

Last Time:

- Iterative Learning Control

Today:

- Stochastic Optimal Control

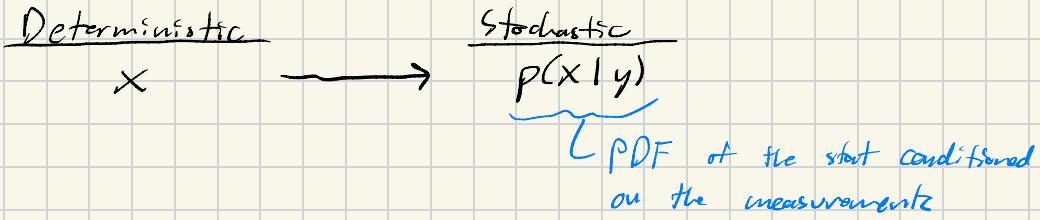
Stochastic Control:

- So far we have assumed we know the systems state perfectly.
- What happens when all we have are noisy measurements of quantities related to the state?

$$y = g(x, v)$$

↑
measurements

noise
"measurement model"



* Stochastic Optimal Control problem

$$\min_u E [J(x, u)]$$

- In principle, we can solve with DP
- In general, very hard

* LQG

- Special case we can solve in closed form

Linear Dynamics

Qadratic Costs

G

- Dynamics

$$x_{n+1} = Ax_n + Bu_n + w_n$$

w "process noise"

$$y_n = Cx_n + v_n$$

v "measurement noise"

$$w_n \sim N(0, W)$$

↑
"Drawn from"
Normal Distribution
(Gaussian)

$$v_n \sim N(0, V)$$

↑
mean
Covariance

* Multivariate Gaussian

$$p(x) = \frac{1}{\sqrt{(2\pi)^n \det(S)}} \exp\left(-\frac{1}{2} (x-\mu)^T S^{-1} (x-\mu)\right)$$

mean: $\mu = \hat{x} = E[x] \in \mathbb{R}^n$

Covariance: $S = E[(x-\mu)(x-\mu)^T] \in S_{++}^n$

$$E[f(x)] = \int_{(\text{A Hilbert space})} f(x) p(x) dx$$

- Cost Function

$$J = E\left[\frac{1}{2} x_n^T Q x_n + \frac{1}{2} \sum_{i=1}^{n-1} (x_i^T Q x_i + u_i^T R u_i)\right]$$

- D.P. Recursion

$$V_N(x) = \frac{1}{2} E[x_n^T Q x_n] = \frac{1}{2} E[x_n^T P_N x_n]$$

$$V_{N-1}(x) = \min_u E\left[\frac{1}{2} x_{N-1}^T Q x_{N-1} + \frac{1}{2} u^T R u + \frac{1}{2} (Ax_{N-1} + Bu + w_{N-1})^T P_N (Ax_{N-1} + Bu + w_{N-1})\right]$$

$$= \min_u E\left[\frac{1}{2} x_{N-1}^T Q x_{N-1} + \frac{1}{2} u^T R u + (Ax_{N-1} + Bu)^T P_N (Ax_{N-1} + Bu)\right]$$

$$+ E\left[(Ax_{N-1} + Bu)^T P_N w_{N-1} + w_{N-1}^T P_N (Ax_{N-1} + Bu) + \underbrace{w_{N-1}^T P_N w_{N-1}}_{\text{Noise Terms}}\right]$$

Standard LQR

Constant!

* Noise sample drawn at time K has nothing to do with the state (or control) at time K . x_n depends on w_{N-1} (and all previous w) but not on w_n or future w

\Rightarrow Uncorrelated \Rightarrow Cross-correlation is zero

\Rightarrow Noise term has no impact on control design!
(you just get a higher cost).

* "Certainty-Equivalence Principle"

- The optimal LQG controller is just LQR with x replaced by $E[x]$

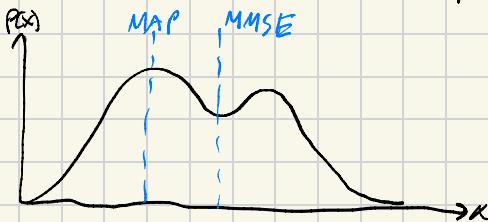
* "Separation Principle"

- For LQG we can design an optimal feedback controller and an optimal estimator separately and then hook them together. The resulting feedback policy is optimal.

* Neither of these holds in general, but are still frequently used in practice to design sub-optimal policies.

* Optimal State Estimator:

- What should I try to optimize?



- Maximum a-posterior: (MAP):

$$\text{argmax } (p(x))$$

- Minimum mean-squared error (MMSE) :

$$\underset{\hat{x}}{\operatorname{argmin}} \mathbb{E}[(x - \hat{x})(x - \hat{x})]$$

"Least squares"

* These are the scores for a Gaussian!