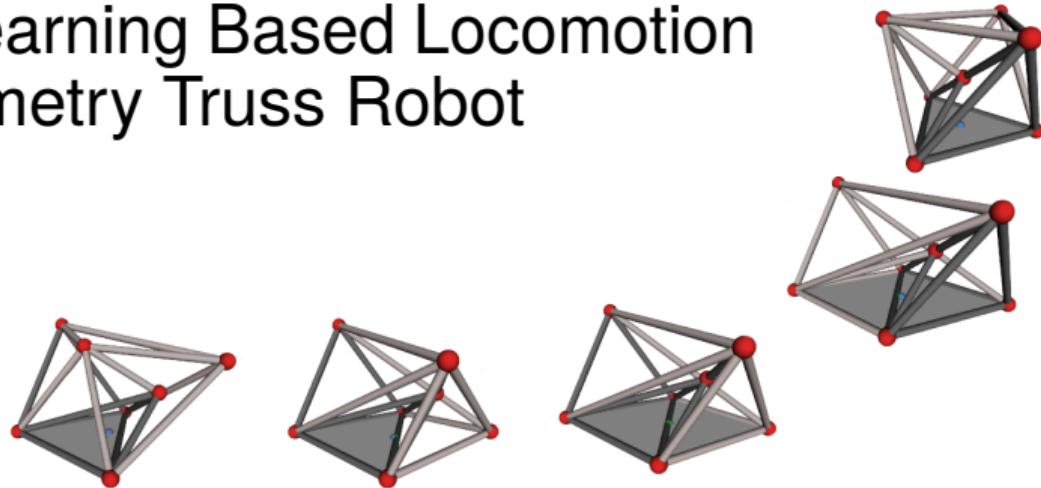


Reinforcement Learning Based Locomotion for Variable Geometry Truss Robot

Ozgur Gulsuna

10 Mar 2024



Outline

1. Domain
2. Research Question
3. Literature Review
4. Methodology & Algorithms
5. Risks & Limitations
6. Contributions & Future Work

Outline

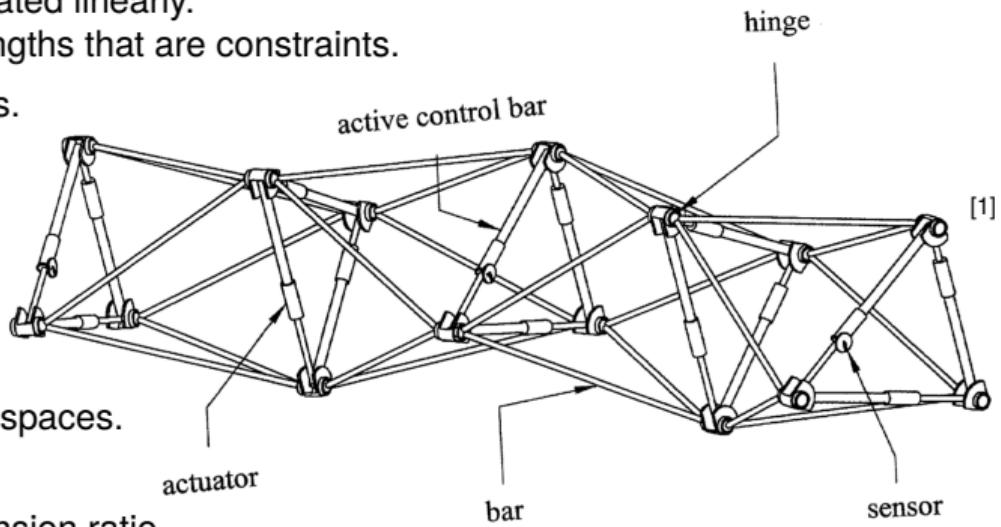
1. Domain
2. Research Question
3. Literature Review
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Variable Geometry Truss Topology

DOMAIN:ROBOTICS

Variable geometry topology (VGT) is a truss structured system that comprises actively actuated linear trusses linked with passive rotational ball joints.

- **Members:** Edges that are actuated linearly.
has minimum and maximum lengths that are constraints.
- **Nodes:** Passive rotational joints.
Angles between the members
on joints are constrained.



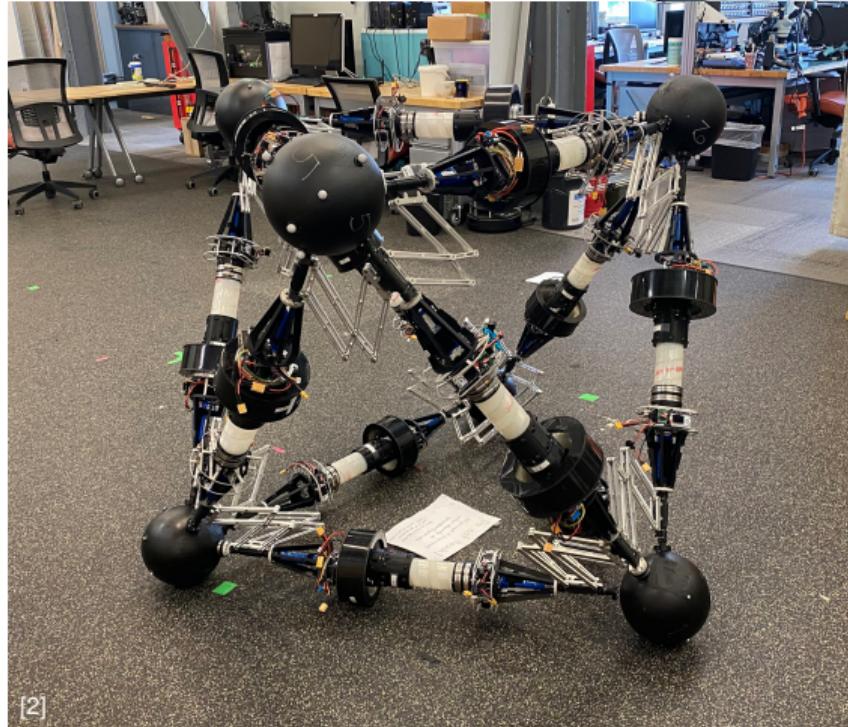
Advantages:

Variable size, pass-through confined spaces.

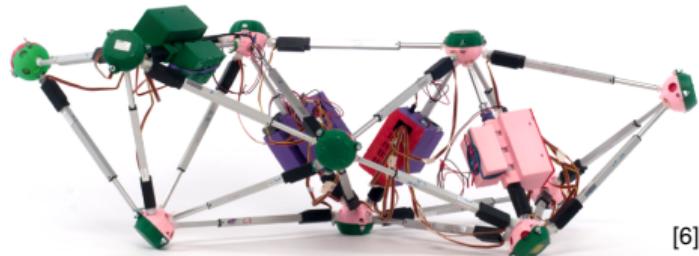
Disadvantages:

Needs a rigid actuator with high extension ratio.

Realized Robots



Realized Robots



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Locomotion Strategy for the VGT Robot

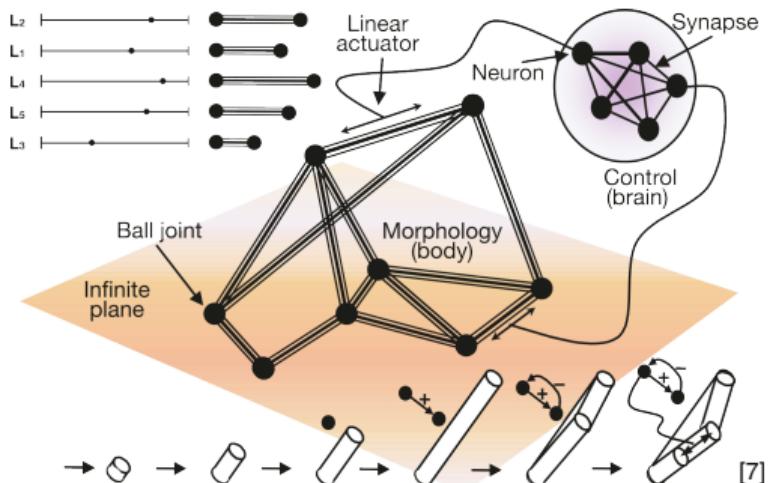
RESEARCH QUESTION

Development of a reinforcement learning based locomotion strategy for truss robots. This involves coordinating the movement of various parts in a specific sequence, similar to how serpents or mammals move, where intricate coordination is necessary.

Idea Development

The structure consists of N linear actuators, each with a single degree of freedom (DoF), interconnected with passive joints.

1. *Model-Based/Free RL*: Single topology, baseline for comparison.
2. *Modular Control Policy RL*: Multiple topology, generalizability.
3. *Multi-Agent Policy RL*: Each member is an individual agent.



Outline

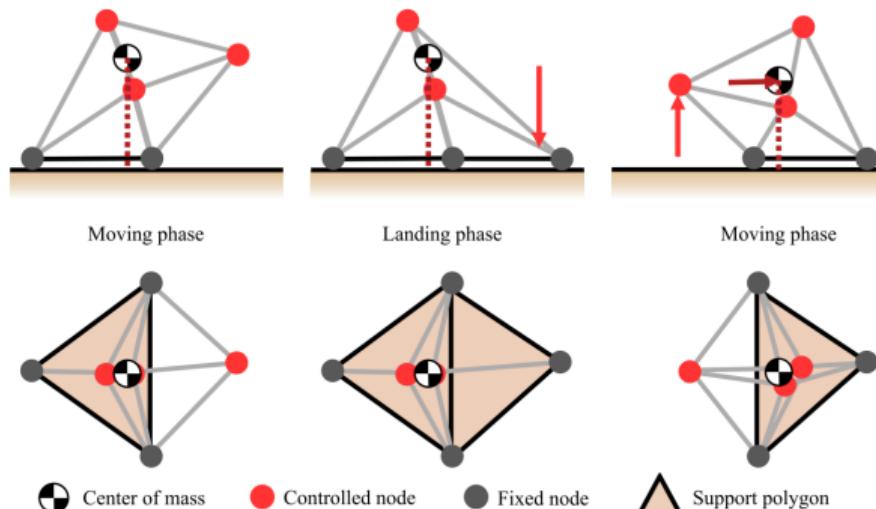
1. Domain
2. Research Question
- 3. Literature Review**
4. Methodology & Algorithms
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[Non-impact Rolling Locomotion of a Variable Geometry Truss]

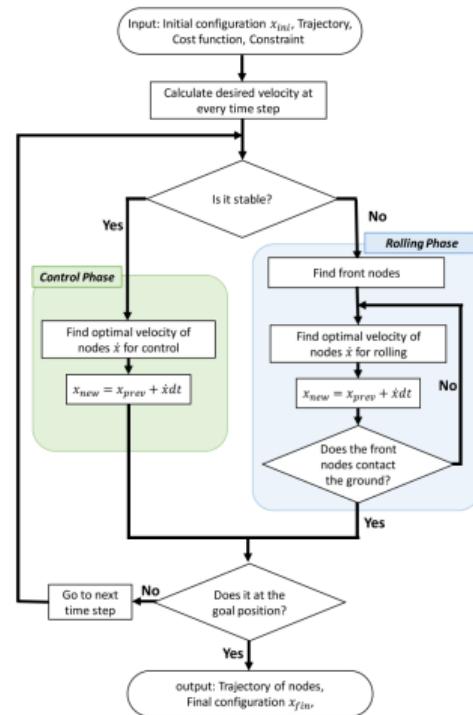
LITERATURE REVIEW

[2019]

The velocity of nodes is optimized to move the center of mass given the desired velocity. The member velocities are calculated and actuated accordingly.^[8]



[10]

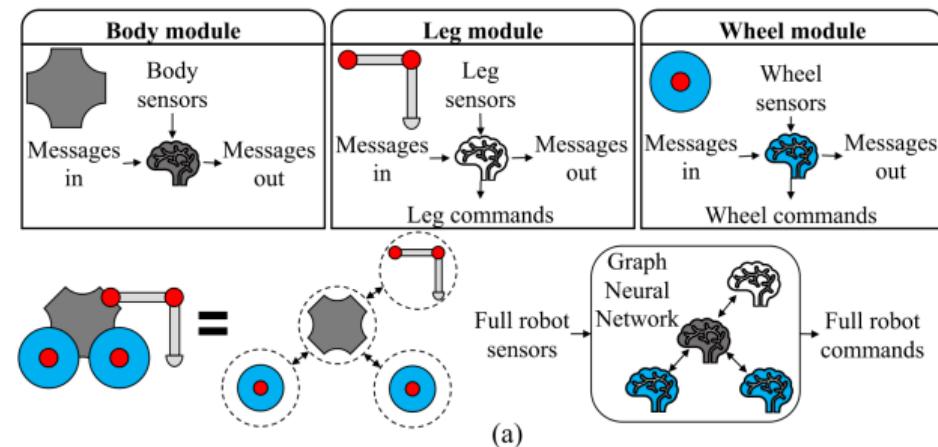


[9]

[Learning Modular Robot Control Policies]

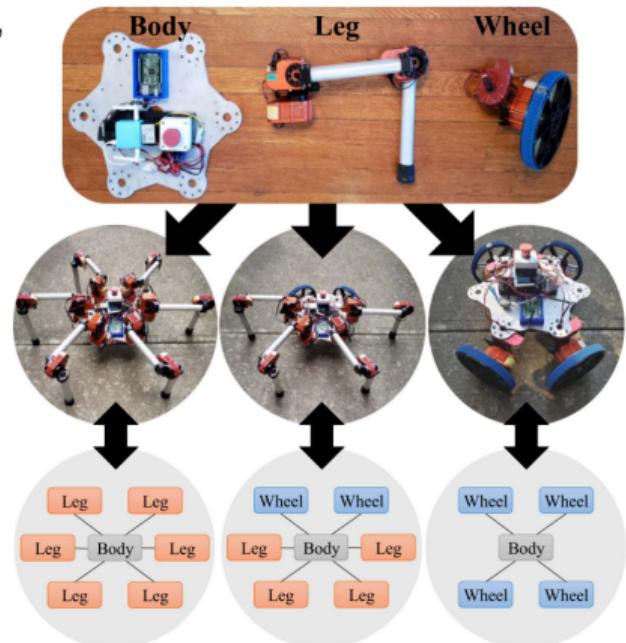
[2023]

Modular robots need specific control policies for each design, which becomes impractical for scalability. A modular policy framework allows for a single training process to adapt to various hardware arrangements and control different designs efficiently.^[11]



[11]

LITERATURE REVIEW



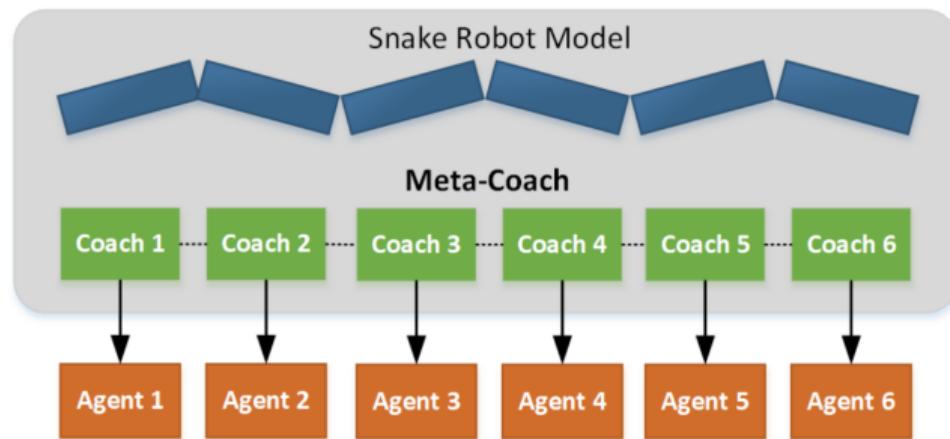
[11]

[Distributed Coach-Based RL Controller for Snake Robot Locomotion]

LITERATURE

[2022]

Snake robot control with RL is underexplored due to high freedom redundancy. Existing methods use asynchronous joint state representations. A new solution introduces a distributed coach-based learning approach to address these challenges.^[12]



[12]



[13]

Outline

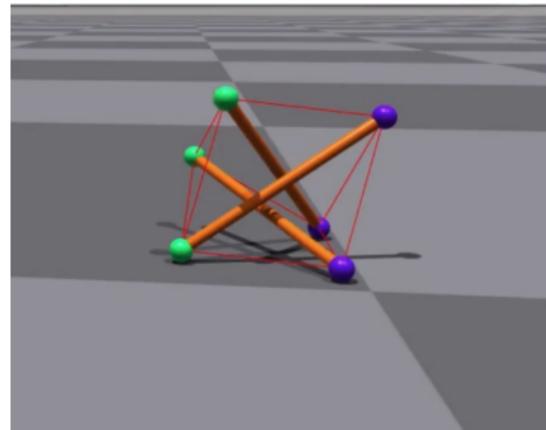
1. Domain
2. Research Question
3. Literature Review
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Developmental Procedure

METHODS / ALGORITHMS

Training simulations will be conducted in NVIDIA® Isaac Gym, where diverse truss robot models, including the inverse kinematics, will be modeled.

- Start with a simple VGT robot, such as a Tetrahedron.
- Begin in a uniform flat environment:
 - No obstacles (static/dynamic)
 - No terrain features
- Use only proprioceptive sensors and pseudo sensors:
 - All measurements are assumed accurate
 - No point cloud data
 - No visual feedback



Algorithms: Various PPO implementations are available, but they are often targeted for specific applications. A modified PPO implementation is anticipated.^[14]

Outline

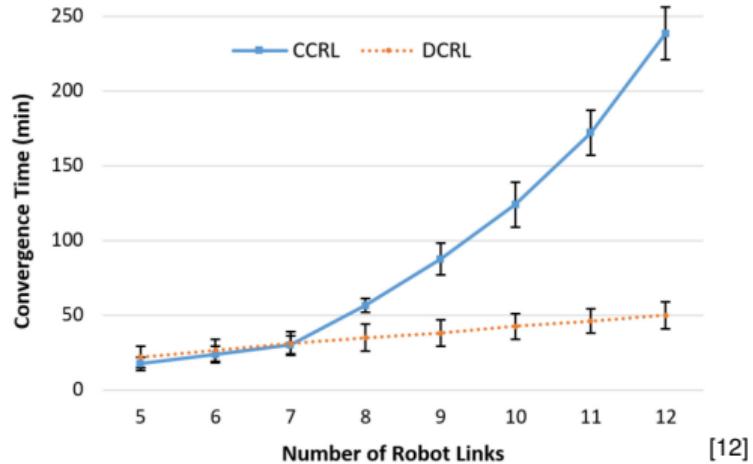
1. Domain
2. Research Question
3. Literature Review
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Assessing the Feasibility

RISKS / LIMITATIONS

For large-scale robots with numerous linear actuators, convergence times are anticipated to increase rapidly. An octahedral robot, composed of 12 members, essentially mirrors a quadruped robot. Scaling effort necessitates a broader approach. This observation is also mentioned in [12].

- Self collision check required, some truss typologies confine themselves.
- Ground contact sensing might be needed.
- Alternative simulation environments,
 - MuJoCo
 - RaiSim
- Modular control policy approach might increase the input size even further.
- Proper reward mechanism design leads to more advanced locomotion.



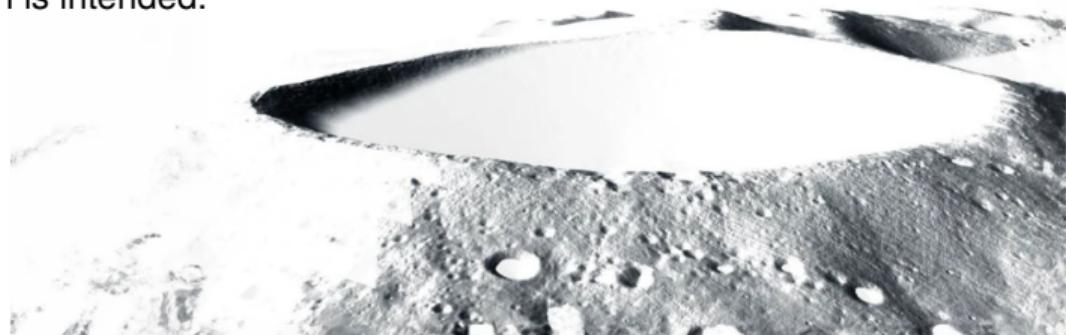
[12]

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Contributions & Future Works

- Assess the applicability and scalability of reinforcement learning methods across truss robots of different sizes and topologies.
- Evaluate and document the generalizability of the pipeline for robots with various topologies.
- Adapt locomotion and path planning strategies to navigate irregular, non-planar terrains.
- Tensegrity robot locomotion is intended.



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Thank you for listening