

goal: what is a system's state? what is a nonlinear system?

(a) state space \leftarrow new way of looking at/representing a system using a vector description of quantities of interest and how they interact over time

(b) time: continuous and discrete \leftarrow we'll consider DE that evolve in continuous time, $\dot{x} = f(x, u)$
or in discrete time, $\tilde{x}^+ = \tilde{f}(\tilde{x}, u)$

(c) linear systems \leftarrow any matrices $A \in \mathbb{R}^{n \times n}$, $B \in \mathbb{R}^{n \times p}$ determine linear state-space system $f(x, u) = Ax + Bu$

(d) nonlinear systems \leftarrow defined by $\dot{x} = f(x, u)$

(a) state space [AMv2 Ch 3.2] [Nv7 Ch 3.3]

ex: RLC circuit: capacitor charge q & current \dot{q} interact with voltage v over time:



$$(DE) \quad L\ddot{q} + R\dot{q} + \frac{1}{C}q = v$$

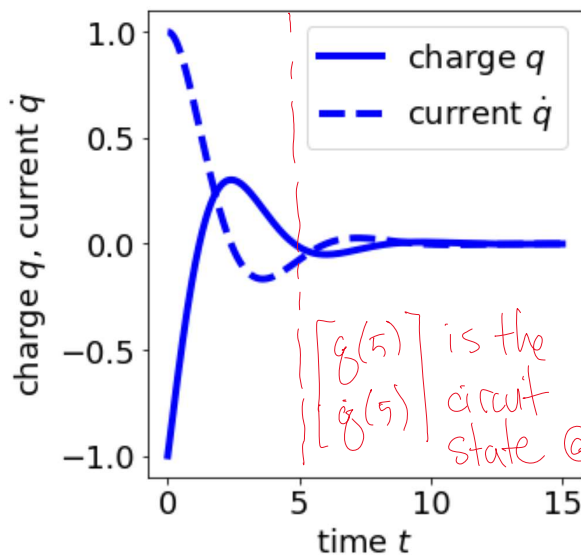
know: given $v: [0, \infty) \rightarrow \mathbb{R}$, initial condition $(q(0), \dot{q}(0))$
: $t \mapsto v(t)$

then $q(t) = \underbrace{q_0(t)} + \underbrace{q_v(t)}_{\text{particular response to } v}$

then $g(t) = g_0(t) + g_v(t)$

homogeneous response to

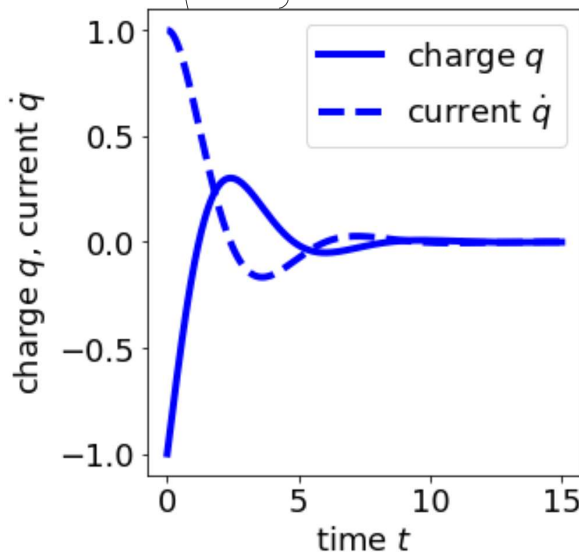
- the vector $(g(t), \dot{g}(t)) \in \mathbb{R}^2$ is the circuit state at time t
 \rightarrow if I know \cdot and input $v: [t, \infty)$, $g(\tau)$ determined for $\tau \geq t$



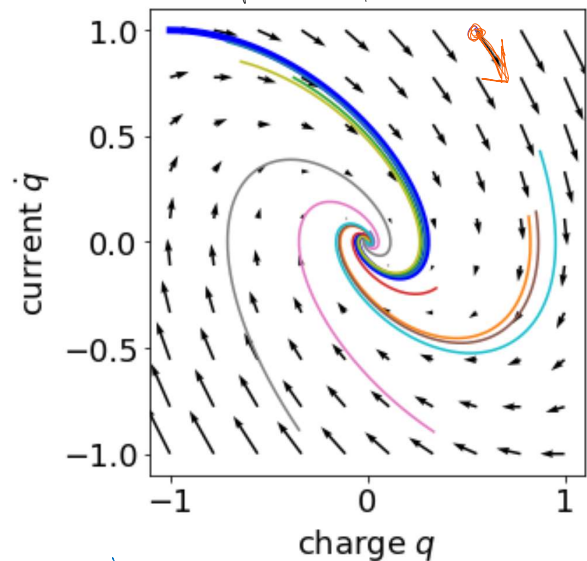
homogeneous response to initial condition / state

$$\begin{bmatrix} g(0) \\ \dot{g}(0) \end{bmatrix} = \begin{bmatrix} -1 \\ +1 \end{bmatrix}$$

1°. one trajectory over time

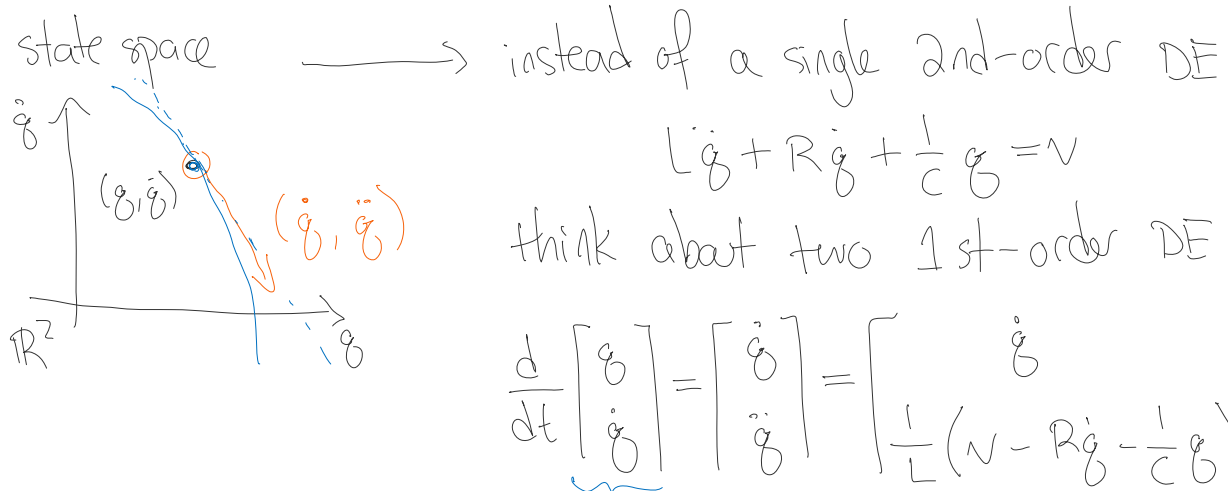


2°. multiple trajectories over time



state space = $\left\{ \begin{bmatrix} g \\ \dot{g} \end{bmatrix} \in \mathbb{R}^2 \right\}$

state space \longrightarrow instead of a single 2nd-order DE



state-space representation for (DE) $\left\{ \begin{array}{l} \text{more generally: } \frac{d}{dt} \underline{x} = \dot{\underline{x}} = f(\underline{x}, u), \quad u = v \\ \text{where: } \underline{x} \in \mathbb{R}^n, \quad u \in \mathbb{R}^p, \quad f: \mathbb{R}^n \times \mathbb{R}^p \rightarrow \mathbb{R}^n \\ \text{system state} \quad \quad \quad : (\underline{x}, u) \mapsto f(\underline{x}, u) = \dot{\underline{x}} \end{array} \right.$

(b) time: continuous and discrete [AMV2 Ch 3.2]

ex: proportional-integral control on a microcontroller/embedded system

- PI $u(t) = k_p e(t) + k_I \int_0^t e(\tau) d\tau$
 $= k_p e(t) + k_I x(t)$ where $\dot{x}(t) = e(t)$ (DE)
 ie $x(t) \in \mathbb{R}^2$ is controller state
 and time $t \in \mathbb{R}$ is continuous (ie any real number)

- on an embedded system, microprocessor measure error at discrete instants in time $t = \Delta, 2\Delta, 3\Delta, \dots$ $\Delta > 0$ clock cycle duration

\longrightarrow approximate (DE) as $\frac{1}{\Delta}(\tilde{x}(t+\Delta) - \tilde{x}(t)) \simeq \dot{\tilde{x}}(t) = e(t)$

ie $\tilde{x}(t+\Delta) = \tilde{x}(t) + \Delta \cdot e(t)$

\leadsto yields a difference equation (DE) $\tilde{x}^+ = e$

whose "solutions" are defined at times $t = k \cdot \Delta$

* to emphasize that \tilde{x} defined only at discrete times,
write $\tilde{x}[k]$ to denote $\tilde{x}(k \cdot \Delta)$

• more generally, with $x = \begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix} \in \mathbb{R}^n$ denoting state vector

and $u = \begin{bmatrix} u_1 \\ \vdots \\ u_p \end{bmatrix} \in \mathbb{R}^p$ denoting input vector

then state could change in time according to:

1°. differential equation $\frac{d}{dt} x = \dot{x} = f(x, u)$

or
2°. difference equation $\tilde{x}^+ = \tilde{f}(\tilde{x}, u)$

• we'll refer to both (1°.) & (2°.) as (DE)

and distinguish them notationally by writing: "continuous time"

1°. $x(t)$ for state of differential equation at time $t \in \mathbb{R}$

2°. $\tilde{x}[k]$ for state of difference equation at time $t = k \cdot \Delta$
"discrete time"

(c) linear systems [AMv2 ch 3.2] [Nv7 ch 3.3]

ex: RLC circuit: capacitor charge q & current \dot{q}
interact with voltage v over time:



(DE) $L\ddot{q} + R\dot{q} + \frac{1}{C}q = v$

• with $x = \begin{bmatrix} q \\ \dot{q} \end{bmatrix}$, $\dot{x} = \begin{bmatrix} \dot{q} \\ \ddot{q} \end{bmatrix} = \begin{bmatrix} \dot{q} \\ \frac{1}{L}(v - R\dot{q} - \frac{1}{C}q) \end{bmatrix} = \underbrace{f(x, u)}_{\in \mathbb{R}^2}, \underbrace{u = v}_{\in \mathbb{R}}$

note: f is linear: $f(x, u) = Ax + Bu$
 \rightarrow verify $\left\{ \begin{aligned} &= \underbrace{\begin{bmatrix} 0 & 1 \\ -\frac{1}{LC} & -R/L \end{bmatrix}}_{\in \mathbb{R}^{2 \times 2}} \underbrace{\begin{bmatrix} q \\ \dot{q} \end{bmatrix}}_{\in \mathbb{R}^2} + \underbrace{\begin{bmatrix} 0 \\ 1/L \end{bmatrix}}_{\in \mathbb{R}^{2 \times 1}} u \end{aligned} \right.$

• more generally, any $A \in \mathbb{R}^{n \times n}$, $B \in \mathbb{R}^{n \times p}$ defines
a linear system in state-space form $\dot{x} = Ax + Bu$

ex: given $\frac{d^n}{dt^n} y + a_1 \frac{d^{n-1}}{dt^{n-1}} y + \dots + a_n y = u$

• choosing $x = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_{n-1} \\ x_n \end{bmatrix} = \begin{bmatrix} \frac{d^{n-1}}{dt^{n-1}} y \\ \frac{d^{n-2}}{dt^{n-2}} y \\ \vdots \\ \frac{d}{dt} y \\ y \end{bmatrix} \in \mathbb{R}^n$

$\subset \mathbb{R}^n$

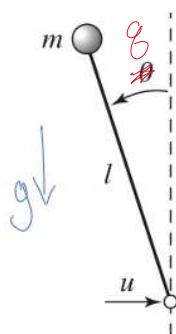
$$\begin{bmatrix} \dot{x}_{n-1} \\ \dot{x}_n \end{bmatrix} = \begin{bmatrix} \frac{d}{dt} y \\ y \end{bmatrix}$$

yields $\dot{x} = \frac{d}{dt} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_{n-1} \\ x_n \end{bmatrix} = \begin{bmatrix} -a_1 x_1 - a_2 x_2 \cdots - a_n x_n + u \\ x_1 \\ \vdots \\ x_{n-2} \\ x_{n-1} \end{bmatrix} = \underbrace{f(x, u)}_{\in \mathbb{R}^n}$

$$= Ax + Bu = \underbrace{\begin{bmatrix} -a_1 & -a_2 & \cdots & 1 & 0 \\ 1 & 0 & \cdots & 0 & 0 \\ 0 & 1 & \cdots & 0 & 0 \\ \vdots & \vdots & \ddots & \vdots & \vdots \\ 0 & \cdots & 0 & 1 & 0 \end{bmatrix}}_{= A \in \mathbb{R}^{n \times n}} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_{n-1} \\ x_n \end{bmatrix} + \underbrace{\begin{bmatrix} 1 \\ 0 \\ \vdots \\ 0 \end{bmatrix}}_{= B \in \mathbb{R}^{n \times 1}} u$$

(d) nonlinear systems

ex: "rocket flight" (really: pendulum)

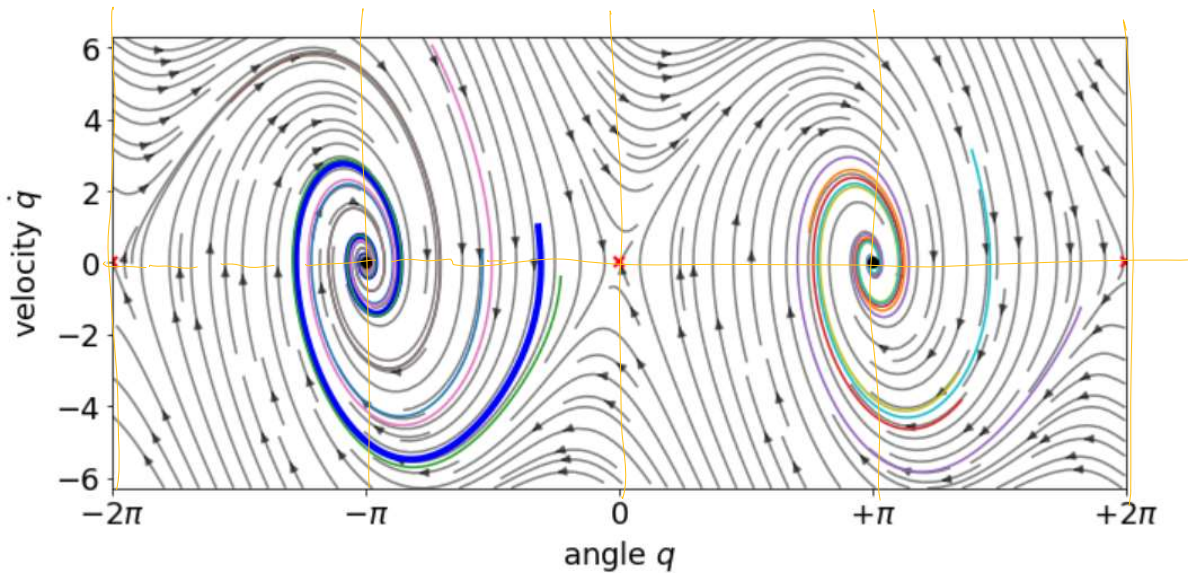


- state $x = (\theta, \dot{\theta})$ - angle, velocity
- input u - horizontal acceleration of pivot
- (DE) $ml^2 \ddot{\theta} = mgl \sin \theta - \alpha \dot{\theta} + lu \cos \theta$

$$\dot{x} = \begin{bmatrix} \dot{\theta} \\ \ddot{\theta} \end{bmatrix} = \begin{bmatrix} \dot{\theta} \\ g/l \sin \theta - \frac{2}{ml^2} \dot{\theta} + \frac{1}{ml} u \cos \theta \end{bmatrix} = f(x, u)$$

"equilibria"

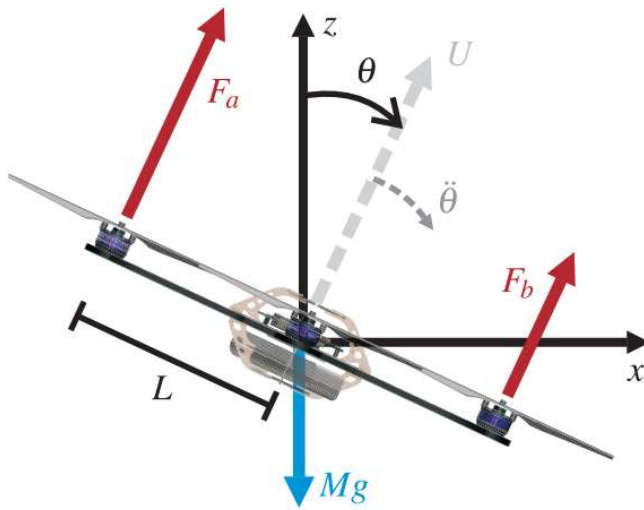
* when input is zero ($u=0$), $x(0) = \begin{bmatrix} \theta(0) \\ \dot{\theta}(0) \end{bmatrix} = \begin{bmatrix} k\pi \\ 0 \end{bmatrix} \Rightarrow \dot{x}(0) = 0 \Rightarrow x(t) = 0$



ex. quadrotor

A Simple Learning Strategy for High-Speed Quadcopter Multi-Flips

Sergei Lupashin, Angela Schöllig, Michael Sherback, Raffaello D'Andrea



$$M\ddot{z} = (F_a + F_b + F_c + F_d) \cos \theta - Mg \quad (1)$$

$$M\ddot{x} = (F_a + F_b + F_c + F_d) \sin \theta \quad (2)$$

$$I_{yy}\ddot{\theta} = L(F_a - F_b), \quad (3)$$

$\eta = x$ (horizontal)
 $v = z$ (vertical)

$$M\dot{\eta} = F \sin \theta$$

$$M\dot{v} = -Mg + F \cos \theta$$

$$I\ddot{\theta} = \tau$$

where $F = F_a + F_b + F_c + F_d$ is the net thrust from 4 rotors

$\tau = L(F_a - F_b)$ is the net torque around roll axis

• with $q = (\eta, v, \theta) \in \mathbb{R}^3$ denoting positions

$\dot{q} = \frac{d}{dt} q = (\dot{\eta}, \dot{v}, \dot{\theta}) \in \mathbb{R}^3$ denoting velocities,

the state is $x = (q, \dot{q}) \in \mathbb{R}^6$, input is $u = (F, \tau) \in \mathbb{R}^2$

so dynamics are $\dot{x} = \frac{d}{dt} \begin{bmatrix} q \\ \dot{q} \end{bmatrix} = \begin{bmatrix} \dot{q} \\ \ddot{q}(x, u) \end{bmatrix} = f(x, u)$

where $\ddot{q}(x, u) = \begin{bmatrix} F/M \sin \theta \\ -g + F/M \cos \theta \\ \tau/I \end{bmatrix}$

$$\begin{aligned} f &: \mathbb{R}^6 \times \mathbb{R}^2 \rightarrow \mathbb{R}^6 \\ &: (x, u) \mapsto f(x, u) \end{aligned}$$