

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

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

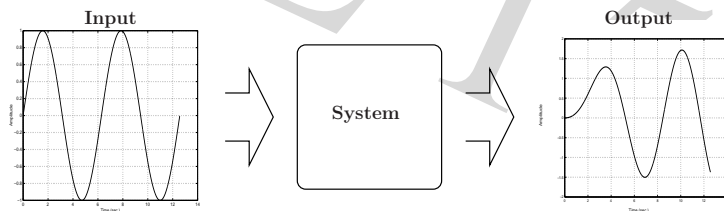
Differential Equations

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

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

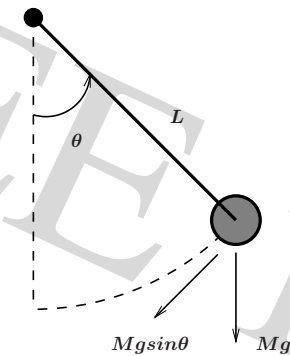
⇒ homogenous if $f(t) = 0$

- Input-output relationship.



Differential Equations

- Nonlinear differential equations.



$$ML^2 \frac{d^2 \theta(t)}{dt^2} + Mg \sin \theta(t) = 0$$

- Example. Second-order differential equation.

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

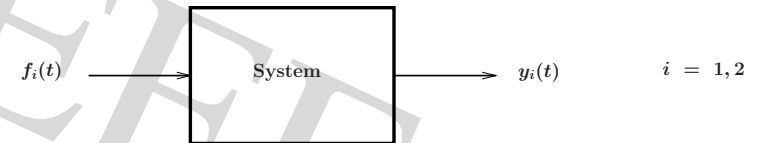
Initial conditions.

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

Solution.

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

- Linear systems



- Linear system satisfies

- superposition
- homogeneity

Linear Time-invariant Systems

- Linear systems

I: Superposition

$$f(t) = f_1(t) + f_2(t)$$

↓

$$y(t) = y_1(t) + y_2(t)$$

II: Homogeneity

$$f(t) = \alpha f_i(t), \quad \alpha \in \mathfrak{R}$$

↓

$$y(t) = \alpha y_i(t)$$

- Time-invariant linear systems (LTI)

III. Time-shift independent

$$f(t) = f_i(t - \tau), \quad \tau \in \mathfrak{R}$$

↓

$$y(t) = y_i(t - \tau)$$

State-space Representation

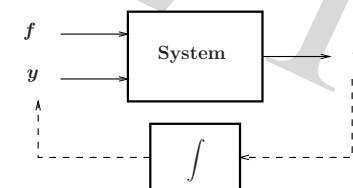
- Consider a first-order ODE.

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

↓

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

- We can now simulate the system by



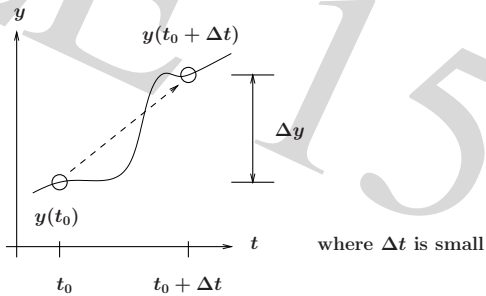
State-space Representation

- 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

- Now consider a second-order ODE.

$$a_3\ddot{y} + a_2\dot{y} + a_1y = f$$

$$\Downarrow$$

$$\ddot{y} = \frac{-1}{a_3}(a_2\dot{y} + a_1y) + \frac{1}{a_3}f$$

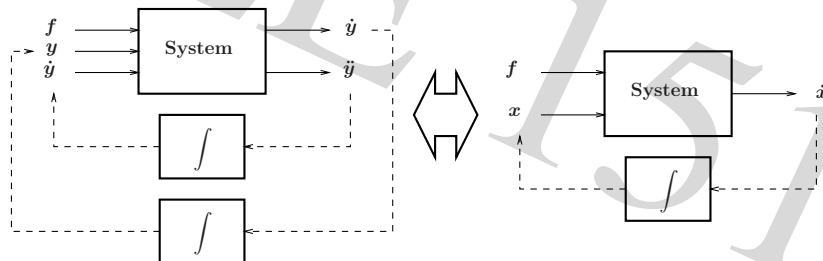
- Define a vector

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

State-space Representation

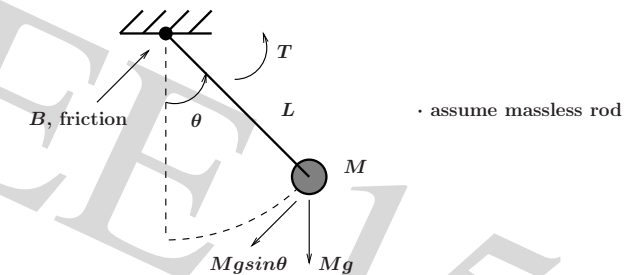
- Then ...

$$\dot{x} = \underbrace{\begin{bmatrix} \dot{y} \\ \frac{-1}{a_3}(a_2\dot{y} + a_1y) \end{bmatrix}}_{\text{depends on } x} + \underbrace{\begin{bmatrix} 0 \\ \frac{1}{a_3}f \end{bmatrix}}_{\text{depends on } f}$$



State-space Representation

- Example. Simple pendulum.



- Dynamic equation.

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

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 simulation of system behavior.

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

- But $y = mx + b$ may be linear about an operating point.

- Operating point, set 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

- 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 $x(t)$

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

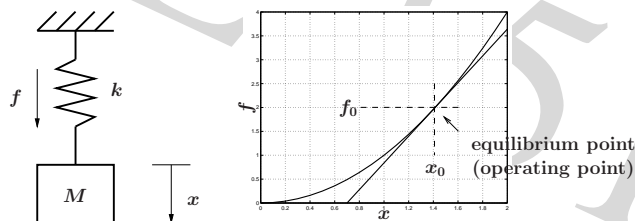
Linear Approximations

- Rewriting as a linear equation.

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

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

- Example. Nonlinear spring.



Linear Approximations

- 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

$$f_0 = Mg$$

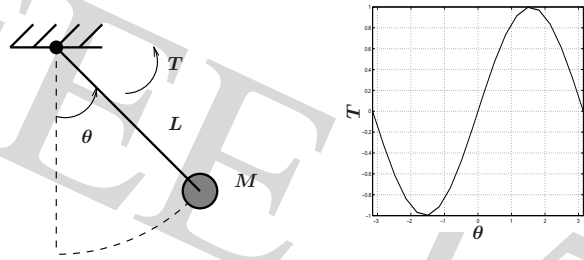
- Nonlinear spring : $f = x^2 \Rightarrow x_0 = \sqrt{Mg}$

- Linear model for small perturbations about x_0 is

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

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

- Example. Pendulum oscillator.



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

Relationship between T and θ is nonlinear.

Summary

- We will be dealing a lot with differential equations.
- Simple to handle linear time-invariant systems.
- Why state-space representation?
- Nonlinear equations and linearization.

- 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 linearize response is within 2% of the actual nonlinear pendulum response.