# CS 277: Control and Reinforcement Learning Winter 2022 Lecture 8: Optimal Control

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### **Today's lecture**

#### Stability, reachability, stabilizability

### Linear Quadratic Regulator

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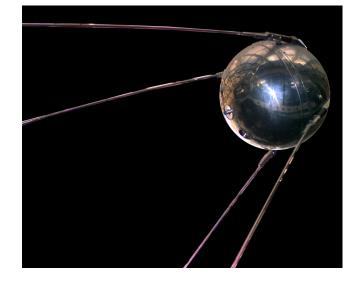
#### Hamiltonian

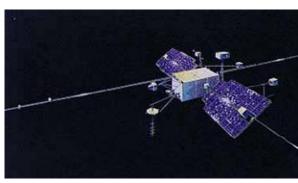
# Why Optimal Control?

- Optimal Control involves environments simple enough to solve directly
  - Important applications
  - Powerful and profound theory
  - Useful insights / components for harder domains





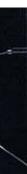








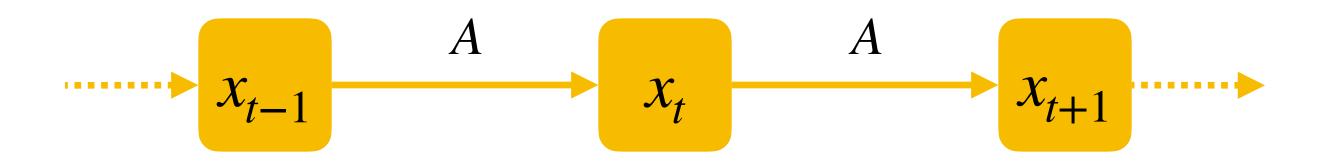








# Linear Time-Invariant (LTI) systems



- Continuous state space:  $x_t \in \mathbb{R}^n$
- Simplest system linear:  $x_{t+1} = Ax_t$ 
  - Linear Time-Invariant (LTI): A does not depend on t
- How does the system evolve over time?

Adding drift b doesn't add insight

### $A \in \mathbb{R}^{n \times n}$

### $x_t = A^t x_0$

# Stability

- To analyze: use eigenvectors  $\lambda e = Ae$
- Consider a basis of eigenvectors e<sub>1</sub>

$$x_0 = \sum_i \alpha_i e_i \implies x_1 = A x_0 = \sum_i \alpha_i \lambda_i e_i \implies x_t = \sum_i \alpha_i \lambda_i^t e_i$$

• Instability: some  $\|\lambda_i\| > 1$ , so that  $\lim \|x_t\| \to \infty$ 

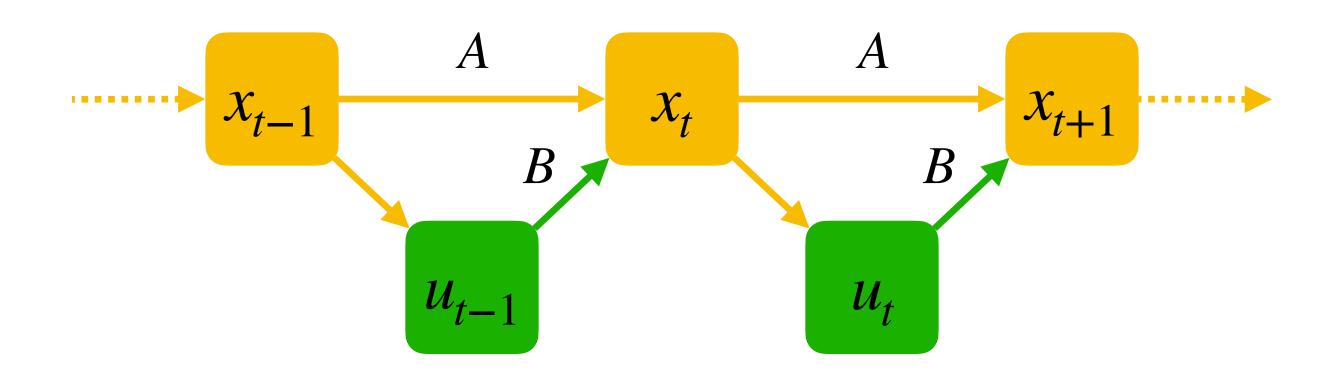
• Stability: all  $\|\lambda_i\| < 1$ , so that  $\lim x_t = 0$  $t \rightarrow \infty$ 

$$_1,...,e_n\in\mathbb{C}^n$$

 $t \rightarrow \infty$ 

#### • When $\|\lambda_i\| = 1$ , component never vanishes or explodes; still called unstable

# Linear control systems



- Continuous action (control) space:  $u_t \in \mathbb{R}^m$
- Controlled LTI system:  $x_{t+1} = Ax_t + Bu_t$

$$x_{t} = A^{t}x_{0} + A^{t-1}Bu_{0} + \dots + ABu_{t-2} + Bu_{t-1}$$
$$x_{t} = A^{t}x_{0} + \begin{bmatrix} B & AB & \dots & A^{t-1}B \end{bmatrix} \begin{bmatrix} u_{t-1} \\ u_{t-2} \\ \vdots \\ u_{0} \end{bmatrix}$$

$$x_{t} = A^{t}x_{0} + A^{t-1}Bu_{0} + \dots + ABu_{t-2} + Bu_{t-1}$$
$$x_{t} = A^{t}x_{0} + \begin{bmatrix} B & AB & \dots & A^{t-1}B \end{bmatrix} \begin{bmatrix} u_{t-1} \\ u_{t-2} \\ \vdots \\ u_{0} \end{bmatrix}$$



#### $B \in \mathbb{R}^{n \times m}$

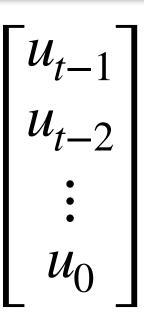
# Reachability

- Can we reach a given state x, at tim
  - If and only if  $x_t A^t x_0 \in \text{span} | B$
- Cayley-Hamilton: A satisfies  $p_A(\lambda)$ 
  - Sufficient to consider controllability
- Reachability: can we reach all states eventually?
  - If and only if span $\mathscr{C} = \mathbb{R}^n \iff ra$
- To reach x: control  $\overrightarrow{u} = \mathscr{C}^{-1}(x A)$

he 
$$t$$
?  
 $x_t = A^t x_0 + \begin{bmatrix} B & AB & \cdots & A^{t-1}B \end{bmatrix}$   
 $AB & \cdots & A^{t-1}B \end{bmatrix}$   
 $= \lfloor \lambda I - A \rfloor$   
matrix:  $\mathscr{C} = \begin{bmatrix} B & AB & \cdots & A^{n-1}B \end{bmatrix}$ 

$$nk\mathscr{C} = n$$

$$A^n x_0$$



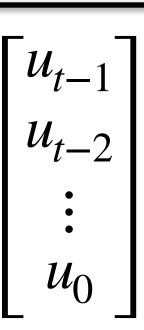


# Stabilizability

- Can we reach x = 0 eventually?
- For each mode  $e_i$  (eigenvector of A):
  - Is  $\|\lambda_i\| < 1? \Rightarrow$  stable, otherwise unstable
    - Stable modes reach 0 on their own
  - If unstable, is  $e_i \in \text{span} \mathscr{C}$ ?  $\Rightarrow$  stabilizable, otherwise unstabilizable
    - Stabilizable modes = unstable, but controllable
- The system (A, B) is stabilizable if all modes are stable or stabilizable

# $x_{t} = A^{t}x_{0} + \begin{bmatrix} B & AB & \cdots & A^{t-1}B \end{bmatrix} \begin{bmatrix} u_{t-1} \\ u_{t-2} \\ \vdots \\ u_{0} \end{bmatrix}$





### **Today's lecture**

### Stability, reachability, stabilizability

### Linear Quadratic Regulator

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#### Hamiltonian

## Quadratic costs

- Simplest reward: linear has no maximum  $\Rightarrow$  concave quadratic
  - Consider cost:  $c(x_t, u_t) = \frac{1}{2}x_t^TQx_t +$
- $Q \in \mathbb{R}^{n \times n}$  is positive semidefinite (
  - No incentive to go to infinity in any direction
- $R \in \mathbb{R}^{m \times m}$  is positive definite R >
  - Incentive for finite control in all directions
- Usually, finite or infinite horizon, no discounting

$$-\frac{1}{2}u_t^{\mathsf{T}}Ru_t$$

$$Q \ge 0$$
:  $\frac{1}{2}x^{\mathsf{T}}Qx \ge 0$  for all  $x$ 

$$0: \frac{1}{2}u^{\mathsf{T}}Ru > 0 \text{ for all } u$$



# Linear Quadratic Regulator (LQR)

- Linear Quadratic Regulation (LQR) optimization problem:
  - Given LTI dynamics + quadratic cost (A, B, Q, R)
  - Find the control function  $u_t = \pi(x_t)$

That minimizes 
$$J^{\pi} = \sum_{t=0}^{T-1} c(x_t, u_t) =$$

• Such that  $x_{t+1} = Ax_t + Bu_t$  for all t

 $= \frac{1}{2} \sum_{t=1}^{T-1} \left( x_t^{\mathsf{T}} Q x_t + u_t^{\mathsf{T}} R u_t \right)$ t=0



# Solving the LQR

• Bellman recursion:  $V_t(x_t) = \min c(x_t, u_t) + V_{t+1}(x_{t+1})$ 

- Let's solve while also proving by induction that  $V_t$  is quadratic
  - Base case:  $V_T \equiv 0$
  - Assume:  $V_{t+1}(x_{t+1}) = \frac{1}{2}x_{t+1}^{\mathsf{T}}S_{t+1}x_{t+1}$
  - Solve:  $\nabla_{u_t}(c(x_t, u_t) + V_{t+1}(x_{t+1})) = 0$

 $\sim x_{t+1} = Ax_t + Bu_t$ 

# $S_{t+1} \geq 0$

# **Bellman optimality**

$$0 = \nabla_{u_{t}}(c(x_{t}, u_{t}) + V_{t+1}(x_{t+1})) \qquad \begin{array}{l} V_{t+1}(x_{t+1}) = \frac{1}{2}x_{t+1}^{\mathsf{T}}S_{t+1}x_{t+1} \\ x_{t+1} = Ax_{t} + Bu_{t} \end{array}$$
$$= \frac{1}{2} \nabla_{u_{t}}(x_{t}^{\mathsf{T}}Qx_{t} + u_{t}^{\mathsf{T}}Ru_{t} + (Ax_{t} + Bu_{t})^{\mathsf{T}}S_{t+1}(Ax_{t} + Bu_{t}))$$
$$= Ru_{t} + B^{\mathsf{T}}S_{t+1}(Ax_{t} + Bu_{t})$$
$$u_{t}^{*} = -(R + B^{\mathsf{T}}S_{t+1}B)^{-1}B^{\mathsf{T}}S_{t+1}Ax_{t}$$

• Plugging  $u_{t}^{*}$  into the Bellman recursion and rearranging terms:

$$V_t(x_t) = \frac{1}{2} x_t^{\mathsf{T}}(Q + A^{\mathsf{T}}(S_{t+1} - S_{t+1}B(R + B^{\mathsf{T}}S_{t+1}B)^{-1}B^{\mathsf{T}}S_{t+1})A)x_t$$

• Ricatti equation:  $S_t = Q + A^{T}(S_{t+1} - S_{t+1}B(R + B^{T}S_{t+1}B)^{-1}B^{T}S_{t+1})A$ 

# **Optimal control: properties**

- Linear control policy:  $u_t = L_t x_t$ 
  - Feedback gain:  $L_t = -(R + B^{T}S_{t+1})$
- Quadratic value (cost-to-go) functio
  - Cost Hessian  $S_t = \nabla_{x_t}^2 V_t$  is the same for all  $x_t$
- Ricatti equation for  $S_t$  can be solved recursively backward

$$S_{t} = Q + A^{\mathsf{T}}(S_{t+1} - S_{t+1}B(R + B^{\mathsf{T}}S_{t+1}B)^{-1}B^{\mathsf{T}}S_{t+1})A$$

Without knowing any actual states or controls (!) = at system design time

$${}_{1}B)^{-1}B^{\mathsf{T}}S_{t+1}A$$

on 
$$V_t(x_t) = \frac{1}{2} x_t^\mathsf{T} S_t x_t$$



# Infinite horizon

Average cost: 
$$J = \lim_{T \to \infty} \frac{1}{T} \sum_{t=0}^{T-1} c(x_t, t)$$

- For each finite T we solve with Bellman recursion, affected by end  $V_T \equiv 0$ 
  - In the limit, end effects go away  $\Rightarrow$  converge to time-independent
- Discrete-time algebraic Ricatti equation (DARE):

$$S = Q + A^{\mathsf{T}}(S - A)$$

$$u_t$$
)

 $SB(R + B^{\mathsf{T}}SB)^{-1}B^{\mathsf{T}}S)A$ 

• Optimal cost-to-go function:  $V(x) = \frac{1}{2}x^{T}Sx$ ; optimal cost:  $J = \frac{1}{2}x_{0}^{T}Sx_{0}$ 

# Non-homogeneous case

• More generally, LQR can have lower-order terms

$$x_{t+1} = f_t(x_t, u_t) = A_t x_t + B_t u_t + b_t$$

$$c_t(x_t, u_t) = \frac{1}{2}x_t^{\mathsf{T}}Q_t x_t + \frac{1}{2}u_t^{\mathsf{T}}R_t u_t + u_t^{\mathsf{T}}N_t x_t + q_t^{\mathsf{T}}x_t + r_t^{\mathsf{T}}u_t + s_t$$

- More flexible modeling, e.g. trackin
- Solved essentially the same way
  - Cost-to-go  $V_t(x_t)$  will also have lower-order terms

ig a target trajectory 
$$\frac{1}{2}(x_t - \tilde{x}_t)^{\mathsf{T}}Q(x_t - \tilde{x}_t)$$





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#### Hamiltonian

### **Co-state**

- Consider the cost-to-go  $V_t^{\pi}(x_t) = c$
- To study its landscape over state space, consider its gradient

$$\nu_{t} = \nabla_{x_{t}} V_{t}^{\pi} = \nabla_{x_{t}} c_{t} + \nabla_{x_{t+1}} V_{t+1}^{\pi} \nabla_{x_{t}} f_{t} = \nabla_{x_{t}} c_{t} + \nu_{t+1} \nabla_{x_{t}} f_{t}$$

► Jacobian of the dynamics:  $\nabla_{x_t} f_t \in \mathbb{R}^{n \times n}$ 

- Co-state  $\nu_r \in \mathbb{R}^n$  = direction of steepest increase in cost-to-go

$$c_t \in \mathbb{R} \qquad f_t \in \mathbb{R}^n$$
$$c(x_t, u_t) + V_{t+1}^{\pi}(f(x_t, u_t))$$

• Linear backward recursion  $\nu_t = \nabla_{x_t} c_t + \nu_{t+1} \nabla_{x_t} f_t$ ; initialization:  $\nu_T = 0$ 

# Hamiltonian

Cost-to-go recursion: (first-order approximation)

$$V_t^{\pi}(x_t) = c(x_t, u_t) + V_{t+1}^{\pi}(x_{t+1}) \approx c(x_t, u_t) + x_{t+1} \nabla_{x_{t+1}} V_{t+1}^{\pi}$$
  
an = first-order approximation of the cost-to-go

Hamiltonia  $\bullet$ 

$$\mathcal{H}_{t}(x_{t}, \nu_{t+1}, u_{t}) = c(x_{t}, u_{t}) + \nu_{t+1}f(x_{t}, u_{t})$$

- Related to, but not the same as the Hamiltonian in physics
- The Hamiltonian is useful to get first-order conditions for optimal control
  - Equivalent to Bellman optimality

#### Even more useful in continuous time (equivalent to Hamilton–Jacobi–Bellman)

# Pontryagin's maximum principle

- Hamiltonian:  $\mathscr{H}_{t}(x_{t}, \nu_{t+1}, u_{t}) = c(x_{t}, u_{t}) + \nu_{t+1}f(x_{t}, u_{t})$
- Necessary optimality conditions:

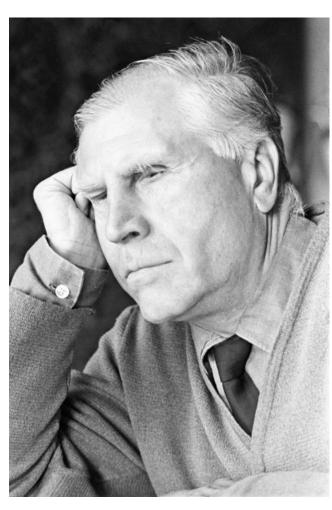
$$\nabla_{x_t} \mathcal{H}_t = \nu_t \qquad \nabla_{\nu_{t+1}}$$

• 
$$\nabla_{x_t} \mathscr{H}_t = \nabla_{x_t} c_t + \nu_{t+1} \nabla_{x_t} f_t = \nu_t$$
 ne

• 
$$\nabla_{\nu_{t+1}} \mathscr{H}_t = f(x_t, u_t) = x_{t+1}$$
 necessary

**Objective:** min *J* s.t.  $x_{t+1} = f(x_t, u_t)$  $\pi$ 





Lev Pontryagin

ecessary for  $\nu_t = \nabla_{\chi_t} V_t^{\pi}$  to be the co-state

ary for  $x_t$  to be the state for dynamics f

); Lagrangian: 
$$\mathscr{L} = \sum_{t=0}^{T-1} \mathscr{H}_t - \nu_{t+1} \cdot x_{t+1}$$

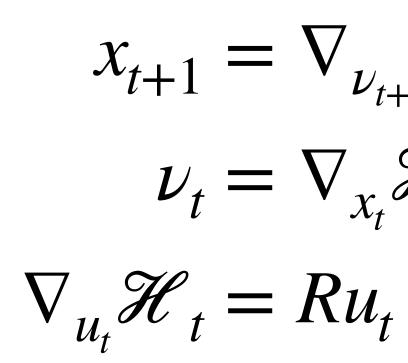


# Hamiltonian in LQR

- In LQR, the Hamiltonian is quadratic

$$\mathcal{H}_t = \frac{1}{2} x_t^{\mathsf{T}} Q x_t + \frac{1}{2} u_t^{\mathsf{T}} R u_t + \nu_{t+1} (A x_t + B u_t)$$

• This suggests forward-backward recursions for x,  $\nu$ , and  $\mu$ :



• The Hamiltonian is generally high-degree, many local optima, hard to solve

$$\mathscr{H}_{t} = Ax_{t} + Bu_{t}$$
$$\mathscr{H}_{t} = \nu_{t+1}A + x_{t}^{\mathsf{T}}Q$$
$$\mathscr{H}_{t} = B^{\mathsf{T}}\nu_{t+1}^{\mathsf{T}} = 0$$

### • The solution coincides with the Ricatti equations with $\nu_t = S_t x_t$ $u_t = L_t x_t$



- LQR = simplest dynamics: linear; simplest cost: quadratic
- Can characterize stability, reachability, stabilizability in terms of (A, B)
- Can use Ricatti equation to find cost-to-go Hessian

• Equivalently: Hamiltonian gives state forward / co-state backward recursions