

## **Optimal Control, MPC and MHE**

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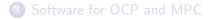


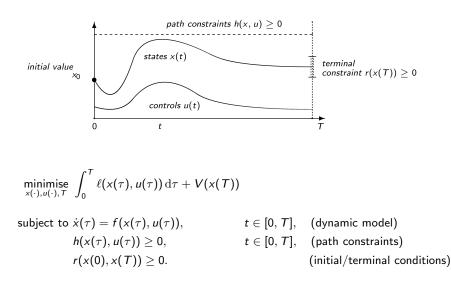












Three families of approaches:

• Hamilton-Jacobi-Bellman / Dynamic Programming

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- Direct Methods (first discretise then optimise)

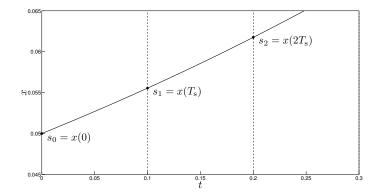
- Hamilton-Jacobi-Bellman / Dynamic Programming
- Indirect Methods (first optimise then discretise)
- Direct Methods (first discretise then optimise)
  - Direct single shooting
  - Direct multiple shooting
  - Direct collocation

Single vs. Multiple Shooting

## **Optimal Control**

## Single vs. Multiple Shooting

• Single Shooting: From  $x(t_0)$  integrate the system on the whole horizon  $\rightarrow$  continuous trajectory



## **Optimal Control**

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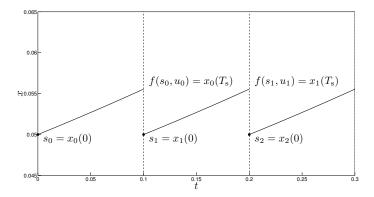
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## **Optimal Control**

## Single vs. Multiple Shooting

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• Single Shooting:

From x(t_0) integrate the system on the whole horizon

\rightarrow continuous trajectory
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Multiple Shooting:

From  $x(t_k)$  integrate the system on each interval separately  $\rightarrow$  discontinuous trajectory

Colloctaion:

For each point  $x(t_k)$  satisfy the collocation equations  $\rightarrow$  discontinuous trajectory

## **MS OCP Discretisation**

The OCP becomes a nonlinear programming problem (NLP)

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$$\begin{array}{ll} \underset{\substack{x_0,\ldots,x_N,\\ u_0,\ldots,u_{N-1}}}{\text{minimise}} & \sum_{k=0}^N \ell(x_k,u_k) + V(x_N) \\ \\ \text{subject to} & x_{k+1} = f(x_k,u_k), & k = 0,\ldots,N-1, \quad (\text{dynamic model}) \\ & h(x_k,u_k) \ge 0, & k = 0,\ldots,N-1, \quad (\text{path constraints}) \\ & r(x_0,x_N) \ge 0. & (\text{initial/terminal conditions}) \end{array}$$

## **MS OCP Discretisation**

The OCP becomes a nonlinear programming problem (NLP)

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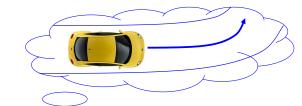
... and it can be seen as an OCP for discrete time systems



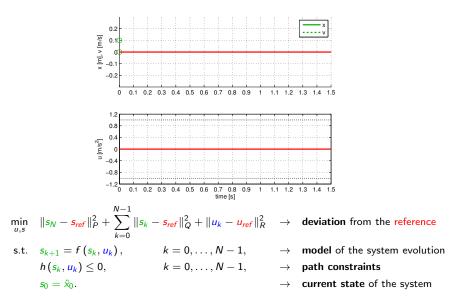


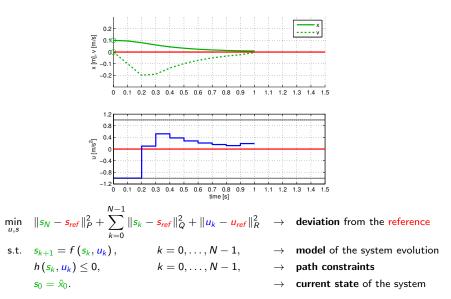


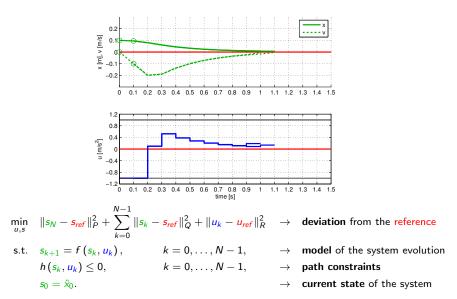
## Model Predictive Control

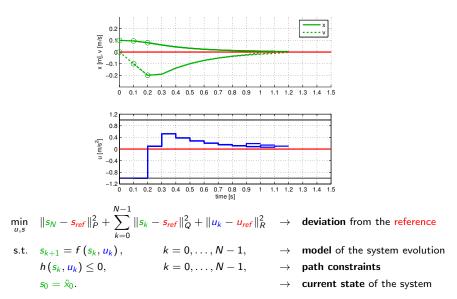


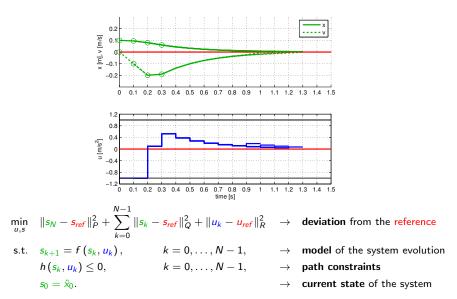


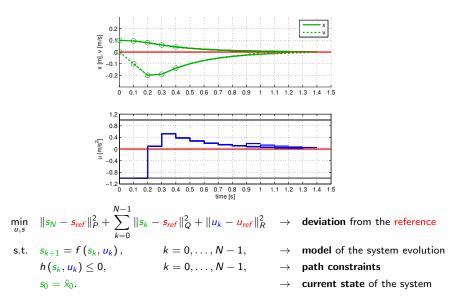












NLP cannot be solved instantaneously: better to apply

- suboptimal solution (almost) instantaneously?
- optimal solution after a longer time delay?

SQP for NMPC in a nutshell

**Quadratic Problem Approximation** 

**Iterative procedure** (at each time *i*):

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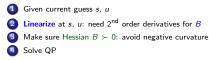
Given current guess s, u

- **Linearize** at s, u: need  $2^{nd}$  order derivatives for B
- Make sure Hessian  $B \succ 0$ : avoid negative curvature

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Iterative procedure (at each time i):

Given current guess s, u
 Linearize at s, u: need 2<sup>nd</sup> order derivatives for B
 Make sure Hessian B ≻ 0: avoid negative curvature
 Solve QP
 Globalization: ensure descent, stepsize α ∈ (0, 1]

#### SQP for NMPC in a nutshell

**Quadratic Problem Approximation** 

Iterative procedure (at each time i):

 $\begin{array}{c|c} \textbf{is ven current guess } s, u \\ \textbf{2} \quad \textbf{Linearize at } s, u: need 2^{nd} order derivatives for B \\ \textbf{3} \quad Make sure Hessian B > 0: avoid negative curvature \\ \textbf{3} \quad Solve QP \\ \textbf{3} \quad Globalization: ensure descent, stepsize \alpha \in (0, 1] \\ \textbf{3} \quad Update \begin{bmatrix} s^+\\ u^+ \end{bmatrix} = \begin{bmatrix} s\\ u \end{bmatrix} + \alpha \begin{bmatrix} \Delta s\\ \Delta u \end{bmatrix}$ 

#### SQP for NMPC in a nutshell

#### **Real Time Iterations**

NMPC at time <i>i</i>	RTI at time <i>i</i>
$\begin{split} \min_{u,s} & \sum_{k=0}^{N} \ s_k - x_{ref}\ _Q^2 + \sum_{k=0}^{N-1} \ u_k - u_{ref}\ _R^2 \\ \text{s.t.} & s_{k+1} = f\left(s_k, u_k\right) \\ & h\left(s_k, u_k\right) \geq 0, \\ & s_0 = \hat{s}_i \end{split}$	$ \min_{\Delta u,\Delta s}  \frac{1}{2} \begin{bmatrix} \Delta s & \Delta u \end{bmatrix} J^{T} J \begin{bmatrix} \Delta s \\ \Delta u \end{bmatrix} + J^{T} \begin{bmatrix} \Delta s \\ \Delta u \end{bmatrix} $ s.t. $ \Delta s_{k+1} = f + \frac{\partial f}{\partial s} \Delta s_{k} + \frac{\partial f}{\partial u} \Delta u_{k} $ $ h + \frac{\partial h}{\partial s} \Delta s_{k} + \frac{\partial h}{\partial u} \Delta u_{k} \ge 0, $ $ s_{0} = \hat{x}_{i} $

Iterative procedure (at each time i):

- Given current guess s, u
- **2** Linearize at s, u: need 2<sup>nd</sup> order derivatives for B
- Make sure Hessian B ≻ 0: avoid negative curvature
   Solve QP
  - Globalization: ensure descent, stepsize  $\alpha \in (0, 1]$

#### **Preparation Phase**

Without knowing  $\hat{x}_i$ 

- Linearize
- (Gauss-Newton  $\Rightarrow B \succ 0$ )
- Prepare the QP

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Iterative procedure (at each time i):

- Given current guess s, u
- **Linearize** at *s*, *u*: need 2<sup>nd</sup> order derivatives for *B*
- Make sure Hessian B ≻ 0: avoid negative curvature
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Globalization: ensure descent, stepsize  $\alpha \in (0, 1]$ 

#### **Preparation Phase**

Without knowing  $\hat{x}_i$ 

- Linearize
- (Gauss-Newton  $\Rightarrow B \succ 0$ )
- Prepare the QP

#### Feedback Phase:

• Solve QP once  $\hat{x}_i$  available  $\rightarrow$  same latency as linear MPC







# CasADi

### www.casadi.org

Key Properties of Casadi

- Open Source (LGPL)
- Automatic Differentiation
- Python interface

What is it good for?

- Easy and powerful way of formulating NLPs/OCPs
- Linked to NLP solvers
- Linked to Sundials integrators

www.acadotoolkit.org

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Key Properties of ACADO Toolkit

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#### Fast implementations for real-time execution

 $\longrightarrow$  ACADO Code Generation tool:

Export tailored solver in plain C code