

# Introduction to nonlinear programming, optimal control, and model predictive control

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## 0 Outline

- Motivation
- 2 From Continuous to Discrete Time Optimal Control
- 3 Introduction to Nonlinear Programming
- 4 Solution Methods for Nonlinear Programs
- **5** Software for Solving Optimal Control Problems
- **6** Key Takeaways



## 1 Outline

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# 1 We would like to control mechatronic systems



Photos by courtesy of KU Leuven and Flanders Make



# 1 How can we control the systems?

- Classical control: PID, flatness based control, extremum seeking etc...
- ▶ We would like to control nonlinear systems
- ▶ We have constraints that need to be satisfied, e.g., actuator constraints, obstacles, etc...
- ► We would like to perform optimal actions, e.g., minimal time, minimal energy, etc.

# 1 Continuous time optimal control problems (OCP)

$$\min_{x(\cdot),u(\cdot)} \quad \int_{t=0}^{T} \ell(x(t),u(t)) dt + M(x(T))$$
s.t. 
$$x(0) = \bar{x}_{0},$$

$$\dot{x}(t) = f_{c}(x(t),u(t)), \quad t \in [0,T],$$

$$0 \ge c(x(t),u(t)), \quad t \in [0,T],$$

$$0 > c(x(T)).$$

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- be decision variables  $x(\cdot)$ ,  $u(\cdot)$  in infinite dimensional function space
- lacktriangle infinitely many constraints for  $t\in[0,T]$
- smooth ordinary differential equations (ODE)

$$\dot{x}(t) = f_{\rm c}(x(t), u(t))$$



# 1 Continuous time optimal control problems (OCP)

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- ▶ infinitely many constraints for  $t \in [0, T]$
- smooth ordinary differential equations (ODE)

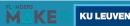
$$\dot{x}(t) = f_{\rm c}(x(t), u(t))$$

- more generally, dynamic model can be based on
  - differential algebraic equations (DAE)
  - partial differential equations (PDE)
  - stochastic ODE
- ightharpoonup all or some components of u(t) may take integer values (mixed-integer OCP)



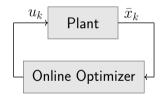
# 1 Closing the control loop: Model Predictive Control

- ➤ Often the model does not fully describe the real system: "model-plant-mismatch"
- ► There are external disturbances



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- ▶ There are external disturbances



#### Main challenges:

- Recursive Feasibility
- Coping with computational complexity





## 2 Outline

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# 2 Direct Method: "First discretize, then optimize"

$$\begin{split} \min_{x(\cdot),u(\cdot)} & \quad \int_{t=0}^T \ell(x(t),u(t)) \, \mathrm{d}t + M(x(T)) \\ \mathrm{s.t.} & \quad x(0) = \bar{x}_0, \\ & \quad \dot{x}(t) = f_c(x(t),u(t)), \quad t \in [0,T], \\ & \quad 0 \geq c(x(t),u(t)), \qquad t \in [0,T], \\ & \quad 0 \geq c(x(T)). \end{split}$$

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discretize the time:

$$[0,T] \to \{0 = t_0, t_1, \dots, t_N = T\}$$

 discretize the control, e.g., piecewise constant/linear, B-splines



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- discretize the time:  $[0,T] \rightarrow \{0 = t_0, t_1, \dots, t_N = T\}$
- discretize the control, e.g., piecewise constant/linear, B-splines

- discretize ODE with numerical integration method, e.g., Runge-Kutta method RK4
- choose an OCP discretization method, e.g., (direct) single shooting, multiple shooting, direct collocation
- approximate integral in objective function with a numerical integration scheme, evaluate terminal cost at grid point
- evaluate constraints at grid points



# 2 Comparison Continuous and Discrete Time

#### Continuous time OCP

#### Discrete time multiple shooting OCP

$$\min_{x(\cdot),u(\cdot)} \quad \int_{t=0}^{T} \ell(x(t),u(t)) \, \mathrm{d}t + M(x(T)) \, \min_{\substack{x_0,\dots,x_N,\\u_0,\dots,u_{N-1}}} \quad \sum_{k=0}^{N-1} l_k(x_k,u_k) + M(x_N)$$
 s.t. 
$$x(0) = \bar{x}_0, \qquad \qquad \text{s.t.} \qquad x_0 = \bar{x}_0,$$
 
$$\dot{x}(t) = f_c(x(t),u(t)), \quad t \in [0,T], \qquad x_{k+1} = f(x_k,u_k), \quad k = 0,\dots,N-1,$$
 
$$0 \ge c(x(t),u(t)), \qquad t \in [0,T], \qquad 0 \ge c_k(x_k,u_k) \quad k = 0,\dots,N-1,$$
 
$$0 \ge c(x(T)). \qquad 0 \ge c_N(x_N)$$

Direct methods like direct collocation, multiple shooting first discretize, then optimize.



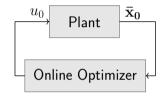
#### Discrete time OCP

$$\min_{\substack{x_0, \dots, x_N, \\ u_0, \dots, u_{N-1}}} \sum_{k=0}^{N-1} l_k(x_k, u_k) + M(x_N)$$
s.t.
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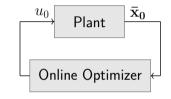
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 Embed state (measurement/estimate) into OCP and solve it



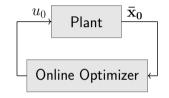
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- ▶ OCP solution "predicts the future"



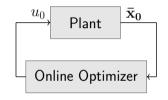
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- Embed state (measurement/estimate) into OCP and solve it
- ▶ OCP solution "predicts the future"
- ightharpoonup Apply first control  $u_0$  to system



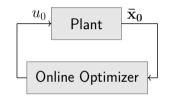
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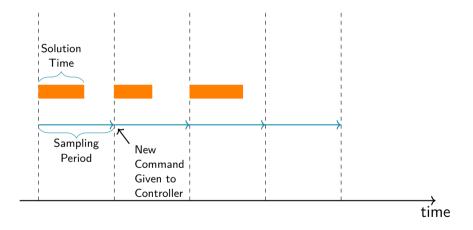
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➤ Shift the time horizon by one time step and repeat the procedure



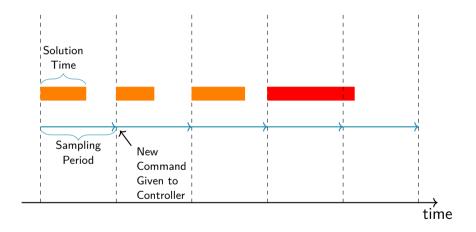
## **MPC Framework**

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## 2 MPC Framework



# How can we solve the discrete-time OCPs?





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# 3 Nonlinear Program

Summarizing the variables in  $w=(x,u)\in\mathbb{R}^n$  and summarizing all constraints in functions yields:

#### Discrete time OCP

#### General Nonlinear Program (NLP)

$$\min_{\substack{x_0, \dots, x_N, \\ u_0, \dots, u_{N-1}}} \sum_{k=0}^{N-1} l_k(x_k, u_k) + M(x_N)$$
s.t.
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$$0 \ge c_k(x_k, u_k) \quad k = 0, \dots, N-1,$$

$$0 \ge c_N(x_N).$$

$$\min_{w \in \mathbb{R}^n} F(w)$$
s.t. 
$$G(w) = 0,$$

$$H(w) > 0.$$

## 3 What is an optimization problem?

Minimize (or maximize) an objective function F(w) depending on decision variables w subject to equality and/or inequality constraints



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## An optimization problem

$$\min_{w \in \mathbb{R}^n} F(w) \tag{1a}$$

s.t. 
$$G(w) = 0$$
 (1b)

$$H(w) \ge 0 \tag{1c}$$

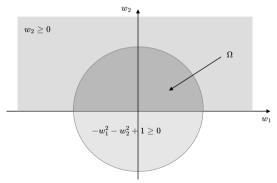
#### **Terminology**

- $ightharpoonup w \in \mathbb{R}^n$  decision variable
- $ightharpoonup F: \mathbb{R}^n 
  ightarrow \mathbb{R}$  objective
- $ightharpoonup G: \mathbb{R}^n 
  ightarrow \mathbb{R}^{n_G}$  equality constraints
- $lackbox{ iny} H: \mathbb{R}^n 
  ightarrow \mathbb{R}^{n_H}$  inequality constraints
- ▶ If F, G, H are nonlinear and smooth, we speak of a *nonlinear programming problem* (NLP).
- Only in few special cases a closed form solution exists.
- ▶ Use an iterative algorithm to find an approximate solution.
- Problem may be parametric, and some (or all) functions depend on a fixed parameter  $p \in \mathbb{R}^p$ , e.g. model predictive control.



## 3 Basic definitions: the feasible set

The feasible set of the optimization problem (2) is defined as  $\Omega = \{w \in \mathbb{R}^n \mid G(w) = 0, H(w) \geq 0\}$ . A point  $w \in \Omega$  is is called a feasible point.



In the example, the feasible set is the intersection of the two grey areas (halfspace and circle).



# 3 Basic definitions: local and global minimizer

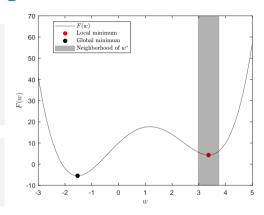
## Definition (Local minimizer)

A point  $w^* \in \Omega$  is called a **local minimizer** of the optimization problem (2) if there exists an open ball  $\mathcal{B}_{\epsilon}(w^*)$  with  $\epsilon > 0$ , such that for all  $w \in \mathcal{B}_{\epsilon}(w^*) \cap \Omega$  it holds that  $F(w) \geq F(w^*)$ .

## Definition (Global minimizer)

A point  $w^* \in \Omega$  is called a **global minimizer** of (2) if for all  $w \in \Omega$  it holds that  $F(w) \geq F(w^*)$ .

▶ The value  $F(w^*)$  at a local/global minimizer  $w^*$  is called local/global minimum.



$$F(w) = \frac{1}{2}w^4 - 2w^3 - 3w^2 + 12w + 10$$



# 3 The Karush-Kuhn-Tucker (KKT) conditions

#### NLP:

$$\min_{w \in \mathbb{R}^n} F(w)$$
s.t.  $G(w) = 0$ 

$$H(w) \ge 0$$

#### **Assumptions:**

- ightharpoonup F, G, H continuously differentiable
- $ightharpoonup w^*$  is a (local) minimizer and a constraint qualification is satisfied

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then there are unique vectors  $\lambda^*$  and  $\mu^*$  such that  $(w^*, \lambda^*, \mu^*)$  satisfies:

$$\nabla_{w} \mathcal{L}(w^{*}, \mu^{*}, \lambda^{*}) = 0, \quad \mu^{*} \ge 0,$$

$$G(w^{*}) = 0, \quad H(w^{*}) \ge 0$$

$$\mu_{i}^{*} H_{i}(w^{*}) = 0, \quad \forall i$$

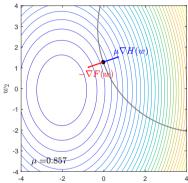
dual feasibility primal feasibility complementary slackness



Ball rolling down a valley blocked by a fence - test problem with two variables and one inequality constraint

$$\min_{w \in \mathbb{R}^n} F(w)$$

s.t. 
$$H(w) \geq 0$$



Balance of the forces:

$$\nabla \mathcal{L}(w, \mu) = \nabla F(w) - \nabla H(w)\mu = 0$$



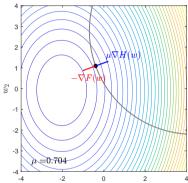


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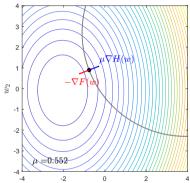


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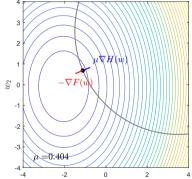




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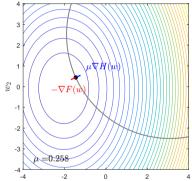




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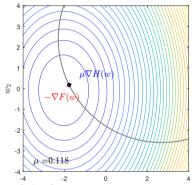


#### 3 Some intuitions on the KKT conditions

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- ightharpoonup active constraint:  $H\left(w\right)=0,\ \mu>0$



Balance of the forces:

$$\nabla \mathcal{L}(w,\mu) = \nabla F(w) - \nabla H(w)\mu = 0$$

Animation inspired by Lecture 2 of the Winter School on Numerical Optimal Control with Differential Algebraic Equations by S. Gros and M. Diehl, Freiburg, 2016



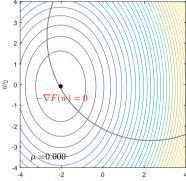


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- ▶ active constraint:  $H(w) = 0, \ \mu > 0$
- weakly active constraint:  $H(w) = 0, \ \mu = 0$  the ball touches the fence but no force is needed



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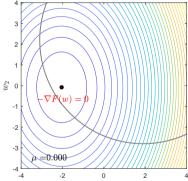


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- ightharpoonup active constraint:  $H\left(w\right)=0,\ \mu>0$
- weakly active constraint: H(w) = 0,  $\mu = 0$  the ball touches the fence but no force is needed
- ▶ inactive constraint:  $H(w) > 0, \ \mu = 0$



Balance of the forces:

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Find F(w) = 0

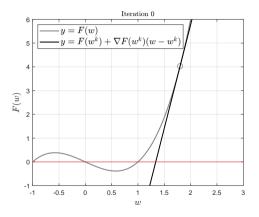
**Linearization** of F at linearization point  $\bar{w}$ 

equals

First-order Taylor series at  $\bar{w}$ 

equals

$$\frac{\partial F}{\partial w} F_{L}(w; \bar{w}) := F(\bar{w}) + \frac{\partial F}{\partial w}(\bar{w}) \quad (w - \bar{w}) \frac{\partial F}{\partial w}$$



Find F(w) = 0

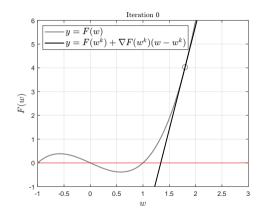
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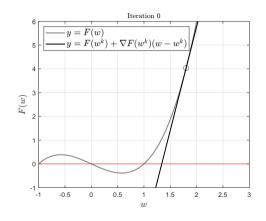
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Newton's methods, solve sequence of:

$$F(w^k) + \nabla F(w^k)^{\top} \Delta w = 0,$$

update  $w^{k+1} = w^k + \Delta w$ . (for continuously differentiable  $F : \mathbb{R}^n \to \mathbb{R}^n$ )





Find F(w) = 0

**Linearization** of F at linearization point  $\bar{w}$ 

equals

First-order Taylor series at  $\bar{w}$ 

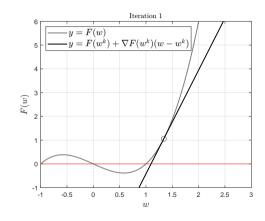
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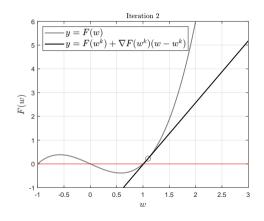
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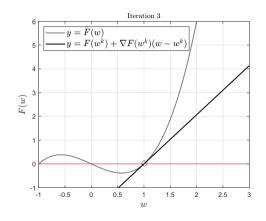
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# 4 Optimality conditions with inequalities

## Theorem (Karush-Kuhn-Tucker (KKT) conditions)

Let F, G, H be  $\mathcal{C}^2$ . If  $w^*$  is a (local) minimizer and satisfies LICQ, then there are unique vectors  $\lambda^*$  and  $\mu^*$  such that  $(w^*, \lambda^*, \mu^*)$  satisfies:

$$\nabla_{w} \mathcal{L} (w^*, \mu^*, \lambda^*) = 0$$

$$G(w^*) = 0$$

$$H(w^*) \ge 0$$

$$\mu^* \ge 0$$

$$H(w^*)^{\top} \mu^* = 0$$

- ▶ Last three *complementarity conditions* make the KKT conditions nonsmooth
- ► This system cannot be solved by plain Newton's method.



## 4 Methods for Solving NLPs

## **Sequential Quadratic Programming**

- ► Keep the inequalities of the problem ►
- Locally approximate the NLP with quadratic optimization problems (QPs)
- Solve sequence of QPs (in case without inequalities equivalent to Newton's method)

#### **Interior-Point Methods**

Smooth the complementarity conditions

$$H(w^*)^\top \mu^* = \tau$$

- discard the inequality constraints
- perform Newton's method on the smoothed system
- ightharpoonup drive au to 0



## 4 Additional Features Necessary for Convergence

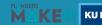
- SQP or IP methods provide a search direction
- ► This is not sufficient for Convergence
- Globalization is necessary: E.g., Line search in combination with filter and feasibility restoration
- ► (And often many heuristics)
- State-of-the-art general purpose interior-point solver: IPOPT
- State-of-the-art general purpose SQP solver: Uno



# 4 Pseudocode of an optimization algorithm

#### **Algorithm 1:** General Optimization Algorithm

```
Define initial guess (w_0, \lambda_0, \mu_0);
2 for k = 0, 1, 2, \dots do
                                                                                               main optimization loop
         Evaluate functions and derivatices:
        if algorithm converged then
              stop:
         Solve subproblem (QP or primal-dual linear system);
        if subproblem cannot be solved then
              Use fallback strategy, e.g., feasibility restoration;
        for l = 0, 1, 2, ... do
9
                                                                                                   globalization loop
              Calculate trial iterate if trial iterate is acceptable (to, e.g., filter) then
10
11
                   stop:
12
              Reduce step size;
   return optimal solution
```



## 5 Outline

- Motivation
- Prom Continuous to Discrete Time Optimal Control
- Introduction to Nonlinear Programming
- Solution Methods for Nonlinear Programs
- **5** Software for Solving Optimal Control Problems
- 6 Key Takeaways



# 5 Structure-Exploiting OCP Solvers

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Both solvers solve multiple shooting discretized problems, they rely on high-performance linear algebra package BLASFEO, and both solvers are interfaced in IMPACT



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# Thank you very much for your attention!

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