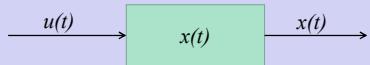


Fundamentals of Control Theory

System definition & Taxonomy

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What is a system in C.T.?



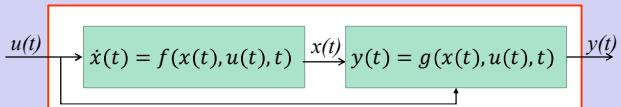
A system is an entity having some internal quantities $x(t)$ supposedly observable from an external observer.

The $x(t)$ evolution is regulated by external quantities $u(t)$ by means of a differential equation such as:

$$\frac{dx(t)}{dt} = f(x(t), u(t), t)$$

Dynamic Equation
State Equation

Model



Generally, the state is not the measured output of the system, which is usually described by a function

$$y(t) = g(x(t), u(t), t) \quad \text{Output Equation}$$

The overall model of the system is then:

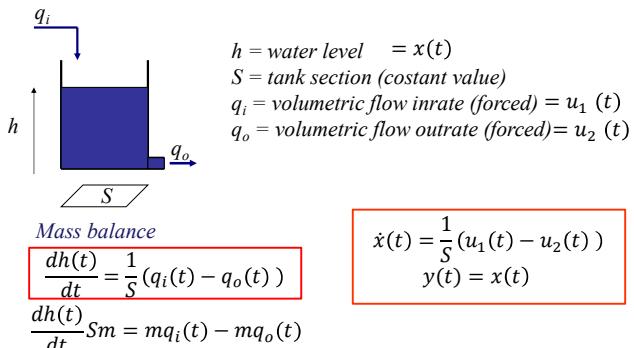
$$\begin{aligned} \dot{x}(t) &= f(x(t), u(t), t) \\ y(t) &= g(x(t), u(t), t) \end{aligned}$$

Variables

$$u(t) \rightarrow \boxed{\begin{aligned} \dot{x}(t) &= f(x(t), u(t), t) \\ y(t) &= g(x(t), u(t), t) \end{aligned}} \rightarrow y(t)$$

- Input* ($u(t) \in \mathbb{R}^m$): m independent actions taken on the system
- Output* ($y(t) \in \mathbb{R}^p$): p measurement of interest
- State* ($x(t) \in \mathbb{R}^n$): several interpretation
 - Memory of the past input
 - What is needed, given time and input to evaluate the output
- n : order of the system

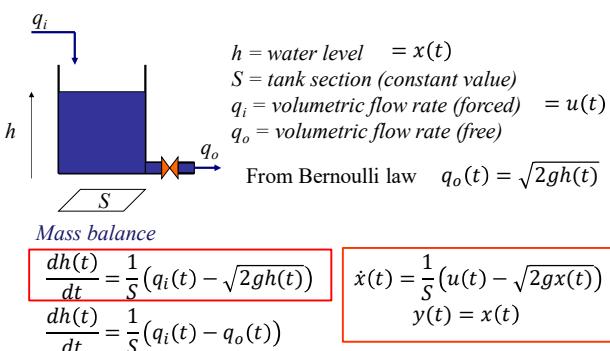
Water tank with forced flow



$$\begin{aligned} h &= \text{water level} = x(t) \\ S &= \text{tank section (constant value)} \\ q_i &= \text{volumetric flow inrate (forced)} = u_1(t) \\ q_o &= \text{volumetric flow outrate (forced)} = u_2(t) \end{aligned}$$

$$\begin{aligned} \dot{x}(t) &= \frac{1}{S}(u_1(t) - u_2(t)) \\ y(t) &= x(t) \end{aligned}$$

Water tank with forced inflow

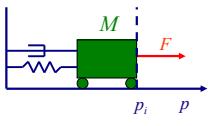


$$\begin{aligned} h &= \text{water level} = x(t) \\ S &= \text{tank section (constant value)} \\ q_i &= \text{volumetric flow rate (forced)} = u(t) \\ q_o &= \text{volumetric flow rate (free)} \end{aligned}$$

$$\text{From Bernoulli law } q_o(t) = \sqrt{2gh(t)}$$

$$\begin{aligned} \dot{x}(t) &= \frac{1}{S}(u(t) - \sqrt{2gx(t)}) \\ y(t) &= x(t) \end{aligned}$$

Spring-mass-dumper - I



p = position
 M = mass
 k = spring constant
 h = friction constant
 p_i = quiet position (no force applied)
 F = traction force (imposed)

Force balance

$$M\ddot{p}(t) = -k(p(t) - p_i) - h\dot{p}(t) + F(t)$$

$$\text{Assuming } p_i = 0 \quad M\ddot{p}(t) = -kp(t) - h\dot{p}(t) + F(t)$$

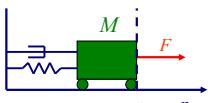
Introducing

$$\dot{p}(t) = q(t)$$

$$q(t) = \dot{p}(t)$$

$$M\ddot{q}(t) = -kp(t) - hq(t) + F(t)$$

Spring-mass-dumper - II



p = position
 M = mass
 k = spring constant
 h = friction constant
 p_i = quiet position (no force applied) = 0
 F = traction force (imposed)

Posing

$$x_1(t) = p(t)$$

$$x_2(t) = q(t)$$

$$u(t) = F(t)$$

$$\begin{aligned} \dot{x}_1(t) &= x_2(t) \\ \dot{x}_2(t) &= -\frac{k}{M}x_1(t) - \frac{h}{M}x_2(t) + \frac{1}{M}F(t) \\ y(t) &= x_1(t) \end{aligned}$$

System Taxonomy - I

$$\begin{array}{c} [u_1(t) \dots u_m(t)]' \\ \xrightarrow{\hspace{1cm}} \\ [x_1(t) \dots x_n(t)]' \end{array} \xrightarrow{\hspace{1cm}} [y_1(t) \dots y_p(t)]'$$

Number of signals

SISO: single input, single output

SIMO: single input, multi-output

MIMO: multi-input, multi-output

MISO: multi-input, single output

Autonomous : no-input

Proper & Strictly proper system

In a *proper system* the output is directly related to the input

$$\begin{aligned} \dot{x}(t) &= f(x(t), u(t), t) \\ y(t) &= g(x(t), u(t), t) \end{aligned}$$

In a *strictly proper system* the output is NOT directly related to the input

$$\begin{aligned} \dot{x}(t) &= f(x(t), u(t), t) \\ y(t) &= g(x(t), t) \end{aligned}$$

System Taxonomy - II

$$\begin{bmatrix} u_1(t) & \dots & u_m(t) \end{bmatrix}' \xrightarrow{x_1(t) \quad \dots \quad x_n(t)'} \begin{bmatrix} y_1(t) & \dots & y_p(t) \end{bmatrix}'$$

Dynamic & Static Systems

Static: no state is present $y(t) = g(u(t), t)$	Dynamic: state is present $\dot{x}(t) = f(x(t), u(t), t)$ $y(t) = g(x(t), u(t), t)$
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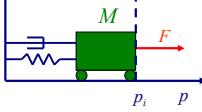
Time-variant & Time invariant

Explicit time dependence $\dot{x}(t) = f(x(t), u(t), t)$ $y(t) = g(x(t), u(t), t)$	Implicit time dependence $\dot{x}(t) = f(x(t), u(t))$ $y(t) = g(x(t), u(t))$
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Spring-mass-dumper - III



p = position
 M = mass
 k = spring constant
 h = friction constant
 p_i = quiet position (no force applied)
 F = traction force (imposed)

Time varying system

Assuming that the spring constantly decrease over time

$$k(t) = k_0 e^{-\alpha t}$$

$$M\ddot{p}(t) = -k(t)p(t) - hp(t) + F(t)$$

$$\begin{aligned} \dot{x}_1(t) &= x_2(t) \\ \dot{x}_2(t) &= -\frac{k(t)}{M}x_1(t) - \frac{h}{M}x_2(t) + \frac{1}{M}u(t) \\ y(t) &= x_1(t) \end{aligned}$$

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System Taxonomy - III

$$\begin{bmatrix} u_1(t) & \dots & u_m(t) \end{bmatrix}' \xrightarrow{x_1(t) \quad \dots \quad x_n(t)'} \begin{bmatrix} y_1(t) & \dots & y_p(t) \end{bmatrix}'$$

Linear Systems

Both system functions (f and g) are linear

$\dot{x}(t) = A(t)x(t) + B(t)u(t)$	$y(t) = C(t)x(t) + D(t)u(t)$
------------------------------------	------------------------------

$$A(t) \in \mathbb{R}^{n \times n}, B(t) \in \mathbb{R}^{n \times m}$$

$$C(t) \in \mathbb{R}^{p \times n}, D(t) \in \mathbb{R}^{p \times m}$$

Linear, Time Invariant system

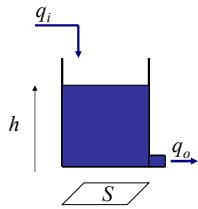
$\dot{x}(t) = Ax(t) + Bu(t)$	$y(t) = Cx(t) + Du(t)$
------------------------------	------------------------

Classes will be focused on LTI systems

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Water tank with forced flow - Classify



$$\begin{aligned} \dot{x}(t) &= \frac{1}{S}(u_1(t) - u_2(t)) \\ y(t) &= x(t) \end{aligned}$$

$x(t) = h(t)$
 $u(t) = [q_i(t)]$
 $y(t) = h(t)$

$n=1, m=2, p=1$
 $I^{st} \text{ order system}$ $MISO \text{ system}$
 $LTI \text{ System}$

$$\dot{x}(t) = Ax(t) + Bu(t)$$

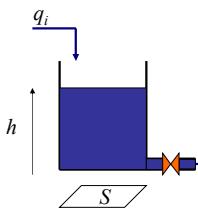
$$\begin{aligned} A &= 0 & B &= [1/S \quad -1/S] \\ C &= 1 & D &= 0 \end{aligned}$$

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Water tank with forced inflow - Classify



$$\begin{aligned} \dot{x}(t) &= \frac{1}{S}(u(t) - \sqrt{2gx(t)}) \\ y(t) &= x(t) \end{aligned}$$

$x(t) = h(t)$
 $u(t) = q_i(t)$
 $y(t) = h(t)$

$n=1, m=1, p=1$
 $I^{st} \text{ order system}$ $SISO \text{ system}$

Time Invariant System

Non linear System

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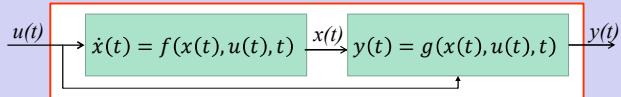
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Fundamentals of Control Theory

Simulation

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Simulation - I

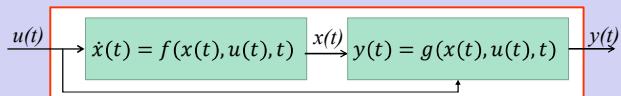


Simulation concept: given $u(t)$ get $y(t)$

Fact: $f(x(t), u(t), t)$ shows the state derivate. → state value, in at least one time, has to be known $x(t_0)$

Fact: the input is known only from a given time instant → the input is assumed known since the initial time t_0

Simulation - II



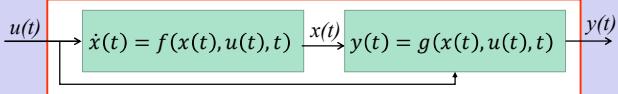
Simulation problem

given the initial state $x(t_0) = x_0$ and the input signal $u(t), t \geq t_0$, find state $x(t), t > t_0$ and output $y(t), t \geq t_0$ signals.

State Movement: $x(t) = \phi(t, t_0, x_0, u(\cdot)), t > t_0$

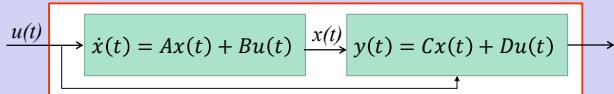
Output Movement: $y(t) = g(\phi(t, t_0, x_0, u(\cdot)), u(t), t), t > t_0$

Solving Simulation problem



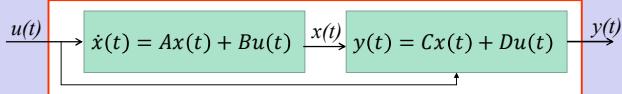
In its general form, simulation is a Cauchy problem which has no close form

Remark: LTI systems



have general theoretical results

Lagrange formula - LTI



For LTI system the state movement is given by the *Lagrange formula*:

$$x(t) = e^{A(t-t_0)}x(t_0) + \int_{t_0}^t e^{A(t-\tau)}Bu(\tau) d\tau$$

Two main components:

- $e^{A(t-t_0)}x(t_0)$ called *free movement* connected to initial state
- $\int_{t_0}^t e^{A(t-\tau)}u(\tau) d\tau$ called *forced movement* connected to input

An economic model

Y = Gross Domestic Product

I = Investment

C = Family Consumption

The state:

- may act on I (public investment)
- want to raise Y

Assuming closed economy
(no import-export)

$$Y(t) = C(t) + I(t)$$

Keynes model

$$\frac{dC(t)}{dt} = -aC(t) + bY(t)$$

Exercise

- Classify the system
- Simulate the system posing initial state and a constant input
- Simulate the system if the current investment doubles

An economic model - Classification

$$Y = \text{Gross Domestic Product} = y(t) \quad Y(t) = C(t) + I(t)$$

$$I = \text{Investment} = u(t) \quad \frac{dC(t)}{dt} = -aC(t) + bY(t)$$

$$C = \text{Family Consumption} = x(t)$$

$$\frac{dC(t)}{dt} = -aC(t) + b(C(t) + I(t))$$

$$\boxed{\begin{aligned}\dot{x}(t) &= (b-a)x(t) + bu(t) \\ y(t) &= x(t) + u(t)\end{aligned}}$$

$$n=1, m=1, p=1$$

*1st order system SISO system
Time Invariant System
Linear System
Proper System*

An economic model – Simulation I

$$Y = \text{Gross Domestic Product} = y(t)$$

$$I = \text{Investment} = u(t)$$

$$C = \text{Family Consumption} = x(t)$$

$$a=3 \quad b=2 \quad x_0=10 \quad u(t)=2$$

$$\boxed{\begin{aligned}\dot{x}(t) &= Ax(t) + Bu(t) \\ y(t) &= Cx(t) + Du(t) \\ A &= b - a = -1 \quad C = 1 \\ B &= b = 2 \quad D = 1\end{aligned}}$$

$$\begin{aligned}x(t) &= e^{At}x_0 + \int_0^t e^{A(t-\tau)} \cdot B \cdot u(\tau) d\tau = e^{-t}10 + \int_0^t e^{-(t-\tau)} \cdot 2 \cdot 2 d\tau \\ &= 10e^{-t} + 4 \int_0^t 1 \cdot e^{(\tau-t)} d\tau = 10e^{-t} + 4[e^{(\tau-t)}]_0^t \\ &= 10e^{-t} + 4(e^{(t-t)} - e^{(0-t)}) = 10e^{-t} + 4(1 - e^{-t}) = 4 + 6e^{-t}\end{aligned}$$

An economic model – Simulation I

$$Y = \text{Gross Domestic Product} = y(t)$$

$$I = \text{Investment} = u(t)$$

$$C = \text{Family Consumption} = x(t)$$

$$a=3 \quad b=2 \quad x_0=10 \quad u(t)=2$$

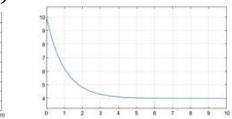
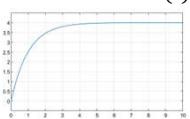
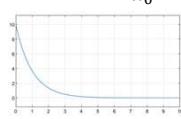
$$\boxed{\begin{aligned}\dot{x}(t) &= Ax(t) + Bu(t) \\ y(t) &= Cx(t) + Du(t) \\ A &= b - a = -1 \quad C = 1 \\ B &= b = 2 \quad D = 1\end{aligned}}$$

$$x(t) = 10e^{-t} + 4(1 - e^{-t}) = x(t) = 4 + 6e^{-t}$$

*free movement
connected to x_0*

*forced movement
connected to $u(t)$*

state movement



An economic model – Simulation II

$Y = \text{Gross Domestic Product} = y(t)$

$I = \text{Investment} = u(t)$

$C = \text{Family Consumption} = x(t)$

$$\dot{x}(t) = (b - a)x(t) + bu(t)$$

$$y(t) = x(t) + u(t)$$

$$A = b - a \quad C = 1$$

$$B = b \quad D = 1$$

$$s' \begin{cases} t_0 = 0, \\ x(t_0) = \bar{x}, \\ u'(t) = \bar{u} \end{cases}$$

$$x'(t) = e^{(b-a)t}\bar{x} + \int_0^t e^{(b-a)(t-\tau)}b\bar{u} d\tau$$

$$y'(t) = e^{(b-a)t}\bar{x} + \int_0^t e^{(b-a)(t-\tau)}b\bar{u} d\tau + \bar{u}$$

$$s'' \begin{cases} t_0 = 0, \\ x(t_0) = \bar{x}, \\ u''(t) = 2\bar{u} \end{cases}$$

$$y''(t) = e^{(b-a)t}\bar{x} + 2 \int_0^t e^{(b-a)(t-\tau)}b\bar{u} d\tau + \bar{2u}$$

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