

A decorative background consisting of several overlapping, wavy, blue shapes that resemble liquid or fabric, set against a dark gray background. The shapes are rendered with a slight gradient and a soft shadow, giving them a three-dimensional appearance.

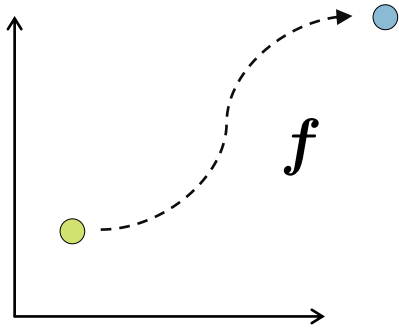
Learning Neural Observables for Koopman Operators

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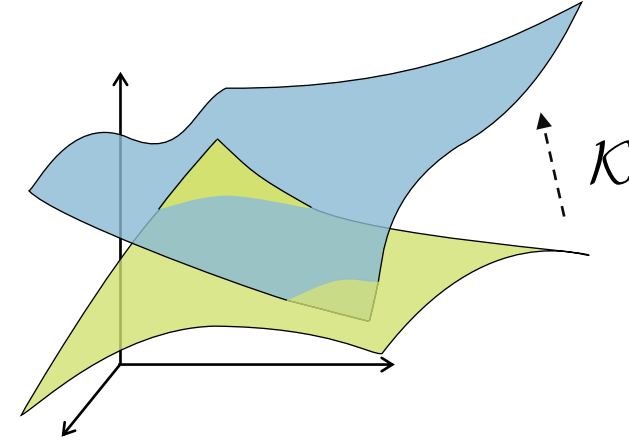
Workshop on Koopman Operators in Robotics, RSS 2024

2024-07-15

Koopman operators



$$\mathbf{x}_{t+1} = \mathbf{f}(\mathbf{x}_t)$$



$$g(\mathbf{f}(\mathbf{x})) = \mathcal{K}g(\mathbf{x})$$

- Linear (but infinite-dimensional) representation
 - Useful for spectral analysis, long-range prediction, control, ...
 - Does it make sense to call something “Koopman” simply because it is linear? 🤔

Observables

$$g(\mathbf{f}(\mathbf{x})) = \mathcal{K}g(\mathbf{x}), \quad g \in \mathcal{G}$$

- We want a finite-dimensional function space $\mathcal{D} \subset \mathcal{G}$ invariant to \mathcal{K} 's action
 - or something close, in some sense, to invariant

$$\dim \mathcal{D} = d < \infty \quad \text{and} \quad \forall g \in \mathcal{D}, \mathcal{K}g \in \mathcal{D}$$

- with which we have a matrix representation of \mathcal{K}

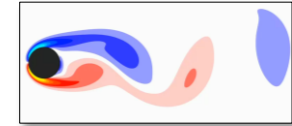
$$g = \sum_{i=1}^d a_i e_{\mathcal{D},i} \in \mathcal{D}, \quad \mathcal{K}g = \sum_{i=1}^d b_i e_{\mathcal{D},i} \in \mathcal{D}, \quad \begin{bmatrix} b_1 \\ \vdots \\ b_d \end{bmatrix} = \mathbf{K} \begin{bmatrix} a_1 \\ \vdots \\ a_d \end{bmatrix}$$

Designing observables

- Identity function

$$g(x) = x$$

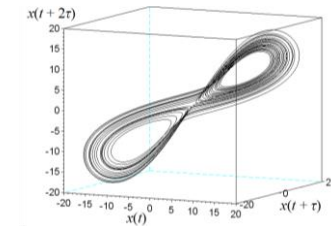
- Practically works well especially when x is high-dimensional



- Time delay embedding

$$g_t = \left[\mathbf{x}_t^\top \quad \mathbf{x}_{t-1}^\top \quad \cdots \quad \mathbf{x}_{t-k+1}^\top \right]^\top$$

- cf. Taken's embedding theorem
- Popularly used in DMD / Koopman too (Hankel DMD)
[Brunton+ 17; Das & Giannakis 19; Kamb+ 20; etc]



Designing observables

- Predefined basis functions

$$\mathbf{g}(\mathbf{x}) = [g_1(\mathbf{x}), \dots, g_d(\mathbf{x})]^\top, \quad \forall i \ g_i \in \mathcal{D}$$

- extended DMD [Williams+ 15]
 - dictionary \mathcal{D} as a set of polynomials, RBFs centered on datapoints, etc.

- Observables in RKHS

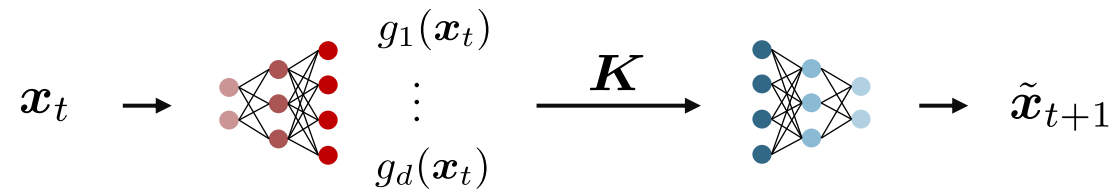
$$\forall g \in \mathcal{G}, \exists k(\mathbf{x}, \cdot) \in \mathcal{G} \quad \text{s.t.} \quad \langle g, k(\mathbf{x}, \cdot) \rangle_{\mathcal{G}} = g(\mathbf{x})$$

- kernel DMD [Williams+ 16; Kawahara 16; etc.]
- analysis of the Koopman operator on RKHS
- cf. observables as Gaussian process [Lian & Jones 19; — 22; Kawashima & Hino 23]

Designing observables

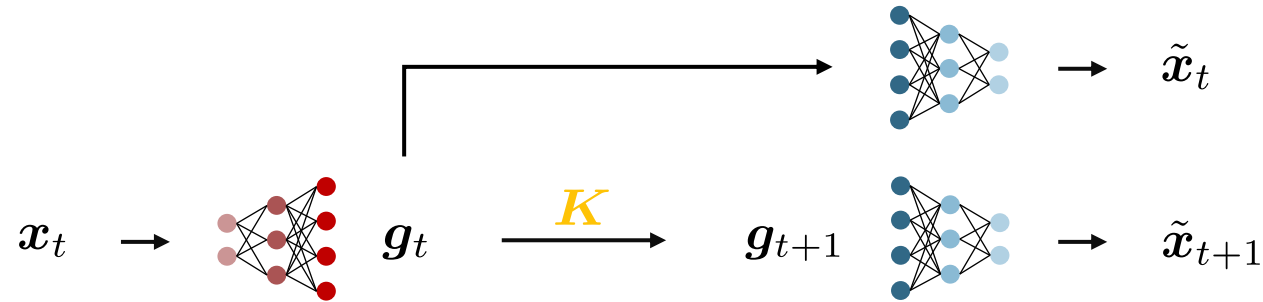
- Neural networks

$$\mathbf{g}(\mathbf{x}) = [g_1(\mathbf{x}), \dots, g_d(\mathbf{x})]^\top = \text{NN}(\mathbf{x}; \theta)$$



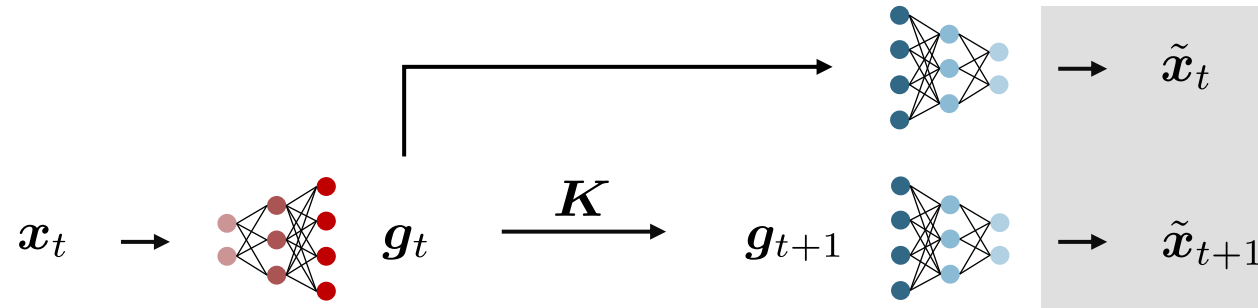
- Learn a **neural net spanning a Koopman invariant subspace**
- $\mathbf{g}(\mathbf{x})$ must **retain the information of \mathbf{x}**
- Active research in these 8 years; what networks / loss / ... were used there? 🤔

Basic architecture



- **Encoder** maps x to g
- **Decoder** should reconstruct x given g
- g 's temporal transition should be linear, represented by a **matrix** K

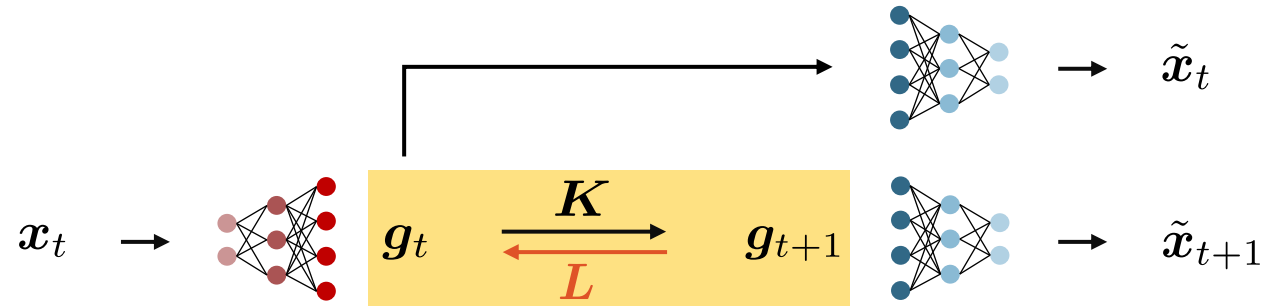
Loss functions



- For reconstruction, simply:

$$\text{minimize } \|\tilde{x}_t - x\|^2$$

Loss functions



- For **Koopman invariantness**:

- Residual of linear prediction [Takeishi+ 17; Li+ 17; Lusch+ 18; Morton+ 18; Yeung+ 19; Otto & Rowley 19; etc.]

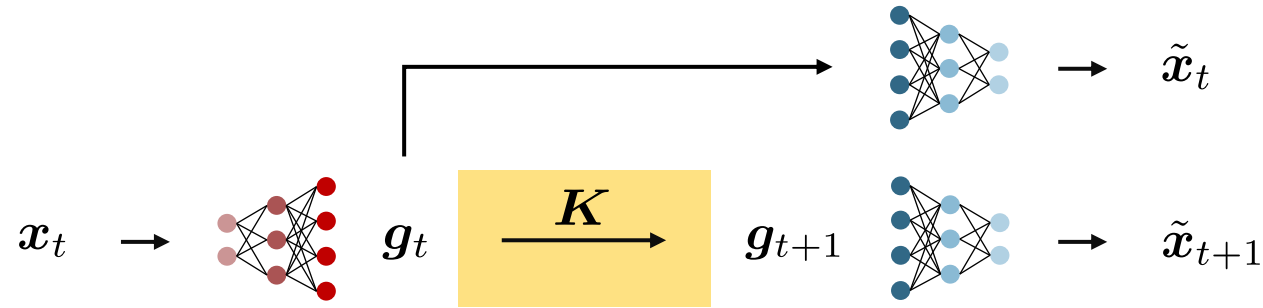
$$\text{minimize } \|\mathbf{g}_{t+1} - \mathbf{K}\mathbf{g}_t\|^2$$

- Forward-backward consistency [Morton+ 19; Azencot+ 20; Tayal+ 23; Haseli & Cortés 23]

$$\text{minimize } \|\mathbf{I} - \mathbf{K}\mathbf{L}\|^2$$

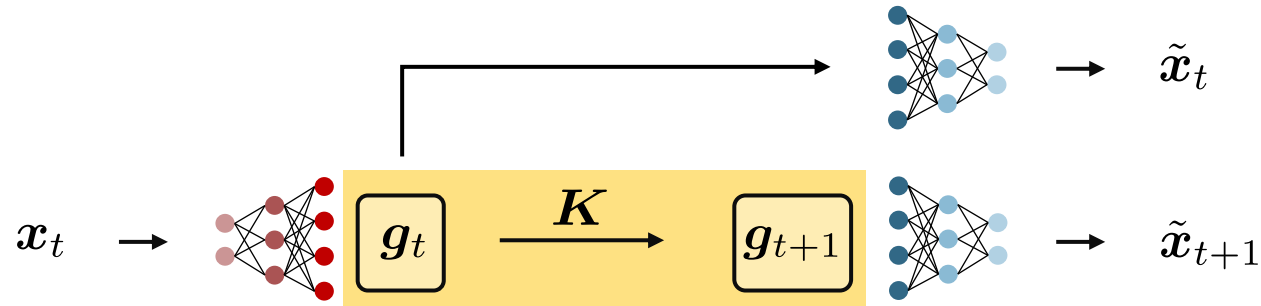
- CCA-like formulation [Mardt+ 18; Wu & Noé 20; etc.]

Architectures: K 's parametrization



- K as a trainable linear layer [Li+ 17; Lusch+ 18; Yeung+ 19; Azencot+ 20; etc.]
 - Practically simple and works stably
 - Miller+ 22 pointed out that the initialization methods used for NNs result in inappropriate eigenvalues of K

Architectures: K 's parametrization

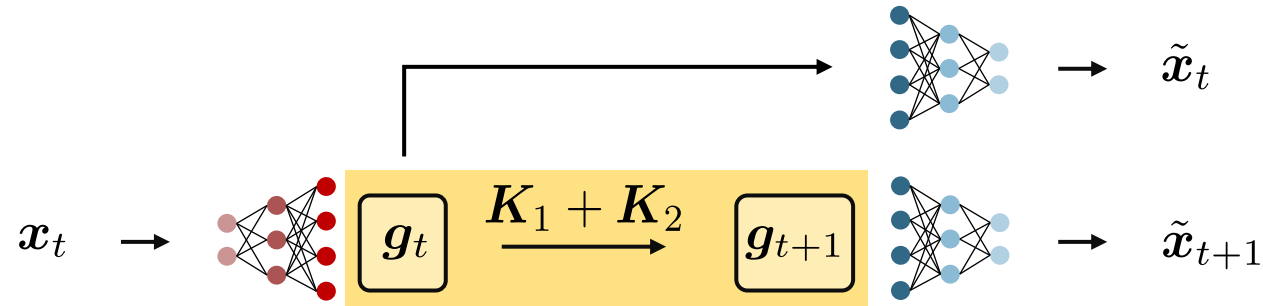


- K computed by least squares [Takeishi+ 17; Morton+ 18; Otto & Rowley 19; etc.]

$$K = [g_{t_1} \quad \cdots \quad g_{t_{n-1}}] [g_{t_2} \quad \cdots \quad g_{t_n}]^\dagger$$

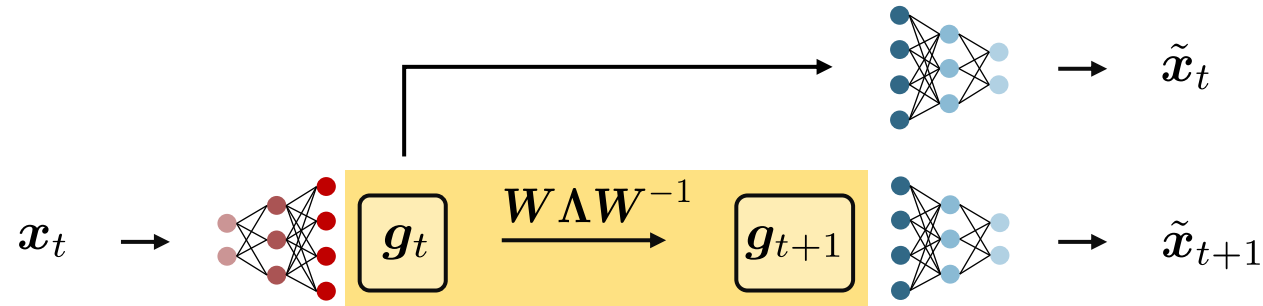
- Theoretically simpler but mini-batching becomes a little tricky

Architectures: K 's parametrization



- Combination of the two [Lin+ 23]
 - K_1 as a trainable layer
 - works as time-invariant component
 - K_2 computed locally by least squares
 - works as time-variant component

Architectures: K 's parametrization

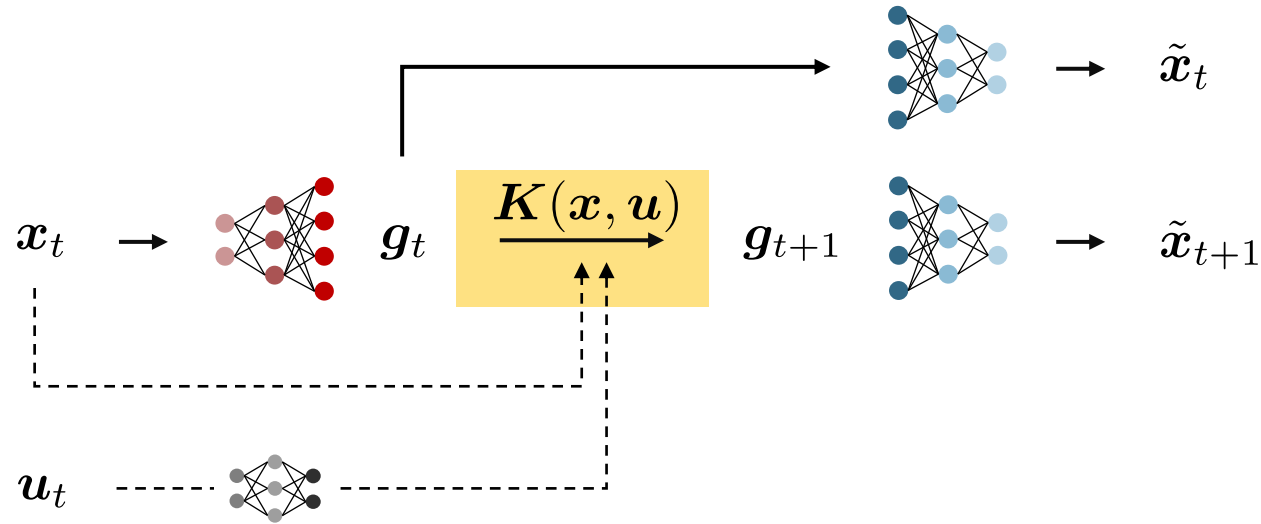


- Eigendecomposed K [Li+ 21; Alford-Lago+ 22; Iwata & Kawahara 23]

$$K = \begin{bmatrix} g_{t_1} & \cdots & g_{t_{n-1}} \end{bmatrix} \begin{bmatrix} g_{t_2} & \cdots & g_{t_n} \end{bmatrix}^\dagger$$
$$\Lambda, W = \text{eig}(K)$$

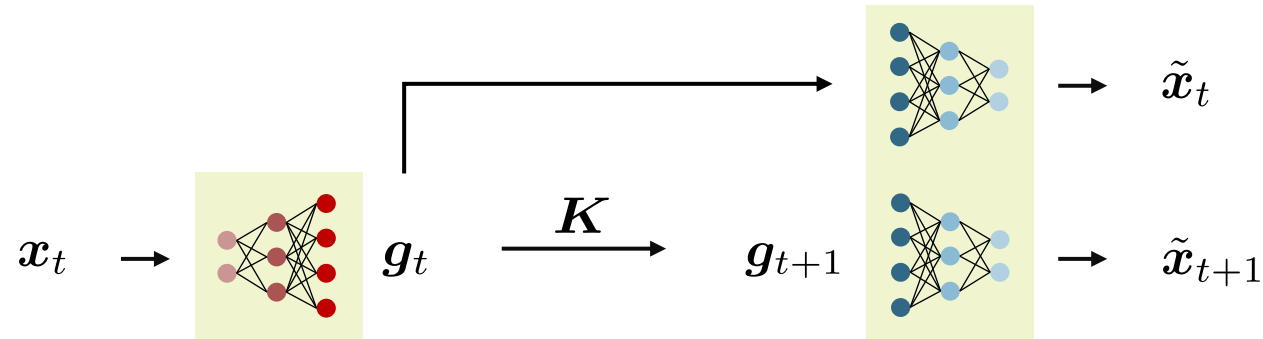
- Can impose low-rank structure
- Can use inductive bias on eigenvalues
- Advantageous in computing multi-step prediction loss

Architectures: K 's parametrization



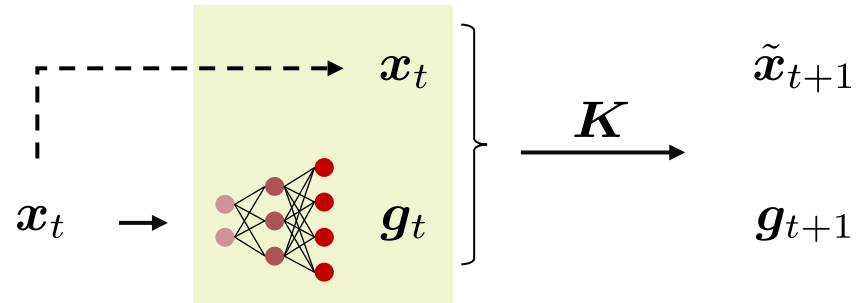
- Parametrized K [Lusch+ 18; Guo+ 23; etc.]
 - i.e., locally linear model
 - State-dependent eigenvalues for chaotic systems [Lusch+ 18]
 - Input-dependent K for taking control inputs into account [Guo+ 23]

Architecture: Observable networks



- A standard choice is networks w/ fully-connected layers (MLPs)
- Arbitrary networks can be used in principle
 - Depending on the type of inputs, e.g., CNN for images
 - Use of graph neural nets [Xie+ 19; Li+ 20; etc.]
- Auto-encoding inevitably causes reconstruction errors 😞

Architecture: Observable networks

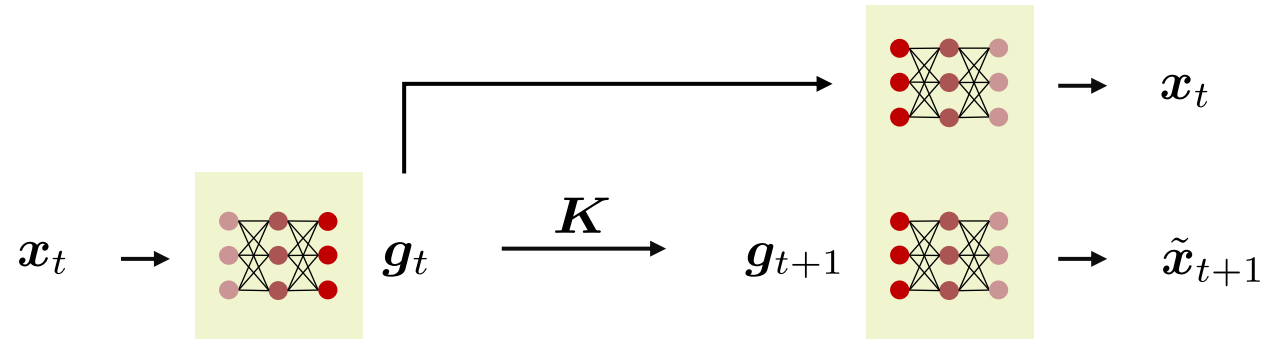


- State-inclusive form [Brunton+ 16; — 22; Fan+ 22; Johnson+ 22; etc.]

$$\mathbf{x} \mapsto \begin{bmatrix} \mathbf{x} \\ \mathbf{g}(\mathbf{x}) \end{bmatrix}$$

- No need for reconstruction
- May have limited expressivity
 - A space topologically conjugate to the space of x cannot have general attractors like multiple fixed points [Brunton+ 16]

Architecture: Observable networks

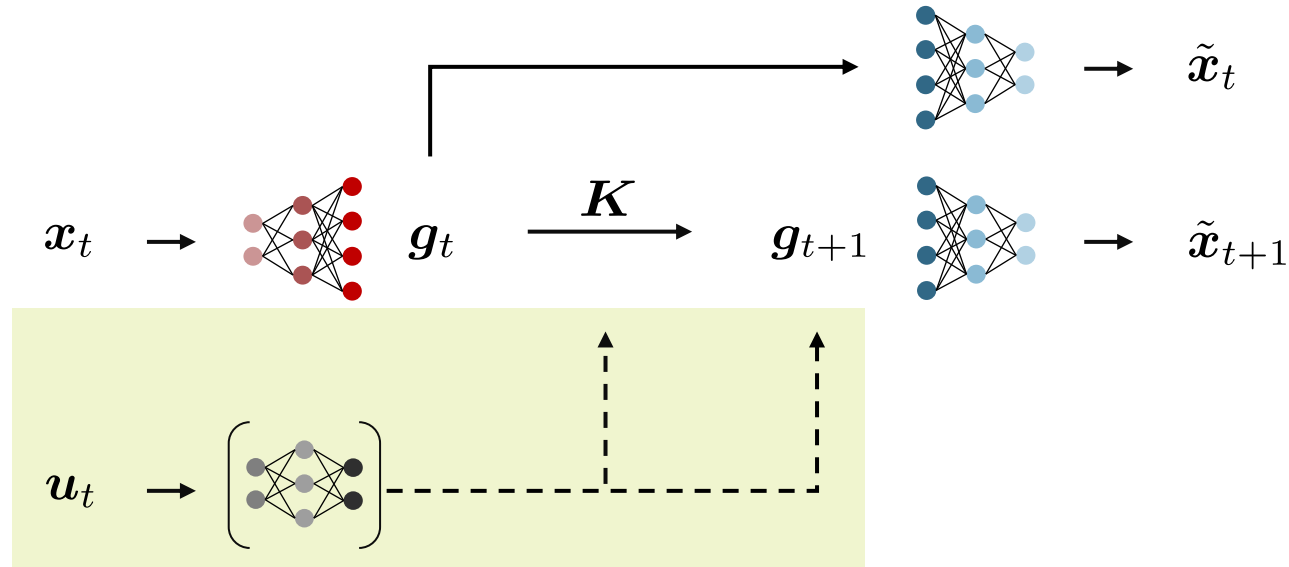


- Invertible neural nets [Jin+ 23; Meng+ 24]

$$\mathbf{g} : \mathbf{x} \mapsto \mathbf{g}(\mathbf{x}) \quad \text{s.t.} \quad \mathbf{g}^{-1} \text{ exists and can be easily computed}$$

- No need to learn reconstruction
- Homeomorphism would face difficulty similar to the state-inclusive form, though

Architecture: Non-observable networks



- With control inputs

[Morton+ 18; Bonnert & Konigorski 20; Han+ 22; Guo+ 23; Uchida & Duraisamy 23; Wang+ 24]

$$g_{t+1} = K g_t + h(u_t)$$

- slight variants: h linear or nonlinear, K parametrized by u or not, etc.

Summary

- Koopman operator + neural networks
 - Active studies in the past 8 years
 - Many variants
 - loss function
 - K's parametrization
 - observable network
 - Highly dependent on problem settings
- Remaining challenges
 - Global / switching observables for systems with contacts;
 - Uncertainty quantification;
 - Controllability; Online training; etc.

Slides available at <https://ntake.jp/>

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