

# 120 Years of Lyapunov's Methods

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## Outline

Conserved and dissipated quantities

Lyapunov's methods

Convex optimization

Worst-case performance

Stochastic control

Conclusions

## Conserved quantities

- ▶ dynamical system  $\dot{x} = f(x)$
- ▶ scalar valued function  $V : \mathbf{R}^n \rightarrow \mathbf{R}$
- ▶  $V$  is a **conserved quantity** (or **integral of the motion** or **invariant**) if along every trajectory  $x$ ,  $V(x(t))$  is constant:

$$\dot{V}(x) = \frac{d}{dt} V(x(t))|_{\dot{x}=f(x)} = \nabla V(x)^T f(x) = 0$$

for all  $x$

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- ▶ classical examples:
  - ▶ total energy of a lossless mechanical system
  - ▶ total angular momentum about an axis of an isolated system
  - ▶ total fluid in a closed system
- ▶ trajectories stay in *level sets* of  $V$ ,  $\{z \in \mathbf{R}^n \mid V(z) = a\}$

## Dissipated quantities

- ▶  $V$  is **dissipated quantity** if  $V(x(t))$  is nonincreasing:

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- ▶ examples:
  - ▶ energy of system with loss
  - ▶ total fluid in leaky system
- ▶ trajectories stay in *sublevel sets* of  $V$ ,  $\{z \in \mathbf{R}^n \mid V(z) \leq a\}$
- ▶ if these are bounded, then trajectories are bounded

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- ▶ let's **search** for  $V$  that establishes some property we'd like to know
- ▶ use  $V$  to establish properties of trajectories, even (especially) when we cannot explicitly write down trajectories
- ▶ classic example: if we find  $V$  with bounded sublevel sets,  $\dot{V} \leq 0$ , then all trajectories are bounded

## The breadth of Lyapunov's idea

can be used for a wide variety of problems, way beyond stability

- ▶ performance indices
- ▶ decay/growth rate, Lyapunov exponent
- ▶ uncertain dynamics, stochastic systems
- ▶ time delay systems
- ▶ reachability
- ▶ input/output analysis (passivity, gain)
- ▶ state feedback synthesis
- ▶ stochastic control

in each case, need to find a  $V$  that satisfies some properties, or optimizes some bound

## The big question: How do you find $V$ (and verify its properties)?

for linear dynamics, quadratic costs, there are analytical methods

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traditional sources for finding a suitable Lyapunov function  $V$

- ▶ physics (say, kinetic plus potential energy)
- ▶ exact Lyapunov function for a related linear system
- ▶ graphical methods (circle, Popov criterion)

## How do you find $V$ ?

Lyapunov's approach (1890s, 00s)

- ▶ choose form of  $V$  (e.g., quadratic), called **Lyapunov function candidate**
- ▶ find values of parameters for which required properties hold (typically 'by hand')

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- ▶ find values of parameters for which required properties hold using (numerical) **convex optimization**
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**Lyapunov would have understood (and approved)**



## Finding $V$ via convex optimization

- ▶ for quadratic  $V = x^T P x$ , many properties can be certified by **matrix inequalities** involving  $P$
- ▶ for example: bounded sublevel sets  $\iff P > 0$
- ▶ these matrix inequalities are **convex** in the parameter  $P$
- ▶ so searching over  $P$  is a **convex optimization problem**
- ▶ hence, readily **solved** (numerically)

## More sophisticated methods

S-procedure (1940s) (Lur'e, ...)

- ▶ verify quadratic inequality on set defined by quadratics
- ▶ S-procedure is simple but powerful sufficient condition

sum-of-squares (2000s) (Parrilo, Lall, ...)

- ▶ use higher-order polynomial Lyapunov function candidates
- ▶ certify inequalities by expressing as sum of squares of polynomials

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... **these too reduce to convex optimization problems**

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## Convex optimization — Classical form

$$\begin{array}{ll} \text{minimize} & f_0(x) \\ \text{subject to} & f_i(x) \leq 0, \quad i = 1, \dots, m \\ & Ax = b \end{array}$$

- ▶ variable  $x \in \mathbf{R}^n$
- ▶  $f_0, \dots, f_m$  are **convex**: for  $\theta \in [0, 1]$ ,

$$f_i(\theta x + (1 - \theta)y) \leq \theta f_i(x) + (1 - \theta)f_i(y)$$

*i.e.*,  $f_i$  have nonnegative (upward) curvature

## Convex optimization — Cone form

$$\begin{array}{ll} \text{minimize} & c^T x \\ \text{subject to} & x \in K \\ & Ax = b \end{array}$$

- ▶ variable  $x \in \mathbf{R}^n$
- ▶  $K \subset \mathbf{R}^n$  is a proper cone
  - ▶  $K$  nonnegative orthant  $\rightarrow$  LP
  - ▶  $K$  Lorentz cone  $\rightarrow$  SOCP
  - ▶  $K$  positive semidefinite matrices  $\rightarrow$  SDP
- ▶ the 'modern' canonical form

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  - ▶ get **global solution** (and optimality certificate)
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  - ▶ polynomial complexity
- ▶ conceptual unification of many methods
  
- ▶ **lots of applications** (many more than previously thought)

## Application areas

- ▶ machine learning, statistics
- ▶ finance
- ▶ supply chain, revenue management, advertising
- ▶ signal and image processing, vision
- ▶ networking
- ▶ circuit design
- ▶ combinatorial optimization
- ▶ quantum mechanics

... and control (especially, searching for Lyapunov functions)

## History

- ▶ mathematical basis: convex analysis (1900–)
- ▶ simplex method for LP (1948) (Kantorovich, Dantzig, ...)
- ▶ subgradient methods (1960s) (Shor, ...)
- ▶ interior-point methods (1988–) (Dikin, Nemirovski, Nesterov, ...)
- ▶ high level languages for convex optimization (2005–)  
(Grant, Boyd, Jalden, ...)

## Modeling languages

- ▶ high level language support for convex optimization
  - ▶ describe problem in high level language
  - ▶ description is automatically transformed to cone problem
  - ▶ solved by standard solver, transformed back to original form

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  - ▶ describe problem in high level language
  - ▶ description is automatically transformed to cone problem
  - ▶ solved by standard solver, transformed back to original form
  
- ▶ enables rapid prototyping
  
- ▶ **ideal for teaching** (can do a lot with short scripts)

## CVX

parser/solver written in Matlab (M. Grant, 2005)

example: a regularized, constrained approximation problem

$$\begin{aligned} & \text{minimize} && \|Ax - b\|_2 + \lambda \|x\|_1 \\ & \text{subject to} && x \geq -1 \end{aligned}$$

its CVX specification:

```
cvx_begin
    variable x(n)
    minimize norm(A*x-b)+lambda*norm(x,1)
    subject to x >= -1
cvx_end
```

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## Worst-case performance for time-varying system

- ▶  $x_{t+1} = A_t x_t$ ,  $A_t \in \mathcal{A} = \{A^{(1)}, \dots, A^{(K)}\}$ ,
- ▶ quadratic sum performance index:  $J = \sum_{t=0}^{\infty} x_t^T Q x_t$ ,  $Q \geq 0$
- ▶ given  $x_0$ , find  $J^{\text{wc}} = \sup_{A_0, A_1, \dots} J$
- ▶ exact answer when  $K = 1$ : solve Lyapunov equation

$$A^T P A + Q = P$$

for  $P$ ; if  $P \geq 0$ , then  $J = x_0^T P x_0$

## Lyapunov performance bound

- ▶ suppose  $V \geq 0$  and satisfies Lyapunov inequalities

$$V(A^{(i)}x) + x^T Qx \leq V(x) \quad i = 1, \dots, K$$

- ▶ this implies  $V(x_{t+1}) + x_t^T Qx_t \leq V(x_t)$ , so

$$\sum_{t=0}^T x_t^T Qx_t \leq V(x_0) - V(x_{T+1})$$

- ▶ so  $J^{\text{wc}} \leq V(x_0)$
- ▶ optimize upper bound: minimize  $V(x_0)$  over candidate  $V$
- ▶ when done over all functions (in principle), bound is tight

## Quadratic candidate

- ▶ now take quadratic candidate:  $V(x) = x^T P x$
- ▶ reduces to  $P \succeq 0$ ,

$$A^{(i)T} P A^{(i)} + Q \leq P, \quad i = 1, \dots, K$$

- ▶ convex constraints on  $P$  (LMIs)
- ▶ we minimize  $x_0^T P x_0$  (a convex problem; an SDP)

## CVX source

```
cvx_begin sdp
    variable P(n,n) symmetric
    P >= 0
    for i=1:k
        A{i}'*P*A{i}+Q <= P
    end
    minimize x0'*P*x0
cvx_end
```

## Approximate worst-case simulation

- ▶ to get sequence  $A_0, A_1, \dots$  that yields large  $J$ , choose

$$A_t = \operatorname{argmax}_{A \in \mathcal{A}} V(Ax_t)$$

- ▶ greedily maximizes  $V$
- ▶ gives lower bound on  $J^{\text{wc}}$ , so we get **gap**  
(difference between upper and lower bounds)

## Numerical example

- ▶  $n = 10$  states,  $K = 10$  dynamics matrices
- ▶ random data
- ▶ bound gives  $J^{\text{ub}} = 24.7$
- ▶ approximate worst-case simulation gives  $J^{\text{lb}} = 16.2$

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- ▶ random data
- ▶ bound gives  $J^{\text{ub}} = 24.7$
- ▶ approximate worst-case simulation gives  $J^{\text{lb}} = 16.2$
- ▶ gap could be improved by, e.g.,
  - ▶ considering all pairs  $A^{(i)} A^{(j)}$
  - ▶ using quartic or higher order Lyapunov function

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## Stochastic control

- ▶  $x_{t+1} = f(x_t, u_t, w_t)$
- ▶  $w_t$  IID, independent of  $x_0$
- ▶ state feedback policy:  $u_t = \mu(x_t)$
- ▶ stage cost function  $g(x, u)$
- ▶ average stage cost

$$J^\mu = \lim_{T \rightarrow \infty} \frac{1}{T} \sum_{t=0}^T \mathbf{E} g(x_t, u_t)$$

- ▶ stochastic control problem: find policy  $\mu$  that minimizes  $J^\mu$

## Dynamic programming 'solution'

- ▶ find (value function)  $V$ ,  $\alpha$  that satisfy Bellman equation

$$V(x) + \alpha = \min_{u \in \mathcal{U}} (g(x, u) + \mathbf{E} V(f(x, u, w_t)))$$

( $V$  defined up to constant)

- ▶ then optimal policy is

$$\mu^*(x) = \operatorname{argmin}_{u \in \mathcal{U}} (g(x, u) + \mathbf{E} V(f(x, u, w_t)))$$

with associated average stage cost  $J^* = \alpha$

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- ▶ a solution in principle only, except for a few special cases (e.g.,  $f$  affine,  $g$  convex quadratic)

## Approximate dynamic programming

- ▶ ADP policy:

$$\mu^{\text{adp}}(x) = \underset{u \in \mathcal{U}}{\operatorname{argmin}} (g(x, u) + \mathbf{E} V^{\text{adp}}(f(x, u, w_t)))$$

- ▶  $V^{\text{adp}}$  is **approximate value function**, chosen so that
  - ▶ minimization required to evaluate  $\mu^{\text{adp}}$  is tractable
  - ▶ average cost  $J^{\text{adp}}$  attained is near optimal, or at least small

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- ▶ with well chosen  $V^{\text{adp}}$ , often works well (judged by simulation)
- ▶ but how suboptimal is  $J^{\text{adp}}$ ?

## Bellman inequality

- ▶ suppose  $V$ ,  $\alpha$  satisfy Bellman inequality

$$V(x) + \alpha \leq \min_{u \in \mathcal{U}} (g(x, u) + \mathbf{E} V(f(x, u, w_t)))$$

- ▶ then  $\alpha \leq J^*$ , i.e.,  $\alpha$  is lower bound on optimal control performance
- ▶ optimize performance bound: maximize  $\alpha$  subject to Bellman inequality

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- ▶ then  $\alpha \leq J^*$ , i.e.,  $\alpha$  is lower bound on optimal control performance
- ▶ optimize performance bound: maximize  $\alpha$  subject to Bellman inequality
- ▶ solution is natural choice for  $V^{\text{adp}}$
- ▶ yields a **performance bound**, and a (typically good) **suboptimal policy**



## Linear-quadratic finite input stochastic control

- ▶ linear dynamics  $x_{t+1} = Ax_t + Bu_t + w_t$
- ▶ input set  $\mathcal{U} = \{u^{(1)}, \dots, u^{(K)}\}$  is **finite**
- ▶  $\mathbf{E} w_t = 0$ ,  $\mathbf{E} w_t w_t^T = W$
- ▶ convex quadratic stage cost  $g(x, u) = x^T Qx + u^T Ru$ ,  $Q, R \geq 0$

## Performance bound via Bellman inequality

- ▶ quadratic Lyapunov function candidate  $V(x) = x^T P x$
- ▶ Bellman inequality is

$$\begin{aligned} x^T P x + \alpha &\leq x^T Q x + u^T R u + \mathbf{E}(Ax + Bu + w_t)^T P (Ax + Bu + w_t) \\ &= x^T Q x + u^T R u + (Ax + Bu)^T P (Ax + Bu) + \mathbf{Tr}(PW) \end{aligned}$$

for all  $x, u \in \mathcal{U}$

- ▶ can express as convex constraints (LMIs)

$$\begin{bmatrix} A^T P A + Q - P & A^T P B u \\ u^T B^T P A & u^T (R + B^T P B) u + \mathbf{Tr}(PW) - \alpha \end{bmatrix} \geq 0, \quad u \in \mathcal{U}$$

- ▶ maximize  $\alpha$  (gives SDP)

## CVX source

```
cvx_begin sdp
    variable P(n,n) symmetric
    variable alpha
    P >= 0
    for i=1:k
        [A'*P*A+Q-P      A'*P*B*u{i};
         u{i}'*B'*P*A    u{i}'*(R+B'*P*B)*u{i}+trace(P*W)-alpha] >= 0
    end
    maximize alpha
cvx_end
```

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- ▶ lower bound on optimal cost: 68.1

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- ▶ random data
- ▶ LQR cost ( $u \in \mathbf{R}^3$ ): 42.5
- ▶ lower bound on optimal cost: 68.1
- ▶ performance achieved by ADP: 78.2

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- ▶ when **Lyapunov's methods** are coupled to **convex optimization**
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  - ▶ it's also very concrete — you get numerical answers
- ▶ modern convex optimization tools make it easy to do
- ▶ should be universally taught

## References

- ▶ *Linear Matrix Inequalities in System and Control Theory* (Boyd, El Ghaoui, Feron, Balakrishnan)
  - ▶ *Convex Optimization* (Boyd, Vandenberghe)
  - ▶ CVX (Grant, Boyd)
- 
- ▶ all (freely) available on the web; use google to find them
  - ▶ books contain many additional references