### compute the equilibria of the system

## Contents map

developed content units	taxonomy levels
equilibrium	u1, e1
prerequisite content units	taxonomy levels
RR	u1, e1

# Main ILO of sub-module "compute the equilibria of the system"

Compute the equilibria of a RR by solving for stationary points

# Is this in equilibrium?



# Are these in equilibrium, while falling?



### Equilibrium = a trajectory that is constant in time

y[k] = constant

### Example

average temperature of a yogurt taken out from the fridge into a very large room whose temperature is 20 degrees, forward-Euler discretized with a sampling time T = 1 seconds:

$$\dot{y} = -0.5(y-20) \quad \mapsto \quad y^+ = 0.5y + 10$$



What does it mean that this system is in equilibrium from an intuitive point of view?



What does it mean that this system is in equilibrium from a mathematical point of view?

equilibrium means  $y^+$  = y

What does it mean that this system is in equilibrium from a mathematical point of view?

equilibrium means  $y^+ = y$ 

this implies

$$y_{eq}, u_{eq}$$
 is an equilibrium point iff  $y^+ = f(y, u)$ 

i.e., the equilibria of a system are the zeros of f(y, u)

# Equilibra as the zeros of $y^+ = f(y)$ , graphically

Exemplified situation of *autonomous* single output systems:



# Equilibra as the zeros of $\boldsymbol{f}$ , graphically

Exemplified situation of SISO (single input single output) systems:



https://www.geogebra.org/classic/mmppe6hs

# Equilibra as the zeros of f, graphically

Exemplified situation of automonous multiple output systems:



(remember:  $y_{eq}$ ,  $u_{eq}$  equilibrium iff  $f(y_{eq}, u_{eq}) = y_{eq}$ , i.e., all the components simultaneously!)

equilibria = extremely important topic in automatic control!

will be analysed in more details later on in this course and much more extensively in others (feat. Lyapunov, Krasovskii, La-Salle among others) Discussion: what are the equilibria in this case?



Discussion: what are the equilibria in this case?



 $(y_0 = 0, u = 0)$  is always an equilibrium for these systems!

Discussion: can we have for this specific RR an equilibrium if  $u \neq \text{constant}$ ?



Discussion: can we have for this specific RR an equilibrium if  $u \neq \text{constant}$ ?



## Another example: a Lotka-Volterra model (*≠* real world):

$$\begin{cases} y_{\text{rabbits}}^{+} &= 1.4 \cdot y_{\text{rabbits}} - 0.5 \cdot y_{\text{rabbits}} \cdot y_{\text{foxes}} \\ y_{\text{foxes}}^{+} &= 0.7 \cdot y_{\text{foxes}} + 0.7 \cdot y_{\text{rabbits}} \cdot y_{\text{foxes}} \end{cases}$$



## Summarizing

### Compute the equilibria of a RR by solving for stationary points

put y = f(y, u) => y - f(y, u) = 0, and compute the corresponding points. It may be that there is the need to put all the various inputs u = constant (or disturbances d = constant)

### Most important python code for this sub-module

# Root finding in python

https://pythonnumericalmethods.studentorg.berkeley.edu/notebooks/ chapter19.05-Root-Finding-in-Python.html

# Self-assessment material

Which of the following best defines an equilibrium point in a dynamical system?

- I: A point where the system's state constantly increases.
- II: A point where the system's state remains unchanged over time.
- III: A point where the system's state oscillates periodically.
- IV: A point where the system's state diverges exponentially.
- V: I do not know

How can equilibrium points be identified in a graphical representation of  $y^+ = f(y)$ ?

- I: At points where f(y) reaches its maximum value.
- II: At points where f(y) crosses the y-axis.
- III: At points where f(y) is strictly increasing.
- IV: At points where f(y) = y, indicating that the system remains unchanged.
- V: I do not know

Which of the following systems is most likely to be in equilibrium?

- I: A ball rolling down a hill.
- II: A balancing robot standing perfectly upright and not moving.
- III: A pendulum swinging back and forth.
- IV: A falling hailstone.
- V: I do not know

For the discrete-time system  $y^+ = 0.5y + 10$ , what is the equilibrium value of y?

- I: 0
- II: 10
- III: 20
- IV: 40
- $V{:}\ I\ do\ not\ know$

In a linear time-invariant system, an equilibrium point can be computed by:

- I: Setting the system dynamics to zero and solving for state and input values.
- II: Taking the time derivative of the system matrix.
- III: Finding the eigenvalues of the system matrix.
- IV: Taking the integral of the system dynamics.
- V: I do not know

# Recap of sub-module "compute the equilibria of the system"

- Equilibria in dynamical discrete time systems correspond to points where the system's state does not change over time.
- Autonomous time-varying RRs can have equilibria, but their location may vary with time.
- Some dynamical systems may not have equilibria, particularly if they involve unbounded growth.
- Non-autonomous LTI RRs can have equilibria only if the input u(t) remains constant over time.

- compute the equilibria of the system 8

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