

Generalizable Autonomy

Generative AI for General Purpose Robots

Animesh Garg

Professor of AI Robotics
Georgia Tech



Generalizable Autonomy



Vacuuming



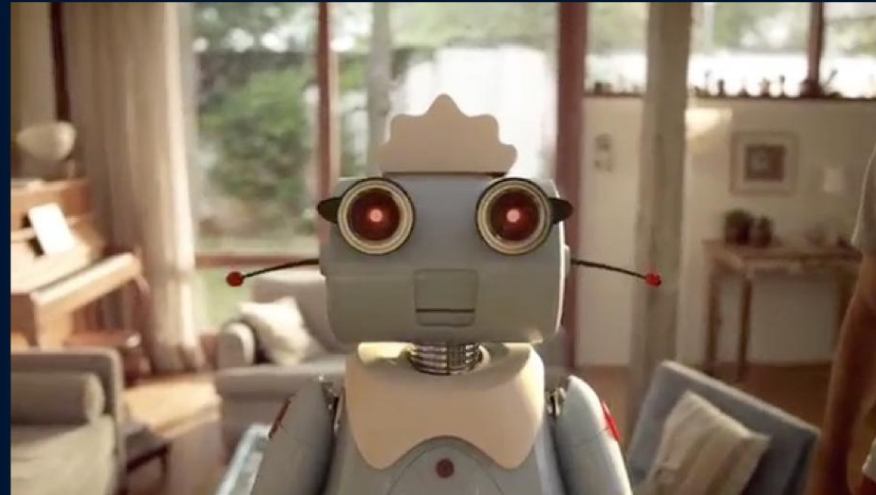
Sweeping/Mopping



Cooking

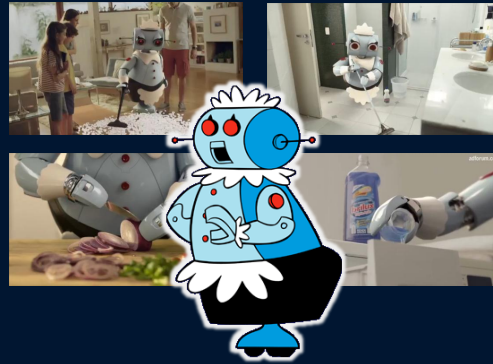


Laundry



Generalizable Autonomy

Vision: Build Intelligent Robotic Companions towards Human Enrichment and Augmentation



Generalizable Autonomy

Vision: Build Intelligent Robotic Companions towards Human Enrichment and Augmentation

1968: Aspirational Robotic Assistant



Generalizable Autonomy



H1
UNITREE
CHINA

DIGIT
AGILITY
USA

PHOENIX
SANCTUARY AI
CANADA

GR-1
FOURIER INTELLIGENCE
CHINA

PX5
XPENG
CHINA

FIGURE 01
FIGURE AI
USA

APOLLO
APPTRONIK
USA

JENSEN HUANG
NVIDIA
USA

NEO
1X
NORWAY

ATLAS
BOSTON DYNAMICS
USA



Generalizable Autonomy

Vision: Build Intelligent Humanoid Platform

Strategy: Foundation Models with Large Scale Data

Structure

What do we need for sequential decision making in a physical setting?



Data

C4: How to Create, Collect, Clean, & Curate large-scale data for Robot Learning?

Generalizable Autonomy

Structure

What do we need for sequential decision making in a physical setting?

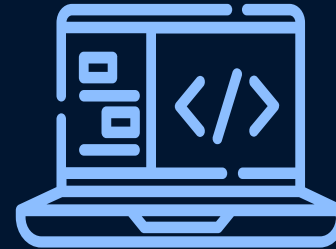
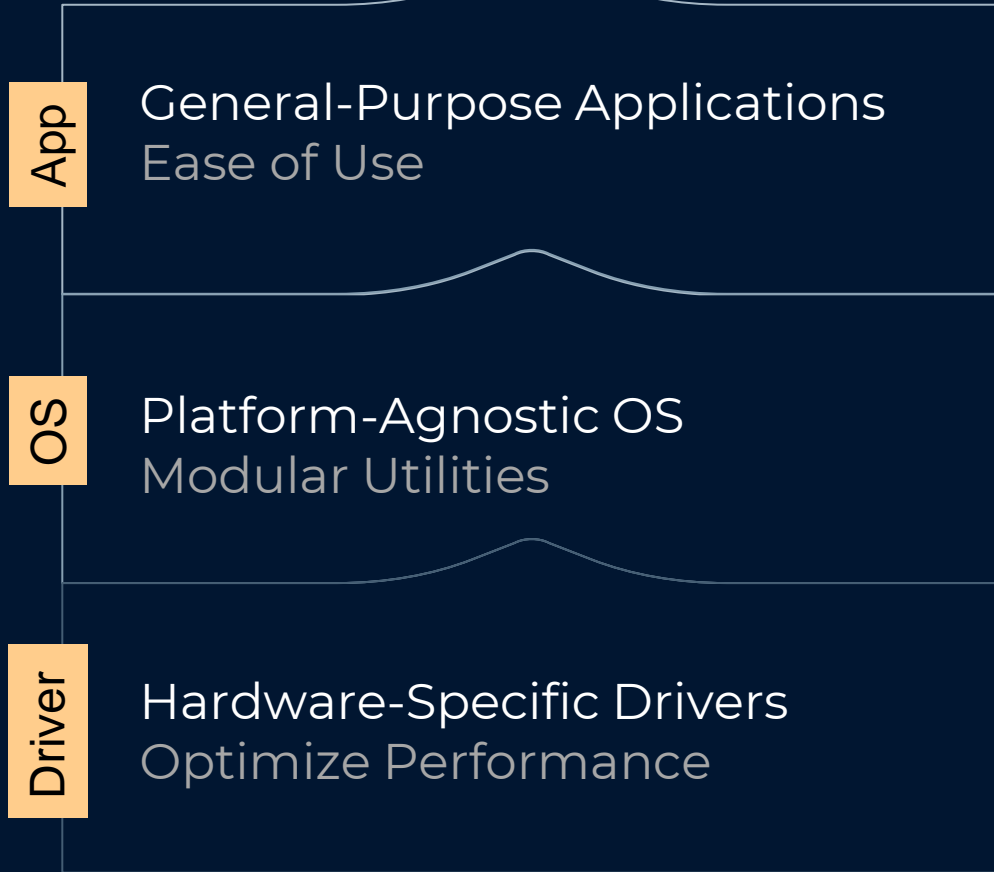


Data

How to Create, Collect, Clean, & Curate large-scale data for Robot Learning?

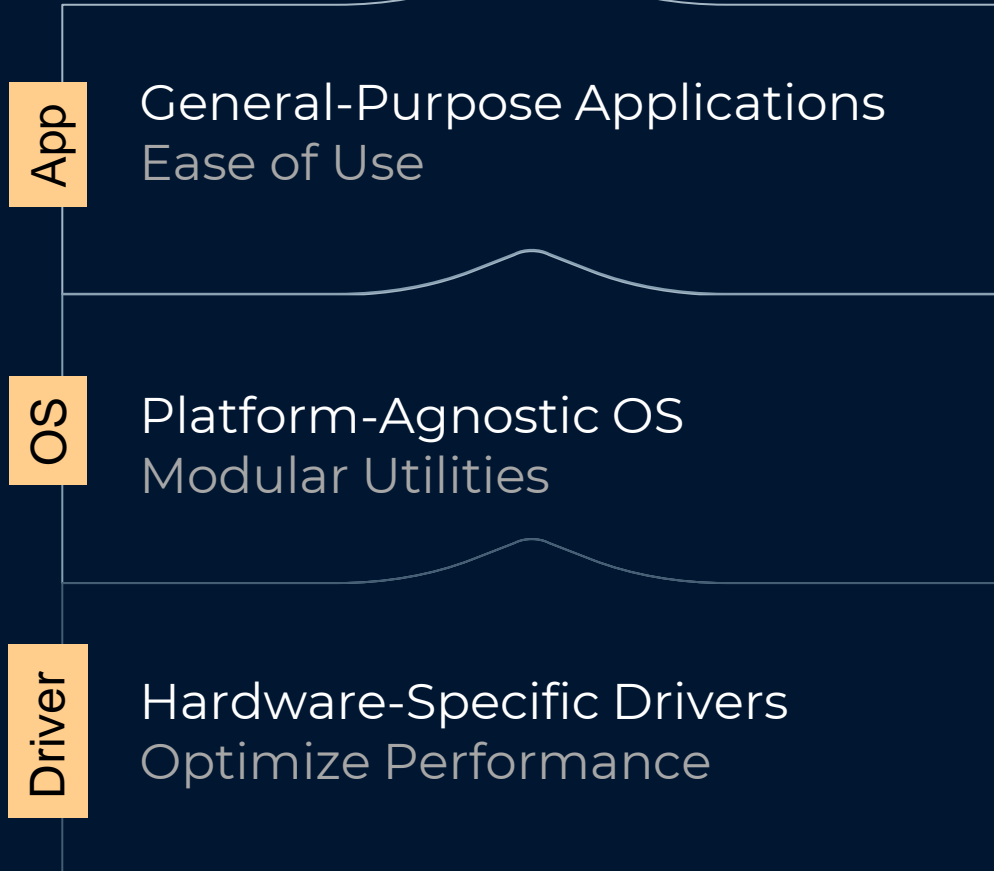
The Computing Stack

Digital AI

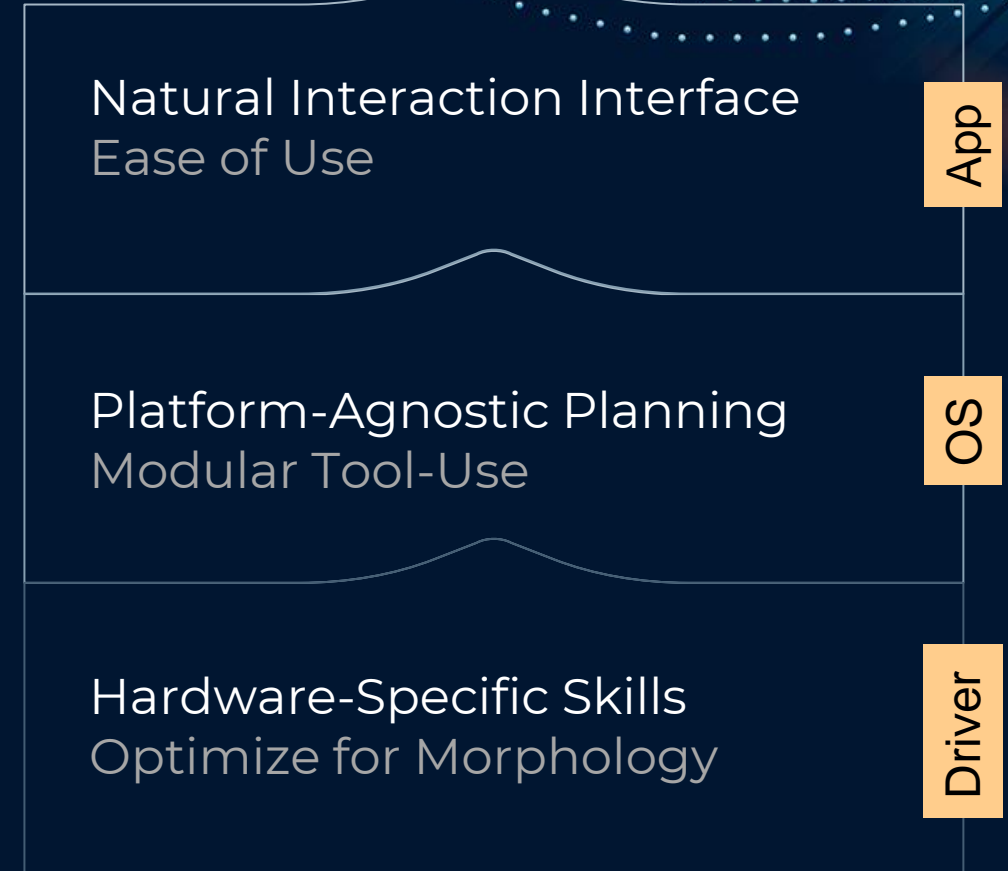


The Computing Stack

Digital AI



Physical AI



The Computing Stack

Physical AI



Natural Interaction Interface
Ease of Use

App



Platform-Agnostic Planning
Modular Tool-Use

OS

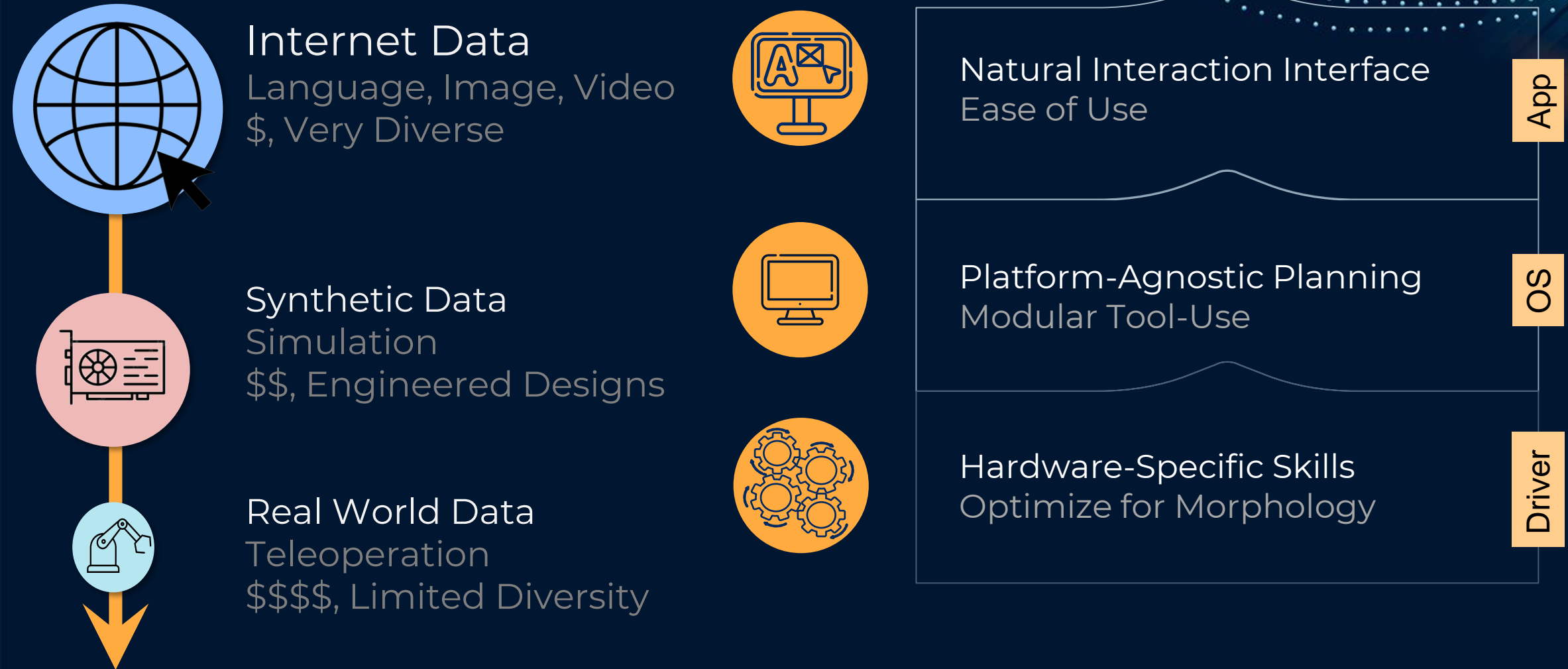


Hardware-Specific Skills
Optimize for Morphology

Driver

The Computing Stack

Physical AI



The Computing Stack

Physical AI

LLM for Reasoning

Semantic Procedures

Planning as Program Synthesis

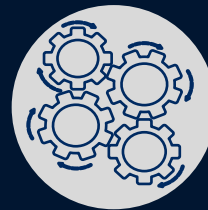
Multimodal Feedback Control



Natural Interaction Interface
Ease of Use



Platform-Agnostic Planning
Modular Tool-Use



Hardware-Specific Skills
Optimize for Morphology

Structure: What and How

"WHAT"

Multimodal Foundation Model
Does High-level Reasoning
Slow Inference

"HOW"

Generic Observation-to-control
Low-level Reasoning
Fast Inference

Input
"Tidy up the Kitchen"

- "Take" "Jug"
- "Open" "Fridge"
- "Put" "Jug" in "Fridge"

Goal Generation



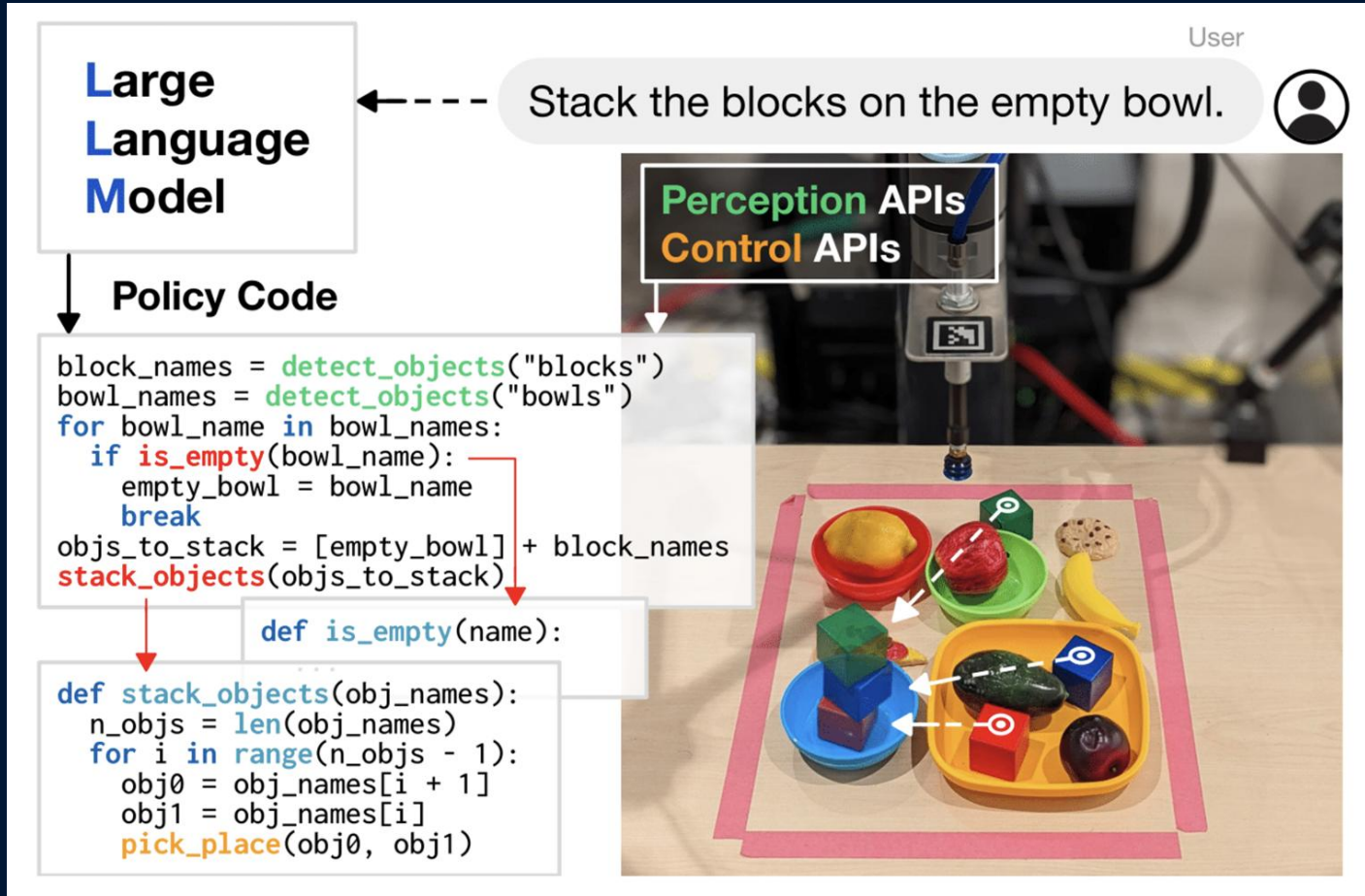
Goal-conditioned
Reactive controller



Solvable online for
different agents

Program Synthesis

LLMs tell robots what to do!



Code as Policies:

Language Model Programs for Embodied Control

Jacky Liang Wenlong Huang Fei Xia Peng Xu Karol Hausman Brian Ichter Pete Florence Andy Zeng



PROGPROMPT: Generating Situated Robot Task Plans using Large Language Models

ICRA 2023

Ishika Singh¹, Valts Blukis², Arsalan Mousavian², Ankit Goyal², Danfei Xu²,
Jonathan Tremblay², Dieter Fox², Jesse Thomason¹, Animesh Garg²

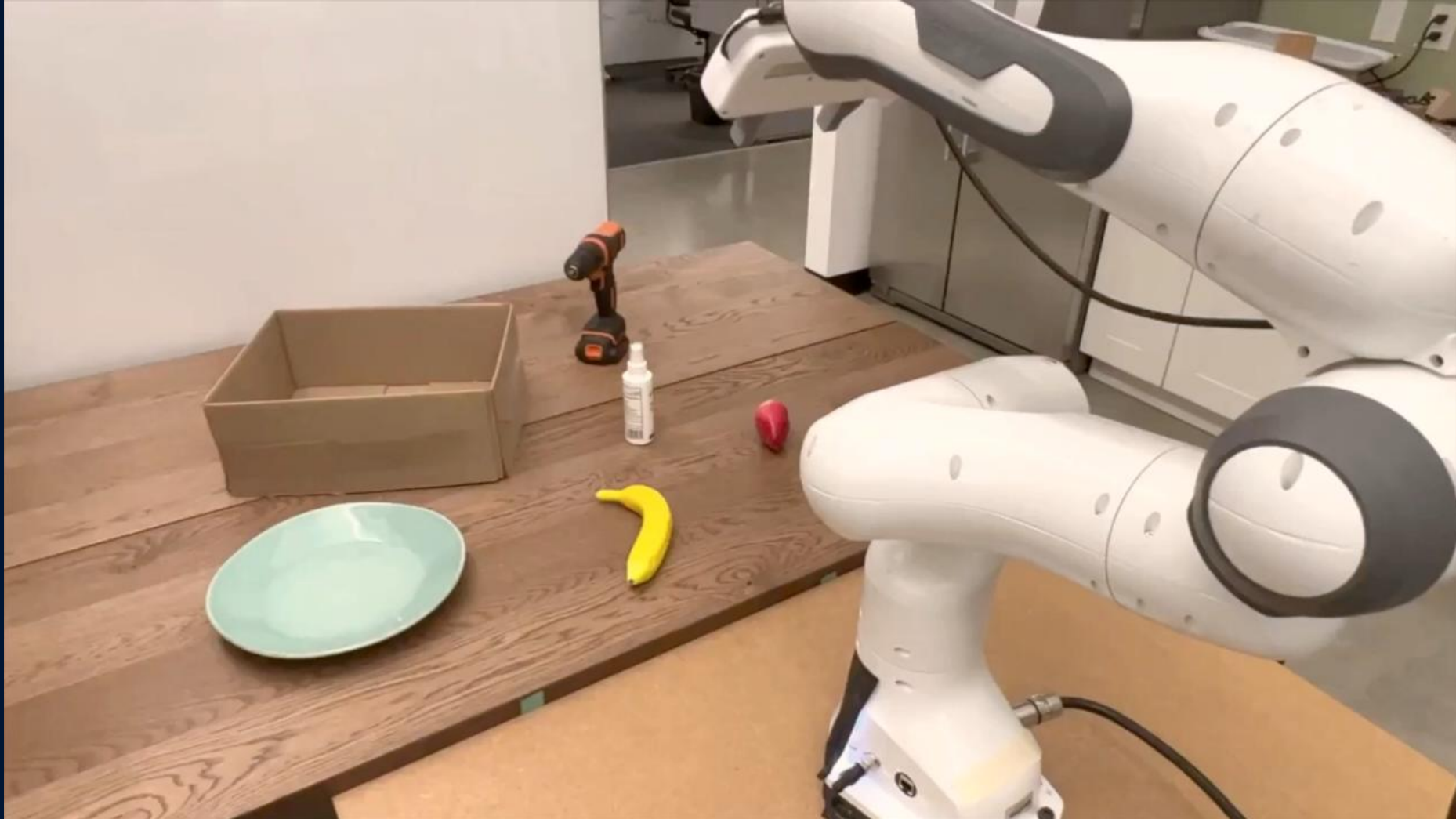
Do As I Can, Not As I Say:

Grounding Language in Robotic Affordances

Michael Ahn* Anthony Brohan* Noah Brown* Yevgen Chebotar* Omar Cortes* Byron David* Chelsea Finn*
Chuyuan Fu* Keerthana Gopalakrishnan* Karol Hausman* Alex Herzog* Daniel Ho* Jasmine Hsu* Julian Ibarz*
Brian Ichter* Alex Irpan* Eric Jang* Rosario Jauregui Ruano* Kyle Jeffrey* Sally Jesmonth* Nikhil Joshi*
Ryan Julian* Dmitry Kalashnikov* Yuheng Kuang* Kuang-Huei Lee* Sergey Levine* Yao Lu* Linda Luu* Carolina Parada*
Peter Pastor* Jorrell Quiambao* Kanishk Rao* Jarek Rettinghouse* Diego Reyes* Pierre Sermanet* Nicolas Sievers*
Clayton Tan* Alexander Toshev* Vincent Vanhoucke* Fei Xia* Ted Xiao* Peng Xu* Sichun Xu* Mengyuan Yan* Andy Zeng*

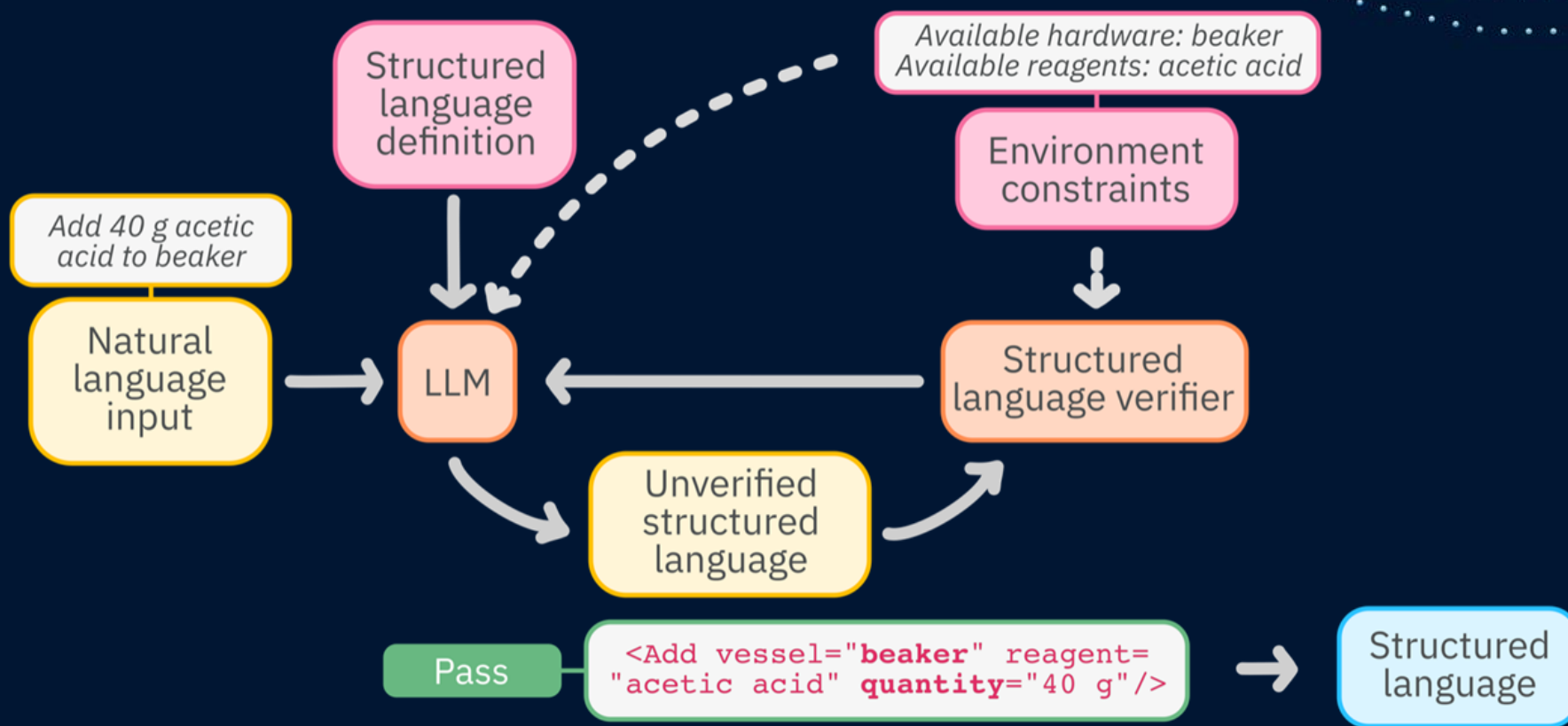


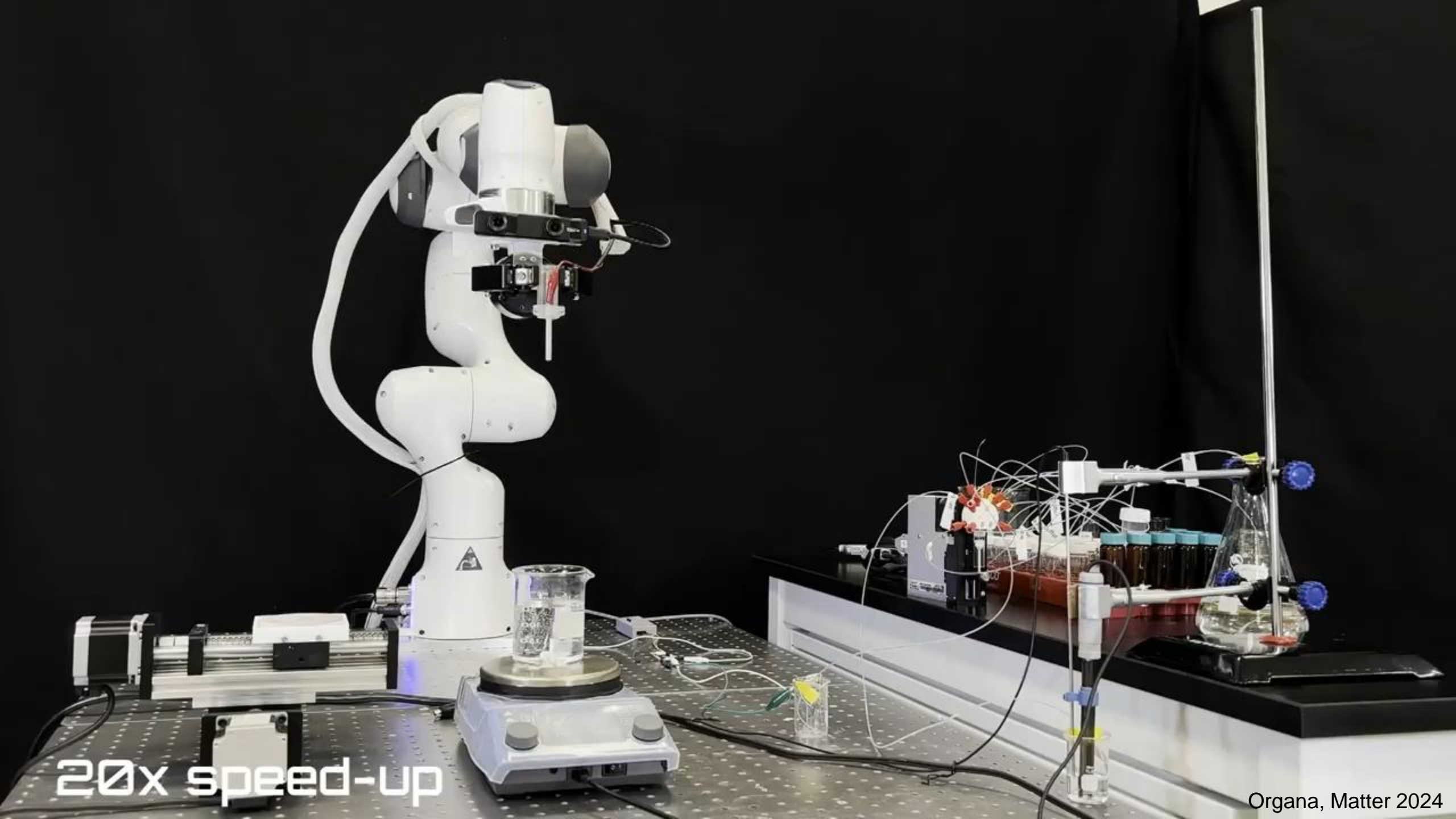
LLMs for Planning



LLMs for Planning

CLAIRify





20x speed-up

CLIMB

Language-Guided Continual Learning for Task Planning with Iterative Model Building

Walker Byrnes^{1,2}, Miroslav Bogdanovic³, Avi Balakirsky⁴, Stephen Balakirsky², Animesh Garg^{1,3,5}

Basic Stack 3

Basic Stack 4

Basic Stack 6

Line EW

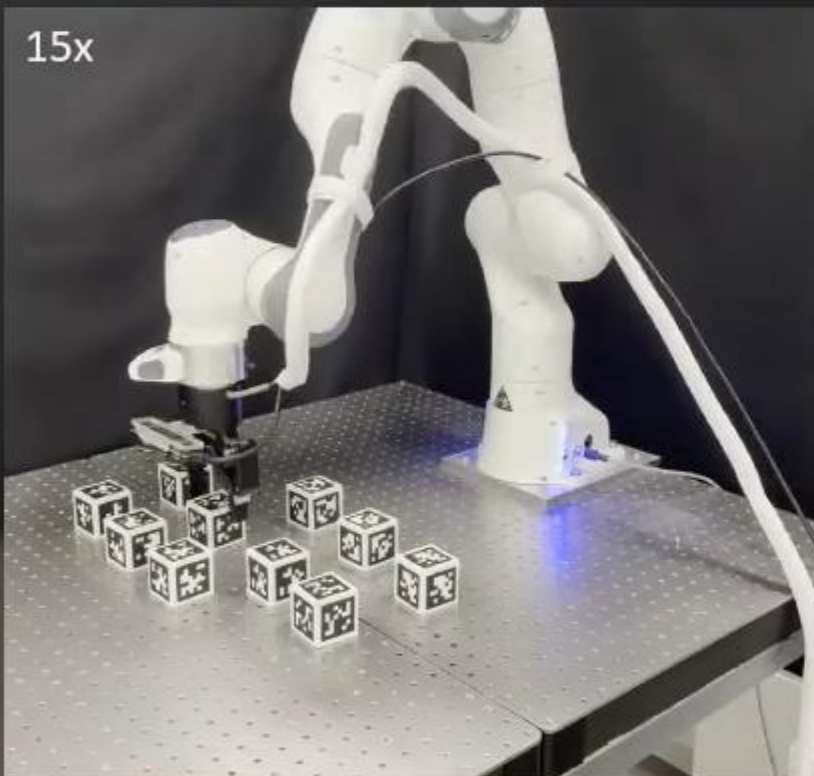
Line NS

Arrange L

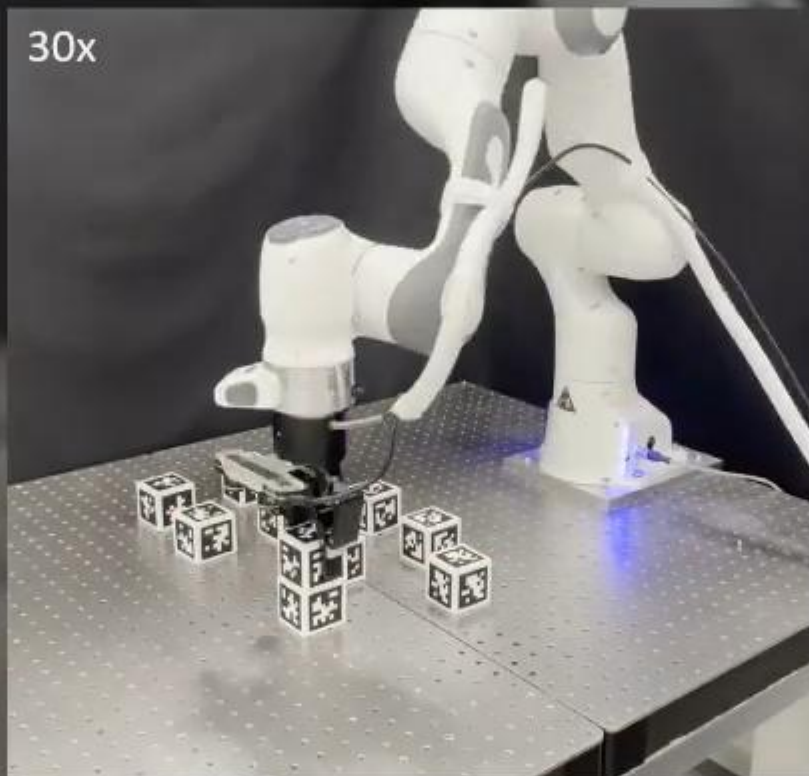
Pyramid 3

Note: All basic stack problems were successful on first rollout.

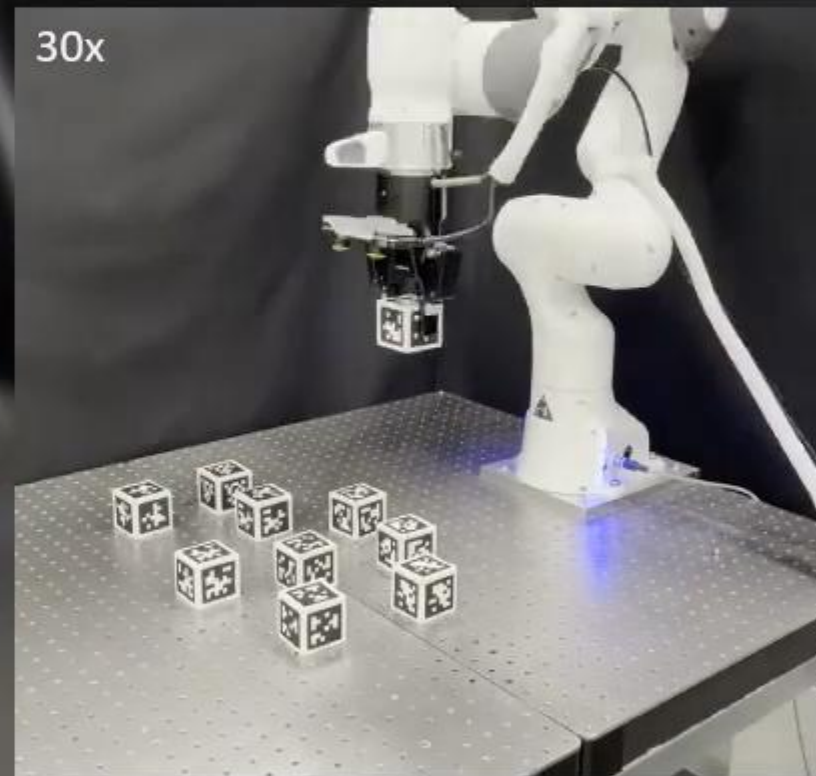
15x



30x



30x



The Computing Stack

Physical AI

Large Behavior Models

Large Scale Imitation Learning

Learned Task Planning and
replanning Behavior

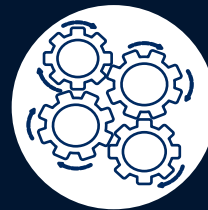
Fine-Tune Generalists for better
Specialists using RL



Natural Interaction Interface
Ease of Use



Platform-Agnostic Planning
Modular Tool-Use



Hardware-Specific Skills
Optimize for Morphology

Structure: What and How

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Goal Generation



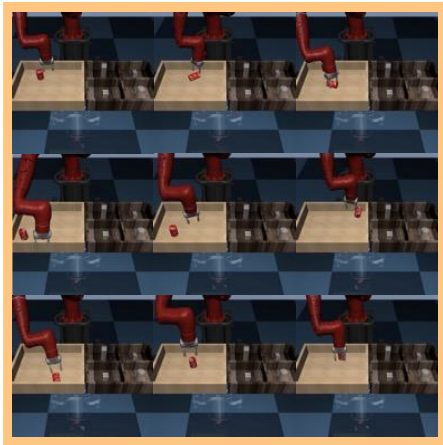
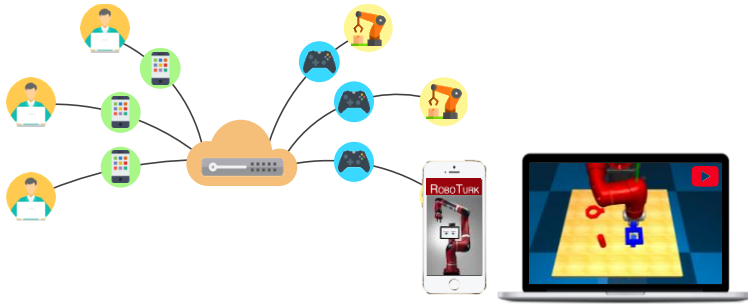
Goal-conditioned
Reactive controller



Solvable online for
different agents

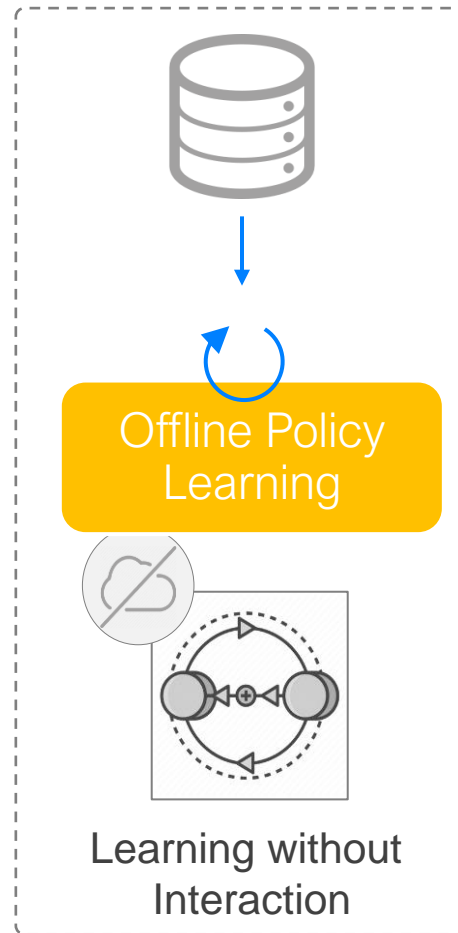
Policy Learning from Offline Datasets

Data Collection

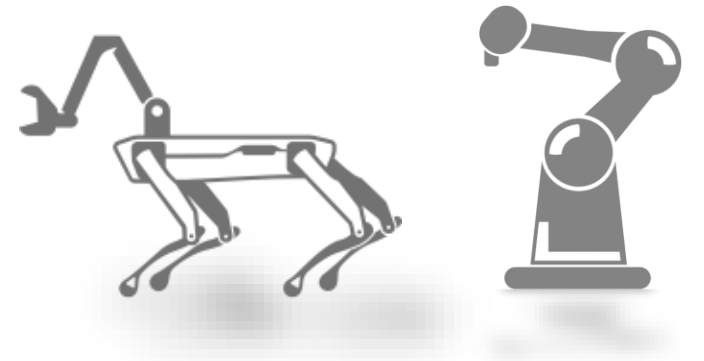
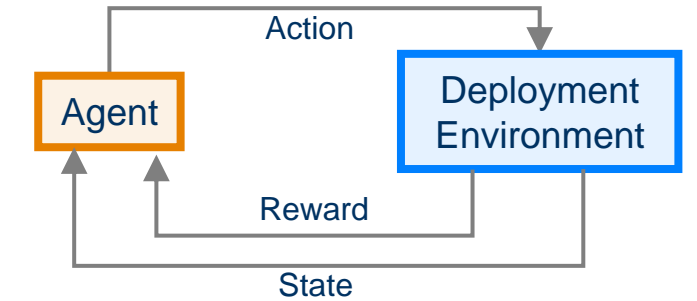


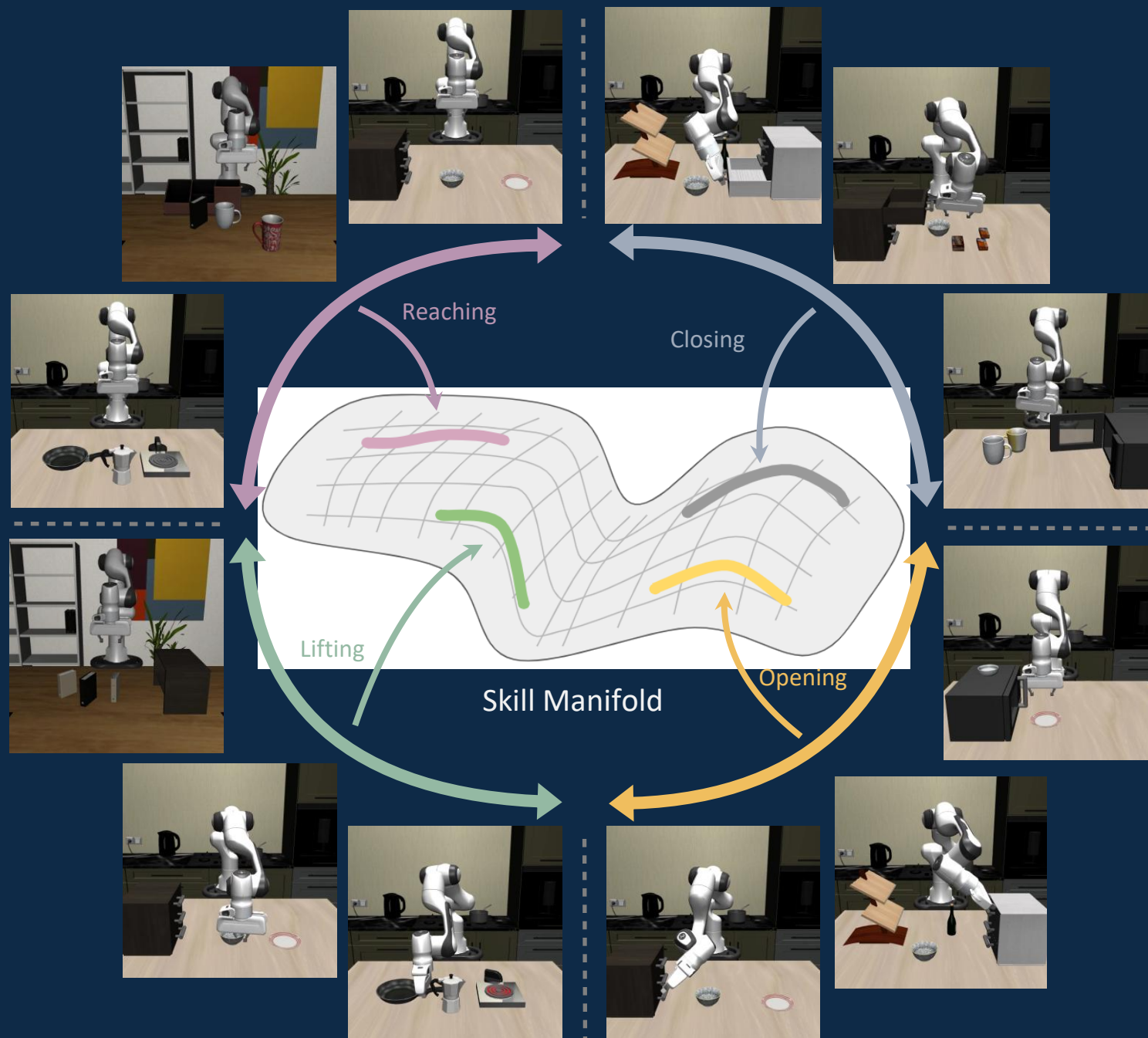
Fixed

Data Buffer



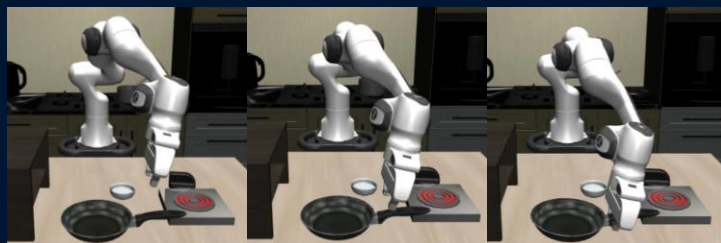
Policy Deployment





Multi-task Learning: QUEST

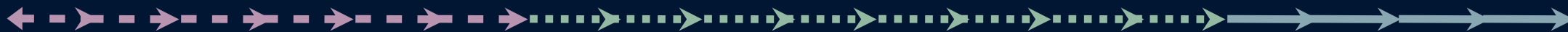
"Reaching the pan"



"Lifting the pan"



"Placing the pan"



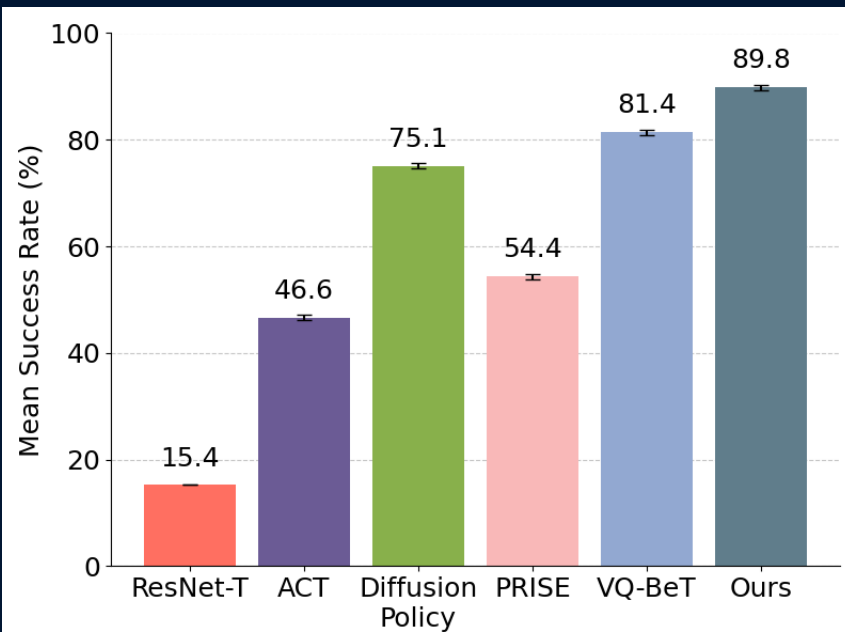
12 42 87 12

56 91 67 08 62

69 94 37

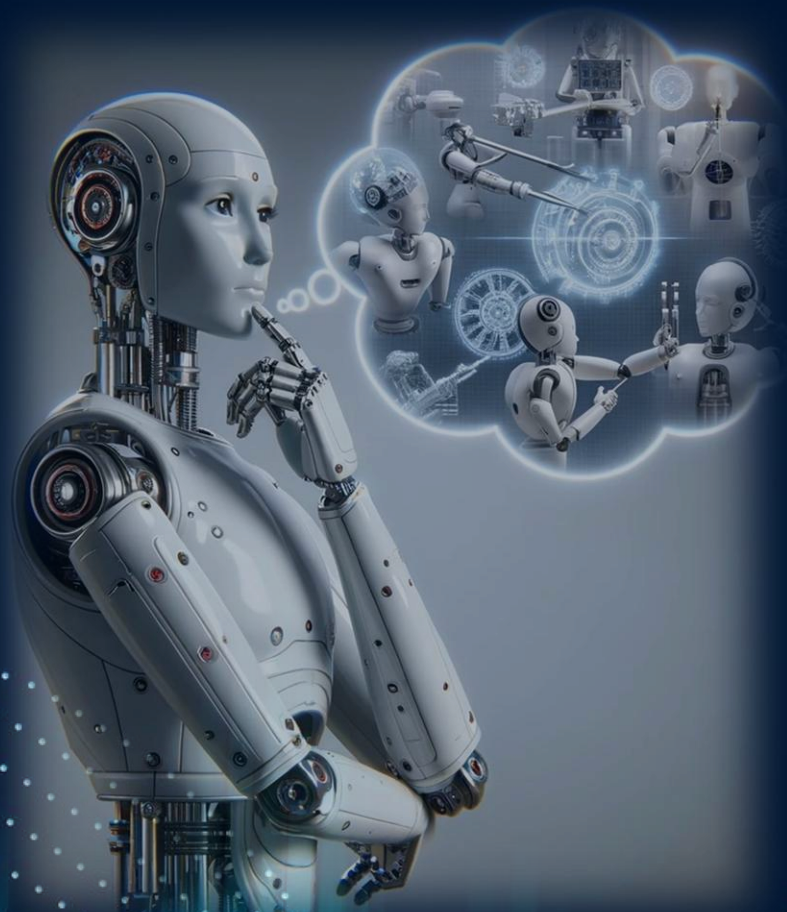
Multi-task Learning: QUEST

Multitask-IL LIBERO-90

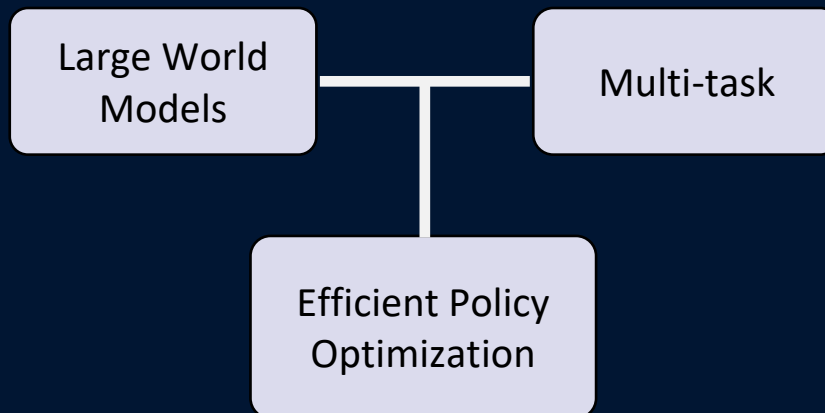


Multitask IL: Relative improvement of 10.3% over next best baseline

How to learn many things (better than data)



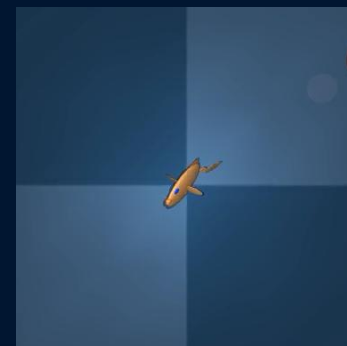
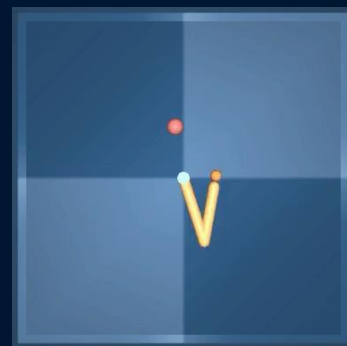
PWM: Policy Learning with Large World Models





1. Regularized large models enable efficient policy learning
2. Use First-order optimization to train policies in <10m per task

PWM learns over 80 tasks



The Computing Stack

Physical AI

Motion Generation Models

Fine-Tune Generalists for better Specialists.

Reinforcement Learning for Locomotion, WBC + Dexterity

Self-supervised learning without rewards



Natural Interaction Interface
Ease of Use

Platform-Agnostic Planning
Modular Tool-Use

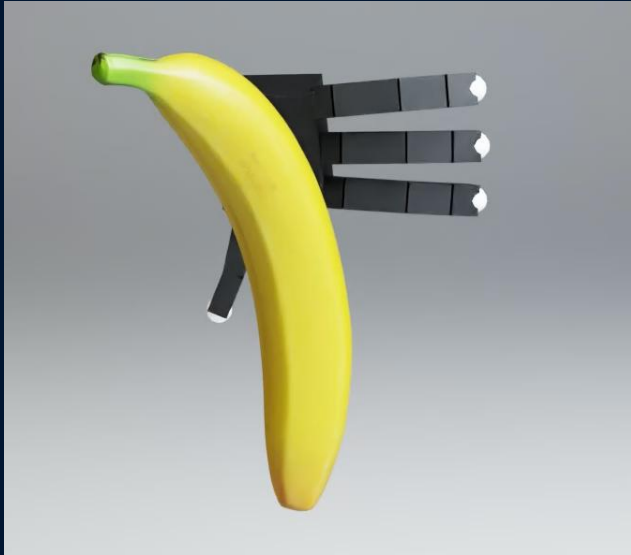
Hardware-Specific Skills
Optimize for Morphology

App

OS

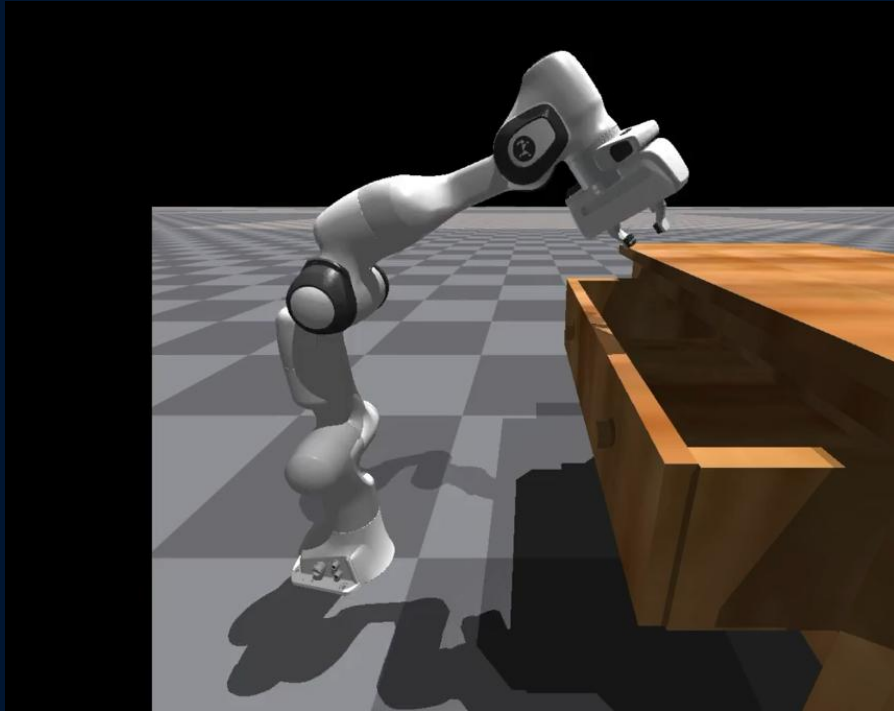
Driver

Dexterity Primitives



- Open World Functional Grasping
- Contact-Rich Interaction
- Robust Pick and Place
- Language Conditioned Interface for Planners

Self-Supervised Learning

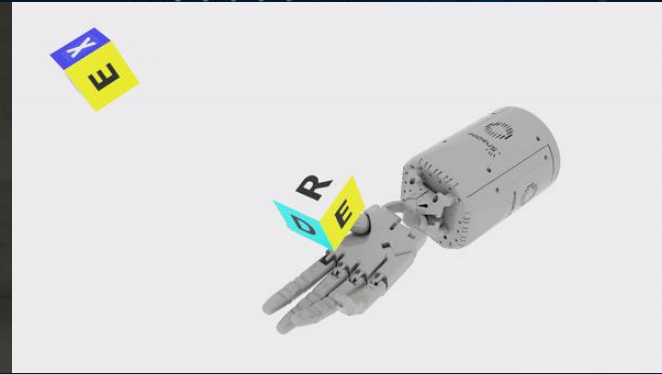
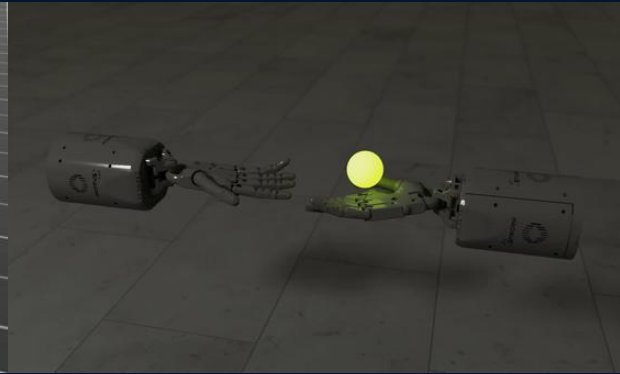
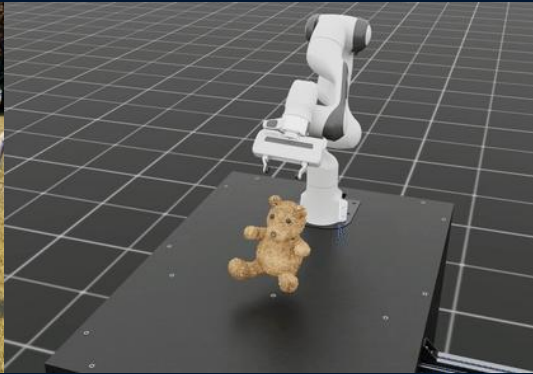


Learning to do “what can be done”
Learning from Self-Supervised Play



Transferring to Real world
Learning without data or rewards

Locomanipulation



- Robust Walking
- Robust Pick and Place

- Multifinger In-hand manipulation
- Dexterous Bimanual Manipulation



x1.5

Generalizable Autonomy

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How to Create, Collect, Clean, & Curate large-scale data for Robot Learning?

Generalizable Autonomy

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Large-scale Datasets → Accelerated Progress



Open Images Dataset

LAION-5B

C4

 **StarCoder**

The Pile



WIKIPEDIA
The Free Encyclopedia



RedPajama

 **COMMON CRAWL**

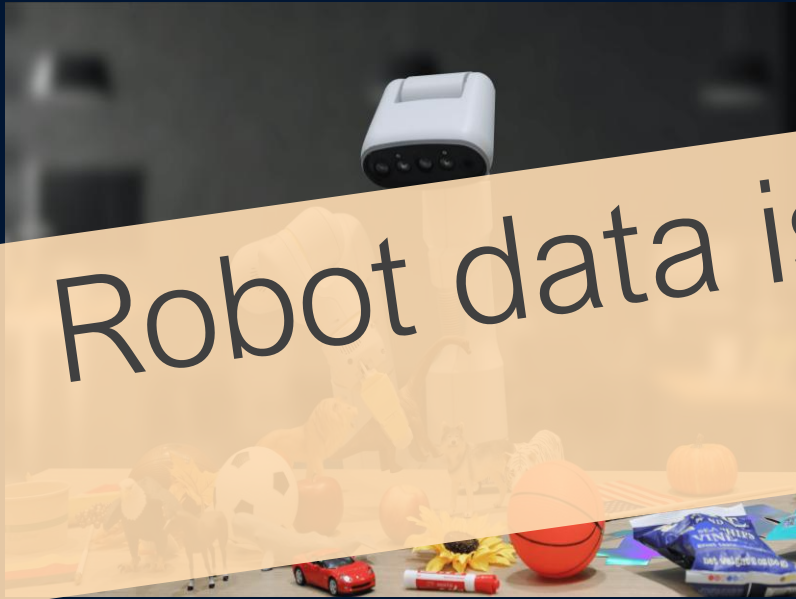
refinedweb



Russell et al. (2008), Deng et al. (2009), Everingham et al. (2010), Socher et al. (2013), Zhou et al. (2014), Lin et al. (2015), Rajpurkar et al. (2016), Krishna et al. (2016), Iyer et al. (2017), Williams et al. (2018), Wang et al. (2018)

Large Scale Data mined from the web!

Generalization Autonomy: Data



RT-2, Google 2023

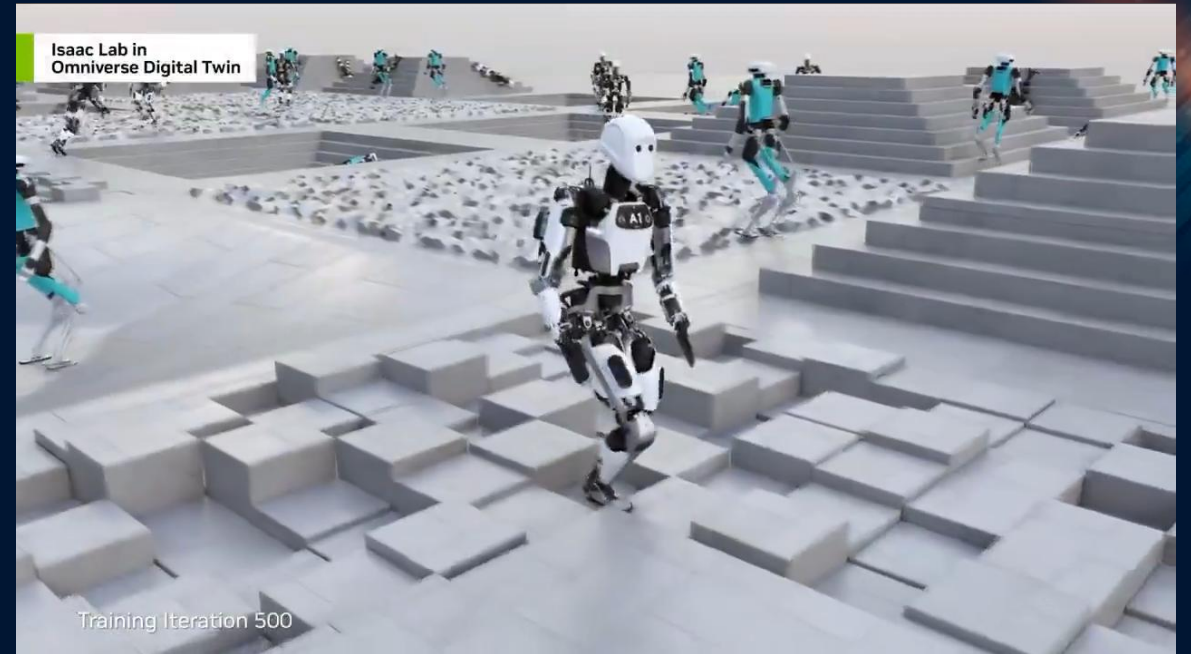
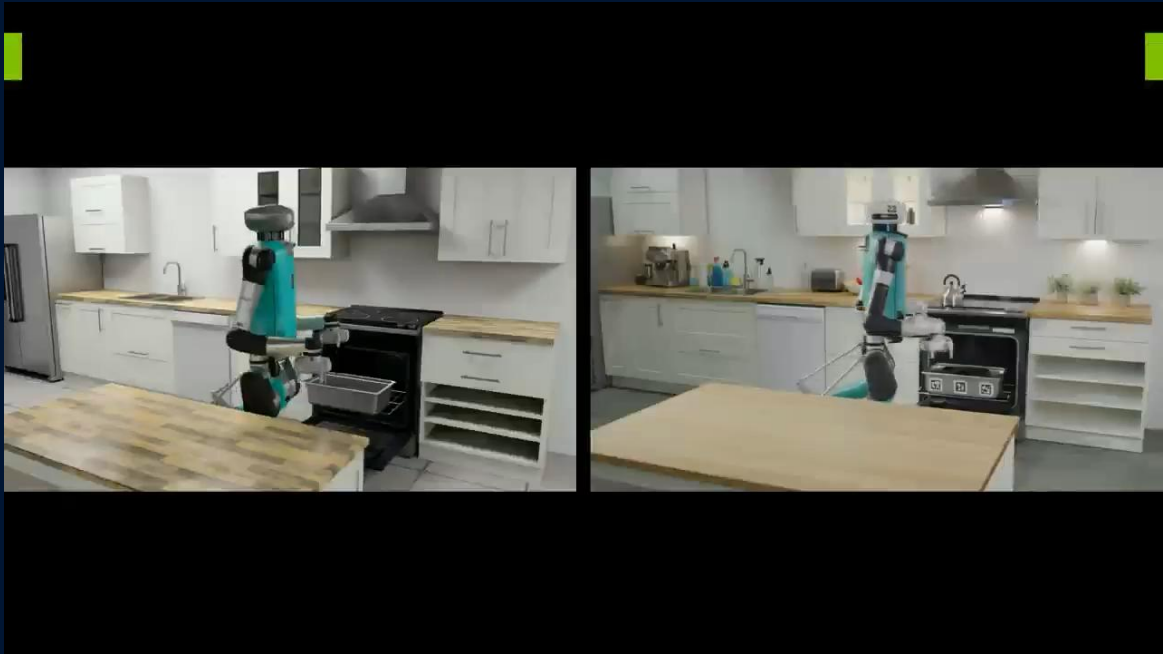


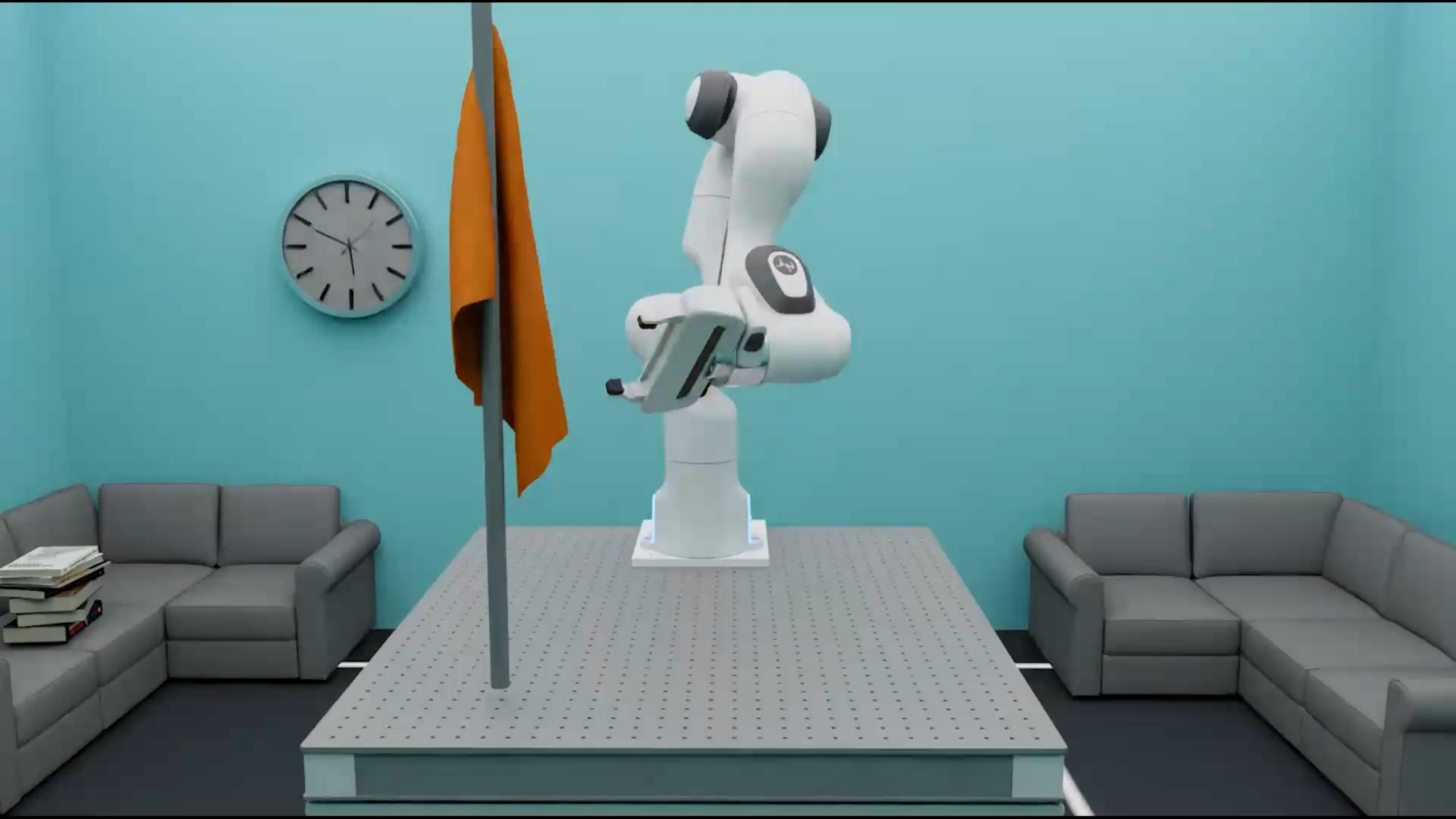
Too many problems to create datasets for each!

Isaac Lab

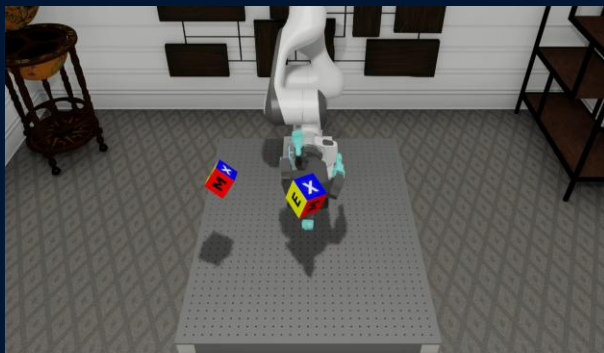
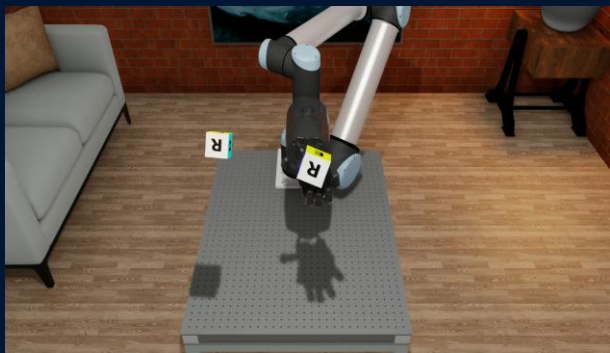
Unified Framework for Robot Learning

Isaac Lab built on Orbit (BSD OSS)

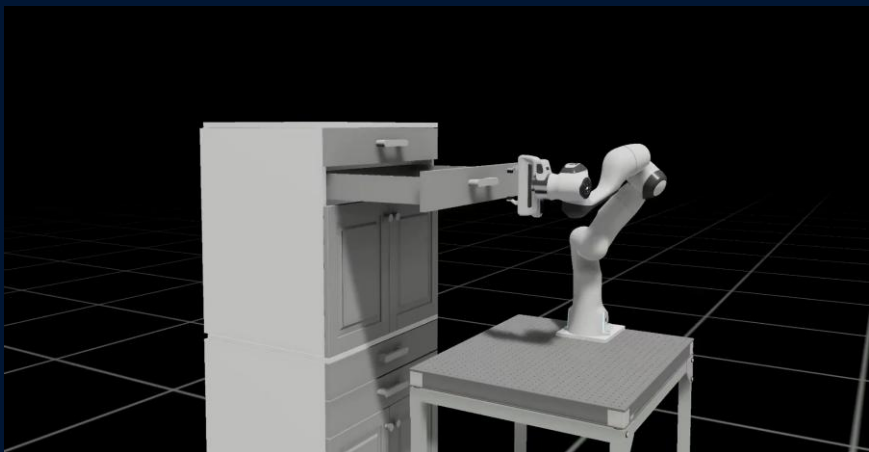
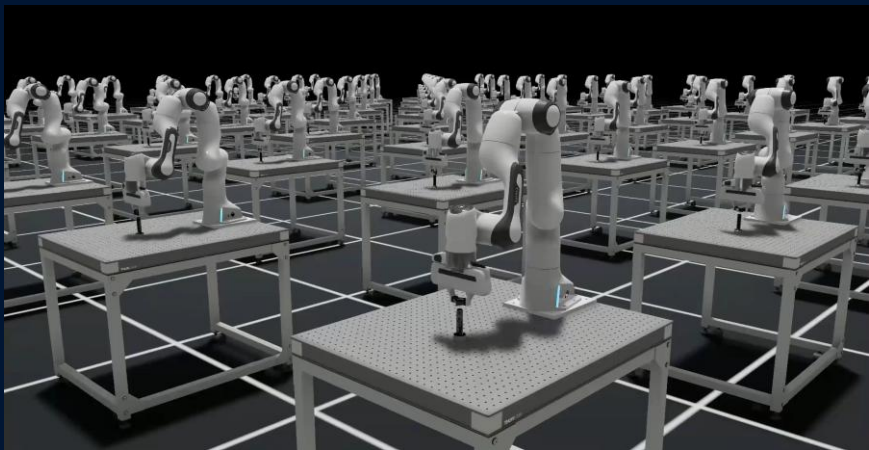




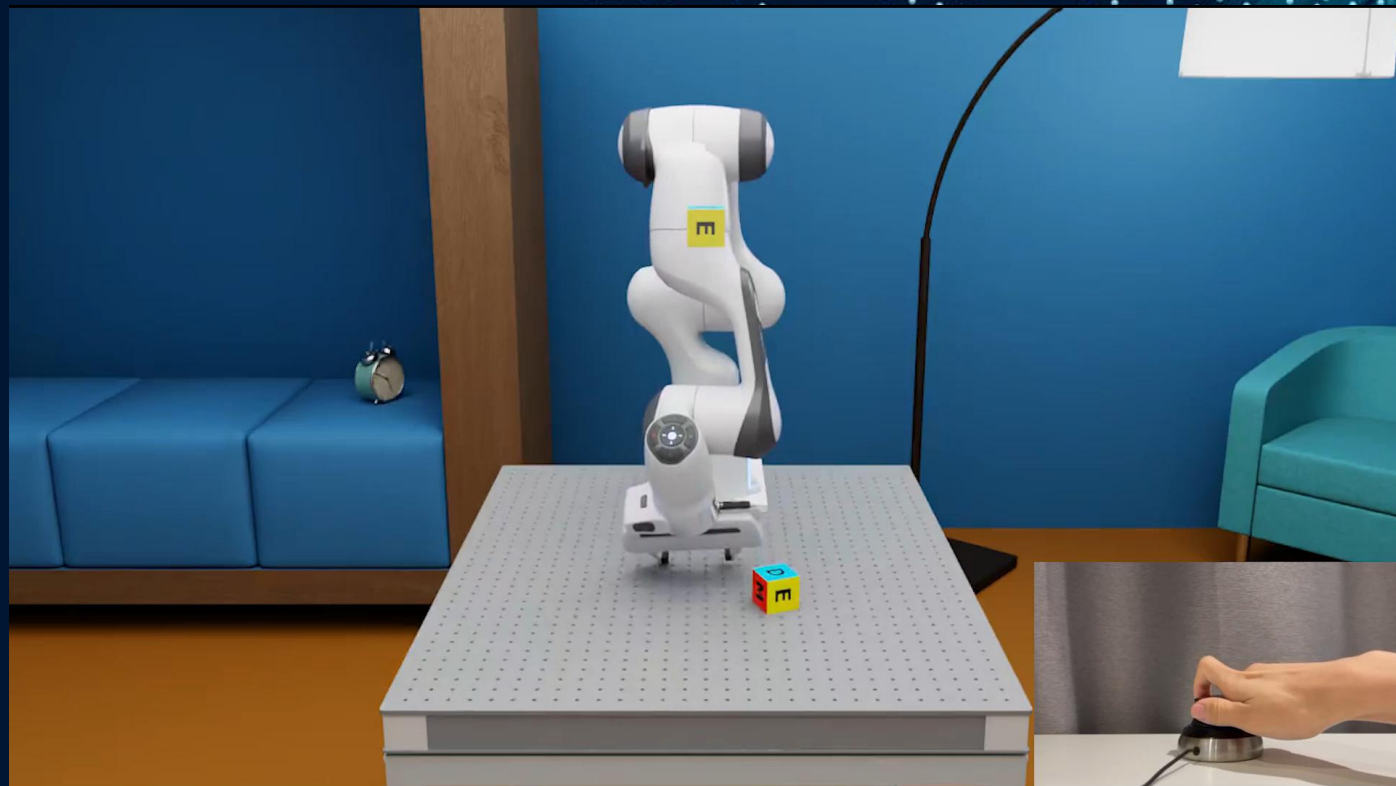
Isaac Lab: Content



Isaac Lab: Workflow

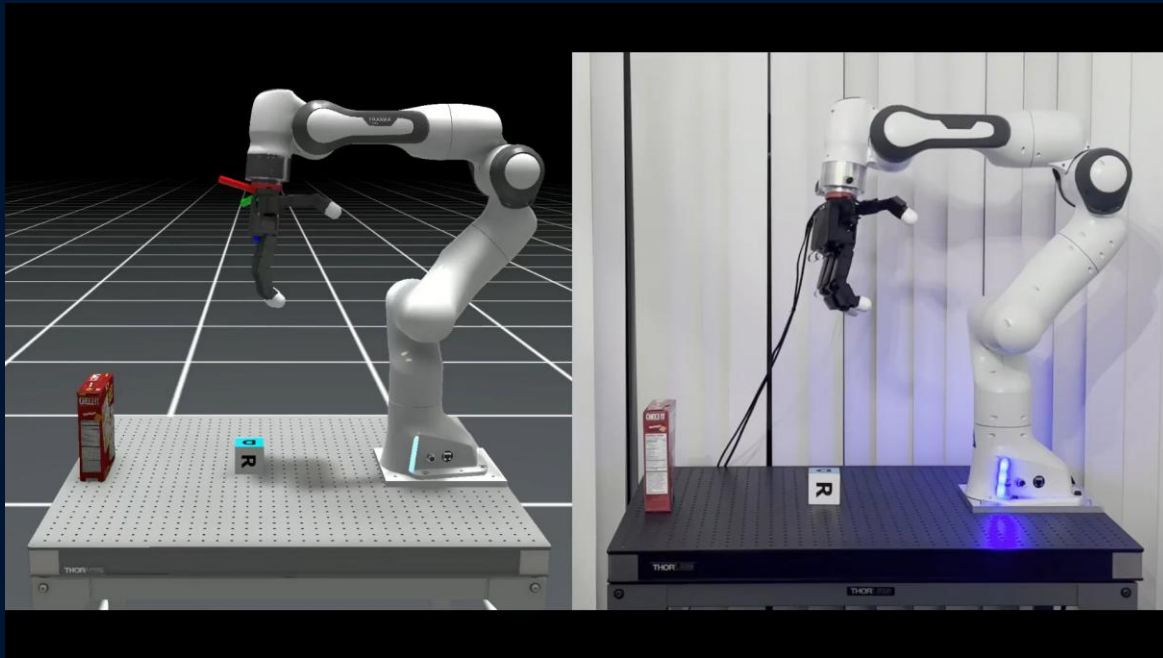


RL with Accelerated Simulation

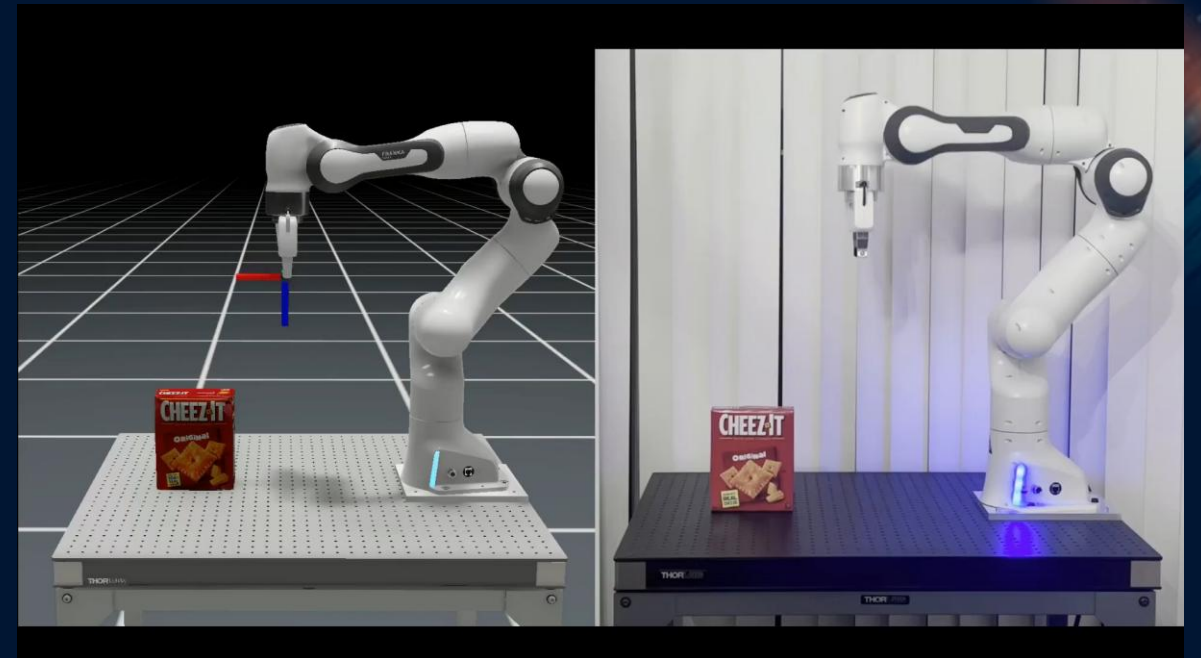


Teleoperated Data Collection and Learning

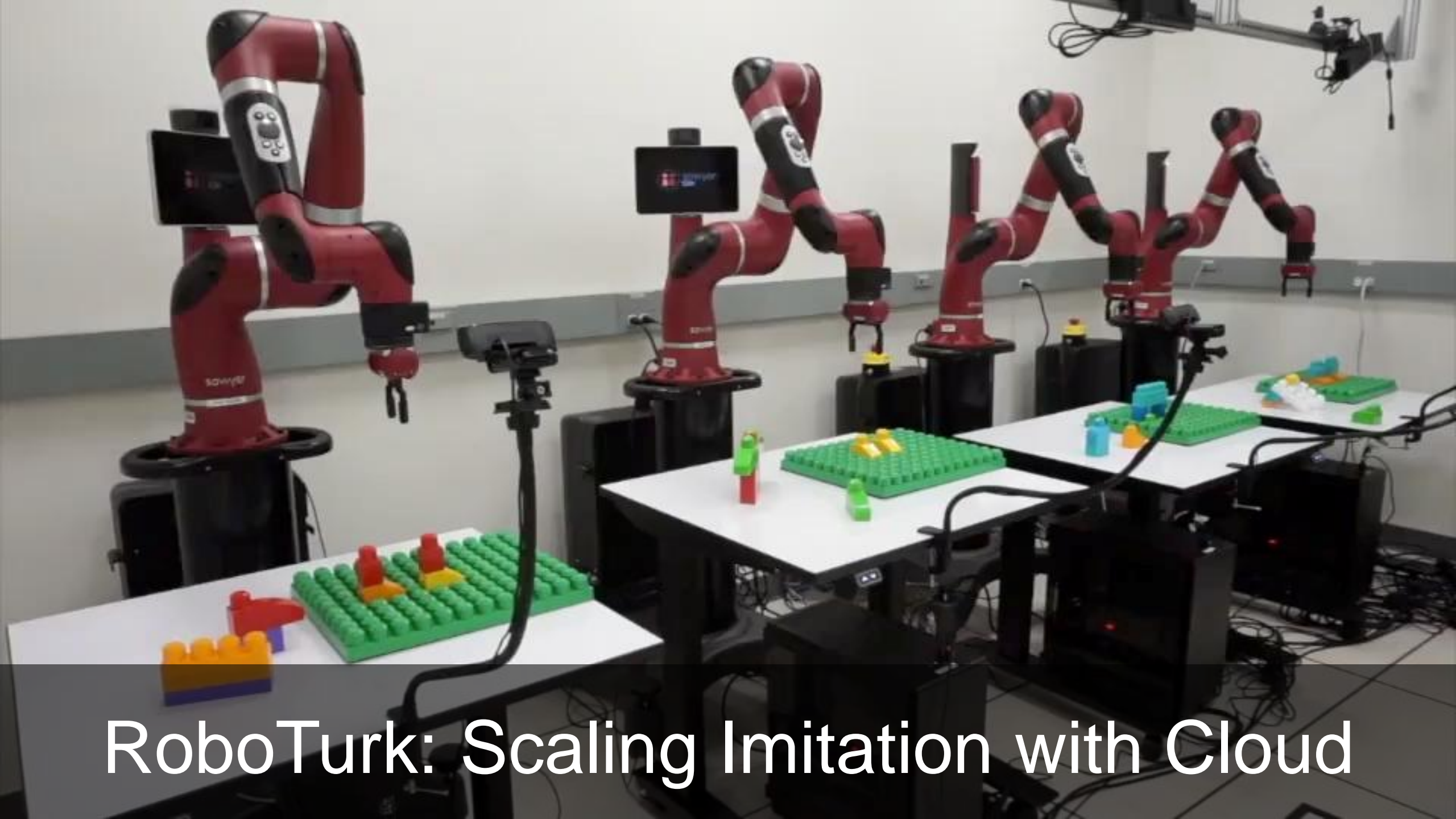
Isaac Lab: Workflow



Franka EMIKA arm with allegro hand

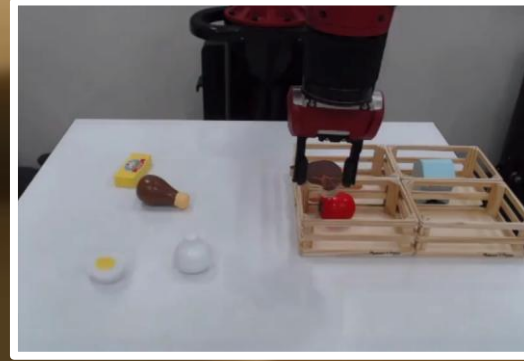


Franka EMIKA Arm with parallel-jaw gripper



RoboTurk: Scaling Imitation with Cloud

RoboTurk: Dexterous Data Collection



Operator specifies full 6-DoF motion of the arm by moving their phone.

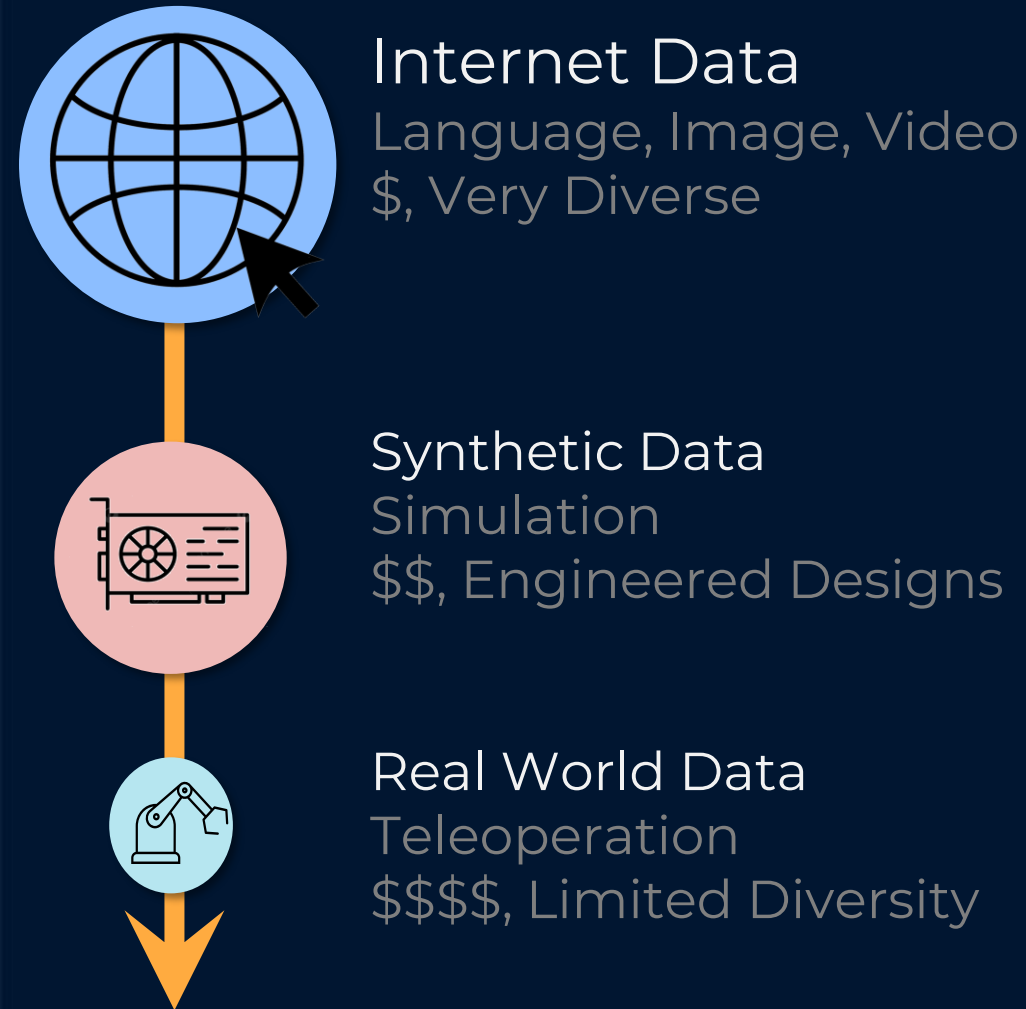
Roboturk Scalability

Multiple Simultaneous Teleoperation Connections



The Computing Stack

Physical AI



Natural Interaction Interface
Ease of Use



Platform-Agnostic Planning
Modular Tool-Use



Hardware-Specific Skills
Optimize for Morphology

Generalizable Autonomy

Structure



Data

Generative AI to Enable Robotics

Innovations in better Models and larger datasets

Generalizable Autonomy

Generative AI for General Purpose Robots

Animesh Garg

Professor of AI Robotics
Georgia Tech