

# Controllability and State Transfer

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# Controllability and State Transfer

- Infinite horizon minimum norm state transfer
- State transfer
- Reachable set
- Controllability Matrix
- Minimum Norm inputs



## State Transfer (1.3)

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

$$x_{k+1} = \Phi x_k + \Gamma u_k \quad (t_i, t_f)$$

$u: (t_i, t_f) \rightarrow \mathbb{R}^m$  views or demands  $x(t_i)$  to  $x(t_f)$ .

- when can  $x(t_f)$  be given  $x(t_i)$  @  $t = t_f$ .

- how quickly can I get  $x$  to  $x_{\text{target}}$ .

- how do I determine  $u$  that gets me there

- how do I find a "small"  $u$  or "efficient" that gets me from  $x(t_i)$  to  $x(t_f)$  -  $x_{\text{des}}$



## State Transfer (2.3)

$t_i = 0$ .  $x(t_i) = x_0 = \phi$  - relaxed state

$x(t)$  is REACHABLE if in  $t$  seconds

$R_t \subseteq \mathbb{R}^n$  set of points  $x(t)$  can be in  $t$  seconds.

$$R_t = \left\{ \int_0^t e^{A(t-\tau)} B u(\tau) d\tau \mid u[0, \tau] \rightarrow \mathbb{R}^m \right\}$$

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



## State Transfer (3.3)

$$x_{k+1} = \phi x_k + \Gamma u_k$$

$$\mathcal{R}_t = \left\{ \sum_{\tau=0}^{t-1} \phi^{t-1-\tau} \Gamma u(\tau) \mid u_k \in \mathbb{R}^m \right. \\ \left. k=0 \dots t-1 \right\}$$

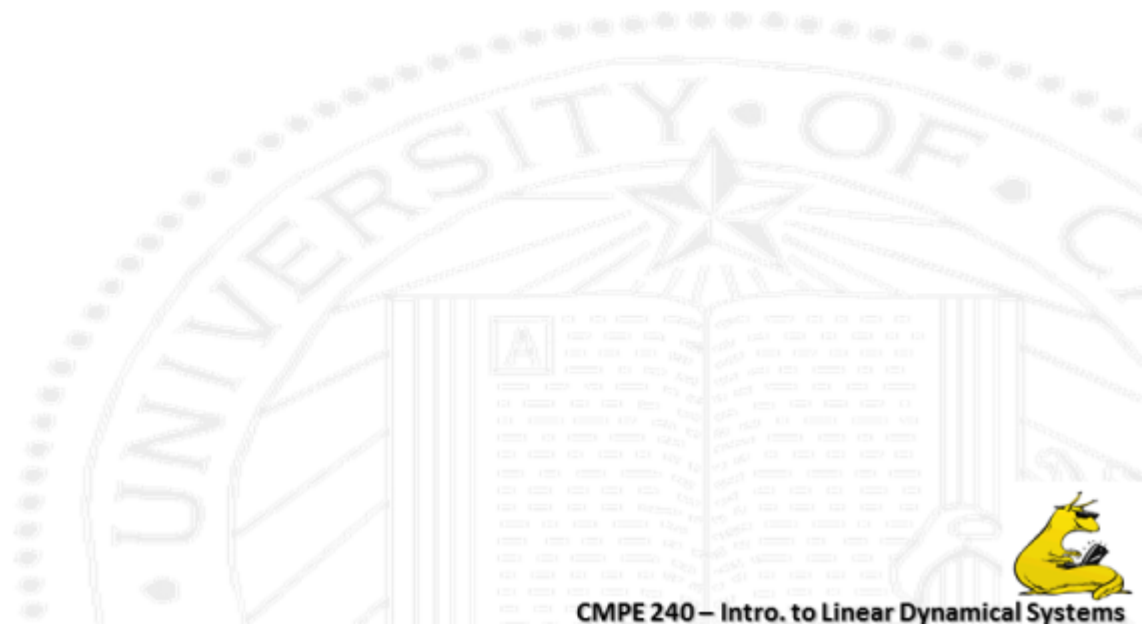
$\mathcal{R}_t$  subspace of  $\mathbb{R}^n$

$\mathcal{R}_t \subseteq \mathcal{R}_s$  if  $t \leq s$

can always reach more  
points given more time



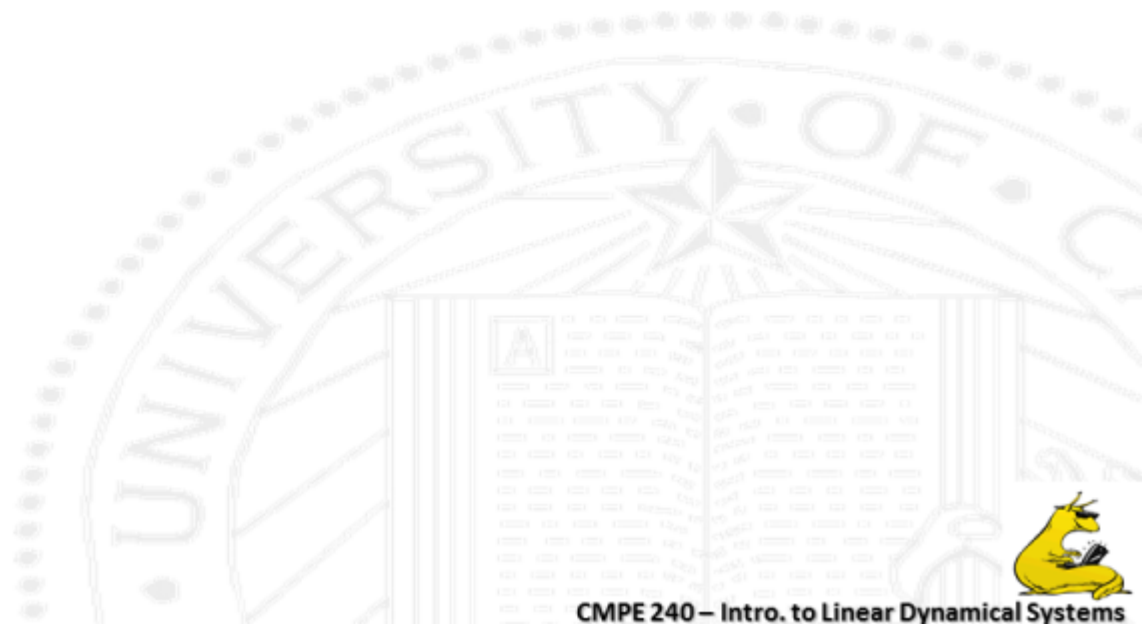
# Reachability (1.3)



# Reachability (2.3)



# Reachability (3.3)





# Reachability for Discrete-Time LDS (1.2)

$$x_{k+1} = \phi x_k + \Gamma u_k \quad x_k \in \mathbb{R}^n$$

$$x(0) = 0$$

$$x_k = \mathcal{C}_k \begin{bmatrix} u_{k-1} \\ \vdots \\ u_0 \end{bmatrix}$$

$$x_1 = \Gamma u_0$$

$$x_2 = \phi \Gamma u_0 + \Gamma u_1$$

$$x_3 = \phi^2 \Gamma u_0 + \phi \Gamma u_1 + \Gamma u_2$$

$$\mathcal{C}_k = \begin{bmatrix} \Gamma & \phi \Gamma & \phi^2 \Gamma & \dots & \phi^{k-1} \Gamma \end{bmatrix} \leftarrow \begin{array}{l} \text{Controllability matrix} \\ \text{Krylov matrix} \end{array}$$

$$R_k = \text{range}(\mathcal{C}_k)$$



## Reachability for Discrete-Time LDS (2.2)

C-U  $\rightarrow \phi^k$  is a linear combination of  $\phi^0 \dots \phi^{k-1}$

$$k \geq n \quad R_k \triangleq \text{Range}(e_k) = \text{Range}(e_n)$$

$$R_k = \begin{cases} \text{Range}(e_k) & k < n \\ \text{Range}(e_n) & k \geq n \end{cases}$$

$e \triangleq [B \quad AB \quad A^2B \quad \dots \quad A^{n-1}B]$  range(e) everything I can hit with  $x$ .

if (e) is full rank  $\rightarrow R_t = \mathbb{R}^n$ .



## Controllable System (1.2)

Controllable: if all states are reachable in  $n$  steps.

$$\mathbb{R}_1 = \mathbb{R}^n$$

$$\text{Rank}(e) = n.$$



## Controllable System (2.2)

$$x_{k+1} = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} x_k + \begin{bmatrix} 1 \\ 1 \end{bmatrix} u_k \quad \phi r = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$e = \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \quad \text{rank}(e) \neq 2$$

$$R = \text{range}(e) = \{x \mid x_1 = x_2\}$$



## General State Transfer (1.2)

$$t_f > t_i \quad x(t_f) = \Phi^{t_f - t_i} x(t_i) + \mathcal{E}_{t_f - t_i} \begin{bmatrix} u_{t_f - 1} \\ \vdots \\ u(t_i) \end{bmatrix}$$

$x(t_i) \rightarrow x_{des}$  @  $t = t_f$ .

- General State Transfer  $\leftrightarrow$  Reachability Problem
- If CONTINUABLE, I can get there in  $n$  steps

- Drive  $x \rightarrow \{0\}$  (regulator)

- If state  $x$  starts in  $\mathcal{R}$ , will never leave  $\mathcal{R}$ .



## General State Transfer (2.2)

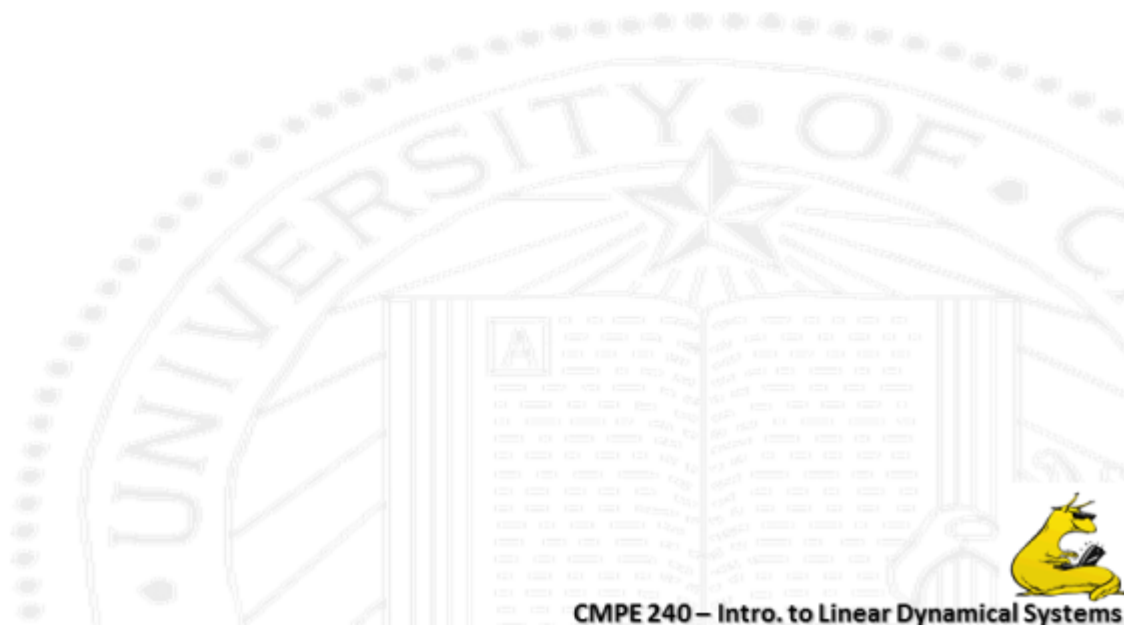
$$z \in \text{range}(\mathcal{C}) \rightarrow \phi_z \in \text{Range}(\mathcal{C})$$

$$\begin{aligned} z &= \sum_{i=1}^{n-1} \phi^i \Gamma u_i \\ \phi_z &= \sum_{i=0}^{n-1} \phi^{i+1} \Gamma u_i = \sum_{i=1}^{n-1} \phi^i \Gamma u(i-1) + \phi^n \Gamma u(n-1) \\ &= \sum_{i=0}^{n-1} \phi^i \Gamma (u(i-1) - \underline{\alpha}_i u(n-1)) - \underline{\alpha}_0 u(n-1) \Gamma \in \text{Range}(\mathcal{C}) \end{aligned}$$

$$\chi(s) = z^n + \alpha_{n-1} z^{n-1} + \dots + \alpha_0 = \det(zI - \phi)$$



$$\Phi^h = -\alpha_0 I - \dots - \alpha_{h-1} \Phi^{h-1}$$



# Least-Norm Input for Reachability (1.4)

$$\text{Rank}(e) = n \quad x(0) = 0 \quad t_0 \quad x_{k_0} = x_{des}$$

$$x_{des} = \underbrace{e}_{\substack{\text{FAT, Full} \\ \text{Rank}}} \underbrace{\begin{bmatrix} u_{k-1} \\ \vdots \\ u_0 \end{bmatrix}}_u$$

$$\min \|u\|^2$$

$$\text{subj to: } x_{k+1} = \phi x_k + \Gamma u_k$$

$$x_k = x_{des}$$

$$\begin{bmatrix} u_{k-1} \\ \vdots \\ u_0 \end{bmatrix} = \underbrace{e^T}_{k} \left( \underbrace{e e^T}_{k} \right)^{-1} x_{des} \quad \leftarrow \text{LEAST NORM}$$





## Least-Norm Input for Reachability (2.4)

$$u_{\min}(\tau) = \Gamma^T (\Phi^T)^{t-1-\tau} \left[ \sum_{s=0}^{\tau-1} \Phi^s \Gamma \Gamma^T (\Phi^T)^s \right]^{-1} x_{des}$$

$\tau = 0 \dots t-1$

"MATCHED FILTERING"



## Least-Norm Input for Reachability (3.4)

$\Sigma_{\min}$  min value of  $\sum_{\tau=0}^{t-1} \|u(\tau)\|^2$  required to reach  $x_{\text{des}}$  in  $\tau$  epochs

$$\begin{aligned}\Sigma_{\min} &= \sum_{\tau=0}^{t-1} \|u_k(\tau)\|^2 = \left( e_k^T (e_k e_k^T)^{-1} x_{\text{des}} \right)^T e_k^T (e_k e_k^T)^{-1} x_{\text{des}} \\ &= x_{\text{des}}^T \underbrace{(e_k e_k^T)^{-1}}_I e_k e_k^T (e_k e_k^T)^{-1} x_{\text{des}} \\ &= x_{\text{des}}^T \underbrace{(e_k e_k^T)^{-1}}_I x_{\text{des}}\end{aligned}$$



## Least-Norm Input for Reachability (4.4)

$$\Sigma_{\min} = x_{des}^T \left( \sum_{c=0}^{t-1} \Phi^c B B^T (\Phi^T)^c \right)^{-1} x_{des}$$

$\Sigma_{\min}(x_{des}, t)$  measure of how hard it is to reach  $x_{des}$  in  $t$  epochs from  $x(0) = 0$ .

$\Sigma_{\min}(x_{des}, t)$  provide a measure of controllability/reachability

Ex. provide  $\{z \mid \Sigma_{\min}(z, t) \leq 1\}$  reachable in 1 time step

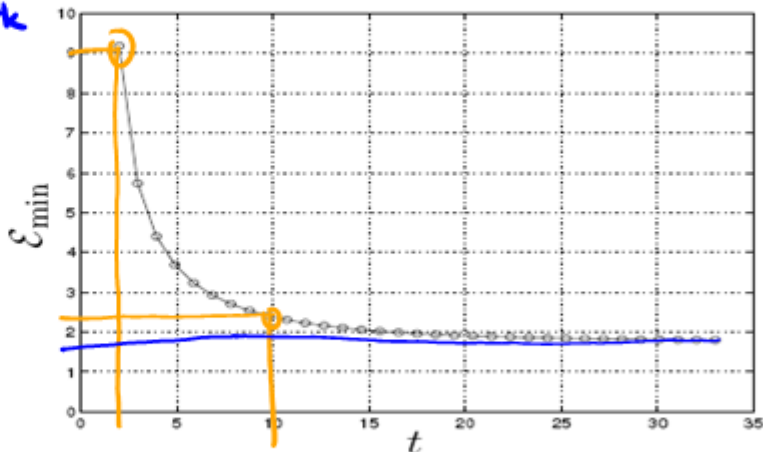
$$\Sigma_{\min} \approx \delta(t) \quad t \geq s \quad \Sigma_{\min}(t) \leq \Sigma_{\min}(s)$$



# Least-Norm Input Example (1.2)

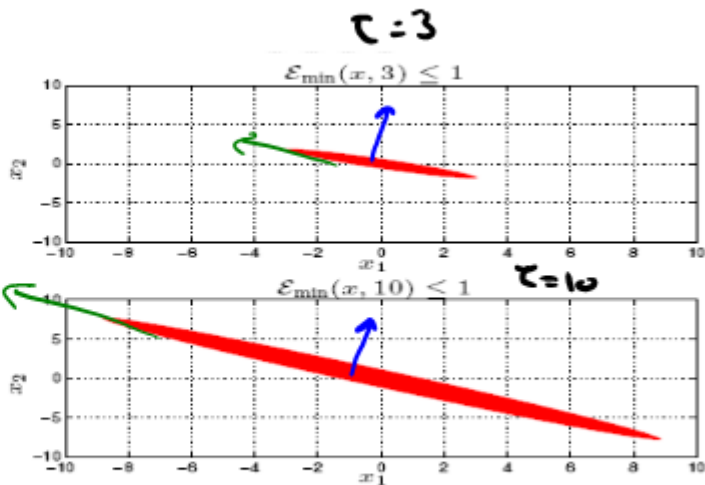
$$x_{k+1} = \begin{bmatrix} 1.75 & 0.8 \\ -0.95 & 0 \end{bmatrix} x_k + \begin{bmatrix} 1 \\ 0 \end{bmatrix} u_k$$

$$\Sigma_{\min}(z, t) \quad z = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$



# Least-Norm Input Example (1.2)

$$\Sigma_{\min}(3, 3) \leq 1$$



## Minimum Energy of Infinite Horizon (1.3)

$$P = \lim_{t \rightarrow \infty} (e_t e_t^T)^{-1} = \lim_{t \rightarrow \infty} \left( \sum_{\tau=0}^{t-1} \phi^\tau r r^T (\phi^T)^\tau \right)^{-1}$$

min energy to get to  $x_{des}$  for any amount of time

$$\min \left\{ \sum_{\tau=0}^{t-1} \|u(\tau)\|^2 \mid x(0)=0, x(t)=x_{des} \right\} = x_{des}^T P x_{des}$$

if  $\phi$  is STABLE  $P > 0$  "can I get anywhere for free"



## Minimum Energy of Infinite Horizon (2.3)

if  $\phi$  is NOT stable  $P$  can have a non-zero nullspace.

$P_z = \phi \rightarrow z \neq 0$ . I can get to  $z$  using  $u$ 's that are very small control energy.

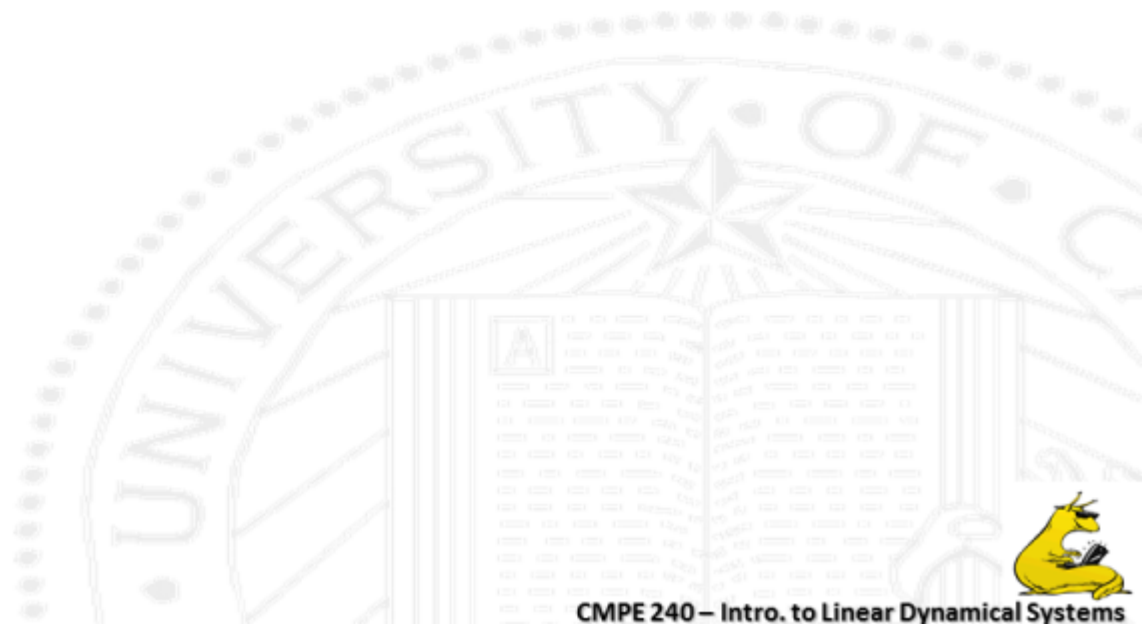
Basis of highly maneuverable military aircraft



$x=29$  28%.



# Minimum Energy of Infinite Horizon (3.3)





## Continuous-time Reachability (1.3)

$$\dot{x} = Ax + Bu \quad x(t) \in \mathbb{R}^n$$

$$\mathcal{R}_t = \left\{ \int_0^t e^{A(t-\tau)} B u(\tau) d\tau \mid u(0:t) \in \mathbb{R}^m \right\}$$

For  $t > 0$   $\mathcal{R}_t = \mathcal{R} = \text{Range}(C)$

$$C \triangleq [B \quad AB \quad A^2B \quad \dots \quad A^{n-1}B]$$

Same reachability as the discrete system.



## Continuous-time Reachability (2.3)

Any reachable point can be reached in an infinitesimal amount of time given large enough  $u$ .

For any  $u$ ,  $x(0) = \phi$ .  $x(t) \in \text{Range}(C)$

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

or  $C=0$  for  $A^n, A^{n+1}, \dots$

$$x(t) = \int_0^t e^{A\tau} B u(\tau) d\tau$$



## Continuous-time Reachability (3.3)

$$x(t) = \int_0^t \left( \sum_{i=0}^{n-1} \alpha_i(\tau) A^i \right) B u(t-\tau) d\tau$$

$$= \underbrace{\sum_{i=0}^{n-1} A^i B}_{\mathcal{C}} \underbrace{\int_0^t \alpha_i(\tau) u(t-\tau) d\tau}_{\mathcal{Z}_i} = \mathcal{C} \mathcal{Z}$$

$$\mathcal{Z}_i = \int_0^t \alpha_i(\tau) u(t-\tau) d\tau$$



# Impulsive Inputs (1.3)



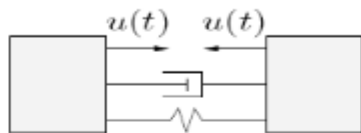
# Impulsive Inputs (2.3)



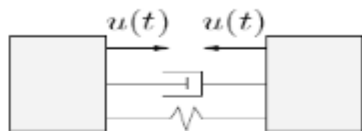
# Impulsive Inputs (3.3)



## Example (1.2)

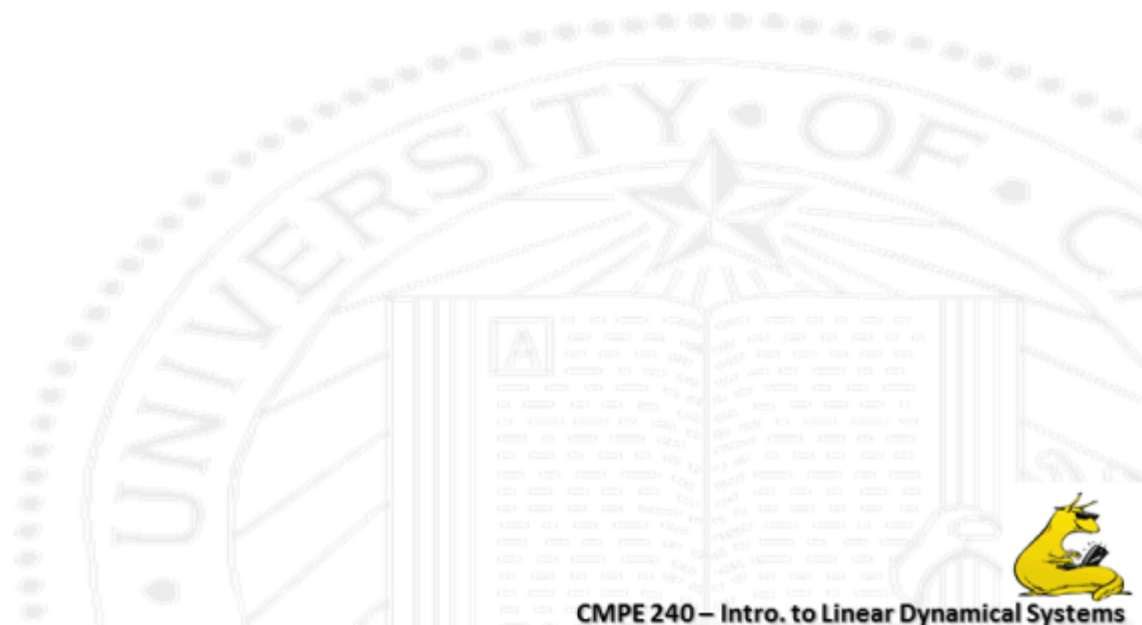


## Example (2.2)

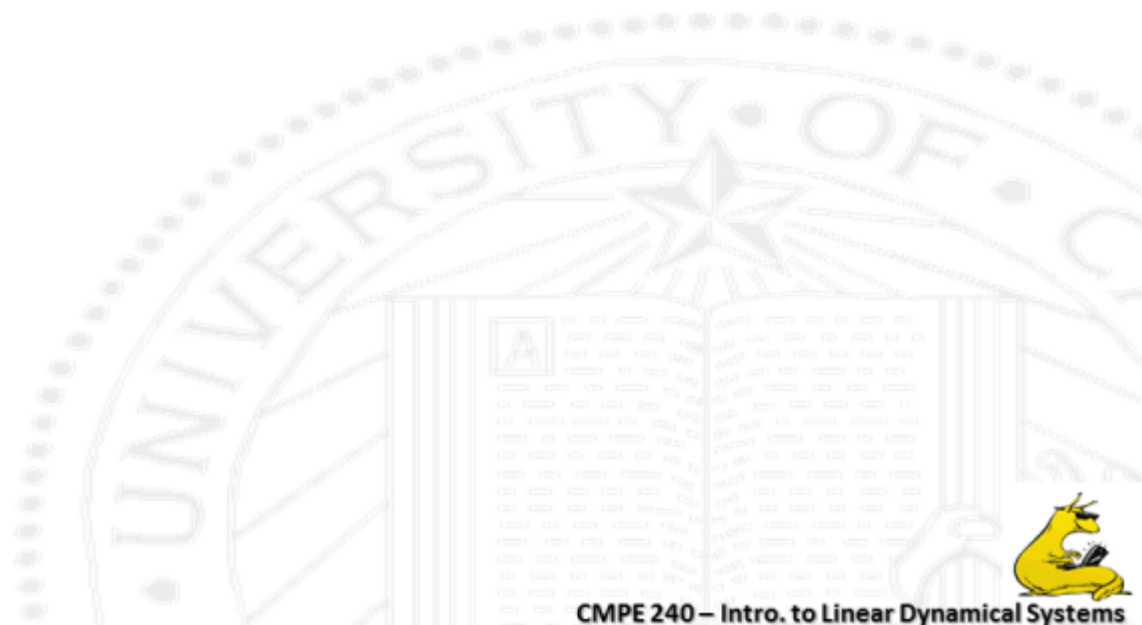




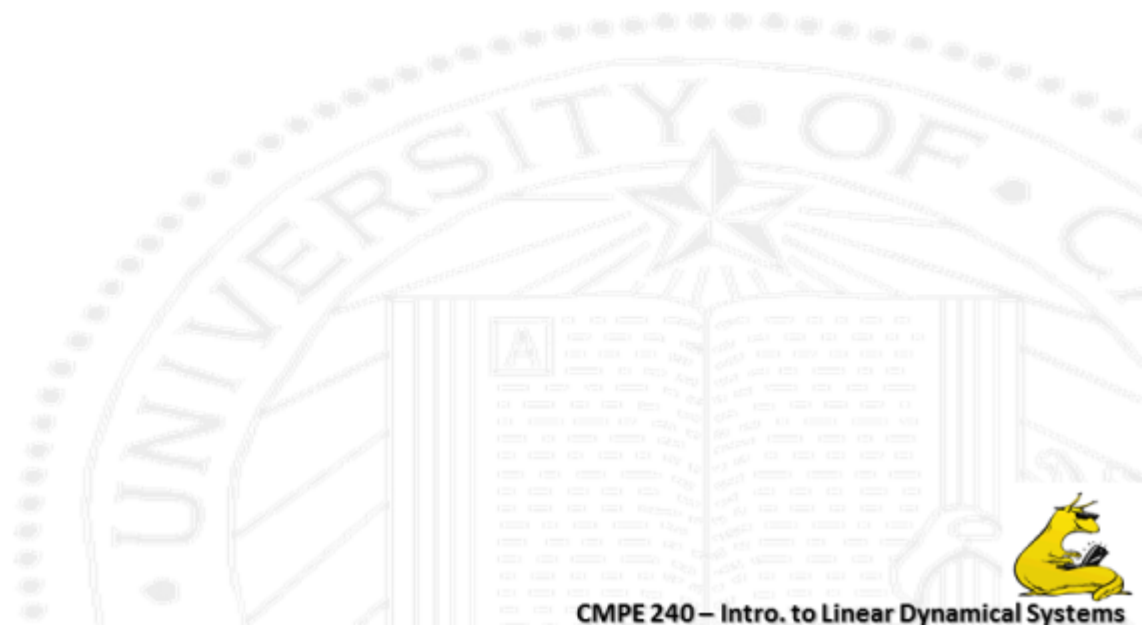
# Least-norm input for Reachability (1.3)



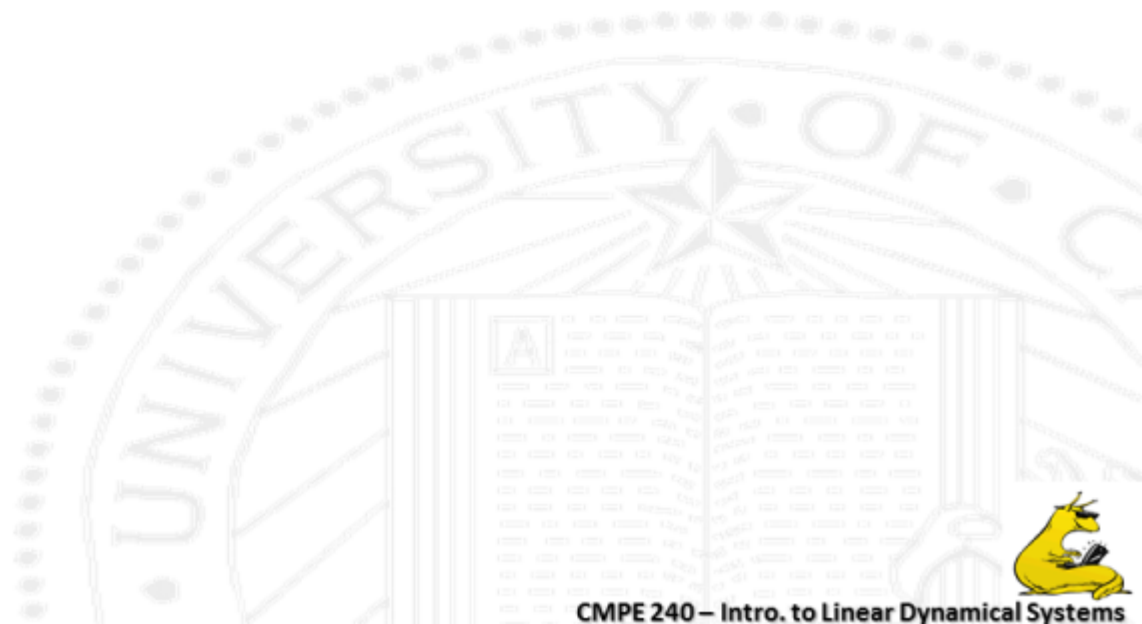
# Least-norm input for Reachability (2.3)



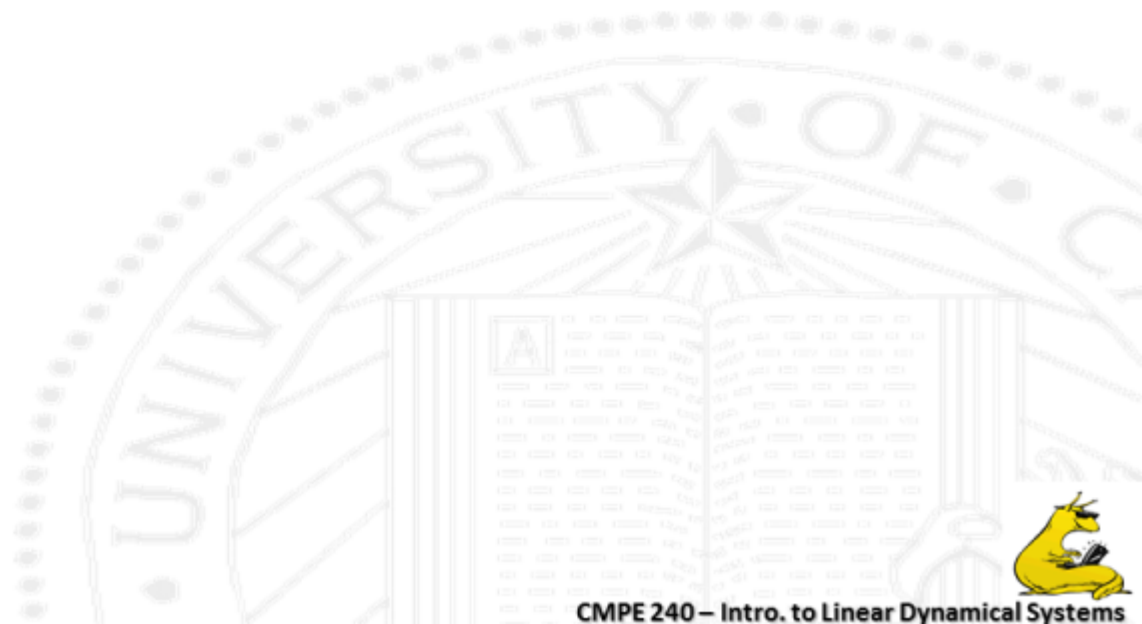
# Least-norm input for Reachability (3.3)



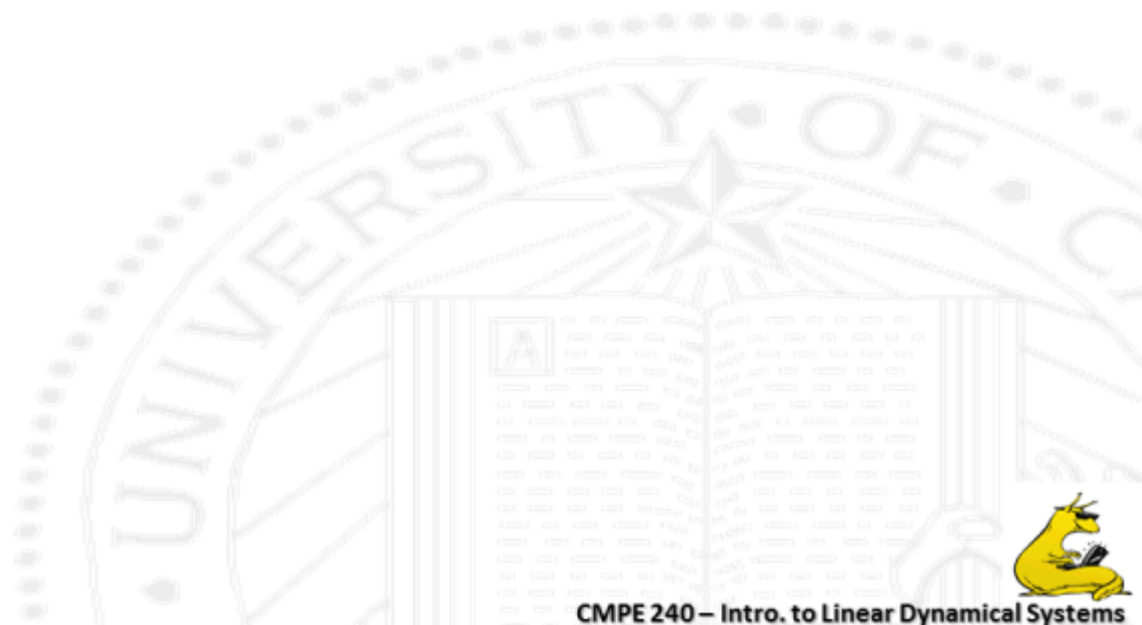
# Minimum Energy of Infinite Horizon (1.3)



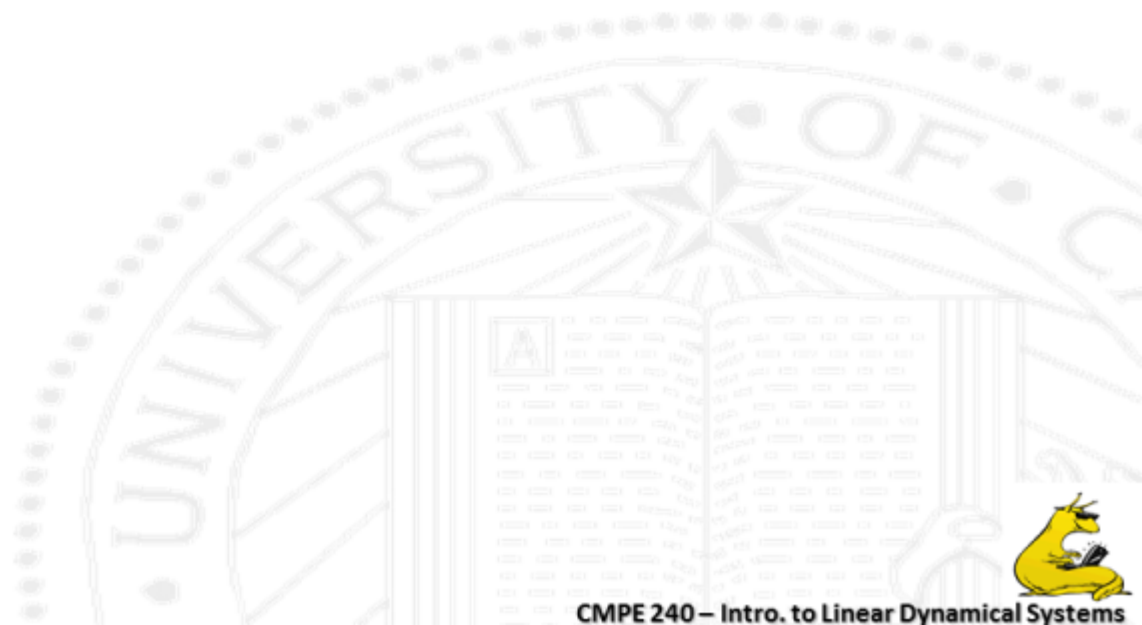
# Minimum Energy of Infinite Horizon (2.3)



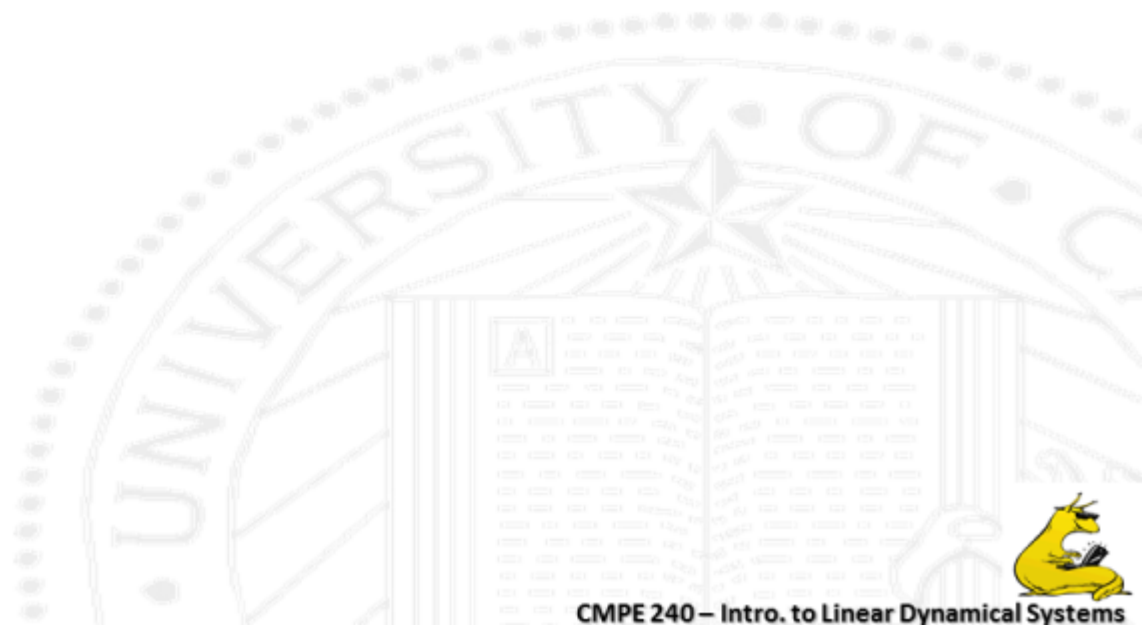
# Minimum Energy of Infinite Horizon (3.3)



# General State Transfer (1.2)

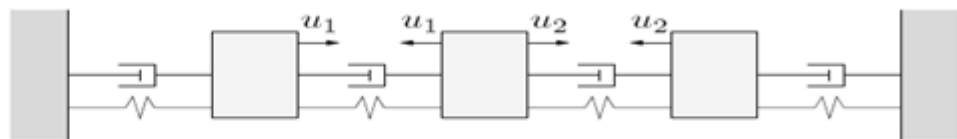


# General State Transfer (2.2)

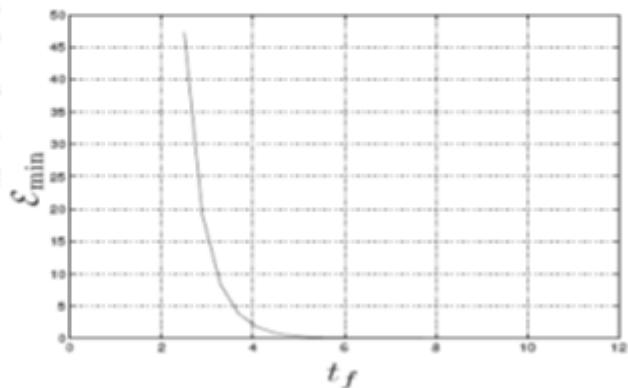
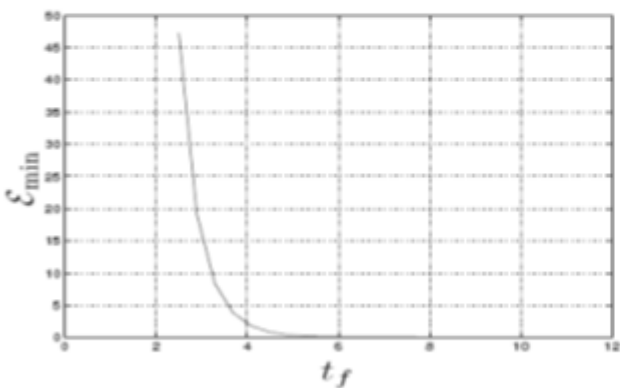
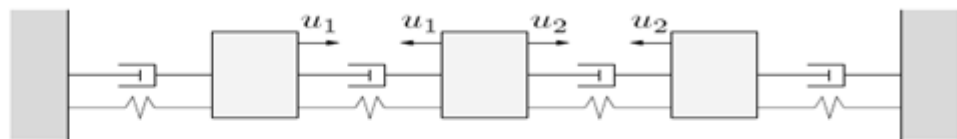




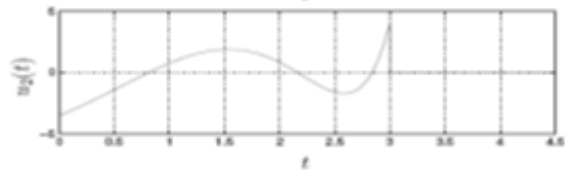
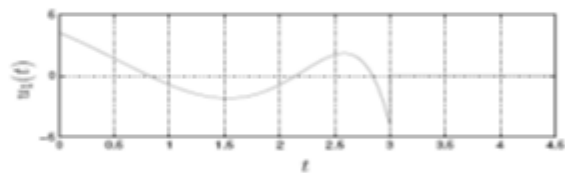
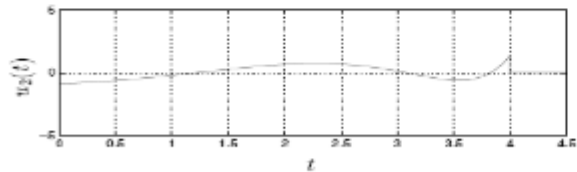
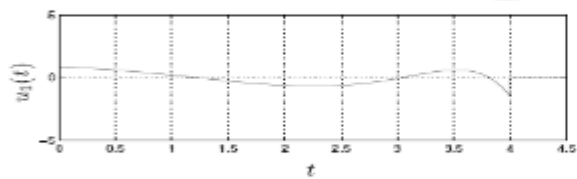
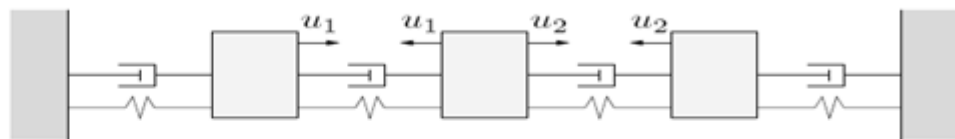
## Example (1.4)



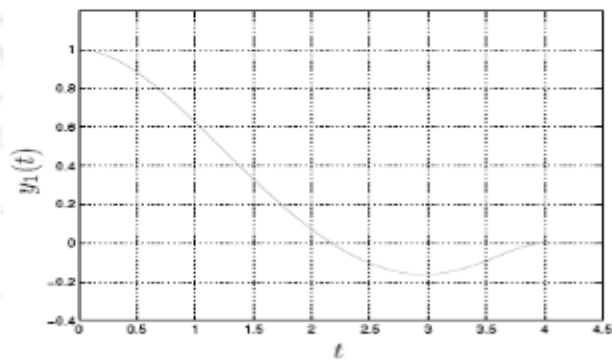
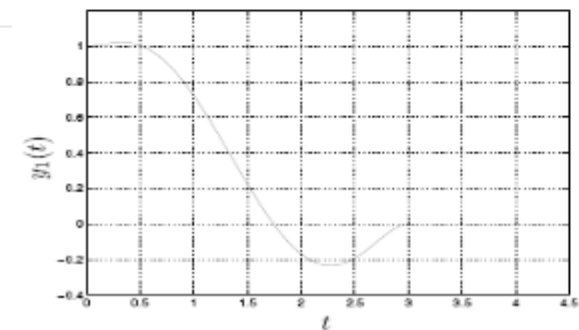
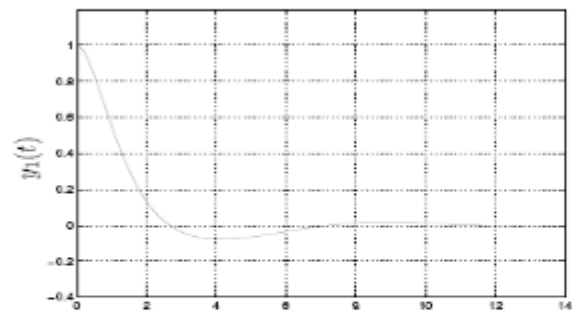
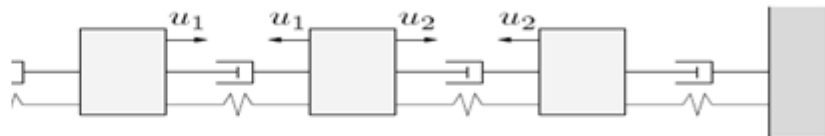
## Example (2.4)



# Example (3.4)

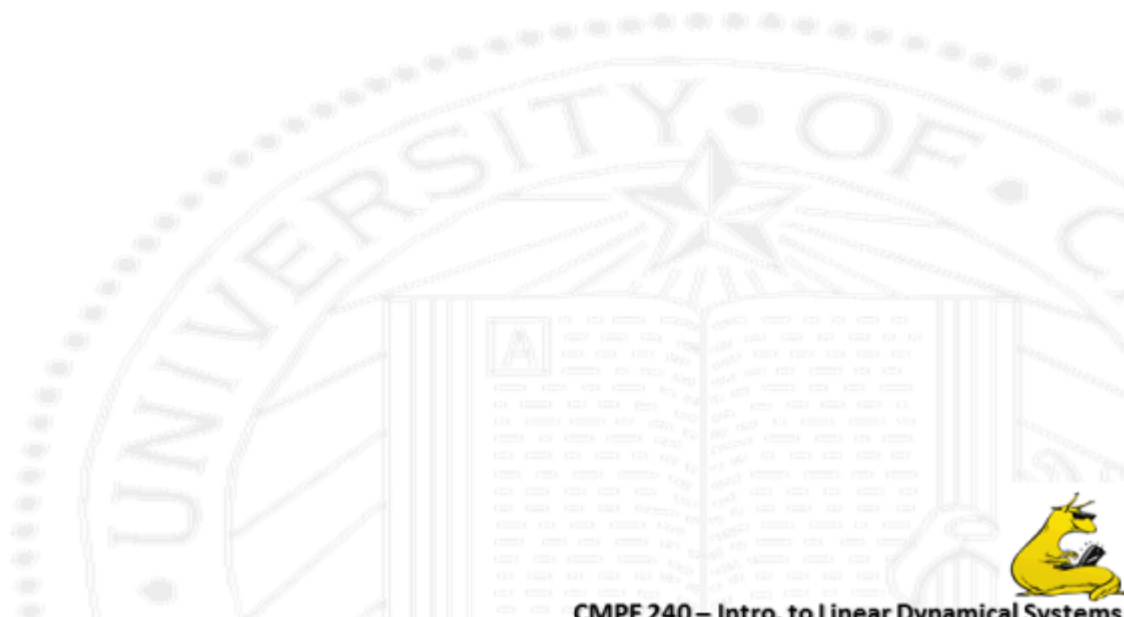


# Example (4.4)



Questions?





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**CMPE 240 – Intro. to Linear Dynamical Systems**