Course Outline - 1st Half



- Review Classical Feedback Control
- Review Vector/Matrix Theory
- State-Space Representations
- LTI Response & Matrix Exponential
- Transfer Functions & Eigenvalues
- Frequency-Domain Analysis
- Harmonic & Impulse Responses
- Pole Placement
- Controllability

Review of Matrix Analysis

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Topics:

- Vector & Matrix Operations
- Types of Matrices
- The Eigenvalue Problem

Matrix Analysis Review - I



A matrix is a compact method of writing a coupled set of linear equations:

$$x_1 = a_{11}y_1 + a_{12}y_2 + \dots + a_{1m}y_m$$

$$x_2 = a_{21}y_1 + a_{22}y_2 + \dots + a_{2m}y_m$$

$$\vdots$$

$$a_{ij} \begin{cases} i = \text{Row Index} \\ j = \text{Column Index} \end{cases}$$

$$x_n = a_{n1}y_1 + a_{n2}y_2 + \dots + a_{nm}y_m$$

In vector/matrix form, these equations are:

$$\begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_N \end{bmatrix} = \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1M} \\ a_{21} & a_{22} & \cdots & a_{2M} \\ \vdots & \vdots & \ddots & \vdots \\ a_{N1} & a_{N2} & \cdots & a_{NM} \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_M \end{bmatrix} \iff \mathbf{X} = \mathbf{A} \mathbf{y}$$

$$[N \times 1] = [\mathbf{A} \mathbf{y}]$$

Matrix Analysis Review - II



Standard Notational Convention (typical)

Scalars are represented by <u>lower-case</u> <u>italic</u> variables in Times or Symbol

 $u \quad y \quad x \quad r \quad e \quad d \quad a \quad \omega \quad \lambda$

<u>Vectors</u> are represented by <u>lower-case</u> <u>bold-face</u> variables in Times or Symbol

u y x r e d a

Matrices are represented by <u>upper-case</u> bold-face variables in Times or Symbol

A B C D

Matrix Analysis Review - III



The elements of a vector/matrix can be

Real numbers

Complex numbers

Time Varying

Functions

etc...

We will work with both <u>real matrices</u> (state-space models) and <u>complex</u> <u>matrices</u> (matrix of transfer functions)

Matrix Operations - I



The fundamental matrix operations are:

Matrix addition:

$$\mathbf{C}_{[N\times M]} = \mathbf{A} + \mathbf{B}_{[N\times M]}$$

Matrix multiplication:

$$\mathbf{C}_{[N\times M]} = \mathbf{A}_{[N\times P][P\times M]}$$

Matrix division requires the use of a <u>matrix</u> inverse (more on this later)

Matrix Operations - II



Matrix addition is an element-by-element operation

$$\begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1M} \\ a_{21} & a_{22} & \cdots & a_{2M} \\ \vdots & \vdots & \ddots & \vdots \\ a_{N1} & a_{N2} & \cdots & a_{NM} \end{bmatrix} + \begin{bmatrix} b_{11} & b_{12} & \cdots & b_{1M} \\ b_{21} & b_{22} & \cdots & b_{2M} \\ \vdots & \vdots & \ddots & \vdots \\ b_{N1} & b_{N2} & \cdots & b_{NM} \end{bmatrix} = \begin{bmatrix} a_{11} + b_{11} & a_{12} + b_{12} & \cdots & a_{1M} + b_{1M} \\ a_{21} + b_{21} & a_{22} + b_{22} & \cdots & a_{2M} + b_{2M} \\ \vdots & \vdots & \ddots & \vdots \\ a_{N1} + b_{N1} & a_{N2} + b_{N2} & \cdots & a_{NM} + b_{NM} \end{bmatrix}$$

In compact (indicial) notation:

$$C = A + B \Leftrightarrow$$

Matrix Operations - III



Matrix multiplication is the result of dot products between rows and columns

$$\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} \begin{bmatrix} 2 & -1 \\ 0 & 3 \end{bmatrix} = \begin{bmatrix} c_{11} & c_{12} \\ c_{21} & c_{22} \end{bmatrix}$$

In compact (indicial) notation:

$$\mathbf{C} = \mathbf{A}\mathbf{B} \qquad \Leftrightarrow \qquad c_{ij} = \sum_{k=1}^{N} a_{ik} b_{kj}$$

Types of Matrices - I



The <u>identity matrix</u> has 1's along the diagonal and zeros everywhere else:

$$\mathbf{I} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

A <u>symmetric matrix</u> is one in which the transpose of the matrix is equal to the original matrix $\begin{bmatrix} 1 & 2 & 31 \end{bmatrix}^T$

$$\begin{bmatrix} 1 & 2 & 3 \\ 2 & 4 & 5 \\ 3 & 5 & 6 \end{bmatrix}^{T} = \begin{bmatrix} 1 & 2 & 3 \\ 2 & 4 & 5 \\ 3 & 5 & 6 \end{bmatrix}$$

Types of Matrices - II



A square matrix is one in which N = M

A square matrix **A** has an <u>inverse</u> if a matrix can be found such that:

$$BA = I$$

The matrix **B** is the inverse of **A**

$$\mathbf{B} = \mathbf{A}^{-1} \implies$$

Only square matrices can have an inverse, but not all square matrices will have an inverse!

Types of Matrices - III



A general 2×2 matrix has the following inverse:

$$\mathbf{A} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \quad \Rightarrow \quad \mathbf{A}^{-1} = \begin{bmatrix} a & b \\ c & d \end{bmatrix}^{-1} =$$

Verify this:

Types of Matrices - IV



The <u>Determinant</u> of a matrix **A** is a scalar function of the matrix components

For a 2×2 matrix:

$$\mathbf{A} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \implies |\mathbf{A}| =$$

For a 3×3 matrix:

$$\mathbf{A} = \begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix} \implies |\mathbf{A}| =$$

Types of Matrices - V



A general expression for the matrix inverse is:

$$\mathbf{A}^{-1} = \frac{adj(\mathbf{A})}{|\mathbf{A}|} = \frac{\text{Adjoint of } \mathbf{A}}{\text{Determinant of } \mathbf{A}}$$

The inverse of **A** does not exist if $|\mathbf{A}| = 0$

A is singular if its inverse does not existA is non-singular if its inverse exists

Types of Matrices - VI

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Find the inverse of:

$$\mathbf{A} = \begin{bmatrix} 1 & 2 \\ 4 & 8 \end{bmatrix}$$

3x3 Matrices



Given a general 3x3 matrix:

$$\mathbf{A} = \begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix}$$
The determinant is:

$$|\mathbf{A}|$$
 =

3x3 Matrices



Note that you can compute the determinant using <u>any</u> row or column (Hint: choose wisely!)

$$\begin{vmatrix} a & b & c \\ d & e & f \\ g & h & i \end{vmatrix} = -b \begin{vmatrix} d & f \\ g & i \end{vmatrix} + e \begin{vmatrix} a & c \\ g & i \end{vmatrix} - h \begin{vmatrix} a & c \\ d & f \end{vmatrix}$$
$$= -b(di - fg) + e(ai - cg) - h(af - cd)$$
$$= a(ei - fh) - b(di - fg) + c(dh - eg)$$

3x3 Matrices



The Inverse requires the Adjoint which is the transpose of the Cofactor matrix

$$\operatorname{adj}(\mathbf{A}) = \left[\operatorname{cof}(\mathbf{A})\right]^T$$

$$\operatorname{cof}\left(\begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix}\right) = \begin{bmatrix} \begin{vmatrix} e & f \\ h & i \end{vmatrix} & -\begin{vmatrix} d & f \\ g & i \end{vmatrix} & \begin{vmatrix} d & e \\ g & i \end{vmatrix} & \begin{vmatrix} d & e \\ g & h \end{vmatrix} \\ -\begin{vmatrix} b & c \\ h & i \end{vmatrix} & \begin{vmatrix} a & c \\ g & i \end{vmatrix} & -\begin{vmatrix} a & b \\ g & h \end{vmatrix} \\ \begin{vmatrix} b & c \\ e & f \end{vmatrix} & -\begin{vmatrix} a & c \\ d & f \end{vmatrix} & \begin{vmatrix} a & b \\ d & e \end{vmatrix} \end{bmatrix}$$

The Eigenvalue Problem - I



One of the most important problems in matrix analysis is the <u>Eigenvalue</u> <u>Problem</u> (EVP)

Given an $N \times N$ matrix A

Find the scalar(s) λ and vector(s) v that satisfy:

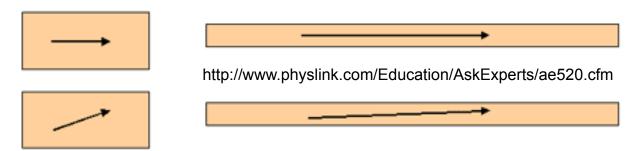
 $\mathbf{A} \mathbf{v} = \lambda \mathbf{v} \\ [N \times N][N \times 1] = [1 \times 1][N \times 1]$

Consider A as a transformation matrix and v as a vector in a certain direction

The Eigenvalue Problem - II



Geometric Explanation: Draw an arrow on an elastic band. Stretching the band is a transformation. Some directions are preserved, but other directions are changed.



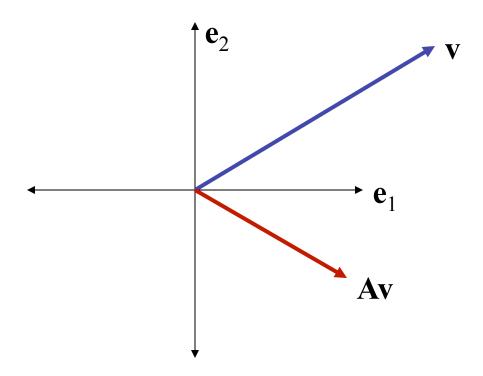
The stretching of an elastic band

The preserved direction is called an <u>Eigenvector</u> of the transformation and the associated scalar amount by which it has been stretched is called an <u>Eigenvalue</u>.

The Eigenvalue Problem - III



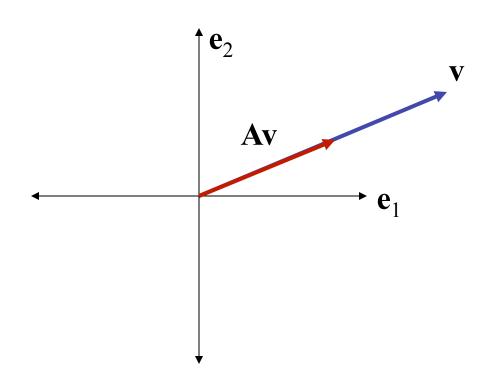
Consider a two-dimensional space (N = 2) spanned by \mathbf{e}_1 and \mathbf{e}_2 . For real-valued symmetric transformation matrices \mathbf{A} :



The transformed vector Av does not lie in the same direction as v, therefore v is not a solution to the EVP

The Eigenvalue Problem - IV





In this case, the transformed vector Av does lie in the same direction as v, therefore v is a solution to the EVP.

The Eigenvalue Problem - V



How do we solve the EVP?

$$\mathbf{A}\mathbf{v} = \lambda\mathbf{v} \implies (\mathbf{A} - \lambda\mathbf{I})\mathbf{v} = \mathbf{0}$$

Case I: $\mathbf{v} = \mathbf{0}$ is a solution to the equation, but it is the boring (trivial) solution

Case II: Assume $(\mathbf{A} - \lambda \mathbf{I})^{-1}$ exists

$$(\mathbf{A} - \lambda \mathbf{I})^{-1} (\mathbf{A} - \lambda \mathbf{I}) \mathbf{v} = (\mathbf{A} - \lambda \mathbf{I})^{-1} \mathbf{0} \implies \mathbf{v} = \mathbf{0}$$

Again we have the boring solution

The Eigenvalue Problem - VI



Case III: Assume $(A - \lambda I)^{-1}$ does not exist

This is equivalent to assuming that the determinant of $(A - \lambda I)$ is equal to zero:

$$|\mathbf{A} - \lambda \mathbf{I}| = 0$$

This equation yields an N^{th} -order polynomial in λ

$$\lambda^{N} + c_{N-1}\lambda^{N-1} + \dots + c_{1}\lambda + c_{0} = 0$$

The solutions (roots) are the *N* eigenvalues of **A**

The Eigenvalue Problem - VII



Each eigenvalue is denoted by:

$$\lambda_n \qquad n=1,\ldots,N$$

The eigenvalues are typically ordered such that:

$$\lambda_1 \le \lambda_2 \le \cdots \le \lambda_{N-1} \le \lambda_N$$

Each eigenvalue has an associated eigenvector that is the solution of

$$(\mathbf{A} - \lambda_n \mathbf{I})\mathbf{v}_n = \mathbf{0}$$
 $n = 1, ..., N$

Eigenvalue Example - I



Find the eigenvalues of the matrix:

$$\mathbf{A} = \begin{bmatrix} 4 & -5 \\ 2 & -3 \end{bmatrix}$$

First construct $(A - \lambda I)$:

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

NOTE:

Can also

Construct

 $(\lambda I - A)$

Why?

Then compute the determinant:

$$|\mathbf{A} - \lambda \mathbf{I}| =$$

Eigenvalue Example - II



Using the quadratic equation solution:

$$a\lambda^2 + b\lambda + c = 0 \implies \lambda =$$

The eigenvalues are:

$$\lambda^2 - \lambda - 2 = 0 \implies \frac{\lambda_1 = -1}{\lambda_2 = 2} \implies (\lambda + 1)(\lambda - 2) = 0$$

NOTE: The eigenvalues of a real-valued matrix can be complex. This will often happen in control analysis.

Eigenvalue Example - III



What are the corresponding eigenvectors? Substitute λ_1 back into the EVP equation:

$$(\mathbf{A} - \lambda_1 \mathbf{I}) \mathbf{v}_1 = 0 \implies \begin{bmatrix} 4 - (-1) & -5 \\ 2 & -3 - (-1) \end{bmatrix} \begin{bmatrix} v_{11} \\ v_{21} \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$\begin{bmatrix} 5 & -5 \\ 2 & -2 \end{bmatrix} \begin{bmatrix} v_{11} \\ v_{21} \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \implies \begin{bmatrix} 5v_{11} - 5v_{21} = 0 \\ 2v_{11} - 2v_{21} = 0 \end{bmatrix}$$

The only useful information we have is:

Eigenvalue Example - IV



Now try the second eigenvalue...

Substitute λ_2 back into the EVP equation:

$$(\mathbf{A} - \lambda_2 \mathbf{I}) \mathbf{v}_2 = 0 \implies \begin{bmatrix} 4 - (2) & -5 \\ 2 & -3 - (2) \end{bmatrix} \begin{bmatrix} v_{12} \\ v_{22} \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$\begin{bmatrix} 2 & -5 \\ 2 & -5 \end{bmatrix} \begin{bmatrix} v_{12} \\ v_{22} \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \implies \begin{bmatrix} 2v_{12} - 5v_{22} = 0 \\ 2v_{12} - 5v_{22} = 0 \end{bmatrix}$$

The only useful information we have is:

Eigenvalue Example - V



The eigenvectors are not uniquely determined!

We are free to choose any vector that satisfies the constraints just derived, i.e. any vector parallel to these vectors are eigenvectors

$$\mathbf{v}_1 = \begin{bmatrix} v_{11} \\ v_{21} \end{bmatrix} = \alpha_1 \begin{bmatrix} 1 \\ 1 \end{bmatrix} \quad \text{for any } \alpha_1 \neq 0$$

$$\mathbf{v}_2 = \begin{bmatrix} v_{12} \\ v_{22} \end{bmatrix} = \alpha_2 \begin{bmatrix} 5 \\ 2 \end{bmatrix} \quad \text{for any } \alpha_2 \neq 0$$

MATLAB normalizes each eigenvector such that: $\mathbf{v}_1^T \mathbf{v}_1 = 1$ and $\mathbf{v}_2^T \mathbf{v}_2 = 1$

Matrix Analysis - Summary



How does this relate to controls?

- All of the topics we will study in this course will require matrix analysis.
- Derivation of the design techniques will require a thorough understanding of matrix operations.
- The eigenvalue problem will resurface when we begin discussing stability and performance of continuous-time feedback control systems.