


Robot Learning

Sim-to-real transfer


Remember...

$$\begin{aligned} &\underset{\pi}{\text{maximize}} && \mathbb{E}_{\mathbf{w}} \left[\sum_{t=0}^{\infty} \gamma^t R(s_t, a_t) \right] \\ &\text{subject to} && s_t = f(s_t, a_t, w_t) \\ &&& a_t = \pi(s_t) \end{aligned}$$



Where does this
come from?


Inverse reinforcement learning (IRL)

- 
- Kalman, 1964: Inverse optimal control for 1D problems
 - Boyd et al., 1994: Linear matrix inequality (LMI) for LQ setting
 - Ng, Russel, 2000: First MDP formulation and reward ambiguity
 - Abbeel, Ng, 2004: Apprenticeship learning (feature matching)
 - Ratliff et al., 2006: Max margin planning (MMP)
 - Ziebart et al., 2008: Max-Ent IRL

Remember...

$$\underset{\pi}{\text{maximize}} \quad \mathbb{E}_{\mathbf{w}} \left[\sum_{t=0}^{\infty} \gamma^t R(s_t, a_t) \right]$$

$$\text{subject to } s_t = f(s_t, a_t, w_t) \\ a_t = \pi(s_t)$$



Where does this
come from?

Some methods require full knowledge of f whereas
some require only ability to **execute/simulate** it.

Why do we need simulations?

- Robots are expensive.
- Robots break and degrade all the time.
 - ... and they will likely break more if you try to train things on them.
- Robots are slow.
- Labeling real world is difficult.

The premise of robot learning

Designing controllers for robots is difficult and does not scale well. Instead, we will **collect a lot of experience** and let the algorithm handle the rest.

Collecting a lot of experience



OpenAI GPT-3

45 TB of text

(Brown et al. 2020)

Language model that
produces human-like texts



14,000,000 images

(Deng et al. 2009)

Image recognition models
at human-level proficiency



44,000,000 chess games

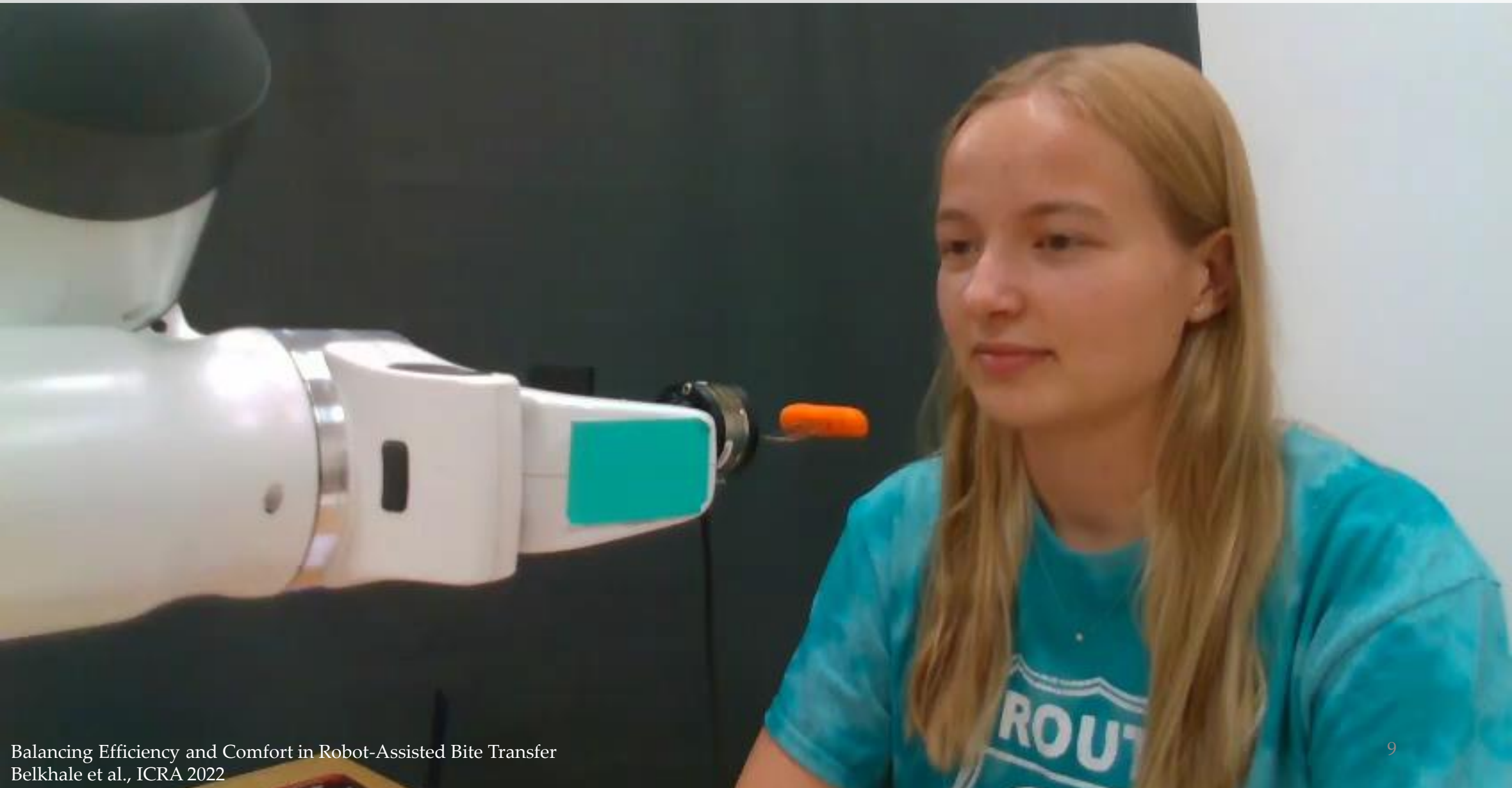
(Silver et al. 2017)

Super-human
chess engines

We do not have large datasets in robotics



Data collection is more expensive and safety-critical when humans are involved



This lecture is based on:

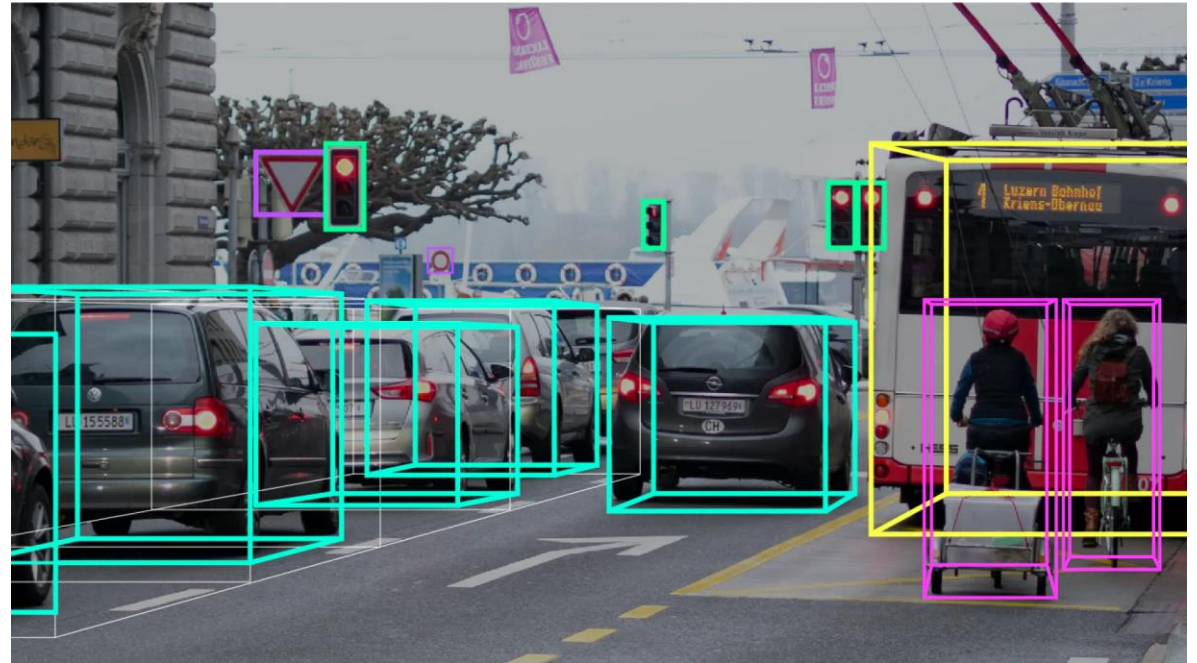
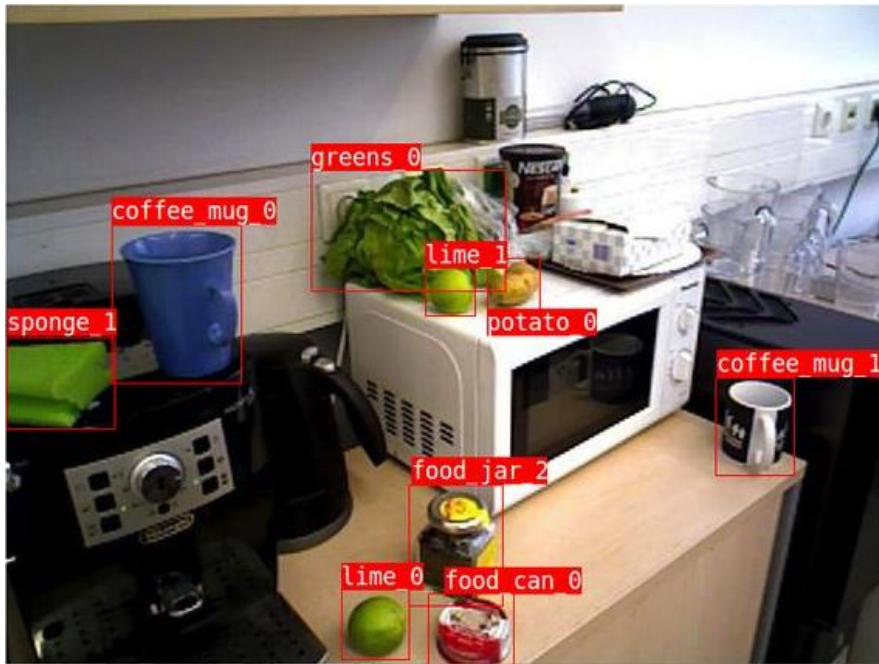
“Randomization and the reality gap: how to transfer robotic policies from sim to real” by Josh Tobin:

https://youtu.be/ac_W9IgKX2c

Simulated data

- Cheap
- Fast
- Scalable
- Safe
- Labeled
- Not beholden to real-world probability distributions

Labels (and rewards) are free



Left: Recognizing Objects In-the-wild: Where Do We Stand?
Loghmani et al., ICRA 2017
Right: From Caroline Lasorsa (Superb AI)

Not beholden to real-world distributions





Swindon's Magic Roundabout from the air
Mark Winter, 2016



Meskel Square, Addis Ababa
Rift Valley Expeditions, 2012

Not beholden to real-world distributions



Sim-to-real problem

There is a real danger (in fact, a near certainty) that programs which work well on simulated robots will completely fail on real robots because of the differences in real world sensing and actuation – it is very hard to simulate the actual dynamics of the real world.

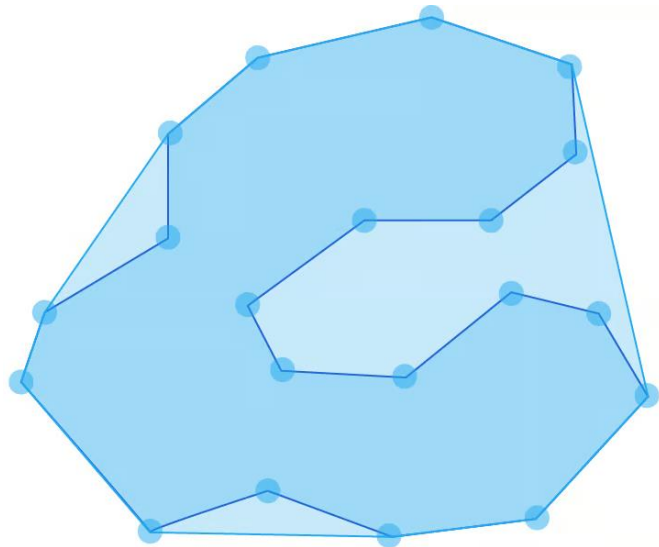
Artificial Life and Real Robots
Rodney Brooks, 1992

Today

- Difficulty of using simulated data
- Using simulation data without solving sim-to-real
- Building simulations
- Domain adaptation
- Domain randomization

Difficulty of using simulated data

Physics simulators make big assumptions to run faster



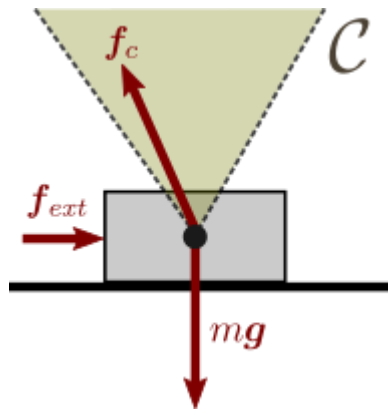
Convex objects

Step	5
timestep	0.00300
n_substeps	1

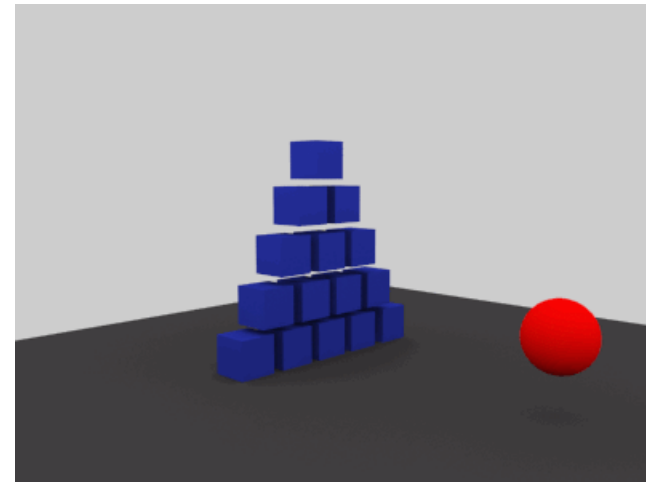
Discrete time

Difficulty of using simulated data

Physics simulators make big assumptions to run faster



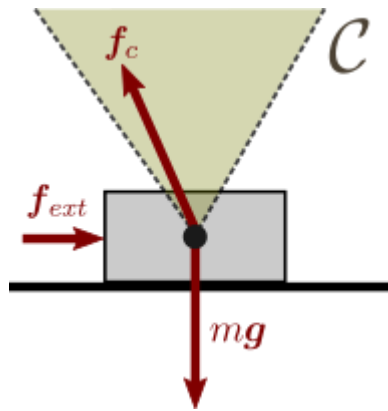
Coulomb friction



Rigid bodies

Difficulty of using simulated data

Physics simulators make big assumptions to run faster



What is the friction coefficient?

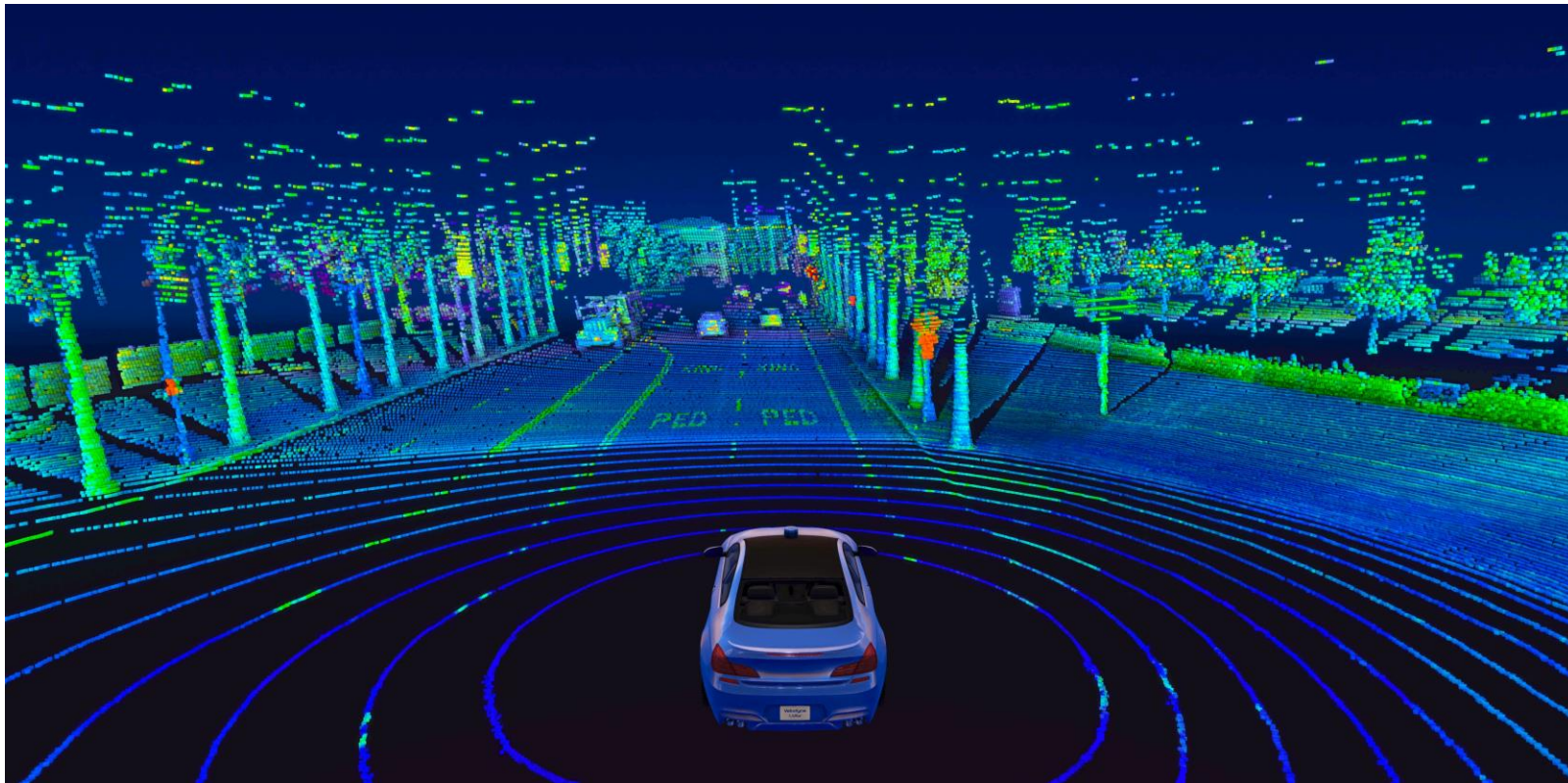
How about other parameters?

Inertia? Damping? Spring constants?

More accurate model \Rightarrow More parameters to learn \Rightarrow More data needed

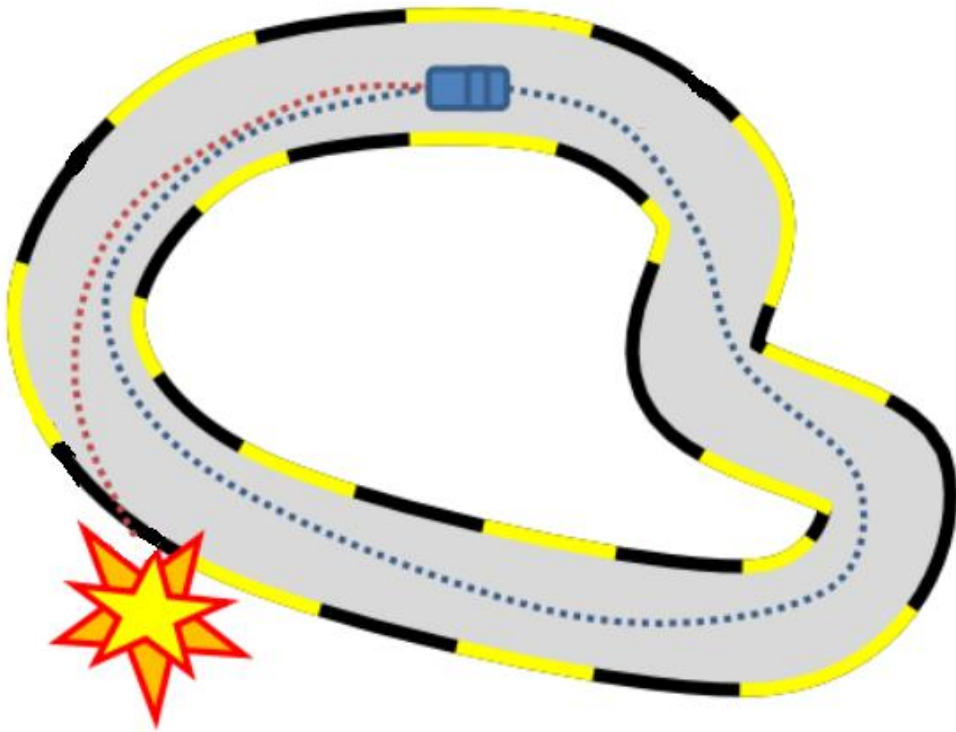
Difficulty of using simulated data

Photorealistic simulation is expensive.



Difficulty of using simulated data

Remember...



Similar problem in sim-to-real:

Small modeling errors cause large control errors.

Difficulty of using simulated data

Neural nets will exploit/overfit to differences in data distributions



Multi-object tracking accuracy:

Sim: 63.7%

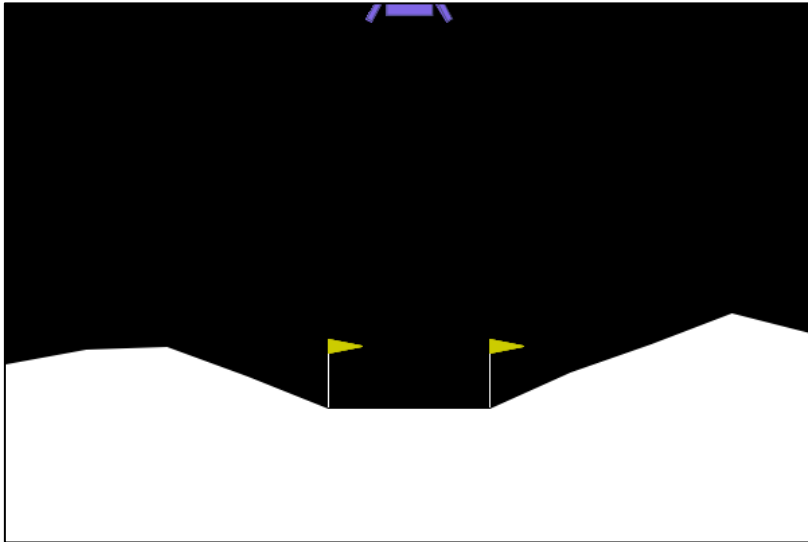
Real: 78.1%

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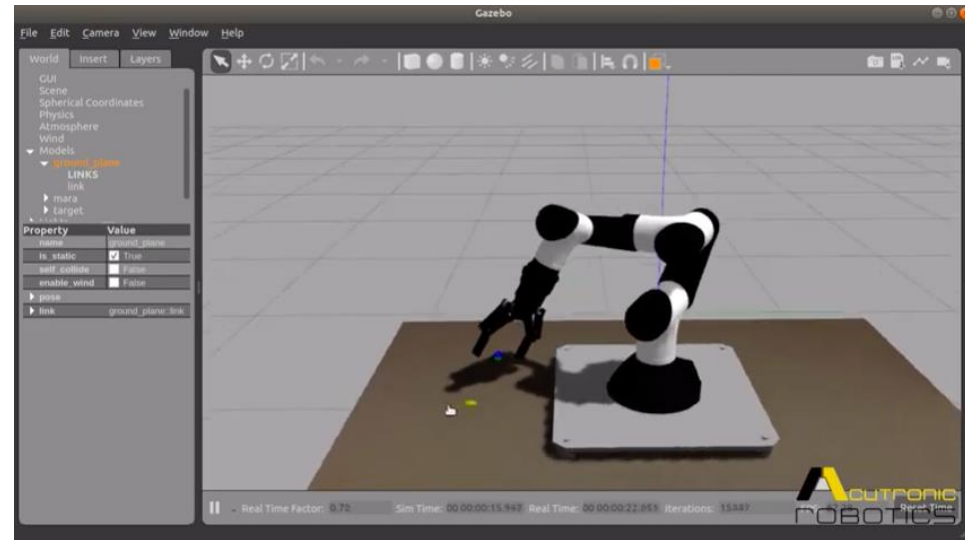
Sim data without solving sim-to-real

Prototyping Algorithms



Verify/compare algorithms in simulation

Debugging



Replace the robot with a simulator to debug the full stack

Left: OpenAI Gym

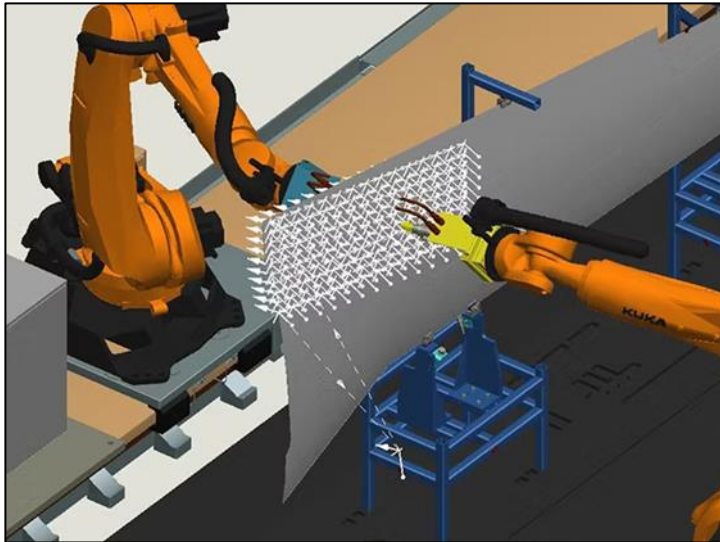
Brockman et al., 2016

Right: Robotic Arm Simulation with ROS and Gazebo

Dineshkumar (Skyfi Labs)

Sim data without solving sim-to-real

Prototyping Systems



Choose the robot / verify its ability

Testing



Test the performance in edge cases, etc.

Waymo: 1000x testing in simulation than real-world (2017)

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Building simulations

1. Design simulation model

- This is where we implement physics.
- In practice, we pick an existing model, e.g., MuJoCo, PyBullet, Gazebo.

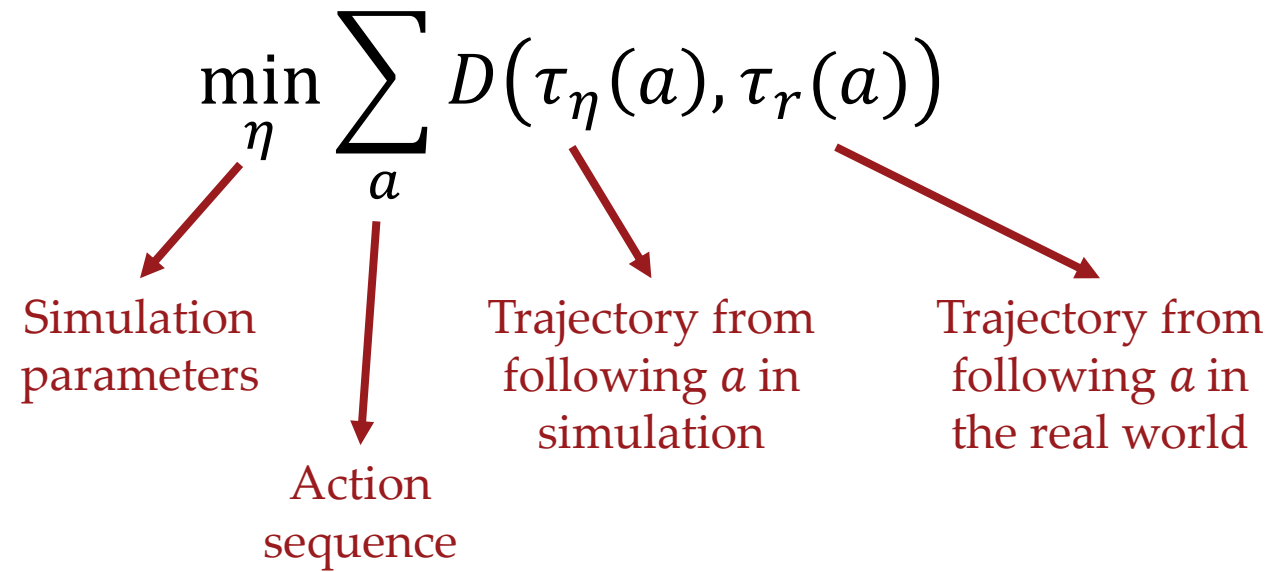
2. Create scenarios

- We create 3D models, or get them: ShapeNet, YCB, Dex-Net, Unity, ...
- We then create a scenario (e.g., decide where to place the objects)

3. Collect data and potentially improve simulation

→ This is “System ID”

System ID



Building simulations

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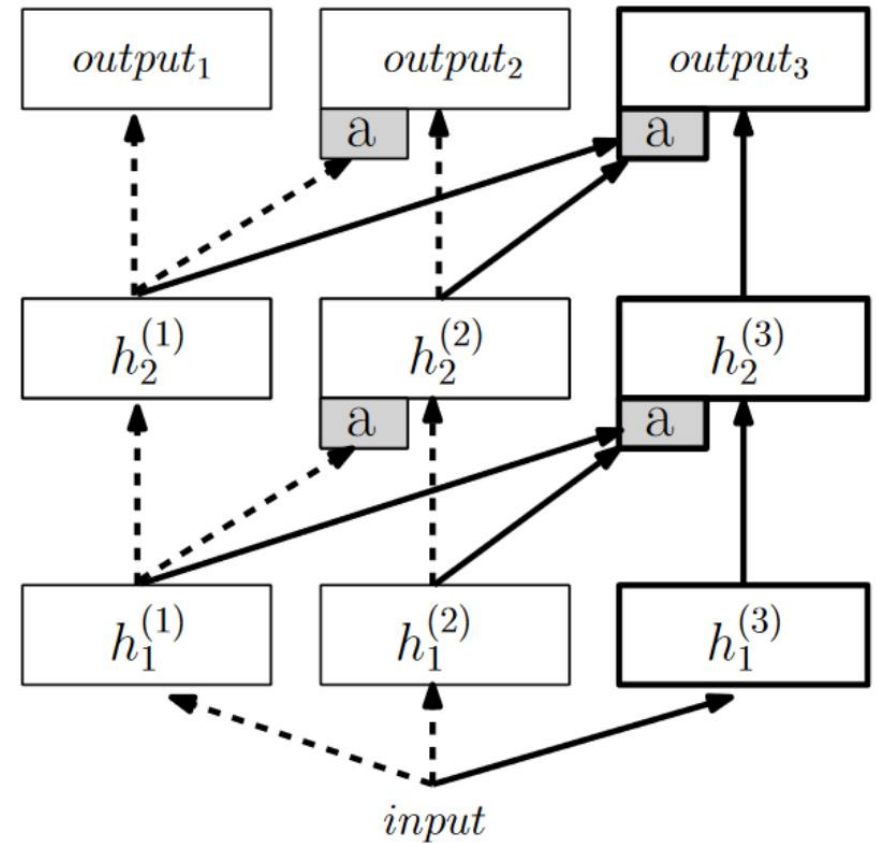
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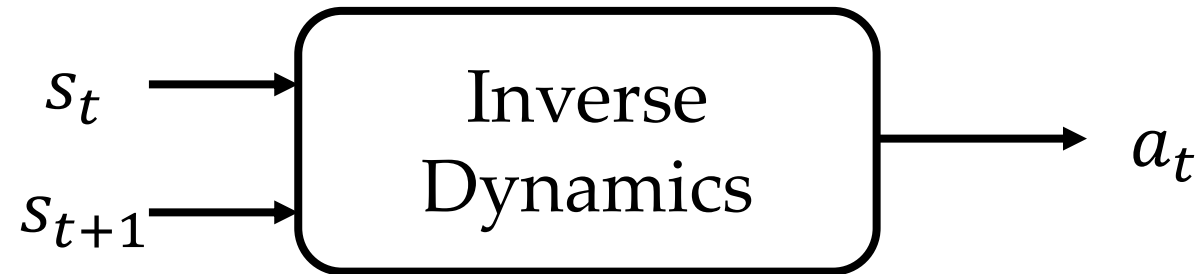
Supervised domain adaptation

Think of each simulation as a new task and train a **progressive neural network**.



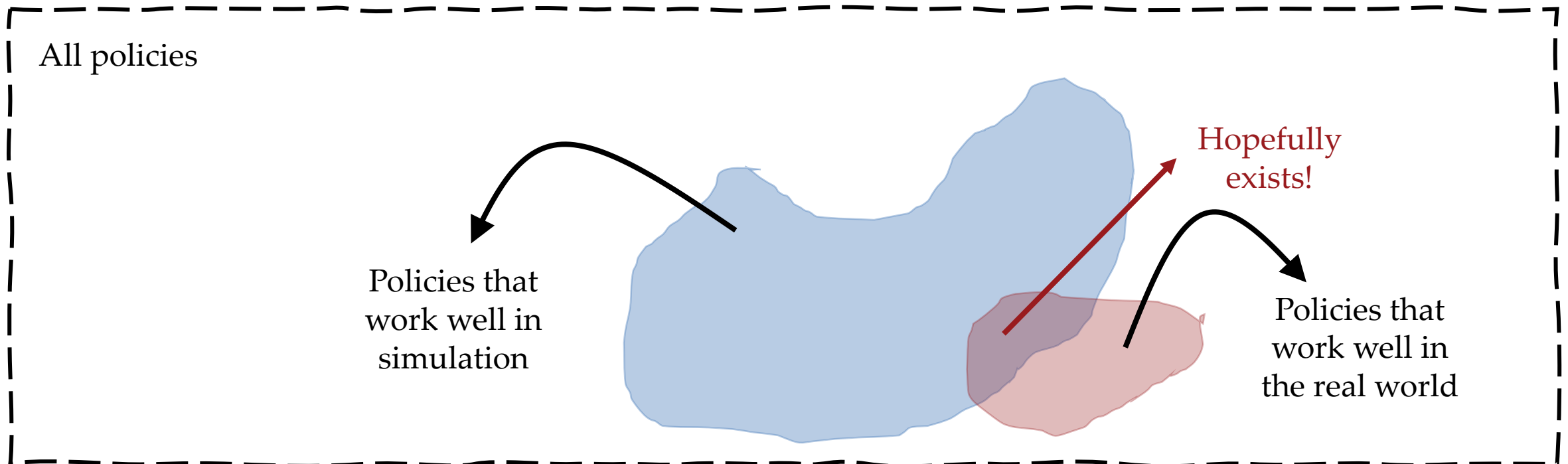
Supervised domain adaptation

Learn **inverse dynamics** over a set of simulations.



Supervised domain adaptation

Train in simulation to **find a submanifold of the policy space** or **learn a Bayesian prior** that may perform well in the real world.



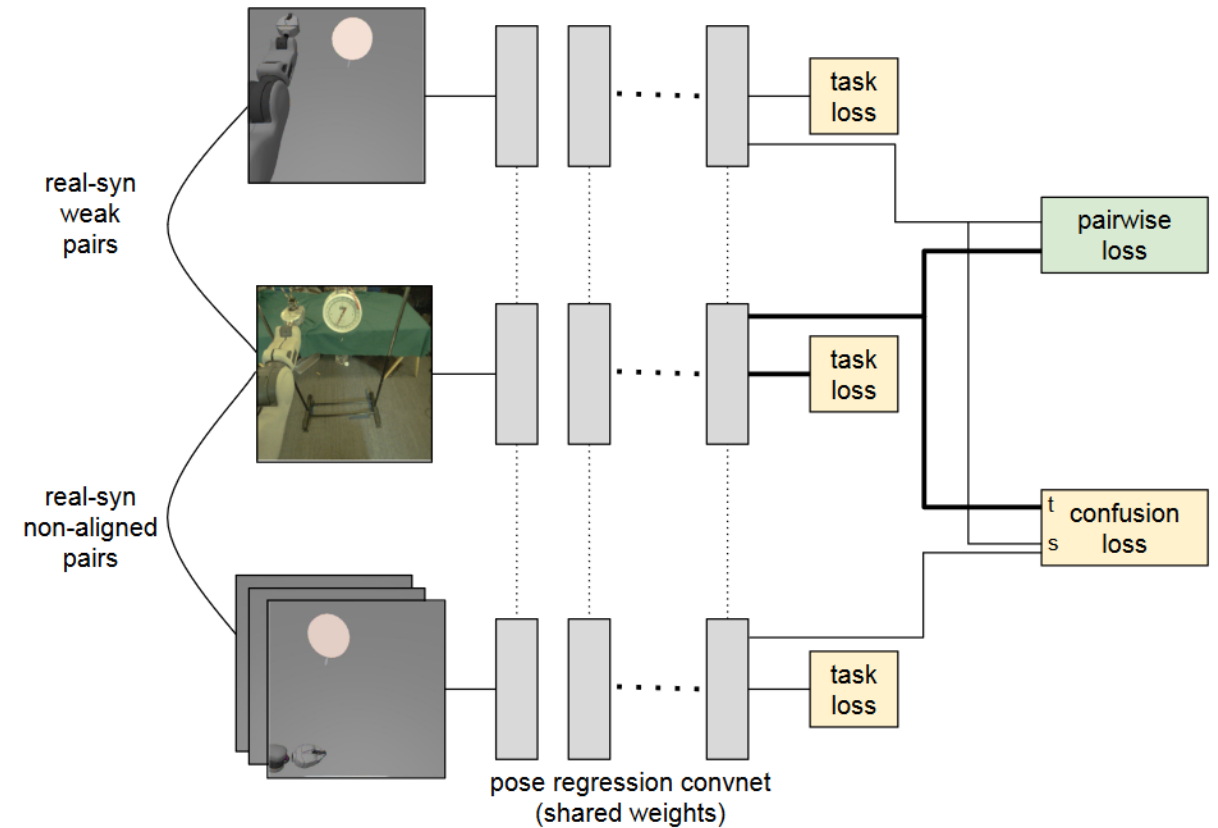
Weakly supervised domain adaptation

Use **weak supervision** to learn policies that are robust to distribution shift.

Task loss: our actual objective

Confusion loss: objective for classifying sim vs. real

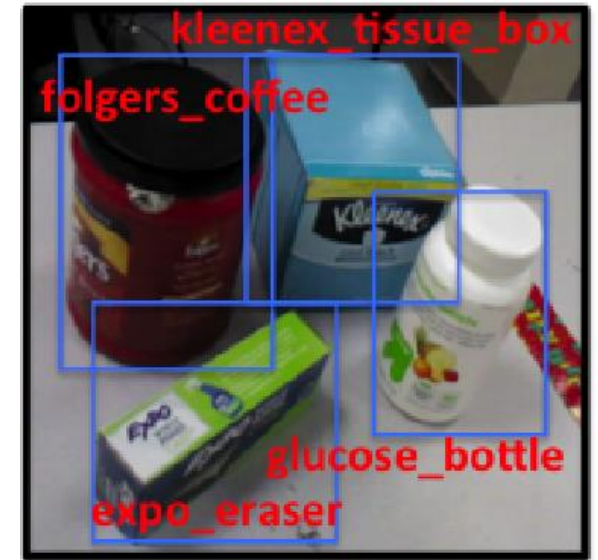
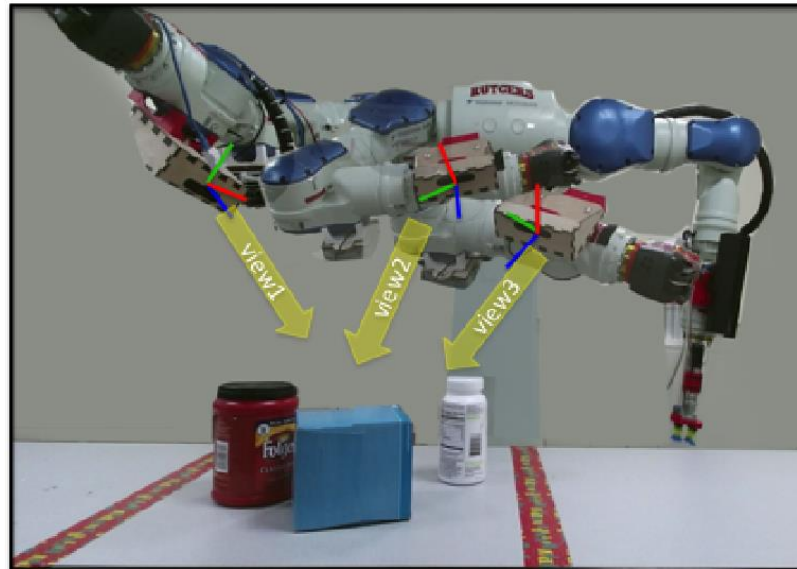
Pairwise loss: objective for aligning states/frames



Self-supervised domain adaptation

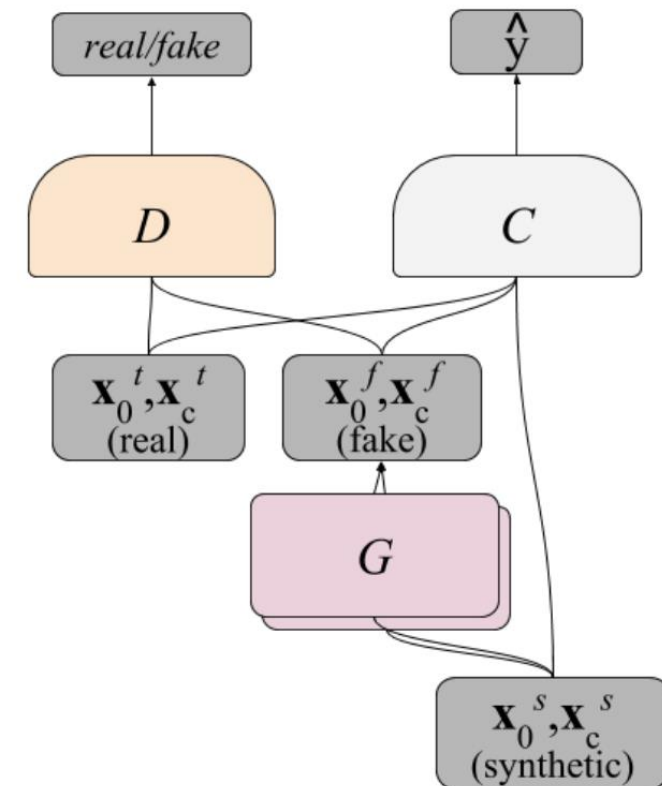
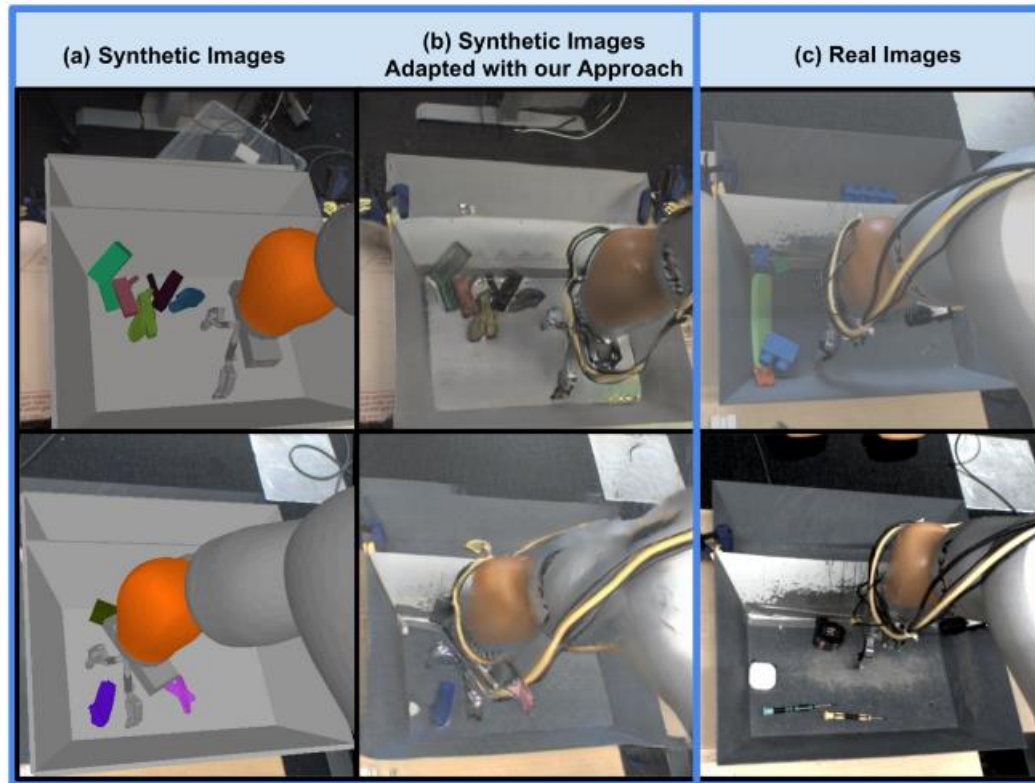
Use a model trained on simulation to label real world data.

Bootstrapping with such **self-supervised labels** helps adaptation.



Unsupervised domain adaptation

Train a GAN to convert labeled simulation data into realistic data.



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Domain randomization

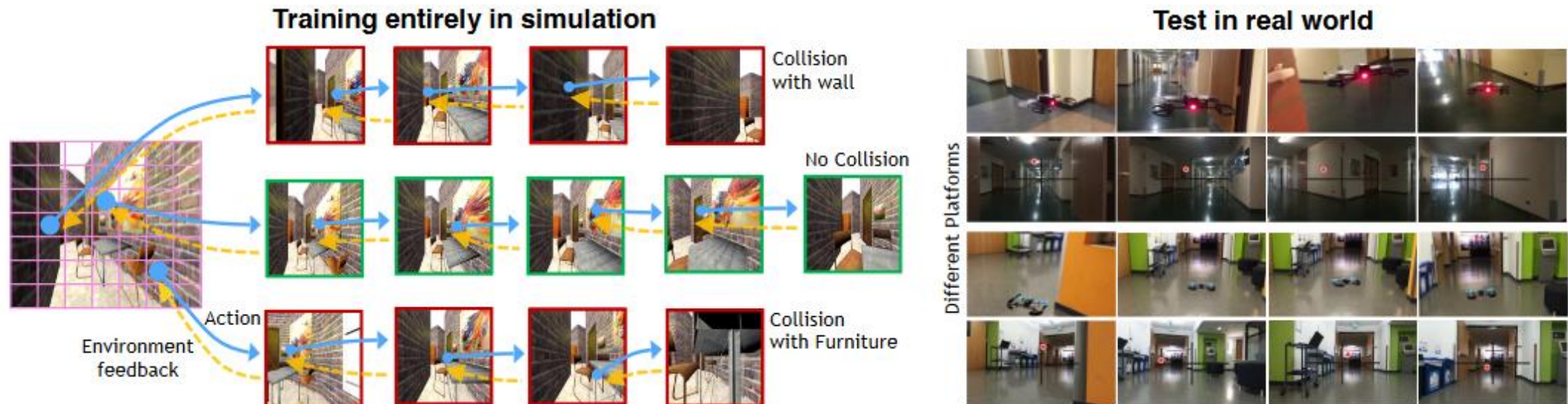
Idea: Increase the diversity in simulation domains so that the real world may look like another simulator.

This idea goes back to 1997:

- randomize the important aspects a bit for robustness
- randomize the other aspects so that the controller will ignore them

Domain randomization

CAD²RL for quadcopter collision avoidance

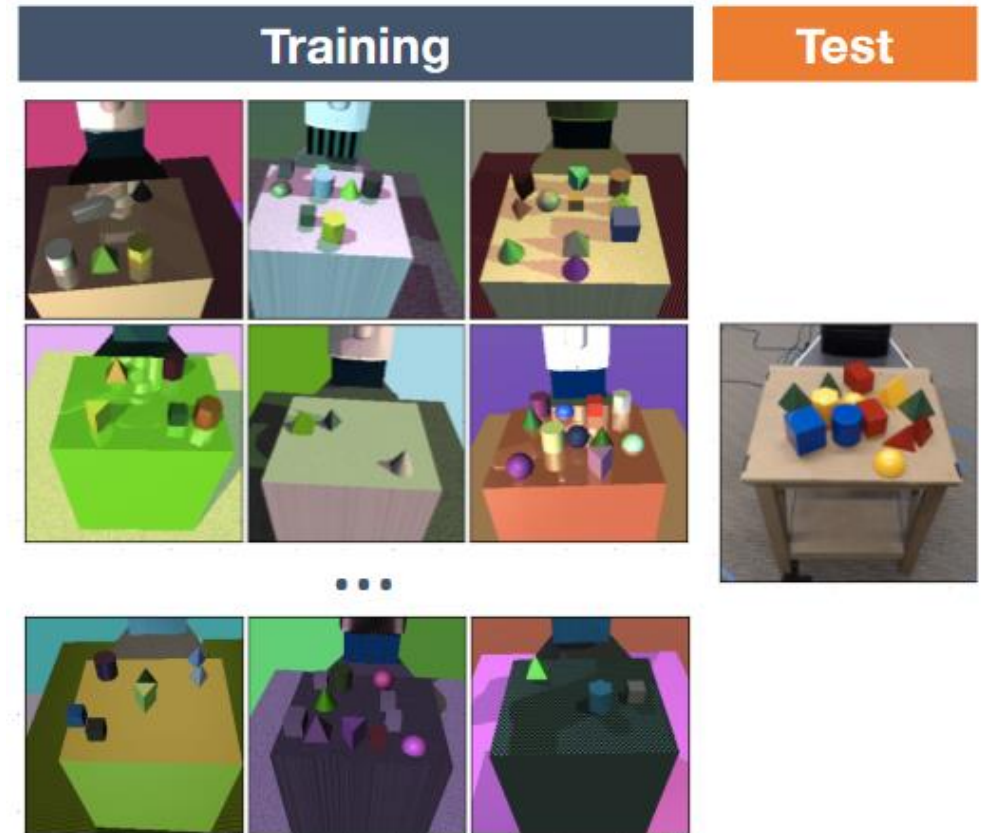


~500 semirealistic textures, 12 floorplans

Domain randomization

Simulators do not even need to be realistic.

We randomize not only the scene but also the objects.

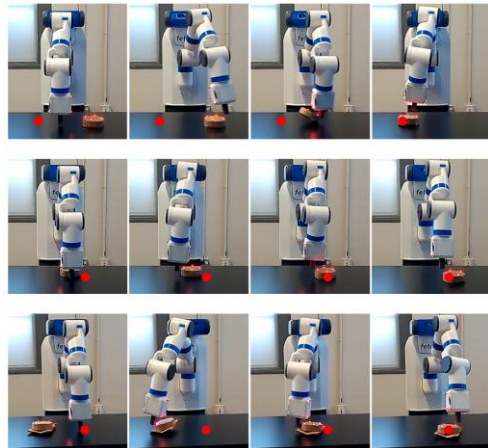


Applications of domain randomization

- Pose estimation
- Object detection
- Localization and tracking
- Visuomotor control
- Manipulation

Domain randomization for dynamics

What if the mismatch between the simulation and the real world is due to dynamics?

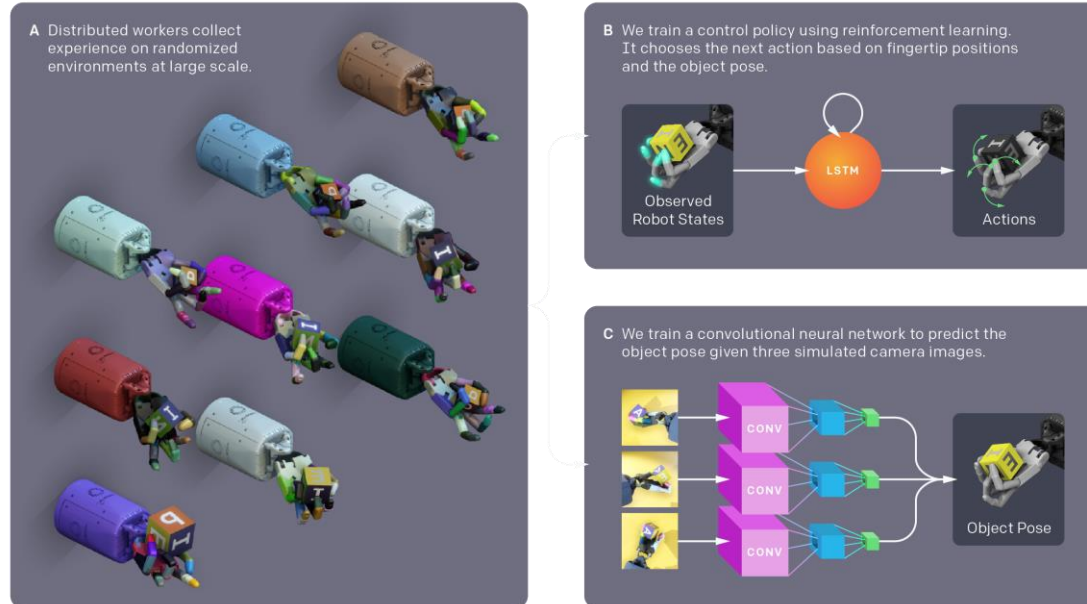


Parameter	Range
Link Mass	$[0.25, 4] \times$ default mass of each link
Joint Damping	$[0.2, 20] \times$ default damping of each joint
Puck Mass	$[0.1, 0.4] kg$
Puck Friction	$[0.1, 5]$
Puck Damping	$[0.01, 0.2] Ns/m$
Table Height	$[0.73, 0.77] m$
Controller Gains	$[0.5, 2] \times$ default gains
Action Timestep λ	$[125, 1000] s^{-1}$

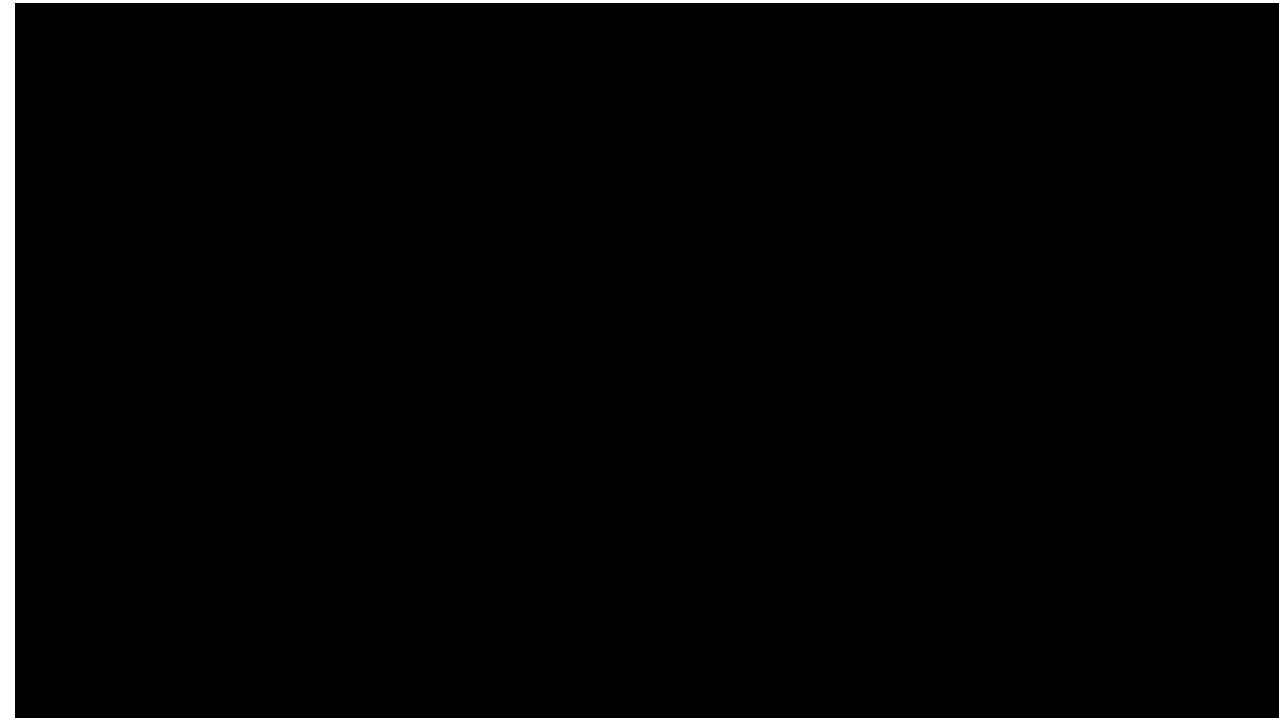
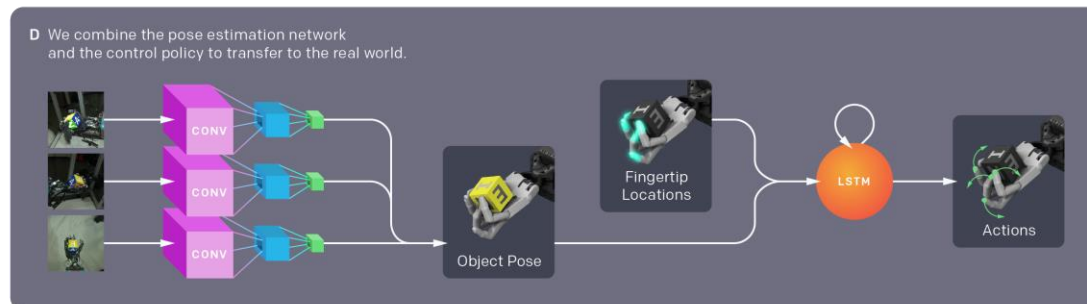
Will a feedforward neural network policy work?

Dexterity with domain randomization

Train in Simulation



Transfer to the Real World



Why does domain randomization work?

- Training is done over a distribution of domains that contain the real world.
- Domain randomization helps the model identify what to ignore.
- Domain randomization is meta learning.

Domain randomization recipe

1. Build a simulator
2. Calibrate it to the environment
3. Design randomizations
4. Train a model
5. Evaluate the model in real-world
6. Examine failures
7. If unhappy, go to step 3

Next time...

Week 10

Fri, Nov 1

Lecture

Meta & Multi-task learning

Presentation

Meta & Multi-task learning

Due

Homework #3

- Chan et al., [Human Irrationality: Both Bad and Good for Reward Inference](#) (2021).
- Julian et al., [Never Stop Learning: The Effectiveness of Fine-Tuning in Robotic Reinforcement Learning](#) (2020).
- Kim et al., [Bayesian Model-Agnostic Meta-Learning](#) (2018).
- Zintgraf et al., [VariBAD: A Very Good Method for Bayes-Adaptive Deep RL via Meta-Learning](#) (2020).
- Sodhani et al., [Multi-Task Reinforcement Learning with Context-based Representations](#) (2021).
- Shridhar et al., [Perceiver-Actor: A Multi-Task Transformer for Robotic Manipulation](#) (2022).