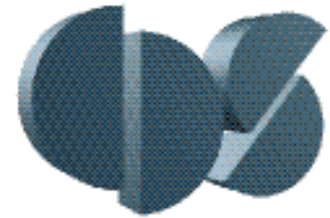




CDS 101/110a: Lecture 1.2

System Modeling



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Goals:

- Define a “model” and its use in answering questions about a system
- Introduce the concepts of state, dynamics, inputs and outputs
- Review modeling using ordinary differential equations (ODEs)

Reading:

- Åström and Murray, *Feedback Systems*, Sections 2.1–2.3, 3.1 [40 min]
- Advanced: Lewis, *A Mathematical Approach to Classical Control*, Chapter 1

Model-Based Analysis of Feedback Systems

Analysis and design based on *models*

- A model provides a *prediction* of how the system will behave
- Feedback can give counter-intuitive behavior; models help sort out what is going on
- For control design, models don't have to be exact: *feedback* provides robustness

Control-oriented models: *inputs* and *outputs*

The model you use depends on the questions you want to answer

- A single system may have many models
- Time and spatial scale must be chosen to suit the questions you want to answer
- Formulate questions *before* building a model

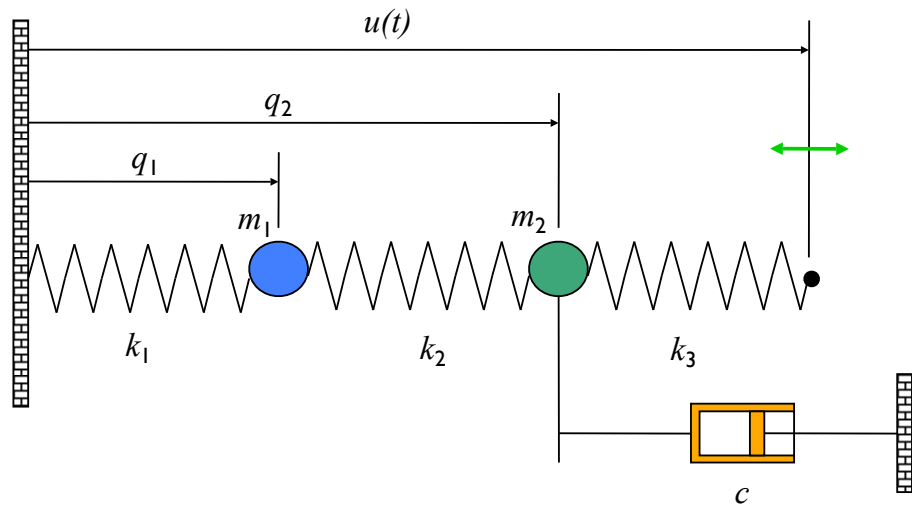
Weather Forecasting



- Question 1: how much will it rain tomorrow?
- Question 2: will it rain in the next 5-10 days?
- Question 3: will we have a drought next summer?

Different questions \Rightarrow
different models

Example #1: Spring Mass System



Applications

- Flexible structures (many apps)
- Suspension systems (eg, “Bob”)
- Molecular and quantum dynamics

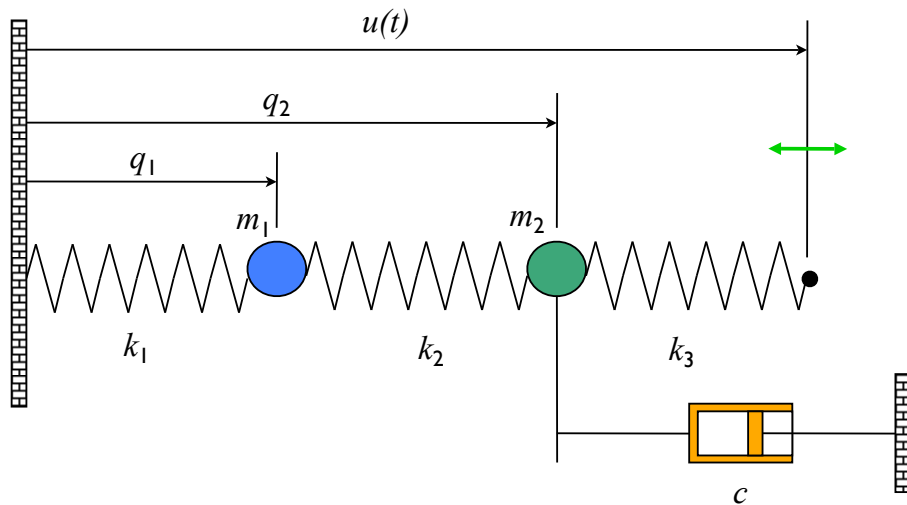
Questions we want to answer

- How much do masses move as a function of the forcing frequency?
- What happens if I change the values of the masses?
- Will Bob fly into the air if I take that speed bump at 25 mph?

Modeling assumptions

- Mass, spring, and damper constants are fixed and known
- Springs satisfy Hooke’s law
- Damper is (linear) viscous force, proportional to velocity

Modeling a Spring Mass System



Model: rigid body physics (Ph 1)

- Sum of forces = mass * acceleration
- Hooke's law: $F = k(x - x_{\text{rest}})$
- Viscous friction: $F = c v$

$$\begin{aligned} m_1 \ddot{q}_1 &= k_2(q_2 - q_1) - k_1 q_1 \\ m_2 \ddot{q}_2 &= k_3(u - q_2) - k_2(q_2 - q_1) - c \dot{q}_2 \end{aligned}$$

Converting models to state space form

- Construct a *vector* of the variables that are required to specify the evolution of the system
- Write dynamics as a *system* of first order differential equations:

$$\begin{aligned} \frac{dx}{dt} &= f(x, u) & x \in \mathbb{R}^n, u \in \mathbb{R}^p \\ y &= h(x) & y \in \mathbb{R}^q \end{aligned}$$

$$\frac{d}{dt} \begin{bmatrix} q_1 \\ q_2 \\ \dot{q}_1 \\ \dot{q}_2 \end{bmatrix} = \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \\ \frac{k_2}{m}(q_2 - q_1) - \frac{k_1}{m}q_1 \\ \frac{k_3}{m}(u - q_2) - \frac{k_2}{m}(q_2 - q_1) - \frac{c}{m}\dot{q}_2 \end{bmatrix}$$

$$y = \begin{bmatrix} q_1 \\ q_2 \end{bmatrix} \quad \text{"State space form"}$$

Review: Second Order Differential Equations

$$m\ddot{q} + c\dot{q} + kq = u$$

Particular response: zero initial conditions

- $q(0) = 0, \dot{q}(0) = 0$
- Response to constant (step) input, $u(t) = F$

$$q(t) = \frac{F}{m\omega_0^2} \left(1 - e^{-\zeta\omega_0 t} \cos \omega_d t + \frac{\zeta}{\sqrt{1 - \zeta^2}} e^{-\zeta\omega_0 t} \sin \omega_d t \right)$$

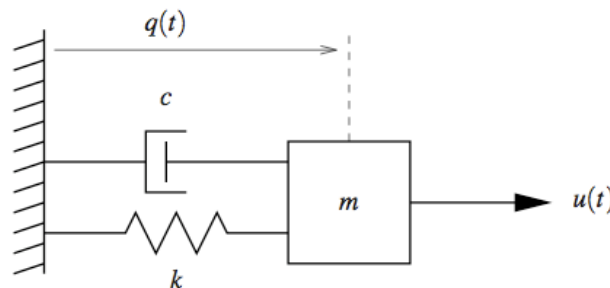
- Response to sinusoidal input, $u(t) = A \sin \omega t$

$$q(t) = MA \sin(\omega t + \theta) - MA \sin \theta, \quad Me^{i\theta} = \frac{\omega_0^2}{\omega_0^2 - \omega^2 + 2i\zeta\omega_0\omega}$$

- Form of the solution: sinusoid at same frequency, with shift in mag & phase
- Solving by hand is a mess; we will learn much better ways later

Complete solution: homogeneous + particular

- Warning: be careful to make sure the initial conditions are satisfied



More General Forms of Differential Equations

State space form

$$\frac{dx}{dt} = f(x, u)$$

$$y = h(x, u)$$

General form

$$\frac{dx}{dt} = Ax + Bu$$

$$y = Cx + Du$$

Linear system

$$x \in \mathbb{R}^n, u \in \mathbb{R}^p$$

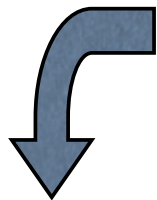
$$y \in \mathbb{R}^q$$

- x = state; n th order
- u = input; will usually set $p = 1$
- y = output; will usually set $q = 1$

Higher order, linear ODE

$$\frac{d^n q}{dt^n} + a_1 \frac{d^{n-1} q}{dt^{n-1}} + \cdots + a_n q = u$$

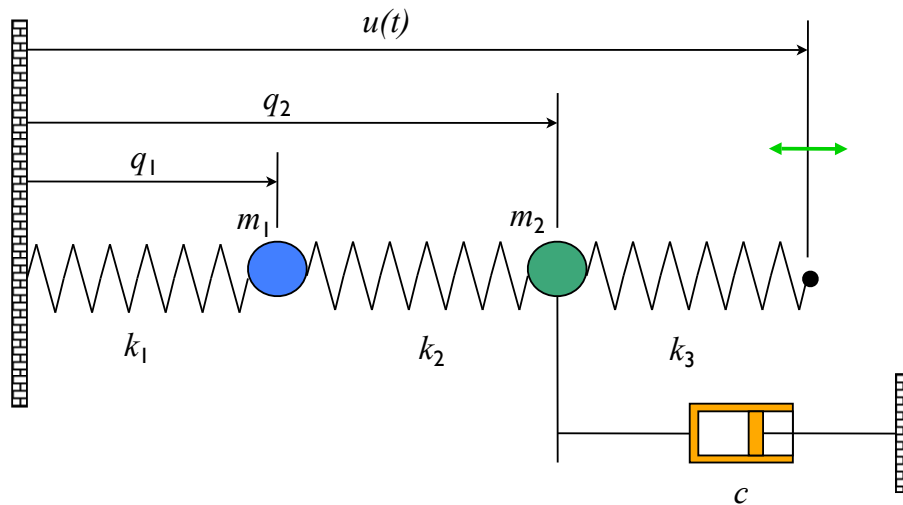
$$y = b_1 \frac{d^{n-1} q}{dt^{n-1}} + \cdots + b_{n-1} \dot{q} + b_n q$$



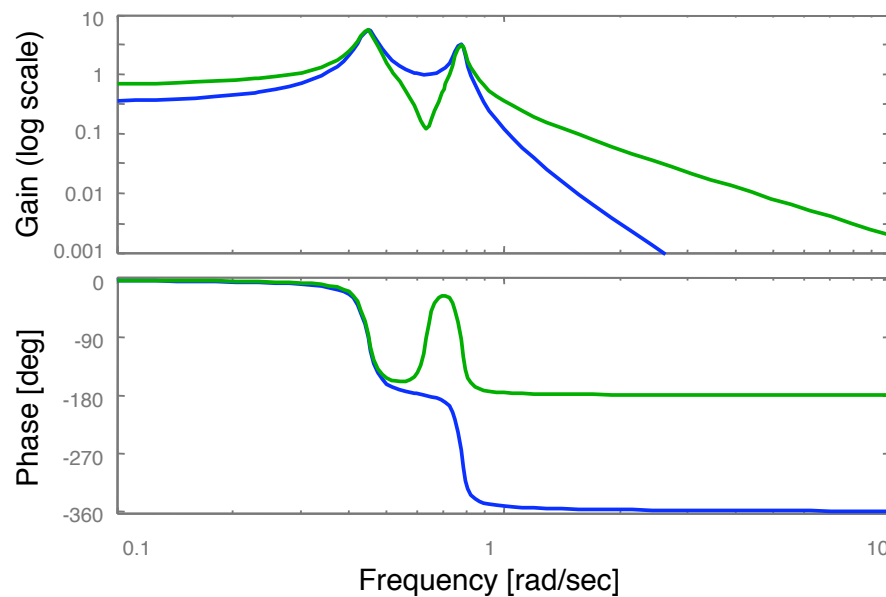
$$x = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_{n-1} \\ x_n \end{bmatrix} = \begin{bmatrix} d^{n-1}q/dt^{n-1} \\ d^{n-2}q/dt^{n-2} \\ \vdots \\ dq/dt \\ q \end{bmatrix} \quad \left| \quad \frac{d}{dt} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ \vdots \\ x_n \end{bmatrix} = \begin{bmatrix} -a_1 & -a_2 & \cdots & -a_{n-1} & -a_n \\ 1 & 0 & \cdots & 0 & 0 \\ 0 & 1 & & 0 & 0 \\ \vdots & & \ddots & \vdots & \\ 0 & 0 & & 1 & 0 \end{bmatrix} x + \begin{bmatrix} 1 \\ 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix} u \right.$$

$$y = [b_1 \quad b_2 \quad \cdots \quad b_n] x$$

Simulation of a Mass Spring System



Frequency Response



Steady state frequency response

- Force the system with a sinusoid
- Plot the “steady state” response, after transients have died out
- Plot relative magnitude and phase of output versus input (more later)

Matlab simulation (see handout)

function dydt = f(t, y, ...)

$u = 0.00315 \cdot \cos(\omega t);$

dydt = [

$y(3);$

$y(4);$

$-(k_1+k_2)/m_1 \cdot y(1) + k_2/m_1 \cdot y(2);$

$k_2/m_2 \cdot y(1) - (k_2+k_3)/m_2 \cdot y(2)$

$- c/m_2 \cdot y(4) + k_3/m_2 \cdot u];$

$[t, y] = \text{ode45}(\text{dydt}, \text{tspan}, y_0, [], k_1, k_2, k_3, m_1, m_2, c, \omega);$

Modeling Terminology

State captures effects of the past

- independent physical quantities that determines future evolution (absent external excitation)

Inputs describe external excitation

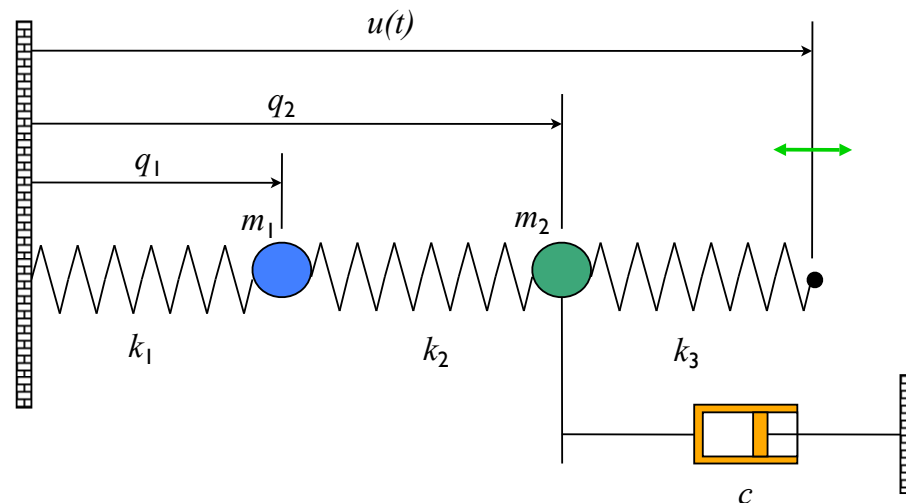
- Inputs are *extrinsic* to the system dynamics (externally specified)

Dynamics describes state evolution

- update rule for system state
- function of current state and any external inputs

Outputs describe measured quantities

- Outputs are function of state and inputs \Rightarrow not independent variables
- Outputs are often *subset* of state



Example: spring mass system

- State: position and velocities of each mass: $q_1, q_2, \dot{q}_1, \dot{q}_2$
- Input: position of spring at right end of chain: $u(t)$
- Dynamics: basic mechanics
- Output: measured positions of the masses: q_1, q_2

Modeling Properties

Choice of state is not unique

- There may be *many* choices of variables that can act as the state
- Trivial example: different choices of units (scaling factor)
- Less trivial example: sums and differences of the mass positions

Choice of inputs and outputs depends on point of view

- Inputs: what factors are *external* to the model that you are building
 - Inputs in one model might be outputs of another model (eg, the output of a cruise controller provides the input to the vehicle model)
- Outputs: what physical variables (often states) can you *measure*
 - Choice of outputs depends on what you can sense and what parts of the component model interact with other component models

Can also have different *types* of models

- Ordinary differential equations for rigid body mechanics
- Finite state machines for manufacturing, Internet, information flow
- Partial differential equations for fluid flow, solid mechanics, etc

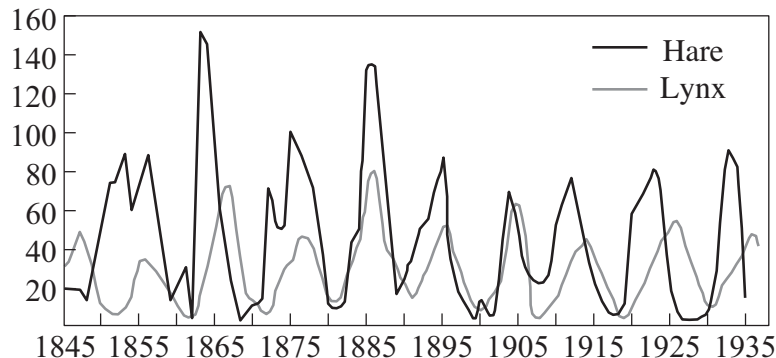
Difference Equations

Difference equations model discrete transitions between continuous variables

- “Discrete time” description (clocked transitions)
- New state is function of current state + inputs
- State is represented as a *continuous* variable

$$\begin{aligned}x[k + 1] &= f(x[k], u[k]) \\ y[k] &= h(x[k])\end{aligned}$$

Example: predator prey dynamics



Questions we want to answer

- Given the current population of hares and lynxes, what will it be next year?
- If we hunt down lots of lynx in a given year, how will the populations be affected?
- How do long term changes in the amount of food available affect the populations?

Modeling assumptions

- Track population annual (discrete time)
- The predator species is totally dependent on the prey species as its only food supply
- The prey species has an external food supply and no threat to its growth other than the specific predator.

Example #2: Predator Prey Modeling

Discrete Lotka-Volterra model

- State
 - $H[k]$ # of rabbits in period k
 - $L[k]$ # of foxes in period k
- Inputs (optional)
 - $u[k]$ amount of rabbit food
- Outputs: # of rabbits and foxes
- Dynamics: Lotka-Volterra eqs

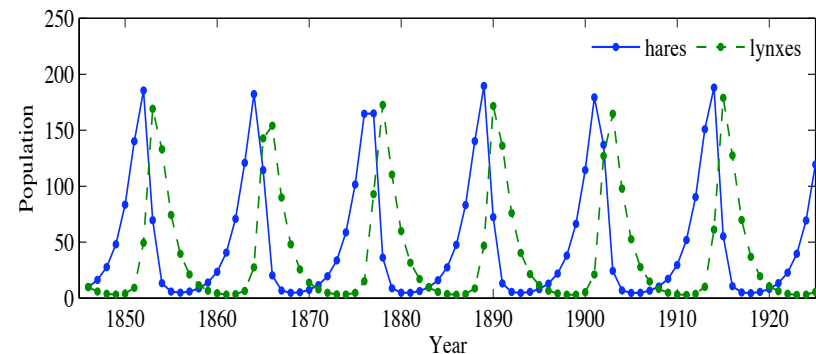
$$H[k+1] = H[k] + b_r(u)H[k] - aL[k]H[k],$$

$$L[k+1] = L[k] + cL[k]H[k] - d_f L[k],$$

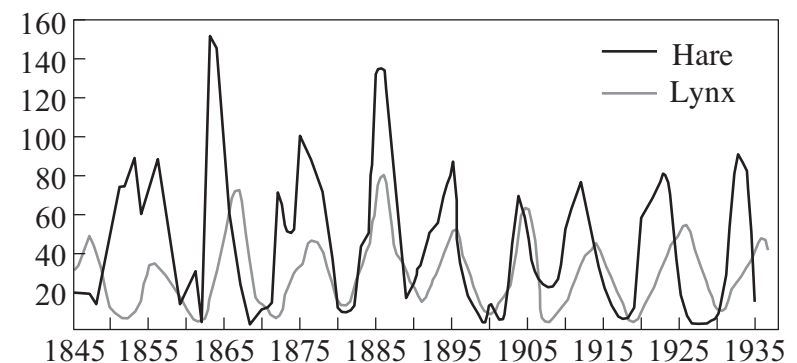
- Parameters/functions
 - $b_r(u)$ hare birth rate (per period); depends on food supply
 - d_f lynx mortality rate (per period)
 - a, c interaction terms

MATLAB simulation (see handout)

- Discrete time model, “simulated” through repeated addition



Comparison with data



Summary: System Modeling

Model = state, inputs, outputs, dynamics



$$\frac{dx}{dt} = f(x, u)$$

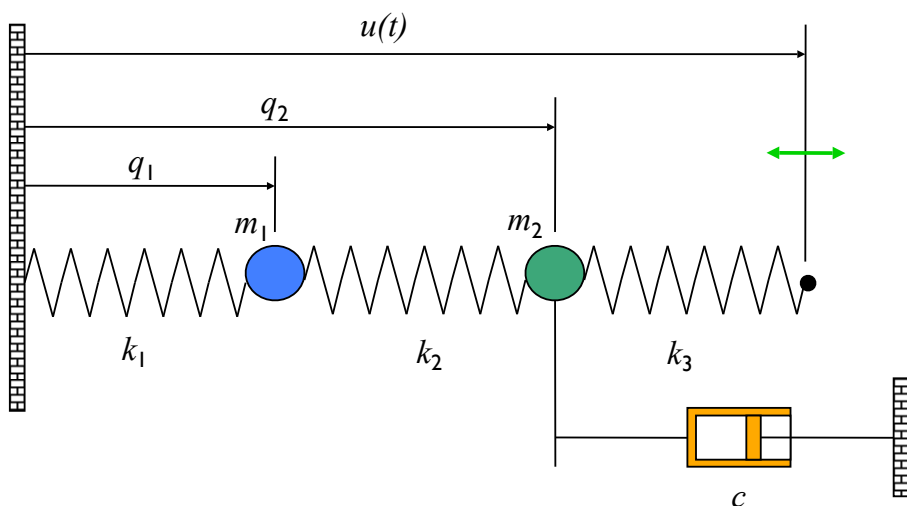
$$y = h(x)$$



$$x[k+1] = f(x[k], u[k])$$

$$y[k] = h(x[k])$$

Principle: Choice of model depends on the questions you want to answer



```
function dydt = f(t, y, k1, k2,
k3, m1, m2, c, omega)
u = 0.00315*cos(omega*t);
dydt = [
    y(3);
    y(4);
    -(k1+k2)/m1*y(1) +
        k2/m1*y(2);
    k2/m2*y(1) - (k2+k3)/m2*y(2)
    - b/m2*y(4) + k3/m2*u ];
```