

Python Components (template + controller)

Flexible composing mechanism

Extended MJCF: flexible composing, control flow macros

Code once, run everywhere (sim and real hardware)

A Component is a Python class with an MJCF template, interfaces for handling sim and real hardware, and config variables.

```
from my_shared_components import MyGripper, MyTouchSensor
    components=[
        MyGripper, MyTouchSensor
    template="""
        <my-gripper name="gripper1">
            <my-sensor name="sensor1" parent="finger1 tip"></my-sensor>
        </my-gripper>
    11 11 11
    class MyComponent:
13
        def init (gripperl: MyGripper, sensorl: MySensor):
15
```

Set up complex robots by composing multiple components. Get instance references through dependency injection.

Expression evaluation and aditional tags for dynamic templating.



Example component interface for MuJoCo

```
from yarok import interface
    @interface(
        defaults={
            'confl': 'some value'
    class MyGripperInterfaceMJC:
        def init (self, mjc: InterfaceMJC, config: ConfigBlock):
            self.conf1 = config['conf1']
11
            self.mjc = mjc # wraps MuJoCo Python API
12
        def move(q):
13
            self.q = q
15
        def step(): # called every update step
             # handles referencing/scope for multiple component instances
17
18
             current q = self.interface.sensordata()
19
             self.mjc.set ctrl('joint1', self.q)
21
             # for cameras, converts depth to meters
22
             rgb, depth = self.mjc.read camera('cameral')
23
```

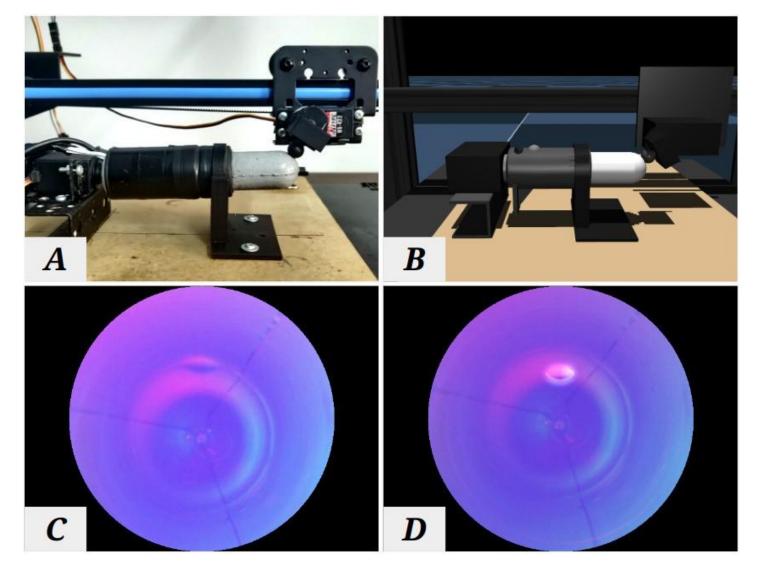
```
from yarok import Platform, PlatformMJC
    Platform.create({
        'world': MyExperimentWorldComponent,
        'behaviour': SomeBehaviour,
        'defaults': {
             'environment': 'sim' # or 'real'
        },
        'environments': {
           'sim': {
11
                 'platform': PlatformMJC,
12
                 'components': {
13
                      '/gripperl': {
                          'conf1': 'value1'
15
                           # ... etc
17
18
19
    }).run()
```

Yarok loads the appropriate component interfaces at runtime (following the environment platform)

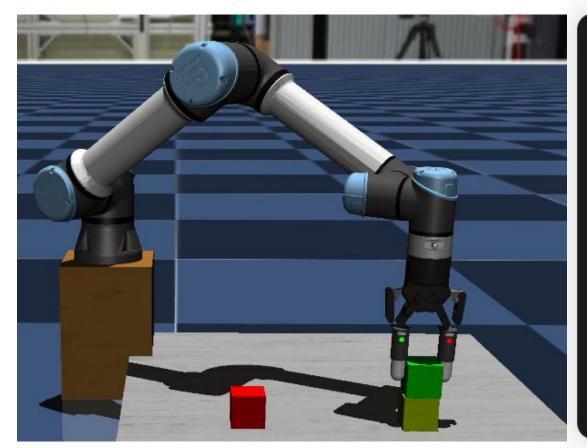
Shared sim/real behaviour

Interfaces for implementing sensor simulation model, and remaining sim and real hardware.

Simulation configs reparemeterization for collecting large dataset

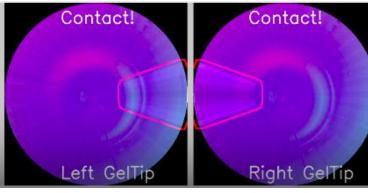


Use case. "Beyond Flat Gelsight Sensors: Simulation of Optical Tactile Sensors of Complex Morphologies for Sim2Real" RSS 2023



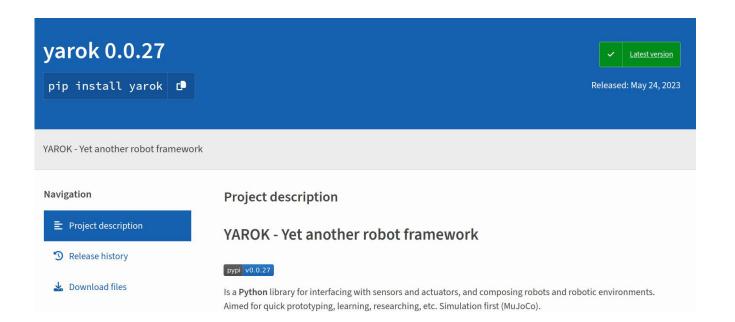
```
<body euler="0 0 1.57" pos="-0.15 0.4 0.3">
    <ur5e name='arm'>
       <robotiq-2f85 name="gripper" parent="ee link">
          <body parent="right tip"</pre>
                pos="0.02 -0.017 0.053"
                xyaxes="0 -1 0 1 0 0">
                <geltip name="left geltip"/>
           </body>
           <body parent="left tip"</pre>
                 pos="-0.02 -0.017 0.053"
                 xyaxes="0 1 0 -1 0 0">
                <geltip name="right geltip"/>
            </body>
        </robotiq-2f85>
    </ur5e>
</body>
```





Composing Robots.

A UR5e equipped with a gripper and two tactile sensors as fingers.





If you would like to use or contribute to Yarok, find us on **GitHub** or **Pipy**

Daniel Fernandes Gomes and Shan Luo



