

Tracking Control in the Wasserstein Space

44th SoCal Control Workshop
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Max Emerick (UC Santa Barbara, Advisor: Bassam Bamieh)

Many Applications for Autonomous Swarms



Emergency Response



Logistics



Entertainment



Transportation



Defense



Data Collection

Motivation

The Problem in Focus:

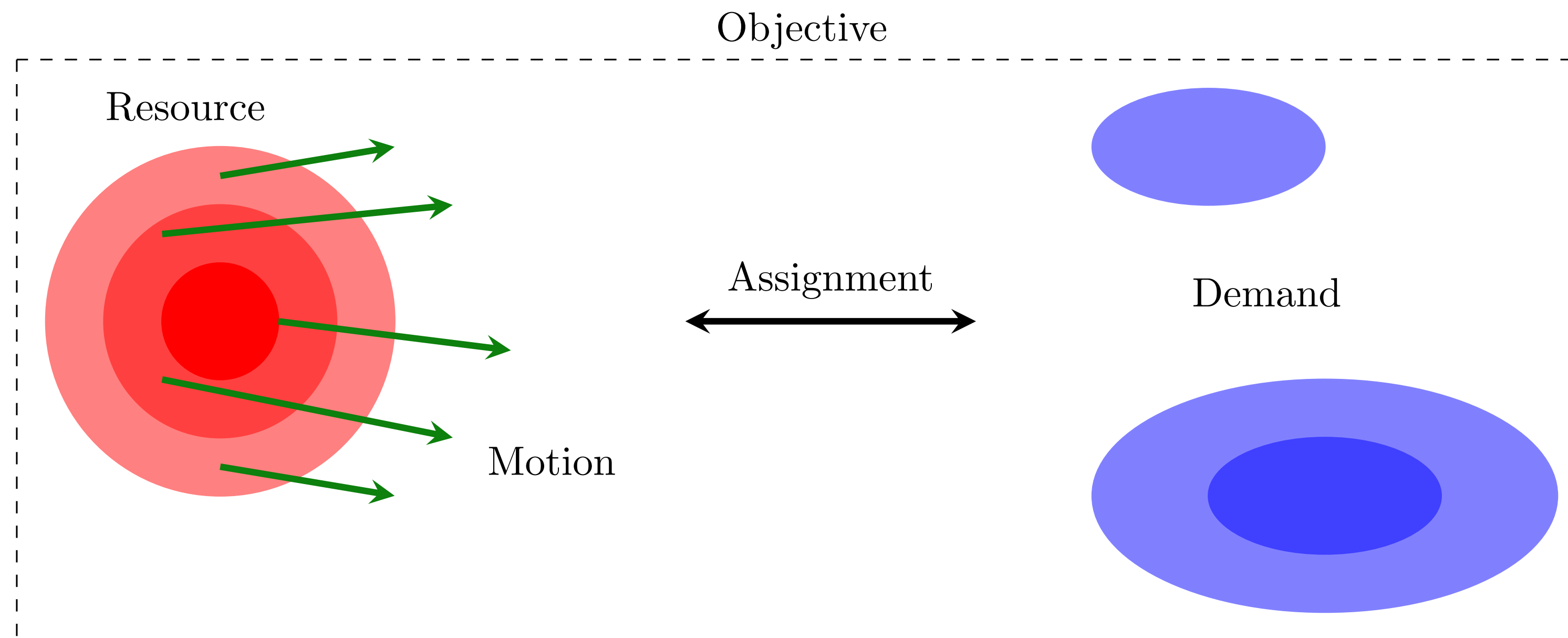
- Large swarms robust/efficient, but hard to model/control
- Want to develop theoretical foundations for design heuristics

Aim to Answer Questions:

- How should large swarms move and communicate?
- Which control architectures can achieve which behaviors?
- What are the attainable performance limits of these architectures?

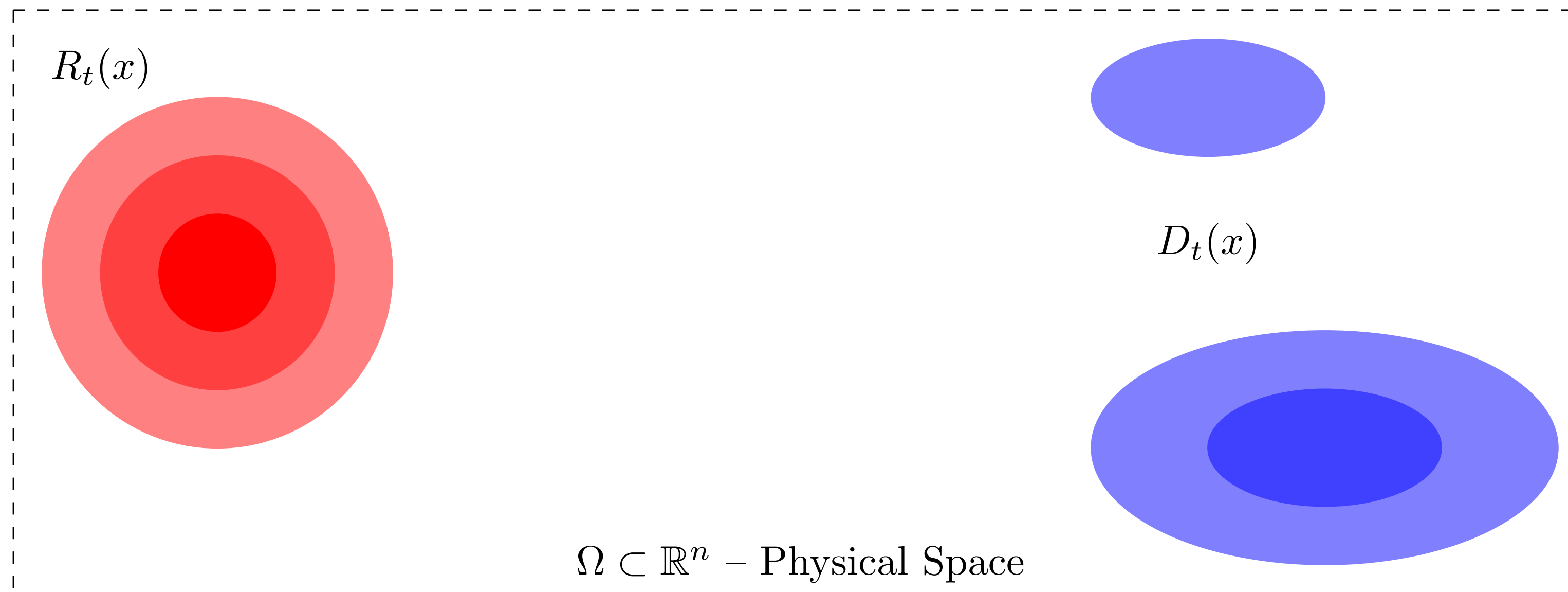
Approach

- This work: what sorts of motion patterns are optimal?
- Looking at motion planning and control for **tracking**
- Using **continuum models, optimal transport, optimal control**



Problem Formulation: Demand/Resource Distributions

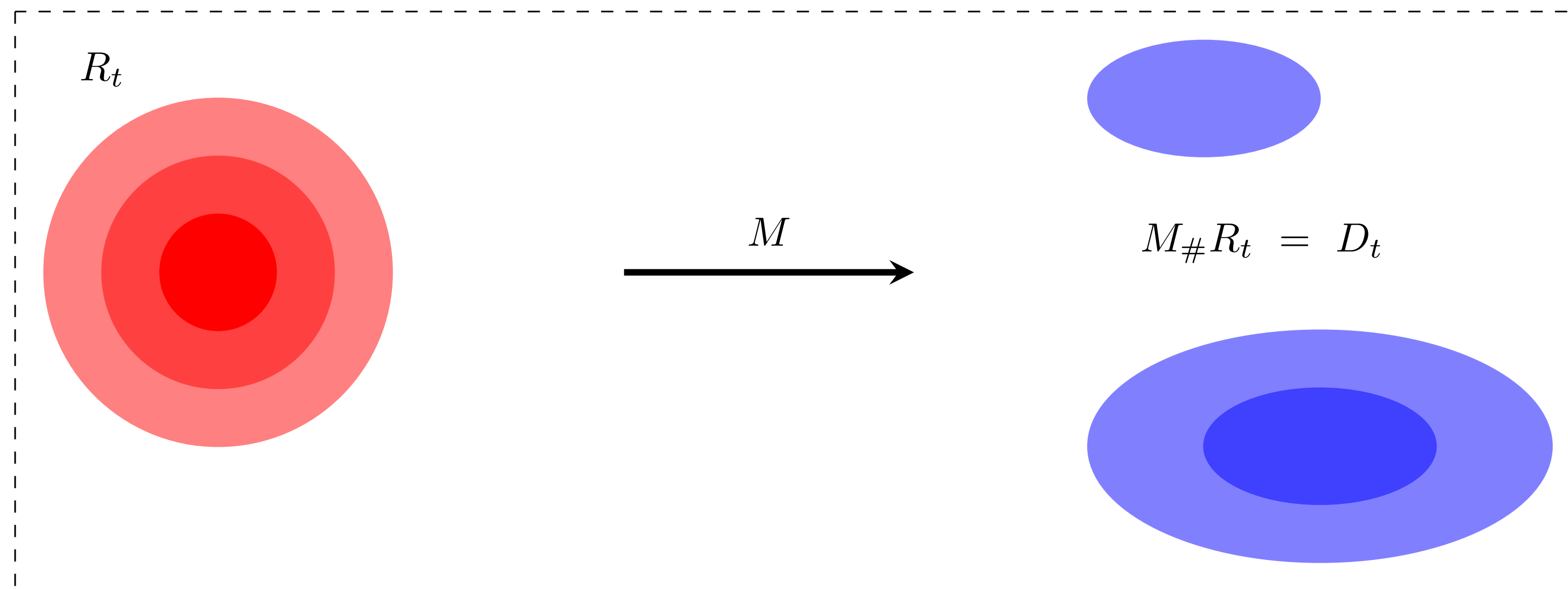
- **Demand** = known entity (requires services)
- **Resource** = controlled mobile agents (provides services)



Problem Formulation: Assignment

Monge Problem (Optimal Transport): $\inf \int_{\Omega} \|M(x) - x\|_2^2 R_t(x) dx \quad \text{s.t.} \quad M_{\#}R_t = D_t$

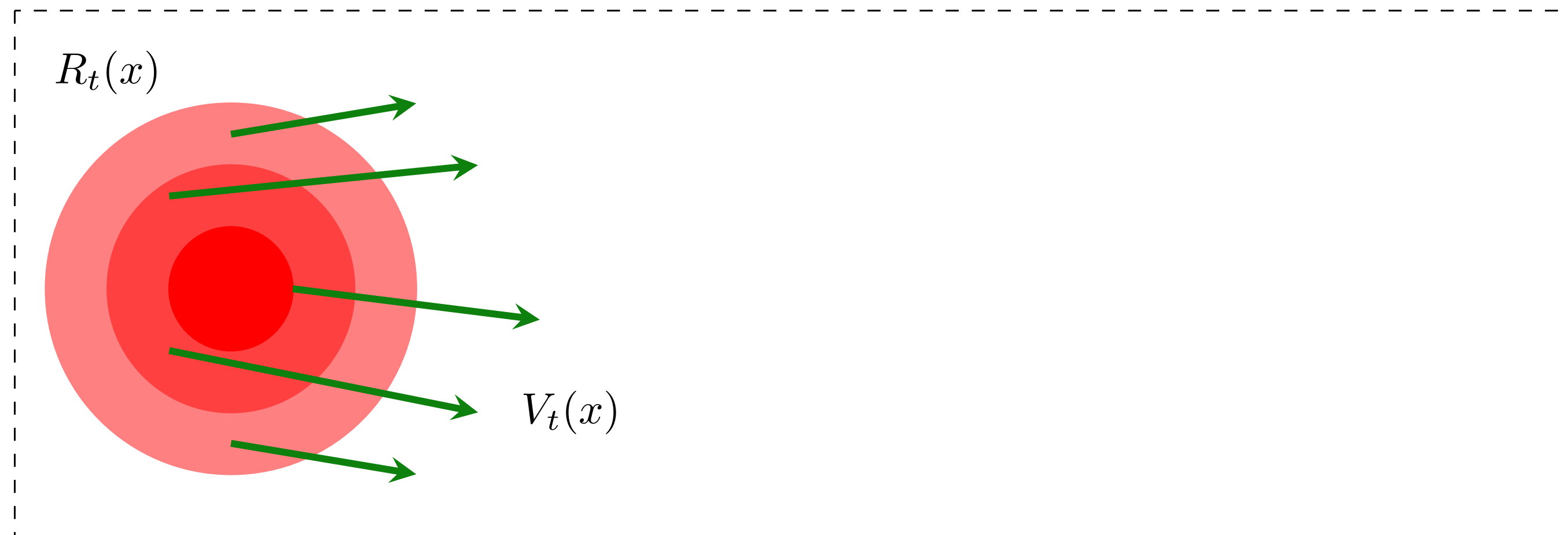
- # denotes **measure pushforward**
- Minimizer $\bar{M}_{R_t \rightarrow D_t}$ is **optimal assignment map**
- Minimum $W_2^2(R_t, D_t)$ is **Wasserstein distance**



Problem Formulation: Dynamic Model

- Tracking \rightarrow want resources close to demand
- Control resource through **velocity field** V

Dynamics (Transport Equation): $\partial_t R_t(x) = -\nabla \cdot (R_t(x) V_t(x))$



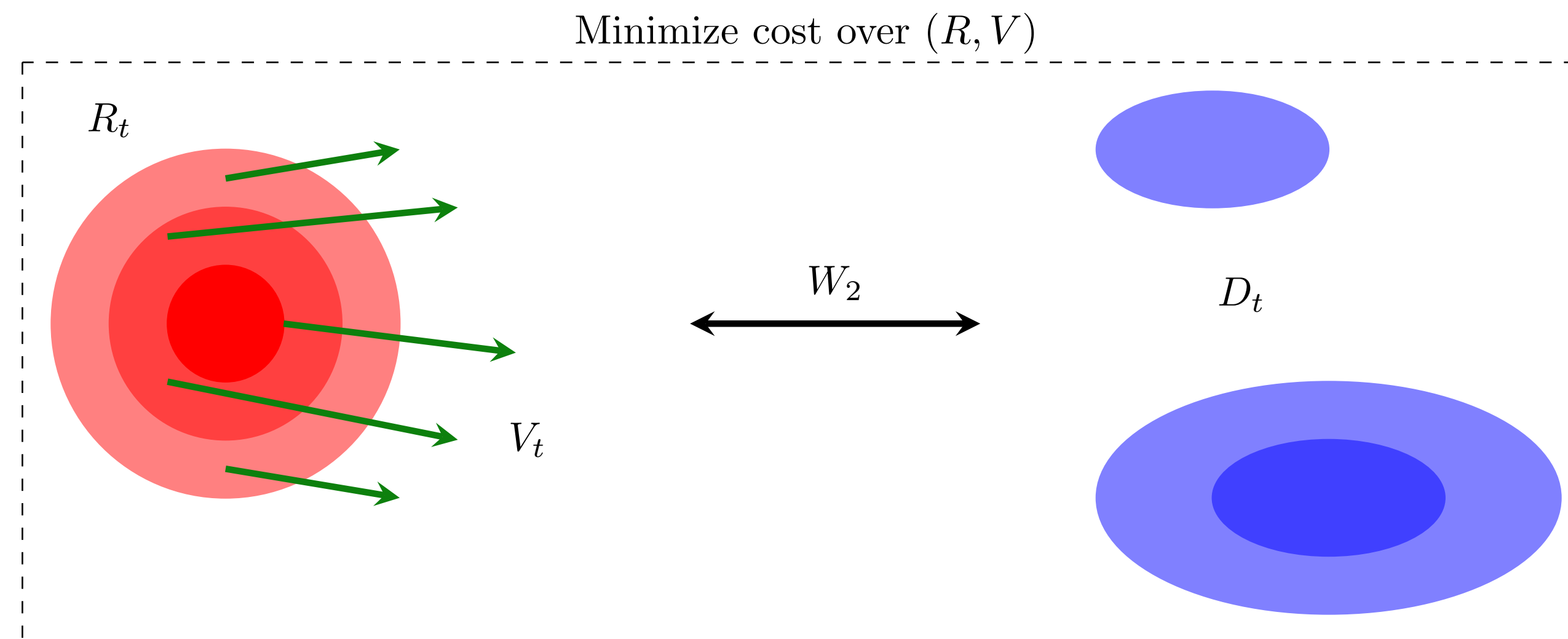
Motion Cost: $\|V_t\|_{L^2(R_t)}^2 := \int_{\Omega} \|V_t(x)\|_2^2 R_t(x) dx$

Formal Problem Statement

Given an initial resource distribution R_0 and demand trajectory D , solve

$$\inf_{R,V} \int_0^T \underbrace{W_2^2(R_t, D_t)}_{\text{Assignment Cost}} + \alpha \underbrace{\|V_t\|_{L^2(R_t)}^2}_{\text{Motion Cost}} dt \quad \text{s.t.} \quad \underbrace{\partial_t R_t = -\nabla \cdot (R_t V_t)}_{\text{Dynamic Constraint}}$$

- Intuitively, “ R should track D efficiently”
- Trade-off parameter α controls relative importance of costs



Structural Features of Solution

Necessary Conditions for Optimality:

$$\begin{aligned}\partial_t R_t &= -\nabla \cdot (R_t \nabla \Lambda_t) & R_0 &= R_0 \\ \partial_t \Lambda_t &= -\frac{1}{2} \|\nabla \Lambda_t\|_2^2 + \frac{1}{2\alpha} \frac{\delta}{\delta R_t} W_2^2(R_t, D_t) & \Lambda_T &= 0\end{aligned}$$

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Optimal velocity field is irrotational!

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$$R_0 = R_0$$

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Nonlinear two-point
boundary value PDE

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Demand trajectory enters through forcing term

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Requires solving an optimization problem

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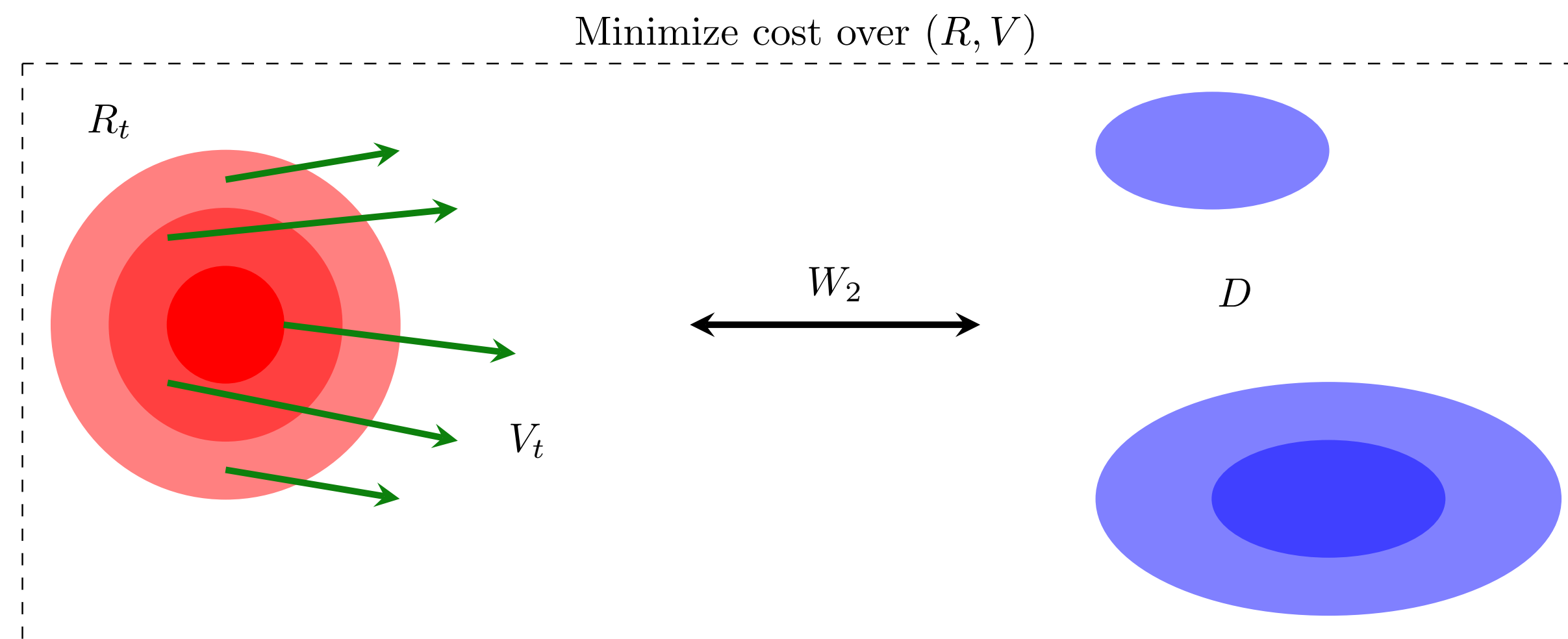
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- How to approach this?

Simple Case: Regulation Problem

- Consider same problem with D constant in time
- (In this case, know future trajectory of D !)

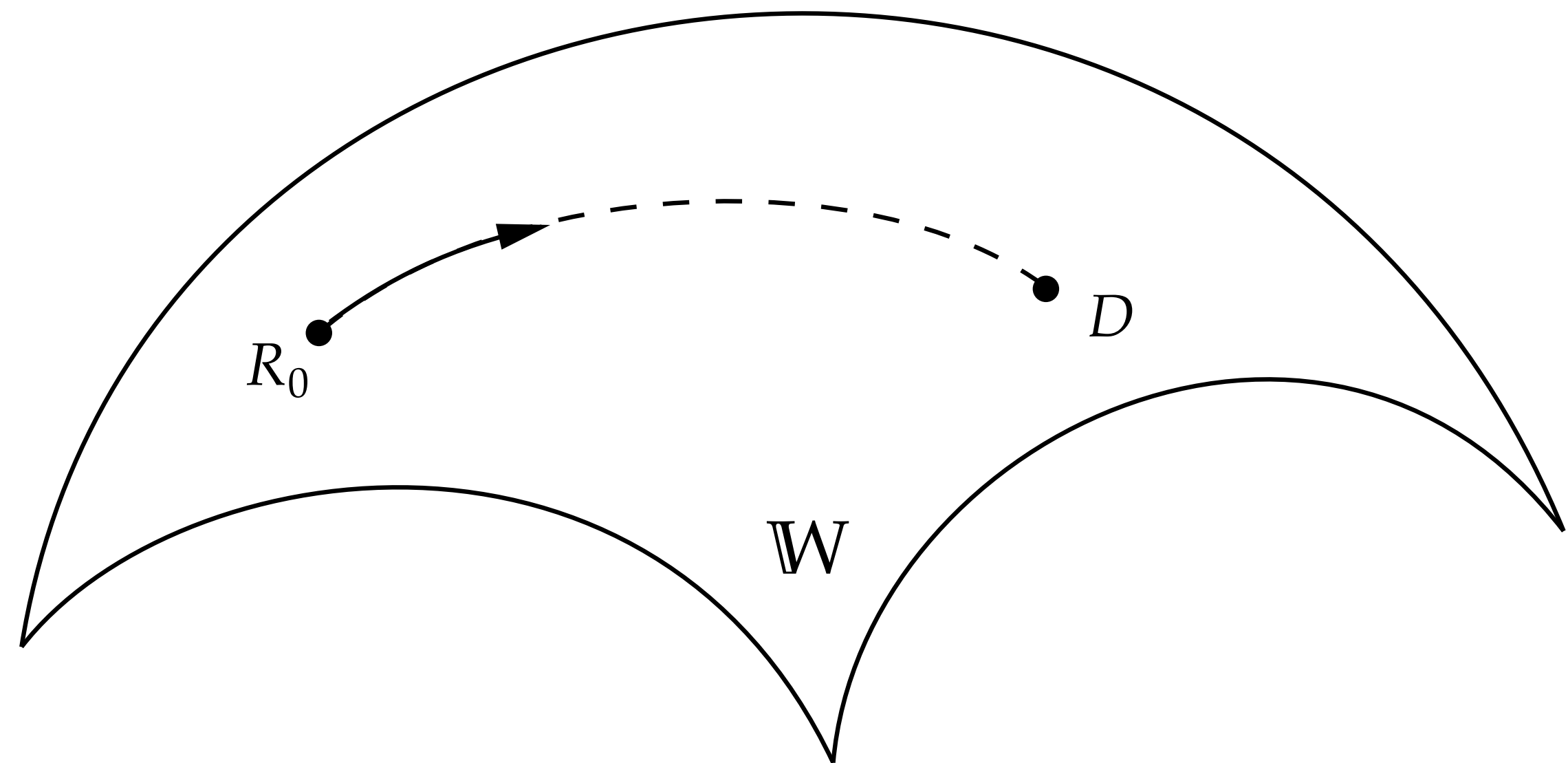
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Fact: Wasserstein Space = Riemannian Manifold

- Leverage geometric structure to solve problem
- Can show that R moves along Wasserstein geodesic towards D :

$$R_t = \left[(1 - \sigma(t)) I + \sigma(t) \bar{M}_{R_0 \rightarrow D} \right]_{\#} R_0$$

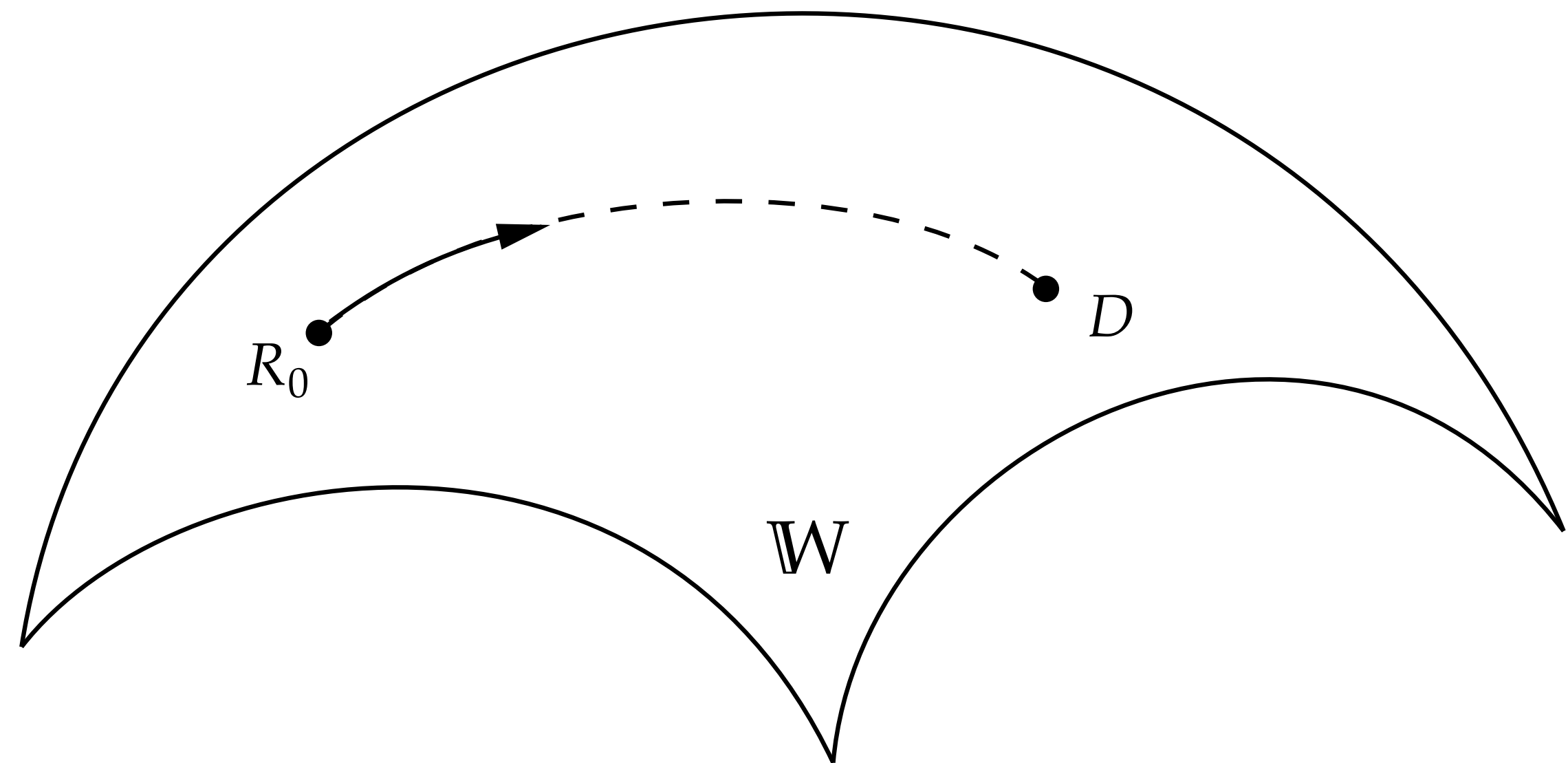


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Interpolation between identity and assignment map

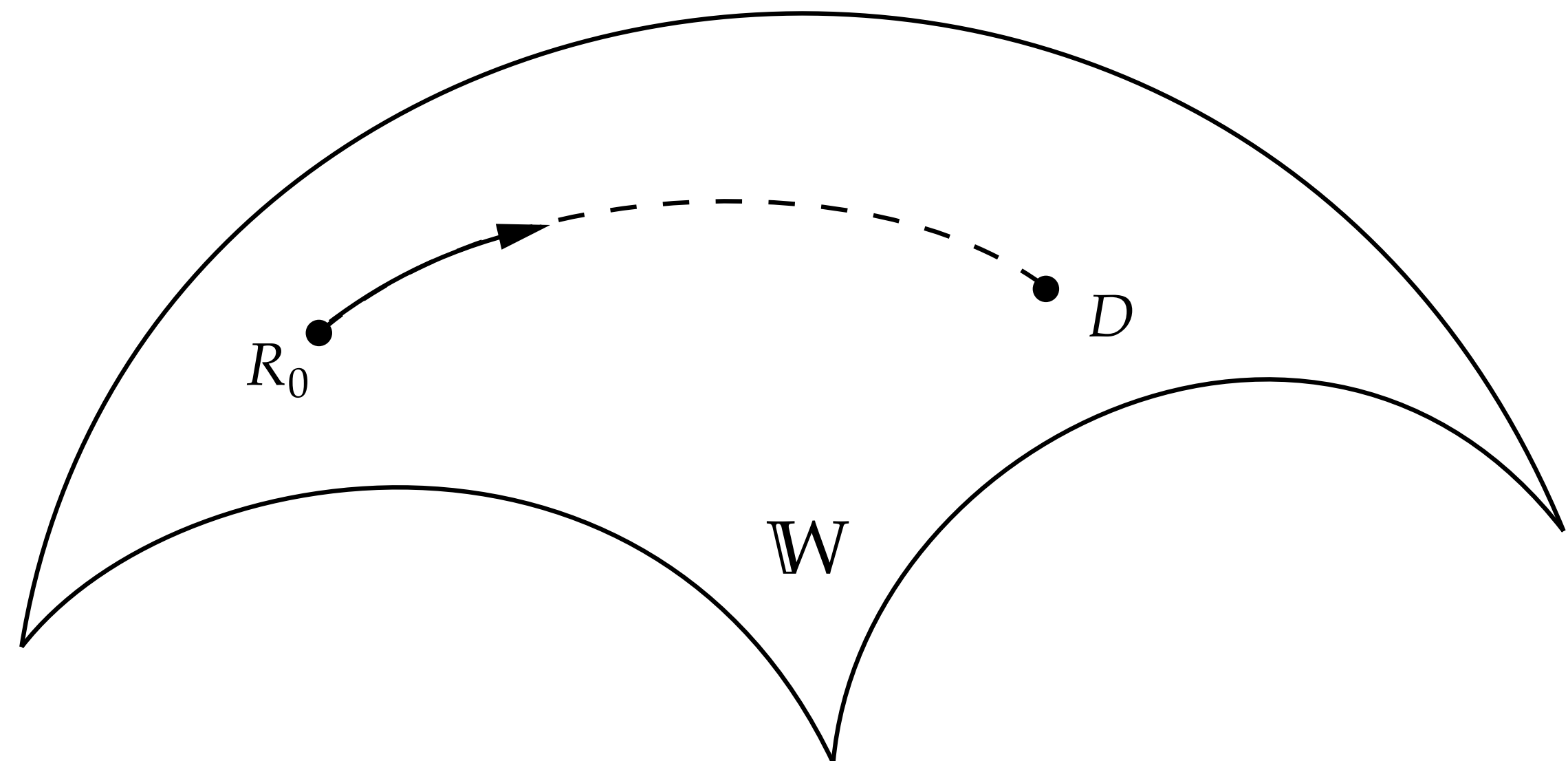


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Assignment map comes from OT

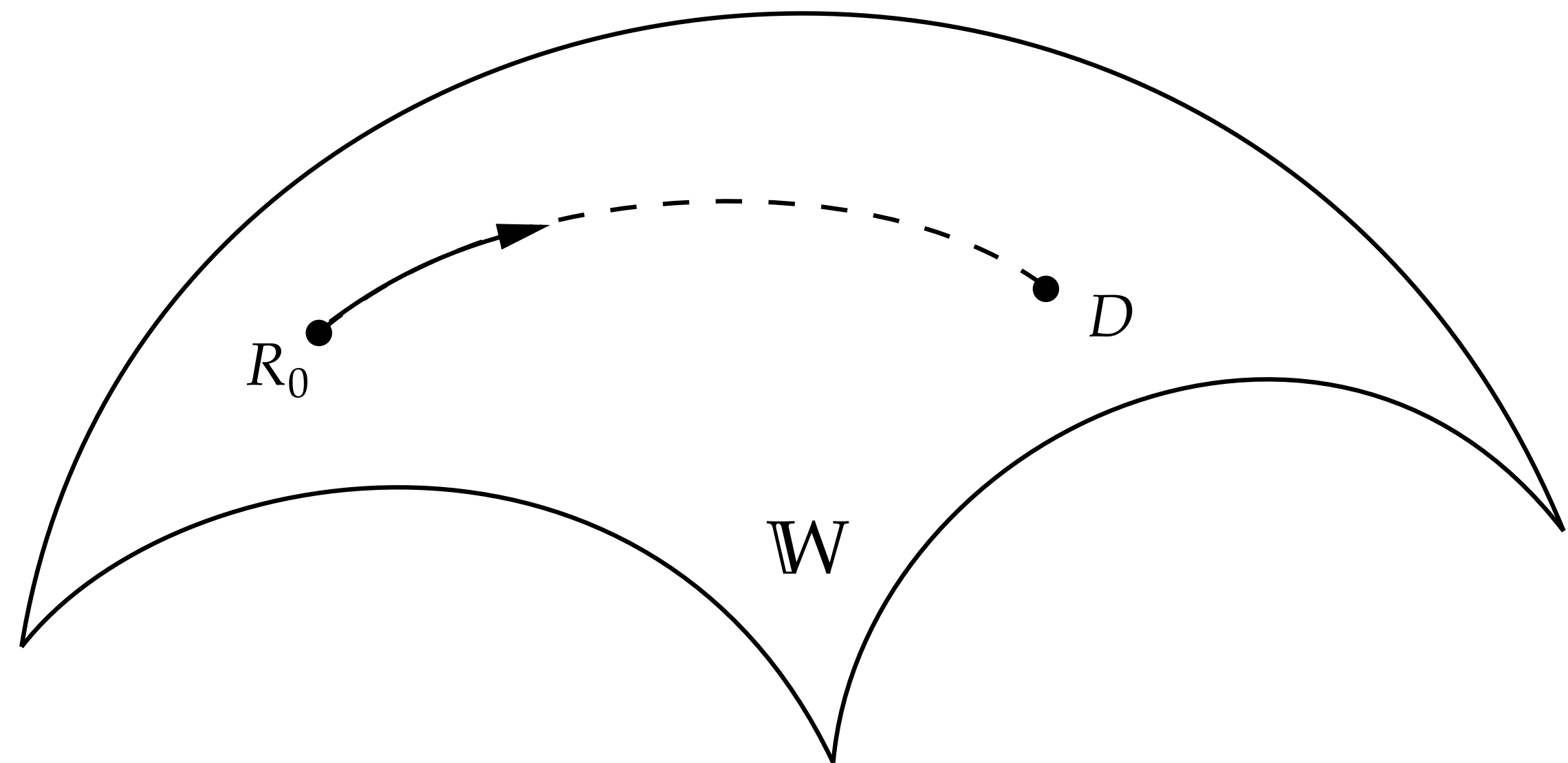


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Time schedule σ comes from OC problem

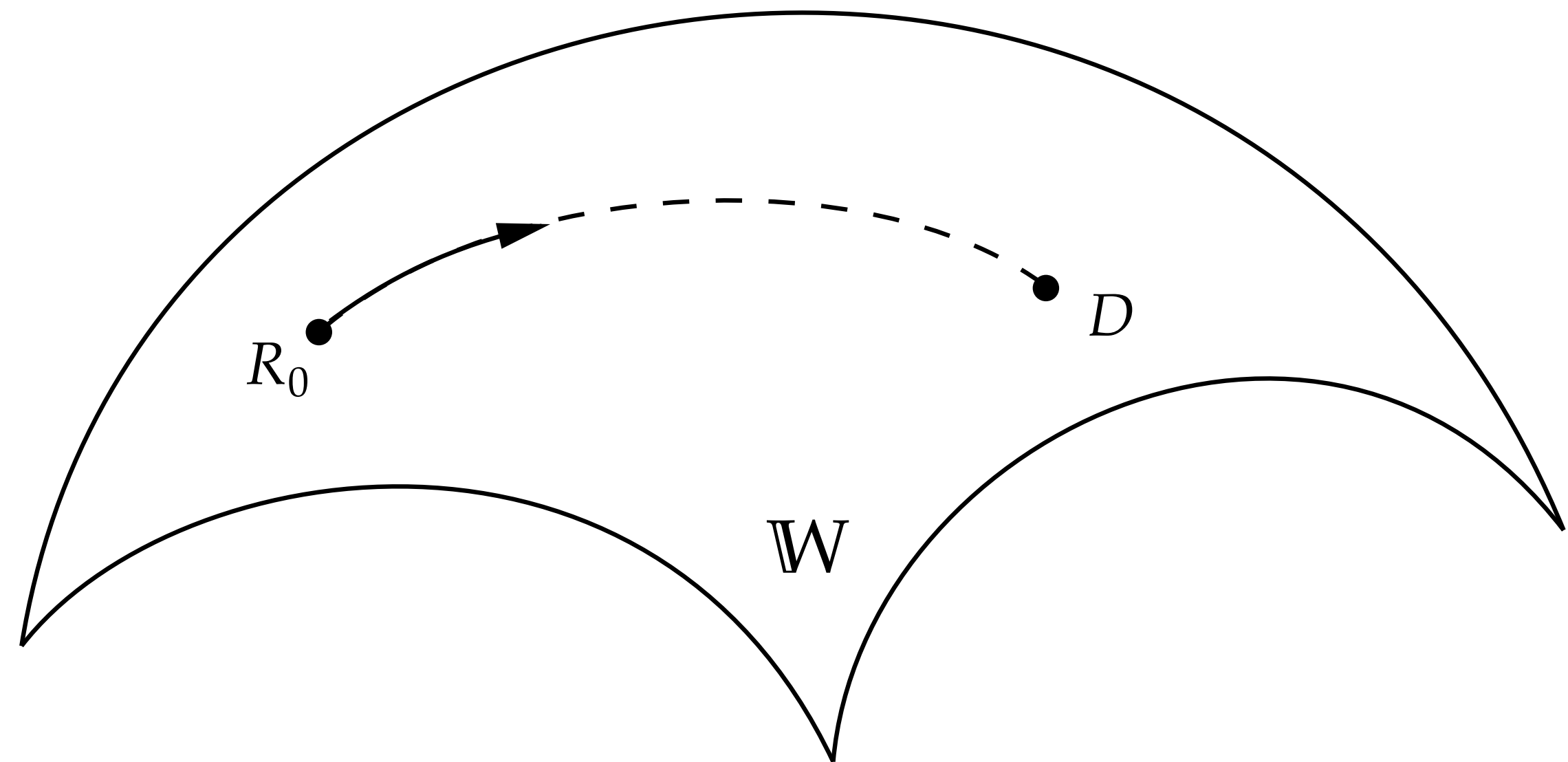


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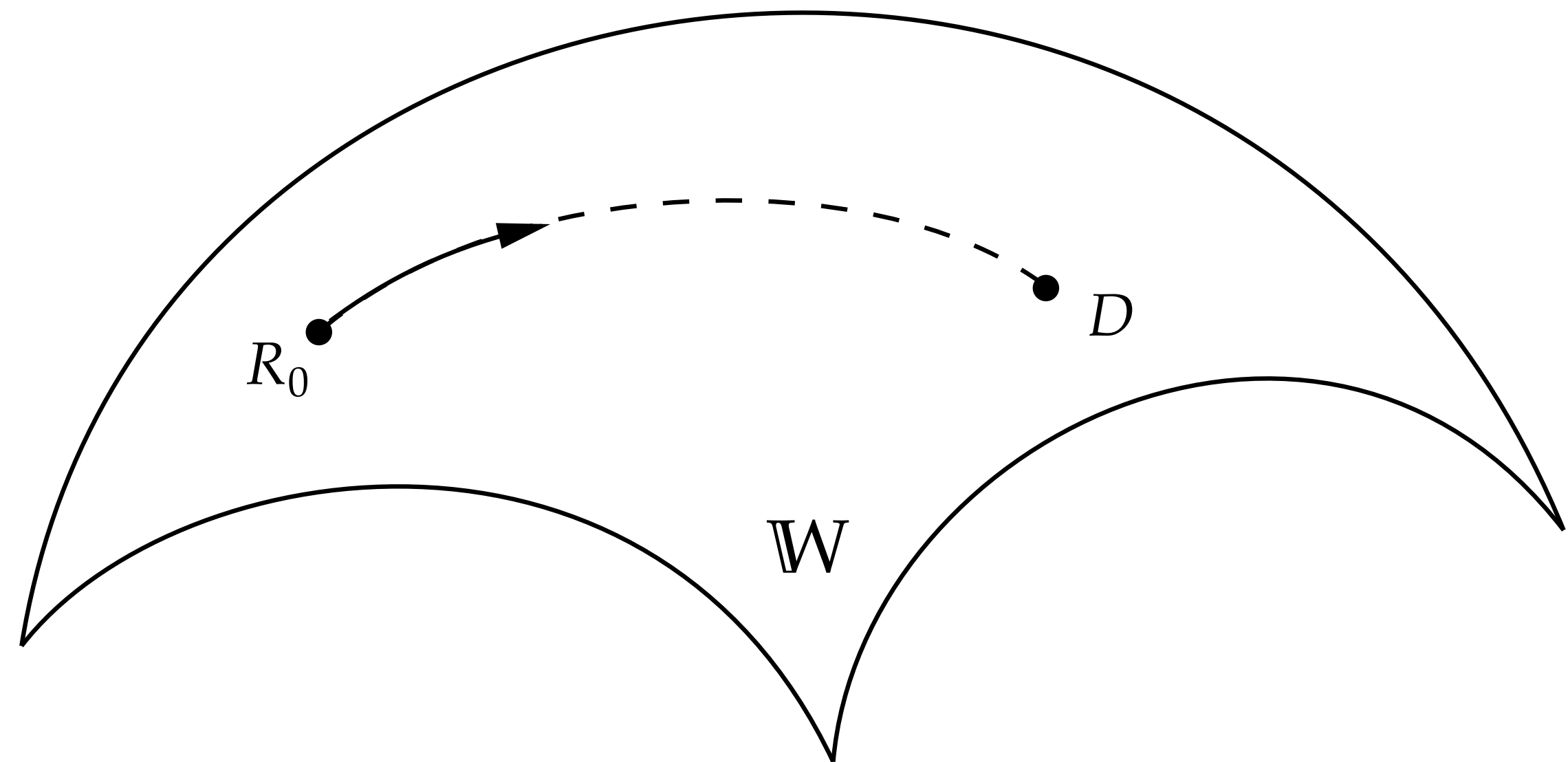
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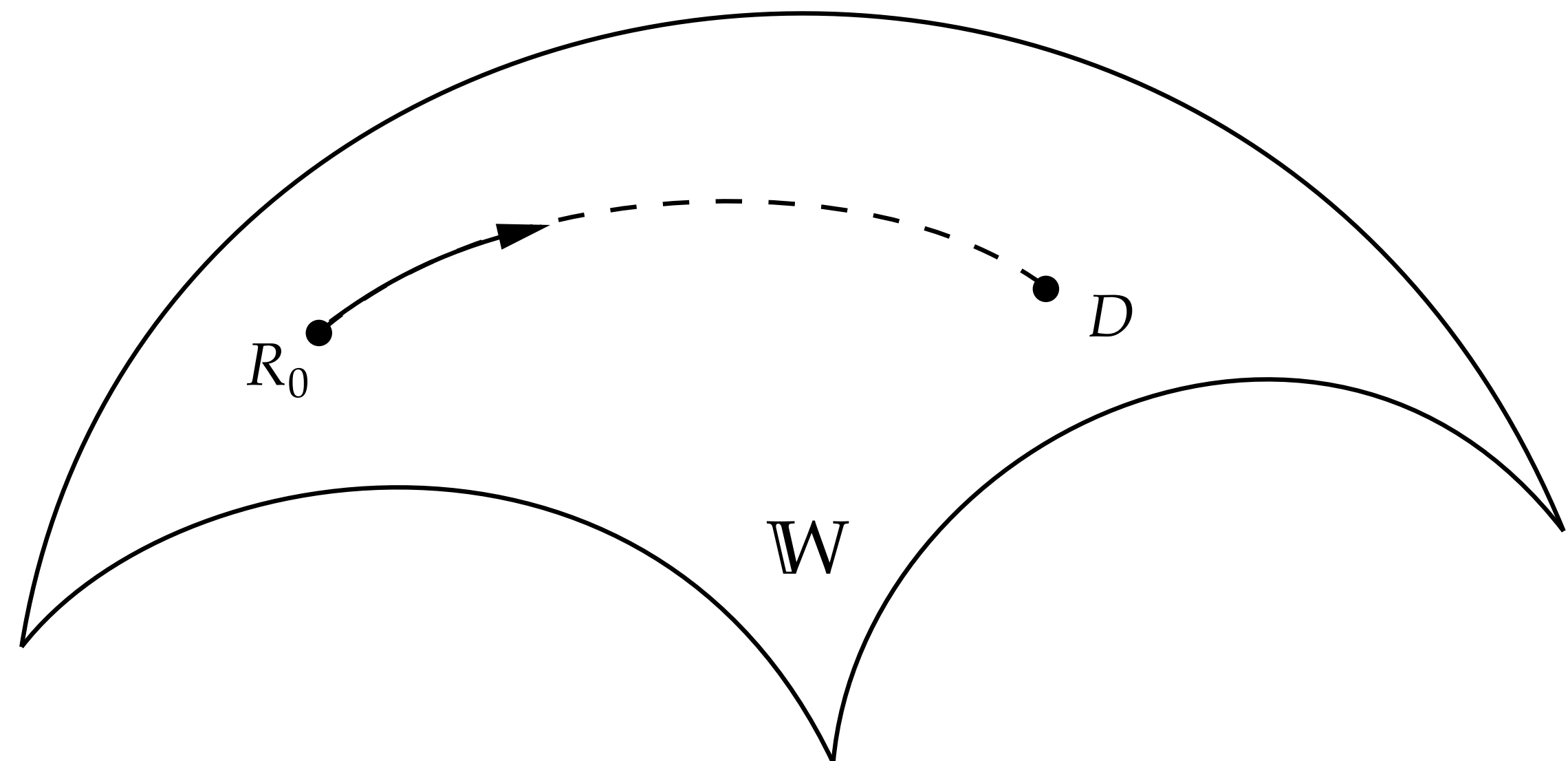
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Error vector



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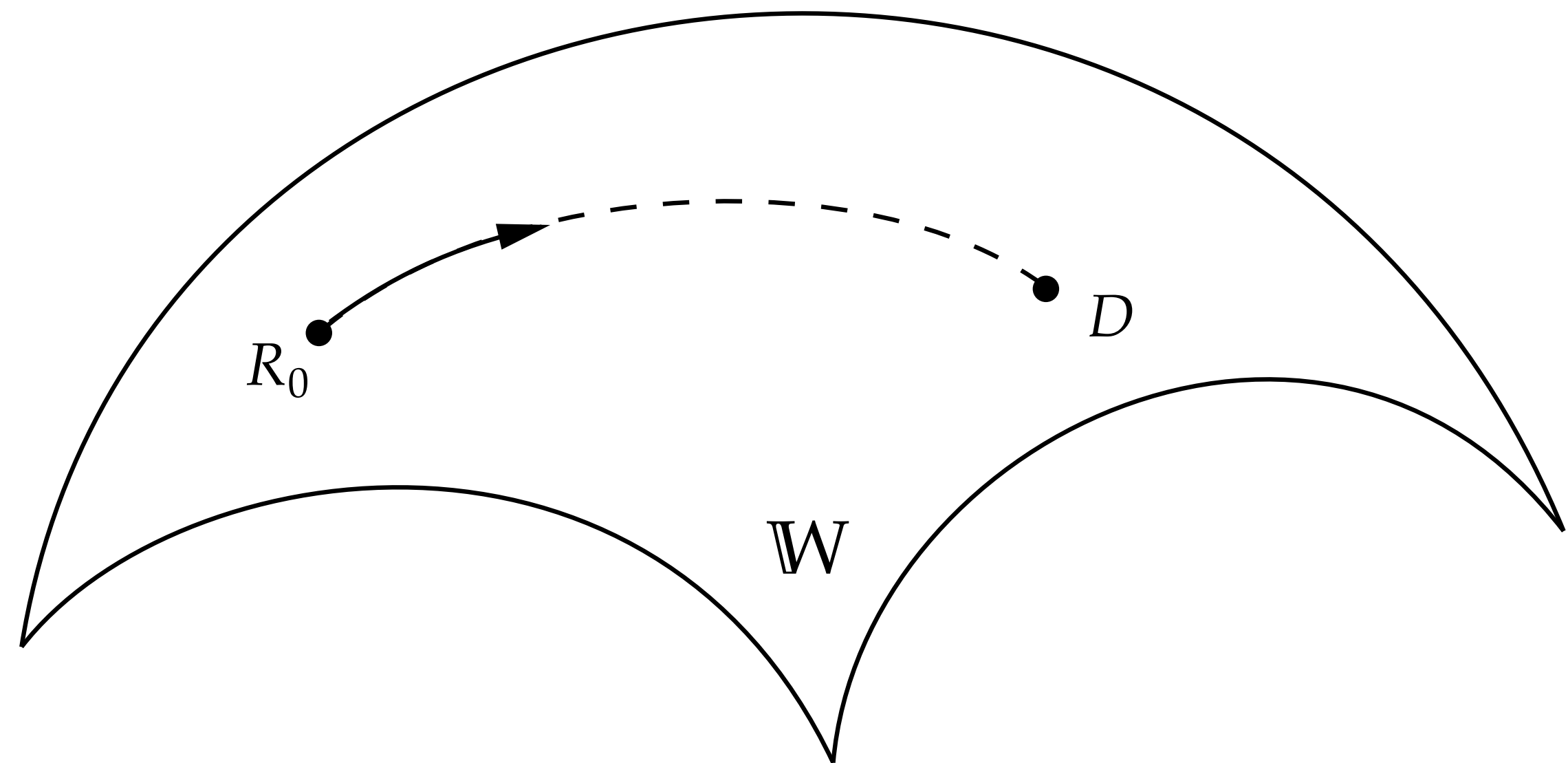
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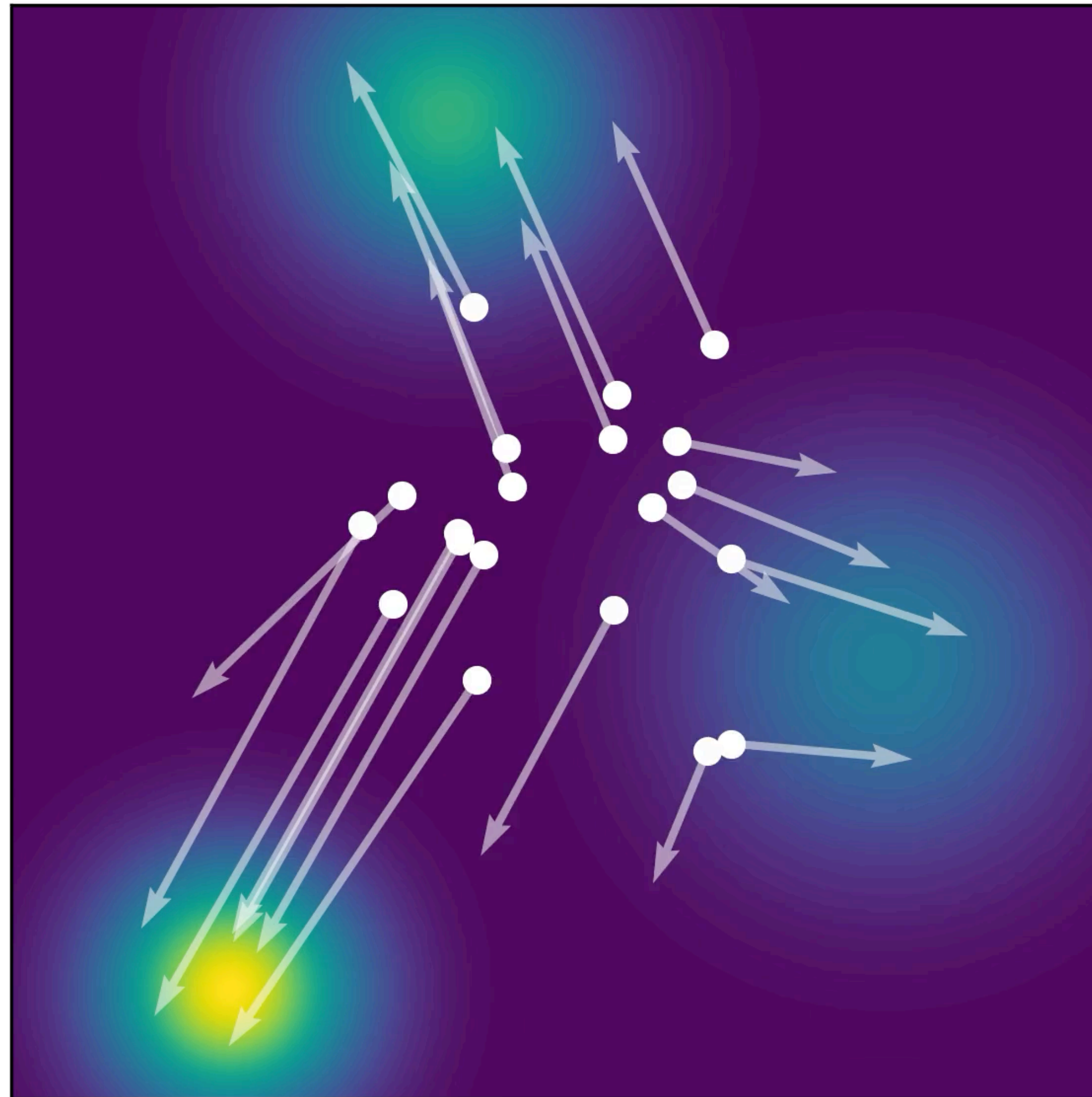
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Rate of traversal



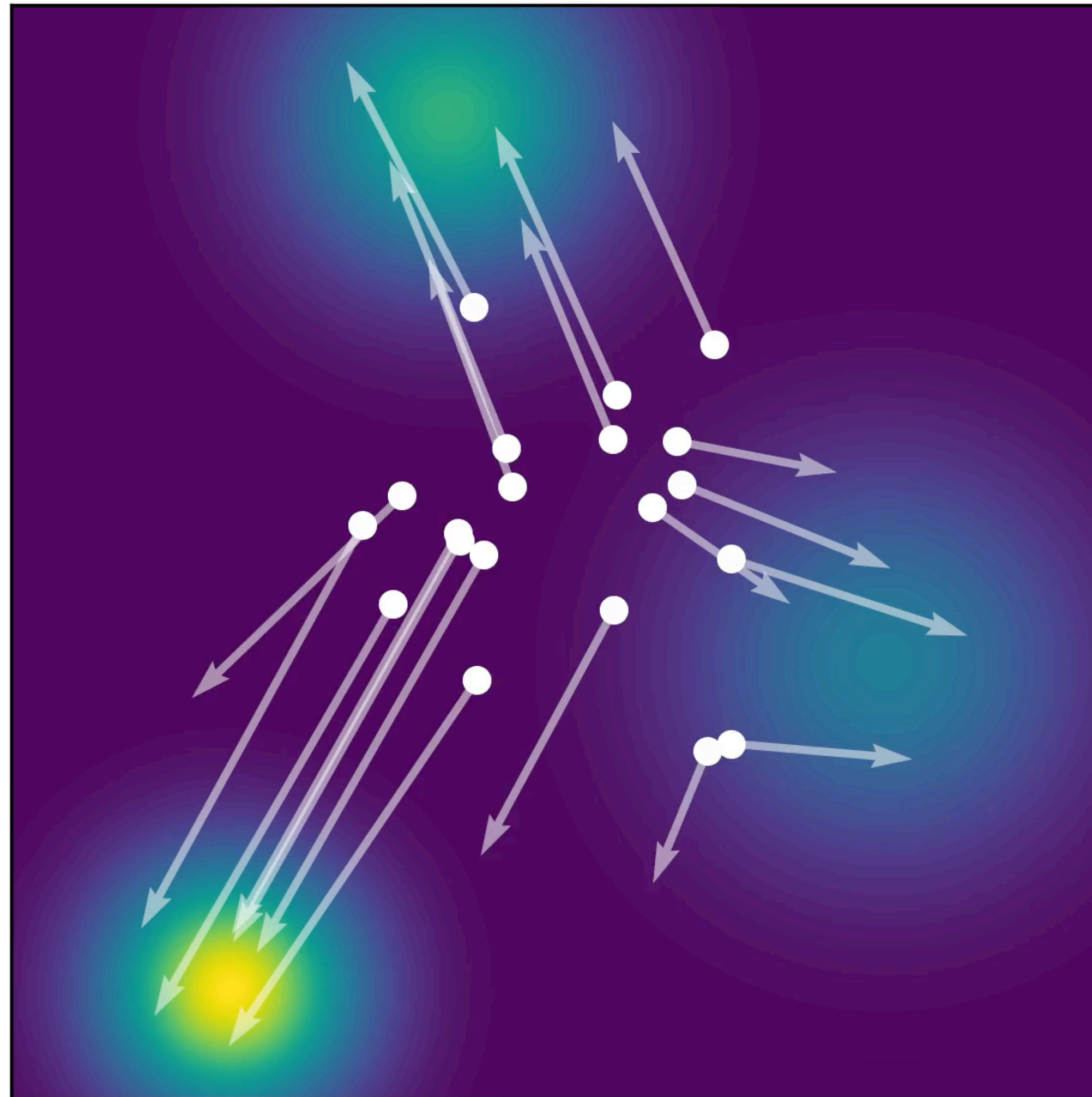
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$t=0.000$



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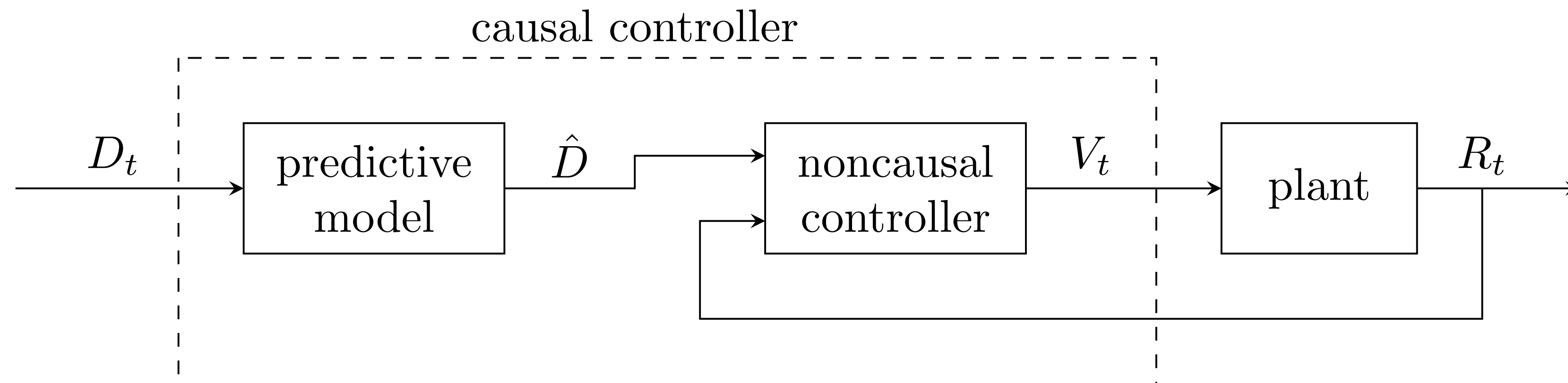
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- (Also solves **Problem #3:** computational cost)

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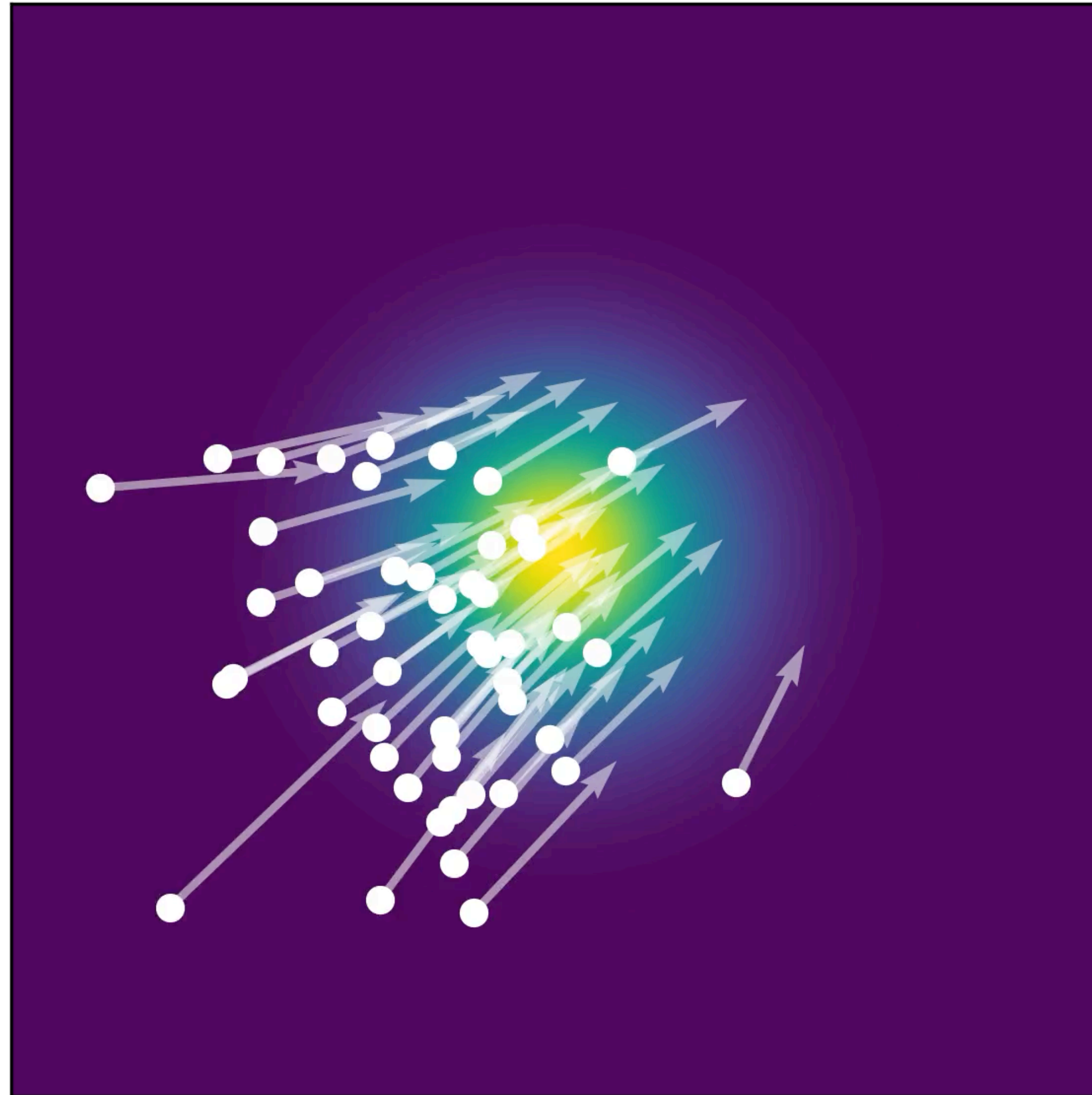
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- Heuristic, not optimal in general
- But, can be applied in real-time

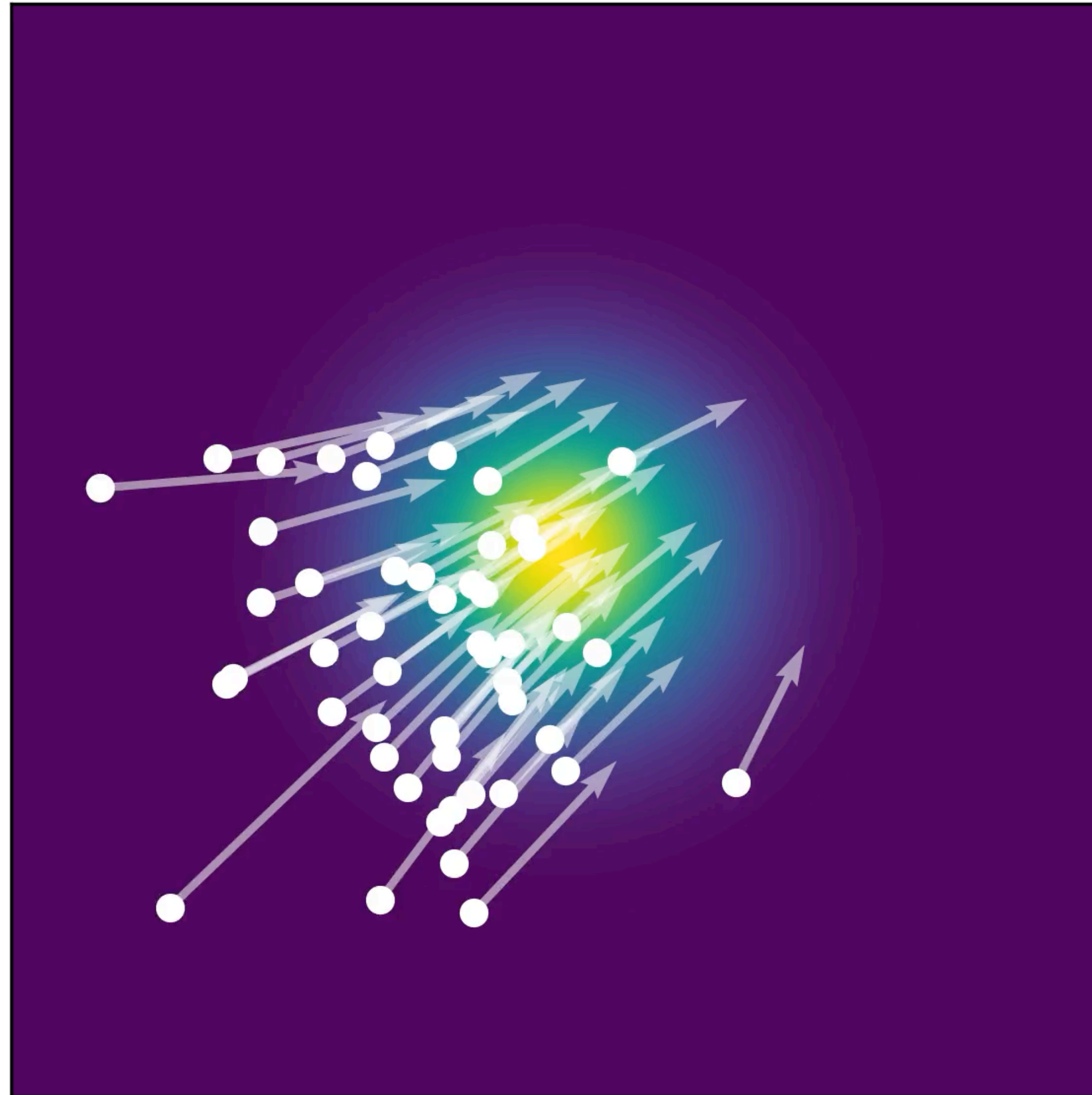
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$t=0.000$



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Conclusion

Takeaways:

- Simplified models can provide insight and design heuristics
- Leveraging geometric structure can be powerful

Future Work:

- Solving necessary conditions
- More sophisticated demand models
- Investigating resulting controllers

Thanks to My Collaborators



Bassam Bamieh



Jared Jonas

Thanks for watching!

Questions?