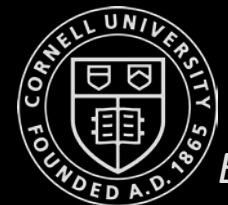


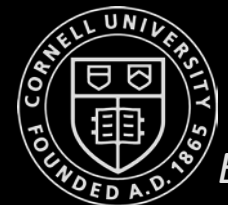
ECE 4960

Prof. Kirstin Hagelskjær Petersen
kirstin@cornell.edu

Fast Robots

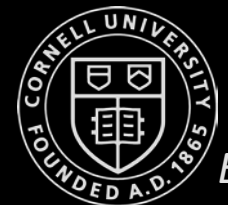
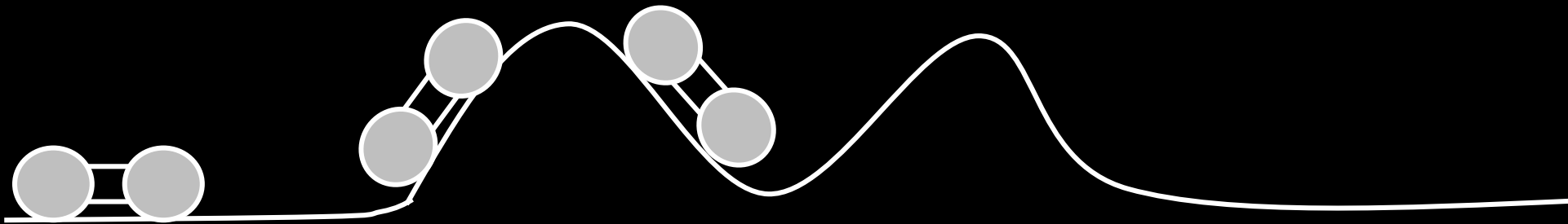


PID CONTROL (continued)

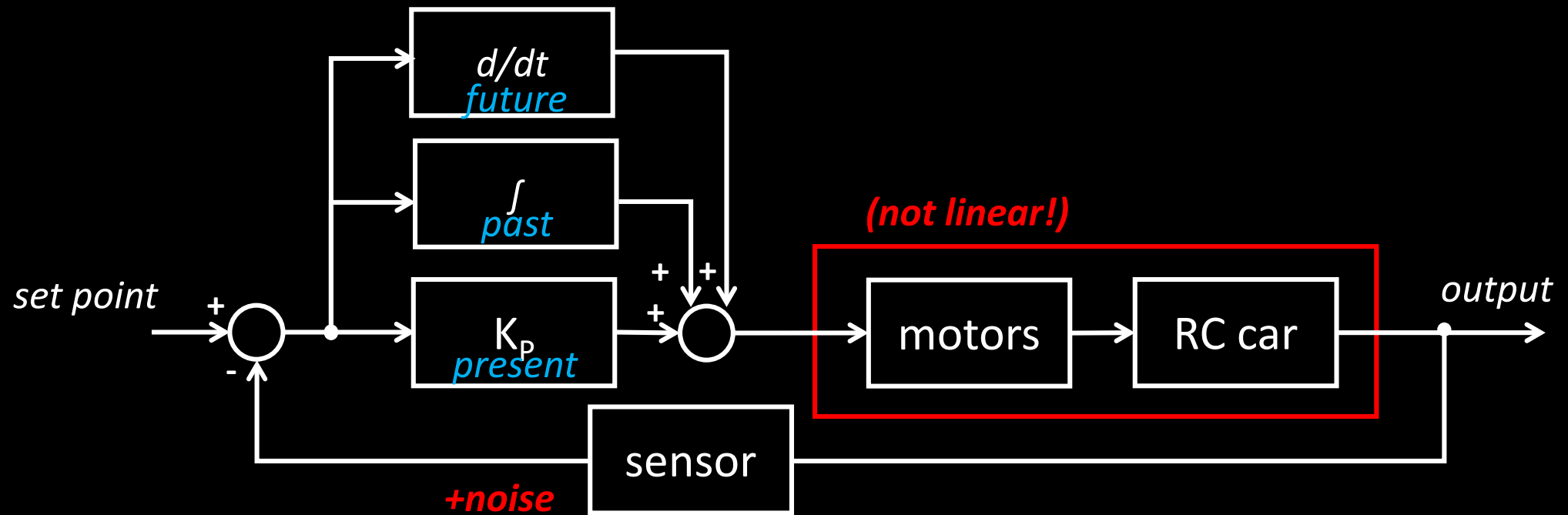


Feedback control

- Maintain speed prediction at different battery levels



PID control

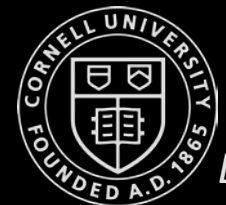


<https://tinyurl.com/y67glgzk>

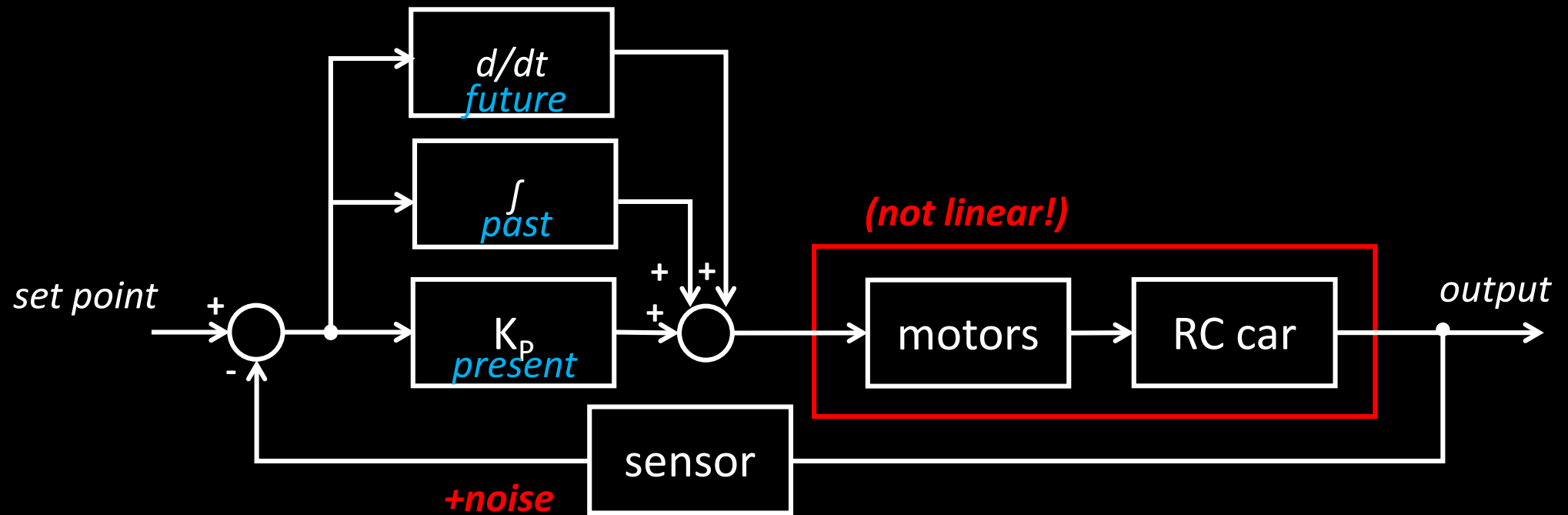
- Integrator wind-up
- Derivative low pass filter
- Derivative kick

- $\frac{de}{dt} = \frac{d\text{setpoint}}{dt} - \frac{d\text{measurement}}{dt}$

- When the setpoint is constant: $\frac{de}{dt} = - \frac{d\text{measurement}}{dt}$



PID control



<https://tinyurl.com/y67glgzk>

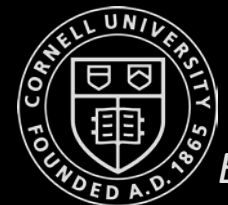
- Integrator wind-up
- Derivative low pass filter
- Derivative kick

- $\frac{de}{dt} = \frac{d\text{setpoint}}{dt} - \frac{d\text{measurement}}{dt}$

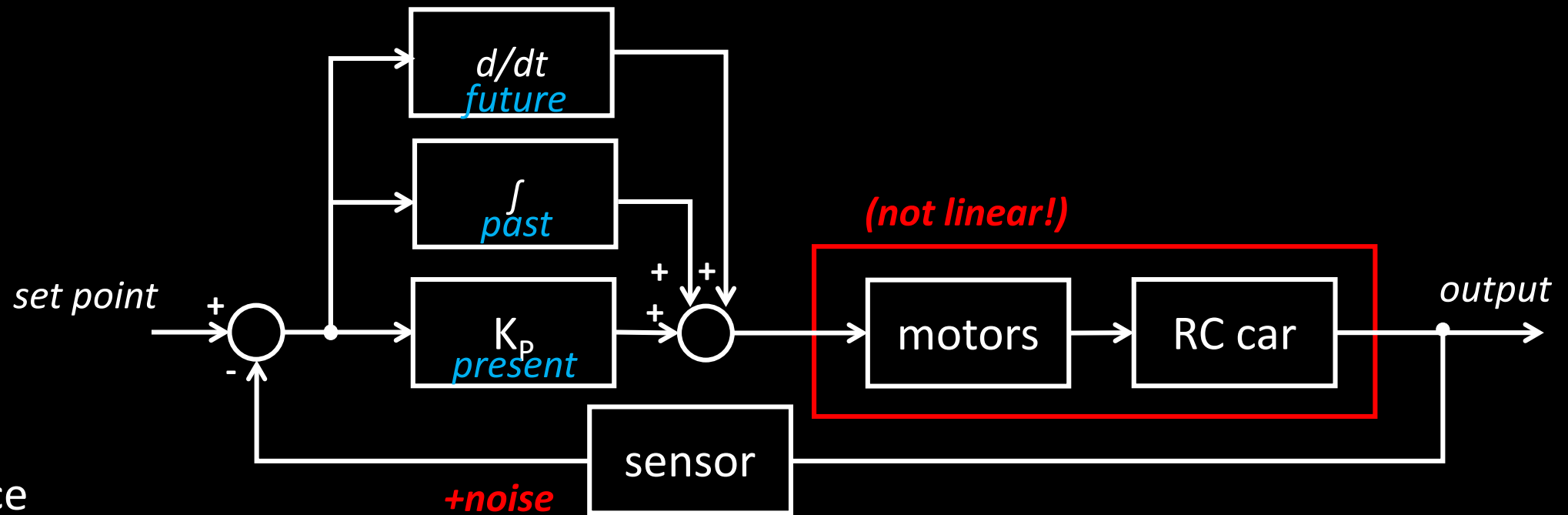
- When the setpoint is constant: $\frac{de}{dt} = - \frac{d\text{measurement}}{dt}$

1st order system: $\begin{bmatrix} \dot{\theta} \\ \ddot{\theta} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 0 & -\frac{c}{I} \end{bmatrix} \begin{bmatrix} \theta \\ \dot{\theta} \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{1}{I} \end{bmatrix} u$

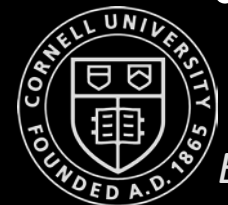
2nd order system: $\begin{bmatrix} \dot{\theta} \\ \ddot{\theta} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ cst & -\frac{c}{I} \end{bmatrix} \begin{bmatrix} \theta \\ \dot{\theta} \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{1}{I} \end{bmatrix} u$



PID control

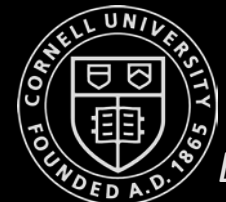


- Performance
 - Rise time/Response
 - Ex: 10% to 90% of final value
 - Peak time
 - Time to reach first peak
 - Overshoot
 - Amount in excess of final value
 - Settling time
 - Ex: Time before output settles to 1% of final value



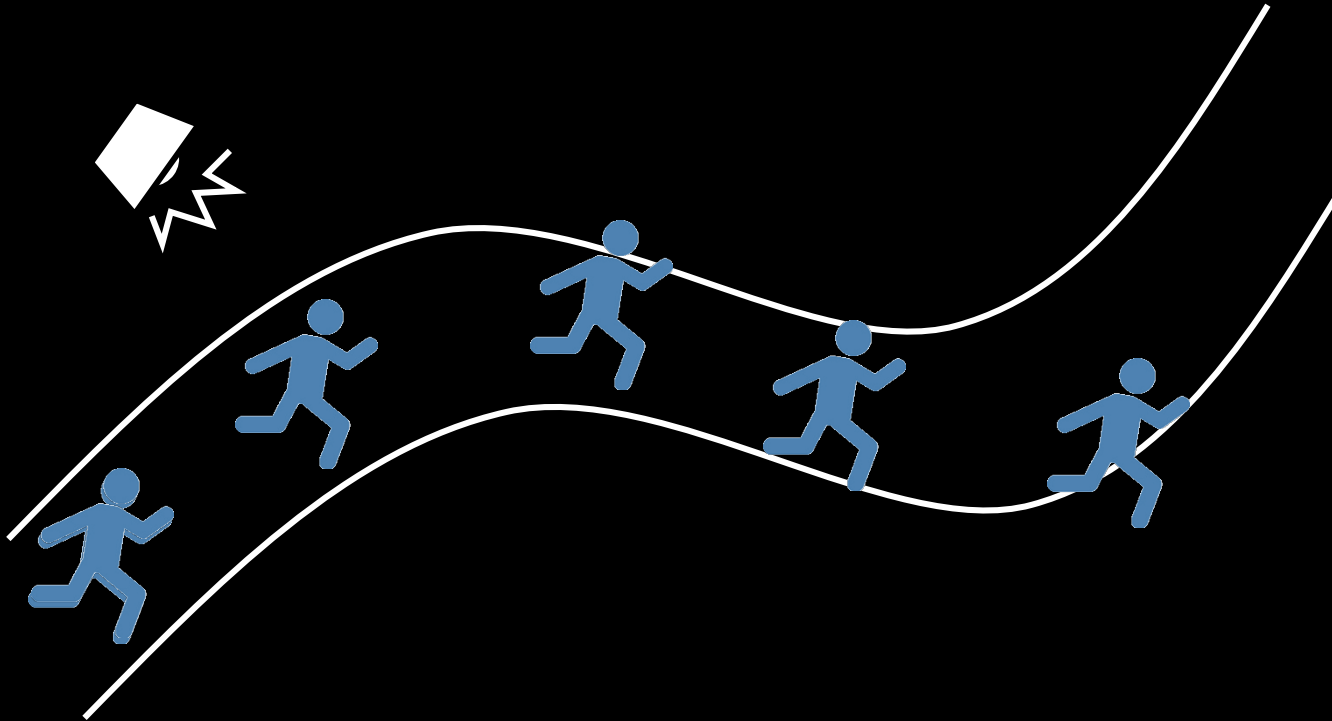
PID control

- **Heuristic procedure #1:**
 - Set K_p to small value, K_D and K_I to 0
 - Increase K_D until oscillation, then decrease by factor of 2-4
 - Increase K_P until oscillation or overshoot, decrease by factor of 2-4
 - Increase K_I until oscillation or overshoot
 - Iterate
- **Heuristic procedure #2:**
 - Set K_D and K_I to 0
 - Increase K_P until oscillation, then decrease by factor of 2-4
 - Increase K_I until loss of stability, then back off
 - Increase K_D to increase performance in response to disturbance
 - Iterate

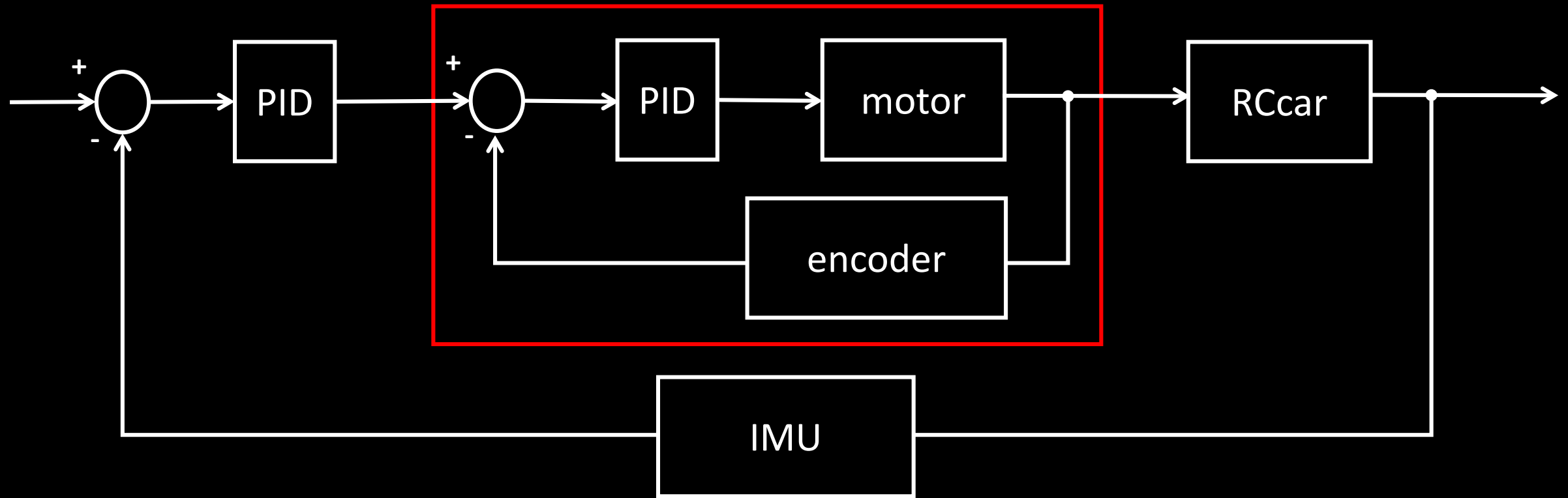


Discrete PID Control

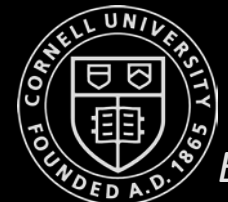
- Sampling time
- Control ~ 10 times faster than the system



Cascaded Control Loops



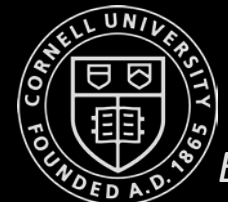
LAB 3 PRESENTATIONS



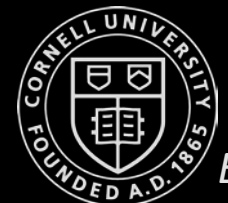
Characterizing the RC Car

- Robert
- Charles/Emma
- Kathleen
- Tim
- Jungshien
- Katie/Jade/Emily
- Caitlin
- Christopher
- Daniel
- Andrew
- Jason

- Dimensions
- Wheel diameter
- Weight
- Battery life time
- Battery charging time
- Max speed
- Max acceleration
- On-axis turns
- Max inclination
- Surfaces
- Tricks



DATA TYPES



Data types

- Variable memory allocation depends on your processor *and* the compiler

- Char

- Char_{8bit} : 8 bits
- Char_{32bit} : 8 bits

- Int

- Int_{8bit} : 16 bits
- Int_{32bit} : 32 bits

- Long

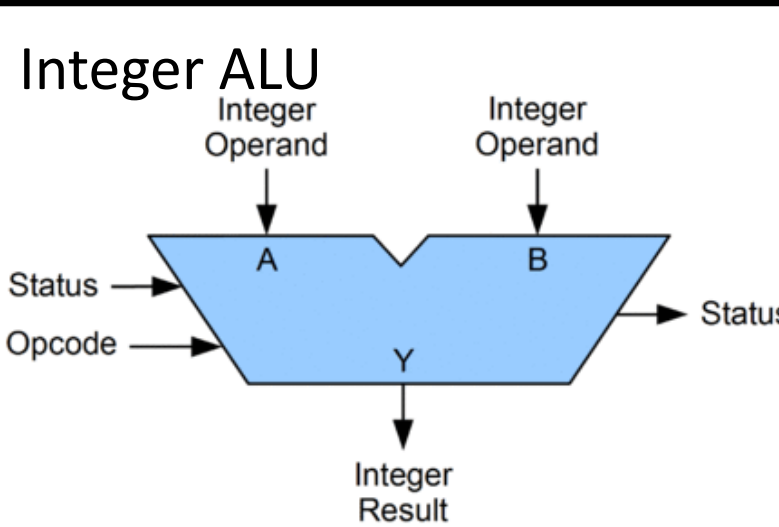
- Long_{32bit} : 32bits
- Long_{64bit} : 64 bits

- Two's complement

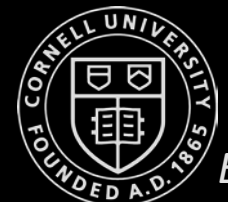
- 0 b 0 0 0 0 0 1 0 1
- 0 b 0 0 0 0 0 1 0 1 > invert > 0 b 1 1 1 1 1 0 1 0 > add 1 > 0 b 1 1 1 1 1 0 1 1
- 0 b 1 1 1 1 1 1 1 1 ?
- Range of a signed char_{32bit}: $[-2^7 ; 2^7 - 1] = [-128 ; 127]$

You can specify the length:

- int16_t
- uint32_t



- Range of a signed int_{32bit}: $[-2^{31} ; 2^{31}-1]$



Data types

- Variable memory allocation depends on your processor *and* the compiler

- Float

- Float_{8bit} : 32 bits
- Float_{32bit} : 32 bits

- Double

- Double_{8bit} : 64 bits
- Double_{32bit} : 64 bits

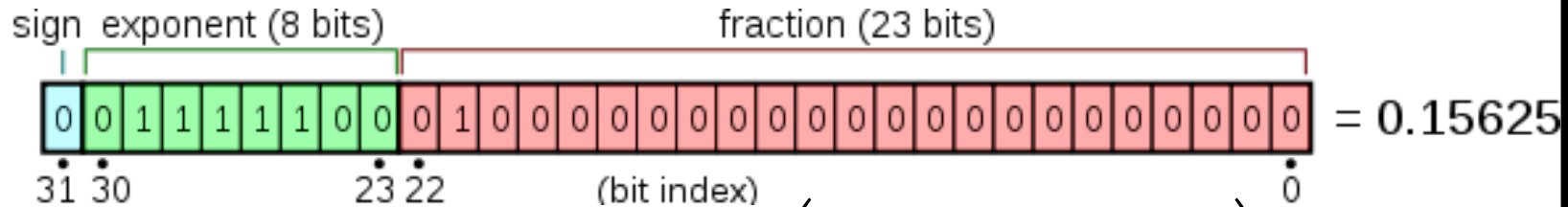
- Long Double

- 8, 12, 16 bytes

- Single-precision floating point number (assuming IEEE 754 representation):

- Max value : $(2 - 2^{-23}) \times 2^{127} \approx 3.4028235 \times 10^{38}$
- Decimal string “3.141593” => float => decimal string “3.141593”
- float pi = PI => decimal string “3.14159265” => float

Float:



$$value = -1^{sign} \cdot 2^{e-127} \cdot \left(1 + \sum_{i=1}^{23} b_{23-i} 2^{-i} \right)$$



Apollo3 Blue MCU Datasheet

Ultra-Low Power Apollo MCU Family

Features

Ultra-low supply current:

- 6 μ A/MHz executing from FLASH or RAM at 3.3 V
- 1 μ A deep sleep mode (BLE Off) with RTC at 3.3 V (BLE in SD)

High-performance ARM Cortex-M4 Processor

- 48 MHz nominal clock frequency, with 96 MHz high performance TurboSPOT™ Mode
- Floating point unit
- Memory protection unit
- Wake-up interrupt controller with 32 interrupts

Integrated Bluetooth¹ 5 low-energy module

- RF sensitivity: -93 dBm (typical)
- TX: 3 mA @ 0 dBm, RX: 3 mA
- Tx peak output power: 4.0 dBm (max)

Ultra-low power memory:

- Up to 1 MB of flash memory for code/data
- Up to 384 KB of low leakage RAM for code/data
- 16 kB 2-way Associative/Direct-Mapped Cache

Ultra-low power interface for on- and off-chip sensors:

- 14 bit ADC at up to 1.2 MS/s. 15 selectable input channels available

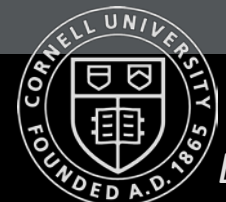
- 3.37 x 3.25 mm (<0.35mm thk pkg) 66-pin CSP with 37 GPIO
- 5 x 5 mm (<0.5mm thk pkg) 81-pin BGA with 50 GPIO

Applications

- Voice-on-SPOT™ compatible for always-listening keyword detect, audio command recognition and voice assistant integration in battery-powered devices including:
 - Bluetooth headsets, earbuds, and truly wireless earbuds
 - Remote and Gaming Controls
 - Smart home
- Wearables including smart watches and fitness/activity trackers
- Hearing aids, Digital Health Monitoring and Sensing Devices
- Smart Home Automation, Security and Lighting control applications

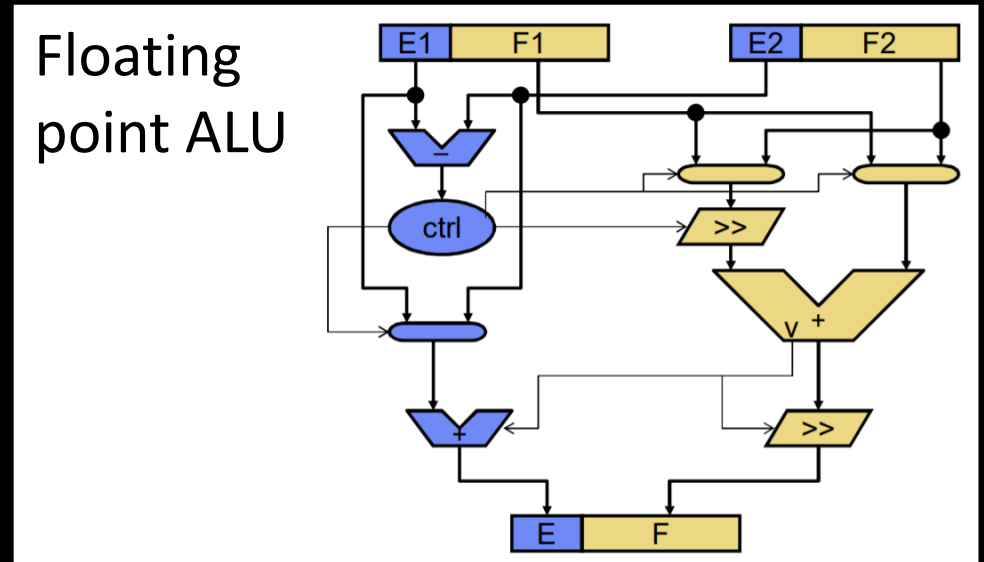
Description

The Apollo MCU Family is an ultra-low power, highly integrated microcontroller platform based on Ambiq Micro's patented Sub-threshold Power Optimized Technology (SPOT™) and designed for battery-powered and portable, mobile devices. The Apollo3 Blue MCU sets a new standard in energy efficiency for battery-powered devices with an integrated ARM Cortex-M4 processor with Floating Point Unit and TurboSPOT™ increasing the compu-



Data types

- Variable storage depends on your processor *and* the compiler
 - Float
 - Float_{8bit} : 32 bits
 - Float_{32bit} : 32 bits
 - Double
 - Double_{8bit} : 64 bits
 - Double_{32bit} : 64 bits
 - Long Double
 - 8, 12, 16 bytes
- Single-precision floating point number (assuming IEEE 754 representation):
 - Max value : $(2 - 2^{-23}) \times 2^{127} \approx 3.4028235 \times 10^{38}$
 - Decimal string “3.14159” => float => decimal string “3.14159”
 - float pi = PI => decimal string “3.14159265” => float



Data types

- What do you have in your system?
 - Bluetooth: char
 - Time of flight: unsigned int
 - Serial.print: strings
 - IMU: float
 - PID: double
 - millis(): unsigned long
 - if-statements: bool
- *Pay attention!*
- <https://www3.ntu.edu.sg/home/ehchua/programming/java/datarepresentation.html>

