

**ECE 4160/5160**  
**MAE 4910/5910**

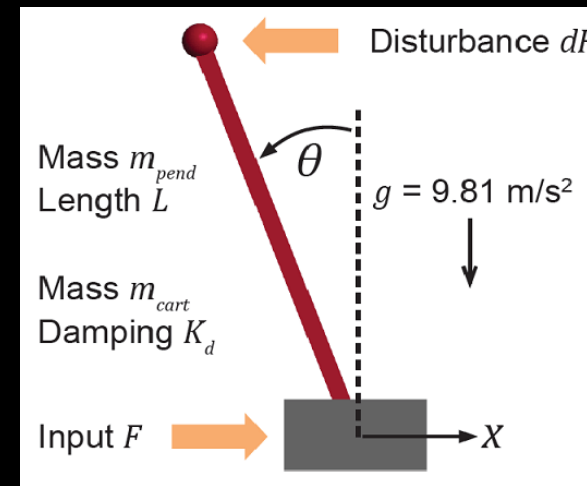
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# Fast Robots

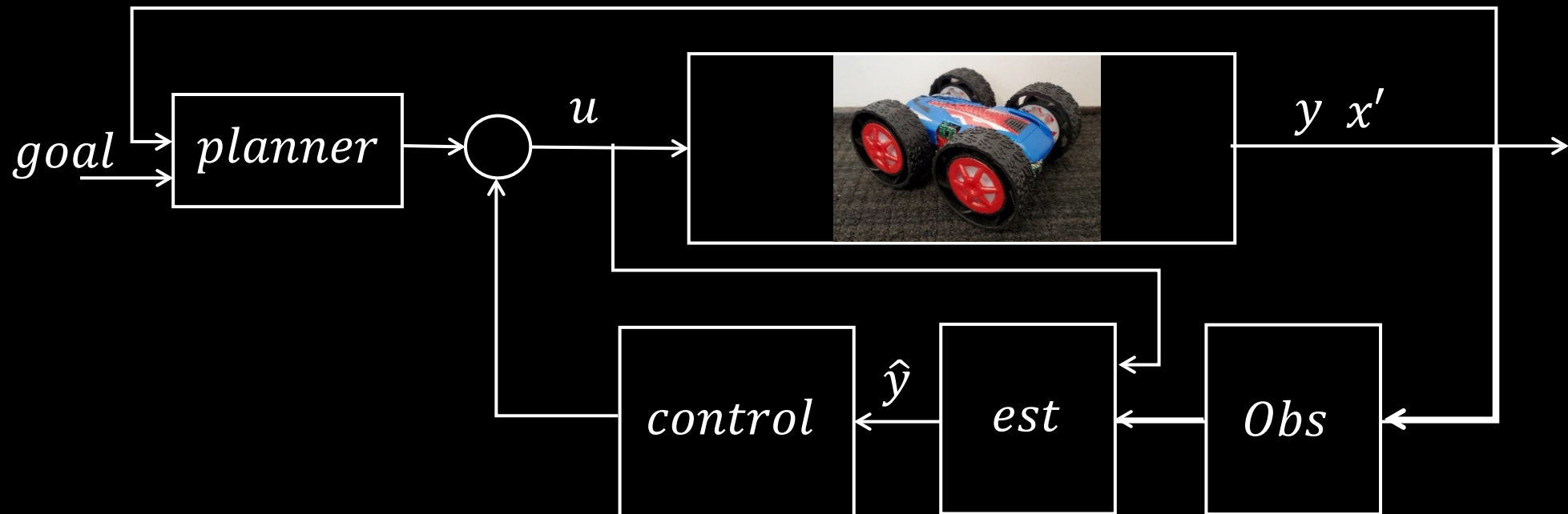
## Linear Systems Recap

# Linear Systems

- Linear systems review
- Eigenvectors and eigenvalues
- Stability
- Discrete time systems
- Linearizing non-linear systems
- Controllability
- Observability



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



# Linear Systems

- Linear systems review
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$$\dot{x} = Ax + Bu$$

This should look familiar from..

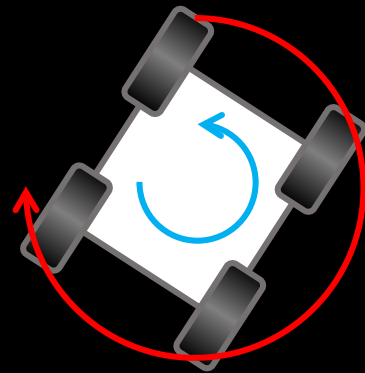
- MATH 2940 Linear Algebra
- ECE3250 Signals and systems
- ECE5210 Theory of linear systems
- MAE3260 System Dynamics
- etc...

# Linear Systems

- Linear systems review
- Eigenvectors and eigenvalues
- Stability
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$$\dot{x} = Ax + Bu$$

## Lecture 7-8 - PID

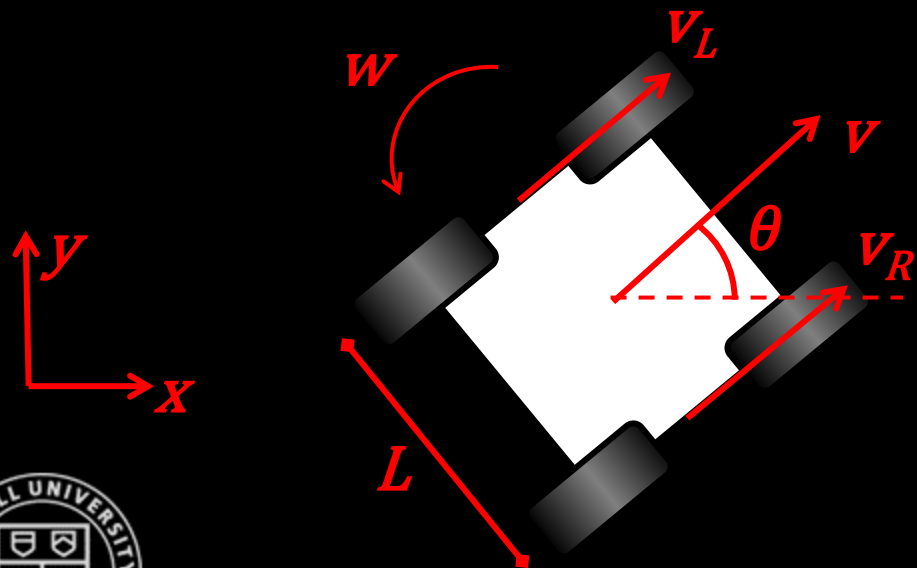


$$\text{1st order system: } \begin{bmatrix} \dot{\theta} \\ \dot{\theta} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 0 & -\frac{c}{I} \end{bmatrix} \begin{bmatrix} \theta \\ \dot{\theta} \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{1}{I} \end{bmatrix} u$$

$$\text{2nd order system: } \begin{bmatrix} \dot{\theta} \\ \ddot{\theta} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ cst & -\frac{c}{I} \end{bmatrix} \begin{bmatrix} \theta \\ \dot{\theta} \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{1}{I} \end{bmatrix} u$$

# Linear Systems

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

$$\begin{aligned}\dot{x} &= \cos(\theta)v \\ \dot{y} &= \sin(\theta)v \\ \dot{\theta} &= w\end{aligned}$$

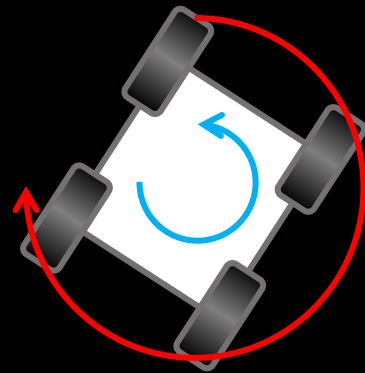
$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{\theta} \end{bmatrix} = \begin{bmatrix} \cos(\theta) & 0 \\ \sin(\theta) & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} v \\ w \end{bmatrix}$$

# Linear Systems

- Linear systems review
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$$\dot{x} = Ax + Bu$$

## Lecture 7-8 - PID



$$1^{\text{st}} \text{ order system: } \begin{bmatrix} \dot{\theta} \\ \ddot{\theta} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 0 & \frac{-c}{I} \end{bmatrix} \begin{bmatrix} \theta \\ \dot{\theta} \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{1}{I} \end{bmatrix} u$$

$$2^{\text{nd}} \text{ order system: } \begin{bmatrix} \dot{\theta} \\ \ddot{\theta} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ cst & \frac{-c}{I} \end{bmatrix} \begin{bmatrix} \theta \\ \dot{\theta} \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{1}{I} \end{bmatrix} u$$

# Linear Systems

Linear system

$$\dot{x} = Ax \quad x \in \mathbb{R}^n \quad A \in \mathbb{R}^{n \times n}$$

vector      matrix

Basic solution

$$x(t) = e^{At} x(0)$$

$$\left( \begin{array}{l} dx/dt = kx \leftrightarrow dx/x = kdt \leftrightarrow \ln(|x|) = kt + c \\ |x| = e^{kt} + e^c \leftrightarrow x = \pm ce^{kt} \end{array} \right)$$

Taylor series expansion

$$e^x = 1 + x + \frac{x^2}{2!} + \frac{x^3}{3!} + \frac{x^4}{4!} + \frac{x^5}{5!} + \dots$$

$$e^{At} = I + At + \frac{A^2 t^2}{2!} + \frac{A^3 t^3}{3!} + \dots$$

## Intuition for eigenvectors (and stability)...

Linear system  $\dot{x} = Ax$

Basic solution  $x(t) = e^{At}x(0)$

vector matrix

*Map the system to eigenvector coordinates to make computation easier*

- Apply a linear transform:  $z = Tx \iff x = T^{-1}z$
- Substitute into the original equation:  $T^{-1}\dot{z} = AT^{-1}z \iff \dot{z} = TAT^{-1}z$
- Pick the matrix,  $T$ , such that  $TAT^{-1}$  becomes simpler than  $A$



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# Eigenvectors and Eigenvalues

# Eigenvectors and Eigenvalues

- Eigenvectors,  $\xi$ , of A
- Matrix of eigenvectors, T

$$T = [\xi_1 \quad \xi_2 \quad \dots \quad \xi_n]^*$$

- Diagonal matrix of eigenvalues, D

$$D = \begin{bmatrix} \lambda_1 & & & 0 \\ & \lambda_2 & & \\ & & \dots & \\ 0 & & & \lambda_n \end{bmatrix}$$

$$AT = TD$$

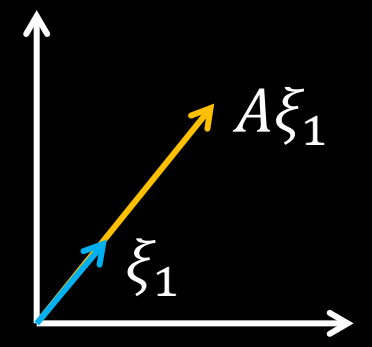
$$A\xi = \lambda\xi$$

matrix

eigenvector

scalar number (eigenvalue, characteristic root)

- $A = \begin{bmatrix} 2 & 3 \\ 2 & 1 \end{bmatrix}$
- $\xi_1 = \begin{bmatrix} 3 \\ 2 \end{bmatrix}$
- $\begin{bmatrix} 2 & 3 \\ 2 & 1 \end{bmatrix} \begin{bmatrix} 3 \\ 2 \end{bmatrix} = \begin{bmatrix} 12 \\ 8 \end{bmatrix} = 4 \begin{bmatrix} 3 \\ 2 \end{bmatrix}$
- $\lambda_1 = 4$



## z-coordinates versus x-coordinates

$$\dot{x} = Ax \quad x = \begin{bmatrix} x_1 \\ \dots \\ x_n \end{bmatrix}$$
$$x(t) = e^{At}x(0)$$

$$e^{At} = I + At + \frac{A^2t^2}{2!} + \frac{A^3t^3}{3!} + \dots$$

$$AT = TD \quad \Leftrightarrow \quad T^{-1}AT = D$$

$$\text{Matlab } \gg [T, D] = \text{eig}(A);$$

in the eigenvector directions

$$x = Tz$$

$$\dot{x} = T\dot{z} = Ax$$

$$T\dot{z} = ATz$$

$$\dot{z} = T^{-1}ATz$$

$$\dot{z} = Dz$$

→ By mapping our system to eigenvector coordinates, the dynamics become diagonal (very simple!)

## z-coordinates versus x-coordinates

$$\begin{aligned}\dot{x} &= Ax = T\dot{z} \\ x(t) &= e^{At}x(0) \\ T^{-1}AT &= D \\ \dot{z} &= Dz\end{aligned}$$

*Choose  $T$  appropriately,  
and you can usually get  
 $A$  into the diagonal form*

$$\frac{d}{dt} \begin{bmatrix} z_1 \\ z_2 \\ \vdots \\ z_n \end{bmatrix} = \begin{bmatrix} \lambda_1 & & & 0 \\ & \lambda_2 & & \\ & & \dots & \\ 0 & & & \lambda_n \end{bmatrix} \begin{bmatrix} z_1 \\ z_2 \\ \vdots \\ z_n \end{bmatrix}$$

$$z_1(t) = e^{\lambda_1 t} z_1(0) \quad \dots \quad z_n(t) = e^{\lambda_n t} z_n(0)$$

$$z(t) = e^{Dt} z(0) = \begin{bmatrix} e^{\lambda_1 t} & & & 0 \\ & e^{\lambda_2 t} & & \\ & & \dots & \\ 0 & & & e^{\lambda_n t} \end{bmatrix} z(0)$$

...it is much simpler to think about your system in eigenvector coordinates!



## z-coordinates versus x-coordinates

$$\begin{aligned}\dot{x} &= Ax = T\dot{z} \\ x(t) &= e^{At}x(0) \\ T^{-1}AT &= D \\ \dot{z} &= Dz\end{aligned}$$

$$A^n = TD^nT^{-1}$$

$$x(t) = e^{At}x(0)$$

$$e^{At} = I + At + \frac{A^2t^2}{2!} + \frac{A^3t^3}{3!} + \dots$$

$$e^{At} = e^{TDT^{-1}t}$$

$$e^{At} = TT^{-1} + \underbrace{TDT^{-1}t + (TDT^{-1}TDT^{-1})\frac{t^2}{2!} + \dots}_{TD^2T^{-1}}$$

## z-coordinates versus x-coordinates

$$\begin{aligned}\dot{x} &= Ax = T\dot{z} \\ x(t) &= e^{At}x(0) \\ T^{-1}AT &= D \\ \dot{z} &= Dz\end{aligned}$$

$$x(t) = e^{At}x(0)$$

$$e^{At} = I + At + \frac{A^2t^2}{2!} + \frac{A^3t^3}{3!} + \dots$$

$$e^{At} = e^{TDT^{-1}t}$$

$$A^n = TD^nT^{-1}$$

$$e^{At} = TT^{-1} + TDT^{-1}t + (TDT^{-1}TDT^{-1})\frac{t^2}{2!} + \dots$$

$$e^{At} = T \left[ I + Dt + \frac{D^2t^2}{2!} + \dots + \frac{D^nt^n}{n!} \right] T^{-1} = T \underset{\uparrow}{e^{Dt}} T^{-1}$$

*easy to compute!*

## z-coordinates versus x-coordinates

$$\dot{x} = Ax$$

$$x(t) = e^{At}x(0)$$

$$AD = TD$$

$$x = Tz$$

$$e^{At} = Te^{Dt}T^{-1}$$

system solution in  
physical coordinates

$$x(t) = Te^{Dt}T^{-1}x(0)$$

$$z(0)$$

$$z(t)$$

$$x(t)$$

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# Eigenvalues and Stability



## Stability (Continuous Time)

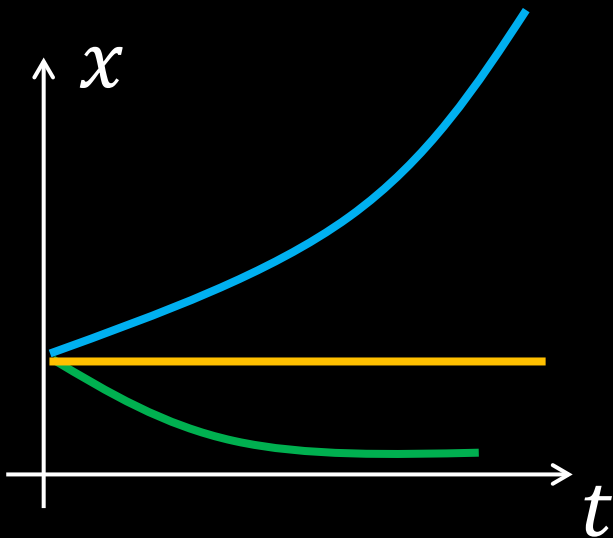
$$\dot{x} = Ax$$

$$x(t) = T e^{Dt} T^{-1} x(0)$$

$$\gg [T, D] = \text{la. eig}(A);$$

$$D = \begin{bmatrix} \lambda_1 & & 0 \\ & \lambda_2 & \\ & & \dots \\ 0 & & & \lambda_n \end{bmatrix}$$

$$e^{Dt} = \begin{bmatrix} e^{\lambda_1 t} & & 0 \\ & e^{\lambda_2 t} & \\ & & \dots \\ 0 & & & e^{\lambda_n t} \end{bmatrix}$$



- If even one of the  $e^{\lambda_n t}$  goes to  $\infty$  all go to  $\infty$
- Complex eigenvalues
  - $\lambda = a + ib$
- Euler's formula
  - $e^{\lambda t} = e^{at} [\cos(bt) + i \sin(bt)]$

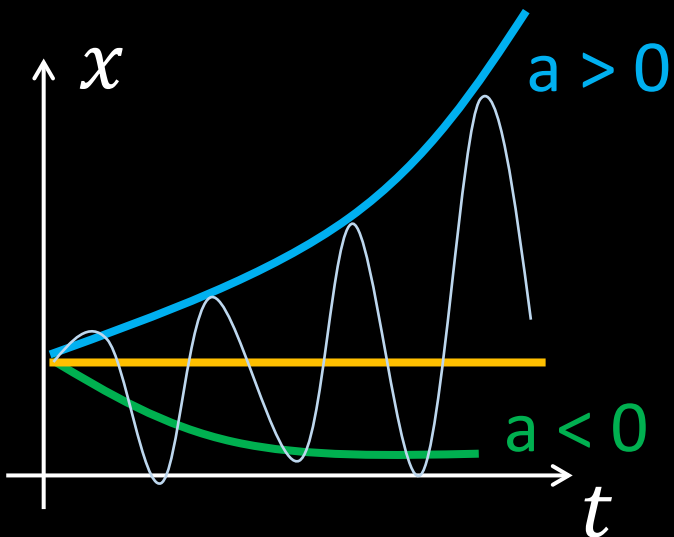
# Stability (Continuous Time)

$$\dot{x} = Ax$$

$$x(t) = T e^{Dt} T^{-1} x(0)$$

$$\gg [T, D] = \text{la. eig}(A);$$

$$D = \begin{bmatrix} \lambda_1 & & 0 \\ & \lambda_2 & \\ & & \dots \\ 0 & & & \lambda_n \end{bmatrix} \quad e^{Dt} = \begin{bmatrix} e^{\lambda_1 t} & & 0 \\ & e^{\lambda_2 t} & \\ & & \dots \\ 0 & & & e^{\lambda_n t} \end{bmatrix}$$



- If even one of the  $e^{\lambda_n t}$  goes to  $\infty$  all go to  $\infty$

- Complex eigenvalues

- $\lambda = a \pm ib$  =1

- Euler's formula

- $e^{\pm \lambda t} = e^{at} [\cos(bt) \pm i \sin(bt)]$

*When is this unstable?*

- The system is stable iff all the real parts of all the eigenvalues are negative!

# Stability (Continuous Time)

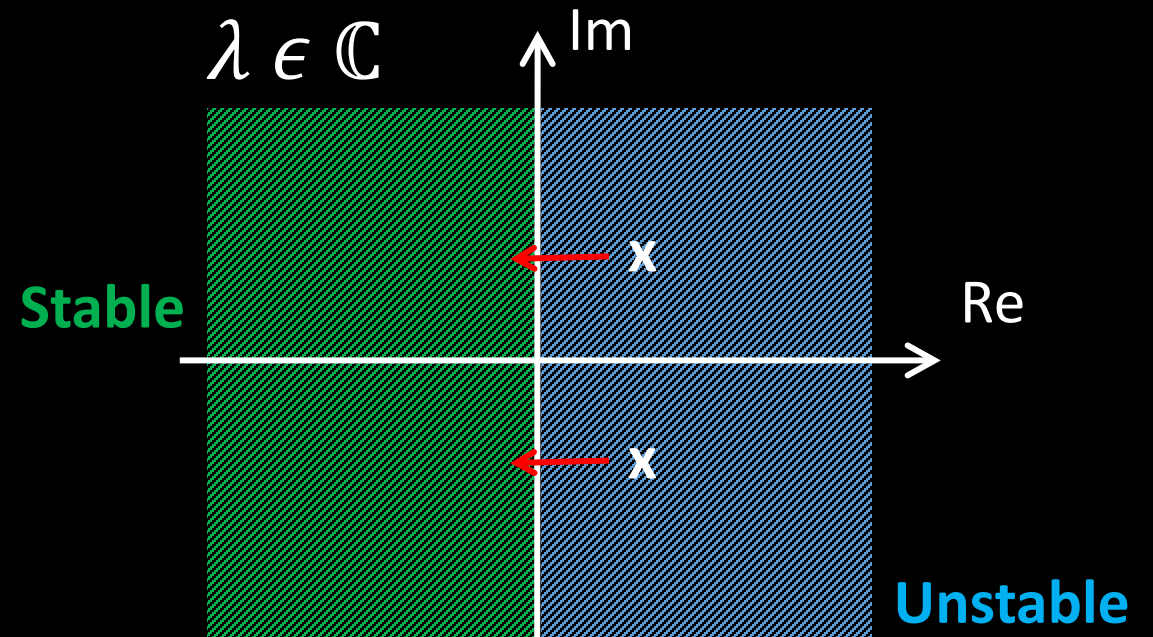
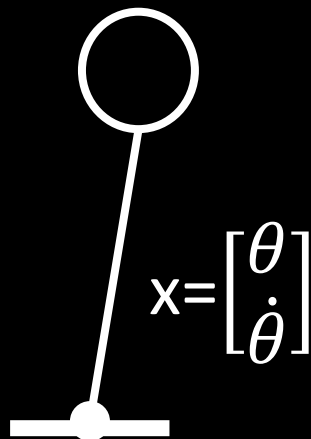
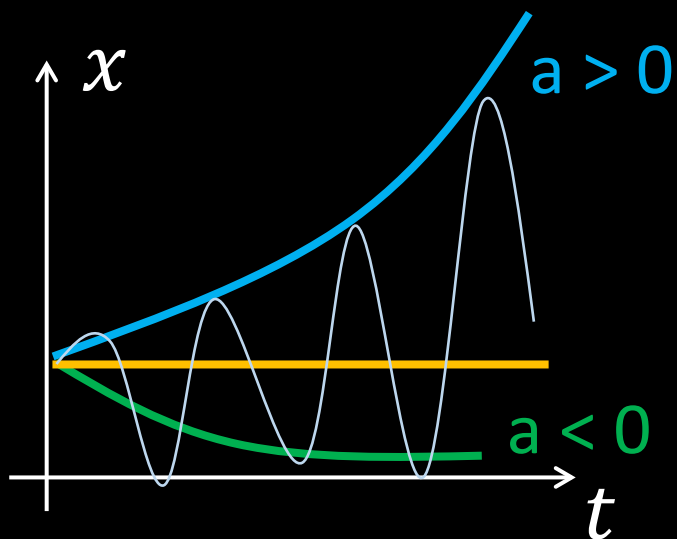
$$\dot{x} = Ax$$

$$x(t) = Te^{Dt}T^{-1}x(0)$$

$$\gg [T, D] = \text{la. eig}(A);$$

$$D = \begin{bmatrix} \lambda_1 & & 0 \\ & \lambda_2 & \\ 0 & & \dots \\ & & \lambda_n \end{bmatrix} \quad e^{Dt} = \begin{bmatrix} e^{\lambda_1 t} & & 0 \\ & e^{\lambda_2 t} & \\ 0 & & \dots \\ & & & e^{\lambda_n t} \end{bmatrix}$$

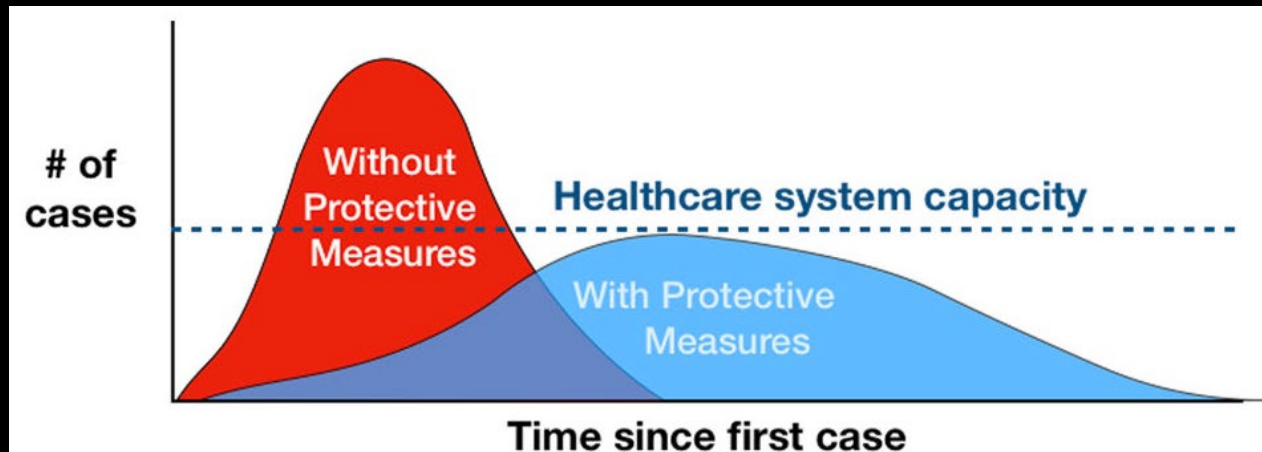
$$\lambda = a + ib$$



# Stability (Continuous Time)

- COVID-19, very simplified example
- What is our state vector,  $x$ ?
  - $x = [\text{\#infected people}]$
- System
  - $\dot{x} = Ax$
- How many eigenvectors does the system have?
  - 1
- Is the system unstable?
  - The eigenvalue of  $A$  has a positive real part
- What are our control inputs?
  - Wearing masks
  - Social distancing
  - Vaccines
  - Herd immunity
  - Etc..

**CORONAVIRUS**  
(COVID-19)



Adapted from CDC / The Economist

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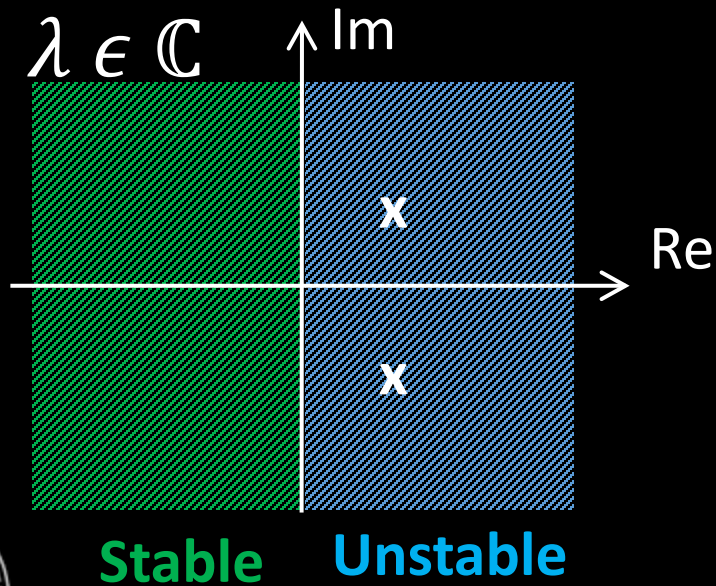
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# Discrete Time Systems

# Stability (Discrete Time)

$$\dot{x} = Ax$$

$$D = \begin{bmatrix} \lambda_1 & & & 0 \\ & \lambda_2 & & \\ & & \dots & \\ 0 & & & \lambda_n \end{bmatrix}$$



- $x(k + 1) = \tilde{A}x(k)$  ,  $x(k) = x(k\Delta t)$

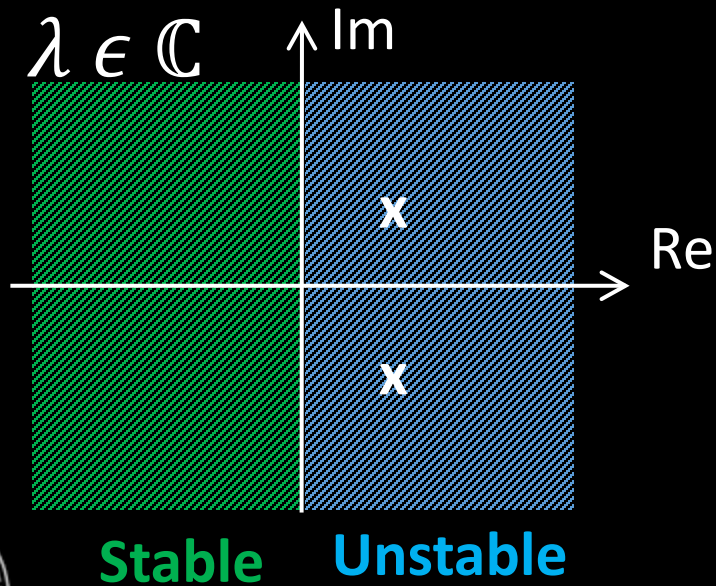
- How does  $\tilde{A}$  relate to  $A$ ?  $\tilde{A} = e^{A\Delta t}$

- $x_1 = \tilde{A}x_0$        $\tilde{A} = \tilde{T}\tilde{D}\tilde{T}^{-1}$        $\tilde{\lambda}$
- $x_2 = \tilde{A}x_1 = \tilde{A}^2x_0$        $\tilde{A}^2 = \tilde{T}\tilde{D}^2\tilde{T}^{-1}$        $\tilde{\lambda}^2$
- $x_3 = \tilde{A}^3x_0$        $\tilde{A}^3 = \tilde{T}\tilde{D}^3\tilde{T}^{-1}$        $\tilde{\lambda}^3$
- ...
- $x_n = \tilde{A}^n x_0$        $\tilde{A}^n = \tilde{T}\tilde{D}^n\tilde{T}^{-1}$        $\tilde{\lambda}^n$

# Stability (Discrete Time)

$$\dot{x} = Ax$$

$$D = \begin{bmatrix} \lambda_1 & & & 0 \\ & \lambda_2 & & \\ & & \dots & \\ 0 & & & \lambda_n \end{bmatrix}$$

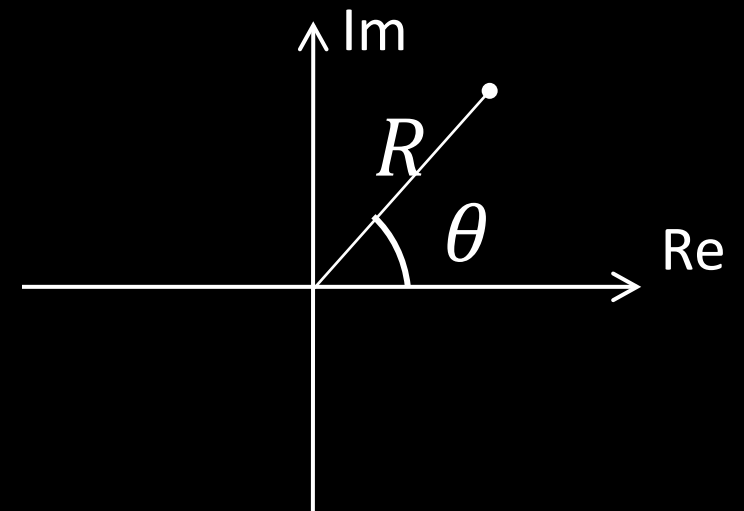


- $x(k + 1) = \tilde{A}x(k) \quad , x(k) = x(k\Delta t)$

- How does  $\tilde{A}$  relate to  $A$ ?  $\tilde{A} = e^{A\Delta t}$

- $x_1 = \tilde{A}x_0 \quad \tilde{A} = \tilde{T}\tilde{D}\tilde{T}^{-1} \quad \tilde{\lambda}$
- $x_2 = \tilde{A}x_1 = \tilde{A}^2x_0 \quad \tilde{A}^2 = \tilde{T}\tilde{D}^2\tilde{T}^{-1} \quad \tilde{\lambda}^2$
- $x_3 = \tilde{A}^3x_0 \quad \tilde{A}^3 = \tilde{T}\tilde{D}^3\tilde{T}^{-1} \quad \tilde{\lambda}^3$
- ...
- $x_n = \tilde{A}^nx_0 \quad \tilde{A}^n = \tilde{T}\tilde{D}^n\tilde{T}^{-1} \quad \tilde{\lambda}^n$

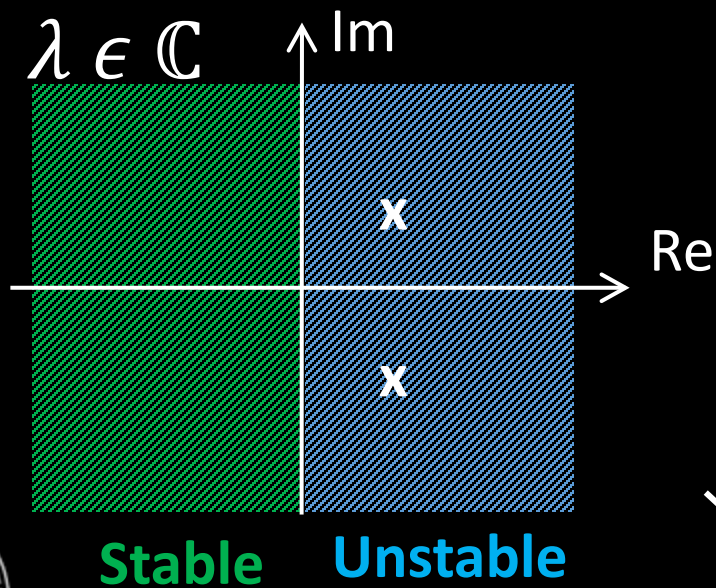
- $\tilde{\lambda} = Re^{i\theta}$
- $\tilde{\lambda}^n = R^n e^{in\theta}$



# Stability (Discrete Time)

$$\dot{x} = Ax$$

$$D = \begin{bmatrix} \lambda_1 & & & 0 \\ & \lambda_2 & & \\ & & \dots & \\ 0 & & & \lambda_n \end{bmatrix}$$

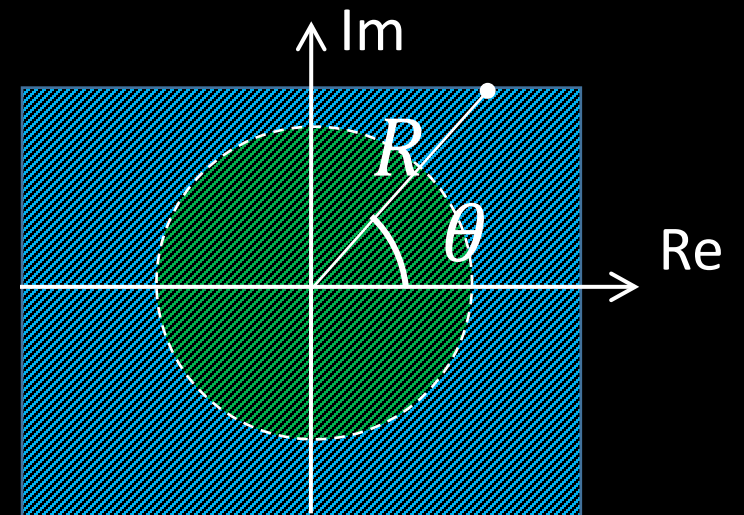


- $x(k + 1) = \tilde{A}x(k) \quad , \quad x(k) = x(k\Delta t)$

- How does  $\tilde{A}$  relate to  $A$ ?  $\tilde{A} = e^{A\Delta t}$

- $x_1 = \tilde{A}x_0 \quad \tilde{A} = \tilde{T}\tilde{D}\tilde{T}^{-1} \quad \tilde{\lambda}$
- $x_2 = \tilde{A}x_1 = \tilde{A}^2x_0 \quad \tilde{A}^2 = \tilde{T}\tilde{D}^2\tilde{T}^{-1} \quad \tilde{\lambda}^2$
- $x_3 = \tilde{A}^3x_0 \quad \tilde{A}^3 = \tilde{T}\tilde{D}^3\tilde{T}^{-1} \quad \tilde{\lambda}^3$
- ...
- $x_n = \tilde{A}^n x_0 \quad \tilde{A}^n = \tilde{T}\tilde{D}^n\tilde{T}^{-1} \quad \tilde{\lambda}^n$

- $\tilde{\lambda} = Re^{i\theta}$
- $\tilde{\lambda}^n = R^n e^{in\theta}$





# Stability (Discrete Time)

$$\dot{x} = Ax$$

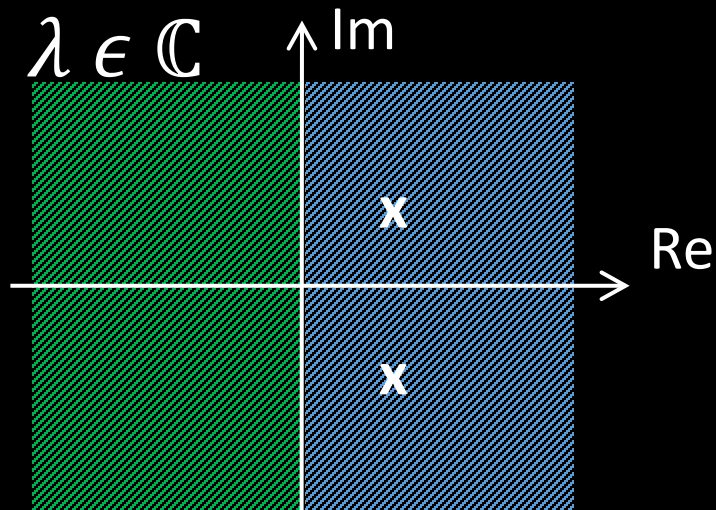
$$D = \begin{bmatrix} \lambda_1 & & & 0 \\ & \lambda_2 & & \\ & & \dots & \\ 0 & & & \lambda_n \end{bmatrix}$$

$$x(k + 1) = \tilde{A}x(k)$$

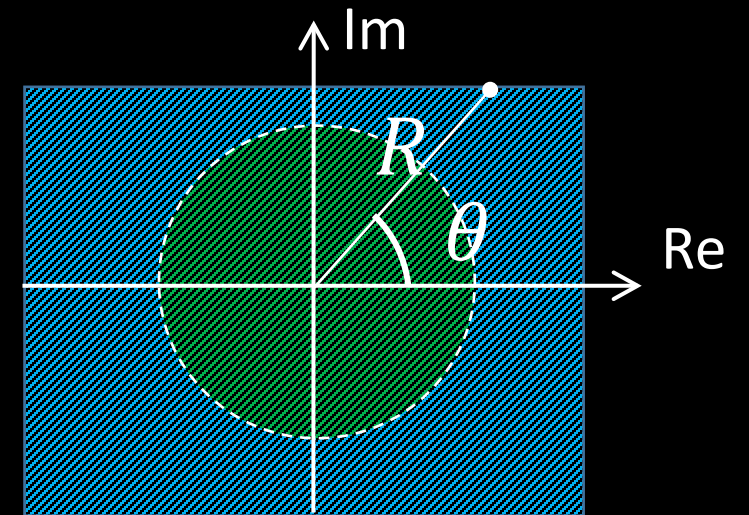
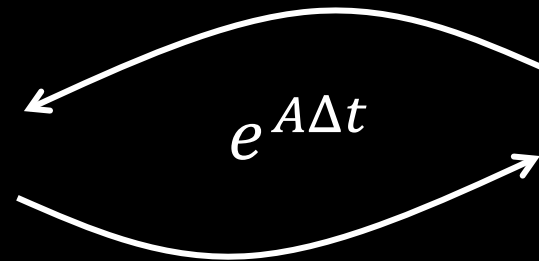
$$\tilde{A} = e^{A\Delta t}$$

$$\tilde{\lambda}^n = R^n e^{in\theta}$$

- We often work in discrete time
- Stability and quality of controllers depends on sampling rate

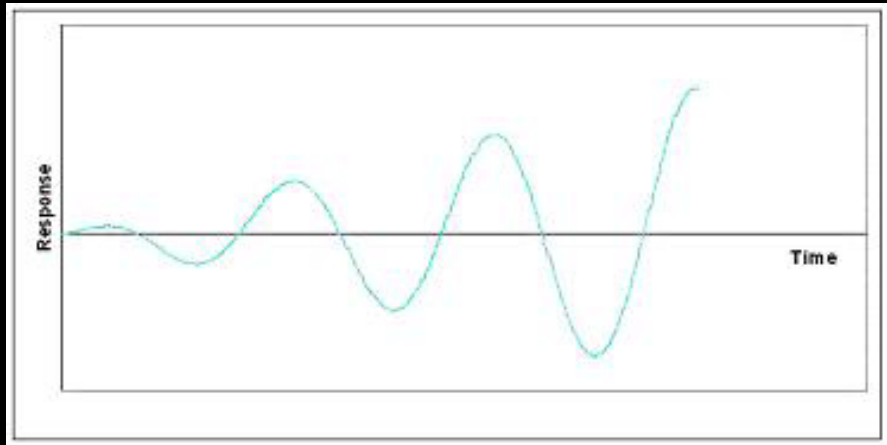


Stable Unstable

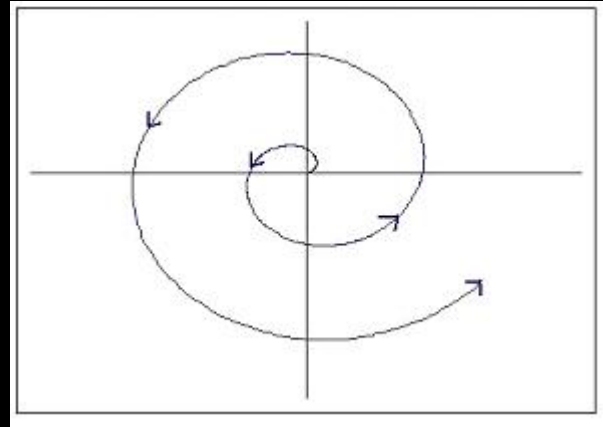


# Stability (Discrete Time)

$$\dot{x} = Ax$$



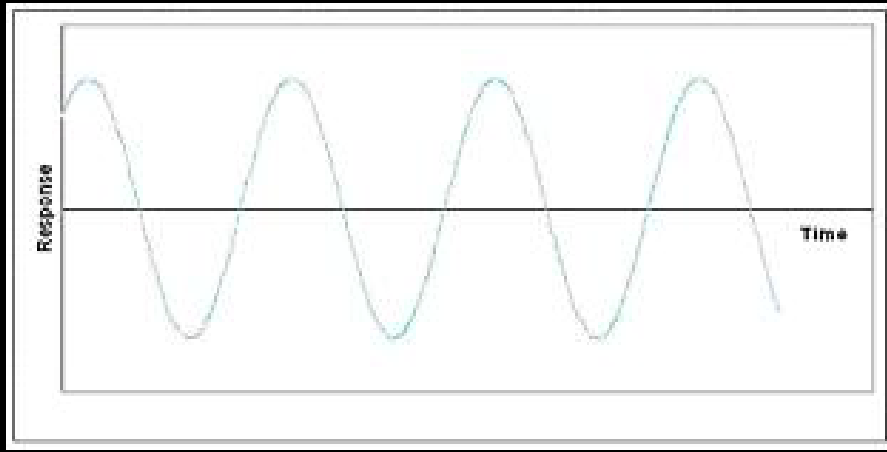
$$x(k + 1) = \tilde{A}x(k)$$



Unstable  
(Positive real part)

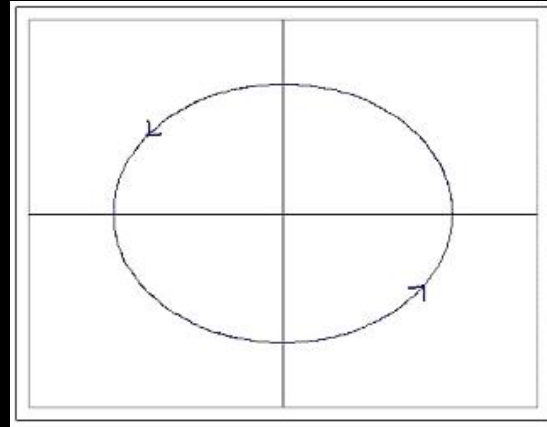
# Stability (Discrete Time)

$$\dot{x} = Ax$$



Critically stable  
(Zero real part)

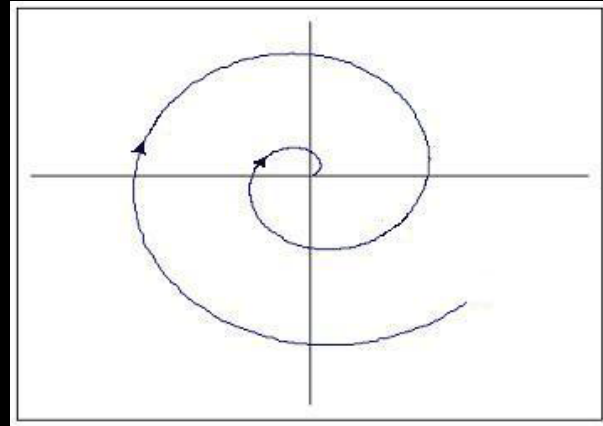
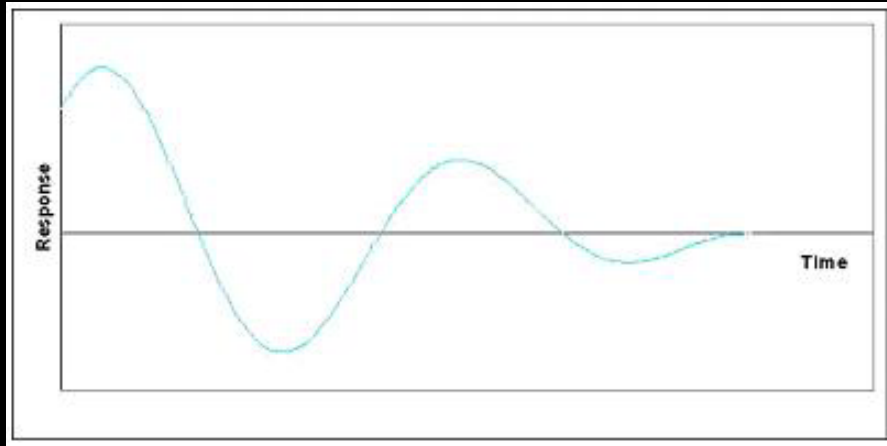
$$x(k + 1) = \tilde{A}x(k)$$



# Stability (Discrete Time)

$$\dot{x} = Ax$$

$$x(k + 1) = \tilde{A}x(k)$$



Stable  
(Negative real part)

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# Linearizing Nonlinear Systems

# Linearizing Non-Linear Systems

Basic Steps to linearize a nonlinear system

1. Find some fixed points

- $\bar{x}$  s.t.  $f(\bar{x}) = 0$
- (basically points where the system doesn't move)

2. Linearize about  $\bar{x}$

- $\frac{Df}{Dx} \Big|_{\bar{x}} = \begin{bmatrix} \frac{\partial f_i}{\partial x_j} \end{bmatrix} \leftarrow \text{"Jacobian"}$

$$\dot{x} = f(x) \quad \Rightarrow \quad \dot{x} = Ax$$

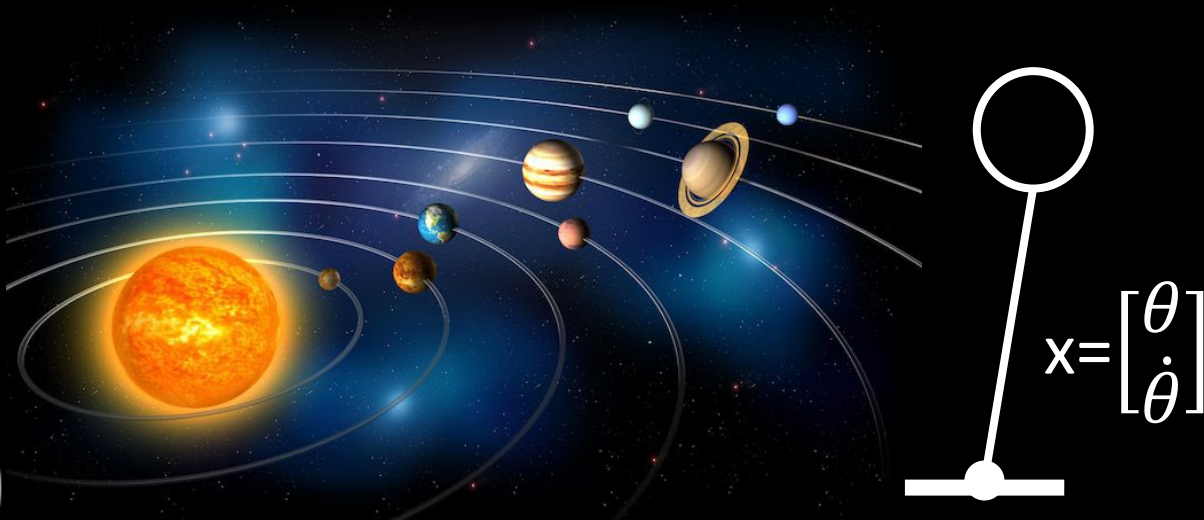
Example

$$\dot{x}_1 = f_1(x_1, x_2) = x_1 x_2$$

$$\dot{x}_2 = f_2(x_1, x_2) = x_1^2 + x_2^2$$

$$\frac{Df}{Dx} = \begin{bmatrix} \frac{\partial f_1}{\partial x_1} & \frac{\partial f_1}{\partial x_2} \\ \frac{\partial f_2}{\partial x_1} & \frac{\partial f_2}{\partial x_2} \end{bmatrix}$$

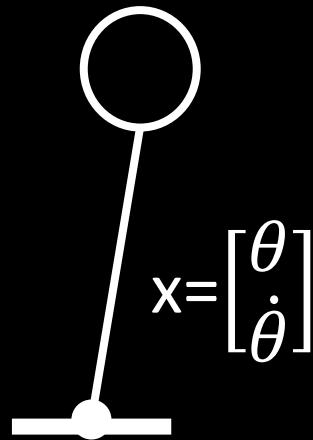
$$\frac{Df}{Dx} = \begin{bmatrix} x_2 & x_1 \\ 2x_1 & 2x_2 \end{bmatrix} \text{ Evaluate at } \bar{x}$$



# Linearizing Non-Linear Systems

Basic Steps to linearize a nonlinear system

1. Find some fixed points
  - $\bar{x}$  s.t.  $f(\bar{x}) = 0$
  - (basically points where the system doesn't move)
2. Linearize about  $\bar{x}$ 
  - $\frac{Df}{Dx} |_{\bar{x}} = \begin{bmatrix} \frac{\partial f_i}{\partial x_j} \end{bmatrix} \leftarrow \text{"Jacobian"}$
  - If you zoom in on  $\bar{x}$ , your system will look linear!



$$\dot{x} = f(x) \quad \Rightarrow \quad \dot{x} = Ax$$

Example

$$\dot{x}_1 = f_1(x_1, x_2) = x_1 x_2$$

$$\dot{x}_2 = f_2(x_1, x_2) = x_1^2 + x_2^2$$

$$\frac{Df}{Dx} = \begin{bmatrix} \frac{\partial f_1}{\partial x_1} & \frac{\partial f_1}{\partial x_2} \\ \frac{\partial f_2}{\partial x_1} & \frac{\partial f_2}{\partial x_2} \end{bmatrix}$$

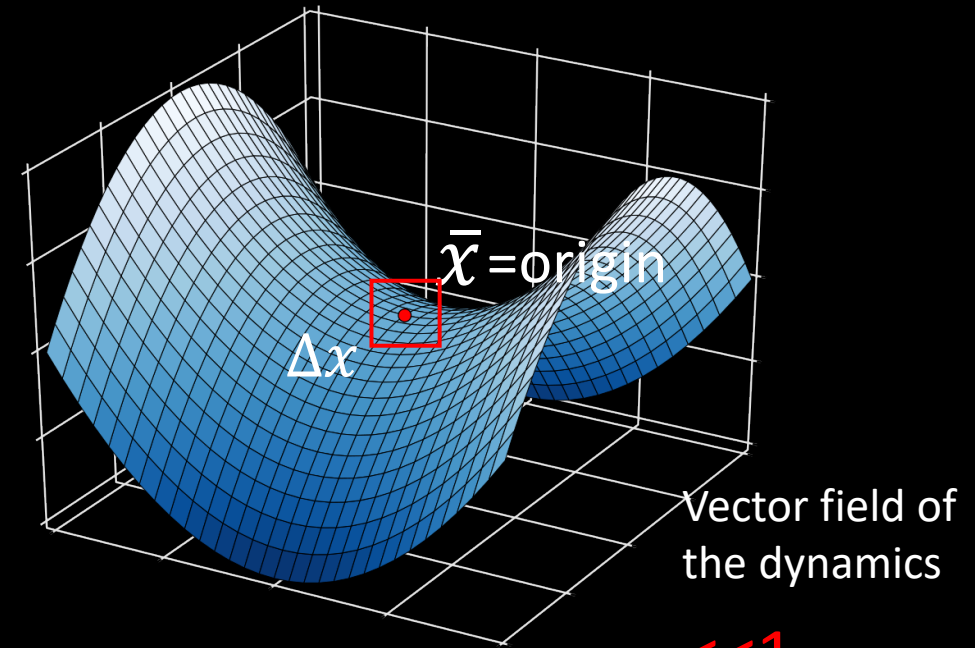
$$\frac{Df}{Dx} = \begin{bmatrix} x_2 & x_1 \\ 2x_1 & 2x_2 \end{bmatrix}$$

# Linearizing Non-Linear Systems

Basic Steps to linearize a nonlinear system

- Find some fixed points
  - $\bar{x}$  s.t.  $f(\bar{x}) = 0$
  - (basically points where the system doesn't move)
- Linearize about  $\bar{x}$ 
  - $\frac{Df}{Dx} \Big|_{\bar{x}} = \begin{bmatrix} \frac{\partial f_i}{\partial x_j} \end{bmatrix}$  ← “Jacobian”
  - If you zoom in on  $\bar{x}$ , your system will look linear!

$$\dot{x} = f(x) \quad \Rightarrow \quad \dot{x} = Ax$$



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

$$\dot{x} = \underbrace{0}_{f(\bar{x})} + \frac{Df}{Dx} \Big|_{\bar{x}} (x - \bar{x}) + \frac{D^2 f}{D^2 x} \Big|_{\bar{x}} (x - \bar{x})^2 + \frac{D^3 f}{D^3 x} \Big|_{\bar{x}} (x - \bar{x})^3 + \dots$$

$\lll 1$



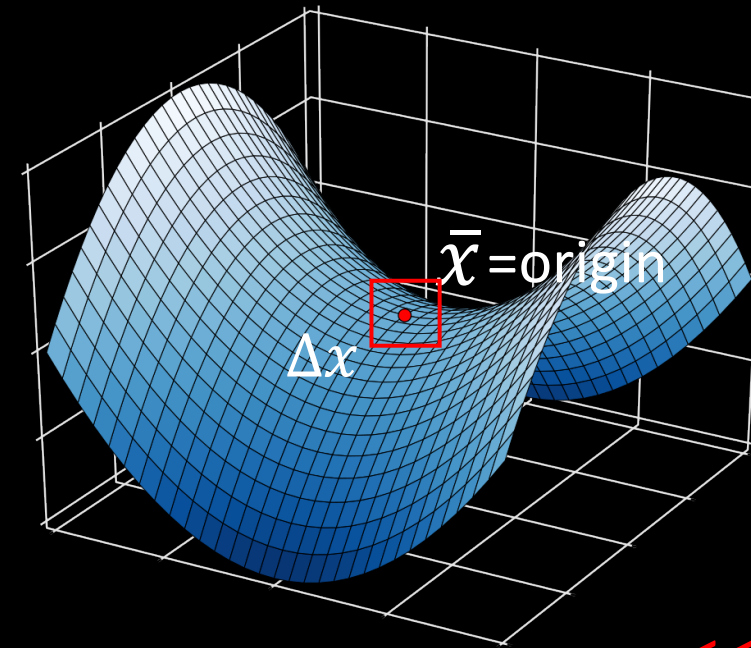
# Linearizing Non-Linear Systems

Basic Steps to linearize a nonlinear system

- Find some fixed points
  - $\bar{x}$  s.t.  $f(\bar{x}) = 0$
  - (basically points where the system doesn't move)
- Linearize about  $\bar{x}$ 
  - $\frac{Df}{Dx} \Big|_{\bar{x}} = \begin{bmatrix} \frac{\partial f_i}{\partial x_j} \end{bmatrix}$  ← “Jacobian”
  - If you zoom in on  $\bar{x}$ , your system will look linear!

- Good control will keep you close to the fixed point, where your model is valid!

$$\dot{x} = f(x) \quad \Rightarrow \quad \dot{x} = Ax$$



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

$$\dot{x} = \underbrace{f(\bar{x})}_0 + \frac{Df}{Dx} \Big|_{\bar{x}} (x - \bar{x}) + \frac{D^2 f}{D^2 x} \Big|_{\bar{x}} (x - \bar{x})^2 + \frac{D^3 f}{D^3 x} \Big|_{\bar{x}} (x - \bar{x})^3 + \dots$$

$$\Delta \dot{x} = \frac{Df}{Dx} \Big|_{\bar{x}} \Delta x$$

$$\Rightarrow \Delta \dot{x} = A \Delta x$$

$\lll 1$

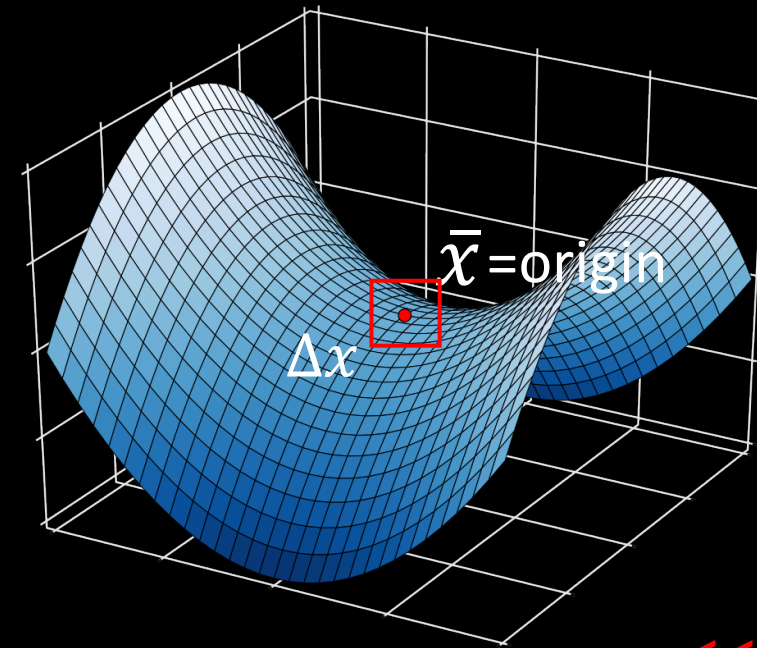
# Linearizing Non-Linear Systems

Basic Steps to linearize a nonlinear system

- Find some fixed points
  - $\bar{x}$  s.t.  $f(\bar{x}) = 0$
  - (basically points where the system doesn't move)
- Linearize about  $\bar{x}$ 
  - $\frac{Df}{Dx} \Big|_{\bar{x}} = \begin{bmatrix} \frac{\partial f_i}{\partial x_j} \end{bmatrix}$  ← “Jacobian”
  - If you zoom in on  $\bar{x}$ , your system will look linear!

- Good control will keep you close to the fixed point, where your model is valid!

$$\dot{x} = f(x) \quad \Rightarrow \quad \dot{x} = Ax$$



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

$$\dot{x} = \underbrace{f(\bar{x})}_0 + \frac{Df}{Dx} \Big|_{\bar{x}} (x - \bar{x}) + \frac{D^2 f}{D^2 x} \Big|_{\bar{x}} (x - \bar{x})^2 + \frac{D^3 f}{D^3 x} \Big|_{\bar{x}} (x - \bar{x})^3 + \dots$$

$$\Delta \dot{x} = \frac{Df}{Dx} \Big|_{\bar{x}} \Delta x$$

$$\Rightarrow \Delta \dot{x} = A \Delta x$$

$\ll 1$

# Review

- Linear system:  $\dot{x} = Ax$
- Solution:  $x(t) = e^{At}x(0)$
- Eigenvectors:  $T = [\xi_1 \quad \xi_2 \quad \dots \quad \xi_n]$
- Eigenvalues:  $D = \begin{bmatrix} \lambda_1 & & & 0 \\ & \lambda_2 & & \\ & & \dots & \\ 0 & & & \lambda_n \end{bmatrix}$  **>> [T,D] = eig(A)**
- Linear transform:  $AT = TD$
- Solution:  $e^{At} = Te^{Dt}T^{-1}$
- Mapping from x to z to x:  $x(t) = Te^{Dt}T^{-1}x(0)$
- Stability in continuous time:  $\lambda = a + ib$ , stable iff  $a < 0$
- Discrete time:  $x(k+1) = \tilde{A}x(k), \tilde{A} = e^{A\Delta t}$
- Stability in discrete time:  $\tilde{\lambda}^n = R^n e^{in\theta}$ , stable iff  $R < 1$
- Non-linear systems:  $\dot{x} = f(x)$
- Linearization:  $\frac{Df}{Dx} |_{\bar{x}}$

**ECE 4160/5160**  
**MAE 4910/5910**

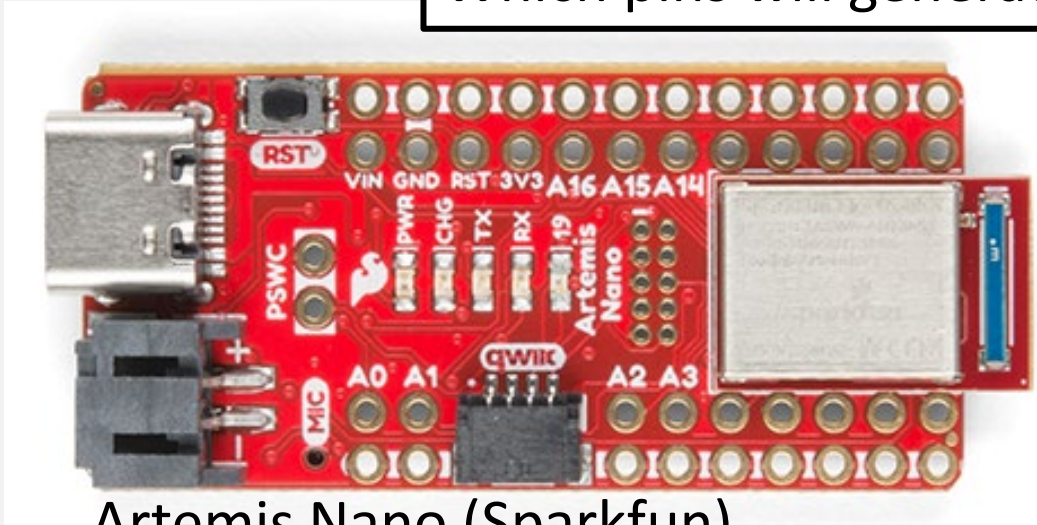
Prof. Kirstin Hagelskjær Petersen  
kirstin@cornell.edu

# Lab 5 – Open Loop Control

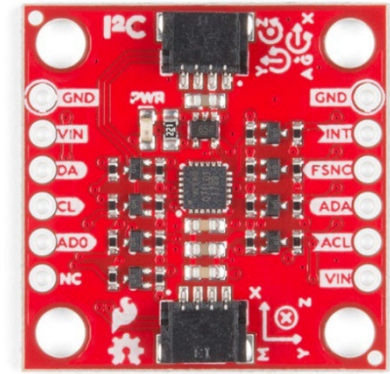
<https://cei-lab.github.io/FastRobots-2023/Lab5.html>

# Lab 3-5: Hardware

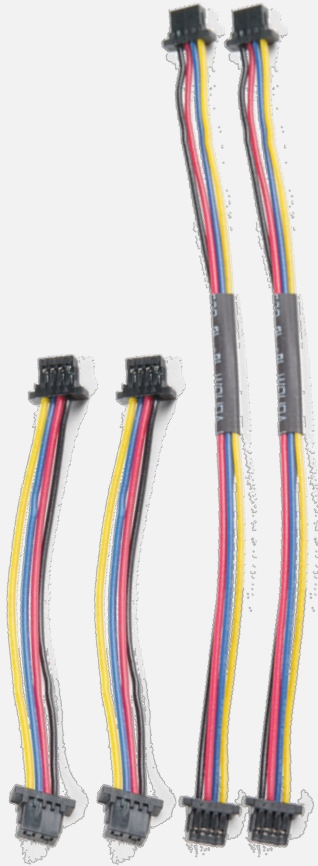
Which pins will generate your PWM?



Artemis Nano (Sparkfun)



ICM20948 (Sparkfun)



DRV8833 (Pololu)

GND	GND
VMM	VIN
BIN1	BOUT1
BIN2	BOUT2
AIN2	AOUT2
AIN1	AOUT1
nSLEEP	AISEN
nFAULT	BISEN

GND	GND
VMM	VIN
BIN1	BOUT1
BIN2	BOUT2
AIN2	AOUT2
AIN1	AOUT1
nSLEEP	AISEN
nFAULT	BISEN

VDD (2.8V out)
VIN (2.6–5.5V)
GND
SDA
SCL
XSHUT
GPIO1

VDD (2.8V out)
VIN (2.6–5.5V)
GND
SDA
SCL
XSHUT
GPIO1

VLX53L1X (Pololu)

## Lab 3-5: Hardware

- Think about the placement of components and batteries

