



A tracking-based approach for handling control signal constraints

Alexandre Martins & Karl-Erik Årzén



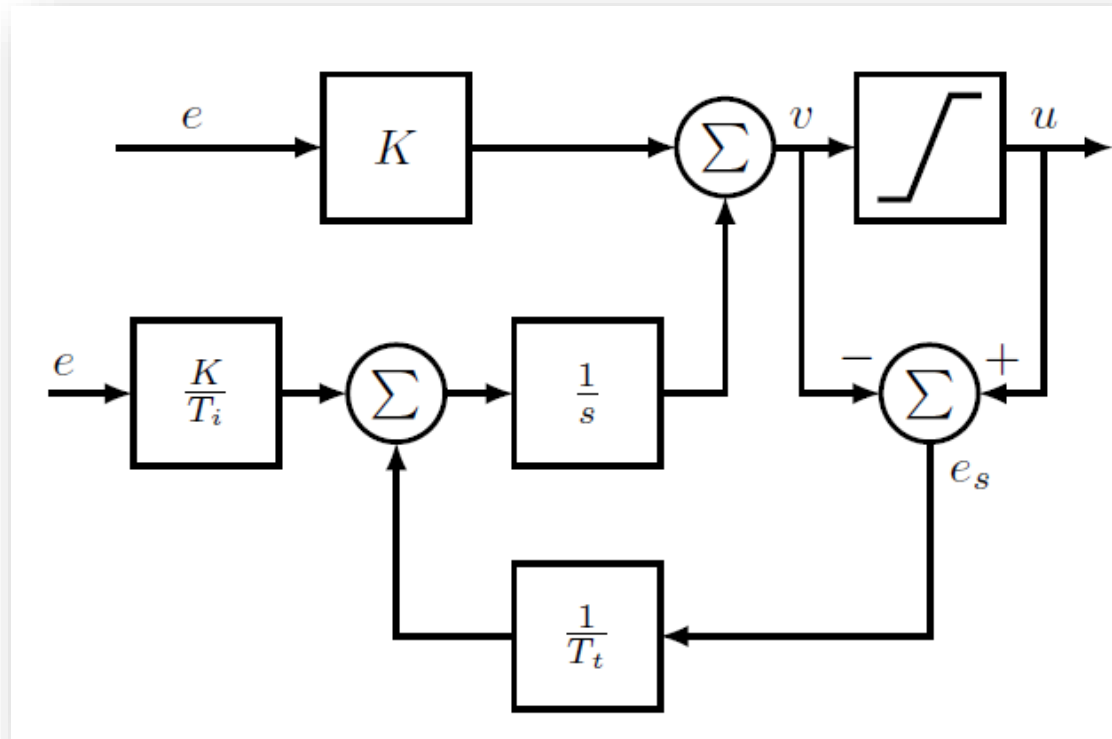
Background

- In many applications of control to computer & communication systems the control signals correspond to some resource that should be shared between a number of users/clients/processes
- For example,
 - Network bandwidth
 - CPU capacity
 -
- Limited resource → constraint on the sum of the control signals

Modern Control Solution

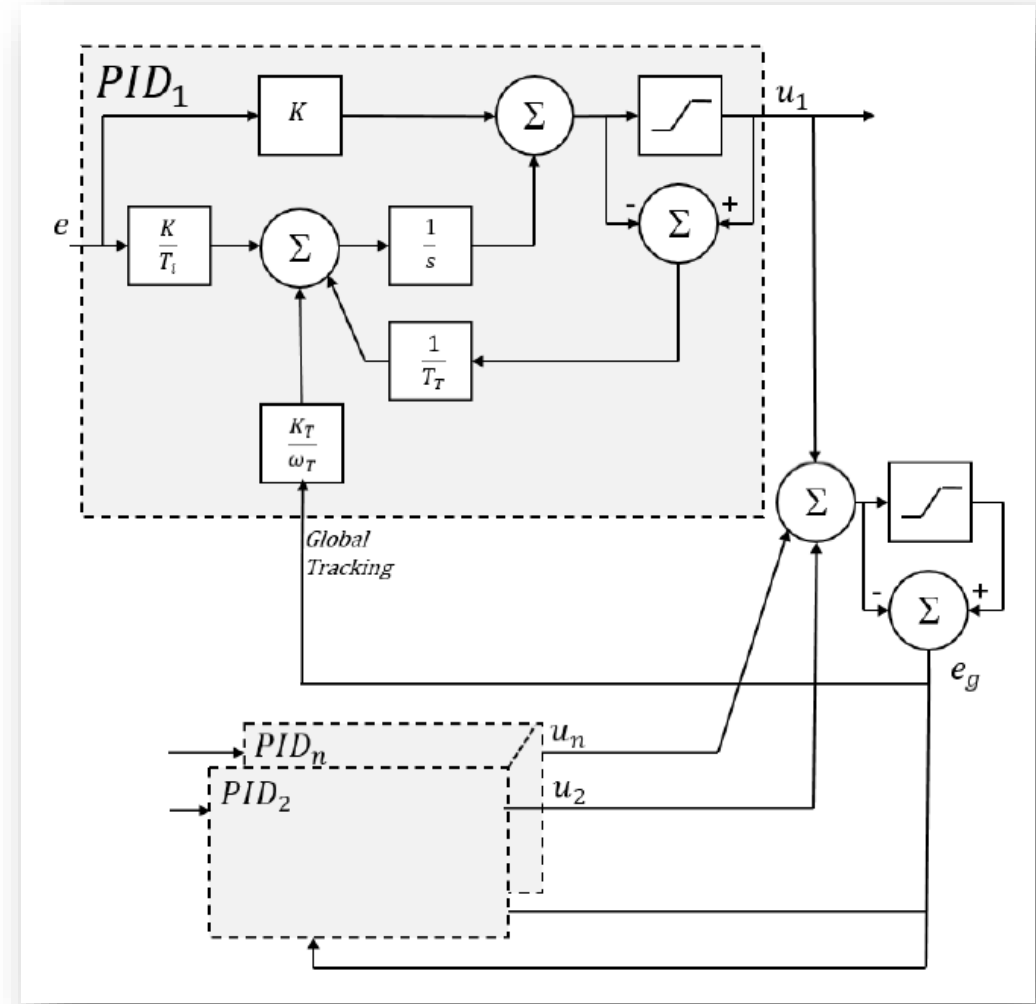
- Model-Predictive Control
 - Can express global control signal constraints
- However,
 - In most cases simple PI(D) controllers are sufficient
 - Want to have a decentralized solution
- Research Questions
 - How can we combine classical decentralized PI(D) control with global control signal constraints?
 - How can we prioritize?

Inspiration: Tracking-Based PID Anti-Windup



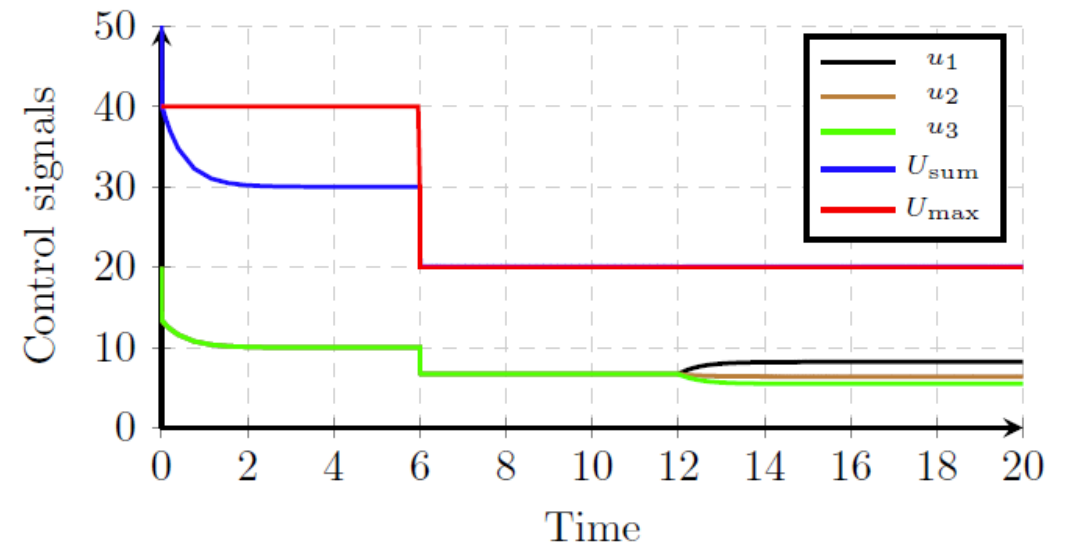
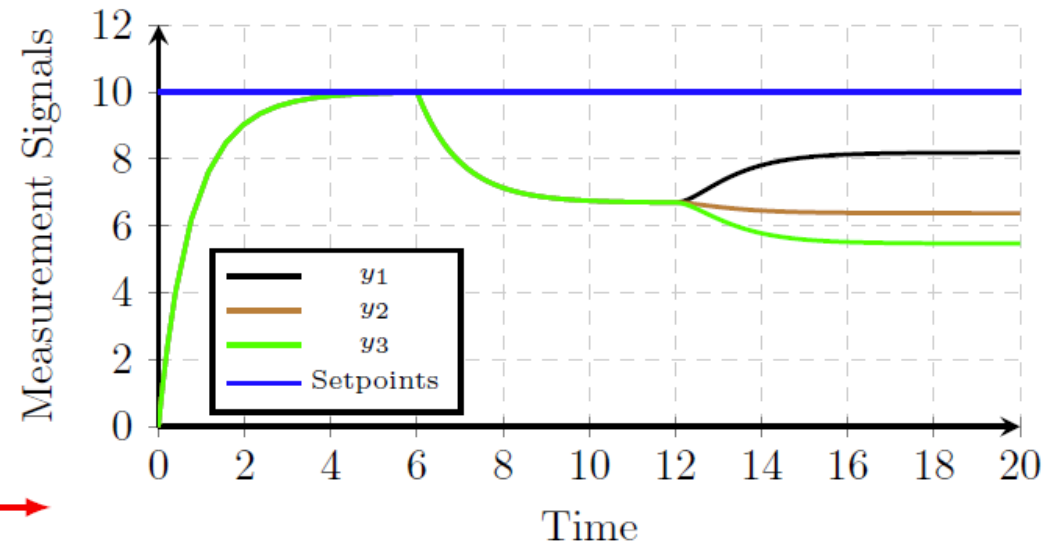
Tracking for Control Signal Constraints

- K_T - Global scaling gain
- ω_T - priority or weight
 - Decides the relative importance among the control loops
 - Large \rightarrow the loop will not be affected so much
 - Small \rightarrow the loop will be affected much



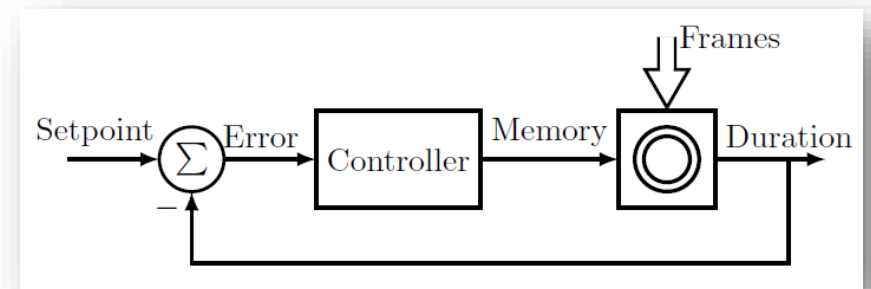
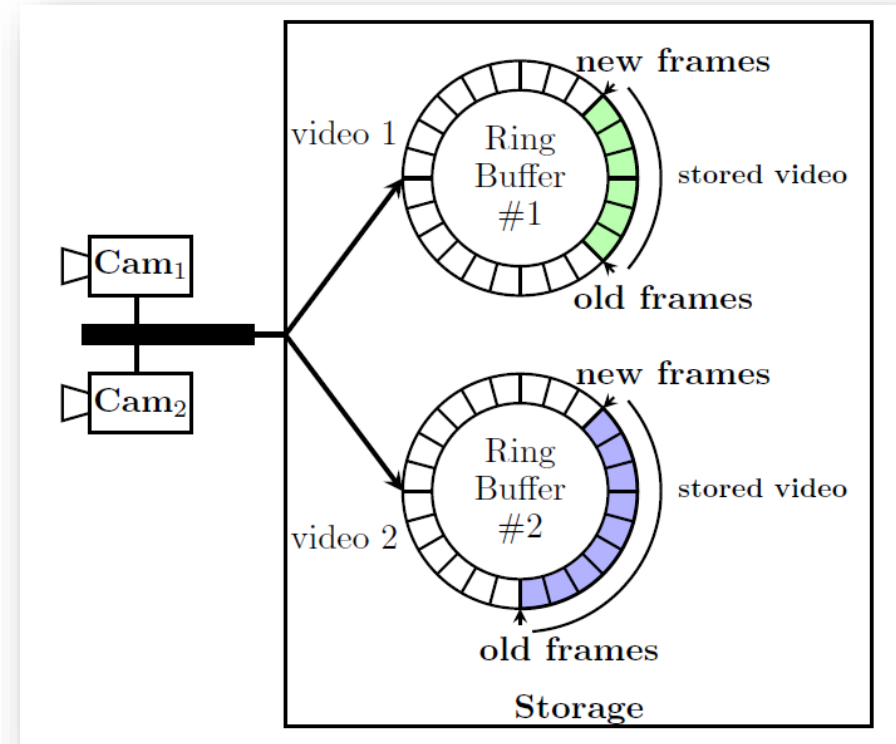
Simple example

- Three identical first order systems controlled by three identical PI controllers
- $t = 6$ Constraint activated
- $t = 12$ Priorities changed
 - Black - high
 - Green - low



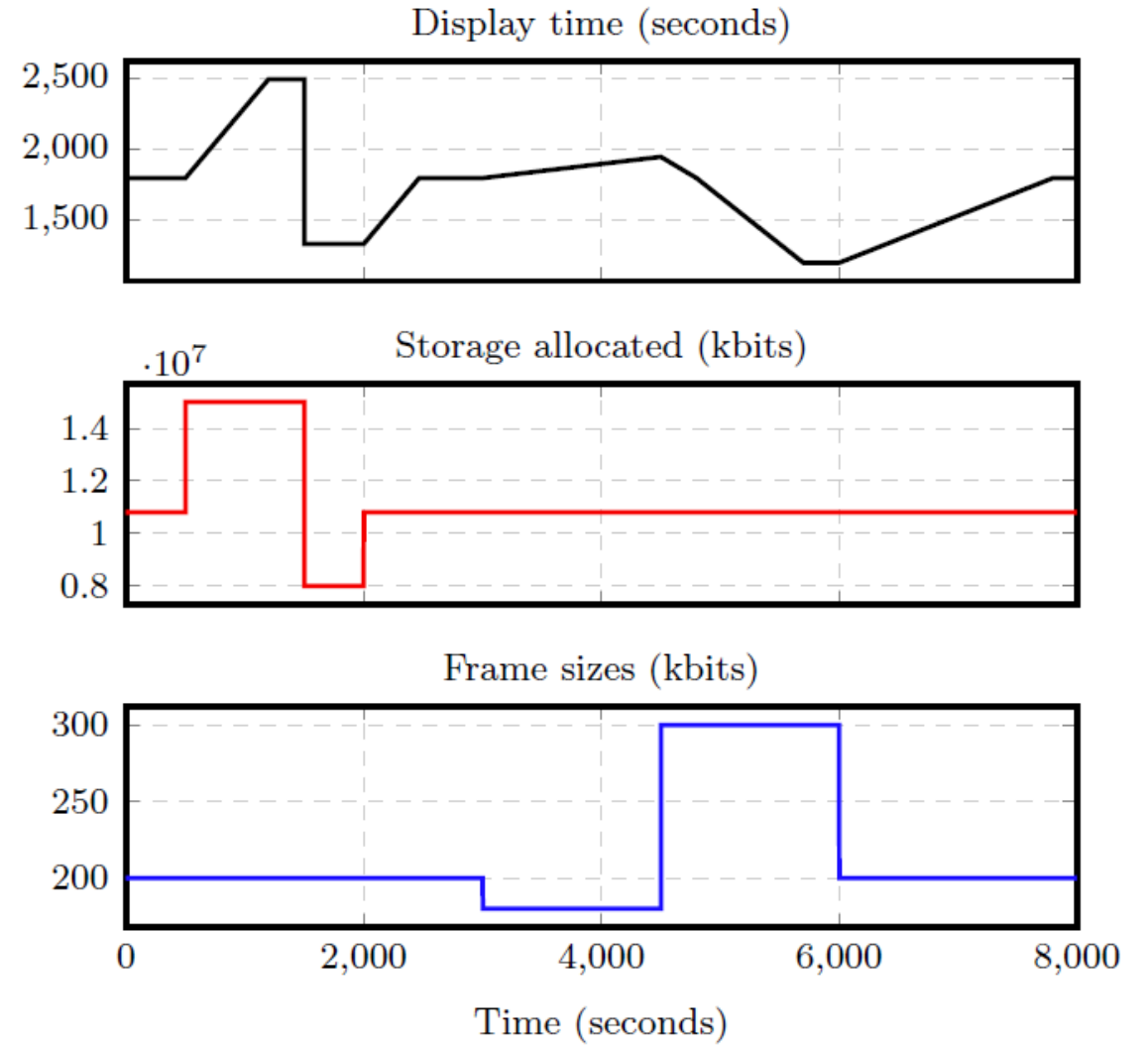
Camera Storage

- Multiple H.264 video streams sharing the same storage disk space (limited resource)
- Stored in separate ring buffers
- Want to control the stored video duration, i.e., the amount of past video stored in memory for each camera
- Control signal = the amount of disk space allocated to each camera



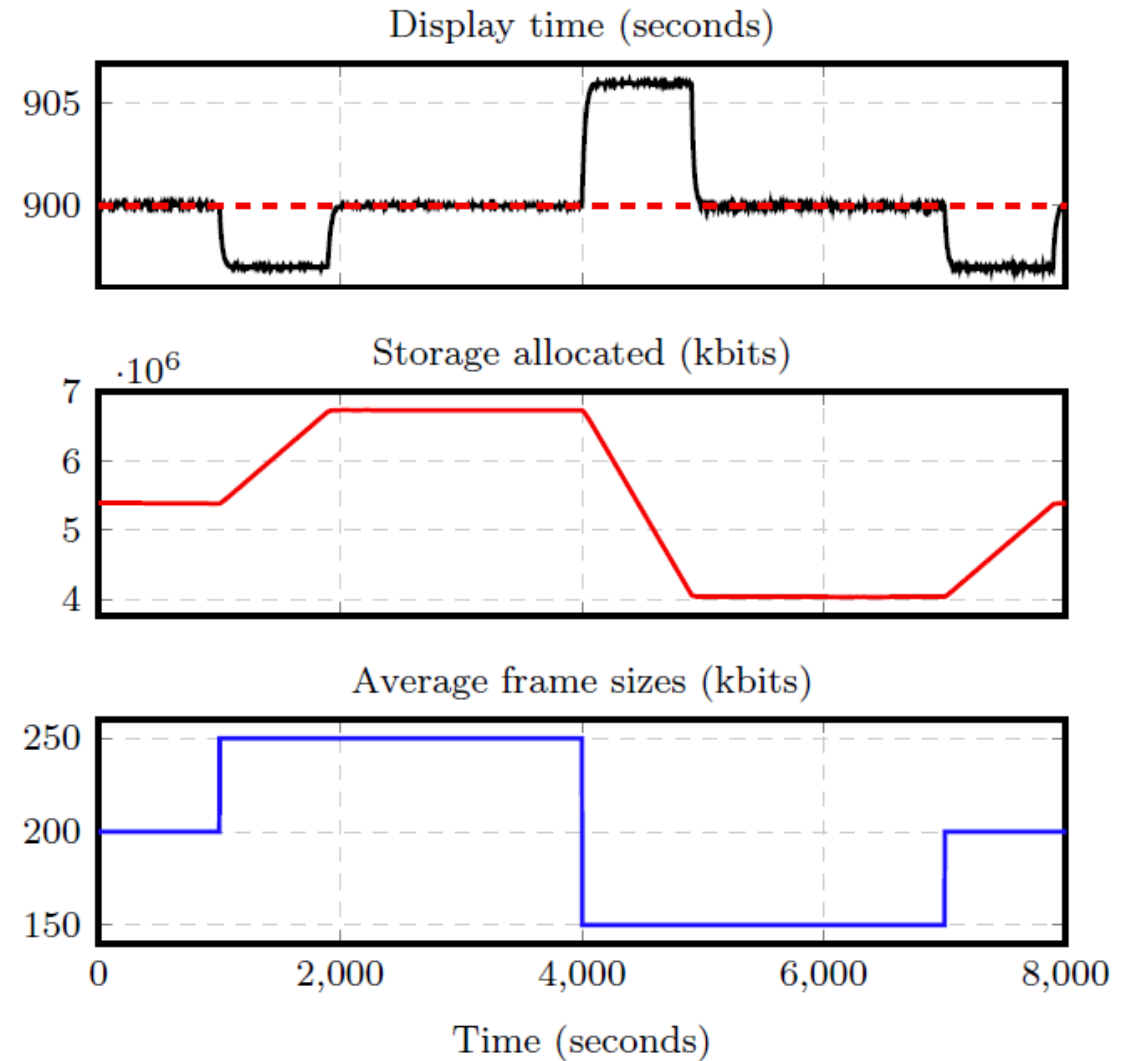
Open Loop Behavior

- Saturated integrator where the gain depends on the frame size
- +
 - Instantaneous change when data is flushed
- S-function block in Simulink

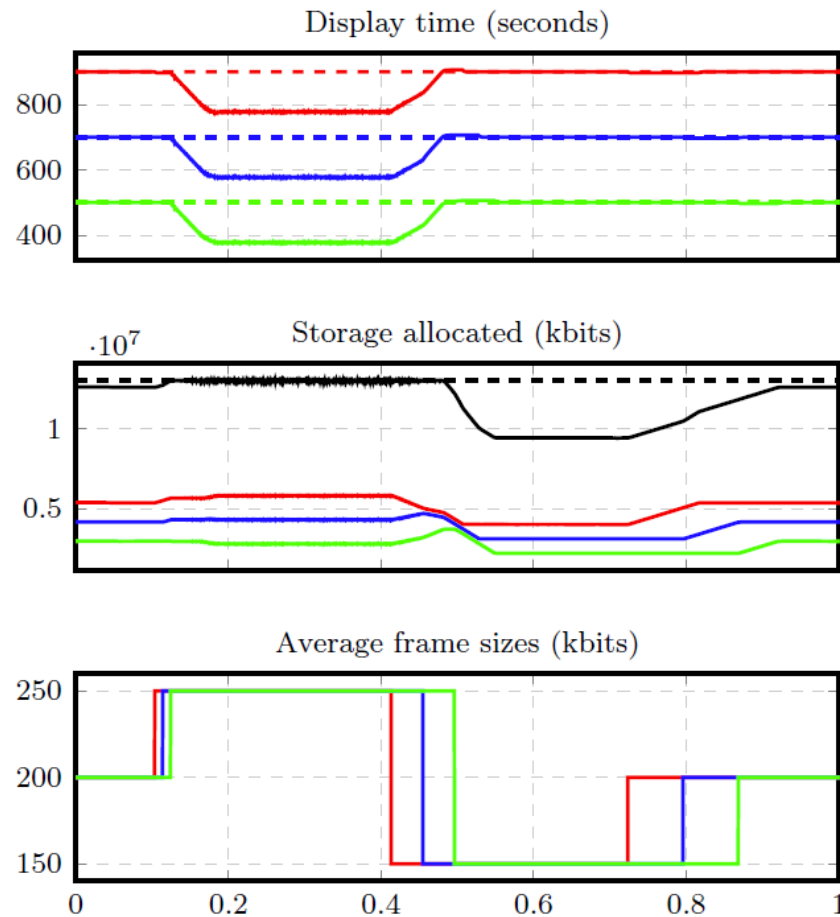


Closed Loop Behaviour

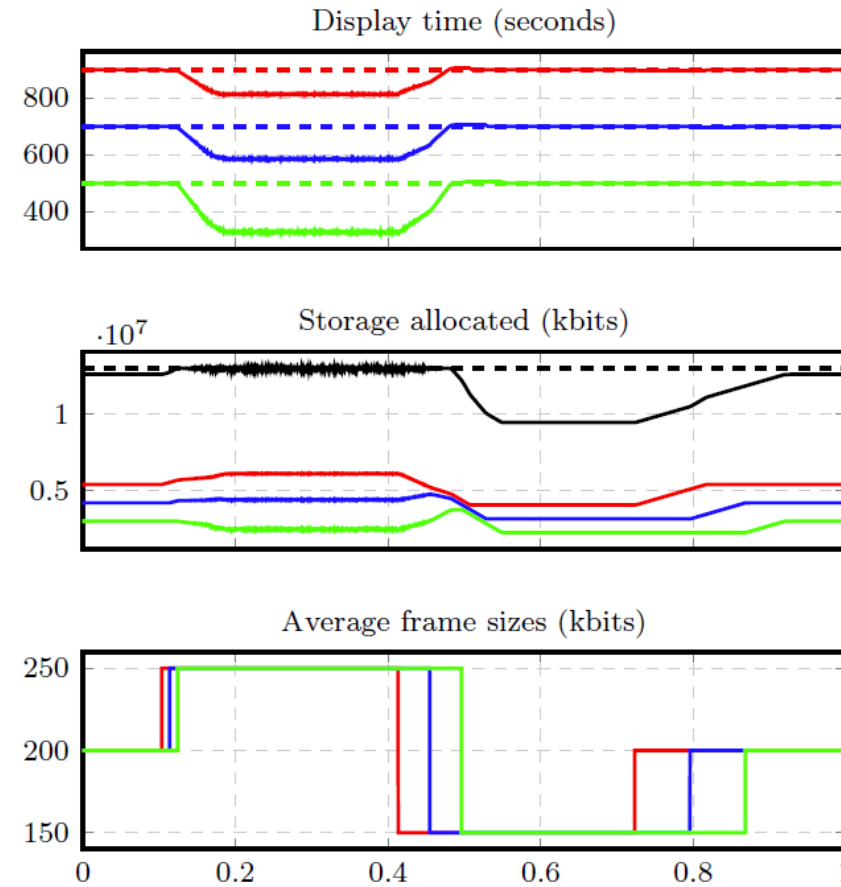
- PI controller
- No resource constraints



Three Cameras



Same priorities



Different priorities

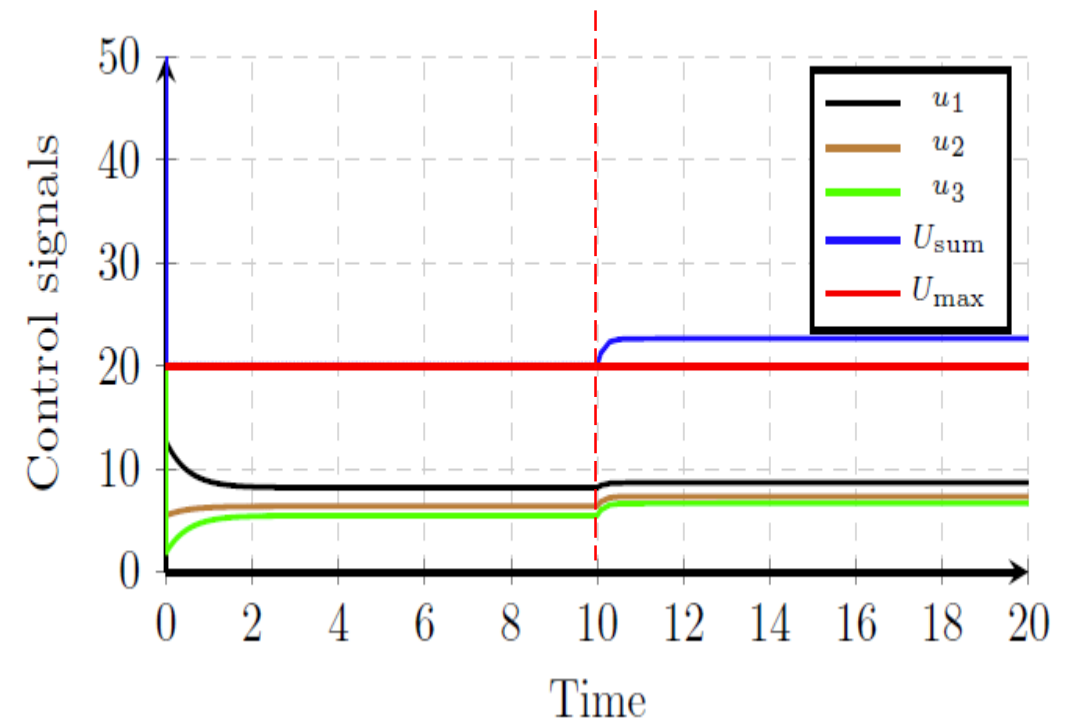
Does this always work?

- No!
 - No guarantees → soft constraints and safety margins
 - Undesired equilibrium

$$\forall k, (K_k/T_{Ik})e_k + (K_T/\omega_k)e_g = 0$$

- When tracking gain K_T is too small
- Solution: Use sufficiently high tracking gain

K_T decreased from 100 to 1



More information

- A. Martins, M. Lindberg, M. Maggio, K.-E. Årzén: "Control-Based Resource Management for Storage of Video Streams", IFAC World Congress 2020

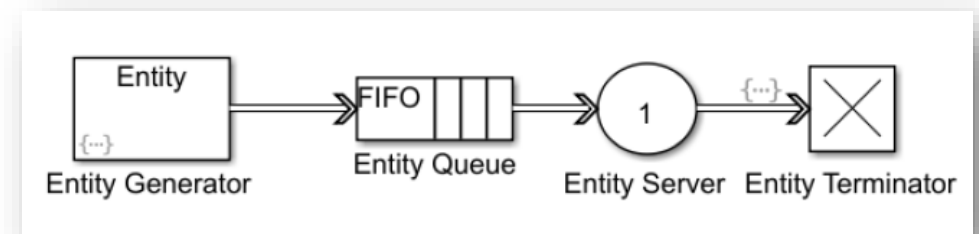
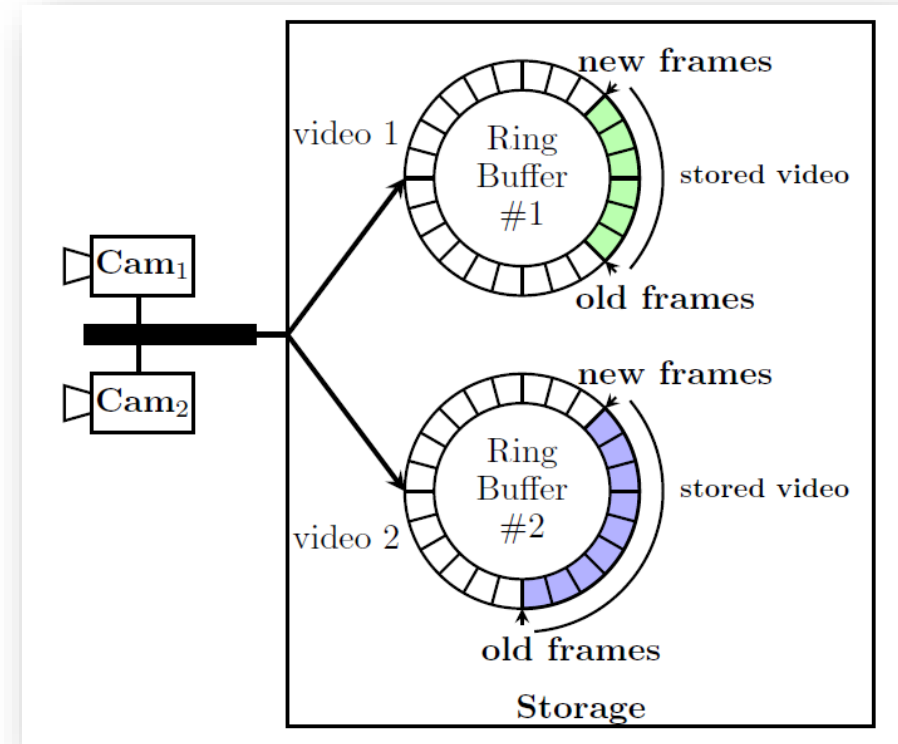
Current work

Two tracks:

- Continuation of the control-based approach to resource management for the camera scenario
- Auction-based resource management

Teaser

- Additional control signals
 - Camera compression
 - Frame rate
- Additional shared resources
 - Reservation-based network
 - Depend on each other
 - Simulink SimEvents
- Additional control objectives and modes
 - Stored video duration and latency
 - Stored mode and live mode



Teaser

- Midrange control
 - Valve position control
- Paper in preparation for ACC 2021

