

CSCI 545: Homework 4

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Problem 1. (a)

Equilibrium point. Given that

$$\dot{z} = \alpha_z(\beta_z(g - y) - z) + f \quad (1)$$

and

$$\dot{y} = z \quad (2)$$

Hence, at equilibrium $f = 0$

Velocity that is \dot{y} is 0 and hence \dot{z} is 0

Therefore

$$\alpha_z(\beta_z(g - y)) = 0 \quad (3)$$

Implies $y = g$ at equilibrium

Problem 1. (b)

Derivation for stability analysis. We need to linearise the system and then find eigen values.

$$\dot{z} = \alpha_z(\beta_z(g - y) - z) + f \quad (4)$$

It can be re-written as

$$\dot{z} = \alpha_z\beta_z g - \alpha_z\beta_z y - \alpha_z z + f \quad (5)$$

$$\dot{z} = \alpha_z\beta_z(g + \frac{f}{\alpha_z\beta_z} - y) - \alpha_z z \quad (6)$$

Assume, the following fraction to be a random variable say x

$$\frac{f}{\alpha_z\beta_z} = x \quad (7)$$

hence

$$\dot{z} = \alpha_z\beta_z(x - y) - \alpha_z z \quad (8)$$

and

$$\dot{y} = z \quad (9)$$

now write it in the form of matrix

$$\begin{bmatrix} \frac{\partial \dot{z}}{\partial z} & \frac{\partial \dot{z}}{\partial y} \\ \frac{\partial \dot{y}}{\partial z} & \frac{\partial \dot{y}}{\partial y} \end{bmatrix}$$

The aim here is to present in the equation in the form of

$$\dot{x} = Ax + Bu \quad (10)$$

In this case $A =$

$$\begin{bmatrix} -\alpha_z & -\alpha_z\beta_z \\ 1 & 0 \end{bmatrix}$$

To find eigen values

$$\det(A - sI) = 0 \quad (11)$$

$\det($

$$\begin{bmatrix} -(s + \alpha_z) & -\alpha_z\beta_z \\ 1 & -s \end{bmatrix}$$

$) = 0$

$$s(s + \alpha_z) + \alpha_z\beta_z = 0 \quad (12)$$

$$s^2 + s\alpha_z - \alpha_z\beta_z = 0 \quad (13)$$

The roots are,

$$s_{1,2} = \frac{-\alpha_z \pm \sqrt{\alpha_z^2 - 4\alpha_z\beta_z}}{2} \quad (14)$$

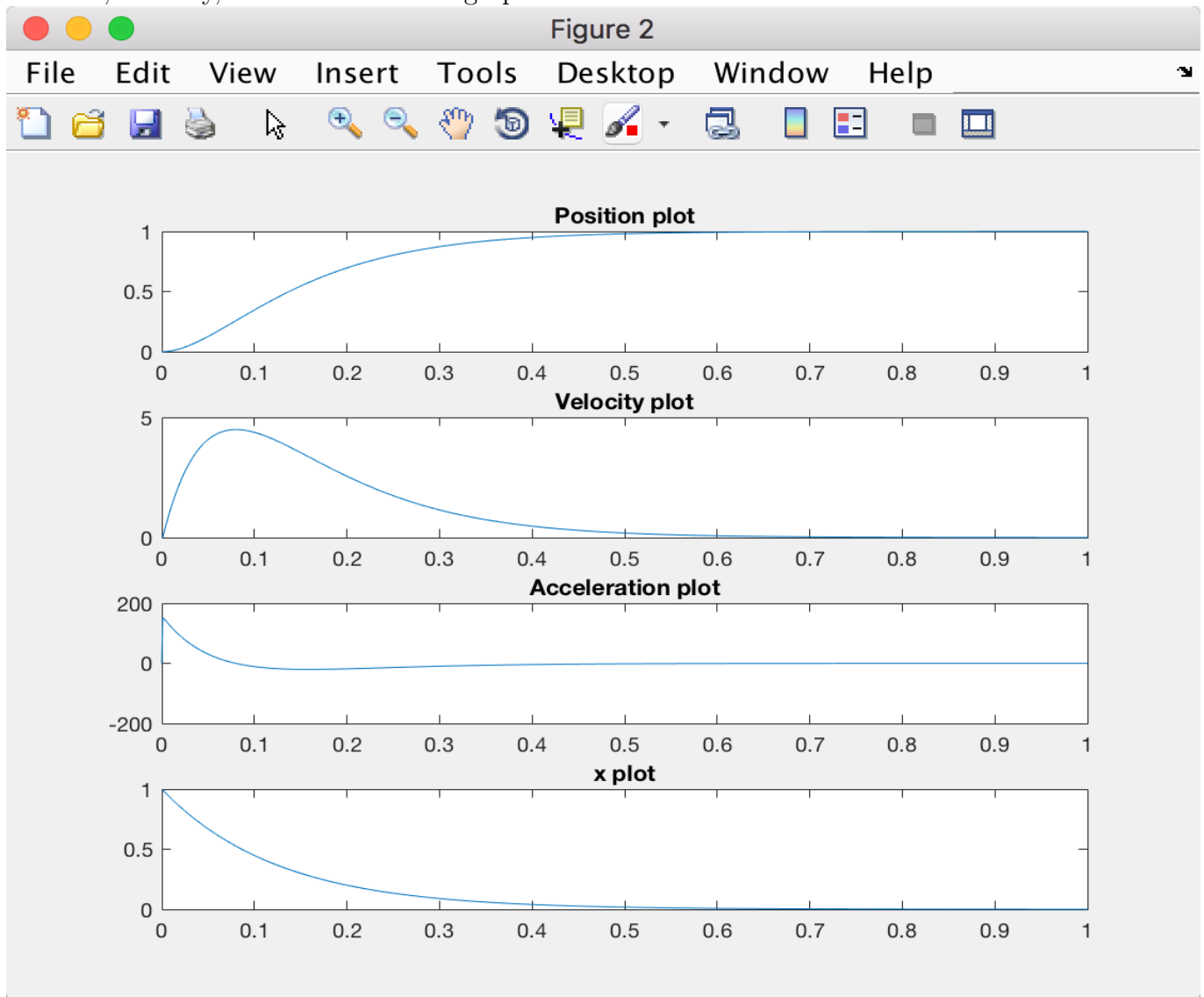
For stability $s_{1,2}$ should be < 0

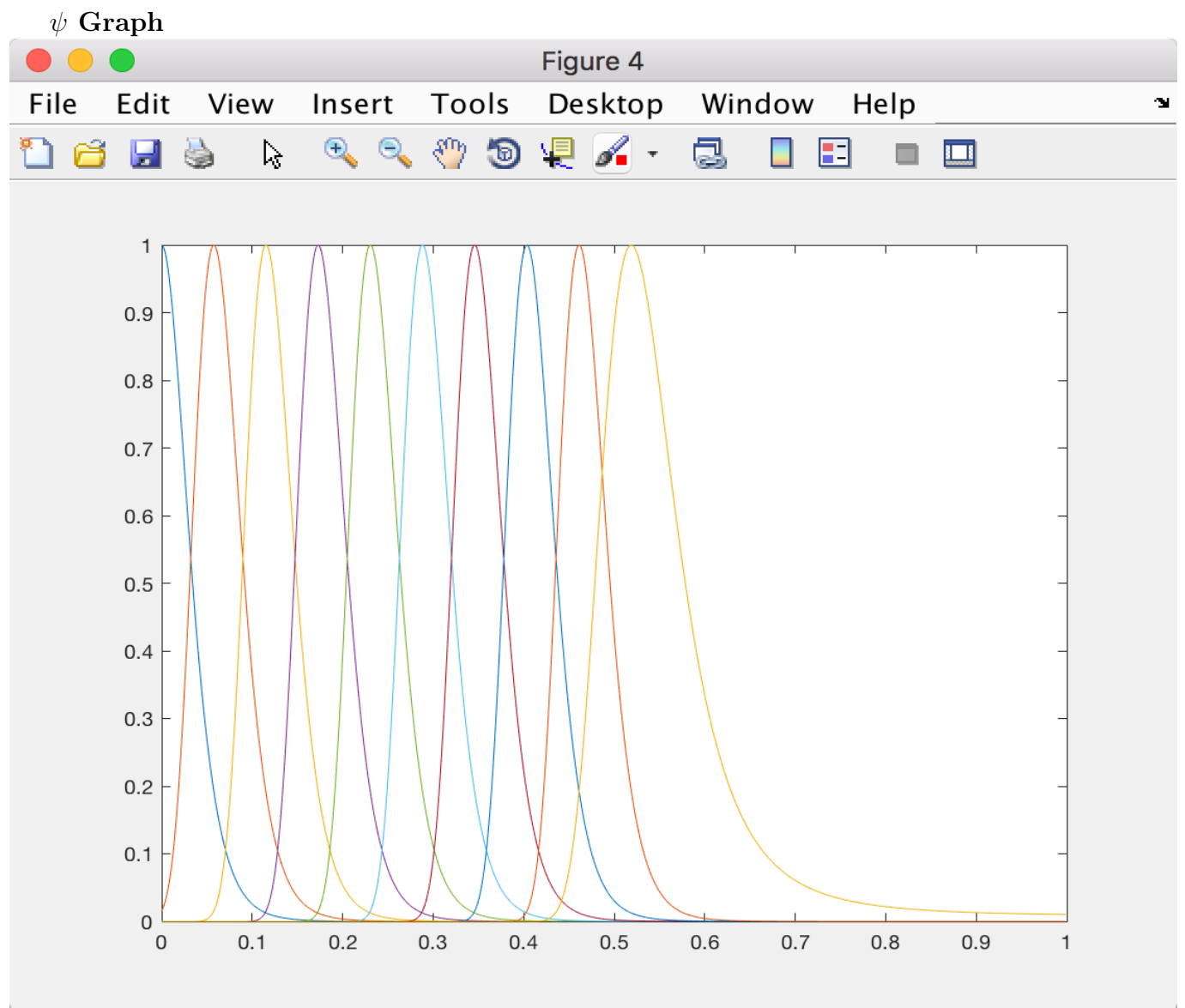
To ensure stability $\alpha_z > \sqrt{\alpha_z^2 - 4\alpha_z\beta_z}$

Problem 1. (c)

$w = [0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0]$

Position, Velocity, Acceleration and x graph





Code

```
si(1)=0;
phi(1)=0;

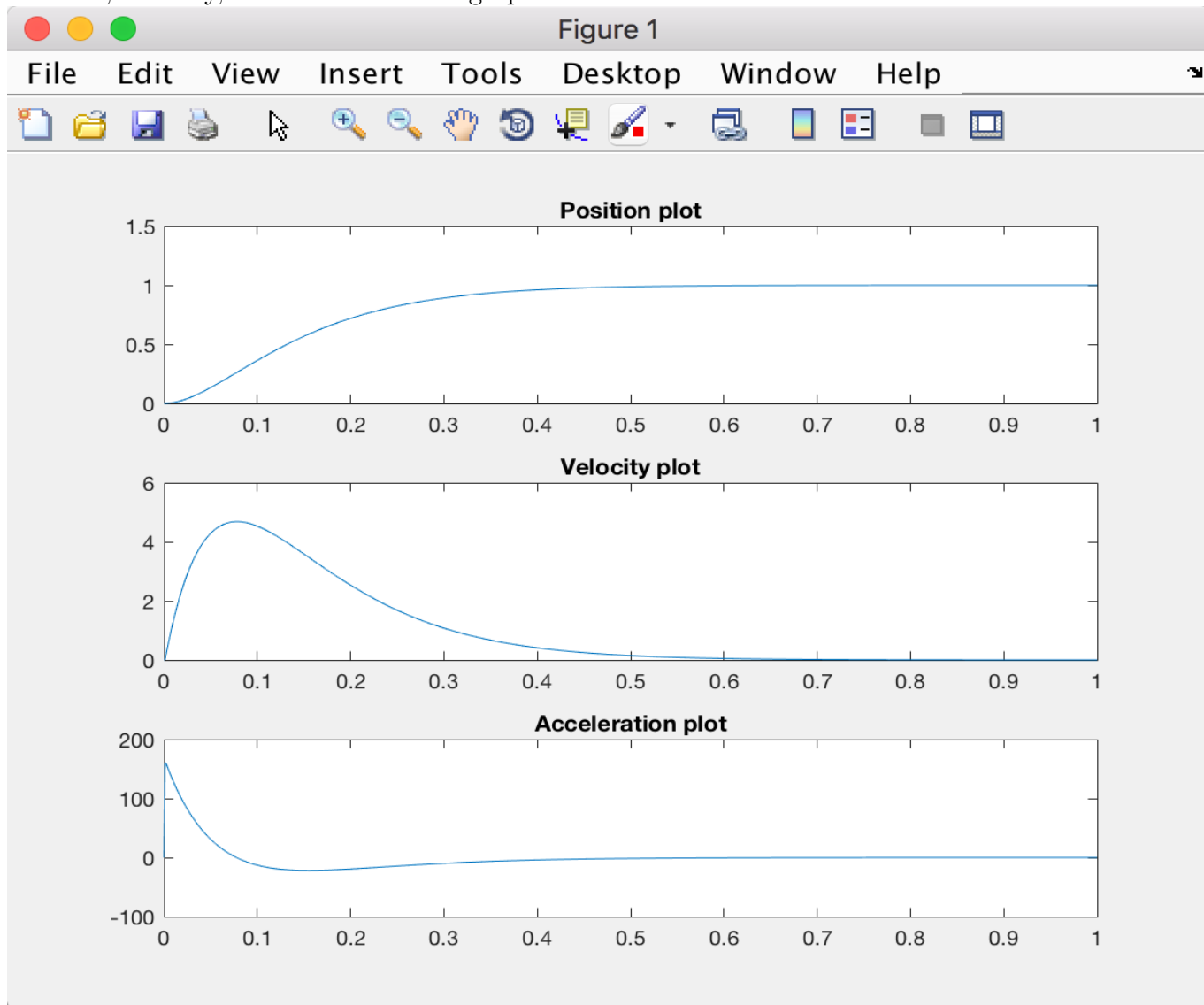
finalmatrix = [];
for i = 1:length(t)-1
    xdot(i) = - alpha_x * x(i);
    x(i+1) = x(i) + xdot(i) * dt;

    for j = 1:10
        si(j)= exp((-1/(2 * sigmaSquare(j)))) * ( (x(i) - c(j)) * (x(i) - c(j)) ));
    end
    for j = 1:10
        phi(j) = (si(j) * x(i))/sum(si);
    end
    finalmatrix = [finalmatrix; si];
    force = phi * transpose(w);

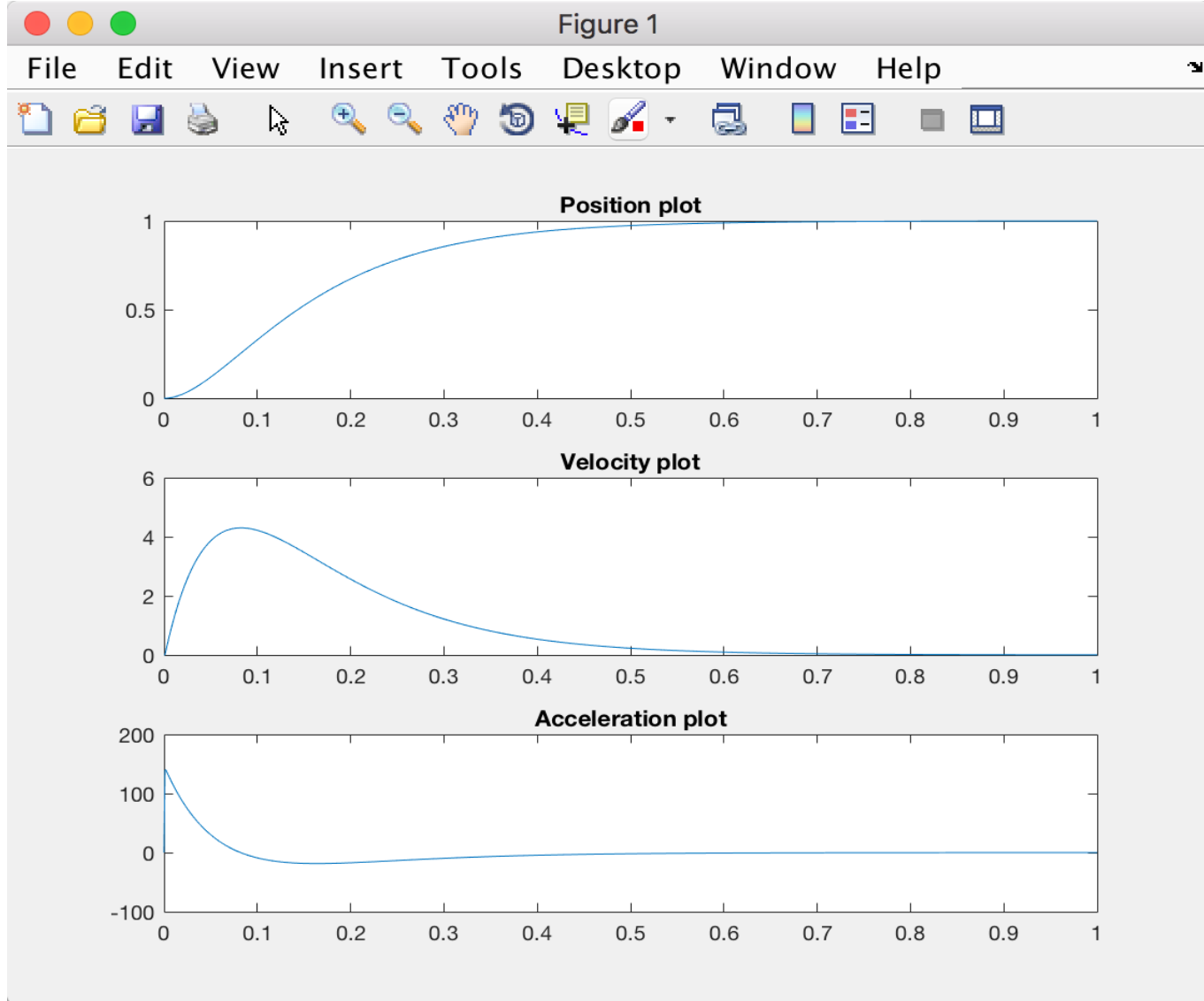
    y_d(i+1)=y_d(i) + dt * y_dd(i);
    y_dd(i+1)=y_dd(i) + dt * (25 * ( 6 * ( 1 - y(i) ) - y_d(i))) + force;
    y(i+1) = y(i) + dt*y_d(i+1);
```

Problem 1. (d)

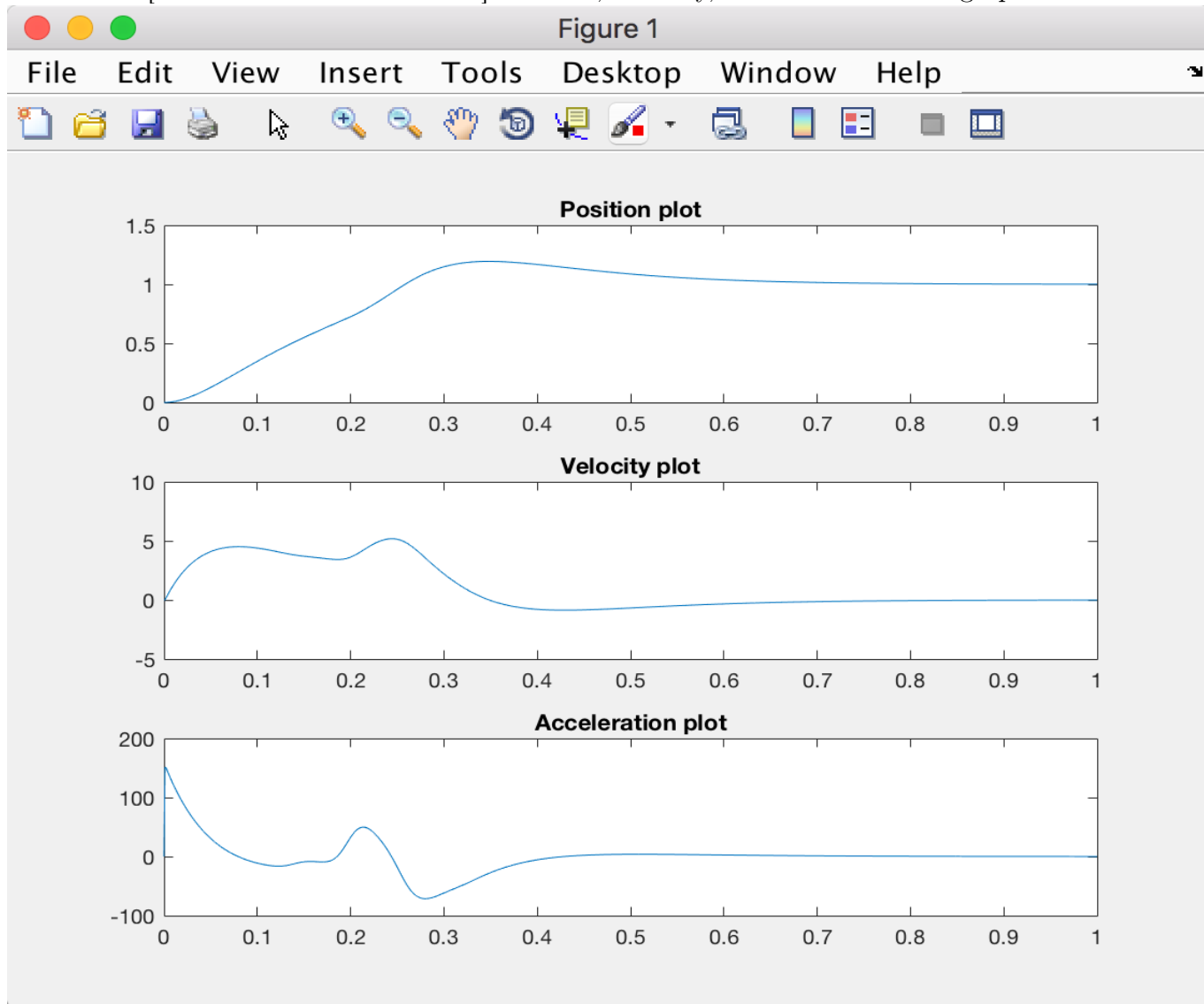
- When $w = [10 \ 10 \ 10 \ 10 \ 10 \ 10 \ 10 \ 10 \ 10 \ 10 \ 10]$
Position, Velocity, Acceleration and x graph



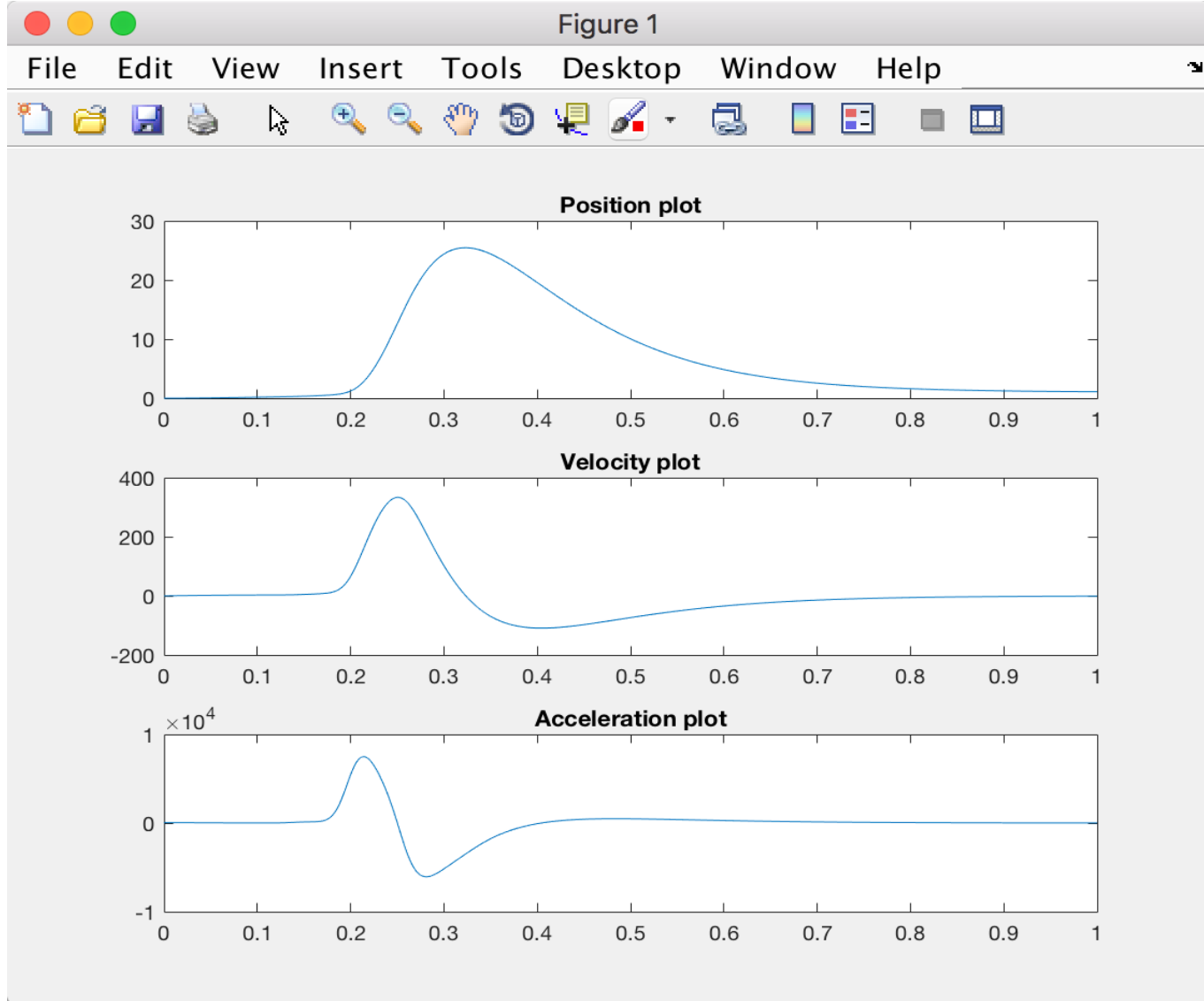
- When $w = [-10 \ -10 \ -10 \ -10 \ -10 \ -10 \ -10 \ -10 \ -10 \ -10 \ -10]$
Position, Velocity, Acceleration and x graph



- When $w = [1 \ 1 \ 1 \ 100 \ 1000 \ 100 \ 1 \ 1 \ 1 \ 1]$ Position, Velocity, Acceleration and x graph



- When $w = [-100 \ -100 \ -100 \ 1000 \ 100000 \ 1000 \ 1 \ 1 \ 1]$ Position, Velocity, Acceleration and x graph



Problem 1. (e)

For imitation learning, I have used two methods. One as mentioned in control theory lecture in which w is given as

$$(\phi^T \phi)^{-1} \phi^T * f \quad (15)$$

and other in which w is given as

$$w_i = \frac{s^T \psi_i f_d}{s^T \psi_i s},$$

where

$$s = \begin{pmatrix} x_{t_0}(g - y_0) \\ \vdots \\ x_{t_N}(g - y_0) \end{pmatrix}, \quad \psi_i = \begin{pmatrix} \psi_i(t_0) & \dots & 0 \\ 0 & \ddots & 0 \\ 0 & \dots & \psi_i(t_n) \end{pmatrix}$$

and

$$f_d = \ddot{y}_d - \alpha(\beta(g - y) - \dot{y}) \quad (16)$$

- CASE 1: When w is given as $(\phi^T \phi)^{-1} \phi^T * f$

where f is given as

$$f = \ddot{y}_d - \alpha(\beta(g - y) - \dot{y}) \quad (17)$$

Code is given in **PartE-LinearRegressionFormula.m**

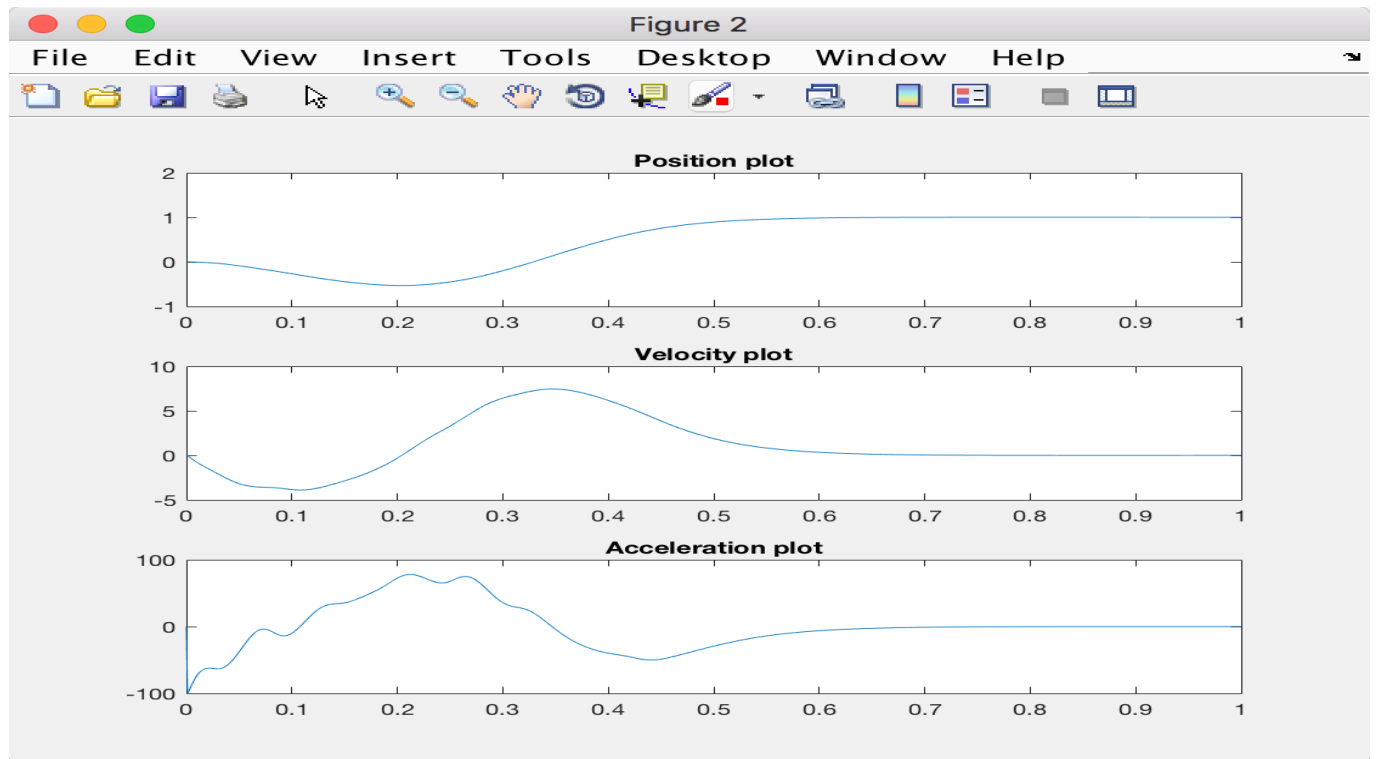
```

Editor - /Users/deepika/Documents/MATLAB/projects/hello_1/Hw4/PartE_LinearRegressionFormula.m
inverse_kinematics.m  forward_kinematics.m  ArmAnimation.m  hw3.m  PartE.m  PartC.m  PartE_L
20 - for i = 1:length(t)-1
21 -     x(i+1) = x(i) - alpha_x*x(i)*dt;
22 - end
23 - s=x; % 1000 X 1
24 - finalmatrix=[];
25 - for i = 1:length(t)
26 -     xdot(i) = - alpha_x * x(i);
27 -     x(i+1) = x(i) + xdot(i) * dt;
28 -     phi=[];
29 -     si=[];
30 -     for j = 1:10
31 -         si(j)= exp((-1/(2 * sigmaSquare(j)))) * ( (x(i) - c(j)) * (x(i) - c(j)) );
32 -     end
33 -     for j = 1:10
34 -         phi(j) = (si(j) * x(i))/sum(si);
35 -     end
36 -     finalmatrix = [finalmatrix; phi];
37 - end
38 -
39 - w = ((finalmatrix'*finalmatrix)^-1)*finalmatrix'*f_d;
40 - disp(w')
41 -
42 -
43 -
44 -
45 -
Command Window
>> PartE_LinearRegressionFormula
1.0e+03 *
-0.2462  -0.4626  -0.7596  -0.9319  -0.6426  0.1984  1.0303  0.9916  0.2390  0.0332

```

Output in this case

-246.1932594 -462.5872036 -759.5941195 -931.9358686 -642.6412049 198.350185
1030.307108 991.5533221 238.9686813 33.24762351



Second case where derivation taken by paper written by the professor.

$$w_i = \frac{s^T \psi_i f_d}{s^T \psi_i s},$$

where

$$s = \begin{pmatrix} x_{t_0}(g - y_0) \\ \vdots \\ x_{t_N}(g - y_0) \end{pmatrix}, \quad \psi_i = \begin{pmatrix} \psi_i(t_0) & \dots & 0 \\ 0 & \ddots & 0 \\ 0 & \dots & \psi_i(t_n) \end{pmatrix}$$

Code

```
filename = 'imitation.data';
delimiter=' ';
data=importdata(filename,delimiter);
yn=data(:,1);
y_dn=data(:,2);
y_ddn=data(:,3);

g = ones(1001);
g = g(:,1);
f_d = y_ddn - 25.*(6.*(g - yn) - y_dn);

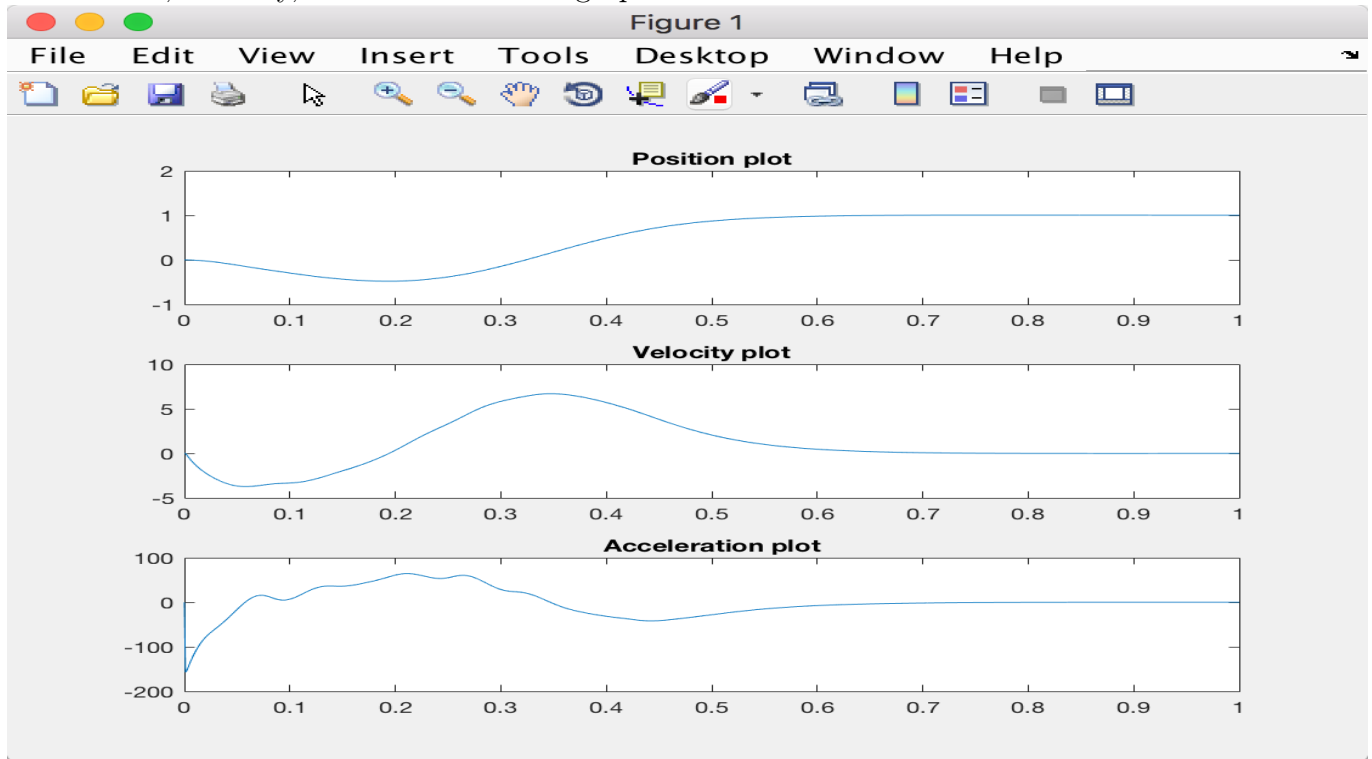
t=0:dt:1;
for i = 1:length(t)-1
    x(i+1) = x(i) - alpha_x*x(i)*dt;
end
s=x; % 1000 X 1

for i=1:10
    psi=ones(1001);
    for j=1:1001
        psi(j,j) = exp((-1/(2 * sigmaSquare(i))) * ( (x(j) - c(i)) * (x(j) - c(i)) ));
    end
    w(i) = det(transpose(s) * psi * f_d)/det(transpose(s) * psi * s);
end
disp(w)
```

Output w

-305.1741 -435.7856 -686.6491 -840.2790 -627.4147 37.7373 761.4741 896.6861 406.31

Position, Velocity, Acceleration and x graph



Comments: When we use imitation learning, complexity of trajectory increases. also the first case works better than second case and the trajectory in first case is same as the one given in data file.