

~~u~~  $\rightarrow G(s) \rightarrow y$   ~~$s \neq -1$~~   ~~$s = -1$~~

$u = e^{\lambda t} \quad \ddot{y} + 3\dot{y} + y = 4 + 4$

$= A e^{\lambda t}$

$A \lambda^2 e^{\lambda t} + 3A \lambda e^{\lambda t} + A e^{\lambda t} = \lambda e^{\lambda t} + 4$

$A(\lambda^2 + 3\lambda + 1) = \lambda + 1 = 0$

$\lambda = -1$

$A^* = 0$   
 $n \times n \quad n \times 1 \quad \det(A) = 0$   
 rank is not full

$Px = Ax + Bu$   
 $\dot{y} = Cx + Du$

$(pI - A)x - Bu = 0$   
 $-Cx - Du = -y$

$\begin{bmatrix} pI - A & B \\ -C & -D \end{bmatrix} \begin{bmatrix} x \\ -u \end{bmatrix} = \begin{bmatrix} 0 \\ -y \end{bmatrix}$

$2 \times 2 \quad 2 \times 1 \quad 2 \times 1$

$A = A^*$

$(X^* A X)^* = X^* A^* X$

$= X^* A X$  real

$\text{eig}(A) = \text{real}$

$Ae = \lambda e$

$\det(\lambda I - A) = 0$

$X^* A X$

$e^* A e = \lambda e^* e > 0$

$= \lambda e^* e = \lambda |e|^2 > 0$  real

$\lambda > 0$

$X^* A X < 0$

$(\Rightarrow) X^* (-A) X > 0$

Sylvester  
 real symmetric

Rayleigh-Ritz inequality

$Q = Q^*$

$\lambda_{\min}(Q) X^* X < X^* Q X < \lambda_{\max}(Q) X^* X$

$X = T z$   $\begin{matrix} T^* = I \\ T = T^{-1} \end{matrix}$  unitary

$X^* X = z^* T^* T z = z^* z$

$X^* Q X = z^* T^* Q T z = z^* T^{-1} Q T z$

$\lambda_{\min}(z^* z) < z^* \begin{bmatrix} \lambda_1 & & 0 \\ & \lambda_2 & \\ 0 & & \ddots \\ & & & \lambda_n \end{bmatrix} z < \lambda_{\max} z^* z$

$\lambda_{\min}(z^* z) < \lambda_1 z^* z + \lambda_2 z^* z + \dots + \lambda_n z^* z$

$(z^* z) < (\lambda_{\max} z^* z)$

$A = U \Sigma V^*$

$AA^* = U \Sigma V^* V \Sigma^* U^*$

$= U \Sigma \Sigma^* U^*$

$AA^* U = U \Sigma \Sigma^*$

$AA^* \begin{bmatrix} u_1 \\ u_2 \\ \dots \\ u_n \end{bmatrix} = \begin{bmatrix} b_1 u_1 \\ b_2 u_2 \\ \dots \\ b_n u_n \end{bmatrix}$

$\{AA^* u_1, AA^* u_2, \dots\} = \{b_1 u_1, b_2 u_2, \dots\}$

$AA^* u_j = b_j u_j$

$A = U \Sigma V^*$

$AV = U \Sigma V^* V = U \Sigma$

$A \begin{bmatrix} v_1 \\ v_2 \\ \dots \\ v_n \end{bmatrix} = \begin{bmatrix} u_1 \\ u_2 \\ \dots \\ u_n \end{bmatrix} \begin{bmatrix} b_1 & & 0 \\ & b_2 & \\ & & \ddots \\ & & & b_n \end{bmatrix}$

$A u_j = b_j u_j$

Push-through rule

$A \quad B \quad AB \quad BA$   
 $n \times m \quad m \times n \quad n \times n \quad m \times m$

$A(I + BA)^{-1} = (I + AB)^{-1} A$

$A(I + BA)^{-1} = (I + AB)^{-1} (I + AB) A (I + BA)^{-1}$

$= (I + AB)^{-1} (A + ABA) (I + BA)^{-1}$

$= (I + AB)^{-1} A (I + BA) (I + BA)^{-1}$

$= I$

$z + b F y z = A$

$(I + b F y) z = A$

$z = (I + b F y)^{-1} A$

$L(j\omega) = b(j\omega) F y(j\omega)$

$S(j\omega) = (I + L(j\omega))^{-1}$

$T(j\omega) = (I + L(j\omega))^{-1} L(j\omega)$

$= L(j\omega) (I + L(j\omega))^{-1}$

$S + T = (I + L)^{-1} + (I + L)^{-1} L$

$(I + L)^{-1} \{I + L\} = I$

$S(j\omega) + T(j\omega) = I$

$|S| + |T| \neq I$

Loop shaping