

3/17: constraints & MPC

Announcements

- midterm survey due today (3/17)
- project milestone due Thurs. (3/19)
- HW3 due 3/26

Last time:

- iLQR

Today:

- constrained traj. opt (SCP)
- model-predictive control (MPC)
- HW2 winners!

Recall: iLQR

optimal control: $\min_{x_{0:T}, u_{0:T-1}} c_T(x_T) + \sum_{t=0}^{T-1} c_t(x_t, u_t)$
 s.t. $x_{t+1} = f(x_t, u_t)$
 $x_0 = x(0)$
 $x_t \in \mathcal{X} = \mathbb{R}^n$
 $u_t \in \mathcal{U} = \mathbb{R}^m$

Key idea: leveraging LQR for nonlinear systems if we have no constraints, we can approximate

$A_t = \frac{\partial f}{\partial x} \Big|_{\bar{x}_t, \bar{u}_t}$ $B_t = \frac{\partial f}{\partial u}$ $C_t \approx \begin{bmatrix} z_t \\ r_t \end{bmatrix}^T \begin{bmatrix} x_t \\ u_t \end{bmatrix} + \frac{1}{2} \begin{bmatrix} x_t \\ u_t \end{bmatrix}^T \begin{bmatrix} Q_t & S_t \\ S_t^T & R_t \end{bmatrix} \begin{bmatrix} x_t \\ u_t \end{bmatrix}$
 linear dyn. quadratic cost

- Issues w/ iLQR: 1. Linearizations can be ... bad
 2. constraints are hard

Ways to resolve constraints:

1. use penalties - penalty methods, p-consist, $p \rightarrow \infty$
 AL (ALTRD)

2. sequential convex programming (SCP)

Just like iLQR we're going approx. the problem about a current guess $\bar{x}_{0:T}, \bar{u}_{0:T-1}$

$C_t(x_t, u_t) \approx C_t(\bar{x}_t, \bar{u}_t) + \begin{bmatrix} z_t \\ r_t \end{bmatrix}^T \begin{bmatrix} x_t - \bar{x}_t \\ u_t - \bar{u}_t \end{bmatrix} + \frac{1}{2} \begin{bmatrix} x_t - \bar{x}_t \\ u_t - \bar{u}_t \end{bmatrix}^T \begin{bmatrix} Q_t & S_t \\ S_t^T & R_t \end{bmatrix} \begin{bmatrix} x_t - \bar{x}_t \\ u_t - \bar{u}_t \end{bmatrix}$

$z_t = \nabla_x c_t$ $Q_t = \nabla_{xx}^2 c_t$ $S_t = \nabla_{xu}^2 c_t$
 $r_t = \nabla_u c_t$ $R_t = \nabla_{uu}^2 c_t$

$x_{t+1} \approx A_t(x_t - \bar{x}_t) + B_t(u_t - \bar{u}_t) + f(\bar{x}_t, \bar{u}_t)$

$g(x_t) \leq 0 \Rightarrow g(\bar{x}_t) + \frac{\partial g}{\partial x} (x_t - \bar{x}_t) \leq 0$

$\Rightarrow G_t x_t + h_t \leq 0$

$z = [x_0, x_1, \dots, u_0, u_1, \dots]$

$\min_z \frac{1}{2} z^T P z + q^T z$ key idea: solve a sequence of these problems
 s.t. $A z = b$
 $G z \leq h$ $(\bar{x}, \bar{u})^k \rightarrow \dots x^*, u^*$

Alg (sequential convex programming)

input initial guess $\bar{x}_{0:T}, \bar{u}_{0:T-1}$

repeat until convergence:

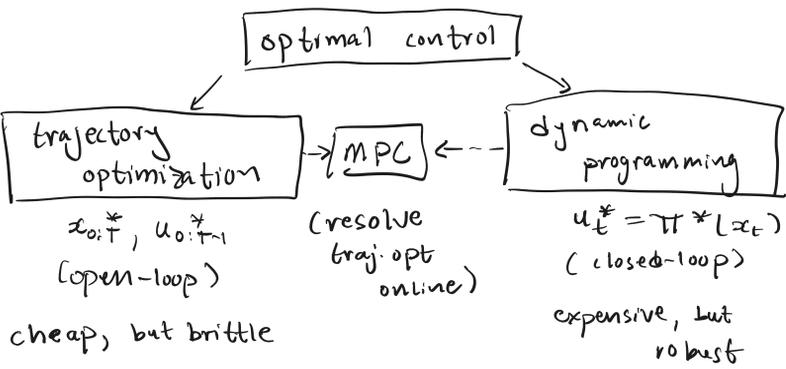
linearize dynamics, all non-convex constraints
 "quadraticize" cost, all about \bar{x}, \bar{u}

$\bar{x}, \bar{u} \leftarrow \text{solve-subproblem}()$

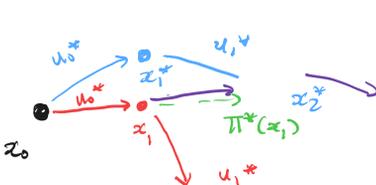
iLQR	SCP
+ faster (Riccati)	- slower (usually)
+ gives feedback $u_t = \bar{u}_t - K_t(x_t - \bar{x}_t) - k_t$	- no feedback (can approx. w/ iLQR pass)
- very sensitive to initial guess $(\bar{x}_t = f(\bar{x}_{t-1}, u_{t-1}))$ uses rollouts	+ less sensitive to init., can init. w/ \bar{x} not satisfying the dynamics
+ dynamically feasible	+ can incorporate constraints - not dynamically feasible

SNOPT

$\bar{x}_t = 0.1 \cdot x_t$
 $x_t \leq 1$ ✓
 $x_t \leq 0.5$ ✓



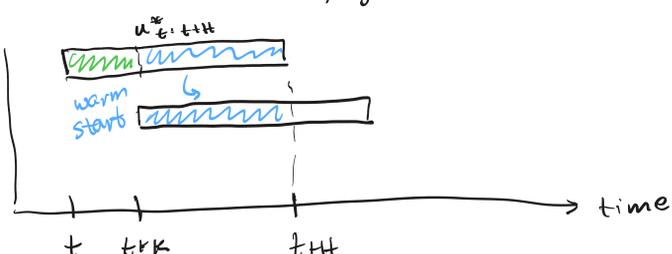
Recall: compounding error



MPC: recompute x^*, u^* @ each timestep
 Two approximations:
 i) truncate our horizon
 ii) known/deterministic dynamics
 Fixing these w/ fast replanning

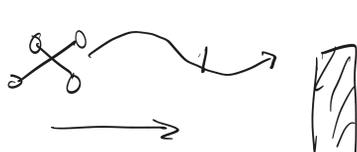
Key steps:

- @ time t , solve finite-horizon OC problem for $t: t+k$, from current state x_t , w/ initial guess shift (u_{prev}^*) "warm start"
- apply solution $u_{t:t+k}^*$ for k timesteps
- at time $t+k$, go to 1



Key design decisions:

1. Terminal cost/constraints



Think carefully about "recursive feasibility"

2. Trade off solve time/solution quality