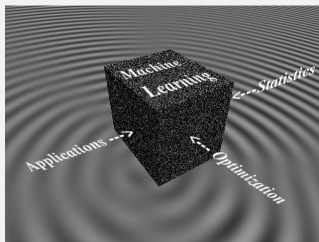


# Identification of Monotone Wiener Systems

Kristiaan Pelckmans

UU/IT, SysCon (Liang Dai) + ESAT/KULeuven/Belgium (Van Belle, Suykens, Van Huffel)

Lund 2011, 5th Swedish-Chinese Conference on Control





- 1 Problem Setting - Monotone Wiener Models.
  - 2 Batch Identification - MINLIP.
  - 3 Recursive Identification - RANKTRON.
  - 4 Non-parameteric Control - NORTKNAR.
  - 5 Complexity Control.
  - 6 Conclusions and Outlook.
- Specific 2 General.



- 1 Problem Setting - Monotone Wiener Models.
  - 2 Batch Identification - MINLIP.
  - 3 Recursive Identification - RANKTRON.
  - 4 Non-parameteric Control - NORTKNAR.
  - 5 Complexity Control.
  - 6 Conclusions and Outlook.
- Specific 2 General.



- 1 Problem Setting - Monotone Wiener Models.
  - 2 Batch Identification - MINLIP.
  - 3 Recursive Identification - RANKTRON.
  - 4 Non-parameteric Control - NORTKNAR.
  - 5 Complexity Control.
  - 6 Conclusions and Outlook.
- Specific 2 General.



- 1 Problem Setting - Monotone Wiener Models.
  - 2 Batch Identification - MINLIP.
  - 3 Recursive Identification - RANKTRON.
  - 4 Non-parameteric Control - NORTKNAR.
  - 5 Complexity Control.
  - 6 Conclusions and Outlook.
- Specific 2 General.



- 1 Problem Setting - Monotone Wiener Models.
  - 2 Batch Identification - MINLIP.
  - 3 Recursive Identification - RANKTRON.
  - 4 Non-parameteric Control - NORTKNAR.
  - 5 Complexity Control.
  - 6 Conclusions and Outlook.
- Specific 2 General.



- 1 Problem Setting - Monotone Wiener Models.
- 2 Batch Identification - MINLIP.
- 3 Recursive Identification - RANKTRON.
- 4 Non-parameteric Control - NORTKNAR.
- 5 Complexity Control.
- 6 Conclusions and Outlook.

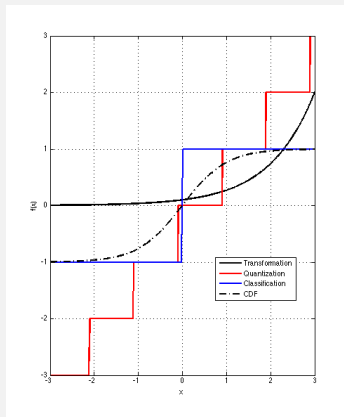
→ Specific 2 General.



- 1 Problem Setting - Monotone Wiener Models.
  - 2 Batch Identification - MINLIP.
  - 3 Recursive Identification - RANKTRON.
  - 4 Non-parameteric Control - NORTKNAR.
  - 5 Complexity Control.
  - 6 Conclusions and Outlook.
- Specific 2 General.



$$y_t = f_0 \left( H_0(q^{-1})u_t \right) = f_0 \left( \sum_{\tau=0}^{\infty} h_{0,\tau} u_{t-\tau} \right), \forall t = 1..n$$



- Identification: given  $\{(u_t, y_t)\}_{t=1}^n$ , recover unknown but fixed  $(f_0, \mathbf{h}_0)$ .
- Monotone:  $f_0$  is monotone in/decreasing.

- Saturation, e.g.

$$y_t = f_0(z_t) = \min(z_t, 1).$$

- Transformed, e.g.

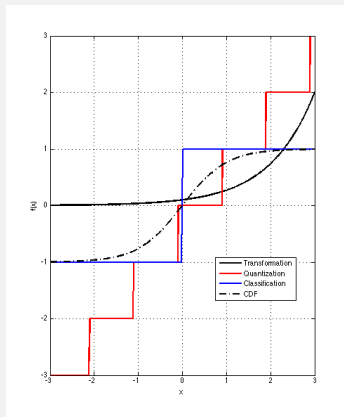
$$y_t = f_0(z_t) = \log z_t.$$

- Quantized (set-valued), e.g.

$$y_t = f_0(z_t) = \lfloor z_t \rfloor.$$

- Deadzones, e.g.

$$y_t = f_0(z_t) = I(|z_t| > 1)z_t.$$



$$y_t = f_0 \left( H_0(q^{-1})u_t \right) = f_0 \left( \sum_{\tau=0}^{\infty} h_{0,\tau} u_{t-\tau} \right), \forall t = 1..n$$

- Identification: given  $\{(u_t, y_t)\}_{t=1}^n$ , recover unknown but fixed  $(f_0, \mathbf{h}_0)$ .
- Monotone:  $f_0$  is monotone in/decreasing.

- Saturation, e.g.

$$y_t = f_0(z_t) = \min(z_t, 1).$$

- Transformed, e.g.

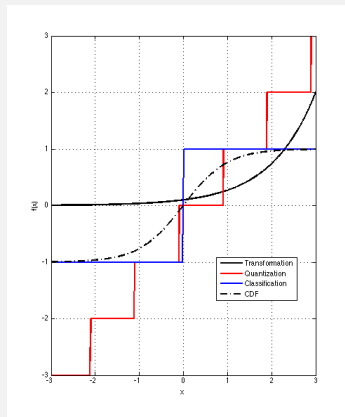
$$y_t = f_0(z_t) = \log z_t.$$

- Quantized (set-valued), e.g.

$$y_t = f_0(z_t) = \lfloor z_t \rfloor.$$

- Deadzones, e.g.

$$y_t = f_0(z_t) = I(|z_t| > 1)z_t.$$



$$y_t = f_0 \left( H_0(q^{-1})u_t \right) = f_0 \left( \sum_{\tau=0}^{\infty} h_{0,\tau} u_{t-\tau} \right), \forall t = 1..n$$

- Identification: given  $\{(u_t, y_t)\}_{t=1}^n$ , recover unknown but fixed  $(f_0, \mathbf{h}_0)$ .
- Monotone:  $f_0$  is monotone in/decreasing.

- Saturation, e.g.

$$y_t = f_0(z_t) = \min(z_t, 1).$$

- Transformed, e.g.

$$y_t = f_0(z_t) = \log z_t.$$

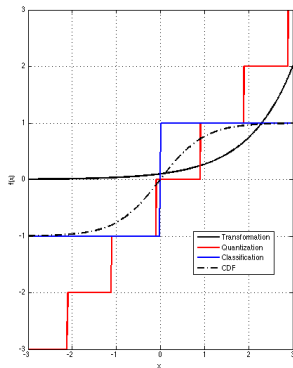
- Quantized (set-valued), e.g.

$$y_t = f_0(z_t) = \lfloor z_t \rfloor.$$

- Deadzones, e.g.

$$y_t = f_0(z_t) = I(|z_t| > 1)z_t.$$

$$y_t = f_0 \left( H_0(q^{-1})u_t \right) = f_0 \left( \sum_{\tau=0}^{\infty} h_{0,\tau} u_{t-\tau} \right), \forall t = 1..n$$



- Identification: given  $\{(u_t, y_t)\}_{t=1}^n$ , recover unknown but fixed  $(f_0, \mathbf{h}_0)$ .
- Monotone:  $f_0$  is monotone in/decreasing.

- Saturation, e.g.

$$y_t = f_0(z_t) = \min(z_t, 1).$$

- Transformed, e.g.

$$y_t = f_0(z_t) = \log z_t.$$

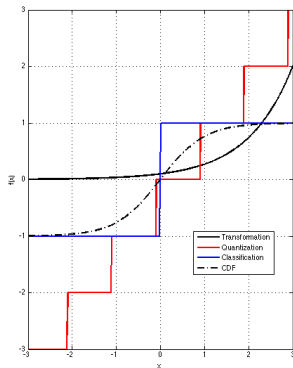
- Quantized (set-valued), e.g.

$$y_t = f_0(z_t) = \lfloor z_t \rfloor.$$

- Deadzones, e.g.

$$y_t = f_0(z_t) = I(|z_t| > 1)z_t.$$

$$y_t = f_0 \left( H_0(q^{-1})u_t \right) = f_0 \left( \sum_{\tau=0}^{\infty} h_{0,\tau} u_{t-\tau} \right), \forall t = 1..n$$



- Identification: given  $\{(u_t, y_t)\}_{t=1}^n$ , recover unknown but fixed  $(f_0, \mathbf{h}_0)$ .
- Monotone:  $f_0$  is monotone in/decreasing.

- Saturation, e.g.

$$y_t = f_0(z_t) = \min(z_t, 1).$$

- Transformed, e.g.

$$y_t = f_0(z_t) = \log z_t.$$

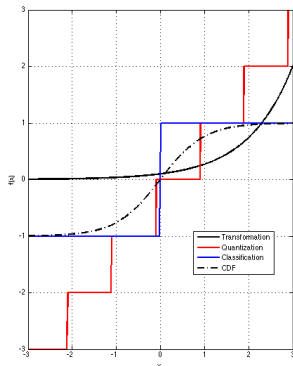
- Quantized (set-valued), e.g.

$$y_t = f_0(z_t) = \lfloor z_t \rfloor.$$

- Deadzones, e.g.

$$y_t = f_0(z_t) = I(|z_t| > 1)z_t.$$

$$y_t = f_0 \left( H_0(q^{-1})u_t \right) = f_0 \left( \sum_{\tau=0}^{\infty} h_{0,\tau} u_{t-\tau} \right), \forall t = 1..n$$



- Identification: given  $\{(u_t, y_t)\}_{t=1}^n$ , recover unknown but fixed  $(f_0, \mathbf{h}_0)$ .
- Monotone:  $f_0$  is monotone in/decreasing.

- Saturation, e.g.

$$y_t = f_0(z_t) = \min(z_t, 1).$$

- Transformed, e.g.

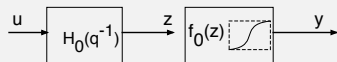
$$y_t = f_0(z_t) = \log z_t.$$

- Quantized (set-valued), e.g.

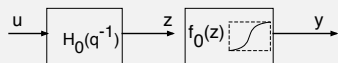
$$y_t = f_0(z_t) = \lfloor z_t \rfloor.$$

- Deadzones, e.g.

$$y_t = f_0(z_t) = I(|z_t| > 1)z_t.$$

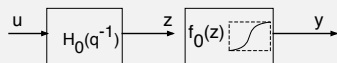


- Noise
- Identifiability.
- Linear-Nonlinear.
- No stochastic assumptions, non-differentiable, discontinuous functions, ... .

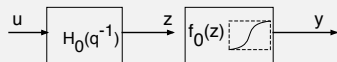


- Noise
- Identifiability.
- Linear-Nonlinear.
- No stochastic assumptions, non-differentiable, discontinuous functions, ... .

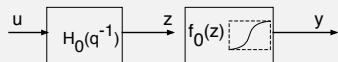




- Noise
- Identifiability.
- Linear-Nonlinear.
- No stochastic assumptions, non-differentiable, discontinuous functions, ... .

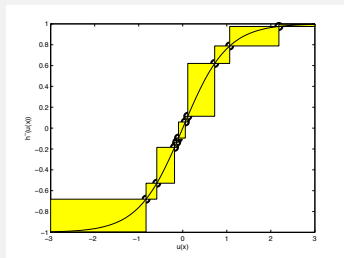


- Noise
- Identifiability.
- Linear-Nonlinear.
- No stochastic assumptions, non-differentiable, discontinuous functions, ... .



- Noise
- Identifiability.
- Linear-Nonlinear.
- No stochastic assumptions, non-differentiable, discontinuous functions, ... .

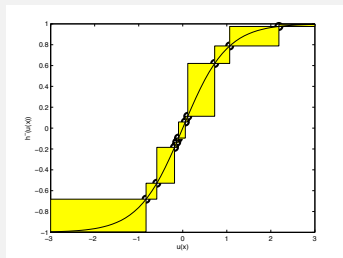
$$\arg \min_{\mathbf{h}} \|\mathbf{h}\|_2 \text{ s.t. } (y_i - y_j) \leq \mathbf{h}^T (\mathbf{u}_i - \mathbf{u}_j),$$



- Preserve order ('monotone')
- Least Complex.
- If too simple a solution  $\Rightarrow$  counterexample.
- Convex.
- Cfr.:
  - Regularization - two equally powerful solutions  $\rightarrow$  numerical problems.
  - ill-posed problems.
  - Bayesian Prior.
  - SVM: Least Complex without classification error.

Automatica 2011, CDC 2010, ...

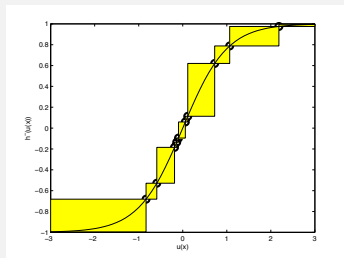
$$\arg \min_{\mathbf{h}} \|\mathbf{h}\|_2 \text{ s.t. } (y_i - y_j) \leq \mathbf{h}^T (\mathbf{u}_i - \mathbf{u}_j),$$



- Preserve order ('monotone')
- Least Complex.
- If too simple a solution  $\Rightarrow$  counterexample.
- Convex.
- Cfr.:
  - Regularization - two equally powerful solutions  $\rightarrow$  numerical problems.
  - ill-posed problems.
  - Bayesian Prior.
  - SVM: Least Complex without classification error.

Automatica 2011, CDC 2010, ...

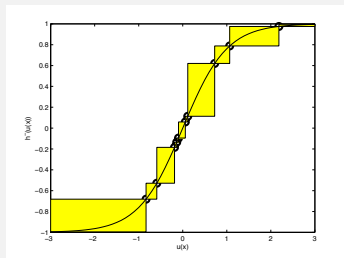
$$\arg \min_{\mathbf{h}} \|\mathbf{h}\|_2 \text{ s.t. } (y_i - y_j) \leq \mathbf{h}^T (\mathbf{u}_i - \mathbf{u}_j),$$



- Preserve order ('monotone')
- Least Complex.
- If too simple a solution  $\Rightarrow$  counterexample.
- Convex.
- Cfr.:
  - Regularization - two equally powerful solutions  $\rightarrow$  numerical problems.
  - ill-posed problems.
  - Bayesian Prior.
  - SVM: Least Complex without classification error.

Automatica 2011, CDC 2010, ...

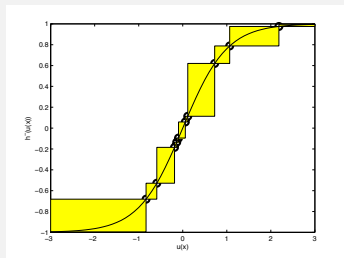
$$\arg \min_{\mathbf{h}} \|\mathbf{h}\|_2 \text{ s.t. } (y_i - y_j) \leq \mathbf{h}^T (\mathbf{u}_i - \mathbf{u}_j),$$



- Preserve order ('monotone')
- Least Complex.
- If too simple a solution  $\Rightarrow$  counterexample.
- Convex.
- Cfr.:
  - Regularization - two equally powerful solutions  $\rightarrow$  numerical problems.
  - ill-posed problems.
  - Bayesian Prior.
  - SVM: Least Complex without classification error.

Automatica 2011, CDC 2010, ...

$$\arg \min_{\mathbf{h}} \|\mathbf{h}\|_2 \text{ s.t. } (y_i - y_j) \leq \mathbf{h}^T (\mathbf{u}_i - \mathbf{u}_j),$$

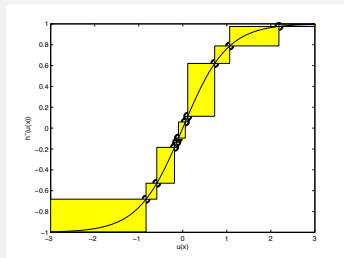


- Preserve order ('monotone')
- Least Complex.
- If too simple a solution  $\Rightarrow$  counterexample.
- Convex.
- Cfr.:
  - Regularization - two equally powerful solutions  $\rightarrow$  numerical problems.
  - ill-posed problems.
  - Bayesian Prior.
  - SVM: Least Complex without classification error.

Automatica 2011, CDC 2010, ...



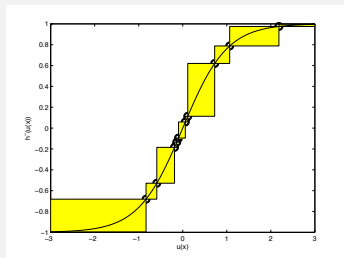
$$\arg \min_{\mathbf{h}} \|\mathbf{h}\|_2 \text{ s.t. } (y_i - y_j) \leq \mathbf{h}^T (\mathbf{u}_i - \mathbf{u}_j),$$



- Preserve order ('monotone')
- Least Complex.
- If too simple a solution  $\Rightarrow$  counterexample.
- Convex.
- Cfr.:
  - Regularization - two equally powerful solutions  $\rightarrow$  numerical problems.
  - ill-posed problems.
  - Bayesian Prior.
  - SVM: Least Complex without classification error.

Automatica 2011, CDC 2010, ...

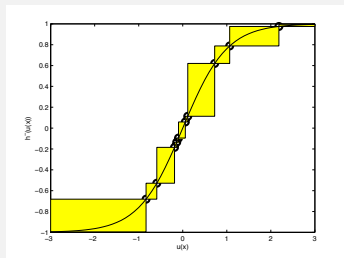
$$\arg \min_{\mathbf{h}} \|\mathbf{h}\|_2 \text{ s.t. } (y_i - y_j) \leq \mathbf{h}^T (\mathbf{u}_i - \mathbf{u}_j),$$



- Preserve order ('monotone')
- Least Complex.
- If too simple a solution  $\Rightarrow$  counterexample.
- Convex.
- Cfr.:
  - Regularization - two equally powerful solutions  $\rightarrow$  numerical problems.
  - ill-posed problems.
  - Bayesian Prior.
  - SVM: Least Complex without classification error.

Automatica 2011, CDC 2010, ...

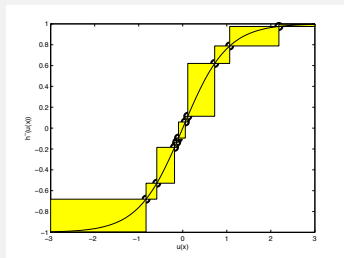
$$\arg \min_{\mathbf{h}} \|\mathbf{h}\|_2 \text{ s.t. } (y_i - y_j) \leq \mathbf{h}^T (\mathbf{u}_i - \mathbf{u}_j),$$



- Preserve order ('monotone')
- Least Complex.
- If too simple a solution  $\Rightarrow$  counterexample.
- Convex.
- Cfr.:
  - Regularization - two equally powerful solutions  $\rightarrow$  numerical problems.
  - ill-posed problems.
  - Bayesian Prior.
  - SVM: Least Complex without classification error.

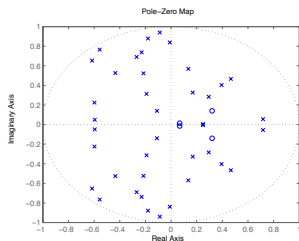
Automatica 2011, CDC 2010, ...

$$\arg \min_{\mathbf{h}} \|\mathbf{h}\|_2 \text{ s.t. } (y_i - y_j) \leq \mathbf{h}^T (\mathbf{u}_i - \mathbf{u}_j),$$



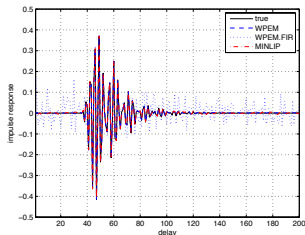
- Preserve order ('monotone')
- Least Complex.
- If too simple a solution  $\Rightarrow$  counterexample.
- Convex.
- Cfr.:
  - Regularization - two equally powerful solutions  $\rightarrow$  numerical problems.
  - ill-posed problems.
  - Bayesian Prior.
  - SVM: Least Complex without classification error.

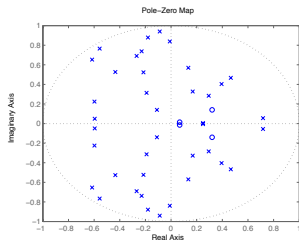
Automatica 2011, CDC 2010, ...



$$\arg \min_{\mathbf{h}} \|\mathbf{h}\| \text{ s.t. } (y_i - y_j) \leq \mathbf{h}^T(\mathbf{u}_i - \mathbf{u}_j),$$

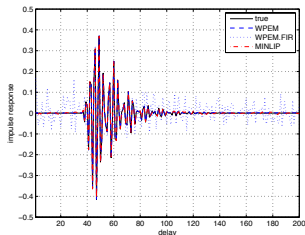
- Example.
- Almost Consistency (Lipschitz).
- Extensions to Noise.
- Quantization (Margin).

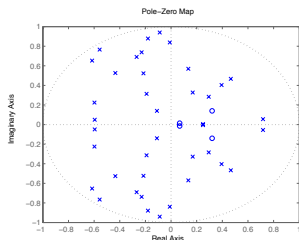




$$\arg \min_{\mathbf{h}} \|\mathbf{h}\| \text{ s.t. } (y_i - y_j) \leq \mathbf{h}^T (\mathbf{u}_i - \mathbf{u}_j),$$

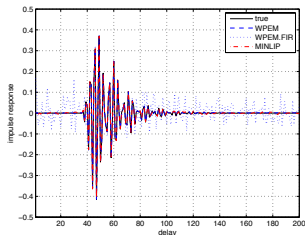
- Example.
- Almost Consistency (Lipschitz).
- Extensions to Noise.
- Quantization (Margin).

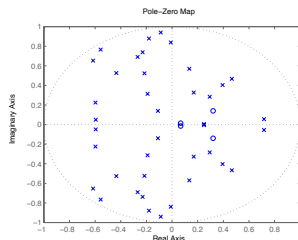




$$\arg \min_{\mathbf{h}} \|\mathbf{h}\| \text{ s.t. } (y_i - y_j) \leq \mathbf{h}^T (\mathbf{u}_i - \mathbf{u}_j),$$

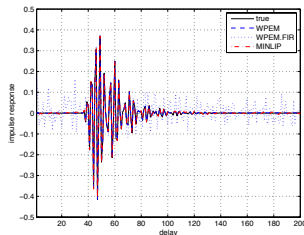
- Example.
- Almost Consistency (Lipschitz).
- Extensions to Noise.
- Quantization (Margin).



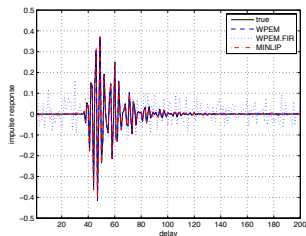
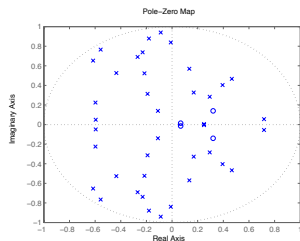


$$\arg \min_{\mathbf{h}} \|\mathbf{h}\| \text{ s.t. } (y_i - y_j) \leq \mathbf{h}^T (\mathbf{u}_i - \mathbf{u}_j),$$

- Example.
- Almost Consistency (Lipschitz).
- Extensions to Noise.
- Quantization (Margin).



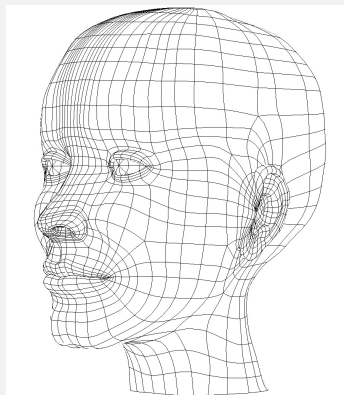




## Definition (Local PE)

For every  $\mathbf{u}$  one has  $m$  linear independent vectors  $\{\mathbf{u}_1, \dots, \mathbf{u}_m\}$  where

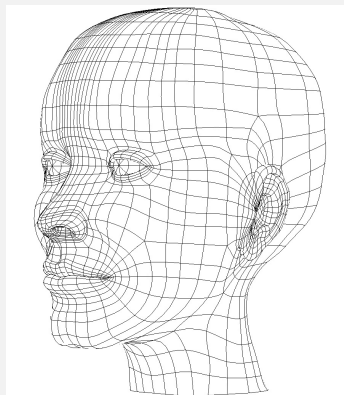
$$\|\mathbf{u} - \mathbf{u}_i\|_2 \leq \epsilon$$



## Protocol:

- 1 Initialize  $(f_{(0)}, \mathbf{h}_{(0)})$ .
- 2 Observe (!) new  $\mathbf{u}_t$ .
- 3 Predict  $y_t$  using  $\hat{y}_t = f_{(t-1)}(\mathbf{h}_{(t-1)}^T \mathbf{u}_t)$ .
- 4 Observe  $y_t$ , and score  $e_t = (y_t - \hat{y}_t)$ .
- 5 Update  $(f_{(t-1)}, \mathbf{h}_{(t-1)}) \rightarrow (f_{(t)}, \mathbf{h}_{(t)})$  using  $e_t, \mathbf{u}_t$ .
- 6 Iterate (2-4) for  $t = 1, 2, \dots$

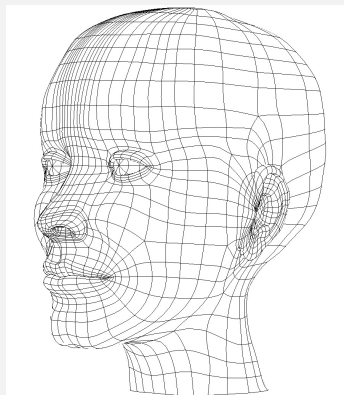
Cfr. PERCEPTRON (1950s)



## Protocol:

- 1 Initialize  $(\mathbf{f}_{(0)}, \mathbf{h}_{(0)})$ .
- 2 Observe (!) new  $\mathbf{u}_t$ .
- 3 Predict  $y_t$  using  $\hat{y}_t = \mathbf{f}_{(t-1)}^T (\mathbf{h}_{(t-1)} \mathbf{u}_t)$ .
- 4 Observe  $y_t$ , and score  $e_t = (y_t - \hat{y}_t)$ .
- 5 Update  $(\mathbf{f}_{(t-1)}, \mathbf{h}_{(t-1)}) \rightarrow (\mathbf{f}_{(t)}, \mathbf{h}_{(t)})$  using  $e_t, \mathbf{u}_t$ .
- 6 Iterate (2-4) for  $t = 1, 2, \dots$

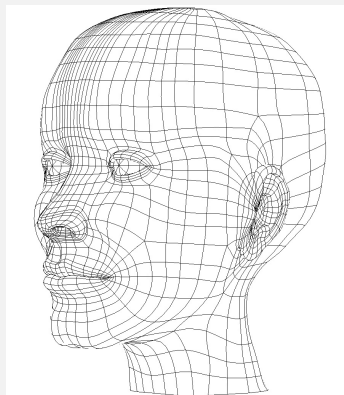
Cfr. PERCEPTRON (1950s)



## Protocol:

- 1 Initialize  $(\mathbf{f}_{(0)}, \mathbf{h}_{(0)})$ .
- 2 Observe (!) new  $\mathbf{u}_t$ .
- 3 Predict  $y_t$  using  $\hat{y}_t = \mathbf{f}_{(t-1)}^T (\mathbf{h}_{(t-1)} \mathbf{u}_t)$ .
- 4 Observe  $y_t$ , and score  $e_t = (y_t - \hat{y}_t)$ .
- 5 Update  $(\mathbf{f}_{(t-1)}, \mathbf{h}_{(t-1)}) \rightarrow (\mathbf{f}_{(t)}, \mathbf{h}_{(t)})$  using  $e_t, \mathbf{u}_t$ .
- 6 Iterate (2-4) for  $t = 1, 2, \dots$

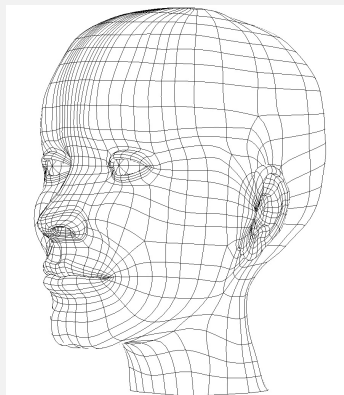
Cfr. PERCEPTRON (1950s)



Protocol:

- 1 Initialize  $(f_{(0)}, \mathbf{h}_{(0)})$ .
- 2 Observe (!) new  $\mathbf{u}_t$ .
- 3 Predict  $y_t$  using  $\hat{y}_t = f_{(t-1)}(\mathbf{h}_{(t-1)}^T \mathbf{u}_t)$ .
- 4 Observe  $y_t$ , and score  $e_t = (y_t - \hat{y}_t)$ .
- 5 Update  $(f_{(t-1)}, \mathbf{h}_{(t-1)}) \rightarrow (f_{(t)}, \mathbf{h}_{(t)})$  using  $e_t, \mathbf{u}_t$ .
- 6 Iterate (2-4) for  $t = 1, 2, \dots$

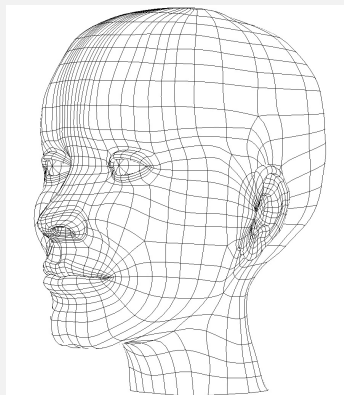
Cfr. PERCEPTRON (1950s)



Protocol:

- 1 Initialize  $(f_{(0)}, \mathbf{h}_{(0)})$ .
- 2 Observe (!) new  $\mathbf{u}_t$ .
- 3 Predict  $y_t$  using  $\hat{y}_t = f_{(t-1)}(\mathbf{h}_{(t-1)}^T \mathbf{u}_t)$ .
- 4 Observe  $y_t$ , and score  $e_t = (y_t - \hat{y}_t)$ .
- 5 Update  $(f_{(t-1)}, \mathbf{h}_{(t-1)}) \rightarrow (f_{(t)}, \mathbf{h}_{(t)})$  using  $e_t, \mathbf{u}_t$ .
- 6 Iterate (2-4) for  $t = 1, 2, \dots$

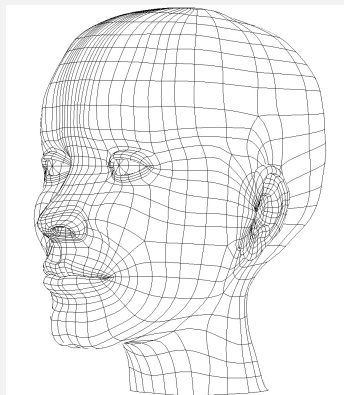
Cfr. PERCEPTRON (1950s)



Protocol:

- 1 Initialize  $(f_{(0)}, \mathbf{h}_{(0)})$ .
- 2 Observe (!) new  $\mathbf{u}_t$ .
- 3 Predict  $y_t$  using  $\hat{y}_t = f_{(t-1)}(\mathbf{h}_{(t-1)}^T \mathbf{u}_t)$ .
- 4 Observe  $y_t$ , and score  $e_t = (y_t - \hat{y}_t)$ .
- 5 Update  $(f_{(t-1)}, \mathbf{h}_{(t-1)}) \rightarrow (f_{(t)}, \mathbf{h}_{(t)})$  using  $e_t, \mathbf{u}_t$ .
- 6 Iterate (2-4) for  $t = 1, 2, \dots$

Cfr. PERCEPTRON (1950s)

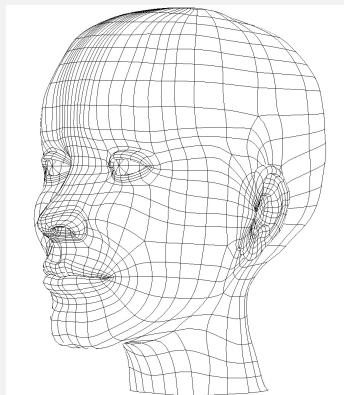


Protocol:

- 1 Initialize  $(f_{(0)}, \mathbf{h}_{(0)})$ .
- 2 Observe (!) new  $\mathbf{u}_t$ .
- 3 Predict  $y_t$  using  $\hat{y}_t = f_{(t-1)}(\mathbf{h}_{(t-1)}^T \mathbf{u}_t)$ .
- 4 Observe  $y_t$ , and score  $e_t = (y_t - \hat{y}_t)$ .
- 5 Update  $(f_{(t-1)}, \mathbf{h}_{(t-1)}) \rightarrow (f_{(t)}, \mathbf{h}_{(t)})$  using  $e_t, \mathbf{u}_t$ .
- 6 Iterate (2-4) for  $t = 1, 2, \dots$

Cfr. PERCEPTRON (1950s)



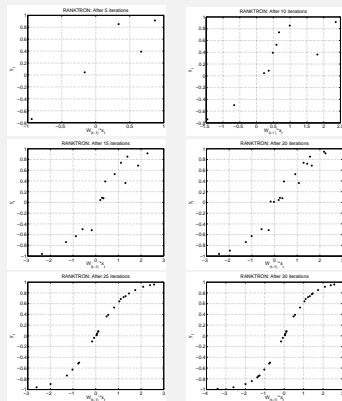


Protocol:

- 1 Initialize  $(f_{(0)}, \mathbf{h}_{(0)})$ .
- 2 Observe (!) new  $\mathbf{u}_t$ .
- 3 Predict  $y_t$  using  $\hat{y}_t = f_{(t-1)}(\mathbf{h}_{(t-1)}^T \mathbf{u}_t)$ .
- 4 Observe  $y_t$ , and score  $e_t = (y_t - \hat{y}_t)$ .
- 5 Update  $(f_{(t-1)}, \mathbf{h}_{(t-1)}) \rightarrow (f_{(t)}, \mathbf{h}_{(t)})$  using  $e_t, \mathbf{u}_t$ .
- 6 Iterate (2-4) for  $t = 1, 2, \dots$

Cfr. PERCEPTRON (1950s)

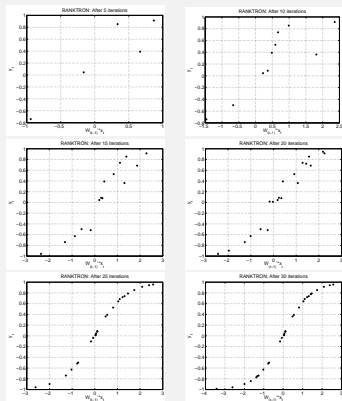
# Recursive Identification - RANKTRON



- Proof that  $\sum_t \ell(e_t)$  not too large.
- Speed controlled by  $\|\mathbf{h}_0\|_2$ .
- Proof that  $(f_{(t)}, \mathbf{h}_{(t)}) \rightarrow (f_0, \mathbf{h}_0)$ .
- RANKTRON.v1: Identify  $\mathbf{h}_0$ .
- RANKTRON.v2: Identify  $(f_0, \mathbf{h}_0)$ .
- Piecewise linear representation of  $f_0$ .
- ORACLE bounds.
- Tracking bounds.
- Example.

[Under Revision 2010-2011]

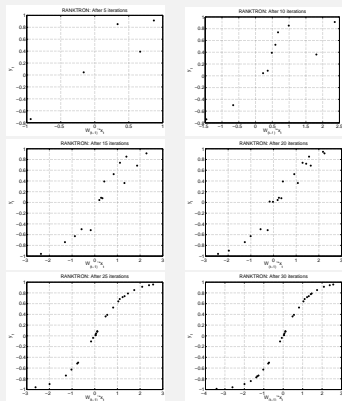
# Recursive Identification - RANKTRON



- Proof that  $\sum_t \ell(e_t)$  not too large.
- Speed controlled by  $\|\mathbf{h}_0\|_2$ .
- Proof that  $(f_{(t)}, \mathbf{h}_{(t)}) \rightarrow (f_0, \mathbf{h}_0)$ .
- RANKTRON.v1: Identify  $\mathbf{h}_0$ .
- RANKTRON.v2: Identify  $(f_0, \mathbf{h}_0)$ .
- Piecewise linear representation of  $f_0$ .
- ORACLE bounds.
- Tracking bounds.
- Example.

[Under Revision 2010-2011]

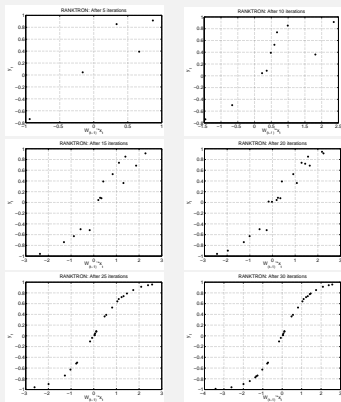
# Recursive Identification - RANKTRON



- Proof that  $\sum_t \ell(e_t)$  not too large.
- Speed controlled by  $\|\mathbf{h}_0\|_2$ .
- Proof that  $(f_{(t)}, \mathbf{h}_{(t)}) \rightarrow (f_0, \mathbf{h}_0)$ .
- RANKTRON.v1: Identify  $\mathbf{h}_0$ .
- RANKTRON.v2: Identify  $(f_0, \mathbf{h}_0)$ .
- Piecewise linear representation of  $f_0$ .
- ORACLE bounds.
- Tracking bounds.
- Example.

[Under Revision 2010-2011]

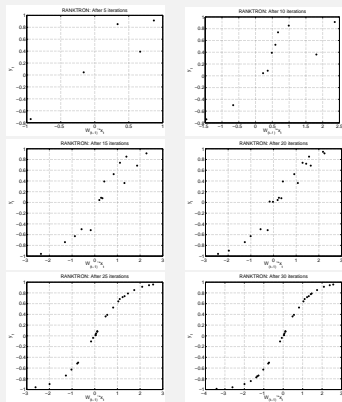
# Recursive Identification - RANKTRON



- Proof that  $\sum_t \ell(e_t)$  not too large.
- Speed controlled by  $\|\mathbf{h}_0\|_2$ .
- Proof that  $(f_{(t)}, \mathbf{h}_{(t)}) \rightarrow (f_0, \mathbf{h}_0)$ .
- RANKTRON.v1: Identify  $\mathbf{h}_0$ .
- RANKTRON.v2: Identify  $(f_0, \mathbf{h}_0)$ .
- Piecewise linear representation of  $f_0$ .
- ORACLE bounds.
- Tracking bounds.
- Example.

[Under Revision 2010-2011]

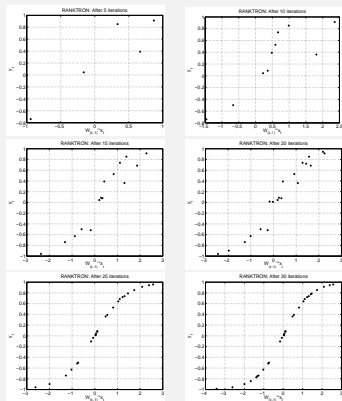
# Recursive Identification - RANKTRON



- Proof that  $\sum_t \ell(e_t)$  not too large.
- Speed controlled by  $\|\mathbf{h}_0\|_2$ .
- Proof that  $(f_{(t)}, \mathbf{h}_{(t)}) \rightarrow (f_0, \mathbf{h}_0)$ .
- RANKTRON.v1: Identify  $\mathbf{h}_0$ .
- RANKTRON.v2: Identify  $(f_0, \mathbf{h}_0)$ .
- Piecewise linear representation of  $f_0$ .
- ORACLE bounds.
- Tracking bounds.
- Example.

[Under Revision 2010-2011]

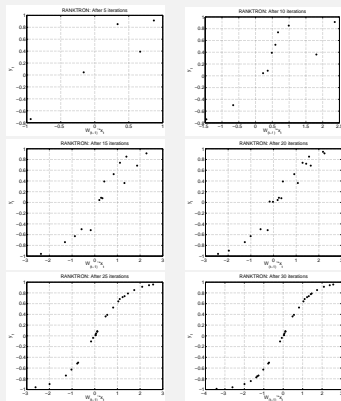
# Recursive Identification - RANKTRON



- Proof that  $\sum_t \ell(e_t)$  not too large.
- Speed controlled by  $\|\mathbf{h}_0\|_2$ .
- Proof that  $(f_{(t)}, \mathbf{h}_{(t)}) \rightarrow (f_0, \mathbf{h}_0)$ .
- RANKTRON.v1: Identify  $\mathbf{h}_0$ .
- RANKTRON.v2: Identify  $(f_0, \mathbf{h}_0)$ .
- Piecewise linear representation of  $f_0$ .
- ORACLE bounds.
- Tracking bounds.
- Example.

[Under Revision 2010-2011]

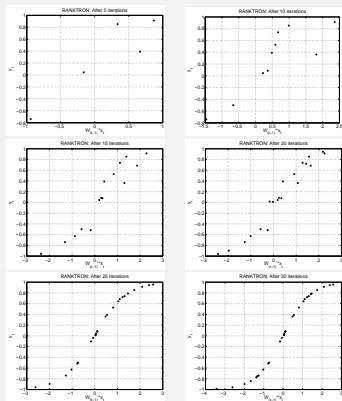
# Recursive Identification - RANKTRON



- Proof that  $\sum_t \ell(e_t)$  not too large.
- Speed controlled by  $\|\mathbf{h}_0\|_2$ .
- Proof that  $(f_{(t)}, \mathbf{h}_{(t)}) \rightarrow (f_0, \mathbf{h}_0)$ .
- RANKTRON.v1: Identify  $\mathbf{h}_0$ .
- RANKTRON.v2: Identify  $(f_0, \mathbf{h}_0)$ .
- Piecewise linear representation of  $f_0$ .
- ORACLE bounds.
- Tracking bounds.
- Example.

[Under Revision 2010-2011]

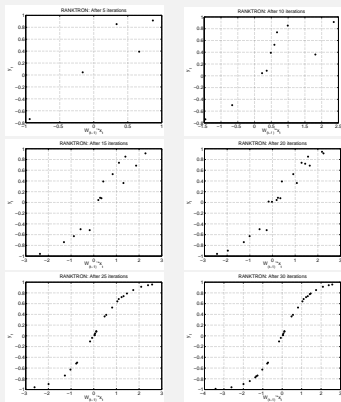




- Proof that  $\sum_t \ell(e_t)$  not too large.
- Speed controlled by  $\|\mathbf{h}_0\|_2$ .
- Proof that  $(f_{(t)}, \mathbf{h}_{(t)}) \rightarrow (f_0, \mathbf{h}_0)$ .
- RANKTRON.v1: Identify  $\mathbf{h}_0$ .
- RANKTRON.v2: Identify  $(f_0, \mathbf{h}_0)$ .
- Piecewise linear representation of  $f_0$ .
- ORACLE bounds.
- Tracking bounds.
- Example.

[Under Revision 2010-2011]

# Recursive Identification - RANKTRON



- Proof that  $\sum_t \ell(e_t)$  not too large.
- Speed controlled by  $\|\mathbf{h}_0\|_2$ .
- Proof that  $(f_{(t)}, \mathbf{h}_{(t)}) \rightarrow (f_0, \mathbf{h}_0)$ .
- RANKTRON.v1: Identify  $\mathbf{h}_0$ .
- RANKTRON.v2: Identify  $(f_0, \mathbf{h}_0)$ .
- Piecewise linear representation of  $f_0$ .
- ORACLE bounds.
- Tracking bounds.
- Example.

[Under Revision 2010-2011]



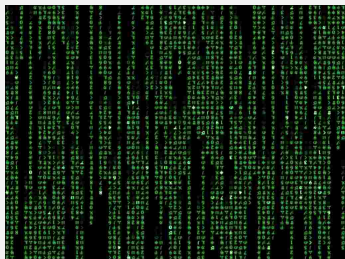
Q : Steer plant with  $G(q^{-1}) = f_0(\mathbf{h}_0^T \mathbf{u}_t)$  to  $\alpha \in \mathbb{R}$  by manipulating input  $\{u_1, \dots, u_t, \dots\}$ .

D : Totally Model-free: no need for first identifying  $(f_0, \mathbf{h}_0)$  in *any form*.

- Initialize  $t = 0$ .
- Compute  $u_t$ .
- Apply  $u_t$  to the actual Plant.
- Compare expected outcome  $\alpha \in \mathbb{R}$  with observation  $y_t$ .
- Iterate (1-3) for  $t = 1, 2, \dots$



- Q : Steer plant with  $G(q^{-1}) = f_0(\mathbf{h}_0^T \mathbf{u}_t)$  to  $\alpha \in \mathbb{R}$  by manipulating input  $\{u_1, \dots, u_t, \dots\}$ .
- D : Totally Model-free: no need for first identifying  $(f_0, \mathbf{h}_0)$  in *any form*.
- Initialize  $t = 0$ .
  - Compute  $u_t$ .
  - Apply  $u_t$  to the actual Plant.
  - Compare expected outcome  $\alpha \in \mathbb{R}$  with observation  $y_t$ .
  - Iterate (1-3) for  $t = 1, 2, \dots$



- Q : Steer plant with  $G(q^{-1}) = f_0(\mathbf{h}_0^T \mathbf{u}_t)$  to  $\alpha \in \mathbb{R}$  by manipulating input  $\{u_1, \dots, u_t, \dots\}$ .
- D : Totally Model-free: no need for first identifying  $(f_0, \mathbf{h}_0)$  in *any form*.
- Initialize  $t = 0$ .
  - Compute  $u_t$ .
  - Apply  $u_t$  to the actual Plant.
  - Compare expected outcome  $\alpha \in \mathbb{R}$  with observation  $y_t$ .
  - Iterate (1-3) for  $t = 1, 2, \dots$



- Q : Steer plant with  $G(q^{-1}) = f_0(\mathbf{h}_0^T \mathbf{u}_t)$  to  $\alpha \in \mathbb{R}$  by manipulating input  $\{u_1, \dots, u_t, \dots\}$ .
- D : Totally Model-free: no need for first identifying  $(f_0, \mathbf{h}_0)$  in *any form*.
- Initialize  $t = 0$ .
  - Compute  $u_t$ .
  - Apply  $u_t$  to the actual Plant.
  - Compare expected outcome  $\alpha \in \mathbb{R}$  with observation  $y_t$ .
  - Iterate (1-3) for  $t = 1, 2, \dots$



- Q : Steer plant with  $G(q^{-1}) = f_0(\mathbf{h}_0^T \mathbf{u}_t)$  to  $\alpha \in \mathbb{R}$  by manipulating input  $\{u_1, \dots, u_t, \dots\}$ .
- D : Totally Model-free: no need for first identifying  $(f_0, \mathbf{h}_0)$  in *any form*.
- Initialize  $t = 0$ .
  - Compute  $u_t$ .
  - Apply  $u_t$  to the actual Plant.
  - Compare expected outcome  $\alpha \in \mathbb{R}$  with observation  $y_t$ .
  - Iterate (1-3) for  $t = 1, 2, \dots$



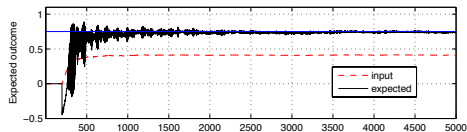
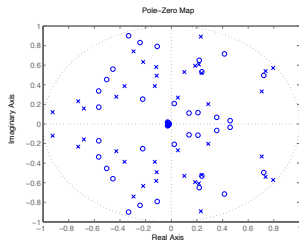
- Q : Steer plant with  $G(q^{-1}) = f_0(\mathbf{h}_0^T \mathbf{u}_t)$  to  $\alpha \in \mathbb{R}$  by manipulating input  $\{u_1, \dots, u_t, \dots\}$ .
- D : Totally Model-free: no need for first identifying  $(f_0, \mathbf{h}_0)$  in *any form*.
- Initialize  $t = 0$ .
  - Compute  $u_t$ .
  - Apply  $u_t$  to the actual Plant.
  - Compare expected outcome  $\alpha \in \mathbb{R}$  with observation  $y_t$ .
  - Iterate (1-3) for  $t = 1, 2, \dots$





- Q : Steer plant with  $G(q^{-1}) = f_0(\mathbf{h}_0^T \mathbf{u}_t)$  to  $\alpha \in \mathbb{R}$  by manipulating input  $\{u_1, \dots, u_t, \dots\}$ .
- D : Totally Model-free: no need for first identifying  $(f_0, \mathbf{h}_0)$  in *any form*.
- Initialize  $t = 0$ .
  - Compute  $u_t$ .
  - Apply  $u_t$  to the actual Plant.
  - Compare expected outcome  $\alpha \in \mathbb{R}$  with observation  $y_t$ .
  - Iterate (1-3) for  $t = 1, 2, \dots$

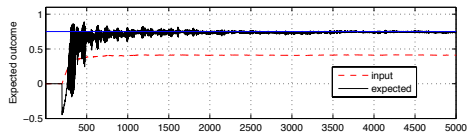
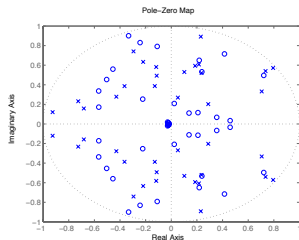
# Non-parametric Control - NORTKNAR.



$$u_t = u_{t-1} + \eta_t(\alpha - y_t)$$

- Robbins-Monro, but.
- Converge if:
  - objective achievable ( $\alpha$  in range).
  - $1_d^T \mathbf{h}_0 > 0$
  - $\sum_t \eta_t \rightarrow \infty, \sum_t \eta_t^2 \rightarrow O(1)$
- Example.

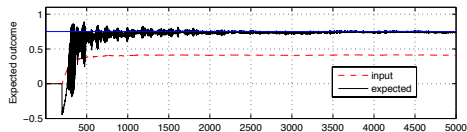
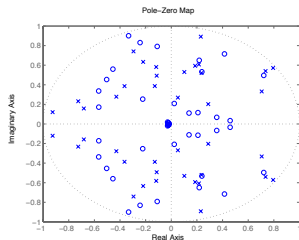
# Non-parametric Control - NORTKNAR.



$$u_t = u_{t-1} + \eta_t(\alpha - y_t)$$

- Robbins-Monro, but.
- Converge if:
  - objective achievable ( $\alpha$  in range).
  - $1_d^T \mathbf{h}_0 > 0$
  - $\sum_t \eta_t \rightarrow \infty, \sum_t \eta_t^2 \rightarrow O(1)$
- Example.

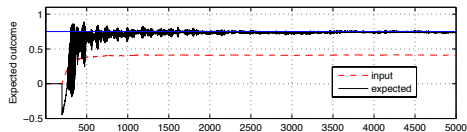
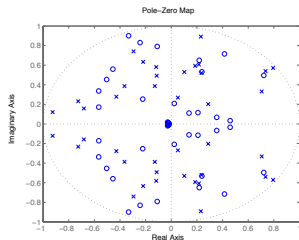
# Non-parametric Control - NORTKNAR.



$$u_t = u_{t-1} + \eta_t(\alpha - y_t)$$

- Robbins-Monro, but.
- Converge if:
  - objective achievable ( $\alpha$  in range).
  - $1_d^T h_0 > 0$
  - $\sum_t \eta_t \rightarrow \infty, \sum_t \eta_t^2 \rightarrow O(1)$
- Example.

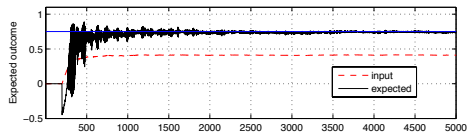
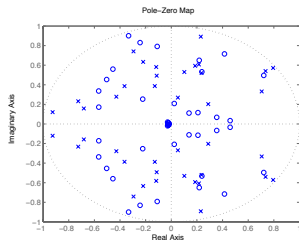
# Non-parametric Control - NORTKNAR.



$$u_t = u_{t-1} + \eta_t(\alpha - y_t)$$

- Robbins-Monro, but.
- Converge if:
  - objective achievable ( $\alpha$  in range).
  - $\mathbf{1}_d^T \mathbf{h}_0 > 0$
  - $\sum_t \eta_t \rightarrow \infty, \sum_t \eta_t^2 \rightarrow O(1)$
- Example.

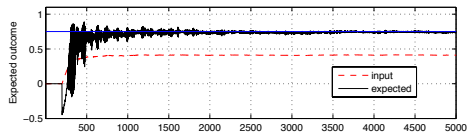
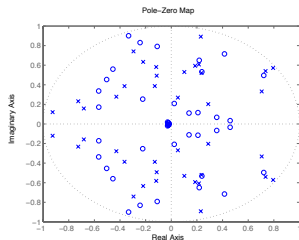
# Non-parametric Control - NORTKNAR.



$$u_t = u_{t-1} + \eta_t(\alpha - y_t)$$

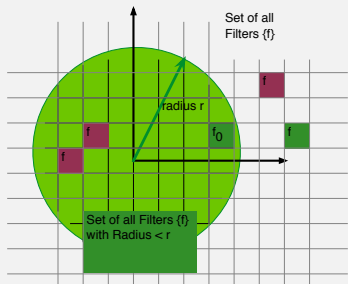
- Robbins-Monro, but.
- Converge if:
  - objective achievable ( $\alpha$  in range).
  - $\mathbf{1}_d^T \mathbf{h}_0 > 0$
  - $\sum_t \eta_t \rightarrow \infty, \sum_t \eta_t^2 \rightarrow O(1)$
- Example.

# Non-parametric Control - NORTKNAR.



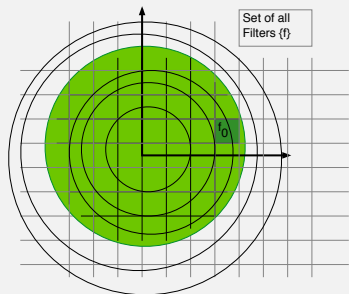
$$u_t = u_{t-1} + \eta_t(\alpha - y_t)$$

- Robbins-Monro, but.
- Converge if:
  - objective achievable ( $\alpha$  in range).
  - $\mathbf{1}_d^T \mathbf{h}_0 > 0$
  - $\sum_t \eta_t \rightarrow \infty, \sum_t \eta_t^2 \rightarrow O(1)$
- Example.



- Number of parameters?
- Number of free states?
- Desiderata:
  - Proper norm.
  - True  $\mathbf{h}_0$  is low complexity.
  - Small number of  $f$ 's with small complexity (covering).
  - $\mathbf{h} \sim \mathbf{h}'$ , then order  $\|\mathbf{h}\| < \|\mathbf{h}'\|$ .
  - Only 1  $\mathbf{h}$  s.t.  $\|\mathbf{h}\| = 0$ .
  - $f$  with small norm easily falsifiable.
  - Interpretation (sparseness, low rank, ...)
  - Convex.
- Examples.
  - $\|\mathbf{h}_0\|_2$
  - $\|\mathbf{h}_0\|_1$
  - $\|H(\mathbf{h}_0)\|_*$





*"It can scarcely be denied that the supreme goal of all theory is to make the irreducible basic elements as simple and as few as possible without having to surrender the adequate representation of a single datum of experience. AE33"*

- Structure all  $f$ s in structured balls  $\mathcal{H}_r$  as

$$\mathcal{H}_r = \{f : \|f\| \leq r\}$$

- Realizable case: true  $f_0 \in \mathcal{H}_{\bar{r}}$ .
- Rates  $\frac{\log \bar{r}}{n}$ .
- Probability error  $\sim$  probability of not falsifying all  $f$ s less complex than  $f_0$ .
- Numerical trick  $\rightarrow$  Principled approach.
- Limit distributions - Exponential?



- + Identification of Monotone Wiener Systems.
- + Slight extension of LTIs: exploring new ideas in a firm framework.
- + Non-parametric and Model-free Control.
- ? Noise.
- ? PE vs performance bounds.
- ? Derivation variance NORTKNAR.