Introduction to Modern Controls State-Space Dynamic System Models

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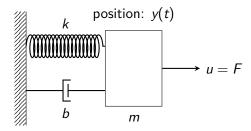
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- how much information from the past is needed?

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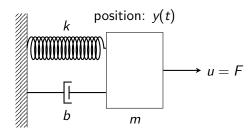
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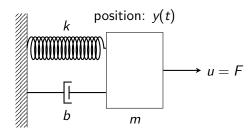
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- loosely speaking:
 - the "aggregated effect of past inputs"
 - the necessary "memory" that the dynamic system keeps at each time instance



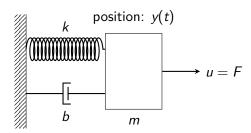
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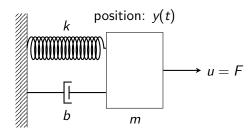
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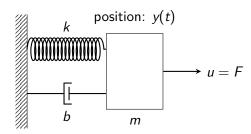
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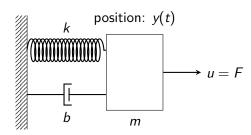
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- ullet \Rightarrow states: position and velocity



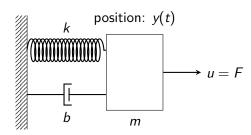
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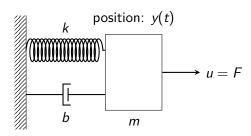
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 - \blacktriangleright i.e. you need not more than n but not less than n state variables

States of a discrete-time system

consider a discrete-time dynamic system:

$$u(k) \longrightarrow System \longrightarrow y(k)$$

• the state at any instance k_o is the minimum set of variables,

$$x_1(k_o), x_2(k_o), \cdots, x_n(k_o)$$

that fully describe the system and its response for $k \ge k_o$ to any given set of inputs

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• loosely speaking, $x_1(k_o), x_2(k_o), \dots, x_n(k_o)$ defines the system's memory

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$$x(k+1) = f(x(k), u(k), k)$$
$$y(k) = h(x(k), u(k), k)$$

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general case

$$x(k+1) = f(x(k), u(k), k)$$
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linear time-invariant (LTI) case

$$x(k+1) = Ax(k) + Bu(k)$$
$$y(k) = Cx(k) + Du(k)$$

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- $\Sigma(A, B, C, D)$ denotes a state-space realization
- also written as $\Sigma = \begin{bmatrix} A & B \\ \hline C & D \end{bmatrix}$

Continuous-time state-space description

$$u(t) \longrightarrow \underbrace{\begin{array}{c} \text{System} \\ x_1, x_2, \dots, x_n \end{array}} \longrightarrow y(t)$$
LTI case

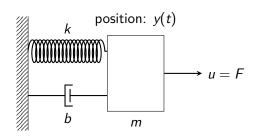
$$\frac{dx(t)}{dt} = f(x(t), u(t), t)$$

$$y(t) = h(x(t), u(t), t)$$

$$\frac{dx(t)}{dt} = Ax(t) + Bu(t)$$

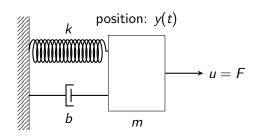
$$y(t) = Cx(t) + Du(t)$$

Example: mass-spring-damper



$$\mathit{x}(t) = egin{bmatrix} \mathsf{mass position} \ \mathit{v}(t) \ \mathit{v}(t) \ \mathsf{mass velocity} \end{bmatrix} \in \mathbb{R}^2$$

Example: mass-spring-damper



$$\frac{\frac{d}{dt}}{\underbrace{\begin{bmatrix} y(t) \\ v(t) \end{bmatrix}}} = \underbrace{\begin{bmatrix} 0 & 1 \\ -\frac{k}{m} & -\frac{b}{m} \end{bmatrix}}_{A} \underbrace{\begin{bmatrix} y(t) \\ v(t) \end{bmatrix}}_{x(t)} + \underbrace{\begin{bmatrix} 0 \\ \frac{1}{m} \end{bmatrix}}_{B} u(t)$$

$$y(t) = \underbrace{\begin{bmatrix} 1 & 0 \end{bmatrix}}_{C} \underbrace{\begin{bmatrix} y(t) \\ v(t) \end{bmatrix}}_{x(t)}$$

Coding a continuous-time state-space system in MATLAB

```
A = [0,1;-3,-2];
B = [0;1];
C = [2,1];
D = 0;
sys_ss = ss(A,B,C,D)

[yout, T] = step(sys_ss);
figure, plot(T, yout)
```

Coding a continuous-time state-space system in Python

```
import control as co
import matplotlib.pyplot as plt
import numpy as np
A = np.array([[0,1],[-3,-2]])
B = np.array([[0],[1]])
C = np.array([2,1])
D = np.array([0])
sys_s = co.ss(A,B,C,D)
print(sys_ss)
T,yout = co.step_response(sys_ss)
plt.figure(1, figsize = (6,4))
plt.plot(T,yout)
plt.grid(True)
plt.ylabel("y")
plt.xlabel("Time (sec)")
plt.show()
```