```
1
    %% prob 3.m
 2
 3
    % this script is to solve problem 3's part of solving the Ricatti equation for
 4
     % optimal control
 5
 6
    % - written by: Dimitri Lezcano
 7
8
    %% Set-up system params
9
    global A B R Q Pf Rinv
10
11
    % system parameters
12
    A = [0 1; 2 -1];
    B = [0; 1];
13
14
    R = 1;
15
    Rinv = inv(R);
     Q = diag([2, 1]);
16
17
    Pf = zeros(2);
18
    tf = 20;
19
20
    %% calculate P(t)
21
    tspan P = [tf, 0];
22
    [tP, Pv] = ode45(@(t, Pv) riccati(t, Pv), tspan P, reshape(Pf, [], 1));
23
24
    Pv = Pv'; % transpose Pv to be 4 x N
25
    P = reshape(Pv, 2, 2, []);
26
27
    %% calculate the dynamics
28
    tspan = [0, tf];
29
    x = [-5; 5];
30
    [tx, x] = ode45(@(t, x) dynamics(t, x, P, tP), tspan, x 0);
31
32
    x = x'; % transpose it to be 2 x N
33
34
    %% Calculate the control
35
    u = zeros(1, length(tx));
36
     for i = 1:length(x)
37
         t i = tx(i); % time at this instance
38
         x i = x(:,i);
39
40
         % calculate the control
41
         u(i) = control law(t i, x i, P, tP);
42
43
    end
44
45
   %% Plotting
46
   fig = figure (1);
47
48
    % plot P(t)
49
    subplot (3,1,1);
50
   plot(tP, Pv);
51
    xlabel('t'); ylabel('element of P');
52
    legend('P {11}', 'P {21}', 'P {12}', 'P {22}');
53
    title('P(t)');
54
55
    % plot x(t)
56
    subplot(3,1,2);
57
    plot(tx, x);
58
    xlabel('t'); ylabel('x i');
59
     legend('x 1', 'x 2');
60
    title('x(t)');
61
62
   % plot u(t)
63 subplot (3,1,3);
64 plot(tx, u);
65 xlabel('t'); ylabel('u');
66
    title('u(t)');
67
68
    %% Saving the figure
69
    fig save = 'prob 3.jpg';
```

```
70
      saveas(fig, fig save);
 71
      fprintf('Saved figure: %s\n\n', fig save);
 72
 73
      %% Functions
 74
     % riccati differential equation
 75
 76
     function dPv = riccati(t, Pv)
         global A B Q Rinv
 77
 78
          % turn P into a matrix again
 79
         P = reshape(Pv, 2, 2);
 80
 81
          % calculate matrix dP
         dP = -A'*P - P*A + P*B*Rinv*B'*P - Q;
 82
 83
 84
          % vectorize dP
 85
          dPv = reshape(dP, [], 1);
 86
 87
     end
 88
 89
     % function for computing the dynamics
 90
      function dx = dynamics(t, x, P, tP)
 91
          % P is of shape 2x2xN : N is the number of time elements
 92
         global A B
 93
         u = control_law(t, x, P, tP);
 94
 95
         dx = A * x + B * u;
 96
 97
 98
      end
 99
100
     function u = control law(t, x, P, tP)
101
         global Rinv B
102
          [\sim, t idx] = min(abs(t - tP));
103
         u = -Rinv * B' * P(:,:,t idx) * x;
104
105
106
      end
```