

# SCOPE for Hexapod Gait Generation

Jim O'Connor, Jay B. Nash, Derin Gezgin, Gary B. Parker  
Connecticut College

IJCCI Conference on Evolutionary Computation and Theory and Applications

# Mathematical Foundations of SCOPE

# The Discrete Cosine Transform (DCT)

- ▶ The DCT expresses a sequence of real numbers as a sum of cosine functions oscillating at different frequencies
- ▶ Unlike the Fourier Transform, the DCT uses only real-valued basis functions
- ▶ Widely used in signal compression for its energy compaction properties such as JPEG compression

# 1D Discrete Cosine Transform

Given input vector  $\mathbf{x} = (x_0, x_1, \dots, x_{N-1})$ :

$$X_k = \alpha_k \sum_{n=0}^{N-1} x_n \cos \left[ \frac{\pi}{N} \left( n + \frac{1}{2} \right) k \right],$$

where the normalization constant is

$$\alpha_k = \begin{cases} \sqrt{\frac{1}{N}}, & k = 0, \\ \sqrt{\frac{2}{N}}, & k > 0. \end{cases}$$

- ▶ Produces real-valued frequency coefficients  $X_k$
- ▶ Low-frequency coefficients (small  $k$ ) capture coarse structure; high-frequency coefficients capture fine details or noise

# 2D Discrete Cosine Transform

- ▶ Extends the 1D DCT by applying it along rows and columns of a matrix
- ▶ Widely used for image compression

For input matrix  $\mathbf{M} \in \mathbb{R}^{m \times n}$ :

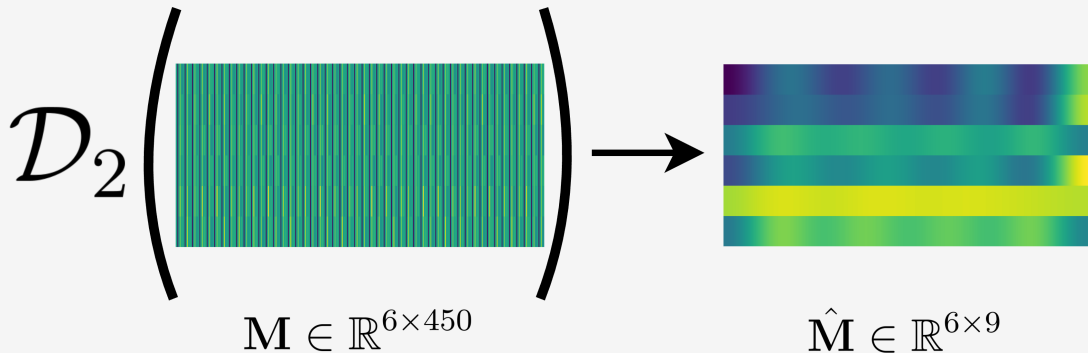
$$\hat{\mathbf{M}} = \mathcal{D}_2(\mathbf{M}) = \mathbf{A}_m \mathbf{M} \mathbf{A}_n^T,$$

where  $\mathbf{A}_m$  and  $\mathbf{A}_n$  are the DCT basis matrices.

# Energy Compaction Property of DCT

- ▶ The DCT concentrates most of the signal's energy into a few low-frequency coefficients
- ▶ Truncating high-frequency coefficients reduces dimensionality with minimal information loss

# 2D DCT Example



# Why Use DCT in SCOPE?

- ▶ Enables compression of high-dimensional inputs by retaining only high-energy (low-frequency) components
- ▶ Reduces the number of parameters needed for policy optimization
- ▶ Acts as a pseudo-attention mechanism, focusing on relevant patterns while discarding noise



# Sparsification of the DCT Output

- ▶ After truncating the  $k \times k$  DCT matrix  $\hat{\mathbf{M}}_k$ , we apply a sparsification operator  $\mathcal{S}_p$ :

$$\mathcal{S}_p(\hat{\mathbf{M}}_k)_{ij} = \begin{cases} \hat{\mathbf{M}}_{ij}, & \text{if } |\hat{\mathbf{M}}_{ij}| \geq \tau_p, \\ 0, & \text{otherwise,} \end{cases}$$

where  $\tau_p$  is the  $p$ -th percentile threshold of absolute coefficient magnitudes.

- ▶ This keeps only high-energy coefficients while zeroing out low-energy components
- ▶ The resulting sparse matrix  $\hat{\mathbf{M}}_{k,p}$  is passed to the policy's bilinear affine map

# Sparsification Example

$$\mathbf{M} \in \mathbb{R}^{2781 \times 2250}$$



$$\mathcal{D}_2(\mathbf{M})$$

$$\hat{\mathbf{M}} \in \mathbb{R}^{150 \times 150}$$



$$\mathcal{S}_p(\hat{\mathbf{M}}_k)$$

$$\hat{\mathbf{M}}_{k,p} \in \mathbb{R}^{150 \times 150}$$



# Why Sparsification Helps SCOPE

- ▶ High-energy DCT coefficients capture low-frequency structures; low-energy coefficients often represent noise or irrelevant detail
- ▶ Sparsification reduces the number of active input features, effectively shrinking the policy's parameter search space
- ▶ By dynamically adjusting which coefficients are retained, the policy can adapt its “focus” without explicit attention
- ▶ This allows SCOPE to evolve efficient policies with fewer parameters, faster convergence, and improved robustness to noise

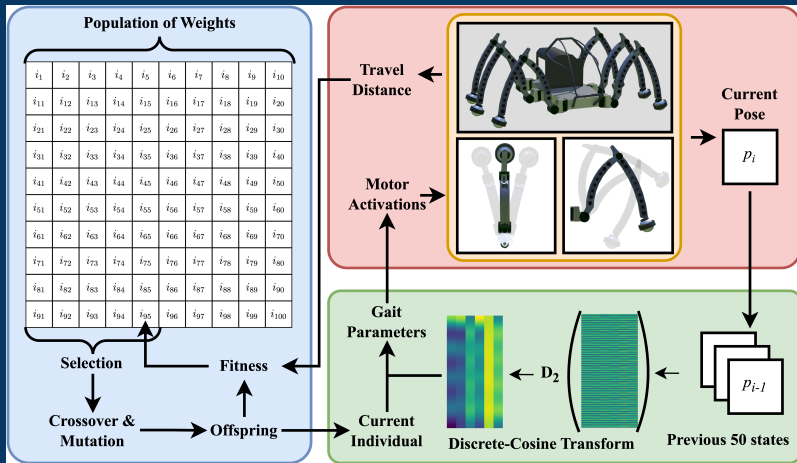
# SCOPE for Hexapod Gait Generation

# Hexapod Robot Design

- ▶ We use a simulated 6-legged hexapod robot in the Webots simulator
- ▶ Each leg has 3 joints: coxa, femur, tibia
- ▶ The robot's movement is controlled via motors in each joint
- ▶ Designed and built by Matt Denton

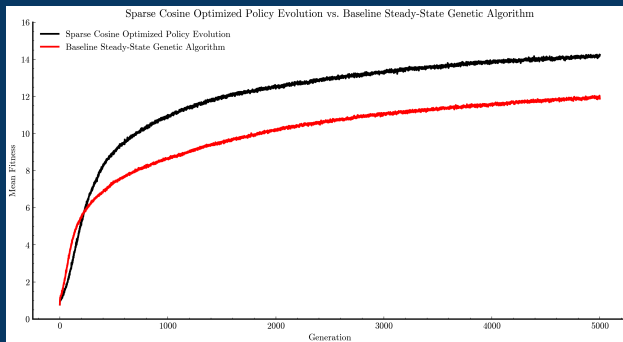


# Evolution Pipeline



# Results

- ▶ SCOPE provides a 98% reduction in input size: from 2700 to 54 features
- ▶ SCOPE reached average fitness of 14.24, compared to 11.88 for baseline across 500 individual trials, representing a 20% improvement in walking distance on average



# Thank You!

Questions?