

Reinforcement Learning for Tracking Control in Robotics

Yudha Prawira Pane

Literature Survey



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The implementation work in this thesis was done at DCSC's robotics lab.



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Abstract

This is an abstract.

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Preface

According to WIKIPEDIA, a preface (pronounced “*preffus*”) is an introduction to a book written by the author of the book. In this preface I can discuss the interesting story of how this thesis came into being.

This document is a part of my Master of Science graduation thesis. The idea of doing my thesis on this subject came after a discussion with my good friends Tweedledum and Tweedledee...

Acknowledgements

I would like to thank my supervisor for his assistance during the writing of this thesis. . .

By the way, it might make sense to combine the Preface and the Acknowledgements. This is just a matter of taste, of course.

Delft, University of Technology
December 16, 2014

Yudha Prawira Pane

“In the future, airplanes will be flown by a dog and a pilot. And the dog’s job will be to make sure that if the pilot tries to touch any of the buttons, the dog bites him.”

— *Scott Adams*

Chapter 1

Introduction

Reference or trajectory tracking is one of the building blocks to perform a complex task in robotics. Given a desired path/trajectory, the robot must be able to follow it as quickly as possible with minimum error. Capability to perform this precise tracking is crucial for robots that are to be deployed at manufacturing industries such as semiconductor, automotive, and recently, the emerging application of 3D printing.

Statistics by International Federation of Robotics (IFR) [1] shows that the global sales of industrial robots continues to increase steadily. In 2014, it is expected that the total number of industrial robots installed reaches 205,000 units, a rise of approximately 15 % from previous year. The survey points out that the mature markets such as automotive, electronics, and metal are responsible for such growth.

Meanwhile, there is also a growing interests in applying robots to relatively new applications such as 3D printing, architecture, and art. For instance, research done by Gramazio et. al [2] [3] aims to push the capability of industrial robots to make direct fabrication based on CAD model a reality. The advantage of using robots over conventional CNC machines lies on their flexibility, easy-to-adapt feature, and high degree of freedom Degrees of Freedom (DoF) to enable execution of difficult configuration in 3-dimension (3D) space. These aforementioned applications demands high precision since a minuscule of error could lead to a defect product or even worse, a disaster. Therefore, a precise, accurate reference tracking capability is inevitable.

In order to achieve this, a tracking controller is needed. However, a robot brings along non-linearities, noises, and external disturbances that are difficult to model, let alone compensate. This unknown properties often hinders the controller to perform optimally. A class of controllers which solely depends on the system's model will surely suffer a poor tracking accuracy. The natural answer to this problem is to introduce a controller capable of adjusting its parameter overtime by comparing the reference to the actual trajectory. By doing so, the controller will have an extra degree of freedom to compensate for the unknown properties hence improves the tracking quality. The controller of such characteristic belongs to the class of adaptive controller.

In this thesis, a method to improve the performance of nominal controller by using reinforcement learning (Reinforcement Learning (RL)) is proposed. Despite decades of extensive research on RL, its application to optimize tracking problem in robotics is still a relatively unexplored topic. Based on the literature, there are three potential approaches to address the tracking problem. The first one comes from the work of Lewis et. al. on RL for optimal control. Lewis and his group has been developing a comprehensive research on RL for solving the solution to adaptive optimal control. Their research has been extended for discrete and continuous time and for linear and non-linear system [5] [7] [8] [9]. Furthermore, their technique could also be applied in Q-learning [4] and actor-critic structure [6]. The second approach is proposed by Bayiz et. al. in [10]. The paper discusses a slightly different approach by using RL to learn disturbance compensation for nonlinear system. This disturbance compensation acts as an additive input signal to the control signal. Finally, the third approach uses the notion of adaptive gain scheduling. Buchli et.al present an algorithm called Policy Improvement with Path Integral (PI²) to vary the gain of a Proportional Derivative (PD) controller in order to achieve a desired terminal state [11] [12]. Having explained the motivation of this thesis, now we are ready to define the research problem.

1-1 Problem Definition

The fundamental problem in this literature study concerns with the non-optimal performance of nominal controller with respect to reference tracking task. Therefore the research question can be raised as follows.

"Is it possible to integrate Reinforcement Learning technique to a nominal controller in a certain structure such that reference tracking performance of the controlled system significantly improves?"

While conducting a research, it is considered wise to restrict oneself to a simpler context, but still captures the essential elements of the original problem. Therefore, in answering this question, some general assumptions are made.

1. The system to be controlled is fully actuated
2. The system to be controlled is both controllable and observable
3. Nominal, stabilizing controller is available
4. Identification reveals some information about the system, but not adequate in order to design an accurate reference tracking controller.

1-2 Goal of the Thesis

The goal of this thesis are as follows:

1. To provide a general framework of improving tracking control using RL

2. To apply and compare existing method of RL for tracking application to the 3D printing robotic setup
3. To come up with modification of improvement of previous methods

1-3 Literature Study Approach

In order to build a strong theoretical foundation for later implementation, the following literature approach is used. The order does not necessarily represent a sequential process.

1. To gather as many relevant papers as possible from reputable academic search engines. Relevant means papers which deal with RL and control system. Additional pointer to tracking problem is heavily considered. Examples of sources being used are Web of Science, IEEE Xplore and Google Scholar.
2. To discuss the detail of future experimental setup (UR5 3D printing robot) with Marco de Gier, who was working on the setup at the time this literature is written.
3. From the papers, extract existing methods which have the potential for application to the future experiments. So far, there are 3 different methods that are considered. These methods will be explained in detail in chapter 3.
4. Program simple simulation showing the of each method

1-4 Outline

The structure of this literature review is arranged as follows. In the next chapter, an introductory materials of RL is presented. This covers the framework widely used in RL (Markov Decision Process), the principle of value and policy iteration, the formulation of RL for continuous space, and the actor-critic structure which suits the framework of control system. Chapter 3 provides the result of literature study being conducted. This includes the detailed explanation of methods found and their comparison. Furthermore, a new controller is proposed.

1-5 Nomenclature

Reinforcement Learning Preliminaries

This chapter is dedicated to present a concise theory of reinforcement learning. The first subsection will explain the basics of markov decision process Markov Decision Process (MDP), a general framework used for Reinforcement Learning (RL) problem. Subsequently, an intuition of value and policy iteration will be built in section 2-2. The third section will present the extension of RL for continuous space. Finally, section 2-4 will discuss the actor-critic structure which is a natural representation for control system problem.

2-1 Markov Decision Process

This chapter will cover figures and math.

2-2 Value and Policy Iteration

2-3 Reinforcement Learning for Continuous Space

2-3-1 Function Approximation

2-4 Actor-Critic Structure

Reinforcement Learning for Tracking Problem: A Survey

This is real chapter for Delft Center for Systems and Control (DCSC), ok? We will use it as a demo for the different headings you can use to structure your text.

3-1 Dynamic Tuning via Reinforcement Learning

This is the first section .

3-1-1 Case Study: PI Tuning using Reinforcement Learning

This is the subsection of the first section.

3-2 Nonlinear Compensation for Tracking via Reinforcement Learning

This is second section.

3-2-1 Case Study: 1-DOF Robot Gravity Compensation

3-3 Reinforcement Learning for Optimal Tracking Control

This is third section.

3-4 Self-Proposed Controller [tentative]

Simulation & Verification

4-1 Simulated Setup

This chapter will cover figures and math.

4-2 Simulation Result and Analysis

4-3 Discussion

Future Work and Experiments Plan

5-1 Experimental Setup: UR5 Robot

Chapter 6

Conclusion

Appendix A

Appendix

Appendices are found in the back.

A-1 Simulation Program

A-1-1 A MATLAB listing

```
1 %  
2 % Comment  
3 %  
4 n=10;  
5 for i=1:n  
6     disp('Ok');  
7 end
```

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Glossary

List of Acronyms

DCSC	Delft Center for Systems and Control
RL	Reinforcement Learning
MDP	Markov Decision Process
DoF	Degrees of Freedom
PI²	Policy Improvement with Path Integral
PD	Proportional Derivative
3D	3-dimension

