

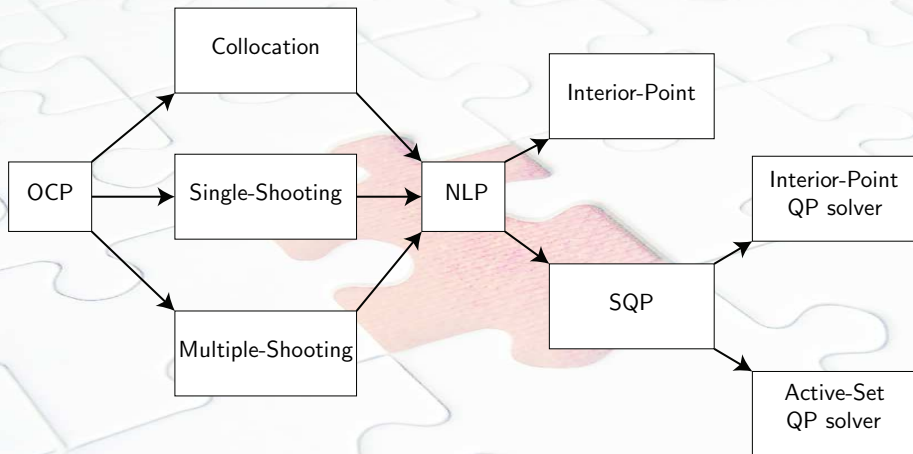
# Numerical Optimal Control with DAEs

## Lecture 8: Direct Collocation

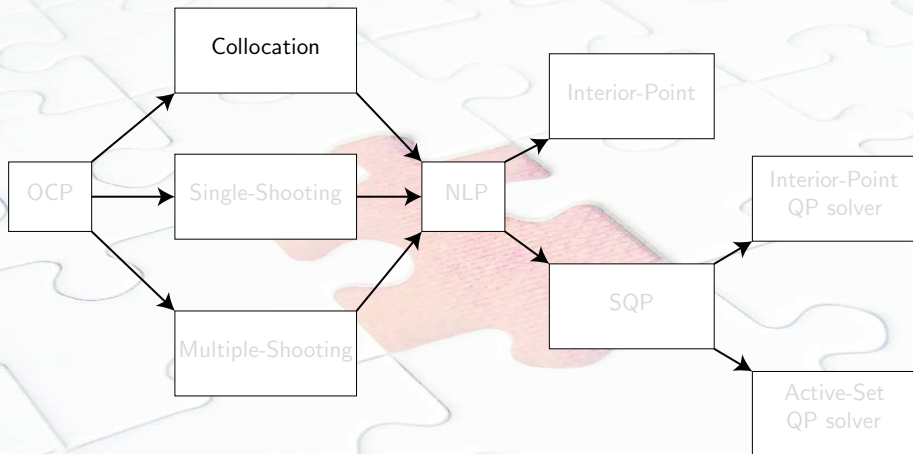
Sébastien Gros

AWESCO PhD course

# Survival map of Direct Optimal Control



## Survival map of Direct Optimal Control



Another way for going from OCP to NLP

# Outline

- 1 Polynomial interpolation
- 2 Collocation-based integration
- 3 Collocation in multiple-shooting
- 4 Direct Collocation
- 5 NLP from direct collocation

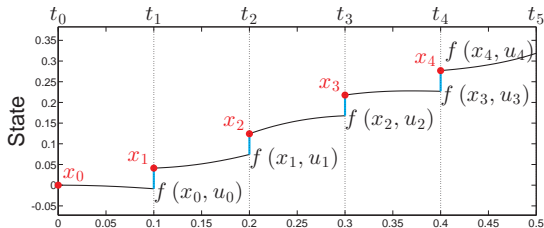
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$$\{t_{k,0}, \dots, t_{k,K}\} \in [t_k, t_{k+1}]$$



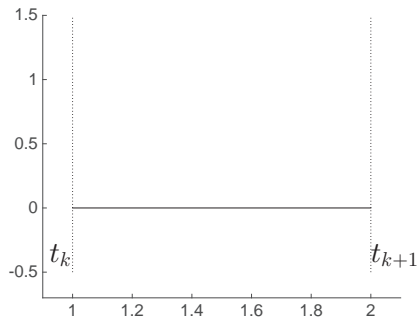
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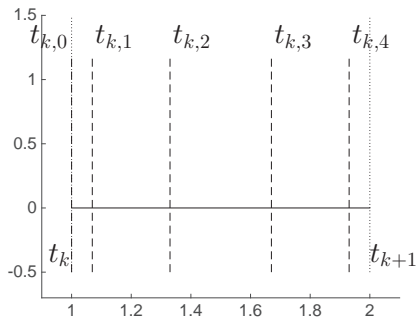
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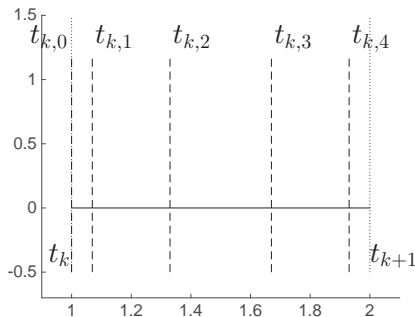
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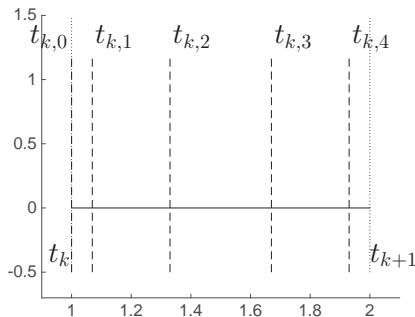
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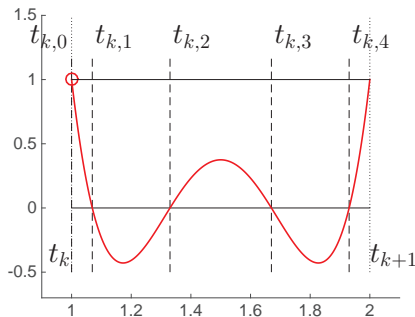
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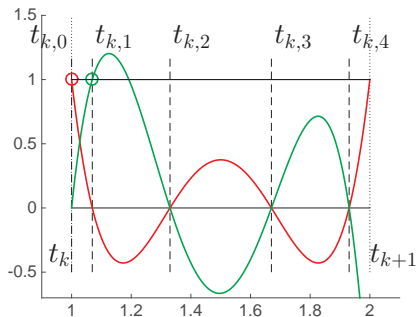
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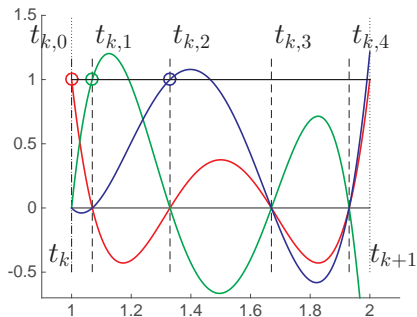
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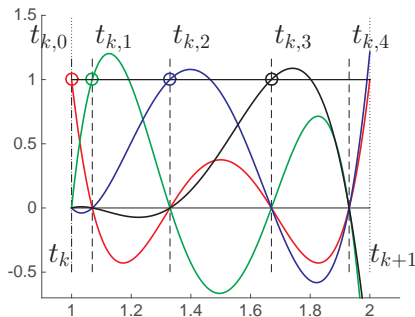
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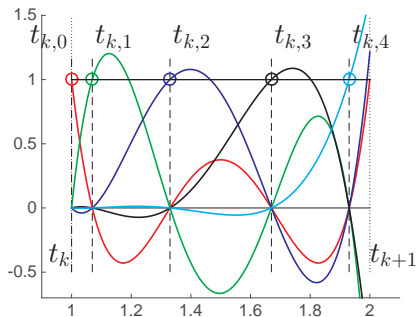
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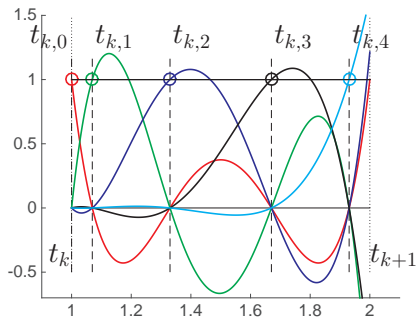
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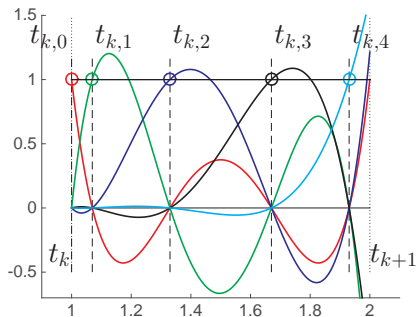
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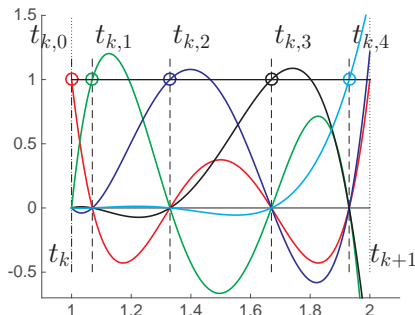
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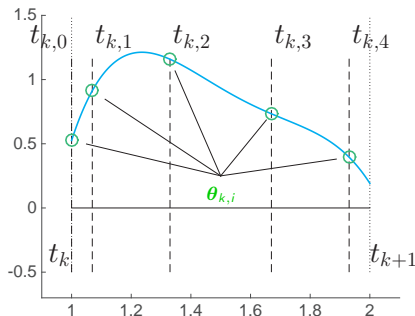
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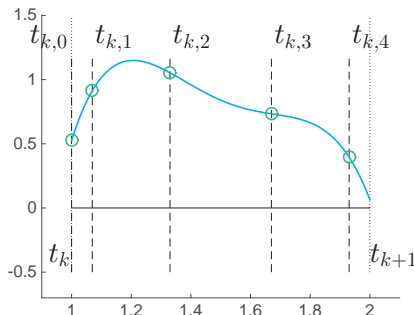
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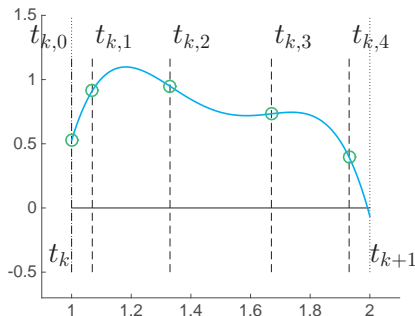
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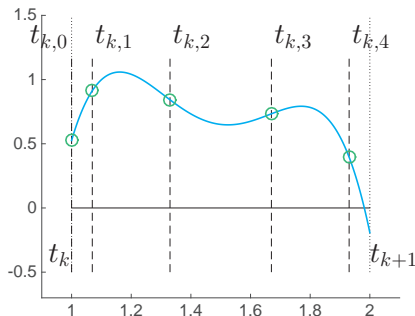
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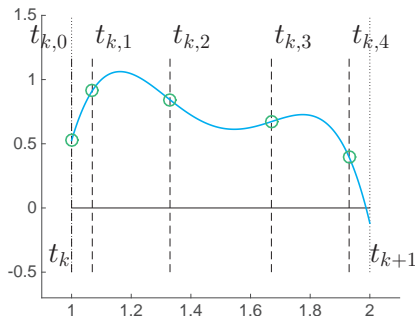
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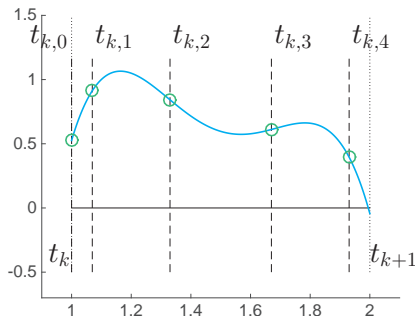
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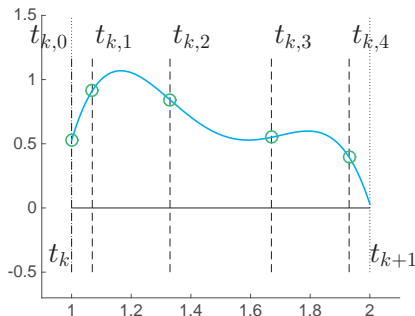
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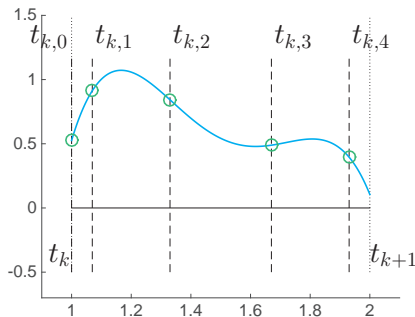
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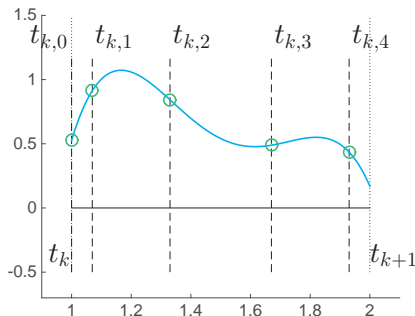
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E.g.

- $t_k = 1, t_{k+1} = 2$
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# Polynomial interpolation

Consider a time grid:

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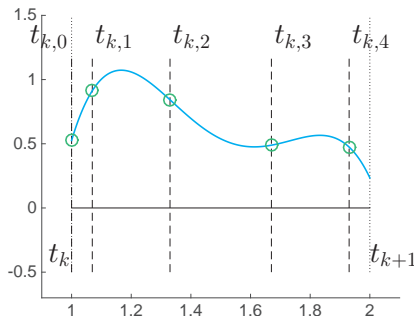
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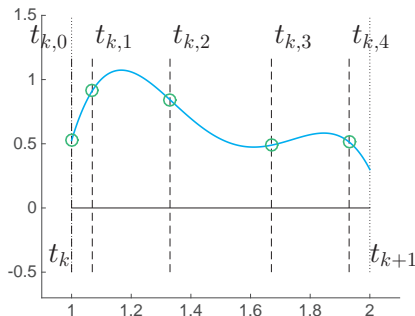
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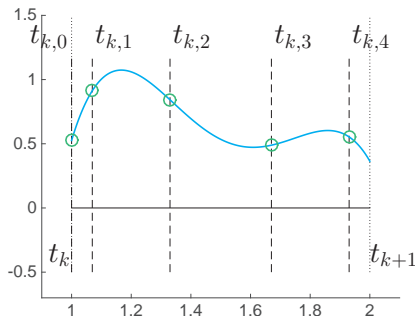
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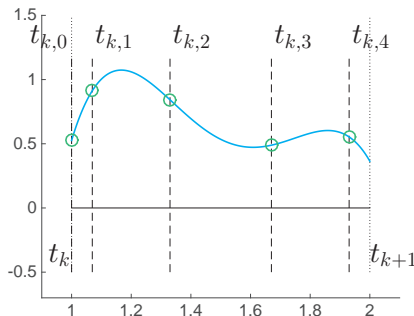
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Note: the Lagrange polynomials are orthogonal, i.e.

$$\int_{t_k}^{t_{k+1}} P_{k,i}(t) P_{k,j}(t) dt = 0, \quad \forall i \neq j$$

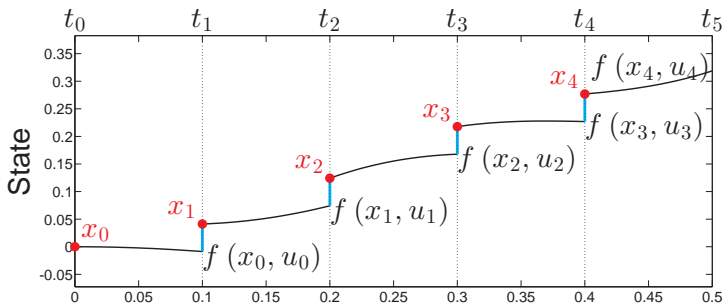
# Outline

- 1 Polynomial interpolation
- 2 Collocation-based integration**
- 3 Collocation in multiple-shooting
- 4 Direct Collocation
- 5 NLP from direct collocation



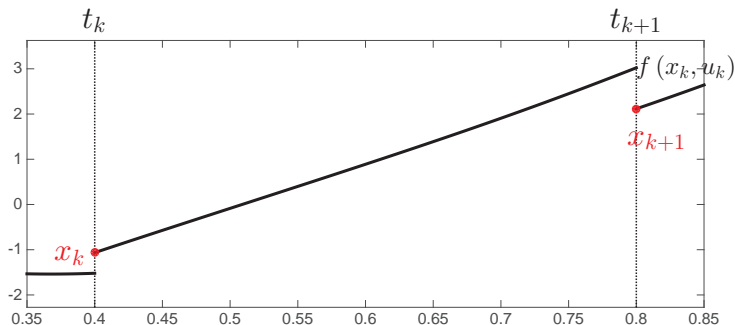
## Collocation methods - key idea

Approximate state trajectory  $x(t)$  via polynomials (order  $K$ )



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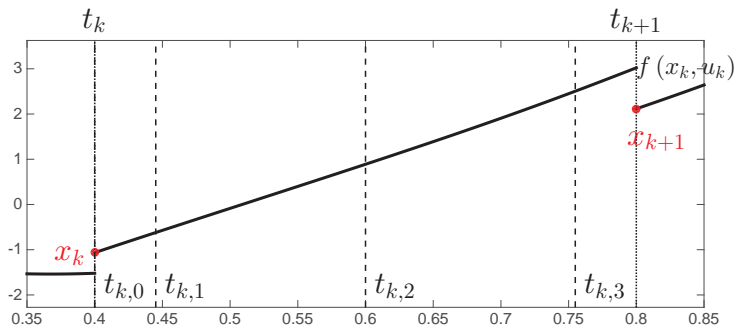
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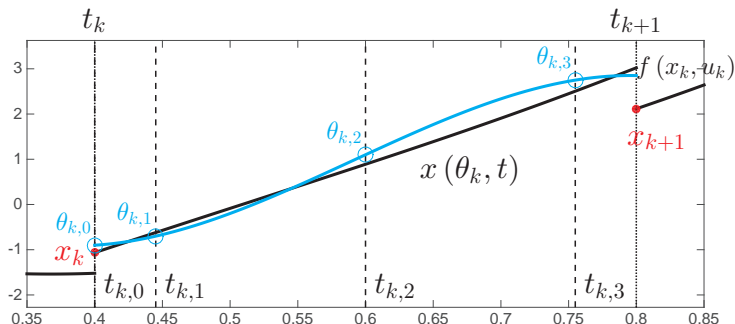


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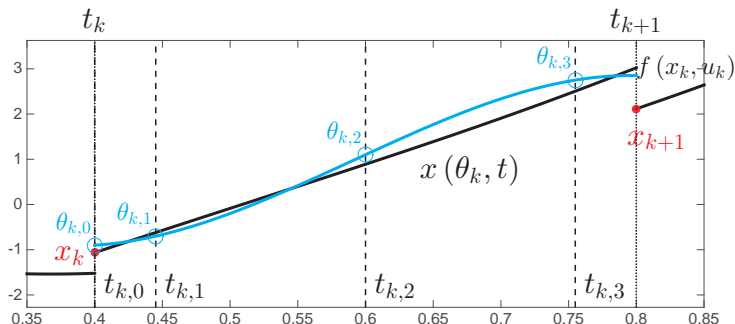
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- **Integration:** adjust  $\boldsymbol{\theta}_{k,i}$  to approximate the dynamics  $\dot{\mathbf{x}} = \mathbf{F}(\mathbf{x}, \mathbf{u})$

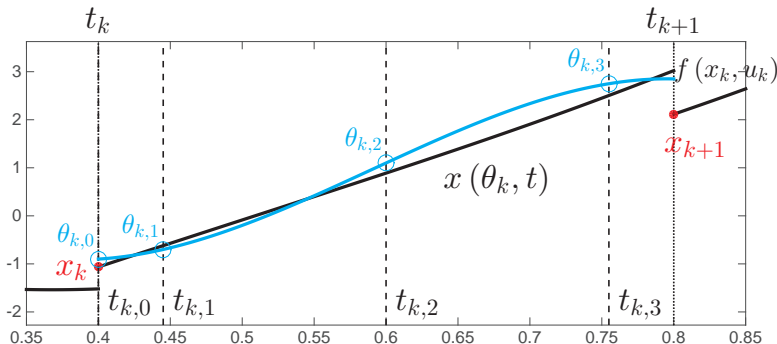


## Collocation methods - how to adjust the $\theta_{k,i}$ ?

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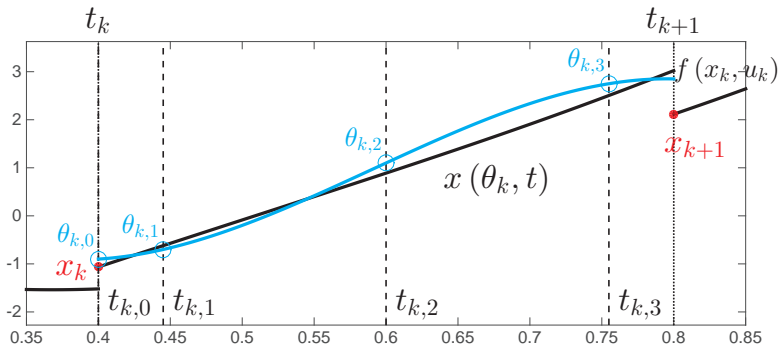
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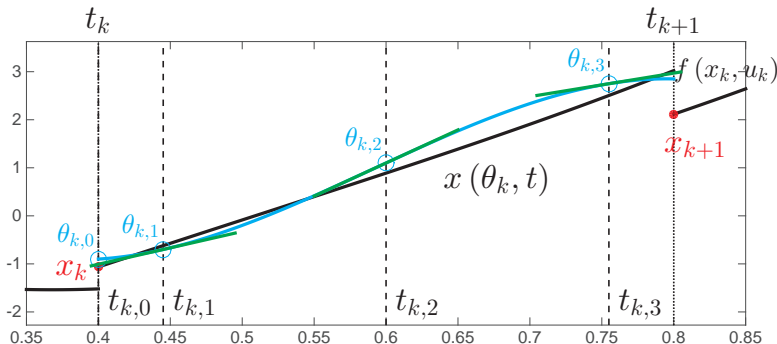
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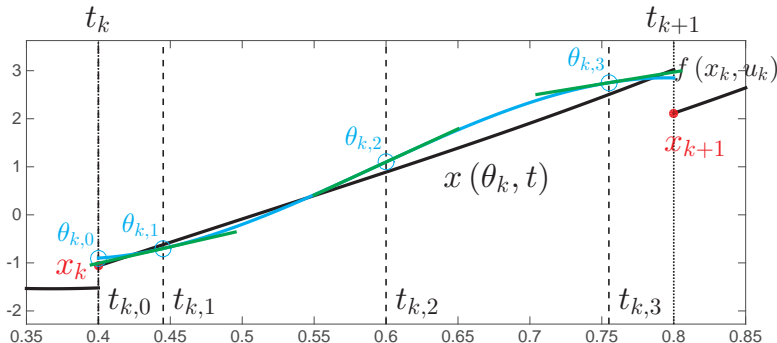
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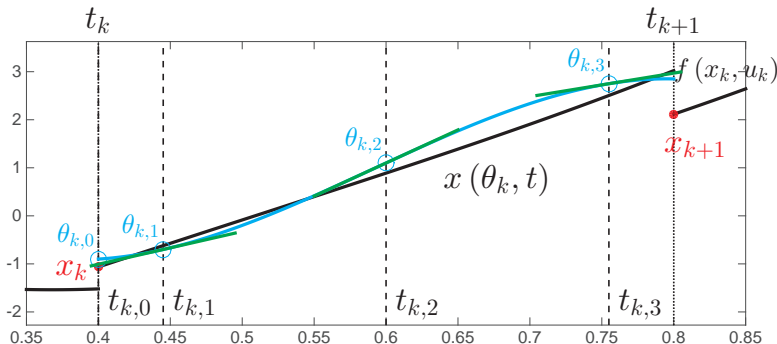
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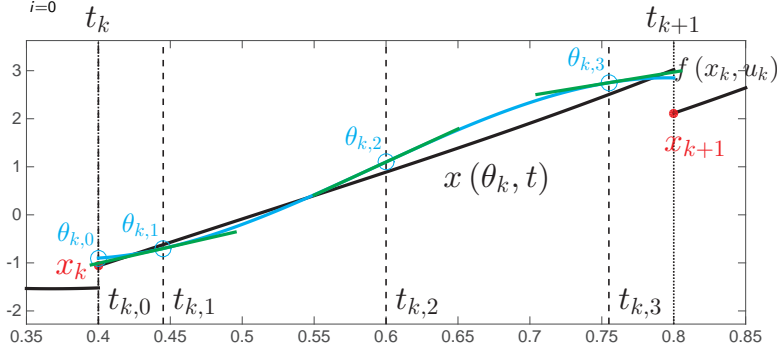
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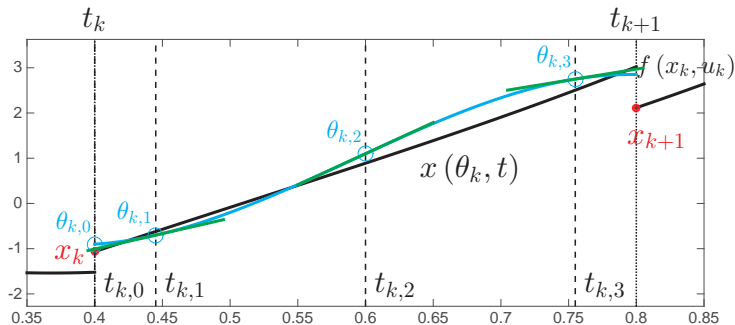
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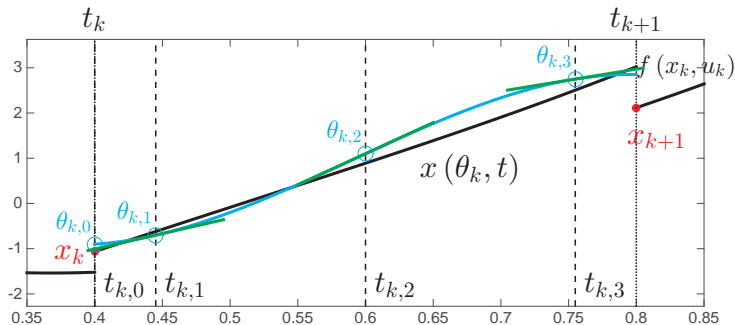
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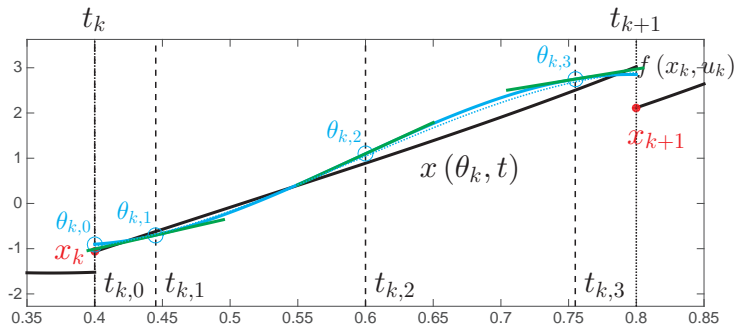
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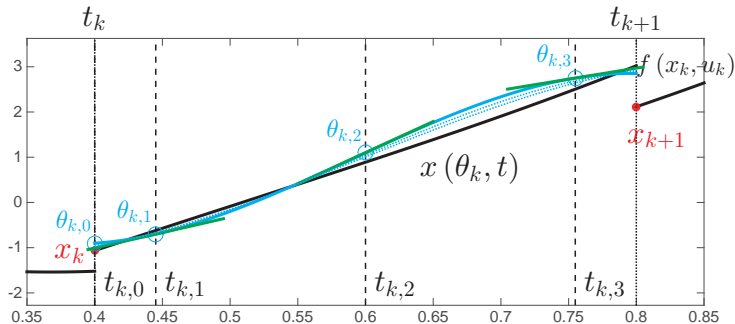
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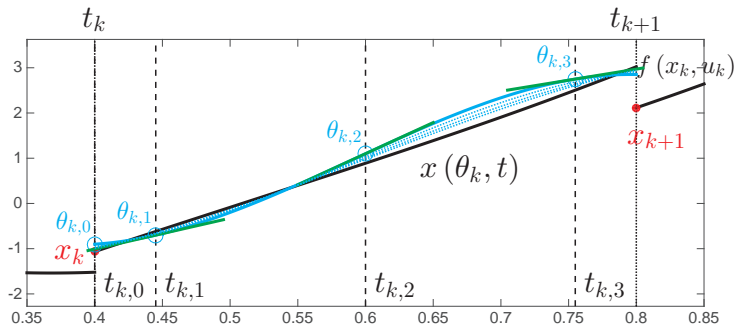
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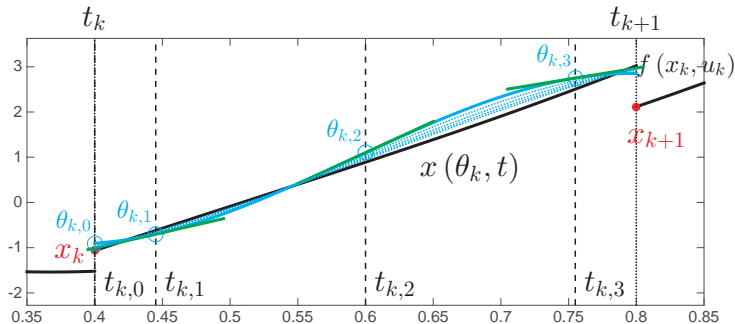
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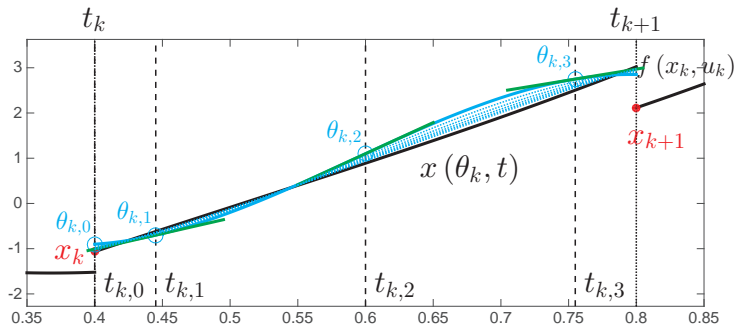
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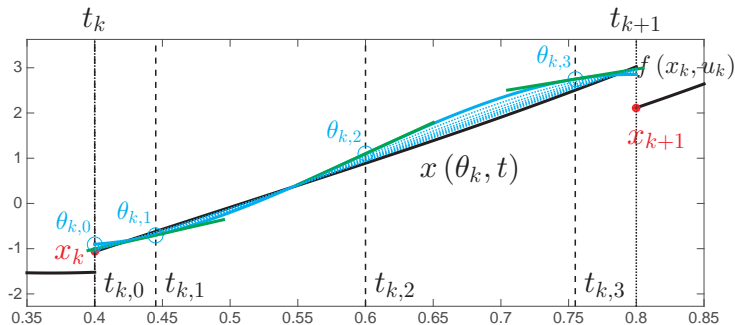
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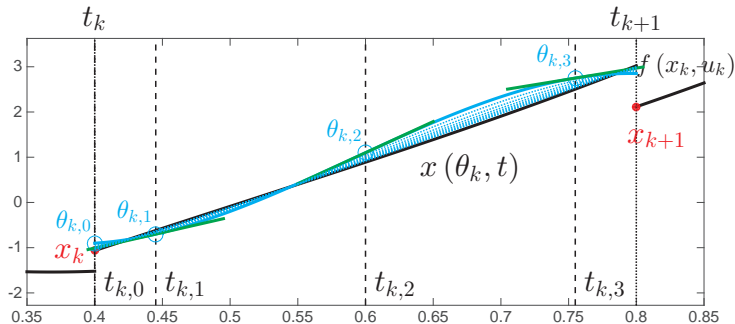
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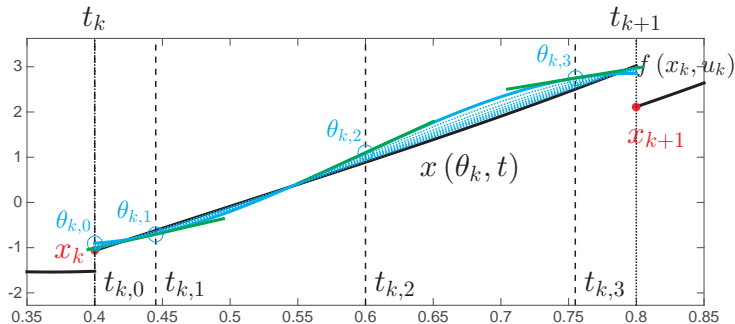
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$$\mathbf{x}(\theta_k, t_{k+1}) = \sum_{i=0}^K \theta_{k,i} \cdot P_{k,i}(t_{k+1})$$

Solve for  $\theta_{k,i}$  using Newton

$$\begin{bmatrix} \sum_{i=0}^K \theta_{k,i} \dot{P}_{k,i}(t_{k,1}) - \mathbf{F}(\theta_{k,1}, \mathbf{u}_k) \\ \vdots \\ \sum_{i=0}^K \theta_{k,i} \dot{P}_{k,i}(t_{k,K}) - \mathbf{F}(\theta_{k,K}, \mathbf{u}_k) \end{bmatrix} = 0$$



# Collocation methods - Implementation

Collocation uses the constraints:

$$\theta_{k,0} = \mathbf{x}_k$$

$$\sum_{i=0}^K \theta_{k,i} \cdot \dot{P}_{k,i}(t_{k,j}) = \mathbf{F}(\theta_{k,j}, \mathbf{u}_k)$$

for  $j = 1, \dots, K$ . End-state:

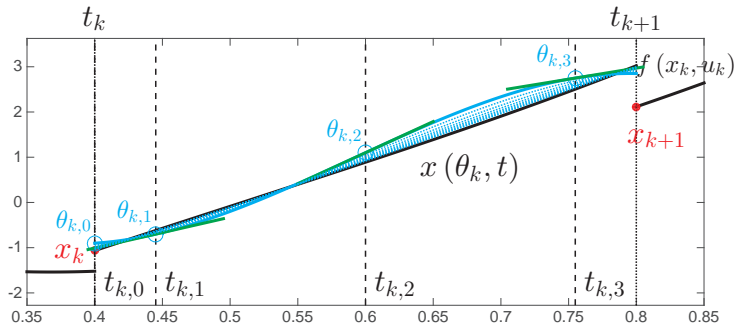
$$\mathbf{x}(\theta_k, t_{k+1}) = \sum_{i=0}^K \theta_{k,i} \cdot P_{k,i}(t_{k+1})$$

## Shooting constraints

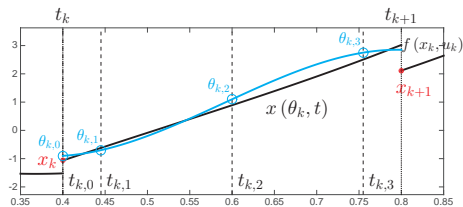
$$\underbrace{\mathbf{f}(\mathbf{x}_k, \mathbf{u}_k)}_{=\mathbf{x}(\theta_k, t_{k+1})} - \mathbf{x}_{k+1} = 0$$

becomes:

$$\sum_{i=0}^K \theta_{k,i} P_{k,i}(t_{k+1}) - \mathbf{x}_{k+1} = 0$$



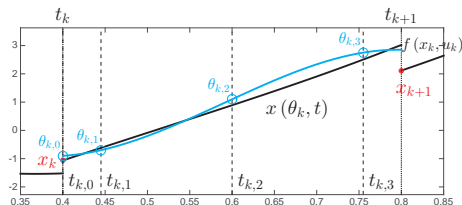
## Selection of the time grid $t_{k,i}$



## Selection of the time grid $t_{k,i}$

Collocation points **on**  $[0, 1]$ :

K	Legendre	Radau
1	0.5	1.0
2	0.211325 0.788675	0.333333 1.000000
3	0.112702 0.500000 0.887298	0.155051 0.644949 1.000000
4	0.069432 0.330009 0.669991 0.930568	0.088588 0.409467 0.787659 1.000000
5	0.046910 0.230765 0.500000 0.769235 0.953090	0.057104 0.276843 0.583590 0.860240 1.000000

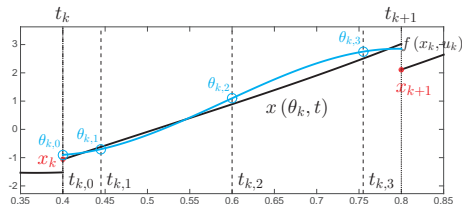




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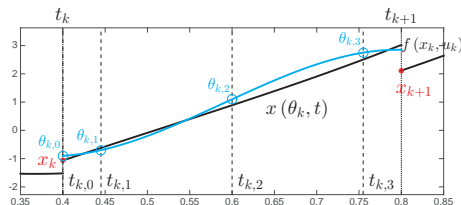
**+one point at  $t_k$  to enforce continuity !**

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+one point at  $t_k$  to enforce continuity !



**Why these points !?** They deliver an exact integration for any polynomial  $\mathbf{P}$  of order  $< 2K$  (Legendre) and  $< 2K - 1$  (Radau). I.e. for

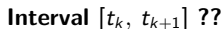
$$\dot{\mathbf{x}} = \mathbf{F}(\mathbf{x}, \mathbf{u}) = \mathbf{P}(t)$$

the collocation equations deliver an exact solution, namely:

$$\mathbf{x}(t_{k+1}, \boldsymbol{\theta}_k) = \mathbf{x}_k + \int_{t_k}^{t_{k+1}} \mathbf{P}(\tau) d\tau$$

**Collocation points on  $[0, 1]$ :**

**+one point at  $t_k$  to enforce continuity !**



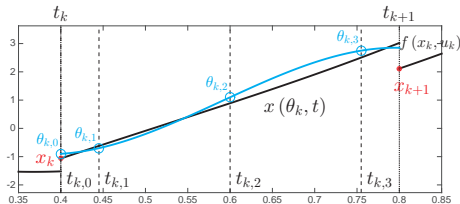
- **Rescale & translate** the collocation points to  $[t_k, t_{k+1}]$

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Interval  $[t_k, t_{k+1}]$  ??

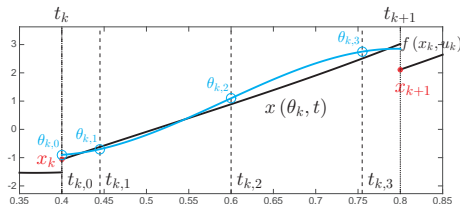
- **Rescale & translate** the collocation points to  $[t_k, t_{k+1}]$ , or...
- Modification of the collocation equations with  $h_k = t_{k+1} - t_k$ :

$$\sum_{j=0}^K \theta_{k,j} \dot{p}_{k,j}(t_{k,i}) = h_k \mathbf{F}(\theta_{k,i}, \mathbf{u}_k)$$

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Careful if  $\mathbf{F}$  is time-dependent !

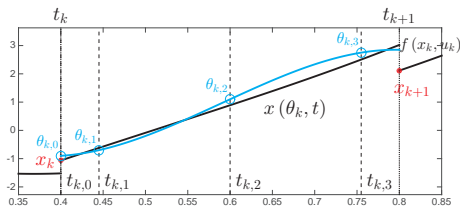
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Careful if  $\mathbf{F}$  is time-dependent !

Note that Radau has a collocation point **at the end of the interval**, i.e.  $\theta_{k,K}$  provides the end-state of the integration !

## Stability & Order

- Collocation methods are **A-stable** (i.e. can handle stiff equations). They have no stability limitation on the time intervals  $h = t_{k+1} - t_k$  for stiff problems. I.e. even large time steps  $h = t_{k+1} - t_k$  allow for capturing steady state and slow dynamics.
- Radau collocation is additionally **L-stable**. I.e. it can handle eigenvalues at  $-\infty$ .
- On an interval  $h_k = t_{k+1} - t_k$ , the **integration error** is  $O(h_k^{2K})$  for Legendre and  $O(h_k^{2K-1})$  for Radau. Losing one order is the "price" for having a collocation point at  $t_{k+1}$ .
- The integration error applies to the **end-state** of the integrator, but not to the intermediate points !
- Collocation-based integration is an **Implicit Runge-Kutta** scheme. Implicit Euler is an order-1 scheme !

# Collocation - Sensitivity

## Collocation constraints...

$$\theta_{k,0} = \mathbf{x}_k$$

$$\sum_{j=0}^K \theta_{k,j} \dot{P}_{k,j}(t_{k,i}) = \mathbf{F}(\theta_{k,i}, \mathbf{u}_k), \quad i = 1, \dots, K$$



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Solved by iterating:

$$\Delta \theta_k = - \frac{\partial \mathbf{c}(\mathbf{x}_k, \mathbf{u}_k, \theta_k)}{\partial \theta_k}^{-1} \mathbf{c}(\mathbf{x}_k, \mathbf{u}_k, \theta_k)$$

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Integrator function given by:

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$$\frac{\partial \mathbf{f}(\mathbf{x}_k, \mathbf{u}_k)}{\partial \mathbf{u}_k} = \frac{\partial \mathbf{x}(\theta_k, t_{k+1})}{\partial \theta_k} \frac{\partial \theta_k}{\partial \mathbf{u}_k}$$

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**Implicit function theorem** states that

$$\frac{\partial \mathbf{c}}{\partial \theta_k} \frac{\partial \theta_k}{\partial \mathbf{x}_k} + \frac{\partial \mathbf{c}}{\partial \mathbf{x}_k} = 0, \quad \frac{\partial \mathbf{c}}{\partial \theta_k} \frac{\partial \theta_k}{\partial \mathbf{u}_k} + \frac{\partial \mathbf{c}}{\partial \mathbf{u}_k} = 0$$

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Note that  $\frac{\partial \mathbf{c}}{\partial \theta_k}^{-1}$  is computed in the Newton iteration, i.e. it comes for free !!

# Outline

- 1 Polynomial interpolation
- 2 Collocation-based integration
- 3 Collocation in multiple-shooting**
- 4 Direct Collocation
- 5 NLP from direct collocation



# Collocation-based integrators in Multiple-shooting

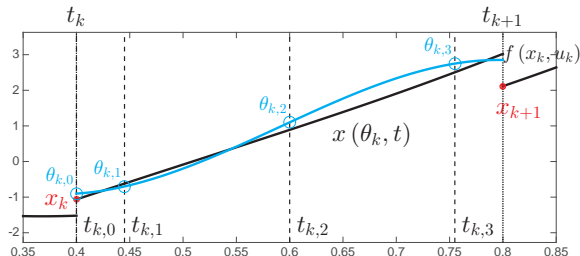
Collocation-based integrator solves:

$$\mathbf{c}(\mathbf{x}_k, \mathbf{u}_k, \boldsymbol{\theta}_k) = 0$$

on each time interval  $[t_k, t_{k+1}]$ ,  
provides:

$$\mathbf{f}(\mathbf{x}_k, \mathbf{u}_k) = \mathbf{x}(\boldsymbol{\theta}_k, t_{k+1})$$

with sensitivities.



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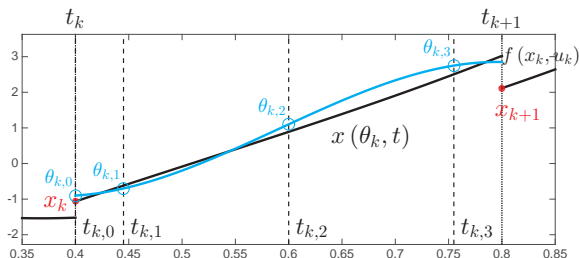
with sensitivities.

**NLP** with multiple-shooting

$$\min_{\mathbf{w}} \quad \Phi(\mathbf{w})$$

$$\text{s.t.} \quad g(\mathbf{w}) = \begin{bmatrix} \mathbf{x}_0 - \bar{\mathbf{x}}_0 \\ f(\mathbf{x}_0, \mathbf{u}_0) - \mathbf{x}_1 \\ \dots \\ f(\mathbf{x}_{N-1}, \mathbf{u}_{N-1}) - \mathbf{x}_N \end{bmatrix}$$

where  $\mathbf{w} = \{\mathbf{x}_0, \mathbf{u}_0, \dots, \mathbf{x}_{N-1}, \mathbf{u}_{N-1}, \mathbf{x}_N\}$



# Collocation-based integrators in Multiple-shooting

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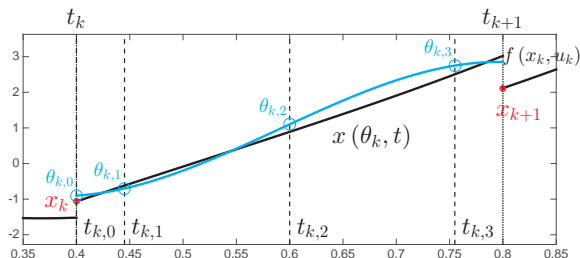
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NLP solves:

$$\nabla_{\mathbf{w}} \mathcal{L}(\mathbf{w}, \lambda) = 0$$

$$g(\mathbf{w}) = 0$$

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Collocation-based integrator solves:

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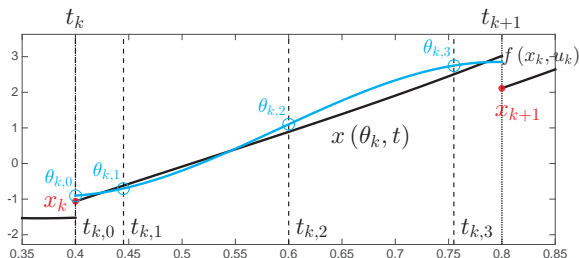
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where  $\mathbf{w} = \{\mathbf{x}_0, \mathbf{u}_0, \dots, \mathbf{x}_{N-1}, \mathbf{u}_{N-1}, \mathbf{x}_N\}$



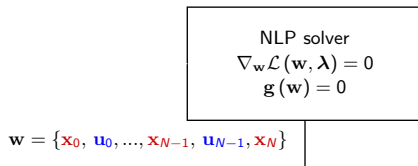
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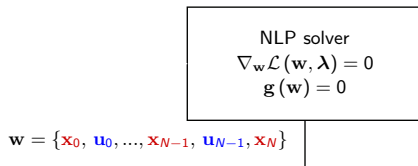
$$g(\mathbf{w}) = 0$$

Collocation-based integrator inside the NLP becomes a two-level Newton scheme !!

## Collocation-based integrators in Multiple-shooting (cont')



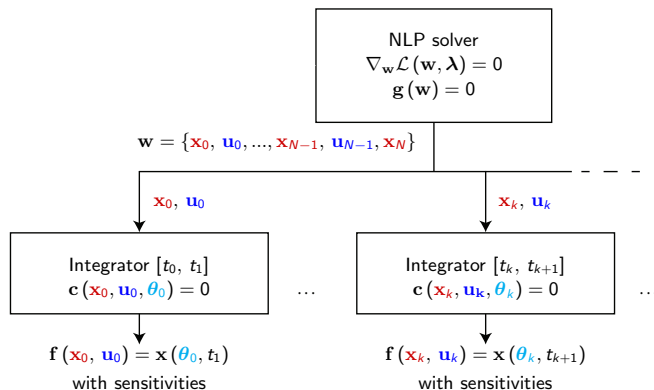
## Collocation-based integrators in Multiple-shooting (cont')



### NLP level

- Constraints  $\mathbf{g} = 0$
- Newton iterations (SQP/IP)

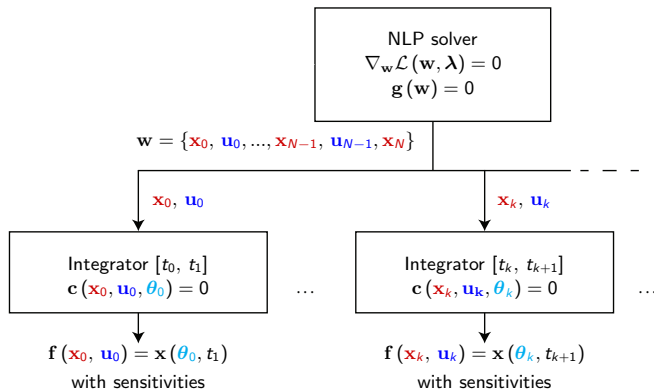
# Collocation-based integrators in Multiple-shooting (cont')



## NLP level

- Constraints  $\mathbf{g} = 0$
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# Collocation-based integrators in Multiple-shooting (cont')



## NLP level

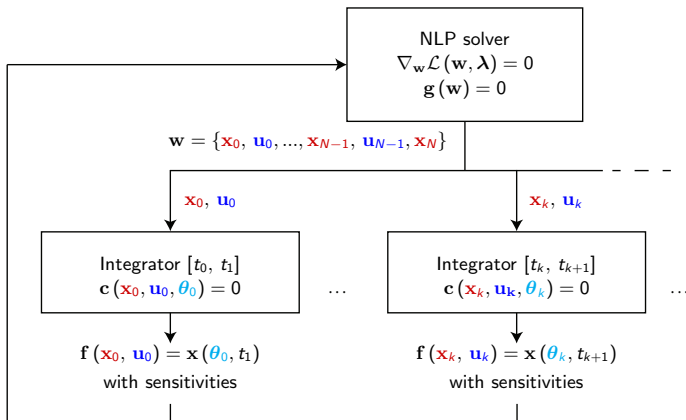
- Constraints  $\mathbf{g} = 0$
- Newton iterations (SQP/IP)

## Integrator level

- Constraints  $\mathbf{c} = 0$
- Newton iterations



# Collocation-based integrators in Multiple-shooting (cont')



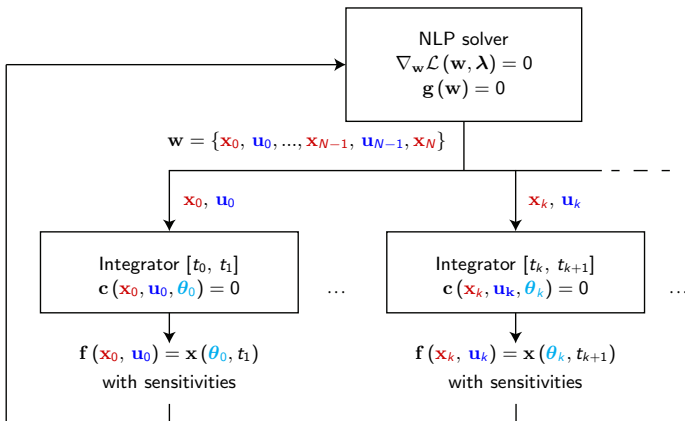
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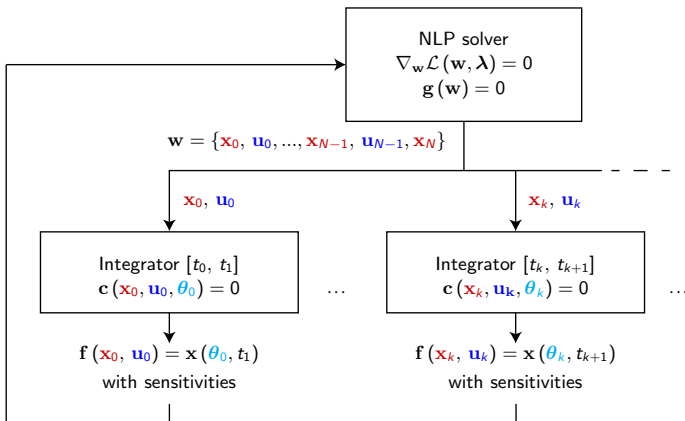
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- Constraints  $\mathbf{c} = 0$
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Constraints are solved at the NLP and at the integrator level separately !!

# Collocation-based integrators in Multiple-shooting (cont')



## NLP level

- Constraints  $\mathbf{g} = 0$
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## Integrator level

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Constraints are solved at the NLP and at the integrator level separately !!

... what about handling them **altogether** in the NLP ??

# Outline

- 1 Polynomial interpolation
- 2 Collocation-based integration
- 3 Collocation in multiple-shooting
- 4 Direct Collocation**
- 5 NLP from direct collocation

# Direct collocation - Give all constraints to the NLP solver

On each interval  $[t_k, t_{k+1}]$

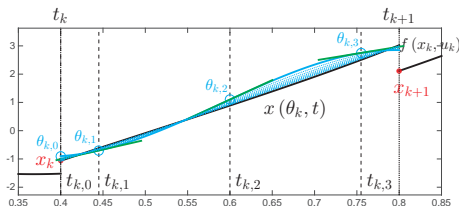
$$\dot{\mathbf{x}} = \mathbf{F}(\mathbf{x}, \mathbf{u}_k)$$

is approximated using:

$$\mathbf{x}(\theta_{k,i}, t) = \sum_{i=0}^K \underbrace{\theta_{k,i}}_{\text{parameters}} \cdot \underbrace{P_{k,i}(t)}_{\text{polynomials}}$$

Note:

- $\mathbf{x}(\theta_{k,i}, t_{k,i}) = \theta_{k,i}$
- $K + 1$  degrees of freedom per state.



## Direct collocation - Give all constraints to the NLP solver

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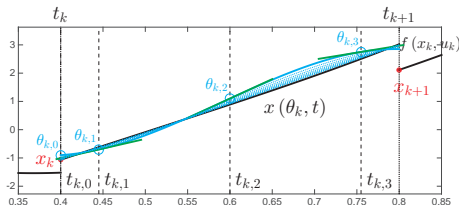
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Integration constraints ( $i = 1, \dots, K$ )

$$\frac{\partial}{\partial t} \mathbf{x}(\boldsymbol{\theta}_k, t_{k,i}) = \mathbf{F}(\mathbf{x}(\boldsymbol{\theta}_k, t_{k,i}), \mathbf{u}_k)$$

i.e.

$$\sum_{j=0}^K \boldsymbol{\theta}_{k,j} \dot{P}_{k,j}(t_{k,i}) = \mathbf{F}(\boldsymbol{\theta}_{k,i}, \mathbf{u}_k)$$

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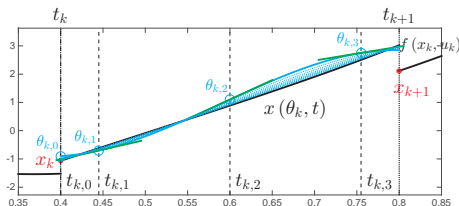
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$$\text{s.t. } \mathbf{g}(\mathbf{w}) = \left[ \begin{array}{l} \text{NLP with direct collocation} \\ \min_{\mathbf{w}} \Phi(\mathbf{w}) \end{array} \right]$$

Note:

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NLP with direct collocation

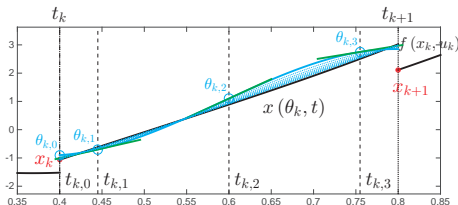
$$\min_{\mathbf{w}} \Phi(\mathbf{w})$$

$$\text{s.t. } \mathbf{g}(\mathbf{w}) = \begin{bmatrix} \theta_{0,0} - \bar{\mathbf{x}}_0 \\ \vdots \end{bmatrix}$$

Note:

- $\mathbf{x}(\theta_{k,i}, t_{k,i}) = \theta_{k,i}$
- $K + 1$  degrees of freedom per state.

Initial conditions  $\bar{\mathbf{x}}_0$



Integration constraints ( $i = 1, \dots, K$ )

$$\frac{\partial}{\partial t} \mathbf{x}(\theta_k, t_{k,i}) = \mathbf{F}(\mathbf{x}(\theta_k, t_{k,i}), \mathbf{u}_k)$$

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# Direct collocation - Give all constraints to the NLP solver

On each interval  $[t_k, t_{k+1}]$

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**NLP** with direct collocation

$$\min_{\mathbf{w}} \Phi(\mathbf{w})$$

$$\text{s.t. } \mathbf{g}(\mathbf{w}) = \begin{bmatrix} \theta_{0,0} - \bar{\mathbf{x}}_0 \\ \mathbf{x}(\theta_0, t_1) - \theta_{1,0} \end{bmatrix}$$

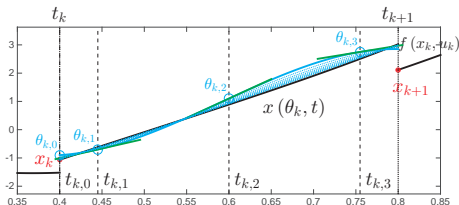
Continuity constraints ( $\equiv$  shooting gaps)

Integration constraints ( $i = 1, \dots, K$ )

$$\frac{\partial}{\partial t} \mathbf{x}(\theta_k, t_{k,i}) = \mathbf{F}(\mathbf{x}(\theta_k, t_{k,i}), \mathbf{u}_k)$$

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## Direct collocation - Give all constraints to the NLP solver

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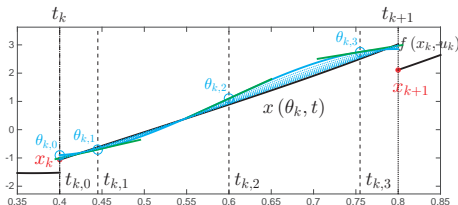
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NLP with direct collocation

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Integration constraints for  $k = 0$

Integration constraints ( $i = 1, \dots, K$ )

$$\frac{\partial}{\partial t} \mathbf{x}(\theta_k, t_{k,i}) = \mathbf{F}(\mathbf{x}(\theta_k, t_{k,i}), \mathbf{u}_k)$$

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# Direct collocation - Give all constraints to the NLP solver

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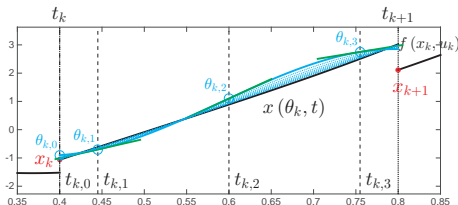
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Remaining integration constraints  $k = 1, \dots, N - 1$

Integration constraints ( $i = 1, \dots, K$ )

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# Direct collocation - Give all constraints to the NLP solver

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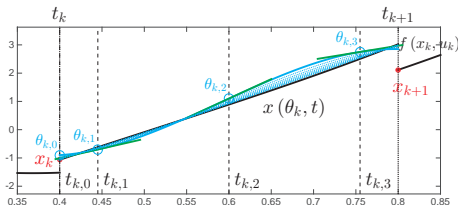
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$$\min_{\mathbf{w}} \Phi(\mathbf{w})$$

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Decision variables:

$$\mathbf{w} = \{\theta_{0,0}, \dots, \theta_{0,K}, \mathbf{u}_0, \dots, \theta_{N-1,0}, \dots, \theta_{N-1,K}, \mathbf{u}_{N-1}\}$$

Integration constraints ( $i = 1, \dots, K$ )

$$\frac{\partial}{\partial t} \mathbf{x}(\theta_k, t_{k,i}) = \mathbf{F}(\mathbf{x}(\theta_k, t_{k,i}), \mathbf{u}_k)$$

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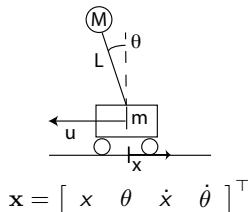
## Direct Collocation - Example: swing-up of a pendulum

OCP

$$\min_{u_0, \dots, u_{N-1}} \sum_{k=0}^{N-1} u_k^2$$

$$\text{s.t. } \dot{\mathbf{x}} = \mathbf{F}(\mathbf{x}, u_k), \quad \forall t \in [t_k, t_{k+1}]$$

$$\mathbf{x}(0) = \begin{bmatrix} 0 & \pi & 0 & 0 \end{bmatrix}, \quad \mathbf{x}(t_f) = 0$$



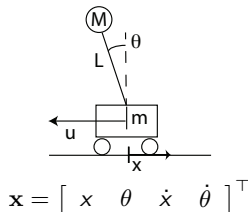
# Direct Collocation - Example: swing-up of a pendulum

## OCP

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$N = 20$

$K = 4$  with Legendre, order 8 !!

420 variables

404 constraints

Reminder:

$$\mathbf{x}(\theta_k, t) = \sum_{i=0}^K \theta_{k,i} \cdot P_{k,i}(t)$$

$$\mathbf{x}(\theta_k, t_{k,i}) = \theta_{k,i}$$

## NLP with direct collocation

$$\min_{\mathbf{w}} \sum_{k=0}^{N-1} u_k^2$$

$$\text{s.t. } \mathbf{g}(\mathbf{w}) = \begin{bmatrix} \theta_{0,0} - \bar{x}_0 \\ \mathbf{x}(\theta_0, t_1) - \theta_{1,0} \\ \mathbf{F}(\theta_{0,i}, \mathbf{u}_0) - \sum_{j=0}^K \theta_{0,j} \dot{P}_{0,j}(t_{0,i}) \\ \dots \\ \mathbf{x}(\theta_k, t_{k+1}) - \theta_{k+1,0} \\ \mathbf{F}(\theta_{k,i}, \mathbf{u}_k) - \sum_{j=0}^K \theta_{k,j} \dot{P}_{k,j}(t_{k,i}) \\ \dots \\ \mathbf{x}(\theta_{N-1}, t_N) \end{bmatrix} = 0$$

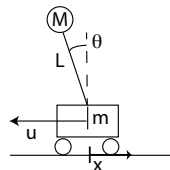
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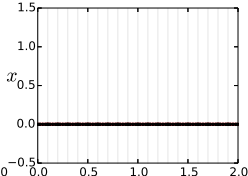
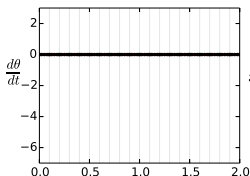
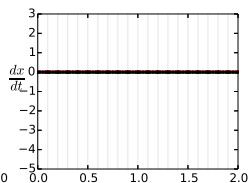
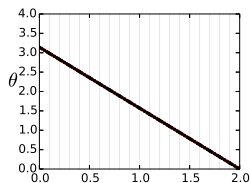
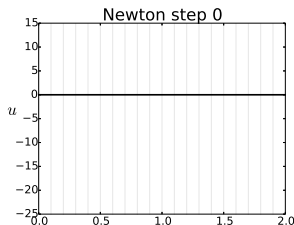
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$$\text{s.t. } \dot{\mathbf{x}} = \mathbf{F}(\mathbf{x}, u_k), \quad \forall t \in [t_k, t_{k+1}]$$

$$\mathbf{x}(0) = \begin{bmatrix} 0 & \pi & 0 & 0 \end{bmatrix}, \quad \mathbf{x}(t_f) = 0$$



$$\mathbf{x} = \begin{bmatrix} x & \theta & \dot{x} & \dot{\theta} \end{bmatrix}^\top$$



●  $K + 1 = 5$

● all nodes are initialised

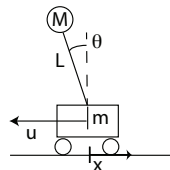
# Direct Collocation - Example: swing-up of a pendulum

OCP

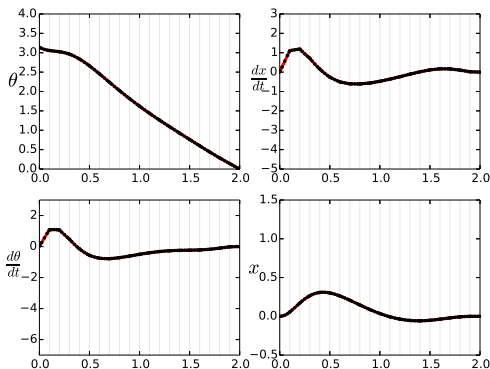
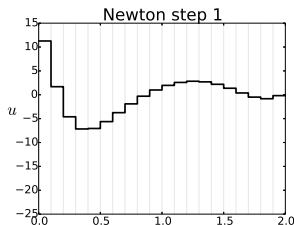
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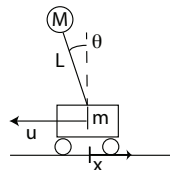
# Direct Collocation - Example: swing-up of a pendulum

## OCP

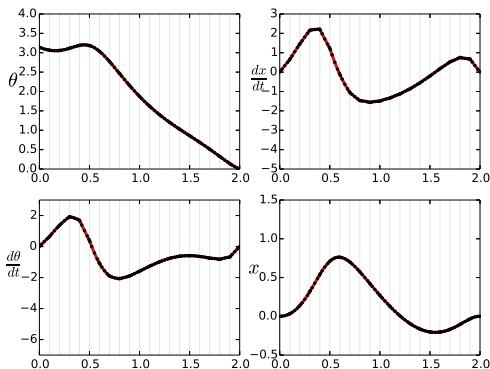
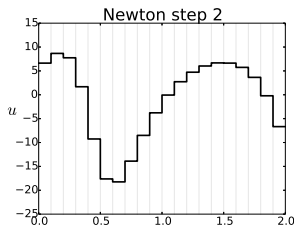
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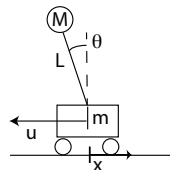
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OCP

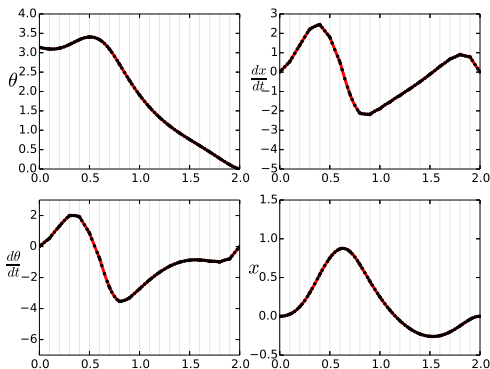
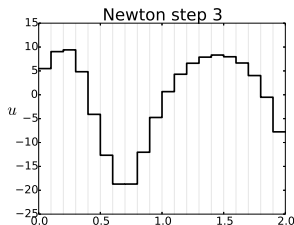
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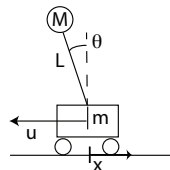
# Direct Collocation - Example: swing-up of a pendulum

OCP

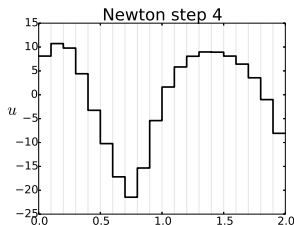
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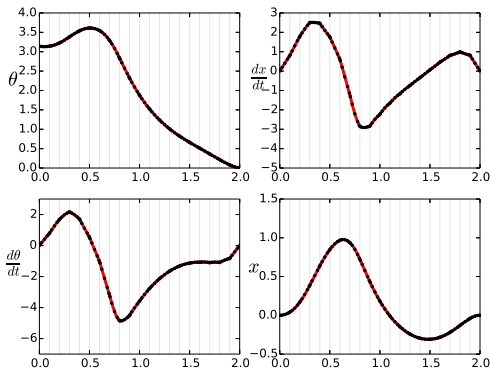


$$\mathbf{x} = \begin{bmatrix} x & \theta & \dot{x} & \dot{\theta} \end{bmatrix}^\top$$



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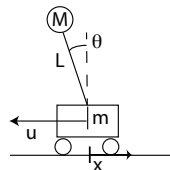
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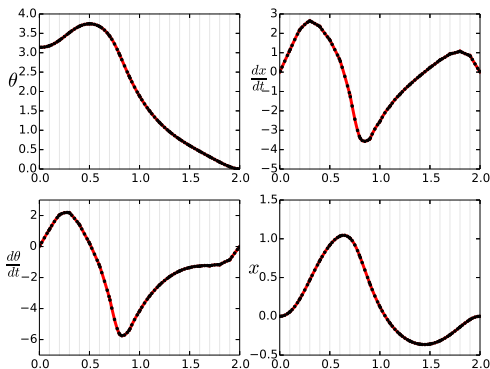
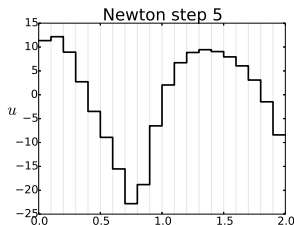
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●  $K + 1 = 5$

● all nodes are initialised

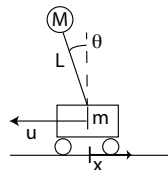
# Direct Collocation - Example: swing-up of a pendulum

OCP

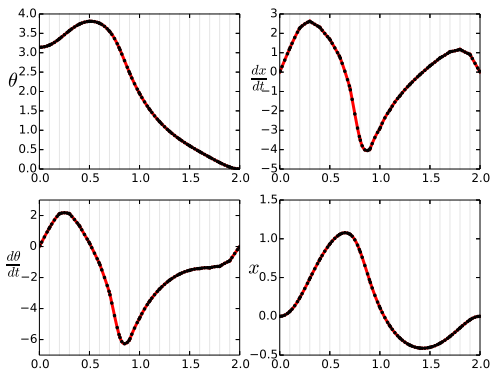
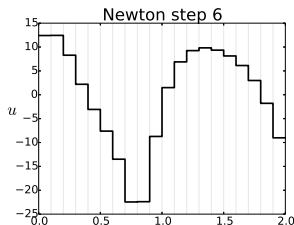
$$\min_{u_0, \dots, u_{N-1}} \sum_{k=0}^{N-1} u_k^2$$

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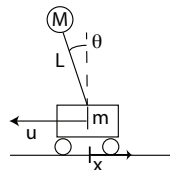
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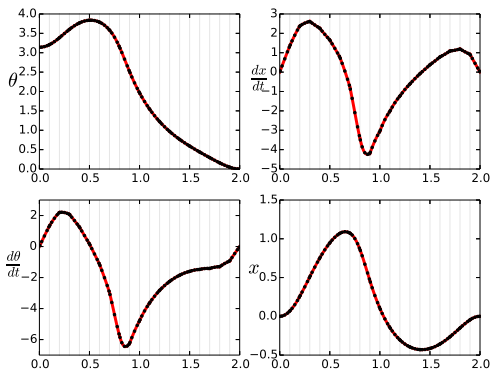
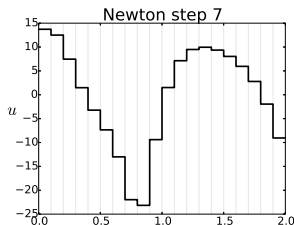
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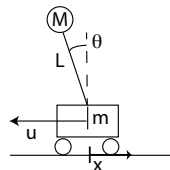
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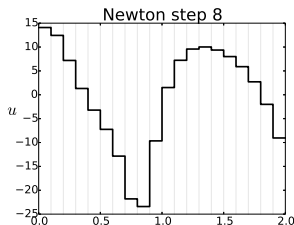
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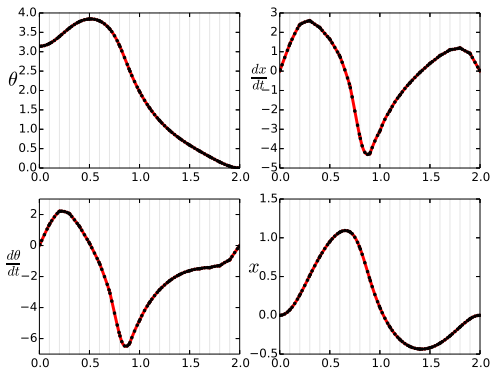


$$\mathbf{x} = \begin{bmatrix} x & \theta & \dot{x} & \dot{\theta} \end{bmatrix}^T$$



$$K + 1 = 5$$

all nodes are initialised



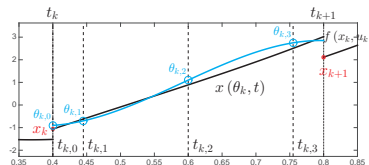
# Cost and constraints discretisation in Direct Collocation

OCP:

$$\min \quad T(\mathbf{x}(t_f)) + \int_0^{t_f} L(\mathbf{x}(t), \mathbf{u}(t)) dt$$

$$\text{s.t.} \quad \dot{\mathbf{x}} = \mathbf{F}(\mathbf{x}, \mathbf{u})$$

$$\mathbf{h}(\mathbf{x}(t), \mathbf{u}(t)) \leq 0$$

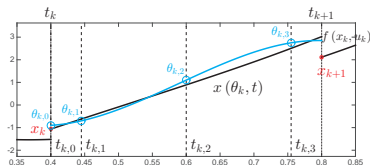




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- Inequality constraints:  $\mathbf{h}(\mathbf{x}(t), \mathbf{u}(t)) \leq 0$  can be enforced on all collocation nodes:

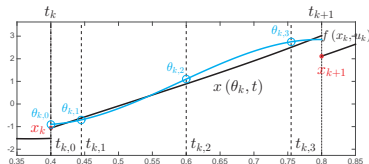
$$\mathbf{h}(\mathbf{x}(\theta_k, t_{k,i}), \mathbf{u}_k) \leq 0, \quad \forall k = 0, \dots, N-1, \quad i = 0, \dots, K$$

but often only on the "shooting" nodes  $t_{0,0}, t_{1,0}, \dots, t_{N,0}$

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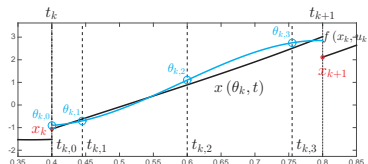
- Cost function often approximated as (rectangular quadrature):

$$T(\mathbf{x}(\theta_{N-1}, t_{N-1,K})) + \sum_{k=0}^{N-1} (t_{k+1} - t_k) L(\theta_{k,0}, \mathbf{u}_k)$$

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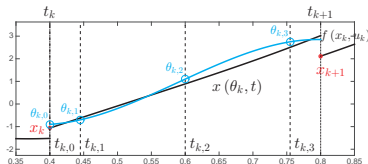
$$T(\mathbf{x}(\theta_{N-1}, t_{N-1,K})) + \sum_{k=0}^{N-1} (t_{k+1} - t_k) L(\theta_{k,0}, \mathbf{u}_k)$$

**Careful:** if you want to use  $\theta_{k,i}$  for  $i = 1, \dots, K$ , the time grid is not uniform !!

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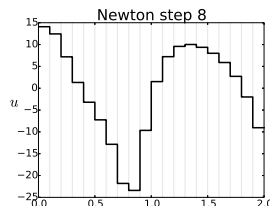
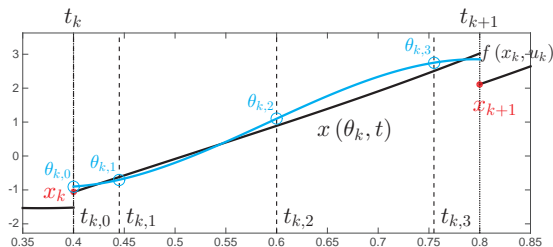
$$T(\mathbf{x}(\theta_{N-1}, t_{N-1,K})) + \sum_{k=0}^{N-1} (t_{k+1} - t_k) L(\theta_{k,0}, \mathbf{u}_k)$$

**Careful:** if you want to use  $\theta_{k,i}$  for  $i = 1, \dots, K$ , the time grid is not uniform !!

- Quadratic term in cost function  $L(\mathbf{x}, \mathbf{u}) = \frac{1}{2} \mathbf{x}^T \mathbf{Q} \mathbf{x} + \dots$  can be implemented using:

$$\begin{aligned} \int_{t_k}^{t_{k+1}} \frac{1}{2} \mathbf{x}(t)^T \mathbf{Q} \mathbf{x}(t) dt &= \frac{1}{2} \sum_{l=0}^K \sum_{j=0}^K \theta_{k,l}^T \mathbf{Q} \theta_{k,j} \underbrace{\int_{t_k}^{t_{k+1}} P_{k,l}(t) P_{k,j}(t) dt}_{= \alpha_j \delta_{l,j} \text{ (P:s are orthogonal)}} \\ &= \frac{1}{2} \sum_{j=0}^K \alpha_j \theta_{k,j}^T \mathbf{Q} \theta_{k,j} \end{aligned}$$

## Some remarks

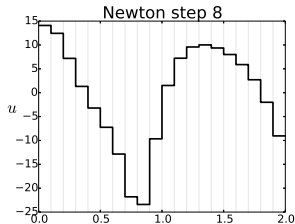
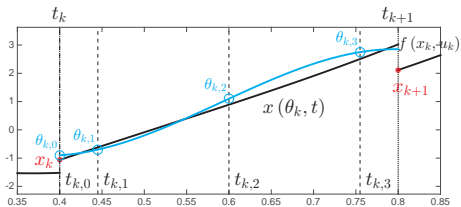


- Direct collocation is a "fully simultaneous" approach, as the integration and the optimization are performed **together** in the NLP solver.
- The decision variables are:

$$\mathbf{w} = \{\theta_{0,0}, \dots, \theta_{0,K}, \mathbf{u}_0, \dots, \theta_{N-1,0}, \dots, \theta_{N-1,K}, \mathbf{u}_{N-1}\}$$

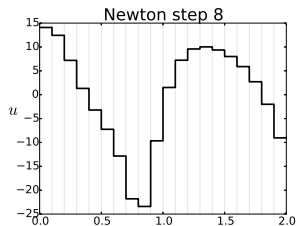
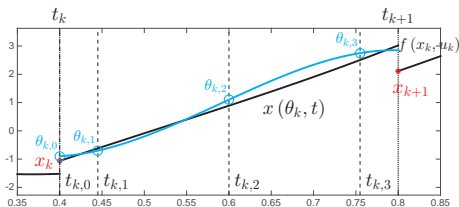
Observe that  $\theta_{k,i}$ , i.e. the state at the collocation point  $t_{k,i}$  of the interval  $[t_k, t_{k+1}]$  is in  $\mathbb{R}^n$  (size of the state). Manipulating these variables properly in a computer code can be tricky.

## Refining the input discretization



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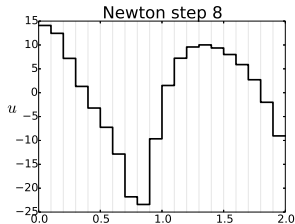
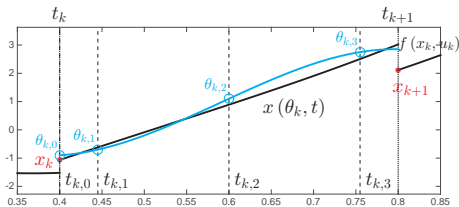
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$$\mathbf{x}(\theta_k, t_k) = \mathbf{x}_k$$

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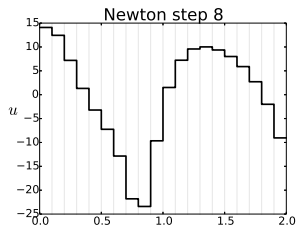
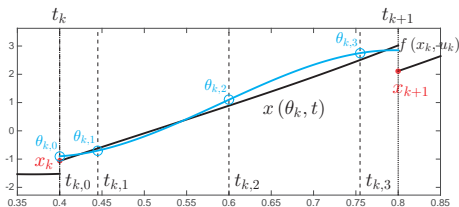
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- Drawbacks: 1. the input profile can present important "oscillations", 2. the linear algebra can loose some conditioning

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# Outline

- 1 Polynomial interpolation
- 2 Collocation-based integration
- 3 Collocation in multiple-shooting
- 4 Direct Collocation
- 5 NLP from direct collocation**

## Hessian in Direct Collocation

Lagrange function:

$$\mathcal{L}(\mathbf{w}, \boldsymbol{\lambda}) = \Phi(\mathbf{w}) + \boldsymbol{\lambda}^\top \mathbf{g}(\mathbf{w}) + \boldsymbol{\mu}^\top \mathbf{h}(\mathbf{w})$$

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Reminder: dynamics yield

$$\mathbf{g}(\mathbf{w}) = \begin{bmatrix} \theta_{0,0} - \bar{x}_0 \\ \mathbf{x}(\theta_0, \mathbf{t}_1) - \theta_{1,0} \\ \mathbf{F}(\theta_{0,i}, \mathbf{u}_0) - \sum_{j=0}^K \theta_{0,j} \dot{P}_{0,j}(t_{0,i}) \\ \dots \\ \mathbf{x}(\theta_k, \mathbf{t}_{k+1}) - \theta_{k+1,0} \\ \mathbf{F}(\theta_{k,i}, \mathbf{u}_k) - \sum_{j=0}^K \theta_{k,j} \dot{P}_{k,j}(t_{k,i}) \\ \dots \end{bmatrix}$$

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Contribution of the dynamics:

$$\nabla_{\mathbf{w}}^2 \left( \boldsymbol{\lambda}^\top \mathbf{g} \right) = \nabla_{\mathbf{w}}^2 \left[ \sum_{k=0, \dots, N-1} \sum_{i=1, \dots, K} \lambda_{k,i}^\top \left( \mathbf{F}(\boldsymbol{\theta}_{k,i}, \mathbf{u}_k) - \sum_{j=0}^K \boldsymbol{\theta}_{k,j} \dot{\mathbf{P}}_{k,j}(t_{k,i}) \right) \right]$$

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With  $\mathbf{w} = \{\boldsymbol{\theta}_{0,0}, \dots, \boldsymbol{\theta}_{0,K}, \mathbf{u}_0, \dots, \boldsymbol{\theta}_{N-1,0}, \dots, \boldsymbol{\theta}_{N-1,K}, \mathbf{u}_{N-1}\}$ , the contributions

$$\nabla_{\mathbf{w}}^2 \left( \lambda_{k,i}^\top \mathbf{F}(\boldsymbol{\theta}_{k,i}, \mathbf{u}_k) \right)$$

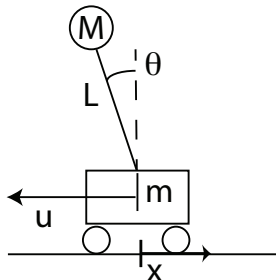
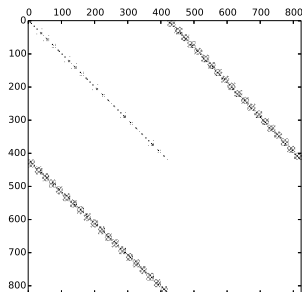
are sparse and trivial to compute !! (e.g. CasADi)

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## Sparsity pattern

E.g. for the crane, the KKT matrix  $M$  is:



$$M = \begin{bmatrix} H & \nabla g \\ \nabla g^\top & 0 \end{bmatrix}$$