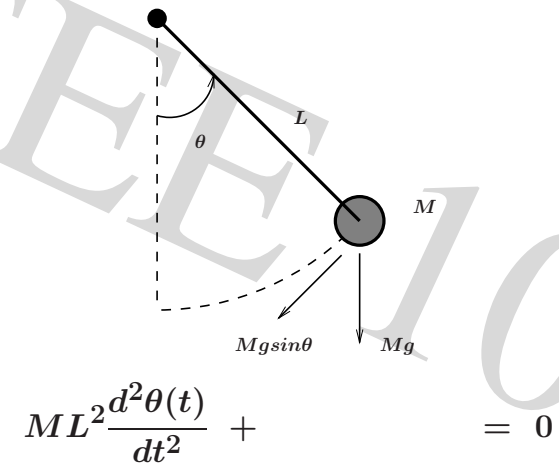


- Dynamic systems are usually differential equations.
 - linear ODE
 - nonlinear ODE
 - partial differential equations (PDE)
- Ordinary differential equations (how to solve them).
 - classical approach
 - Laplace transforms

Today's EEE 101 Lecture

- Basic mathematical tools.
- Linear time-invariant systems.
- State-space representation.
- Linearization.

- Nonlinear differential equations.

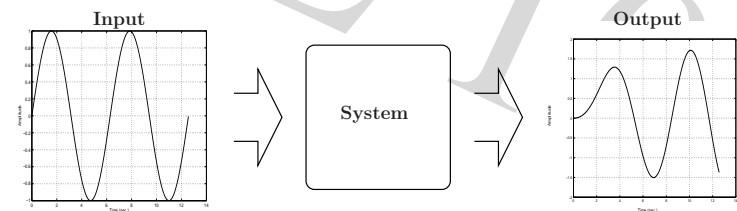


- An n -th order differential equation (DE) is

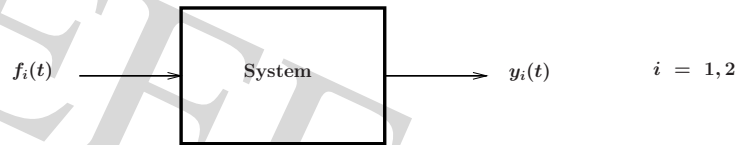
$$a_{n+1} \frac{d^n y(t)}{dt^n} + \dots + a_2 \frac{dy(t)}{dt} + a_1 y(t) = f(t)$$

⇒ homogenous if $f(t) = 0$

- Input-output relationship.



- Linear systems



- Linear system satisfies

-
- homogeneity

Differential Equations

- Example. Second-order differential equation.

$$\frac{d^2}{dt^2}x(t) + 3\frac{d}{dt}x(t) + 2x(t) = 5u(t)$$

Initial conditions.

$$\begin{aligned} x(0) &= -1 \\ x^1(0) &= \left. \frac{dx(t)}{dt} \right|_{t=0} = 2 \end{aligned}$$

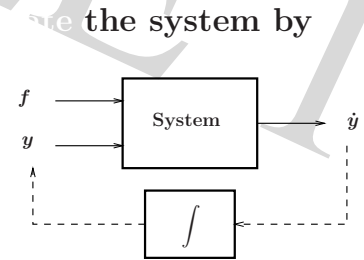
Solution.

$$x(t) = \frac{5}{2} - 5e^{-t} + \frac{3}{2}e^{-2t}, \quad t \geq 0$$

- Consider a

$$\begin{aligned} \text{ODE.} \\ a_2\dot{y} + a_1y &= f \\ \Downarrow \\ \dot{y} &= \frac{-1}{a_2}a_1y + \frac{1}{a_2}f \end{aligned}$$

- We can now



Linear Time-invariant Systems

- Linear systems

$$\begin{aligned} \text{I: Superposition} & & \text{II: Homogeneity} \\ f(t) = f_1(t) + f_2(t) & & f(t) = \alpha f_i(t), \alpha \in \mathfrak{R} \\ \Downarrow & & \Downarrow \\ y(t) = y_1(t) + y_2(t) & & y(t) = \end{aligned}$$

- Time-invariant linear systems (LTI)

$$\begin{aligned} \text{III. independent} \\ f(t) = f_i(t - \tau), \tau \in \mathfrak{R} \\ \Downarrow \\ y(t) = y_i(t - \tau) \end{aligned}$$

State-space Representation

- Now consider a ODE.

$$a_3 \ddot{y} + a_2 \dot{y} + a_1 y = f$$

$$\Downarrow$$

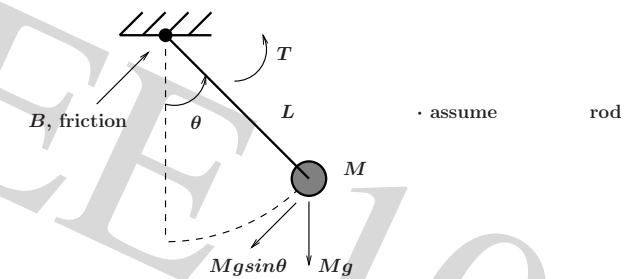
$$\dot{y} = \frac{-1}{a_3} (a_2 \dot{y} + a_1 y) + \frac{1}{a_3} f$$

- Define a vector

$$x \equiv \begin{bmatrix} y \\ \dot{y} \end{bmatrix} \Rightarrow \dot{x} \equiv \begin{bmatrix} \dot{y} \\ \ddot{y} \end{bmatrix} \begin{array}{l} \leftarrow \text{function of } x \\ \leftarrow \text{function of } x \text{ and } f \end{array}$$

State-space Representation

- Example. Simple



- Dynamic equation.

$$ML^2 \ddot{\theta} + B \dot{\theta} + \dots = T$$

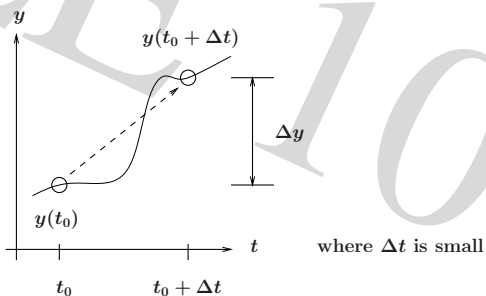
State-space Representation

- Output $\dot{y}(t_0)$ is a function of $f(t_0), y(t_0)$

$$\dot{y}(t_0) \approx \frac{y(t_0 + \Delta t) - y(t_0)}{\Delta t}$$

$$\Downarrow$$

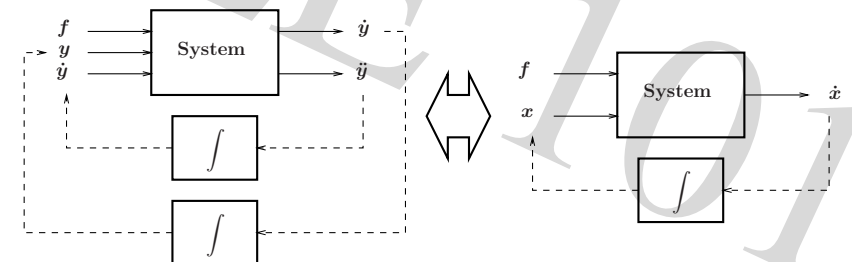
$$y(t_0 + \Delta t) = y(t_0) + \dot{y}(t_0) \Delta t$$



State-space Representation

- Then ...

$$= \underbrace{\begin{bmatrix} \dot{y} \\ \frac{-1}{a_3} (a_2 \dot{y} + a_1 y) \end{bmatrix}}_{\text{depends on } x} + \underbrace{\begin{bmatrix} 0 \\ \frac{1}{a_3} f \end{bmatrix}}_{\text{depends on } f}$$



Linear Approximations

- Necessary conditions for linear systems.
 - principle of superposition
 - property of homogeneity

- Examples.

- $y = x^2$
not linear (does not satisfy superposition)
- $y = mx + b$
not linear (does not satisfy homogeneity)

Linear Approximations

- Mechanical and electrical elements : linear over large range of variables.
- Thermal and fluid elements : highly nonlinear.
- Assume a general model : $y(t) = g[x(t)]$
 - $x(t)$: input variable
 - $y(t)$: response variable
 - $g(\cdot)$: nonlinear function relating $y(t)$ and $x(t)$

State-space Representation

- State equation.

$$\mathbf{y} \equiv \begin{bmatrix} \theta \\ \dot{\theta} \end{bmatrix} \Rightarrow \dot{\mathbf{y}} \equiv \begin{bmatrix} \dot{\theta} \\ \ddot{\theta} \end{bmatrix}$$

$$\ddot{\theta} = -\frac{1}{ML^2}(B\dot{\theta} + MgL\sin\theta) + \frac{1}{ML^2}T$$

$$\dot{\mathbf{y}} = \begin{bmatrix} \dot{\theta} \\ \ddot{\theta} \end{bmatrix} = \begin{bmatrix} \dot{\theta} & \\ -\frac{1}{ML^2}(B\dot{\theta} + MgL\sin\theta) & \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{1}{ML^2} \end{bmatrix} T$$

State-space representation is important in control design and is useful in analyzing the dynamics of system behavior.

Linear Approximations

- But $y = mx + b$ may be linear about an operating point.
- Operating point, or equilibrium point : x_0, y_0
- For small changes Δx and Δy

$$x = x_0 + \Delta x \text{ and } y = y_0 + \Delta y$$

$$y = mx + b$$

$$\Rightarrow y_0 + \Delta y = mx_0 + m\Delta x + b$$

$$\Rightarrow \Delta y = m\Delta x \text{ (satisfies necessary conditions)}$$

Linear Approximations

- The slope at the operating point,

$$\left. \frac{dg}{dx} \right|_{x=x_0}$$

may be used to approximate the curve over a small range of $(x - x_0)$.

- Approximation for $y(t)$ is then

$$y = g(x_0) + \left. \frac{dg}{dx} \right|_{x=x_0} (x - x_0) = y_0 + m(x - x_0)$$

where m is the slope at the operating point.

Linear Approximations

- Equilibrium point : spring force = gravitational force

$$f_0 = Mg$$

- Nonlinear spring : $f = x^2 \Rightarrow x_0 = \sqrt{Mg}$

- Linear model for perturbations about x_0 is

$$\Delta f = m\Delta x$$

$$\text{where } m = \left. \frac{df}{dx} \right|_{x_0} = 2x_0$$

Linear Approximations

- Assume $g(\cdot)$ is continuous within some range of interest.

- Taylor series expansion.

$$y = g(x) = g(x_0) + \left. \frac{dg}{dx} \right|_{x=x_0} \frac{(x - x_0)}{1!} + \left. \frac{d^2g}{dx^2} \right|_{x=x_0} \frac{(x - x_0)^2}{2!} + \dots$$

- Example (at $x_0 = 0$). $e^x = 1 + x + \frac{1}{2}x^2 + \dots$

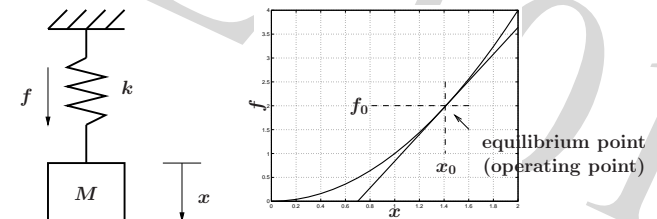
Linear Approximations

- Rewriting as a linear equation.

$$(y - y_0) = m(x - x_0)$$

$$\Delta y = m\Delta x$$

- Example. Nonlinear spring.



Linear Approximations

- Equilibrium point : $\theta_0 = 0^\circ \Rightarrow T_0 = 0$.

- Linear approximation

$$T - T_0 = MgL \left. \frac{\partial \sin\theta}{\partial \theta} \right|_{\theta=\theta_0} (\theta - \theta_0)$$

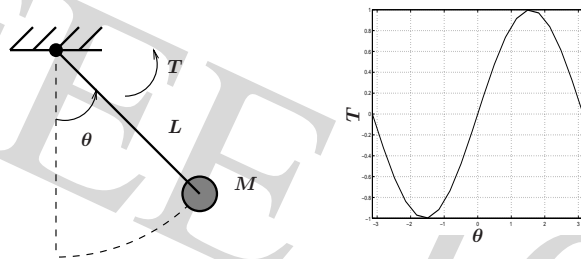
$$\Rightarrow T = MgL(\cos 0^\circ)(\theta - 0^\circ) = MgL\theta$$

- The approximation is good for $-\pi/4 \leq \theta \leq \pi/4$.

For a swing within $\pm 30^\circ$, the response is within 2% of the actual nonlinear pendulum response.

Linear Approximations

- Example. Pendulum oscillator.



- Torque on is $T = MgL \sin \theta$.

Relationship between T and θ is nonlinear.

Summary

- We will be dealing a lot with equations.

- Simple to handle linear time-invariant systems.

- Why state-space representation?

- Nonlinear and linearization.