

# State Space Representation

# Definitions

$X$  – State vector

- Information of the current condition of the internal variables
- $N$  is the “dimension” of the state model (number of internal state variables)

$$x(t) = \begin{bmatrix} x_1(t) \\ x_2(t) \\ \vdots \\ x_N(t) \end{bmatrix}$$

$\dot{X}$  – “Next state” vector

- Derivative of the state vector
- Provides knowledge of where the states are going
  - Direction (+ or -)
  - How fast (magnitude)
- A function of the input and the present state of the internal variables

$$\dot{x}(t) = \begin{bmatrix} \dot{x}_1(t) \\ \dot{x}_2(t) \\ \vdots \\ \dot{x}_N(t) \end{bmatrix}$$

# State-Space Equations

General form of the state-space model

Two equations –  $\dot{x}(t)$   
 $y(t)$

$$\dot{x}(t) = f(x(t), v(t), t)$$
$$y(t) = g(x(t), v(t), t)$$

# Linear State-Space Equations

$$\dot{x}(t) = Ax(t) + Bv(t)$$

$$y(t) = Cx(t) + Dv(t)$$

$x(t), \dot{x}(t) \rightarrow N \times 1$  vectors

$v(t) \rightarrow R \times 1$  vector

$y(t) \rightarrow M \times 1$  vector

$A \rightarrow N \times N$  system matrix

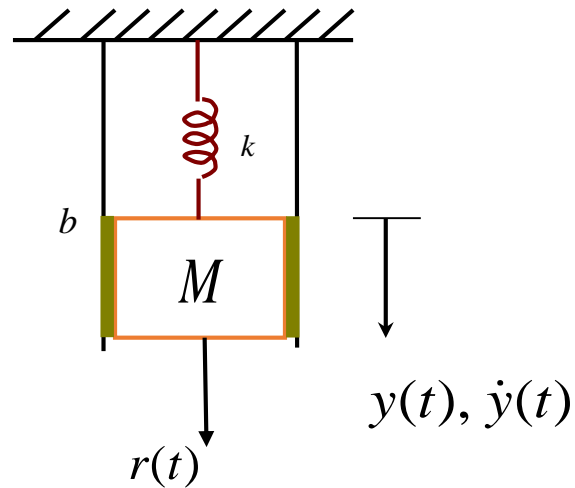
$B \rightarrow N \times R$  input matrix

$C \rightarrow M \times N$  output matrix

$D \rightarrow M \times R$  matrix representing direct  
coupling from system inputs  
to system outputs

If  $A, B, C, D$  are constant over time, then the system is also time invariant  
→ Linear Time Invariant (LTI) system

# Example



By Newton's Law

$$F = M\ddot{y} \quad \Rightarrow M\ddot{y} + b\dot{y} + ky = r$$

$$r - ky - b\dot{y} = M\ddot{y} \quad \text{let } x_1 = y, x_2 = \dot{y}$$

$$\Rightarrow \begin{cases} \dot{x}_1 = \dot{y} = x_2 \\ \dot{x}_2 = \ddot{y} = -\frac{b}{M}\dot{y} - \frac{k}{M}y + \frac{1}{M}r \\ \quad = -\frac{b}{M}x_2 - \frac{k}{M}x_1 + \frac{1}{M}u \quad (u = r) \end{cases}$$

$$\Rightarrow \begin{cases} \dot{x}_1 = x_2 \\ \dot{x}_2 = -\frac{k}{M}x_1 - \frac{b}{M}x_2 + \frac{1}{M}u \end{cases}$$

$$\Rightarrow \begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \end{bmatrix} = \underbrace{\begin{bmatrix} 0 & 1 \\ -\frac{k}{M} & -\frac{b}{M} \end{bmatrix}}_A \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} + \underbrace{\begin{bmatrix} 0 \\ \frac{1}{M} \end{bmatrix}}_B \cdot u \quad y = \underbrace{\begin{bmatrix} 1 & 0 \end{bmatrix}}_C \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} + 0 \cdot u$$