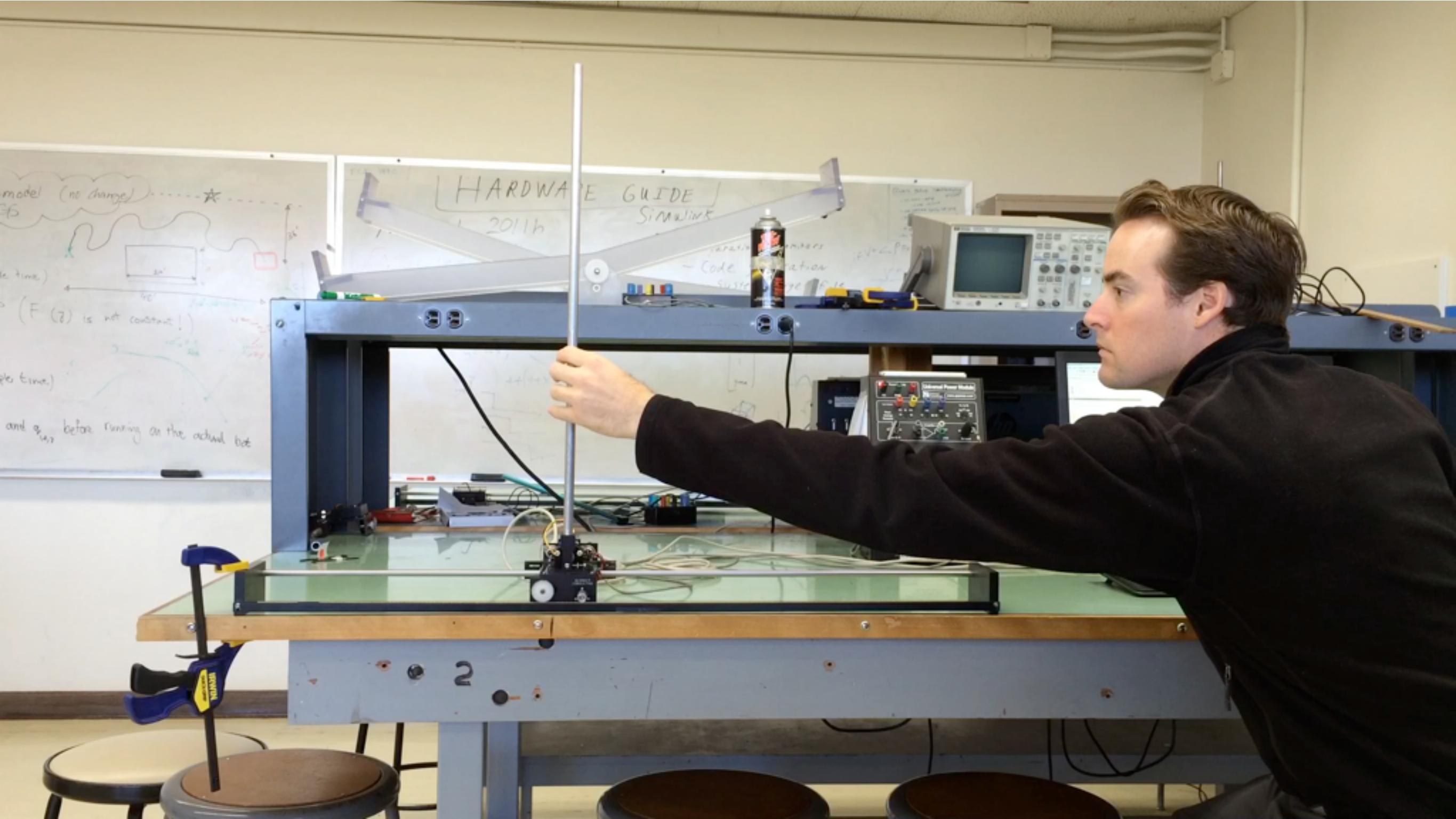
- Equations of motion
- Convert to vector 1st-order
- Linearize system
- Compute state-feedback gain K

Not pictured:

- *cts-to-discrete*
- *state estimation*

YouTube user "funskits"





model (no change)*

(F(z) is not constant!)

and q_{in} before running on the actual bot

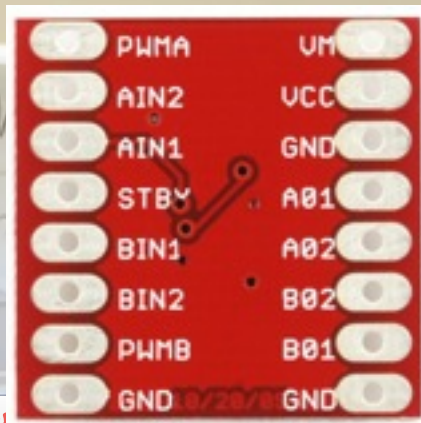
HARDWARE GUIDE
2011h

Code
Simulation



Summary

- Omg Demo
- Pendulum
- Beaglebone
- Control Theory



~~Arduino board~~

~~Arduino~~

Un Motor Driver (\$35)

odule

B
B

Profit?

~~Arduino~~

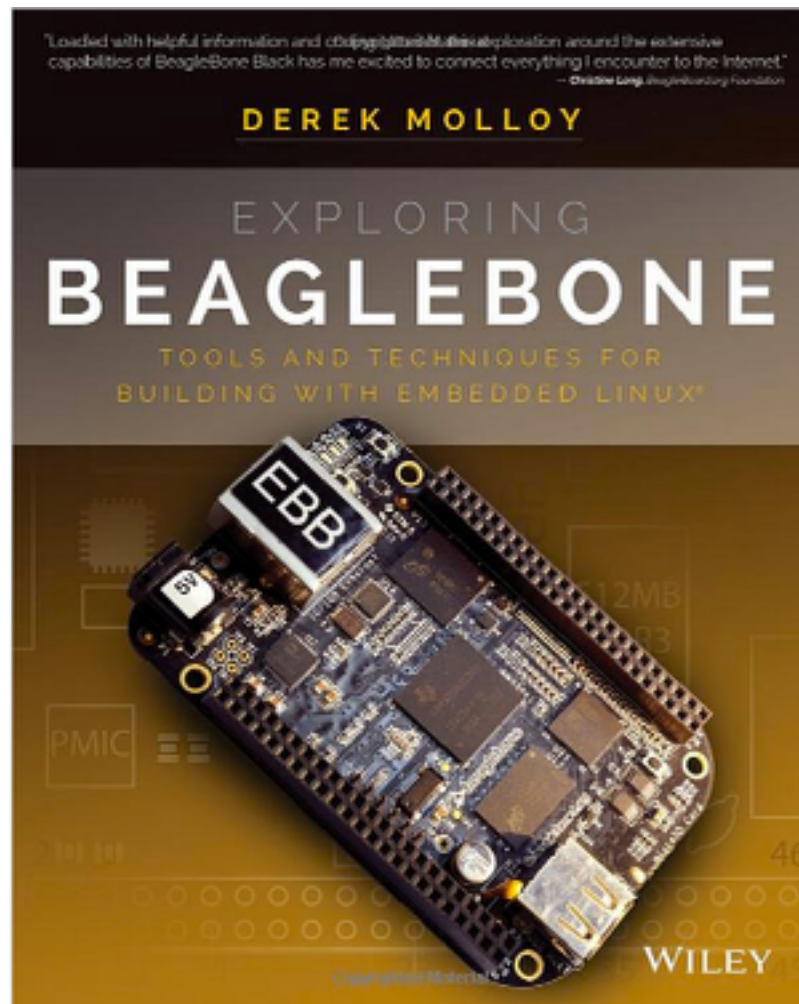
~~Arduino~~

Pendulum hardware

\$1-2k?

~~QUARC blocks~~

Thanks



Derek



Andrew Symington



Caio Motta



Calvin Wan



Andrew, Brian

END