

## Lyapunov equations

$$AX - XB = C$$

Lyapunov equation

$$A^*X + XA + Q = 0, \quad Q = Q^* \succeq 0. \quad (L)$$

Special case of the Sylvester equation.

Lemma

Suppose (L) has a unique solution  $X$ ; then  $X$  is Hermitian.

**Proof:** transpose everything;  $X^*$  is another solution.

## Lyapunov equation: positivity

### Lemma

Suppose  $A$  has eigenvalues in the (open) LHP. Then,  $Q \succeq 0$  implies  $X \succeq 0$ , and  $Q \succ 0$  implies  $X \succ 0$ .

**Proof** Check that

$$X = \int_0^{\infty} e^{A^*t} Q e^{At} dt$$

(compute  $\frac{d}{dt} \int_0^{\infty} e^{A^*\tau} Q e^{A\tau} d\tau$  in two ways).

### Lemma

Suppose  $Q \succ 0$  and  $X \succ 0$ . Then,  $A$  has eigenvalues in the (open) LHP.

**Proof** Let  $Av = \lambda v$ ; then  $0 < v^* Q v = \dots$

Alternative statement:  $A$  has all its eigenvalues in the LHP if there exists  $X \succ 0$  such that  $A^* X + X A \prec 0$ .

## Lyapunov's version

Alternative way to see it: the dynamical system  $\dot{x}(t) = Ax(t)$  is stable (i.e.,  $\lim_{t \rightarrow \infty} x(t) = 0$ ) for all initial values if and only if there exists  $X \succ 0$  such that  $A^*X + XA \prec 0$ .

Lyapunov's proof:  $E(t) = x(t)^* X x(t)$  ('energy function') is such that  $\dot{E}(t) \leq 0$ .

## Discrete-time version

Many of these results also come in a 'discrete-time' variant; in this case:

### Stein's equation

$A$  has all its eigenvalues in the (open) unit disc iff

$$X - A^*XA = Q, \quad Q \succ 0$$

has a solution  $X \succ 0$ .

Deals with stability of the discrete-time system  $x_{t+1} = Ax_t$ .

Can be solved with a Bartels-Stewart-like method.

(Actually B-S works for all equations of the kind  $AXB + CXD = E$ , using QZ factorizations of  $(A, C)$  and  $(D^T, B^T)$ .)

## Discrete-time version

Discrete-time version of the integral formula:

If  $A$  has all its eigenvalues inside the (open) unit disc then

$$X = \sum_{k=0}^{\infty} (A^*)^k Q A^k.$$

**Proof**  $(I - A^T \otimes A^*) \text{vec}(X) = \text{vec}(Q)$ , series for the inverse.