

dynamic programming

Lewis et al 6

Stengel 3.4

Bertsekas 95 ch 1

goal: solve multi-stage
optimization problems using
Bellman's principle of optimality

- suppose now we are given a DT DE

$$x^+ = F(x, u), \quad x \in \mathbb{R}^n, \quad u \in \mathbb{R}^m$$

and we wish to choose inputs over time

$u: [0, t] \rightarrow \mathbb{R}^m$ to minimize cost

$$c(x, u) = \underbrace{l(t, x(t))}_{\text{"final" cost}} + \underbrace{\sum_{s=0}^{t-1} L(s, x(s), u(s))}_{\text{"running" cost}}$$

- Richard Bellman published key insight in 1957:

* the optimal control at time s depends
only on $x(s)$ (i.e. not on previous states/inputs)

- naturally leads to working backward from

final time to determine optimal policy

- if we let $v_s^*(x(s))$ denote lowest (i.e. optimal) cost achievable from state $x(s)$ at time s ,
i.e. $v_s^*: \mathbb{R}^n \rightarrow \mathbb{R}$ provides the value of each state at time s

$$v_s^*(x(s)) = \min_{u(s) \in \mathbb{R}^m} [L(s, x(s), u(s)) + v_{s+1}^*(x(s+1))]$$

*note: $x(s+1) = F(x(s), u(s))$ depends on $u(s)$

- this is referred to as the Bellman equation,
- * Bellman equation enables us (in principle) to determine optimal control inputs by solving a sequence of NLP in backward time!

ex: $\underline{x}^+ = a x + b u, \quad x, u \in \mathbb{R}$

$$C_\tau(x, u) = \sum_{s=\tau}^t g(s) x(s)^2 + r(s) u(s)^2$$

→ determine optimal input & value at $\tau = t$

- since $C_t(x, u) = g(t) x(t)^2 + r(t) u(t)^2$

$u^*(t) = 0$ is optimal input,

$V_t^*(x(t)) = g(t) x^*(t)^2$ is optimal value

→ determine optimal input & value at $\tau = t-1$
using Bellman's principle of optimality

$$- V_{t-1}^*(x(t-1)) = \min_{u(t-1) \in \mathbb{R}} g(t-1) x(t-1)^2 + r(t-1) u(t-1)^2 + g(t) x(t)^2$$

- $x(t) = a x(t-1) + b u(t-1)$, so cost is

$$g(t-1) x(t-1)^2 + r(t-1) u(t-1)^2 + g(t) [a x(t-1) + b u(t-1)]^2$$

- differentiating w.r.t. u_{t-1} to find stationary pt:

$$2r_{t-1} u_{t-1} + 2b g_t (a x_{t-1} + b u_{t-1}) = 0$$

$$\Leftrightarrow u_{t-1} = \frac{-abg_t}{b+2r_t} x_{t-1} \quad (\text{linear in } x \nabla)$$

- in principle, this process could be repeated to determine optimal policy for all time

* we'll use Bellman's principle as both an analytical tool (to verify optimality of policies) & computational tool (to synthesize optimal policies)