

# Online Adaptation of Terrain-Aware Dynamics for Planning in Unstructured Environments

William Ward, Sarah Etter, Tyler Ingebrand, Christian Ellis, Adam J. Thorpe, Ufuk Topcu  
The University of Texas at Austin, DEVCOM Army Research Laboratory

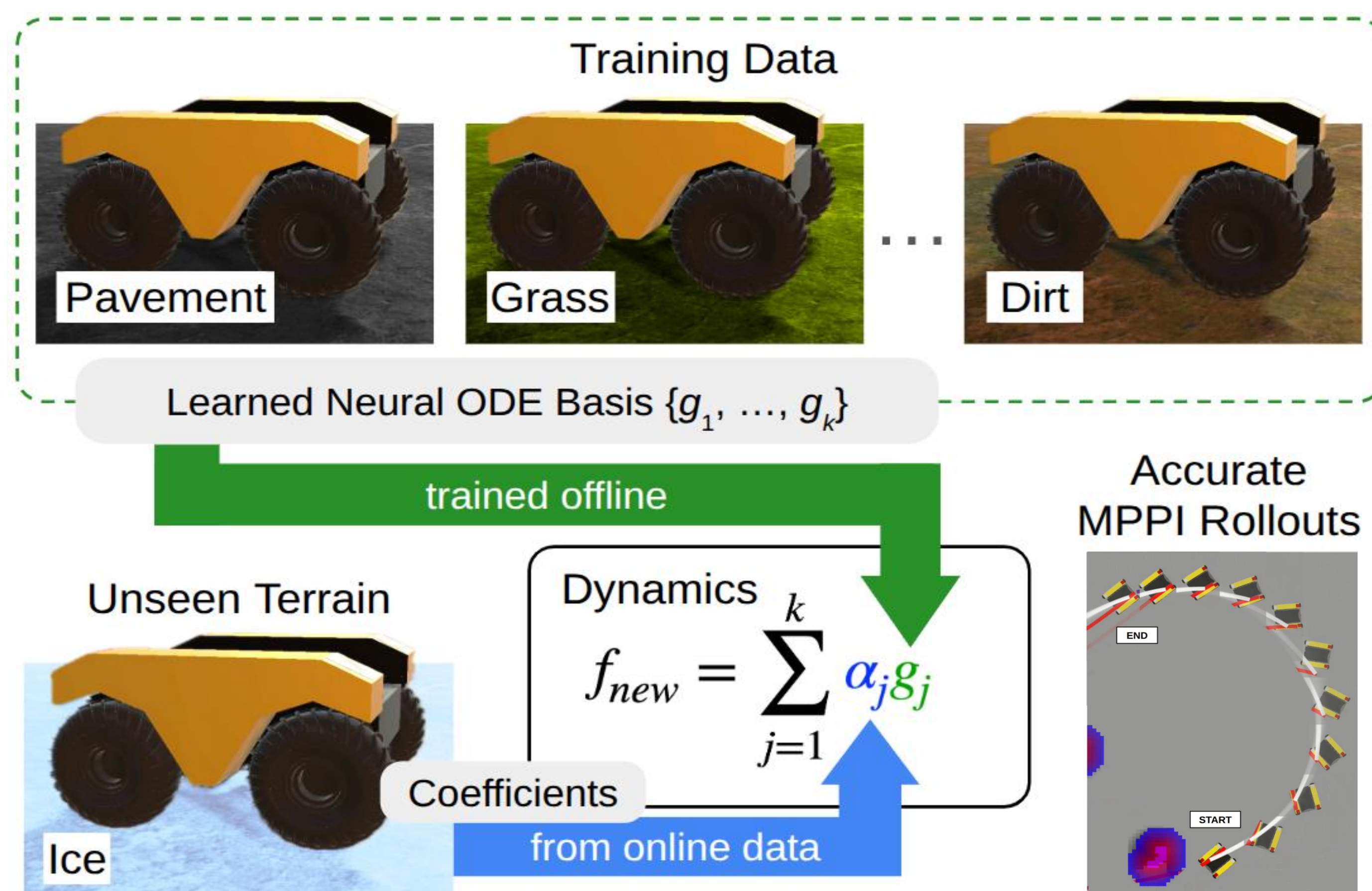


## The Central Question

How can we estimate a robot's dynamics on unknown terrains and enable reliable, accurate navigation and planning?

**Goal:** Develop a learned model that adapts to terrain online for reliable planning and control.

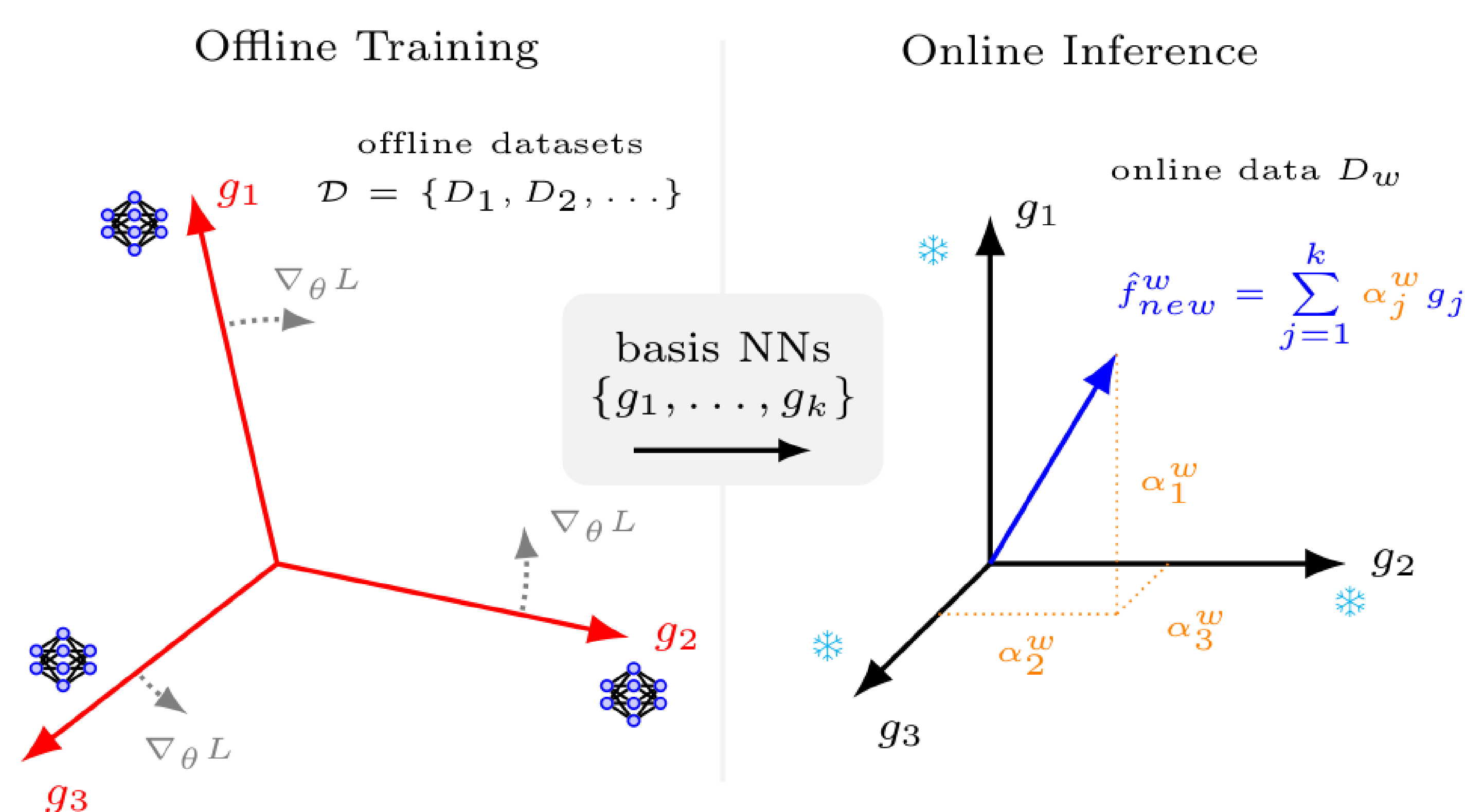
## The Overall Framework



**Stage 1 (Offline):** Learn neural ODE basis functions from data on multiple terrains.

**Stage 2 (Online):** On a new terrain, compute coefficients via least squares. No retraining required.

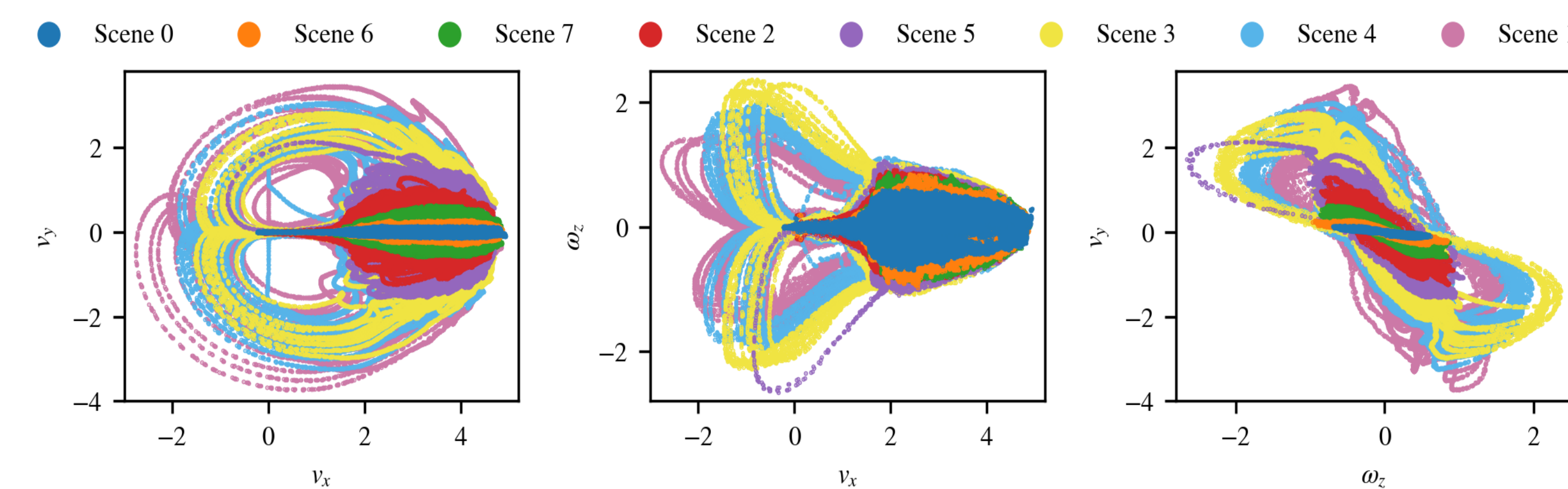
## Function Encoder Dynamics Models



**Stage 1 (Offline):** Train neural ODE basis functions to “reorient” and span the space of terrain-induced dynamics.

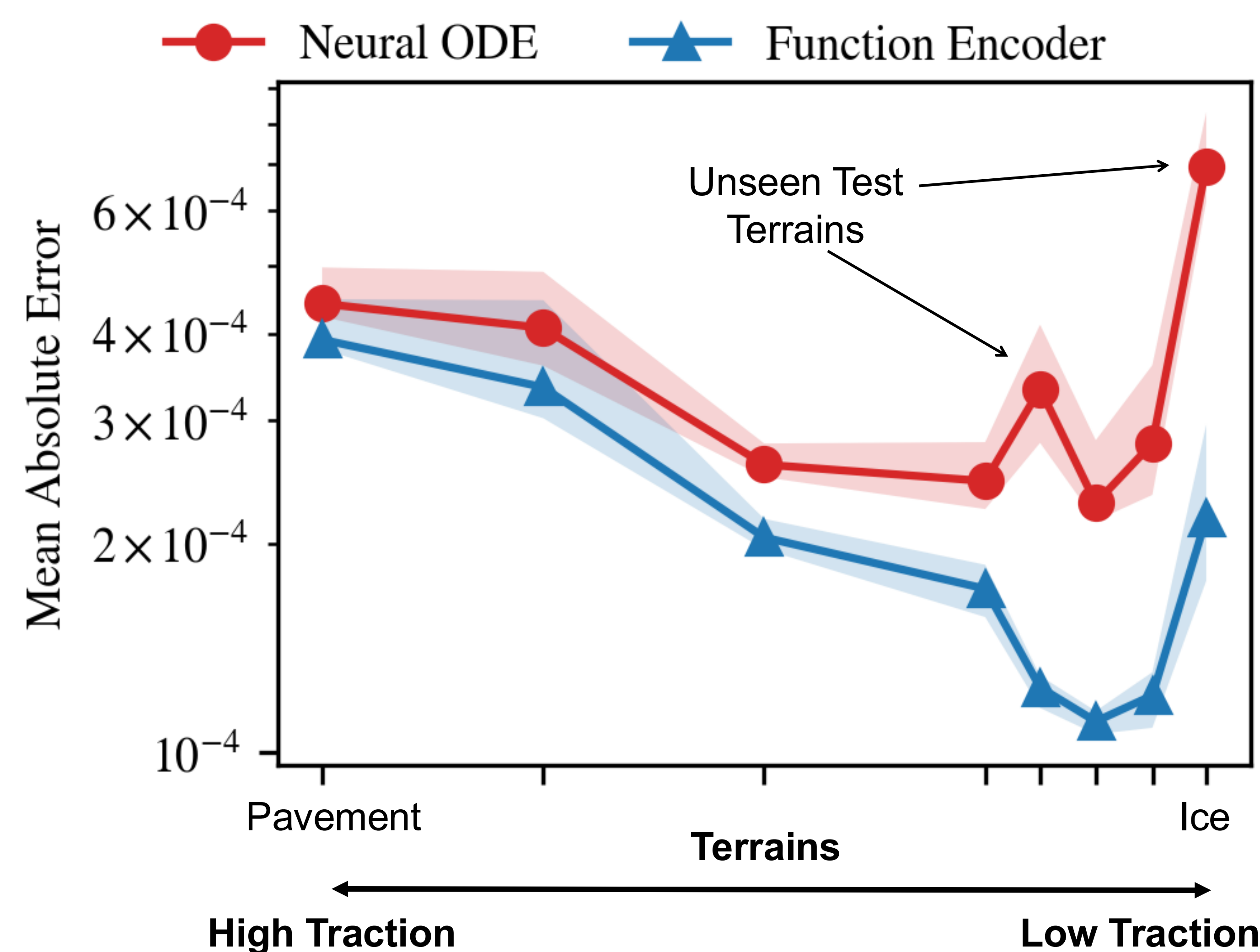
**Stage 2 (Online):** Keep the basis fixed. Use least squares to compute terrain-specific coefficients.

## Diverse Phoenix Simulation Data

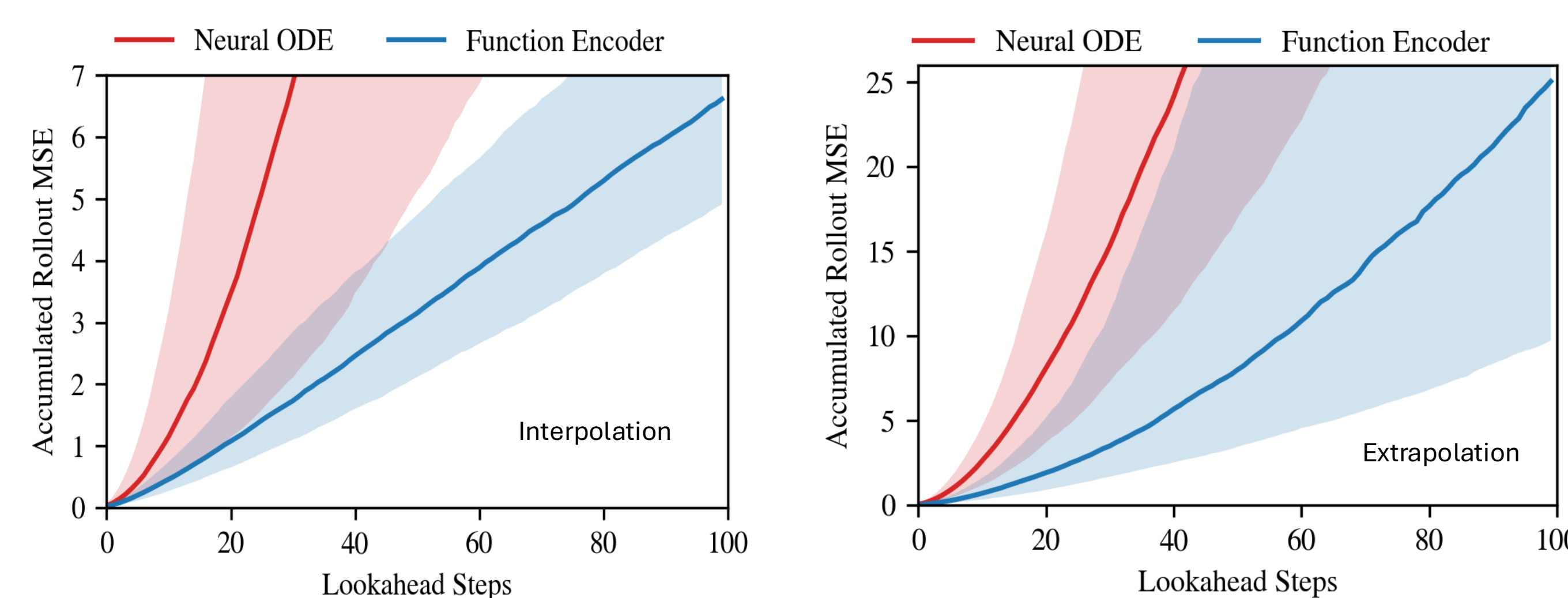


- Data shows significant variation in the dynamics.
- Low friction causes high lateral velocity (drifting).

## Adaptation Improves Dynamics Prediction



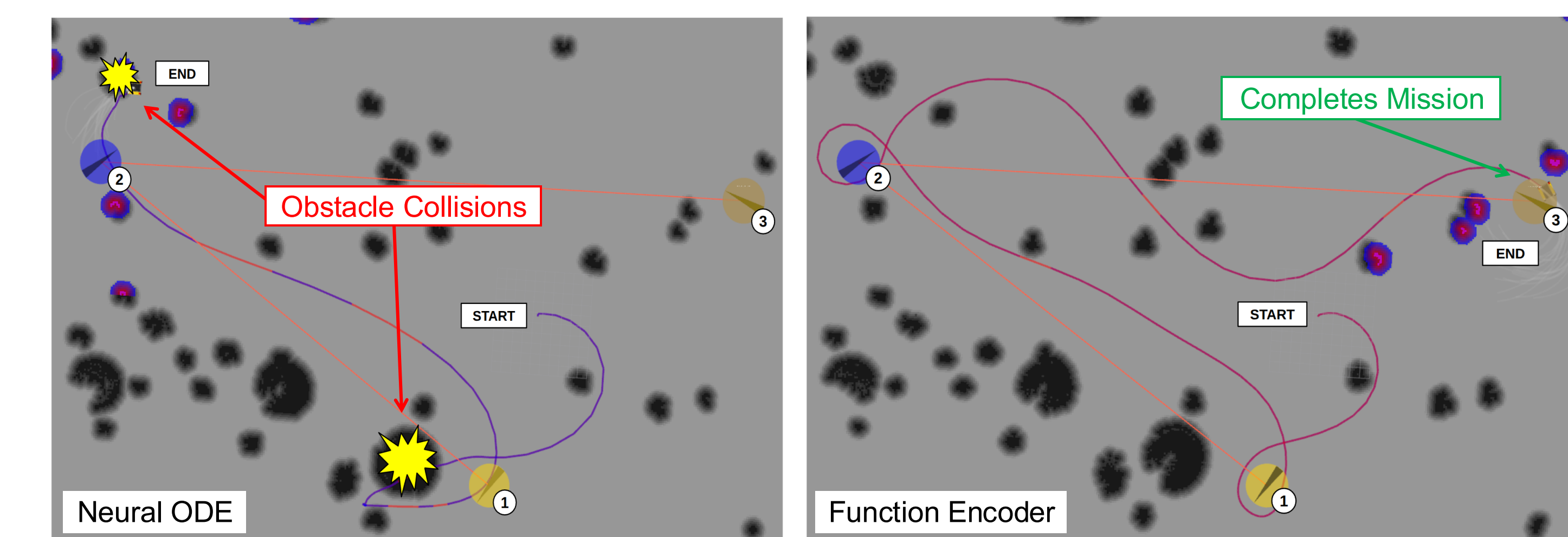
The function encoder achieves low error across all scenes.



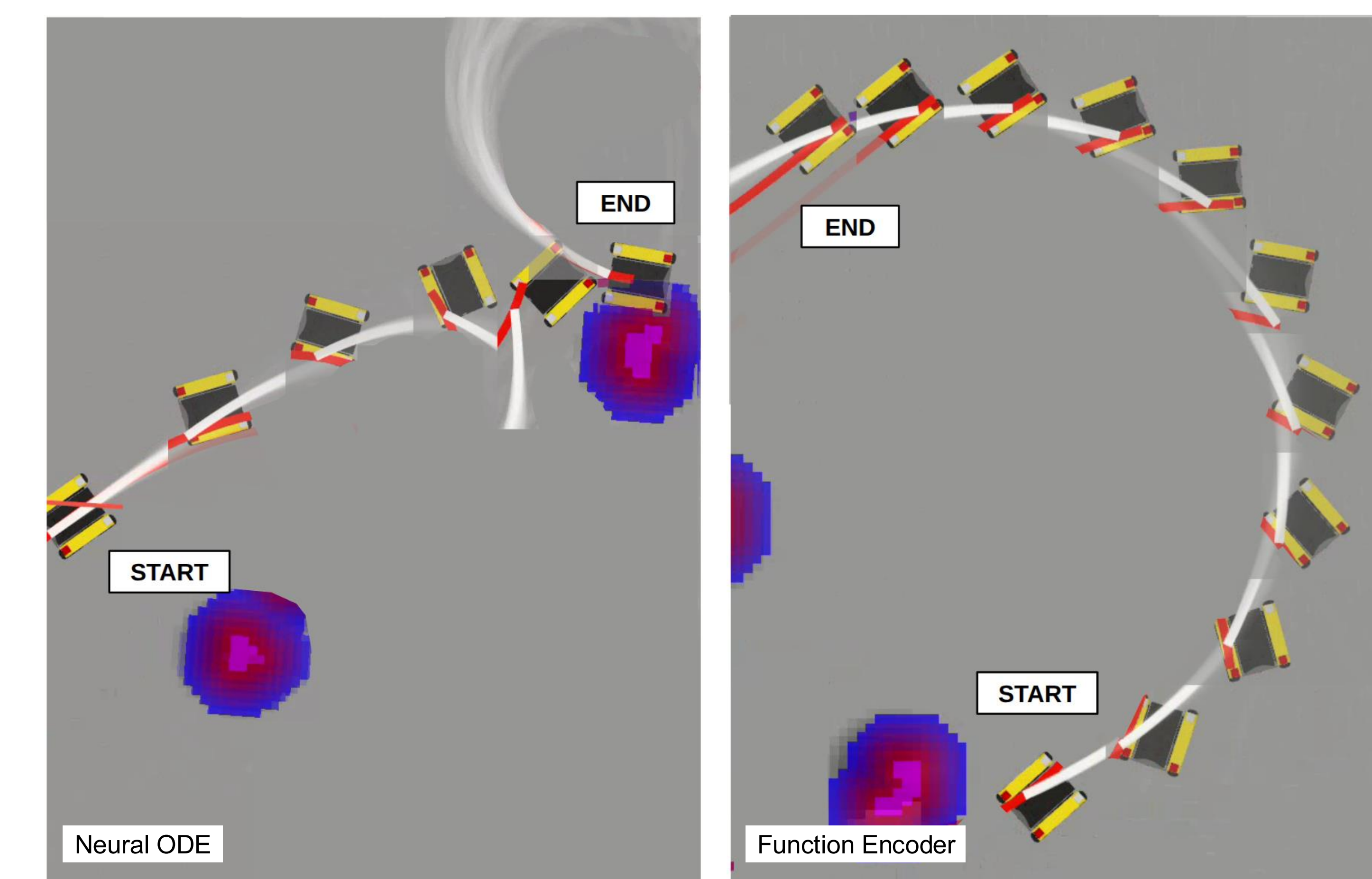
Our approach:

- Reduces error on individual terrains.
- Adapts** to unseen terrains.
- Maintains **low error** over long horizons—critical for control.

## Better Models Enable Safer MPPI Control



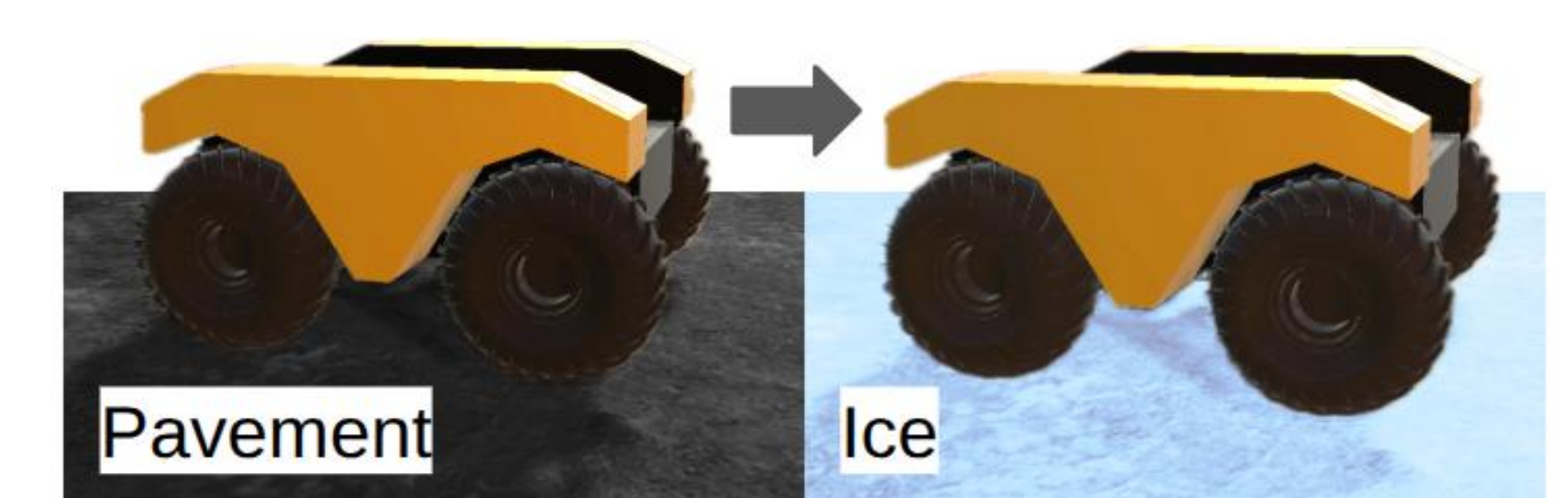
The function encoder successfully adapts to an unknown icy terrain, while the neural ODE collides with trees and fails the task.



**Baseline (no adaptation):** Controller uses a mismatched model → inaccurate predictions → obstacle collisions → task failure.

**Our Approach:** Adapts to the terrain → better predictions → obstacle avoidance → successful goal completion.

## Future Work: Real-time Online Adaptation



- In realistic deployments, terrain can change rapidly.
- Use recursive least squares to update the coefficients in real time.



Contact: [wward@utexas.edu](mailto:wward@utexas.edu)