Numerical control of the heat equation with reinforcement learning

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- 2 Wavelet-based Galerkin method
- 3 Reinforcement learning to control first order system

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- 2 Wavelet-based Galerkin method
- 3 Reinforcement learning to control first order system

4 Numerical results

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The initial-boundary value problem for the one-dimensional heat conduction that we considered is:

$$\begin{cases} \partial_t u(t,x) = \nu \partial_x^2 u(t,x) + f(t,x), \ x \in [0,1] \text{ and } t \in]0, T], \\ u(0,x) = u_0(x), \end{cases}$$
(1)

where $\nu > 0$ is the diffusion coefficient, f is the source term and T > 0. Homogeneous Dirichlet boundary conditions are assumed: u(t,0) = u(t,1) = 0.

Objective

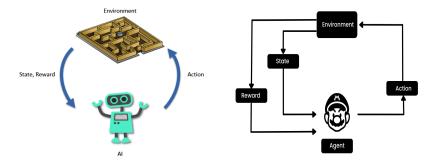
• Given a target $u_T \in L^2(0,1)$, find a source term $f(t,.) \in L^2(0,1)$, such that:

$$\|u(T,.)-u_T\|_{L^2(0,1)} \leq \epsilon \quad \text{for} \quad \epsilon > 0.$$

> Numerical exact control remains elusive.

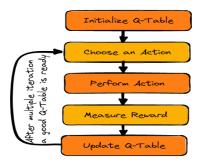
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Reinforcement Learning (RL) is a machine learning paradigm where an agent learns the optimal action for a given task through its repeated interaction with a dynamic environment that either rewards or punishes the agent action.



Q-learning is a model-free, value-based, off-policy algorithm that will find the best series of actions based on the agent's current state. The Q stands for quality. Quality represents how valuable the action is in maximizing future rewards.

Q-Table: the agent maintains the Q-table of sets of states and actions.



 \rightarrow **Objective:** to learn a Q-table of state and action.

• States: s_t , the current position of the agent in the environment.

 $s_t = u(t, .)$

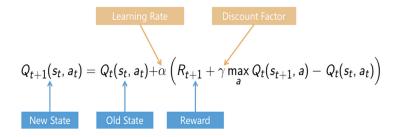
• Action: a_t , a step taken by the agent in a particular state.

 $a_t = f(t, .)$

- Rewards: R_t , for every action, the agent receives a reward and penalty. $R_t = ?$
- Episodes: the end of the stage, where agents can take new action. It happens when the agent has achieved the goal or failed.
- $Q_t(s_{t+1}, a)$: expected optimal Q-value of doing the action in a particular state.

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Q-function uses the Bellman equation as a simple value iteration update, using the weighted average of the current value and the new information:



with $0 < \alpha \leq 1$ and $0 \leq \gamma \leq 1$.

- \longrightarrow Is it possible to use this approach to solve the previous control problem?
- \longrightarrow How accurate is the method that results from this?
- \longrightarrow What kind of improvements can be made?

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[E. Hernandez, D.Kalise, E. Otárola, 09]: Numerical approximation of the LQR problem in a strongly damped wave equation.

[M.A. Bucci, et al, 19]: Control of chaotic systems by deep reinforcement learning.

[K. Ammari, G. Bel Mufti, 23]: Controlling a dynamic system through reinforcement learning

[G. Novati, L. Mahadevan, P. Koumoutsakos, 19]: Controlled gliding and perching through deep-reinforcement-learning.

 \longrightarrow Wavelet approach satisfying physical boundary condition.

Biorthogonal wavelet basis

Multi-scale projection of $f \in L^2(0, 1)$:

$$\mathcal{P}_{j}(f) = \sum_{k \in \mathbb{Z}} \langle f, \tilde{\varphi}_{j,k} \rangle \varphi_{j,k}$$
 and $\mathcal{Q}_{j}(f) = \sum_{k \in \mathbb{Z}} \langle f, \tilde{\psi}_{j,k} \rangle \psi_{j,k}$ (2)

with:

$$V_j = span\{arphi_{j,k}\}$$
 and $W_j = span\{\psi_{j,k}\} = V_{j+1} \cap ilde{V_j}^{\perp}.$

Multi-scale decomposition of $f \in L^2(0, 1)$:

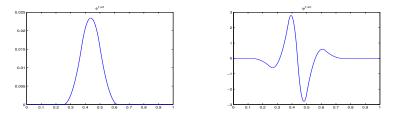
$$f = \mathcal{P}_j(f) + \sum_{\ell \ge j} \mathcal{Q}_\ell(f)$$
 with $\mathcal{Q}_j(f) = \mathcal{P}_{j+1}(f) - \mathcal{P}_j(f).$

Given $f \in H^{s}(0,1)$, we have the following Jackson and Bernstein inequalities:

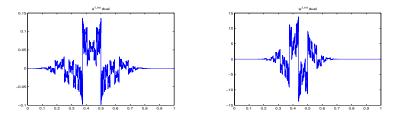
 $\|\mathcal{P}_{j}(f) - f\|_{L^{2}(0,1)} \leq C2^{-js} \|f\|_{H^{s}(0,1)} \text{ and } \|\mathcal{P}_{j}(f)\|_{H^{s}(0,1)} \leq C2^{js} \|\mathcal{P}_{j}(f)\|_{L^{2}(0,1)}, \ s > 0.$

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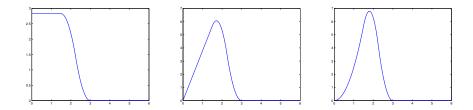
Biorthogonal B-Spline wavelets (3 vanishing moments) Primal scaling function (left) and associated wavelet (right):



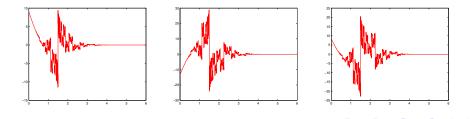
Dual scaling function (left) and associated wavelet (right):



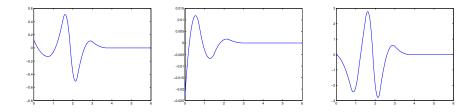
Wavelet basis satisfying boundary conditions Edge 0 scaling function of V_i^1 : B-Spline 3.3



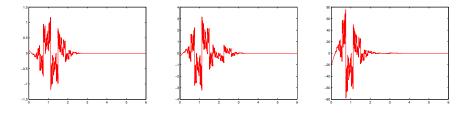
Edge 0 scaling function of \tilde{V}_i^1 : B-Spline 3.3



Wavelet basis satisfying boundary conditions Edge 0 wavelets of W_i^1 : B-Spline 3.3



Edge 0 wavelets of \tilde{W}_i^1 : B-Spline 3.3



Wavelet-based Galerkin method for the heat equation The solution $u_i \in V_i$ of (1) is searched in the following discrete form:

$$u_{j}(t,x) = \sum_{k=1}^{N_{j}} \langle u, \tilde{\psi}_{j,k} \rangle \psi_{j,k}(x) = \sum_{k=1}^{N_{j}} d_{j,k}(t) \psi_{j,k}(x).$$
(3)

For $m = 1, ..., N_j$, integration by part and the boundary conditions lead to:

$$\sum_{k=1}^{N_j} \left[d'_{j,k}(t) \langle \psi_{j,k}, \psi_{j,m} \rangle + \nu d_{j,k}(t) \langle \psi'_{j,k}, \psi'_{j,m} \rangle \right] = \langle f(t,.), \psi_{j,m} \rangle.$$
(4)

Thus, the coefficients $(d_{j,k})$ are solution of a differential system:

$$\mathcal{A}_{j}\left[d_{j,k}'(t)\right] + \mathcal{R}_{j}\left[d_{j,k}(t)\right] = \mathcal{A}_{j}\left[f_{j,k}(t)\right], \qquad (5)$$

with

$$[\mathcal{A}_{j}]_{k,m} = \int_{0}^{1} \psi_{j,k}(x)\psi_{j,m}(x)dx \text{ and } [\mathcal{R}_{j}]_{k,m} = \nu \int_{0}^{1} \psi_{j,k}'(x)\psi_{j,m}'(x)dx.$$
 (6)

ightarrow Symmetric and positive definite matrices with diagonal preconditioners.

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Wavelet-based Galerkin method for the heat equation

Posteriori error estimate

Proposition

Let u and u_j be solutions of (1) and (4), respectively. If the initial conditions $u_0(x)$ and the wavelet basis are *regular enough*, then we have:

$$\|u_j-u\|_{L^2(0,1)}\leq C2^{-js},$$

for all $j \ge j_{min}$ and s > 0.

Then, we have:

$$\begin{aligned} \|u(T) - u_T\|_{L^2(0,1)} &\leq \|u(T) - \mathcal{P}_j(u(T))\|_{L^2(0,1)} + \|u_T - \mathcal{P}_j(u_T)\|_{L^2(0,1)} \\ &+ \|u_j - \mathcal{P}_j(u_T)\|_{L^2(0,1)} \leq C2^{-js} + \epsilon. \end{aligned}$$

 $\rightarrow j_{min}$ the smallest resolution to avoid boundary functions support overlapping

(7)

Wavelet coefficients control

Given $d_{j,k}^{T} \sim \mathcal{P}_{j}(u^{T})$, we aim to find $[f_{j,k}(t)] = \mathcal{B}_{j}[v_{j,k}(t)]$, such that: $\|d_{j,k}(T) - d_{j,k}^{T}(t)\|_{\ell^{2}} \leq \epsilon$,

with $v_j = \sum_{k=1}^{N_j} v_{j,k}(t) \psi_{j,k}(x)$ and \mathcal{B}_j a suitable real matrix of rank less than N_j . System (5) rewrites:

$$\left[d'_{j,k}(t)\right] + \mathcal{M}_j\left[d_{j,k}(t)\right] = \mathcal{B}_j\left[v_{j,k}(t)\right] \quad \text{with} \quad \mathcal{M}_j = \mathcal{A}_j^{-1}\mathcal{R}_j. \tag{8}$$

 \longrightarrow ODE system control: Kalman rank criterion for \mathcal{M}_j and \mathcal{B}_j .

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Time discretization

For a time step $\delta t > 0$ and integer $n \ge 0$, we search:

$$x_{t_n} \approx d_{j,k}(n\delta t)$$
 and $v_{t_n} \approx v_{j,k}(n\delta t)$.

An explicit Euler scheme leads to:

$$x_{t_{n+1}} = f(x_{t_n}, v_{t_n}) = A_{\delta t} x_{t_n} + B_{\delta t} v_{t_n},$$
(9)

where

$$A_{\delta t} = I + \delta t \mathcal{M}_i$$
 and $B_{\delta t} = \delta t \mathcal{B}_i$.

 \longrightarrow Implicite numerical schemes can be used.

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Usually, to obtain control for (9), a linear feedback controller is designed

 $v_{t_n}=P_{t_n}x_{t_n}.$

The matrix P_{t_n} is obtained from the solution of the algebraic Riccati equation, when minimizing the following quadratic cost function

$$J_{N} = \frac{\delta t}{2} \sum_{n=0}^{N} \left[\langle E_{\delta t} x_{t_{n}}, x_{t_{n}} \rangle + \langle R_{\delta t} v_{t_{n}}, v_{t_{n}} \rangle \right] + \frac{1}{2} \langle E_{N} x_{t_{N}}, x_{t_{N}} \rangle, \quad T_{N} = N \delta t = T,$$

under constraints defined by (9).

 \rightarrow LQR regularization.

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Linear feedback can also be used in improved policy Q-learning approach:

$$r_{t_n} = r(x_{t_n}, v_{t_n}) = < x_{t_n}, E_{\delta t} x_{t_n} > + < v_{t_n}, R_{\delta t} v_{t_n} > .$$
(10)

The value of the total cost obtained for x_{t_n} under policy P_{t_n} is:

$$V_{P_{t_n}}(x_{t_n}) = \sum_{i=0}^{N-1} \gamma^i r_{t_n+i} = < x_{t_n}, K_{t_n} x_{t_n} >, \ 0 < \gamma < 1,$$

where K_{t_n} denotes the cost matrix related to the policy defined by P_{t_n} .

The Q-function:

$$Q_{t_n}(x, v) = r(x, v) + \gamma V_{P_{t_n}}(f(x, v)).$$

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The Q-function's value at the next time step is:

 $Q_{t_{n+1}}(x_{t_n}, v_{t_n}) = (1 - \alpha)Q_{t_n}(x_{t_n}, v_{t_n}) + \alpha \left[r(x_{t_n}, v_{t_n}) + \gamma Q_{t_n}(x_{t_{n+1}}, v_{t_{n+1}})\right],$

where

$$v_{t_{n+1}} = P_{t_{n+1}} x_{t_{n+1}}.$$

The matrix $P_{t_{n+1}}$ is the improved policy matrix computed from P_{t_n} such that:

$$P_{t_{n+1}}x = \arg\min_{v} [r(x,v) + \gamma V_{P_{t_n}}(f(x,v))].$$
(11)

Using forward calculations, we see that:

$$P_{t_{n+1}} = -\gamma (R_{\delta t} + \gamma B^*_{\delta t} K_{t_n} B_{\delta t})^{-1} B^*_{\delta t} K_{t_n} A_{\delta t}$$

 $\longrightarrow P_{t_n}$ and K_{t_n} are obtained by means of a dynamic programming procedure.

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Classical Q-learning algorithm Input: S, A, α, γ **Output:** *Q*-table for each episode do Initialize the first state for each step do Given current state s, select action a with an ϵ -greedy policy Observe r and s' from the environment Update the *Q*-table: $Q(s,a) \leftarrow Q(s,a) + \alpha [r(s,a) + \gamma \max_{a'} Q(s',a') - Q(s,a)]$ Update s until end of the episode end

end

Special case:

 $\longrightarrow Q_{t_{n+1}}(x_{t_n}, v_{t_n}) = Q_{t_n}(x_{t_n}, v_{t_n}) + \alpha \left[r(x_{t_n}, v_{t_n}) + \gamma Q_{t_n}(x_{t_{n+1}}, v_{t_{n+1}}) - Q_{t_n}(x_{t_n}, v_{t_n}) \right]$

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To evaluate our method, we compared it to the HUM approach [Lions 88, Glowinski-Lions 90]. As analytical solution, we used:

$$u(t,x) = \exp(1-t)\sin^3(2\pi x) + 8x(1-x)^2, \ x \in [0,1],$$
(12)

with $\delta t = 1/100$ and diffusion coefficient $\nu = 1/4\pi^2$.

First we study the discretization error:

$$\mathbf{e}_{j} = \frac{\|\mathcal{P}_{j}[u(.,t)] - u_{j}(.,t)\|}{\|\mathcal{P}_{j}u(.,t)\|}.$$

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Galerkin discretization error

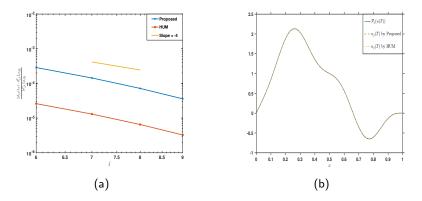


Figure: Error $||u_j(T) - \mathcal{P}_j(u_T)||_{\ell^2}$ according to the resolution j in loglog scale (left) and plot of the obtained end states (right) for the spatial resolution j = 7.

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The performance indicators considered are ℓ^2 error:

$$er_j = rac{\|d_{j,k}(T) - d_{j,k}^T\|_{\ell^2(\mathbb{Z})}}{\|d_{j,k}^T\|_{\ell^2(\mathbb{Z})}}.$$

and the convergence ratio with respect to the change of the policy:

$$rt_j(n) = rac{\|d_{j,k}(t_n)\|_{\ell^2(\mathbb{Z})}}{\|d_{j,k}^T\|_{\ell^2(\mathbb{Z})}}, \ \ 0 \le n \le N.$$

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Error at grid points

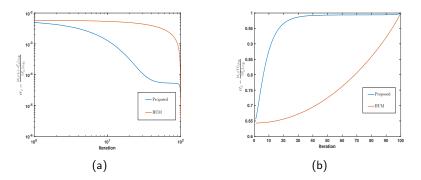


Figure: Comparison of the ℓ_2 -error between the HUM method and the proposed one. Relative error er_j (left) and the convergence ratio rt_j (right), according to the number of iterations.

Image: A marked black

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Evolution of the error on the target state and the convergence ratio

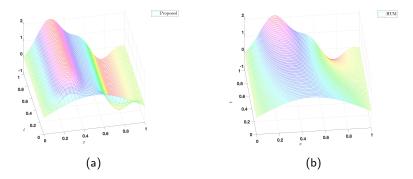


Figure: Plot of the time evolution of the solution $u_j(t_n)$ at grid points: $0 \le t_n \le 1$. Proposed method (left) and the HUM method (right).

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Two-dimensional space							
j	6	7	8	Order			
erj	$9.5593 imes 10^{-4}$	$5.4462 imes 10^{-4}$	$3.1054 imes 10^{-4}$	3.9825			
rtj	0.9916161	0.9916162	0.9916028				
CPU(s)	0.0700	0.1900	0.4800				

Three-dimensional space							
j	6	7	8	Order			
erj	$8.1188 imes 10^{-4}$	$4.5918 imes 10^{-4}$	$2.5971 imes 10^{-4}$	3.9552			
rtj	0.99157743	0.9915775	0.99157754				
CPU(s)	1.8300	22.0200	243.3400				

Table: Heat equation results obtained with the proposed method in higher dimension.

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Thank you for your attention

• K. Ammari, G. Bel Mufti, S. Kadri Harouna, *Reinforcement learning for the control of parabolic and hyperbolic differential equations*, in the pipeline.