



Haichao Hong / 洪海超

Associate Professor

Email: haichao.hong@sjtu.edu.cn

Office: A227

Homepage: haichao.de





- What is Guidance
- Generic Formulation of Trajectory Optimization
- Discretization Methods
- Newton-Type Methods in Computational Guidance
- **®** . . .





A guidance problem:

$$egin{aligned} \dot{oldsymbol{x}}(t) &= oldsymbol{f}\left(oldsymbol{x}\left(t
ight), oldsymbol{u}\left(t
ight), oldsymbol{p}\left(t
ight), oldsymbol{v}\left(t
ight), oldsymbol{p}\left(t
ight), oldsymbol{p}\left(t
ight), oldsymbol{v}\left(t
ight), oldsymbol{p}\left(t
ight),$$

- Initial condition fixed
- Terminal condition fixed
- No path constraints
- To determine a control sequence u(t)





With a known x_1 , using N discrete steps, step length h

To determine a control sequence

$$m{U} = [m{u}_1^T, m{u}_2^T, ..., m{u}_{N-1}^T]^T \in \mathbb{R}^{(N-1)m}$$

Using Euler Forward: (Number of states is n)

$$egin{aligned} oldsymbol{x}_{k+1} &= oldsymbol{x}_k + h oldsymbol{f}_k (oldsymbol{x}_k, oldsymbol{u}_k) \ &= oldsymbol{F}_k \left(oldsymbol{x}_k, oldsymbol{u}_k
ight) \end{aligned}$$







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ight),oldsymbol{u}_2
ight) \ &dots \ oldsymbol{x}_N &= oldsymbol{F}_{N-1}\left(oldsymbol{F}_{N-2}\left(...\left(oldsymbol{F}_1\left(oldsymbol{x}_1,oldsymbol{u}_1
ight),...
ight),oldsymbol{u}_{N-2}
ight),oldsymbol{u}_{N-1}
ight) \end{aligned}$$





A guidance problem:

$$\dot{oldsymbol{x}}(t) = oldsymbol{f}\left(oldsymbol{x}\left(t
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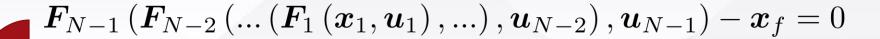
$$oldsymbol{x}_{N} = oldsymbol{F}_{N-1}\left(oldsymbol{F}_{N-2}\left(...\left(oldsymbol{F}_{1}\left(oldsymbol{x}_{1},oldsymbol{u}_{1}
ight),...
ight),oldsymbol{u}_{N-2}
ight),oldsymbol{u}_{N-1}
ight) = oldsymbol{x}_{f}$$



$$F_{N-1} (F_{N-2} (... (F_1 (x_1, u_1), ...), u_{N-2}), u_{N-1}) - x_f = 0$$







Unknown:
$$oldsymbol{U} = [oldsymbol{u}_1^T, oldsymbol{u}_2^T, ..., oldsymbol{u}_{N-1}^T]^T \in \mathbb{R}^{(N-1)m}$$

Number of equations: n (Number of states)

It is very likely that $(N-1)m \gg n$

$$G(U) = 0$$

It is an underdetermined system! But Nonlinear

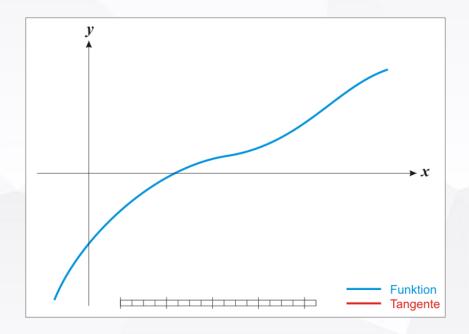




To find the root of a nonlinear underdetermined system

$$G(U) = 0$$

Newton's method is available for this task:







To find the root of a nonlinear underdetermined system

$$G(U) = 0$$

Newton's method is available for this task:

$$\boldsymbol{U} = \boldsymbol{U}^p + d\boldsymbol{U}$$
 $\boldsymbol{r} - \boldsymbol{G}'(\boldsymbol{U}^p)d\boldsymbol{U} = 0$

where G' is the Jacobian matrix, dU is the Newton step, and r is the residual from the previous iteration.





$$\boldsymbol{r} - \boldsymbol{G}'(\boldsymbol{U}^p)d\boldsymbol{U} = 0$$

 U^p is the previous solution of the iterations.

This means that we need an initial solution.

It is an underdetermined system again! But Linear

We can find the least-squares solution directly.

MATLAB function mldivide A\B





The Jacobian matrix is computed as

$$m{G}^{'}\left(m{U}
ight) = egin{bmatrix} rac{\partial m{G}}{\partial m{u}_{1}} & rac{\partial m{G}}{\partial m{u}_{2}} & ... & rac{\partial m{G}}{\partial m{u}_{N-1}} \end{bmatrix}$$

where

$$\frac{\partial \boldsymbol{G}}{\partial \boldsymbol{u}_{i}} = \begin{bmatrix} \frac{\partial \boldsymbol{F}_{N-1}}{\partial \boldsymbol{x}_{N-1}} \end{bmatrix} \begin{bmatrix} \frac{\partial \boldsymbol{F}_{N-2}}{\partial \boldsymbol{x}_{N-2}} \end{bmatrix} \cdot \dots \cdot \begin{bmatrix} \frac{\partial \boldsymbol{F}_{i+1}}{\partial \boldsymbol{x}_{i+1}} \end{bmatrix} \begin{bmatrix} \frac{\partial \boldsymbol{F}_{i}}{\partial \boldsymbol{u}_{i}} \end{bmatrix},$$

$$i = 1, ..., N-1,$$







For using the MATLAB function mldivide A\B,

by default, the least-squares method minimizes

$$J = \frac{1}{2}d\boldsymbol{U}^T d\boldsymbol{U}$$

Unclear physical meaning

A different cost leads to clearer physical meaning

$$J = \frac{1}{2} \boldsymbol{U}^T \boldsymbol{R} \boldsymbol{U}$$

Minimize the control effort
$$=\frac{1}{2}\left(d\boldsymbol{U}+\boldsymbol{U}^{p}\right)^{T}\boldsymbol{R}\left(d\boldsymbol{U}+\boldsymbol{U}^{p}\right)$$





minimize
$$J = \frac{1}{2} (d\mathbf{U} + \mathbf{U}^p)^T \mathbf{R} (d\mathbf{U} + \mathbf{U}^p)$$
 subject to
$$\mathbf{r} - \mathbf{G}'(\mathbf{U}^p) d\mathbf{U} = 0$$

Introducing a Lagrange multiplier

$$\mathcal{L} = \frac{1}{2} (d\mathbf{U} + \mathbf{U}^p)^T \mathbf{R} (d\mathbf{U} + \mathbf{U}^p) + \boldsymbol{\lambda}^T \left[\mathbf{r} - \mathbf{G}'(\mathbf{U}^p) d\mathbf{U} \right],$$

Using the optimality conditions

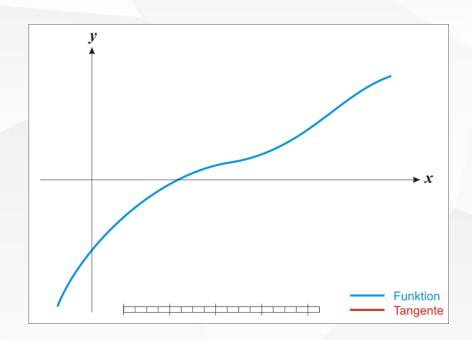
$$\frac{\partial \mathcal{L}}{\partial (d\mathbf{U})} = 0 \qquad \frac{\partial \mathcal{L}}{\partial \boldsymbol{\lambda}} = 0$$





One more step!

Newton iterations $oldsymbol{U} = oldsymbol{U}^p + doldsymbol{U} o oldsymbol{U}^p$



Use the new U to get new x_k , k = 1, 2, ..., N

$$\frac{\partial \boldsymbol{G}}{\partial \boldsymbol{u}_i} = \begin{bmatrix} \frac{\partial \boldsymbol{F}_{N-1}}{\partial \boldsymbol{x}_{N-1}} \end{bmatrix} \begin{bmatrix} \frac{\partial \boldsymbol{F}_{N-2}}{\partial \boldsymbol{x}_{N-2}} \end{bmatrix} \cdot \ldots \cdot \begin{bmatrix} \frac{\partial \boldsymbol{F}_{i+1}}{\partial \boldsymbol{x}_{i+1}} \end{bmatrix} \begin{bmatrix} \frac{\partial \boldsymbol{F}_i}{\partial \boldsymbol{u}_i} \end{bmatrix},$$

$$i = 1, ..., N - 1,$$

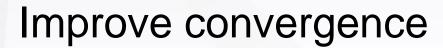


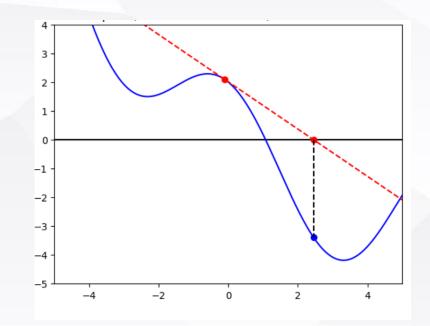


One more step!

Line Search

Newton iterations $\boldsymbol{U} = \boldsymbol{U}^p + \boldsymbol{s} \cdot d\boldsymbol{U}$





Algorithm 1 Line-Search Strategy

- 1: Get U^p , dU, s = 1, $\kappa \in (0, 1]$
- 2: while $|G_n(U^p + s \cdot dU)|_{\infty} > |G_n(U^p)|_{\infty} do$
- 3: $s \leftarrow \kappa s$
- 4: end while
- 5: $\boldsymbol{U} \leftarrow \boldsymbol{U}^p + s \cdot d\boldsymbol{U}$
- 6: **return** *U*





Found the root of a nonlinear underdetermined system

$$G(U) = 0$$

Solve the guidance problem with a minimum control effort

$$egin{aligned} \dot{oldsymbol{x}}(t) &= oldsymbol{f}\left(oldsymbol{x}\left(t
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No sacrifice of nonlinearity





Re-visit with a variable step length

With a known x_1 , using N discrete steps, step length h

To determine a control sequence

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Using Euler Forward:

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$$m{U} = [m{u}_1^T, m{u}_2^T, ..., m{u}_{N-1}^T, m{h}]^T \in \mathbb{R}^{(N-1)m+1}$$

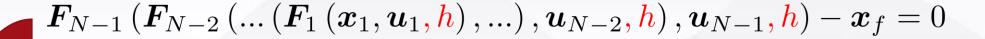
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ight), oldsymbol{u}_2, oldsymbol{h}
ight) \ dots \end{aligned}$$

$$oldsymbol{x}_{N} = oldsymbol{F}_{N-1}\left(oldsymbol{F}_{N-2}\left(...\left(oldsymbol{F}_{1}\left(oldsymbol{x}_{1},oldsymbol{u}_{1},oldsymbol{h}
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Unknown:
$$\boldsymbol{U} = [\boldsymbol{u}_1^T, \boldsymbol{u}_2^T, ..., \boldsymbol{u}_{N-1}^T, \boldsymbol{h}]^T \in \mathbb{R}^{(N-1)m+1}$$

Number of equations: n (Number of states)

It is very likely that $(N-1)m+1\gg n$

$$G(U) = 0$$

It is an underdetermined system! But Nonlinear





Newton-Type Methods in Computational Guidance*:

- Un(path-)constrained trajectory optimization
- Newton method for finding the root of a nonlinear underdetermined system
- Lagrange multiplier for linearly constrained optimization
- Line search

Zheng. H., Piprek, P., Hong, H., Holzapfel, F., and Tang, S., "Smooth Sub-optimal Trajectory Generation for Transition Maneuvers," IEEE Access, Vol. 8, pp. 61035–61042. Pan B., Ma Y. and Yan R., "Newton-Type Methods in Computational Guidance," Journal of Guidance, Control, and Dynamics, Vol. 42, No. 2, 2019, pp. 377–383.





Newton-Type Methods in Computational Guidance*:

- Was originally developed by Padhi and referred to as the Model Predictive Static Programming
- For unconstrained trajectory optimization problem
- Minimize the control effort
- Very computationally efficient
- Limited choice of cost function

Zheng. H., Piprek, P., Hong, H., Holzapfel, F., and Tang, S., "Smooth Sub-optimal Trajectory Generation for Transition Maneuvers," IEEE Access, Vol. 8, pp. 61035–61042. Pan B., Ma Y. and Yan R., "Newton-Type Methods in Computational Guidance," Journal of Guidance, Control, and Dynamics, Vol. 42, No. 2, 2019, pp. 377–383.





Take-home messages behind Newton-Type Methods:

- We can develop dedicated tool for a specific problem.
- Tool can be just simple enough to solve the problem in order to be efficient.

What if constrained?





- Send to haichao.hong@sjtu.edu.cn
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