

Linear Quadratic Control

Linear dynamical system: $x_{t+1} = Ax_t + Bu_t + w_t$

$$\text{Quadratic cost: } \mathbb{E}_{\mathbb{P}} \left[\sum_{t=0}^{T-1} (x_t^\top Q x_t + u_t^\top R u_t) + x_T^\top Q x_T \right]$$

Imperfect state measurements: $y_t = Cx_t + v_t$

Causal controllers: $u_t = \varphi_t(y_0, \dots, y_t)$

$$\begin{aligned} \min_{u, x, y} \quad & \mathbb{E}_{u, x, y} [x^\top Q x + u^\top R u] \\ \text{s.t.} \quad & x = \mathcal{H}u + \mathcal{G}w, \quad y = \mathcal{C}x + v, \quad u \in \mathcal{U}_y \end{aligned}$$

Separation of Estimation and Control

\mathbb{P} = joint distribution of $(x_0, \{w_t\}_{t=1}^{T-1}, \{v_t\}_{t=1}^{T-1})$ → independent with zero mean

Assumption: \mathbb{P} is an arbitrary distribution

Optimal inputs: $u_t^* = K_t \mathbb{E}_{\mathbb{P}}[x_t | y_0, \dots, y_t]$

feedback gain matrix: state estimator:

- ▷ independent of \mathbb{P}
- ▷ nonlinear in y_0, \dots, y_t
- ▷ efficiently computable via DP¹⁾
- ▷ #P-hard²⁾

Assumption: \mathbb{P} is Gaussian

state estimator:

- ▷ linear in y_0, \dots, y_t
- ▷ efficiently computable via Kalman filtering

Optimal Transport Problem

$$W_p(\mathbb{P}_1, \mathbb{P}_2) = \left(\min_{\pi \in \Pi(\mathbb{P}_1, \mathbb{P}_2)} \int \| \xi_1 - \xi_2 \|^p d\pi(\xi_1, \xi_2) \right)^{\frac{1}{p}}$$

Gaussian:

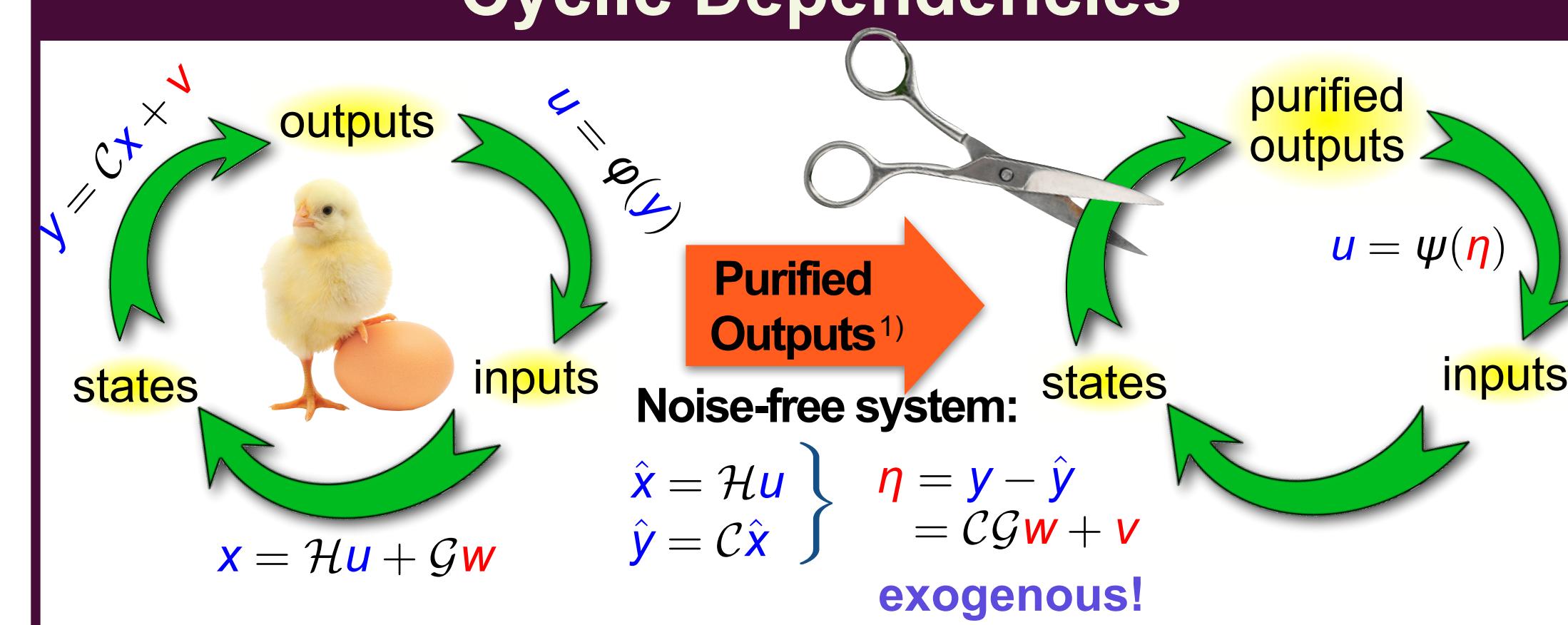
$$\mathbb{P}_1 \sim \mathcal{N}(0, \Sigma_1) \quad \mathbb{P}_2 \sim \mathcal{N}(0, \Sigma_2)$$

$$W_2(\mathbb{P}_1, \mathbb{P}_2) = \sqrt{\text{tr} [\Sigma_1 + \Sigma_2 - 2(\Sigma_1^{\frac{1}{2}} \Sigma_2 \Sigma_1^{\frac{1}{2}})^{\frac{1}{2}}]}.$$

Non-Gaussian:

$$W_2(\mathbb{P}_1, \mathbb{P}_2) \geq \sqrt{\text{tr} [\Sigma_1 + \Sigma_2 - 2(\Sigma_1^{\frac{1}{2}} \Sigma_2 \Sigma_1^{\frac{1}{2}})^{\frac{1}{2}}]}.$$

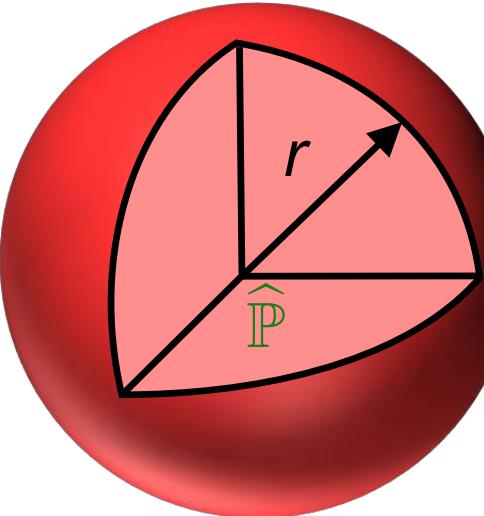
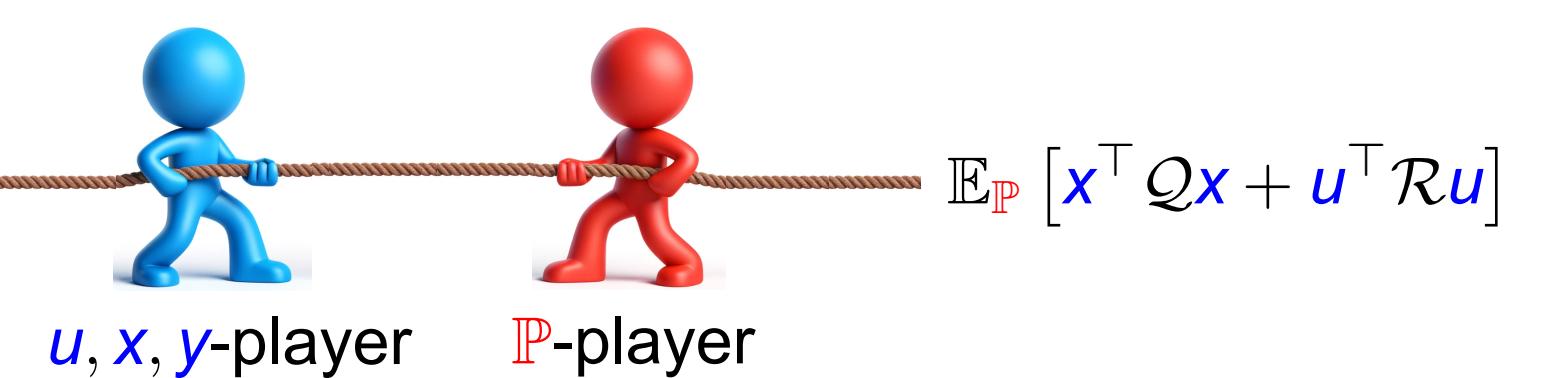
Cyclic Dependencies



Distributionally Robust LQG Control

$$p^* = \begin{cases} \min_{u, x} \max_{\mathbb{P} \in \mathcal{W}} \mathbb{E}_{\mathbb{P}} [x^\top Q x + u^\top R u] \\ \text{s.t. } x = \mathcal{H}u + \mathcal{G}w, \quad u \in \mathcal{U}_\eta \end{cases}$$

(u, x -player moves first)



Ambiguity set: $\mathcal{W} = \mathcal{W}_{x_0} \times (\times_{t=0}^{T-1} \mathcal{W}_{w_t}) \times (\times_{t=0}^{T-1} \mathcal{W}_{v_t})$

$$\mathcal{W}_{x_0} = \left\{ \mathbb{P}_{x_0} \text{ distribution of } x_0 \text{ with mean 0} \mid W_2(\mathbb{P}_{x_0}, \hat{\mathbb{P}}_{x_0}) \leq r_{x_0} \right\}$$

$$\mathcal{W}_{w_t} = \left\{ \mathbb{P}_{w_t} \text{ distribution of } w_t \text{ with mean 0} \mid W_2(\mathbb{P}_{w_t}, \hat{\mathbb{P}}_{w_t}) \leq r_{w_t} \right\}$$

$$\mathcal{W}_{v_t} = \left\{ \mathbb{P}_{v_t} \text{ distribution of } v_t \text{ with mean 0} \mid W_2(\mathbb{P}_{v_t}, \hat{\mathbb{P}}_{v_t}) \leq r_{v_t} \right\}$$

Structural Results

(a) The primal problem is solved by a linear policy;

(b) The dual problem is solved by a Gaussian distribution;

(c) Strong duality holds.

Proof Sketch:
Step 3

$$\underline{d}^* \leq d^* \leq p^* \leq \bar{p}^*$$

Step 2

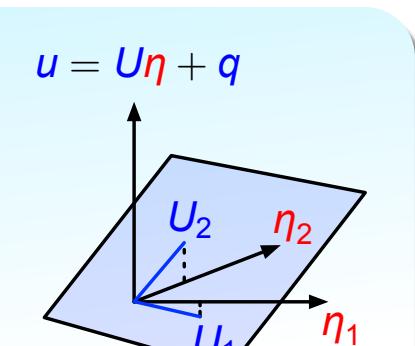
Step 1

$$d^* = \begin{cases} \max_{\mathbb{P} \in \mathcal{W}} \min_{u, x} \mathbb{E}_{\mathbb{P}} [x^\top Q x + u^\top R u] \\ \text{s.t. } x = \mathcal{H}u + \mathcal{G}w, \quad u \in \mathcal{U}_\eta \end{cases}$$

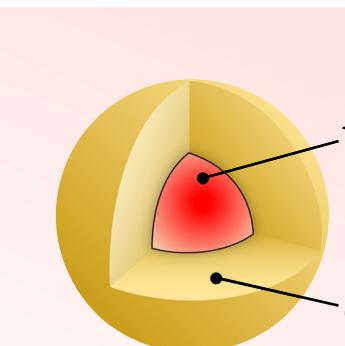
\mathbb{P} -player moves first

$$\text{Step 1: } \bar{p}^* = \begin{cases} \min_{u, x, U, q} \max_{\mathbb{P} \in \mathcal{G}} \mathbb{E}_{\mathbb{P}} [x^\top Q x + u^\top R u] \\ \text{s.t. } x = \mathcal{H}u + \mathcal{G}w, \quad u = U\eta + q, \quad U \in \mathcal{U} \end{cases}$$

Restriction to linear policies

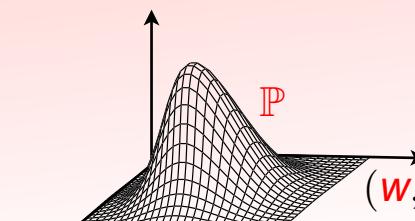


Relaxation to Gelbrich ambiguity set



$$\text{Step 2: } \underline{d}^* = \begin{cases} \max_{\mathbb{P} \in \mathcal{W}_N} \min_{u, x, U, q} \mathbb{E}_{\mathbb{P}} [x^\top Q x + u^\top R u] \\ \text{s.t. } x = \mathcal{H}u + \mathcal{G}w, \quad u = U\eta + q, \quad U \in \mathcal{U} \end{cases}$$

Restriction to normal distributions



Step 3: Sion's minimax theorem

$$\begin{aligned} \bar{p}^* &= \min_{q \in \mathbb{R}^{pT}} \max_{\substack{W \in \mathcal{G}_W \\ V \in \mathcal{G}_V}} g(U, q, W, V) \\ d^* &= \max_{\substack{W \in \mathcal{G}_W \\ V \in \mathcal{G}_V}} \min_{q \in \mathbb{R}^{pT}} \max_{U \in \mathcal{U}} g(U, q, W, V) \end{aligned}$$

$$\underline{d}^* = \bar{p}^* \rightarrow \underline{d}^* = d^* = p^* = \bar{p}^*$$

Numerical Solution to DR-LQG

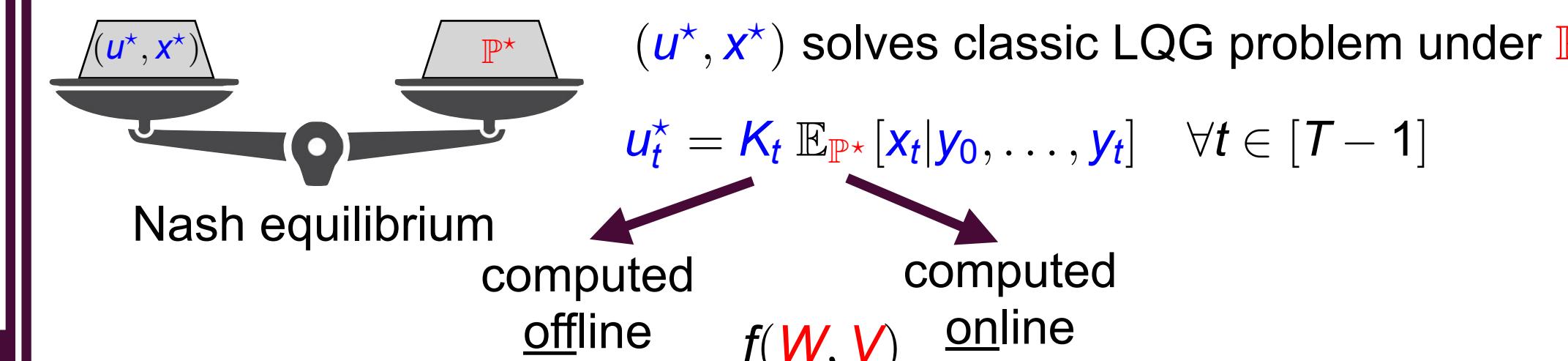
$$\begin{aligned} \min_{q \in \mathbb{R}^{pT}} \max_{\substack{W \in \mathcal{G}_W \\ V \in \mathcal{G}_V}} & \text{Tr} ((\mathcal{D}^\top \mathcal{U}^\top (\mathcal{R} + \mathcal{H}^\top \mathcal{Q} \mathcal{H}) \mathcal{U} \mathcal{D} + 2\mathcal{G}^\top \mathcal{Q} \mathcal{H} \mathcal{U} \mathcal{D} + \mathcal{G}^\top \mathcal{Q} \mathcal{G}) W) \\ & + \text{Tr} ((\mathcal{U}^\top (\mathcal{R} + \mathcal{H}^\top \mathcal{Q} \mathcal{H}) \mathcal{U}) V) + q^\top (\mathcal{R} + \mathcal{H}^\top \mathcal{Q} \mathcal{H}) q \end{aligned}$$

Convert "max" to "min" via duality

★ SDP with $\mathcal{O}(T(mp + n^2 + p^2))$ variables



Nash Equilibrium of Zero-Sum Game



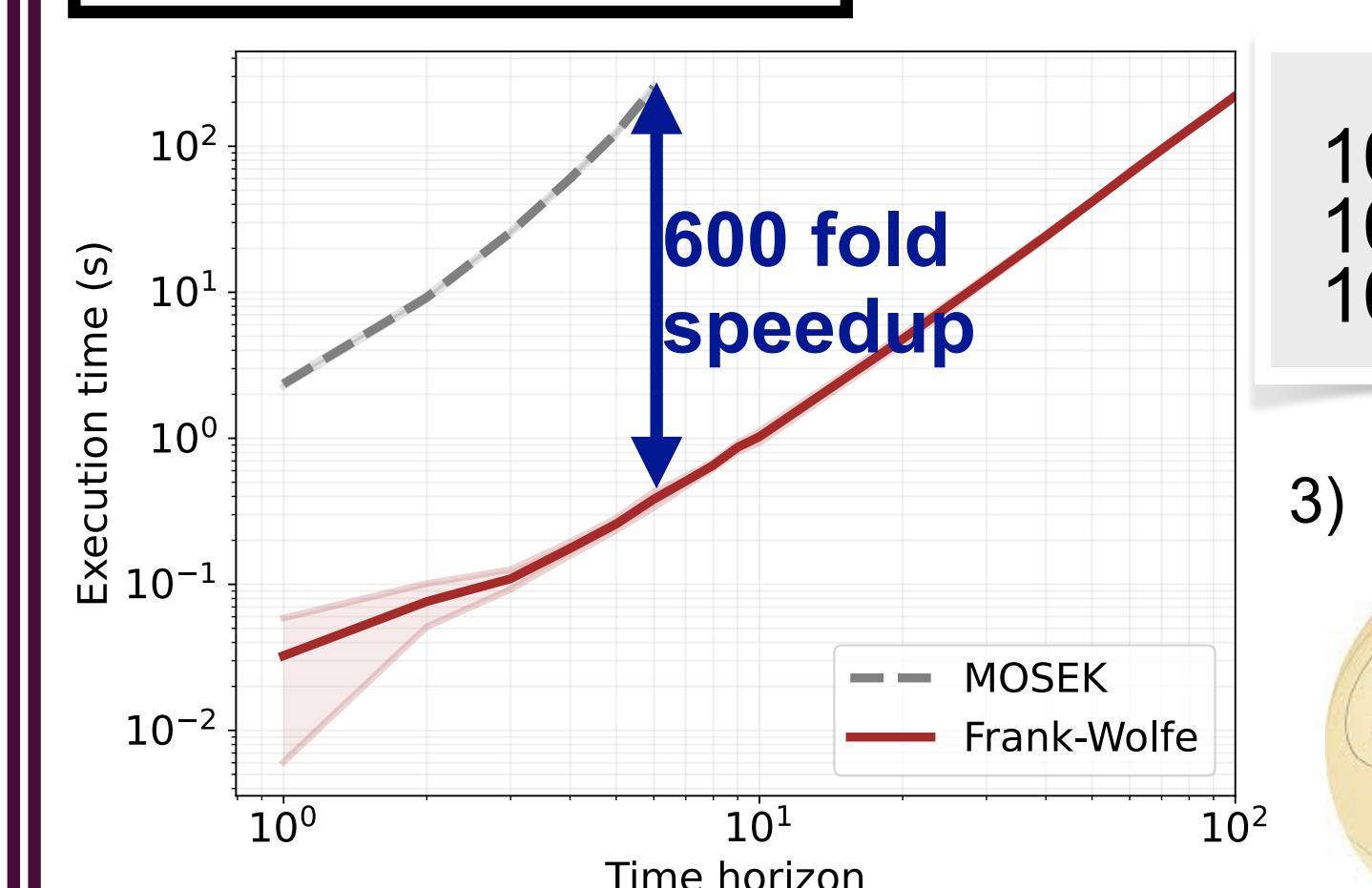
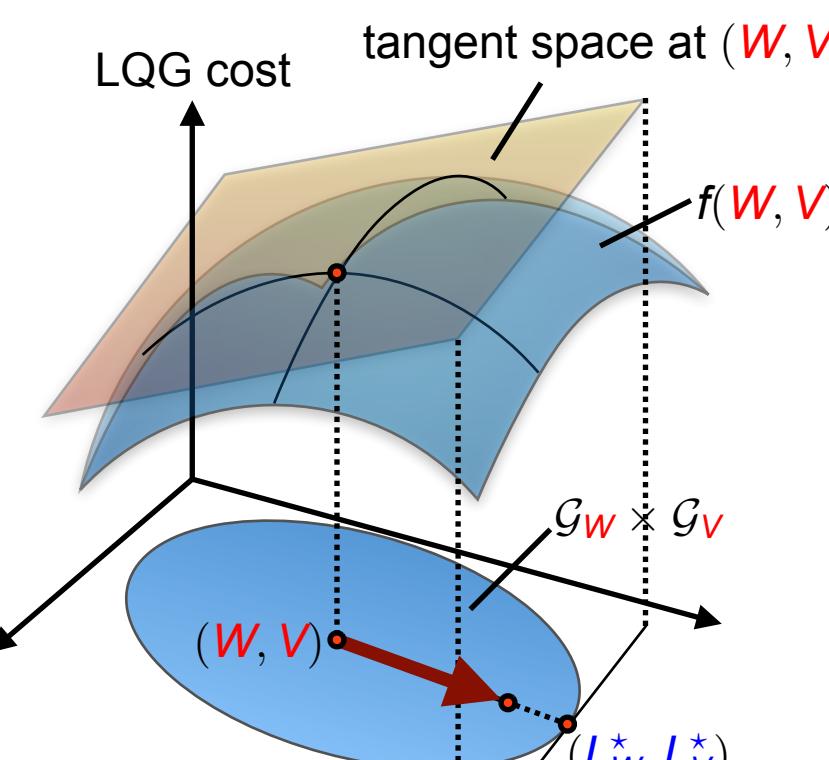
$$\max_{W \in \mathcal{G}_W} \min_{\substack{q \in \mathbb{R}^{pT} \\ U \in \mathcal{U}}} \text{Tr} ((\mathcal{D}^\top \mathcal{U}^\top (\mathcal{R} + \mathcal{H}^\top \mathcal{Q} \mathcal{H}) \mathcal{U} \mathcal{D} + 2\mathcal{G}^\top \mathcal{Q} \mathcal{H} \mathcal{U} \mathcal{D} + \mathcal{G}^\top \mathcal{Q} \mathcal{G}) W) + \text{Tr} ((\mathcal{U}^\top (\mathcal{R} + \mathcal{H}^\top \mathcal{Q} \mathcal{H}) \mathcal{U}) V) + q^\top (\mathcal{R} + \mathcal{H}^\top \mathcal{Q} \mathcal{H}) q$$

Frank-Wolfe Algorithm 1)

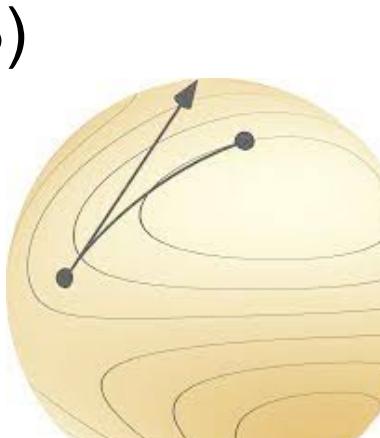
Step 1: Solve direction-finding subproblem:

$$\max_{\substack{L_w \in \mathcal{G}_W \\ L_v \in \mathcal{G}_V}} \langle \nabla f, L_w - W \rangle + \langle \nabla f, L_v - V \rangle$$

Step 2: Update iterates:

$$(W, V) \leftarrow \alpha \cdot (L_w^*, L_v^*) + (1 - \alpha) \cdot (W, V)$$


10 inputs
10 outputs
10 states



¹⁾ Frank & Wolfe, Nav. Res. Logist., 1956; Jaggi, ICML, 2013

²⁾ Nguyen, Shafeezadeh-Abadeh, Kuhn & Mohajerin Esfahani, Math. Oper. Res., 2023

³⁾ Townsend, Koep & Weichwald, JMLR, 2016

