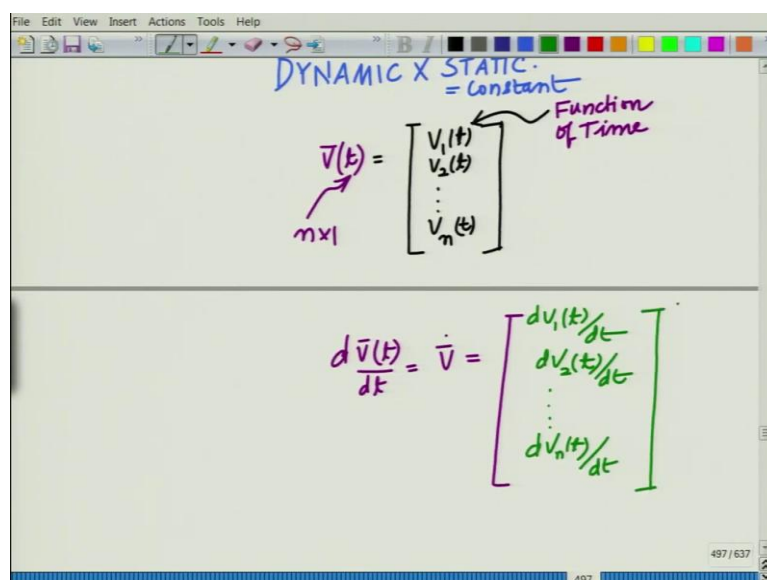
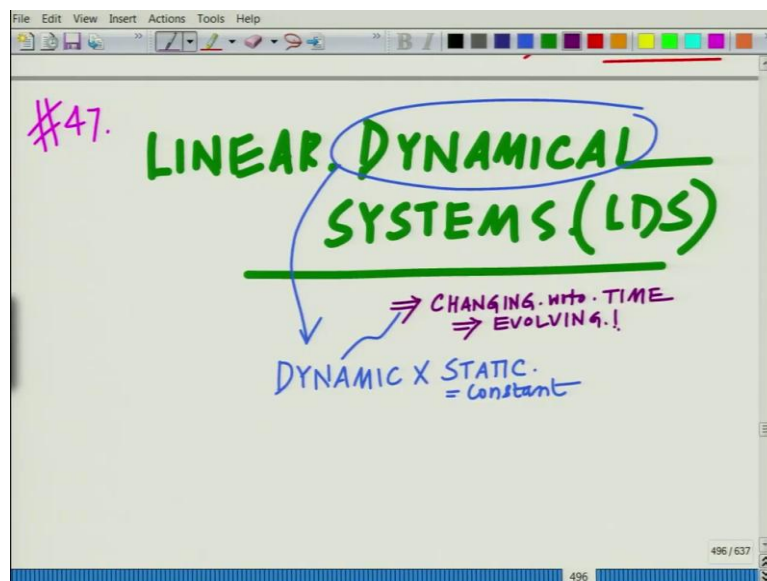


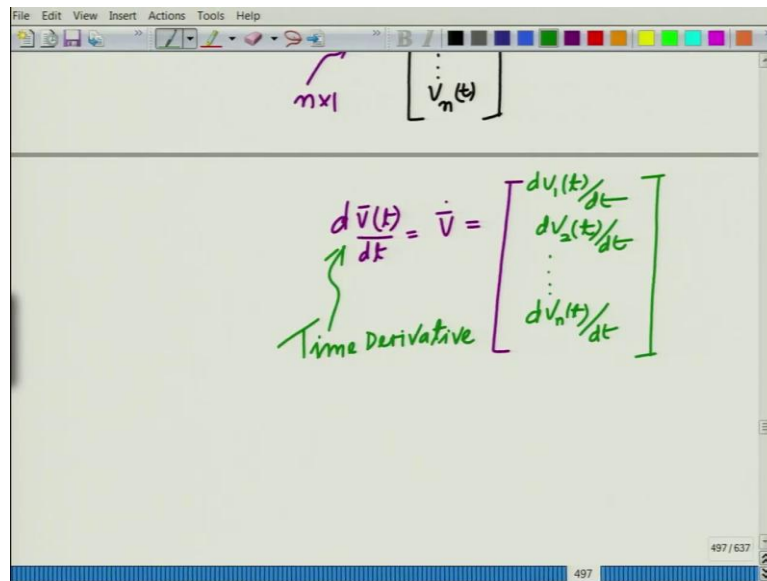
Applied Linear Algebra for Signal Processing, Data Analytics and Machine Learning
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Lecture 47

Linear Dynamical Systems: Definition and Solution via Matrix Exponential

Hello, welcome to another module in this massive open online course. In this module let us look at another yet another application of linear algebra and that is in the context of linear dynamical systems.

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These are very important class of systems whose analysis can be conducted using the principles of, these are what are known as Linear Dynamical Systems or LDS, Linear Dynamical Systems and in particular dynamical, the word dynamic essentially means not static but these are dynamic. Dynamic is the opposite of static, static is something that is constant; that is fixed.

Dynamic naturally means something that is not static but something that is changing constantly that is evolving with respect to time in particular, that is essentially what a dynamical system is. Dynamic essentially implies that this is changing with respect to time, implies this is evolving constantly, that is the meaning of this phrase dynamic. So, you have a linear dynamic system; a system that is dynamic.

A dynamic system implies one that is essentially changing with respect to time. Now, this generally has the form if I have for instance define a vector \bar{v} so, naturally it is going to be a function of time, remember we said this is a dynamic system. So, you can clearly see the dynamic nature is reflected by the fact that this is a function of time. So, this is a function of time.

This is an N cross 1 vector, you can write it as $\bar{v} t$ but sometimes you can drop this t just for convenience. This is an N cross 1 vector and then you can define $d\bar{v} dt$ that is essentially you denote by $\dot{\bar{v}}$. This is $d v_1 t$ by dt , $d v_2 t$ over dt , the $v_n t$ over dt and this is the time derivative.

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The image shows a whiteboard with handwritten mathematical notes. At the top, the time derivative of a vector $\bar{v}(t)$ is defined as $\dot{\bar{v}} = \bar{v}$, with a note that it is an $n \times 1$ vector. The derivative is shown as a column vector with elements $dv_1(t)/dt, \dots, dv_n(t)/dt$. Below this, the Linear Dynamic System (LDS) is defined by the equation $\dot{\bar{v}} = H\bar{v}$, where H is an $n \times n$ matrix. The text 'LINEAR + DYNAMIC \Rightarrow LDS' is written next to the equation. A note specifies 'NOTE: input = 0 in above model \Rightarrow Autonomous Linear Dynamic system.'

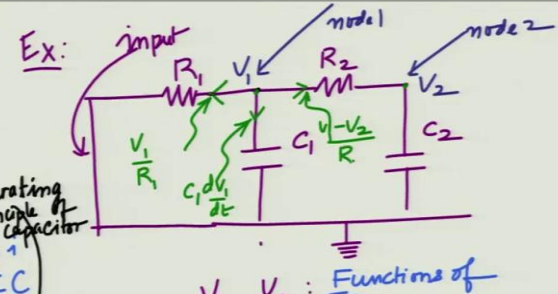
So, this is the time derivative and essentially the linear dynamical system the LDS can be characterized as $\dot{\bar{v}}$ equals H times \bar{v} . This is the fundamental equation of the LDS that is the time derivative $\dot{\bar{v}}$ is a linear transformation of the output is H . This is a matrix H times \bar{v} . So, this matrix H is naturally a square matrix. This is an N cross N because this is also N cross 1 vector.

So, this is essentially linear plus this is a function of time. So, linear plus dynamic is what makes it a linear dynamic system. Now, in particular this is also known as an autonomous linear dynamic system because the input is 0 . There is no input. Look at this, $\dot{\bar{v}}$ the derivative $\dot{\bar{v}}$ is simply H times \bar{v} .

If there were an input H times \bar{v} plus some matrix let us say q times \bar{u} where \bar{u} is an input then this would have been an input driving this linear dynamic system, but because the input is 0 , this is essentially an autonomously linear dynamic system. So, note that note: input equal to 0 in our model implies this is an autonomous, implies this is an autonomous linear dynamic system.

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Linear Dynam system.

Ex: 

Operating Principle of capacitor

$$v + \frac{1}{C} \int i dt$$
$$i = C \frac{dv}{dt}$$

V_1, V_2 : Functions of Time 2×1

$$\bar{V} = \begin{bmatrix} V_1 \\ V_2 \end{bmatrix}$$

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KCL: Kirchoff's current Law:

Node 1:

$$\frac{V_1}{R_1} + C \frac{dV_1}{dt} + \frac{V_1 - V_2}{R_2} = 0.$$

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Node 1:

$$\frac{V_1}{R_1} + C \frac{dV_1}{dt} + \frac{V_1 - V_2}{R_2} = 0$$

$$\Rightarrow \frac{dV_1}{dt} = -\frac{V_1}{C_1} \left(\frac{1}{R_1} + \frac{1}{R_2} \right) + \frac{V_2}{C_1 R_2}$$

$$\Rightarrow \dot{V}_1 = -\frac{V_1}{C_1} \left(\frac{1}{R_1} + \frac{1}{R_2} \right) + \frac{V_2}{C_1 R_2}$$

So now, let us look at for instance, an example to understand this. Let us consider a circuit. Circuit is an excellent example for a dynamic system because it contains elements such as capacitors and inductors whose output can be expressed as a function of time. So, I have this circuit. This is a resistance, this is a capacitor, resistance another capacitor and this is let us say, this is the ground and remember, this is autonomous systems.

So, input is 0. So, I do not have any input of course, I can later include an input to make it more general but right now, we are considering autonomous system. So this is R_1 , R_2 , C_1 , C_2 , these are the nodes. So, this is your node 1. This is your node 2. Let us call this V_1 , let us call this voltage V_2 .

Naturally, these are the voltage across the capacitor, capacitor discharges at a certain rate. So, you know that these are essentially going to be this V_1 and V_2 are going to be functions of time. In fact, I should be writing $V_1(t)$, $V_2(t)$ as I said for convenience sometimes we can drop these time indices. So V_1 , V_2 , one should be clear to you, V_1 comma V_2 these are functions of time.

In general, we can use the principle of the circuit that is, if this is a current i and this is the voltage V across a capacitor, then V or I am sorry, i equal to $C \frac{dV}{dt}$. So, this is the operating principle of capacitor because well, you know as of course, electrical engineers must be familiar with it. Otherwise, you can see basically the charge is the capacitance times q equal to C times V . dq by dt is i which is there for C types dV by dt .

Anyway, point is now let us define the vector \bar{V} as V_1 , V_2 this naturally, this is your 2 cross 1 vector, and I can write. So this is your node 1, and this is your node 2. So you can

write KCL at both nodes. So to develop the system model, one can write KCL at or, this is essentially the Kirchoff's which basically says that the sum of the current flowing into any node or net current flowing out of any node is 0.

Now, therefore, at node 1; what will the KCL be node 1? It is very easy to see at node 1; at node 1 this is going to be current through R 1. So, this is going to be V 1 by R 1. This is going to be C 1 d V 1 by dt and this is going to be essentially the output flowing current is V 1 minus V 2 by R 2 that is from Ohm's law. So, therefore, if you use the principle that outgoing current is 0.

So, we will have V 1 by R 1 plus C d V 1 by dt, d V 1 by dt plus V 1 minus V 2 by R 2 equal to 0 which basically implies that d V 1 by dt equals minus V 1 by C 1 times 1 by R 1 plus R 2 plus V 2 by C 1, R 2 which implies V 1 dot equals minus V 1 by C 1, 1 by R 1 plus R 2 plus V 2 by 1 V 2 by C 1 R 2.

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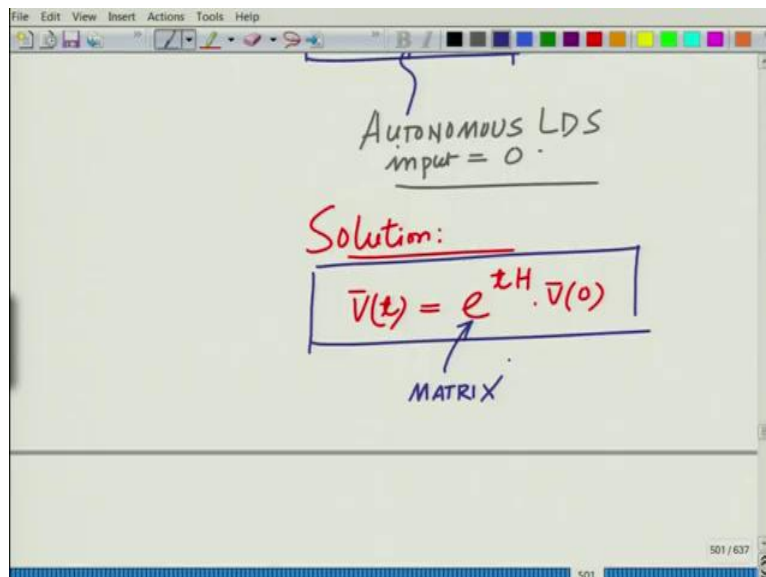
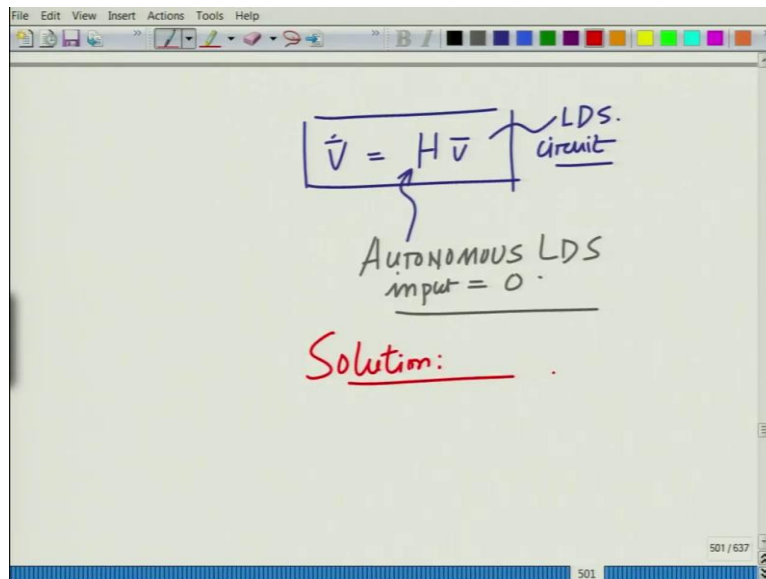
Node 2:

$$\frac{V_1 - V_2}{R_2} = C \frac{dV_2}{dt}$$

$$\Rightarrow \dot{V}_2 = \frac{1}{C_2 R_2} V_1 - \frac{1}{C_2 R_2} V_2$$

$$\begin{bmatrix} \dot{V}_1 \\ \dot{V}_2 \end{bmatrix} = \underbrace{\begin{bmatrix} -\frac{1}{C_1} \left(\frac{1}{R_1} + \frac{1}{R_2} \right) & \frac{1}{C_1 R_2} \\ \frac{1}{C_2 R_2} & -\frac{1}{C_2 R_2} \end{bmatrix}}_H \begin{bmatrix} V_1 \\ V_2 \end{bmatrix}$$

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Similarly, if you write it at node 2, node 2 if you look at this node 2, this is V_1 minus V_2 by R_2 and this here is $C_2 \frac{dV_2}{dt}$. So, current flowing into node 2 is current flowing out of node 2. This implies that we have V_1 minus V_2 by R_2 equals $C_2 \frac{dV_2}{dt}$. This implies that \dot{V}_2 equals $-\frac{1}{C_2 R_2}$ that is $C_2 R_1$ by $C_2 R_2$ V_1 minus 1 by $C_2 R_2$ V_2 . So, this is essentially this and therefore, now if I look at these two so, I can write \dot{V}_1 , \dot{V}_2 equals a matrix times V_1 , V_2 of course, this will be 1 by $C_2 R_2$ minus 1 by $C_2 R_2$ and these entries here will be $-\frac{1}{C_1}$, $\frac{1}{R_1}$ plus $\frac{1}{R_2}$ times $\frac{1}{C_1 R_2}$ and this is essentially your matrix H .

This is your \bar{V} dot and this is your \bar{v} . So, essentially what you have is you have \bar{V} dot equals $H \bar{v}$ and this is essentially now, you can see our circuit can be modelled, circuit with elements such as capacitors and so on that can be essentially modelled as a linear

dynamical system. So, we have the equation $\dot{V} = H V$ equal to that is \dot{V} equals H times V where H is this matrix.

And now, so and remember this is not just any LDS but it is an autonomous LDS because input is 0. This is an autonomous LDS because input is 0. So, the solution is given as solution to an LDS $\dot{V} = H V$ equal to is very simple interesting solution let me describe this. $V(t)$ equals e^{tH} times $V(0)$. So, this is a very interesting solution. So, and the most interesting aspect of this quantity, this solution is this e raised to the power of tH .

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Handwritten notes on a whiteboard showing the power series expansion of e^x and e^{tH} . The equations are:

$$e^x = 1 + x + \frac{x^2}{2!} + \frac{x^3}{3!} + \dots$$

$$e^{tH} = I + tH + \frac{t^2 H^2}{2!} + \frac{t^3 H^3}{3!} + \dots$$

Similar to Power Series Expansion.

Handwritten notes on a whiteboard defining the Matrix Exponential and showing an example with the identity matrix I . The text includes:

MATRIX EXPONENTIAL:

Similar to Power Series Expansion. $I^n = I$.

EX:
$$e^{tI} = I + tI + \frac{t^2 I^2}{2!} + \frac{t^3 I^3}{3!} + \dots$$

$$= I \left(1 + t + \frac{t^2}{2!} + \frac{t^3}{3!} + \dots \right)$$

$$= e^t \cdot I$$

EX:
$$e^{tI} = I + tI + \frac{t^2}{2!}I + \frac{t^3}{3!}I + \dots$$

$$= I \left(1 + t + \frac{t^2}{2!} + \frac{t^3}{3!} + \dots \right)$$

$$= e^t \cdot I$$

$$e^{tI} = e^t \cdot I$$

This is termed as recognize this is e raised to the power of a matrix, e raised to the power of t times H. We have not seen this before. This is known as a matrix exponential. This is a very interesting definition. This is a matrix exponential and the way it is defined is, you know the power series e x equals 1 over 1 plus x plus x squared over 2 factorial plus x cubed over 3 factorial plus so on and so forth.

e raised to t H is similarly defined as 1, I am sorry identity plus t times H plus t square H square by 2 factorial. Remember it matrix H square so, I can compute H square t cube H cube by 3 factorial plus so on. So, that is the interesting thing and therefore, this is similar to a power series expansion, that is the interesting thing; similar in nature to a power series expansion.

For instance let us take a simple example. So, this is a very interesting thing. So, this is the matrix exponential which has several powerful implications. So, this is what is known as, I already told you this is what is known as matrix exponential. This is e raised to the power of a matrix. So, that is the interesting thing. Let us look at some simple computations of this. For instance e raised to the power of t times the identity matrix.

What is this going to be? Example: this is going to be I plus t times I plus t square times I square divided by 2 factorial, recall I square equal to I t cube, I cube divided by 3 factorial, I cube is also equal to I. So, this is basically I times 1 plus t plus t square by 2 factorial plus t cube by 3 factorial plus so on and this is e raised to the power of t times I, because if you look at this quantity here, if you look at this quantity here.

This is nothing but e raised to the power of t . So, this is e raised to the power of $t I$ and we use the property that I raised to the power of n equal to I . So, e raised to, so the simple naturally e raised to the $t I$ is simply e raised to the t times I very simple; something that you would probably expect. e raised to the $t I$, you take each element that is basically it is it is a diagonal matrix entries t and therefore, it is nothing but e raised to the power of t times I .

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Handwritten mathematical derivation on a whiteboard:

$$e^{tH} = e^{tI}$$

$$H = \begin{bmatrix} 0 & -1 \\ 0 & 0 \end{bmatrix} \text{ LDS.}$$

$$\begin{cases} \dot{v}_1 = -v_2 \\ \dot{v}_2 = 0 \end{cases}$$

$$H \cdot H = H^2 = \begin{bmatrix} 0 & -1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} 0 & -1 \\ 0 & 0 \end{bmatrix}$$

$$\Rightarrow H^3 = 0, H^4 = 0, \dots$$

$$\Rightarrow H^n = 0 \quad n \geq 2$$

Handwritten mathematical derivation on a whiteboard:

$$\Rightarrow H^3 = 0, H^4 = 0, \dots$$

$$\Rightarrow H^n = 0 \quad n \geq 2$$

$$e^{tH} = I + tH + \frac{t^2 H^2}{2!} + \dots$$

$$= I + tH$$

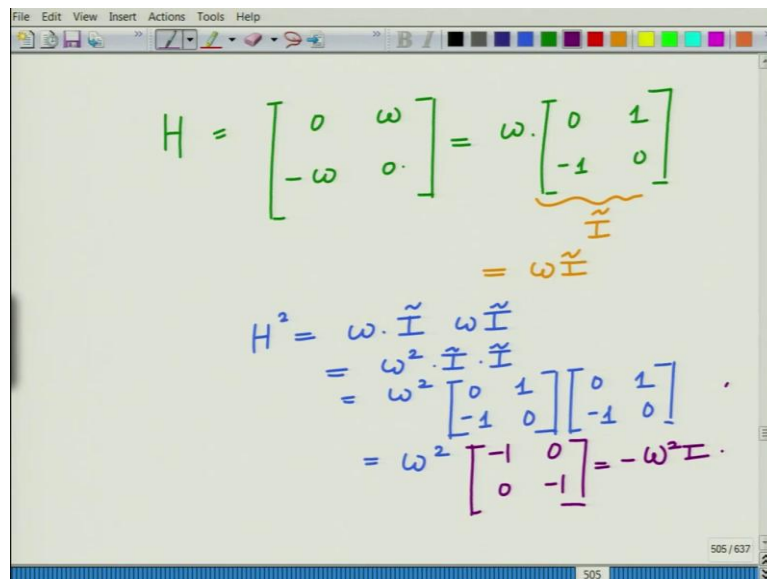
$$= \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} + t \begin{bmatrix} 0 & -1 \\ 0 & 0 \end{bmatrix}$$

$$= \begin{bmatrix} 1 & -t \\ 0 & 1 \end{bmatrix}$$

Let us take another interesting matrix for instance, let us say H equals, this matrix $0, -1, 0, 0$, which implies that your linear dynamical system is basically $v_1 \dot{=} -v_2$ that is and $v_2 \dot{=} 0$. This is the corresponding LDS, corresponds to this LDS. Now, if you look at this, this satisfies the property H times H equal to H square. This is basically equal to $0, -1, 0, 0$, times $0, -1, 0, 0$ equals 0 .

So, this implies $H^3 = 0$, $H^4 = 0$ so on. This implies $H^n = 0$ for n greater than or equal to 2. Now, you can ask the question; what is e^{tH} ? For this H that is $I + tH + \frac{t^2}{2!}H^2 + \dots$ remember, all these terms are 0. So, this entire thing will be 0. So, $I + tH$ which is basically $\begin{bmatrix} 1 & t \\ 0 & 1 \end{bmatrix}$ plus t times $\begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix}$, minus $\frac{t^3}{3!}H^3$, which is 0. So, this is simply $1 - t^2$ that is your e^{tH} , where H is equal to the matrix $\begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix}$ that is your matrix H .

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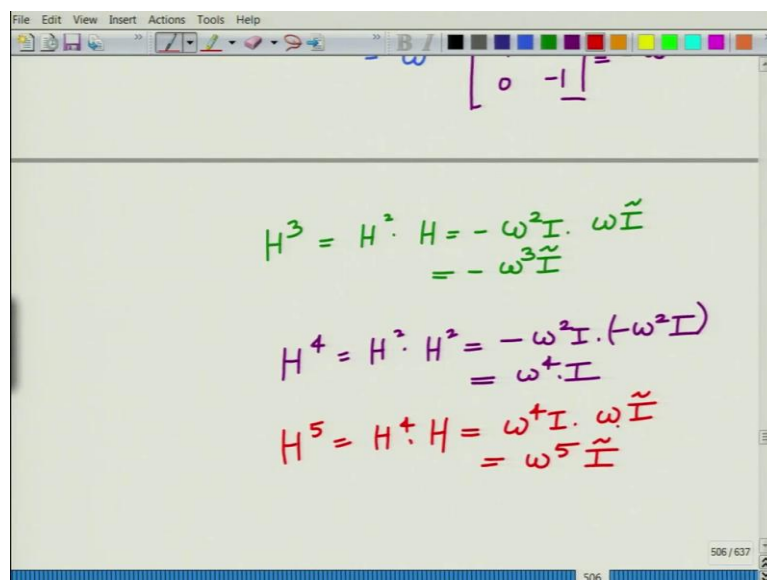


Handwritten mathematical derivation for H^2 on a digital whiteboard. The derivation shows the matrix H as ω times a matrix \tilde{I} . The matrix \tilde{I} is defined as $\begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix}$. The calculation for H^2 is as follows:

$$H = \begin{bmatrix} 0 & \omega \\ -\omega & 0 \end{bmatrix} = \omega \cdot \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} = \omega \tilde{I}$$

$$H^2 = \omega \tilde{I} \omega \tilde{I} = \omega^2 \tilde{I} \tilde{I}$$

$$= \omega^2 \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} = \omega^2 \begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix} = -\omega^2 I$$



Handwritten mathematical derivation for H^3 , H^4 , and H^5 on a digital whiteboard. The derivation shows the powers of H in terms of ω and the identity matrix I .

$$H^3 = H^2 \cdot H = -\omega^2 I \cdot \omega \tilde{I} = -\omega^3 \tilde{I}$$

$$H^4 = H^2 \cdot H^2 = -\omega^2 I \cdot (-\omega^2 I) = \omega^4 I$$

$$H^5 = H^4 \cdot H = \omega^4 I \cdot \omega \tilde{I} = \omega^5 \tilde{I}$$

$$\begin{aligned}
 e^{tH} &= I + t\omega\tilde{I} - \frac{t^2\omega^2}{2!}I - \frac{t^3\omega^3}{3!}\tilde{I} \\
 &\quad + \frac{t^4\omega^4}{4!}I + \frac{t^5\omega^5}{5!}\tilde{I} + \dots \\
 &= \underbrace{\left(1 - \frac{t^2\omega^2}{2!} + \frac{t^4\omega^4}{4!} - \dots\right)}_{\cos\omega t} I \\
 &\quad + \underbrace{\left(t\omega - \frac{t^3\omega^3}{3!} + \frac{t^5\omega^5}{5!} - \dots\right)}_{\sin\omega t} \tilde{I}
 \end{aligned}$$

Let us now look at another last example, to compute understand how this matrix exponential is computed, that is your H equal to let us say $0 \ \omega \ 0$ minus $\omega \ 0 \ 0$. I can write this as ω times or I can write this ω into the matrix $0, 1, \text{minus } 1, 0$ for lack of anything better I will call this simply as I Tilda.

So, this is ω times I Tilda. Now, look at this H square will be equal to ω times I Tilda into ω times I Tilda equal to ω squared times I Tilda into I Tilda which is ω square $0, 1, \text{minus } 1, 0$ times $0, 1, \text{minus } 1, 0$ which is ω square times $\text{minus } 1, 0, 0, \text{minus } 1$ which is $\text{minus } \omega$ square times I.

And similarly H cube this will be equal to H squared times H. This is $\text{minus } \omega$ squared times I times ω into I Tilda. So, this will be $\text{minus } \omega$ cube times I Tilda. H to the power of 4 equals H square into H square. This is $\text{minus } \omega$ squared times I into $\text{minus } \omega$ squared times I. So, you get back ω raised to the power of 4 I, H to the power of 5 equals H 4 into H equals ω raised to the 4 I times ω I Tilda. This is ω raised to the five times I Tilda and so on and so forth.

I can compute any arbitrary H raise to the power of n and now, substituting this you get e raised to the power of t H equals I plus t H which is ω which is t ω I Tilda minus plus t square H square which is $\text{minus } t^2 \omega^2$ by 2 factorial into I plus t cube H raised to the power of 3 which is $\text{minus } t^3 \omega^3$ by 3 factorial into I Tilda plus t 4 ω^4 by 4 factorial into I plus t 5 ω^5 raised to the power of 5 divided by 5 factorial into I Tilda and so on.

And now, if you divide this into two parts; one will be I or one will be 1 minus t square omega square by 2 factorial minus t cube omega 2 by 3, I am sorry, collecting all the terms with I plus t 4 omega 4 by 4 factorial times I plus t omega minus t cube omega cube by 3 factorial plus t 5 omega 5 by 5 factorial minus so on times I Tilda. Now, if you look at this, you can readily recognize this, this is nothing but your cosine omega t that is 1 minus t square because cosine x is 1 minus x squared by 2 factorial plus x 4 by 4 factorial, so on and so forth.

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$$e^{tH} = \cos \omega t \cdot I + \sin \omega t \tilde{I}$$

$$= \begin{bmatrix} \cos \omega t & 0 \\ 0 & \cos \omega t \end{bmatrix} + \begin{bmatrix} 0 & \sin \omega t \\ -\sin \omega t & 0 \end{bmatrix}$$

$$e^{tH} = \begin{bmatrix} \cos(\omega t) & \sin(\omega t) \\ -\sin(\omega t) & \cos(\omega t) \end{bmatrix}$$

$$e^{tH} = \begin{bmatrix} \cos(\omega t) & \sin(\omega t) \\ -\sin(\omega t) & \cos(\omega t) \end{bmatrix}$$

Rotating with Angular velocity ω

Rotation matrix

$$\vec{v}(t) = e^{tH} \vec{v}(0)$$

$$\vec{v}(t) = \begin{bmatrix} \cos \omega t & \sin \omega t \\ -\sin \omega t & \cos \omega t \end{bmatrix} \vec{v}(0)$$

And this one this other term is nothing but sin omega t. So, this is essentially what you will get here is interestingly you will get cosine omega t plus times I times sin omega t into I Tilda which is essentially you get cosine omega t, cosine omega t plus 0, I think sin omega t, I am

writing $\sin \omega t$ times I Tilda, minus $\sin \omega t$ is 0. So, essentially if you expand if you write this now, this will be $\cos \omega t$, $\sin \omega t$, minus $\sin \omega t$, $\cos \omega t$.

So, this is a very interesting expression for this and you can readily recognize this is nothing but the rotation matrix. So, this is nothing but rotation matrix which is rotating with angular velocity ω . So, what you will have is \dot{V} bar or you will have V bar t equals e to the power of t H remember times V bar 0 and this is a rotation matrix which implies this is basically rotating.

If you look at this, what is happening to this rotating with velocity ω or essentially angular velocity ω ? Let me just clarify this this is rotating with angular rotating with angular velocity. So, if you look at this what is this doing and ask the question what is this doing? This is rotating with angular velocity angular velocity ω that is essentially what this is doing.

So, this is essentially going to be your $\cos \omega t$, $\sin \omega t$, minus $\sin \omega t$ $\cos \omega t$ times V bar 0 and this we are what is what we are seeing is a rotation matrix. So, V bar t is basically a rotated version of V bar 0. So, V bar 0 is continuously rotating to obtain V bar t and the angular velocity is basically ω and you can also see this is essentially going to be periodic because you have $\cos \omega t$, $\sin \omega t$ and so on and the period.

So, this is going to be a, essentially this is going to be periodic this thing and so, this is basically the output is a rotated version of the V bar at 0. So, that is a very interesting application of the analysis that is a matrix exponential. So, we have seen a very interesting concept.

This is which is known as a matrix exponential and the solution to an autonomous linear dynamical (line-up) linear dynamic system which arises very frequently for instance, we have seen a call a simple application in the context of circuits many other systems in which it arises very frequently and solution can be described very interestingly in a very compact fashion using the matrix explanation. So, let us stop here and analyse further properties of the matrix explanation in the subsequent lectures. Thank you very much.