

EECS 16B

Designing Information Devices and Systems II

Lecture 17

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Outline

- Condition for Controllability
- Orthonormal Bases and Orthogonal Matrix
- Orthonormalization (Gram-Schmidt procedure)

Controllability

Definition: a system $\vec{x}[i+1] = A\vec{x}[i] + Bu[i]$ is said to be **controllable** if given any target state $\vec{x}_f \in \mathbb{R}^n$ and initial state $\vec{x}[0]$, we can find a time $i = l$ and a sequence of control input $u[0], \dots, u[l]$ such that $\vec{x}[l] = \vec{x}_f$

$$\vec{x}[l] = A^l \vec{x}[0] + \underbrace{A^{l-1} B u[0]} + \dots + \underbrace{A B u[l-2]} + \underbrace{B u[l-1]}$$

$$\Rightarrow C_l \doteq [A^{l-1} B \mid \dots \mid AB \mid B] \in \mathbb{R}^{n \times l} \quad \vec{x}[l] = A^l \vec{x}[0] + C_l \vec{u}[l]$$

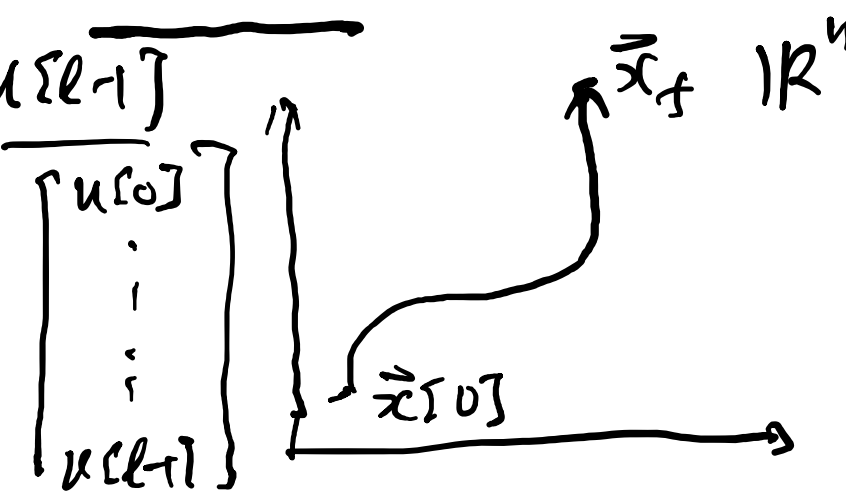
Condition for Controllability: $\text{span}[C_l] = \mathbb{R}^n$ or $\text{rank}[C_l] = n$

$$\vec{x}_f = \underbrace{A^l \vec{x}[0]} + \underbrace{C_l \vec{u}[l]}$$

$$\underbrace{\vec{x}_f - A^l \vec{x}[0]}_{\Delta \in \mathbb{R}^n} \in \underbrace{\text{Col}[C_l]}_{\text{span}\{C_l\}, \text{range}\{C_l\}} = \mathbb{R}^n \Leftrightarrow \underbrace{\text{rank}[C_l]} = n.$$

$l \geq n$ necessary

$$A \begin{bmatrix} 1 & 1 \\ 0 & 2 \end{bmatrix} B \begin{bmatrix} 1 \\ 0 \end{bmatrix} \quad A^2 B A B B \begin{bmatrix} 1 & 1 & 1 \\ 0 & 0 & 0 \end{bmatrix} \rightarrow \underline{l = n \text{ sufficient?}}$$



Controllability

Lemma: Consider $C_\ell \doteq [A^{\ell-1}B \mid \dots \mid AB \mid B] \in \mathbb{R}^{n \times \ell}$, if $\text{rank}[C_{\ell+1}] = \text{rank}[C_\ell]$ then

$$\text{rank}[C_m] = \text{rank}[C_\ell] \text{ for all } m \geq \ell + 1$$

$$C_{\ell+1} = [A^\ell B, \underbrace{A^{\ell-1}B, \dots, B}_{C_\ell}]$$

Proof:

$$\rightarrow A^\ell B = \underline{a_1} A^{\ell-1} B + \underline{a_2} A^{\ell-2} B + \dots + \underline{a_0} B$$

$$C_{\ell+2} = [A^{\ell+1}B, \underbrace{A^\ell B, A^{\ell-1}B, \dots, B}_{C_\ell}]$$

$$A^{\ell+1}B = A(\underline{a_1} A^{\ell-1} B + \underline{a_2} A^{\ell-2} B + \dots + \underline{a_0} B)$$

$$= \underline{a_1} A^\ell B + \underline{a_2} A^{\ell-1} B + \dots + \underline{a_0} AB$$

$$= * A^{\ell-1} B + \dots + * B.$$

by induction



rank $[A^{\ell+1}B, \dots, AB, B]$
 controllable iff $\text{rank}(C_n) = n.$

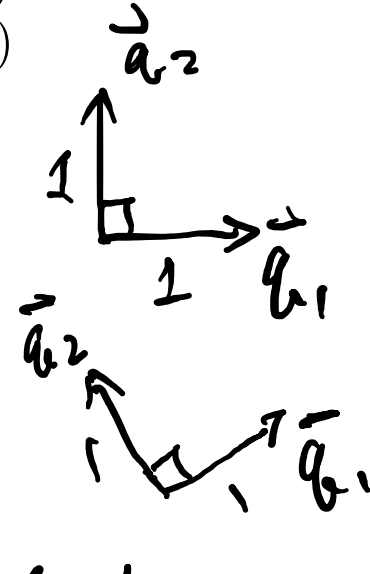
Orthonormal Bases and Orthogonal Matrix

Definition: A set of vectors as columns of a matrix $Q = [\vec{q}_1, \vec{q}_2, \dots, \vec{q}_k] \in \mathbb{R}^{n \times k}$ are said to be **orthonormal** if

$$\vec{q}_i^T \vec{q}_j = \begin{cases} 0 & \text{if } i \neq j \quad (\text{orthogonal}) \\ 1 & \text{if } i = j \quad (\text{normalized}) \end{cases}$$

M_1, M_2

$$Q^T Q = \begin{bmatrix} \vec{q}_1^T \\ \vdots \\ \vec{q}_k^T \end{bmatrix} [\vec{q}_1, \dots, \vec{q}_k] = \begin{bmatrix} 1 & & 0 \\ & \ddots & \\ 0 & & 1 \end{bmatrix} \stackrel{?}{=} I$$



Can be invertible

TAT^{-1} canonical

$$Ax = y$$

$$T^{-1}$$

$k = n$ $Q_{n \times n}$ complete orthonormal bases

$$Q^T Q = I_{n \times n} = Q Q^T \quad Q^T = Q^{-1}$$

Orthonormal Bases and Matrix (Examples)

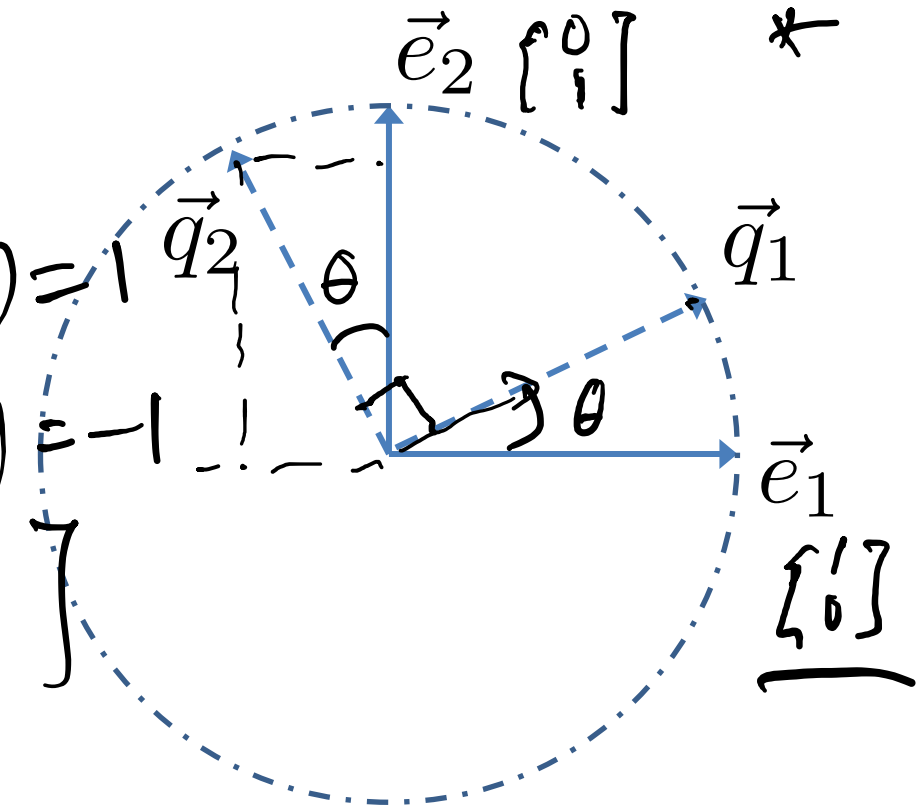
$$\vec{q}_1 = \begin{bmatrix} \cos \theta \\ \sin \theta \end{bmatrix} \quad \vec{q}_2 = \begin{bmatrix} -\sin \theta \\ \cos \theta \end{bmatrix}$$

$$Q = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$$

$$\det(Q) = 1$$

$$\det(Q) = -1$$

$$\begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$



$$\vec{q}_i^T \vec{q}_i = \cos^2 \theta + \sin^2 \theta = 1$$

$$Q \vec{e}_1 = \begin{bmatrix} \cos \theta \\ \sin \theta \end{bmatrix} = \vec{q}_1$$

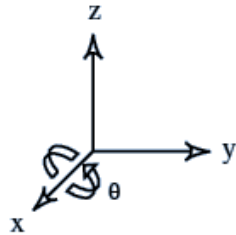
$$Q \vec{e}_2 = \begin{bmatrix} -\sin \theta \\ \cos \theta \end{bmatrix} = \vec{q}_2$$

$$Q(\theta_1) Q(\theta_2) = Q(\theta_1 + \theta_2)$$

Orthonormal Bases and Matrix (Examples)

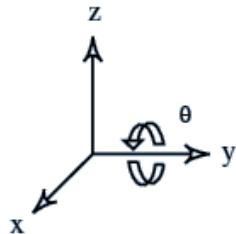
Rotation around the x-Axis

$$R_x(\theta) = \begin{pmatrix} 1 & 0 & 0 \\ 0 & \cos \theta & -\sin \theta \\ 0 & \sin \theta & \cos \theta \end{pmatrix}$$



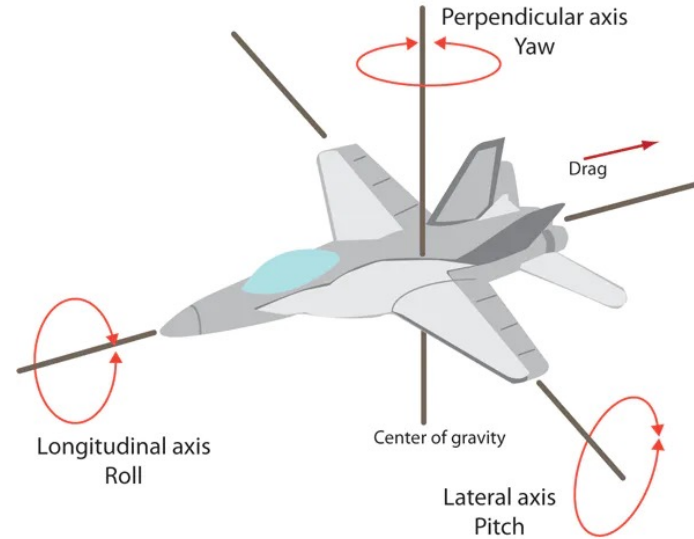
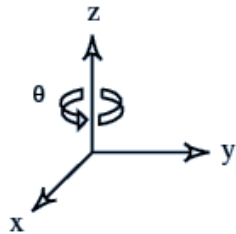
Rotation around the y-Axis

$$R_y(\theta) = \begin{pmatrix} \cos \theta & 0 & \sin \theta \\ 0 & 1 & 0 \\ -\sin \theta & 0 & \cos \theta \end{pmatrix}$$



Rotation around the z-Axis

$$R_z(\theta) = \begin{pmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix}$$



$$R = R_z(\alpha) R_y(\beta) R_x(\gamma) = \begin{matrix} & \text{yaw} & & & \text{pitch} & & & \text{roll} \\ \begin{bmatrix} \cos \alpha & -\sin \alpha & 0 \\ \sin \alpha & \cos \alpha & 0 \\ 0 & 0 & 1 \end{bmatrix} & \begin{bmatrix} \cos \beta & 0 & \sin \beta \\ 0 & 1 & 0 \\ -\sin \beta & 0 & \cos \beta \end{bmatrix} & \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \gamma & -\sin \gamma \\ 0 & \sin \gamma & \cos \gamma \end{bmatrix} \end{matrix}$$

$$= \begin{bmatrix} \cos \alpha \cos \beta & \cos \alpha \sin \beta \sin \gamma - \sin \alpha \cos \gamma & \cos \alpha \sin \beta \cos \gamma + \sin \alpha \sin \gamma \\ \sin \alpha \cos \beta & \sin \alpha \sin \beta \sin \gamma + \cos \alpha \cos \gamma & \sin \alpha \sin \beta \cos \gamma - \cos \alpha \sin \gamma \\ -\sin \beta & \cos \beta \sin \gamma & \cos \beta \cos \gamma \end{bmatrix}$$

Orthonormal Bases or Matrix: Properties

Isometric $\|Q\vec{x}\|_2 = \|\vec{x}\|_2$ $\|Qx\|_2^2 = (Qx)^T(Qx)$
 $Q_1, Q_2, Q_3, \dots, Q_n, \vec{x}$ $= x^T \underbrace{Q^T Q} x = \underbrace{x^T x}$

Invertible (and determinant) \leftarrow squares
 $Q Q^T = Q^T Q = I$ $(Q_1, Q_2)^T = (Q_1, Q_2)^T = Q_2^T Q_1^T$

Multiplicative $\det(Q Q^T) = 1 = \det(Q)^2$
 Q_1, Q_2 - orthogonal $\det(Q) = ?$
 Q_1, Q_2 - orthogonal

$Q_1, Q_2 \neq Q_2, Q_1$

± 1

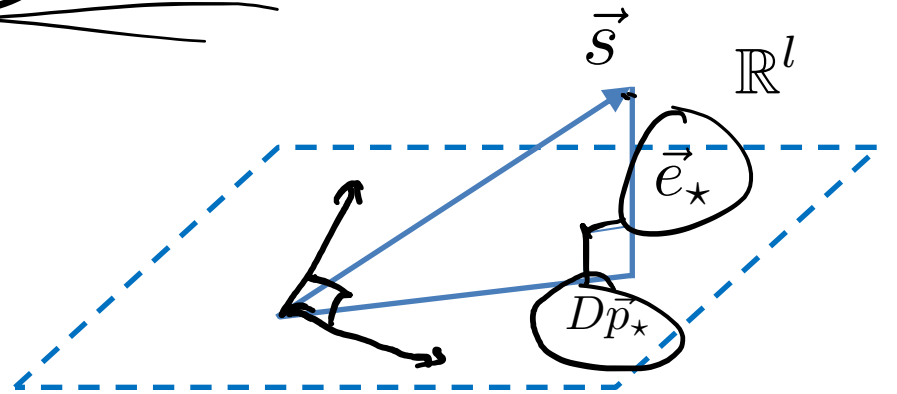
Orthonormal Bases: Projection

Least Squares: $\vec{p}_* = \arg \min_{\vec{p}} \|\vec{s} - D\vec{p}\|_2^2 = (D^T D)^{-1} D^T \vec{s}$

If $D = [\vec{d}_1, \vec{d}_2, \dots, \vec{d}_k]$ orthonormal: $D^T D = I$

$$\vec{p}_* = (D^T D)^{-1} D^T \vec{s} = D^T \vec{s}$$

$$\underbrace{\text{proj}(\vec{s})}_{D \vec{p}_*} = \begin{bmatrix} \vec{d}_1^T \vec{s} \\ \vec{d}_2^T \vec{s} \\ \vdots \\ \vec{d}_k^T \vec{s} \end{bmatrix} \begin{bmatrix} \vec{d}_1 \\ \vec{d}_2 \\ \vdots \\ \vec{d}_k \end{bmatrix} = \sum_{i=1}^k (\vec{d}_i^T \vec{s}) \vec{d}_i$$



$$\text{proj}_{\text{span}[D]}(\vec{s}) = D\vec{p}_*$$

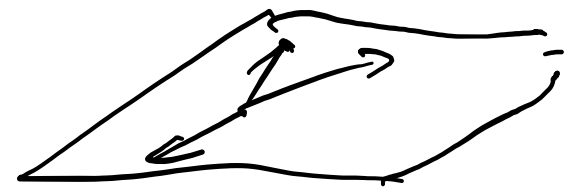
$$= (\vec{d}_1^T \vec{s}) \vec{d}_1 + (\vec{d}_2^T \vec{s}) \vec{d}_2 + \dots + (\vec{d}_k^T \vec{s}) \vec{d}_k$$

Orthonormalization: QR Decomposition

What if columns of $D = [\vec{d}_1, \vec{d}_2, \dots, \vec{d}_k]$ are not orthonormal? Consider the QR decomposition:

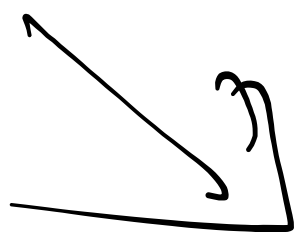
(rank $[D] = k$)

$$\underbrace{[\vec{d}_1, \vec{d}_2, \dots, \vec{d}_k]}_D = \underbrace{[\vec{q}_1, \vec{q}_2, \dots, \vec{q}_k]}_Q \begin{bmatrix} r_{11} & r_{12} & \dots & r_{1k} \\ 0 & r_{22} & \dots & r_{2k} \\ \vdots & \ddots & \ddots & \vdots \\ 0 & \dots & 0 & r_{kk} \end{bmatrix}$$



$\text{span}(D) = \text{span}(Q)$

R



$\underline{y} = \underline{A}x = \underbrace{Q}_{\text{orthonormal}} \underbrace{R}_{\text{upper triangular}} x$

$$\left[Q^T y = R x \right] = \begin{bmatrix} r_{11} & * & \dots & * \\ 0 & & & \\ \vdots & & & \\ 0 & & & \end{bmatrix} \begin{bmatrix} x_1 \\ \vdots \\ x_k \end{bmatrix}$$

QR Decomposition & Least Squares

$$\text{Least Squares: } \vec{p}_* = \arg \min_{\vec{p}} \|\vec{s} - D\vec{p}\|_2^2 = \underbrace{(D^T D)^{-1} D^T}_{\text{Least Squares Solution}} \vec{s}$$

$$D = [\vec{d}_1, \vec{d}_2, \dots, \vec{d}_k] = \underbrace{QR}$$

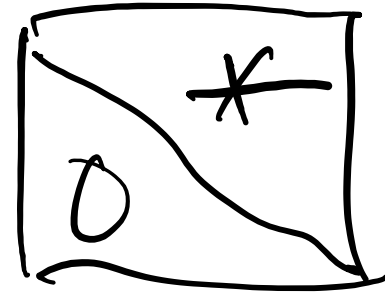
$$\underbrace{D^T}_{\vec{e}_x} (\vec{s} - D\vec{p}_*) = \vec{0}$$

$$D^T \vec{s} = D^T D \vec{p}$$

$$R^T Q^T \vec{s} = R^T \underbrace{Q^T Q R}_{\vec{p}}$$

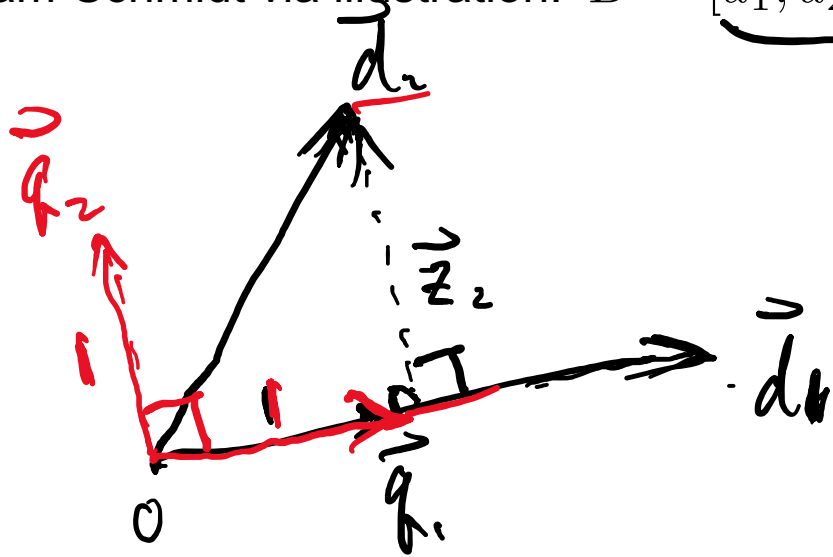
$$R^T Q^T \vec{s} = R^T R \vec{p}$$

$$\underline{Q^T \vec{s} = R \vec{p}}$$



Gram-Schmidt Procedure

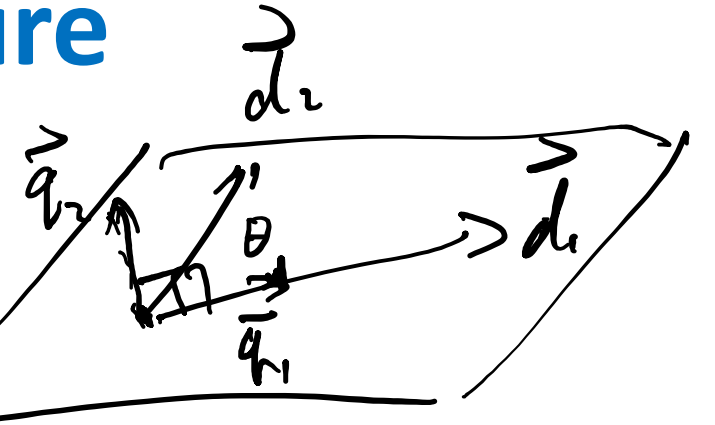
Gram-Schmidt via illustration: $D = [\vec{d}_1, \vec{d}_2]$ in \mathbb{R}^n



1. $\vec{q}_1 = \vec{d}_1 / \|\vec{d}_1\|_2$
2. \vec{q}_2 ? project \vec{d}_2 onto $\text{span}(\vec{q}_1)$
compute residual

$$\vec{z}_2 = \vec{d}_2 - (\vec{d}_2^T \vec{q}_1) \vec{q}_1$$

$$\vec{q}_2 = \vec{z}_2 / \|\vec{z}_2\|_2$$



Gram-Schmidt Procedure

Gram-Schmidt via algebraic derivation: $D = [\vec{d}_1, \vec{d}_2, \dots, \vec{d}_k]$ in \mathbb{R}^n

\vec{d}_3 \vec{q}_3 ? project \vec{d}_3 onto span(\vec{q}_1, \vec{q}_2)
compute the residual

$$\vec{z}_3 = \vec{d}_3 - \left((\vec{d}_3^\top \vec{q}_1) \vec{q}_1 + (\vec{d}_3^\top \vec{q}_2) \vec{q}_2 \right)$$
$$\vec{q}_3 = \vec{z}_3 / \|\vec{z}_3\|$$

Gram-Schmidt Procedure (Summary)

$$\vec{z}_1 = \vec{d}_1$$

$$\vec{q}_1 = \vec{z}_1 / \|\vec{z}_1\|$$

$$\vec{z}_2 = \vec{d}_2 - (\vec{d}_2^\top \vec{q}_1) \vec{q}_1$$

$$\vec{q}_2 = \vec{z}_2 / \|\vec{z}_2\|$$

$$\vec{z}_3 = \vec{d}_3 - (\vec{d}_3^\top \vec{q}_1) \vec{q}_1 - (\vec{d}_3^\top \vec{q}_2) \vec{q}_2$$

$$\vec{q}_3 = \vec{z}_3 / \|\vec{z}_3\|$$

⋮

⋮

$$\vec{z}_k = \vec{d}_k - \sum_{j=1}^{k-1} (\vec{d}_k^\top \vec{q}_j) \vec{q}_j$$

$$\vec{q}_k = \vec{z}_k / \|\vec{z}_k\|$$



Claim: 1. $\vec{z}_j^\top \vec{q}_i = 0$ for all $i < j$ 2. $\|\vec{z}_i\| = \vec{d}_i^\top \vec{q}_i$

Gram-Schmidt & QR Decomposition

$$\vec{d}_1 = (\vec{d}_1^\top \vec{q}_1) \vec{q}_1$$

$$\vec{d}_2 = (\vec{d}_2^\top \vec{q}_1) \vec{q}_1 + (\vec{d}_2^\top \vec{q}_2) \vec{q}_2$$

$$\vec{d}_3 = (\vec{d}_3^\top \vec{q}_1) \vec{q}_1 + (\vec{d}_3^\top \vec{q}_2) \vec{q}_2 + (\vec{d}_3^\top \vec{q}_3) \vec{q}_3$$

⋮

$$\vec{d}_k = (\vec{d}_k^\top \vec{q}_1) \vec{q}_1 + (\vec{d}_k^\top \vec{q}_2) \vec{q}_2 + \cdots + (\vec{d}_k^\top \vec{q}_k) \vec{q}_k$$

$$[\vec{d}_1, \vec{d}_2, \dots, \vec{d}_k] = [\vec{q}_1, \vec{q}_2, \dots, \vec{q}_k]$$

$$(r_{ij} = \vec{d}_j^\top \vec{q}_i)$$

$$\begin{bmatrix} r_{11} & r_{12} & \cdots & r_{1k} \\ 0 & r_{22} & \cdots & r_{2k} \\ \vdots & \ddots & \ddots & \vdots \\ 0 & \cdots & 0 & r_{kk} \end{bmatrix}$$