

EECS 127 Apr 16, 2020.

Applications of Optimization.

Today: Control

$Q, R \geq 0.$

LQR: Linear Quadratic Regulator.

$$\min_{\vec{x}_t, \vec{u}_t} \sum_{t=0}^{N-1} \frac{1}{2} (\underbrace{\vec{x}_t^T Q \vec{x}_t}_{\text{Penalty on state}} + \underbrace{\vec{u}_t^T R \vec{u}_t}_{\text{penalty on my control}}) + \frac{1}{2} \underbrace{\vec{x}_N^T Q_f \vec{x}_N}_{\text{Terminal cost}}$$

s.t.  $\vec{x}_{t+1} = A \vec{x}_t + B \vec{u}_t$  System dynamics.  $t=0, \dots, N-1$   
 $\vec{x}_0 = \vec{x}_{init}.$

$N$ : Terminal time

$\vec{x}_t$ : state of the system at time  $t$ .



Controls:  $u_t$

$x_t$ : deviation from desired trajectory.

Simple: but powerful.

Quadratic program  $\vec{x}_t, \vec{u}_t \rightarrow \vec{x}_{t+1}$

→ Can be reformulated as LS type problems on  $\vec{u}_1, \dots, \vec{u}_N$ . But this is computationally unwieldy. →

Dynamic Programming

Bellman equation.

Adjoint method

λ: inequality  
 ν: equality.

$$L(\vec{x}_0, \dots, \vec{x}_N, \vec{u}_0, \dots, \vec{u}_N, \vec{\lambda}, \dots, \vec{\nu})$$

$$= \sum_{t=0}^{N-1} \frac{1}{2} (\vec{x}_t^T Q \vec{x}_t + \vec{u}_t^T R \vec{u}_t) + \frac{1}{2} \vec{x}_N^T Q_f \vec{x}_N$$

$$+ \sum_{t=0}^{N-1} \vec{\lambda}_{t+1}^T (A \vec{x}_t + B \vec{u}_t - \vec{x}_{t+1})$$

$$\vec{A} \vec{x}_t + B \vec{u}_t = \vec{x}_{t+1}$$

$$A \vec{x}_{t+1} + B \vec{u}_{t+1} = \vec{x}_t$$

Constraint  
 $\vec{x}_{t+1} = A \vec{x}_t + B \vec{u}_t$   
 $t=0, \dots, N-1.$

KKT conditions

↳ No inequality related KKT conditions.

The only interesting one is the "first order" condition.

Derivative w.r.t. variables should be zero.

$$\nabla_{\vec{u}_t} L = R \cdot \vec{u}_t + B^T \cdot \vec{\lambda}_{t+1} = 0 \quad (1)$$

$$\nabla_{\vec{x}_t} L = Q \cdot \vec{x}_t + A^T \vec{\lambda}_{t+1} - \vec{\lambda}_t = 0 \quad (2)$$

$t = 0, \dots, N-1.$

$$\nabla_{\vec{x}_N} L = Q_f \cdot \vec{x}_N - \vec{\lambda}_N = 0 \quad (3)$$

② Rewrite ②:

$$\vec{\lambda}_t = A^T \vec{\lambda}_{t+1} + Q \cdot \vec{x}_t$$

$$\vec{\lambda}_N = Q_f \cdot \vec{x}_N \quad (5)$$

Rewrite ①:

$$\vec{u}_t = -R^{-1} \cdot B^T \cdot \vec{\lambda}_{t+1}$$

"dynamics"

"Adjoint system".

$\lambda$ : costate adjoint

Original Dynamics:

$$\vec{x}_{t+1} = A\vec{x}_t + B\vec{u}_t$$

$$\vec{x}_0 = \vec{x}_{init}$$

"Backward induction to solve"

Reminder: We want optimal  $\vec{u}_t$ 's  $\vec{x}_t$ 's

Assumption  $\vec{\lambda}_t = P_t \cdot \vec{x}_t$  (Induction hypothesis)  
linear relationship

$$t=N: \vec{\lambda}_N = Q_f \cdot \vec{x}_N$$

$$P_N = Q_f$$

Indu. Hyp.  $\checkmark$   $t=N$

Assume:  $\vec{\lambda}_{t+1} = P_{t+1} \cdot \vec{x}_{t+1}$

we now need to show,

that:  $\vec{\lambda}_t = P_t \cdot \vec{x}_t$

Given:  $\vec{\lambda}_{t+1} = P_{t+1} \cdot \vec{x}_{t+1}$   
use system dynamics:  
 $= P_{t+1} (A \vec{x}_t + B \vec{u}_t)$

$= P_{t+1} (A \vec{x}_t + B (-R^{-1} B^T \vec{\lambda}_{t+1}))$   
use eq. (6).

$= P_{t+1} (A \vec{x}_t - B R^{-1} B^T \vec{\lambda}_{t+1}) = \vec{\lambda}_{t+1}$   
I

Rearrange:

$(I + P_{t+1} B R^{-1} B^T) \vec{\lambda}_{t+1} = P_{t+1} A \cdot \vec{x}_t$

$\vec{\lambda}_{t+1} = (I + P_{t+1} B R^{-1} B^T)^{-1} \cdot P_{t+1} \cdot A \cdot \vec{x}_t$

Eq(4)  $\Rightarrow \vec{\lambda}_t = A^T \vec{\lambda}_{t+1} + Q \cdot \vec{x}_t$

$$\begin{aligned} \rightarrow &= A^T (I + P_{t+1} B R^{-1} B^T)^{-1} P_{t+1} A \underline{\underline{\vec{x}_t}} \\ &+ Q \underline{\underline{\vec{x}_t}} \end{aligned}$$

$$\Rightarrow \underline{\underline{\vec{\lambda}_t}} = \underbrace{(A^T (I + P_{t+1} B R^{-1} B^T)^{-1} P_{t+1} A + Q)}_{P_t} \underline{\underline{\vec{x}_t}}$$

$$\underline{\underline{\vec{\lambda}_t}} = P_t \cdot \underline{\underline{\vec{x}_t}}$$

$$P_t := A^T (I + P_{t+1} B R^{-1} B^T)^{-1} \cdot P_{t+1} A + Q$$

$$P_N = Q_f$$

Run backwards from  
N to get all

$$P_{t+1} \rightarrow P_t$$

$P_0 \dots P_N$

Ricatti Equation.

## Solutions:

① Solve for all  $P_t$  using the Riccati equation:

$$\begin{aligned} \textcircled{2} \quad \vec{u}_t &= -R^{-1} B^T \vec{\lambda}_{t+1} \\ &= -R^{-1} B^T (I + P_{t+1} B R^{-1} B^T)^{-1} P_{t+1} A \cdot \vec{x}_t \end{aligned}$$

Relationship between  
current state + current control.

③ Now, use system dynamics to get all controls ( $u$ ) and all states.

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$$\begin{aligned} \text{Start at } \vec{x}_0 &\rightarrow \vec{u}_0 \\ \vec{x}_0, \vec{u}_0 &\rightarrow \vec{x}_1 \end{aligned}$$

$$\begin{array}{ccc} \vec{x}_t & \longrightarrow & \vec{u}_t \\ \vec{x}_t, \vec{u}_t & \longrightarrow & \vec{u}_t \end{array}$$


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① Magically generated extra equations

② Recursion (backwards) on  $P_t$

Knew final  $P_N = Q_f$ .

$P_{N-1}, P_{N-2}, \dots, P_0$

③  $\vec{x}_0, P_0 \rightarrow \vec{u}_0$

④ Forward dynamics to get rest of  $\vec{x}_t, \vec{u}_t$  upto  $N$ .

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Cool things:

①  $\vec{u}_t$  is a LINEAR of  $\vec{x}_t$



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$$\begin{array}{l}
 x_0 \\
 \text{Time } 0: \\
 \hline
 \vec{x}_0 Q \vec{x}_0 + \vec{u}_0 R \vec{u}_0 \\
 \vec{x}_1 Q \vec{x}_1 + \vec{u}_1 R \vec{u}_1
 \end{array}$$

"Cost at time  $k$   
to go"

= cost incurred @ time  $k$

+ cost to go @ state  $x_{k+1}$  @  
time  $x_{k+1}$