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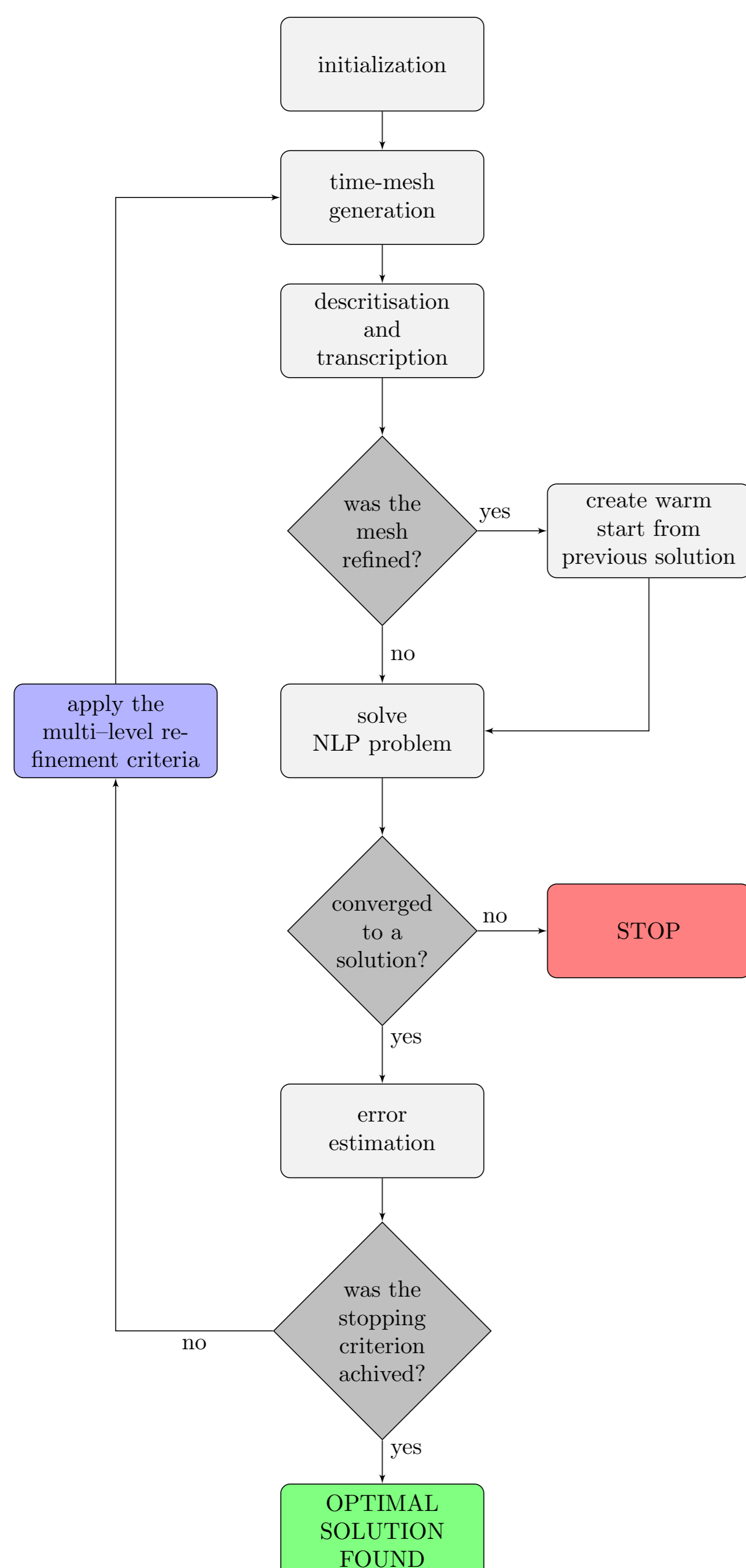


## Time–mesh refinement

Continuous time optimal control problem, in Bolza form, with input and state constraints:

$$\begin{aligned} & \text{Minimize } \int_{t_0}^{t_f} L(t, \mathbf{x}(t), \mathbf{u}(t)) dt + G(t_0, \mathbf{x}(t_0), t_f, \mathbf{x}(t_f)) \\ & \text{subject to } \dot{\mathbf{x}}(t) = \mathbf{f}(t, \mathbf{x}(t), \mathbf{u}(t)) \quad \text{a.e. } t \in [t_0, t_f] \\ & \quad \mathbf{u} \in U(t) \subset \mathbb{R}^m \quad \text{a.e. } t \in [t_0, t_f] \\ & \quad \mathbf{x}(t) \in \mathbb{X} \quad \forall t \in [t_0, t_f] \\ & \quad (\mathbf{x}(t_0), \mathbf{x}(t_f)) \in \mathbb{X}_{01} \end{aligned}$$

### Algorithm



### Refinement strategy

The original coarse mesh is divided in  $K$  mesh intervals

$$\mathcal{S}_k = [\tau_{k-1}, \tau_k], \quad k = 1, \dots, K-1 \quad \text{and} \quad \mathcal{S}_K = [\tau_{K-1}, \tau_K]$$

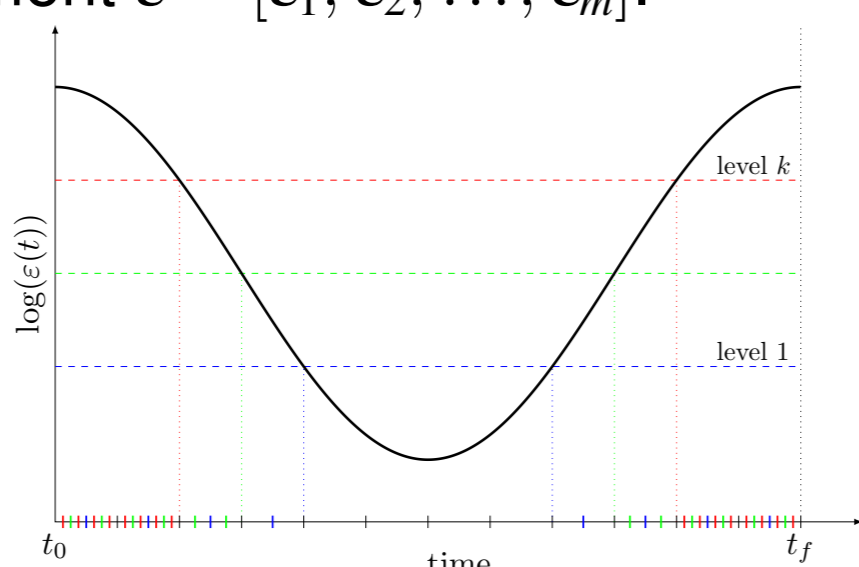
where  $\tau_0 < \tau_1 < \dots < \tau_K$  coincide with nodes.

The mesh intervals  $\mathcal{S}_k$  form a partition of the time interval,

$$\bigcup_{k=1}^K \mathcal{S}_k = [t_0, t_f] \quad \text{and} \quad \bigcap_{k=1}^K \mathcal{S}_k = \emptyset.$$

After selecting the intervals  $\mathcal{S}_k$  that verify the refinement criteria, they are divided into smaller subintervals according to the user–defined levels of refinement  $\bar{\varepsilon} = [\varepsilon_1, \varepsilon_2, \dots, \varepsilon_m]$ .

A subinterval  $\mathcal{S}_{k,i}$  is at the  $i^{\text{th}}$  level of refinement if  $\mathcal{S}_{k,i} \in [\varepsilon_i, \varepsilon_{i+1}]$ , for  $i = 1, \dots, m$ , and it will be refined by adding  $\mathcal{N}^i$  of equidistant nodes between each two mesh points.



In our case, we define 3 refinement criteria:

- relative error of the trajectory (state variables) ( $\varepsilon_x$ )
- relative error of the adjoint multipliers ( $q$  multipliers) ( $\varepsilon_q$ )
- a combination of both criteria

and we consider a threshold for the relative error of the trajectory as the **stopping criterion**.

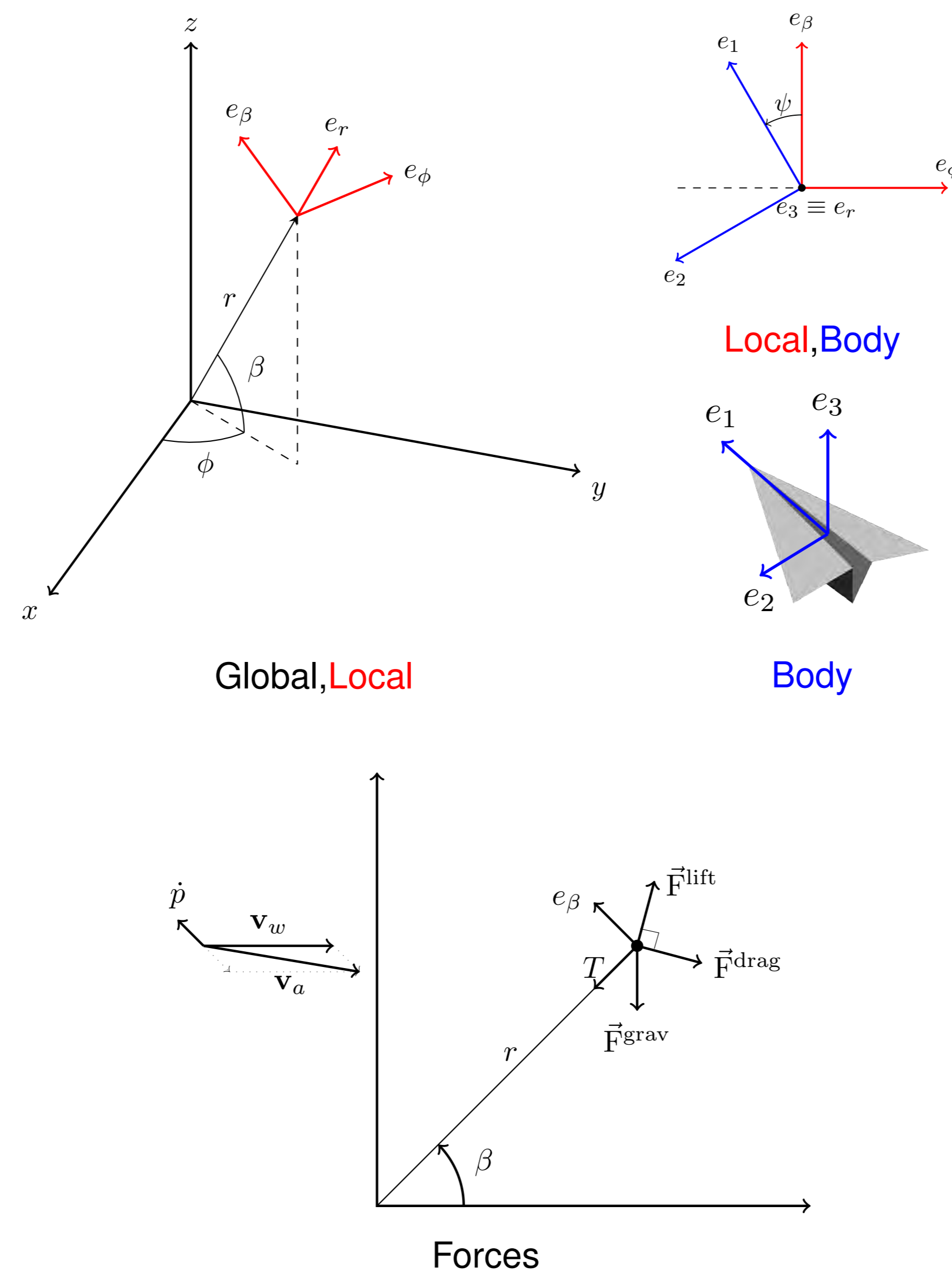
### Relationship between multipliers: OCP and NLP

Continuous OCP  $\rightarrow$  Max. Principle  $\rightarrow q_{MP}$   
 Discrete OCP  $\rightarrow$  Discrete MP  $\rightarrow q_{DMP}$   
 Transcribe NLP  $\rightarrow$  KT conditions  $\rightarrow q_{KT}$

- $q_{DMP}$  and  $q_{KT}$  coincide
- $q_{DMP}$  is a discrete approximation of  $q_{MP}$
- $q_{KT}$  is an output of the NLP solver

## Kite power system

### Coordinate Systems and Forces



### Optimal Control Problem

Consider  $\mathbf{x} = (r, \phi, \beta, \psi, \dot{\phi}, \dot{\beta})$  and  $\mathbf{u} = (v, \alpha, \omega)$ :

$$\begin{aligned} & \text{Maximize } \int_0^{t_f} \dot{r}(-T) dt \\ & \text{subject to} \\ & \dot{\mathbf{x}}(t) = \mathbf{f}(\mathbf{x}(t), \mathbf{u}(t)) \quad \text{a.e. } t \in [0, t_f] \\ & \mathbf{x}(0) = \mathbf{x}_0 \\ & \mathbf{x}_{f, \min} \leq \mathbf{x}(t_f) \leq \mathbf{x}_{f, \max} \\ & \mathbf{x}_{\min} \leq \mathbf{x}(t) \leq \mathbf{x}_{\max} \quad \forall t \in [0, t_f] \\ & \mathbf{u}_{\min} \leq \mathbf{u} \leq \mathbf{u}_{\max} \quad \text{a.e. } t \in [0, t_f] \end{aligned}$$

where

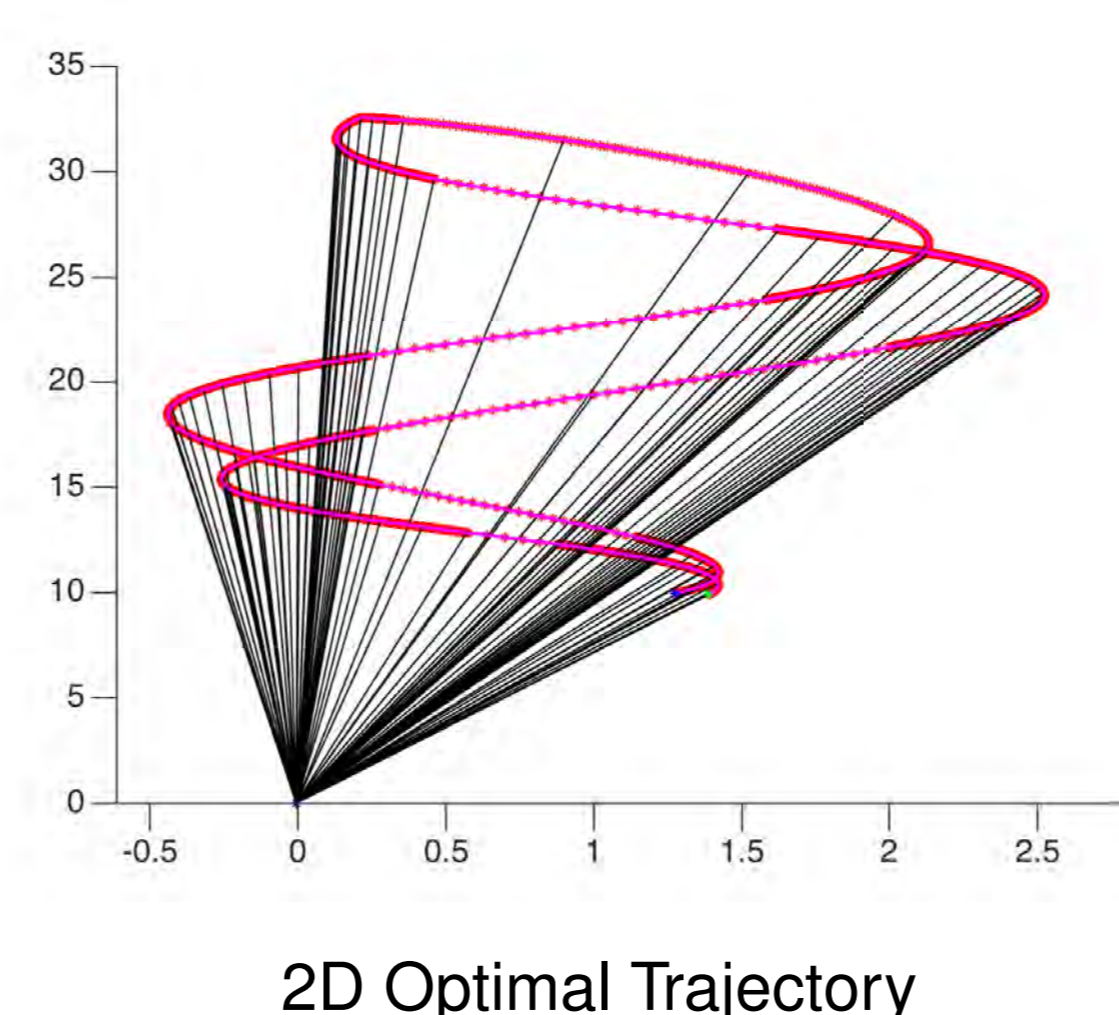
$$\mathbf{f}(\mathbf{x}(t), \mathbf{u}(t)) = \begin{bmatrix} v_t \\ \dot{\phi} \\ \dot{\beta} \\ \omega \\ (F_{\phi}^{aer}(\alpha) + F_{\phi}^{iner}) / (mr \cos(\beta)) \\ (F_{\beta}^{aer}(\alpha) + F_{\beta}^{grav} + F_{\beta}^{iner}) / (mr) \end{bmatrix}, \quad -T = F_r^{aer}(\alpha) + F_r^{grav} + F_r^{iner}.$$

### Numerical results

The proposed algorithm is implemented in **MATLAB** using **ICLOCS** and **IPOPT**. The problem is solved using two meshes:

- $\pi_{ML}$  mesh generate by the adaptive refinement strategy
- $\pi_F$  equidistant spacing mesh considering the lowest  $\Delta t$  of  $\pi_{ML}$ .

### 2D Problem

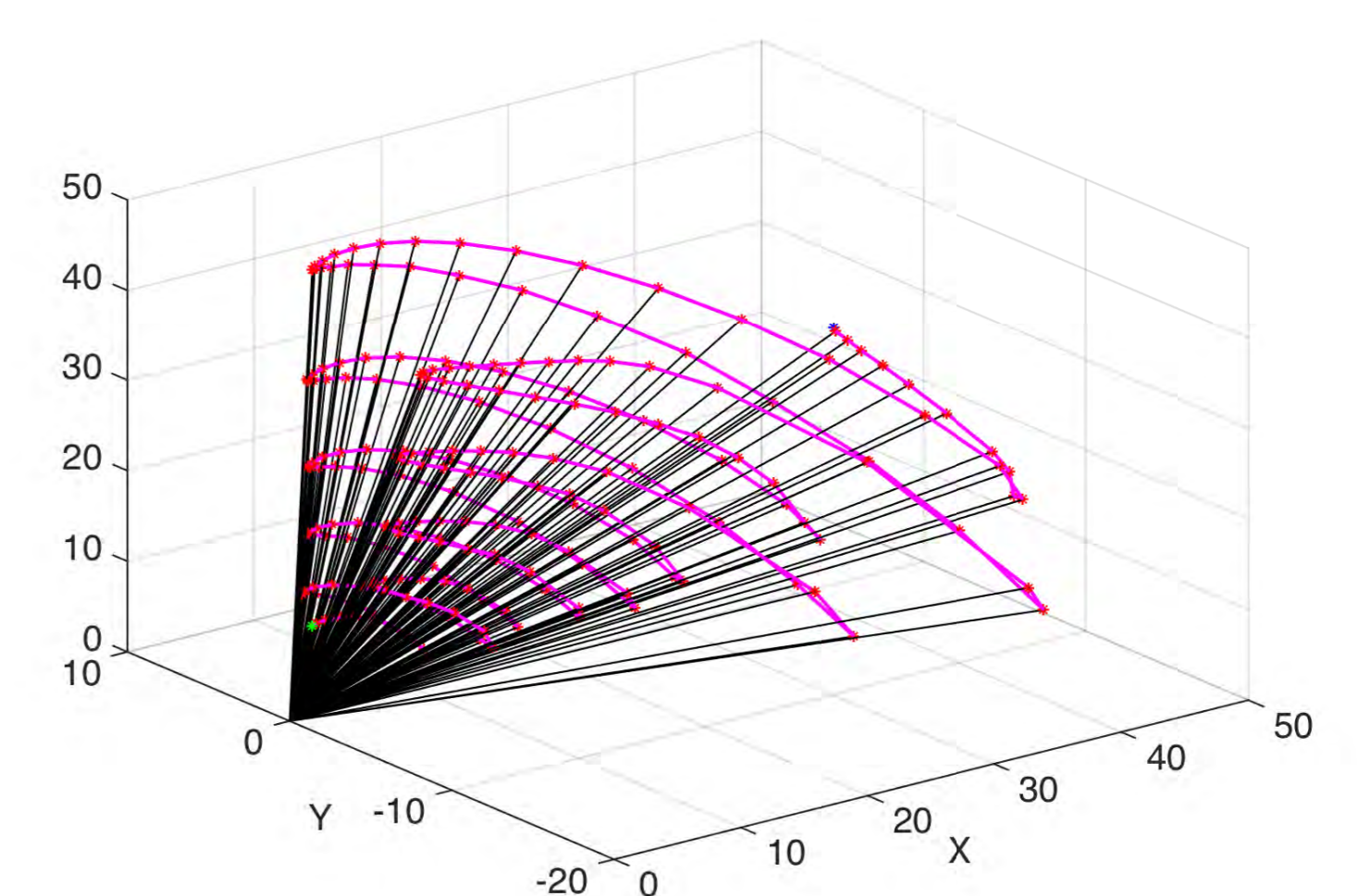


2D Optimal Trajectory

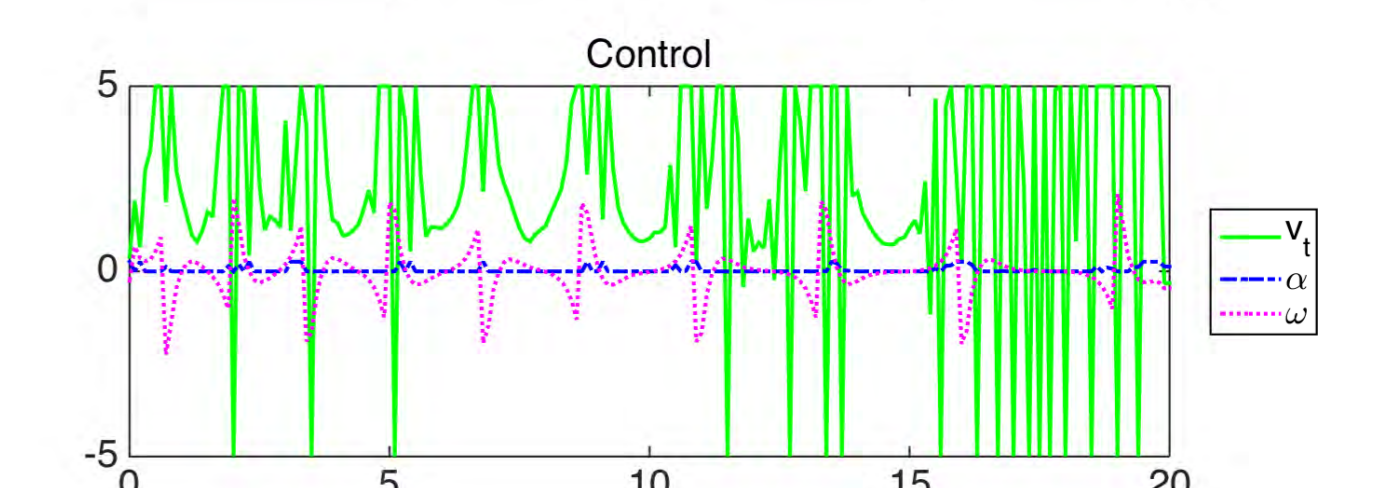
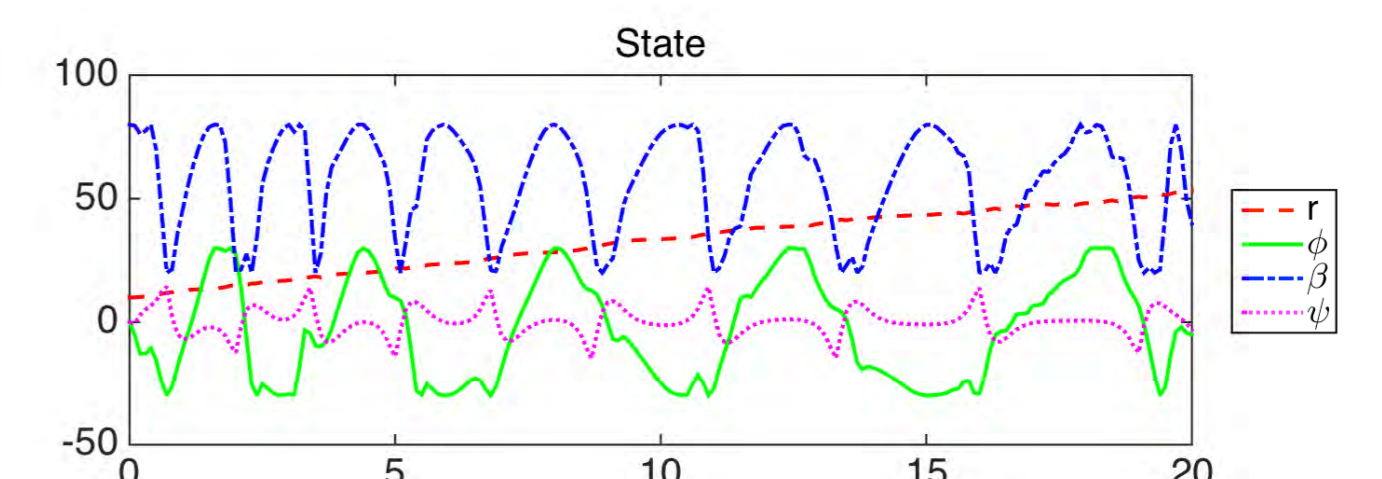
$\pi_j$	$N_j$	$\Delta t_j$	$I_j$	Objective	$\ \varepsilon_x^{(j)}\ _{\infty}$	CPU time (s)	$\varepsilon_x$
$\pi_0$	51	1/50	253	53.216968	1.795E-2	4.754	0.107
$\pi_1$	474	1/500	122	54.156063	2.328E-3	4.722	0.856
$\pi_2$	2877	1/5000	26	54.266839	3.168E-4	6.107	3.383
$\pi_{ML}$	2877	1/5000	401	54.266839	3.168E-4	15.583	4.346
$\pi_F$	5001	1/5000	1342	54.266873	2.201E-4	431.234	10.913

Mesh comparison

### 3D Problem



Optimal Trajectory



State and Control

## Concluding remarks

### Main advantages of refinement strategies

- no need to define *a priori* the most appropriately mesh,
- local mesh resolution only where it's required,
- first solution obtained after few iterations since an initial coarse mesh is used,
- warm–start after refinement leads to faster re–solve,
- less nodes in the overall procedure results in significant savings in memory and computational cost.

### ... of our refinement algorithm

- multi–level refinement leads to faster convergence,
- local error on  $q$  gives a more accurate/faster error estimate,
- a solution is obtained very quickly (if the procedure ends in an early stage).

### ... in kite power systems

- much faster in the 2D problem,
- optimal solution found without informative initial guess in the 3D problem.

### References

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