

# Implementation Notes for the Distributed LP Framework

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# 1 Introduction

This documents describes some implementation details of the distributed LP framework. This document uses the corresponding *IFAC2017* paper as a reference.

## 2 Dynamics

$$\mathbf{x}^+ = \mathbf{x} + (\mathbf{B}_{\text{in}} - \mathbf{B}_{\text{out}})\mathbf{u} \quad (1)$$

Also,

$$\mathbf{B} = \mathbf{B}_{\text{in}} - \mathbf{B}_{\text{out}} \in \mathcal{R}^{n_s \times n_u}$$

Where  $\mathbf{u}$  is

$$\mathbf{u} = [\mathbf{u}_{s_1}^T \ \mathbf{u}_{s_2}^T \ \dots \ \mathbf{u}_{s_{n_s}}^T]^T \in \mathcal{R}^{n_u}.$$

and  $\mathbf{u}_{s_i}$  is

$$\mathbf{u}_{s_i} = [u_{s_i \rightarrow s_1} \ \dots \ u_{s_i \rightarrow s_{i-1}} \ \textcolor{red}{u_{s_i \rightarrow s_i}} \ u_{s_i \rightarrow s_{i+1}} \ \dots \ u_{s_i \rightarrow s_{n_s}}]^T. \quad (2)$$

Notice that Eq. 2 is different from the definition in the paper. That is because  $\textcolor{red}{u_{s_i \rightarrow s_i}}$  is added to the  $\mathbf{u}_{s_i}$  vector. *However, it is always multiplied by zero.* It is added in order to make the implementation easier later on. Therefore,  $n_u = n_s^2$  in this implementation.

**Dynamics constraints** : dynamics over prediction time horizon  $T_p$ ,

$$\mathbf{X} = \mathbf{T}_u \mathbf{U} + \mathbf{T}_{x_0} \mathbf{x}[0] \quad (3)$$

where  $\mathbf{T}_u$  is,

$$\mathbf{T}_u = \begin{bmatrix} \mathbf{B} & \dots & \mathbf{0} & \\ \mathbf{B} & \mathbf{B} & \dots & \mathbf{0} \\ \dots & \vdots & \dots & \\ \mathbf{B} & \mathbf{B} & \dots & \mathbf{B} \end{bmatrix}_{(n_s T_p) \times (n_u T_p)}$$

and,

$$\mathbf{T}_{x_0} \mathbf{x}[0] = \begin{bmatrix} \mathbf{x}[0] \\ \vdots \\ \mathbf{x}[0] \end{bmatrix}_{n_s T_p \times 1}$$

Assuming that the optimization vector is,

$$\hat{\mathbf{X}} = \begin{bmatrix} \mathbf{X} \\ \mathbf{U} \end{bmatrix}_{(n_s + n_u) T_p \times 1} \quad (4)$$

Eq 3 can be written as,

$$\begin{bmatrix} \mathbf{I}_{n_s T_p} & -\mathbf{T}_u \end{bmatrix} \hat{\mathbf{X}} = \mathbf{T}_{x_0} \mathbf{x}[0] \quad (5)$$

It can be converted to inequalities as follows,

$$\begin{bmatrix} \mathbf{I}_{n_s T_p} & -\mathbf{T}_u \\ -\mathbf{I}_{n_s T_p} & \mathbf{T}_u \end{bmatrix}_{2n_s T_p \times (n_s + n_u) T_p} \hat{\mathbf{X}} \leq \begin{bmatrix} \mathbf{T}_{x_0} \mathbf{x}[0] \\ -\mathbf{T}_{x_0} \mathbf{x}[0] \end{bmatrix}_{2n_s T_p \times 1} \quad (6)$$

Which can be re-written as

$$\mathbf{A}_{\text{dynamics}} \hat{\mathbf{X}} \leq \mathbf{b}_{\text{dynamics}}$$

### 3 Flow Constraints

Flow constraints over prediction time horizon are described by,

$$\mathbf{T}_{u,c} \mathbf{U} \leq \mathbf{T}_{x_0,c} \mathbf{x}[0] \quad (7)$$

where,

$$\mathbf{T}_{u,c} = \begin{bmatrix} \mathbf{B}_{\text{out}} & \mathbf{0} & \cdots & \cdots & \mathbf{0} \\ -\mathbf{B} & \mathbf{B}_{\text{out}} & \mathbf{0} & \cdots & \mathbf{0} \\ -\mathbf{B} & -\mathbf{B} & \mathbf{B}_{\text{out}} & \cdots & \mathbf{0} \\ \vdots & \vdots & \vdots & \vdots & \vdots \\ -\mathbf{B} & -\mathbf{B} & -\mathbf{B} & -\mathbf{B} & \mathbf{B}_{\text{out}} \end{bmatrix}$$

$\mathbf{T}_{u,c} \in \mathcal{R}^{n_s T_p \times n_u T_p}$ , and

$$\mathbf{T}_{x_0,c} \mathbf{x}[0] = \begin{bmatrix} \mathbf{x}[0] \\ \vdots \\ \mathbf{x}[0] \end{bmatrix}_{n_s T_p \times 1}$$

Using the same optimization vector in (4), constraints (7) can be written as,

$$\begin{bmatrix} \mathbf{0}_{n_s T_p \times n_s T_p} & \mathbf{T}_{u,c} \end{bmatrix}_{n_s T_p \times (n_s + n_u) T_p} \hat{\mathbf{X}} \leq \mathbf{T}_{x_0,c} \mathbf{x}[0] \quad (8)$$

which can be written as,

$$\mathbf{A}_{\text{flow}} \hat{\mathbf{X}} \leq \mathbf{b}_{\text{flow}}$$

### 4 Boundary Constraints

Constraints on optimization vector  $\hat{\mathbf{X}}$  are,

$$\mathbf{0} \leq \hat{\mathbf{X}} \leq \mathbf{1} \quad (9)$$

or,

$$\begin{aligned}\hat{\mathbf{X}} &\leq \mathbf{1}_{(n_s+n_u)T_p} \\ -\hat{\mathbf{X}} &\leq \mathbf{0}_{(n_s+n_u)T_p}\end{aligned}$$

which can be written as,

$$\begin{bmatrix} \mathbf{I} \\ -\mathbf{I} \end{bmatrix}_{2(n_s+n_u)T_p \times (n_s+n_u)T_p} \hat{\mathbf{X}} \leq \begin{bmatrix} \mathbf{1} \\ \mathbf{0} \end{bmatrix} \quad (10)$$

which can be written as

$$\mathbf{A}_{\text{boundary}} \hat{\mathbf{X}} \leq \mathbf{b}_{\text{boundary}}$$

## 5 Compact Form of Constraints

Using inequality (6), (8), and (10), the LP problem can be written in compact form as,

$$\begin{aligned} &\min_{\hat{\mathbf{X}}} \mathbf{C}^T \hat{\mathbf{X}} \\ &\text{s.t.} \quad \begin{bmatrix} \mathbf{I}_{n_s T_p} & -\mathbf{T}_u \\ -\mathbf{I}_{n_s T_p} & \mathbf{T}_u \\ \mathbf{0}_{n_s T_p \times n_s T_p} & \mathbf{T}_{u,c} \\ \mathbf{I}_{(n_s+n_u)T_p} \\ -\mathbf{I}_{(n_s+n_u)T_p} \end{bmatrix}_{(5n_s+2n_u)T_p \times (n_s+n_u)T_p} \hat{\mathbf{X}} \leq \begin{bmatrix} \mathbf{T}_{x_0} \mathbf{x}[0] \\ -\mathbf{T}_{x_0} \mathbf{x}[0] \\ \mathbf{T}_{x_0,c} \mathbf{x}[0] \\ \mathbf{1}_{(n_s+n_u)T_p} \\ \mathbf{0}_{(n_s+n_u)T_p} \end{bmatrix}_{(5n_s+2n_u)T_p \times 1} \end{aligned} \quad (11)$$

which can be written as,

$$\begin{bmatrix} \mathbf{A}_{\text{dynamics}} \\ \mathbf{A}_{\text{flow}} \\ \mathbf{A}_{\text{boundary}} \end{bmatrix} \hat{\mathbf{X}} \leq \begin{bmatrix} \mathbf{b}_{\text{dynamics}} \\ \mathbf{b}_{\text{flow}} \\ \mathbf{b}_{\text{boundary}} \end{bmatrix} \quad (12)$$

## 6 Notes for GLPK Use

If GLPK is used, boundary constraints in (9) are not considered in constraints matrix (the rows of A). It is entered as separate types of constraints in the defined `glpk` problem.

## 7 Estimation of Enemy State, $\mathbf{X}^e$

Enemy state trajectory  $\mathbf{X}^e$  is used in the LP objective vector  $\mathbf{C} = \beta \mathbf{X}^{\text{ref}} + \alpha \mathbf{X}^e$  as follows,

$$\mathcal{J}_{T_p}(\hat{\mathbf{X}}) = \min_{\hat{\mathbf{X}}} \mathbf{C}^T \hat{\mathbf{X}} \quad (13)$$

In this implementation, the enemy state is computed based on the following linear model,

$$\mathbf{x}^e[t+1] = \mathbf{x}^e[t] + \mathbf{B}\mathbf{u}^e[t] \quad (14)$$

where,

$$\mathbf{u}^e[t] = \mathbf{G}^e \mathbf{x}^e[t] \quad (15)$$

Hence,

$$\mathbf{x}^e[t+1] = (\mathbf{I} + \mathbf{B}\mathbf{G}^e)^{t+1} \mathbf{x}_0^e \quad (16)$$

based on (16), the enemy state trajectory can be written as,

$$\mathbf{X}^e = \begin{bmatrix} (\mathbf{I} + \mathbf{B}\mathbf{G}^e) \\ (\mathbf{I} + \mathbf{B}\mathbf{G}^e)^2 \\ \vdots \\ (\mathbf{I} + \mathbf{B}\mathbf{G}^e)^{T_p} \end{bmatrix}_{n_s T_p \times n_s} \mathbf{x}_0^e \quad (17)$$

or,

$$\mathbf{X}^e = \mathbf{T}_G \mathbf{x}_0^e$$

**Calculation of  $\mathbf{G}^e$  :**

- This matrix contains the probabilities that an agent moves from one sector  $s_i$  to another sector  $s_j \in N_{s_i}$ .
- $\mathbf{G} \in \mathcal{R}^{n_u \times n_s}$
- $g_{s_i \rightarrow s_j}$  is the probability that an agent in sector  $s_i$  will move to a neighbor sector  $s_j$ .
- $u_{s_i \rightarrow s_j} = g_{s_i \rightarrow s_j} \cdot x_{s_i}$
- Therefore, each row in  $\mathbf{G}$  contains only one non-zero element,  $g_{s_i \rightarrow s_j}$ .
- The non-zero elements in matrix  $\mathbf{G}$  can be accessed in a **Eigen** matrix as  $g_{s_i \rightarrow s_j} = \mathbf{G}(s_i n_s - n_s + (s_j - 1), s_i - 1)$ . This assumes that matrix indexing starts from zero, which is the case if **Eigen** matrix is used.