# What's Missing for Robotics–First Foundation Models?

## Ted Xiao







# Agenda

#### **O1** Why Robot Foundation Models?

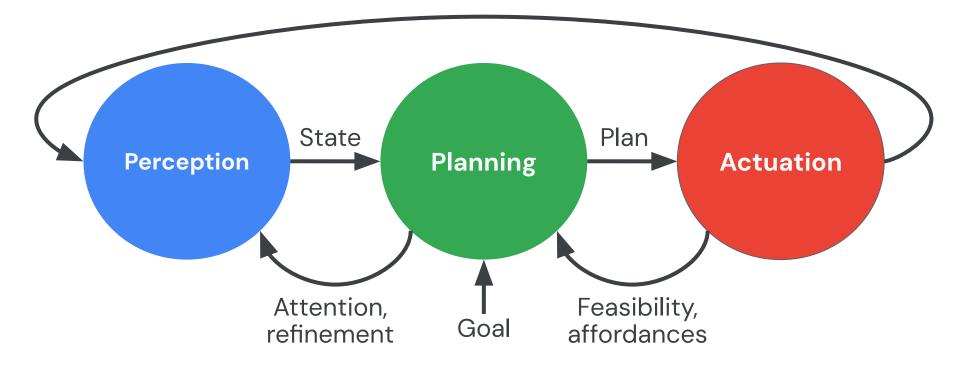
**O2** Piece #1: Positive Transfer from Scaling

**03** Piece #2: Steerability

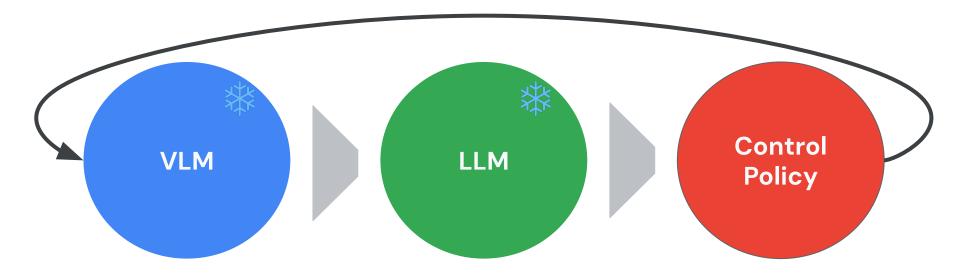
O4 Piece #3: Scalable Evaluation

05 Horizons

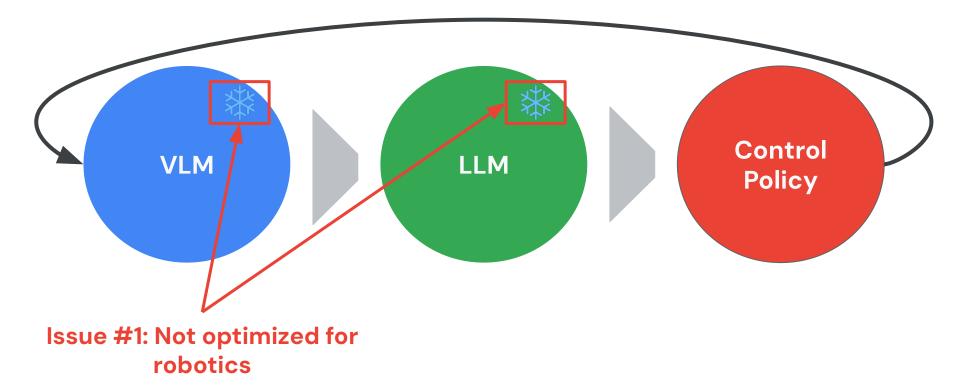
## The Robotics Information Flow



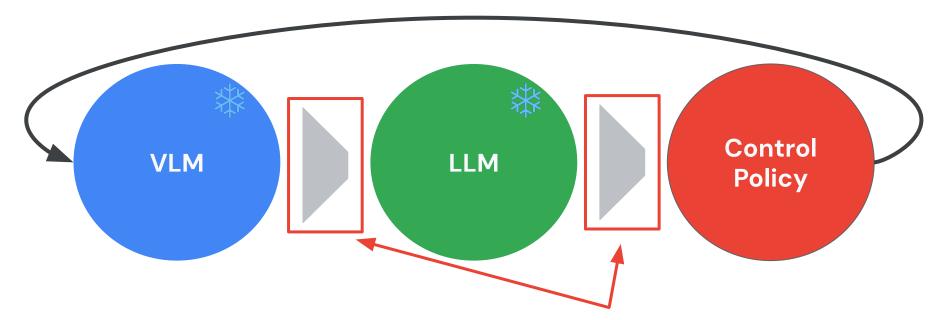
## Foundation Models as Experts



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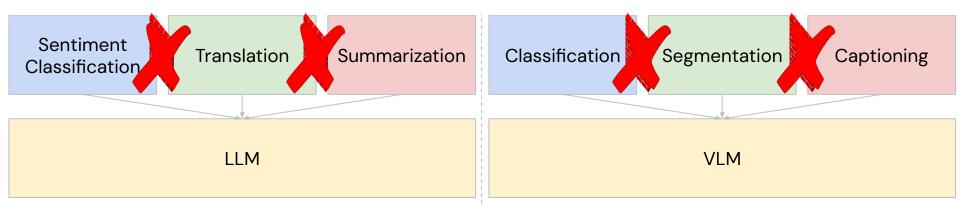
## Foundation Models as Experts

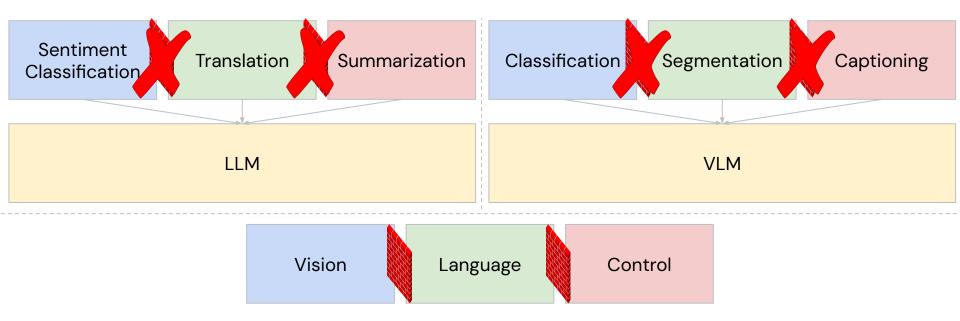


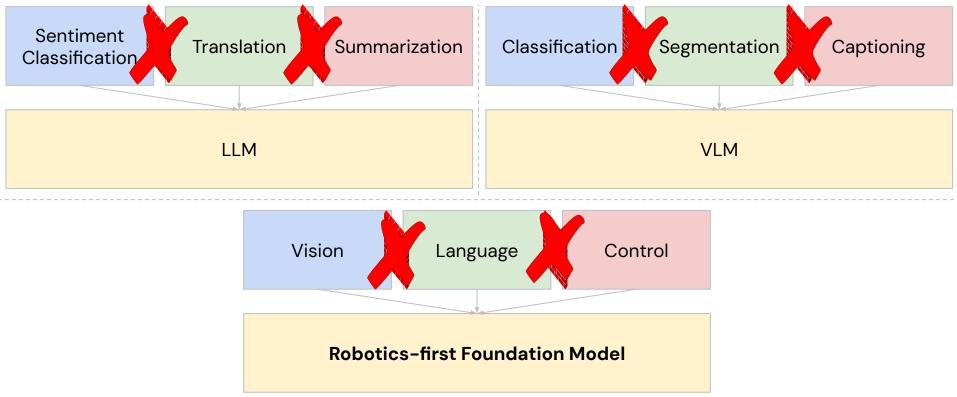
Issue #1: Not optimized for robotics

Issue #2: Narrow communication bandwidth between "intelligence modules"

Sentiment Classification	Translation	Summarization	Classification	Segmentation	Captioning



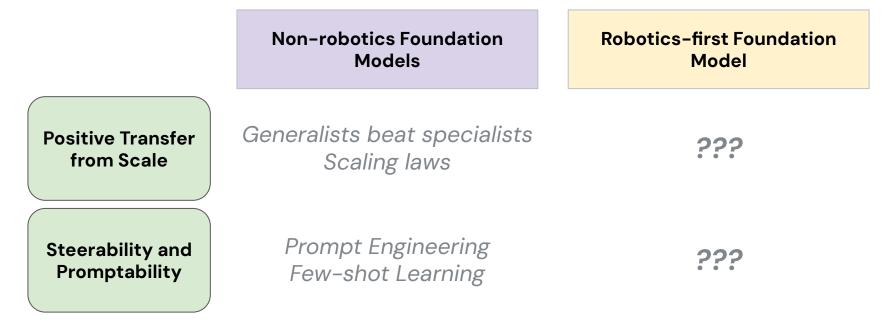




Non-robotics Foundation Models Robotics-first Foundation Model

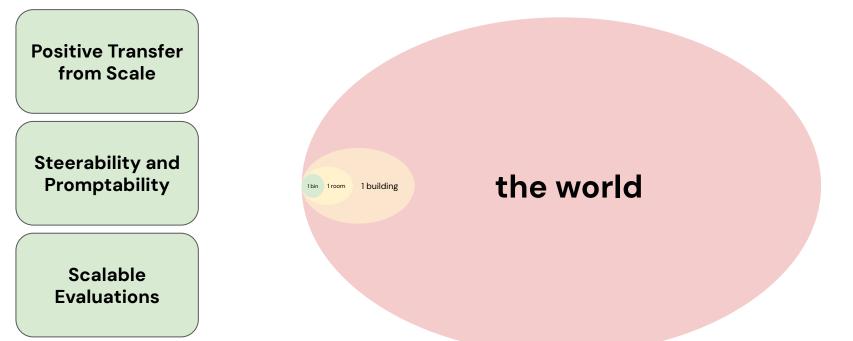
Positive Transfer from Scale Generalists beat specialists Scaling laws

???

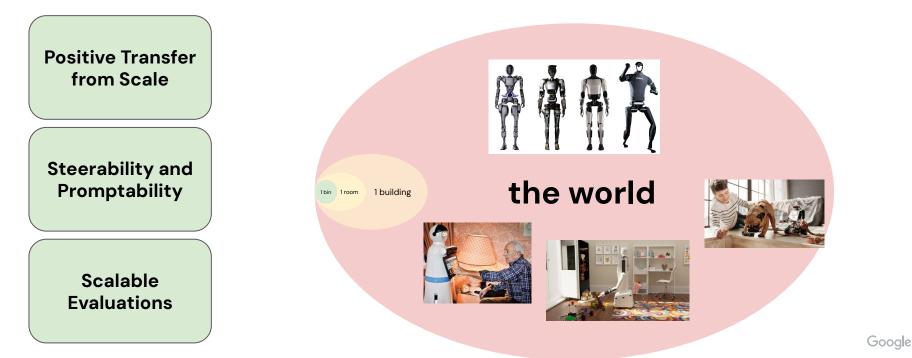


**Non-robotics Foundation Robotics-first Foundation** Models Model Generalists beat specialists **Positive Transfer** 222 from Scale Scaling laws Prompt Engineering **Steerability and** ??? Promptability Few-shot Learning Realistic Evals Scalable <u>???</u> **Evaluations** Predictive Benchmarks

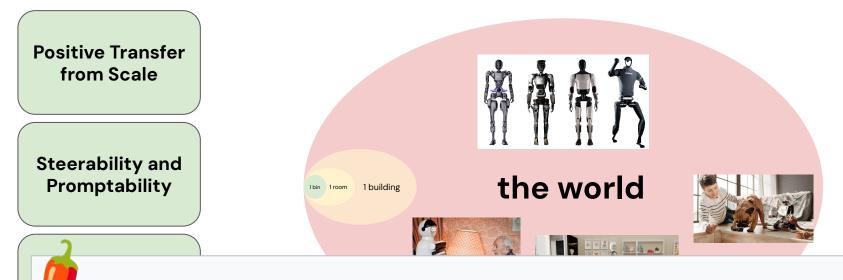
Claim: These missing properties are <u>necessary</u> for robotics to operate in the real world



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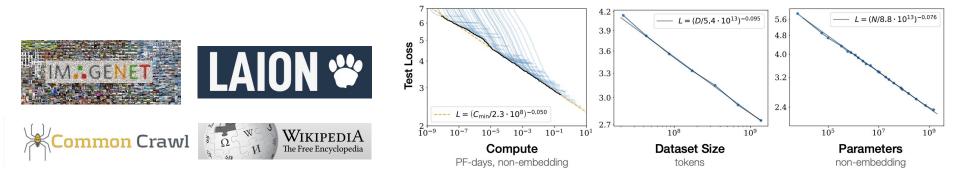
2024 level SoTA technology is not sufficient for general robotics. At least one or two paradigm shifts (algorithms and data) required

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- O1 Why Robot Foundation Models?
- **O2** Piece #1: Positive Transfer from Scaling
- O3 Piece #2: Steerability
- O4 Piece #3: Scalable Evaluation
- 05 Horizons

## Lessons from Foundation Modeling: Data Scaling

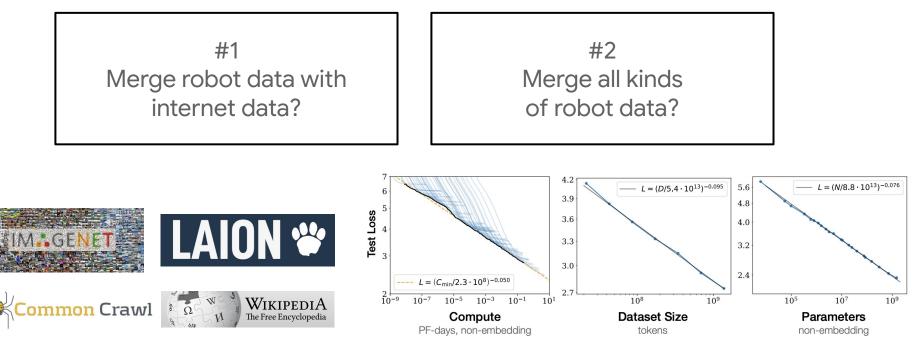
- Data scaling a key ingredient in LLMs and VLMs
- ...but the internet already exists. No equivalent for robot data yet!



Source: Kaplan et al. 2020

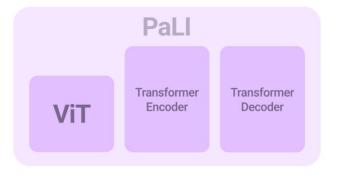
## Lessons from Foundation Modeling: Data Scaling

- Data scaling a key ingredient in LLMs and VLMs
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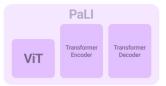
Source: Kaplan et al. 2020

#### Vision-Language Models



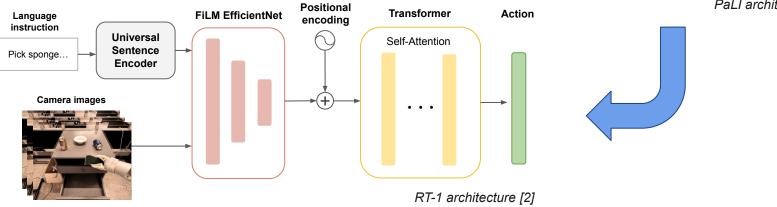
• VLMs encompass both **visual** and **semantic** understanding of the world

[1] PaLI: A Jointly-Scaled Multilingual Language-Image Model. Chen et al. 2022.



PaLI architecture [1]

### **VLMs as Robot Policies**



- **RT-1:** image + text → **discretized actions**
- Similar to a Visual-Language Model (VLM) with different **output tokens**
- Use large pre-trained VLMs directly as the **policy**!
- How do we **deal with actions** when using pre-trained VLMs?

[1] PaLI: A Jointly-Scaled Multilingual Language-Image Model. Chen et al. 2022.[2] RT-1: Robotics Transformer for Real-World Control at Scale, Robotics at Google and Everyday Robots, 2022.

## **Representing Actions in VLMs**



#### **Robot actions:**

- Moving the robot arm and gripper Ο
- Discretized into 256 bins Ο

#### Actions in VLMs

- Convert to a string of numbers Ο
- Example: "1 127 115 218 101 56 90 255" Ο
- Alternatives:  $\bigcirc$ 
  - Float numbers more tokens needed
  - *Extra-IDs, least used* language tokens
  - Human language (left, right etc.) can't be directly executed on a robot

#### → Vision-Language-Action (VLA) model!



## Training data and underlying models

#### Models

- PaLI-X (5B, 55B)
- PaLM-E (12B)

#### Data

- Pretraining: Web-data
- Robot data
  - RT-1 data
  - $\circ$  13 robots
  - o 17 months
  - 130k demos

#### Internet-Scale VQA + Robot Action Data



Q: What is happening in the image?

A grey donkey walks down the street.



Q: Que puis-je faire avec ces objets?

Faire cuire un gâteau.



Q: What should the robot do to <task>?

Δ Translation = [0.1, -0.2, 0]Δ Rotation =  $[10^{\circ}, 25^{\circ}, -7^{\circ}]$ 



#### **Results: Emergent skills**



put strawberry into the correct bowl



pick up the bag about to fall off the table



move apple to Denver Nuggets



pick robot



place orange in the matching bowl



move redbull can to H



move soccer ball to basketball



move banana to Germany



move cup to the wine bottle



pick animal with different color



move coke can to Taylor Swift



move coke can to X



move bag to Google

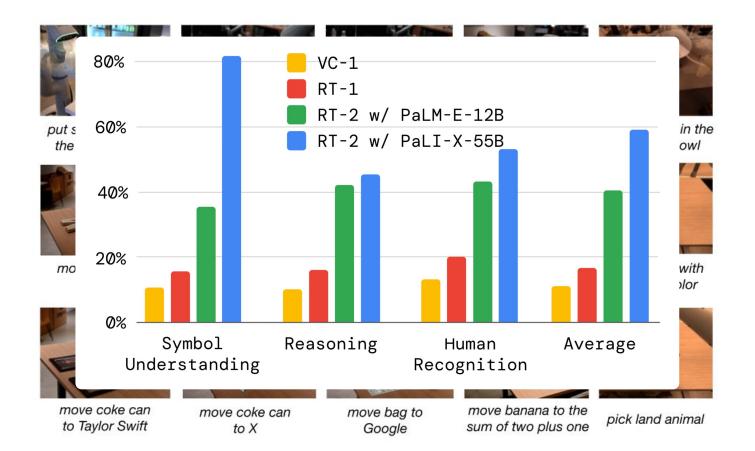


move banana to the sum of two plus one



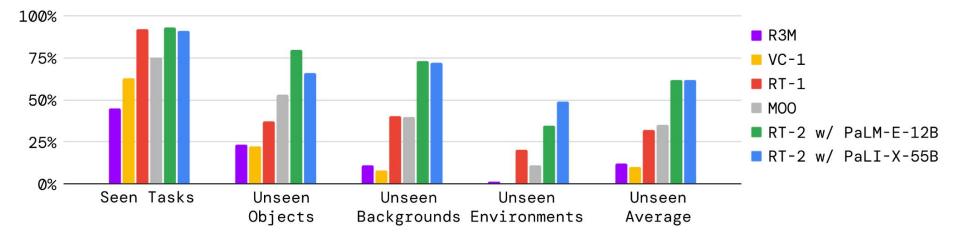
pick land animal

#### **Results: Emergent skills**



#### **Results: Quantitative evals**



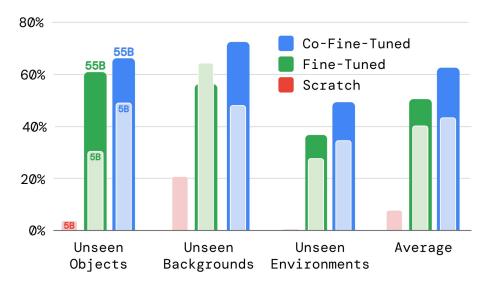


#### **Results: Quantitative evals**



#### RT2 w/ PaLI-X-55B ablations

- Co-Fine-Tuning with VQA data
- Fine-Tuning on robot data only
- Training on robot data from scratch



#### Positive Transfer: Chain-of-Thought with RT-2-PaLM-E

#### Prompt:

Given <img> Instruction: Bring me a drink. Prediction: Plan: pick 7up can. Action: 1 143 129 123 145 114 115 127

#### Prompt:

Given <img> Instruction: Move all the objects together. Prediction:

Plan: move green can near green rice chip bag. Action: 1 128 126 127 135 123 119 127

#### Prompt:

Given <img> Instruction: Pick the object that is different from all other objects

#### Prediction:

Plan: pick rxbar chocolate. Action: 1 128 129 125 131 125 128 127

#### Prompt:

Given <img> Instruction: Move the green objects together. Prediction:

Plan: move green can near green rice chip bag. Action: 1 130 129 121 131 127 128 127









#### Prompt:

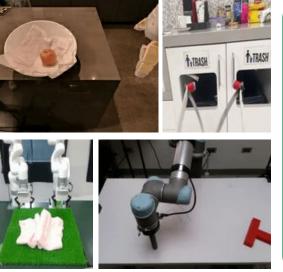
Given <img> I need to hammer a nail, what object from the scene might be useful? Prediction: Rocks. Action: 1 129 138 122 132 135 106 127







## The Open X-Embodiment Dataset







22 Robot Embodiments

**1M+** Real Robot Episodes

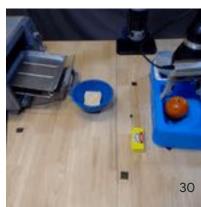


**34** Research Labs

300+ Scenes













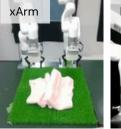


## The Open X-Embodiment Dataset

#### **Many Embodiments**

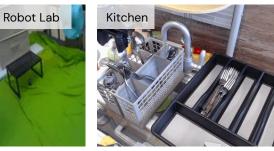
# Google Robot







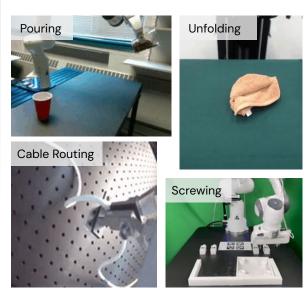
#### Many Scenes



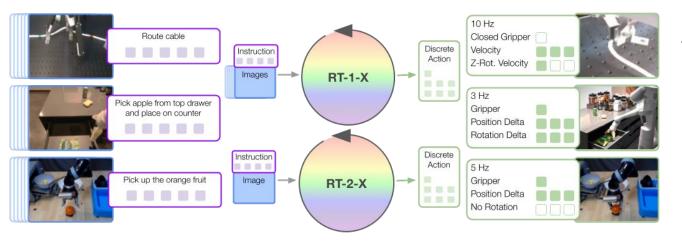




#### **Many Skills**



## **Model Architectures**



<u>Just</u> RT-1 and RT-2 trained on X-Embodiment datasets

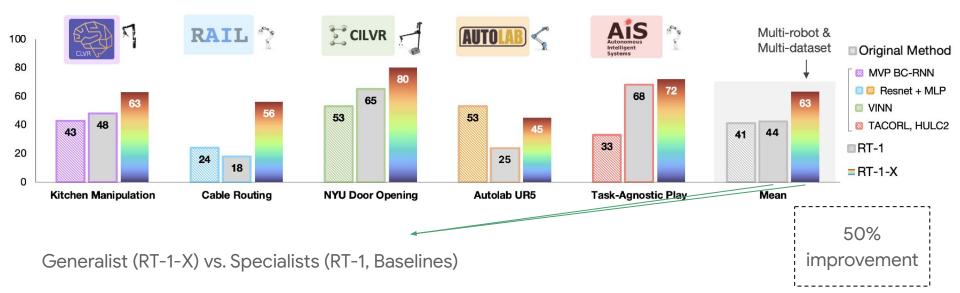
Velocity, delta position, absolute position

Different evaluations run at different frequencies

Inputs: RGB images and text instructions

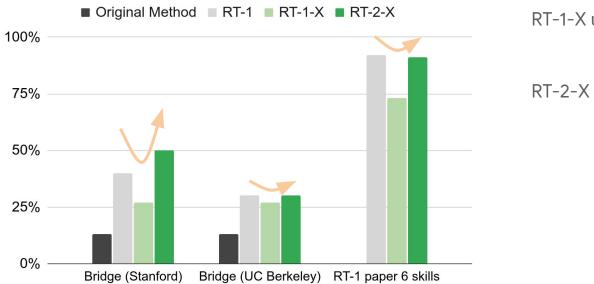
Outputs: discretized end-effector actions

## Results: Signs of Positive Transfer



• Training on data from **all robots** outperforms training on data from the particular evaluation robot

## **Results: Small Models Underfit**

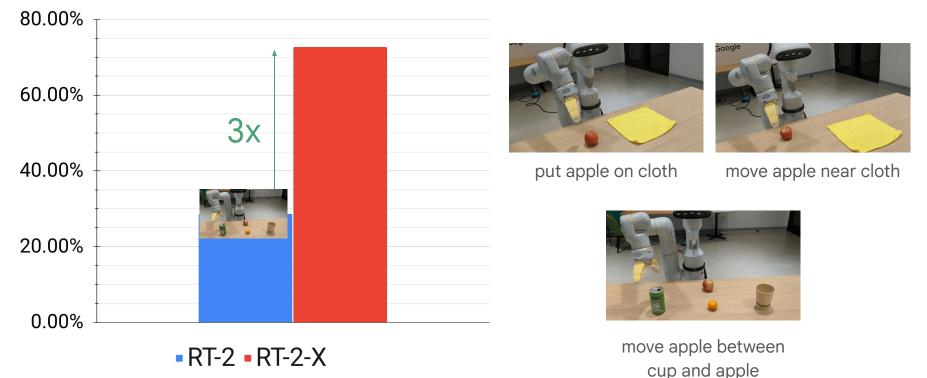


#### RT-1-X underfits for large datasets

#### RT-2-X recovers performance

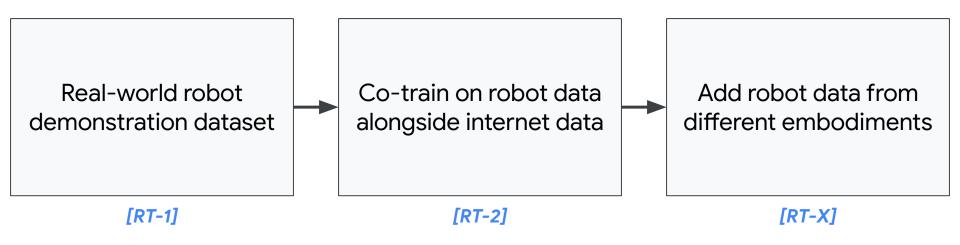
## Is Web-scale Data Sufficient?

# **RT-2-X** outperforms RT-2 by 3x in emergent skill evaluations



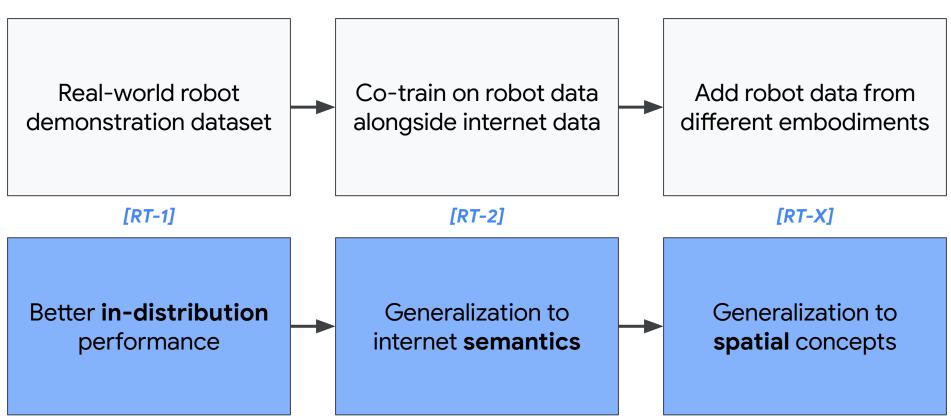
#### 35

Data Scaling and Positive Transfer Recap



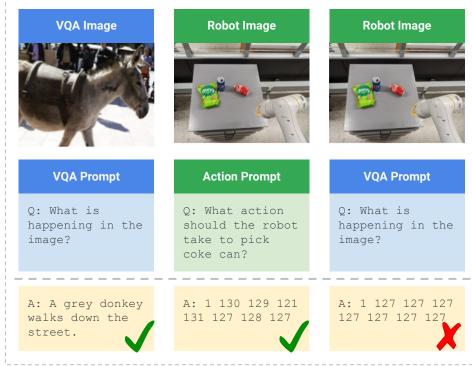
Increasing data interoperability by treating robot actions as just another data modality

### Data Scaling and Positive Transfer Recap



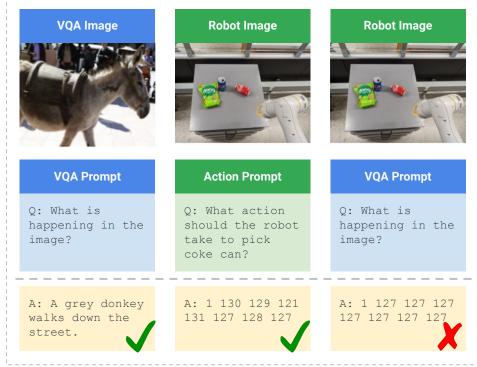
### ...But Many Open Challenges!

### VLAs overfit to robotics data distributions



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### VLAs overfit to robotics data distributions



## Reasoning mixes unpredictably with low-level robot action control

Prompt:

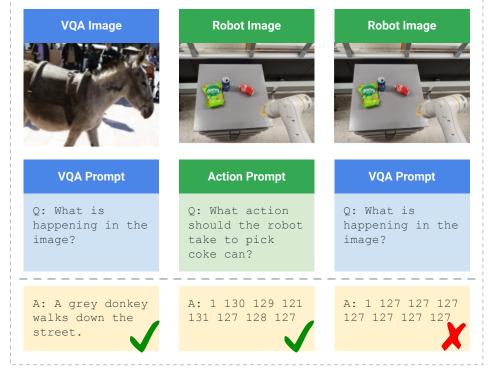
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If coke can added to scene, planning works but actions break!

### ...But Many Open Challenges!

### VLAs overfit to robotics data distributions



[3] Grounding Multimodal Large Language Models in Actions, Szot et al., 2024.

### Reasoning mixes unpredictably with low-level robot action control

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Given <img> I need to hammer a nail, what object from the scene might be useful? Prediction: Rocks. Action: 1 129 138 122 132 135 106 127



If coke can added to scene, planning works but actions break!

Action representations and tokenization decision choices are underexplored

Contin	uous ASA	Discrete ASA		
Regression	[dx, dy, dz]	MLP Classification	pick apple pick pear	
Uniform	dx dy dz	Semantic	"pick apple"	
Tokenization		Tokenization	[5839, 26163]	
Learned	$dx \\ dy \rightarrow \rightarrow$	Non-Semantic	"pick apple"	
Tokenization		Tokenization	[278,276]	

# Agenda

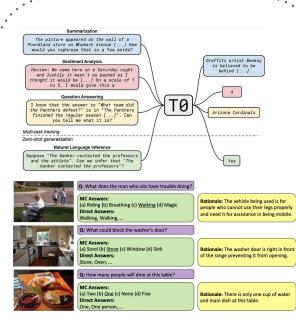
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We convey intent to robot policies via very <u>constrained</u> interfaces...

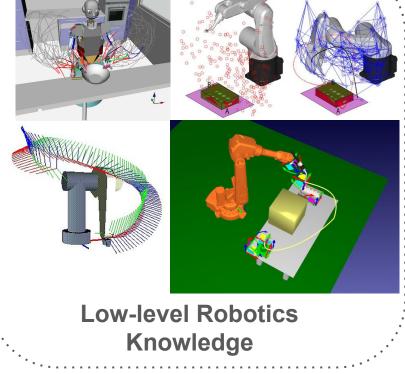
# ...but LLM reasoning is enabled by large context <u>bandwidths</u>.

Where is my promptable generalist robot??

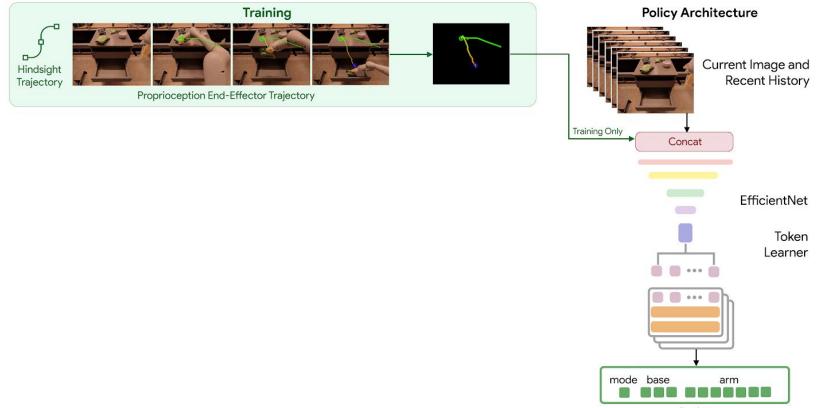
### Strengths and Limitations of Language



High-level Language Knowledge

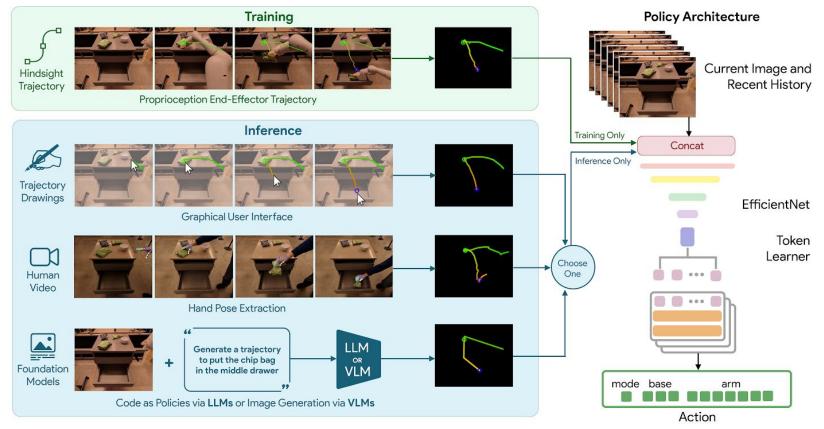


## Motion-centric Representations: Hindsight Trajectories **RT-Trajectory**



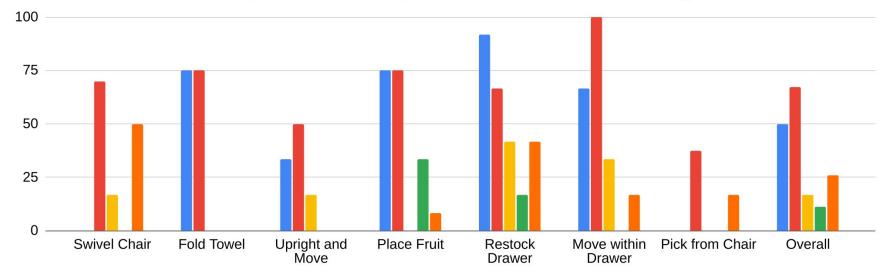
Action

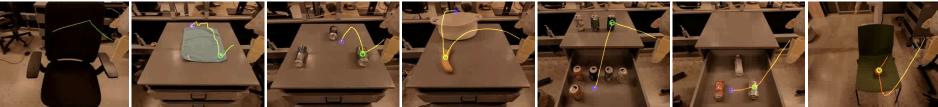
## Motion-centric Representations: Hindsight Trajectories **RT-Trajectory**



### **Results: Quantitative Evaluations**

RT-Traj (2D) = RT-Traj (2.5D) = RT-1 = RT-2 = RT-1-goal





## Results: Prompt Engineering via Trajectories

#### Ego-centric trajectory representations enable broad generalization:

- Novel motions (new heights, new shapes, new curvatures)
- Visual distribution shifts (new furniture, new rooms, new objects, new lighting)
- Behavior modulation within skills (specify exactly *how* to accomplish the task)



## Concurrent Work: Tracks, Flow, Motion

Motions and trajectories are a powerful representation which capture the unique properties of robotics: actions, dynamics, physics, change



RoboTAP

Any-point Trajectory Modeling

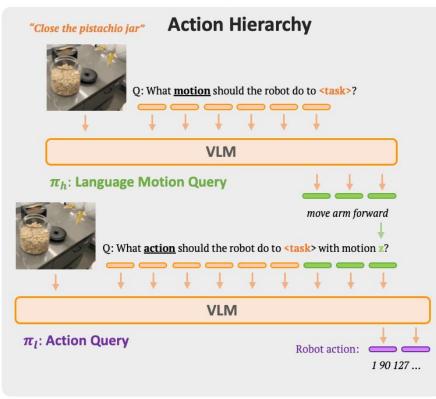
Track2Act

[4] RoboTAP: Tracking Arbitrary Points for Few-Shot Visual Imitation, Vecerik et al., 2023.

[5] Any-point Trajectory Modeling for Policy Learning, Wen et al., 2024.

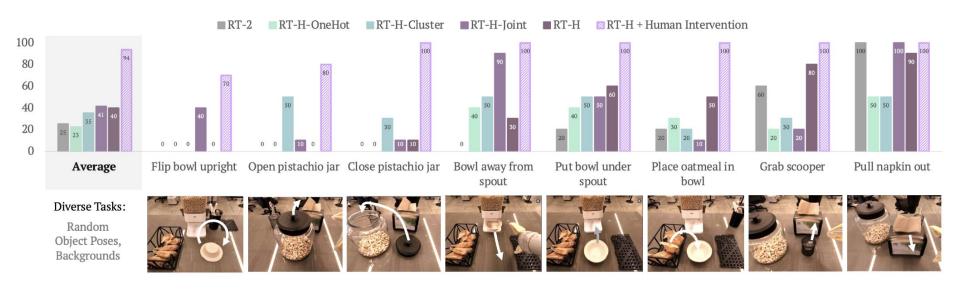
[6] Track2Act: Predicting Point Tracks from Internet Videos enables Diverse Zero-shot Robot Manipulation, Bharadhwaj et al. 2024.

# Is language enough, if it's *hierarchical* and *granular*? **RT-Hierarchy**



- Idea: predict granular <u>language</u> <u>motions</u> before predicting low-level robot actions
  - "move arm forward", "rotate arm clockwise", "close gripper"
- Can be viewed as chain-of-thought / planning for language-based skills

### Results: RT-H Outperforms RT-2



No other policy class (RT–1, RT–2) was able to learn from challenging new data

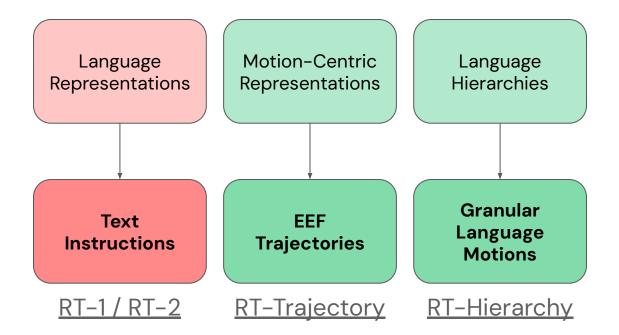
### **Results: Language Interventions**

Task: "Close the pistachio jar"

Action Hierarchies Improve Performance and Enable Intervention

RT-H bottleneck often was language motion prediction rather than low-level action prediction: language motions easier to collect interventions for!

### Steerability Recap



# We have proofs of concept for promptable robots...

# ...but do we have enough <u>robot data</u> to support these algorithms?

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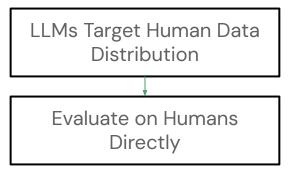
Robot data is not guaranteed to be a bottleneck because we don't yet know what kind of robot data we need

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### Al has an Evaluation Problem

- All roads lead to generalist models, but generalist models that can "do anything" need to be evaluated on "everything"!
- How do you <u>scalably</u> evaluate a broad set of capabilities?



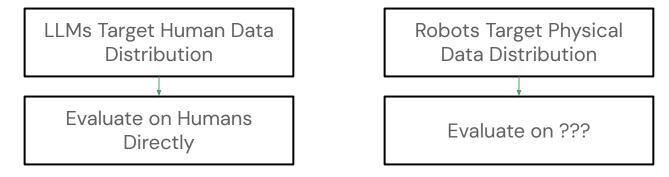
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HumanEval: Hand-Written Evaluation Set

is an evaluation harness for the HumanEval problem solving dataset described <u>uage Models Trained on Code</u>\*.

### AI has an Evaluation Problem

- All roads lead to generalist models, but generalist models that can "do anything" need to be evaluated on "everything"!
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NEW: View I	eaderboard for different categories (e.g., c	oding, long user	(sey)?					
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					62056	Anthropic	Proprietary	2023/8
					42925	OpenAI	Proprietary	

HumanEval: Hand-Written Evaluation Set
This is an evaluation harness for the HumanEval problem solving dataset described in Language Models Trained on Code <sup>4</sup> .



RT-1: 3,000 Trials

RT-2: 6,000 Trials



RT-X: 3,600 Trials

### **Measuring Axes of Generalization**

Can we systematically measure policy generalization?



Table (x3) Back

Background (x3)

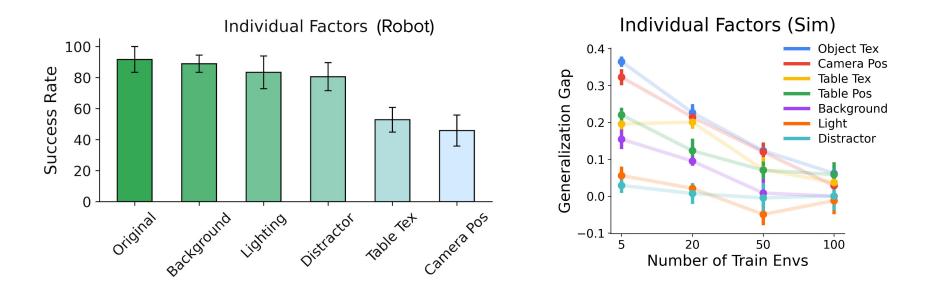
Distractors (x3)

#### Lighting (x2)

#### Camera Pose (x3)

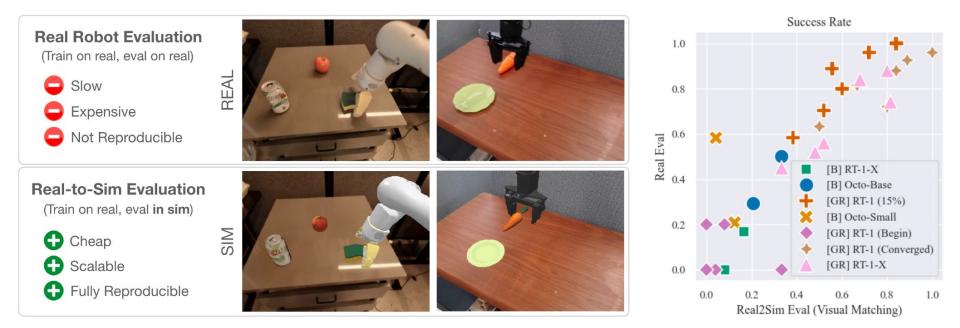
Evaluation Metrics: success rate, generalization gap (train - test success rate)

## **Impact of Individual Factors**



"Easier" factors: background, lighting, distractor "Harder" factors: table position, table texture, camera position, object texture

### Real-to-Sim Evaluation for Real-world Robot Policies



Key Insight: A simulation "good enough" for useful <u>evaluation</u> signal may be much easier to build than a full digital clone for <u>training</u>

### World Models for Evaluation





PRISM-1

UniSim

Genie

[4] PRISM-1, Wayve, 2024

[5] UniSim: Learning Interactive Real-World Simulators, Yang et al., 2024

[6] Genie: Generative Interactive Environments, Bruce et al., 2024

### World Models for Evaluation





PRISM-1

UniSim

### Real world evaluations will always be the gold standard. Scaled evaluations will be solved by unit economics and products.

[4] PRISM-1, Wayve, 2024

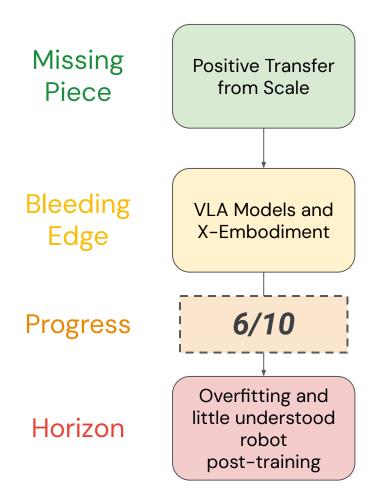
[5] UniSim: Learning Interactive Real-World Simulators, Yang et al., 2024 [6] Genie: Generative Interactive Environments, Bruce et al., 2024

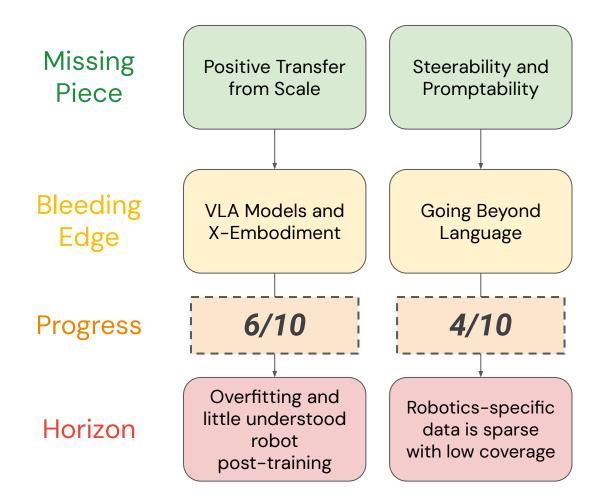
Genie

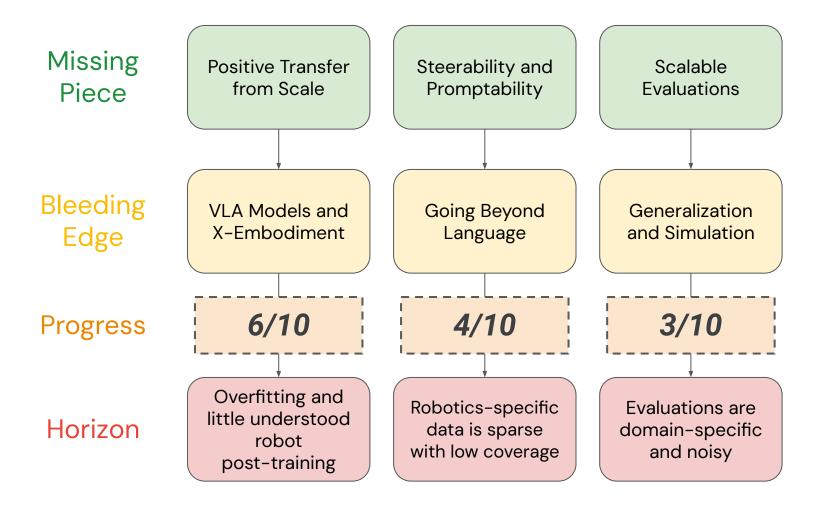
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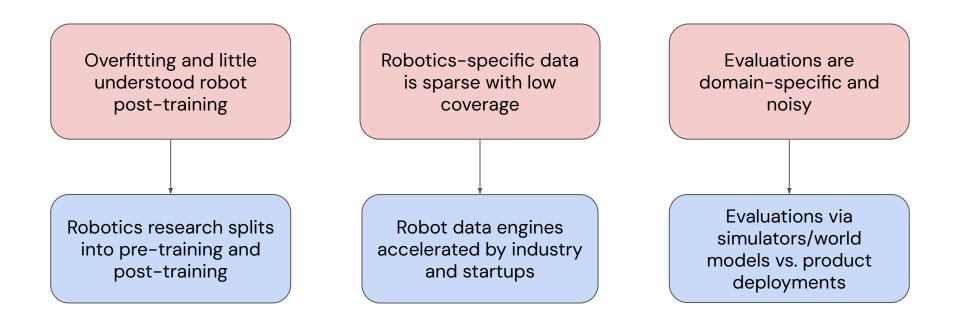
### **05** Horizons







### Predictions



# Thank you! tedxiao@google.com

Google DeepMind