

# Ensemble Control as a Tool for Robot Motion Planning:

Uncertainty, Optimality, and Complexity

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# Outline

- 1 Introduction
  - Problem
  - Message
- 2 Linear example
- 3 Nonlinear example
- 4 Conclusion

# Motion planning

Find

$$u: [0, t_f] \rightarrow \mathcal{U} \subset \mathbb{R}^m$$

$$x: [0, t_f] \rightarrow \mathcal{X} \subset \mathbb{R}^n$$

satisfying

$$\dot{x}(t) = f(t, x(t), u(t))$$

$$x(0) = x_{\text{start}}$$

$$x(t_f) = x_{\text{goal}}$$

for free final time  $t_f$

# Motion planning under bounded uncertainty

Find

$$u: [0, t_f] \rightarrow \mathcal{U} \subset \mathbb{R}^m$$

$$x: [0, t_f] \rightarrow \mathcal{X} \subset \mathbb{R}^n$$

satisfying

$$\dot{x}(t) = f(t, x(t), u(t), \epsilon)$$

$$x(0) = x_{\text{start}}$$

$$x(t_f) = x_{\text{goal}}$$

for free final time  $t_f$ , **despite bounded uncertainty**

$$\epsilon \in [1 - \delta, 1 + \delta]$$

# Motion planning as ensemble control

Find

$$u: [0, t_f] \rightarrow \mathcal{U} \subset \mathbb{R}^m$$

$$x: [0, t_f] \times [1 - \delta, 1 + \delta] \rightarrow \mathcal{X} \subset \mathbb{R}^n$$

satisfying

$$\dot{x}(t, \epsilon) = f(t, x(t, \epsilon), u(t), \epsilon)$$

$$x(0, \epsilon) = x_{\text{start}}$$

$$x(t_f, \epsilon) = x_{\text{goal}}$$

for free final time  $t_f$  and for all

$$\epsilon \in [1 - \delta, 1 + \delta]$$

# Take-away message

**Ensemble control theory** is a useful way to deal with bounded uncertainty in dynamical systems.

To steer one system with an uncertain parameter, we pretend to steer a **continuous ensemble** of systems, each with a particular value of that parameter.

In the examples we will consider, this approach costs us nothing in terms of computational complexity.

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# A driven harmonic oscillator

- This system is linear and has the form

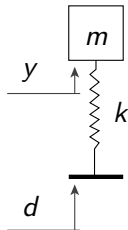
$$\begin{aligned}\dot{x} &= \begin{bmatrix} 0 & 1 \\ -\epsilon & 0 \end{bmatrix} x + \begin{bmatrix} 0 \\ \epsilon \end{bmatrix} u \\ &= Ax + Bu,\end{aligned}$$

where  $(x_1, x_2) = (y, \dot{y})$ ,  $u = d$ , and  $\epsilon = k/m$ .

- For known  $\epsilon$ , this system is controllable because

$$[AB \quad B] = \begin{bmatrix} \epsilon & 0 \\ 0 & \epsilon \end{bmatrix}$$

is full rank.





# Ensemble controllability

- For unknown  $\epsilon$ , consider the lifted system

$$\begin{aligned}\dot{x}(t, \epsilon) &= \begin{bmatrix} 0 & 1 \\ -\epsilon & 0 \end{bmatrix} x(t, \epsilon) + \begin{bmatrix} 0 \\ \epsilon \end{bmatrix} u(t) \\ &= A(\epsilon)x(t, \epsilon) + B(\epsilon)u(t).\end{aligned}$$

- For any integer  $k \geq 0$ , we have

$$\begin{bmatrix} A^{2k+1}B & A^{2k}B \end{bmatrix} = \begin{bmatrix} \epsilon^{k+1} & 0 \\ 0 & \epsilon^{k+1} \end{bmatrix}.$$

- So, we can approximate any desired movement direction by a polynomial in  $\epsilon$ , with error vanishing in  $k$ :

$$f(\epsilon) \approx \sum_{i=0}^{k-1} \epsilon^i \left( a_i \begin{bmatrix} 1 \\ 0 \end{bmatrix} + b_i \begin{bmatrix} 0 \\ 1 \end{bmatrix} \right)$$

# Control by piecewise-constant inputs (1/2)

- A discrete-time model is

$$\begin{aligned}x_d(i+1, \epsilon) &= e^{A(\epsilon)T} x_d(i, \epsilon) + \left( \int_0^T e^{A_s B ds} \right) u_d(i) \\ &= A_d(\epsilon) x_d(i, \epsilon) + B_d(\epsilon) u_d(i)\end{aligned}$$

- If  $x_d(0, \epsilon) = 0$  then

$$x_d(2k, \epsilon) = \sum_{i=0}^{2k} A_d^i(\epsilon) B_d(\epsilon) u_d(2k - i)$$

- This can be approximated by the series expansion

$$x_d(2k, \epsilon) \approx \sum_{i=0}^{k-1} \frac{1}{i!} \left( \frac{\partial^i x_d(2k, \epsilon)}{\partial \epsilon^i} \Big|_{\epsilon=1} \right) (\epsilon - 1)^i$$

# Control by piecewise-constant inputs (2/2)

- The result has the form

$$x_d(2k, \epsilon) = \sum_{i=1}^k \begin{bmatrix} r_i \\ s_i \end{bmatrix} (\epsilon - 1)^{i-1} + O(|\epsilon - 1|^k)$$

where  $r, s \in \mathbb{R}^k$  are linear in  $u_d \in \mathbb{R}^{2k}$

- To achieve  $(x_1, x_2)$  with error of order  $k$  in  $|\epsilon - 1|$ :

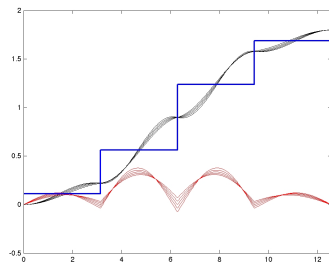
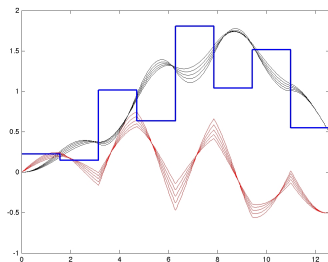
$$r = \begin{bmatrix} x_1 \\ 0 \\ \vdots \\ 0 \end{bmatrix}, \quad s = \begin{bmatrix} x_2 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$$

- The solution ( $2k$  linear equations in  $2k$  variables) has the form

$$u_d = K_1 x_1 + K_2 x_2$$

for matrices  $K_1$  and  $K_2$  that can be **precomputed**

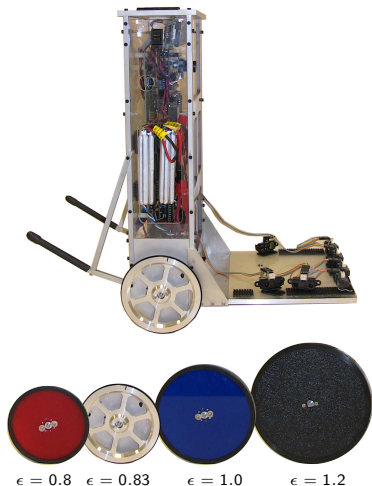
# Example results in simulation



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# A differential drive robot with uncertain wheel radius



For a fixed wheel separation,  
inputs scale with wheel radius

$\epsilon r$  = wheel radius

$b$  = wheel separation

$$v = \epsilon \left( \frac{r(\omega_R + \omega_L)}{2} \right) = \epsilon u_1$$

$$w = \epsilon \left( \frac{r(\omega_R - \omega_L)}{b} \right) = \epsilon u_2$$

# Scratch-drive microrobots with uncertain forward speed

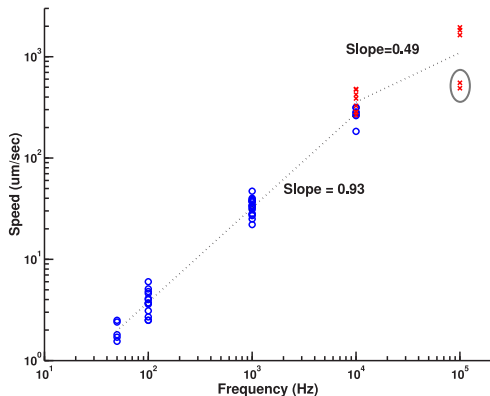


Figure: Donald et al. (2008)

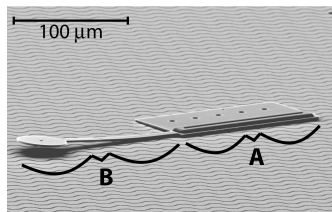


Figure: Donald et al. (2006)

- For a fixed turning radius, inputs scale with forward speed

# Analysis of one robot

- This system is nonlinear and has the form

$$\begin{aligned}\dot{x} &= \epsilon \begin{bmatrix} \cos x_3 \\ \sin x_3 \\ 0 \end{bmatrix} u_1 + \epsilon \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} u_2 \\ &= \epsilon g_1(x) u_1 + \epsilon g_2(x) u_2\end{aligned}$$

- For known  $\epsilon > 0$ , this system is controllable because

$$[[\epsilon g_1, \epsilon g_2] \quad \epsilon g_2 \quad \epsilon g_1] = \begin{bmatrix} \epsilon^2 \sin x_3 & 0 & \epsilon \cos x_3 \\ -\epsilon^2 \cos x_3 & 0 & \epsilon \sin x_3 \\ 0 & \epsilon & 0 \end{bmatrix}$$

is full rank everywhere



# Analysis of an ensemble (1/3)

- For unknown  $\epsilon$ , consider the lifted system

$$\begin{aligned}\dot{x}(t, \epsilon) &= \epsilon \begin{bmatrix} \cos x_3(t, \epsilon) \\ \sin x_3(t, \epsilon) \\ 0 \end{bmatrix} u_1(t) + \epsilon \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} u_2(t) \\ &= \epsilon g_1(x(t, \epsilon)) u_1(t) + \epsilon g_2(x(t, \epsilon)) u_2(t)\end{aligned}$$

- Heading is not controllable, since for all  $\epsilon$

$$x_3(t, \epsilon) = x_3(0, \epsilon) + \epsilon \theta(t) \quad \text{where} \quad \dot{\theta}(t) = u_2(t)$$

- Eliminate heading to get a controllable subsystem:

$$\begin{bmatrix} \dot{x}_1(t, \epsilon) \\ \dot{x}_2(t, \epsilon) \\ \dot{\theta}(t) \end{bmatrix} = \epsilon \begin{bmatrix} \cos(x_3(0, \epsilon) + \epsilon \theta(t)) \\ \sin(x_3(0, \epsilon) + \epsilon \theta(t)) \\ 0 \end{bmatrix} u_1(t) + \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} u_2(t)$$

# Analysis of an ensemble (2/3)

- Take Lie brackets to find new control vector fields:

$$\begin{aligned} [\epsilon g_1, g_2] &= \epsilon \left( \frac{\partial g_2}{\partial q} g_1 - \frac{\partial g_1}{\partial q} g_2 \right) \\ &= -\epsilon^2 \begin{bmatrix} -\sin(x_3(0, \epsilon) + \epsilon\theta(t)) \\ \cos(x_3(0, \epsilon) + \epsilon\theta(t)) \\ 0 \end{bmatrix} \\ &= -\epsilon^2 g_3 \end{aligned}$$

$$[[\epsilon g_1, g_2], g_2] = -\epsilon^3 g_1$$

$$[[[\epsilon g_1, g_2], g_2], g_2] = -\epsilon^4 g_3$$

$$\vdots$$

## Analysis of an ensemble (3/3)

- We can approximate any desired movement direction by a polynomial in  $\epsilon$ , with error vanishing in  $k$ :

$$f(\epsilon) \approx c g_2 + \sum_{i=0}^k (a_i \epsilon^{2i+1} g_1 + b_i \epsilon^{2i+2} g_3)$$

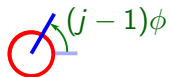
# Control with piecewise-constant inputs

$$\begin{array}{ccc} u_1 & u_2 & \Delta t \\ \hline \end{array}$$

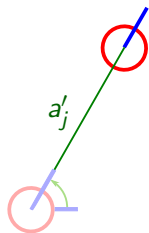


## Control with piecewise-constant inputs

$u_1$	$u_2$	$\Delta t$
0	$1/\lambda$	$\lambda(j-1)\phi$

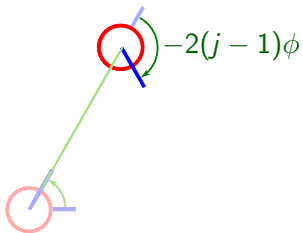


## Control with piecewise-constant inputs



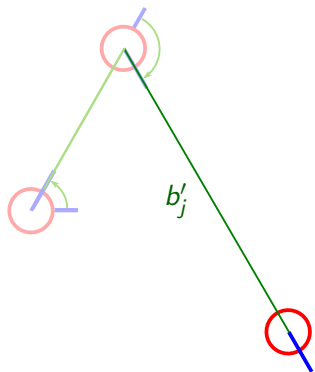
$u_1$	$u_2$	$\Delta t$
0	$1/\lambda$	$\lambda(j-1)\phi$
$\text{sign}(a'_j)$	0	$ a'_j $

# Control with piecewise-constant inputs



$u_1$	$u_2$	$\Delta t$
0	$1/\lambda$	$\lambda(j-1)\phi$
$\text{sign}(a'_j)$	0	$ a'_j $
0	$-1/\lambda$	$2\lambda(j-1)\phi$

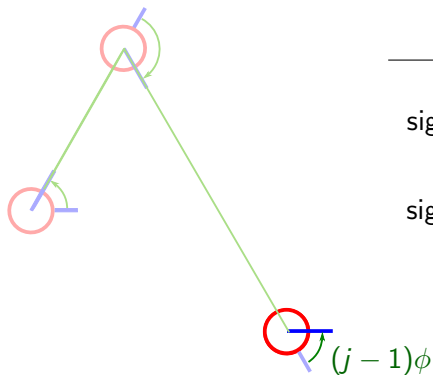
# Control with piecewise-constant inputs



$u_1$	$u_2$	$\Delta t$
0	$1/\lambda$	$\lambda(j-1)\phi$
$\text{sign}(a'_j)$	0	$ a'_j $
0	$-1/\lambda$	$2\lambda(j-1)\phi$
$\text{sign}(b'_j)$	0	$ b'_j $



## Control with piecewise-constant inputs



$u_1$	$u_2$	$\Delta t$
0	$1/\lambda$	$\lambda(j-1)\phi$
$\text{sign}(a'_j)$	0	$ a'_j $
0	$-1/\lambda$	$2\lambda(j-1)\phi$
$\text{sign}(b'_j)$	0	$ b'_j $
0	$1/\lambda$	$\lambda(j-1)\phi$

# Correspondence with polynomial approximation

- The result is to achieve

$$\Delta x_1(\epsilon) = (a'_j + b'_j)\epsilon \cos(\epsilon(j-1)\phi)$$

$$\Delta x_2(\epsilon) = (a'_j - b'_j)\epsilon \sin(\epsilon(j-1)\phi)$$

$$\Delta\theta = 0$$

- With the input transformation

$$a'_j = \frac{a_j + b_{j-1}}{2}$$

$$b'_j = \frac{a_j - b_{j-1}}{2}$$

for freely chosen  $a_k, b_k \in \mathbb{R}$ , we can write

$$\Delta x_1(\epsilon) = a_j \epsilon \cos(\epsilon(j-1)\phi)$$

$$\Delta x_2(\epsilon) = b_{j-1} \epsilon \sin(\epsilon(j-1)\phi).$$

# Sequence of motion primitives (1/3)

- For  $a_{k+1} = 0$ , the result after  $k + 1$  primitives is

$$\Delta x_1(\epsilon) = \sum_{j=1}^k a_j \epsilon \cos(\epsilon(j-1)\phi)$$

$$\Delta x_2(\epsilon) = \sum_{j=1}^k b_j \epsilon \sin(\epsilon j \phi)$$

- This can be approximated by the series expansions

$$\Delta x_1(\epsilon) \approx \sum_{i=0}^{k-1} \frac{1}{i!} \left( \frac{\partial^i \Delta x_1}{\partial \epsilon^i} \Big|_{\epsilon=1} \right) (\epsilon - 1)^i$$

$$\Delta x_2(\epsilon) \approx \sum_{i=0}^{k-1} \frac{1}{i!} \left( \frac{\partial^i \Delta x_2}{\partial \epsilon^i} \Big|_{\epsilon=1} \right) (\epsilon - 1)^i$$

# Sequence of motion primitives (2/3)

- The result has the form

$$\Delta x_1(\epsilon) = \sum_{i=1}^k r_i (\epsilon - 1)^{i-1} + O(|\epsilon - 1|^k)$$

$$\Delta x_2(\epsilon) = \sum_{i=1}^k s_i (\epsilon - 1)^{i-1} + O(|\epsilon - 1|^k)$$

where  $r, s \in \mathbb{R}^k$  are linear in  $a, b \in \mathbb{R}^k$

- To achieve  $\Delta x_1 = \Delta x_2 = 1$  with error of order  $k$  in  $|\epsilon - 1|$ :

$$r = s = \begin{bmatrix} 1 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$$

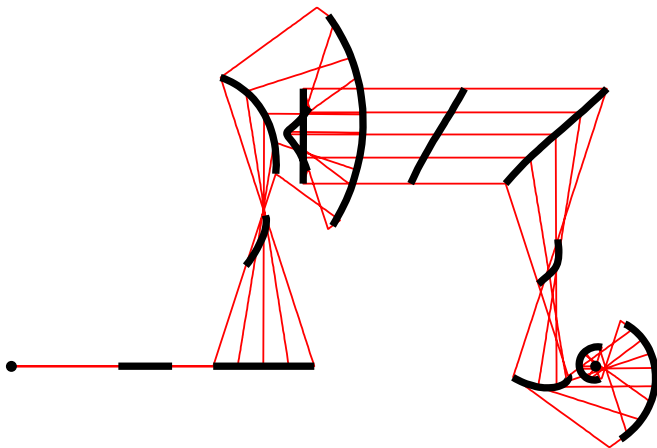
# Sequence of motion primitives (3/3)

- Require exactly  $k + 1$  primitives to achieve  $k$ th-order error
- **Precompute**  $a, b$  as  $2k$  linear equations in  $2k$  variables
- For  $\phi = \pi/2$ , this can be done in closed form
- By linearity,  $a\Delta x_1$  and  $b\Delta x_2$  reach arbitrary  $\Delta x_1$  and  $\Delta x_2$
- “Planning” means computing piecewise-constant inputs

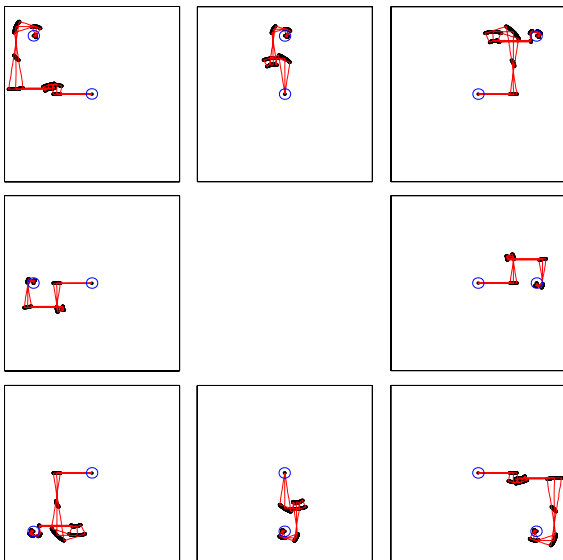
$$a' = \frac{1}{2} \left( \begin{bmatrix} a \\ 0 \end{bmatrix} \Delta x_1 + \begin{bmatrix} 0 \\ b \end{bmatrix} \Delta x_2 \right)$$
$$b' = \frac{1}{2} \left( \begin{bmatrix} a \\ 0 \end{bmatrix} \Delta x_1 - \begin{bmatrix} 0 \\ b \end{bmatrix} \Delta x_2 \right).$$

- This approach does *not* require sampling  $\epsilon$

# Example results in simulation



# Scaled primitives get you everywhere “for free”



# Example results in experiment





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  - Connections

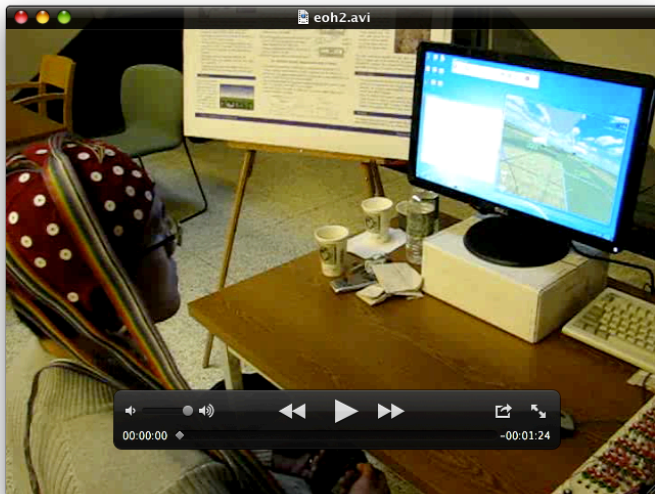
# Connections

- **NMR spectroscopy and imaging** (Brockett, Khaneja, Li, Altafini, Beauchard, Coron, Pereira da Silva, Rouchon, etc.)
- **Robust control** (Dullerud and Paganini, Singer and Seering, Fischer and Psiaki, etc.)
- **Sensorless manipulation** (Erdmann, Mason, Goldberg, Lynch, Murphey, Akella, van der Stappen, Moll, etc.)
- **POMDP planning** (Hsu, Hutchinson, Roy, Thrun, etc.)
- **Optimal control of micro/nano-robot teams** (under review)
- **Control-theoretic approach to manipulation of deformable objects** (in preparation)
- **BMs based on inverse optimal control**

# Support

- NSF-CNS-0931871
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- NSF-CMMI-0955088-CAREER

# Questions?



# Connection to NMR spectroscopy and imaging

- Need to manipulate an ensemble of  $\approx 10^{23}$  nuclear spins, each governed by the Schrödinger equation
- Control input changes the potential energy in the system Hamiltonian (e.g., by applying electromagnetic pulses)
- One model is

$$\frac{dx(t, s)}{dt} = \left( A(s) + \sum_i u_i B_i(s) \right) x(t, s)$$

- “s” describes variation in  $A$  and  $B_i$  from Larmor dispersion (in natural frequencies), rf inhomogeneity (in strength of the applied radio frequency), and relaxation rates
- Is it possible to steer from one state to another?