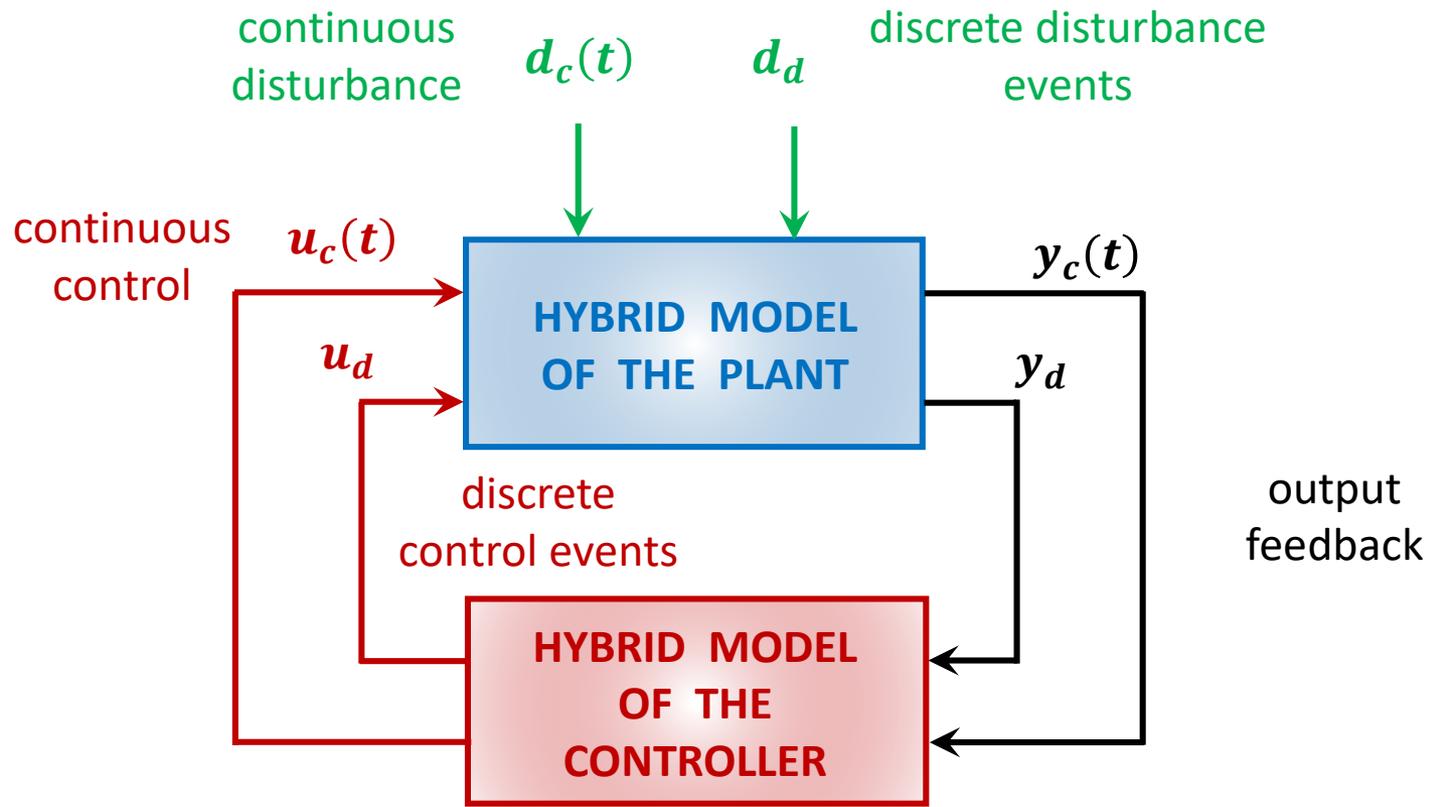
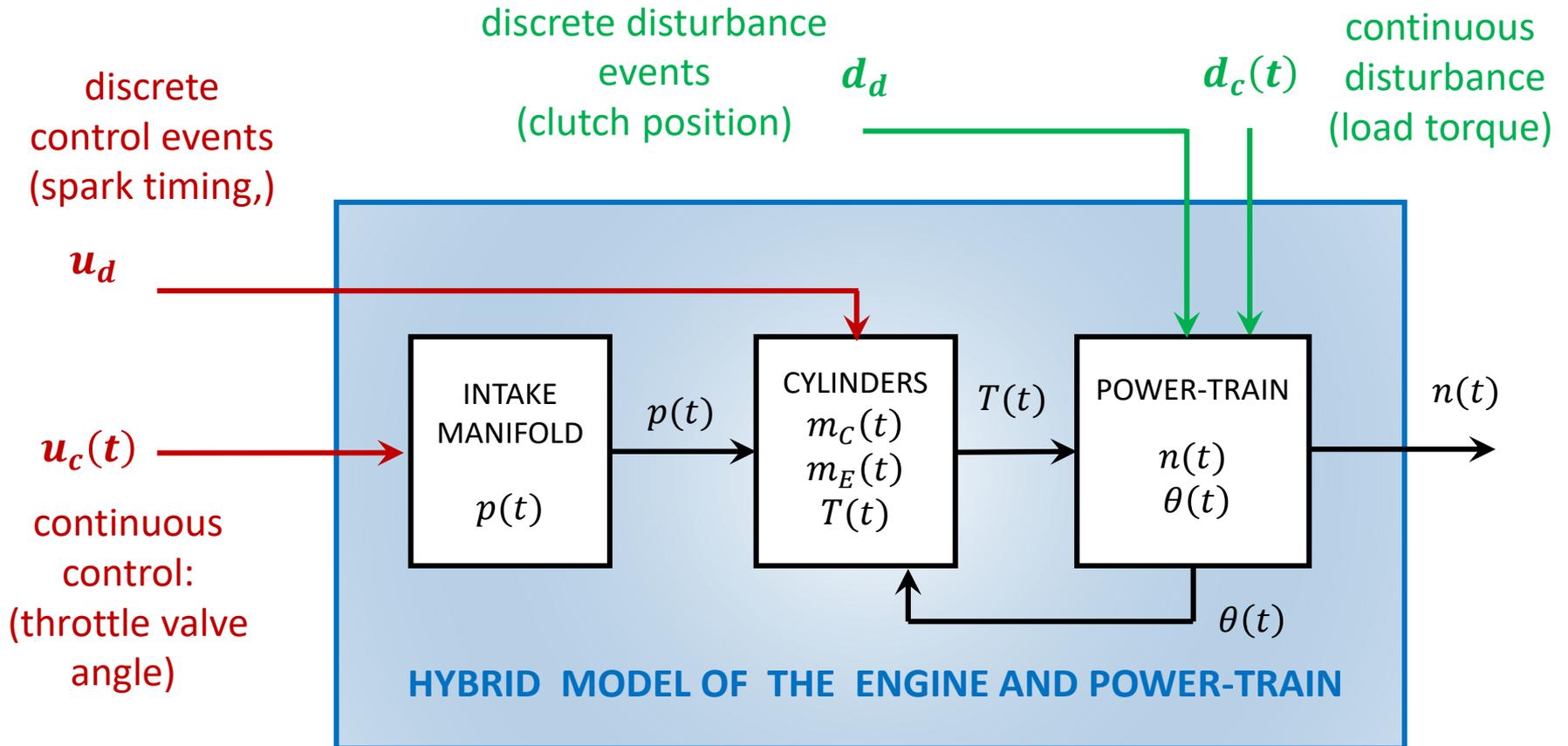


# Synthesis of Maximal Controllers For Hybrid Systems

A. Balluchi, L. Benvenuti, T. Villa, H. Wong-Toi, and A. L. Sangiovanni-Vincentelli.  
**Controller synthesis for hybrid systems with a lower bound on event separation.**  
*International Journal of Control*, 76(12):1171–1200, August 2003.  
<https://doi.org/10.1080/0020717031000123616>



# Example: Idle speed control of an automotive engine



$p(t)$ : intake manifold pressure

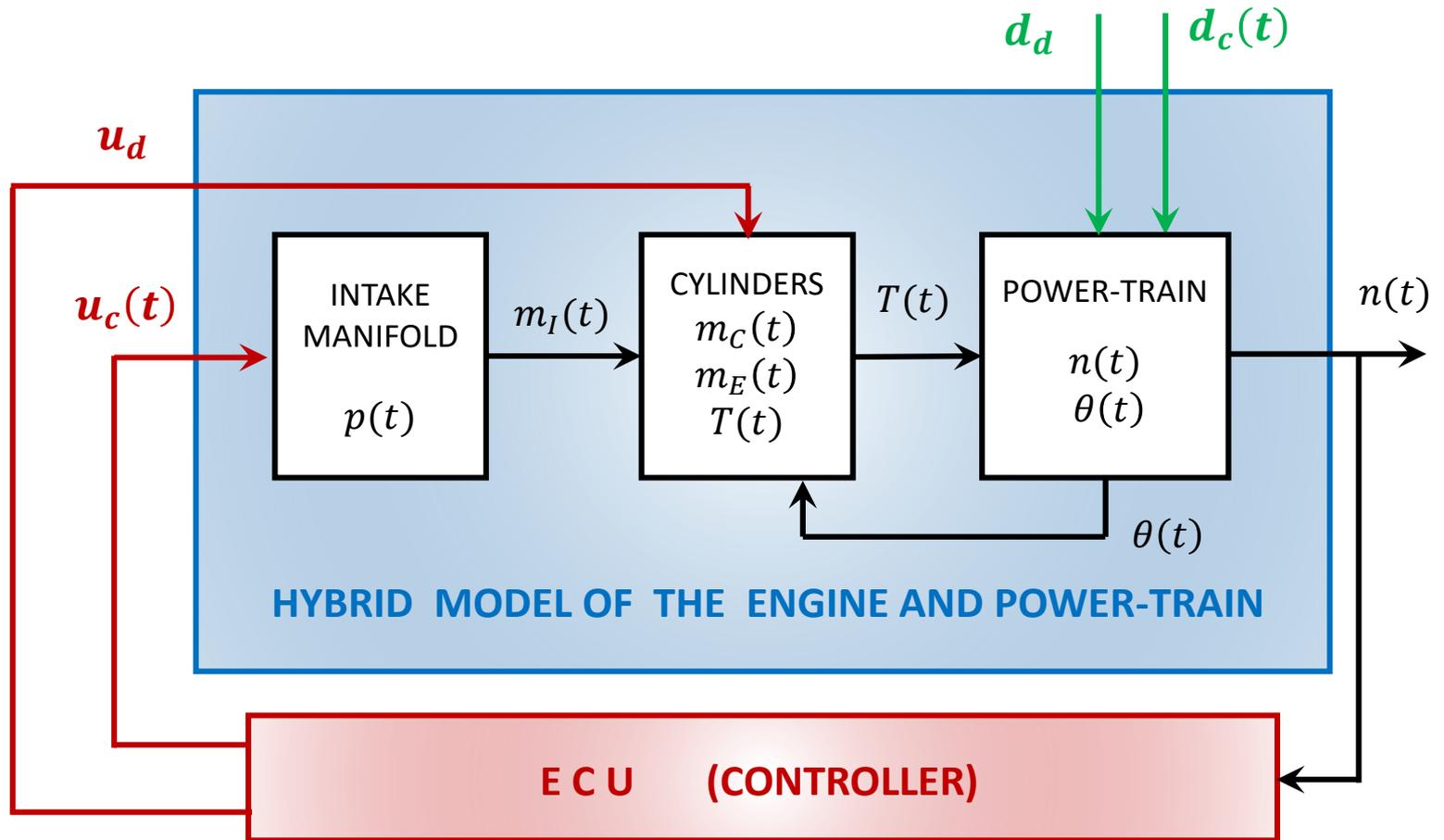
$\theta(t), n(t)$ : crankshaft position and speed

$m_i(t)$ : air loaded into cylinder in stroke  $i$

$T(t)$ : torque generated by the engine

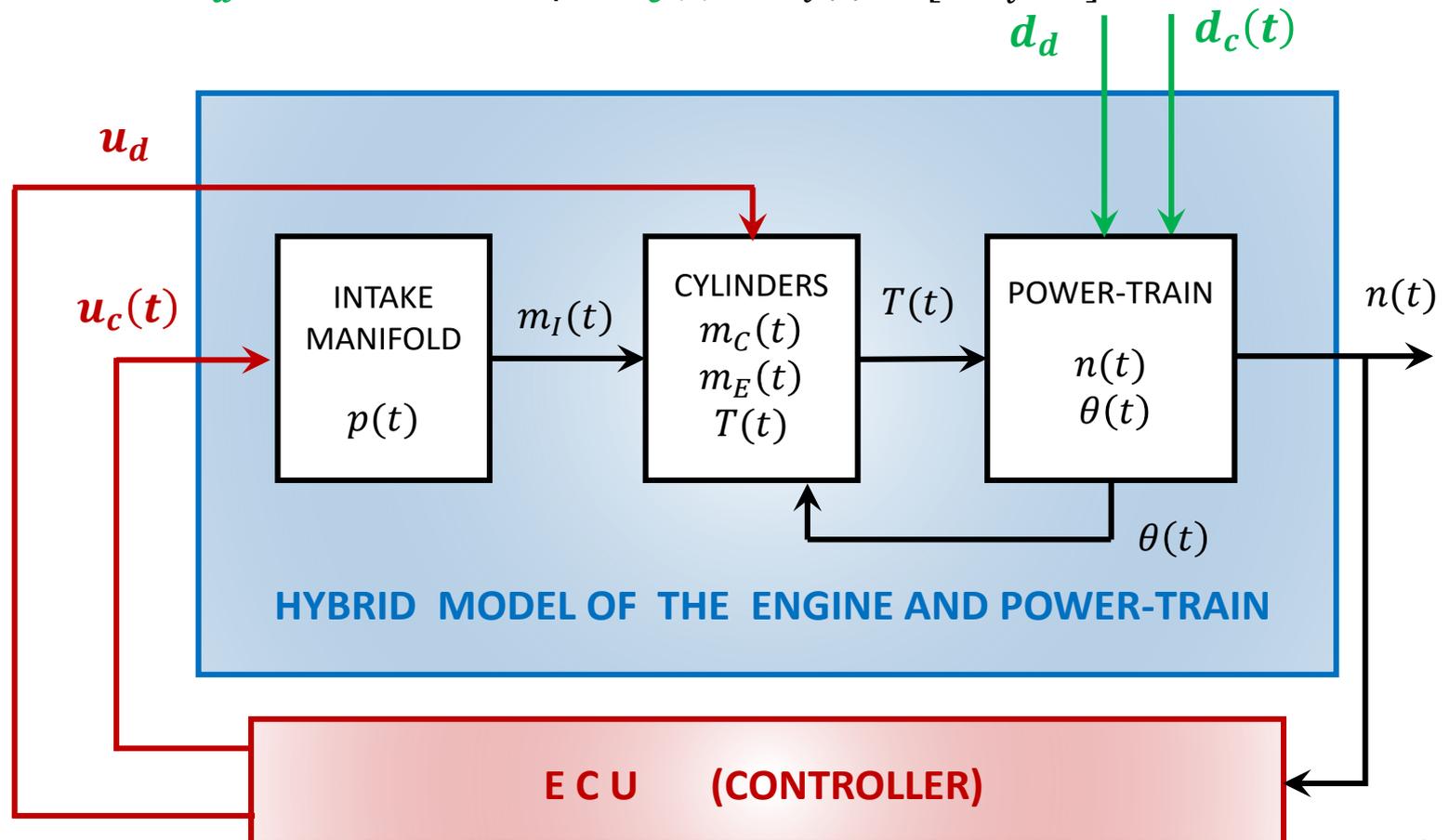


# Example: Idle speed control of an automotive engine



## Example: Idle speed control of an automotive engine

Find all the control strategies (if any) for the spark timing  $u_d$  and throttle valve position  $u_c(t) = \alpha(t) \in [0, \alpha^{max}]$ , which keep the crankshaft speed  $n(t)$  in a given range  $[n_0 - \Delta n, n_0 + \Delta n]$ , independently of the two disturbances given by the clutch  $d_d$  and the load torque  $d_c(t) = T_l(t) \in [0, T_l^{max}]$ .



# Control design for safety specifications

The control objective is to maintain the crankshaft speed  $n(t)$  in a given range  $[n_0 - \Delta n, n_0 + \Delta n]$ , whatever the disturbances happen to be.

- A safety property for a hybrid system is specified by means of a set of *Good* configurations that do not violate the property.

$$Good = \{Q \times [n_0 - \Delta n, n_0 + \Delta n]\}$$

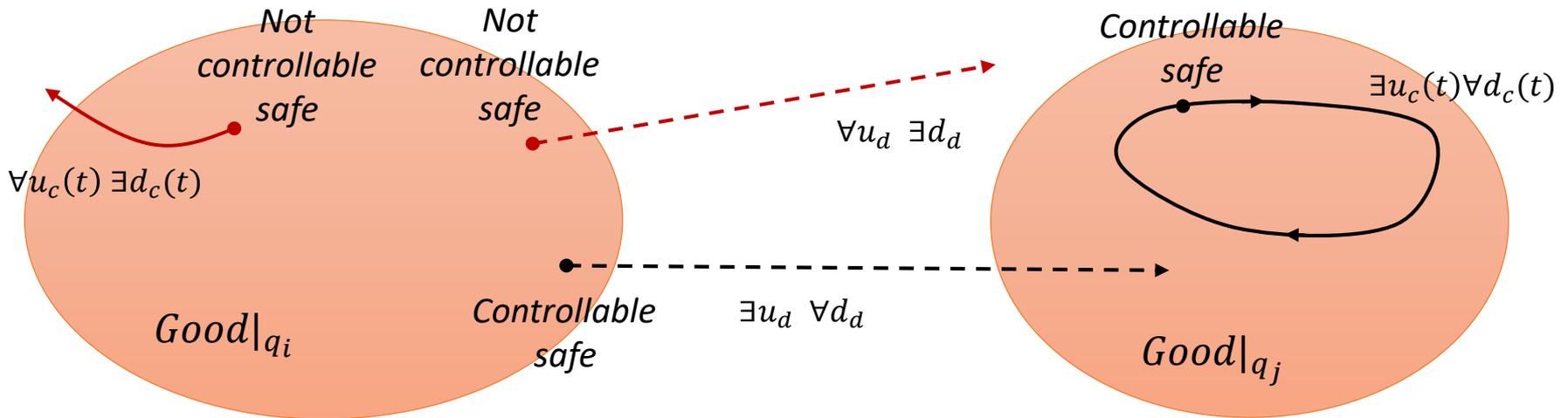
- A configuration  $(q, x) \in Good$  is said **controllable safe** – with respect to the safety specification *Good* – if there exists a controller such that all the trajectories of the closed-loop system, starting from  $(q, x)$ , remain forever within the set *Good* for any admissible disturbances.
- The **maximal safe set** for a hybrid system and a safety specification *Good*, is the largest set of controllable safe configurations.

# A game between control and disturbance

The control objective is to maintain the state  $(q, x)$  **inside** the set *Good*, whatever the disturbances happen to be.

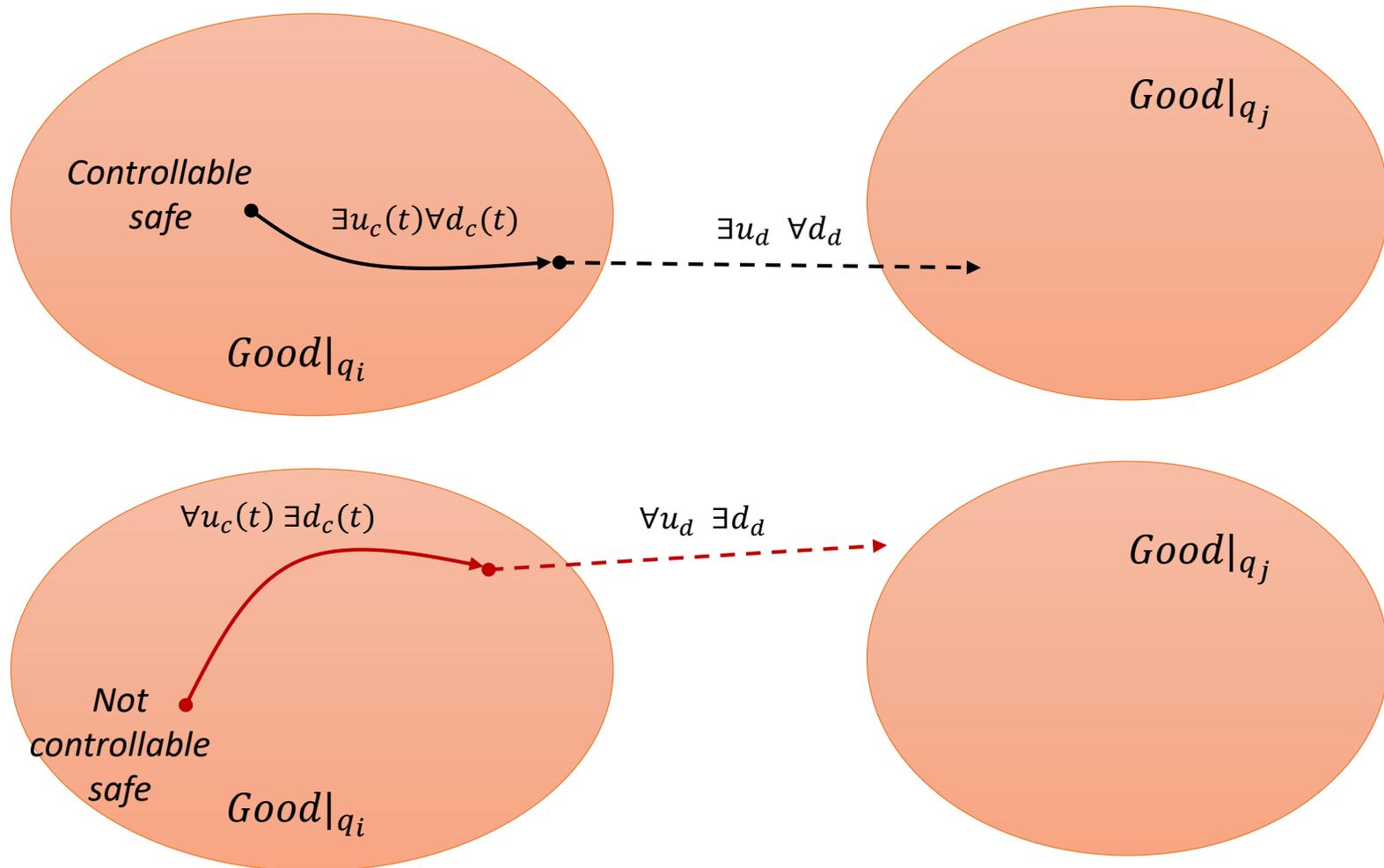
The disturbance objective is to drive the the state  $(q, x)$  **outside** the set *Good*.

The two players (control and disturbance) affect both the continuous and the discrete evolution of the system.



# A game between control and disturbance

One may think of the interaction between the players as a continuous game with occasional discrete interruptions.



# Hybrid system with control and disturbance

A hybrid system  $H$  is a collection

$$H = ((Q, X), (U, \Sigma_c), (D, \Sigma_d), Init, (f, \delta))$$

- $Q = \{q_1, q_2, \dots\}$  is the set of **discrete states**
- $X = \mathbb{R}^n$  is the set of **continuous states**
- $U \subseteq \mathbb{R}^m$  is the domain of **continuous control variables**
- $\Sigma_c$  is the finite set of **discrete control events**
- $D \subseteq \mathbb{R}^p$  is the domain of **continuous disturbance variables**
- $\Sigma_d$  is the finite set of **discrete disturbance events**
- $Init \subseteq Q \times X$  is the set of **initial states**

➤  $f: Q \times X \times U \times D \rightarrow \mathbb{R}^n$

is the **vector field** defining the continuous dynamics

➤  $\delta: Q \times X \times (\Sigma_c \cup \epsilon) \times (\Sigma_d \cup \epsilon) \rightarrow 2^{Q \times X} / \{\}$

is the **transition function** defining the discrete dynamics

$\epsilon$  is the **null event**, i.e., no discrete event is given.

When no discrete input and disturbance control is given, that is

$$u_d = \epsilon \text{ and } d_d = \epsilon$$

no transition takes place, i.e.,

$$\delta(q, x, \epsilon, \epsilon) = \{(q, x)\}$$

In this case, the location  $q$  remains fixed, and the continuous variables  $x(t)$  evolve according to the continuous control  $u_c(t) \in U$ , the continuous disturbance  $d_c(t) \in D$ , and the continuous dynamics specified by the function  $f$ .



**ELECTRIC  
STOVE**



**DOOR**



**APPLIANCES**





**CONTINUOUS  
HEATING CONTROL**

$$u_c(t) \in [0, U]$$

**DISCRETE  
(on/off)  
HEATING  
CONTROL**



$$u_d = on$$

$$w_h(on) = W$$



**DISCRETE  
(on/off)  
HEATING  
CONTROL**



$$u_d = off$$

$$w_h(off) = 0$$





**APPLIANCES  
CONTINUOUS  
HEATING DISTURBANCE**

$$d_c(t) \in [0, D]$$



DISCRETE  
(open/close)  
COOLING  
DISTURBANCE

$$T := r T$$

$$R(\text{open}) = R_o < R(\text{closed}) = R_c$$

$d_a = \text{open}$

The thermal resistance decreases from  $R_c$  to  $R_o$   
The temperature suddenly decreases ( $r < 1$ )



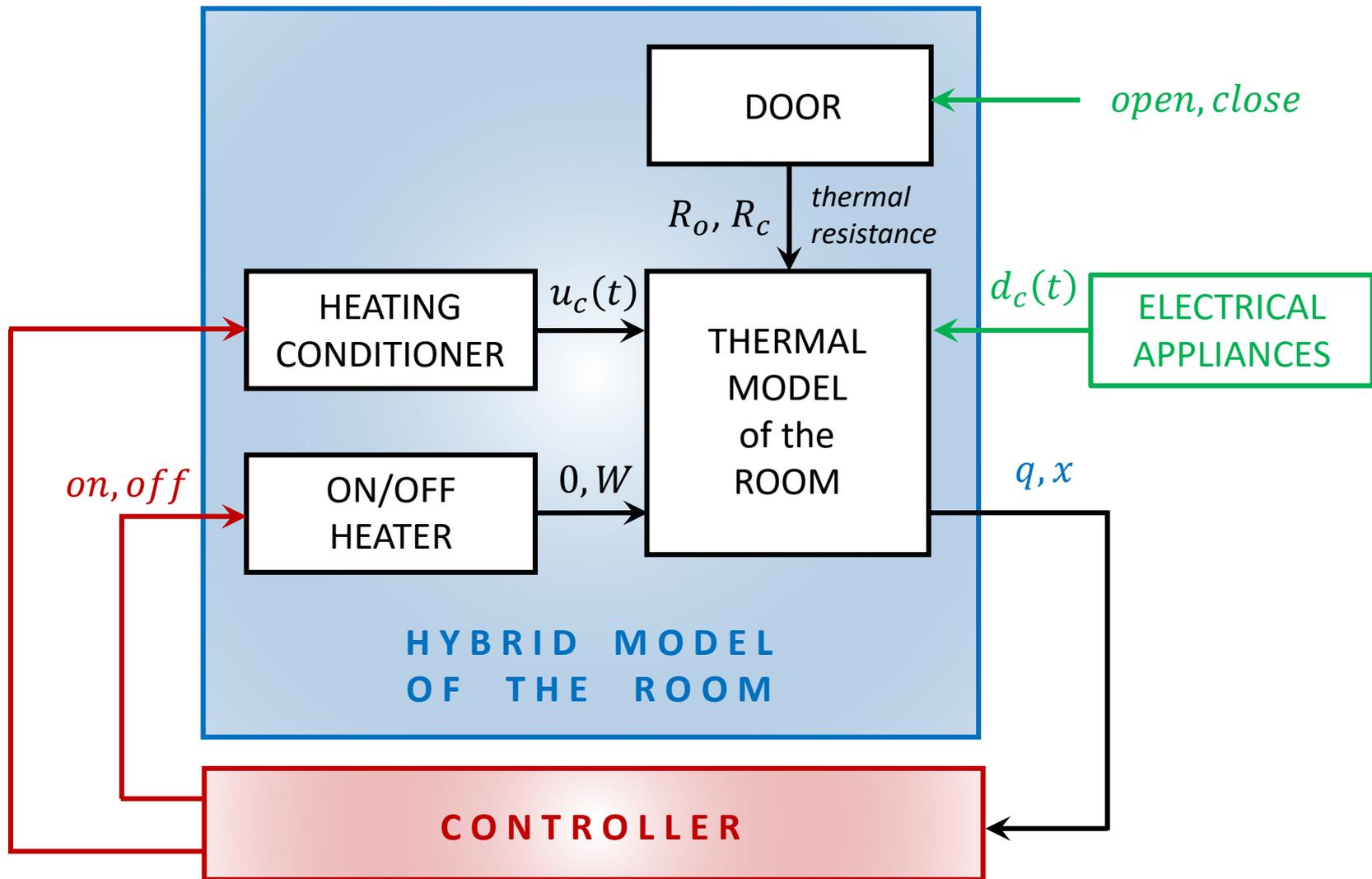
**ELECTRIC  
STOVE  
CONTROL  
EVENT**

**DOOR  
DISTURBANCE  
EVENT**

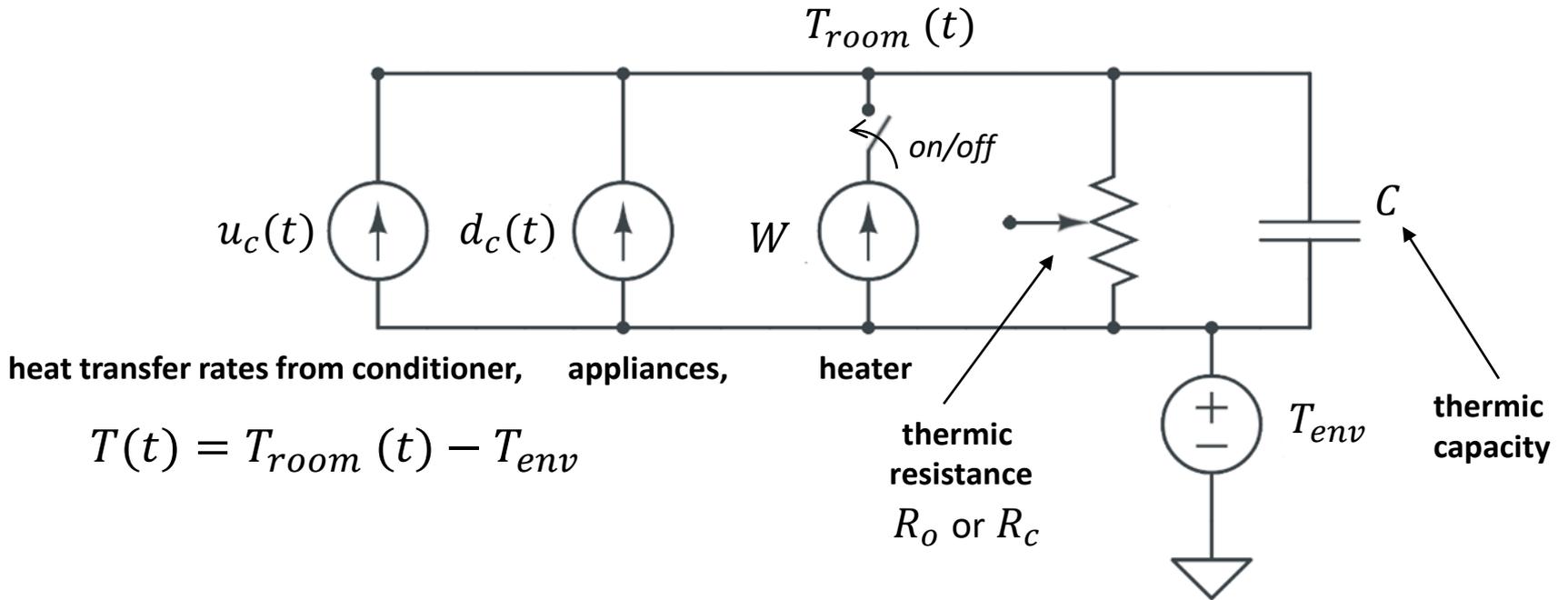
**HEAT PUMP  
CONTINUOUS CONTROL**

**APPLIANCES  
CONTINUOUS  
DISTURBANCE**

The control objective is to maintain the temperature  $T_{room}(t)$  of the room in a given range  $[T_{min}, T_{max}]$ , whatever the disturbances happen to be.

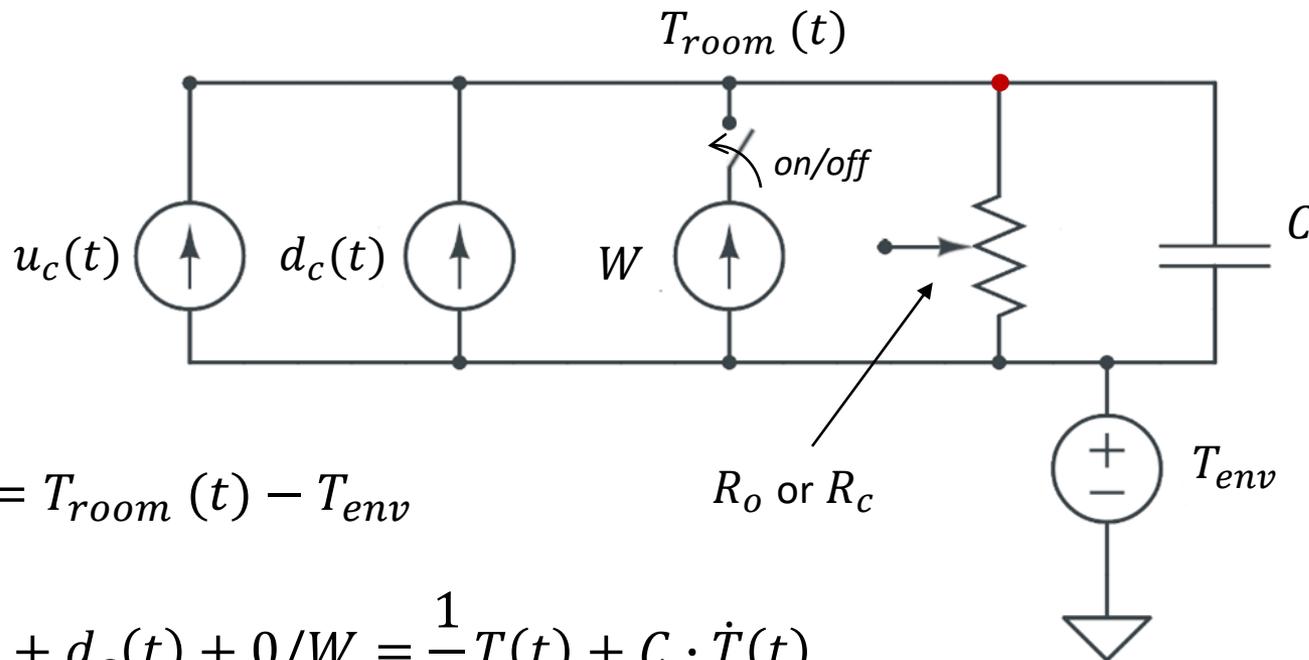


# Thermal model of the room



$$T(t) = T_{room}(t) - T_{env}$$

## Thermal model of the room



$$T(t) = T_{room}(t) - T_{env}$$

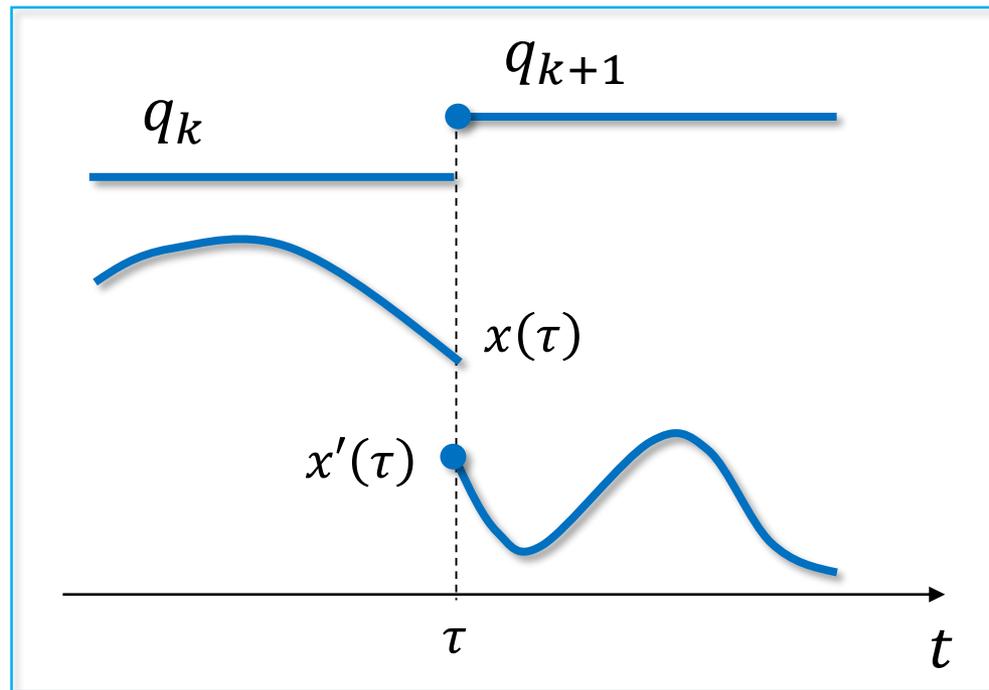
$$u_c(t) + d_c(t) + 0/W = \frac{1}{R} T(t) + C \cdot \dot{T}(t)$$

$$\dot{T}(t) = -\frac{1}{RC} T(t) + \frac{1}{C} u_c(t) + \frac{1}{C} d_c(t) + \frac{0/W}{C}$$

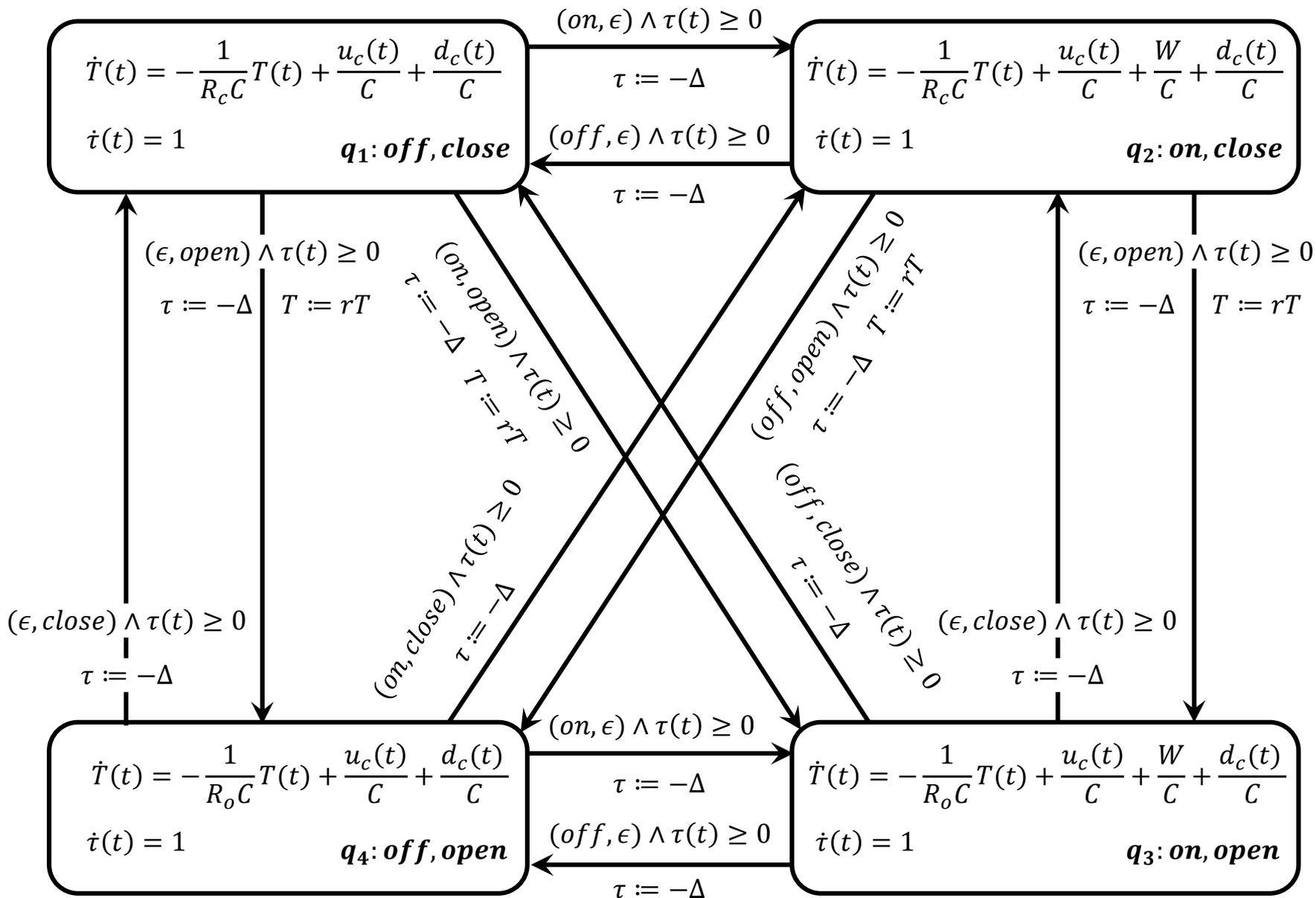
The value of the thermic resistance  $R$  depends on whether the door is open or closed

# Temperature reset when opening the door

$$(q_{k+1}, x'(\tau)) \in \delta(q_k, x(\tau), u_d, \text{open}) \quad T := rT \quad \text{with } r < 1$$



To prevent the discrete disturbance from dropping the temperature by opening and closing the door over and over again in a short period of time, a minimum interval of time  $\Delta$  is assumed between two consecutive transitions.



# A discrete game between control and disturbance

DISCRETE **UNCONTROLLABLE** PREDECESSORS (And the winner is ... disturbance)

$$DUPre(S) = \{(q, x) \in Q \times X : \forall u_d, \exists d_d \mid (u_d, d_d) \neq (\epsilon, \epsilon) \wedge \delta((q, x), (u_d, d_d)) \notin S\}$$

is the set of configurations such that, for every controller discrete input, there exists a discrete disturbance input that forces the configuration outside  $S$  in one step.

DISCRETE **CONTROLLABLE** PREDECESSORS (And the winner is ... control)

$$DCPre(S) = \{(q, x) \in Q \times X : \exists u_d \mid \forall d_d, (u_d, d_d) \neq (\epsilon, \epsilon) \wedge \delta((q, x), (u_d, d_d)) \in S\}$$

is the set of configurations that can be forced to remain into  $S$  in one step, whatever is the disturbance discrete input.

# CONTINUOUS FLOW

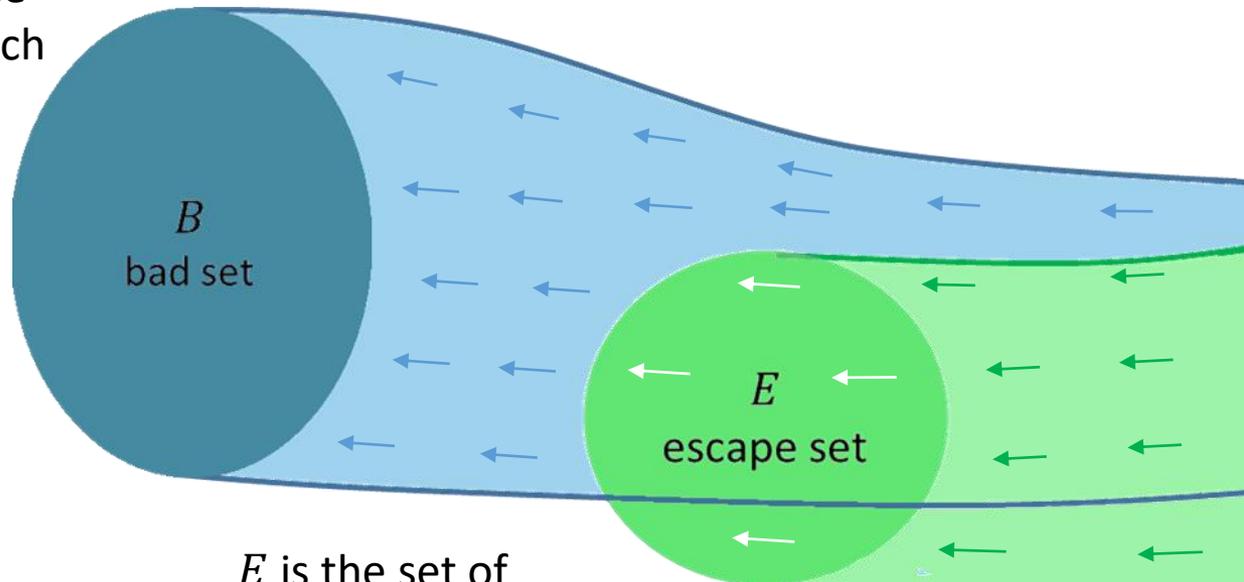
## CONTINUOUS UNCONTROLLABLE PREDECESSORS

$$CUPre(B, E) = \{ (q, x) \in Q \times X : \forall u_c(t), \exists d_c(t) \text{ and } \exists t^* > 0 |$$

*for the corresponding trajectory  $x(t)$*

$$\forall t \in [0, t^*), (q, x(t)) \in Inv \cap \bar{E} \wedge (q, x(t^*)) \in B \}$$

$B$  is the set of configurations  
the disturbance  
is trying to reach



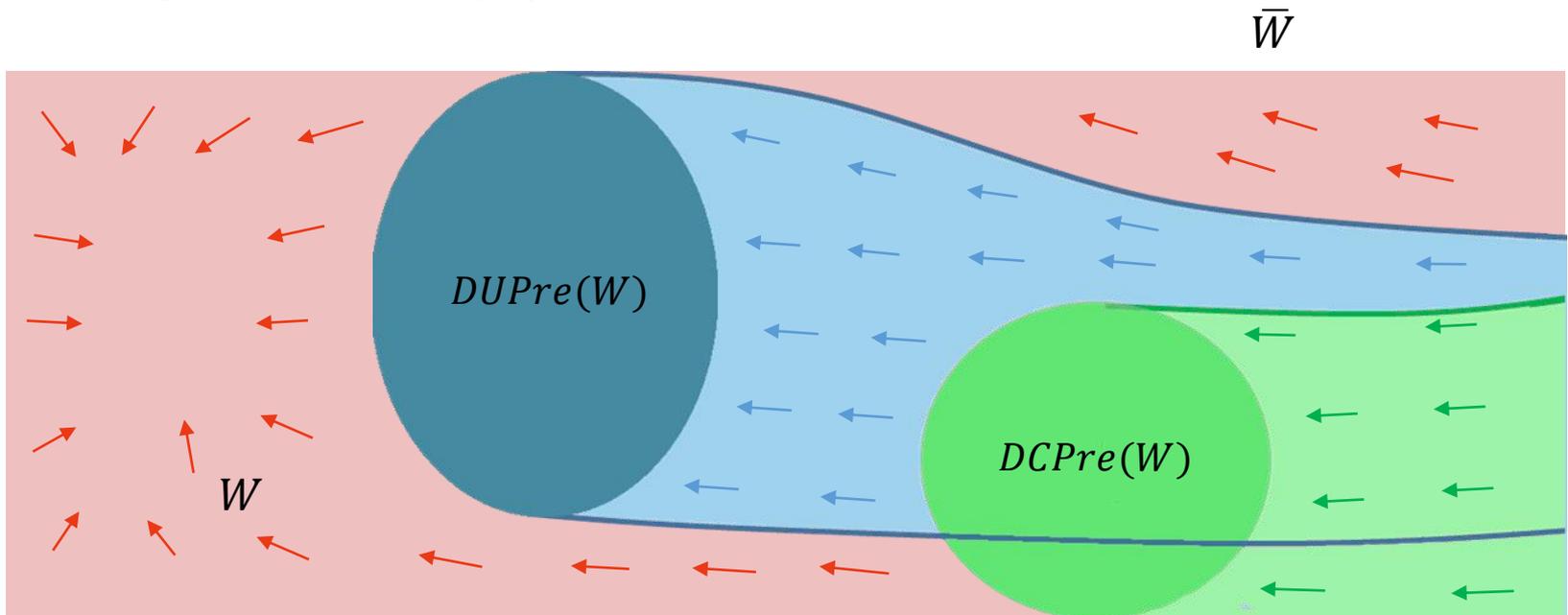
$E$  is the set of  
configurations that must be avoided

# A continuous game between control and disturbance

Given a set  $W$ ,

$$CUPre(DUPre(W) \cup \bar{W}, DCPre(W))$$

is the set of states that, *whatever the continuous control is*, can be steered to the set  $DUPre(W)$  or outside the set  $W$  while avoiding entering the set  $DCPre(W)$ .



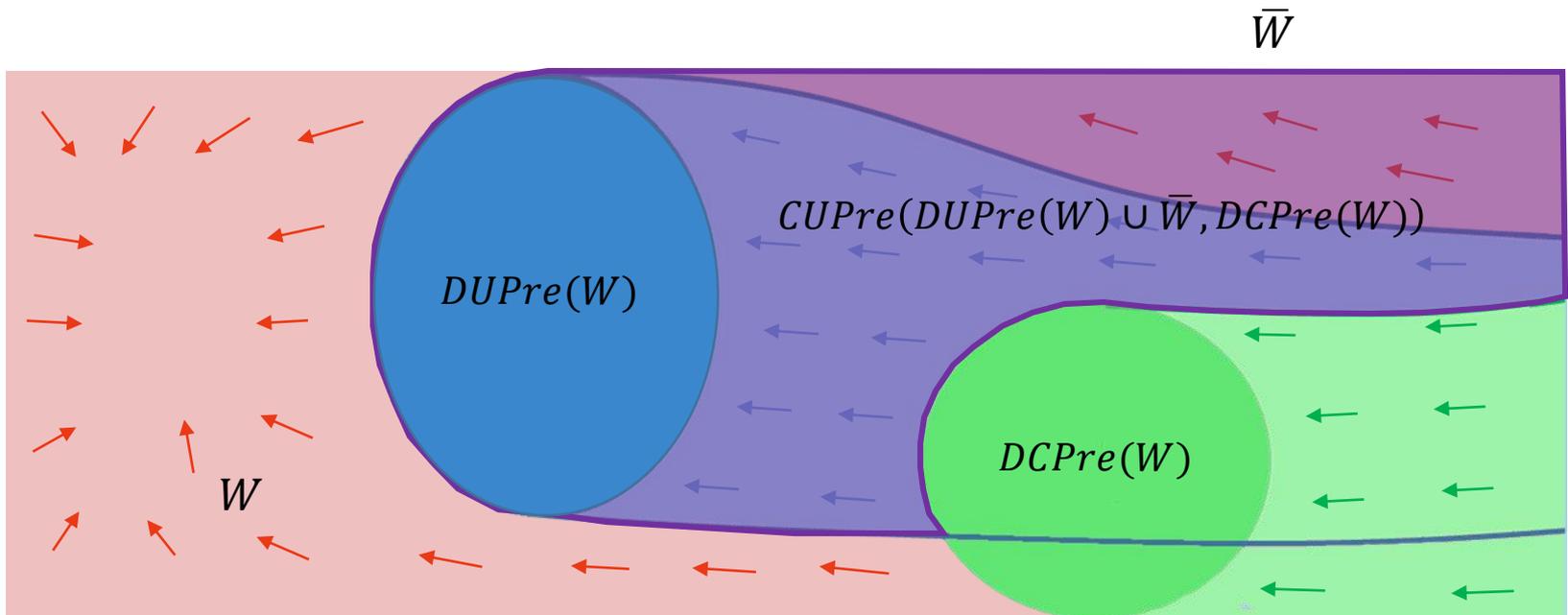
# A continuous game between control and disturbance

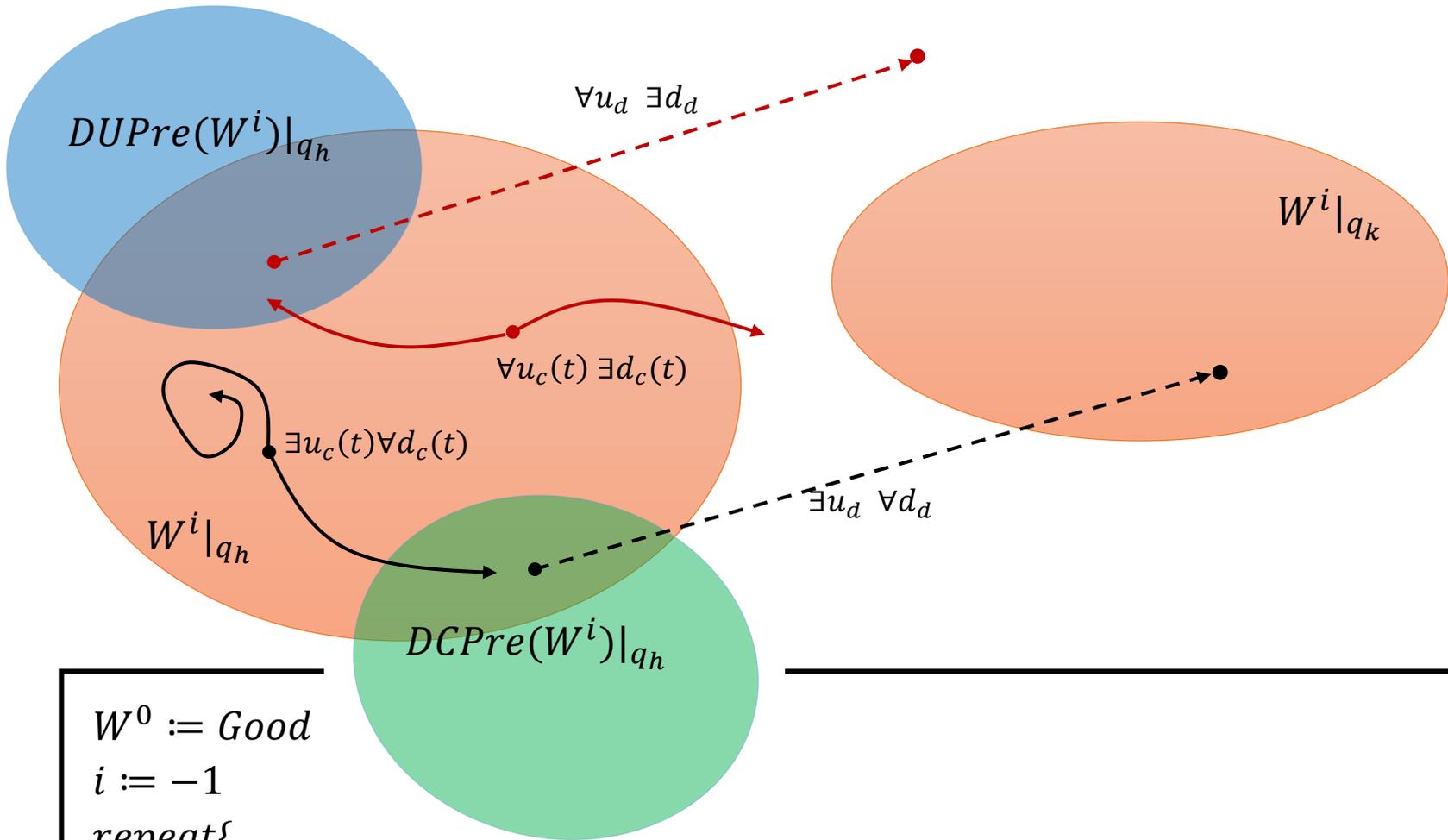
The «losing» states of the set  $W$  are those that belong to the set

$$DU\text{Pre}(W)$$

or to the set

$$CU\text{Pre}(DU\text{Pre}(W) \cup \bar{W}, DC\text{Pre}(W))$$





$W^0 := \text{Good}$

$i := -1$

repeat{

$i := i + 1$

$W^{i+1} := W^i \setminus [DUPre(W^i) \cup CUPre(DUPre(W^i) \cup \overline{W^i}, DCPre(W^i))]$

} until  $(W^{i+1} = W^i)$

Safe :=  $W^i$

# Result

$$U = 0,5$$

$$D = 0,01$$

$$W = 0,2$$

$$r = 0,95$$

$$C = 1$$

$$R_o = 500$$

$$R_c = 1000$$

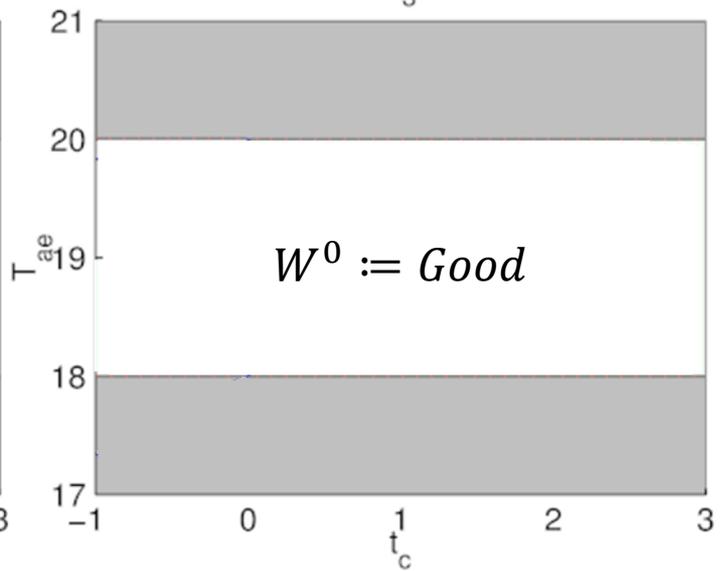
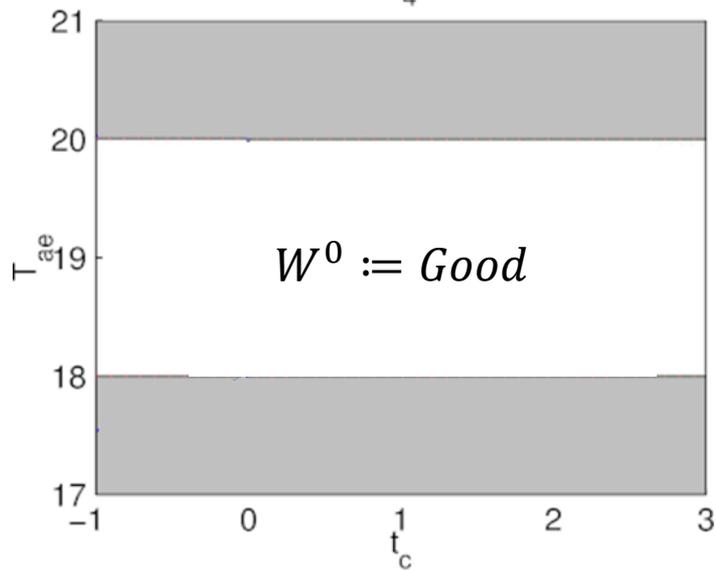
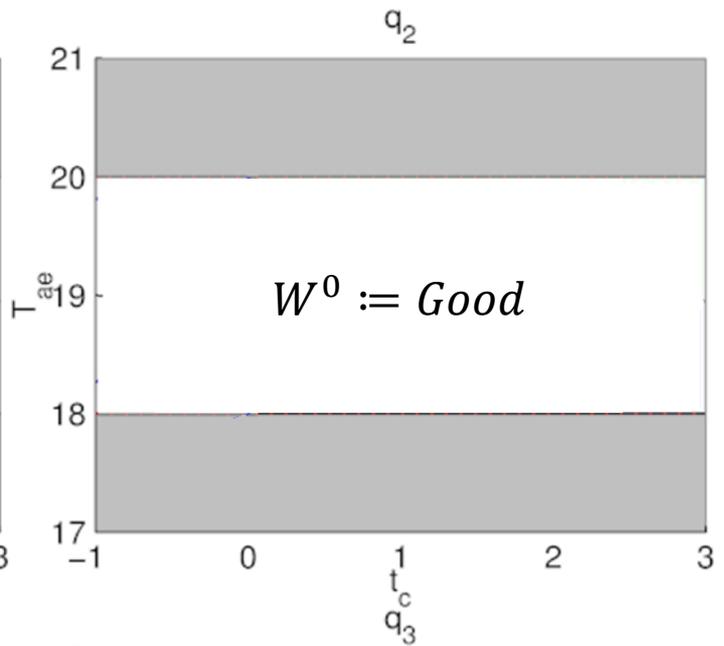
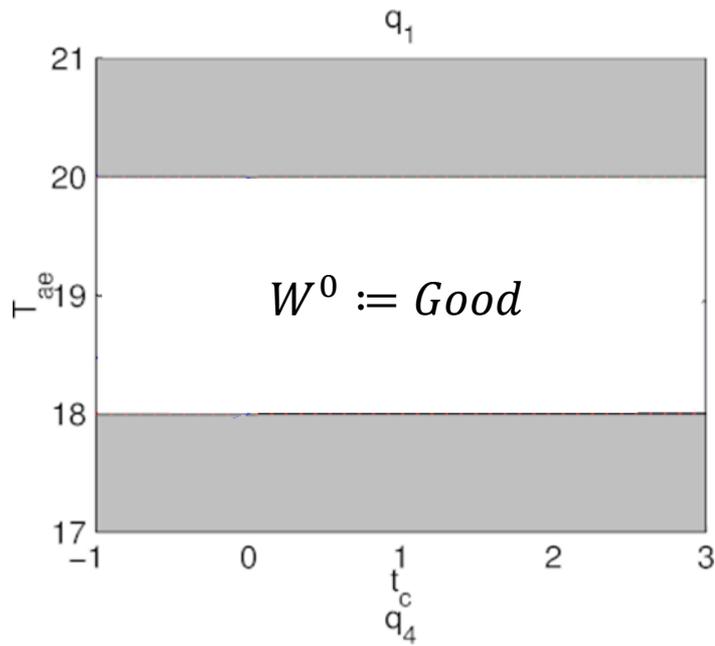
## COMPUTATION OF DISCRETE PREDECESSORS

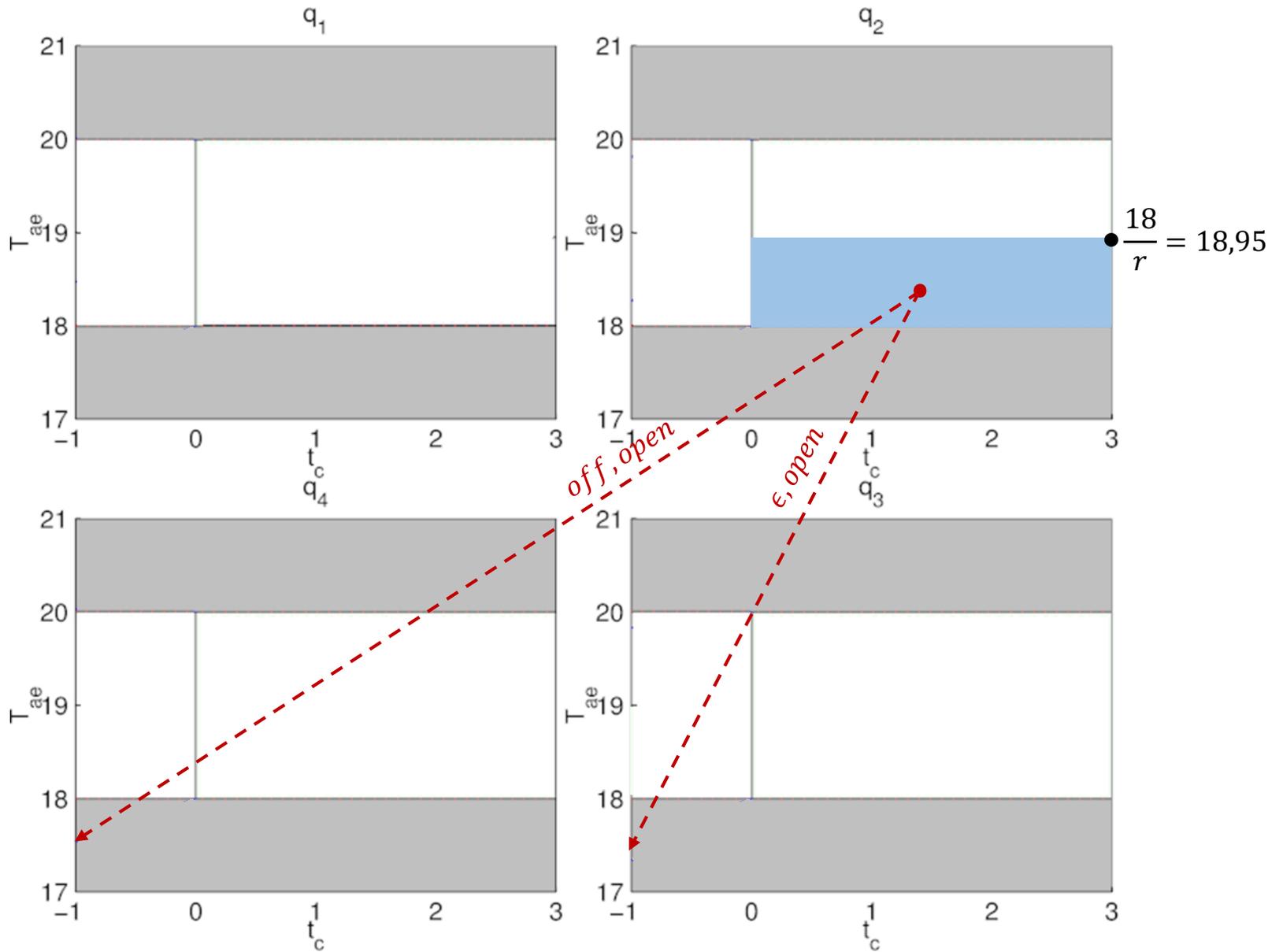
- No transitions may take place for  $\tau < 0$
- Guard conditions do not depend on the value of  $T$

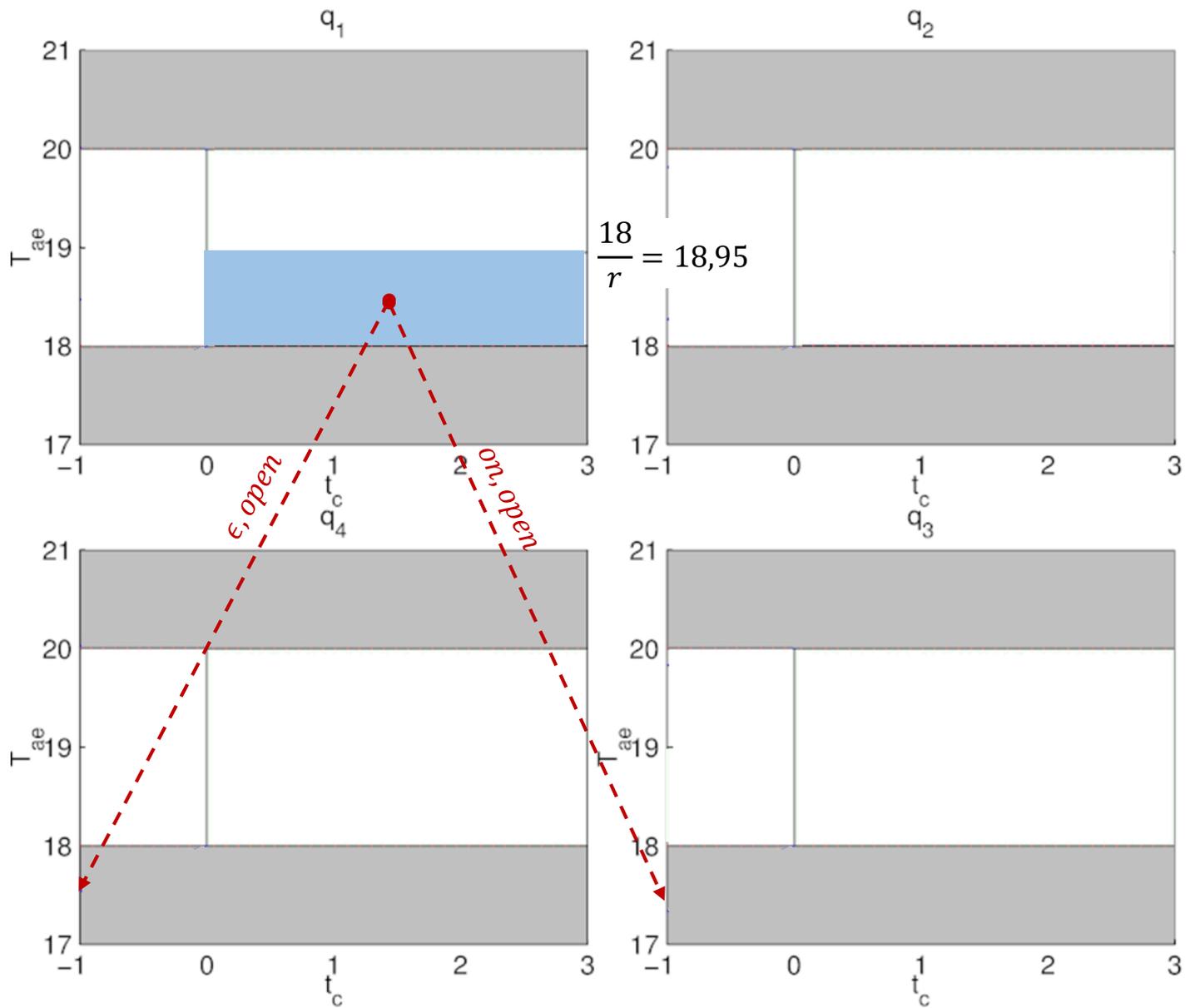
The discrete predecessors are sets of the form

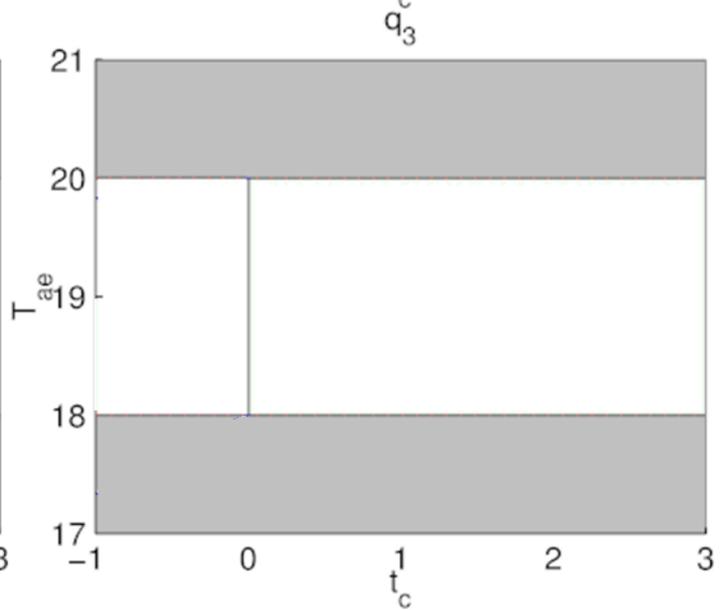
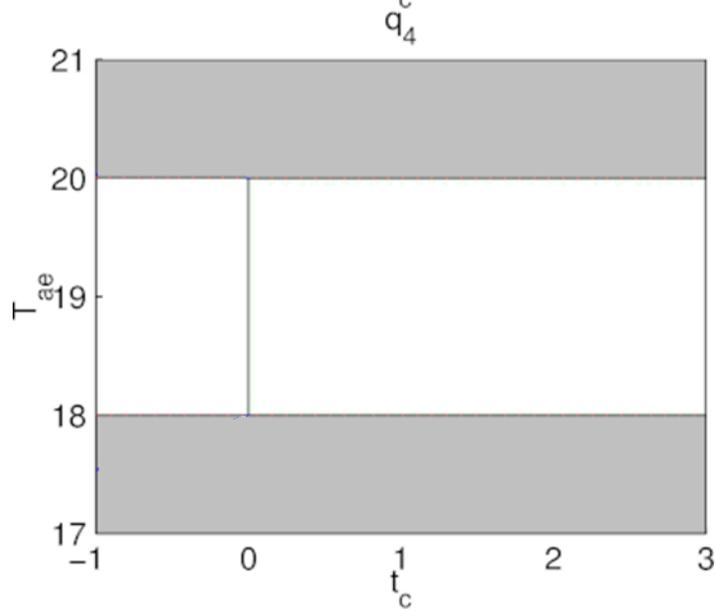
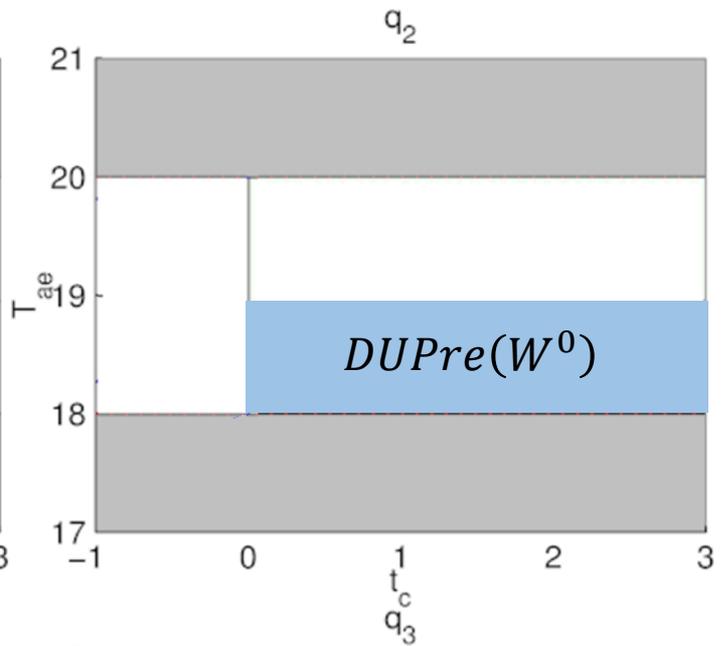
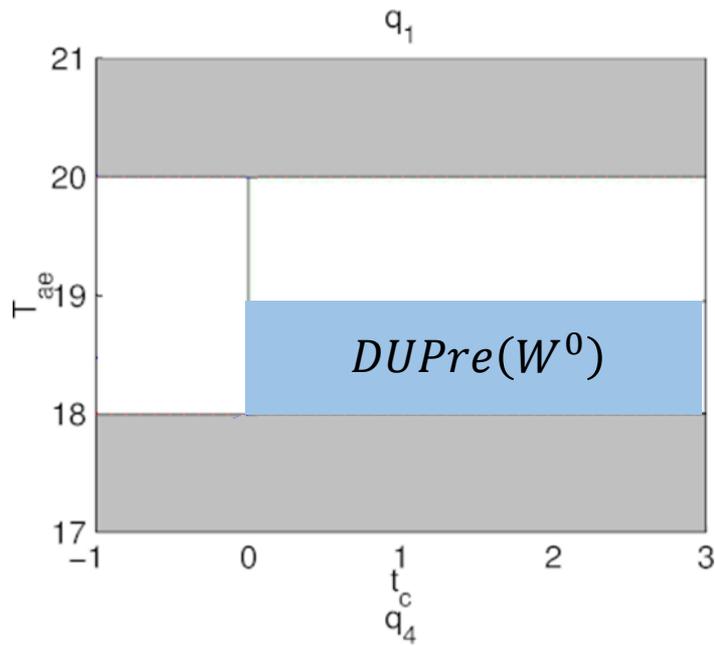
$$T \in [T_{low}, T_{high}], \quad \tau \geq 0$$

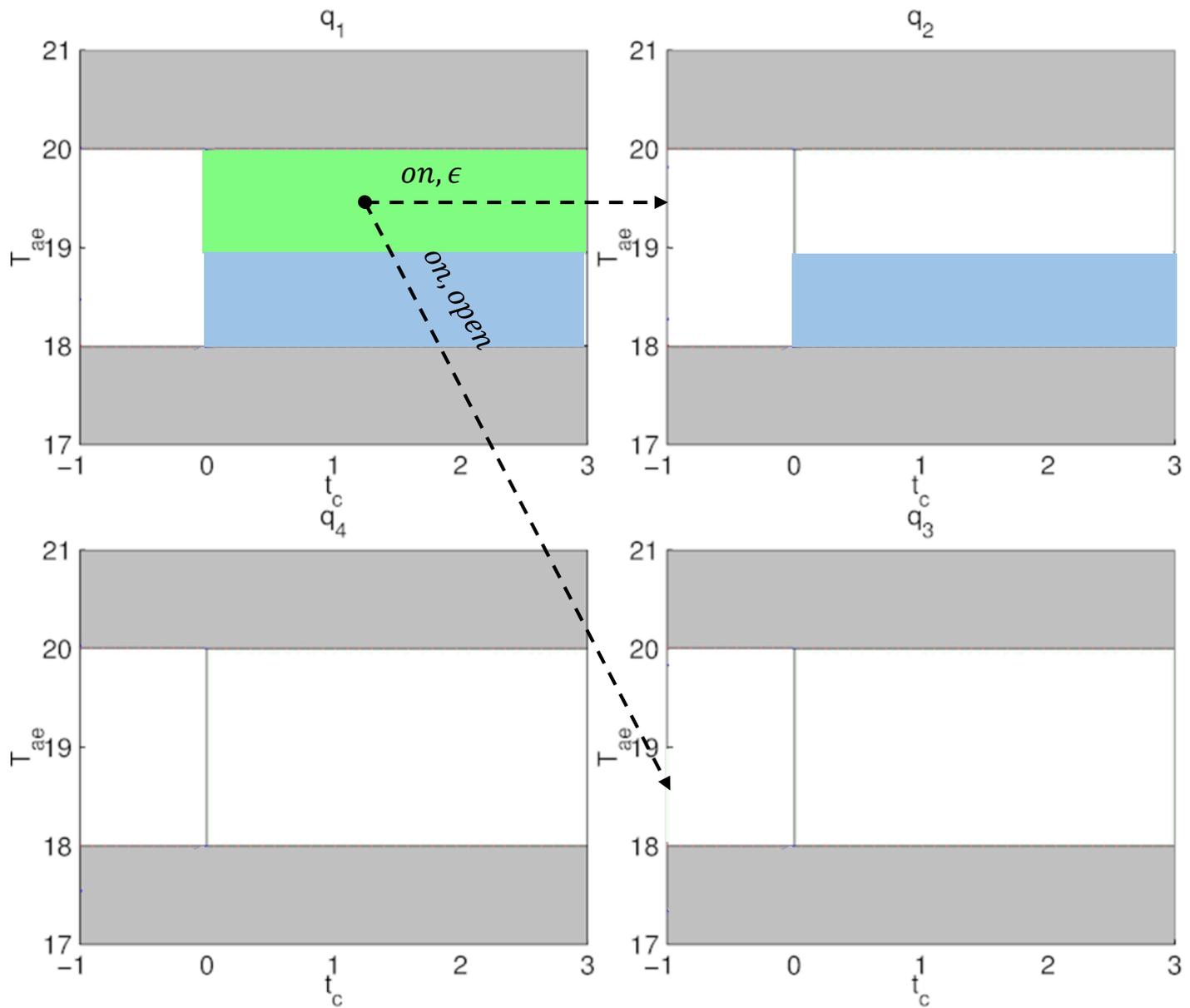


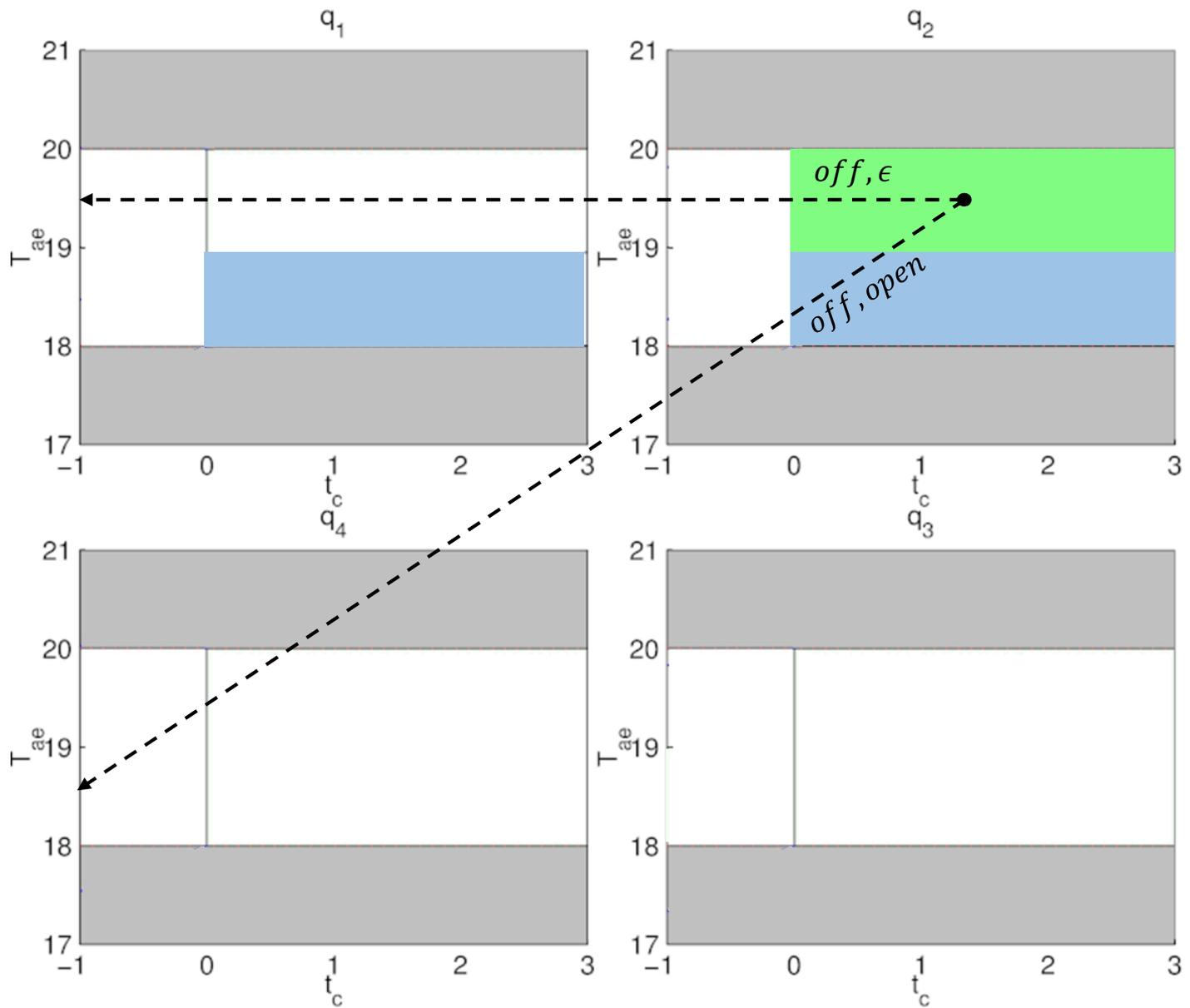


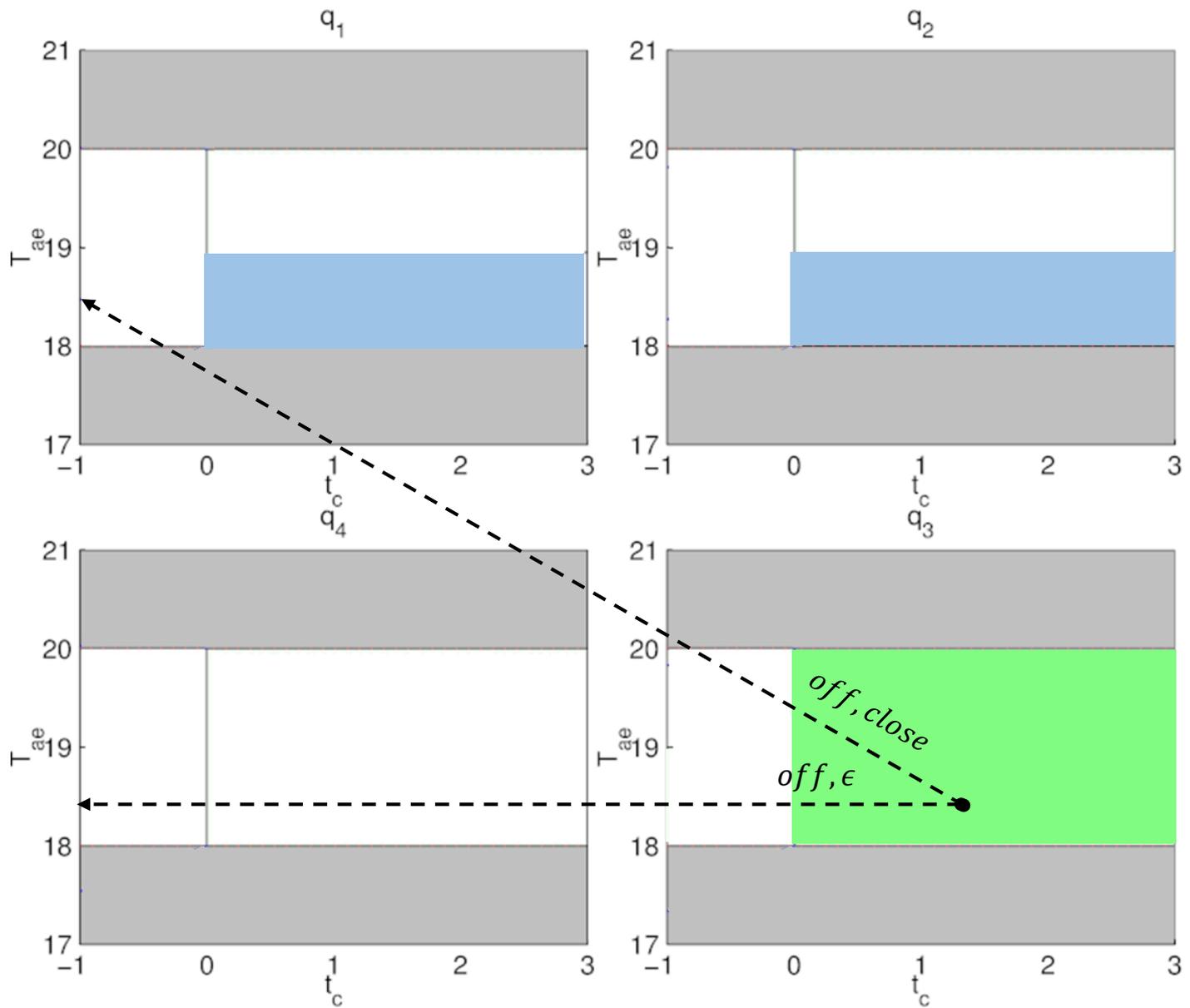


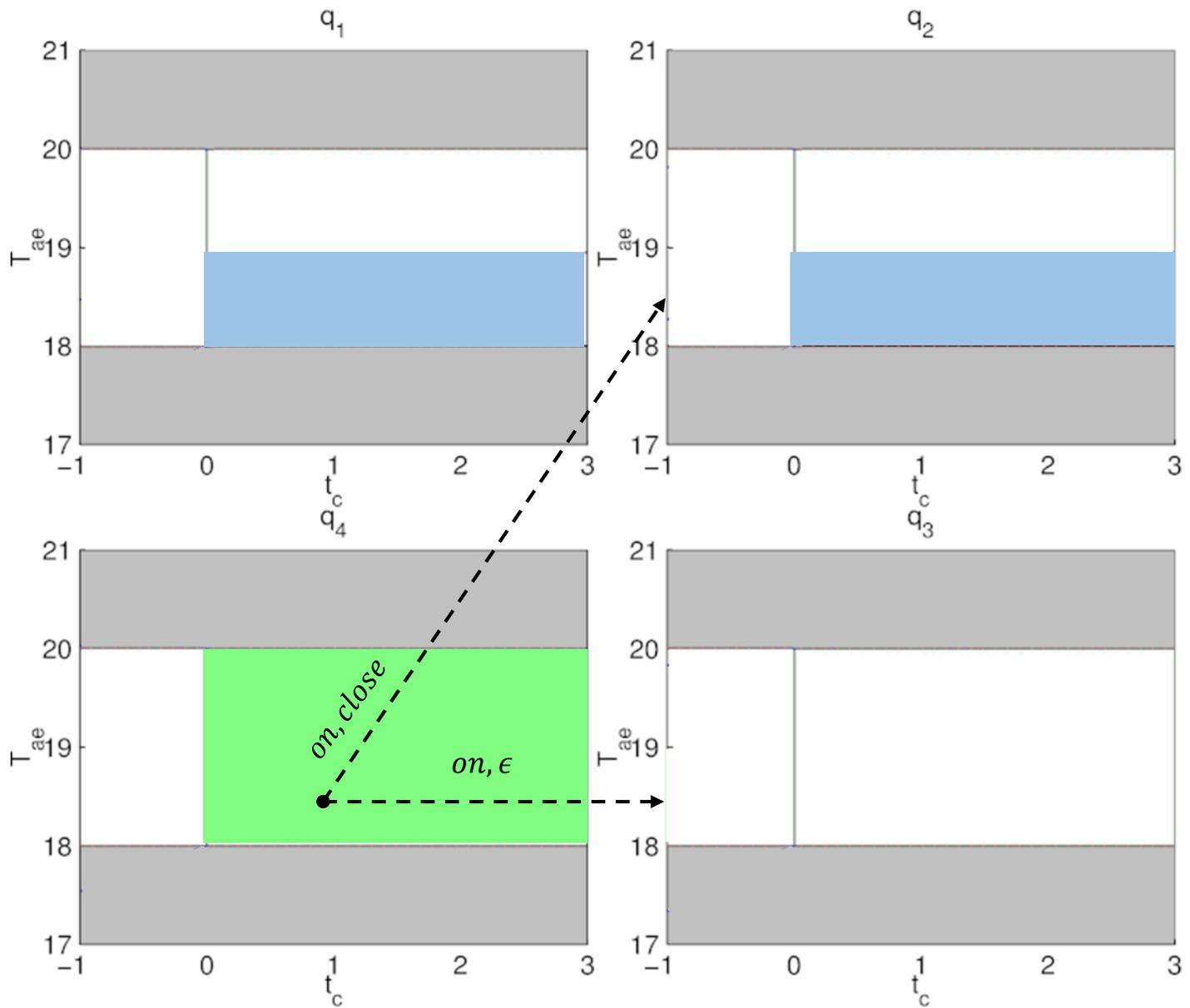


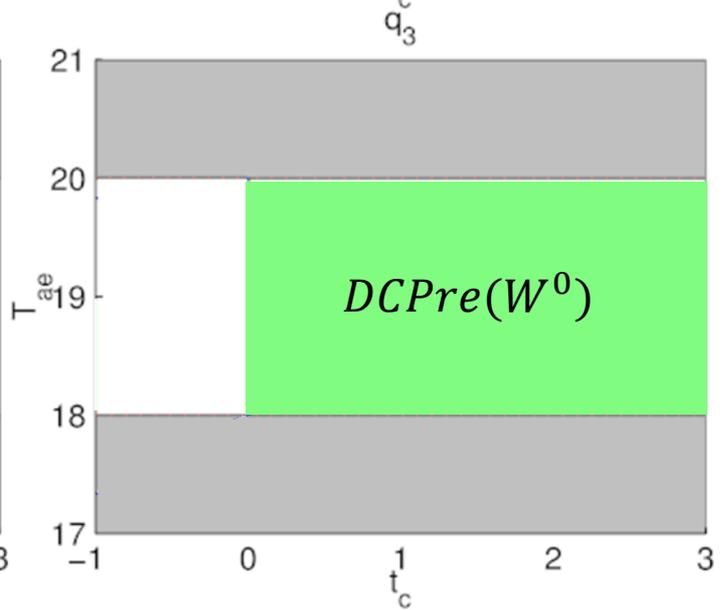
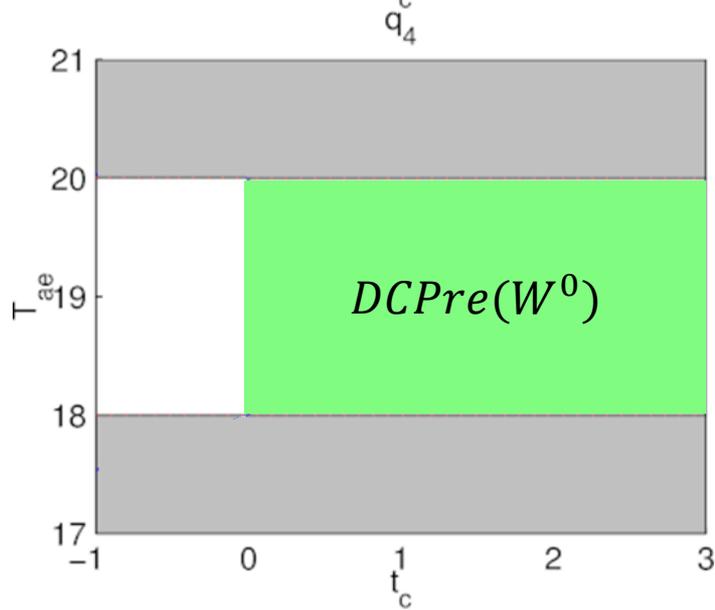
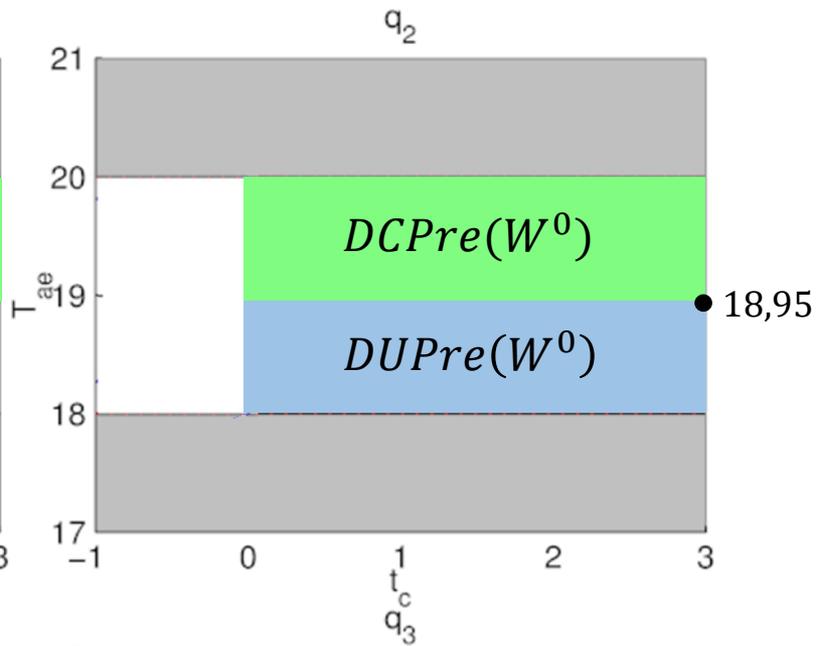
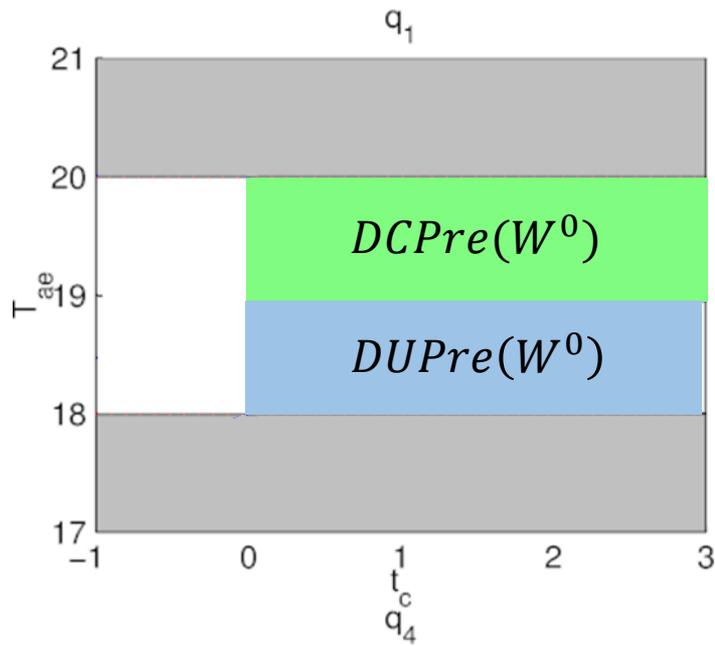








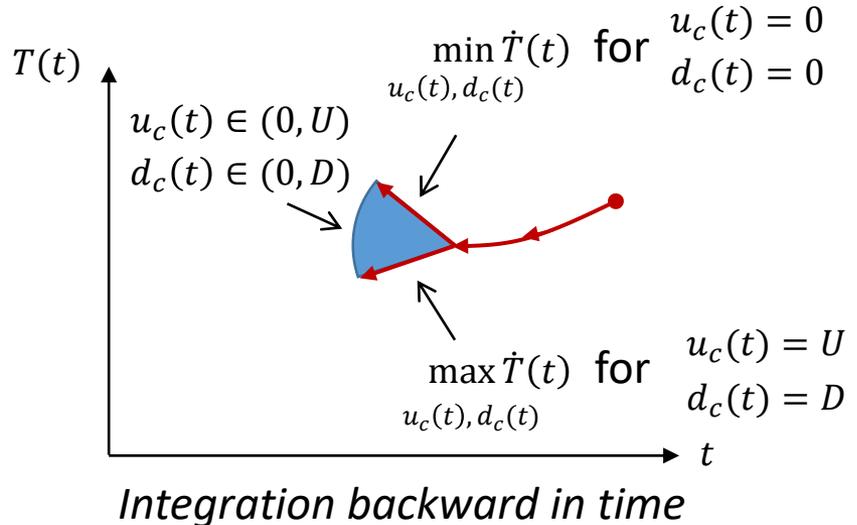
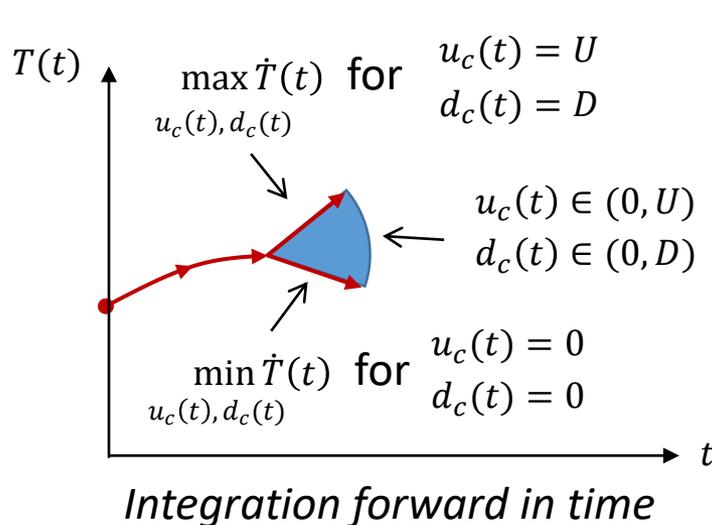




## COMPUTATION OF CONTINUOUS PREDECESSORS

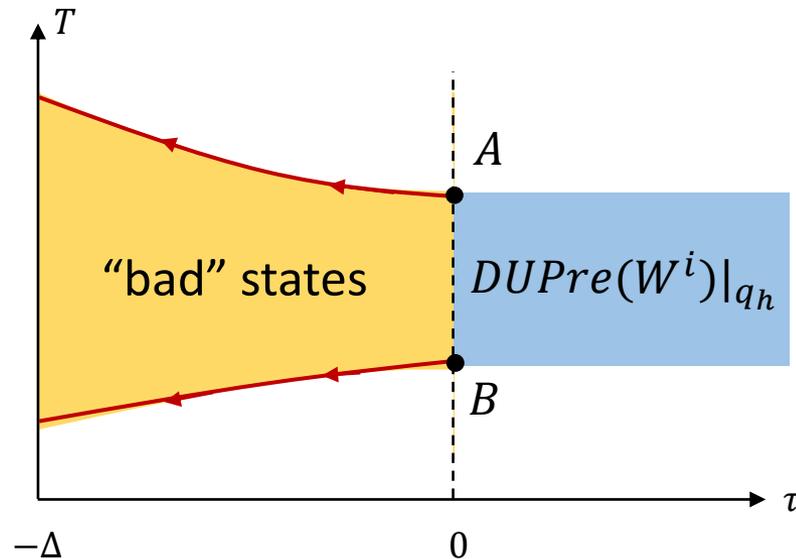
- Can be calculated one location  $q$  at a time
- Can be viewed as a game between the continuous control and the continuous disturbance
- The boundaries of  $CUPre(W^i)|_{q_h}$  are obtained by solving a min-max problem

$$\dot{T}(t) = -\frac{1}{R_o/cC}T(t) + \frac{u_c(t)}{C} + \frac{W/0}{C} + \frac{d_c(t)}{C} \quad \begin{array}{l} u_c(t) \in [0, U] \\ d_c(t) \in [0, D] \end{array}$$



## COMPUTATION OF CONTINUOUS PREDECESSORS

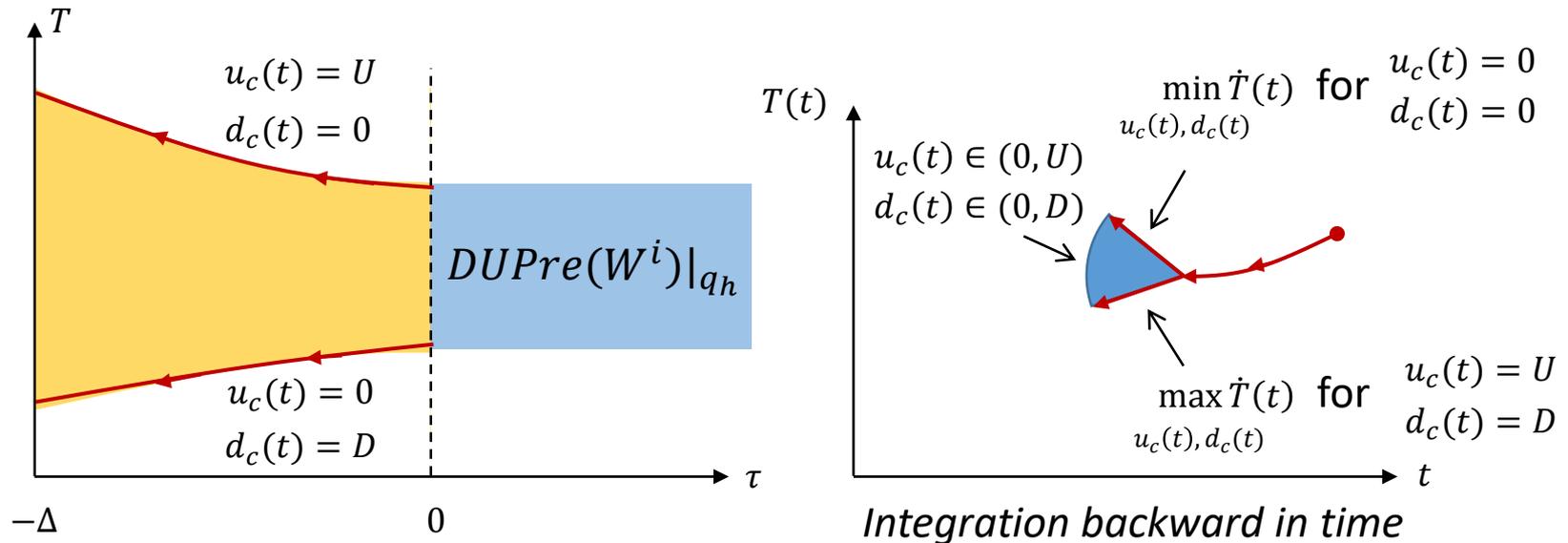
The states that can be steered to  $DUPre(W^0)$  [while avoiding  $DCPre(W^0)$ ] can be computed by integration backward in time from points  $A$  and  $B$



Which evolution of  $u(t) \in [0, U]$  and  $d(t) \in [0, D]$  should be considered while integrating?

## COMPUTATION OF CONTINUOUS PREDECESSORS

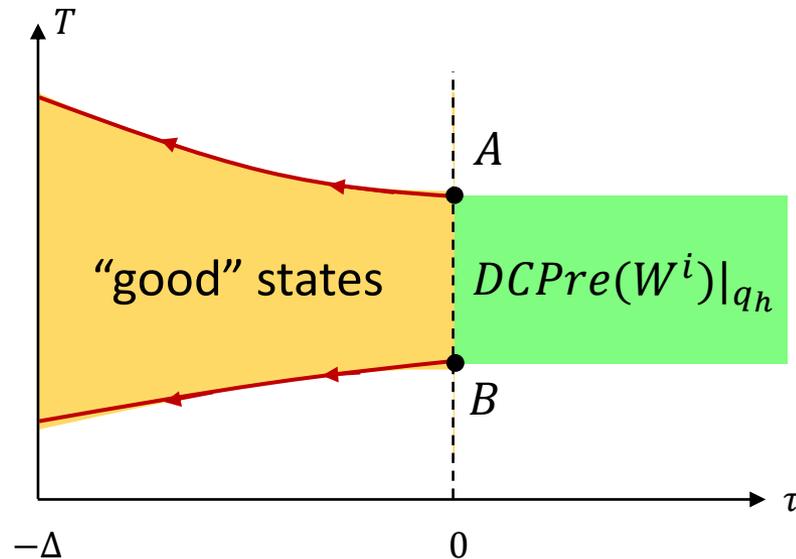
States that can be steered to  $DUPre(W^0)$  [while avoiding  $DCPre(W^0)$ ] can be computed by integration backward in time



The continuous disturbance would like to maximize the yellow area while the continuous control would like to minimize it.

## COMPUTATION OF CONTINUOUS PREDECESSORS

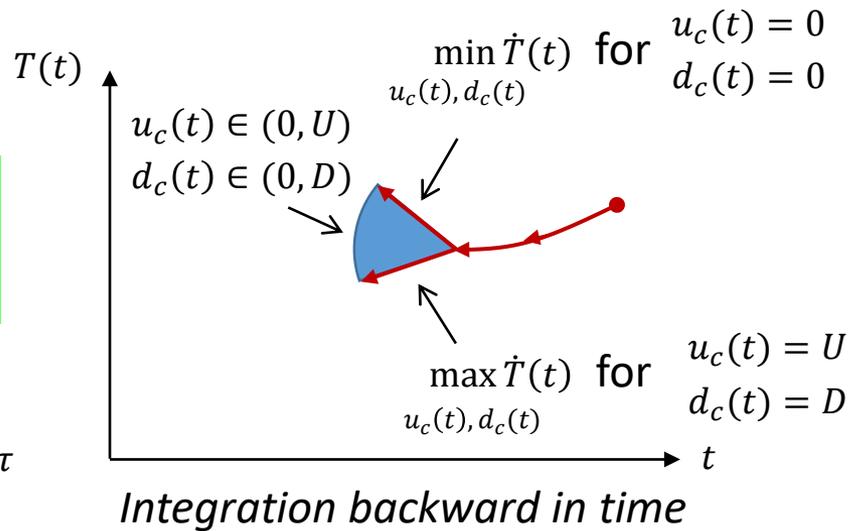
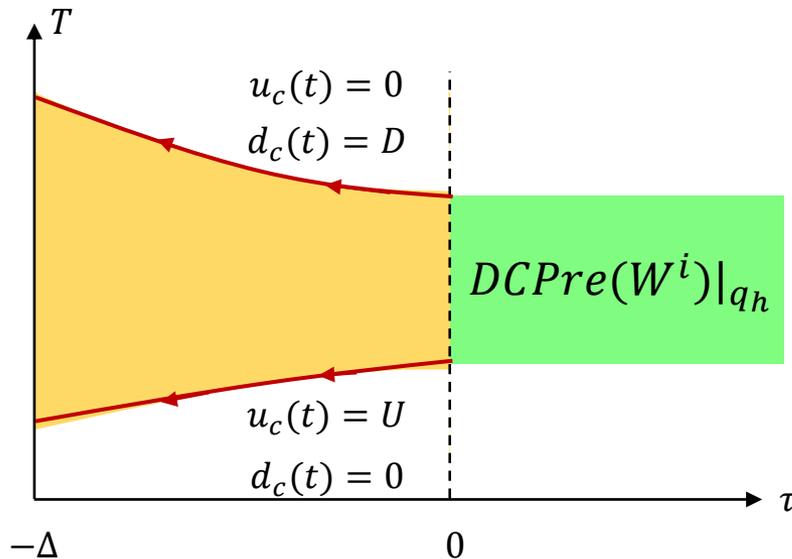
The states that can be steered to  $DCPre(W^0)$  [while avoiding  $DUPre(W^0)$ ] can be computed by integration backward in time from points  $A$  and  $B$



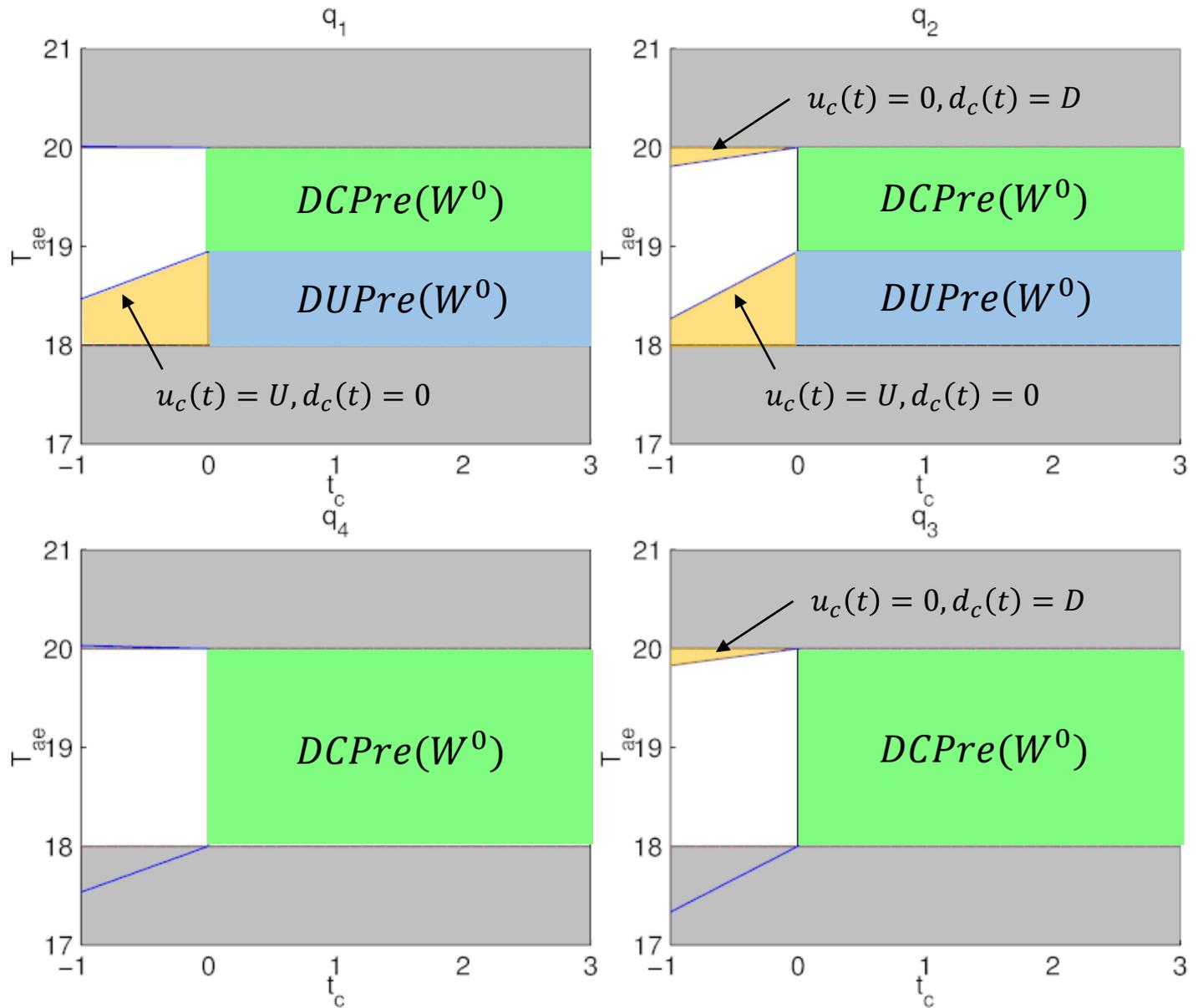
Which evolution of  $u(t) \in [0, U]$  and  $d(t) \in [0, D]$  should be considered while integrating?

# COMPUTATION OF CONTINUOUS PREDECESSORS

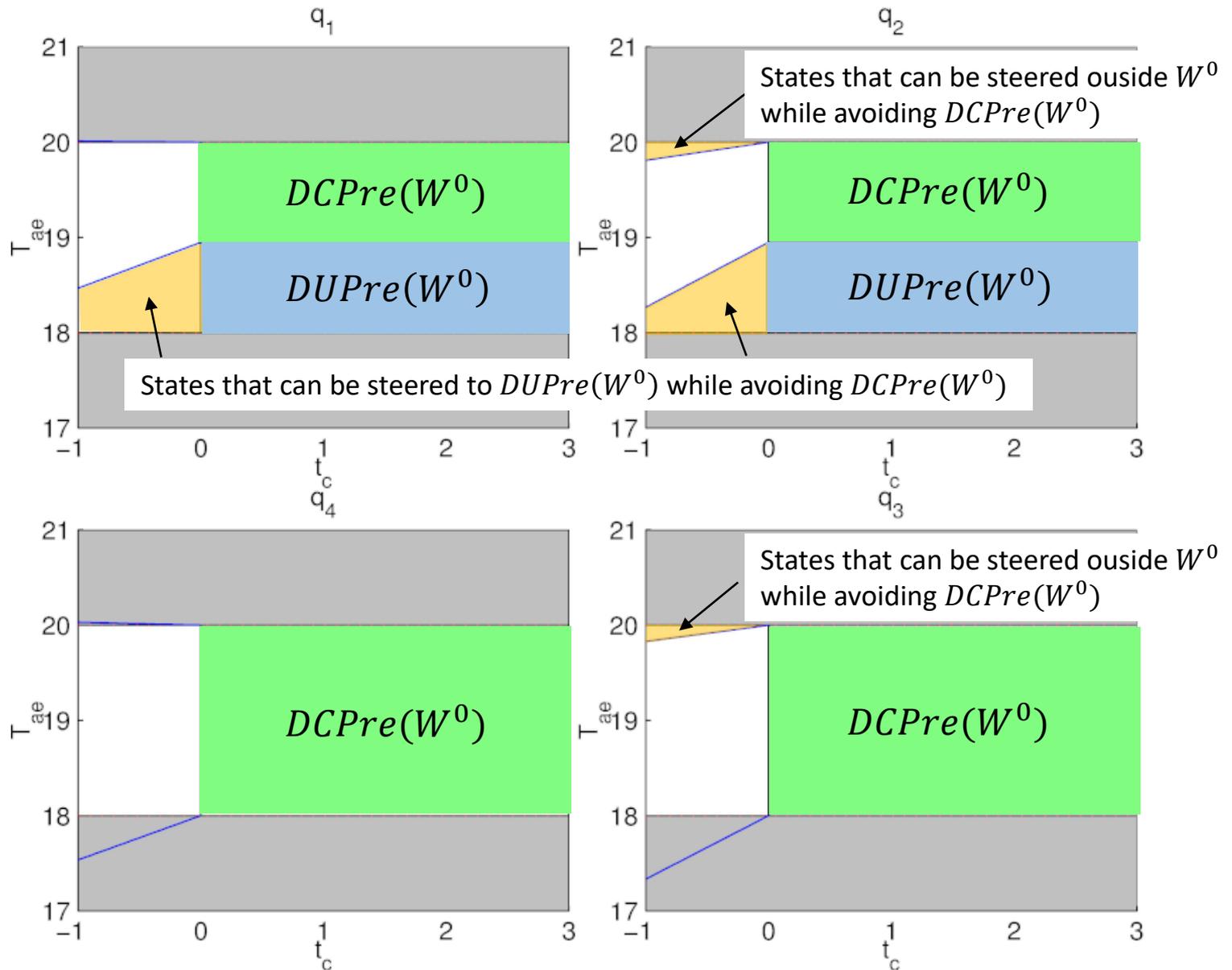
States that can be steered to  $D\text{CPre}(W^0)$  [while avoiding  $D\text{UPre}(W^0)$ ] can be computed by integration backward in time



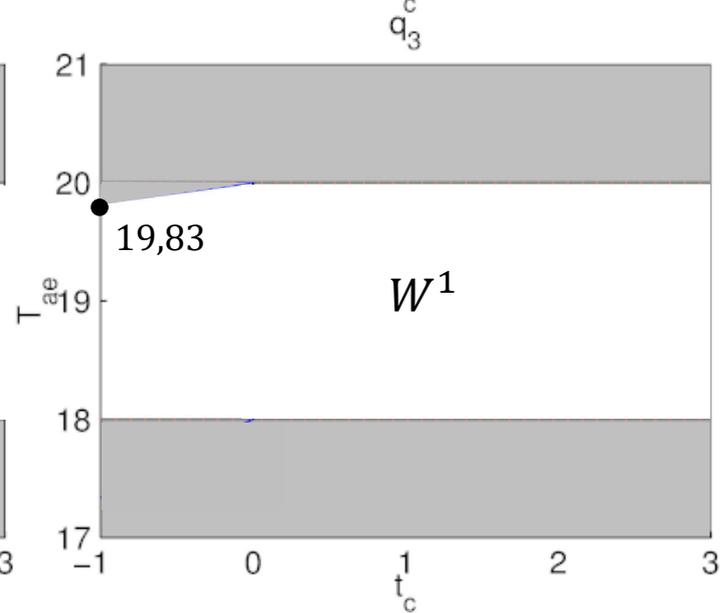
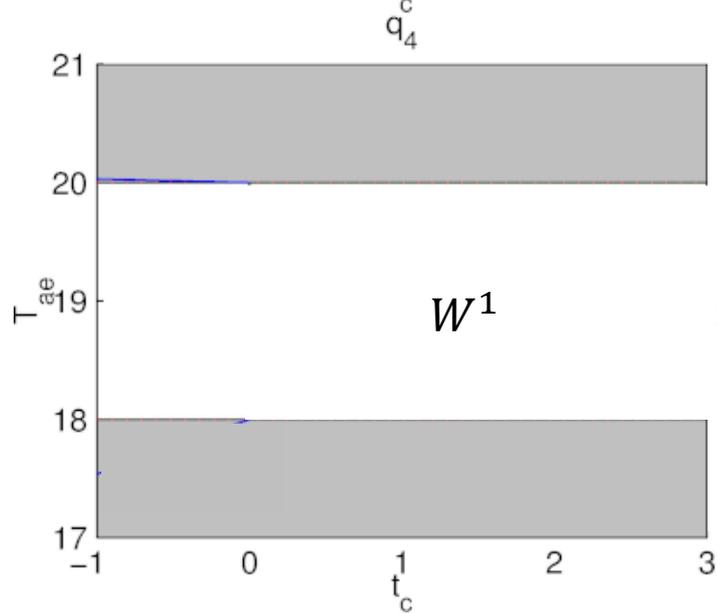
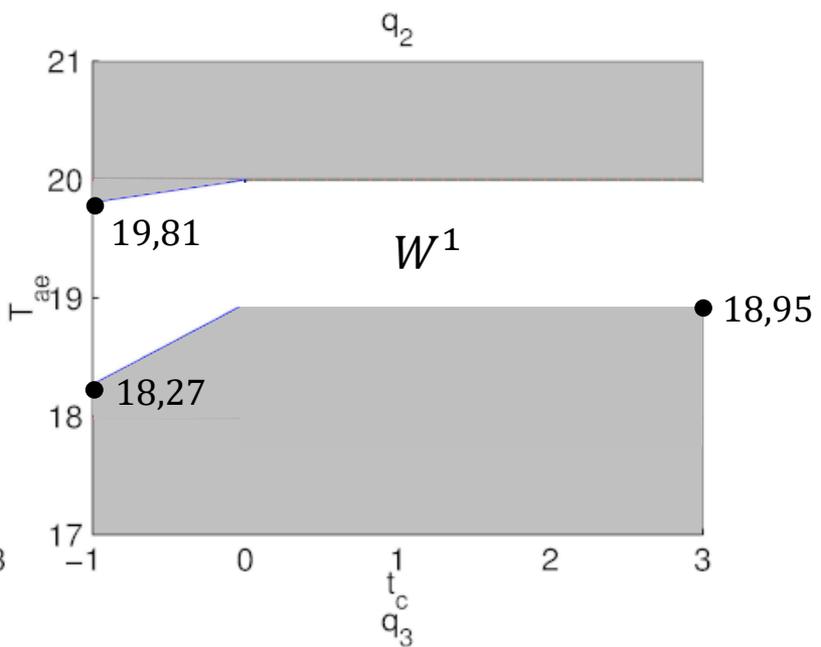
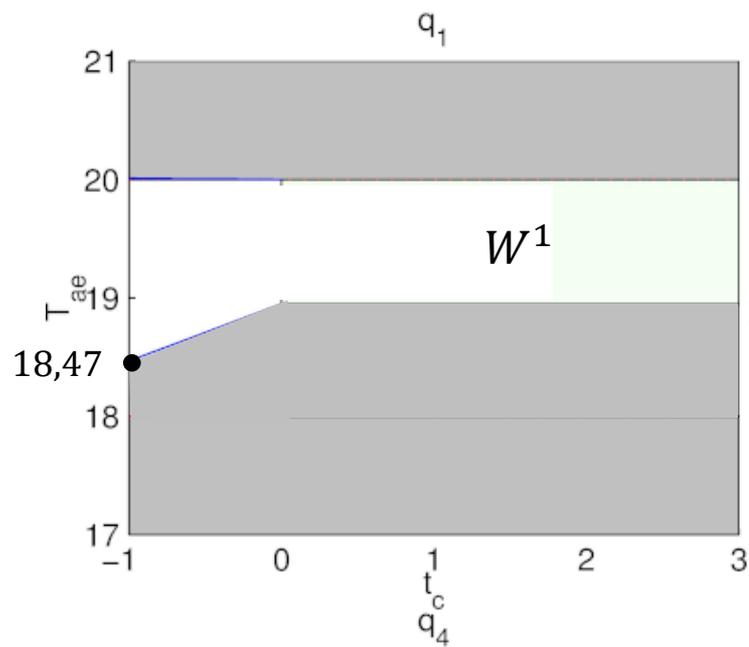
The continuous control would like to maximize the yellow area while the continuous disturbance would like to minimize it.

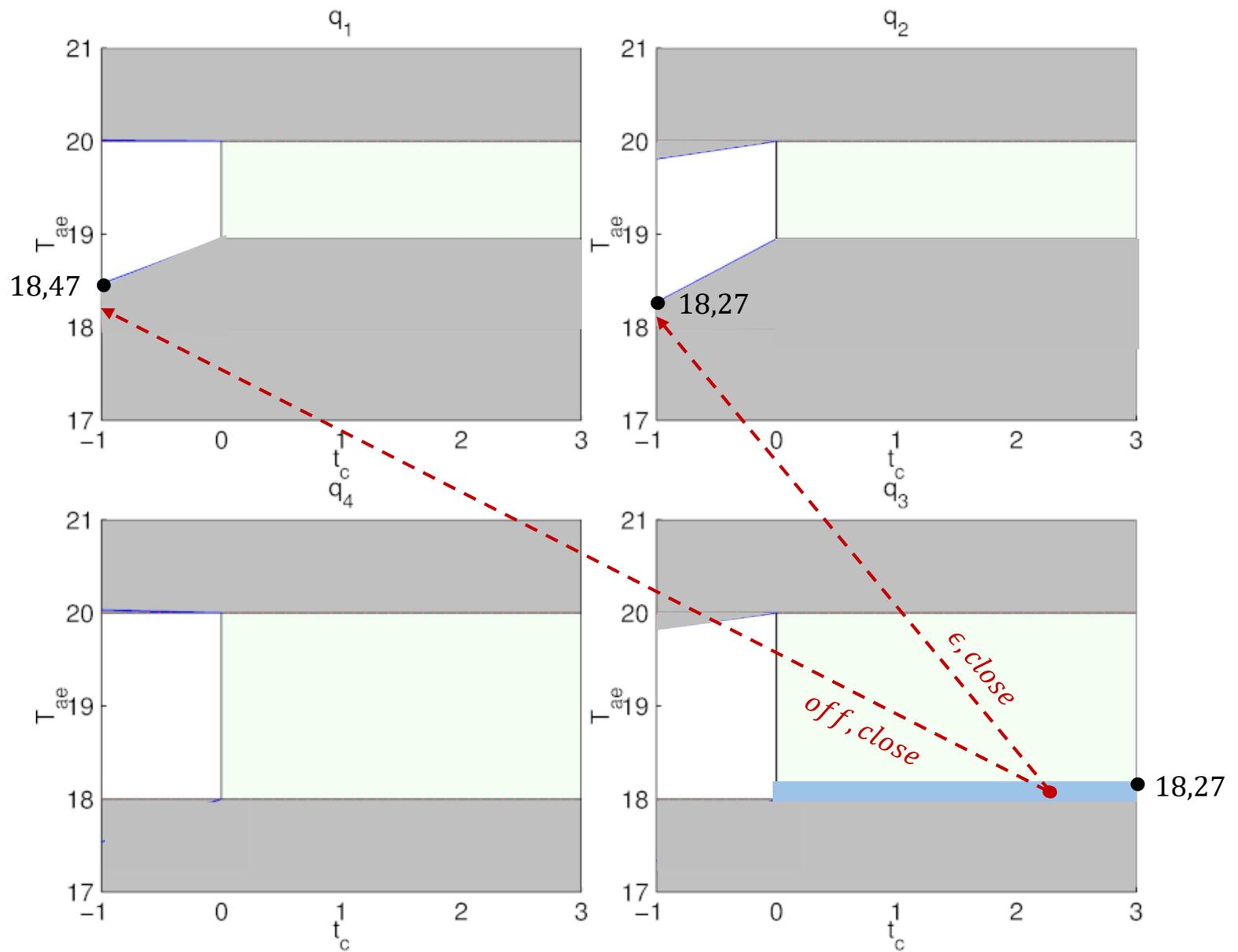


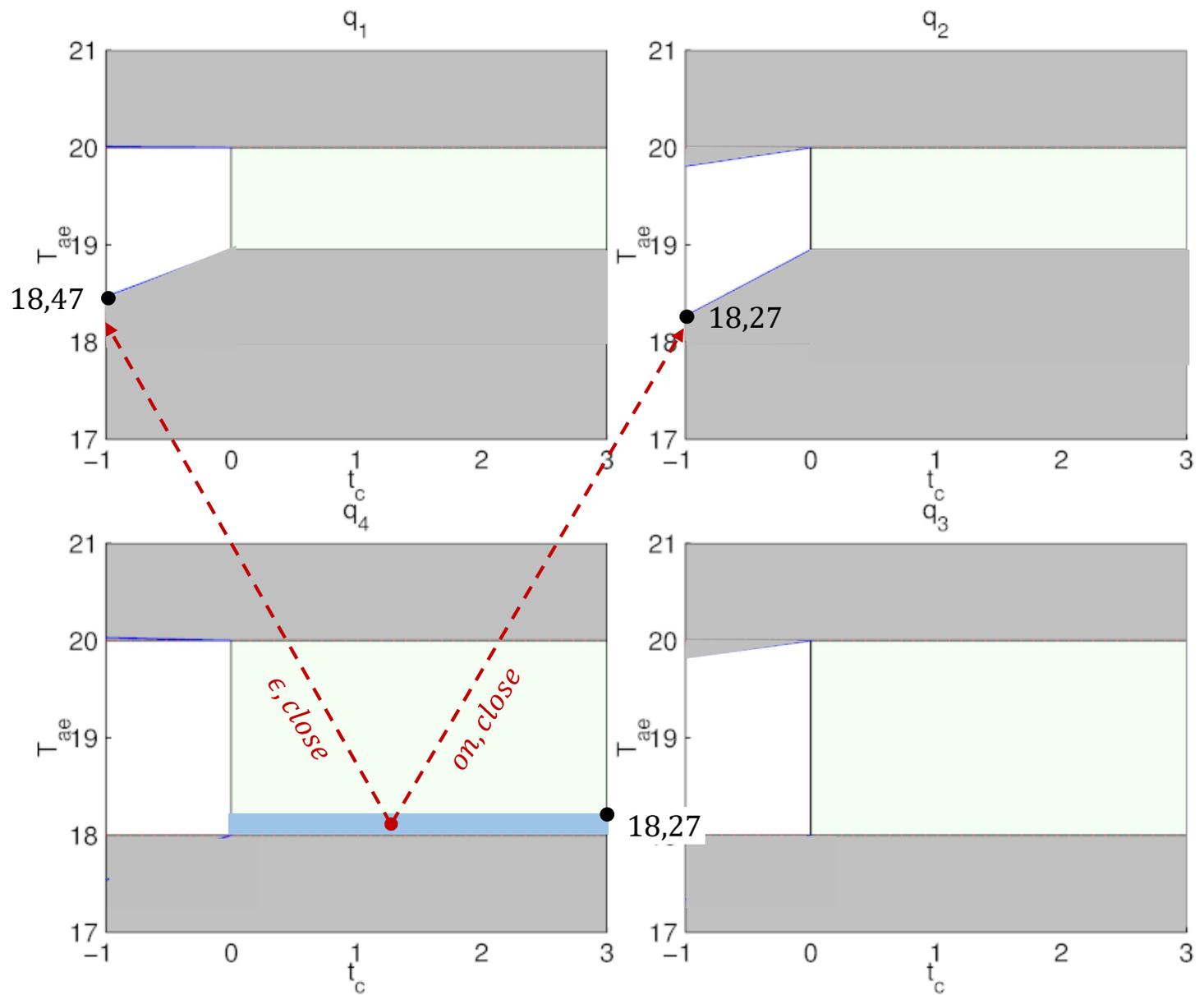
$$CUPre(DUPre(W^i) \cup \overline{W^i}, DCPre(W^i))$$

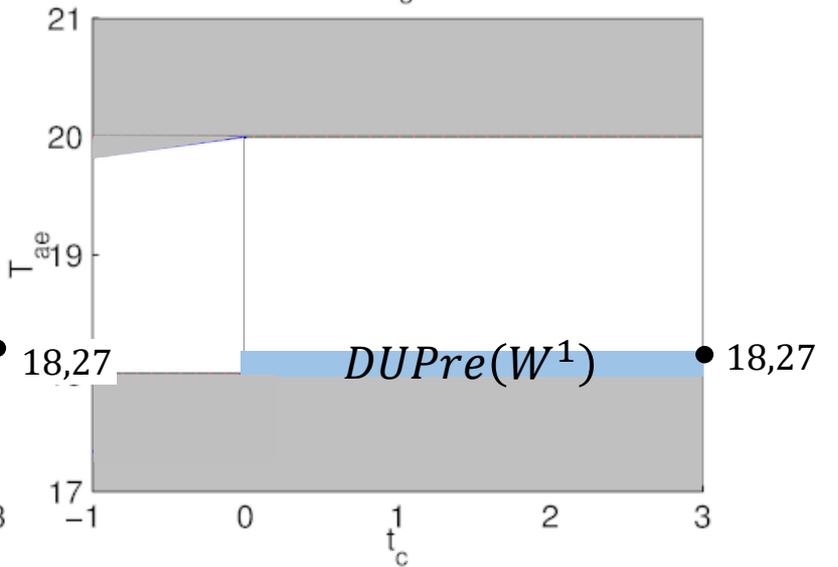
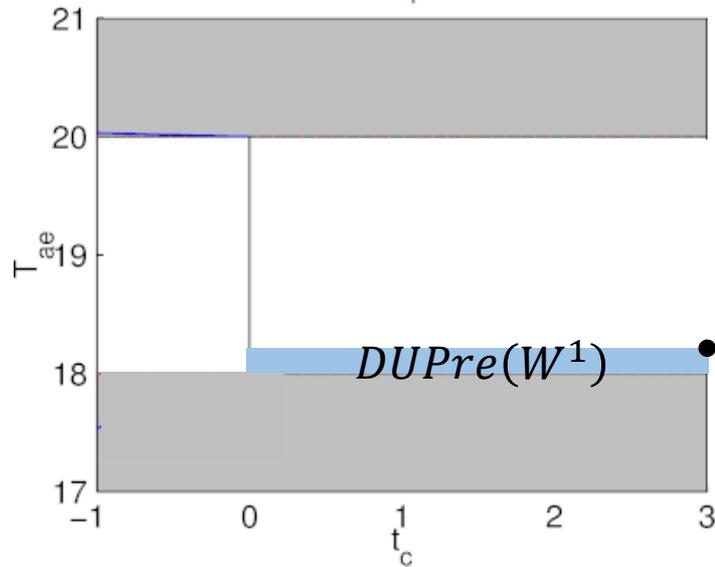
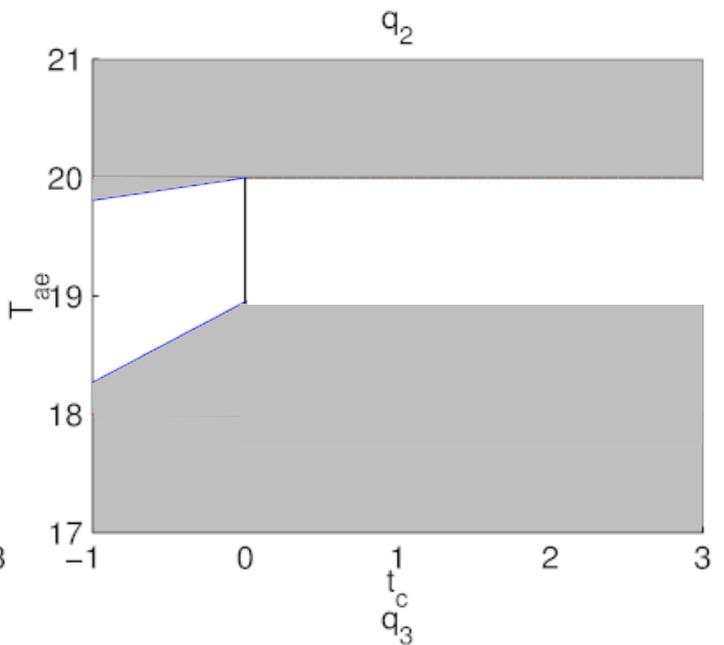
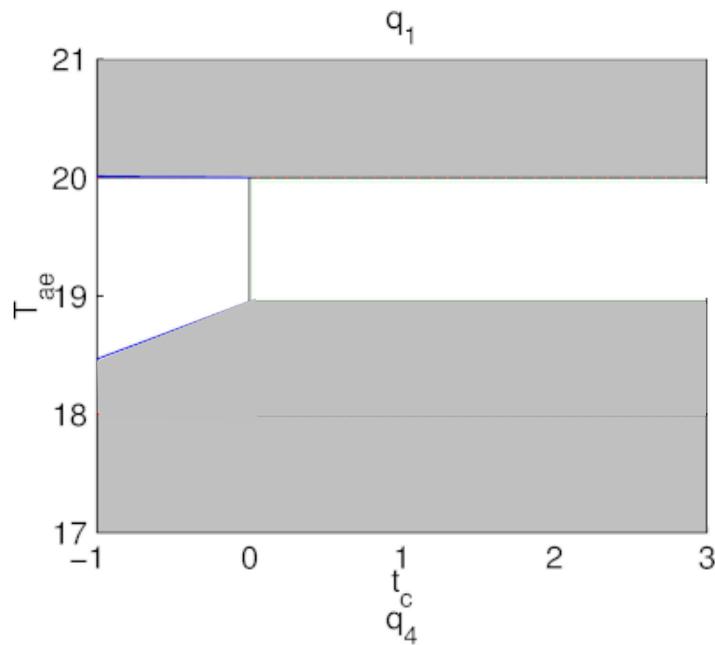


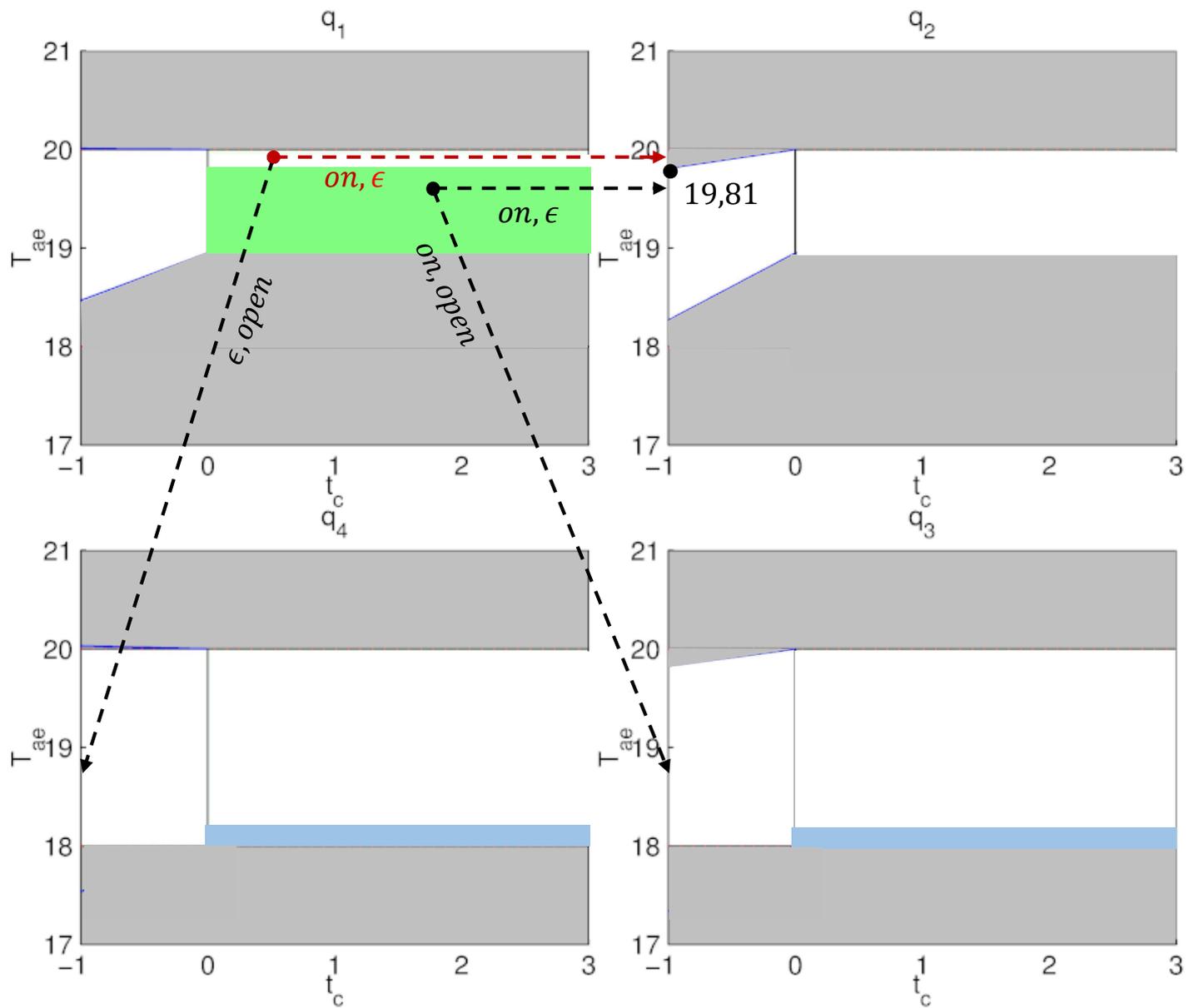
$$CUPre(DUPre(W^i) \cup \overline{W^i}, DCPre(W^i))$$

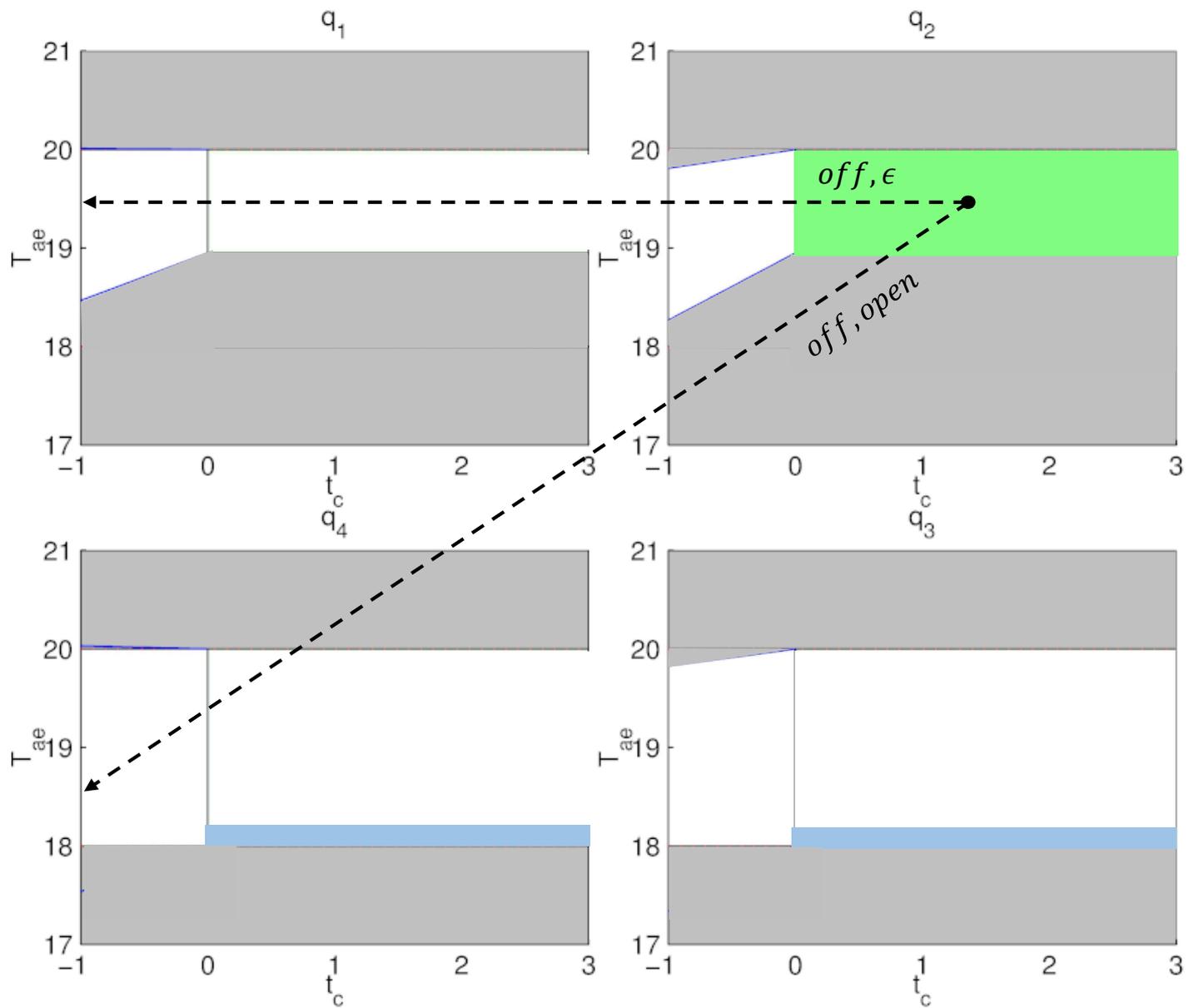


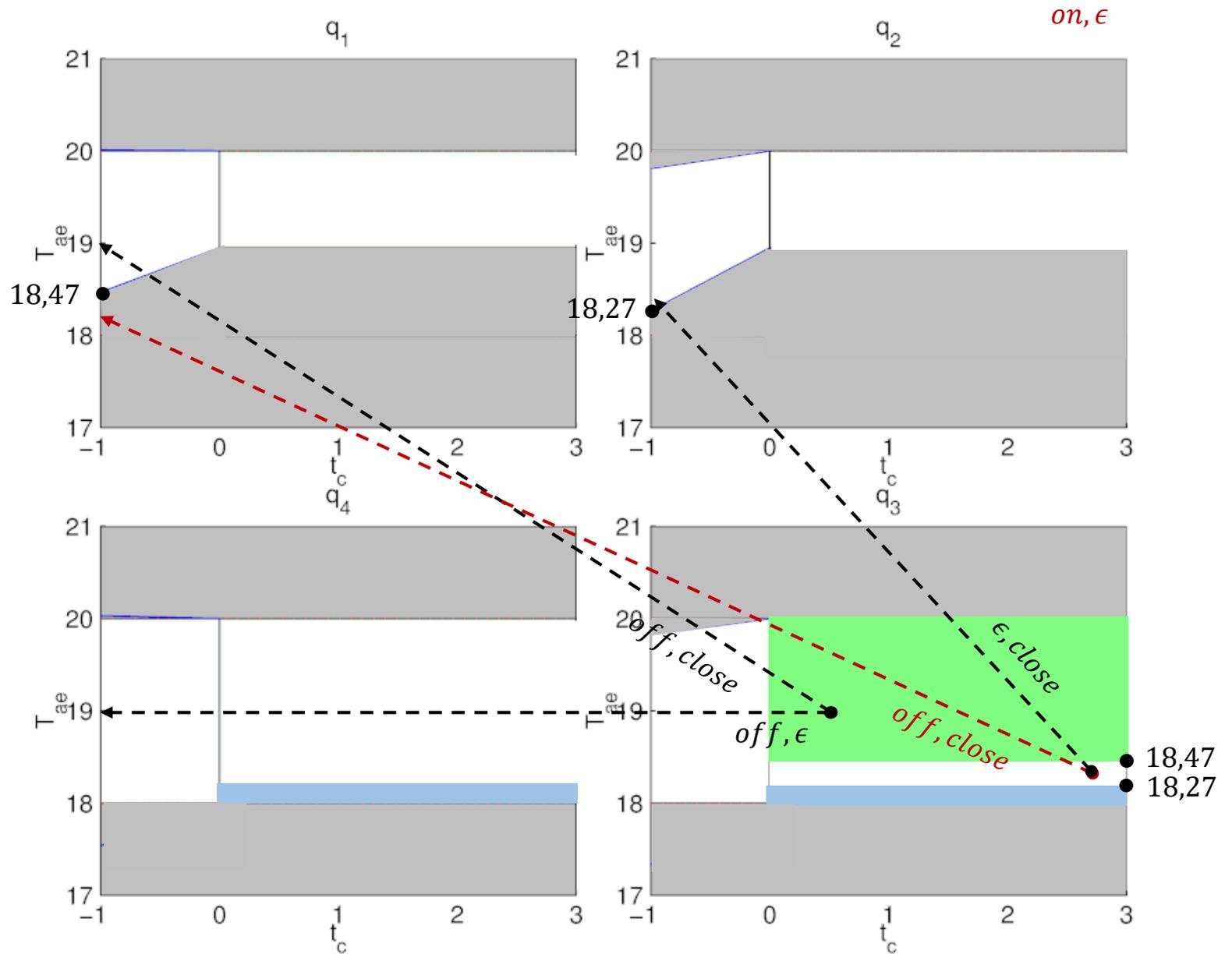


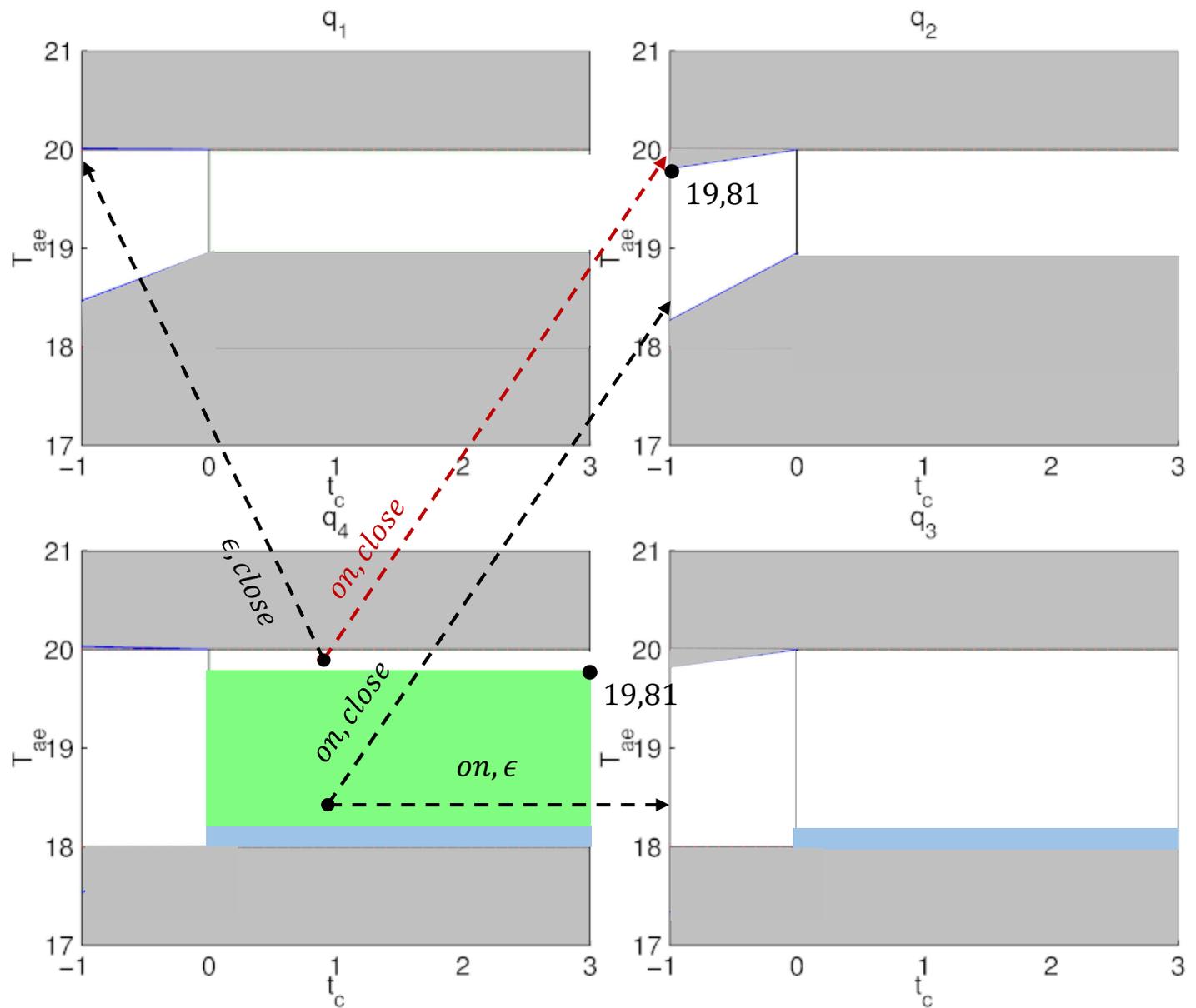


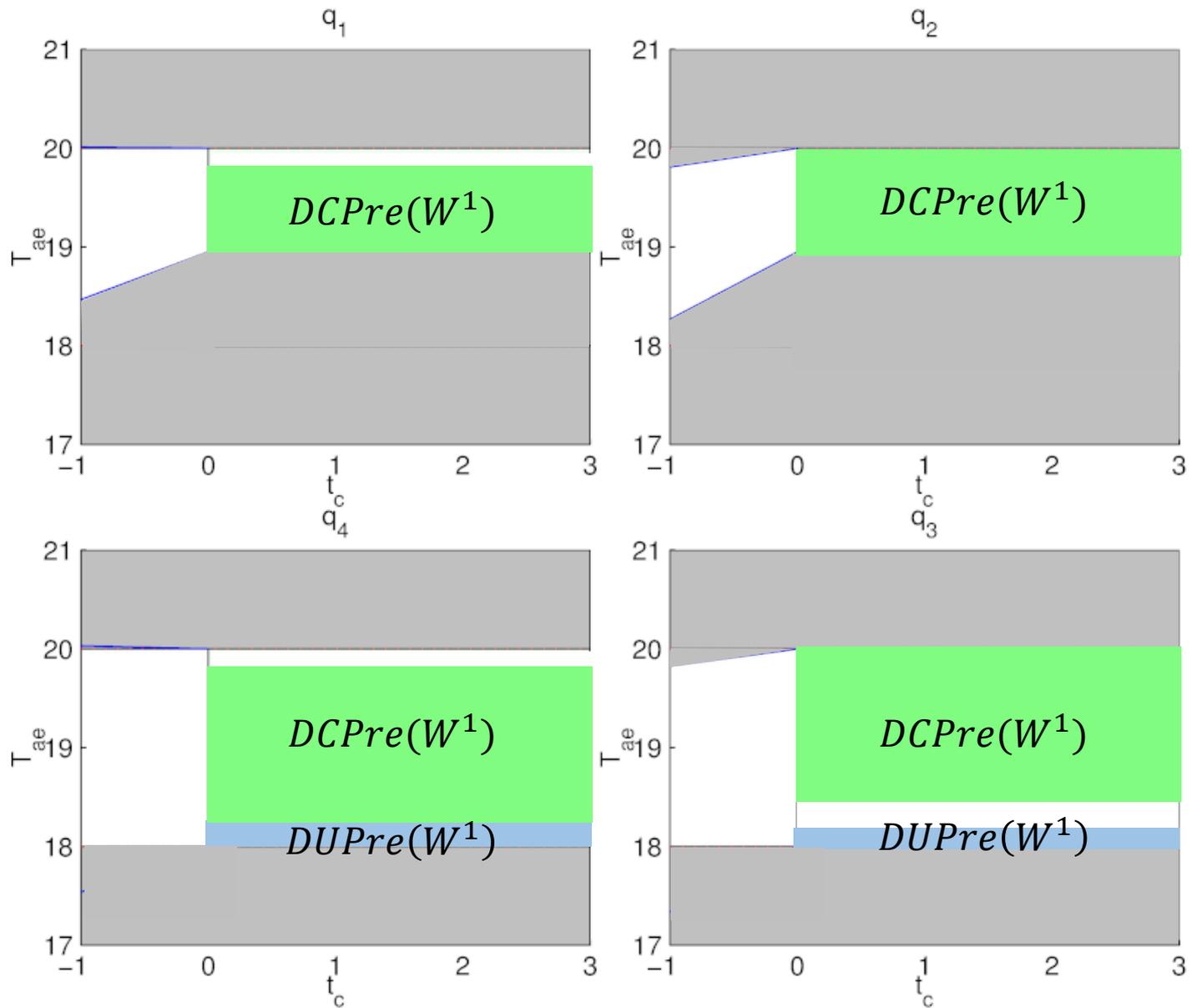


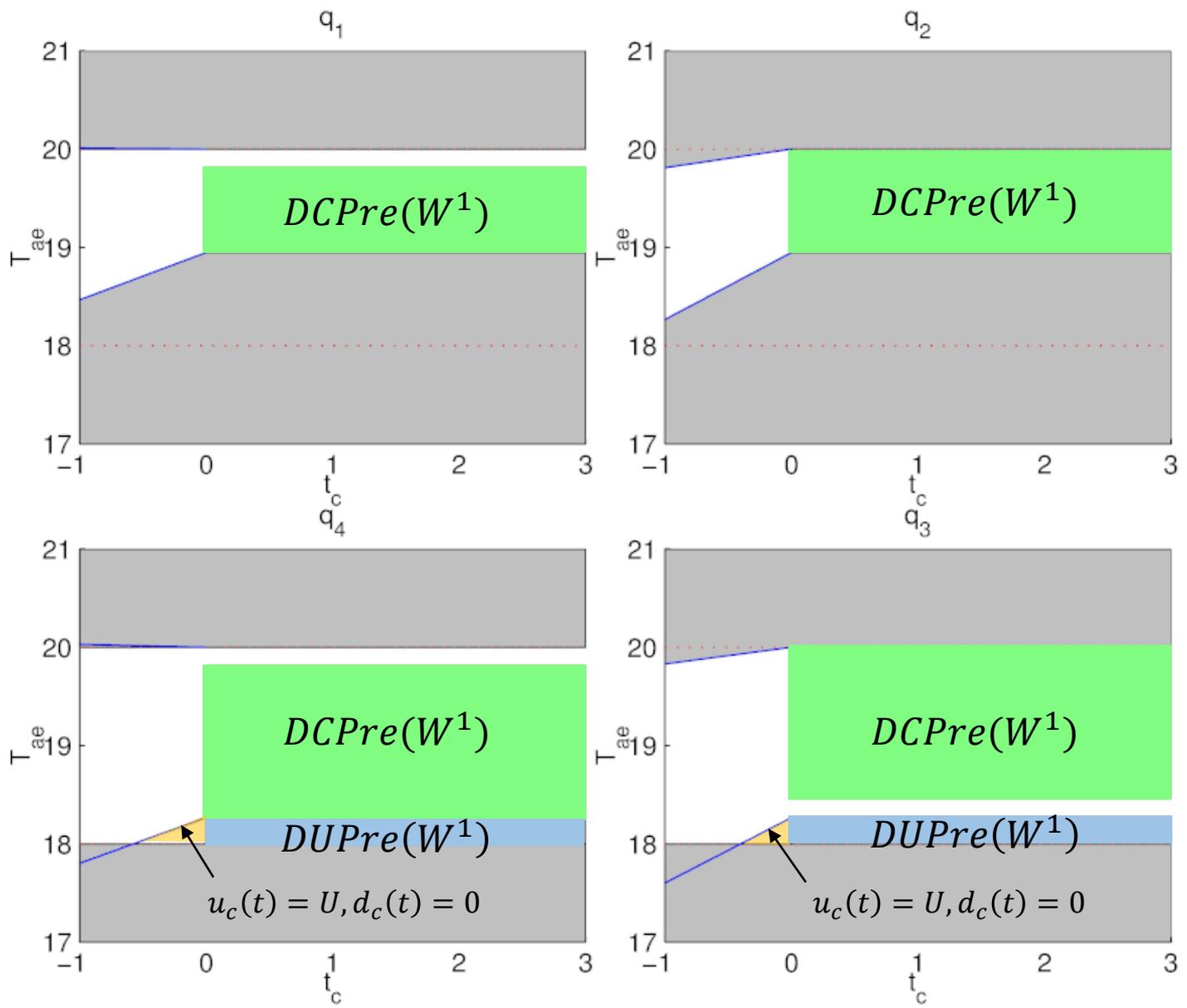


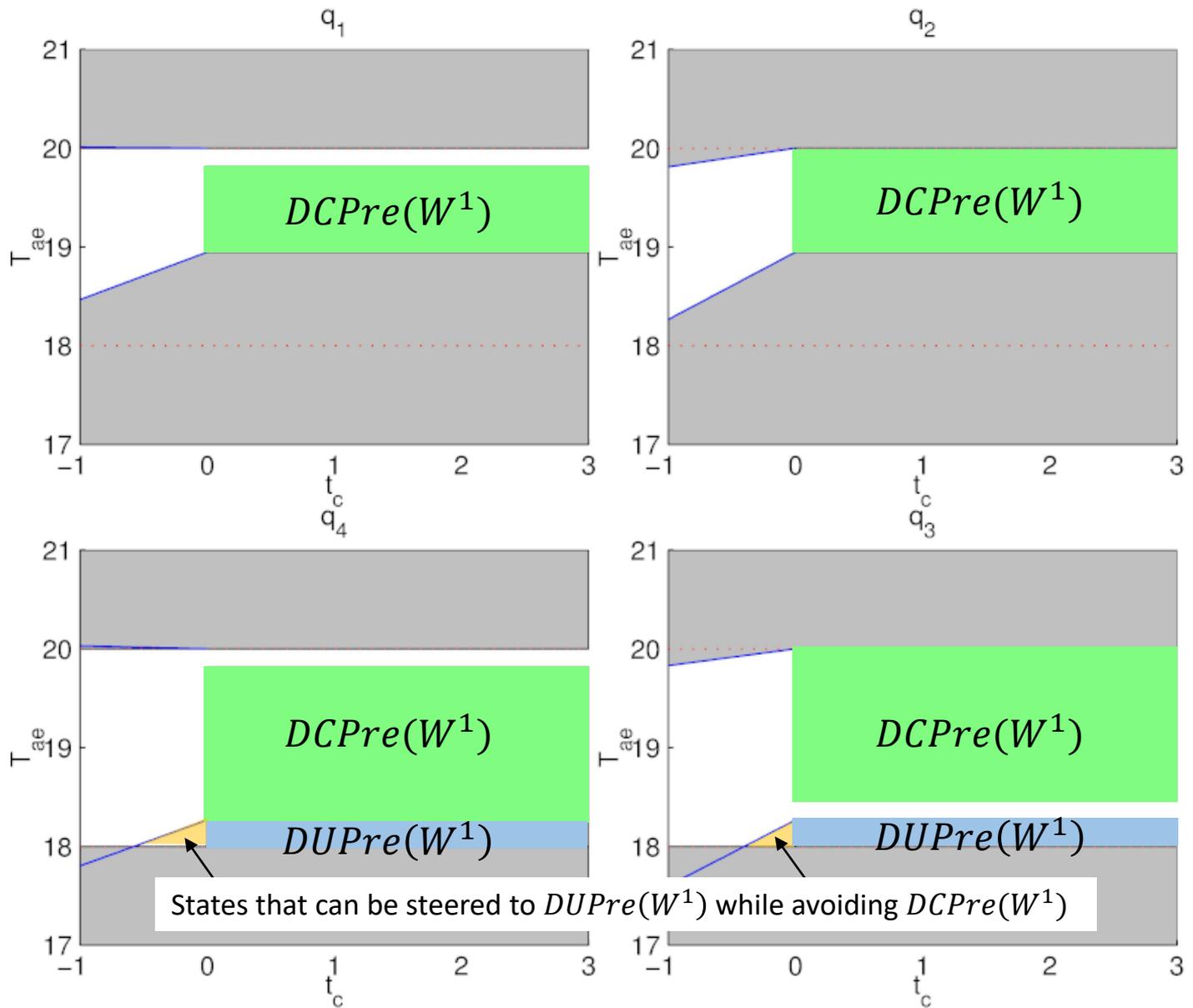




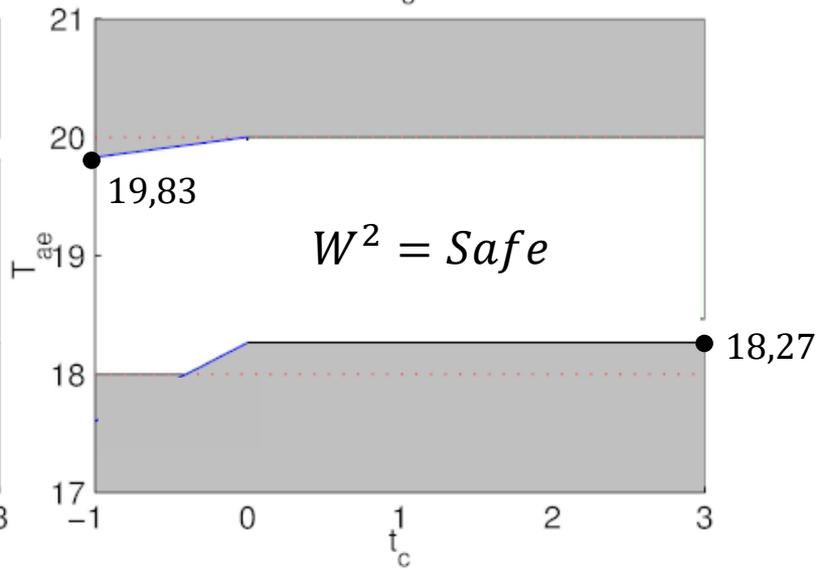
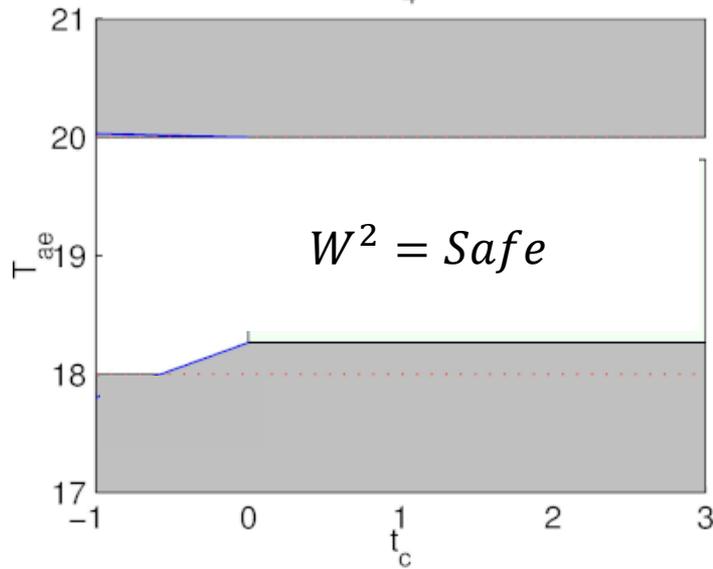
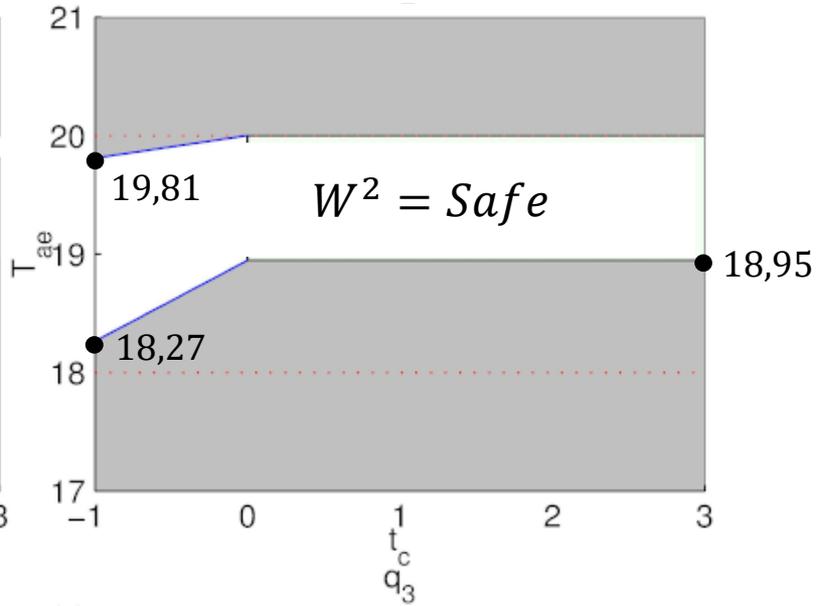
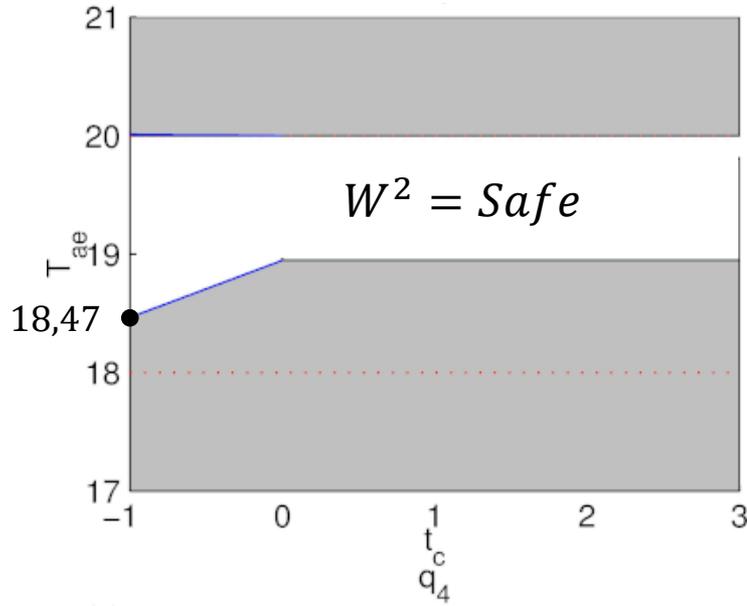








# Maximal Safe Set



# Maximal Controller design

