

Outer approximation of attractors using an interval quantization

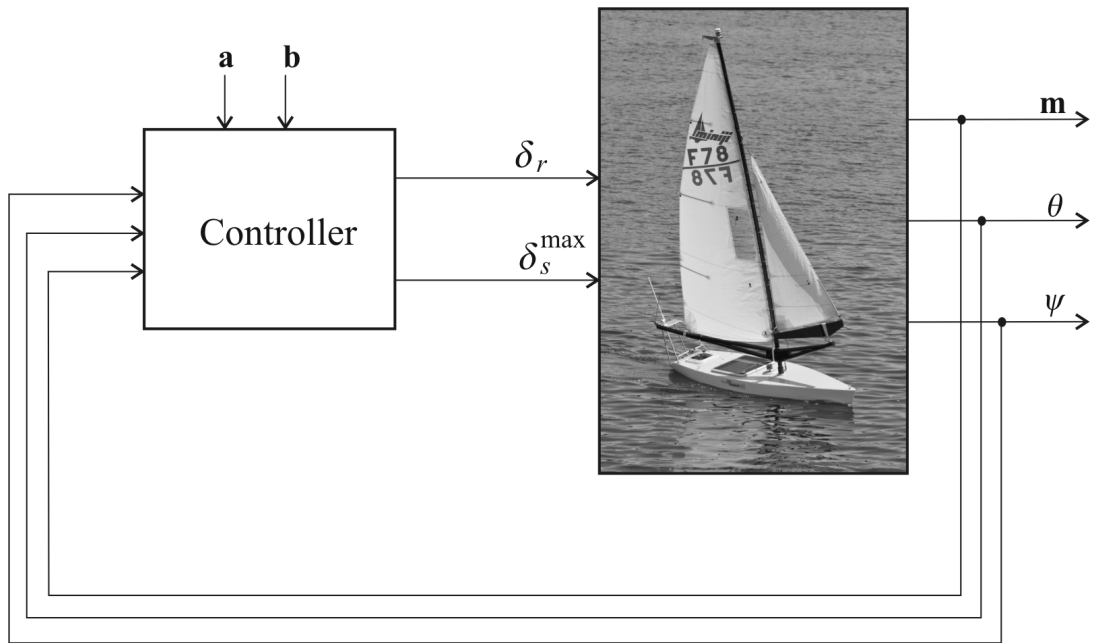
Luc Jaulin

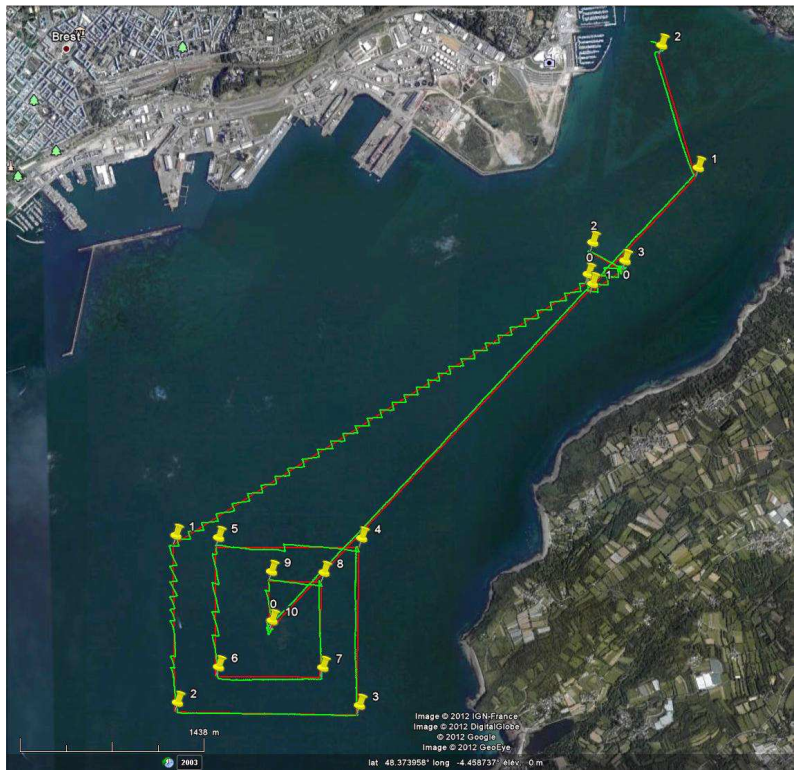
OSM, IHSEV, ENSTA Bretagne, LabSTICC, Brest,
France

1 Motivation



Vaimos (IFREMER and ENSTA)

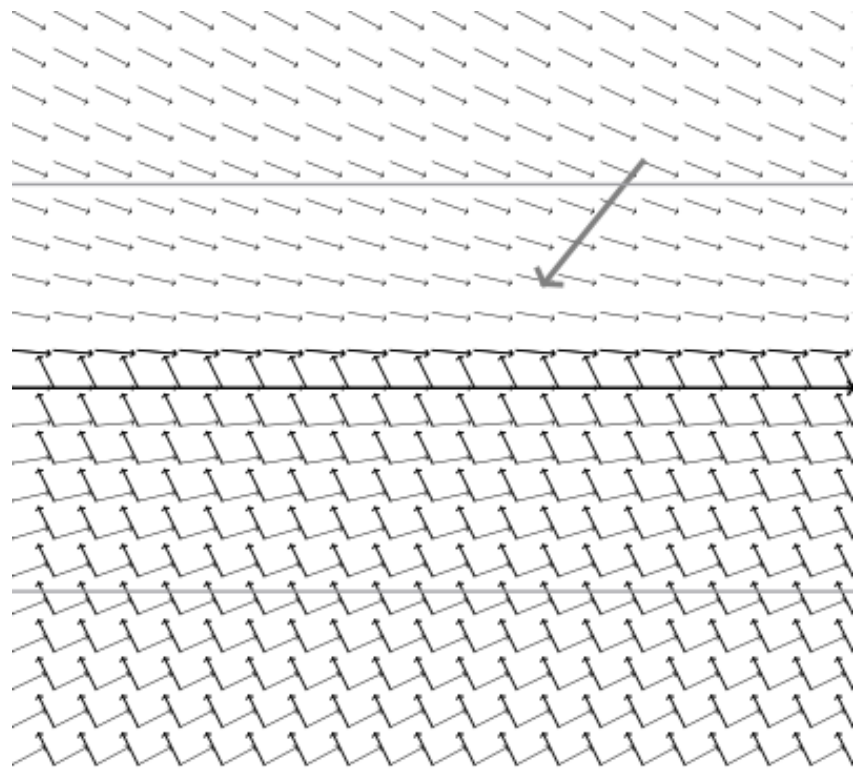


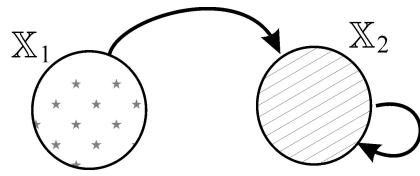


2 **V-stability**

The autonomous sailboat robot satisfies

$$\dot{\mathbf{x}} = \mathbf{f}(\mathbf{x}, \psi) \quad \text{with } \mathbf{x} = (x, y) \in \mathbb{R}^2.$$





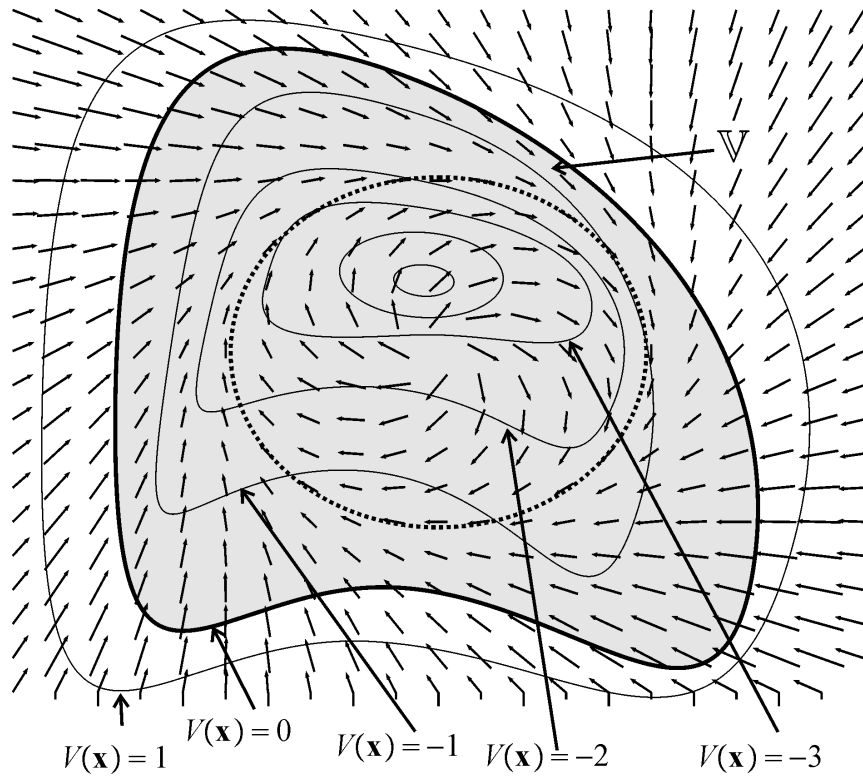
X_1 : outside the corridor.

X_2 : inside the corridor.

Definition. Consider a differentiable function $V(\mathbf{x}) : \mathbb{R}^n \rightarrow \mathbb{R}$. The system is V -stable if

$$\left(V(\mathbf{x}) \geq 0 \Rightarrow \dot{V}(\mathbf{x}) < 0 \right).$$

Checking the V -stability can be done using using interval analysis.



Theorem. If the system $\dot{\mathbf{x}} = \mathbf{f}(\mathbf{x})$ is V -stable then

- (i) $\forall \mathbf{x}(0), \exists t \geq 0$ such that $V(\mathbf{x}(t)) < 0$
- (ii) if $V(\mathbf{x}(t)) < 0$ then $\forall \tau > 0, V(\mathbf{x}(t + \tau)) < 0$.

Limitation. A function V such should be available.

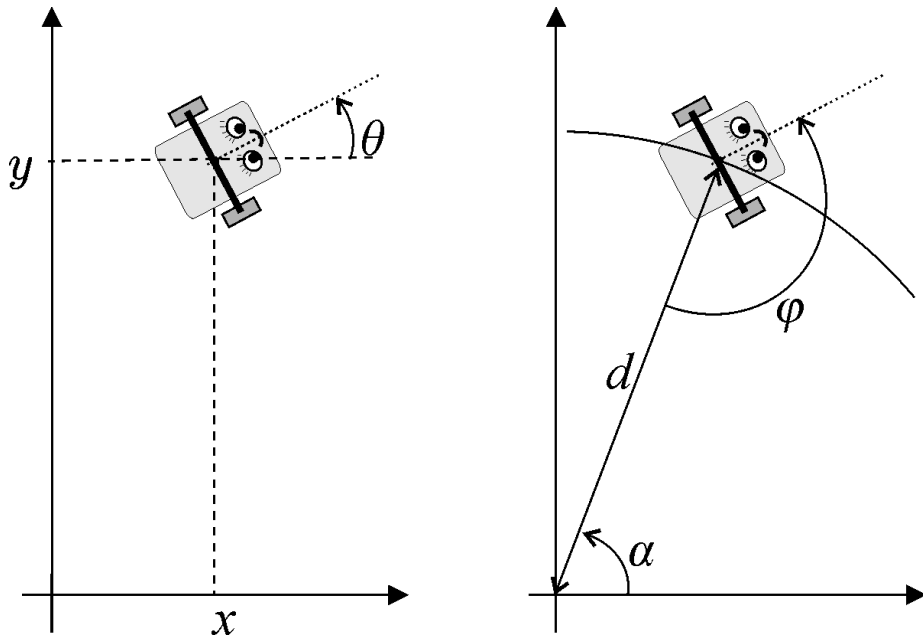
3 Station keeping problem

The problem of *station keeping* for a robot is to stay inside a disk around origin.

Consider a non holonomous robot described by

$$\begin{cases} \dot{x} = \cos \theta \\ \dot{y} = \sin \theta \\ \dot{\theta} = u. \end{cases}$$

Since $\dot{x}^2 + \dot{y}^2 = 1$, this robot cannot stop.



Transformation from Cartesian to polar

The polar form for the state equations is

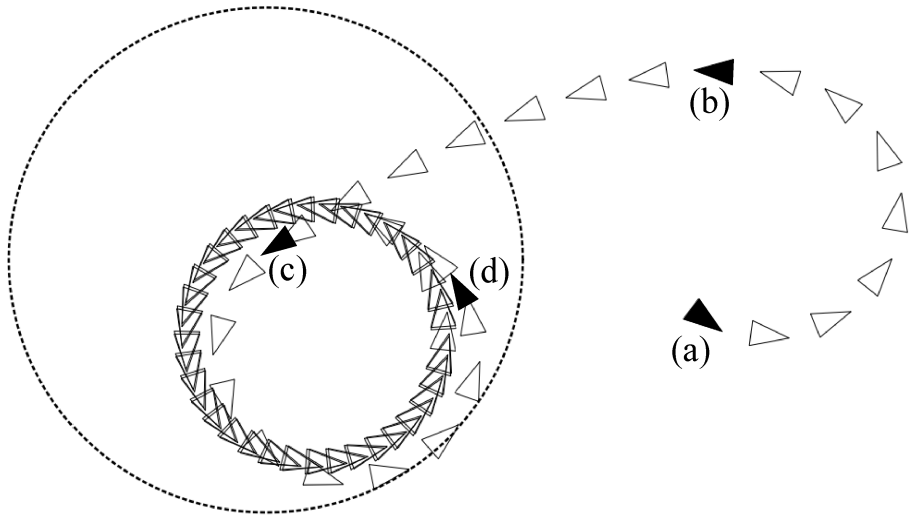
$$\begin{cases} \text{(i)} & \dot{\varphi} = \frac{\sin \varphi}{d} + u \\ \text{(ii)} & \dot{d} = -\cos \varphi. \\ \text{(iii)} & \dot{\alpha} = -\frac{\sin \varphi}{d}. \end{cases}$$

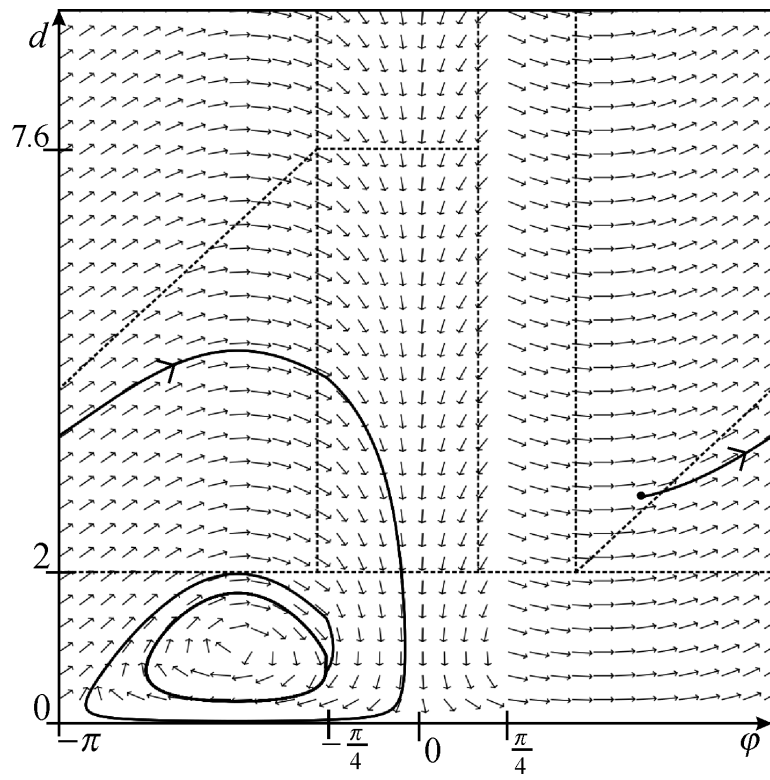
We propose here the following control

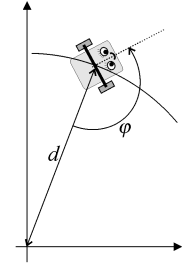
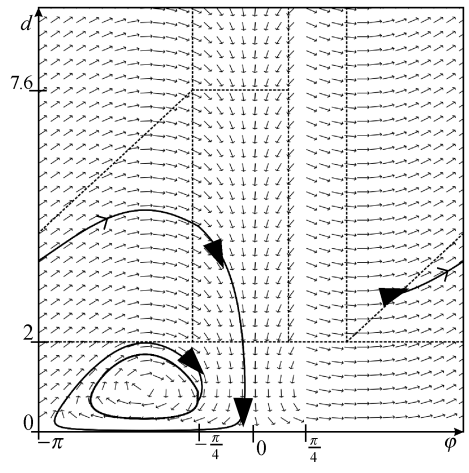
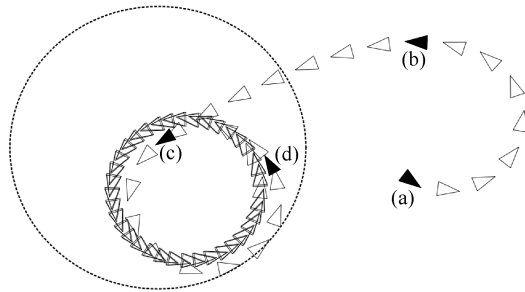
$$u = \begin{cases} +1 & \text{if } \cos \varphi \leq \frac{1}{\sqrt{2}} \quad (\text{the robot turns left}) \\ -\sin \varphi & \text{otherwise} \quad (\text{the robot goes toward zero}) \end{cases}$$

The closed loop state equations are

$$\begin{cases} \text{(i)} & \dot{\varphi} = \begin{cases} \frac{\sin \varphi}{d} + 1 & \text{if } \cos \varphi \leq \frac{1}{\sqrt{2}} \\ \left(\frac{1}{d} - 1\right) \sin \varphi & \text{otherwise} \end{cases} \\ \text{(ii)} & \dot{d} = -\cos \varphi. \end{cases}$$







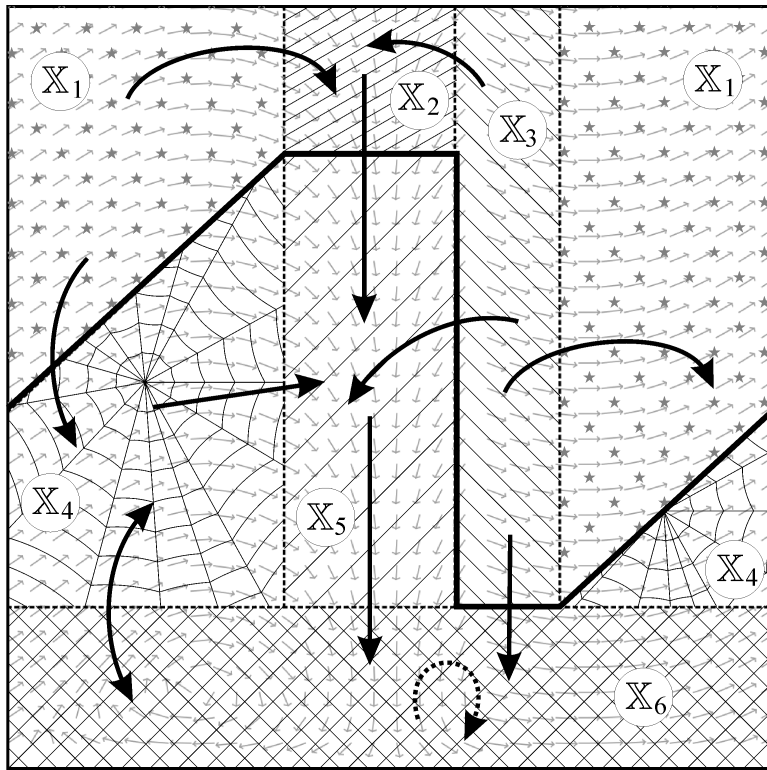
4 Quantization

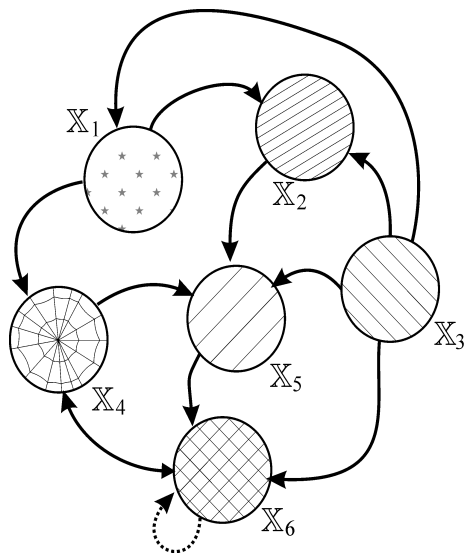
Given a paving $\mathbb{X}_1, \dots, \mathbb{X}_n$ of the state space \mathbb{R}^n .

We define the relation \hookrightarrow as follows

$\mathbb{X}_i \hookrightarrow \mathbb{X}_j, i \neq j$ iff there exists one trajectory crossing the frontier from \mathbb{X}_i to \mathbb{X}_j .

$\mathbb{X}_i \hookrightarrow \mathbb{X}_i$ iff there exists one trajectory included in \mathbb{X}_i .





Graph corresponding to the quantization

The relation \hookrightarrow can be represented in a matrix form by

$$[\mathbf{G}] = [\underline{\mathbf{G}}, \overline{\mathbf{G}}] = \begin{pmatrix} 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 & 0 & [0, 1] \end{pmatrix}$$

The transitive closure of this graph is given by

$$\begin{aligned} [\mathbf{G}^+] &= [\underline{\mathbf{G}}^+, \overline{\mathbf{G}}^+] \\ &= [\underline{\mathbf{G}} + \underline{\mathbf{G}}^2 + \underline{\mathbf{G}}^3 + \dots, \overline{\mathbf{G}} + \overline{\mathbf{G}}^2 + \overline{\mathbf{G}}^3 + \dots] \\ &= \begin{pmatrix} 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 \\ 1 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 \end{pmatrix}. \end{aligned}$$

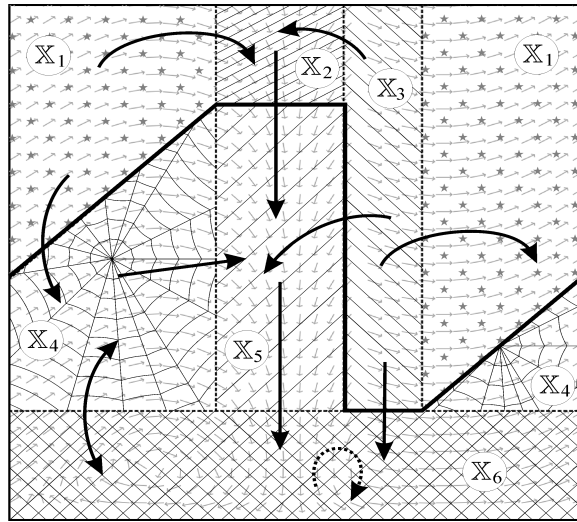
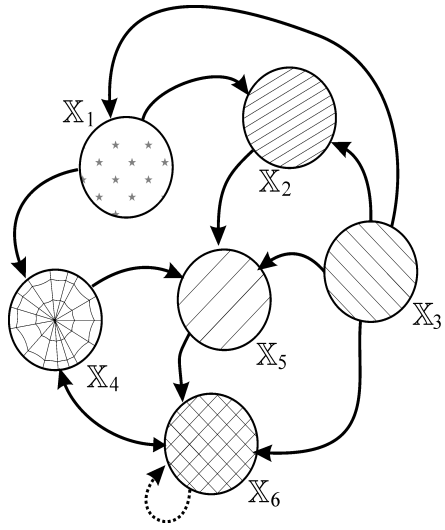
The attractor of the graph is given by the entries equal to 1 in the diagonal of the matrix.

It corresponds to $\mathbb{X}_4 \cup \mathbb{X}_5 \cup \mathbb{X}_6$.

The attractor satisfies

$$\mathbb{A} \subset (\mathbb{X}_4 \cup \mathbb{X}_5 \cup \mathbb{X}_6).$$

Thus, our robot will be trapped inside the disk with center 0 and radius $d = 7.6$.



Challenge. Find an accurate inner and outer approximation of \mathbb{A} .

Step 1. Find one box in \mathbb{A} .