

MEE5114 Advanced Control for Robotics

Lecture 12: Basics of Feedback Linearization

Prof. Wei Zhang

SUSTech Institute of Robotics
Department of Mechanical and Energy Engineering
Southern University of Science and Technology, Shenzhen, China

Outline

- Motivating Examples
- Input-Output Linearization

Outline

- Motivating Examples
- Input-Output Linearization

Motivating Example I

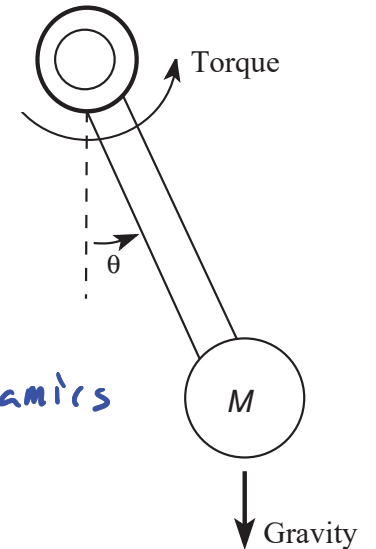
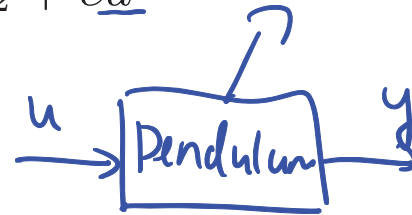
- Consider pendulum dynamics equation:

$$\ddot{\theta} = -a \sin(\theta) - b\dot{\theta} + c\tau$$

- $a = g/l$, $b = k/m$, $c = 1/ml^2$ are constants
- $\tau > 0$ is the applied torque
- State-space form:

$$\begin{cases} \dot{x}_1 = x_2 \\ \dot{x}_2 = -a \sin(x_1) - bx_2 + cu \\ y = x_1 \end{cases}$$

nonlinear dynamics



- Objective: regulate $y(t)$ to zero

take derivative of y : $\dot{y} = \dot{x}_1 = x_2$, $\ddot{y} = \dot{x}_2 = -a \sin x_1 - bx_2 + c(u)$

- suppose $c \neq 0$, we can arbitrarily control \ddot{y}

e.g. choose $u = a \sin x_1 + b x_2 + \underline{v}$ $\Rightarrow \ddot{y} = v$ \leftarrow double integrator

let $\zeta_1 = y$
 $\zeta_2 = \dot{\zeta}_1 = \dot{y}$

Motivating Example I

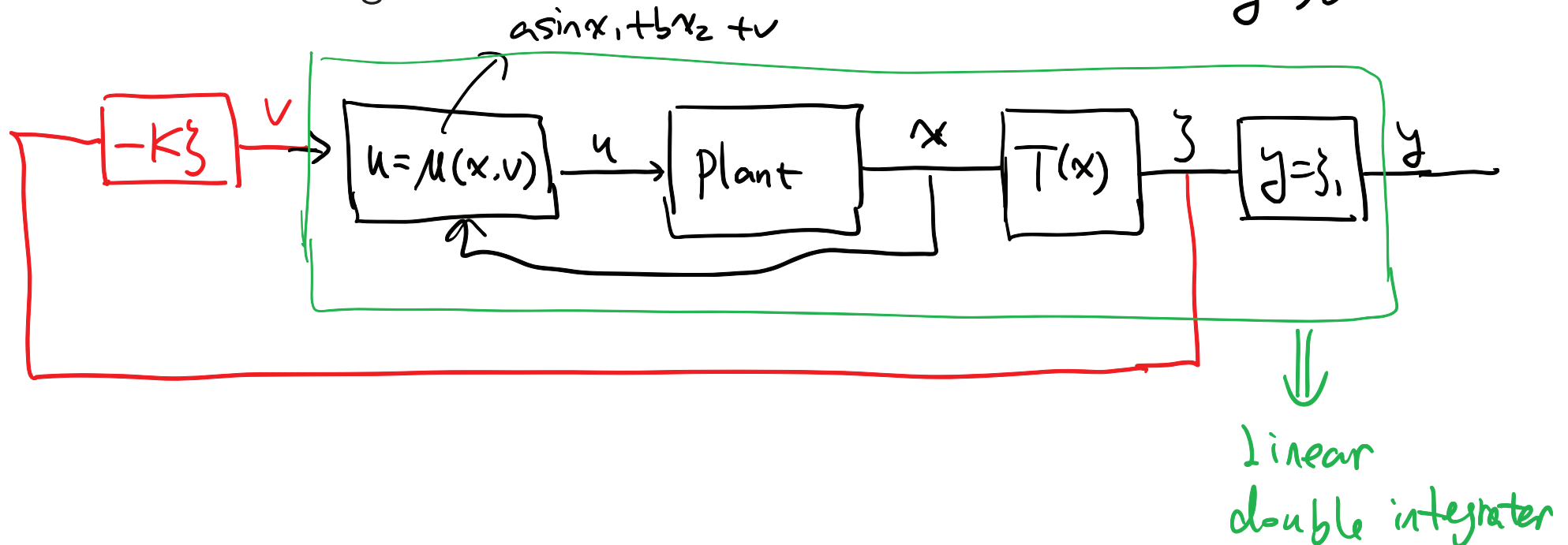
- Design linear control

$$V = -k_1 \zeta_1 - k_2 \zeta_2$$

$$\Rightarrow \begin{bmatrix} \dot{\zeta}_1 \\ \dot{\zeta}_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ -k_1 & -k_2 \end{bmatrix} \begin{bmatrix} \zeta_1 \\ \zeta_2 \end{bmatrix} \Rightarrow \begin{matrix} k_1 > 0 \\ k_2 > 0 \end{matrix} \Rightarrow \zeta_1, \zeta_2 \rightarrow 0$$

$$\Rightarrow y \rightarrow 0$$

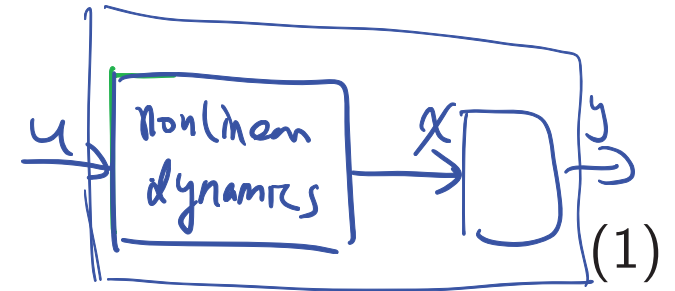
- Overall stabilizing controller:



Motivating Example II (1/3)

Consider the following nonlinear system:

$$\begin{cases} \dot{x}_1 = ax_2^3 + u \\ \dot{x}_2 = u \\ y = x_1 \end{cases}$$



- Objective: make $y(t)$ track $y_d(t)$, i.e., make $e(t) = y(t) - y_d(t)$ go to zero.
- To reveal direct relationship between y and u , taking derivative of y
 $\dot{y} = x_2^3 + u$.
- Above equation indicates that one can directly control the derivative of y , and hence the derivative of e .

choose: $u = \underline{u(x,v)} = \underline{-x_2^3 + v} \Rightarrow \underline{\dot{y} = v}$

choose $v = \dot{y}_d - k(y - y_d)$
 $\Rightarrow \dot{y} - \dot{y}_d + k(y - y_d) = 0$

Motivating Example II (2/3) $\Rightarrow \dot{e} + ke = 0$

- We have $e \rightarrow 0$, i.e., $y(t) = x_1(t) \rightarrow y_d(t)$. What about $x_2(t)$?

$$\rightarrow u = \mu(x, v) = -x_2^3 + \dot{y}_d - ke$$

- Plugging in, we have

$$\underbrace{\dot{x}_2 + ax_2^3}_{\text{internal dynamics}} = \dot{y}_d - e(t) \quad (2)$$

$$\dot{x}_2 = -ax_2^3 + \dot{y}_d - e(t)$$

- μ makes $e(t) \rightarrow 0$, but it may result in diverging x_2 .

Motivating Example II (3/3)

- System (1) has dimension $n = 2$.
 - Linearized input/output relation: $\dot{e} + e = 0$. The order of this I/O dynamics is called the *relative degree* (i.e. here $r = 1$)
 - *The remaining dynamics (2) has dimension: $n - r = 1$. This dynamics is called internal dynamics*

Summary Based on Motivating Examples

-

Outline

- Motivating Examples
- Input-Output Linearization

Relative Degree

- Consider single-input-single-output control affine system:

$$\begin{cases} \dot{x} = f(x) + g(x)u \\ y = h(x) \end{cases} \quad \begin{array}{l} \text{single-input single output} \\ \text{(SISO)} \\ \mathbb{R} \\ \text{Input affine} \\ \text{No direct feed-through} \end{array} \quad (3)$$

- Relative Degree:** Roughly speaking, relative degree is the number of times we need to take the time derivatives of the output to see the input:

$$\dot{y} = \left(\frac{\partial h}{\partial x}\right)^T f(x) + \left(\frac{\partial h}{\partial x}\right)^T g(x)u \triangleq L_f h(x) + L_g h(x)u$$

$\frac{\partial h}{\partial x} = \begin{bmatrix} \frac{\partial h}{\partial x_1} \\ \vdots \\ \frac{\partial h}{\partial x_n} \end{bmatrix}$

$$f(x) = \begin{bmatrix} f_1(x) \\ \vdots \\ f_n(x) \end{bmatrix}$$

- If $L_g h(x) \neq 0$ in an open set containing the equilibrium, then relative degree is 1. If not, continue taking derivative:

$$\ddot{y} = L_f^2 h(x) + L_g L_f h(x)u$$

- If $L_g L_f h(x) \neq 0$, then relative degree is 2, otherwise continue ...

Relative Degree (Continued)

- **Definition (Relative Degree):** System (3) has relative degree r if, in a neighborhood of the equilibrium,

$$L_g L_f^{i-1} h(x) = 0, i = 1, \dots, r - 1, \text{ and } L_g L_f^{r-1} h(x) \neq 0$$

- Example 1: $\dot{x}_1 = x_2, \dot{x}_2 = -x_1^3 + u, y = x_1$

$$\dot{y} = \dot{x}_1 = x_2 + 0 \cdot u \quad \ddot{y} = \dot{x}_2 = -x_1^3 + u$$

$L_g(L_f h)$

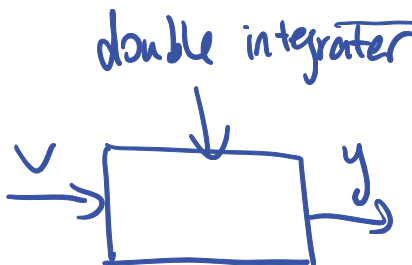
$$\Rightarrow \text{RD} = 2$$

$$\text{let } u = \underline{x_1^3 + v} \Rightarrow \ddot{y} = v$$

$$\text{let } \begin{cases} z_1 = y \\ z_2 = \dot{y} \end{cases} \Rightarrow$$

$$\begin{bmatrix} \dot{z}_1 \\ \dot{z}_2 \end{bmatrix} = \begin{bmatrix} z_2 \\ v \end{bmatrix}$$

$$y = z_1$$



Relative Degree (Continued)

- Example 2: $\dot{x} = Ax + Bu, \quad y = Cx$

- Example 3: $\dot{x}_1 = x_2 + x_3^3, \quad \dot{x}_2 = x_3, \quad \dot{x}_3 = u, \quad y = x_1$

$$\dot{y} = x_2 + x_3^3 \quad \Rightarrow \quad \ddot{y} = \dot{x}_2 + 3x_3^2 \cdot \dot{x}_3 = x_3 + \underbrace{3x_3^2}_{\text{circled}} \cdot u$$

Can we control \ddot{y} ?

If $x_3 \neq 0$, we can control \ddot{y}

$x_3 = 0$, we can't.

{ System does not have well-defined RD around $x_3 = 0$
but system can be viewed as "double-integrator" for $x_3 \neq 0$

Input-Output Linearization

If system (3) has a well defined relative degree $r \geq n$, then it is input-output linearizable

- $y^{(r)} = L_f^r h(x) + \underbrace{L_g L_f^{r-1} h(x)}_{\neq 0} u$ $\rightarrow \mathbb{R}^1$
- Apply feedback: $u = \frac{1}{L_g L_f^{r-1} h(x)} \left(-L_f^r h(x) + v \right) \Rightarrow \underline{y^{(r)} = v}$ globally or locally around some point \hat{x}
 \Downarrow directly control $y^{(r)}$

- Integrator chain:

If $r \geq n$, system (fully) Input-Output linearizable

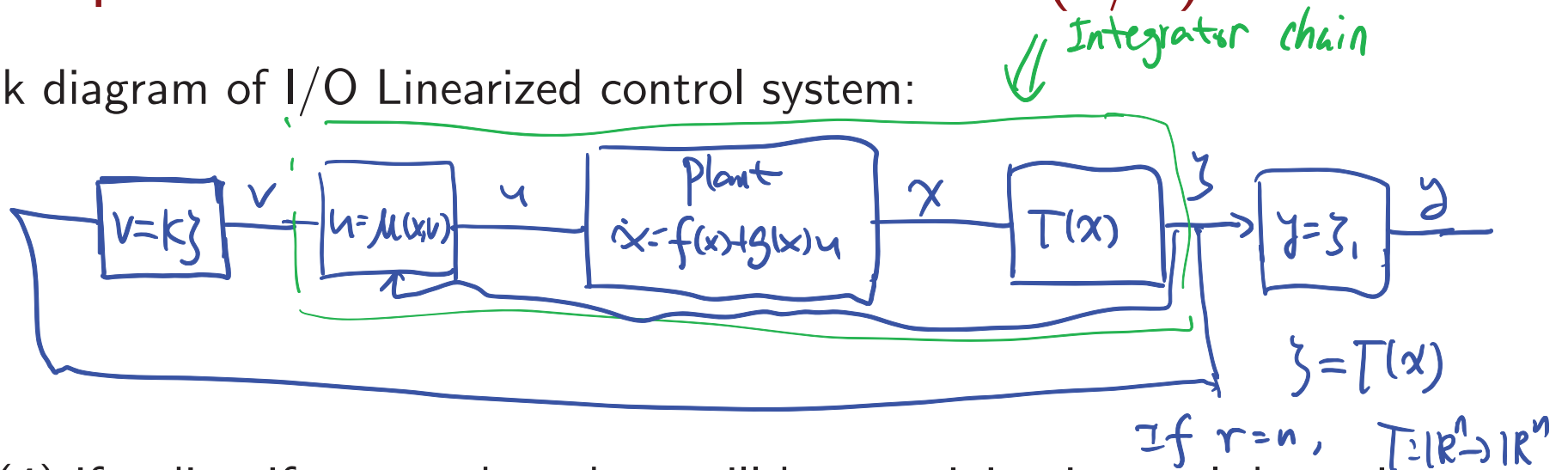
- $r < n$, partially I/O linearizable

$$\begin{cases} \dot{\zeta}_1 = \zeta_2 \\ \vdots \\ \dot{\zeta}_r = v \end{cases} \quad (4)$$

where $\zeta_1 = y = h(x)$, $\zeta_2 = \dot{y} = L_f h(x)$, \dots , $\zeta_r = y^{(r)} = L_f^{r-1} h(x)$.

Input-Output Linearization: Normal Form (1/2)

- Block diagram of I/O Linearized control system:



- Sys (4) if r -dim, if $r < n$, then there will be remaining internal dynamics

- Let $(z) \in \mathbb{R}^{n-r}$ be the state variable of the internal dynamics, feedback linearization is essentially representing the dynamics of x using new coordinate (z, ζ) , which is function of x :

$$\mathbb{R}^{n-r} \quad \mathbb{R}^r$$

$$(z(x), \zeta(x)) = \phi(x)$$

- For valid state transformation, ϕ and ϕ^{-1} need to be continuously differentiable, such a ϕ mapping is called a diffeomorphism

Input-Output Linearization: Normal Form (2/2)

- **Theorem:** Suppose system (3) has a well-defined relative degree $r \leq n$, then there exists a diffeomorphism $\phi(x) = (z, \zeta)$ with $z \in \mathbb{R}^{n-r}$ and $\zeta \in \mathbb{R}^r$, that transforms the system to the form:

$$\begin{cases} \dot{z} = f_0(z, \zeta) \\ \dot{\zeta}_1 = \zeta_2 \\ \vdots \\ \dot{\zeta}_r = \beta(z, \zeta) + \alpha(z, \zeta)u \\ y = \zeta_1 \end{cases}$$

\mathbb{R}^{n-r}

- $\zeta = [h(x) \quad L_f h(x) \quad \dots \quad L_f^{r-1} h(x)]^T$
- z_1, \dots, z_{n-r} are $n - r$ independent variables such that \dot{z} does not contain u
- ϕ can be found by solving a set of PDEs (hard in general).

Internal Dynamics and Zero Dynamics

- Dynamics $\dot{z} = f_0(z, \zeta)$ is $(n - r)$ -dimensional and is called the internal dynamics



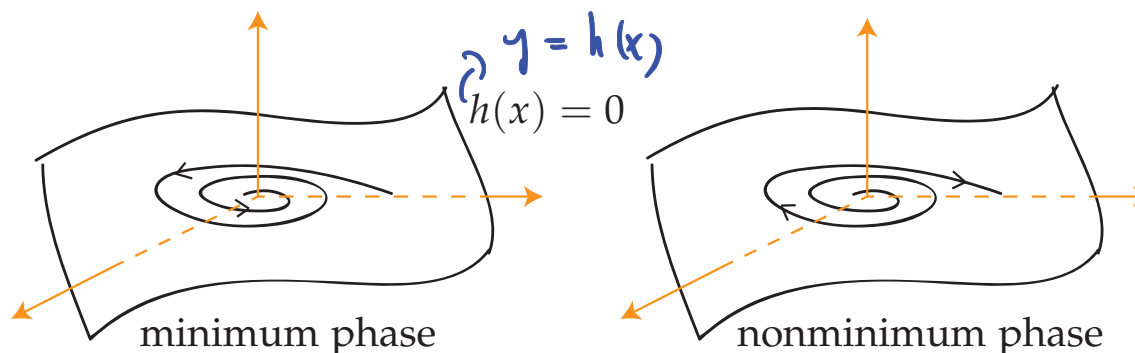
- Internal dynamics should be viewed as dynamics of the internal state z with ζ being an external input
- Typically, we want $\zeta \rightarrow 0$, thus it is important to study dynamics

$$\dot{z} = f_0(z, 0)$$

which is called the zero dynamics

$$\dot{\zeta}_1 = 0, \dot{\zeta}_2 = \zeta_2, \dots \Rightarrow y = 0$$

- If the origin of the zero dynamics is asymp. stable \Rightarrow minimum-phase system; otherwise \Rightarrow nonminimum phase



I/O Linearization in Normal Form

- I/O Linearizing controller in new coordinate:

$$\begin{cases} u = \frac{1}{\alpha(z, \zeta)} (-\beta(z, \zeta) + v) \\ v = -k_1 \zeta_1 - \dots - k_r \zeta_r \end{cases} \quad (5)$$

- Theorem** If $\underline{z} = 0$ is locally exponentially stable for $\dot{z} = f_0(z, 0)$, then controller (5) locally exponentially stabilizes $x = 0$ for system (3)

Roughly speaking, we can ignore the internal dynamics under this condition

- Theorem** Global asymp stability can be guaranteed if $\dot{z} = f_0(z, \zeta)$ is ISS with respect to input ζ

*Input-to-state stable
ISS*

$\dot{x} = f(x, u)$ is ISS

$$\text{if } \|x(t)\| \leq \underbrace{e^{-c t}}_{\text{ISS}} \|x(0)\| + c_2 \left\| \sup_{\tau \leq t} |u(\tau)| \right\|$$

Feedback Linearization for Tracking

- Suppose we want the output y of sys (3) to track a reference signal $y_d(t)$

- Choose v as

$$v = -k_1(\zeta_1 - y_d) - \dots - k_r(\zeta_r - \dot{y}_d^{(r)})$$

- Let $e_i = \zeta_i - y_d^{(i)}$, $i = 0, \dots, r - 1$

- Then we know $e(t) \rightarrow 0$, i.e., $\|y(t) - y_d(t)\| \rightarrow 0$

- If all derivatives of y_d are bounded, then ζ is bounded. If zero dynamics $\dot{z} = f_0(z, \zeta)$ is ISS (Input-to-State Stable), then $z(t)$ is also bounded. All internal signals are bounded.

More About Zero Dynamics

- Set $y = 0, \dot{y} = 0, \dots, y^{(r-1)} = 0$ and substitute (4) with $v = 0$, i.e.,

$$u^* = \frac{1}{L_g L_f^{r-1} h(x)} (-L_f^r h(x))$$

- The remaining dynamical equations describe the zero dynamics
- Example: Cart Pole

$$\begin{cases} \ddot{y} = \frac{1}{\frac{M}{m} + \sin^2(\theta)} \left(\frac{u}{m} + \dot{\theta}^2 l \sin(\theta) - g \sin(\theta) \cos(\theta) \right) \\ \ddot{\theta} = \frac{1}{l(\frac{M}{m} + \sin^2(\theta))} \left(-\frac{u}{m} \cos(\theta) - \dot{\theta}^2 l \cos(\theta) \sin(\theta) + \frac{M+m}{m} g \sin(\theta) \right) \end{cases}$$

state space: 4 dim: $x_1 = y, x_2 = \dot{y}, x_3 = \theta, x_4 = \dot{\theta}$

Dynamics: $\dot{y} = x_2, \ddot{y} = \dots$ we see "u" in \ddot{y}

$\Rightarrow \text{RD} = 2$

select: $u^* = -m \left(\dot{\theta}^2 l \sin \theta - g \sin \theta \cos \theta \right) + m \left(\frac{M}{m} + \sin^2 \theta \right) v$

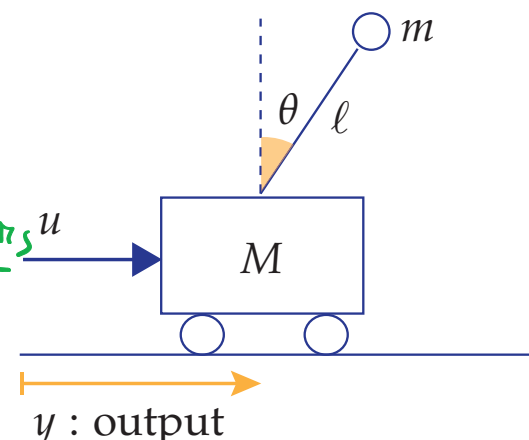
To find zero dynamics: $y = 0, \dot{y} = 0$

let $v = 0$
 $u = u^* \Rightarrow$ after algebra:

$$\ddot{\theta} = \frac{g}{l} \sin \theta$$

unstable

zero-dynamics u

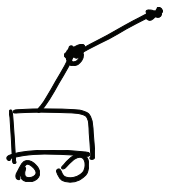
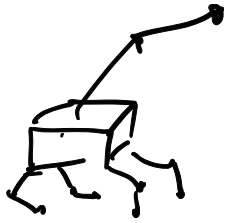


Summary of Input-Output Linearization ^{$a+$ $(\theta=0, \dot{\theta}=0)$}

- Differentiate the output y until the input u appears
- Choose u to cancel the nonlinearities and guarantee tracking convergence
- Study the stability of the internal dynamics
 - Minimum-phase
 - Non-minimum-phase

More Discussions

-  fixed base system

- Floating base system:  



- overall configuration: $q = \begin{bmatrix} q_B \\ q_J \end{bmatrix} \in \mathbb{R}^{n+b}$
 $\begin{matrix} \swarrow \mathbb{R}^b & \searrow \mathbb{R}^n \\ \text{flat-base} \end{matrix}$

- spatial velocity $\dot{q}_B = v_B$

$$\Rightarrow \dot{q} = \begin{bmatrix} v_B \\ \dot{q}_J \end{bmatrix}$$

$$\Rightarrow M(q) \ddot{q} + C(q, \dot{q}) \dot{q} + \tau_g = \tau + J^T f_{ext}$$

More Discussions

$$\bullet \Rightarrow \underbrace{\begin{bmatrix} M_{BB} & M_{BJ} \\ M_{JB} & M_{JJ} \end{bmatrix}} \begin{bmatrix} \dot{q}_B \\ \dot{q}_J \end{bmatrix} + \begin{bmatrix} C_B \\ C_J \end{bmatrix} \begin{bmatrix} \dot{q}_B \\ \dot{q}_J \end{bmatrix} + \begin{bmatrix} \tau_{JB} \\ \tau_{JJ} \end{bmatrix} = \begin{bmatrix} 0 \\ \vdots \\ \tau_J \end{bmatrix} + J^T(q) \underline{F_{ext}}$$

- point contact



$$= \underbrace{\begin{bmatrix} 0 \\ \vdots \\ I \end{bmatrix}}_{n \times n} \tau_J$$

S : selection

$$p_c = \phi(q) \equiv c$$

forward kinematics

$$\Rightarrow \dot{\phi}(q) = 0 \Rightarrow \underbrace{\left(\frac{\partial \phi}{\partial q} \right)} \cdot \dot{q} = 0 \Rightarrow \dot{\phi}(q) = 0$$

$J_c(q)$: Analytical Jacobian

$$\Rightarrow J_c \ddot{q} + \dot{J}_c \dot{q} = 0$$

$$\Rightarrow \text{Dynamics : } \begin{cases} M \ddot{q} + C \dot{q} + \tau_g = S \tau_J + J_c^T f_c \\ J_c \ddot{q} + \dot{J}_c \dot{q} = 0 \end{cases}$$

More Discussions

-

$$\Rightarrow f_c = \underbrace{(J_c^T)^{\dagger} M J_c^{-1}}_{(J_c M^{-1} J_c^T)^{-1}} (-J_c^T \dot{q} - J_c M^{-1} (S^T \tau_J - c \dot{q} - \tau_J))$$

contact inertia