# Function-Space Approach for Gradient Descent in Optimal Control

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#### 1 Problem Formulation in Function Space

#### 2 Proposed Method

- 3 Geometric Description
- 4 Computational Load
- 5 Numerical Example
- 6 Concluding Remarks

$$\begin{array}{ll} \underset{x,u}{\text{minimize}} & J(x,u) = \frac{1}{2} \int_{0}^{T} x^{*}(t) Q x(t) + u^{*}(t) R u(t) & dt \\ \text{subject to} & \dot{x}(t) = f \big( x(t), u(t) \big); & x(0) = x_{0} \end{array}$$

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$$z := \begin{bmatrix} x \\ u \end{bmatrix}; \qquad x = \mathcal{H}(u)$$

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- First Order Method: Gradient Descent Cheap but Slow Convergence
- Second Order Method: Newton Fast Convergence but Expensive

#### Proposed Method

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**Proposed Method:** Keep cost functional & Dynamics separate! minimize  $J(z) = \frac{1}{2} \langle z, Hz \rangle$   $H := \begin{bmatrix} Q & 0 \\ 0 & R \end{bmatrix}$ subject to  $x = \mathcal{H}(u)$ 

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#### Dynamical Constraint Set (Trajectories Manifold): <sup>1</sup>

$$x = \mathcal{H}(u) \iff z \in \mathcal{M}$$
  $\mathcal{M} = \left\{ z = (x, u) : x = \mathcal{H}(u) \right\}$ 

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## Precondition Constrained-Gradient Descent (PCGD)

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Similar in spirit to a projection-based Newton method developed by J. Hauser <sup>2</sup>

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Two Key ideas:

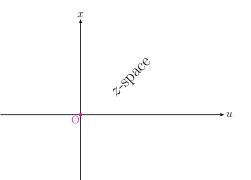
 $\longrightarrow$  Two different types of projections

 $\longrightarrow$  Preconditioning the state-control space (*z*-space)

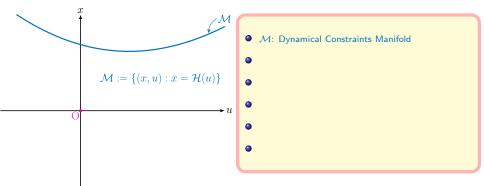
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$$\begin{array}{ll} \underset{z}{\text{minimize}} & J(z) = \frac{1}{2} \langle z, z \rangle & (H = I) \\ \text{subject to} & z \in \mathcal{M} \end{array}$$

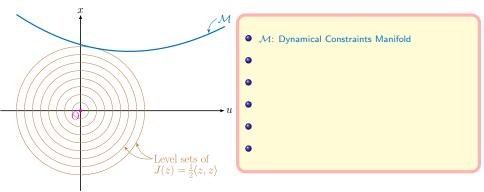
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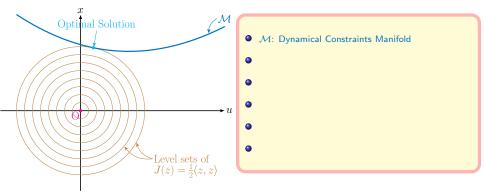
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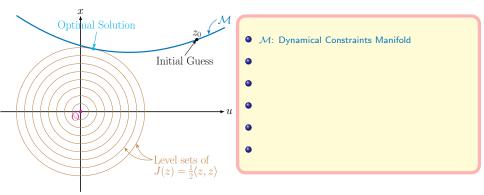
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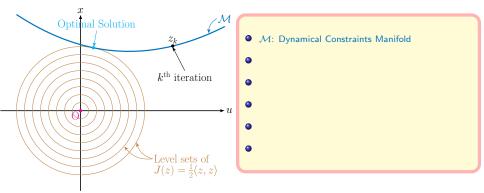
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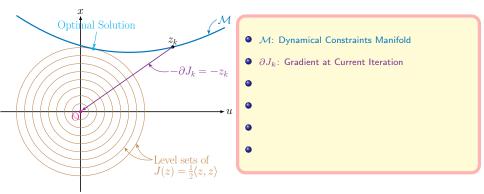
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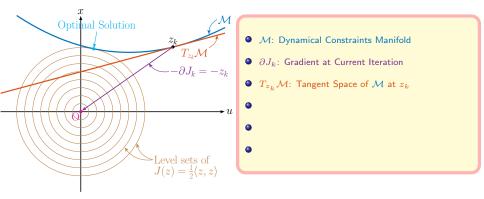
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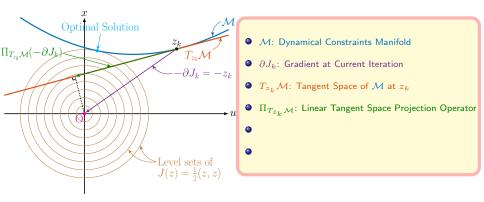
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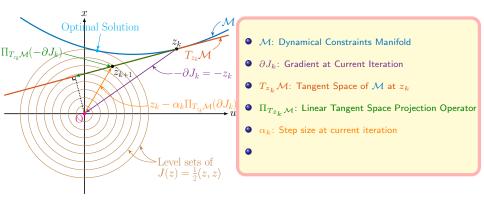
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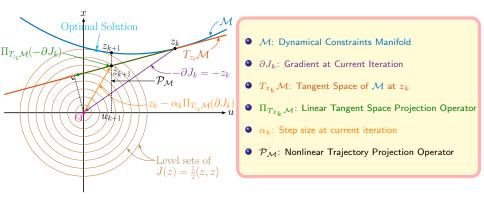
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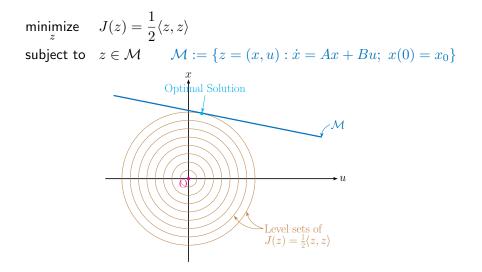


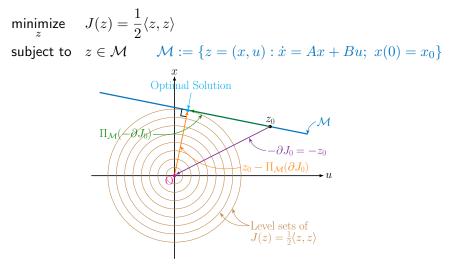
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- M: Dynamical Constraints Manifold
- $\partial J_k$ : Gradient at Current Iteration
- $T_{z_k}\mathcal{M}$ : Tangent Space of  $\mathcal{M}$  at  $z_k$
- Π<sub>Tz<sub>k</sub></sub> M: Linear Tangent Space Projection Operator
- $\alpha_k$ : Step size at current iteration
- $\mathcal{P}_{\mathcal{M}}$ : Nonlinear Trajectory Projection Operator

For Spherical Level Sets: 
$$\begin{cases} \hat{z}_{k+1} = z_k - \alpha_k \Pi_{T_{z_k} \mathcal{M}}(\partial J_k) \\ z_{k+1} = \mathcal{P}_{\mathcal{M}}(\hat{z}_{k+1}) \end{cases}$$

 $\begin{array}{ll} \underset{z}{\text{minimize}} & J(z) = \frac{1}{2} \langle z, z \rangle \\ \text{subject to} & z \in \mathcal{M} & \mathcal{M} := \{ z = (x, u) : \dot{x} = Ax + Bu; \ x(0) = x_0 \} \end{array}$ 





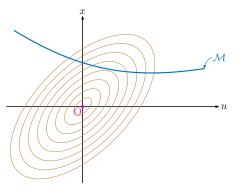
Converges in one iteration with step size  $\alpha = 1!$ 

 $\begin{array}{ll} \underset{z}{\text{minimize}} & J(z) = \frac{1}{2} \langle z, Hz \rangle & (H \neq I) \\ \text{subject to} & z \in \mathcal{M} & \mathcal{M} := \{ z = (x, u) : \dot{x} = Ax + Bu; \ x(0) = x_0 \} \end{array}$ 

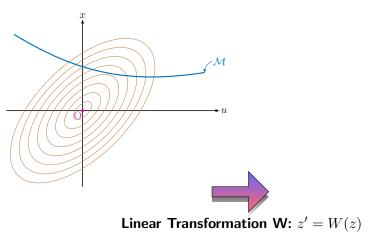
minimize  $J(z) = \frac{1}{2} \langle z, Hz \rangle$   $(H \neq I)$ subject to  $z \in \mathcal{M}$   $\mathcal{M} := \{z = (x, u) : \dot{x} = Ax + Bu; x(0) = x_0\}$  $\mathcal{M}$ - 11

Ellipsoidal level sets: does not converge in one iteration!

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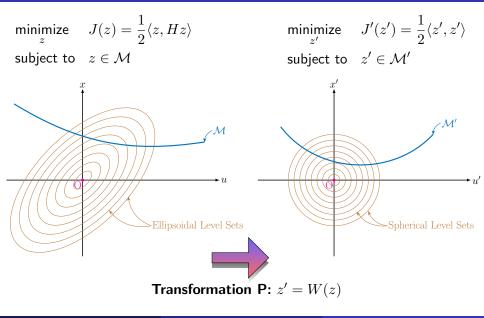


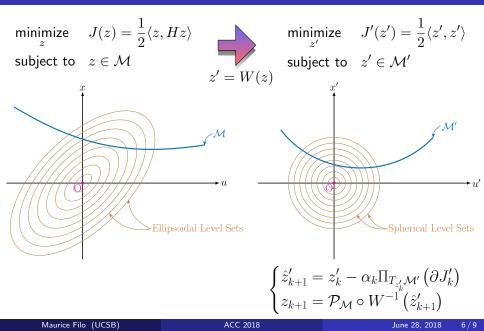
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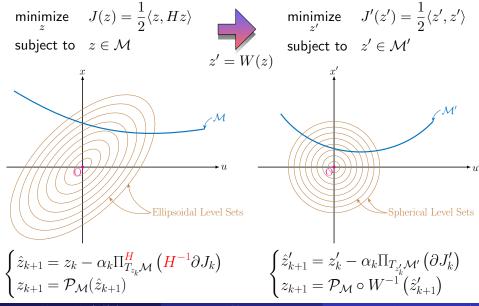
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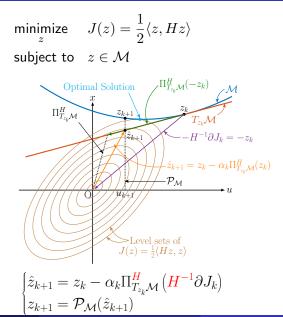




#### Key Idea 2: Preconditioning...



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$$\mathsf{PCGD}: \begin{cases} \hat{z}_{k+1} = z_k + \alpha_k \tilde{z}_k; & \tilde{z}_k = -\Pi_{T_{z_k}\mathcal{M}}^H \left( H^{-1} \partial J_k \right) \\ z_{k+1} = \mathcal{P}_{\mathcal{M}}(\hat{z}_{k+1}) \end{cases}$$

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•  $\Pi^H_{T_{z_k}\mathcal{M}}$  : Solve a linear two point boundary value problem for  $\tilde{z}_k := (\tilde{x}_k, \tilde{u}_k)$ 

$$\begin{split} \frac{d}{dt} \begin{bmatrix} \tilde{x}_k \\ \tilde{\lambda}_k \end{bmatrix} &= \begin{bmatrix} A_k & -B_k R^{-1} B_k^* \\ -Q & -A_k^* \end{bmatrix} \begin{bmatrix} \tilde{x}_k \\ \tilde{\lambda}_k \end{bmatrix} - \begin{bmatrix} B_k u_k \\ Q x_k \end{bmatrix}; \quad \begin{bmatrix} \tilde{x}_k(0) \\ \tilde{\lambda}_k(T) \end{bmatrix} = 0 \\ \tilde{u}_k &= -\left(u_k + R^{-1} B_k^* \tilde{\lambda}_k\right) \\ \text{where} \quad A_k &:= \partial_x f(x_k, u_k) \quad \text{and} \quad B_k &:= \partial_u f(x_k, u_k) \end{split}$$

minimize 
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- $\Pi^{H}_{T_{z_k}\mathcal{M}}$  : Solve a linear two point boundary value problem
- $\mathcal{P}_{\mathcal{M}}(\hat{z}_{k+1})$ : Solve the system dynamics

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- No Costate Equation!

$$\underset{z}{\text{minimize}} \quad J(z) = \frac{1}{2} \langle z, Hz \rangle \qquad \qquad H := \begin{bmatrix} Q & 0 \\ 0 & R \end{bmatrix}$$

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- $\Pi^{\pmb{H}}_{T_{z_k}\mathcal{M}}$  : Solve a linear two point boundary value problem
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- No Costate Equation!
- No second derivatives of the dynamics!

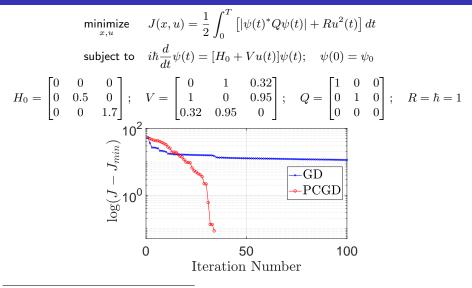
# Example: Comparison with the Standard Gradient Descent

$$\begin{split} \underset{x,u}{\text{minimize}} & J(x,u) = \frac{1}{2} \int_{0}^{T} \left[ |\psi(t)^{*} Q \psi(t)| + Ru^{2}(t) \right] dt \\ \text{subject to} & i\hbar \frac{d}{dt} \psi(t) = [H_{0} + Vu(t)] \psi(t); \quad \psi(0) = \psi_{0} \\ H_{0} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0.5 & 0 \\ 0 & 0 & 1.7 \end{bmatrix}; \quad V = \begin{bmatrix} 0 & 1 & 0.32 \\ 1 & 0 & 0.95 \\ 0.32 & 0.95 & 0 \end{bmatrix}; \quad Q = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}; \quad R = \hbar = 1 \end{split}$$

Maurice Filo (UCSB)

<sup>&</sup>lt;sup>2</sup>Grivopoulos, Symeon. Optimal control of quantum systems. University of California, Santa Barbara, 2005.

#### Example: Comparison with the Standard Gradient Descent



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#### Concluding Remarks & Future Work

- PCGD can be shown to be a Quasi-Newton method
- PCGD inherits attractive properties of both first and second order methods:
  - Guaranteed to converge to a local minimum
  - Exhibits fast convergence rate near the optimum

Future work: How to include inequality constraints?

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# Thank you