

SPARSE LATENT SPACE POLICY SEARCH

MOTIVATION

Most robotic systems have a high number of degree-of-freedom, while most tasks in robotics are intrinsically low dimensional, for example,

- grasping
- walking
- human arm movements

Hence, we want to

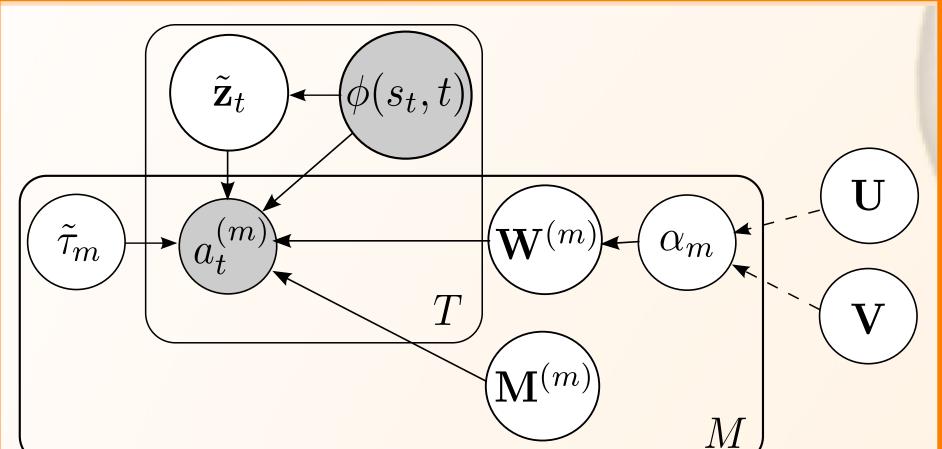
exploit the low dimensional nature of the tasks

and, furthermore,

use prior structural knowledge

to learn movements in an efficient and meaningful way.

GRAPHICAL MODEL



- \mathbf{a}_t Action
- (Isotropic) precision
- ž Latent variable
- Φ Basic functions
- W Transformation matrix

- M Mean matrix
- α Sparse structure prior
- T Time
- \mathbf{s}, t State and time
- M Number of groups

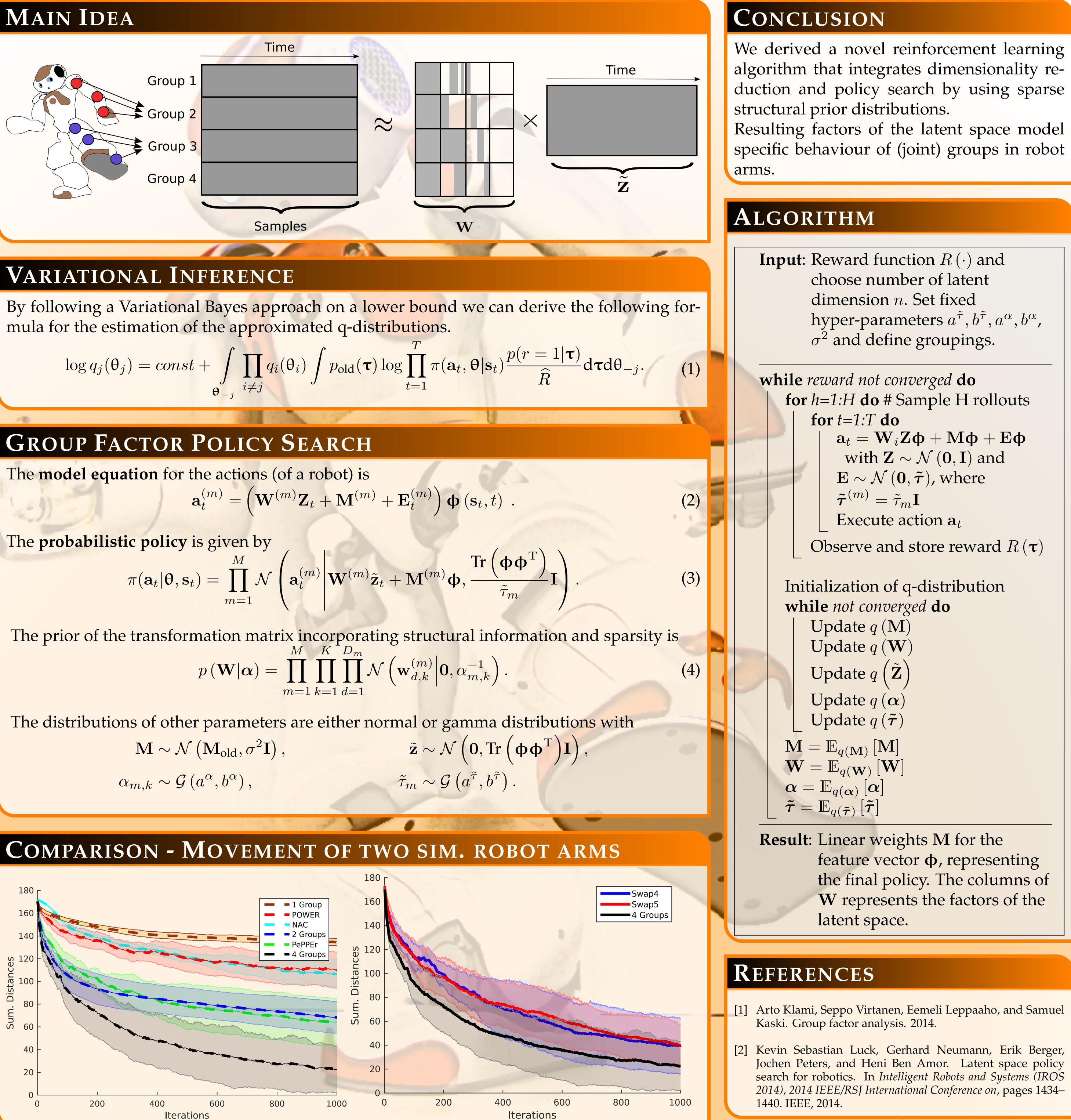
CONTACT INFORMATION

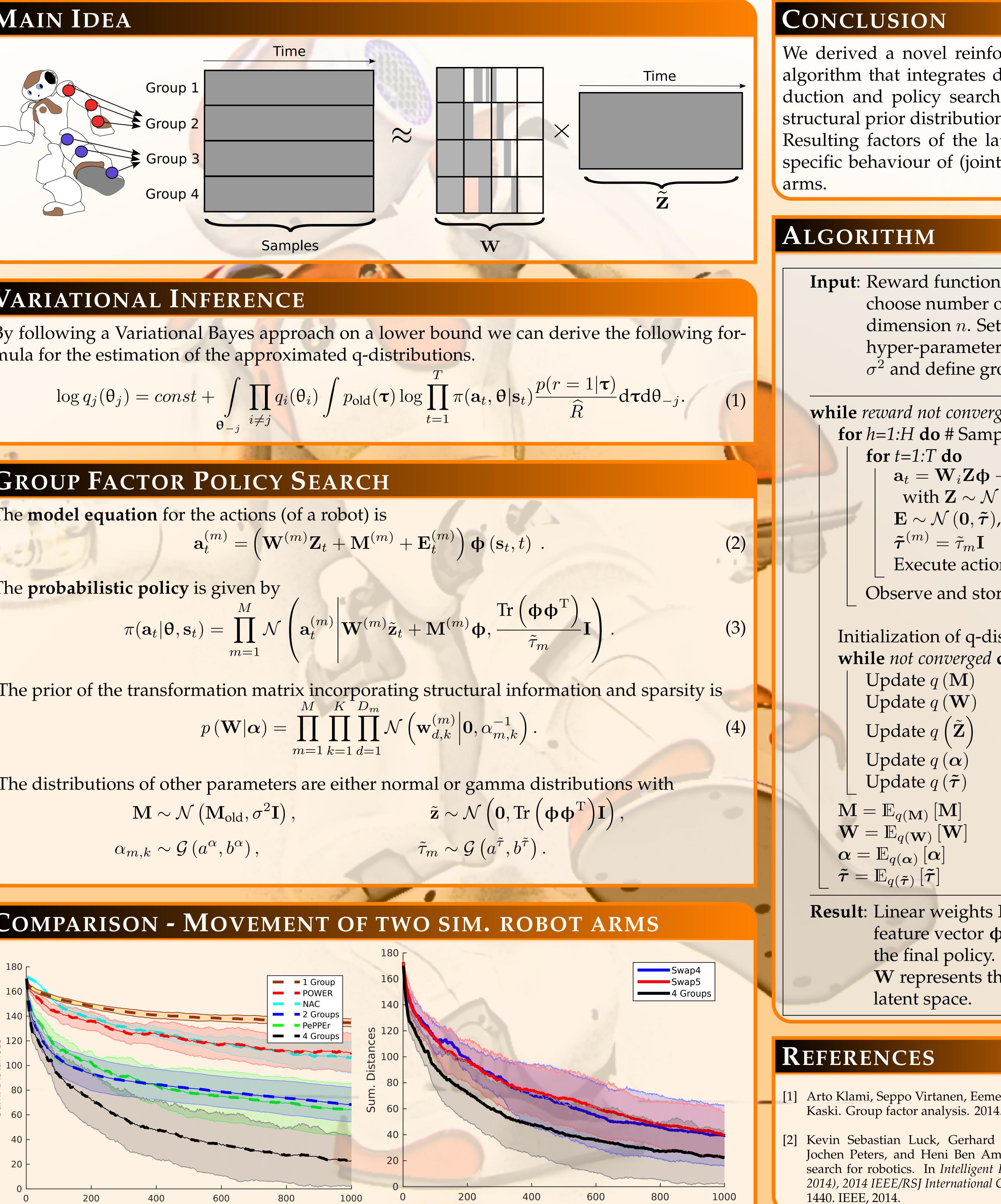
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- **ASU** Interactive Robotics Lab
- **Aalto** Intelligent Robotics Group

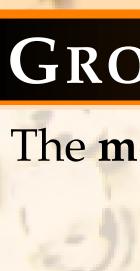


Data lab.engineering.asu.edu/interactiverobotics









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$$\log q_j(\theta_j) = const + \int_{\substack{\theta_{-j} \\ i \neq j}} \prod_{i \neq j} q_i(\theta_i) \int p_{old}(\boldsymbol{\tau}) \log \prod_{t=1}^{I} \pi(\mathbf{a}_t, \theta | \mathbf{s}_t)$$

$$\pi(\mathbf{a}_t | \mathbf{\theta}, \mathbf{s}_t) = \prod_{m=1}^M \mathcal{N}\left(\mathbf{a}_t^{(m)} \middle| \mathbf{W}^{(m)} \tilde{\mathbf{z}}_t + \mathbf{M}^{(m)} \mathbf{\phi}, \frac{\mathrm{Tr}}{-}\right)$$

$$p\left(\mathbf{W}|\boldsymbol{\alpha}\right) = \prod_{m=1}^{M} \prod_{k=1}^{K} \prod_{d=1}^{D_m} \mathcal{N}\left(\mathbf{w}_{d,k}^{(m)} \middle| \mathbf{0}, \alpha_{m,k}^{-1}\right)$$

