

# LQG Control with Fixed-Rate Limited Feedback

Anatoly Khina

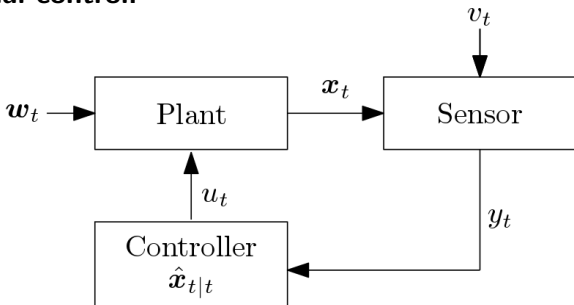
Joint work with Yorie Nakahira and Babak Hassibi

Caltech, Pasadena, CA, USA

ITA 2017  
San Diego, CA, USA  
February 17, 2017

# Networked Control vs. Traditional Control

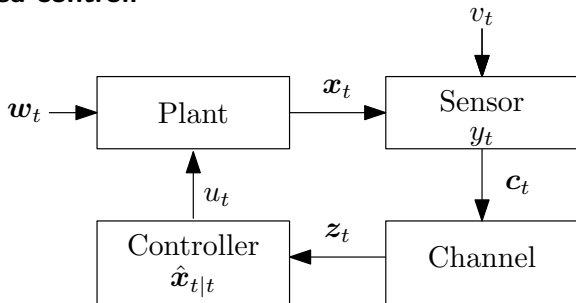
## Traditional control:



- Observer and controller are co-located
- Classical systems are hardwired and well crafted

# Networked Control vs. Traditional Control

## Networked control:

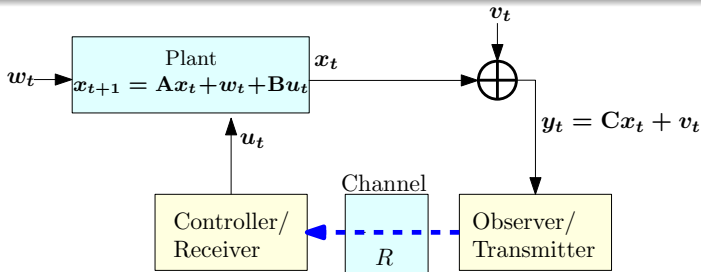


- Observer and controller are not co-located:  
connected through noisy link
- Suitable for new remote applications  
(e.g., remote surgery, self-driving cars)

# Linear Quadratic Gaussian Control over Gaussian Channels

## Linear quadratic Gaussian (LQG) system

$$\begin{aligned} \mathbf{x}_{t+1} &= \mathbf{A}\mathbf{x}_t + \mathbf{B}\mathbf{u}_t + \mathbf{w}_t, & \mathbf{w}_t &\sim \text{i.i.d. } \mathcal{N}(0, \mathbf{W}) \\ \mathbf{y}_t &= \mathbf{C}\mathbf{x}_t + \mathbf{v}_t, & \mathbf{v}_t &\sim \text{i.i.d. } \mathcal{N}(0, \mathbf{V}) \end{aligned}$$



## Noiseless finite-rate channel of rate $R$

**Fixed rate:** Exactly  $R$  bits are available at every time sample  $t$

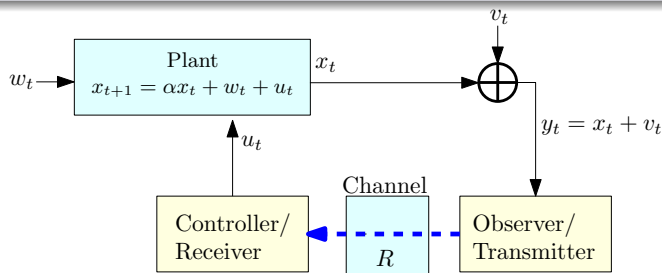
**Variable rate:**  $R$  bits are available **on average** at every  $t$

# Linear Quadratic Gaussian Control over Gaussian Channels

## Scalar Linear quadratic Gaussian (LQG) system

$$x_{t+1} = \alpha x_t + u_t + w_t, \quad w_t \sim \text{i.i.d. } \mathcal{N}(0, W), \quad |\alpha| > 1$$

$$y_t = x_t + v_t, \quad v_t \sim \text{i.i.d. } \mathcal{N}(0, V)$$



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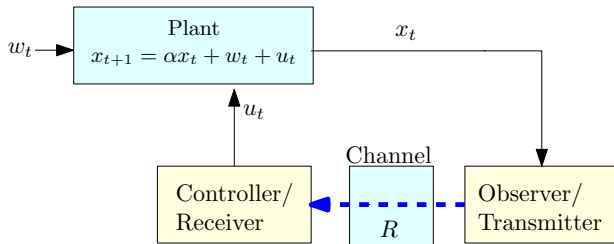
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## LQG cost

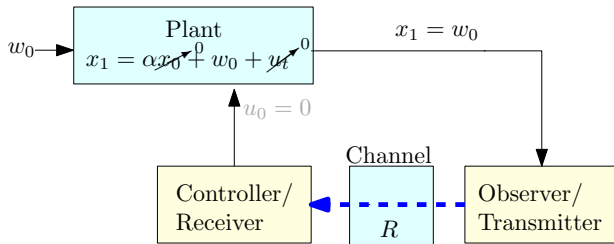
$$J = \mathbb{E} \left[ \sum_{t=1}^T [Qx_t^2 + Ru_t^2] + Fx_{T+1}^2 \right]$$

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LQG cost: MMSE ( $Q = F = 1, R = 0$ )

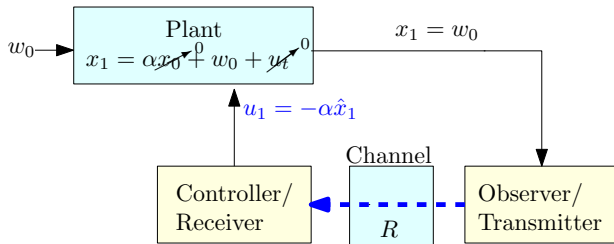
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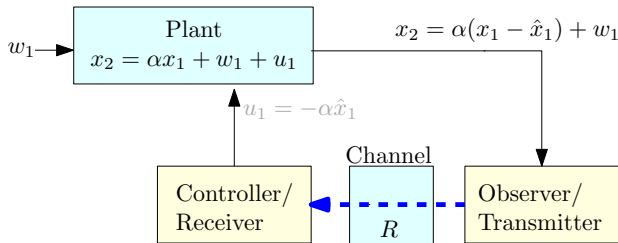


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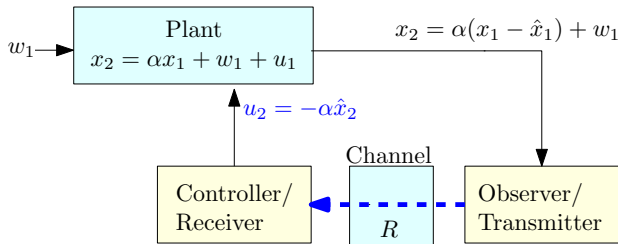
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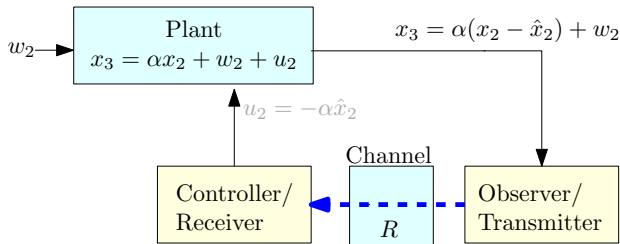
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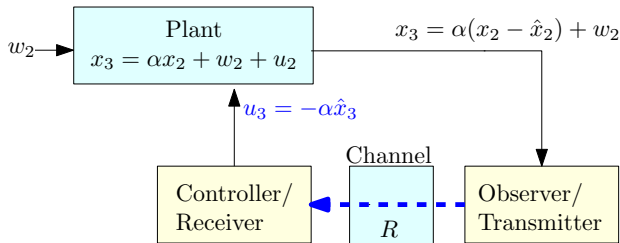
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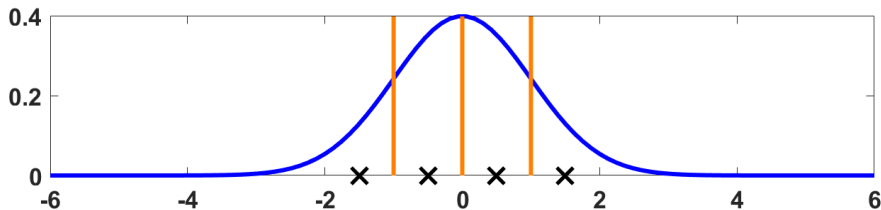
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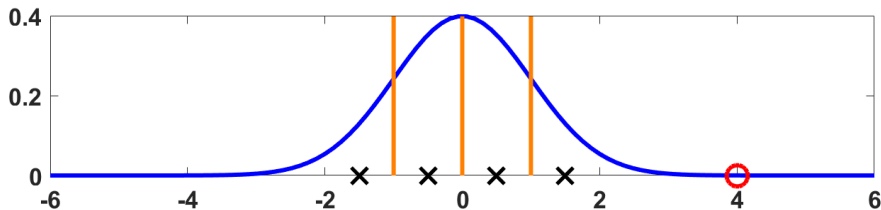
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# Adaptive Fixed-Rate Quantizer



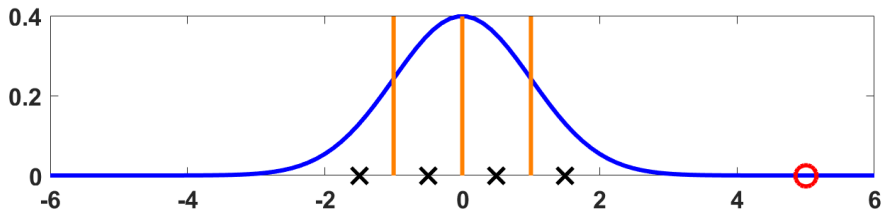
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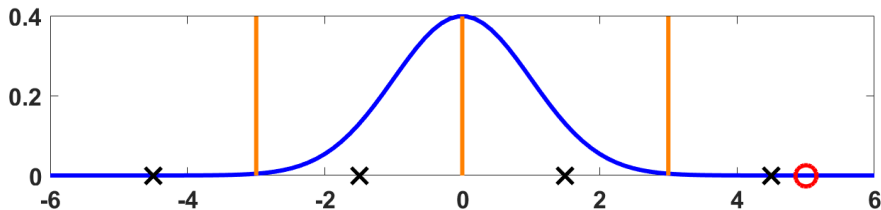
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- Input value outside effective quantization interval

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- Next time instant: Input will be even larger!
- **Avalanche effect**

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- Next time instant: Input will be even larger!
- **Avalanche effect**
- To avoid this  $\Rightarrow$  Quantizer needs to be **adaptive**



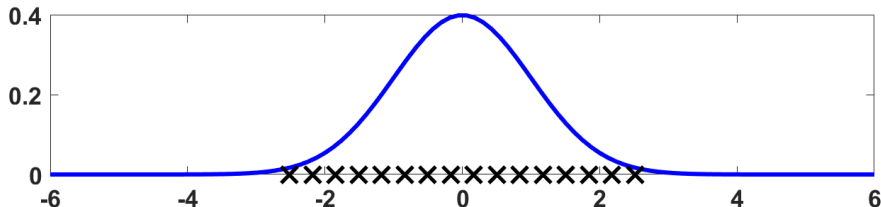
# Adaptive Optimal Fixed-Rate Quantizer?

- Adaptive uniform quantizer [Yüksel AC'10]
  - Based on Jayant's adaptive quantizer [Jayant '73]
  - Similar idea in [Brockett-Liberzon AC'00]: "Zooming in/out"
- Adaptive exponential quantizer [Nair-Evans '04]
- Both results prove condition on stabilizability:  $R > \log \alpha$
- But no cost optimality claims...
- Other notable contributions: [Borkar-Mitter '97]  
[Tatikonda-Sahai-Mitter AC'04] [Matveev-Savkin '04]  
[Tsumura-Maciejowski CDC'03], ...

How to optimize cost?

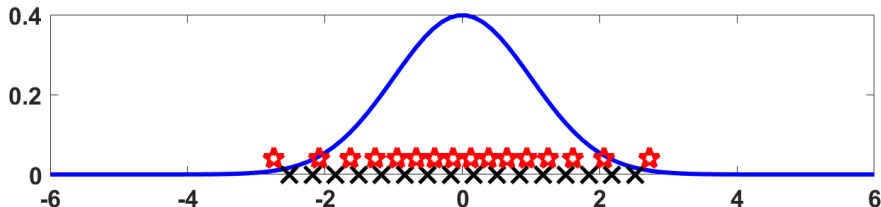
# Optimal Quantizer for One Sample

- Let  $x \sim \mathcal{N}(0, 1)$
- $R$  bits  $\Rightarrow 2^R$  quantization points
- Uniform quantizer is suboptimal
- How to construct an optimal quantizer?



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- In general a hard (NP-hard) problem
- Necessary conditions by Lloyd ['57, IT'82] and Max [IT '60]
  - Also known in machine learning as “k-means” clustering

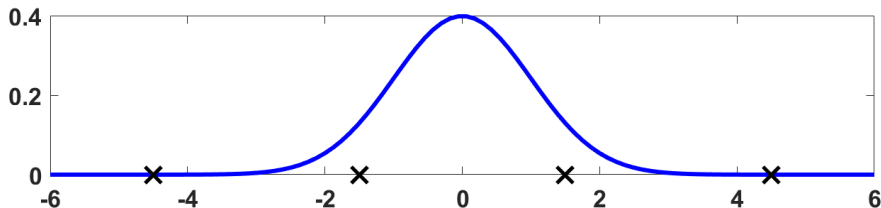
# Lloyd-Max Algorithm

**Nearest Neighbor:** Given reconstruction points, find optimal cells

$$\text{Cell } i = \{x | (x - \hat{x}_i)^2 < (x - \hat{x}_j)^2, \forall j \neq i\}$$

**Centroid:** Given quant. cells, find optimal reconstruction points

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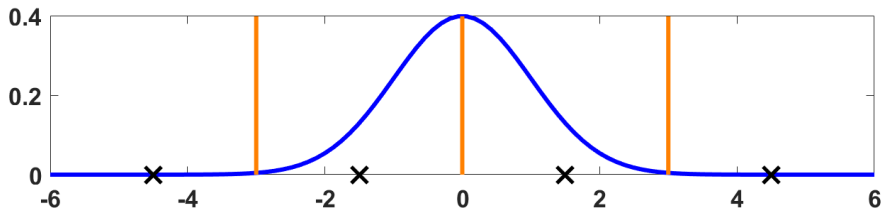
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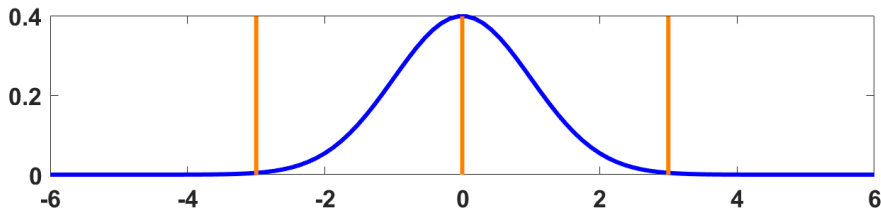
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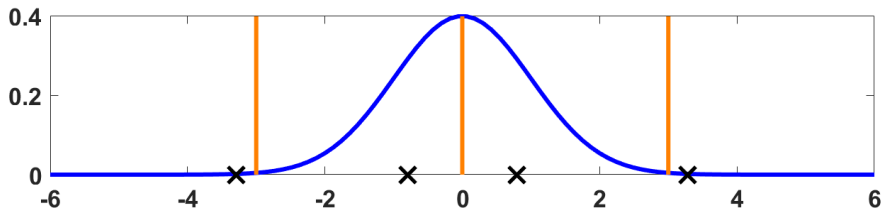
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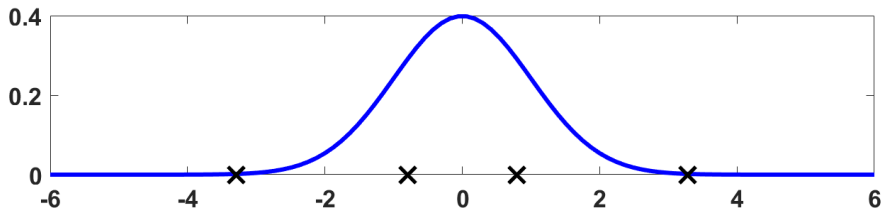
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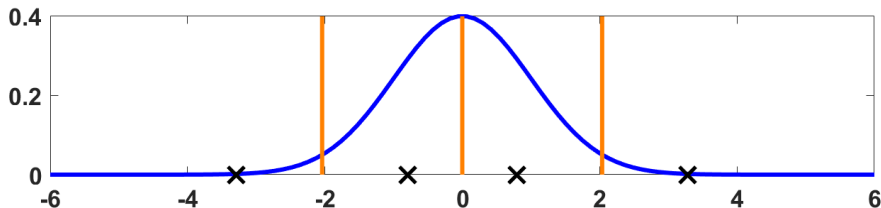
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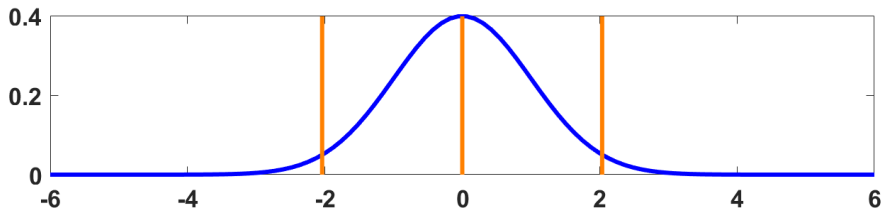
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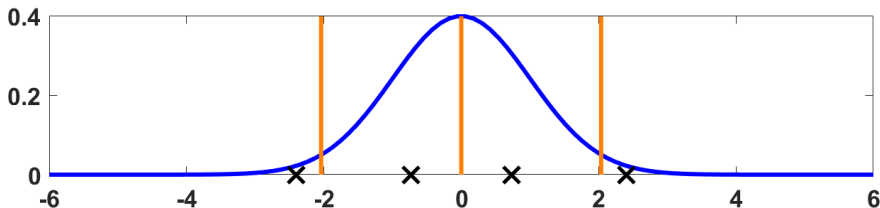
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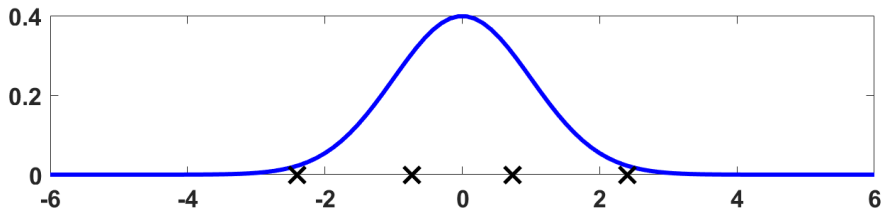
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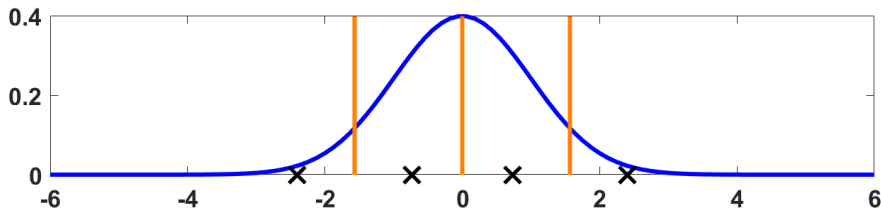
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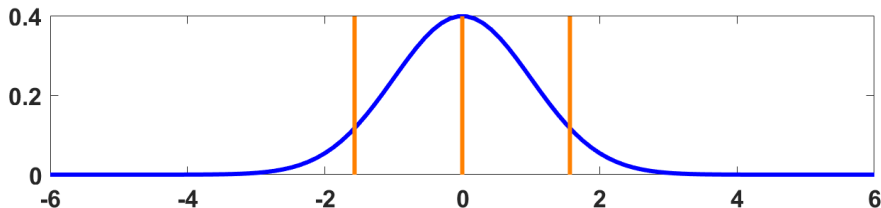
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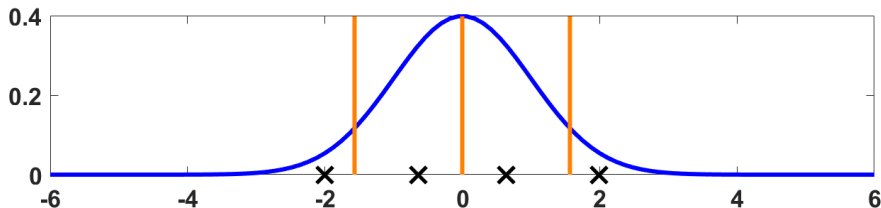
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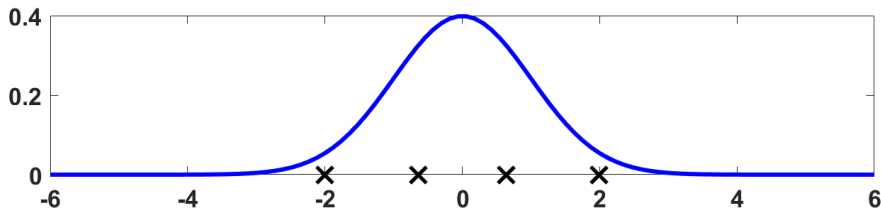
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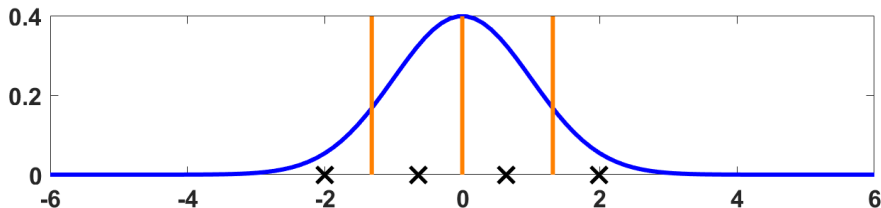
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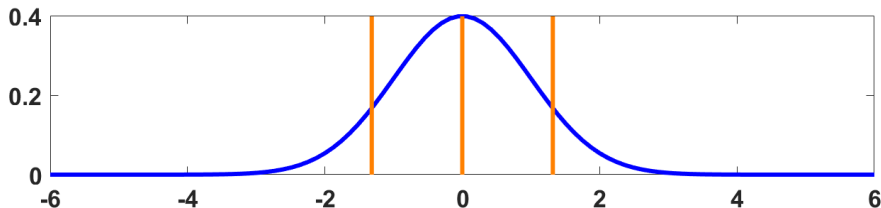
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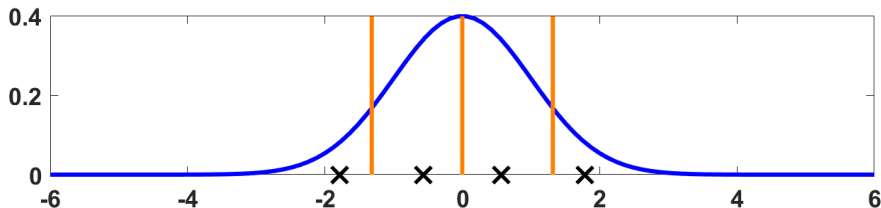
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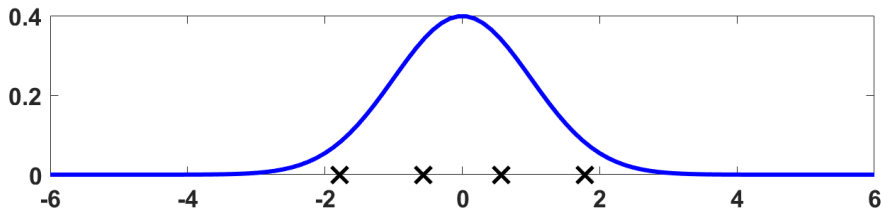
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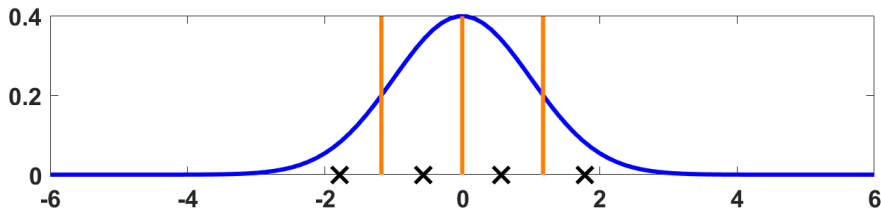
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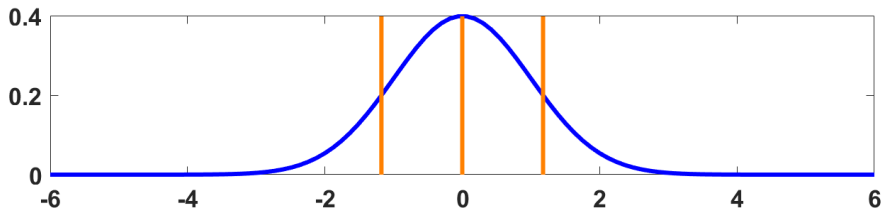
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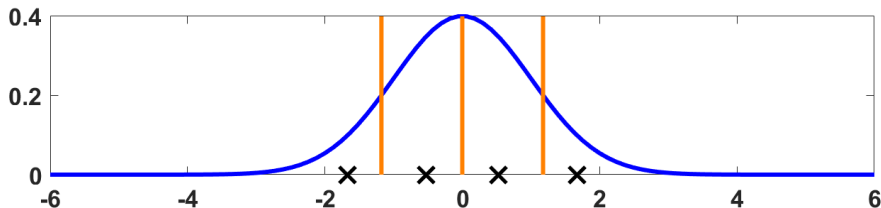
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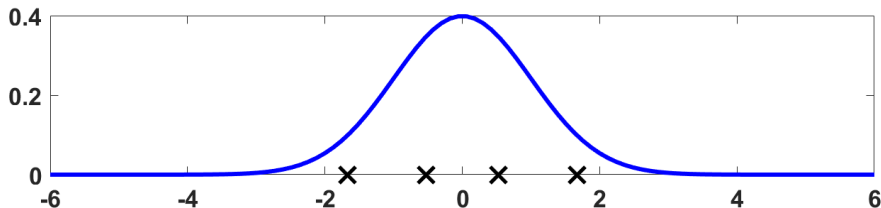
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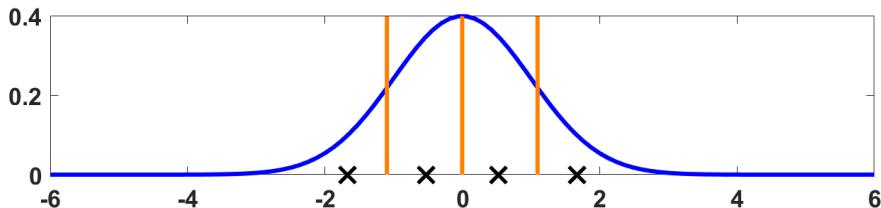
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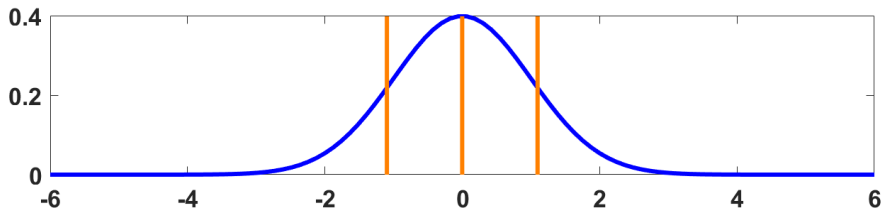
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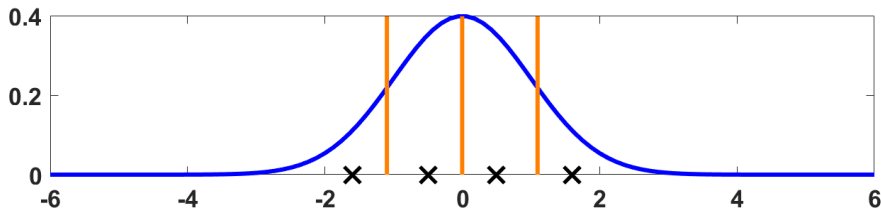
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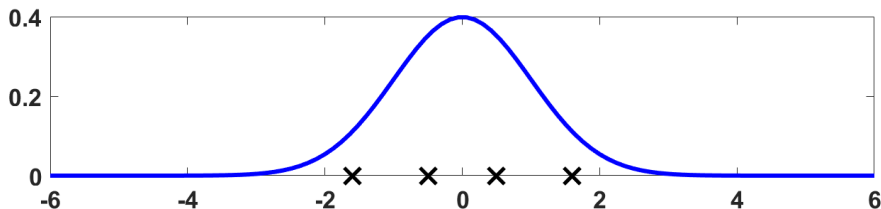
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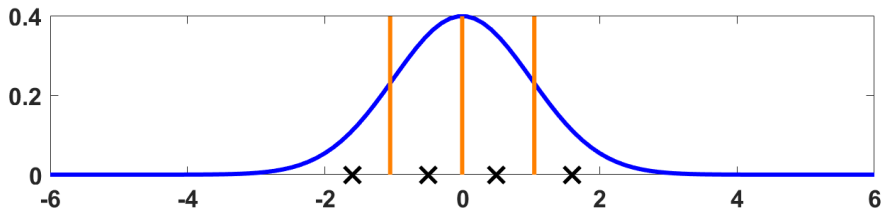
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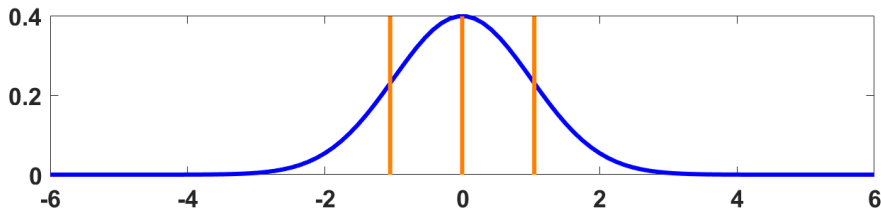
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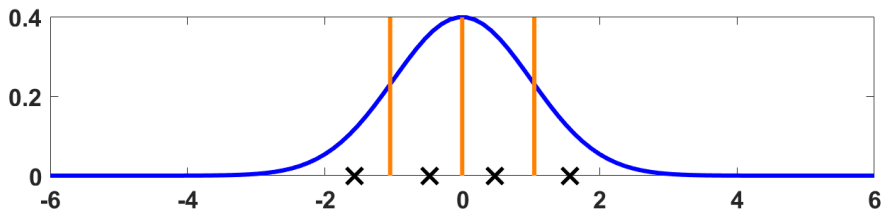
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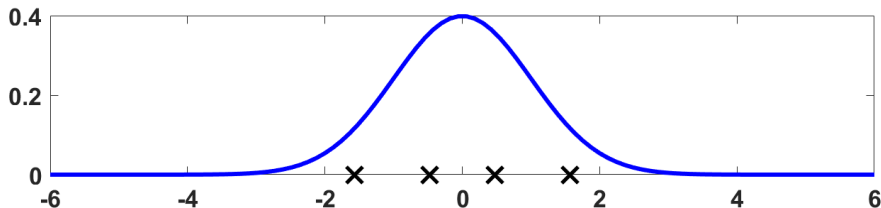
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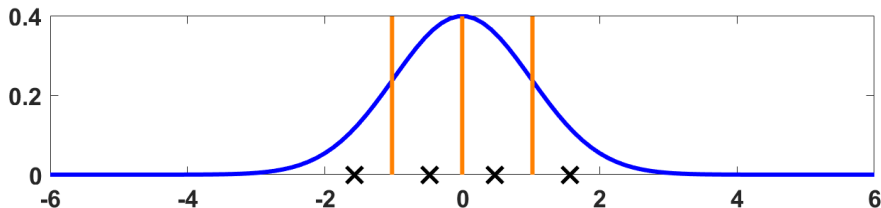
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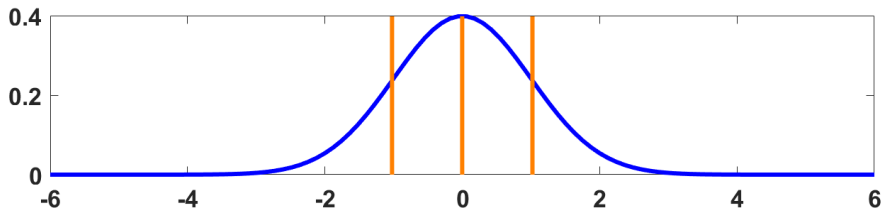
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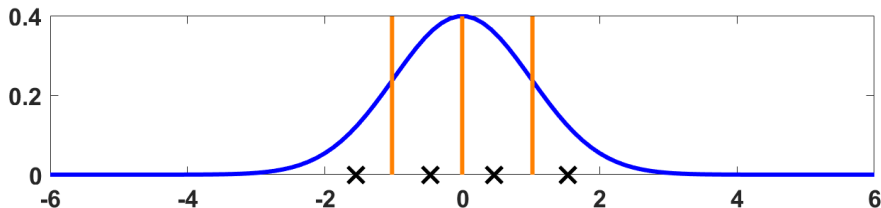
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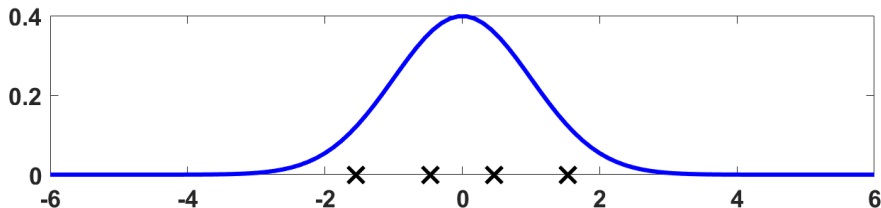
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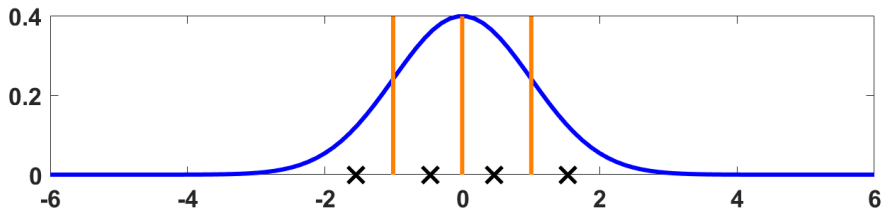
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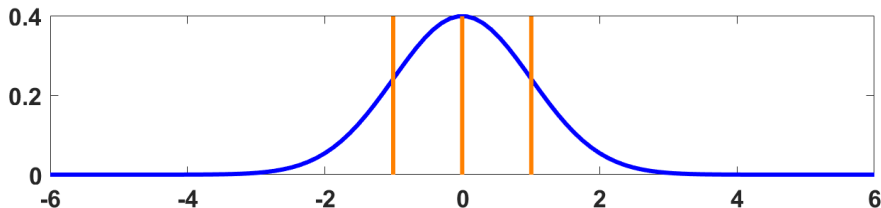
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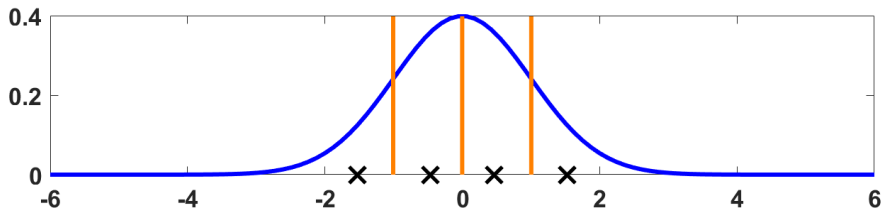
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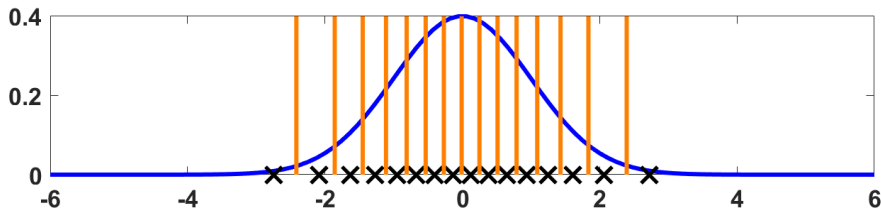
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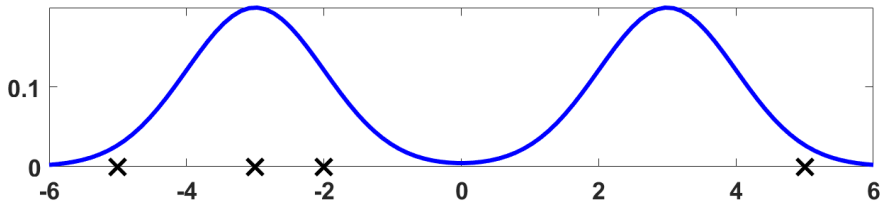
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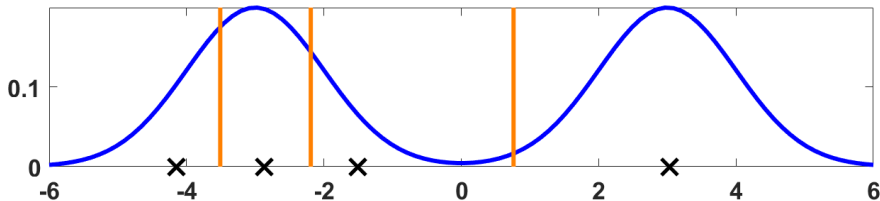
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- But... They are not sufficient in general! ☹️
- Lloyd-Max algorithm might converge to a local optimum...



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# Lloyd-Max Algorithm

When does Lloyd-Max converge to global optimum?

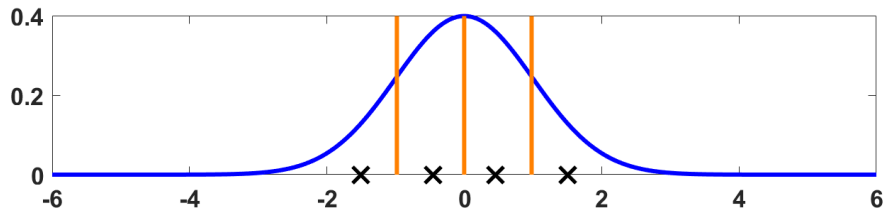
[Fleischer '64][Trushkin IT'82][Kieffer-Jahns-Obuljen IT'88]

- Conditions for existence of only one local optimum  $\Rightarrow$  **Global**
- **Log-concave** distributions satisfy these conditions
- Important special case: **Gaussian distribution** 😊
- One stage of LQG with finite-rate noiseless channel ✓

What about more stages?

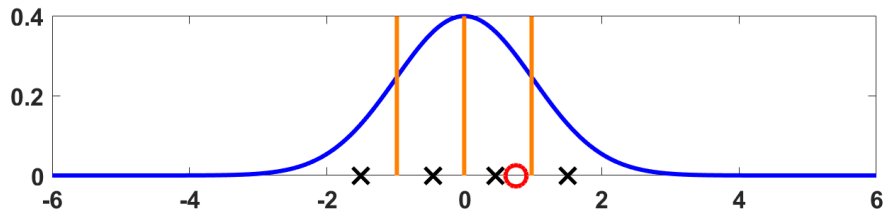
# Multi-Stage Control with Finite-Rate Feedback

- First input  $x_1 = w_0$  is Gaussian  $\Rightarrow$  Log-concave pdf
- Lloyd-Max quantizer is optimal



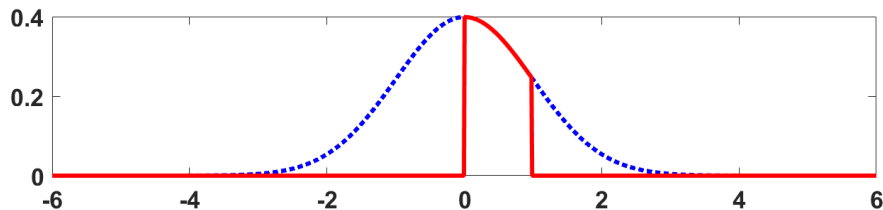
# Multi-Stage Control with Finite-Rate Feedback

- First input  $x_1$  arrives
- Chooses cell: cell  $i$
- Chooses reconstruction point:  $\hat{x}_i$



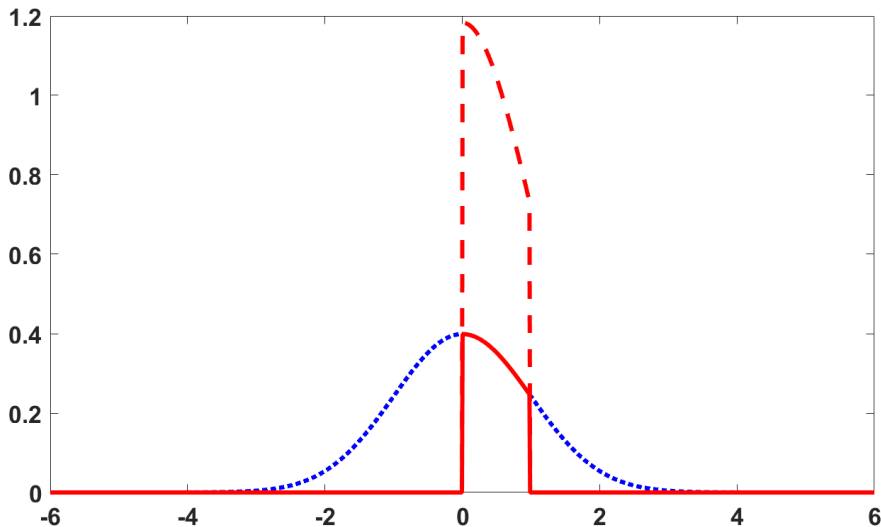
# Multi-Stage Control with Finite-Rate Feedback

- pdf given hit cell  $i$  = truncated original pdf  
 $p(x_1 | x_1 \in \text{cell } i) = p(x_1)$



# Multi-Stage Control with Finite-Rate Feedback

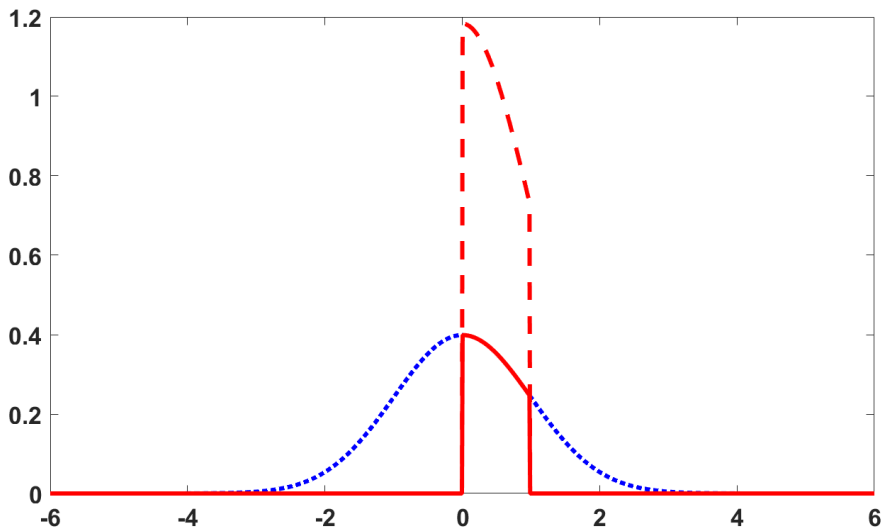
- Up to scaling...





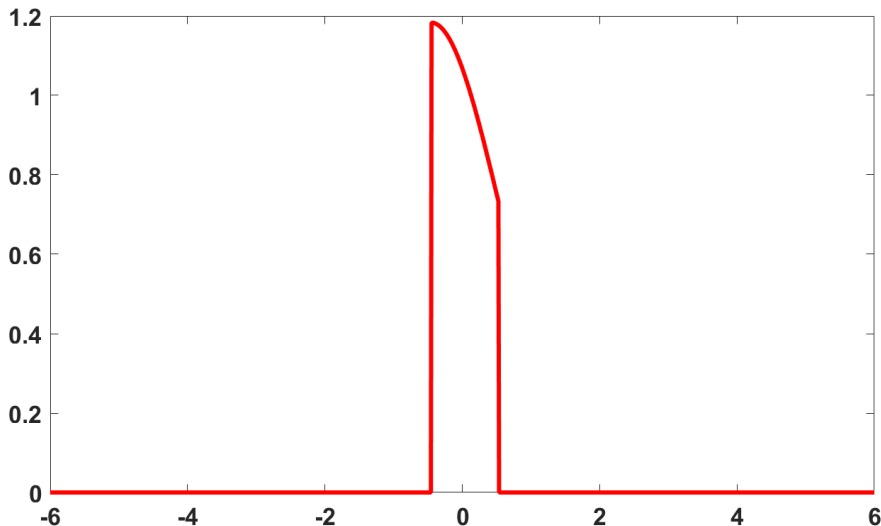
# Multi-Stage Control with Finite-Rate Feedback

- Truncated log-concave pdf is **log-concave!**



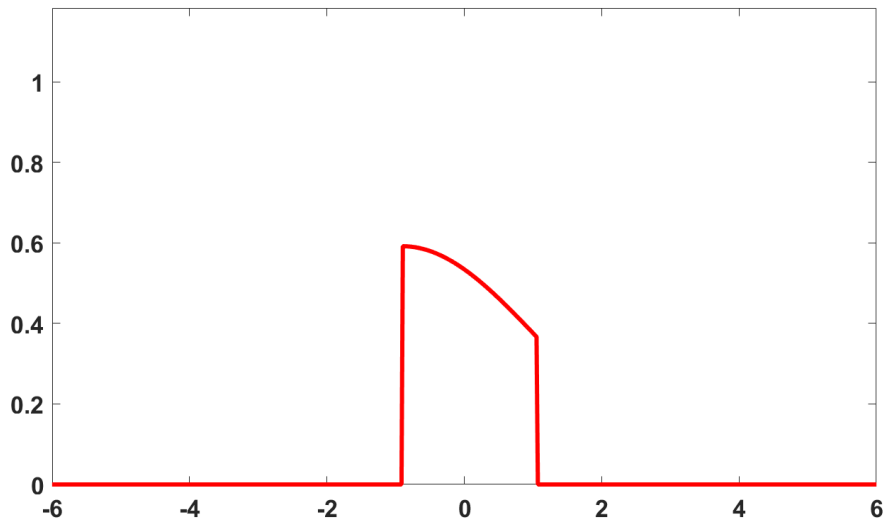
# Multi-Stage Control with Finite-Rate Feedback

- pdf of quantization noise  $p(x_1 - \hat{x}_1 | x_1 \in \text{cell } i)$



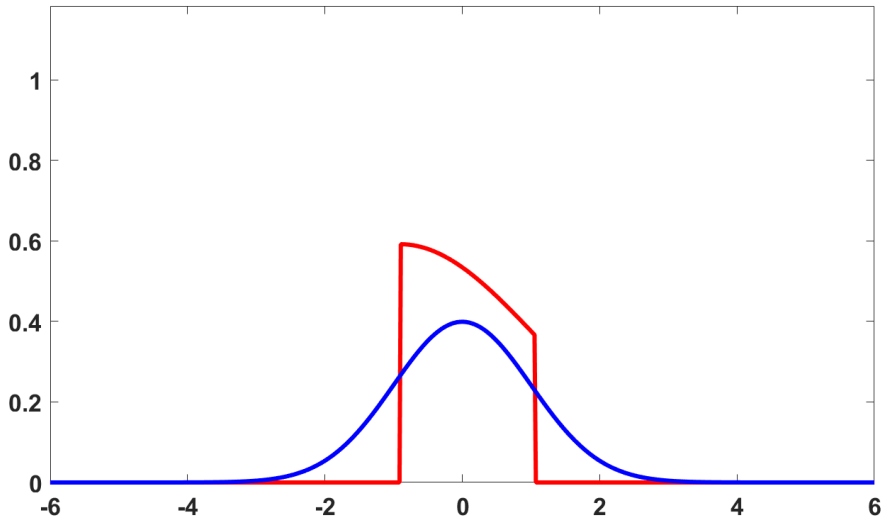
# Multi-Stage Control with Finite-Rate Feedback

- Quantization noise inflated by  $\alpha$ :  $\alpha(x_1 - \hat{x}_1)$



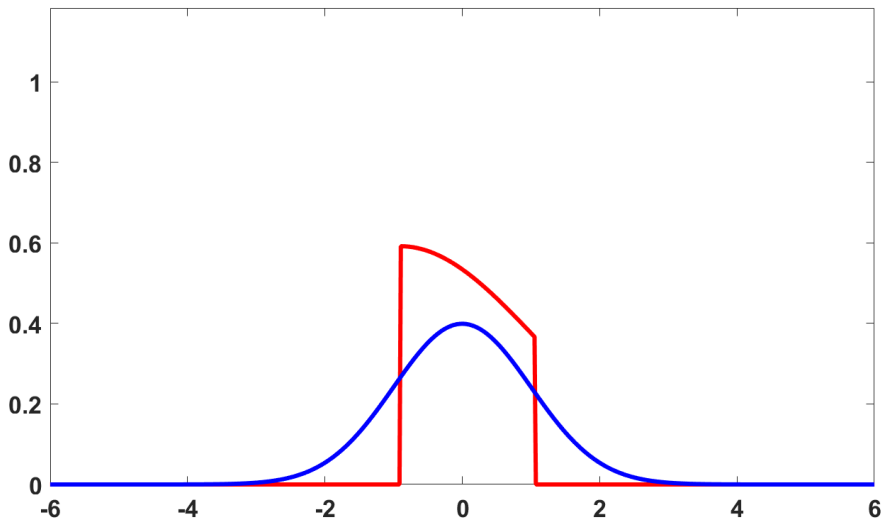
# Multi-Stage Control with Finite-Rate Feedback

- New  $w_t$  added:  $\alpha(x_1 - \hat{x}_1) + w_1 \Rightarrow$  Convolution of pdfs



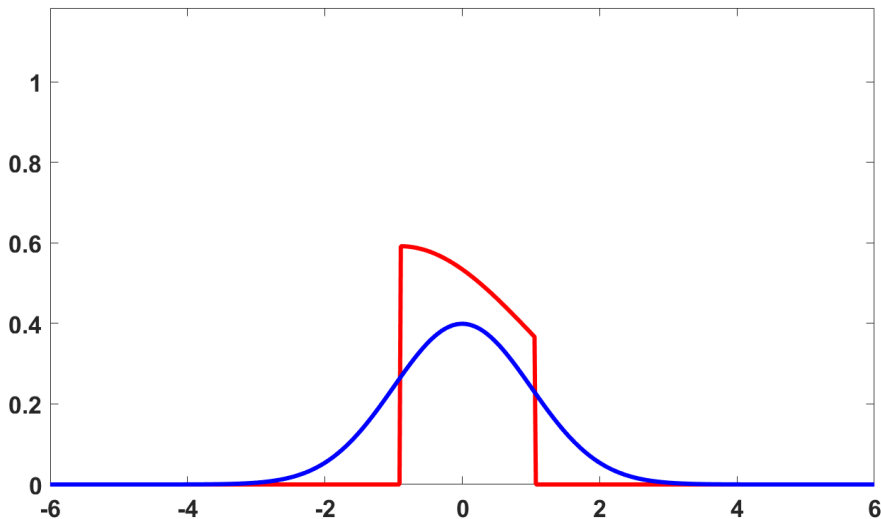
# Multi-Stage Control with Finite-Rate Feedback

- $w_t \sim \mathcal{N}(0, W) * \text{log-concave quantization error}$



# Multi-Stage Control with Finite-Rate Feedback

- Convolution of log-concave functions is also **log-concave!**



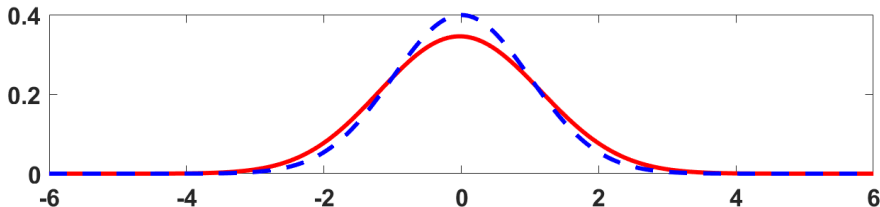
# Multi-Stage Control with Finite-Rate Feedback

## Resulting pdf (in red)

- Depends on cell index chosen in previous stage(s)
- Log-concave

**Applying Lloyd-Max quantization in second stage is optimal!**

- First-stage pdf (in blue) for comparison



# Optimal Greedy Algorithm

- Lloyd-Max quantization minimizes squared error of that stage
- Lloyd-Max quantization = Optimal **greedy** algorithm
- But... It is not necessarily globally optimal...
- Quantizer used affects pdf of future stages
- Quantizer should be chosen according to the dynamic program (take into account the “cost-to-go”)



# Linear Quadratic Regulator (LQR) Example

- LQR setting with  $x_0 \sim \mathcal{N}(0, X)$  and  $\alpha = 1$ :

$$\begin{cases} x_{t+1} &= x_t + u_t \\ y_t &= x_t \end{cases}$$

- Assume for simplicity we are interested in accumulated MMSE:

$$J = \sum_{t=1}^T \mathbb{E} [x_t^2] \triangleq \sum_{t=1}^T J_t$$

$$J_t \triangleq \mathbb{E} [x_t^2]$$

- In this case, clearly  $u_1 = -\hat{x}_0$ ,  $u_2 = -(\widehat{x_0 - \hat{x}_0})$
- $\{u_t\}$  sequence refines the reconstruction of  $x_0$  at every stage
- Equivalent to the *successive refinement* problem

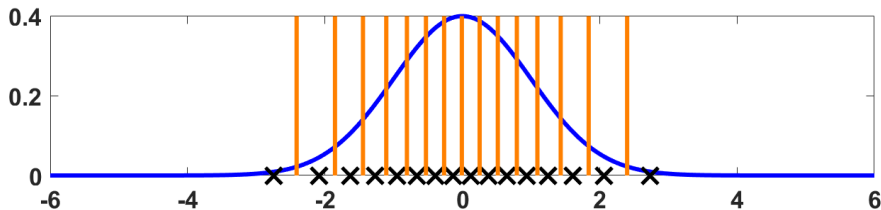
# Successive Refinement

Successive refinement with encoding/decoding of long blocks  
[Equitz-Cover IT'91][Rimoldi IT'94]

- Optimal trade-off  $(R_1, R_2) \leftrightarrow (J_1, J_2)$  is known
- $J_2$  is the same as if  $R_1 + R_2$  was given to begin with (no  $J_1$ )
- But... **Optimal scalar quantizer for  $J_1$  is not optimal for  $J_2$**
- Tension between optimizing  $J_1$  and  $J_2$
- **Suboptimality of greedy algorithm** in LQR example [Fu AC'12]

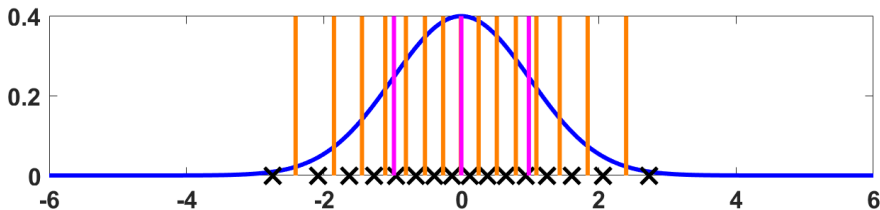
# Successive Refinement: Example with $R = 2$

Lloyd-Max algorithm with  $2^{2R} = 16$  quantization points:

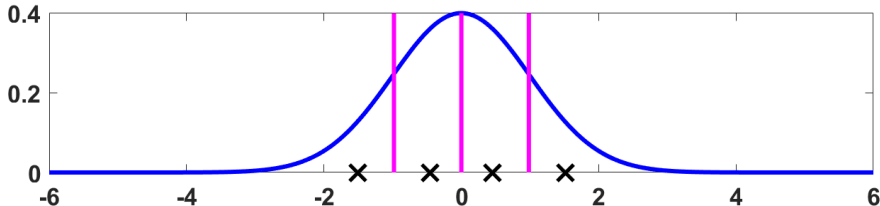


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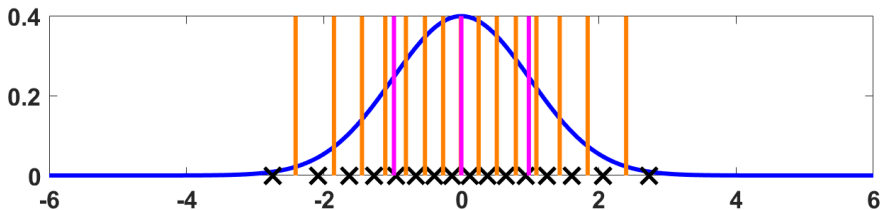


Lloyd-Max algorithm with  $2^R = 4$  quantization points:

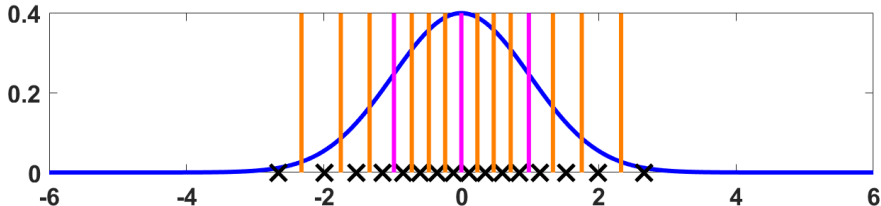


# Successive Refinement: Example with $R = 2$

Lloyd-Max algorithm with  $2^{2R} = 16$  quantization points:



Lloyd-Max algorithm ran for each cell with  $2^R = 4$  points:



# Optimal Scalar Successive Refinement

## Optimal average-stage MMSE of scalar successive refinement [Dumitrescu-Wu IT'09]

- Generalized Lloyd-Max can be constructed [Brunk-Farvardin '96]
- Converges to **optimal average-stage MMSE**
- Extends Trushkin's conditions to successive refinement setting
- Conditions are satisfied for log-concave pdfs

## LQR for $\alpha \neq 1$

- $J = J_1 + \alpha^2 J_2 + \dots + \alpha^{2(T-1)} J_T$
- Adequate generalized LM algorithm can be constructed
- Converges to optimal weighted MSE  $J$  for log-concave pdfs

# Optimal Quantization for LQG

- We saw how to construct optimal quantizers for LQR
- How to construct optimal quantizers for LQG control?
- Input pdf at every stage is log-concave
- Variant of generalized Lloyd-Max quantization will be optimal
- What variant to use would be dictated by dynamic program
- How to construct a good low-complexity scheme?

# Complementary Results



# High Resolution: Bennett's (Approx.) Optimal Quantizer

- Assume a large number of points
- Overload noise (noise outside dynamic range) is negligible
- Quantization points “can” be approximated by continuous pdf
- Optimal quantization points distribution  $\propto f_X^{1/3}$
- Optimal distortion =  $\frac{1}{12N^2} \|f_X\|_{1/3}$
- Under these assumptions, successively refinable (no tensions between  $J_1$  and  $J_2$ )