

### Homework 3

Due June 5, 2001

1. Consider the ‘unicycle’ model of a slipping automobile wheel depicted in Figure 1. The tire

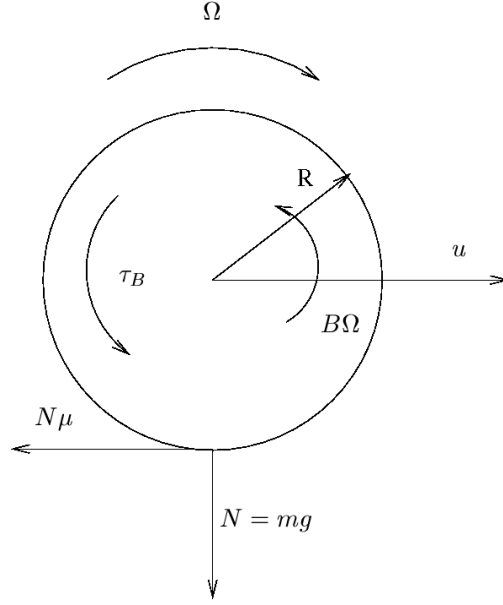


Figure 1: The wheel forces.

dynamics are described by the following two equations

$$m\dot{u} = -N\mu(\lambda) \quad (1)$$

$$I\dot{\Omega} = -B\Omega + NR\mu(\lambda) - \tau_B, \quad (2)$$

where  $u$  is the linear velocity and  $\Omega$  is the angular velocity of the wheel,  $m$  is the mass and  $N = mg$  is the weight of the vehicle,  $R$  is the radius of the wheel,  $I$  is the moment of inertia of the wheel,  $B\Omega$  is the bearing friction torque,  $\tau_B$  is the braking torque,  $\mu(\lambda)$  is the friction force coefficient, and the wheel *slip* is defined as

$$\lambda(u, \Omega) = \frac{u - R\Omega}{u} \quad (3)$$

for the case of braking when  $R\Omega \leq u$ . The friction force coefficient  $\mu(\lambda)$  is shown in Figure 2, from which it is seen that there exists an optimum  $\mu^*$  at  $\lambda^*$ . Since  $\dot{u}$  is measurable via an accelerometer (they are already in use for airbags), the following simple controller

$$\tau_B = -\frac{cIu}{R}(\lambda - \lambda_0) - B\Omega - \frac{I\Omega}{u}\dot{u} - mR\dot{u}, \quad c > 0 \quad (4)$$

is implementable, and it is easy to see that it yields

$$\frac{1}{c}\dot{\lambda} = -\lambda + \lambda_0. \quad (5)$$

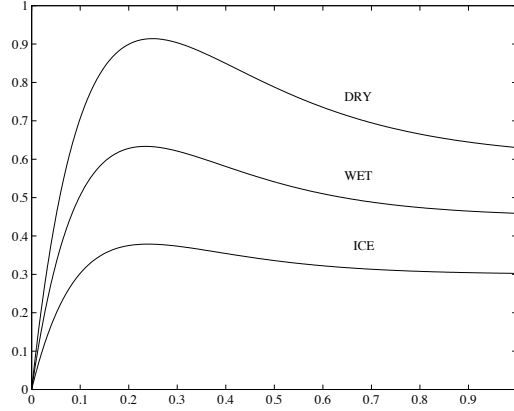


Figure 2: The friction force coefficient  $\mu(\lambda)$ .

Treating  $y = -\dot{u}$  as the output, design an extremum seeking scheme that estimates  $\lambda_0$  to maximize  $\mu(\lambda)$  in steady state and present simulation results. Use

$$\mu(\lambda) = 2\mu^* \frac{\lambda^* \lambda}{\lambda^{*2} + \lambda^2}. \quad (6)$$

with  $\lambda^* = 0.25$  and  $\mu^* = 0.6$ . Choose the vehicle/wheel parameters as  $m = 400kg$ ,  $B = 0.01$ ,  $R = 0.3m$ . Let the initial conditions be:  $u(0) = 120km/hr = 33.33m/sec$  for linear velocity, and  $\Omega(0) = 111.1rad/sec$  for angular velocity, which makes  $\lambda(0) = 0$ . How much time does it take for your “vehicle” to stop? How about the distance?

2. Design  $u(x, \hat{\theta})$  and  $\dot{\hat{\theta}}$  to globally stabilize the system

$$\dot{x} = \theta x^4 + (1+x)u$$

while keeping  $u$  bounded. (There is more than one solution to this problem.)

3. Applying backstepping, design an adaptive controller that globally stabilizes the system

$$\begin{aligned} \dot{x} &= \theta x^4 + (1+x)\xi, & \theta > 0 \\ \dot{\xi} &= u. \end{aligned}$$

4. Design an adaptive controller that makes the state variable  $y$  globally asymptotically track the reference signal  $y_r(t)$  in the system

$$\begin{aligned} \dot{y} &= \xi + y^2 \theta \\ \dot{\xi} &= u. \end{aligned}$$

5. Design a tuning functions controller for the linear system

$$\begin{aligned} \dot{x}_1 &= x_2 + \theta x_1 \\ \dot{x}_2 &= x_3 \\ \dot{x}_3 &= u. \end{aligned}$$

Is the resulting control law linear or nonlinear in  $x$ ?