Model-free Robust Optimal Feedback Mechanisms of Biological Motor Control

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Outline

- What is biological motor control?
- Recent developments in biological motor control
- Our contributions
- Simulation validation
- Conclusions and future work

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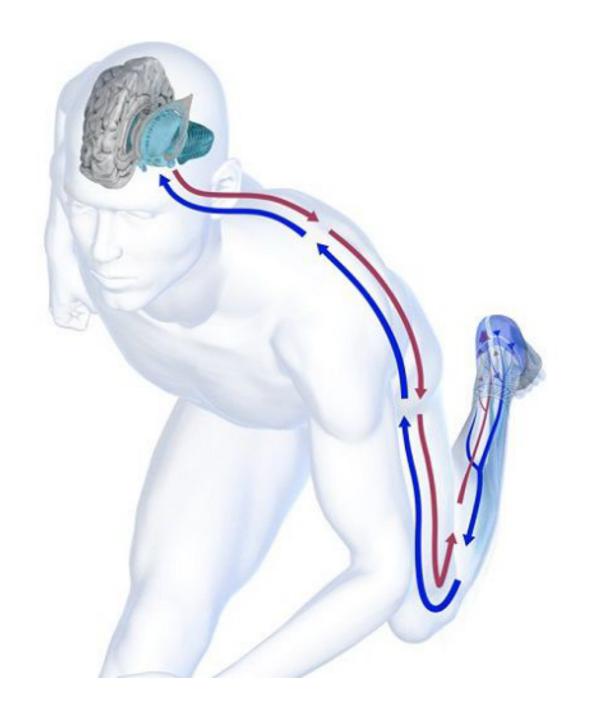
What is biological motor control?



What is biological motor control?

How does the motor system control and learn the motor movement?





Applications

Parkinson's disease

- Over 700,000 patients in the world
- Disorder of the motor system

Robotic prostheses

Improved ambulation safety, and quality

Humanoid robot

Robots performing human tasks

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Minimum jerk/torque-change model
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- Optimal impedance control (Burdet, et.al., 2001, Nature)
- Optimal control-theoretic approach (Todorov & Jordan, 2002, Nature Neuroscience; Todorov, 2004, Nature Neuroscience)

Problems of interest

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 - Instead of control after building a model, historical movement experience is directly used for learning and control.
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- Wu, et.al., 2014, Nature Neuroscience.
 - Motor variability: Uncertainties (noise, errors, ...) is useful for learning!
 - No existing theory can explain this either.

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- 1. A new computational principle for biological motor control
 - Explaining model-free motor learning
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- 2. A new contribution to adaptive optimal control theory
 - The first value iteration-based stochastic adaptive dynamic programming

Motor learning model

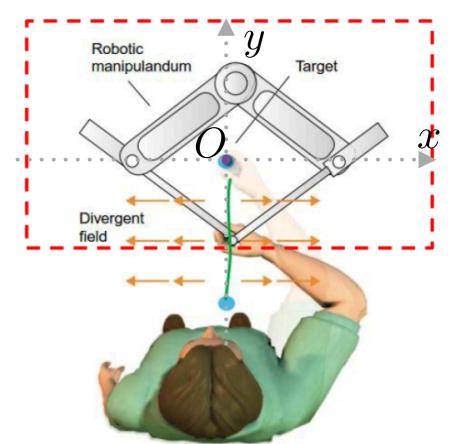
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$$dp = vdt,$$

$$mdv = (a - bv + f)dt,$$

$$\tau da = (u - a + e + \Delta(\varsigma, \xi))dt + d\zeta,$$

$$T\dot{\varsigma} = -\varsigma + a - \gamma_1 \tanh(a), \quad \Delta = \gamma_0 \varsigma.$$



Suboptimal inference (Beck, et.al., 2012, Neuron).

Signal-dependent noise:

$$d\zeta = \begin{bmatrix} c_1 & 0 \\ c_2 & 0 \end{bmatrix} \begin{bmatrix} u_x \\ u_y \end{bmatrix} dw_1 + \begin{bmatrix} 0 & -c_2 \\ 0 & c_1 \end{bmatrix} \begin{bmatrix} u_x \\ u_y \end{bmatrix} dw_2$$

Motor learning model

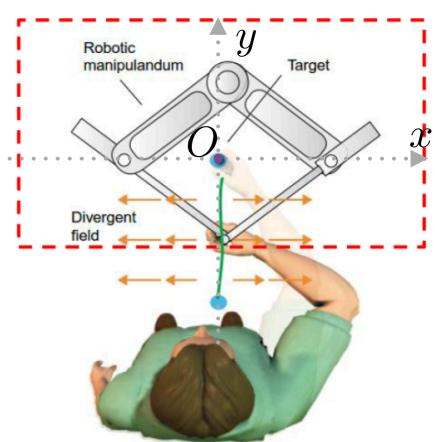
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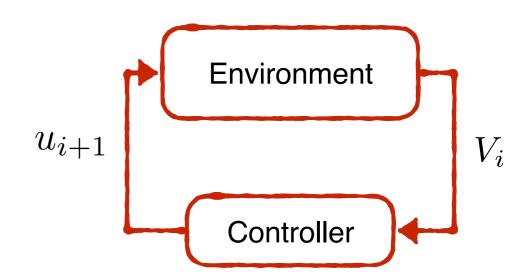


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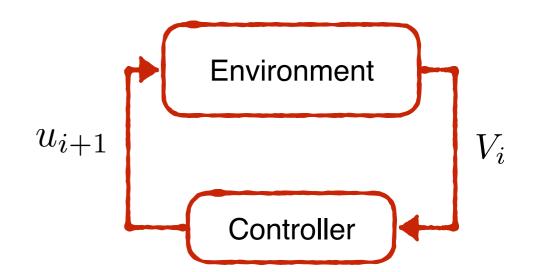
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 1. How to develop model-free learning? 2. How to guarantee the robustness?

Adaptive dynamic programming (ADP) aims at finding a stabilizing optimal control policy for feedback control systems via online learning.

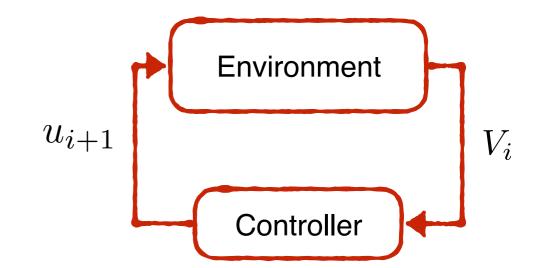


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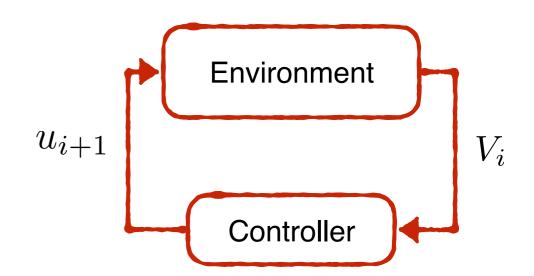


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ADP has been studied by different research groups:

- D. Vrabie, K. G. Vamvoudakis, and F. L. Lewis (2013). Optimal Adaptive Control and Differential Games by Reinforcement Learning Principles, IET, London, UK.
- F. L. Lewis and D. Liu, editors (2013). Reinforcement Learning and Approximate Dynamic Programming for Feedback Control. John Wiley & Sons, Inc., Piscataway, NJ.
- H. Zhang, D. Liu, Y. Luo, and D. Wang (2013). Adaptive Dynamic Programming for Control: Algorithms and Stability. Springer London.
- **T. Bian**, Y. Jiang, and Z. P. Jiang (2014). Adaptive dynamic programming and optimal control of nonlinear nonaffine systems. Automatica 50(10), 2624–2632.
- **T. Bian**, Y. Jiang, and Z. P. Jiang (2015). Decentralized adaptive optimal control of large-scale systems with application to power systems. IEEE Transactions on Industrial Electronics 62(4), 2439–2447.
- **T. Bian**, and Z. P. Jiang (2016e). Value iteration and adaptive dynamic programming for data-driven adaptive optimal control design. Automatica (Accepted).

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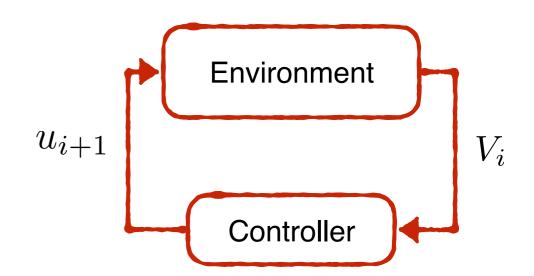


Existing ADP result for CT linear deterministic systems:

$$\begin{cases} \dot{\xi} = A\xi + Bu, & u^* = -K^*\xi = -R^{-1}B^T P^*\xi, \\ \mathcal{J}(\xi(0); u) = \int_0^\infty (\xi^T Q\xi + u^T Ru) dt, & 0 = A^T P^* + P^*A - P^*BR^{-1}B^T P^* + Q. \end{cases}$$

If K_0 is stabilizing, $\{K_k\}$, $\{P_k\}$: $K_k \to K^*$, $P_k \to P^*$.

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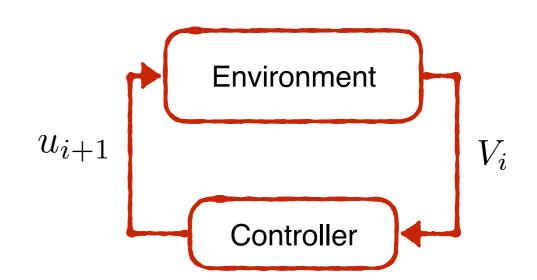
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- 1. ADP for stochastic systems?
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CT value iteration-based stochastic ADP

CT value iteration:
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How to develop the stochastic ADP algorithm?

Rewrite the motor system model in the following form:

$$d\xi = A\xi dt + Bd\nu,$$

$$d\nu = (u + e + \Delta(\varsigma, \xi))dt + G(u + e + \Delta(\varsigma, \xi))dw,$$

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$$d(\xi^{T} P_{k} \xi) = \xi^{T} (A^{T} P_{k} + P_{k} A) \xi dt + 2 \xi^{T} K_{k+1}^{T} R d\nu + d\xi^{T} P_{k} d\xi$$

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Denote $H_k = A^T P_k + P_k A$

$$\xi^T P_k \xi \mid_t^{t+\delta t} = \left(\int_t^{t+\delta t} \xi \otimes \xi ds \right)^T \operatorname{vec}(H_k) + \int_t^{t+\delta t} d\xi^T P_k d\xi$$
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Continuous-time VI:

$$\begin{cases} P_{k+1} = P_k + \epsilon_k (A^T P_k + P_k A - P_k B R^{-1} B^T P_k + Q), \\ K_{k+1} = R^{-1} B^T P_k, \end{cases}$$

Stochastic ADP algorithm:

$$\begin{bmatrix} \operatorname{vecs}(H_k) \\ \operatorname{vec}(K_{k+1}) \end{bmatrix} = [I_{\xi\xi}, 2I_{\xi v}]^{\dagger} (\delta_{\xi\xi} - I_{d\xi\xi}) \operatorname{vec}(P_k)$$
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Online data

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Well defined due to the motor variability

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How about robustness?

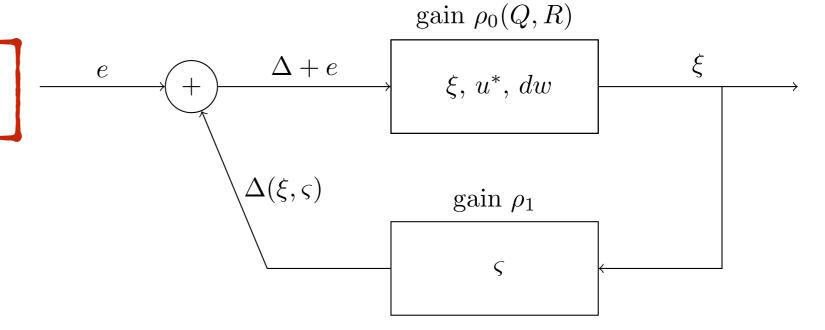
Small-gain theorem

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gain $\rho_0(Q,R)$

Stochastic gain assignment:

$$2\rho_1 \alpha_1 I < Q$$

 α_1 dependents on system parameters.

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Robustness is guaranteed in the presence of the suboptimal inference

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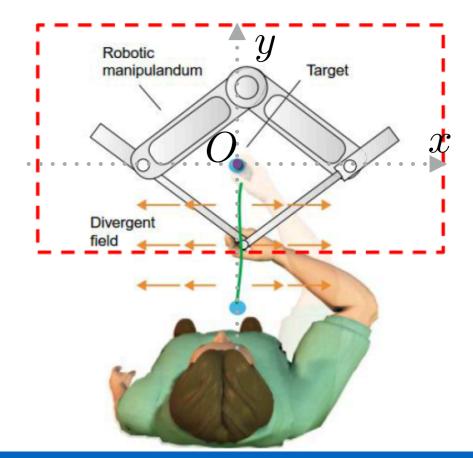
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$$f = \beta p_x$$

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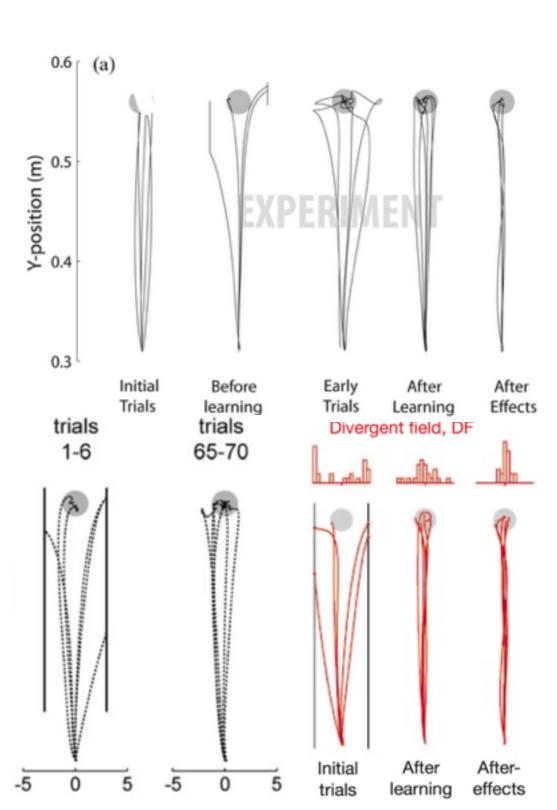


Description	Value
Hand mass	1.3kg
Viscosity	10Ns/m
Time constant	0.05s
Noise magnitude	0.075
Noise magnitude	0.025
Force magnitude	150
	Hand mass Viscosity Time constant Noise magnitude Noise magnitude

Validation — learning in DF

Experiment data:

Burdet, et.al., 2001, Nature; Franklin, et.al., 2003, Experimental Brain Research; Zhou, et.al., 2012, IEEE Transactions on Biomedical Engineering



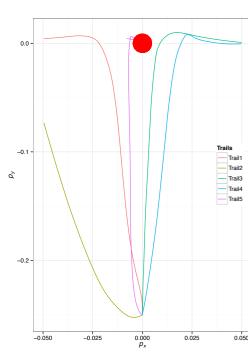
Validation — learning in DF

0.6 (a)

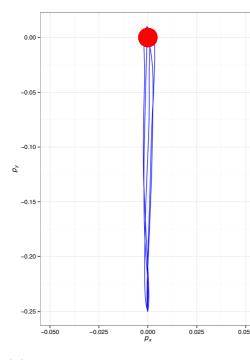
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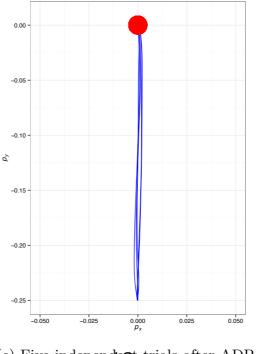
Simulation from our theory

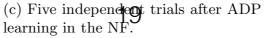


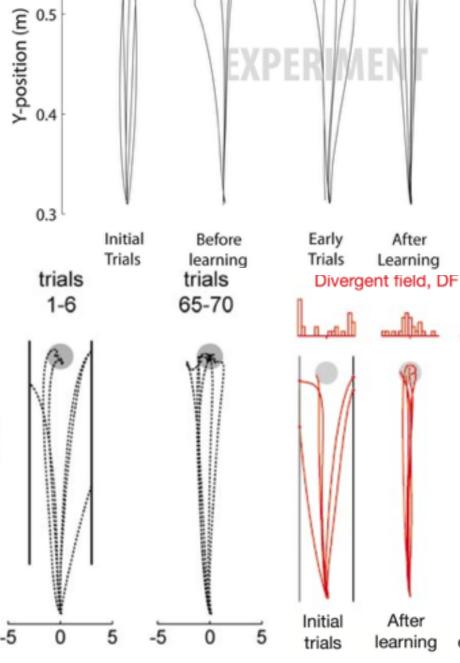
(a) First five trials in the DF.



(b) Five independent trials after ADP learning in the DF.







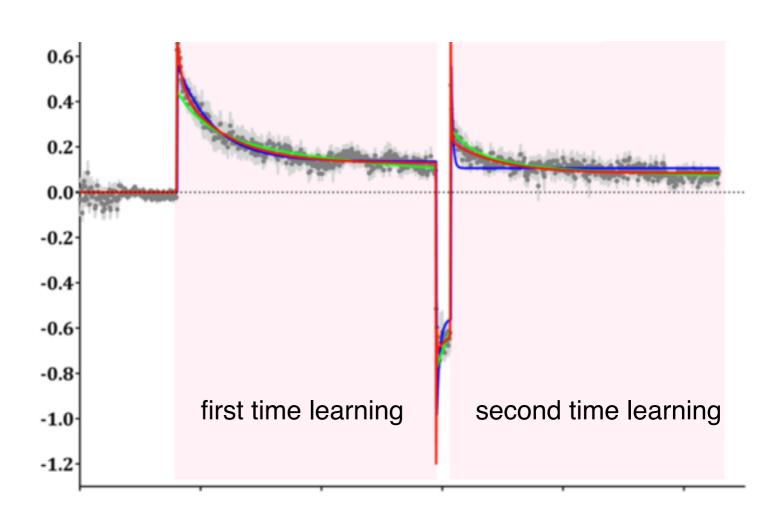
After

Effects

After-

effects

Savings: Prior learning to speed subsequent relearning even after washout.

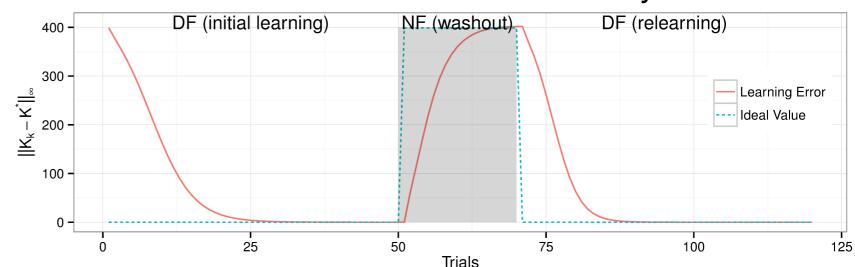


(Mawase, 2014)

Two theories:

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In the relearning phase, the recall of the motor memory is accelerated (larger learning rate (Zarahn, et.al., 2008, Journal of Neurophysiology)).



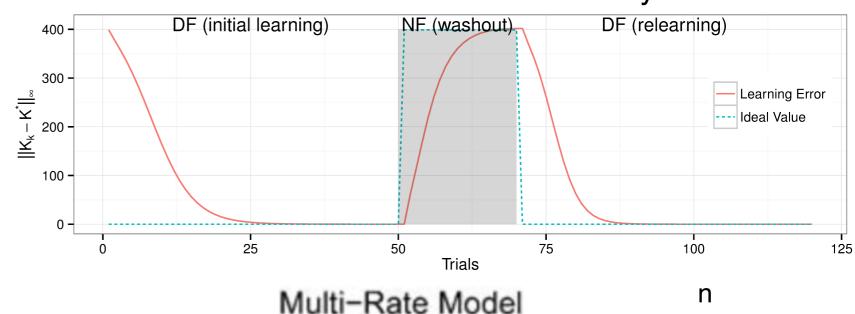
Accelerated recall of the reinforced action

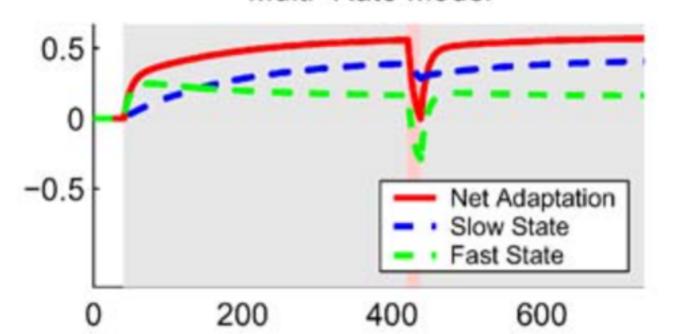
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Savings is due to a multi-rate model (the fast state and the slow state) (Smith, et.al., 2006, PLoS Biology).

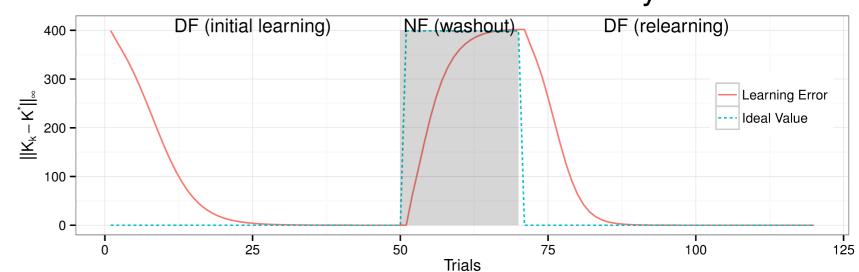
Model-free learning is related to the slow state model.



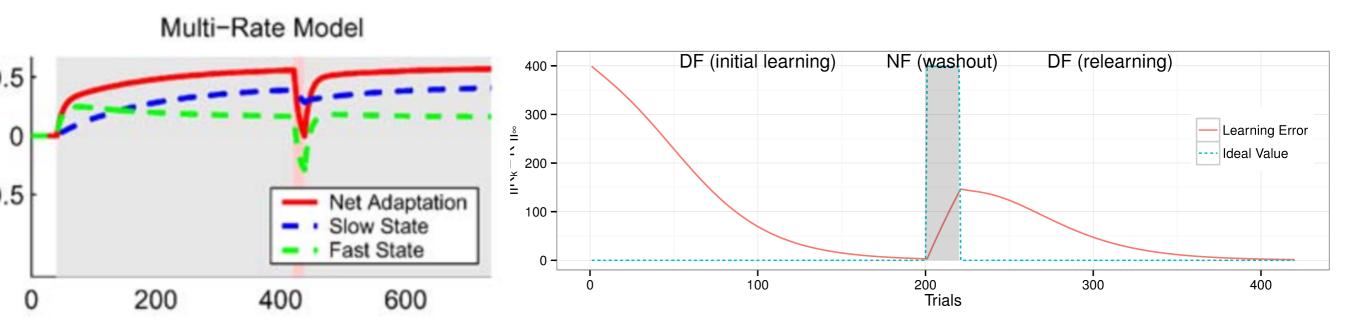


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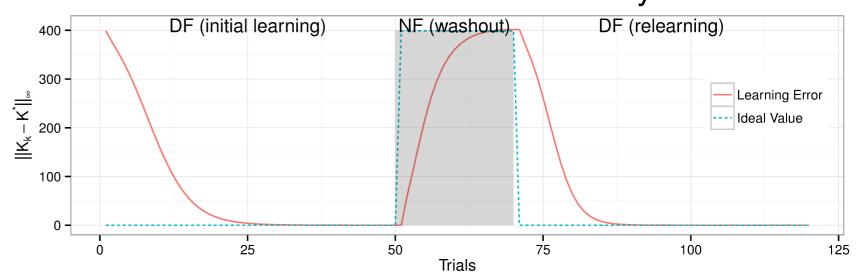


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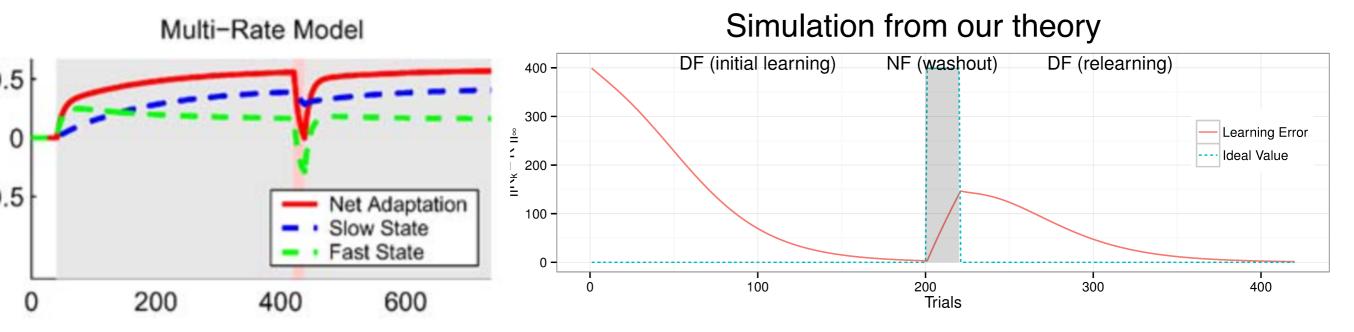


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Accelerated recall of the reinforced action



Slow rate model

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- This theory can explain both old and new experimental phenomena
- Simulations are consistent with existing experimental results
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Future work

 We will conduct experiments with the University of Cambridge to fully extend the proposed theory to other biological problems.

Thank you!