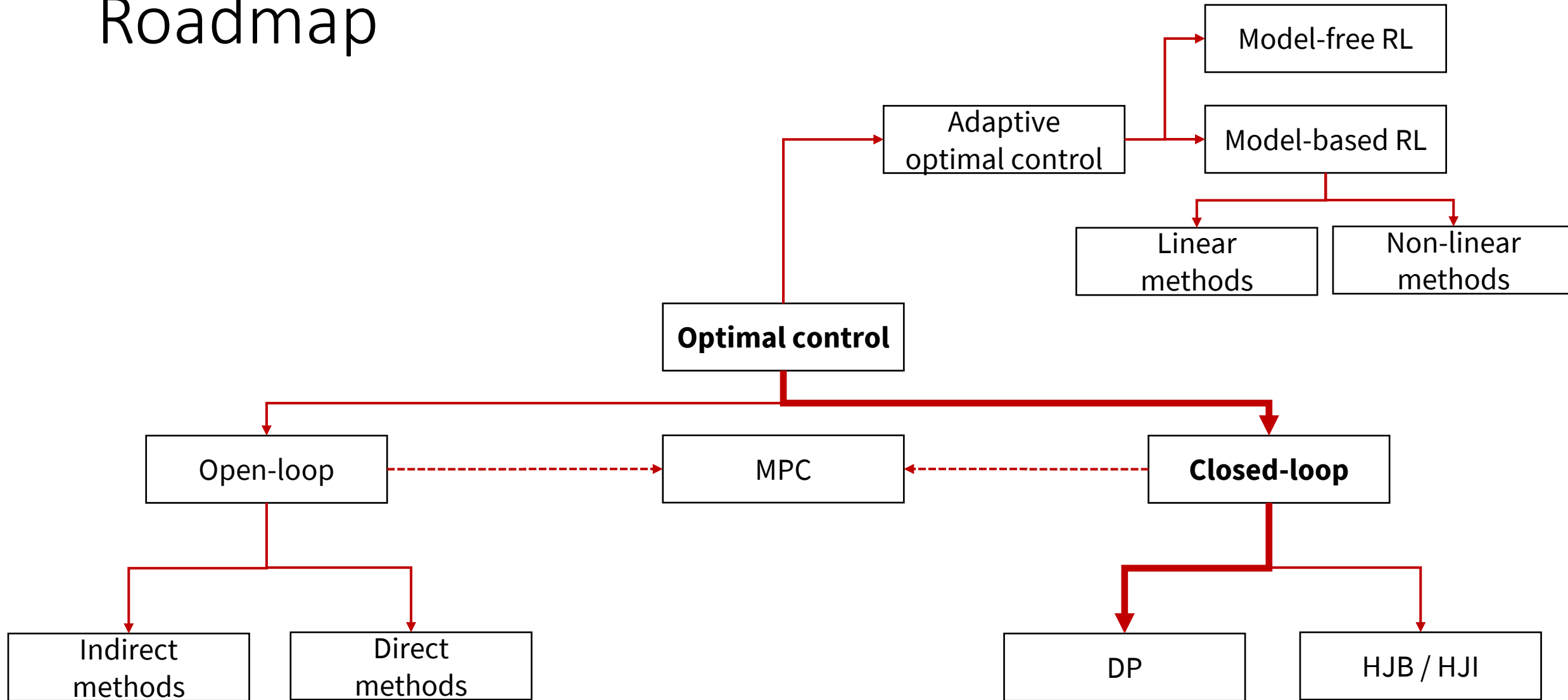


AA203

Optimal and Learning-based Control

Stochastic DP, value iteration, policy iteration

Roadmap



Today's lecture

- Aim
 - Provide intro to stochastic DP

References:

- Bertsekas, *Reinforcement Learning and Optimal Control*

Stochastic optimal control problem (MDPs)

- **System:** $\mathbf{x}_{k+1} = f_k(\mathbf{x}_k, \mathbf{u}_k, \mathbf{w}_k), k = 0, \dots, N - 1$
- **Control constraints:** $\mathbf{u}_k \in U(\mathbf{x}_k)$
- **Probability distribution:** $P_k(\cdot | \mathbf{x}_k, \mathbf{u}_k)$ of \mathbf{w}_k
- **Policies:** $\pi = \{\pi_0, \dots, \pi_{N-1}\}$, where $\mathbf{u}_k = \pi_k(\mathbf{x}_k)$
- **Expected Cost:**

$$J_\pi(\mathbf{x}_0) = E_{\mathbf{w}_k, k=0, \dots, N-1} \left[g_N(\mathbf{x}_N) + \sum_{k=0}^{N-1} g_k(\mathbf{x}_k, \pi_k(\mathbf{x}_k), \mathbf{w}_k) \right]$$

- **Stochastic optimal control problem**

$$J^*(\mathbf{x}_0) = \min_{\pi} J_\pi(\mathbf{x}_0)$$

Key points

- Discrete-time model
- Markovian model
- Objective: find optimal **closed-loop**
- Additive cost (central assumption)
- Risk-neutral formulation

Other communities use different notation: Powell, W. B. *AI, OR and control theory: A Rosetta Stone for stochastic optimization*. Princeton University, 2012.

http://castlelab.princeton.edu/Papers/AIOR_July2012.pdf

Principle of optimality

- Let $\pi^* = \{\pi_0^*, \pi_1^*, \dots, \pi_{N-1}^*\}$ be an optimal policy
- Consider **tail subproblem**

$$E \left[g_N(\mathbf{x}_N) + \sum_{k=i}^{N-1} g_k(\mathbf{x}_k, \pi_k(\mathbf{x}_k), \mathbf{w}_k) \right]$$

and the **tail policy** $\{\pi_i^*, \dots, \pi_{N-1}^*\}$

Principle of optimality: The tail policy is optimal for the tail subproblem

The DP algorithm (stochastic case)

Intuition

- DP first solves ALL tail subproblems at the final stage
- At generic step, it solves ALL tail subproblems of a given time length, using solution of tail subproblems of shorter length

The DP algorithm (stochastic case)

The DP algorithm

- Start with

$$J_N(\mathbf{x}_N) = g_N(\mathbf{x}_N)$$

and go backwards using

$$J_k(\mathbf{x}_k) = \min_{\mathbf{u}_k \in U(\mathbf{x}_k)} E_{\mathbf{w}_k} [g_k(\mathbf{x}_k, \mathbf{u}_k, \mathbf{w}_k) + J_{k+1}(f(\mathbf{x}_k, \mathbf{u}_k, \mathbf{w}_k))]$$

for $k = 0, 1, \dots, N - 1$

- Then $J^*(\mathbf{x}_0) = J_0(\mathbf{x}_0)$ and optimal policy is constructed by setting $\pi_k^*(\mathbf{x}_k) = \mathbf{u}_k^*$

Example: Inventory Control Problem (1/3)

- Stock available $x_k \in \mathbb{N}$, inventory $u_k \in \mathbb{N}$, and demand $w_k \in \mathbb{N}$
- Dynamics: $x_{k+1} = \max(0, x_k + u_k - w_k)$
- Constraints: $x_k + u_k \leq 2$
- Probabilistic structure: $p(w_k = 0) = 0.1$, $p(w_k = 1) = 0.7$, and $p(w_k = 2) = 0.2$
- Cost

$$E \left[\underbrace{0}_{g_3(x_3)} + \sum_{k=0}^2 \underbrace{(u_k + (x_k + u_k - w_k)^2)}_{g_k(x_k, u_k, w_k)} \right]$$

Example: Inventory Control Problem (2/3)

- Algorithm takes form

$$J_k(x_k) = \min_{0 \leq u_k \leq 2-x_k} E_{w_k} [u_k + (x_k + u_k - w_k)^2 + J_{k+1}(\max(0, x_k + u_k - w_k))]$$

for $k = 0, 1, 2$

- For example

$$J_2(0) = \min_{u_2=0,1,2} E_{w_2} [u_2 + (u_2 - w_2)^2] =$$
$$\min_{u_2=0,1,2} u_2 + 0.1(u_2)^2 + 0.7(u_2 - 1)^2 + 0.2(u_2 - 2)^2$$

which yields $J_2(0) = 1.3$, and $\pi_2^*(0) = 1$

Example: Inventory Control Problem (3/3)

Final solution:

- $J_0(0) = 3.7$,
- $J_0(1) = 2.7$, and
- $J_0(2) = 2.818$

Problems with imperfect state information

- Now the controller, instead of having perfect knowledge of the state, has access to observations \mathbf{z}_k of the form

$$\mathbf{z}_0 = h_0(\mathbf{x}_0, \mathbf{v}_0), \quad \mathbf{z}_k = h_k(\mathbf{x}_k, \mathbf{u}_k, \mathbf{v}_k), \quad k = 1, 2, \dots, N - 1$$

- The random observation disturbance is characterized by a given probability distribution

$$P_{\mathbf{v}_k}(\cdot | \mathbf{x}_k, \dots, \mathbf{x}_0, \mathbf{u}_{k-1}, \dots, \mathbf{u}_0, \mathbf{w}_{k-1}, \dots, \mathbf{w}_0, \mathbf{v}_{k-1}, \dots, \mathbf{v}_0)$$

- The initial state \mathbf{x}_0 is also random and characterized by given $P_{\mathbf{x}_0}$

Control policies

- Define the *information vector* as

$$\mathbf{I}_k = (\mathbf{z}_0, \dots, \mathbf{z}_k, \mathbf{u}_0, \dots, \mathbf{u}_{k-1}), \quad \mathbf{I}_0 = \mathbf{z}_0$$

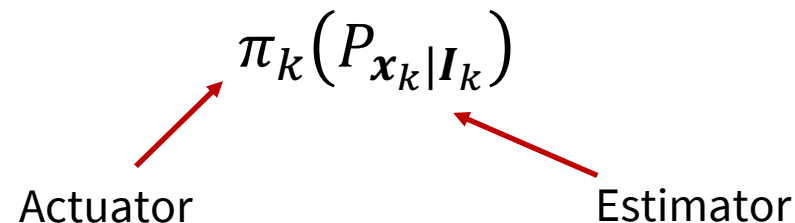
- Focus is now on *admissible* policies $\pi_k(\mathbf{I}_k) \in U_k$

- We want then to find an admissible policy that minimizes

$$J_\pi = E_{\mathbf{x}_0, \mathbf{w}_k, \mathbf{v}_k} \left[g_N(\mathbf{x}_N) + \sum_{k=0}^{N-1} g_k(\mathbf{x}_k, \pi_k(\mathbf{I}_k), \mathbf{w}_k) \right]$$

Solution strategies

1. Reformulation as a perfect state information problem (main idea: make the information vector the state of the system)
 - Main drawback: state has *expanding* dimension!
2. Reason in terms of sufficient statistics, i.e., quantities that ideally are smaller than \mathbf{I}_k and yet summarize all its essential content
 - Main example: conditional probability distribution $P_{\mathbf{x}_k|\mathbf{I}_k}$ (assuming $\mathbf{v}_k \sim P_{\mathbf{v}_k}(\cdot | \mathbf{x}_{k-1}, \mathbf{u}_{k-1}, \mathbf{w}_{k-1})$)
 - Condition probability distribution leads to a decomposition of the optimal controller in two parts:



LQG

Discrete LQG: find admissible control policy that minimizes

$$E \left[\mathbf{x}'_N Q \mathbf{x}_N + \sum_{k=0}^{N-1} (\mathbf{x}'_k Q_k \mathbf{x}_k + \mathbf{u}'_k R_k \mathbf{u}_k) \right]$$

subject to

- the dynamics $\mathbf{x}_{k+1} = A_k \mathbf{x}_k + B_k \mathbf{u}_k + \mathbf{w}_k$
- the measurement equation $\mathbf{z}_k = C_k \mathbf{x}_k + \mathbf{v}_k$

and with $\mathbf{x}_0, \{\mathbf{w}_k\}, \{\mathbf{v}_k\}$, independent and Gaussian vectors (and in addition $\{\mathbf{w}_k\}, \{\mathbf{v}_k\}$ zero mean)

LQG – solution

Let

- $M_k := E[\mathbf{w}_k \mathbf{w}_k']$
- $N_k := E[\mathbf{v}_k \mathbf{v}_k']$
- $S := E[(\mathbf{x}_0 - E[\mathbf{x}_0])(\mathbf{x}_0 - E[\mathbf{x}_0])']$

LQG – solution

The optimal controller is $\mathbf{u}_k = F_k \hat{\mathbf{x}}_k$, where

- F_k is the LQR gain
- $\hat{\mathbf{x}}_{k+1} = A_k \hat{\mathbf{x}}_k + B_k \mathbf{u}_k + \Sigma_{k+1|k+1} C'_{k+1} N_{k+1}^{-1} (\mathbf{z}_{k+1} - C_{k+1} (A_k \hat{\mathbf{x}}_k + B_k \mathbf{u}_k))$
- $\hat{\mathbf{x}}_0 = E[\mathbf{x}_0] + \Sigma_{0|0} C'_0 N_0^{-1} (\mathbf{z}_0 - C_0 E[\mathbf{x}_0])$
- and matrices $\Sigma_{k|k}$ are *precomputable* (given in the lecture notes)
- Key property: the estimation portion of the optimal controller is an optimal solution of the problem of estimating the state \mathbf{x}_k assuming no control takes place, while the actuator portion is an optimal solution of the control problem assuming perfect state information
→ **separation principle**

Infinite Horizon MDPs

State: $x \in \mathcal{X}$ (often $s \in \mathcal{S}$)

Action: $u \in \mathcal{U}$ (often $a \in \mathcal{A}$)

Transition Function: $T(x_t | x_{t-1}, u_{t-1}) = p(x_t | x_{t-1}, u_{t-1})$

Reward Function: $r_t = R(x_t, u_t)$

Discount Factor: γ

MDP: $\mathcal{M} = (\mathcal{X}, \mathcal{U}, T, R, \gamma)$

Infinite Horizon MDPs

MDP: $\mathcal{M} = (\mathcal{X}, \mathcal{U}, T, R, \gamma)$

Stationary policy: $u_t = \pi(x_t)$

Goal: Choose policy that **maximizes cumulative reward**

$$\pi^* = \arg \max_{\pi} E \left[\sum_{t \geq 0} \gamma^t R(x_t, \pi(x_t)) \right]$$

Infinite Horizon MDPs

- The optimal reward $V^*(x)$ satisfies Bellman's equation

$$V^*(x) = \max_u \left(R(x, u) + \gamma \sum_{x' \in \mathcal{X}} T(x'|x, u) V^*(x') \right)$$

- For any stationary policy π , the reward $V_\pi(x)$ is the unique solution to the equation

$$V_\pi(x) = R(x, u) + \gamma \sum_{x' \in \mathcal{X}} T(x'|x, u) V_\pi(x')$$

Solving infinite-horizon MDPs

If you know the model, use DP-ideas

- Value Iteration / Policy Iteration

RL: Learning from interaction

- Model-Based
- Model-free
 - Value based
 - Policy based

Value Iteration

- Initialize $V_0(x) = 0$ for all states x
- Loop until finite horizon / convergence:

$$V_{k+1}(x) = \max_u \left(R(x, u) + \gamma \sum_{x' \in \mathcal{X}} T(x'|x, u) V_k(x') \right)$$

Q functions

$$V^*(x) = \max_u \left(\underbrace{R(x, u) + \gamma \sum_{x' \in \mathcal{X}} T(x'|x, u) V^*(x')} \right)$$

$$V^*(x) = \max_u Q^*(x, u)$$

- VI for Q functions

$$Q_{k+1}(x, u) = R(x, u) + \gamma \sum_{x' \in \mathcal{X}} T(x'|x, u) \max_u Q_k(x', u)$$

Policy Iteration

Suppose we have a policy $\pi_k(x)$

We can use VI to compute $V_{\pi_k}(x)$

Define $\pi_{k+1}(x) = \arg \max_u \left(R(x, u) + \gamma \sum_{x' \in \mathcal{X}} T(x'|x, u) V_{\pi_k}(x') \right)$

Proposition: $V_{\pi_{k+1}}(x) \geq V_{\pi_k}(x) \forall x \in \mathcal{X}$

Inequality is strict if π_k is suboptimal

Use this procedure to iteratively improve policy until convergence

Recap

- Value Iteration
 - Estimate optimal value function
 - Compute optimal policy from optimal value function
- Policy Iteration
 - Start with random policy
 - Iteratively improve it until convergence to optimal policy
- Require **model of MDP** to work!

Next time

- Iterative LQR/ LQG, DDP

$$\delta \mathbf{x}_k := \mathbf{x}_k - \bar{\mathbf{x}}_k \text{ and } \delta \mathbf{u}_k := \mathbf{u}_k - \bar{\mathbf{u}}_k$$