

## From Smith's Predictor to Model-based Predictive Control

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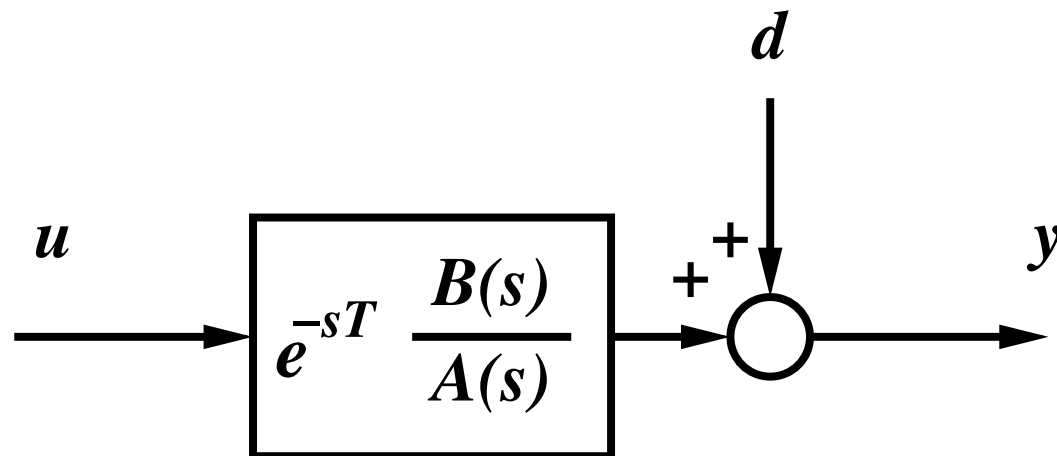
## Outline

- Classical predictive control
  - A simple system with time delay
  - Smith's predictor
  - Åström's predictor
  - Time delay emulation
- Model-based predictive control
  - Intermittent control
- *References [n] in notes*

### A System with Delay

$$\begin{cases} \dot{X}(t) &= AX(t) + BU(t - T) \\ Y(t) &= CX(t) + D(t) \end{cases} \quad (1)$$

$$y(s) = e^{-sT} \frac{B(s)}{A(s)} u(s) + d(s) \quad (2)$$



SISO, LTI.

Delayed input

State-space (1)

Transfer-function (2)

$T$  Delay value

$e^{-sT}$  Time delay

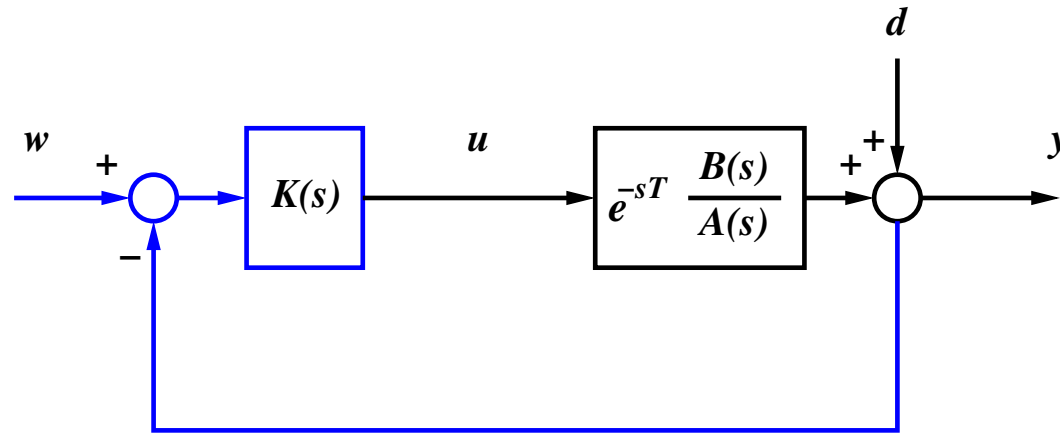
$e^{-sT} \frac{B(s)}{A(s)}$  system

$d$  disturbance

$u$  control signal

$y$  system output

**Non-predictive Control[1]**



$K(s)$  Control compensator

Feedback control (3)

Closed-loop system (4)

$e^{-sT}$  inevitable in numerator

**Problem**  $e^{-sT}$  in denominator

hard to design  $K(s)$

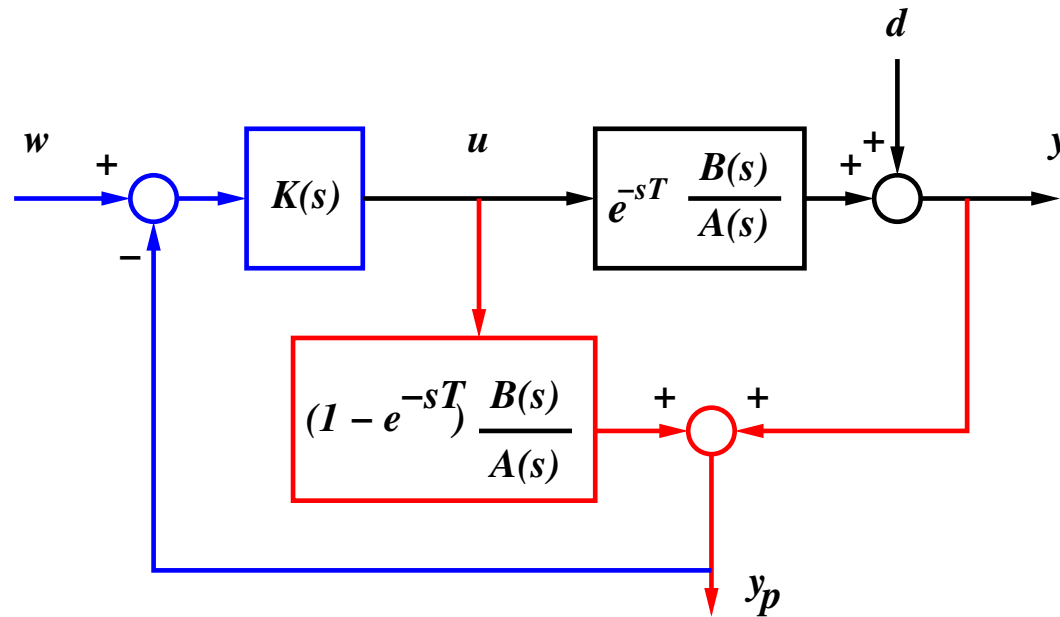
$$u = K(s)[w - y] \quad (3)$$

$$y = e^{-sT} \frac{K(s)B(s)}{A(s) + e^{-sT} K(s)B(s)} w$$

$$+ \frac{A(s)}{A(s) + e^{-sT} K(s)B(s)} d \quad (4)$$

# From Smith's predictor to model-based predictive control

## Smith's Predictor [2, 3]



$e^{-sT}$  Time delay

$e^{-sT} \frac{B(s)}{A(s)}$  system

$T$  Delay value

$K(s)$  Controller

$d$  disturbance

$u$  control signal

$w$  Setpoint

$y$  system output

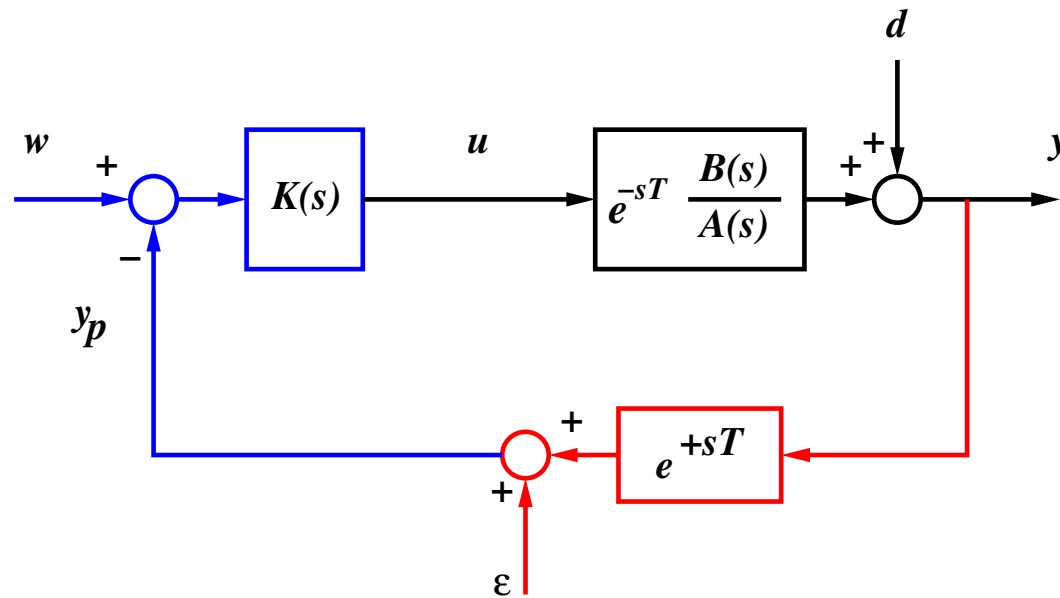
$y_p$  prediction

$\varepsilon$  prediction error

$$y_p = y + (1 - e^{-sT}) \frac{B(s)}{A(s)} u \quad (5)$$

$$= e^{sT} (y + \varepsilon); \quad \varepsilon = (1 - e^{-sT}) d \quad (6)$$

**Smith's Predictor: equivalent diagram**

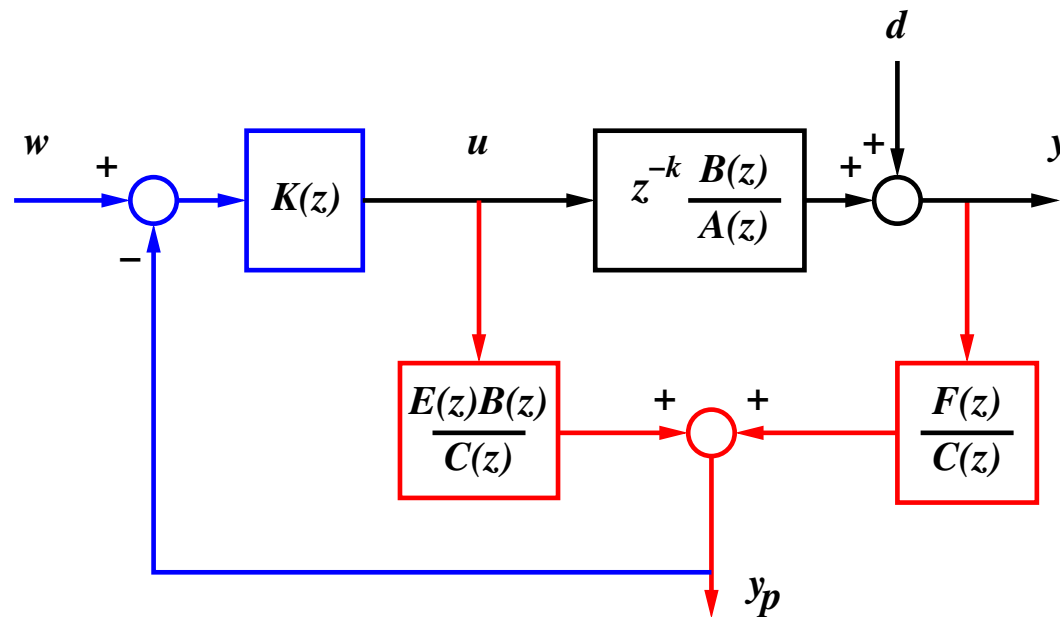


- + Delay removed from denominator
- Initial conditions  $A(s)$  ignored
- So no good if system *unstable*
- Properties of  $d$  not used

$$y = e^{-sT} \frac{K(s)B(s)}{A(s) + K(s)B(s)} (w - e) \quad (7)$$

$$+ \frac{A(s)}{A(s) + K(s)B(s)} d \quad (8)$$

**Åström's Predictor[4]**

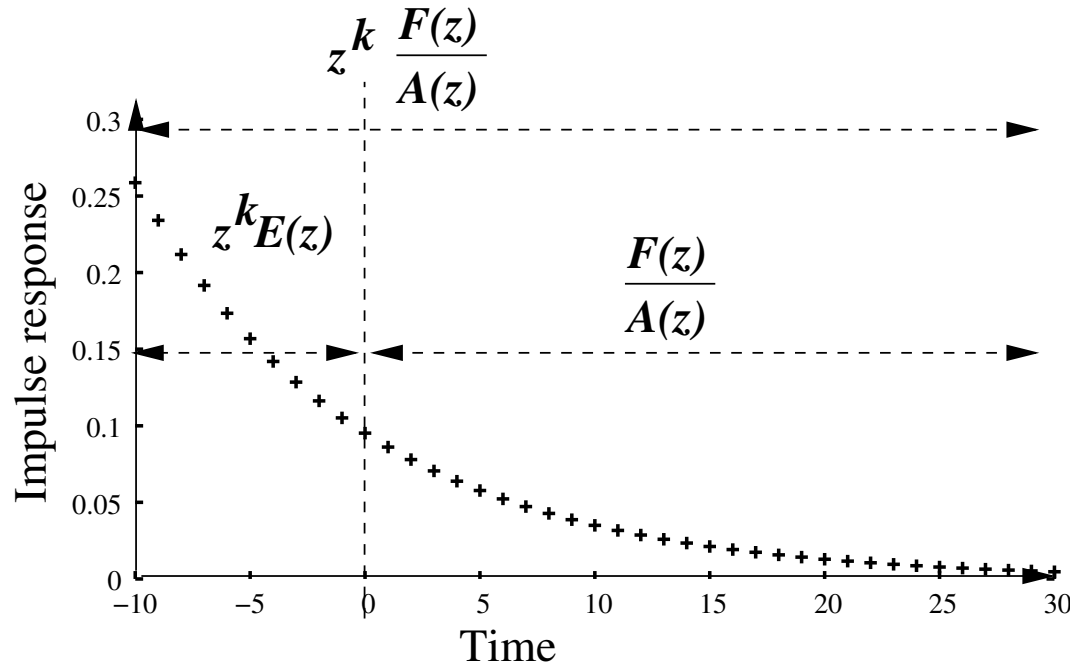


$z^{-k}$  time delay  
 $k$  integer delay.  $k = \frac{T}{h}$   
 Discrete-time  
 Stochastic (9)  
 Minimum-variance  
 $K(s) \rightarrow \infty$   
**Realisability decomposition**  
 (10)

$$d = \frac{C(z)}{A(z)} \xi \quad (9)$$

$$\frac{C(z)}{A(z)} = E(z) + z^{-k} \frac{F(z)}{A(z)} \quad (10)$$

**Realisability decomposition**



Algebraic long division (16)

“Future”  $z^k E(z)$

“Past”  $\frac{F(z)}{A(z)}$

Extensions

self-tuning[5, 6]

generalised

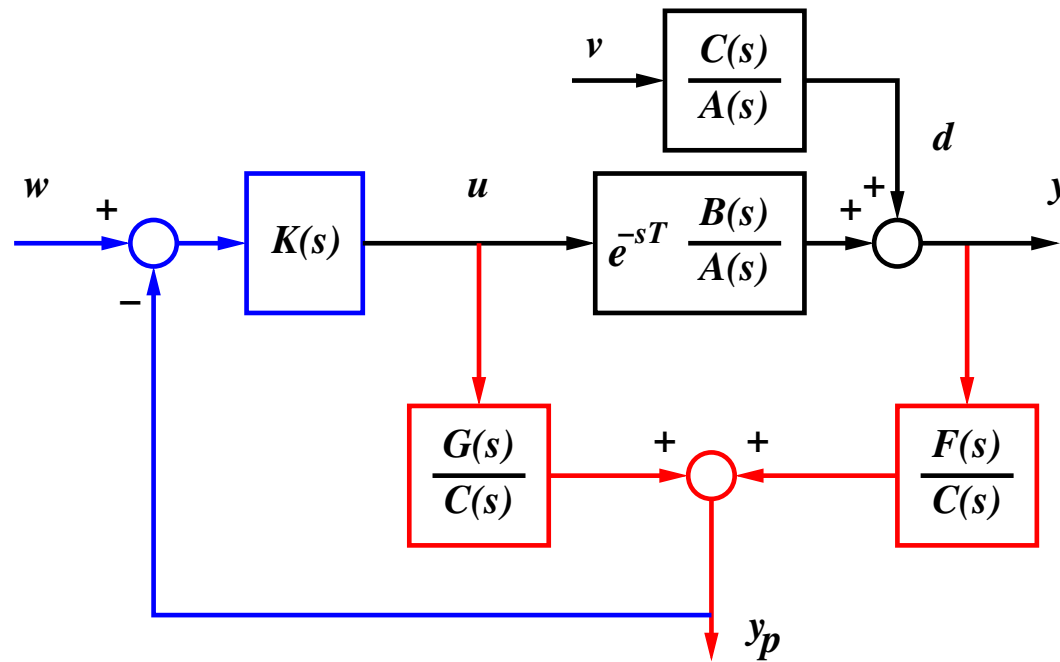
MV[7, 8, 9]

$$d = \frac{C(z)}{A(z)} \xi \quad (11)$$

$$\frac{C(z)}{A(z)} = E(z) + z^{-k} \frac{F(z)}{A(z)} \quad (12)$$



**Emulator-based control[10, 11]**

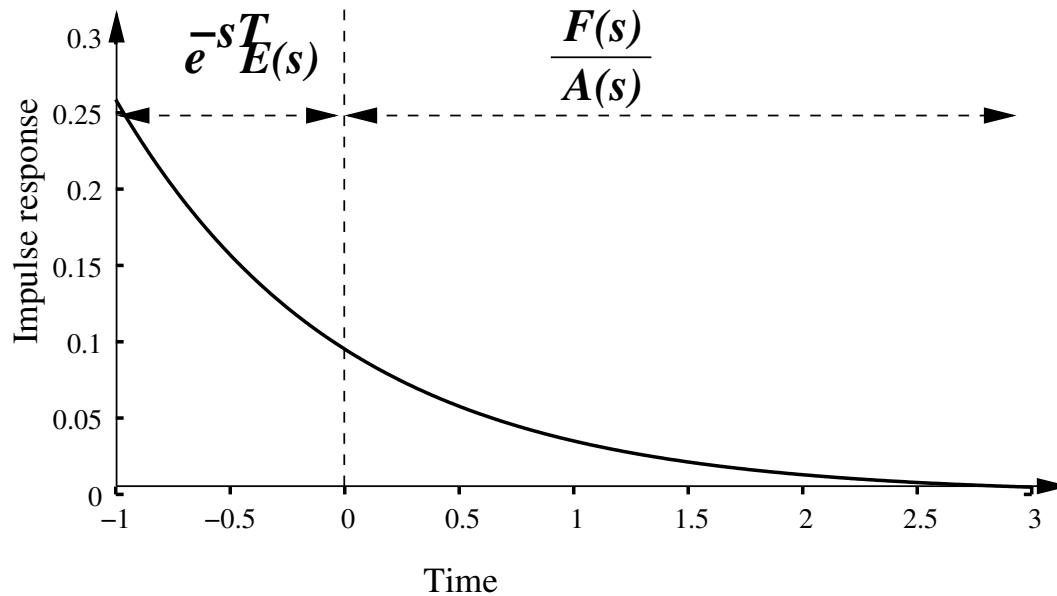


Continuous-time  
 Non-stochastic  $v$   
 Minimum-variance  
 $K(s) \rightarrow \infty$   
**Realisability decomposition**

$$y_p = \frac{F(s)}{C(s)}y + \frac{G(s)}{C(s)}u \quad (13)$$

$$= e^{sT}y + e; \quad e = e^{sT}Ev \quad (14)$$

**Realisability decomposition**



“Future”  $e^{sT} E(s)$

“Past”  $\frac{F(s)}{A(s)}$

self-tuning [10, 11, 12, 13]

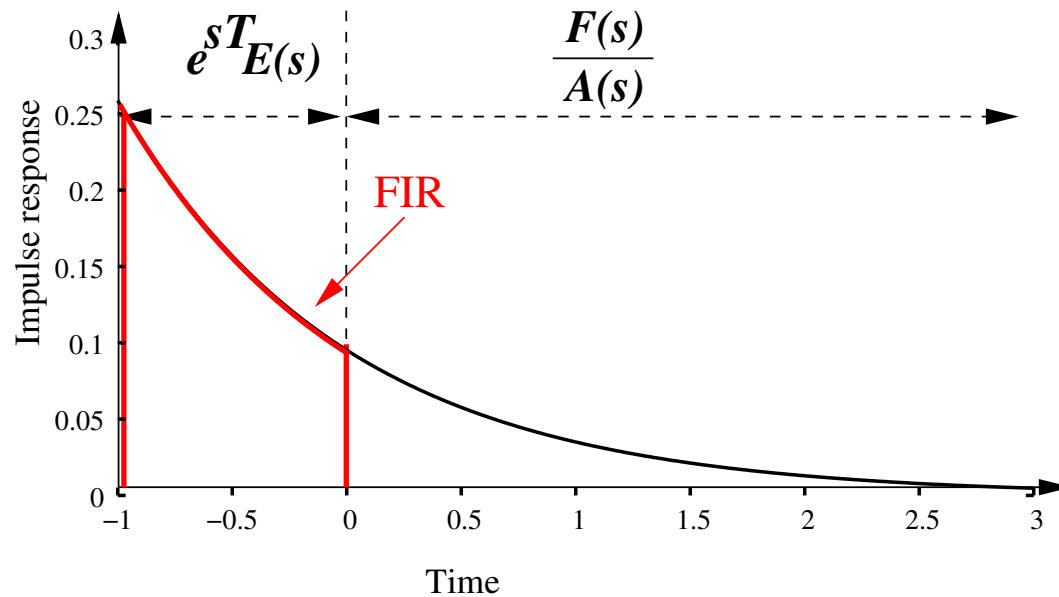
cf “Model predictive control” [14, 15, 16]

$E(s)$  FIR transfer function

$$d = \frac{C(z)}{A(z)} \zeta \quad (15)$$

$$\frac{C(z)}{A(z)} = E(z) + z^{-k} \frac{F(z)}{A(z)} \quad (16)$$

## Continuous-time Finite Impulse Responses



Eg:  $A(s) = s + a$

Eg:  $C = 1$

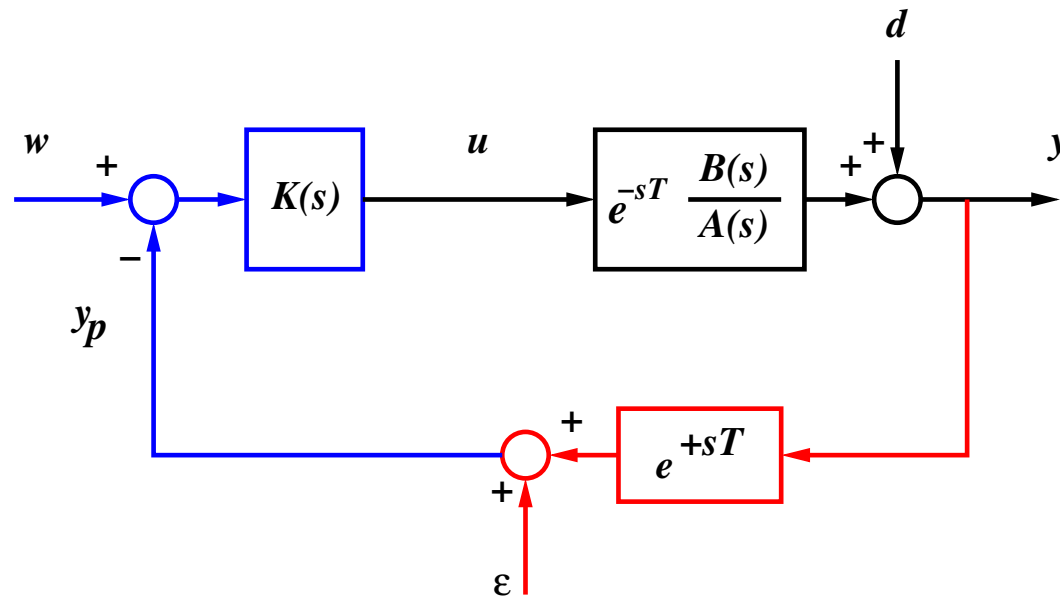
Pole of  $E(s)$  has zero  
residue

Implementation  
issues

$$E(s) = \frac{1 - e^{-(s+a)T}}{s + a} \quad (17)$$

$$\frac{F(s)}{A(s)} = \frac{e^{-at}}{s + a} \quad (18)$$

**Emulator: equivalent diagram**



- + Delay removed from denominator
  - + Initial conditions  $C(s)$ , not  $A(s)$
  - + So OK even if system *unstable*
- $C(s)$  design parameter

$$\varepsilon = e^{sT} E(s)v = e^{sT} E(s) \frac{A(s)}{C(s)} d \quad (19)$$

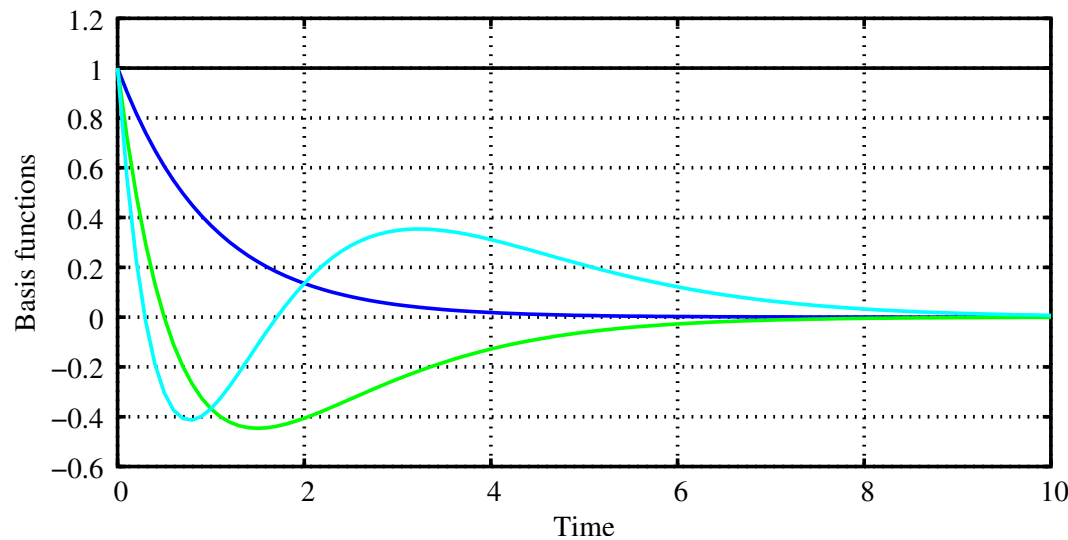
## Summary

- Emulator-based Predictor
  - removes delay  $e^{-sT}$  from denominator
  - accounts for initial conditions
  - sensitivity analysis? [3]
- Extensions: can emulate
  - $e^{st}$  Prediction
  - $P(s)$  Improper transfer function
  - $\frac{1}{B^*(s)}$  Unstable transfer function
- Self-tuning Control [10, 11, 17]
- Cannot predict further ahead than  $T$

## Model-based Predictive Control

- Background
  - Long history [16, 18, 19, 20]
  - Related to Generalised Predictive Control[21, 22, 23]
  - Related to “Open-loop feedback optimal” control[24, 25]
  - Mostly discrete time[18]
  - Continuous time possible [26, 27, 28]
  - Predicts ahead further than the time delay
  - Trajectory based
- Current research on Intermittent Predictive Control
  - Overcomes delay due to optimisation
  - Physiological interpretation

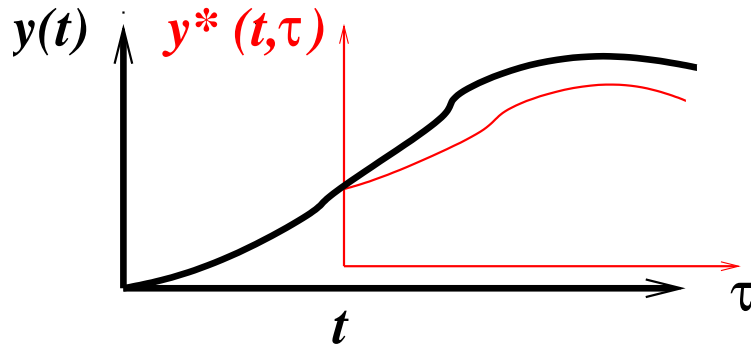
**Parameterising the control signal[29]**



$u^*(t, \tau)$  Control signal  
 $U^*(\tau)$  Basis funs  
 $U(t)$  Parameters to be optimised  
 $t$  Actual time  
 $\tau$  Time-to-go

$$u^*(t, \tau) = U^*(\tau)U(t) \quad (20)$$

### Moving Horizons



$$\begin{cases} \frac{d}{dt}x(t) &= Ax(t) + Bu(t) \\ y(t) &= Cx(t) \\ x(0) &= x_0 \end{cases} \quad (21)$$

$$\begin{cases} \frac{d}{d\tau}x^*(t, \tau) &= Ax^*(t, \tau) + Bu^*(t, \tau) \\ y^*(t, \tau) &= Cx^*(t, \tau) \\ x^*(t, 0) &= x_0^* \end{cases} \quad (22)$$

\* Moving horizon

**21** Fixed axes

**22** Moving axes

$$x_0^* = x(t)$$

$$u(t) = u^*(t, 0)$$

**Optimise** in *moving*  
axes

**Control** applied in  
*fixed* axes



## Optimisation

$$J(U(t)) = \frac{1}{2} \int_{\tau_1}^{\tau_2} \left\| y^*(t, \tau) - w^*(t, \tau) \right\| d\tau \quad (23)$$

$$+ \frac{1}{2} \int_{\tau_1}^{\tau_2} \left\| u^*(t, \tau) \right\| d\tau \quad (24)$$

$$+ \left\| (x^*(t, \tau_2) - x_w(\tau)) \right\|_P \quad (25)$$

$$u^*(t, \tau_{uk}) \leq \bar{u}^*(t, \tau_{uk}) \quad (26)$$

$$y^*(t, \tau_{yk}) \leq \bar{y}^*(t, \tau_{yk}) \quad (27)$$

**23** Output cost

**24** Input cost

**25** Terminal cost

**26** Input constraint

**27** Output constraint

**QP** to determine  
 $U(t)$

### Intermittency[30, 31, 32, 33]

- In predictive control

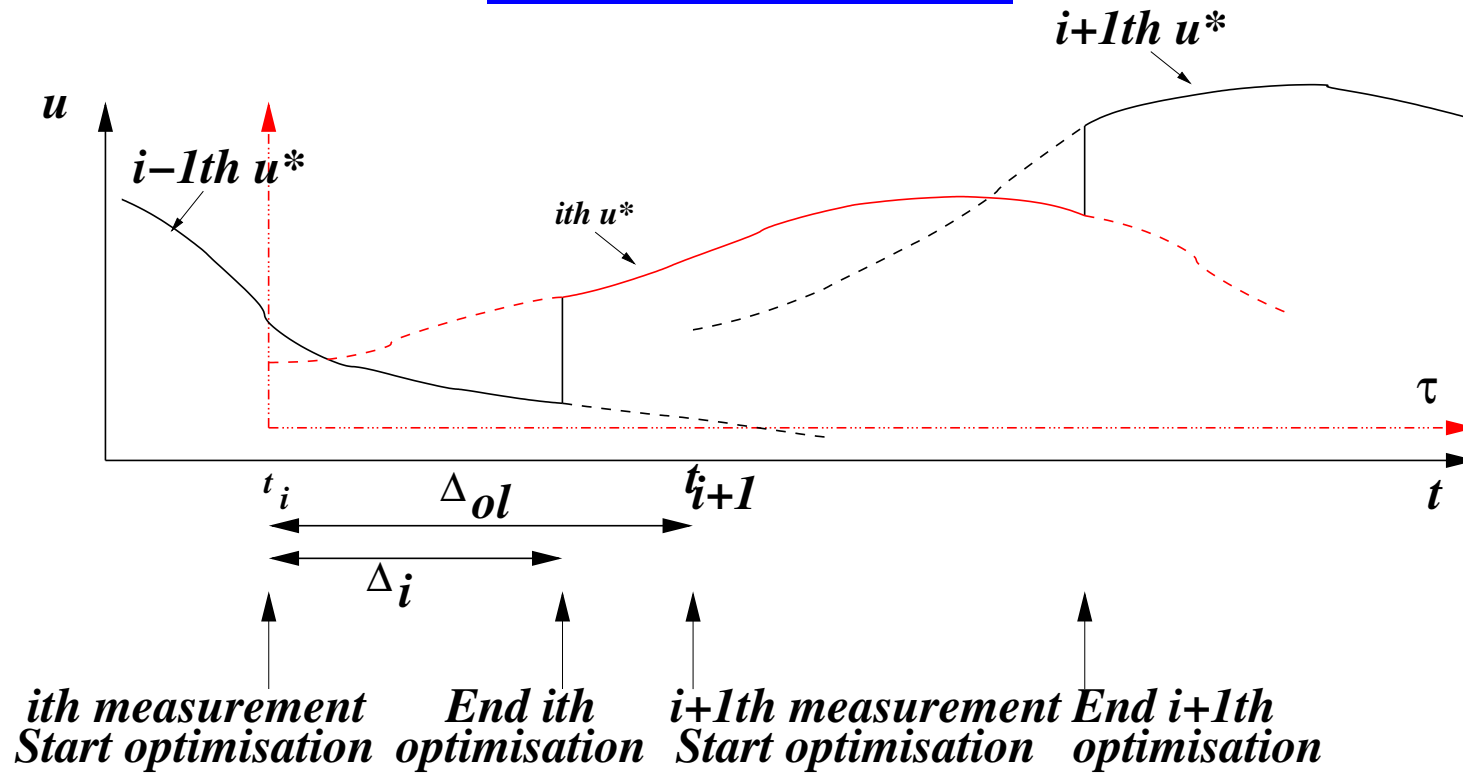
“Continuous-time predictive control algorithms have the apparently fatal drawback that optimisation must be completed within an infinitesimal time. However, this problem can be overcome using intermittent control” [30]

- In physiological control

“A finite interval of time is required by the CNS [central nervous system] to preplan the desired perceptual consequences of a movement ... This behaviour introduces *intermittency* into the planning of movements.” [31]

- Neither continuous-time nor discrete-time

**Intermittent Control**



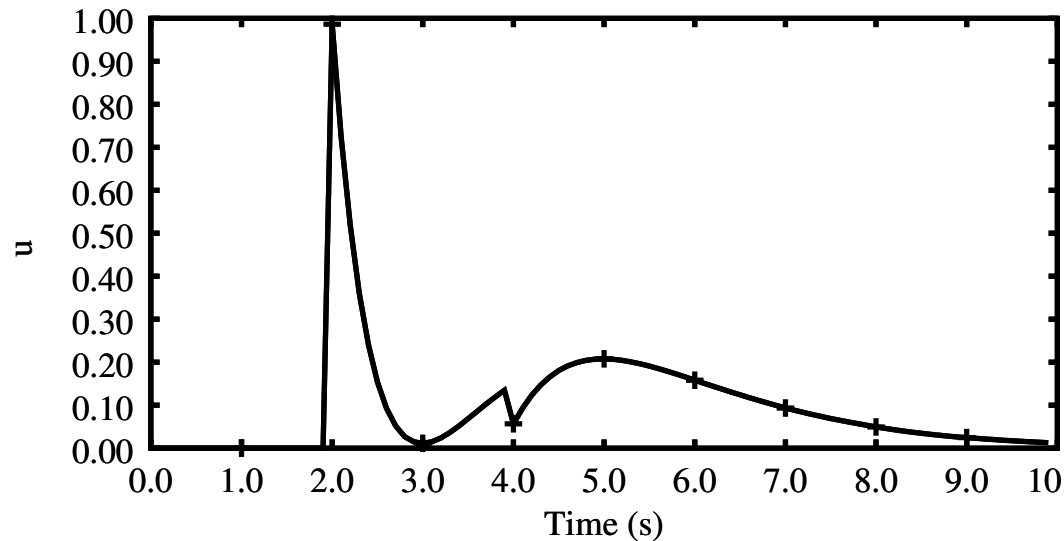
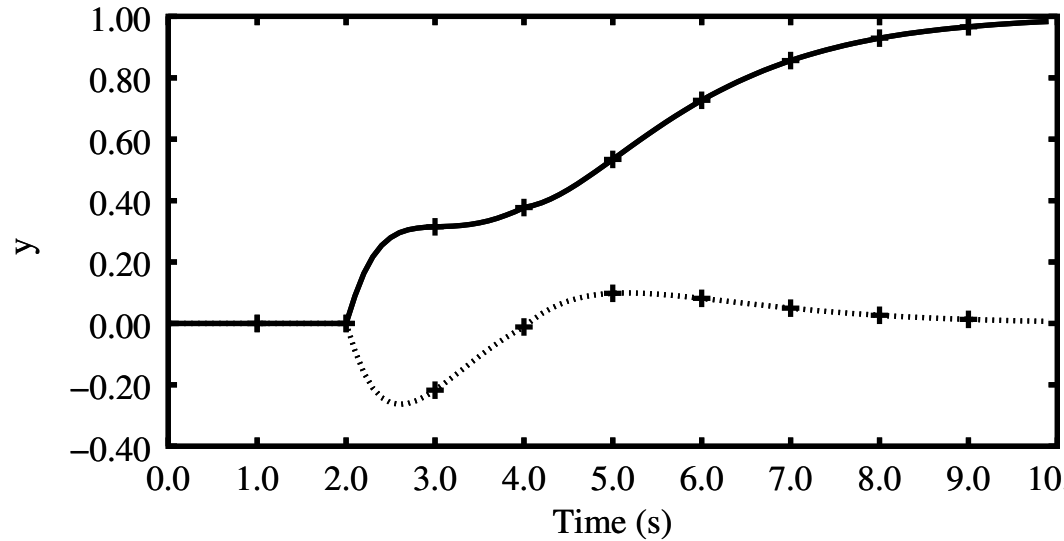
$$u(t) = u(t_i + \tau_i) = \begin{cases} u_{i-1}^*(\tau_{i-1}) & \tau_i < \Delta_i \\ u_i^*(\tau_i) & \tau_i \geq \Delta_i \end{cases} \quad (28)$$

## A Physical System



- Lego Mindstorms Cart-Pendulum System
- legOS posix-compliant real-time kernel
  - compute  $u(t)$
- Laptop Optimisation
  - compute  $U(t)$
  - estimate state  $X(t)$
  - estimate parameters  $\theta$
- IR connection to laptop
  - send  $U(t)$ .

## Simulations



$w$ : Unit step

$y$ : System output Angle and position

$u$ : System input

$\Delta_{ol}(= 1.0)$ : Open-loop interval

estimate state  $X(t)$

estimate parameters

$\theta$

computational delay

## Summary

- Model-based predictive control
  - Continuous-time setup
  - Basis function approach
  - Moving axes optimisation
- Intermittent control
  - Framework for MPC
  - Combines best of continuous-time & discrete-time
  - Physiological control systems
  - Engineering applications ...

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