

Lecture – 17

Linearization of Nonlinear Systems

Dr. Radhakant Padhi

Asst. Professor

Dept. of Aerospace Engineering

Indian Institute of Science - Bangalore



Problem statement

Problem: Given a nonlinear system

$$\dot{X} = f(X, U)$$

Derive an approximate linear system

$$\dot{X} = AX + BU$$

about an "Operating Point" (X_0, U_0)

Note: An operating point is a point through which the system trajectory passes.

Linearization: Scalar homogeneous systems

Scalar system: $\dot{x} = f(x), \quad x \in R$

Operating point: x_0

Define: $x = x_0 + \Delta x$

Taylor series:

$$\dot{x}_0 + \Delta\dot{x} = f(x_0 + \Delta x) = f(x_0) + f'(x)|_{x_0} \Delta x + \left\{ \cancel{f''(x)|_{x_0} \frac{(\Delta x)^2}{2!} + \dots} \right\}$$

HOT

Neglecting HOT, $\dot{x}_0 + \Delta\dot{x} \approx f(x_0) + f'(x_0)\Delta x$

Linearization: Scalar homogeneous systems

x_0 satisfies the differential equation $\dot{x}_0 = f(x_0)$

This leads to $\Delta\dot{x} = [f'(x_0)]\Delta x = a \Delta x$

For convenience, redefine $x \triangleq \Delta x$

This leads to

$$\dot{x} = ax$$

$$\text{where } a = f'(x)$$

Example - 1

Linearize: $\dot{x} = x^2 - 1, \quad x(0) = \pm 1$

Solution: $a_1 = \left. \frac{df}{dx} \right|_{x_0=1} = 2x_0 \Big|_{x_0=1} = 2$

$$a_2 = \left. \frac{df}{dx} \right|_{x_0=-1} = 2x_0 \Big|_{x_0=-1} = -2$$

The linearized system:

$$\begin{aligned} \dot{x} &= 2x & x_0 &= 1 \\ \dot{x} &= -2x & x_0 &= -1 \end{aligned}$$

Note: As the reference point changes, the linearized approximation also changes!

Linearization: General homogeneous systems

Homogeneous System:

$$\dot{X} = f(X), \quad f \triangleq [f_1 \quad f_2 \quad \dots \quad f_n]^T, \quad X \triangleq [x_1 \quad x_2 \quad \dots \quad x_n]^T$$

Taylor Series: $f(X_0 + \Delta X) = f(X_0) + \left[\frac{\partial f}{\partial X} \right]_{X_0} \Delta X + \text{HOT}$

$$\dot{X}_0 + \Delta \dot{X} \approx f(X_0) + \left[\frac{\partial f}{\partial X} \right]_{X_0} \Delta X$$

$$\Delta X \triangleq X$$

$$\dot{X} = A X$$

$$A = \left[\frac{\partial f}{\partial X} \right]_{X_0} \triangleq \begin{bmatrix} \frac{\partial f_1}{\partial x_1} & \dots & \frac{\partial f_1}{\partial x_n} \\ \vdots & \ddots & \vdots \\ \frac{\partial f_n}{\partial x_1} & \dots & \frac{\partial f_n}{\partial x_n} \end{bmatrix}$$

Example – 2: Van-der Pol's Oscillator (Limit cycle behaviour)

- Equation $M \ddot{x} + 2c(x^2 - 1)\dot{x} + kx = 0 \quad \{c, k > 0\}$

- State variables $x_1 \triangleq x, \quad x_2 \triangleq \dot{x}$

- State Space Equation

$$\underbrace{\begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \end{bmatrix}}_{\dot{X}} = \underbrace{\begin{bmatrix} x_2 \\ -\frac{2c}{m}(x_1^2 - 1)x_2 - \frac{k}{m}x_1 \end{bmatrix}}_{F(X)} : \text{Homogeneous nonlinear system}$$

Example – 2: Van-der Pol's Oscillator (Limit cycle behaviour)

- Operating Point: $\begin{bmatrix} x_{1_0} & x_{2_0} \end{bmatrix}^T = \begin{bmatrix} 0 & 0 \end{bmatrix}^T$
- Linearized State Space Equation

$$\underbrace{\begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \end{bmatrix}}_{\dot{X}} = \left[\begin{array}{cc} 0 & 1 \\ -\frac{2cx_2(2x_1)}{m} - \frac{k}{m}x_1 & -\frac{2c}{m}(x_1^2 - 1) \end{array} \right]_{X_0=0} \underbrace{\begin{bmatrix} x_1 \\ x_2 \end{bmatrix}}_X$$
$$= \underbrace{\begin{bmatrix} 0 & 1 \\ 0 & \frac{2c}{m} \end{bmatrix}}_A \underbrace{\begin{bmatrix} x_1 \\ x_2 \end{bmatrix}}_X$$

Linearization: General Systems

System having control input

$$\dot{X} = f(X, U), \quad f, X \in \mathbb{R}^n, \quad U \in \mathbb{R}^m$$

Reference point: (X_0, U_0)

Taylor series expansion:

$$\begin{aligned} & f(X_0 + \Delta X, U_0 + \Delta U) \\ &= f(X_0, U_0) + \left[\frac{\partial f}{\partial X} \right]_{(X_0, U_0)} \Delta X + \left[\frac{\partial f}{\partial U} \right]_{(X_0, U_0)} \Delta U + \text{HOT} \end{aligned}$$

Linearization

$$\cancel{\dot{X}}_0 + \Delta \dot{X} \approx f(\cancel{X}_0, \cancel{U}_0) + \left[\frac{\partial f}{\partial X} \right]_{(X_0, U_0)} \Delta X + \left[\frac{\partial f}{\partial U} \right]_{(X_0, U_0)} \Delta U$$

$$\Delta \dot{X} = A \Delta X + B \Delta U$$

Re-define: $\Delta X \triangleq X$, $\Delta U \triangleq U$

This leads to $\dot{X} = AX + BU$

$$A_{n \times n} = \left[\frac{\partial f}{\partial X} \right]_{(X_0, U_0)} = \begin{bmatrix} \frac{\partial f_1}{\partial x_1} & \dots & \frac{\partial f_1}{\partial x_n} \\ \vdots & \ddots & \vdots \\ \frac{\partial f_n}{\partial x_1} & \dots & \frac{\partial f_n}{\partial x_n} \end{bmatrix}_{(X_0, U_0)} \quad B_{n \times m} = \left[\frac{\partial f}{\partial U} \right]_{(X_0, U_0)} = \begin{bmatrix} \frac{\partial f_1}{\partial u_1} & \dots & \frac{\partial f_1}{\partial u_m} \\ \vdots & \ddots & \vdots \\ \frac{\partial f_n}{\partial u_1} & \dots & \frac{\partial f_n}{\partial u_m} \end{bmatrix}_{(X_0, U_0)}$$

Example – 3: Spinning Body Dynamics (Satellite dynamics)

Dynamics:

$$\dot{\omega}_1 = \left(\frac{I_2 - I_3}{I_1} \right) \omega_2 \omega_3 + \left(\frac{1}{I_1} \right) \tau_1$$
$$\dot{\omega}_2 = \left(\frac{I_3 - I_1}{I_2} \right) \omega_3 \omega_1 + \left(\frac{1}{I_2} \right) \tau_2$$
$$\dot{\omega}_3 = \left(\frac{I_1 - I_2}{I_3} \right) \omega_1 \omega_2 + \left(\frac{1}{I_3} \right) \tau_3$$

I_1, I_2, I_3 : MI about principal axes

$\omega_1, \omega_2, \omega_3$: Angular velocities about principal axes

τ_1, τ_2, τ_3 : Torques about principal axes

Example – 3: Spinning Body Dynamics (Satellite dynamics)

- Operating Point:
$$\begin{bmatrix} \omega_{1_0} & \omega_{2_0} & \omega_{3_0} \end{bmatrix}^T = \begin{bmatrix} 0 & 0 & 0 \end{bmatrix}^T$$
$$\begin{bmatrix} \tau_{1_0} & \tau_{2_0} & \tau_{3_0} \end{bmatrix}^T = \begin{bmatrix} 0 & 0 & 0 \end{bmatrix}^T$$
- Linearized State Space Equation (Double Integrator)

$$\underbrace{\begin{bmatrix} \dot{\omega}_1 \\ \dot{\omega}_2 \\ \dot{\omega}_3 \end{bmatrix}}_{\dot{X}} = \underbrace{\begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}}_A \underbrace{\begin{bmatrix} \omega_1 \\ \omega_2 \\ \omega_3 \end{bmatrix}}_X + \underbrace{\begin{bmatrix} (1/I_1) & 0 & 0 \\ 0 & (1/I_2) & 0 \\ 0 & 0 & (1/I_3) \end{bmatrix}}_B \underbrace{\begin{bmatrix} \tau_1 \\ \tau_2 \\ \tau_3 \end{bmatrix}}_U$$

Example – 4: Airplane Dynamics, Six Degree-of-Freedom Nonlinear Model

Ref: Roskam J., Airplane Flight Dynamics and Automatic Controls, 1995

$$\dot{U} = VR - WQ - g \sin \Theta + (F_{Ax} + F_{Tx}) / m$$

$$\dot{V} = WP - UR + g \sin \Phi \cos \Theta + (F_{Ay} + F_{Ty}) / m$$

$$\dot{W} = UQ - VP + g \cos \Phi \cos \Theta + (F_{Az} + F_{Tz}) / m$$

$$\dot{P} = c_1 QR + c_2 PQ + c_3 (L_A + L_T) + c_4 (N_A + N_T)$$

$$\dot{Q} = c_5 PR - c_6 (P^2 - R^2) + c_7 (M_A + M_T)$$

$$\dot{R} = c_8 PQ - c_2 QR + c_4 (L_A + L_T) + c_9 (N_A + N_T)$$

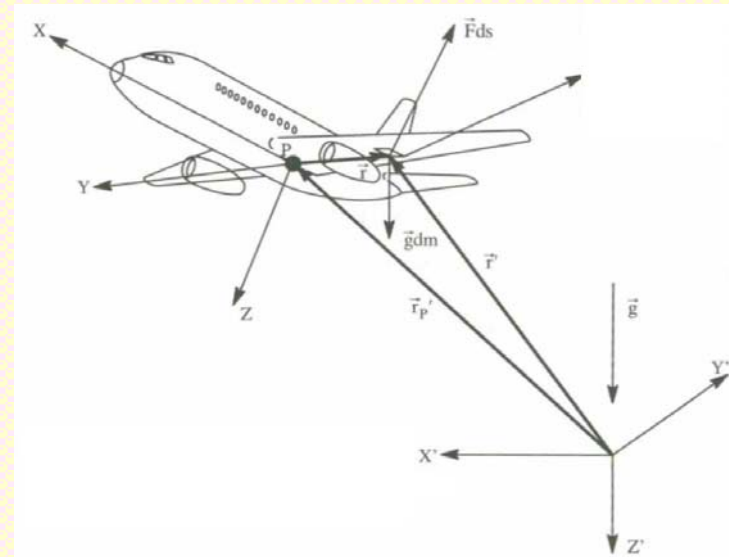
$$\dot{\Phi} = P + Q \sin \Phi \tan \Theta + R \cos \Phi \tan \Theta$$

$$\dot{\Theta} = Q \cos \Phi - R \sin \Phi$$

$$\dot{\Psi} = (Q \sin \Phi + R \cos \Phi) \sec \Theta$$

$$\begin{bmatrix} \dot{X}' \\ \dot{Y}' \\ \dot{Z}' \end{bmatrix} = \begin{bmatrix} \cos \Psi & -\sin \Psi & 0 \\ \sin \Psi & \cos \Psi & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \cos \Theta & 0 & \sin \Theta \\ 0 & 1 & 0 \\ -\sin \Theta & 0 & \cos \Theta \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \Phi & -\sin \Phi \\ 0 & \sin \Phi & \cos \Phi \end{bmatrix} \begin{bmatrix} U \\ V \\ W \end{bmatrix}$$

[Note: $\dot{h} = -\dot{Z}'$]



Linearization using Small Perturbation Theory

Perturbation in the variables:

$$U = U_0 + \Delta U \quad V = V_0 + \Delta V \quad W = W_0 + \Delta W$$

$$P = P_0 + \Delta P \quad Q = Q_0 + \Delta Q \quad R = R_0 + \Delta R$$

$$X = X_0 + \Delta X \quad Y = Y_0 + \Delta Y \quad Z = Z_0 + \Delta Z$$

$$X_T = X_{T_0} + \Delta X_T \quad Y_T = Y_{T_0} + \Delta Y_T \quad Z_T = Z_{T_0} + \Delta Z$$

$$M = M_0 + \Delta M \quad N = N_0 + \Delta N \quad L = L_0 + \Delta L$$

$$\Phi = \Phi_0 + \Delta\phi \quad \Theta = \Theta_0 + \Delta\theta \quad \Psi = \Psi_0 + \Delta\psi$$

$$\delta_A = \delta_{A_0} + \Delta\delta_A \quad \delta_E = \delta_{E_0} + \Delta\delta_E \quad \delta_R = \delta_{R_0} + \Delta\delta_R$$

Trim Condition for Straight and Level Flight

- Assume: $V_0 = P_0 = Q_0 = R_0 = \Phi_0 = \underbrace{Y_{T_0} = Z_{T_0}}_{\text{Typically True } \forall t} = 0$
- Select: X_{T_0}, z_{I_0} (i.e. h_0)
- Enforce: $\dot{U} = \dot{V} = \dot{W} = \dot{P} = \dot{Q} = \dot{R} = \dot{\Phi} = \dot{\Theta} = \dot{z}_I = 0$
- Solve for: $U_0, W_0, X_0, Y_0, Z_0, L_0, M_0, N_0, \Theta_0$
- Verify: $Y_0 = L_0 = M_0 = N_0 = 0$

Linearization using Small Perturbation Theory

Reference: R. C. Nelson, Flight Stability and Automatic Control, McGraw-Hill, 1989.

$$\Delta X = \frac{\partial X}{\partial U} \Delta U + \frac{\partial X}{\partial W} \Delta W + \frac{\partial X}{\partial \delta_E} \Delta \delta_E + \frac{\partial X}{\partial \delta_T} \Delta \delta_T$$

$$\Delta Y = \frac{\partial Y}{\partial V} \Delta V + \frac{\partial Y}{\partial P} \Delta P + \frac{\partial Y}{\partial R} \Delta R + \frac{\partial Y}{\partial \delta_R} \Delta \delta_R$$

$$\Delta Z = \frac{\partial Z}{\partial U} \Delta U + \frac{\partial Z}{\partial W} \Delta W + \frac{\partial Z}{\partial \dot{W}} \Delta \dot{W} + \frac{\partial Z}{\partial Q} \Delta Q + \frac{\partial Z}{\partial \delta_E} \Delta \delta_E + \frac{\partial Z}{\partial \delta_T} \Delta \delta_T$$

$$\Delta L = \frac{\partial L}{\partial V} \Delta V + \frac{\partial L}{\partial P} \Delta P + \frac{\partial L}{\partial R} \Delta R + \frac{\partial L}{\partial \delta_R} \Delta \delta_R + \frac{\partial L}{\partial \delta_A} \Delta \delta_A$$

$$\Delta M = \frac{\partial M}{\partial U} \Delta U + \frac{\partial M}{\partial W} \Delta W + \frac{\partial M}{\partial \dot{W}} \Delta \dot{W} + \frac{\partial M}{\partial Q} \Delta Q + \frac{\partial M}{\partial \delta_E} \Delta \delta_E + \frac{\partial M}{\partial \delta_T} \Delta \delta_T$$

$$\Delta N = \frac{\partial N}{\partial V} \Delta V + \frac{\partial N}{\partial P} \Delta P + \frac{\partial N}{\partial R} \Delta R + \frac{\partial N}{\partial \delta_R} \Delta \delta_R + \frac{\partial N}{\partial \delta_A} \Delta \delta_A$$

State Variable Representation of Longitudinal Dynamics

Reference: R. C. Nelson, Flight Stability and Automatic Control, McGraw-Hill, 1989.

State space form:

$$\dot{X} = AX + BU_c$$

$$A = \begin{bmatrix} X_U & X_W & 0 & -g \\ Z_U & Z_W & U_0 & 0 \\ M_U + M_{\dot{W}}Z_U & M_W + M_{\dot{W}}Z_W & M_Q + M_{\dot{W}}U_0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

$$X = \begin{bmatrix} \Delta U \\ \Delta W \\ \Delta Q \\ \Delta \theta \end{bmatrix}$$

$$B = \begin{bmatrix} X_{\delta_E} & X_{\delta_T} \\ Z_{\delta_E} & Z_{\delta_T} \\ M_{\delta_E} + M_{\dot{W}}Z_{\delta_E} & M_{\delta_T} + M_{\dot{W}}Z_{\delta_T} \\ 0 & 0 \end{bmatrix}$$

$$U_c = \begin{bmatrix} \Delta \delta_E \\ \Delta \delta_T \end{bmatrix}$$

$$X_U = \frac{1}{m} \left(\frac{\partial X}{\partial U} \right), \quad X_W = \frac{1}{m} \left(\frac{\partial X}{\partial W} \right) \text{ etc.}$$

State Variable Representation of Lateral Dynamics

State space form: $\dot{X} = AX + BU_c$

$$A = \begin{bmatrix} Y_V & Y_P & -(U_0 - Y_R) & g \cos \theta_0 \\ L_V^* + \frac{I_{XZ}}{I_X} N_V^* & L_P^* + \frac{I_{XZ}}{I_X} N_P^* & L_R^* + \frac{I_{XZ}}{I_X} N_R^* & 0 \\ N_V^* + \frac{I_{XZ}}{I_Z} L_V^* & N_P^* + \frac{I_{XZ}}{I_Z} L_P^* & N_R^* + \frac{I_{XZ}}{I_Z} L_R^* & 0 \\ 0 & 1 & 0 & 1 \end{bmatrix} \quad X = \begin{bmatrix} \Delta V \\ \Delta P \\ \Delta R \\ \Delta \phi \end{bmatrix}$$

$$B = \begin{bmatrix} 0 & Y_{\delta_R} \\ L_{\delta_A}^* + \frac{I_{XZ}}{I_X} N_{\delta_A}^* & L_{\delta_R}^* + \frac{I_{XZ}}{I_X} N_{\delta_R}^* \\ N_{\delta_A}^* + \frac{I_{XZ}}{I_Z} L_{\delta_A}^* & N_{\delta_R}^* + \frac{I_{XZ}}{I_Z} L_{\delta_R}^* \\ 0 & 0 \end{bmatrix} \quad U_c = \begin{bmatrix} \Delta \delta_A \\ \Delta \delta_R \end{bmatrix}$$

Linearization: Points to remember

- Linearized system is always a **local approximation** about the operating point
- As the operating point changes, the linearized model changes (for the same nonlinear system)
- The usual objective of control design using the linearized dynamics is “deviation minimization” (i.e. regulation)
- Control design based on linearized dynamics always relies on the philosophy of “gain scheduling” (i.e. gain interpolation)

Thanks for the Attention...!

