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# Optimal Control and Differential Flatness

CMPT 419/983

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SFU Computing Science

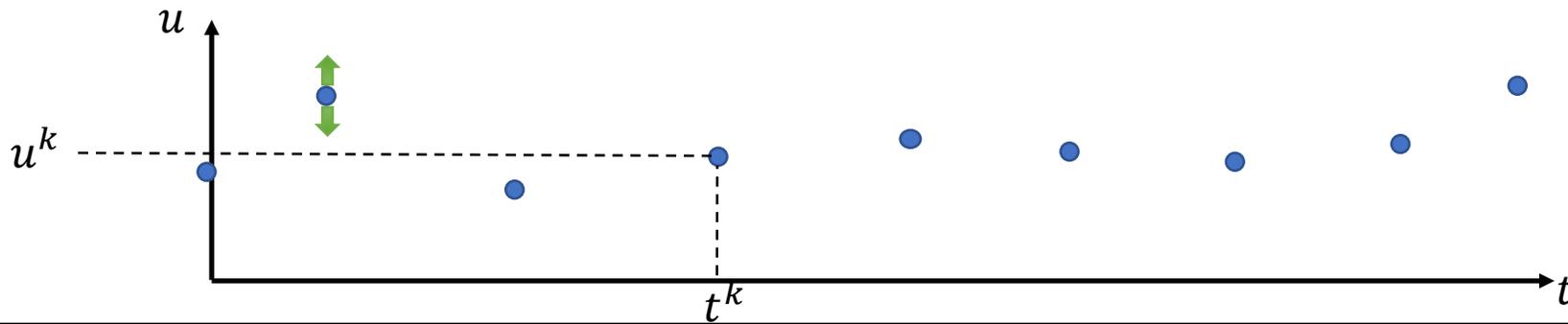
30/9/2019

# Nonlinear Optimization

minimize  $f(x)$

subject to  $g_i(x) \leq 0, i = 1, \dots, n$   
 $h_j(x) = 0, j = 1, \dots, m$

- Nonlinear optimization:
  - Decision variable is  $x \in \mathbb{R}^n$
  - $x := (u^0, u^1, \dots, u^n)$  could be the control



# Optimal Control

$$\begin{aligned} & \text{minimize}_{u(\cdot)} \underbrace{l(x(T), T)}_{\text{Final cost}} + \underbrace{\int_0^T c(x(t), u(t), t) dt}_{\text{Running cost}} \\ & \text{subject to } \dot{x}(t) = f(x(t), u(t)) \\ & \quad g(x(t), u(t)) \geq 0 \\ & \quad x(t) \in \mathbb{R}^n, u(t) \in \mathbb{R}^m, x(0) = x_0 \end{aligned}$$

Cost functional,  $J(x(\cdot), u(\cdot))$

Dynamic model

Additional constraints

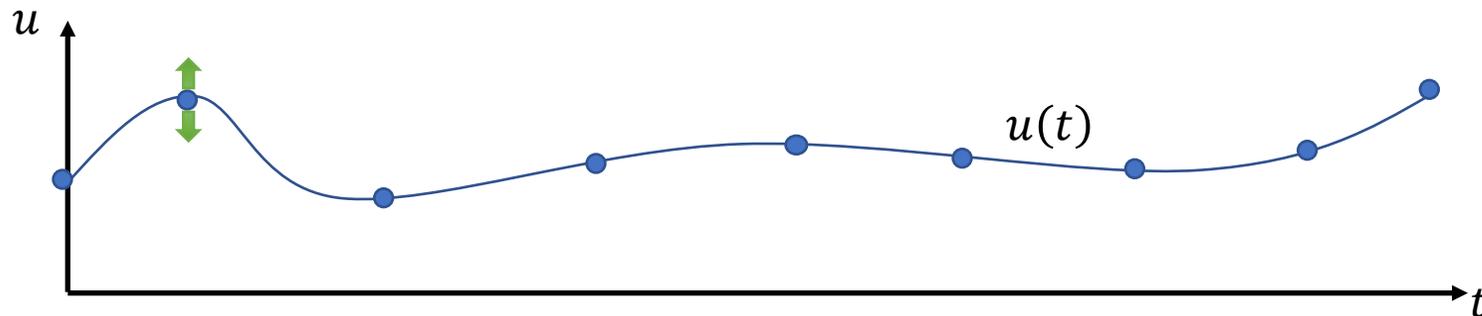
- Eg. actuation limits

- Nonlinear optimization:

- Decision variable is  $x \in \mathbb{R}^n$

- Optimal control:

- Decision variable is a **function**  $u(\cdot)$



# Optimal Control

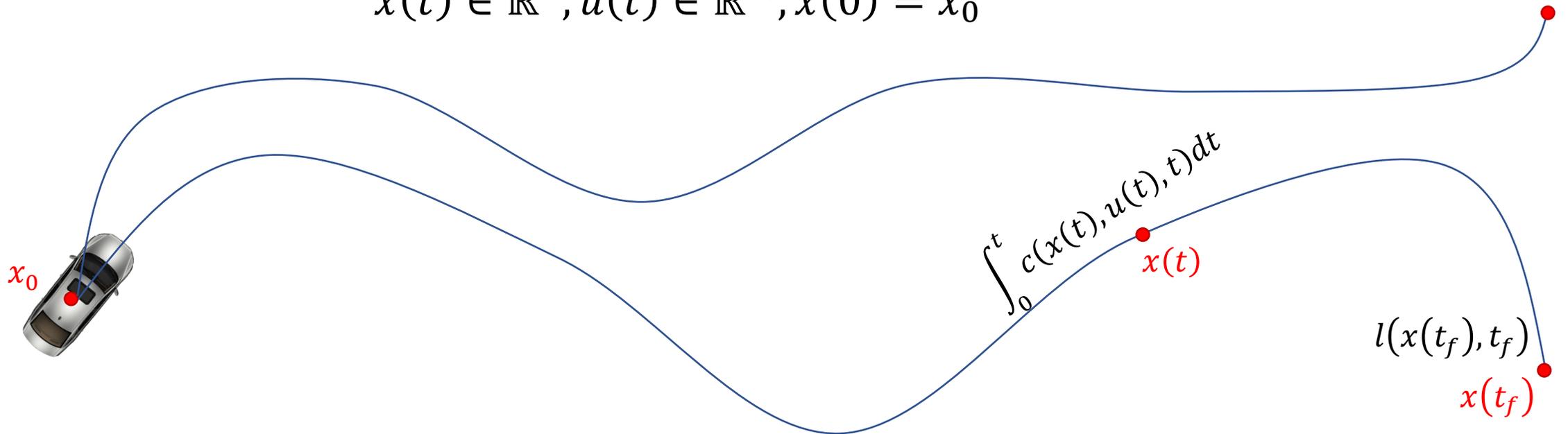
$$\begin{aligned} & \text{minimize}_{u(\cdot)} \underbrace{l(x(T), T)}_{\text{Final cost}} + \underbrace{\int_0^T c(x(t), u(t), t) dt}_{\text{Running cost}} \\ & \text{subject to } \dot{x}(t) = f(x(t), u(t)) \\ & \quad g(x(t), u(t)) \geq 0 \\ & \quad x(t) \in \mathbb{R}^n, u(t) \in \mathbb{R}^m, x(0) = x_0 \end{aligned}$$

Cost functional,  $J(x(\cdot), u(\cdot))$

Dynamic model

Additional constraints

- Eg. actuation limits



# Optimal Control: Facts

$$\underset{u(\cdot)}{\text{minimize}} \quad l(x(T), T) + \int_0^T c(x(t), u(t), t) dt$$

$$\text{subject to } \dot{x}(t) = f(x(t), u(t))$$

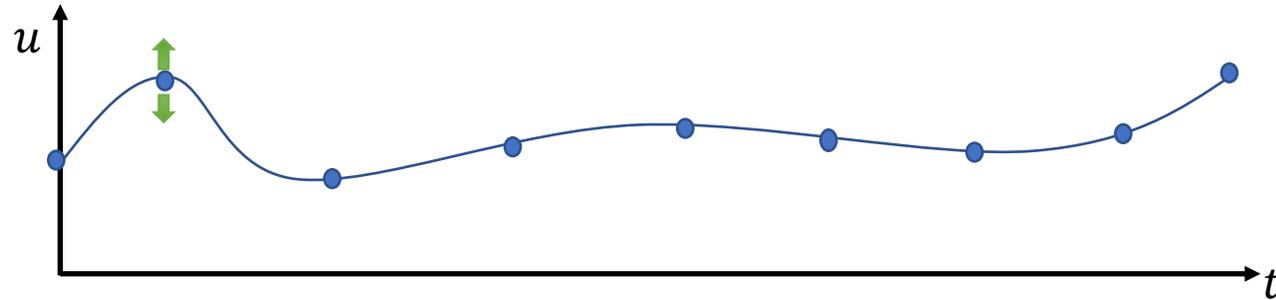
- Observation 1: Discretize time  $\rightarrow$  nonlinear optimization problem
- Fact 1: Minimizing “cost” is same as maximizing “reward”
- Fact 2: Discretize time + maximizing reward  $\rightarrow$  “reinforcement learning problem”

# Optimal Control: Types of Solutions

$$\underset{u(\cdot)}{\text{minimize}} \quad l(x(T), T) + \int_0^T c(x(t), u(t), t) dt$$

$$\text{subject to } \dot{x}(t) = f(x(t), u(t))$$

- Open-loop control
  - Find  $u(t)$  for  $t \in [0, T]$
  - Scalable, but errors will add up
- Closed-loop control
  - Find  $u(t, x)$  for  $t \in [0, T], x \in \mathbb{R}^n$
  - Not scalable, but robust
  - “Special” techniques needed (eg. Reinforcement learning) for large  $n$
- Receding horizon control:
  - Find  $u(t)$  for  $t \in [0, T]$ , use  $u(t)$  for  $t \in [0, h]$ , then find  $u(t)$  for  $t \in [h, T + h]$  and repeat
  - Has features of both open- and closed-loop control



# Optimal Control: Variants

- For now: Deterministic systems, continuous time, continuous state
- Other variations:
  - Stochastic
  - Discrete time
  - Discrete state

# Outline: Open-Loop Control

- Optimal Control Problems
- Differential flatness
- Direct Methods (Numerical Methods)
  - Shooting methods
  - Collocation
  - CasADi Matlab toolbox

# Optimal Control

$$\begin{aligned} & \text{minimize}_{u(\cdot)} \underbrace{l(x(T), T)}_{\text{Final cost}} + \underbrace{\int_0^T c(x(t), u(t), t) dt}_{\text{Running cost}} && \text{Cost functional, } J(x(\cdot), u(\cdot)) \\ & \text{subject to } \dot{x}(t) = f(x(t), u(t)) && \text{Dynamic model} \\ & g(x(t), u(t)) \geq 0 && \text{Additional constraints} \\ & x(t) \in \mathbb{R}^n, u(t) \in \mathbb{R}^m, x(0) = x_0 && \bullet \text{ Eg. actuation limits} \end{aligned}$$

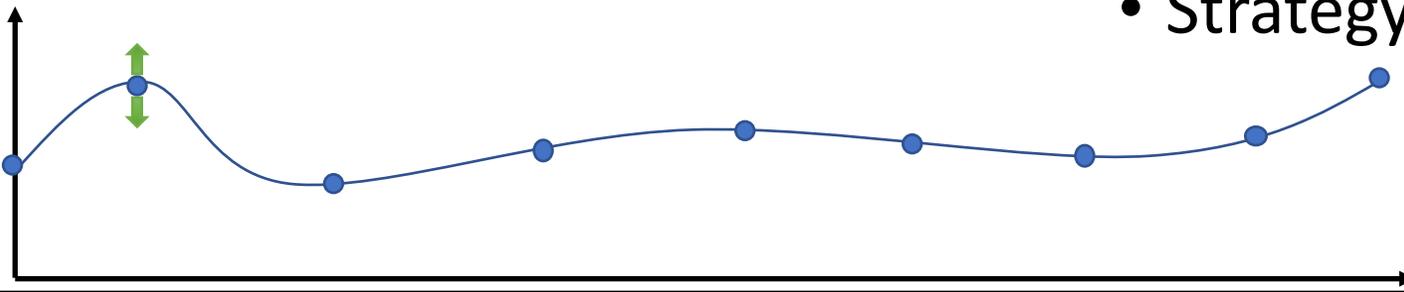
- Optimal control:

- Decision variable is a function  $u(\cdot)$
- Other constraints are possible
  - E.g.  $x(T) = x_f$

- Strategy 1: Optimality conditions

- Strategy 2: Discretize first  $\rightarrow$  nonlinear optimization

- Strategy 3: Use differential flatness (if lucky)



# Differential Flatness

- Problem: find a  $u(\cdot)$  such that

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

$$x(0) = x_0$$

$$x(T) = x_f$$

- Worry about feasibility for now, and ignore cost

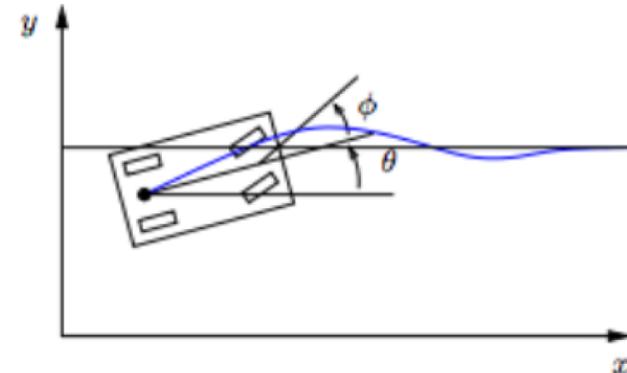
- Example: vehicle steering

- State:  $(x, y, \theta)$
- Inputs:  $(v, \phi)$

$$\dot{x} = v \cos \theta$$

$$\dot{y} = v \sin \theta$$

$$\dot{\theta} = \frac{v}{l} \tan \phi$$



# Use Special Structure

- First, suppose  $x(t), y(t)$  are smooth and **given**.

1. Obtain heading:

$$\frac{\dot{y}}{\dot{x}} = \frac{\sin \theta}{\cos \theta} \Rightarrow \theta = \arctan\left(\frac{\dot{y}}{\dot{x}}\right)$$

2. Obtain speed

$$\begin{aligned} \dot{x} &= v \cos \theta & \Rightarrow v &= \sqrt{(\dot{x})^2 + (\dot{y})^2} \\ \dot{y} &= v \sin \theta \end{aligned}$$

3. Obtain steering angle

$$\dot{\theta} = \frac{v}{l} \tan \phi \Rightarrow \phi = \arctan\left(\frac{l\dot{\theta}}{v}\right)$$

- All state variables and control inputs can be determined from the given trajectory!

Dynamics:

$$\dot{x} = v \cos \theta$$

$$\dot{y} = v \sin \theta$$

$$\dot{\theta} = \frac{v}{l} \tan \phi$$

# Differential Flatness Definition

A nonlinear system  $\dot{x} = f(x, u)$  is differentially flat if there exists a function  $\alpha$  such that

$$z = \alpha(x, u, \dots, u^{(p)})$$

and we can write the solutions of the nonlinear system as functions of  $z$  and a finite number of derivatives

$$\begin{aligned} x &= \beta(z, \dot{z}, \dots, z^{(q)}) \\ u &= \gamma(z, \dot{z}, \dots, z^{(q)}) \end{aligned}$$

# Differential Flatness Definition

## Generic system

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

$$z = \alpha(\mathbf{x}, u, \dots, u^{(p)})$$

$$\mathbf{x} = \beta(z, \dot{z}, \dots, z^{(q)})$$

$$u = \gamma(z, \dot{z}, \dots, z^{(q)})$$

## Kinematic car

$x(t), y(t)$  are smooth and given

$$\dot{x} = v \cos \theta$$

$$\dot{y} = v \sin \theta$$

$$\dot{\theta} = \frac{v}{l} \tan \phi$$

$$z = (x, y)$$

$$\begin{bmatrix} x \\ y \\ \theta \end{bmatrix} = \begin{bmatrix} x \\ y \\ \arctan\left(\frac{\dot{x}}{\dot{y}}\right) \end{bmatrix}$$

$$\begin{bmatrix} v \\ \phi \end{bmatrix} = \begin{bmatrix} \sqrt{(\dot{x})^2 + (\dot{y})^2} \\ \arctan\left(\frac{l\dot{\theta}}{v}\right) \end{bmatrix}$$

# Trajectory Generation

- Before:  $x(t)$  was given
- Now: find a feasible trajectory  $x(t)$  that satisfies

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

$$x(0) = x_0$$

$$x(T) = x_f$$

- Differential flatness:  $x = \beta(z, \dot{z}, \dots, z^{(q)}) \Rightarrow x(0) = \beta(z(0), \dot{z}(0), \dots, z^{(q)}(0)) = x_0$   
 $x(T) = \beta(z(T), \dot{z}(T), \dots, z^{(q)}(T)) = x_f$

- Let  $z(t) = \sum_{i=1}^N b_i \psi_i(t) \Rightarrow \dot{z}(t) = \sum_{i=1}^N b_i \dot{\psi}_i(t)$   
 $\vdots$   
 $z^{(q)}(t) = \sum_{i=1}^N b_i \psi_i^{(q)}(t)$

$\psi_i$ : basis functions

- Your choice!
- You can choose  $N$  too!
- E.g.  $\psi_i = x^{i-1}$  -- monomial basis

# Trajectory Generation

- Differential flatness:

$$x(0) = \beta \left( z(0), \dot{z}(0), \dots, z^{(q)}(0) \right) = x_0$$

$$x(T) = \beta \left( z(T), \dot{z}(T), \dots, z^{(q)}(T) \right) = x_f$$

$$z(t) = \sum_{i=1}^N b_i \psi_i(t), \quad \dot{z}(t) = \sum_{i=1}^N b_i \dot{\psi}_i(t), \quad \dots \quad z^{(q)}(t) = \sum_{i=1}^N b_i \psi_i^{(q)}(t)$$

$$\Rightarrow \begin{bmatrix} \psi_1(0) & \psi_2(0) & \dots & \psi_N(0) \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_N \end{bmatrix} = \begin{bmatrix} z_1(0) \end{bmatrix}$$

# Trajectory Generation

- Differential flatness:

$$x(0) = \beta \left( z(0), \dot{z}(0), \dots, z^{(q)}(0) \right) = x_0$$

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$$\Rightarrow \begin{bmatrix} \psi_1(0) & \psi_2(0) & \dots & \psi_N(0) \\ \dot{\psi}_1(0) & \dot{\psi}_2(0) & \dots & \dot{\psi}_N(0) \\ \vdots & \vdots & \ddots & \vdots \\ \psi_1^{(q)}(0) & \psi_2^{(q)}(0) & \dots & \psi_N^{(q)}(0) \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_N \end{bmatrix} = \begin{bmatrix} z_1(0) \\ \dot{z}_1(0) \\ \vdots \\ z_1^{(q)}(0) \end{bmatrix}$$

# Trajectory Generation

- Differential flatness:

$$x(0) = \beta \left( z(0), \dot{z}(0), \dots, z^{(q)}(0) \right) = x_0$$

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$$z(t) = \sum_{i=1}^N b_i \psi_i(t), \quad \dot{z}(t) = \sum_{i=1}^N b_i \dot{\psi}_i(t), \quad \dots \quad z^{(q)}(t) = \sum_{i=1}^N b_i \psi_i^{(q)}(t)$$

$$\Rightarrow \begin{bmatrix} \psi_1(0) & \psi_2(0) & \cdots & \psi_N(0) \\ \dot{\psi}_1(0) & \dot{\psi}_2(0) & \cdots & \dot{\psi}_N(0) \\ \vdots & \vdots & \ddots & \vdots \\ \psi_1^{(q)}(0) & \psi_2^{(q)}(0) & \cdots & \psi_N^{(q)}(0) \\ \psi_1(T) & \psi_2(T) & \cdots & \psi_N(T) \\ \dot{\psi}_1(T) & \dot{\psi}_2(T) & \cdots & \dot{\psi}_N(T) \\ \vdots & \vdots & \ddots & \vdots \\ \psi_1^{(q)}(T) & \psi_2^{(q)}(T) & \cdots & \psi_N^{(q)}(T) \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_N \end{bmatrix} = \begin{bmatrix} z_1(0) \\ \dot{z}_1(0) \\ \vdots \\ z_1^{(q)}(0) \\ z_1(T) \\ \dot{z}_1(T) \\ \vdots \\ z_1^{(q)}(T) \end{bmatrix}$$

# What to do with $b$ ?

$$\begin{bmatrix} \psi_1(0) & \psi_2(0) & \cdots & \psi_N(0) \\ \dot{\psi}_1(0) & \dot{\psi}_2(0) & \cdots & \dot{\psi}_N(0) \\ \vdots & \vdots & \ddots & \vdots \\ \psi_1^{(q)}(0) & \psi_2^{(q)}(0) & \cdots & \psi_N^{(q)}(0) \\ \psi_1(T) & \psi_2(T) & \cdots & \psi_N(T) \\ \dot{\psi}_1(T) & \dot{\psi}_2(T) & \cdots & \dot{\psi}_N(T) \\ \vdots & \vdots & \ddots & \vdots \\ \psi_1^{(q)}(T) & \psi_2^{(q)}(T) & \cdots & \psi_N^{(q)}(T) \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_N \end{bmatrix} = \begin{bmatrix} z_1(0) \\ \dot{z}_1(0) \\ \vdots \\ z_1^{(q)}(0) \\ z_1(T) \\ \dot{z}_1(T) \\ \vdots \\ z_1^{(q)}(T) \end{bmatrix}$$

$$z(t) = \sum_{i=1}^N b_i \psi_i(t), \quad \dot{z}(t) = \sum_{i=1}^N b_i \dot{\psi}_i(t), \quad \cdots \quad z^{(q)}(t) = \sum_{i=1}^N b_i \psi_i^{(q)}(t)$$

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$$z(t) = \sum_{i=1}^N b_i \psi_i(t), \quad \dot{z}(t) = \sum_{i=1}^N b_i \dot{\psi}_i(t), \quad \cdots \quad z^{(q)}(t) = \sum_{i=1}^N b_i \psi_i^{(q)}(t)$$

$$\mathbf{x} = \boldsymbol{\beta}(\mathbf{z}, \dot{\mathbf{z}}, \dots, \mathbf{z}^{(q)})$$

$$\mathbf{u} = \boldsymbol{\gamma}(\mathbf{z}, \dot{\mathbf{z}}, \dots, \mathbf{z}^{(q)})$$

# What to do with $b$ ?

$$(**) \begin{bmatrix} \psi_1(0) & \psi_2(0) & \cdots & \psi_N(0) \\ \dot{\psi}_1(0) & \dot{\psi}_2(0) & \cdots & \dot{\psi}_N(0) \\ \vdots & \vdots & \ddots & \vdots \\ \psi_1^{(q)}(0) & \psi_2^{(q)}(0) & \cdots & \psi_N^{(q)}(0) \\ \psi_1(T) & \psi_2(T) & \cdots & \psi_N(T) \\ \dot{\psi}_1(T) & \dot{\psi}_2(T) & \cdots & \dot{\psi}_N(T) \\ \vdots & \vdots & \ddots & \vdots \\ \psi_1^{(q)}(T) & \psi_2^{(q)}(T) & \cdots & \psi_N^{(q)}(T) \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_N \end{bmatrix} = \begin{bmatrix} z_1(0) \\ \dot{z}_1(0) \\ \vdots \\ z_1^{(q)}(0) \\ z_1(T) \\ \dot{z}_1(T) \\ \vdots \\ z_1^{(q)}(T) \end{bmatrix}$$

$$z(t) = \sum_{i=1}^N b_i \psi_i(t), \quad \dot{z}(t) = \sum_{i=1}^N b_i \dot{\psi}_i(t), \quad \cdots \quad z^{(q)}(t) = \sum_{i=1}^N b_i \psi_i^{(q)}(t)$$

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$\psi_i$ : basis functions

- Your choice!
- You can choose  $N$  too!
- E.g.  $\psi_i = x^{i-1}$  -- monomial basis

$q$  is from dynamics

- Determines number of rows
  - i.e. number of equations
- Can't choose this

$N$  is chosen

- Determines number of columns
  - i.e. number of variables in  $b$
- $N$  too small: no solutions
- $N$  very large: many solutions

# Optimal Control Problem

$$\begin{aligned} & \text{minimize}_{u(\cdot)} \underbrace{l(x(T), T)}_{\text{Final cost}} + \underbrace{\int_0^T c(x(t), u(t), t) dt}_{\text{Running cost}} \\ & \text{subject to } \dot{x}(t) = f(x(t), u(t)) \\ & \quad g(x(t), u(t)) \geq 0 \\ & \quad x(t) \in \mathbb{R}^n, u(t) \in \mathbb{R}^m, \\ & \quad x(0) = x_0, x(T) = x_f \end{aligned}$$

Cost functional,  $J(x(\cdot), u(\cdot))$

Dynamic model

Additional constraints

- Eg. actuation limits

# Optimal Control Problem

$$\begin{aligned} & \text{minimize}_{\mathbf{u}(\cdot)} \underbrace{l(\mathbf{x}(T), T)}_{\text{Final cost}} + \underbrace{\int_0^T c(\mathbf{x}(t), \mathbf{u}(t), t) dt}_{\text{Running cost}} \\ & \text{subject to } \dot{\mathbf{x}}(t) = \mathbf{f}(\mathbf{x}(t), \mathbf{u}(t)) \\ & \quad g(\mathbf{x}(t), \mathbf{u}(t)) \geq 0 \\ & \quad \mathbf{x}(t) \in \mathbb{R}^n, \mathbf{u}(t) \in \mathbb{R}^m, \\ & \quad \mathbf{x}(0) = \mathbf{x}_0, \mathbf{x}(T) = \mathbf{x}_f \end{aligned}$$

Cost functional,  $J(\mathbf{x}(\cdot), \mathbf{u}(\cdot))$

Dynamic model

Additional constraints

- Eg. actuation limits

$$\begin{aligned} & \text{minimize}_{\mathbf{b}} l(\mathbf{x}(T), T) + \int_0^T c(\mathbf{x}(t), \mathbf{u}(t), t) dt \\ & \text{subject to } (**) \\ & \quad g(\mathbf{x}(t), \mathbf{u}(t)) \geq 0 \\ & \quad \mathbf{u}(t) \in \mathbb{R}^m, \mathbf{x}(0) = \mathbf{x}_0 \end{aligned}$$

# Optimal Control Problem

$$\begin{aligned}
 & \text{minimize}_{\mathbf{u}(\cdot)} \underbrace{l(\mathbf{x}(T), T)}_{\text{Final cost}} + \underbrace{\int_0^T c(\mathbf{x}(t), \mathbf{u}(t), t) dt}_{\text{Running cost}} \\
 & \text{subject to } \dot{\mathbf{x}}(t) = \mathbf{f}(\mathbf{x}(t), \mathbf{u}(t)) \\
 & \quad g(\mathbf{x}(t), \mathbf{u}(t)) \geq 0 \\
 & \quad \mathbf{x}(t) \in \mathbb{R}^n, \mathbf{u}(t) \in \mathbb{R}^m, \\
 & \quad \mathbf{x}(0) = \mathbf{x}_0, \mathbf{x}(T) = \mathbf{x}_f
 \end{aligned}$$

Cost functional,  $J(\mathbf{x}(\cdot), \mathbf{u}(\cdot))$

Dynamic model

Additional constraints

- Eg. actuation limits

$$\begin{aligned}
 & \text{minimize}_{\mathbf{b}} l(\mathbf{x}(T), T) + \int_0^T c(\mathbf{x}(t), \mathbf{u}(t), t) dt \\
 & \text{subject to } (**) \\
 & \quad g(\mathbf{x}(t), \mathbf{u}(t)) \geq 0 \\
 & \quad \mathbf{u}(t) \in \mathbb{R}^m, \mathbf{x}(0) = \mathbf{x}_0
 \end{aligned}$$

$$\mathbf{z} = \boldsymbol{\alpha}(\mathbf{x}, \mathbf{u}, \dots, \mathbf{u}^{(p)})$$

$$\mathbf{x} = \boldsymbol{\beta}(\mathbf{z}, \dot{\mathbf{z}}, \dots, \mathbf{z}^{(q)})$$

$$\mathbf{u} = \boldsymbol{\gamma}(\mathbf{z}, \dot{\mathbf{z}}, \dots, \mathbf{z}^{(q)})$$

# Key Points

$$\text{minimize } \underset{b}{l(x(T), T) + \int_0^T c(x(t), u(t), t) dt}$$

subject to (\*\*)

$$g(x(t), u(t)) \geq 0$$

$$u(t) \in \mathbb{R}^m, x(0) = x_0$$

$$z = \alpha(x, u, \dots, u^{(p)})$$

$$x = \beta(z, \dot{z}, \dots, z^{(q)})$$

$$u = \gamma(z, \dot{z}, \dots, z^{(q)})$$

- Trajectory generation via solving algebraic equations (\*\*)
- Other constraints can be transformed into  $z$  space
- Cost/performance index also transformed into  $z$  space
- After obtaining  $b$ , we can obtain  $x$  and  $u$
- Quadrotors are differentially flat
  - D. Mellinger and V. Kumar. *Minimum snap trajectory generation and control for quadrotors*, ICRA 2011.