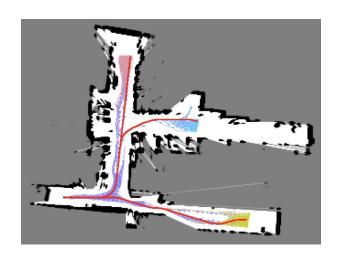
BADGR: An Autonomous Self-Supervised Learning-Based Navigation System

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Motivation

Navigation for mobile robots is often regarded as primarily a geometric problem.
 (Construct map → Plan path on the map → Track the planned path)



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Let's learn the traversability from experience.

Contribution

The paper propose **BADGR**,

- an end-to-end learning-based mobile robot navigation system
- that can be trained entirely with self- supervised,
- off-policy data gathered in real-world environments,
- without any simulation or human supervision (auto labeling),
- and can improve as it gathers more data.
- Model based RL for decision making.
- Perform point goal navigation task in an unknown environment. (no prior knowledge of the environment)



Method

- Mobile robot platform
- Data collection
- Self-supervised data labelling
- Predictive model
- Planning

- Method: Mobile robot platform
 - Wheeled mobile robot
 - Sensor: Camera (for BADGR), 2D Lidar (for Baseline), IMU, GPS
 - Onboard computing: NVIDIA Jetson TX2

linear acceleration, angular velocity

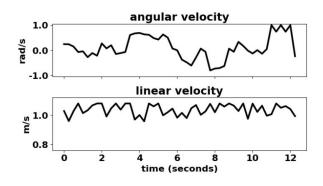


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Method: Data collection

- Gather large amounts of diverse data with minimal human intervention.
- Used time-correlated random walk control policy for data gathering. (off-policy)
- Detect collision using Lidar and IMU. If it is dangerous, reset the robot to safe coordinate.





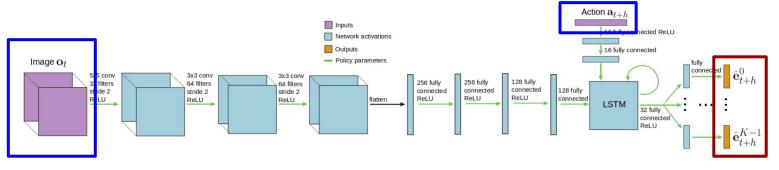
Method: Self-supervised data labelling

- Mobile robot platform
- Data collection
- Self-supervised data labelling
- Predictive model
- Planning
- Calculate labels for specific navigational events, which include collision, bumpiness, position.
- **Collision**: Lidar < threshold || IMU magnitude sudden drop
- **Bumpiness**: |*IMU angular velocity*| > *threshold*
- Position: Wheel odometry + IMU

- Mobile robot platform
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- Method: Predictive model
 - Predict *H* future steps, conditioned on current observation and *H* intended future command sequences.

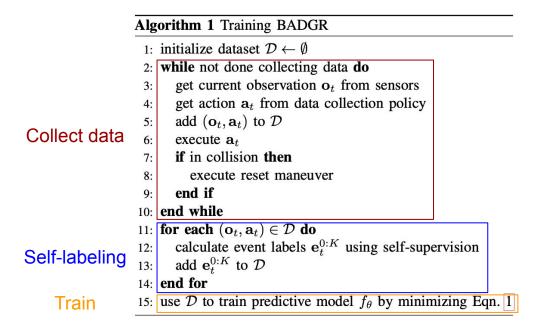
Command sequences



Current observation

Collision Bumpiness Position Method: Predictive model

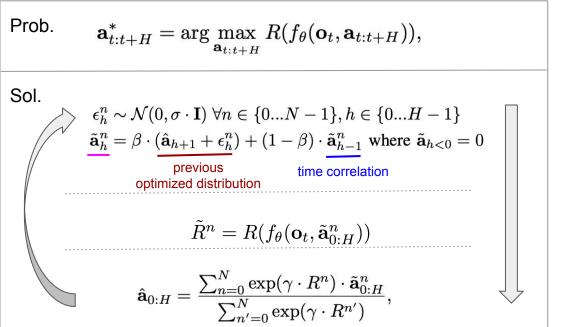
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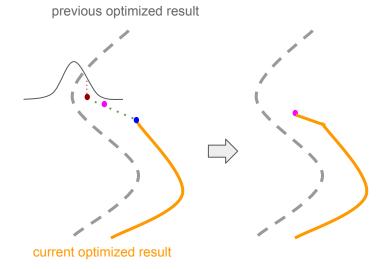
- Mobile robot platform
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Method: Planning

- Gradient free optimizer + model predictive control
- Use task specific rewards which are functions of the outputs of learned predictive model

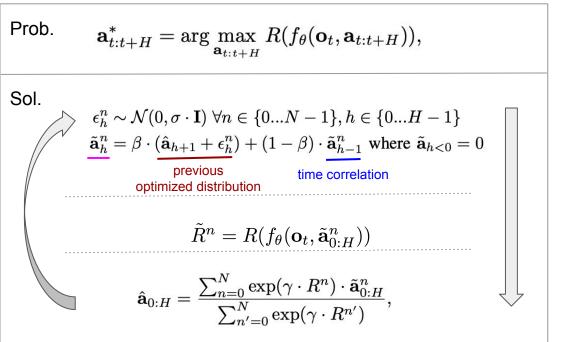


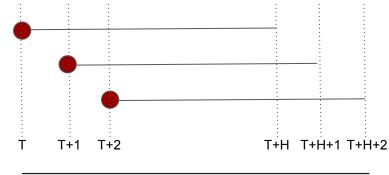
(Model based RL)



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Algorithm 2 Deploying BADGR

- 1: **input**: trained predictive model f_{θ} , reward function R
- 2: while task is not complete do
- 3: get current observation o_t from sensors
- 4: solve Eqn. 2 using f_{θ} , \mathbf{o}_t , and R
- to get the planned action sequence $\mathbf{a}_{t:t+H}^*$
- 5: execute the first action \mathbf{a}_t^*

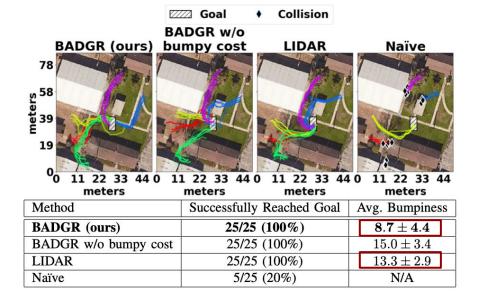
Experiment

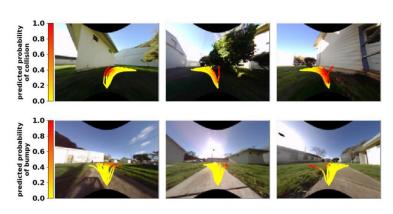
- Urban environment
- Off-road environment (e.g. tall grass)
- Self-improvement
- Generalization

Reward for "Point goal navigation"

$$\begin{split} R^{\text{COLL}}(\hat{\mathbf{e}}_{t'}^{0:K}) &= \ \hat{\mathbf{e}}_{t'}^{\text{COLL}} \quad \text{Don't collide} \\ R^{\text{POS}}(\hat{\mathbf{e}}_{t'}^{0:K}) &= \ (1 - \hat{\mathbf{e}}_{t'}^{coll}) \cdot \frac{1}{\pi} \angle (\hat{\mathbf{e}}_{t'}^{\text{POS}}, \mathbf{p}^{\text{GOAL}}) + \hat{\mathbf{e}}_{t'}^{coll} \quad \text{Move to the goal direction} \\ R^{\text{BUM}}(\hat{\mathbf{e}}_{t'}^{0:K}) &= \ (1 - \hat{\mathbf{e}}_{t'}^{coll}) \cdot \hat{\mathbf{e}}_{t'}^{\text{BUM}} + \hat{\mathbf{e}}_{t'}^{coll}, \quad \text{Don't run on bumpy terrain} \end{split}$$

Experiment: Urban environment





Urban environment

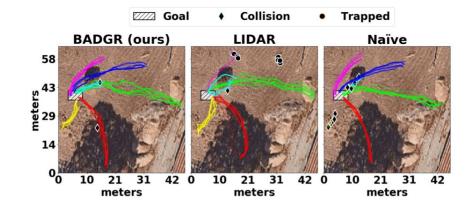
Self-improvement Generalization

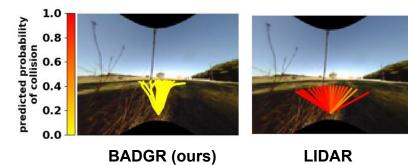
Off-road environment (e.g. tall grass)

Experiment : Off-road environment

- Urban environment
- Off-road environment (e.g. tall grass) Self-improvement
- Generalization

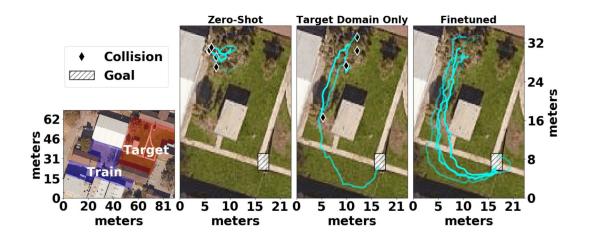






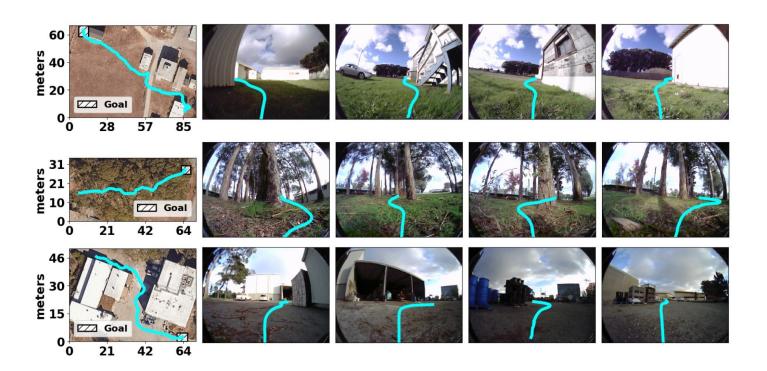
Experiment : Self-improvement

- Urban environment
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- Urban environment
- Off-road environment (e.g. tall grass)
- Self-improvement
- Generalization

Experiment: Generalization



Limitations (Personal thought)

- Generalization in various environments is left as question.
- Directly running robots in real world to collect data is inefficient and not good for robots.
- Difficult to be robust for various goal positions. (Typical problem for autonomous navigation in unknown environments)
- Wobbling control outputs requires post-processing.

However, it is very simple and works well in an unknown environment.

Project page

https://sites.google.com/view/badgr

Q & A