Learning to Fly in Seconds (Parameters)

1 Dynamics

$$\begin{split} \mathbf{s} &:= \{\mathbf{p}, \mathbf{q}, \mathbf{v}, \boldsymbol{\omega}, \boldsymbol{\omega}_m\} \quad (\text{motor state: } \boldsymbol{\omega}_m \in R^4) \\ \dot{\mathbf{p}} &= \mathbf{v} \\ \dot{\mathbf{q}} &= \mathbf{q} \circ [0 \ \boldsymbol{\omega}/2]^\top \\ \dot{\mathbf{v}} &= \frac{1}{m} \left(\mathbf{R}(\mathbf{q}) \left(\sum_{i=1}^4 \mathbf{r}_{f_i} f_i \right) + \mathbf{f}_r \right) + \mathbf{g} \\ f_i &= \sum_{j=0}^2 K_{f_j} \omega_{m_i}^j \\ \dot{\boldsymbol{\omega}} &= \mathbf{J}^{-1} \left(\boldsymbol{\tau} + \boldsymbol{\tau}_r + \mathbf{J} \boldsymbol{\omega} \times \boldsymbol{\omega} \right) \\ \boldsymbol{\tau} &= \sum_{i=1}^4 \left(\mathbf{r}_{p_i} \times \mathbf{r}_{f_i} \right) f_i + \mathbf{r}_{\tau_i} K_d f_i \\ \dot{\boldsymbol{\omega}}_m &= T_m^{-1} \left(\boldsymbol{\omega}_{sp} - \boldsymbol{\omega}_m \right) \\ \boldsymbol{\omega}_{sp} &:= \mathbf{a} \end{split}$$

| Parameter | Value |
|--|--|
| Integration Δt | $0.01\mathrm{s}$ |
| Rotor 1 position \mathbf{r}_{p_1} | $[0.028\mathrm{m},-0.028\mathrm{m},0\mathrm{m}]$ |
| Rotor 2 position \mathbf{r}_{p_2} | $[-0.028\mathrm{m},-0.028\mathrm{m},0\mathrm{m}]$ |
| Rotor 3 position \mathbf{r}_{p_3} | $[-0.028\mathrm{m},0.028\mathrm{m},0\mathrm{m}]$ |
| Rotor 4 position \mathbf{r}_{p_4} | $[0.028\mathrm{m},0.028\mathrm{m},0\mathrm{m}]$ |
| Rotor 1 thrust direction \mathbf{r}_{f_1} | [0,0,1] |
| Rotor 2 thrust direction \mathbf{r}_{f_2} | [0, 0, 1] |
| Rotor 3 thrust direction \mathbf{r}_{f_3} | [0, 0, 1] |
| Rotor 4 thrust direction \mathbf{r}_{f_4} | [0,0,1] |
| Rotor 1 torque direction \mathbf{r}_{τ_1} | [0, 0, -1] |
| Rotor 2 torque direction \mathbf{r}_{τ_2} | [0,0,1] |
| Rotor 3 torque direction \mathbf{r}_{τ_3} | [0, 0, -1] |
| Rotor 4 torque direction \mathbf{r}_{τ_4} | [0, 0, 1] |
| $[K_{f_0} \ K_{f_1} \ K_{f_2}]$ | $[0\ 0\ 3.16\times 10^{-10}]$ |
| K_d | 0.005964552 |
| Vehicle mass m | $0.027\mathrm{kg}$ |
| Gravity \mathbf{g} | $[0, 0, -9.81 \mathrm{ms^{-2}}]$ |
| I_{xx} | $3.85 \times 10^{-6} \mathrm{kg} \mathrm{m}^2$ |
| I_{yy} | $3.85 \times 10^{-6} \mathrm{kg} \mathrm{m}^2$ |
| I_{zz} | $5.9675 \times 10^{-6} \mathrm{kg} \mathrm{m}^2$ |
| J | $\mathrm{diag}\left(I_{xx},I_{yy},I_{zz}\right)$ |
| T_m (RPM time constant) | $0.15\mathrm{s}$ |
| RPM range | $\omega_{m_i} \in [0, 21702]$ |

Table 1: Parameters: Quadrotor dynamics (Crazyflie)

| Parameter | Value | Description | | |
|-----------------------|--------|--|--|--|
| $C_{ m init,*}$ | | | | |
| C_{rs} | 2 | Reward bonus for survival | | |
| C_{rp} | 2.5 | Position weight | | |
| C_{rq} | 2.5 | Orientation weight | | |
| C_{rv} | 0.005 | Linear velocity weight | | |
| $C_{r\omega}$ | 0 | Angular velocity weight | | |
| C_{ra} | 0.005 | Action weight | | |
| C_{rab} | 0.334 | Action baseline | | |
| $C_{ m target,*}$ | | | | |
| C_{rs} | 2 | Reward bonus for survival | | |
| C_{rp} | 20 | Position weight | | |
| C_{rq} | 2.5 | Orientation weight | | |
| C_{rv} | 0.5 | Linear velocity weight | | |
| $C_{r\omega}$ | 0 | Angular velocity weight | | |
| C_{ra} | 0.5 | Action weight | | |
| C_{rab} | 0.334 | Action baseline | | |
| Curriculum Parameters | | | | |
| N_C | 100000 | interval of the application of multiplicative steps (curriculum) | | |
| C_{cp} | 1.2 | curriculum: position factor | | |
| C_{cpl} | 20 | curriculum: position weight limit | | |
| C_{cv} | 1.4 | curriculum: linear velocity factor | | |
| C_{cvl} | 0.5 | curriculum: linear velocity weight limit | | |
| C_{ca} | 1.4 | curriculum: action factor | | |
| C_{cal} | 0.5 | curriculum: action weight limit | | |

Table 2: Parameters: Reward function and curriculum

| Parameter | Value | Description |
|--|--|---|
| Guidance | 0.1 | probability of spawning at the origin position and |
| | | at zero angle but with random linear and angular velocity |
| Position \mathbf{p} | $\mathrm{Uniform}(-0.2\mathrm{m},0.2\mathrm{m})$ | |
| Orientation \mathbf{q} | Uniform(SO3) s.t. $\alpha \leq 90^{\circ}$ | |
| Linear Velocity ${\bf v}$ | $Uniform(-1 m s^{-1}, 1 m s^{-1})$ | |
| Angular Velocity $\boldsymbol{\omega}$ | $Uniform(-1 rad s^{-1}, 1 rad s^{-1})$ | |
| RPM $\boldsymbol{\omega}_m$ | $Uniform(\frac{21702}{2}, \frac{21702}{2})$ | |
| Force disturbance \mathbf{f}_r | Uniform $\left(\frac{-0.027 \cdot 9.81}{20}, \frac{0.027 \cdot 9.81}{20}\right)$ | $\frac{1}{20}$ of the hovering thrust |
| Torque disturbance $\boldsymbol{\tau}_r$ | Uniform $(\frac{-0.027 \cdot 9.81}{10000}, \frac{0.027 \cdot 9.81}{10000})$ | $\frac{1}{10000}$ of the hovering thrust |

Table 3: Parameters: Initial state distribution

| Parameter | Value |
|--|-------|
| Observation noise position (std) | 0.001 |
| Observation noise orientation (std) | 0.001 |
| Observation noise linear velocity (std) | 0.002 |
| Observation noise angular velocity (std) | 0.002 |

Table 4: Parameters: Observation noise

| Parameter | Value |
|----------------------------|-----------------------|
| Max position error | $0.6\mathrm{m}$ |
| Max linear velocity error | $1000{\rm ms^{-1}}$ |
| Max angular velocity error | $1000{\rm rads^{-1}}$ |

Table 5: Parameters: Termination conditions

| Parameter | Value |
|--|----------------|
| Actor layers | [64, 64] |
| Actor activation function | Tanh |
| Actor output activation function | Tanh |
| Actor batch size | 256 |
| Actor warmup steps (before training) | 30 000 |
| Actor training interval | 20 |
| Actor Polyak factor | 0.995 |
| N_H (action history length in the actor observation) | 32 |
| Critic layers | [64, 64] |
| Critic activation function | Tanh |
| Critic output activation function | Identity |
| Critic batch size | 256 |
| Critic training interval | 20 |
| Critic warmup steps (before training) | 15000 |
| Actor Polyak factor | 0.995 |
| Target action noise clip | 0.5 |
| Target action noise | 0.5 |
| γ | 0.99 |
| Replay buffer capacity | 300000,3000000 |
| Environment step limit | 500 |
| Exploration noise std | 0.5 |
| Exploration noise decay start (step) | 500 000 |
| Exploration noise decay interval (steps) | 100000 |
| Exploration noise decay factor | 0.9 |

Table 6: Parameters: Asymmetric Actor-Critic RL setup