## Secure and reliable control systems: Matlab basics

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## Matlab: a brief description

- MATLAB = Matrix Laboratory, developed by MathWorks
- Includes a proprietary programming language
- Includes optional toolboxes for specific applications (Simulink, Computer Vision, SimBiology, Econometrics, ... )
- Great integration with Python, R, C++, ATEX, ...

In short, MATLAB is an environment (programming language + desktop interface) to perform computations on vectors and matrices

UCR provides a free academic license to all students (link)

## Desktop interface



- Current folder
- Editor
- Workspace
- Command window


## Outline of this lecture

(1) Matlab fundamentals
(2) State-space models in Matlab
(3) Dynamical systems with Matlab Simulink

## Matlab fundamentals

## Operators, operations, and variables

We can type operations in the command window:

- Operators: +, -, *, /,
- Operations: $3 * 2,5 * 2 \wedge 3+4 *(3)$,
- Variables assignment:

$$
\mathrm{a}=3, \mathrm{~b}=2, \mathrm{c}=\mathrm{a} * \mathrm{~b}, \text { month }=\text { 'August' }
$$

- Variables can be visualized in the "Workspace" section
- Some notes:
(1) No need to define variable types!!
(3) All variables are handled by value (and not by reference)
(3) Variable names must begin with a letter
(9) Case sensitive
© Avoid names that correspond to functions


## Operators, operations, and variables

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## Pre-defined functions and variables

- Pre-defined functions can be applied to a variable: sqrt(x), sin(x), cos(x), tan(x), exp(x), $\log (x)$ round(x), floor(x), ceil(x), ...
- Pre-defined variables: pi=3.14159, i $=j=\sqrt{-1}$, Inf, NaN
- To obtain function description: help 'functionName' or click "help" from the toolbar


## Scripts and Functions

## Script files

## A script file is a collection of commands that are executed in sequence

- Extension ".m"
- Click on the new script icon
- To run: Hit the green arrow in the toolbar



## Functions

A function is a group of commands that together perform a certain task

```
Syntax:
```

```
function [outVariables] = myfun(invariables)
```

```
function [outVariables] = myfun(invariables)
```

Example of function:

```
function [v1] = myFunction(v1, v2)
%Sets to zero the entries of vector vl if the
%corresponding entry in v2 has value 1
    for ind=1:length(v1)
        if v2(ind)==1
        v1 (ind)=0;
            end
    end
end
```


## Functions: files

Functions in Matlab are typically saved in separate files

| MAIN.m |
| :---: |
| $\begin{aligned} & \text { clear } \\ & \text { close all } \\ & \text { clc } \end{aligned}$ |
|  |  |
|  |  |
|  |
|  |
| $\mathrm{n}=4 ;$ |
| \% $\mathrm{A}=[0 \mathrm{I} ; 00]$; |
| $\mathrm{B}=[00 ; \mathrm{I} 0]$; |
| $V=\operatorname{orth}(\operatorname{rand}(4))$; |
| $\mathrm{A}=\operatorname{inv}(\mathrm{V}) * \operatorname{diag}(-\operatorname{rand}(\mathrm{n}, 1))$ *V; |


| MYFUNCTION.m |
| :--- |
| Gunction [ out ] = myFunction( in ) <br> \%UNTITLED <br> end <br>  |

NOTE: The name of the file and of the function name should be the same

## Calling Functions

```
% "Main" script
v1 = [3 4 6];
v2 = [00 1 1];
v3 = myFunction(v1, v2)
```

1 function [v1] = myFunction(v1, v2)
\%Sets to zero the entries of vector vl if the
\%corresponding entry in v2 has value 1
for ind=1:length(v1)
if $v 2($ ind $)==1$
v1 $($ ind $)=0$;
end
end
end

## An important difference with respect to $\mathrm{C}++$ and Python

 (Base and local workspaces)Functions operate on variables within their own workspace, which is also called the local workspace, separate from the workspace you access at the MATLAB command prompt which is called the base workspace


- In MATLAB, all variables are referenced by value


## Vectors and matrices: storing data through arrays

## Arrays and Matrices

- One-dimensional arrays can be row vectors or column vectors

$$
v=\left[\begin{array}{c}
1 \\
.9 \\
-3.7
\end{array}\right] \quad w=\left[\begin{array}{llll}
2 & -5 & 0.9 & 11.4
\end{array}\right]
$$

- A matrix is represented through two-dimensional array



## Arrays and Matrices

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2 & -5 & 0.9 & 11.4
\end{array}\right]
$$

- A matrix is represented through two-dimensional array

$$
M=\left[\begin{array}{ll}
3 & 1 \\
2 & 3 \\
4 & 2
\end{array}\right]
$$

## Arrays definition

- To create a column vector, separate the elements with semicolons: $\mathrm{v}=$ [1; 2; 3; 4]
- To create a row vector, separate the elements with either a comma or a space:
- To create a multidimensional array, combine the two notations:


## Arrays definition

- To create a column vector, separate the elements with semicolons:

$$
\mathrm{v}=[1 ; 2 ; 3 ; 4]
$$

- To create a row vector, separate the elements with either a comma or a space:

$$
w=[1,2,34]
$$

Notice that $\mathrm{v} \neq \mathrm{w}$. In particular, $\mathrm{v}=\mathrm{w}^{\prime}$

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w $=[1,2,34]$
Notice that $\mathrm{v} \neq \mathrm{w}$. In particular, $\mathrm{v}=\mathrm{w}^{\prime}$
- To create a multidimensional array, combine the two notations:

$$
M=[3,1 ; 2,3 ; 4,2]
$$

## Arrays definition (2)

Other common ways to define arrays are:

- $\mathrm{v}=\operatorname{ones}(\mathrm{m}, \mathrm{n})$
( $m$ by $n$ array of all ones)
- $\mathrm{v}=\operatorname{zeros}(\mathrm{m}, \mathrm{n})$
( $m$ by $n$ array of all zeros)
- $\mathrm{v}=\operatorname{rand}(\mathrm{m}, \mathrm{n}) \quad(m$ by $n$ array of random $[0,1])$
- $\mathrm{v}=$ start: step:end (equally spaced entries)

Arrays can be combined as blocks:

- $A=[A 11, ~ A 12 ; ~ A 21, ~ A 22]$


## Array slicing

- To "read" a certain entry of an array:

```
v(1), M(3,1)
```

- "Slicing" allows to read groups of entries of an array:

$$
M(1: 2,1), M([1 \text { 3],1:end), } M([1 \text { 3],:) }
$$

## Note:

(a) Array indices start from 1
(3) Slicing assignments are handled by value

## Array slicing

- To "read" a certain entry of an array:

```
v(1), M(3,1)
```

- "Slicing" allows to read groups of entries of an array: $M(1: 2,1), M([13], 1:$ end $), M([13],:)$

```
v = [1, 2, 3, 4, 5];
w = v(3: end) % w = [3, 4, 5]
W(1) = 10 % W = [10, 4, 5]
% v = [1, 2, 3, 4, 5]
```

Note:
(1) Array indices start from 1
(2) Slicing assignments are handled by value

## Operations on arrays

While other programming languages mostly work with a single array entry at a time, functions and operations in Matlab are optimized for fast processing on entire arrays

- v + 10, v+w, 2.1*v, v/6
- Function computed over arrays return an array with the output sqrt(v), sin(v), ...
- Some functions operate on the array and return a scalar max (v), mean(v), ...


## Efficient functions that operate on entire arrays

- Some useful functions for arrays:

```
max(), min()
mean(), median(), cov(), var()
sum(), diff(), cumsum()
```

- Sorting: sort (v)
- Find: find (v==3), find(v>1)
- Size: length(v), size(M)


## Matrix multiplication

- Given two matrices $A=\left[a_{i j}\right] \in \mathbb{R}^{m \times n}$ and $B=\left[b_{i j}\right] \in \mathbb{R}^{n \times p}$, matrix multiplication $X=\left[x_{i j}\right]=A \cdot B$ produces a $m \times p$ matrix, where

$$
x_{i j}=\sum_{k=1}^{m} a_{i k} \cdot b_{k j}
$$

- Example:

$$
\left[\begin{array}{cc}
4 \times 2 \text { matrix } \\
a_{11} & a_{12} \\
\cdot & \cdot \\
a_{31} & a_{32} \\
\cdot & \cdot
\end{array}\right]\left[\begin{array}{ccc}
2 \times 3 \text { matrix } \\
\cdot & b_{12} & b_{13} \\
\cdot & b_{22} & b_{23}
\end{array}\right]=\left[\begin{array}{ccc}
4 \times 3 \text { matrix } \\
\cdot & x_{12} & x_{13} \\
\cdot & \cdot & \cdot \\
\cdot & x_{32} & x_{33} \\
\cdot & \cdot & \cdot
\end{array}\right] \quad \begin{aligned}
& x_{12}=a_{11} b_{12}+a_{12} b_{22} \\
& x_{33}=a_{31} b_{13}+a_{32} b_{23}
\end{aligned}
$$

- In Matlab: $\mathrm{X}=\mathrm{A} * \mathrm{~B}$


## Matrix multiplication (2)

- Not to be confused with entry-wise multiplication $E=A \circ B$, that can be applied to two matrices of identical dimensions $A=\left[a_{i j}\right] \in \mathbb{R}^{m \times n}$ and $B=\left[a_{i j}\right] \in \mathbb{R}^{m \times n}$, where

$$
e_{i j}=a_{i j} \cdot b_{i j}
$$

- In Matlab: $E=A . * B$
- Similarly, matrix exponential: $\mathrm{A}^{\wedge} 2$
- Entry-wise exponential: A.^2


## Useful matrix operations for this class

- Identity matrix of size $n$ : eye ( $n$ )
- Rank of matrix A: rank (A)
- Eigenvalues of matrix A: eig (A)
- Null space of A: null(A)
- Inverse of matrix A: inv (A)
- Pseudoinverse of matrix A: pinv (A)
(1) If the columns of $A$ are linearly independent, $A^{+}$is a left inverse
(2) If the rows of $A$ are linearly independent, $A^{+}$is a right inverse


## Plots

## Plots

## Two-dimensional line and points can be plotted with the command:

plot(xdata,ydata)

```
t = 0 : 0.1 : 2*pi;
y1 = sin(t);
y2 = cos(t);
4 \mp@code { f i g u r e }
plot(t, yl, '-')
plot(t, y2, '+')
```

hold on $\quad$ Plot in the same figure window

```
% Time data (xdata)
% First set of ydata
% Second set of ydata
% Create a figure window
```



## Linestyle, markers, and colors

We can specify our own colors, markers, and linestyles by giving plot a third argument

| Symbol | Color | Symbol | Marker | Symbol | Linestyle |
| :---: | :--- | :---: | :--- | :---: | :--- |
| b | Blue | . | Point | - | Solid line |
| g | Green | 0 | Circle | $:$ | Dotted line |
| r | Red | x | Cross | .- | Dash-dot line |
| c | Cyan | + | Plus sign | -- | Dashed line |
| m | Magenta | $*$ | Asterisk |  |  |
| y | Yellow | s | Square |  |  |
| k | Black | d | Diamond |  |  |
| w | White | v | Triangle (down) |  |  |
|  |  | $\wedge$ | Triangle (up) |  |  |
|  |  | $<$ | Triangle (left) |  |  |
|  |  | $>$ | Triangle (right) |  |  |
|  |  | p | Pentagram |  |  |
|  |  | h | Hexagram |  |  |

plot (x,y,'g-'), plot(x,y,'k+'),plot(x,y,'b:s')

## Note on plot function

When the plot function is called with only one argument, e.g.,
plot (y)
the variable y is plotted versus an index of its values, that is, the command is interpreted as follows

$$
\text { plot (1:1:length }(y), y)
$$

When y is a matrix, MATLAB plots its columns as individual signals

## Plotting discrete-time functions

stairs (yData) draws a stairstep graph of the elements in yData


## State-space models in Matlab

## Modeling

The state-space model for a continuous-time linear system is given by

$$
\begin{aligned}
& \dot{x}(t)=A x(t)+B u(t) \\
& y(t)=C x(t)+D u(t)
\end{aligned}
$$

The state-space model for a discrete-time linear system is given by

$$
\begin{aligned}
x[k+1] & =A x[k]+B u[k] \\
y[k] & =C x[k]+D u[k]
\end{aligned}
$$

- $x$ is an $n \times 1$ vector representing the system's state variables
- $u$ is a $m \times 1$ vector representing the input
- $y$ is a $p \times 1$ vector representing the output


## In Matlab state-space systems can be defined through the command

$\square$

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In Matlab state-space systems can be defined through the command:
sys = ss (A, B, C,D,Ts);

- Ts is the sampling time ( 0 for continuous, 1 for discrete)


## Modeling: longitudinal vehicle dynamics

Example: longitudinal vehicle dynamics

$$
m \ddot{p}_{l}=F_{e}-F_{d}
$$



- $F_{e}$ : longitudinal engine force
- $F_{d}$ : drag force
- Assume linear friction:

$$
F_{d}=\alpha \dot{p}_{l}
$$

- Define: $x_{1}=p_{l}$ (position), $x_{2}=\dot{p}_{l}$ (velocity),

- If we can measure the position and velocity of the vehicle:

$$
\left[\begin{array}{l}
y_{1} \\
y_{2}
\end{array}\right]=\left[\begin{array}{ll}
1 & 0 \\
0 & 1
\end{array}\right]\left[\begin{array}{l}
x_{1} 7 \\
x_{2}
\end{array}\right]
$$

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$$
\left[\begin{array}{l}
\dot{x}_{1} \\
\dot{x}_{2}
\end{array}\right]=\left[\begin{array}{cc}
0 & 1 \\
0 & -\alpha / m
\end{array}\right]\left[\begin{array}{l}
x_{1} \\
x_{2}
\end{array}\right]+\left[\begin{array}{c}
0 \\
1 / m
\end{array}\right] F_{e}
$$

- If we can measure the position and velocity of the vehicle:

$$
\left[\begin{array}{l}
y_{1} \\
y_{2}
\end{array}\right]=\left[\begin{array}{ll}
1 & 0 \\
0 & 1
\end{array}\right]\left[\begin{array}{l}
x_{1} \\
x_{2}
\end{array}\right]
$$

## Modeling: longitudinal vehicle dynamics (2)

```
alpha = 1;
m = 1;
A = [0 1;0 -alpha/m];
B = [0; 1/m];
C = [1 0; 0 1];
D = [0; 0];
sysC = ss(A,B,C,D,O);
[Yc, Tc] = step(sysC,5);
figure
plot(Tc, Yc,'Linewidth', 2)
sysD = c2d(sysC,.2);
[Yd, Td] = step (sysD,5);
hold on
stairs(Td, Yd,'Linewidth', 2)
```


## Modeling: longitudinal vehicle dynamics (3)

Step response:


Discrete-time models are often obtained by discretizing continuous time physical equations

- Q: How do we check if the discrete-time system is stable?
- A: abs (eig(Ad))


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## Useful commands for state-space models

- Obtain step response of the system:

$$
[Y, T]=\text { step (sysD, x0,tFinal) }
$$

- Obtain impulse response of the system:
[Y, T] = impulse(sysD)
- Obtain impulse response to initial conditions:
[Y, T] = initial(sysD, x0,tFinal)
- Discretize a continuous-time system:
sysD = c2d(sysC,.2)
- Obtain transfer function of the system:

TrFcn $=t f(s y s)$

## Controllability, Observability, and State Feedback

## Controllability

## Controllability

A discrete-time linear system is controllable if, for any initial state $x[0]$ and any desired state $x_{f}$, there is a nonnegative integer $T$ and a sequence of inputs $u[0], u[1], \ldots, u[T]$ such that $x[T+1]=x_{f}$

## How do we check for controllability?

The system is controllable if and only if the rank of the controllability matrix is equal to the system size $n$

In Matlab:

- ctrb (A, B)
(returns the controllability matrix)


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In Matlab:

- ctrb (A, B)
(returns the controllability matrix)
- rank (ctrb (A, B) )


## Observability

## Observability

A discrete-time linear system is controllable if, for any initial state $x[0]$ and any known sequence of inputs $u[0], u[1], \ldots$, there is a nonnegative integer $T$ such that $x[0]$ can be recovered from the outputs $y[0], y[1], \ldots, y[T]$

How do we check for observability?
The system is observable if and only if the rank of the observability matrix is equal to the system size $n$

In Matlab:

- obsv( $\mathrm{A}, \mathrm{C}) \quad$ (returns the observability matrix)
- rank (obsv (A, C) )


## Observability

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A discrete-time linear system is controllable if, for any initial state $x[0]$ and any known sequence of inputs $u[0], u[1], \ldots$, there is a nonnegative integer $T$ such that $x[0]$ can be recovered from the outputs $y[0], y[1], \ldots, y[T]$

## How do we check for observability?

The system is observable if and only if the rank of the observability matrix is equal to the system size $n$

In Matlab:

- obsv (A, C) (returns the observability matrix)
- rank(obsv(A,C))


## State feedback

## Controllability

We would like use the state of the system to construct a feedback input so that we can place the closed loop eigenvalues of the system at certain (stable) locations

$$
u[k]=-K x[k]
$$

$$
\begin{aligned}
x[k+1] & =A x[k]+B u[k]=(A-B K) x[k] \\
y[k] & =(C-D K) x[k]
\end{aligned}
$$

## (Feedback control)

It is possible to arbitrarily place the closed loop eigenvalues via state feedback control if and only if the pair ( $\mathrm{A}, \mathrm{B}$ ) is controllable

## State feedback (2)

The MATLAB commands place and acker can be used to find the matrix $K$ such that the poles of $A-B K$ have certain desired values

```
K = place(A,B,P)
K = acker(A,B,P)
```

```
K = place(Ad,Bd,[.9 . 8]); % Determine state feedback matrix
sysF = ss(Ad-Bd*K, 0*Dd, Cd-Dd*K, 0*Dd);% Feedback system
[Yd, Td] = step(sysF,[1; 0], 10); % Impulse response
figure
stairs(Td, Yd,'Linewidth',2)
```


## Dynamical systems with Matlab Simulink

## Linear system in Simulink

Recall the expression of a continuous-time linear system:

$$
\begin{aligned}
& \dot{x}(t)=A x(t)+B u(t) \\
& y(t)=C x(t)+D u(t)
\end{aligned}
$$

We can study the step response by constructing its Simulink model:


## Two-tank system



Recall the dynamical equations of Tank 1:

$$
\begin{aligned}
\dot{h}_{1}(t) & =q_{p}(t)-q_{L}(t)-q_{12}(t) \\
q_{L}(t) & =c_{L}(t) \sqrt{h_{1}(t)} \\
q_{p}(t) & =u(t) \\
u(t) & =\text { PID controller to regulate } h_{1} \text { to } h_{\max }
\end{aligned}
$$

## Two-tank system: Simulink model



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