

# Competitive Control via Online Optimization

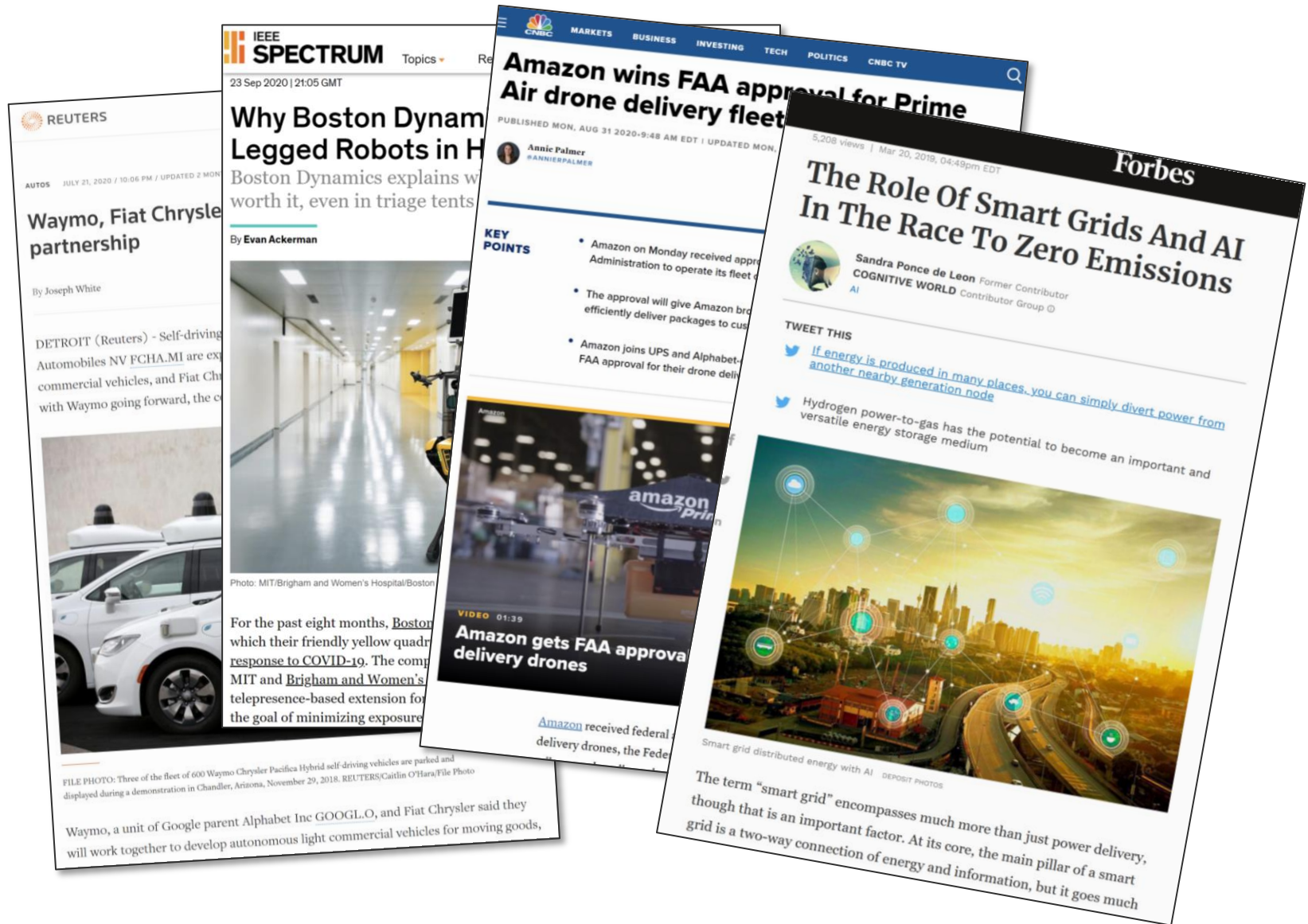
Adam Wierman, Caltech



P I M C O



Excitement about the potential of “learning to control” is growing...

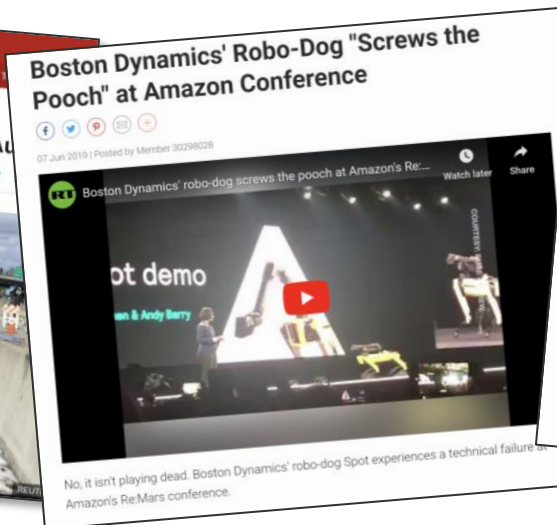


...but realizing the potential is proving to be a challenge.

Predicted arrivals have long passed.



Spectacular failures upon deployment are common.



**Scalable, trustworthy, and predictable control is required.**

**We're not there yet.**

“Learning & Control” is emerging as a rich, impactful field

**LEARNING FOR DYNAMICS & CONTROL (L4DC)**  
Online June 11-12th, 2020

We're excited to announce that the 3rd L4DC  
Further information can be found on the w

**CONFERENCE L**

L L4DC 2020 Livestream (Friday ...)

**Workshops**  
Programs > Workshops > Intersections between Control, Learning and Optimization

**Intersections between Control, Learning and Optimization**

WORKER LIST SCHEDULE

ve always been  
ays. Optimization  
ns in control and  
perspectives on  
ide relationships  
of control

**Control Meets Learning**

**Virtual Seminar Series on the Intersection of Control and Learning**

*The seminar series is broadly focused on the intersection of control and machine learning. It covers a broad range of topics including, but not limited to, learning for dynamical systems, online learning and control, reinforcement learning, control-theoretic perspectives on deep learning, and applications to various real-world systems.*

Wednesday 9 a.m. – 10 a.m. (Pacific Time)

**Zoom link:** Please subscribe to the below Google group to receive Zoom link and future announcements.

**Youtube live stream:** [Sept 30 live streaming](#)

Add Google Calendar

Join Google Group

Core tenet: **learning** and **control** have complementary philosophies



Data to action (model-free)  $\longleftrightarrow$  Model to action (model-based)

Mitigate uncertainty by learning from the past  $\longleftrightarrow$  Mitigate uncertainty via feedback



Both philosophies have been successful, **how do we combine them?**

Today

How can ML predictions be integrated into control & autonomy?

Can ML predictions be combined with MPC to improve control in face of time-varying environment, model error, delayed observations, ...

How can ML tools help improve the robustness & efficiency of control?

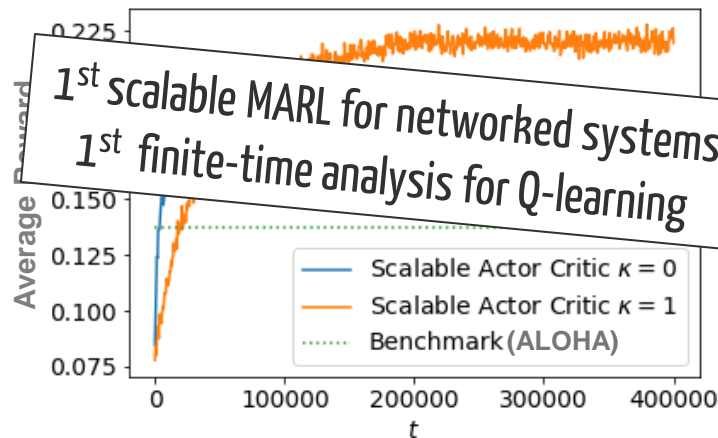
Can tools such as adversarial analysis, finite-time or single trajectory bounds, and general loss functions lead to improvements?

Can model-free and model-based approaches be combined to obtain the best of both worlds? How much do you need to “understand” about a system to control it? Can we bring scalability and robustness to model-free RL?



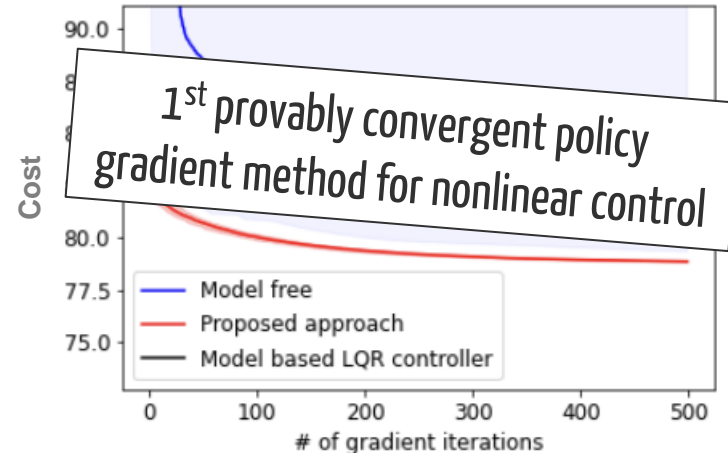
Is it possible to exploit network structure to design scalable multi-agent RL (MARL)?

Example: Multi-access Wireless



Can LQR be combined with model-free methods to control non-linear systems?

Example: Inverted Pendulum



Can model-free and model-based approaches be combined to obtain the best of both worlds? How much do you need to “understand” about a system to control it? Can we bring scalability and robustness to model-free RL?



Guannan Qu



Yiheng Lin



Na Li



Chenkai Yu



Longbo Huang



Today

How can ML predictions be integrated into control & autonomy?

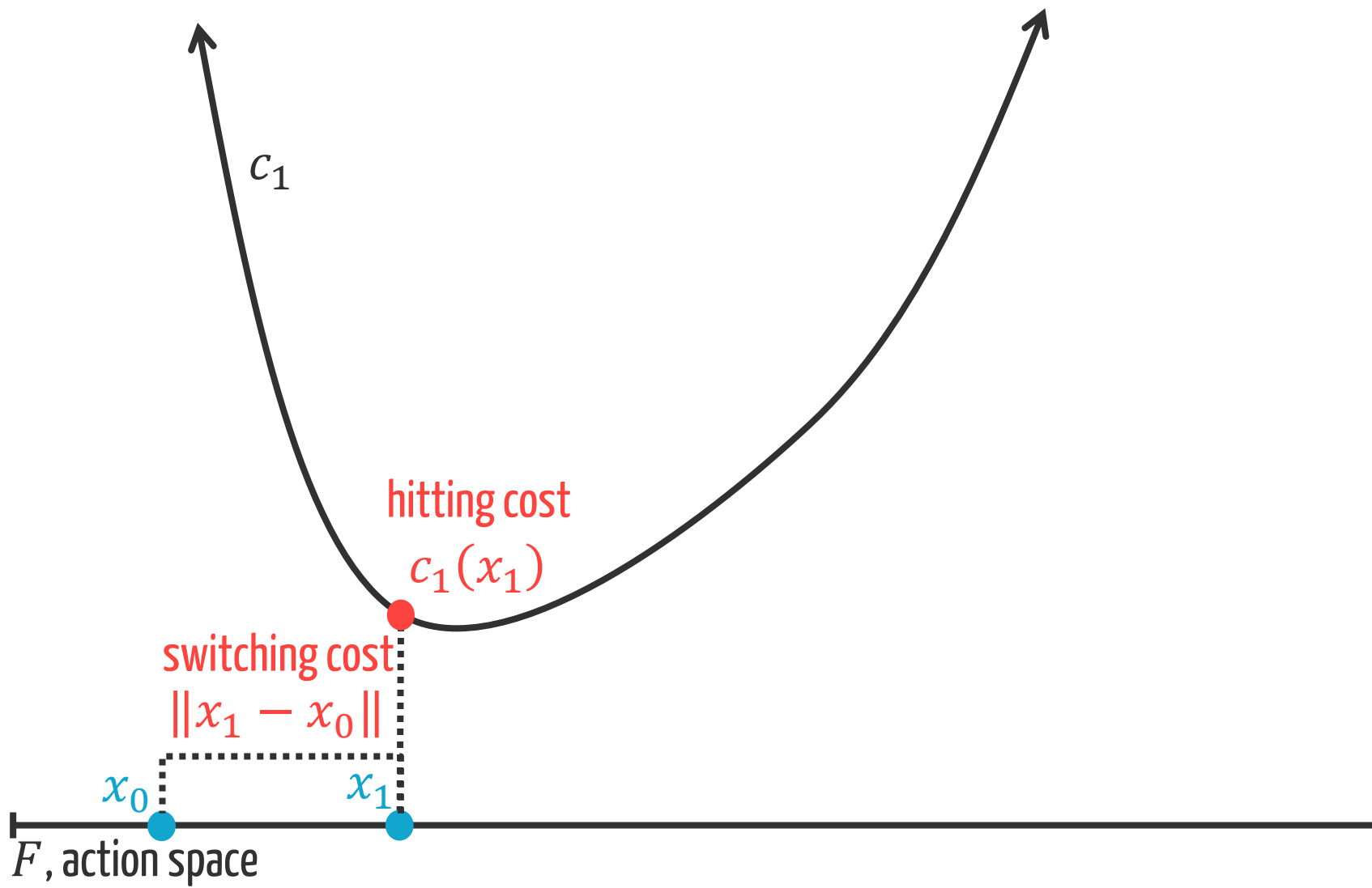
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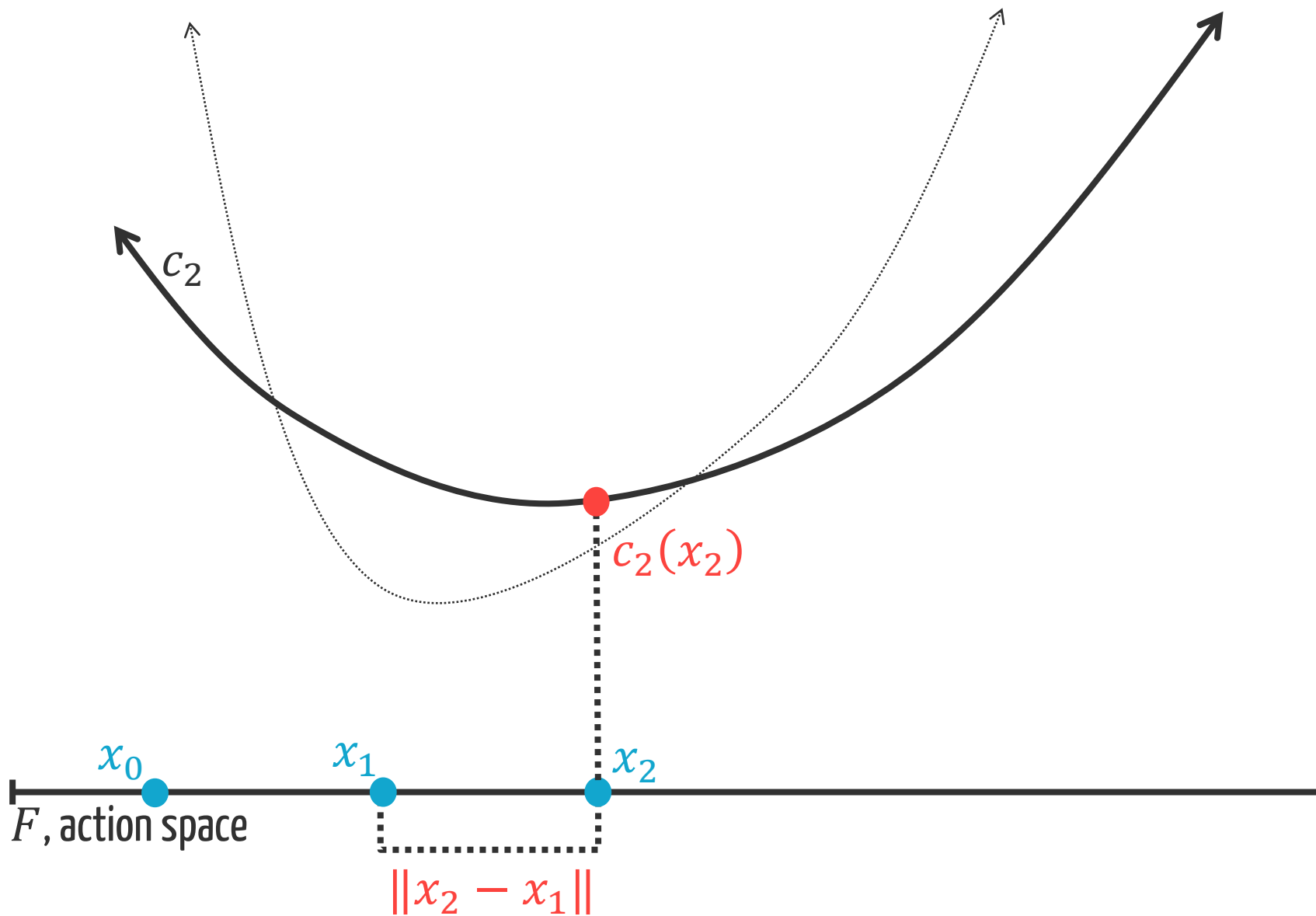
How can ML tools help improve the robustness & efficiency of control?

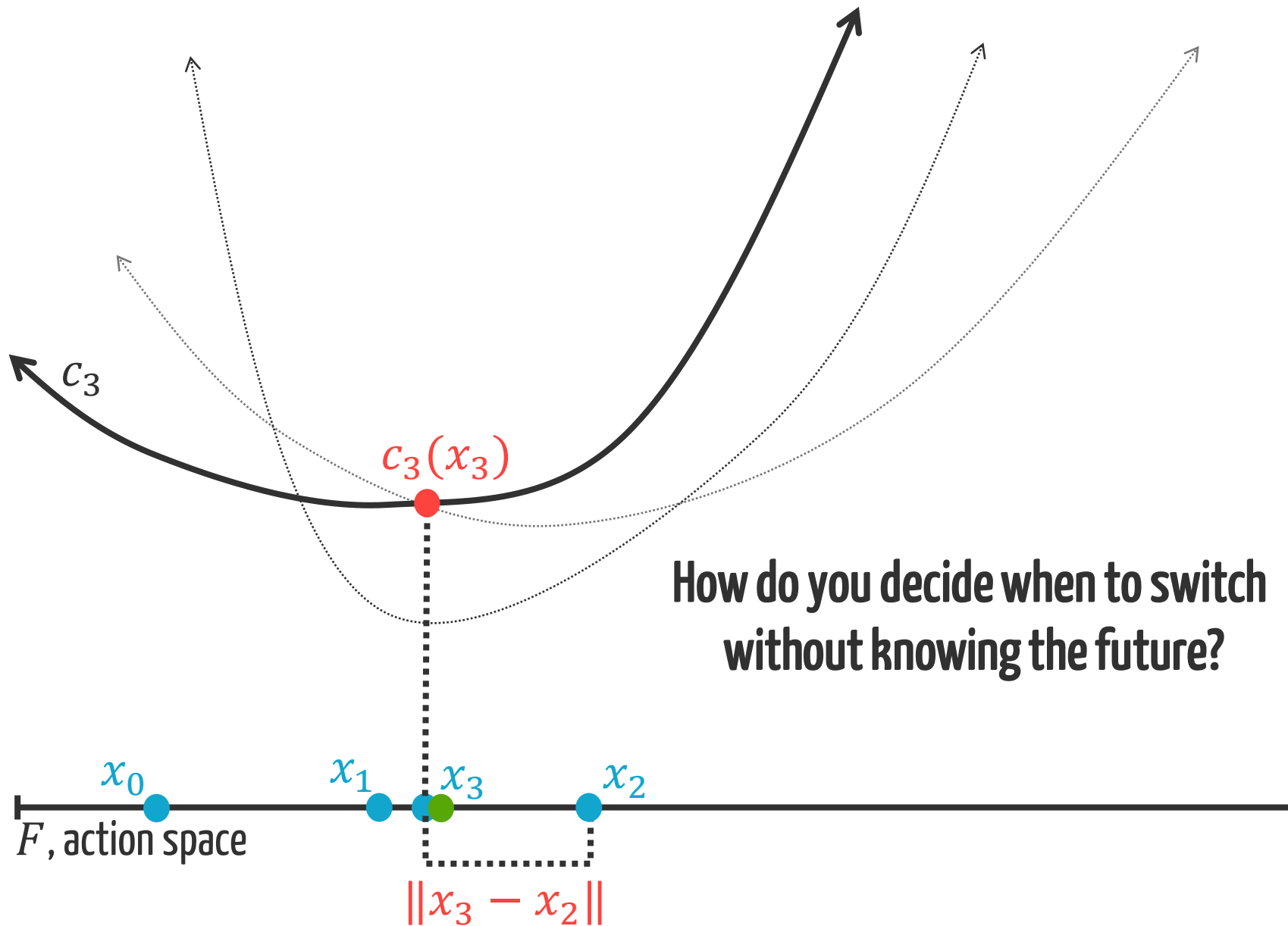
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Can model-free and model-based approaches be combined to obtain the best of both worlds? How much do you need to “understand” about a system to control it? Can we bring scalability and robustness to model-free RL?

# **Online Optimization & Control**







$c_1, x_1, c_2, x_2, c_3, x_3 \dots \leftarrow$  online

$$\min_{x_t \in F} \sum_t c_t(x_t) + \underbrace{\|x_t - x_{t-1}\|}_{\text{switching cost}}$$

convex

Goal: Algorithms to minimize cost

**“Smoothed” Online Convex Optimization  
a.k.a. SOCO**

$c_1, x_1, c_2, x_2, c_3, x_3 \dots \leftarrow \text{online}$

$$\min_{x_t \in F} \sum_t c_t(x_t) + \underbrace{\|x_t - x_{t-1}\|}_{\text{switching cost}}$$

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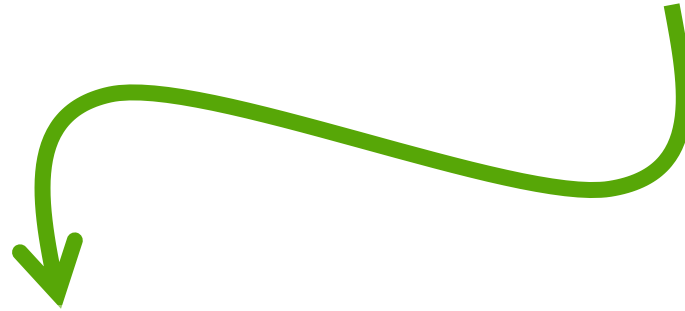
$$\text{Competitive ratio}(\text{Alg}) = \frac{\text{Cost}(\text{Alg})}{\text{Cost}(\text{Offline\_Opt})}$$

$$\text{Regret}(\text{Alg}) = \text{Cost}(\text{Alg}) - \text{Cost}(\text{Static\_Opt})$$

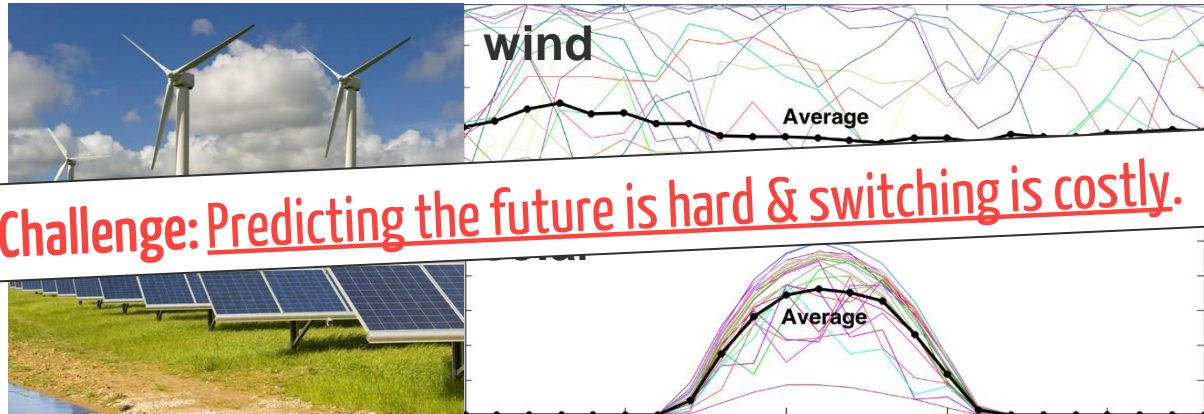
**Key: Adversarial guarantees**



We got interested because of **Sustainable Data Centers**



Can a data center run (almost) entirely on renewable sources?



**Challenge: Predicting the future is hard & switching is costly.**

Requires dynamic rightsizing of capacity and smart deferral of workloads

# We got interested because of Sustainable Data Centers

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## HP Unveils Architecture for First Net Zero Energy Data Center

Article

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**The things that matter to you, matter to us.** [Learn more](#) 


**Reduced grid usage by 80%!**

HP today unveiled research from HP Labs, the company's central research arm, that illustrates the potential to reduce energy from traditional power grids.

The research shows how the architecture, combined with holistic energy-management techniques, enables organizations to reduce their dependence on grid power and costs by more than 80 percent.(1)

With the HP Net-Zero Energy Data Center research, HP aims to provide businesses and societies around the world with renewable resources, removing dependencies such as location, energy supply and costs. This opens up the possibilities for data centers of all sizes.

"Information technology has the power to be an equalizer across societies globally, but the cost of IT services, and the environmental impact of data centers, inhibits widespread adoption," said Cullen Bash, distinguished technologist, HP, and interim director, Sustainable Ecosystems. "The HP Net-Zero Energy Data Center not only aims to minimize the environmental impact of computing, but also has a goal of extending the reach of IT accessibility globally."



Collaborators: Zhenhua Liu, Yuan Chen, Cullen Bash, Martin Arlitt, Daniel Gmach, Zhikui Wang, Manish Marwah and Chris Hyser

**SOCO is now a core model for energy systems...**

## Microgrid control



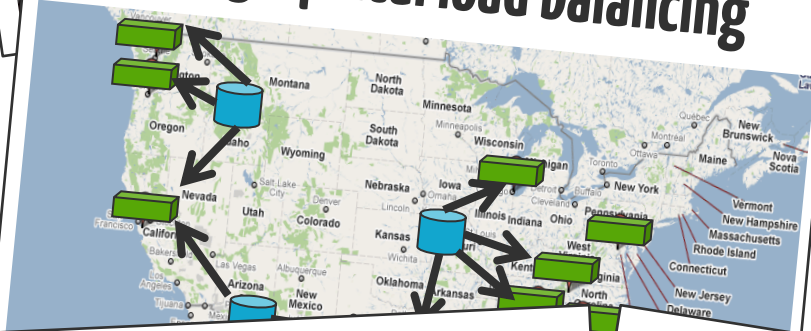
## Residential Demand Response



## Automotive idling



## Geographical load balancing



## Data Center Demand Response



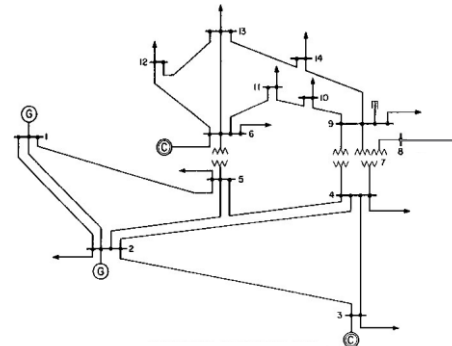
## EV Charging



## Economic Dispatch

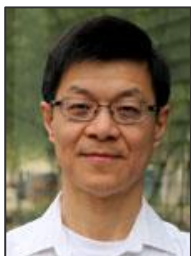


## Time-varying OPF

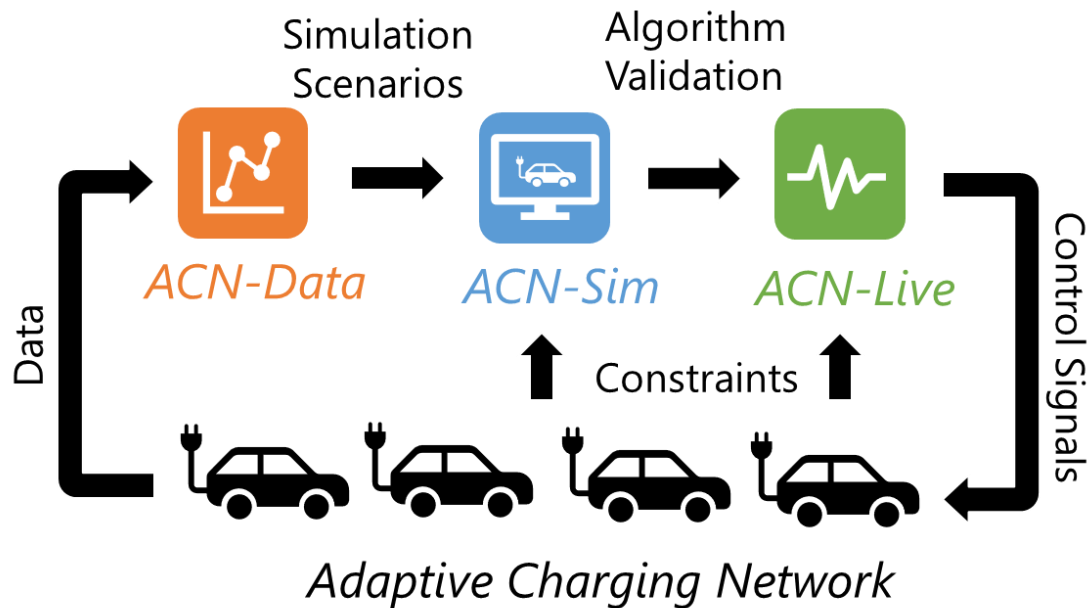




Zach Lee



Steven Low

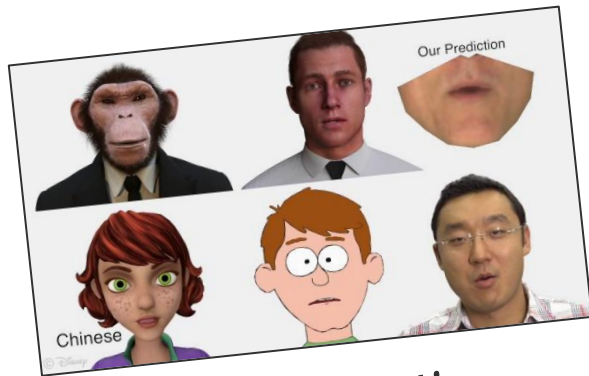


## EV Charging





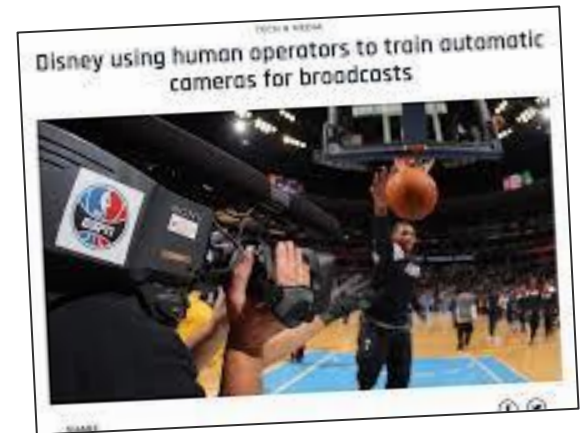
...and the applications aren't limited to energy!



Facial animation



Video streaming



Robotic planning



Portfolio Management



Autonomous vehicles

...

## High-level motion planning

$$\min \sum_t \alpha(x_t - \theta_t)^2 + \beta(x_t - x_{t-1})^2$$

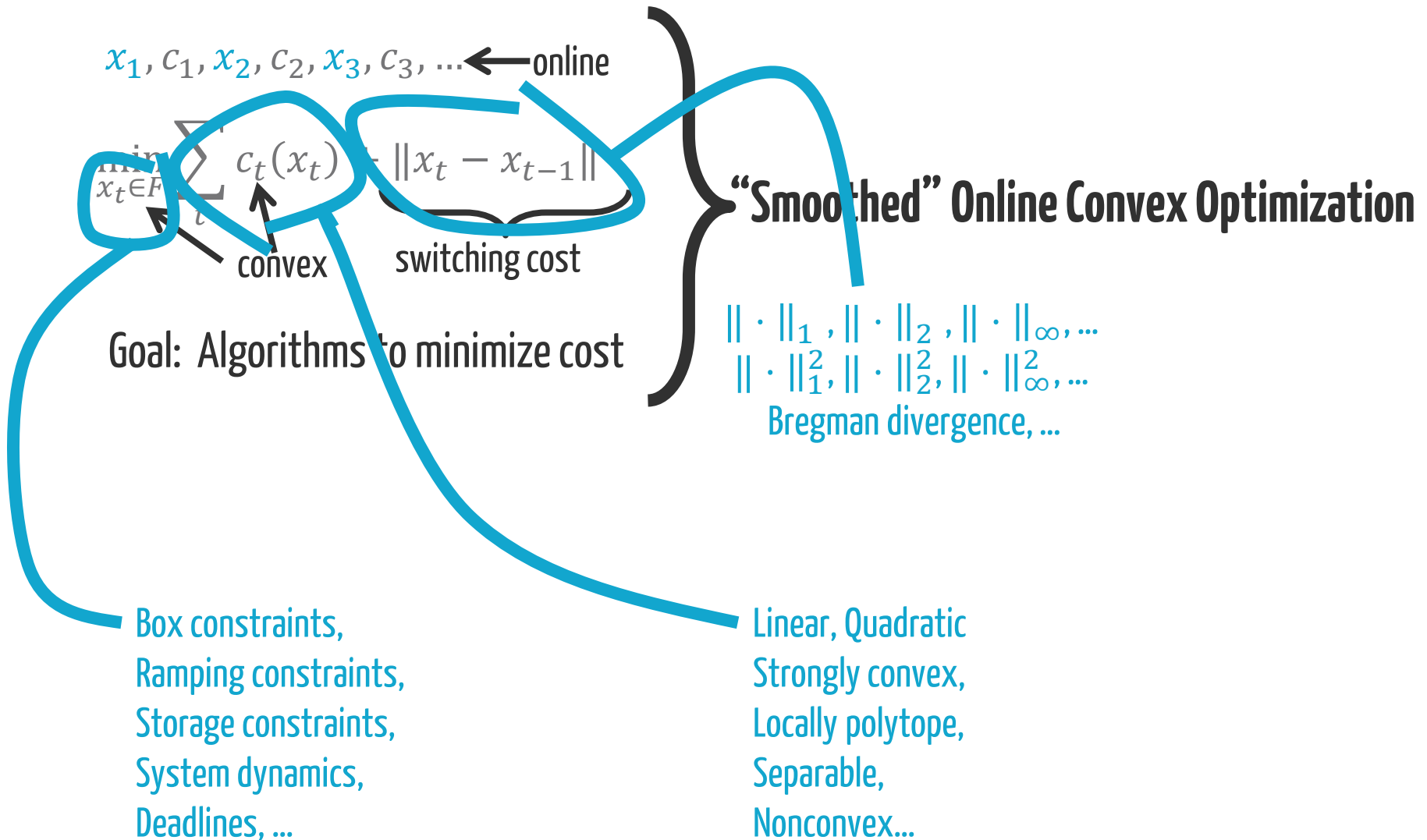
altitude

target being tracked  
(there may be delay)





This has led to tons of variations to the model...



This has led to tons of variations to the model...

$$\min_{x_t \in F} \sum_t c_t(x_t) + \underbrace{\|x_t - x_{t-1}\|}_{\text{switching cost}}$$

$x_1, c_1, x_2, c_2, x_3, c_3, \dots \leftarrow$  online

convex

Goal: Algorithms to minimize cost

“Smoothed” Online Convex Optimization

...but control has dynamics and SOCO does not!

$x_1, c_1, x_2, c_2, x_3, c_3, \dots \leftarrow \text{online}$   
 $\min_{x_t \in F} \sum_t c_t(x_t) + \underbrace{\|x_t - x_{t-1}\|}_{\text{switching cost}}$   
 Goal: Algorithms to minimize cost

“Smoothed” Online Convex Optimization

$$\min_{x_t \in F} \sum_t c_t(x_t) + \underbrace{\|x_t - x_{t-1}\|}_{\text{switching cost}}$$

## Goal: Algorithms to minimize cost

## ► “Smoothed” Online Convex Optimization



## Low-level physical tracking

$x$ : altitude,  $\ddot{x}$ : acceleration

$$\ddot{x} = \gamma u \quad \text{dynamics}$$

## dynamics

$$\sum_t \alpha (x_t - \theta_t)^2 + \beta u_t^2$$

control

target being tracked

$x_1, c_1, x_2, c_2, x_3, c_3, \dots \leftarrow$  online

$$\min_{x_t \in F} \sum_t c_t(x_t) + \underbrace{\|x_t - x_{t-1}\|}_{\text{switching cost}}$$

convex

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“Smoothed” Online Convex Optimization

Linear Dynamical System (LDS)

dynamics

$$x_{t+1} = Ax_t + Bu_t + w_t$$

$$\min_{u_t} \sum_t q_t \|x_t\|^2 + \|u_t\|^2$$

Goal: Algorithms that stabilize & minimize cost

$x_1, c_1, x_2, c_2, x_3, c_3, \dots \leftarrow \text{online}$

$$\min_{x_t \in F} \sum_t c_t(x_t) + \underbrace{\|x_t - x_{t-1}\|}_{\text{switching cost}}$$

convex

Goal: Algorithms to minimize cost

“Smoothed” Online Convex Optimization

dynamics

$$x_{t+1} = Ax_t + Bu_t + w_t$$

**A motivating example:**  
Frequency regulation with variable inertia

$$\underbrace{\begin{bmatrix} \dot{\theta} \\ \dot{\omega} \end{bmatrix}}_{\dot{x}} = \underbrace{\begin{bmatrix} 0 & I \\ -M_t^{-1}L & -M_t^{-1}D \end{bmatrix}}_{A_t} \begin{bmatrix} \theta \\ \omega \end{bmatrix} + \underbrace{\begin{bmatrix} 0 \\ M_t^{-1} \end{bmatrix}}_{B_t} \underbrace{p_{in}}_{u_t}$$

inertia    susceptance    frequency    angle

$x_1, c_1, x_2, c_2, x_3, c_3, \dots \leftarrow$  online

$$\min_{x_t \in F} \sum_t c_t(x_t) + \underbrace{\|x_t - x_{t-1}\|}_{\text{switching cost}}$$

convex

Goal: Algorithms to minimize cost

“Smoothed” Online Convex Optimization

Linear Dynamical System (LDS)

$$x_{t+1} = Ax_t + Bu_t + w_t$$

$$\min_{u_t} \sum_t q_t \|x_t\|^2 + \|u_t\|^2$$

Goal: Algorithms that stabilize & minimize cost

A growing literature focuses on designing no-regret & competitive controllers...

$x_1, c_1, x_2, c_2, x_3, c_3, \dots \leftarrow$  online

$$\min_{x_t \in F} \sum_t c_t(x_t) + \underbrace{\|x_t - x_{t-1}\|}_{\text{switching cost}}$$

convex

Goal: Algorithms to minimize cost

“Smoothed” Online Convex Optimization

Linear Dynamical System (LDS)

$$x_{t+1} = Ax_t + Bu_t + w_t$$

$$\min_{u_t} \sum_t q_t \|x_t\|^2 + \|u_t\|^2$$

Goal: Algorithms that stabilize & minimize cost

stochastic vs. worst case

quadratic vs. general costs?



# Can we connect SOCO to control?

A deep connection has emerged over the past few years  
... [GW19] [ABHKS19] [GLSW19] [GHM 20] [SLCYW20] [PSCYW20] ...

Theorem [SLCYW20] [PSCYW21+]: Any LDS with  $A, B$  in canonical form is equivalent to a SOCO problem with **memory** and **delay**.



Weici Pan



Yiheng Lin



Guanya Shi



Soon-Jo Chung



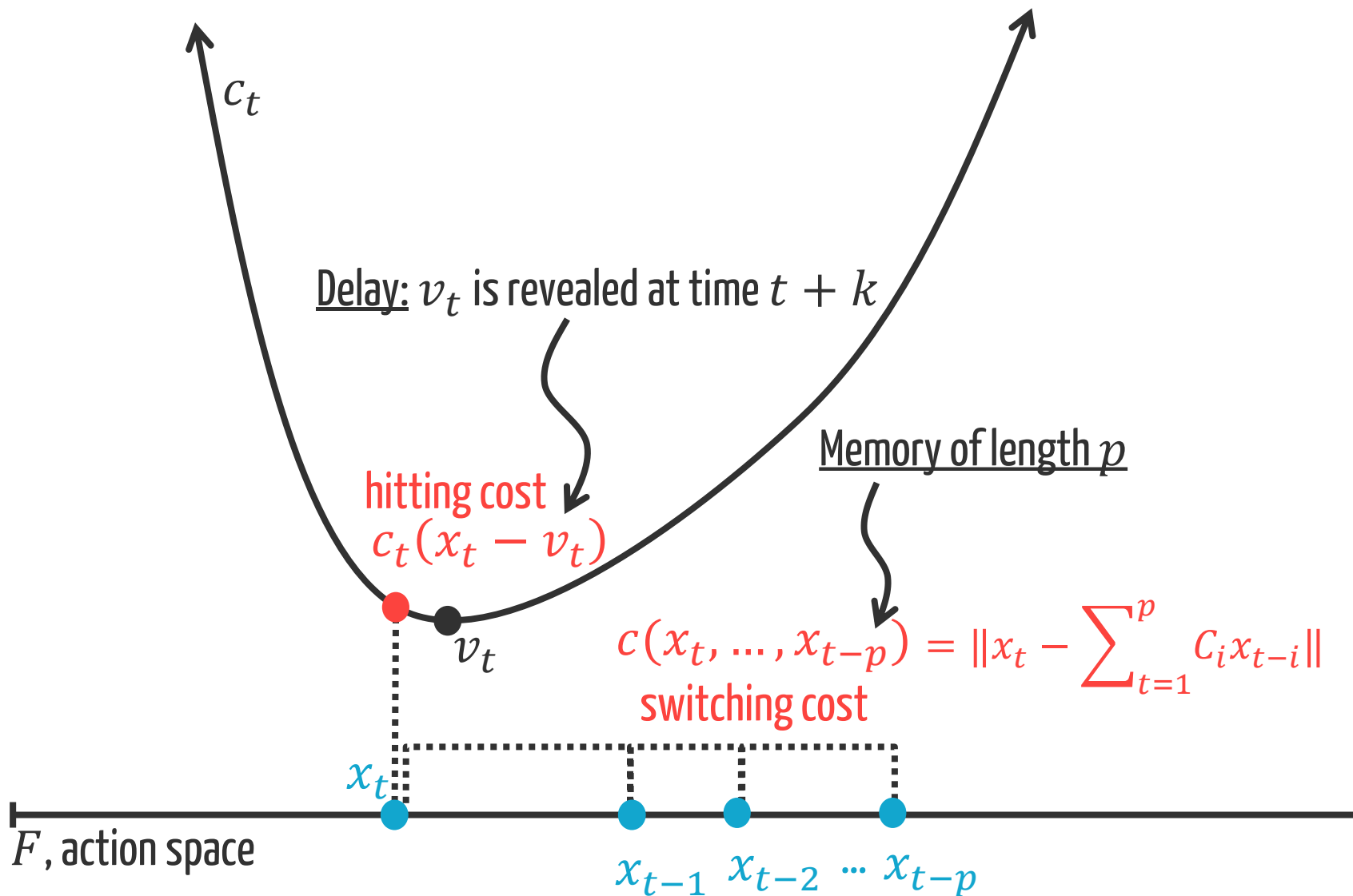
Yisong Yue

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Theorem [SLCYW20] [PSCYW21+]: Any LDS with A,B in canonical form is equivalent to a SOCO problem with **memory** and **delay**.

**Memory** first used in OCO in [AHM 2015].  
Has importance beyond control too...



# Can we connect SOCO to control?

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Theorem [SLCYW20] [PSCYW20+]: Any LDS with  $A, B$  in canonical form is equivalent to a SOCO problem with **memory** and **delay**.

Memory  $\rightarrow$  input disturbance,  $x_{t+1} = Ax_t + B(u_t + w_t)$

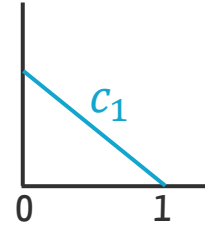
Delay  $\rightarrow$  state disturbance,  $x_{t+t} = A(x_t + w_t) + Bu_t$

...and further: non-linear switch costs  $\rightarrow$  non-linear dynamics

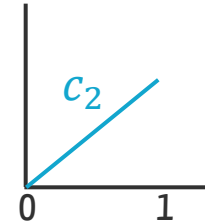
**Today: A taste of SOCO &  
a new algorithm**

**We'll start by ignoring memory & delay...**

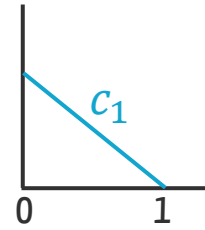
A warmup: 2 cost functions {



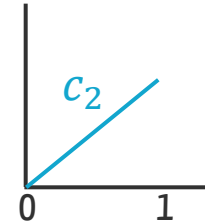
or



A warmup: 2 cost functions



or



A first attempt: “Greedy”



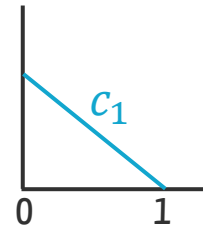
$$x_t = 1$$



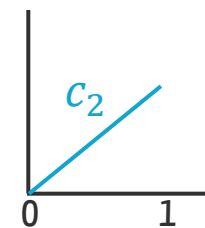
$$x_t = 0$$



A warmup: 2 cost functions



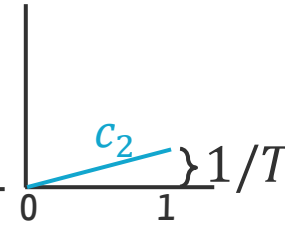
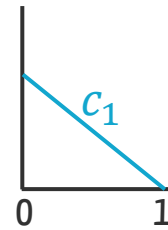
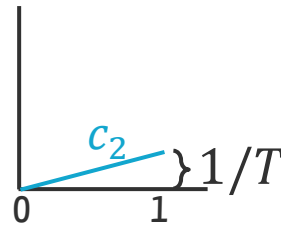
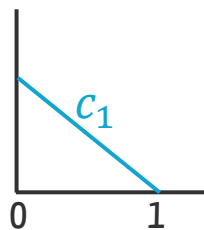
or



A first attempt: “Greedy”

$$x_t = 1$$

$$x_t = 0$$



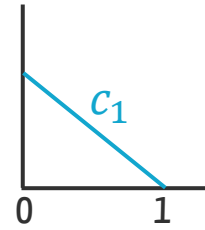
...

“Greedy:” Cost =  $T$

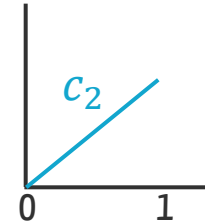
“Opt:” Cost  $\leq T \times 1/T = 1$

It is crucial to consider whether switching is “worth it”

A warmup: 2 cost functions



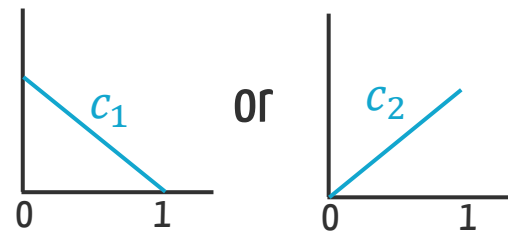
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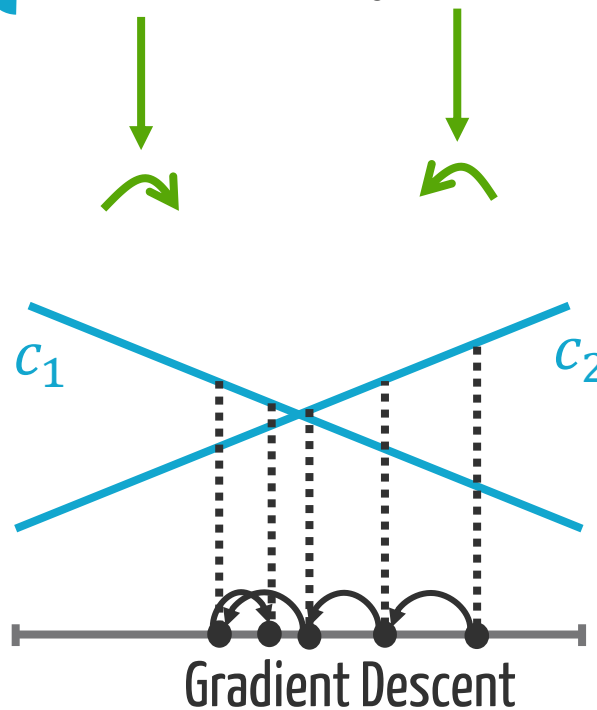
A second attempt: Gradient Descent



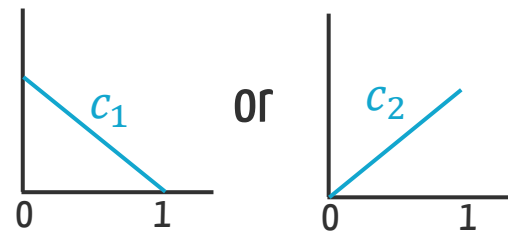
A warmup: 2 cost functions



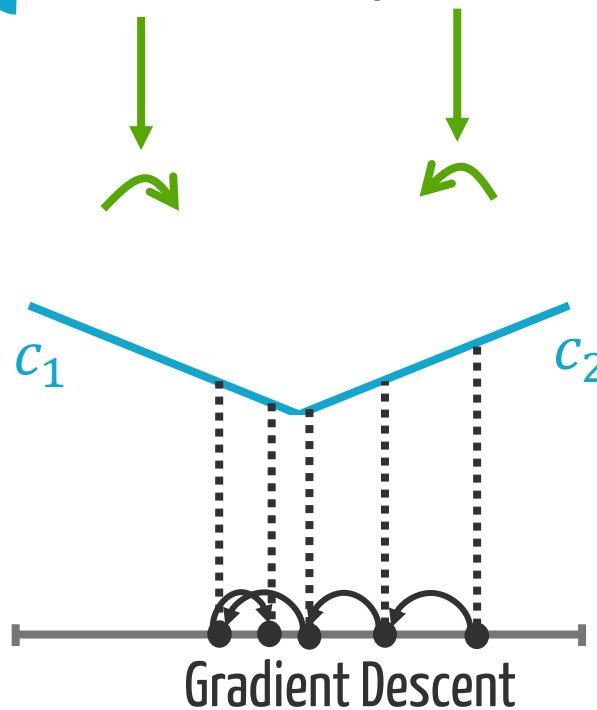
A second attempt: Gradient Descent



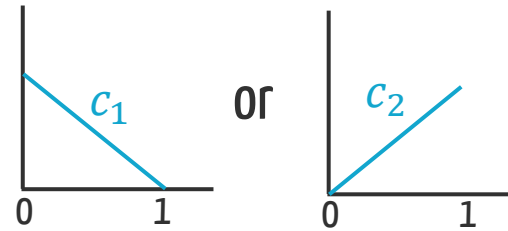
A warmup: 2 cost functions



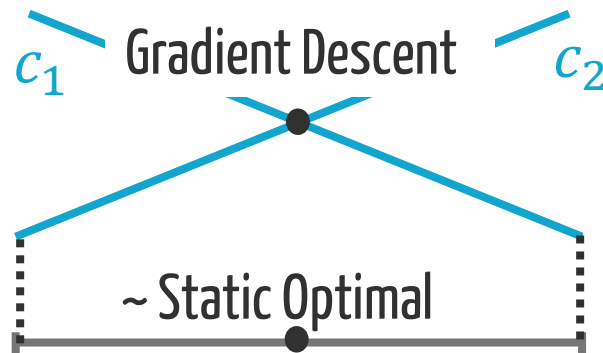
A second attempt: Gradient Descent



A warmup: 2 cost functions

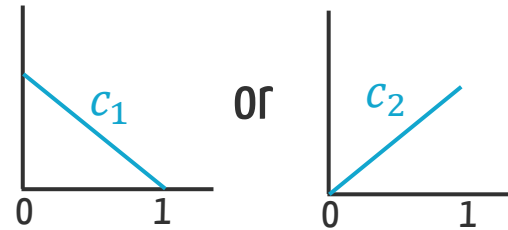


A second attempt: Gradient Descent

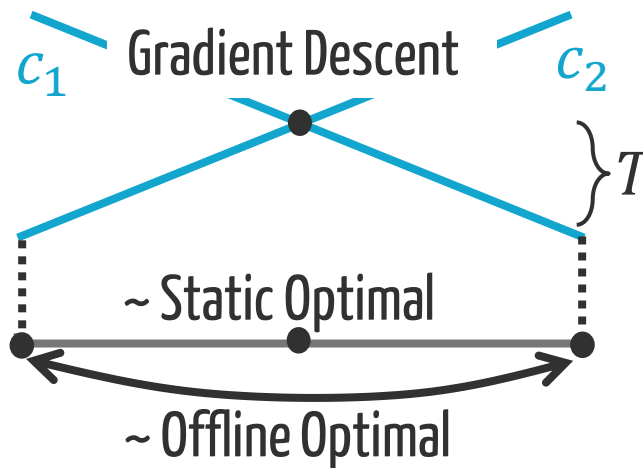


Learns the best static point, but...

A warmup: 2 cost functions

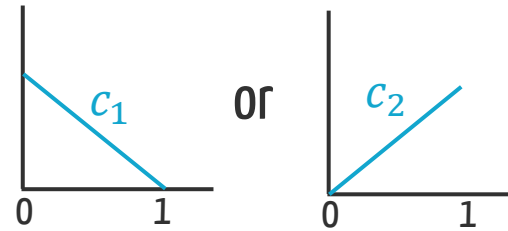


A second attempt: Gradient Descent

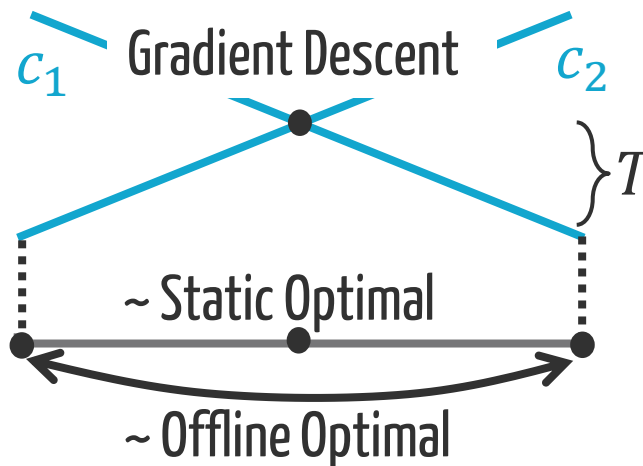


Offline optimal is order-of-magnitude better.

A warmup: 2 cost functions

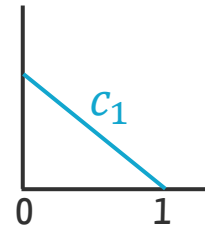


A second attempt: Gradient Descent

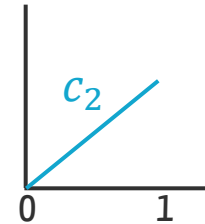


It is crucial to make “big jumps” when needed

A warmup: 2 cost functions



or



A second attempt: Gradient Descent



$c_1$  Gradient Descent

Theorem [ABKL+13]: For arbitrary  $\gamma > 0$  and any online algorithm  $A$ , there exist linear cost functions such that  $CR(A) + \text{Regret}(A)/T \geq \gamma$ .

~ Offline Optimal



Many algorithms can be no-regret for SOCO but...

**Can an algorithm be constant competitive?**

**Yes! ...but it took a long time to get there.**

# The starting point

Theorem [LWAT13]: Lazy Capacity Provisioning (LCP) is 3-competitive in 1-dimension.



[BGK+ 2015] give a 2-competitive algorithm.

[AS 2018] show 2 is the best possible.

} Complex!



“Memoryless” algorithms can’t be better than 3 competitive.  
[ABKL+ 2013] & [BGK+2015] give 3-competitive memoryless algorithms.

# The starting point

Theorem [LWAT13]: Lazy Capacity Provisioning (LCP) is 3-competitive  
in 1-dimension.

Years passed with no progress outside of 1 dimension.

## We now understand why...

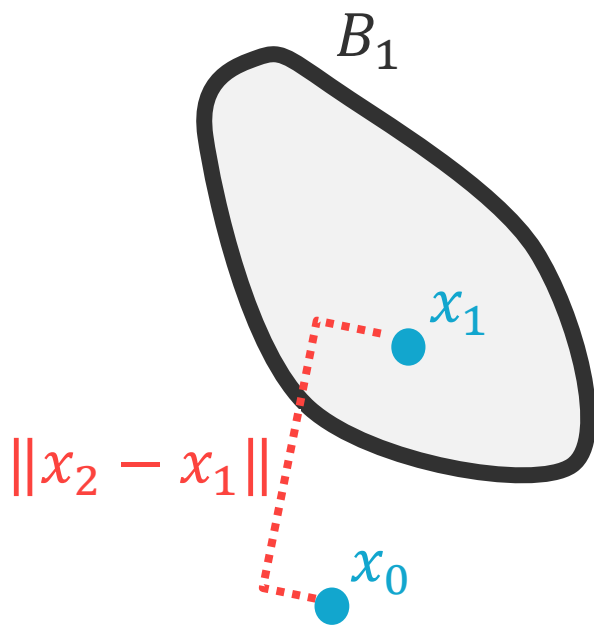
Theorem [BLLS19] [LGW20]: In  $d$ -dimensional convex body chasing (CBC) problem, any online algorithm is  $\Omega(\sqrt{d})$ -competitive, even when the algorithm can perfectly forecast the next  $w$  steps bodies.

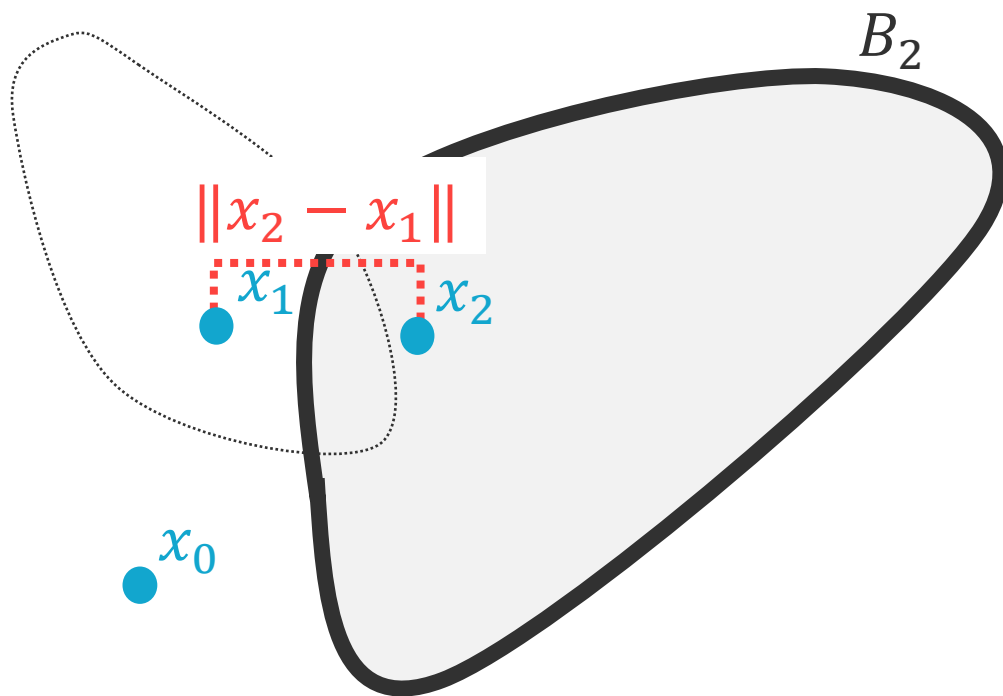


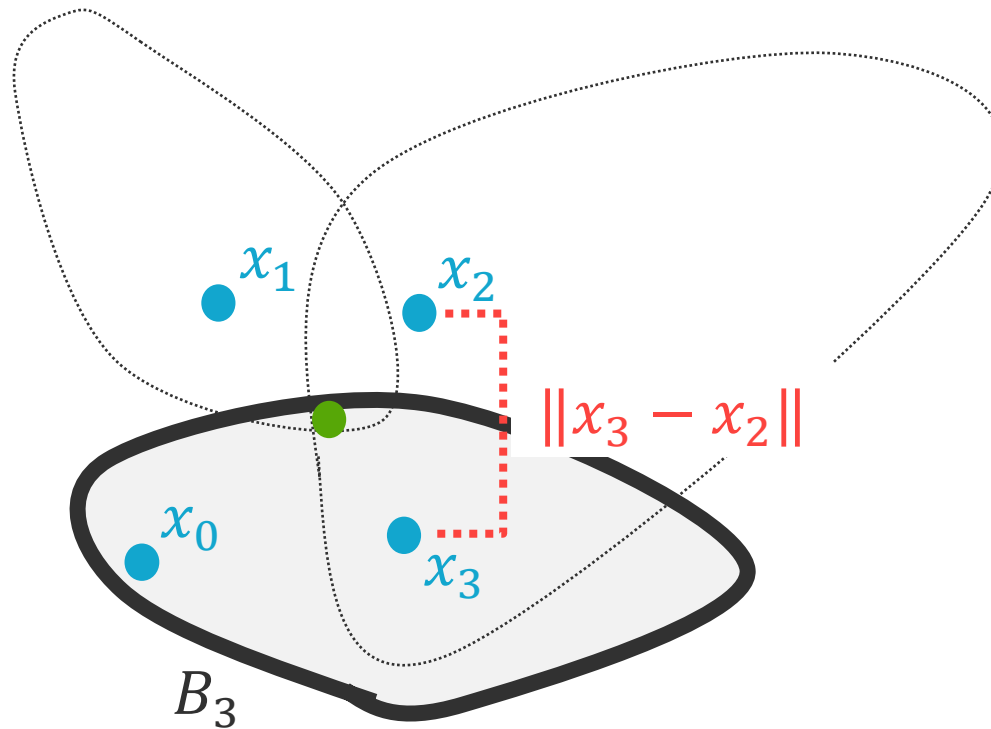
Yiheng Lin



Gautam Goel



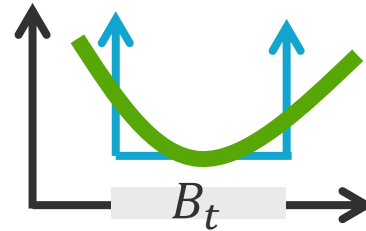




**How do you decide where to move  
without knowing the future?**

# We now understand why:

Theorem [BLLS19] [LGW20]: In  $d$ -dimensional convex body chasing (CBC) problem, any online algorithm is  $\Omega(\sqrt{d})$ -competitive, even when the algorithm can perfectly forecast the next  $w$  steps bodies.



**But we usually have some structure!**



# A breakthrough

Theorem [GLSW19]: **Regularized Online Balanced Descent (ROBD)** is  $1 + O(1/\sqrt{m})$ -competitive for  $m$ -strongly convex hitting costs and switching costs that are either the squared- $L_2$  norm or Bregman divergence.



Gautam Goel



Yiheng Lin



Haoyuan Sun

Theorem [GLSW19]: Regularized Online Balanced Descent (ROBD)  
is  $1 + O(1/\sqrt{m})$ -competitive for  $m$ -strongly convex  
hitting costs and switching costs that are either the squared- $L_2$   
norm or Bregman divergence.

No dependence on the  
dimension  $d$ !

## What is achievable?

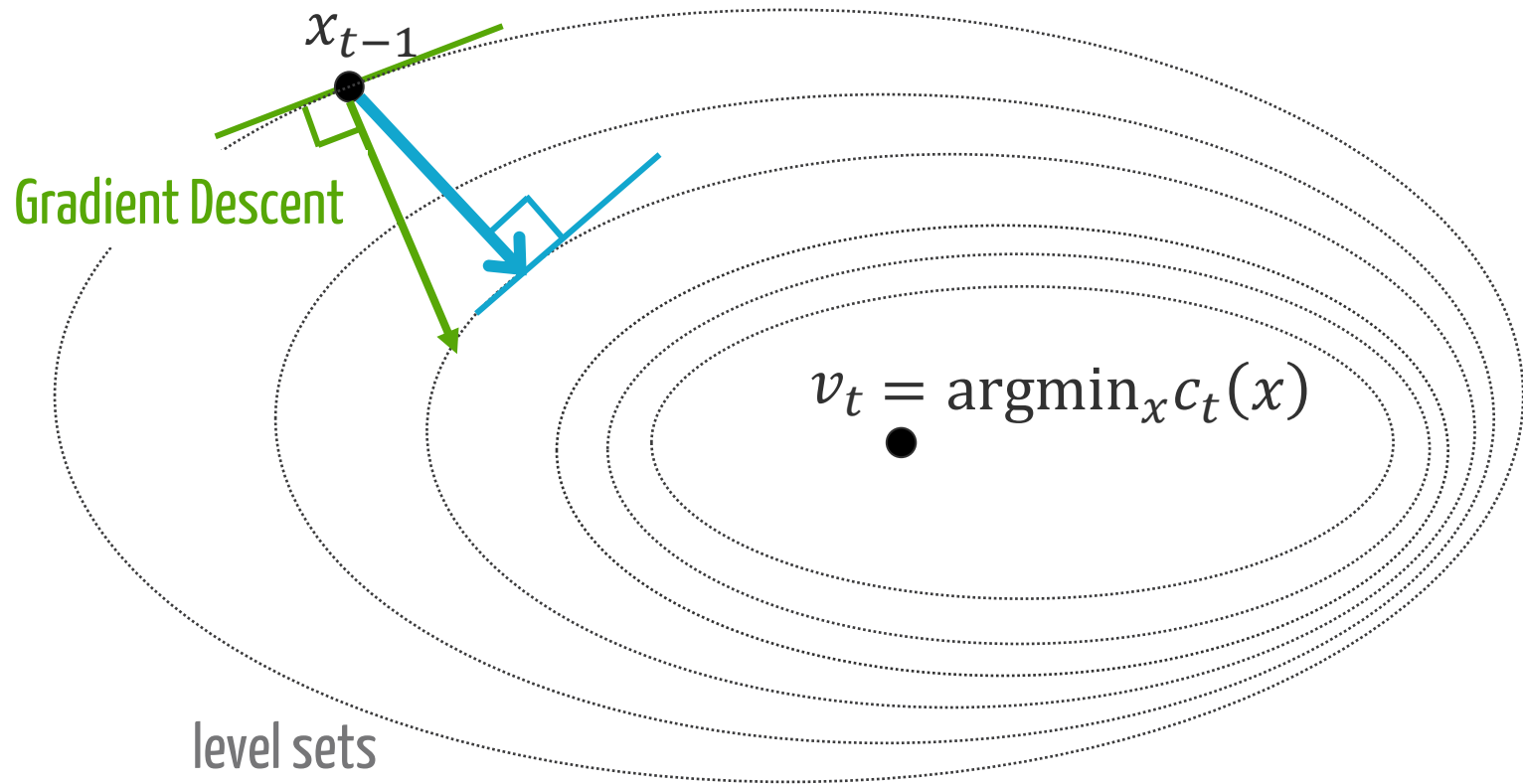
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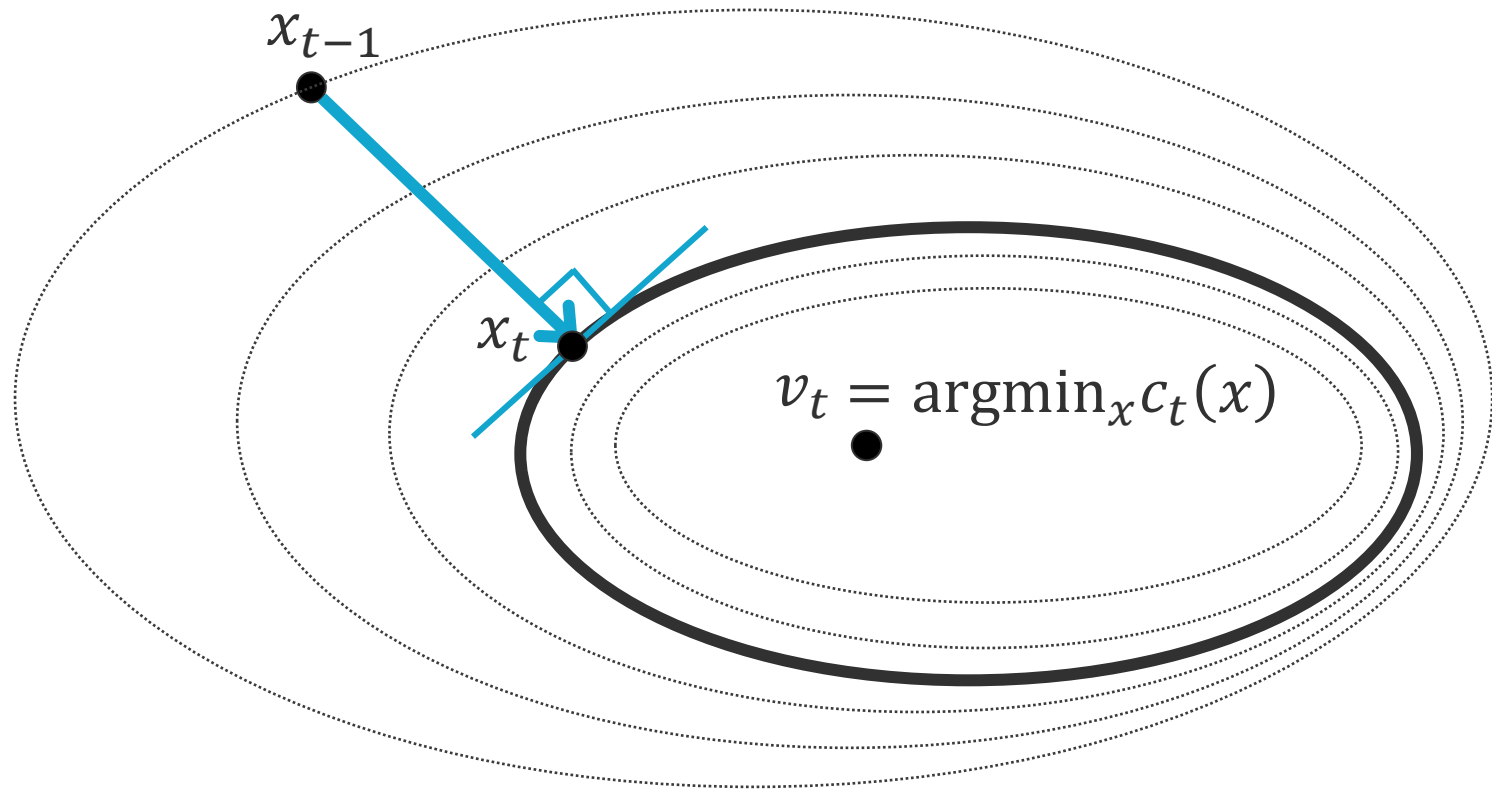
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# Regularized Online Balanced Descent (OBD)



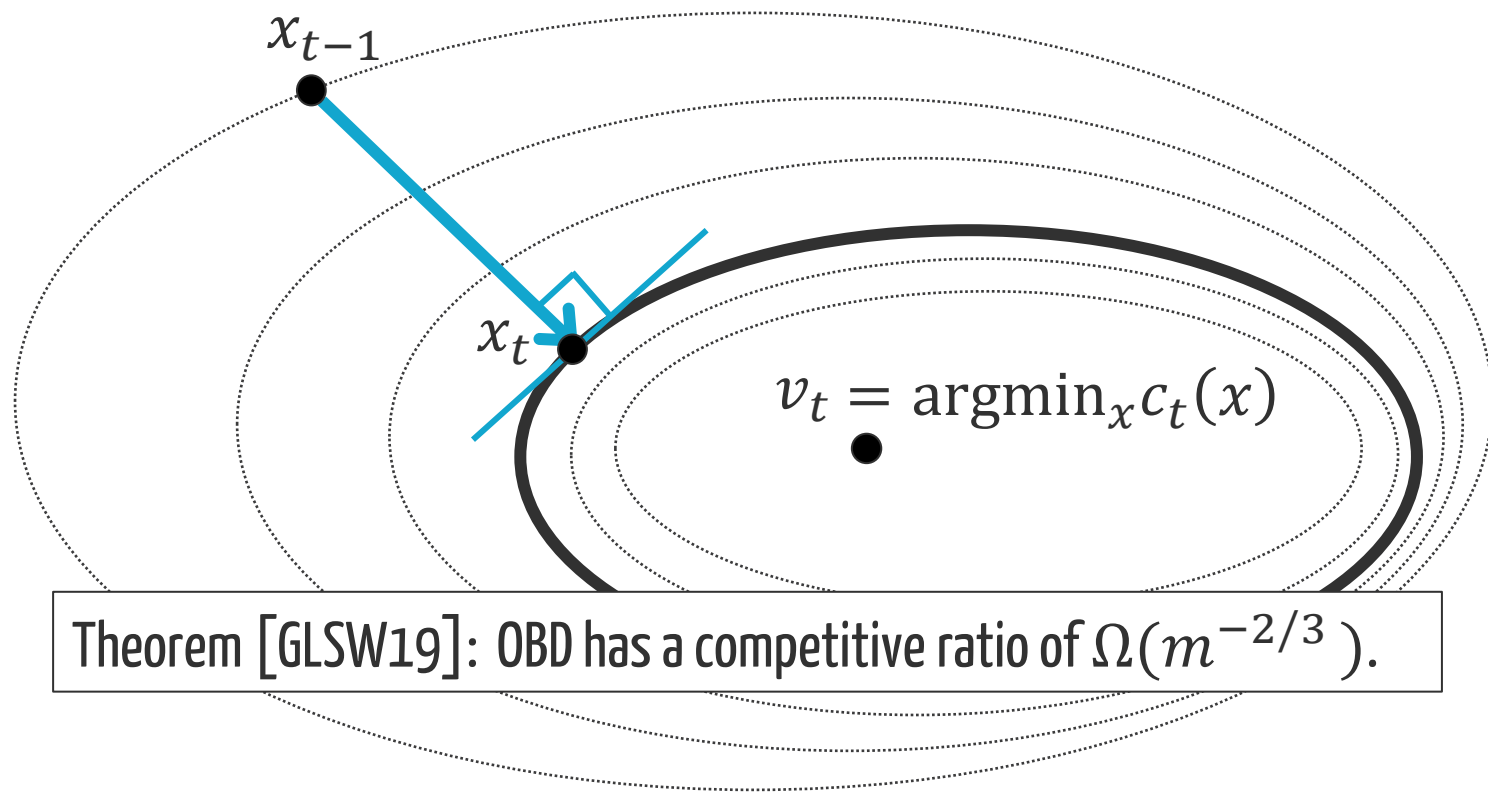
## Regularized Online Balanced Descent (OBD)

Project onto a level set  $K_l = \{x \mid c_t(x) \leq l\}$   
where  $l$  balances costs, i.e.,  $\|x(l) - x_{t-1}\| = \beta l$ .

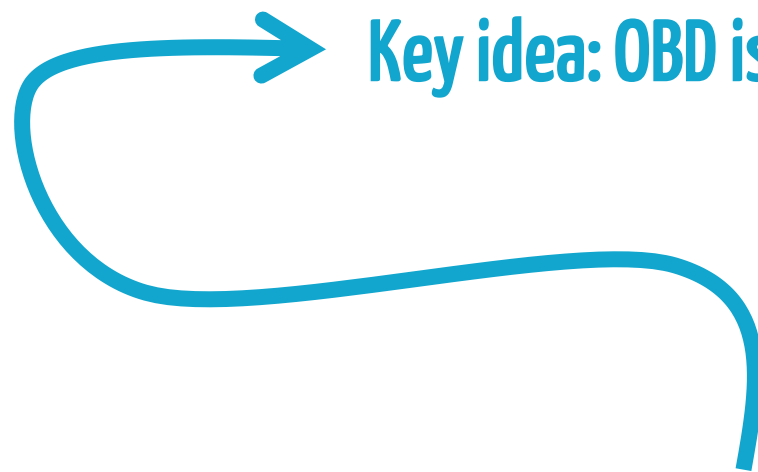


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Theorem [GLSW19]: OBD has a competitive ratio of  $\Omega(m^{-2/3})$ .



Key idea: OBD is not “greedy” enough.

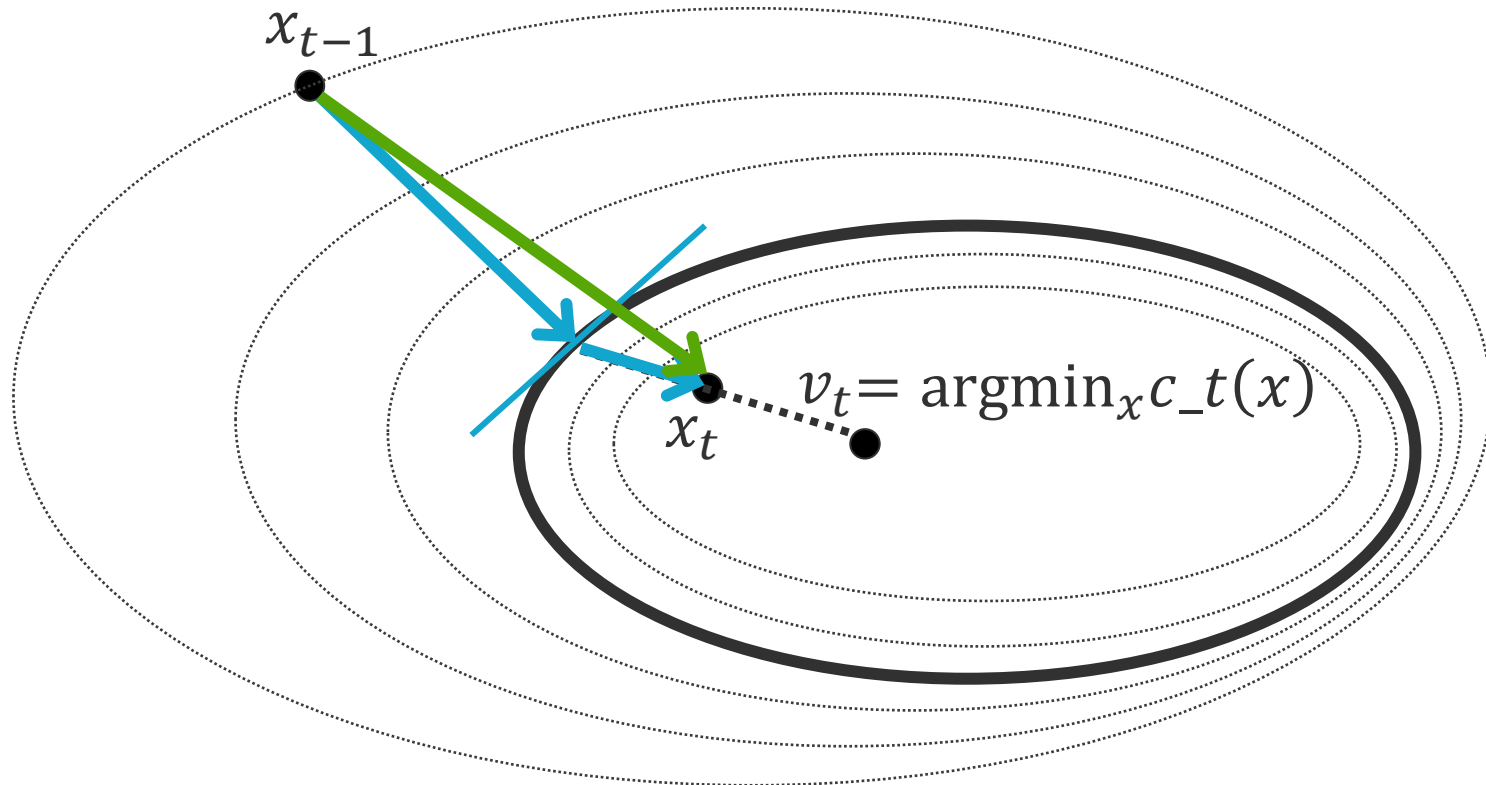
Theorem [GLSW19]: OBD has a competitive ratio of  $\Omega(m^{-2/3})$ .



## Greedy Online Balanced Descent (G-OBD)

“Geometric view”

Project onto a level set  $K_l = \{x \mid c_t(x) \leq l\}$  where  $l$  balances costs, i.e.,  $\|x(l) - x_{t-1}\| = \beta l$ . Then, take an  $O(\sqrt{m})$ -size step toward the minimizer.



## Greedy Online Balanced Descent (G-OBD)

“Geometric view”



“Local view”

Project onto a level set  $K_l = \{x \mid c_t(x) \leq l\}$   
where  $l$  balances costs, i.e.,  $\|x(l) - x_{t-1}\| = \beta l$ .  
Then, take an  $O(\sqrt{m})$ -size step toward the minimizer.

$$x_t = \operatorname{argmin}_x c_t(x) + \frac{\lambda_1}{2} \|x - x_{t-1}\|^2 + \lambda_2 c(x, v_t)$$

Project onto a level set!

$$\nabla c_t(x) + \lambda(x - x_{t-1}) = 0$$

## Greedy Online Balanced Descent (G-OBD)

“Geometric view”



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## Regularized Online Balanced Descent (R-OBD)

Computationally easier and...

Theorem [GLSW19]: **Regularized Online Balanced Descent (ROBD)** is  $\frac{1}{2} (1 + \sqrt{1 + 4/m})$ -competitive for  $m$ -strongly convex hitting costs and switching costs that are either the squared- $L_2$  norm or Bregman divergence.



**Regularized Online Balanced Descent (R-OBD)**

Computationally easier and obtains the optimal competitive ratio!

**Can an algorithm be constant competitive?**

**Yes, with a little structure!**

**...and the results extend to settings with delay & memory**

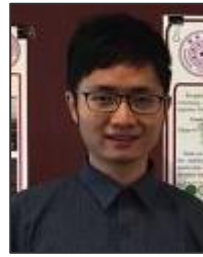
Theorem [SLCYW20][PSCYW20+]: **Optimistic ROBD( $\lambda$ )** is  
 $O(l + \alpha)^k \max\{\frac{1}{\lambda}, \frac{\lambda+m}{m+(1-\alpha^2)\lambda}\}$ -competitive  
for  $l$ -smooth,  $m$ -strongly convex hitting costs with delay  $k$   
and memory of length  $p$  with  $\alpha = \sum_{i=1}^p \|C_i\|$ .



Weici Pan



Yiheng Lin



Guanya Shi



Soon-Jo Chung



Yisong Yue

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and memory of length  $p$  with  $\alpha = \sum_{i=1}^p \|C_i\|$ .

Implies the first constant competitive policy  
for LDS in the case of adversarial noise.

Delay  $\rightarrow$  state disturbance

$$x_{t+t} = A(x_t + w_t) + Bu_t$$



Delay hurts exponentially.

Theorem [SLLYW20][PSU17/20+]: Optimistic ROBD( $\lambda$ ) is  $O(l + \alpha)^k \max\{\frac{1}{\lambda}, \frac{\lambda+m}{m+(1-\alpha^2)\lambda}\}$ -competitive for  $l$ -smooth,  $m$ -strongly convex hitting costs with delay  $k$  and memory of length  $p$  with  $\alpha = \sum_{i=1}^p \|C_i\|$ .

Impact of memory is "small"



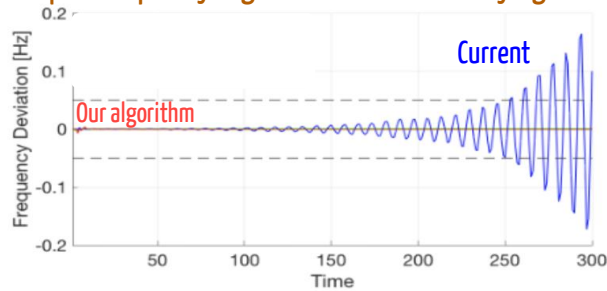
Memory  $\rightarrow$  input disturbance

$$x_{t+1} = Ax_t + B(u_t + w_t)$$



Theorem [SLCYW20][PSCYW20+]: Optimistic ROBD( $\lambda$ ) is  $O(l + \alpha)^k \max\{\frac{1}{\lambda}, \frac{\lambda + m}{m + (1 - \alpha^2)\lambda}\}$ -competitive for  $l$ -smooth,  $m$ -strongly convex hitting costs with delay  $k$  and memory of length  $p$  with  $\alpha = \sum_{i=1}^p \|C_i\|$ .

Example: Frequency regulation with time-varying inertia



Example: Trajectory tracking with double integrator dynamics

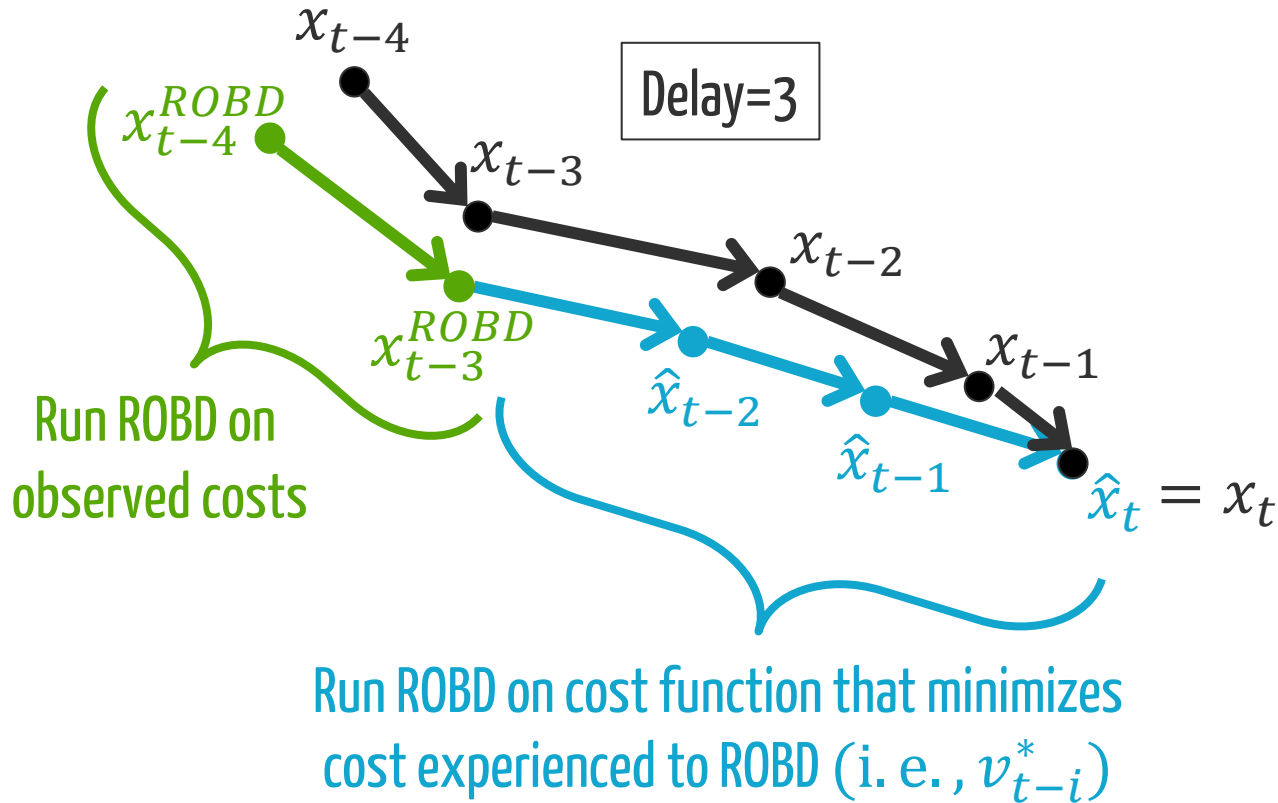


## Optimistic ROBD

Key idea: “optimistically” track the ROBD (full information) trajectory.

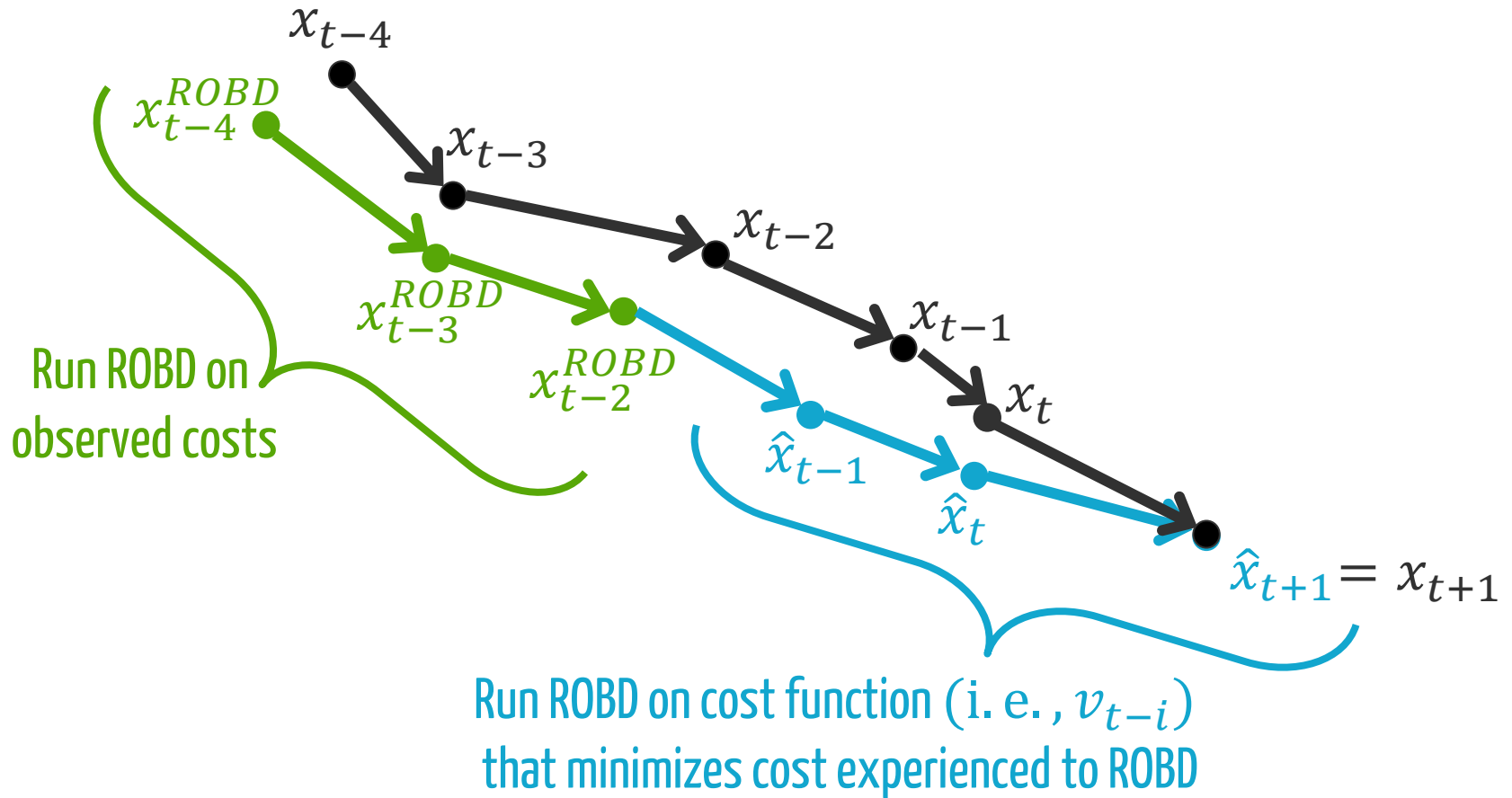
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Yes, with a little structure!

...and the results extend to settings with delay & memory

& storage/inventory constraints

& non-convex costs

& predictions

# Competitive Control via Online Optimization

Can we deepen the connection between SOCO and control?

**Huge progress!**

No predictions: LCP → RBG → ... → ROBD → Optimistic ROBD...

Predictions: MPC → AFHC → CHC → RHGD → SFHC ...

**Many successful applications!**

Sustainable Data Centers,  
EV charging, video streaming,  
CDNs, Microgrids, ...

**...still lots of open questions remain!**

# Competitive Control via Online Optimization

## Papers introducing Online Balanced Descent and its variations:

- N Chen, G Goel, A Wierman. Smoothed Online Convex Optimization in High Dimensions via Online Balanced Descent. Conference on Learning Theory (COLT) 2018
- G Goel, A Wierman. An Online Algorithm for Smoothed Regression and LQR Control. Conference on Artificial Intelligence and Statistics (AISTATS) 2019
- G Goel, Y Lin, H Sun, A Wierman. Beyond Online Balanced Descent: An Optimal Algorithm for Smoothed Online Optimization. NeurIPS 2019, [oral spotlight](#).
- G Shi, Y Lin, S Chung, Y Yue, and A Wierman. Online Optimization with Memory and Competitive Control. NeurIPS 2020.
- Y Lin, G Goel, A Wierman. Online Optimization with Predictions and Non-Convex Losses. Sigmetrics 2020.
- W Pan, G Shi, S Chung, Y Yue, and A Wierman. Competitive Control via Online Optimization. Under Preparation.

## Papers connecting online optimization with distributed optimization:

- P London, S Vardi, A Wierman, and H Yi. A parallizable acceleration framework for packing linear programs. AAAI 2018.
- P London, N Chen, S Vardi, and A Wierman. Logarithmic Communication for Distributed Optimization in Multi-Agent Systems. Sigmetrics 2020.

## Papers bridging model-based & model-free control:

- G Qu, A Wierman. Finite-time Analysis of Asynchronous Stochastic Approximation and Q-learning. COLT 2020.
- G Qu, A Wierman, N Li. Scalable Reinforcement Learning of Localized Policies for Multi-Agent Networked Systems. L4DC 2020, [oral spotlight](#).
- G Qu, Y Lin, A Wierman, N Li. Scalable Multi-Agent Reinforcement Learning for Networked Systems with Average Reward. NeurIPS 2020.
- G Qu, C Yu, S Low, A Wierman. Combining Model-Based and Model-Free Methods for Nonlinear Control: A Provably Convergent Policy Gradient Approach. Under submission