

Review:

Bellman equation:

$$V(x_t, t) = \min_{u_t} \left\{ L(x_t, u_t) + V(x_{t+1}, t+1) \right\}$$

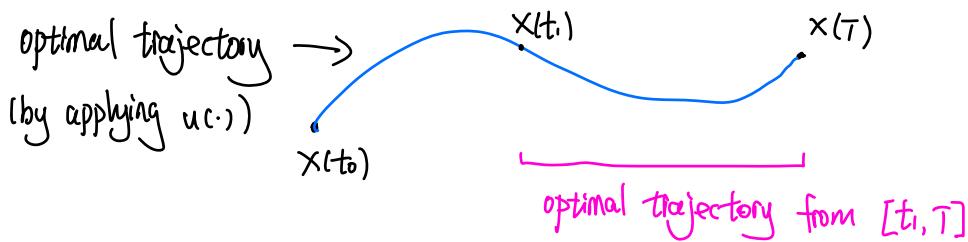
↓
 $f_D(x_t, u_t)$

$$V(x, T+1) = \ell(x)$$

Continuous-time OC problem via DP

$$\min_{u(\cdot)} J(x(t), u(\cdot), t_0) = \int_{s=t_0}^T L(x(s), u(s)) ds + \ell(x(T))$$

$$\text{s.t. } \dot{x}(s) = f_c(x(s), u(s)) \quad s \in [t_0, T]$$



$$V(x, t) = \min_{u(\cdot)} J(x, u(\cdot), t)$$

$$= \min_{u(\cdot)} \left\{ \int_{s=t}^{t+\delta} L(x(s), u(s)) ds + J(x(t+\delta), u(\cdot), t+\delta) \right\}$$

$$= \min_{u(\cdot)} \left\{ \int_{s=t}^{t+\delta} L(x(s), u(s)) ds + V(x(t+\delta), t+\delta) \right\}$$

Now, suppose δ is very small.

$$V(x, t) = \min_{u(t)} \left\{ L(x(t), u(t))\delta + V(x(t+\delta), t+\delta) \right\}$$

$$= \min_{u(t)} \left\{ L(x(t), u(t))\delta + V(x(t+\delta), t+\delta) \right\}$$

Taylor Expansion around $V(x(t), t)$

$$V(x(t+\delta), t+\delta) = V(x(t), t) + \frac{\partial V}{\partial x} \cdot (x(t+\delta) - x(t))$$

$$+ \frac{\partial V}{\partial t} \cdot (t+\delta - t) + h.o.t.$$

$$= V(x(t), t) + \frac{\partial V}{\partial x} f_c(x(t), u(t))\delta$$

$$+ \frac{\partial V}{\partial t} \cdot \delta + h.o.t.$$

A

$$\dot{x}(t) = f_c(x(t), u(t))$$

$$x(t+\delta) \approx x(t) + \delta \dot{x}(t)$$

Ignoring h.o.t. and plug in A

$$V(x(t), t) = \min_{u(t)} \left\{ L(x(t), u(t), t)\delta + V(x(t), t) + \frac{\partial V}{\partial x} \cdot f_c(x(t), u(t))\delta + \frac{\partial V}{\partial t} \delta \right\}$$

$$V(x(t), t) = V(x(t), t) + \frac{\partial V}{\partial t} \cdot \delta + \delta \min_{u(t)} \left\{ L(x(t), u(t)) + \frac{\partial V}{\partial x} \cdot f_c(x(t), u(t)) \right\}$$

$$\delta \left[\frac{\partial V}{\partial t} + \min_{u(t)} \left\{ L(x(t), u(t)) + \frac{\partial V}{\partial x} \cdot f_c(x(t), u(t)) \right\} \right] = 0$$

This holds for any $\delta > 0$

$$\frac{\partial V}{\partial t} + \min_{u(t)} \left\{ L(x(t), u(t)) + \frac{\partial V}{\partial x} \cdot f_c(x(t), u(t)) \right\} = 0$$

Hamilton - Jacobi - Bellman PDE (terminal time PDE)

$$V(x, T) = \ell(x)$$

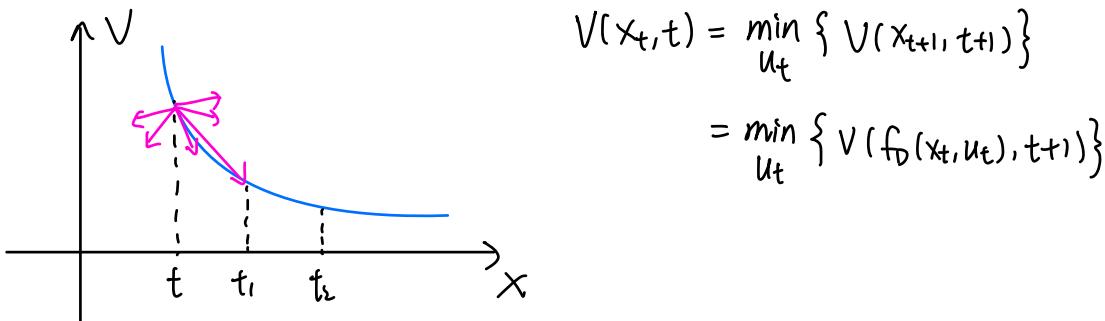
$$H(x, t, u, v) = L(x(t), u(t)) + \frac{\partial V}{\partial x} \cdot f_c(x(t), u(t))$$

↑
hamiltonian

Suppose $L(x(s), u(s)) \equiv 0$

PDE reduces to:

$$\frac{\partial V}{\partial t} + \min_{u(t)} \left\{ \frac{\partial V}{\partial x} \cdot f_c(x(t), u(t)) \right\} = 0$$



$$f_D(x_t, u_t) = x_t^2 + u_t$$

$$f_c(x(t), u(t)) = x^2(t) + u(t)$$

$$V(x_t, t) = \min_{u_t} \{ V(x_{t+1}, t+1) \}$$

$$= \min_{u_t} \{ V(x_t^2 + u_t, t+1) \}$$

$$= \min_{u_t} g(u_t) \leftarrow \text{nonlinear}$$

$$\begin{aligned} & \min_{u(t)} \frac{\partial V}{\partial x} \cdot (x^2(t) + u(t)) \\ &= \frac{\partial V}{\partial x} \cdot x^2(t) + \min_{u(t)} \frac{\partial V}{\partial x} \cdot u(t) \end{aligned}$$

Methods to solve

(1) closed-form computation for V

- LQR is an example
- Very rare

(2) Tabular / grid-based methods to compute V

- discretize the state to create a grid in the state space as well as discretize the control
- the value function is computed over the grid, starting from the terminal time

P_y	0	0	0	0	0	0
	0	0	0	0	-5	0
	0	0	0	0	0	0
	0	0	0	10	0	0
	0	0	0	0	0	0

P_x

$V(x, T+1)$

move → or ↑

	0	0	0	0	0	0
	0	0	0	-5	-5	0
	0	0	0	0	-5	0
	0	0	0	10	0	0
	0	0	0	0	0	0

$V(x, T)$

- the number of grid points = $(N)^{n_x}$ # of states
- exponential in # of states
- curse of dimensionality
- 5D - 6D MAX

(3) Function-approximation-based methods

- approximate value function as a parametrized function

$$V(x, t) \equiv V(x, t; \theta) \equiv V_\theta(x, t)$$

- These parameters are computed to satisfy the Bellman eqn as closely as possible.

$$\begin{aligned} \theta^* = \arg \min_{\theta} & \| V_\theta(x, t) - \min_u \{ L(x, u) + V_\theta(x_{t+1}, t+1) \} \| \\ & + \\ & \lambda \| V_\theta(x, t+1) - f(x) \| \quad A(x, t) \end{aligned}$$

- These methods are also called "fitted Value Iteration" because they fit the value function with an approximation function.

- A variety of function approximation can be used

- Neural network $x \xrightarrow[t]{\boxed{\text{NN}} \atop \theta} V_\theta(x, t)$
- Quadratic
- Polynomials
- Linear combinations of "feature" functions.

- Variants to this algorithm
 - DQN (Deep Q-Network)
 - Actor-critic methods