

Today: Trajectory Optimization

Big Picture

- Dynamic Programming
 - mesh (low dimensions)
 - function approx
 - LQR
 - scales very well.
 - linearization only valid over a limited domain
 - Lyapunov via SDP/SOS
 - $\forall x_i \Rightarrow \forall x$
 - lot of dimensions
 - Proving stability
 - so far, not synthesis
 - Somehow limited to simple functions. / might limit control design.
 - Won't visit all x
- Other extreme fundamental attack on dimension is to consider a single $x_0 = x(0)$ instead of a global policy



double integrator

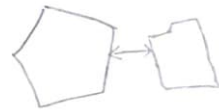
Basic trajectory optimization formulation

$$\dot{x} = f(x, u)$$

$$\min_{u(\cdot)} \int_{t_0}^{t_f} g(x, u) dt$$

$$\text{s.t. } \dot{x} = f(x, u)$$

$$x(0) = x_0$$



+ other constraints $\forall t \quad |u(t)| \leq 1$

$$\forall t \quad s_d f(x(t)) \geq 0$$

no collisions.

Discrete-time case:

$$x[n+1] = Ax[n] + Bu[n]$$

Direct
Transcription

$$\min_{u[\cdot]} \sum_{n=0}^N g(x[n], u[n])$$

$$\rightarrow \sum_{n=0}^N x^T[n] Q x[n] + u^T[n] R u[n]$$

Quadratic Program

$$Ax[n] + Bu[n]$$

$$\text{s.t. } x[n+1] = \underline{Ax[n] + Bu[n]}$$

$$x[0] = x_0$$

Transcribe to numerical implementation.

idea #1: add $x[\cdot]$ as extra decision variables (state slack variables)

Can add linear constraints on u, x

$$\forall n \quad |u| \leq 1 \quad \forall n \quad -2 \leq x[n] \leq 2$$

idea # 2: solve $x[n]$ as func of $x_0, u[n], u[1] \dots u[n-1]$

Direct Shooting
method

$$x[0] = x_0, \quad x[1] = Ax_0 + Bu[0],$$

$$x[2] = A(Ax_0 + Bu[0]) + Bu[1]$$

Sparse constraints, dense constraints

add $x[\cdot]$ may speed up solvers

Quadratic cost is fine

linear is also fine

$$\min_{x[\cdot], u[\cdot]} \sum |x|_2 + |u|_2 \quad \text{another objective}$$

min time $(x[n+1])$

$$\begin{aligned} \text{find} \quad & x[\cdot], u[\cdot] \\ \text{s.t.} \quad & x[n+1] = Ax[n] + Bu[n] \\ & x[0] = x_0 \\ & x[n] = x_G \end{aligned}$$

feasible problem, find minimum N that

a solution exists, larger than minimum time

a solution can be found

Back to continuous time

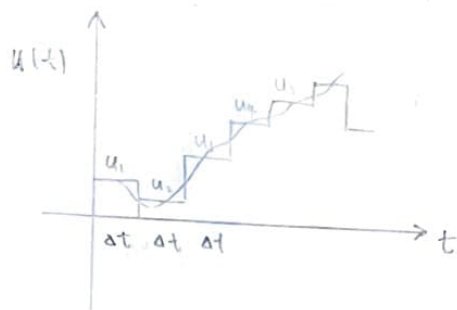
$$\dot{x} = Ax + Bu$$

$$x[n+1] = x[n] + \Delta t [Ax[n] + Bu[n]]$$

Forward - Euler integration

close form exists $e^{A\Delta t}$

$$x[n+1] = x[n] + \Delta t f(x, u) \quad \text{MATLAB ode45 or Runge-Kutta, ...}$$



model - predictive control

(solve traj opt at every timestep)

Non-linear system

$$\min_{u[\cdot]} \sum x^T Q x + u^T R u.$$

$$\text{s.t. } x[n+1] = f(x[n], u[n])$$

$$x[0] = x_0$$

nonlinear system may have non-convex optimization problem

Continuous time ~~policy~~ control

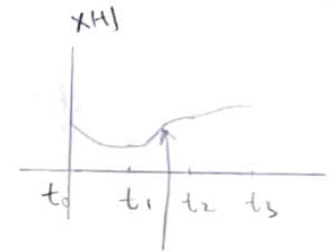
$$\min \dots$$
$$x(\cdot), u(\cdot)$$

sweet spot # of params vs. numerical integration accuracy

Direct Collocation

$x(t)$ as a cubic spline

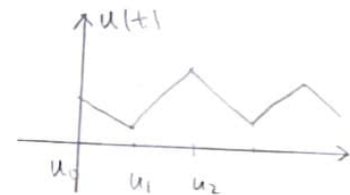
$u(t)$ is first-order spline
(+OH)



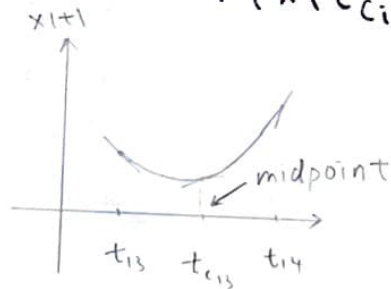
$$x(t) = C_0 + C_1 t + C_2 t^2 + C_3 t^3$$

$$\forall t_i: \dot{x}(t_i) = f(x(t_i), u(t_i))$$

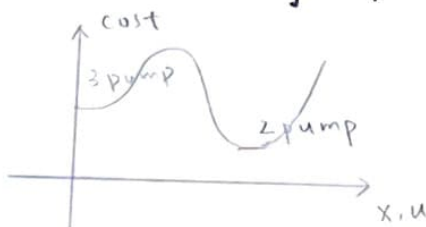
also at "collocation pts"



$$\dot{x}(t_{c_i}) = f(x(t_{c_i}), u(t_{c_i}))$$

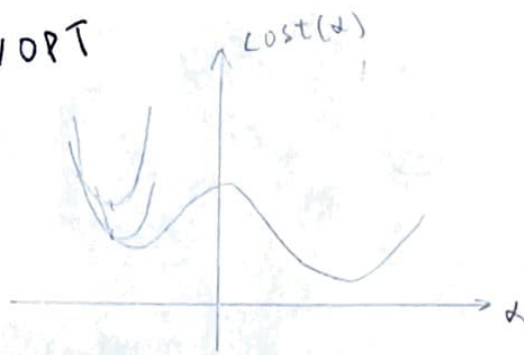


different from integration differential equation
pendulum swing up case



only have local minimum

SNOPT



Approximate using
quadratic equation

Sequential

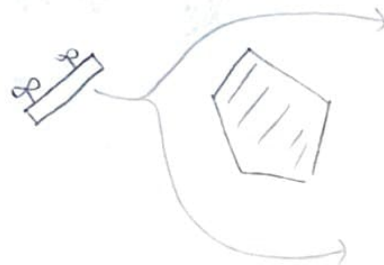
Quadratic Programming (QP)

Not guaranteed to work?

not good in walking planning

~~Quadrator~~ Q

Quadrotor planning



non-convex
optimization