

Lecture Schedule

DTU

- 1 The finite-horizon decision problem
- 2 Pebruary

 2 Dynamical Programming
- 3 DP reformulations and introduction to

- Discretization and PID control
- 6 Direct methods and control by optimization
- 6 Linear-quadratic problems in control
- Tinearization and iterative LQR

Q-learning and deep-Q learning

8 Exploration and Bandits

Policy and value iteration

linear methods

approximations

Monte-carlo methods and TD learning

Model-Free Control with tabular and

Eligibility traces and value-function

15 March Syllabus: https://02465material.pages.compute.dtu.dk/02465public Help improve lecture by giving feedback on DTU learn

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Reading material:

• [Her24, Chapter 12-14]

Learning Objectives

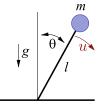
- Discretization of a control problem
- Control environments
- Exact solution for linear problems
- PID control

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Example: The pendulum environment





If \boldsymbol{u} is a torque applied to the axis of rotation $\boldsymbol{\theta}$ then:

$$\ddot{\theta}(t) = \frac{g}{l}\sin(\theta(t)) + \frac{u(t)}{ml^2}$$

If
$$x = \begin{bmatrix} \theta & \dot{\theta} \end{bmatrix}^T$$
 this can be written as
$$\dot{x} = \begin{bmatrix} \dot{\theta} \\ \frac{q}{l} \sin(\theta) + \frac{u}{ml^2} \end{bmatrix} = f(x, u) \tag{1}$$

lecture_04_pendulum_random.

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Dynamics



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We assume the system we wish to control has dynamics of the form

$$\dot{\boldsymbol{x}}(t) = \boldsymbol{f}(\boldsymbol{x}(t), \boldsymbol{u}(t), t)$$

- ullet $oldsymbol{x}(t) \in \mathbb{R}^n$ is a complete description of the system at t
- ullet $oldsymbol{u}(t) \in \mathbb{R}^d$ are the controls applied to the system at t
- ullet The time t belongs to an interval $[t_0,t_F]$ of interest

Cost and policy



• The cost function will be of this form:

$$J_{\boldsymbol{u}}(\boldsymbol{x},t_{0},t_{F}) = \underbrace{c_{F}\left(t_{0},t_{F},\boldsymbol{x}\left(t_{0}\right),\boldsymbol{x}\left(t_{F}\right)\right)}_{\text{Mayer Term}} + \underbrace{\int_{t_{0}}^{t_{F}}c(\tau,\boldsymbol{x}(\tau),\boldsymbol{u}(\tau))d\tau}_{\text{Lagrange Term}}$$

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The continuous-time control problem

Given system dynamics for a system

$$\dot{\boldsymbol{x}}(t) = \boldsymbol{f}(t, \boldsymbol{x}(t), \boldsymbol{u}(t))$$

Obtain $oldsymbol{u}:[t_0;t_F]
ightarrow \mathbb{R}^m$ as solution to

$$u^*, x^*, t_0^*, t_F^* = \operatorname*{arg\,min}_{x, u, t_0, t_F} J_u(x, u, t_0, t_F).$$

(Minimization subject to all constraints)

Today:

- Linear-quadratic problems
- Discretization $t \to t_0, t_1, \dots, t_N$
- Why?
 - To build a gymnasium environment
 - To apply Dynamical Programming

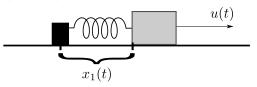
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The control problem

Linear-quadratic problems: The harmonic oscillator





A mass attached to a spring which can move back-and-forth

$$\ddot{x}(t) = -\frac{k}{m}x(t) + \frac{1}{m}u(t) \tag{2}$$

$$\dot{\boldsymbol{x}} = \begin{bmatrix} 0 & 1 \\ -\frac{k}{m} & 0 \end{bmatrix} \boldsymbol{x} + \begin{bmatrix} 0 \\ \frac{1}{m} \end{bmatrix} \boldsymbol{u} \tag{3}$$

$$J = \int_{0}^{t_F} \left(\boldsymbol{x}(t)^{\top} \boldsymbol{x}(t) + u(t)^{2} \right) dt.$$
 (4)

lecture_04_harmonic.py

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The control problem

General linear-quadratic control



For $A \in \mathbb{R}^{n \times n}$, $B \in \mathbb{R}^{n \times d}$

$$\dot{\boldsymbol{x}}(t) = \boldsymbol{f}(\boldsymbol{x}(t), \boldsymbol{u}(t), t) = A\boldsymbol{x}(t) + B\boldsymbol{u}(t) + \boldsymbol{d}$$
(5)

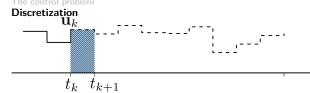
We assume $t_0=0$ and that the cost-function is quadratic:

$$J_{\boldsymbol{u}}(\boldsymbol{x}_0, t_F) = \frac{1}{2} \int_0^{t_f} \boldsymbol{x}^T(t) Q \boldsymbol{x}(t) + \boldsymbol{u}^T(t) R \boldsymbol{u}(t) dt$$
 (6)

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The control problem



• Euler-integration will be used to discretize the model:

$$\begin{split} \boldsymbol{x}_{k+1} &= \boldsymbol{f}_k(\boldsymbol{x}_k, \boldsymbol{u}_k) \\ &= \boldsymbol{x}_k + \Delta \boldsymbol{f}(\boldsymbol{x}_k, \boldsymbol{u}_k, t_k) \\ J_{\boldsymbol{u}=(\boldsymbol{u}_0, \boldsymbol{u}_1, \dots, \boldsymbol{u}_{N-1})}(\boldsymbol{x}_0) &= c_f(t_0, \boldsymbol{x}_0, t_F, \boldsymbol{x}_F) + \sum_{k=0}^{N-1} c_k(\boldsymbol{x}_k, \boldsymbol{u}_k) \\ c_k(\boldsymbol{x}_k, \boldsymbol{u}_k) &= \Delta c(\boldsymbol{x}_k, \boldsymbol{u}_k). \end{split}$$

• The discrete model is deterministic but approximate: Open-loop no longer optimal

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The control problem

Variable transformation



• It is common to consider variable transformations. For the pendulum:

$$\phi_x : \begin{bmatrix} \theta \\ \dot{\theta} \end{bmatrix} \mapsto \begin{bmatrix} \cos(\theta) \\ \sin(\theta) \\ \dot{\theta} \end{bmatrix} . \tag{7}$$

(avoids periodiodic)

• For control signal -U < u < U:

$$\phi_u : [u] \mapsto \left[\tanh^{-1} \frac{u}{U} \right].$$
 (8)

(No longer constrained)

ullet The update equations in the discrete coordinates $oldsymbol{x}_k, \, oldsymbol{u}_k$ are:

$$\mathbf{x}_{k+1} = \phi_x \left(\phi_x^{-1}(\mathbf{x}_k) + \Delta \mathbf{f}(\phi_x^{-1}(\mathbf{x}_k), \phi_u^{-1}(\mathbf{u}_k), t_k) \right)$$
 (9)

$$= \boldsymbol{f}_k(\boldsymbol{x}_k, \boldsymbol{u}_k) \tag{10}$$

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The control problem

Quiz: Discretization

Consider the pendulum: If $m{x} = \begin{bmatrix} heta & \dot{ heta} \end{bmatrix}^T$ this can be written as

$$\dot{\boldsymbol{x}} = \begin{bmatrix} \dot{\theta} \\ \frac{q}{l}\sin(\theta) + \frac{u}{ml^2} \end{bmatrix} = f(\boldsymbol{x}, u)$$

What is the Euler discretization update using the convention $m{x}_k = \begin{bmatrix} heta_k \\ \dot{ heta}_k \end{bmatrix}$?

a.
$$\begin{bmatrix} \theta_{k+1} \\ \dot{\theta}_{k+1} \end{bmatrix} = \Delta \begin{bmatrix} \theta_k + \dot{\theta}_k \\ \frac{q}{l} \sin \theta_k + \frac{u_k}{ml^2} \end{bmatrix}$$

$$\mathbf{b.} \begin{bmatrix} \theta_{k+1} \\ \dot{\theta}_{k+1} \end{bmatrix} = \begin{bmatrix} \theta_k + \Delta \dot{\theta}_k \\ \dot{\theta}_k + \Delta \left(\frac{q}{l} \sin \theta_k + \frac{u_k}{ml^2} \right) \end{bmatrix}$$

$$\text{C.} \begin{bmatrix} \theta_{k+1} \\ \dot{\theta}_{k+1} \end{bmatrix} = \Delta \begin{bmatrix} \theta_k \\ \frac{q}{l} \sin \theta_{k+1} + \frac{u_k}{ml^2} \end{bmatrix}$$

$$\mathbf{d.} \begin{bmatrix} \theta_{k+1} \\ \dot{\theta}_{k+1} \end{bmatrix} = \begin{bmatrix} \Delta \theta_{k+1} + \dot{\theta}_k \\ \Delta \dot{\theta}_{k+1} + \frac{g}{l} \sin \theta_k + \frac{u_k}{ml^2} \end{bmatrix}$$

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Exponential Integration of linear models

Implementation

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Recall that general linear dynamics has the form

$$\dot{\boldsymbol{x}}(t) = A\boldsymbol{x}(t) + B\boldsymbol{u}(t) + \boldsymbol{d} \tag{11}$$

Euler integration would suggest:

$$x_{k+1} = x_k + \Delta f(x_k, u_k)$$

= $(I + \Delta A)x_k + \Delta Bu_k + \Delta d$

In fact, the following is an exact solution (see [Her24, section 12.1])

$$\mathbf{x}_{k+1} = e^{A\Delta} \mathbf{x}_k + A^{-1} (e^{A\Delta} - I) B \mathbf{u}_k + A^{-1} (e^{A\Delta} - I) d$$
 (12)

(The symbol $e^A \approx I + A + \frac{1}{2}A^2 + \cdots$ is the matrix exponential)

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• You still only implement a ControlModel class (as last week)

- Creating a discrete model and an environment is automatic
- See the online documentation for week 4.

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PID contro

Approaches to control



- ullet Rule-based methods (build $oldsymbol{u}(t)=\pi(oldsymbol{x},t)$ directly)
- Optimization-based methods:

$$u^* = \arg\min_{\boldsymbol{u}} J_{\boldsymbol{u}}(\boldsymbol{x}_0)$$

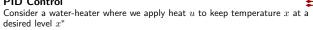
• DP-inspired planning methods

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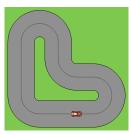
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PID control

PID Control



- If $x < x^*$ apply more u
- If $x > x^*$ apply less u



- ullet If left-of-centerline turn wheel u right
- ullet If right-of-centerline turn wheel u left
- BPG turneuQ1_car_random.py lecture_04_car_basic_pid.py Lecture 4 23 February, 2024

PID control

Example: The locomotive



Steer locomotive (starting at x=-1) to goal $\left(x^*=0\right)$

$$\ddot{x}(t) = \frac{1}{m}u(t) \tag{13}$$

Or alternatively:

$$\dot{\boldsymbol{x}} = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \boldsymbol{x} + \begin{bmatrix} 0 \\ \frac{1}{m} \end{bmatrix} \boldsymbol{u} \tag{14}$$

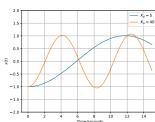
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PID control

P is for proportionality

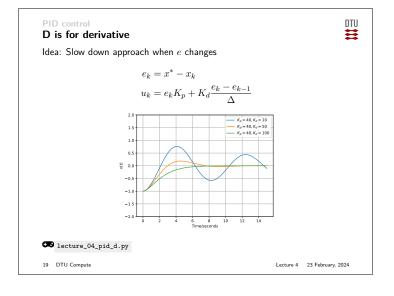
Idea: If $x < x^*$, increase u proportional to $x^* - x$:

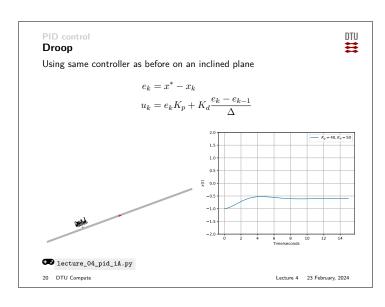


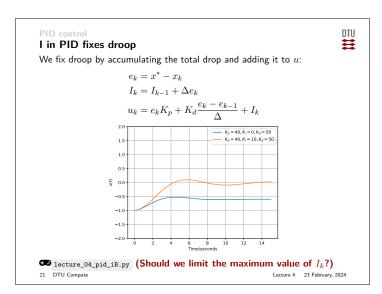


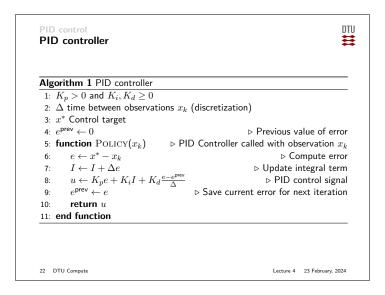
lecture_04_pid_p.py

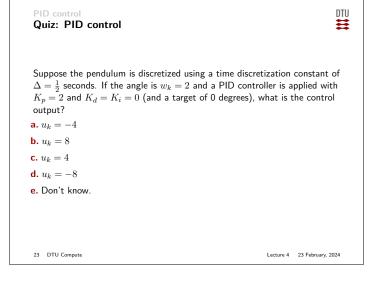
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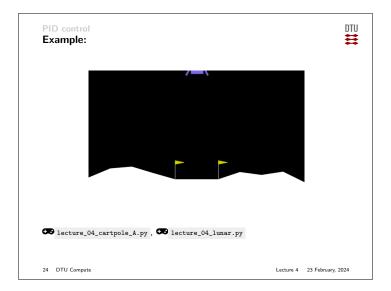


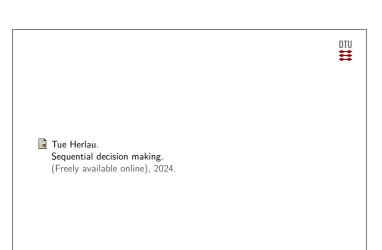












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