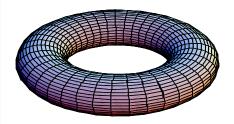
# Discontinuous Systems: Intro to Switching Control

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#### Part II Outline

- Intro to Discontinuous Dynamics
  - Examples
  - Simulation Tools
  - Solution concepts
- Variable Structure Control Basics
  - Sliding domain, equivalent control
  - Lyapunov analysis of discontinuous systems
  - Special Cases: linear dynamics, normal from
- Hybrid Systems
  - Mixed logic-dynamic systems
  - Modeling using Simulink with State Flow
  - Logic to mixed-integer formulas
  - Optimization



#### Outline

- Brocket's Necessary Condition
  - Some systems cannot be stabilized by smooth state feedback
  - Extensions to BNC
- Solutions to Discontinuous Differential Equations
  - Various notions of 'solution 'may be appropriate



### What is a Discontinuous System

Consider a system

$$\dot{x} = f(x), \quad x \in \mathbb{R}^n$$

such a system is considered to be a continuous system if the function f(x) has continuous first derivatives in x, otherwise it is discontinuous.

A control system is more complicated.

$$\dot{x} = f(x,u), \quad x \in \mathbb{R}^{n}, u \in \mathbb{R}^{m}, f(0,0) = 0$$

A control system is considered to be a continuous if the function f(x, u(x)) has continuous first derivatives in x, otherwise it is discontinuous.



# **Brockett's Necessary Condition**



### **Necessary Condition for Asymptotic Stability**

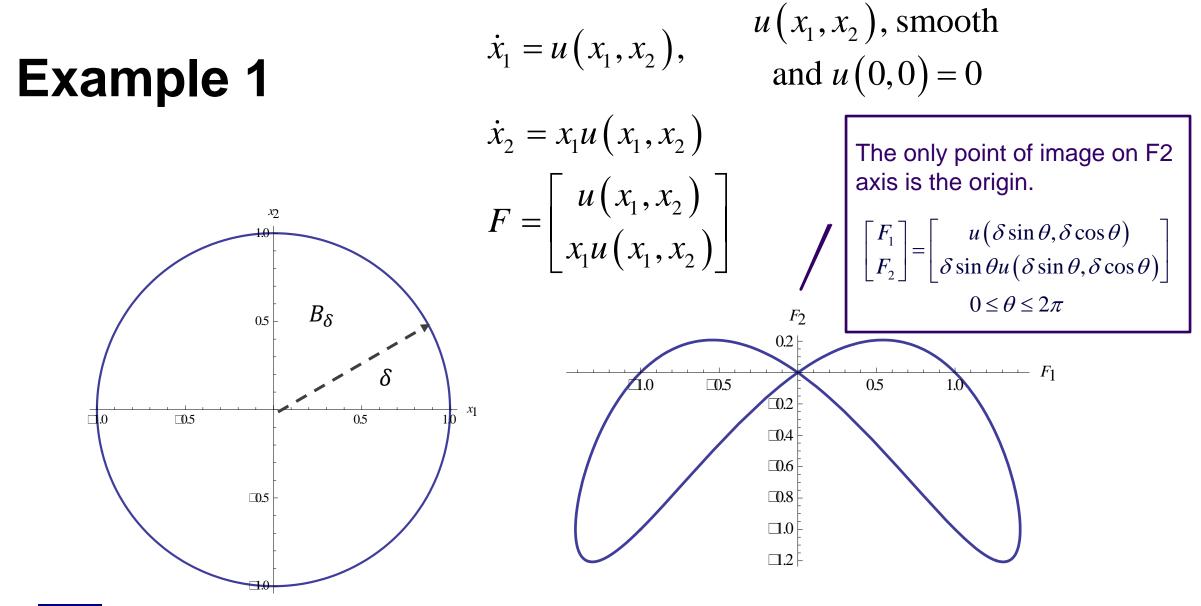
$$\dot{x} = f(x,u), \quad x \in \mathbb{R}^n, u \in \mathbb{R}^m, f(0,0) = 0$$

**Theorem**: (Brockett) Suppose f is smooth and the origin is stabilized by a smooth state feedback control u(x),

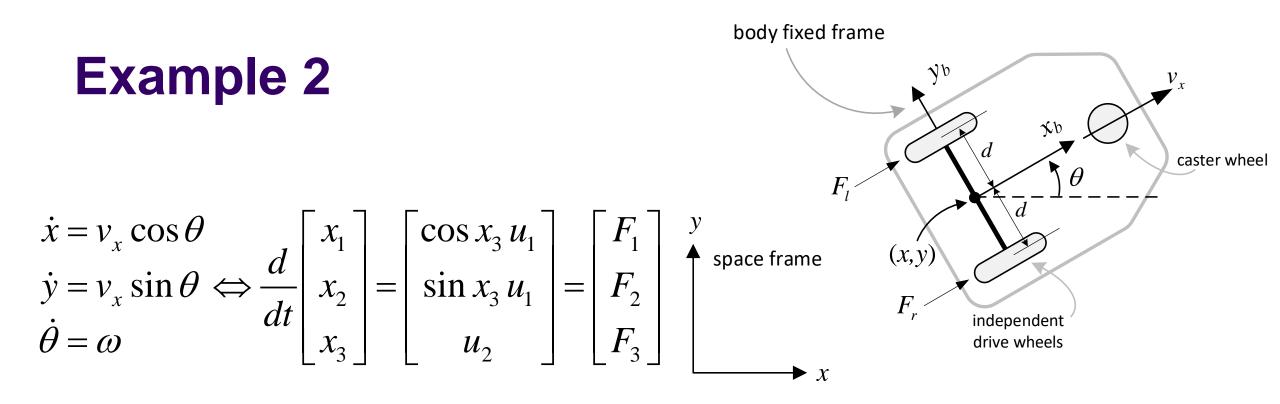
$$u(0) = 0$$
. Then the mapping  $F : \mathbb{R}^n \to \mathbb{R}^n$ ,  
 $F(x) = f(x, u(x))$  maps neighborhoods of the origin  
into neighborhoods of the origin, i.e.

 $\forall \delta > 0 \quad \exists \varepsilon > 0 \text{ such that } B_{\varepsilon} \subset F(B_{\delta})$ alternatively,  $f(B_{\delta} \times R^m)$  is a neighborhood of  $0 \in R^n$ .









Notice that with  $x_3 = 0$ , all points on the  $F_2$  axis other than 0 are not in the image of the mapping.



# Notions of Solution for Discontinuous Dynamics

# **Solutions of ODEs**

Classical Solutions

$$\dot{x}(t) = f(x(t), t), \quad x(0) = x_0$$

• Caratheodory Solutions

$$x(t) = x_0 + \int_0^t f(x(s), s) ds$$

- Satisfies the ode almost everywhere on [0,t], i.e  $\dot{x}(t) \neq f(x(t),t)$  at isolate points of time.
- Filippov Solutions (differential inclusion a set)

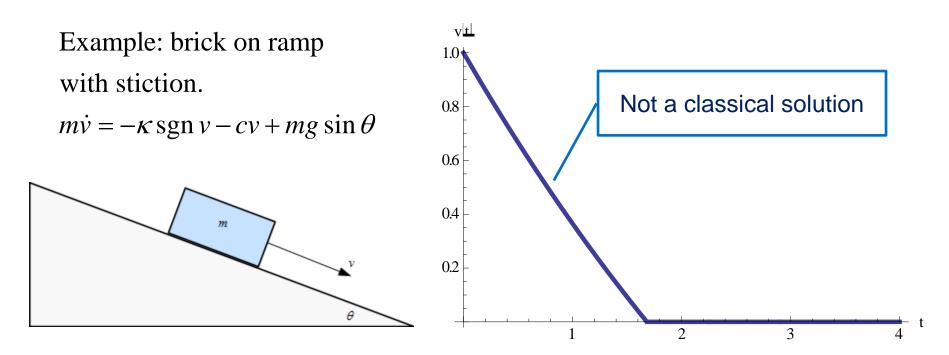
$$\dot{x}(t) \in \mathscr{F}(x(t),t), \quad x(0) = x_0$$



#### **Classical Solutions**

$$\dot{x}(t) = f(x(t), t)$$

classical solution: x(t) is continuously differentiable.



#### **Caratheodory Solutions**

 $\dot{x}(t) = f(x(t))$  is satisfied at almost all points on every interval  $t \in [a,b], a < b$ 

Stopping solutions for the brick on ramp problems are not Caratheodory solutions. For these solutions the brick is stopped on a finite interval, i.e, v(t) = 0 on  $t \in [a,b]$  $\Rightarrow \dot{v}(t) = 0$  on  $t \in [a,b]$  $\Rightarrow -\kappa \operatorname{sgn} 0 + mg \sin \theta = 0$ 



#### **Brick Example – try something else**

 $m\dot{v} = -\kappa \operatorname{sgn} v - cv + mg \sin \theta \Rightarrow$ 

$$\dot{v} = -\frac{\kappa}{m} \operatorname{sgn} v - \frac{c}{m} v + g \sin \theta$$

$$\dot{v} = -\frac{\kappa}{m} - \frac{c}{m}v + g\sin\theta \qquad v > 0$$
$$\dot{v} \in \begin{bmatrix} \kappa & -\alpha\sin\theta & \kappa \\ \kappa & -\alpha\sin\theta & -\alpha\sin\theta \end{bmatrix} \quad v = 0$$

$$\dot{v} \in \left[-\frac{m}{m} + g\sin\theta, \frac{m}{m} + g\sin\theta\right] \quad v = 0$$

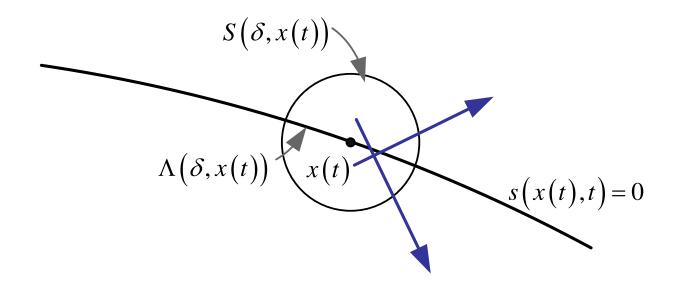
$$\dot{v} = \frac{\kappa}{m} - \frac{c}{m}v + g\sin\theta \qquad v < 0$$



#### **Filippov Solutions**

$$\frac{dx(t)}{dt} \in \mathcal{F}(x(t), t) \coloneqq \bigcap_{\delta > 0} \operatorname{conv} f(S(\delta, x(t)) - \Lambda(\delta, x(t)), t)$$
$$S(\delta, x) \coloneqq \left\{ y \in R^n \Big| \left\| y - x \right\| < \delta \right\} \right\}$$

 $\Lambda(\delta, x)$ : subset of measure zero on which f is not defined



#### **Example: nearest neighbor**

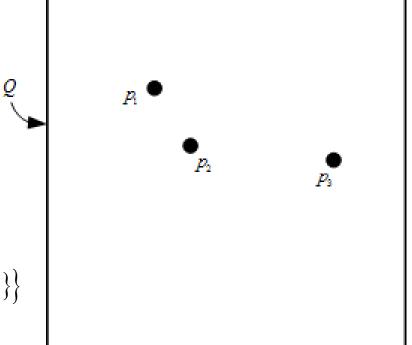
- 3 agents moving in square
  Q
- Rule: move diametrically away from nearest neighbor

Nearest neighbor to  $p_i$ 

$$\mathcal{N}_i = \arg\min\left\{ \left\| p_i - q \right\| \mid q \in \partial Q \cup \{ p_1, p_2, p_3 \} \setminus \{ p_i \} \right\}$$

Action

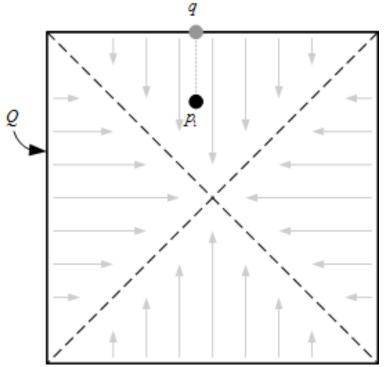
$$\dot{p}_i = \frac{p_i - \mathcal{N}_i}{\left\| p_i - \mathcal{N}_i \right\|}$$





#### Example: nearest neighbor, cont'd

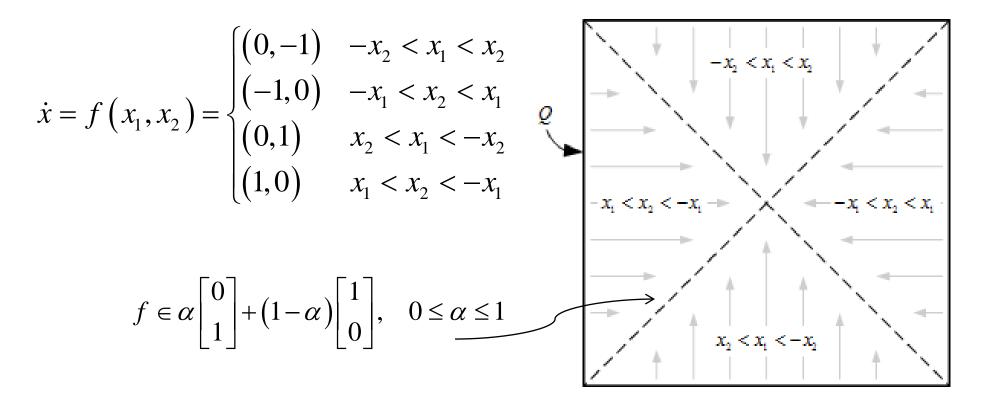
- Consider 1 agent in which case the only obstacles are the walls.
- The nearest neighbor is easily identified on the nearest wall.
- The vector field is well defined everywhere except on the diagonals where it is not defined because there are multiple nearest neighbors.



$$\dot{p}_1 = \frac{p_1 - q}{\|p_1 - q\|}$$



#### Example: nearest neighbor, cont'd





#### **Extension of Brockett's Condition**

**Definition**: Admissible feedback controls u(x) are piecewise continuous and solutions are defined in the sense of Filippov

$$\dot{x} \in \mathscr{F}\left[f\left(x, u\left(x\right)\right)\right] \text{ and } 0 \in \mathscr{F}\left[f\left(0, u\left(0\right)\right)\right]$$

**Theorem** (Ryan): For f(x, u) continuous and satisfying assumption, asymptotic stabilization by discontinuous feedback  $\Rightarrow$  each neighborhood  $\mathcal{B}$ 



f 
$$0 \in \mathbb{R}^n$$
,  $f(\mathfrak{B} \times \mathbb{R}^m)$  is a neighborhood of  $0 \in \mathbb{R}^n$ .