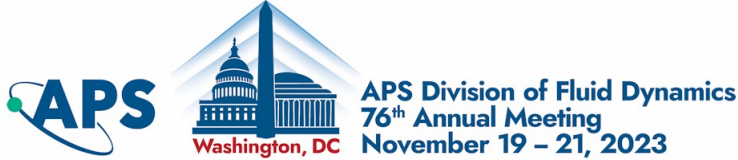


Optimal tracking strategies in a turbulent flow



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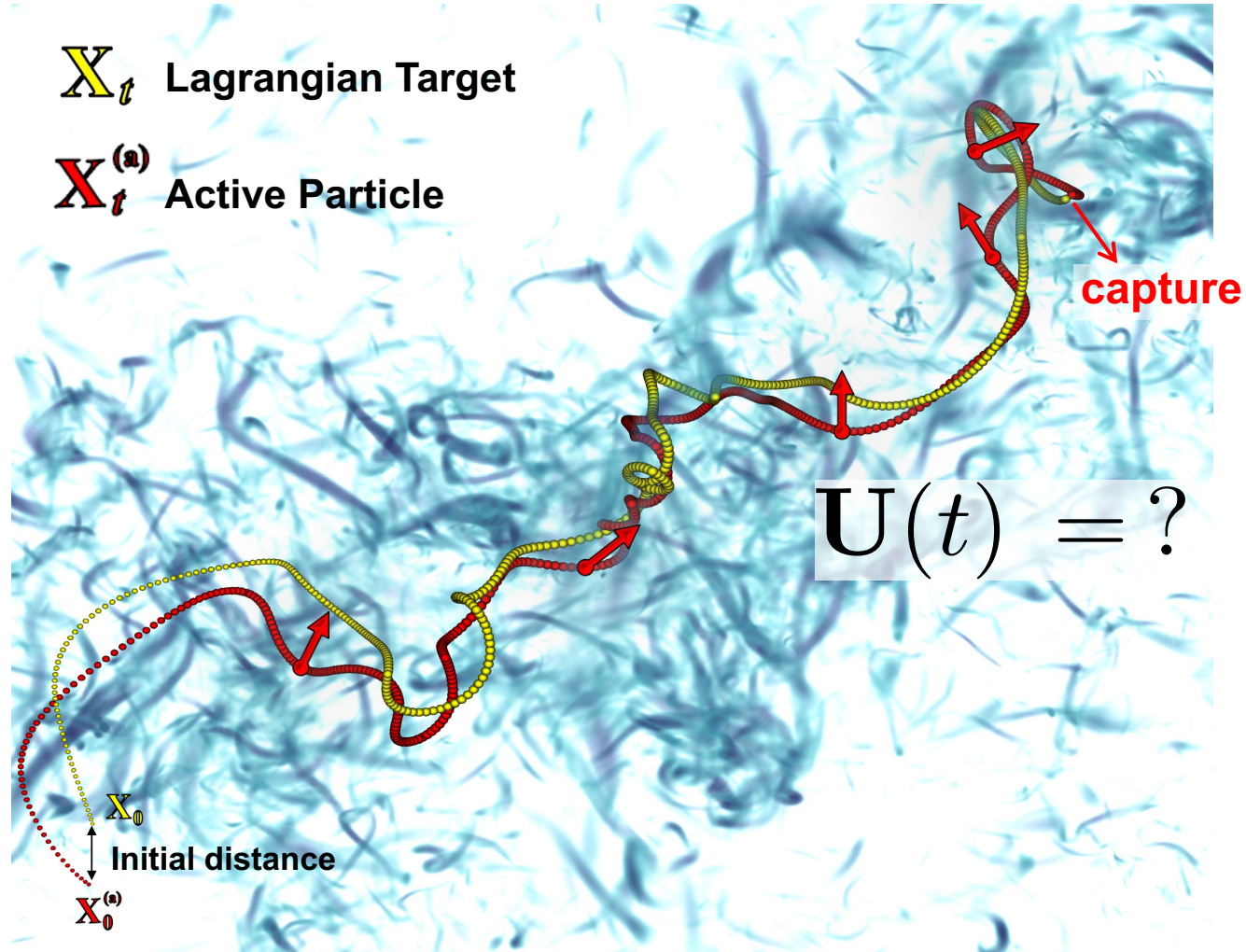
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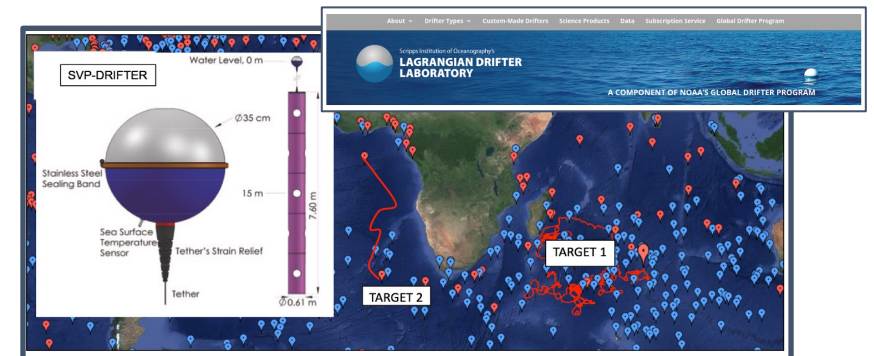


Time-Dependent 3D Turbulent Flow

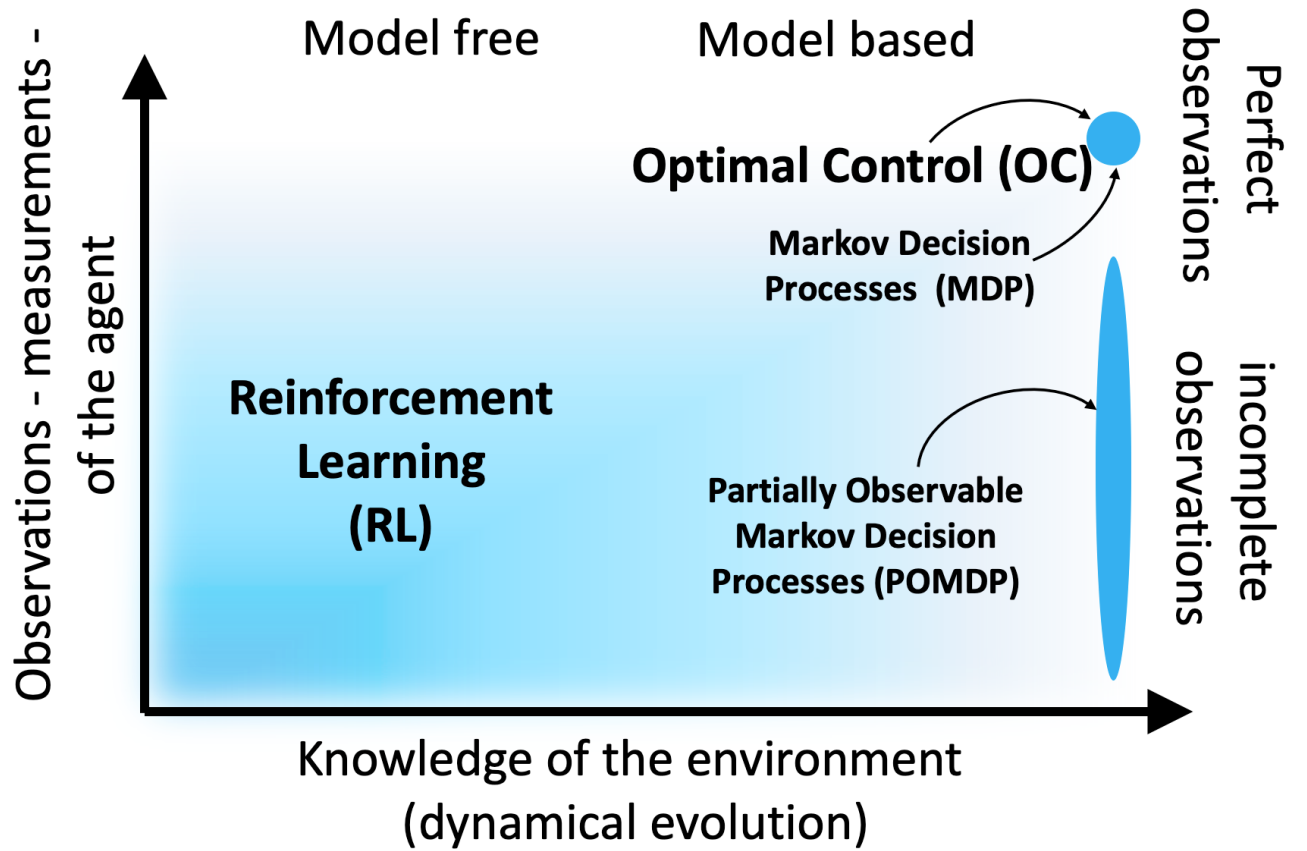
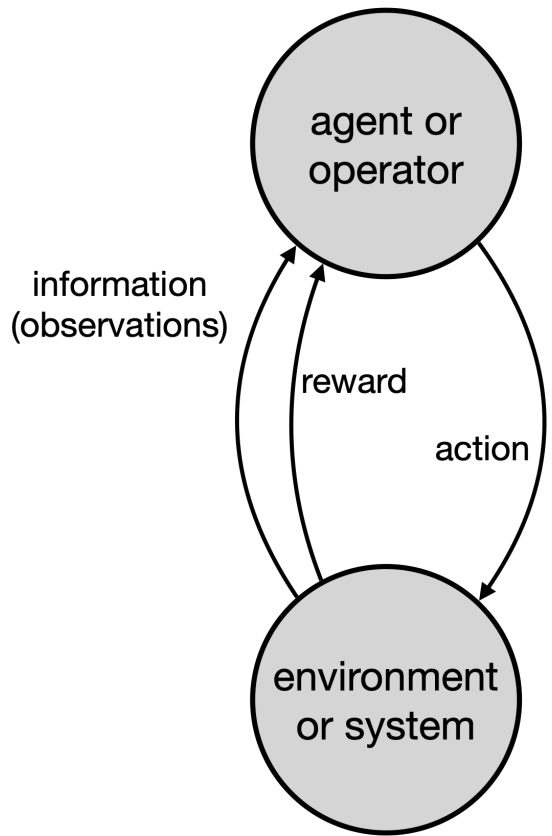
$$\begin{cases} \dot{\mathbf{X}}_t = \mathbf{v}(\mathbf{X}_t, t) \\ \dot{\mathbf{X}}_t^{(a)} = \mathbf{v}(\mathbf{X}_t^{(a)}, t) + \mathbf{U}(t) \\ \mathbf{U}(t) = V_s \hat{\mathbf{n}}(t) \end{cases}$$

Small active control compared to the underlying flow!

Goal: minimize the separation/capture in a finite time horizon



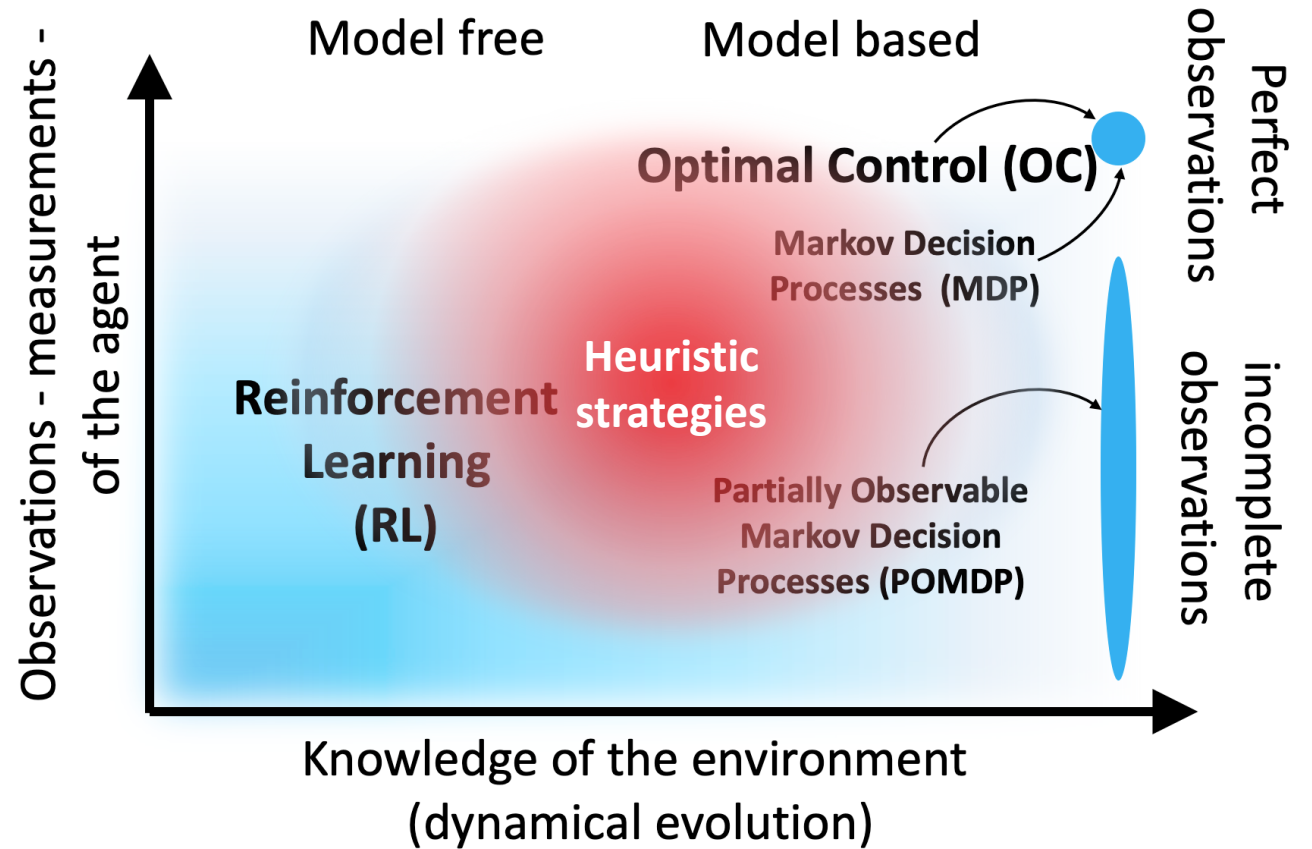
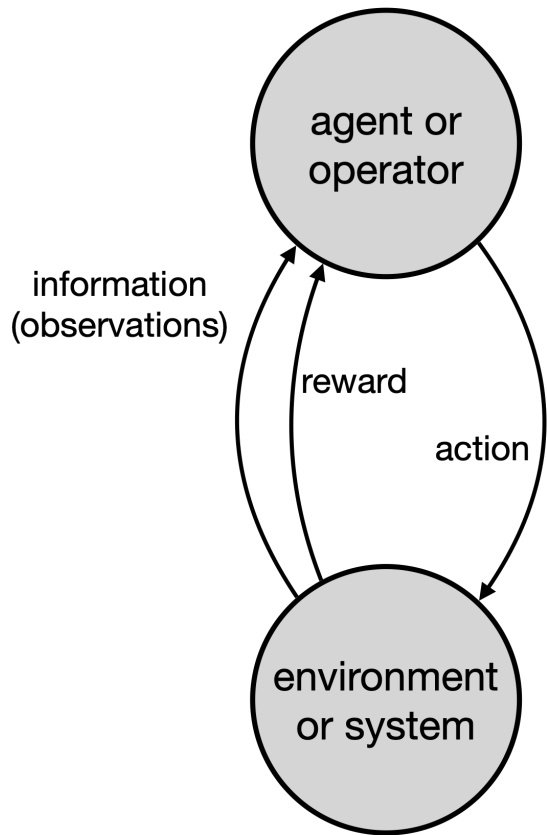
Control Theory



<https://hdl.handle.net/20.500.11767/84114>

Sutton, R. S., & Barto, A. G. **Reinforcement learning: An introduction**. MIT press (2018).
Bryson, A. E. and Ho, Y. **Applied optimal control: optimization, estimation and control** (New York: Routledge, 1975).

Control Theory

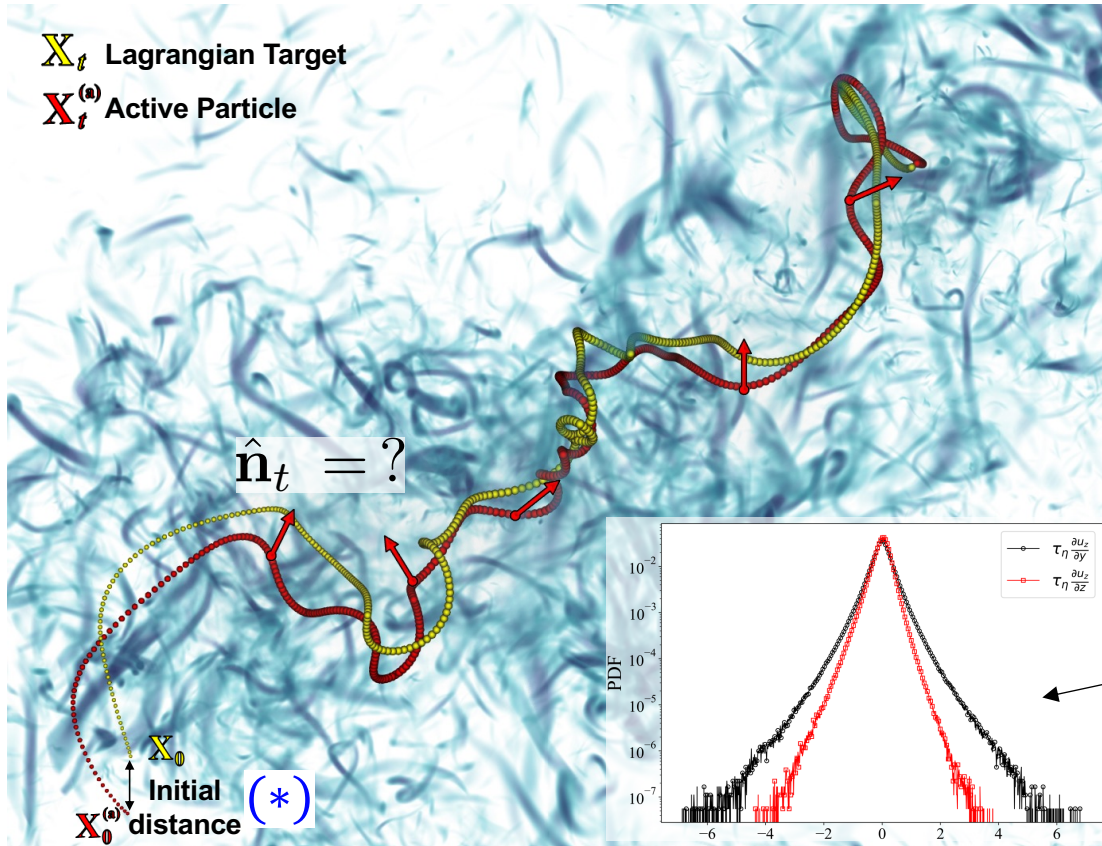


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$$\mathbf{R}_t = \mathbf{X}_t^{(a)} - \mathbf{X}_t$$



(*) Small scales $\|\mathbf{R}_{t_0}\| < \eta$

$$\begin{cases} \dot{\mathbf{X}}_t = \mathbf{v}(\mathbf{X}_t, t) \\ \dot{\mathbf{X}}_t^{(a)} = \mathbf{v}(\mathbf{X}_t^{(a)}, t) + \mathbf{U}(t) \\ \mathbf{U}(t) = V_s \hat{\mathbf{n}}(t) \end{cases}$$

$$\mathbf{v}(\mathbf{X}_t^{(a)}, t) \simeq \mathbf{v}(\mathbf{X}_t, t) + \nabla \mathbf{v}_t \mathbf{R}_t$$

$$\dot{\mathbf{R}}_t = \nabla \mathbf{v}_t \mathbf{R}_t + \mathbf{U}(t)$$

Tools:		
(1) Optimal Control theory	(2) Heuristic control strategies	(3) Reinforcement Learning
Model based problem (full knowledge required).	Reactive controls based on local-only in time cues.	Model free tool. Some past memory can be considered.

(1) Optimal Control (OC) theory – Pontryagin minimum principle

- **Model based** and analytical tool (Perfect knowledge required)
- **Constrained minimization problem**

Minimize $J = \|\mathbf{R}_{t_f}\|^2 + c \int_{t_0}^{t_f} dt \theta(\|\mathbf{R}_t\|^2 - \|\mathbf{R}_c\|^2)$

Imposing:
$$\begin{cases} \dot{\mathbf{R}}_t = \nabla \mathbf{v}_t \mathbf{R}_t + \mathbf{U}(t), \\ \mathbf{R}_{t_0} = \text{given}, \\ \mathbf{U}(t) = V_s \hat{\mathbf{n}}(t) \\ \|\hat{\mathbf{n}}(t)\| = 1. \end{cases}$$

↓
capture's distance
 $\|\mathbf{R}_c\| = \frac{\|\mathbf{R}_{t_0}\|}{100}$

$\lambda = \text{lyapunov exponent}$
 $\|\mathbf{R}_{t_0}\| \sim \frac{V_s}{\lambda}$ border of controllability

Minimize trajectories' separation

Minimize time of arrival at the desired distance

Euler-Lagrange equations

(2) Heuristic strategies

Pure Pursuit (PP): constantly chooses the direction that points towards the moving target, $\hat{\mathbf{n}}(t) = -\hat{\mathbf{R}}_t$

Surfing Control (SC)*:

- constant gradients for a time τ_s (free parameter);
- maximization of the searcher displacement along the \mathbf{R}_t direction;
- good for slowly varying \mathbf{R}_t (i.e., at large scales)

$$\hat{\mathbf{n}}(t) = -\frac{\left[e^{(\tau_s-t)\nabla\mathbf{v}_{t_0}} \right]^T \cdot \hat{\mathbf{R}}_{t_0}}{\left\| \left[e^{(\tau_s-t)\nabla\mathbf{v}_{t_0}} \right]^T \cdot \hat{\mathbf{R}}_{t_0} \right\|}$$

Perturbative Optimal Control (PO):

- 0th order OC with constant gradients for a time τ_p (free parameter) ;
- valid at small scales

$$\hat{\mathbf{n}}(t) = -\frac{\left[e^{(\tau_p-t)\nabla\mathbf{v}_{t_0}} \right]^T \cdot e^{(\nabla\mathbf{v})_{t_0}\tau_p} \cdot \hat{\mathbf{R}}_{t_0}}{\left\| \left[e^{(\tau_p-t)\nabla\mathbf{v}_{t_0}} \right]^T \cdot e^{(\nabla\mathbf{v})_{t_0}\tau_p} \cdot \hat{\mathbf{R}}_{t_0} \right\|}$$

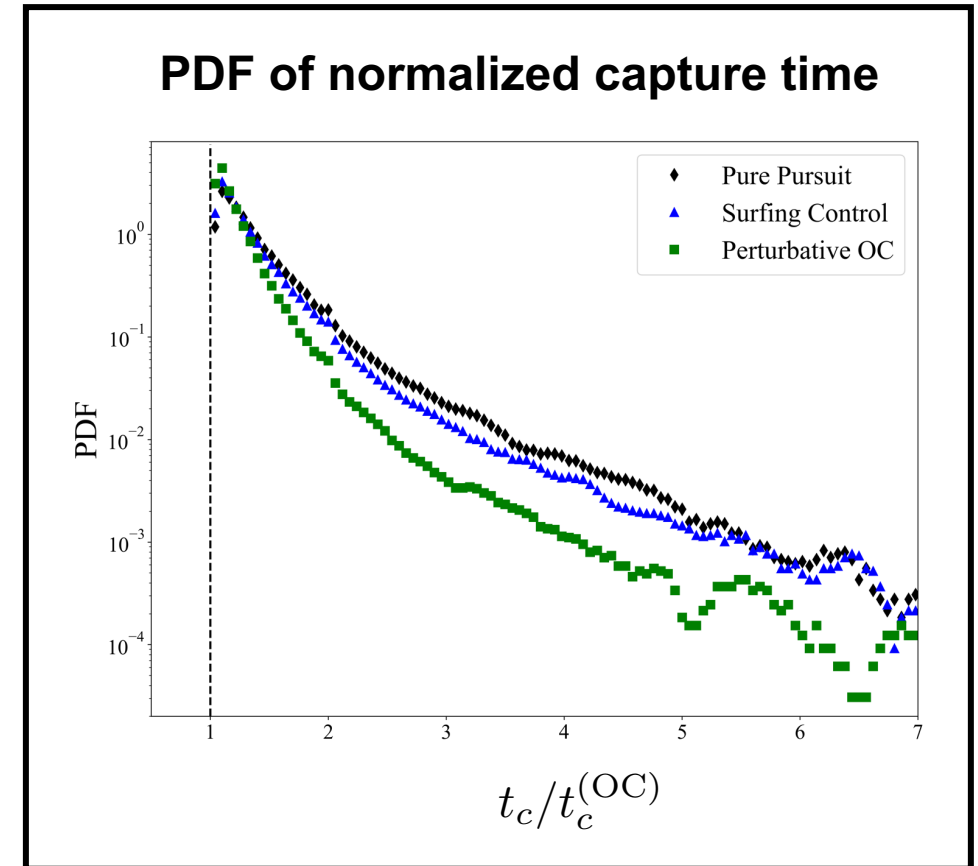
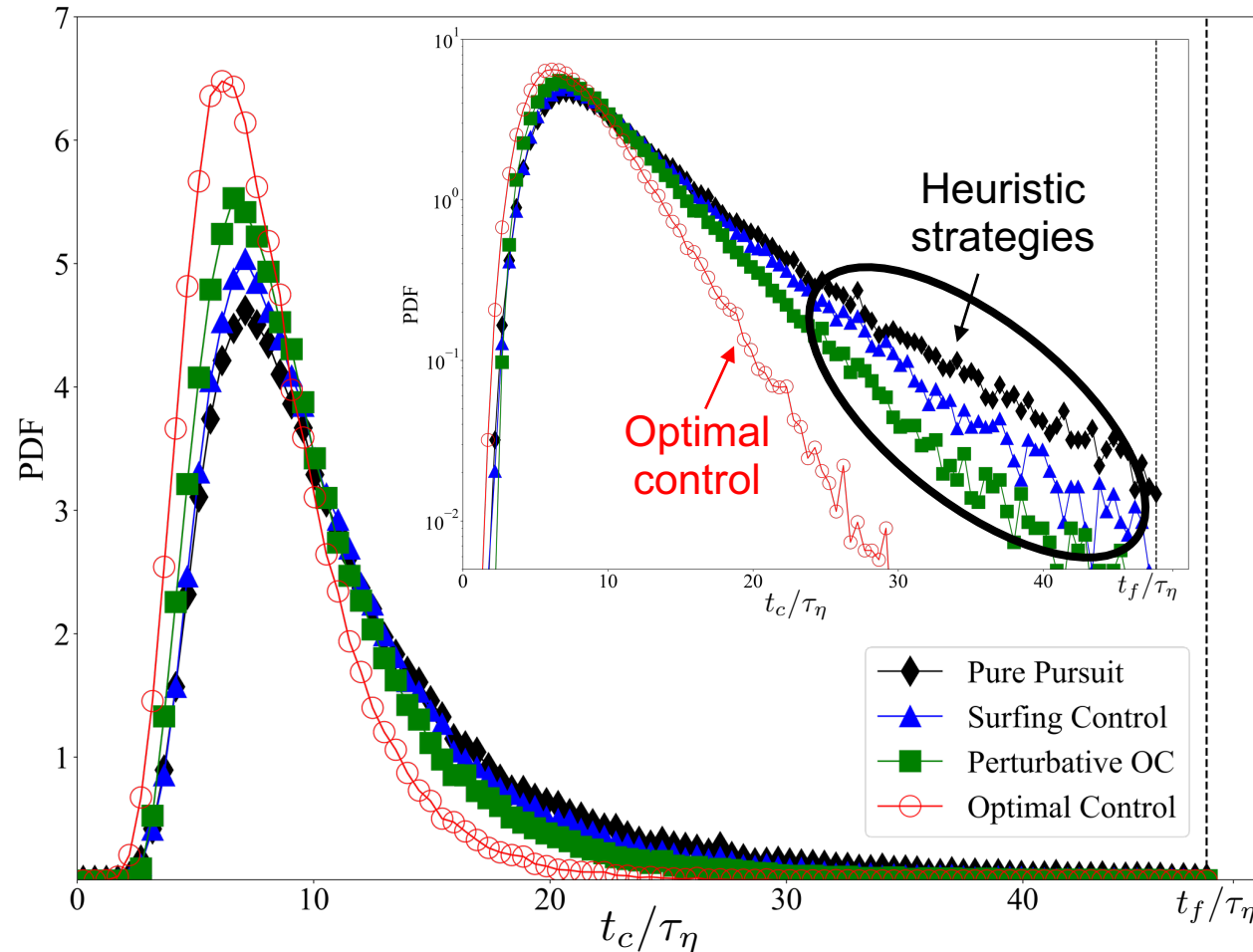
* Monthiller, Rémi, et al. **Surfing on Turbulence: A Strategy for Planktonic Navigation.** *Phys. Rev. Lett.* **129**, 064502 (2022)

Calascibetta, C., Biferale, L., Borra, F., Celani, A. and Cencini, M. **Optimal tracking strategies in a turbulent flow.** *Commun. Phys.* **6**, 256 (2023).

Optimal Control vs heuristic strategies: capture time statistics

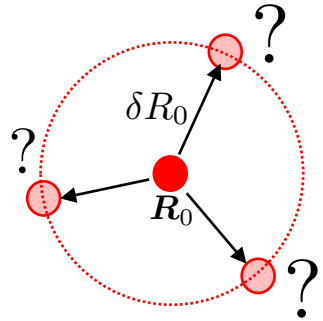
$$\dot{R}_t = \nabla v_t R_t + \mathbf{U}(t)$$

$t_c =$ **Capture time:** (time of arrival at the desired distance)



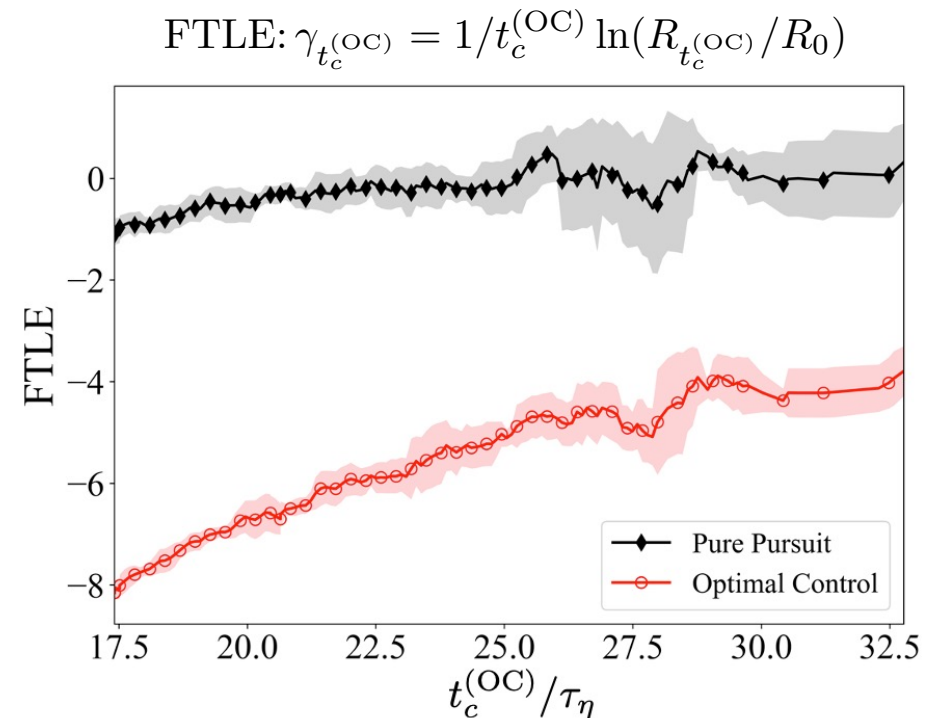
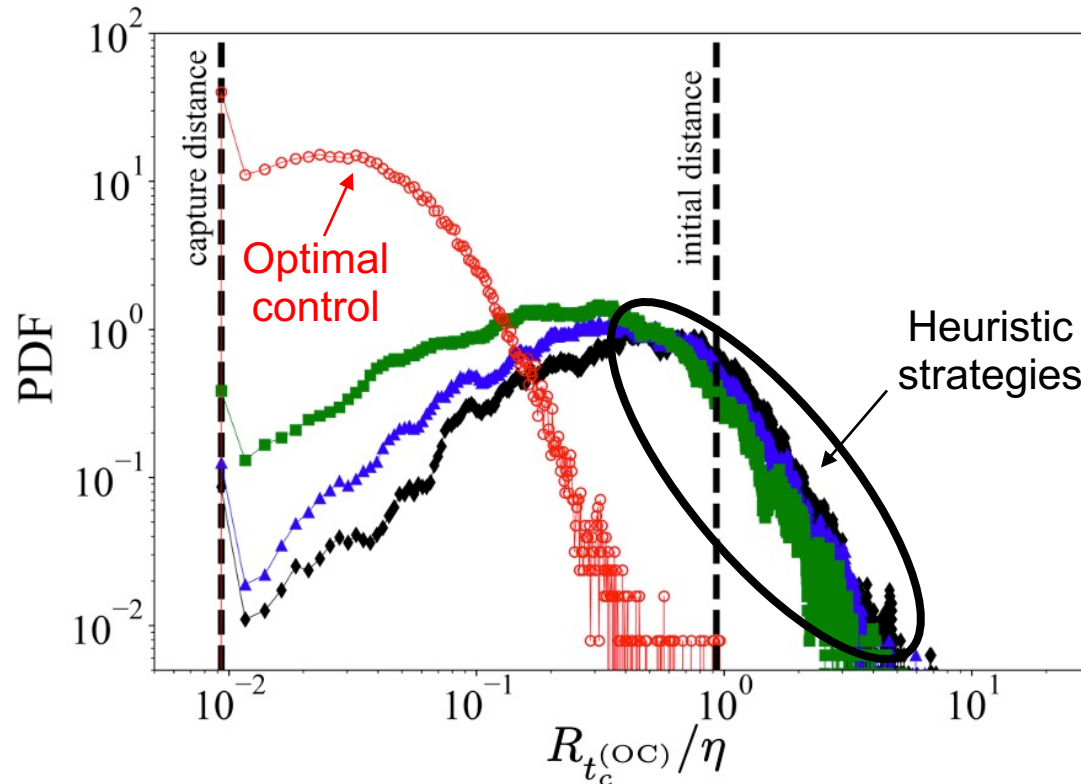
$t_c^{(OC)}$ = Capture time for the unperturbed OC trajectory

$R_{t_c^{(OC)}}$ = Distance of perturbed trajectories



OC is stable under perturbations of the initial conditions!!!

1. The target trajectory becomes an attractor for the controlled dynamics.
2. Larger capture times are connected to more chaotic trajectories.



pros & cons

Optimal Control (*)

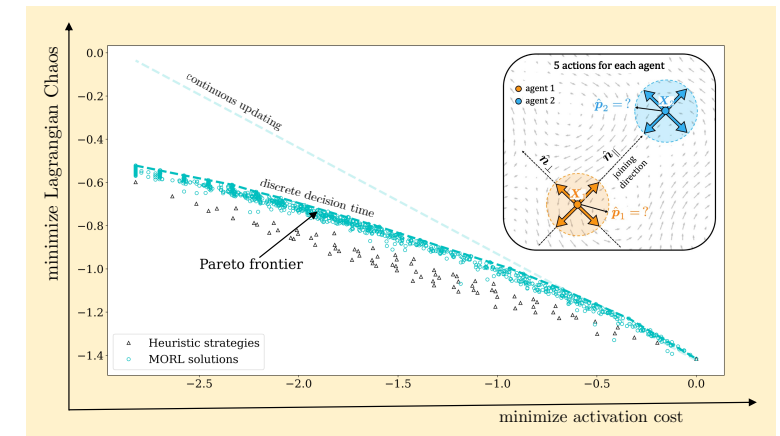
- + It is optimized
- It is model based and needs perfect information (fully history) from the environment
- + It is resilient to disturbances on the agent starting conditions
- It is difficult to consider a decision time in the control variable

Heuristic strategies (*)

- They are not optimized and display worse performances wrt OC
- + They need only partial information (reactive strategies)
- + They can be applied also with a discrete decision time

Reinforcement Learning (**) (not shown)

- + It is optimized
- + It is model free
- + It needs partial information (past memory can be included)
- It is data-hungry



(*) **Calascibetta, C.**, Biferale, L., Borra, F., Celani, A. and Cencini, M. **Optimal tracking strategies in a turbulent flow.** *Commun. Phys.* **6**, 256 (2023).

(**) **Calascibetta, C.**, Biferale, L., Borra, F., Celani, A. and Cencini, M. **Taming Lagrangian Chaos with multi-objective reinforcement learning.** *Eur. Phys. J. E* **46**, 9 (2023).

Conclusions

Open questions:

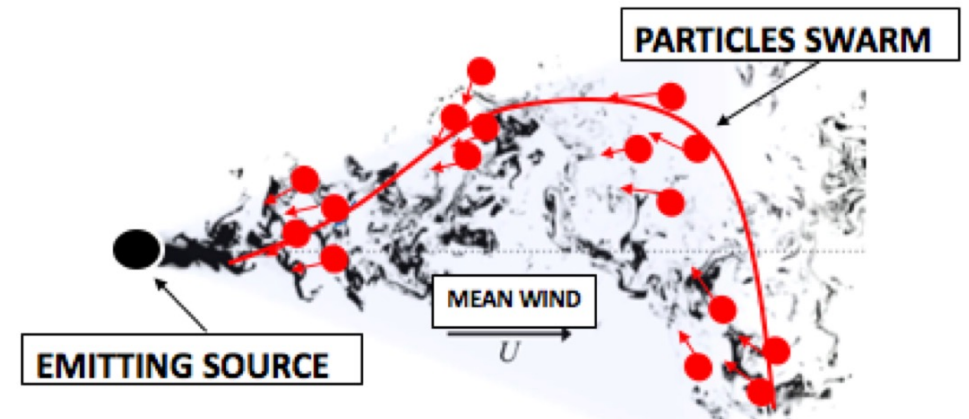
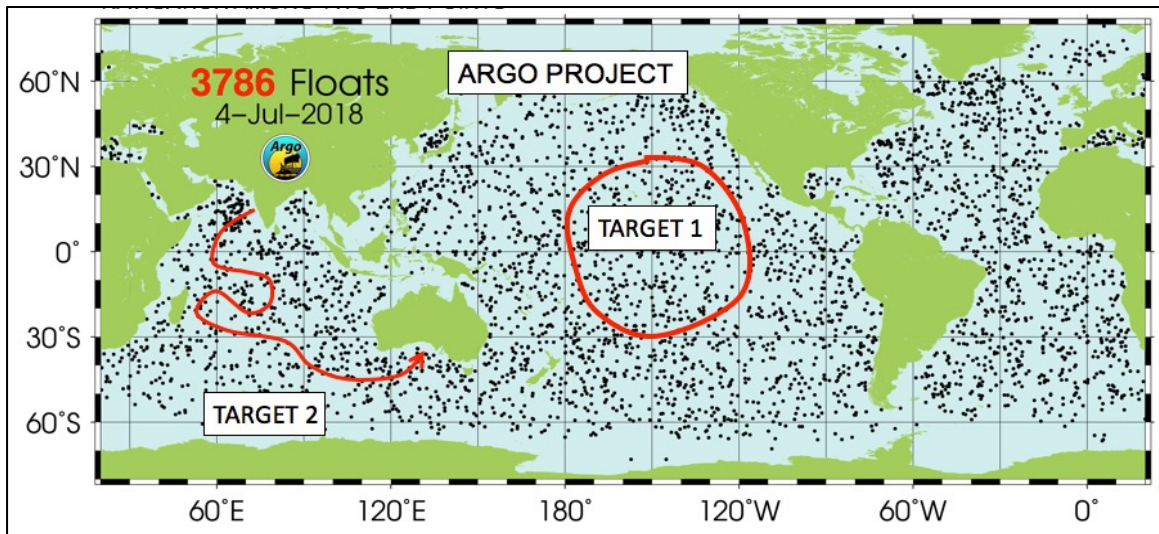
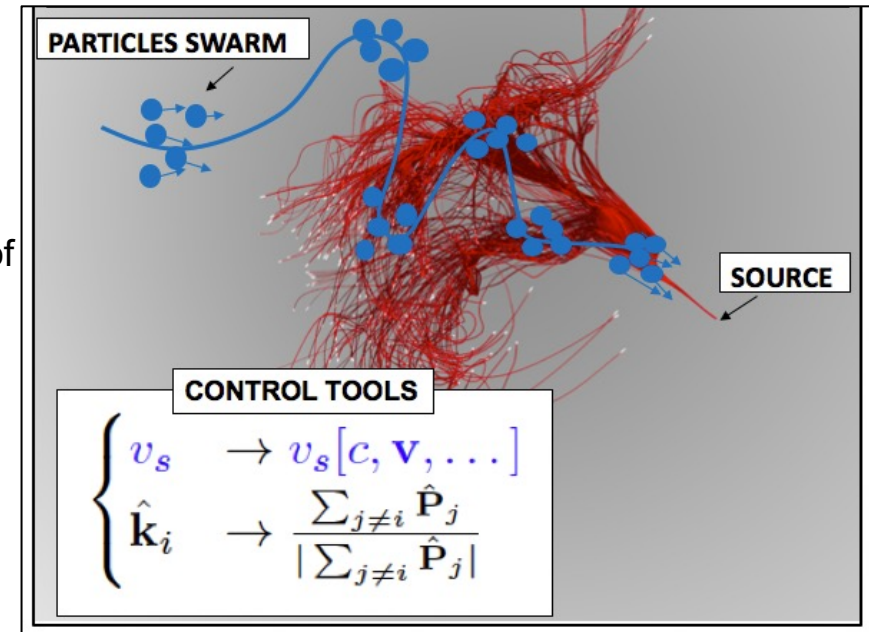
1. How to fill the gap between heuristic strategies and optimal control performances?
2. How to control a multi-agent system to minimize turbulent dispersion at larger range of scales (i.e., beyond the linear regime)?
3. Are the agents able to collaborate with each-other during the navigation?

Tools:

We can develop new heuristic controls with short-term memory

We can use RL to control autonomous swimmer to reach complex goals

We can apply OC theory as a benchmark to test the heuristic/data-driven solutions.



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TURB-LAGR. A DATABASE OF 3D LAGRANGIAN TRAJECTORIES
IN HOMOGENEOUS AND ISOTROPIC TURBULENCE

A PREPRINT

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<https://smart-turb.roma2.infn.it/>

3 Datasets

- TURB-Lagr: Lagrangian trajectories (position, velocity, acceleration and gradients of the underlying flow at the particle position) of tracers in a 1024*3 simulation of a Homogeneous and isotropic turbulent flow
- TURB-Hel: Simulations of turbulence with helical forcing. Time snap-shots of a numerical simulation of the incompressible Navier-Stokes equations.

2 Organizations

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