

# Linear & Nonlinear Systems

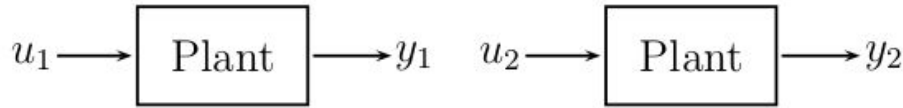
## Lecture 2

# Outline

- Linear Systems
- Impulse Response of Linear Systems
- LTI response to sinusoidal Inputs
- Analyzing LTI system behaviour
- Nonlinear System behaviour

# Linear Systems

- A linear system follows the principle of ***superposition***.
- Superposition = ***Homogeneity*** + ***Additivity***
- Homogeneity: If input signal strength is increased (say doubled), the output response also increases in the same proportion.
- Additivity:



### Example 1: Linear System

$$y = ku \quad y_1 = ku_1; y_2 = ku_2$$

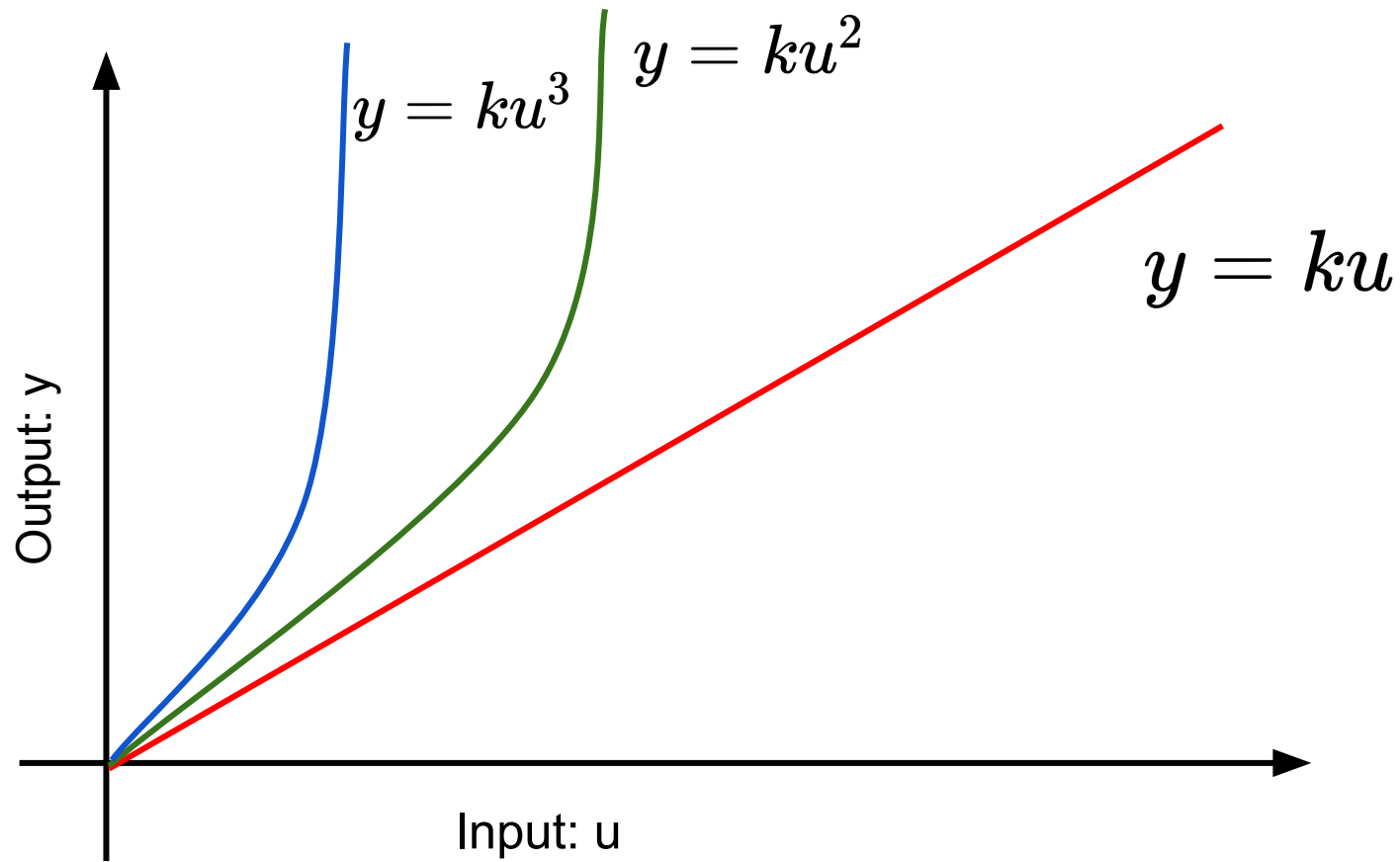
$$\alpha_1 u_1 + \alpha_2 u_2 \rightarrow \alpha_1 y_1 + \alpha_2 y_2$$

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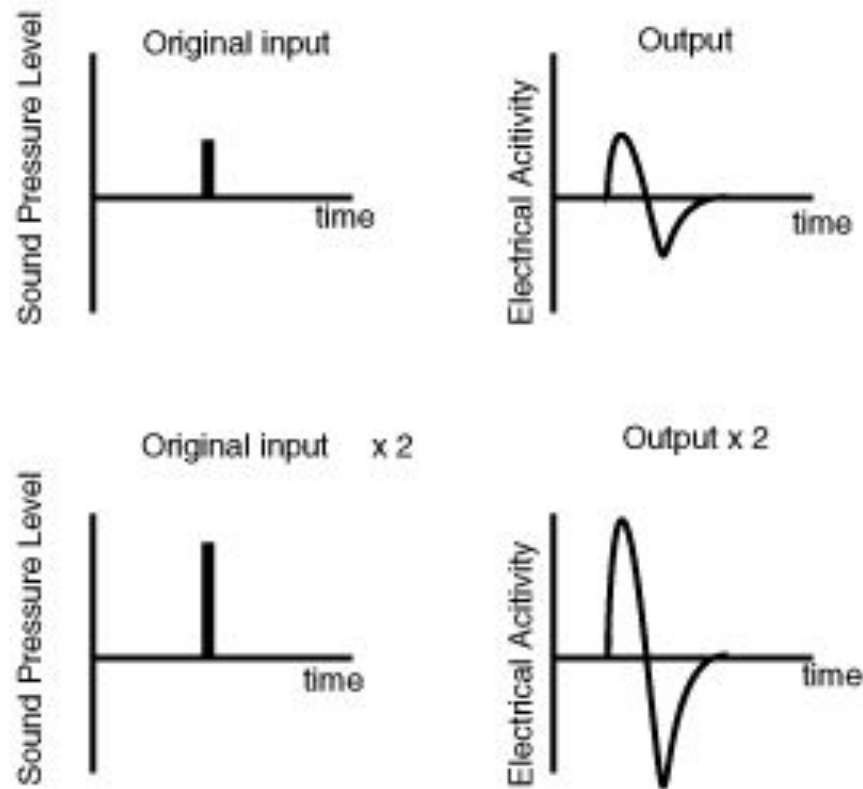
### Example 2: Non-linear System

$$y = ku^2; y_1 = ku_1^2; y_2 = ku_2^2$$

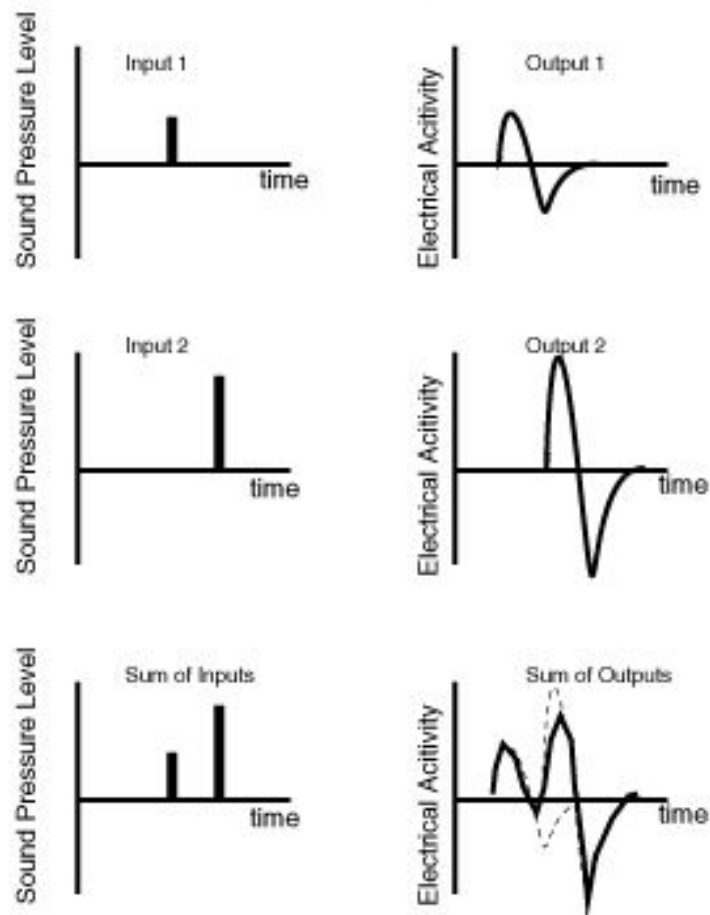
$$\alpha_1 u_1 + \alpha_2 u_2 \rightarrow \alpha_1^2 y_1 + \alpha_2^2 y_2$$



## Scalar Rule



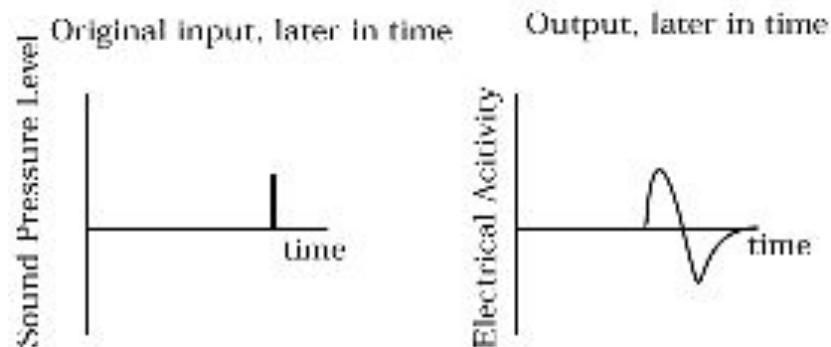
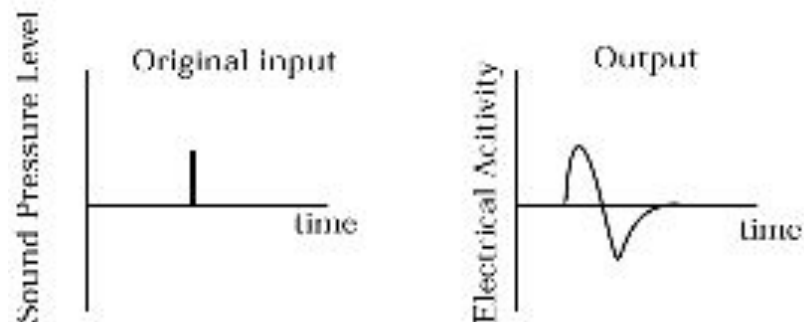
## Additivity



# Linear Time Invariant (LTI) Systems

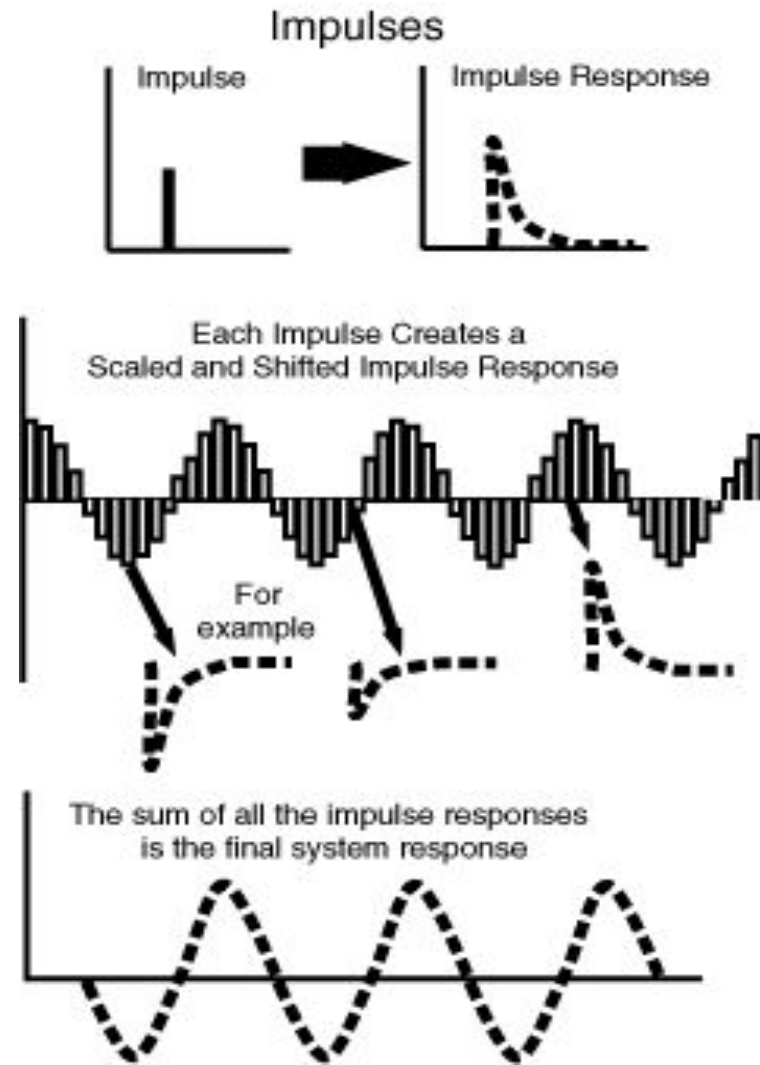
- They are also called shift-invariant systems.
- If the input is shifted in time, the output also get shifted in time by exact amount.

## Shift-Invariance Rule



# Impulse Response

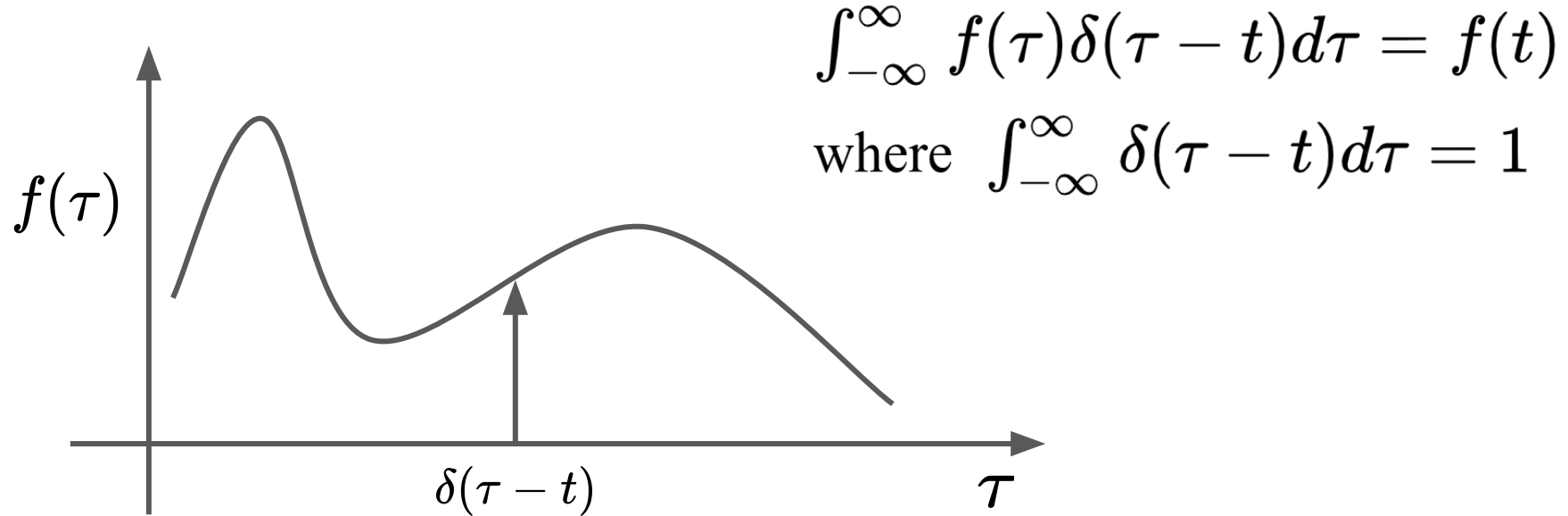
- Superposition and Shift-invariance allows us to evaluate the response to an arbitrary input signal as a combination of various scaled and shifted impulse responses.
- Hence, in order to study the behaviour of an LTI system, we only need to know its *impulse Response*.
- Impulse Response is the response of a system to an impulse input.





# Definition of an Impulse

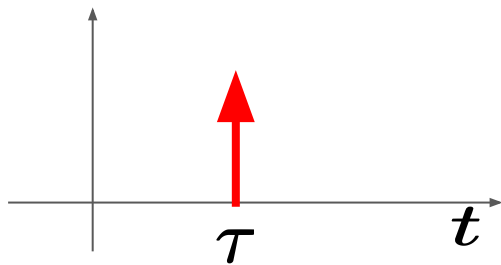
- A very intense force (or input) applied for a very short duration. Paul Dirac provided the following mathematical definition for an impulse function:



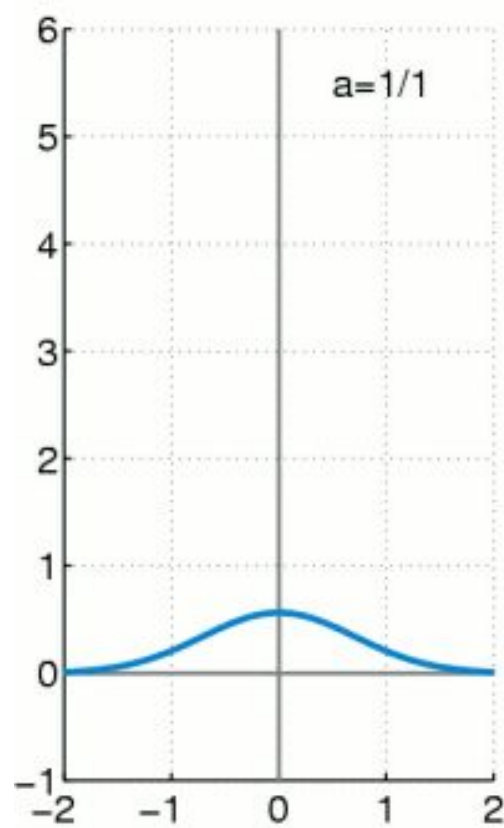
$$\delta(t) = \begin{cases} \infty & \text{if } t = 0 \\ 0 & \text{if } t \neq 0 \end{cases}$$



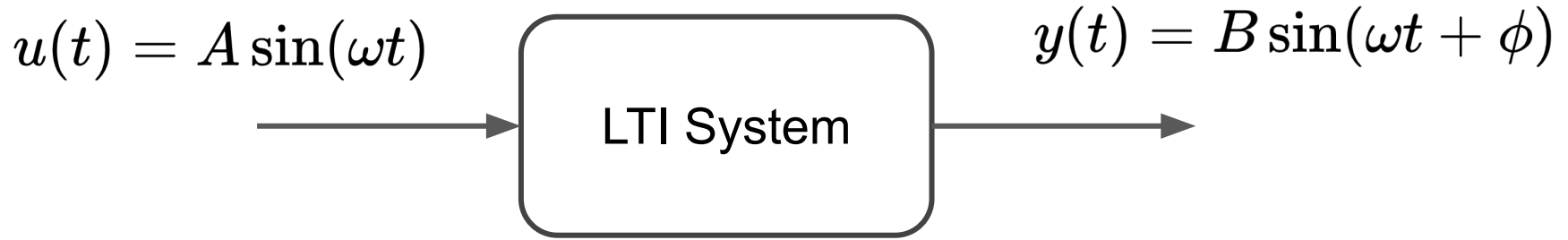
$$\delta(t - \tau) = \begin{cases} \infty & \text{if } t = \tau \\ 0 & \text{if } t \neq \tau \end{cases}$$



$$\delta_a(x) = \frac{1}{|a|\sqrt{\pi}} e^{-(x/a)^2} \text{ as } a \rightarrow 0$$

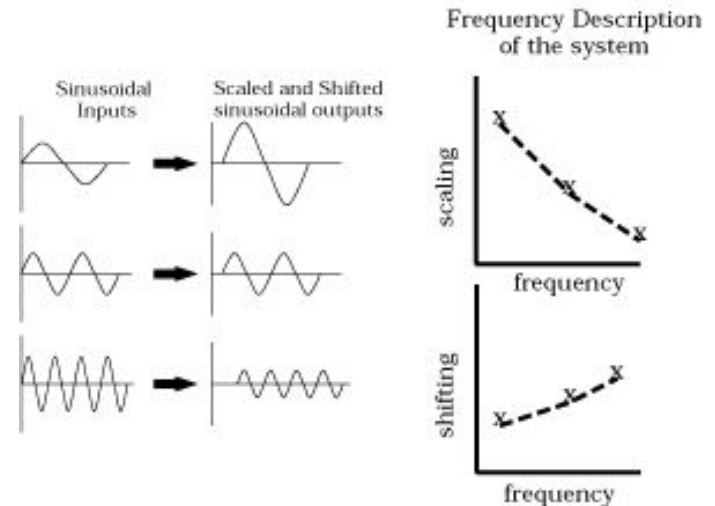


# LTI Response to Sinusoidal Inputs



## Shift-Invariant Linear Systems and Sinusoids

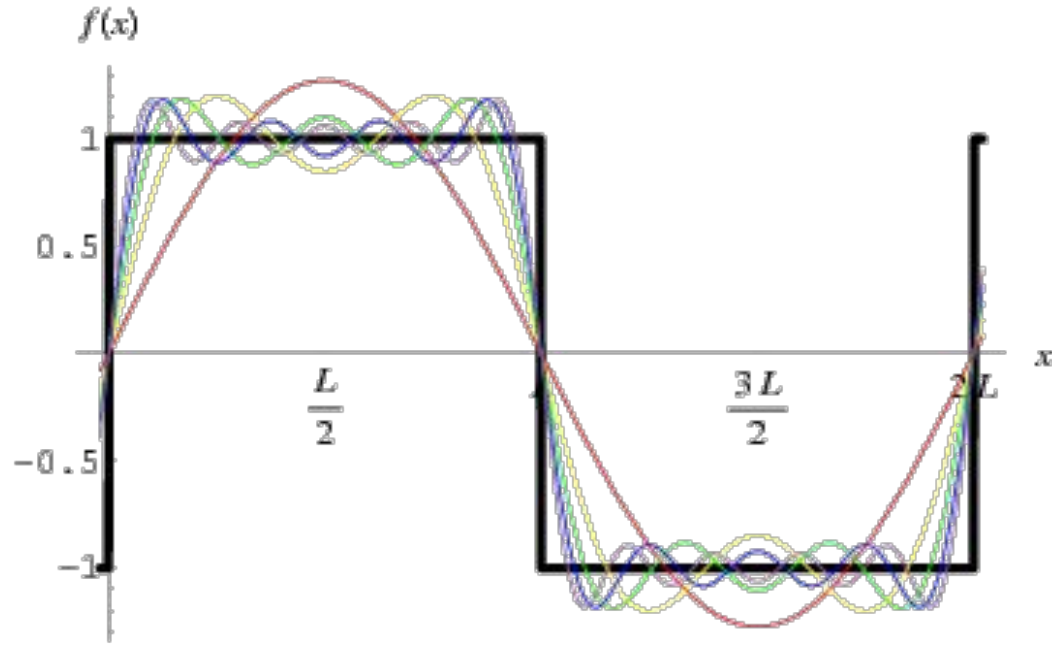
For sinusoidal input, the output of an LTI system is also sinusoidal with same frequency with a different scale (amplitude) and scale shift.



- Any periodic signal can be written as a sum of a series of shifted and scaled sinusoids at different frequencies - Known as fourier series:

$$s(t) = A_0 + \sum_{i=1}^{\infty} A_i \sin(\omega_i t + \phi_i)$$

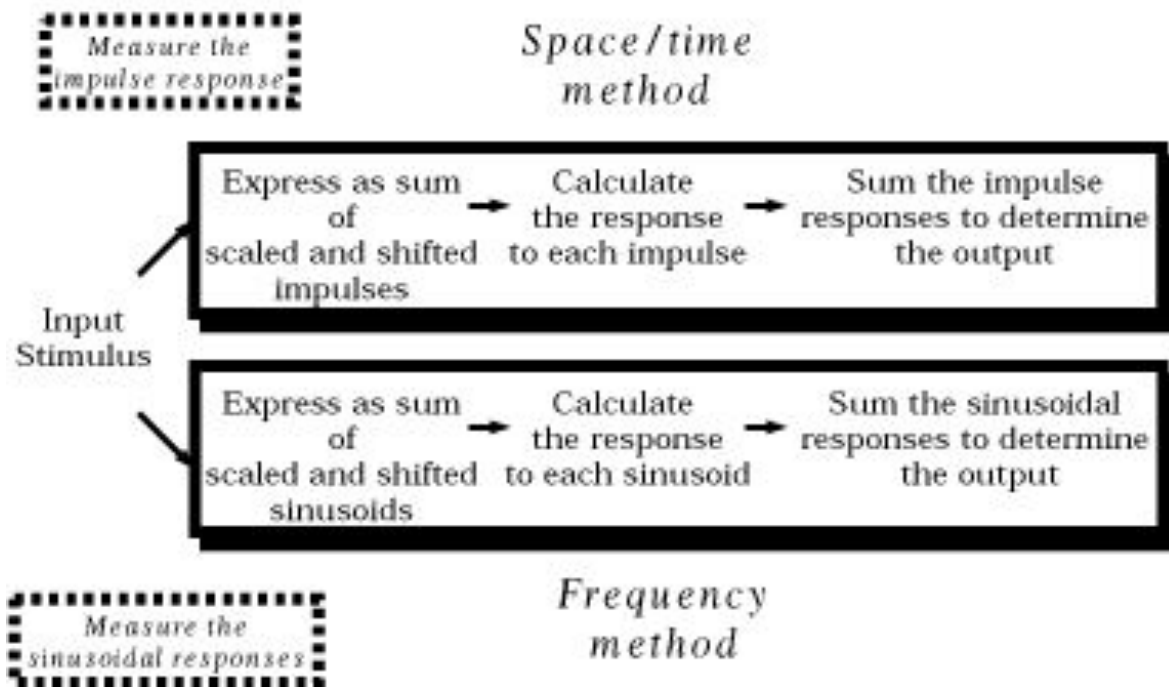
- Hence, Superposition Principle allows finding LTI response to any periodic signal as a sum of responses to different sinusoidal signals.



Fourier Series approximation of a Square Wave

# Analyzing Behaviour of Linear Systems

## Linear Systems Logic



# Nonlinear Systems

- A nonlinear dynamical system is typically represented as:

$$\dot{\mathbf{x}} = f(t, \mathbf{x}, u)$$

- Do not follow the superposition principle.
- May have multiple **Equilibrium** points.
- May exhibit phenomena like Limit Cycles, bifurcation and Chaos etc.

# Equilibrium Point

- For a general system

$$\dot{x} = f(x, u)$$

The equilibrium points are those where

$$\dot{x} = 0 \Rightarrow f(x, u) = 0$$

- Sometimes, the nonlinear systems are ***linearized*** about their equilibrium point to convert them into Linear systems which are easier to analyze.

# Linearization using Taylor's Series Expansion

If we perturb the system around its equilibrium point ( $x_e, u_e$ ), the system dynamics can be expressed by a Taylor

$$\begin{aligned}\frac{dx}{dt} &= f(x_e + \Delta x, u_e + \Delta u) \\ \frac{d(x_e + \Delta x)}{dt} &= f(x_e, u_e) + \frac{\partial f}{\partial x} \Big|_{x_e, u_e} \Delta x + \frac{\partial f}{\partial u} \Big|_{x_e, u_e} \Delta u + \\ &\quad \frac{\partial^2 f}{\partial x^2} \Big|_{x_e, u_e} (\Delta x)^2 + \frac{\partial^2 f}{\partial u^2} \Big|_{x_e, u_e} (\Delta u)^2 + \dots \\ \frac{d\Delta x}{dt} &= A\Delta x + B\Delta u\end{aligned}$$

Only first order terms are retained in the Taylor series expansion. Hence, the linear system approximation around the equilibrium point is given by

$$\dot{\tilde{x}} = A\tilde{x} + B\tilde{u} \quad \text{With} \quad A = \frac{\partial f}{\partial x} \Big|_{x_e, u_e} \quad B = \frac{\partial f}{\partial u} \Big|_{x_e, u_e}$$



## A Simple Pendulum

$$ml^2 \ddot{\theta} + mgl \sin(\theta) + k\dot{\theta} = 0$$

$$\dot{x}_1 = x_2$$

$$\dot{x}_2 = -\frac{g}{l} \sin(x_1) - \frac{k}{ml^2} x_2$$

Linearized model around origin is given by:

$$\dot{x} = Ax$$

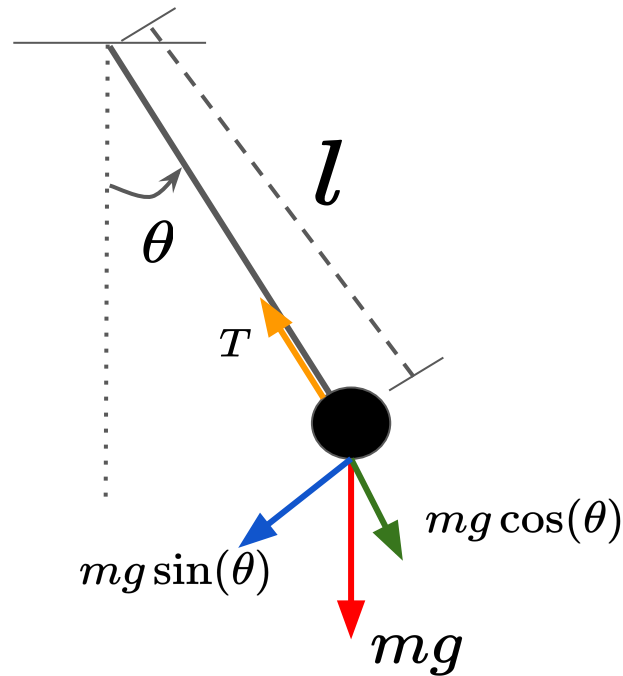
$$A = \begin{bmatrix} 0 & 1 \\ -\frac{g}{l} & -\frac{k}{ml^2} \end{bmatrix}$$

$$A = \begin{bmatrix} \frac{df_1}{dx_1} & \frac{df_1}{dx_2} \\ \frac{df_2}{dx_1} & \frac{df_2}{dx_2} \end{bmatrix}$$

where

$$f_1 = x_2$$

$$f_2 = -\frac{g}{l} \sin(x_1) - \frac{k}{ml^2} x_2$$



```

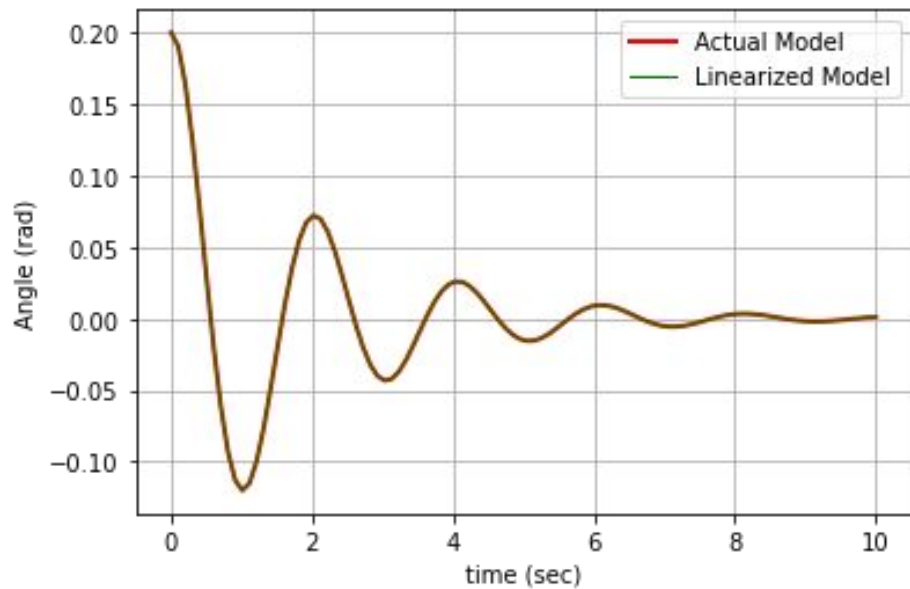
1 import numpy as np
2 from scipy.integrate import odeint
3 import matplotlib.pyplot as plt
4 import math
5
6 # function that returns dy/dt
7 def non_linear_model(x,t):
8     m = 0.5
9     k = 0.5
10    g = 9.8
11    l = 1
12    xdot = x[1]
13    xddot = -(g/l) * math.sin(x[0]) - (k/(m*l*l)) * x[1]
14
15    dxdt = [xdot, xddot]
16    return dxdt
17
18 # function that returns dy/dt
19 def linear_model(x,t):
20     m = 0.5
21     k = 0.5
22     g = 9.8
23     l = 1
24     xdot = x[1]
25     xddot = -(g/l) * x[0] - k/(m*l*l) * x[1]
26
27     dxdt = [xdot, xddot]
28     return dxdt

```

```

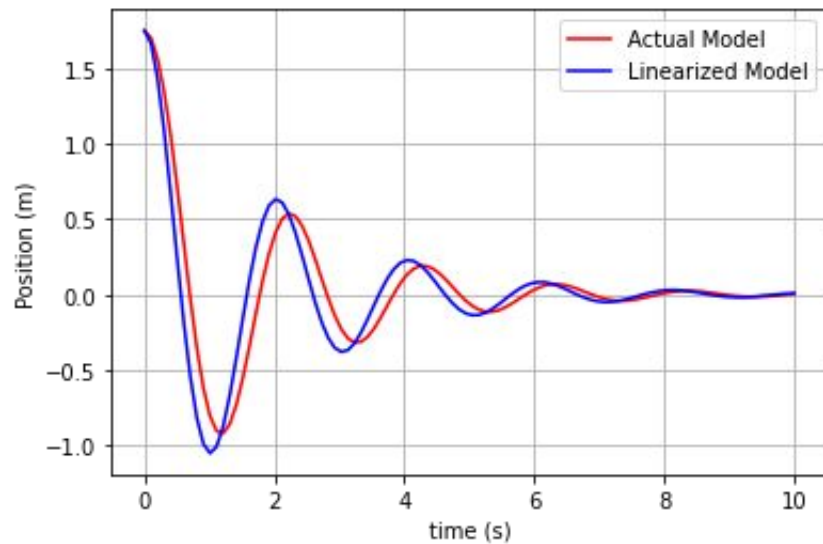
30 # initial condition
31 z0 = [1.75, 0] # try different values between 0 and 2.0
32
33 # time points
34 t = np.linspace(0,10, 100)
35
36 # solve ODE
37 z1 = odeint(non_linear_model,z0,t)
38 z2 = odeint(linear_model,z0,t)
39
40 print('shape of z:', np.shape(z1))
41
42 # plot results
43 plt.plot(t,z1[:,0], 'r-', label='Actual Model')
44 plt.plot(t, z2[:,0], 'b-', label='Linearized Model')
45 plt.xlabel('time (s)')
46 plt.ylabel('Position (m)')
47 plt.legend(loc='best')
48 plt.grid()
49 plt.show()

```



$$\theta(0) = 0.2$$

$$M = 0.5, g = 9.8, l = 1, k = 0.5$$



$$\theta(0) = 1.75$$

## Multiple Equilibrium Points

Consider the following nonlinear equation:

$$\dot{x} = -x + x^2$$

Its equilibrium points are given by

$$\dot{x} = 0 \Rightarrow x(x - 1) = 0$$

$$x = 0, \text{ and } x = 1$$

Linearized system around origin:

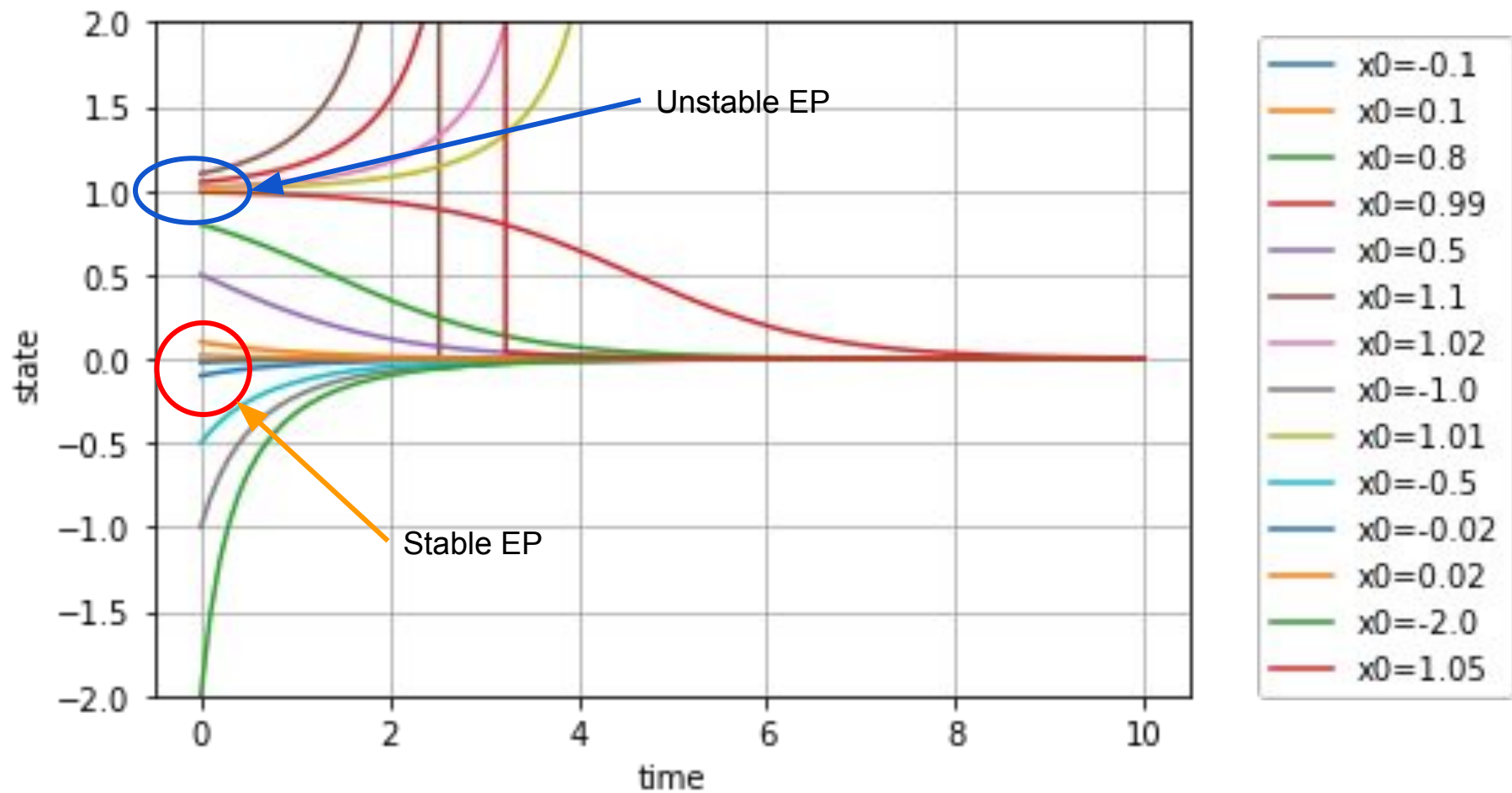
$$\dot{x} = \left. \frac{\partial f}{\partial x} \right|_{x=0} x$$

$$\dot{x} = -x$$

Solution of the linear system

$$x = x_0 e^{-t}$$

```
1 import numpy as np
2 from scipy.integrate import odeint
3 import matplotlib.pyplot as plt
4
5 # function that returns dz/dt
6 def model(x,t):
7     xdot = -x + x*x
8     return xdot
9
10 # initial condition
11 x0 = [0.5, 0.3, 0.2, 1.0, -0.5, -1.0, -2.0, 0.99, 1.01, 1.2, 1.03, -0.2, -0.3]
12
13 # number of time points
14 n = 1000
15
16 fig = plt.figure()
17 |
18 # time points
19 t = np.linspace(0,15,n)
20
21 for i in range(len(x0)):
22     x00 = x0[i]
23     x = odeint(model, x00, t)
24     plt.plot(t, x, '-', label='x0={}'.format(x0[i]))
25     plt.ylim((-2,2))
26
27 plt.grid()
28 plt.xlabel('$time (sec)$')
29 plt.ylabel('$x$')
30 plt.legend(bbox_to_anchor=(1.05, 1))
31 plt.show()
```



## Lorenz Attractor

- It exhibits Chaotic Behaviour
- It does not retrace the same path twice or intersect other path.
- It shows randomness and unpredictability and yet strange kind of order.
- It never reaches a steady state or form Limit Cycles.
- It is an example of how a deterministic system can lead to unpredictable behaviour in the absence of the perfect knowledge of initial conditions.
- This is also known as the “butterfly effect” - flapping of a butterfly wing in Brazil can set off a tornado in Texas.

$$\dot{x} = \sigma(y - x)$$

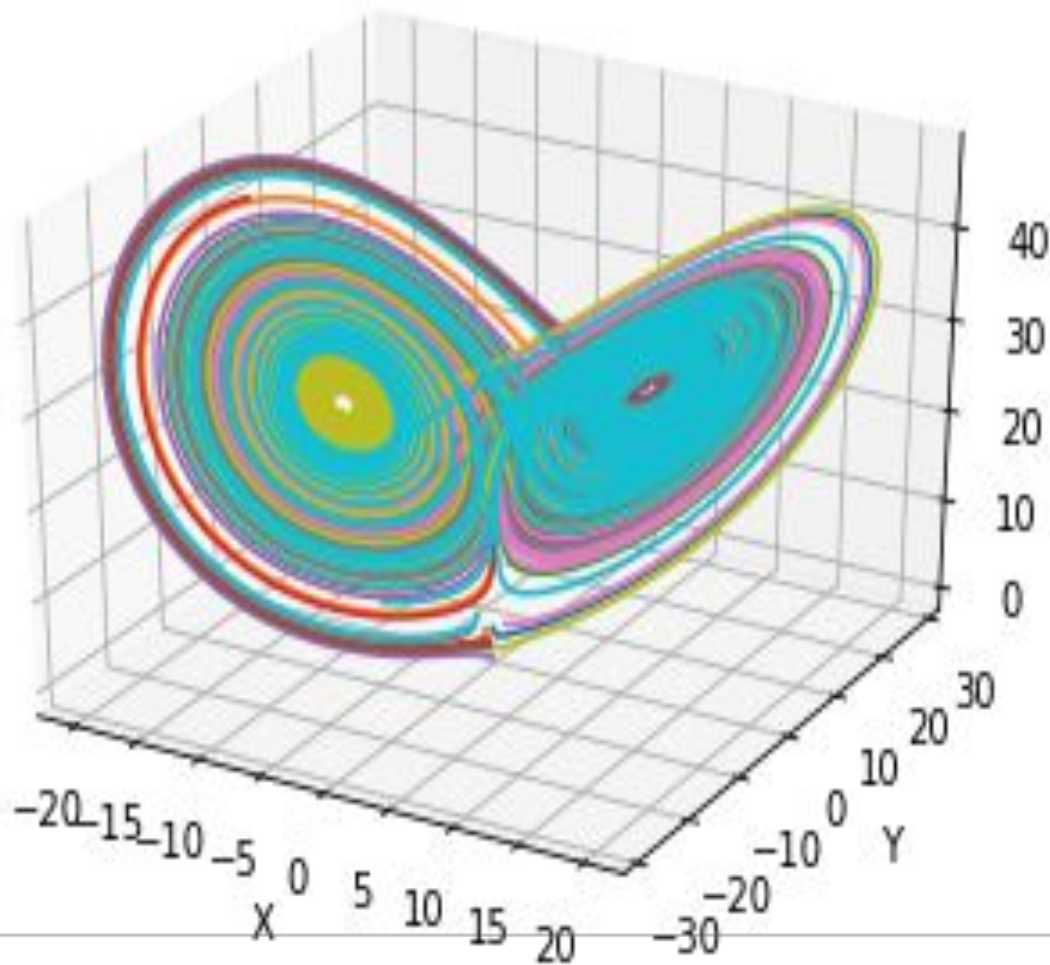
$$\dot{y} = \rho x - y - xz$$

$$\dot{z} = -\beta z + xy$$

$$\sigma = 10$$

$$\rho = 28$$

$$\beta = 8/3$$



```

1  import numpy as np
2  from scipy.integrate import odeint
3  import matplotlib.pyplot as plt
4
5  # function that returns dz/dt
6  def model(Z,t):
7      sigma = 10.0
8      rho = 28.0
9      beta = 8.0/3.0
10     x = Z[0]
11     y = Z[1]
12     z = Z[2]
13     dxdt = sigma * (y - x)
14     dydt = rho * x - y - x * z
15     dzdt = x * y - beta * z
16     dz = [dxdt, dydt, dzdt]
17     return dz
18
19 # initial condition
20 z0 = [1, 1, 1]
21
22 # number of time points
23 n = 10000
24
25 # time points
26 t = np.linspace(0,40,n)
27 # solve ODE
28 Z = odeint(model, z0, t)
29
30 fig = plt.figure()
31 ax = plt.axes(projection='3d')
32 ax.plot3D(Z[:,0], Z[:,1], Z[:,2], 'r-')
33 ax.set_xlabel('X')
34 ax.set_ylabel('Y')
35 ax.set_zlabel('Z')

```



# Vander-Pol Oscillator

- System Dynamics is given by the following equation:

$$\ddot{x} + \mu(x^2 - 1)\dot{x} + x = 0$$

- It exhibits Limit Cycles - which are self-sustained oscillations even in the absence of external driving force.

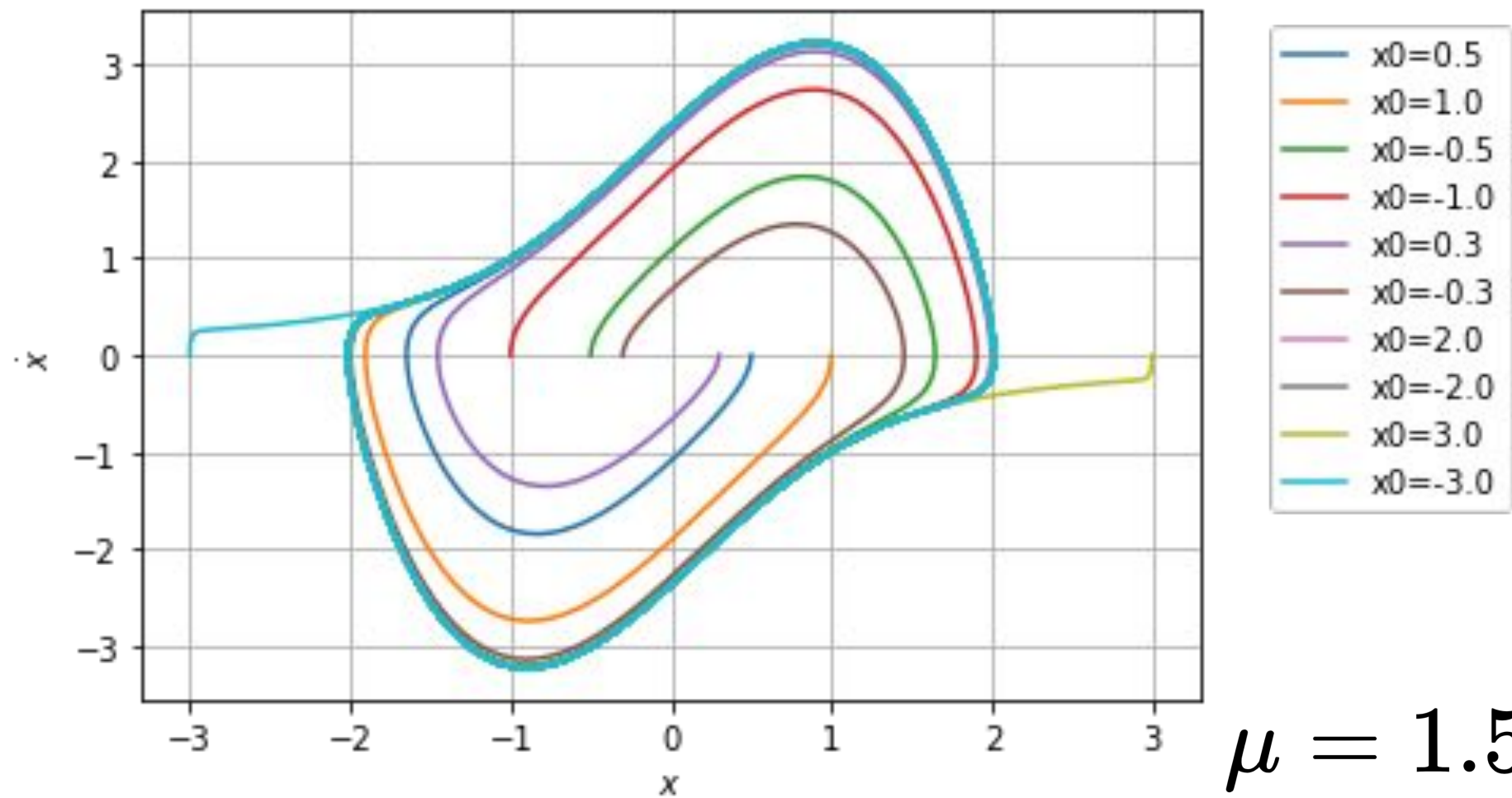
$$\dot{x}_1 = x_2$$

$$\dot{x}_2 = -x_1 + \mu(1 - x_1^2)x_2$$

```

1  import numpy as np
2  from scipy.integrate import odeint
3  import matplotlib.pyplot as plt
4
5  # function that returns dz/dt
6  def model(z,t):
7      mu = 1.5
8      x = z[0]
9      xdot = z[1]
10     xddot = -x + mu * (1 - x*x)*xdot
11     dz = [xdot, xddot]
12     return dz
13
14 # initial condition
15 z00 = [0.5, 1.0, -0.5, -1.0, 0.3, -0.3, 2.0, -2.0, 3.0, -3.0]
16
17 # number of time points
18 n = 10000
19
20 fig = plt.figure()
21 # time points
22 t = np.linspace(0,40,n)
23
24 for i in range(len(z00)):
25     z0 = [z00[i], 0]
26     z = odeint(model, z0, t)
27     plt.plot(z[:,0],z[:,1], label='x0={}'.format(z00[i]))
28
29 plt.grid()
30 plt.xlabel('$x$')
31 plt.ylabel('$\dot{x}$')
32 plt.legend(bbox_to_anchor=(1.05, 1))
33 plt.show()

```



$$\mu = 1.5$$

# Summary

- In this module, we talked about the properties of linear and nonlinear systems.
- Linear systems follow the principle of superposition.
- LTI are shift-invariant.
- LTI systems behaviours can be analyzed by studying it impulse response and response to sinusoidal signals.
- Nonlinear systems do not follow the principle of superposition and are complex to analyze.
- Nonlinear systems can be linearized by using first order approximation of Taylor Series expansion.
- We saw several examples of nonlinear systems.