

## 7. Optimal control

# Optimal control problem (OCP)

minimize  $J(\mathbf{x}(\cdot), \mathbf{u}(\cdot))$   $\longrightarrow$  Objective functional

s.t.  $\dot{\mathbf{x}}(t) = \mathbf{f}(\mathbf{x}(t), \mathbf{u}(t)) \quad \forall t \in [0, T]$   $\longrightarrow$  Dynamic constraints

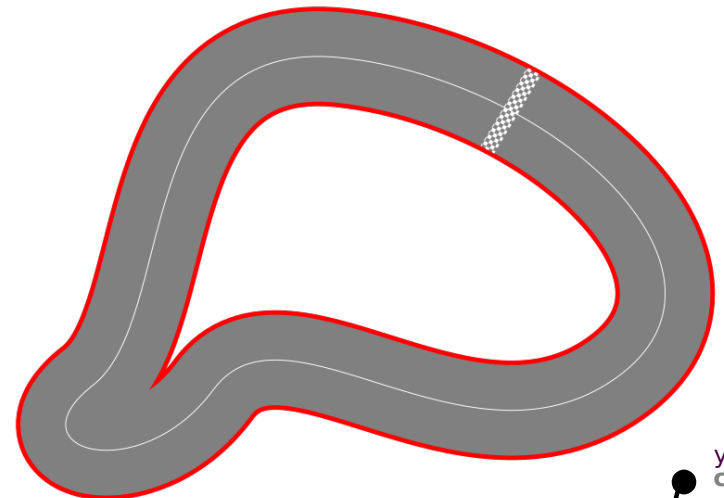
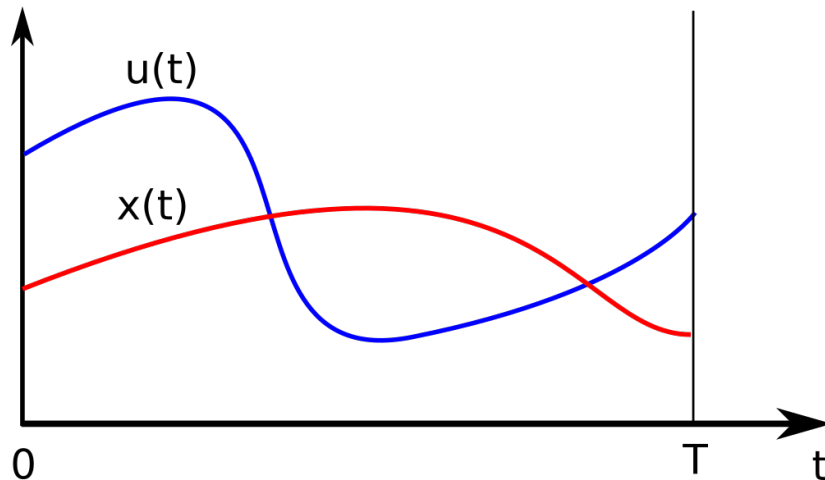
$h(\mathbf{x}(t), \mathbf{u}(t)) \leq 0 \quad \forall t \in [0, T]$   $\longrightarrow$  Path constraints

$B(\mathbf{x}(0), \mathbf{x}(T)) = 0$   $\longrightarrow$  Boundary (initial+terminal) constraints

Trajectories

$\mathbf{x}(\cdot) \quad \mathbb{R} \rightarrow \mathbb{R}^n$

$\mathbf{u}(\cdot) \quad \mathbb{R} \rightarrow \mathbb{R}^m$

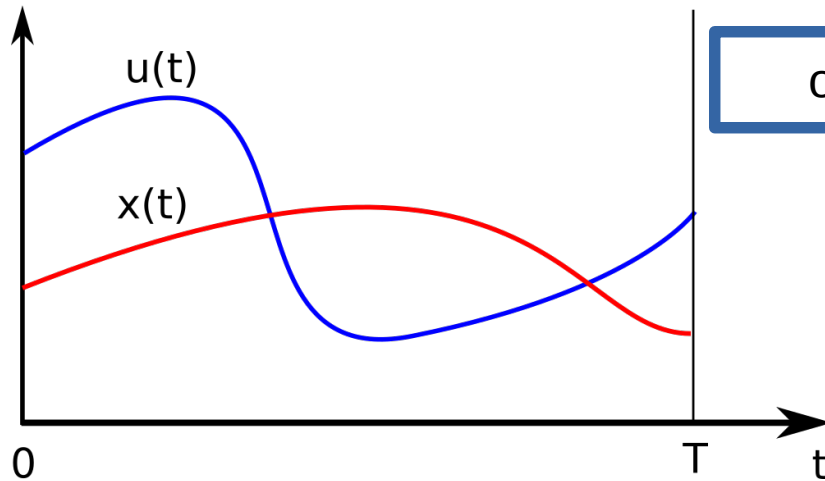


# Infinite-dimensional

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

Trajectories

$x(\cdot) \quad \mathbb{R} \rightarrow \mathbb{R}^n$   
 $u(\cdot) \quad \mathbb{R} \rightarrow \mathbb{R}^m$



Discretize!

Direct methods

discretize (time)

optimize

Indirect methods

optimize

discretize (time)

Dynamic programming

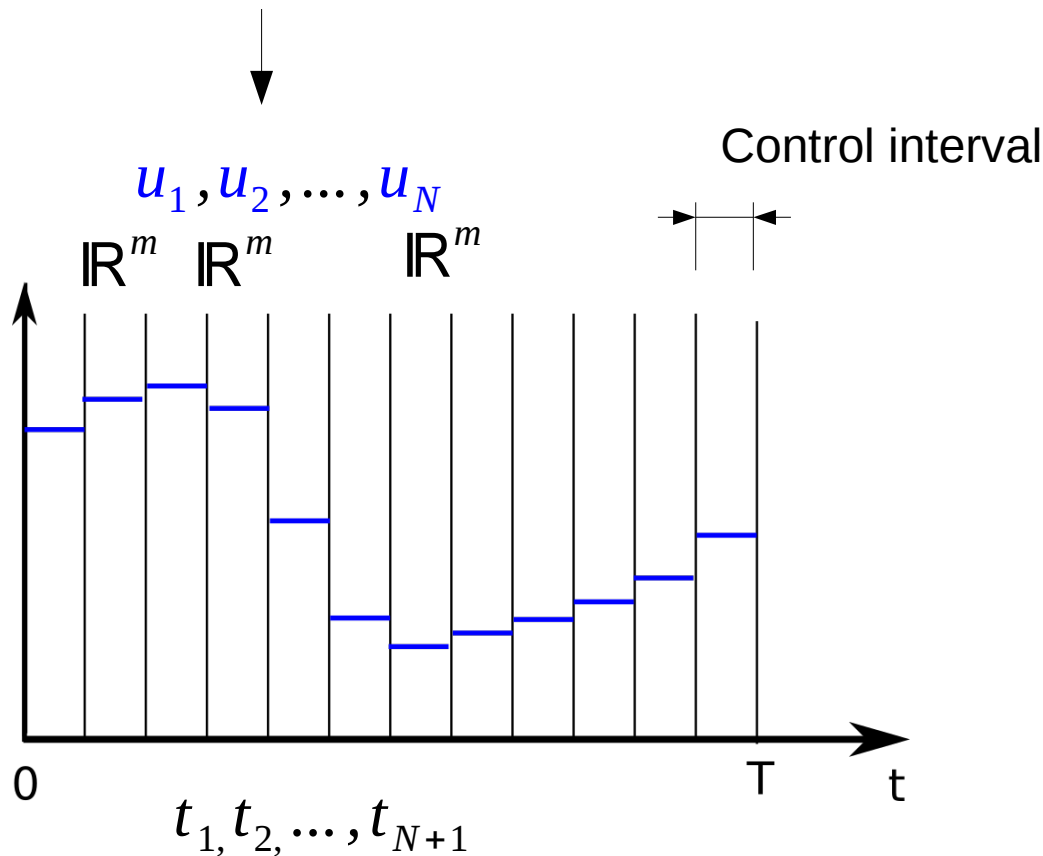
discretize (time and space)

optimize

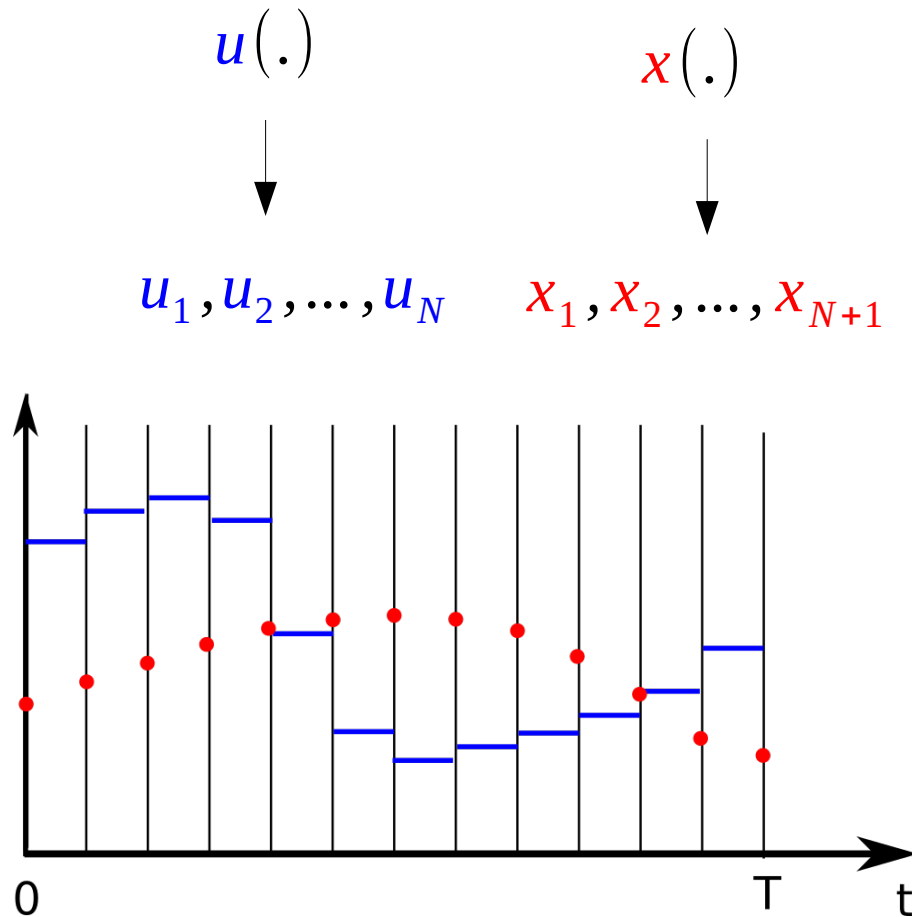
# First discretize, then optimize

$$u(.) \quad \mathbb{R} \rightarrow \mathbb{R}^m$$

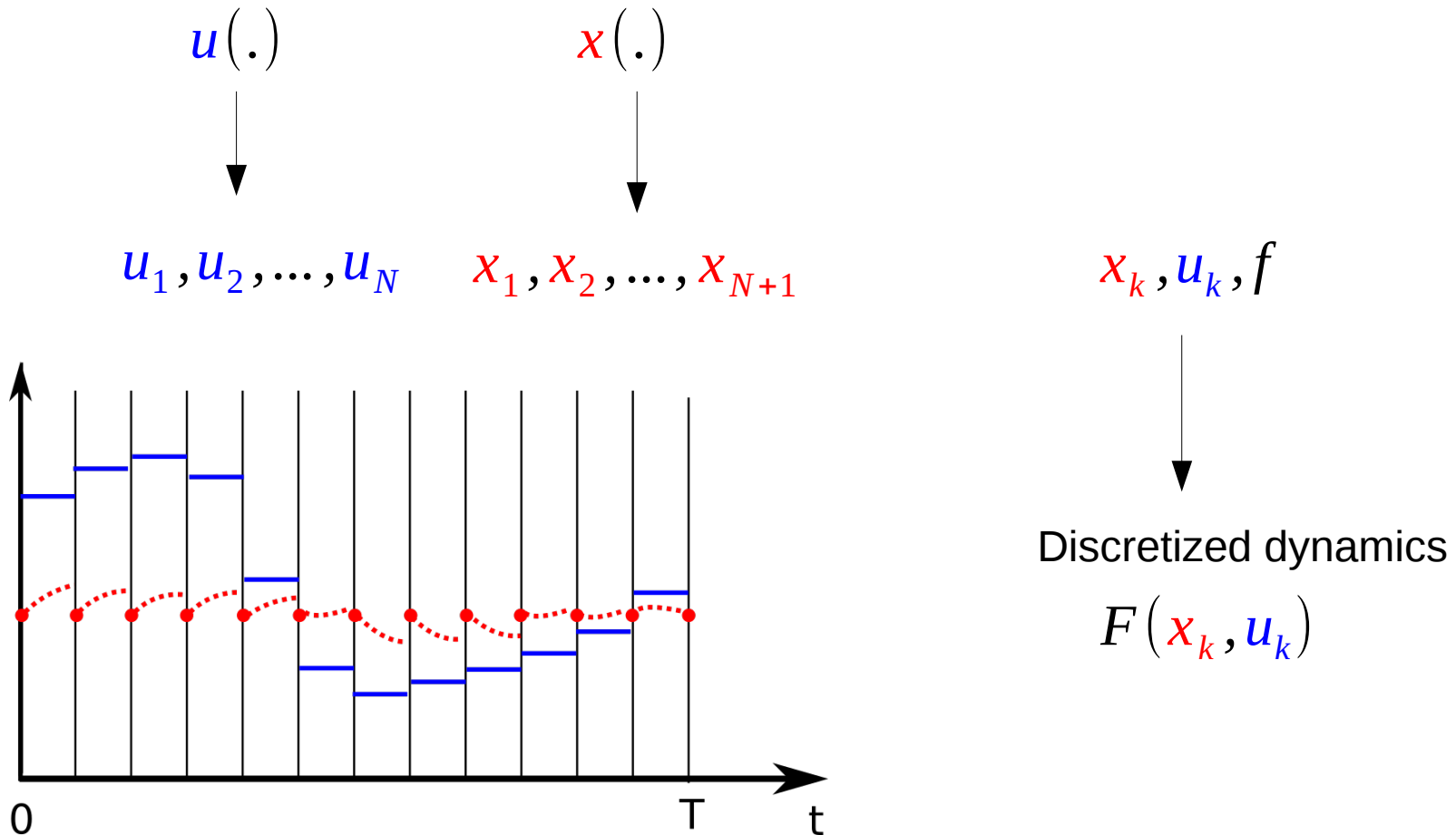
Other options: polynomial, spline, fourier series...



# First discretize, then optimize



# First discretize, then optimize



# Multiple shooting

$\underset{\mathbf{x}(\cdot), \mathbf{u}(\cdot)}{\text{minimize}} \quad J(\mathbf{x}(\cdot), \mathbf{u}(\cdot)) \longrightarrow \text{Objective functional}$

$s.t. \quad \dot{\mathbf{x}}(t) = \mathbf{f}(\mathbf{x}(t), \mathbf{u}(t)) \quad \forall t \in [0, T] \longrightarrow \text{Dynamic constraints}$

$h(\mathbf{x}(t), \mathbf{u}(t)) \leq 0 \quad \forall t \in [0, T] \longrightarrow \text{Path constraints}$

$B(\mathbf{x}(0), \mathbf{x}(T)) = 0 \longrightarrow \text{Boundary (initial+terminal) constraints}$

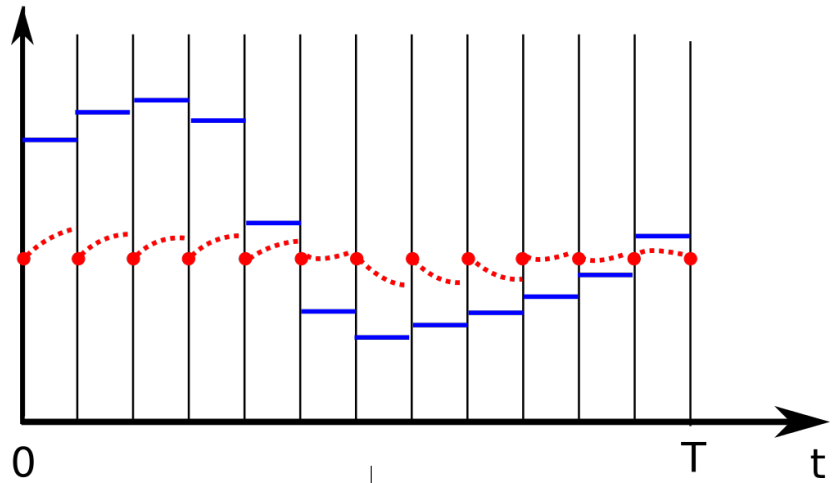
$\underset{\mathbf{x}_\bullet, \mathbf{u}_\bullet}{\text{minimize}} \quad \tilde{J}(\mathbf{x}_\bullet, \mathbf{u}_\bullet) \longrightarrow \text{Objective function}$

$s.t. \quad \mathbf{x}_{k+1} = \mathbf{F}(\mathbf{x}_k, \mathbf{u}_k) \quad k = 1 \dots N \longrightarrow \text{Dynamic constraints}$

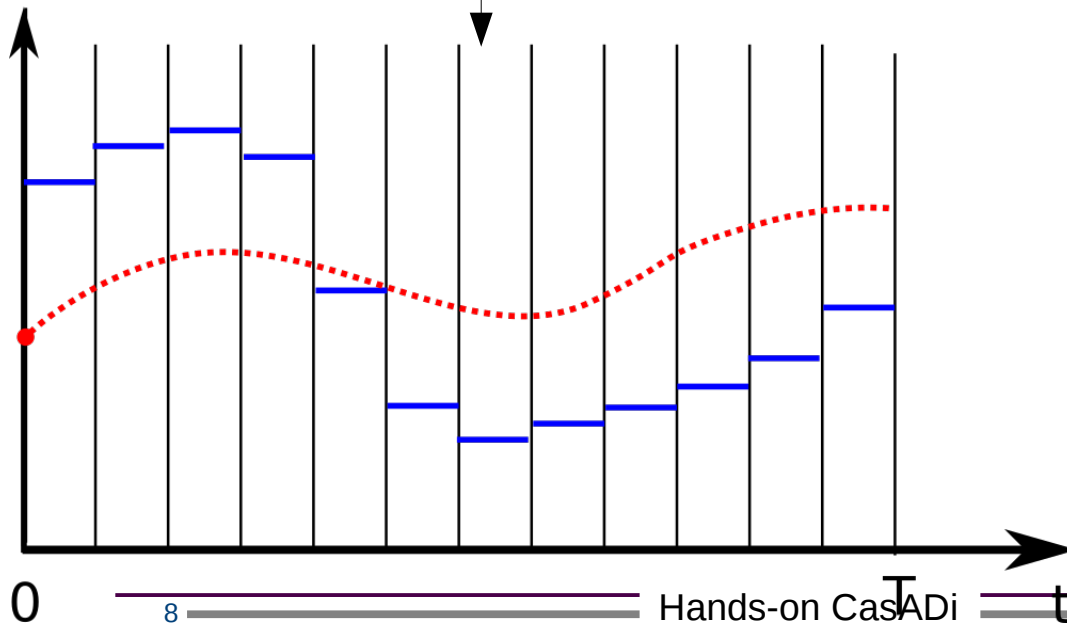
$h(\mathbf{x}_k, \mathbf{u}_k) \leq 0 \quad k = 1 \dots N \longrightarrow \text{Path constraints}$

$B(\mathbf{x}_1, \mathbf{x}_{N+1}) = 0 \longrightarrow \text{Boundary (initial+terminal) constraints}$

# Single shooting



MS



SS



# Single shooting

MS

$$\tilde{J}(\mathbf{x}_\bullet, \mathbf{u}_\bullet) \longleftrightarrow \tilde{J}(\mathbf{x}_1, \mathbf{x}_2, \mathbf{x}_3, \dots, \mathbf{u}_\bullet)$$



$$\tilde{J}(\mathbf{x}_1, \mathbf{x}_2, \mathbf{x}_3, \dots, \mathbf{u}_\bullet)$$

SS

$$\tilde{J}(\mathbf{x}_1, F(\mathbf{x}_1, \mathbf{u}_1), F(F(\mathbf{x}_1, \mathbf{u}_1), \mathbf{u}_2), \dots, \mathbf{u}_\bullet)$$

$$\underset{\mathbf{x}_1, \mathbf{u}_\bullet}{\text{minimize}} \quad \hat{J}(\mathbf{x}_1, \mathbf{u}_\bullet)$$

$$\mathbf{x}_k \equiv \begin{cases} F(\mathbf{x}_1, \mathbf{u}_k) & \text{if } k=2 \\ F(\mathbf{x}_{k-1}, \mathbf{u}_{k-1}) & \text{else} \end{cases}$$

$$\text{s.t. } h(\mathbf{x}_k, \mathbf{u}_k) \leq 0 \quad k=1 \dots N$$

$$B(\mathbf{x}_1, \mathbf{x}_{N+1}) = 0$$



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