

Linear Systems I

Lecture 2

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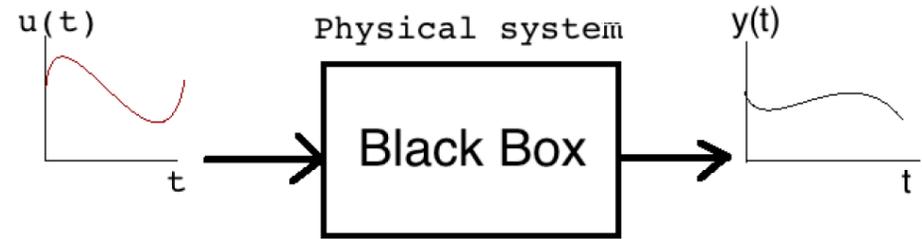
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Outline

Linear system

$$\dot{x}(t) = Ax(t) + Bu(t),$$
$$y(t) = Cx(t) + Du(t).$$



Assumption: If an excitation or input is applied to the input terminal a unique response or output signal can be measured at the output terminal.

Objective: Discuss some of the basic properties of state-space linear systems

- Basic properties of LTV/LTI systems
 - Causality
 - Linearity
 - Time invariance
- Characterization of all the outputs to a given input
 - Impulse response
 - Laplace transformation (review)
 - Transfer functions

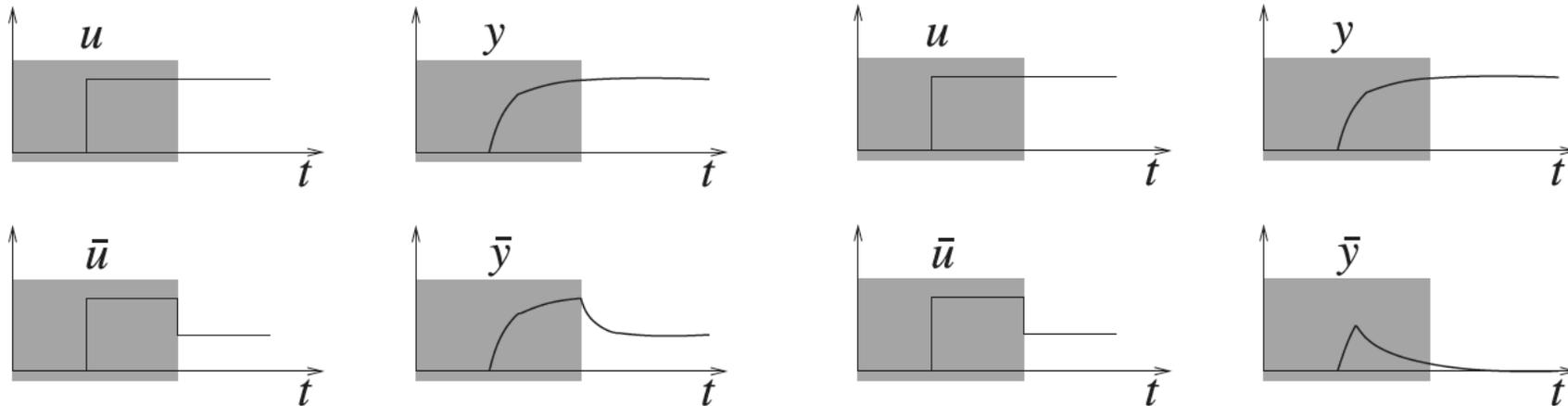
Basic properties of LTV/LTI systems: Causality

Def. A causal or non-anticipatory system is a system whose current output depends on past and current inputs but not on future inputs.

$$\left. \begin{array}{l} x(t_0) = x_0 \\ u(t), \quad t \geq t_0 \end{array} \right\} \rightarrow y(t), \quad \left. \begin{array}{l} x(t_0) = x_0 \\ \bar{u}(t), \quad t \geq t_0 \end{array} \right\} \rightarrow \bar{y}(t).$$

Then, if $u(t) = \bar{u}(t)$ for $t \in [t_0, T]$, then $y(t) = \bar{y}(t)$ for $t \in [t_0, T]$.

LTV(LTI) systems are causal!



(a) Causal system

(b) Noncausal system

Figure credit: Ref [1].

Concept of state

Def. The state $x(t_0)$ of a system at time t_0 is the information at t_0 that together with the input $u(t)$, for $t \geq t_0$, determine the output $y(t)$ for all $t \geq t_0$,

$$\left. \begin{array}{l} x(t_0) \\ u(t), \quad t \geq t_0 \end{array} \right\} \rightarrow y(t).$$

$$\begin{array}{l} \dot{x}(t) = Ax(t) + Bu(t), \\ y(t) = Cx(t) + Du(t). \end{array} \quad \boxed{\begin{array}{l} \textit{Initial condition} \\ x(t_0) \in R^n \end{array}}$$

Def. A system is said to be lumped if its number of state variables is finite.

$$\begin{array}{l} x(t) = u(t - T), \\ y(t) = x(t). \end{array} \quad \boxed{\begin{array}{l} \textit{Initial condition} \\ x(\tau) = u(\tau), \quad \tau \in [-T, t_0] \end{array}}$$

Def. A system is said to be distributed if it has infinitely many state variables.

Basic properties of LTV/LTI systems: Linearity

Def. A system is linear if and only if for every initial conditions the following hold

$$\left. \begin{array}{l} x(t_0) = x_1 \\ u_1(t), \quad t \geq t_0 \end{array} \right\} \rightarrow y_1(t), \quad \left. \begin{array}{l} x(t_0) = x_2 \\ u_2(t), \quad t \geq t_0 \end{array} \right\} \rightarrow y_2(t)$$

we have

$$\left. \begin{array}{l} x(t_0) = \alpha x_1 + \beta x_2 \\ \alpha u_1(t) + \beta u_2(t), \quad t \geq t_0 \end{array} \right\} \rightarrow \alpha y_1(t) + \beta y_2(t)$$

or alternatively

$$\left. \begin{array}{l} x(t_0) = x_1 + x_2 \\ u_1(t) + u_2(t), \quad t \geq t_0 \end{array} \right\} \rightarrow y_1(t) + y_2(t), \quad (\text{additivity})$$

$$\left. \begin{array}{l} x(t_0) = \alpha x_1 \\ \alpha u_1(t), \quad t \geq t_0 \end{array} \right\} \rightarrow \alpha y_1(t), \quad (\text{homogeneity})$$

LTV(LTI) systems are linear!

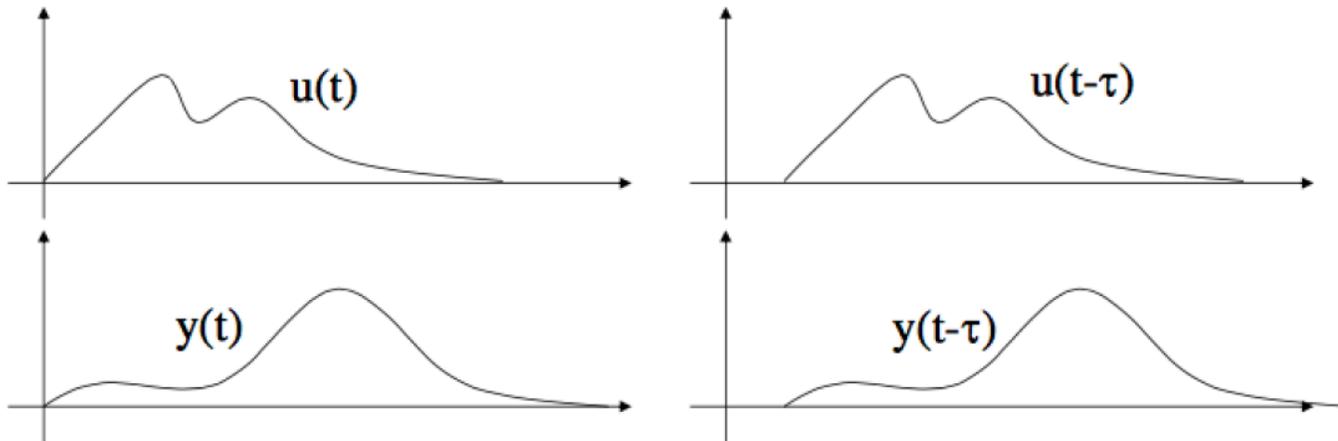
Basic properties of LTV/LTI systems: Time invariance

Def. A system is time invariant if its characteristics do not change with time.

$$\left. \begin{array}{l} x(t_0) = x_0 \\ u(t), \quad t \geq t_0 \end{array} \right\} \rightarrow y(t),$$

then the system is time-invariant if and only if

$$\left. \begin{array}{l} x(t_0 + \tau) = x_0 \\ \bar{u}(t) = u(t - \tau), \quad t \geq t_0 + \tau \end{array} \right\} \rightarrow \bar{y}(t) = y(t - \tau), \quad t \geq t_0 + \tau \quad (\text{time shifting})$$



A time invariance system

Figure credit: Ref [1].

Characterization of all the outputs to a given input

Def If the input $u(t) = 0$ for all $t \geq t_0$, then the output will be excited exclusively by the initial state $x(t_0)$. This output is called zero-input response (homogeneous response) and will be denoted by y_h or y_{zi}

$$\left. \begin{array}{l} x(t_0) \\ u(t) = 0, \quad t \geq t_0 \end{array} \right\} \rightarrow y_{zi}(t).$$

Def If the initial state $x(t_0)$ is zero, the output will be excited exclusively by the input. This output is called zero-state response (forced response) and will be denoted by y_f or y_{zs}

$$\left. \begin{array}{l} x(t_0) = 0 \\ u(t), \quad t \geq t_0 \end{array} \right\} \rightarrow y_{zs}(t).$$

Input-output description

Theorem: Let y be an output corresponding to a given input u of a linear system. All outputs corresponding to u can be obtained by

Response = zero-input response + zero-state response

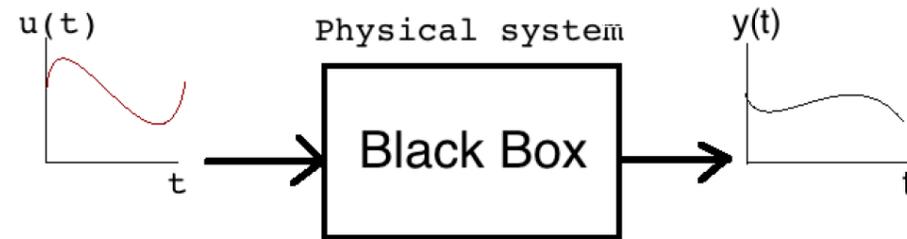
$$y = y_{zs} + y_{zi}$$



To construct all the outputs due to u :

- Find one particular output corresponding to the input u and zero initial condition.
- Find all outputs corresponding to the zero input.

Input-output description: Impulse response



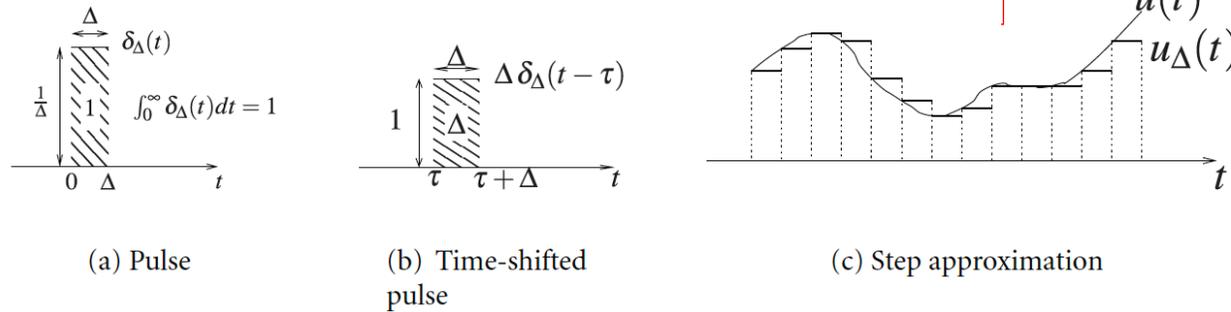
Impulse response : mathematical description of zero-state response.

Assumption: System is relaxed

Def. (relaxed system): A system is said to be relaxed at t_0 if its initial state $x(t_0)$ is 0. In this case the output $y(t), t \geq t_0$ is excited exclusively by the input $u(t)$ for $t \geq t_0$.

Input-output description: Impulse response

Consider a relaxed SISO system



Step approximation to a continuous-time signal.

Figure credit: Ref [1].

Approximation to an input signal $u: [0, \infty) \rightarrow R$:

$$u_{\Delta}(t) = \sum_{k=0}^{\infty} u(k\Delta) \Delta \delta_{\Delta}(t - k\Delta), \quad \forall t \geq 0$$

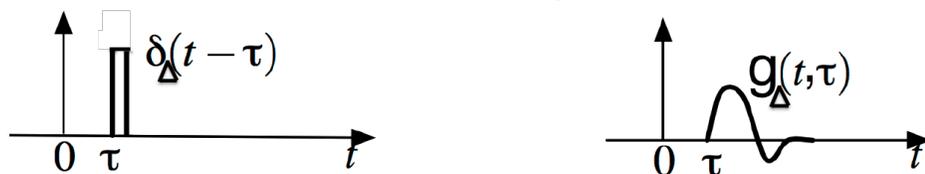
Linearity

Approximation to an input signal $u: [0, \infty) \rightarrow R$:

$$u_{\Delta}(t) \mapsto y_{\Delta}(t) = \sum_{k=0}^{\infty} g_{\Delta}(t, k\Delta) u(k\Delta) \Delta, \quad \forall t \geq 0$$

For each $\tau \geq 0$, let $g_{\Delta}(t, \tau), t \geq 0$ be an output corresponding to input $\delta_{\Delta}(t - \tau)$:

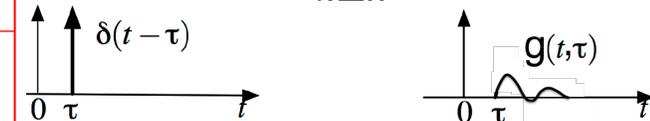
$$\delta_{\Delta}(t - \tau) \mapsto g_{\Delta}(t, \tau)$$



When $\Delta \rightarrow 0$ we have $u_{\Delta}(t) \rightarrow u(t)$:

$$u(t) \mapsto y(t) = \lim_{\Delta \rightarrow 0} y_{\Delta}(t) = \lim_{\Delta \rightarrow 0} \sum_{k=0}^{\infty} g_{\Delta}(t - k\Delta) u(k\Delta) \Delta = \int_0^{\infty} g(t, \tau) u(\tau) d\tau, \quad \forall t \geq 0$$

$$g(t, \tau) = \lim_{\Delta \rightarrow 0} g_{\Delta}(t, k\Delta)$$



Input-output description: Impulse response

Consider a relaxed SISO system

Zero-state response of a SISO linear system given a $u: [0, \infty) \rightarrow R$:

$$u(t) \mapsto y(t) = \int_{t_0}^{\infty} g(t, \tau) u(\tau) d\tau, \quad \forall t \geq 0$$

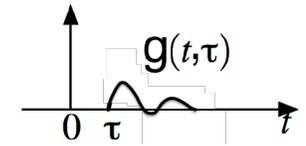
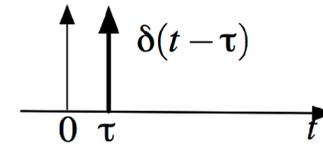
$$u(t) \mapsto y(t) = \int_{t_0}^t g(t, \tau) u(\tau) d\tau, \quad \forall t \geq 0$$

We are concerned with **causal** systems:

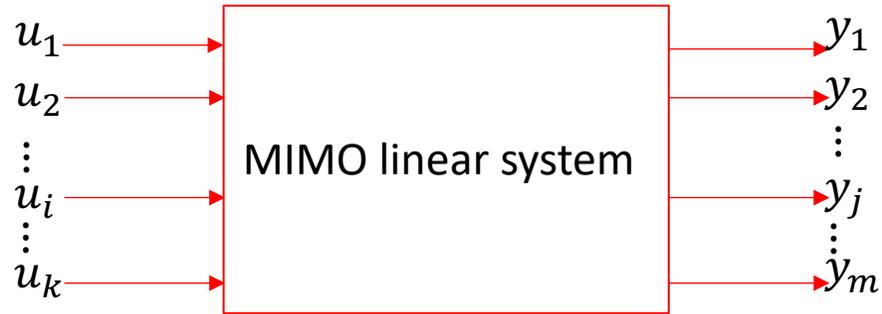
$$\text{causal} \Leftrightarrow g(t, \tau) = 0 \quad \text{for} \quad \forall \tau > t$$

i.e., the output is not going to appear before we apply an input.

$$g(t, \tau) = \lim_{\Delta \rightarrow 0} g_{\Delta}(t - k\Delta)$$



Input-output description: Impulse response of MIMO systems



Impulse response for MIMO : mathematical description of zero-state response for a system with k input and m output (**linear**, **causal** and **relaxed** system)

$$y(t) = \int_{t_0}^t G(t, \tau) u(\tau) d\tau$$

where

$$G(t, \tau) = \begin{bmatrix} g_{11}(t, \tau) & g_{12}(t, \tau) & \cdots & g_{1k}(t, \tau) \\ g_{21}(t, \tau) & g_{22}(t, \tau) & \cdots & g_{2k}(t, \tau) \\ \vdots & \vdots & & \vdots \\ g_{m1}(t, \tau) & g_{m2}(t, \tau) & \cdots & g_{mk}(t, \tau) \end{bmatrix}$$

$g_{ij}(t, \tau)$ is the system's output at time t at the i^{th} output due to an impulse at time τ at the j^{th} input terminal, while the input of these terminals being identically zero.

Input-output description: Impulse response of LTI systems

Zero-state response of a SISO linear system given a $u: [0, \infty) \rightarrow R$:

$$u(t) \mapsto y(t) = \int_{t_0}^t u(\tau)g(t, \tau) d\tau, \quad \forall t \geq 0$$

Zero-state response of a SISO LTI given a $u: [0, \infty) \rightarrow R$:

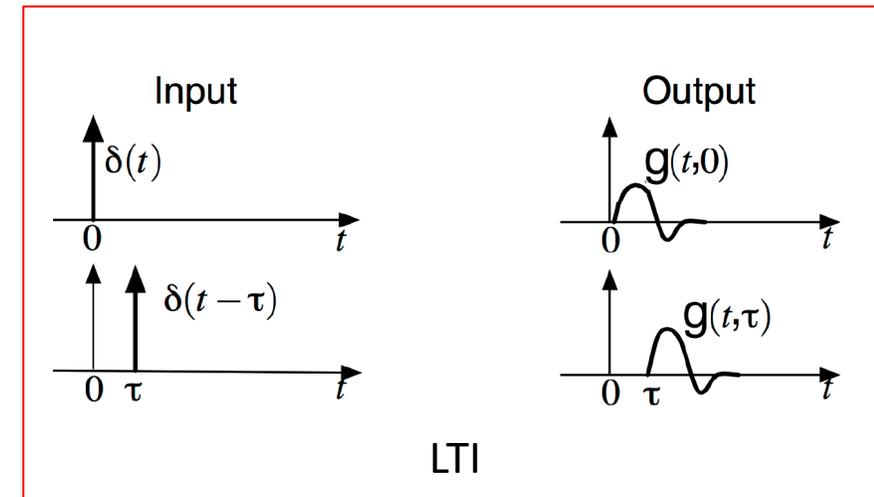
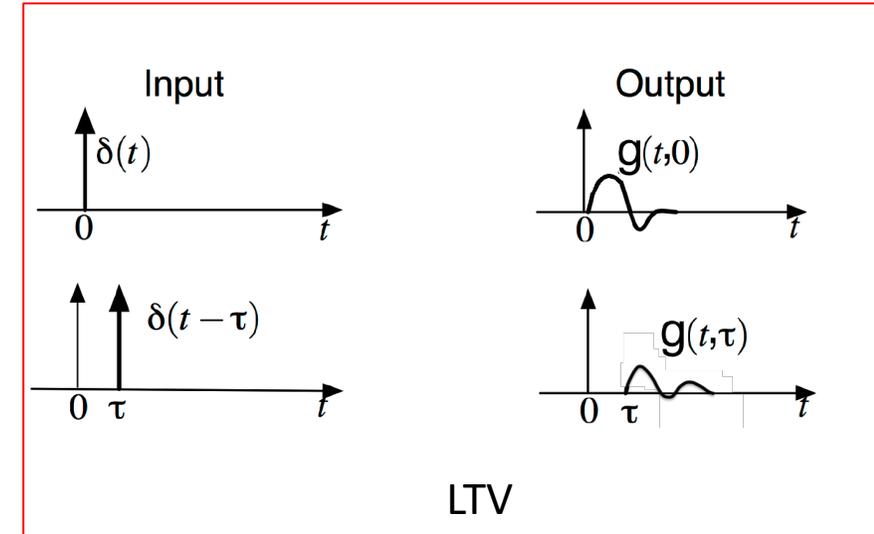
$$u(t) \mapsto y(t) = \int_{t_0}^t g(t - \tau) u(\tau) d\tau, \quad \forall t \geq 0$$

Or equivalently

$$u(t) \mapsto y(t) = \int_{t_0}^t g(t) u(t - \tau) d\tau, \quad \forall t \geq 0$$

Time-invariant system: $g(t, \tau) = g(t - \tau, \tau - \tau) = g(t - \tau, 0) = g(t - \tau)$

$g(t) = g(t - 0)$: The output at time t due to an impulse input applied at time 0.



Input-output description: Impulse response

Input-output description (Impulse response) for **relaxed and linear** system

$$y(t) = \int_{t_0}^t G(t, \tau) u(\tau) d\tau, \quad \forall t \geq 0$$

$G(t, \tau)$ is the system's output at time t due to an impulse at time τ .

Input-output description (Impulse response) for **relaxed and linear time-invariant** system

$$y(t) = \int_{t_0}^t G(t) u(t - \tau) d\tau, \quad \forall t \geq 0$$

$G(t)$ is the system's output at time t due to an impulse at time 0.

Laplace Transform (review)

Def. Given a Continuous-time signal $x(t)$, $t \in \mathbb{R}_{\geq 0}$, its (unilateral) Laplace transform is given by

$$\mathcal{L}[x(t)] = \hat{x}(s) = \int_0^{\infty} x(t)e^{-st} dt, \quad s \in \mathbb{C}.$$

Some properties of Laplace transform:

- $\mathcal{L}[\dot{x}(t)] = s\hat{x}(s) - x(0), \quad s \in \mathbb{C}.$
- $\mathcal{L}[(x \star y)(t)] = \mathcal{L}\left[\int_0^t x(\tau)y(t-\tau)d\tau\right] = \hat{x}(s)\hat{y}(s), \quad s \in \mathbb{C}.$

Table of Laplace Transforms

$f(t) = \mathcal{L}^{-1}\{F(s)\}$	$F(s) = \mathcal{L}\{f(t)\}$	$f(t) = \mathcal{L}^{-1}\{F(s)\}$	$F(s) = \mathcal{L}\{f(t)\}$
1. 1	$\frac{1}{s}$	2. e^{at}	$\frac{1}{s-a}$
3. $t^n, n=1,2,3,\dots$	$\frac{n!}{s^{n+1}}$	4. $t^p, p > -1$	$\frac{\Gamma(p+1)}{s^{p+1}}$
5. \sqrt{t}	$\frac{\sqrt{\pi}}{2s^{\frac{3}{2}}}$	6. $t^{n-\frac{1}{2}}, n=1,2,3,\dots$	$\frac{1 \cdot 3 \cdot 5 \cdots (2n-1)\sqrt{\pi}}{2^n s^{n+\frac{1}{2}}}$
7. $\sin(at)$	$\frac{a}{s^2+a^2}$	8. $\cos(at)$	$\frac{s}{s^2+a^2}$
9. $t \sin(at)$	$\frac{2as}{(s^2+a^2)^2}$	10. $t \cos(at)$	$\frac{s^2-a^2}{(s^2+a^2)^2}$
11. $\sin(at) - at \cos(at)$	$\frac{2a^3}{(s^2+a^2)^2}$	12. $\sin(at) + at \cos(at)$	$\frac{2as^2}{(s^2+a^2)^2}$
13. $\cos(at) - at \sin(at)$	$\frac{s(s^2-a^2)}{(s^2+a^2)^2}$	14. $\cos(at) + at \sin(at)$	$\frac{s(s^2+3a^2)}{(s^2+a^2)^2}$
15. $\sin(at+b)$	$\frac{s \sin(b) + a \cos(b)}{s^2+a^2}$	16. $\cos(at+b)$	$\frac{s \cos(b) - a \sin(b)}{s^2+a^2}$

Transfer function of a LTI system

Every linear, time-invariant system has a transfer function.

$$\hat{G}(s) = \mathcal{L}[G(t)] = \int_0^{\infty} G(t)e^{-st} dt, \quad s \in \mathbb{C},$$

$$\mathcal{L}[(x \star y)(t)] = \mathcal{L}\left[\int_0^t x(\tau)y(t-\tau)d\tau\right] = \hat{x}(s)\hat{y}(s), \quad s \in \mathbb{C}.$$

Input-output description for **relaxed and linear time-invariant** system

$$y(t) = \int_{t_0}^t G(t-\tau)u(\tau)d\tau, \quad \forall t \geq 0$$

Input-output description in Laplace domain

$$\hat{y}(s) = \hat{G}(s)\hat{u}(s), \quad \forall t \geq 0$$

References

[1] Joao P. Hespanha, ``Linear systems theory'', Princeton University Press (Chapter 3)