Wavefront Sensorless Adaptive Optics using Reinforcement Learning

• Soft Actor-Critic Controller

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Outline

- Adaptive Optics in Free-space Satellite-to-Ground Communication
- Wavefront Sensor-based and Wavefront Sensorless Adaptive Optics
- Background of Reinforcement Learning
- Soft Actor-Critic Controller
- Results of Simulation
- Conclusion & Future work
- Our team



Motivation and Contribution

- Developing a budget-friendly wavefront sensorless adaptive optics system.
- Online model-free off-policy reinforcement learning framework, soft actor-critic controller.
- Tuning hyperparameters of soft actor-critic algorithm
- Simulations in both static and dynamic atmospheres



Free-space Satellite-to-Ground Communication

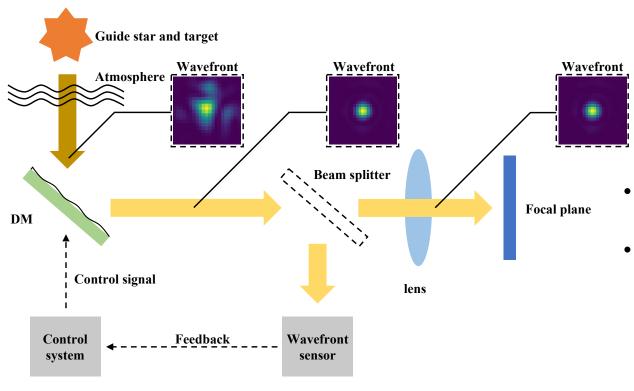
- Optical communication
- Shorter wavelength than radio waves.
- Pros:
 - Concentrated power
 - Secured connection
 - High data transmission rate
- Cons:
 - Affected by atmospheric turbulence



Photograph: NASA



Wavefront Sensor-based Adaptive Optics

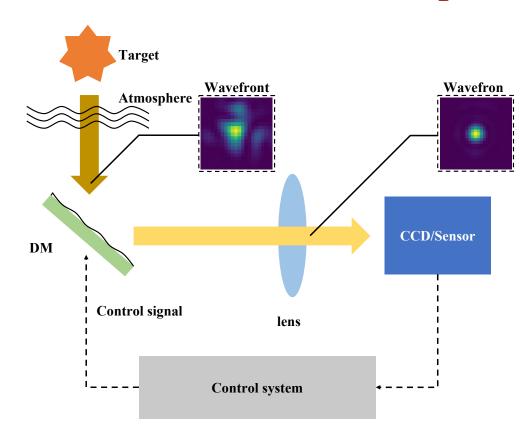


Pros:

- Precise feedback
- Cons:
 - Complex structure
 - Expensive
 - Require calibration
 - Slower



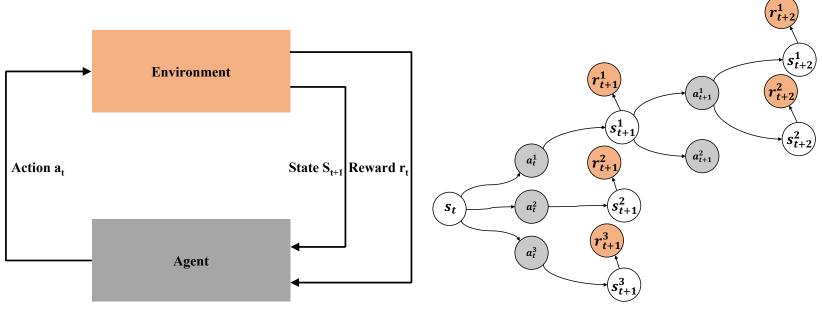
Wavefront Sensorless Adaptive Optics



- Pros:
 - Simple structure
 - Budget-friendly
- Cons:
 - Requirement of good controller
 - Less stubborn in severe condition



Background of Reinforcement Learning

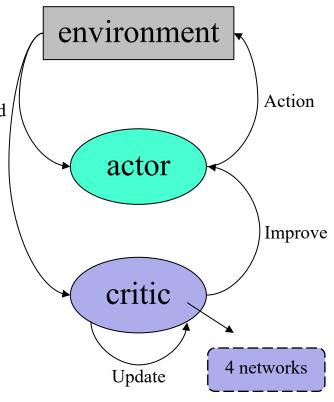


- Widely applied in sequential decision Aim at obtaining a long-term return: making
- Key components:
 - State
 - Action
 - Reward

$$G_t = r_{t+1} + \gamma r_{t+2} + \gamma^2 r_{t+3} + ... = \sum_{k=0}^{\infty} \gamma^k R_{t+k+1}$$



- Actor: Generating actions to achieve better performance.
- Critic: Evaluating the value of actions State from actor while improving itself to Reward make the assessment more reflective of the real situation.
- There are five networks including <u>an</u> <u>actor network</u>, <u>a soft value network</u>, <u>a</u> <u>target value network</u>, <u>a soft Q network</u> and <u>a soft Q network</u> for the purpose of stabilizing the learning process and preventing overfitting.

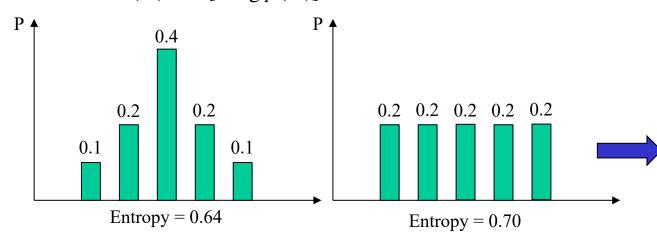




The optimal policy:
$$\pi^* = \underset{\pi}{\operatorname{argmax}} \sum_{t} E_{(s_t, a_t) \sim \rho(\pi)} [r(s_t, a_t) + \alpha \mathcal{H}(\pi(\cdot | s_t))]$$
Entropy:

★ Strehl ratio

$$\mathcal{H}(X) = E[-\log p(X)]$$



Temperature parameter, the weight of the information entropy

> More even distribution results in higher entropy

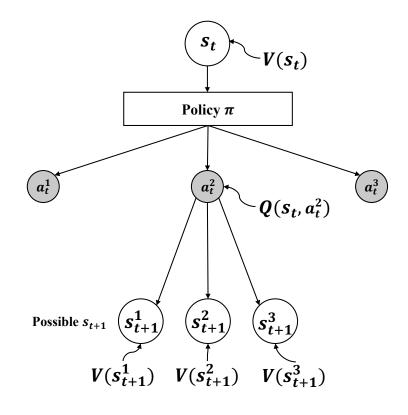


- Policy evaluation:
- State-action value function (Q)
- State value function (V)

$$\mathcal{T}^{\pi}Q(s_t, a_t) \triangleq r(s_t, a_t) + \gamma E_{s_{t+1} \sim p}[V(s_{t+1})]$$

$$V(s_t) = E_{a_t \sim \pi}[Q(s_t, a_t) - \alpha \log \pi(a_t|s_t)]$$

Then the sequence Q will converge to the soft Q-value of π as $k \to \infty$.





- Policy improvement:
- Update the policy to the exponential of Q function for an improved policy
- This particular choice of update can be guaranteed to result in an improved policy in terms of its soft value.
- Kullback-Leibler divergence

$$\pi_{new} = \operatorname*{argmin}_{\pi' \in \Pi} D_{\mathrm{KL}}(\pi'(\cdot|s_t)|| \frac{\exp(\frac{1}{\alpha}Q^{\pi_{old}}(s_t, \cdot))}{Z^{\pi_{old}}(s_t)})$$



• Update:

Algorithm 1: Soft Actor-Critic

```
Initialize the parameter of networks \psi, \bar{\psi}, \theta_1, \theta_2, \phi
for each episode do
 for each step do
   sample a_t from \pi_{\phi}
   observe s_{t+1} and r_t by applying a_t into system
   store (s_t, a_t, r_t, s_{t+1}) into replay buffer \mathcal{D}
 end for
 for each gradient step do
   sample a batch of (s_t, a_t, r_t, s_{t+1}) from \mathcal{D}
    update soft Q_1 network: \theta_1 \leftarrow \theta_1 - \lambda_O \nabla_{\theta_1} J_O(\theta_1)
    update soft Q_2 network: \theta_2 \leftarrow \theta_2 - \lambda_O \nabla_{\theta_2} J_O(\theta_2)
    update soft value network: \psi \leftarrow \psi - \lambda_V \nabla_{\psi} J_V(\psi)
    update actor network: \phi \leftarrow \phi - \lambda_{\pi} \nabla_{\pi} J_{\pi}(\phi)
    update target value network: \bar{\psi} \leftarrow \tau \psi + (1 - \tau)\bar{\psi}
 end for
end for
```

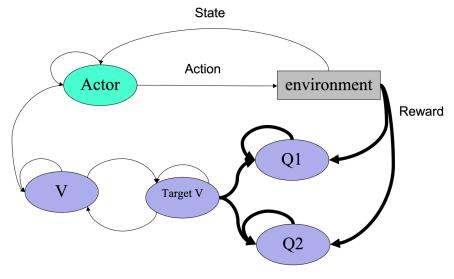


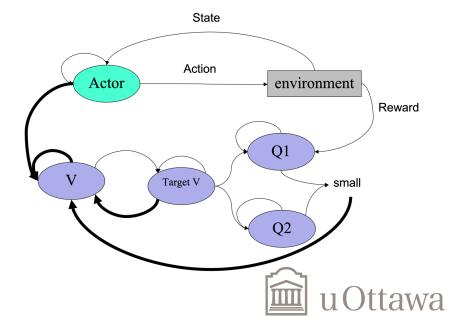
- Improvement of soft Q network:
- Performing gradient descent on the Bellman residual

$$J_Q(\theta) = \mathrm{E}_{(s_t, a_t) \sim \mathcal{D}}[\frac{1}{2}(Q_{\theta}(s_t, a_t) - \mathcal{T}^{\pi_k}Q_{\theta}(s_t, a_t))^2] \quad J_V(\psi) = \mathrm{E}_{s_t \sim \mathcal{D}}[\frac{1}{2}(V_{\psi}(s_t) - \mathrm{E}_{a_t \sim \pi_{\theta}}[Q_{\theta}(s_t, a_t) - \log \pi_{\phi}(a_t|s_t))^2]]$$

- Improvement of soft value network:
- Performing gradient descent on the square residual error

$$J_{V}(\psi) = \mathrm{E}_{s_{t} \sim \mathcal{D}}[\frac{1}{2}(V_{\psi}(s_{t}) - \mathrm{E}_{a_{t} \sim \pi_{\theta}}[Q_{\theta}(s_{t}, a_{t}) - \log \pi_{\phi}(a_{t}|s_{t}))^{2}]$$





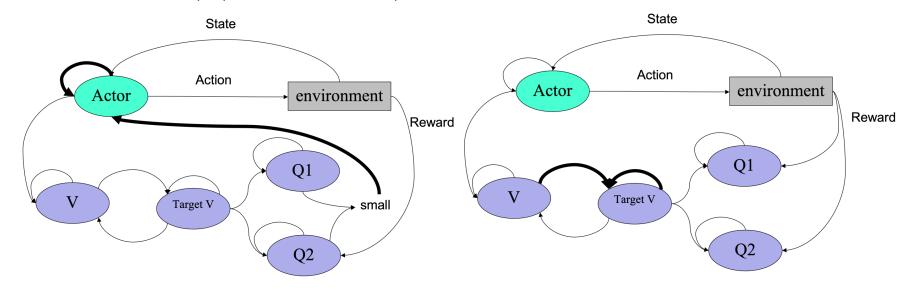
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- Improvement of Actor network:
- Gradient descent.

• Target V network

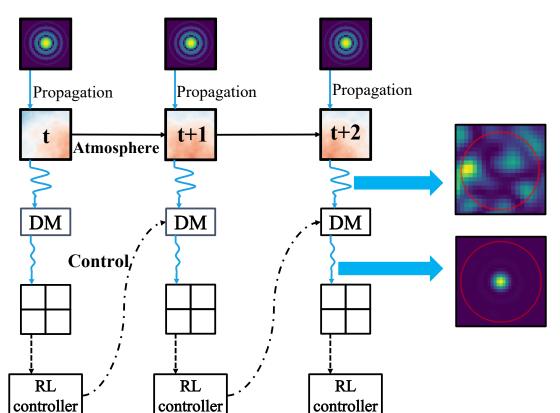
$$\bar{\psi} \leftarrow \tau \psi + (1 - \tau) \bar{\psi}$$

$$J_{\pi}(\phi) = \mathbb{E}_{s_t \sim \mathcal{D}, \varepsilon_t \sim \mathcal{N}}[\log \pi_{\phi}(f_{\phi}(\varepsilon_t; s_t) | s_t) - Q_{\theta}(s_t, f_{\phi}(\varepsilon_t; s_t))]$$





Adaptive Optics RL Environment

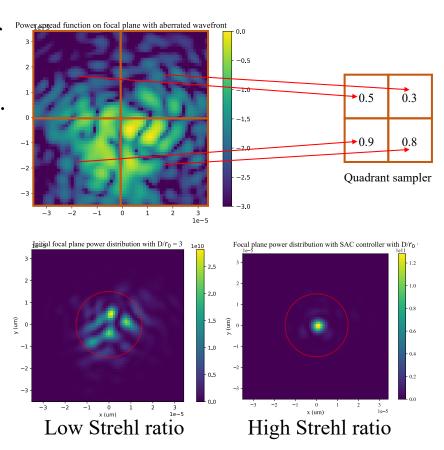


RL controller generates the next time step action while the changing of the atmosphere



Adaptive Optics RL Environment

- Action: Control signal of deformable mirror which manipulates the shape of the surface.
- State: Power distribution observed by quadrant sampler on focal plane with size of 2×2.
- Reward: The reward is built based on summation Strehl ratio on focal plane and the entropy of action distribution on deformable mirror.





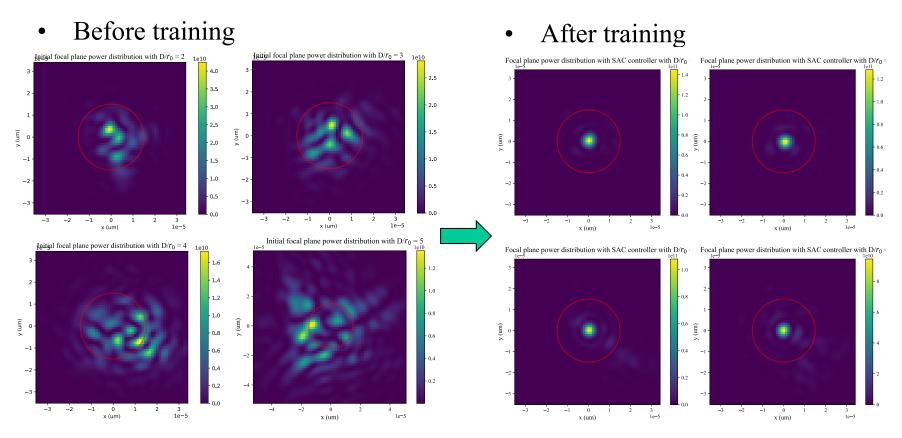
Experiment Setup

- Platform:
 - Compute Canada with CPU and GPU
- Atmosphere is depicted by D/r0
- System configuration:
 - 0.5m telescope
 - -1.5×10^{-6} m wavelength
 - 4×4 deformable mirror
 - 2×2 quadrant sampler
- The result is assessed by the value of Strehl ratio.

Hyperparameters	Value		
actor learning rate	$5 imes 10^{-5}$		
critic learning rate	1×10^{-3}		
discount factor	0.95		
batch size	256		
layer size	128		



Static Atmosphere Simulation

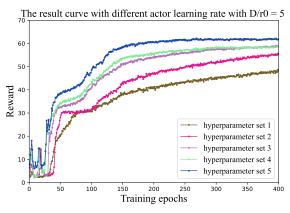


Power is concentrated to the centre of the fiber

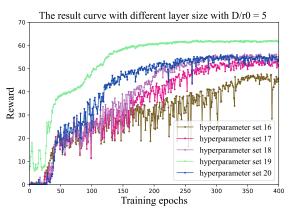


Static Atmosphere Simulation

- Hyperparameter tunning of policy learning rate and layer size.
- Conduct by Compute Canada (META) and WandB
- https://github.com/CarlZOUbit/Para sweep CC



Hyperparameters	Set 1	Set 2	Set 3	Set 4	Set 5
actor learning rate	1×10^{-5}	2×10^{-5}	3×10^{-5}	4×10^{-5}	5×10^{-5}
critic learning rate	1×10^{-3}				
discount factor	0.95	0.95	0.95	0.95	0.95
layer size	256	256	256	256	256
batch size	128	128	128	128	128

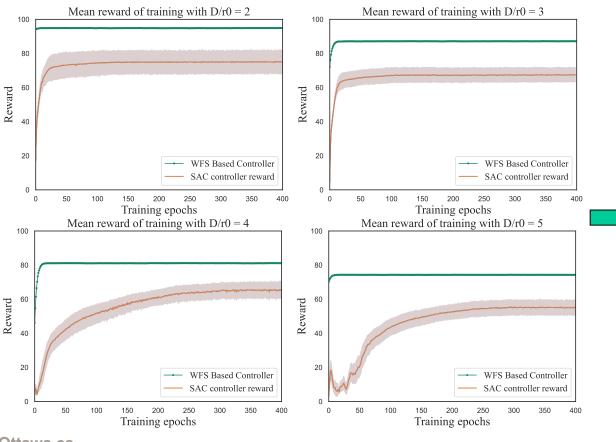


Hyperparameters	Set 16	Set 17	Set 18	Set 19	Set 20
actor learning rate	5×10^{-5}				
critic learning rate	1×10^{-3}				
discount factor	0.95	0.95	0.95	0.95	0.95
layer size	32	64	128	256	512
batch size	128	128	128	128	128



Static Atmosphere Simulation

• Reward curve:

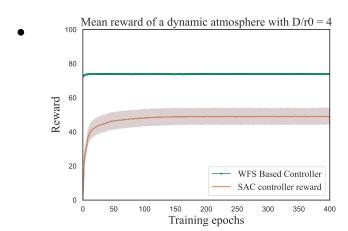


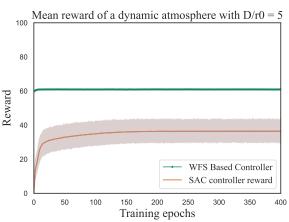
In static condition, relatively high Strehl ratio with low variance

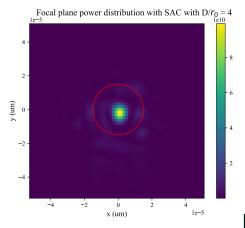


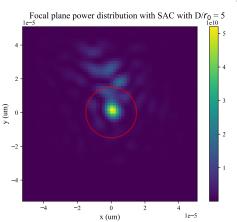
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Dynamic Atmosphere Simulation









In dynamic condition which is not severe, relatively high Strehl ratio with low variance.

In severe dynamic condition, still could achieve 25%-40% Strehl ratio and concentrate the power to the centre of fibre.



Conclusion & Future work

- A cost-effective wavefront sensorless adaptive optics system by integrating the soft actor-critic algorithm into the adaptive optics controller.
- Relatively high Strehl ratio in simulations of static and dynamic atmospheres
- Future work:
- Improving our algorithm to work with consideration of more factors in real-time environment.
- Improving the code and structure for a real-time application of the controller



Our Team



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