### One Policy to Control Them All: Shared Modular Policies for Agent-Agnostic Control

Wenlong Huang UC Berkeley Igor Mordatch Google Deepak Pathak FAIR, CMU



## Deep Learning Success

(	
Input	Target
Image	Task



[Slide adapted from Jeff Donahue]







For any given problem:

- 1. Download a pretrained model (ResNet, BERT etc.)
- 2. Label some new data for task
- 3. Finetune the last layer

4. Declare victory!

#### Can we translate this *pretraining* success to robotics?



### **Challenging** because every robot is different!





.... etc.

### Deep Reinforcement Learning for Robot Control



# A separate policy is trained for each robotics setup.



Levine\*, Finn\*, et al. '16

### How well does it generalize?

### **Reinforcement Learning for Robot Control**

- Lots of tuning needed even for one robotic agent
- Yet, it doesn't generalize!

What about training on multiple robots?





### **Prior Attempts**

### Same topology!





#### [Chen et.al. NeurIPS 2018]

[Wang et.al. ICLR 2018]

### How to train same policy for these different shapes?



### This work

• One policy for several agents

Zero-shot generalize to new agents! Very challenging...
Different number of input limbs and output actions
Different gaits (behavior) needed for different agent, e.g., walking, hopping etc.

Why should it be possible?

### Shared Locomotion patterns in Biology



[slide from Robert Full]

### Precocial Animals -- horses, giraffes, zebras etc.

- "foals can walk as fast as their parents within hours"



1-2 hrs after birth



4 days after birth



### How do we train a single policy for all?

#### **INSPIRATION**

## Train the controller for each motor/limb and share it across all the motors/limbs.



Pathak\*, Lu\*, Darrell, Isola, Efros. NeurIPS 2019.

#### Modularity at the level of software and hardware!









#### How to train the same policy for different agents?



#### Same network is applied at each limb/motor.

#### Does it just work like that?





No global coordination!

### Network as reusable and communicating LEGO Blocks



### Network as reusable and communicating LEGO Blocks



#### Network as reusable and communicating LEGO Blocks



### **Trained Robot**

### New Robot at Test Time

#### Message Passing Scheme



One-way: Leaves to root or root to leaves?

#### Limitation of One-Way Message Passing



#### Centralized Control via *Both-way* Message Passing



#### Shared Modular Policies with *Both-way* Message Passing



#### Shared Modular Policies with *Both-way* Message Passing



#### Example of Shared Modular Policies



### Results

#### One single controller for different variants of 2D humanoid



#### One single controller for different variants of walker and hopper



### One single controller for different variants of cheetah



### Zero-Shot Generalization to Unseen Agents!

#### Zero-Shot Generalization: held-out, similar distribution



### Zero-shot testing on **out of distribution**

### Zero-Shot Generalization – very different agents! Doesn't excel, but still tries to maintain balance and not fall!



#### Zero-Shot Generalization – add objects on new agents

### No objects at training time!



Doesn't excel in moving forward, but still tries to maintain balance and posture

### Zero-Shot Generalization: Failures...







Hard because muscle strength is not enough to carry the weight of these limbs.

### **Biological Central Pattern Generators**



Visualization of out-going message from root node



variation across an episode











### **Summary:** Shared Modular Policies

- 1. Training Single Policy on Diverse Robots
- Have modularity at the level of actuators instead



- Super-early but promising results...
- 2. Toward General Pretrained Controllers
- State-of-the-art traininstill a long way to go
   robots by a single policy
- Zero-shot generalization to unseen robot shapes

# Thank you!