

Discussion 5D Notes

Minimum Energy Control

- * SVD and Compact SVD
- * Least Squares
- * Minimum Energy Control

(I) SVD

$$A = U \Sigma V^T \quad (A \in \mathbb{R}^{m \times n})$$

\uparrow \uparrow \uparrow \swarrow
 $m \times m$ $m \times m$ $m \times n$ $n \times n$

Rank $A = r$
eigenvectors

$$AA^T: \quad \underbrace{\vec{u}_1 \dots \vec{u}_r}_{\text{span Col}(A)}, \underbrace{\vec{u}_{r+1} \dots \vec{u}_m}_{\text{span Null}(A^T)} \quad \left. \vphantom{\vec{u}_1 \dots \vec{u}_r} \right\} \text{span } \mathbb{R}^m$$

$$A^T A: \quad \underbrace{\vec{v}_1 \dots \vec{v}_r}_{\text{span Col}(A^T)}, \underbrace{\vec{v}_{r+1} \dots \vec{v}_n}_{\text{span Null}(A)} \quad \left. \vphantom{\vec{v}_1 \dots \vec{v}_r} \right\} \text{span } \mathbb{R}^n$$

Remember: those r singular vectors
 ... that correspond to

- are these non-zero
 the r nonvanishing singular values
 ($\sigma_i \neq 0$)

Let us write the compact SVD:

$$A = \sum_{i=1}^r \sigma_i \vec{u}_i \vec{v}_i^T$$

Turns out we can write this in matrix form:

$$A = U_c \Sigma_c V_c^T$$

$\begin{matrix} \uparrow & \uparrow & \uparrow \\ m \times r & r \times r & r \times n \end{matrix}$

* U_c composed of the singular vectors
 spanning $\text{Col}(A)$: $\vec{u}_1, \dots, \vec{u}_r$

* V_c composed of the singular vectors
 spanning $\text{Col}(A^T)$: $\vec{v}_1, \dots, \vec{v}_r$

* Σ_c : diagonal entries are the nonvanishing
 singular values ($\sigma_i \neq 0$)

Often helpful to write the full SVD in

block form to include the "compact"

Block matrix multiplication - full matrices:

$$A = U \Sigma V^T = \begin{bmatrix} U_c & U_2 \end{bmatrix} \begin{bmatrix} \Sigma_c & O_{r \times (n-r)} \\ O_{(m-r) \times r} & O_{(m-r) \times (n-r)} \end{bmatrix} \begin{bmatrix} V_c^T \\ V_2^T \end{bmatrix}$$

Note if we do the multiplication:

$$A = \begin{bmatrix} U_c & U_2 \end{bmatrix} \begin{bmatrix} \Sigma_c V_c^T + O \\ O + O \end{bmatrix}$$

$$= \begin{bmatrix} U_c & U_2 \end{bmatrix} \begin{bmatrix} \Sigma_c V_c^T \\ O \end{bmatrix}$$

$$= U_c \Sigma_c V_c^T$$

* "Extreme" Cases

a) A is a tall matrix of rank r
 ($m > n$, lin. ind. columns)

$$A = \begin{bmatrix} U_c & U_2 \end{bmatrix} \begin{bmatrix} \Sigma_c & O_{r \times (n-r)} \end{bmatrix} \begin{bmatrix} V_c^T \\ V_2^T \end{bmatrix}$$

$$\left(\begin{array}{c} \mathcal{O}_{(n-r) \times r} \\ \mathcal{O}_{(n-r) \times (n-r)} \end{array} \right)$$

But rank $A = r = n$ (blk lin. ind. columns)

$$\text{So } \mathcal{O}_{n \times (n-r)} = \mathcal{O}_{n \times 0} \text{ empty!}$$

$$\mathcal{O}_{(n-r) \times (n-r)} = \mathcal{O}_{(n-r) \times 0} \text{ empty!}$$

Moreover, $V \in \mathbb{R}^{n \times n}$

$$V_c \in \mathbb{R}^{n \times r} \Rightarrow \mathbb{R}^{n \times n}$$

($r = n$)

$$\text{So } V_c = V!$$

$$\therefore \boxed{A = [U_c \ U_2] \begin{bmatrix} \Sigma_c \\ 0 \end{bmatrix} V^T}$$

b) A is a wide matrix of rank n
(n lin. ind. rows)

$$\boxed{A = U \begin{bmatrix} \Sigma_c & 0 \end{bmatrix} \begin{bmatrix} V_c^T \\ V_2^T \end{bmatrix}}$$



$$(U=U_c)$$

Why do we care about these extreme cases?

- tall matrix (overdetermined system)

→ Least Squares

- wide matrix (underdetermined systems)

⇒ min norm

EX: $A = \begin{pmatrix} 1 & 2 \\ 2 & 1 \\ 1 & 1 \end{pmatrix}$ ← l.n. ind. columns

$$U = \begin{pmatrix} \frac{3}{\sqrt{22}} & \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{11}} \\ \frac{3}{\sqrt{22}} & -\frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{11}} \\ \sqrt{\frac{2}{11}} & 0 & \frac{3}{\sqrt{11}} \end{pmatrix} = \left[\begin{array}{c} \begin{pmatrix} \frac{3}{\sqrt{22}} & \frac{1}{\sqrt{2}} \\ \frac{3}{\sqrt{22}} & -\frac{1}{\sqrt{2}} \\ \sqrt{\frac{2}{11}} & 0 \end{pmatrix} \\ \begin{pmatrix} -\frac{1}{\sqrt{11}} \\ -\frac{1}{\sqrt{11}} \\ \frac{3}{\sqrt{11}} \end{pmatrix} \end{array} \right]$$

→ $\begin{pmatrix} 1/\sqrt{11} & 0 & 1 \end{pmatrix}$ U_c U_2

$$\Sigma = \begin{pmatrix} \sqrt{2} & & \\ & 1 & \\ & & 0 \end{pmatrix} = \begin{pmatrix} 1 & 0 & 1 \\ & 0 & 0 \end{pmatrix} \leftarrow \Sigma_c$$

$$V^T = \begin{pmatrix} \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} \end{pmatrix} = V_c^T$$

$$A = U \Sigma V^T = U_c \Sigma_c V_c^T$$

$$= \begin{pmatrix} \frac{3}{\sqrt{2}} & \frac{1}{\sqrt{2}} \\ \frac{2}{\sqrt{2}} & \frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} & 0 \end{pmatrix} \begin{pmatrix} \sqrt{2} & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \end{pmatrix}$$

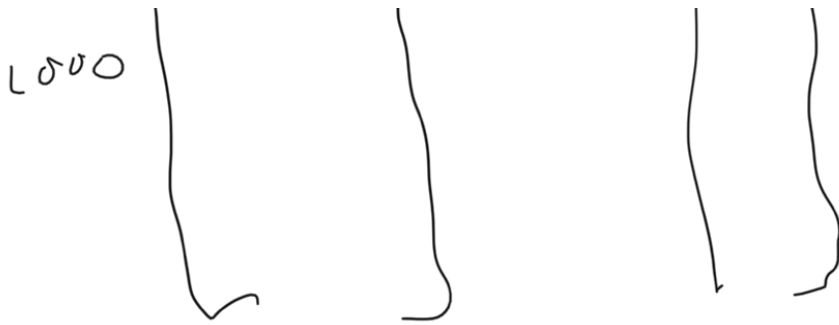
$$= \sqrt{2} \begin{pmatrix} 3 & 1 \\ 2 & 1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} \\ & \frac{1}{\sqrt{2}} \end{pmatrix} + (1) \begin{pmatrix} \frac{1}{\sqrt{2}} \\ -\frac{1}{\sqrt{2}} \\ 0 \end{pmatrix} \begin{pmatrix} \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \end{pmatrix}$$

(I) SVD and Least Squares

overdetermined system, lin. ind. columns

$$Ax \approx y$$

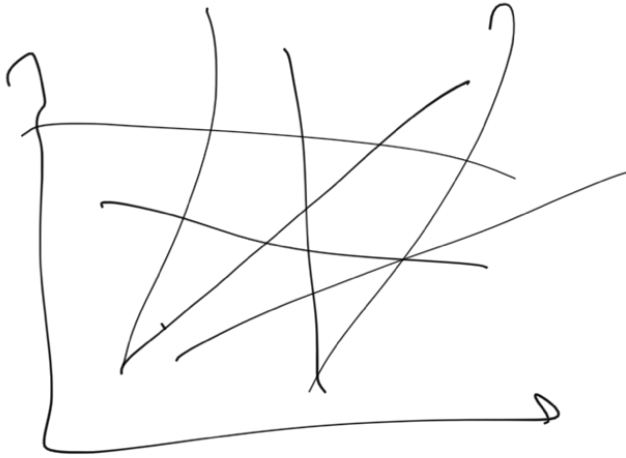
$$\begin{pmatrix} 1 & 2 \\ & & 1 \end{pmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \leftarrow \begin{matrix} 100 \text{ linear} \\ \text{eqns} \end{matrix}$$



(too many constraints)



No solution
(most of the time)



Back to $A\vec{x} \approx \vec{y}$

← could happen for example if you take a bunch of noisy measurements, so no exact solution

Optimization Problem:

$$\vec{x}^* = \min_x \|\vec{e}\|^2 \Rightarrow \vec{x}^* = \min_x \|A\vec{x} - \vec{y}\|^2$$

$$A\vec{x} + \vec{e} = \vec{y}$$

$$\begin{aligned} \vec{x}^* &= V \Sigma_c^{-1} U_c^T \vec{y} \\ &= (A^T A)^{-1} A^T \vec{y} \end{aligned}$$

← from IBA

Why?

$$\|\vec{z}\| = \|A\vec{x} - \vec{y}\| = \|U\Sigma V^T \vec{x} - \vec{y}\|$$

Remember: U is unitary — length preserving

$$\langle \vec{x}, \vec{x} \rangle = \langle U\vec{x}, U\vec{x} \rangle = \vec{x}^T U^T U \vec{x} = \vec{x}^T \vec{x} = \langle \vec{x}, \vec{x} \rangle$$

Thus we multiply $A\vec{x} - \vec{y}$ by U

$$\begin{aligned} \|\vec{z}\| &= \|U^T U \Sigma V^T \vec{x} - U^T \vec{y}\| \\ &= \|\Sigma V^T \vec{x} - U^T \vec{y}\| \\ &= \left\| \begin{bmatrix} \Sigma_c \\ 0 \end{bmatrix} V^T \vec{x} - \begin{bmatrix} U_c^T \\ U_2^T \end{bmatrix} \vec{y} \right\| \end{aligned}$$

$$= \left\| \begin{bmatrix} \Sigma_c V^T \vec{x} - U_c^T \vec{y} \\ 0 - U_2^T \vec{y} \end{bmatrix} \right\|$$

$$= \left\| \begin{array}{l} \Sigma_c V^T \vec{x} - U_c^T \vec{y} \\ -U_2^T \vec{y} \end{array} \right\|$$

this is fixed: we can't change this w/ our choice of \vec{x}

We can minimize the effect of this w/ our choice of \vec{x}

$$\left\| \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_k \end{bmatrix} \right\| = \sqrt{x_1^2 + x_2^2 + \dots + x_k^2}$$

To minimize the contribution of

the k^{th} element best we can

do is set $\lambda_k = 0$

So we set $\sum_c V^T \vec{x} - U_c^T \vec{y} = 0$

$$\Rightarrow \sum_c V^T \vec{x} = U_c^T \vec{y}$$

↑
invertible!

$$\vec{x} = V \Sigma_c^{-1} U_c^T \vec{y}$$

III) Minimum Norm Solution and SVD
undetermined systems, lin. ind. rows

$$A \vec{x} = \vec{y} \leftarrow \text{infinite solutions, which is the best?}$$

$$\vec{x} = \min \|\vec{x}\| \quad \text{s.t.} \quad \vec{y} = A \vec{x}$$

$$A \vec{x} = U \Sigma V^T \vec{x} = U \begin{bmatrix} \Sigma_c & 0 \end{bmatrix} V^T \vec{x}$$

$$\|V^T \vec{x}\| = \|\vec{x}\|$$

In block matrix form,

$$\|V^T \vec{x}\| = \left\| \begin{bmatrix} \Sigma_c^T \vec{x} \\ \vdots \\ \Sigma_2^T \vec{x} \end{bmatrix} \right\| = \|\vec{x}\|$$

To minimize $\|\vec{x}\|$, probably want to set one of $V_c^T \vec{x}$ or $V_2^T \vec{x}$ to $\vec{0}$.

Which one of these is fixed?

Note: $U \Sigma V^T \vec{x} = U \Sigma_c V_c^T \vec{x} = \vec{y}$ ($U_c = U$)
since full row rank

\swarrow \nearrow
 inv inv

$$V_c^T \vec{x} = \Sigma_c^{-1} U^T \vec{y}$$

For \vec{x} to be a solution, it must satisfy this eqn \implies fixed

$$V^T \vec{x} = \begin{bmatrix} \Sigma_c^{-1} U^T \vec{y} \\ V_2^T \vec{x} \end{bmatrix} = V_c^T \vec{x}$$

Thus we pick \vec{x}^* s.t. $V^T \vec{x}^* = \begin{bmatrix} \Sigma_c^{-1} U^T \vec{y} \\ 0 \end{bmatrix}$

$$\vec{x}^* = V \begin{bmatrix} \Sigma_c^{-1} U^T \vec{y} \\ 0 \end{bmatrix} = [V_c \ V_2] \begin{bmatrix} \Sigma_c^{-1} U^T \vec{y} \\ 0 \end{bmatrix}$$

$$= V_c \Sigma_c^{-1} U^T \vec{y}$$

$$\left\{ \begin{aligned} \vec{x}^* &= V_c \Sigma_c^{-1} U^T \vec{y} \\ &= A^T (AA^T)^{-1} \vec{y} \end{aligned} \right.$$

① Minimum Energy Norm

$$\vec{y} = A\vec{x}, \quad A \in \mathbb{R}^{m \times n} \quad (m < n)$$

\Rightarrow lin. ind. rows

a) $\text{rank } A = m$

Why? $\text{row rank} = \dim \text{Col}(A^T) = m$

$\text{row rank} = \text{column rank} = \text{rank}$

\Rightarrow $\boxed{\text{rank } A = m}$

b) i) Why is Σ_c invertible?

$$\left[\begin{array}{c|c} \Sigma_c & 0_{m \times (n-m)} \end{array} \right]$$

$$= \left[\begin{array}{ccc|c} \sigma_1 & & & 0 \\ & \ddots & & \\ 0 & & \sigma_m & \\ \hline & & & 0 \end{array} \right]$$

$\sigma_1 \dots \sigma_r > 0, \quad \sigma_{r+1} = \dots = \sigma_m = 0$

$$\text{rank } A = r = m,$$

$\sigma_1 \dots \sigma_m$ are all non zero

Therefore, $\Sigma_c = \begin{bmatrix} \sigma_1 & & 0 \\ & \ddots & \\ 0 & & \sigma_m \end{bmatrix}$ is invertible!

$$\Sigma_{c,ij} = \begin{cases} \sigma_i & i=j \\ 0 & i \neq j \end{cases}$$

$$\Sigma_c^{-1} = \begin{cases} \frac{1}{\sigma_i} & i=j \\ 0 & i \neq j \end{cases}$$

Alt. argument

$$\Sigma = \begin{bmatrix} \Sigma_c & 0 \\ 0 & 0 \end{bmatrix}$$

But if $r=m$,

then this becomes

$$\begin{bmatrix} \Sigma_c & 0 \end{bmatrix}$$

↑ invertible

$$c) A^T(AA^T)^{-1} = V_c \Sigma_c^{-1} U^T$$

Plug in $A = U \Sigma V^T$

$$\begin{aligned} A^T(AA^T)^{-1} &= (U \Sigma V^T)^T (U \Sigma V^T (U \Sigma V^T)^T)^{-1} \\ &= V \Sigma^T U^T (U \Sigma V^T V \Sigma^T U^T)^{-1} \\ &= V \Sigma^T U^T (U \Sigma \Sigma^T U^T)^{-1} \\ &= V \Sigma^T U^T (U \begin{bmatrix} \Sigma_c & 0 \\ & 0 \end{bmatrix} \begin{bmatrix} \Sigma_c^T \\ 0 \end{bmatrix} U^T)^{-1} \end{aligned}$$

$$= V \Sigma^T U^T (U \Sigma_c \Sigma_c^T U^T)^{-1}$$

Note that Σ_c is diagonal, so $\Sigma_c = \Sigma_c^T$

$$= V \Sigma^T U^T (U \Sigma_c^2 U^T)^{-1}$$

Hint: $(ABC)^{-1} = C^{-1} B^{-1} A^{-1}$ for A, B, C inv.

$$= V \Sigma^T U^T (U^T)^{-1} (\Sigma_c^2)^{-1} U^{-1}$$

$$= V \Sigma^T U^T (\Sigma_c^2)^{-1} U^T$$

$$= [V_c \ V_2] \begin{bmatrix} \Sigma_c \\ 0 \end{bmatrix} (\Sigma_c^2)^{-1} U^T$$

$$= V_c \Sigma_c (\Sigma_c^2)^{-1} U^T$$

$$\left(\Sigma_c^2 \right)_{ij} = \begin{cases} \sigma_i^2 & i=j \\ 0 & i \neq j \end{cases}$$

$$= \underline{\underline{V_c \Sigma_c^{-1} U^T}}$$

As desired

$$\Sigma_c (\Sigma_c^2)^{-1} = \begin{pmatrix} \sigma_1 & & \\ & \ddots & \\ & & \sigma_m \end{pmatrix} \begin{pmatrix} \sigma_1^2 & & \\ & \ddots & \\ & & \sigma_m^2 \end{pmatrix}^{-1}$$

$$= \begin{pmatrix} \sigma_1 & & \\ & \ddots & \\ & & \sigma_m \end{pmatrix} \begin{pmatrix} \frac{1}{\sigma_1^2} & & \\ & \ddots & \\ & & \frac{1}{\sigma_m^2} \end{pmatrix}$$

$$= \begin{pmatrix} \frac{1}{\sigma_1} & & \\ & \ddots & \\ & & \frac{1}{\sigma_m} \end{pmatrix}$$

$$= \Sigma^{-1}$$

② Minimum Energy Control

$$\vec{x}(k+1) = \begin{pmatrix} 1 & 1 \\ 0 & 1 \end{pmatrix} \vec{x}(k) + \begin{pmatrix} 0 \\ 1 \end{pmatrix} u(k)$$

$$\vec{x}(5) = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

A B

$$\vec{x}(0) = \vec{0}$$

$$a) \vec{x}(5) = A^5 \vec{x}(0) + \begin{bmatrix} B & AB & A^2B & A^3B & A^4B \end{bmatrix} \begin{bmatrix} u(4) \\ u(3) \\ u(2) \\ u(1) \\ u(0) \end{bmatrix}$$

$$= \vec{0} + \begin{bmatrix} 0 & 1 & 2 & 3 & 4 \\ 1 & 1 & 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} u(4) \\ \vdots \\ u(0) \end{bmatrix}$$

E

$$\vec{x}(5) = E \vec{u}$$

$$\vec{u} = E^T (E E^T)^{-1} \vec{x}(5)$$

$$u = \begin{pmatrix} -0.2 \\ -0.1 \\ 0 \\ 0.1 \\ 0.2 \end{pmatrix}$$

$$\vec{u} = \begin{pmatrix} -0.2 \\ -0.1 \\ 0 \\ 0.1 \\ 0.2 \end{pmatrix}$$

$$E = \|\vec{u}\|^2 = 0.1$$

b) Technically, only need 2 steps?

$$\vec{x}(2) = \begin{pmatrix} 1 \\ 0 \end{pmatrix}, \quad \vec{u}(2) = \vec{u}(3) = \dots = 0$$

Stay at $\begin{pmatrix} 1 \\ 0 \end{pmatrix}$?

$$\begin{aligned} \vec{x}(t+1) &= A\vec{x}(t) + B\vec{u}(t) \\ &= \begin{pmatrix} 1 & 1 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} + \begin{pmatrix} 0 \\ 1 \end{pmatrix} 0 \\ &= \begin{pmatrix} 1 \\ 0 \end{pmatrix} + 0 \\ &= \begin{pmatrix} 1 \\ 0 \end{pmatrix} \end{aligned}$$

In fact, $\begin{pmatrix} 1 \\ 0 \end{pmatrix}$ is an eigenvector of A
with eigenvalue 1

Thus, once we reach $\begin{pmatrix} 1 \\ 0 \end{pmatrix}$, if we
apply 0 inputs, we just stay there

c) $u(0), u(1)$?

$$\begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} u(1) \\ u(0) \end{pmatrix}$$

$$E = [B \quad AB]$$

$$\Rightarrow \begin{aligned} u(0) &= 1 \\ u(1) &= -1 \end{aligned}$$

$$E = u(0)^2 + u(1)^2 = 2$$

20x
higher

③ Uncontrollability

$$\vec{x}(t+1) = \begin{pmatrix} 2 & 0 & 0 \\ -3 & 0 & 1 \\ 0 & 1 & 0 \end{pmatrix} \vec{x}(t) + \begin{pmatrix} 0 \\ 0 \\ 2 \end{pmatrix} u(t)$$

$$\vec{x}(0) = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$$

a) Controllable?

$$E = \begin{pmatrix} B & AB & A^2B \end{pmatrix}$$

$$= \begin{pmatrix} 0 & 0 & 0 \\ 0 & 2 & 0 \\ 2 & 0 & 2 \end{pmatrix}$$

rank $E = 2$
(not controllable?)

Intuition?

$$\vec{x}(t+1) = A\vec{x}(t) + Bu(t)$$

$$\Rightarrow x_1(t+1) = 2x_1(t)$$

$$x_2(t+1) = -3x_1(t) + x_3(t)$$

$$x_3(t+1) = x_2(t) + 2u(t)$$

just keep growing

b) reach $\begin{pmatrix} 2 \\ -3 \\ -2 \end{pmatrix}$? $\vec{x}(0)$

$$\vec{x}(1) = \begin{pmatrix} 2 & 0 & 0 \\ -3 & 0 & 1 \\ 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} + \begin{pmatrix} 0 \\ 0 \\ 2 \end{pmatrix} u(t)$$

$$= \begin{pmatrix} 2 \\ -3 \\ 0 \end{pmatrix} + \begin{pmatrix} 0 \\ 0 \\ 2u(t) \end{pmatrix}$$

Just pick $\boxed{u(0) = -1}$!

c) 2 time steps?

$$\vec{x}(2) = A^2\vec{x}(0) + \begin{bmatrix} B & AB \end{bmatrix} \begin{bmatrix} u(1) \\ u(0) \end{bmatrix}$$

$$= \begin{bmatrix} 2 & 0 & 0 \\ -3 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ -3 \\ 0 \end{bmatrix} + \begin{bmatrix} 0 & 0 \\ 0 & 2 \\ 2 & 0 \end{bmatrix} \begin{bmatrix} u(1) \\ u(0) \end{bmatrix}$$

↑ 4 ↓

$$= \begin{Bmatrix} -6+2u(0) \\ -3+2u(1) \end{Bmatrix}$$

$\vec{x}(2) = \begin{bmatrix} 4 \\ \alpha_1 \\ \alpha_2 \end{bmatrix}$

$u(0), u(1)$
are free variables

↓) $\vec{x}(T) = \begin{bmatrix} -2 \\ 4 \\ 6 \end{bmatrix}$ at some time T ?

$$\vec{x}(1) = \begin{pmatrix} 2 \\ -3 \\ 2u(0) \end{pmatrix}$$

$$\vec{x}(2) = \begin{pmatrix} 4 \\ \alpha_1 \\ \alpha_2 \end{pmatrix}$$

$$\vec{x}(3) = \begin{pmatrix} 8 \\ \vdots \\ \vdots \end{pmatrix}$$

In fact, $x_1(t+1) = 2x(t)$

$$\Rightarrow x_1(T) = 2^T x_1(0) = 2^T (1) = 2^T$$

Grows exponentially!