# Model Predictive Control and the Unreasonable Effectiveness of Replanning

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# Goal: Design a complete planning/control architecture for real robot systems?









## Landscape of Planning / Control Algorithms

#### Low-level control





#### High-level path planning



LazySP / Halton Sampling







## Landscape of Planning / Control Algorithms

#### Low-level control

Handle dynamics + uncertainty

Short Horizons

Linear, quadratic

High-level path planning

Plan over long horizons

Ignore dynamics /

uncertainty

Halton Sampling

a7







# LQR is cute... But what if my robot is not linear?





## Goal: Solve a general continuous time MDP



# $\min_{\substack{x_{0:T-1}, u_{0:T-1} \\ t=0}} \sum_{t=0}^{T-1} c(x_t, u_t)$

$$x_{t+1} = f(x_t, u_t)$$

Nonlinear!



# Iterative LQR (ILQR) to the rescue! Three simple steps!



Step 1: Forward pass - roll out current guess u(t)eat Step 2: Linearize dynamics, quadricize cost around roll out Å. Step 3: Backwards pass - compute LQR gains  $K_t$  at each time





## Landscape of Planning / Control Algorithms

#### Low-level control





iLQR

#### High-level path planning



LazySP / Halton Sampling







# iLQR seems hard to implement

# is there a simple brute force approach?





# Cross Entropy Search





Credit: https://blog.otoro.net/2017/10/29/visual-evolution-strategies/

# Let's formalize!



 $\mathcal{D}^{\theta}$ 

#### TNIT



# The Cross Entropy Algorithm $\int_{I_{NT}} D_{\theta}$



SAMPLE & TIMES toget & EB: Zk i Jie,

14



SAMPLE & TIMES toget & EB: Zk i Jini

- FVALUATE EACH O:
- · EXECUTE POLICY MULTIPLE TIMES





EVALUATE EACH O:

· EXECUTE POLICY MULTIPLE TIMES

100

100





FVALUATE EACH O:

· EXECUTE POLICY MULTIPLE TIMES

100

100

FIND TOP'E' ELITES (e.g. 25%)

17



FVALUATE EACH O:

· EXECUTE POLICY MULTIPLE TIMES

100

100

100

FIND TOP'E' ELITES (e.g. 25%)

8

FIT A NEW DISTRIBUTION



## Cross Entropy for Gaussian

#### Gaussian Distribution $D_{\theta} := \mathcal{N}(\mu, \Sigma)$



Variance



 $\Sigma^{t} = \frac{1}{2} \sum_{i=1}^{e} (\theta_{i} - \mu^{t})^{2}$ i=1

C



#### 2560, 2.5 second trajectories sampled with cost-weighted average @ 60 Hz



#### GeorgiaTech AutoRally



#### Cross Entropy in Action!



# Practical Issues and Fixes







# Issue 1: What happens to the variance? $\Sigma^{t} = \frac{1}{e} \sum_{i=1}^{e} (\theta_{i} - \mu^{t})^{2}$

#### Simple fix: Add a bit of noise to the variance

$$\Sigma^{t} = \frac{1}{e} \sum_{i=1}^{e} (\theta_{i} - \mu^{t})^{2} + \Sigma_{noise}$$

#### Collapses too quickly!



## Issue 2: What if we have a bad batch of samples?

### The elites can be bad, and the mean can slingshot into a bad value

#### Simple fix: Slowly update mean

 $\mu^{t} = \frac{1}{e} \sum_{i=1}^{e} \theta_{i}$ 

 $\mu^{t} = \mu^{t-1} + \eta \frac{1}{e} \sum_{i=1}^{e} \theta_{i}$ 





## Landscape of Planning / Control Algorithms

#### Low-level control



iLQR

### High-level path planning

![](_page_23_Figure_5.jpeg)

LazySP / Halton Sampling

![](_page_23_Picture_7.jpeg)

![](_page_23_Picture_8.jpeg)

![](_page_23_Figure_9.jpeg)

![](_page_23_Picture_10.jpeg)

# Let's apply what we know!

![](_page_24_Picture_1.jpeg)

![](_page_24_Picture_2.jpeg)

![](_page_24_Picture_3.jpeg)

![](_page_24_Picture_4.jpeg)

![](_page_25_Picture_0.jpeg)

![](_page_26_Picture_0.jpeg)

![](_page_26_Picture_1.jpeg)

#### Takeoff(Respect power constraints)

Tower I Map created by sensor

![](_page_26_Picture_4.jpeg)

![](_page_26_Picture_5.jpeg)

#### **Enroute** (Avoid sensed obstacles)

**Touchdown** (Plan to multiple sites)

![](_page_26_Picture_8.jpeg)

![](_page_26_Picture_9.jpeg)

![](_page_26_Picture_10.jpeg)

#### Problem 1: Don't know the terrain ahead of time!

### Problem 2: Don't have a perfect dynamics model!

#### Problem 3: Not enough time to plan all the way to the goal!

# The Big Challenges

![](_page_27_Picture_5.jpeg)

![](_page_27_Picture_6.jpeg)

# The Unreasonable Effectiveness of Replanning

![](_page_28_Picture_1.jpeg)

#### Problem 1: Don't know the terrain ahead of time!

## Problem 2: Don't have a perfect dynamics model!

#### Problem 3: Not enough time to plan all the way to the goal!

# The Big Challenges

![](_page_29_Picture_5.jpeg)

![](_page_30_Picture_0.jpeg)

![](_page_30_Picture_1.jpeg)

# Think-Pair-Share!

#### Pair: Find a partner

Share (45 sec): Partners exchange ideas

Think (30 sec): The helicopter can only sense 1km. How should it plan through unknown terrain? What assumptions can it make?

![](_page_31_Picture_5.jpeg)

![](_page_31_Picture_6.jpeg)

![](_page_32_Picture_0.jpeg)

![](_page_32_Picture_1.jpeg)

#### Be Optimistic and Replan!

![](_page_33_Picture_0.jpeg)

#### Be Optimistic and Replan!

![](_page_33_Picture_2.jpeg)

![](_page_33_Picture_3.jpeg)

#### Stanford DARPA Challenge, 2007

![](_page_34_Figure_0.jpeg)

Step 2: Execute the first control and gain new information

Step 3: Repeat!

- Step 1: Using your current information, solve an optimization problem

![](_page_34_Picture_6.jpeg)

Why does this work?

![](_page_35_Picture_2.jpeg)

![](_page_35_Picture_3.jpeg)

![](_page_35_Picture_4.jpeg)

#### Problem 1: Don't know the terrain ahead of time!

## Problem 2: Don't have a perfect dynamics model!

#### Problem 3: Not enough time to plan all the way to the goal!

# The Big Challenges

![](_page_36_Picture_5.jpeg)

![](_page_36_Picture_6.jpeg)

## Problem 2: Don't have a perfect dynamics model!

![](_page_37_Picture_1.jpeg)

Let's say there is an unknown gust of wind pushing you off the path

MPC works in many cases! (For bounded error in dynamics, the policy has bounded sub optimality)

![](_page_37_Picture_4.jpeg)

![](_page_37_Picture_5.jpeg)

#### Problem 1: Don't know the terrain ahead of time!

### Problem 2: Don't have a perfect dynamics model!

### Problem 3: Not enough time to plan all the way to the goal!

# The Big Challenges

![](_page_38_Picture_5.jpeg)

![](_page_38_Picture_6.jpeg)

#### Problem 3: Not enough time to plan all the way to goal!

![](_page_39_Picture_1.jpeg)

#### Example mission:

# Fly from Phoenix to Flagstaff as fast as possible (200 km)

#### Problem: Take forever to plan at high lution ALL the way to goal

![](_page_39_Picture_5.jpeg)

![](_page_39_Picture_6.jpeg)

When does hierarchical planning work? When can it fail?

![](_page_40_Picture_2.jpeg)

![](_page_40_Picture_3.jpeg)

![](_page_40_Picture_4.jpeg)