



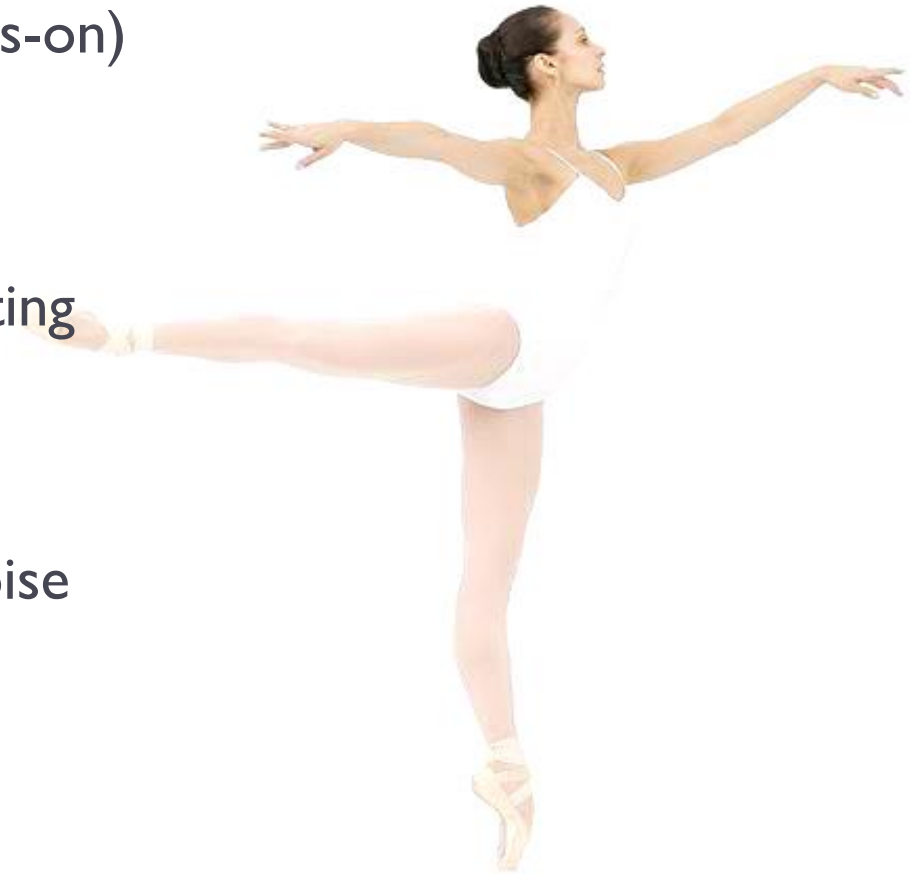
# Optimal feedback control

CoSMo 2017)  
Gunnar Blohm

# Outline

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- ▶ **Inverted pendulum**
  - ▶ Physics and simulations (hands-on)
  - ▶ Compute cost
- ▶ **Control**
  - ▶ Brute force optimization - fitting
  - ▶ Optimal control
- ▶ **Kalman filtering**
  - ▶ Process and measurement noise
  - ▶ Optimal estimation

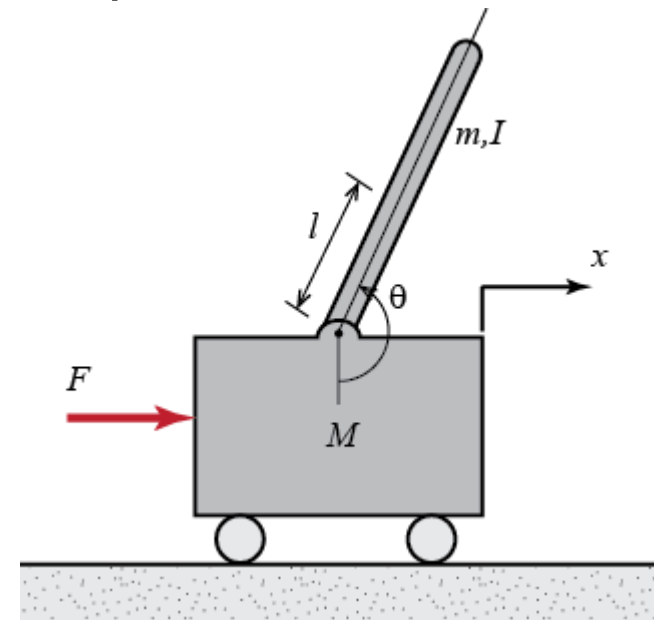


# Inverted pendulum

Lets try this...

# The inverted pendulum

- ▶ Motorized cart
- ▶ Goal: bring cart from A to B while maintaining verticality
- ▶ Inherently unstable
- ▶ Real-world examples:
  - ▶ Attitude control of booster rocket at takeoff
  - ▶ Balancing a ladder on your chin...
- ▶ Specifics
  - ▶ (M) mass of the cart = 0.5 kg
  - ▶ (m) mass of the pendulum = 0.2 kg
  - ▶ (b) coefficient of friction for cart = 0.1 N/m/sec
  - ▶ (l) length to pendulum center of mass = 0.3 m
  - ▶ (I) mass moment of inertia of the pendulum = 0.006 kg.m<sup>2</sup>
  - ▶ (F) force applied to the cart(x) cart position coordinate
  - ▶ (theta) pendulum angle from vertical (down)



# The inverted pendulum

## ► Equations of motion

- Forces on cart:

$$M\ddot{x} + b\dot{x} + N = F$$

- Horizontal forces on pendulum:

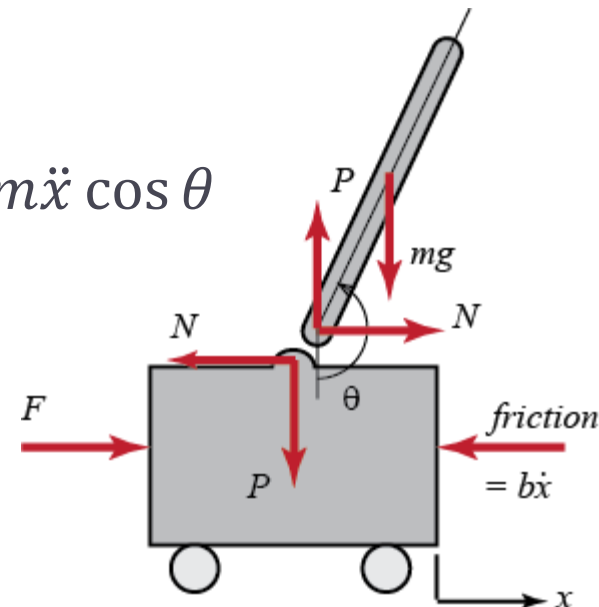
$$N = m\ddot{x} + ml\ddot{\theta} \cos \theta - ml\dot{\theta}^2 \sin \theta$$

- Forces perpendicular to pendulum:

$$P \sin \theta + N \cos \theta - mg \sin \theta = ml\ddot{\theta} + m\ddot{x} \cos \theta$$

- Moments at centroid of pendulum:

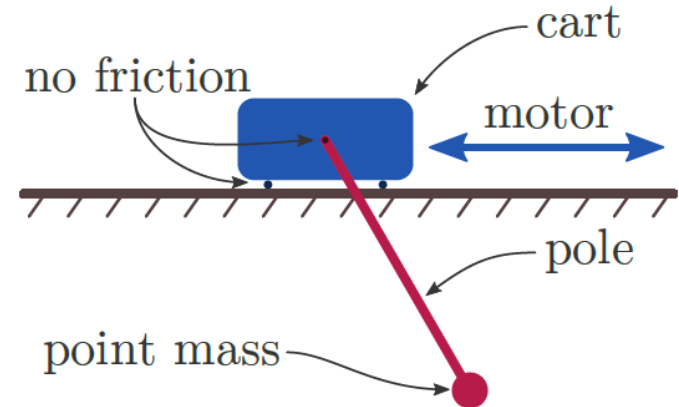
$$-Pl \sin \theta - Nl \cos \theta = I\ddot{\theta}$$



# The inverted pendulum

## ► Simplifications

- Point-mass and mass-less pole:  $l = 0$
- No friction:  $b = 0$



$$\begin{pmatrix} \cos \theta & l \\ m + M & ml \cos \theta \end{pmatrix} \begin{pmatrix} \ddot{x} \\ \ddot{\theta} \end{pmatrix} = \begin{pmatrix} -g \sin \theta \\ F + ml\dot{\theta}^2 \sin \theta \end{pmatrix}$$

- Simulate system behavior without control
- Experiment with initial conditions...



# Optimal control

# The problem

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- ▶ The body can be considered as a dynamical system

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

- ▶ Applying control  $u$  in a fully deterministic system will result in a trajectory

$$x(t) = x_0 + \int_{t_0}^t f(x(s), u(s)) ds,$$

- ▶ But how can we find  $u$  to steer the system towards a specific goal?

Crevecoeur, Cluff, Scott (2014)



# Control solution

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- ▶ What is the **best** way to steer the system?
- ▶ Insight (Pontryagin & Bellman, 1950s): a good controller should achieve a certain optimality principle!
  - ▶ Cost function
- ▶ Reformulation of control system
  - ▶ Minimize cost
  - ▶ Constraint: system dynamics

# The “stupid” solution

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- ▶ Brute force optimization!
- ▶ Select an arbitrary function  $u = f(x, p)$ 
  - ▶ Parameters  $p$
  - ▶ Find the optimal parameter set  $p'$  that minimizes your error



Optimal  
control  
cont'd

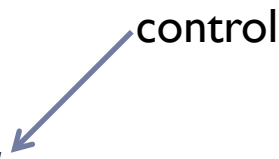
# The inverted pendulum

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## ► Approximations

- We will apply LINEAR control methods
  - Thus we need to linearize any non-linear terms
- We assume control close to equilibrium  $\pi$
- $\cos \theta = \cos(\pi - \phi) \approx -1$
- $\sin \theta = \sin(\pi - \phi) \approx -\phi$
- $\dot{\theta}^2 = \dot{\phi}^2 \approx 0$

## ► Solution:

- $(I + ml^2)\ddot{\phi} - mgl\phi = ml\ddot{x}$
- $(M + m)\ddot{x} + b\dot{x} - ml\ddot{\phi} = F = u$  

# The inverted pendulum

## ► State-space formulation

$$\begin{bmatrix} \dot{x} \\ \ddot{x} \\ \dot{\phi} \\ \ddot{\phi} \end{bmatrix} = \underbrace{\begin{bmatrix} 0 & 1 & 0 & 0 \\ 0 & \frac{-(I+ml^2)b}{I(M+m)+Mml^2} & \frac{m^2gl^2}{I(M+m)+Mml^2} & 0 \\ 0 & 0 & 0 & 1 \\ 0 & \frac{-mlb}{I(M+m)+Mml^2} & \frac{mgl(M+m)}{I(M+m)+Mml^2} & 0 \end{bmatrix}}_{\mathbf{A}} \begin{bmatrix} x \\ \dot{x} \\ \phi \\ \dot{\phi} \end{bmatrix} + \underbrace{\begin{bmatrix} 0 \\ \frac{I+ml^2}{I(M+m)+Mml^2} \\ 0 \\ \frac{ml}{I(M+m)+Mml^2} \end{bmatrix}}_{\mathbf{B}} u$$

$$\mathbf{y} = \underbrace{\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}}_{\mathbf{C}} \begin{bmatrix} x \\ \dot{x} \\ \phi \\ \dot{\phi} \end{bmatrix} + \underbrace{\begin{bmatrix} 0 \\ 0 \end{bmatrix}}_{\mathbf{D}} u$$

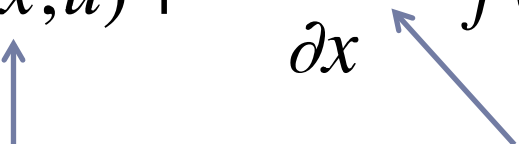
# Noiseless optimal solution

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- ▶ Defining an objective function, i.e. cost:

$$J(x, u) = g(x(t_f)) + \int_{t_0}^{t_f} L(x(t), u(t)) dt.$$

- ▶ Optimal control = find  $u$  that minimizes  $J(x, u)$
- ▶ In that case, the Hamilton-Jacobi-Bellman equation is satisfied for the cost-to-go  $J(x, u)$

$$-\frac{\partial J(x, u)}{\partial t} = \min_{u \in U} \left\{ L(x, u) + \frac{\partial J(x, u)}{\partial x} f(x, u) \right\}.$$


- ▶ Trade-off between instantaneous cost and gradient of cost-to-go

# What about noise?

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- Dynamical system equation with noise

$$dX = F(X, u)dt + G(X, u)dW.$$

System dynamics

Random disturbances (Brownian motion)

- Only the expected outcome can be optimized, but the real outcome will deviate because of noise

$$J_t(X_t, u_t) = \min_u \left\{ L(X_t, u_t) + E \left[ J_{t+1}(X_{t+1}, u_{t+1}) \mid X_t, u_t \right] \right\}.$$

Current (running) cost

Expected future cost-to-go

# Linear Quadratic Gaussian regulator (LQG)

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- ▶ Linear dynamics
- ▶ Quadratic cost function
- ▶ Gaussian noise
- ▶ Simplest case with analytical solution
  - ▶ Minimize  $J$  under the constraint of the system dynamics
  - ▶ Requires Lagrange multipliers...
  - ▶ E.g. maximize  $f(x, y)$  subject to  $g(x, y) = c$ 
    - ▶ Lagrangian:  $L(x, y, \lambda) = f(x, y) + \lambda (g(x, y) - c)$
    - ▶ Solve:  $\nabla_{x, y, \lambda} L = 0$
- ▶ For LQG: one  $\lambda$  for each time step  $\rightarrow$  iterative procedure



# LQ(G) solution: control



- ▶ Let's consider a fully observable state

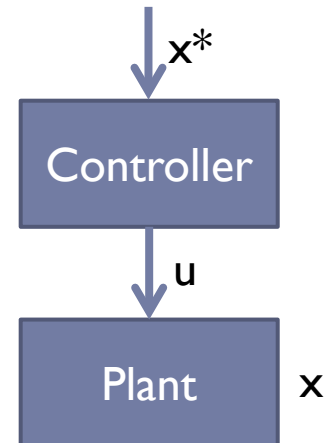
$$\mathbf{x}_{t+1} = \mathbf{A}\mathbf{x}_t + \mathbf{B}\mathbf{u}_t$$

$$J(\mathbf{x}, \mathbf{u}) = \mathbf{x}_n^T \mathbf{Q}_n \mathbf{x}_n + \sum_{t=0}^{n-1} (\mathbf{x}_t^T \mathbf{Q}_t \mathbf{x}_t + \mathbf{u}_t^T \mathbf{R}_t \mathbf{u}_t)$$

- ▶ Lagrange function

$$L(\mathbf{x}, \mathbf{u}, \lambda) = \mathbf{x}_n^T \mathbf{Q}_n \mathbf{x}_n + \sum_{t=0}^{n-1} \mathbf{x}_t^T \mathbf{Q}_t \mathbf{x}_t + \mathbf{u}_t^T \mathbf{R}_t \mathbf{u}_t - (\mathbf{A}\mathbf{x}_t + \mathbf{B}\mathbf{u}_t - \mathbf{x}_{t+1})^T \lambda_{t+1}$$

$$L(\mathbf{x}, \mathbf{u}, \lambda) = \mathbf{x}_n^T \mathbf{Q}_n \mathbf{x}_n - \mathbf{x}_n^T \lambda_n + \mathbf{x}_0^T \lambda_0 + \sum_{t=0}^{n-1} \mathbf{x}_t^T \mathbf{Q}_t \mathbf{x}_t + \mathbf{u}_t^T \mathbf{R}_t \mathbf{u}_t - (\mathbf{A}\mathbf{x}_t + \mathbf{B}\mathbf{u}_t)^T \lambda_{t+1} - \mathbf{x}_t^T \lambda_t$$



# LQ(G) solution: control

- Now we take the gradients of L

$$\begin{aligned}
 \frac{\partial \mathcal{L}}{\partial \mathbf{x}_n} = \mathbf{Q}_n \mathbf{x}_n - \lambda_n = 0 &\longrightarrow \lambda_n = \mathbf{Q}_n \mathbf{x}_n \longrightarrow \lambda_t = \mathbf{S}_t \mathbf{x}_t \\
 \frac{\partial \mathcal{L}}{\partial \mathbf{u}_t} = \mathbf{R}_t \mathbf{u}_t - \mathbf{B}^T \lambda_{t+1} = 0 &\longrightarrow \mathbf{x}_{t+1} = \mathbf{A} \mathbf{x}_t + \mathbf{B} \mathbf{R}^{-1} \mathbf{B}^T \mathbf{S}_{t+1} \mathbf{x}_{t+1} \\
 &\quad \text{(modified state equation)} \\
 \frac{\partial \mathcal{L}}{\partial \lambda_{t+1}} = \mathbf{A} \mathbf{x}_t + \mathbf{B} \mathbf{u}_t - \mathbf{x}_{t+1} = 0 &\longrightarrow \mathbf{x}_{t+1} = (\mathbf{I} - \mathbf{B} \mathbf{R}^{-1} \mathbf{B}^T \mathbf{S}_{t+1})^{-1} \mathbf{A} \mathbf{x}_t \\
 \frac{\partial \mathcal{L}}{\partial \mathbf{x}_t} = \mathbf{Q}_t \mathbf{x}_t - \mathbf{A}^T \lambda_{t+1} - \lambda_t = 0 &\longrightarrow \mathbf{S}_t \mathbf{x}_t = \mathbf{Q}_t \mathbf{x}_t - \mathbf{A}^T \mathbf{S}_{t+1} (\mathbf{I} - \mathbf{B} \mathbf{R}^{-1} \mathbf{B}^T \mathbf{S}_{t+1})^{-1} \mathbf{A} \mathbf{x}_t \\
 &\longrightarrow \mathbf{S}_t = \mathbf{Q}_t - \mathbf{A}^T \mathbf{S}_{t+1} (\mathbf{I} - \mathbf{B} \mathbf{R}^{-1} \mathbf{B}^T \mathbf{S}_{t+1})^{-1} \mathbf{A}
 \end{aligned}$$

# LQ(G) solution: control

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- ▶ Since  $\mathbf{S}_n = \mathbf{Q}_n$  we can run backwards in time to compute  $\mathbf{S}_{n-1}$  and thus all  $\mathbf{S}_t$  (cost to go gain)

$$\mathbf{S}_t = \mathbf{Q}_t - \mathbf{A}^T \mathbf{S}_{t+1} (\mathbf{I} - \mathbf{B} \mathbf{R}^{-1} \mathbf{B}^T \mathbf{S}_{t+1})^{-1} \mathbf{A}$$

- ▶ Then we can run forward in time to find  $\mathbf{x}_t$  and thus also  $\lambda_t$  and  $\mathbf{u}_t$

$$\mathbf{x}_{t+1} = (\mathbf{I} - \mathbf{B} \mathbf{R}^{-1} \mathbf{B}^T \mathbf{S}_{t+1})^{-1} \mathbf{A} \mathbf{x}_t$$

$$\lambda_t = \mathbf{S}_t \mathbf{x}_t$$

$$\mathbf{u}_t = \mathbf{R}^{-1} \mathbf{B}^T \mathbf{S}_{t+1} \mathbf{x}_{t+1}$$

- ▶ This is the solution without feedback...

# Implementation of control

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- ▶ Step 1: write down movement equations
- ▶ Step 2: transform into matrix format
  - ▶ Define “state”
  - ▶ Discretize
  - ▶ Write as  $\mathbf{x}_{t+1} = \mathbf{A}\mathbf{x}_t + \mathbf{B}\mathbf{u}_t$
- ▶ Step 3: Define costs Q and R
- ▶ Step 4: Implement backward recursion for S (first loop)
- ▶ Step 5: Implement forward recursion for u...



# LQ(G) solution: estimation



- ▶ Control system with noise

$$\begin{aligned}x_{k+1} &= Ax_k + Bu_k + \xi_k \\ y_k &= Hx_k + \omega_k.\end{aligned}$$

- ▶ Bayes: combine prior and feedback

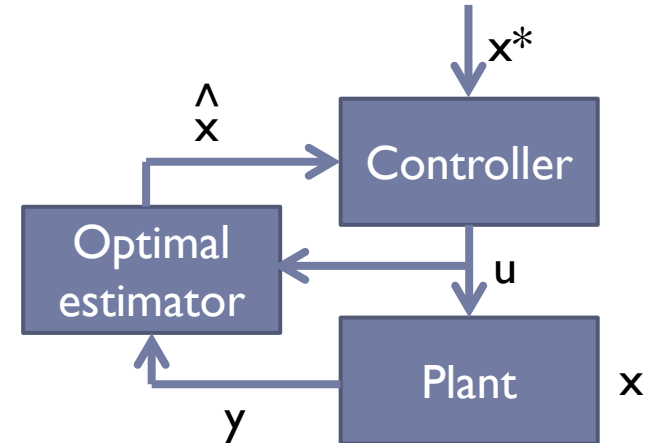
$$\begin{aligned}\hat{x}_{k+1} &= (1 - K) \times \text{prior} + K \times \text{feedback} \\ \hat{x}_{k+1} &= A\hat{x}_k + Bu_k + K(y_k - H\hat{x}_k)\end{aligned}$$

- ▶ Estimation error dynamics

$$e_{k+1} = (A - K_k H)e_k + \xi_k - K_k \omega_k$$

- ▶ Goal: optimize (Kalman) gain  $K$  to minimize error

$$K_k = \arg \min_K \| e_{k+1} \|^2$$



# LQG solution: estimation & implementation

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- ▶ Optimal estimates and Kalman gains are obtained in forward recursion

$$\begin{aligned}\hat{x}_{k+1} &= A\hat{x}_k + Bu_k + K(y_k - H\hat{x}_k), \\ K_k &= A\Sigma_k H^T (H\Sigma_k H^T + \Omega_\omega)^{-1}, \\ \Sigma_{k+1} &= \Omega_\xi + (A - K_k H)\Sigma_k A^T.\end{aligned}$$

- ▶  $\Sigma_1$  known



- ▶ Step 6: include optimal estimation to complete LQG

# Further considerations

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- ▶ Control and estimation were solved separately but are valid together!

- ▶ Separation principle!

- ▶ Full control system:

$$\begin{bmatrix} x_{k+1} \\ e_{k+1} \end{bmatrix} = \begin{bmatrix} A - BL_k & BL_k \\ 0 & A - K_k H \end{bmatrix} \begin{bmatrix} x_k \\ e_k \end{bmatrix} + \begin{bmatrix} \xi_k \\ \xi_k - K_k \omega_k \end{bmatrix}$$

- ▶ Non-linear systems

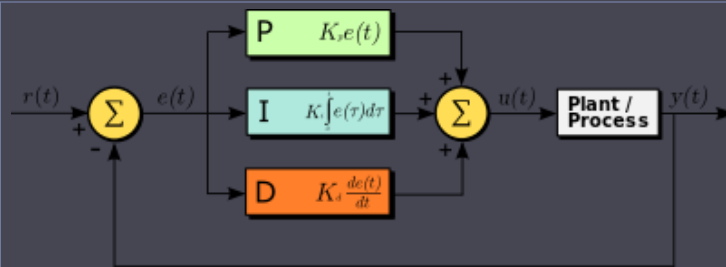
- ▶ Might be possible to linearize around current state using Taylor expansion...



*That's all Folks!*

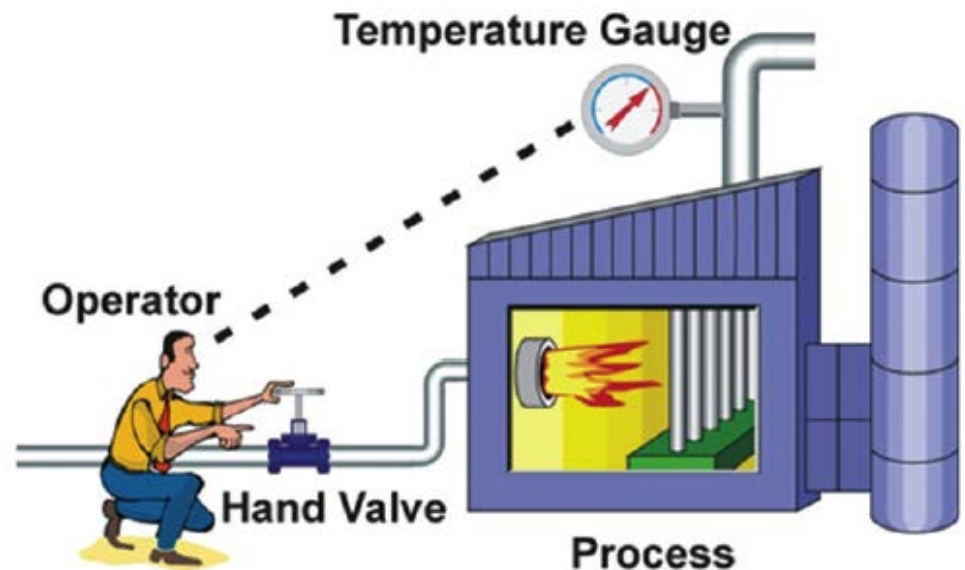
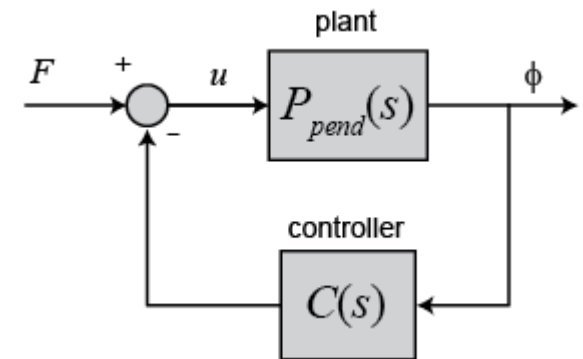


# PID control



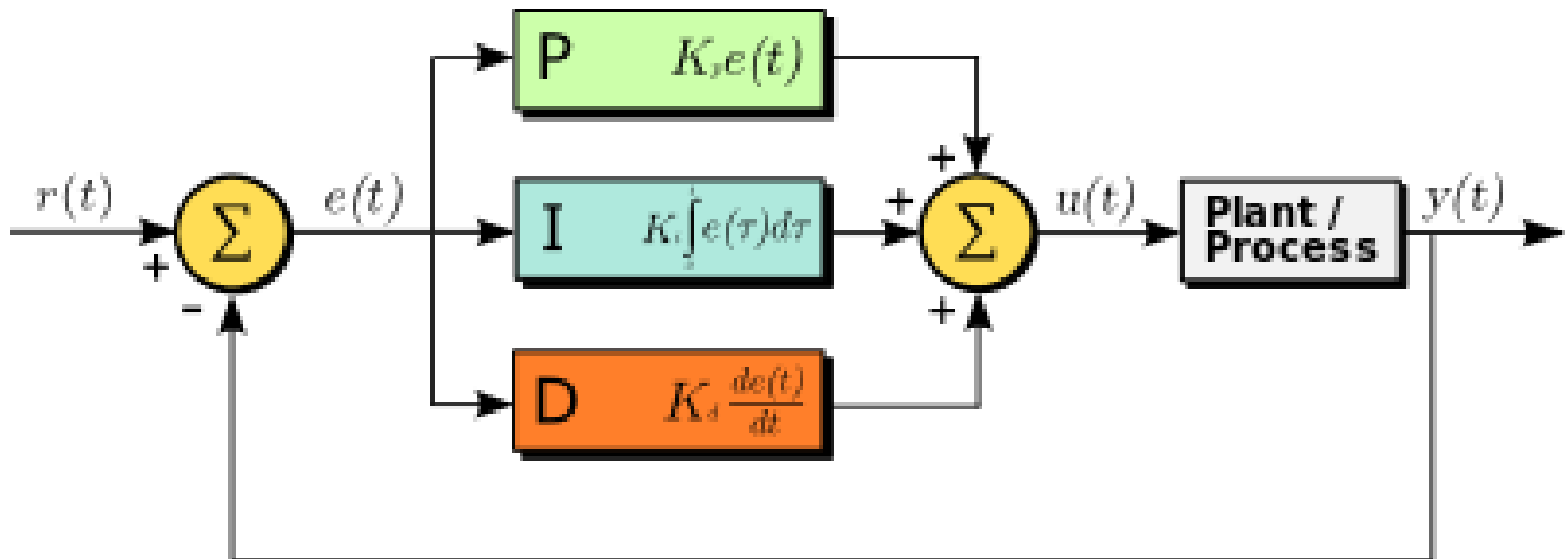
# PID idea

- ▶ Observe plant
- ▶ Derive best action based on observation
- ▶ Use only simple operations
  - ▶ Proportional
  - ▶ Integral
  - ▶ Derivative
- ▶ Hope for the best...



# PID idea

- ▶ Proportional: increase speed
- ▶ Integral: eliminate steady-state errors
- ▶ Differential: decrease over-shoot & settling time

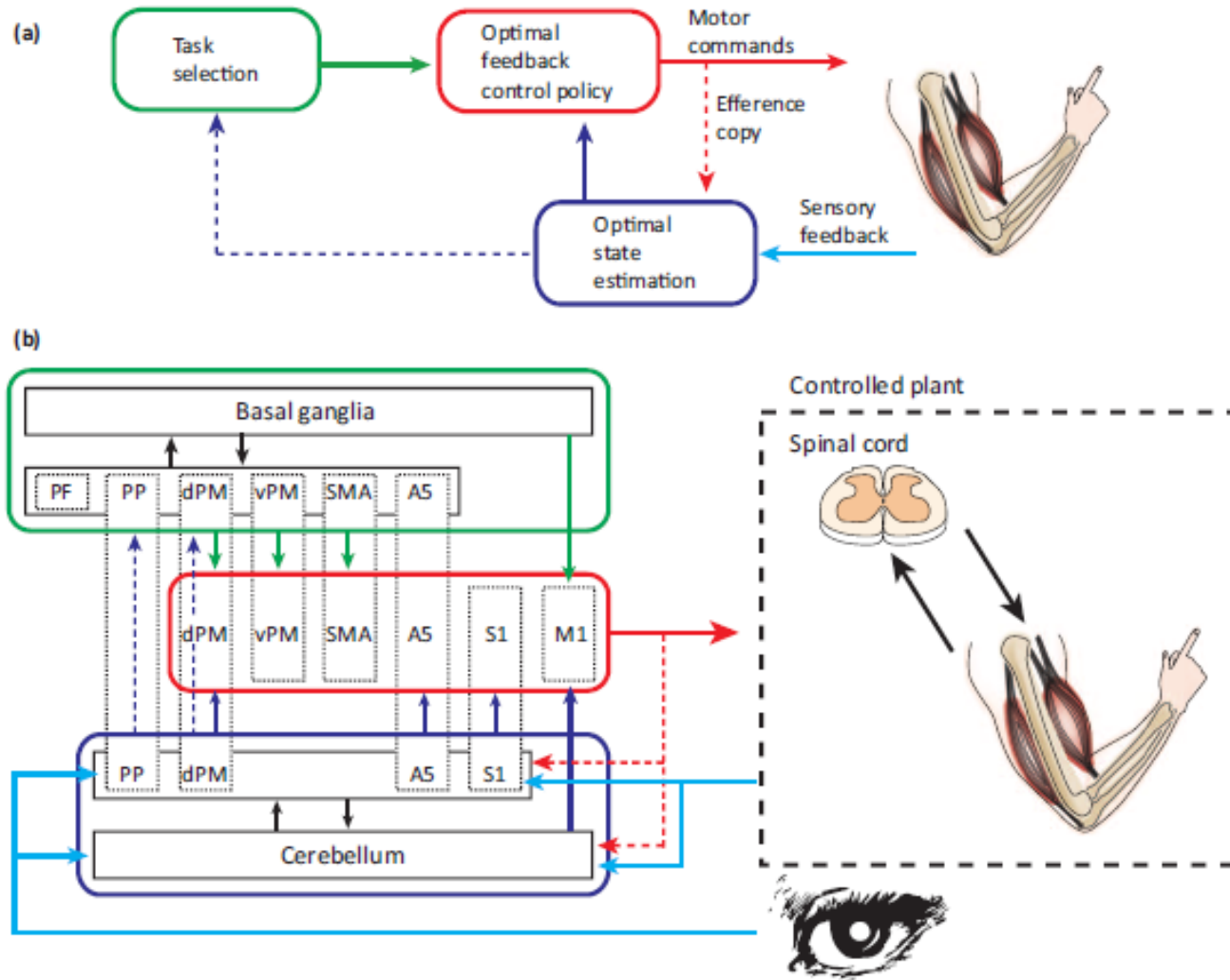




# Uncertainty & optimal feedback control

Optimal state estimation

# Neural control of movement



Scott, 2012

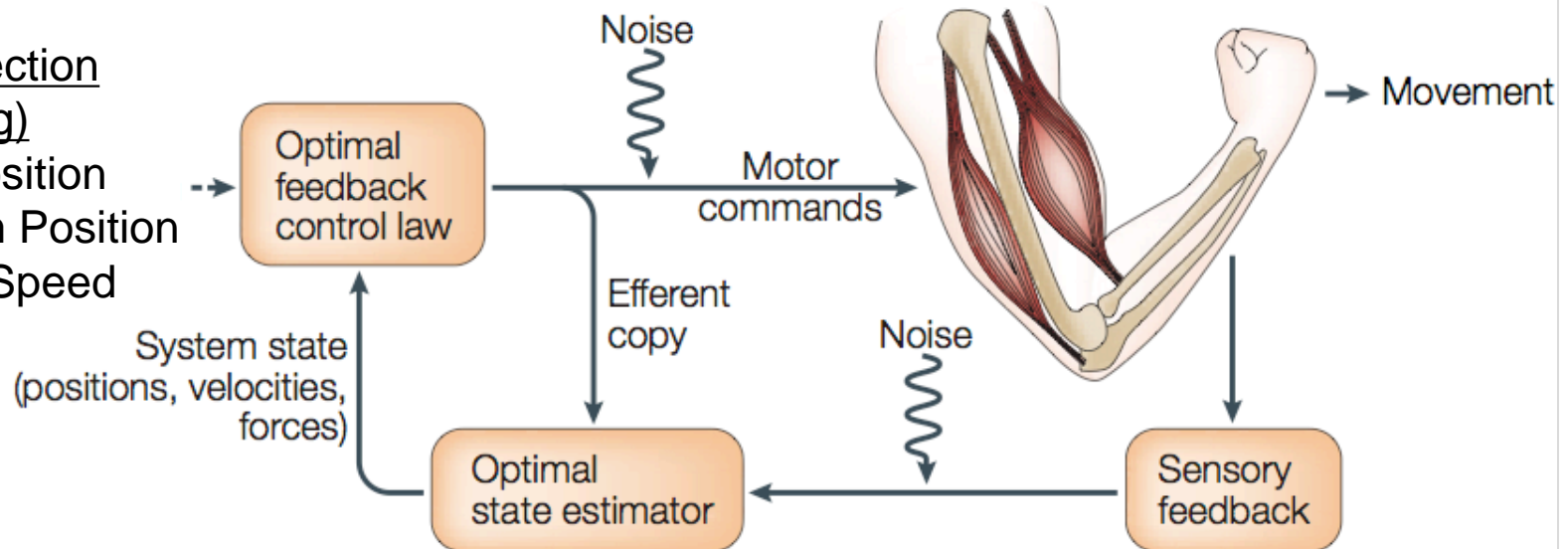
TRENDS in Cognitive Sciences

# Optimal Feedback Control

## ► Todorov and Jordan, 2002

Task Selection  
(Reaching)

Target Position  
Initial Arm Position  
Nominal Speed



Scott, 2004

# LQ(G) solution: estimation



- ▶ Control system with noise

$$\begin{aligned}x_{k+1} &= Ax_k + Bu_k + \xi_k \\ y_k &= Hx_k + \omega_k.\end{aligned}$$

- ▶ Bayes: combine prior and feedback

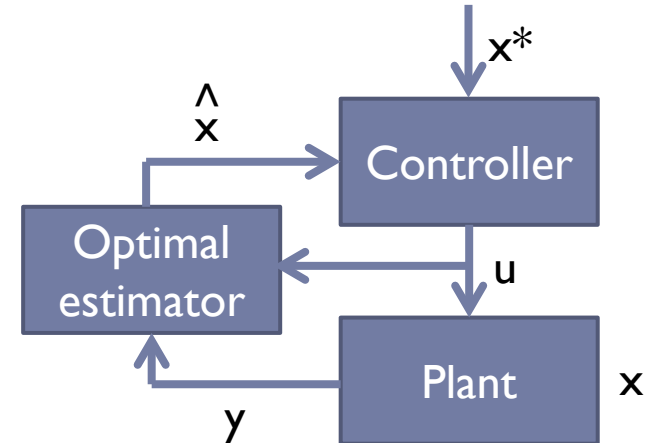
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- ▶ Estimation error dynamics

$$e_{k+1} = (A - K_k H)e_k + \xi_k - K_k \omega_k$$

- ▶ Goal: optimize (Kalman) gain  $K$  to minimize error

$$K_k = \arg \min_K \| e_{k+1} \|^2$$



# LQ(G) solution: estimation

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- ▶ Minimization of error

$$\begin{aligned} K_k &= \arg \min_K \| e_{k+1} \|^2, \\ &= \arg \min_K \left[ \text{tr} \left( E(e_{k+1} e_{k+1}^T) \right) \right] \end{aligned}$$

- ▶ Only consider terms of the error covariance matrix that contain K

$$a(K_k) := \text{tr} \left( -2K_k H \Sigma_k + K_k (H \Sigma_k H^T + \Omega_\omega) K_k^T \right)$$

- ▶ Minimization:  $\nabla a(K_k) = 0$

$$\Rightarrow K_k = A \Sigma_k H^T (H \Sigma_k H^T + \Omega_\omega)^{-1}$$



# LQ(G) solution: estimation

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## ► Cheat sheet

$$\begin{aligned}x_{k+1} &= Ax_k + \xi_k & \xi_k &\sim N(0, \Omega_\xi) \\y_k &= Hx_k + \omega_k & \omega_k &\sim N(0, \Omega_\omega) \\x_{k+1} &\sim N(\mu_{t+1}, \Sigma_{t+1})\end{aligned}$$

## ► From Kalman filter theory

$$\begin{aligned}\Sigma_{k+1|k} &= A\Sigma_k A^T + \Omega_\xi, \\K_{k+1} &= \Sigma_{k+1|k} H^T \left( H\Sigma_{k+1|k} H^T + \Omega_\omega \right)^{-1} \\\mu_{k+1} &= A\mu_k + K_{k+1}(y_{k+1} - HA\mu_k) \\\Sigma_{k+1} &= (I - K_{k+1}H) \Sigma_{k+1|k}.\end{aligned}$$

# LQG solution: estimation & implementation

---

- ▶ Optimal estimates and Kalman gains are obtained in forward recursion

$$\begin{aligned}\hat{x}_{k+1} &= A\hat{x}_k + Bu_k + K(y_k - H\hat{x}_k), \\ K_k &= A\Sigma_k H^T (H\Sigma_k H^T + \Omega_\omega)^{-1}, \\ \Sigma_{k+1} &= \Omega_\xi + (A - K_k H)\Sigma_k A^T.\end{aligned}$$

- ▶  $\Sigma_1$  known



- ▶ Step 6: include optimal estimation to complete LQG

# Further considerations

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- ▶ Separation principle!

- ▶ Full control system:

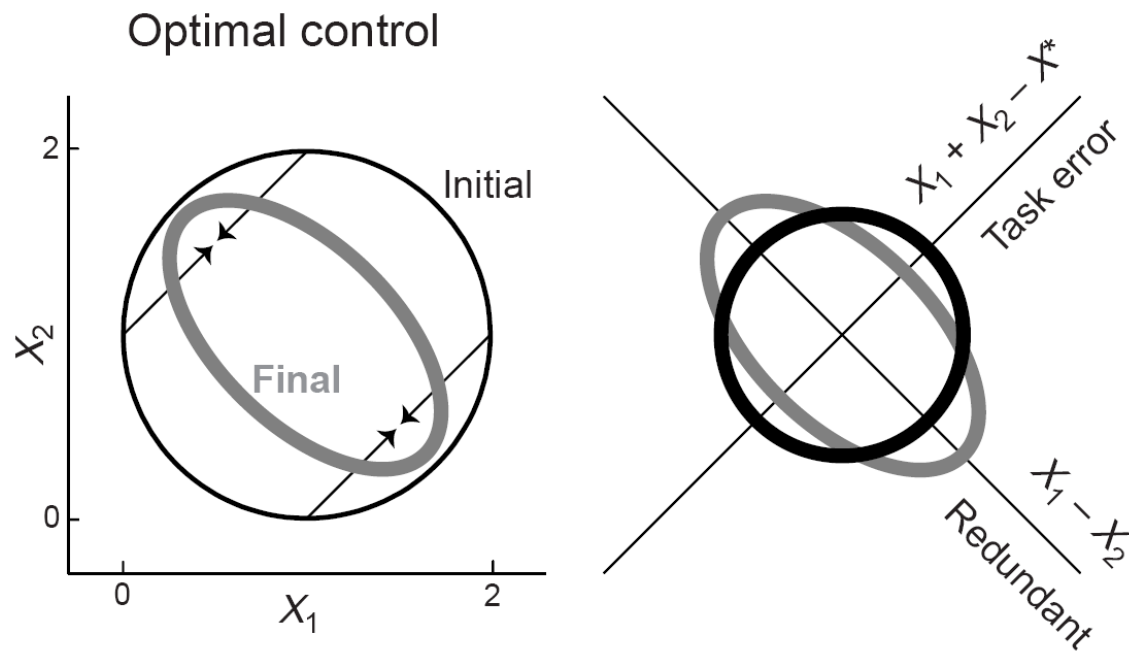
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- ▶ Non-linear systems

- ▶ Might be possible to linearize around current state using Taylor expansion...

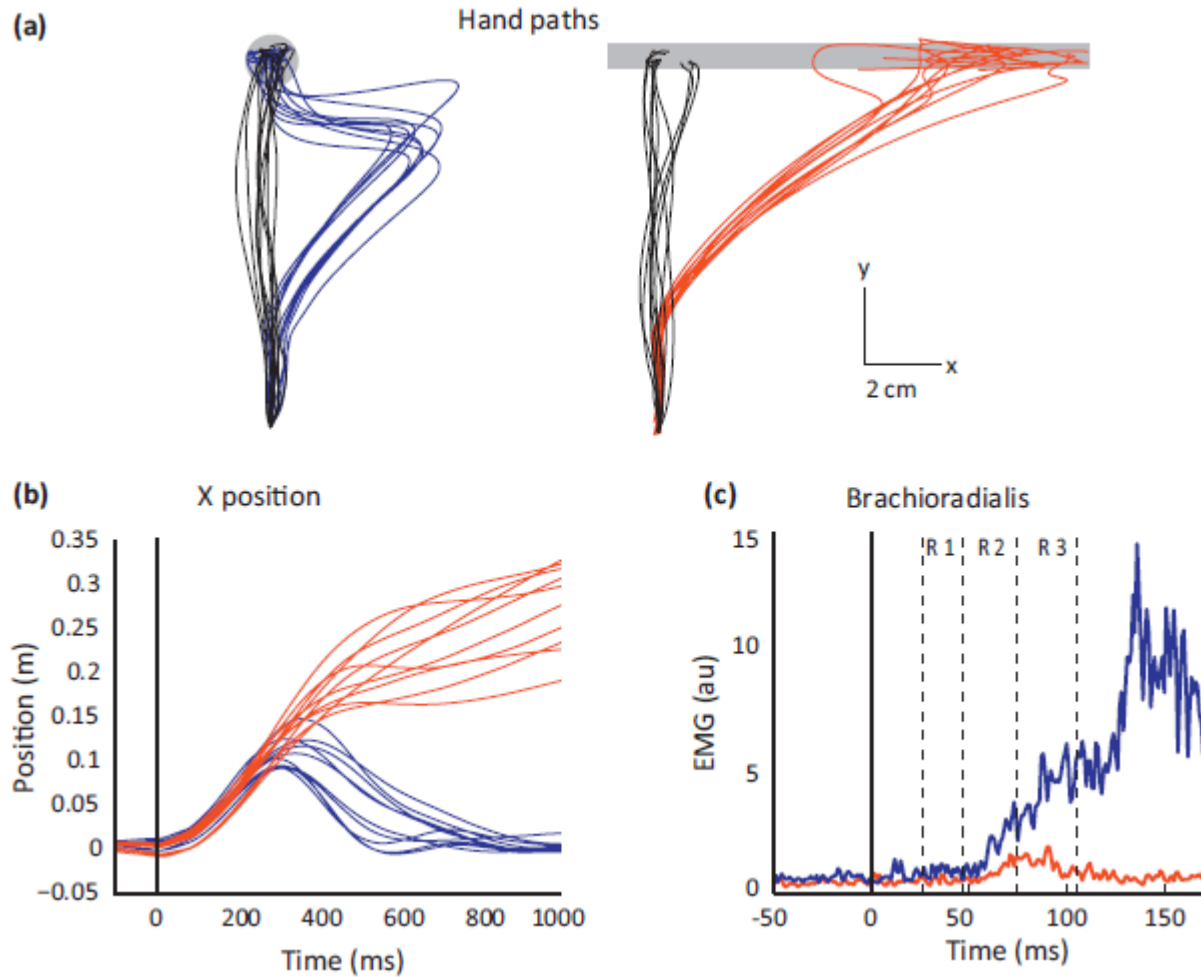
# Optimal feedback control

- ▶ Key feature: errors are only corrected if they affect the goal, otherwise they are ignored
  - ▶ Minimum intervention principle



Torodov & Jordan, 2002

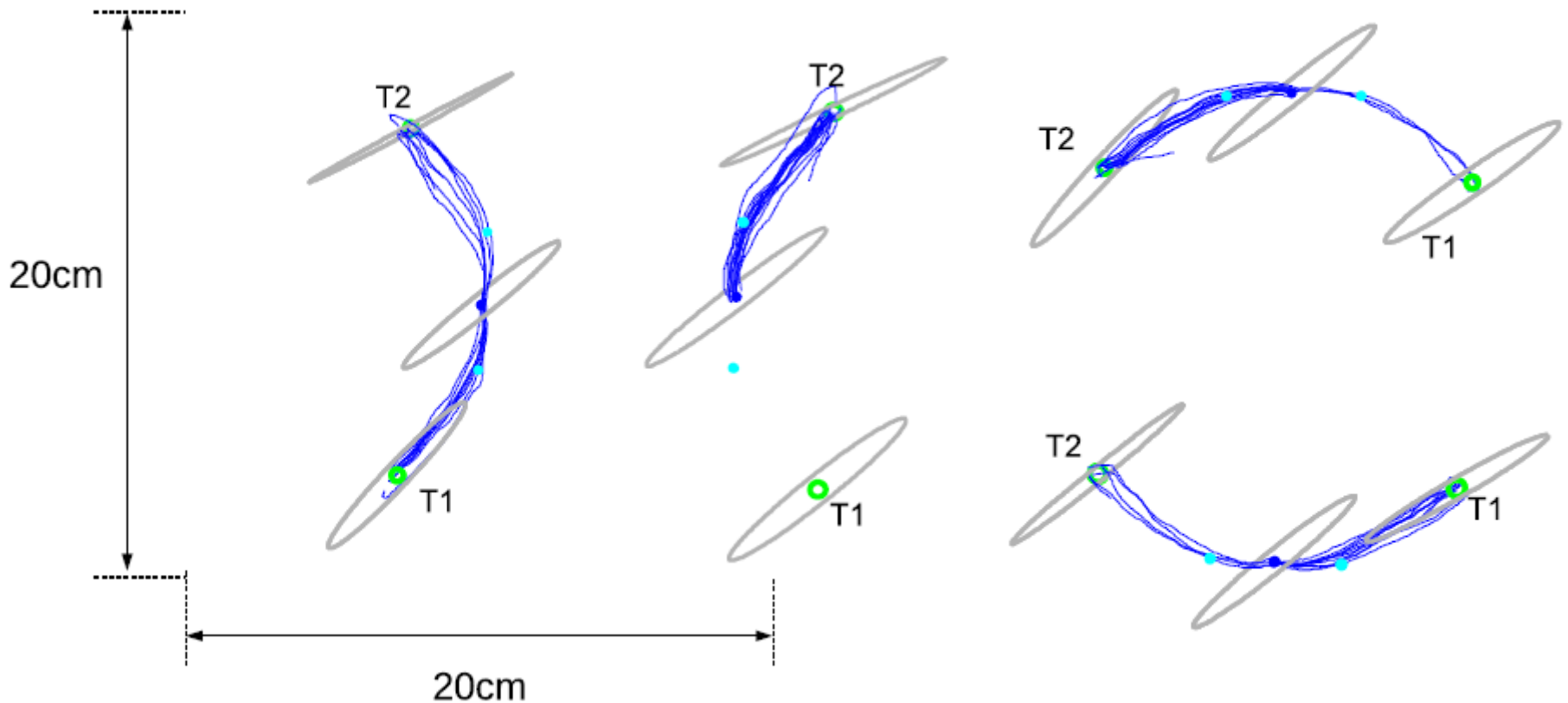
# Minimum intervention principle: behaviour



Nashed et al. (2012)

# Arm biomechanics affect decisions

- Noise covariances affect movements!



Cos, Belanger, Cisek (2011)

Open  
discussion



# Open discussion

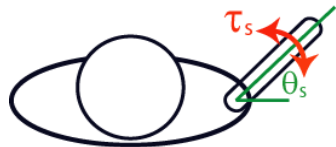
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- ▶ Interpretation of endpoint errors...
  - ▶ Origins from mis-estimations
- ▶ Delays
- ▶ Infinite horizon control
- ▶ Hierarchical control
- ▶ Role of biomechanics

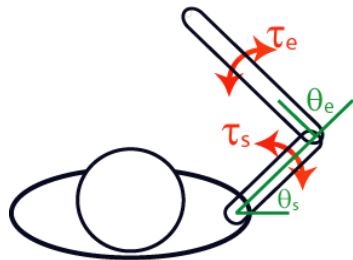


# Biomechanics

## Limb Mechanics



$$\tau_s = I_s \ddot{\theta}_s$$

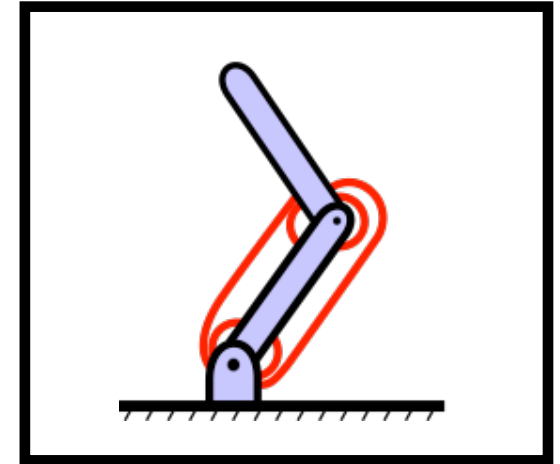


$$\tau_e = \ddot{\theta}_e \left( I_e + \frac{m_e l_e^2}{4} \right) + \ddot{\theta}_s \left( I_e + \frac{m_e l_e^2}{4} + \frac{m_e l_e l_s}{2} \cos(\theta_e) \right) + \left( \frac{m_e l_e l_s}{2} \dot{\theta}_s^2 \sin(\theta_e) \right)$$

$$\tau_s = \ddot{\theta}_s \left( I_s + I_e + m_e l_e l_s \cos(\theta_e) + \frac{m_e l_e^2}{4} + \frac{m_s l_s^2}{4} + m_e l_s^2 \right) + \ddot{\theta}_e \left( I_e + \frac{m_e l_e^2}{4} + \frac{m_e l_e l_s}{2} \cos(\theta_e) \right) - \left( \frac{m_e l_e l_s}{2} \dot{\theta}_e^2 \sin(\theta_e) \right) - (m_e l_e l_s \dot{\theta}_e \dot{\theta}_s \sin(\theta_e))$$

Courtesy of Stephen Scott

## Limb Anatomy



## Muscle Mechanics

