Stable Torsion Torque Control Based on Friction-Backlash Analogy for Two-Inertia Systems with Backlash

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Torsion torque control (TTC) has been studied in applications ranging from industrial robots to electric vehicles. However, its performance is severely compromised when there is joint backlash, causing limit cycles and inducing unstable behavior. This study proposes a stable TTC scheme for two-inertia systems with joint backlash based on an analogy between static friction and backlash phenomena. First, a transformation of the joint torsion dynamics into a first-order system is applied, and a proportional torsion torque controller is proposed. Then, an analogy between the transformed joint torsion dynamics with backlash and one-mass systems with static friction is established. Based on this analogy, a combination of a switched disturbance observer and an impact torque suppression controller is proposed, ensuring rapid control over backlash and stable reengagement with reduced gear collision impact. The effectiveness of the proposed method is verified through simulation and experimental results.

Keywords: Two-mass System, Torsion Torque Control, Disturbance Observer, Backlash, Static Friction,

1. Introduction

Torsion torque control (TTC) has been gaining attention over the last years, especially in the automotive (1) and robotics fields (2). TTC allows to directly control the torsion torque input to the load-side in mechatronic systems, improving backdrivability in robotic applications (3), and improving driver’s comfort in automotive applications (4).

However, many of these applications suffer from backlash on the joint shaft, which affects the performance of TTC due to the hard nonlinearity and causes discomfort in human-machine applications. Even in the case of robots with harmonic drives, wear in the gear causes the torque transmission to deteriorate and produce backlash, making it an unavoidable issue that must be taken into account.

The backlash phenomenon has been studied since more than 70 years (5), and until now several approaches have been proposed, such as switched control (6), fractional-order disturbance observers (7), and model-predictive control (MPC) (8). MPC has demonstrated to reduce the impact caused by shaft reengagement, but has the disadvantage of being computationally intensive. More recent approaches involve final state control (FSC) (9), receding horizon sliding control (RHSC) (10), and compensation through smooth inverse backlash models (11). However, all of these methods require a load-side encoder, which cannot measure exactly torsion torque and it is difficult to implement in robots.

On the other hand, torsion torque sensors allow to exactly measure the torsion torque and have been applied for vibration control (12), stable contact of robot with environment (13), and stick-slip suppression for geared motors with large non-linear friction (14). Furthermore, they have been already implemented in commercial collaborative robots (15). However, it is extremely difficult to obtain load-side information with torque sensors when backlash occurs, so backlash models and the backlash compensation techniques previously mentioned cannot be applied.

Previous work on TTC have demonstrated that by applying a high-bandwidth velocity control on the motor-side of two-inertia systems without backlash, a torque-velocity duality is established and the torsion torque dynamics is transformed into a first-order system by controlling motor-side velocity (16). When backlash is considered using this approach, the torsion torque dynamics behave as a first-order system with dead-zone. Another example of a first-order system with dead-zone is the one-mass system with static friction (17), for which research has been extensively done. This similarity between one-mass systems with static friction and the two-inertia plant with joint backlash is demonstrated and exploited in this paper for backlash compensation using torque sensor.

This paper proposes a TTC scheme for two-inertia systems with backlash by applying an analogy between static friction and the backlash phenomenon. By applying the previously mentioned torque-velocity duality of two-inertia systems, the torsion torque dynamics are simplified to a first-order plant with dead-zone. This is used to establish the analogy between static friction and backlash, and to demonstrate that the gear disengagement and gear collision phenomena caused by joint backlash is similar to the stick-slick phenomenon caused by static friction. Then, a stick-slip compensation method is adapted for backlash compensation. An impact torque suppressor controller (referred from now on as ITS)

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based on scheduled torsion torque-derivative feedback is proposed for suppressing the impact torque caused by gear collision and for stabilizing the gear reengagement. Followed by this, a switched torsion disturbance observer (referred from now on as STDOB) is proposed to reduce the gear disengagement time during torque zero-crossings. The STDOB works by using a high-order DOB when gears are disengaged, and a lower-order DOB after gears reengage, achieving fast back-instant time during torque zero-crossings. The STDOB works together with two application examples on direct teaching and friction compensation on the motor side, and it has demonstrated a good performance in human-robot applications such as direct teaching.

Design is done by the transfer function of Eq. (1), which is a third-order transfer function. \(K_{pt}, K_s, \) and \(f_s\) parameters are determined to achieve the desired pole allocation.

\[
\frac{\tau_s}{\tau_s^r} = \frac{n_0}{s^3 + d_2s^2 + d_1s + d_0}. \quad (1)
\]

The coefficients of Eq. (1) are given as follows:

\[
d_2 = \frac{K_{pt}f_s}{J_mR_g}, \quad d_1 = \frac{K_{pt}K_s}{J_mR_g} + \frac{K_s}{J_l} + \frac{K_l}{J_mR_g}, \quad d_0 = \frac{K_sK_{pt}}{J_mR_g}, \quad n_0 = \frac{K_{pt}}{J_mR_g} \quad (2)
\]

The desired transfer function is designed as:

\[
\frac{\tau_s}{\tau_s^r} = \frac{\theta_j^\text{ref}}{(s + g_{TTC})^2}, \quad (3)
\]

where \(g_{TTC}\) is the torsion torque control bandwidth.

2. Conventional Torsion Torque Control

2.1 I-P Torsion Torque Controller

The I-P TTC scheme shown in Fig. 1 is selected as conventional method. This system is composed by an I-P torsion torque controller, torsional damping feedback for preventing vibrations and friction compensation on the motor side, and it has demonstrated a good performance in human-robot applications such as direct teaching.

Design is done by the transfer function of Eq. (1), which is a third-order transfer function. \(K_{pt}, K_s, \) and \(f_s\) parameters are determined to achieve the desired pole allocation.

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\]

The desired transfer function is designed as:

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\]

where \(g_{TTC}\) is the torsion torque control bandwidth.
3. Analogy Between Static Friction and Backlash

3.1 Approximating Torsion Dynamics as a First-Order Plant  
According to Fig. 3, backlash is modelled as a dead-zone element in the torsional joint between the motor-side and the load-side. However, by applying a high-bandwidth velocity control and a force-position integrated

Figure 4: Effects of backlash on conventional method: (a) w/o backlash (b) w/ backlash

3.2 Friction-Backlash Analogy: Similarities Between the Stick-Slip Phenomenon and the Gear Disengagement-Collision Problem  
The transformed first order joint torsion torque dynamics are now compared with a one-mass plant with static friction, illustrated in Fig. 6. Note that the actual frictional behavior may be more complicated than a simple dead-zone element, and placement of the integrators for both plants is also different. However, looking at the input-output relationship in Fig. 7 for a one-mass plant with friction under velocity control, and a two-inertia plant with backlash under torsion torque control, we see that the resulting phenomena are similar. This is explained as follows:

- Gear disengagement (analogous to stick phenomenon):  
Gear disengagement occurs when motor-side and load-side gears are disengaged and the gear sticks to zero. This is analogous to the stick phenomenon caused by
Torsion Torque Controller which works by combining a variable-order DOb and high-stick-slip compensation proposed in (13).

The dead-zone element in both cases causes a similar static friction and two-mass plant with backlash on simulation.

Based on such analogy, we adapt the methodology for gear collision (analogous to slip phenomenon)

\[ \tau_{\text{dis}} = \frac{K_{\text{TTC}}}{s + K_{\text{TTC}} R_g^{-1}} \frac{g_{\text{TTC}}}{s + g_{\text{TTC}}} \] \hspace{1cm} (5)

The gain \( K_{\text{TTC}} \) of the proportional controller is then designed from Eq. (5) as:

\[ K_{\text{TTC}} = g_{\text{TTC}} K_m R_g \] \hspace{1cm} (6)

where \( g_{\text{TTC}} \) is the desired bandwidth. When \( \tau_{\text{ref}} \) is a step reference, \( \omega_l \) increases as a ramp, so the TDOb is designed with a first-order DoB structure.

4.2 The ITS From the torsion torque dynamics with backlash described in Eq. (4), the torsional jerk just before and after gears collide and impact occurs is derived as follows:

\[ \tau_s = \begin{cases} 0 & \text{if } |\theta_s| < \beta \hspace{0.5cm} \text{(Before collision)} \\ K_s \omega_s & \text{if } |\theta_s| > \beta \hspace{0.5cm} \text{(After collision)} \end{cases} \] \hspace{1cm} (7)

It is clear from Eq. (4) that, in order to prevent excessive impact torque due to gear collision, the torsion velocity \( \omega_s \)
must be taken to zero just before the gears reengage. This is the usual approach taken in automotive powertrain applications. However, such approach requires an exact backlash model and exact load position measurement, which cannot be done with a torque sensor.

Based on the previously explained static friction and backlash analogy, we treat the gear collision impact suppression problem of backlash in the same manner as the slip suppression problem of static friction, and apply the method described in [11], which is based on applying gain-scheduled high-frequency damping. Adapting such method for gear collision impact suppression, we propose the impact torque suppressor (ITS) shown in Fig. 9, which is given as follows:

\[
\omega_{js} = \begin{cases} 
\frac{K_g \omega_{ref}}{K_m + g_{js}} \tau_s & \text{if } |\tau_s| - |\tau_s^{ref}| > K \\
\omega_{js} & \left( |\tau_s| > |\tau_s^{ref} - \tau_s| \right) \\
0 & \text{if else}
\end{cases}
\]

where \(\omega_{js}\) is the output of the ITS. The switching conditions given in Eq. (8) are such that the ITS is activated only when gear collisions occurs. The first condition detects when overshoot due to collision impact occurs, while the second condition detects if excessive jerk occurs. \(K\) is the torsional threshold, while \(|\tau_s^{ref} - \tau_s|\) is the jerk threshold, which is the maximum jerk that is produced in the linear case for a step input of amplitude \(\tau_s^{ref}\).

If \(\omega_m = \omega_{TTCC} - \omega_{js}\) (where \(\omega_{ref}\) is the reference from the TDOB and P controller), then the torsional jerk when the ITS is activated during gear collision is given as follows:

\[
\tau_s = \frac{1}{K_s} \left( \omega_{TTCC} R_g^{-1} - \omega_l \right) - R_g^{-1} \omega_{js}
\]

(9)

If the pseudodifferentiator bandwidth \(g_{js}\) is large enough, \(\tau_s \rightarrow 0\). Rearranging terms:

\[
\frac{1}{K_s} \left( \frac{1}{K_{eq}} + 1 \right) \tau_s = \left( \frac{1}{K_{eq}} \right) \left( \omega_{TTCC} R_g^{-1} - \omega_l \right)
\]

(10)

Finally:

\[
\tau_s = K_{eq} \omega_s^*
\]

(11)

where \(\omega_s^* = \omega_{TTCC} R_g^{-1} - \omega_l\) and \(K_{eq} = \frac{K_g K_{js}}{K_m + K_{js}}\). We will call \(K_{eq}\) the equivalent torsion spring constant. By applying the proposed ITS, \(K_{eq}\) can be changed. In order to reduce the gear collision impact, the \(K_{eq}\) term is designed so that the equivalent spring constant \(K_{eq}\) is softer than the actual spring constant \(K_s\). That is, \(K_{eq}\) should be designed so that \(K_{eq} < K_s\) so that:

\[
K_{eq} = \frac{K_s K_{js}}{K_s + K_{js}} < K_s \Rightarrow K_{eq} \omega_s^* < K_s \omega_s^*
\]

(12)

Thus, the gear collision torque is reduced. By decreasing \(K_{eq}\) the collision torque can be further reduced, but its minimum value is restricted by the current limit value of the actuator. From Eqs. (8), (11) and (12), we can see that the ITS works as an active nonlinear spring that is only applied when gear collision occurs (see Fig. 10).

Considering the motor-side velocity control being of very high bandwidth, the closed-loop transfer function from \(\tau_s^{ref}\) to \(\tau_s\) when the ITS is activated is given as follows:

\[
\frac{\tau_s}{\tau_s^{ref}} = \frac{K_s R_g^{-1} K_{TTCC} (s + g_{js}) s}{D(s)}
\]

(13)

\[
D(s) = (s + g_{js}) \left( (1 - Q(s))(s^2 + \frac{K_s}{J_f}) + \frac{K_s}{K_m} s^2 Q(s) + K_s R_g^{-1} K_{TTCC} \right) + \frac{K_s}{K_{js}} g_{js} s^2
\]

(14)

where \(Q(s)\) represents the TDOB Q-filter. The Bode dia-
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4.3 Simulation Results

Figure 12: Simulation results using ITS

Figure 13: Simulation results using the proposed ITS (zoomed view).

Figure 14: Experimental results using ITS

Figure 15: Experimental results using the proposed ITS (zoomed view).

gram as $K_{eq}$ is varied is shown in Fig. 11, where it can be seen that reducing $K_{eq}$ results in an equivalent reduction of the total spring constant over the frequency range of the ITS. The ITS frequency range depends on the pseudo-differentiator bandwidth $g_{js}$, which should be selected as high as possible while avoiding excessive noise amplification\(^{(20)}\).

The simulation results for the proposed and conventional methods (refer to Table 1 for simulation and experimental parameters). For case 0 (I-P controller) the torsion torque response is marginally unstable, as the gears reengage and collide continuously. For case 1 (P TTC + first-order TDOb), the response is stable but still has a large collision torque and bouncing on zero torque crossings.

On the other hand, the proposed ITS (case 2) manages to
achieve a stable response on zero torque crossings, reducing the gear collision torque and eliminating bouncing.

### 4.4 Experimental Results

Figs. 14 and 15 show the experimental results using the ITS. The proposed ITS effectively reduces the gear collision torque while also preventing bouncing, yielding a stable response over zero-torque crossings and ensuring seamless reengagement. The collision torque using proposed ITS is reduced in more than 70% compared to the conventional cases 0 and 1.

#### 5. Proposed Method for Gear Disengagement Time Reduction: The Switched Torsion Disturbance Observer (STDOb)

Reducing the gear disengagement time, which is the amount of time for which gears are disengaged and there is no torque transmission \((\tau_s = 0)\), is extremely important in both powertrain/automotive and robotic applications. For automotive applications, a large disengagement time will delay the vehicle acceleration after pushing the accelerator pedal, causing discomfort in the driver. In robotic applications, a large disengagement time may induce instability when an outer loop, such as velocity or position control is implemented.

Based on the friction-backlash analogy, we treat the gear disengagement time reduction problem in the same manner as the stick phenomenon, and they propose the method for stick compensation described in (12), where a variable order DOB is used and switched between the linear and nonlinear zones of friction. In this case, we propose a switched torsion disturbance observer (STDOb) for backlash that switches its order, using a high-order DOB on the nonlinear zone, where the gears are still disengaged, and a low-order DOB on the linear zone after gears have reengaged, without compromising stability due to the use of high-order DOB. For that purpose, we propose a switched Q-filter given as:

\[
Q(s, \alpha_1, \alpha_2) = \begin{cases} 
\frac{g_0}{s + g_0} & \text{Zero-order component} \\
\frac{\alpha_1 g_1 s + \alpha_2 g_2 s^2}{(s + g_0)(s + g_1)(s + g_2)} & \text{High-order components}
\end{cases}
\]  

where \(\alpha_1\) and \(\alpha_2\) are scheduling gains that allow to switch the order of the STDOb between a zeroth \((N = 0, \alpha_1 = 0, \alpha_2 = 0)\), first \((N = 1, \alpha_1 = 1, \alpha_2 = 0)\) and second-order \((N = 2, \alpha_1 = 1, \alpha_2 = 1)\) DOB (please refer to (16) for details on the switched Q-filter implementation). The STDOb poles are designed such that the poles corresponding to the higher order components \(g_1\) and \(g_2\) are smaller than the zero-order component \(g_0\), in order to avoid excessive noise effects from the high order components.

The switching is based on whether \(\tau_s = 0\) or not. The Q-filter of the STDOb is switched by the following switching law

\[
Q(s, \alpha_1, \alpha_2) = \begin{cases} 
Q(s, 1, \alpha_2^{max}) & \text{if } |\tau_s| \leq \epsilon \\
Q(s, 1, 0) & \text{if } |\tau_s| > \epsilon
\end{cases}
\]  

where \(\epsilon\) is the switching threshold for the STDOb. From Fig. 2, gear disengagement occurs when \(\tau_s = 0\), so ideally \(\epsilon\) should be chosen as zero. However, in order to prevent undesired switching due to sensor noise, \(\epsilon\) is chosen to be as small as possible while considering the sensor noise. Specifically, \(\epsilon\) should be at least higher than the standard deviation of sensor noise. \(\alpha_2^{max}\) can be selected between 0 and 1 to adjust the compensation strength. Note that \(\alpha_1\) is set to 1, as a first-order TDOB is required to compensate for \(\alpha_1\), so the STDOb switches between first and second-order. The switching process is illustrated in Fig. 16, and the complete block diagram is shown in Fig. 21.
5.1 STDOb design procedure regarding resonant mode
Given that the two-inertia plant has a resonant mode, it must also be considered in the design of the STDOb. From Fig. 21.A, the closed-loop transfer function from $\tau_{gs}^{ref}$ to $\tau_s$ in linear region after backlash has been overcome ($|\theta_i| > \beta$) and the ITS is deactivated is given as:

$$M(s) = K_s R_g Q(s, \alpha_1, \alpha_2) s^2 + K_{Ts} K_m s.$$  \hspace{1cm} (18)

In order to suppress the resonant mode, the STDOb bandwidth need to be wide enough. This is achieved by either increasing poles $[g_0, g_1, g_2]$ or by increasing the STDOb order by increasing $\alpha_1$ and $\alpha_2$. This is demonstrated in the Bode diagrams of Fig. 17.

5.2 STDOb Design Procedure for $\alpha_2^{\text{max}}$
When $|\theta_i| < \beta$ backlash occurs and $\tau_s$ becomes zero due to the gear disengagement. Thus, the block diagram of Fig. 21.A is simplified to the one in Fig. 21.B. In order to overcome backlash, $|\theta_i| \geq \beta$ must hold. So how quick backlash is overcome is determined by the torsion velocity $\omega_t$, which is derived as follows:

$$\omega_t(s) = \tau_{gs}^{ref} K_{Ts} R_g^{-1} \frac{1}{1 - Q(s, \alpha_1, \alpha_2)} - \omega_i.$$  \hspace{1cm} (19)

As $\omega_i$ is not controllable during backlash, $(1 - Q(s, \alpha_1, \alpha_2))^{-1}$ determines how quick $\omega_t$ increases.

$$\frac{\tau_s}{\tau_{gs}^{ref}} = \frac{K_{Ts} K_m s}{(1 - Q(s, \alpha_1, \alpha_2) s^2 + K_{Ts} K_m s) \left( s^2 + \frac{K_s}{g_1} \right) R_g K_m + M(s)}.$$  \hspace{1cm} (20)

So by adjusting $\alpha_1$ and $\alpha_2$, the integral compensation of the STDOb during backlash can be adjusted. Stronger integral compensation is achieved with a high-order DOB, and weaker compensation with a lower-order DOB. This is confirmed by examining the frequency response of the STDOb in Fig. 18. If the backlash width is large and excessive impact torque is produced, $\alpha_2^{\text{max}}$ can be reduced to lower the integral action during backlash. If the gear collision torque is yet too high, $\alpha_1$ can also be reduced (refer to Appendix for a design example).

5.3 Simulation Results
Fig. 19 show the simulation results for the STDOb as $\alpha_2^{\text{max}}$ is varied between 0 and 1. All cases include an ITS on the inner loop.

As $\alpha_2^{\text{max}}$ is increased, the gear disengagement time is reduced, with the smallest disengagement time achieved for $\alpha_2^{\text{max}} = 1$. However, the gear collision torque is also increased, so there is a trade-off between disengagement time and collision torque reduction.

5.4 Experimental Results
Fig. 20 shows the exper-
Figure 21: Block diagram of proposed torsion torque control method: (A) Complete block diagram (B) Block diagram of proposed method during backlash ($\theta_1 < \beta \rightarrow \tau_s = 0$)

<table>
<thead>
<tr>
<th>Table 1: Simulation and exp. parameters</th>
</tr>
</thead>
<tbody>
<tr>
<td>Characteristic</td>
</tr>
<tr>
<td>Motor-side Inertia</td>
</tr>
<tr>
<td>Load-side Inertia</td>
</tr>
<tr>
<td>Gear ratio</td>
</tr>
<tr>
<td>Torque Constant</td>
</tr>
<tr>
<td>Torsion Spring Constant</td>
</tr>
<tr>
<td>Viscous friction constant</td>
</tr>
<tr>
<td>Load-side friction (seen from motor-side)</td>
</tr>
<tr>
<td>Backlash width</td>
</tr>
<tr>
<td>STDOb poles</td>
</tr>
<tr>
<td>STDOb switching threshold</td>
</tr>
<tr>
<td>Torsion torque bandwidth</td>
</tr>
<tr>
<td>ITS pseudodifferentiator bandwidth</td>
</tr>
<tr>
<td>ITS gain</td>
</tr>
<tr>
<td>Equivalent spring constant</td>
</tr>
<tr>
<td>ITS torque threshold</td>
</tr>
<tr>
<td>PI vel. cont. bandwidth</td>
</tr>
<tr>
<td>FPIDO bandwidth</td>
</tr>
</tbody>
</table>

6. Discussion of Results

Table 2 shows a numerical comparison of the conventional and proposed methods based on gear disengagement time, gear collision torque and the presence of bouncing. The conventional method using I-P controller has the worst performance overall. The second conventional method using a P TTC with first-order TDOb slightly improves performance, but still shows severe bouncing.

On the other hand, by applying the proposed ITS for gear collision torque suppression, the maximum collision torque is reduced in more than 70% compared to conventional methods 1 and 2, while also suppressing the bouncing phenomenon and ensuring smooth gear reengagement.

Finally, by applying the proposed STDOb for gear disengagement time reduction, the disengagement time is reduced in almost 28% compared to the ITS with first-order TDOb case. While the collision torque almost doubled, it is still lower than that of the conventional methods. As shown in Fig. 19 and 22, there is a trade-off between gear collision torque and gear disengagement time when combining the STDOb and the ITS. By adjusting the magnitude of the STDOb switching gain $\alpha_{std}^\text{max}$, the control designer can achieve the desired disengagement time and collision torque depending on the specifications of the control objective, such as mechanical characteristics and actuator capacity.

6.1 Application Example: Direct Teaching

Figs. 23 and 24 shows an application example of the proposed method on direct teaching, or zero-torque control ($\tau_{s,ref} = 0$). For the conventional method using I-P control, the joint backlash induces severe limit cycles that affect performance and gives a jerky sensation to the operator. On the other hand, the proposed method using ITS and STDOb ensures a smooth response even in the presence of backlash.

6.2 Application Example 2: Load torque control

Fig. 25 shows another application example using load-side torque control as an outer loop with the proposed method. A zero-torque reference was employed, and the plant was driven by a load-side motor to evaluate its performance. Results are shown in Fig. 26, showing that the proposed method is stable even when driven by an outer loop.
Table 2: Performance comparison of tested methods in experiment

<table>
<thead>
<tr>
<th>Control Scheme</th>
<th>Disengagement Time [s]</th>
<th>Collision Torque [Nm]</th>
<th>Bouncing</th>
</tr>
</thead>
<tbody>
<tr>
<td>I-P TTC (Conventional)</td>
<td>0.892</td>
<td>3.43</td>
<td>YES</td>
</tr>
<tr>
<td>P TTC + first-order TDOb (Conv. 2)</td>
<td>0.597</td>
<td>2.81</td>
<td>YES</td>
</tr>
<tr>
<td>P TTC + first-order TDOb + ITS</td>
<td>0.210</td>
<td>0.71</td>
<td>NO</td>
</tr>
<tr>
<td>P TTC + ITS + STDOb (Proposed w/ collision suppression)</td>
<td>0.151</td>
<td>1.90</td>
<td>NO</td>
</tr>
</tbody>
</table>

Figure 23: Direct teaching (zero-torque control) results: (a) I-P torque control (conventional); (b) P control with ITS and STDOb (proposed)

Figure 24: Direct teaching (zero-torque control) results over long span for slow and fast motion: (a) I-P torque control (conventional); (b) P control with ITS and STDOb (proposed)

7. Conclusion

This paper proposes a torsion torque control strategy for two-inertia systems with backlash based on a friction-backlash analogy. It was demonstrated that by applying a high-bandwidth motor-side velocity controller, the joint torsion torque dynamics are transformed into a first-order plant. From this, an analogy between a one-mass plant with static friction and the first-order approximated joint dynamics with backlash was established, and the similarity between the stick-slip compensation problem and the backlash compensation problem was demonstrated. From this, a combina-

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As the backlash width $2\beta$ increases the gear collision torque also increases, factor that may induce instability in the proposed method. In this section, an example of tuning method for the STDOb for reducing the gear collision impact torque is presented. This process is based on reducing the integral compensation of the STDOb during backlash, the gear collision can be further reduced if required. The proposed method performance to load-side inertia variation is evaluated in app. Fig. 3. Although convergence time is slowed for lighter inertia values, it is confirmed that stability is preserved even for load-side inertia variation, so the proposed method is also suitable for use in industrial robots.

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