

# Residual-MPPI: Online Policy Customization for Continuous Control

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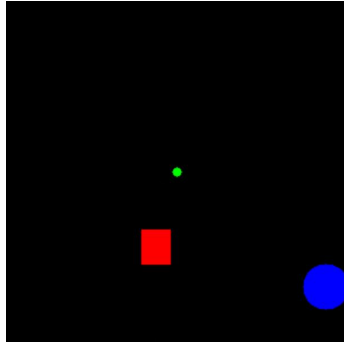
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\*Equal Contribution

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# Motivations

## ▣ RL/ IL-based Advanced Polices



Navigation



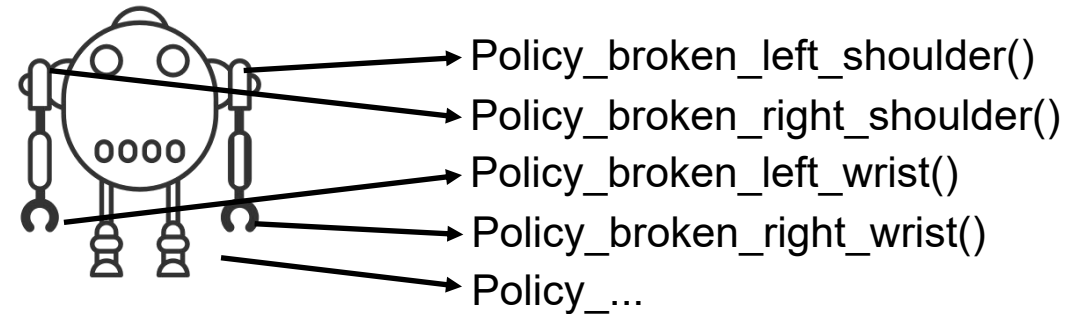
Manipulation



Locomotion

## ▣ Efficient Policy Customization

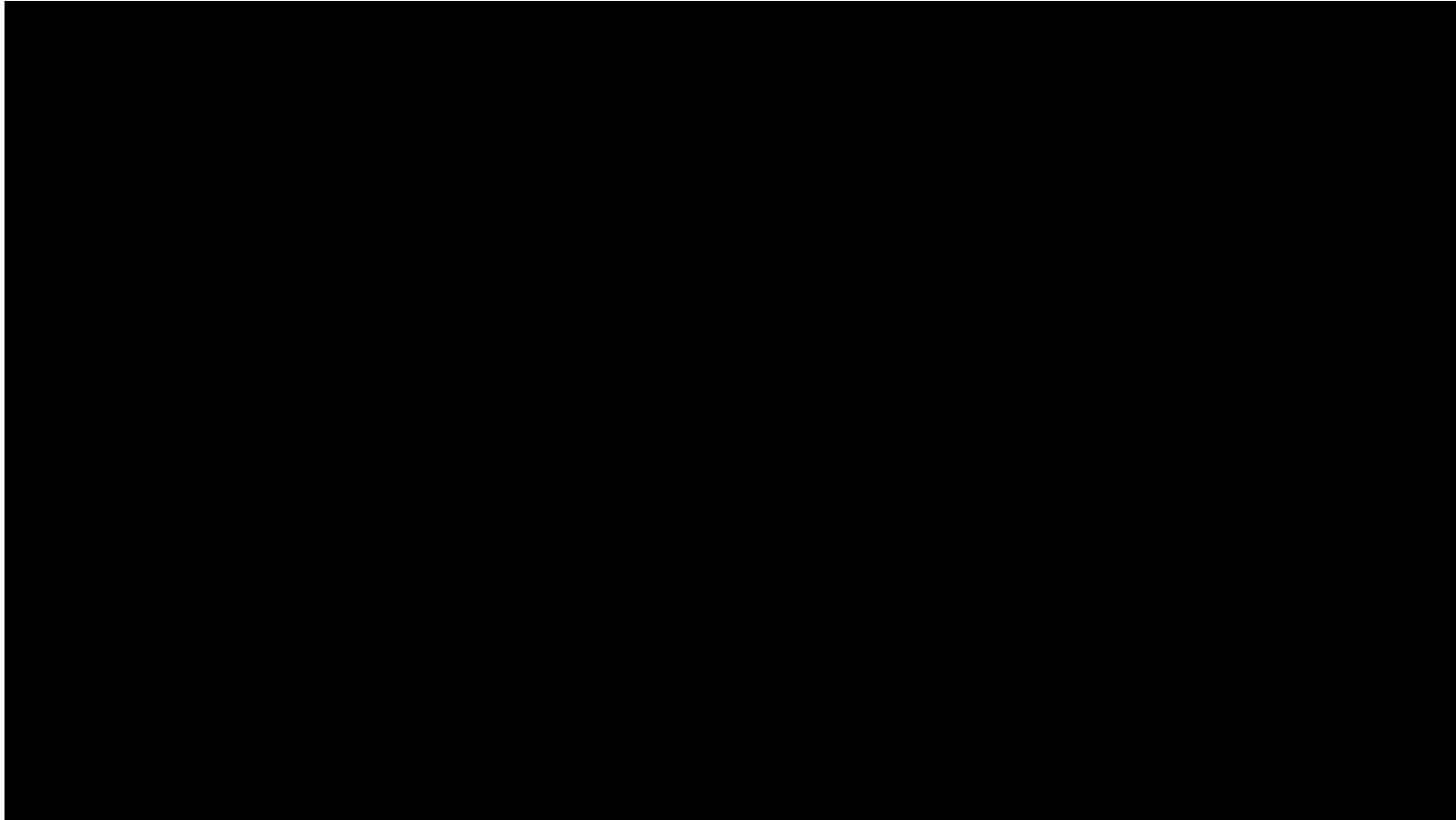
- Access to original training metrics
- “Policies for every disabled joints”



**Online for Efficient Policy Customization!**

# Example

## ■ GT Sophy 1.0 Behavior



# Preliminaries

## ▣ Residual Q Learning (RQL)

- Solve Policy Customization
- ~ Solve MaxEnt Augmented MDP

$$\hat{\mathcal{M}} = (\mathcal{X}, \mathcal{U}, \omega r + r_R, p)$$

$$\mathcal{M}^{\text{aug}} = (\mathcal{X}, \mathcal{U}, \omega' \log \pi(\mathbf{u}|\mathbf{x}) + r_R, p)$$

## ▣ Model Predictive Path Integral (MPPI)

- Solve MaxEnt MDP Online

$$S_{\mathbf{x}_0}(U) = \sum_{t=0}^{T-1} r(\mathbf{x}_t, \mathbf{u}_t) + \phi(\mathbf{x}_T)$$

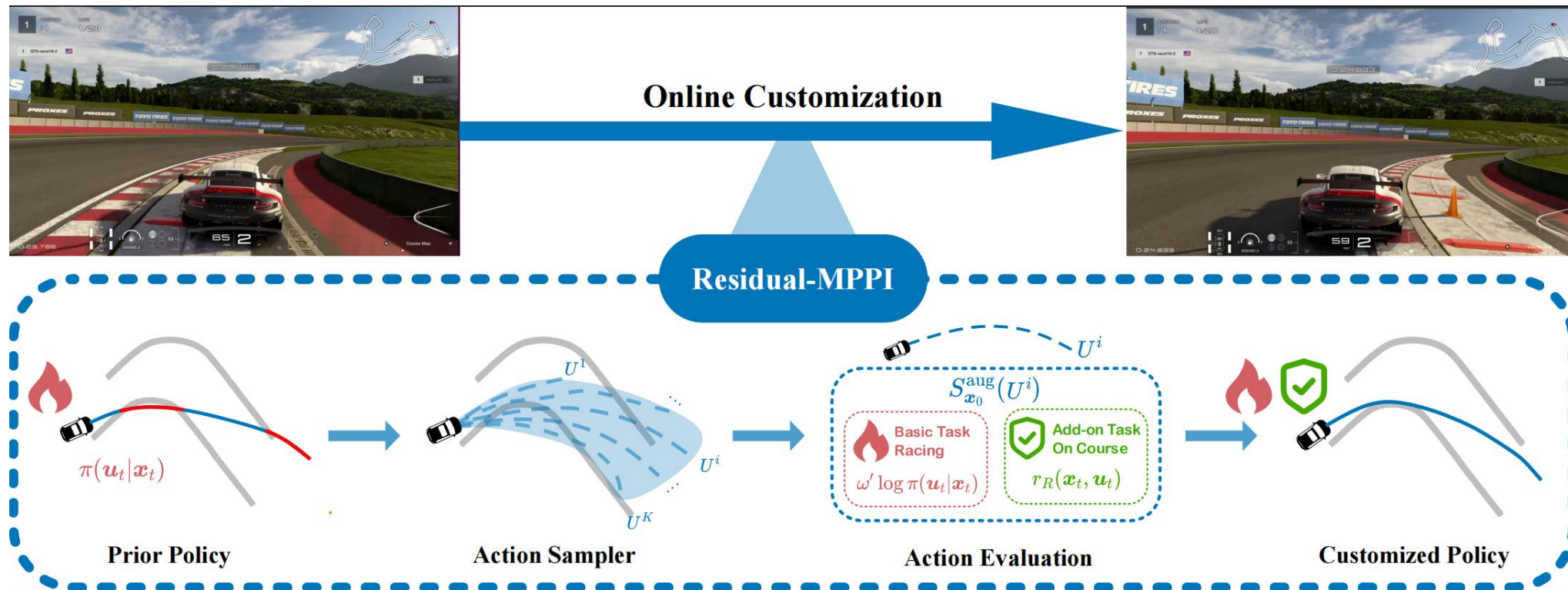
$$q^*(U) = \frac{1}{\eta} \exp \left( \frac{1}{\lambda} S_{\mathbf{x}_0}(U) \right) p(\mathcal{E})$$

# Methods

## Residual-MPPI

$$S_{x_0}^{\text{aug}}(U) = \sum_{t=0}^{T-1} \gamma^t \cdot (r_R(x_t, u_t) + \omega' \log \pi(u_t | x_t))$$

## Planning Loop





# Experiments

## ■ MuJoCo Environment

Env.	Policy	Full Task	Basic Task	Add-on Task	
		Total Reward	Basic Reward	$ \bar{\theta} $	Add-on Reward
Half Cheetah	Prior Policy	1000.7 $\pm$ 88.8	2449.8 $\pm$ 52.3	0.14 $\pm$ 0.00	-1449.1 $\pm$ 45.3
	Greedy-MPPI	<b>1939.9 <math>\pm</math> 134.7</b>	2180.9 $\pm$ 87.3	<b>0.02 <math>\pm</math> 0.01</b>	<b>-241.0 <math>\pm</math> 50.3</b>
	Full-MPPI	-3595.1 $\pm$ 322.7	-1167.3 $\pm$ 144.0	0.24 $\pm$ 0.03	-2427.7 $\pm$ 320.3
	Guided-MPPI	1849.6 $\pm$ 151.0	2154.6 $\pm$ 95.7	0.03 $\pm$ 0.01	-305.0 $\pm$ 58.7
	Valued-MPPI	1760.7 $\pm$ 478.8	<b>2201.8 <math>\pm</math> 258.3</b>	0.04 $\pm$ 0.02	-441.0 $\pm$ 222.5
	Residual-MPPI	<b>1936.2 <math>\pm</math> 109.3</b>	2178.6 $\pm$ 71.9	<b>0.02 <math>\pm</math> 0.00</b>	<b>-242.3 <math>\pm</math> 40.5</b>
	Residual-SAC (200K)	-265.0 $\pm$ 919.0	455.4 $\pm$ 678.6	0.07 $\pm$ 0.03	720.4 $\pm$ 251.8
	Residual-SAC (4M)	2184.5 $\pm$ 29.7	2233.7 $\pm$ 29.3	0.00 $\pm$ 0.00	-49.2 $\pm$ 1.7
	Fulltask-SAC	2149.9 $\pm$ 28.6	2214.5 $\pm$ 27.2	0.01 $\pm$ 0.00	-64.5 $\pm$ 2.4
Env	Policy	Total Reward	Basic Reward	$ \bar{\theta} $	Add-on Reward
Swimmer	Prior Policy	-245.2 $\pm$ 5.6	345.8 $\pm$ 3.2	0.59 $\pm$ 0.01	-591.0 $\pm$ 5.8
	Greedy-MPPI	<b>-58.9 <math>\pm</math> 5.4</b>	275.8 $\pm$ 3.1	<b>0.33 <math>\pm</math> 0.01</b>	<b>-334.7 <math>\pm</math> 7.4</b>
	Full-MPPI	-1686.6 $\pm$ 106.7	14.1 $\pm$ 6.3	1.70 $\pm$ 0.11	-1700.7 $\pm$ 106.2
	Guided-MPPI	-149.0 $\pm$ 5.6	292.9 $\pm$ 3.8	0.44 $\pm$ 0.01	-441.9 $\pm$ 7.2
	Valued-MPPI	-205.8 $\pm$ 6.3	<b>335.1 <math>\pm</math> 1.6</b>	0.54 $\pm$ 0.01	-540.9 $\pm$ 6.3
	Residual-MPPI	<b>-60.0 <math>\pm</math> 5.2</b>	275.8 $\pm$ 3.4	<b>0.34 <math>\pm</math> 0.01</b>	<b>-335.9 <math>\pm</math> 7.6</b>
	Residual-SAC (200K)	-209.0 $\pm$ 67.6	2.1 $\pm$ 15.5	0.21 $\pm$ 0.07	-221.1 $\pm$ 72.7
	Residual-SAC (4M)	-10.5 $\pm$ 24.1	-1.5 $\pm$ 16.9	0.01 $\pm$ 0.02	-9.0 $\pm$ 16.6
	Fulltask-SAC	-4.2 $\pm$ 17.1	2.1 $\pm$ 17.6	0.01 $\pm$ 0.00	-6.3 $\pm$ 3.0

Env.	Policy	Total Reward	Basic Reward	$\bar{z}$	Add-on Reward
Hopper	Prior Policy	7252.7 $\pm$ 49.2	3574.5 $\pm$ 9.7	1.37 $\pm$ 0.00	3678.2 $\pm$ 48.3
	Greedy-MPPI	<b>7367.0 <math>\pm</math> 199.4</b>	3553.0 $\pm$ 58.4	<b>1.38 <math>\pm</math> 0.01</b>	<b>3814.0 <math>\pm</math> 156.8</b>
	Full-MPPI	20.5 $\pm$ 3.0	3.6 $\pm$ 0.7	1.24 $\pm$ 0.00	16.9 $\pm$ 2.4
	Guided-MPPI	6121.3 $\pm$ 1590.1	3067.8 $\pm$ 679.0	1.35 $\pm$ 0.03	3053.4 $\pm$ 917.7
	Valued-MPPI	7243.9 $\pm$ 75.7	<b>3562.7 <math>\pm</math> 14.5</b>	1.37 $\pm$ 0.01	3681.2 $\pm$ 74.6
	Residual-MPPI	<b>7363.0 <math>\pm</math> 254.9</b>	3547.6 $\pm$ 78.0	<b>1.38 <math>\pm</math> 0.01</b>	<b>3815.4 <math>\pm</math> 186.4</b>
	Residual-SAC (200K)	3543.1 $\pm$ 478.9	1019.8 $\pm$ 94.3	1.27 $\pm$ 0.01	2523.2 $\pm$ 405.5
	Residual-SAC (4M)	7682.5 $\pm$ 178.2	2310.4 $\pm$ 106.8	1.54 $\pm$ 0.01	5372.0 $\pm$ 75.8
	Fulltask-SAC	7825.3 $\pm$ 36.9	2934.5 $\pm$ 27.6	1.49 $\pm$ 0.00	4890.8 $\pm$ 39.6
Env	Policy	Total Reward	Basic Reward	$\bar{v}_y$	Add-on Reward
Ant	Prior Policy	6333.7 $\pm$ 753.9	6177.1 $\pm$ 703.7	0.16 $\pm$ 0.22	156.6 $\pm$ 200.5
	Greedy-MPPI	6104.2 $\pm$ 1532.0	5092.8 $\pm$ 1305.2	<b>1.01 <math>\pm</math> 0.27</b>	<b>1011.3 <math>\pm</math> 277.7</b>
	Full-MPPI	-2767.7 $\pm$ 154.0	-2764.4 $\pm$ 114.2	-0.00 $\pm$ 0.11	-3.3 $\pm$ 108.0
	Guided-MPPI	5160.9 $\pm$ 1963.0	4999.8 $\pm$ 1887.9	0.16 $\pm$ 0.22	161.2 $\pm$ 217.7
	Valued-MPPI	6437.0 $\pm$ 1021.9	<b>6230.7 <math>\pm</math> 959.0</b>	0.21 $\pm$ 0.20	206.3 $\pm$ 196.3
	Residual-MPPI	<b>6846.7 <math>\pm</math> 647.8</b>	5984.8 $\pm$ 541.5	<b>0.86 <math>\pm</math> 0.19</b>	<b>861.8 <math>\pm</math> 189.8</b>
	Residual-SAC (200K)	-1175.5 $\pm$ 157.3	-1178.3 $\pm$ 156.4	0.00 $\pm$ 0.00	2.7 $\pm$ 3.9
	Residual-SAC (4M)	6962.9 $\pm$ 342.9	5710.2 $\pm$ 252.0	1.25 $\pm$ 0.13	1252.7 $\pm$ 127.3
	Fulltask-SAC	7408.6 $\pm$ 312.0	3100.3 $\pm$ 184.4	4.31 $\pm$ 0.21	4308.3 $\pm$ 209.2

**Residual-MPPI is Effective and Data-efficient**

# Experiments

## ▣ GTS Customization

Table 2: Experimental Results of Residual-MPPI in GTS

Policy	GT Sophy 1.0	Zero-shot MPPI	Few-shot MPPI	Residual-SAC (80K laps)
Lap Time	$117.77 \pm 0.08$	$123.34 \pm 0.22$	$122.93 \pm 0.14$	$130.00 \pm 0.13$
Off-course Steps	$93.13 \pm 1.98$	$9.03 \pm 3.33$	$4.43 \pm 2.39$	$0.87 \pm 0.78$
Policy	Full-MPPI	Guided-MPPI	Greedy-MPPI	Residual-SAC (2K laps)
Lap Time	*Failed	*Failed	*Failed	*Failed
Off-course Steps	*Failed	*Failed	*Failed	*Failed

The evaluation results are in the form of mean  $\pm$  std over 30 laps. \*Failed baseline is not able to finish a complete lap. Valued-MPPI is not available since we only have access to the policy network of GT Sophy 1.0.

**Residual-MPPI works in Complex Environment and Policy**



# Experiments

## ■ GTS Demo



- Safer Driving Style
- Advanced Route Selection

## ■ Takeaway

Online Principled Customization  
= Residual-MPPI  
+ Dynamics  
+ Add-on Reward



**THANK YOU**



**Paper & Code**