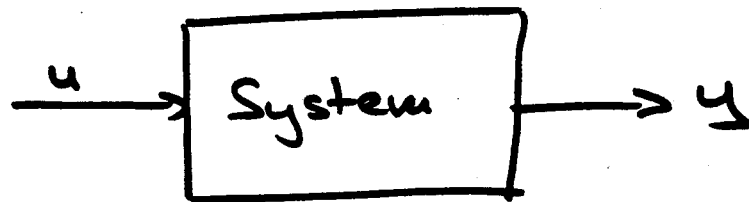


Superposition Principle

(1)



If: $u := u_a(t) \longrightarrow y := y_a(t)$
and: $u := u_b(t) \longrightarrow y := y_b(t)$

$\Rightarrow u := \alpha u_a(t) + \beta u_b(t) \longrightarrow$
 $y := \alpha y_a(t) + \beta y_b(t)$

Warning:

System: $y = a \cdot u + b$

We try the superposition principle

$$y_a(t) = a \cdot u_a(t) + b$$

$$y_b(t) = a \cdot u_b(t) + b$$

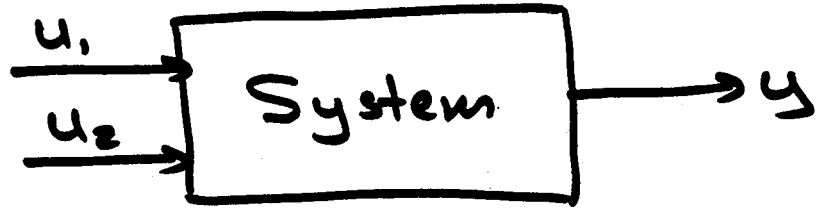
$$y_{a+b}(t) = a[u_a(t) + u_b(t)] + b$$

but: $y_a(t) + y_b(t) = a[u_a(t) + u_b(t)] + 2b$

$$\Rightarrow y_a(t) + y_b(t) \neq y_{a+b}(t)$$

$\Rightarrow$ System is not linear

(2)



$$\underline{\text{If:}} \quad u_1 := u_a(t) \cap u_2 := \emptyset \\ \longrightarrow y := y_a(t)$$

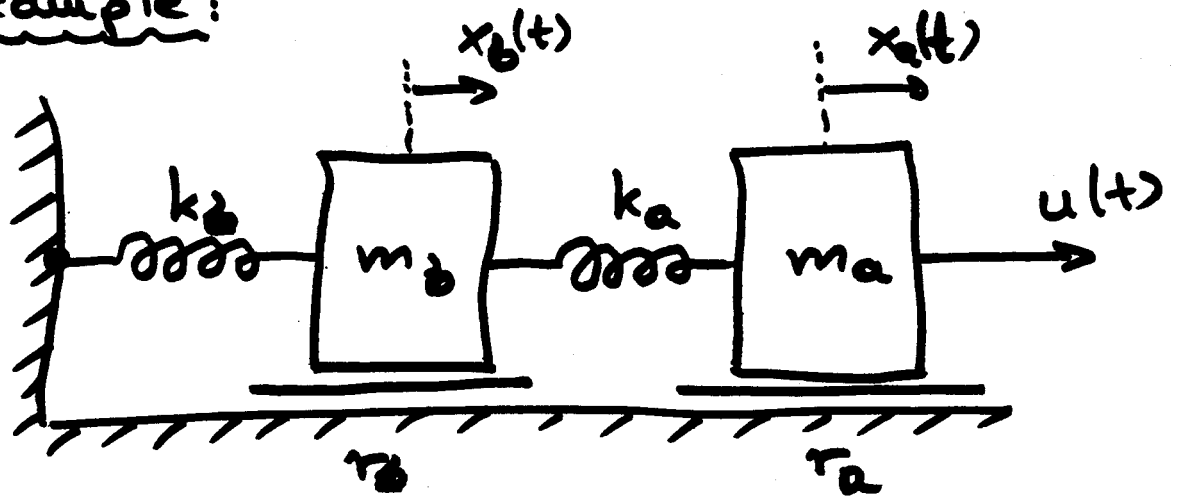
$$\underline{\text{and:}} \quad u_1 := \emptyset \cap u_2 := u_b(t) \\ \longrightarrow y := y_b(t)$$

$$\Rightarrow u_1 := u_a(t) \cap u_2 := u_b(t) \\ \longrightarrow y := y_a(t) + y_b(t)$$

This second facet shows that the superposition principle is also valid across several channels. This feature is often used in this class.

State - space Representation:

Example:



We "normalize" the position quantities $x_a(t)$ and $x_b(t)$ such that in the steady-state ($u(t) = 0$, $\dot{x}_a(t) = \dot{x}_b(t) = 0$) $\Rightarrow x_a(t) \equiv x_b(t) \equiv 0$.

Newton's Law:

$$\begin{cases} m_a a_a = u(t) - r_a v_a - k_a (x_a - x_b) \\ m_b a_b = k_a (x_a - x_b) - r_b v_b - k_b x_b \end{cases}$$

where:

$$v_i = \frac{dx_i}{dt} = \dot{x}_i; \quad a_i = \frac{dv_i}{dt} = \frac{d^2 x_i}{dt^2} = \ddot{x}_i$$

We eliminate the v_i and a_i :

$$\begin{cases} m_a \ddot{x}_a = u(t) - r_a \dot{x}_a - k_a(x_a - x_b) \\ m_b \ddot{x}_b = k_a(x_a - x_b) - r_b \dot{x}_b - k_b x_b \end{cases}$$

Recipe: We solve each differential equation for the highest derivative :

$$x^{(n)} = f(x, \dot{x}, \ddot{x}, \dots, x^{(n-1)})$$

and use x and its first $(n-1)$ derivatives as "state variables" :

$$\begin{aligned} x_1 &= x & ; & & x_2 &= \dot{x} & ; & & x_3 &= \ddot{x} & ; & \dots \\ \dots & & x_{n-1} &= x^{(n-2)} & ; & & x_n &= x^{(n-1)} \end{aligned}$$

$$\Rightarrow \begin{cases} \dot{x}_1 = x_2 \\ \dot{x}_2 = x_3 \\ \vdots \\ \dot{x}_{n-1} = x_n \\ \dot{x}_n = f(x_1, x_2, x_3, \dots, x_n) \end{cases}$$

In this way, we can reduce all higher order differential equations to first order differential equations.

Example (continued):

$$\begin{cases} \ddot{x}_a = -\frac{k_a}{m_a} x_a - \frac{r_a}{m_a} \dot{x}_a + \frac{k_a}{m_a} x_b + \frac{1}{m_a} u(t) \\ \ddot{x}_b = \frac{k_a}{m_b} x_a - \frac{k_a+k_b}{m_b} x_b - \frac{r_b}{m_b} \dot{x}_b \end{cases}$$

We set: $x_1 = x_a$; $x_2 = \dot{x}_a$
 $x_3 = x_b$; $x_4 = \dot{x}_b$

$$\Rightarrow \begin{cases} \dot{x}_1 = x_2 \\ \dot{x}_2 = -\frac{k_a}{m_a} x_1 - \frac{r_a}{m_a} x_2 + \frac{k_a}{m_a} x_3 + \frac{1}{m_a} u \\ \dot{x}_3 = x_4 \\ \dot{x}_4 = \frac{k_a}{m_b} x_1 - \frac{k_a+k_b}{m_b} x_3 - \frac{r_b}{m_b} x_4 \end{cases}$$

or written in a matrix notation

$$\dot{\underline{x}} = \begin{bmatrix} 0 & 1 & 0 & 0 \\ -\frac{k_a}{m_a} & -\frac{r_a}{m_a} & \frac{k_b}{m_a} & 0 \\ 0 & 0 & 0 & 1 \\ \frac{k_a}{m_b} & 0 & -\frac{(k_a+k_b)}{m_b} & -\frac{r_b}{m_b} \end{bmatrix} \underline{x} + \begin{bmatrix} 0 \\ \frac{1}{m_a} \\ 0 \\ 0 \end{bmatrix} u$$

Such a representation is called a state-space representation of our linear system.

Usually, we select some measurement variables as outputs, e.g.

$$y = x_a \equiv x_1$$

$$\Rightarrow y = [1 \ 0 \ 0 \ 0] \underline{x} + [0] u$$

is the output equation.