

# Meeting

## 09/07/2020

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# Past week

- Re-implemented LQR with Matrix  $R=0$  rather than Identity Matrix, since we want to follow the trajectory  $x^*$  rather than the action  $u^*$ .
- Implemented ( $A^*$ -based)LQR closed-loop control for Reacher (3 goal locs)
- Calculated Matrix  $K$  for all 4 tasks

## LQR Ext5: Trajectory Following for Non-Linear Systems

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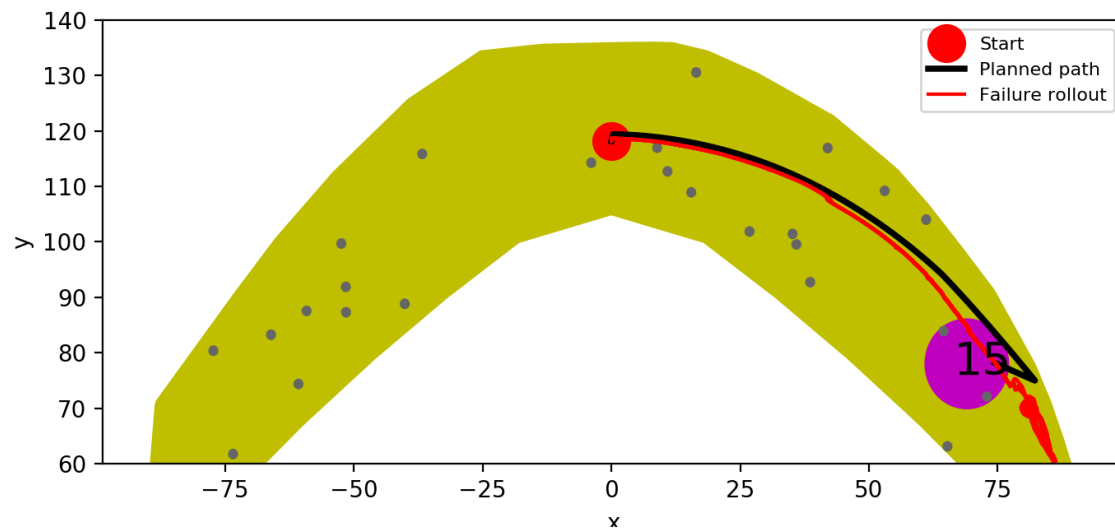
- Transformed into linear time varying case (LTV):

$$\min_{u_0, u_1, \dots, u_{H-1}} \sum_{t=0}^{H-1} (x_t - x_t^*)^\top Q (x_t - x_t^*) + (u_t - u_t^*)^\top R (u_t - u_t^*)$$

$$\text{s.t. } x_{t+1} - x_{t+1}^* = A_t(x_t - x_t^*) + B_t(u_t - u_t^*)$$

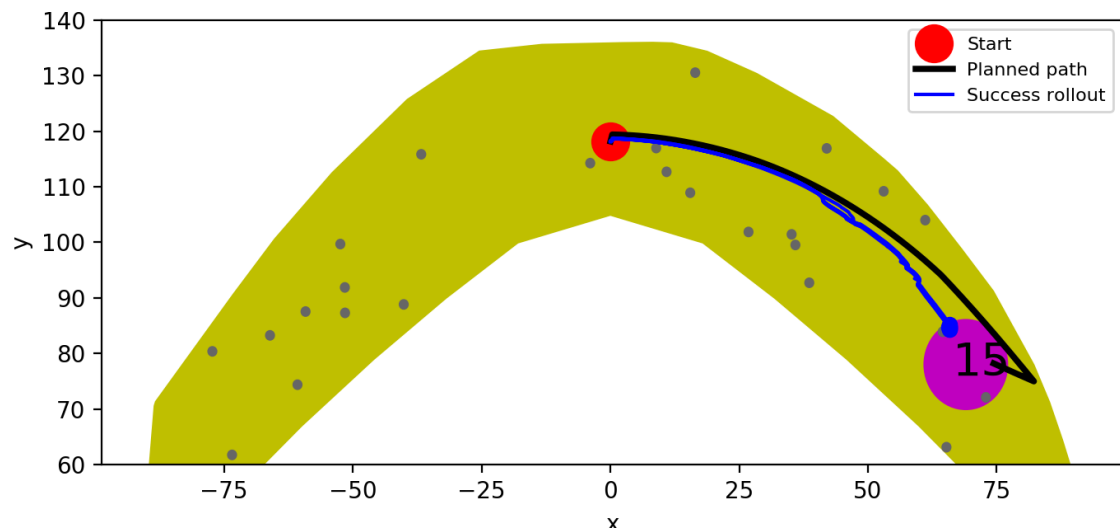
# Gazebo Hand: Goal Reach Rate

Goal Location	0	2	7	8	15
A*	0%	100%	100%	0%	0%
LQR(Q=E)	0%	100%	100%	100%	100%
LQR(Q=0)	100%	100%	100%	100%	100%

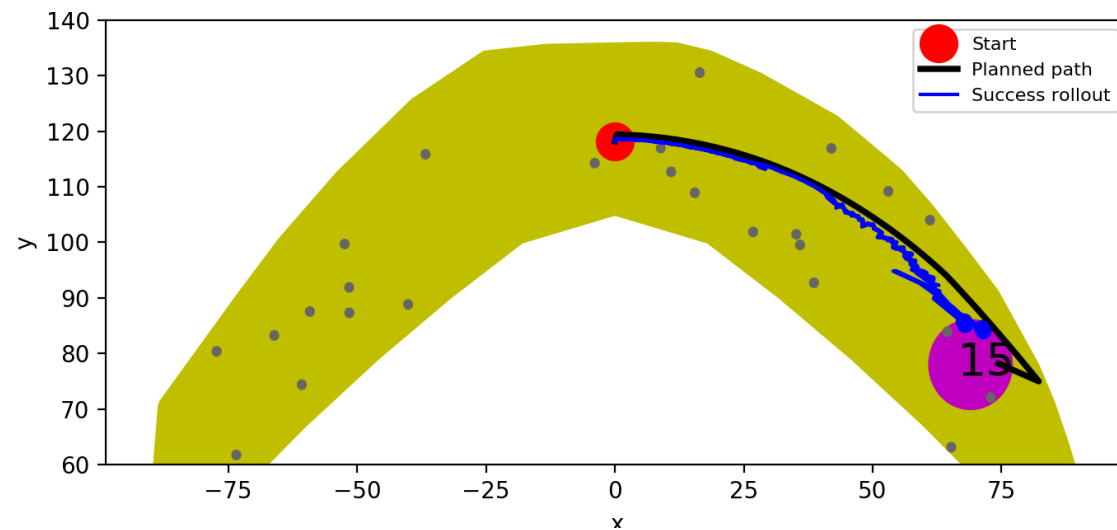


Goal Location 15

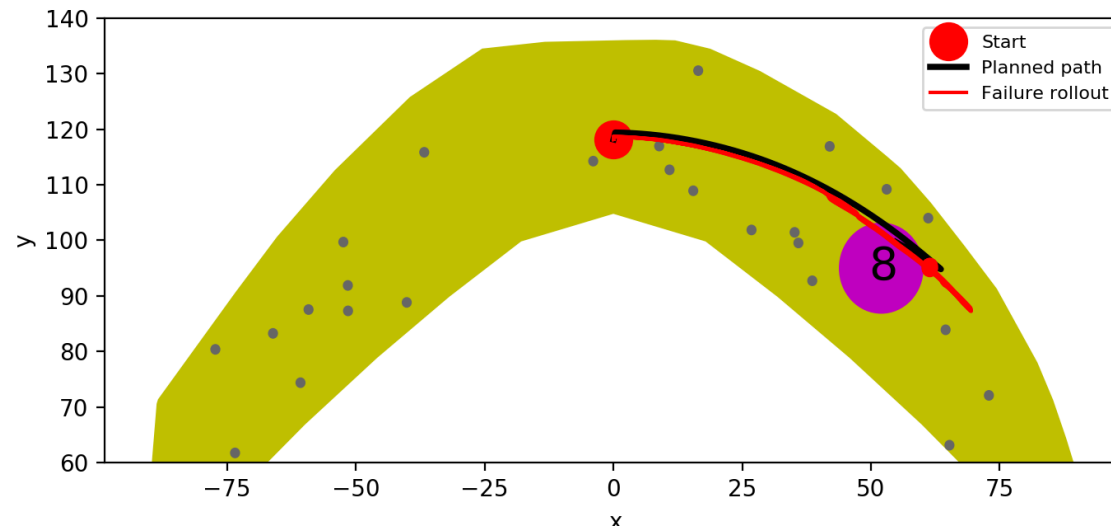
A\*



LQR (R=E)

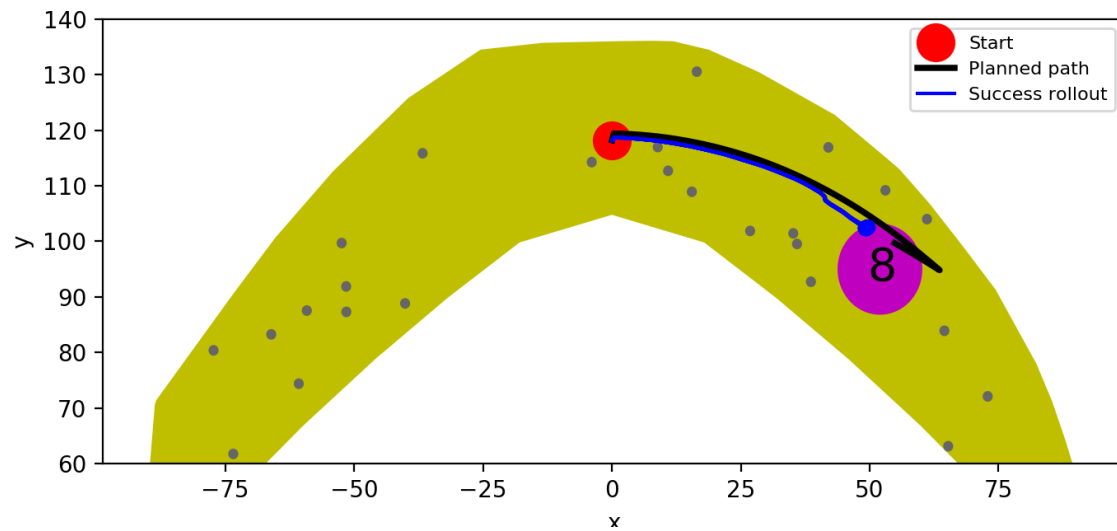


LQR (R=0)

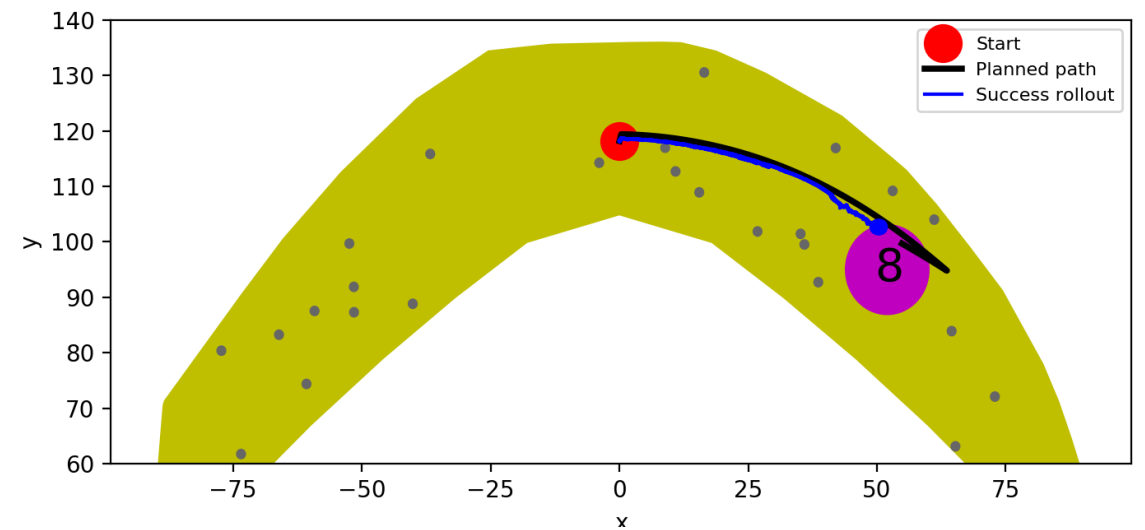


Goal Location 8

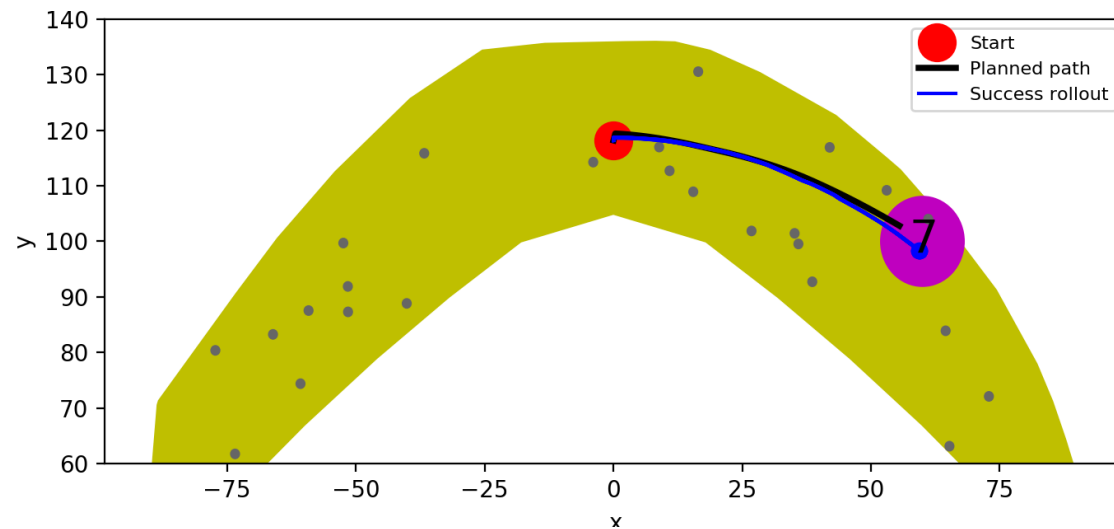
A\*



LQR (R=E)

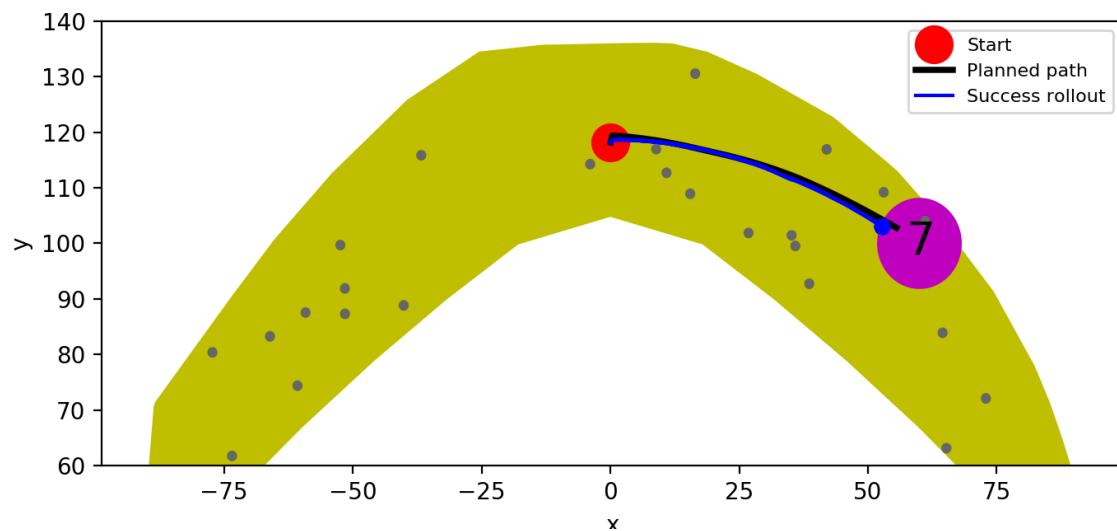


LQR (R=0)

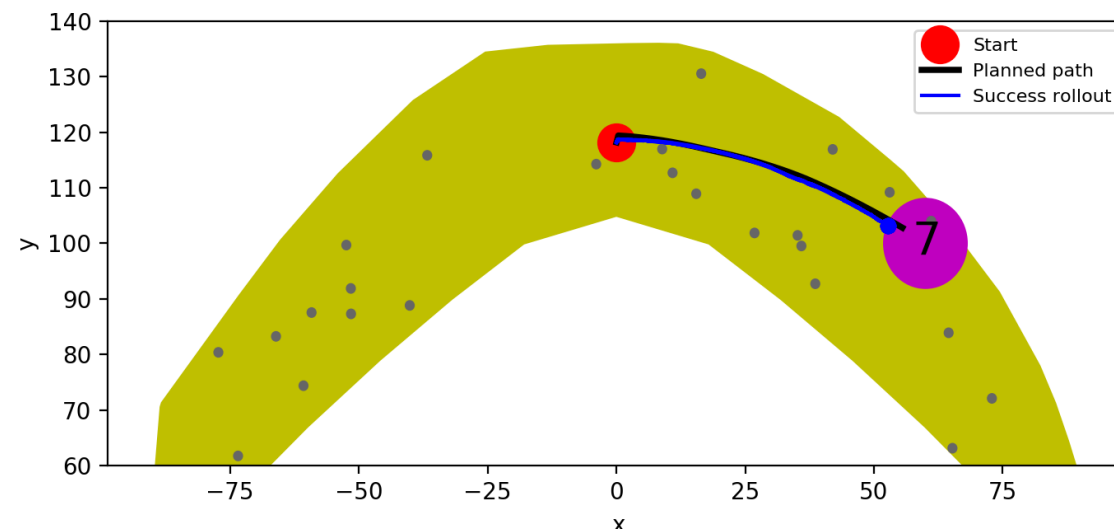


$A^*$

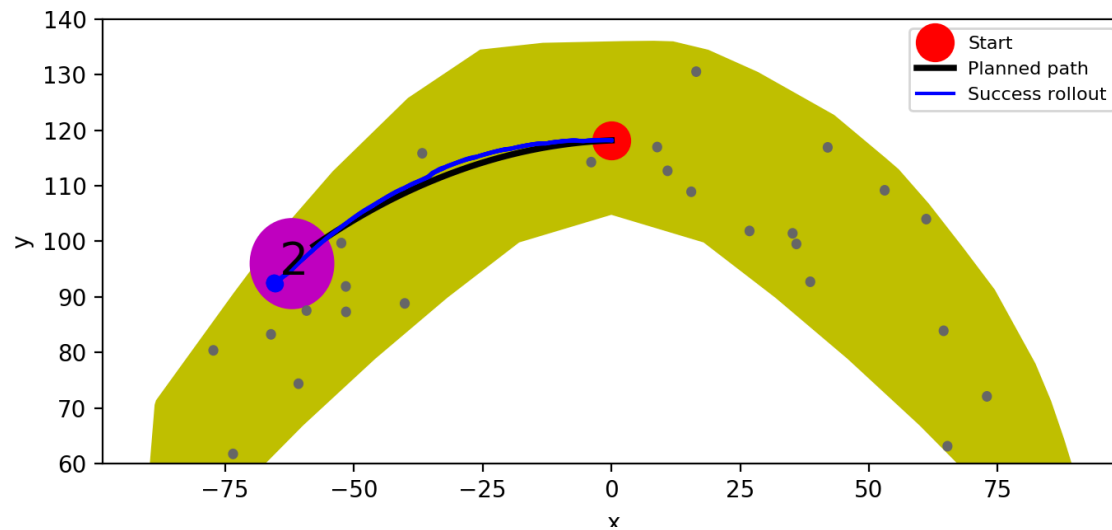
Goal Location 7



LQR (R=E)

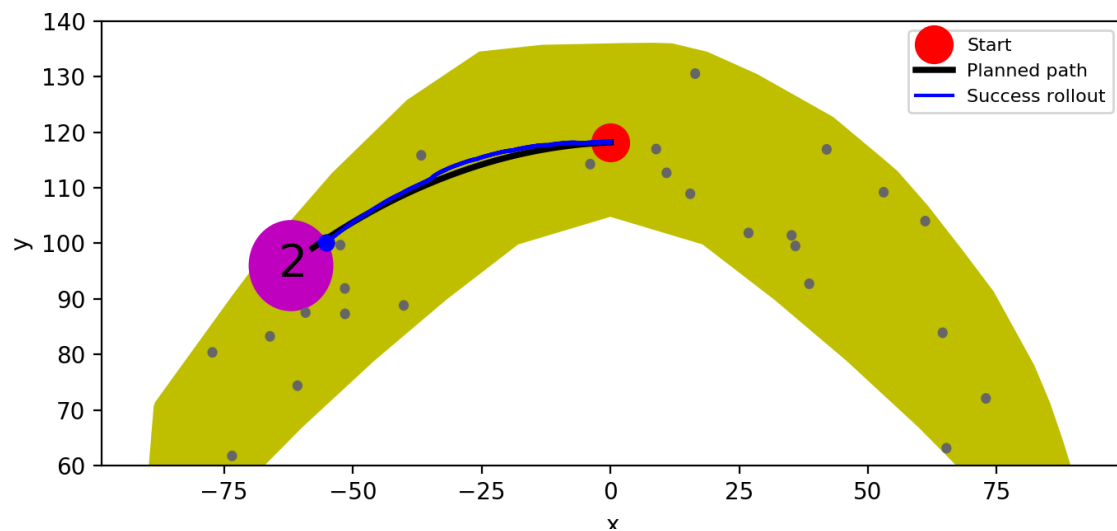


LQR (R=0)

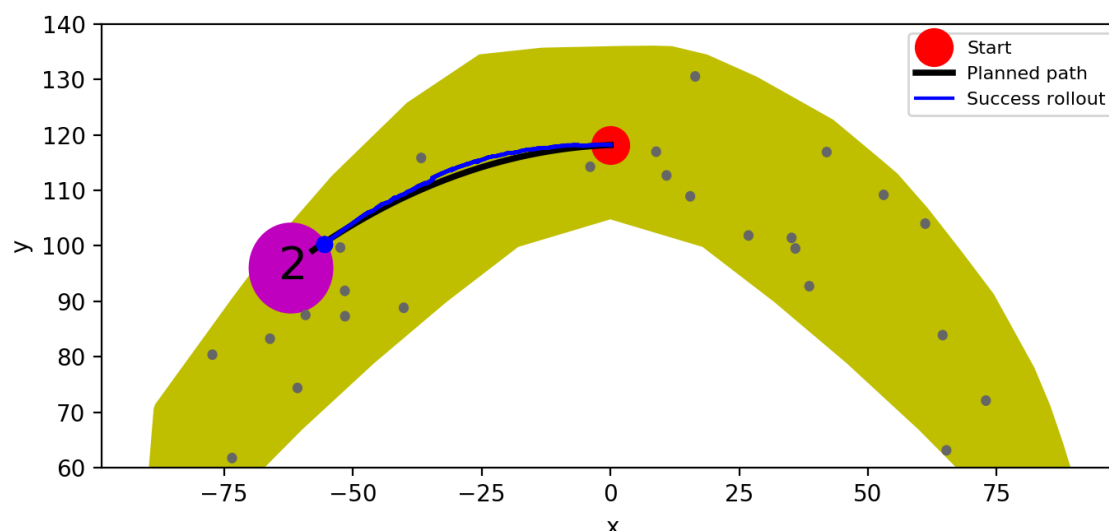


A\*

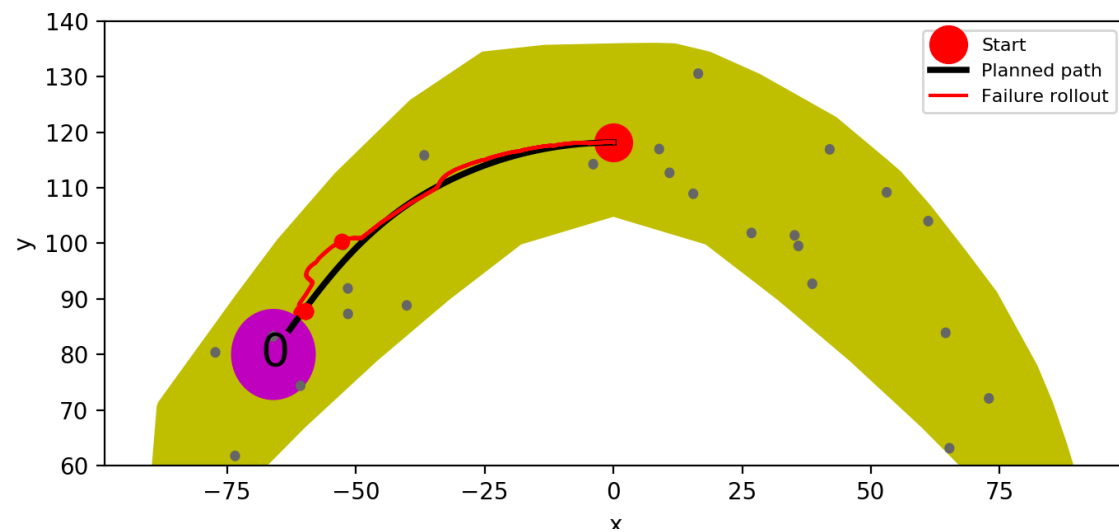
Goal Location 2



LQR (R=E)

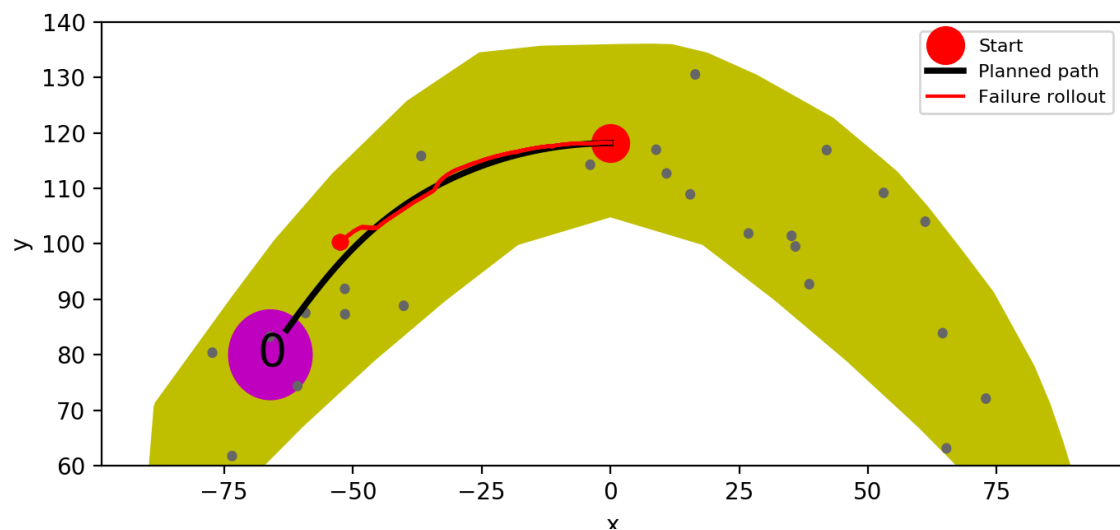


LQR (R=0)

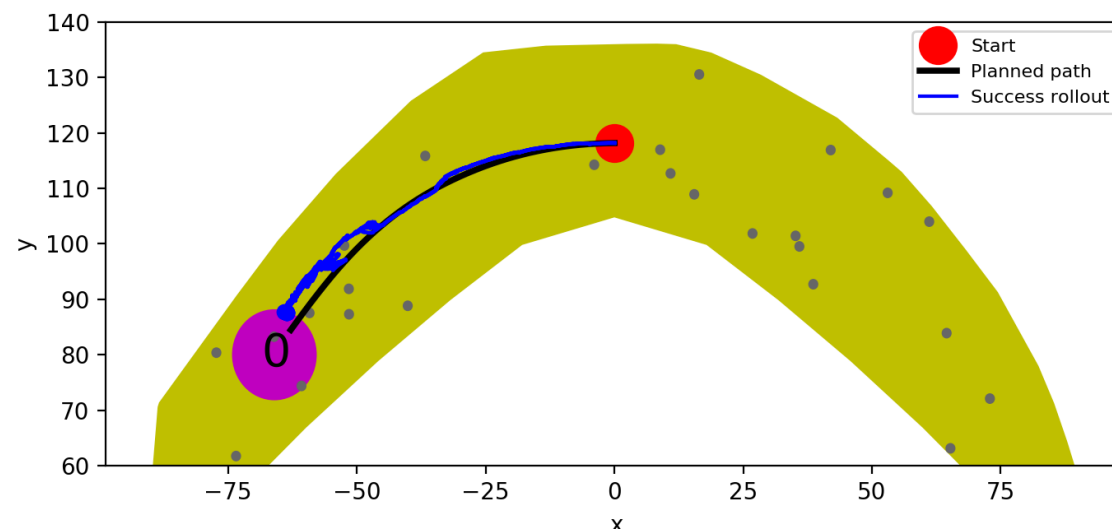


Goal Location 0

A\*

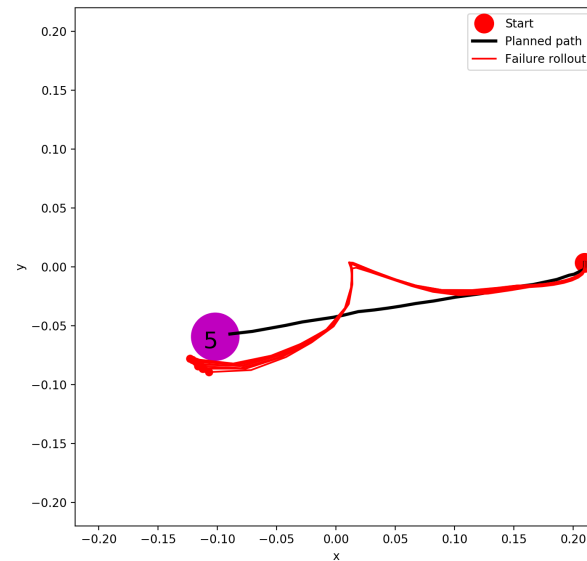
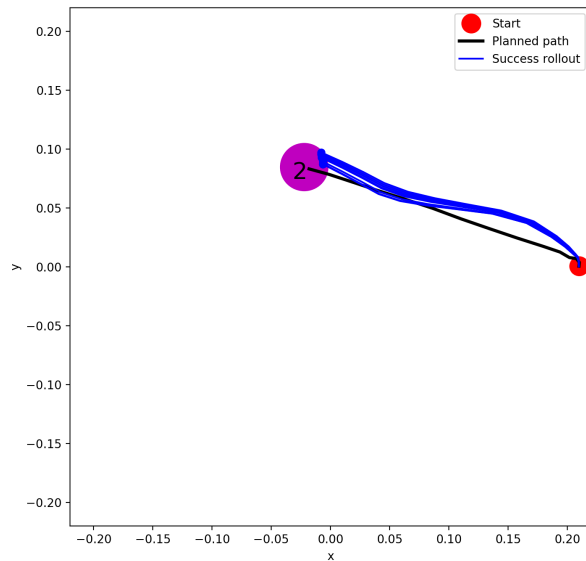
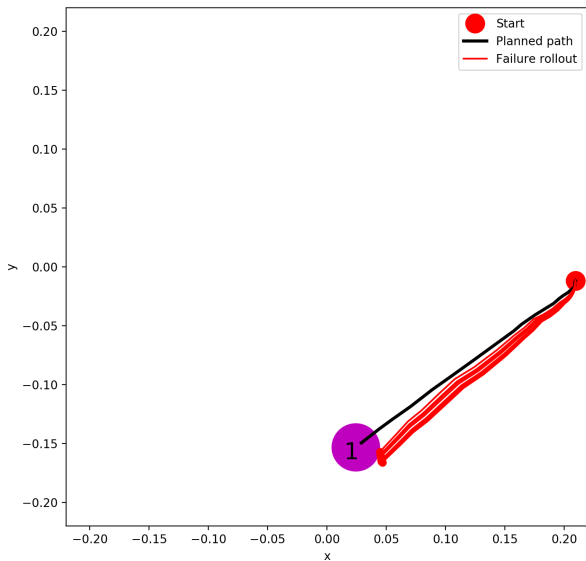


LQR (R=E)



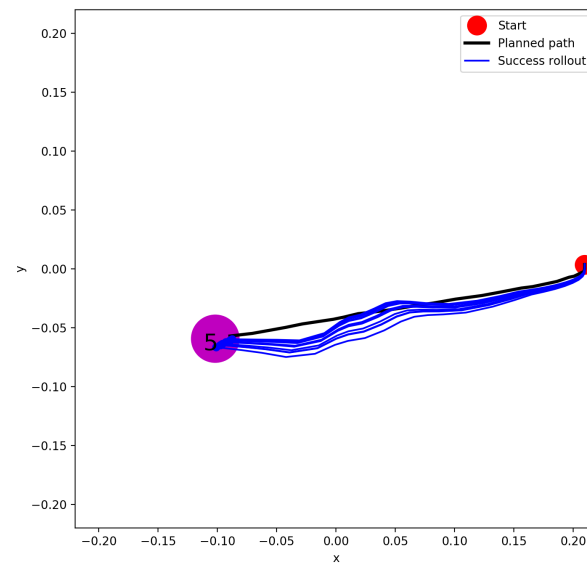
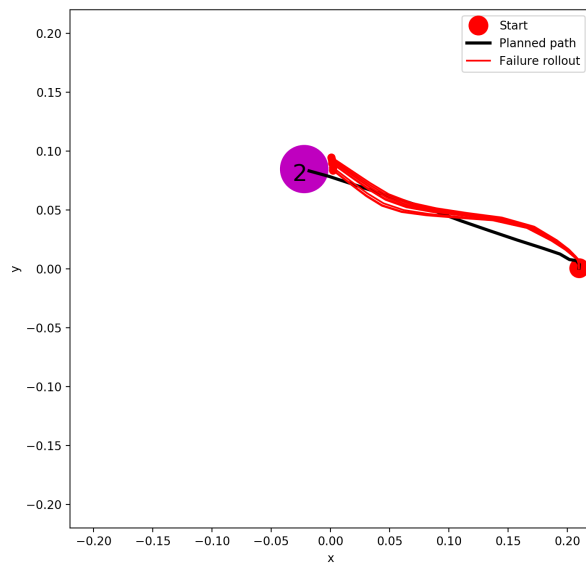
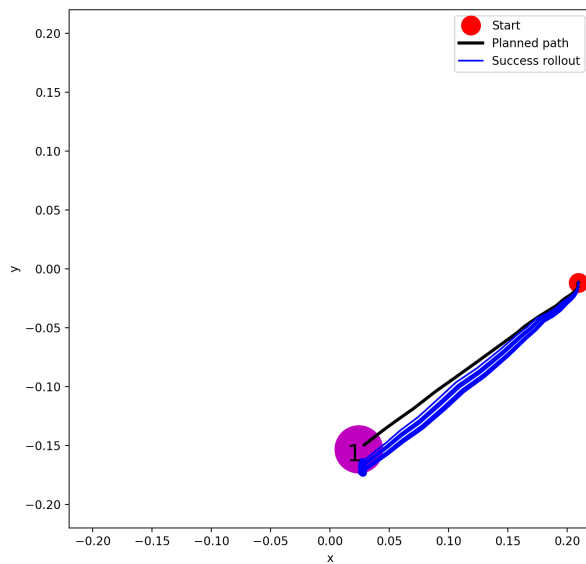
LQR (R=0)





A\*

Method	Goal Loc 1	Goal Loc 2	Goal Loc 5
A*	0%	100%	0%
LQR	100%	0%	100%



(A\*-based) LQR

# Next plans

- 1) Solve issues of marker tracking. Then, make sure real hand model works with new data. Then, A\*+PPO Rollout(100%) on real hand. If too good, reduce data+retrain dynamics+redo A\* and PPO and their rollouts? Then, LQR.
- 2) Make gazebo hand task more difficult? (e.g. 1% number of trajectories, rather than data size)
- 3) LQR on Acrobot? Switch to other Mujoco tasks?
- 4) Derive new equations, objective function and optimization theory for AIP
- 5) Implement AIP
- 6) Should also try closed loop control using PPO (trained from model) on real environment?

# AIP Implementation (against TRPO, PPO)

Difference 1 Policy Network:

TRPO/PPO:  $u_{\text{final}} = \pi_{\theta}([x])$

AIP:  $u_{\text{final}} = \pi_{\theta}([x, u_{\text{controller}}])$

Difference 2 Constraint:

TRPO:

$KL(\pi_{\theta_{\text{new}}} || \pi_{\theta_{\text{old}}}) < \epsilon$ . (CG+Line Search)

PPO:

No constraint

Constraint ( $KL(\pi_{\theta_{\text{new}}} || \pi_{\theta_{\text{old}}}) < \epsilon$ ) combined into objective function

AIP:

$KL(\pi_{\theta_{\text{new}}} || \pi_{\theta_{\text{old}}}) < \epsilon$

??  $KL(\pi_{\theta} || \text{controller}) < \omega$ ??

(Need to derive new equations and objective for optimization?)

Task	Open Loop A* +Rollout	Open Loop PPO + Rollout	Closed Loop PPO	Cloes Loop LQR based on A*	AIP (3 options)
Reacher (0.1% model)	Done + Done	Done + Done	Not yet	Done	Not yet
Gazebo Hand (0.1% model)	Done + Done	Done + Done	Not yet	Done	Not yet
Acrobot (100% model)	Done + Done	Done + Done	Not yet	Not yet	Not yet
Real Hand (100% model)	Done + Not yet	Done + Not yet	Not yet	Not yet	Not yet