

Symmetry-Aware Robot Design

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<https://sites.google.com/view/robot-design>



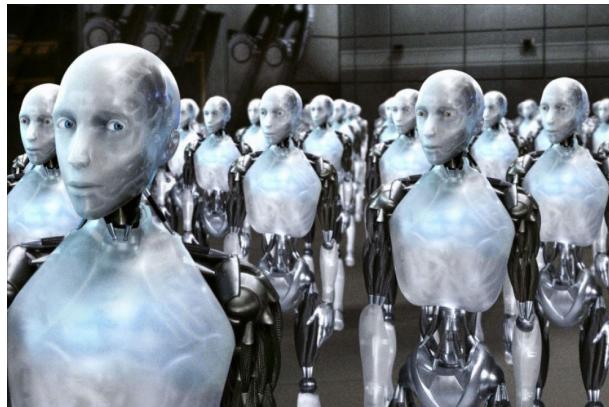
Machine Intelligence Group



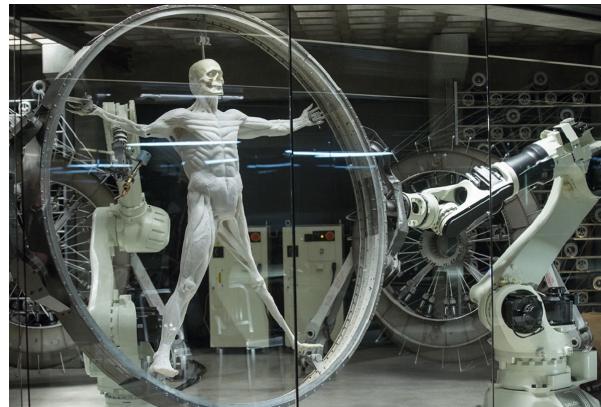
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Creator of Robots

- Humans have been dreaming of creating creatures with embodied intelligence for decades.



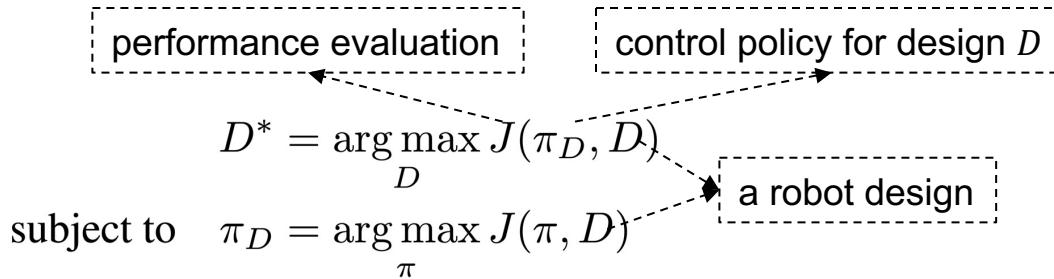
Movie: I Robot



Series: Westworld

Learning to Design and Control Robots

- Learning to design and control robots can be framed as a bi-level optimization problem

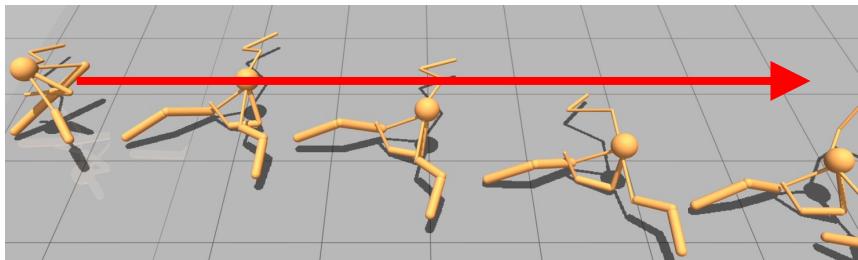


- Search in the **immensely large design space**
- Evaluate each candidate design, which is **computationally expensive**



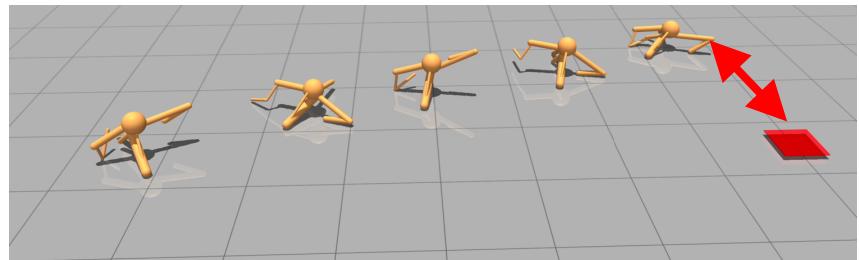
Previous Work

- The robots designed by previous SOTA Transform2Act (Yuan et al. 2021) are intuitively **abnormal**, empirically **hard to control**, and ultimately result in **poor performance**.



Task: running forward

Result: the robot deviated from the right direction



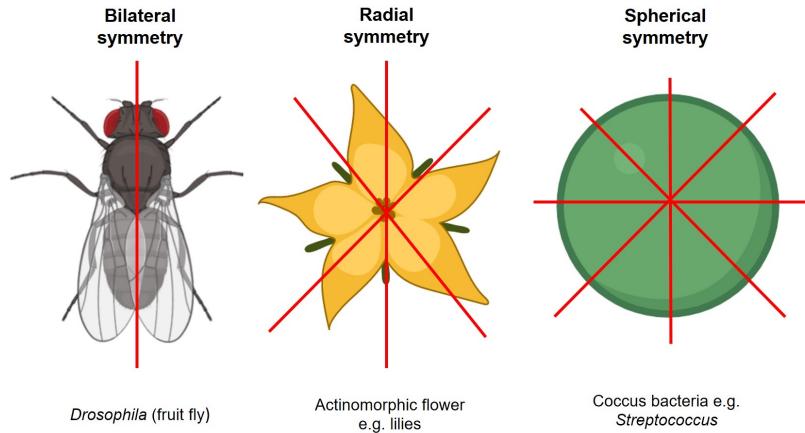
Task: reaching random goals

Result: the robot missed the goal



Our Idea

- We utilize **symmetry** as the key characteristic to unveil the structure of the design space and hereby reduce learning complexity.

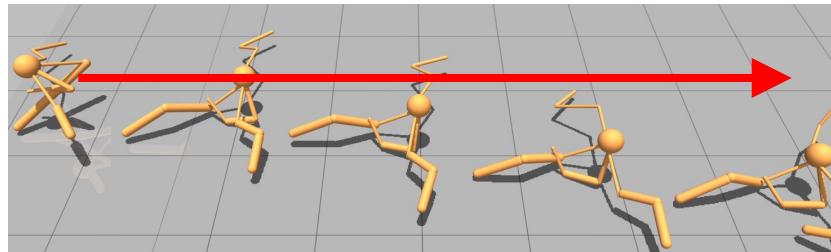


Symmetry is one structure commonly observed in biological organisms

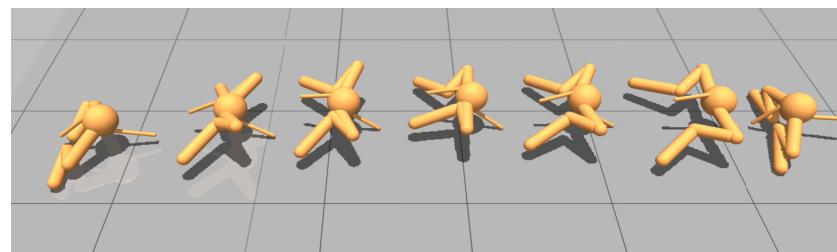
Why Symmetry? from Learning Perspective

- Searching for much fewer robot designs
 - If one design turns out to be unsuitable for the current task, other designs from **the same symmetry** can be searched less frequently as they are likely to be morphologically and functionally similar.
- Symmetric designs can reduce the degree of control required to learn balancing

Task: running forward



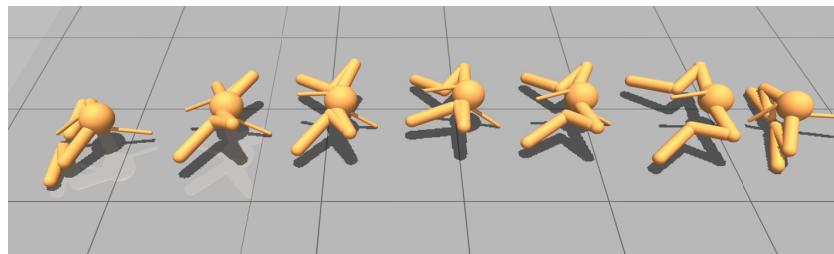
No symmetry



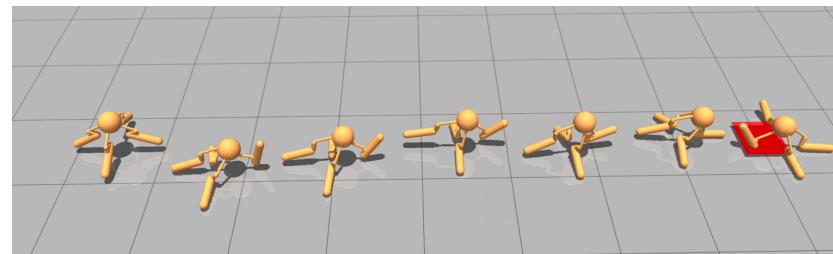
Bilateral symmetry

Is Bilateral Symmetry All You Need?

- Perhaps not, different tasks may require different symmetries.



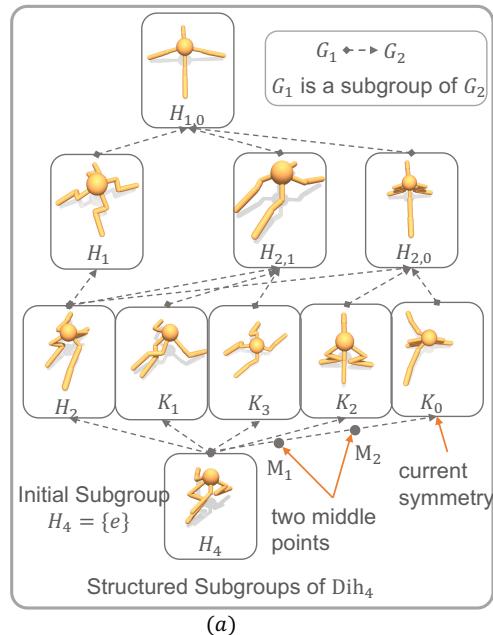
Task: running forward
bilateral symmetry



Task: reaching random goals
radial symmetry

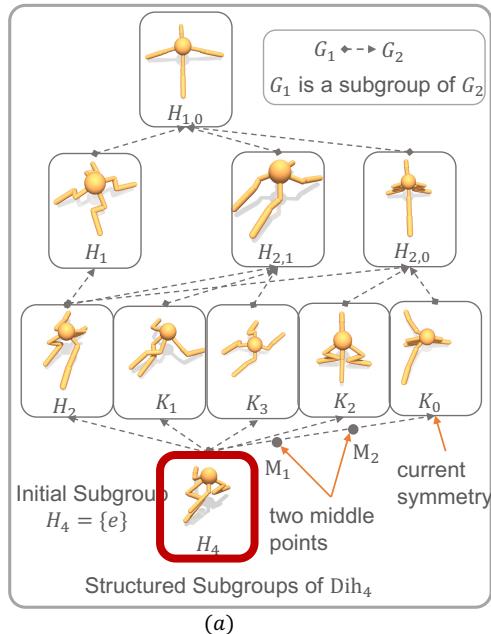
SARD: Symmetry-Aware Robot Design

- Use the subgroups of Dihedral group ($G = \text{Dih}_4$) to represent all kinds of symmetries.



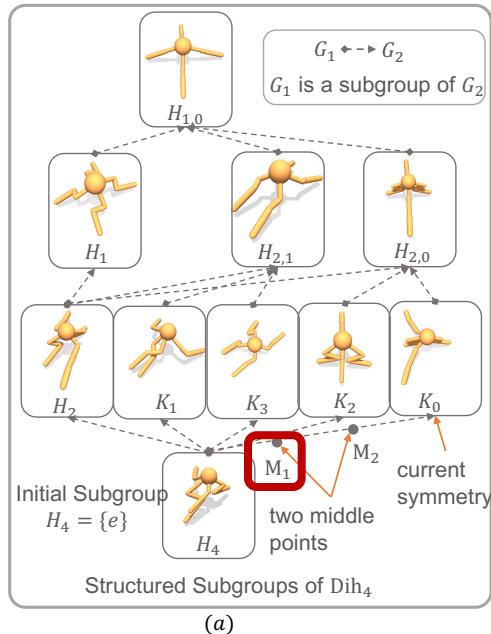
Searching for the Optimal Symmetry

- Exploit the structure of subgroups by smoothly changing the symmetry



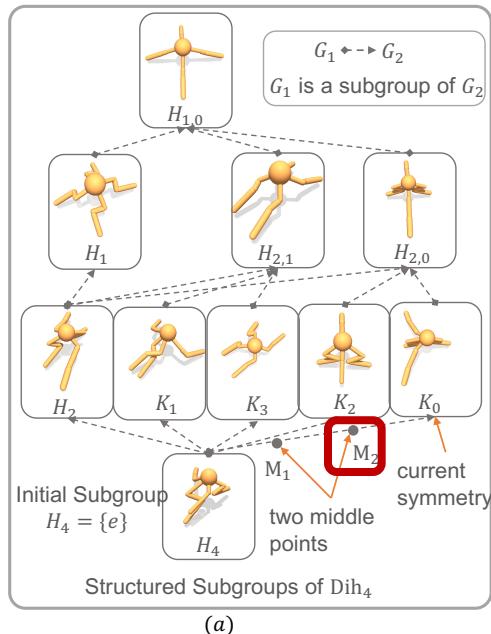
Searching for the Optimal Symmetry

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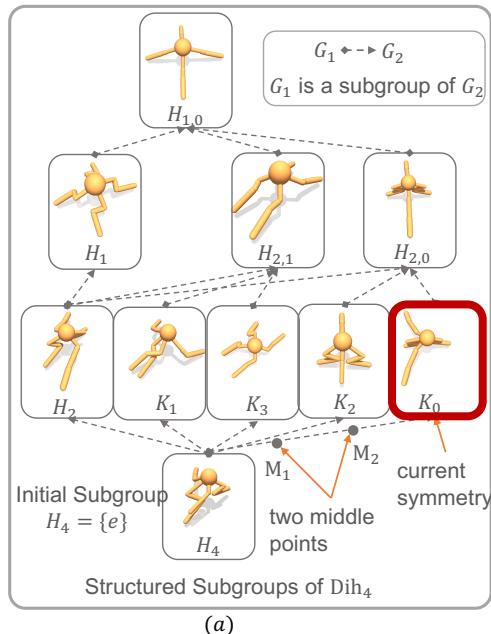
Searching for the Optimal Symmetry

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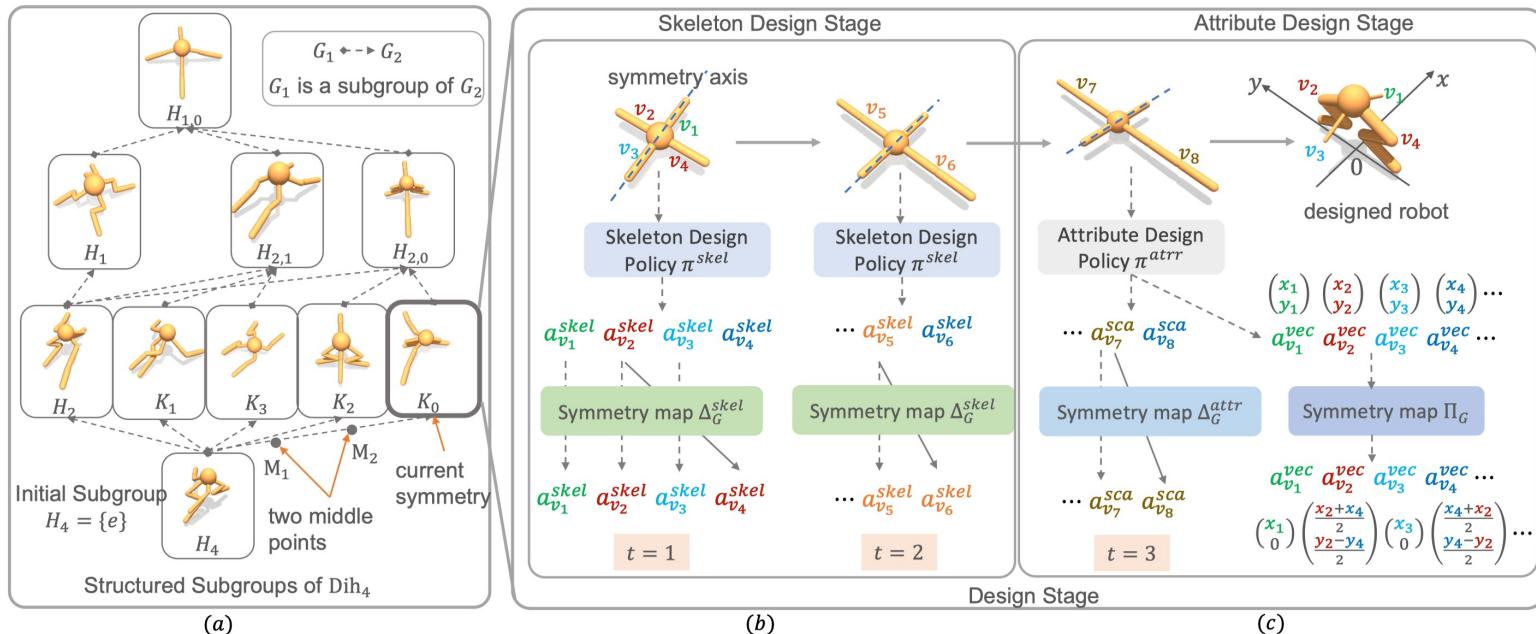
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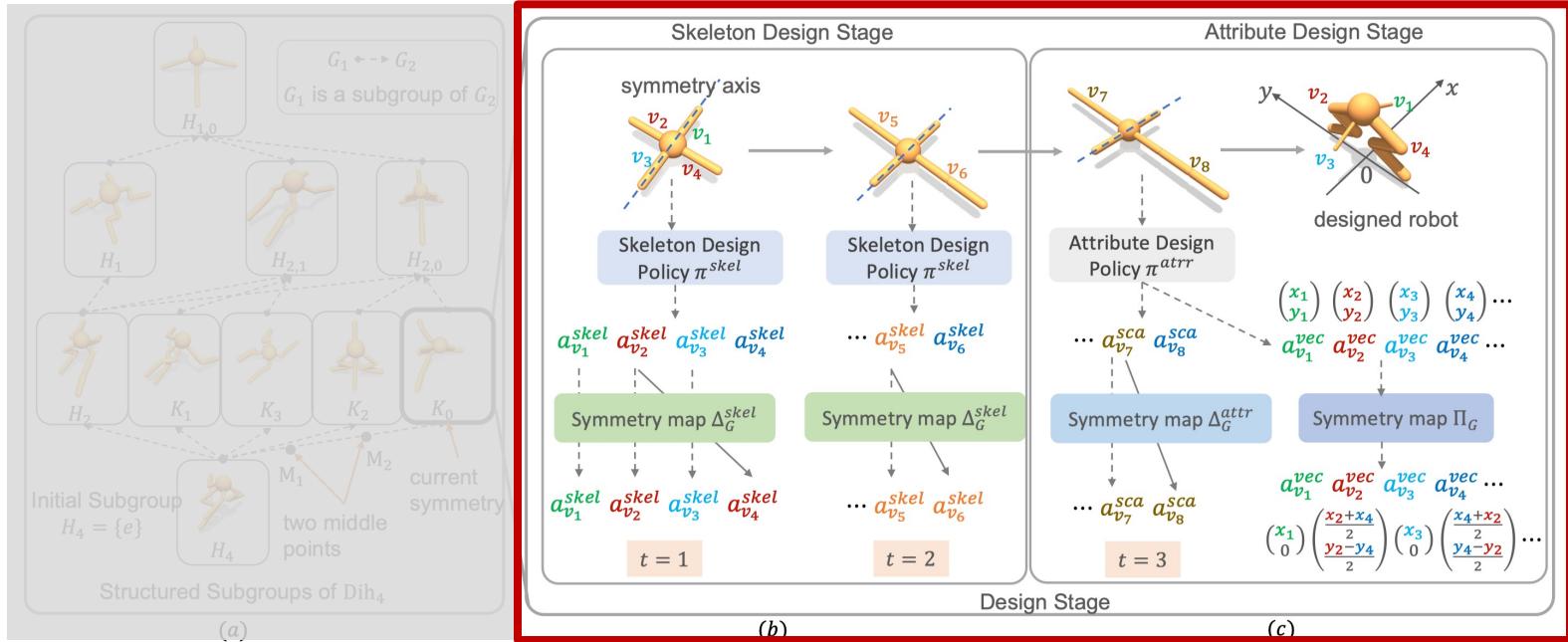
Searching for the Optimal Symmetry

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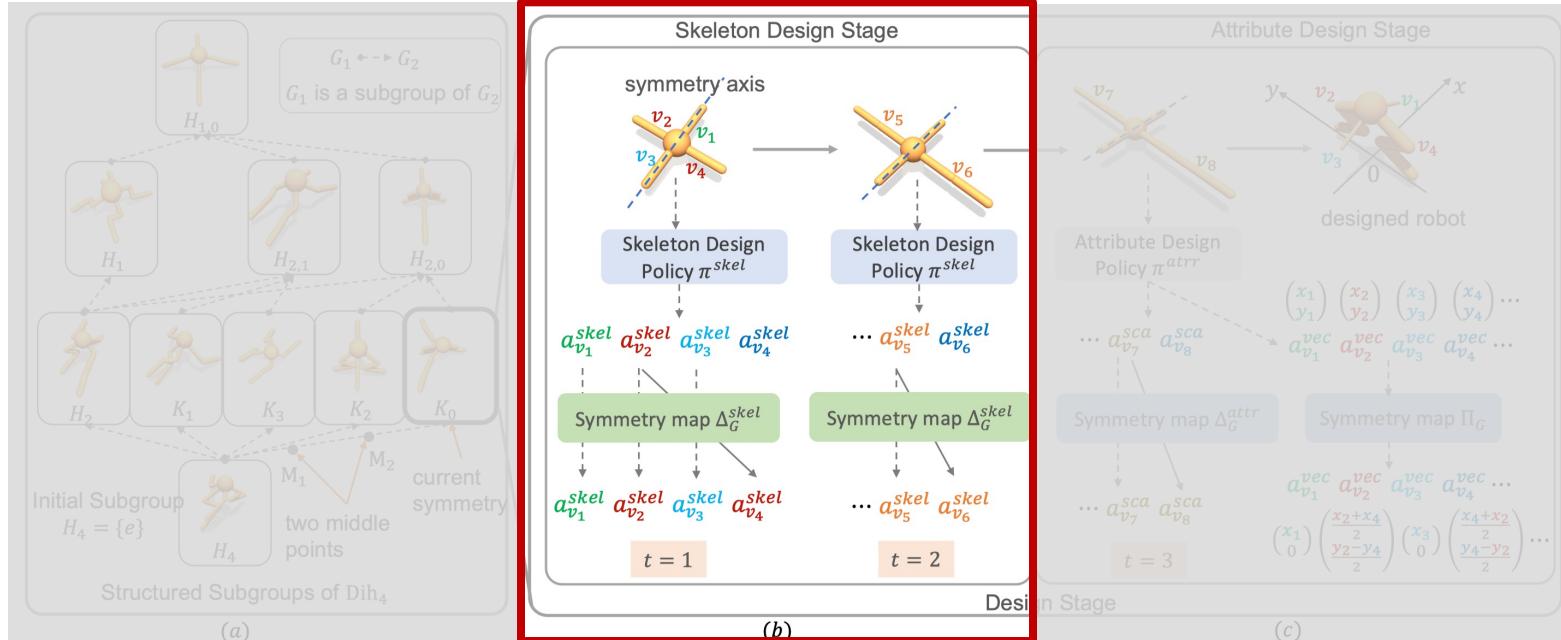
Learning Robot Design under a Given Symmetry

- The design stage is divided into two substages



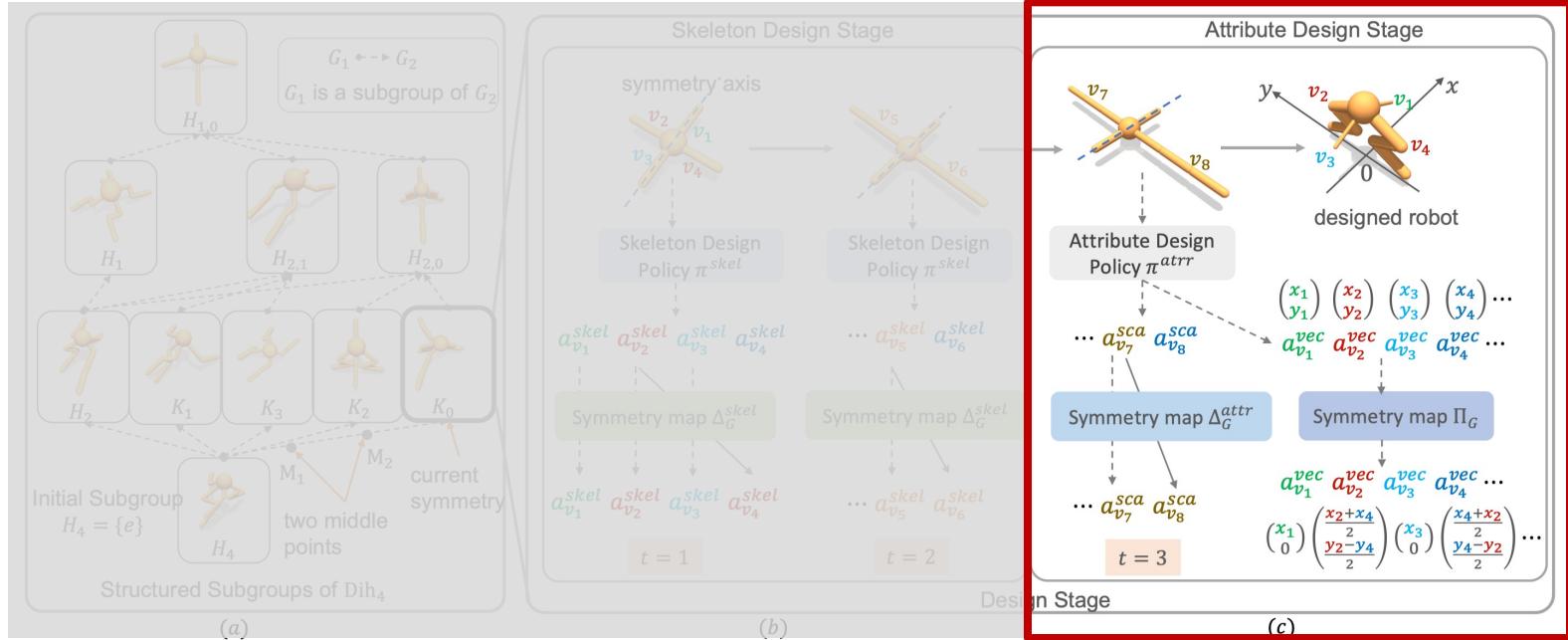
Learning Robot Design under a Given Symmetry

- The design stage is divided into two substages
 - Skeleton Design Stage generates the skeletal graph



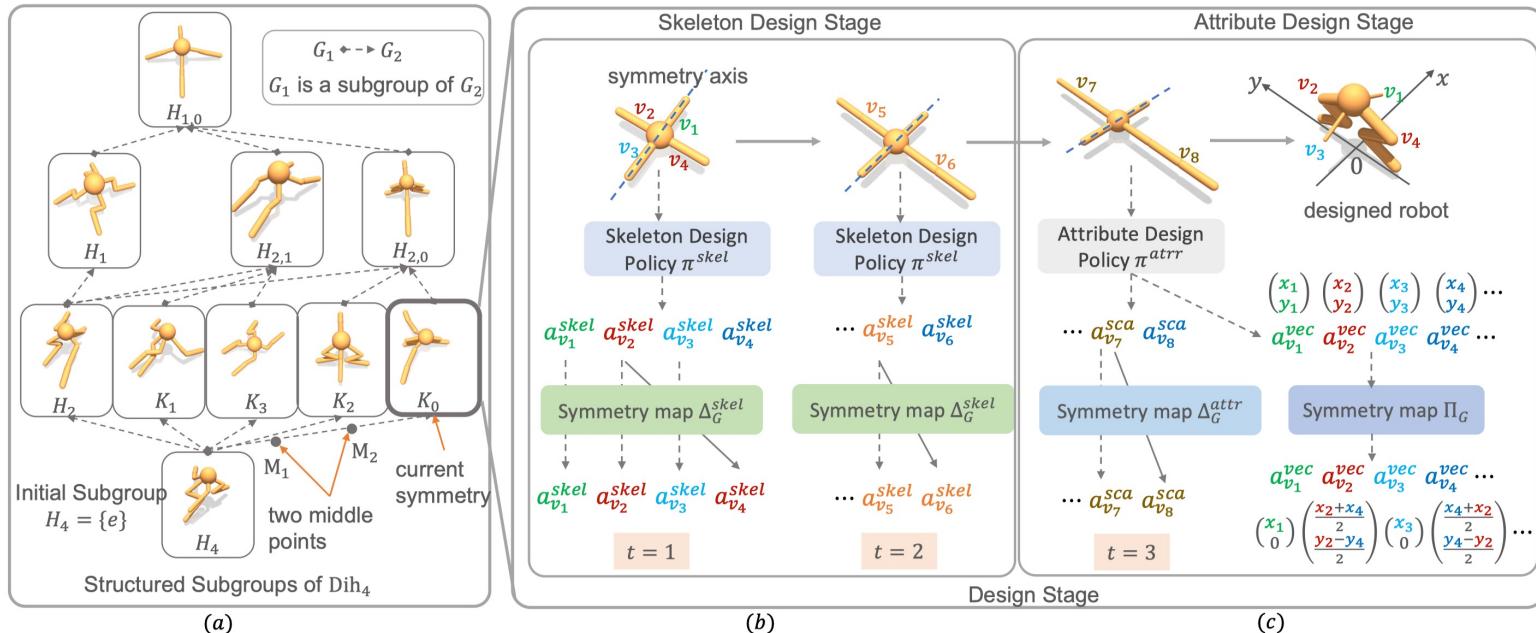
Learning Robot Design under a Given Symmetry

- The design stage is divided into two substages
 - Attribute Design Stage generates motor strength, limb size, etc.



Overall Framework

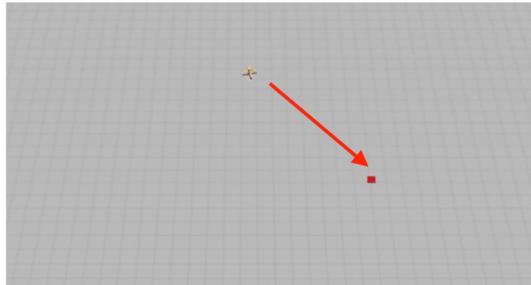
- SARD: Symmetry-Aware Robot Design



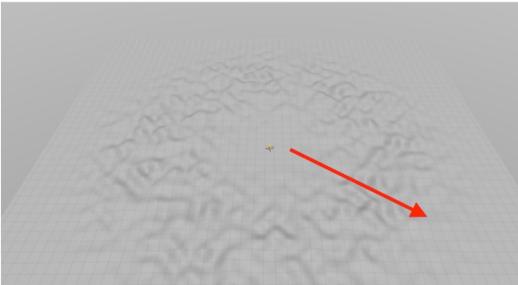
Experiments

- We test our method on all kinds of tasks

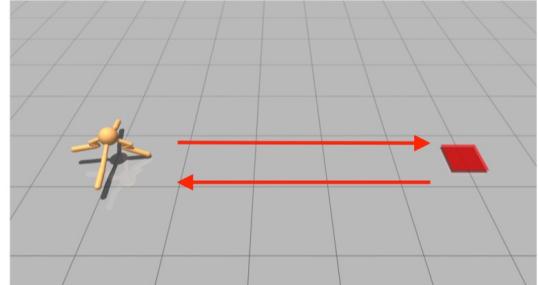
Point Navigation



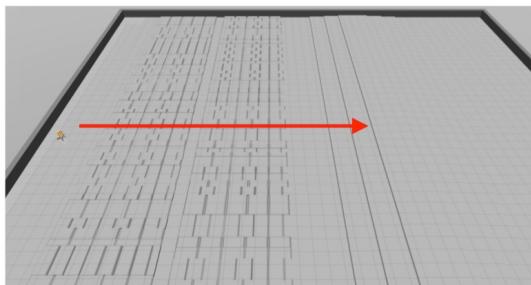
Escape Bowl



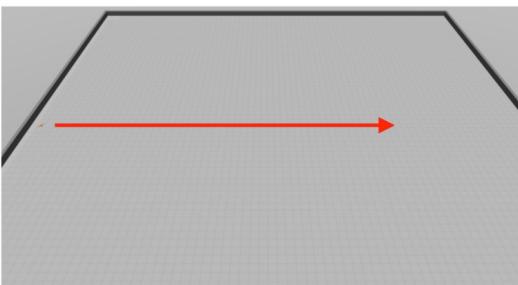
Patrol



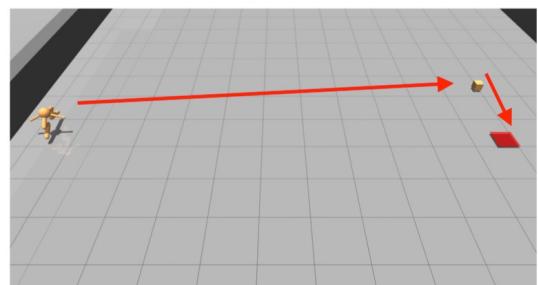
Locomotion on Variable Terrain



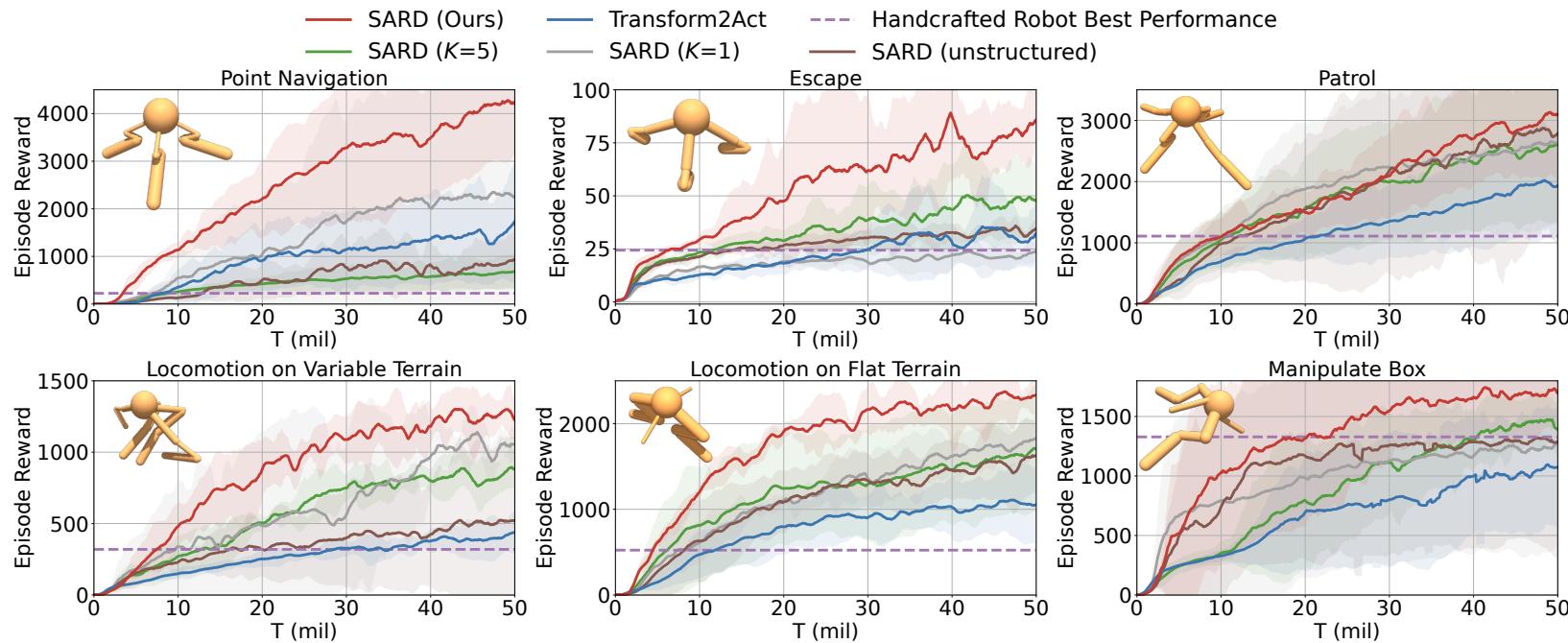
Locomotion on Flat Terrain



Manipulate Box

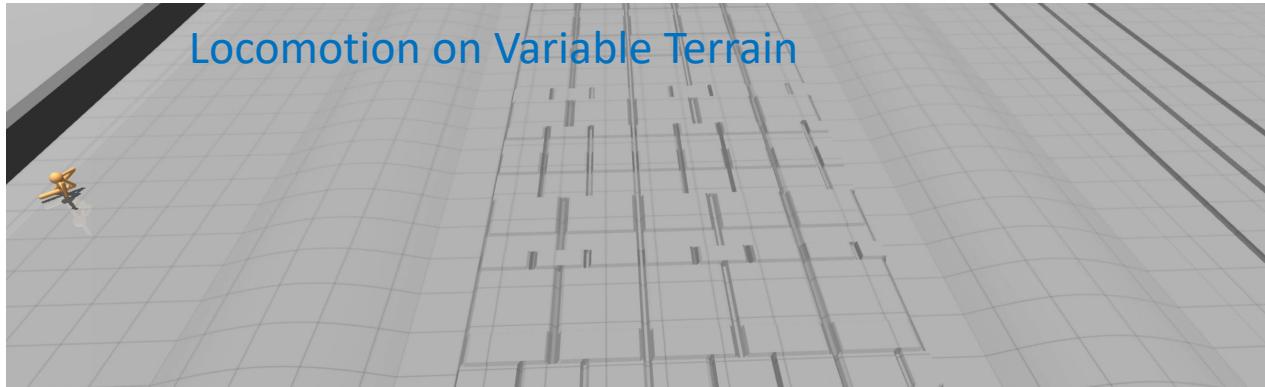
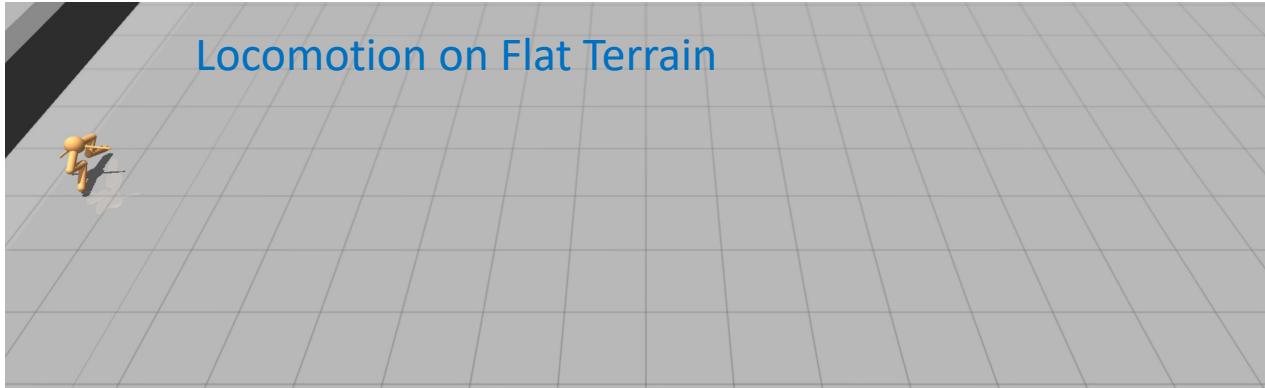


Training Performance Comparison



*upper left corner: one representative robot designed by SARD at the end of training.

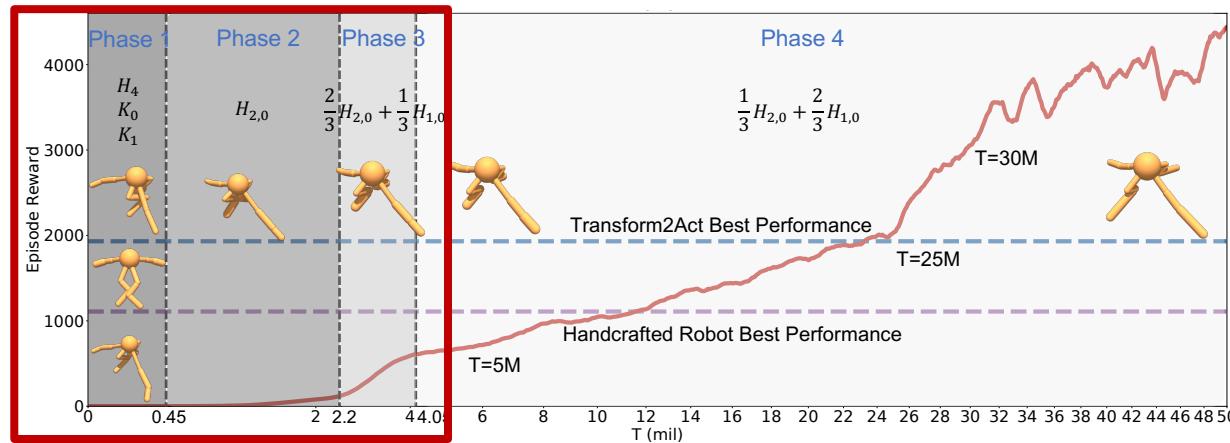
Visualization of the Learned Robots



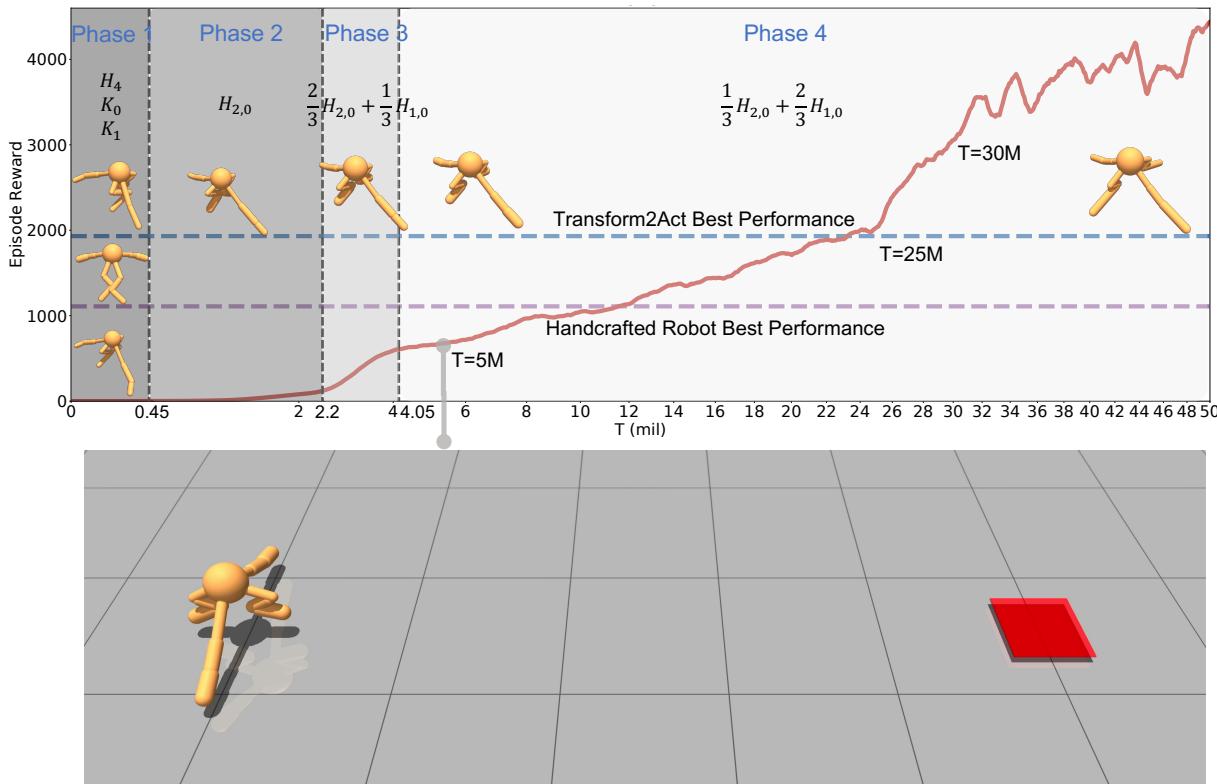
More videos: <https://sites.google.com/view/robot-design>



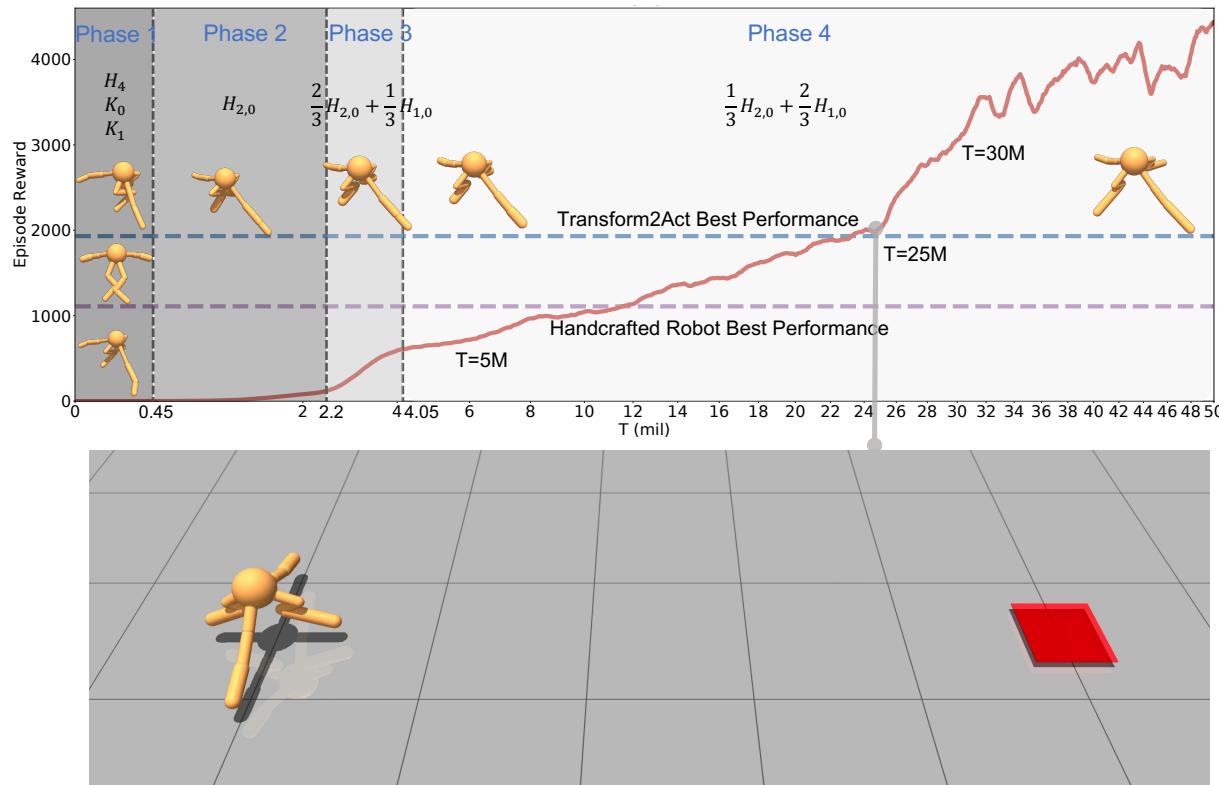
Robot Design Analysis for Patrol Task



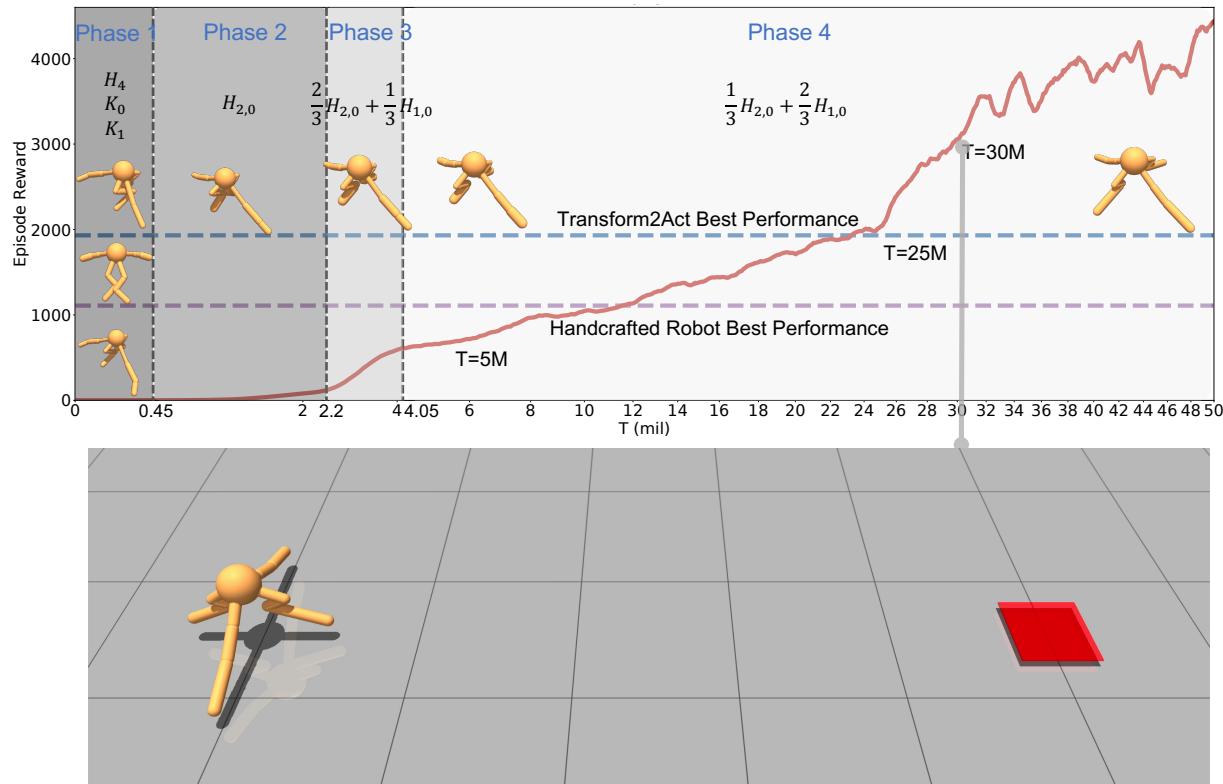
Robot Design Analysis for Patrol Task



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Robot Design Analysis for Patrol Task



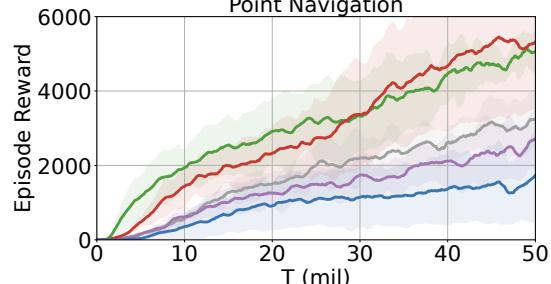
Generalization of the Learned Symmetry

- 3/4 of the experiments ended up with $H_{2,0}$ and $H_{1,0}$

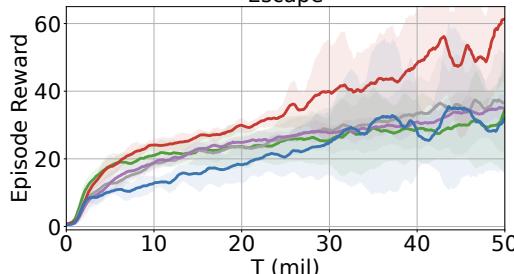
- $H_{2,0}$: 45.83%, $H_{1,0}$: 29.17%

$$H_4 < K_0 < H_{2,0} < H_{1,0}$$

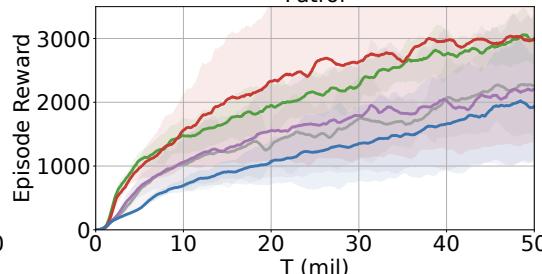
Point Navigation
— SARD (Fix $G=H_{2,0}$)
— SARD (Fix $G=H_{1,0}$)



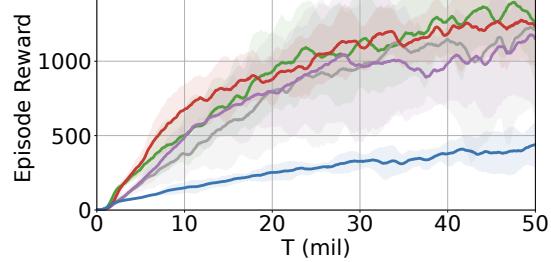
Escape
— SARD (Fix $G=H_{2,0}$)
— SARD (Fix $G=H_{1,0}$)



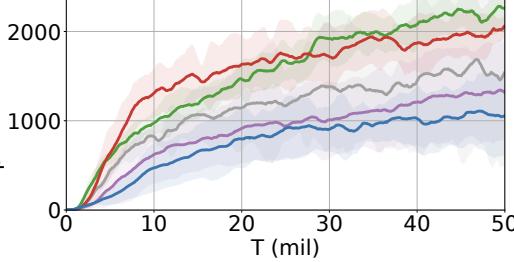
Patrol
— SARD (Fix $G=H_{2,0}$)
— SARD (Fix $G=H_{1,0}$)



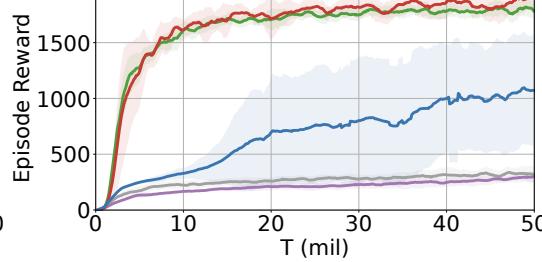
Locomotion on Variable Terrain
— SARD (Fix $G=H_{2,0}$)
— SARD (Fix $G=H_{1,0}$)



Locomotion on Flat Terrain
— SARD (Fix $G=H_{2,0}$)
— SARD (Fix $G=H_{1,0}$)



Manipulate Box
— SARD (Fix $G=H_{2,0}$)
— SARD (Fix $G=H_{1,0}$)





Thanks for your listening



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