The Input-State Linearization Challenge Mathematical Details

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Nomenclature

x, y, Z x(y), F(z)	scalars scalar-valued functions with scalar argument
x , y , z	vectors
T(x)	scalar-valued function with vector argument
f(x), T(x)	vector-fields: vector-valued functions with vector argument
${\cal D}$	a set of vector fields (its span is called a distribution)
${f A},{f F}$	matrices
\mathbf{R}^{n}	vector space of real-valued variables in n dimensions
$\mathcal{L}_{f} T(x)$	Lie derivation of scalar $T(\mathbf{x})$ with respect to vector \mathbf{f}

What is Desired?

Given the process dynamics in terms of state $\mathbf{x} \in \mathbb{R}^n$:

$$\dot{\mathbf{x}} = \mathbf{f}(\mathbf{x}) + \mathbf{g}(\mathbf{x})u \tag{1}$$

one desires a coordinate transformation:

$$z = T(x)$$

so that process dynamics in terms of new state **z** take this form:

$$\dot{\mathbf{z}} = \mathbf{A}\mathbf{z} + \mathbf{b}\beta(\mathbf{z})[u + \alpha(\mathbf{z})]. \tag{2}$$

- functions $\alpha(\mathbf{z}), \beta(\mathbf{z})$ are scalar-valued nonlinearities
- pair $\mathbf{A}, \mathbf{b}\beta(\mathbf{z})$ is a type of *Brunovsky form*

What is a Brunovsky form?

$$\mathbf{A} = \begin{bmatrix} 0 & 1 & 0 & \cdots & 0 \\ 0 & 0 & 1 & \cdots & 0 \\ & & \ddots & \ddots & \\ 0 & \cdots & 0 & 1 \\ 0 & \cdots & & 0 \end{bmatrix}, \quad \mathbf{b}\beta(\mathbf{z}) = \begin{bmatrix} 0 \\ 0 \\ \vdots \\ 0 \\ \beta(\mathbf{z}) \end{bmatrix}$$
(3)

- Brunovsky form (2), (3) models the process nonlinearities in terms of the *scalar*-valued nonlinear functions $\alpha(\mathbf{z})$, $\beta(\mathbf{z})$
- Original model (1) has *vector*-valued nonlinearities f(x), g(x)
- Brunovsky form is very close to linear controllable canonic form.

Advantage of the Brunovsky form

Easier to choose process input that:

- cancels the process nonlinearities
- ullet introduces a new input variable v

Choose:

$$u = -\alpha(\mathbf{z}) + \frac{1}{\beta(\mathbf{z})}v.$$

Then the closed loop dynamics are in linear controllable canonic form:

$$\dot{\mathbf{z}} = \left[egin{array}{cccc} 0 & 1 & 0 & \cdots & 0 \\ 0 & 0 & 1 & \cdots & 0 \\ & & \ddots & \ddots & \\ 0 & \cdots & 0 & 1 \\ 0 & \cdots & & 0 \end{array}
ight] \mathbf{z} + \left[egin{array}{c} 0 \\ 0 \\ \vdots \\ 0 \\ 1 \end{array}
ight] \mathbf{v}.$$

Studying the transformation

$$z = T(x)$$

Expanded:

$$z_1 = T_1(\mathbf{x})$$

 $z_2 = T_2(\mathbf{x})$
:

Structural implications of **A** and **b**

Examining the first row of **A** and **b**:

$$\dot{z}_1 = z_2 \quad \rightarrow \quad z_2 = \dot{z}_1$$

or

$$T_2(\mathbf{x}) = \dot{T}_1(\mathbf{x})\dot{\mathbf{x}}$$

Substituting model for $\dot{\mathbf{x}}$:

$$T_2(\mathbf{x}) = \mathcal{L}_{\mathbf{f}} T_1(\mathbf{x}) + \mathcal{L}_{\mathbf{g}} T_1(\mathbf{x}) u$$

But $T_2(\mathbf{x})$ is not a function of input u, so $\mathcal{L}_{\mathbf{g}}T_1=0$, which yields:

$$T_2(\mathbf{x}) = \mathcal{L}_{\mathbf{f}} T_1(\mathbf{x}).$$

Examining first n-1 rows of **A** and **b**

The first row yields:

$$T_2(\mathbf{x}) = \mathcal{L}_{\mathbf{f}} T_1(\mathbf{x}).$$

By similar argument:

$$T_3(\mathbf{x}) = \mathcal{L}_f T_2(\mathbf{x})$$

 \vdots
 $T_n(\mathbf{x}) = \mathcal{L}_f T_{n-1}(\mathbf{x})$

Structure of A, b also implies recursion is possible

See the relationship between T_2 and T_1 :

$$T_2(\mathbf{x}) = \mathcal{L}_\mathbf{f} T_1(\mathbf{x}).$$

Therefore:

$$T_{3}(\mathbf{x}) = \mathcal{L}_{f} T_{2}(\mathbf{x}) = \mathcal{L}_{f}^{2} T_{1}(\mathbf{x})$$

$$\vdots$$

$$T_{n}(\mathbf{x}) = \mathcal{L}_{f} T_{n-1}(\mathbf{x}) = \dots = \mathcal{L}_{f}^{n-1} T_{1}(\mathbf{x})$$

Summary: Transformation T(x) is recursively computed from the first function $T_1(x)$!

The Lie derivatives with respect to vector $\mathbf{g}(\mathbf{x})$

Recall this (studying the first row of **A** and **b**):

$$\mathcal{L}_{\mathbf{g}} T_1(\mathbf{x}) = 0.$$

The next n-2 rows yield similar results:

$$\mathcal{L}_{\mathbf{g}} T_2(\mathbf{x}) = 0$$

$$\vdots$$

$$\mathcal{L}_{\mathbf{g}} T_{n-1}(\mathbf{x}) = 0.$$

But the last row of $\mathbf{b}\beta(\mathbf{z})$ is nonzero, which implies:

$$\mathcal{L}_{\mathbf{g}} T_n(\mathbf{x}) \neq 0$$

Apply recursion again...

Conditions on
$$\mathcal{L}_g$$
: Recursive algorithm: Conditions on $\mathcal{T}_1(\mathbf{x})$:
$$\mathcal{L}_{\mathbf{g}} \mathcal{T}_1(\mathbf{x}) = 0 \\ \mathcal{L}_{\mathbf{g}} \mathcal{T}_2(\mathbf{x}) = 0 \\ \vdots \\ \mathcal{L}_{\mathbf{g}} \mathcal{T}_{n-1}(\mathbf{x}) = 0 \\ \mathcal{L}_{\mathbf{g}} \mathcal{T}_n(\mathbf{x}) \neq 0$$

$$T_2(\mathbf{x}) = \mathcal{L}_{\mathbf{f}} \mathcal{T}_1(\mathbf{x}) \\ + \mathcal{T}_3(\mathbf{x}) = \mathcal{L}_{\mathbf{f}}^2 \mathcal{T}_1(\mathbf{x}) \\ \vdots \\ \mathcal{T}_{n}(\mathbf{x}) = \mathcal{L}_{\mathbf{f}}^{n-1} \mathcal{T}_1(\mathbf{x})$$

$$\mathcal{L}_{\mathbf{g}} \mathcal{L}_{\mathbf{f}}^{n-2} \mathcal{T}_1(\mathbf{x}) = 0 \\ \mathcal{L}_{\mathbf{g}} \mathcal{L}_{\mathbf{f}}^{n-1} \mathcal{T}_1(\mathbf{x}) \neq 0$$

Summary of the input-state linearization problem

First, find a $T_1(\mathbf{x})$ satisfying: Then, recursively compute $\mathbf{T}(\mathbf{x})$:

$$\mathcal{L}_{\mathbf{g}} T_{1}(\mathbf{x}) = 0 \qquad T_{2}(\mathbf{x}) = \mathcal{L}_{\mathbf{f}} T_{1}(\mathbf{x})$$

$$\mathcal{L}_{\mathbf{g}} \mathcal{L}_{\mathbf{f}} T_{1}(\mathbf{x}) = 0 \qquad T_{3}(\mathbf{x}) = \mathcal{L}_{\mathbf{f}}^{2} T_{1}(\mathbf{x})$$

$$\vdots \qquad \vdots$$

$$\mathcal{L}_{\mathbf{g}} \mathcal{L}_{\mathbf{f}}^{n-2} T_{1}(\mathbf{x}) = 0 \qquad T_{n}(\mathbf{x}) = \mathcal{L}_{\mathbf{f}}^{n-1} T_{1}(\mathbf{x})$$

$$\mathcal{L}_{\mathbf{g}} \mathcal{L}_{\mathbf{f}}^{n-1} T_{1}(\mathbf{x}) \neq 0$$

Q: Can $T_1(\mathbf{x})$ be found? **A**: Depends on $\mathbf{f}(\mathbf{x})$ and $\mathbf{g}(\mathbf{x})$!