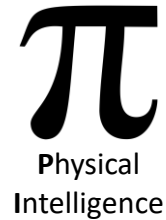
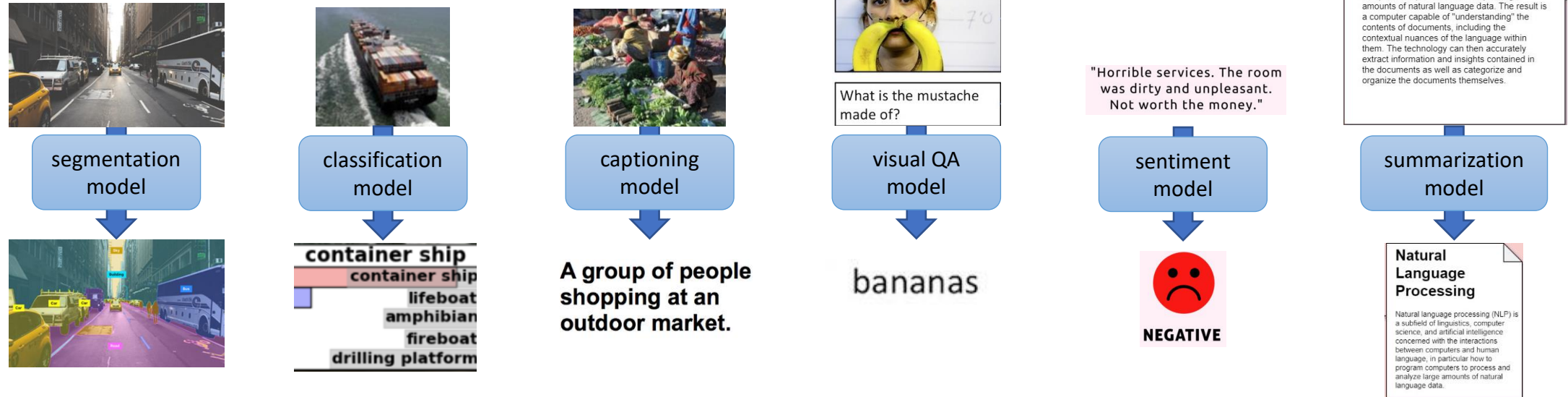


Robotic Foundation Models

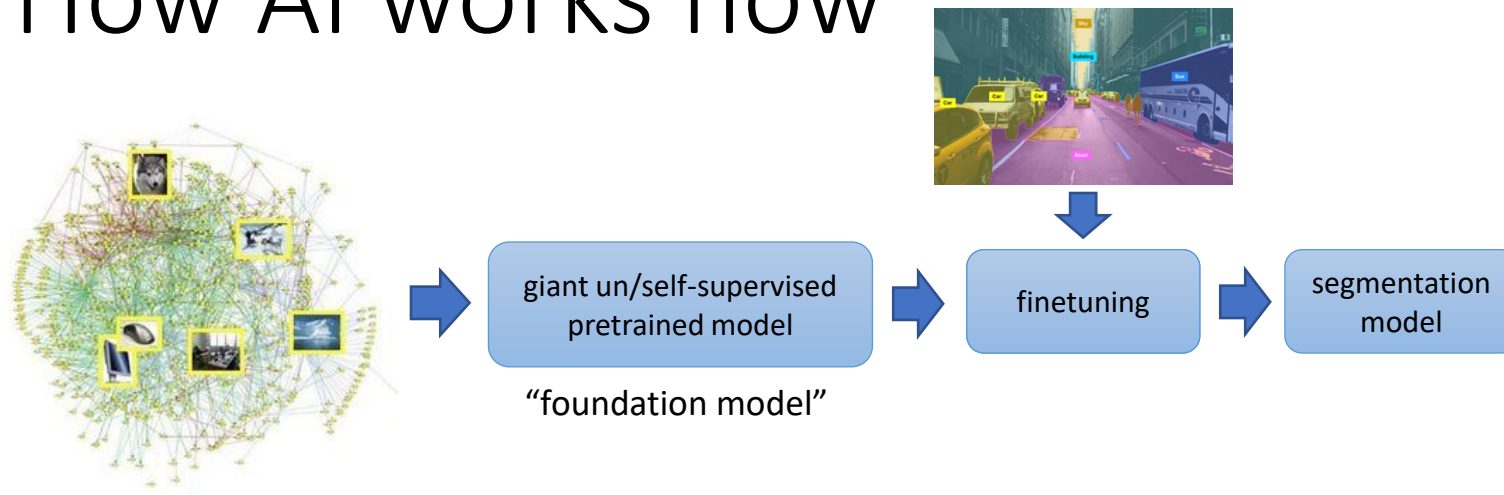
Sergey Levine
UC Berkeley
Physical Intelligence



How AI used to work



How AI works now



How robotic learning works now



PR2 pancake
model



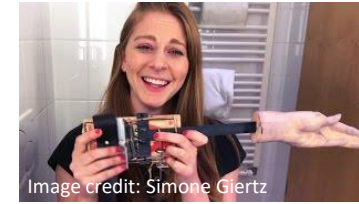
WAM pancake
model



UR10 box
picking model

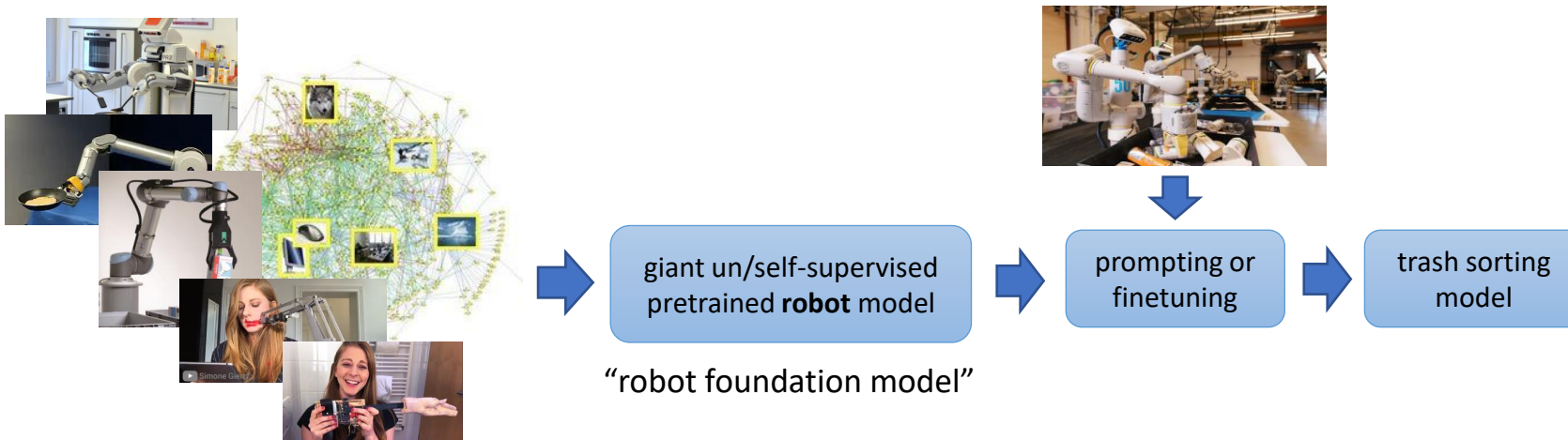


lipstick robot
model

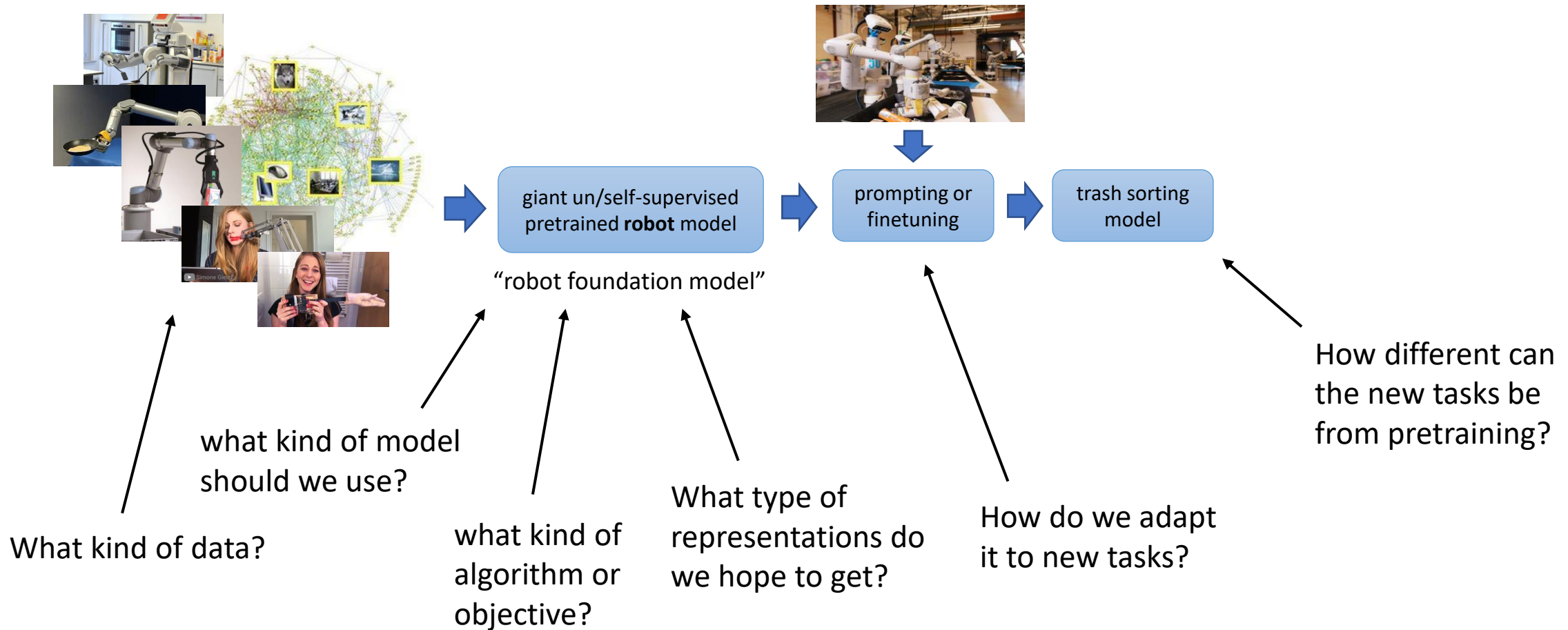


mousetrap...
hand... shake...
model??

How robotic learning will work in the future



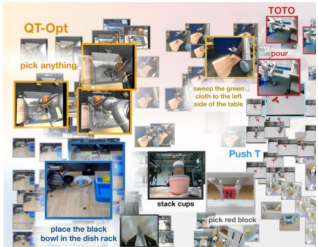
What do we need to figure out?



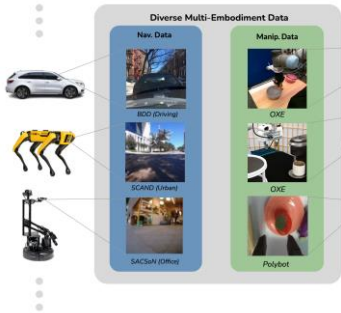
How do we build robotic foundation models?



Robotic foundation models for navigation



Manipulation, VLAs, and open-source models

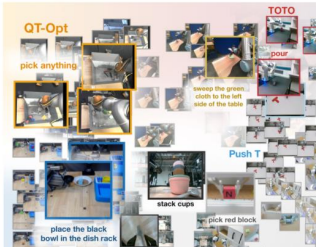


Taking cross-embodied learning to the limit

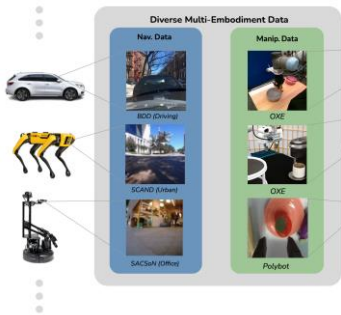
How do we build robotic foundation models?



Robotic foundation models for navigation



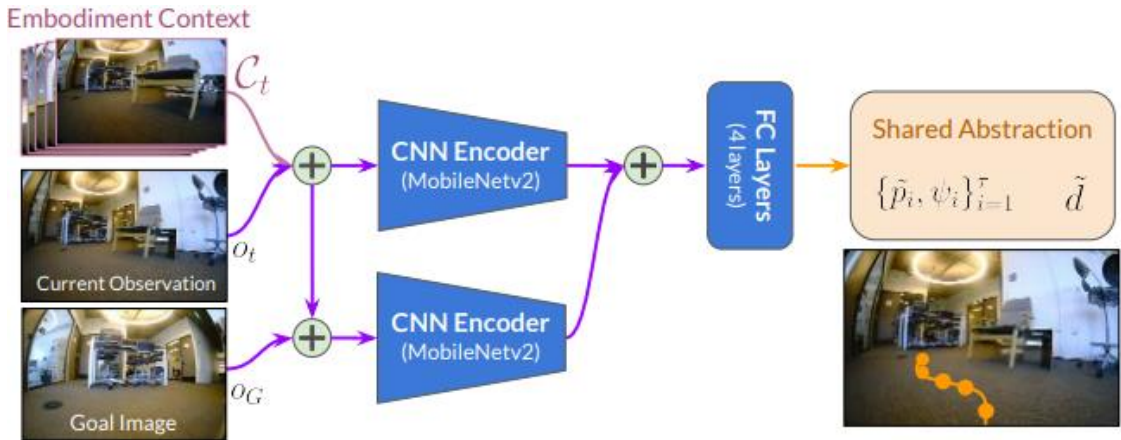
Manipulation, VLAs, and open-source models



Taking cross-embodied learning to the limit

Robotic foundation models for navigation

	Dataset	Platform	Speed	Amt.	Environment
1	GoStanford [26]	TurtleBot2	0.5m/s	14h	office
2	RECON [32]	Jackal	1m/s	25h	off-road
3	CoryHall [35]	RC Car	1.2m/s	2h	hallways
4	Berkeley [33]	Jackal	2m/s	4h	suburban
5	SCAND-S [36]	Spot	1.5m/s	8h	sidewalks
6	SCAND-J [36]	Jackal	2m/s	1h	sidewalks
7	Seattle [37]	Warthog	5m/s	1h	off-road
8	TartanDrive [38]	ATV	10m/s	5h	off-road
	Ours			60h	



RC-Car
(Kahn et al. 2018)



TurtleBot
(Hirose et al. 2019)



Jackal
(Shah et al. 2021, 2022)



Spot
(Karnan et al. 2022)

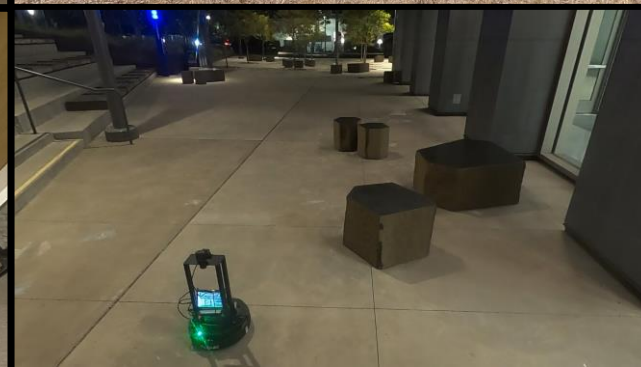
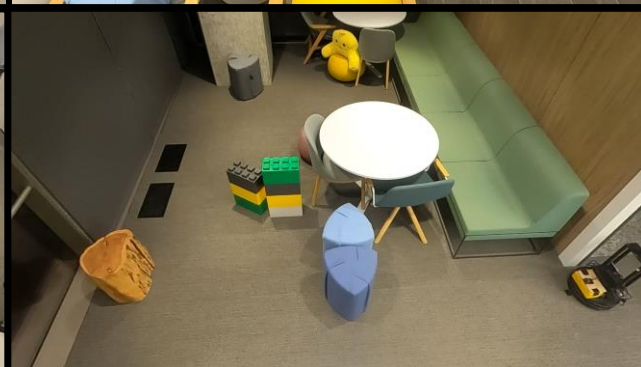
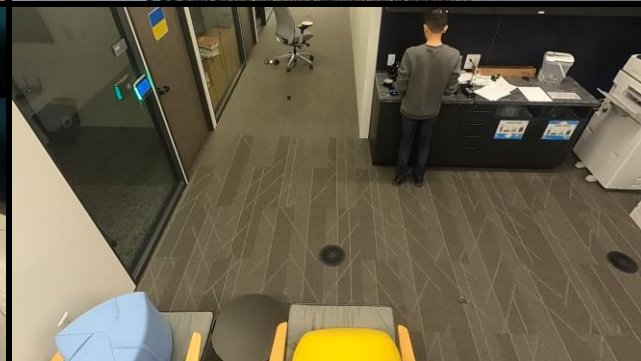
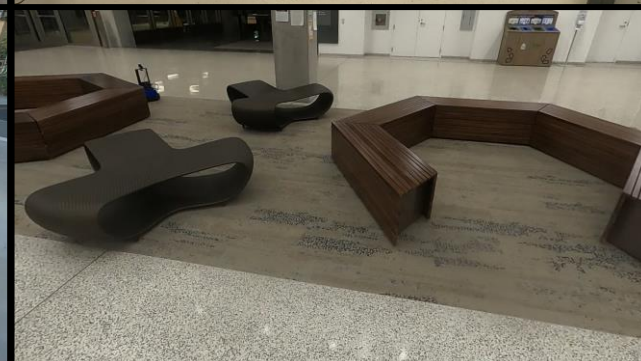


Warthog
(Shaban et al. 2021)

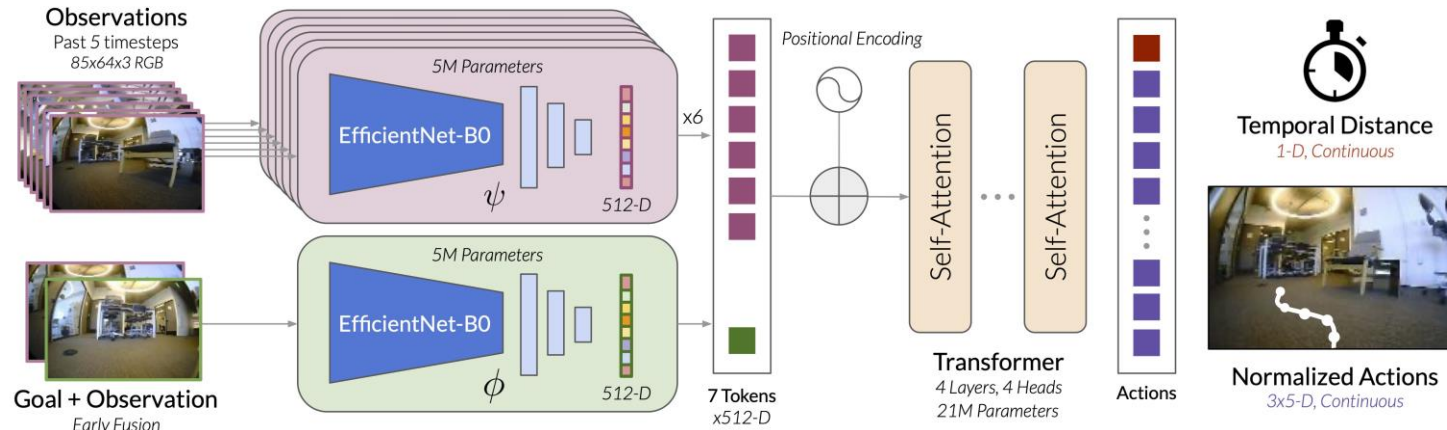


ATV
(Triest et al. 2022)





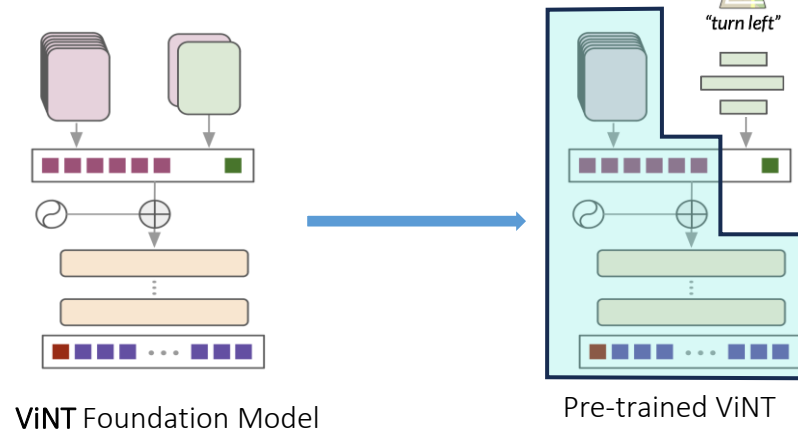
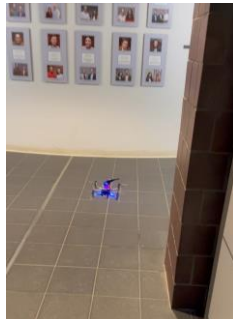
Scaling it up with Transformers



ViNT: Visual Navigation Transformer



<https://general-navigation-models.github.io/>



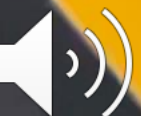
Now make it go fast!



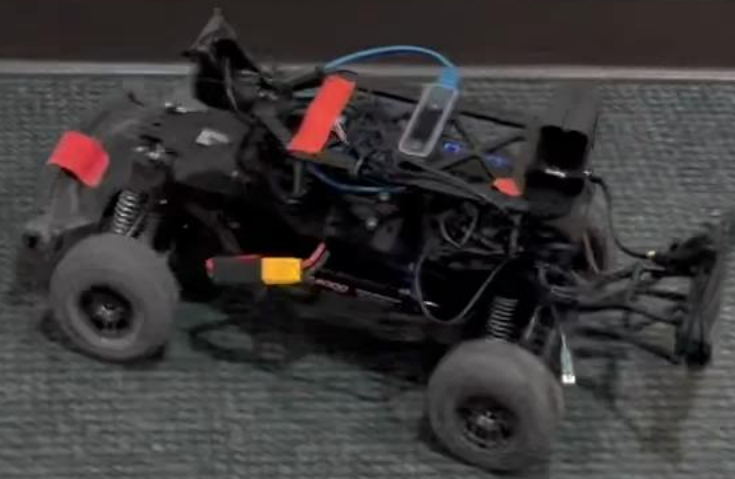
15 min



All Videos at 1x (Real-Time)




25 min



All Videos at 1x (Real-Time)



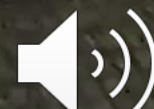


25 min



All Videos at 1x (Real-Time)

HD Footage (not robot's camera)



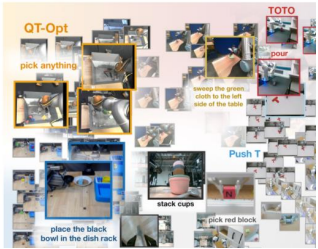




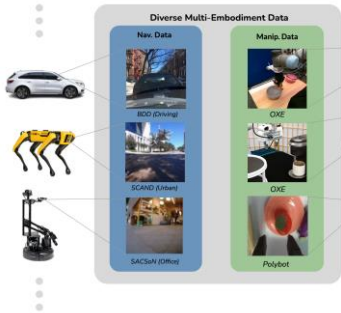
How do we build robotic foundation models?



Robotic foundation models for navigation

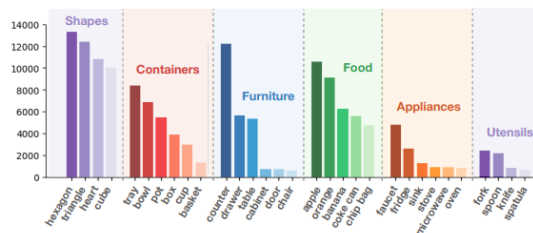
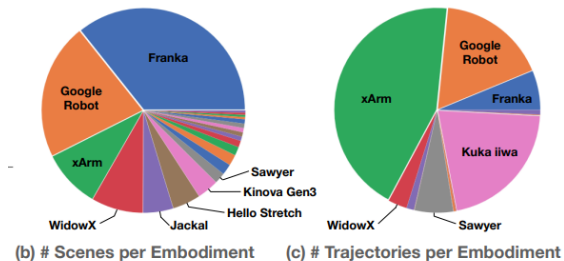
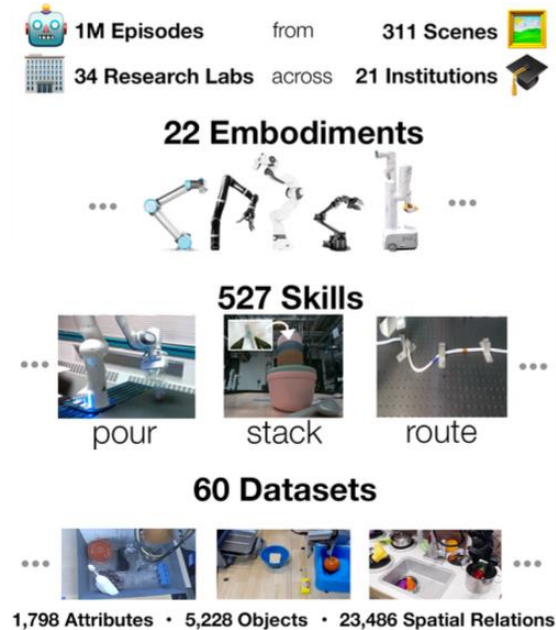
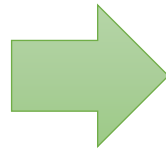


Manipulation, VLAs, and open-source models



Taking cross-embodied learning to the limit

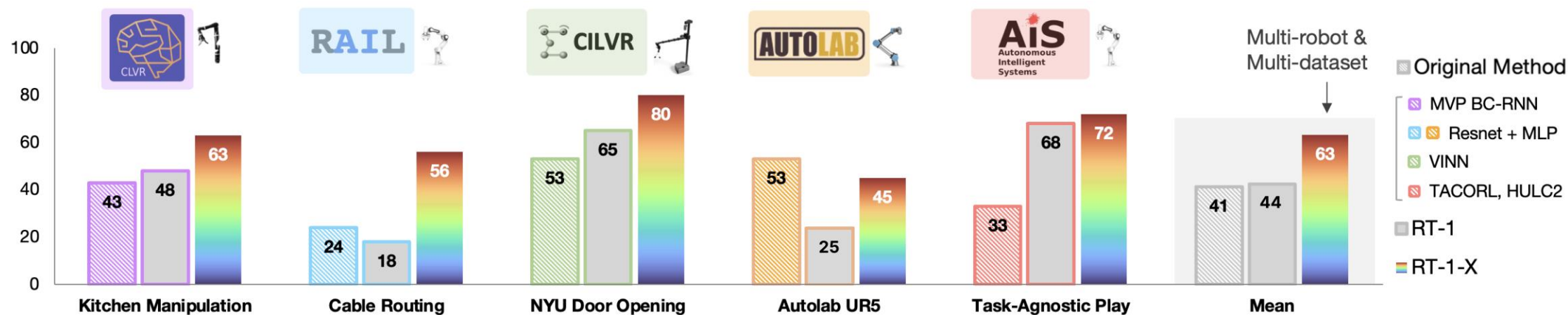
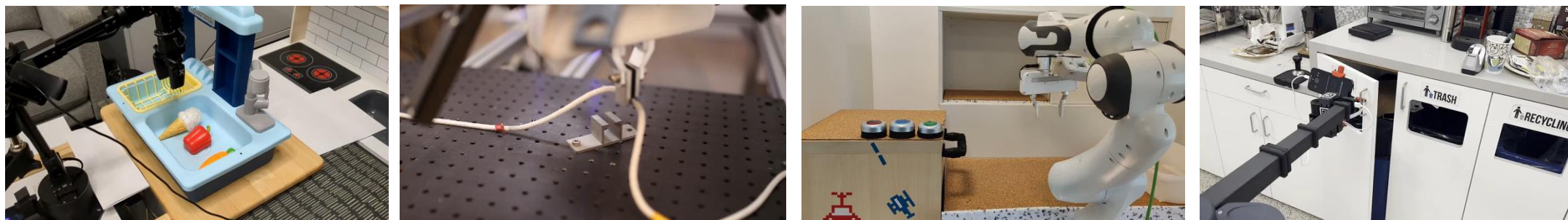
RT-X: Combining many datasets for cross-embodiment manipulation



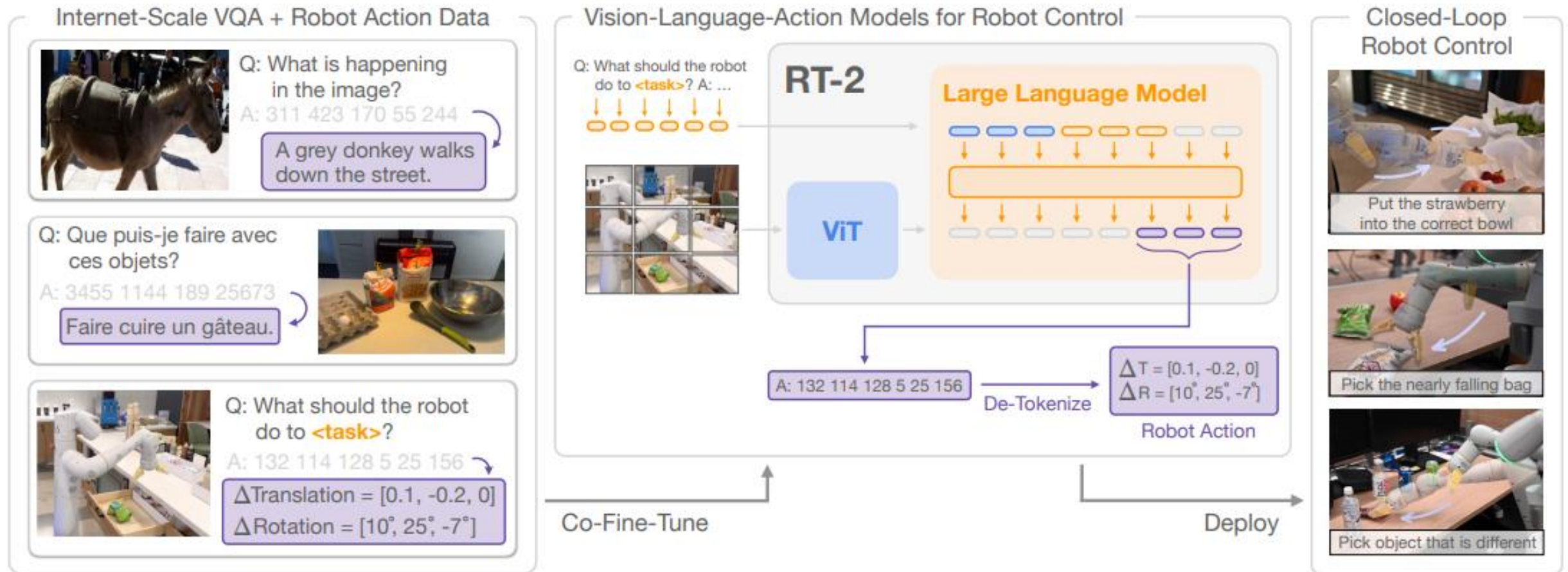
Visualizations: https://dibyaghosh.com/rtx_viz/

By Dibya Ghosh

RT-X: Combining many datasets for cross-embodiment manipulation



RT-2: A vision-language-action (VLA) model



RT-2: A vision-language-action (VLA) model



put strawberry
into the correct
bowl



pick up the bag
about to fall
off the table



move apple to
Denver Nuggets

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

Prompt:
Given 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 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 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



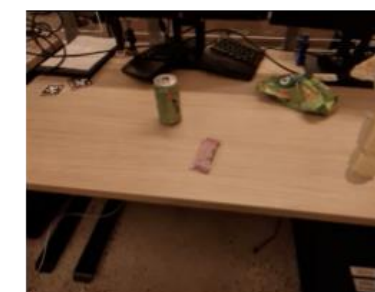
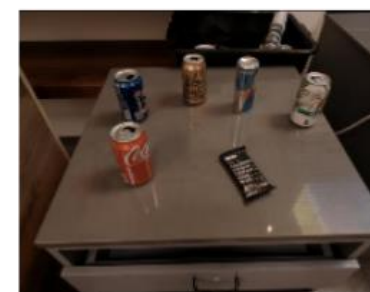
move redbull can
to H



move soccer ball
to basketball



move banana to
Germany



Prompt:
Given 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



move coke can to
Taylor Swift

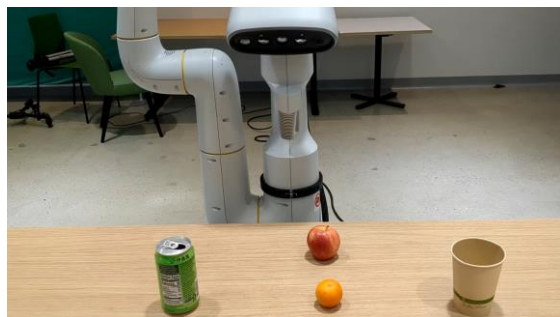


move coke can to
X



move bag to
Google

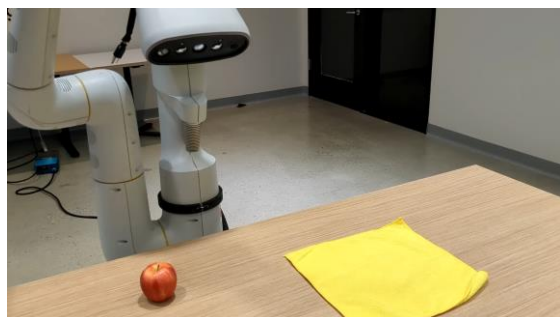
RT-2-X: Does cross embodiment training help VLAs?



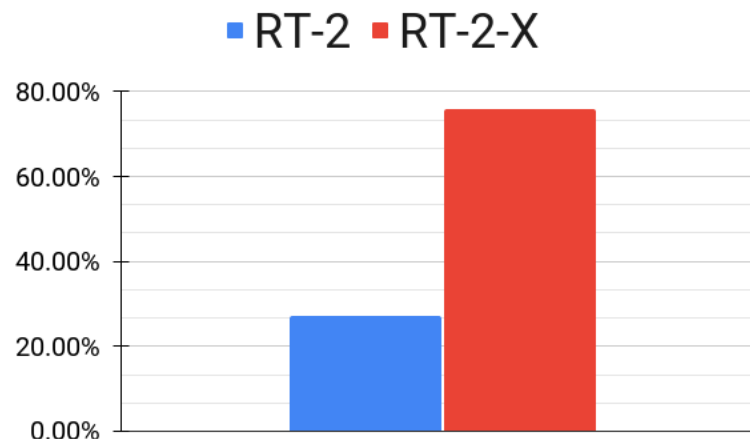
“move apple between
can & orange”



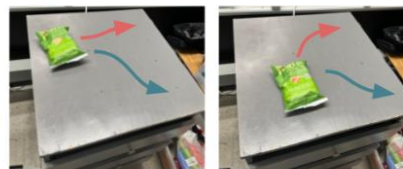
“move apple near cloth”



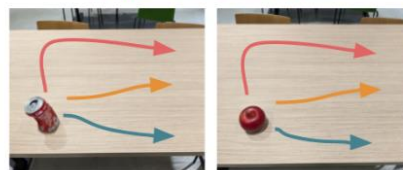
“move apple on cloth”



(a) Absolute Motion
move the chip bag to the
top / *bottom* right of the counter



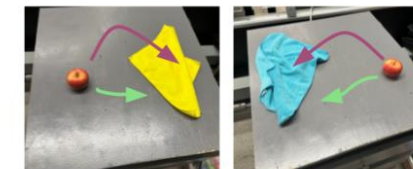
move to *top right* /
right / *bottom right*



(b) Object-Relative Motion
move apple between *coke* and *cup* /
coke and *sponge* / *cup* and *sponge*



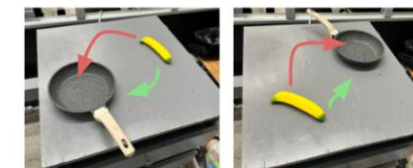
(c) Preposition Alters Behavior
put apple *on* cloth /
move apple *near* cloth



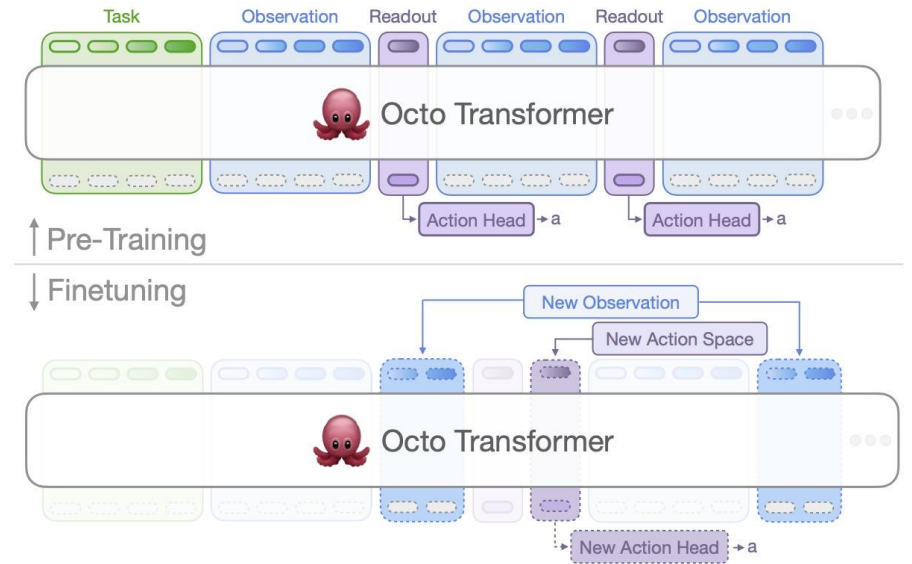
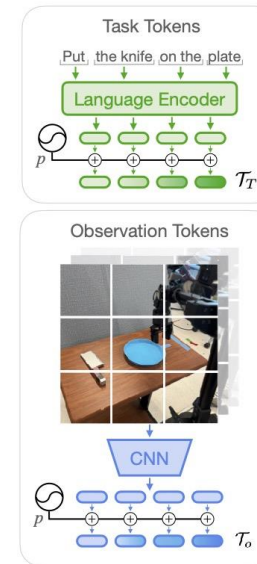
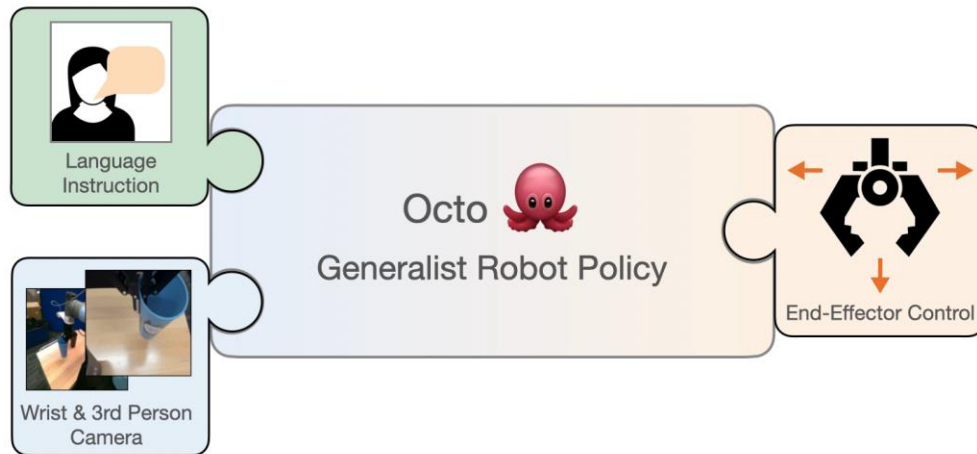
put orange *into* the pot /
move orange *near* pot



put banana *on top of* the pan /
move banana *near* pan

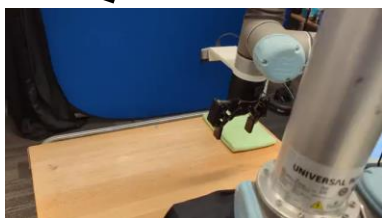
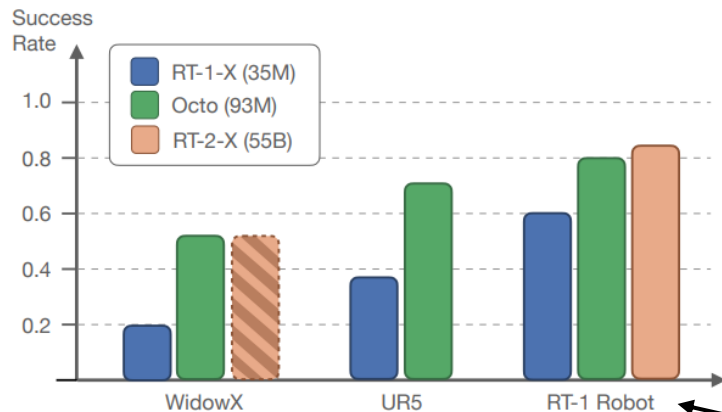


Octo: an open-source robotic foundation model

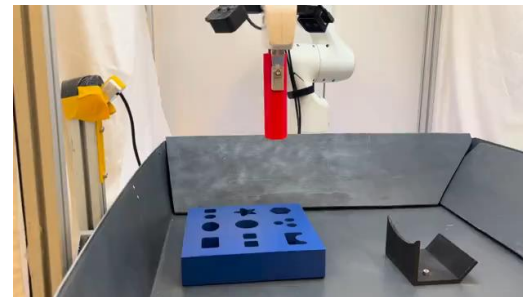


Octo: an open-source robotic foundation model

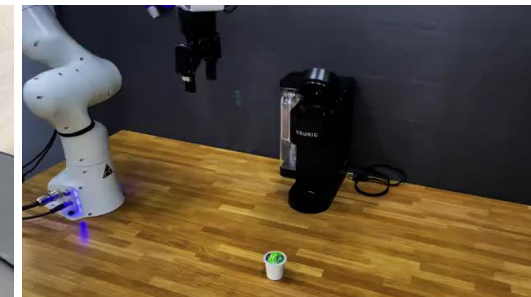
zero-shot evaluation



Berkeley Insertion



Stanford Coffee



CMU Baking

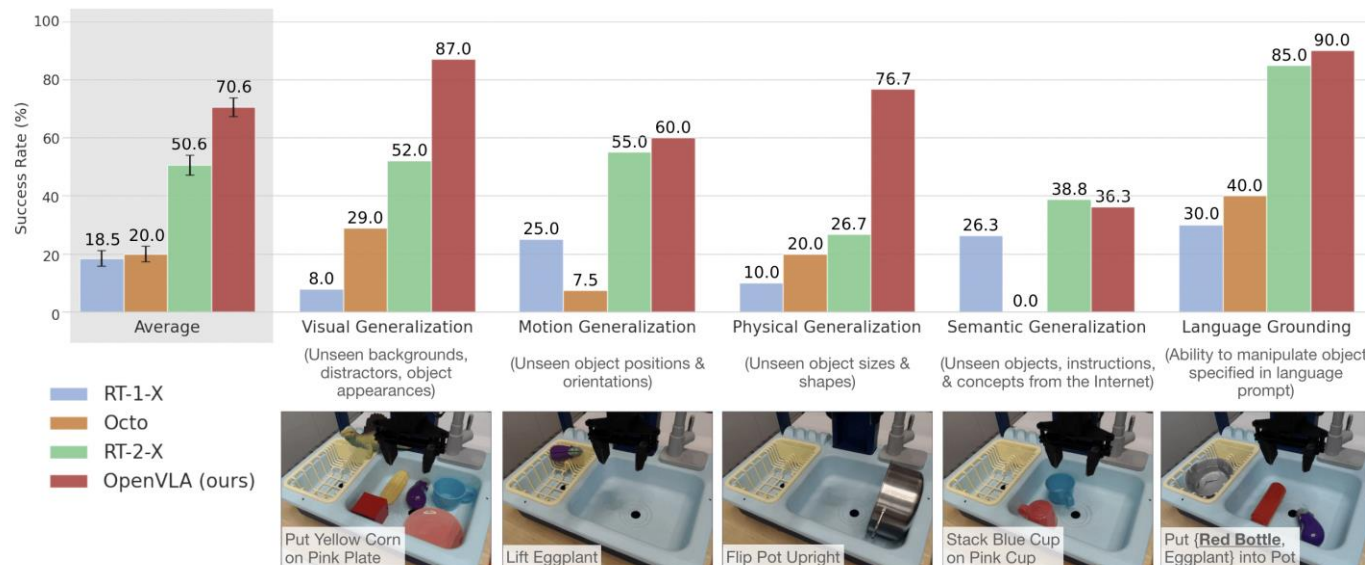
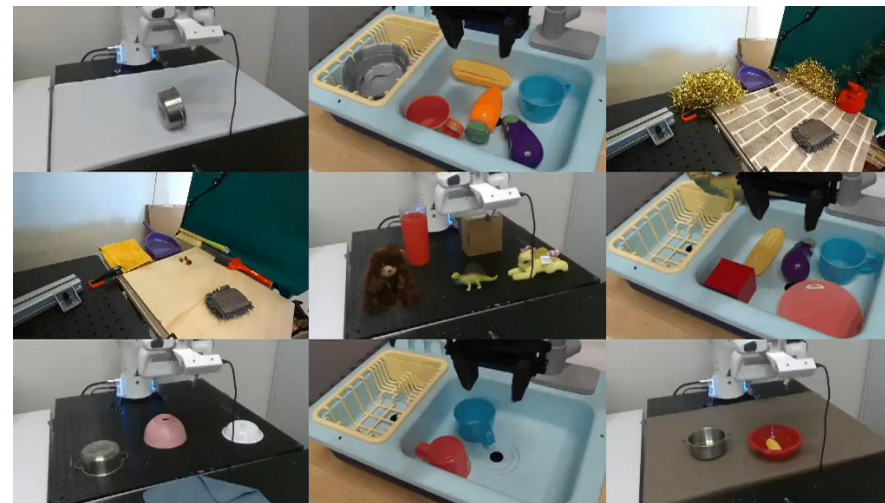
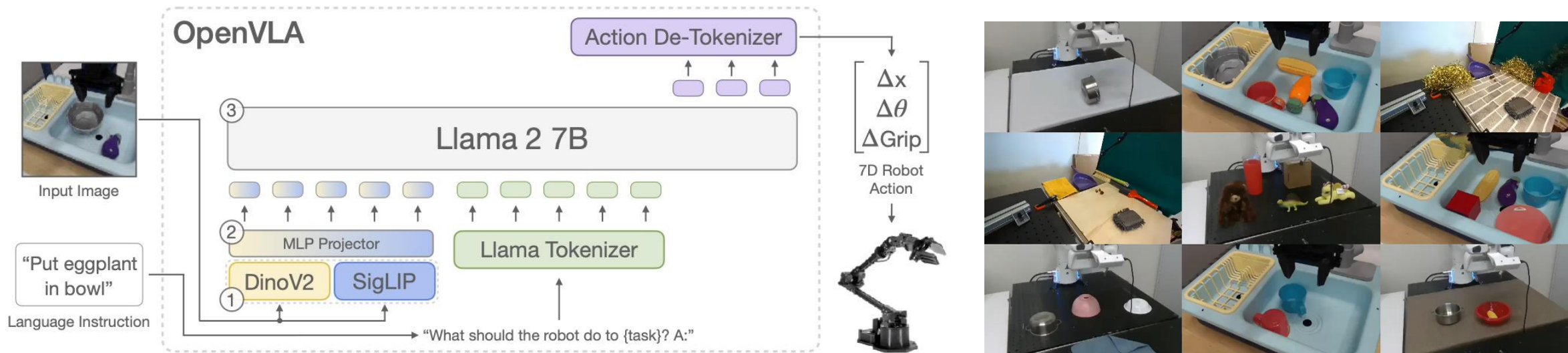


Berkeley Bimanual

finetuning

	Berkeley Insertion*	Stanford Coffee	CMU Baking	Berkeley Pick-Up†	Berkeley Coke	Berkeley Bimanual†	Average
ResNet+Transformer Scratch	10%	45%	25%	0%	20%	20%	20%
VC-1 [57]	5%	0%	30%	0%	10%	50%	15%
Octo (Ours)	70%	75%	50%	60%	100%	80%	72%

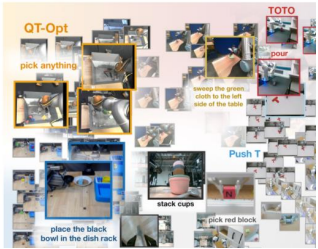
OpenVLA: an open-source vision-language-action model



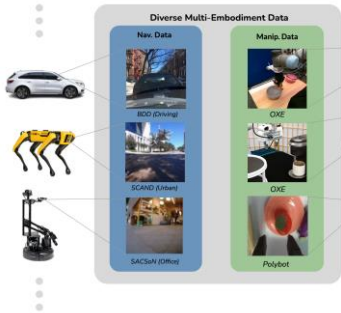
How do we build robotic foundation models?



Robotic foundation models for navigation

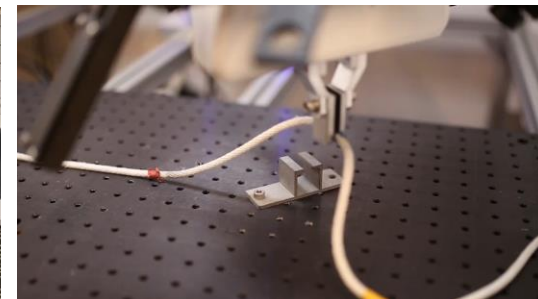
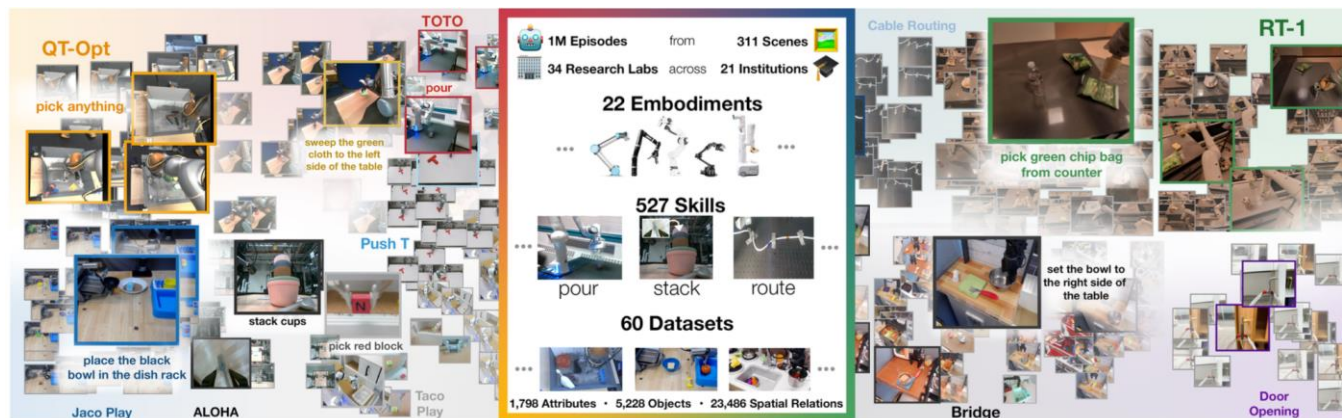


Manipulation, VLAs, and open-source models

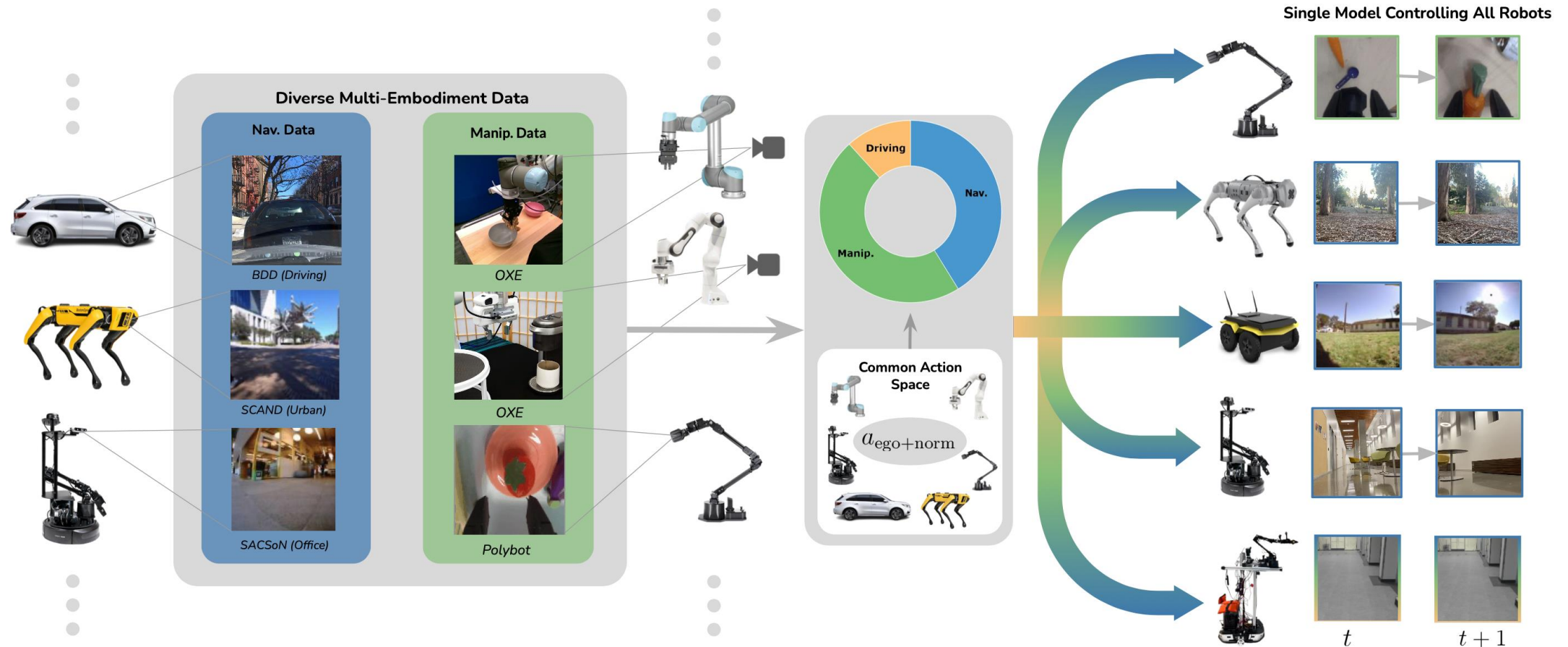


Taking cross-embodied learning to the limit

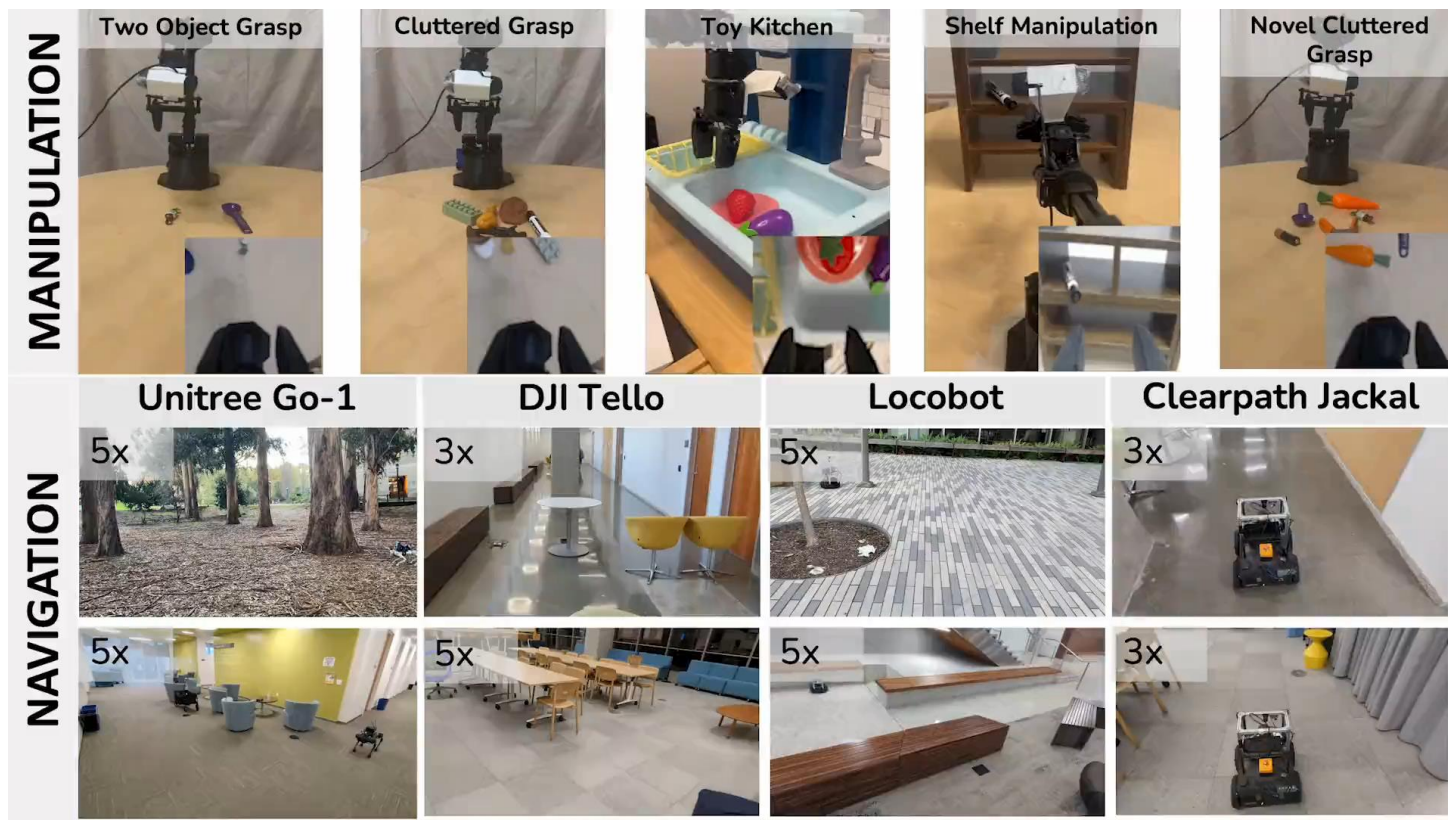
How diverse can the data be?



An “extreme” cross-embodiment recipe

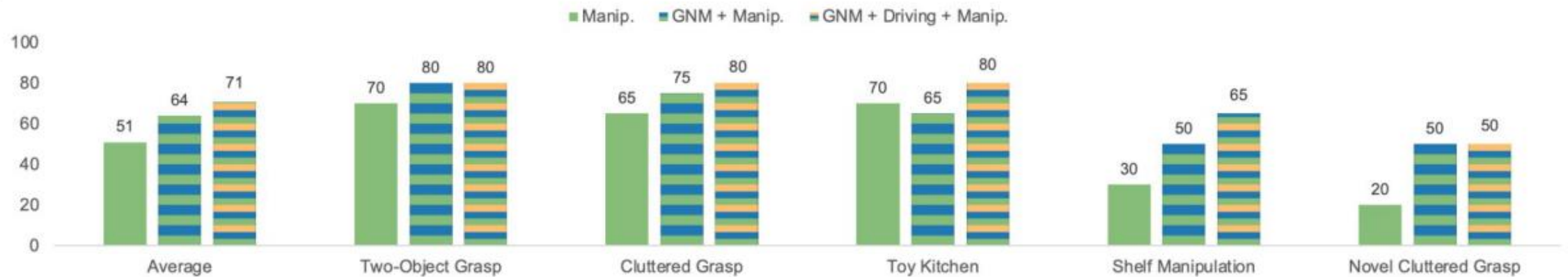


Why might this work?



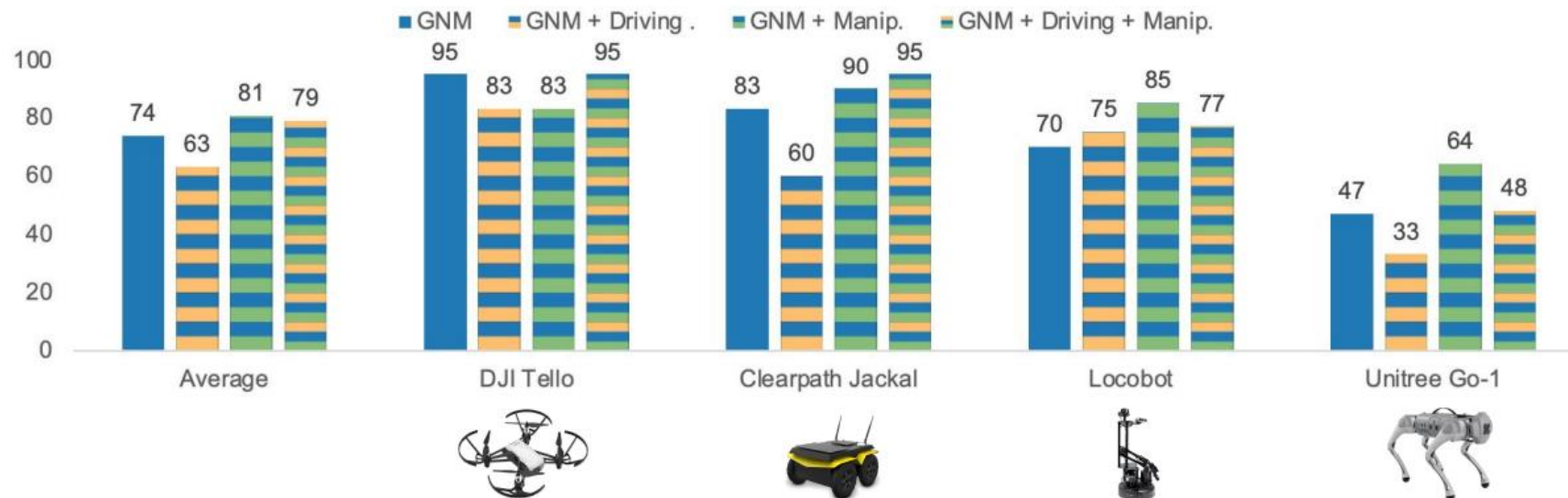
Some results

Does navigation help
with manipulation?

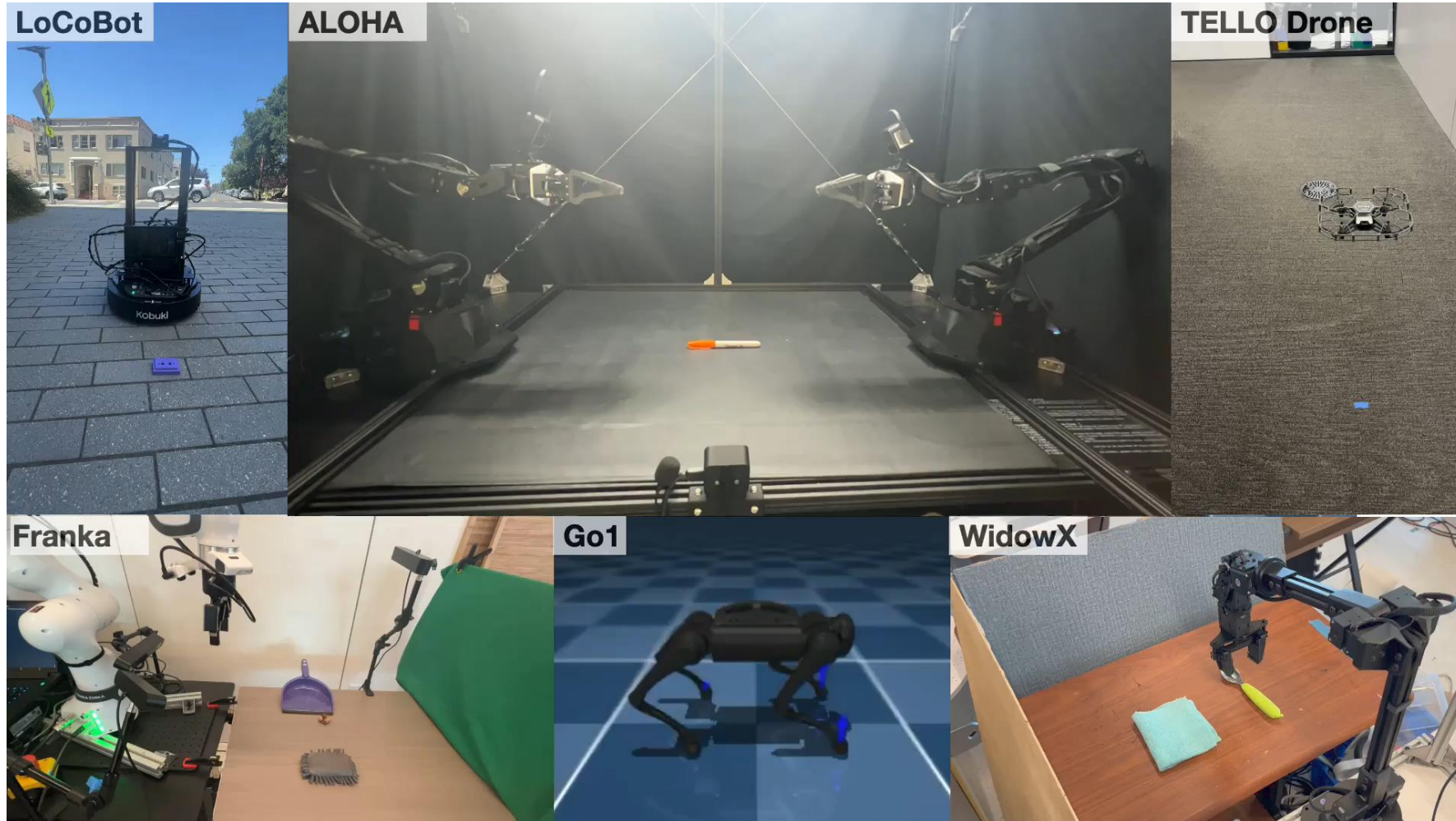


Some results

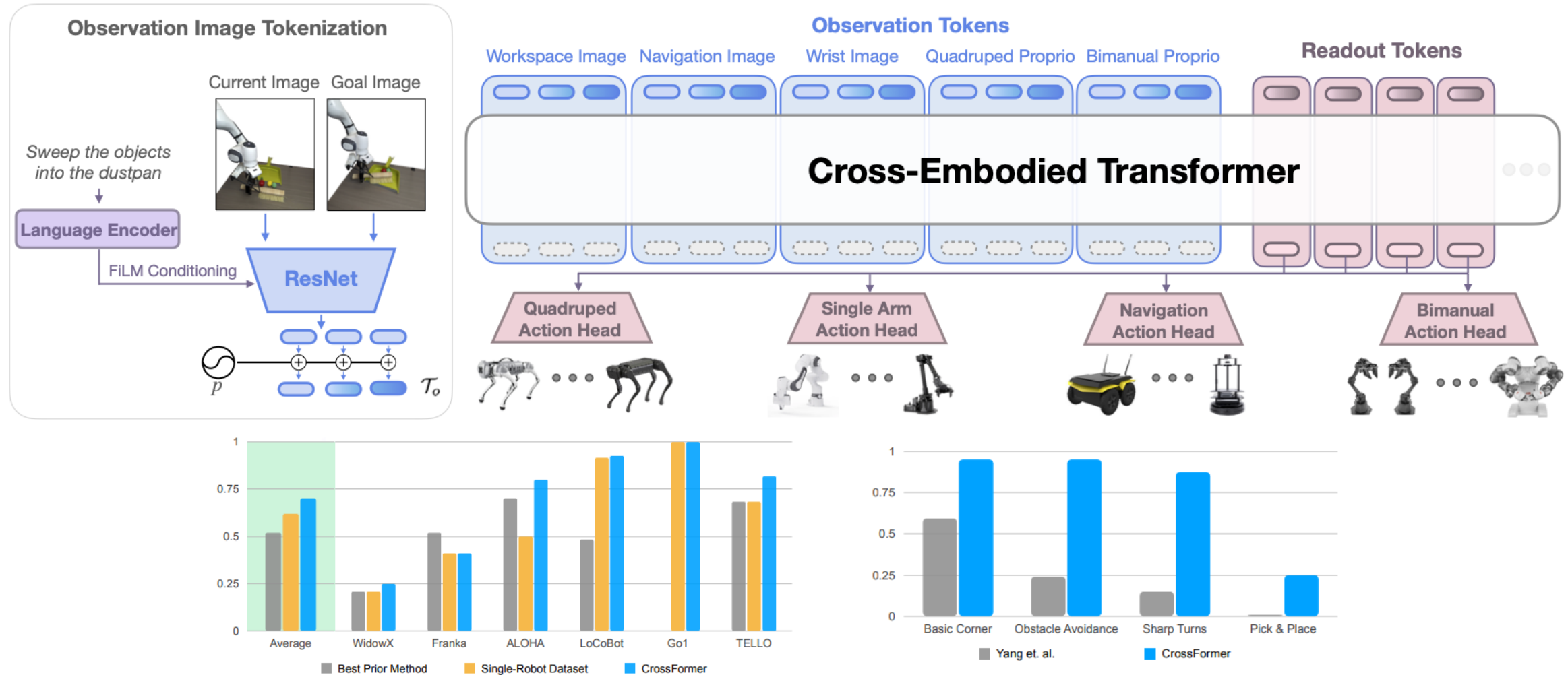
Does manipulation help with navigation?



Can we make it even more “extreme”?



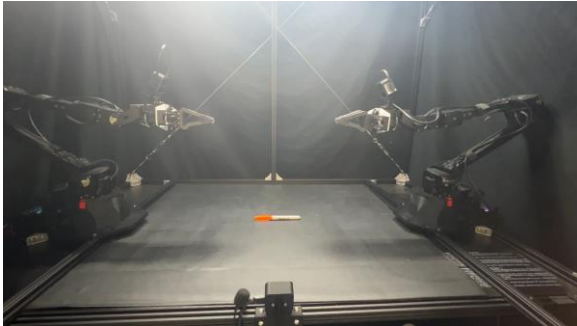
The CrossFormer architecture



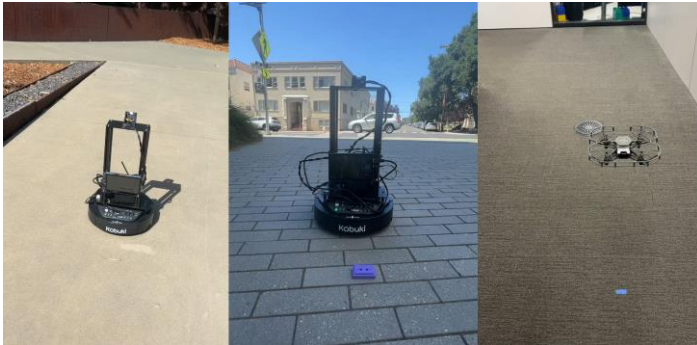
How diverse do the embodiments get?



- Robotic manipulation matches prior robotic foundation models (e.g., Octo)
- Can use **either** third person or wrist-mounted cameras



High-frequency bimanual manipulation (50 Hz) matches dedicated bimanual models

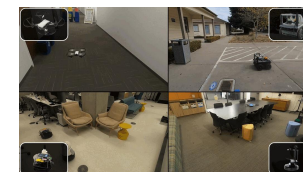
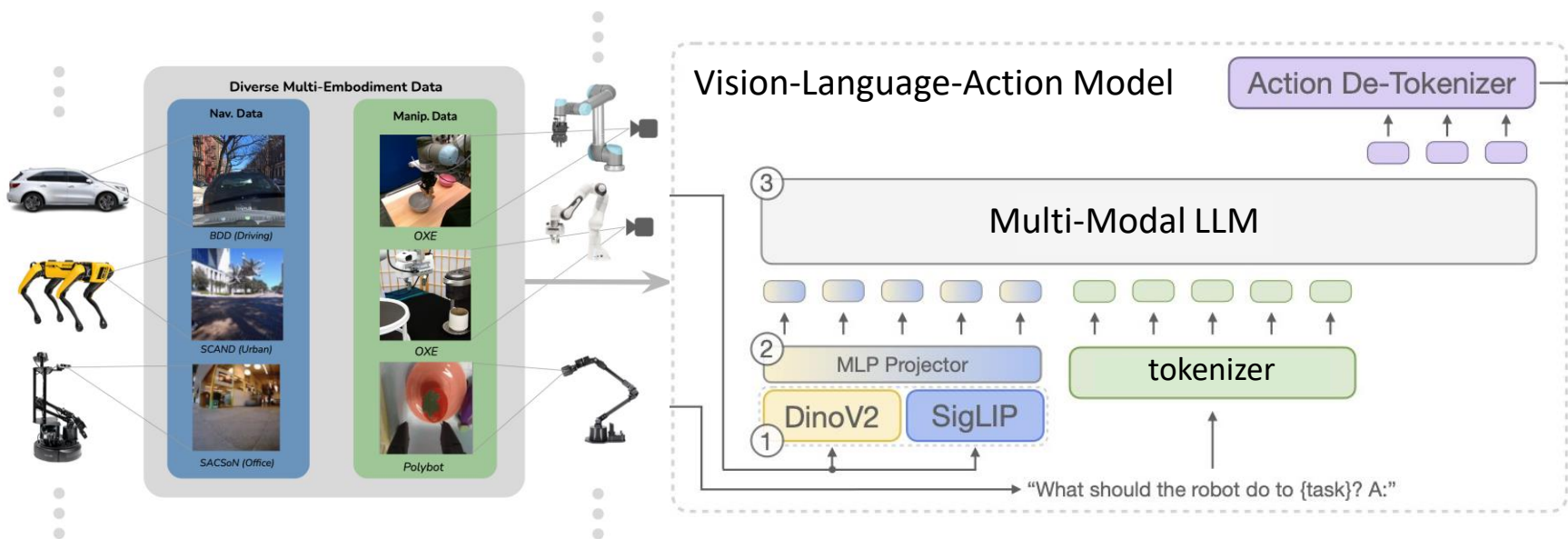


Integrates with topological graphs for long-horizon navigation (ground robots & quadcopters)



Same model performs low-level joint control for a quadruped

Summary



zero shot
to new
robots



few shot to
new tasks

Turn Left @ Intersection
Continue Straight
Turn Right @ Intersection

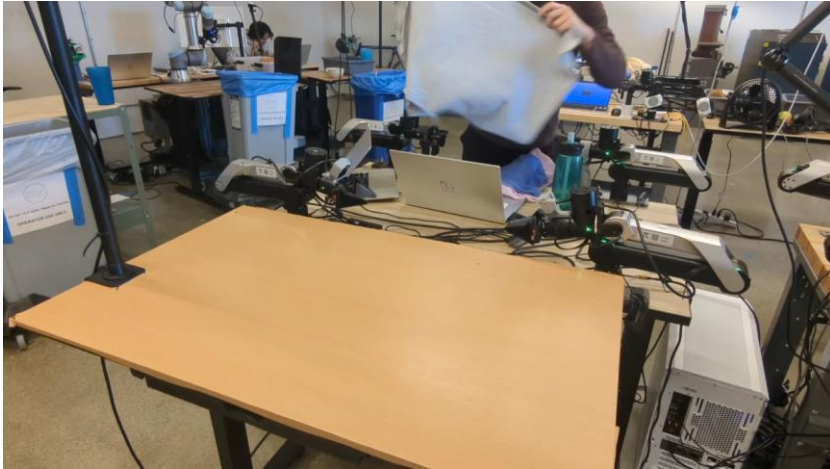


pretrain for
super fast
online RL

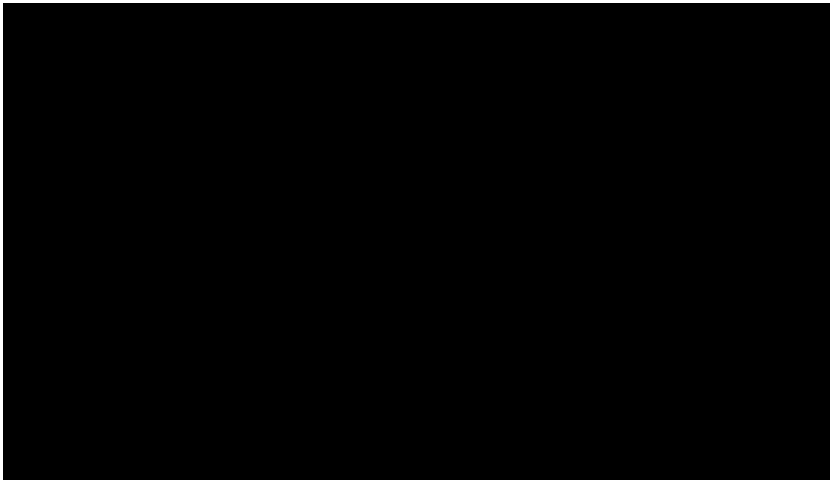


utilize for
downstream
instruction
following

π Physical Intelligence



Can we scale up robotic foundation models to tackle the breadth of real-world tasks and robotic platforms?





RAIL
Robotic AI & Learning Lab

website: <http://rail.eecs.berkeley.edu>