

# Meta-Reinforcement Learning and Causality for Multi-tasking in Robots with Redundant Kinematics

## 1st Year Update

Joel Baptista

11/04/2024



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# Focus

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Translation: Explore different learning methodologies to create intelligent agents that can control robots in difficult tasks

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Meta-**Reinforcement Learning and Causality** for Multi-tasking in **Robots**  
with Redundant Kinematics

Translation: Explore different learning methodologies to create intelligent agents that can control robots in difficult tasks

# Motivation

## Collaborative robots steadily growing their market share to 10%

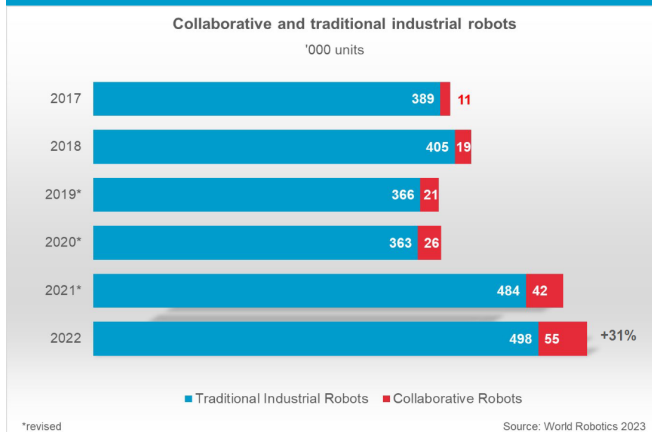


Figure: Collaborative and traditional industrial robots' growth<sup>1</sup>

# Motivation

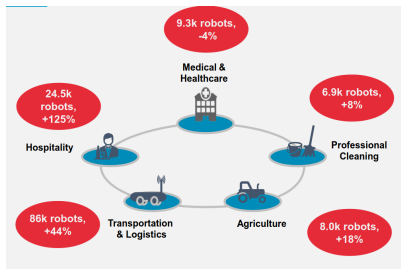
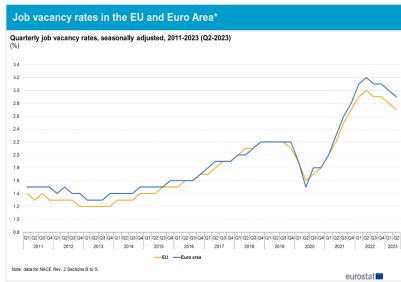


Figure: Job vacancy and service robots' growth<sup>1</sup>

Job vacancy is rising and the field of service robots is growing in response

<sup>1</sup>Source: World Robotics Report 2023 - Press Conference

# Motivation

Cobots and Service Robots interact in more complex and uncontrolled environments, ...



# Motivation

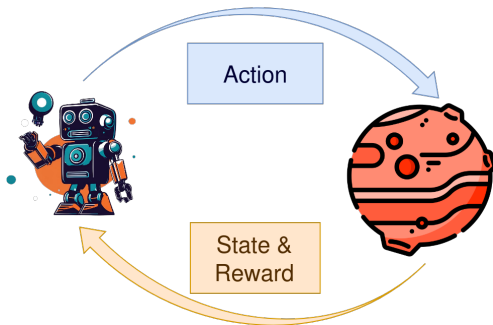
Cobots and Service Robots interact in more complex and uncontrolled environments, ...

... therefore, they need to be more **flexible and adaptable** to different tasks.

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# Reinforcement Learning



Learns to accomplish a goal by interacting with an environment, receiving rewards and penalties.

# RL vs Traditional Control

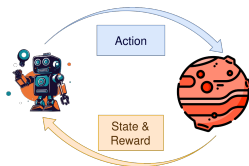


Figure: Reinforcement Learning Cycle

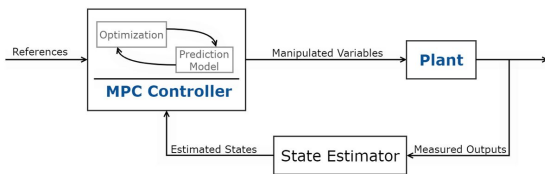
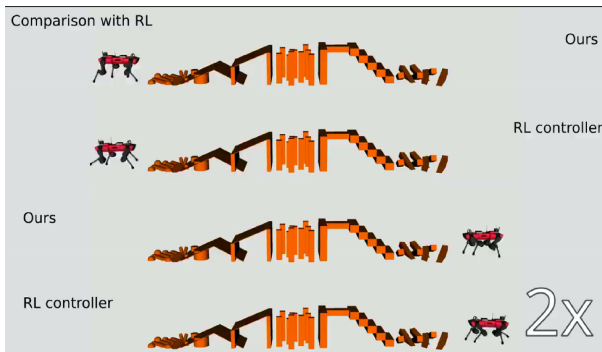


Figure: Model Predictive Control Cycle

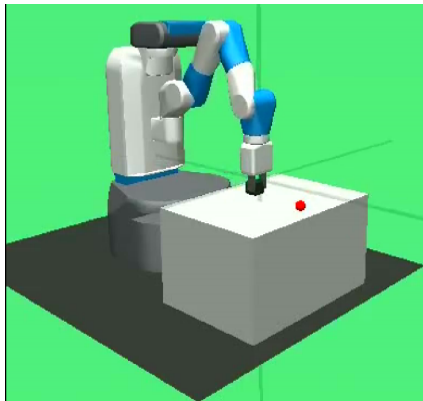
Just to mention that there are other methods to control robots, such as MDP, but they are not as flexible as RL.

# RL vs Traditional Control



<sup>2</sup>Source: Robotics Systems Lab: Legged Robotics at ETH Zurich

# RL vs Traditional Control



# RL vs Optimal Control

- Traditional Control: Robust and predictable, but not scalable.
- Reinforcement Learning: Scalable and flexible, but not robust.

# RL vs Optimal Control

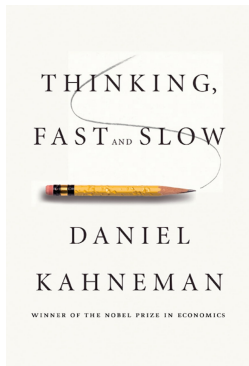
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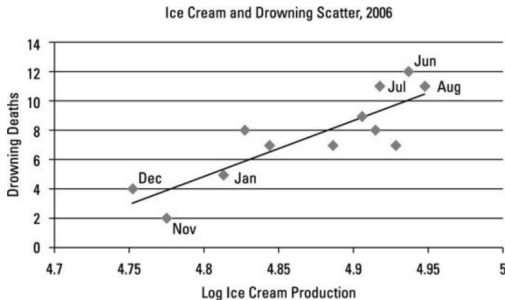
# Intuition



- **Fast Thinking:** Correlation, pattern recognition, subconscious, ...
- **Slow Thinking:** Logical (causal), calculating, conscious, ...

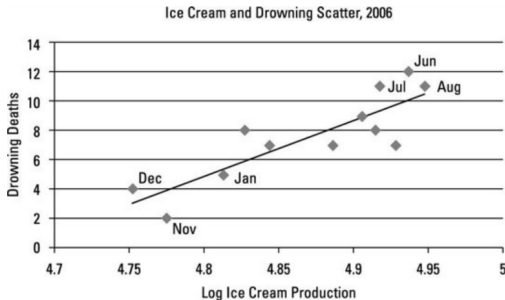
Many researchers believe that AI can only utilize "fast thinking" (System I). They propose causality to reach "slow thinking" (System II).

# Correlation vs Causation



Does ice cream consumption cause drowning? Does the number of drownings cause ice cream cravings from the population?

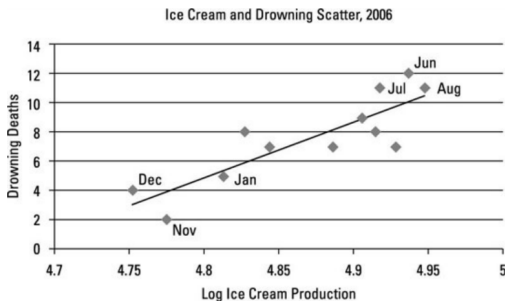
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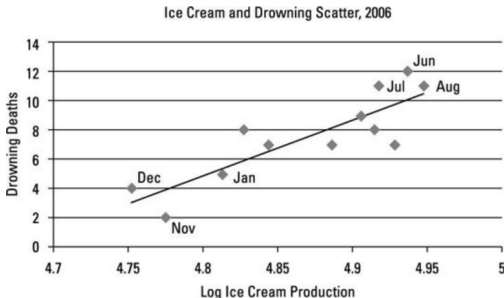
Of course not, but there is a **third variable** that causes both: the month of the year.

# Interventions



But how can we know if two correlated events have a cause-effect structure?

# Interventions



But how can we know if two correlated events have a cause-effect structure?

By using **interventions**!

(e.g. If we force people to randomly eat ice cream, we will see that the number of drownings stays the same.)

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# Synergies

- **Reinforcement Learning:** Learning to achieve a goal with interventions.
- **Causal Learning:** Learning how the world works with interventions.



# Synergies

- **Reinforcement Learning:** Learning to achieve a goal with interventions.
- **Causal Learning:** Learning how the world works with interventions.

It looks like both of these learning methodologies revolve around **interventional data**.

Additionally, learning a more descriptive representation of the world (through causal learning) can help Reinforcement Learning.

# The Field

The idea of joining Causality with Reinforcement Learning is called recently began to be explored and is called **Causal Reinforcement Learning**.

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## Elias Bareinboim

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Director, Causal Artificial Intelligence Lab  
Columbia University



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<sup>3</sup>Source: <https://causalai.net/>

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# Conclusion

- **What?:** ✓
- **Why?:** ✓
- **How?:** ✗
- **Where?:** ✗

I'm still working on the **How** and **Where** parts, which correspond to the **implementation** and **robotics use case**, respectively.