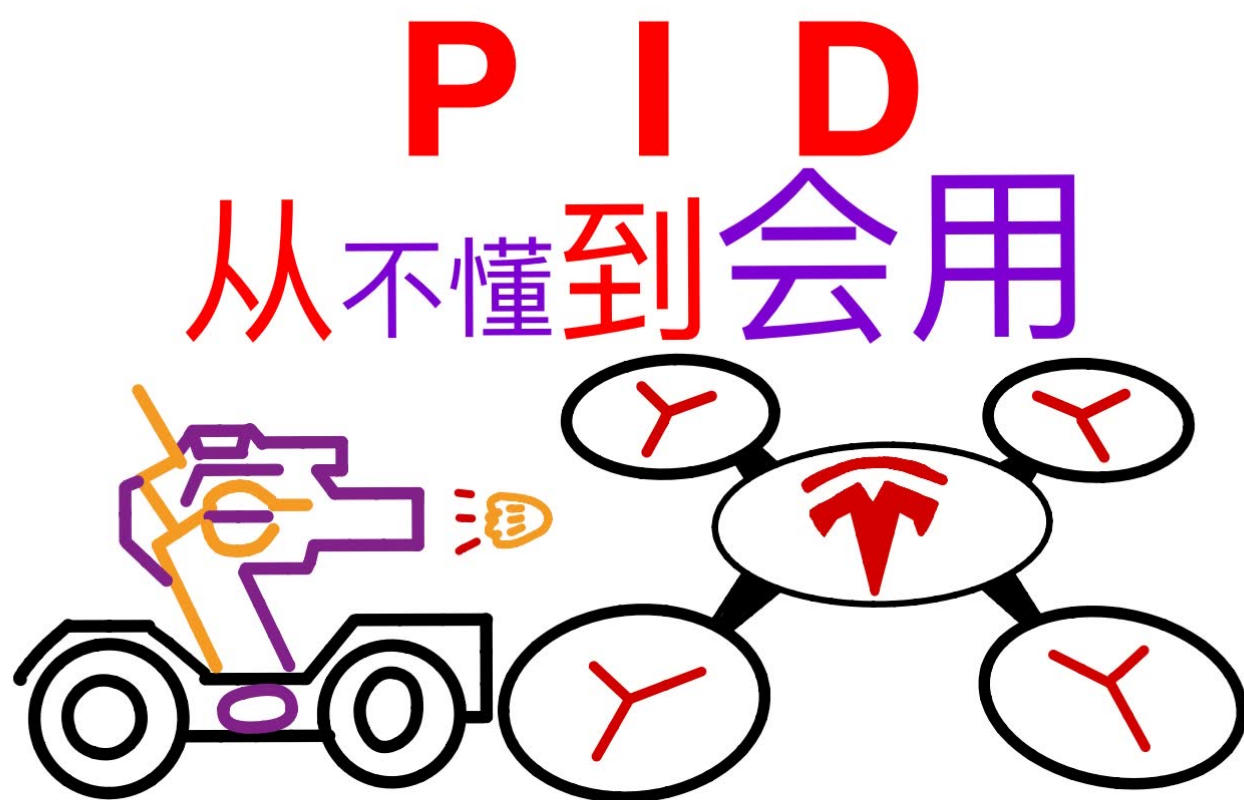


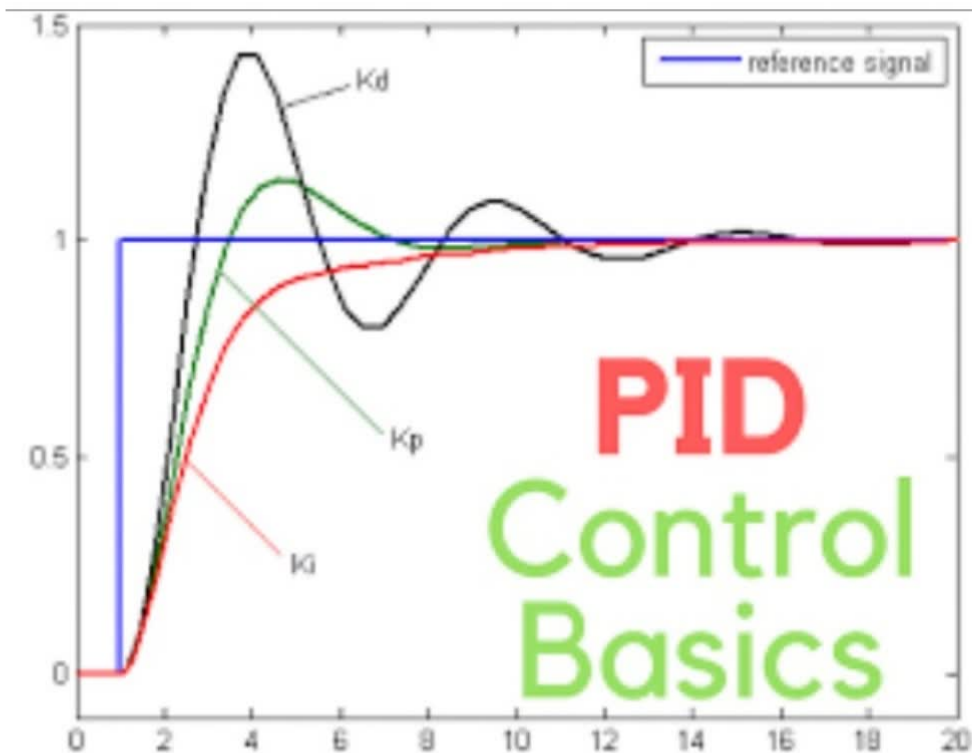


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every

P I D

从不懂到会用



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Clang

PID Control Theory Catalog

听懂

一. 不懂★

- 1. 引入
- 2. 适用系统
- 3. 宏观意义

二. 略懂★★

- 1. 控制系统概述
- 2. 连续与离散信号

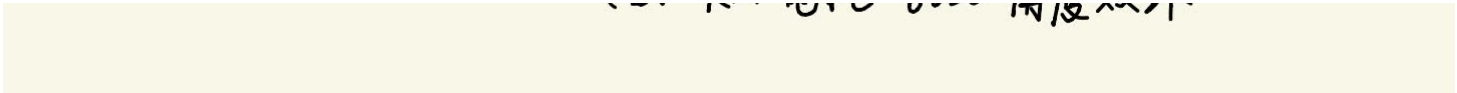
三. 懂的都懂 ★★★

- 1. PID公式解释 (抽象派)
- 2. PID公式解释 (形象派)
- 3. PID参数整定 (速讲)
- 4. 其余相关控制知识

会用

四. 会用就行 ★★★★★

- 0. 前期分析
- 1. RM电机M3508速度环
- 2. RM电机, L220 前馈四环

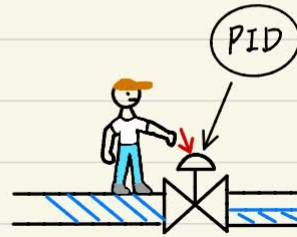


一、不懂★

1. 引入

① 流量稳定

② 改变流量



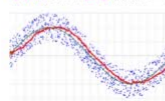
升/秒 (L/s)

当前流量
预期流量

2. 适用系统

适用线性系统 (在个人空间)

卡尔曼滤波
从放弃到精通



视频《入门》章提到.)

准确：二阶以内线性系统

0阶 $y = kx$

一阶 $T \frac{dy}{dt} + y = kx$

二阶 $T^2 \frac{d^2y}{dt^2} + 2\zeta T \frac{dy}{dt} + y = kx$

① 齐次性

$$y = f(x)$$

② 叠加性

$$y_1 = f(x_1)$$

$$y_2 = f(x_2)$$

$$y_1 + y_2 = f(x_1) + f(x_2) = f(x_1 + x_2)$$

一阶系统

RL电路

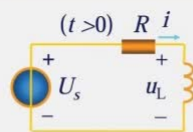
应用KVL和电感的VCR得：

$$\begin{cases} Ri + u_L = u_s(t) \\ u_L = L \frac{di}{dt} \end{cases}$$

$$\rightarrow Ri + L \frac{di}{dt} = u_s(t)$$

若以电感电压为变量： $\frac{R}{L} \int u_L dt + u_L = u_s(t)$

$$\rightarrow \frac{R}{L} u_L + \frac{du_L}{dt} = \frac{du_s(t)}{dt}$$



二阶系统

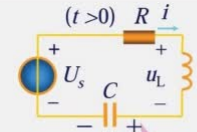
RLC电路

应用KVL和元件的VCR得：

$$\begin{cases} Ri + u_L + u_C = u_s(t) \\ i = C \frac{du_C}{dt} \quad u_L = L \frac{di}{dt} = LC \frac{d^2u_C}{dt^2} \end{cases}$$

$$\rightarrow LC \frac{d^2u_C}{dt^2} + RC \frac{du_C}{dt} + u_C = u_s(t)$$

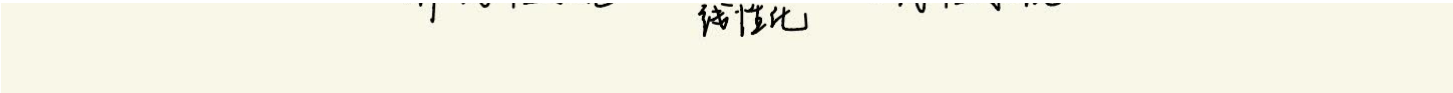
含有二个动态元件的线性电路，其电路方程为二阶线性常微分方程，称二阶电路。



二阶电路

不适用系统：高阶系统 $\xrightarrow{\text{降阶}}$ 二阶系统

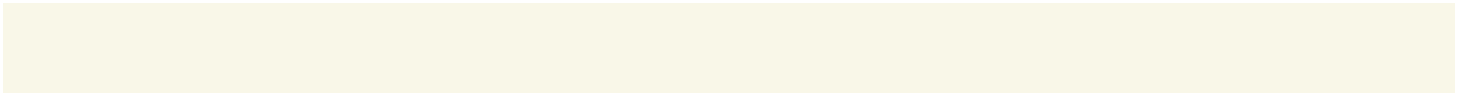
引证线性系统， $\xrightarrow{\text{李雅普诺夫第一法}}$ 线性系统，



3. 宏观意义

PID 95%

简单，无须精确建模

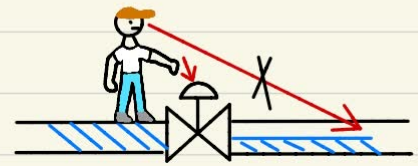
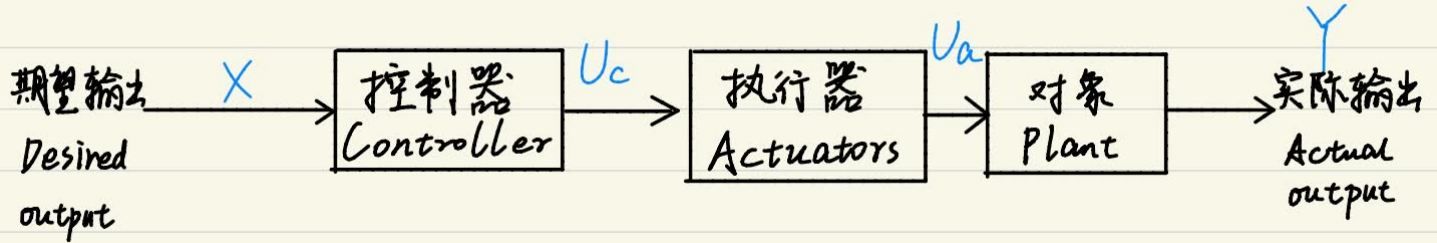


二. 略懂★★

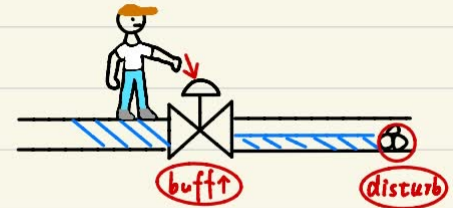
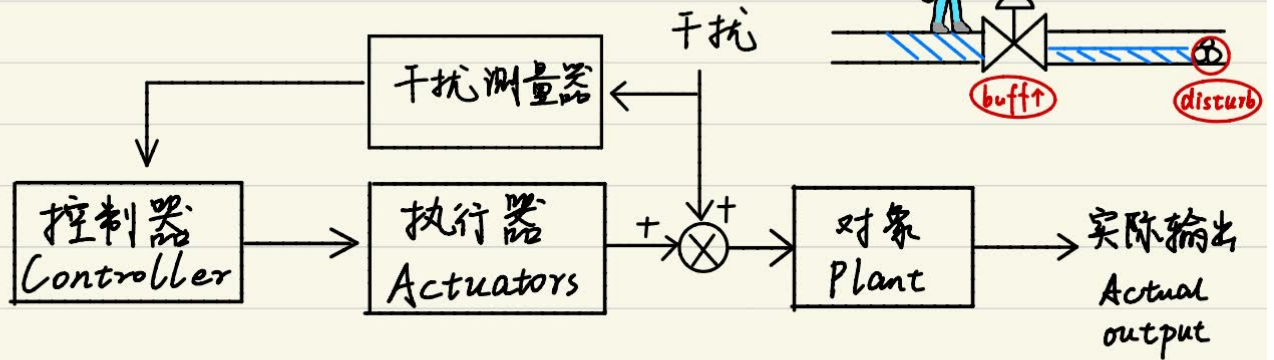
1. 控制系统概述

① 开环控制系统

A. 一般开环控制系统

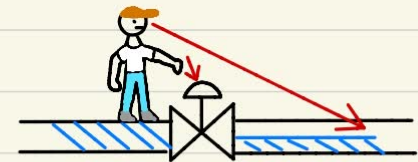
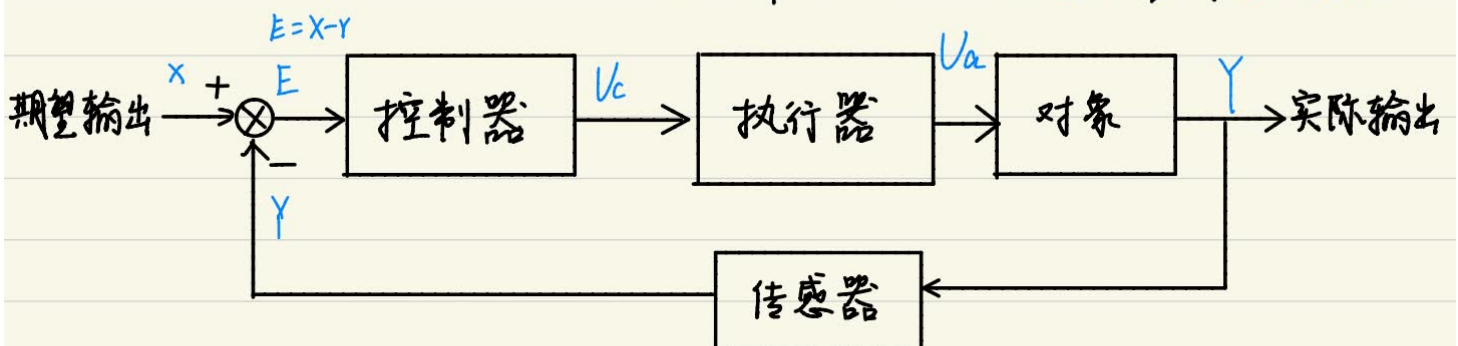


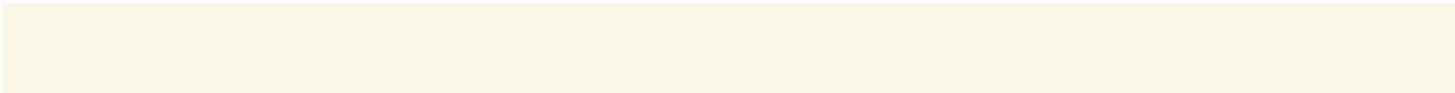
B. 前馈控制系统



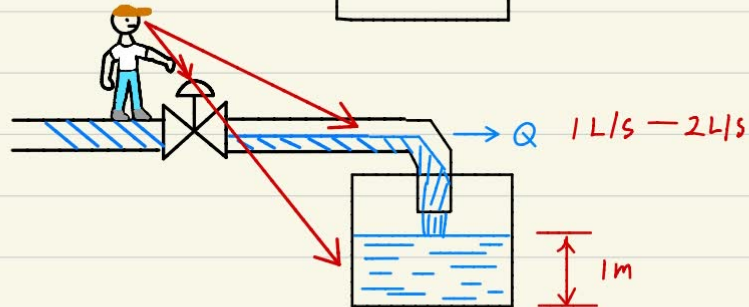
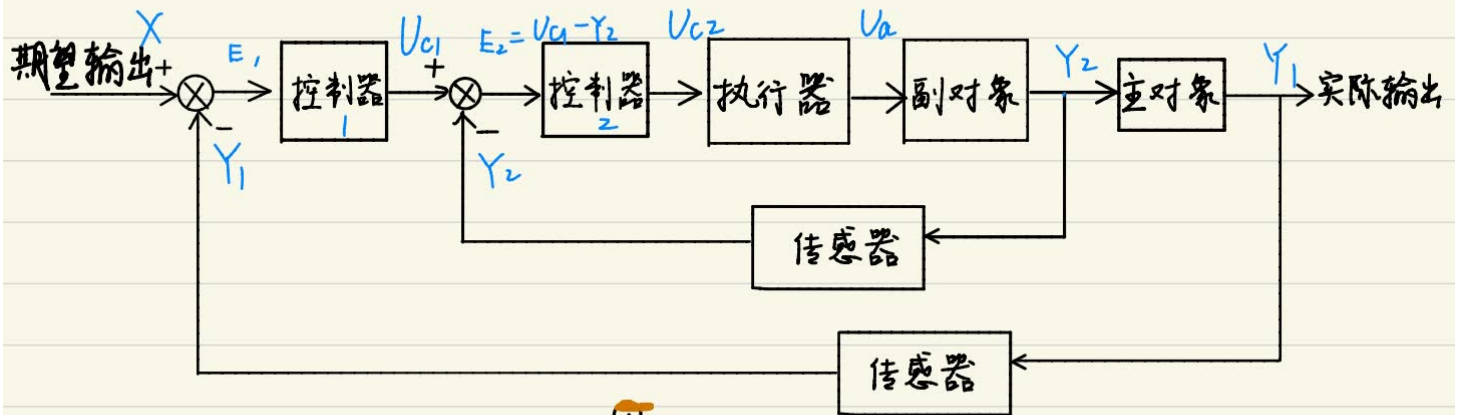
② 闭环控制系统

A. 单闭环





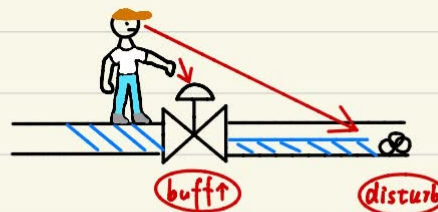
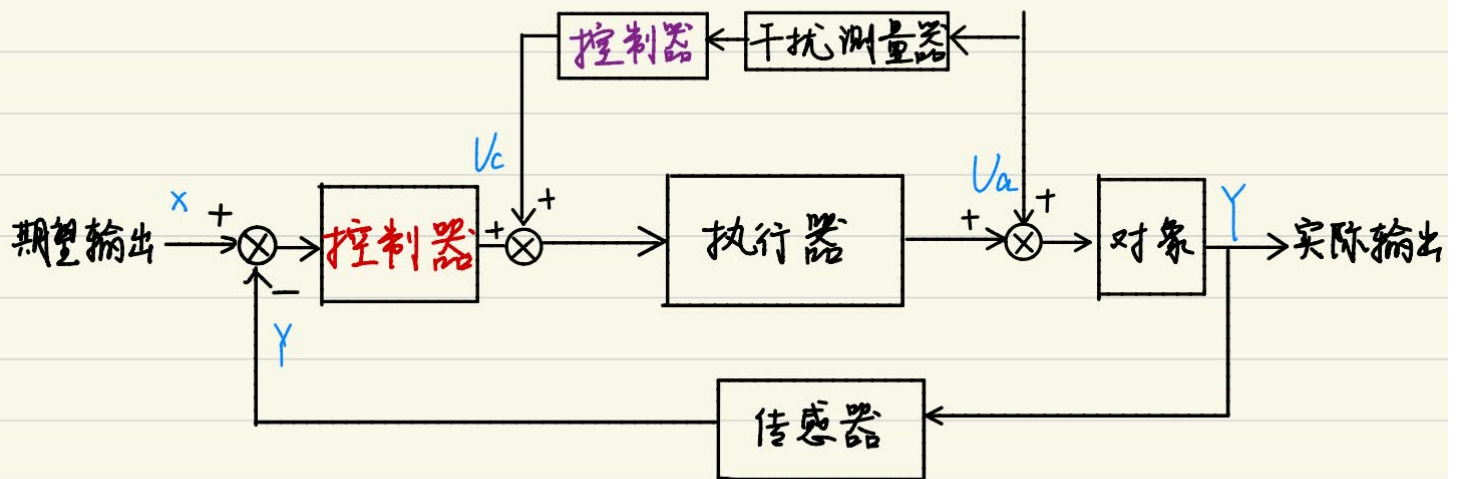
B. 双闭环

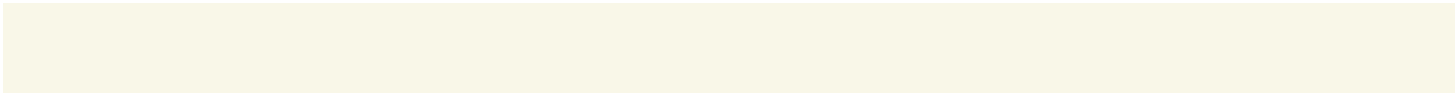


③ 复合控制系统

前馈—反馈复合控制系统

干扰





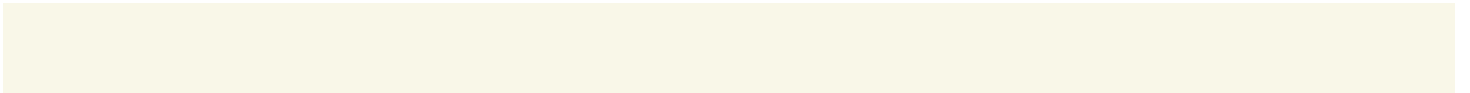
③ 参数详解

a. 误差

b. 控制器输出

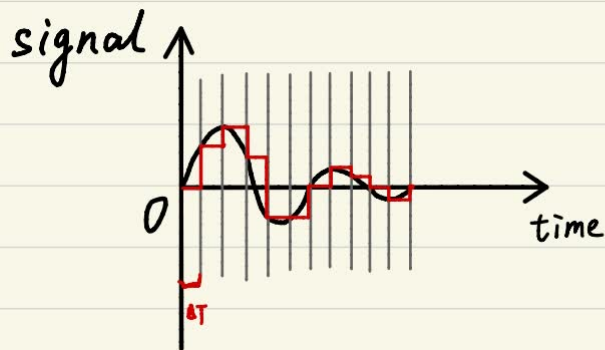
c. 执行器输出

d. 系统输出



2. 连续与离散信号

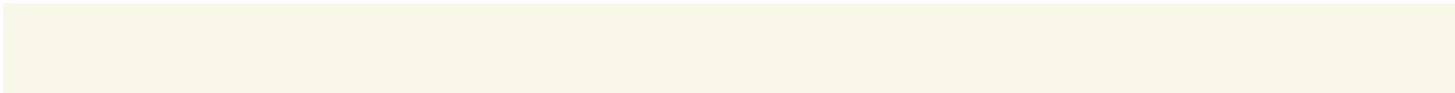
① 图形表示



② 信号算式表示

$$\int_0^t x(t) dt \longrightarrow \sum_{n=0}^N X(n)$$

$$\frac{dx(t)}{dt} \longrightarrow \frac{X(n) - X(n-1)}{\Delta t}$$



三. 懂的都懂 ★★★

1. PID公式解释 (抽象派)

$$C = \frac{1}{P} \left(e + \frac{1}{T_i} \int_0^t e dt + T_d \frac{de}{dt} \right)$$

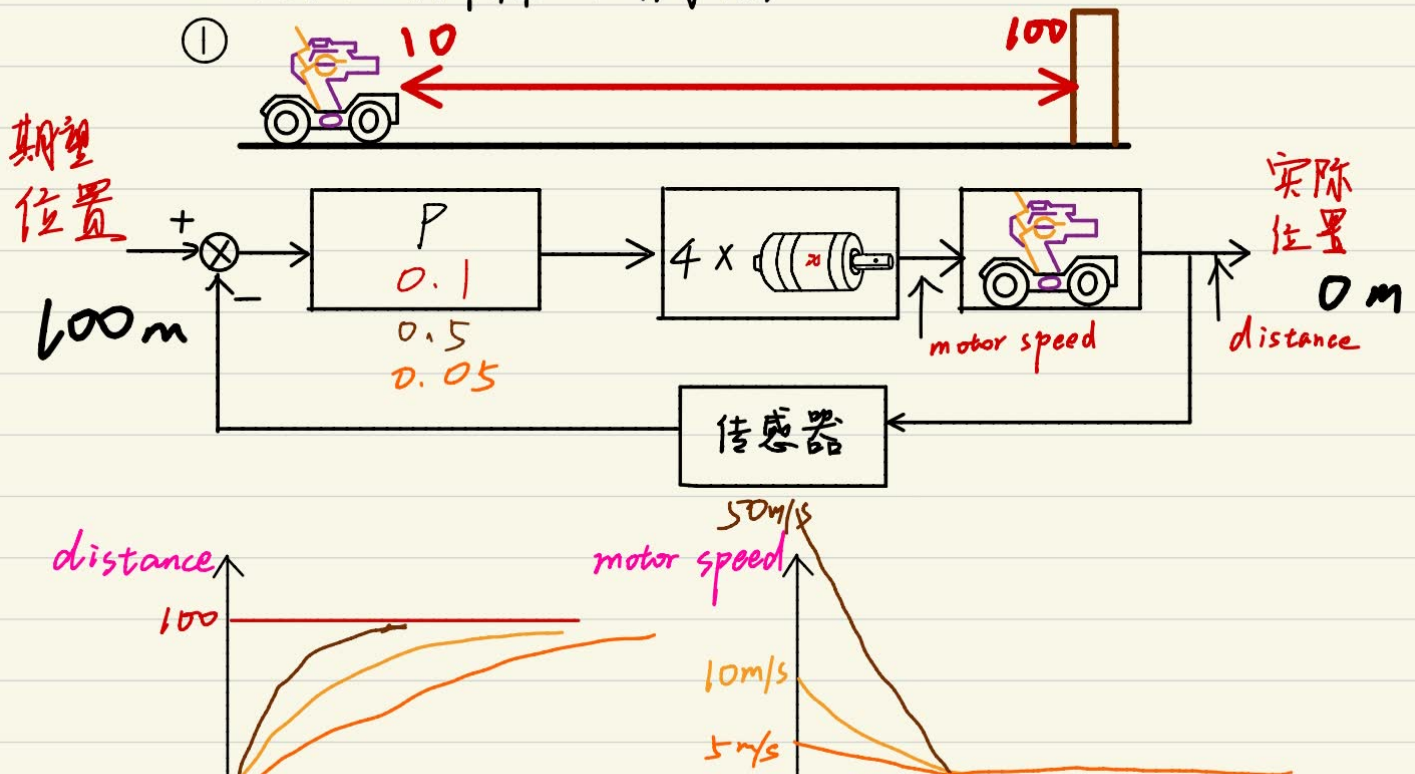
↓↓ 实际常用

连续 $C = K_p e + K_i \int_0^t e dt + K_d \frac{de}{dt}$

离散 $C = K_p e_i + K_i \sum_{i=1}^N e_i + \frac{K_d (e_i - e_{i-1})}{\Delta t}$

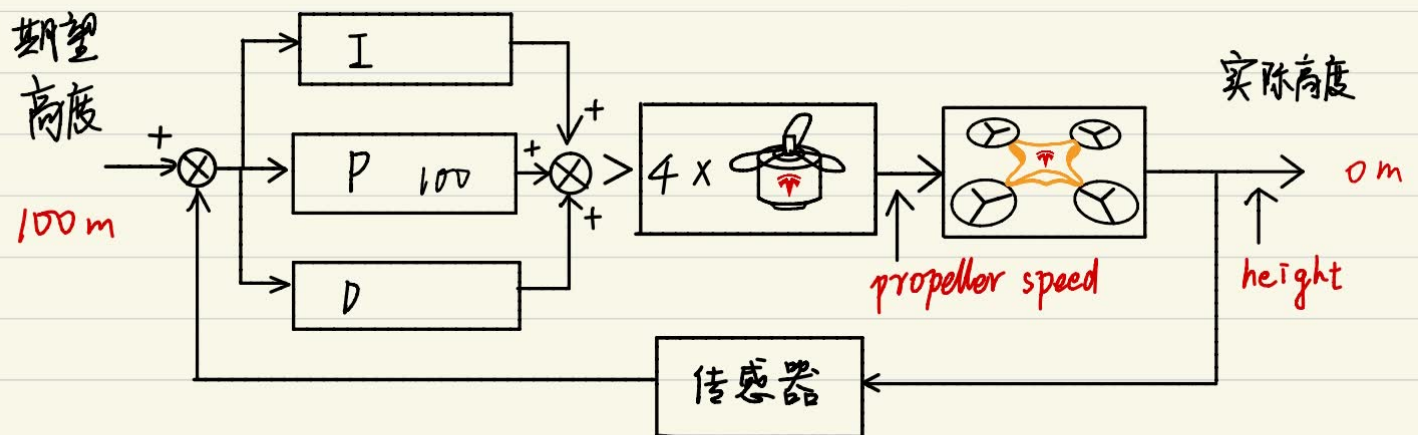
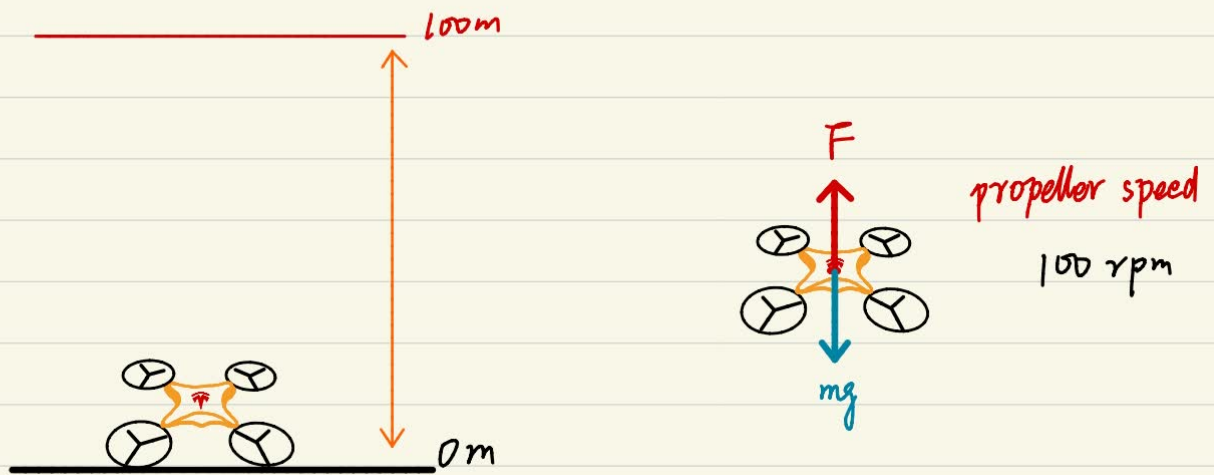
$$= K_p e_i + K_i \sum_{i=1}^N e_i + K_d (e_i - e_{i-1})$$

2. PID公式解释 (形象派)

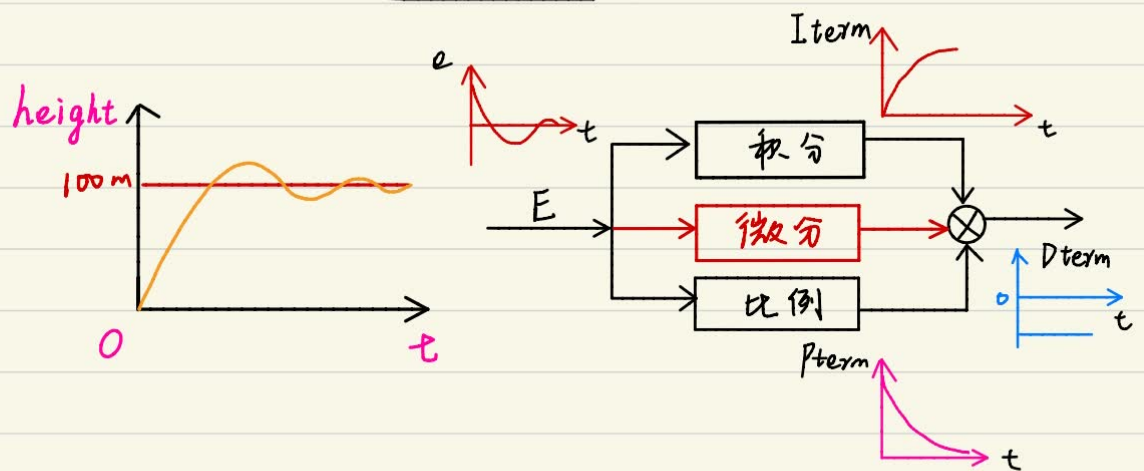




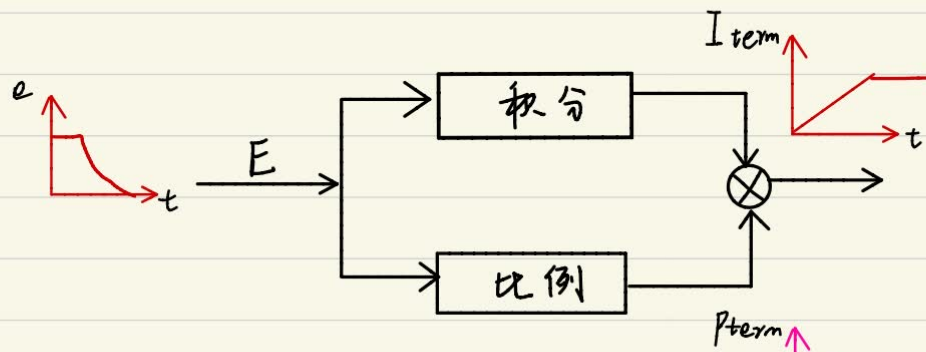
②



D项分析



I项分析





P 项分析

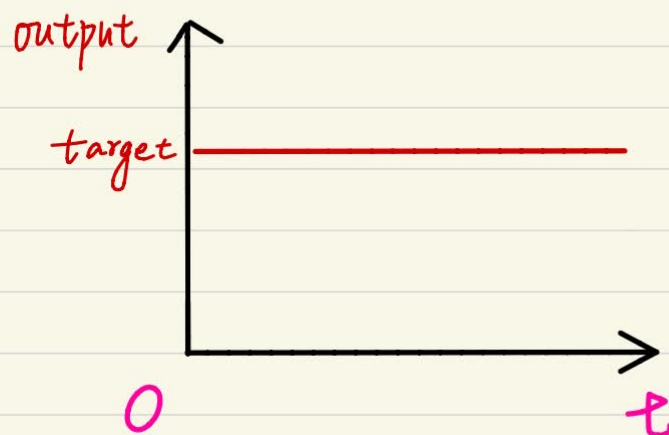
偏差 (高度偏差)

P 值

控制信号

100	x	1	=	100
50	x	2	=	100
25	x	4	=	100
10	x	10	=	100
1	x	100	=	100

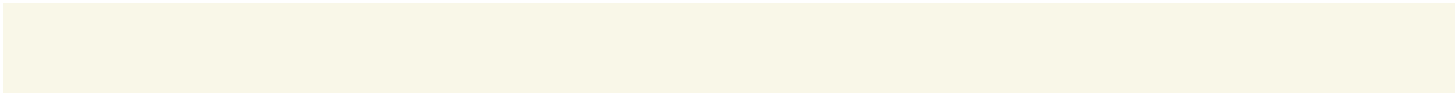
3. PID 参数整定 (速讲)



$$K_p \cdot e_i$$

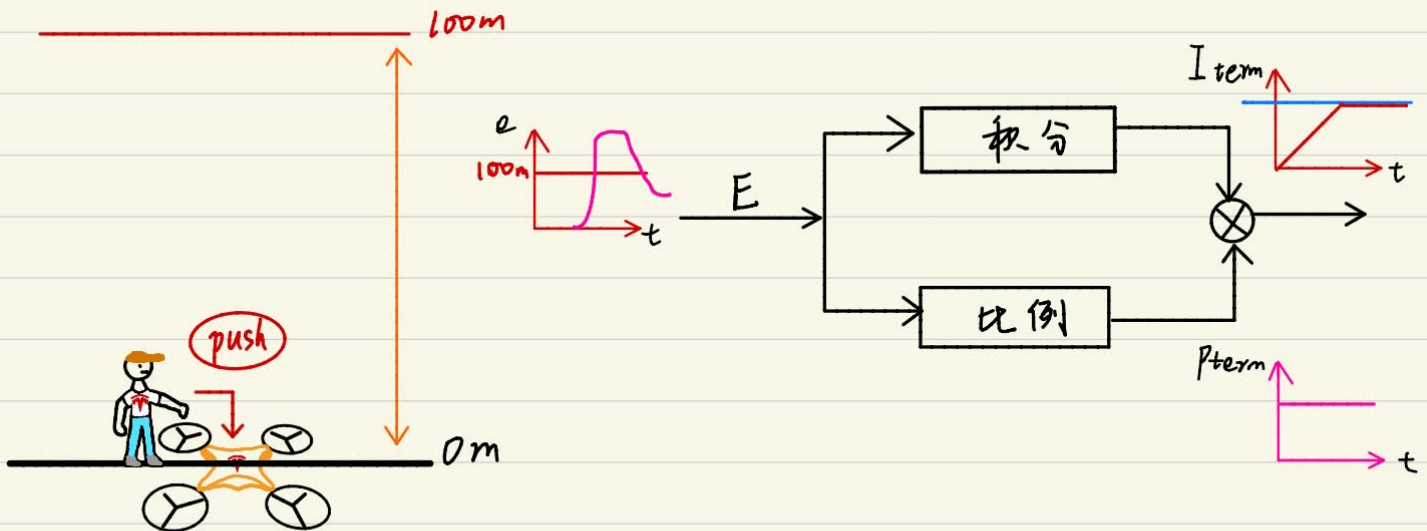
$$K_i \cdot \left(\sum_{i=0}^N e_i \right)$$

$$K_d \cdot (e_i - e_{i-1})$$

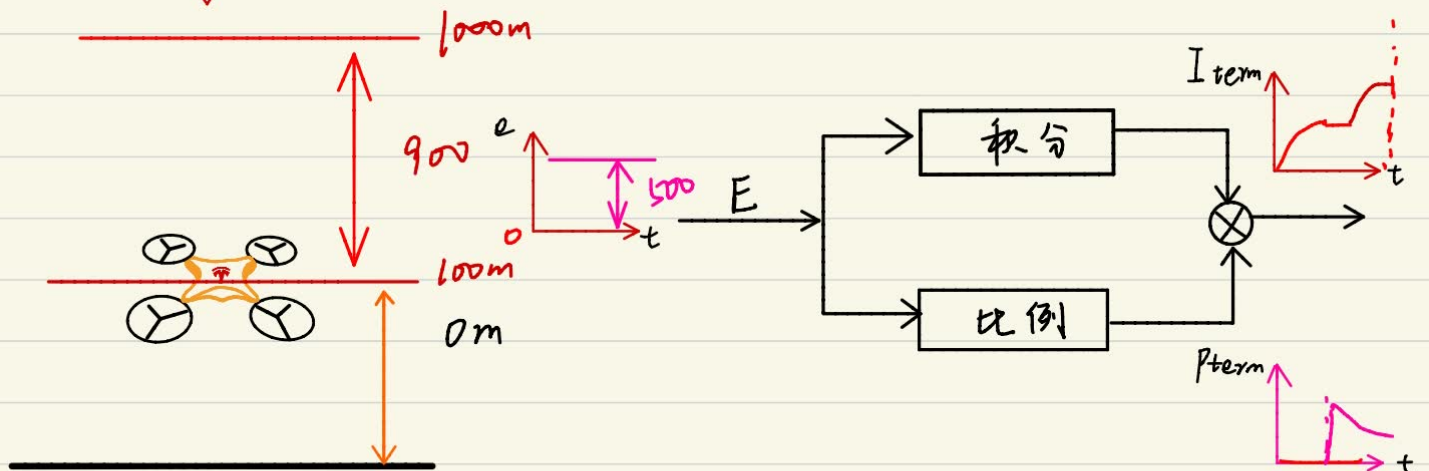


4. 其余相关控制知识

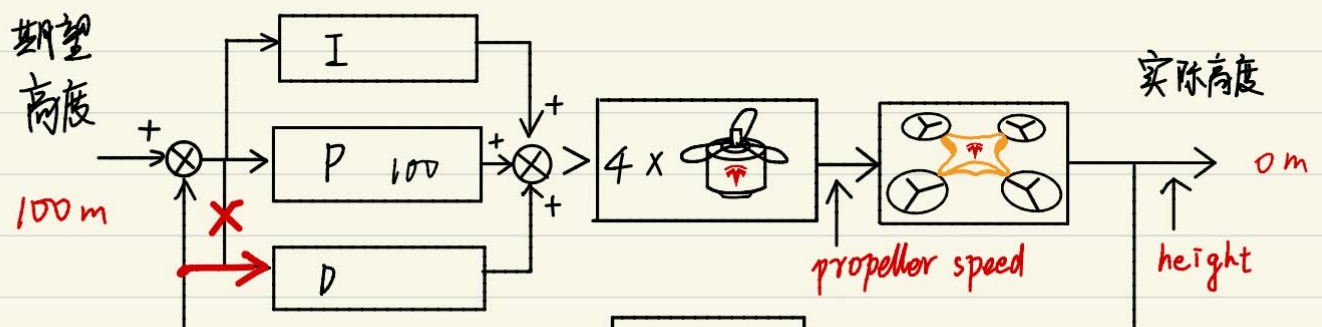
① 积分限幅



② 积分分离

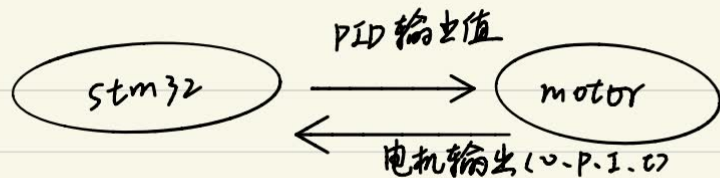


③ 微分先行



传感器

四、会用就行 ★★★★★



0. 前期分析

主控发送值(控制器输出)

数据域	内容	电调 ID
DATA[0]	控制电流值高 8 位	1
DATA[1]	控制电流值低 8 位	
DATA[2]	控制电流值高 8 位	2
DATA[3]	控制电流值低 8 位	
DATA[4]	控制电流值高 8 位	3
DATA[5]	控制电流值低 8 位	
DATA[6]	控制电流值高 8 位	4
DATA[7]	控制电流值低 8 位	

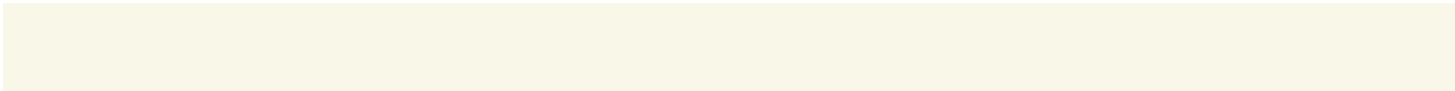
主控接收值(实际电机输出)

数据域	内容
DATA[0]	转子机械角度高 8 位
DATA[1]	转子机械角度低 8 位
DATA[2]	转子转速高 8 位
DATA[3]	转子转速低 8 位
DATA[4]	实际转矩电流高 8 位
DATA[5]	实际转矩电流低 8 位
DATA[6]	电机温度
DATA[7]	Null

上述值的发送与接收遵循 CAN 协议，

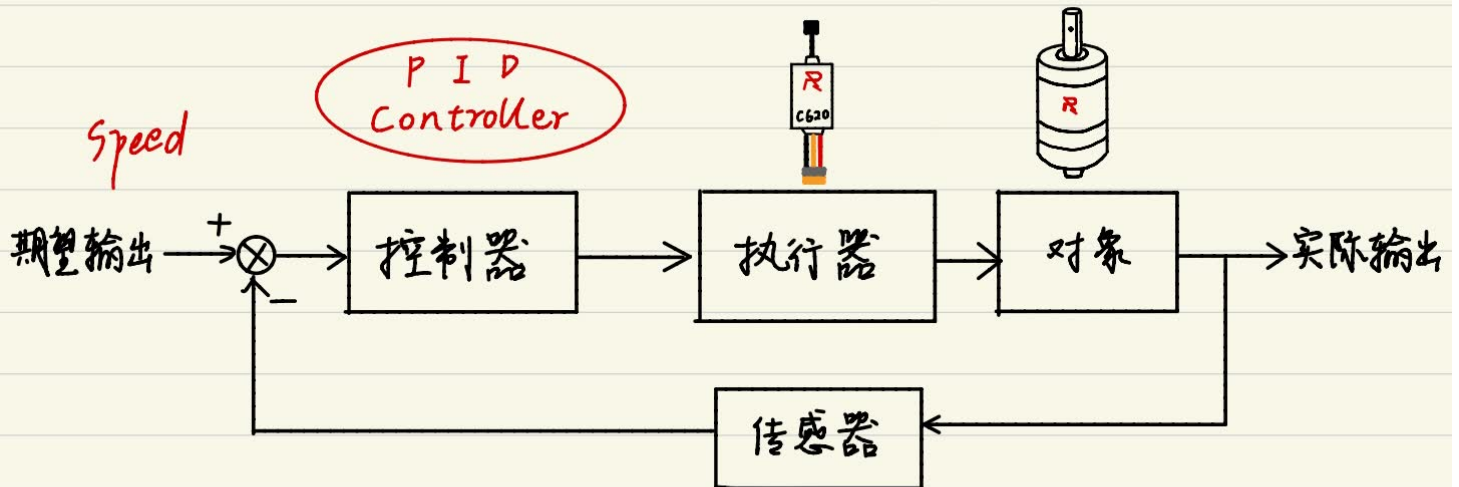
具体收发请于 个人空间 参考视频





1. RM 电机 M3508 速度单环

① 控制系统



② 代码讲解

`chassis_motor_pid[i].SpeedPID.target = 500;` (rpm/s) 要考虑减速比

```
chassis_motor_pid[i].SpeedPID.current = motor_chassis[i].speed_rpm;
pid_calc(&chassis_motor_pid[i].SpeedPID);
```

/*位置pid算法*/

```
void pid_calc(pid* pid)
```

```
{
```

```
    pid->e = pid->target - pid->current;
```

```
    pid->p_out = (int32_t)(pid->Kp * pid->e);
```

```
    pid->i_out += (int32_t)(pid->Ki * pid->e);
```

```
    //积分限幅
```

```
    limit(&(pid->i_out), pid->IntegralLimit);
```

```
    //积分分离
```

```
    if (fabs(pid->e) < I_Band)
```

```
    {
        pid->i_out += (int32_t)(pid->Ki * pid->e);
    }
```

```
    else
```

```
    {
        pid->i_out = 0;
    }
```

```
    pid->d_out = (int32_t)(pid->Kd * (pid->e - pid->last_e));
```

```
    pid->total_out = pid->p_out + pid->i_out + pid->d_out;
```

```
    //pid输出限幅
```

```
    limit(&(pid->total_out), pid->MaxOutput);
```

```
    pid->last_e = pid->e;
```

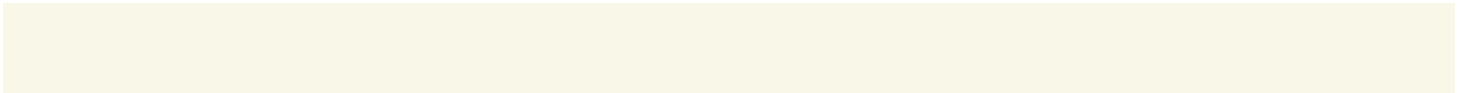
```
}
```

积分限幅 ①

积分分离 ②

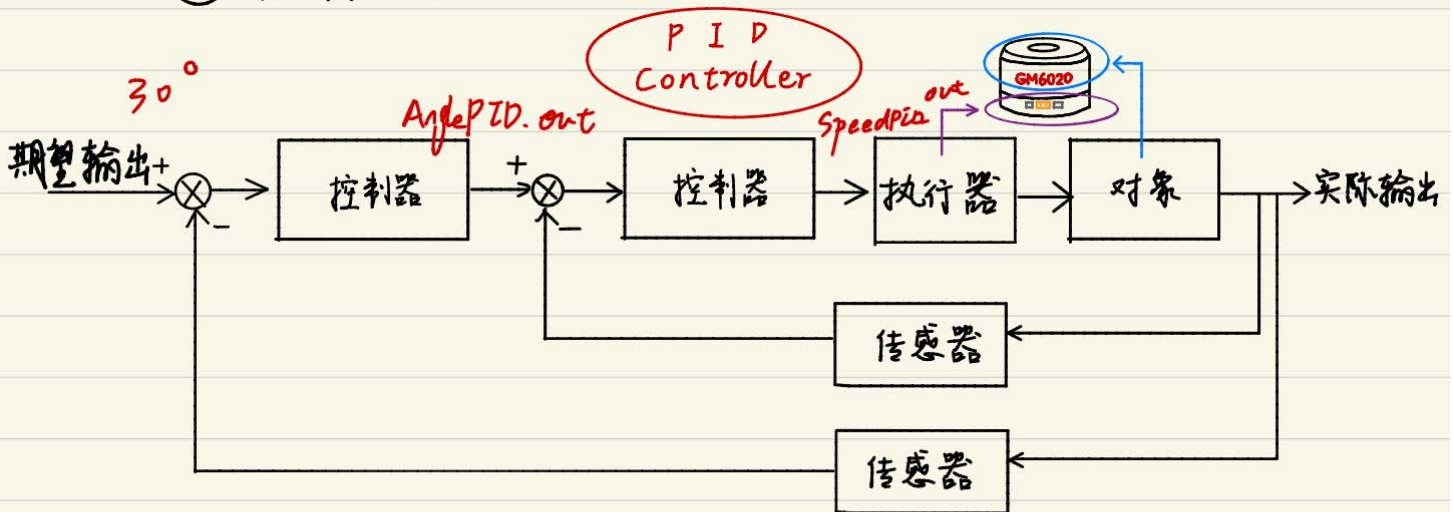
③ 积分分离和积分限幅

```
if (fabs(pid->e) < I_Band)
{
    limit(&(pid->i_out), pid->IntegralLimit);
    pid->i_out += (int32_t)(pid->Ki * pid->e);
}
else
{
    pid->i_out = 0;
}
```



2. RM 电机 6020 角度双环

① 控制系统



② 代码讲解

`manipulator_motor_pid[i].AnglePID.target = 30; (degree/s)`

```
update_angle(&manipulator_motor_pid[i]._angle, motor_manipulator[i].angle);
manipulator_motor_pid[i].AnglePID.current = manipulator_motor_pid[i]._angle.angle;
pid_calc(&manipulator_motor_pid[i].AnglePID);

manipulator_motor_pid[i].SpeedPID.target = manipulator_motor_pid[i].AnglePID.total_out;
manipulator_motor_pid[i].SpeedPID.current = motor_manipulator[i].speed_rpm;
pid_calc(&manipulator_motor_pid[i].SpeedPID);
```

/*位置pid算法*/

void pid_calc(pid* pid)

{

pid->e = pid->target - pid->current;

pid->p_out = (int32_t) (pid->Kp * pid->e);

pid->i_out += (int32_t) (pid->Ki * pid->e);

//积分限幅

limit(&(pid->i_out), pid->IntegralLimit);

//积分分离

if (fabs(pid->e) < I_Band)

{

pid->i_out += (int32_t) (pid->Ki * pid->e);

else

{

pid->i_out = 0;

pid->d_out = (int32_t) (pid->Kd * (pid->e - pid->last_e));

pid->total_out = pid->p_out + pid->i_out + pid->d_out;

//pid输出限幅

limit(&(pid->total_out), pid->MaxOutput);

pid->last_e = pid->e;

积分限幅 ①

积分分离 ②

③ 积分分离和积分限幅

if (fabs(pid->e) < I_Band)

{

limit(&(pid->i_out), pid->IntegralLimit);

pid->i_out += (int32_t) (pid->Ki * pid->e);

}

else

{

pid->i_out = 0;

}

GM6020 角度更新 (degree/s)

```
void update_angle(motor_angle* _angle, uint16_t angle_fb)
{
    _angle->encoder = angle_fb;
    if(_angle->encoder_is_init)
    {
        if(_angle->encoder - _angle->last_encoder > 4096)
            _angle->round_cnt --;
        else if(_angle->encoder - _angle->last_encoder < -4096)
            _angle->round_cnt ++;
    }
    else
    {
        _angle->encoder_offset = _angle->encoder;
        _angle->encoder_is_init = 1;
    }
    _angle->angle_offset = _angle->encoder_offset / 8192.0f * 360.0f;
    _angle->last_encoder = _angle->encoder;
    _angle->total_encoder = _angle->round_cnt * 8192 + _angle->encoder - _angle->encoder_offset;
    _angle->angle = _angle->total_encoder / 8192.0f * 360.0f;
}
```

