

### Lect 3 Example 3.13.

Q:  $K$ ?  $\rightarrow$  deadbeat control  $\forall x(0)$

$$x(k+1) = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ -0.5 & -0.2 & 1.1 \end{bmatrix} x(k) + \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} u(k)$$

$$y(k) = [0 \ 1 \ 0] x(k)$$

Solution  $[A - BK]^n = 0$ , some  $n > 0$

$$\lambda_i [A - BK] = 0, \quad i = 0, 1, 2, \dots$$

$$\alpha_c(A) = z^n$$

Goal:  $|zI - A + BK| \equiv z^3$   $BK = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} [k_1 \ k_2 \ k_3]$

$$\begin{vmatrix} z & -1 & 0 \\ 0 & z & -1 \\ 0.5 + k_1 & 0.2 + k_2 & z - 1.1 + k_3 \end{vmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ k_1 & k_2 & k_3 \end{bmatrix}$$

$$= z^2(z - 1.1 + k_3) + 0.5 + k_1 + 0$$

$$- 0 - (-1)(0.2 + k_2)z - 0$$

$$= z^3 + (k_3 - 1.1)z^2 + (0.2 + k_2)z + k_1 + 0.5 \equiv z^3$$

$$\Rightarrow \begin{cases} k_1 = -0.5 \\ k_2 = -0.2 \\ k_3 = 1.1 \end{cases} \quad k = [-0.5 \quad -0.2 \quad 1.1]$$

$$x(k+1) = [A - BK]x(k) = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \end{bmatrix} x(k)$$

let  $x(0) = [a, b, c]^T$   
 $\forall a, b, c$

$$\begin{bmatrix} x_1(1) \\ x_2(1) \\ x_3(1) \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \end{bmatrix} = \begin{bmatrix} b \\ c \\ 0 \end{bmatrix}$$

$$\begin{bmatrix} x_1(2) \\ x_2(2) \\ x_3(2) \end{bmatrix} = \begin{bmatrix} c \\ 0 \\ 0 \end{bmatrix} \quad \begin{bmatrix} x_1(3) \\ x_2(3) \\ x_3(3) \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

$$x(k) = 0, \quad k = 3, 4, 5 \dots$$

deadbeat.  $n = 3$ .