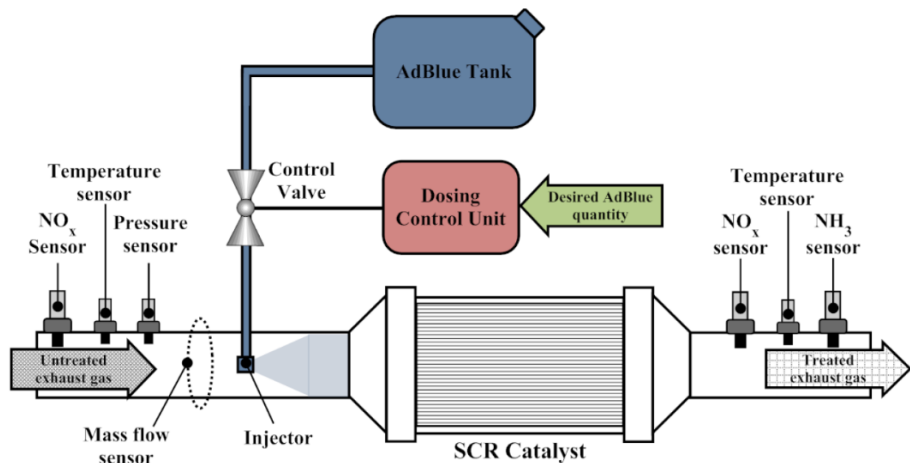


# Systematic Catalytic Reduction by Reinforcement Learning

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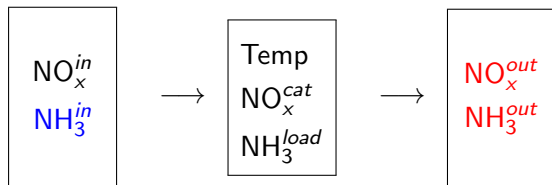
$$\begin{aligned} \frac{d}{dt} c_{NO,k} &= \frac{n}{V_c \cdot \varepsilon_g} \cdot \frac{\dot{m}_{EG}^* \cdot R}{p_{EG} \cdot M_{EG}} (T_{EG,k-1} \cdot c_{NO,k-1} - T_{c,k} \cdot c_{NO,k}) + \\ &\quad + a_R (-4 \cdot r_{std,k} - 2 \cdot r_{fst,k} - r_{NO,g,k}) \\ \frac{d}{dt} c_{NO_2,k} &= \frac{n}{V_c \cdot \varepsilon_g} \cdot \frac{\dot{m}_{EG}^* \cdot R}{p_{EG} \cdot M_{EG}} (T_{EG,k-1} \cdot c_{NO_2,k-1} - T_{c,k} \cdot c_{NO_2,k}) + \\ &\quad + a_R (-2 \cdot r_{fst,k} - 6 \cdot r_{slw,k} + r_{NO,g,k}) \\ \frac{d}{dt} c_{NH_3,k} &= \frac{n}{V_c \cdot \varepsilon_g} \cdot \frac{\dot{m}_{EG}^* \cdot R}{p_{EG} \cdot M_{EG}} (T_{EG,k-1} \cdot c_{NH_3,k-1} - T_{c,k} \cdot c_{NH_3,k}) + \\ &\quad + a_R (-r_{ad,k} + r_{de,k} - 4 \cdot r_{ox,g,k}) \\ \frac{d}{dt} c_{O_2,k} &= \frac{n}{V_c \cdot \varepsilon_g} \cdot \frac{\dot{m}_{EG}^* \cdot R}{p_{EG} \cdot M_{EG}} (T_{EG,k-1} \cdot c_{O_2,k-1} - T_{c,k} \cdot c_{O_2,k}) + \\ &\quad + a_R (-0.5 \cdot r_{NO,g,k}) \\ \frac{d}{dt} \theta_{NH_3,k} &= \frac{1}{\Theta_{NH_3}} (r_{ad,k} - r_{de,k} - 4 \cdot r_{std,k} - 4 \cdot r_{fst,k} - 8 \cdot r_{slw,k} - 4 \cdot r_{ox,k}) \\ \frac{d}{dt} T_{c,k} &= \frac{n}{m_c \cdot c_{p,c}} \left( \dot{m}_{EG}^* \cdot c_{p,EG} \cdot (T_{EG,k-1} - T_{c,k}) + \alpha_c \cdot a_c \cdot (T_{Amb} - T_{c,k}) \right) \end{aligned}$$

$$\frac{d}{dt}T = -a(T - 200) + bNO_x^{in}$$

$$\frac{d}{dt}NO_x^{cat} = NO_x^{in} - NO_x^{out} - \alpha R(T, NO_x^{cat}, NH_3^{load})$$

$$\frac{d}{dt}NH_3^{load} = NH_3^{in} - NH_3^{out} - R(T, NO_x^{cat}, NH_3^{load})$$

$$R(T, NO_x^{cat}, NH_3^{load}) = f(T)NO_x^{cat}NH_3^{load}$$



**Challenge:** Correctly control the amount of  $\text{NH}_3^{in}$  injected into the system at every time step  $t$ .

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**Idea:** Use Reinforcement-Learning to train a controller capable of correctly deciding the optimal amount.

Reinforcement Learning involves an agent, moving through a state space,  $\mathcal{S}$ , by selecting an action from an action space,  $\mathcal{A}$ , at each state.

Given we are at some state  $s_t \in \mathcal{S}$ , taking an action  $a_t \in \mathcal{A}$  provides the agent with the reward  $r = r(s, a)$  and new state  $s_{t+1}$ .

The aim of the agent is to maximise the total (future) reward.





Idea:

$Q(s,a) \approx \mathbb{E} \left[ \begin{array}{l} \text{future discounted sum of rewards if we start at state} \\ \text{and then follow current policy for the rest of time} \end{array} \right]$

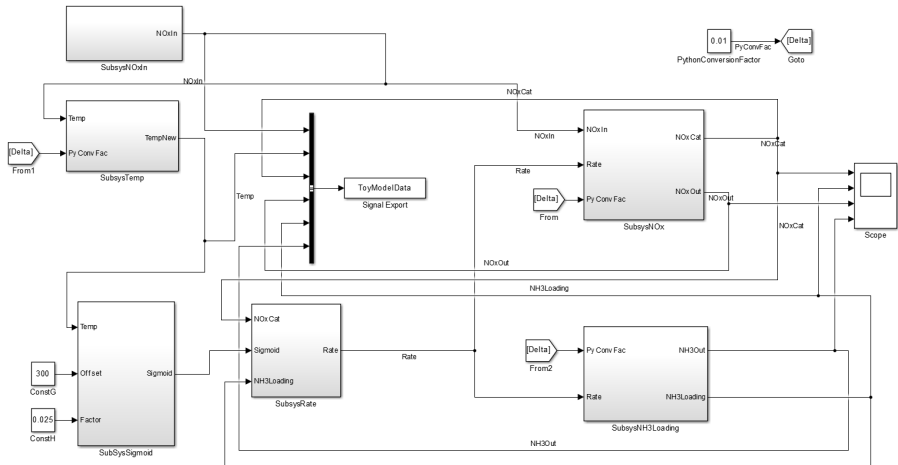
Ideally:

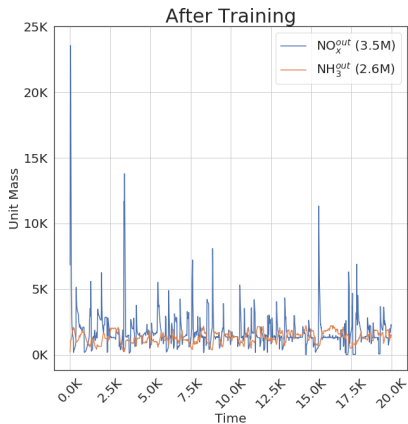
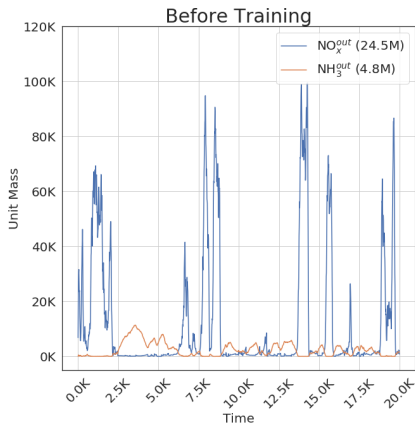
$$Q(s_t, a_t) = r_t + \gamma \max_a \mathbb{E}[Q(s_{t+1}, a)]$$

The objective of the training is to update  $Q$  iteratively to take into account future values of  $Q$ , i.e. to correctly reflect the value of rewards available after multiple actions.

$$Q(s_t, a_t) \leftarrow Q(s_t, a_t) - \alpha \left( Q(s_t, a_t) - r_t - \gamma \cdot \max_a \mathbb{E}[Q(s_{t+1}, a)] \right)$$

# Toy Model in Simulink

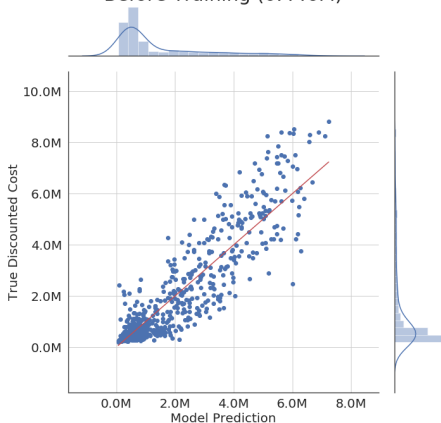




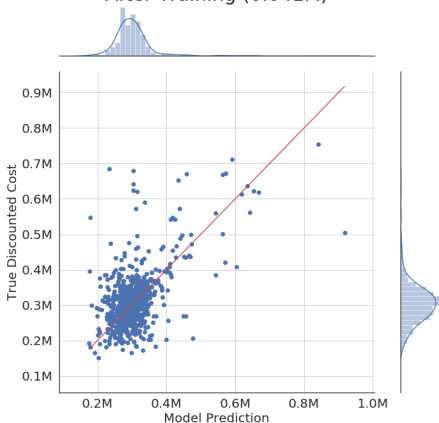
# Results II - Predicted vs True Discounted Cost

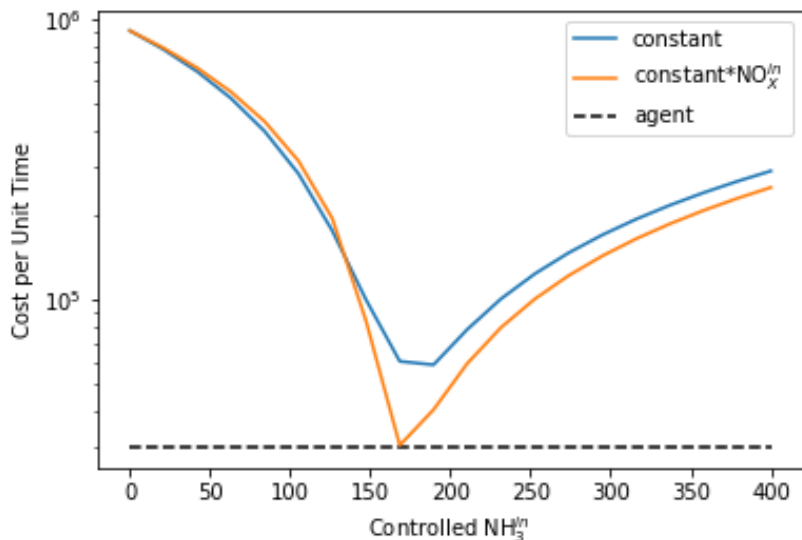


Before Training (0.446M)



After Training (0.041M)





## Pros

- Our agent can learn a policy governed by a system of differential equations without seeing them.
- Ability to have "online" learning to cater policy to the user.
- Cheap evaluation to determine appropriate control.

## Cons

- A parameter space to search i.e. discount factor  $\gamma$ , learning rate  $\alpha$ , and exploration rate  $\epsilon$ .
- Long training time.

## Future

- Tune the toy model to be more realistic.
- Use the original set of differential equations.
- Allow noisy measurements.