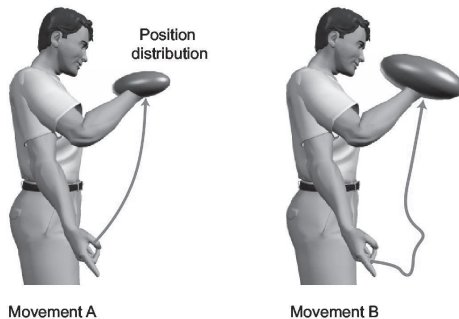


# Optimal Control

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## The problem of movement



How do we move to achieve a goal?

- ▶ complicated by flexibility
- ▶ final “goal” posture depends on start point
- ▶ rapid accommodation to feedback and perturbation

## Optimization principles

Of all the different ways to achieve a goal, we often seem to choose the *smoothest*.

- ▶ Flash & Hogan (1985) – minimum jerk (third derivative) of effector such as hand (or gaze)

$$\min \int_{t_0}^{t_f} dt \left( \frac{d^3 x}{dt^3} \right)^2 + \left( \frac{d^3 y}{dt^3} \right)^2$$

- ▶ Uno, Kawato & Suzuki (1989) – minimum rate of change of joint torque.
  - ▶ joints, not effector
  - ▶ muscle outputs not kinematics
  - ▶ solution will depend on musculoskeletal transformations
  - ▶ predicts path curvature
- ▶ Nakano et al (1999) elaborated to minimum *commanded* torque change – includes a model of muscles

But *why* should movements be smooth in this way? And what does this have to do with achieving a goal?

## Optimality of outcome

Harris & Wolpert (1998) suggested that planning to achieve outcome with minimum error in the face of *signal dependent noise* leads to smoothness.

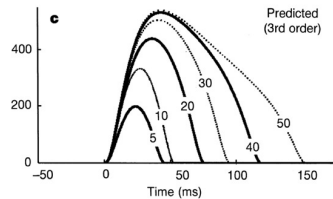
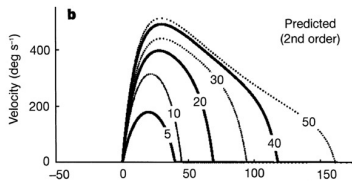
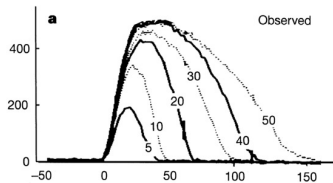
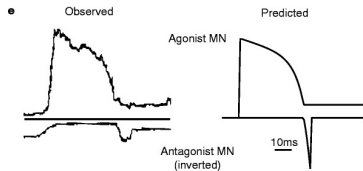
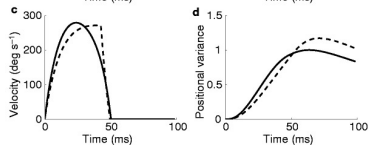
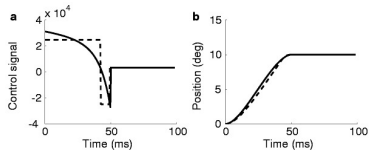
$$\mathbf{x}_{t+1} = \mathbf{A}\mathbf{x}_t + B(u_t + w_t)$$

$$w_t \sim \mathcal{N}(0, ku_t^2)$$

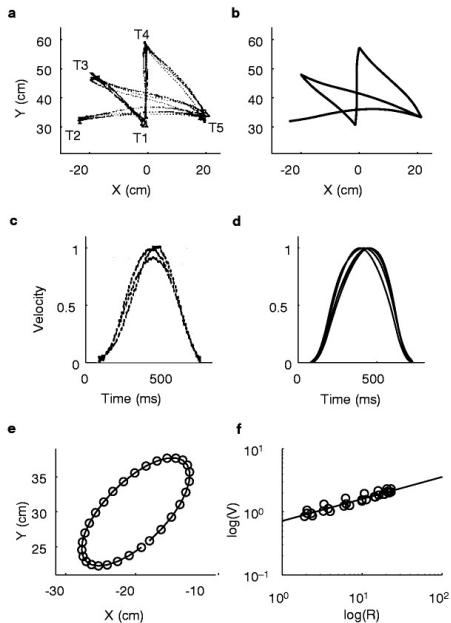
$$\Rightarrow \mathbf{x}_T = \mathcal{N}\left(\mathbf{A}^T \mathbf{x}_0 + \sum_{\tau=0}^{T-1} \mathbf{A}^{T-1-\tau} B u_\tau, k \sum_{\tau=0}^{T-1} \mathbf{A}^{T-1-\tau} B (\mathbf{A}^{T-1-\tau} B)^T u_\tau^2\right)$$

Choose control sequence to minimise expected error in endpoint at  $T$ ; examine trajectory.

# Optimal path control



# Optimal path control



## Feedback Control

Todorov & Jordan (2002) incorporate signal-dependent noise into a feedback control model.

- ▶ noise suppressed in relevant dimensions of outcome
- ▶ noise (and initial conditions) in *irrelevant dimensions* uncontrolled, and may increase
- ▶ predicts both trajectories *and* systematic and noisy variability

Optimal stochastic control:

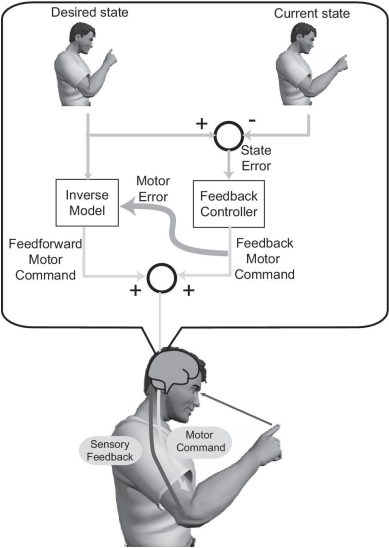
- ▶ cost-to-go (value) based planning: Hamilton-Bellman-Jacobi equation

$$S(x_t) = C(u_t) + \mathbb{E}_{p(x_{t+1}|x_t, u_t)} [S(x_{t+1})]$$

minimising over  $u_t$  defines optimal control policy

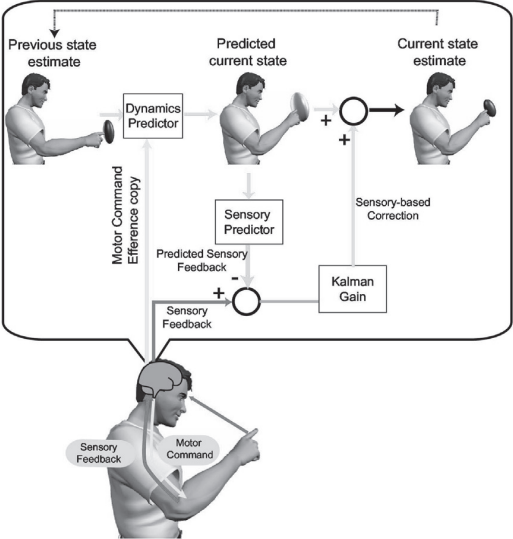
- ▶ state-estimation: Kalman filtering

# Controllers

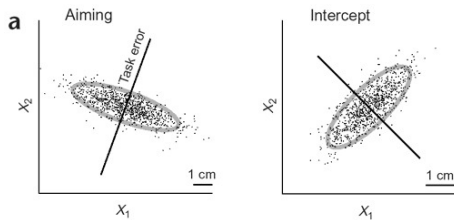
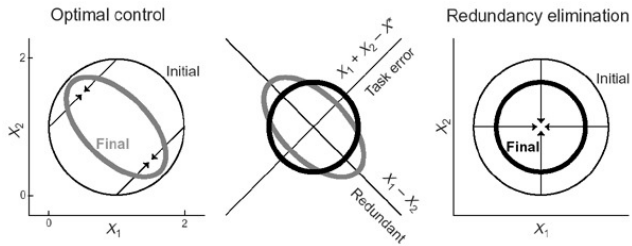




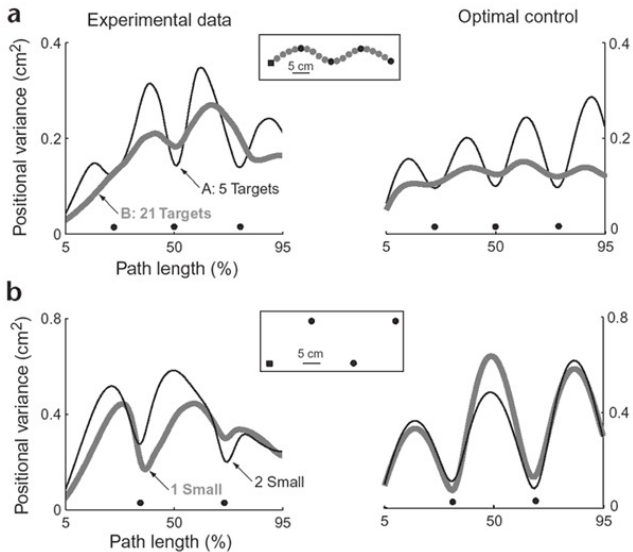
# State estimation



## Shaped variance



## Path variance



## Path variance

