

Optimal and Learning Control for Autonomous Robots Lecture 2



A D R L

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Lecture 2 Goals

- ★ Discrete optimal control problem
- ★ Value function and optimal value function
- ★ Bellman Equation
- ★ Optimal Bellman Equation
- ★ Optimal solution constructed backwards in time (cf. Principle of optimality)



Class logistics

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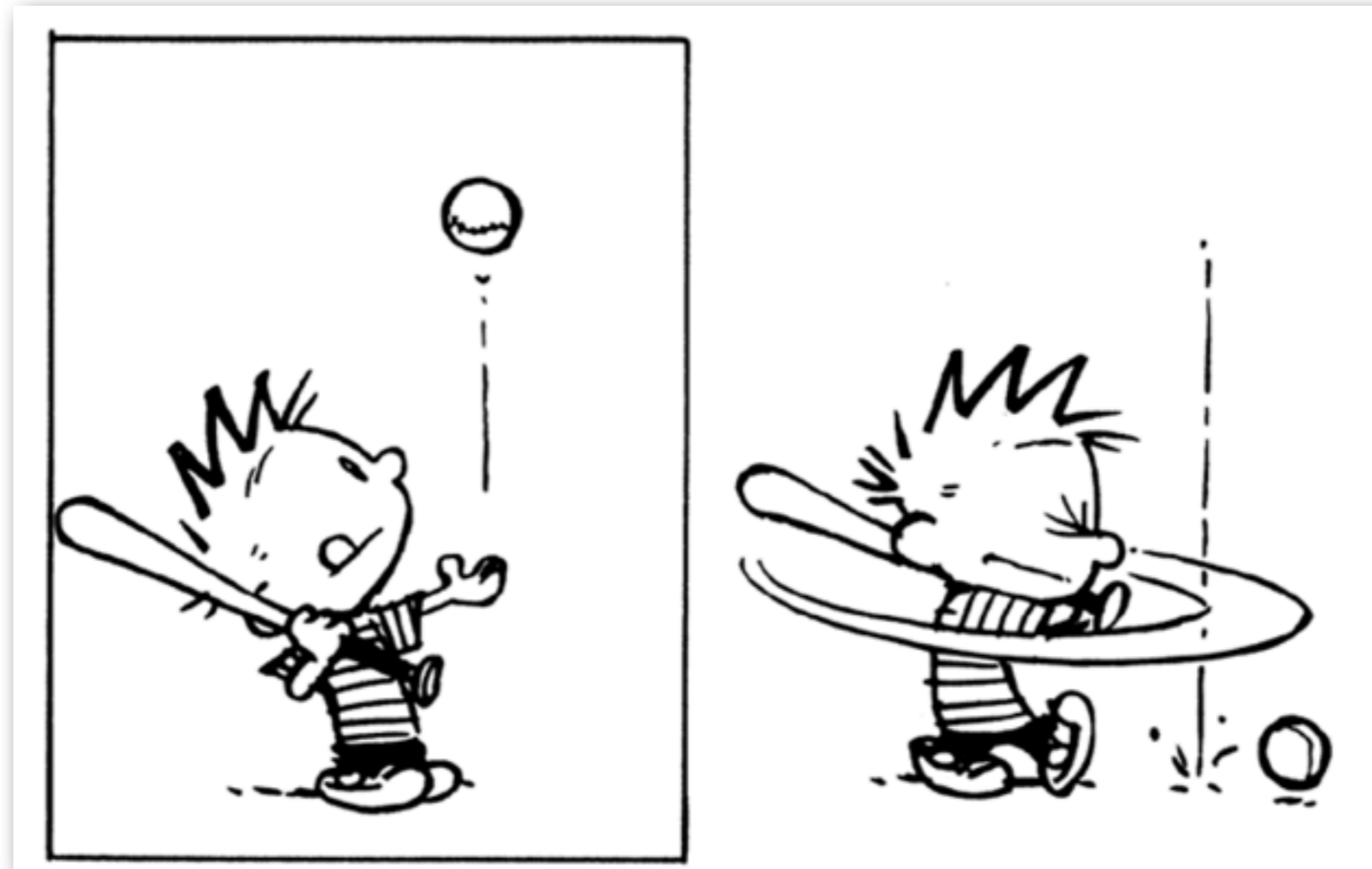
<http://www.adrl.ethz.ch/doku.php/adrl:education:lecture:fs2015>



LI Recap



Reinforcement Learning



Learning from unspecific reward
'by trial and error' - delayed reward

Cost and reward functions

‘A single number describing the quality of the solution’

Quality dependent on some parameters

- ➔ Simple example: design a tank, use minimum amount of material
- ➔ Complicated example: Minimize boarding time of a plane

Analytical optimum

Minima (and maxima) of functions

n-dimensional:

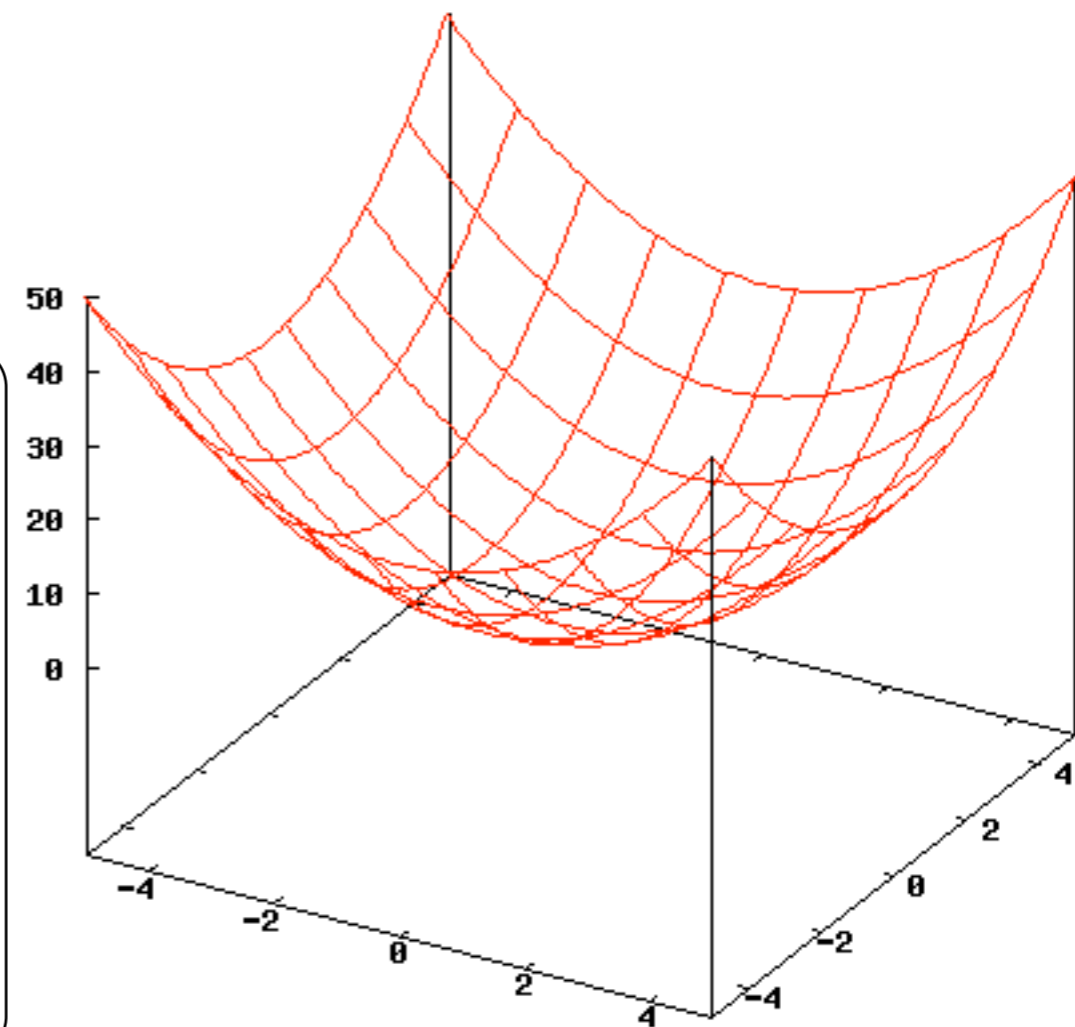
$$C = f(x_1, \dots, x_n)$$

$$\frac{\partial C}{\partial x_i}$$

$$\frac{\partial C}{\partial x_i} = 0$$

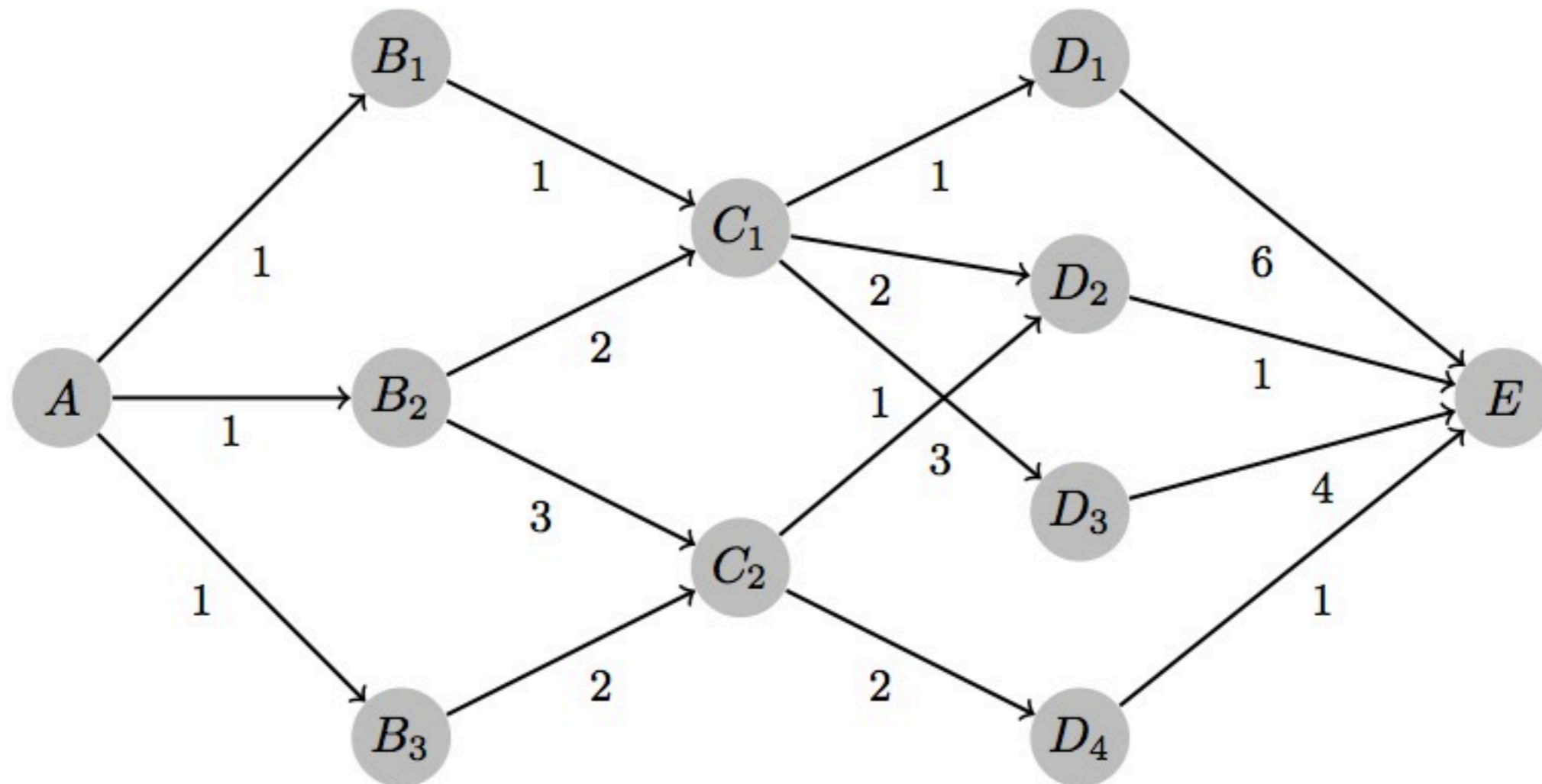
$$\nabla C = \left[\frac{\partial C}{\partial x_1}, \dots, \frac{\partial C}{\partial x_n} \right]^T$$

$$\nabla C = 0$$



Minimum is an 'inflection point' - slope is 0

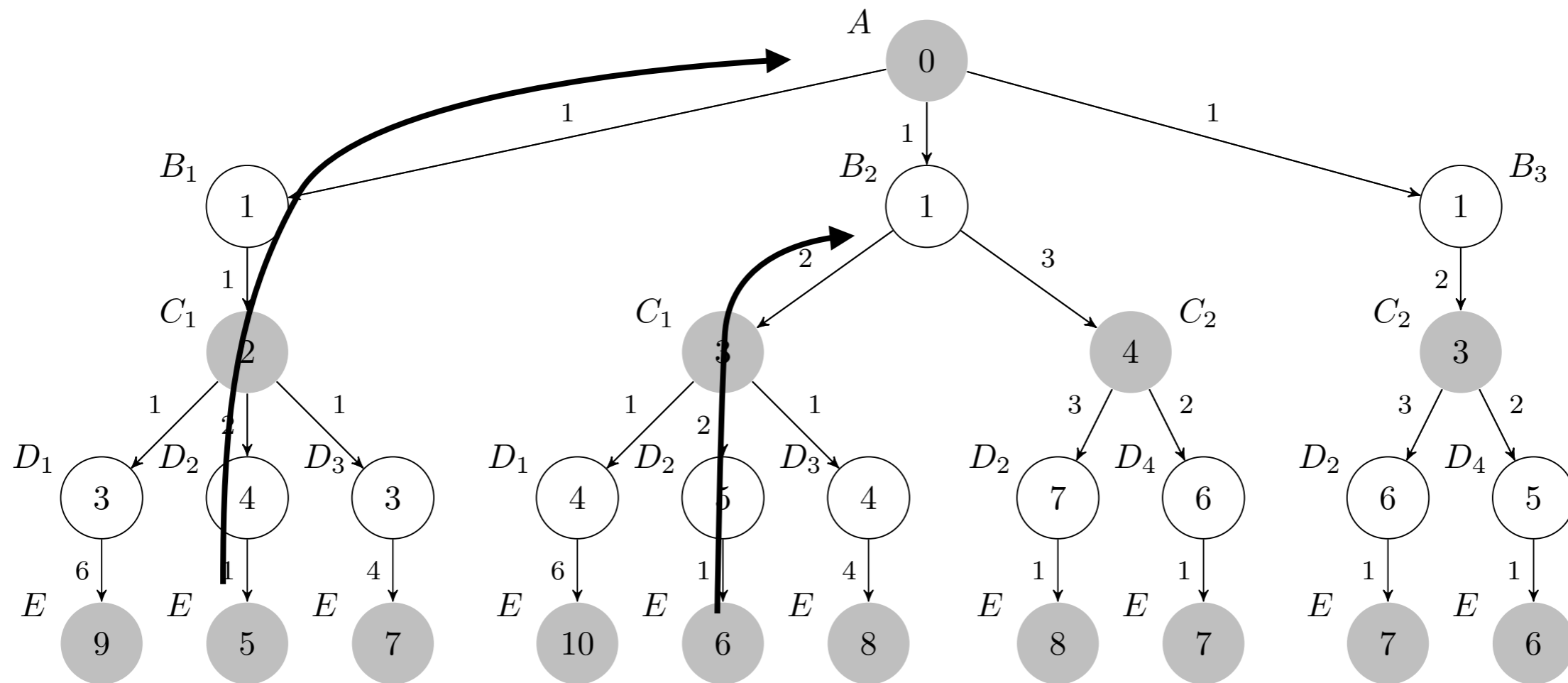
Traveling Salesman



11 nodes
16 edges

Select optimal path?

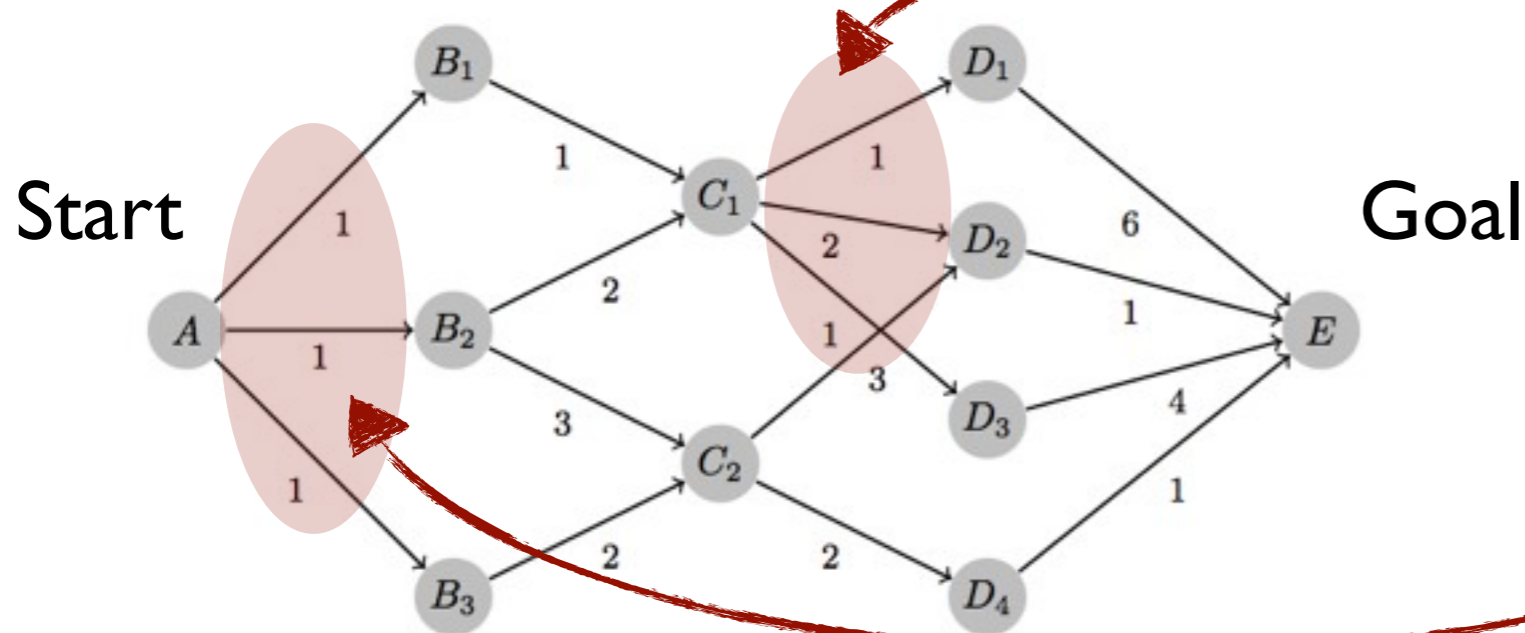
= control



need to look all the way to the end to find optimal path, local info (edge or next node is not telling)



1.1 Shortest (“cheapest”) Path Problem. Example.



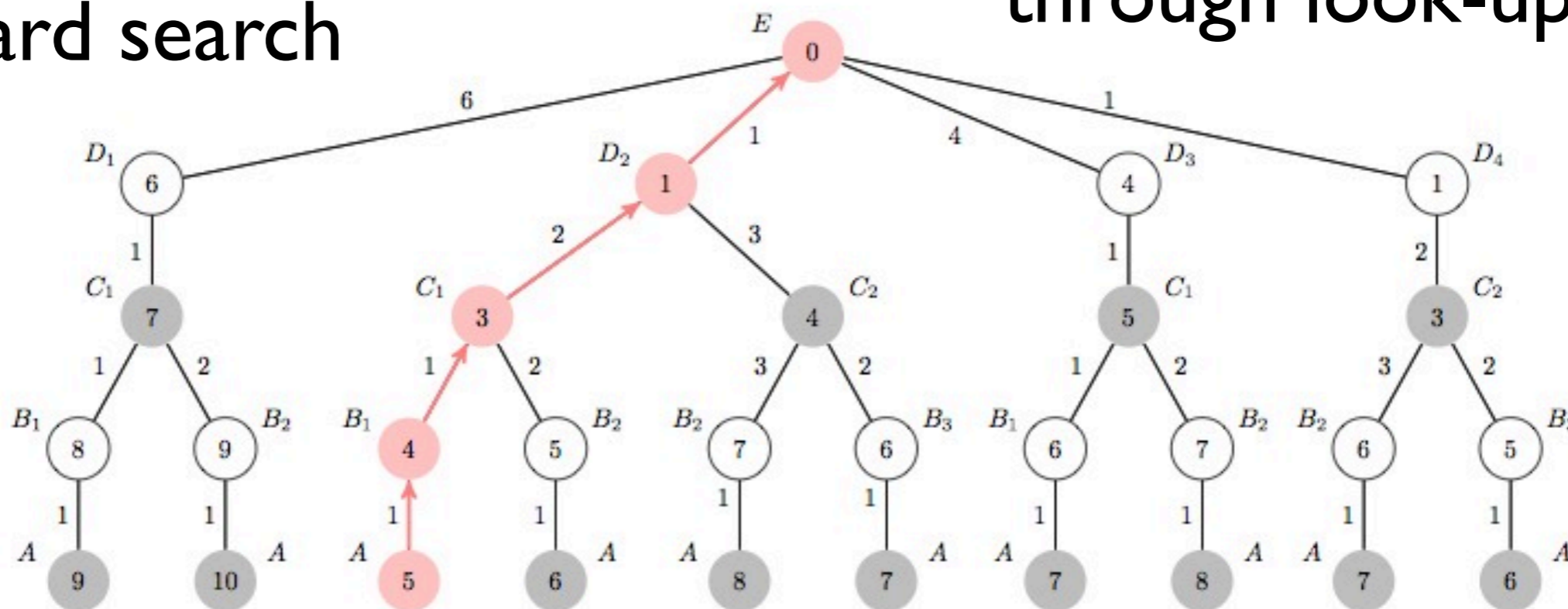
‘don’t be greedy!’

‘delayed reward’

Figure 1: Example of directed graph with cost at each edge.

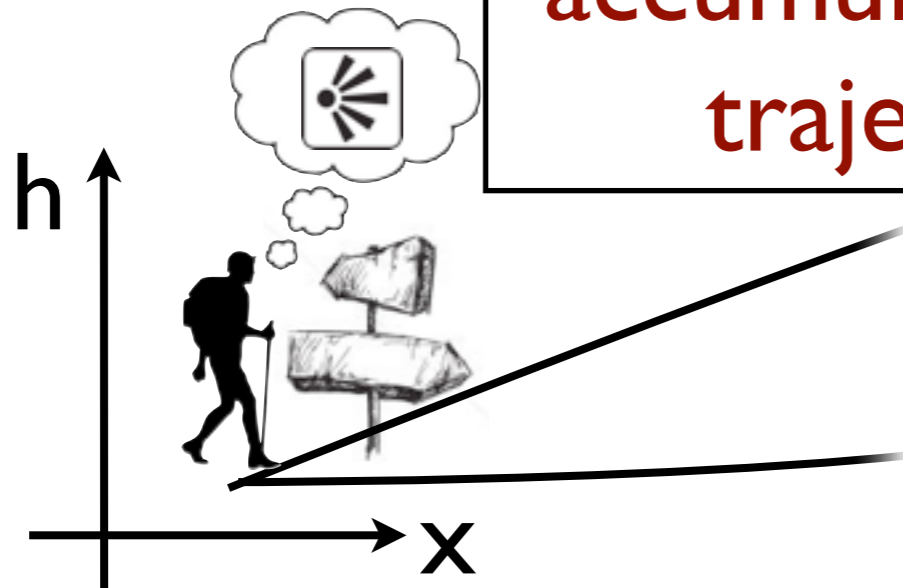
yields ‘control’ policy through look-up

Backward search



Why greedy is not a good idea...

$$R(\tau_i) = \phi_{t_N} + \int_{t_i}^{t_N} r_t dt$$



accumulated reward is a function of a trajectory through state space

value function is a function of the state!

THM: Need to look all the way to the end to know what's optimal!

V = 'total expected height gain from this position'



Value function!

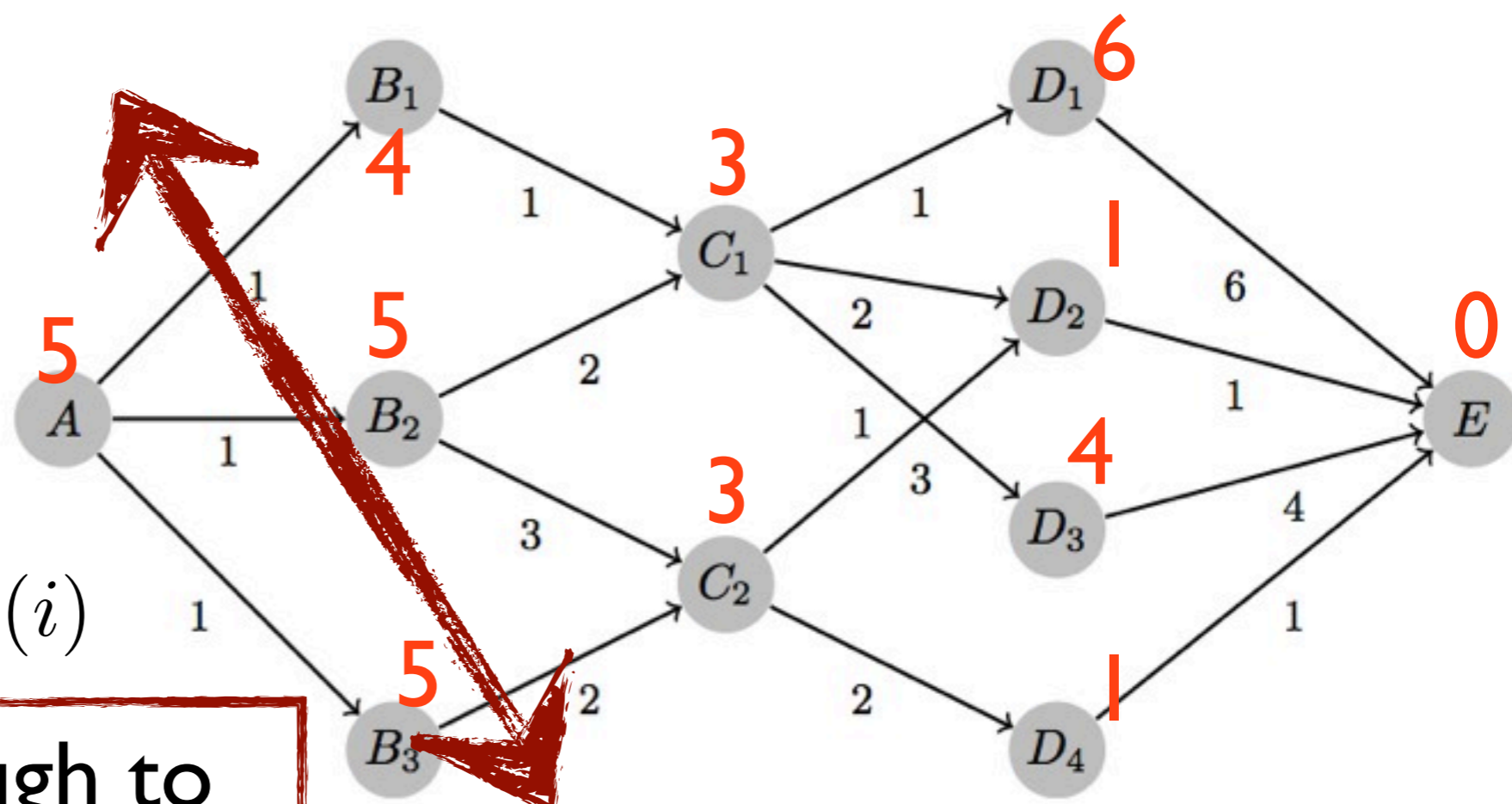
Map of shortest achievable distance

‘How long is the shortest path from here if following the optimal route?’

‘How valuable is a position?’
‘What cost can I expect?’

$$V(n) = \sum_{i=N}^n e(i)$$

$$V(n) = e(n) + \sum_{i=n+1}^N e(i)$$



‘local info’ is enough to determine next step!!!

Value function



Principle of optimality

If a path $ABCDE$ is optimal,
then all parts of this path
starting at intermediate
position and ending at E
($BCDE, CDE, DE$) are optimal.

Life can only be understood
backwards; but it must be lived
forwards.

Søren Kierkegaard (1813-55)



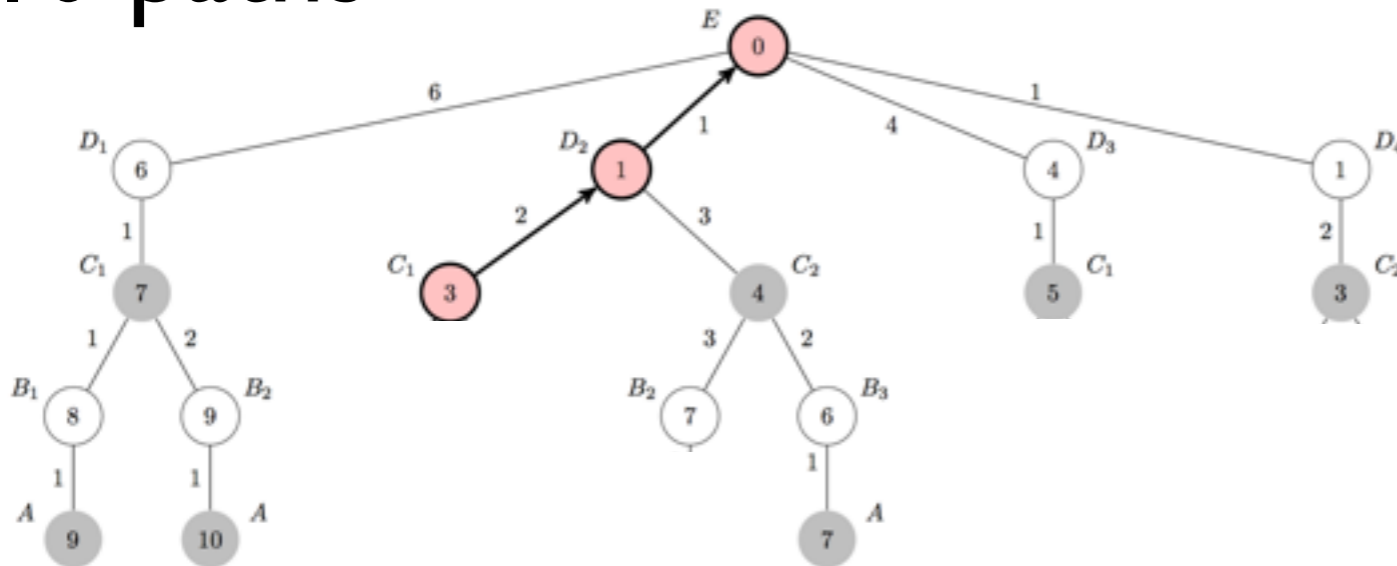
EOF Recap



Computational complexity

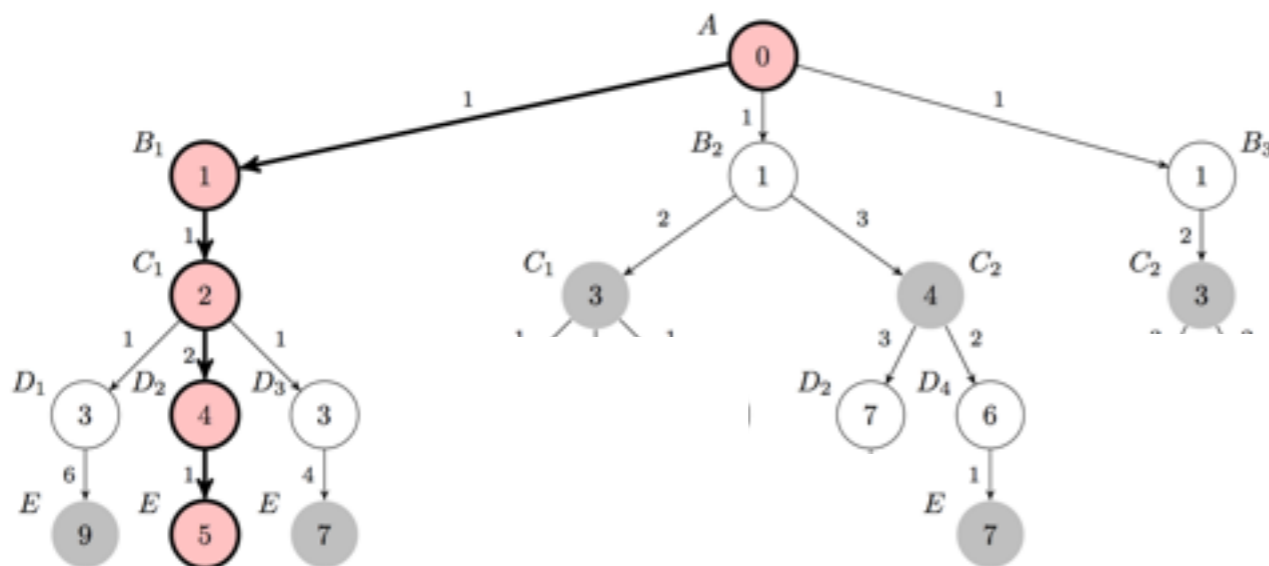
Original graph: 11 nodes - 16 edges

10 paths



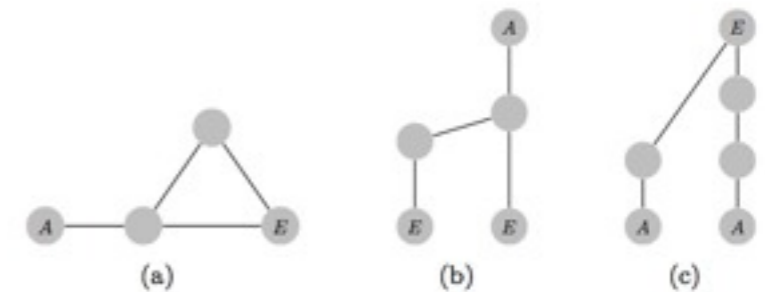
30 nodes
29 edges

pruning \Rightarrow 17N/16E



28 nodes
27 edges

pruning \Rightarrow 17N/16E



(Memory) complexity of decision trees

Size of regular tree
w. branching factor b , depth n : b^n

Examples for branching factors:

Rubik cube ~ 13.34

Chess ~ 35

Go 250

12 DOF Robot?

Naive assumptions:

Resolution of motor commands

$1/1000$: $b = 1000^{12}$



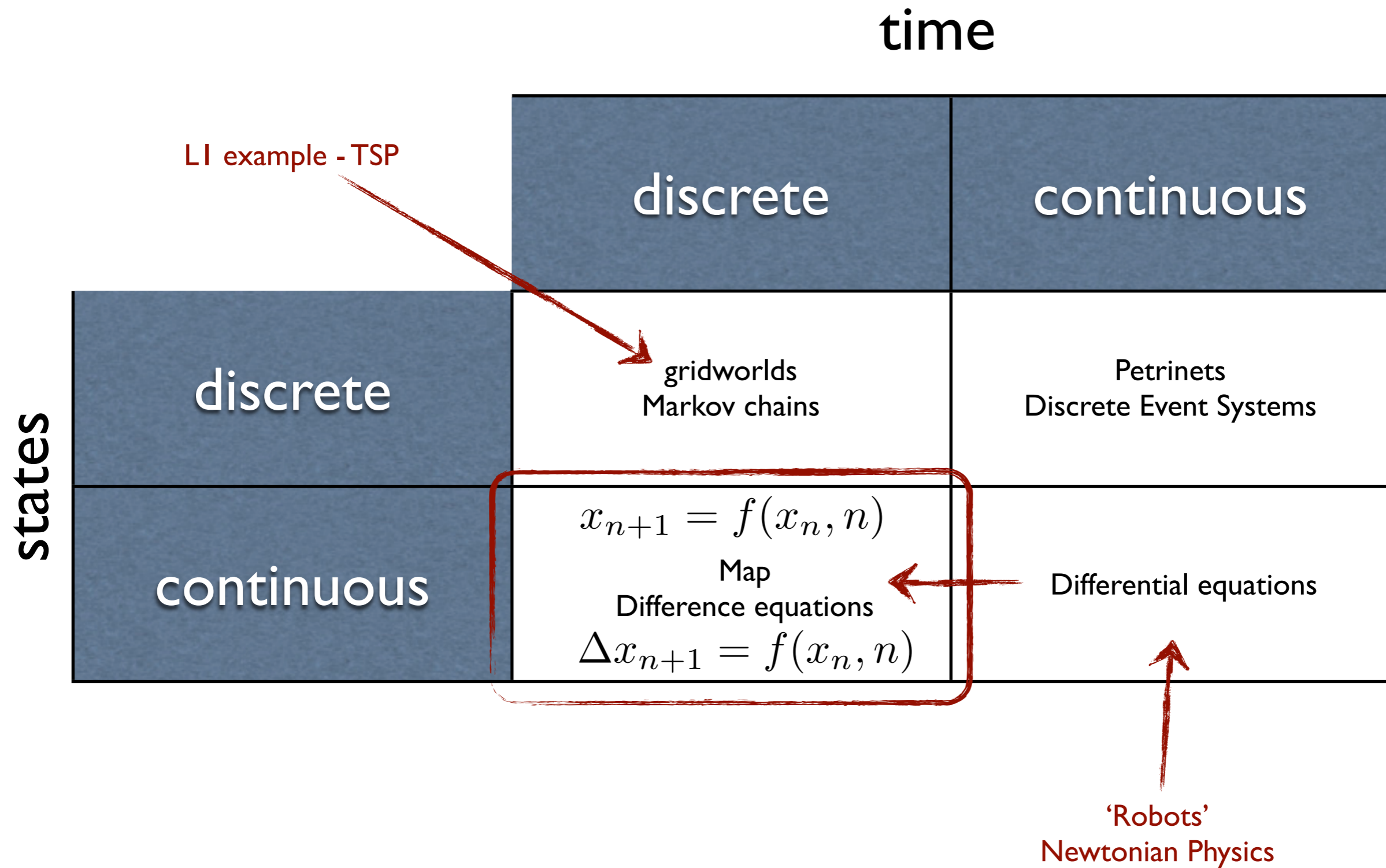
BUT Physics is (mostly) 'smooth': ... Similar nodes, similar subtree



Taxonomy of dynamic systems

- ★ time: **continuous** vs discrete
- ★ state: **continuous** vs. discrete
- ★ linear vs. **nonlinear**
- ★ deterministic vs. **stochastic**





Discrete finite time, deterministic system & cost function

Given system with dynamics

$$x_{n+1} = f_n(x_n, u_n) \quad \text{given } x(0) = x_0$$

discrete time

$$x_n = x(t_n)$$

$$n \in \{0, 1, \dots, N-1\}$$

and cost

$$J = \alpha^N \Phi(x_N) + \sum_{k=0}^{N-1} \alpha^k L_k(x_k, u_k)$$

$$0 \leq \alpha \leq 1$$

discount/decay factor

n is the discrete time index,

x_n is the state of the system at time n ,

u_n is the control input at time n and

f_n is the the state transition equation.



Discrete optimal control problem

finite time, deterministic

Find control $u_k^* = \mu^*(k, x_k)$ minimizing

$$J = \alpha^N \Phi(x_N) + \sum_{k=0}^{N-1} \alpha^k L_k(x_k, u_k)$$

Given constraints

$$x_{n+1} = f_n(x_n, u_n)$$

Goal: Optimal policy

$$\mu^* = \arg \min_u J$$



Value function

Value function for policy μ

$$V^{\mu}(n, x) = \alpha^{N-n} \Phi(x_N) + \sum_{k=n}^{N-1} \alpha^{k-n} L_k(x_k, u_k)$$

$$x_n = x$$

Generally value function time and state dependent!

$$x_{k+1} = f_k(x_k, u_k)$$

$$k = n, \dots, N - 1$$

$$u_k = \mu(k, x_k)$$

Value function for final time equals cost at final time

$$V^{\mu}(N, x) = \Phi(x)$$



Cost vs. Value function

$$J = \alpha^N \Phi(x_N) + \sum_{k=0}^{N-1} \alpha^k L_k(x_k, u_k)$$

$$V^\mu(n, x) = \alpha^{N-n} \Phi(x_N) + \sum_{k=n}^{N-1} \alpha^{k-n} L_k(x_k, u_k)$$

Effect of final cost
becomes more
prominent

Cost equals Value function at time 0

$$J = V(0, x_0)$$



Bellman equation

Derivation

Starting with Value function

$$V^\mu(n, x) = \alpha^{N-n} \Phi(x_N) + \sum_{k=n}^{N-1} \alpha^{k-n} L_k(x_k, u_k)$$

factoring out first step

$$V^\mu(n, x) = L_n(x, u_n) + \alpha^{N-n} \Phi(x_N) + \sum_{k=n+1}^{N-1} \alpha^{k-n} L_k(x_k, u_k)$$

$$V^\mu(n, x) = L_n(x, u_n) + \alpha \left[\alpha^{N-n-1} \Phi(x_N) + \sum_{k=n+1}^{N-1} \alpha^{k-n-1} L_k(x_k, u_k) \right]$$

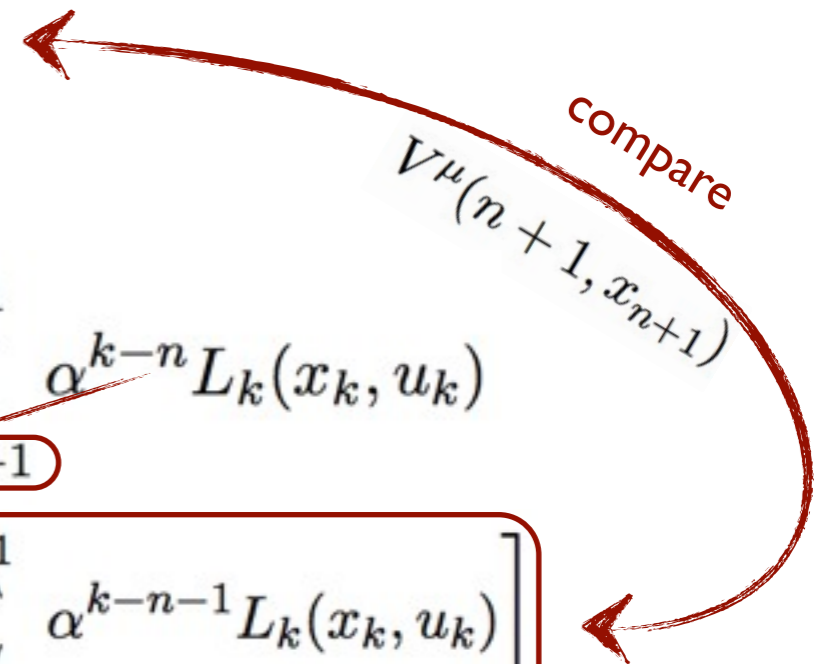
Bellman equation

$$V^\mu(n+1, x_{n+1})$$

$$x_{n+1} = f(x, u_n)$$

$$V^\mu(n, \mathbf{x}) = L_n(\mathbf{x}, \mathbf{u}_n) + \alpha V^\mu(n+1, f_n(\mathbf{x}, \mathbf{u}_n))$$

final condition $V^\mu(N, x) = \Phi(x)$



The backwards nature of the value function

Bellman equation

$$V^\mu(n+1, x_{n+1})$$

$$V^\mu(n, \mathbf{x}) = L_n(\mathbf{x}, \mathbf{u}_n) + \alpha V^\mu(n+1, f_n(\mathbf{x}, \mathbf{u}_n))$$

final condition $V^\mu(N, x) = \Phi(x)$

If I want to know V at given node n , need to start with final value and compute backwards



Optimal policy

optimal value
function

$$V^*(n, x) \leq V^\mu(n, x) \quad \forall n, x$$

equivalent notation

Remember: V is based on cost \Rightarrow minimize

$$V^*(n, x) = \min_{\mu} V^\mu(n, x) \quad \forall n, x$$

Optimal policy is the one that minimizes RHS

$$\mu^* = \{\mathbf{u}_n^*, \dots, \mathbf{u}_{N-1}^*\} = \arg \min_{\mu} V^\mu(n, \mathbf{x}) \quad \forall n : 0, \dots, N - 1$$

substitute Bellman Equation into V^μ

$$V^\mu(n, \mathbf{x}) = L_n(\mathbf{x}, \mathbf{u}_n) + \alpha V^\mu(n+1, f_n(\mathbf{x}, \mathbf{u}_n))$$

$$V^*(n, \mathbf{x}) = \min_{\mathbf{u}_n} [L_n(\mathbf{x}, \mathbf{u}_n) + \alpha V^*(n+1, f_n(\mathbf{x}, \mathbf{u}_n))]$$



Optimal Bellman Equation

Optimal Bellman Equation

$$V^*(n, \mathbf{x}) = \min_{\mathbf{u}_n} [L_n(\mathbf{x}, \mathbf{u}_n) + \alpha V^*(n+1, \mathbf{f}_n(\mathbf{x}, \mathbf{u}_n))]$$

★ Optimal Bellman Eq. computes
Optimal Value function

if u continuous:

$$\frac{\partial}{\partial \mathbf{u}_n} [L_n(\mathbf{x}, \mathbf{u}_n) + \alpha V^*(n, \mathbf{f}_n(\mathbf{x}, \mathbf{u}_n))] = 0$$

- Bellman Equation requires working 'backwards in time' / from end to start
- Bellman Equation allows to find optimal solution one step at a time
- ... whereas Value function requires optimization of the whole control sequence at once

$$V^\mu(n, x) = \alpha^{N-n} \Phi(x_N) + \sum_{k=n}^{N-1} \alpha^{k-n} L_k(x_k, u_k)$$



Optimal Control

$$\mathbf{u}^*(n, \mathbf{x}) = \arg \min_{\mathbf{u}_n} [L_n(\mathbf{x}, \mathbf{u}_n) + \alpha V^*(n+1, \mathbf{f}_n(\mathbf{x}, \mathbf{u}_n))]$$

Optimal value and control

$$\mathbf{u}^*(n, \mathbf{x}) = \arg \min_{\mathbf{u}_n} [L_n(\mathbf{x}, \mathbf{u}_n) + \alpha V^*(n+1, \mathbf{f}_n(\mathbf{x}, \mathbf{u}_n))]$$

final condition $V^*(N, x) = \Phi(x)$

(1) init:

set $n=N$

compute final cost set $V(N) = \text{final cost}$

$$V^*(n-1, \mathbf{x}) = \min_{\mathbf{u}_{n-1}} [L_{n-1}(\mathbf{x}, \mathbf{u}_{n-1}) + \alpha V^*(n, \mathbf{f}_{n-1}(\mathbf{x}, \mathbf{u}_{n-1}))]$$

(2) 'for all' $\mathbf{x}_{\{n\}}$ compute Value function: $V^*(n-1, \mathbf{x})$

-> optimal control at step $n-1$, $\mathbf{u}_{\text{opt}}(\mathbf{x}, n-1)$

$$\mathbf{u}^*(n-1, \mathbf{x}) = \arg \min_{\mathbf{u}_{n-1}} [L_{n-1}(\mathbf{x}, \mathbf{u}_{n-1}) + \alpha V^*(n, \mathbf{f}_{n-1}(\mathbf{x}, \mathbf{u}_{n-1}))]$$

(4) $n = n-1$

(5) if ($n == 0$) : halt, else: goto step 2

$$\frac{\partial}{\partial \mathbf{u}_{n-1}} [L_{n-1}(\mathbf{x}, \mathbf{u}_{n-1}) + \alpha V^*(n, \mathbf{f}_{n-1}(\mathbf{x}, \mathbf{u}_{n-1}))] = 0$$

numerical root finding - iterative method



Optimal control along optimal trajectory

- Note the cost of evaluation (at each time step, for each state, 'try' all controls)
 - ➔ Instead of whole state space: neighborhood of optimal solution
 - ➔ Chicken & egg: What's the optimal solution
 - ➔ Initial guess
 - ➔ Requires other type of algorithms (e.g. ILQC)
 - ➔ Approximations



Important note: picking an initial $x(0)$
uniquely determines the optimal
sequence both in state and controls



Infinite time horizon

$$J = \sum_{k=0}^{\infty} \alpha^k L(x_k, u_k), \quad \alpha \in [0, 1]$$

choose such α that cost is finite

$$V^*(n, x) = \min_{\mu} \left[\sum_{k=n}^{\infty} \alpha^{k-n} L(x_k, u_k) \right]$$

$$V^*(n + \Delta n, x) = \min_{\mu} \left[\sum_{k=n+\Delta n}^{\infty} \alpha^{k-n-\Delta n} L(x_k, u_k) \right] \quad \begin{array}{l} k' = k - \Delta n \\ k = k' + \Delta n \end{array}$$

$$= \min_{\mu} \left[\sum_{k'=n}^{\infty} \alpha^{k'-n} L(x_{k'+\Delta n}, u_{k'+\Delta n}) \right]$$

$$x(n + \Delta n) = x(n)$$

independent of time $\rightarrow x_{k+1} = f(x_k, u_k)$

$$V^*(n, x) = V^*(n + \Delta n, x) = V^*(x)$$



Finite vs. infinite

If a final value (**finite time**), time matters, i.e.
it matters at what time in given state

If no final value (**infinite time**) only state
matters



Bellman Equation

discrete, deterministic, infinite time

$$V^*(n, x) = V^*(n + \Delta n, x) = V^*(x)$$

$$V^*(x) = \min_u \{L(x, u) + \alpha V^*(f(x, u))\}$$

Stochastic system

$$x_{n+1} = f(x_n, u_n) + w_n$$

Additive noise

$$w_n \sim P_w(\cdot | x_n, u_n)$$

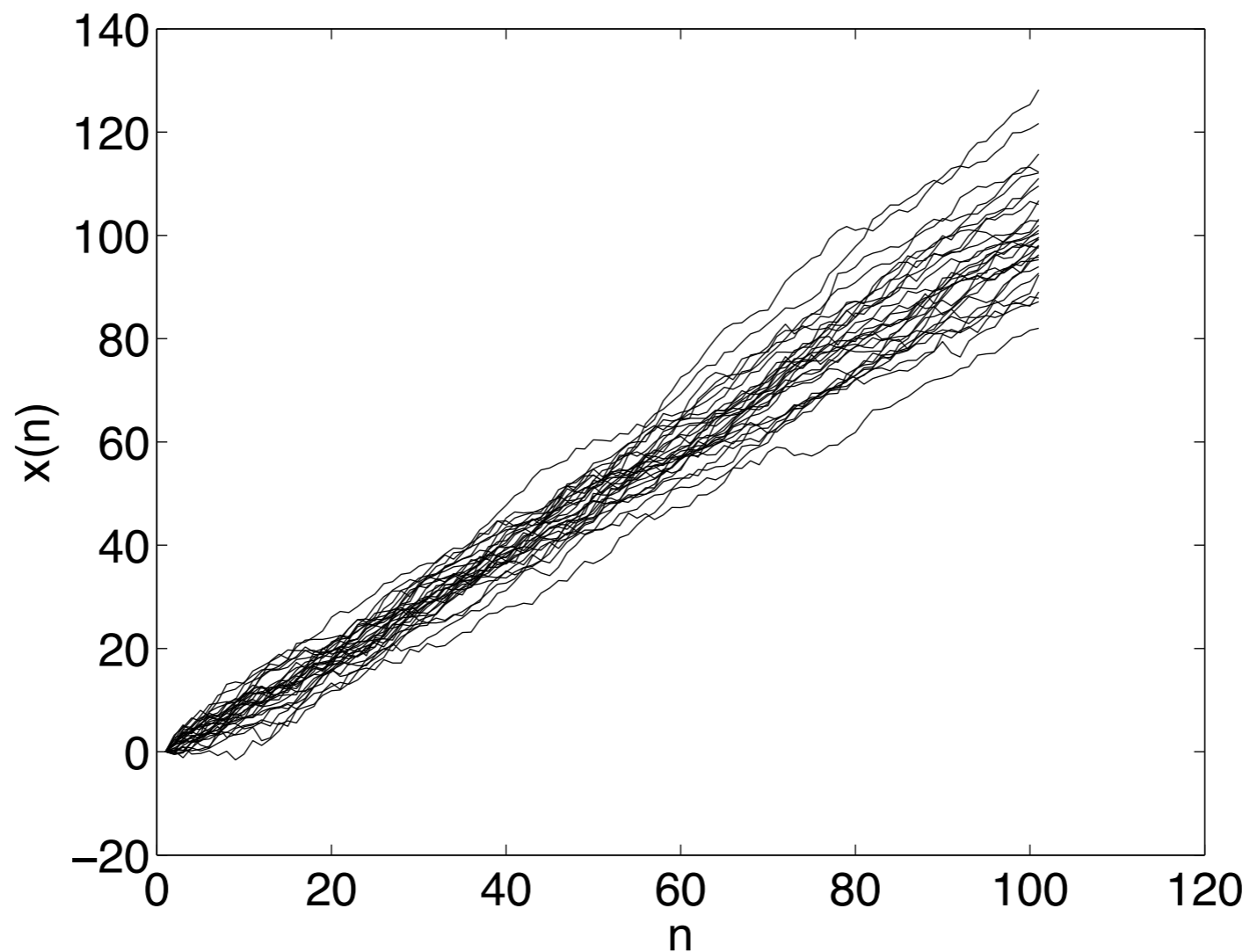
Conditional Probability Distribution
'function of state and control'

$$x_{n+1} = x'$$

General stochastic dynamics

$$x' \sim P_f(\cdot | x_n, u_n)$$

Example



$$x(n+1) = x(n) + c + w$$

$$w \sim N(0, \sigma)$$

Cost in stochastic system?

- ★ Even if we keep u fixed, path $x(0..N)$ will be different each time
- ➔ thus so is cost

So how to minimize the cost???

- * Idea: minimize 'in average', i.e. find best solution in average
- average = expected value
- ➔ minimize expected cost

Expectation

Expected value of x :

Discrete
states

$$E(x) = \sum_i P(x_i) x_i \approx \sum_s \frac{1}{N} x_s$$

‘weighted average’

$$x_s \sim P(x)$$

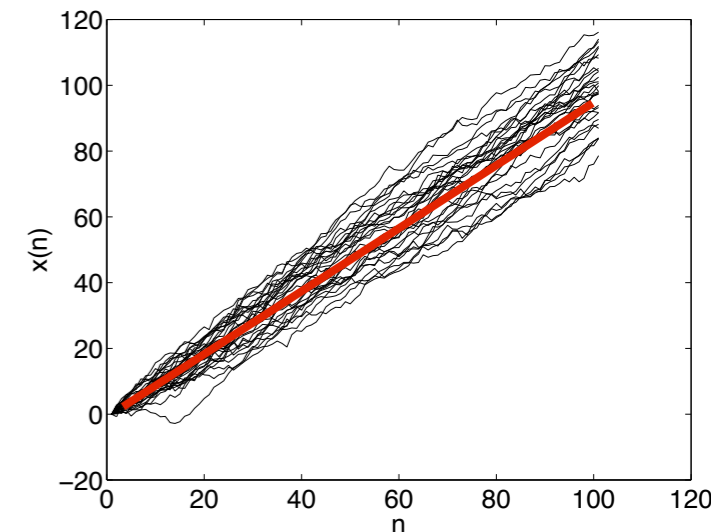
$$\sum_i P(x_i) = 1$$

$$P(x) \geq 0$$

Continuous
states

$$E(x) = \int p(x) x dx \approx \sum_s \frac{1}{N} x_s$$

$$\int p(x) dx = 1$$



Mathematical expectation itself is not a random variable!
Numerical approximation is a random variable.



Conditional probability and expectation

$$E(x|y) = \sum_i P(x_i, y) x_i$$

$$E(x|y) = \int p(x, y) x dx$$

Cost in stochastic problem

Expected cost:

$$J = E \left[\alpha^N \Phi(x_N) + \sum_{k=0}^{N-1} \alpha^k L_k(x_k, u_k) \right]$$

Cost is weighted average of all possible costs
Weight = probability of outcome

In stochastic optimal control: Can not optimize outcome, but only the average outcome (expected outcome). The actual cost in a 'rollout' will always be different from the expected cost.

Value functions

Value function for policy

$$V^\mu(n, x) = E \left[\alpha^{N-n} \Phi(x_N) + \sum_{k=n}^{N-1} \alpha^{k-n} L_k(x_k, u_k) \right]$$

Optimal value function

$$V^*(n, x) = \min_{\mu} E \left[\alpha^N \Phi(x_N) + \sum_{k=n}^{N-1} \alpha^{k-n} L_k(x_k, u_k) \right]$$

Optimal policy

$$\mu^* = \arg \min_{\mu} E \left[\alpha^{N-n} \Phi(x_N) + \sum_{k=n}^{N-1} \alpha^{k-n} L_k(x_k, u_k) \right]$$

Value function and optimal policy are deterministic (but a function of probability distribution P)



Bellman equation

$$E(x) = \int p(x) x dx$$

sum over all x'

$$V^\mu(n, x) = L_n(x, u_n) + E_{x' \sim P_f(\cdot | x, u_n)} [V^\mu(n+1, x')]$$

Optimal Bellman Equation

$$V^*(n, x) = \min_{u_n} \left[L_n(x, u_n) + E_{x' \sim P_f(\cdot | x, u_n)} [V^*(n+1, x')] \right]$$

Optimal Control

$$u^*(n) = \arg \min_{u_n} \left[L_n(x, u_n) + E_{x' \sim P_f(\cdot | x, u_n)} [V^*(n+1, f_n(x, u_n))] \right]$$

x' conditioned on $x(n)$ and $u(n)$

optimal control is deterministic, not a random variable!



Optimal control

$$u^*(n) = \arg \min_{u_n} \left[L_n(x, u_n) + E_{x' \sim P_f(\cdot|x, u_n)} [V^*(n+1, f_n(x, u_n))] \right]$$

final condition $V^*(N, x) = \Phi(x)$

- (1) init: deterministic
 compute final cost
 set $n=N$, set $V(N) = \text{final cost}$

$$V^*(n-1, \mathbf{x}) = \min_{\mathbf{u}_{n-1}} [L_{n-1}(\mathbf{x}, \mathbf{u}_{n-1}) + \alpha V^*(n, \mathbf{f}_{n-1}(\mathbf{x}, \mathbf{u}_{n-1}))]$$
- (2) 'for all' $\mathbf{x}_{\{n\}}$ compute Value function: $V^*(n-1, \mathbf{x})$
 -> optimal control at step $n-1$, $u_{\text{opt}}(\mathbf{x}, n-1)$
sum over all \mathbf{x}'

$$V^*(n-1, \mathbf{x}) = \min_{\mathbf{u}_{n-1}} [L_{n-1}(\mathbf{x}, \mathbf{u}_{n-1}) + E_{\mathbf{x}' \sim P_f(\cdot|\mathbf{x}, \mathbf{u}_{n-1})} [V^*(n, \mathbf{x}')]]$$
- (4) $n = n-1$
- (5) if $(n == 0)$: halt, else: goto step 2

$$\mathbf{u}^*(n-1, \mathbf{x}) = \arg \min_{\mathbf{u}_{n-1}} \left[L_{n-1}(\mathbf{x}, \mathbf{u}_{n-1}) + E_{\mathbf{x}' \sim P_f(\cdot|\mathbf{x}, \mathbf{u}_{n-1})} [V^*(n, \mathbf{x}')] \right]$$

'sum'



Computational complexity of stochastic problem

- Note the cost of naive evaluation is even higher for stochastic systems (at each time step, for each state, 'try' all controls, with all possible 'random' events)



Infinite, stochastic

$$\mathbf{x}_{n+1} = \mathbf{f}(\mathbf{x}_n, \mathbf{u}_n) + \mathbf{w}_n$$

Note: no time dependency

$$J = E \left[\sum_{k=0}^{\infty} \alpha^k L(\mathbf{x}_k, \mathbf{u}_k) \right] \quad \alpha \in [0, 1)$$

Opt. value and Bellman Eq.

$$V^*(\mathbf{x}) = \min_{\mu} E \left[\sum_{n=0}^{\infty} \alpha^n L(\mathbf{x}_n, \mathbf{u}_n) \right]$$

$$V^*(\mathbf{x}) = \min_{\mathbf{u}_n} \{ L(\mathbf{x}, \mathbf{u}) + \alpha E[V^*(\mathbf{x}')] \}$$