

**GLUE LECTURES**  
with  
Amy LaViers

Purpose:

- To connect what is done in the lectures to the quizzes
- To give helpful hints about the quizzes
- To clarify and repeat key concepts

There will be one Glue Lecture every week.

## **GLUE LECTURE 3 – “Systems”**

(This will be helpful for Quiz 3!)

## Goals of this lecture:

- Show how inputs and outputs define a “system”
- Get used to matrices via two examples
  - Do an example putting a second order system into state space form
  - Do an example of linearization

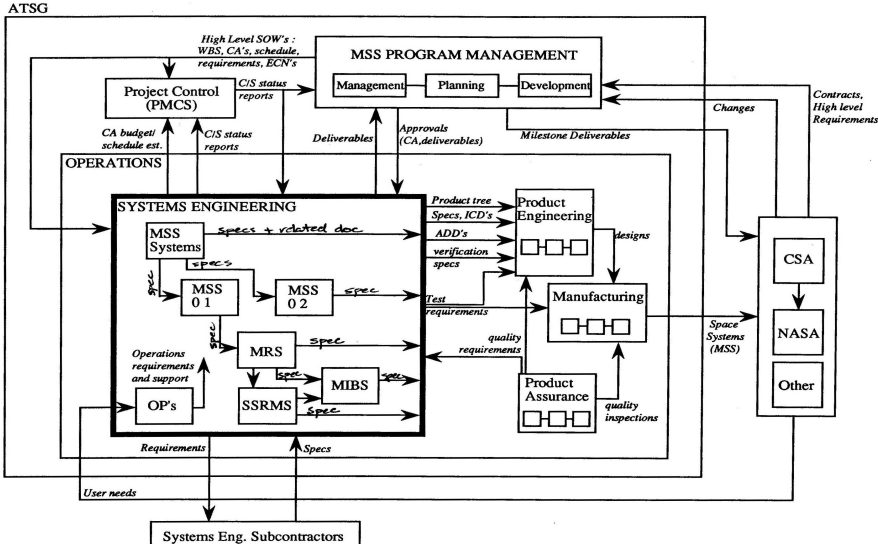
## What is a system?



<http://www.lockheedmartin.com/us/products/gps.html>

## A satellite is shown in orbit above the Earth's surface. The satellite has a central body and two large, rectangular solar panels extended outwards. The Earth's curvature is visible below, showing land and ocean.

<http://www.lockheedmartin.com/us/products/gps.html>



<http://gramconsulting.com/2009/05/the-lasting-value-of-the-organization-as-system-map/>

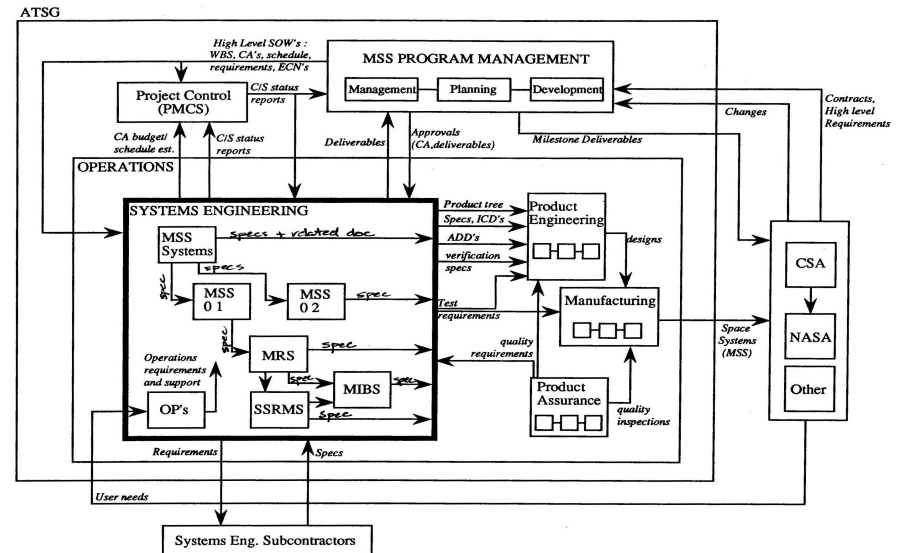
# What is a system?



<http://www.lockheedmartin.com/us/products/gps.html>



<http://news.consumerreports.org/cars/2012/08/why-the-myford-touch-control-system-stinks.html>



<http://gramconsulting.com/2009/05/the-lasting-value-of-the-organization-as-system-map/>

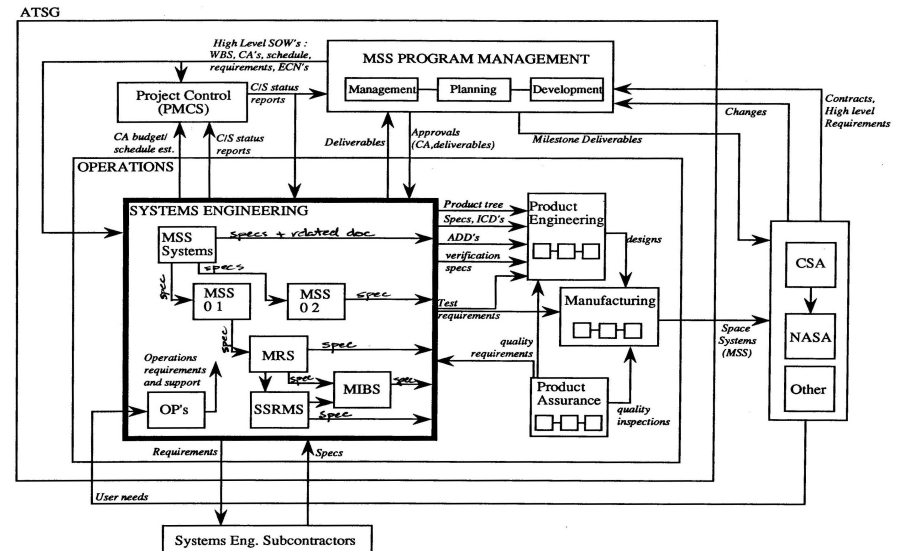
# What is a system?



<http://www.lockheedmartin.com/us/products/gps.html>



<http://news.consumerreports.org/cars/2012/08/why-the-myford-touch-control-system-stinks.html>



<http://gramconsulting.com/2009/05/the-lasting-value-of-the-organization-as-system-map/>



[http://en.wikipedia.org/wiki/Solar\\_System](http://en.wikipedia.org/wiki/Solar_System)



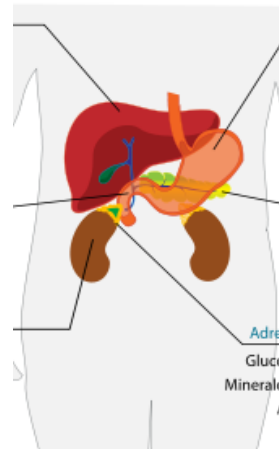
# What is a system?



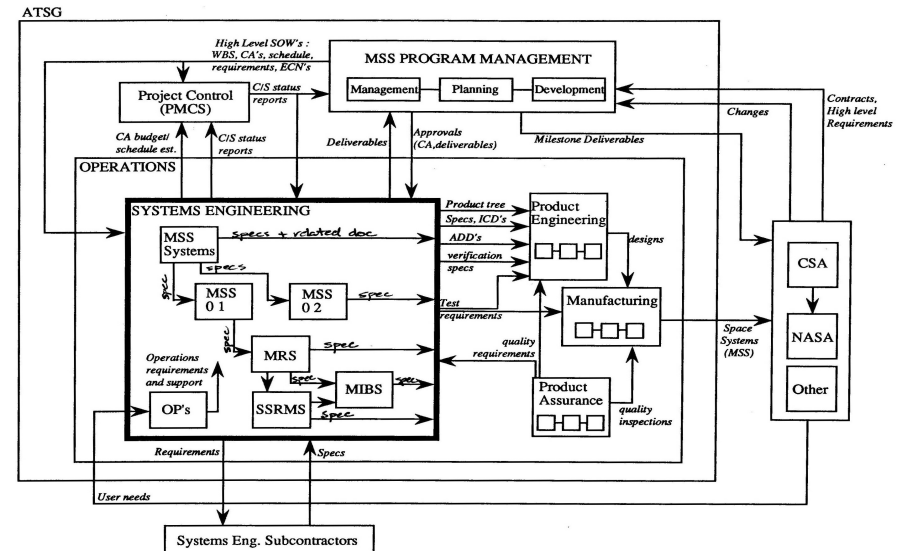
<http://www.lockheedmartin.com/us/products/gps.html>



<http://news.consumerreports.org/cars/2012/08/why-the-myford-touch-control-system-stinks.html>



[http://en.wikipedia.org/wiki/Endocrine\\_system](http://en.wikipedia.org/wiki/Endocrine_system)



<http://gramconsulting.com/2009/05/the-lasting-value-of-the-organization-as-system-map/>



[http://en.wikipedia.org/wiki/Solar\\_System](http://en.wikipedia.org/wiki/Solar_System)



### Example 1:

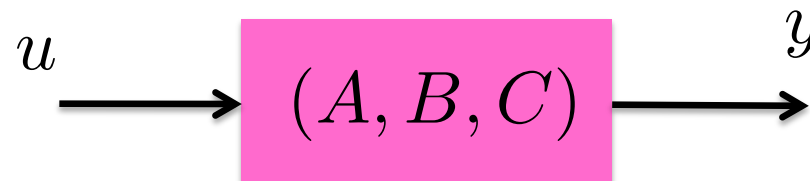
How do you turn a general dynamical equation into a system in state space form?

$$m\ddot{f} = \alpha\dot{f} + \beta f + cp \quad \Rightarrow \quad \begin{cases} \dot{x} = Ax + Bu \\ y = Cx \end{cases}$$

### Example 1:

How do you turn a general dynamical equation into a system in state space form?

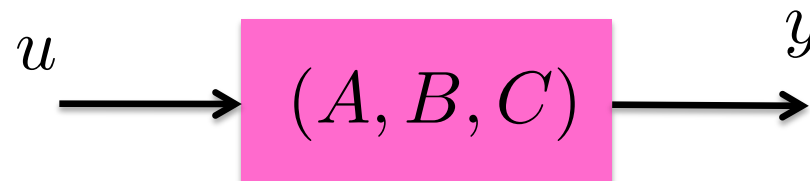
$$m\ddot{f} = \alpha\dot{f} + \beta f + cp \quad \Rightarrow \quad \begin{cases} \dot{x} = Ax + Bu \\ y = Cx \end{cases}$$



## Example 1:

How do you turn a general dynamical equation into a system in state space form?

$$m\ddot{f} = \alpha\dot{f} + \beta f + cp \quad \Rightarrow \quad \begin{cases} \dot{x} = Ax + Bu \\ y = Cx \end{cases}$$



- 1) Pick the state variables and define inputs and outputs.
- 2) Write the second order differential equation as a pair of first order ones.
- 3) Put these in terms of state, input, and outputs.

### Example 1:

How do you turn a general dynamical equation into a system in state space form?

$$m\ddot{f} = \alpha\dot{f} + \beta f + cp \quad \Rightarrow \quad \begin{cases} \dot{x} = Ax + Bu \\ y = Cx \end{cases}$$

1)  $x = \begin{bmatrix} f \\ \dot{f} \end{bmatrix} \quad u = p \quad y = f$  *(These choices define the SIZES of A, B, and C! And, with the dynamical equation, define our system!)*

## Example 1:

How do you turn a general dynamical equation into a system in state space form?

$$m\ddot{f} = \alpha\dot{f} + \beta f + cp \quad \Rightarrow \quad \begin{cases} \dot{x} = Ax + Bu \\ y = Cx \end{cases}$$

1)  $x = \begin{bmatrix} f \\ \dot{f} \end{bmatrix} \quad u = p \quad y = f$  *(These choices define the SIZES of A, B, and C! And, with the dynamical equation, define our system!)*

2)  $\dot{f} = \dot{x}_1 = x_2$   
 $\ddot{f} = \dot{x}_2 = \frac{1}{m}(\alpha x_2 + \beta x_1 + cu)$

### Example 1:

How do you turn a general dynamical equation into a system in state space form?

$$m\ddot{f} = \alpha\dot{f} + \beta f + cp \quad \Rightarrow \quad \begin{cases} \dot{x} = Ax + Bu \\ y = Cx \end{cases}$$

$$3) \quad \dot{x} = \begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \end{bmatrix} = \begin{bmatrix} x_2 \\ \frac{1}{m}(\alpha x_2 + \beta x_1 + cu) \end{bmatrix}$$

### Example 1:

How do you turn a general dynamical equation into a system in state space form?

$$m\ddot{f} = \alpha\dot{f} + \beta f + cp \quad \Rightarrow \quad \begin{cases} \dot{x} = Ax + Bu \\ y = Cx \end{cases}$$

$$3) \quad \dot{x} = \begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \end{bmatrix} = \begin{bmatrix} x_2 \\ \frac{1}{m}(\alpha x_2 + \beta x_1 + cu) \end{bmatrix}$$

$$= \begin{bmatrix} 0 & 1 \\ \frac{\beta}{m} & \frac{\alpha}{m} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{c}{m} \end{bmatrix} u = Ax + Bu$$

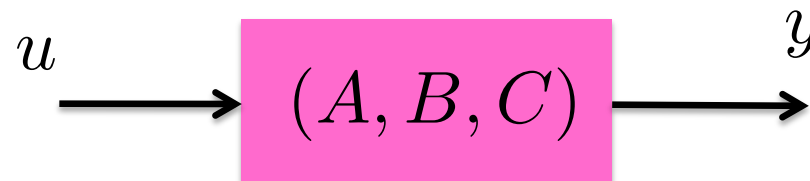
$$y = f = \begin{bmatrix} 1 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$



### Example 1:

How do you turn a general dynamical equation into a system in state space form?

$$m\ddot{f} = \alpha\dot{f} + \beta f + cp \quad \Rightarrow \quad \begin{cases} \dot{x} = Ax + Bu \\ y = Cx \end{cases}$$



$$x = \begin{bmatrix} f \\ \dot{f} \end{bmatrix} \quad u = p \quad y = f$$

$$(A, B, C) = \left( \begin{bmatrix} 0 & 1 \\ \frac{\beta}{m} & \frac{\alpha}{m} \end{bmatrix}, \begin{bmatrix} 0 \\ \frac{c}{m} \end{bmatrix}, \begin{bmatrix} 1 & 0 \end{bmatrix} \right)$$

**Example 2:**

Linearize the following system around  $x=0$ .

$$\ddot{z} = \ell z^2 + \gamma \dot{z} + c\tau \quad x = \begin{bmatrix} z \\ \dot{z} \end{bmatrix} \quad u = \tau$$

**Example 2:**

Linearize the following system around  $x=0$ .

$$\ddot{z} = \ell z^2 + \gamma \dot{z} + c\tau \quad x = \begin{bmatrix} z \\ \dot{z} \end{bmatrix} \quad u = \tau$$

$$\dot{x} = \begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \end{bmatrix} = \begin{bmatrix} \dot{z} \\ \ddot{z} \end{bmatrix} = \begin{bmatrix} x_2 \\ \ell x_1^2 + \gamma x_2 + cu \end{bmatrix}$$

### Example 2:

Linearize the following system around  $x=0$ .

$$\ddot{z} = \ell z^2 + \gamma \dot{z} + c\tau \quad x = \begin{bmatrix} z \\ \dot{z} \end{bmatrix} \quad u = \tau$$

$$\dot{x} = \begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \end{bmatrix} = \begin{bmatrix} \dot{z} \\ \ddot{z} \end{bmatrix} = \begin{bmatrix} x_2 \\ \ell x_1^2 + \gamma x_2 + cu \end{bmatrix}$$

$$A = \begin{bmatrix} \frac{\partial f_1}{\partial x_1} & \frac{\partial f_1}{\partial x_2} \\ \frac{\partial f_2}{\partial x_1} & \frac{\partial f_2}{\partial x_2} \end{bmatrix}_{x=(0,0)} :$$

### Example 2:

Linearize the following system around  $x=0$ .

$$\ddot{z} = \ell z^2 + \gamma \dot{z} + c\tau \quad x = \begin{bmatrix} z \\ \dot{z} \end{bmatrix} \quad u = \tau$$

$$\dot{x} = \begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \end{bmatrix} = \begin{bmatrix} \dot{z} \\ \ddot{z} \end{bmatrix} = \begin{bmatrix} x_2 \\ \ell x_1^2 + \gamma x_2 + cu \end{bmatrix}$$

$$A = \begin{bmatrix} \frac{\partial f_1}{\partial x_1} & \frac{\partial f_1}{\partial x_2} \\ \frac{\partial f_2}{\partial x_1} & \frac{\partial f_2}{\partial x_2} \end{bmatrix}_{x=(0,0)} = \begin{bmatrix} 0 & 1 \\ 2\ell x_1 & \gamma \end{bmatrix}_{x=(0,0)} = \begin{bmatrix} 0 & 1 \\ 0 & \gamma \end{bmatrix}$$

## Example 2:

Linearize the following system around  $x=0$ .

$$\ddot{z} = \ell z^2 + \gamma \dot{z} + c\tau \quad x = \begin{bmatrix} z \\ \dot{z} \end{bmatrix} \quad u = \tau$$

$$\dot{x} = \begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \end{bmatrix} = \begin{bmatrix} \dot{z} \\ \ddot{z} \end{bmatrix} = \begin{bmatrix} x_2 \\ \ell x_1^2 + \gamma x_2 + cu \end{bmatrix}$$

$$A = \begin{bmatrix} \frac{\partial f_1}{\partial x_1} & \frac{\partial f_1}{\partial x_2} \\ \frac{\partial f_2}{\partial x_1} & \frac{\partial f_2}{\partial x_2} \end{bmatrix}_{x=(0,0)} = \begin{bmatrix} 0 & 1 \\ 2\ell x_1 & \gamma \end{bmatrix}_{x=(0,0)} = \begin{bmatrix} 0 & 1 \\ 0 & \gamma \end{bmatrix}$$

$$B = \begin{bmatrix} \frac{\partial f_1}{\partial u} \\ \frac{\partial f_2}{\partial u} \end{bmatrix}_{x=(0,0)} = \begin{bmatrix} 0 \\ c \end{bmatrix}_{x=(0,0)} = \begin{bmatrix} 0 \\ c \end{bmatrix}$$

Check the forums for more help and good luck with Quiz 3!