Project Koopman Update

Tom Lu

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Minimum energy budget method

For assessing following system's closed-loop control performance:

$$\dot{\mathbf{x}} = A\mathbf{x} + B\mathbf{u} \tag{1}$$

$$\mathbf{u} = K\mathbf{x} \tag{2}$$

• Where $K = -\lambda^{-1}B^TP$ and P be the solution to the Riccati equation:

$$A^T P + PA - \lambda^{-1} PBB^T P + Q = 0$$
 (3)

Theoretical total controller input

We can show that the average total controller input is:

$$\int \langle \mathbf{u}^T \mathbf{u} \rangle_{\mathbf{x}_0} dt = \frac{1}{\lambda} \operatorname{Tr}(P - M) \tag{4}$$

where M is the solution through the Lyapunov equation:

$$(A+K)M + M(A+K)^{T} + I = 0$$
 (5)

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Supplementary: Minimum energy budget method derivation

Begin by writing the closed-loop dynamics as:

$$\mathbf{x}(t) = e^{t(A+BK)}\mathbf{x}_0 \tag{6}$$

Note that the total cost is the trace of Riccati equation solution:

$$C = \int_0^\infty \mathbf{x}^T \mathbf{x} + \lambda \mathbf{u}^T \mathbf{u} = \text{Tr}(P)$$
 (7)

• The controller cost can therefore be written as:

$$\int_0^\infty \mathbf{u}^T \mathbf{u} = \frac{1}{\lambda} \left(\text{Tr}(P) - \int_0^\infty \mathbf{x}^T \mathbf{x} \right)$$
 (8)

• Expanding $\int_0^\infty \mathbf{x}^T \mathbf{x}$:

$$\int_0^\infty \mathbf{x}^T \mathbf{x} = \int_0^\infty \mathsf{Tr}(\mathbf{x} \mathbf{x}^T) \tag{9}$$

$$= \operatorname{Tr}\left(\int_{0}^{\infty} e^{t(A+BK)} \mathbf{x}_{0} \mathbf{x}_{0}^{T} e^{t(A+BK)^{T}} dt\right)$$
 (10)

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Supplementary: Minimum energy budget method derivation

• As we average over all initial conditions, $\langle \mathbf{x}_0 \mathbf{x}_0^T = I \rangle$:

$$\int_{0}^{\infty} \langle \mathbf{x}^{T} \mathbf{x} \rangle_{\mathbf{x}_{0}} = \operatorname{Tr} \left(\int_{0}^{\infty} e^{t(A+BK)} e^{t(A+BK)^{T}} dt \right) = \operatorname{Tr}(M)$$
 (11)

• Where *M* is the solution to the Lyapunov equation:

$$(A + BK)M + M(A + BK)^{T} + I = 0$$
 (12)

• Finally, substituting in equation 8:

$$\int_0^\infty \langle \mathbf{u}^T \mathbf{u} \rangle_{\mathbf{x}_0} = \frac{1}{\lambda} \operatorname{Tr}(P - M) \tag{13}$$

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Minimum energy budget method

- Problem therefore becomes a root-finding problem, i.e. iteratively searching for $\int \mathbf{u}\mathbf{u}^T dt = \gamma$
- Does this method apply to *DENIS*? Where:

$$\dot{\mathbf{x}} = A(\mathbf{x}_0)\mathbf{x} + B\mathbf{u} \tag{14}$$

Do equations 3 and 12 become:

$$\langle A^{\mathsf{T}}\rangle_{\mathbf{x_0}}P + P\langle A\rangle_{\mathbf{x_0}} - \lambda^{-1}PBB^{\mathsf{T}}P + Q = 0 \tag{15}$$

$$(\langle A \rangle_{\mathbf{x}_0} + BK)M + M(\langle A \rangle_{\mathbf{x}_0} + BK)^T + I = 0$$
 (16)

- Is this equivalent to getting a λ for each x₀, simulate, then plot the average of ∫ x^Txdt?
- What happens to the analysis when we have:

$$\mathbf{u} = K(\mathbf{x} - \mathbf{x}_{\mathsf{ref}}) \tag{17}$$

Now we have:

$$\mathbf{x}(t) = \mathbf{x}_0 e^{t(A+BK)} + (I - e^{t(A+BK)})(A+BK)^{-1}BK\mathbf{x}_{ref}$$
 (18)

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Minimum energy budget method

Recall that:

$$A(\mathbf{x}_0)^T P + PA(\mathbf{x}_0) - \lambda^{-1} PBB^T P + Q = 0$$
 (19)

- One problem is in obtaining $\langle P \rangle_{\mathbf{x}_0}$, we can either solve with $\langle A \rangle_{\mathbf{x}_0}$ directly, or we can average over multiple solutions of $P(\mathbf{x}_0)$. Should these two methods should be equal to each other?
- Empirically, they are:

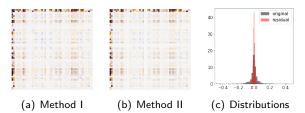


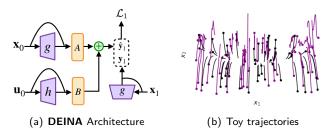
Figure: Methods to calculate $\langle P \rangle_{x_0}$



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Toy example derivation

- From experience, *DEINA* has been a lot harder to train
- Let's start from a toy system for which we know the Koopman eigenfunctions, and see whether DEINA can discover them correctly
- Recap on **DEINA** architecture:



We choose the modified toy system (purple is driven):

$$\mathsf{x}_1 = \mu \mathsf{x}_1 \tag{20}$$

$$x_2 = \lambda(x_2 - x_1^2) + u^2 \tag{21}$$

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Toy example derivation

• Denote the input vector as $\mathbf{u} = [0, u]^T$, we can show the **continuous** Koopman transform of this system is:

$$\dot{\mathbf{y}} = \begin{bmatrix} \mu & 0 & 0 \\ 0 & \lambda & -\lambda \\ 0 & 0 & 2\mu \end{bmatrix} \mathbf{y} + \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} \mathbf{u} \\ u^2 \end{bmatrix}$$
 (22)

$$\dot{\mathbf{y}} = A\mathbf{y} + B\tilde{\mathbf{u}} \tag{23}$$

• Where $\mathbf{y} = [x_1, x_2, x_1^2]^T$. Using Euler approximation, equation 23 can be written in discrete-form as:

$$\mathbf{y}_{k+1} = (A\delta t + I)\mathbf{y}_k + B\delta t\tilde{\mathbf{u}}_k$$

$$= \tilde{A}\mathbf{y}_k + \tilde{B}\tilde{\mathbf{u}}_k$$
(24)

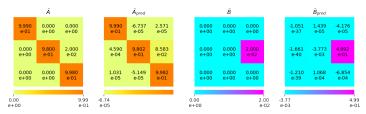
$$= \tilde{A}\mathbf{y}_k + \tilde{B}\tilde{\mathbf{u}}_k \tag{25}$$

• Which means, *DEINA* only needs to learn the \tilde{A} , \tilde{B} matricies, **jointly** with the transformations $g(\mathbf{x}) = x_1^2$ and $h(\mathbf{u}) = u^2$

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Toy example results

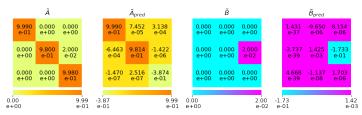
- We train a **simple** network, where both encoders g() and h() have 2 small hidden-layers, i.e. their architecture is [2, 50, 50, 1]. Together with 18 total parameters for \tilde{A} and \tilde{B} .
- This is hardly 1000 parameters, can we get **perfect** reconstruction?
- Sometimes, but it is very difficult!
- Example of near-perfect results $(\mathcal{L} = 1e 5)$:



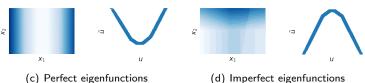
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Toy example results

It is however, a lot more common for the model to be stuck at local minima ($\mathcal{L} = 6e - 4$):



• Compare the **learnt** perfect and imperfect reconstructions:



(c) Perfect eigenfunctions

Toy example results

- We see just from the toy example, with less than 1000 parameters, local minima's loss is an order greater than the global minima
- In fact, the "perfect" reconstruction is trained over 800 epochs, and many initializations
- Hypothesis: there is a "race" between learning the eigenfunctions and the Koopman matrix, the Koopman matrix is further downstream, therefore gets "fixed" relatively easily
- Potential solution: variable per layer learning rates?
- **TODO**: Keep on investigating control performance analysis, better way to train *DEINA*. *DEINA* clearly has the potential to learn input non-affine systems, it is just a harder network to train.