

# Design of multivariable feedback systems

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## Synopsis

A canonical form for a multivariable linear control system is described. This canonical form is important because it enables a linear-feedback law to be chosen to produce arbitrary characteristic modes in the closed-loop system. The computational difficulties and methods suggested for minimising them are discussed.

## List of symbols

- $x, \hat{x}$  = state-variable vector in original- and transformed-co-ordinate space  
 $u, u_0$  = system inputs  
 $y$  = system output  
 $A, \hat{A}$  = state-transition matrix in original- and transformed-co-ordinate space  
 $B, \hat{B}$  = distribution matrix in original- and transformed-co-ordinate space  
 $H, \hat{H}$  = output matrix in original- and transformed-co-ordinate space  
 $W(s), W_c(s)$  = system-transfer-function matrix before and after feedback  
 $K, \hat{K}$  = feedback law in original- and transformed-co-ordinate space  
 $T$  = basis-transformation matrix  
 $b_i, \hat{b}_i$  =  $i$ th column of  $B, \hat{B}$   
 $f_i$  =  $i$ th basis vector

A superscript prime will be used to denote matrix transposition

## 1 Introduction

Much control engineering is concerned with the choice of a feedback law to achieve desired objectives, such as optimisation with respect to some performance index, minimisation of the effects of noise, or reduction of the sensitivity of the system to plant-parameter variations. The objective we consider here is none of these: it is to achieve arbitrary dynamics of the system, or, in other words, arbitrary pole positions of the transfer-function matrix.

This problem has been discussed in detail for the case where there is a single input and the system states are available,<sup>1</sup> and the multiple-input problem has also been considered in an abstract fashion.<sup>2</sup> The dual problem of constructing an asymptotic estimator of the states with arbitrary poles has been considered<sup>3, 4</sup> for the multiple-output case. The first effective computational method for arbitrarily locating the poles of a feedback controller, or for a state estimator, is to be found in hitherto unpublished work;\* this foreshadows some of the material presented here and presents an alternative solution to the problem.

In Section 2 of the paper, a canonical form for multiple-input, linear, time-invariant dynamical systems is presented, and, using this canonical form, it is shown in Section 3 how essentially arbitrary system dynamics can be achieved when the states are available. Appendix 7 deals with some of the computational difficulties occurring, and explains how to minimise them. Most of these difficulties arise from the necessity of determining possible linear dependences among a set of vectors.

In Section 4 the results are discussed; in particular, a comparison is made between the design method of this paper and methods derived from other approaches.

While the main contribution of the paper is to set down a

\* LUENBERGER, D. G.: 'Canonical forms for multivariable systems', submitted for publication

computational method, it seems necessary to stress the apparently little known fact that the computations necessary to achieve arbitrary dynamics for a plant can, at least in theory, be performed, provided that the plant is 'completely controllable'. The method can also be used to stabilise plants with right-half-plane poles. Even if the states are not directly observable, but the plant is 'completely observable', there exists a controller, a cascade of a state estimator and a linear-feedback law, so that the combined plant and controller have arbitrary dynamics. Furthermore, the estimator may be designed to deal with and minimise the effects of noisy measurements.<sup>5</sup> We hope that these facts will soon become as much a part of control system theory as, for example, the fact that a damping ratio of 0.7 in a quadratic-denominator transfer function is, in some sense, an optimum.

## 2 Canonical form

We consider linear, time-invariant, dynamical systems described by the equations

$$\dot{x} = Ax + Bu \quad \dots \quad (1a)$$

$$y = H'x \quad \dots \quad (1b)$$

where  $x$  is an  $n \times 1$  state vector, assumed fully measurable  
 $u$  is an  $r \times 1$  input vector  
 $y$  is an  $m \times 1$  output vector  
 $A$  is an  $n \times n$  transition matrix  
 $B$  is an  $n \times r$  distribution matrix, and  
 $H'$  is an  $m \times n$  output matrix

The transfer-function matrix relating  $y$  to  $u$  is given by<sup>1</sup>

$$W(s) = H'(sI - A)^{-1}B \quad \dots \quad (2)$$

The poles of  $W(s)$  are therefore determined by the eigenvalues of the matrix  $A$ .

The implementation of a feedback law  $K$  means that we ensure that

$$u = Kx + u_0 \quad \dots \quad (3)$$

where  $u_0$  is an input to the new system, and  $u$  is the input of the old system; note that we are feeding back linear combinations of the states rather than the outputs. The case where outputs only are available can be solved by cascading an estimator with the controller designed according to the method of this paper.

The system with feedback is

$$\dot{x} = (A + BK)x + Bu_0 \quad \dots \quad (4a)$$

$$y = H'x \quad \dots \quad (4b)$$

and it evidently has a transfer function relating  $u_0$  to  $y$  (which is the closed-loop transfer function of the system of eqn. 1 with feedback law  $K$ ) of the form

$$W_c(s) = H'(sI - A - BK)^{-1}B \quad \dots \quad (5)$$

The problem of achieving arbitrary pole locations for  $W_c(s)$  is thus the problem of selecting  $K$ , so that the matrix  $A + BK$  has arbitrary eigenvalues.

For the purpose of computing the matrix  $K$ , it will be convenient to change the basis of the state space. This change of basis does not alter the open-loop or closed-loop response

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#### 4 Discussion and conclusions

Unlike the single-input case, the problem of closed-loop pole location by state-vector feedback does not possess a unique solution in the multi-input case. There are a number of possible schemes for choosing the basis vectors that determine the co-ordinate transformation, and a number of ways to distribute the poles among the subsystems determined by the resulting canonical form.<sup>1</sup>

The flexibility of these choices must be exploited, in any particular practical problem, by engineering judgment based on other design objectives.

The approach discussed in this paper may be particularly suited to some kinds of control situations, because the method tends to stress control by only a few of the available inputs. For instance, if the plant is completely controllable from the first input (as well as from all of them), the procedure for selecting the basis vectors will lead to a solution using only that one input for control. Other methods\* might include other inputs, each contributing approximately equally to control. Likewise, if the plant is completely controllable from the first two inputs, the approach of this paper would lead to control from these two. In general, the resulting solution depends strongly on the *a priori* ordering of the inputs before the selection process is begun. Thus, the engineer can order the inputs according to desirability (based on costs, reliability etc.). The control design procedure will then tend to emphasise the inputs in that order.

Obviously, this is not always the best procedure, and it is not easy to compare different solutions until they are all designed and analysed.

In the case of plants where the state variables cannot be measured and only noisy outputs are available, the state-estimation technique of Reference 5 will result in some states being more accurately known than others. The choice of a feedback law could then conceivably be based on a consideration of the linear combinations of the states which are found to be the best known.

In any but the smallest systems, computation would presumably be carried out with a computer, with the complexity of the calculations increasing no more than linearly with the dimension of the state space. Moreover, it would seem reasonable, in some situations, to program the computer to compute all possible feedback laws, or at least a large number, and then to carry out comparison of these feedback laws on the basis of some programmed criterion of the type mentioned.

#### 5 Acknowledgment

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#### 7 Appendix

##### Use of the Gram-Schmidt procedure for checking independence

The main computational difficulty associated with the method proposed in this paper is the determination of linear dependence among a set of vectors. In general, this type of problem is computationally difficult, no matter what approach is employed, owing to the inherent ambiguity in distinguishing zero from nonzero numbers in the presence of roundoff errors. With this apparently ubiquitous limitation in mind, it is possible, however, to address the problem of effectively determining a computational scheme for determining the linear dependence required for development of the canonical form in Section 2.

The basic approach suggested here is to apply the Gram-Schmidt procedure to the array 9, moving by rows. Explicitly, the procedure is to define

$$e_k = \frac{v_k - \sum_{i=1}^{k-1} (v_k' e_i) e_i}{\|v_k - \sum_{i=1}^{k-1} (v_k' e_i) e_i\|} \quad (42)$$

where  $v_k$  represents the  $k$ th element in the array 9 (therefore  $v_k$  is of the form  $A^i b_i$ ). If the denominator of eqn. 42 is zero, the vector  $e_k$  is taken to be zero.

The result of this procedure is a sequence of orthogonal vectors  $e_1, e_2$  etc. each having a norm of unity or zero. The first  $k$  vectors in the sequence span the same space as the first  $k$  vectors in the array 9.

If a vector  $e_k$  is found to be zero, the corresponding vector in the array 9 is linearly dependent on the previous vectors. Furthermore, all remaining vectors in that row of the array will also be linearly dependent on the previous vectors.

If  $v_k = A^i b_i$  is linearly dependent on the previous vectors, the exact dependency can be found by the equation

$$v_k = \sum_{i=1}^{k-1} (v_k' e_i) e_i \quad (43)$$

which follows immediately from the orthogonality of the  $e_i$ s. Since the  $e_i$ s are themselves linear combinations of previous vectors in the array, eqn. 43 can be used to determine easily the dependency in the form of eqn. 10 or, more generally, of eqn. 14.