

## EL2620 Nonlinear Control

### Lecture 10

- Exact feedback linearization
- Input-output linearization
- Lyapunov-based control design methods



## Output Feedback and State Feedback

$$\dot{x} = f(x, u)$$

$$y = h(x)$$

- **Output feedback:** Find  $u = k(y)$  such that the closed-loop system

$$\dot{x} = f(x, k(h(x)))$$

has nice properties.

- **State feedback:** Find  $u = \ell(x)$  such that

$$\dot{x} = f(x, \ell(x))$$

has nice properties.

$k$  and  $\ell$  may include dynamics.

## Nonlinear Controllers

- Nonlinear dynamical controller:  $\dot{z} = a(z, y), u = c(z)$
- Linear dynamics, static nonlinearity:  $\dot{z} = Az + By, u = c(z)$
- Linear controller:  $\dot{z} = Az + By, u = Cz$

## Nonlinear Observers

What if  $x$  is not measurable?

$$\dot{x} = f(x, u), \quad y = h(x)$$

Simplest observer

$$\dot{\hat{x}} = f(\hat{x}, u)$$

Feedback correction, as in linear case,

$$\dot{\hat{x}} = f(\hat{x}, u) + K(y - h(\hat{x}))$$

Choices of  $K$

- Linearize  $f$  at  $x_0$ , find  $K$  for the linearization
- Linearize  $f$  at  $\hat{x}(t)$ , find  $K = K(\hat{x})$  for the linearization

Second case is called *Extended Kalman Filter*

## Some state feedback control approaches

- Exact feedback linearization
- Input-output linearization
- Lyapunov-based design - *backstepping control*

## Exact Feedback Linearization

Consider the nonlinear *control-affine* system

$$\dot{x} = f(x) + g(x)u$$

**idea:** use a state-feedback controller  $u(x)$  to make the system linear

Example 1:

$$\dot{x} = \cos x - x^3 + u$$

The state-feedback controller

$$u(x) = -\cos x + x^3 - kx + v$$

yields the linear system

$$\dot{x} = -kx + v$$

## Another Example

$$\dot{x}_1 = a \sin x_2$$

$$\dot{x}_2 = -x_1^2 + u$$

How do we cancel the term  $\sin x_2$ ?

Perform transformation of states into linearizable form:

$$z_1 = x_1, \quad z_2 = \dot{x}_1 = a \sin x_2$$

yields

$$\dot{z}_1 = z_2, \quad \dot{z}_2 = a \cos x_2 (-x_1^2 + u)$$

and the linearizing control becomes

$$u(x) = x_1^2 + \frac{v}{a \cos x_2}, \quad x_2 \in [-\pi/2, \pi/2]$$

## Diffeomorphisms

A nonlinear state transformation  $z = T(x)$  with

- $T$  invertible for  $x$  in the domain of interest
- $T$  and  $T^{-1}$  continuously differentiable

is called a *diffeomorphism*

**Definition:** A nonlinear system

$$\dot{x} = f(x) + g(x)u$$

is **feedback linearizable** if there exist a diffeomorphism  $T$  whose domain contains the origin and transforms the system into the form

$$\dot{x} = Ax + B\gamma(x)(u - \alpha(x))$$

with  $(A, B)$  controllable and  $\gamma(x)$  nonsingular for all  $x$  in the domain of interest.

## Exact vs. Input-Output Linearization

The example again, but now with an output

$$\dot{x}_1 = a \sin x_2, \quad \dot{x}_2 = -x_1^2 + u, \quad y = x_2$$

- The control law  $u = x_1^2 + v/a \cos x_2$  yields

$$\dot{z}_1 = z_2; \quad \dot{z}_2 = v; \quad y = \sin^{-1}(z_2/a)$$

which is nonlinear in the output.

- If we want a linear input-output relationship we could instead use

$$u = x_1^2 + v$$

to obtain

$$\dot{x}_1 = a \sin x_2, \quad \dot{x}_2 = v, \quad y = x_2$$

which is linear from  $v$  to  $y$  (but what about the *unobservable state*  $x_1$ ?)

## Input-Output Linearization

Use state feedback  $u(x)$  to make the control-affine system

$$\begin{aligned} \dot{x} &= f(x) + g(x)u \\ y &= h(x) \end{aligned}$$

linear from the input  $v$  to the output  $y$

- The general idea:* differentiate the output,  $y = h(x)$ ,  $p$  times until the control  $u$  appears explicitly in  $y^{(p)}$ , and then determine  $u$  so that

$$y^{(p)} = v$$

$$\text{i.e., } G(s) = 1/s^p$$

Example: controlled van der Pol equation

$$\begin{aligned} \dot{x}_1 &= x_2 \\ \dot{x}_2 &= -x_1 + \epsilon(1 - x_1^2)x_2 + u \\ y &= x_1 \end{aligned}$$

Differentiate the output

$$\begin{aligned} \dot{y} &= \dot{x}_1 = x_2 \\ \ddot{y} &= \dot{x}_2 = -x_1 + \epsilon(1 - x_1^2)x_2 + u \end{aligned}$$

The state feedback controller

$$u = x_1 - \epsilon(1 - x_1^2)x_2 + v \Rightarrow \ddot{y} = v$$

## Lie Derivatives

Consider the nonlinear SISO system

$$\begin{aligned} \dot{x} &= f(x) + g(x)u; \quad x \in \mathbb{R}^n, u \in \mathbb{R}^1 \\ y &= h(x), \quad y \in \mathbb{R} \end{aligned}$$

The derivative of the output

$$\dot{y} = \frac{dh}{dx} \dot{x} = \frac{dh}{dx} (f(x) + g(x)u) \triangleq L_f h(x) + L_g h(x)u$$

where  $L_f h(x)$  and  $L_g h(x)$  are the *Lie derivatives* ( $L_f h$  is the derivative of  $h$  along the vector field of  $\dot{x} = f(x)$ )

Repeated derivatives

$$L_f^k h(x) = \frac{d(L_f^{k-1} h)}{dx} f(x), \quad L_g L_f h(x) = \frac{d(L_f h)}{dx} g(x)$$

## Lie derivatives and relative degree

- The relative degree  $p$  of a system is defined as the number of integrators between the input and the output (the number of times  $y$  must be differentiated for the input  $u$  to appear)
- A linear system

$$\frac{Y(s)}{U(s)} = \frac{b_0 s^m + \dots + b_m}{s^n + a_1 s^{n-1} + \dots + a_n}$$

has relative degree  $p = n - m$

- A nonlinear system has relative degree  $p$  if

$$L_g L_f^{i-1} h(x) = 0, i = 1, \dots, p-1; \quad L_g L_f^{p-1} h(x) \neq 0 \quad \forall x \in D$$

## Example

The controlled van der Pol equation

$$\begin{aligned} \dot{x}_1 &= x_2 \\ \dot{x}_2 &= -x_1 + \epsilon(1 - x_1^2)x_2 + u \\ y &= x_1 \end{aligned}$$

Differentiating the output

$$\begin{aligned} \dot{y} &= \dot{x}_1 = x_2 \\ \ddot{y} &= \dot{x}_2 = -x_1 + \epsilon(1 - x_1^2)x_2 + u \end{aligned}$$

Thus, the system has relative degree  $p = 2$

## The input-output linearizing control

Consider a  $n$ th order SISO system with relative degree  $p$

$$\begin{aligned} \dot{x} &= f(x) + g(x)u \\ y &= h(x) \end{aligned}$$

Differentiating the output

$$\begin{aligned} \dot{y} &= \frac{dh}{dx} \dot{x} = L_f h(x) + \overbrace{L_g h(x)}^{=0} u \\ &\vdots \\ y^{(p)} &= L_f^p h(x) + L_g L_f^{p-1} h(x) u \end{aligned}$$

and hence the state-feedback controller

$$u = \frac{1}{L_g L_f^{p-1} h(x)} (-L_f^p h(x) + v)$$

results in the linear input-output system

$$y^{(p)} = v$$

## Zero Dynamics

- Note that the order of the linearized system is  $p$ , corresponding to the relative degree of the system
- Thus, if  $p < n$  then  $n - p$  states are unobservable in  $y$ .
- The dynamics of the  $n - p$  states not observable in the linearized dynamics of  $y$  are called the **zero dynamics**. Corresponds to the dynamics of the system when  $y$  is forced to be zero for all times.
- A system with **unstable zero dynamics** is called non-minimum phase (and should not be input-output linearized!)

## van der Pol again

$$\dot{x}_1 = x_2$$

$$\dot{x}_2 = -x_1 + \epsilon(1 - x_1^2)x_2 + u$$

- With  $y = x_1$  the relative degree  $p = n = 2$  and there are no zero dynamics, thus we can transform the system into  $\dot{y} = v$ . *Try it yourself!*
- With  $y = x_2$  the relative degree  $p = 1 < n$  and the zero dynamics are given by  $\dot{x}_1 = 0$ , which is not asymptotically stable (but bounded)

## Lyapunov-Based Control Design Methods

$$\dot{x} = f(x, u)$$

- Find stabilizing state feedback  $u = u(x)$
- Verify stability through Control Lyapunov function
- Methods depend on structure of  $f$

Here we limit discussion to **Back-stepping control design**, which require certain  $f$  discussed later.

## A simple introductory example

Consider

$$\dot{x} = \cos x - x^3 + u$$

Apply the linearizing control

$$u = -\cos x + x^3 - kx$$

Choose the Lyapunov candidate  $V(x) = x^2/2$

$$V(x) > 0, \quad \dot{V} = -kx^2 < 0$$

Thus, the system is globally asymptotically stable

But, the term  $x^3$  in the control law may require large control moves!

The same example

$$\dot{x} = \cos x - x^3 + u$$

Now try the control law

$$u = -\cos x - kx$$

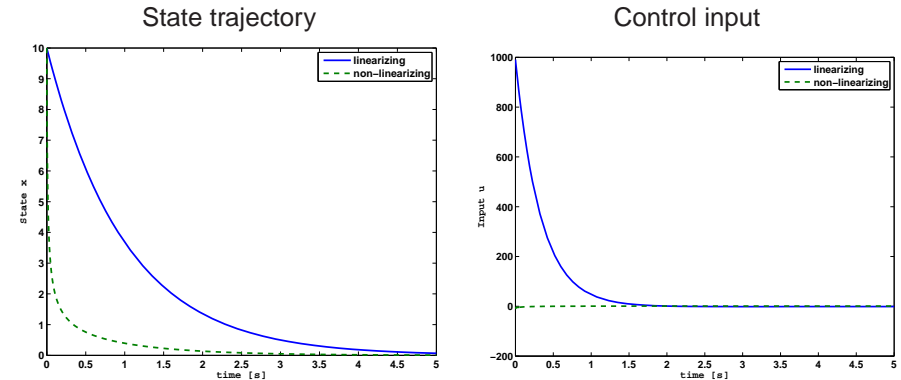
Choose the same Lyapunov candidate  $V(x) = x^2/2$

$$V(x) > 0, \quad \dot{V} = -x^4 - kx^2 < 0$$

Thus, also globally asymptotically stable (and more negative  $\dot{V}$ )

## Simulating the two controllers

Simulation with  $x(0) = 10$



The linearizing control is slower and uses excessive input

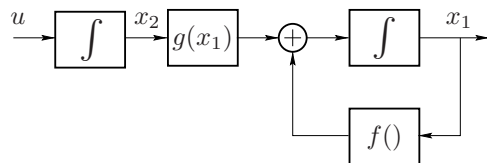
## Back-Stepping Control Design

We want to design a state feedback  $u = u(x)$  that stabilizes

$$\begin{aligned} \dot{x}_1 &= f(x_1) + g(x_1)x_2 \\ \dot{x}_2 &= u \end{aligned} \tag{1}$$

at  $x = 0$  with  $f(0) = 0$ .

**Idea:** See the system as a cascade connection. Design controller first for the inner loop and then for the outer.



Suppose the partial system

$$\dot{x}_1 = f(x_1) + g(x_1)\bar{v}$$

can be stabilized by  $\bar{v} = \phi(x_1)$  and there exists Lyapunov fcn  $V_1 = V_1(x_1)$  such that

$$\dot{V}_1(x_1) = \frac{dV_1}{dx_1} \left( f(x_1) + g(x_1)\phi(x_1) \right) \leq -W(x_1)$$

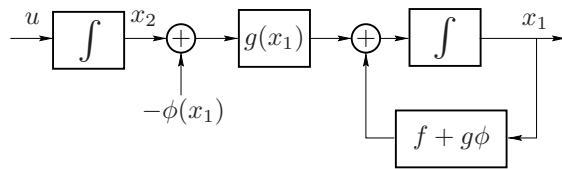
for some positive definite function  $W$ .

This is a critical assumption in backstepping control!

## The Trick

Equation (1) can be rewritten as

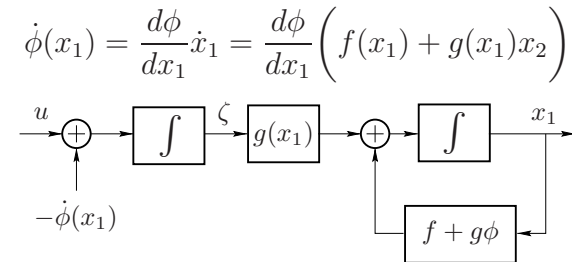
$$\begin{aligned}\dot{x}_1 &= f(x_1) + g(x_1)\phi(x_1) + g(x_1)[x_2 - \phi(x_1)] \\ \dot{x}_2 &= u\end{aligned}$$



Introduce new state  $\zeta = x_2 - \phi(x_1)$  and control  $v = u - \dot{\phi}$ :

$$\begin{aligned}\dot{x}_1 &= f(x_1) + g(x_1)\phi(x_1) + g(x_1)\zeta \\ \dot{\zeta} &= v\end{aligned}$$

where



Consider  $V_2(x_1, x_2) = V_1(x_1) + \zeta^2/2$ . Then,

$$\begin{aligned}\dot{V}_2(x_1, x_2) &= \frac{dV_1}{dx_1} \left( f(x_1) + g(x_1)\phi(x_1) \right) + \frac{dV_1}{dx_1} g(x_1)\zeta + \zeta v \\ &\leq -W(x_1) + \frac{dV_1}{dx_1} g(x_1)\zeta + \zeta v\end{aligned}$$

Choosing

$$v = -\frac{dV_1}{dx_1} g(x_1) - k\zeta, \quad k > 0$$

gives

$$\dot{V}_2(x_1, x_2) \leq -W(x_1) - k\zeta^2$$

Hence,  $x = 0$  is asymptotically stable for (1) with control law  $u(x) = \dot{\phi}(x) + v(x)$ .

If  $V_1$  radially unbounded, then global stability.

## Back-Stepping Lemma

**Lemma:** Let  $z = (x_1, \dots, x_{k-1})^T$  and

$$\dot{z} = f(z) + g(z)x_k$$

$$\dot{x}_k = u$$

Assume  $\phi(0) = 0, f(0) = 0,$

$$\dot{z} = f(z) + g(z)\phi(z)$$

stable, and  $V(z)$  a Lyapunov fcn (with  $\dot{V} \leq -W$ ). Then,

$$u = \frac{d\phi}{dz} \left( f(z) + g(z)x_k \right) - \frac{dV}{dz} g(z) - (x_k - \phi(z))$$

stabilizes  $x = 0$  with  $V(z) + (x_k - \phi(z))^2/2$  being a Lyapunov fcn.

## Strict Feedback Systems

Back-stepping Lemma can be applied to stabilize systems on strict feedback form:

$$\dot{x}_1 = f_1(x_1) + g_1(x_1)x_2$$

$$\dot{x}_2 = f_2(x_1, x_2) + g_2(x_1, x_2)x_3$$

$$\dot{x}_3 = f_3(x_1, x_2, x_3) + g_3(x_1, x_2, x_3)x_4$$

$$\vdots$$

$$\dot{x}_n = f_n(x_1, \dots, x_n) + g_n(x_1, \dots, x_n)u$$

where  $g_k \neq 0$

**Note:**  $x_1, \dots, x_k$  do not depend on  $x_{k+2}, \dots, x_n$ .

**2 minute exercise:** Give an example of a linear system  $\dot{x} = Ax + Bu$  on strict feedback form.

## Back-Stepping

Back-Stepping Lemma can be applied **recursively** to a system

$$\dot{x} = f(x) + g(x)u$$

on strict feedback form.

Back-stepping generates stabilizing feedbacks  $\phi_k(x_1, \dots, x_k)$  (equal to  $u$  in Back-Stepping Lemma) and Lyapunov functions

$$V_k(x_1, \dots, x_k) = V_{k-1}(x_1, \dots, x_{k-1}) + [x_k - \phi_{k-1}]^2/2$$

by “stepping back” from  $x_1$  to  $u$  (see Khalil pp. 593–594 for details).

Back-stepping results in the final state feedback

$$u = \phi_n(x_1, \dots, x_n)$$

## Example

Design back-stepping controller for

$$\dot{x}_1 = x_1^2 + x_2, \quad \dot{x}_2 = x_3, \quad \dot{x}_3 = u$$

**Step 0** Verify strict feedback form

**Step 1** Consider first subsystem

$$\dot{x}_1 = x_1^2 + \phi_1(x_1), \quad \dot{x}_2 = u_1$$

where  $\phi_1(x_1) = -x_1^2 - x_1$  stabilizes the first equation. With  $V_1(x_1) = x_1^2/2$ , Back-Stepping Lemma gives

$$u_1 = (-2x_1 - 1)(x_1^2 + x_2) - x_1 - (x_2 + x_1^2 + x_1) = \phi_2(x_1, x_2)$$

$$V_2 = x_1^2/2 + (x_2 + x_1^2 + x_1)^2/2$$



**Step 2** Applying Back-Stepping Lemma on

$$\begin{aligned}\dot{x}_1 &= x_1^2 + x_2 \\ \dot{x}_2 &= x_3 \\ \dot{x}_3 &= u\end{aligned}$$

gives

$$\begin{aligned}u = u_2 &= \frac{d\phi_2}{dz} \left( f(z) + g(z)x_n \right) - \frac{dV_2}{dz} g(z) - (x_n - \phi_2(z)) \\ &= \frac{\partial \phi_2}{\partial x_1} (x_1^2 + x_2) + \frac{\partial \phi_2}{\partial x_2} x_3 - \frac{\partial V_2}{\partial x_2} - (x_3 - \phi_2(x_1, x_2))\end{aligned}$$

which globally stabilizes the system.

## Next Lecture

- Gain scheduling
- Nonlinear controllability (*How to park a car*)