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## 9. Why linearization is useful

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Lecture due Sep 15, 2021 20:30 IST



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Sensitivity Analysis

As in the robot arm example, sometimes the variables you *can* control have a non-straightforward effect on the variables you *wish to* control. Linearization gives you a back-of-the-envelope method for saying what happens to the outputs for various changes in the inputs. For example, suppose we have a relationship  $\mathbf{x}, \mathbf{y} \implies \mathbf{A}, \mathbf{B}$ , and we compute the linearization of it near  $(\mathbf{x}_0, \mathbf{y}_0)$  and we get  $\begin{pmatrix} 1 & 0 \\ 1 & 1 \end{pmatrix}$ . Then we can immediately answer questions such as:

1. If  $\mathbf{x}$  increases by  $\approx 0.1$  then what happens?

**Solution:** Assuming  $\mathbf{y}$  stays the same, we would see  $\mathbf{A}$  and  $\mathbf{B}$  both increase by  $\approx 0.1$ . This is because  $\begin{pmatrix} 1 & 0 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} 0.1 \\ 0 \end{pmatrix} = \begin{pmatrix} 0.1 \\ 0.1 \end{pmatrix}$ .

2. If  $\mathbf{y}$  decreases by  $\approx 0.1$  then what happens?

**Solution:** Assuming  $\mathbf{x}$  stays the same, we would see  $\mathbf{A}$  stay about the same and  $\mathbf{B}$  would decrease by  $\approx 0.1$ . This is because  $\begin{pmatrix} 1 & 0 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} 0 \\ -0.1 \end{pmatrix} = \begin{pmatrix} 0 \\ -0.1 \end{pmatrix}$ .

The analysis performed above is called a "sensitivity analysis." It tells us exactly how sensitive the output variables are to changes in each input variable near the point  $(\mathbf{x}_0, \mathbf{y}_0)$ . In the above example, we can say that  $\mathbf{A}$  was only sensitive to changes in  $\mathbf{x}$ , but  $\mathbf{B}$  was sensitive to changes in both  $\mathbf{x}$  and  $\mathbf{y}$ . We can also solve the "inverse question", such as:

What would it take to increase  $\mathbf{A}$  by  $\approx 0.1$  while holding  $\mathbf{B}$  the same?

**Solution:** This time we know what the output of  $\begin{pmatrix} 1 & 0 \\ 1 & 1 \end{pmatrix}$  should be,  $\begin{pmatrix} 0.1 \\ 0 \end{pmatrix}$ . Now we can use our tools for solving for  $\vec{u}$  in  $\begin{pmatrix} 1 & 0 \\ 1 & 1 \end{pmatrix} \vec{u} = \begin{pmatrix} 0.1 \\ 0 \end{pmatrix}$ . Using elimination, or the inverse matrix, we see that  $\vec{u} = \begin{pmatrix} 0.1 \\ -0.1 \end{pmatrix}$ . Therefore, we should increase  $\mathbf{x}$  by  $0.1$  and decrease  $\mathbf{y}$  by  $0.1$  to produce the desired effect.

Practice Sensitivity

2/2 points (graded)

What would happen if we decrease  $\mathbf{x}$  by  $0.1$  and increase  $\mathbf{y}$  by  $0.1$ ? Use the linearization to answer.

$\mathbf{A}$  would increase by  ✓ Answer: -0.1

$\mathbf{B}$  would increase by  ✓ Answer: 0

**Solution:**

$\mathbf{A}$  would increase by  $-0.1$  and  $\mathbf{B}$  would increase by  $0$ . This is because

$$\begin{pmatrix} 1 & 0 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} -0.1 \\ 0.1 \end{pmatrix} = \begin{pmatrix} -0.1 \\ 0 \end{pmatrix}$$

(5.142)

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You have used 2 of 7 attempts

**i** Answers are displayed within the problem

### Practice Sensitivity 2

2/2 points (graded)  
What would it take to increase  $A$  by  $0.1$  and decrease  $B$  by  $0.1$ ?

Increase  $x$  by  **✓ Answer:** 0.1

Increase  $y$  by  **✓ Answer:** -0.2

**Solution:**

Increase  $x$  by  $0.1$  and decrease  $y$  by  $0.2$ . This is because

$$\begin{pmatrix} 1 & 0 \\ 1 & 1 \end{pmatrix} \vec{u} = \begin{pmatrix} 0.1 \\ -0.1 \end{pmatrix} \tag{5.143}$$

has the solution  $\vec{u} = \begin{pmatrix} 0.1 \\ -0.2 \end{pmatrix}$ .

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You have used 3 of 7 attempts

**i** Answers are displayed within the problem

Knowing the linearization can give further insight into what is going on near the base point. Suppose we are studying variables  $A$  and  $B$  that depend on the variables  $x$  and  $y$  as

$$A = (x + y - 2)^2 - y \tag{5.144}$$

$$B = x - y^2 \tag{5.145}$$

Just looking at the formula, it's hard to get a feeling for what this transformation is doing. Suppose we need to know the behavior of this transformation near the point  $(0, 2)$ .

In search of understanding, we might try computing the linearization at that point. It turns out to be  $\begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix}$ .

You may recognize this matrix, because it is the matrix that rotates a vector by  $\pi/2$  counter-clockwise. This tells us that near the point  $(2, 0)$  the vector  $\begin{pmatrix} \Delta A \\ \Delta B \end{pmatrix}$  is obtained from the vector  $\begin{pmatrix} \Delta x \\ \Delta y \end{pmatrix}$  by this counter-clockwise rotation. This gives quite a bit of insight into what is going on near that point.

**In summary**, linearization is useful because we often have an easier time analyzing the behavior of a matrix (linear functions) rather than the behavior of a more complicated function.

### 9. Why linearization is useful

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