

## State Transformations

A state transformation or “a change of variables” is used to simplify a calculation and/or to gain insight into a phenomenon. Consider the situation of changing from the existing state representation  $\mathbf{x}$  to a new state representation  $\mathbf{z}$ , both  $n \times 1$  vectors. The transformation must be invertible and can be represented by

$$\mathbf{x} = \mathbf{T}(\mathbf{z}) \quad \Leftrightarrow \quad \mathbf{z} = \mathbf{T}^{-1}(\mathbf{x})$$

In the case of a linear state transformation,  $\mathbf{T}$  is a  $n \times n$  invertible matrix. For nonlinear transformations, we will use the notation  $\Phi = \mathbf{T}^{-1}$ , and will only deal with homeomorphisms, i.e.  $\Phi$  and  $\Phi^{-1}$  are both continuous.

# 1 Linear State Transformations & Linear Systems

The linear state transformation  $\mathbf{x} = T\mathbf{z}$  converts the linear system

$$\dot{\mathbf{x}} = A\mathbf{x} + B\mathbf{u}, \quad \mathbf{y} = C\mathbf{x}$$

to

$$\begin{aligned} T\dot{\mathbf{z}} &= AT\mathbf{z} + B\mathbf{u}, & \mathbf{y} &= CT\mathbf{z} \\ \Rightarrow \dot{\mathbf{z}} &= \underbrace{T^{-1}AT}_{\hat{A}}\mathbf{z} + \underbrace{T^{-1}B}_{\hat{B}}\mathbf{u}, & \mathbf{y} &= \underbrace{CT}_{\hat{C}}\mathbf{z} \\ \Rightarrow \dot{\mathbf{z}} &= \hat{A}\mathbf{z} + \hat{B}\mathbf{u}, & \mathbf{y} &= \hat{C}\mathbf{z} \end{aligned}$$

Recall that the matrices  $A$  and  $\hat{A}$  are similar and hence have the same spectrum. Thus this type of transformation leaves the eigenvalues of the state matrix unchanged.

## 1.1 The Modal Transformation

If  $A$  is diagonalisable (i.e. similar to a diagonal matrix), then there exists an invertible matrix  $E$  such that

$$A = E\Lambda E^{-1} \quad \Leftrightarrow \quad E^{-1}AE = \Lambda$$

where  $\Lambda$  is a diagonal matrix whose diagonal entries are the eigenvalues of  $A$  in some order, and  $E$  is a matrix whose columns are the corresponding eigenvectors in the same order.

Then the modal transformation  $\mathbf{x} = E\mathbf{z}$  converts the system

$$\dot{\mathbf{x}} = A\mathbf{x} + B\mathbf{u}, \quad \mathbf{y} = C\mathbf{x}$$

to

$$\dot{\mathbf{z}} = \Lambda\mathbf{z} + \hat{B}\mathbf{u}, \quad \mathbf{y} = \hat{C}\mathbf{z}$$

or

$$\dot{z}_i = \lambda_i z_i + \hat{B}_i \mathbf{u}, \quad \mathbf{y} = \hat{C}_1 z_1 + \hat{C}_2 z_2 + \cdots + \hat{C}_n z_n, \quad i = 1, 2, \dots, n$$

where  $\hat{B} = E^{-1}B$ ,  $\hat{B}_i$  is  $i$ -th row of  $\hat{B}$ ,  $\hat{C} = CE$  and  $\hat{C}_i$  is  $i$ -th column of  $\hat{C}$ . In this representation, each component of the transformed state vector  $\mathbf{z}$  is decoupled from the other components, thus making computations more transparent.

## 1.2 Transformation to Controllable Canonical Form (CCF)

The  $n \times nr$  controllability matrix  $U$  is defined by

$$U \triangleq [B, AB, A^2B, \dots, A^{n-1}B]$$

It is well known that if  $U$  is of full rank, then the linear system  $\dot{\mathbf{x}} = A\mathbf{x} + B\mathbf{u}$  is completely controllable (CC).

For a single input ( $r = 1$ ) CC system,  $U$  is a square matrix and so being of full rank is equivalent to  $U^{-1}$  existing. For such a system there exists a state transformation  $\mathbf{x} = T_c \mathbf{z}$  which transforms the system to CCF:

$$\dot{\mathbf{z}} = \underbrace{\begin{pmatrix} 0 & 1 & 0 & \dots & 0 \\ 0 & 0 & 1 & \dots & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & 0 & \dots & 1 \\ -a_0 & -a_1 & -a_2 & \dots & -a_{n-1} \end{pmatrix}}_{A_c} \mathbf{z} + \underbrace{\begin{pmatrix} 0 \\ 0 \\ \vdots \\ 0 \\ 1 \end{pmatrix}}_{b_c} u$$

or

$$\dot{\mathbf{z}} = A_c \mathbf{z} + b_c u$$

where the characteristic polynomial of  $A$  is  $\lambda^n + a_{n-1}\lambda^{n-1} + \dots + a_1\lambda + a_0$ .

$A_c$  is said to be a *companion* form or *Frobenius* form matrix.

The transformation  $T_c$  is given by  $T_c = UU_c^{-1}$  where  $U_c$  is the controllability matrix of the CCF system, i.e.

$$U_c = [b_c, A_c b_c, A_c^2 b_c, \dots, A_c^{n-1} b_c]$$

Exercise: Verify that  $U_c$  is invertible.