

Teleoperation with memoryless, monotone, and bounded environments: A Zames-Falb multiplier approach

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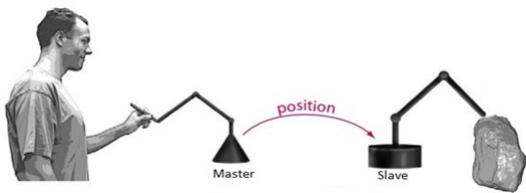
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Teleoperation

The user can manipulate object from a distance

Bilateral Teleoperation

The user also gets feedback information from manipulated object !



Teleoperation

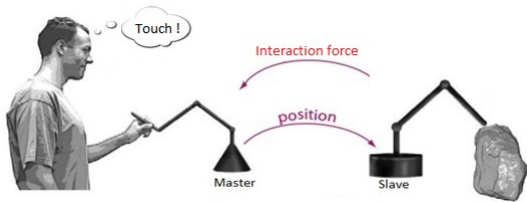
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Bilateral Teleoperation

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What type of information ?

Not visual, applied momentum to the object via "touch" !



General aim and challenges

Why bother ?



- **Applications**
 - Nuclear decommissioning
 - Space exploration
 - Underwater operation
- **Performance Measure**
 - Transparency
 - Tracking

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Challenges



- Uncertainties
- Trade-off
- Time Delay

Stability Analyses

Passivity and Network theories are the main methodologies.

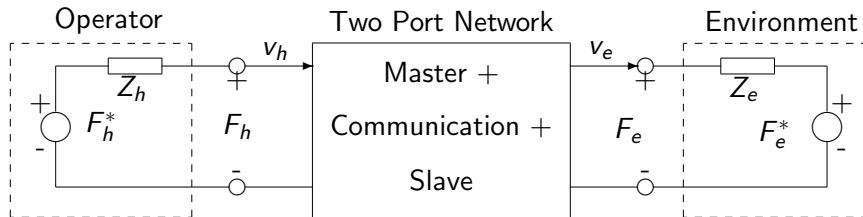


Figure: Network representation of the bilateral teleoperation

$G - \Delta$ Interconnection

Modify the Assumption

Assume that **environment** is bounded monotone nonlinear operator.

Uncertainties

Define human, environment, and time delays as structured uncertainty.

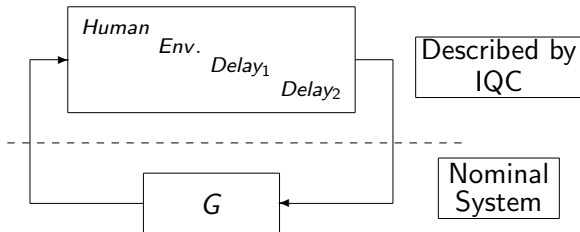


Figure: Bilateral teleoperation as a classical nominal plant-uncertainty interconnection

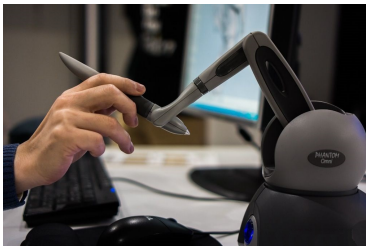


Table: Maximum Obtainable Transparency Indexes

	Controller	
	P-F Architecture	PD-F Architecture
Passivity	0.399	-
With symmetric poles	0.645	0.418
With asymmetric poles	0.809	0.622

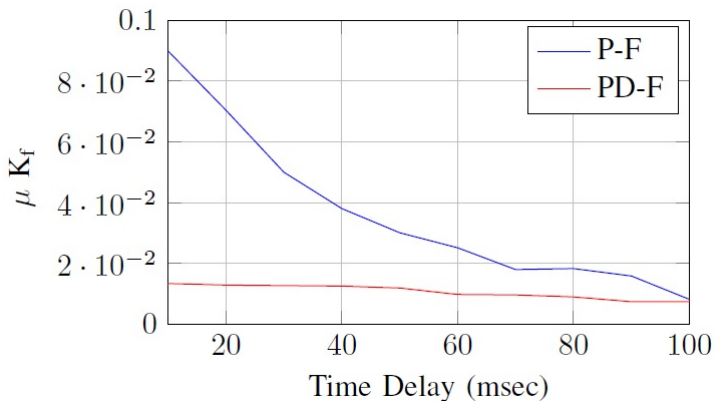


Figure: Transparency index reduction against maximum delay duration in the communication medium.

Position mismatches between master and slave.

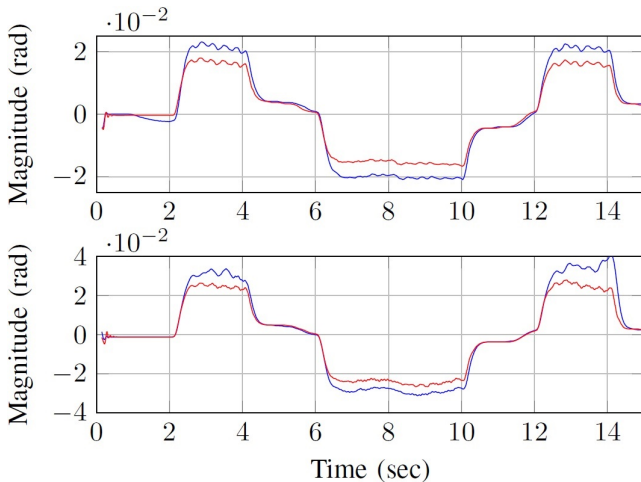


Figure: Constant delay in one way $T_{dmax} = 28\text{msec}$ (top)

CONCLUSION AND FUTURE WORK

- **Outcomes**

- Theoretical contributions to search for Zames-Falb multipliers,
- Novel more sophisticated description for the environment.

- **Future direction**

- Novel Feedback controller design based on human sensation.