

Convex Parameterization for Linear Dynamical Systems

Sham Kakade and Wen Sun

CS 6789: Foundations of Reinforcement Learning

Recap

LQR:

$$\text{minimize } E \left[x_H^\top Q x_H + \sum_{t=0}^{H-1} (x_t^\top Q x_t + u_t^\top R u_t) \right]$$

$$\text{such that } x_{t+1} = A x_t + B u_t + w_t, \quad x_0 \sim D, \quad w_t \sim N(0, \sigma^2 I),$$

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$$V_t^\star(x) = x^\top P_t x + \sigma^2 \sum_{h=t+1}^H \text{Trace}(P_h)$$

Today's main Question:

What if the cost function is arbitrary convex function, and how to handle adversarial noise?

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Goal: find the best linear controllers: $\{ -K_t^* \}_{t=0}^{H-1} := \arg \min_{\pi \in \Pi} \mathbb{E} \left[\sum_{t=0}^{H-1} c(x_t, u_t) \mid \pi \right]$

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Unfortunately, even with quadratic cost, $\max_{\pi} \mathbb{E} \left[\sum_{h=0}^{H-1} c(x_h, a_h) \mid \pi \right]$ is not convex
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Let's search for a different parameterization that is equivalent to this $u = -K_t x$ parameterization

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[Claim] For any linear controllers $\pi := \{-K_t\}_{t=0}^{H-1}$, there exists a parameterization $\left\{ \{M_t, M_{t-1;t}, \dots, M_{0;t}\} \right\}_{t=0}^{H-1}$, that generates the same sequence trajectory, given any fixed x_0 , and fixed noise w_0, \dots, w_{H-1} .

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[Claim] Given controller $\tilde{\pi} := \left\{ \{M_t, M_{0;t}, \dots, M_{t-1;t}\} \right\}_{t=0}^{H-1}$, $\sum_{t=0}^{H-1} c(x_t, u_t)$ is convex with respect the parameters, $\forall t$

Convexity and Gradient Descent

[Claim] Given controller $\tilde{\pi} := \left\{ \{M_t, M_{0;t}, \dots, M_{t-1;t}\} \right\}_{t=0}^{H-1}$,

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2. Compute gradient of $\sum_{h=0}^{H-1} c(x_h, u_h)$ wrt all parameters M , perform gradient descent

Extension to adversarial online control

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3. Learner executes controllers, and suffers total cost $\sum_{h=0}^H c^k(x_h^k, a_h^k)$

$$\text{Goal: No-Regret } \sum_{k=0}^{K-1} \sum_{h=0}^H c^k(x_h^k, a_h^k) - \min_{\{-K_h^*\}_{h=0}^{H-1}} \sum_{k=0}^{K-1} J^k(\{-K_h^*\}_{h=0}^{H-1}) = o(K),$$

$$\left(J^k(\pi) = \sum_{h=0}^{H-1} c^k(x_h, u_h), \text{ where } x_{h+1} = Ax_h + Bu_h + w_h, u_h = \pi(x_h) \right)$$

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At iteration k :

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The OGD Algorithm:

At iteration t , learner proposes $z_k := P_{\mathcal{Z}} \left(z_{k-1} - \eta \nabla \ell_{k-1}(z_{k-1}) \right)$

The online gradient descent algorithm

The OGD Guarantee:

Although the OGD learner makes choice z_t without seeing loss ℓ_t , it is no-regret:

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Assume \mathcal{X} is convex, and bounded $\max_{z,y \in \mathcal{X}} \|z - y\|_2 \leq F$, and loss is G -Lipschitz, then OGD has the following regret:

$$\sum_{k=1}^K \ell_k(z_k) - \min_{x \in \mathcal{X}} \sum_{k=1}^K \ell_k(x) \leq O\left((F^2 + G^2) \sqrt{K}\right)$$

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Where:

$$x_0, u_0 = M_0 x_0 \quad x_1 = Ax_0 + BM_0 x_0 \quad u_1 = M_1 x_0 + M_{0;1} w_0^k \quad x_2 = Ax_1 + BM_1 x_0 + BM_{0;1} w_0^k$$

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Thus, we can run any no-regret online learning algorithm (e.g., OGD) on the loss sequence $\{\ell_k\}$

Summary

1. LQR formulation, DP for LQR (Riccati Equation), and SDP formulation
3. Another form of over-parameterized controllers which leads to a convex parameterization (hence we can do gradient descent).
3. Online Control (contrast it w/ min-max robust control)