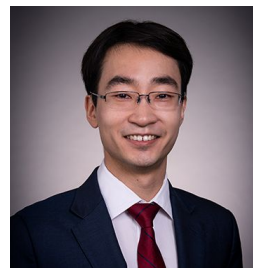
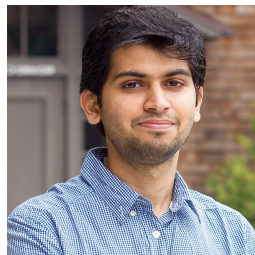


# Meta-Evolve: Continuous Robot Evolution for One-to-many Policy Transfer



**Xingyu Liu, Deepak Pathak, Ding Zhao**

**Carnegie Mellon University**

# Robotics Industry Created **Many** Successful Robots



How to train control policies on **multiple** different robots?

# Train Control Policies on Multiple Different Robots



Train from Scratch



Train from Scratch



Train from Scratch



Train from Scratch



Train from Scratch



Train from Scratch

Naive Solution

# Train Control Policies on Multiple Different Robots



Train from Scratch



Train from Scratch



Train from Scratch



Train from Scratch



Train from Scratch



Train from Scratch



Train from Scratch

Naive Solution

**Proposed** Solution: Policy Transfer

# Train Control Policies on Multiple Different Robots



Train from Scratch



Train from Scratch



Train from Scratch



Train from Scratch

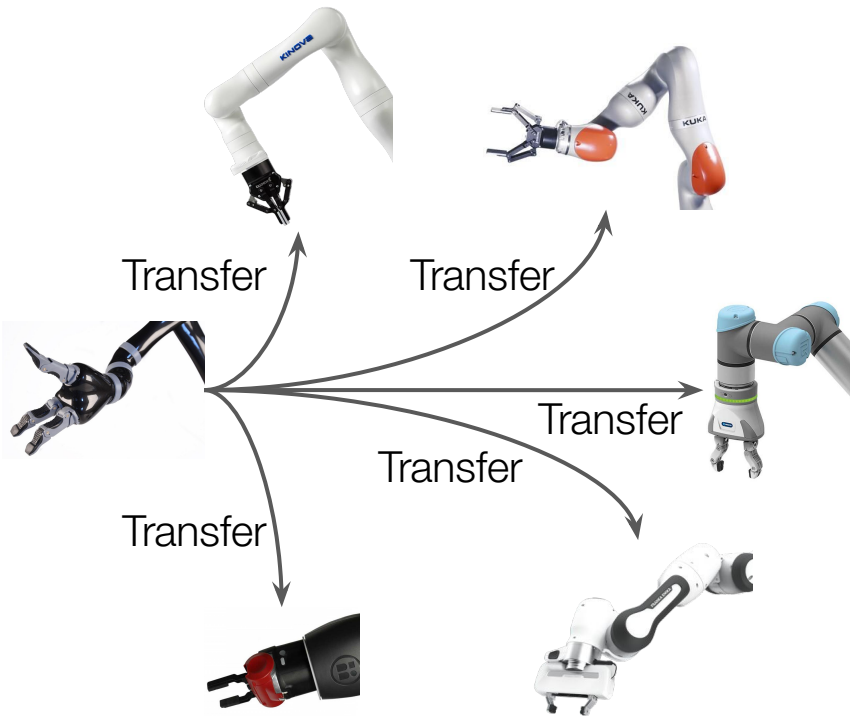


Train from Scratch



Train from Scratch

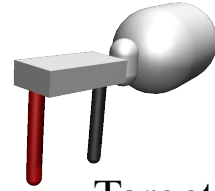
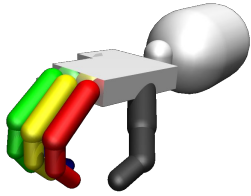
Naive Solution



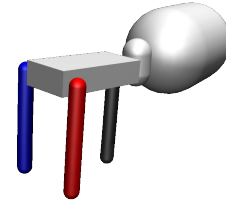
**Proposed** Solution: Policy Transfer

# One-to-Many Robot-to-robot Policy Transfer: How to?

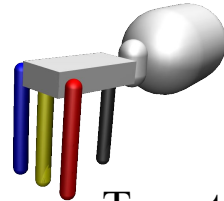
Source Robot



Target Robot 1



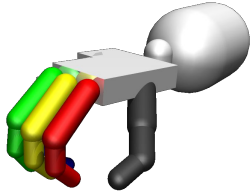
Target Robot 2



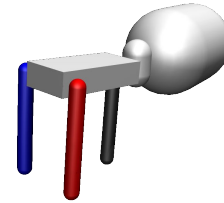
Target Robot  $N$

# One-to-One Robot-to-robot Policy Transfer: How to?

Source Robot

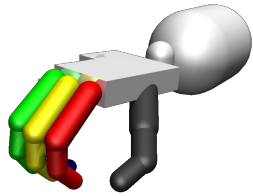


Target Robot

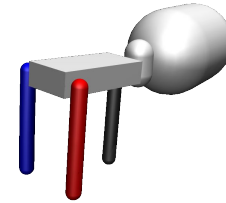


# One-to-One Robot-to-robot Policy Transfer: Imitation Learning?

Source Robot



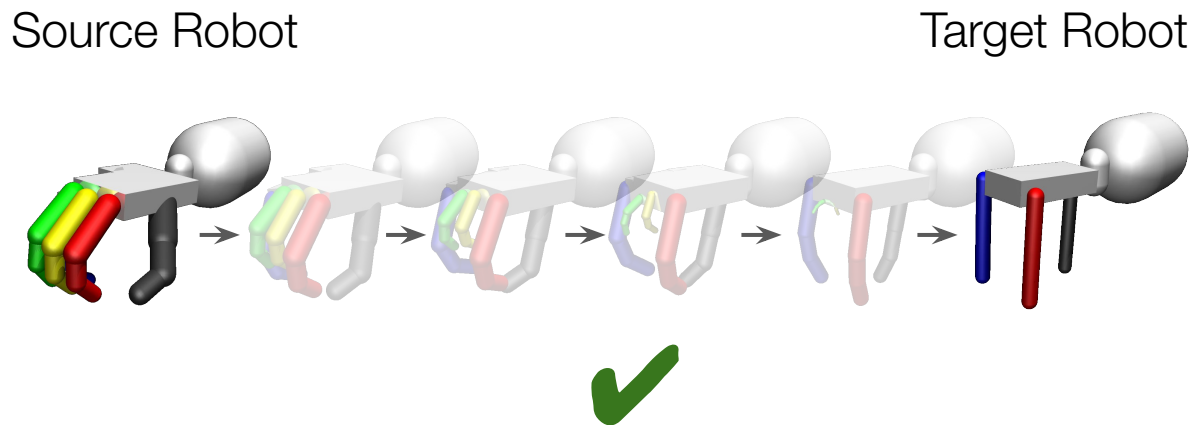
Target Robot



***Different MDP dynamics, cannot directly transfer***



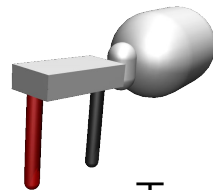
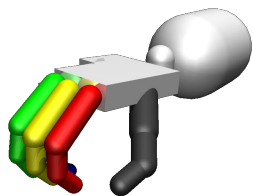
# One-to-One Robot-to-robot Policy Transfer: Continuous Robot Evolution



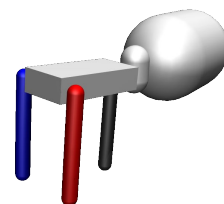
*Interpolate robot morphology and transfer policy*

# One-to-Many Robot-to-robot Policy Transfer

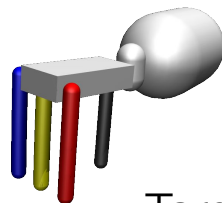
Source Robot



Target Robot 1

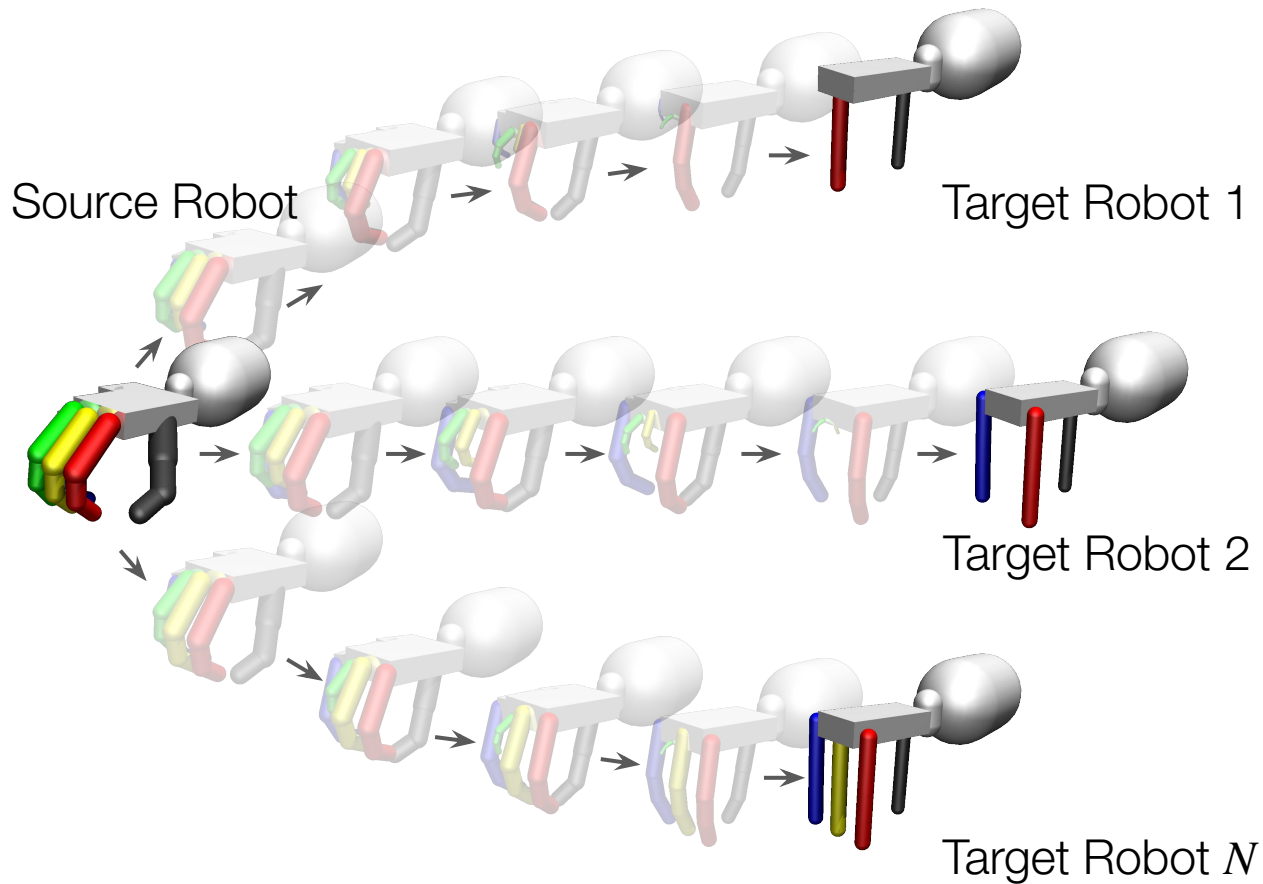


Target Robot 2



Target Robot  $N$

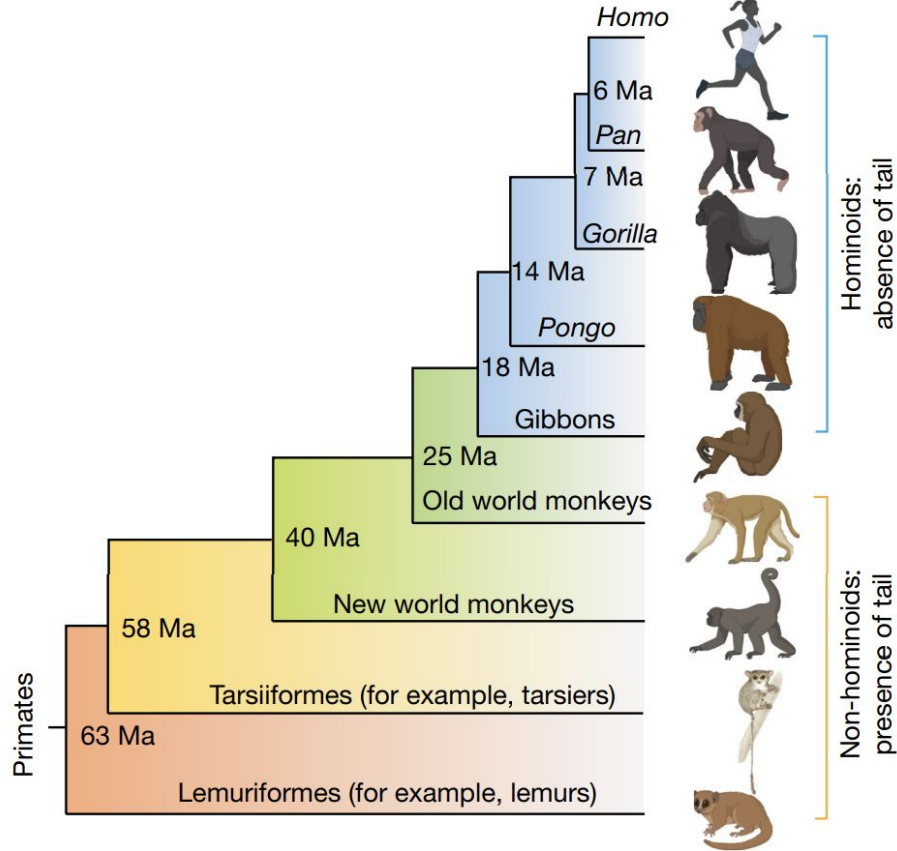
# One-to-Many Policy Transfer via Continuous Evolution: Vanilla Solution



# One-to-Many Policy Transfer via Continuous Evolution: Vanilla Solution

Can we do better than that?

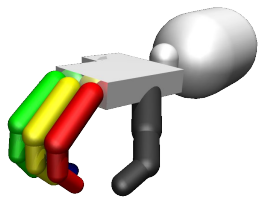
# Evolution History: Creatures with Similar Morphology Share Same Ancestors



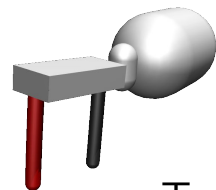
**Robot evolution** paths may also be shared!

# One-to-Many Policy Transfer via Continuous Evolution: **Evolution Tree**

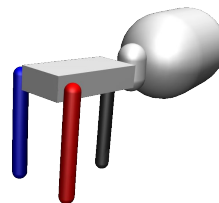
Source Robot



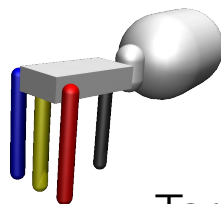
Target Robot 1



Target Robot 2

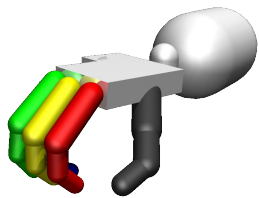


Target Robot  $N$

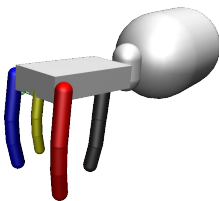


# One-to-Many Policy Transfer via Continuous Evolution: **Evolution Tree**

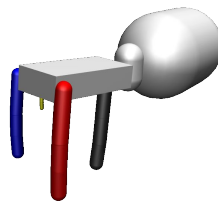
Source Robot



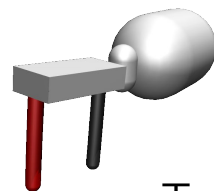
**Meta Robot 1**



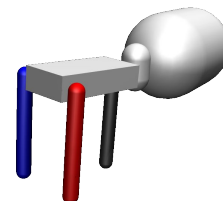
**Meta Robot 2**



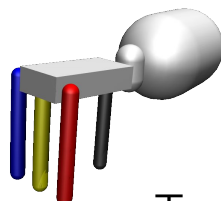
Target Robot 1



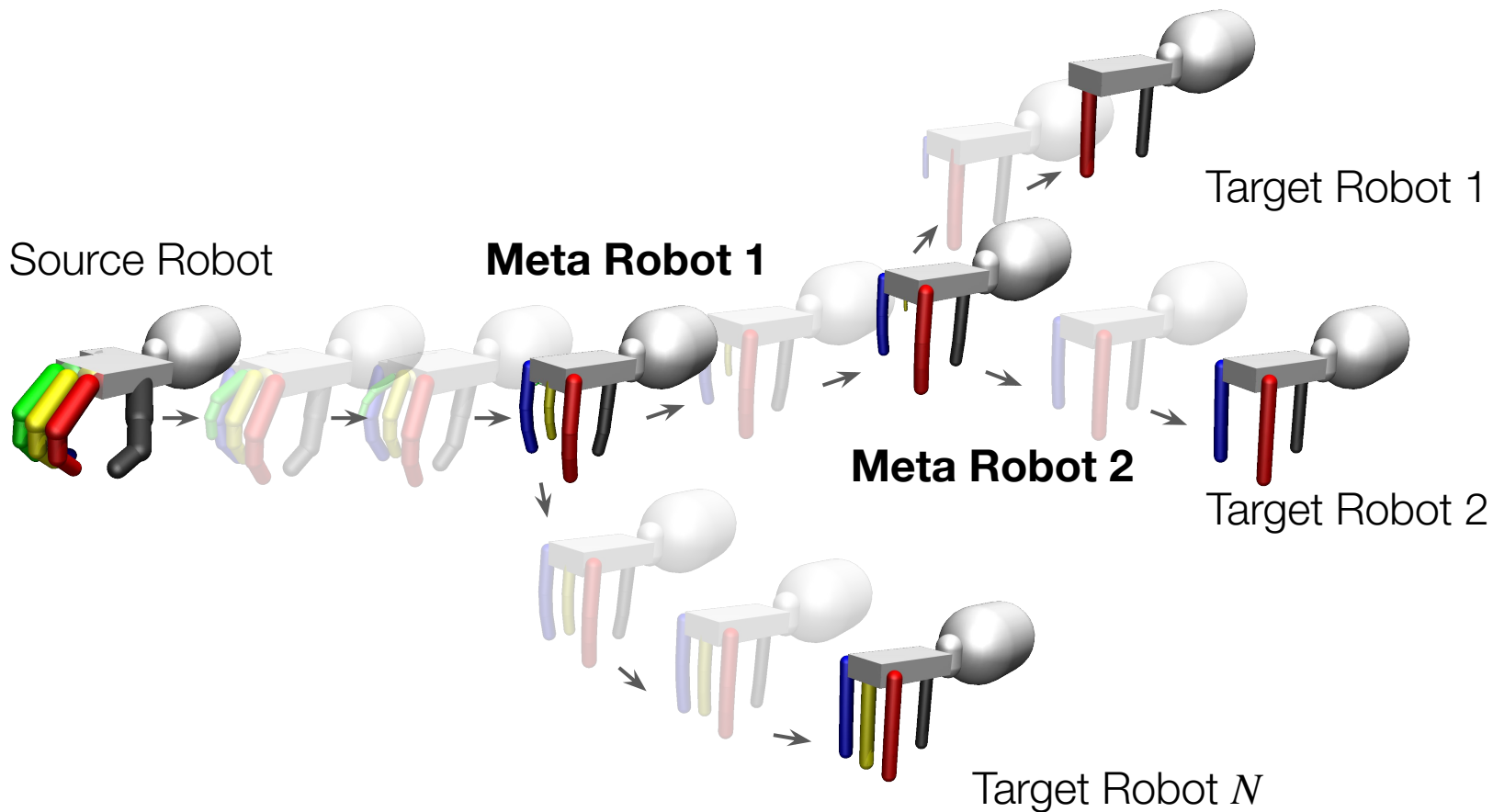
Target Robot 2



Target Robot  $N$

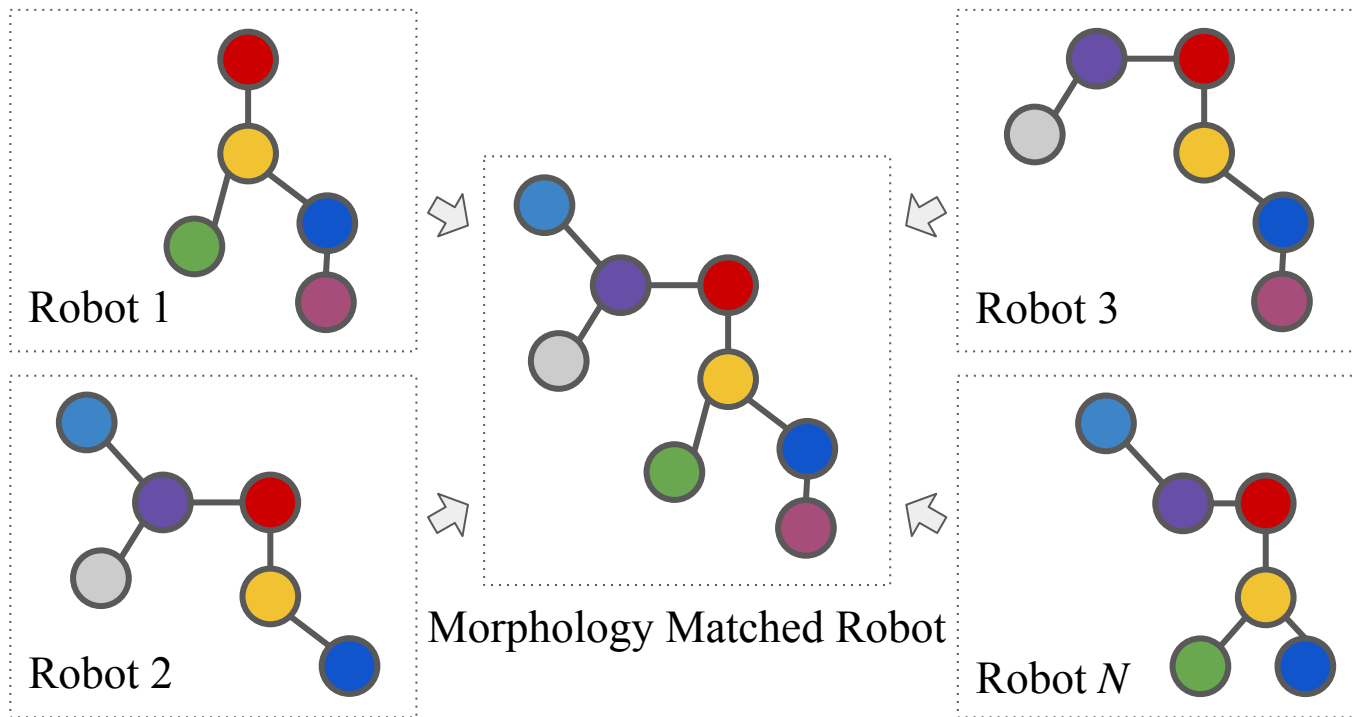


# One-to-Many Policy Transfer via Continuous Evolution: **Evolution Tree**

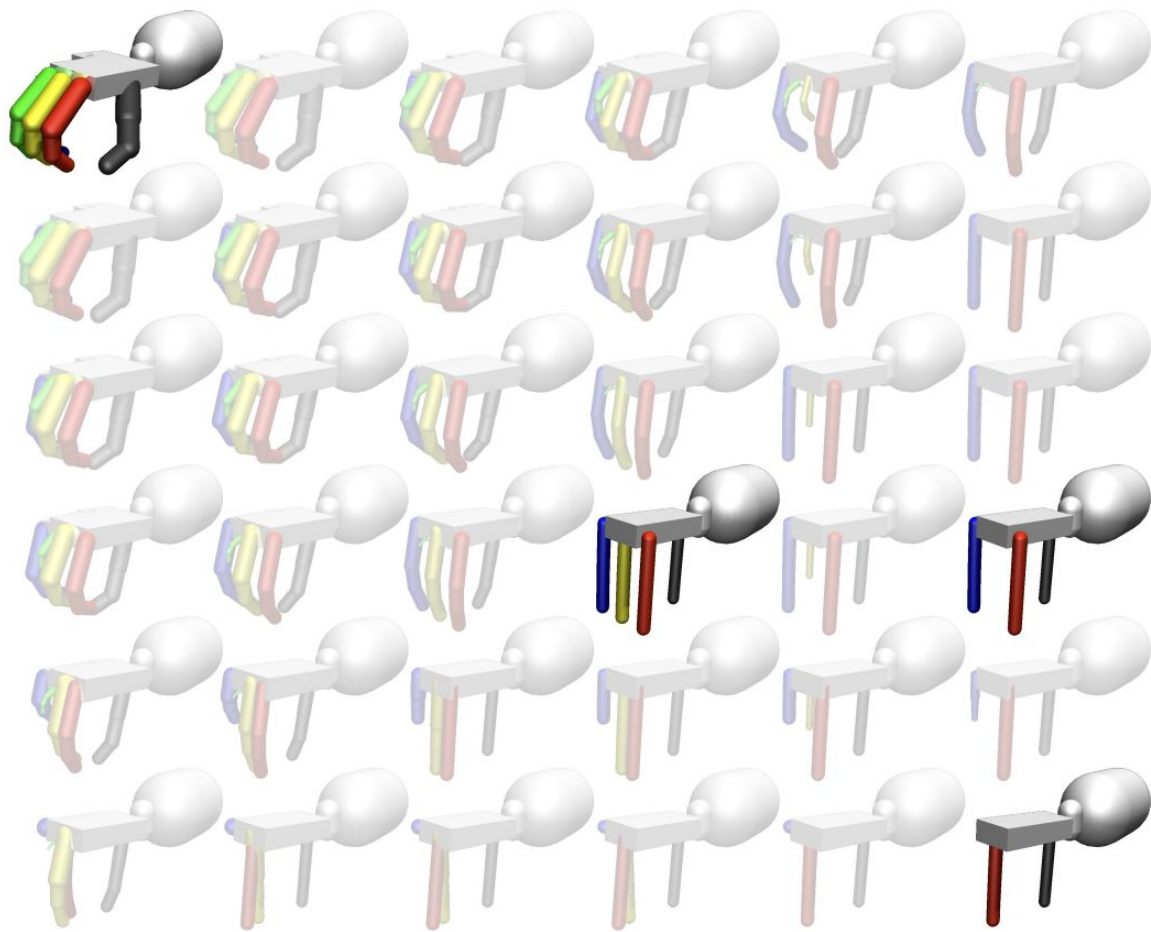




# Evolution Tree Implementation Step 1: Kinematic Structure Matching



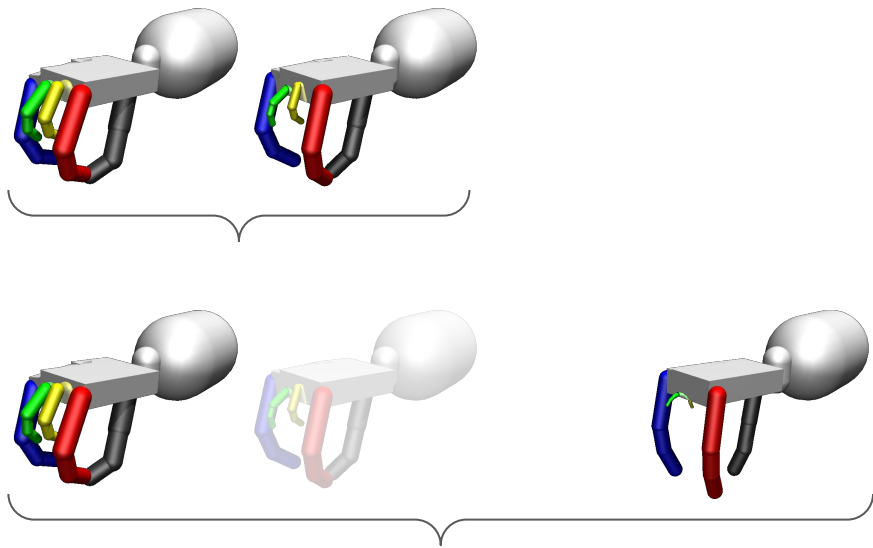
# Evolution Tree Implementation Step 2: Physical Parameter Interpolation



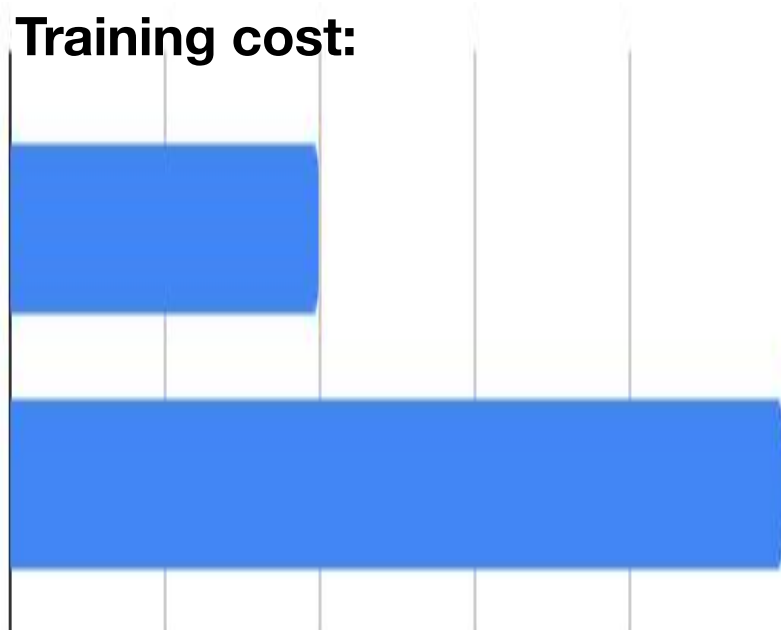
# How to Compute Evolution Tree?

**Assumption:** policy transfer training cost locally proportional to distribution difference of the MDP transition dynamics, and locally proportional to the robot hardware difference measured in vector  $L_p$  distance

**Hardware difference:**



**Training cost:**

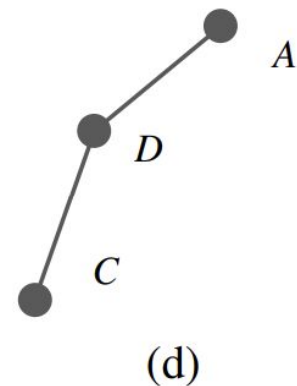
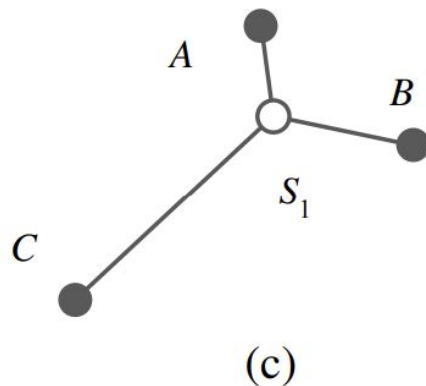
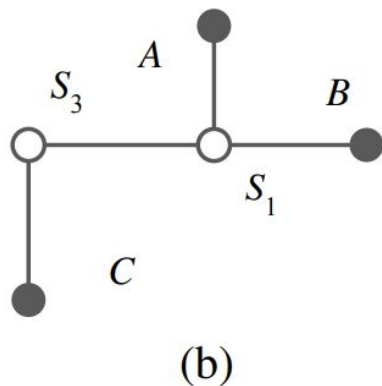
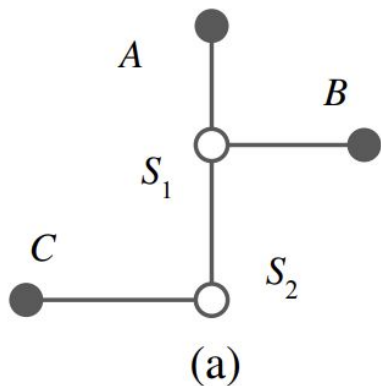


# Evolution Tree Implementation

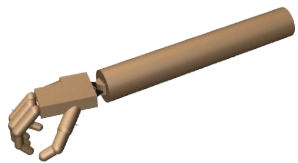
**Heuristics:** aim to minimize the total  $L_p$  distance in robot evolution parameter space

**Mathematically:** undirected graph that interconnects a set of points and minimizes total  $L_p$  travel distance is the  $p$ -**Steiner tree**

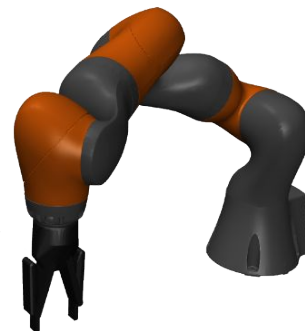
$$(\mathbf{V}_{\text{ST}}, \mathbf{E}_{\text{ST}}) = \arg \min_{(\mathbf{V}, \mathbf{E}): \kappa((\mathbf{V}, \mathbf{E}))=1, \{\beta_0, \beta_1, \dots, \beta_N\} \subseteq \mathbf{V}} \sum_{(\mathbf{v}_1, \mathbf{v}_2) \in \mathbf{E}} \|\mathbf{v}_1 - \mathbf{v}_2\|_p$$



# Realistic Implementation on **Real** Commercial Robots



Source Robot

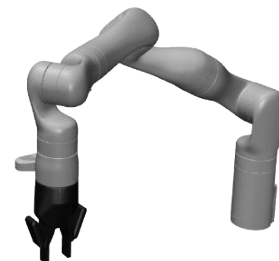


Target Robot 2

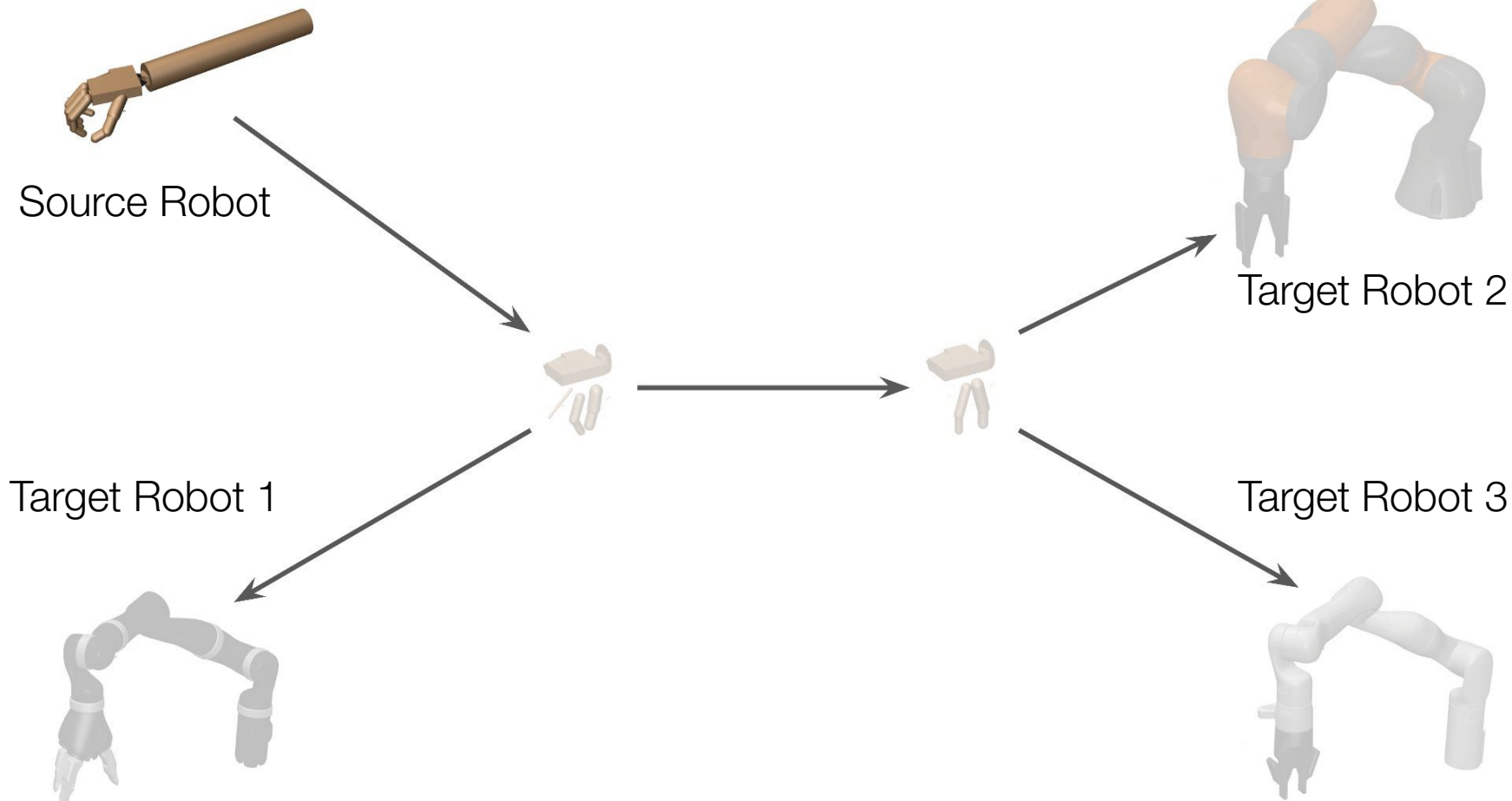
Target Robot 1



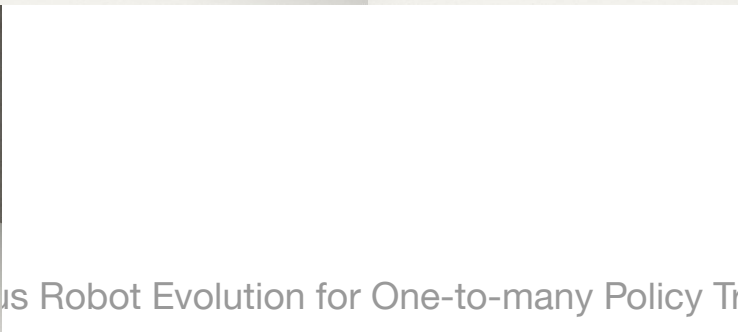
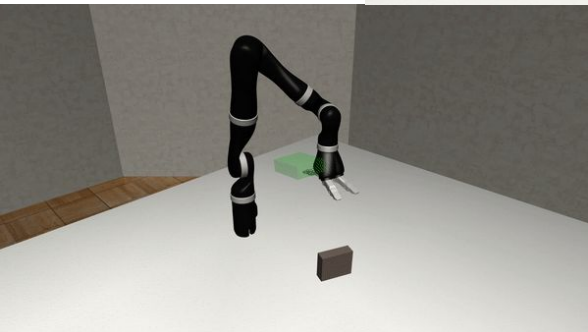
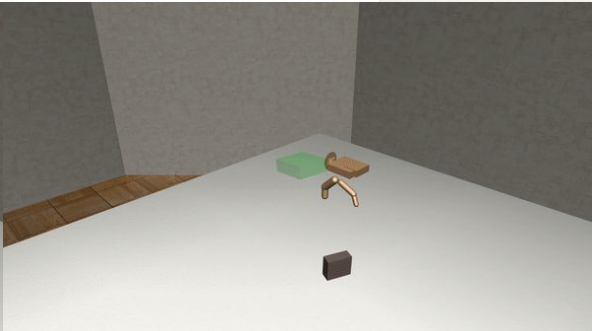
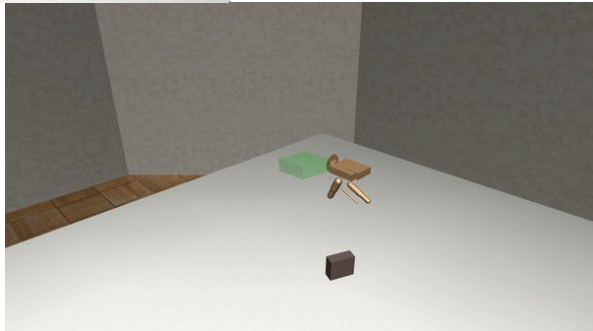
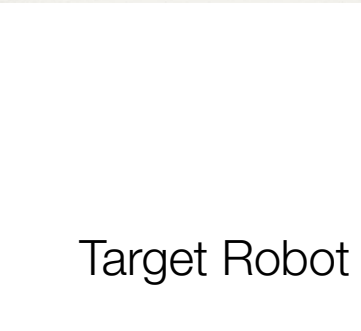
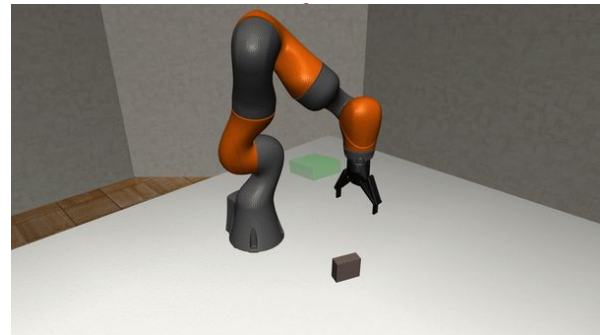
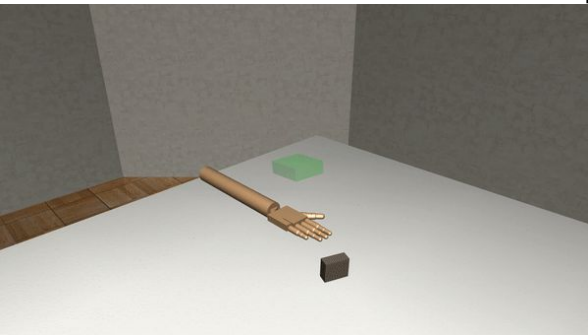
Target Robot 3



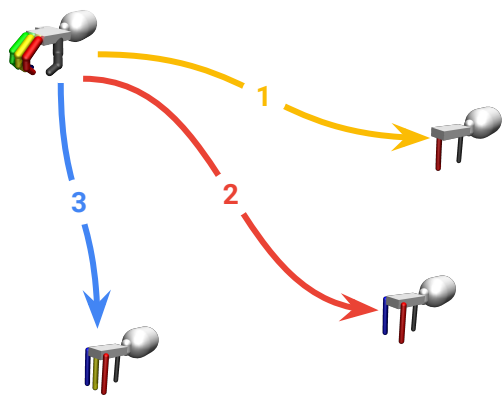
# Realistic Implementation on **Real** Commercial Robots



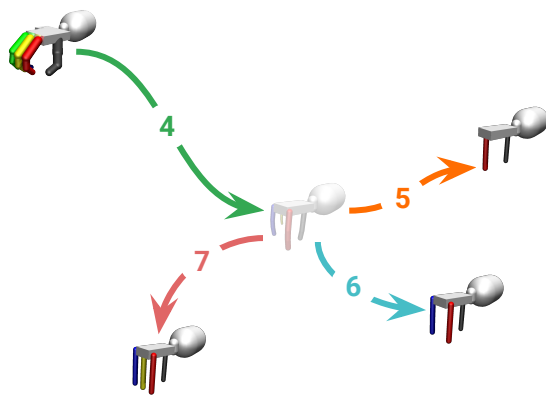
# Realistic Implementation on **Real** Commercial Robots



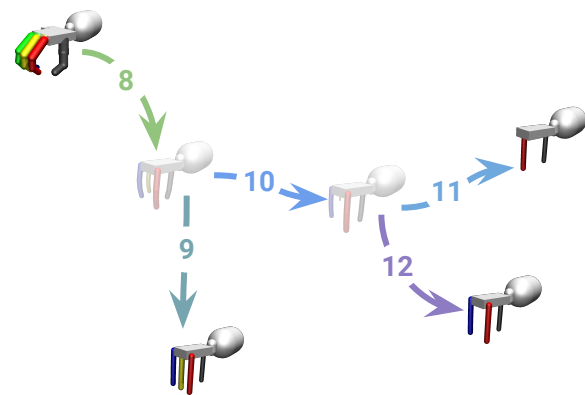
# Quantitative Experiment Results



HERD



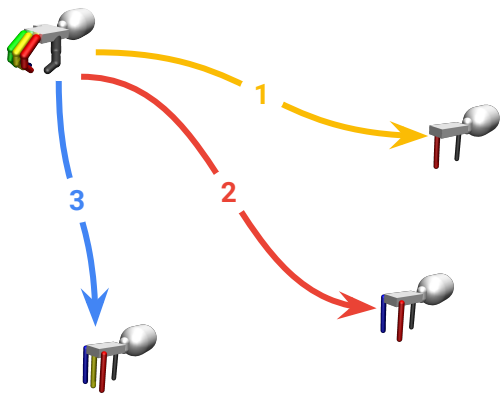
Geom-Med



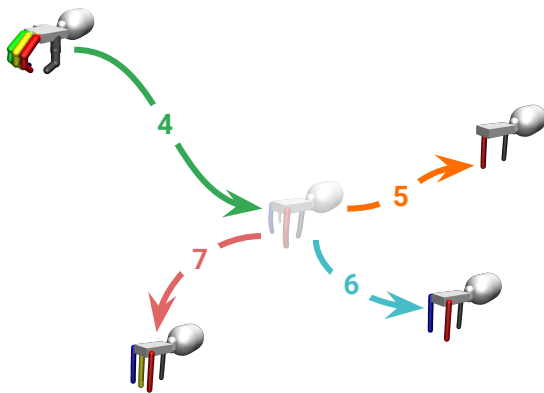
Steiner (Ours)



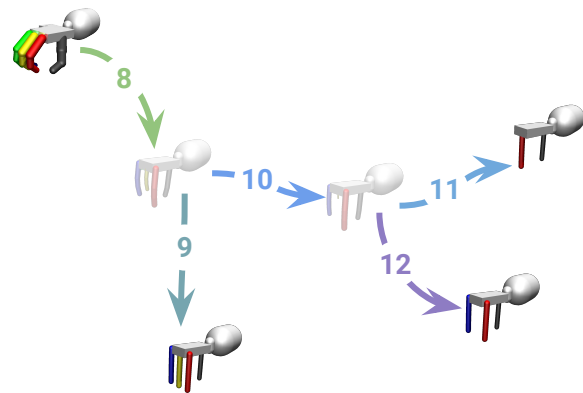
# Quantitative Experiment Results



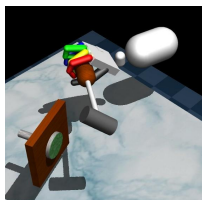
HERD



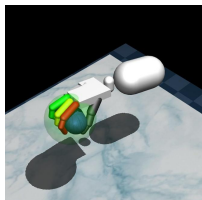
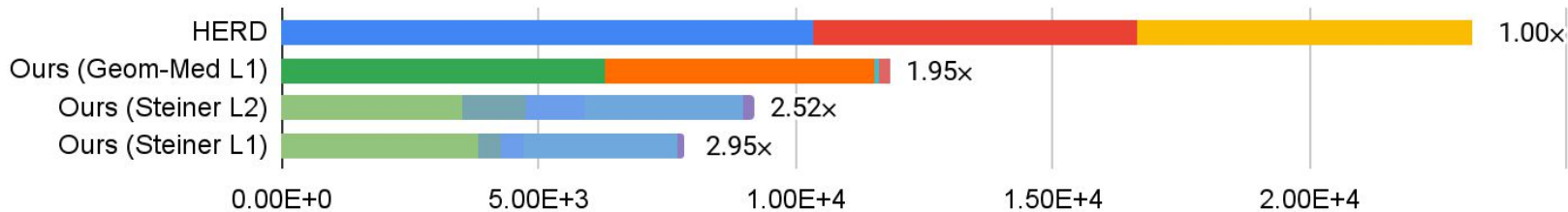
Geom-Med



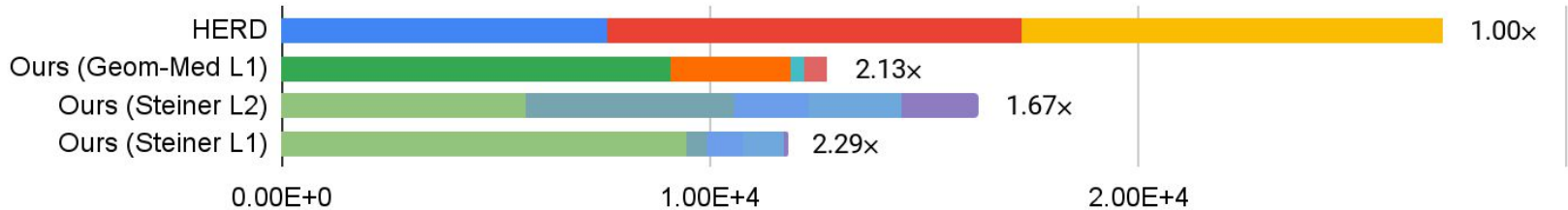
Steiner (Ours)



Hammer



Relocate





<https://sites.google.com/view/meta-evolve>