

```
In [3]: import Pkg
Pkg.activate(@__DIR__)
Pkg.instantiate()
using LinearAlgebra, Plots
import ForwardDiff as FD
using Test
import Convex as cvx
import ECOS
using Random
```

Activating environment at `~/OCRL/HW2_S24/Project.toml`

Precompiling

project...

- ✓ Adapt
- ✓ PolynomialRoots
- ✓ ConcurrentUtilities
- ✓ ProgressMeter
- ✓ GPUArraysCore
- ✓ Combinatorics
- ✓ libblastrampoline_jll
- ✓ StructArrays
- ✓ IterativeSolvers
- ✓ GenericLinearAlgebra
- ✓ LinearMaps
- ✓ HTTP
- ✓ GR
- ✓ GeometryBasics
- ✓ Hypatia
- ✓ MeshCat
- ✓ JLD2
- ✓ Plots

18 dependencies successfully precompiled in 42 seconds (180 already precompiled)

Note:

Some of the cells below will have multiple outputs (plots and animations), it can be easier to see everything if you do `Cell -> All Output -> Toggle Scrolling`, so that it simply expands the output area to match the size of the outputs.

Julia Warnings:

1. For a function `foo(x::Vector)` with 1 input argument, it is not necessary to do `df_dx = FD.jacobian(_x -> foo(_x), x)`. Instead you can just do `df_dx = FD.jacobian(foo, x)`. If you do the first one, it can dramatically slow down

2. Do not define functions inside of other functions like this:

This will also slow down your compilation time dramatically.

For this problem we are going to consider a "double integrator" for our dynamics model. This system has a state $x \in \mathbb{R}^4$, and control $u \in \mathbb{R}^2$, where the state describes the 2D position p and velocity v of an object, and the control is the acceleration a of this object. The state and control are the following:

$$u = [a_1, a_2] \quad (2)$$

And the continuous time dynamics for this system are the following:

$$\dot{x} = \begin{bmatrix} 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} x + \begin{bmatrix} 0 & 0 \\ 0 & 0 \\ 1 & 0 \\ 0 & 1 \end{bmatrix} u \quad (3)$$

Use the matrix exponential (`exp` in Julia) to discretize the continuous time model assuming we have a zero-order hold on the control. See [this part of the first recitation](#) if you're unsure of what to do.

2 of 21

```

        1 0;
        0 1]
    nx, nu = size(Bc)

    # TODO: discretize the linear system using the Matrix Exponential
    M_e = exp([Ac Bc; zeros(nu,nx+nu)] * dt)

    A = M_e[1:nx, 1:nx]
    B = M_e[1:nx, nx+1:end]

    @assert size(A) == (nx,nx)
    @assert size(B) == (nx,nu)

    return A, B
end

```

double_integrator_AB (generic function with 1 method)

```

In [20]: @testset "discrete time dynamics" begin
    dt = 0.1
    A,B = double_integrator_AB(dt)

    x = [1,2,3,4.]
    u = [-1,-3.]

    @test isapprox((A*x + B*u),[1.295, 2.385, 2.9, 3.7];atol = 1e-10)

end

```

Test Summary: | Pass Total
discrete time dynamics | 1 1
Test.DefaultTestSet("discrete time dynamics", Any[], 1, false, false)

Part B: Finite Horizon LQR via Convex Optimization (15 pts)

We are now going to solve the finite horizon LQR problem with convex optimization. As we went over in class, this problem requires $Q \in \mathcal{S}_+$ (Q is symmetric positive semi-definite) and $R \in \mathcal{S}_{++}$ (R is symmetric positive definite). With this, the optimization problem can be stated as the following:

$$\min_{x_{1:N}, u_{1:N-1}} \sum_{i=1}^{N-1} \left[\frac{1}{2} x_i^T Q x_i + \frac{1}{2} u_i^T R u_i \right] + \frac{1}{2} x_N^T Q_f x_N \quad (4)$$

$$\text{st } x_1 = x_{IC} \quad (5)$$

$$x_{i+1} = A x_i + B u_i \quad \text{for } i = 1, 2, \dots, N-1 \quad (6)$$

This problem is a convex optimization problem since the cost function is a convex quadratic and the constraints are all linear equality constraints. We will setup and solve this exact problem using the `Convex.jl` modeling package. (See 2/16 Recitation video for help with this package. [Notebook is here.](#)) Your job in the block below is to fill out a function `Xcvx,Ucvx = convex_trajopt(A,B,Q,R,Qf,N,x_ic)`, where you will

form and solve the above optimization problem.

```
In [26]: # utilities for converting to and from vector of vectors <-> matrix
function mat_from_vec(X::Vector{Vector{Float64}})::Matrix
    # convert a vector of vectors to a matrix
    Xm = hcat(X...)
    return Xm
end
function vec_from_mat(Xm::Matrix)::Vector{Vector{Float64}}
    # convert a matrix into a vector of vectors
    X = [Xm[:,i] for i = 1:size(Xm,2)]
    return X
end
"""
X,U = convex_trajopt(A,B,Q,R,Qf,N,x_ic; verbose = false)

This function takes in a dynamics model  $x_{k+1} = A*x_k + B*u_k$ 
and LQR cost  $Q,R,Qf$ , with a horizon size  $N$ , and initial condition
 $x_{ic}$ , and returns the optimal  $X$  and  $U$ 's from the above optimization
problem. You should use the `vec_from_mat` function to convert the
solution matrices from cvx into vectors of vectors (vec_from_mat(X.value))
"""
function convex_trajopt(A::Matrix,      # A matrix
                       B::Matrix,      # B matrix
                       Q::Matrix,      # cost weight
                       R::Matrix,      # cost weight
                       Qf::Matrix,     # term cost weight
                       N::Int64,       # horizon size
                       x_ic::Vector;    # initial condition
                       verbose = false)
    ::Tuple{Vector{Vector{Float64}},Vector{Vector{Float64}}}

    # check sizes of everything
    nx,nu = size(B)
    @assert size(A) == (nx, nx)
    @assert size(Q) == (nx, nx)
    @assert size(R) == (nu, nu)
    @assert size(Qf) == (nx, nx)
    @assert length(x_ic) == nx

    # TODO:

    # create cvx variables where each column is a time step
    # hint:  $x_k = X[:,k]$ ,  $u_k = U[:,k]$ 
    X = cvx.Variable(nx, N)
    U = cvx.Variable(nu, N - 1)

    # create cost
    # hint: you can't do  $x'*Q*x$  in Convex.jl, you must do  $cvx.quadform(x,Q)$ 
    # hint: add all of your cost terms to `cost`
    cost = 0
    for k = 1:(N-1)
        xk = X[:,k]
        uk = U[:,k]
        # add stagewise cost

```

```

        cost += 0.5*cvx.quadform(xk,Q) + 0.5*cvx.quadform(uk,R)
    end

    # add terminal cost
    xn = X[:,N]
    cost += 0.5*cvx.quadform(xn, Qf)

    # initialize cvx problem
    prob = cvx.minimize(cost)

    # TODO: initial condition constraint
    # hint: you can add constraints to our problem like this:
    # prob.constraints += (Gz == h)

    prob.constraints += (X[:,1] == x_ic)

    for k = 1:(N-1)
        # dynamics constraints
        prob.constraints += (X[:,k+1] == A*X[:,k] + B*U[:,k])
    end

    # solve problem (silent solver tells us the output)
    cvx.solve!(prob, ECOS.Optimizer; silent_solver = !verbose)

    if prob.status != cvx.MathOptInterface.OPTIMAL
        error("Convex.jl problem failed to solve for some reason")
    end

    # convert the solution matrices into vectors of vectors
    X = vec_from_mat(X.value)
    U = vec_from_mat(U.value)

    return X, U
end

```

convex_trajopt

Now let's solve this problem for a given initial condition, and simulate it to see how it does:

In [27]: @testset "LQR via Convex.jl" begin

```

    # problem setup stuff
    dt = 0.1
    tf = 5.0
    t_vec = 0:dt:tf
    N = length(t_vec)
    A,B = double_integrator_AB(dt)
    nx,nu = size(B)
    Q = diagm(ones(nx))
    R = diagm(ones(nu))
    Qf = 5*Q

    # initial condition
    x_ic = [5,7,2,-1.4]

```

```

# setup and solve our convex optimization problem (verbose = true for su
Xcvx,Ucvx = convex_trajopt(A,B,Q,R,Qf,N,x_ic; verbose = false)

# TODO: simulate with the dynamics with control Ucvx, storing the
# state in Xsim

# initial condition
Xsim = [zeros(nx) for i = 1:N]
Xsim[1] = 1*x_ic

# TODO dynamics simulation
for k= 1:(N-1)
    Xsim[k+1] = A*Xsim[k] + B*Ucvx[k]
end
@show Xsim[end]
@test length(Xsim) == N
@test norm(Xsim[end])>1e-13
#-----plotting-----
Xsim_m = mat_from_vec(Xsim)

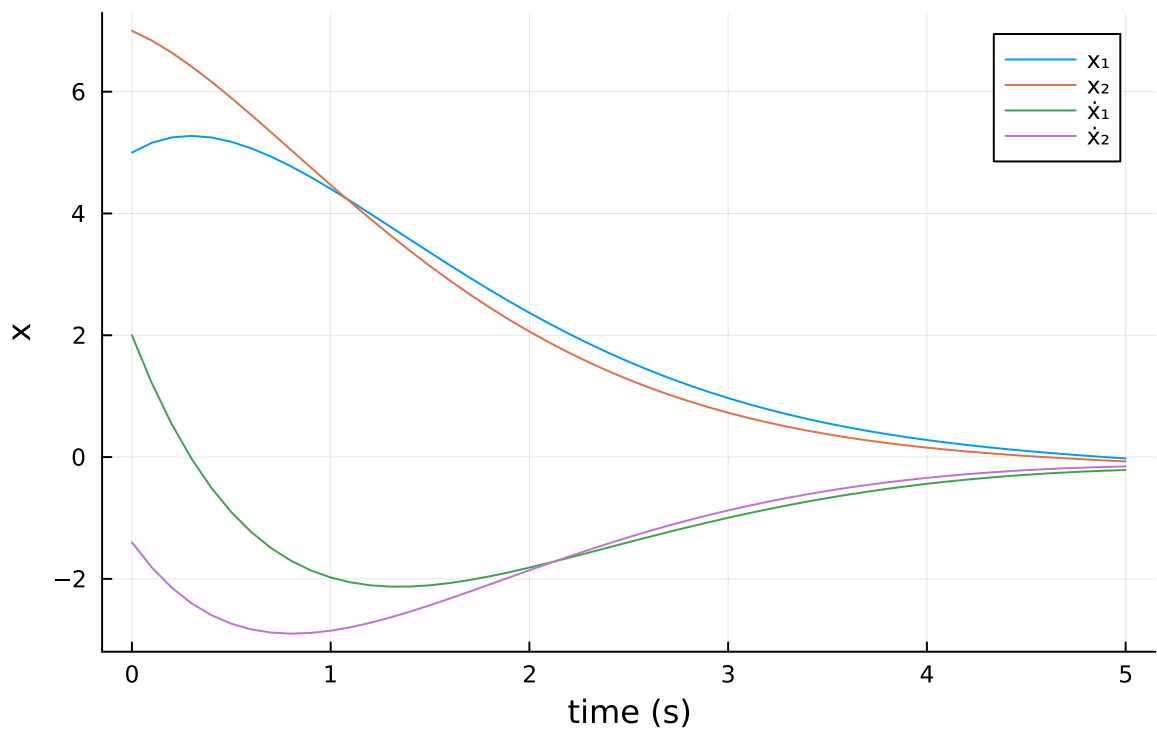
# plot state history
display(plot(t_vec,Xsim_m',label = ["x1" "x2" "ẋ1" "ẋ2"],
            title = "State History",
            xlabel = "time (s)", ylabel = "x"))

# plot trajectory in x1 x2 space
display(plot(Xsim_m[1,:],Xsim_m[2,:],
            title = "Trajectory in State Space",
            ylabel = "x2", xlabel = "x1", label = ""))
#-----plotting-----

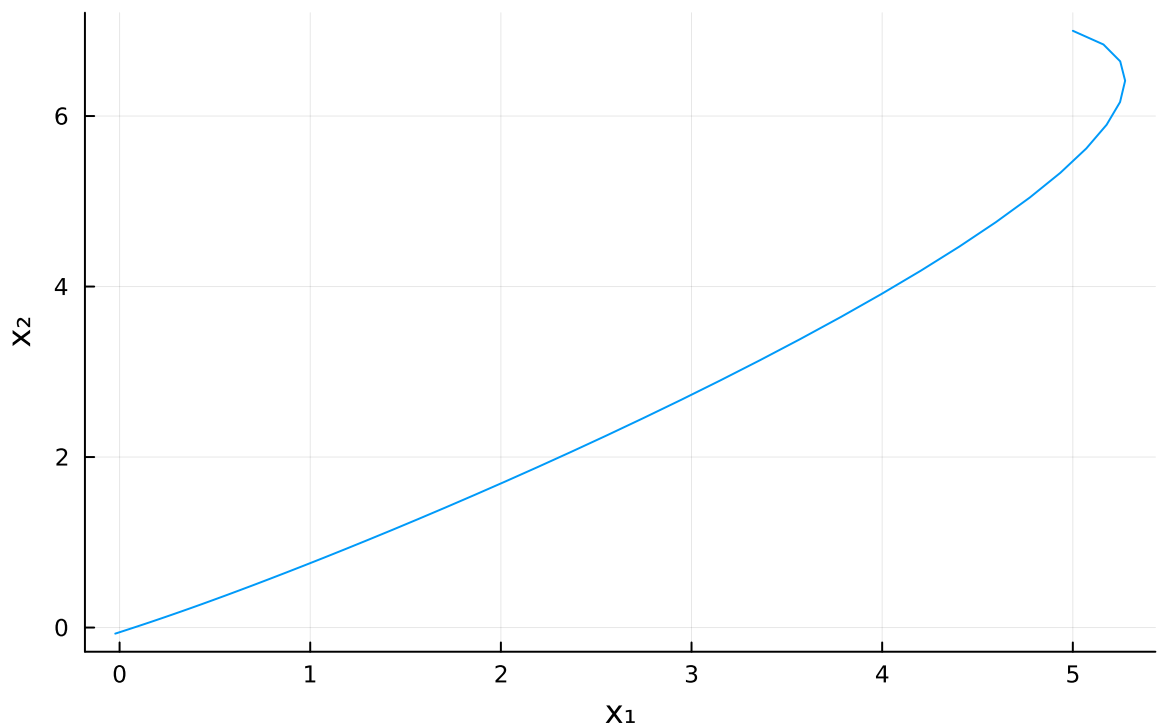
# tests
@test 1e-14 < maximum(norm.(Xsim .- Xcvx,Inf)) < 1e-3
@test isapprox(Ucvx[1], [-7.8532442316767, -4.127120137234], atol = 1e-3
@test isapprox(Xcvx[end], [-0.02285990, -0.07140241, -0.21259, -0.154029
@test 1e-14 < norm(Xcvx[end] - Xsim[end]) < 1e-3
end

```

State History



Trajectory in State Space



```
Xsim[end] = [-0.02285989592816077, -0.07140241008187058, -0.212595346775764
9, -0.15402994602198125]
```

Test Summary: | **Pass** **Total**

LQR via Convex.jl | 6 6

```
Test.DefaultTestSet("LQR via Convex.jl", Any[], 6, false, false)
```

Bellman's Principle of Optimality

Now we will test Bellman's Principle of optimality. This can be phrased in many different ways, but the main gist is that any section of an optimal trajectory must be optimal. Our original optimization problem was the above problem:

$$\min_{x_{1:N}, u_{1:N-1}} \sum_{i=1}^{N-1} \left[\frac{1}{2} x_i^T Q x_i + \frac{1}{2} u_i^T R u_i \right] + \frac{1}{2} x_N^T Q_f x_N \quad (7)$$

$$\text{st } x_1 = x_{IC} \quad (8)$$

$$x_{i+1} = A x_i + B u_i \quad \text{for } i = 1, 2, \dots, N-1 \quad (9)$$

which has a solution $x_{1:N}^*, u_{1:N-1}^*$. Now let's look at optimizing over a subsection of this trajectory. That means that instead of solving for $x_{1:N}, u_{1:N-1}$, we are now solving for $x_{L:N}, u_{L:N-1}$ for some new timestep $1 < L < N$. What we are going to do is take the initial condition from x_L^* from our original optimization problem, and setup a new optimization problem that optimizes over $x_{L:N}, u_{L:N-1}$:

$$\min_{x_{L:N}, u_{L:N-1}} \sum_{i=L}^{N-1} \left[\frac{1}{2} x_i^T Q x_i + \frac{1}{2} u_i^T R u_i \right] + \frac{1}{2} x_N^T Q_f x_N \quad (10)$$

$$\text{st } x_L = x_L^* \quad (11)$$

$$x_{i+1} = A x_i + B u_i \quad \text{for } i = L, L+1, \dots, N-1 \quad (12)$$

In [28]: @testset "Bellman's Principle of Optimality" begin

```
# problem setup
dt = 0.1
tf = 5.0
t_vec = 0:dt:tf
N = length(t_vec)
A,B = double_integrator_AB(dt)
nx,nu = size(B)
x0 = [5,7,2,-1.4] # initial condition
Q = diagm(ones(nx))
R = diagm(ones(nu))
Qf = 5*Q

# solve for X_{1:N}, U_{1:N-1} with convex optimization
Xcvx1,Ucvx1 = convex_trajopt(A,B,Q,R,Qf,N,x0; verbose = false)

# now let's solve a subsection of this trajectory
L = 18
N_2 = N - L + 1

# here is our updated initial condition from the first problem
x0_2 = Xcvx1[L]
Xcvx2,Ucvx2 = convex_trajopt(A,B,Q,R,Qf,N_2,x0_2; verbose = false)

# test if these trajectories match for the times they share
U_error = Ucvx1[L:end] .- Ucvx2
X_error = Xcvx1[L:end] .- Xcvx2
@test 1e-14 < maximum(norm.(U_error)) < 1e-3
@test 1e-14 < maximum(norm.(X_error)) < 1e-3
```



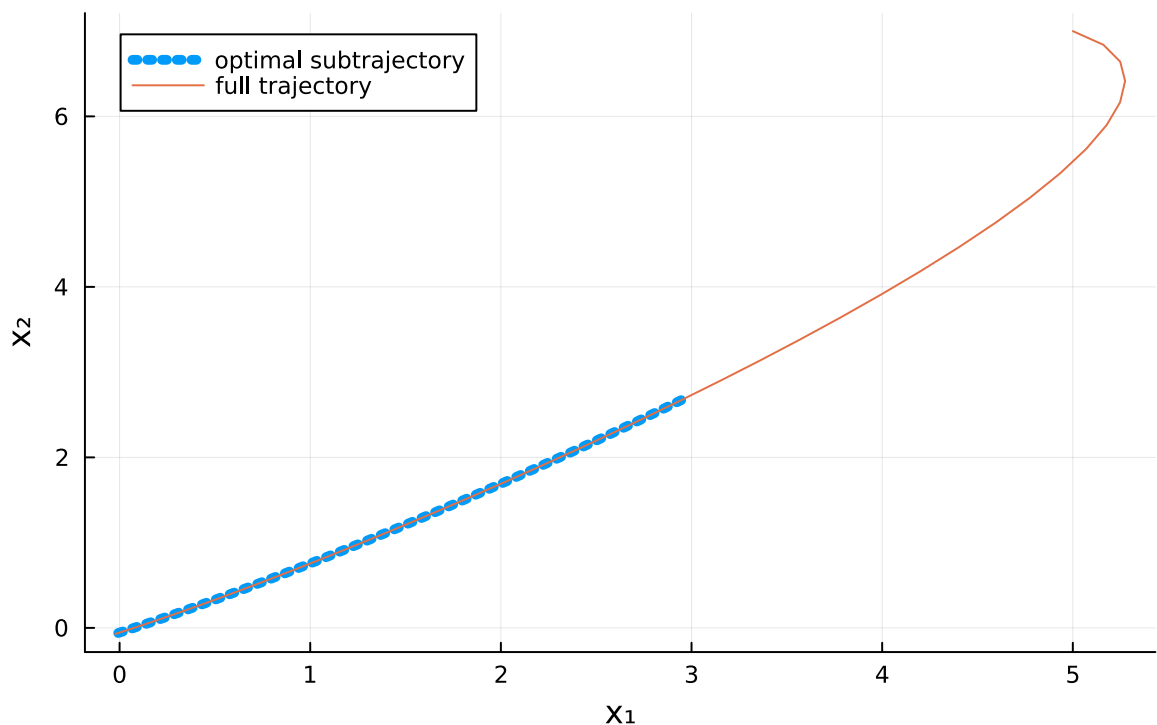
```

# -----plotting -----
X1m = mat_from_vec(Xcvx1)
X2m = mat_from_vec(Xcvx2)
plot(X2m[1,:],X2m[2,:], label = "optimal subtrajectory", lw = 5, ls = :d
display(plot!(X1m[1,:],X1m[2,:],
              title = "Trajectory in State Space",
              ylabel = "x2", xlabel = "x1", label = "full trajectory"))
# -----plotting -----

@test isapprox(Xcvx1[end], [-0.02285990, -0.07140241, -0.21259, -0.15402
@test 1e-14 < norm(Xcvx1[end] - Xcvx2[end],Inf) < 1e-3
end

```

Trajectory in State Space



Test Summary:

	Pass	Total
Bellman's Principle of Optimality	4	4

Test.DefaultTestSet("Bellman's Principle of Optimality", Any[], 4, false, false)

Part C: Finite-Horizon LQR via Ricatti (10 pts)

Now we are going to solve the original finite-horizon LQR problem:

$$\min_{x_{1:N}, u_{1:N-1}} \sum_{i=1}^{N-1} \left[\frac{1}{2} x_i^T Q x_i + \frac{1}{2} u_i^T R u_i \right] + \frac{1}{2} x_N^T Q_f x_N \quad (13)$$

$$\text{st } x_1 = x_{IC} \quad (14)$$

$$x_{i+1} = A x_i + B u_i \quad \text{for } i = 1, 2, \dots, N-1 \quad (15)$$

with a Ricatti recursion instead of convex optimization. We describe our optimal cost-to-go function (aka the Value function) as the following:

$$V_k(x) = \frac{1}{2} x^T P_k x$$

.

```
In [31]: """
use the Ricatti recursion to calculate the cost to go quadratic matrix P and
optimal control gain K at every time step. Return these as a vector of matrices
where P_k = P[k], and K_k = K[k]
"""

function fhlqr(A::Matrix, # A matrix
              B::Matrix, # B matrix
              Q::Matrix, # cost weight
              R::Matrix, # cost weight
              Qf::Matrix, # term cost weight
              N::Int64, # horizon size
              )::Tuple{Vector{Matrix{Float64}}, Vector{Matrix{Float64}}} #

    # check sizes of everything
    nx, nu = size(B)
    @assert size(A) == (nx, nx)
    @assert size(Q) == (nx, nx)
    @assert size(R) == (nu, nu)
    @assert size(Qf) == (nx, nx)

    # instantiate S and K
    P = [zeros(nx, nx) for i = 1:N]
    K = [zeros(nu, nx) for i = 1:N-1]

    # initialize S[N] with Qf
    P[N] = deepcopy(Qf)

    # Ricatti
    for k = (N-1):-1:1 #Ricatti is calculated backwards in time
        # TODO
        K[k] .= (R+B'*P[k+1]*B)\(B'*P[k+1]*A)
        P[k] .= Q+(A'*P[k+1]*(A-B*K[k]))
    end

    return P, K
end
```

fhlqr

```
In [32]: @testset "Convex trajopt vs LQR" begin

    # problem stuff
    dt = 0.1
    tf = 5.0
    t_vec = 0:dt:tf
    N = length(t_vec)
    A, B = double_integrator_AB(dt)
```

```

nx,nu = size(B)
x0 = [5,7,2,-1.4] # initial condition
Q = diagm(ones(nx))
R = diagm(ones(nu))
Qf = 5*Q

# solve for  $X_{1:N}$ ,  $U_{1:N-1}$  with convex optimization
Xcvx,Ucvx = convex_trajopt(A,B,Q,R,Qf,N,x0; verbose = false)
P, K = fhlqr(A,B,Q,R,Qf,N)
# now let's simulate using Ucvx
Xsim_cvx = [zeros(nx) for i = 1:N]
Xsim_cvx[1] = 1*x0
Xsim_lqr = [zeros(nx) for i = 1:N]
Xsim_lqr[1] = 1*x0
for i = 1:N-1
    # simulate cvx control
    Xsim_cvx[i+1] = A*Xsim_cvx[i] + B*Ucvx[i]

    # TODO: use your FHLQR control gains K to calculate u_lqr
    # simulate lqr control
    u_lqr = -K[i]*Xsim_lqr[i]
    Xsim_lqr[i+1] = A*Xsim_lqr[i] + B*u_lqr
end

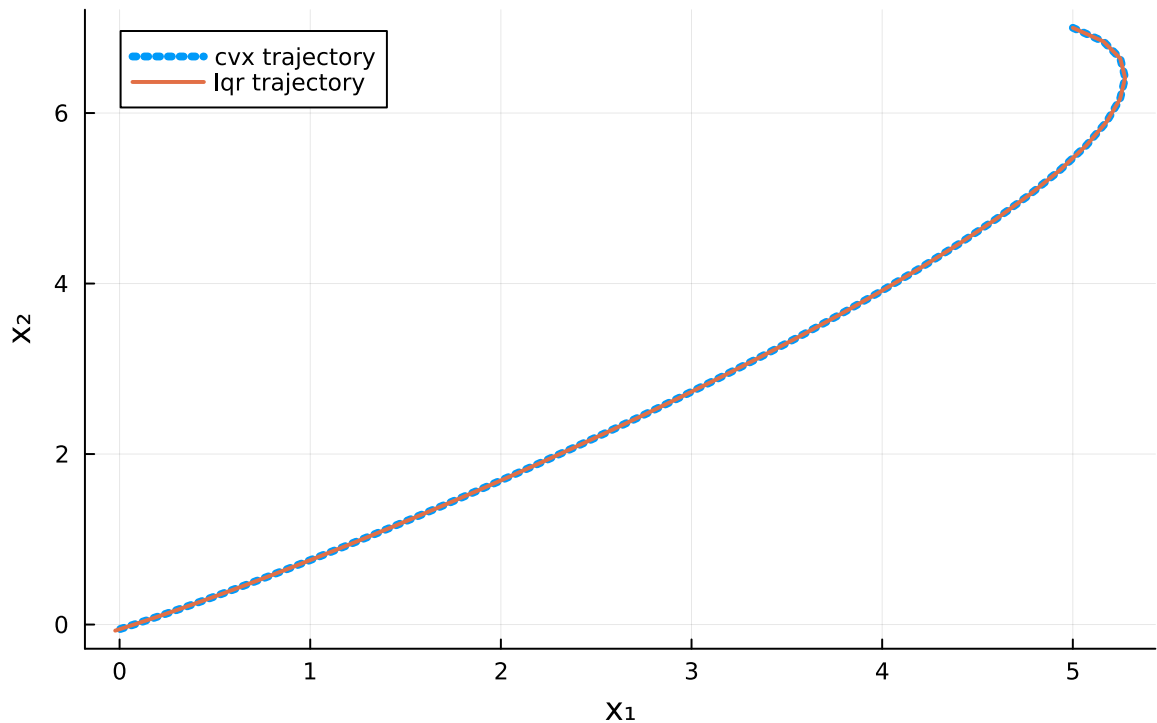
@test isapprox(Xsim_lqr[end], [-0.02286201, -0.0714058, -0.21259, -0.154
@test 1e-13 < norm(Xsim_lqr[end] - Xsim_cvx[end]) < 1e-3
@test 1e-13 < maximum(norm.(Xsim_lqr - Xsim_cvx)) < 1e-3

# -----plotting-----
X1m = mat_from_vec(Xsim_cvx)
X2m = mat_from_vec(Xsim_lqr)
# plot trajectory in x1 x2 space
plot(X1m[1,:],X1m[2:], label = "cvx trajectory", lw = 4, ls = :dot)
display(plot!(X2m[1,:],X2m[2:],
              title = "Trajectory in State Space",
              ylabel = "x2", xlabel = "x1", lw = 2, label = "lqr trajectory")
# -----plotting-----

end

```

Trajectory in State Space



Test Summary:

	Pass	Total
Convex trajopt vs LQR	3	3

Test.DefaultTestSet("Convex trajopt vs LQR", Any[], 3, false, false)

To emphasize that these two methods for solving the optimization problem result in the same solutions, we are now going to sample initial conditions and run both solutions. You will have to fill in your LQR policy again.

```
In [35]: import Random
Random.seed!(1)
@testset "Convex trajopt vs LQR" begin

    # problem stuff
    dt = 0.1
    tf = 5.0
    t_vec = 0:dt:tf
    N = length(t_vec)
    A,B = double_integrator_AB(dt)
    nx,nu = size(B)
    Q = diagm(ones(nx))
    R = diagm(ones(nu))
    Qf = 5*Q

    plot()
    for ic_iter = 1:20
        x0 = [5*randn(2); 1*randn(2)]
        # solve for X_{1:N}, U_{1:N-1} with convex optimization
        Xcvx,Ucvx = convex_trajopt(A,B,Q,R,Qf,N,x0; verbose = false)
        P, K = fhlqr(A,B,Q,R,Qf,N)
        Xsim_cvx = [zeros(nx) for i = 1:N]
```

```

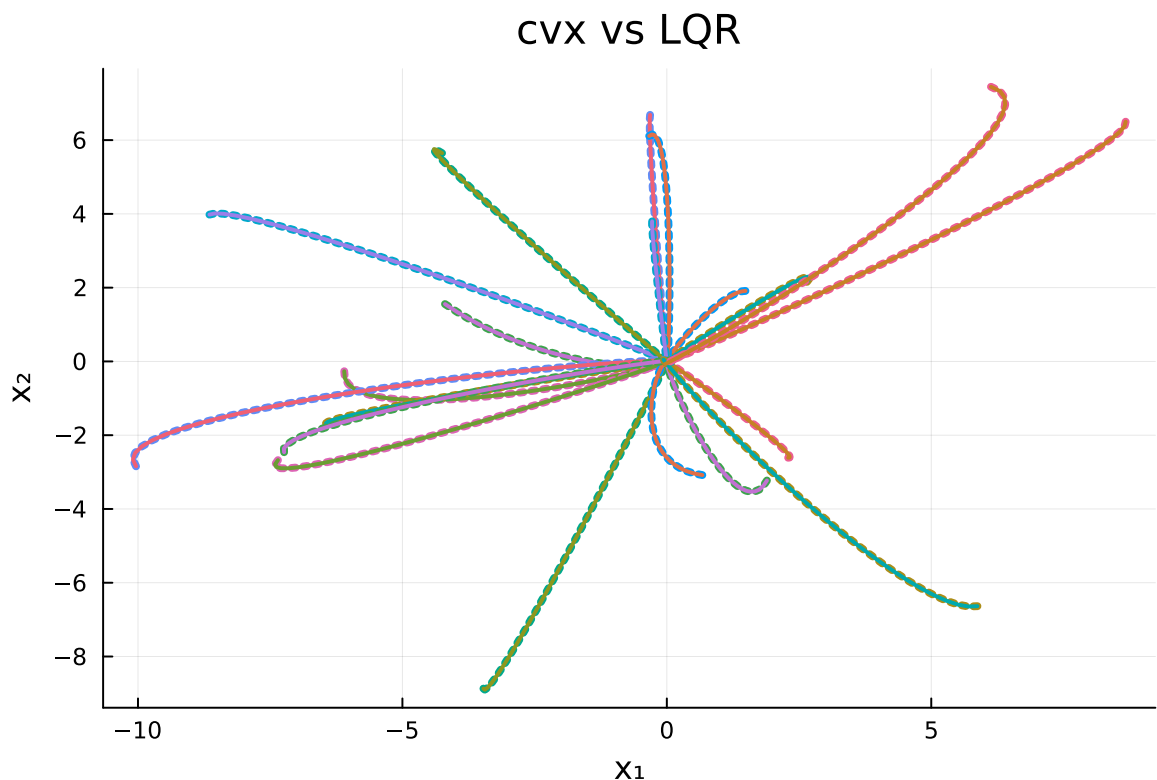
Xsim_cvx[1] = 1*x0
Xsim_lqr = [zeros(nx) for i = 1:N]
Xsim_lqr[1] = 1*x0
for i = 1:N-1
    # simulate cvx control
    Xsim_cvx[i+1] = A*Xsim_cvx[i] + B*Ucvx[i]

    # TODO: use your FHLQR control gains K to calculate u_lqr
    # simulate lqr control
    u_lqr = -K[i]*Xsim_lqr[i]
    Xsim_lqr[i+1] = A*Xsim_lqr[i] + B*u_lqr
end

@test 1e-13 < norm(Xsim_lqr[end] - Xsim_cvx[end]) < 1e-3
@test 1e-13 < maximum(norm.(Xsim_lqr - Xsim_cvx)) < 1e-3

# -----plotting-----
X1m = mat_from_vec(Xsim_cvx)
X2m = mat_from_vec(Xsim_lqr)
plot!(X2m[1,:],X2m[2,:], label = "", lw = 4, ls = :dot)
plot!(X1m[1,:],X1m[2,:], label = "", lw = 2)
end
display(plot!(title = "cvx vs LQR", ylabel = "x2", xlabel = "x1"))
end

```



Test Summary:

	Pass	Total
Convex trajopt vs LQR	40	40

Test.DefaultTestSet("Convex trajopt vs LQR", Any[], 40, false, false)

Part D: Why LQR is so great (10 pts)

Now we are going to emphasize two reasons why the feedback policy from LQR is so useful:

1. It is robust to noise and model uncertainty (the Convex approach would require re-solving of the problem every time the new state differs from the expected state (this is MPC, more on this in Q3))
2. We can drive to any achievable goal state with $u = -K(x - x_{goal})$

First we are going to look at a simulation with the following white noise:

$$x_{k+1} = Ax_k + Bu_k + \text{noise}$$

Where $\text{noise} \sim \mathcal{N}(0, \Sigma)$.

```
In [36]: @testset "Why LQR is great reason 1" begin

    # problem stuff
    dt = 0.1
    tf = 7.0
    t_vec = 0:dt:tf
    N = length(t_vec)
    A,B = double_integrator_AB(dt)
    nx,nu = size(B)
    x0 = [5,7,2,-1.4] # initial condition
    Q = diagm(ones(nx))
    R = diagm(ones(nu))
    Qf = 10*Q

    # solve for  $X_{\{1:N\}}$ ,  $U_{\{1:N-1\}}$  with convex optimization
    Xcvx,Ucvx = convex_trajopt(A,B,Q,R,Qf,N,x0; verbose = false)
    P, K = fhlqr(A,B,Q,R,Qf,N)
    # now let's simulate using Ucvx
    Xsim_cvx = [zeros(nx) for i = 1:N]
    Xsim_cvx[1] = 1*x0
    Xsim_lqr = [zeros(nx) for i = 1:N]
    Xsim_lqr[1] = 1*x0
    for i = 1:N-1
        # sampled noise to be added after each step
        noise = [.005*randn(2);.1*randn(2)]

        # simulate cvx control
        Xsim_cvx[i+1] = A*Xsim_cvx[i] + B*Ucvx[i] + noise

        # TODO: use your FHLQR control gains K to calculate u_lqr
        # simulate lqr control
        u_lqr = -K[i]*Xsim_lqr[i]
        Xsim_lqr[i+1] = A*Xsim_lqr[i] + B*u_lqr + noise
    end

    # make sure our LQR achieved the goal
    @test norm(Xsim_cvx[end]) > norm(Xsim_lqr[end])
    @test norm(Xsim_lqr[end]) < .7
    @test norm(Xsim_cvx[end]) > 2.0
```

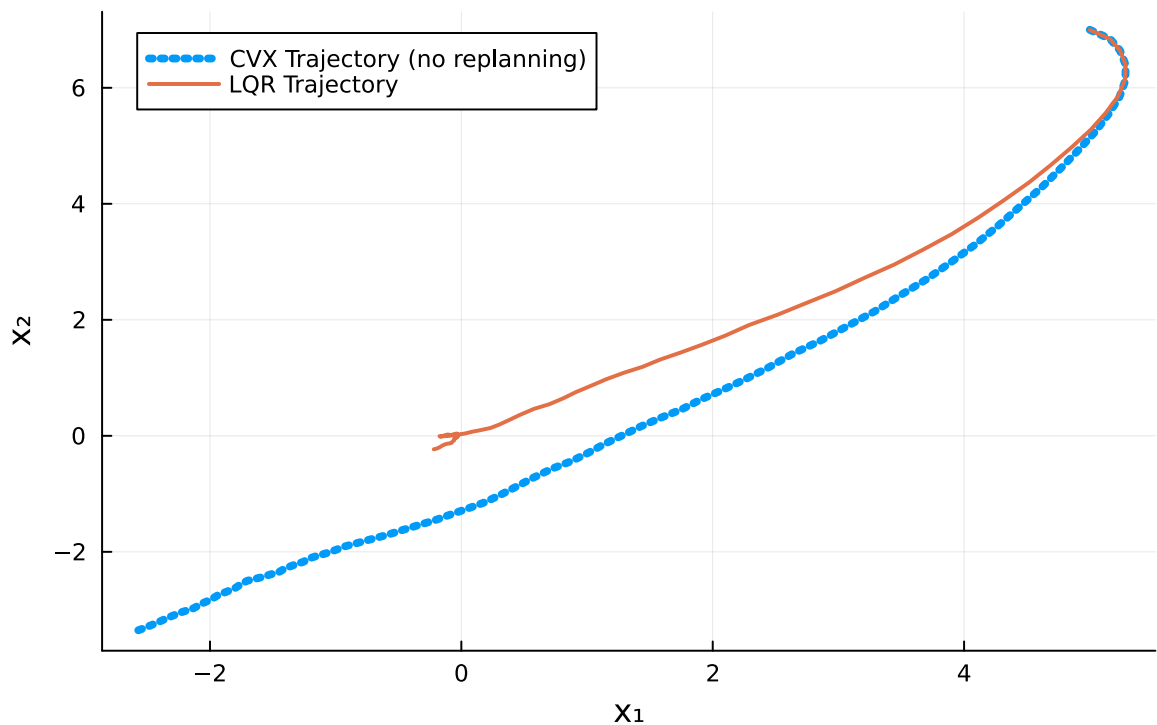
```

# -----plotting-----
X1m = mat_from_vec(Xsim_cvx)
X2m = mat_from_vec(Xsim_lqr)
# plot trajectory in x1 x2 space
plot(X1m[1,:],X1m[2,:], label = "CVX Trajectory (no replanning)", lw = 4
display(plot!(X2m[1,:],X2m[2,:],
              title = "Trajectory in State Space (Noisy Dynamics)",
              ylabel = "x2", xlabel = "x1", lw = 2, label = "LQR Trajectory
ecvx = [norm(x[1:2]) for x in Xsim_cvx]
elqr = [norm(x[1:2]) for x in Xsim_lqr]
plot(t_vec, elqr, label = "LQR Trajectory",ylabel = "|x - xgoal|",
      xlabel = "time (s)", title = "Error for CVX vs LQR (Noisy Dynamics)
display(plot!(t_vec, ecvx, label = "CVX Trajectory (no replanning)"))
# -----plotting-----

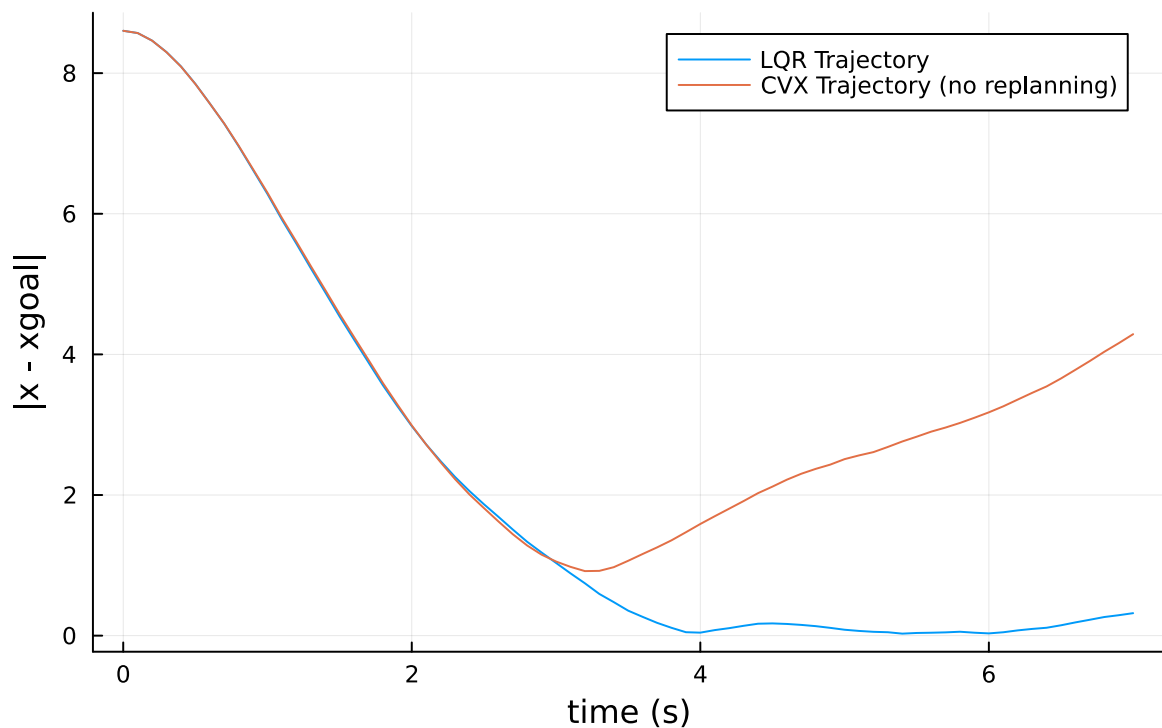
```

end

Trajectory in State Space (Noisy Dynamics)



Error for CVX vs LQR (Noisy Dynamics)



Test Summary: | Pass Total
 Why LQR is great reason 1 | 3 3
 Test.DefaultTestSet("Why LQR is great reason 1", Any[], 3, false, false)

In [38]: @testset "Why LQR is great reason 2" begin

```
# problem stuff
dt = 0.1
tf = 20.0
t_vec = 0:dt:tf
N = length(t_vec)
A,B = double_integrator_AB(dt)
nx,nu = size(B)
x0 = [5,7,2,-1.4] # initial condition
Q = diagm(ones(nx))
R = diagm(ones(nu))
Qf = 10*Q

P, K = fhlqr(A,B,Q,R,Qf,N)

# TODO: specify a goal state with 0 velocity within a 5m radius of 0
xgoal = [-3.5,-3.5,0,0]
@test norm(xgoal[1:2]) < 5
@test norm(xgoal[3:4]) < 1e-13 # ensure 0 velocity

Xsim_lqr = [zeros(nx) for i = 1:N]
Xsim_lqr[1] = 1*x0

for i = 1:N-1
    # TODO: use your FHLQR control gains K to calculate u_lqr
    # simulate lqr control
    u_lqr = -K[i]*(Xsim_lqr[i] - xgoal)
```



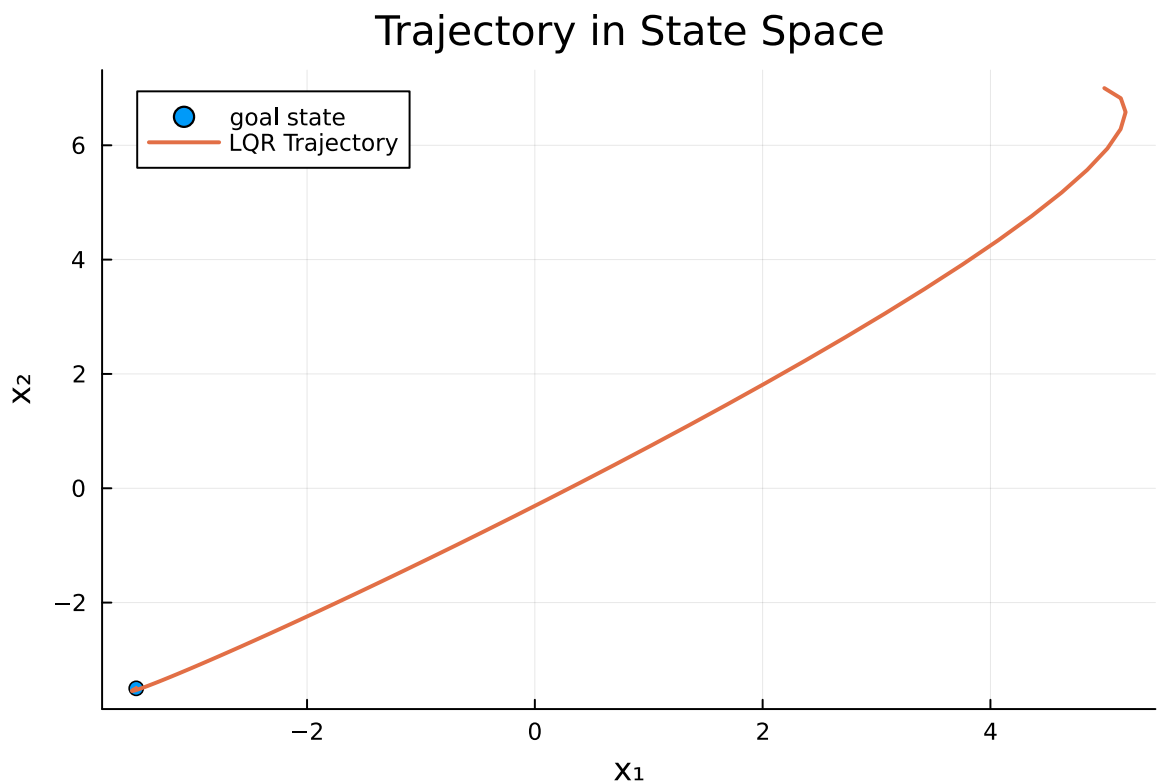
```

        Xsim_lqr[i+1] = A*Xsim_lqr[i] + B*u_lqr
    end

    @test norm(Xsim_lqr[end][1:2] - xgoal[1:2]) < .1

    # -----plotting-----
    Xm = mat_from_vec(Xsim_lqr)
    plot(xgoal[1:1],xgoal[2:2],seriestype = :scatter, label = "goal state")
    display(plot!(Xm[1,:],Xm[2,:],
                  title = "Trajectory in State Space",
                  ylabel = "x2", xlabel = "x1", lw = 2, label = "LQR Trajectory")
end

```



Test Summary:

	Pass	Total
Why LQR is great reason 2	3	3

Test.DefaultTestSet("Why LQR is great reason 2", Any[], 3, false, false)

Part E: Infinite-horizon LQR (10 pts)

Up until this point, we have looked at finite-horizon LQR which only considers a finite number of timesteps in our trajectory. When this problem is solved with a Ricatti recursion, there is a new feedback gain matrix K_k for each timestep. As the length of the trajectory increases, the first feedback gain matrix K_1 will begin to converge on what we call the "infinite-horizon LQR gain". This is the value that K_1 converges to as $N \rightarrow \infty$.

Below, we will plot the values of P and K throughout the horizon and observe this convergence.

```

In [39]: # half vectorization of a matrix
function vech(A)
    return A[tril(trues(size(A)))]
end
@testset "P and K time analysis" begin

    # problem stuff
    dt = 0.1
    tf = 10.0
    t_vec = 0:dt:tf
    N = length(t_vec)
    A,B = double_integrator_AB(dt)
    nx,nu = size(B)

    # cost terms
    Q = diagm(ones(nx))
    R = .5*diagm(ones(nu))
    Qf = randn(nx,nx); Qf = Qf'*Qf + I;

    P, K = fhlqr(A,B,Q,R,Qf,N)

    Pm = hcat(vech.(P)...)
    Km = hcat(vec.(K)...)

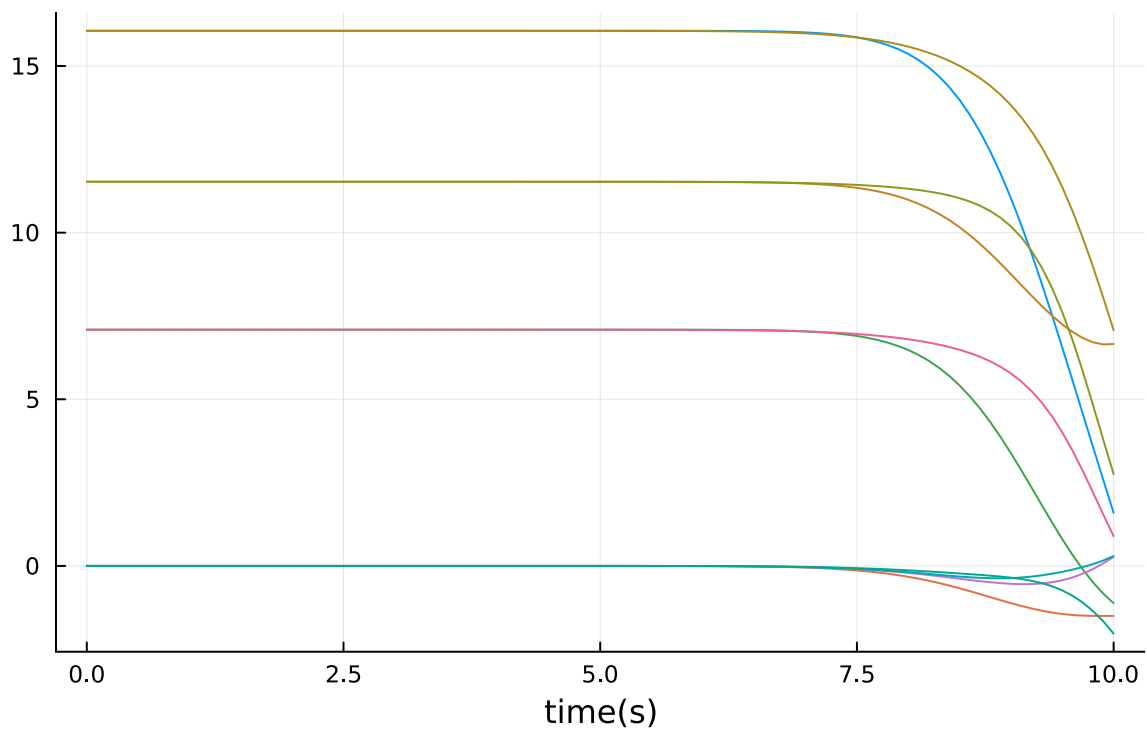
    # make sure these things converged
    @test 1e-13 < norm(P[1] - P[2]) < 1e-3
    @test 1e-13 < norm(K[1] - K[2]) < 1e-3

    display(plot(t_vec, Pm', label = "", title = "Cost-to-go Matrix (P)", xla
    display(plot(t_vec[1:end-1], Km', label = "", title = "Gain Matrix (K)",

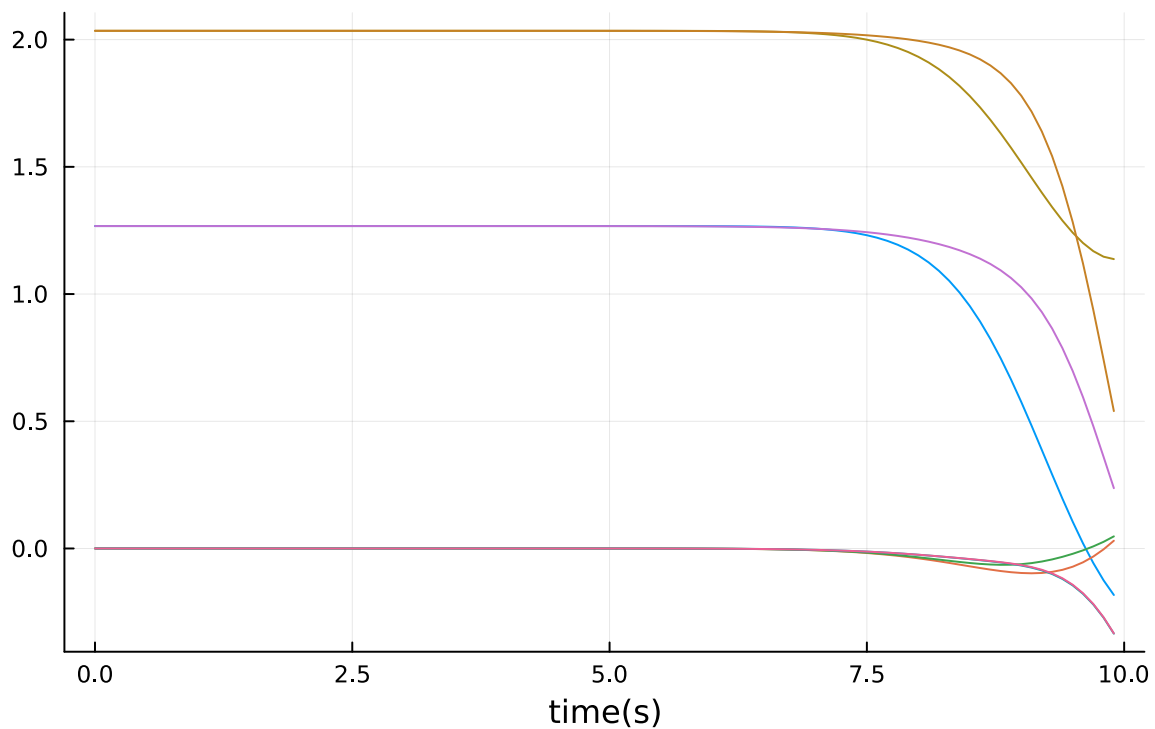
end

```

Cost-to-go Matrix (P)



Gain Matrix (K)



Test Summary: | **Pass** **Total**

P and K time analysis | **2** **2**

Test.DefaultTestSet("P and K time analysis", Any[], 2, false, false)

Complete this infinite horizon LQR function where you do a Ricatti recursion until the cost to go matrix P converges:

$$\|P_k - P_{k+1}\| \leq \text{tol}$$

And return the steady state P and K .

```
In [46]: """
P,K = ihlqr(A,B,Q,R)

TODO: complete this infinite horizon LQR function where
you do the ricatti recursion until the cost to go matrix
P converges to a steady value  $|P_k - P_{k+1}| \leq \text{tol}$ 
"""

function ihlqr(A::Matrix,      # vector of A matrices
               B::Matrix,      # vector of B matrices
               Q::Matrix,      # cost matrix Q
               R::Matrix;      # cost matrix R
               max_iter = 1000, # max iterations for Ricatti
               tol = 1e-5       # convergence tolerance
               )::Tuple{Matrix, Matrix} # return two matrices

    # get size of x and u from B
    nx, nu = size(B)

    # initialize S with Q
    P = deepcopy(Q)
    K = [zeros(nu,nx) for i = 1:max_iter-1]

    # Ricatti
    for ricatti_iter = 1:max_iter
        # k = ricatti_iter
        P_ = deepcopy(P)

        K = (R+B'*P*B)\(B'*P*A)
        P = Q+(A'*P*(A-B*K))

        if (norm(P-P_) <= tol)
            return P,K
        end
    end
    error("ihlqr did not converge")
end

@testset "ihlqr test" begin
    # problem stuff
    dt = 0.1
    A,B = double_integrator_AB(dt)
    nx,nu = size(B)

    # we're just going to modify the system a little bit
    # so the following graphs are still interesting

    Q = diagm(ones(nx))
    R = .5*diagm(ones(nu))
    P, K = ihlqr(A,B,Q,R)

    # check this P is in fact a solution to the Ricatti equation
    @test typeof(P) == Matrix{Float64}
    @test typeof(K) == Matrix{Float64}
    @test 1e-13 < norm(Q + K'*R*K + (A - B*K)'*P*(A - B*K) - P) < 1e-3
end
```

```
end
```

Test Summary: | Pass Total

ihlqr test | 3 3

```
Test.DefaultTestSet("ihlqr test", Any[], 3, false, false)
```

Part F (5 pts): One sentence short answer

1. What is the difference between stage cost and terminal cost?

The stage cost represents the cost that is incurred with each time step whereas the terminal cost represents the cost at the final time step.

2. What is a terminal cost trying to capture? (think about dynamic programming)

The terminal cost captures the final state desired in dynamic programming i.e. whatever the long-term goal is.

3. In order to build an LQR controller for a linear system, do we need to know the initial state x_0 ?

No, LQR controllers don't need knowledge of the initial state.

4. If a linear system is uncontrollable, will the finite-horizon LQR convex optimization problem have a solution?

No, there will be no solution.