

## Discrete time system (cont.) and introduction to MIMO systems

### ① Discrete time System (cont.)

\* Stability: ~~if~~ distinct eigenvalues

$$\mathbf{x}(k+1) = A_d \mathbf{x}(k) + B_d u(k)$$

$$y(k) = C_d \mathbf{x}(k) + D_d u(k)$$

⇒ The above system is asymptotic stable when eigenvalues of  $A_d$  are inside the unit circle.

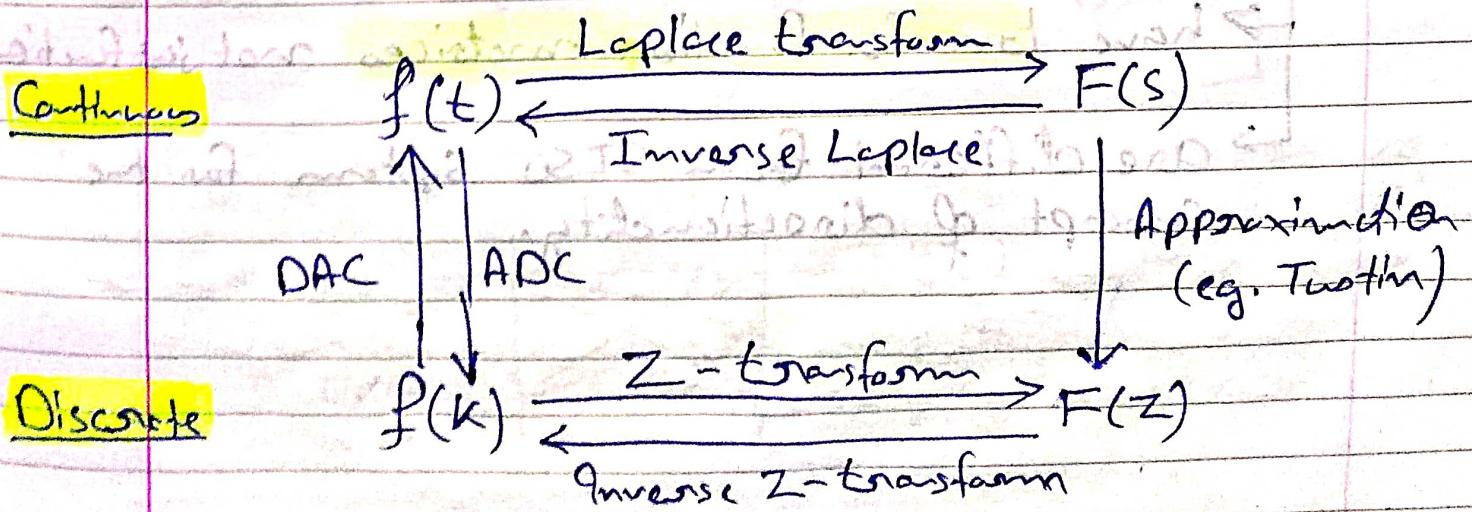
⇒ If input  $u = 0 \forall k$

$$\mathbf{x}(k) = A^k \mathbf{x}(0)$$

$$A = T \Lambda T^{-1} \Rightarrow A^K = T \Lambda^K T^{-1}$$

$$\text{diagonal } \begin{pmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 & \dots & \lambda_m \end{pmatrix}$$

\* Z-transform fundamentals



⇒ Definition

$$F(z) = Z[f(k)](z) = \sum_{k=-\infty}^{\infty} f(k) z^{-k}$$

⇒ Linearity

$$Z[af(k) + bg(k)] = a F(z) + b G(z)$$

⇒ Time shift

$$Z[f(k-k_0)] = z^{-k_0} F(z)$$

→ Very useful for implementation of a discrete time controller

## ② Introduction to MIMO system

⇒ MIMO Systems:

- have transfer function matrices not just functions
- are different from SISO system for the concept of directionality.

## \* MIMO state space representation

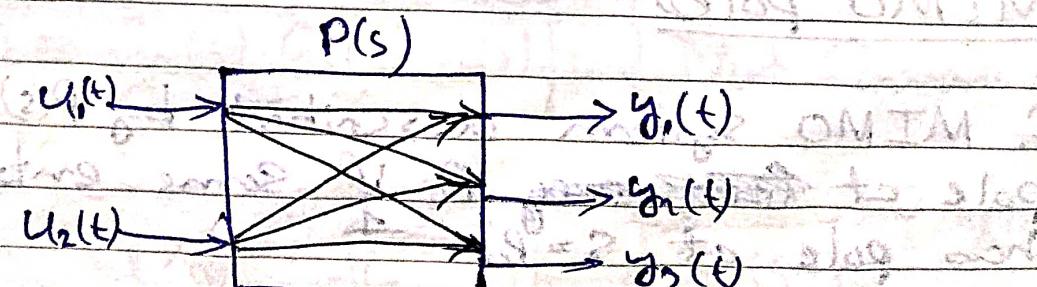
$$\begin{aligned}\dot{\mathbf{x}} &= \mathbf{A}\mathbf{x} + \mathbf{B}\mathbf{u} \\ \mathbf{y} &= \mathbf{C}\mathbf{x} + \mathbf{D}\mathbf{u}\end{aligned}$$

$$\begin{aligned}\mathbf{A} &\in \mathbb{R}^{n \times n} \\ \mathbf{x} &\in \mathbb{R}^{n \times 1} \\ \mathbf{u} &\in \mathbb{R}^{m \times 1} \\ \mathbf{B} &\in \mathbb{R}^{n \times m} \\ \mathbf{y} &\in \mathbb{R}^{l \times 1} \\ \mathbf{C} &\in \mathbb{R}^{l \times n} \\ \mathbf{D} &\in \mathbb{R}^{l \times m}\end{aligned}$$

## \* MIMO transfer function matrix

$$\mathbf{P}(s) = \mathbf{C}(\mathbf{sI} - \mathbf{A})^{-1}\mathbf{B} \in \mathbb{R}^{l \times m}$$

$$\mathbf{P}(s) = \begin{bmatrix} P_{11}(s) & P_{12}(s) & \cdots & P_{1m}(s) \\ P_{21}(s) & P_{22}(s) & \cdots & P_{2m}(s) \\ \vdots & \vdots & \ddots & \vdots \\ P_{l1}(s) & P_{l2}(s) & \cdots & P_{lm}(s) \end{bmatrix}$$



\* When each input affects many outputs

### \* Interactive System

→ When each input affects many outputs, the system is called interactive.

### \* Non-Interactive System

→ When each input affects only one output, the system is called non-interactive.

⇒ When a system has more outputs than inputs, there are output "directions" that are not affected by the input.

⇒ When a system has more inputs than outputs, there are input "directions" that do not affect the output.

⇒ A system is functionally controllable if the rank of transfer matrix is equal to number of output.

### \* MIMO poles

⇒ A MIMO system described by  $P(s)$  has a pole at  ~~$s = P_0$~~   $P_0$  if some entries of  $P(s)$  has pole at  $s = P_0$ .

⇒ Equivalently: The poles of a MIMO system are the roots of the characteristic polynomial of  $A$ .

$$P(s) = C(sI - A)^{-1}B + D = \frac{N(s)}{\det(sI - A)}$$

### ★ MIMO Zeros

⇒  $P(s)$  has a (transmission) zero at  $Z_0$  if it drops rank at  $s = Z_0$ .

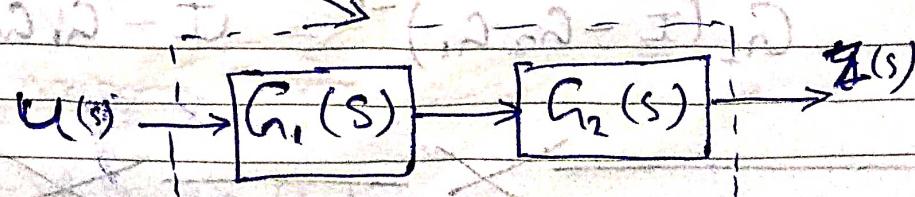
⇒ A rational matrix  $P(s)$  has a zero at  $s = Z_0$  if there is a rational  $U(s)$  vector such that  $U(Z_0)$  is finite and different from zero, and:

$$\lim_{s \rightarrow Z_0} P(s) U(s) = 0$$

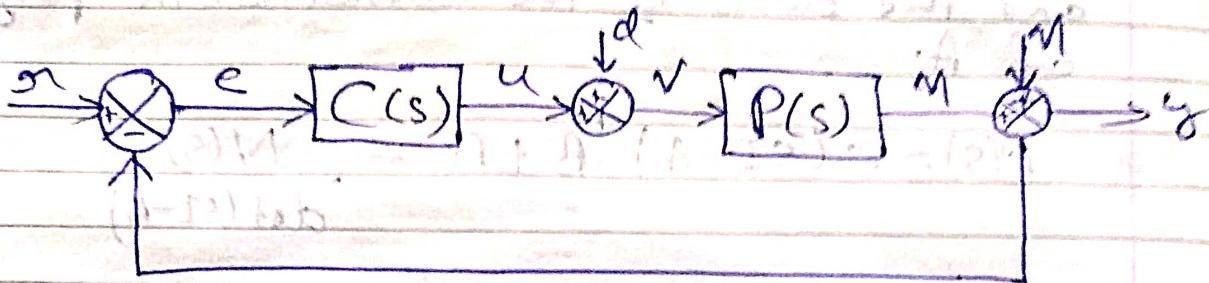
⇒ Poles and Zeros have (direction) associated with them.

### ★ MIMO Interconnections

$$Z(s) = [G_2(s) \quad G_1(s)] U(s) \quad \left\{ \text{Not Commutative} \right\}$$



## \* Output Sensitivity function



$$L_o(s) = P(s) C(s)$$

{Loop transfer function}

$$(n \rightarrow y) \quad S_o(s) = (I + L_o(s))^{-1} \quad \{Sensitivity function\}$$

$$(n \rightarrow y) \quad T_o(s) = (I + L_o(s))^{-1} L_o(s) \quad \{Complementary Sensitivity Function\}$$

## \* Input Sensitivity function

$$L_I(s) = C(s) P(s)$$

$$S_I(s) = (I + L_I(s))^{-1}$$

$$T_I(s) = (I + L_I(s))^{-1} L_I(s)$$

## \* Observations

⇒ The following relationship ("Push-through rule") holds for all matrices of appropriate dimensions!

$$G_1 (I - G_2 G_1)^{-1} = (I - G_1 G_2)^{-1} G_1$$

