Kuwait UniversityCollege of Engineering and Petroleum





ME417 CONTROL OF MECHANICAL SYSTEMS

PART II: CONTROLLER DESIGN VIA STATE-SPACE

LECTURE 2: STABILITY AND STEADY-STATE ERROR IN STATE-SPACE

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Ali AlSaibie

Lecture Plan

- Objectives:
 - Define System Stability in State-Space
 - Derive Steady-State Error in for Systems in State-Space Form
- Reading:
 - Nise: 6.5, 7.8
- Practice Problems Included



Stability

• Given an LTI system in State-Space

$$\dot{x} = Ax + Bu$$
$$y = Cx + Du$$

The poles of the system are given by the eigenvalues of the system matrix
 A

$$det(\lambda \mathbf{I} - \mathbf{A}) = det(s\mathbf{I} - \mathbf{A}) = \mathbf{0}$$

- Remember that stability is defined in the context of the natural response
 - $\dot{x} = Ax$
- The term $det(s\mathbf{I} \mathbf{A}) = 0$ is also the characteristic polynomial



Stability

The system is:

- Stable: If the real component of the roots are all strictly negative
 - $real(s_i) < 0$, for all i = 1, 2, ..., n
- Marginally stable: If there are no roots with positive real components, but there are roots with real components equal to zero, and with multiplicity no greater than 1
 - $real(s_i) = 0 \land imag(s_i) \neq imag(s_j) for any i \neq j, (i, j = 1, 2, ..., n)$
- **Unstable**: If there are roots with positive real components or roots with the real component equal 0 and multiplicity greater than 1.
 - $real(s_i) > 0 \lor imag(s_i) = imag(s_j) for any i \neq j, (i, j = 1, 2, ..., n)$



$$\dot{x} = \begin{bmatrix} 1 & 2 \\ -2 & -1 \end{bmatrix} x + \begin{bmatrix} 0 \\ 1 \end{bmatrix} u$$

$$y = \begin{bmatrix} 1 & 0 \end{bmatrix} x$$



Steady-State Error in State-Space

• We can compute the steady-state error in two ways:

1. Final Value Theorem:
$$e(\infty) = \lim_{s \to 0} sE(s) = \lim_{s \to 0} sR(s)(1 - G_{cL})$$

- 2. Input Substitution: $e(\infty) = 1 y(\infty)$
 - The input substitution method is better suited for numerical implementations.
- Remember that steady-state error is defined in the context of closed-loop systems only.



Steady-State Error in State-Space – Via F.V.T

• Given a **closed-loop LTI** system in state-space form

$$\dot{x} = \mathbf{A}x + \mathbf{B}r$$
$$y = \mathbf{C}x$$

- Note how we use r rather than u for closed-loop state-space representation.
- Convert the system into state space form $G_{CL} = \mathbf{C}(s\mathbf{I} \mathbf{A})^{-1}\mathbf{B}$, then substitute in

$$e(\infty) = \lim_{s \to 0} sE(s) = \lim_{s \to 0} sR(s)(1 - G_{cL})$$

• The steady-state error for a closed-loop system represented in state-space:

$$e(\infty) = \lim_{s \to 0} sR(s)(1 - \mathbf{C}(s\mathbf{I} - \mathbf{A})^{-1}\mathbf{B})$$



Steady-State Error in State-Space – Via Input Substitution

- With input substitution, the idea is to express the steady state $x(\infty)$ and correspondingly, the output $y(\infty)$, assuming their final form, then solve for the steady state error.
- Given a stable closed-loop LTI system

$$\dot{x} \in \mathcal{R}^n = \mathbf{A}x + \mathbf{B}r$$
$$y = \mathbf{C}x$$

• The form of the steady state to a step input and ramp input are:
$$x_{step}(\infty) = \begin{bmatrix} V_1 \\ V_2 \\ \vdots \\ V_n \end{bmatrix} = \textbf{\textit{V}}, \ \ x_{ramp}(\infty) = \begin{bmatrix} V_1t + W_1 \\ V_2t + W_2 \\ \vdots \\ V_nt + W_n \end{bmatrix} = \textbf{\textit{V}}t + \textbf{\textit{W}}$$

- Where V_i and W_i are constants, i = 1, 2, ..., n
- Where V and W are constant vectors of size n



Steady-State Error in State-Space – Via Input Substitution

• For a step input, since $x(\infty)$ is constant, then $\dot{x}(\infty)=0$, substituting into the state space equations, with r=1 for unit step:

$$0 = AV + B \Rightarrow V = -A^{-1}B$$

 $y(\infty) = CV \Rightarrow y(\infty) = -CA^{-1}B$

• And since $e(\infty) = 1 - y(\infty)$ for a unit step, then the steady-state error:

$$e(\infty) = 1 + CA^{-1}B$$



Steady-State Error in State-Space – Via Input Substitution

• For a ramp input, $\dot{x}(\infty) = V = constant$, substituting into the state space equations, with r = t for unit ramp:

$$V = A(Vt + W) + Bt \Rightarrow V = AVt + Bt + AW$$

 $y(\infty) = C(Vt + W)$

Equating the coefficients to balance the equation

$$AV = -B \Rightarrow V = -A^{-1}B$$

$$V = AW \Rightarrow W = A^{-1}V = -(A^{-1})^{2}B$$

• Substituting in **y**

$$\mathbf{y}(\infty) = -\mathbf{C}(\mathbf{A}^{-1}\mathbf{B}t + (\mathbf{A}^{-1})^2\mathbf{B})$$

• And since $e(\infty) = t - y(\infty)$ for a unit ramp, then the steady-state error

$$e(\infty) = \lim_{t \to \infty} \left[t + C(A^{-1}Bt + (A^{-1})^2B) \right]$$

$$e(\infty) = \lim_{t \to \infty} \left[(1 + CA^{-1}B)t + C(A^{-1})^2B \right]$$



Another Linear Algebra Refresher

For
$$A \in \mathcal{R}^{3 \times 3} = \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{bmatrix}$$

$$\det(A) = \begin{vmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{vmatrix} = a_{11} \begin{vmatrix} a_{22} & a_{23} \\ a_{32} & a_{33} \end{vmatrix} - a_{12} \begin{vmatrix} a_{21} & a_{23} \\ a_{31} & a_{33} \end{vmatrix} + a_{13} \begin{vmatrix} a_{21} & a_{22} \\ a_{31} & a_{32} \end{vmatrix}$$

$$C = adj(A)^{T} = \begin{bmatrix} +\begin{vmatrix} a_{22} & a_{23} \\ a_{32} & a_{33} \end{vmatrix} & -\begin{vmatrix} a_{21} & a_{23} \\ a_{31} & a_{33} \end{vmatrix} & +\begin{vmatrix} a_{21} & a_{22} \\ a_{31} & a_{32} \end{vmatrix} \\ -\begin{vmatrix} a_{12} & a_{13} \\ a_{32} & a_{33} \end{vmatrix} & +\begin{vmatrix} a_{11} & a_{13} \\ a_{31} & a_{33} \end{vmatrix} & -\begin{vmatrix} a_{11} & a_{12} \\ a_{31} & a_{32} \end{vmatrix} \\ +\begin{vmatrix} a_{12} & a_{13} \\ a_{22} & a_{23} \end{vmatrix} & -\begin{vmatrix} a_{11} & a_{13} \\ a_{21} & a_{23} \end{vmatrix} & +\begin{vmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{vmatrix} \end{bmatrix}$$



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Compute the steady-state error for the following stable closed-loop system, for a unit step input

Example 2

- a. Using the final value theorem
- b. Using input substitution

$$\dot{\boldsymbol{x}} = \begin{bmatrix} -2 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & -3 \end{bmatrix} \boldsymbol{x} + \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} \boldsymbol{r}$$
$$\boldsymbol{y} = \begin{bmatrix} 0 & 1 & 0 \end{bmatrix} \boldsymbol{x}$$



