Some idea

* Randomly changing parameters
* Randomly generate new skills
* To ideas
  + How to randomly mutate reward function define the skill
  + What to do with skill (label)
* How to randomly mutate

For literature: a proof of concept

* Mutate the cost function
* If we mute the cost function can we generate skills

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Randomly mutation with the robot to robot learning

* Expand on RL used
  + Define metrics
* Then visualize how the robot to robots behavior changes

For thought training work both out!

* Research question
* What are we looking for
* Experiments
* Result / Hypothesis (multiple)

1. Studying the skill mutation when you go from human to robot to robot to human, etc. (i.e. a some chain, this is just a an example). Imagine collaborative sawing where you keep changing a novice partner (similar to what I did before in the robot-robot learning paper but a longer chan). We are interested in how would the skill mutate by the end of this chain. The difference from the option 2) below, is that the mutation does not come actively through changing the reward function, but by environment and interaction with different partners.
2. Taking Research Question 1 from my Vidi proposal and limit its scope to a proof of concept. For example, “if we randomly mutate the reward functions, can we gather useful skills?”