



# Hierarchical Apprenticeship Learning with Application to Quadruped Locomotion

J. Zico Kolter, Pieter Abbeel and Andrew Y. Ng

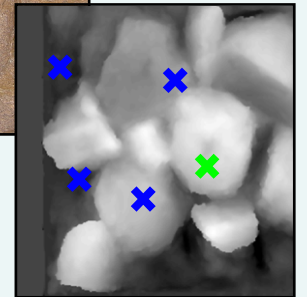
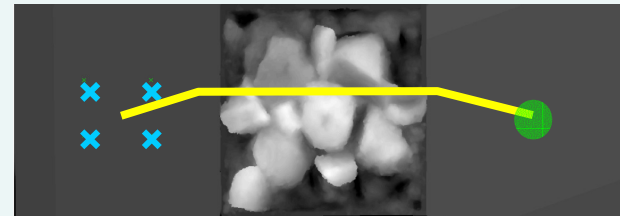
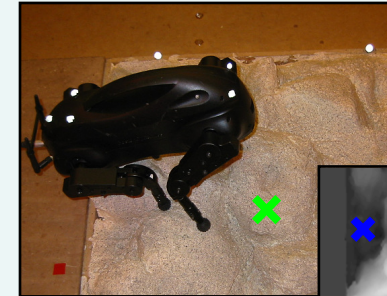
## Motivating application



- Planning footsteps for quadruped robot over extreme terrain

## Hierarchical Apprenticeship Learning

- “Teach” planner at many levels of abstraction



- Combine advice from all levels in single unified optimization problem

**Poster ID T9  
(with videos)**

**Results:** Achieves state of the art performance on quadruped task