



# Design in State Space (time domain)

## Job van Amerongen

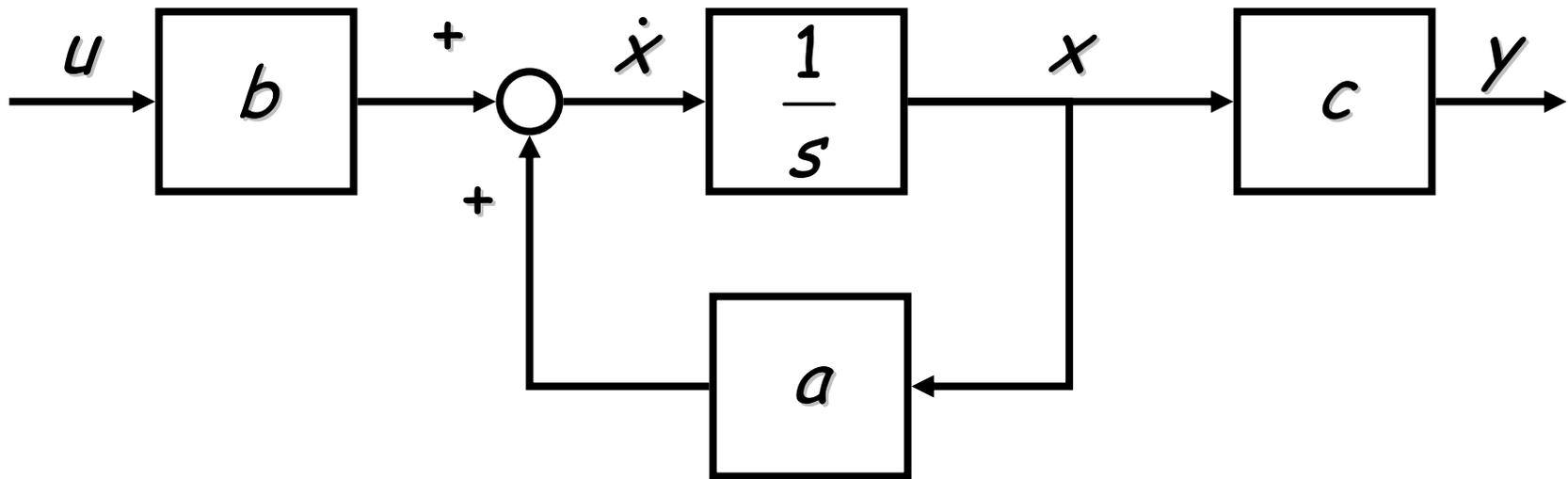
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- State space description
- state feedback
- pole placement
- optimisation

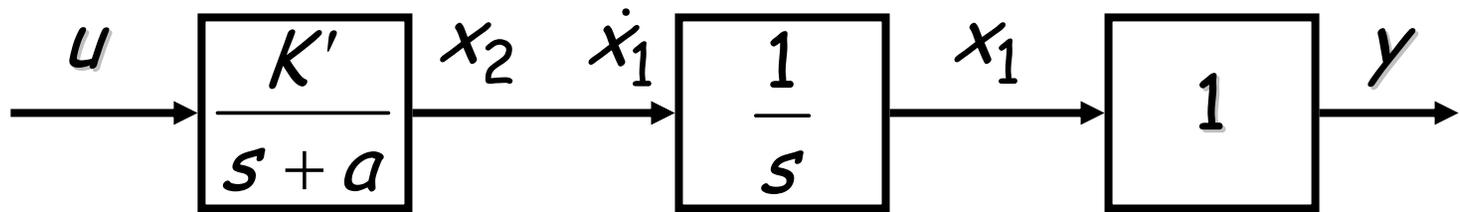
# First-order system



$$\dot{x} = ax + bu$$

$$y = cx$$

# Second order system



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

$$\dot{x}_2 = -ax_2 + K'u$$

$$y = 1x_1$$

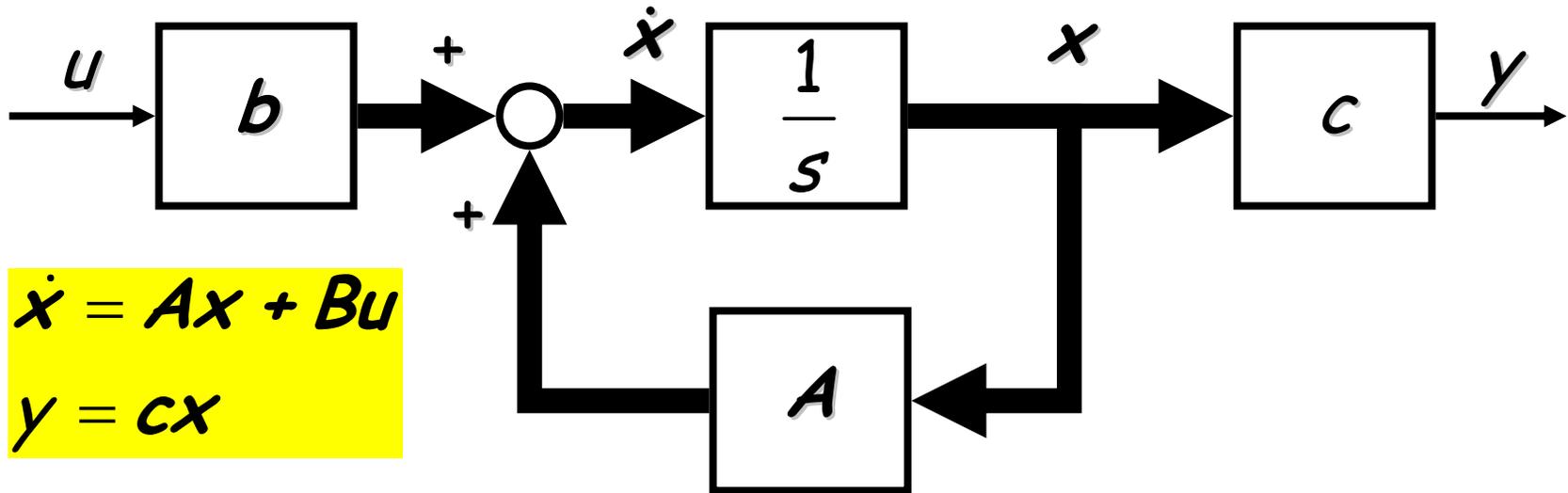
$$\dot{\mathbf{x}} = \begin{pmatrix} 0 & 1 \\ 0 & -a \end{pmatrix} \mathbf{x} + \begin{pmatrix} 0 \\ K' \end{pmatrix} u$$

$$y = (1 \ 0) \mathbf{x}$$

$$\dot{\mathbf{x}} = \mathbf{A}\mathbf{x} + \mathbf{b}u$$
$$y = \mathbf{c}\mathbf{x}$$

State-space description

# Set of first-order systems



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

For **SISO** systems:

$u$  = input signal (scalar)

$y$  = output signal (scalar)

$x$  = state vector ( $n \times 1$ )

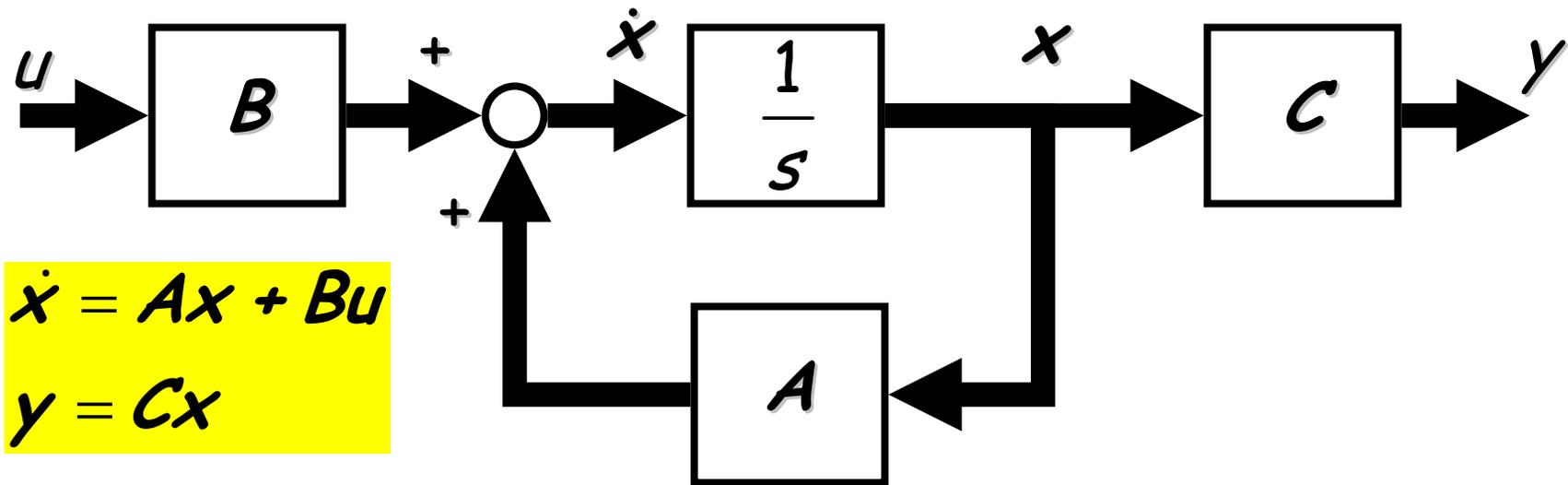
For **SISO** systems:

$A$  = system matrix ( $n \times n$ )

$b$  = input matrix ( $n \times 1$ )

$c$  = output matrix ( $1 \times n$ )

# Set of first-order systems



For **MIMO** systems:

$u$  = input vector ( $m \times 1$ )

$y$  = output signal ( $p \times 1$ )

$x$  = state vector ( $n \times 1$ )

For **MIMO** systems:

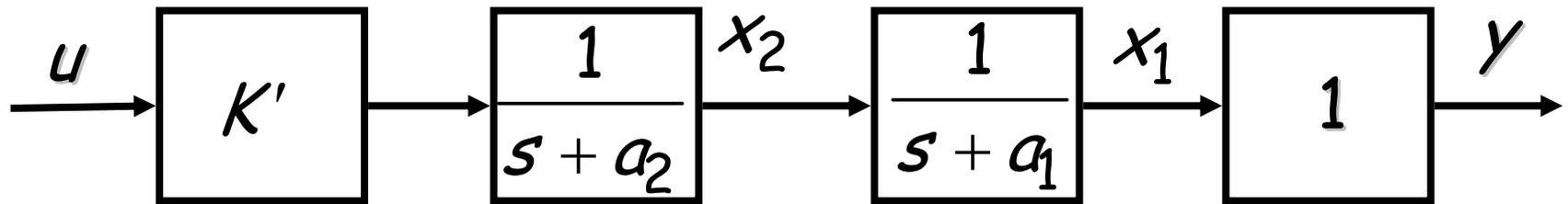
$A$  = system matrix ( $n \times n$ )

$B$  = input matrix ( $n \times m$ )

$C$  = output matrix ( $p \times n$ )

- The state ( $x(t_0)$ ) of a system at  $t = t_0$  is the minimal amount of information that is necessary to describe the behaviour of the system for  $t > t_0$ , if also the input(s) and the state equations are known

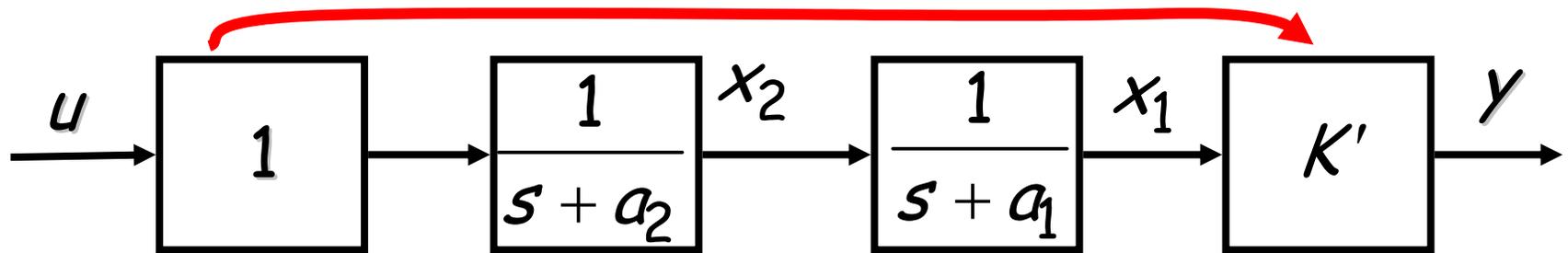
- State variables are not unique
  - any linear combination of state variables is a state variable again
- E.g. the initial conditions of the integrators in the system



$$\begin{aligned} \dot{x}_1 &= -a_1 x_1 + x_2 \\ \dot{x}_2 &= -a_2 x_2 + K'u \\ y &= 1x_1 \end{aligned} \quad \rightarrow \quad \dot{x} = \begin{pmatrix} -a_1 & 1 \\ 0 & -a_2 \end{pmatrix} x + \begin{pmatrix} 0 \\ K' \end{pmatrix} u$$
$$y = (1 \ 0) x$$

eigenvalues at the diagonal

# Series form (alternative)



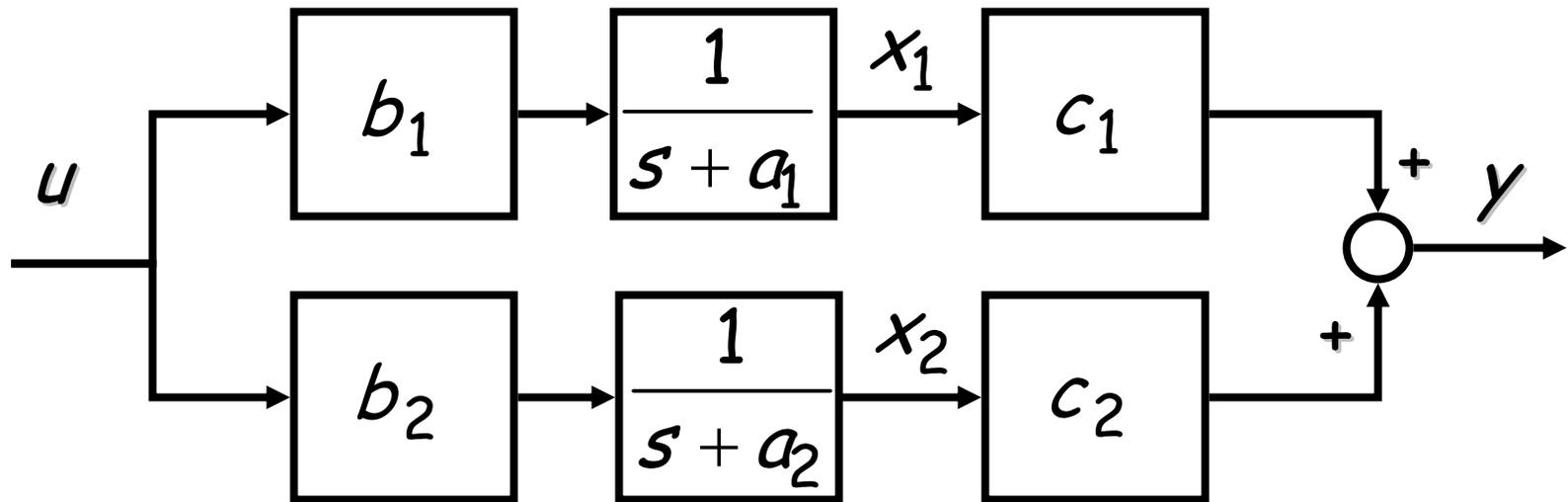
$$\dot{x}_1 = -a_1 x_1 + x_2$$

$$\dot{x}_2 = -a_2 x_2 + u$$

$$y = K' x_1$$

$$\dot{\mathbf{x}} = \begin{pmatrix} -a_1 & 1 \\ 0 & -a_2 \end{pmatrix} \mathbf{x} + \begin{pmatrix} 0 \\ 1 \end{pmatrix} u$$

$$y = (K' \quad 0) \mathbf{x}$$



$$\dot{x}_1 = -a_1 x_1 + b_1 u$$

$$\dot{x}_2 = -a_2 x_2 + b_2 u$$

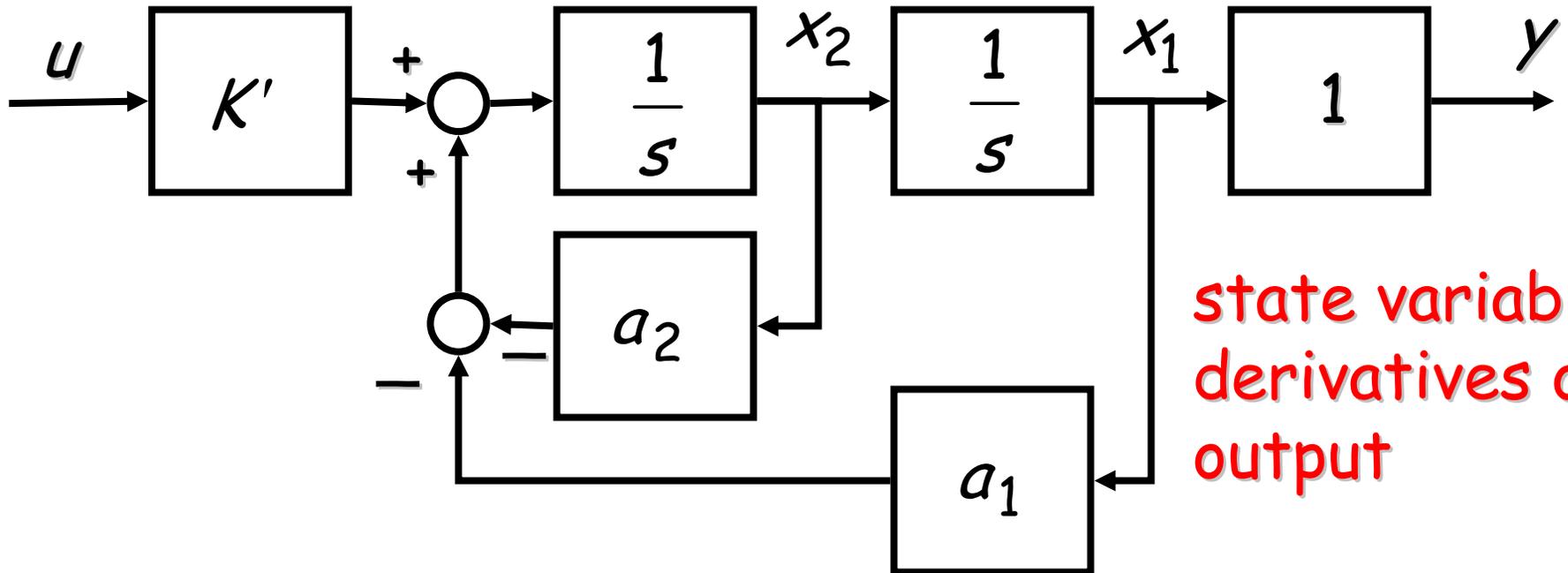
$$y = c_1 x_1 + c_2 x_2$$

$$\dot{\mathbf{x}} = \begin{pmatrix} -a_1 & 0 \\ 0 & -a_2 \end{pmatrix} \mathbf{x} + \begin{pmatrix} b_1 \\ b_2 \end{pmatrix} u$$

$$y = (c_1 \quad c_2) \mathbf{x}$$

eigenvalues at the diagonal

# Phase-variable form



state variables  
derivatives of  
output

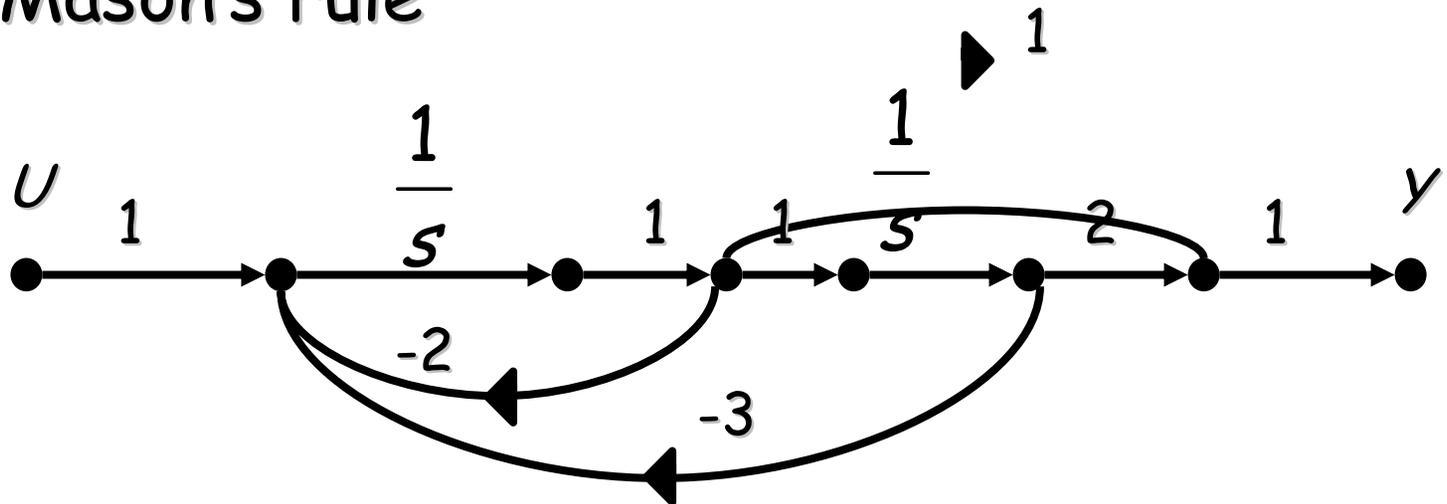
$$\dot{x}_1 = x_2$$
$$\dot{x}_2 = -a_1 x_1 - a_2 x_2 + K' u$$
$$y = x_1$$

$$\dot{\mathbf{x}} = \begin{pmatrix} 0 & 1 \\ -a_1 & -a_2 \end{pmatrix} \mathbf{x} + \begin{pmatrix} 0 \\ K' \end{pmatrix} u$$
$$y = (1 \ 0) \mathbf{x}$$

# Phase-variable form (zeros)

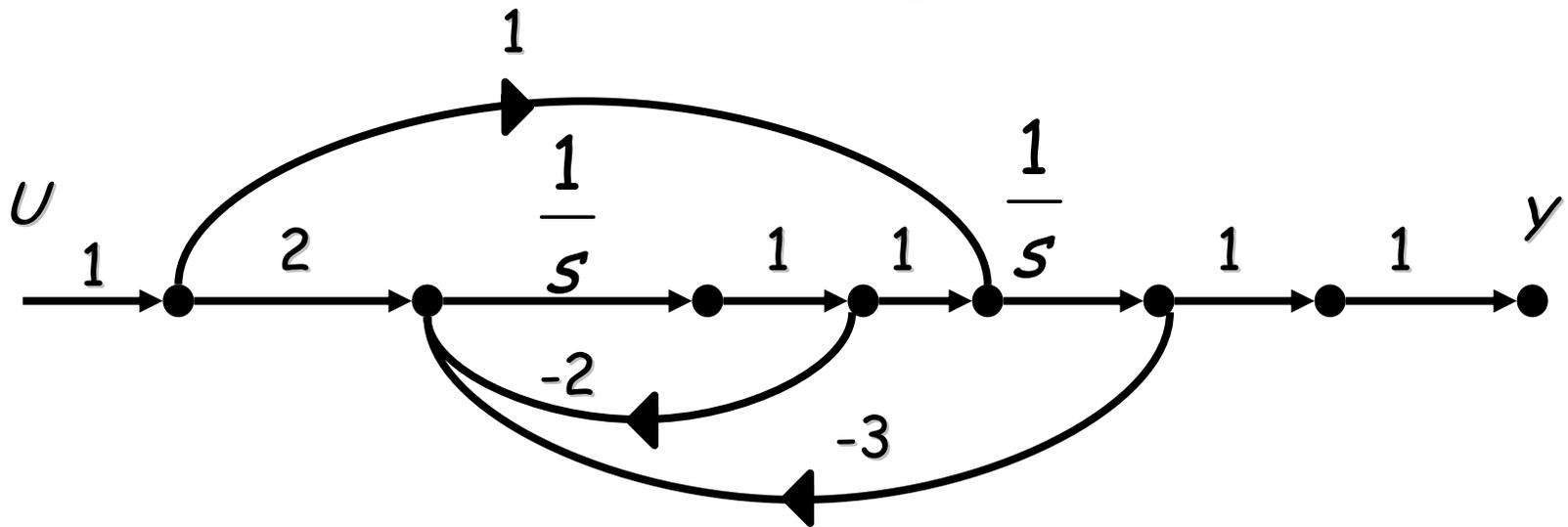
$$\frac{s+2}{s^2+2s+3} = \frac{\frac{1}{s} + \frac{2}{s^2}}{1 + \frac{2}{s} + \frac{3}{s^2}} = \frac{P_1 + P_2}{1 - L_1 - L_2}$$

Mason's rule



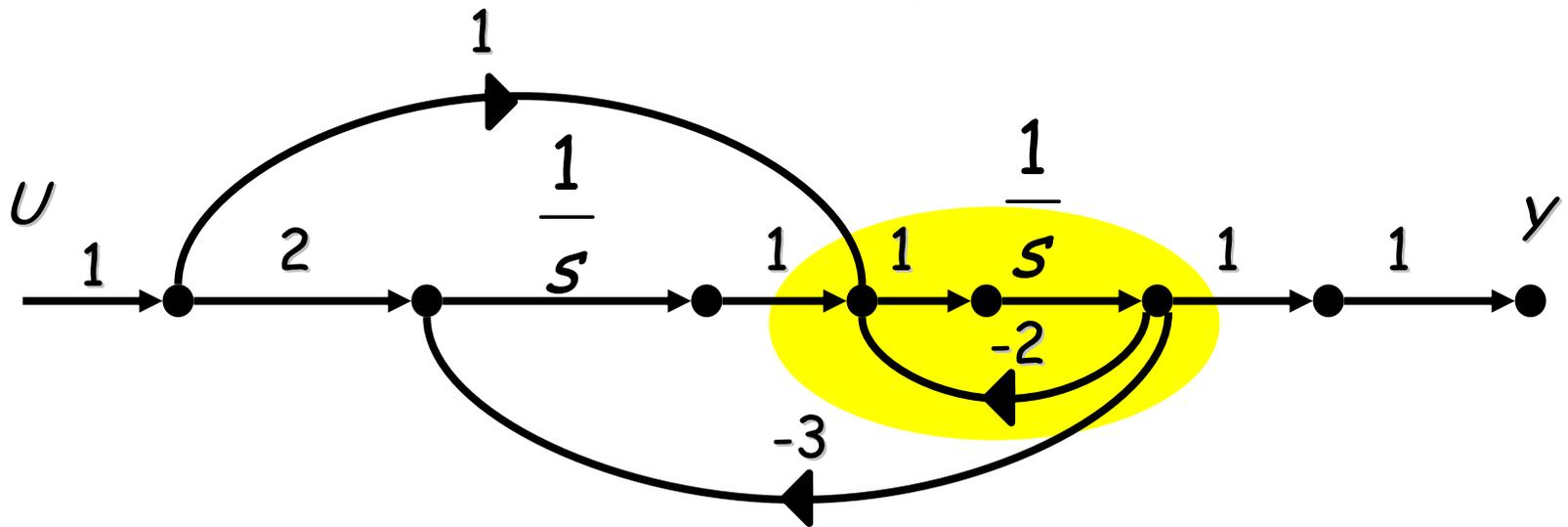
# Phase-variable form (alternative)

$$\frac{s+2}{s^2+2s+3} = \frac{\frac{1}{s} + \frac{2}{s^2}}{1 + \frac{2}{s} + \frac{3}{s^2}} = \frac{P_1 + P_2}{1 - L_1 - L_2}$$

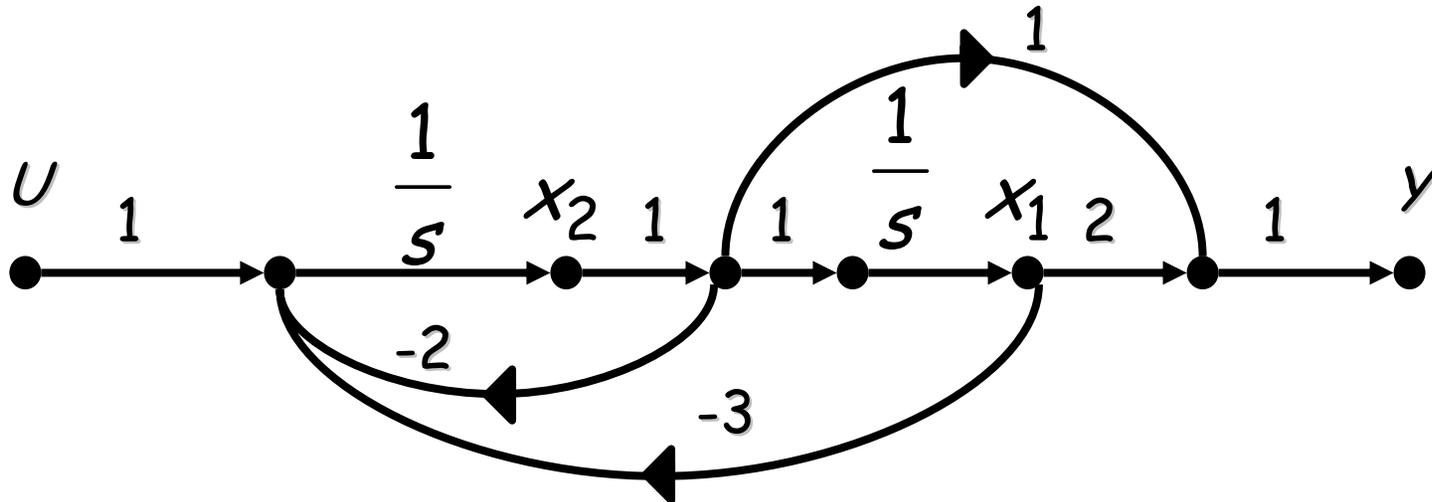


# Dual phase-variable form

$$\frac{s+2}{s^2+2s+3} = \frac{1}{s} + \frac{2}{s^2} = \frac{P_1 + P_2}{1 - L_1 - L_2}$$



# Phase variable form



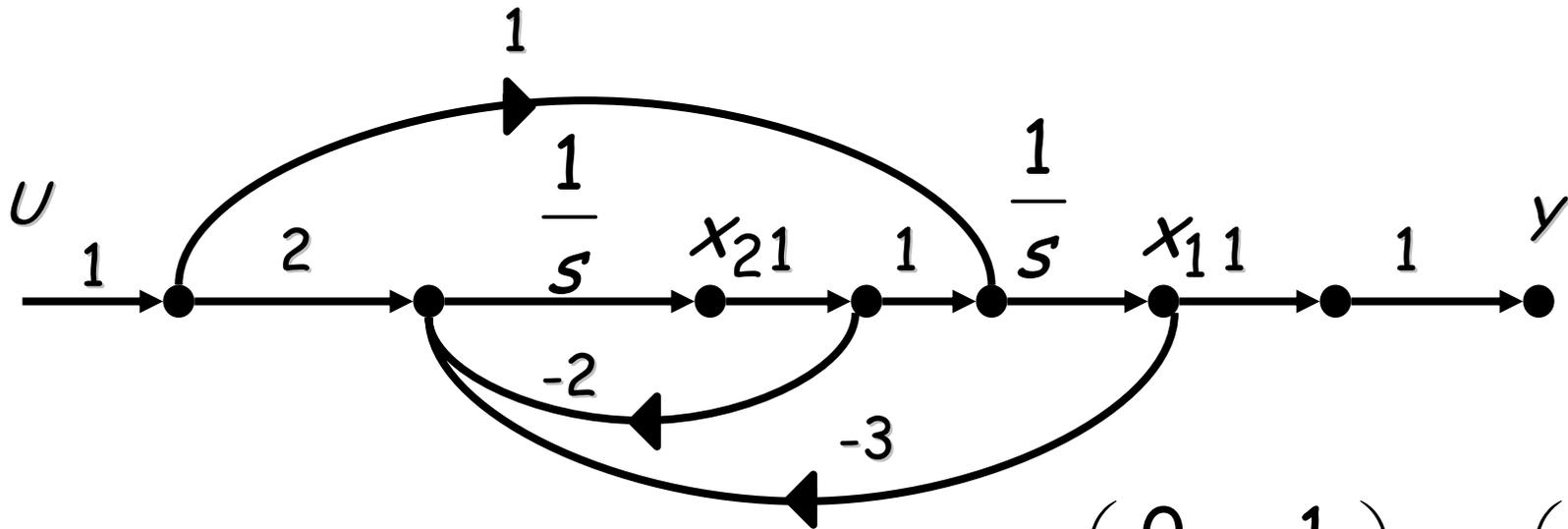
$$A = \begin{pmatrix} 0 & 1 & 0 & \dots & 0 \\ 0 & 0 & 1 & \dots & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ & & & & 1 \\ -a_1 & -a_2 & \dots & \dots & -a_n \end{pmatrix}$$

$$\dot{x} = \begin{pmatrix} 0 & 1 \\ -3 & -2 \end{pmatrix} x + \begin{pmatrix} 0 \\ 1 \end{pmatrix} u$$

$$y = (2 \quad 1) x$$

zero

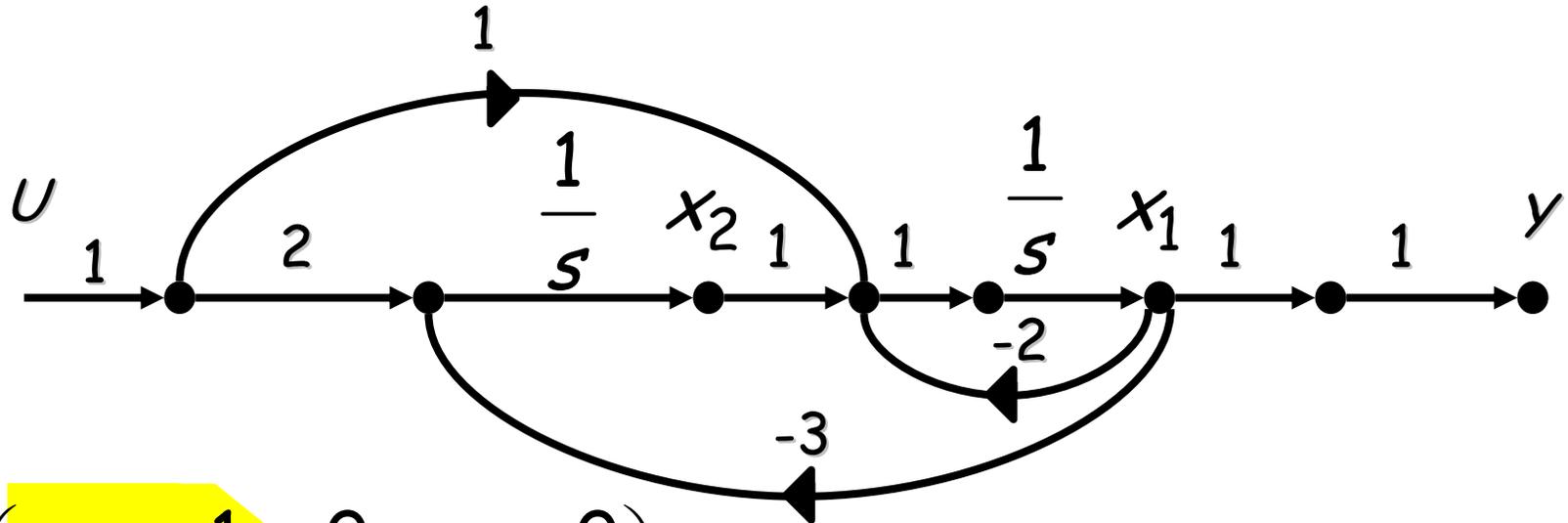
# Phase-variable form (alternative)



$$\dot{x} = \begin{pmatrix} 0 & 1 \\ -3 & -2 \end{pmatrix} x + \begin{pmatrix} 1 \\ 2 \end{pmatrix} u$$
$$y = (1 \ 0) x$$

zero

# Dual phase-variable form



$$A = \begin{pmatrix} -a_1 & 1 & 0 & \dots & 0 \\ -a_2 & 0 & 1 & \dots & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ & & & & 1 \\ -a_n & \dots & \dots & \dots & 0 \end{pmatrix}$$

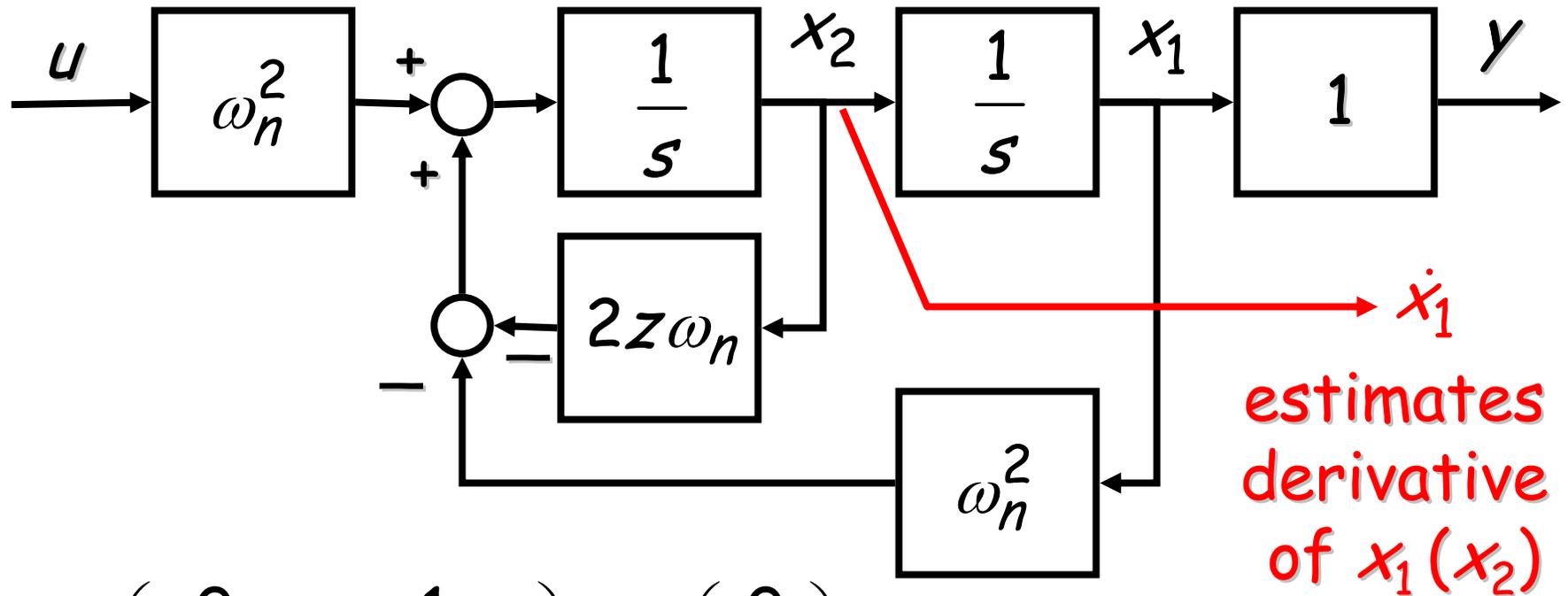
$$\dot{x} = \begin{pmatrix} -2 & 1 \\ -3 & 0 \end{pmatrix} x + \begin{pmatrix} 1 \\ 2 \end{pmatrix} u$$

$$y = (1 \ 0) x$$

zero



# State-variable filter



$$\dot{\mathbf{x}} = \begin{pmatrix} 0 & 1 \\ -\omega_n^2 & -2z\omega_n \end{pmatrix} \mathbf{x} + \begin{pmatrix} 0 \\ \omega_n^2 \end{pmatrix} u$$

$$y = (1 \ 0) \mathbf{x}$$

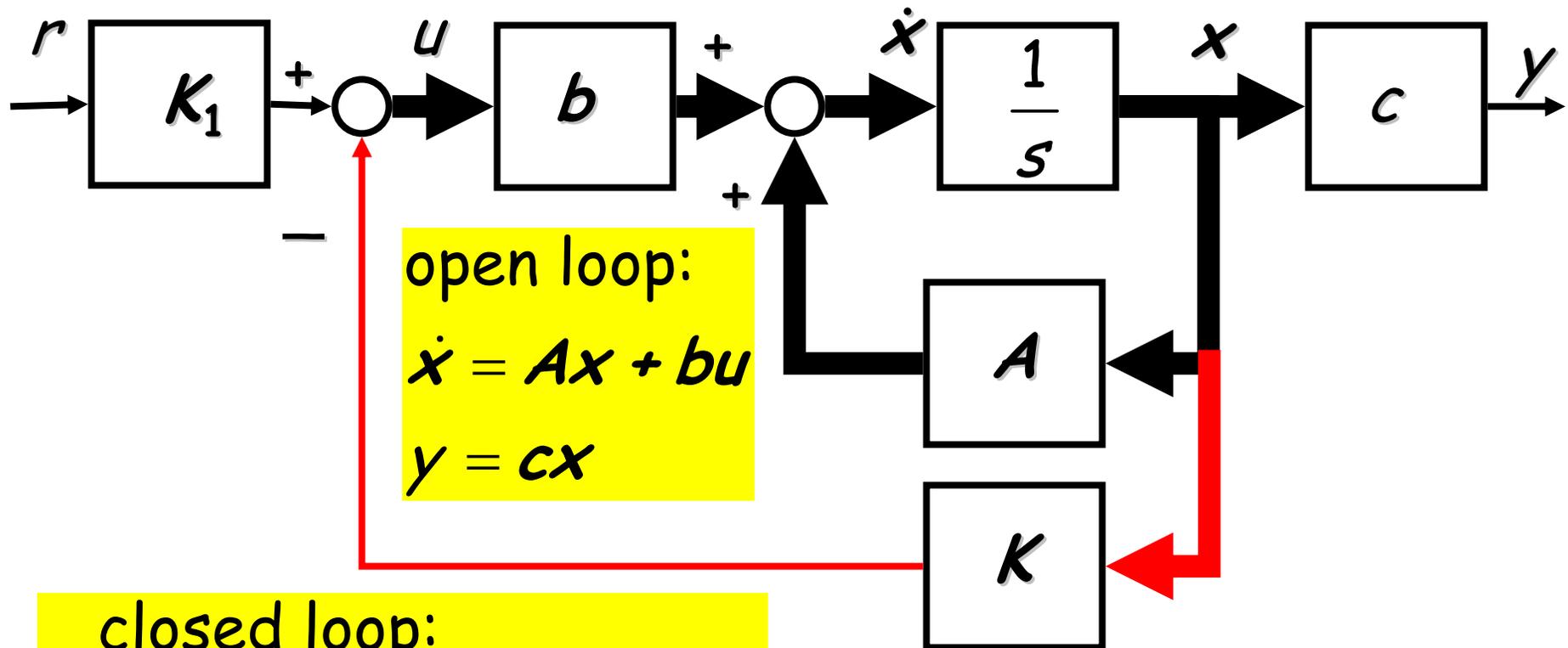
if  $y = (0 \ 1) \mathbf{x}$   
 $y = \dot{x}_1 \approx \dot{u}$

Demo SVF  
bandwidth  
Demo\_SVF

**20-sim**

Demo SVF  
noise  
Demo\_SVF\_noise

# State space design



closed loop:

$$\dot{x} = (A - bK)x + bK_1r$$

$$y = cx$$

$$\dot{x} = (A - bK)x + K_1 r$$

$$A' = (A - bK)$$

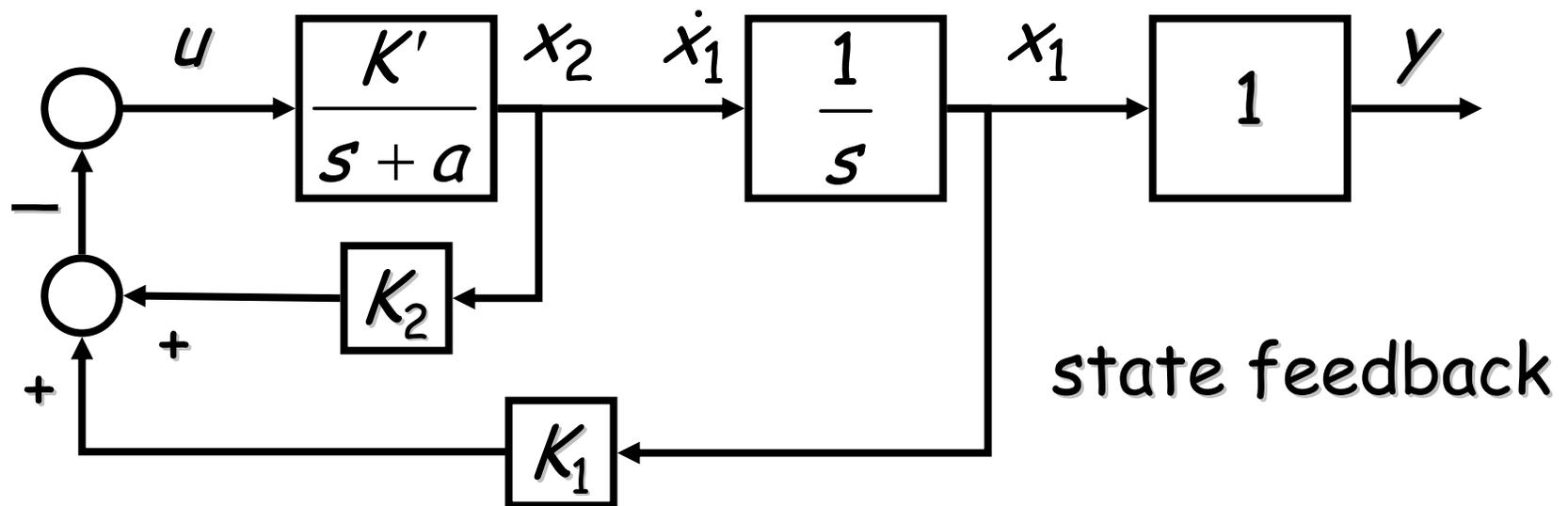
When  $K$  is properly chosen,  
 $A'$  can get any desired eigen values

Poles can be placed by means of  
state feedback

(stable) zeros can only be relocated  
by means of prefilter

# Example

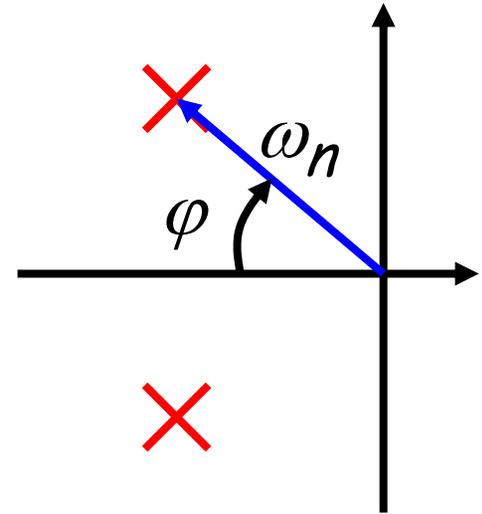
Consider the process:  $\dot{\mathbf{x}} = \begin{pmatrix} 0 & 1 \\ 0 & -a \end{pmatrix} \mathbf{x} + \begin{pmatrix} 0 \\ K' \end{pmatrix} u$



$$A' = \begin{pmatrix} 0 & 1 \\ -K'K_1 & -a - K'K_2 \end{pmatrix} = \begin{pmatrix} 0 & 1 \\ -\omega_n^2 & -2z\omega_n \end{pmatrix}$$

# Example

$$A' = \begin{pmatrix} 0 & 1 \\ -K'K_1 & -a - K'K_2 \end{pmatrix} = \begin{pmatrix} 0 & 1 \\ -\omega_n^2 & -2z\omega_n \end{pmatrix}$$



$$K'K_1 = \omega_n^2$$

$$K'K_2 = 2z\omega_n - a$$

$$a + K'K_2 = 2z\omega_n$$

$$= 2z\sqrt{K'K_1} - a$$

$$z = \cos(\varphi)$$

if  $K' = 1, a = 1$        $\omega_n = 2, z = 0.7$

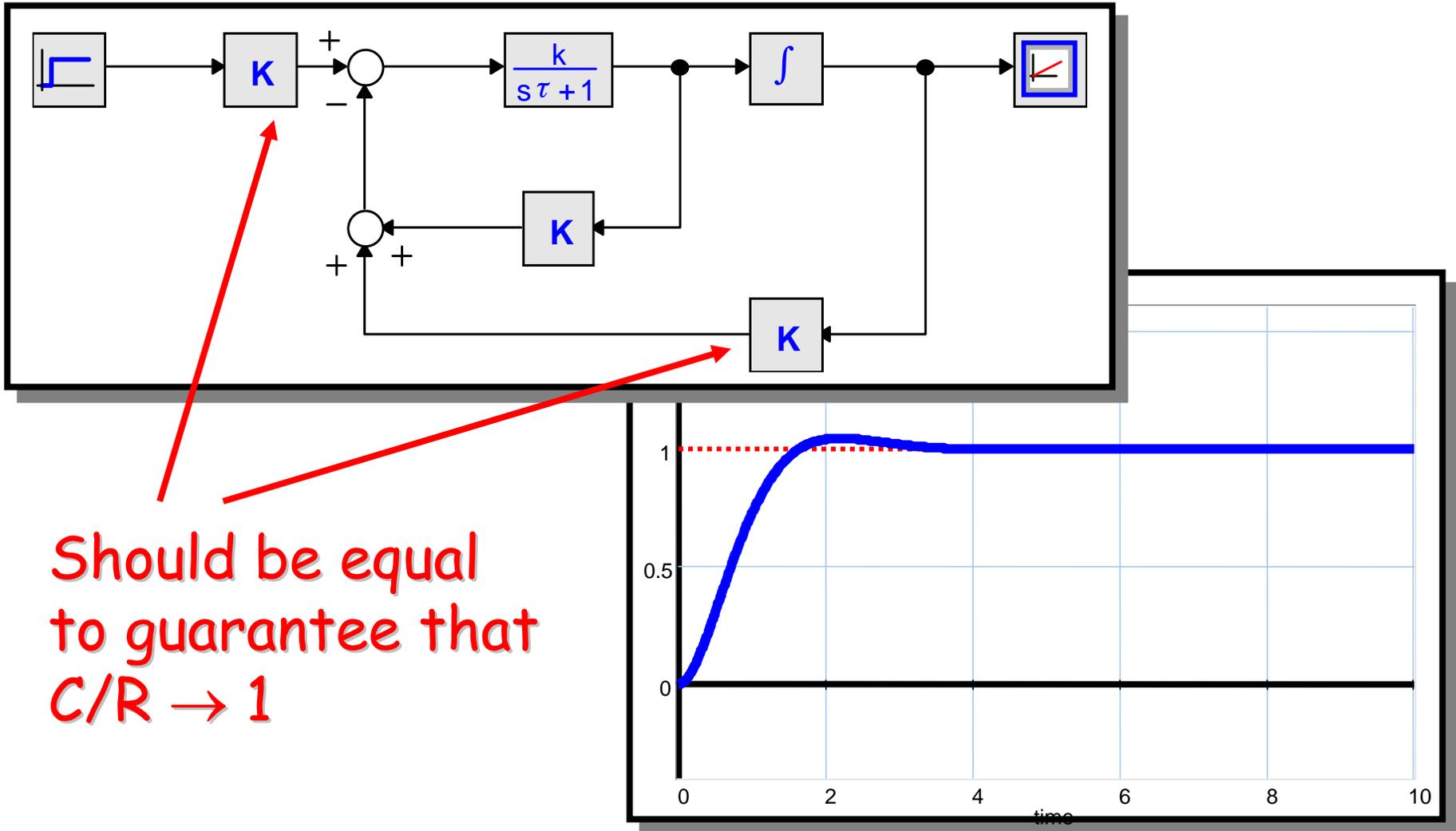
process

$$K_1 = 2^2 = 4$$

$$K_2 = 2z2 - 1 = 1.8$$

Design choice

# Simulation



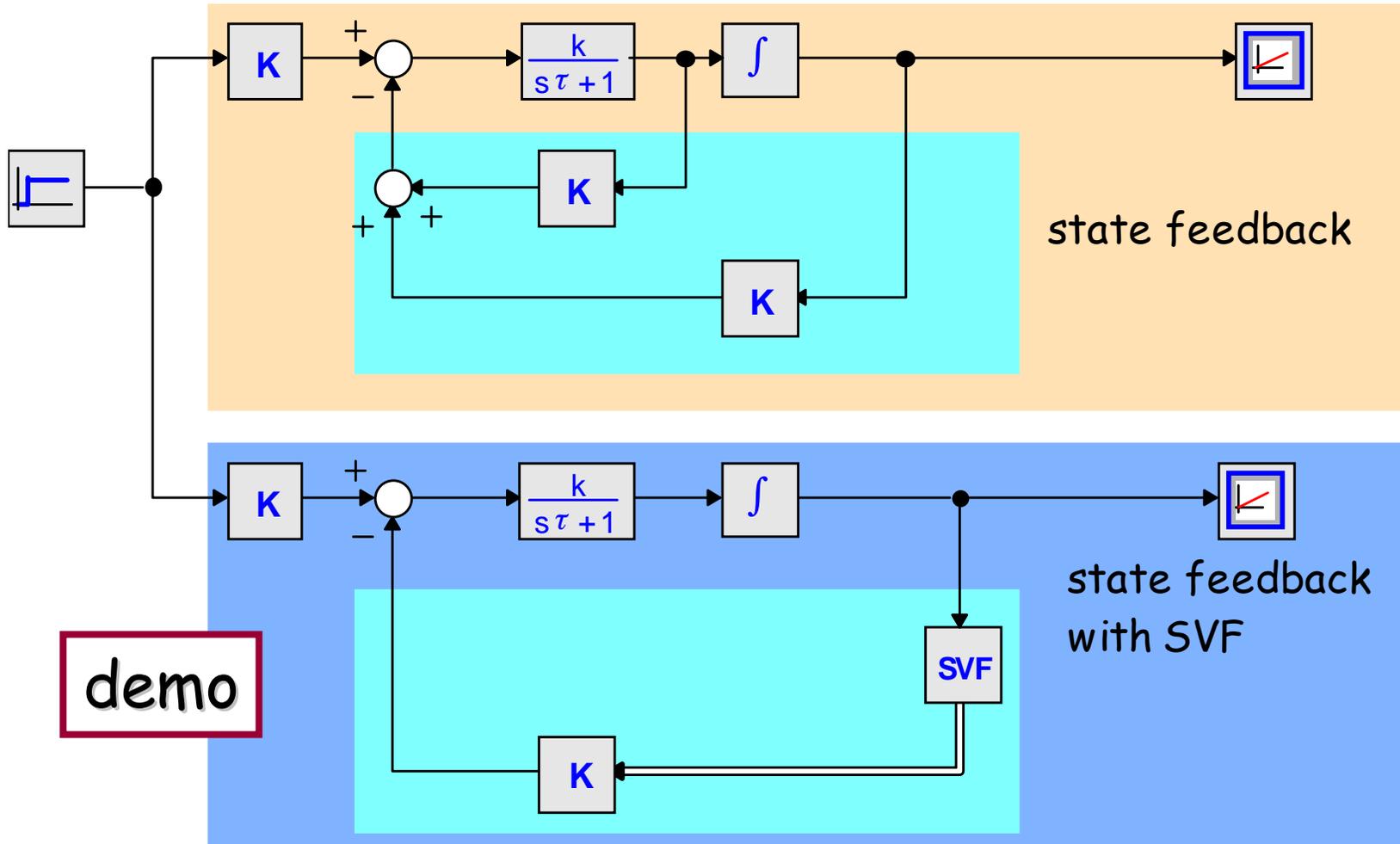
Should be equal  
to guarantee that  
 $C/R \rightarrow 1$

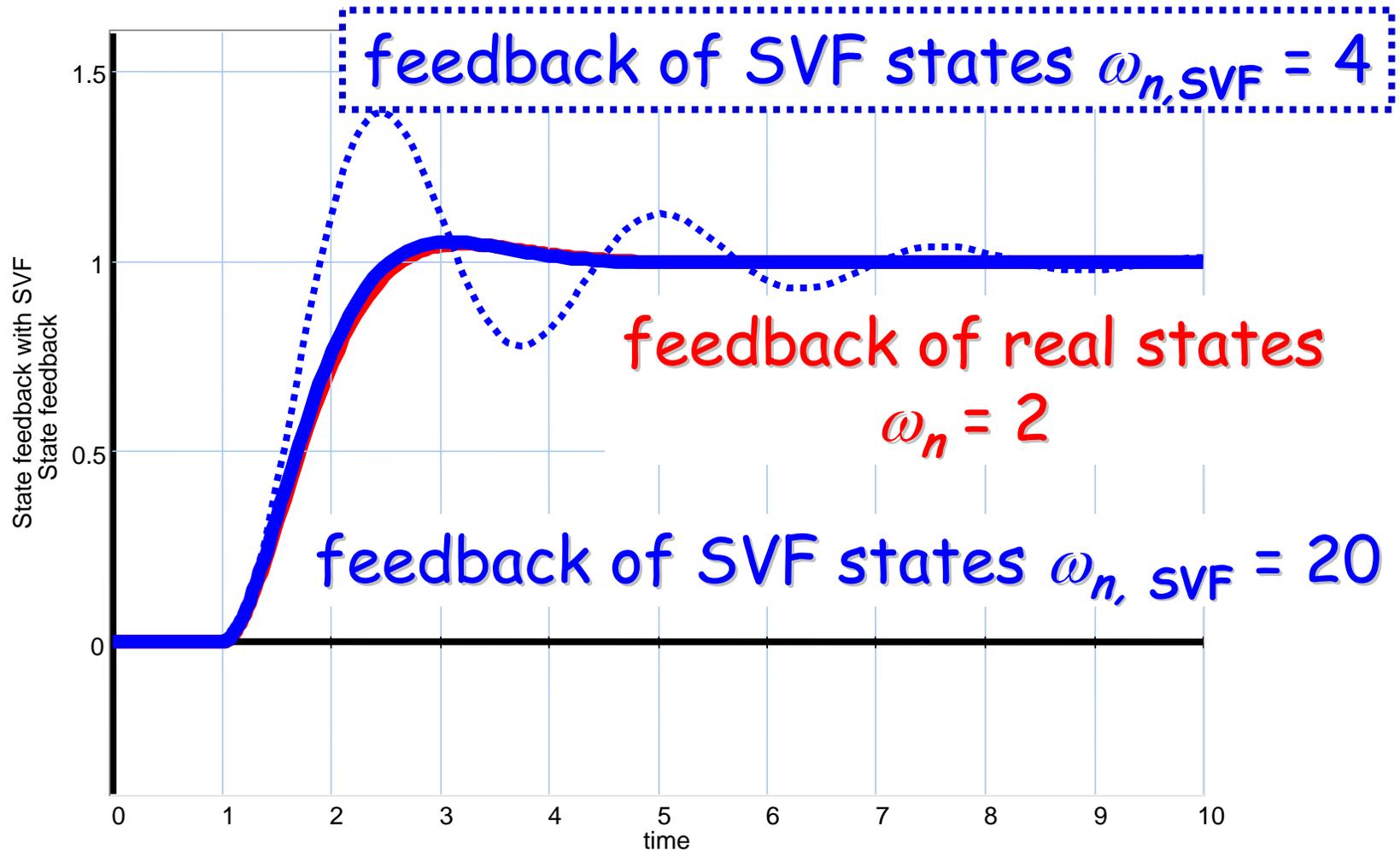
- State feedback assumes that all states can be used for feedback...
- This implies that

$$y = \begin{pmatrix} y_1 \\ y_2 \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} x$$

- If all states are not available they can be estimated
  - e.g. with a state variable filter (SVF)

# Demonstration 20-sim





- If the bandwidth of the SVF is chosen 10 times larger than the bandwidth of the controlled process, the phase lag of the SVF is negligible.
- Can only be done when there is (almost) no noise on measured  $y$
- Course 'Digital Control' will give more advanced solutions

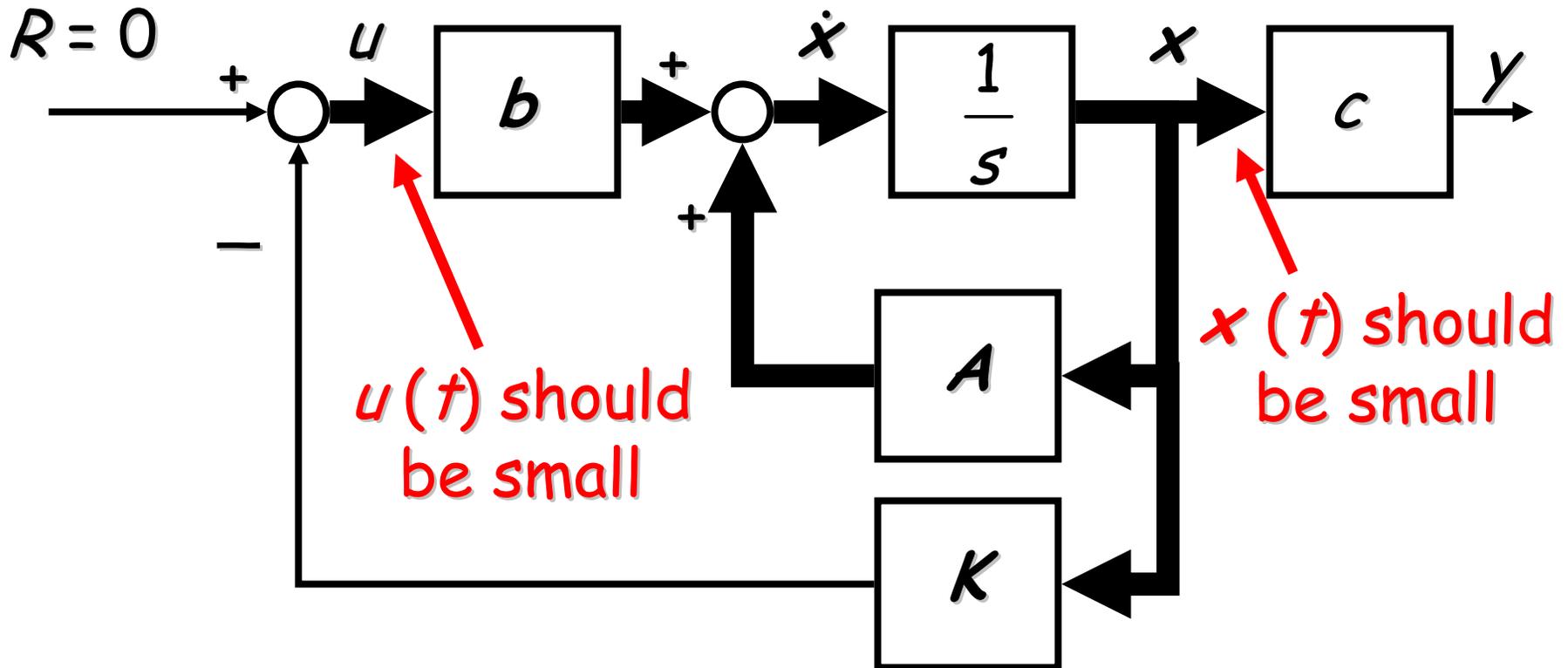
- Performance of a system can be expressed in terms of
  - bandwidth
  - pole locations (in fact the same)
  - optimal control problem

- Error should be small
- reference changes should be perfectly tracked

But

- not at any price:
- control effort should be kept small
  - energy
  - price of equipment

# Regulator system



Consider errors at  $t = 0$  ( $x(0) \neq 0$ )

We consider the system

$$\dot{x} = Ax + bu, \text{ with state feedback}$$

$$u = -Kx$$

System description

Find the feedback gain,  $K$ , such that

Adjustable parameter(s)

$$J = \int_0^{\infty} (x^T Qx + ru^2) dt \text{ is minimal}$$

Criterion

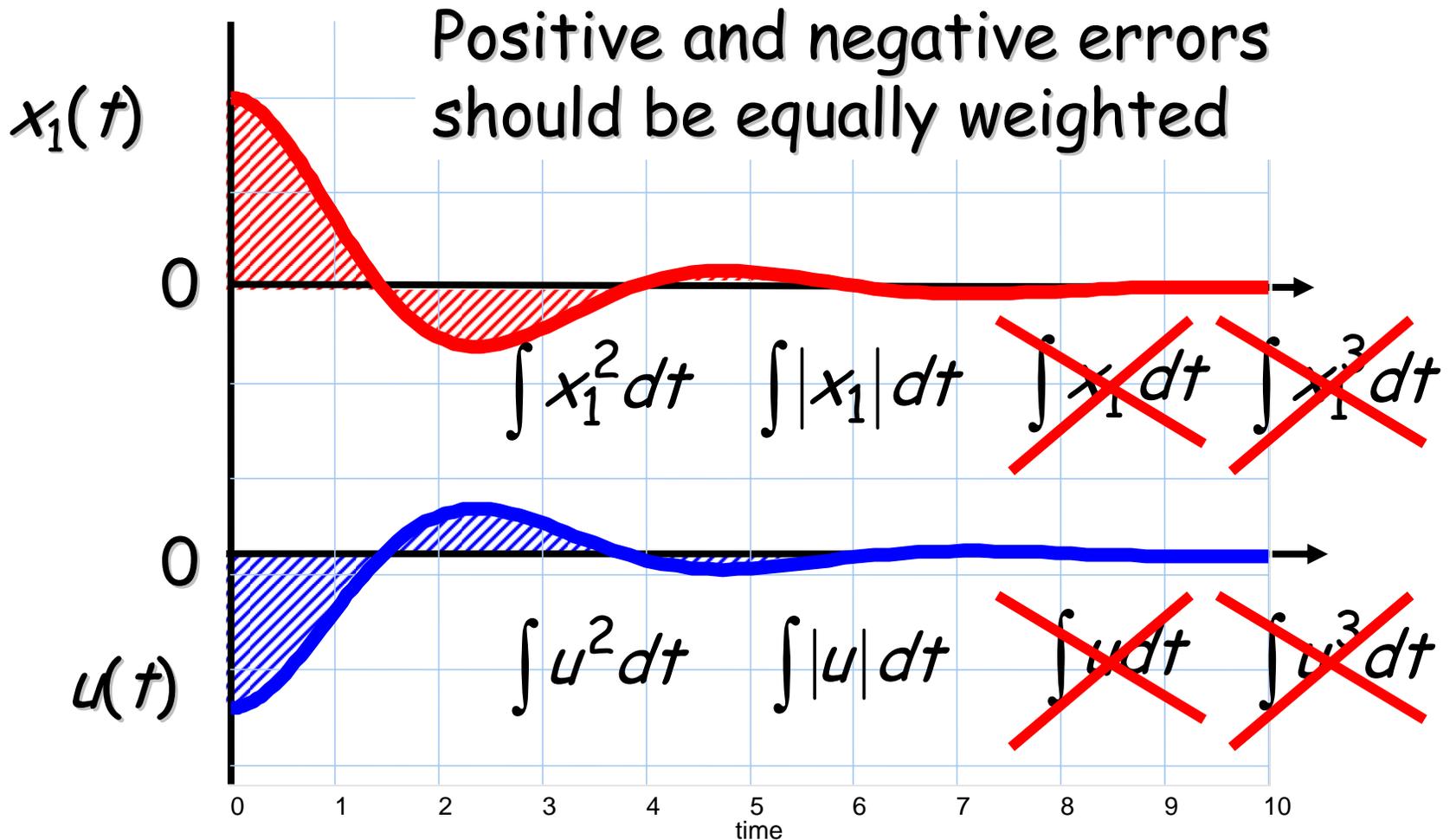
Quadratic criterion

If we consider a second-order system and

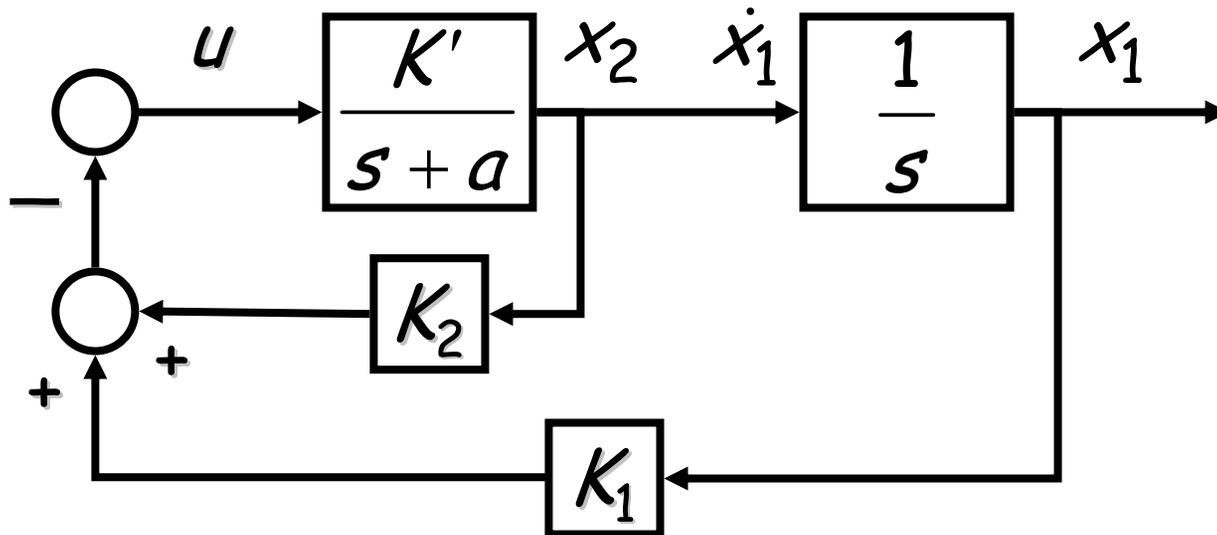
$$Q = \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}$$

then 
$$J = \int_0^{\infty} (x^2 + ru^2) dt$$

# Meaningful criteria



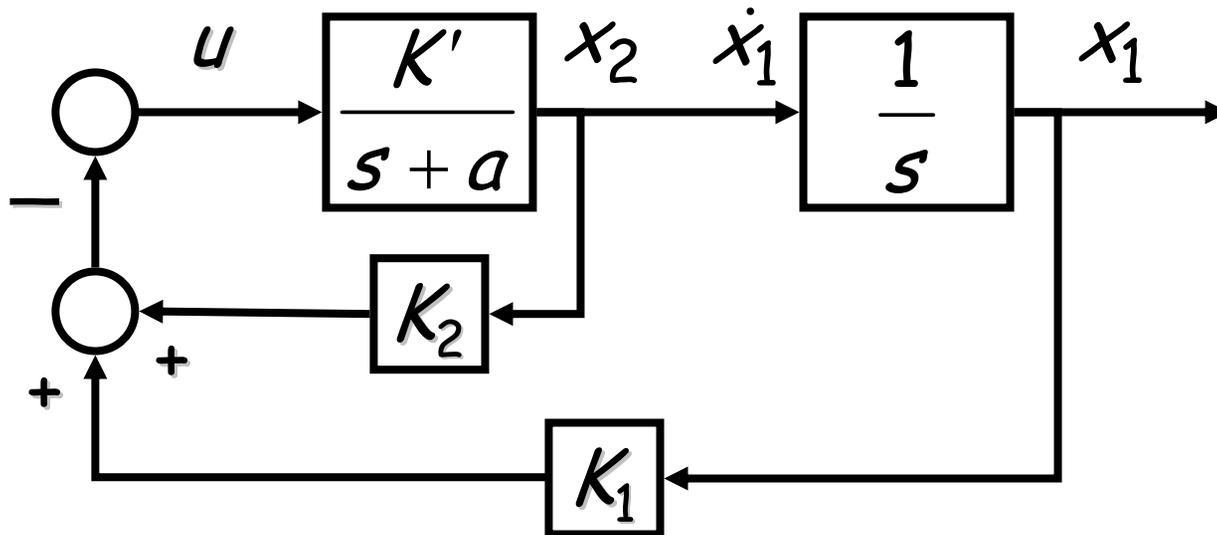
## Not properly defined optimisation problem



Find the feedback gains,  $K_1$ ,  $K_2$ , such that  $\int x_1^2 dt$  is minimal

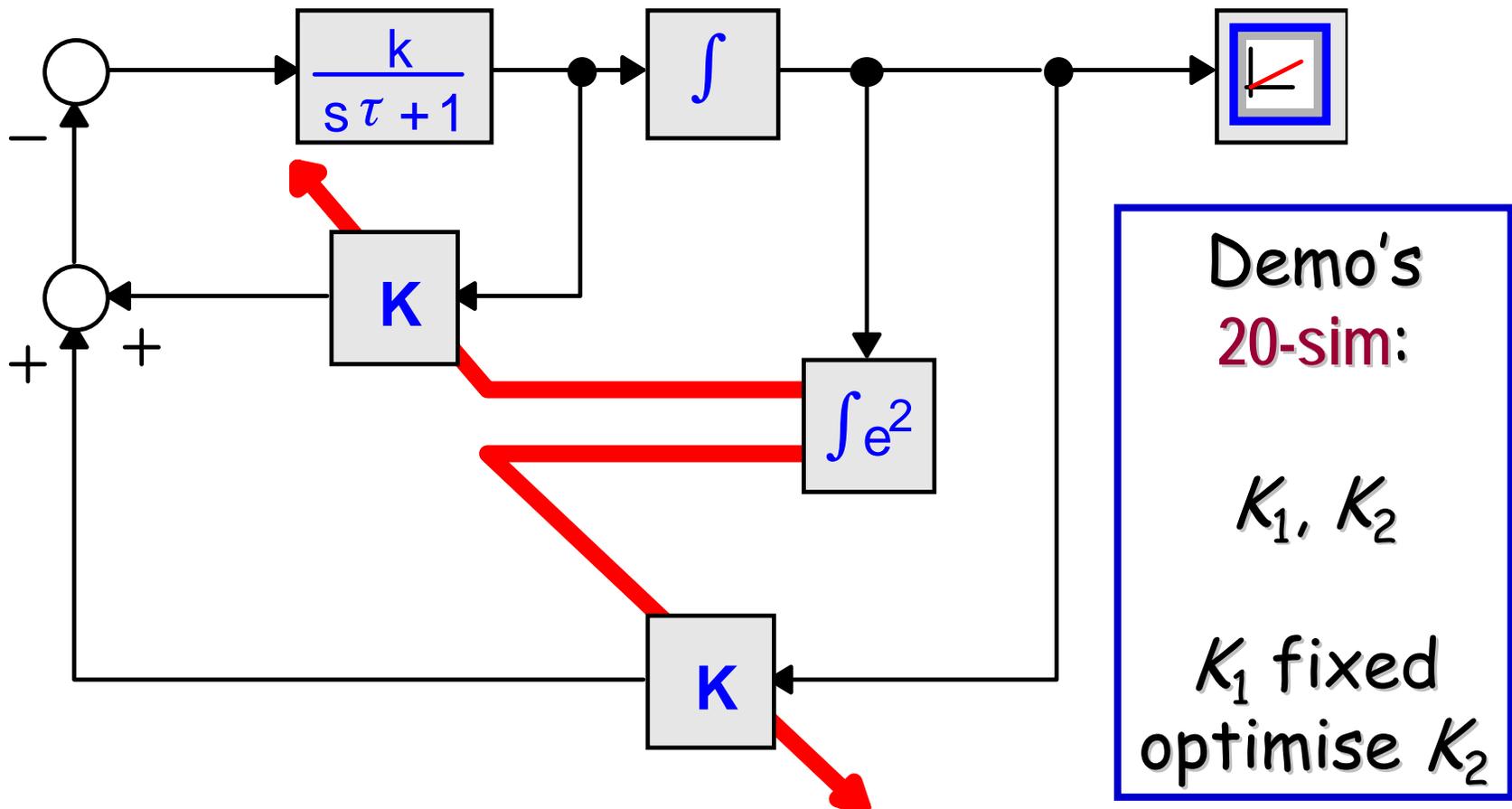
$K_1, K_2$  go to  $\infty$

## Properly defined optimisation problem



Given  $K_1$ , find the feedback gain,  $K_2$ , such that  $\int x_1^2 dt$  is minimal

- Based on Ricatti equations
  - LQR in 20-sim or Matlab
  - only for quadratic criteria
- Hill climbing
  - systematic search method
  - e.g. 20-sim
  - any well chosen criterion
- Hill climbing
  - find the top of an unknown hill in the fog



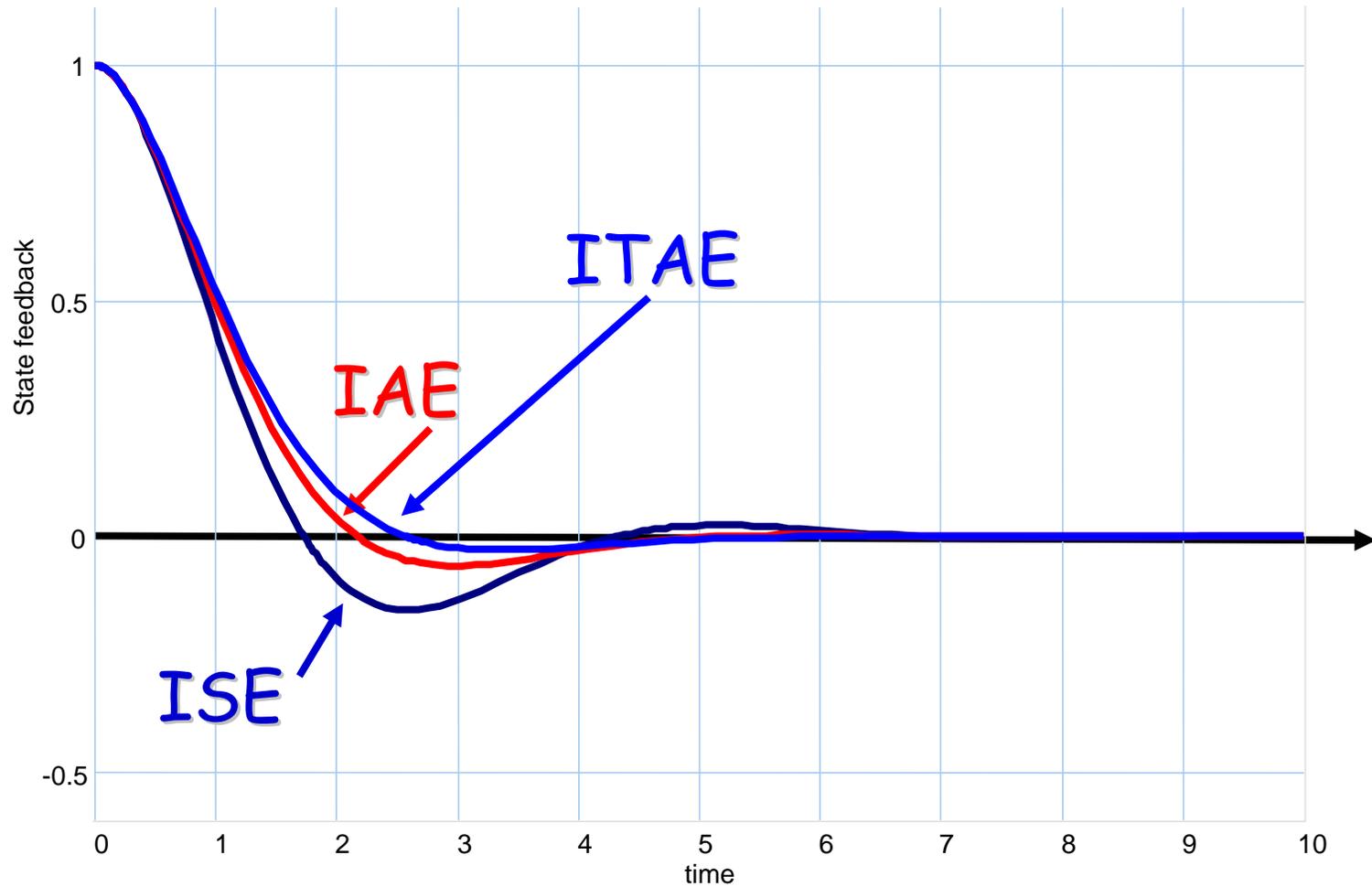
Demo: state feedback optimization

ISE  $\int e^2 dt$  more weight  
of large errors

IAE  $\int |e| dt$

ITAE  $\int |e| t dt$  more weight  
on steady-state  
errors

# Responses

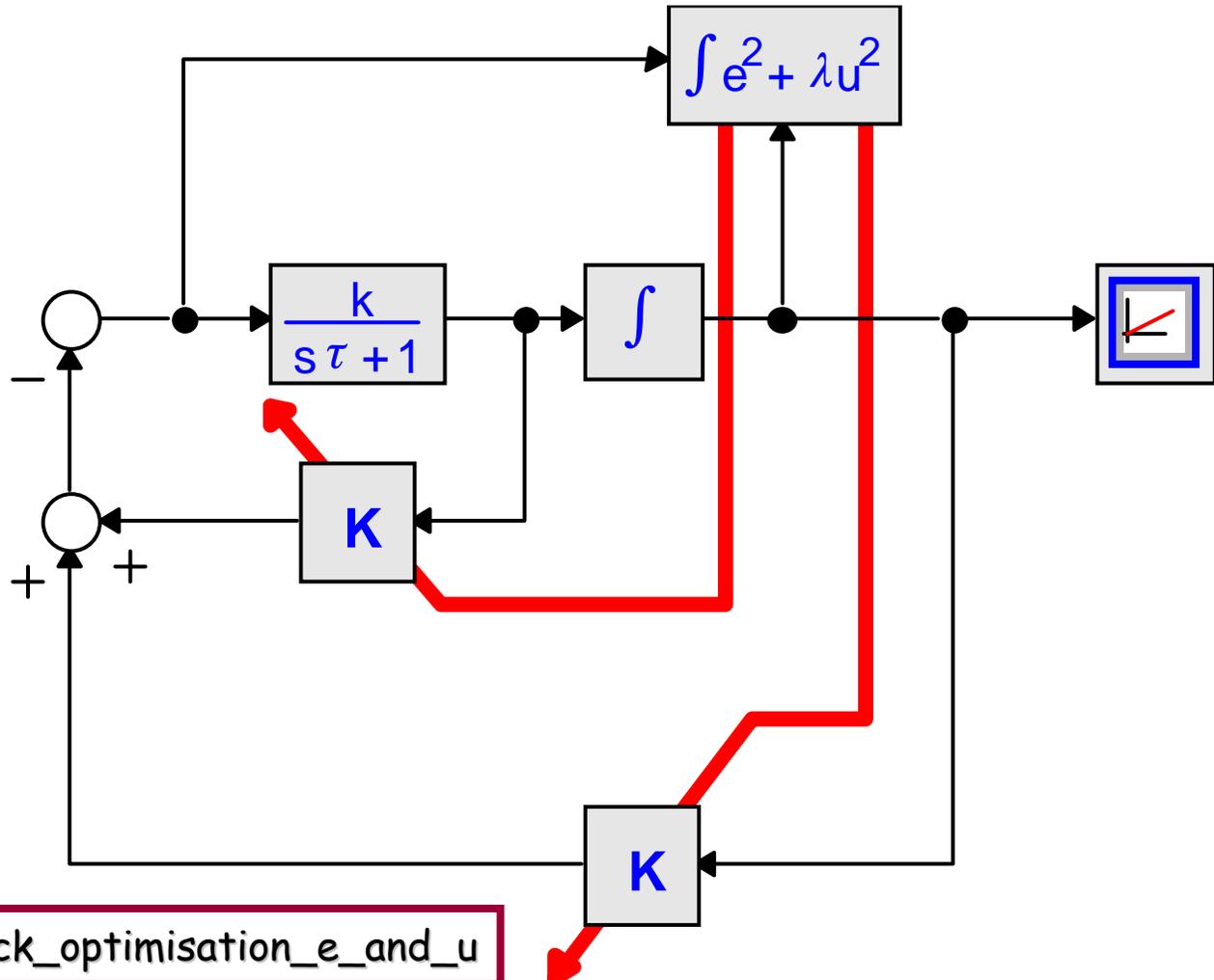


- When we weight both  $x$  and  $u$ , all feedback gains may be optimised simultaneously

$$J = \int (e^2 + \lambda u^2) dt$$

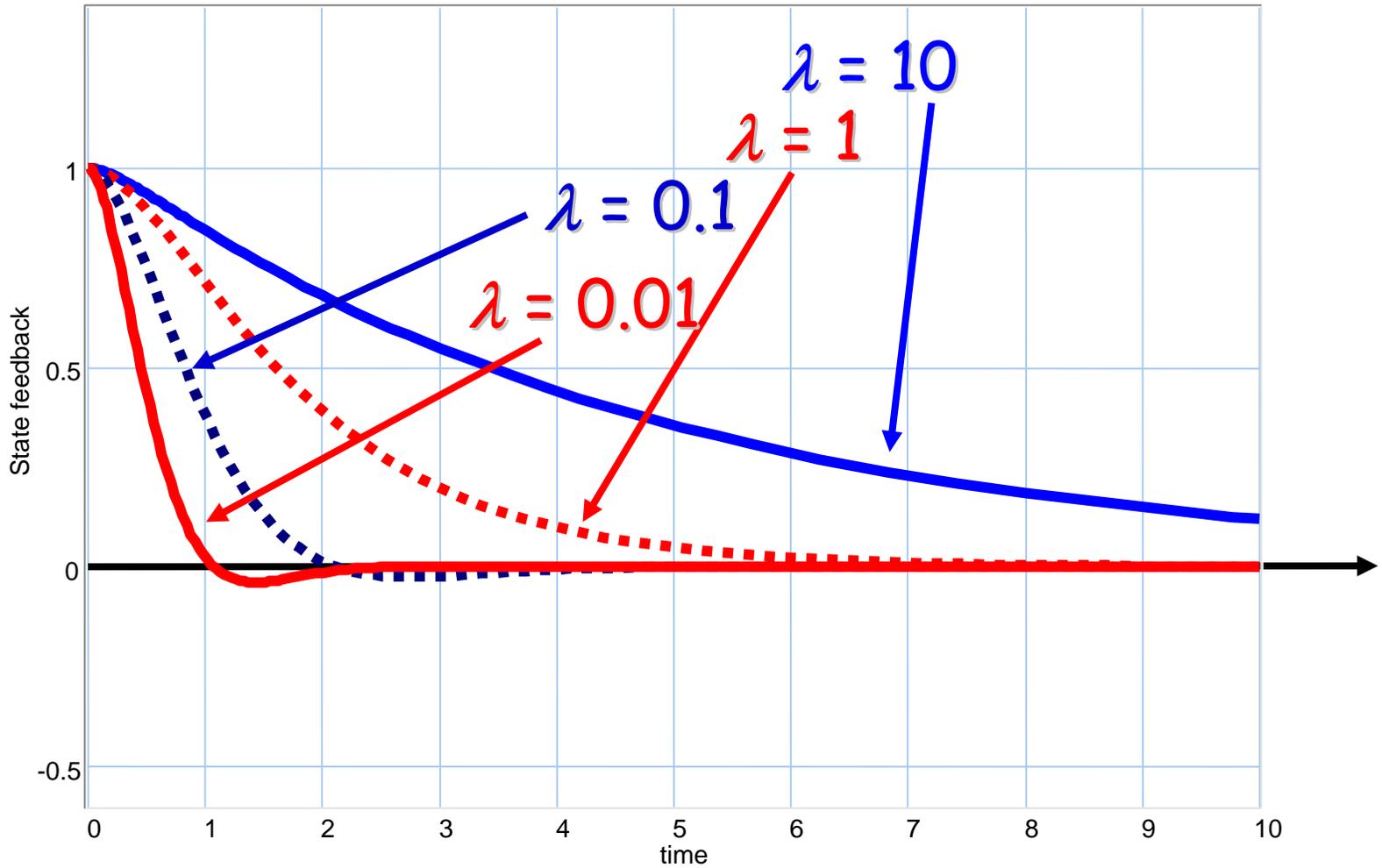
more weight on  $\lambda$ , leads to smaller  $u$ , and slower response

# Weighting x and u

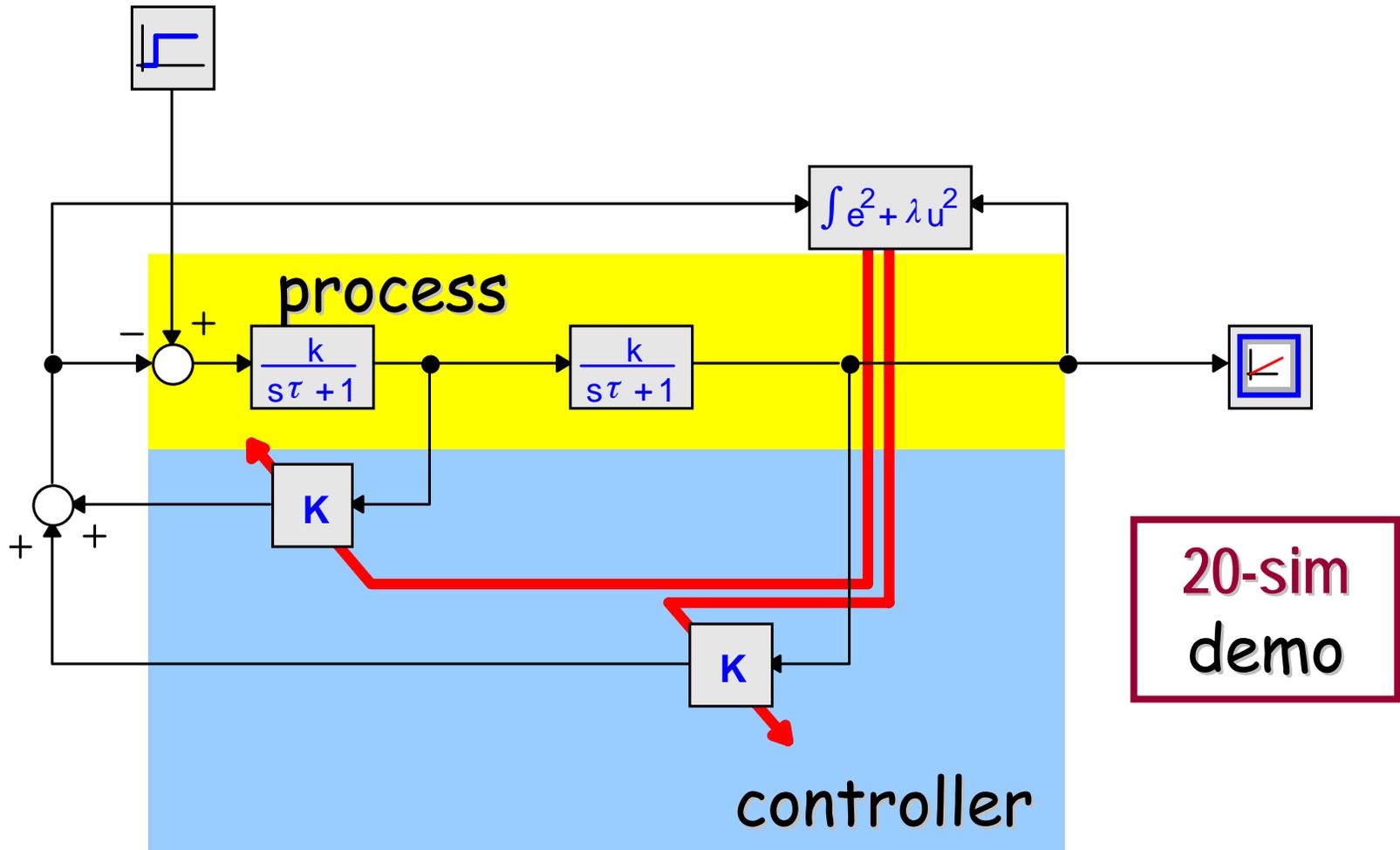


Demo: State\_feedback\_optimisation\_e\_and\_u

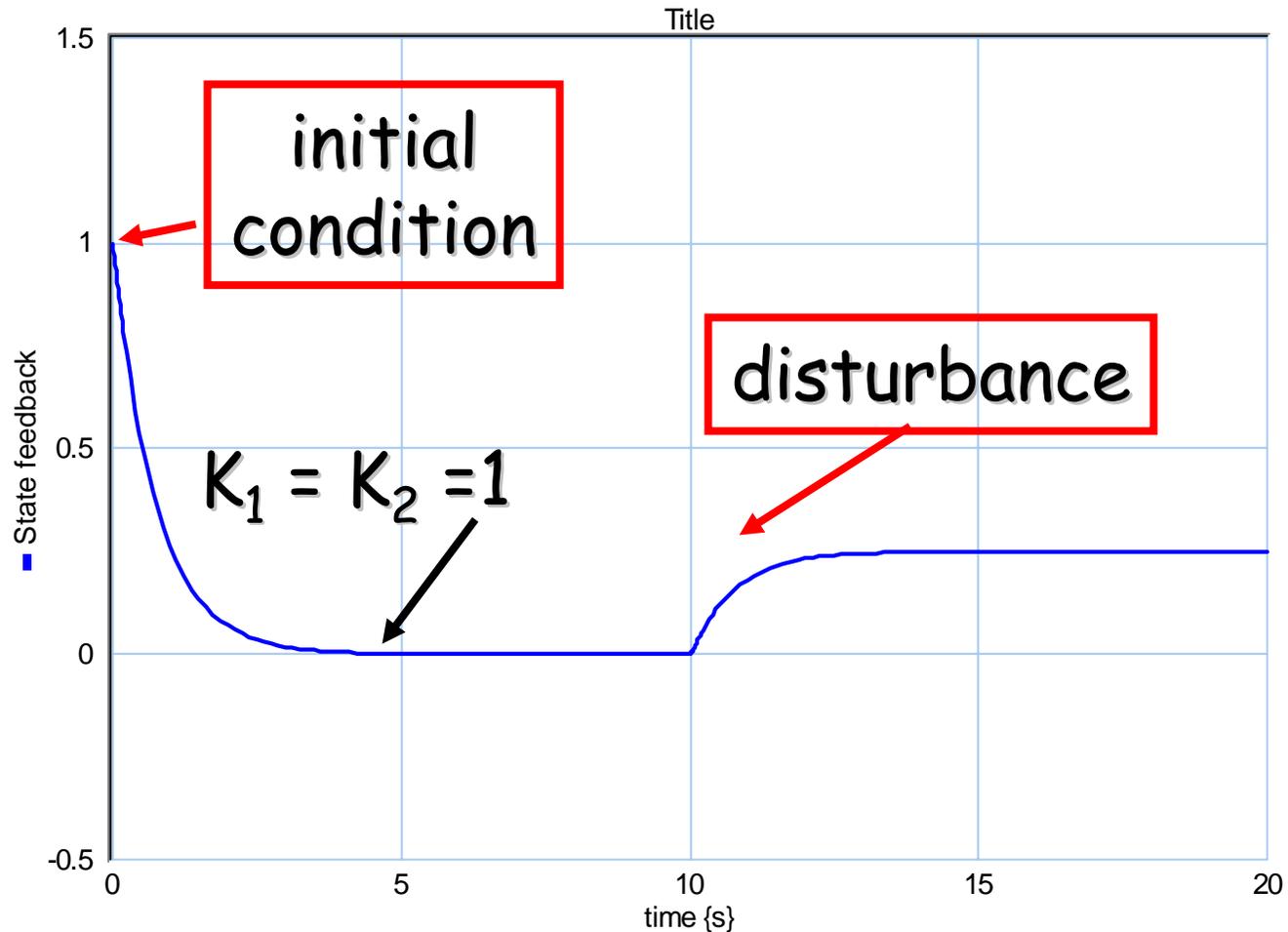
# Responses



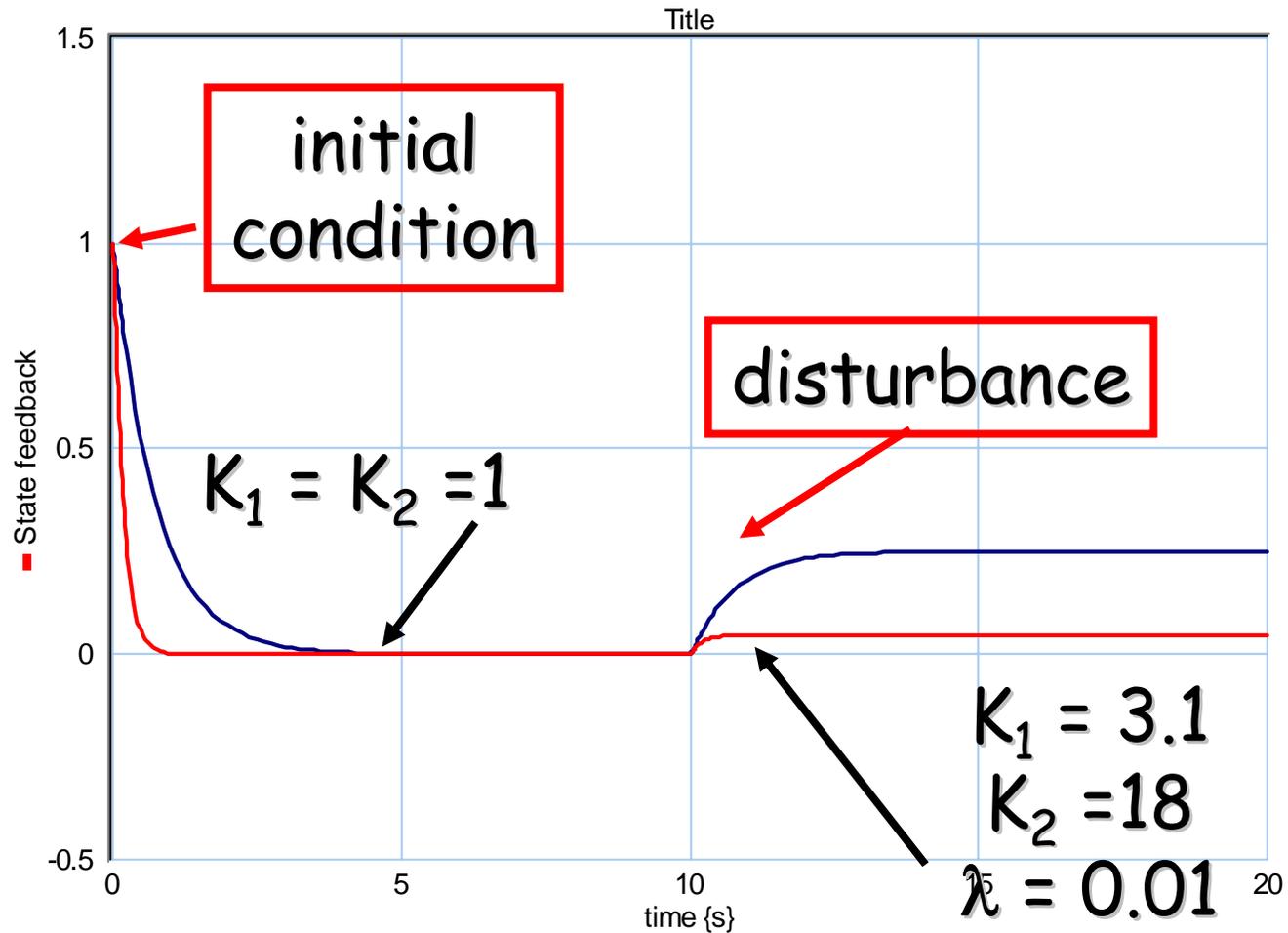
# Type 0 system



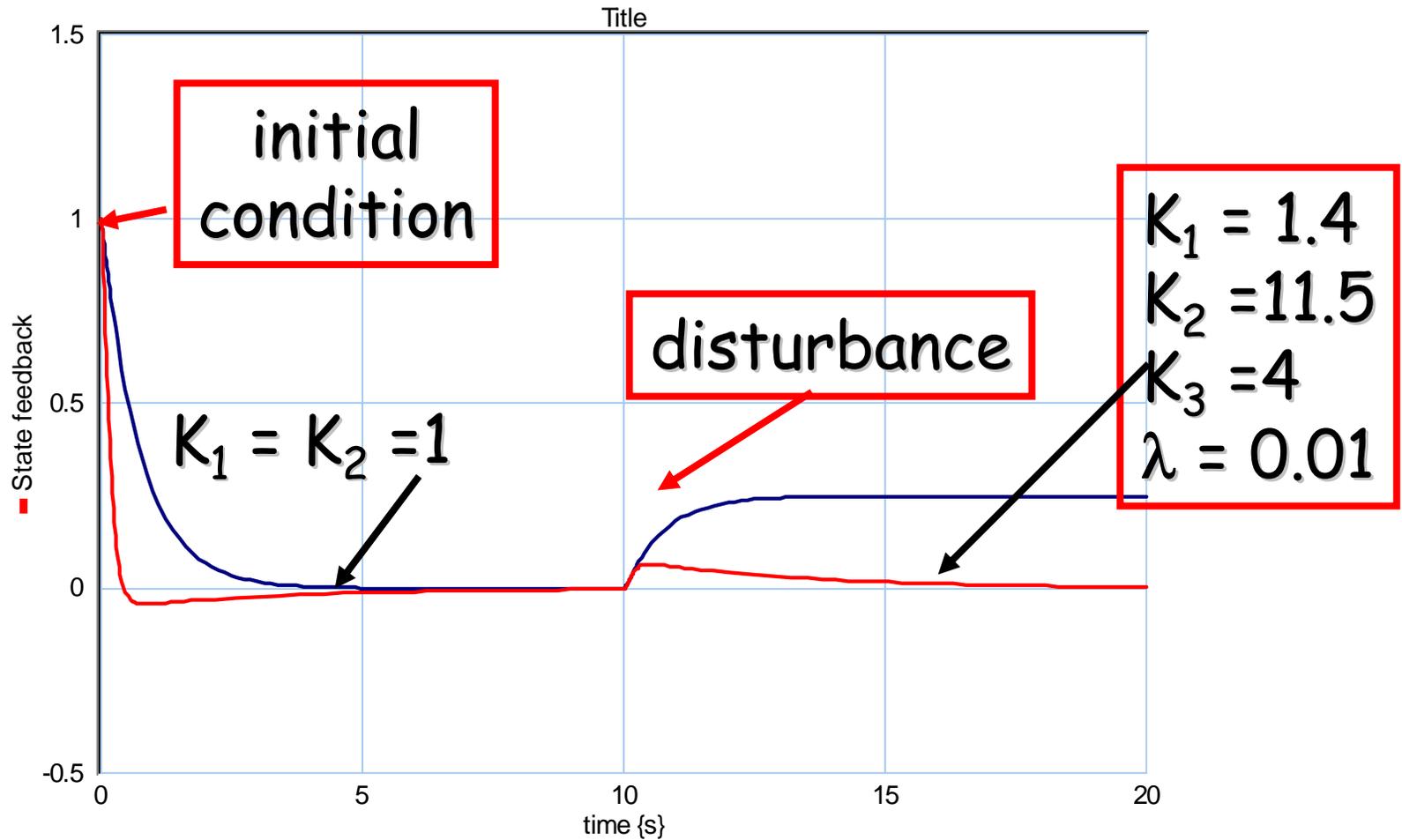
20-sim  
demo



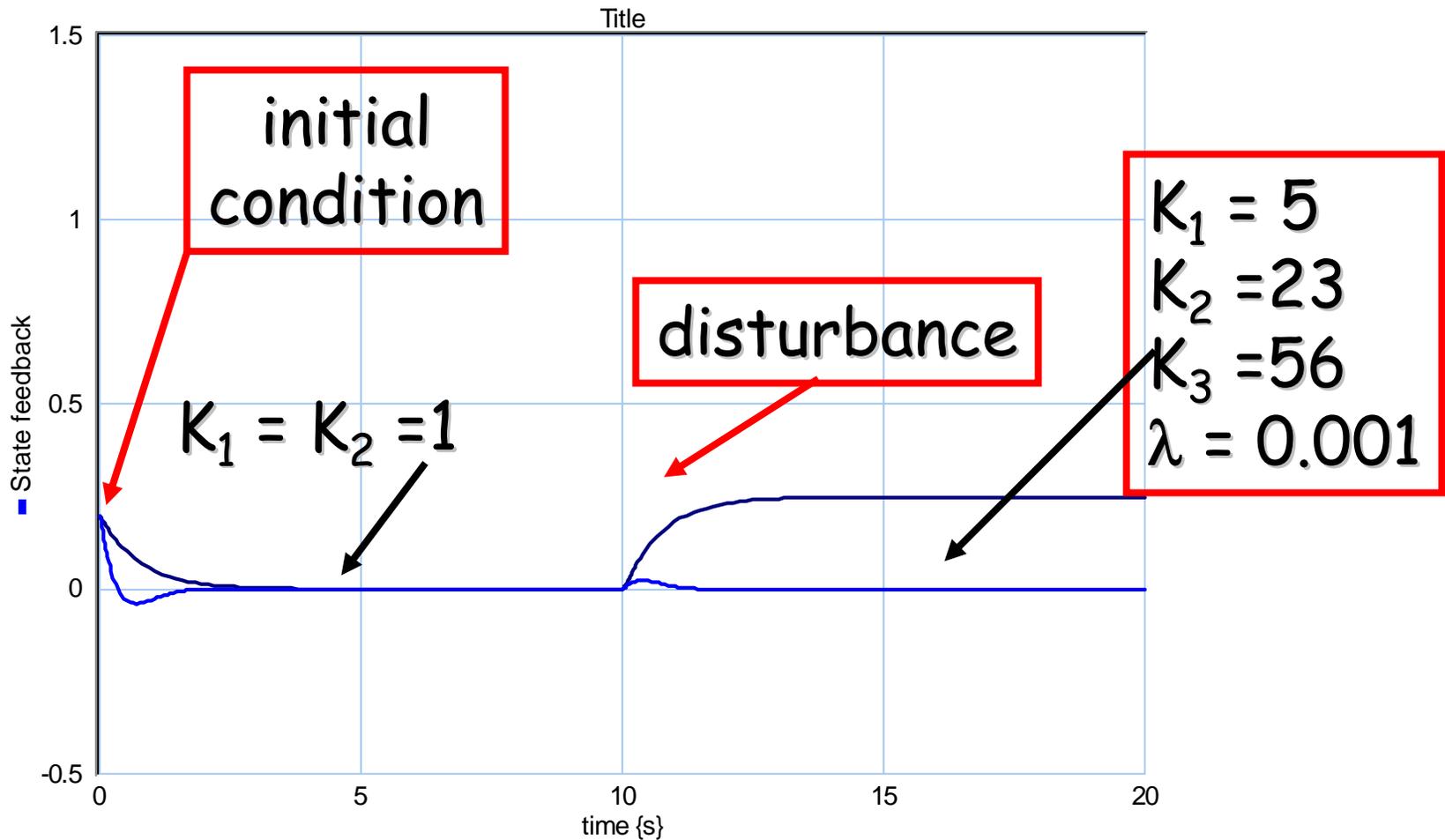
# Responses



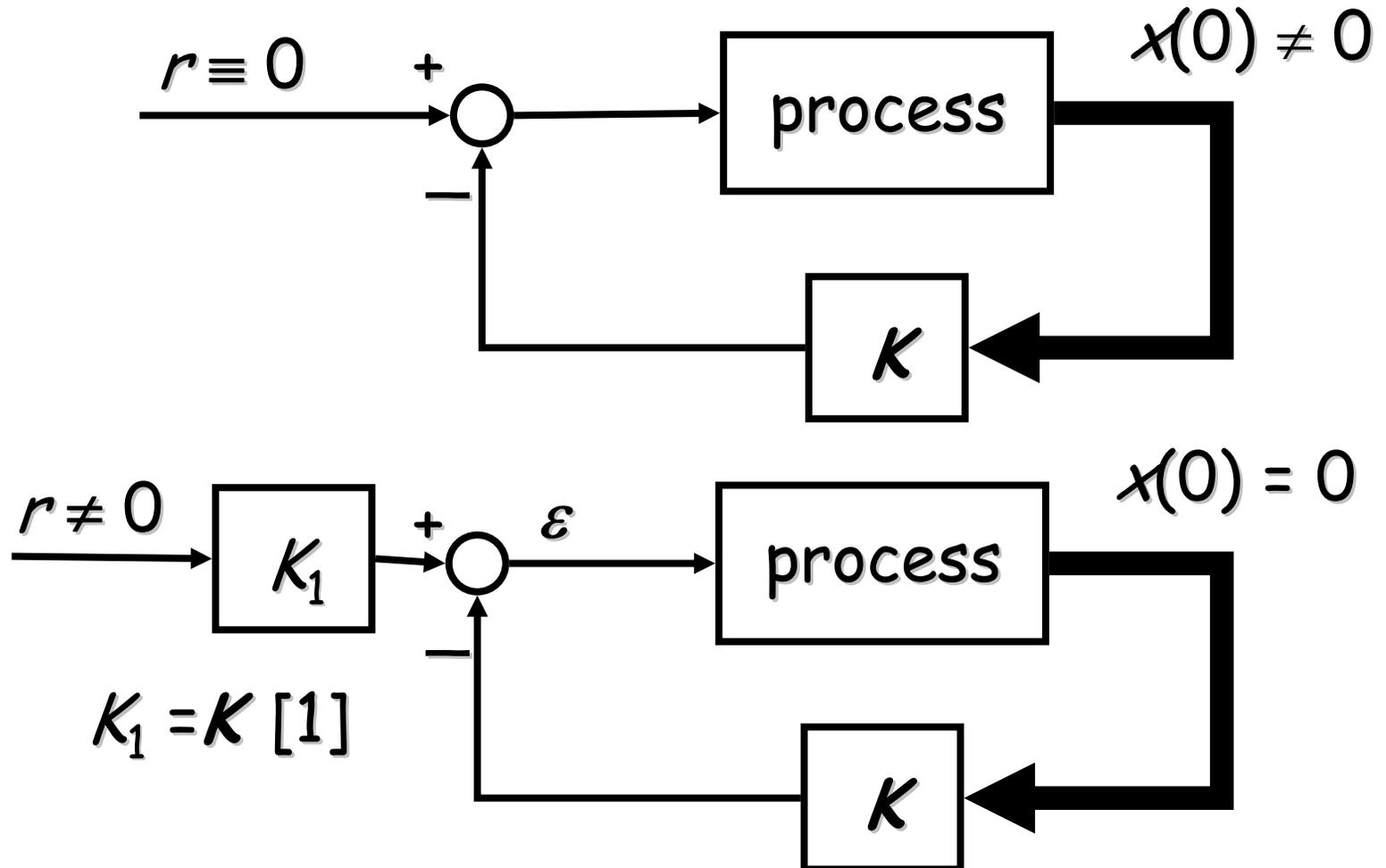




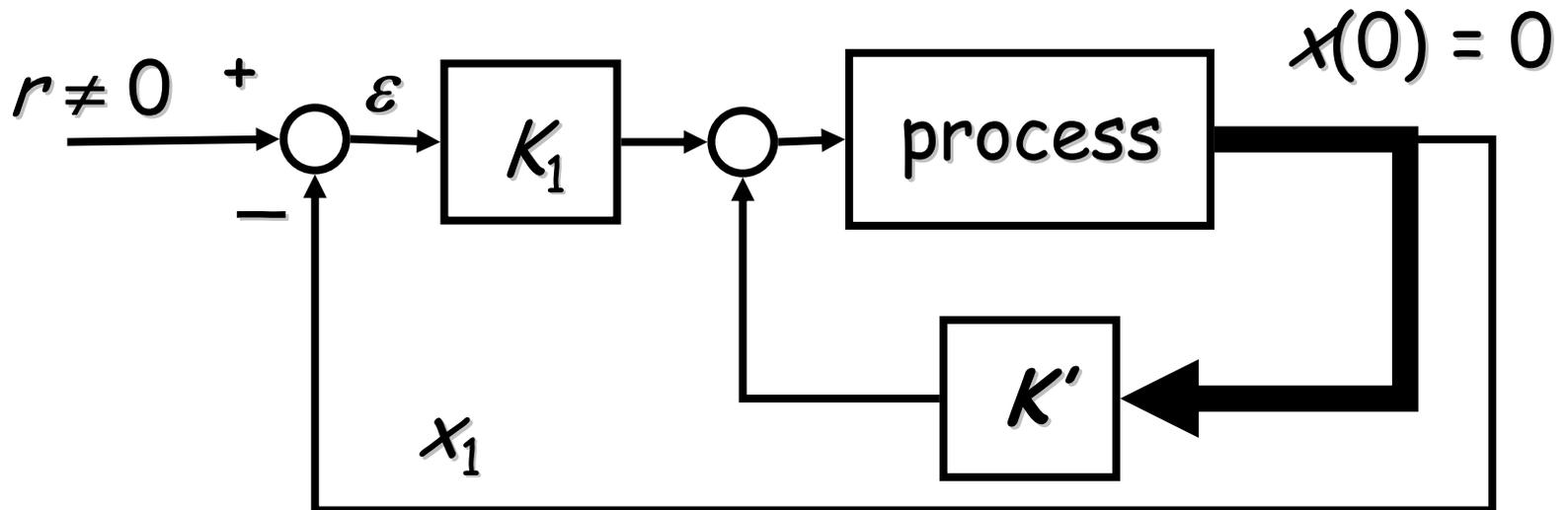
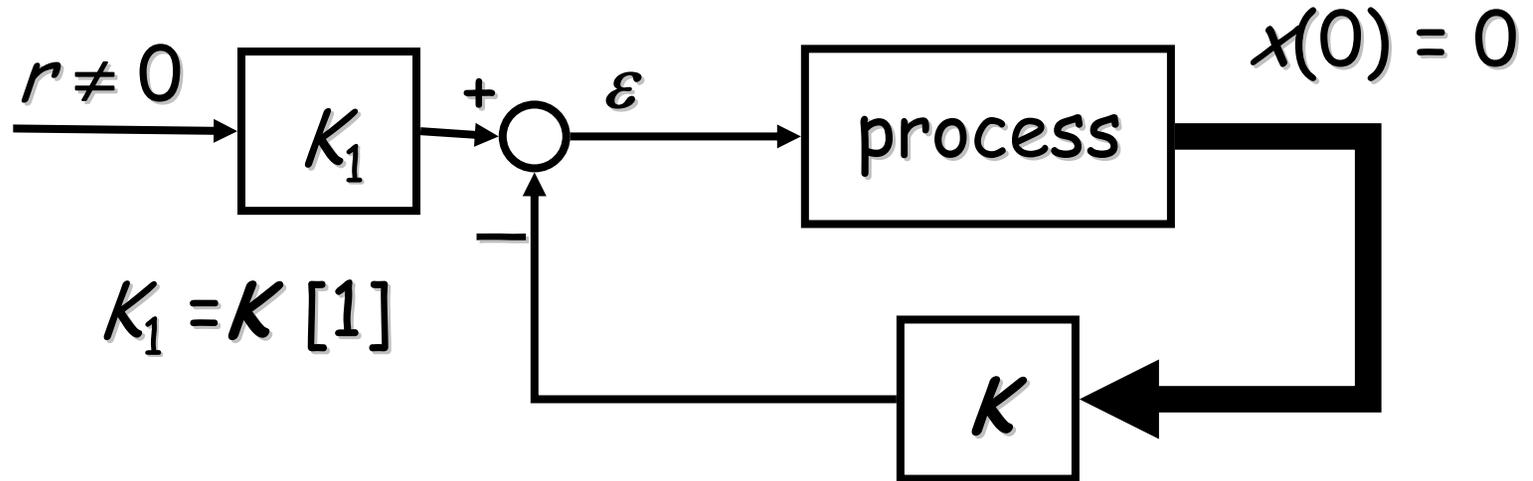
# Responses (2)



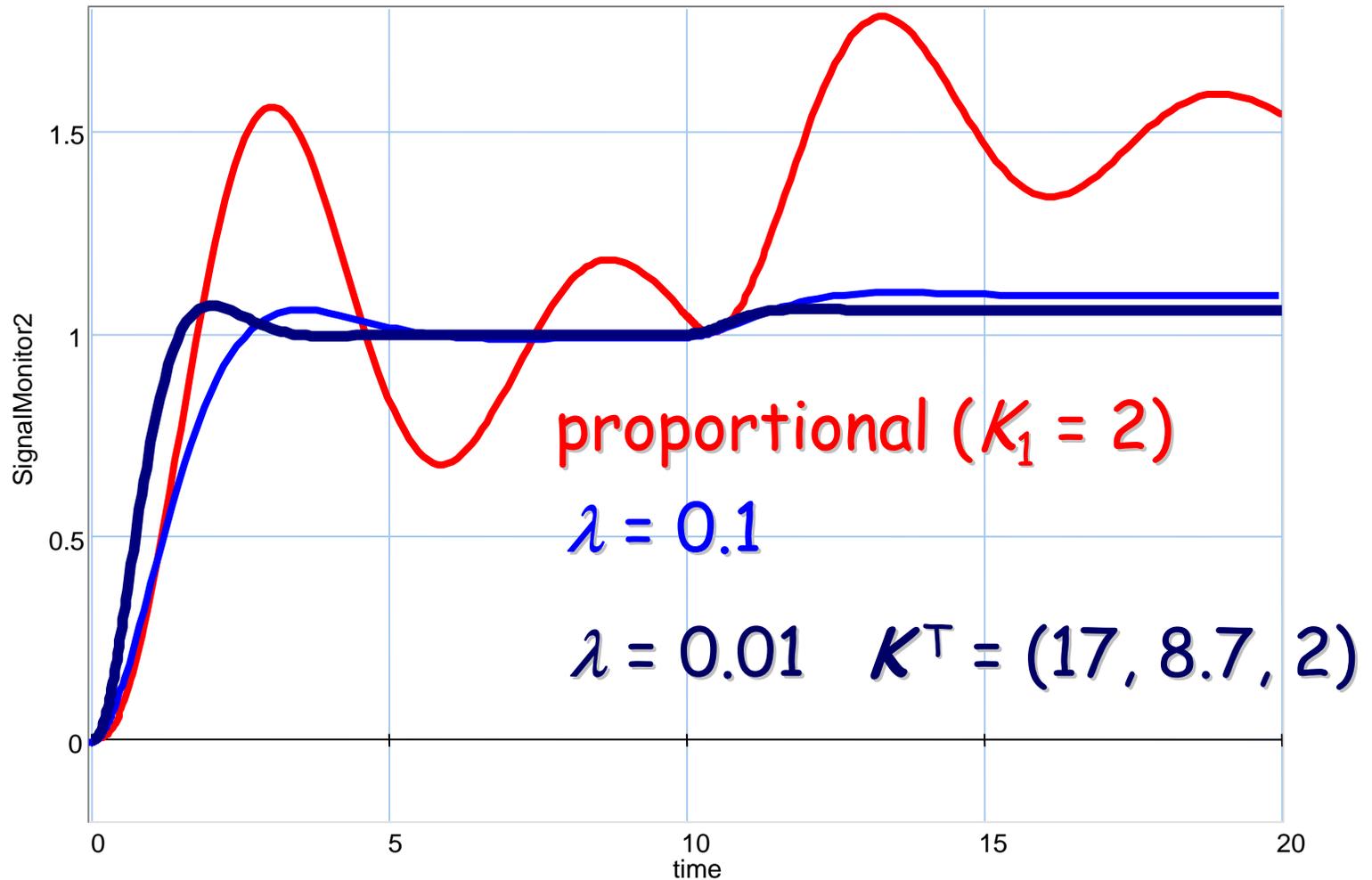
# Reference $\neq 0$



# Reference $\neq 0$







- State feedback
  - allows **poles** to be placed at any desired location
  - specially suited for computer-supported design
  - requires that all states be available
  - this is not always the case
  - may require state estimation