

written as linear regression models. Notice that the regressors do not need to be linear in the inputs and outputs. An example illustrates the idea.

#### EXAMPLE 2.3 Nonlinear system

Consider the model

$$y(t) + ay(t-1) = b_1u(t-1) + b_2 \sin(u(t))$$

By introducing

$$\theta = (a \quad b_1 \quad b_2)^T$$

and

$$\varphi^T(t) = (-y(t) \quad u(t) \quad \sin(u(t)))$$

the model can be written as

$$y(t) = \varphi^T(t-1)\theta$$

The model is linear in the parameters, and the least-squares method can be used to estimate  $\theta$ .  $\square$

#### Stochastic Models

The least-squares estimate is biased when it is used on data generated by Eq. (2.12), where the errors  $e(i)$  are correlated. The reason is that  $E\varphi^T(i)e(i) \neq 0$  (compare Eq. (2.13)). A possibility to cope with this problem is to model the correlation of the disturbances and to estimate the parameters describing the correlations. Consider the model

$$A(q)y(t) = B(q)u(t) + C(q)e(t) \quad (2.38)$$

where  $A(q)$ ,  $B(q)$ , and  $C(q)$  are polynomials in the forward shift operator and  $\{e(t)\}$  is white noise. The parameters of the polynomial  $C$  describe the correlation of the disturbance. The model of Eq. (2.38) cannot be converted directly to a regression model, since the variables  $\{e(t)\}$  are not known. A regression model can, however, be obtained by suitable approximations. To describe these, introduce

$$\varepsilon(t) = y(t) - \varphi^T(t-1)\hat{\theta}(t-1)$$

where

$$\theta = (a_1 \quad \dots \quad a_n \quad b_1 \quad \dots \quad b_n \quad c_1 \quad \dots \quad c_n)$$

$$\varphi^T(t-1) = (-y(t-1) \quad \dots \quad -y(t-n) \quad u(t-1) \quad \dots \quad u(t-n) \quad \varepsilon(t-1) \quad \dots \quad \varepsilon(t-n))$$

The variables  $e(t)$  are approximated by the prediction errors  $\varepsilon(t)$ . The model can then be approximated by

$$y(t) = \varphi^T(t-1)\theta + e(t)$$

and standard recursive least squares can be applied. The method obtained is called *extended least squares* (ELS). The equations for updating the estimates are given by

$$\begin{aligned}\hat{\theta}(t) &= \hat{\theta}(t-1) + P(t)\varphi(t-1)\varepsilon(t) \\ P^{-1}(t) &= P^{-1}(t-1) + \varphi(t-1)\varphi^T(t-1)\end{aligned}\quad (2.39)$$

(Compare with Theorem 2.3.) Another method of estimating the parameters in Eq. (2.38) is to use Eqs. (2.39) and let the residual be defined by

$$\hat{C}(q)\varepsilon(t) = \hat{A}(q)y(t) - \hat{B}(q)u(t) \quad (2.40)$$

and regression vector  $\varphi$  in Eqs. (2.39) be replaced by  $\varphi_f$ , where

$$\hat{C}(q)\varphi_f(t) = \varphi(t) \quad (2.41)$$

The most recent estimates should be used in these updates. The method obtained is then not truly recursive, since Eqs. (2.41) and (2.40) have to be solved from  $t = 1$  for each measurement. The following approximations can be made:

$$\varepsilon(t) = y(t) - \varphi_f^T(t-1)\hat{\theta}(t-1)$$

This algorithm is called the *recursive maximum likelihood (RML) method*.

It is advantageous for both ELS and RML to replace the residual in the regression vector by the *posterior residual* defined as

$$\varepsilon_p(t) = y(t) - \varphi^T(t-1)\hat{\theta}(t)$$

that is, the latest value of  $\hat{\theta}$  is used to compute  $\varepsilon_p$ .

Another possibility to model the correlated noise is to use the model

$$y(t) = \frac{B(q)}{A(q)}u(t) + \frac{C(q)}{D(q)}e(t)$$

instead of Eq. (2.38). Recursive parameter estimates for this model can be derived in the same way as for Eq. (2.38).

Details about the extended least-squares method and the recursive maximum likelihood method are found in the references at the end of the chapter.

## Unification

The different recursive algorithms discussed are quite similar. They can all be described by the equations

$$\begin{aligned}\hat{\theta}(t) &= \hat{\theta}(t-1) + P(t)\varphi(t-1)\varepsilon(t) \\ P(t) &= \frac{1}{\lambda} \left( P(t-1) - \frac{P(t-1)\varphi(t-1)\varphi^T(t-1)P(t-1)}{\lambda + \varphi^T(t-1)P(t-1)\varphi(t-1)} \right)\end{aligned}$$

where  $\theta$ ,  $\varphi$ , and  $\varepsilon$  are different for the different methods.