

To do:

Part Exams : Fall 9, Sp21, Fall 21

① Feedback

② Controllability

$$(a) \vec{x}[i+1] = \begin{bmatrix} 0 & 1 \\ 2 & -1 \end{bmatrix} \vec{x}[i] + \begin{bmatrix} 1 \\ 0 \end{bmatrix} u[i] + \vec{w}[i] \quad \text{Stability: All } |\lambda_i| < 1$$

Recall eigenvalues can be found via $\det(A - \lambda I) = 0$

$$\det \begin{pmatrix} -\lambda & 1 \\ 2 & -1-\lambda \end{pmatrix} = 0$$

$$\lambda^2 + \lambda - 2 = 0 \Rightarrow \boxed{\lambda_1 = -2}, \lambda_2 = 1 \quad \therefore \text{not stable}$$

$$(b) u[i] = [f_1 \ f_2] \vec{x}[i]$$

$$\vec{x}[i+1] = \begin{bmatrix} 0 & 1 \\ 2 & -1 \end{bmatrix} \vec{x}[i] + \underbrace{\begin{bmatrix} 1 \\ 0 \end{bmatrix} [f_1 \ f_2]}_{\substack{2 \times 1 \quad 1 \times 2}} \vec{x}[i] + \vec{w}[i]$$

$$= \begin{bmatrix} 0 & 1 \\ 2 & -1 \end{bmatrix} \vec{x}[i] + \begin{bmatrix} f_1 & f_2 \\ 0 & 0 \end{bmatrix} \vec{x}[i] + \vec{w}[i]$$

$$= \underbrace{\begin{bmatrix} f_1 & 1+f_2 \\ 2 & -1 \end{bmatrix}}_{A_{CL}} \vec{x}[i] + \vec{w}[i]$$

$$(c) \boxed{\lambda_1 = \frac{1}{2}, \lambda_2 = -\frac{1}{2}}$$

$$\therefore \det(A_{CL} - \lambda I) = 0$$

$$\det \begin{bmatrix} f_1 - \lambda & 1+f_2 \\ 2 & -1-\lambda \end{bmatrix} = 0$$

$$(f_1 - \lambda)(-1-\lambda) - 2(1+f_2) = 0$$

$$\lambda^2 + (1-f_1)\lambda + (-f_1 - 2f_2 - 2) = 0$$

$$\therefore 1-f_1 = 0 \rightarrow f_1 = 1$$

$$-f_1 - 2f_2 - 2 = -\frac{1}{4} \rightarrow f_2 = -\frac{11}{8}$$

$$\begin{aligned} & \xrightarrow{\quad} (\lambda + \frac{1}{2})(\lambda - \frac{1}{2}) = 0 \\ & \lambda^2 - \frac{1}{4} = 0 \quad [\text{derived}] \end{aligned}$$

(d) Yes because with feedback, your eigenvalues are now $-\frac{1}{2}, \frac{1}{2}$ ($|\lambda_i| < 1$ is satisfied)

$$c) \quad \vec{x}[i+1] = \begin{bmatrix} 0 & 1 \\ 2 & -1 \end{bmatrix} \vec{x}[i] + \begin{bmatrix} 1 \\ 1 \end{bmatrix} u[i]$$

→ can't stabilize a system → show that eigenvalue(s) not affected by feedback

$$\vec{x}[i+1] = \begin{bmatrix} 0 & 1 \\ 2 & -1 \end{bmatrix} \vec{x}[i] + \underbrace{\begin{bmatrix} 1 \\ 1 \end{bmatrix} [f_1 \ f_2]}_{\begin{bmatrix} f_1 & f_1 \\ f_1 & f_2 \end{bmatrix}} \vec{x}[i]$$

$$\vec{x}[i+1] = \begin{bmatrix} f_1 & 1+f_2 \\ 2+f_1 & -1+f_2 \end{bmatrix} \vec{x}[i]$$

$$\det(A_{CL} - \lambda I) = 0$$

$$\det \begin{bmatrix} f_1 - \lambda & 1+f_2 \\ 2+f_1 & -1+f_2 - \lambda \end{bmatrix} = 0$$

$$(f_1 - \lambda)(-1 + f_2 - \lambda) - (1+f_2)(2+f_1) = 0$$

$$f_1 f_2 - f_1 - f_1 \lambda - \lambda f_2 + \lambda + \lambda^2 - f_1 f_2 - f_1 - 2f_2 - 2 = 0$$

$$\lambda^2 + (1 - f_1 - f_2) \lambda - 2(1 + f_1 + f_2) = 0 \Rightarrow \lambda^2 + \lambda - 2 = 0$$

↓ Math leap of intuition

look for similar

$$(\lambda + 2)(\lambda - (1 + f_1 + f_2)) = 0$$

one of the λ has always be -2 regardless of f_1, f_2

→ ∴ not possible to stabilize system

Controllability : Can I get to anywhere I want at a certain time?

$$\vec{x}[i+1] = A \vec{x}[i] + \vec{b} u[i], \quad \vec{x}[0] = \vec{0}$$

span!

$$\vec{x}[1] = \vec{b} u[0]$$

the basis spans \mathbb{R}^2

$$\vec{x}[2] = A \vec{b} u[0] + \vec{b} u[1]$$

$$\vec{x}[3] = A^2 \vec{b} u[0] + A \vec{b} u[1] + \vec{b} u[2]$$

⋮

$$A: 2 \times 2 \begin{bmatrix} a & b \\ c & d \end{bmatrix}, \quad \vec{x}[i] = \begin{bmatrix} x \\ y \end{bmatrix}$$

$$\vec{x}[i] = A^{i-1} \vec{b} u[0] + A^{i-2} \vec{b} u[1] + \dots + \vec{b} u[i-1]$$

you control

Controllability Matrix (C) = $[A^{i-1} \vec{b}, A^{i-2} \vec{b}, \dots, \vec{b}]$

→ if controllable, the controllability matrix must span the space entirely

→ the columns are linearly independent to each other

→ if controllable, the matrix is full rank

2(a) $\vec{x}[i+1] = \begin{bmatrix} 2 & 0 & 0 \\ -3 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix} \vec{x}[i] + \begin{bmatrix} 0 \\ 0 \\ 2 \end{bmatrix} u[i], \vec{x}[0] = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$

C = $[A^2 \vec{b}, A \vec{b}, \vec{b}]$

= $\begin{bmatrix} 0 & 0 & 0 \\ 0 & 2 & 0 \\ 2 & 0 & 2 \end{bmatrix} \rightarrow$ not full rank \rightarrow not controllable.

$$\begin{bmatrix} 2 \\ -3 \\ -2 \end{bmatrix}$$

(c) $\vec{x}[2] = \begin{bmatrix} -2 \\ 4 \\ 6 \end{bmatrix}$ for some u **NO** you cannot ever reach -2 given $\vec{x}[0] = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$

$\vec{x}[1] = \begin{bmatrix} 2 \\ -3 \\ 2u[0] \end{bmatrix}, \vec{x}[2] = \begin{bmatrix} 4 \\ -6+2u[0] \\ -3+2u[1] \end{bmatrix}, \vec{x}[3] = \begin{bmatrix} 8 \\ \dots \\ \dots \end{bmatrix}$

(b) $\vec{x}[i] = \begin{bmatrix} 2^i \\ -3x_1[i-1] + 1 \cdot x_3[i-1] \\ 1 \cdot x_2[i-1] \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ 2u[i-1] \end{bmatrix}$

$\vec{x}[i] = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 2^i \\ -3x_1[i-1] + x_3[i-1] \\ x_2[i-1] + 2u[i-1] \end{bmatrix}$

span $\begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$

(d) $\vec{x}[2] = \begin{bmatrix} 4 \\ -6+2u[0] \\ -3+2u[1] \end{bmatrix} = \begin{bmatrix} 4 \\ 0 \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ -6+2u[0] \\ -3+2u[1] \end{bmatrix}$

= $\begin{bmatrix} 4 \\ 0 \\ 0 \end{bmatrix} + \text{span} \left[\begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \right]$

We can control \rightarrow can be any value