

*Systèmes entrée-sortie non linéaires
et applications en audio-acoustique*

Séries de Volterra

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Ecole Thématique "Théorie du Contrôle en Mécanique"
2019

Plan

- 1 Préambule
- 2 Séries de Volterra : généralités
- 3 Calcul des noyaux de Volterra d'un système différentiel
- 4 Exercices et applications en audio-acoustique
- 5 Convergence
- 6 Extension en dimension infinie et application
- 7 Conclusion

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Interconnection laws: SUM

Computing $y(t) = y_a(t) + y_b(t)$

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$$y(t) = \sum_{n=1}^{+\infty} \int_{\mathbb{R}^n} a_n(\tau_{1:n}) u(t - \tau_1) \dots u(t - \tau_n) d\tau_1 \dots d\tau_n \\ + \sum_{n=1}^{+\infty} \int_{\mathbb{R}^n} b_n(\tau_{1:n}) u(t - \tau_1) \dots u(t - \tau_n) d\tau_1 \dots d\tau_n$$

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Result: Equivalent kernels c_n

$$c_n(\tau_{1:n}) = a_n(\tau_{1:n}) + b_n(\tau_{1:n})$$

Laplace T.: $C_n(s_{1:n}) = A_n(s_{1:n}) + B_n(s_{1:n})$

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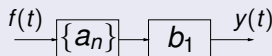
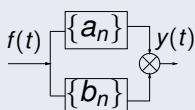
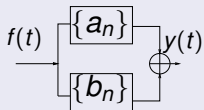
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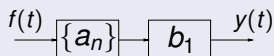
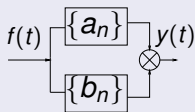
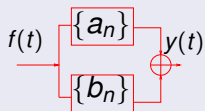
Interconnection laws: Sum, Product and Cascade



Equivalent transfer kernels C_n

where $\mathbb{M}_n^m = \{(p_1, \dots, p_m) \in (\mathbb{N}^*)^m \text{ s.t. } p_1 + \dots + p_m = n\}$

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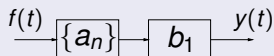
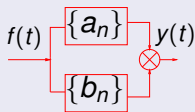
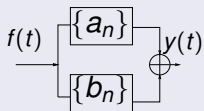


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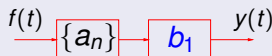
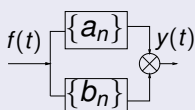
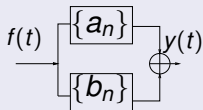
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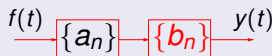
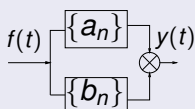
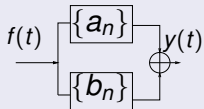
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Cascade: $C_n(s_{1:n}) = A_n(s_{1:n}) B_1(\widehat{s_{1:n}})$
(b_1 : linear) with $\widehat{s_{1:n}} = s_1 + \dots + s_n$

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 (general case) $\cdot B_m(\widehat{s_{1:p_1}}, \dots, \widehat{s_{p_1+\dots+p_{m-1}+1:n}})$

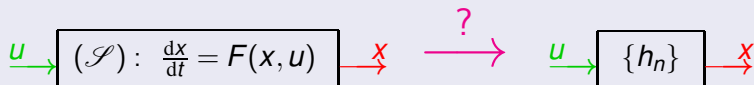
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How to derive the Volterra kernels of a system \mathcal{S} ?

Goal: Find the Volterra kernels $\{h_n\}$ of (\mathcal{S}) where

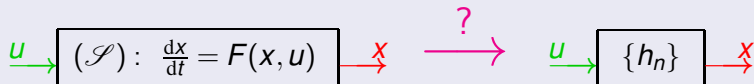


Several methods are available...

[Brockett, Isidori, Rugh, Boyd]

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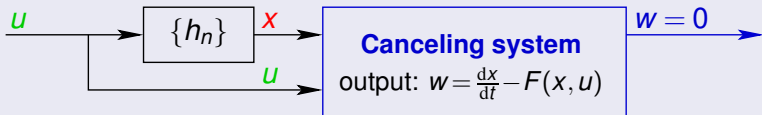
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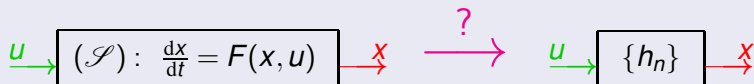
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Here: Introduce the “canceling system” of \mathcal{S}



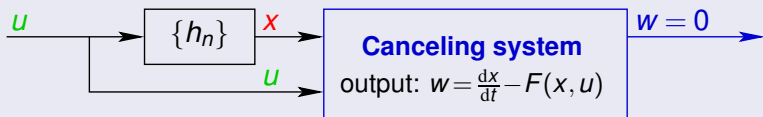
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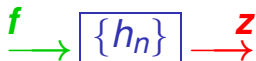
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Principle: this cascade defines the null system $u \rightarrow \{z_n = 0\} \rightarrow v$

Interconnection laws gives the equations satisfied by $\{h_n\}$.

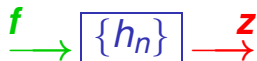
Example: nonlinear spring



Equation (at rest before $t=0$)

$$mz'' + az' + k_1z + k_2[z]^2 = f$$

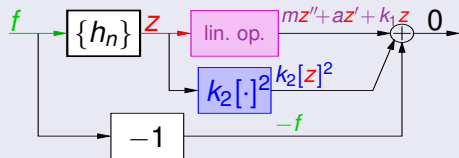
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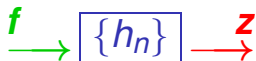
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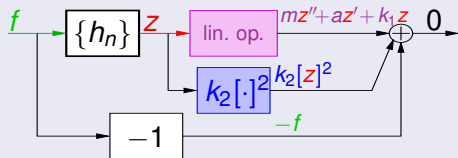
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Elementary blocks \rightarrow equivalent transfer kernels

$$m \frac{d^2}{dt^2} + a \frac{d}{dt} + k_1$$

$\rightarrow Q_1(s) = ms^2 + as + k_1, Q_n = 0$ si $n \geq 2$

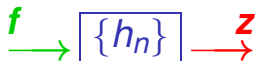
$$k_2[.]^2$$

\rightarrow interconnection "product" and $\times k_2$

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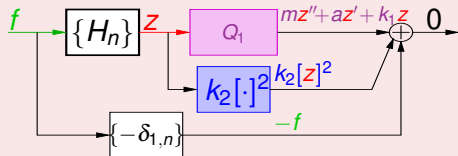
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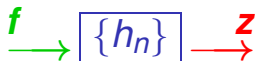
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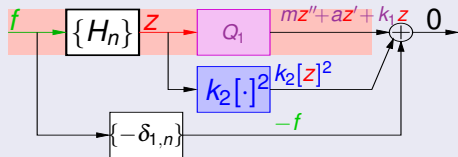
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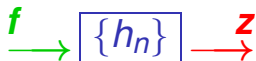
Kernel of order n of the canceling system

$$H_n(s_{1:n})Q_1(\widehat{s_{1:n}})$$

$$+ k_2 \sum_{p=1}^{n-1} H_p(s_{1,p})H_{n-p}(s_{p+1:n})$$

$$+ (-\delta_{1,n}) = 0$$

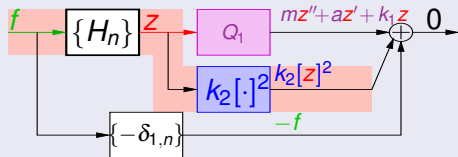
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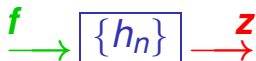
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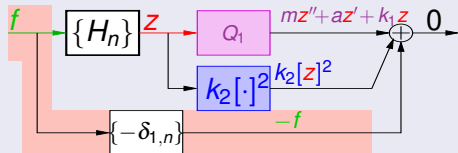
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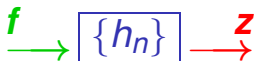
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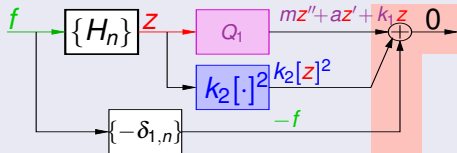
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 + & -\delta_{1,n} \qquad \qquad \qquad = 0 \longrightarrow \text{linear eq. w.r.t. } H_n.
 \end{aligned}$$

Kernels $\{H_n\}$ of the system $f \xrightarrow{\text{green}} \boxed{\{h_n\}} \xrightarrow{\text{red}} z$

General solution: recursive algebraic equation ($n \geq 1$)

$$H_n(s_{1:n}) = \frac{\delta_{1,n} - k_2 \overbrace{\sum_{p=1}^{n-1} H_p(s_{1:p}) H_{n-p}(s_{p+1:n})}^{\text{orders} < n}}{Q_1(\widehat{s_{1:n}})}$$

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First transfer kernels ($n = 1, 2, 3, \text{etc}$)

$H_1(s_1) = 1/Q_1(s_1)$, (second order AR filter)

$H_2(s_{1:2}) = -k_2 H_1(s_1) H_1(s_2) H_1(\widehat{s_{1:2}})$,

$H_3(s_{1:3}) = -k_2 [H_2(s_{1:2}) H_1(s_3) + H_1(s_1) H_2(s_{2:3})] H_1(\widehat{s_{1:3}})$,

etc.

Outline

- 1 Préambule
- 2 Séries de Volterra : généralités
- 3 Calcul des noyaux de Volterra d'un système différentiel**
 - Lois d'interconnexion (*somme, produit, cascade*)
 - Calcul algébrique de noyaux de transfert
 - **Réalisation numérique**
- 4 Exercices et applications en audio-acoustique
- 5 Convergence
- 6 Extension en dimension infinie et application
- 7 Conclusion

How to simulate the system using these kernels?

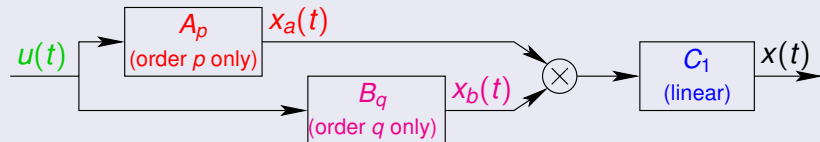
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(realization theory in [Rugh])

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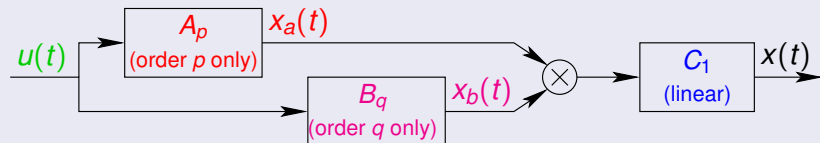
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Equivalent system (using “product” & “cascade”)

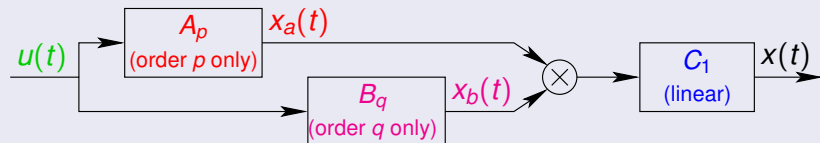
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$$H_{p+q}(s_{1:p+q}) = A_p(s_{1:p}) B_q(s_{p+1:p+q}) C_1(\widehat{s_{1:p+q}})$$

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Method:

Recursively build a realization as a **sum of such systems**.

Example: nonlinear spring

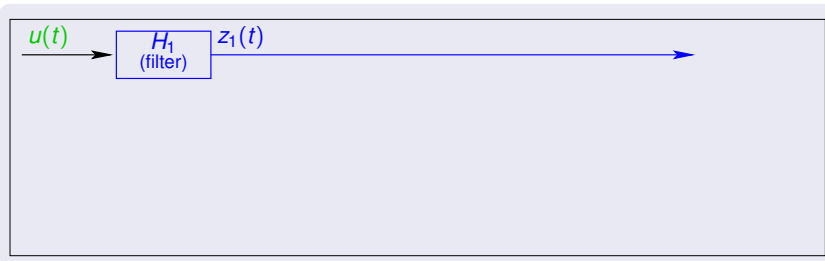
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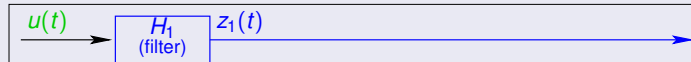
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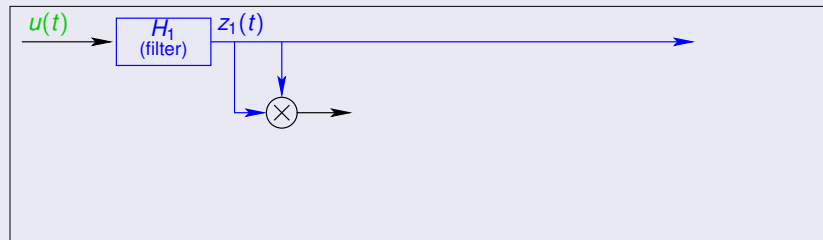
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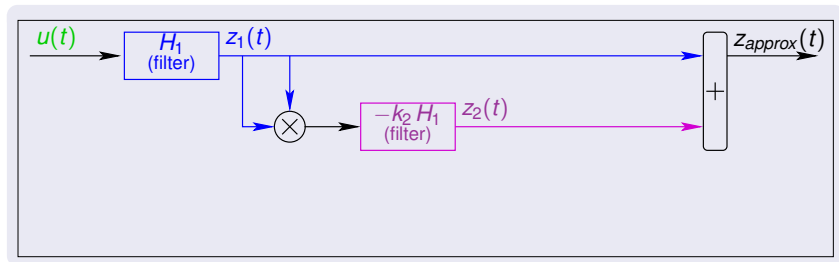
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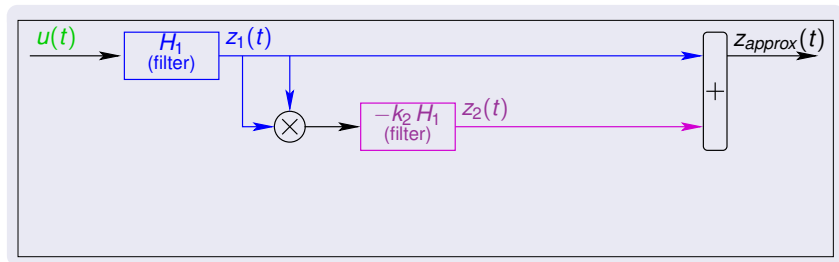
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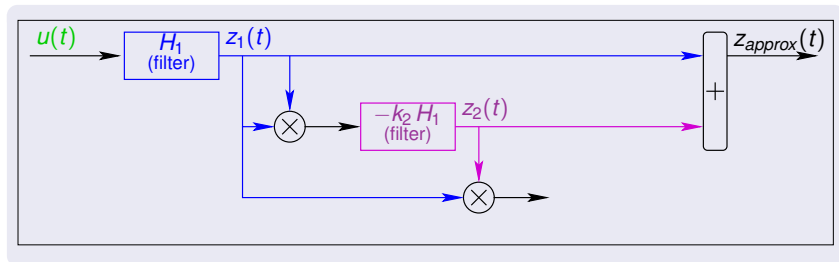
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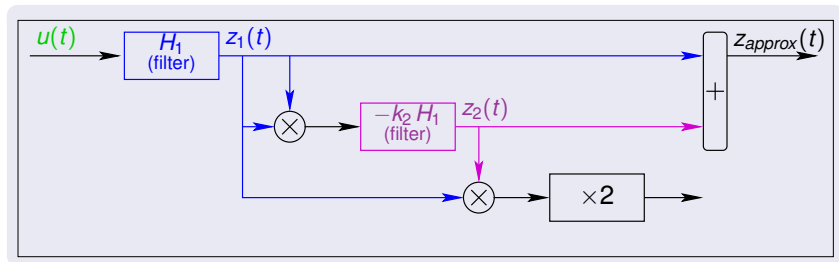
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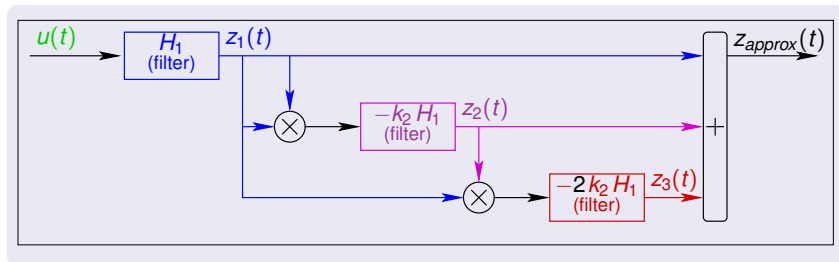
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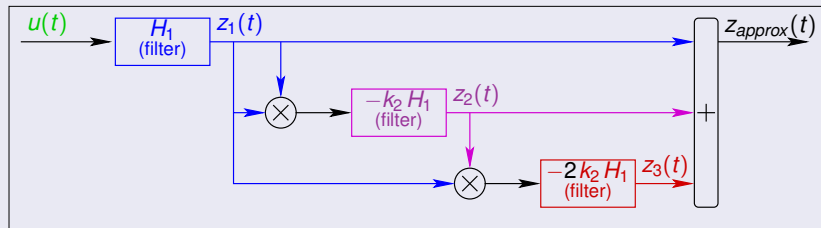
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RESULT: The system is composed of **sums, products** and

linear systems (filters) (\longrightarrow standard digital versions!)

Rk: if linear systems are stable, the system is stable!

Aliasing rejection in simulations

Product of signals

signal	$a(t)$	$b(t)$	$c(t) = a(t) b(t)$
frequency range	$(-f_a, f_a)$	$(-f_b, f_b)$	$(-f_a - f_b, f_a + f_b)$

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Aliasing rejection

(Global sol.) Oversample the input/Downsample the output:
factor N for a VS truncated at order N .

(Local sol.) Idem with a factor 2 for each product of two
signals.

In summary...

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- 1 Use the cancelling system and interconnection laws...
- 2 ... to transform the **weakly nonlinear problem** into a infinite sequence of **solvable linear equations**

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Possible generalization to Partial Differential Equations

Same principle (cf. Applications)

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