A scalable approach to the control of large networks

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Conventional Control Problems



- Fixed architecture,
- Small, fixed number of inputs (control surfaces ...) and outputs (measurements).
- Well understood ...



Examples:

- Economic networks
- Power distribution networks
- Communication networks (e.g. Internet)
- Vehicle formations (flocking phenomena, platooning etc)



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- Can we predict global properties from local interactions?
- Can we find *design rules* for the agents and their local interactions to ensure desirable global properties?
- Note: If the agents are stable, we can always get a stable network by making the feedback gains small. We really want to know how large we can make them.

Feedback networks with dynamic agents



Solution Each vertex: stable linear dynamical system g_i .

$$y_i(\cdot) = g_i \circ u_i(\cdot)$$

Input: average of the signals from its neighbours.

$$u_i(t) = \frac{1}{N_i} \sum_{i,k \text{ connected}} y_k(t)$$

Network Stability

Each system satisfying a convexified Nyquist-like condition with neighbours

Network is stable

THEOREM: Interconnection is stable if, at each ω ,

 $1 \notin Co\left(\cup_i S\left(\{\bar{g}_i(j\omega)\bar{g}_k(j\omega): k \text{ connected to } i\}\right)\right)$



The S-hull $S(\cdot)$ is somewhat larger than the convex hull.

 $S(X) = (\operatorname{Co}(\sqrt{X}))^2$, where $\sqrt{X} := \{ \mathcal{Y} : \mathcal{Y}^2 \in X \}.$

What's different?

- There are many results around, of a similar type, based on passivity/small gain and generalizations.
- These generally depend on properties if the individual systems.
- Solution The result here depends on properties of the *loops*.







e.g.
$$\frac{dy}{dt} = \frac{k_g}{NT} \sum_{i=1}^{N} u_i(t-T)$$









Module: e.g. $\tau \frac{dy}{dt} + y = -\frac{k_r}{N} \sum_{i=1}^N u_i(t)$





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- Each green has a different T, each red a different τ
- each red module can be connected to many green modules, and vice versa.



Stability certificate



Note: this provides a stability certificate for all possible interconnections satisfying the *protocol*.

Details

Somewhat stronger results hold for bipartite graphs (ie two classes of systems) f(s) and g(s): If

$$y_i(s) = f_i(s) \left(\sum d_{ik} u_k(s) + \eta_i \right)$$
$$u_k(s) = g_k(s) \left(\sum d'_{ki} y_k(s) + \zeta_k \right)$$
$$d_{ik} = d'_{ki} \ge 0, \quad \sum_k d_{ik} \le 1 \forall k$$

then

 $1 \notin \operatorname{Co}\left(\cup_{i} S\left(\{f_{i}(j\omega)g_{k}(j\omega): k \text{ connected to } i\}\right)\right)$

suffices.

Why? because for $F = \text{diag}\{f_i(j\omega)\}\$ and $G = \text{diag}\{g_k(j\omega)\}\$

$$\left\{ \bigcup_{\hat{R}} \mathcal{N}(G^{1/2}\hat{R}^*F\hat{R}G^{1/2}) : \rho(|\hat{R}|^T|\hat{R}|) \le 1, \hat{R}_{ik} \neq 0 \iff d_{ik} \neq 0 \right\}$$
$$= \operatorname{Co}(\bigcup_i S(\{f_i(j\omega)g_k(j\omega) : d_{ik} \neq 0\}))$$

Internet Congestion Control

- Participating Dynamics :
 - Users (generating packet flow)
 - Routers (sending congestion signals)
- Protocol : Everybody does TCP.

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 - Users (generating packet flow)
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- Protocol : Everybody does TCP.

- Problem: TCP performs poorly on high speed, high latency links.
- This theory suggested a modification to the way TCP parameters should scale with round trip times and bandwidth.
- This was incorporated in IETF Draft "HighSpeedTCP" (RFC 3649) (Sally Floyd, 2002)

Scalable control of power networks

- Power networks with synchronous generators are inherently only marginally stable.
- Stability provided by Power System Stabilizers (PSS) at generators and FACTS devices such as Static Var Compensators (SVC) on lines.
- The parameters of these stabilizing devices are usually set ("tuned") as part of the commissioning process for new infrastructure.
 - but the network changes ...
 - and diversification makes things worse this approach doesn't scale.
- Renewable energy sources are often asynchronous and offer no stabilizing effect.

Scalable control of power networks

- The scalable control theory framework applies:
 - Watts and Vars sum at connections voltages and angles are the shared variables.
- Framework for implementation is already there:
 - "Grid Code" <--> protocol
- Lots of details ... much harder than the Internet!