

# Bayesian Machine Learning for Controlling Autonomous Systems

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Talk at University of Sheffield  
January 17, 2014

# Motivation

- Three key challenges in autonomous systems:  
**Modeling. Predicting. Decision making.**



Robotics

# Motivation

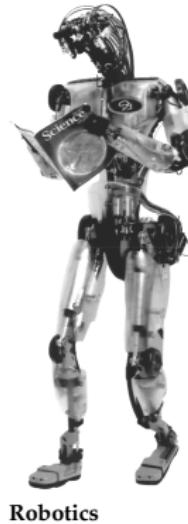
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**Modeling. Predicting. Decision making.**
- Data-efficient learning
- Noisy signals and processes



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Robotics

Increase autonomy: deal with uncertainty  
► **Bayesian machine learning**

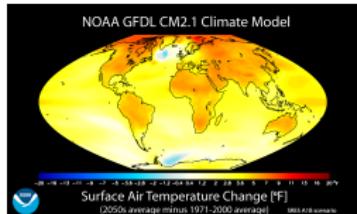
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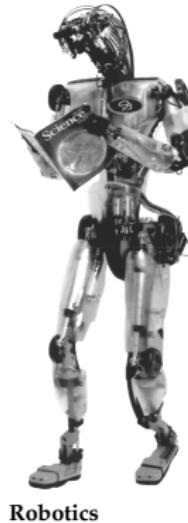
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Climate Science

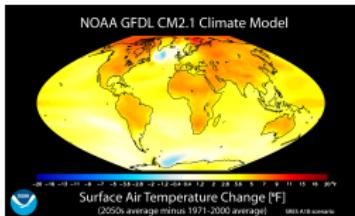
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Climate Science



Brain-Computer Interface

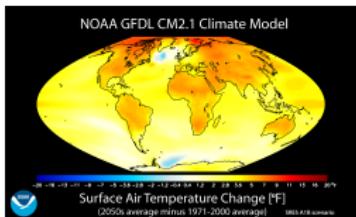
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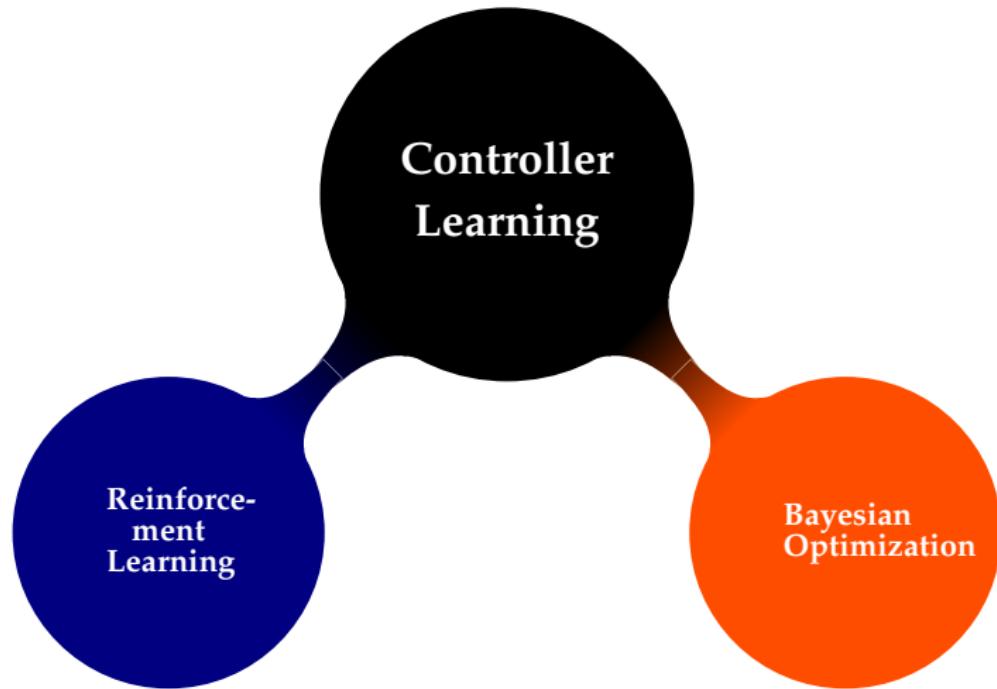


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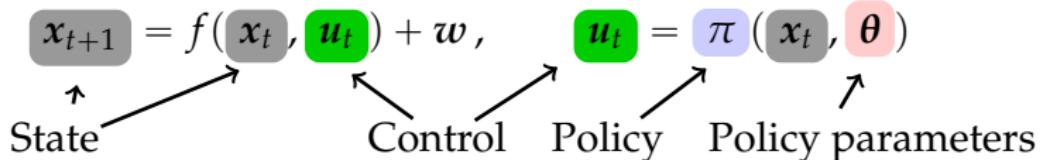


Prosthetics

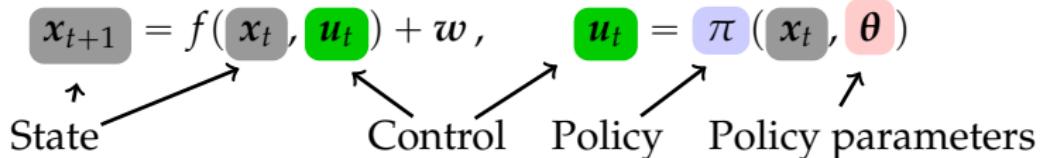
# Outline



# Reinforcement Learning Set-up



# Reinforcement Learning Set-up



## Objective

Find policy parameters  $\theta^*$  that minimize the expected long-term cost

$$J(\theta) = \sum_{t=1}^T \mathbb{E}[c(x_t)|\theta], \quad p(x_0) = \mathcal{N}(\mu_0, \Sigma_0).$$

Instantaneous **cost**  $c(x_t)$ , e.g.,  $\|x_t - x_{\text{target}}\|^2$

- ▶ Typical objective in **optimal control** and **reinforcement learning** (Bertsekas, 2005; Sutton & Barto, 1998)

# Model-based Policy Search

## Objective

Minimize expected long-term cost  $J(\theta) = \sum_t \mathbb{E}[c(x_t)|\theta]$

## High-Level Steps:

1. Probabilistic model for transition function  $f$  to be robust to model errors

# Model-based Policy Search

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3. Policy improvement

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4. Apply controller

# Model-based Policy Search

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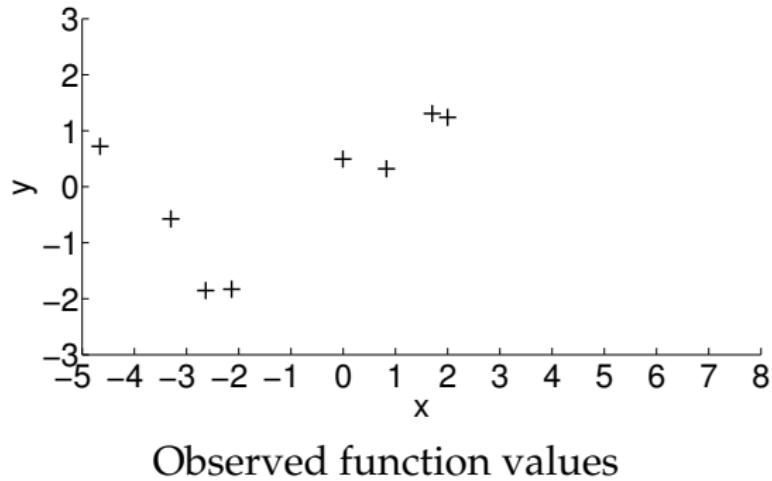
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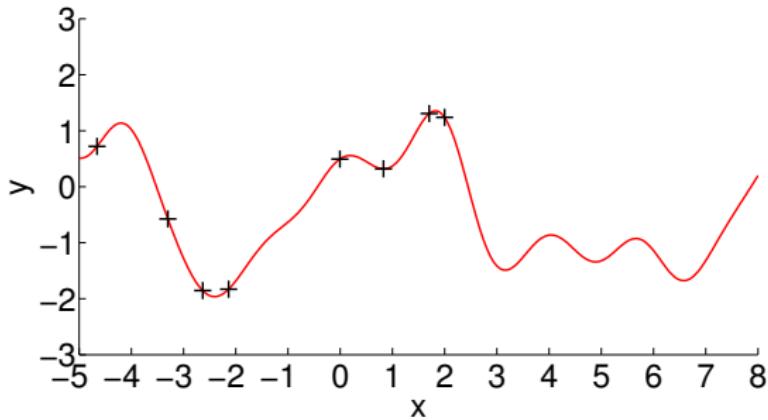
# Model Learning

Model learning problem: Find a function  $f : x \mapsto f(x) = y$



# Model Learning

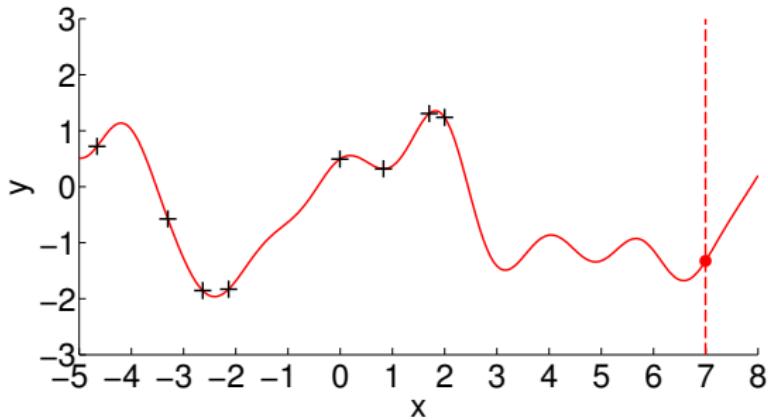
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Plausible function approximators

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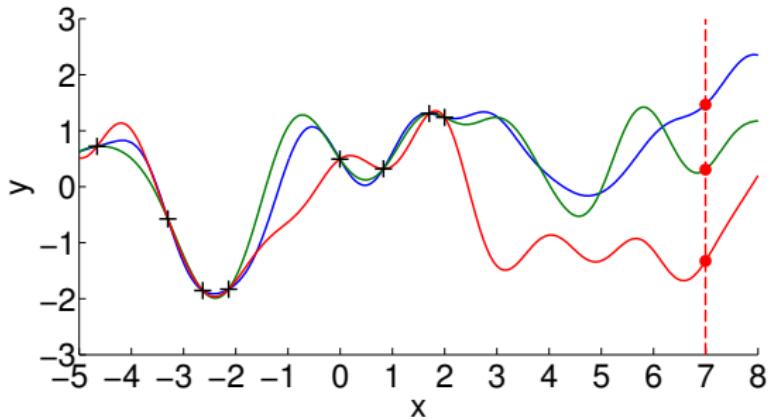


Plausible function approximators

Predictions? Decision Making?

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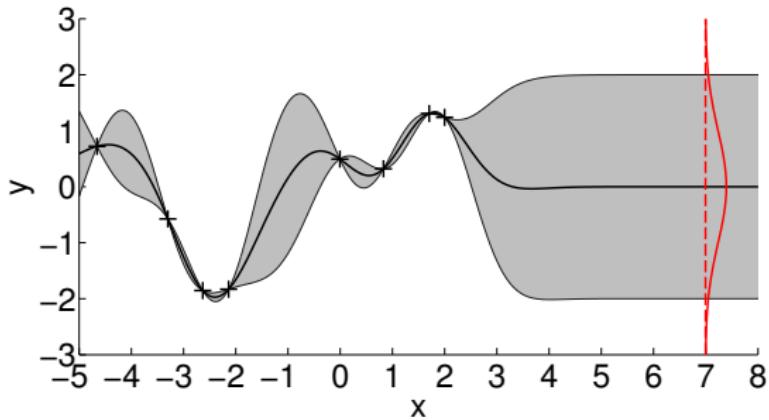


Plausible function approximators

Predictions? Decision Making? Model Errors!

# Model Learning

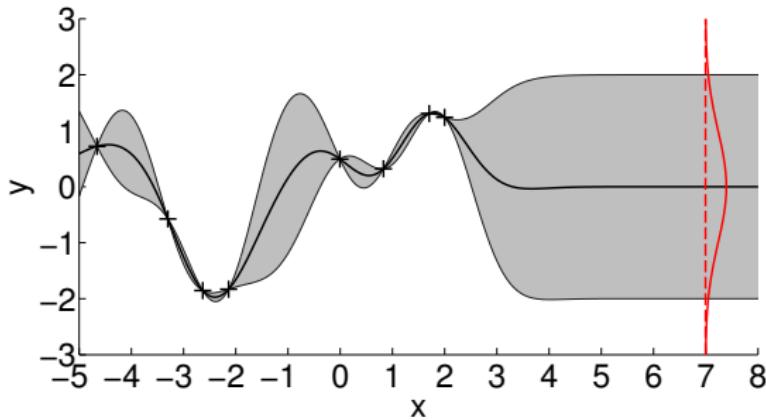
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Distribution over plausible functions

# Model Learning

Model learning problem: Find a function  $f : x \mapsto f(x) = y$



Distribution over plausible functions

- ▶ Express **uncertainty** about the underlying function
- ▶ **Gaussian process** for model learning (Rasmussen & Williams, 2006)

# Introduction to Gaussian Processes

- State-of-the-art nonparametric Bayesian regression method
- Probability distribution over functions
- Fully specified by
  - Mean function  $m$  (average function)
  - Covariance function  $k$  (assumptions on structure)

$$\text{Cov}[f(\mathbf{x}_p), f(\mathbf{x}_q)] \quad \blacktriangleright \quad k(\mathbf{x}_p, \mathbf{x}_q)$$

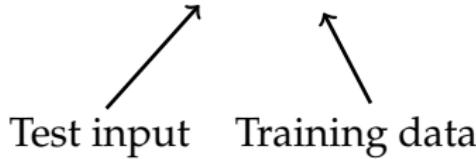
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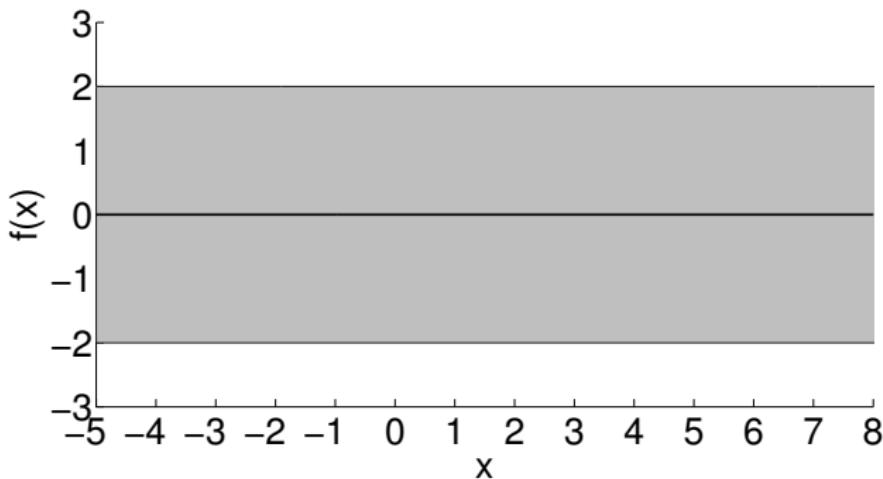
$$\text{Cov}[f(\mathbf{x}_p), f(\mathbf{x}_q)] \quad \blacktriangleright \quad k(\mathbf{x}_p, \mathbf{x}_q)$$

- Posterior predictive distribution at  $\mathbf{x}_*$  is Gaussian:

$$p(f(\mathbf{x}_*) | \mathbf{x}_*, \mathbf{X}, \mathbf{y}) = \mathcal{N}(f(\mathbf{x}_*) | m(\mathbf{x}_*), \sigma^2(\mathbf{x}_*))$$



# Intuitive Introduction to Gaussian Processes



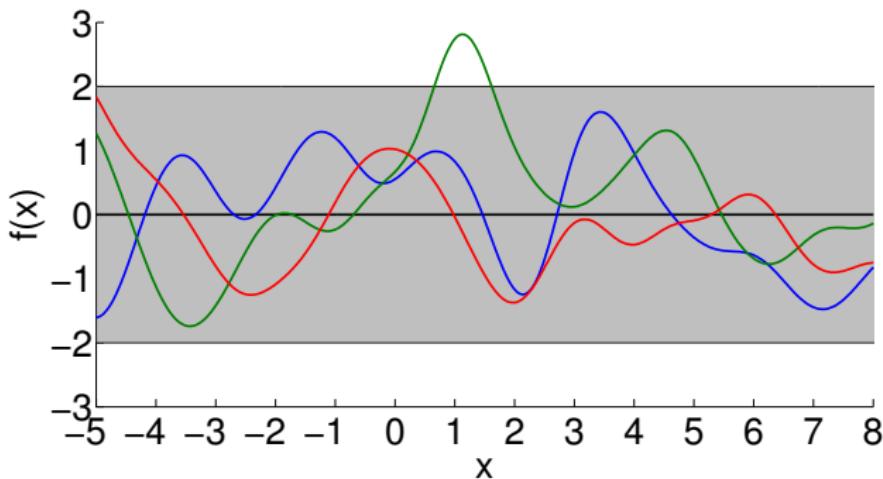
Prior belief about the function

Predictive (marginal) mean and variance:

$$\mathbb{E}[f(\mathbf{x}_*)|\emptyset] = m(\mathbf{x}_*) = 0$$

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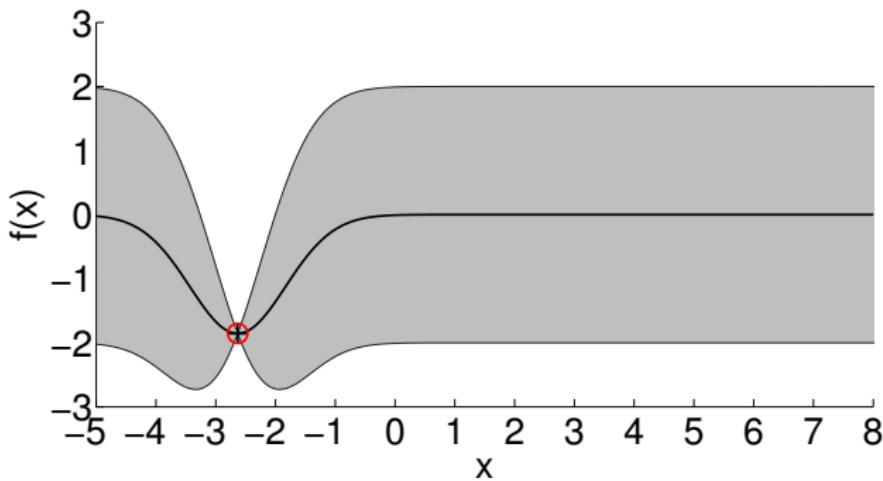
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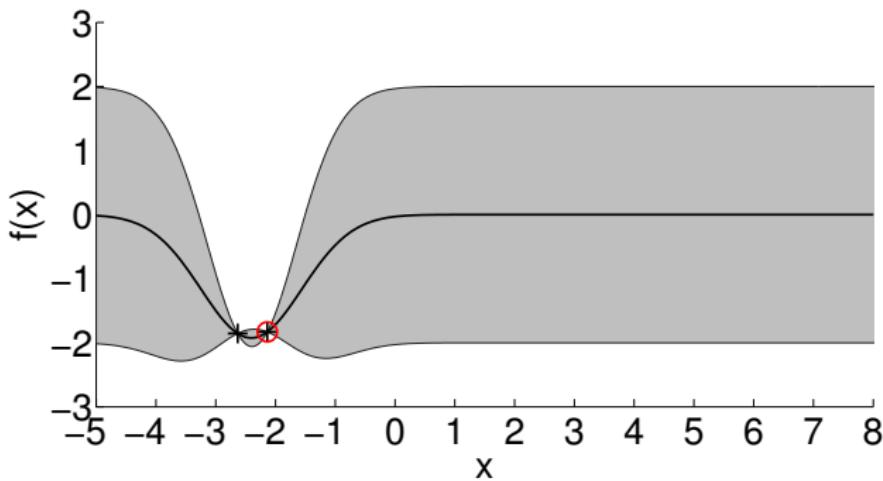
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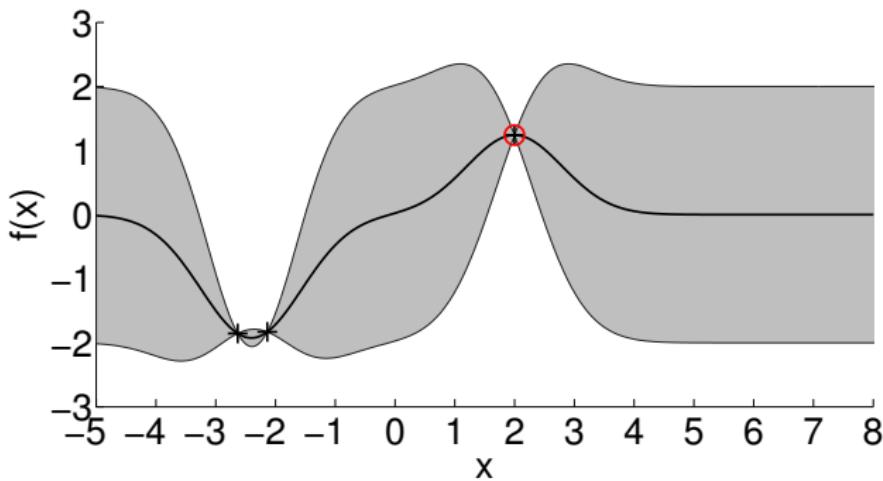
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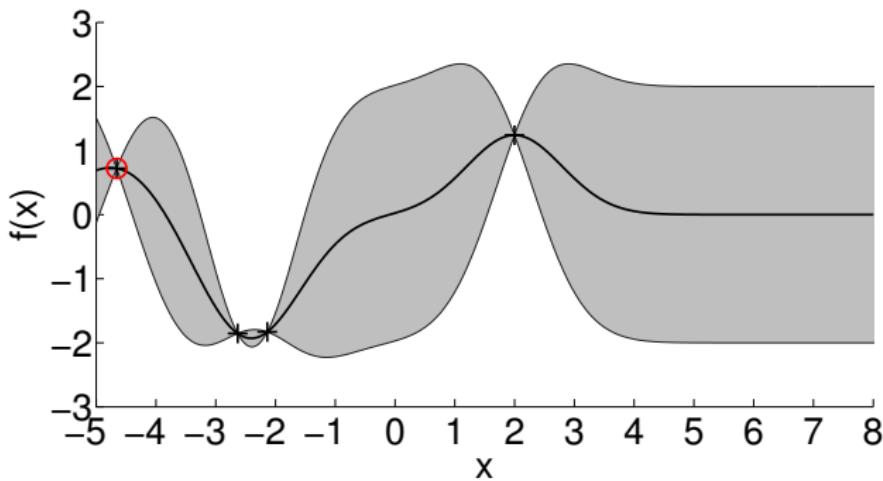
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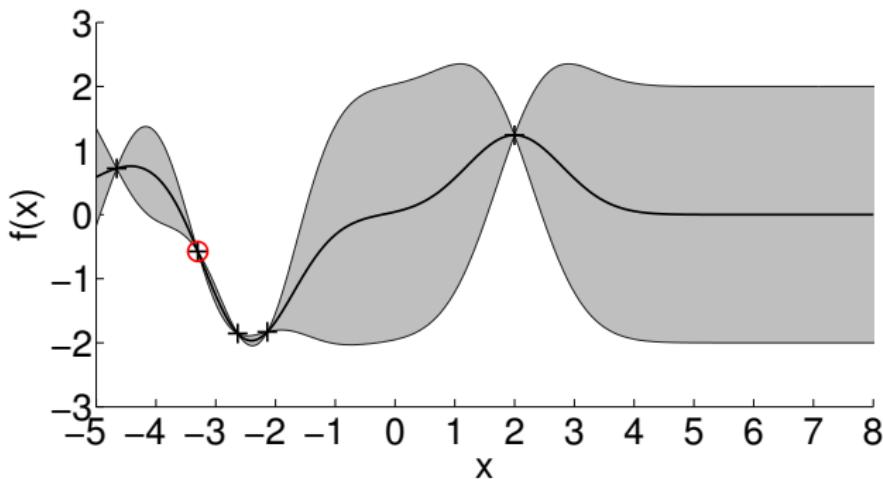
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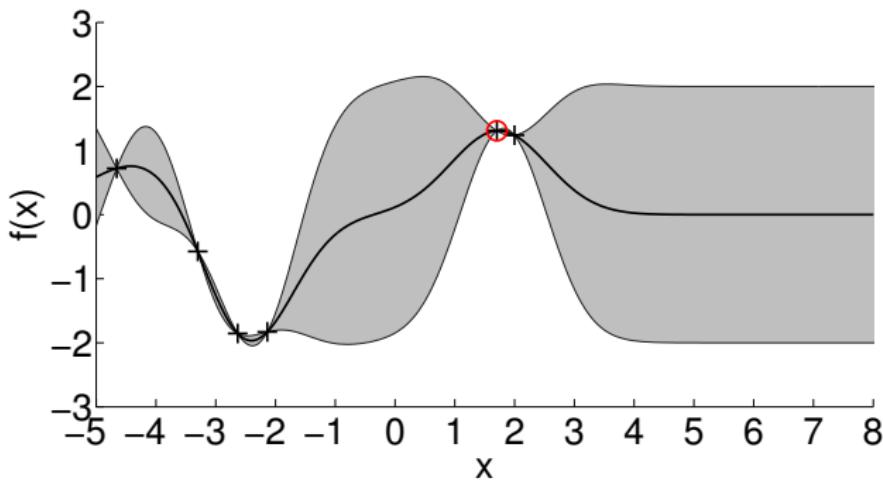
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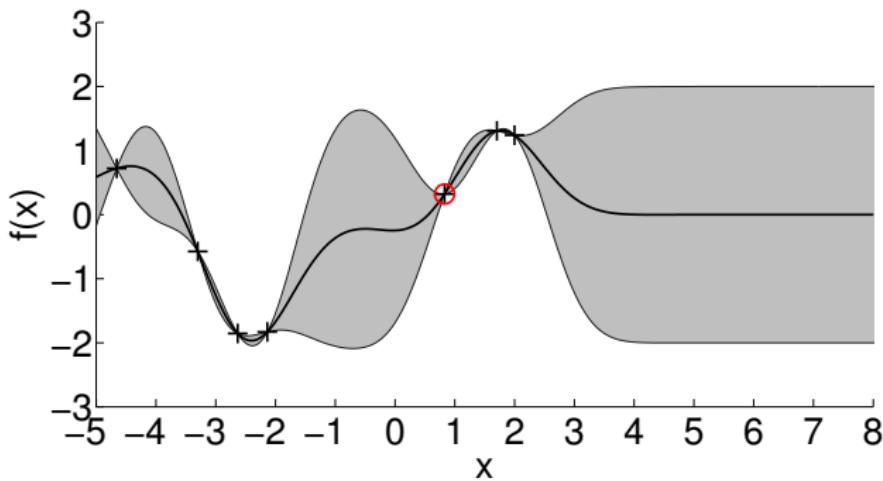
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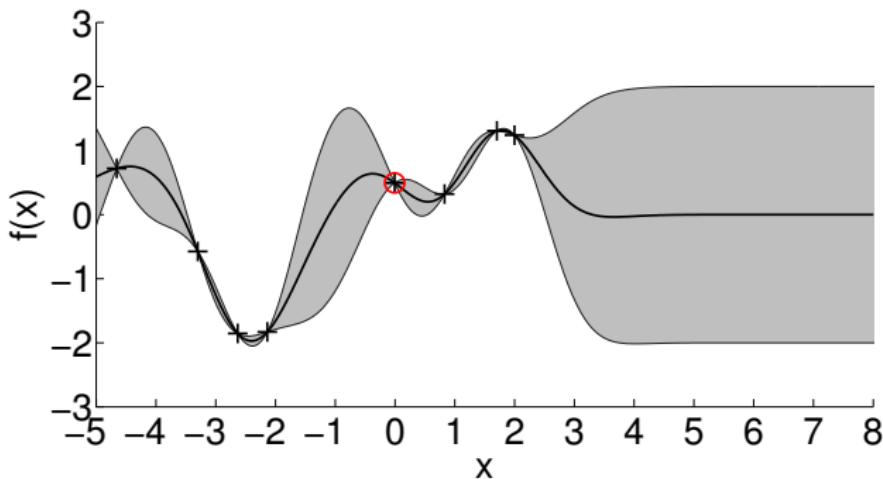
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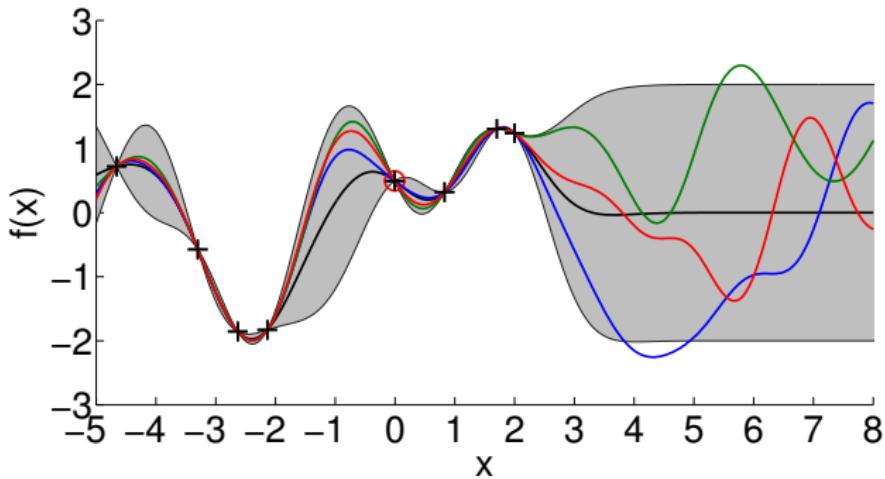
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# Model-based Policy Search

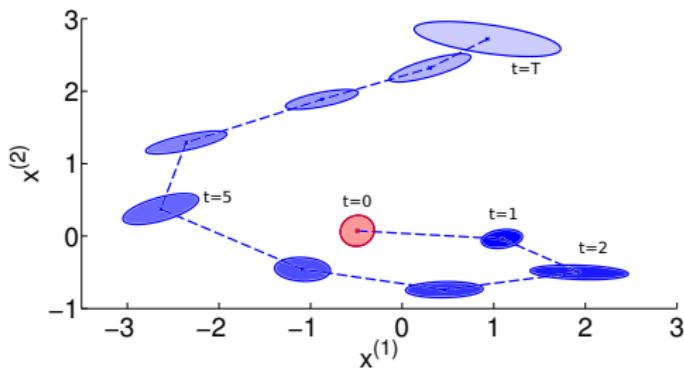
## Objective

Minimize expected long-term cost  $J(\theta) = \sum_t \mathbb{E}[c(x_t)|\theta]$

## High-Level Steps:

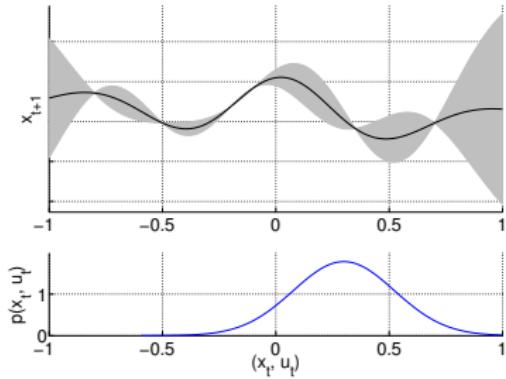
1. Probabilistic model for transition function  $f$  to be robust to model errors
2. **Compute long-term predictions**  $p(x_1|\theta), \dots, p(x_T|\theta)$
3. Policy improvement
4. Apply controller

# Long-Term Predictions



- Iteratively compute  $p(x_1|\theta), \dots, p(x_T|\theta)$

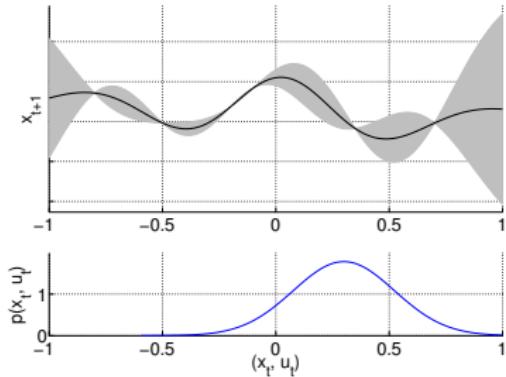
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- Iteratively compute  $p(x_1|\theta), \dots, p(x_T|\theta)$

$$\underbrace{p(x_{t+1}|x_t, u_t)}_{\text{GP prediction}} \quad \underbrace{p(x_t, u_t|\theta)}_{\mathcal{N}(\mu, \Sigma)}$$

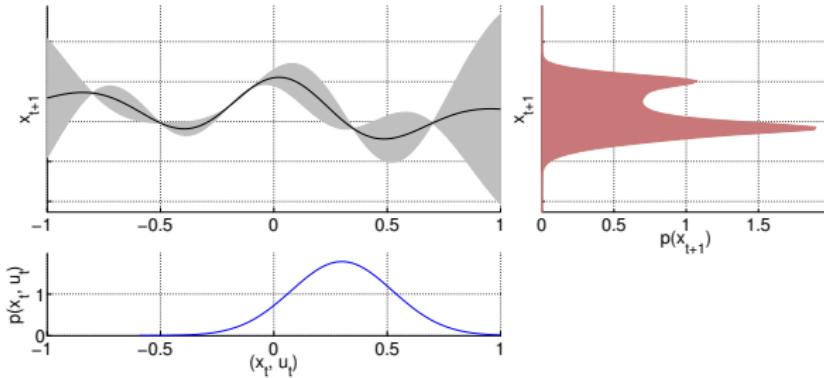
# Long-Term Predictions



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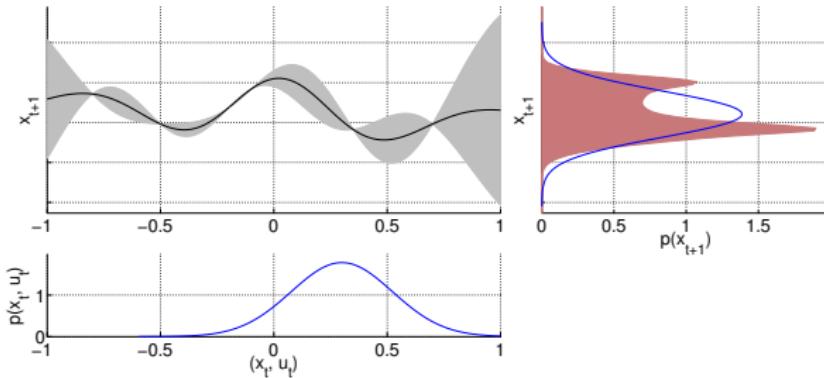
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► **Moment matching** (Quiñonero-Candela et al., 2003)

# Model-based Policy Search

## Objective

Minimize expected long-term cost  $J(\theta) = \sum_t \mathbb{E}[c(x_t)|\theta]$

## High-Level Steps:

1. Probabilistic model for transition function  $f$  to be **robust to model errors**
2. Compute long-term predictions  $p(x_1|\theta), \dots, p(x_T|\theta)$
3. **Policy improvement**
  - Compute expected long-term cost  $J(\theta)$
  - Find parameters  $\theta$  that minimize  $J(\theta)$
4. Apply controller

# Policy Improvement

## Objective

Minimize expected long-term cost  $J(\theta) = \sum_t \mathbb{E}[c(x_t)|\theta]$

- Know how to predict  $p(x_1|\theta), \dots, p(x_T|\theta)$

# Policy Improvement

## Objective

Minimize expected long-term cost  $J(\theta) = \sum_t \mathbb{E}[c(x_t)|\theta]$

- Know how to predict  $p(x_1|\theta), \dots, p(x_T|\theta)$
- Compute

$$\mathbb{E}[c(x_t)|\theta] = \int c(x_t) \mathcal{N}(x_t | \mu_t, \Sigma_t) dx_t, \quad t = 1, \dots, T,$$

and sum them up to obtain  $J(\theta)$

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- Analytically compute gradient  $dJ(\theta)/d\theta$
- Standard gradient-based optimizer (e.g., BFGS) to find  $\theta^*$

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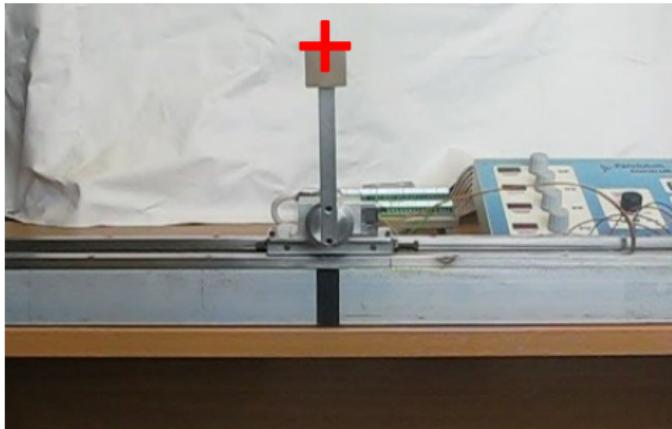
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## ► PILCO framework for controller learning

Deisenroth et al. (IEEE-TPAMI, 2014): *Gaussian Processes for Data-Efficient Learning in Robotics and Control*

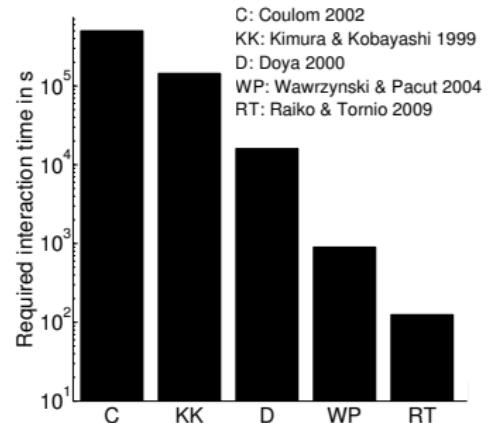
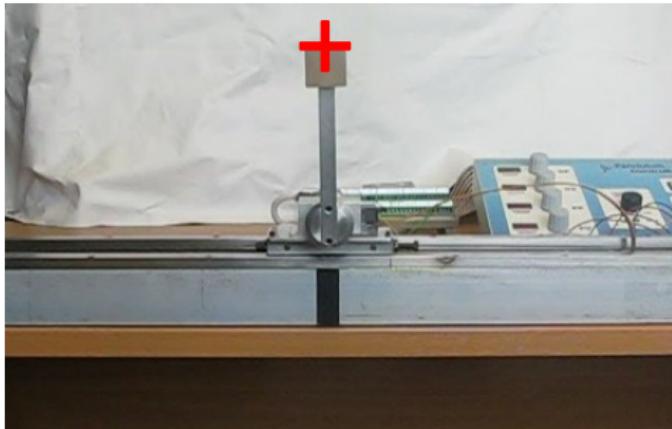
# Standard Benchmark Problem: Cart-Pole Swing-up



- ▶ Swing up and balance a freely swinging pendulum on a cart
- ▶ Cost function  $c(x) = -\exp(-\|x - x_{\text{target}}\|^2)$
- ▶ Code available at <http://mloss.org/software/view/508/>

Deisenroth & Rasmussen (ICML, 2011): PILCO: A Model-based and Data-efficient Approach to Policy Search

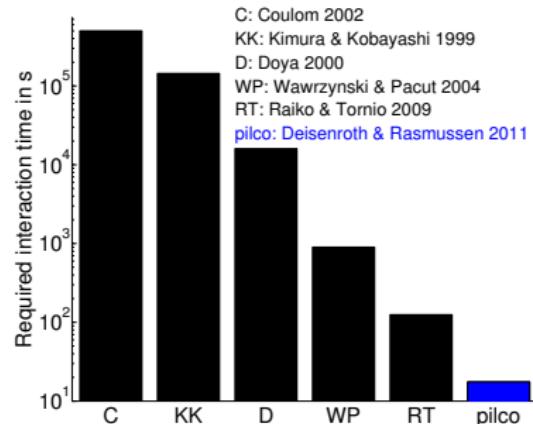
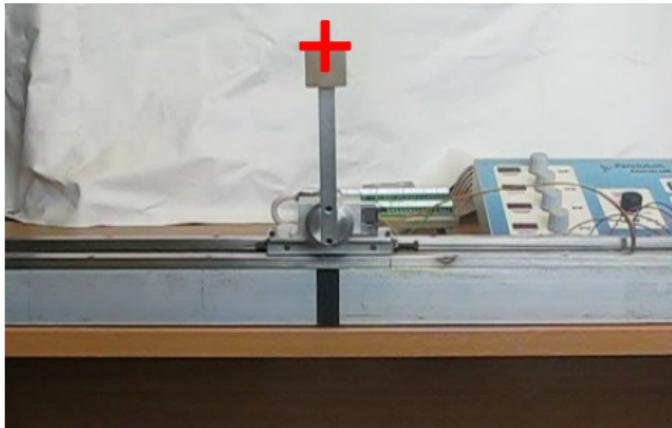
# Standard Benchmark Problem: Cart-Pole Swing-up



- ▶ Swing up and balance a freely swinging pendulum on a cart
- ▶ Cost function  $c(x) = -\exp(-\|x - x_{\text{target}}\|^2)$
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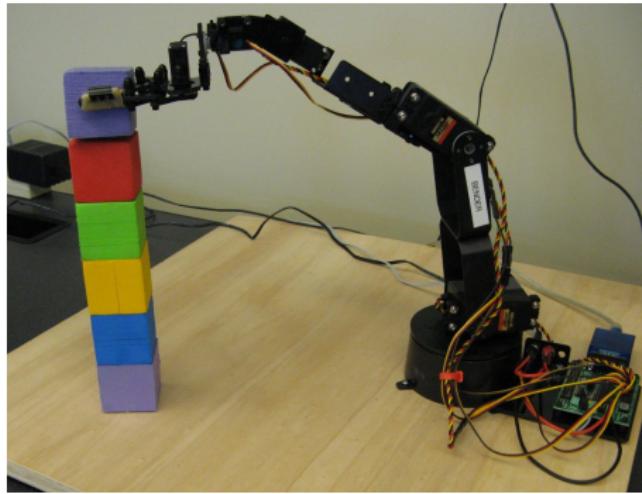
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- ▶ Swing up and balance a freely swinging pendulum on a cart
- ▶ Cost function  $c(x) = -\exp(-\|x - x_{\text{target}}\|^2)$
- ▶ **Unprecedented learning speed** compared to state-of-the-art
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# Learning to Control an Off-the-Shelf Robot



- Autonomously learn block-stacking with a low-cost robot
- Robot very noisy
- Learn forward model and controller **from scratch**

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Deisenroth et al. (RSS, 2011): *Learning to Control a Low-Cost Manipulator using Data-efficient Reinforcement Learning*

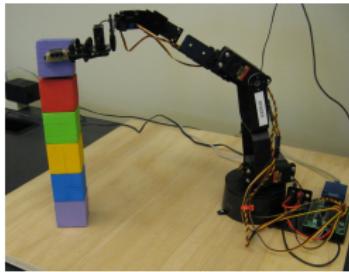
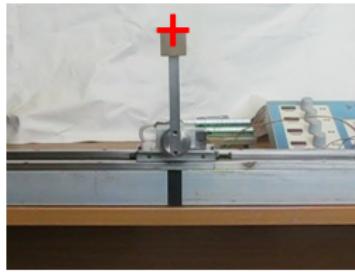
# Controlling Throttle Valves in Combustion Engines



Bischoff et al., ECML 2013

► More videos at <http://www.youtube.com/user/PilcoLearner>

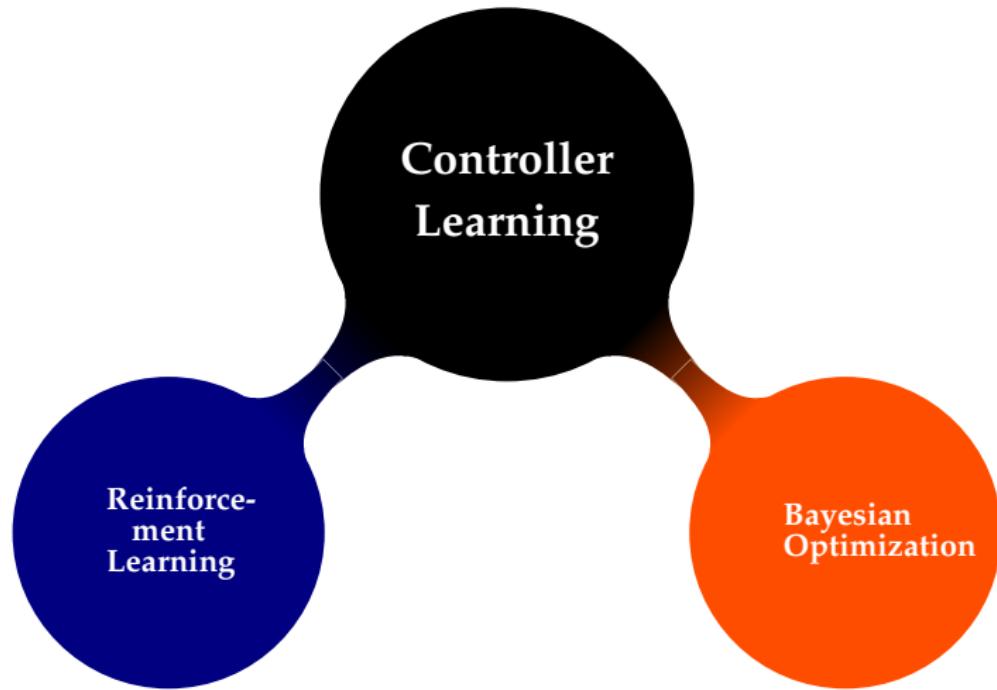
# Summary (1)



## Practical Framework for Autonomous Learning

- Key: Explicit incorporation of model uncertainty into long-term predictions and decision making
- Applied to real systems

# Outline



# Bayesian Optimization for Learning Controllers



- Learning forward models is not always easy
- Legged locomotion: ground contacts

## Objective

Find parameters  $\theta$  of controller  $\pi(\theta)$

# Bayesian Optimization for Learning Controllers



- Learning forward models is not always easy
- Legged locomotion: ground contacts

## Objective

Find parameters  $\theta$  of controller  $\pi(\theta)$

## Challenges:

- No forward model
  - No analytic cost function, no demonstrations
  - Still need to be data efficient (fragile robot)
  - Manual parameter search can be tedious
- Bayesian optimization (e.g., Jones 1998; Osborne et al., 2009)

# Bayesian Optimization

## Objective

Minimize an objective function  $g$ , which is very expensive to evaluate

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## Key Idea:

1. Build a model  $\tilde{g}$  of the objective function
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3. Evaluate true objective  $g$  at  $\theta^*$
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# Bayesian Optimization

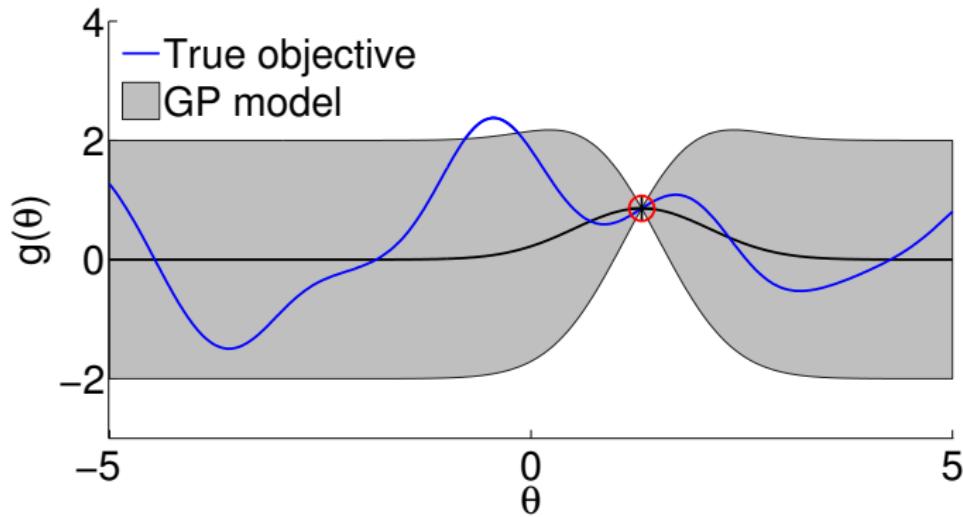
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4. Update the model  $\tilde{g}$ 
  - Standard model  $\tilde{g}$  is a Gaussian process
  - Standard assumption:  
Computations are cheap compared to evaluating true objective  $g$

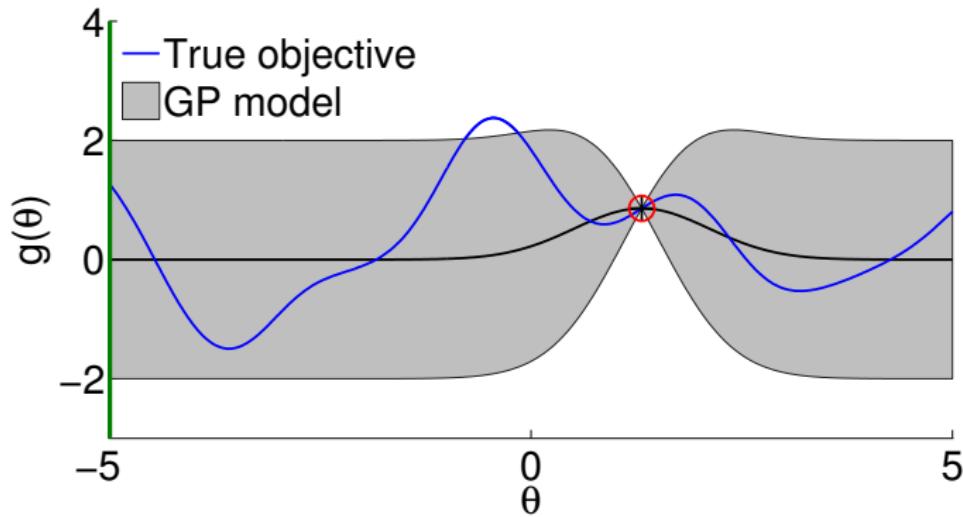
# Bayesian Optimization: Illustration



- Upper-Confidence-Bound (UCB) criterion to select next point

$$\theta^* \in \arg \min_{\theta} \quad \mathbb{E}[\tilde{g}(\theta)] - 2\sqrt{\text{V}[\tilde{g}(\theta)]}$$

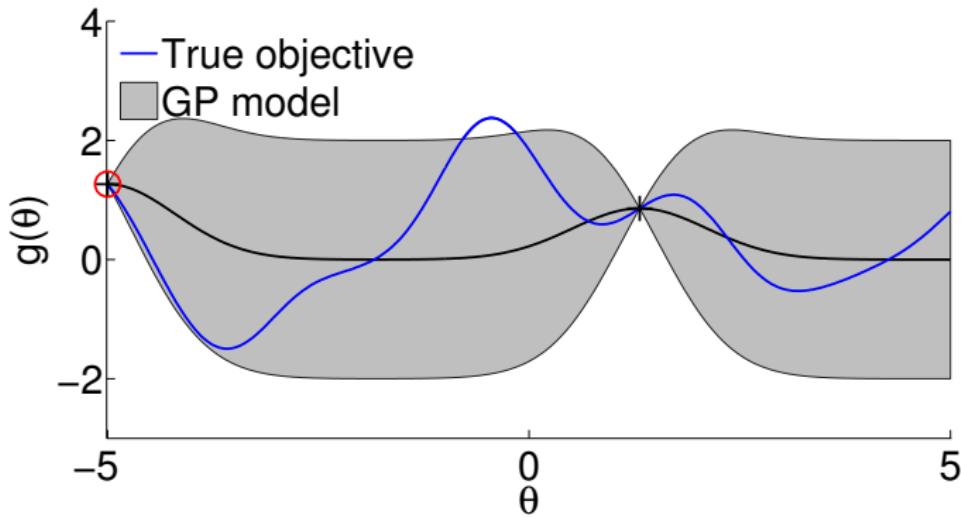
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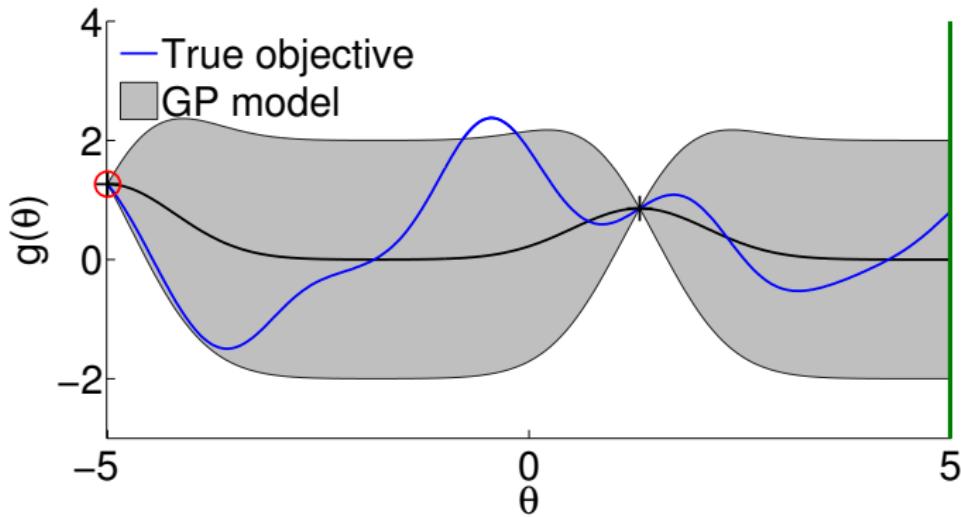
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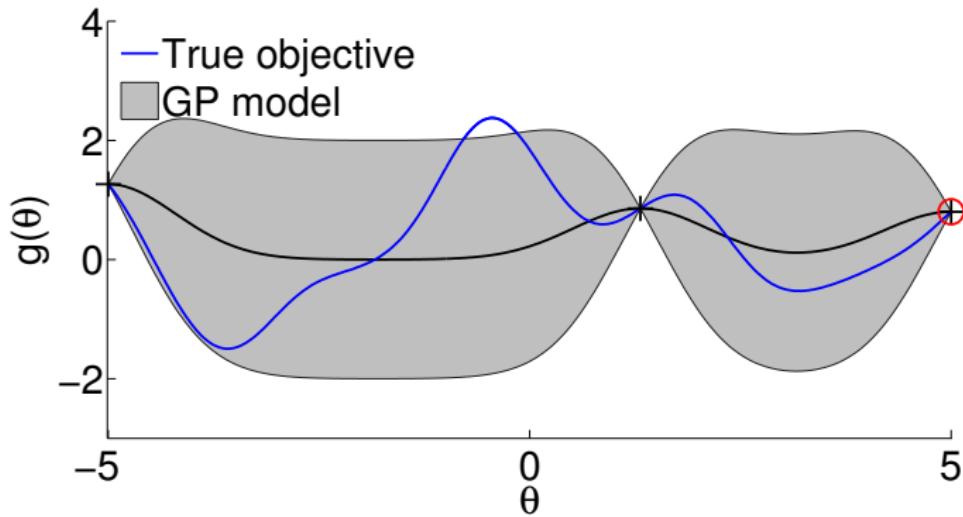
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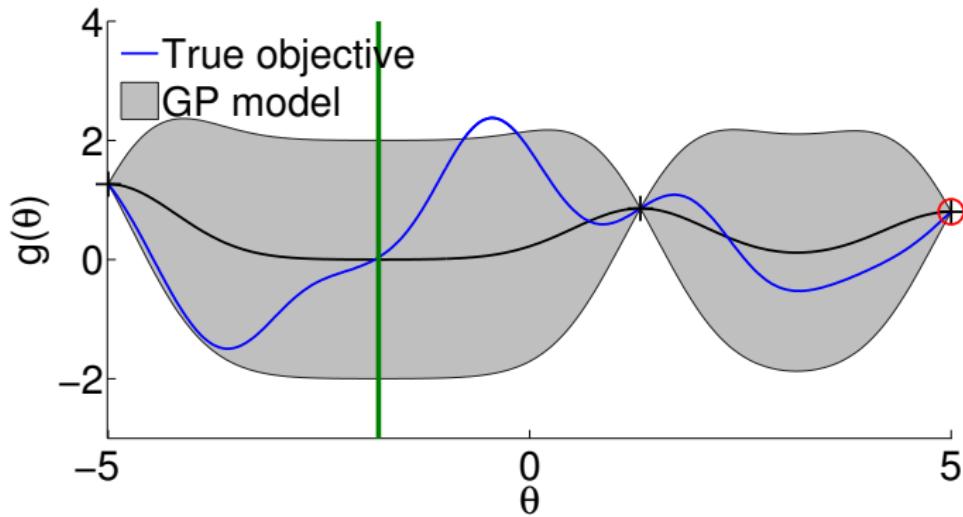
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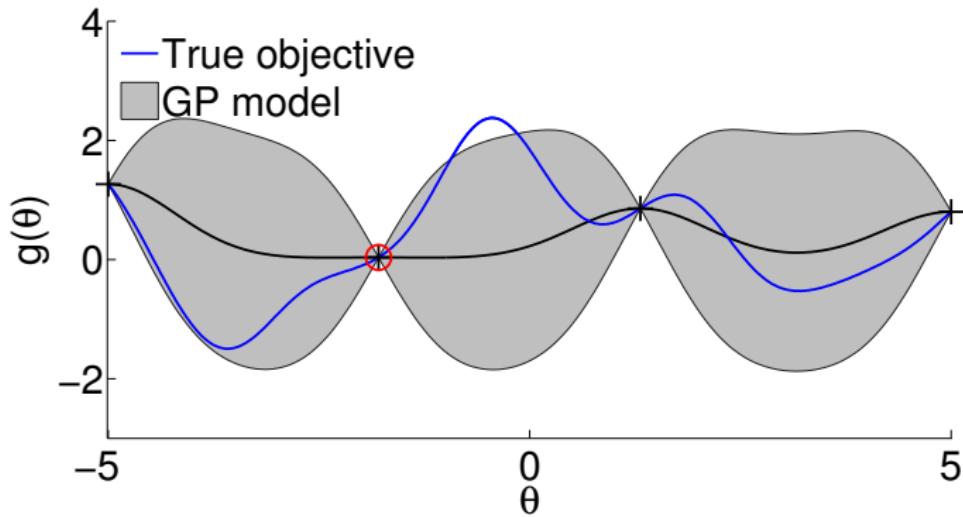
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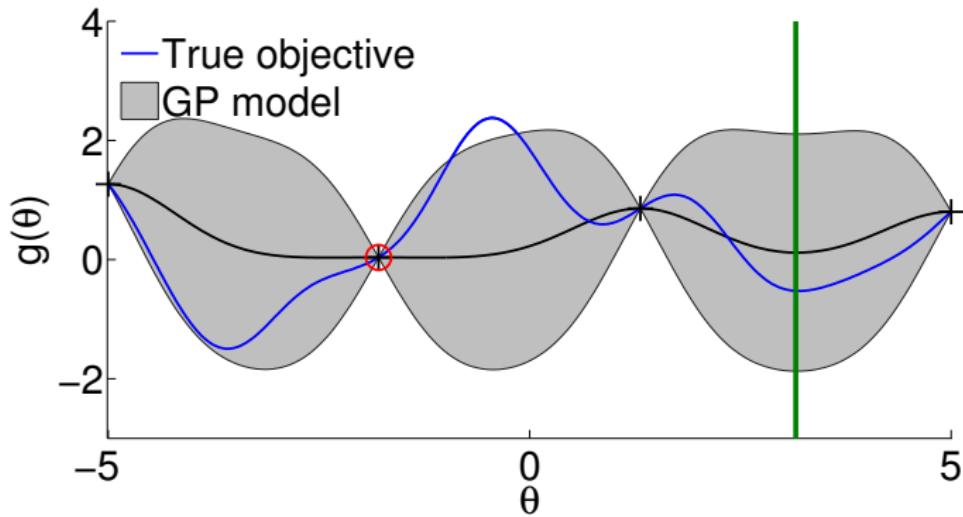
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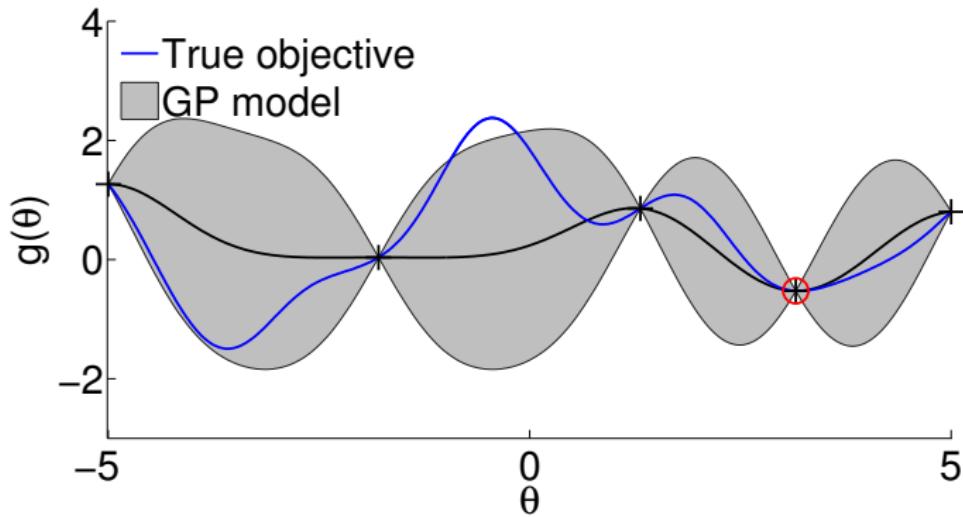
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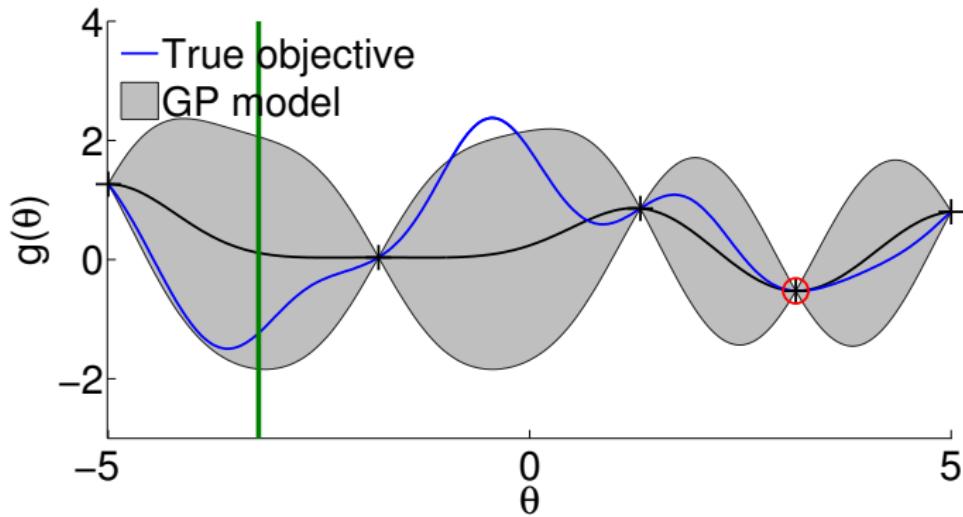
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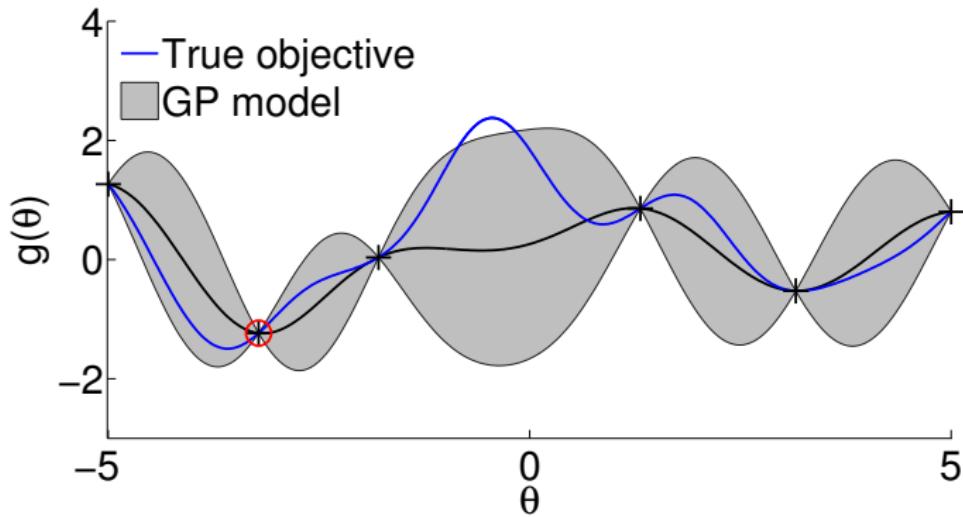
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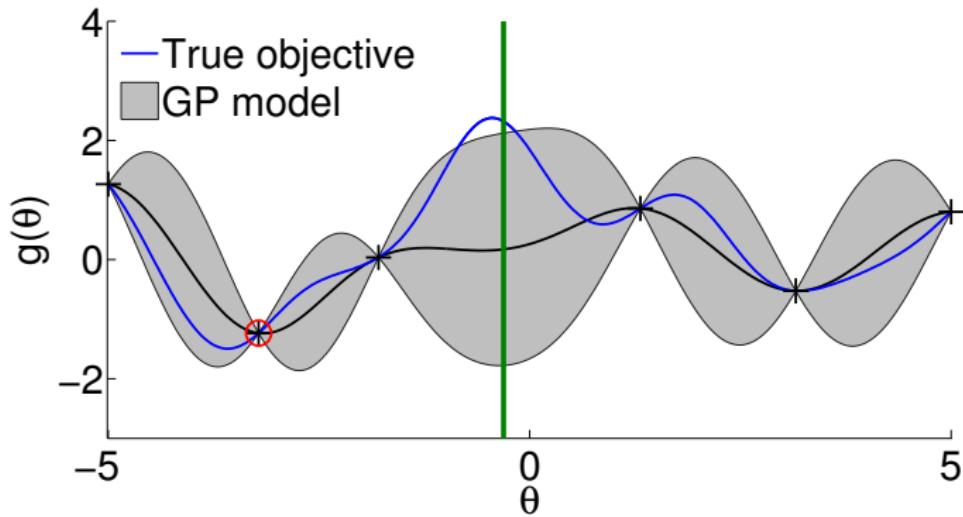
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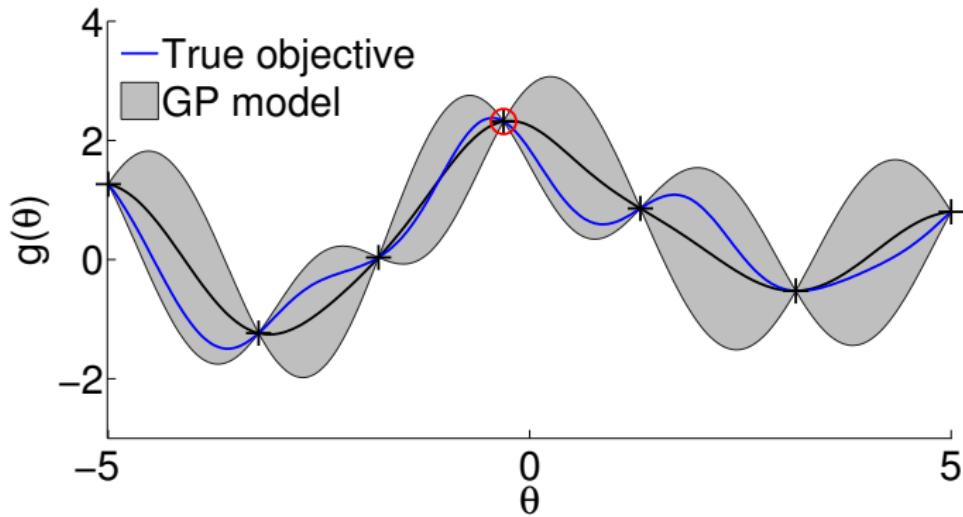
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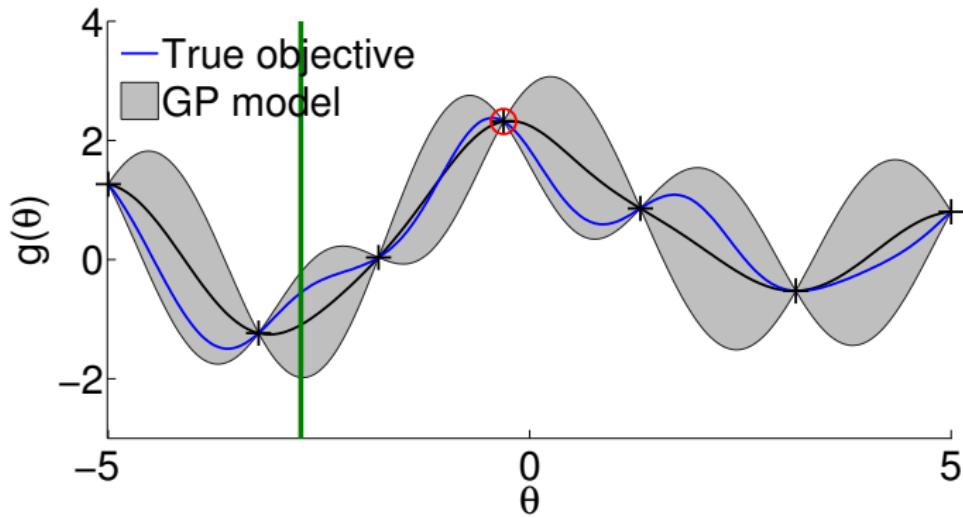
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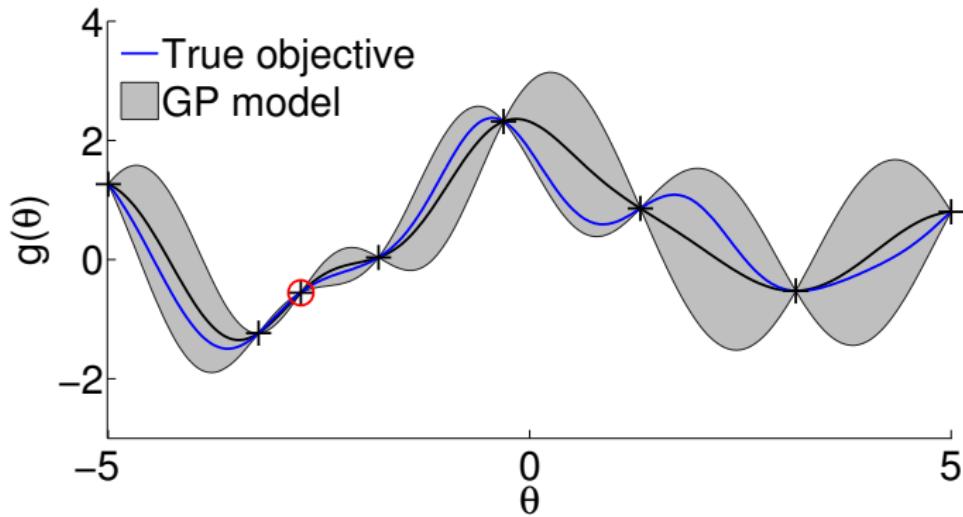
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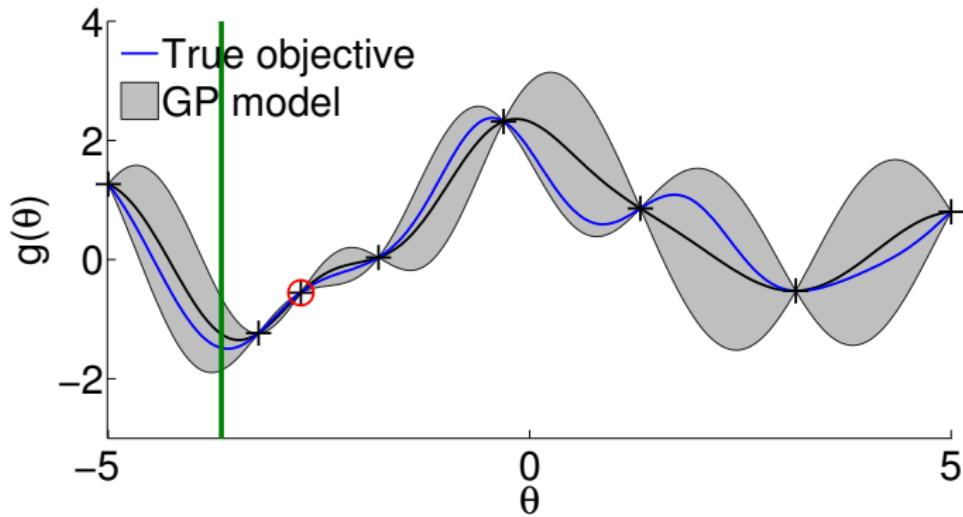
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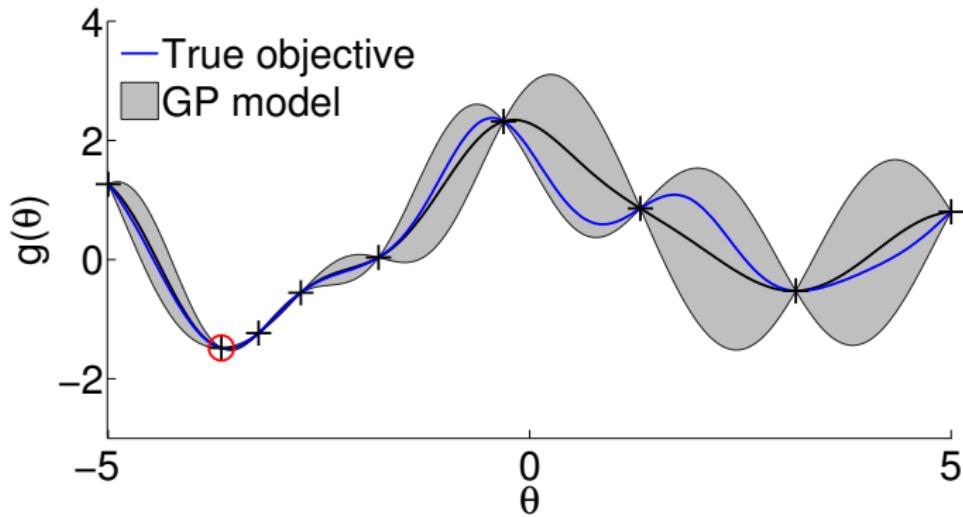
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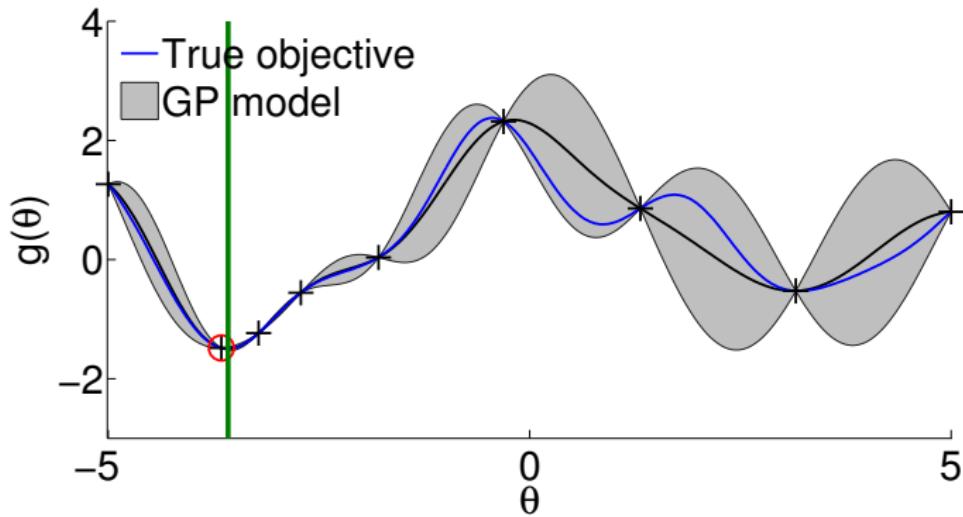
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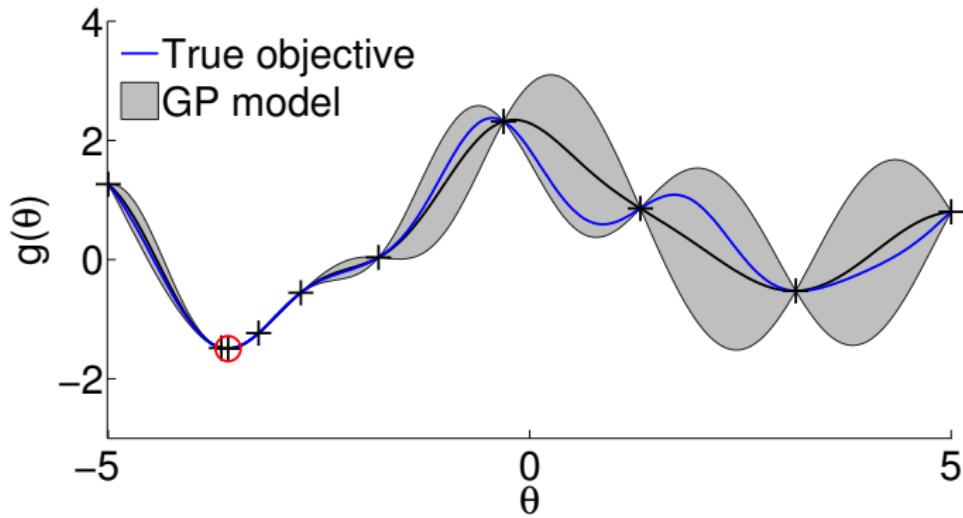
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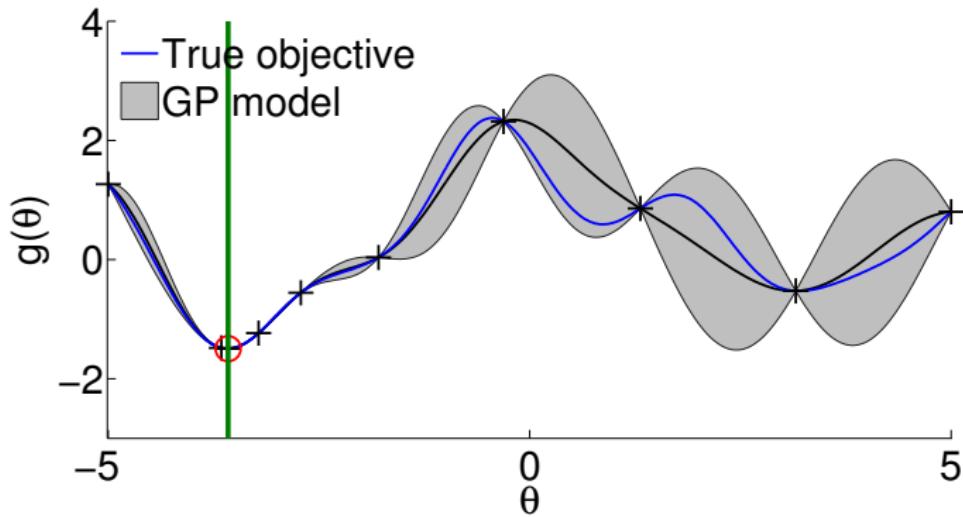
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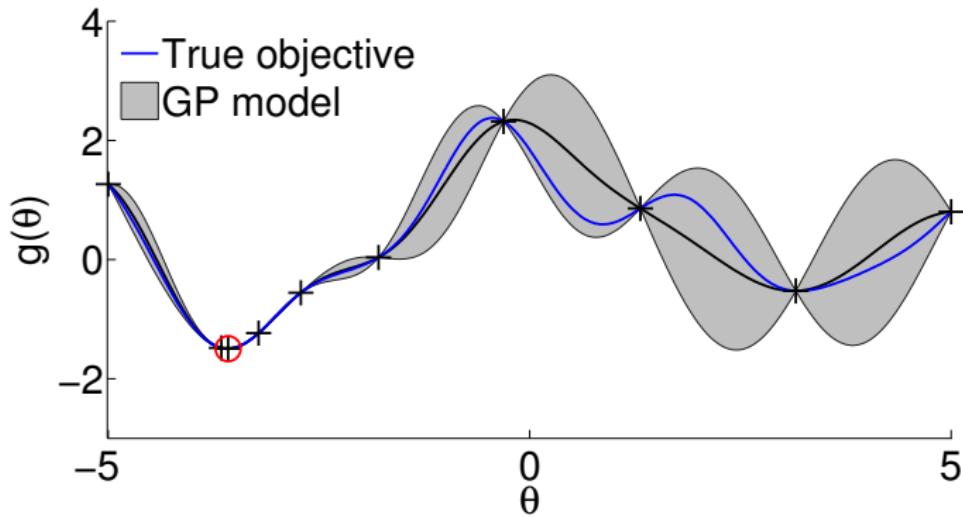
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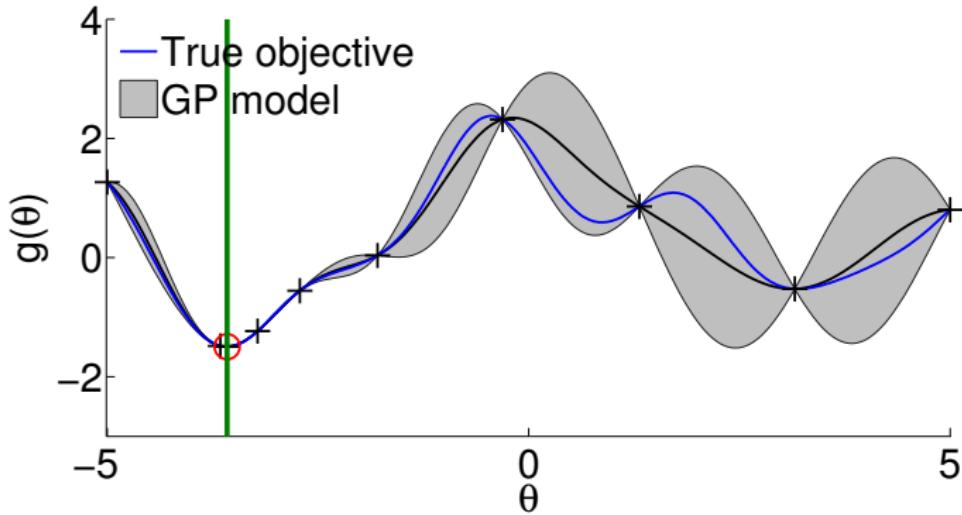
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# Bayesian Optimization: Illustration



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$$\theta^* \in \arg \min_{\theta} \mathbb{E}[\tilde{g}(\theta)] - 2\sqrt{\text{V}[\tilde{g}(\theta)]}$$

- Global minimum found after 10 function evaluations

# Bayesian Gait Optimization for Legged Locomotion

- Fragile biped
  - ▶ Only few experiments feasible
- Maximize robustness and walking speed
- 4 motors:
  - 2 actuated hips + 2 actuated knees
- Controller implemented as a finite-state-machine (8 parameters)
- Good parameters found after 100 experiments
- Substantial speed-up compared to manual parameter search



# Summary (2)



## Bayesian Gait Optimization

- ▶ Bayesian optimization for learning controllers in a few experiments
- ▶ General framework  
(no assumptions on dynamics, no explicit cost required)
- ▶ Limited to few parameters ( $\approx 10\text{--}20$ )

## Collaborators



CE Rasmussen (U Cambridge)  
D Fox (U Washington)

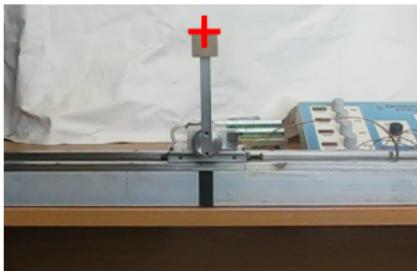
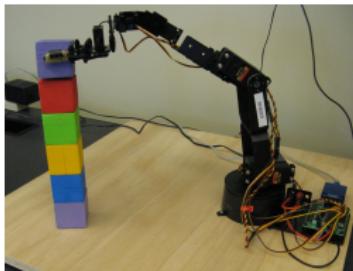


R Calandra (TU Darmstadt)  
J Peters (TU Darmstadt)  
A Seyfarth (TU Darmstadt)

## Funding



# Wrap-up



- ▶ **Data-efficient** controller learning for autonomous systems
  - ▶ Reinforcement learning
  - ▶ Bayesian optimization
- ▶ **Key to success:** Probabilistic modeling and Bayesian inference

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**Thank you for your attention**

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