# Systeem- en Regeltechniek EE2S21

# Linearization

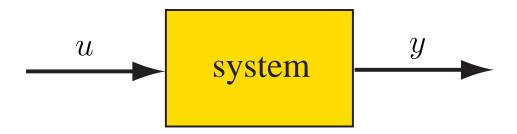
Lecture 5c

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Input-output system:



Consider two possible inputs, say  $u=u_1$  and  $u=u_2$ , each yielding an output  $u_1 \to y_1$  and  $u_2 \to y_2$ , respectively.

Then, if for any  $a,b\in\mathbb{R}$ 

$$au_1 + bu_2 \rightarrow ay_1 + by_2$$

the system is said to be linear. Otherwise: nonlinear.

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Phenomena that only occur in the presence of nonlinearities:

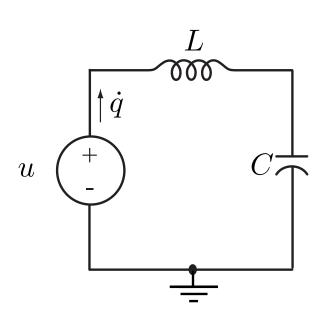
- Finite escape time, i.e., the state becomes infinite in finite time.
- Multiple isolated equilibria, stable or unstable, different characteristics. Related: domain of attraction.
- Limit cycles, i.e., an **isolated** periodic solution. See examples of linear LC network and nonlinear Van der Pol equation...

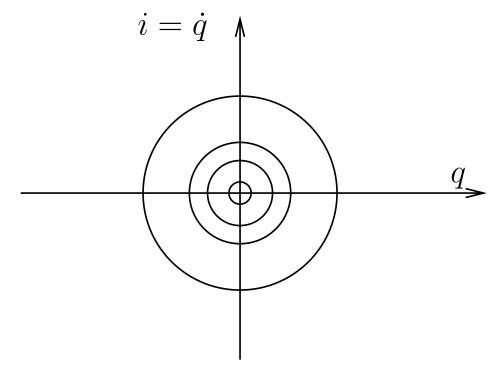
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Consider phase plane of LC network

with 
$$L=1$$
 and  $C=1$ :





For 
$$u = 0 \Rightarrow \ddot{q} = -q$$

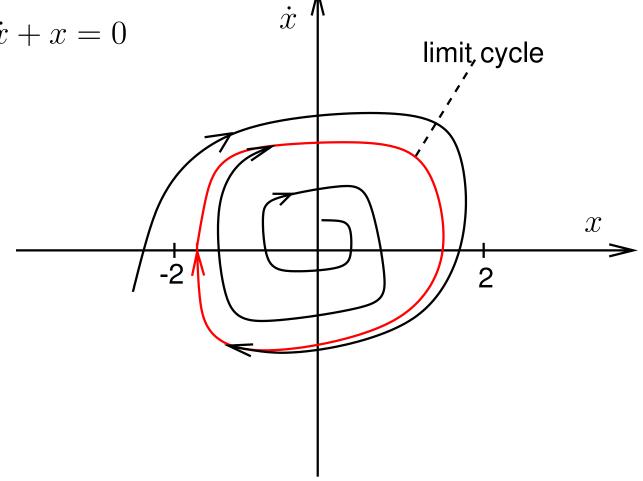
Here periodic solutions are no limit cycles!

# Van der Pol equation:

$$\ddot{x} + \alpha(x^2 - 1)\dot{x} + x = 0$$

Phase portrait

for  $\alpha = 0.2$ :





Phenomena that only occur in the presence of nonlinearities (cont'd)

- Bifurcations, changing parameters may change
  - number of equilibrium points
  - stability (as it does for linear systems),
  - whether or not a limit cycle occurs
    - $\Rightarrow$  e.g., see Van der Pol equation if  $\alpha$  becomes 0.

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Phenomena that only occur in the presence of nonlinearities (cont'd)

 Chaos, an extremely small change in the initial conditions of a system results in a very different response of the system. Hence the systems' response is extremely sensitive to small variations of the initial conditions. Chaos occurs in deterministic systems, i.e., don't mix it up with the concept of uncertainty in stochastic systems!

⇒ Example: Double pendulum. Chua Circuit.

More examples at:

http://en.wikipedia.org/wiki/Chaos\_theory

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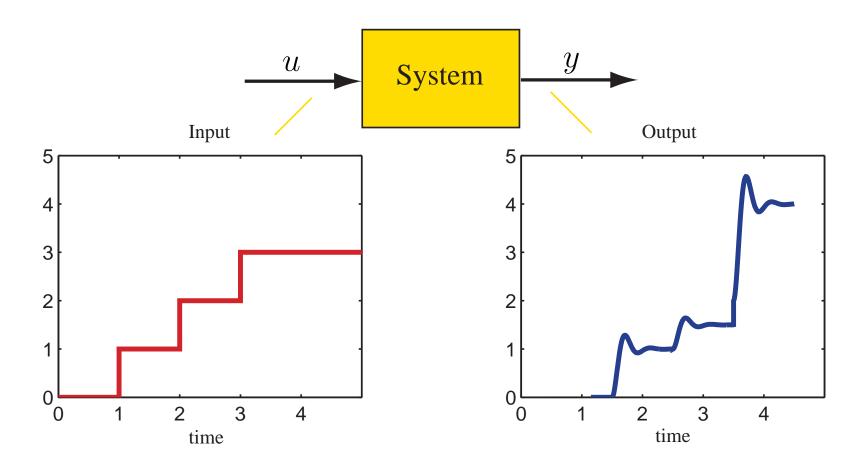
# Types of nonlinearities:

- smooth nonlinearities in the dynamics (due to nonlinear constitutive relationships).
- static nonlinearities such as saturation, dead zones, relays, etc..
- two-valued nonlinearities such as hysteresis and/or backlash.
- etc...

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# **Examples...**

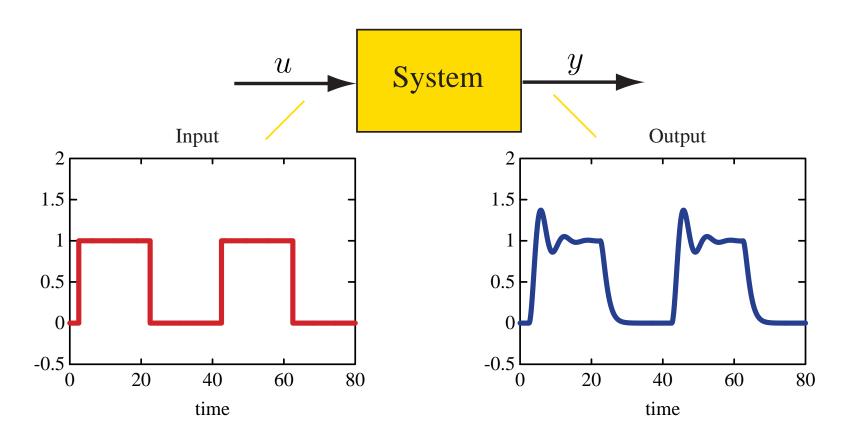
Example 1: Response? Linear, nonlinear, dead time....?





# **More Examples...**

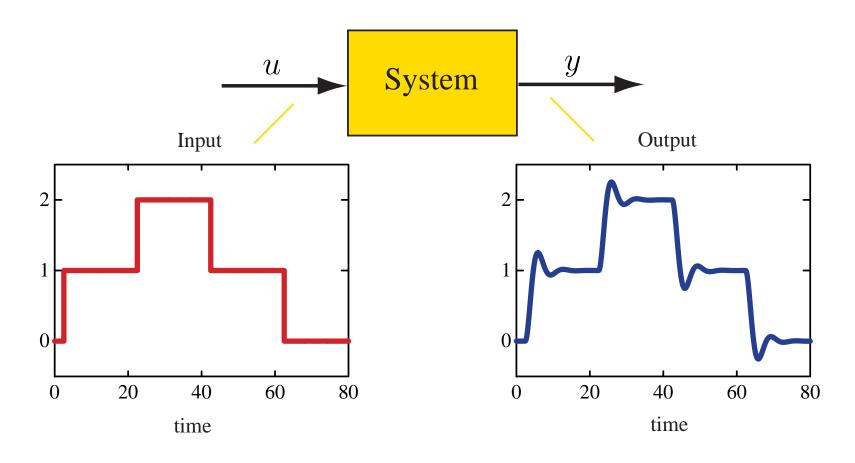
Example 2: Response? Linear, nonlinear, dead time....?





# **More Examples...**

Example 3: Response? Linear, nonlinear, dead time....?





#### Linearization

- Despite the nonlinear phenomena, it may sometimes be useful to consider the linearization of a model of a system.
- Linearization tells something about the small neighborhood of the operating point.
- Often, the operating point is chosen to be an equilibrium.
- Based on the first order Taylor expansion.



#### **Linearization I**

#### **Procedure:**

- Step 1: Determine a nominal solution/operation point
- Step 2: Approximate the nonlinear functions around this operating point/solution
- Step 3: Convert the system to local coordinates

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### **Linearization II**

Determine an **solution**, say  $(\tilde{x}, \tilde{u})$ , for the nonlinear system

$$\dot{x} = f(x, u), \quad y = h(x, u),$$

such that  $\dot{\tilde{x}} = f(\tilde{x}, \tilde{u})$ , and consider a small perturbation

$$x = \tilde{x} + z, \quad u = \tilde{u} + v.$$

Taylor series expansion around  $\tilde{x}, \tilde{u}$ :

$$f(x,u) = f(\tilde{x},\tilde{u}) + \frac{\partial f}{\partial x}\Big|_{\tilde{x},\tilde{u}} z + \frac{\partial f}{\partial u}\Big|_{\tilde{x},\tilde{u}} v + \text{h.o.t.}.$$

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# **Linearization III**

Since  $\dot{x} = \dot{\tilde{x}} + \dot{z}$ , we have that

$$\dot{\tilde{x}} + \dot{z} = f(\tilde{x}, \tilde{u}) + \frac{\partial f}{\partial x} \Big|_{\tilde{x}, \tilde{u}} z + \frac{\partial f}{\partial u} \Big|_{\tilde{x}, \tilde{u}} v + \text{h.o.t.}.$$

Same procedure for y = h(x, u)...

If 
$$\tilde{y}=h(\tilde{x},\tilde{u})$$
 and  $\tilde{y}+w=h(\tilde{x}+z,\tilde{u}+v)$ , then

$$\tilde{y} + w = h(\tilde{x}, \tilde{u}) + \frac{\partial h}{\partial x}\Big|_{\tilde{x}, \tilde{u}} z + \frac{\partial h}{\partial u}\Big|_{\tilde{x}, \tilde{u}} v + \text{h.o.t.}.$$

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#### **Linearization IV**

Let

$$A = \frac{\partial f}{\partial x}\Big|_{\tilde{x},\tilde{u}}, \ B = \frac{\partial f}{\partial u}\Big|_{\tilde{x},\tilde{u}}, \ C = \frac{\partial h}{\partial x}\Big|_{\tilde{x},\tilde{u}}, \ D = \frac{\partial h}{\partial u}\Big|_{\tilde{x},\tilde{u}}.$$

Hence, since A, B, C, and D may depend on time, the linear approximation around  $(\tilde{x}, \tilde{u})$  takes the form

$$\dot{z} = A(t)z + B(t)v, \quad z(t_0) = z_0$$

$$w = C(t)z + D(t)v,$$

Often, the operating point is chosen to be an equilibrium. (Does this make more sense than linearization around a non-equilibrium point?).

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#### **Linearization V**

If the operating point is an equilibrium point, say  $(\tilde{x},\tilde{u})=(x^*,u^*)$ , we have that  $\dot{x^*}=0\Rightarrow f(x^*,u^*)=0$ . Hence,

$$A = \frac{\partial f}{\partial x}\Big|_{x^*,u^*}, \ B = \frac{\partial f}{\partial u}\Big|_{x^*,u^*}, \ C = \frac{\partial h}{\partial x}\Big|_{x^*,u^*}, \ D = \frac{\partial h}{\partial u}\Big|_{x^*,u^*},$$

so that the linear approximation around  $(x^*, u^*)$  takes the form

$$\dot{z} = Az + Bv, \quad z(t_0) = z_0$$

$$w = Cz + Dv.$$

Never forget: linearized model only valid in the vicinity of the solution/equilibrium point!!!

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# **Example: Levitated Ball System**

#### Normalized parameters:

$$L(q_m) = \frac{1}{1 - q_m}, M = 1, R = 1,$$

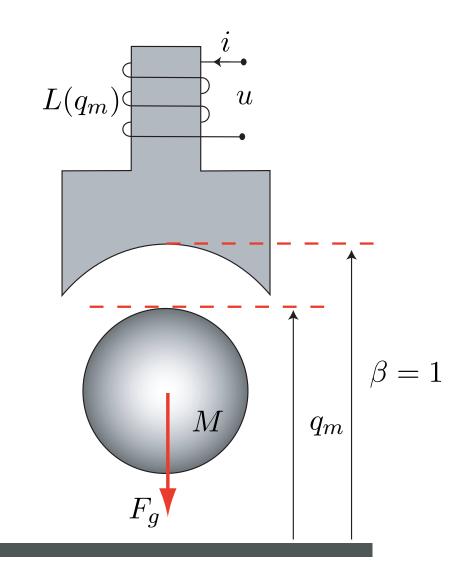
#### State-space equations:

$$\dot{q}_m = p_m$$

$$\dot{p}_m = \frac{1}{2}p_e^2 - Mg$$

$$\dot{p}_e = u,$$

with outputs  $y = (q_m, (1 - q_m)p_e)^T$ .



### **Exercise**

Consider the second-order system

$$\ddot{q} + \dot{q}^3 + q = u, \quad y = q^2,$$
 (\*)

with  $q, u, y \in \mathbb{R}$ .

- 1. Write the system in state space form.
- 2. Is the system linear?
- 3. Is the system time-invariant?
- 4. If  $u^* = 1$ , show that  $q^* = 1$  and  $\dot{q}^* = 0$  is a solution of (\*).
- 5. Linearize the system around  $(q, \dot{q}^*) = (1, 0)$ .

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#### **Exercise**

Consider the state space system

$$\dot{x}_1 = -x_2^2 u_1$$
 $\dot{x}_2 = -x_1 + u_2$ 
 $\dot{x}_3 = 1 - x_2$ 
 $y = x_3^2$ ,

with inputs  $u = (u_1, u_2)^T$ , output y, and state  $x = (x_1, x_2, x_3)^T$ .

Linearize the system around  $(x_1^*, x_2^*, x_3^*) = (1, 1, 2)$ 

and 
$$(u_1^*, u_2^*) = (0, 1)$$
.

