Disc 421 Friday, April 21, 2023 2:04 PM 068 ()15005Slan: 4/2 The Final Discussion. Today's Agerda: 1. Optimal Control 2. Dynamic Pragrammy & OC -> Solve optim. to get best input! - Went to develop a framework for solving CC probs! Class of O.C. Problems: s Some DT sys: $\mathcal{X}_{u+1} = f(x_u, u_u)$ BEST Inputs to the sys!! Went to identify the => Optimal SEQUENCE of Imputs: 40, U, ..., UN-1 => General type of wast func: "STAGE COST" TERMINAL COST" =) COST 9550C. W/ Stalls along the way of Inputs! => We went to solve: $u_{0}^{*}, u_{N-1}^{*} = u_{0}^{*}, \dots, u_{N-1}^{*} = u_{0}^{*}, \dots, u_{N-1}$ $u_{0}, u_{0}, \dots, u_{N-1}$ $u_{0}^{*}, \dots, u_{N-1}^{*} = u_{0}^{*} = u_{0}^{*}, \dots, u_{N-1}^{*}$ => REALLY HARD TO SOLVE !! - Brewy !+ up Into SMALLER SOLVABLE Pages! Dynamic Programmy: Optimal Cost-to-go": Inagla we're ALREADY taken i optimal steps!! => Remainly O.C. from i -> N = min Lf(KN)+ 2 L(Xu, uu) Wi ... UN-1 = M/n Lf(xN) + L(Xi,Ui) + 2 L(Xu,Un) U: ... Un-1 = m/n L(xi, u:) + Lf(xn) + \(\frac{\frac}\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\ $= \min_{U \in \mathcal{U}_{i} \in \mathcal{U}_{i}} L(X_{i}, U_{i}) + \int_{i+1}^{\infty} (X_{i+1})$ $X_{i+1} = f'(x_i, u_i)$ ((xi, ui) +);, (F(xi, ui)) BELL MAN EQN: \$ => "Sus 1> notsy" Xuri = F(Xm, Un, Wa) Dynama Programmin: =>) n = rt(XN) (Jn-1 = min L (Xn-1, Un-1) + Lf (f (Xn-1, Un1)) · Un-1 (Xn-1) => Enthe optimal Impot see!! Uo, ..., UN-1 Example: Consider tre Scalar DT sus; Xu+1 = axu+bun Xu, un BIR => Try & Identify term. Lf (xn), Stage L(xu, un) Lf (xn) = Xn2, L(xu, un) = Xn2 + un2 => Start w/ our term. wost! $\int_{N}^{\infty} = L_{f}(x_{N}) = \chi_{N}^{2}$ Jo on stes beau! $J_{N-1} = M!n L(X_{N-1}, U_{N-1}) + J_{N}(X_{N}) > Lan!!$ = m/n $\times N-1 + UN-1 + \times N$ $\times M-1$ $- m/n \times \frac{2}{N-1} + (a_{N-1} + b_{UN-1})^2$ JN-1 = M/n XN-1 + UN-1 + G2 XN-1 + 2 C6 XN-1 UN-1 +6 UNY Ms W17 U2-1? OJN-1 = ZUN-1 + 206 XN-1 + 262 UN-1 =0 Solve Gor UN-1 UN-1 (1+62) + a6 XN-1 = 0 A / UN-1 = - (1+62) a6 XN-1 A => Jost State feed back! -> LQQ Controller!