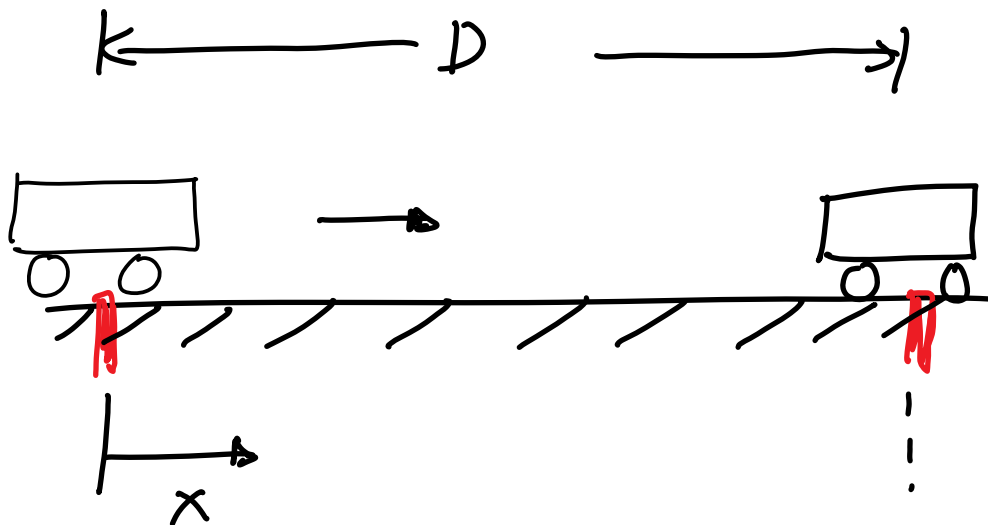


# Trajectory optimization



$$x(t=0) = 0$$

$$\dot{x}(t=0) = 0$$

$$x(t=T) = D$$

$$\dot{x}(t=T) = 0$$

Model

$$\ddot{x} = u$$

$$-5 \leq u \leq 5$$

Goal : Minimize the time

---

Formulation

$$\min_{\underline{T, u}} \int_{t=0}^{t=T} dt = T \quad \text{Cost}$$

optimization variables

constraints

$$\begin{cases} \dot{x}_1 = x_2 \\ \dot{x}_2 = u \end{cases}$$

$x_1 = \text{position}$

$x_2 = \text{velocity}$

$$-5 \leq u \leq 5$$

Bounds

$$x_1(t=0) = 0$$

$$x_1(t=T) = D = 5$$

$$x_2(t=0) = 0$$

$$x_2(t=T) = 0$$

constraints

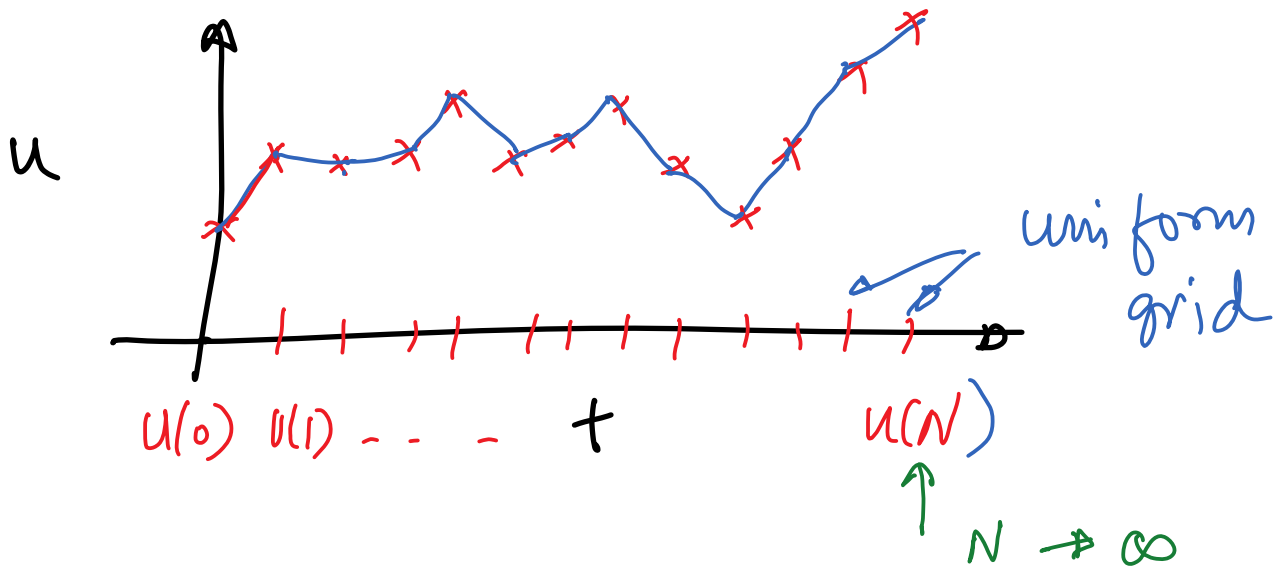
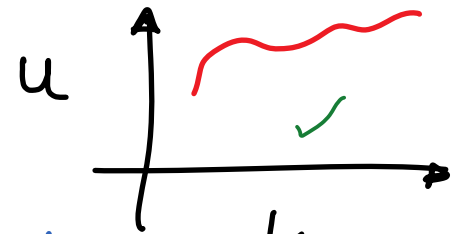
$$x_1(t) = ?$$

$$x_2(t) = ?$$

Trajectory optimization

We need to compute  $T, u$   
scalar  $\rightarrow u(t)$  *infinite dimensional*

convert the problem  
from infinite TO finite dimension



Two methods:

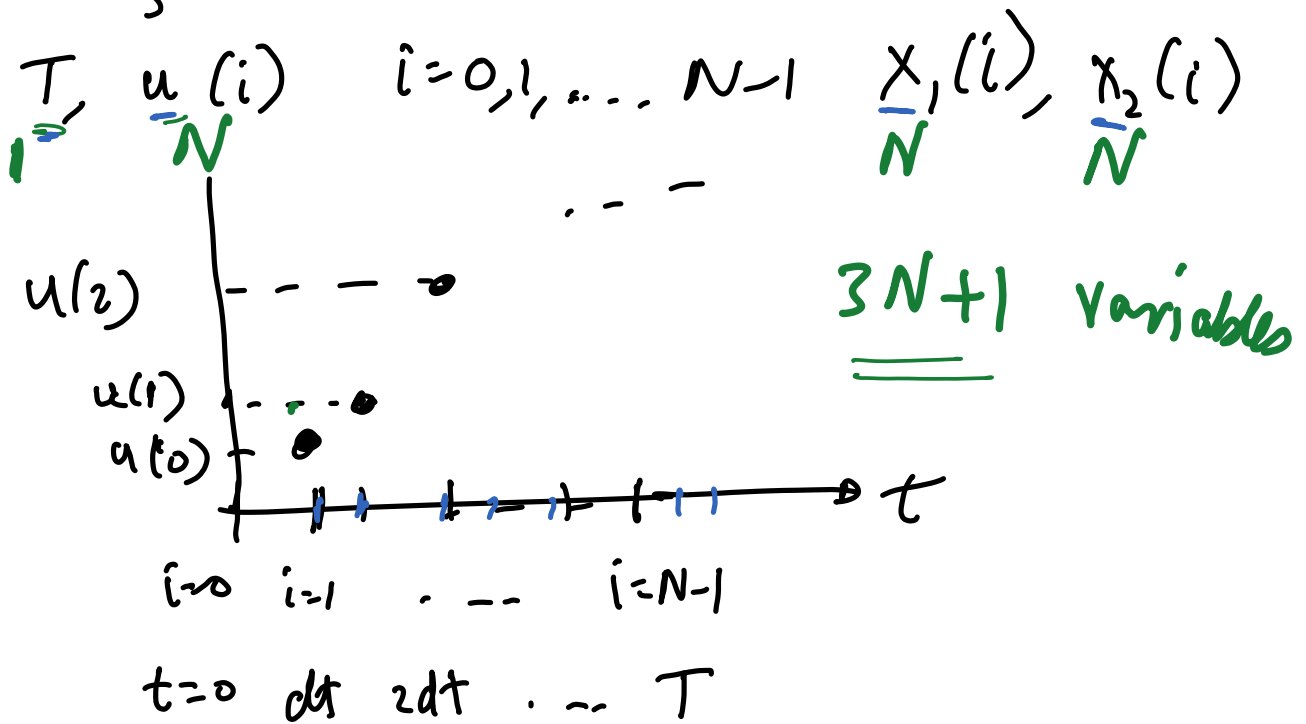
- ① Collocation method
- ② Shooting method

# ① Collocation method

satisfy the system dynamics at grid points

→  $\dot{x}_1 = x_2 ; \dot{x}_2 = u$

a) Optimization variables



b) Objective :  $T$  ✓

c) Constraints :

### ③ Constraints

$$-5 \leq u(i) \leq 5 \quad N$$

$$- x_1(0) = 0$$

$$- x_1(T) = 5$$

$$- x_2(0) = 0$$

$$- x_2(T) = 0$$

} 4

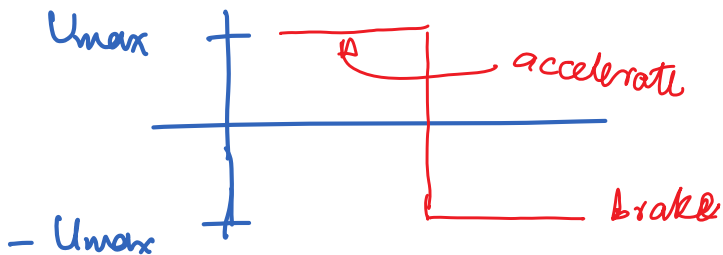
$$\Rightarrow \dot{x}_1 = x_2 \Rightarrow \frac{x_1(t + \Delta t) - x_1(t)}{\Delta t} = x_2(t)$$

Euler's  
method

$$x_1(i+1) = x_1(i) + \Delta t x_2(i) \quad N$$

$$x_2(i+1) = x_2(i) + \Delta t u(i) \quad N$$

3N+4 equations

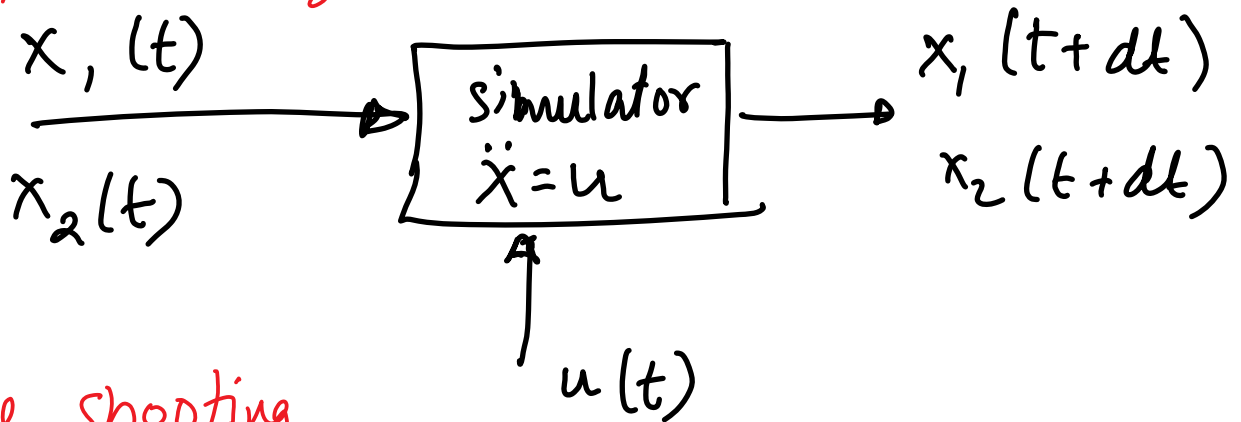


## b) Single shooting method

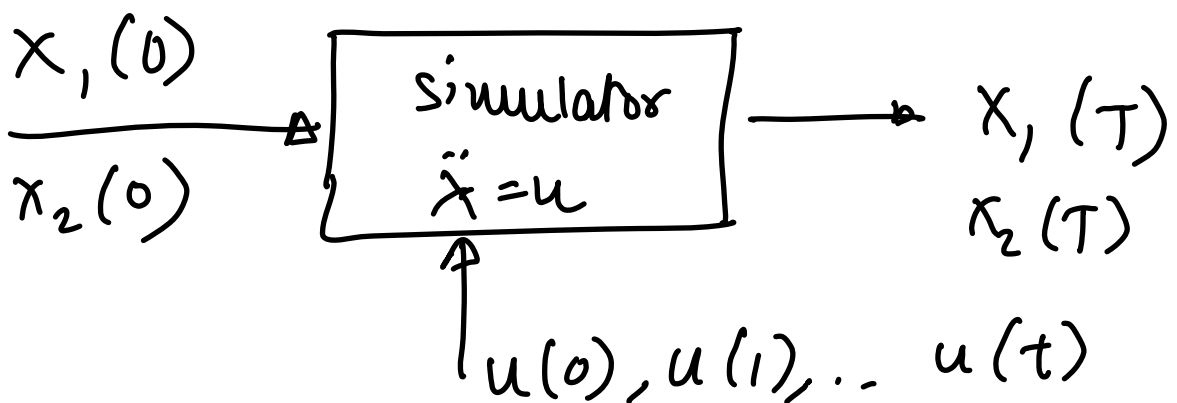
- Treats the dynamics as a black-box  
useful when you don't have access to the equations of the system (e.g. simulator)

$$\text{e.g. } \dot{x}_1 = x_2 ; \dot{x}_2 = u \} \rightarrow \ddot{x} = u$$

Multiple shooting

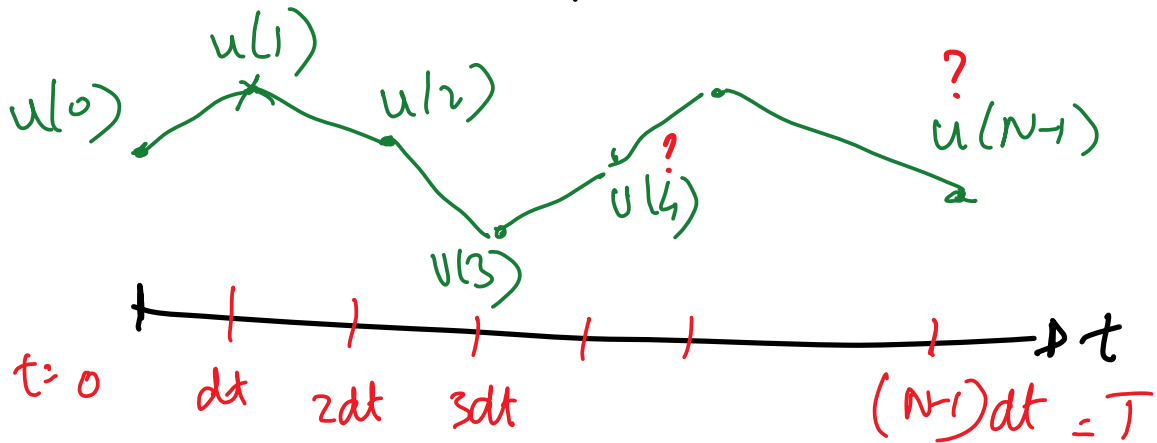


Single shooting



# Formulation

① Choose  $N$  grid points ( $\approx$  collocation)



Optimization variables

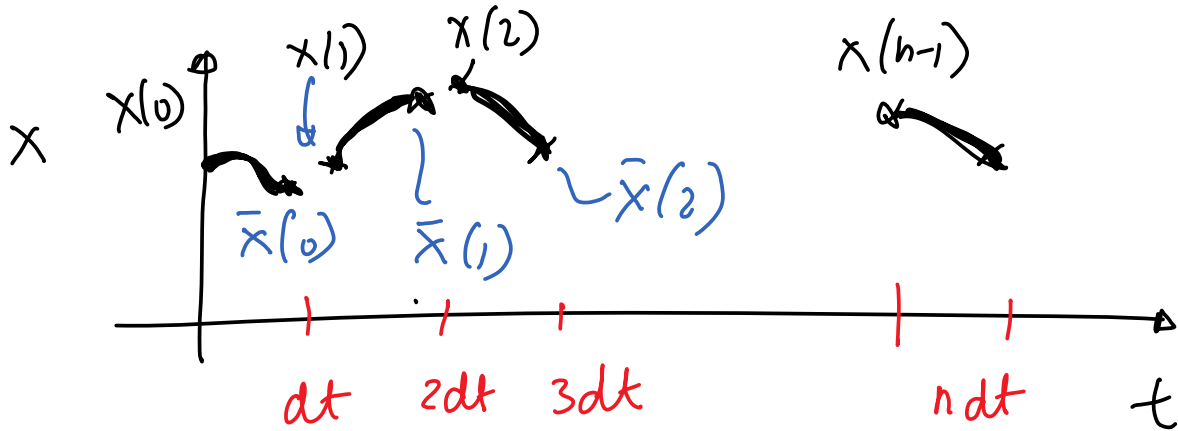
$$\underbrace{T}_{(1)}, \underbrace{u[0], u[1], \dots, u[N-1]}_{N} \quad \underbrace{(N+1)}$$

② Cost :  $\min T$

③ Constraints

- ✓  $x_1(0) = 0$  ~~ensured in simulator~~
- ✓  $x_2(0) = 0$  ~~ensured in simulator~~
- $x_1(T) = D = 5$  } simulator (output)
- $x_2(T) = 0$  } 2

# Multiple shooting



$$\left. \begin{array}{l} x(0) \begin{cases} x_1(0) \\ x_2(0) \end{cases} \\ x(1) \\ \hline x(2) \end{array} \right\} \text{opt. variables}$$

---

$\bar{x}(i)$  is obtained by integrating equation starting from  $x(i), u(i)$

---

constraints

$$\bar{x}(0) = x(1)$$

$$\bar{x}(1) = x(2)$$

⋮