

Linearization

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AE 353

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

↑ state ↑ input

← state space model

$$\begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \end{bmatrix} = \begin{bmatrix} 3 & 0 \\ -1 & -10 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} + \begin{bmatrix} 1 \\ 1/2 \end{bmatrix} [u_1]$$

WHEEL

$$(J + mr^2) \ddot{\theta} = \tau - mgr \sin \theta \quad \leftarrow \quad c_1 \ddot{\theta} = \tau - c_2 \sin \theta$$

STEP 1 - rewrite as a set of first-order ODEs

$$\ddot{\theta}$$

\leftarrow find time derivative of θ of highest order

$$v = \dot{\theta}$$

\leftarrow define new variables for each time derivative of θ with lower order

$$c_1 \dot{v} = \tau - c_2 \sin \theta \quad \leftarrow \text{rewrite ODE in terms of new variables}$$

$$\dot{\theta} = v$$

\leftarrow add an ODE for each lower-order derivative of θ

$$\dot{\theta} = v$$

\leftarrow collect ODEs together, solving for

\dot{m}

$$\dot{v} = (\tau - c_2 \sin \theta) / c_1 \quad \text{time derivatives if necessary}$$

\downarrow

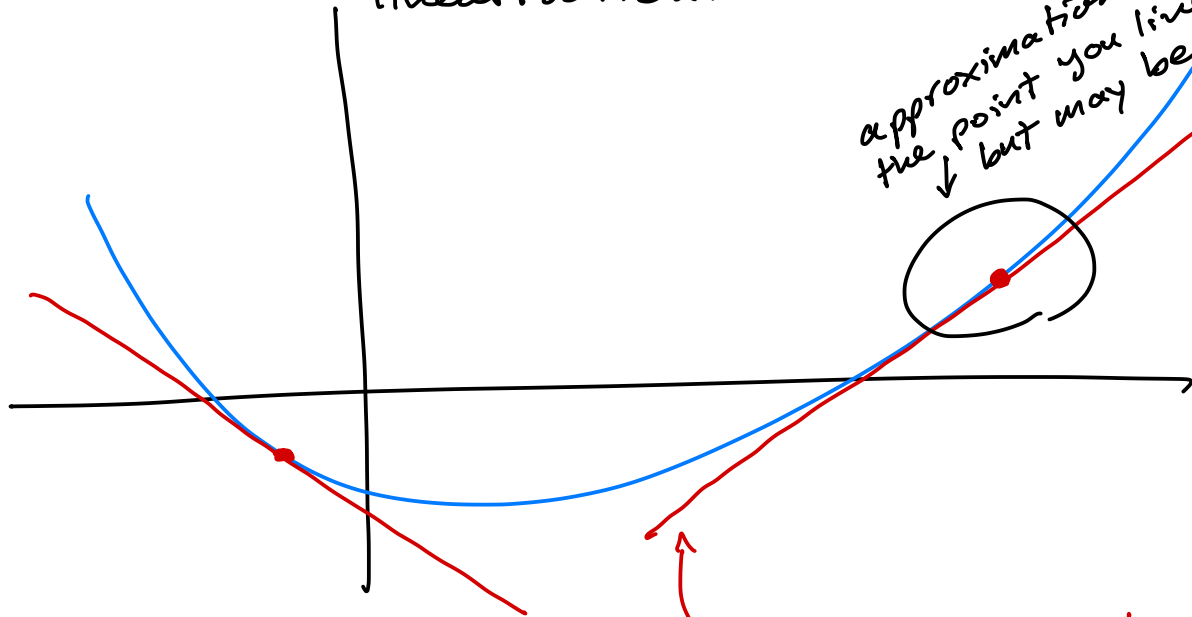
$$\begin{bmatrix} \dot{\theta} \\ \dot{v} \end{bmatrix} = \begin{bmatrix} v \\ (\tau - c_2 \sin \theta) / c_1 \end{bmatrix}$$

\leftarrow write in standard form as $\dot{m} = f(m, n)$

$$m = \begin{bmatrix} \theta \\ v \end{bmatrix}$$

$$= [\tau]$$

The picture I have in my head when thinking about linearization.



approximation is good near the point you linearize about but may be bad far away

linearization means "tangent line"

which tangent line depends on which point you linearize about

$$\begin{bmatrix} \dot{q} \\ \dot{v} \end{bmatrix} = \begin{bmatrix} v \\ (\tau - c_2 \sin q) / c_1 \end{bmatrix}$$

STEP 2 - find an equilibrium point

$$\begin{bmatrix} 0 \\ 0 \end{bmatrix} = \begin{bmatrix} v_e \\ (\tau_e - c_2 \sin q_e) / c_1 \end{bmatrix} \quad \leftarrow \text{set time derivatives to zero}$$

$$v_e = 0$$

$$\tau_e = c_2 \sin q_e$$

$$q_e = \pi \quad \tau_e = 0$$

$$v_e = 0$$

} \leftarrow solve

\leftarrow pick a solution

$$\begin{bmatrix} q_e \\ v_e \end{bmatrix} = \begin{bmatrix} \pi \\ 0 \end{bmatrix}$$

\uparrow m_e

$$[\tau_e] = [0]$$

\uparrow n_e

\leftarrow write in standard form as m_e and n_e

STEP 3 - define state and input

$$x = \begin{bmatrix} \theta - \pi \\ v \end{bmatrix}$$

$$\leftarrow x = m - m_e$$

$$u = [\tau]$$

$$\leftarrow u = n - n_e$$

$$\begin{bmatrix} \dot{q} \\ \dot{v} \end{bmatrix} = \begin{bmatrix} v \\ (\tau - c_2 \sin q_e) / c_1 \end{bmatrix}$$

$$\begin{bmatrix} q_e \\ v_e \end{bmatrix} = \begin{bmatrix} \pi \\ 0 \end{bmatrix}$$

$$\tau_e = 0$$

STEP 4 - compute A and B

$$\begin{aligned} \dot{m} &= f(m, n) \\ \uparrow \\ \dot{x} &\approx f(m_e, n_e) + \underbrace{\frac{\partial f}{\partial m} \Big|_{m_e, n_e}}_A \underbrace{(m - m_e)}_x + \underbrace{\frac{\partial f}{\partial n} \Big|_{m_e, n_e}}_B \underbrace{(n - n_e)}_u \end{aligned}$$

$$A = \begin{bmatrix} 0 & 1 \\ -(c_2 \cos q_e) / c_1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ c_2 / c_1 & 0 \end{bmatrix}$$

$$B = \begin{bmatrix} 0 \\ 1 / c_1 \end{bmatrix}$$