

Lecture Note

CS572 Intelligent Robotics

Joonyoung Yi^{1,3}, Kwonsoo Chae^{1,3},
Minh Son Cao^{1,3}, Donghoon Baek^{2,3}

¹KAIST School of Computing , ²KAIST Robotics Program,
³KAIST 2018 Fall CS572 Team 9

October 8, 2018

Table of Contents

- 1 Review of Last Lecture
- 2 Kalman Linear Quadratic Regulator (LQR)
- 3 Linear System Theory
- 4 Tracking Problem
- 5 Minimum Principle (Pontryagin)
- 6 Dynamic Programming

Table of Contents

- 1 Review of Last Lecture
- 2 Kalman Linear Quadratic Regulator (LQR)
- 3 Linear System Theory
- 4 Tracking Problem
- 5 Minimum Principle (Pontryagin)
- 6 Dynamic Programming

Optimal Control

$$\min_{u(t)} \phi(x(t_1), t_1) + \int_{t_0}^{t_1} L(x, u, t) dt \quad (1)$$

- The optimization form 1 satisfies below:
 - $\dot{x} = f(x, u, t).$
 - $\frac{\partial L}{\partial u} = \lambda^T \frac{\partial f}{\partial u} = 0.$
 - $\dot{\lambda}^T = -(\frac{\partial L}{\partial u} + \lambda^T \frac{\partial f}{\partial u}).$
 - Boundary Conditions.

Table of Contents

- 1 Review of Last Lecture
- 2 Kalman Linear Quadratic Regulator (LQR)
- 3 Linear System Theory
- 4 Tracking Problem
- 5 Minimum Principle (Pontryagin)
- 6 Dynamic Programming

Prerequisite from Wikipedia

Kalman Filter

A Kalman filter is a recursive filter that tracks the state of a linear dynamics system that contains noise.

Linear Quadratic Regulator (LQR)

The theory of optimal control is concerned with operating a dynamic system at minimum cost.

Kalman Linear Quadratic Regulator (LQR)

$$H = L + \lambda^T (Ax + Bu)$$

$$\dot{x} = f(x, u, t)$$

$$\frac{\partial H}{\partial u} = 0$$

$$\lambda^T = -\frac{\partial H}{\partial x} = x^T Q - \lambda^T A$$

$$\dot{x} = Ax + Bu = Ax - BR^{-1}B^T \lambda$$

$$\begin{bmatrix} \dot{x} \\ \dot{\lambda} \end{bmatrix} = \begin{bmatrix} A & -BR^{-1}B^T \\ -Q & -A^T \end{bmatrix} \begin{bmatrix} x \\ \lambda \end{bmatrix}$$

Boundary Conditions

$$\begin{cases} t_0, x(t_0) \text{ fixed} \\ t_1, x(t_1) \text{ free} \end{cases}$$

- You can specify this option using tools provided in programming languages such as Matlab.
- Recall: two-point boundary value problem (TPBVP)

Kalman Linear Quadratic Regulator (LQR)

$$\min_u \frac{1}{2} x^T(t_1) H x(t_1) + \frac{1}{2} \int_{t_0}^{t_1} x^T(t) Q x(t) + u^T R u(t) dt$$

such that $\dot{x} = Ax(t) + Bu(t)$, $Q, R > 0$

Boundary Conditions

$$\begin{cases} t_0, x(t_0) \text{ fixed} \\ t_1, x(t_1) \text{ free} \end{cases}$$

$$H = L + \lambda^T (Ax + Bu)$$

$$\frac{\partial H}{\partial u} = 0 \rightarrow u^T R + \lambda^T B = 0 \rightarrow u = -R^{-1} B^T \lambda$$

$$L = \frac{1}{2} x^T Q x + \frac{1}{2} u^T R u$$

Kalman Linear Quadratic Regulator (LQR)

$$\lambda^T = -\frac{\partial H}{\partial x} = x^T Q - \lambda^T A$$

$$\dot{x} = Ax + Bu = Ax - BR^{-1}B^T \lambda$$

$$\begin{bmatrix} \dot{x} \\ \dot{\lambda} \end{bmatrix} = \begin{bmatrix} A & -BR^{-1}B^T \\ -Q & -A^T \end{bmatrix} \begin{bmatrix} x \\ \lambda \end{bmatrix}$$

- This expression can be seen in this form $\lambda = kx$.

Table of Contents

- 1 Review of Last Lecture
- 2 Kalman Linear Quadratic Regulator (LQR)
- 3 Linear System Theory**
- 4 Tracking Problem
- 5 Minimum Principle (Pontryagin)
- 6 Dynamic Programming

- We need to know about the transition function Φ .
- To solve the problem properly, we have to understand the linear system theory, which is out of scope in our course.

$$\begin{bmatrix} x(t_1) \\ \lambda(t_1) \end{bmatrix} = \begin{bmatrix} \Phi_{11}(t, t_0) & \Phi_{12}(t, t_0) \\ \Phi_{21}(t, t_0) & \Phi_{22}(t, t_0) \end{bmatrix} \begin{bmatrix} x(t_0) \\ \lambda(t_0) \end{bmatrix}$$

$$\lambda(t_1) = Hx(t_1)$$

$$(H\Phi_{11} - \Phi_{21})x(t_1) = (\Phi_{22} - H\Phi_{12})\lambda$$

- Also, above equation can be seen as $\lambda = kx$.

- Boundary conditions: $k(t_1) = H$.
- k is function of t .

$$u = -R^{-1}B^T kx$$

$$\lambda = kx$$

$$\dot{x} = Ax - BR^{-1}B^T kx$$

$$\lambda = -Qx - A^T kx = \dot{k}x + k\dot{x}$$

$$\forall X(t), (\dot{k} + Q + A^T k)x = -k\dot{x} = -k(Ax - BR^{-1}B^T kx)$$

$$\dot{k} + Q + A^T k + kA - kBR^{-1}B^T k = 0$$

- Therefore, we can get a same result of previous slide.

Table of Contents

- 1 Review of Last Lecture
- 2 Kalman Linear Quadratic Regulator (LQR)
- 3 Linear System Theory
- 4 Tracking Problem**
- 5 Minimum Principle (Pontryagin)
- 6 Dynamic Programming

Kalman LQR to Tracking Problem

- We will now learn how to reduce the Kalman LQR problem to a tracking problem.
- The method is quite simple: Replace x with $(r-x)$ in the LQR equation.

Tracking Problem

$$\min_u \frac{1}{2} \|r(t_1) - x(t_1)\|_H^2 + \frac{1}{2} \int_{t_0}^{t_1} \|r(t) - x(t)\|_{Q(t)}^2 + \|u(t)\|_{R(t)}^2 dt$$

- Definition of Tracking Problem
 - Looking for a minimal effort u to minimize tracking error.

Definition of Tracking Problem

Tracking Problem

$$\min_u \frac{1}{2} \|r(t_1) - x(t_1)\|_H^2 + \frac{1}{2} \int_{t_0}^{t_1} \|r(t) - x(t)\|_{Q(t)}^2 + \|u(t)\|_{R(t)}^2 dt$$

- $\|r(t_1) - x(t_1)\|_H^2$ is time error.
- $\|r(t) - x(t)\|_{Q(t)}^2$ is transient error.
- $\|u(t)\|_{R(t)}^2$ is control effort.
- Tracking errors(time error and transient error) and control effort can be measured by the weight matrices (H, Q(t), R(t)) which correspond to each metric.
- $\|r(t) - x(t)\|_{Q(t)}^2 = (r - x)^T Q (r - x)$

Conditions on Tracking Problem

Tracking Problem

$$\min_u \frac{1}{2} \|r(t_1) - x(t_1)\|_H^2 + \frac{1}{2} \int_{t_0}^{t_1} \|r(t) - x(t)\|_{Q(t)}^2 + \|u(t)\|_{R(t)}^2 dt$$

$$\text{s.t. } \dot{x} = Ax + Bu$$

$$u = -R^{-1}B^T\lambda$$

$$\dot{\lambda}(t) = -k(t)'(r - x(t)) = k(t)x(t) - k(t)r = k(t)x(t) - g(t)$$

- $\frac{\partial H}{\partial u} = 0 \rightarrow u = -R^{-1}B^T\lambda$
- $\dot{\lambda}^T = -\frac{\partial H}{\partial x} = -Q(x - r) - A^T\lambda$
- $\dot{k} = -kA$
- $k(t_1) = H$
- $g = -(A - BR^{-1}B^Tk)g - Qr$
- $k(t)x(t)$ is a feedback term.
- $g(t)$ is tracking term.

Table of Contents

- 1 Review of Last Lecture
- 2 Kalman Linear Quadratic Regulator (LQR)
- 3 Linear System Theory
- 4 Tracking Problem
- 5 Minimum Principle (Pontryagin)**
- 6 Dynamic Programming

Motivation of Minimum Principle

Example

$$\min_{x \in \mathbb{R}} L(x) \text{ such that } x_0 \leq x \leq x_1$$

$$\frac{\partial L}{\partial x}(x^*) \neq 0$$

$$\forall \text{admissible } \delta x, L(x) - L(x^*) \simeq \frac{\partial L}{\partial x}(x^*)\delta x \geq 0.$$

Minimum Principle (Pontryagin)

- $u(t)$ is bounded.
- $u^*(t), x^*(t), \lambda^*(t)$ are optimal.
- $H \triangleq L + \lambda^T x$
- Like in the motivation slide, $\forall \delta u$ that is admissible:

$$\begin{aligned} J(u^*) &= \int_{t_0}^{t_1} L(x^*, u^*, t) + \lambda^{*T} (f(x^*, u^*, t) - x^*) dt \\ \partial J(u^*, \delta u) &= \int_{t_0}^{t_1} \frac{\partial H(x^*, u^*, \lambda^*, t)}{\partial u} \delta u dt \\ &= \int_{t_0}^{t_1} [H(x^*, u^* + \delta u, \lambda^*, t) - H(x^*, u^*, \lambda^*, t)] dt \end{aligned}$$

Solution of Minimum Principle

Minimum Principle

- (1) $\dot{x} = f(x, u, t)$
- (2) $\dot{\lambda}^T = -\frac{\partial u}{\partial x}$
- (3) $\forall \text{admissible } u, H(x^*, u^*, \lambda^*, t) \leq H(x^*, u, \lambda^*, t)$

Example

$$\dot{x}_1 = x_2$$

$$\dot{x}_2 = -x_2 + u$$

$$\min \frac{1}{2} \int_{t_0}^{t_1} (x_1^2 + u^2) dt$$

Solution of Minimum Principle with Unconstrained u

Solution of Minimum Principle with Unconstrained u

$$H = \frac{1}{2}(x_1^2 + u^2) + \lambda_1 x_2 + \lambda_2(-x_2 + u)$$

$$\dot{x}_1 = x_2$$

$$\dot{x}_2 = -x_2 + u$$

$$\dot{\lambda}_1 = -x_1$$

$$\dot{\lambda}_2 = -\lambda_1 + \lambda_2$$

$$u + \lambda_2 = 0$$

Solution of Minimum Principle with Constrained u

Constraint u

$$-1 \leq u \leq 1$$

$$\frac{1}{2}u^{*2} + \lambda_2^* u^* \leq \frac{1}{2}u^2 + \lambda_2^* u$$

Solution of Minimum Principle with Constrained u

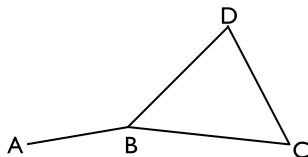
- (1) $\lambda_2^* < -1 \rightarrow u^* = 1$
- (2) $\lambda_2^* \geq 1 \rightarrow u^* = -1$
- (3) $0 \leq \lambda_2^* \leq -1 \rightarrow u^* = -\lambda_2^*$
- (4) $-1 \leq \lambda_2^* < 0 \rightarrow u^* = \lambda_2^*$

Table of Contents

- 1 Review of Last Lecture
- 2 Kalman Linear Quadratic Regulator (LQR)
- 3 Linear System Theory
- 4 Tracking Problem
- 5 Minimum Principle (Pontryagin)
- 6 Dynamic Programming**

Optimality Principle

- Optimality principle is the basic principle of dynamic programming.



Optimality Principle

If ABC = optimal path from A to C ,
then BC = optimal path from B to C

(Proof) BDC is the optimal path from B to C

$$\rightarrow J_{AB} + J_{BDC} < J_{AB} + J_{BC} = J_{ABC}^*$$

$\therefore BC$ must not be the optimal path from B to C .

Dynamic Programming (From Wikipedia)

The method of how to divide a complex problem into several simple problems.

It uses partial problem iterations and algorithms with optimal sub-structures in less time than usual methods.