

# **Course Outline**

Common nonlinear phenomena

Lecture 1-3 Modelling and basic phenomena (linearization, phase plane, limit cycles)
Lecture 2-6 Analysis methods (Lyapunov, circle criterion, describing functions))
Lecture 7-8 Common nonlinearities (Saturation, friction, backlash, quantization))
Lecture 9-13 Design methods (Lyapunov methods, Backstepping, Optimal control)
Lecture 14 Summary

#### Input-dependent stability

- Stable periodic solutions
- Jump resonances and subresonances

Nonlinear model structures

- Common nonlinear components
- State equations
- Feedback representation

### Linear Systems

$$\xrightarrow{u} S \xrightarrow{y=S(u)}$$

**Definitions:** The system S is *linear* if

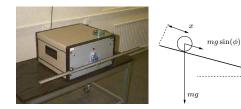
$$\begin{array}{rcl} S(\alpha u) &=& \alpha S(u), & \mbox{scaling} \\ S(u_1+u_2) &=& S(u_1)+S(u_2), & \mbox{superposition} \end{array}$$

A system is  $\ensuremath{\textit{time-invariant}}$  if delaying the input results in a delayed output:

$$y(t-\tau) = S(u(t-\tau))$$

## Linear models are not always enough

Example: Ball and beam



Linear model (acceleration along beam) : Combine  $F=m\cdot a=m\frac{d^2x}{dt^2}$  with  $F=mg\sin(\phi)$ :

 $\ddot{x}(t) = g\sin(\phi(t))$ 

#### Linear time-invariant systems are easy to analyze

Different representations of same system/behavior

$$\begin{split} \dot{x}(t) &= Ax(t) + Bu(t), \quad y(t) = Cx(t), \quad x(0) = 0 \\ y(t) &= g(t) \star u(t) = \int g(r)u(t-r)dr \\ Y(s) &= G(s)U(s) \end{split}$$

Local stability = global stability:

Eigenvalues of A (= poles of G(s)) in left half plane

Superposition:

Enough to know step (or impulse) response

Frequency analysis possible:

Sinusoidal inputs give sinusoidal outputs

# Linear models are not enough

$$\begin{split} x = \text{position (m)} \qquad \phi = \text{angle (rad)} \qquad g = 9.81 \text{ (m/s}^2)\\ \text{Can the ball move 0.1 meter from rest in 0.1 seconds?}\\ \text{Linearization: } \sin \phi \sim \phi \text{ for } \phi \sim 0 \end{split}$$

$$\left\{ \begin{array}{l} \ddot{x}(t)=g\phi \\ x(0)=0 \end{array} \right.$$

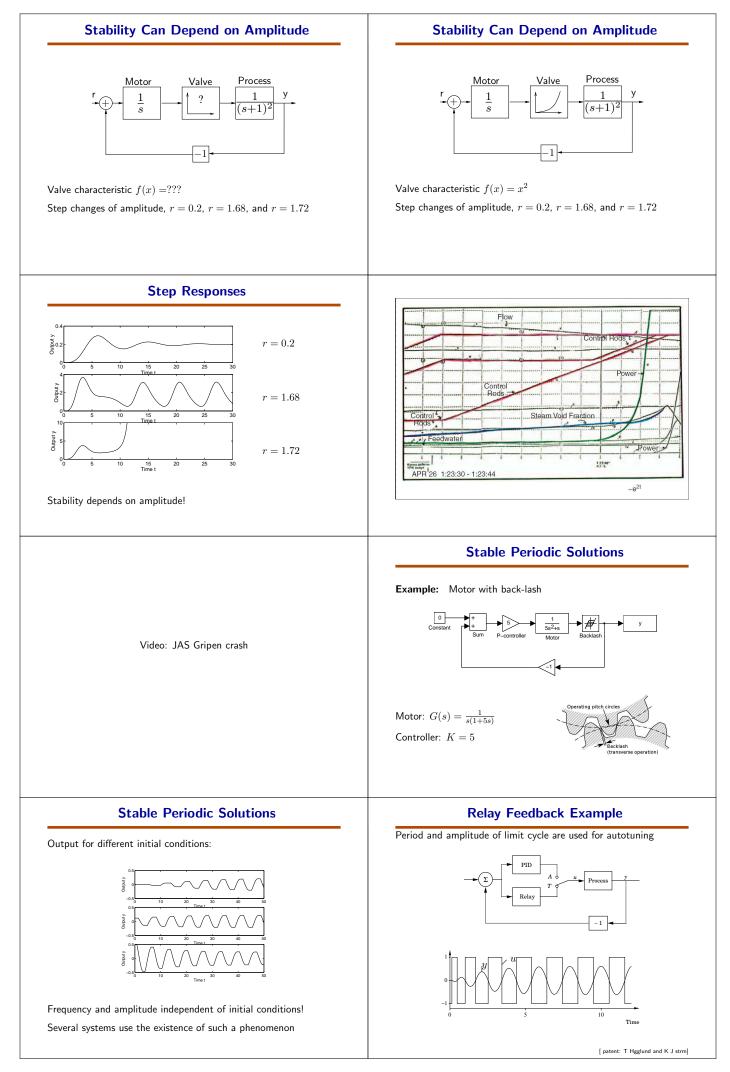
Solving the above gives  $x(t)=\frac{t^2}{2}g\phi$ For x(0.1)=0.1, one needs  $\phi=\frac{2*0.1}{0.1^2*g}\geq 2$  rad Clearly outside linear region! Contact problem, friction, centripetal force, saturation

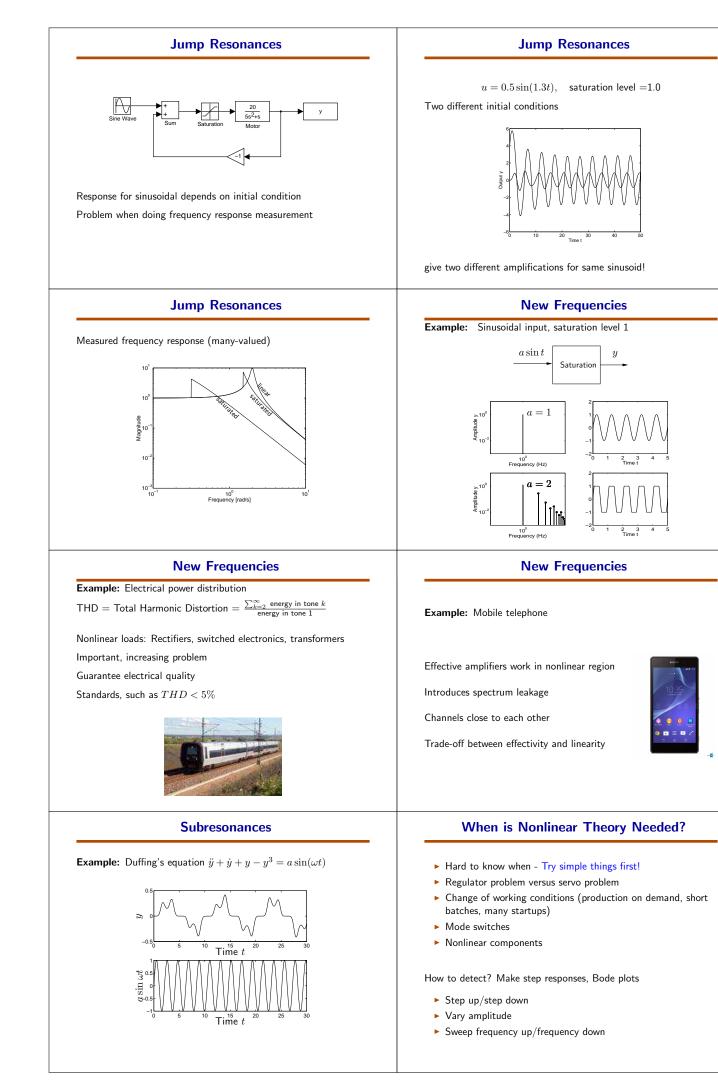
How fast can it be done? (Optimal control)

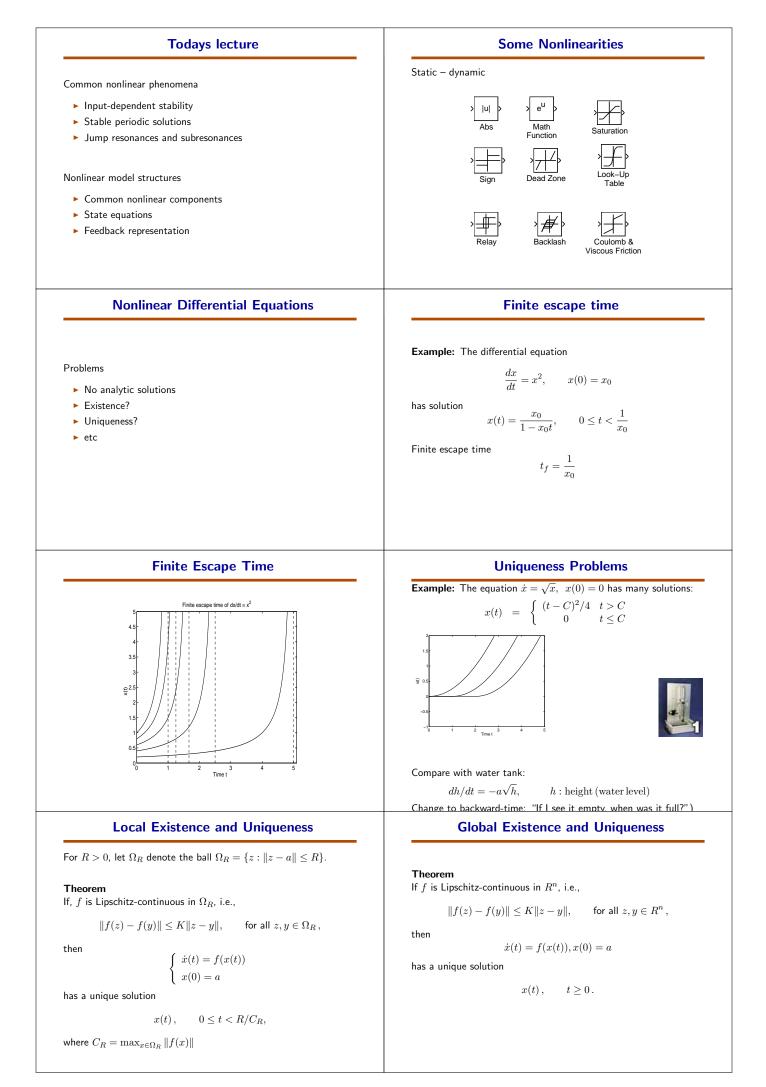
### Warm-Up Exercise: 1-D Nonlinear Control System

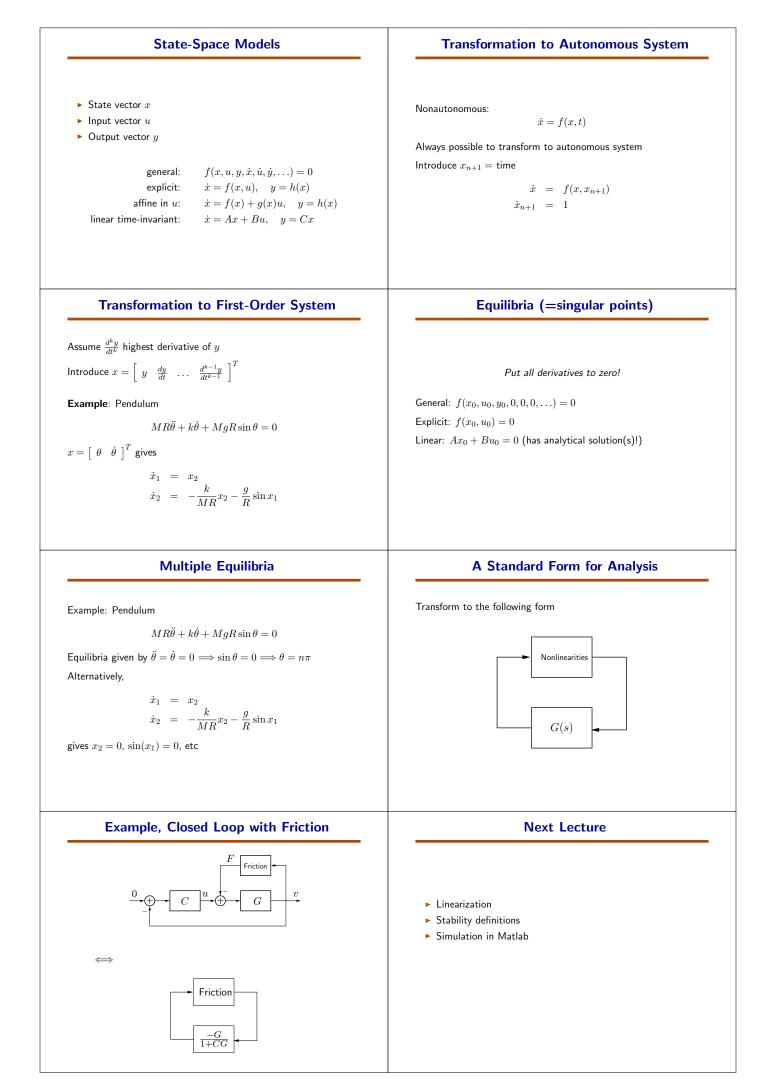
 $\dot{x} = x^2 - x + u$ 

- stability for x(0) = 0 and u = 0?
- stability for x(0) = 1 and u = 0?
- ▶ stability with linear feedback u = ax + b?
- ▶ stability with non-linear feedback u(x) = ?









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