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State Constrained Stochastic Optimal Control Using LSTMs

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Problem Setup

The system considered is described as a stochastic differential equation (SDE)

$$dx(t) = f(x(t), t)dt + G(x(t), t)u(t)dt + \Sigma(x(t), t)dw(t).$$

The objective is to find a control sequence that minimizes the following cost

$$J^{u}(x,t) = \mathbb{E}\Big[g(x(T)) + \int_{t}^{T} \Big(q(x(s)) + \frac{1}{2}u(s)^{T}Ru(s)\Big)ds\Big|x(t) = x\Big]$$

with state constraints

$$c_{\min} \le c_s(x) \le c_{\max}$$

and control saturation

$$u \in \mathcal{U} = \{ u \mid |u_i| \le U_{i,\max} \}.$$

State & Control Constraint

The control is saturated as

$$u^*(x,t) = U_{\max} * \operatorname{sig}(-R^{-1}G^T(t,x)V_x).$$

The corresponding control cost is

$$S_i(u_i) = c_i \int_0^{u_i} \operatorname{sig}^{-1} \left(\frac{v}{U_{i,\max}} \right) dv.$$

The state constraint is applied via a penatly function

$$p(x) = \frac{L}{1 + e^{-k(c_s(x) - c_{\max})}} - \frac{L}{1 + e^{-k(c_s(x) - c_{\min})}} + L - \frac{2L}{1 + e^{-k(\mu - c_{\max})}}.$$

For a state constraint of [-1, 3], the penalty function with different parameterizations are shown in the figure below.

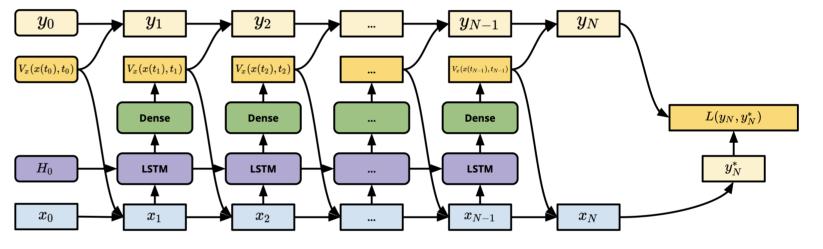
Deep FBSDE

The problem under the updated cost function can be recasted as a forward-backward stochastic differential equation (FBSDE) as shown on the right, where V_x is the partial derivative of the value function w.r.t. the state, Φ represents learned weights, and the Hamiltonian is defined as

$$h(x, V_x, t, u^*) = q(x) + V_x^T G(x, t) u^*(x, t) + \sum_{i=1}^m S_i(u_i^*).$$

$$\begin{aligned} dy(t) &= \Big(-h\big(x(t), V_x(x(t), t; \theta), t, u(t) \big) \\ &+ V_x^T \big(x(t), t; \theta \big) G\big(x(t), t\big) u\big(x(t), t\big) \Big) dt \\ &+ V_x^T \big(x(t), t; \theta \big) \Sigma \big(x(t), t\big) dw(t) \\ dx(t) &= \Big(f\big(x(t), t\big) + G\big(x(t), t\big) u(x(t), t\big) \Big) dt \\ &+ \Sigma \big(x(t), t\big) dw(t) \\ u(t) &= U_{\max} * \operatorname{sig}(-R^{-1}G^T \big(x(t), t\big) V_x(x(t), t; \theta) \\ y(0) &= V \big(\phi \big) \\ dy(0) &= V_x \big(\phi \big) \\ x(0) &= x_0. \end{aligned}$$

The Deep FBSDE neural network architecture is shown below, at each time step the neural network estimates V_x. The neural network is optimized using a weight decayed L2 loss.

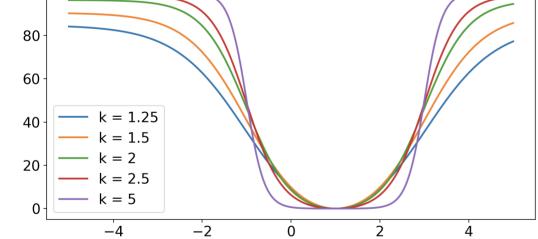


Experiments

Velocity (m/s)

Comparison between constrained and unconstrained controller







$$\mathbb{E}\left[g(x(T)) + \int_{t}^{T} \left(q(x(s)) + p(x(s)) + \sum_{i=1}^{m} S_{i}(u_{i}(s))\right) ds \left| x(t) = x\right].\right]$$

Adaptive Update Scheme

To ensure numerical stability, we use the square root of state cost variance over a fixed number of iterations as the update threshold, and gradually harden the penalty function p(x). Since the state cost variance would never decrease to zero, we also set a minimum value for the threshold.

$$\begin{aligned} k &\leftarrow k + \delta \\ \delta &\leftarrow \delta - \Delta_{\delta} \\ \beta &\leftarrow \gamma \beta \\ \gamma &\leftarrow \gamma + \Delta \end{aligned}$$

