



# VIP GE:AI

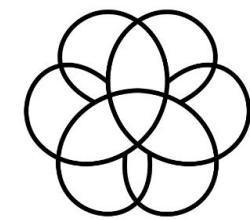


**GE Research**

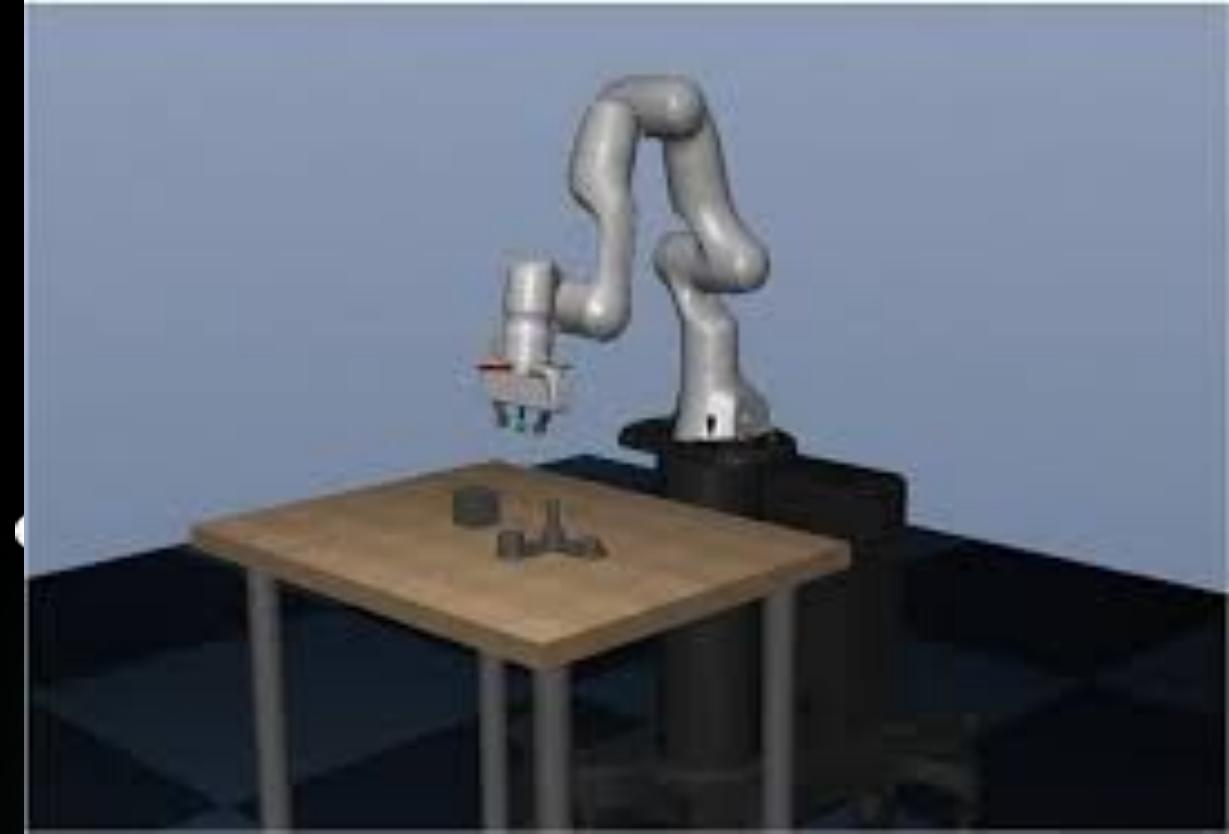
# Recap: MuJoCo + OpenAI Gymnasium

OpenAI: Simulate Movements

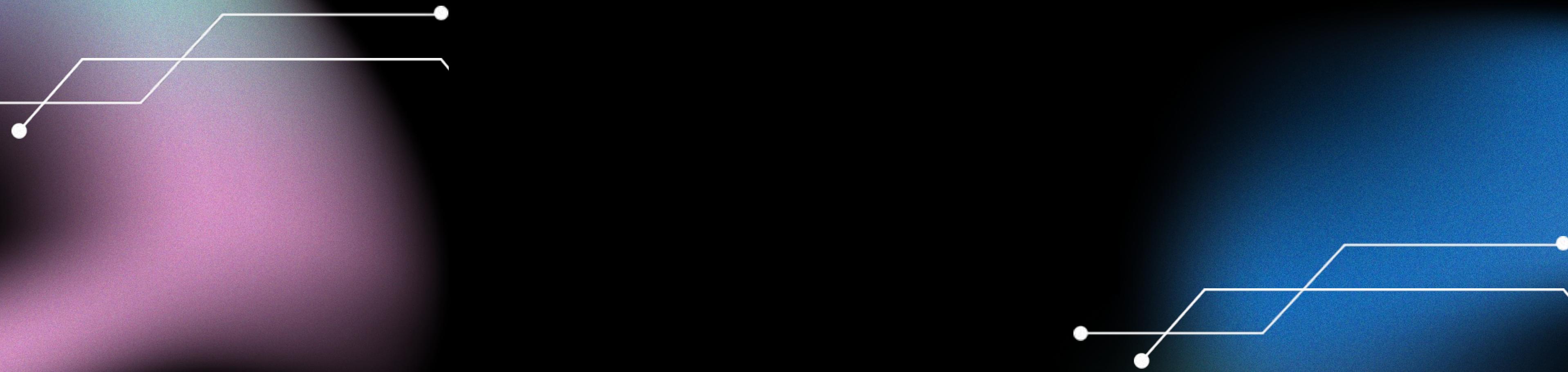
MuJoCo: Multi-joint robotic arm to test simulations



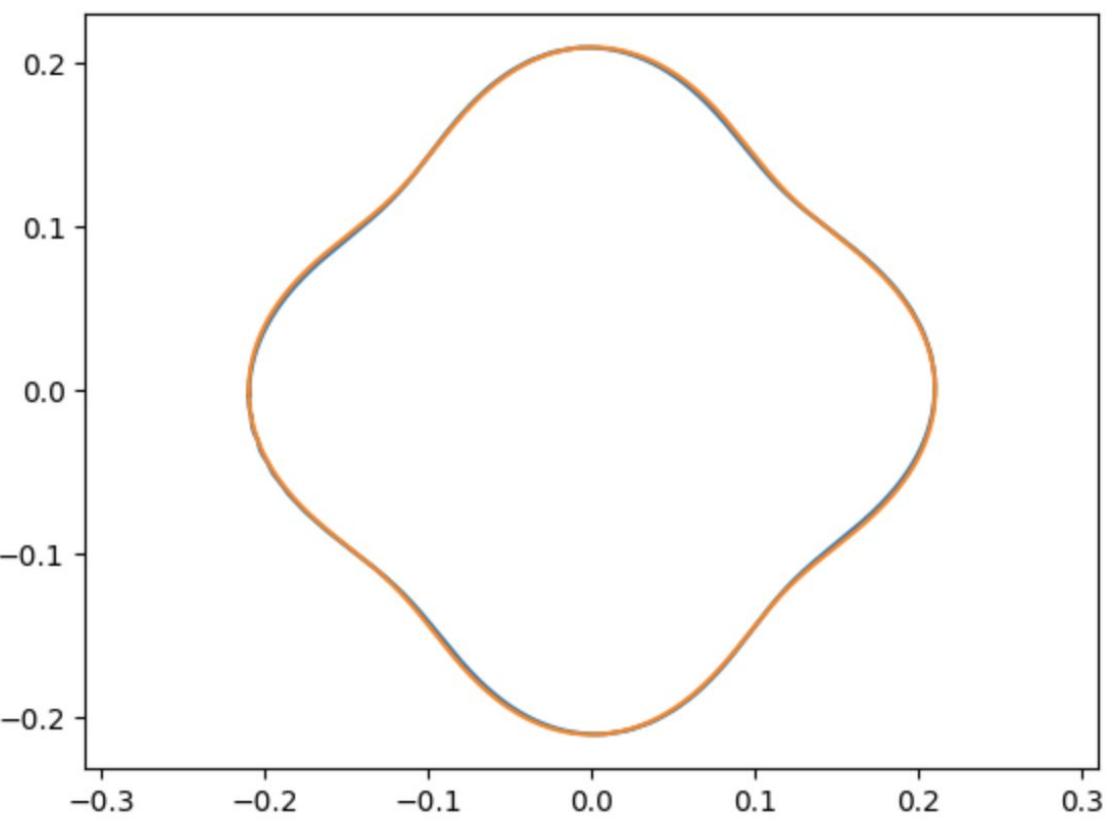
Gymnasium



# Video Demonstration



# Utilizing RoboHive & Gymnasium for Inverse Modular Kinematics



MSE\_x: 3.0712894331631748e-06  
MSE\_y: 3.0922587876781538e-06  
MSE: 6.1635482208413286e-06

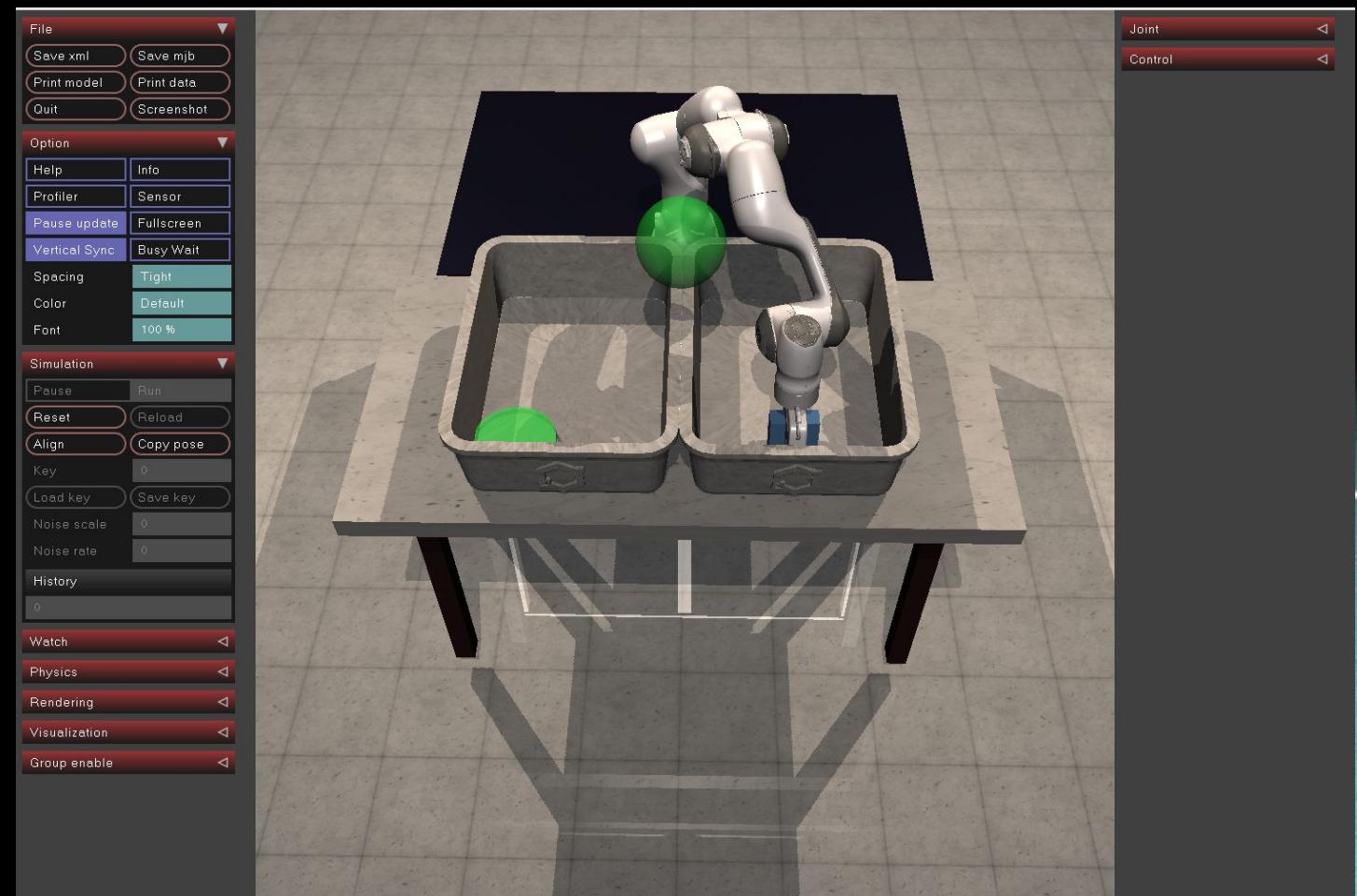
```
ik_result3 = qpos_from_site_pose(  
    physics=sim,  
    site_name="end_effector",  
    target_pos=box_pos + np.array([0, 0, .5]), # change!  
    target_quat=np.array([0, 1, 0, 0]), # change!  
    inplace=False,  
    regularization_strength=1.0,  
)  
  
ik_result4 = qpos_from_site_pose(  
    physics=sim,  
    site_name="end_effector",  
    target_pos=target_pos + np.array([0, 0, .5]), # change!  
    target_quat=target_quat, # change!  
    inplace=False,  
    regularization_strength=1.0,  
)  
  
ik_result5 = qpos_from_site_pose(  
    physics=sim,  
    site_name="end_effector",  
    target_pos=target_pos, # change!  
    target_quat=target_quat, # change!  
    inplace=False,  
    regularization_strength=1.0,  
)  
  
ik_result6 = qpos_from_site_pose(  
    physics=sim,  
    site_name="end_effector",  
    target_pos=target_pos + np.array([0, 0, .5]), # change!  
    target_quat=target_quat, # change!  
    inplace=False,  
    regularization_strength=1.0,  
)
```

```
waypoints3 = generate_joint_space_min_jerk(  
    start=ik_result2.qpos[:ARM_nJnt],  
    goal=ik_result2.qpos[:ARM_nJnt],  
    time_to_go=horizon,  
    dt=sim.model.opt.timestep,  
)  
  
waypoints4 = generate_joint_space_min_jerk(  
    start=ik_result2.qpos[:ARM_nJnt],  
    goal=ik_result3.qpos[:ARM_nJnt],  
    time_to_go=horizon,  
    dt=sim.model.opt.timestep,  
)  
  
waypoints5 = generate_joint_space_min_jerk(  
    start=ik_result3.qpos[:ARM_nJnt],  
    goal=ik_result4.qpos[:ARM_nJnt],  
    time_to_go=horizon,  
    dt=sim.model.opt.timestep,  
)  
  
waypoints6 = generate_joint_space_min_jerk(  
    start=ik_result4.qpos[:ARM_nJnt],  
    goal=ik_result5.qpos[:ARM_nJnt],  
    time_to_go=horizon,  
    dt=sim.model.opt.timestep,  
)
```

# Issues we ran into

Robohive installation (needed to change vim.rc, install additional libraries, and change directories not provided in instructions)

We kept knocking over block



# Further Enhancements to Robot

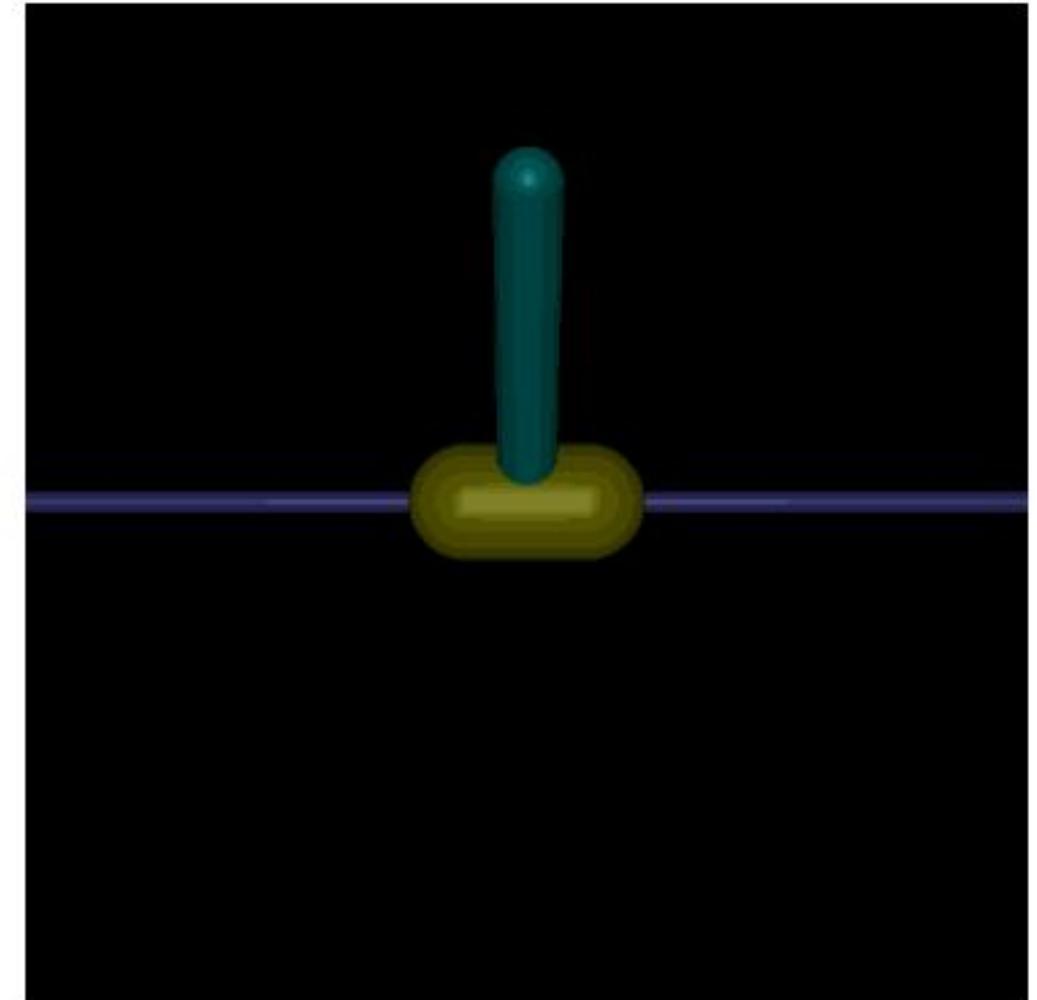
In order to avoid collisions of the box with either boundary or the wall in between, we have implemented RL models like LeRobot to mitigate this risk.

This has been possible through applying a motion planning algorithm.

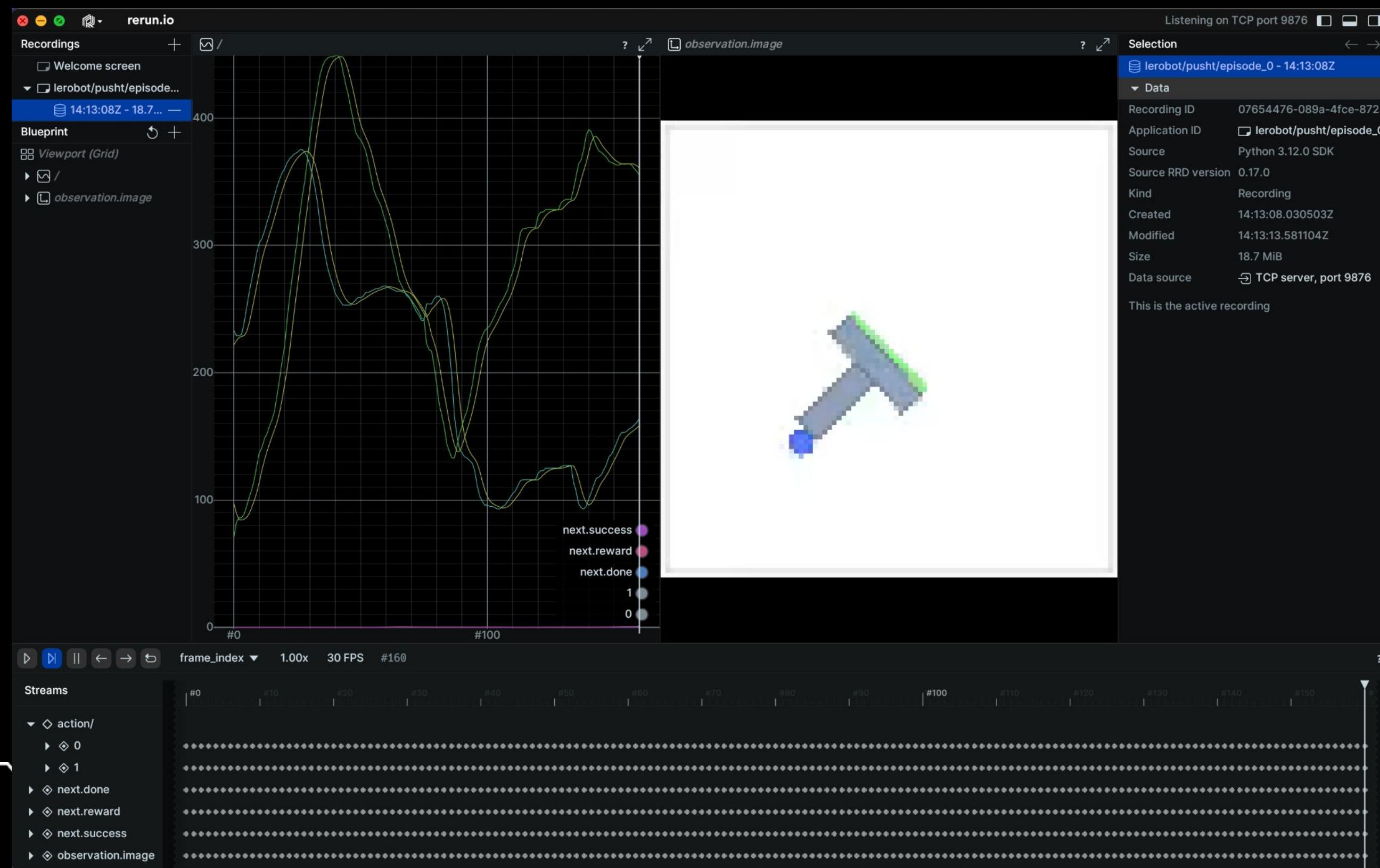
```
from torch.profiler import profile, record_function, ProfilerActivity

def trace_handler(prof):
    prof.export_chrome_trace(f"tmp/trace_schedule_{prof.step_num}.json")

with profile(
    activities=[ProfilerActivity.CPU, ProfilerActivity.CUDA],
    schedule=torch.profiler.schedule(
        wait=2,
        warmup=2,
        active=3,
    ),
    on_trace_ready=trace_handler
) as prof:
    with record_function("eval_policy"):
        for i in range(num_episodes):
            prof.step()
```



# HuggingFace LeRobot Rerun Viewer

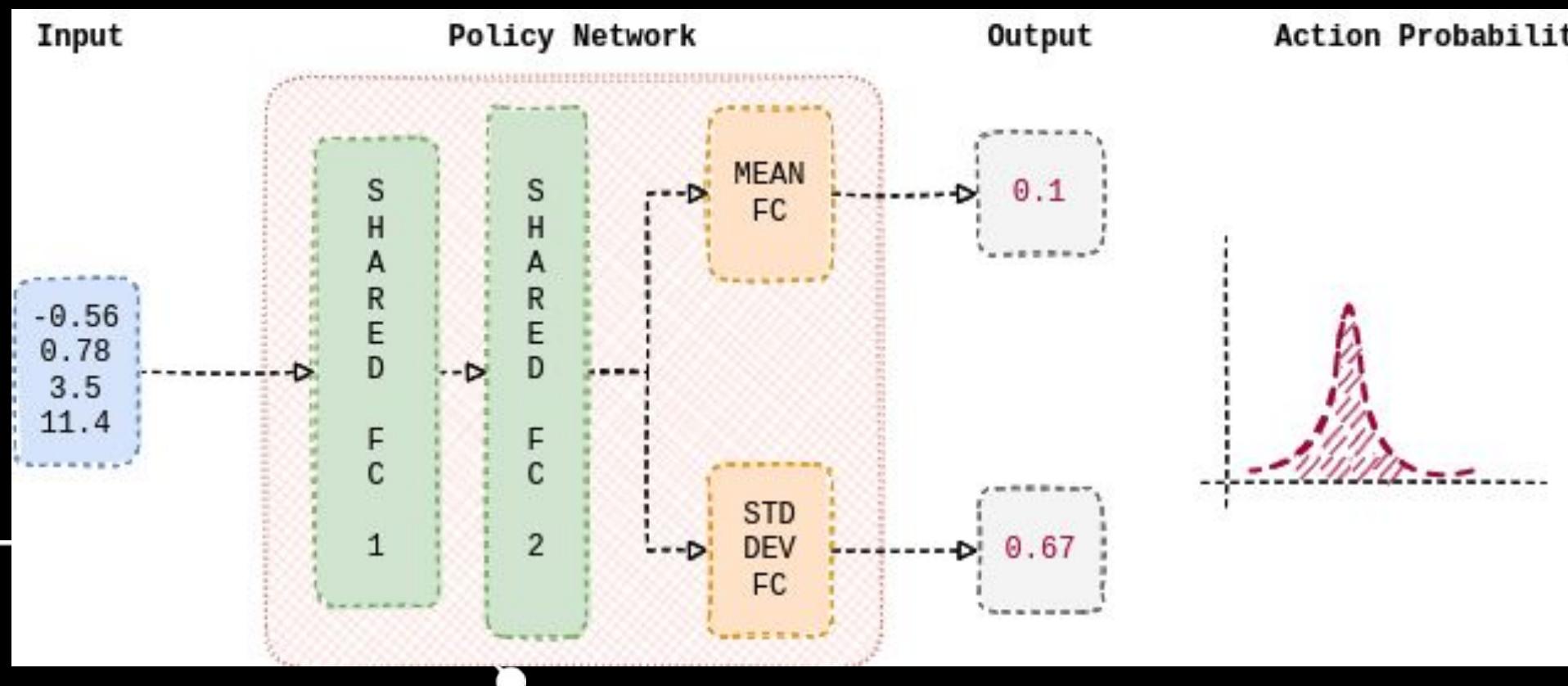


# Video Demonstration of ML model



# Improvements for high efficiency

Applying another Collision Detection algorithm utilizing REINFORCE for Mujoco



```
def forward(self, x: torch.Tensor) -> tuple[torch.Tensor, torch.Tensor]:  
    """Conditioned on the observation, returns the mean and standard deviation  
    of a normal distribution from which an action is sampled from.  
  
    Args:  
        x: Observation from the environment  
  
    Returns:  
        action_means: predicted mean of the normal distribution  
        action_stddevs: predicted standard deviation of the normal distribution  
    """  
  
    shared_features = self.shared_net(x.float())  
  
    action_means = self.policy_mean_net(shared_features)  
    action_stddevs = torch.log(  
        1 + torch.exp(self.policy_stddev_net(shared_features))  
    )  
  
    return action_means, action_stddevs
```

The background features a dark, abstract design with glowing, translucent lines in shades of green, blue, and purple. These lines form a network of points and segments, creating a sense of depth and motion. The overall aesthetic is modern and minimalist.

**Thank you!**