# **Neural Autonomous Navigation with Riemannian Motion Policies**

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# Motivation

# Neural RMP

Image-based navigation has numerous advantages over lidar based methods



#### A neural network that predicts RMPs from a single RGB image



- Textureless areas
- Dynamic environments/objects
- Fast-moving camera

## **Our Approach**

#### A new representation based on the Riemannian Motion Policy framework

- A joint representation of the robot state and the environment
- Unifies robot geometry, robot dynamics and local obstacles into a single representation



 $f_1, ..., f_{12}$   $A_1, ..., A_{12}$ 

#### **Optimal control commands are solved analytically**

$$\dot{v}^*, \dot{\xi}^* = \operatorname*{argmin}_{\dot{v}, \dot{\xi}} \sum_i \frac{1}{2} ||\mathbf{f}_i - \mathbf{J}_{\phi_i} \mathbf{J}[\dot{v}, \dot{\xi}]^\top ||_{\mathbf{A}_i}^2.$$

### Evaluation

### Training

- 60k trajectories generated in the Gibson simulator
- Direct supervision of predicted RMPs with L2 loss
- Data augmentation with DAgger



Sample training images

#### **Generalization in Unseen Environments**

Neural RMP achieves higher success rate with lower collisions

| Models                     | Space8 |            | House57 |            | House29 |            |
|----------------------------|--------|------------|---------|------------|---------|------------|
|                            | Reach% | Collision% | Reach%  | Collision% | Reach%  | Collision% |
| Expert                     | 97.9   | 0.4        | 95.0    | 1.4        | 94.5    | 2.4        |
| Predicting RMPs            | 88.1   | 7.4        | 89.5    | 5.9        | 93.7    | 1.6        |
| <b>Predicting Depth</b>    | 85.4   | 10.3       | 78.1    | 17.8       | 89.0    | 9.4        |
| <b>Predicting Controls</b> | 51.3   | 19.9       | 56.6    | 21.9       | 68.5    | 14.2       |

| Approach          | Data-driven | Semantics | Interpretable | Robustness               |
|-------------------|-------------|-----------|---------------|--------------------------|
| SLAM              | No          | No        | Good          | Hard for dynamic objects |
| End-to-end        | Yes         | Yes       | Poor          | No guarantee             |
| <b>Neural RMP</b> | Yes         | Yes       | Good          | Locally robust           |

# Model

#### RMP design for a car-like vehicle



**Visualzing RMPs** 

Neural RMP is more robust when the robot is operating in tight spaces, where slight misprediction in geometry can cause collisions



Expert Predicting RMPs Predicting depth Predicting controls

#### **Real-world experiments**



- 1/12 RCCar based on the MIT RaceCar
- Jetson TX2 with TensorRT
- 120 deg fov RGB Camera
- 25 fps end-to-end inference time

Neural RMP exhibits more robust obstacle avoidance behavior with unseen obstacles and ambiguous/uninformative observations.









#### **Applying motion constraints**



Solving the optimal control while satisfying motion constraints

$$\dot{v}^*, \dot{\xi}^* = \underset{\dot{v}, \dot{\xi}}{\operatorname{argmin}} \sum_i \frac{1}{2} ||\mathbf{f}_i - \mathbf{J}_{\phi_i} \mathbf{J}[\dot{v}, \dot{\xi}]^\top ||_{\mathbf{A}_i}^2.$$

# **Conclusion and Future Work**

The Neural RMP model unifies the geometry and dynamics of the vehicle and its interaction with the environment, making it a promising approach for solving challenging robotic tasks with unknown obstacles, with usually only RGB images as input.

Future works include

- Apply it to manipulation, policy transfer and agile robot maneuver
- Unsupervised RMP learning to reduce the overhead of manual RMP tuning

#### References

N. D. Ratliff, J. Issac, and D. Kappler, "Riemannian motion policies," CoRR, vol. abs/1801.02854, 2018 F. Xia, A. R. Zamir, Z. He, A. Sax, J. Malik, and S. Savarese, "Gibson env: Real-world perception for embodied agents," CVPR 2018 Acknowledgement

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