

To do

① Recap Stability

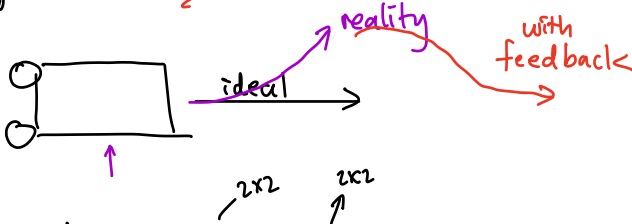
② Stability via Feedback

★ Midterm: Next Monday, CSM Review Session 7 PM Tuesday (tomorrow)
@ HP auditorium.

Stability Recap

- BIBO stability: the solution to the CT system $x(t)$ is stable if $|x(t)| < \infty$
real part of eigenvalue of A is "less than 0" DT system $x[i]$ " " " $|x[i]| < \infty$
- CT: $\frac{d}{dt} \vec{x}(t) = A \vec{x}(t) + \vec{b}u(t)$
 $\rightarrow \text{Re}(\lambda_i) < 0$ for all eigenvalue λ_i of A
- DT: $\vec{x}[i+1] = A \vec{x}[i] + \vec{b}u[i]$
 $\rightarrow |\lambda_i| < 1$ for all eigenvalue λ_i of A

e.g. $x[i+1] = 3x[i] + u[i] \rightarrow$ not stable



e.g. $\frac{d}{dt} \vec{x}(t) = A \vec{x}(t) + B \vec{u}(t)$, eigenvalue of A is 2 and -2

① Pick your input $\vec{u}(t) = \underline{K} \vec{x}(t) \rightarrow \begin{bmatrix} k_1 & k_2 \\ k_3 & k_4 \end{bmatrix}$

$$\begin{aligned} \frac{d}{dt} \vec{x}(t) &= A \vec{x}(t) + B K \vec{x}(t) \\ &= \underline{(A + BK)} \vec{x}(t) \\ &\quad \text{your new "A"} \end{aligned}$$

② Solve for the new eigenvalue of your new system $A+BK$

\rightarrow characteristic polynomial will have $k_1 \dots k_4$ term inside

e.g. $\underline{\lambda^2 - k_1 k_2 \lambda + k_3 k_4 + 2 = 0}$

③ Pick my k values to get the eigenvalues I want

Goal: $\lambda_1 = -2, \lambda_2 = -3 \Rightarrow (\lambda+2)(\lambda+3) = 0$ } new system is stable!
 $\therefore \lambda^2 + 5\lambda + 6 = 0$
 $\therefore k_1 k_2 = -5, k_1 k_2 + 2 = 6$

↑ you can pick any goal

1(a) $x[i+1] = 0.9x[i] + u[i] + w[i]$ $|\lambda| < 1 \rightarrow$ stable.

$u[i] = 0, x[0] = 0, |w[i]| \leq \epsilon$

$x[1] = 0.9x[0] + w[0] = w[0]$

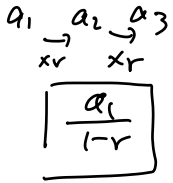
$x[2] = 0.9w[0] + w[1]$

$x[3] = 0.9^2 w[0] + 0.9w[1] + w[2]$

$x[i] = \sum_{k=0}^{i-1} 0.9^k w[i-1-k]$

$|x[i]| < \infty$

$\therefore |x[i]| = \left| \sum_{k=0}^{i-1} 0.9^k w[i-1-k] \right|$
 $\leq \sum_{k=0}^{i-1} |0.9^k w[i-1-k]|$
 $\leq \sum_{k=0}^{i-1} 0.9^k |w[i-1-k]| = \sum_{k=0}^{i-1} 0.9^k \epsilon$
 $= \epsilon \sum_{k=0}^{i-1} 0.9^k = \epsilon \left(\frac{1}{1-0.9} \right) = 10\epsilon < \infty$



(b) $u[i] = f x[i], x[i+1] = 0.9x[i] + u[i] + w[i]$

$\therefore x[i+1] = 0.9x[i] + f x[i] + w[i]$
 $= (0.9 + f) x[i] + w[i]$

(c) $x[i+1] = (0.9 + f) x[i] + w[i]$

$|x[i]|$ to be minimum, what is f ?

minimise $(0.9 + f)x[i],$ pick $f = -0.9 \rightarrow x[i+1] = w[i]$
 $x[i] = w[i-1] \leq \epsilon$

$$(d) \dot{x}(t) = (3+f) \overset{\text{scalar}}{x(t)} + w(t)$$

Without feedback \rightarrow Unstable

With feedback \rightarrow Unstable / Stable depending on f

$$(e) \dot{\vec{x}}(t) = A\vec{x}(t) + B\vec{u}(t) + \vec{w}(t)$$

$$\vec{u}(t) = F\vec{x}(t)$$

$$\dot{\vec{x}}(t) = A\vec{x}(t) + BF\vec{x}(t) + \vec{w}(t)$$

$$= \underline{(A + BF)} \vec{x}(t) + \vec{w}(t)$$

A_{CL}

$$\therefore A + BF = A_{CL}$$

$$\therefore F = \underline{B^{-1}}(A_{CL} - A)$$

$\hookrightarrow B$ must be invertible

$$2 \quad \dot{\vec{x}}(t) = \begin{bmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix} \vec{x}(t) + \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix} u(t)$$

$$(a) \vec{x}(0) = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

$$\vec{x}(4) = \begin{bmatrix} 1 \\ 2 \\ 3 \\ 4 \end{bmatrix}$$

$$\vec{x}(1) = \begin{bmatrix} 0 \\ 0 \\ 0 \\ u(0) \end{bmatrix}$$

$$l=4, u(0)=1, u(1)=2, u(2)=3, u(3)=4$$

$$\vec{x}(2) = \begin{bmatrix} 0 \\ 0 \\ u(0) \\ u(1) \end{bmatrix}$$

$$(b) \vec{x}(0) = \begin{bmatrix} 0 \\ 1 \\ 2 \\ 3 \end{bmatrix}, \quad \vec{x}(4) = \begin{bmatrix} 1 \\ 2 \\ 3 \\ 4 \end{bmatrix}$$

$$\vec{x}(1) = \begin{bmatrix} 1 \\ 2 \\ 3 \\ \underline{u(0)} \end{bmatrix} \quad \begin{matrix} \nearrow u(0)=4 \\ l=1 \end{matrix}$$

$$\vec{x}(3) = \begin{bmatrix} 0 \\ u(0) \\ u(1) \\ u(2) \end{bmatrix}$$

$$(c) \vec{x}(0) = \begin{bmatrix} 3 \\ 2 \\ 1 \\ 0 \end{bmatrix}, \quad \vec{x}(4) = \begin{bmatrix} 1 \\ 2 \\ 3 \\ 4 \end{bmatrix}$$

$$\vec{x}(4) = \begin{bmatrix} u(0) \\ u(1) \\ u(2) \\ u(3) \end{bmatrix}$$

$$l=4, \quad \begin{matrix} u(0)=1 \\ u(1)=2 \\ u(2)=3 \\ u(3)=4 \end{matrix}$$

$$\vec{x}(1) = \begin{bmatrix} 2 \\ 1 \\ 0 \\ u(0) \end{bmatrix}$$

$$\vec{x}(2) = \begin{bmatrix} 1 \\ 0 \\ u(0) \\ u(1) \end{bmatrix}$$

$$(d) \vec{x}[l] = \begin{bmatrix} a \\ b \\ c \\ d \end{bmatrix}, \quad l=4 \quad \text{with} \quad \begin{aligned} u[0] &= a \\ u[1] &= b \\ u[2] &= c \\ u[3] &= d \end{aligned}$$

$$\vec{x}[3] = \begin{bmatrix} 0 \\ u[0] \\ u[1] \\ u[2] \end{bmatrix}$$

$$\vec{x}[4] = \begin{bmatrix} u[0] \\ u[1] \\ u[2] \\ u[3] \end{bmatrix}$$

$$\vec{x}[i+1] = \begin{bmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix} \vec{x}[i] + \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix} u[i]$$

$$\vec{x}[1] = \underline{A} \vec{x}[0] + \underline{b} u[0] \quad \vec{x}[0] = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

$$= \begin{bmatrix} 0 \\ 0 \\ 0 \\ u[0] \end{bmatrix}$$

$$\vec{x}[2] = \underline{A} \vec{x}[1] + \underline{b} u[1]$$

$$= \begin{bmatrix} 0 \\ 0 \\ u[0] \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ 0 \\ u[1] \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ u[0] \\ u[1] \end{bmatrix}$$

$$\vec{x}[3] =$$

$$\vec{x}[4] = \begin{bmatrix} a \\ b \\ c \\ d \end{bmatrix}$$