

# Optimal Control

Tommaso Caneva  
PhD in Physics

# Optimal Control

how to optimize tasks

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how to optimize tasks

Speed



# Optimal Control

Precision



Efficiency





How?



Training

How?



Training

How?

Too long or too complex?





Training

How?

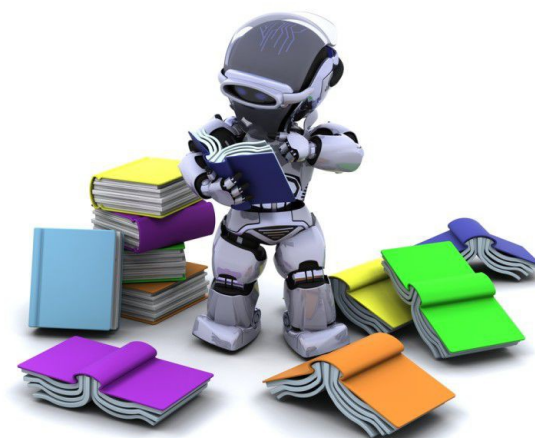
Too long or too complex?



Optimal control



Teach machines!





# Framework: repeatable task

System



Control



Target



# Framework: repeatable task

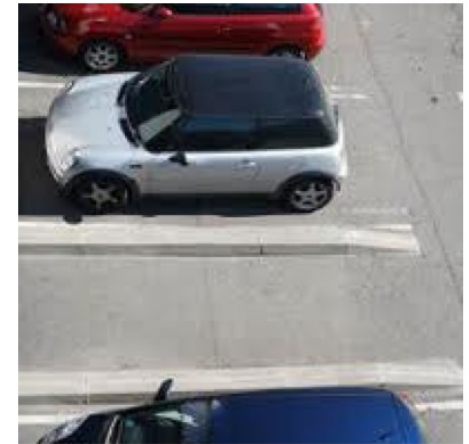
System



Control



Target



First time...

# Framework: repeatable task

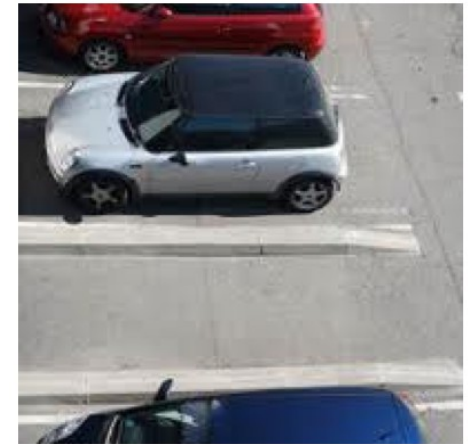
System



Control

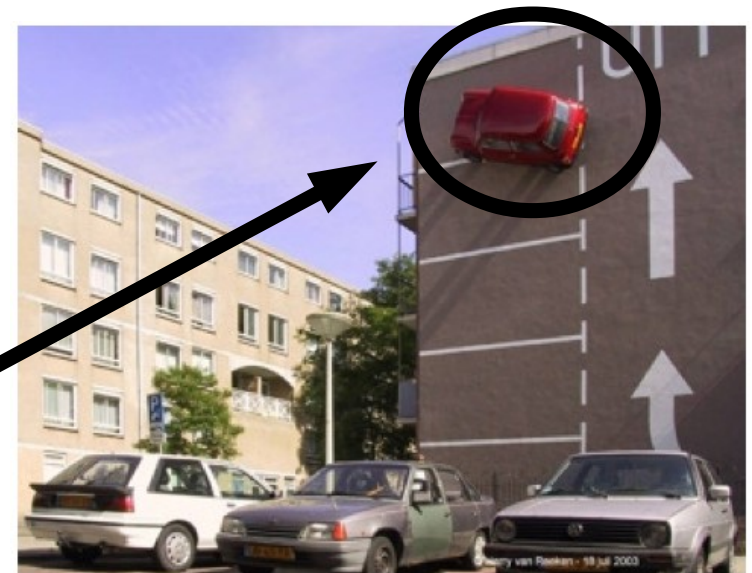


Target



First time...

...but after  
years of  
driving  
experience...





# Framework: repeatable task

System



Control



Target



Repetita iuvant:  
Learning from repetition  
of the task



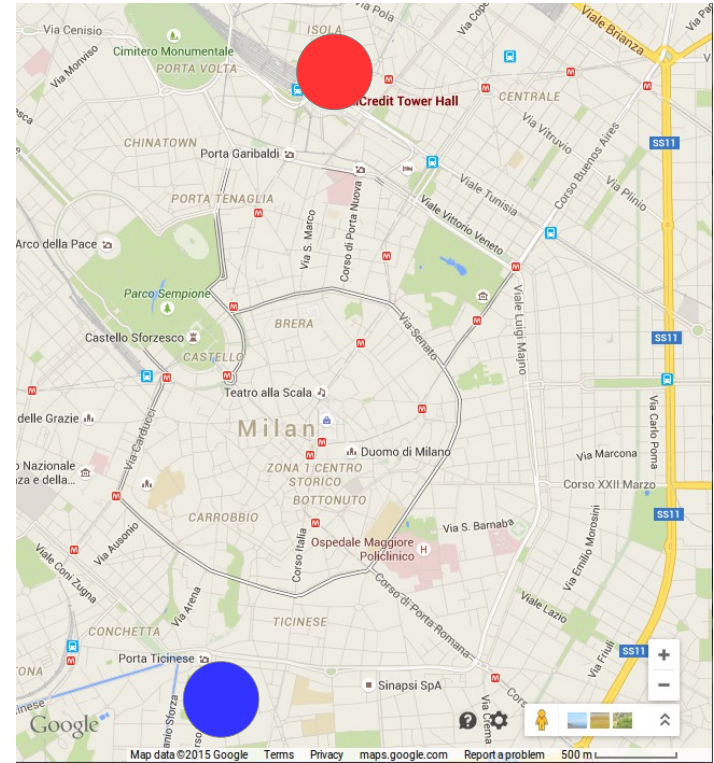
...but after  
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# General formulation of the problem

## Ingredients

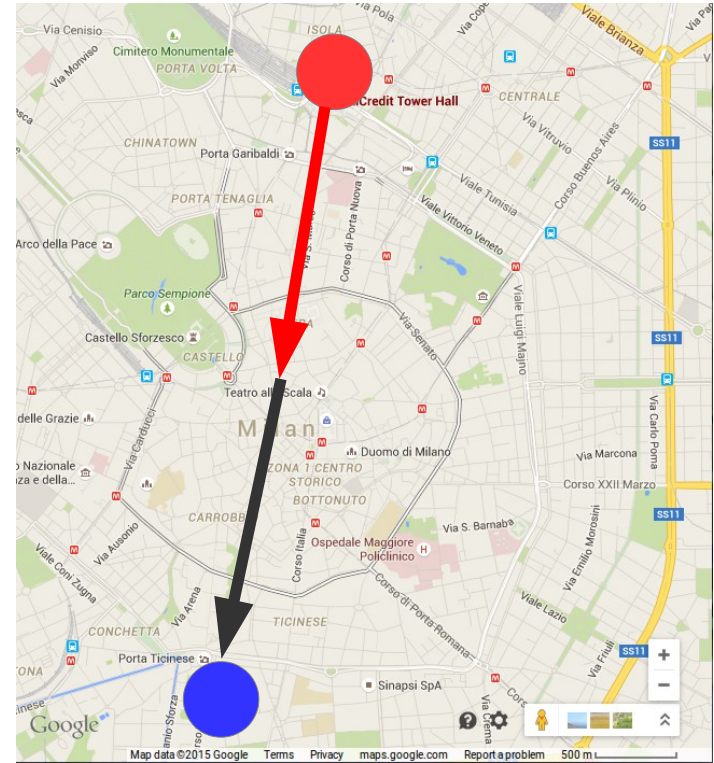
- Initial state: ●
- Task: go to ● in 20 minutes
- Tunable system: car + indications, G



# General formulation of the problem

## Ingredients

- Initial state: ●
- Task: go to ● in 20 minutes
- Tunable system: car + indications,  $G$
- Cost function:  $F(G)$

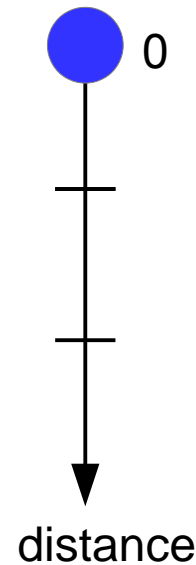
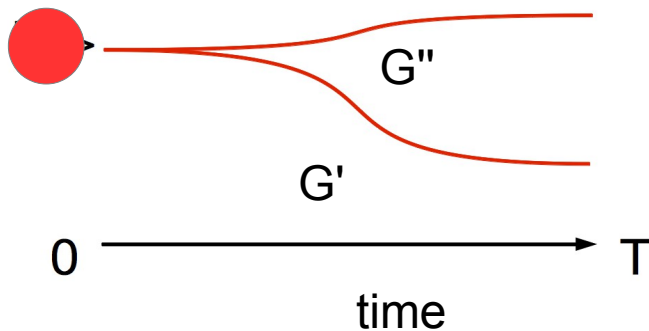
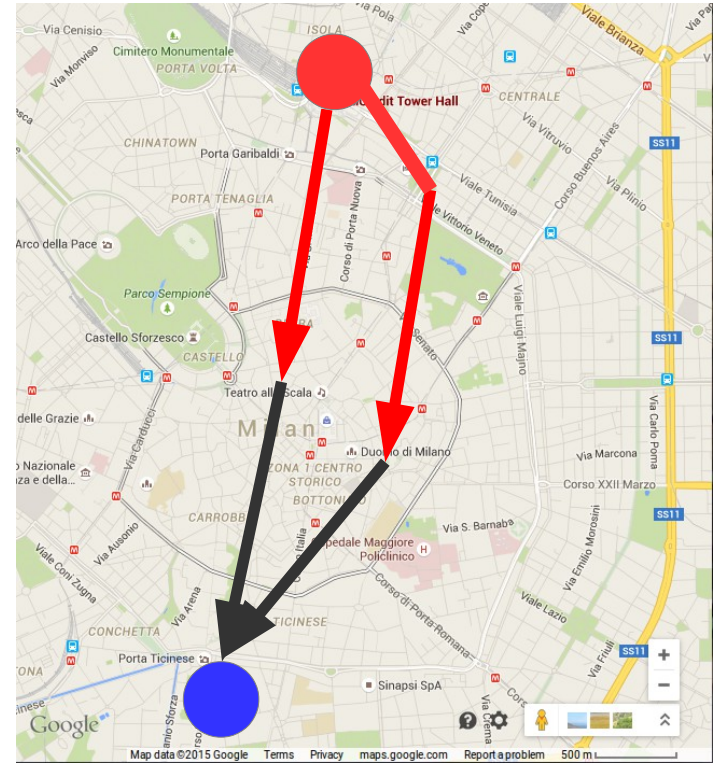


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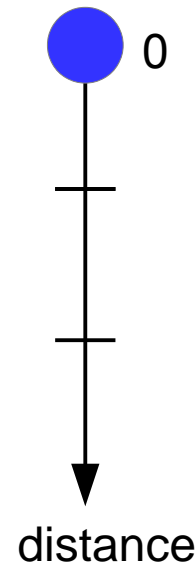
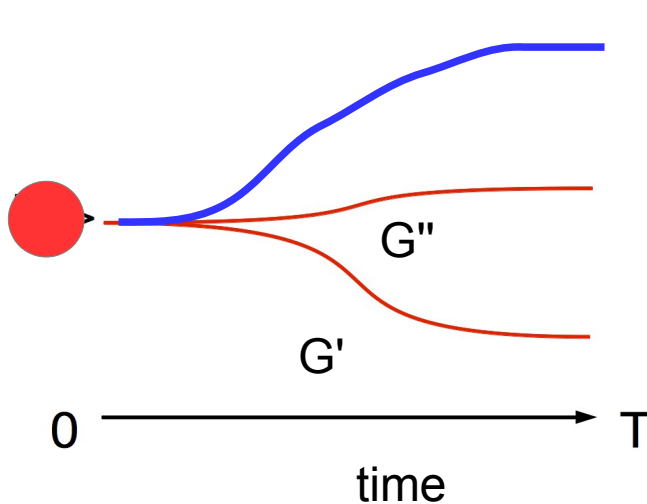
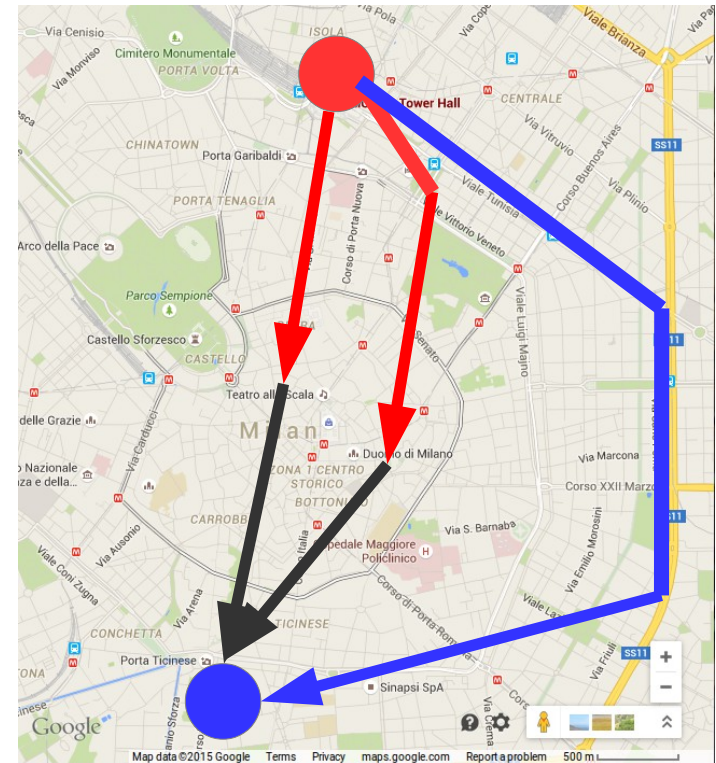


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Optimal Control

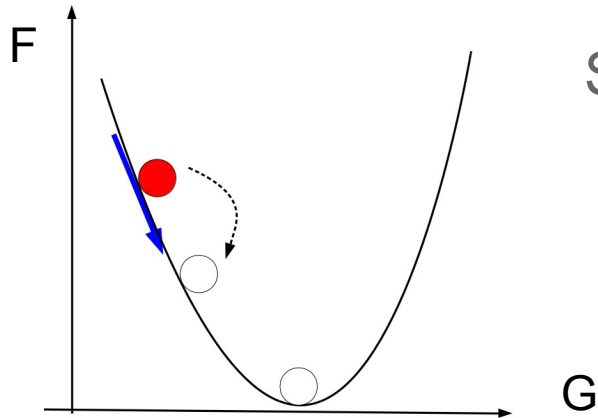
$$F(G) = 0$$

minimization cost function



# Recipe 1: gradient method

Single variable function minimization



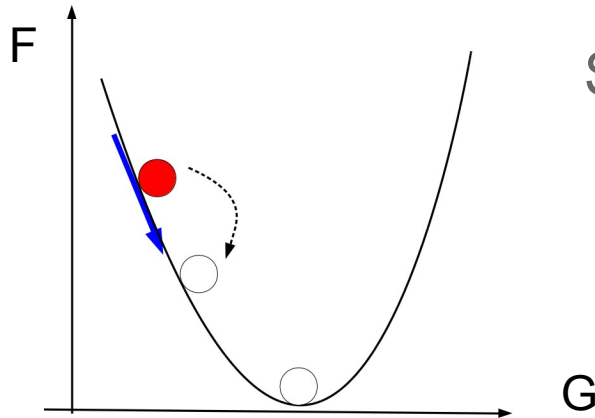
Steepest descent

gradient



# Recipe 1: gradient method

## Single variable function minimization

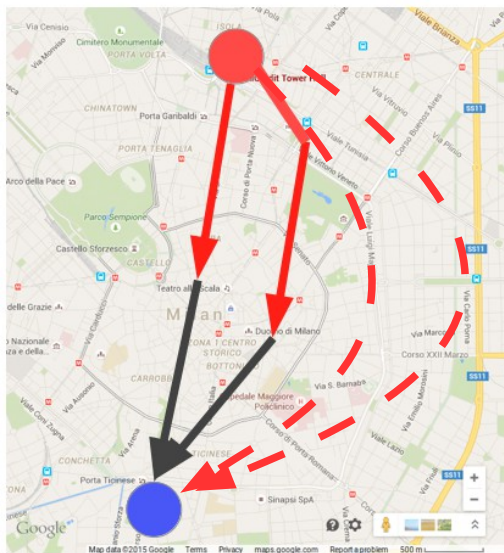


Steepest descent

gradient



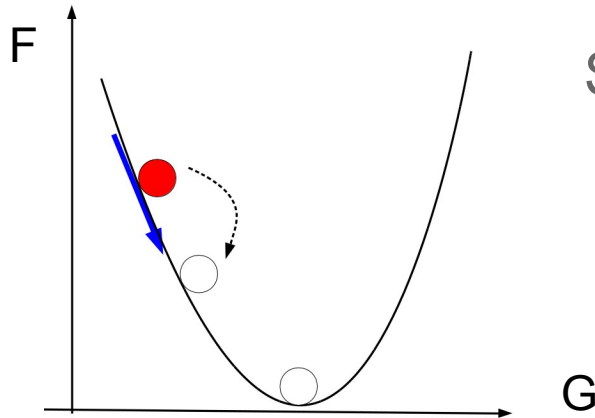
## Many variable function minimization



- In principle infinite paths
- Computationally slow (~ Neural Network training)
- Maybe not necessary: close to minimum is enough

# Recipe 1: gradient method

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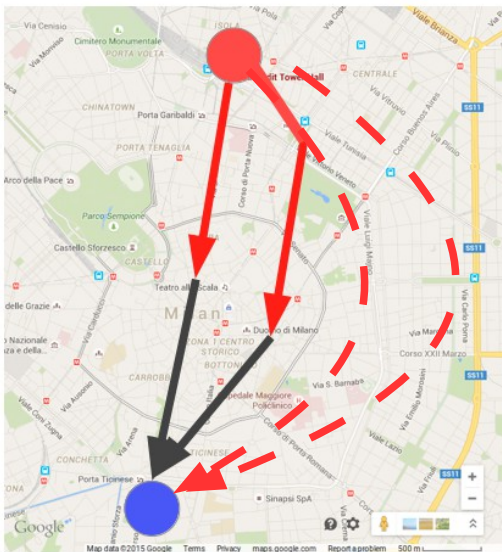


Steepest descent

gradient



## Many variable function minimization



- In principle infinite paths
- Computationally slow (~ Neural Network training)
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Alternatives?

# Looking for alternatives: an important dinner

You have an important guest;  
you decide to prepare an impressive dinner...



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That is what you find in your kitchen:  
- a tomato



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- ...sorry, nothing else...



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## What are you going to do?



# Looking for alternatives: an important dinner

You have an important guest;  
you decide to prepare an impressive dinner...



That is what you find in your kitchen:

- a tomato
- a bottle of water
- ...sorry, nothing else...

## What are you going to do?

Try to get the best  
of what you have at disposal!



# Recipe 2: approximate method

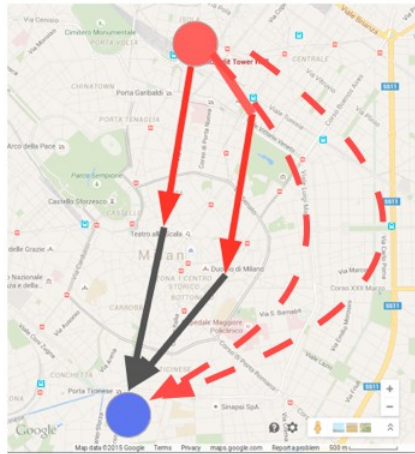
Initial state



Dynamics  $G(t)$

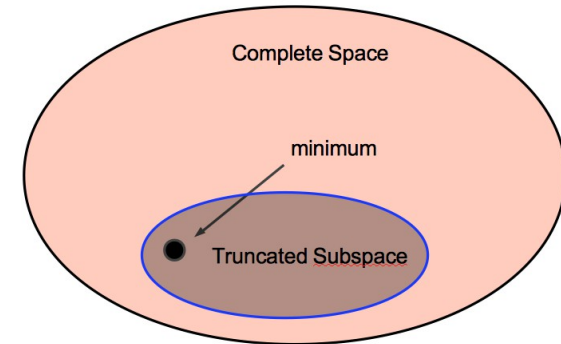


target state ● , cost  $F$



Problem: space too big

Solution: truncated space



# Recipe 2: approximate method

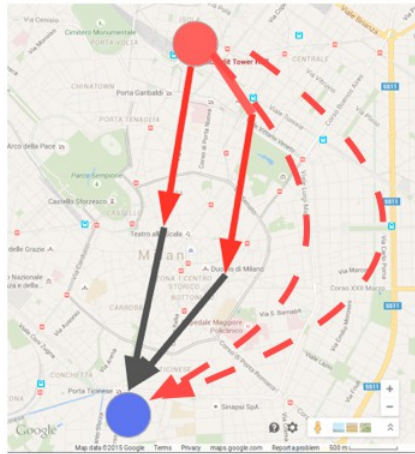
Initial state



Dynamics  $G(t)$

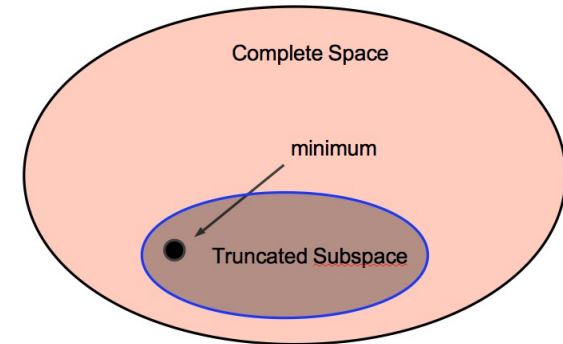


target state ● , cost  $F$



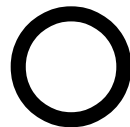
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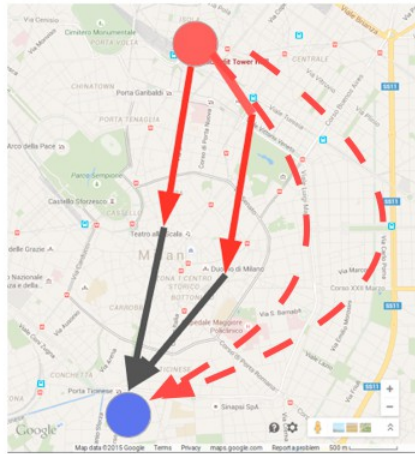
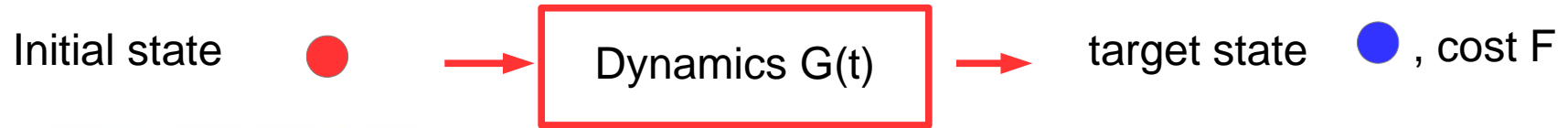


Example:

Draw a man:

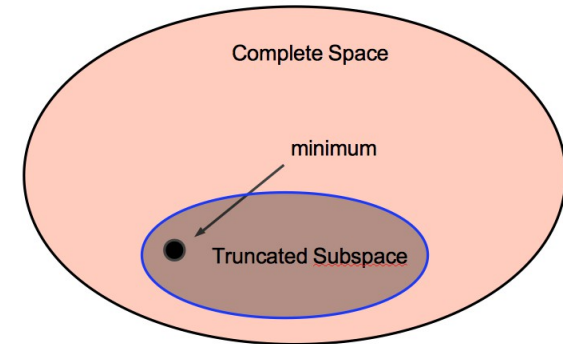


# Recipe 2: approximate method

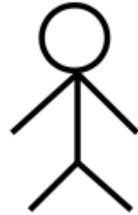


Problem: space too big

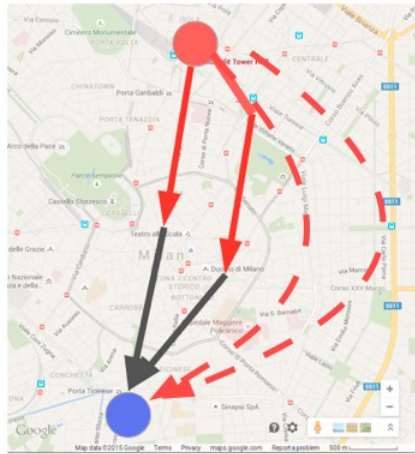
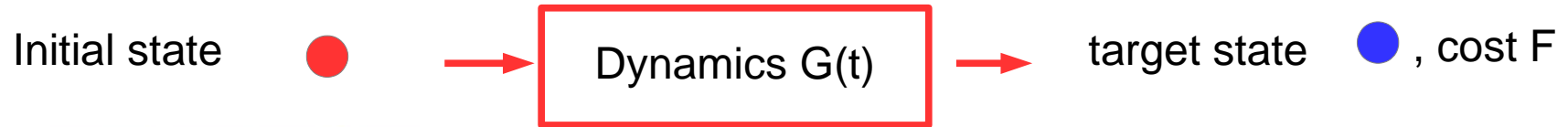
Solution: truncated space



Example:

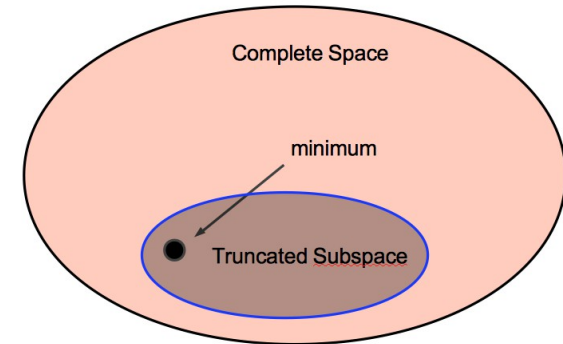
Draw a man:  $1 \times \bigcirc + 5 \times | =$  

# Recipe 2: approximate method




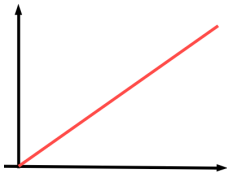
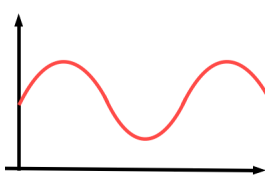
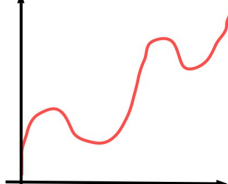
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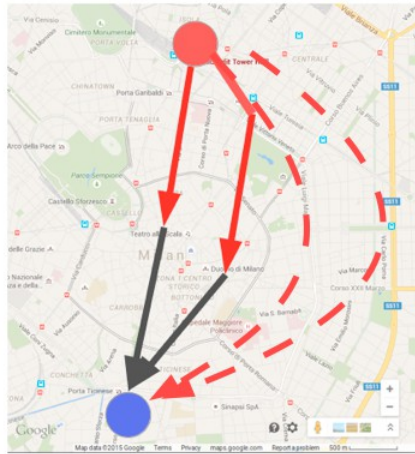
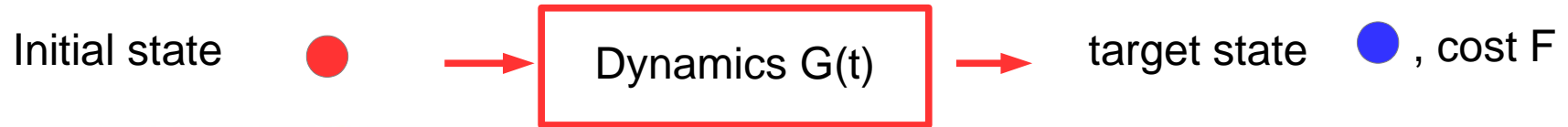


Example:

Draw a man:  $1x \bigcirc + 5x | =$  

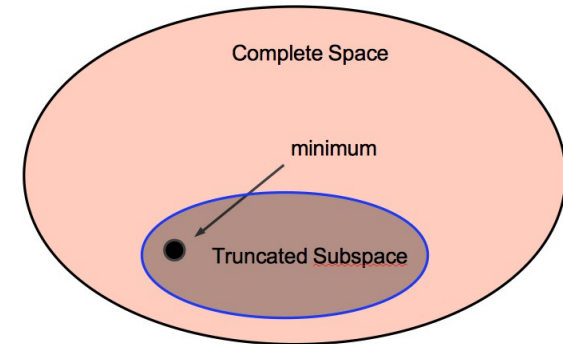
Draw Opt. path:  $1x$    $+ 5x$    $=$  

# Recipe 2: approximate method



Problem: space too big

Solution: truncated space



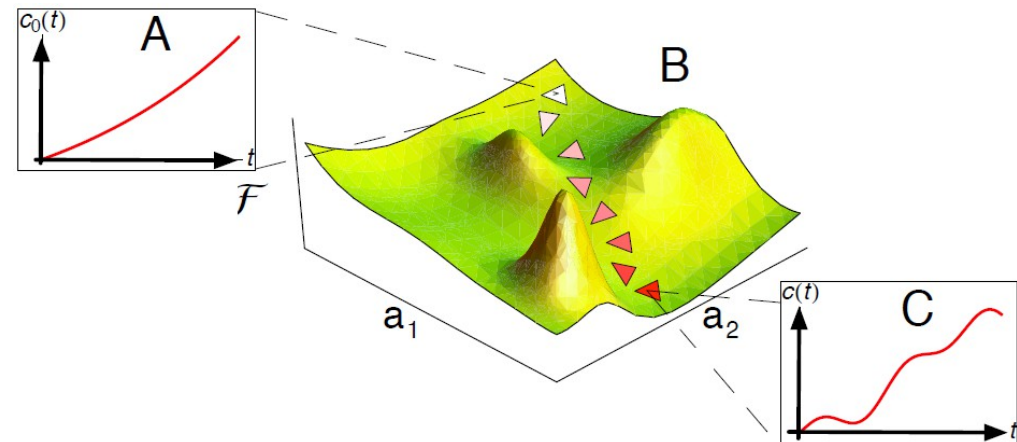
## Algorithm CRAB:

- $G(t)$  in truncated basis of functions:

$$G(t) = \sum_i w_i b_i(t)$$

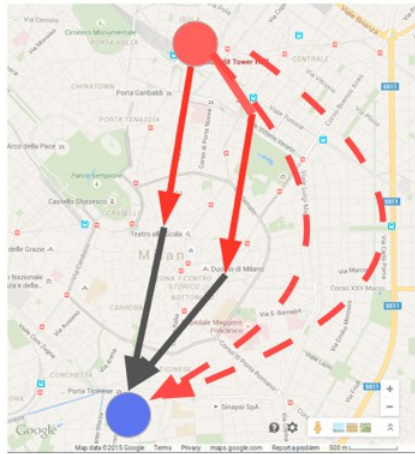
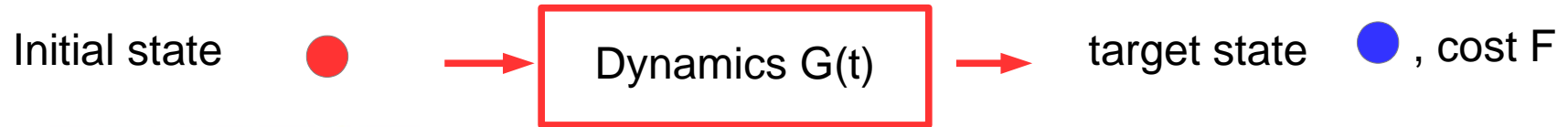
- Cost: few variable function of weights  $W$

$$F[G(t)] = F(\vec{W})$$



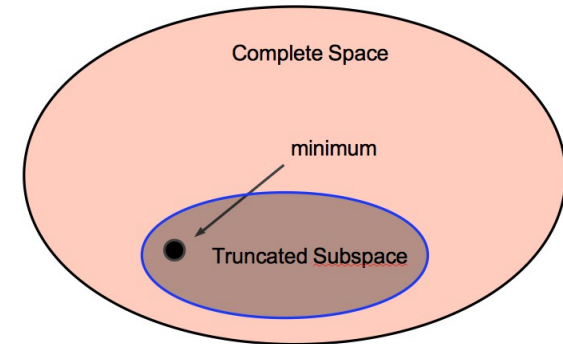


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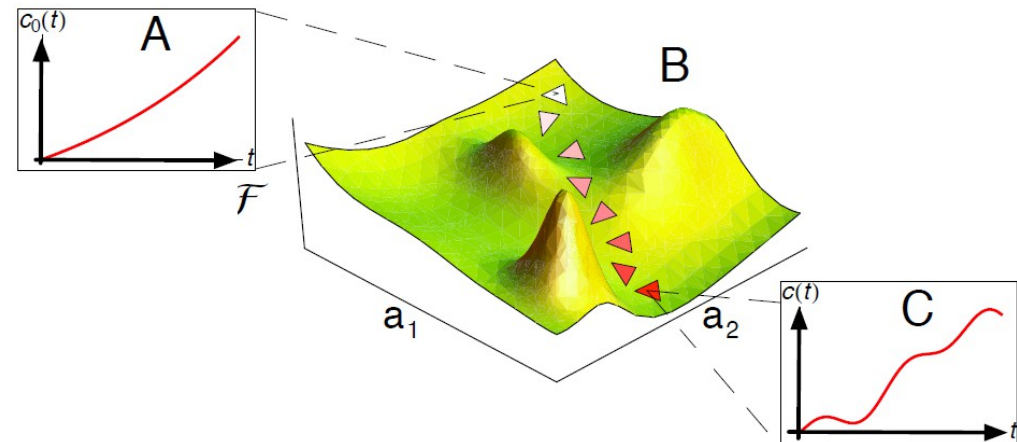
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# Application: reversibility problem



- Is it possible to revert dynamics?
- Is the protocol robust?



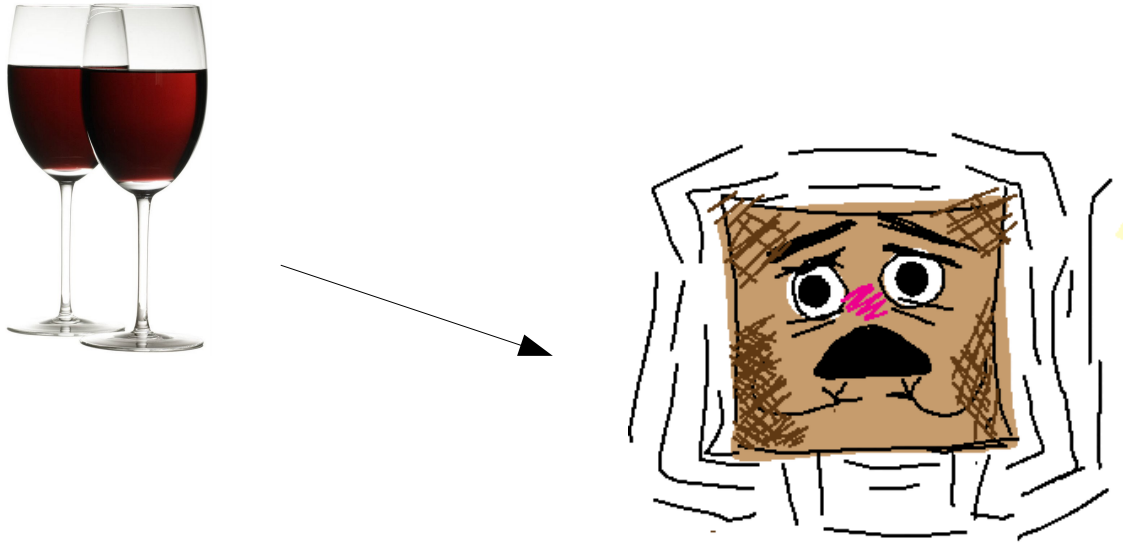
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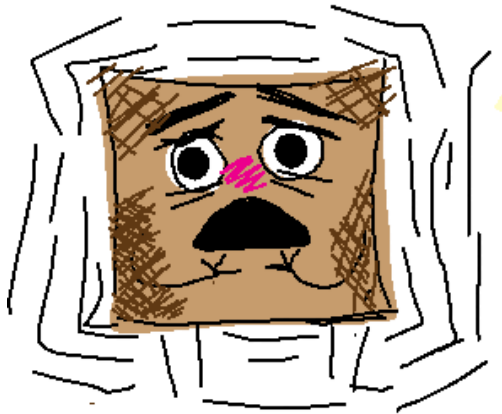
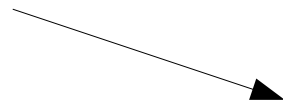
- ✓ Of course, use OC!
- ✓ Extremely robust

# Application: reversibility problem



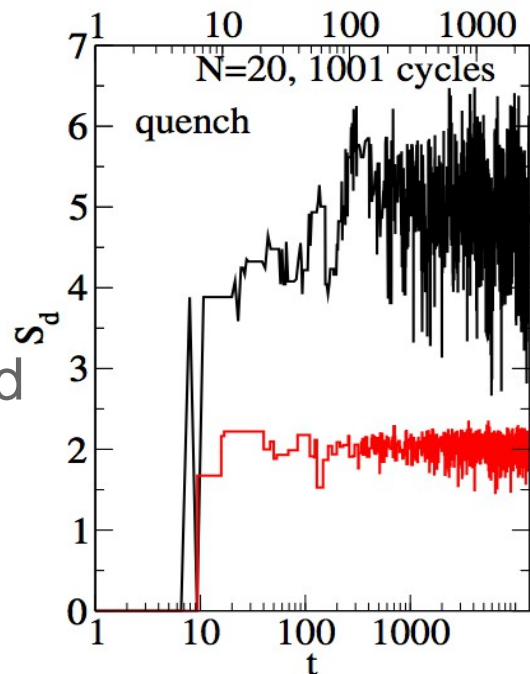
Shake it randomly!

# Application: reversibility problem

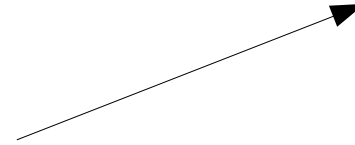
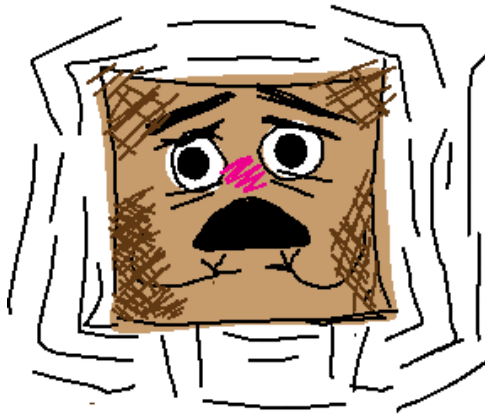


Shake it randomly!

Entropy grows and saturates

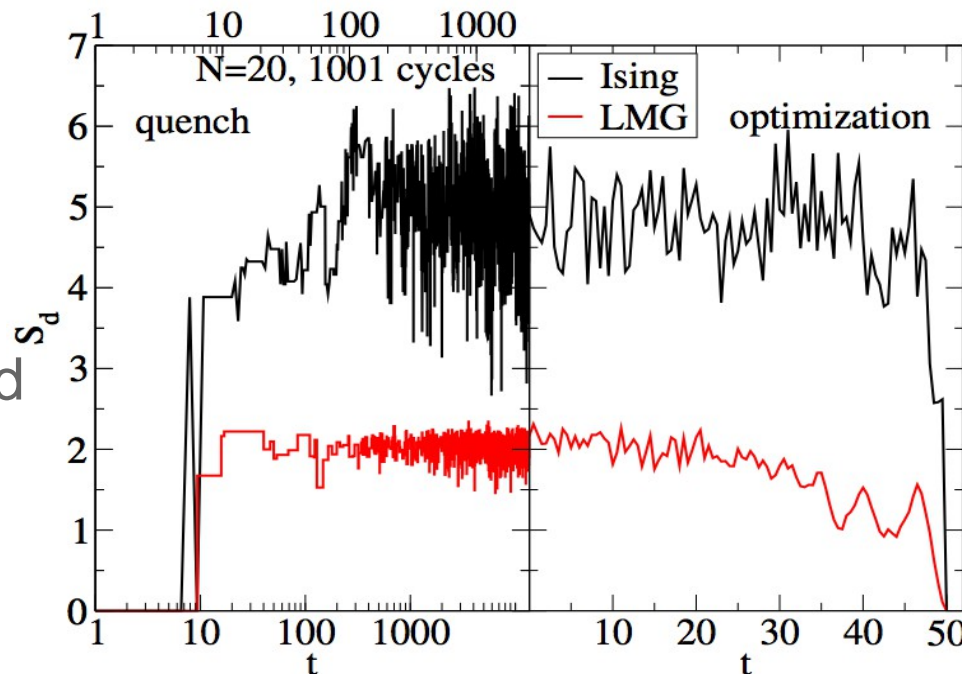


# Application: reversibility problem



Shake it randomly!

Entropy grows and saturates



Shake it with OC!

Entropy decreases, system goes back!

# Conclusions...

how to optimize tasks

Speed



## Optimal Control

Precision



Efficiency

