

- Continuous to Discrete : ref. Discretization: wikipedia

Consider a continuous system

$$\dot{x} = Ax + Bu + w, \quad w \sim N(0, Q), \text{ white noise}$$

$$y = Cx + Du + v, \quad v \sim N(0, R), \text{ white noise}$$

to be discretized with zero-order hold for the input into

$$x_{k+1} = A_d x_k + B_d u_k + w_k$$

$$y_k = C_d x_k + D_d u_k + v_k$$

with

$$w_k \sim N(0, Q_d)$$

$$v_k \sim N(0, R_d)$$

1. Derivation without noises:

Observe the matrices C_d, D_d is the same. Continuous system with input

$$\dot{x} = Ax + Bu$$

has the solution as

$$x(t) = e^{At} x(0) + \int_0^t e^{A(t-\tau)} Bu(\tau) d\tau$$

Then the sampled value of the solution is

$$x_{t+\Delta t} = e^{At} x_t + \left(\int_t^{t+\Delta t} e^{A(t+\Delta t-\tau)} Bu(\tau) d\tau \right)$$

Since

$$e^{AT} \equiv \sum_{k=0}^{\infty} \frac{1}{k!} (AT)^k$$

Approximating it upto the first order gives

$$e^{At} \approx I + At$$

2. The first order approximation with $T = \Delta t$

$$A_d = e^{A\Delta t} = I + A\Delta t$$

If the input is constant during $t \in [t, t + \Delta t)$, i.e., using a zero-order hold for the input, then $u(t) = u_t$ which is constant,

$$B_d = \left(\int_t^{t+\Delta t} e^{A\tau} B u_t d\tau \right) = \left(\int_0^{\Delta t} e^{A\tau} B d\tau \right) u_t$$

Hence

$$x_{k+1} = A_d x_k + B_d u_k$$

with (A_d, B_d) .

3. Example by matlab

If (A, B) are given as in the following code,

```
clear all
syms dt real
A = [0 1; 0 0];
B = [0; 1];
Ad= expm(A*dt)
Bd =int(Ad,dt)*B
A =[0 1 0; 0 0 1; 0 0 0];
B= [0; 0; 1];
Ad= expm(A*dt)
Bd =int(Ad,dt)*B
```

4. Comments

- Without the input, if a system is

$$\begin{bmatrix} \dot{x} \\ \dot{v} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} x \\ v \end{bmatrix}$$

Then as small time interval it is approximated to

$$\begin{bmatrix} x(t + \Delta t) - x(t) \\ v(t + \Delta t) - v(t) \end{bmatrix} = \begin{bmatrix} 0 & \Delta t \\ 0 & 0 \end{bmatrix} \begin{bmatrix} x(t) \\ v(t) \end{bmatrix}$$

so that

$$\begin{bmatrix} x(t + \Delta t) \\ v(t + \Delta t) \end{bmatrix} = \begin{bmatrix} 1 & \Delta t \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x(t) \\ v(t) \end{bmatrix}$$

So that it is simple. However if there is an input (not only a deterministic signal or noise) the input matrix is quite different as in the previous example,

$$B_d = \begin{bmatrix} \frac{1}{2} \Delta t^2 \\ \Delta t \end{bmatrix}$$

Why this happen? Since at time interval the state is moving due to the input.

- How about in non-linear case? it is difficult and there are several methods. Think about it.

- In matlab, in a linear time invariant system, a simple command as "c2d"

4. Discretization of process noise

Now consider a corrupted noise as

$$\dot{x} = Ax + Bw, w \sim \text{white noise } (0, q_c)$$

The Noise covariance with a input matrix B is

$$Q_c = E[(Bw)(Bw)^T] = Bw w^T B,$$

For example if

$$B = \begin{bmatrix} 0 \\ 1 \end{bmatrix},$$

$$\text{Then } Q_c = E[(Bw)(Bw)^T] = \begin{bmatrix} 0 \\ 1 \end{bmatrix} w w^T \begin{bmatrix} 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix} q_c,$$

Now the R.P. $x(t)$ solution is (in engineering model)

$$x(t) = e^{At}x(0) + \int_0^t e^{A(t-\tau)}w(\tau)d\tau$$

There are two methods for the discretization of the noise.

1) Noise as a constant between the sampling time

As a deterministic zero order hold case, the white noise $w(t)$ is constant between $t \in [t, t + \Delta t]$, then

$$A_d = e^{A\Delta t},$$

$$B_d = \left(\int_t^{t+\Delta t} e^{A\tau} w_t d\tau \right) = \left(\int_0^{\Delta t} e^{A\tau} B d\tau \right) w_t$$

which are the same to the deterministic case. And its covariance is

$$Q = B_d w_t w_t^T B_d^T$$

Let us an example

```
clear all
syms dt sigma real
%2nd order
A = [0 1; 0 0]; %system matrix
B =[0;1];
Ad =expm(A*dt);
Bd =int(Ad*B,dt)
```

Bd =

$$\begin{pmatrix} \frac{dt^2}{2} \\ dt \end{pmatrix}$$

```
Bd*sigma*sigma'*Bd' % covariance
```

```
ans =
```

$$\begin{pmatrix} \frac{dt^4 \sigma^2}{4} & \frac{dt^3 \sigma^2}{2} \\ \frac{dt^3 \sigma^2}{2} & dt^2 \sigma^2 \end{pmatrix}$$

```
% 3rd order
```

```
A =[0 1 0; 0 0 1;0 0 0];
```

```
B =[0;0;1];
```

```
Ad =expm(A*dt)
```

```
Ad =
```

$$\begin{pmatrix} 1 & dt & \frac{dt^2}{2} \\ 0 & 1 & dt \\ 0 & 0 & 1 \end{pmatrix}$$

```
Bd =int(Ad,dt)*B
```

```
Bd =
```

$$\begin{pmatrix} \frac{dt^3}{6} \\ \frac{dt^2}{2} \\ dt \end{pmatrix}$$

```
Bd*sigma*sigma'*Bd' % covariance
```

```
ans =
```

$$\begin{pmatrix} \frac{dt^6 \sigma^2}{36} & \sigma_1 & \sigma_2 \\ \sigma_1 & \frac{dt^4 \sigma^2}{4} & \sigma_3 \\ \sigma_2 & \sigma_3 & dt^2 \sigma^2 \end{pmatrix}$$

where

$$\sigma_1 = \frac{dt^5 \sigma^2}{12}$$

$$\sigma_2 = \frac{dt^4 \sigma^2}{6}$$

$$\sigma_3 = \frac{dt^3 \sigma^2}{2}$$

2) During the time interval, noise is still active

consider $\dot{x} = Ax + w, w \sim \text{White}(0, Q_c) \rightarrow x_{k+1} = Fx_k + \Gamma w_k$

The discretization noise covariance Q

$$Q = \int_0^{\Delta t} A_d Q_c A_d^T dt$$

Comaring to the piecewise case, calculate it analytically.

For example assume

$$\begin{bmatrix} \dot{x} \\ \dot{v} \\ \dot{a} \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} x \\ v \\ a \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} w$$

If the system matrix in discrete form is

$$A_d = \begin{bmatrix} 1 & \Delta t & \frac{\Delta t^2}{2} \\ 0 & 1 & \Delta t \\ 0 & 0 & 1 \end{bmatrix}, Q_c = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix} \sigma_v^2$$

or the second order

$$A_d = \begin{bmatrix} 1 & \Delta \\ 0 & 1 \end{bmatrix}, Q_c = \begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix} \sigma_v^2$$

Then the covariancer Q is

$$Q = \int_0^{\Delta t} A_d Q_c A_d^T dt$$

```
clear all
syms dt real
%2nd order
A = [0 1; 0 0]; %system matrix
B =[0;1];
Qc =B*B'; % assume : sigma = 1
Ad =expm(A*dt)
Q =int(Ad*Qc*Ad',dt)
%3rd order
A =[0 1 0; 0 0 1;0 0 0];
Ad =expm(A*dt)
B =[0;0;1];
Qc = B*B';
Q2 =int(Ad*Qc*Ad', dt)
```

3) Comments

- Here there two covariances in the same SDE. Which one is correct or to apply?
- If the SDE is continuous, let us say, then the covariance is the result of 2) , not 1)