Open Loop Optimization of LTI systems

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Abstract

An informal, simple summary of open loop optimization methods for LTI systems, with MAT-LAB code examples.

1 Open Loop Optimization for Discrete LTI Systems

Consider the discrete time LTI system model

$$\boldsymbol{x}_{k+1} = A\boldsymbol{x}_k + B\boldsymbol{u}_k. \tag{1}$$

with initial state x_0 . We also assume that we want the system to reach some desired end state x_f . In this document, we use the following symbols to simplify notation.

The input and state trajectories are denoted using

$$\boldsymbol{X}_{N} = \begin{bmatrix} \boldsymbol{x}_{1} \\ \vdots \\ \boldsymbol{x}_{N} \end{bmatrix}, \quad \boldsymbol{U}_{N} = \begin{bmatrix} \boldsymbol{u}_{0} \\ \vdots \\ \boldsymbol{u}_{N-1} \end{bmatrix}$$
 (2)

where $x_k \in \mathbb{R}^{nx}$ and $u_k \in \mathbb{R}^{nu}$ is the state and input vector at time k, respectively. For the cost matrices, we use

$$Q_N = \begin{bmatrix} Q_1 & & & \\ & \ddots & & \\ & & Q_N \end{bmatrix}, \mathcal{R}_N = \begin{bmatrix} R_0 & & & \\ & \ddots & & \\ & & R_{N-1} \end{bmatrix}, \tag{3}$$

where $Q_k \in \mathbb{R}^{nx \times nx}$ and $R_k \in \mathbb{R}^{nu \times nu}$ are the state and input vector costs, respectively, such that the state cost f_k^x and input cost f_k^u at time k are

$$f_k^x = \boldsymbol{x}_k^{\top} Q_k \boldsymbol{x}_k, \quad f_k^u = \boldsymbol{u}_k^{\top} R_k \boldsymbol{u}_k. \tag{4}$$

For the MATLAB examples in this section, we use the following:

Listing 1: MATLAB Example - LTI system

```
% Model:  \% \text{ (x-{k+1} = A*x_{k} + B*u_{k})} 
A = \begin{bmatrix} 1 & 0 & 0 & \vdots \\ 0 & 0 & 1 & \vdots \\ 0 & 0 & 1 & \vdots \\ 0 & 0 & 0 & 1 & \vdots \\ 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0 & 0 & 0 & 0 & \vdots \\ 0 & 0
```

1.1 Reduced Space

In the "Reduced Space" approach we only optimize over the control variables, that is, only the control variables are part of the decision variables. When diving into the world of nonlinear dynamic optimization, this approach is reminiscent of the "single shooting" method. The state at time k can then be found as

$$x_{1} = Ax_{0} + Bu_{0}$$

$$x_{2} = Ax_{1} + Bu_{1}$$

$$= A(Ax_{0} + Bu_{0}) + Bu_{1}$$

$$= A^{2}x_{0} + ABu_{0} + Bu_{1}$$

$$x_{3} = Ax_{2} + Bu_{2}$$

$$= A(A^{2}x_{0} + ABu_{0} + Bu_{1}) + Bu_{2}$$

$$= A^{3}x_{0} + A^{2}Bu_{0} + ABu_{1} + Bu_{2}$$

$$\vdots$$

$$x_{k} = A^{k}x_{0} + \sum_{i=1}^{k} A^{k-i}Bu_{i-1}.$$
(5)

Let's write (5) on matrix form;

$$\boldsymbol{x}_{k} = \underbrace{A^{k}}_{A_{red,k}} \boldsymbol{x}_{0} + \underbrace{A^{k-1}B \quad A^{k-2}B \quad \dots \quad AB \quad B}_{B_{red,k}} \boldsymbol{U}_{k}. \tag{6}$$

1.1.1 Desired End State, x_f

If the only requirements of the state trajectory is that the end state is some desired final state, x_f , then one can formulate the optimization problem using (6):

$$\min_{\boldsymbol{U}_{N}} f(\boldsymbol{U}_{N})$$
s.t. $\boldsymbol{x}_{f} = A_{red,N} \boldsymbol{x}_{0} + B_{red,N} \boldsymbol{U}_{N}$

$$\underline{\boldsymbol{U}}_{N} \leq \boldsymbol{U}_{N} \leq \overline{\boldsymbol{U}}_{N}.$$
(7)

Notice that $x_f = A_{red,N}x_0 + B_{red,N}U_N$ can be implemented as an equality constraint on the general form: $A_{eq}x = b_{eq}$ (or in this case: $A_{eq}U_N = b_{eq}$), by using;

$$A_{eq} = B_{red,N}$$

$$\mathbf{b}_{eq} = \mathbf{x}_f - A_{red,N} \mathbf{x}_0.$$
(8)

If we say that the input-cost is

$$f(\boldsymbol{U}_N) = \boldsymbol{U}_N^{\top} \mathcal{R}_N \boldsymbol{U}_N, \tag{9}$$

making problem (7) a QP, it can be implemented as:

Listing 2: Implementation of the Reduced Space without state constraints

which gives the output:

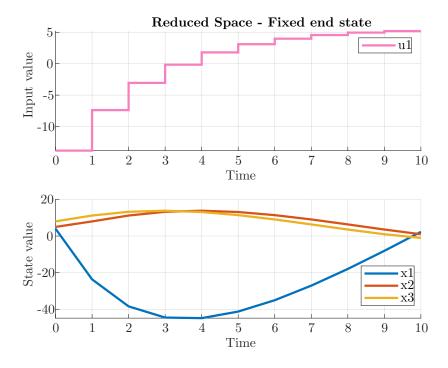


Figure 1: Result of Listing 2, Reduced Space Approach with only end state constraints.

1.1.2 Constraints and Cost of State Trajectory

If there are requirements on the state trajectory, then all $x_{1,...,N}$ need to be described in the optimization problem. One can describe the state trajectory as;

$$\boldsymbol{X}_{N} = \begin{bmatrix} \boldsymbol{x}_{1} \\ \boldsymbol{x}_{2} \\ \vdots \\ \boldsymbol{x}_{N} \end{bmatrix} = \begin{bmatrix} A_{red,1}\boldsymbol{x}_{0} + B_{red,1}\boldsymbol{U}_{1} \\ A_{red,2}\boldsymbol{x}_{0} + B_{red,2}\boldsymbol{U}_{2} \\ \vdots \\ A_{red,N}\boldsymbol{x}_{0} + B_{red,N}\boldsymbol{U}_{N} \end{bmatrix}$$

$$= \underbrace{\begin{bmatrix} A^{1} \\ A^{2} \\ \vdots \\ A^{N} \end{bmatrix}}_{A_{RED,N}} \boldsymbol{x}_{0} + \underbrace{\begin{bmatrix} B \\ AB & B \\ \vdots & \vdots \\ A^{N-1}B & A^{N-2}B & \dots & AB & B \end{bmatrix}}_{B_{RED,N}} \boldsymbol{U}_{N}.$$

$$(10)$$

One can then formulate the state-constrained optimization problem as;

$$\min_{\boldsymbol{U}_{N}} f(\boldsymbol{X}_{N}, \boldsymbol{U}_{N})$$
s.t. $\underline{\boldsymbol{X}}_{N} \leq A_{RED,N} \boldsymbol{x}_{0} + B_{RED,N} \boldsymbol{U}_{N} \leq \overline{\boldsymbol{X}}_{N}$

$$\underline{\boldsymbol{U}}_{N} \leq \boldsymbol{U}_{N} \leq \overline{\boldsymbol{U}}_{N}.$$
(11)

Notice that the state constraints can be implemented as inequalities as

$$A_{RED,N}\boldsymbol{x}_0 + B_{RED,N}\boldsymbol{U}_N \le \overline{\boldsymbol{X}}_N$$

$$A_{RED,N}\boldsymbol{x}_0 + B_{RED,N}\boldsymbol{U}_N > \boldsymbol{X}_N,$$
(12)

which becomes

$$A_{RED,N}\boldsymbol{x}_0 + B_{RED,N}\boldsymbol{U}_N \le \overline{\boldsymbol{X}}_N -A_{RED,N}\boldsymbol{x}_0 - B_{RED,N}\boldsymbol{U}_N \le -\underline{\boldsymbol{X}}_N.$$

$$(13)$$

This can be written on general form; $A_{in}x \leq b_{in}$ (or in our case: $A_{in}U_N \leq b_{in}$), as

$$B_{RED,N}U_N \leq \overline{X}_N - A_{RED,N}x_0 -B_{RED,N}U_N \leq -\underline{X}_N + A_{RED,N}x_0.$$
(14)

where we see that

$$A_{in} = \begin{bmatrix} B_{RED,N} \\ -B_{RED,N} \end{bmatrix}$$

$$b_{in} = \begin{bmatrix} \overline{\boldsymbol{X}}_{N} - A_{RED,N} \boldsymbol{x}_{0} \\ -\underline{\boldsymbol{X}}_{N} + A_{RED,N} \boldsymbol{x}_{0} \end{bmatrix}.$$
(15)

Let's say that the state constraints are

$$\underline{\boldsymbol{X}}_{N} = \begin{bmatrix} \underline{\boldsymbol{x}}_{1} \\ \underline{\boldsymbol{x}}_{2} \\ \vdots \\ \underline{\boldsymbol{x}}_{N-1} \\ \boldsymbol{x}_{f} \end{bmatrix}, \quad \overline{\boldsymbol{X}}_{N} = \begin{bmatrix} \overline{\boldsymbol{x}}_{1} \\ \overline{\boldsymbol{x}}_{2} \\ \vdots \\ \overline{\boldsymbol{x}}_{N-1} \\ \boldsymbol{x}_{f} \end{bmatrix}.$$
(16)

Notice that the end state, x_N is constrained to be equal to the desired final state, x_f . This could of course also be included as an equality constraint, instead of implementing it through the inequality constraints. Though, by using inequality constraints, could also implement bounds on the end state rather than a specific value, with \underline{x}_N and \overline{x}_N .

To emphasize that one can add cost to the state trajectory as well, we define the cost as

$$f(\boldsymbol{X}_{N}, \boldsymbol{U}_{N}) = \boldsymbol{U}_{N}^{\top} \mathcal{R}_{N} \boldsymbol{U}_{N} + \boldsymbol{X}_{N}^{\top} \mathcal{Q}_{N} \boldsymbol{X}_{N}, \tag{17}$$

which using (10) can be written

$$f(\sim, \mathbf{U}_{N}) = \mathbf{U}_{N}^{\top} \mathcal{R}_{N} \mathbf{U}_{N} + (A_{RED,N} \mathbf{x}_{0} + B_{RED,N} \mathbf{U}_{N})^{\top} \mathcal{Q}_{N} (A_{RED,N} \mathbf{x}_{0} + B_{RED,N} \mathbf{U}_{N})$$

$$= \mathbf{U}_{N}^{\top} \mathcal{R}_{N} \mathbf{U}_{N} + ((A_{RED,N} \mathbf{x}_{0})^{\top} + (B_{RED,N} \mathbf{U}_{N})^{\top}) \mathcal{Q}_{N} (A_{RED,N} \mathbf{x}_{0} + B_{RED,N} \mathbf{U}_{N})$$

$$= \mathbf{U}_{N}^{\top} \mathcal{R}_{N} \mathbf{U}_{N} + (\mathbf{x}_{0}^{\top} A_{RED,N}^{\top} + \mathbf{U}_{N}^{\top} B_{RED,N}^{\top}) \mathcal{Q}_{N} (A_{RED,N} \mathbf{x}_{0} + B_{RED,N} \mathbf{U}_{N})$$

$$= \mathbf{U}_{N}^{\top} \mathcal{R}_{N} \mathbf{U}_{N} + \mathbf{x}_{0}^{\top} A_{RED,N}^{\top} \mathcal{Q}_{N} A_{RED,N} \mathbf{x}_{0}$$

$$+ \mathbf{x}_{0}^{\top} A_{RED,N}^{\top} \mathcal{Q}_{N} B_{RED,N} \mathbf{U}_{N} + \mathbf{U}_{N}^{\top} B_{RED,N}^{\top} \mathcal{Q}_{N} A_{RED,N} \mathbf{x}_{0}$$

$$+ \mathbf{U}_{N}^{\top} B_{RED,N}^{\top} \mathcal{Q}_{N} B_{RED,N} \mathbf{U}_{N}$$

$$= \mathbf{U}_{N}^{\top} \mathcal{R}_{N} \mathbf{U}_{N} + \mathbf{x}_{0}^{\top} A_{RED,N}^{\top} \mathcal{Q}_{N} A_{RED,N} \mathbf{x}_{0}$$

$$+ 2\mathbf{x}_{0}^{\top} A_{RED,N}^{\top} \mathcal{Q}_{N} B_{RED,N} \mathbf{U}_{N}$$

$$+ \mathbf{U}_{N}^{\top} B_{RED,N}^{\top} \mathcal{Q}_{N} B_{RED,N} \mathbf{U}_{N}$$

$$(18)$$

which can finally be written

$$f(\sim, \boldsymbol{U}_N) = \boldsymbol{U}_N^{\top} (\mathcal{R}_N + B_{RED,N}^{\top} \mathcal{Q}_N B_{RED,N}) \boldsymbol{U}_N + 2\boldsymbol{x}_0^{\top} A_{RED,N}^{\top} \mathcal{Q}_N B_{RED,N} \boldsymbol{U}_N.$$
(19)

Notice that the term $\boldsymbol{x}_0^{\top} A_{RED,N}^{\top} A_{RED,N} \boldsymbol{x}_0$ is omitted since we assume that the initial state is given, making the term constant. It is also worth mentioning that the terms $\boldsymbol{x}_0^{\top} A_{RED,N}^{\top} \mathcal{Q}_N B_{RED,N} \boldsymbol{U}_N + \boldsymbol{U}_N^{\top} B_{RED,N}^{\top} \mathcal{Q}_N A_{RED,N} \boldsymbol{x}_0$ can be combined into $2\boldsymbol{x}_0^{\top} A_{RED,N}^{\top} \mathcal{Q}_N B_{RED,N} \boldsymbol{U}_N$, if \mathcal{Q}_N is symmetric, which it always is, since there is never a reason to use a non-symmetric state-cost in a QP. Using (15), (16) and (19) one can implement problem (11) as

Listing 3: Implementation of Reduced Space method with state cost and constraints

```
% Get A_RED_N and B_RED_N:
  [A\_RED\_N, B\_RED\_N] = ReducedSpace\_full(A,B,N);
 % Define state limits:
 xlb = -inf(3,1);

xub = ones(3,1)*14.5;
  % Apply limits to trajectory:
 Xlb = kron(ones(N,1),xlb);
 Xub = kron(ones(N,1), xub);
         Apply desired end state
 Xlb(end+1-nx:end) = xf;
Xub(end+1-nx:end) = xf;
  % Input limits:
 Ulb = kron(ones(N,1), ulb);
Uub = kron(ones(N,1), uub);
 % Implement state limits:
  Ain = [B_RED_N;
                                     -B_RED_N ] ;
 bin = \begin{bmatrix} Xub - A_RED_N*x0; \\ -Xlb + A_RED_N*x0 \end{bmatrix};
 \begin{array}{lll} R\_{cal} = eye(N*nu)\,;\;\% & caligrafic \;R-Input \; cost \\ Q\_{cal} = eye(N*nx)\,;\;\% & caligrafic \;Q-state \; cost \end{array}
 U = \, quadprog \, (2*(\,R\_cal \, + \, B\_RED\_N\,'*\,Q\_cal * B\_RED\_N\,)\,\,, 2*x0\,'*\,A\_RED\_N\,'*\,Q\_cal * B\_RED\_N\,, Ain\,, bin\,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, [\,] \,\,, 
                    Ulb, Uub);
\% % View resulting state trajectory:
X = A_RED_N*x0 + B_RED_N*U;
  function [A_RED_N, B_RED_N] = ReducedSpace_full(A, B, N)
                   A_{RED_N} = [];

[nx, nu] = size(B);
                   B_RED_N = zeros(nx*N, nu*N);
                    for i = 1:N
                                        [A_{red_i}, B_{red_i}] = ReducedSpace_k(A, B, i);
                                     A_RED_N = [A_RED_N; A_red_i];
B_RED_N((i-1)*nx + (1:nx), 1:(nu*i)) = B_red_i;
```

Which gives the following output:

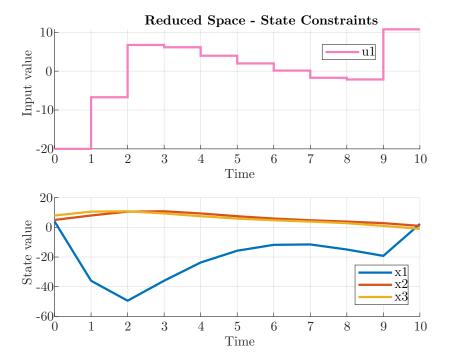


Figure 2: Result of Listing 3, Reduced Space Approach with full state trajectory constraints and cost.

1.2 Full Space

In the full space approach, both inputs and state variables are decision variables. This approach is neatly described by Foss and Heirung (2013), but is summarized here as well. By using (1) we can write the state trajectory as

$$\boldsymbol{X}_{N} = \begin{bmatrix} \boldsymbol{x}_{1} \\ \boldsymbol{x}_{2} \\ \vdots \\ \boldsymbol{x}_{N} \end{bmatrix} = \begin{bmatrix} A\boldsymbol{x}_{0} + B\boldsymbol{u}_{1} \\ A\boldsymbol{x}_{1} + B\boldsymbol{u}_{2} \\ \vdots \\ A\boldsymbol{x}_{N-1} + B\boldsymbol{u}_{N} \end{bmatrix}.$$
(20)

We then rewrite on matrix form;

$$\begin{bmatrix}
I & & & & & -B & \\
-A & I & & & & -B & \\
& -A & I & & & -B & \\
& & \ddots & & & \ddots & \\
& & -A & I & & & -B
\end{bmatrix}
\underbrace{\begin{bmatrix}
X_N \\ U_N\end{bmatrix}}_{Z_N} = \underbrace{\begin{bmatrix}Ax_0 \\ 0 \\ \vdots \\ 0\end{bmatrix}}_{b_{ra}}.$$
(21)

Note that there is a slight error in equation (3.49a) by Foss and Heirung (2013), where the last index of A and B should be "N-1". The dimensions are

$$A_{eq} \in \mathbb{R}^{nx \cdot N} \times (nx + nu) \cdot N$$

$$b_{eq} \in \mathbb{R}^{nx \cdot N}$$
(22)

One can then implement a quadratic objective as

$$f(\boldsymbol{X}_{N}, \boldsymbol{U}_{N}) = \boldsymbol{X}_{N}^{\top} \boldsymbol{Q}_{N} \boldsymbol{X}_{N} + \boldsymbol{U}_{N}^{\top} \boldsymbol{\mathcal{R}}_{N} \boldsymbol{U}_{N}$$

$$= \begin{bmatrix} \boldsymbol{X}_{N} \\ \boldsymbol{U}_{N} \end{bmatrix}^{\top} \underbrace{\begin{bmatrix} \boldsymbol{Q}_{N} \\ \boldsymbol{\mathcal{R}}_{N} \end{bmatrix}}_{H_{N}} \underbrace{\begin{bmatrix} \boldsymbol{X}_{N} \\ \boldsymbol{U}_{N} \end{bmatrix}}_{L_{N}}.$$
(23)

1.2.1 Adding end constraint

If you want to add an end constraint $x_N = x_f$, you can do so by either adding another equation to the equality constraints as

$$\begin{bmatrix} I & & & & & & -B & & \\ -A & I & & & & -B & & \\ & -A & I & & & -B & & \\ & & \ddots & & & -A & I & & & -B \end{bmatrix} \begin{bmatrix} \mathbf{X}_N \\ \mathbf{U}_N \end{bmatrix} = \begin{bmatrix} \mathbf{A}\mathbf{x}_0 \\ \mathbf{0} \\ \vdots \\ \mathbf{0} \\ \mathbf{x}_f \end{bmatrix}, \tag{24}$$

or by adding them via inequalities;

$$\begin{bmatrix} 0 & \cdots & 0 & -I \\ 0 & \cdots & 0 & I \end{bmatrix} \begin{bmatrix} 0 \end{bmatrix}^{N \cdot nx \times N \cdot nu} \end{bmatrix} \begin{bmatrix} \boldsymbol{X}_N \\ \boldsymbol{U}_N \end{bmatrix} \leq \begin{bmatrix} -\boldsymbol{x}_f \\ \boldsymbol{x}_f \end{bmatrix}, \tag{25}$$

or by simply adding limits of the state directly;

$$\underline{\boldsymbol{Z}}_{N} = \begin{bmatrix} \underline{\boldsymbol{X}}_{N} \\ \underline{\boldsymbol{U}}_{N} \end{bmatrix} = \begin{bmatrix} \underline{\boldsymbol{x}}_{1} \\ \underline{\boldsymbol{x}}_{2} \\ \vdots \\ \underline{\boldsymbol{x}}_{N-1} \\ \underline{\boldsymbol{x}}_{f} \\ \underline{\boldsymbol{u}}_{0} \\ \underline{\boldsymbol{u}}_{1} \\ \vdots \\ \underline{\boldsymbol{u}}_{N-1} \end{bmatrix}, \quad \overline{\boldsymbol{Z}}_{N} = \begin{bmatrix} \overline{\boldsymbol{X}}_{N} \\ \overline{\boldsymbol{U}}_{N} \end{bmatrix} = \begin{bmatrix} \overline{\boldsymbol{x}}_{1} \\ \overline{\boldsymbol{x}}_{2} \\ \vdots \\ \overline{\boldsymbol{x}}_{N-1} \\ \boldsymbol{x}_{f} \\ \overline{\boldsymbol{u}}_{0} \\ \overline{\boldsymbol{u}}_{1} \\ \vdots \\ \overline{\boldsymbol{u}}_{N-1} \end{bmatrix}. \tag{26}$$

The full space approach can be implemented in MATLAB as:

Listing 4: Implementation of the Full Space method in MATLAB

```
% Obtain full space equality constaints:
[Aeq, beq] = FullSpace(A,B,N);
% Add initial value separately:
beq(1:nx) = A*x0;
\% Define state limits:
xlb = -inf(3,1);
xub = ones(3,1)*14.5;
% Apply desired end state Xlb(end+1-nx:end) = xf;
Xub(end+1-nx:end) = xf;
% Input limits:
Ulb = kron(ones(N,1), ulb);
Uub = kron(ones(N,1), uub);
% Limits:
lb = [Xlb; Ulb]; ub = [Xub; Uub];
q(1) = 0.87;

q(2) = 1.21;
q(3) = 1.15;
Q = diag(q);
% input cost:
r(1) = 6.45;
R = diag(r);
% Build objective hessian:
H = FullSpaceObjective(Q,R,N);
```

which gives:

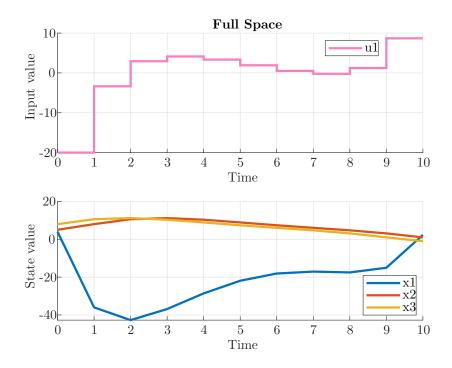


Figure 3: Result of Listing 4, Full Space Approach.

References

Foss, Bjarne and Tor Aksel N Heirung (2013). "Merging optimization and control". In: Lecture Notes.