

Optimal Control, Lecture 1: Introduction and Shortest Path

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Contents

1. Formulation of optimal control problems
2. Dynamic programming
3. Model predictive control
4. Reinforcement learning
5. Pontryagin maximum principle
6. Numerical methods

Applications



Applications



Applications

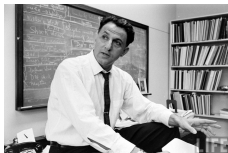


Applications

- ▶ Routing of airplanes
- ▶ Logistics
- ▶ Economical systems
- ▶ many more

History

- ▶ Roots in calculus of variations (Bernoulli, Euler, Lagrange, Weierstrass,...)
- ▶ Optimal control emerged in the 1950s during the space race
- ▶ Dynamic programming (Richard Bellman)
- ▶ Maximum principle (Lev Semenovich Pontryagin)
- ▶ Linear quadratic control (Rudolph Kalman)



Organization

- ▶ Examiner and lecturer: Anders Hansson, e-mail: anders.g.hansson@liu.se
- ▶ Course assistant: Reza Jafari, e-mail: seyyed.reza.jafari@liu.se (responsible for homeworks and exercise sessions)
- ▶ Course home page:
<http://www.control.isy.liu.se/student/tsrt08/>

Course Evaluation and Course Development

- ▶ 26 registered students
- ▶ Evaluate answer frequency 30.77%
- ▶ Overall evaluation of the course 3.25
- ▶ Basis for changes: Increased relevance of reinforcement learning
- ▶ Changes carried out: New course material based on a new book

Optimal Control

- ▶ Discrete time optimal control
- ▶ Continuous time optimal control

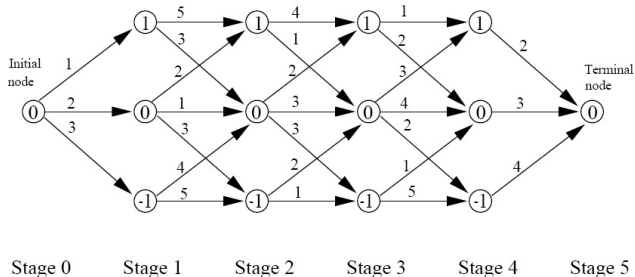
Discrete Time Optimal Control

$$\begin{aligned} \text{minimize} \quad & \phi(x_N) + \sum_{k=0}^{N-1} f_k(x_k, u_k) \\ \text{subject to} \quad & x_{k+1} = F_k(x_k, u_k) \\ & x_0 \text{ given}, x_k \in X_k \\ & u_k \in U(k, x_k) \end{aligned}$$

Sequential decision problem which include as special cases

- ▶ Graph search problem
- ▶ Combinatorial optimization
- ▶ Discrete time optimal control

Shortest Path Problem



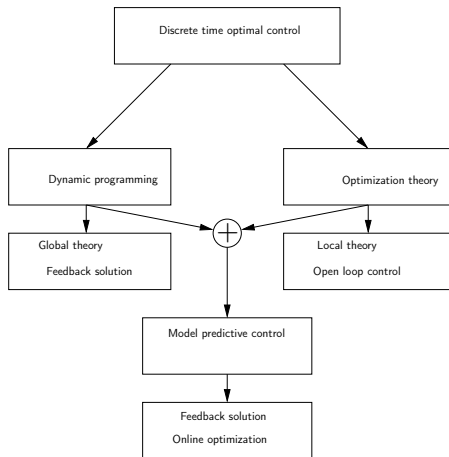
Find the shortest path from the initial node at stage 0 to the terminal node at stage 5.

Knapsack Problem



$$\begin{aligned} & \text{maximize} && \sum_{j=1}^n p_j x_j \\ & \text{subject to} && \sum_{j=1}^n w_j x_j \leq c, x_j = 0 \text{ or } 1, j = 1, \dots, n \end{aligned}$$

Discrete Time Optimal Control



Reinforcement Learning

Is about solving the optimal control problem *without knowing* the dynamical model of the system to control.

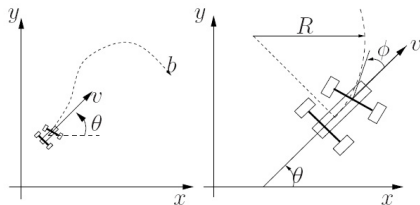
Based on carrying out experiments.

Continuous Time Optimal Control

$$\begin{aligned} &\text{minimize} && \phi(t_1, x(t_1)) + \int_{t_0}^{t_1} f(t, x(t), u(t)) dt \\ &\text{subject to} && \dot{x}(t) = F(t, x(t), u(t)) \\ &&& x(t_0) \in S_0 \\ &&& x(t_1) \in S_1 \\ &&& u(t) \in U(x(t)) \end{aligned}$$

S_0 and S_1 manifolds (intersections of surfaces)

Optimal Control of Car



Problem: shortest path (here t_1 is a free variable)

$$\begin{aligned} & \text{minimize} && \int_0^{t_1} 1 dt \\ & \text{subject to} && \dot{x}(t) = v \cos(\theta(t)), \quad x(0) = 0, \quad x(t_1) = \bar{x} \\ & && \dot{y}(t) = v \sin(\theta(t)), \quad y(0) = 0, \quad y(t_1) = \bar{y} \\ & && \dot{\theta}(t) = \omega(t), \quad \theta(0) = 0, \quad \theta(t_1) = \bar{\theta} \\ & && |\omega(t)| \leq v/R, \quad t_1 \geq 0 \end{aligned}$$

Resource Allocation

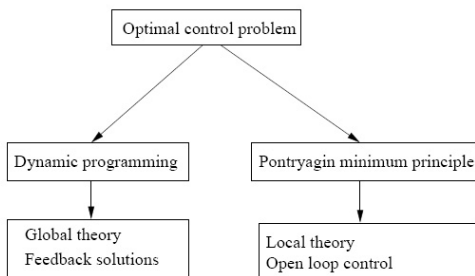
$$\begin{aligned} &\text{maximize} && x(t_1) + \int_0^{t_1} (1 - u(t))x(t)dt \\ &\text{subject to} && \dot{x}(t) = \alpha u(t)x(t), \quad 0 < \alpha < 1 \\ &&& x(0) = x_0 > 0 \\ &&& u(t) \in [0, 1], \quad \forall t \end{aligned}$$

The portion $u(t)$ of the production rate $x(t)$ is invested in the factory (and increases the production capacity)

The rest $(1 - u(t))x(t)$ is stored in a warehouse.

Maximize the sum of the total amount of goods stored and the final capacity.

Continuous Optimal Control



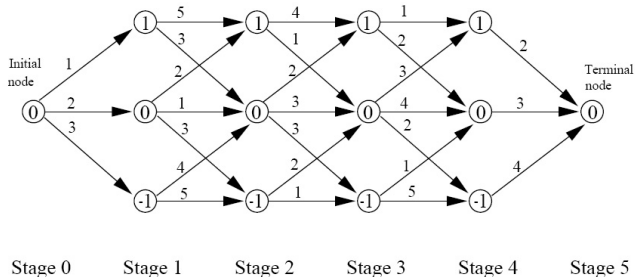
- ▶ Feedback control $u(t) = \psi(t, x(t))$ (depends on state)
- ▶ Open loop control $u(t) = \psi(t, x(t_0))$

Note: we will not do dynamic programming in continuous time.

Discrete Time Optimal Control

- ▶ Optimal control problems in discrete time
 - ▶ Discrete state space
 - ▶ Continuous state space
- ▶ In discrete time it is easier to understand
 - ▶ The principle of optimality
 - ▶ The dynamic programming equation
- ▶ Discrete version of the Pontryagin Maximum Principle (PMP)
- ▶ Optimal control on infinite time horizon
- ▶ Feedback versus open loop control
- ▶ Approximate solutions
- ▶ Model Predictive Control (MPC)
- ▶ Reinforcement learning

Shortest Path Problem



Find the shortest path from the initial node at stage 0 to the terminal node at stage 5.