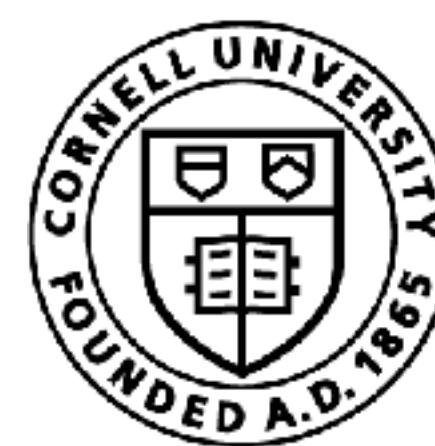


# Solving Continuous MDPs: The Linear Quadratic Regulator (LQR)

Sanjiban Choudhury



Cornell Bowers CIS  
**Computer Science**

# The Big Picture

Case 1: Known MDP

Planning!

Case 2: Unknown MDP, requires feedback from environment

Reinforcement Learning!

Case 3: Unknown MDP, requires feedback from expert

Imitation Learning!

# The Big Picture

Case 1: Known MDP

Planning!

Case 2: Unknown MDP, requires feedback from environment

Reinforcement Learning!

*We explored this a bit ...*

Case 3: Unknown MDP, requires feedback from expert

Imitation Learning!

# The Big Picture

Case 1: Known MDP  
Planning!

*Now let's go  
deeper here!*

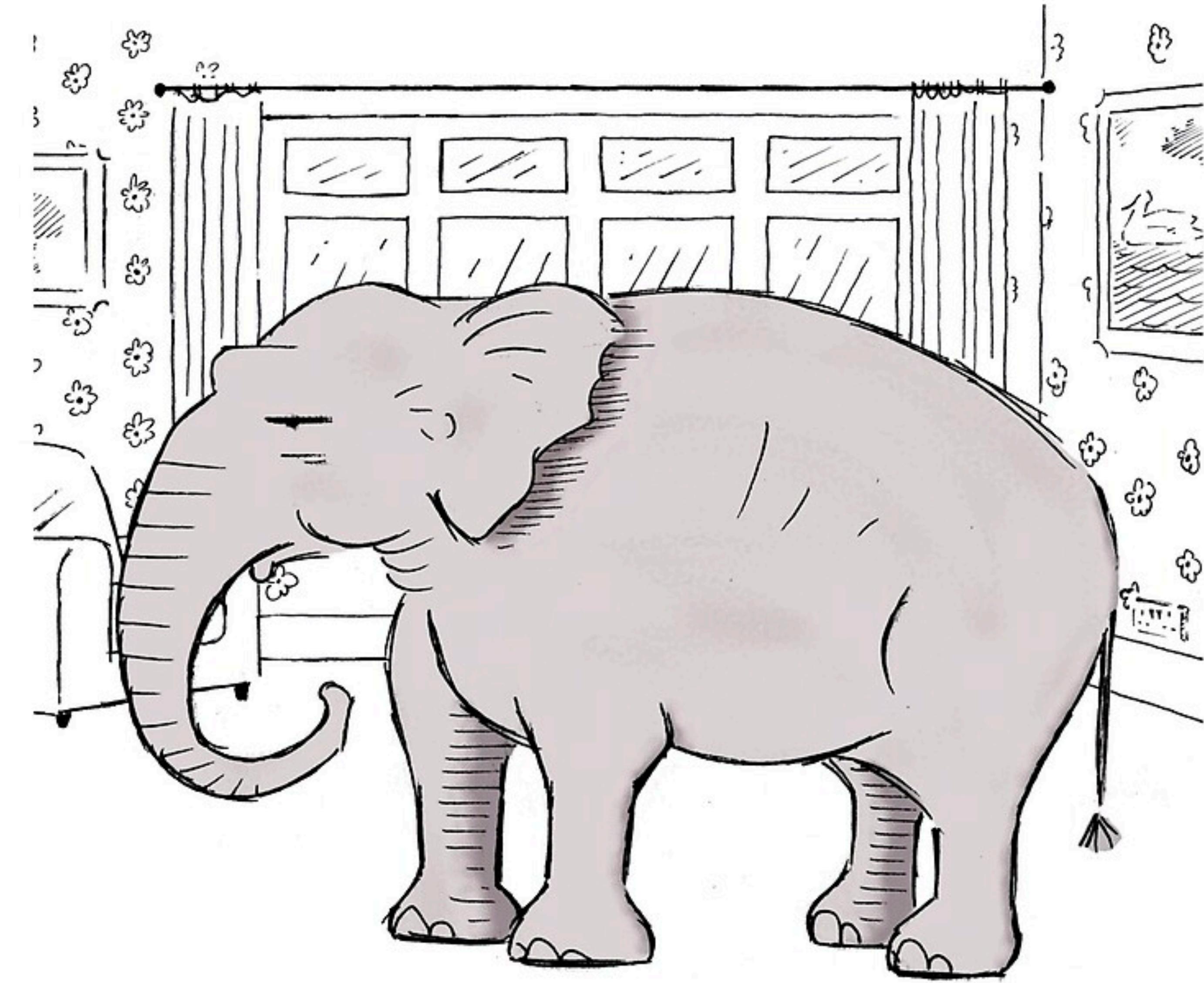
Case 2: Unknown MDP, requires feedback from environment  
Reinforcement Learning!

Case 3: Unknown MDP, requires feedback from expert  
Imitation Learning!

RL  
=

Learn model  
+

Plan with model



*"Just pretend I'm not here..."*

# Model-based Planning

Step 0: Build a robot

Step 1: Collect data of your robot doing stuff in the world

Step 2: Use data to learn a dynamics model for your robot

Step 3: Plan with the model to compute an optimal policy

# Today's Challenge!

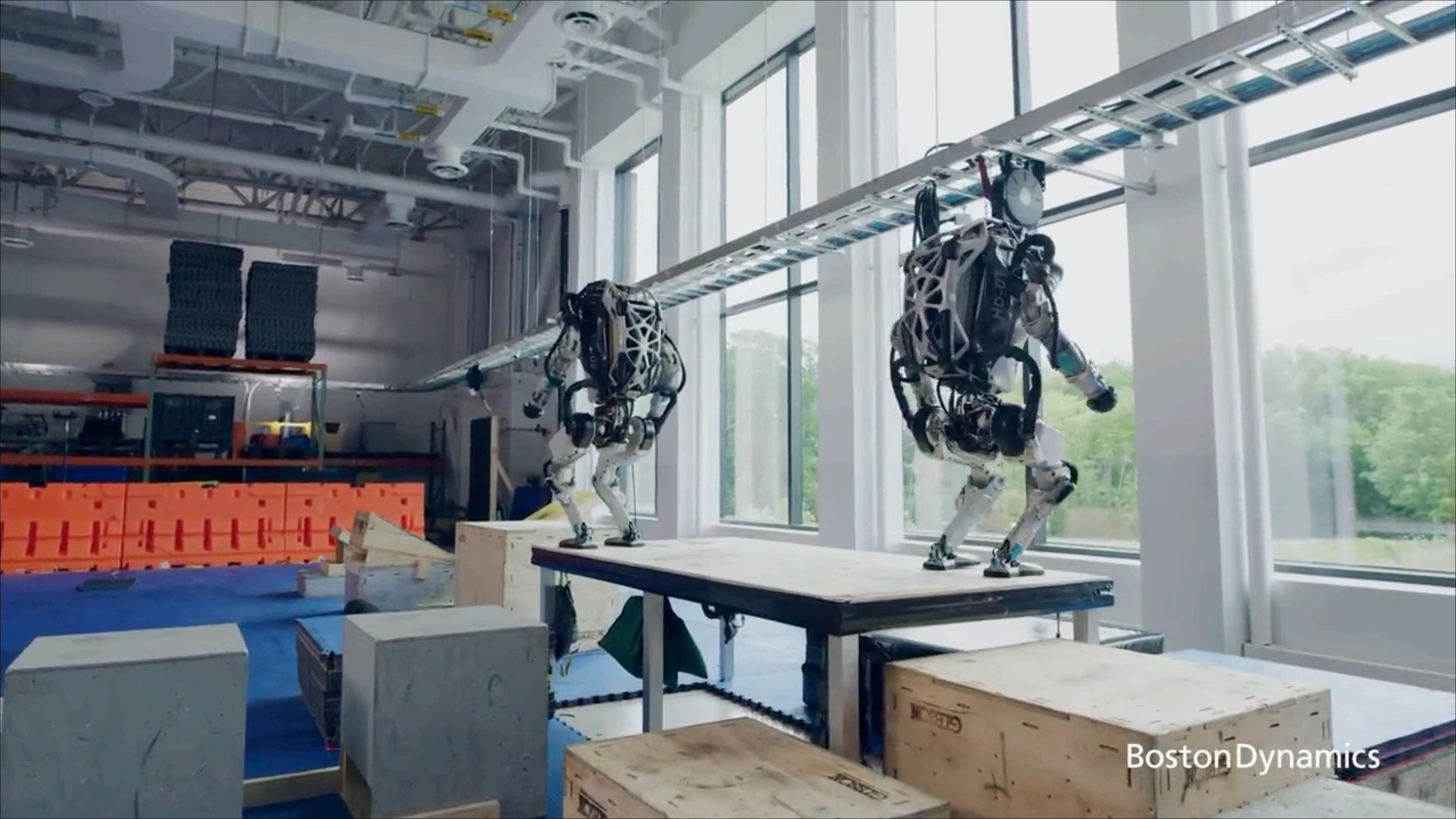
Step 0: Build a robot

Step 1: Collect data of your robot doing stuff in the world

Step 2: Use data to learn a dynamics model for your robot

Step 3: Plan with the model to compute an optimal policy

*How do we do this for robots with **continuous state-actions**?*



BostonDynamics

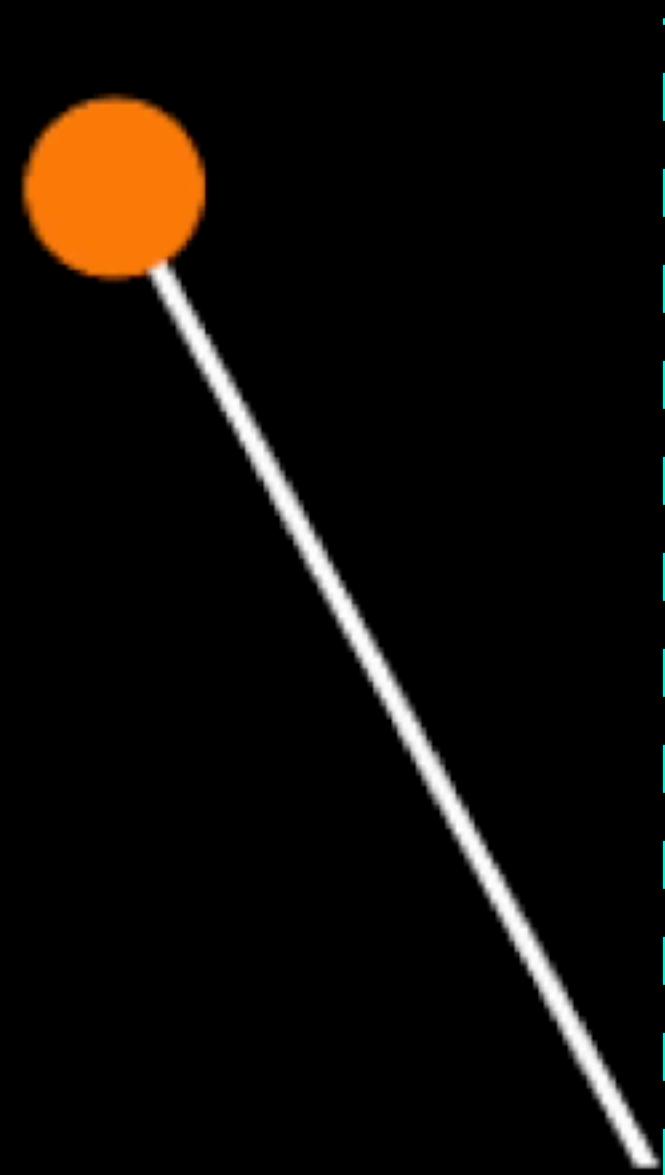
# Brainstorm

How do we model the Atlas backflip as a Markov Decision Problem  
 $\langle S, A, C, T \rangle$ ?

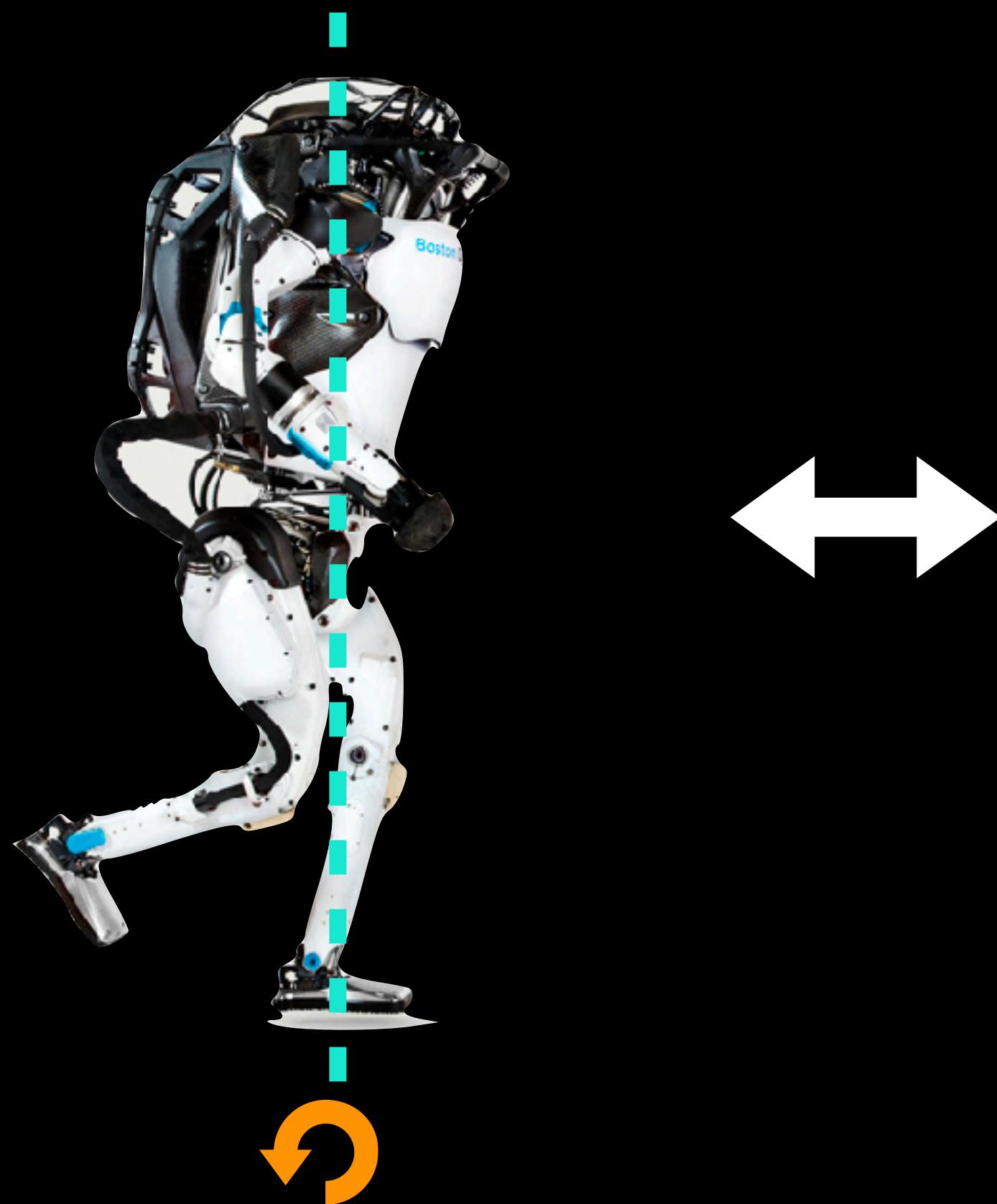




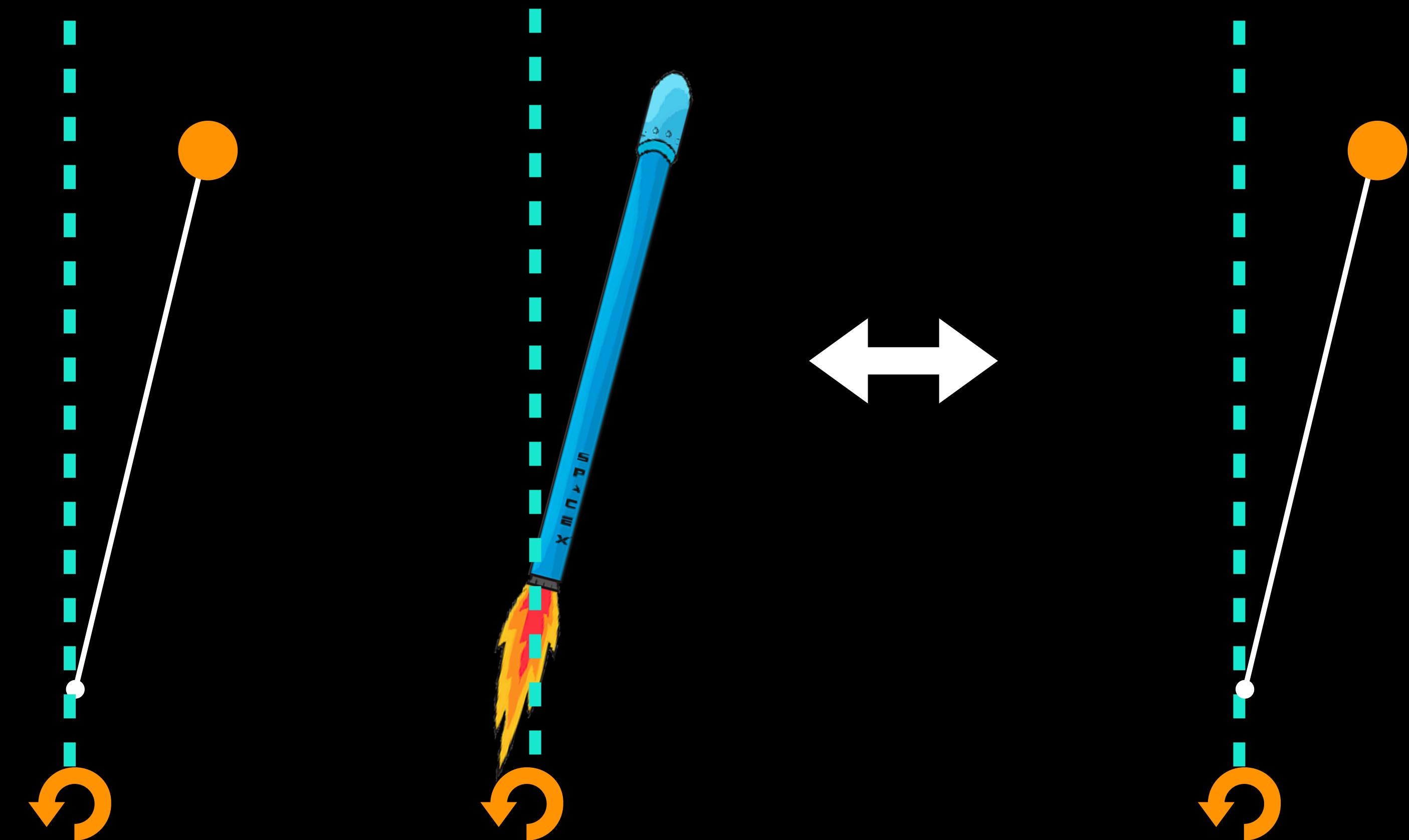
# The Inverted Pendulum: A fundamental dynamics model



# Humanoid balancing



# Rocket landing



# Recall: How do we solve a MDP?

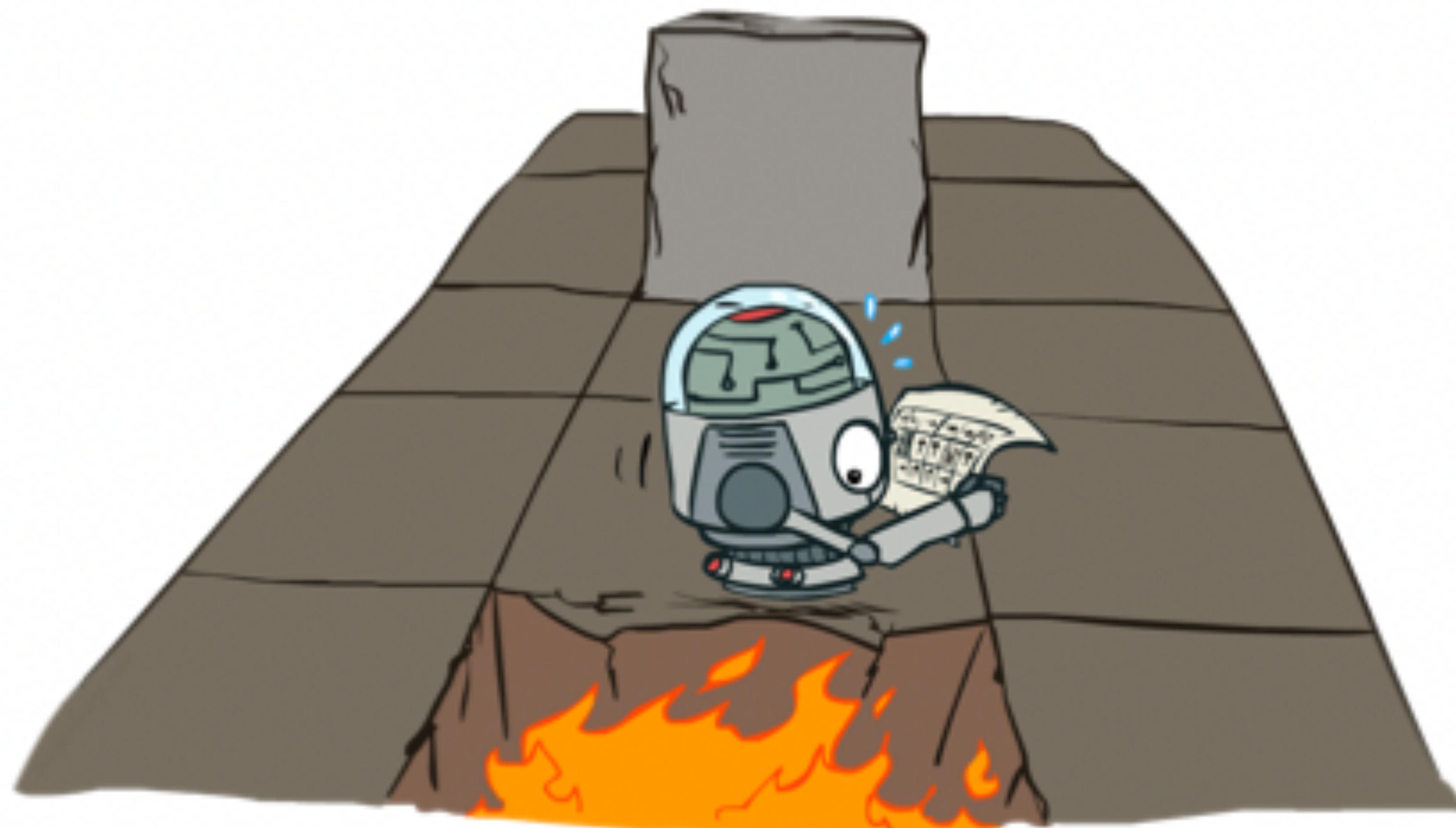


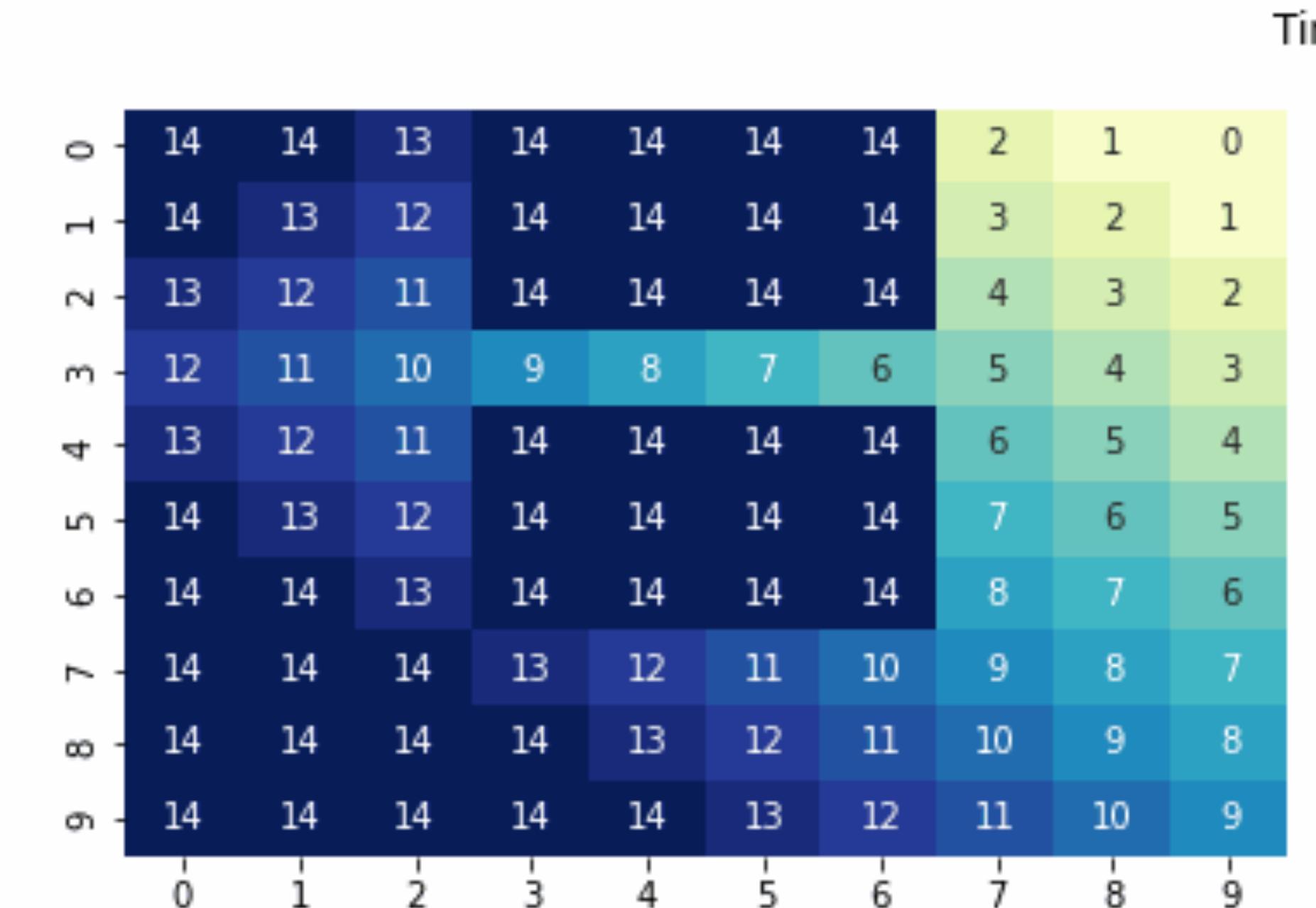
Image courtesy Dan Klein

# Value Iteration

Initialize value function at last time-step

$$V^*(s, T-1) = \min_a c(s, a)$$

for  $t = T-2, \dots, 0$



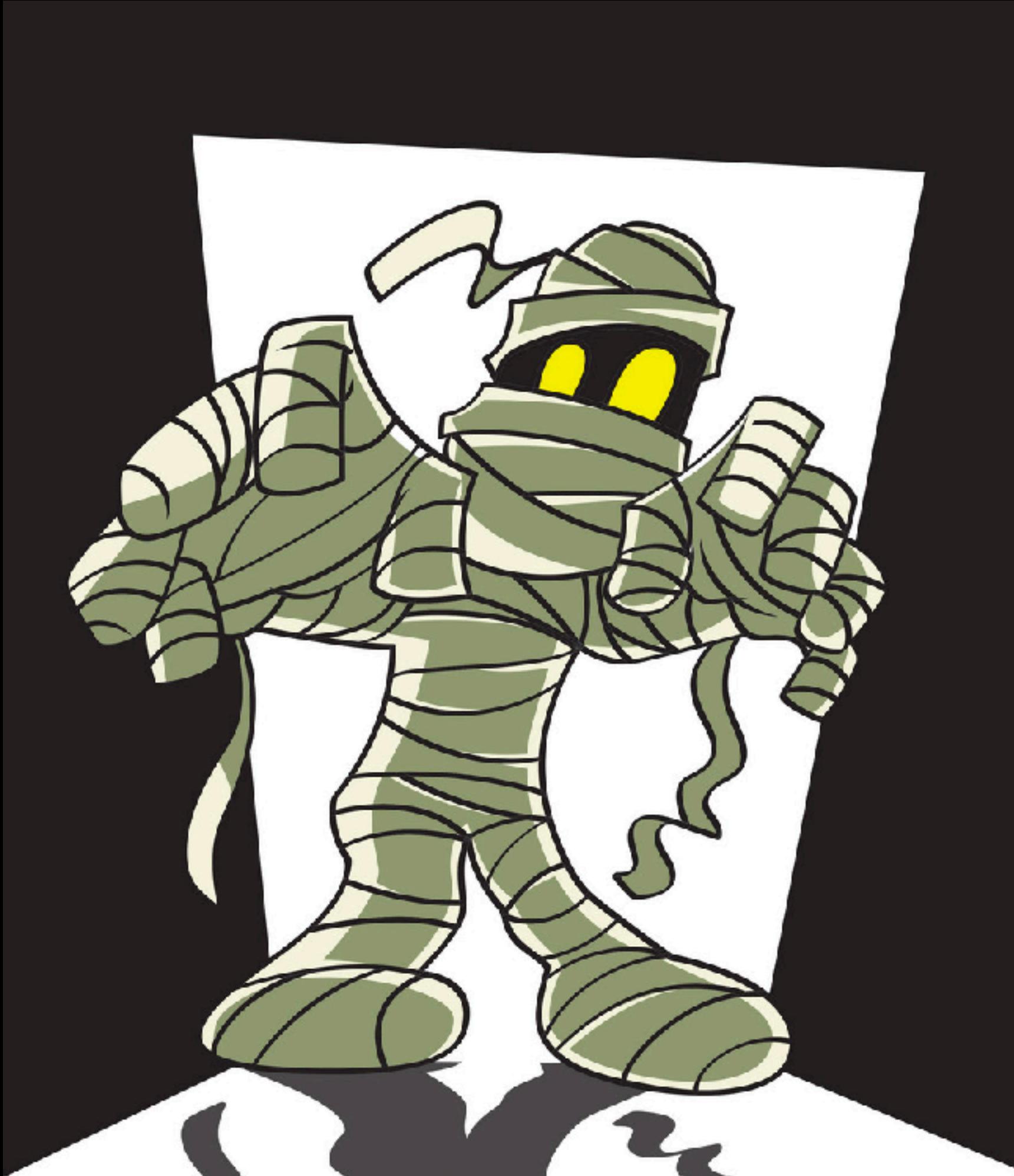
Compute value function at time-step t

$$V^*(s, t) = \min_a \left[ c(s, a) + \gamma \sum_{s'} \mathcal{T}(s' | s, a) V^*(s', t+1) \right]$$

Can we apply value iteration to  
solve this MDP?

$$V^*(s, t) = \min_a \left[ c(s, a) + \gamma \sum_{s'} \mathcal{T}(s' | s, a) V^*(s', t + 1) \right]$$

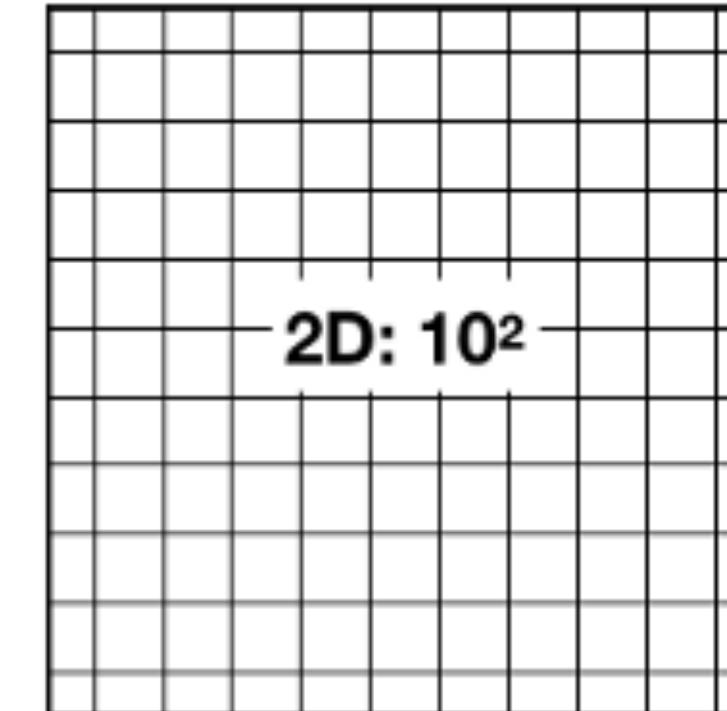
# THE CURSE OF DIMENSIONALITY



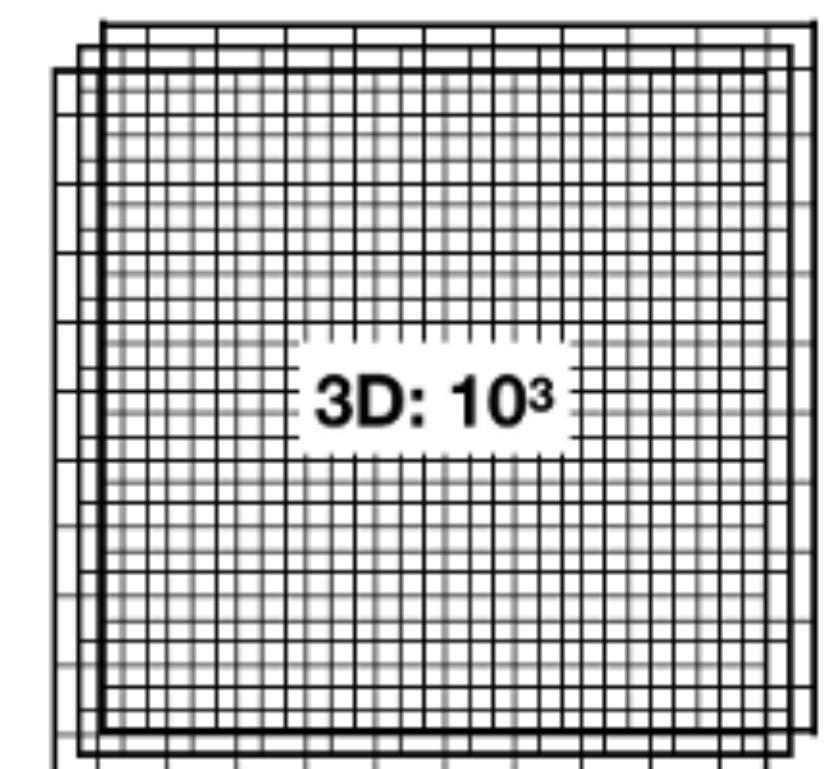
1D:  $10^1$



2D:  $10^2$



3D:  $10^3$



# Curse of Dimensionality

We cannot discretize continuous states and actions,  
because the number of states/action grows **exponentially**  
with dimension

We need some approximation or assumptions!

Can we **analytically represent** and *update*  
 $V^*(s, t)$ ?

$$V^*(s, t) = \min_a \left[ c(s, a) + \gamma \sum_{s'} \mathcal{T}(s' | s, a) V^*(s', t + 1) \right]$$

What class of functions can we use for  $\mathcal{T}(s' | s, a)$  and  $V^*(s', t + 1)$ ?

Can we analytically represent and update  
 $V^*(s, t)$ ?

Yes\*

$$V^*(s, t) = \min_a \left[ c(s, a) + \gamma \sum_{s'} \mathcal{T}(s' | s, a) V^*(s', t + 1) \right]$$

(Quadratic)      (Quadratic)      (Linear)      (Quadratic)

# Linear Quadratic Regulator (LQR)

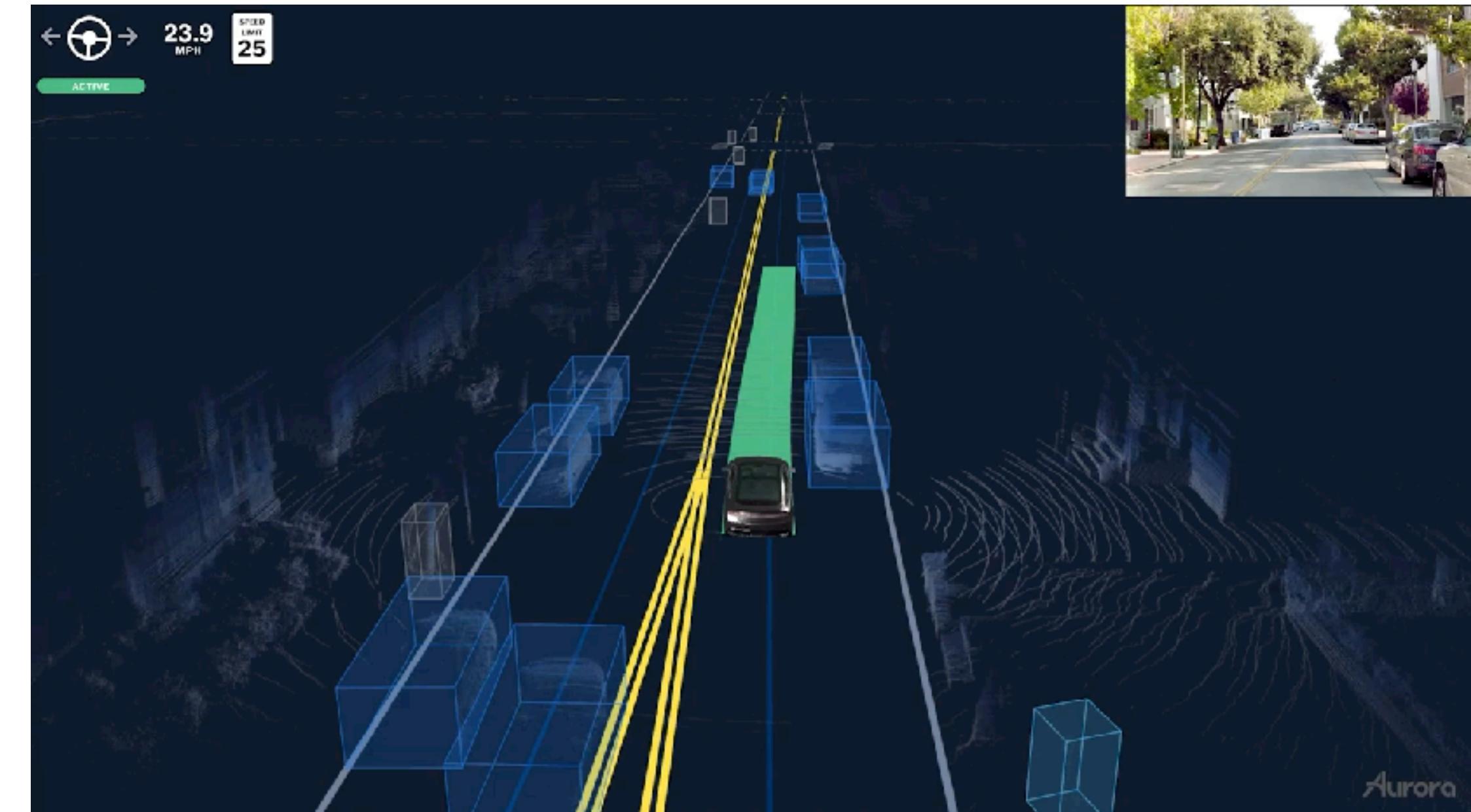
# LQR is widely used in real world robotics

But the real world is not linear and quadratic, right?

No, but we can *linearize* dynamics and  
*quadricize* the costs about some reference

LQR can then be used as a very fast subroutine  
to compute optimal policy

# LQR is widely used in real world robotics



# Check out notebook

cs4756\_robot\_learning / notebooks / inverted\_pendulum\_lqr.ipynb ...

jren44 Initial commit a6c9feb · on Jan 18 History

Preview Code Blame Raw

## Illustrated Linear Quadratic Regulator

Companion to courses lectures from [CS6756: Learning for Robot Decision Making](#) and Chapter 2 of [Modern Adaptive Control and Reinforcement Learning](#).

```
In [3]:  
import numpy as np  
import autograd.numpy as np  
from autograd import grad, jacobian  
import matplotlib.pyplot as plt  
from matplotlib.animation import FuncAnimation  
from matplotlib import rc  
from IPython.display import HTML, Image  
from matplotlib.patches import Circle  
rc('animation', html='jshtml')
```

### Dynamics of an Inverted Pendulum

Let's formalize!

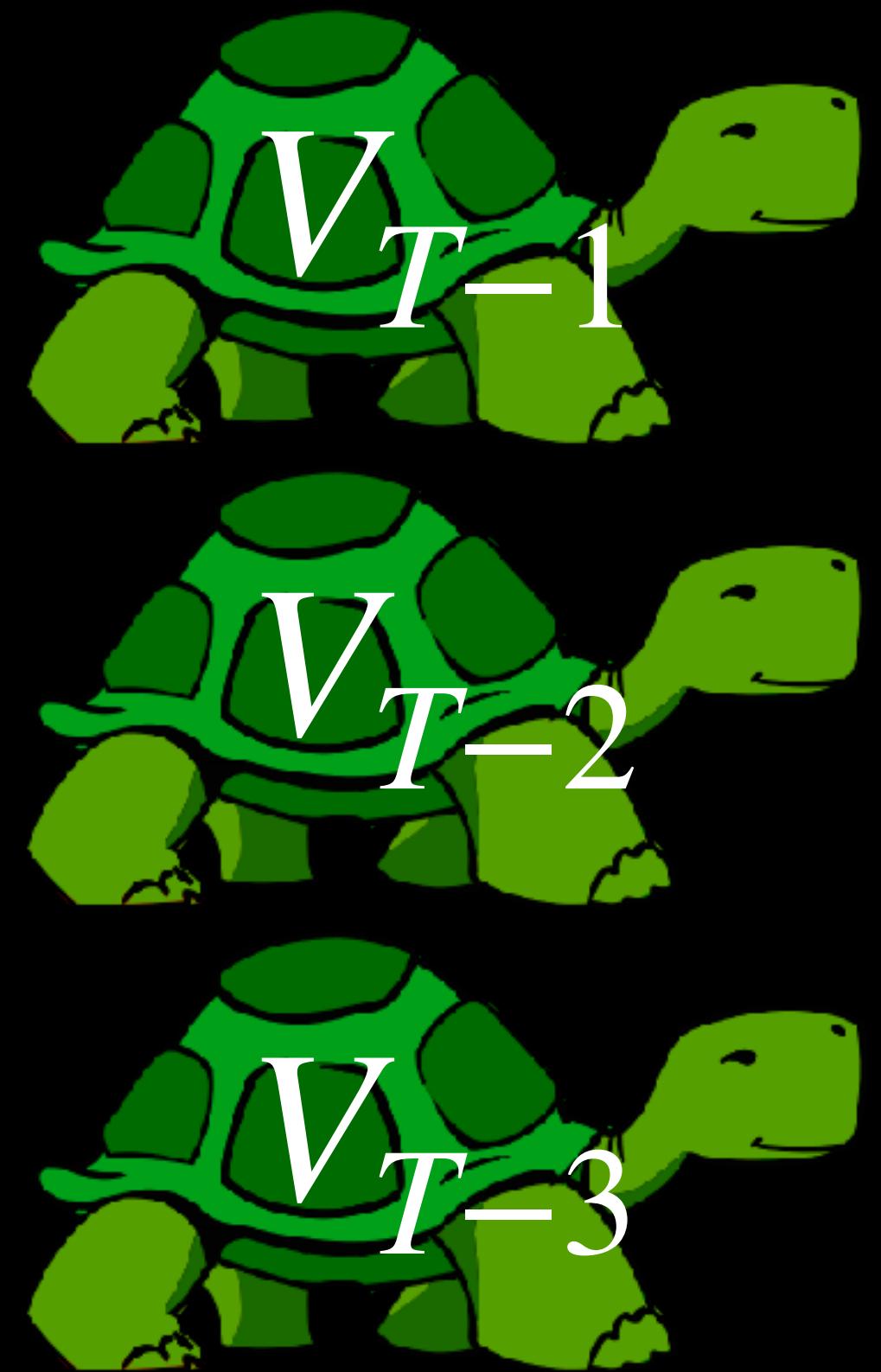


# It's quadratics all the way down!



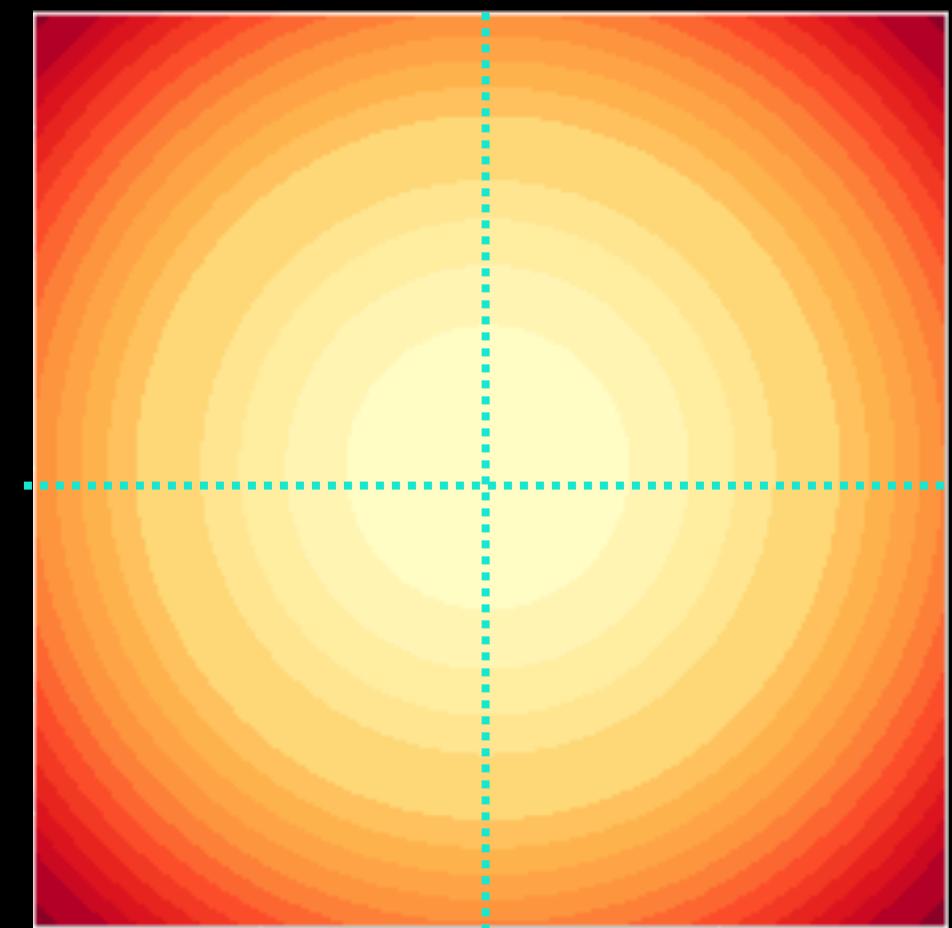
$$K_t = (R + B^T V_{t+1} B)^{-1} B^T V_{t+1} A$$

$$V_t = Q + K_t^T R K_t + (A + B K_t)^T V_{t+1} (A + B K_t)$$



# The LQR Algorithm

Initialize  $V_T = Q$



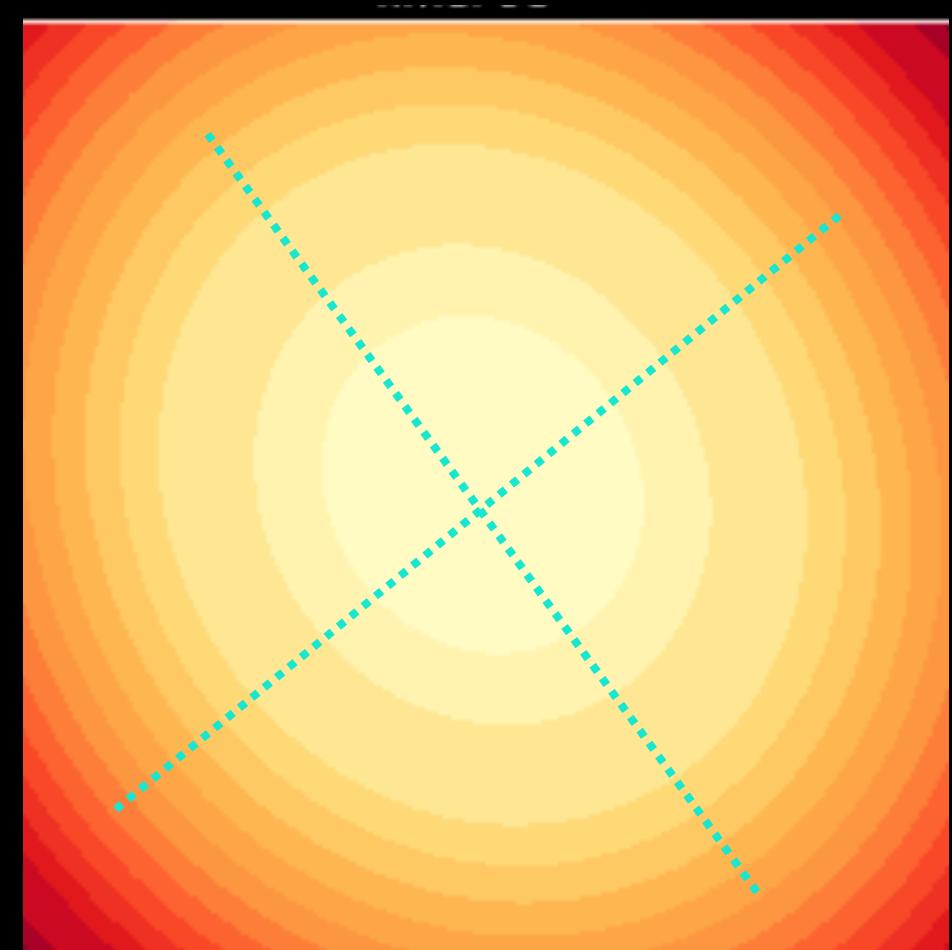
For  $t = T-1, \dots, 1$

Compute gain matrix

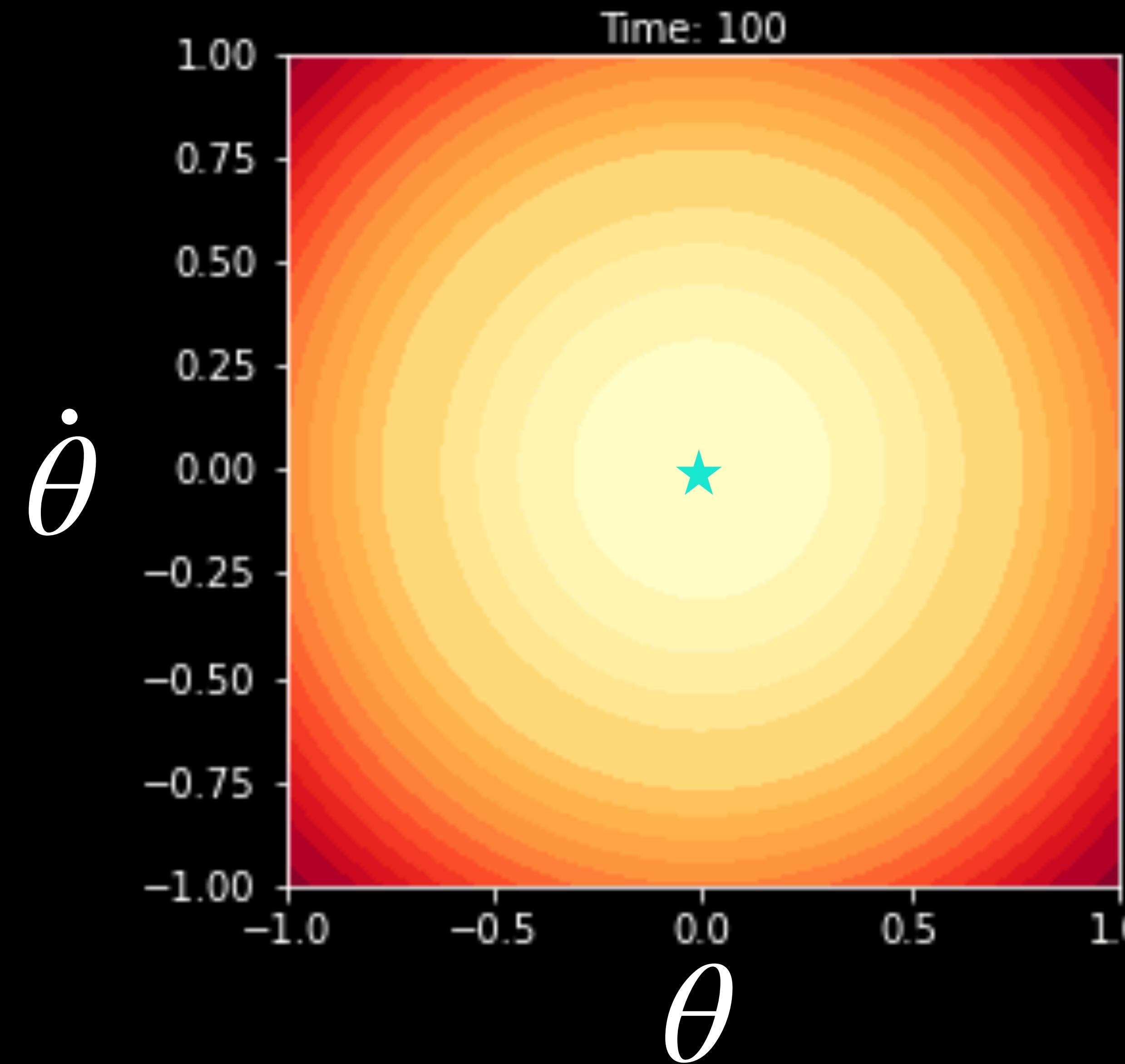
$$K_t = (R + B^T V_{t+1} B)^{-1} B^T V_{t+1} A$$

Update value

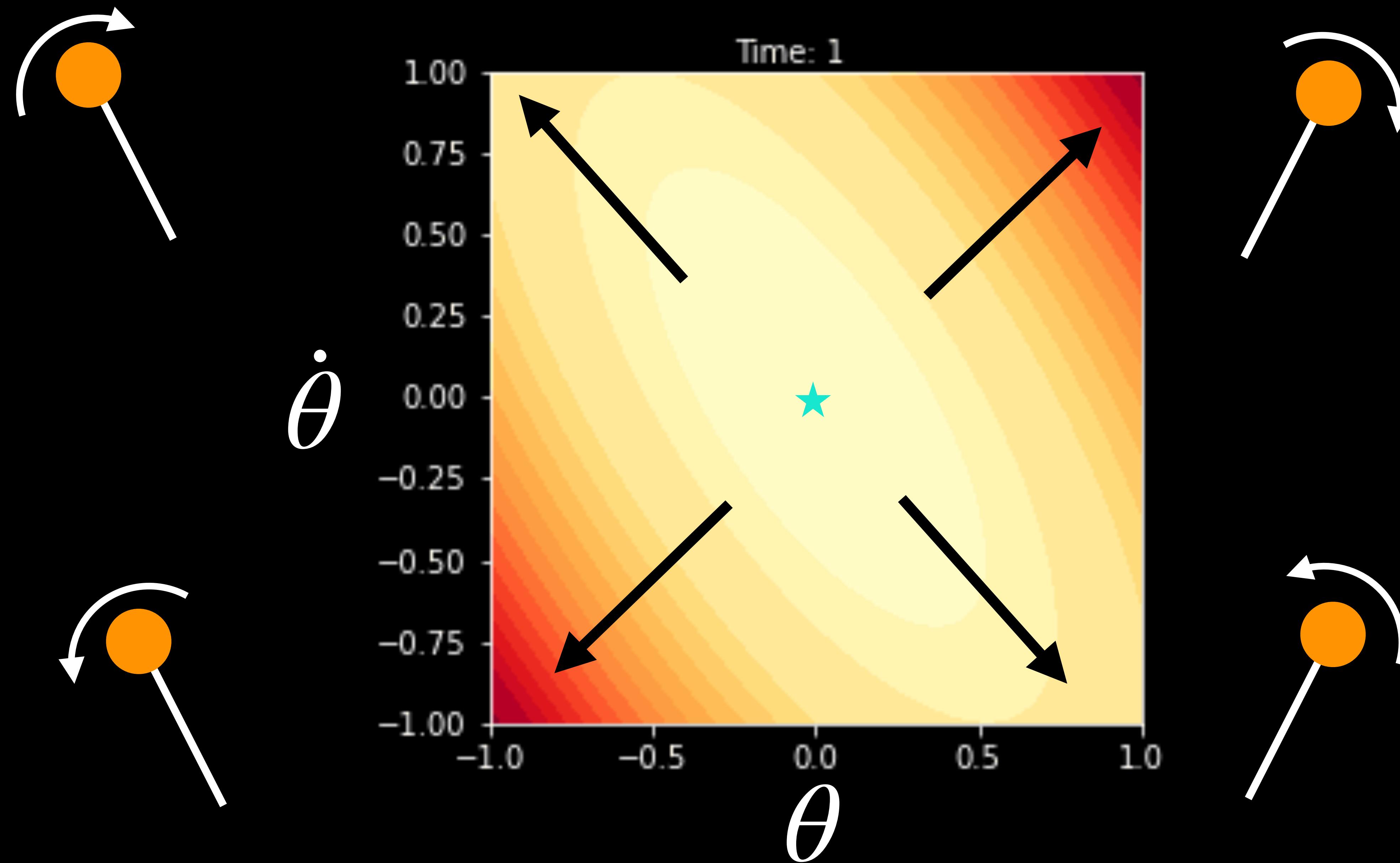
$$V_t = Q + K_t^T R K_t + (A + B K_t)^T V_{t+1} (A + B K_t)$$



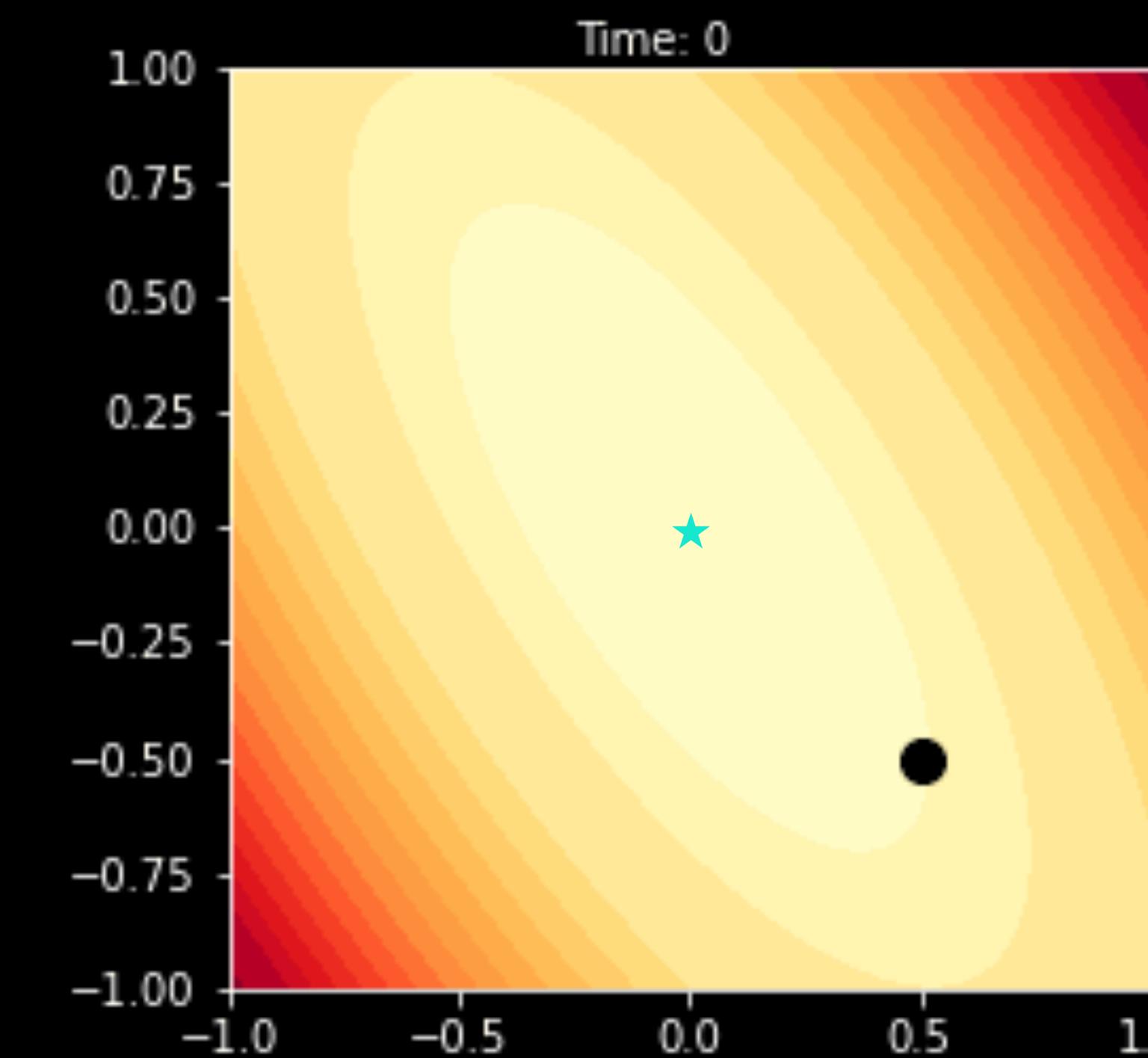
# Value Iteration for Inverted Pendulum



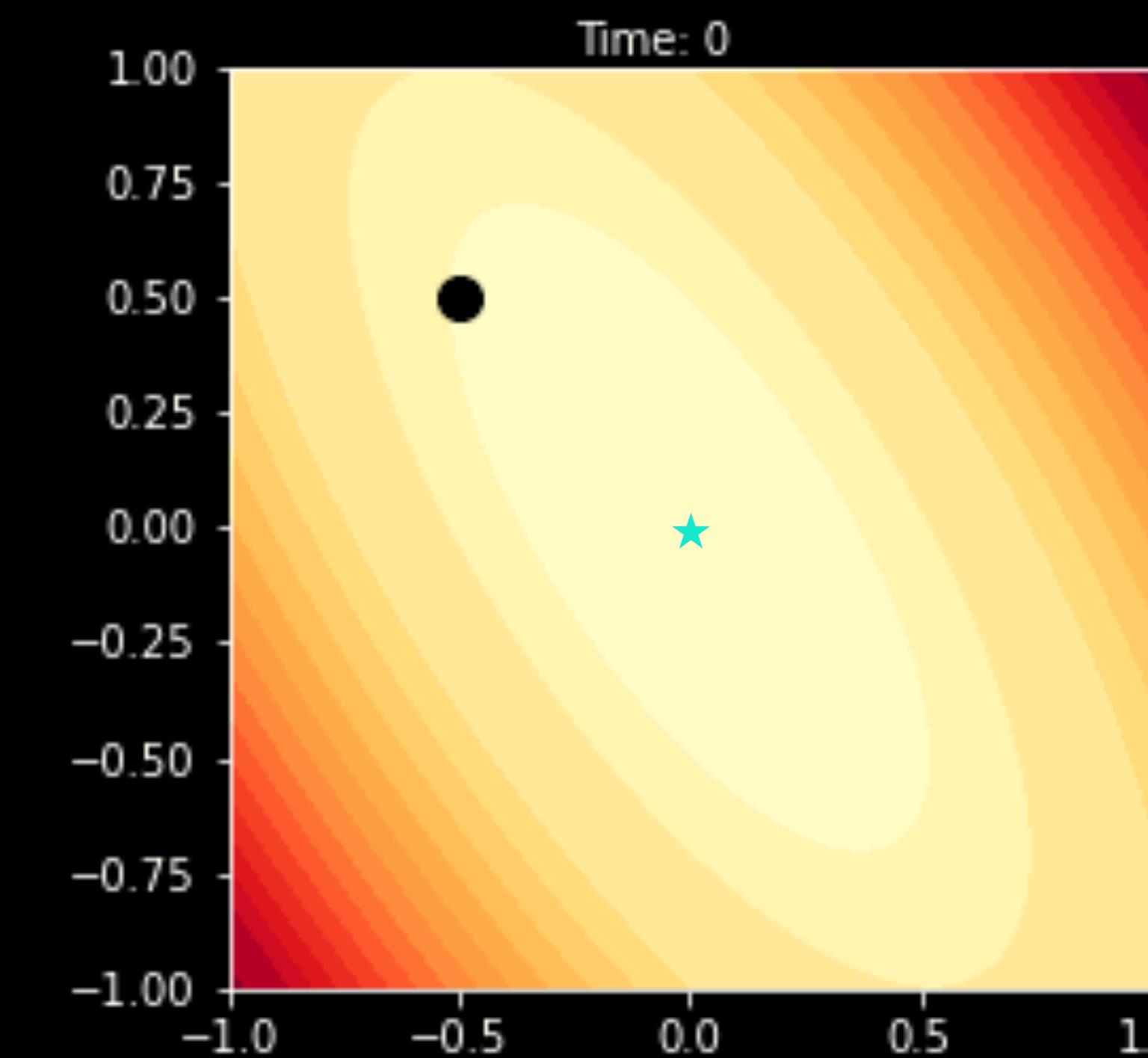
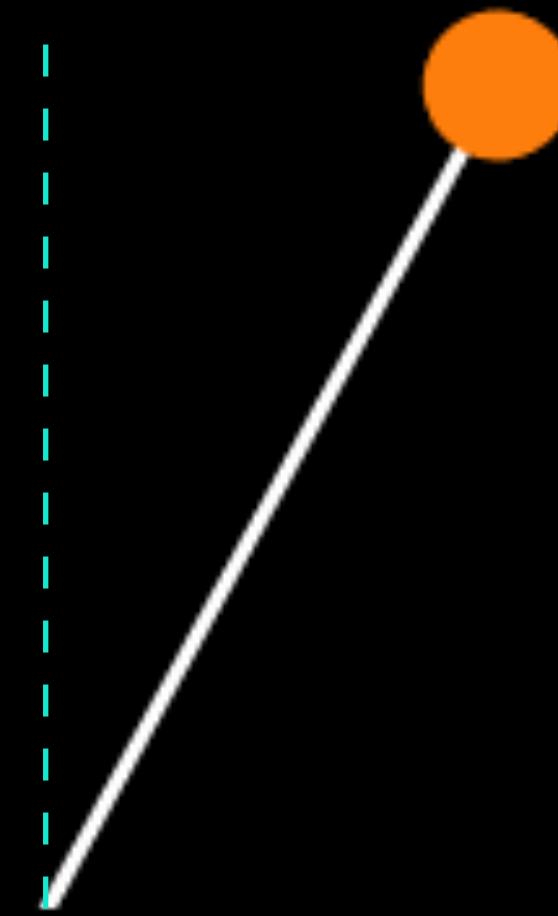
# Value Iteration for Inverted Pendulum



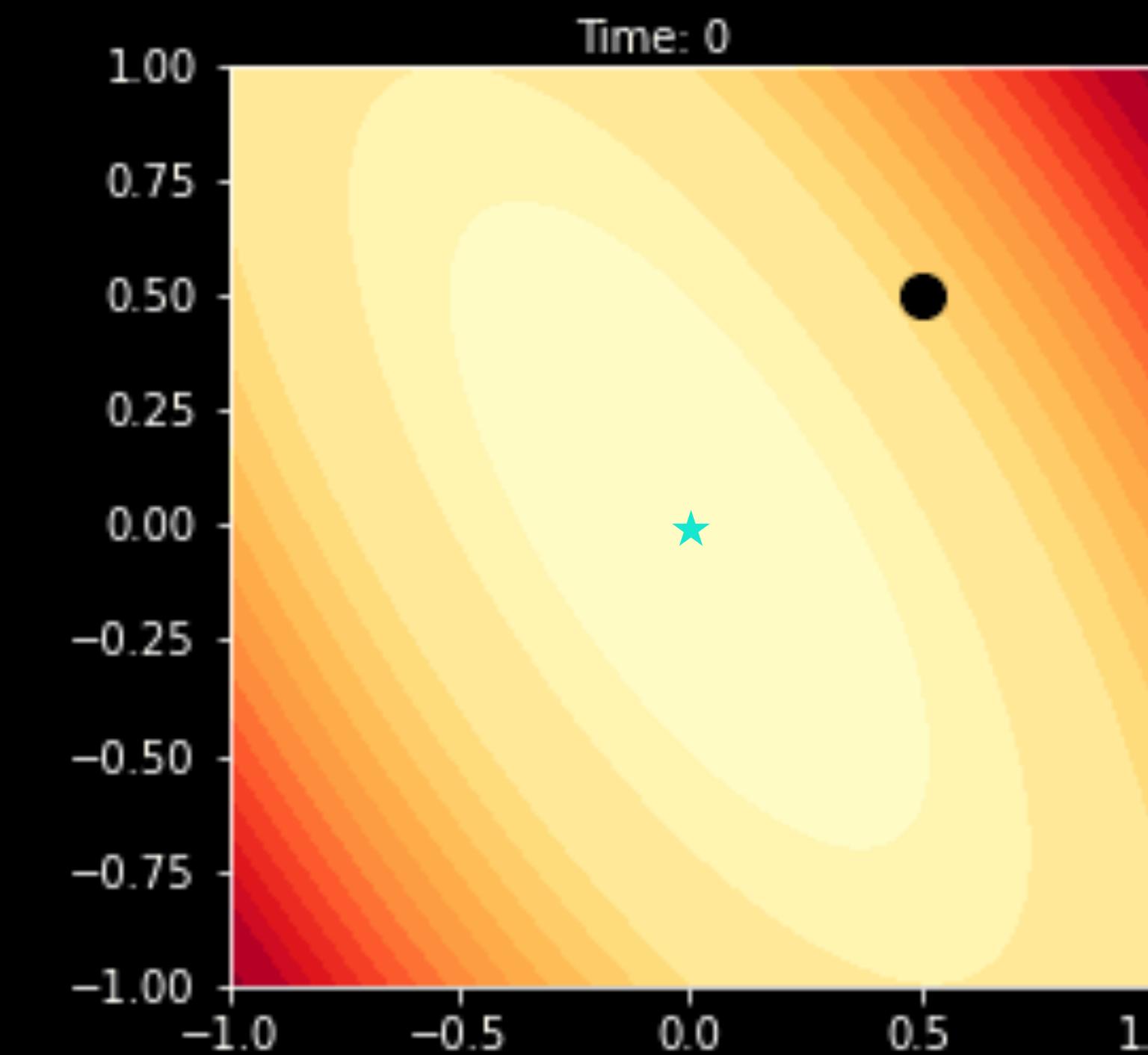
# An Easy Starting Point



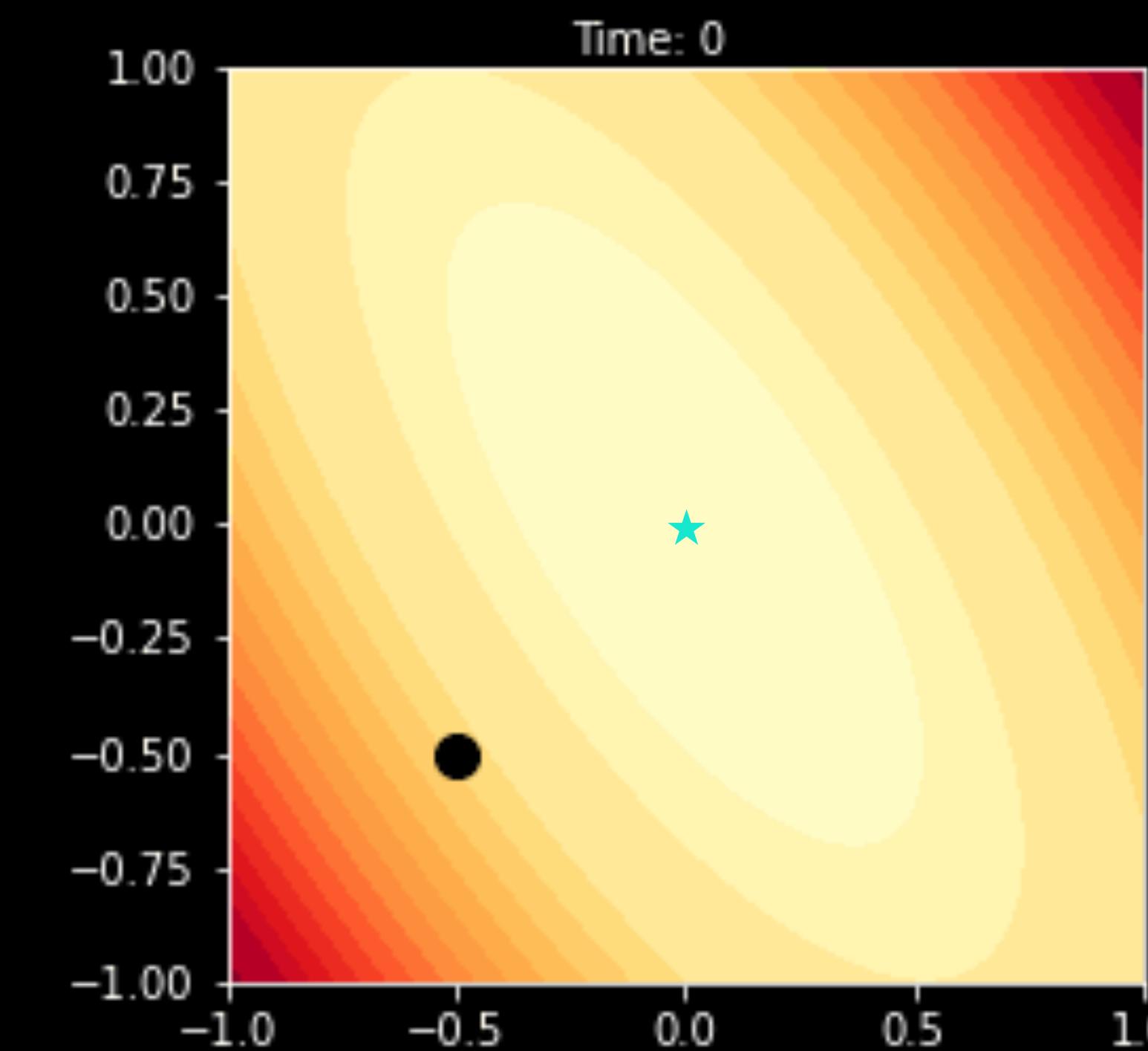
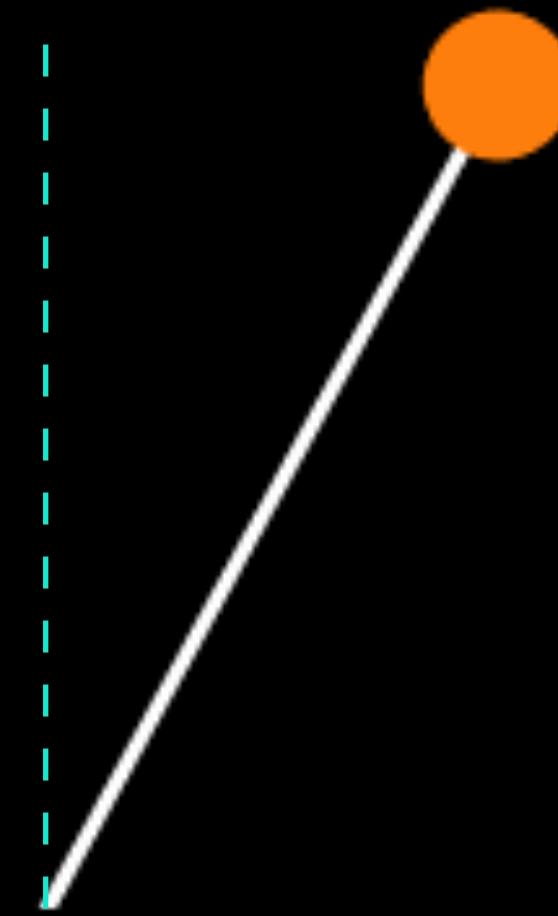
# Another Easy Starting Point



# A Hard Starting Point



# Another Hard Starting Point



# LQR Converges

Q is positive semi-definite

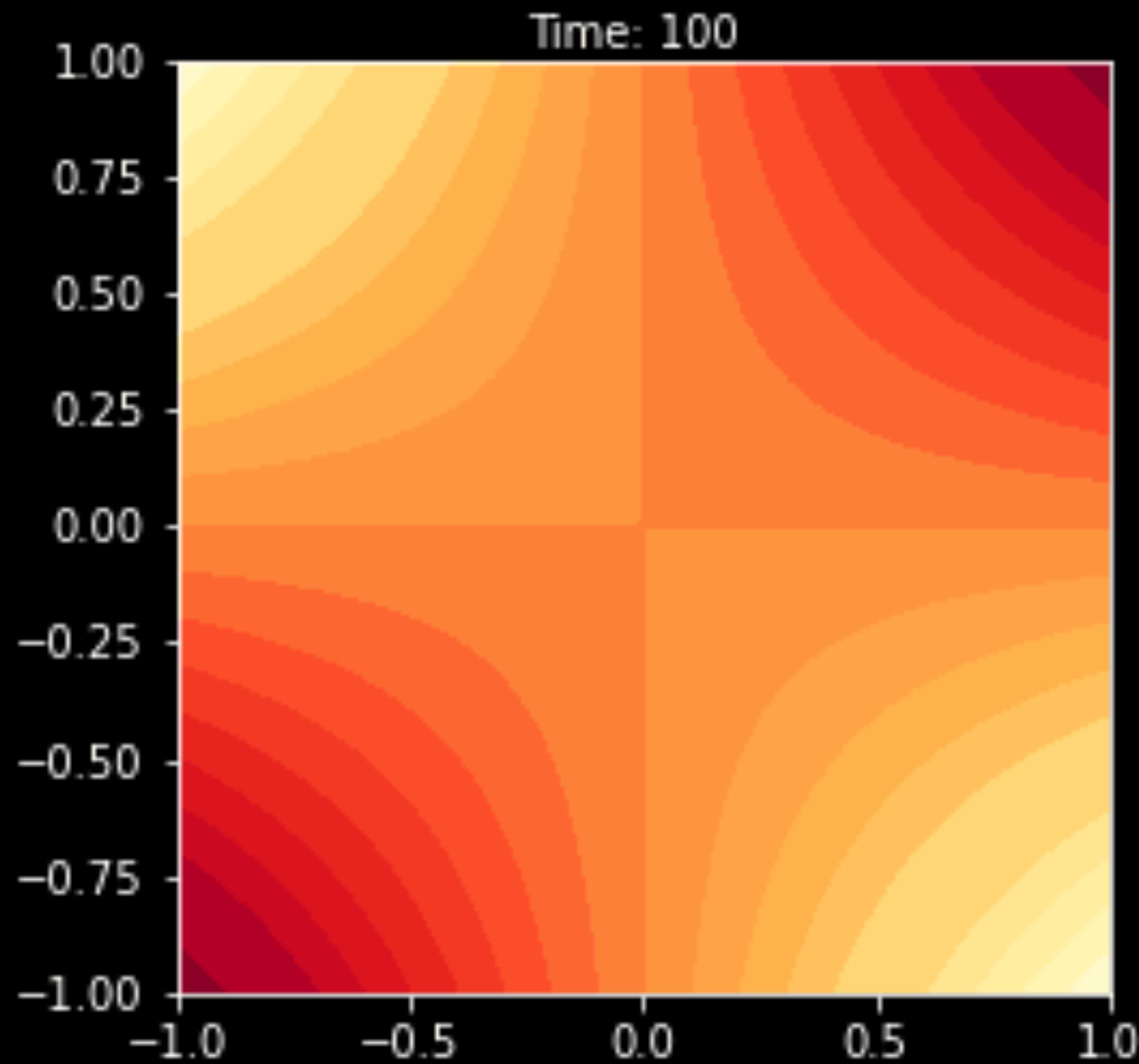
$$x^T Q x \geq 0$$

R is positive definite

$$u^T R u > 0$$



# What if Q is not PSD?



$$x^T Q x \not\geq 0$$

$$Q = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

What if R is not positive definite?

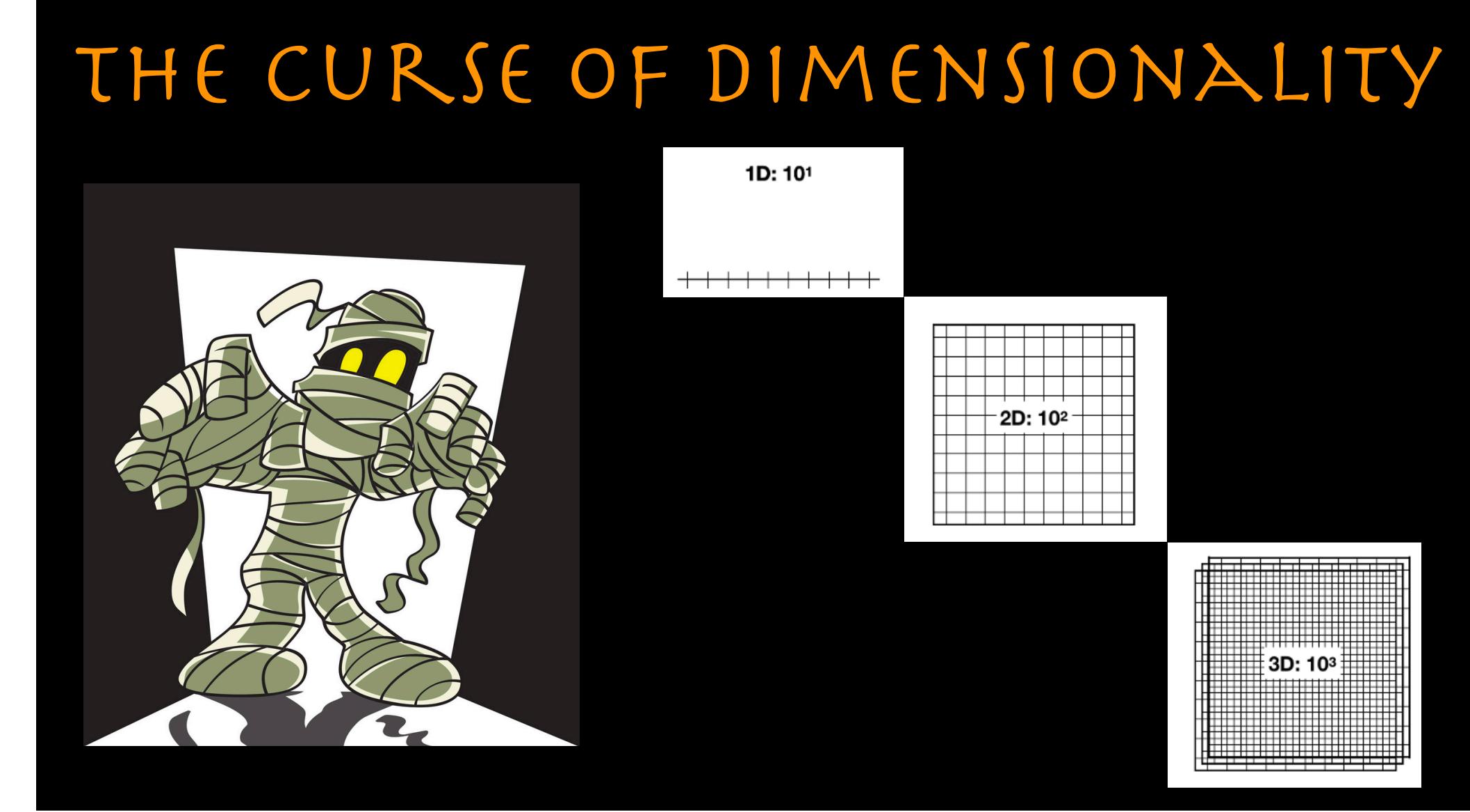
$$u^T R u \not> 0$$

$$R = \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$$

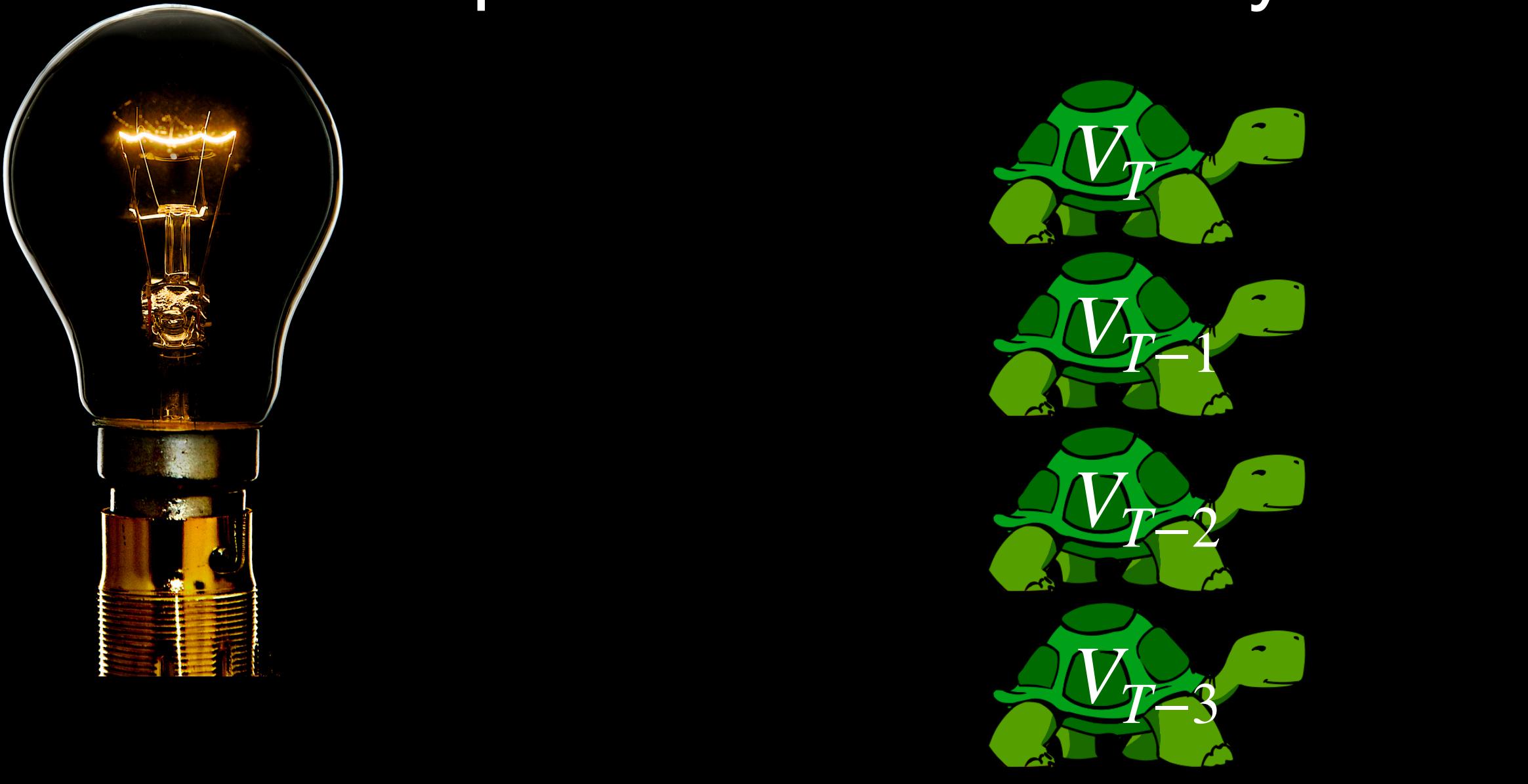
Hint: Gain matrix update?

$$K_t = (R + B^T V_{t+1} B)^{-1} B^T V_{t+1} A$$

# tl;dr



It's quadratics all the way down!



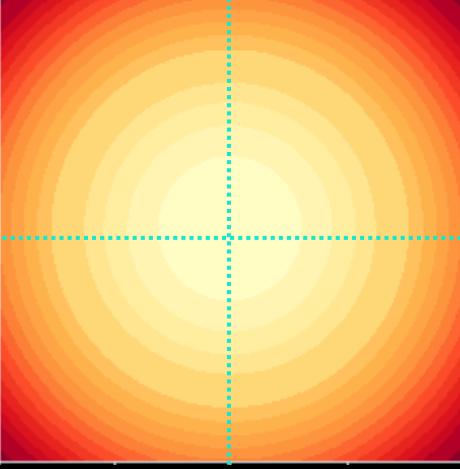
## The LQR Algorithm

Initialize  $V_T = Q$

For  $t = T \dots 1$

Compute gain matrix

$$K_t = (R + B^T V_{t+1} B)^{-1} B^T V_{t+1} A$$



Update value

$$V_t = Q + K_t^T R K_t + (A + B K_t)^T V_{t+1} (A + B K_t)$$

