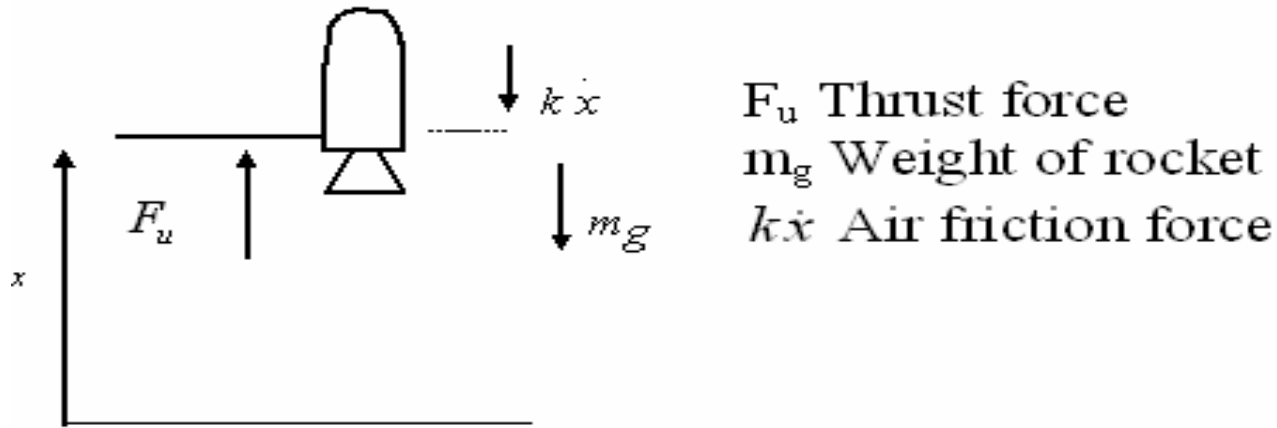


Example 1 (Rocket):



Newton's Law:

$$F_u - m g - k \dot{x} = m \ddot{x}$$

Or

$$m \ddot{x} + k \dot{x} = (F_u - m g)$$

Dividing by m

$$\ddot{x} + \frac{k}{m}\dot{x} = \frac{F_u}{m} - g$$

Let $x_1 := x$ (Rocket Position)

$$x_2 := \dot{x} \text{ (Rocket Velocity)}$$

$$\dot{x}_1(t) = x_2(t)$$

$$\dot{x}_2(t) = \ddot{x}(t)$$

$$= -\frac{k}{m}\dot{x}(t) + \frac{F_u}{m} - g$$

$$= -\frac{k}{m}x_2(t) + \frac{F_u}{m} - g$$

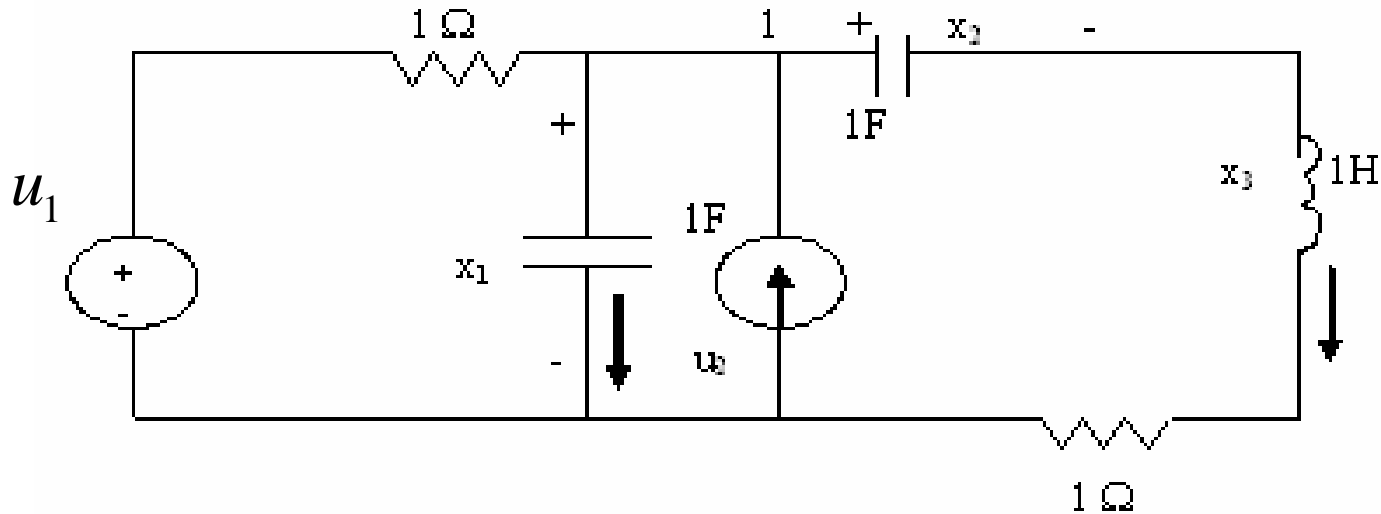
In matrix form:

$$\underbrace{\begin{bmatrix} \dot{x}_1(t) \\ \dot{x}_2(t) \end{bmatrix}}_{\underline{\dot{x}}(t)} = \underbrace{\begin{bmatrix} 0 & 1 \\ 0 & -\frac{k}{m} \end{bmatrix}}_A \underbrace{\begin{bmatrix} x_1(t) \\ x_2(t) \end{bmatrix}}_{\underline{x}} + \underbrace{\begin{bmatrix} 0 \\ 1 \end{bmatrix}}_B \underbrace{\left(\frac{F_u}{m} - g \right)}_{\underline{u}(t)}$$

$$y(t) = \begin{bmatrix} 0 & 1 \end{bmatrix} \begin{bmatrix} x_1(t) \\ x_2(t) \end{bmatrix} \quad \text{if velocity is output of interest}$$

$$\text{or } y(t) = \begin{bmatrix} 1 & 0 \end{bmatrix} \begin{bmatrix} x_1(t) \\ x_2(t) \end{bmatrix} \quad \text{if position is output of interest}$$

Example 2 (Electric Circuit)



Use: Inductor currents capacitor voltages as state variables.

Summing current at node (1)

$$(u_1 - x_1) - \dot{x}_1 + u_2 - x_3 = 0 \quad (\text{I})$$

$$\dot{x}_2 = x_3 \quad (\text{II})$$

KVL for the right most loop

$$\dot{x}_3 + x_3 - x_1 + x_2 = 0 \quad (\text{III})$$

In matrix form:

$$\begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \\ \dot{x}_3 \end{bmatrix} = \begin{bmatrix} -1 & 0 & -1 \\ 0 & 0 & 1 \\ 1 & -1 & -1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} + \begin{bmatrix} 1 & 1 \\ 0 & 0 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} u_1 \\ u_2 \end{bmatrix}$$

Example 4

$$\ddot{y}(t) + a_2 \dot{y}(t) + a_1 y(t) + a_0 y(t) = u(t)$$

Let $x_1 := y$

$$x_2 = \dot{y}$$

$$x_3 = \ddot{y}$$

Then $\dot{x}_1 = x_2$

$$\dot{x}_2 = x_3$$

$$\dot{x}_3 = \ddot{y}(t) = -a_2 \dot{y}(t) - a_1 y(t) - a_0 y(t) + u(t)$$

$$= -a_2 x_3 - a_1 x_2 - a_0 x_1 + u(t)$$

$$\begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \\ \dot{x}_3 \end{bmatrix} = \overbrace{\begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ -a_0 & -a_1 & -a_2 \end{bmatrix}}^A \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} + \overbrace{\begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}}^b u$$

$$y = \overbrace{[1 \quad 0 \quad 0]}^C \begin{Bmatrix} x_1 \\ x_2 \\ x_3 \end{Bmatrix} + \overbrace{[0]}^D u$$

Example 5:

Find a state space representation for the system

$$y(s) = \frac{b_2 s^2 + b_1 s + b_0}{s^3 + a_2 s^2 + a_1 s + a_0} u(s)$$

or equivalently,

$$\ddot{y}(t) + a_2 \dot{y}(t) + a_1 y(t) + a_0 y(t) = b_2 \ddot{u}(t) + b_1 \dot{u}(t) + b_0 u(t)$$

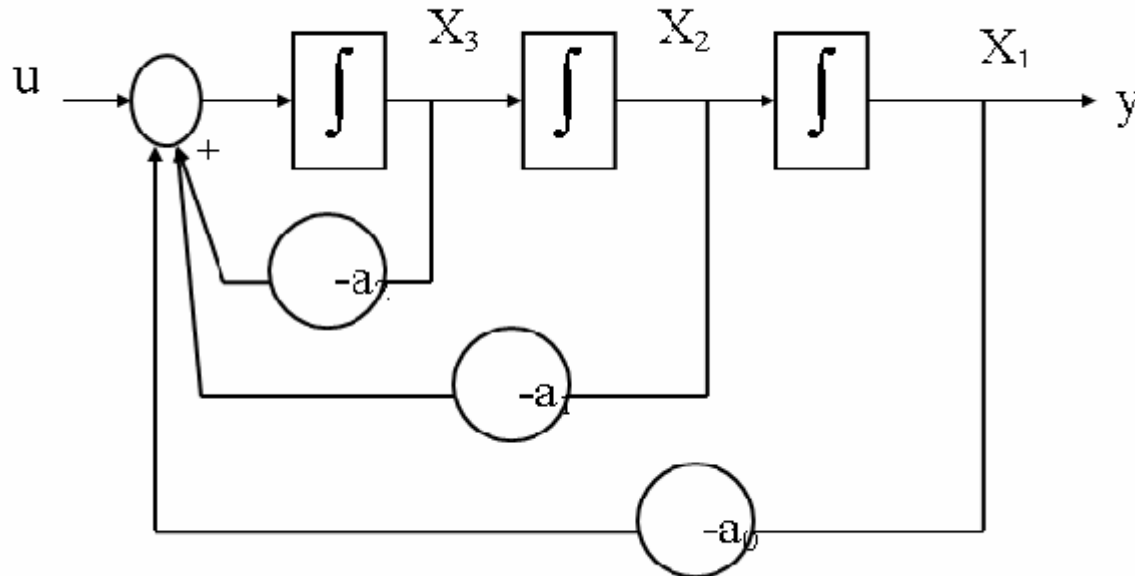
To get a state space representation, we solve the problem in two steps:

1. Letting
$$\tilde{y}(s) = \frac{1}{s^3 + a_2 s^2 + a_1 s + a_0} u(s)$$

We obtain a state space description with $\tilde{y}(s)$ as output:

$$(s^3 + a_2s^2 + a_1s + a_0)\tilde{y}(s) = u(s) \quad \text{or}$$

$$\ddot{\tilde{y}}(t) + a_2\dot{\tilde{y}}(t) + a_1\tilde{y}(t) + a_0\tilde{y}(t) = u(t)$$



$$\begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \\ \dot{x}_3 \end{bmatrix} = \overbrace{\begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ -a_0 & -a_1 & -a_2 \end{bmatrix}}^A \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} + \overbrace{\begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}}^b u$$

2. $y(s) = (b_2 s^2 + b_1 s + b_0) \tilde{y}(s)$

or

$$y(t) = b_2 \ddot{\tilde{y}}(t) + b_1 \dot{\tilde{y}}(t) + b_0 \tilde{y}(t)$$

$$y(t) = b_2 x_3 + b_1 x_2 + b_0 x_1$$

$$y(t) = [b_0 \quad b_1 \quad b_2] \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$$