

Input signal synthesis for open-loop multiple-input/multiple-output testing



PRESENTED BY

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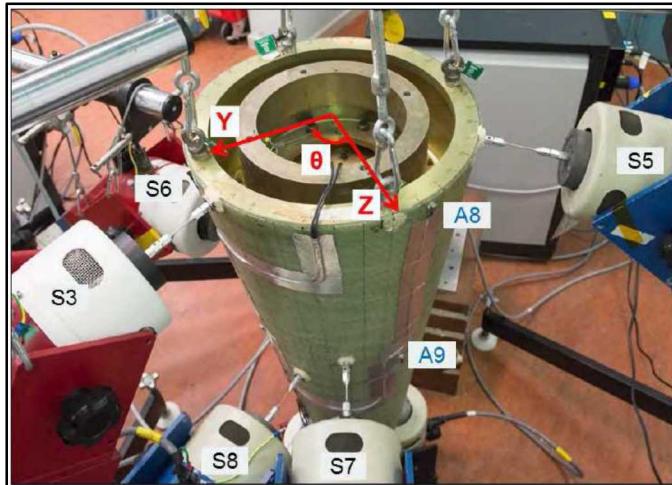
Modifying Control Algorithms Can Improve MIMO, Multi-Shaker Testing



*Multi-Shaker Vibration Tests
Multiple, small shakers & MIMO control*



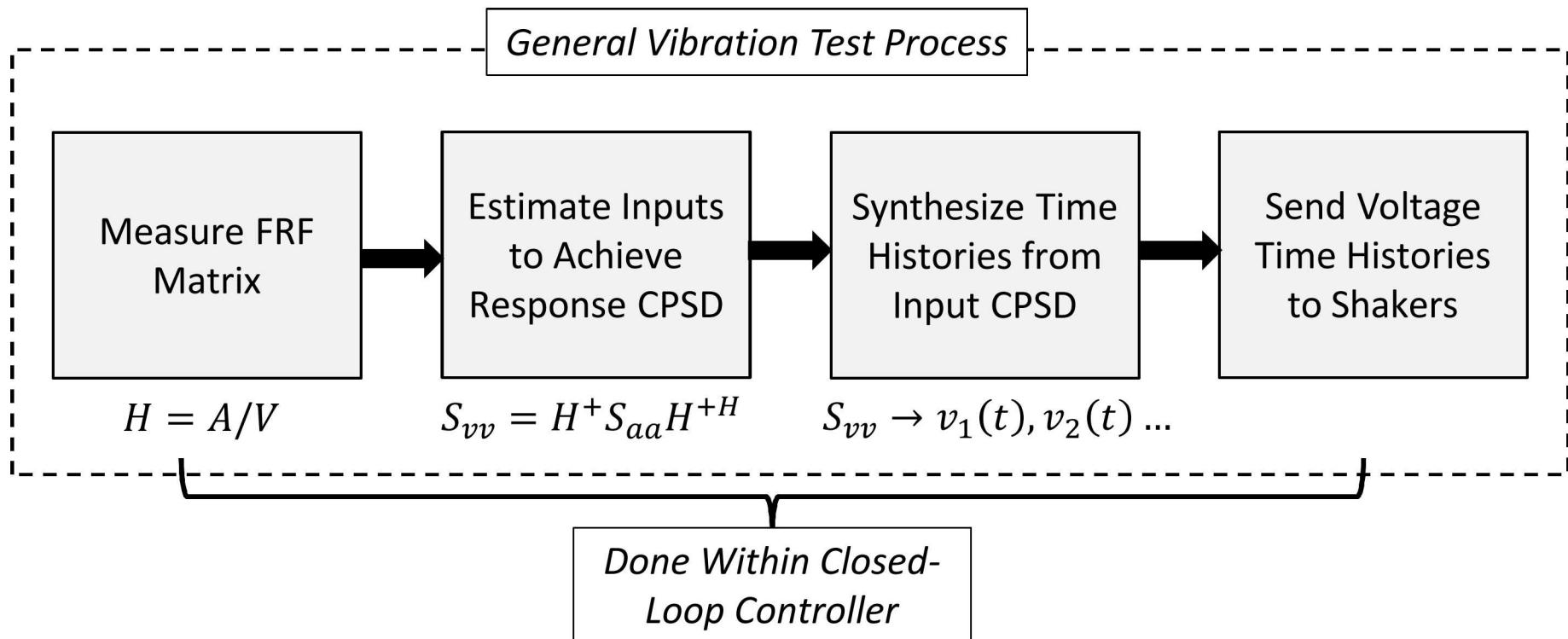
Mayes & Rohe, 2016



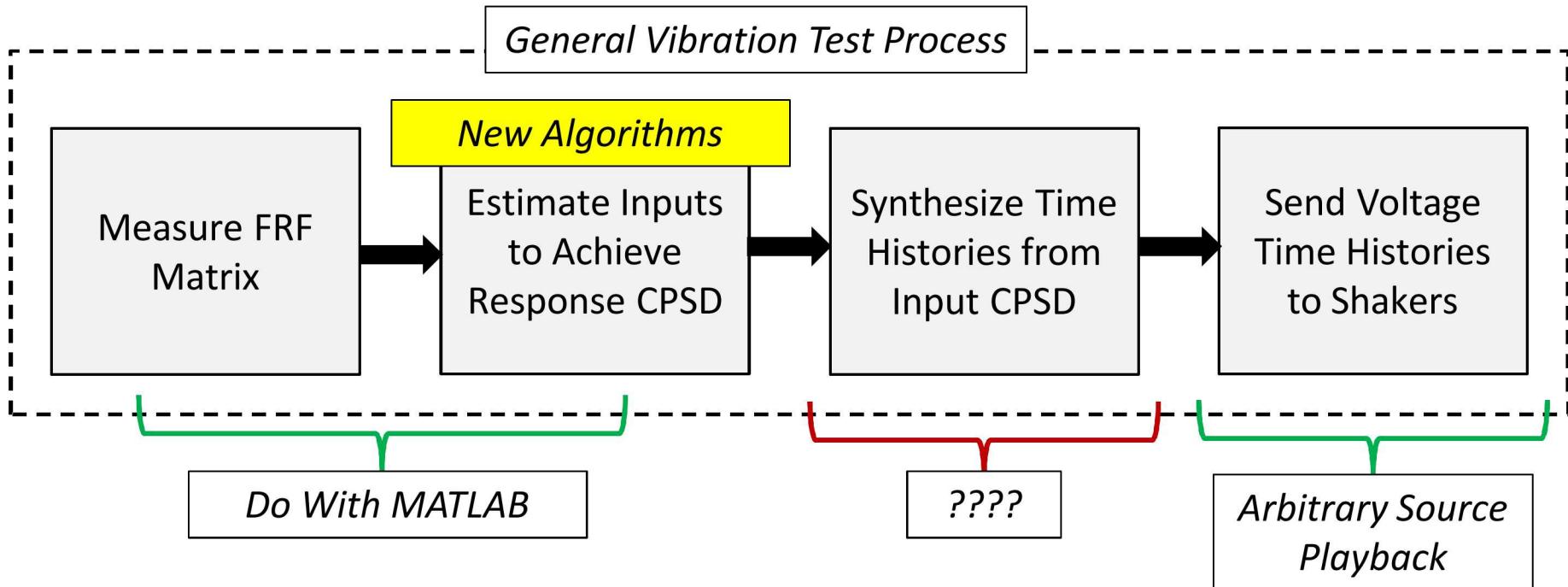
Daborn, 2017

- *They observed that how you control, estimate inputs matters quite a bit to accuracy & input levels*

To Implement New Control Techniques in the Lab, Need to Generate Voltage Time Signals



To Implement New Control Techniques in the Lab, Need to Generate Voltage Time Signals



Note: These techniques are not new – Smallwood presented them in the late 1970's
This is an exploration in what affects the resulting signals

Synthesizing Time Histories for Single & Multiply-Correlated Inputs



1. Synthesis of Single Time Signal from APSD

- Random processes & realizations
- Tone and broadband signals

2. Generating Smooth, Long-Duration Signals

- Constant-Overlap and Add
- Effect of windowing on variance
- Window corrections

3. Synthesis of Multiply-Correlated Signals

- Matrix decomposition techniques
- Comparison of decomposition & random process techniques

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Synthesis of Single Time History from an APSD

- Premise:
 - Have some desired signal auto-power spectral density (APSD)
 - Want to generate a time history which has that desired APSD
 - Can do in the time domain, but more efficient in frequency domain
- What's the challenge?
 - APSDs do not have phase, so cannot simply use IDFT
- Approach:
 1. Convert the APSD to linear spectrum magnitude
 2. Pick a random phase to generate a realization of a complex linear spectrum
 3. Take the IDFT to generate the time history

$$G_{vv} \rightarrow v(t)$$

$$v(t) = \mathcal{F}^{-1}(X_v)$$

$$X_v = ?$$

1. Linear Spectrum
Magnitude

$$|X_v| = \sqrt{G_{vv}/df}$$

2. Random Phase

$$\psi = U(0, 2\pi)$$

$$X_v = |X_v| e^{j\psi}$$

3. Inverse Fourier
Transform

$$v(t) = \mathcal{F}^{-1}(X_v)$$

Synthesis of Single Time History from an APSD

- 2 Methods for Generating Random Phase for the Linear Spectrum:
 - Method 1: Generate 2 Gaussian random variables, one for the real part, A , & one for the imaginary part, B
 - Method 2: Generate 1 Uniformly distributed random variable, ψ , for the phase
- Do at each frequency line to generate the broadband linear spectrum
 - New random variables for each frequency line

Method 1:

$$X_k = \alpha_k \frac{1}{\sqrt{2}} (A_k + jB_k)$$

Method 2:

$$X_k = \alpha_k e^{j\psi_k}$$

Comparison of Random Process Methods

- Generate multiple pure-tone signals (realizations) with Method 1 and Method 2

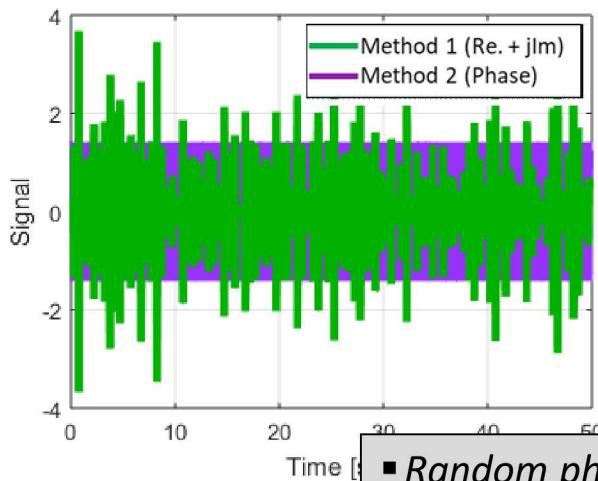
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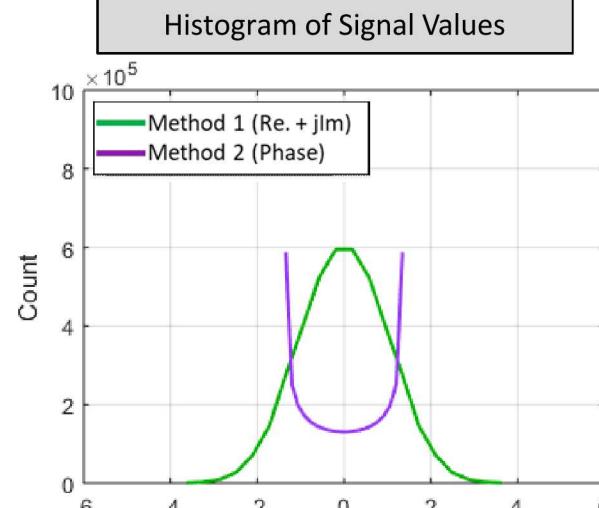
Method 2:

$$X_k = \alpha_k e^{j\psi_k}$$

Time Histories (100 Realizations)



Histogram of Signal Values



Variance & Peak Values

Method	Variance	Peak
Method 1	1.100	3.67
Method 2	1.000	1.41

- Random phase gives constant amplitude
- Random real & imaginary gives variations in the amplitudes, normal distribution of signal values
- With sufficient averages, both provide desired variance

Synthesizing Time Histories for Single & Multiply-Correlated Inputs

1. Synthesis of Single Time Signal from APSD

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2. Generating Smooth, Long-Duration Signals

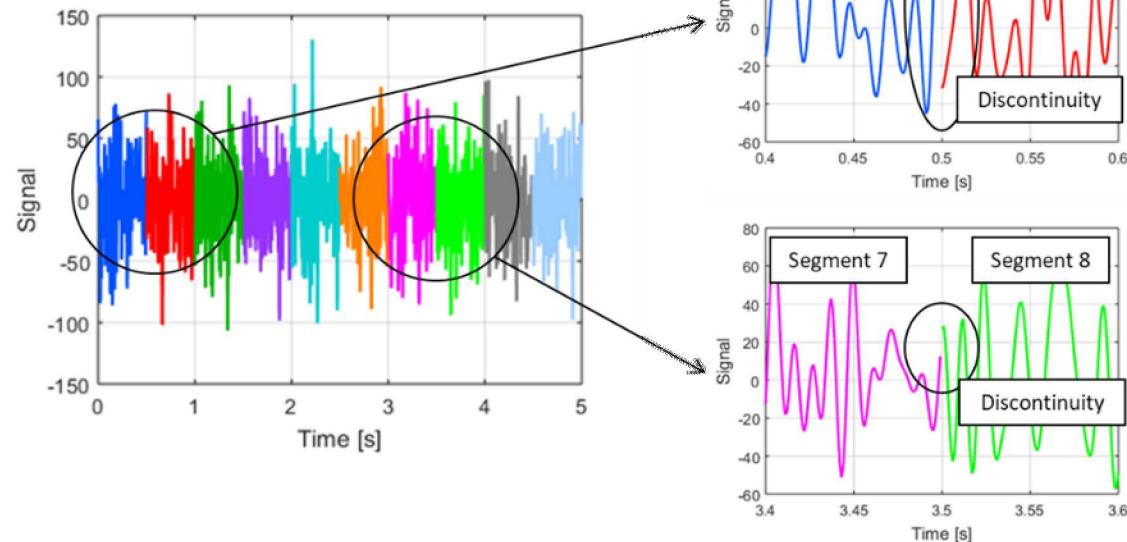
- Constant-Overlap and Add
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3. Synthesis of Multiply-Correlated Signals

- Matrix decomposition techniques
- Comparison of decomposition & random process techniques

Generating Smooth, Long-Duration Signals

- Premise:
 - Generally, sampling parameters result in a time history that is too short to be used for an entire vibration test
 - Need to generate multiple signals & put them together
- What's the challenge?
 - Each signal does not start & end at the same point – get a jump discontinuity
- Approach:
 - Apply a window to smooth each
 - Overlap & Add

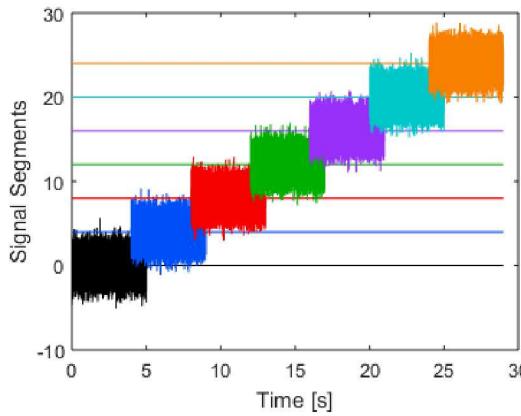


$$T_p = \frac{1}{df}$$

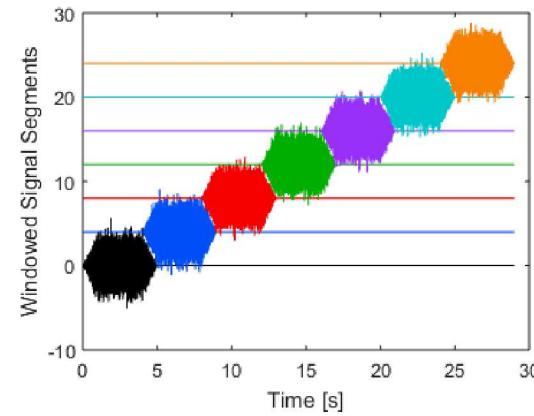
Generating Smooth, Long-Duration Signals

Constant-Overlap & Add (COLA)

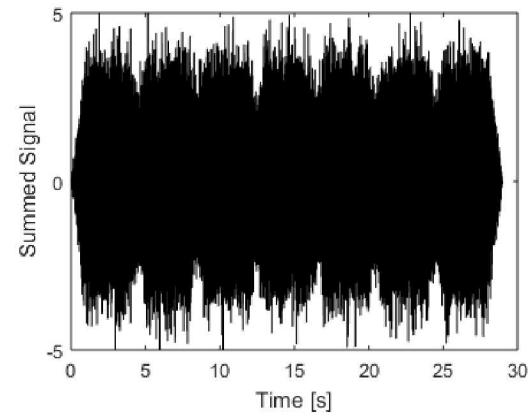
1. Generate Multiple Signals (Realizations) & Overlap in Time



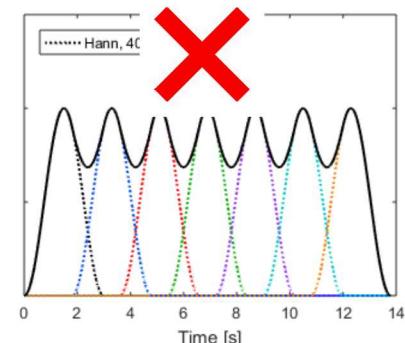
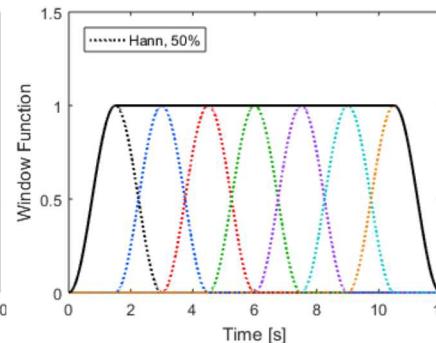
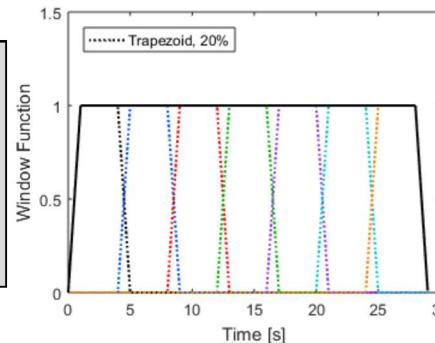
2. Window Each Signal to Taper the Ends to Zero



3. Add All Signals Together to Form a Long, Single Signal

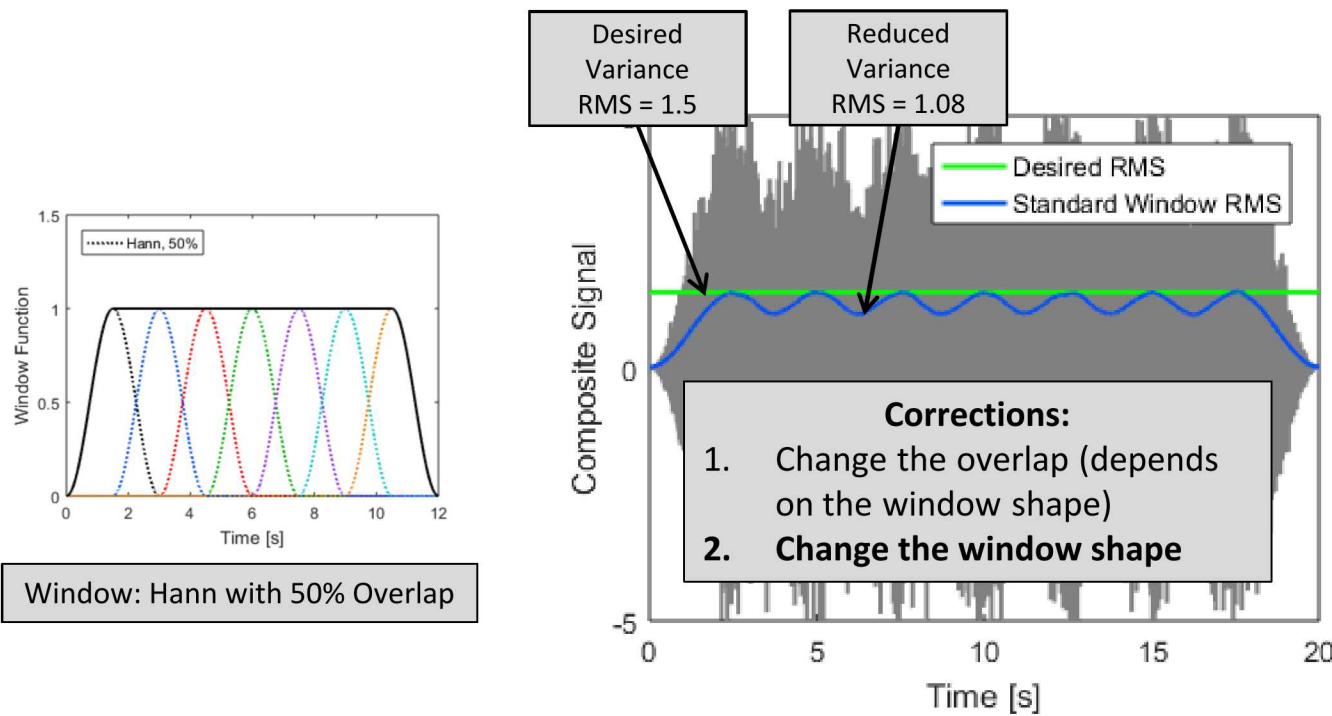


Note: Amount of Overlap
Depends on the Window Type
(Hann, Trap, Tukey, etc.)
Objective is to Achieve Sum of
Windows Equal to One



Generating Smooth, Long-Duration Signals

- Typical overlap is not sufficient to achieve constant variance with random signals
- The summed window amplitude is 1, but the composite random signal has obvious variance deviations in the overlap region



Generating Smooth, Long-Duration Signals

Determine how to change the window shape by looking at the variance of the composite signal

- Total signal = sum of two windowed signals:

$$x_{total} = w x_1 + w x_2$$

- Variance of the total signal:

$$\sigma^2 = \frac{1}{N} \sum x_{total}^2 = \frac{1}{N} \sum (w x_1 + w x_2)^2 = \frac{1}{N} \sum (w^2 x_1^2 + w^2 x_2^2 + 2w^2 x_1 x_2)$$

- Variance of each individual signal is σ_0^2 :

$$\sigma^2 = w^2 \sigma_0^2 + w^2 \sigma_0^2 + 2w^2 \frac{1}{N} \sum x_1 x_2 = w^2 \sigma_0^2 + w^2 \sigma_0^2$$

- See that the sum of the window functions squared must equal one:

$$\sigma^2 = w^2 \sigma_0^2 + w^2 \sigma_0^2 = \sigma_0^2 (w^2 + w^2)$$

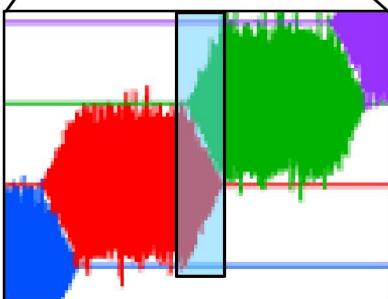
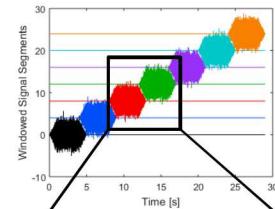
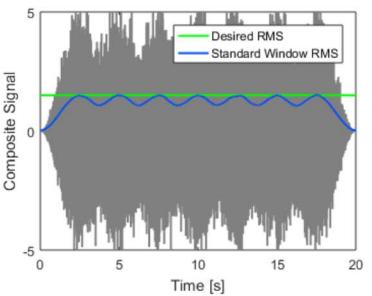
$$(w^2 + w^2) = 1 \text{ instead of } w + w = 1$$

- Thus, the window functions should be the square root of the native window:

$$\hat{w} = \sqrt{w}$$

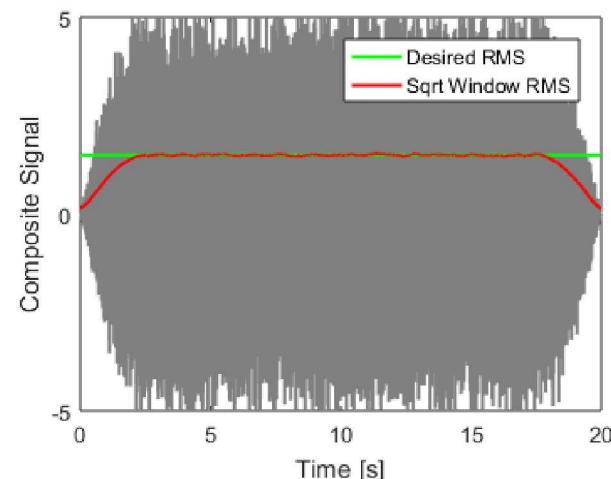
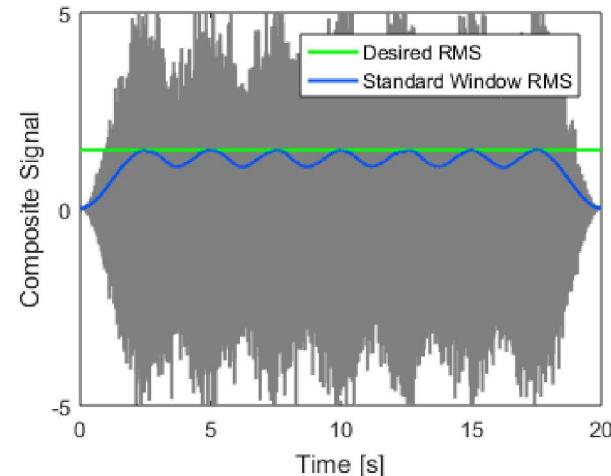
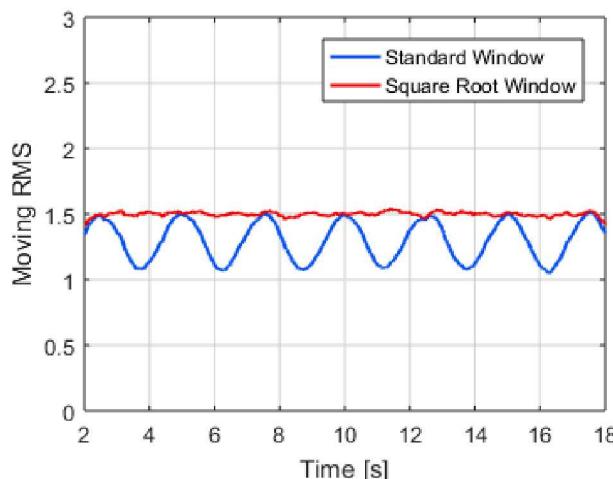
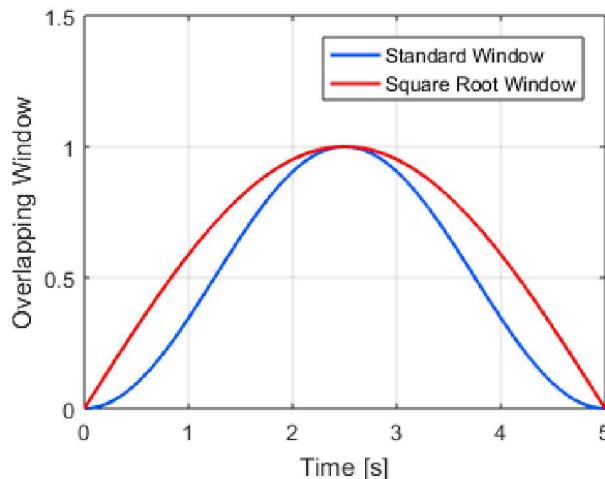
$$\hat{w}^2 + \hat{w}^2 = w + w = 1$$

$$x_{total} = \hat{w} x_1 + \hat{w} x_2$$



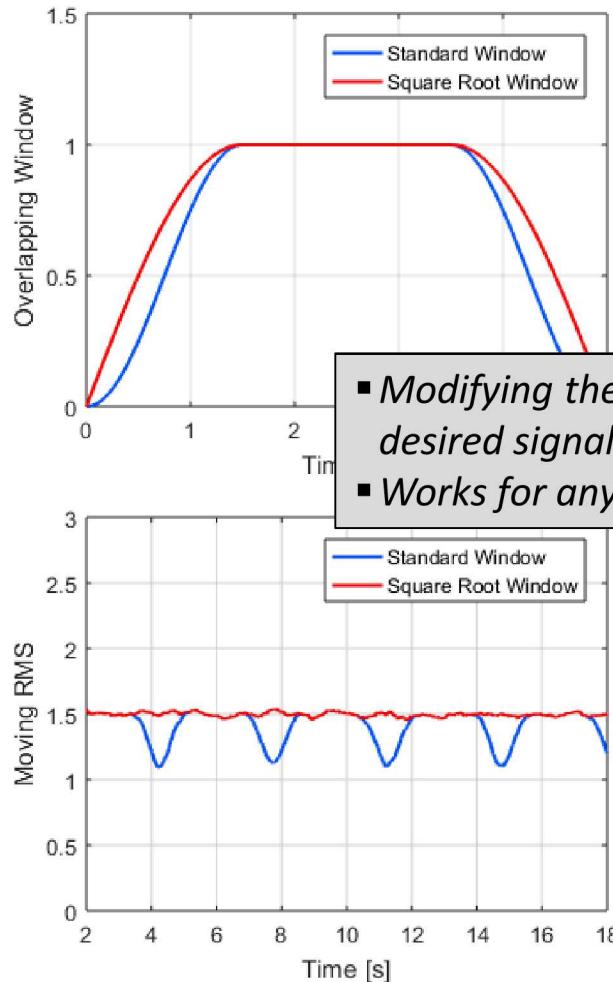
Generating Smooth, Long-Duration Signals

Example: Hann Window

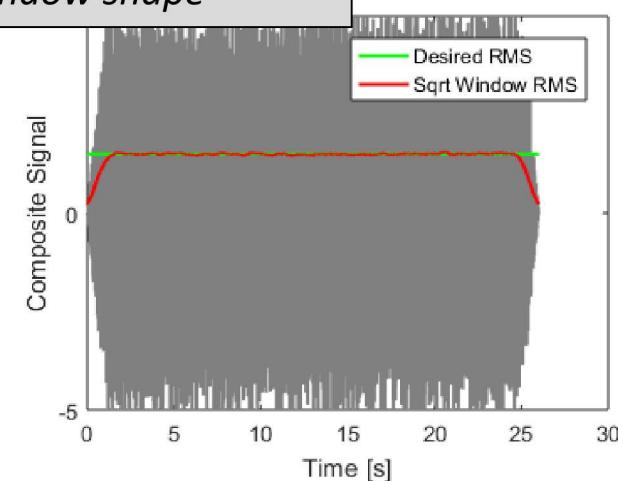
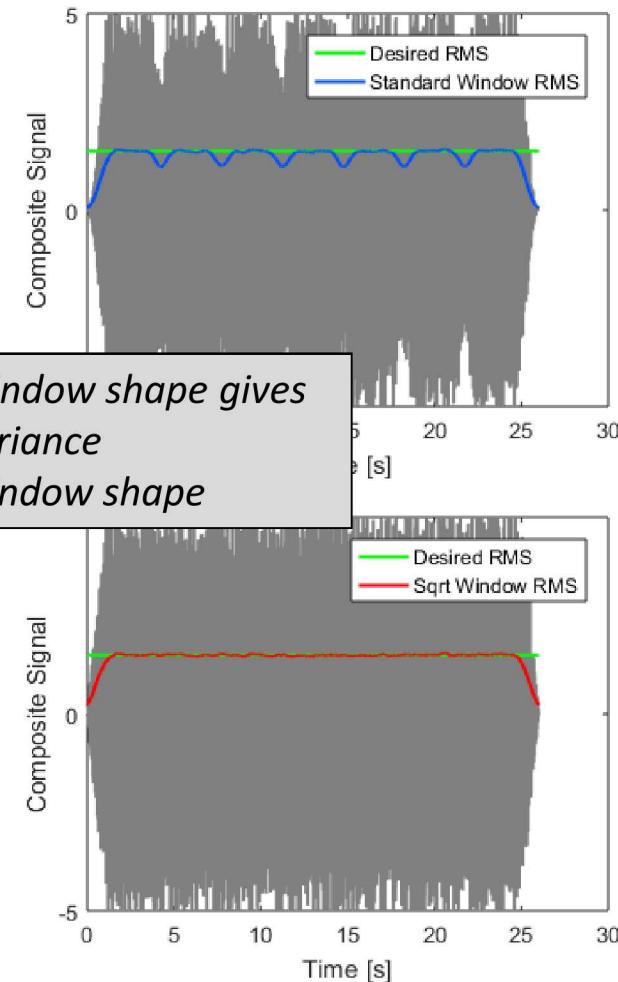
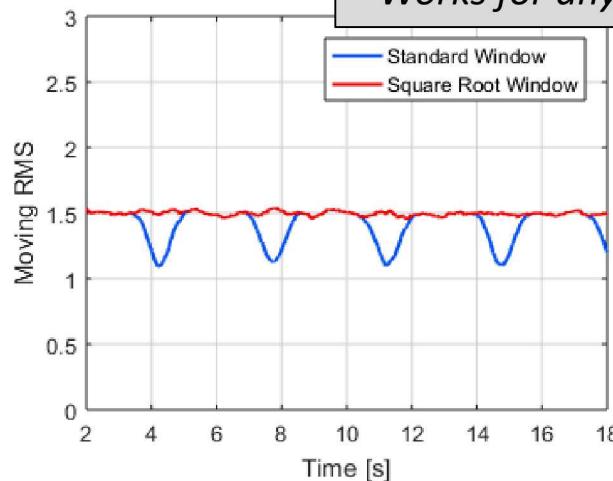


Generating Smooth, Long-Duration Signals

Example: Tukey Window



- *Modifying the window shape gives desired signal variance*
- *Works for any window shape*



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Synthesis of Multiply-Correlated Signals

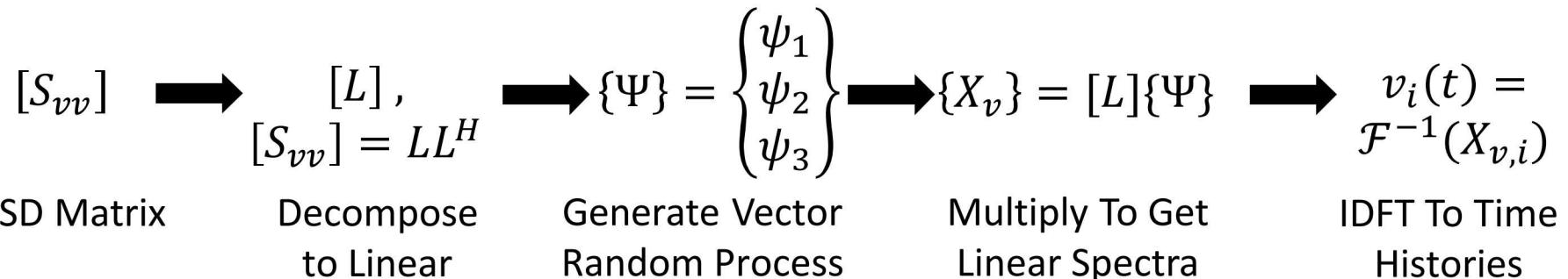
- Premise:
 - In MIMO problems, the inputs are often correlated
 - Synthesized time signals must reflect this desired correlation, along with the amplitude
- What's the challenge?
 - How do you enforce correlation on multiple time signals?

$$\begin{aligned}
 S_{aa} &= HS_{vv}H^H \\
 S_{vv} &= H^+S_{aa}H^{+H}
 \end{aligned}
 \qquad
 S_{vv} = \begin{bmatrix} S_{11} & \cdots & S_{1N} \\ \vdots & \ddots & \vdots \\ S_{N1} & \cdots & S_{NN} \end{bmatrix}$$



Correlated Inputs

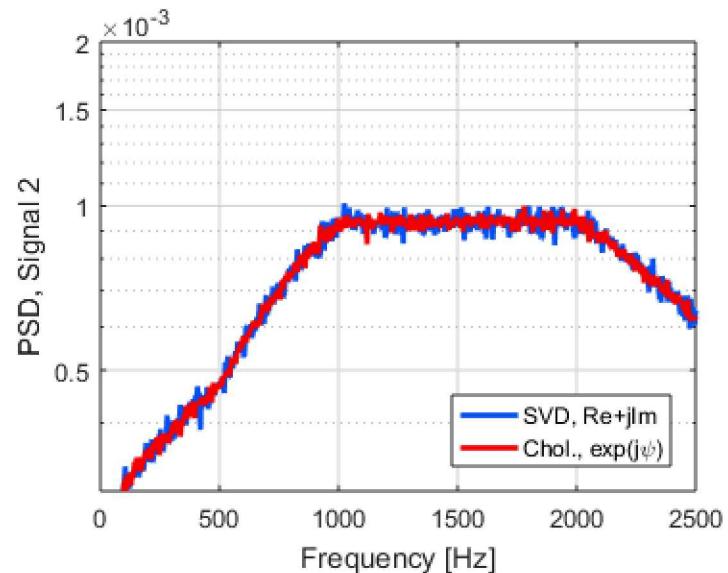
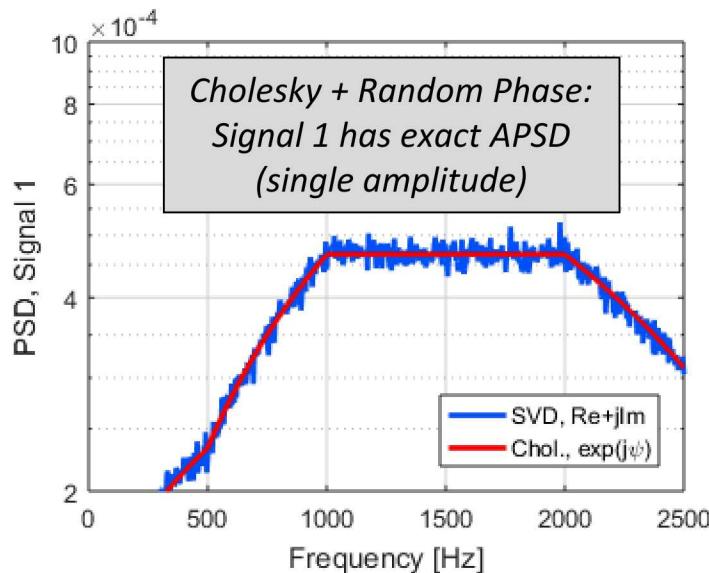
Synthesis of Multiply-Correlated Signals



- Start with desired voltage CPSD: $S_{vv} = H^+ S_{aa} H^{+H}$
- Matrix Decomposition:
 - Convert CPSD from power domain to linear domain (matrix square root)
 - Cholesky Decomposition: $[S_{vv}] = [L][L^H]$ (lower triangular matrix)
 - Singular Value Decomposition: $[S_{vv}] = [U][S][V]^H \rightarrow [L] = [U][S]^{\frac{1}{2}}[V]^H$
- Vector Random Process:
 - Vector of random variables (random phase or random real & imaginary parts), one for each signal
- Multiplying the $[L]$ matrix by the vector random process generates a realization of the multiply-correlated linear spectra, $\{X_v\}$

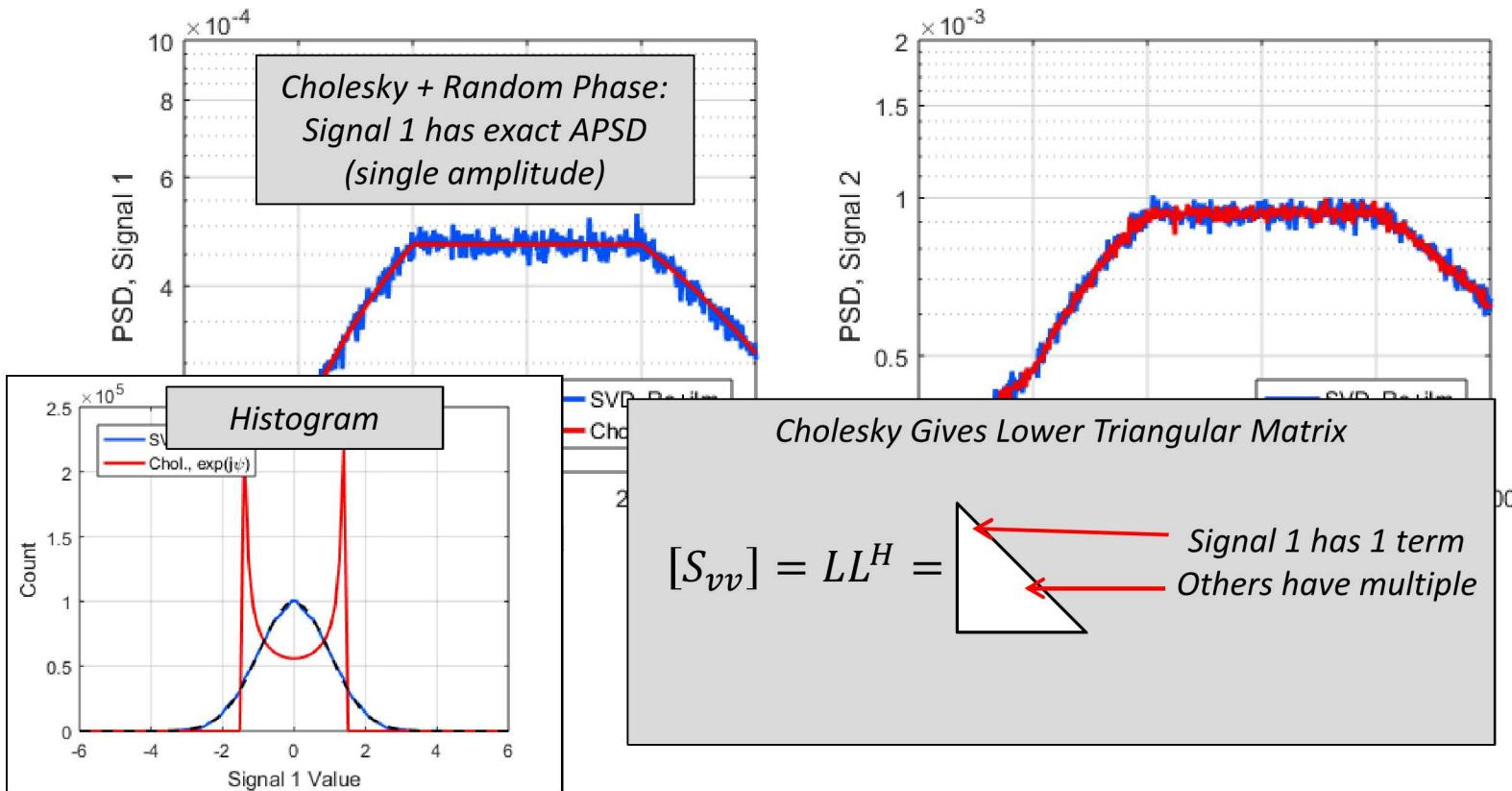
Synthesis of Multiply-Correlated Signals

- Matrix Decomposition method & random process method both affect the resulting signals
- Example Problem:
 - 4 signals, coherence of 0.25, phase of $\pi/4$ for all frequency lines. 100 averages



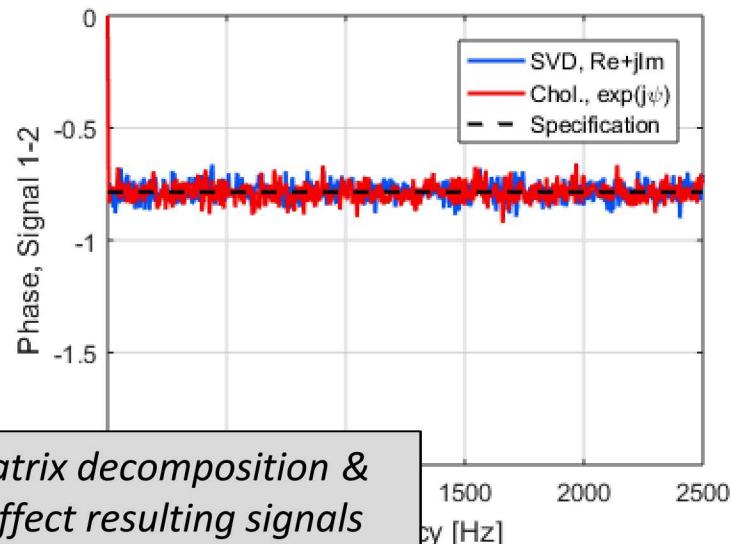
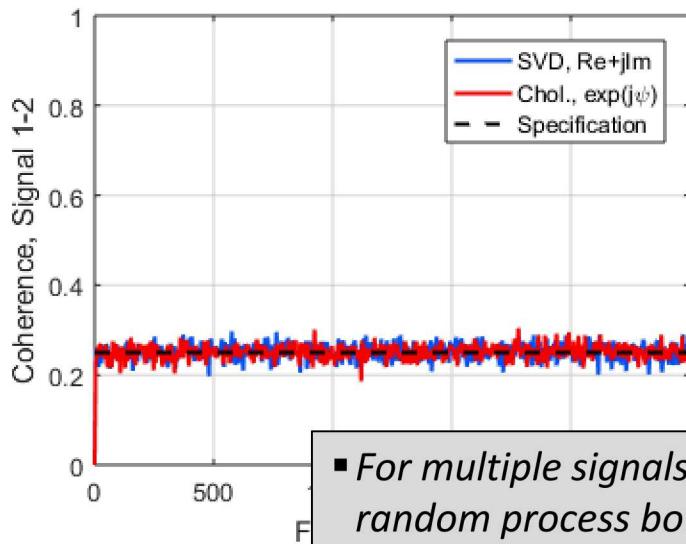
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Synthesis of Multiply-Correlated Signals

- Matrix Decomposition method & random process method both affect the resulting signals
- Example Problem:
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- For multiple signals, matrix decomposition & random process both affect resulting signals
- On average, signals match the desired APSD, coherence and phase

Conclusions:

Generating multiply-correlated signals for MIMO testing

**Goal: Enable the Use of New MIMO Control Algorithms
for Multi-Shaker Vibration Testing**

1. Synthesis of Single Time Signal from APSD

- Not deterministic – use random sampling
- One average, signals represent desired APSD
- Random process matters – real & imaginary vs. phase

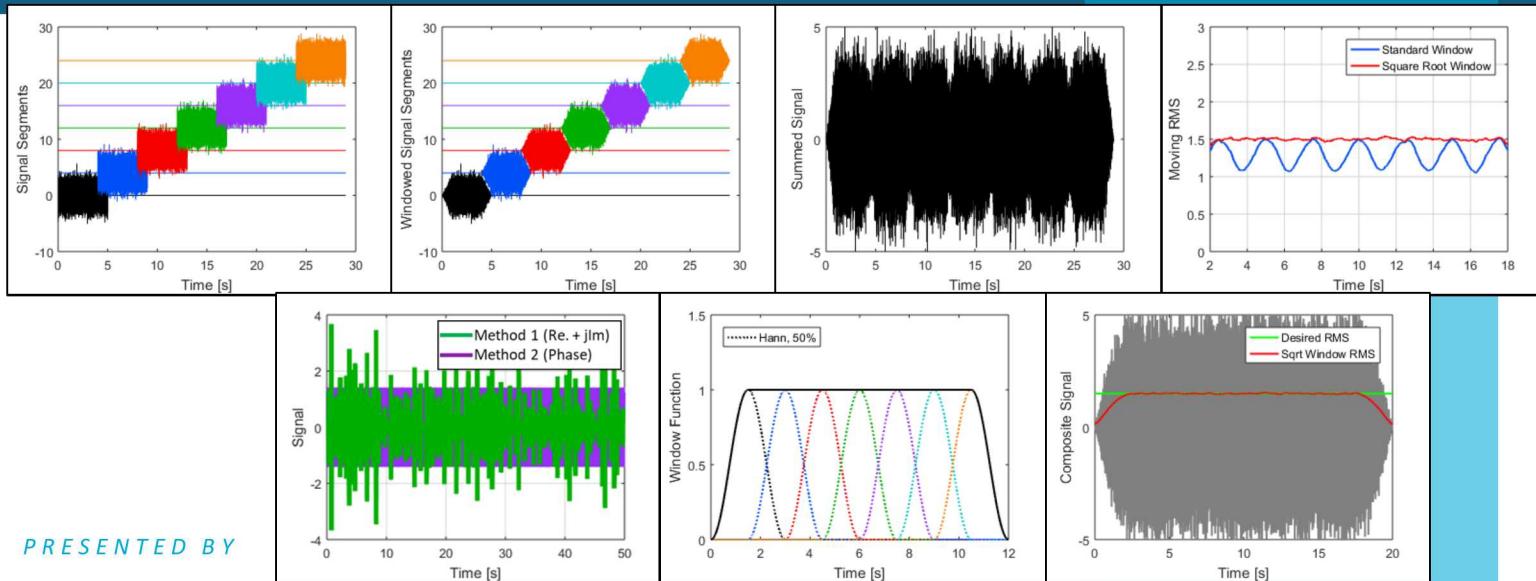
2. Generating Smooth, Long-Duration Signals

- Used to concatenate multiple, short signals into longer signal for a test
- COLA smooths the transitions
- Changing to a square-root window function preserves variance

3. Synthesis of Multiply-Correlated Signals

- Procedure is similar to single signals
- Convert from power to linear space with a matrix decomposition (Cholesky or SVD)
- Random process is now a vector with $N_{signals}$ terms
- Type of decomposition and random process affects the resultant signals

Input signal synthesis for open-loop multiple-input/multiple-output testing



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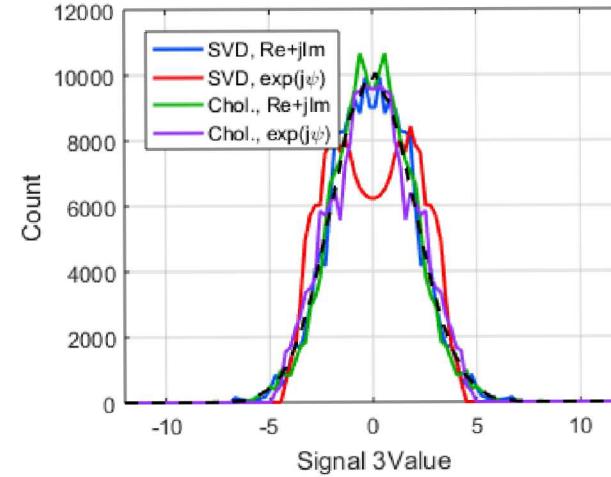
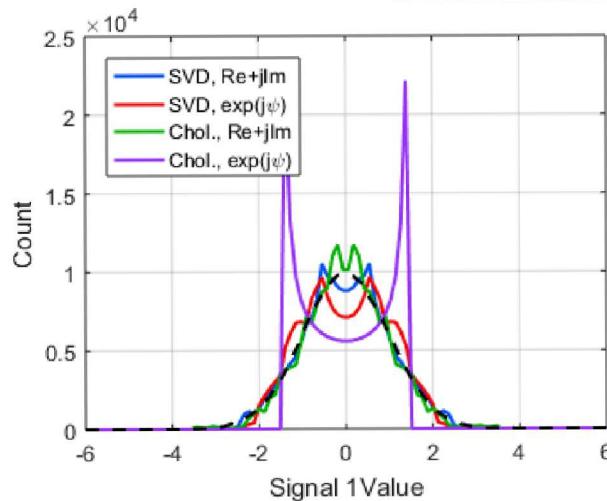
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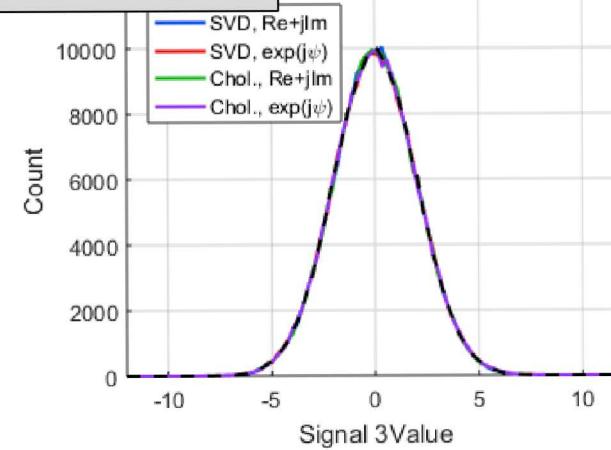
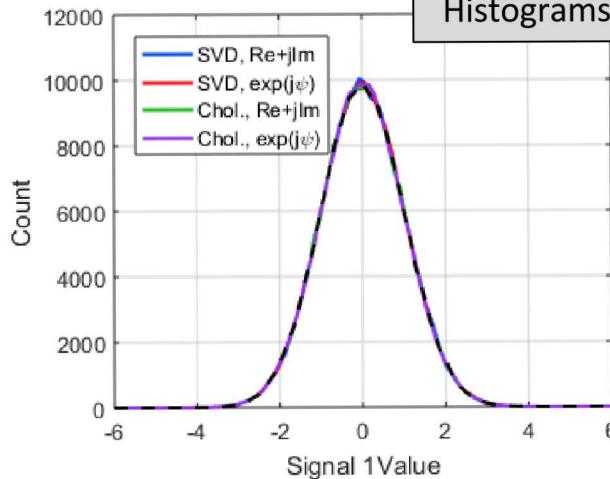
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Backups: Synthesis of Multiply-Correlated Signals

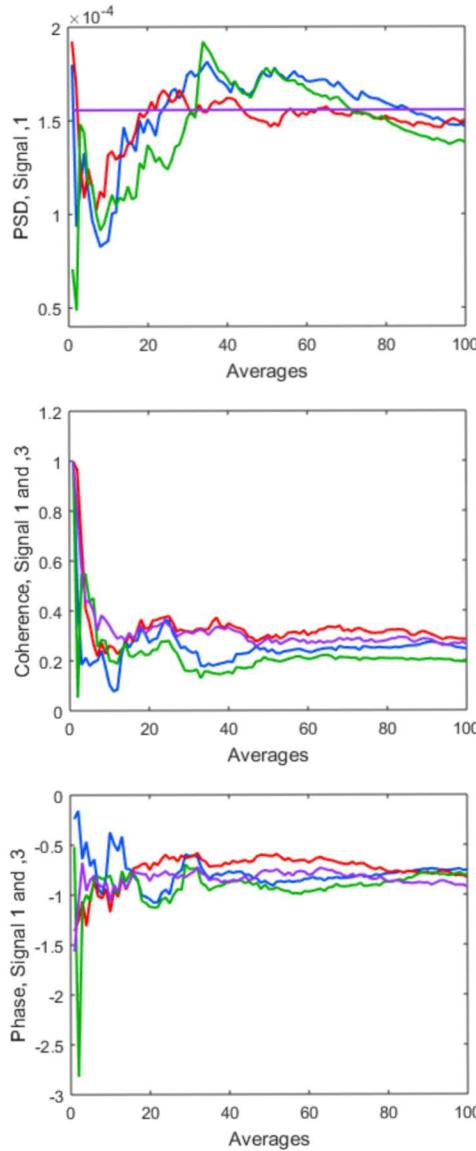
Histograms: Tone Signals



Histograms: Broadband Signals



Backups: Synthesis of Multiply-Correlated Signals



Broadband Signals

