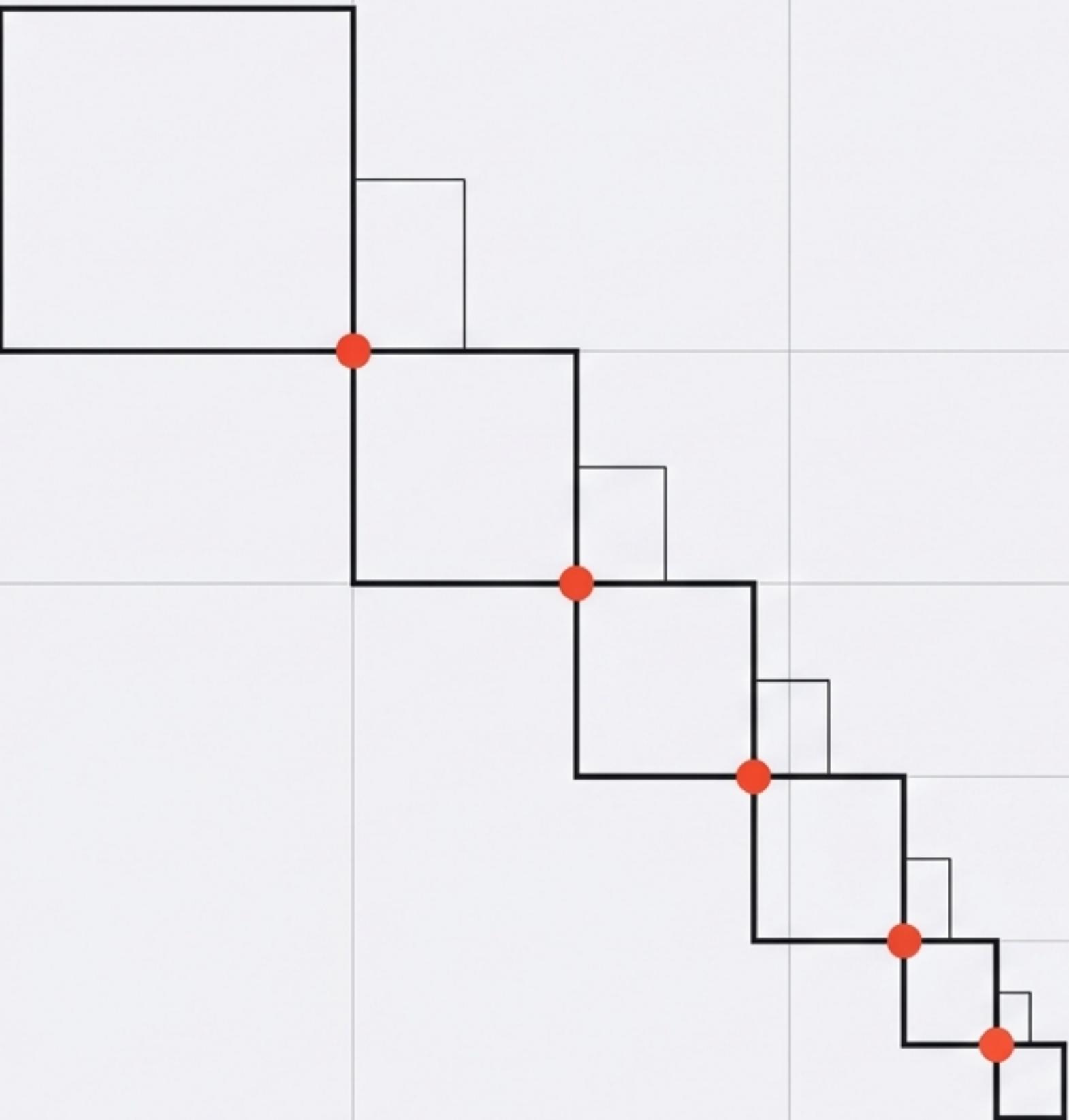


# Backstepping Control Design

Recursive Stabilization  
for Nonlinear Systems  
in Strict Feedback Form



Source: Lecture Notes: Dynamical Systems (Chapter 7)

# Scope of Application: Strict Feedback Form

$$\dot{x}_1 = f_1(x_1) + g_1(x_1)x_2$$

$$\dot{x}_2 = f_2(x_1, x_2) + g_2(x_1, x_2)x_3$$

...

$$\dot{x}_i = f_i(x_1, \dots, x_i) + g_i(x_1, \dots, x_i)x_{i+1}$$

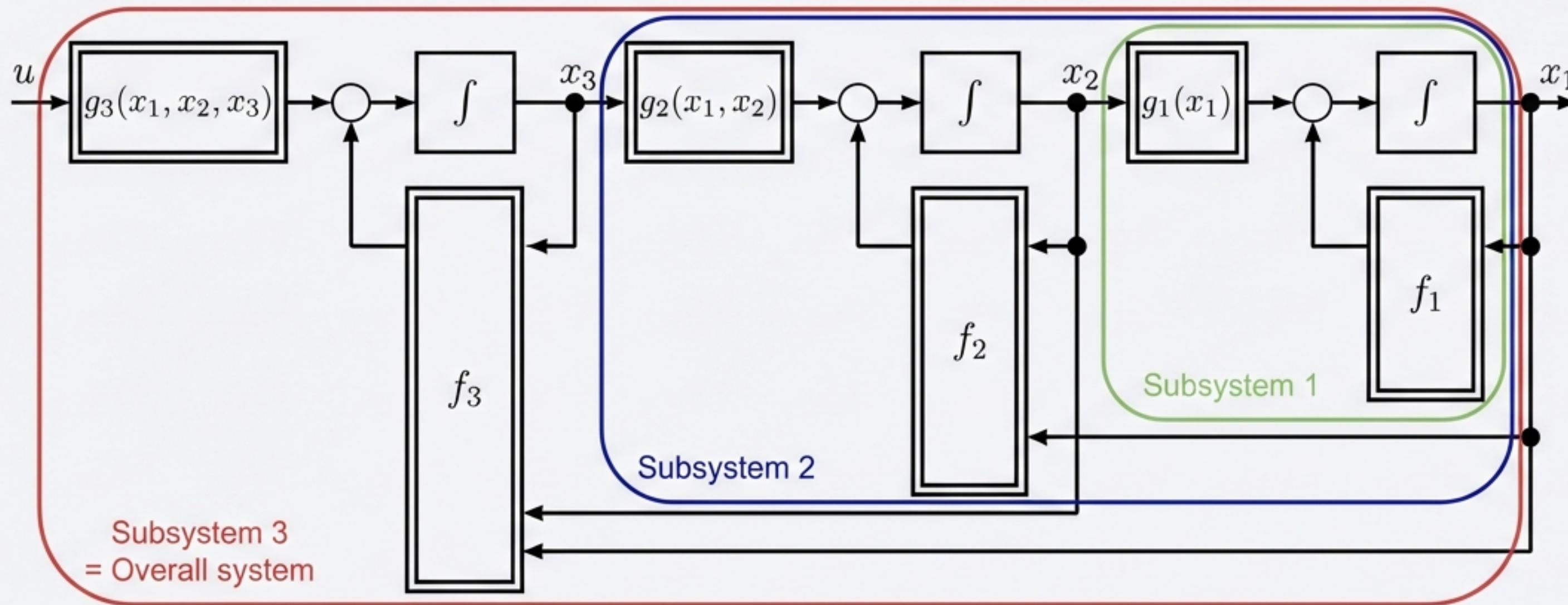
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$$\dot{x}_n = f_n(x_1, \dots, x_n) + g_n(x_1, \dots, x_n)u$$

## Strict Feedback Form Requirements:

1. Triangular structure  
(state  $x_i$  depends only on  $x_1 \dots x_i$  and  $x_{i+1}$ )
2.  $f_i(0) = 0$  (Origin is equilibrium)
3.  $g_i(\dots) \neq 0$  (Control authority exists)

# The General Idea: Recursive Design



## Virtual Control

Treat state variable  $x_{i+1}$  as the control input for the subsystem  $x_i$ .

## Coordinate Transformation

Stabilize the error coordinates  $z_i$ , not the physical states  $x_i$  directly.

## Lyapunov Construction

Build a Control Lyapunov Function (CLF) step-by-step for the entire chain.

# The Procedure: Coordinate Transformation

## The Error Coordinates ( $z$ )

$$z_1 := x_1$$
$$z_i := x_i - \alpha_{i-1}(z_1, \dots, z_{i-1})$$

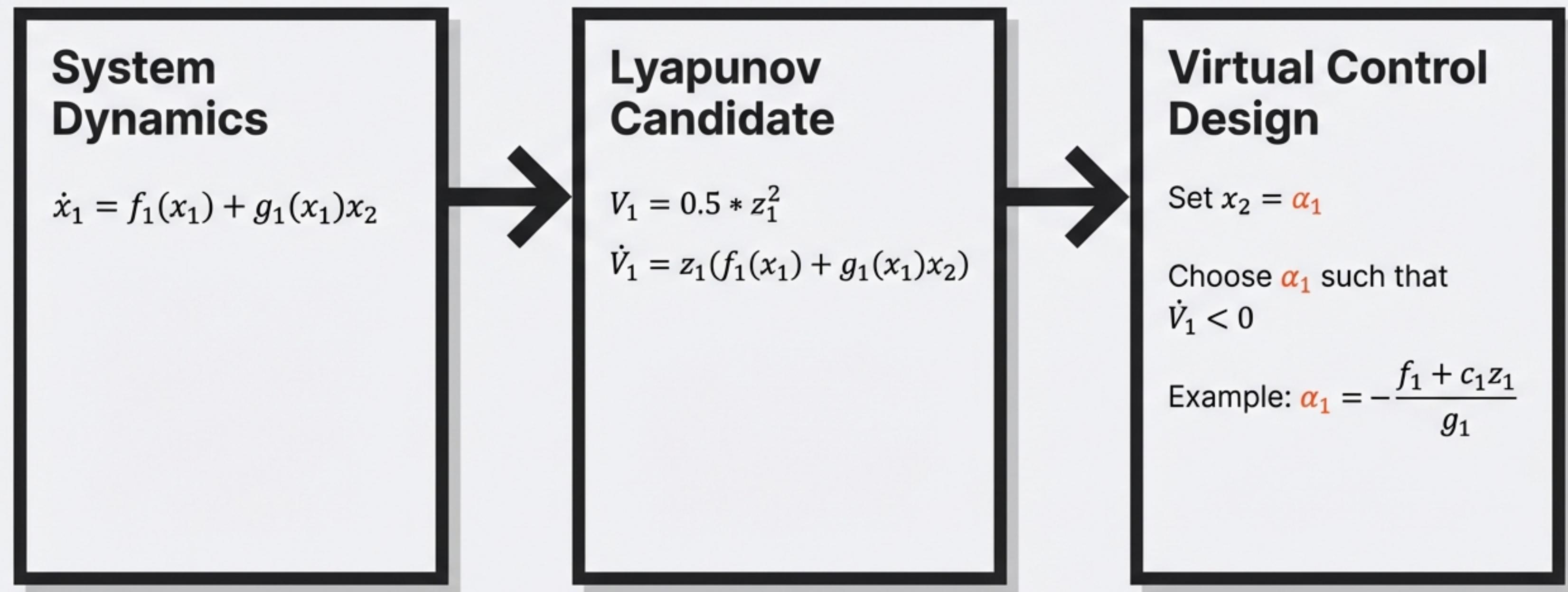

Virtual Controller from previous step

## The Lyapunov Function ( $V$ )

$$V_1 = 0.5 * z_1^2$$
$$V_i = V_{i-1} + 0.5 * z_i^2$$
$$V_n = 0.5 * \sum z_i^2$$

We augment the energy function at every step of the recursion.

# Step 1: Stabilizing the First Subsystem



# Recursive Step i & Final Control Law

**The Transformation Link:**

$$z_i = x_i - \alpha_{i-1}$$

$$\dot{z}_i = \dot{x}_i - \dot{\alpha}_{i-1}$$



Requires partial derivatives (Chain Rule).  
Source of complexity.

**Stabilization Condition:**

Find  $\alpha_i$  such that  $\dot{V}_i \leq 0$

**Final Step (n):**

The physical input  $\mathbf{u}$  appears.

$$u = \alpha_n(x_1, \dots, x_n)$$

Result: Explicit control law for Global Asymptotic Stability.

# Illustrative Example: 3rd-Order System

**System Model:**

$$\dot{x}_1 = x_1^2 - x_1^3 + \textcolor{red}{x}_2$$

$$\dot{x}_2 = \textcolor{red}{x}_3$$

$$\dot{x}_3 = \textcolor{red}{u}$$

**Objective:**

Global stabilization of the origin  $x=0$ .

**Strategy:**

1. Use  $x_2$  to stabilize  $x_1$ .
2. Use  $x_3$  to stabilize  $x_2$ .
3. Use  $u$  to stabilize  $x_3$ .

# Example Step 1: Base Stabilization

## Derivation:

Transformation:

$$z_1 = x_1$$

Lyapunov:

$$V_1 = 0.5 \cdot z_1^2$$

Derivative:

$$\dot{V}_1 = z_1(x_1^2 - x_1^3 + x_2)$$

## Design:

Virtual Control ( $\alpha_1$ ):

We treat  $x_2$  as the control input  $\alpha_1$ .

To make  $\dot{V}_1$  negative definite, we choose:

$$\alpha_1 = -x_1^2 - x_1$$

(Note: derived to cancel  $x_1$  terms and damp)

Result:

$$\dot{V}_1 = -z_1^4 \text{ (Negative Definite)}$$

## Example Step 2: Intermediate Stabilization

Transformation:

$$z_2 = x_2 - a_1$$

Dynamics:

$$\dot{z}_2 = x_3 - \dot{a}_1$$

Calculation Detail:

$$\dot{a}_1 = (3z_1^2 - 2z_1 - 1)(z_2 - z_1)$$

Lyapunov Function:

$$V_2 = V_1 + 0.5 * z_2^2$$

Virtual Control ( $a_2$ ):

$$a_2 = -z_1 - z_2 + \dot{a}_1$$

Result:

$$\dot{V}_2 = -z_1^4 - z_2^2$$

# Example Step 3: Deriving the Control Law

## Derivation:

- Transformation:  $z_3 = x_3 - \alpha_2$
- Total Lyapunov:  $V_3 = V_2 + 0.5 * z_3^2$

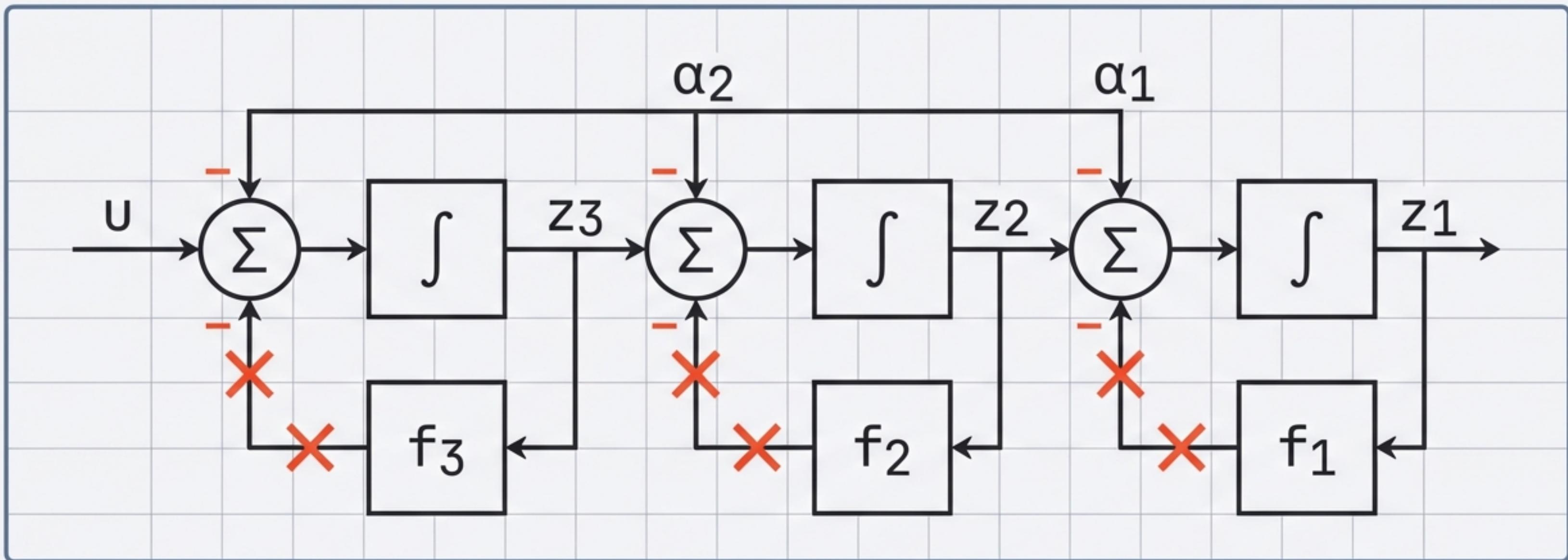
## Design:

## The Physical Control Input $u$

$$u = -z_2 - z_3 - (3z_1^2 - 2z_1)(z_2 - z_1) + (6z_1 - 2)(z_2 - z_1)^2 + (3z_1^2 - 2z_1 - 2)(z_3 - z_1 - z_2)$$

This explicit control law  $u(x)$  guarantees Global Asymptotic Stability.

# Structure of the Transformed System



In z-coordinates, the complex nonlinear system behaves like a linear chain of integrators. The control law  $u$  cancels the nonlinearities.

# Robust Backstepping: The Problem

Standard Backstepping assumes exact knowledge of  $f(x)$  and  $g(x)$ .

In ideal conditions, the system's non-linearities, represented by the functions  $f(x)$  and  $g(x)$ , are considered perfectly known, allowing for precise mathematical cancellation in the control law derivation.

This simplification enables straightforward tracking and stabilization.

Real-World Scenario: Uncertainty

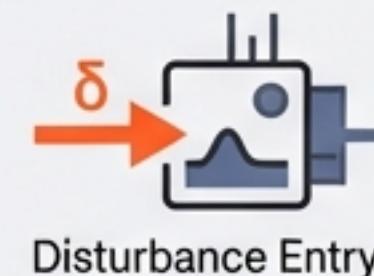
$$\dot{x}_2 = f(x) + g(x)u + \delta$$

**Assumption:** Unknown but bounded disturbance.

$$|\delta| \leq \delta_{\max}$$

**Challenge:** Since  $\delta$  is unknown, we cannot mathematically cancel it in the control law  $u$ .

This uncertainty prevents the direct compensation of the disturbance, leading to potential instability or performance degradation without a robust control strategy.



# Robust Design Strategy: Domination

## Analysis

$$\dot{V} = -k \|z\|^2 + z_2 \delta$$

Disturbance  
↗

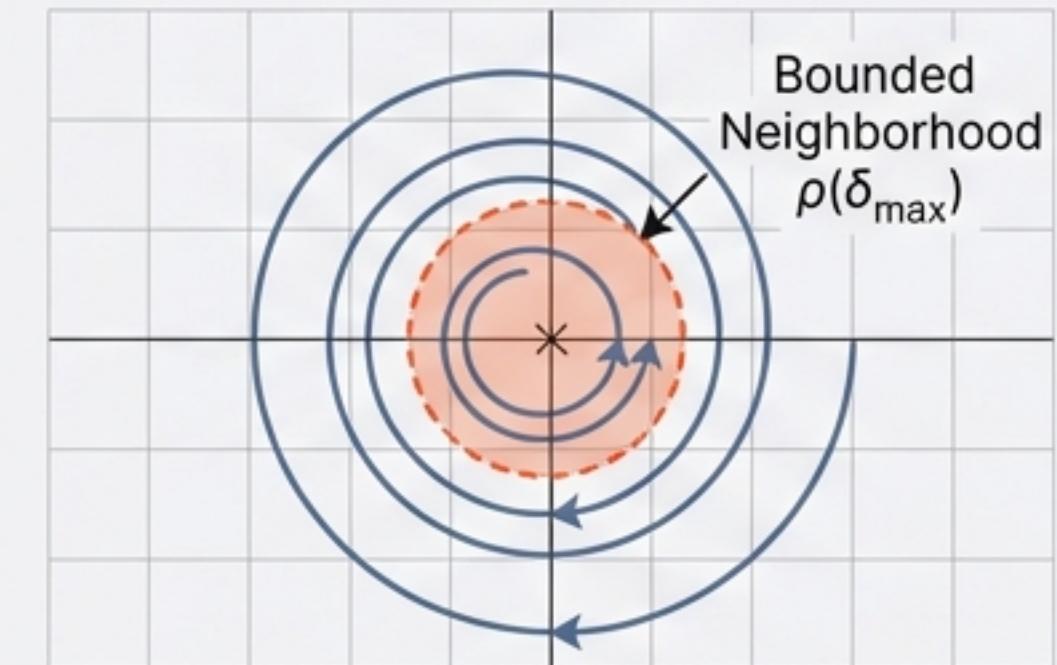
## Domination (Young's Inequality)

$$z_2 \delta \leq 0.5 z_2^2 + 0.5 \delta^2$$

## Result

$$\dot{V} \leq -k_0 \|z\|^2 + 0.5 \delta^2$$

**System is Input-to-State Stable (ISS).**  
Trajectories do not go to zero, but converge  
to a bounded neighborhood  $\rho(\delta_{\max})$ .



# Evaluation: Pros and Cons

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## Advantages

- Systematic, recursive recipe.
- Handles Strict Feedback nonlinearities.
- Achieves Global Stability (unlike linearization).
- Flexible design.

## Disadvantages

- Explosion of Terms: Analytic complexity grows rapidly with system order  $n$ .
- Requires precise model (unless using robust/adaptive variants).
- High control effort possible.

# Summary

