

# **Networked Adaptive Systems**

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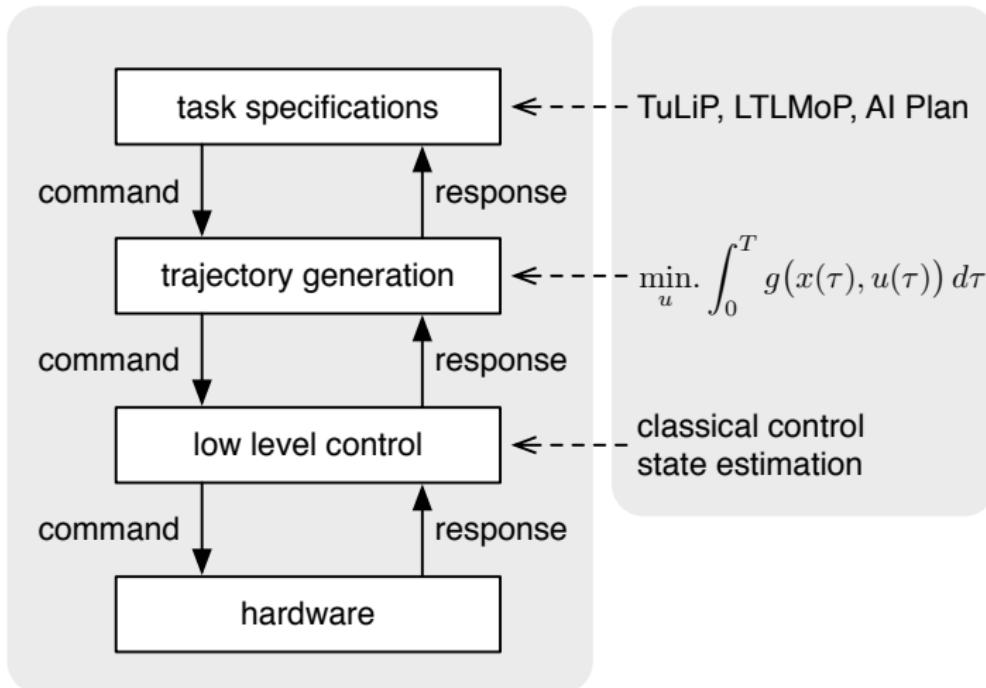
Richard M. Murray

Control and Dynamical Systems, Caltech

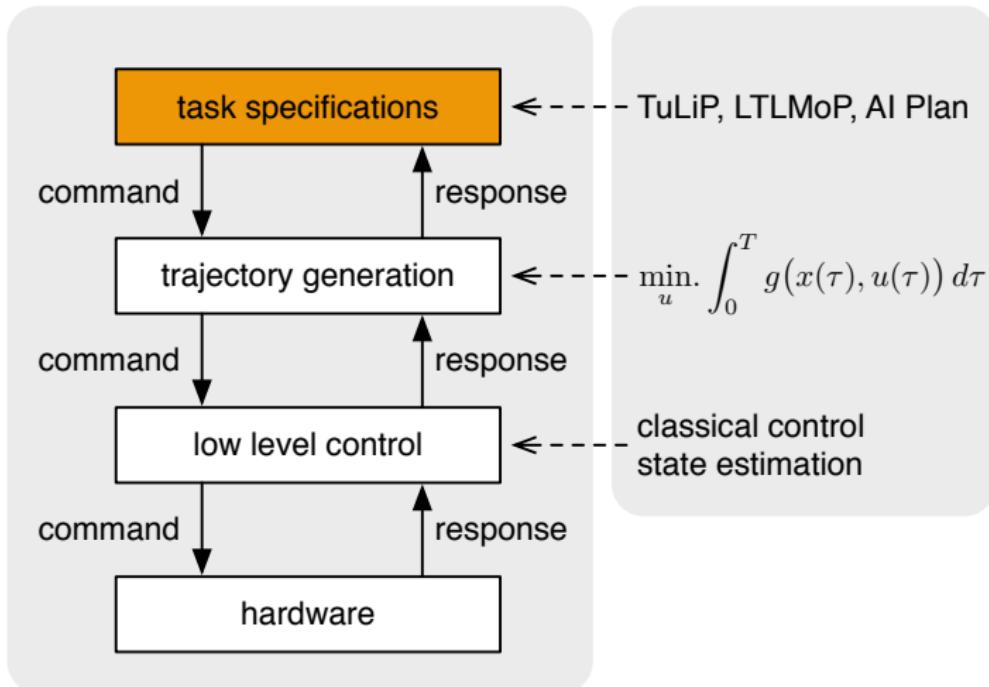
Penn GRASP Lab seminar

January 17, 2014

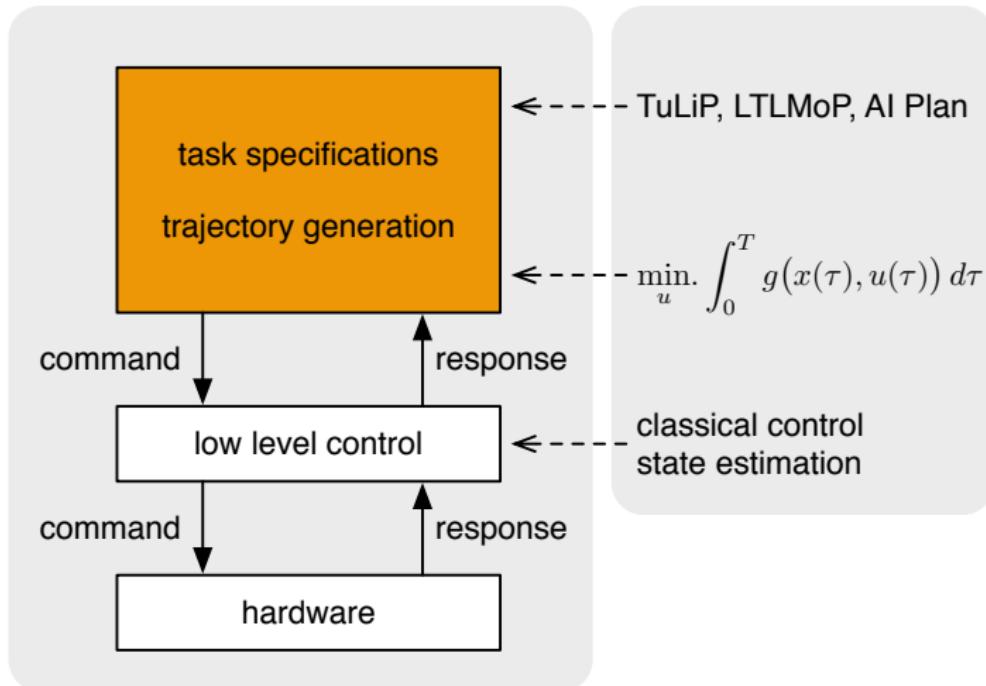
## “post”-modern control



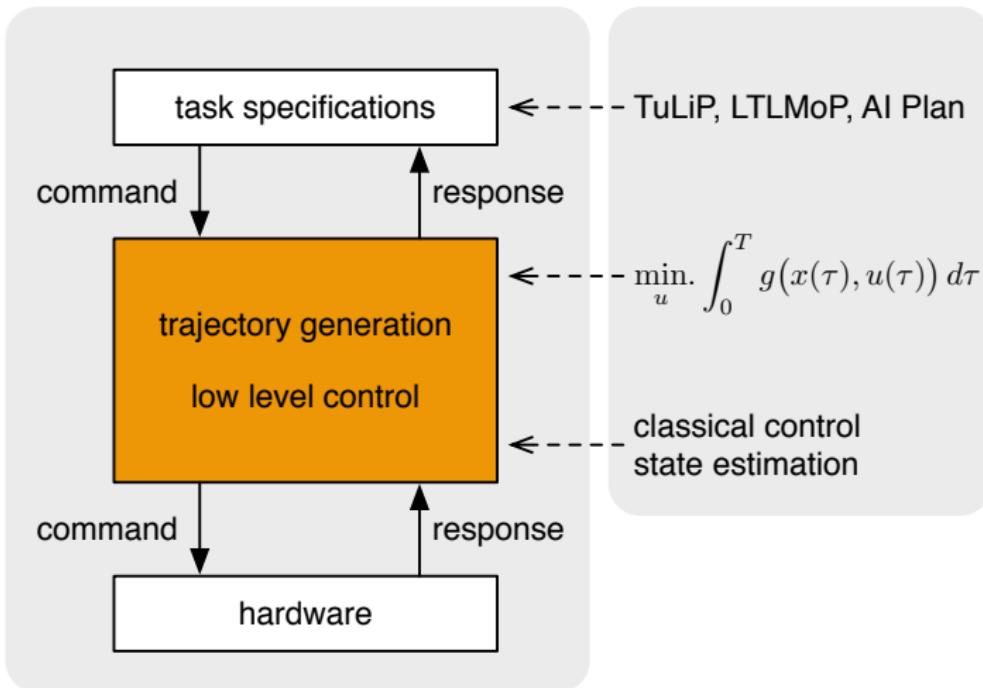
## logic synthesis



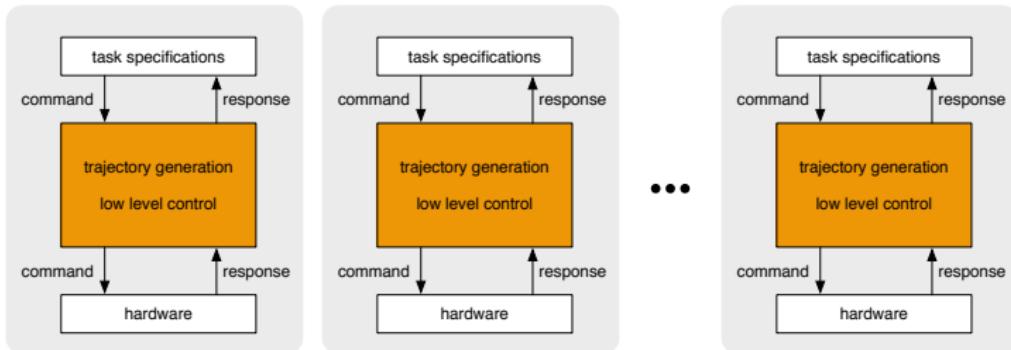
## optimal control + temporal logic specs



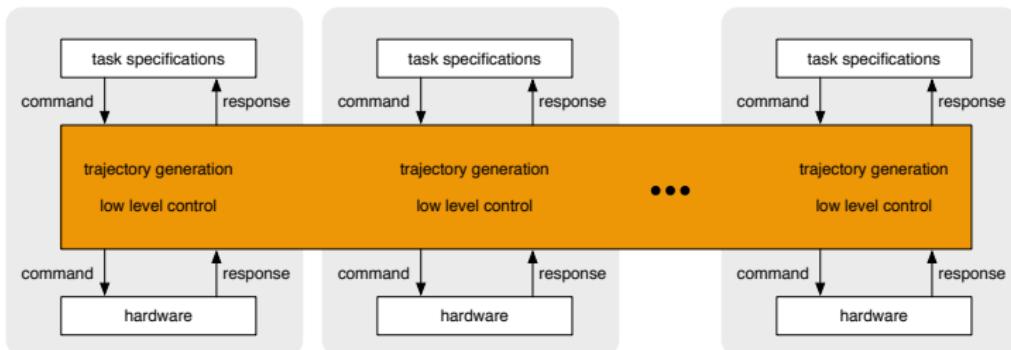
## optimal control + adaptation



# optimal control + adaptation + multiagent

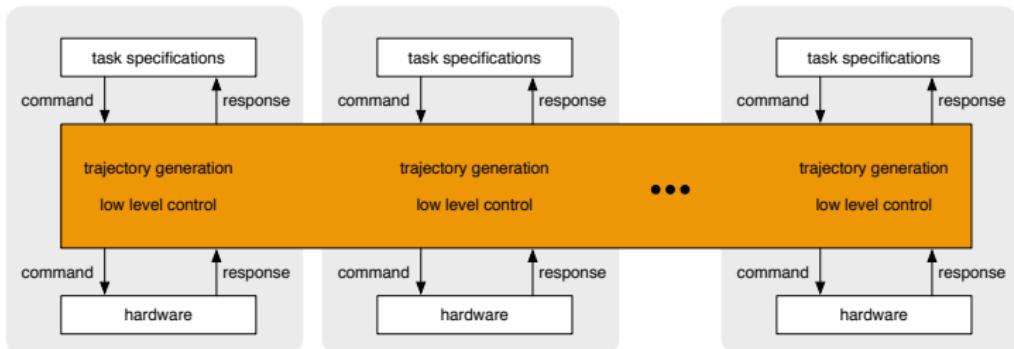


# optimal control + adaptation + multiagent + networking



networked adaptive systems

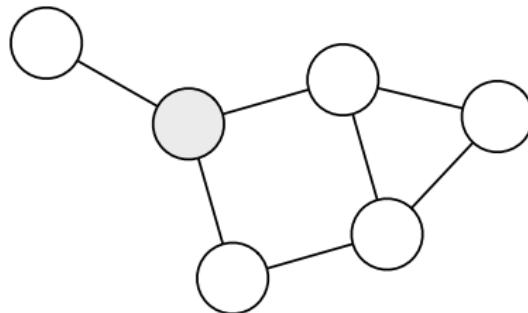
# optimal control + adaptation + multiagent + networking



networked adaptive systems

## applications of networked adaptive systems

- smartgrid: bootstrapping, disturbance rejection
- circuits: high performance phase locked loops
- **robotics**: system identification with consensus constraints



## simple example

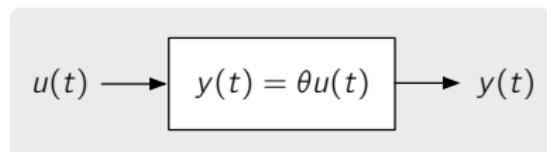
- input-output model

$$y(t) = \theta u(t)$$

- at each time  $t \geq 0$ :

- select input  $u(t) \in \mathbf{R}$
- measure  $y(t) \in \mathbf{R}$

- **goal:** determine  $\theta$



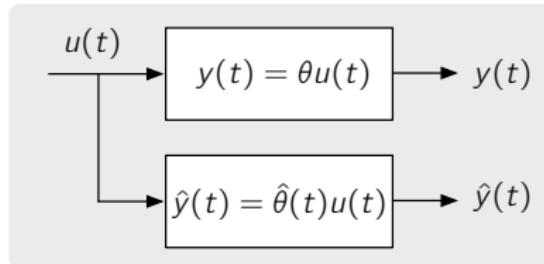
## identification approach

- time-varying estimate  $\hat{\theta}(t) \in \mathbf{R}$
- simulated output

$$\hat{y}(t) = \hat{\theta}(t)u(t)$$

- **our task:** make simulator match true model

$$(\hat{y}(t) - y(t))^2 \rightarrow 0 \quad \text{as} \quad t \rightarrow \infty$$



## unconstrained minimization

minimize the instantaneous cost

$$\begin{aligned} J(\hat{\theta}(t)) &= \frac{1}{2}(\hat{y}(t) - y(t))^2 \\ &= \frac{1}{2}(\underbrace{\hat{\theta}(t) - \theta}_{\Delta\theta(t)})^2 u(t)^2 \end{aligned}$$

by gradient descent on  $\hat{\theta}(t)$

$$\begin{aligned} \frac{d}{dt}\hat{\theta}(t) &:= -\gamma \frac{\partial J}{\partial \hat{\theta}(t)} \\ &= -\gamma \Delta\theta(t) u(t)^2, \end{aligned}$$

where  $\gamma > 0$  is the learning rate

## gradient learning rule

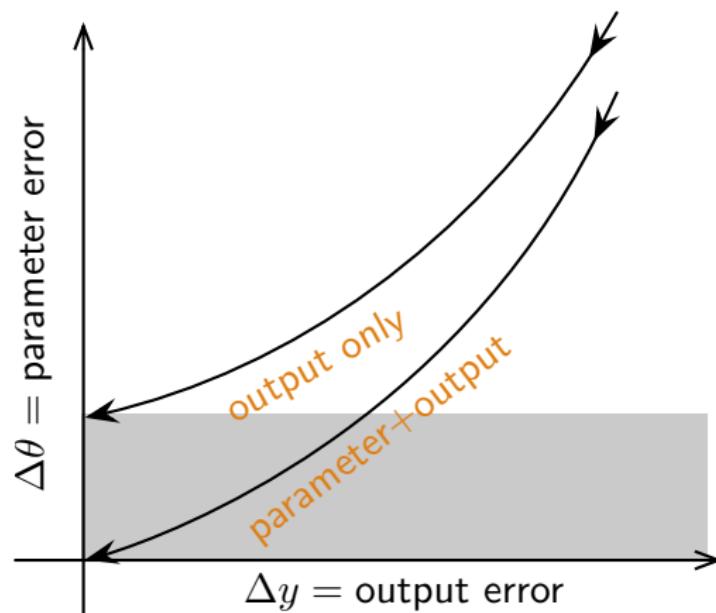
- gradient rule can be implemented online

$$\begin{aligned}\frac{d}{dt} \hat{\theta}(t) &= -\gamma \Delta \theta(t) u(t)^2 \\ &= -\gamma \underbrace{(\hat{y}(t) - y(t))}_{\Delta y(t)} u(t)\end{aligned}$$

- output error:  $\Delta y(t)$
- parameter error:  $\Delta \theta(t)$
- **fact:** output error (usually) converges,  $\Delta y(t) \rightarrow 0$  as  $t \rightarrow \infty$   
(proof: lyapunov argument  $V(\Delta \theta) = \Delta \theta^2$ )
- **question:** when does parameter error converge?

$$\Delta \theta(t) \xrightarrow{?} 0 \quad \text{as} \quad t \rightarrow \infty$$

## typical error curves



## answer: simple condition on parameter convergence

- parameter error dynamics

$$\begin{aligned}\frac{d}{dt} \Delta\theta(t) &= \frac{d}{dt} (\hat{\theta}(t) - \theta) \\ &= -\gamma \Delta\theta(t) u(t)^2 \\ &\Downarrow\end{aligned}$$

$$\Delta\theta(t) = \exp \left\{ -\gamma \int_0^t u(\tau)^2 d\tau \right\} \Delta\theta(0)$$

- parameter error converges if  $u(t)$  is **persistently exciting**:

$$\lim_{t \rightarrow \infty} \int_0^t u(\tau)^2 d\tau = +\infty$$

## checking the memoryless system

- choose input  $u(t) = c$ , where  $c \neq 0$  is a real constant

$$\begin{aligned}\lim_{t \rightarrow \infty} \int_0^t u(\tau)^2 d\tau &= \lim_{t \rightarrow \infty} \int_0^t c^2 d\tau \\&= \lim_{t \rightarrow \infty} c^2 t \\&= +\infty \quad \checkmark\end{aligned}$$

- excitation condition:

$$u(t) = c \text{ is persistently exciting} \Leftrightarrow c \neq 0$$

- persistence of excitation guarantees parameter convergence

## multiple agent identification model

- $n$  agents labeled  $i = 1, \dots, n$
- at time  $t \geq 0$ , agent  $i$  can measure  $x_i(t) \in \mathbf{R}^q$  and  $y_i(t) \in \mathbf{R}$
- regressor:  $\phi : \mathbf{R}^q \rightarrow \mathbf{R}^p$
- parameters:  $\theta \in \mathbf{R}^p$
- true output:

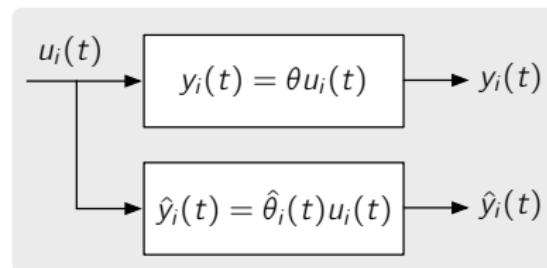
$$y_i(t) = \theta^T \phi(x_i(t)), \quad i = 1, \dots, n$$

- simulated output:

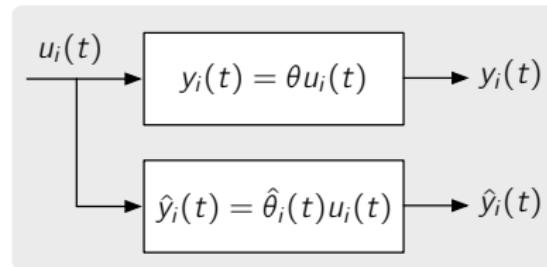
$$\hat{y}_i(t) = \hat{\theta}_i(t)^T \phi(x_i(t)), \quad i = 1, \dots, n$$

- **goal:** parameter convergence  $\|\theta_i(t) - \theta\| \rightarrow 0$  for all  $i = 1, \dots, n$ .

## multiple agent identification model



⋮



## multiple agent consensus scheme

- each agent's parameter estimate is a sum of two terms

$$\frac{d}{dt} \hat{\theta}_i = \underbrace{-\gamma \phi(x_i)(\hat{y}_i - y_i)}_{\text{local information}} + \underbrace{\sum_{j \in \mathcal{N}_i} a_{ij}(\hat{\theta}_j - \hat{\theta}_i)}_{\text{neighboring information}}$$

- can be implemented **online**
- respects** network communication structure

## interpretations of consensus scheme

- gradient descent on instantaneous cost

$$J(\hat{\theta}_1, \dots, \hat{\theta}_n) = \underbrace{\sum_{i=1}^n (\hat{y}_i(t) - y_i(t))^2}_{\text{identification objective}} + \underbrace{\sum_{\{v_i, v_j\} \in \mathcal{E}} \frac{1}{2} a_{ij} \|\hat{\theta}_j(t) - \hat{\theta}_i(t)\|_2^2}_{\text{disagreement objective}}$$

- distributed PD control
- dynamical model fusion (*cf.* sensor fusion)
- augmented lagrangian flow

$$\begin{aligned} & \text{minimize} && \sum_{i=1}^n (\hat{y}_i(t) - y_i(t))^2 \\ & \text{subject to} && \hat{\theta}_j(t) - \hat{\theta}_i(t) = 0, \quad i, j = 1, \dots, n \end{aligned}$$

## convergence

candidate lyapunov function:

$$V(\Delta\theta) = \sum_{i=1}^n \Delta\theta_i^T \Delta\theta_i$$

require:

- connected communication graph  $\mathcal{G}$
- bounded (uniformly cts) regressors
- **collective** persistence of excitation

rate determined by:

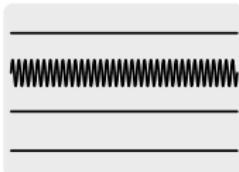
- algebraic connectivity of  $\mathcal{G}$
- minimum level of collective persistence of excitation

## excitation can be moved around

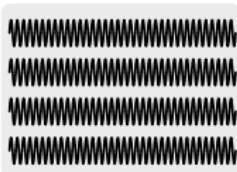
the following all imply parameter convergence:

- **enlightened**: a few  $\phi_i$  are persistently exciting,
- **total**: every  $\phi_i$  is persistently exciting,
- **intermittent**: there exists an unbounded sequence of times  $t_1, t_2, \dots$  such that some  $\phi_i$  obeys the collective PE condition in each interval  $[t_k, t_{k+1}]$ ,
- **collaborative**: none of the  $\phi_i$  is persistently exciting, but the collective PE condition still holds.

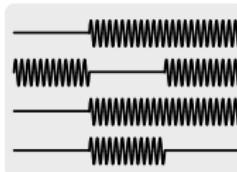
enlightened



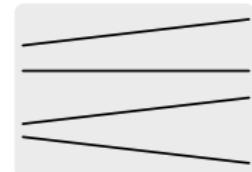
total



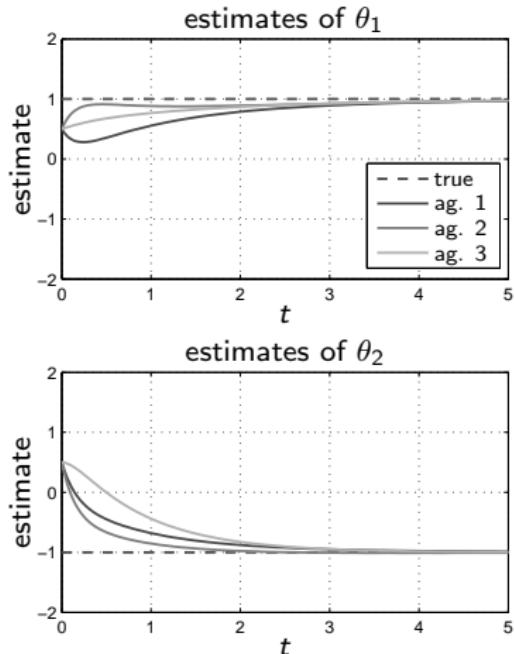
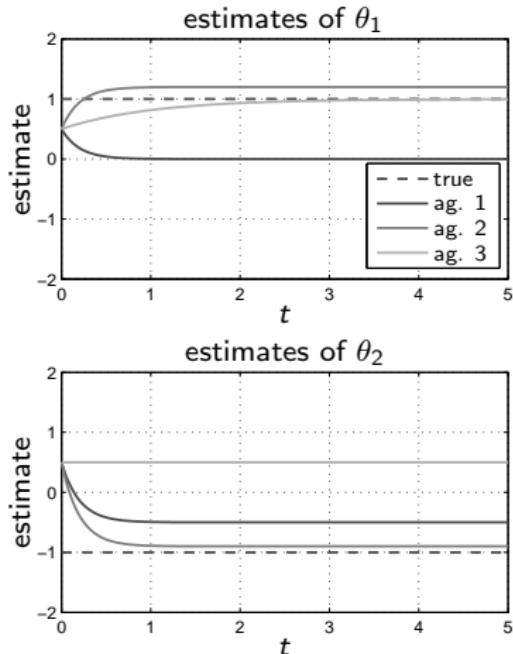
intermittent



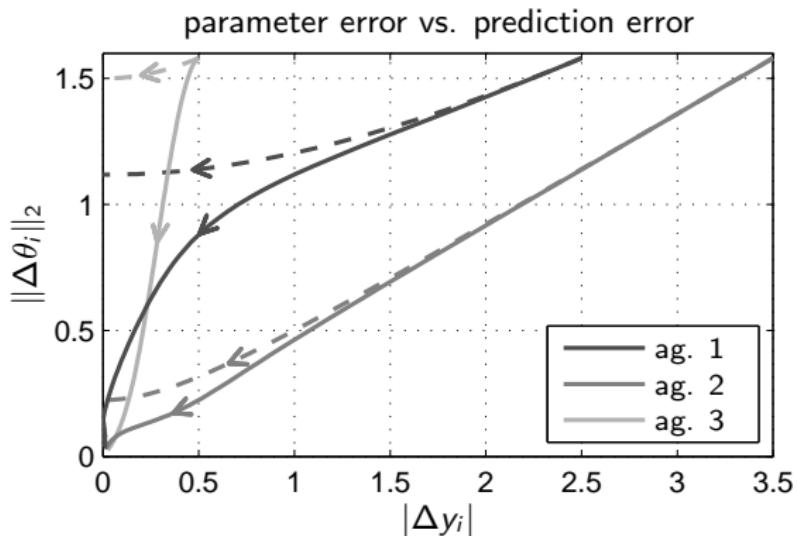
collaborative



## example: collaborative PE (w/o and w/ consensus)



## example: collaborative PE error curves



## thanks!

more information:

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