

Lecture 2, Sep 13, 2023

System Modeling (Continuous and Discrete Time)

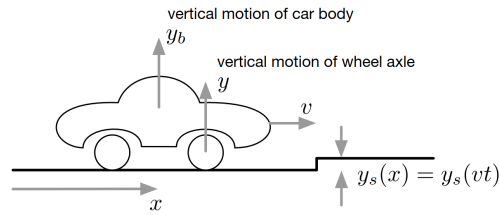


Figure 1: Example 1: Modeling the wheel motion of a car.

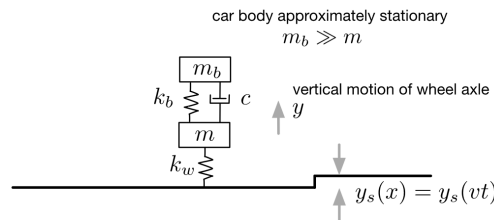


Figure 2: Modeling the example as a simple mechanical system.

- Example 1: modeling the wheel motion of a car when it encounters a bump in the road
 - Assumptions: constant velocity, 2D system model, variable step height $y_s(x)$
 - Begin with a simple mechanical system:
 - * k_w is a spring representing the wheel; m is the mass of the wheel axle
 - * The spring-damper system k_b and c model the shock absorber in the car
 - * In addition, we assume $m_b \gg m$, so that the car itself is approximately stationary and only the wheel axle moves; we also assume the suspension is 1D and that the car is at rest in the vertical direction before we hit the bump
 - Now we can use Newton's second law to form a mathematical model:
 - * $m\ddot{y} = \sum f = -c\dot{y} - k_b y - k_w(y - y_s)$
 - * $m\ddot{y} + c\dot{y} + (k_b + k_w)y = m\ddot{y} + c\dot{y} + ky = k_w y(s) = u(t)$
 - This is a second order, linear, nonhomogeneous, time-invariant system
 - The initial conditions are $y(0) = \dot{y}(0) = 0$ and we wish to find y, \dot{y}, \ddot{y} for $t \geq 0$
 - * Now we need to represent it in a standard form
 - $\begin{bmatrix} \dot{y} \\ \ddot{y} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ -\frac{k}{m} & -\frac{c}{m} \end{bmatrix} \begin{bmatrix} y \\ \dot{y} \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{1}{m} \end{bmatrix} u$
 - This is now in standard form: $\dot{\mathbf{x}} = \mathbf{A}\mathbf{x} + \mathbf{b}u, \mathbf{x}(0) = \begin{bmatrix} y(0) \\ \dot{y}(0) \end{bmatrix}$
 - This form corresponds to the following simulation block diagram:

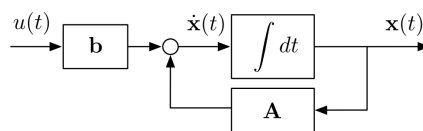


Figure 3: Simulation block diagram of a standard linear system.

- Example 2: modelling how a drone reacts to given motor inputs
 - Assumptions: horizontal motion is stabilized

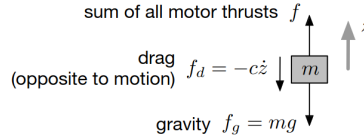


Figure 4: Simple mechanical system for Example 2.

- Applying Newton's laws:
 - * $m\ddot{z} = -mg - c\dot{z} + f$
 - * We again have a second order, linear, nonhomogeneous, time-invariant system
- In standard form: $\begin{bmatrix} \dot{z} \\ \ddot{z} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 0 & -\frac{c}{m} \end{bmatrix} \begin{bmatrix} z \\ \dot{z} \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{1}{m} \end{bmatrix} u$
- But how do we actually perform the simulation?

Summary

In general for any linear system we have: a set of inputs $\mathbf{u}(t)$ (which we partially control); a set of outputs $\mathbf{y}(t)$ which we can measure; and states $\mathbf{x}(t)$ that are internal to the system which we cannot directly manipulate or measure.

To model a linear system in continuous time:

$$\begin{aligned} \dot{\mathbf{x}}(t) &= \mathbf{A}\mathbf{x}(t) + \mathbf{B}\mathbf{u}(t), \mathbf{x}(0) = \mathbf{x}_0 \\ \mathbf{y}(t) &= \mathbf{C}\mathbf{x}(t) + \mathbf{D}\mathbf{u}(t) \end{aligned}$$

where $\mathbf{A}, \mathbf{B}, \mathbf{C}, \mathbf{D}$ are *state matrices*.

To model a nonlinear system in continuous time:

$$\begin{aligned} \dot{\mathbf{x}}(t) &= \mathbf{f}(\mathbf{x}(t), \mathbf{u}(t)), \mathbf{x}(0) = \mathbf{x}_0 \\ \mathbf{y}(t) &= \mathbf{h}(\mathbf{x}(t), \mathbf{u}(t)) \end{aligned}$$

- If we have n states, m inputs and p outputs, then \mathbf{A} is $n \times n$, \mathbf{B} is $n \times m$, \mathbf{C} is $p \times n$ and \mathbf{D} is $p \times m$
- In practice, we often need to represent things in discrete time, since the computers running simulations are discrete
- To represent things in discrete time, we replace continuous signals with a sequence of regular samples at $t_k = kh$
 - $t_k = kh$ is the *sampling time*
 - $f_s = \frac{1}{h}$ is the *sampling frequency*
- So how do we convert our continuous model to a discrete one?
 - Recall that the solution for $\dot{\mathbf{x}}(t) = \mathbf{A}\mathbf{x}$ is $\mathbf{x} = e^{\mathbf{A}t}\mathbf{x}_0$
 - Over a short time interval $t_k \leq t \leq t_{k+1}$ the solution evolves as:
 - * $\mathbf{x}(t) = e^{\mathbf{A}(t-t_k)}\mathbf{x}(t_k) + \int_{t_k}^t e^{\mathbf{A}(t-\tau)}\mathbf{B}\mathbf{u}(\tau) d\tau$
 - $= e^{\mathbf{A}(t-t_k)}\mathbf{x}(t_k) + \int_{t_k}^t e^{\mathbf{A}(t-\tau)}\mathbf{B} d\tau \mathbf{u}(t_k)$
 - $= \Phi(t, t_k)\mathbf{x}(t_k) + \Gamma(t, t_k)\mathbf{u}(t_k)$
 - Note that we have assumed $\mathbf{u}(\tau) = \mathbf{u}(t_k)$ (i.e. \mathbf{u} stays constant over the timestep), which is referred to as a *zero-order hold*
 - * $\mathbf{x}(t_{k+1}) = \Phi(t_{k+1}, t_k)\mathbf{x}(t_k) + \Gamma(t_{k+1}, t_k)\mathbf{u}(t_k) = \mathbf{A}_d\mathbf{x}(t_k) + \mathbf{B}_d\mathbf{u}(t_k)$
 - We have discretized the system
- We now have difference equations for the system (h is the sampling period):
 - $\mathbf{x}_{k+1} = \mathbf{A}_d\mathbf{x}_k + \mathbf{B}_d\mathbf{u}_k$

- $\mathbf{y}_k = \mathbf{C}\mathbf{x}_k + \mathbf{D}\mathbf{u}_k$
- $\mathbf{A}_d = \Phi(t_{k+1}, t_k) = e^{\mathbf{A}h}$
- $\mathbf{B}_d = \Gamma(t_{k+1}, t_k) = \int_0^h e^{\mathbf{A}\tau'} d\tau' \mathbf{B}$
- To solve for \mathbf{A}_d and \mathbf{B}_d :
 - Note that $\frac{d}{dt}\Phi(t) = \Phi(t)\mathbf{A}$ and $\frac{d}{dt}\Gamma(t) = \Phi(t)\mathbf{B}$
 - Using this we have: $\frac{d}{dt} \begin{bmatrix} \Phi(t) & \Gamma(t) \\ \mathbf{0} & \mathbf{I} \end{bmatrix} = \begin{bmatrix} \Phi(t) & \Gamma(t) \\ \mathbf{0} & \mathbf{I} \end{bmatrix} \begin{bmatrix} \mathbf{A} & \mathbf{B} \\ \mathbf{0} & \mathbf{0} \end{bmatrix}$
 - * Now we can use another matrix exponential to solve this
 - $\begin{bmatrix} \mathbf{A}_d & \mathbf{B}_d \\ \mathbf{0} & \mathbf{I} \end{bmatrix} = \exp \left(\begin{bmatrix} \mathbf{A} & \mathbf{B} \\ \mathbf{0} & \mathbf{0} \end{bmatrix} h \right)$

Note

The matrix exponential can be calculated with the Matlab function `expm()` or scipy function `scipy.linalg.expm()`. We can also manually do a series expansion of the matrix exponential function. Alternatively, `c2d()` in Matlab or `control.matlab.c2d()` can be used to do the same conversion (which computes the matrix exponentials internally).

- We can now recursively apply the difference equations to propagate the state:
 - $\mathbf{x}_1 = \mathbf{A}_d\mathbf{x}_0 + \mathbf{B}_d\mathbf{u}_0$
 - $\mathbf{x}_2 = \mathbf{A}_d(\mathbf{A}_d\mathbf{x}_0 + \mathbf{B}_d\mathbf{u}_0) + \mathbf{B}_d\mathbf{u}_1$
 - $\mathbf{x}_3 = \mathbf{A}_d(\mathbf{A}_d^2\mathbf{x}_0 + \mathbf{A}_d\mathbf{B}_d\mathbf{u}_0 + \mathbf{B}_d\mathbf{u}_1) + \mathbf{B}_d\mathbf{u}_2$ and so on
- We can stack all these together: $\begin{bmatrix} \mathbf{x}_1 \\ \mathbf{x}_2 \\ \vdots \\ \mathbf{x}_N \end{bmatrix} = \mathbf{F} \begin{bmatrix} \mathbf{u}_0 \\ \mathbf{u}_1 \\ \vdots \\ \mathbf{u}_{N-1} \end{bmatrix} + \mathbf{F}_0\mathbf{x}_0$

Definition

A system is *reachable* or *controllable* if and only if

$$\text{rank} [\mathbf{A}_d^{N-1}\mathbf{B}_d \quad \mathbf{A}_d^{N-2}\mathbf{B}_d \quad \dots \quad \mathbf{B}_d] = N$$

where N is the dimension of the state \mathbf{x}_k . Physically this means that there is a given sequence of control inputs to reach any state.

Definition

A system is *observable* if and only if

$$\text{rank} \begin{bmatrix} \mathbf{C} \\ \mathbf{C}\mathbf{A}_d \\ \vdots \\ \mathbf{C}\mathbf{A}_d^{N-1} \end{bmatrix} = N$$

Physically this means that given some sequence of outputs, we can derive the system state.

- Example: consider the system: $\dot{x}(t) = u(t)$, $y(t) = x(t)$, $x(0) = x_0$; find the difference equations assuming a zero-order hold at the input and sampled output, with sampling period h
 - Note that we have $\mathbf{A} = 0$ and $\mathbf{B} = 1$
 - For $t_k \leq t \leq t_{k+1}$:

$$\begin{aligned}
* \quad x(t) &= x(t_k) + \int_{t_k}^t u(\tau) \, d\tau \\
&= x(t_k) + \int_{t_k}^t 1 \, d\tau u(t_k) \\
&= x(t_k) + (t - t_k)u(t_k)
\end{aligned}$$

* Applying this at $t = t_{k+1} = t_k + h$ we get $x_{k+1} = x_k + hu_k$

• Example: $\ddot{x} = u$

- State: $\mathbf{z} = \begin{bmatrix} x \\ \dot{x} \end{bmatrix}$

- Continuous time: $\dot{\mathbf{z}} = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \mathbf{z} + \begin{bmatrix} 0 \\ 1 \end{bmatrix} u = \mathbf{A}\mathbf{z} + \mathbf{B}u$

- $\begin{bmatrix} \mathbf{A}_d & \mathbf{B}_d \\ \mathbf{0} & \mathbf{I} \end{bmatrix} = \exp\left(\begin{bmatrix} \mathbf{A} & \mathbf{B} \\ \mathbf{0} & \mathbf{0} \end{bmatrix} h\right) = \exp\left(\begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \end{bmatrix} h\right) = \exp(\mathbf{E}h)$

- Notice that $\mathbf{E}^2 = \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$ and $\mathbf{E}^3 = \mathbf{0}$ so \mathbf{E} is nilpotent

- Using the series expansion: $\exp(\mathbf{E}h) = \mathbf{I} + \mathbf{E}h + \frac{1}{2}\mathbf{E}^2h^2 = \begin{bmatrix} 1 & h & \frac{1}{2}h^2 \\ 0 & 1 & h \\ 0 & 0 & 1 \end{bmatrix}$

- Therefore $\mathbf{A}_d = \begin{bmatrix} 1 & h \\ 0 & 1 \end{bmatrix}$, $\mathbf{B}_d = \begin{bmatrix} \frac{1}{2}h^2 \\ h \end{bmatrix}$

- $\mathbf{z}_{k+1} = \begin{bmatrix} 1 & h \\ 0 & 1 \end{bmatrix} \mathbf{z}_k + \begin{bmatrix} \frac{1}{2}h^2 \\ h \end{bmatrix} u_k$

* Notice that if we substitute the definition of \mathbf{z} , we get the simple kinematic equations

$$x_{k+1} = x_k + hv_k + \frac{1}{2}h^2u_k, v_{k+1} = v_k + hu_k$$

* Assuming a zero-order hold, we can see that this is exact

Summary

Given some linear continuous system given by

$$\begin{aligned}
\dot{\mathbf{x}}(t) &= \mathbf{A}\mathbf{x}(t) + \mathbf{B}\mathbf{u}(t), \mathbf{x}(0) = \mathbf{x}_0 \\
\mathbf{y}(t) &= \mathbf{C}\mathbf{x}(t) + \mathbf{D}\mathbf{u}(t)
\end{aligned}$$

we can discretize it to find discrete state matrices \mathbf{A}_d and \mathbf{B}_d so that the system can be equivalently modelled discretely by:

$$\begin{aligned}
\mathbf{x}_{k+1} &= \mathbf{A}_d\mathbf{x}_k + \mathbf{B}_d\mathbf{u}_k \\
\mathbf{y}_k &= \mathbf{C}\mathbf{x}_k + \mathbf{D}\mathbf{u}_k
\end{aligned}$$

which is an exact model with the assumption of a zero-order hold on the input. The matrices $\mathbf{A}_d, \mathbf{B}_d$ can be found by the matrix exponential

$$\begin{bmatrix} \mathbf{A}_d & \mathbf{B}_d \\ \mathbf{0} & \mathbf{I} \end{bmatrix} = \exp\left(\begin{bmatrix} \mathbf{A} & \mathbf{B} \\ \mathbf{0} & \mathbf{0} \end{bmatrix} h\right)$$

where h is the size of each discrete time step.