

Approximate Multiparametric Mixed-integer Convex Programming

Danylo Malyuta*, Behçet Açıkmeşe

Autonomous Controls Laboratory, University of Washington

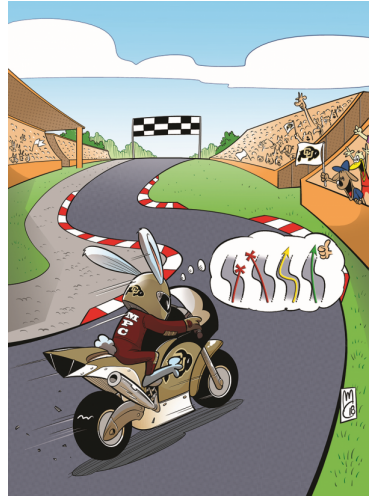
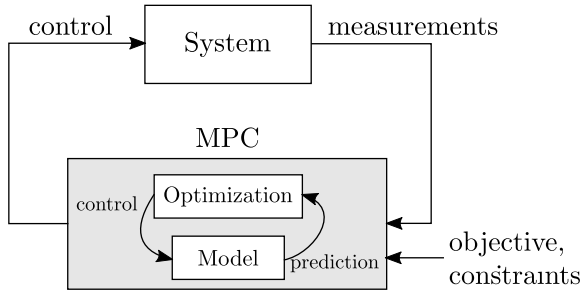
* danylo@uw.edu

June 21, 2019

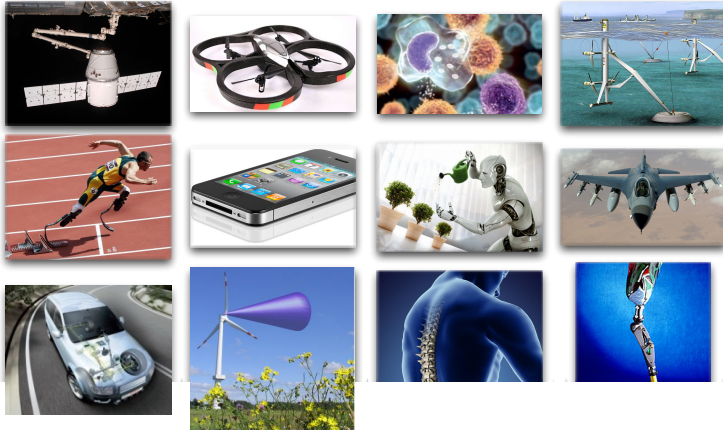
FEANICES



Model Predictive Control (MPC)



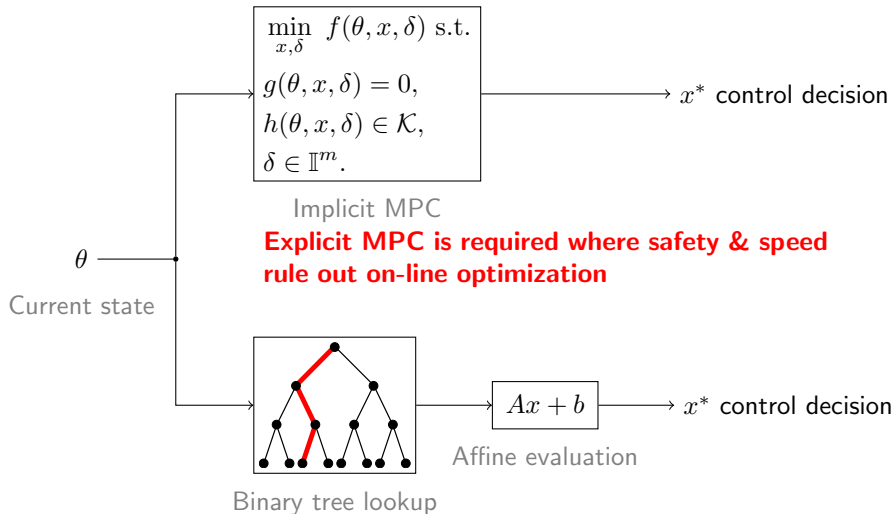
Model Predictive Control (MPC)



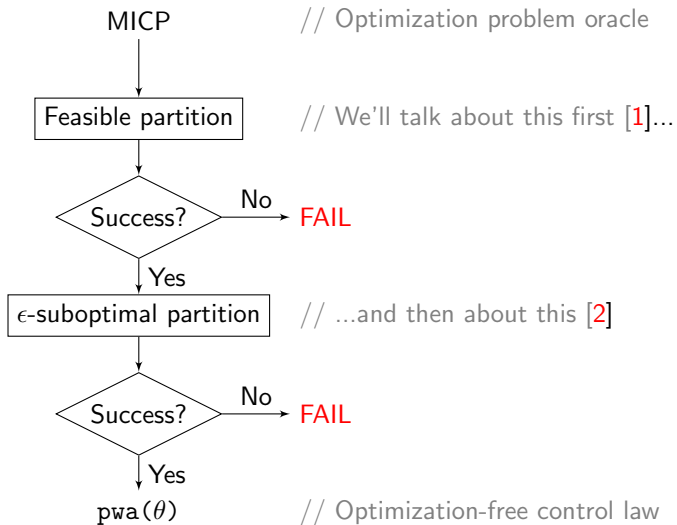
1

¹From Colin Jones' *Control Systems 1* slides at EPFL.

Explicit vs. Implicit MPC



Algorithm Flowchart



Outline

Partition-based Feasible Integer Solution Pre-computation for Hybrid MPC

Approximate Multiparametric Mixed-integer Convex Programming

Template Optimization Problem

$$V^*(\theta) = \min_{x, \delta} f(\theta, x, \delta) \text{ s.t.} \quad (1a)$$

$$g(\theta, x, \delta) = 0, \quad (1b)$$

$$h(\theta, x, \delta) \in \mathcal{K}, \quad (1c)$$

$$\delta \in \mathbb{I}^m. \quad (1d)$$

- ▶ **Multiparametric mixed-integer conic program (MICP)**
- ▶ $f(\theta, x, \delta) : \mathbb{R}^p \times \mathbb{R}^n \times \mathbb{I}^m \rightarrow \mathbb{R}$ jointly convex in θ and x
- ▶ $\{g, h\}(\theta, x, \delta) : \mathbb{R}^p \times \mathbb{R}^n \times \mathbb{I}^m \rightarrow \mathbb{R}^{\{n_g, n_h\}}$ affine in θ and x
- ▶ $\mathcal{K} = \mathcal{K}_1 \times \dots \times \mathcal{K}_2 \times \dots$ convex cone (non-negative orthant, second-order cone, semidefinite cone, etc.)
- ▶ Difficult/slow to solve!

Fixed-commutation Version

$$V_{\delta}^*(\theta) = \min_x f(\theta, x, \delta) \text{ s.t.} \quad (2a)$$

$$g(\theta, x, \delta) = 0, \quad (2b)$$

$$h(\theta, x, \delta) \in \mathcal{K}. \quad (2c)$$

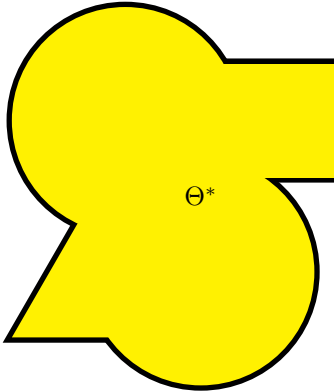
- ▶ **Multiparametric conic program (CP)**
- ▶ Commutation $\delta \in \mathbb{I}^m$ is fixed (i.e. chosen)
- ▶ Two questions: how to choose δ such that...
 1. ... Problem 2 is feasible?
 2. ... $V_{\delta}^*(\theta) = V^*(\theta)$ (i.e. the optimal cost is achieved)?

In this presentation we answer these two questions

Definitions

Definition 1

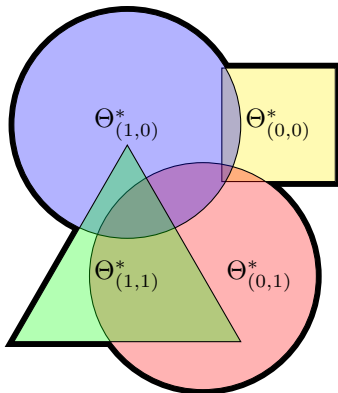
The feasible parameter set $\Theta^* \subset \mathbb{R}^p$ is the set of all θ parameters for which the MICP is feasible.



Definitions

Definition 2

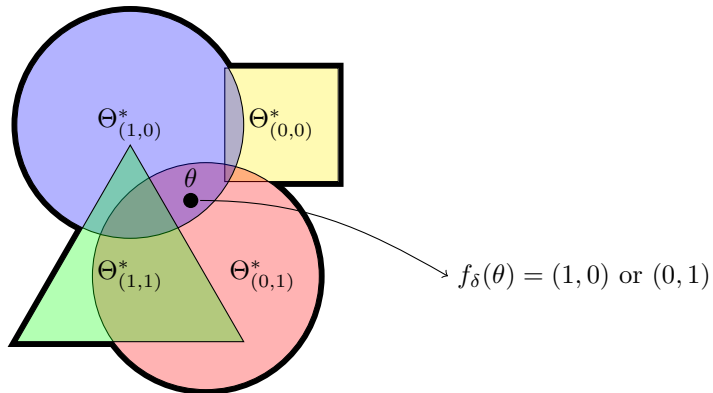
The fixed-commutation feasible parameter set $\Theta_{\delta}^* \subset \mathbb{R}^p$ is the set of all θ parameters for which the fixed-commutation CP is feasible. Θ_{δ}^* is convex.



Definitions

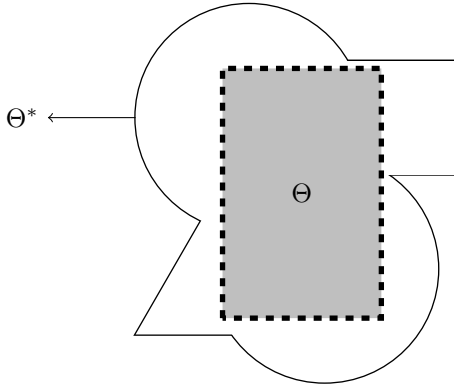
Definition 3

The feasible commutation map $f_\delta : \Theta^* \rightarrow \mathbb{I}^m$ maps $\theta \in \Theta^*$ to a commutation δ such that $\theta \in \Theta_\delta^*$ (i.e. the fixed-commutation CP is feasible for this θ).



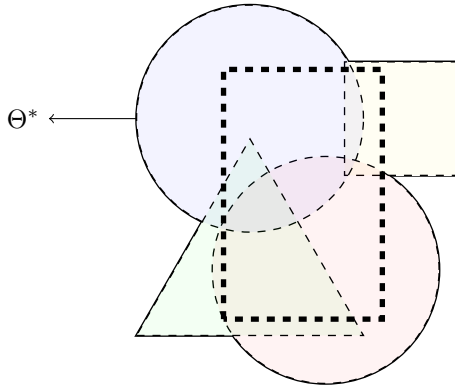
Objective

- ▶ Compute f_δ over a subset of its domain $\Theta \subseteq \Theta^*$
- ▶ Typically, choose Θ as an invariant set
- ▶ f_δ will seed the computation of the explicit control law



General Idea

- ▶ Generate a simplicial partition $\mathcal{R} = \{(\mathcal{R}_i, \delta_i)\}_{i=1}^{|\mathcal{R}|}$ such that
 - ▶ $\Theta = \bigcup_{i=1}^{|\mathcal{R}|} \mathcal{R}_i$
 - ▶ δ_i is feasible everywhere in \mathcal{R}_i , i.e. $\mathcal{R}_i \subseteq \Theta_{\delta_i}^*$



Brute Force Approach

- ▶ Exploit convexity of Θ_δ^*
- ▶ Inner-approximation algorithm exists [3]

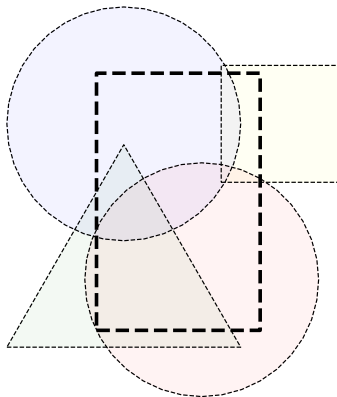
Algorithm 1 Brute force f_δ computation.

- 1: $\mathcal{R} \leftarrow \emptyset, \bar{\Theta} \leftarrow \Theta$
 - 2: **for** all $\delta \in \mathbb{I}^m$ **do**
 - 3: $\mathcal{R} \leftarrow \{(\mathcal{R}', \delta) : \mathcal{R}' \in \bar{\Theta} \cap \Theta_\delta^*\} \cup \mathcal{R}$
 - 4: $\bar{\Theta} \leftarrow \bar{\Theta} \setminus \Theta_\delta^*$
 - 5: **if** $\bar{\Theta} = \emptyset$ **then**
 - 6: STOP
-

Brute Force Approach

Algorithm 1 Brute force f_δ computation.

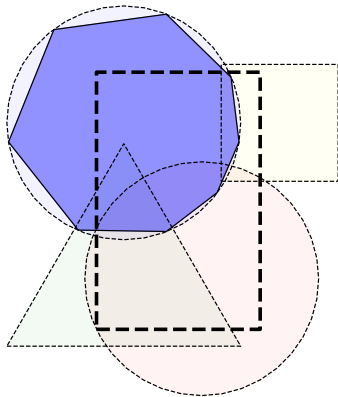
- 1: $\mathcal{R} \leftarrow \emptyset, \bar{\Theta} \leftarrow \Theta$
 - 2: **for** all $\delta \in \mathbb{I}^m$ **do**
 - 3: $\mathcal{R} \leftarrow \{(\mathcal{R}', \delta) : \mathcal{R}' \in \bar{\Theta} \cap \Theta_\delta^*\} \cup \mathcal{R}$
 - 4: $\bar{\Theta} \leftarrow \bar{\Theta} \setminus \Theta_\delta^*$
 - 5: **if** $\bar{\Theta} = \emptyset$ **then**
 - 6: STOP
-



Brute Force Approach

Algorithm 1 Brute force f_δ computation.

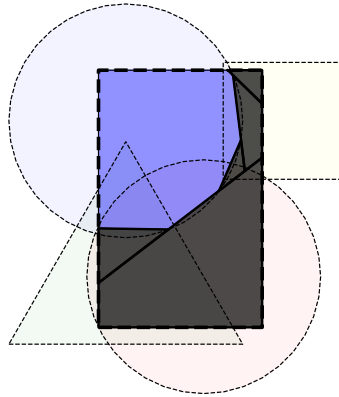
- 1: $\mathcal{R} \leftarrow \emptyset, \bar{\Theta} \leftarrow \Theta$
 - 2: **for** all $\delta \in \mathbb{I}^m$ **do**
 - 3: $\mathcal{R} \leftarrow \{(\mathcal{R}', \delta) : \mathcal{R}' \in \bar{\Theta} \cap \Theta_\delta^*\} \cup \mathcal{R}$
 - 4: $\bar{\Theta} \leftarrow \bar{\Theta} \setminus \Theta_\delta^*$
 - 5: **if** $\bar{\Theta} = \emptyset$ **then**
 - 6: STOP
-



Brute Force Approach

Algorithm 1 Brute force f_δ computation.

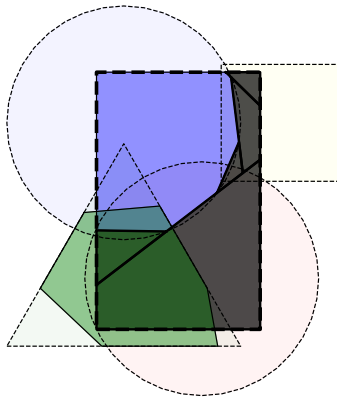
- 1: $\mathcal{R} \leftarrow \emptyset, \bar{\Theta} \leftarrow \Theta$
 - 2: **for** all $\delta \in \mathbb{I}^m$ **do**
 - 3: $\mathcal{R} \leftarrow \{(\mathcal{R}', \delta) : \mathcal{R}' \in \bar{\Theta} \cap \Theta_\delta^*\} \cup \mathcal{R}$
 - 4: $\bar{\Theta} \leftarrow \bar{\Theta} \setminus \Theta_\delta^*$
 - 5: **if** $\bar{\Theta} = \emptyset$ **then**
 - 6: STOP
-



Brute Force Approach

Algorithm 1 Brute force f_δ computation.

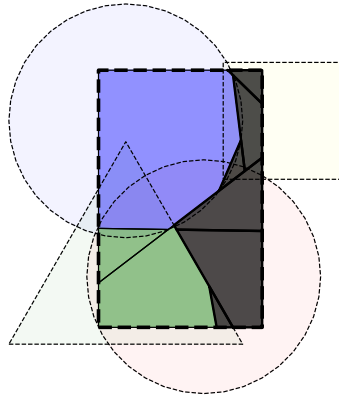
- 1: $\mathcal{R} \leftarrow \emptyset, \bar{\Theta} \leftarrow \Theta$
 - 2: **for** all $\delta \in \mathbb{I}^m$ **do**
 - 3: $\mathcal{R} \leftarrow \{(\mathcal{R}', \delta) : \mathcal{R}' \in \bar{\Theta} \cap \Theta_\delta^*\} \cup \mathcal{R}$
 - 4: $\bar{\Theta} \leftarrow \bar{\Theta} \setminus \Theta_\delta^*$
 - 5: **if** $\bar{\Theta} = \emptyset$ **then**
 - 6: STOP
-



Brute Force Approach

Algorithm 1 Brute force f_δ computation.

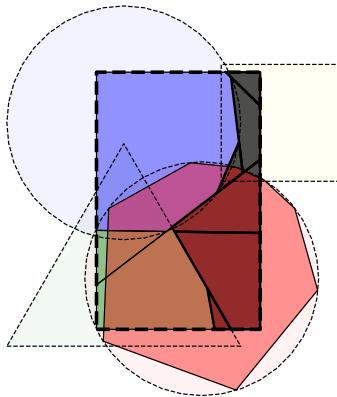
- 1: $\mathcal{R} \leftarrow \emptyset, \bar{\Theta} \leftarrow \Theta$
 - 2: **for** all $\delta \in \mathbb{I}^m$ **do**
 - 3: $\mathcal{R} \leftarrow \{(\mathcal{R}', \delta) : \mathcal{R}' \in \bar{\Theta} \cap \Theta_\delta^*\} \cup \mathcal{R}$
 - 4: $\bar{\Theta} \leftarrow \bar{\Theta} \setminus \Theta_\delta^*$
 - 5: **if** $\bar{\Theta} = \emptyset$ **then**
 - 6: STOP
-



Brute Force Approach

Algorithm 1 Brute force f_δ computation.

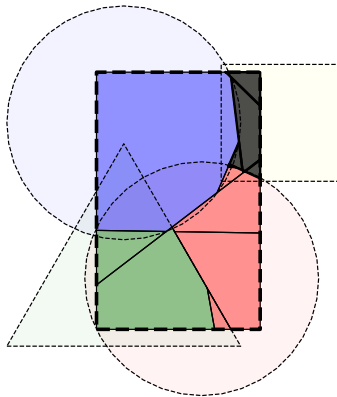
- 1: $\mathcal{R} \leftarrow \emptyset, \bar{\Theta} \leftarrow \Theta$
 - 2: **for** all $\delta \in \mathbb{I}^m$ **do**
 - 3: $\mathcal{R} \leftarrow \{(\mathcal{R}', \delta) : \mathcal{R}' \in \bar{\Theta} \cap \Theta_\delta^*\} \cup \mathcal{R}$
 - 4: $\bar{\Theta} \leftarrow \bar{\Theta} \setminus \Theta_\delta^*$
 - 5: **if** $\bar{\Theta} = \emptyset$ **then**
 - 6: STOP
-



Brute Force Approach

Algorithm 1 Brute force f_δ computation.

- 1: $\mathcal{R} \leftarrow \emptyset, \bar{\Theta} \leftarrow \Theta$
 - 2: **for** all $\delta \in \mathbb{I}^m$ **do**
 - 3: $\mathcal{R} \leftarrow \{(\mathcal{R}', \delta) : \mathcal{R}' \in \bar{\Theta} \cap \Theta_\delta^*\} \cup \mathcal{R}$
 - 4: $\bar{\Theta} \leftarrow \bar{\Theta} \setminus \Theta_\delta^*$
 - 5: **if** $\bar{\Theta} = \emptyset$ **then**
 - 6: STOP
-



Desirable Algorithm Properties

Disadvantages of brute force:

- ▶ No attempt to go around the combinatorial complexity
- ▶ Inner approximation of Θ_δ^* is very slow in high dimensions
- ▶ Polytopic set intersection and set difference are numerically poor

A better algorithm:

- ▶ Explores all $\delta \in \mathcal{I}^m$ combinations *only in the worst case*
- ▶ Minimizes vertex count
- ▶ Only uses numerically robust operations

Our algorithm achieves these properties by:

- ▶ Solving a MICP to find a feasible δ for a current subset
- ▶ Using simplex partition cells
- ▶ Doing everything in vertex representation

Proposed Algorithm

Algorithm 2 Proposed computation of f_δ .

- 1: Create empty tree with open leaf Θ as root
 - 2: Triangulate Θ (deLaunay)
 - 3: **while** any non-leaf node exists **do**
 - 4: $\mathcal{R} \leftarrow$ most recently added node
 - 5: **if** MICP (1) infeasible for $\theta = c^{\mathcal{R}}$ **then**
 - 6: STOP, $(\Theta^*)^c \cap \Theta \neq \emptyset$
 - 7: **else**
 - 8: $\hat{\delta} \leftarrow$ solve (3)
 - 9: **if** (3) is infeasible **then**
 - 10: Split \mathcal{R} in half along longest edge
 - 11: **else**
 - 12: Replace with leaf $(\mathcal{R}, \hat{\delta})$
-

► Key idea: checking if $\mathcal{R} \subseteq \Theta_\delta^*$ is a MICP

Lemma 4

$\mathcal{R} \subseteq \Theta_\delta^* \Leftrightarrow$ the fixed-commutation CP is feasible at all vertices of \mathcal{R} .

$$\delta(\mathcal{R}) = \text{find } \delta \text{ s.t.} \quad (3a)$$

$$g(\theta, x_\theta, \delta) = 0, \quad \forall \theta \in \mathcal{V}(\mathcal{R}), \quad (3b)$$

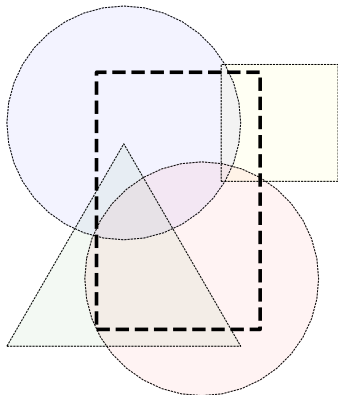
$$h(\theta, x_\theta, \delta) \in \mathcal{K}, \quad \forall \theta \in \mathcal{V}(\mathcal{R}), \quad (3c)$$

$$\delta \in \mathbb{I}^m. \quad (3d)$$

Proposed Algorithm

Algorithm 2 Proposed computation of f_δ .

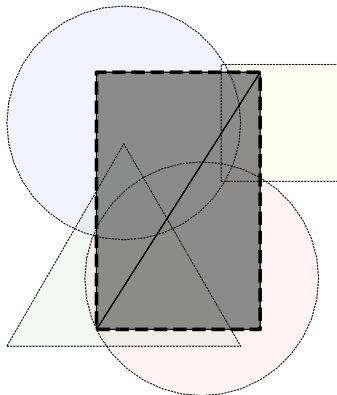
- 1: Create empty tree with open leaf Θ as root
 - 2: Triangulate Θ (deLaunay)
 - 3: **while** any non-leaf node exists **do**
 - 4: $\mathcal{R} \leftarrow$ most recently added node
 - 5: **if** MICP (1) infeasible for $\theta = c^{\mathcal{R}}$ **then**
 - 6: STOP, $(\Theta^*)^c \cap \Theta \neq \emptyset$
 - 7: **else**
 - 8: $\hat{\delta} \leftarrow$ solve (3)
 - 9: **if** (3) is infeasible **then**
 - 10: Split \mathcal{R} in half along longest edge
 - 11: **else**
 - 12: Replace with leaf $(\mathcal{R}, \hat{\delta})$
-



Proposed Algorithm

Algorithm 2 Proposed computation of f_δ .

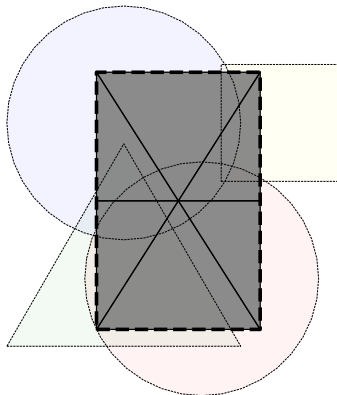
- 1: Create empty tree with open leaf Θ as root
 - 2: Triangulate Θ (deLaunay)
 - 3: **while** any non-leaf node exists **do**
 - 4: $\mathcal{R} \leftarrow$ most recently added node
 - 5: **if** MICP (1) infeasible for $\theta = c^{\mathcal{R}}$ **then**
 - 6: STOP, $(\Theta^*)^c \cap \Theta \neq \emptyset$
 - 7: **else**
 - 8: $\hat{\delta} \leftarrow$ solve (3)
 - 9: **if** (3) is infeasible **then**
 - 10: Split \mathcal{R} in half along longest edge
 - 11: **else**
 - 12: Replace with leaf $(\mathcal{R}, \hat{\delta})$
-



Proposed Algorithm

Algorithm 2 Proposed computation of f_δ .

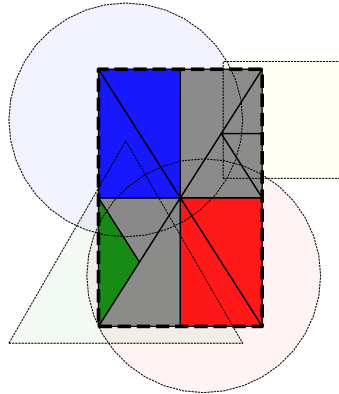
- 1: Create empty tree with open leaf Θ as root
 - 2: Triangulate Θ (deLaunay)
 - 3: **while** any non-leaf node exists **do**
 - 4: $\mathcal{R} \leftarrow$ most recently added node
 - 5: **if** MICP (1) infeasible for $\theta = c^{\mathcal{R}}$ **then**
 - 6: STOP, $(\Theta^*)^c \cap \Theta \neq \emptyset$
 - 7: **else**
 - 8: $\hat{\delta} \leftarrow$ solve (3)
 - 9: **if** (3) is infeasible **then**
 - 10: Split \mathcal{R} in half along longest edge
 - 11: **else**
 - 12: Replace with leaf $(\mathcal{R}, \hat{\delta})$
-



Proposed Algorithm

Algorithm 2 Proposed computation of f_δ .

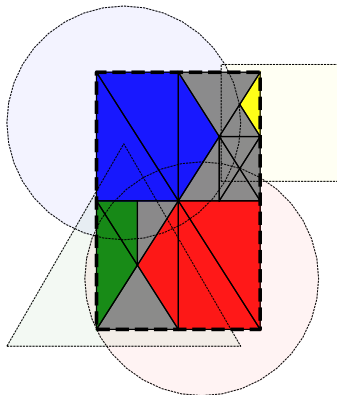
- 1: Create empty tree with open leaf Θ as root
 - 2: Triangulate Θ (delaunay)
 - 3: **while** any non-leaf node exists **do**
 - 4: $\mathcal{R} \leftarrow$ most recently added node
 - 5: **if** MICP (1) infeasible for $\theta = c^{\mathcal{R}}$ **then**
 - 6: STOP, $(\Theta^*)^c \cap \Theta \neq \emptyset$
 - 7: **else**
 - 8: $\hat{\delta} \leftarrow$ solve (3)
 - 9: **if** (3) is infeasible **then**
 - 10: Split \mathcal{R} in half along longest edge
 - 11: **else**
 - 12: Replace with leaf $(\mathcal{R}, \hat{\delta})$
-



Proposed Algorithm

Algorithm 2 Proposed computation of f_δ .

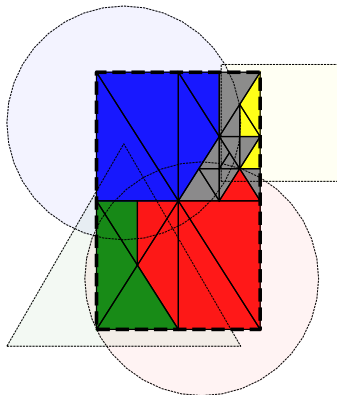
- 1: Create empty tree with open leaf Θ as root
 - 2: Triangulate Θ (deLaunay)
 - 3: **while** any non-leaf node exists **do**
 - 4: $\mathcal{R} \leftarrow$ most recently added node
 - 5: **if** MICP (1) infeasible for $\theta = c^{\mathcal{R}}$ **then**
 - 6: STOP, $(\Theta^*)^c \cap \Theta \neq \emptyset$
 - 7: **else**
 - 8: $\hat{\delta} \leftarrow$ solve (3)
 - 9: **if** (3) is infeasible **then**
 - 10: Split \mathcal{R} in half along longest edge
 - 11: **else**
 - 12: Replace with leaf $(\mathcal{R}, \hat{\delta})$
-



Proposed Algorithm

Algorithm 2 Proposed computation of f_δ .

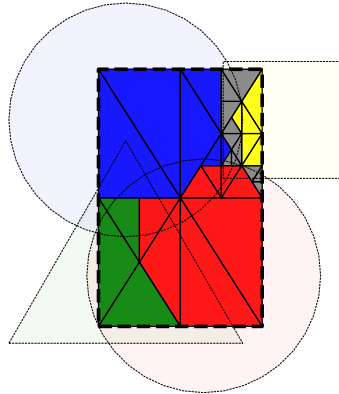
- 1: Create empty tree with open leaf Θ as root
 - 2: Triangulate Θ (deLaunay)
 - 3: **while** any non-leaf node exists **do**
 - 4: $\mathcal{R} \leftarrow$ most recently added node
 - 5: **if** MICP (1) infeasible for $\theta = c^{\mathcal{R}}$ **then**
 - 6: STOP, $(\Theta^*)^c \cap \Theta \neq \emptyset$
 - 7: **else**
 - 8: $\hat{\delta} \leftarrow$ solve (3)
 - 9: **if** (3) is infeasible **then**
 - 10: Split \mathcal{R} in half along longest edge
 - 11: **else**
 - 12: Replace with leaf $(\mathcal{R}, \hat{\delta})$
-



Proposed Algorithm

Algorithm 2 Proposed computation of f_δ .

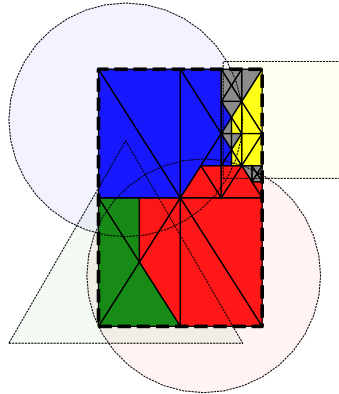
- 1: Create empty tree with open leaf Θ as root
 - 2: Triangulate Θ (deLaunay)
 - 3: **while** any non-leaf node exists **do**
 - 4: $\mathcal{R} \leftarrow$ most recently added node
 - 5: **if** MICP (1) infeasible for $\theta = c^{\mathcal{R}}$ **then**
 - 6: STOP, $(\Theta^*)^c \cap \Theta \neq \emptyset$
 - 7: **else**
 - 8: $\hat{\delta} \leftarrow$ solve (3)
 - 9: **if** (3) is infeasible **then**
 - 10: Split \mathcal{R} in half along longest edge
 - 11: **else**
 - 12: Replace with leaf $(\mathcal{R}, \hat{\delta})$
-



Proposed Algorithm

Algorithm 2 Proposed computation of f_δ .

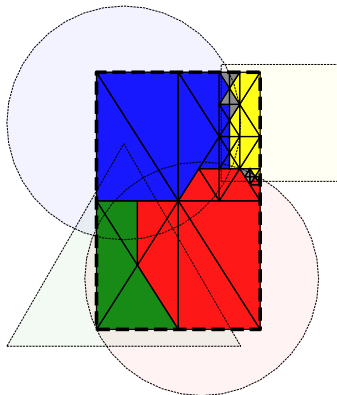
- 1: Create empty tree with open leaf Θ as root
 - 2: Triangulate Θ (deLaunay)
 - 3: **while** any non-leaf node exists **do**
 - 4: $\mathcal{R} \leftarrow$ most recently added node
 - 5: **if** MICP (1) infeasible for $\theta = c^{\mathcal{R}}$ **then**
 - 6: STOP, $(\Theta^*)^c \cap \Theta \neq \emptyset$
 - 7: **else**
 - 8: $\hat{\delta} \leftarrow$ solve (3)
 - 9: **if** (3) is infeasible **then**
 - 10: Split \mathcal{R} in half along longest edge
 - 11: **else**
 - 12: Replace with leaf $(\mathcal{R}, \hat{\delta})$
-



Proposed Algorithm

Algorithm 2 Proposed computation of f_δ .

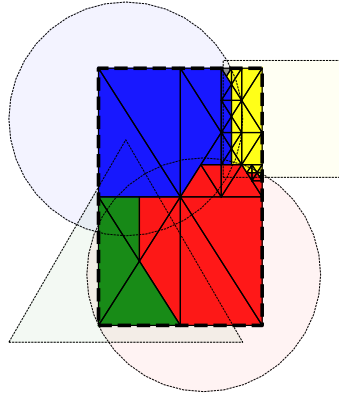
- 1: Create empty tree with open leaf Θ as root
 - 2: Triangulate Θ (deLaunay)
 - 3: **while** any non-leaf node exists **do**
 - 4: $\mathcal{R} \leftarrow$ most recently added node
 - 5: **if** MICP (1) infeasible for $\theta = c^{\mathcal{R}}$ **then**
 - 6: STOP, $(\Theta^*)^c \cap \Theta \neq \emptyset$
 - 7: **else**
 - 8: $\hat{\delta} \leftarrow$ solve (3)
 - 9: **if** (3) is infeasible **then**
 - 10: Split \mathcal{R} in half along longest edge
 - 11: **else**
 - 12: Replace with leaf $(\mathcal{R}, \hat{\delta})$
-



Proposed Algorithm

Algorithm 2 Proposed computation of f_δ .

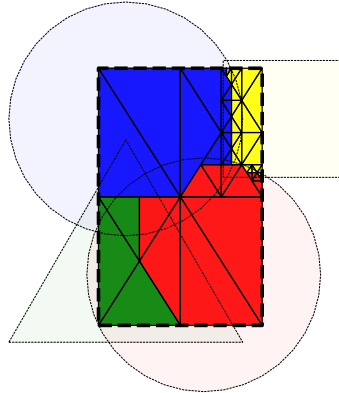
- 1: Create empty tree with open leaf Θ as root
 - 2: Triangulate Θ (deLaunay)
 - 3: **while** any non-leaf node exists **do**
 - 4: $\mathcal{R} \leftarrow$ most recently added node
 - 5: **if** MICP (1) infeasible for $\theta = c^{\mathcal{R}}$ **then**
 - 6: STOP, $(\Theta^*)^c \cap \Theta \neq \emptyset$
 - 7: **else**
 - 8: $\hat{\delta} \leftarrow$ solve (3)
 - 9: **if** (3) is infeasible **then**
 - 10: Split \mathcal{R} in half along longest edge
 - 11: **else**
 - 12: Replace with leaf $(\mathcal{R}, \hat{\delta})$
-



Proposed Algorithm

Algorithm 2 Proposed computation of f_δ .

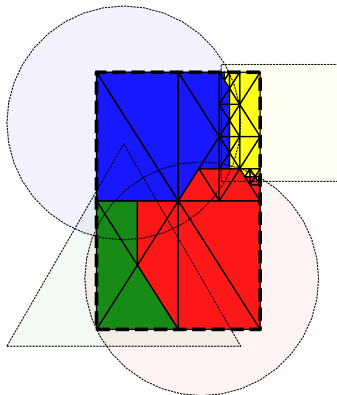
- 1: Create empty tree with open leaf Θ as root
 - 2: Triangulate Θ (deLaunay)
 - 3: **while** any non-leaf node exists **do**
 - 4: $\mathcal{R} \leftarrow$ most recently added node
 - 5: **if** MICP (1) infeasible for $\theta = c^{\mathcal{R}}$ **then**
 - 6: STOP, $(\Theta^*)^c \cap \Theta \neq \emptyset$
 - 7: **else**
 - 8: $\hat{\delta} \leftarrow$ solve (3)
 - 9: **if** (3) is infeasible **then**
 - 10: Split \mathcal{R} in half along longest edge
 - 11: **else**
 - 12: Replace with leaf $(\mathcal{R}, \hat{\delta})$
-



Proposed Algorithm

Algorithm 2 Proposed computation of f_δ .

- 1: Create empty tree with open leaf Θ as root
 - 2: Triangulate Θ (deLaunay)
 - 3: **while** any non-leaf node exists **do**
 - 4: $\mathcal{R} \leftarrow$ most recently added node
 - 5: **if** MICP (1) infeasible for $\theta = c^{\mathcal{R}}$ **then**
 - 6: STOP, $(\Theta^*)^c \cap \Theta \neq \emptyset$
 - 7: **else**
 - 8: $\hat{\delta} \leftarrow$ solve (3)
 - 9: **if** (3) is infeasible **then**
 - 10: Split \mathcal{R} in half along longest edge
 - 11: **else**
 - 12: Replace with leaf $(\mathcal{R}, \hat{\delta})$
-



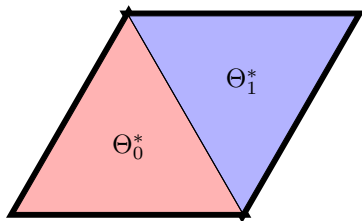
Convergence Properties

Definition 4

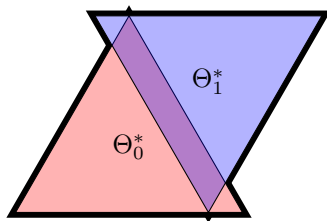
Let $\Delta \triangleq \{\delta \in \mathbb{I}^m : \Theta_\delta^* \cap \Theta \neq \emptyset\}$. The largest value $\kappa \in \mathbb{R}_+$ such that $\forall \theta \in \Theta \exists \delta \in \Delta$ such that $(\kappa\mathbb{B} + \theta) \setminus (\Theta^* \cap \Theta)^c \subseteq \Theta_\delta^*$ is called the overlap.

Assumption 1

The overlap is positive, i.e. $\kappa > 0$.



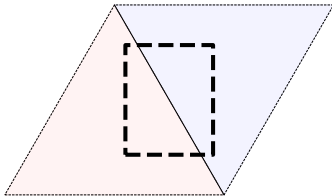
(a) Bad situation: $\kappa = 0$.



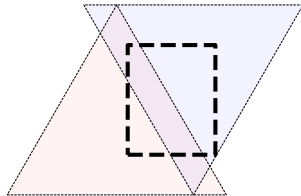
(b) Good situation: $\kappa > 0$.

Figure: Illustration of zero (bad) and positive (good) overlap.

What Happens When the Overlap is Zero?



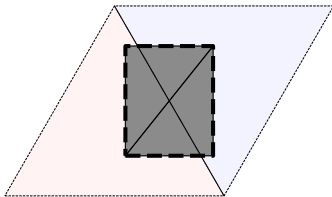
(a) Bad situation: $\kappa = 0$.



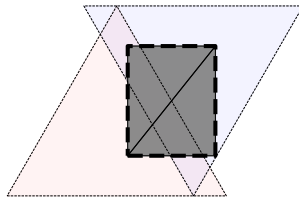
(b) Good situation: $\kappa > 0$.

Figure: Illustration of zero (bad) and positive (good) overlap. Our algorithm generally (i.e. quasi-always) **does not converge** if $\kappa = 0$.

What Happens When the Overlap is Zero?



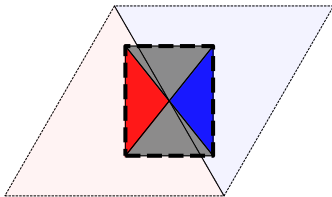
(a) Bad situation: $\kappa = 0$.



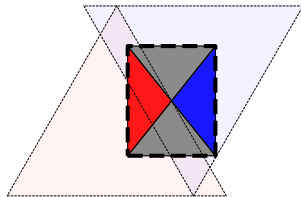
(b) Good situation: $\kappa > 0$.

Figure: Illustration of zero (bad) and positive (good) overlap. Our algorithm generally (i.e. quasi-always) **does not converge** if $\kappa = 0$.

What Happens When the Overlap is Zero?



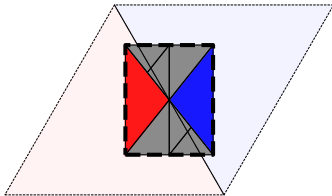
(a) Bad situation: $\kappa = 0$.



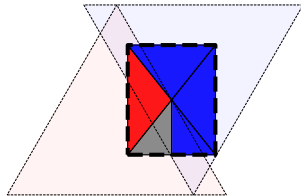
(b) Good situation: $\kappa > 0$.

Figure: Illustration of zero (bad) and positive (good) overlap. Our algorithm generally (i.e. quasi-always) **does not converge** if $\kappa = 0$.

What Happens When the Overlap is Zero?



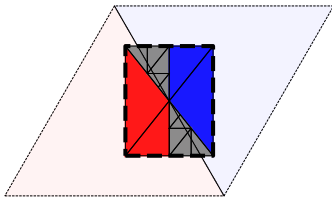
(a) Bad situation: $\kappa = 0$.



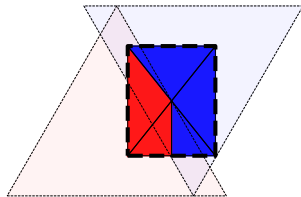
(b) Good situation: $\kappa > 0$.

Figure: Illustration of zero (bad) and positive (good) overlap. Our algorithm generally (i.e. quasi-always) **does not converge** if $\kappa = 0$.

What Happens When the Overlap is Zero?



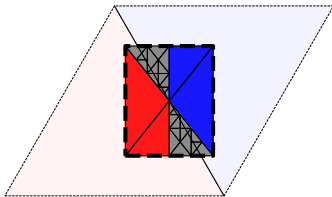
(a) Bad situation: $\kappa = 0$.



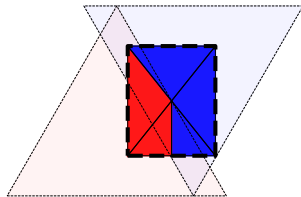
(b) Good situation: $\kappa > 0$.

Figure: Illustration of zero (bad) and positive (good) overlap. Our algorithm generally (i.e. quasi-always) **does not converge** if $\kappa = 0$.

What Happens When the Overlap is Zero?



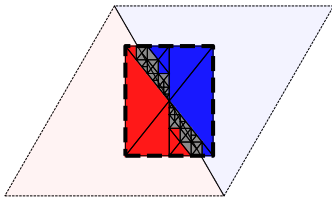
(a) Bad situation: $\kappa = 0$.



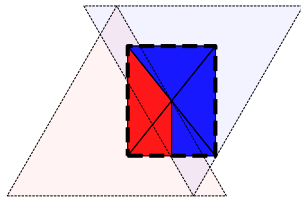
(b) Good situation: $\kappa > 0$.

Figure: Illustration of zero (bad) and positive (good) overlap. Our algorithm generally (i.e. quasi-always) **does not converge** if $\kappa = 0$.

What Happens When the Overlap is Zero?



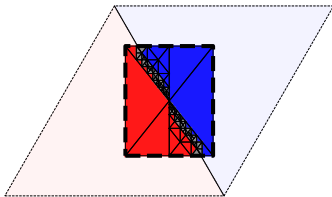
(a) Bad situation: $\kappa = 0$.



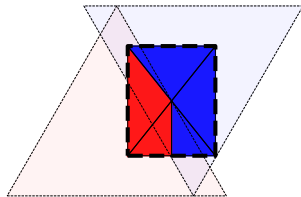
(b) Good situation: $\kappa > 0$.

Figure: Illustration of zero (bad) and positive (good) overlap. Our algorithm generally (i.e. quasi-always) **does not converge** if $\kappa = 0$.

What Happens When the Overlap is Zero?



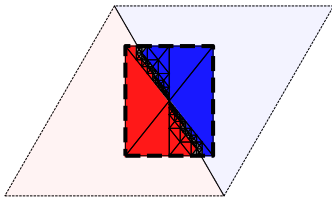
(a) Bad situation: $\kappa = 0$.



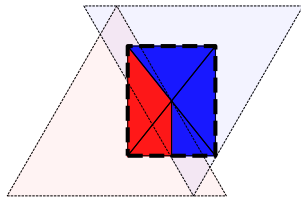
(b) Good situation: $\kappa > 0$.

Figure: Illustration of zero (bad) and positive (good) overlap. Our algorithm generally (i.e. quasi-always) **does not converge** if $\kappa = 0$.

What Happens When the Overlap is Zero?



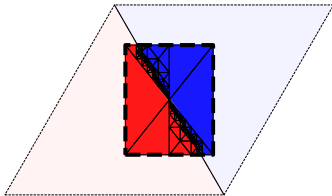
(a) Bad situation: $\kappa = 0$.



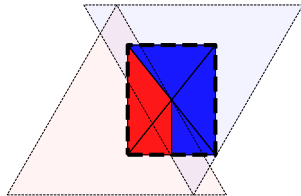
(b) Good situation: $\kappa > 0$.

Figure: Illustration of zero (bad) and positive (good) overlap. Our algorithm generally (i.e. quasi-always) **does not converge** if $\kappa = 0$.

What Happens When the Overlap is Zero?



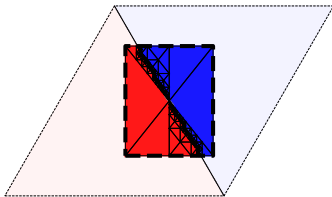
(a) Bad situation: $\kappa = 0$.



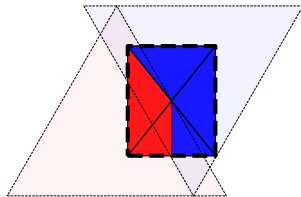
(b) Good situation: $\kappa > 0$.

Figure: Illustration of zero (bad) and positive (good) overlap. Our algorithm generally (i.e. quasi-always) **does not converge** if $\kappa = 0$.

What Happens When the Overlap is Zero?



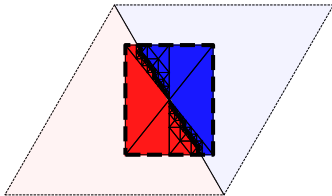
(a) Bad situation: $\kappa = 0$.



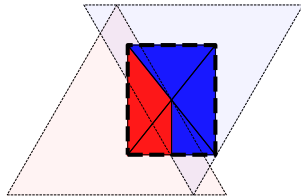
(b) Good situation: $\kappa > 0$.

Figure: Illustration of zero (bad) and positive (good) overlap. Our algorithm generally (i.e. quasi-always) **does not converge** if $\kappa = 0$.

What Happens When the Overlap is Zero?



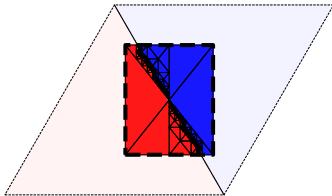
(a) Bad situation: $\kappa = 0$.



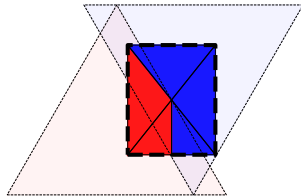
(b) Good situation: $\kappa > 0$.

Figure: Illustration of zero (bad) and positive (good) overlap. Our algorithm generally (i.e. quasi-always) **does not converge** if $\kappa = 0$.

What Happens When the Overlap is Zero?



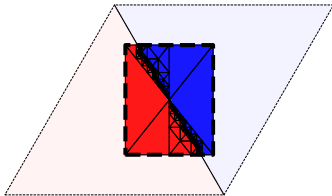
(a) Bad situation: $\kappa = 0$.



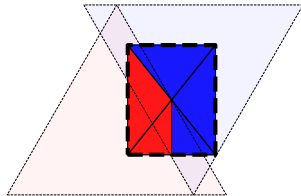
(b) Good situation: $\kappa > 0$.

Figure: Illustration of zero (bad) and positive (good) overlap. Our algorithm generally (i.e. quasi-always) **does not converge** if $\kappa = 0$.

What Happens When the Overlap is Zero?



(a) Bad situation: $\kappa = 0$.



(b) Good situation: $\kappa > 0$.

Figure: Illustration of zero (bad) and positive (good) overlap. Our algorithm generally (i.e. quasi-always) **does not converge** if $\kappa = 0$.

Guaranteed Convergence for Non-Zero Overlap

Theorem 5

If the overlap is positive then our algorithm either converges or fails in a finite number of iterations.

Lemma 6

If the overlap is zero, our algorithm generally (read: almost always) does not converge.

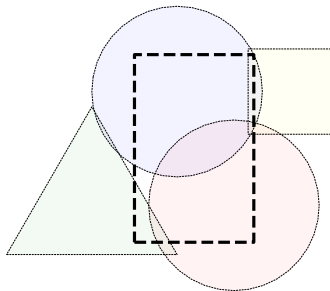


Figure: Illustration of failure in a finite number of iterations.

Guaranteed Convergence for Non-Zero Overlap

Theorem 5

If the overlap is positive then our algorithm either converges or fails in a finite number of iterations.

Lemma 6

If the overlap is zero, our algorithm generally (read: almost always) does not converge.

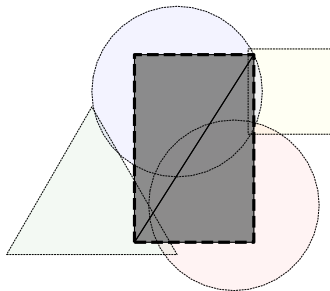


Figure: Illustration of failure in a finite number of iterations.

Guaranteed Convergence for Non-Zero Overlap

Theorem 5

If the overlap is positive then our algorithm either converges or fails in a finite number of iterations.

Lemma 6

If the overlap is zero, our algorithm generally (read: almost always) does not converge.

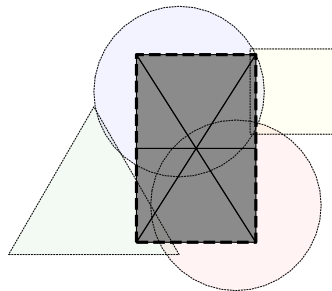


Figure: Illustration of failure in a finite number of iterations.

Guaranteed Convergence for Non-Zero Overlap

Theorem 5

If the overlap is positive then our algorithm either converges or fails in a finite number of iterations.

Lemma 6

If the overlap is zero, our algorithm generally (read: almost always) does not converge.

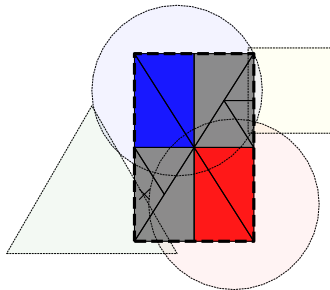


Figure: Illustration of failure in a finite number of iterations.

Partition Complexity

Recall:

- ▶ Partition is stored as a binary tree
- ▶ Parameter $\theta \in \mathbb{R}^p$

Theorem 7

The worst-case partition tree depth τ is $\mathcal{O}(p^2 \log(\kappa^{-1}))$.

Corollary 8

The worst-case tree leaf count η is $\mathcal{O}(2^{p^2 \log(\kappa^{-1})})$.

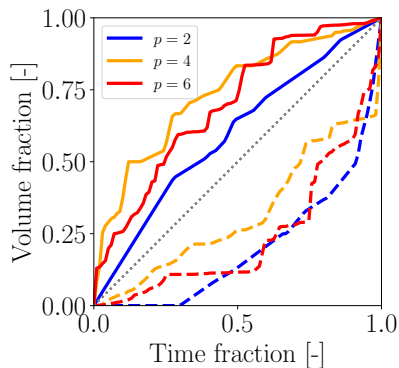
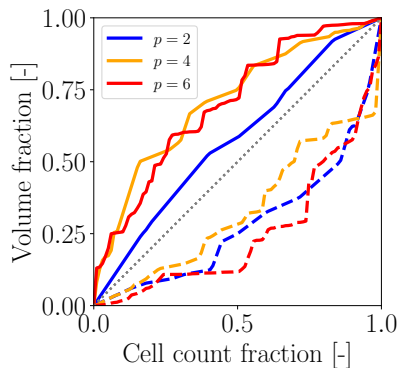
Theorem 9

*The on-line evaluation complexity of f_δ is $\mathcal{O}(p^4)$, i.e. **polynomial time**.*

Illustrative Example

Multiple DOF controllable oscillator [1]:

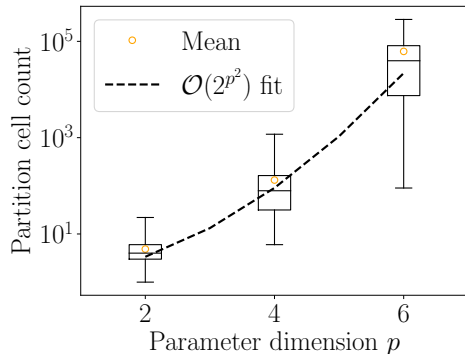
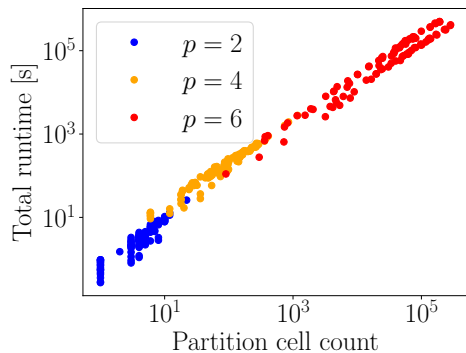
$$M\ddot{r} + C\dot{r} + Kr = Lu. \quad (3)$$



Illustrative Example

Multiple DOF controllable oscillator [1]:

$$M\ddot{r} + C\dot{r} + Kr = Lu. \quad (3)$$



Outline

Partition-based Feasible Integer Solution Pre-computation for Hybrid MPC

Approximate Multiparametric Mixed-integer Convex Programming

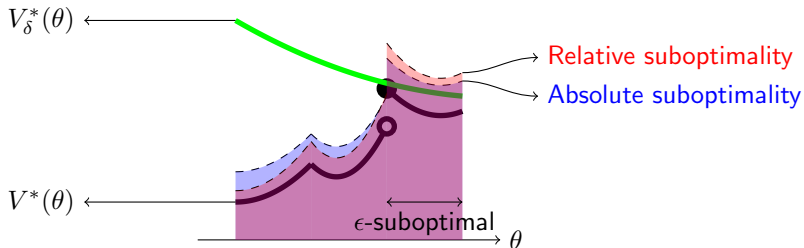
Definitions

Definition 10

The suboptimal commutation map $f_{\delta}^{\epsilon} : \Theta^* \rightarrow \mathbb{I}^m$ associates $\theta \in \Theta^*$ to an ϵ -suboptimal commutation δ such that

$$V_{\delta}^*(\theta) - V^*(\theta) < \max\{\epsilon_a, \epsilon_r V^*(\theta)\}, \quad (4)$$

where ϵ_a and ϵ_r are the absolute and relative errors.



Checking if δ is ϵ -suboptimal

$$V_{\delta}^*(\theta) - V^*(\theta) < \max\{\epsilon_a, \epsilon_r V^*(\theta)\}. \quad (5)$$

- If (8) does not hold, then the following is feasible:

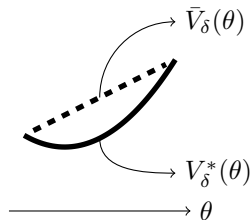
$$\delta^*, \theta^* = \underset{\theta \in \mathcal{R}}{\text{find}} \delta' \text{ s.t.} \quad (6a)$$

$$V_{\delta}^*(\theta) - V_{\delta'}^*(\theta) \geq \max\{\epsilon_a, \epsilon_r V_{\delta'}^*(\theta)\}. \quad (6b)$$

- Since (6b) is non-convex, use a convex approximation:

$$\delta^*, \theta^* = \underset{\theta \in \mathcal{R}}{\text{find}} \delta' \text{ s.t.} \quad (7a)$$

$$\bar{V}_{\delta}(\theta) - V_{\delta'}^*(\theta) \geq \max\{\epsilon_a, \epsilon_r V_{\delta'}^*(\theta)\}. \quad (7b)$$



Affine over-approximator:

$$\bar{V}_{\delta}(\theta) \triangleq \sum_{i=1}^{|\mathcal{V}(\mathcal{R})|} \alpha_i V_{\delta}^*(v_i).$$

Checking if δ is ϵ -suboptimal

$$V_{\delta}^*(\theta) - V^*(\theta) < \max\{\epsilon_a, \epsilon_r V^*(\theta)\}. \quad (8)$$

- ▶ To prevent oscillations, ensure δ^* is feasible over \mathcal{R} :

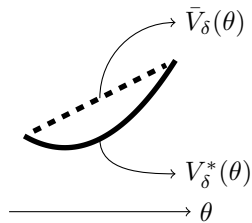
$$\delta^*, \theta^* = \underset{\theta \in \mathcal{R}}{\text{find}} \delta' \text{ s.t.} \quad (9a)$$

$$\bar{V}_{\delta'}(\theta) - V_{\delta'}^*(\theta) \geq \max\{\epsilon_a, \epsilon_r V_{\delta'}^*(\theta)\}, \quad (9b)$$

$$\delta' \in \{\delta'' \in \mathbb{I}^m \setminus \{\delta\} : \mathcal{R} \subseteq \Theta_{\delta''}^*\}. \quad (9c)$$

- ▶ To prevent excessive partitioning, only partition when:

$$\max_{\theta \in \mathcal{R}} V_{\delta}^*(\theta) - \min_{\theta \in \mathcal{R}} V_{\delta}^*(\theta) < \max\{\epsilon_a, \epsilon_r V_{\delta}^*(\theta^*)\}, \quad (10)$$



Affine over-approximator:

$$\bar{V}_{\delta}(\theta) \triangleq \sum_{i=1}^{|\mathcal{V}(\mathcal{R})|} \alpha_i V_{\delta}^*(v_i).$$

Checking if δ is ϵ -suboptimal

$$V_{\delta}^*(\theta) - V^*(\theta) < \max\{\epsilon_a, \epsilon_r V^*(\theta)\}. \quad (8)$$

- ▶ To prevent oscillations, ensure δ^* is feasible over \mathcal{R} :

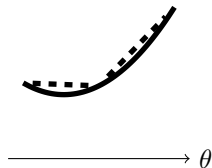
$$\delta^*, \theta^* = \underset{\theta \in \mathcal{R}}{\text{find}} \delta' \text{ s.t.} \quad (9a)$$

$$\bar{V}_{\delta}(\theta) - V_{\delta'}^*(\theta) \geq \max\{\epsilon_a, \epsilon_r V_{\delta'}^*(\theta)\}, \quad (9b)$$

$$\delta' \in \{\delta'' \in \mathbb{I}^m \setminus \{\delta\} : \mathcal{R} \subseteq \Theta_{\delta''}^*\}. \quad (9c)$$

- ▶ To prevent excessive partitioning, only partition when:

$$\max_{\theta \in \mathcal{R}} V_{\delta}^*(\theta) - \min_{\theta \in \mathcal{R}} V_{\delta}^*(\theta) < \max\{\epsilon_a, \epsilon_r V_{\delta}^*(\theta^*)\}, \quad (10)$$



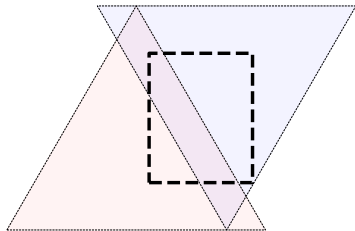
Affine over-approximator:

$$\bar{V}_{\delta}(\theta) \triangleq \sum_{i=1}^{|\mathcal{V}(\mathcal{R})|} \alpha_i V_{\delta}^*(v_i).$$

Partitioning Algorithm

Algorithm 3 Computation of f_{δ}^{ϵ} .

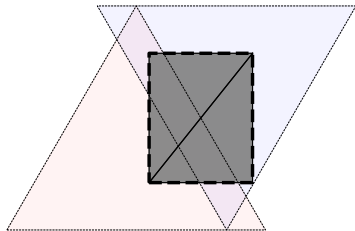
- 1: Create feasible partition (Algorithm 2)
 - 2: **while** any nodes exist **do**
 - 3: $(\mathcal{R}, \delta) \leftarrow$ most recently added node
 - 4: **if** (7) infeasible **then**
 - 5: Change node to leaf
 - 6: **else**
 - 7: $\delta^*, \theta^* \leftarrow$ solve (9)
 - 8: **if** (9) feasible and (10) holds **then**
 - 9: Change node to (\mathcal{R}, δ^*)
 - 10: **else**
 - 11: $\delta^* \leftarrow \delta$ if (10) infeasible
 - 12: Split \mathcal{R} in half along longest edge
 - 13: Add nodes using δ^*
-



Partitioning Algorithm

Algorithm 3 Computation of f_{δ}^{ϵ} .

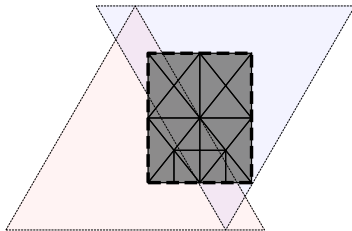
- 1: Create feasible partition (Algorithm 2)
 - 2: **while** any nodes exist **do**
 - 3: $(\mathcal{R}, \delta) \leftarrow$ most recently added node
 - 4: **if** (7) infeasible **then**
 - 5: Change node to leaf
 - 6: **else**
 - 7: $\delta^*, \theta^* \leftarrow$ solve (9)
 - 8: **if** (9) feasible and (10) holds **then**
 - 9: Change node to (\mathcal{R}, δ^*)
 - 10: **else**
 - 11: $\delta^* \leftarrow \delta$ if (10) infeasible
 - 12: Split \mathcal{R} in half along longest edge
 - 13: Add nodes using δ^*
-



Partitioning Algorithm

Algorithm 3 Computation of f_{δ}^{ϵ} .

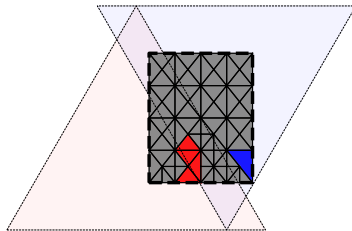
- 1: Create feasible partition (Algorithm 2)
 - 2: **while** any nodes exist **do**
 - 3: $(\mathcal{R}, \delta) \leftarrow$ most recently added node
 - 4: **if** (7) infeasible **then**
 - 5: Change node to leaf
 - 6: **else**
 - 7: $\delta^*, \theta^* \leftarrow$ solve (9)
 - 8: **if** (9) feasible and (10) holds **then**
 - 9: Change node to (\mathcal{R}, δ^*)
 - 10: **else**
 - 11: $\delta^* \leftarrow \delta$ if (10) infeasible
 - 12: Split \mathcal{R} in half along longest edge
 - 13: Add nodes using δ^*
-



Partitioning Algorithm

Algorithm 3 Computation of f_{δ}^{ϵ} .

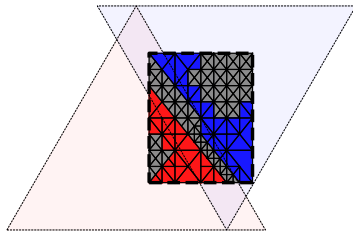
- 1: Create feasible partition (Algorithm 2)
 - 2: **while** any nodes exist **do**
 - 3: $(\mathcal{R}, \delta) \leftarrow$ most recently added node
 - 4: **if** (7) infeasible **then**
 - 5: Change node to leaf
 - 6: **else**
 - 7: $\delta^*, \theta^* \leftarrow$ solve (9)
 - 8: **if** (9) feasible and (10) holds **then**
 - 9: Change node to (\mathcal{R}, δ^*)
 - 10: **else**
 - 11: $\delta^* \leftarrow \delta$ if (10) infeasible
 - 12: Split \mathcal{R} in half along longest edge
 - 13: Add nodes using δ^*
-



Partitioning Algorithm

Algorithm 3 Computation of f_{δ}^{ϵ} .

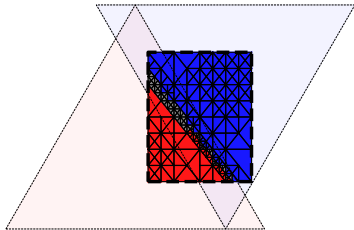
- 1: Create feasible partition (Algorithm 2)
 - 2: **while** any nodes exist **do**
 - 3: $(\mathcal{R}, \delta) \leftarrow$ most recently added node
 - 4: **if** (7) infeasible **then**
 - 5: Change node to leaf
 - 6: **else**
 - 7: $\delta^*, \theta^* \leftarrow$ solve (9)
 - 8: **if** (9) feasible and (10) holds **then**
 - 9: Change node to (\mathcal{R}, δ^*)
 - 10: **else**
 - 11: $\delta^* \leftarrow \delta$ if (10) infeasible
 - 12: Split \mathcal{R} in half along longest edge
 - 13: Add nodes using δ^*
-



Partitioning Algorithm

Algorithm 3 Computation of f_{δ}^{ϵ} .

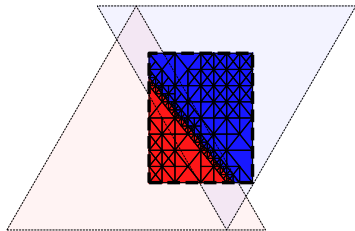
- 1: Create feasible partition (Algorithm 2)
 - 2: **while** any nodes exist **do**
 - 3: $(\mathcal{R}, \delta) \leftarrow$ most recently added node
 - 4: **if** (7) infeasible **then**
 - 5: Change node to leaf
 - 6: **else**
 - 7: $\delta^*, \theta^* \leftarrow$ solve (9)
 - 8: **if** (9) feasible and (10) holds **then**
 - 9: Change node to (\mathcal{R}, δ^*)
 - 10: **else**
 - 11: $\delta^* \leftarrow \delta$ if (10) infeasible
 - 12: Split \mathcal{R} in half along longest edge
 - 13: Add nodes using δ^*
-



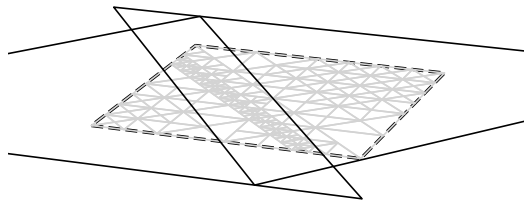
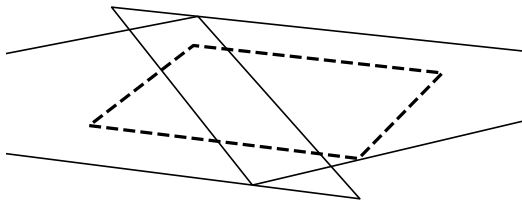
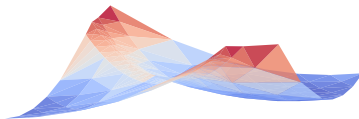
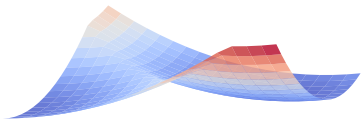
Partitioning Algorithm

Algorithm 3 Computation of f_{δ}^{ϵ} .

- 1: Create feasible partition (Algorithm 2)
 - 2: **while** any nodes exist **do**
 - 3: $(\mathcal{R}, \delta) \leftarrow$ most recently added node
 - 4: **if** (7) infeasible **then**
 - 5: Change node to leaf
 - 6: **else**
 - 7: $\delta^*, \theta^* \leftarrow$ solve (9)
 - 8: **if** (9) feasible and (10) holds **then**
 - 9: Change node to (\mathcal{R}, δ^*)
 - 10: **else**
 - 11: $\delta^* \leftarrow \delta$ if (10) infeasible
 - 12: Split \mathcal{R} in half along longest edge
 - 13: Add nodes using δ^*
-



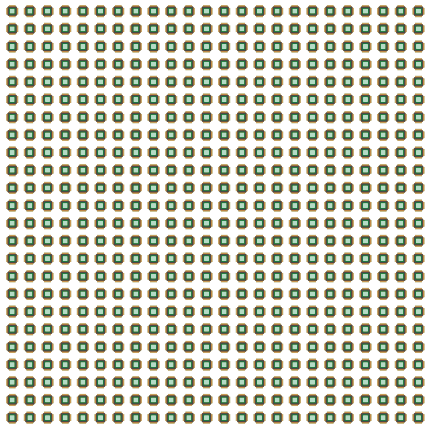
Optimal Cost Approximation as Piecewise-Affine Function



Parallelization opportunity



Master process



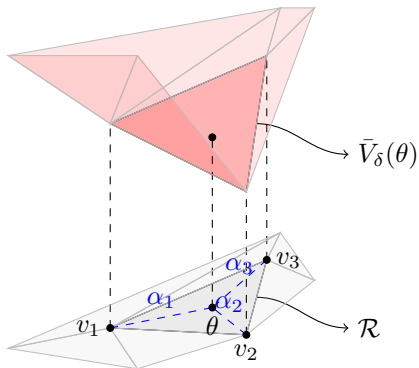
Slave processes

Algorithm 2 Proposed computation of f_δ .

- 1: Create empty tree with open leaf Θ as root
 - 2: Triangulate Θ (de1aunay)
 - 3: **while** any non-leaf node exists **do**
 - 4: $\mathcal{R} \leftarrow$ most recently added node
 - 5: **if** MICP (1) infeasible for $\theta = c^{\mathcal{R}}$ **then**
 - 6: STOP, $(\Theta^*)^c \cap \Theta \neq \emptyset$
 - 7: **else**
 - 8: $\hat{\delta} \leftarrow$ solve (3)
 - 9: **if** (3) is infeasible **then**
 - 10: Split \mathcal{R} in half along longest edge
 - 11: **else**
 - 12: Replace with leaf $(\mathcal{R}, \hat{\delta})$
-

Explicit Implementation

$$\hat{x} = \sum_{j=1}^{|\mathcal{V}(\mathcal{R})|} \alpha_j x_j^* \text{ where } \theta = \sum_{j=1}^{|\mathcal{V}(\mathcal{R})|} \alpha_j v_j, \quad v_j \in \mathcal{V}(\mathcal{R}).$$



Explicit implementation = binary tree search + $(Ax + b)$ evaluation

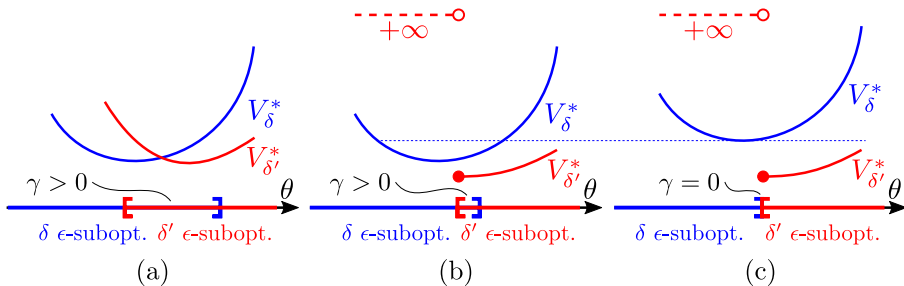
Convergence Properties

Definition 11

The overlap is the largest $\gamma \geq 0$ such that for each $\theta \in \Theta$, $\exists \delta \in \Delta$ which is ϵ -suboptimal in $(\gamma\mathbb{B} + \theta) \setminus \Theta^c$.

Assumption 2

The overlap is positive, i.e. $\gamma > 0$.



Convergence Properties

Theorem 12

Our algorithm converges if and only if the overlap is positive.

Theorem 13

The worst-case partition tree depth τ is $\mathcal{O}(p^2 \log(\gamma^{-1}))$.²

Theorem 14

*The evaluation complexity of f_δ^ϵ is $\mathcal{O}(p^4)$, i.e. **polynomial time**.*

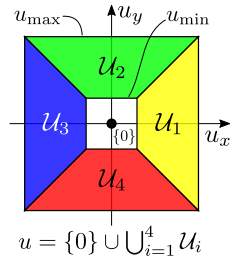
²In fact, fixed-commutation cost function gradients also need to be considered, see [2, Definition 6].
Approximate Multiparametric Mixed-integer Convex Programming

Illustrative Example

Clohesy-Wiltshire-Hill dynamics [2]:

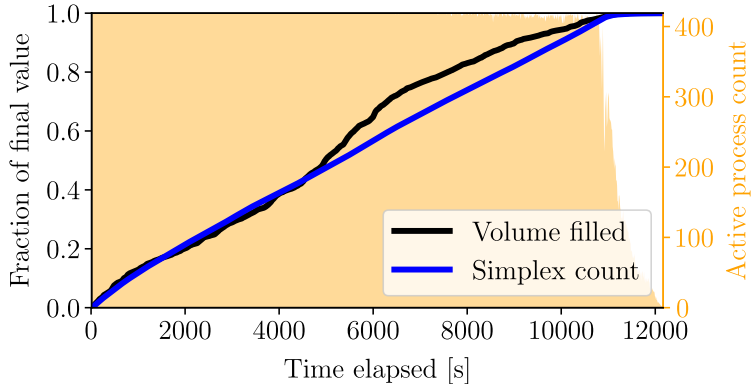
$$\text{cwh_xy: } \begin{cases} \ddot{x} = 3\omega_0^2 x + 2\omega_0 \dot{y} + u_x + w_x, \\ \ddot{y} = -2\omega_0 \dot{x} + u_y + w_y, \end{cases}$$

$$\text{cwh_z: } \ddot{z} = -\omega_0^2 z + u_z + w_z,$$



Example	s_a	ϵ_r	τ	λ	T_{wall} [hr]	T_{cpu} [hr]	M [MB]
cwh_z	0.50	2.00	13	101	0.01	0.09	< 0.01
cwh_z	0.25	1.00	17	978	0.06	0.96	< 0.01
cwh_z	0.10	0.10	20	13500	0.31	7.72	11
cwh_z	0.03	0.05	26	235231	1.91	154.19	202
cwh_z	0.01	0.01	31	3322941	6.37	2516.98	2916
cwh_xy	0.50	2.00	32	30448	0.57	53.44	36
cwh_xy	0.25	1.00	49	884323	3.38	1297.35	1069

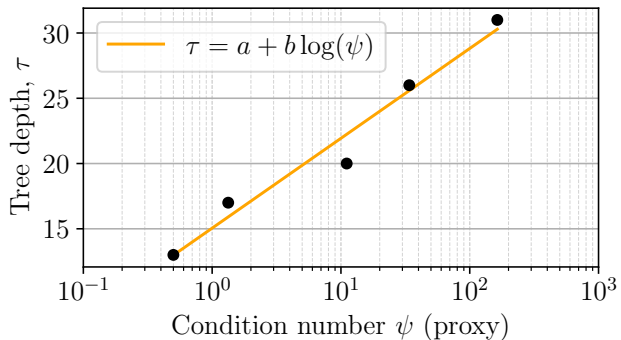
Partitioning Progress Plot



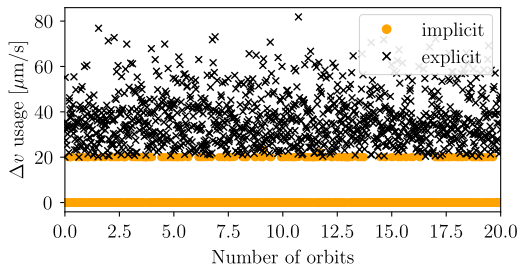
- ▶ Python 3.7.2
- ▶ CVXPY 1.0.21
- ▶ MOSEK 9.0.87
- ▶ MPICH 3.2
- ▶ CentOS 7
- ▶ Up to 1120 processors (20 nodes \times 28 cores/node)
- ▶ Cote = 2.4 GHz Intel E5-2680, 20 GB RAM

Platform: **UW Hyak supercomputer**

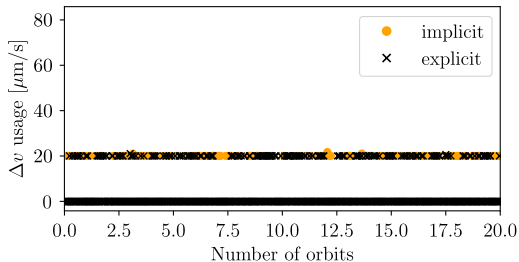
Partition Complexity



Control History



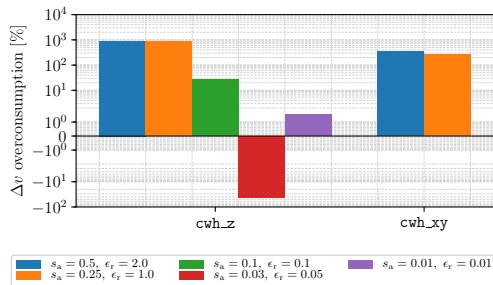
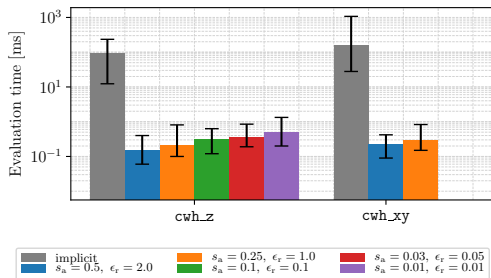
(a) Input 2-norm history for `chw_z` with $s_a = 0.5$ and $\epsilon_r = 2$.



(b) Input 2-norm history for `chw_z` with $s_a = 0.01$ and $\epsilon_r = 0.01$.

Figure: Comparison of control input histories for a coarse and a refined ϵ -suboptimal partition. By reducing ϵ_a and ϵ_r , explicit MPC approaches the behavior of implicit MPC.

Control Performance






(a) MPC on-line evaluation time. Bars show the mean while error bars shown the minimum and maximum values.

(b) Overconsumption of fuel with respect to implicit MPC due to ϵ -suboptimality. Implicit MPC uses ≈ 4 mm/s over 20 orbits.

Figure: Comparison of the proposed semi-explicit and explicit implementations to implicit MPC in terms of (a) on-line control input computation time and (b) total fuel consumption over 20 orbits.

Bibliography

-  D. Malyuta, B. Açıkmeşe, M. Cacan, and D. S. Bayard, “Partition-based feasible integer solution pre-computation for hybrid model predictive control,” in *European Control Conference (accepted)*, p. arXiv:1902.10989, IFAC, jun 2019.
-  D. Malyuta and B. Açıkmeşe, “Approximate multiparametric mixed-integer convex programming,” *IEEE Control Systems Letters (accepted)*, p. arXiv:1902.10994, 2019.
-  D. Dueri, S. V. Raković, and B. Açıkmeşe, “Consistently improving approximations for constrained controllability and reachability,” in *2016 European Control Conference (ECC)*, IEEE, jun 2016.