

# Emergent Proximo-Distal Maturation through Adaptive Exploration

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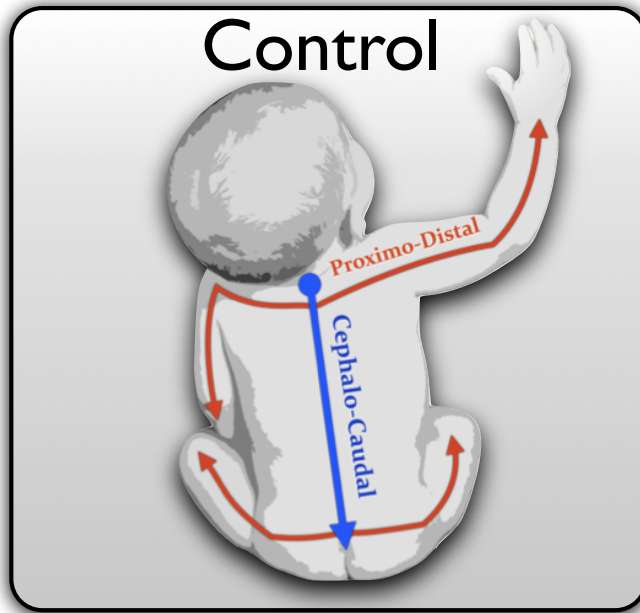
<http://flowers.inria.fr>



European  
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# Maturation skill learning: freeing and freezing of *motor* DOFs in humans

Reaching



(Bjorklund, 1997; Turkewitz and Kenny, 1985)

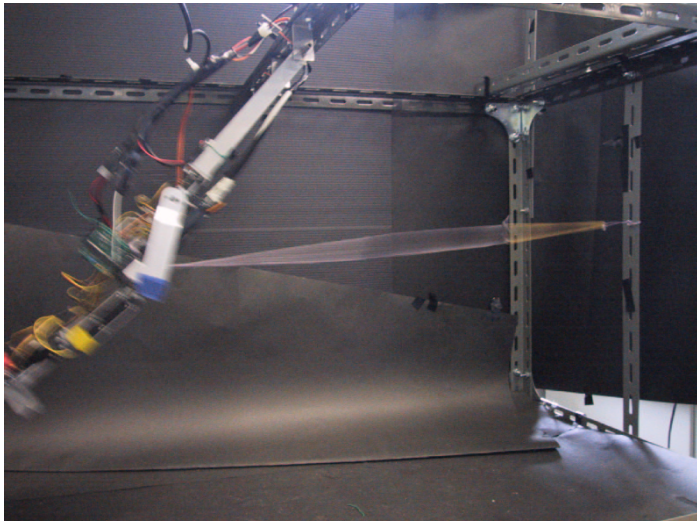
Skiing



(Bernstein, 1967; Verijken et al., 1992)

# Motor maturation for efficient skill learning in robots

One task: Swinging



Berthouze and Lungarella, 2004)

(See also Ivanchenko and Jacobs, 2003)

MATURATION:  
Freeing and freezing of  
DOFs

Fixed or random

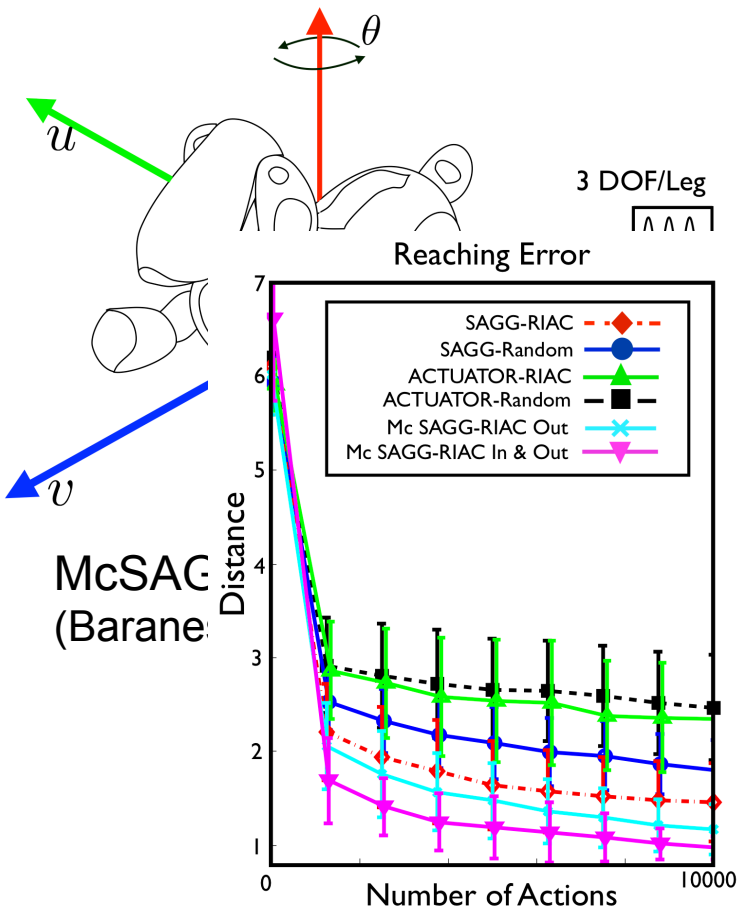


OPTIMIZATION  
Reinforcement learning

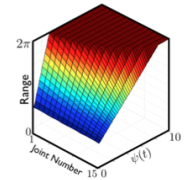
Learn one skill  
Simple RL/Opt.

# Adaptive maturation for skill learning in robots

Many tasks:  
Omnidirectional locomotion



MATURATION:  
Adaptive freeing  
of DOFs



Adaptive clock

INTRINSIC MOTIVATION  
Competence progress

Learn field of  
skills

OPTIMIZATION  
Reinforcement learning

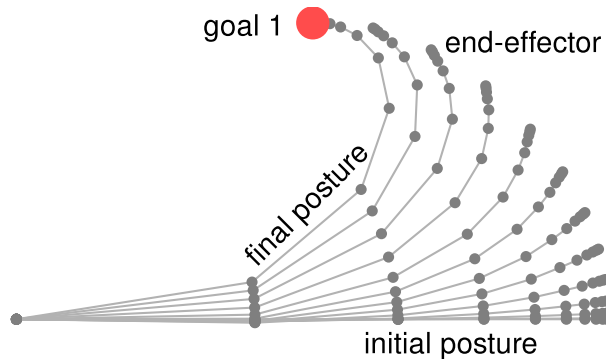
Simple local  
RL/Opt.



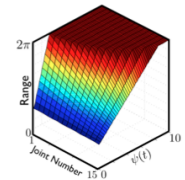
# Initial goal:

## Adaptive maturation controlled by $PI^2_{CMA-ES}$

One task: reaching



MATURATION:  
Freeing and freezing of  
DOFs



Adaptive clock



OPTIMIZATION  
Reinforcement learning

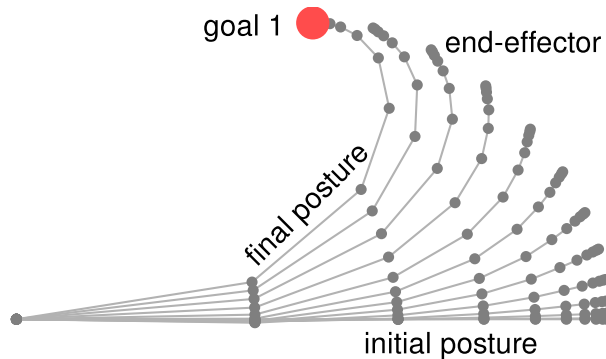
SoA RL

$PI^2_{CMA-ES}$

# What we got:

## ***Emergent*** maturation ***from*** $PI^2_{CMA-ES}$

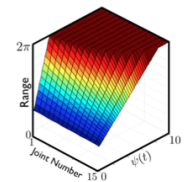
One task: reaching



MATURATION:  
Freeing and freezing of  
DOFs



OPTIMIZATION  
Reinforcement learning



**Emergent  
Schedule**

SoA Episodic RL

$PI^2_{CMA-ES}$

# $PI^2_{CMA-ES}$ Policy Improvement with Path Integrals and Covariant Matrix Adaptation

information geometric  
optimization

## CMA-ES

reward-weighted averaging

black-box optimization

covariance matrix updating

(Hansen and Ostermeier, 2001)

stochastic optimal control

## PI2

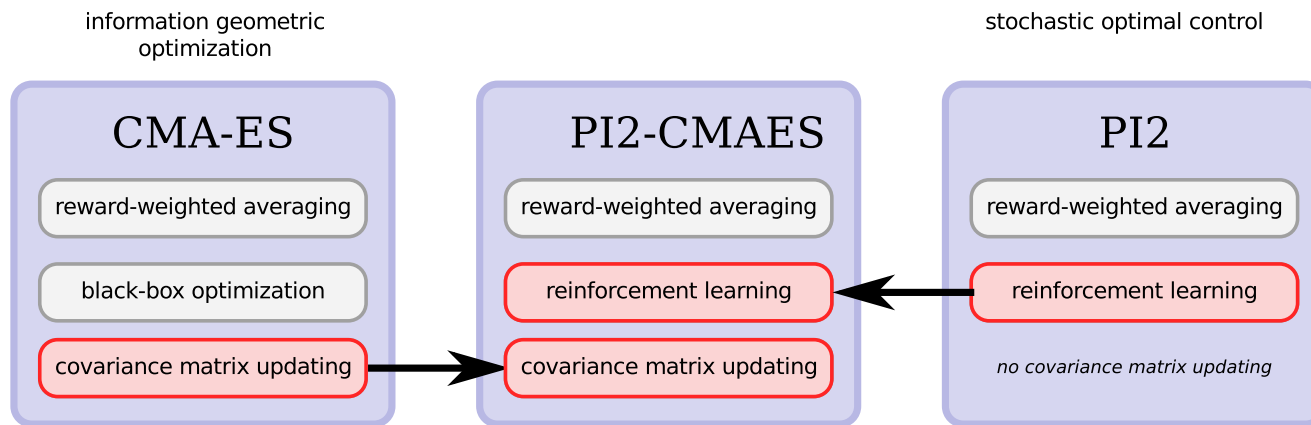
reward-weighted averaging

reinforcement learning

*no covariance matrix updating*

(Theodorou et al., 2010)

# $PI^2_{CMA-ES}$ Policy Improvement with Path Integrals and Covariant Matrix Adaptation



(Stulp and Sigaud, 2012)

# $PI^2_{CMA-ES}$ Policy Improvement with Path Integrals and Covariant Matrix Adaptation

## PI2-CMAES

reward-weighted averaging

reinforcement learning

covariance matrix updating

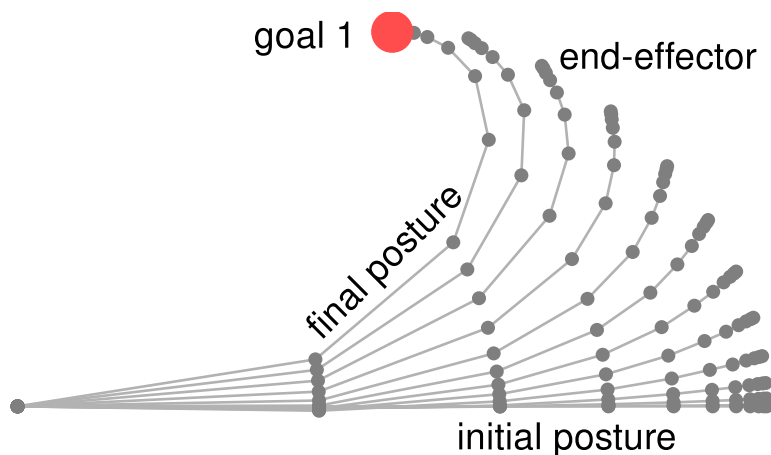
# Application to reaching

- Task: reach to a goal in the workspace
- 10-DOF kinematically simulated 'arm' in 2-D plane
- Policy representation:

$$\ddot{q}_{m,t} = \mathbf{g}(t)^\top \boldsymbol{\theta}_m \quad \text{Acc. of joint } m \quad (1)$$

$$[\mathbf{g}(t)]_b = \frac{\psi_b(t)}{\sum_{b=1}^B \psi_b(t)} \text{ with } \psi_b(t) = \exp\left(-(t - c_b)^2/w^2\right) \quad \text{Basis functions} \quad (2)$$

- Duration of movement is 0.5s
- Initially,  $\boldsymbol{\theta} = 0$  (no movement)



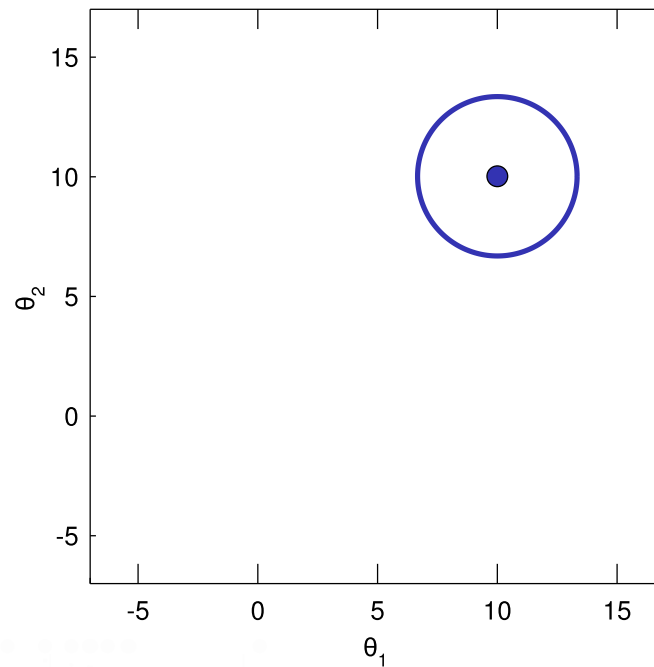
Cost function:

$$\phi_{t_N} = 10^4 \|\mathbf{x}_{t_N} - g\|^2 + \max(\mathbf{q}_{t_N}) \quad \text{Terminal cost} \quad (1)$$

$$r_t = 10^{-5} \frac{\sum_{m=1}^M (M+1-m)(\ddot{q}_{t,m})^2}{\sum_{m=1}^M (M+1-m)} \quad \text{Immediate cost} \quad (2)$$

# $PI_{CMA-ES}^2$ : Reward-Weighted Averaging

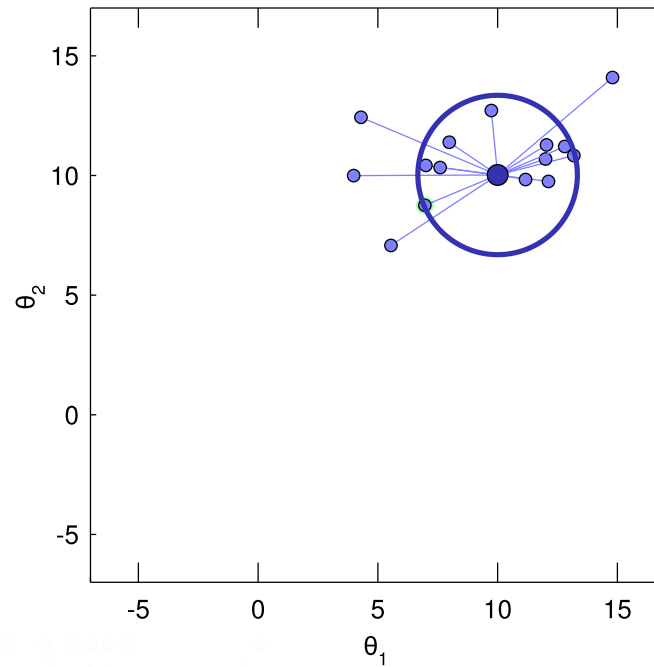
$$\mathcal{N}(\boldsymbol{\theta}, \Sigma)$$





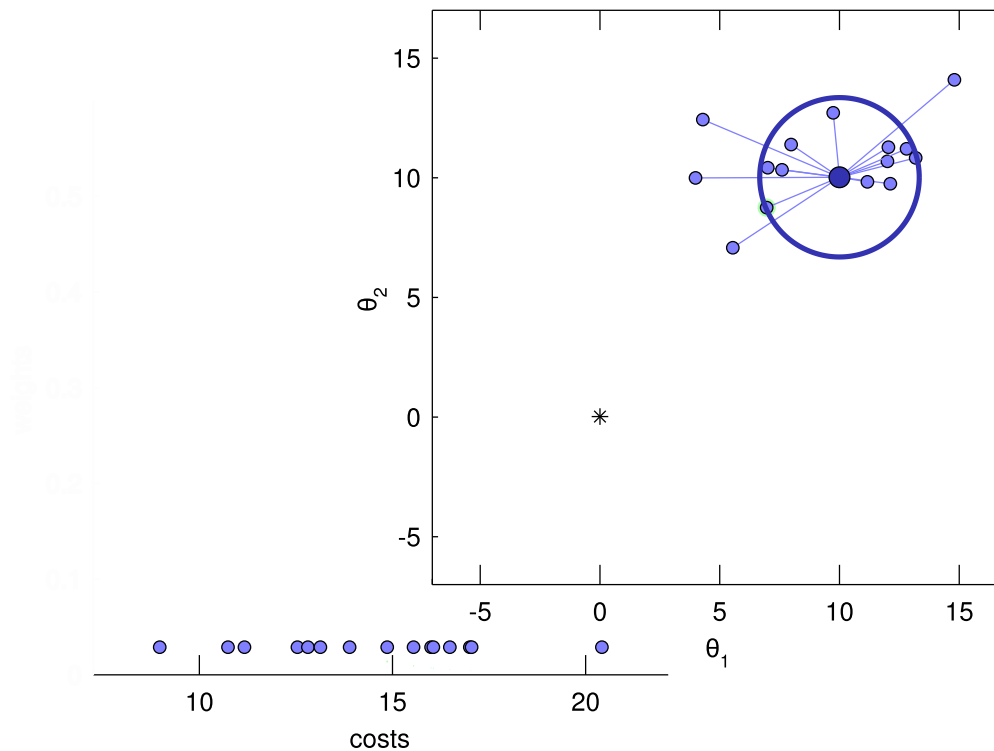
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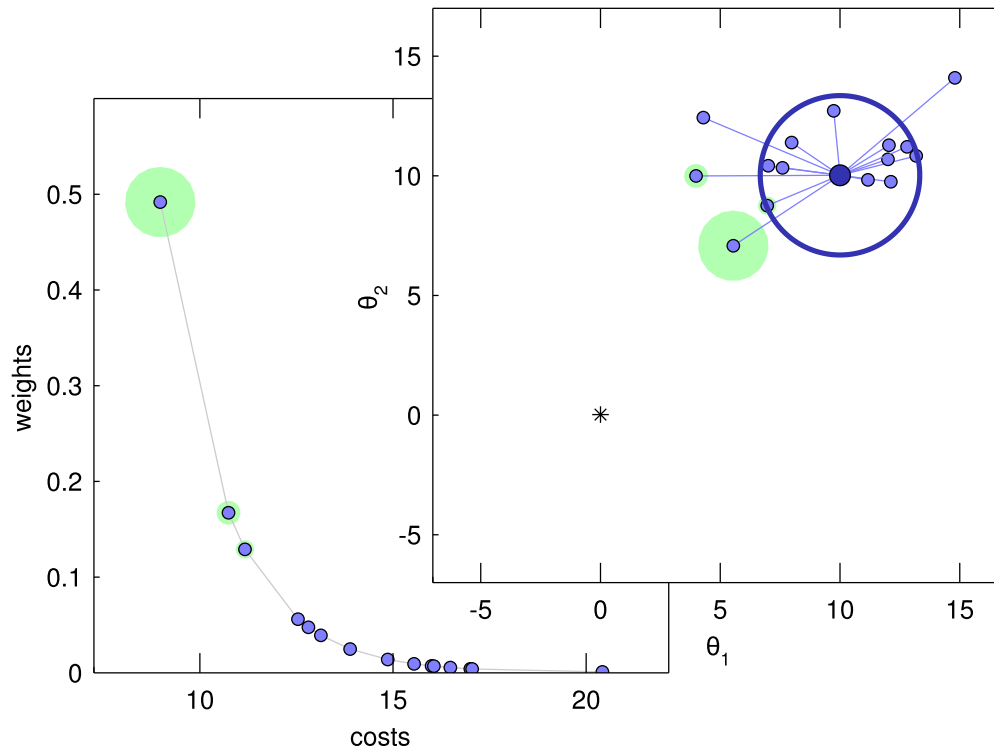


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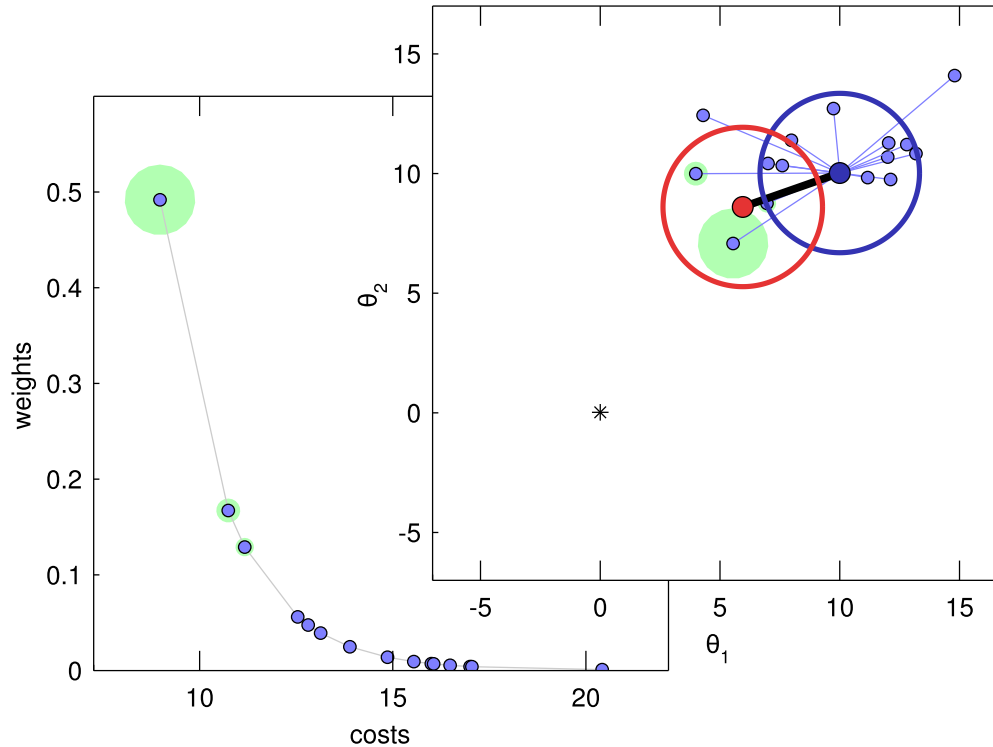
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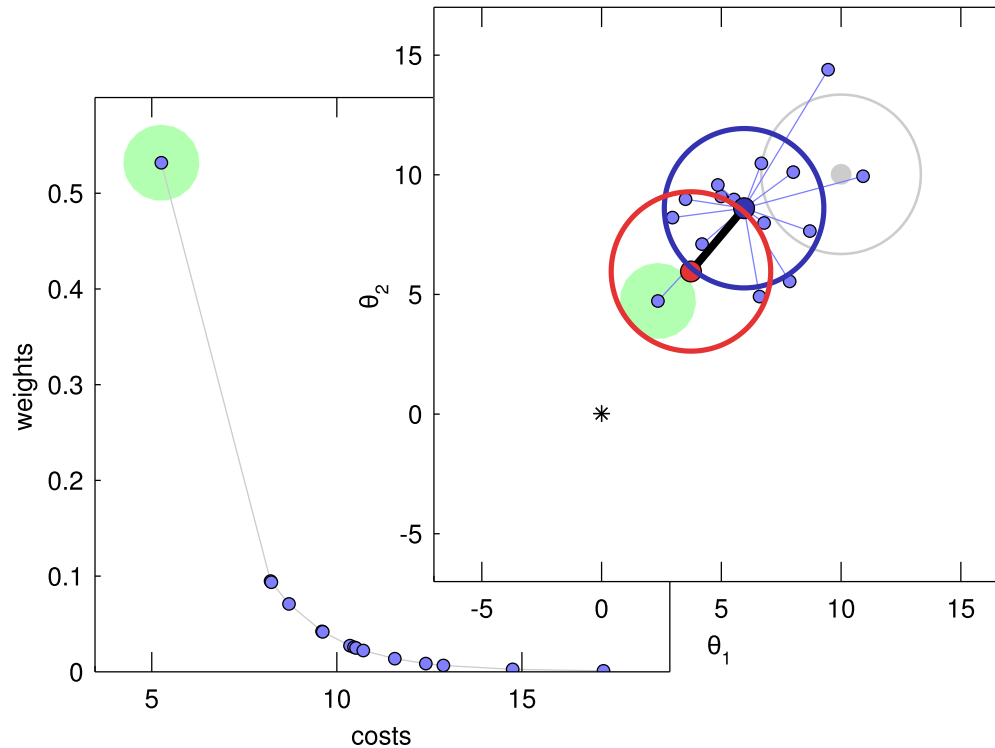
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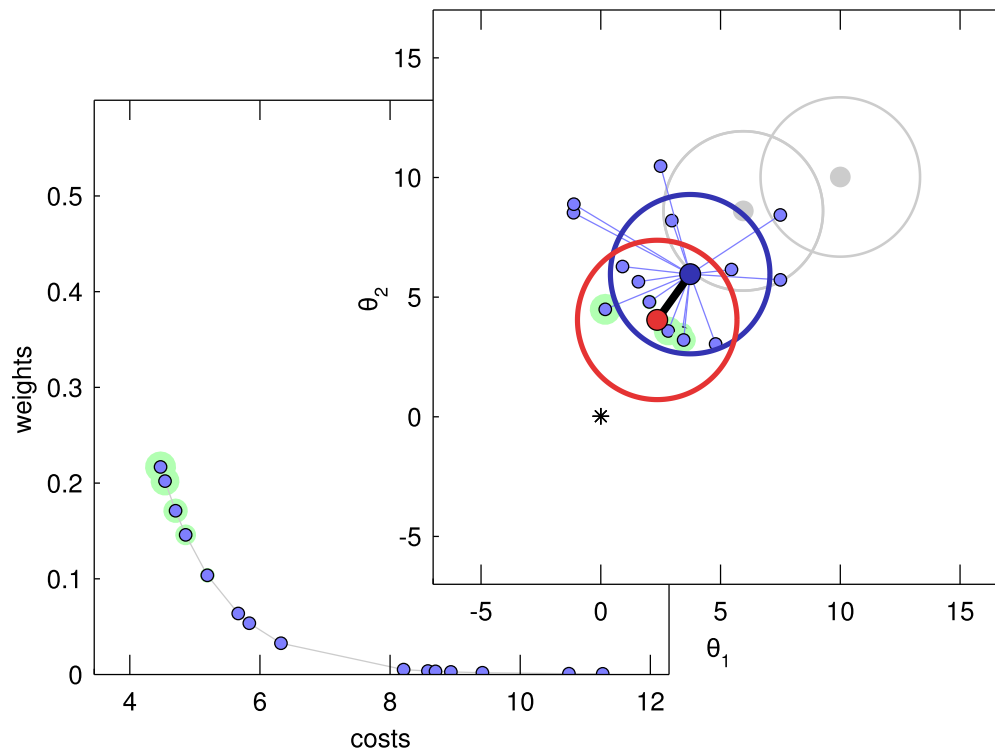
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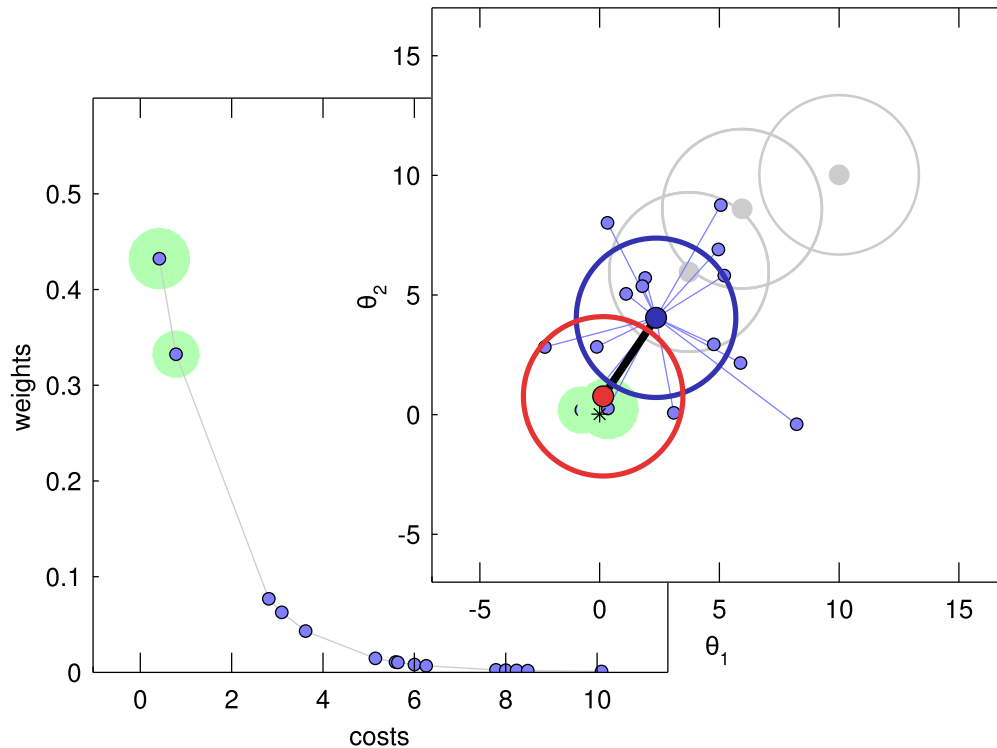
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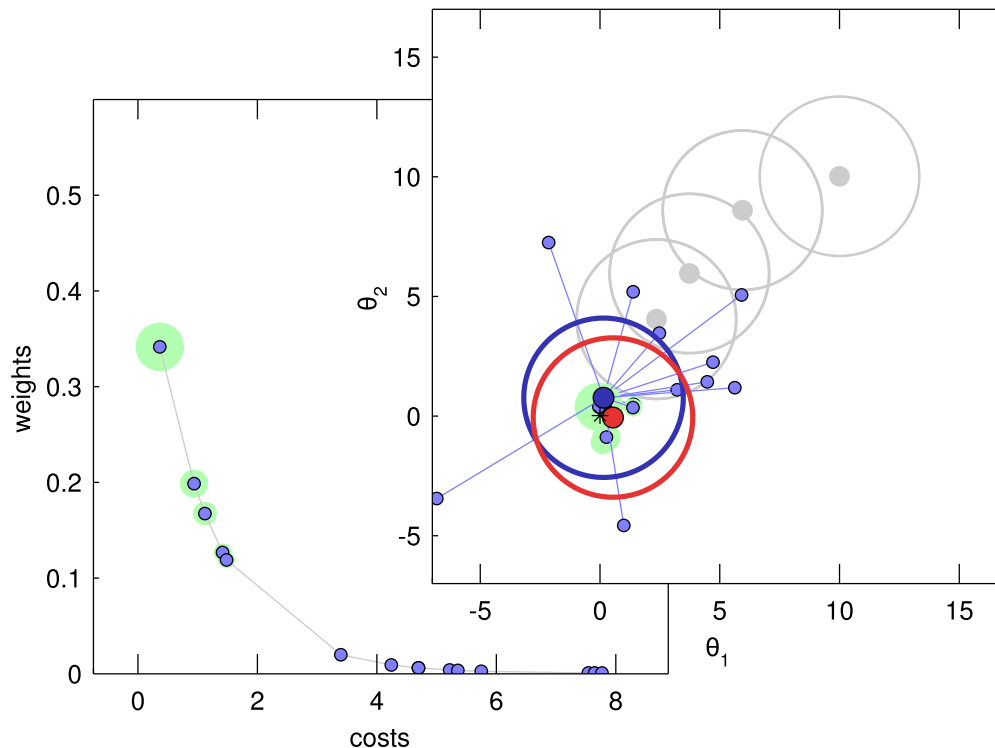
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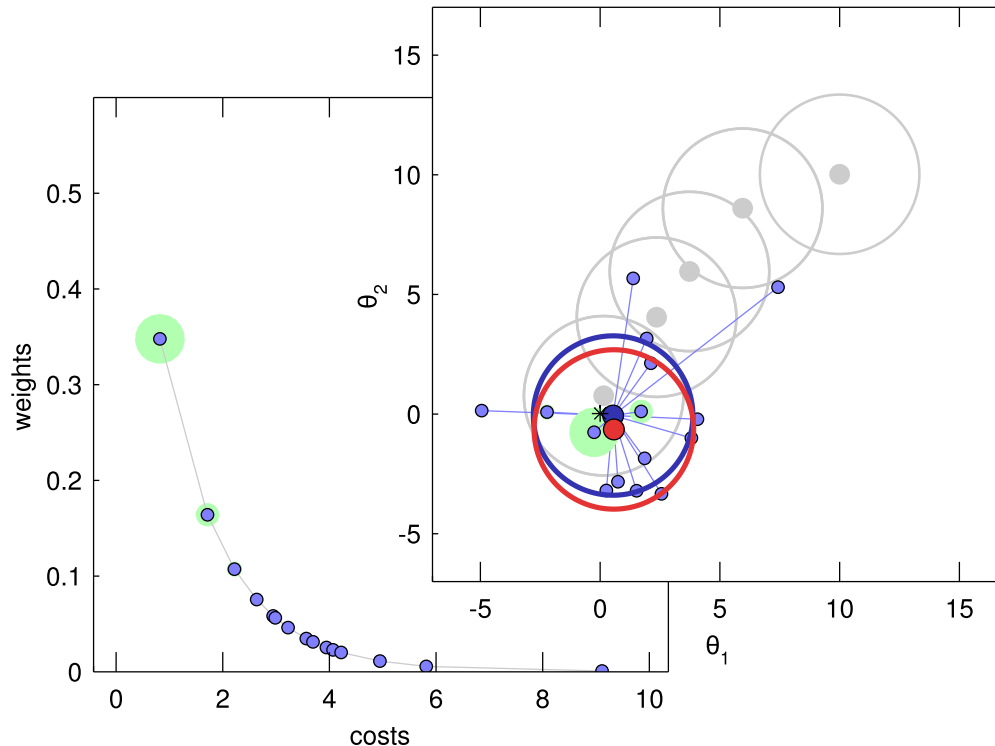
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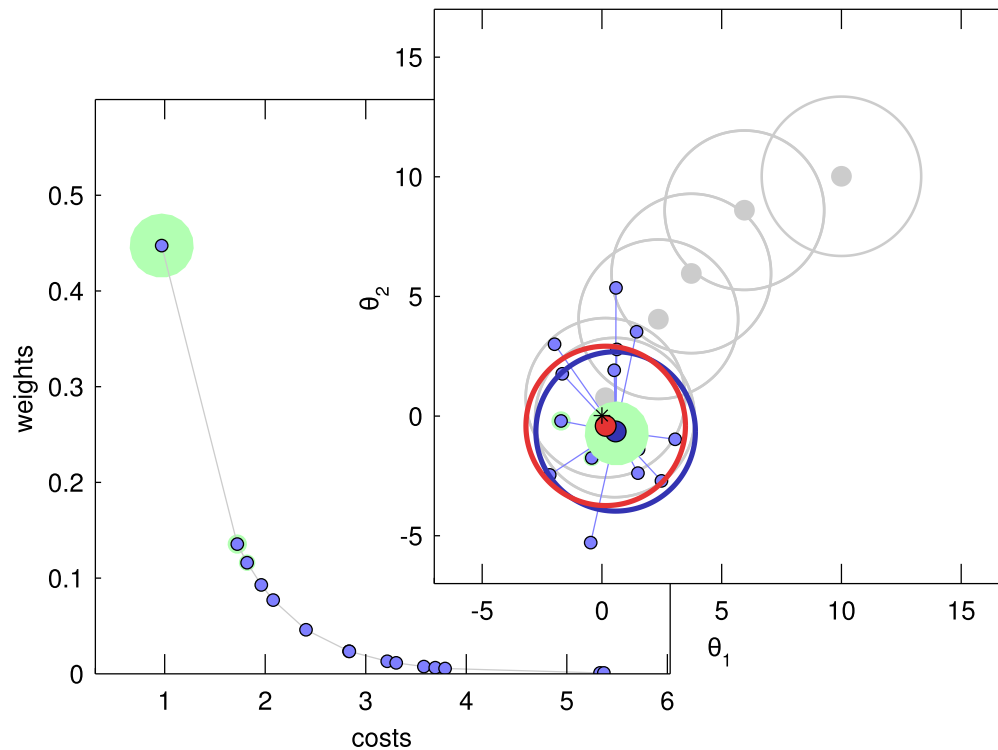
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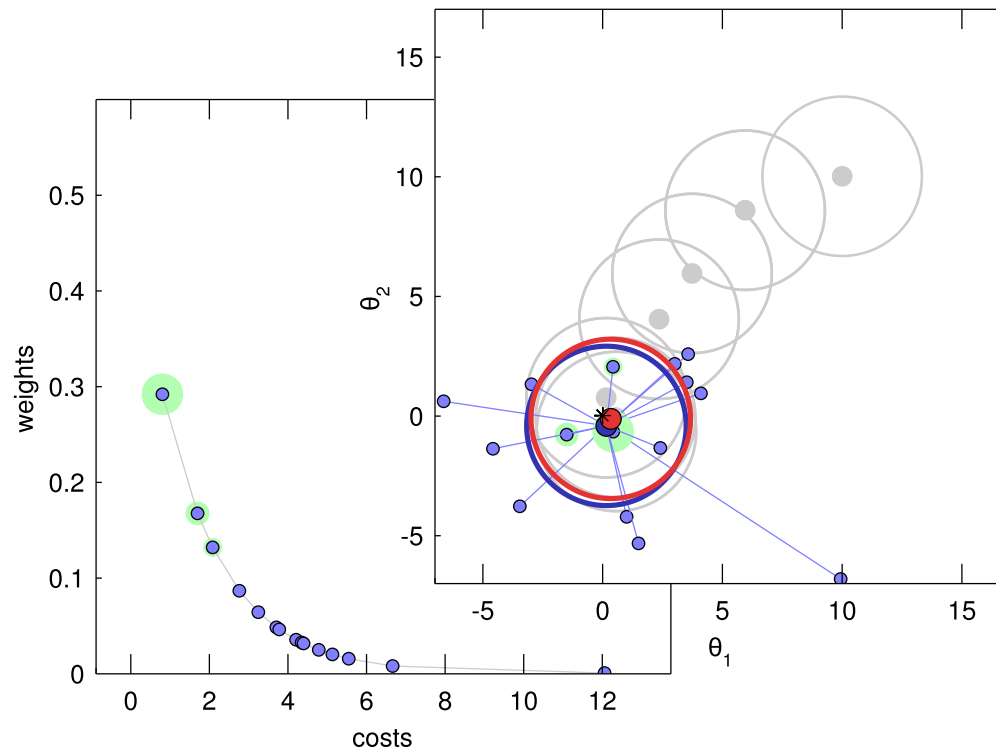
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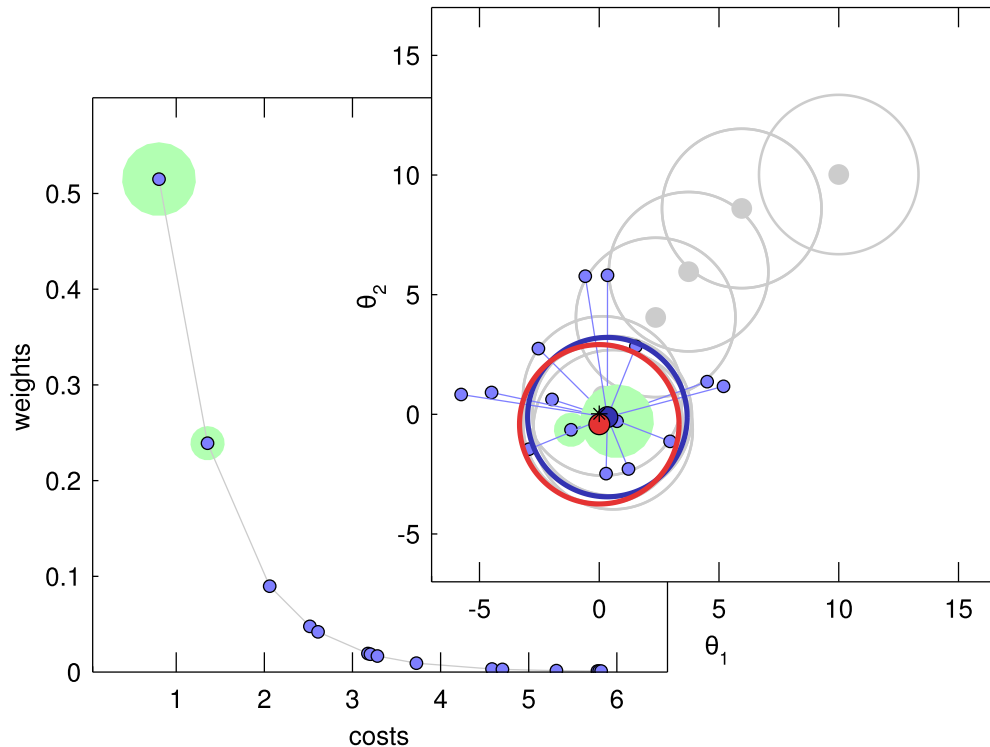
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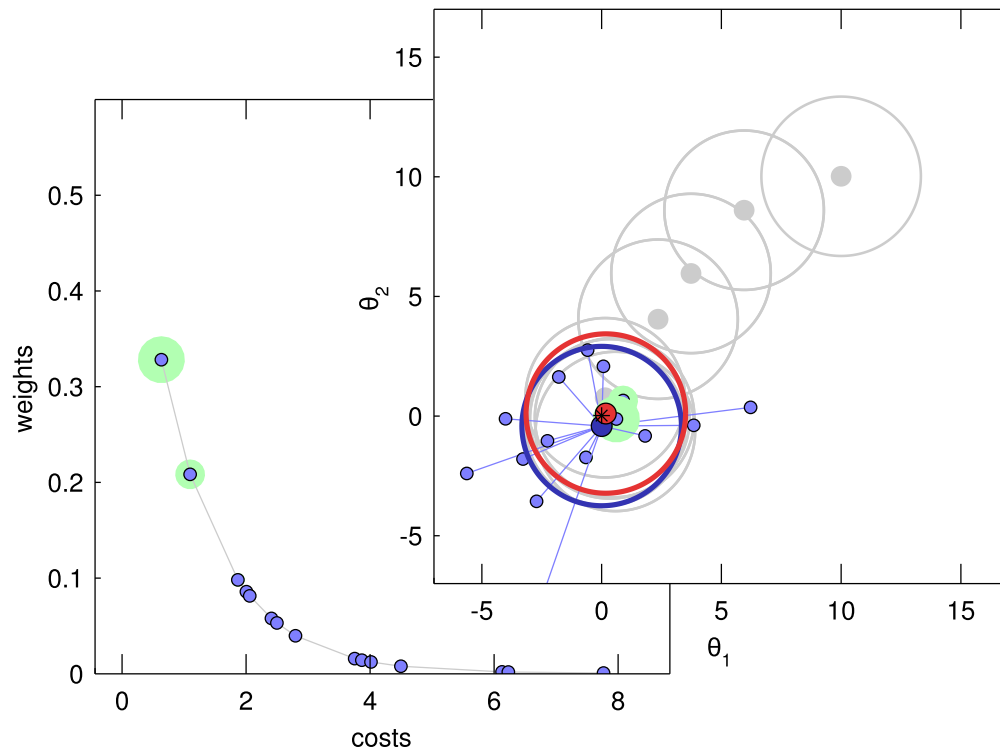
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$PI_{CMA-ES}^2$

# Reward-Weighted Averaging and Covariance Matrix Adaptation

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$PI_{CMA-ES}^2$ 

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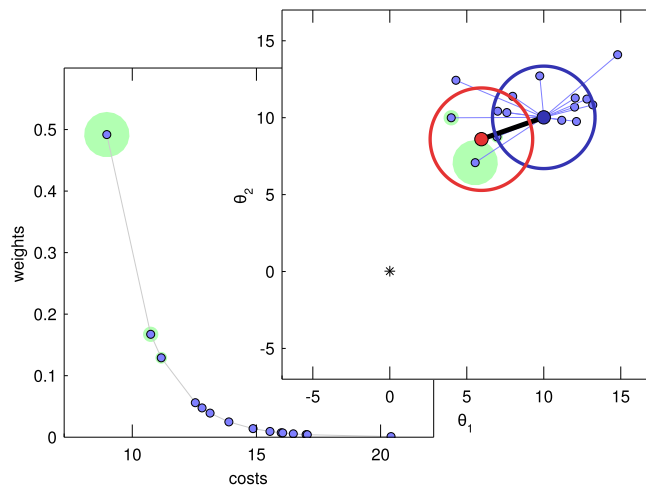
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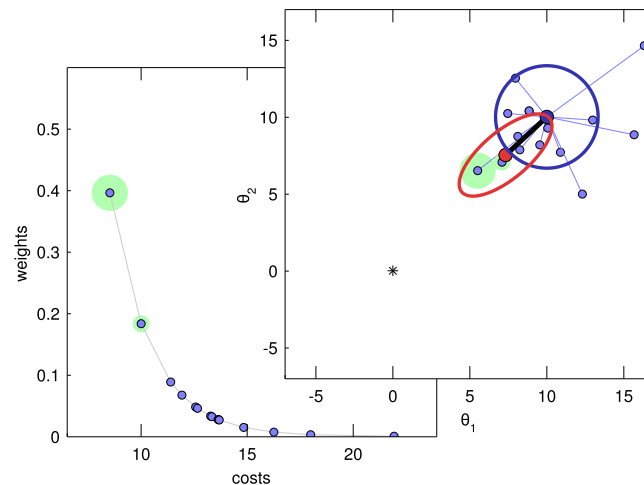
$$\theta^{new} = \sum_{k=1}^K P_k \theta_k$$

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Without CMA



With CMA



$PI_{CMA-ES}^2$ 

# Reward-Weighted Averaging and Covariance Matrix Adaptation

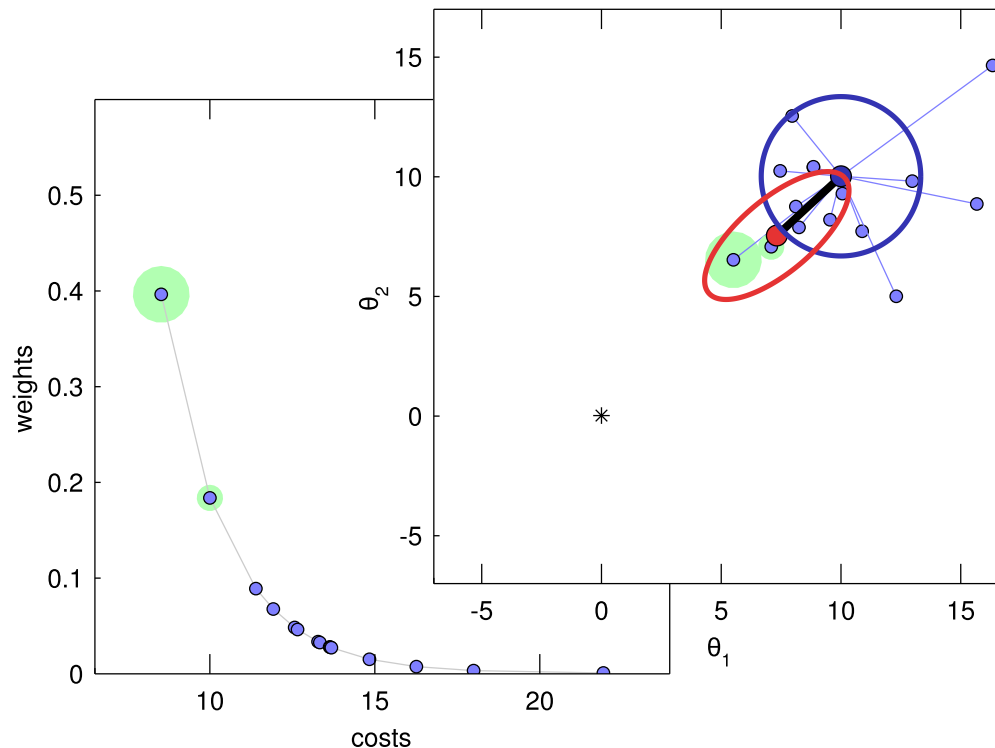
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$PI_{CMA-ES}^2$ 

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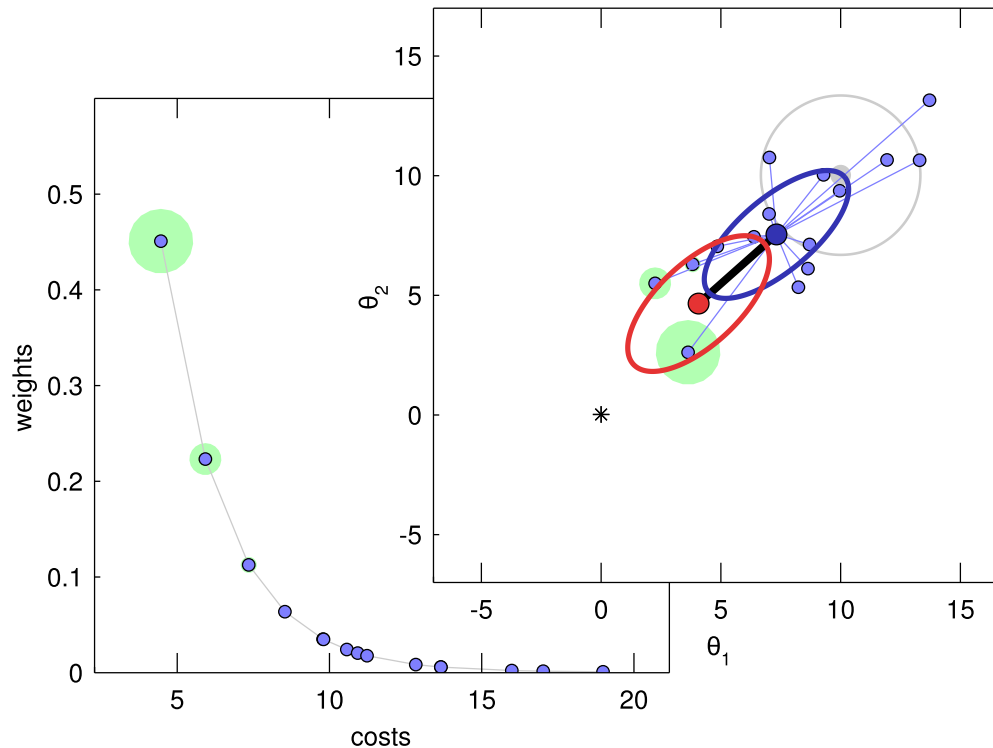
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$PI_{CMA-ES}^2$ 

# Reward-Weighted Averaging and Covariance Matrix Adaptation

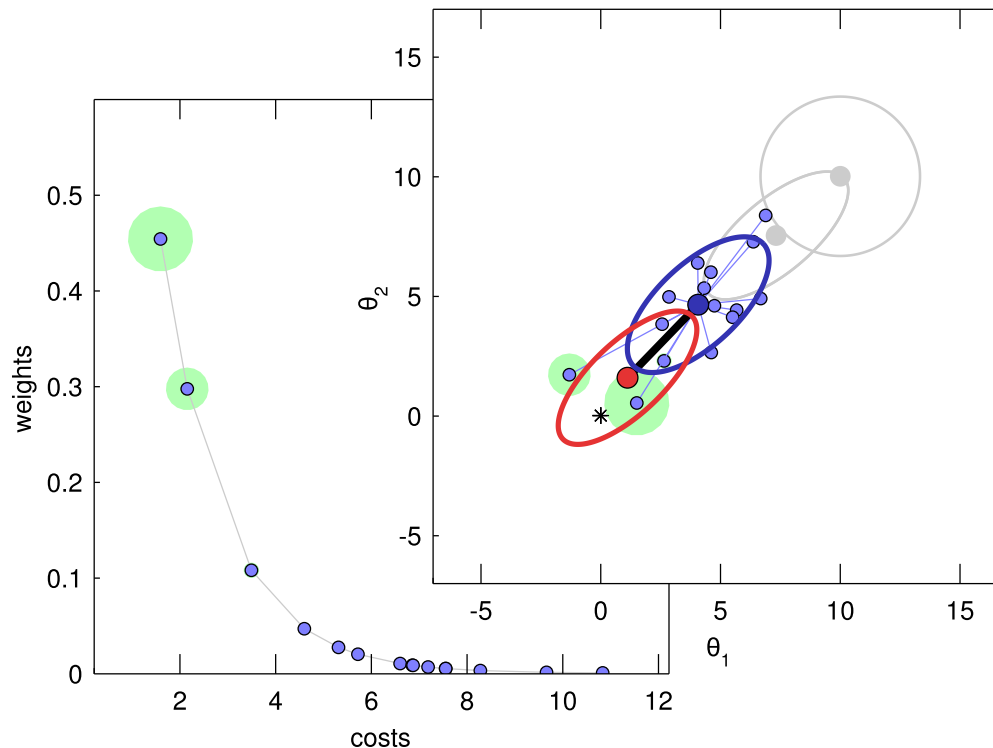
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$PI_{CMA-ES}^2$ 

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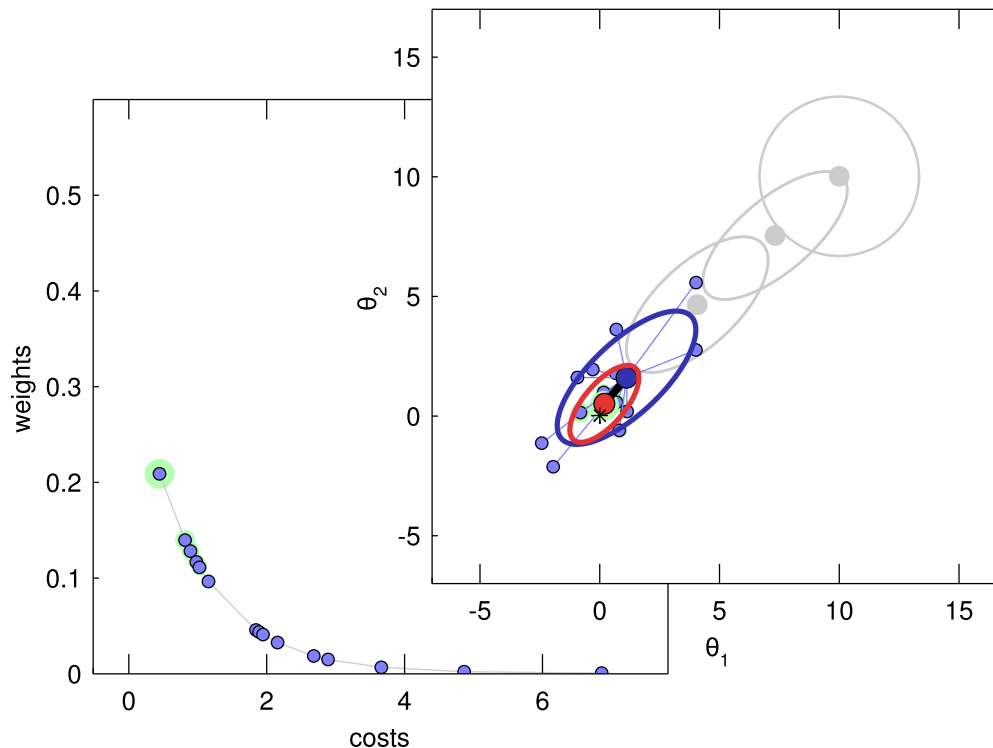
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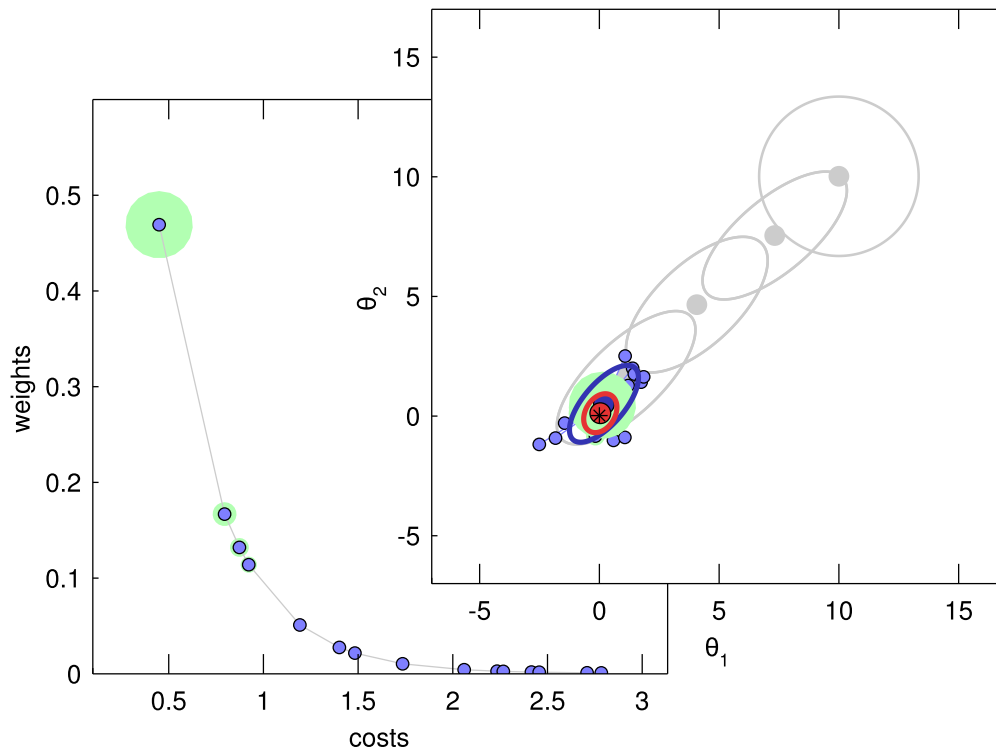
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$PI_{CMA-ES}^2$ 

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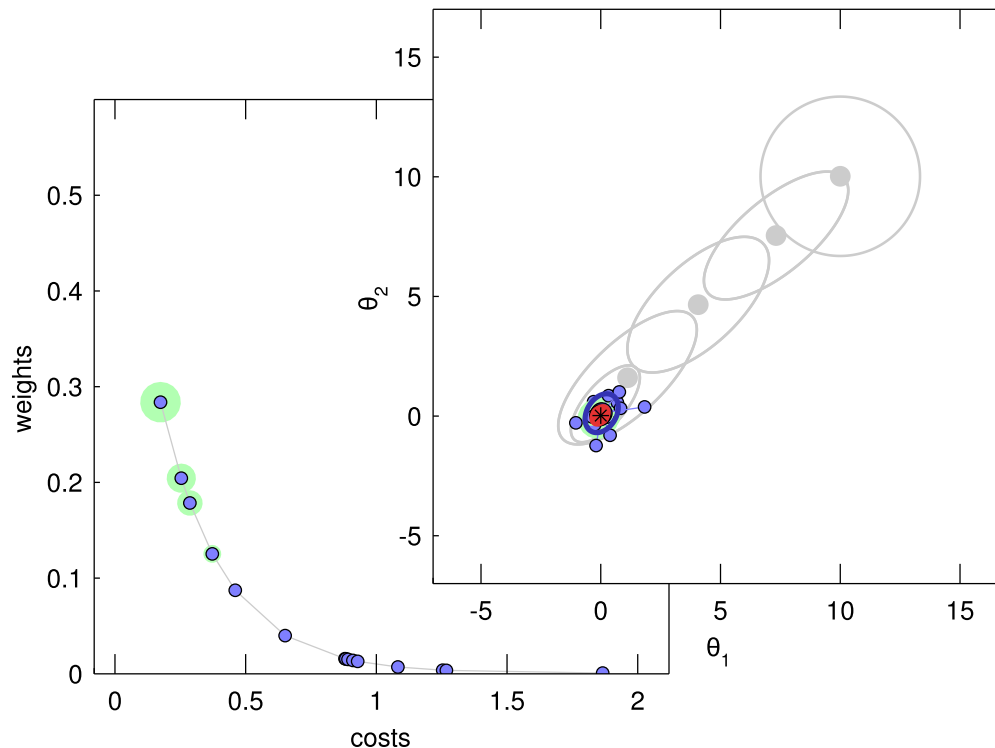
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$PI_{CMA-ES}^2$ 

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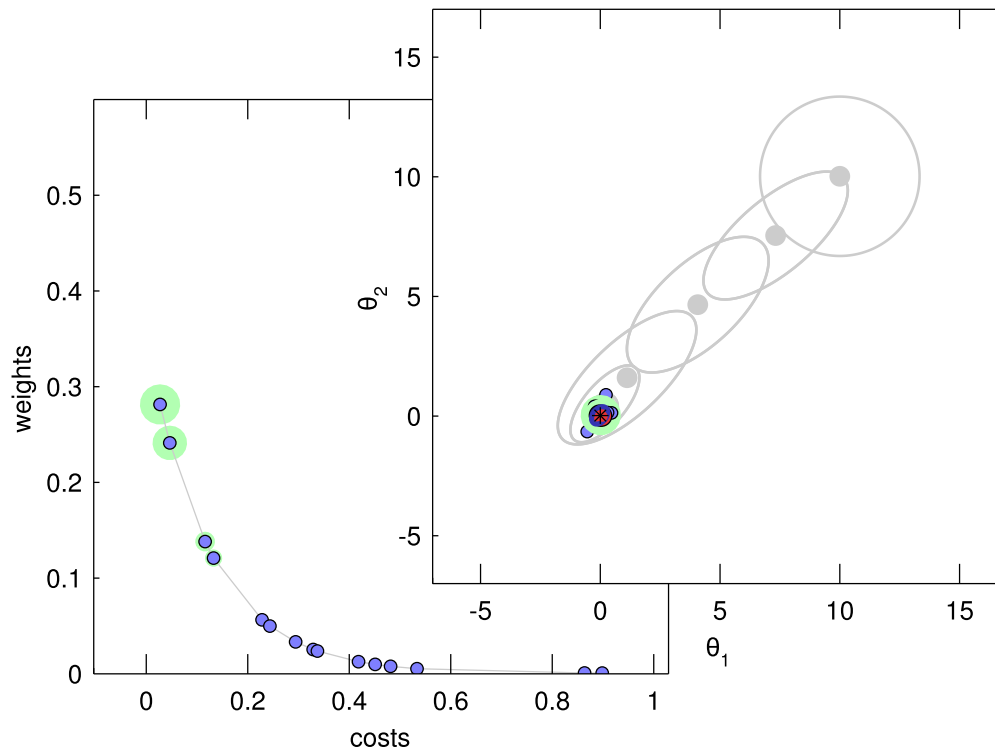
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$PI_{CMA-ES}^2$ 

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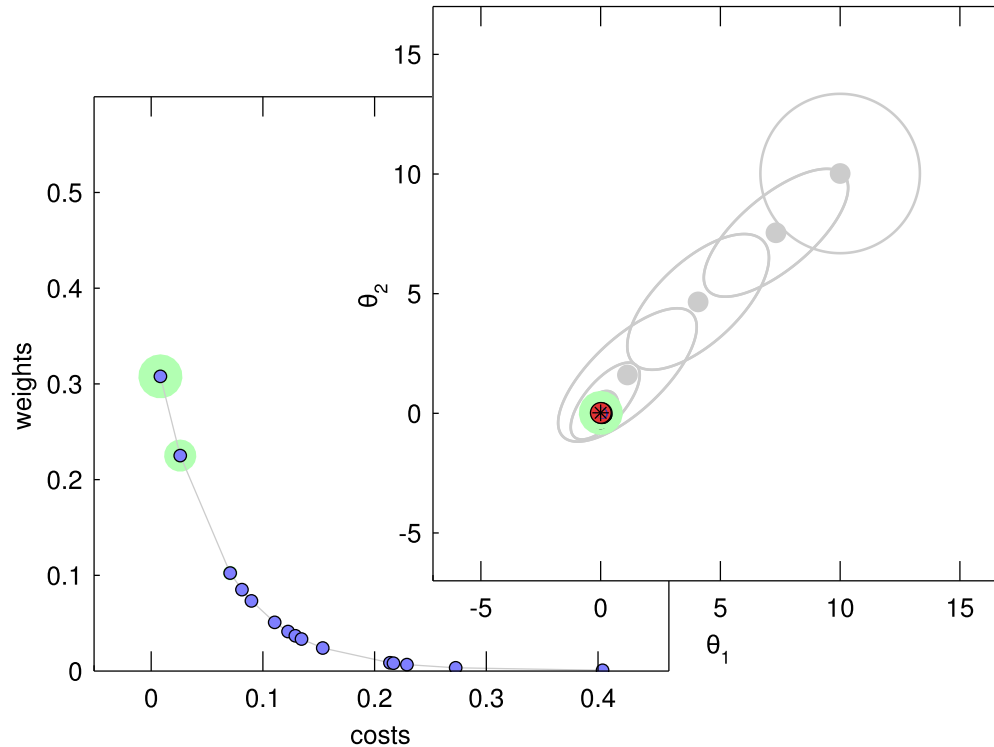
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$PI_{CMA-ES}^2$ 

# Reward-Weighted Averaging and Covariance Matrix Adaptation

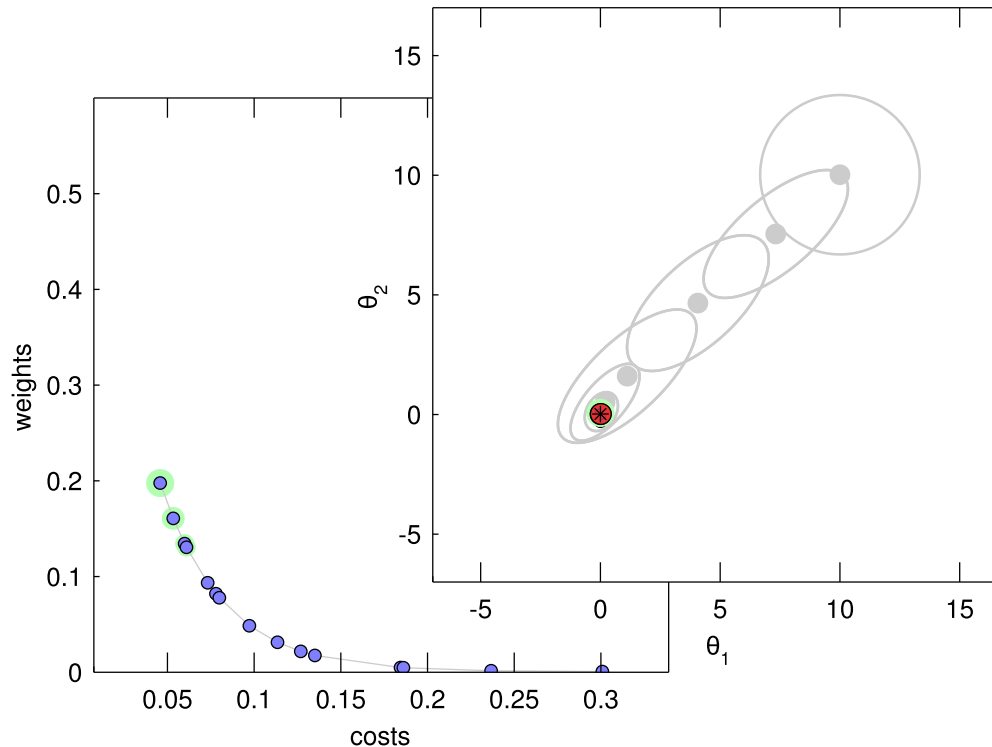
$$\theta_{k=1\dots K} \sim \mathcal{N}(\theta, \Sigma)$$

$$\forall k \ J_k = J(\theta_k)$$

$$\forall k \ P_k = \frac{e^{\left(\frac{-h(J_k - \min(J_k))}{\max(J_k) - \min(J_k)}\right)}}{\sum_{l=1}^K e^{\left(\frac{-h(J_l - \min(J_l))}{\max(J_l) - \min(J_l)}\right)}}$$

$$\theta^{new} = \sum_{k=1}^K P_k \theta_k$$

$$\Sigma^{new} = \sum_{k=1}^K P_k (\theta_k - \theta)(\theta_k - \theta)^\top$$



$PI_{CMA-ES}^2$ 

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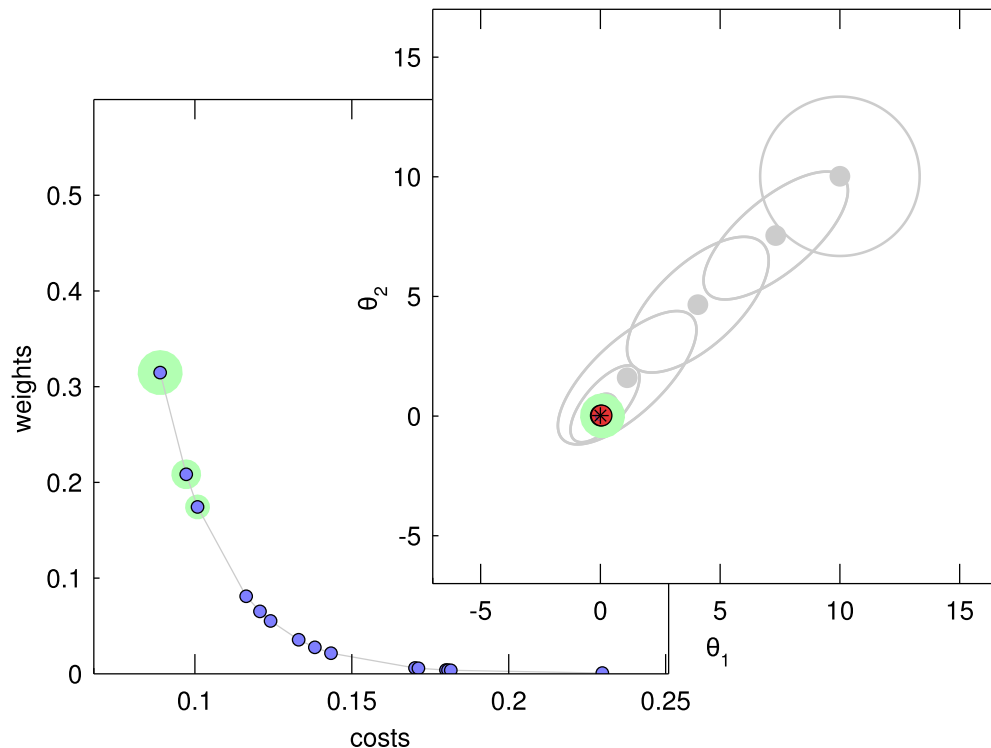
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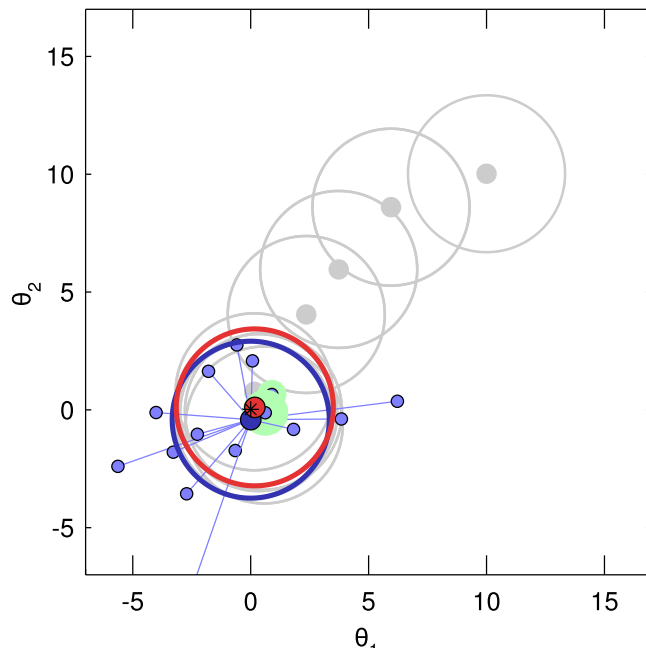
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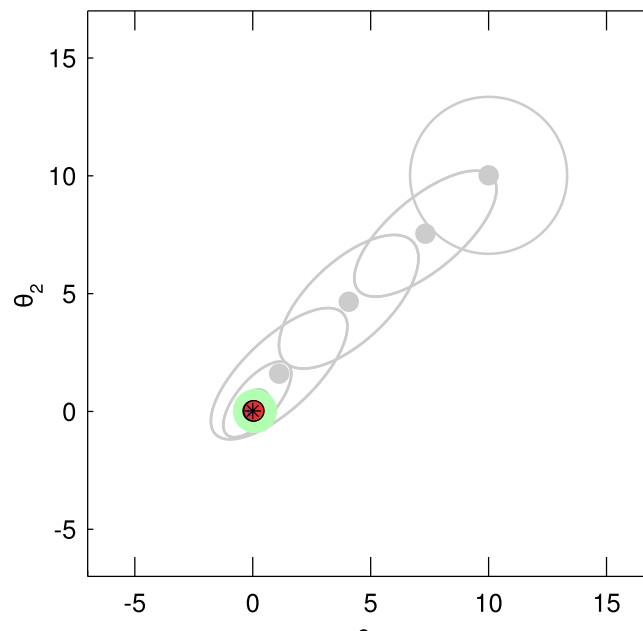
$$\theta^{new} = \sum_{k=1}^K P_k \theta_k$$

$$\Sigma^{new} = \sum_{k=1}^K P_k (\theta_k - \theta)(\theta_k - \theta)^T$$

Without CMA



With CMA



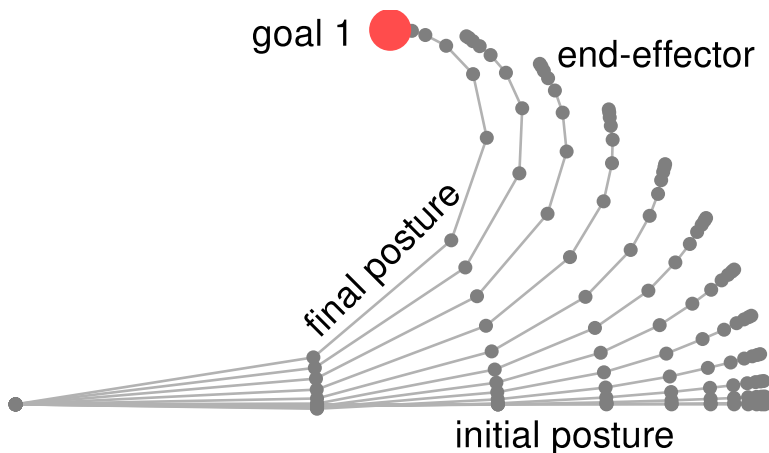
# Application to reaching

- Task: reach to a goal in the workspace
- 10-DOF kinematically simulated 'arm' in 2-D plane
- Policy representation:

$$\ddot{q}_{m,t} = \mathbf{g}(t)^\top \boldsymbol{\theta}_m \quad \text{Acc. of joint } m \quad (1)$$

$$[\mathbf{g}(t)]_b = \frac{\psi_b(t)}{\sum_{b=1}^B \psi_b(t)} \text{ with } \psi_b(t) = \exp\left(-(t - c_b)^2/w^2\right) \quad \text{Basis functions} \quad (2)$$

- Duration of movement is 0.5s
- Initially,  $\boldsymbol{\theta} = 0$  (no movement)



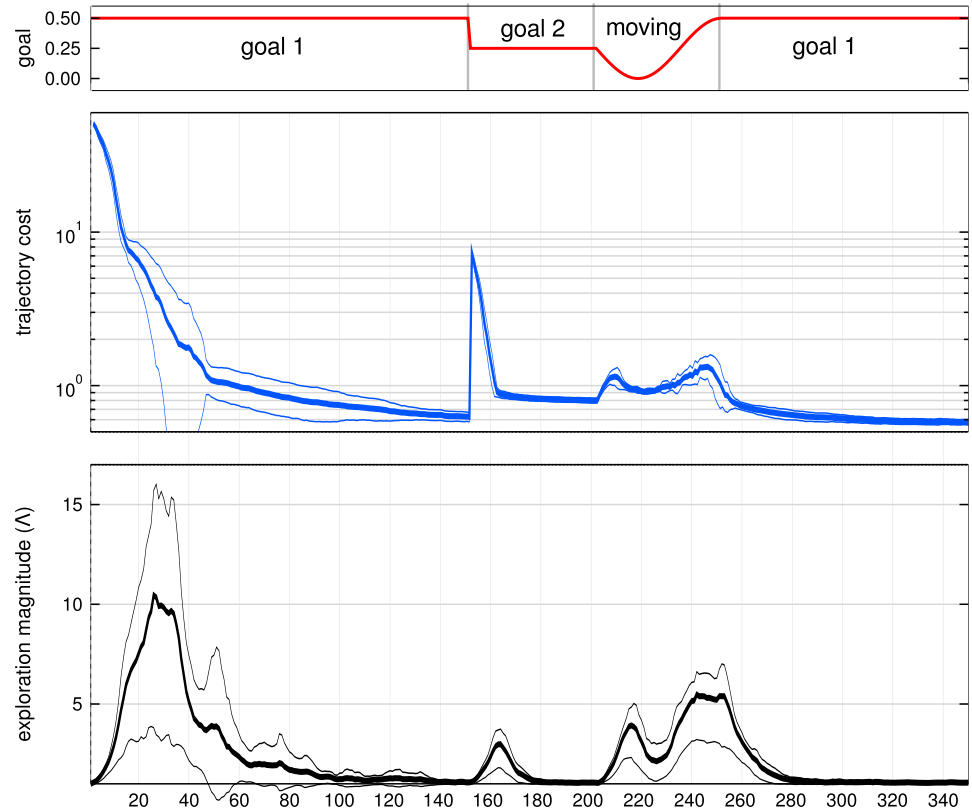
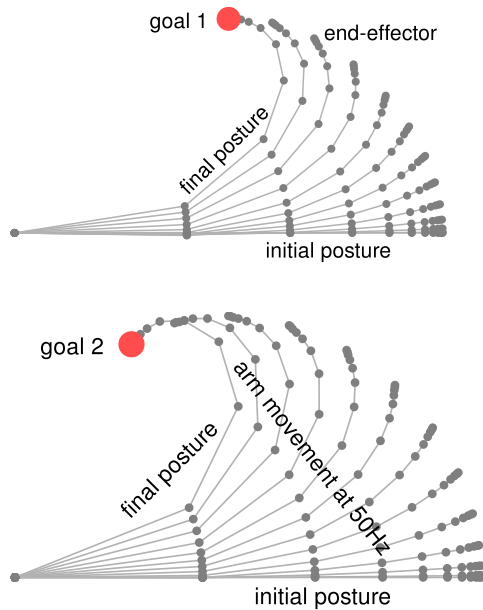
Cost function:

$$\phi_{t_N} = 10^4 \|\mathbf{x}_{t_N} - g\|^2 + \max(\mathbf{q}_{t_N}) \quad \text{Terminal cost} \quad (1)$$

$$r_t = 10^{-5} \frac{\sum_{m=1}^M (M+1-m)(\ddot{q}_{t,m})^2}{\sum_{m=1}^M (M+1-m)} \quad \text{Immediate cost} \quad (2)$$

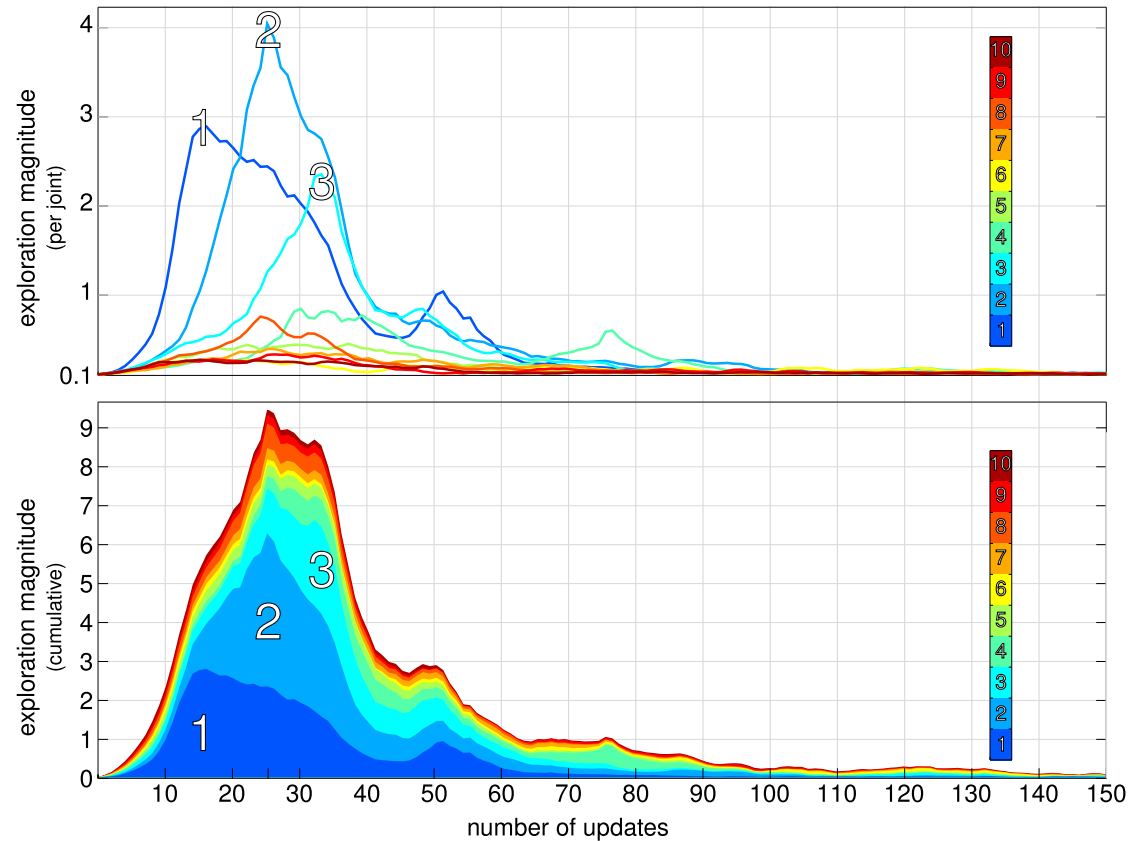
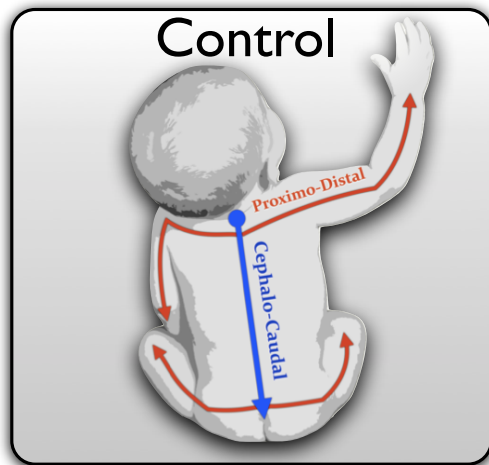
- $\text{PI}_{\text{CMAES}}^2$  parameters:  $K = 20$

# Results: Re-Adaptation to Changing Tasks



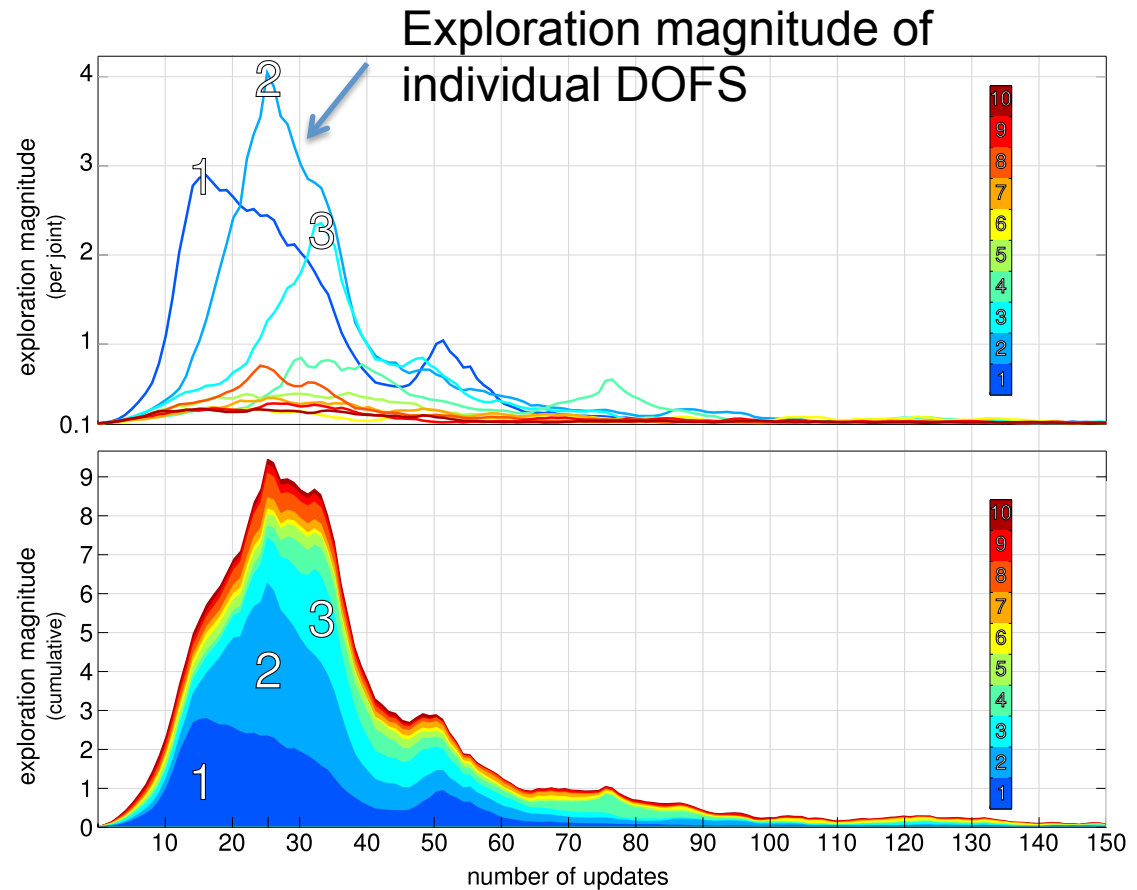
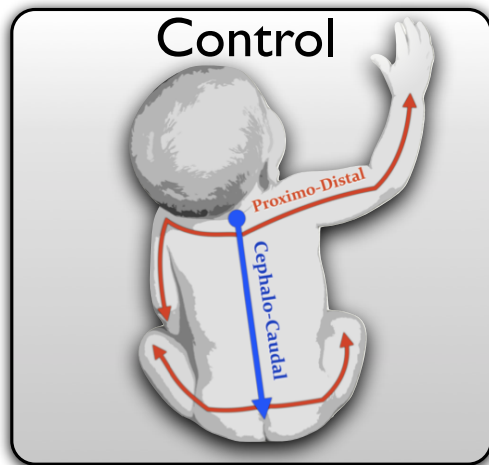
⇒ Life-long continual reinforcement learning with automatic exploration/exploitation trade-off

# Results: Emergent Proximo-Distal Maturation



⇒ Emergent Proximo-Distal Maturation

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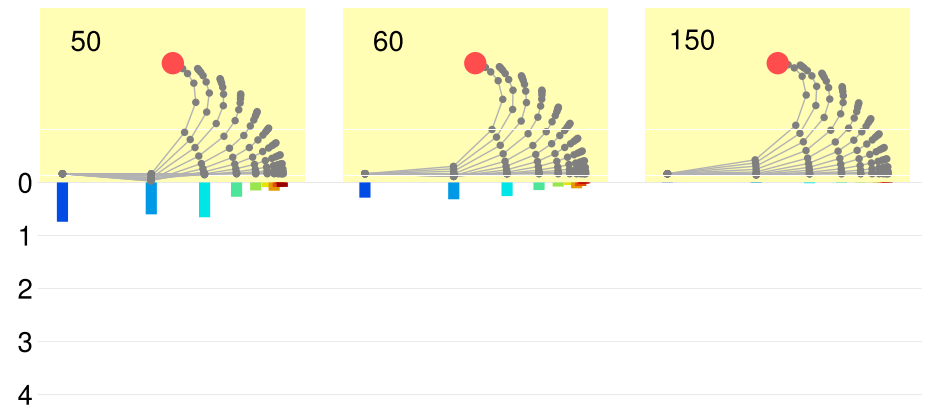
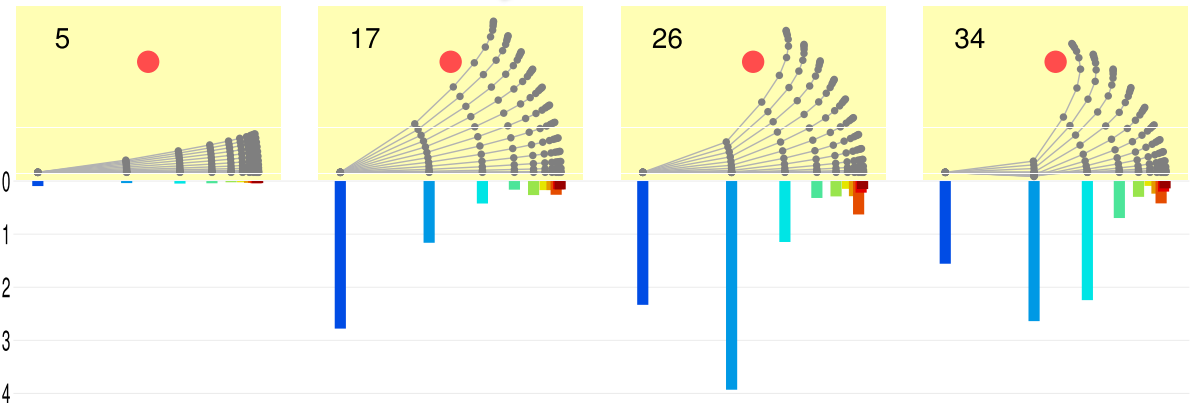


⇒ Emergent Proximo-Distal Maturation

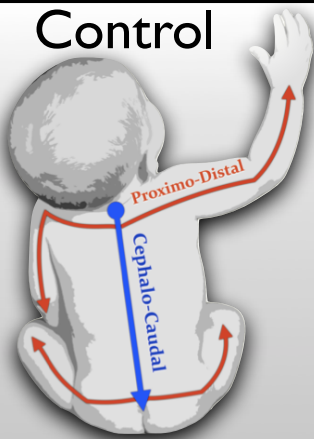


# Results: Emergent Proximo-Distal Maturation

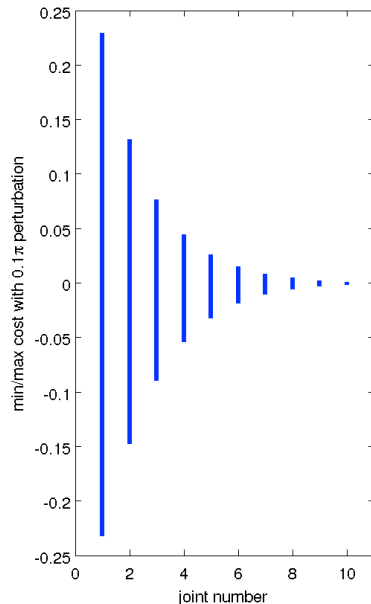
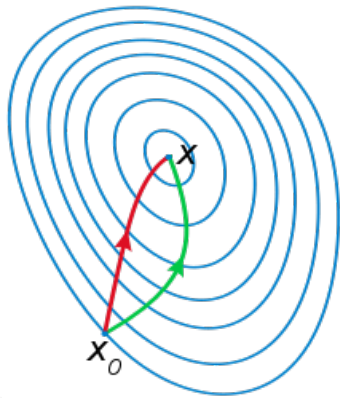
Time



Control



# Interpretation



- ***Stochastic optimization*** directs itself by following an ***approximated smoothed gradient/curvature*** i.e. by fostering exploration in directions where impact on cost function is big, and fostering ignorance of directions where impact is less
- Arm structure is such that
  - 1) initially ***proximal joints have more impact on cost function than distal ones***
  - 2) This ***relative impact changes as one gets closer to the maximum of the cost function***

➔ Emergent maturation is a property of the combination between the structure of cost function (dep. on body structure) and adaptive exploration in stochastic optimization

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