

# UT Austin Villa: High Dimensional Parameter Optimization for Kicking

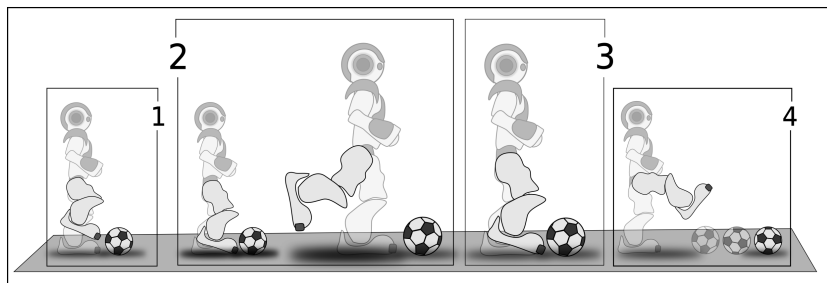
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## Skill Description Language



Kicks represented as series of joint angle parameterized fixed poses

```
SKILL KICK_LEFT_LEG
```

```
KEYFRAME 1
```

```
setTarget JOINT1 $jointvalue1 JOINT2 $jointvalue2 ...
```

```
setTarget JOINT3 4.3 JOINT4 52.5
```

```
wait 0.08
```

```
KEYFRAME 2
```

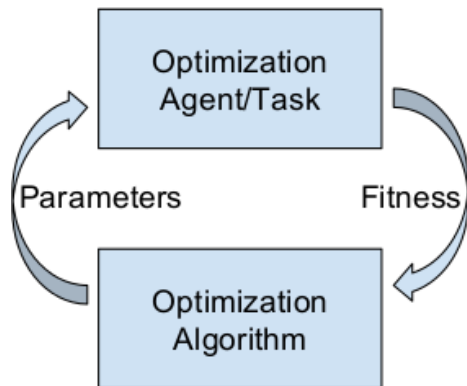
```
increaseTarget JOINT1 -2 JOINT2 7 ...
```

```
setTarget JOINT3 $jointvalue3 JOINT4 (2 * $jointvalue3)
```

```
wait 0.08
```

```
...
```

## Reinforcement Learning Direct Policy Search



- **Learn a parameterized policy** that determine an agent's behavior (what actions an agent chooses based on state of environment)
- **Optimization algorithm (CMA-ES)** produces **candidate parameters** to evaluate on optimization task
- **Optimization task** evaluates parameters and returns **fitness** to optimization algorithm

## More Parameters Produces Better Kicks

- 18 parameters produced 6 meter kick
- 24 parameters produces 11 meter kick
- 80 parameters produced 20 meter kick

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How many and which parameters to choose to optimize?

Can we just optimize all parameters to perform optimization across largest set of potential possible kick motion policies?



# Video

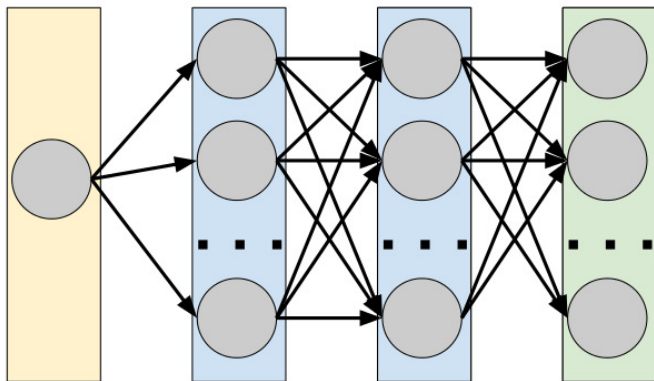
Less than .25 seconds to execute, can kick the ball over 18 meters

- Optimize all joint angles except for head across 12 simulation cycles ( $\approx 260$  parameters)
- $> 1.5$  average goal difference improvement against 2016 binaries
- Walk kick that does not require transition from stand position

## Deep Learning of Kick

- Would like to learn parameters for >2000 output joint actions
- CMA-ES doesn't scale well to 1000s of parameters
- Model kick as a **neural network**
- Input = time passed since kick started, output = joint angles

**INPUT: 1    HIDDEN: 75    HIDDEN: 50    OUTPUT: 22**





## Deep Learning of Kick

- Use **supervised learning** (backprop) to obtain a **seed** for the neural network from currently optimized long kick



# Video

Seed produces 8 meter kick

## Deep Learning of Kick

- Train neural network using Trust Region Policy Optimization (TRPO)
- Monotonic policy improvement during learning by constraining KL divergence of distribution of policy actions between iterations



# Video

Learns 20 meter kick

Schulman J. et al. Trust Region Policy Optimization, ICML 2015.