

Supplementary Material for X-Nav: Learning End-to-End Cross-Embodiment Navigation for Mobile Robots

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A. Reward Function for Expert Policies

The reward function is computed as $r = r_{task} * \exp(c_{reg} * r_{reg})$ [1]. The definition of the task reward r_{task} and regularization rewards r_{reg}^{wheel} and r_{reg}^{quad} are defined below in Table A.I.

TABLE A.I: REWARD FUNCTION

| Reward | Expression | Explanation |
|-------------------|---|---|
| r_{task} | $r_{pos,(soft/hard)} = \frac{c_{1,(soft/hard)}}{1 + \left\ \frac{d_{goal}}{c_{2,(soft/hard)}} \right\ ^2} \cdot \mathbb{1}(t > T - T_r)$ $r_{fwd} = c_{fwd} \cdot \exp\left(-\frac{\ v_{ref} - v_x\ ^2}{\sigma_{vel}}\right) \cdot \mathbb{1}(\delta_{goal} < \sigma_{direct})$ | <p>Encourages the robot to move to the goal position [2]. T_r denotes the duration of timesteps for which r_{pos} is activated. $r_{pos,soft}$ is a dense reward used to encourage exploration using a larger c_2, $c_{2,soft}$, while $r_{pos,hard}$ is a sparse reward for accurate position tracking using a smaller c_2, $c_{2,hard}$.</p> <p>Encourages the robot to move forward at the reference speed v_{ref}. δ_{goal} is the heading error relative to the goal, and σ_{direct} is an angle threshold for the robot heading in the correct direction.</p> |
| r_{reg}^{wheel} | $r_{reg}^{wheel} = c_a \ \dot{a}\ ^2$ $r_{collide} = c_{collide} \cdot \mathbb{1}_{collide}$ $r_{stop} = \frac{c_{1,stop}}{1 + \left\ \frac{a}{c_{2,stop}} \right\ ^2} \cdot \mathbb{1}(\delta_{goal} < \sigma_{direct})$ | <p>\dot{a} denotes the action rate. $\mathbb{1}_{collide}$ indicates whether a collision has happened between the robot and obstacles.</p> <p>Ensures the robot stops at its goal position. σ_{hard} is a distance threshold used to determine when the robot has reached its goal position.</p> |
| r_{reg}^{quad} | $r_{stop} = \frac{c_{1,stop}}{1 + \left\ \frac{q - q_{nom}}{c_{2,stop}} \right\ ^2} \cdot \mathbb{1}(d_{goal} < \sigma_{hard})$ $r_{collide} = c_{collide} \cdot \mathbb{1}_{collide}$ $r_{\ddot{q}} = c_{\ddot{q}} \ \ddot{q}\ ^2$ $r_{v_z} = c_{v_z} v_z^2$ $r_{\omega} = c_{\omega} (\omega_{xy}^2)$ $r_{\tau} = c_{\tau} \ \tau\ ^2$ $r_{\ddot{a}} = c_{\ddot{a}} \ \ddot{a}\ ^2$ $r_{dev} = c_{dev} \cdot \ q - q_{nom}\ ^2$ $r_{\ddot{a}} = c_{\ddot{a}} \ a_t - 2a_{t-1} + a_{t-2}\ ^2$ $r_{swing} = c_{swing} \cdot \sum_{i=1}^4 (1 - s_i) \cdot (1 - \exp(-f_i^2 / \sigma_{force}))$ $r_{stance} = c_{stance} \cdot \sum_{i=1}^4 s_i \cdot (1 - \exp(-\ v_{foot,i}\ ^2 / \sigma_{foot}))$ $r_{slide} = c_{slide} \cdot \sum_{i=1}^4 \ v_{foot,i}^{xy}\ \cdot \mathbb{1}(f_i > f_{thresh})$ | <p>Ensures the robot stops at its goal position. q_{nom} are the nominal joint positions, defined as the initial joint angles of the robot when it stands in its default posture.</p> <p>\ddot{q} is the joint acceleration.</p> <p>v_z is the vertical velocity of the robot base, and ω_{xy} is the angular velocity of the base around x and y axes.</p> <p>τ is the joint torque.</p> <p>Penalizes joint deviation from the nominal joint positions.</p> <p>Encourages the quadruped feet to track the leg swing phase [1]. f_i is the contact force of the i-th foot of the quadruped. s_i is the desired contact state of the foot.</p> <p>Encourages the quadruped feet to track the leg stance phase [1]. $v_{foot,i}$ is the velocity of the i-th foot.</p> <p>Avoids feet sliding on the ground. f_{thresh} is a force threshold for determining feet contact.</p> |

* $c_{1,(soft/hard)}$, $c_{2,(soft/hard)}$, c_{fwd} , $c_{1,stop}$, $c_{2,stop}$, $c_{collide}$, c_a , c_{v_z} , c_{ω} , c_{τ} , $c_{\ddot{q}}$, c_{dev} , $c_{\ddot{a}}$, c_{swing} , c_{stance} , c_{slide} and c_{reg} are all constants.

B. Parameters and Value Ranges for Embodiment Randomization

TABLE B.I: PARAMETERS FOR EMBODIMENT RANDOMIZATION

| Type | Parameters | Range | Parameters | Range |
|---------------------------|--------------|----------------|--------------|-----------------|
| Small-Sized Quadrupeds | Base length | [0.24, 0.91] m | Thigh mass | [0.56, 1.69] kg |
| | Base width | [0.16, 0.39] m | Calf radius | [0.02, 0.05] m |
| | Base height | [0.06, 0.21] m | Calf length | [0.12, 0.39] m |
| | Base mass | [4.8, 19.5] kg | Calf mass | [0.12, 0.39] kg |
| | Thigh radius | [0.02, 0.05] m | Motor P gain | [0.7, 1.3] |
| | Thigh length | [0.16, 0.46] m | Motor D gain | [0.7, 1.3] |
| Large-Sized Quadrupeds | Base length | [0.56, 1.04] m | Thigh mass | [2, 5.2] kg |
| | Base width | [0.28, 0.52] m | Calf radius | [0.02, 0.04] m |
| | Base height | [0.14, 0.26] m | Calf length | [0.24, 0.36] m |
| | Base mass | [24, 39] kg | Calf mass | [0.4, 0.6] kg |
| | Thigh radius | [0.03, 0.05] m | Motor P gain | [0.5, 1.3] |
| | Thigh length | [0.24, 0.39] m | Motor D gain | [0.5, 1.3] |
| Wheeled Robots | Base length | [0.3, 0.8] m | Base height | [0.15, 0.3] m |
| | Base width | [0.2, 0.65] m | Base mass | [5, 20] kg |

C. Parameters and Value Ranges for Domain Randomization

TABLE C.I: PARAMETERS AND VALUE RANGES FOR DOMAIN RANDOMIZATION

| Parameters | Ranges | Parameters | Ranges |
|-------------------------|--------------------------------|------------------------|-------------------|
| Static friction | [0.7, 1.1] | Push disturbance | [-0.5, 0.5] m/s |
| Dynamic friction | [0.6, 1.0] | Push Interval | [4, 8] s |
| Added mass | [0.0, 2.0] kg | Ray distance noise | [-0.1, 0.1] m |
| Linear velocity noise | [-0.1, 0.1] m/s | Angular velocity noise | [-0.1, 0.1] rad/s |
| Projected gravity noise | [-0.05, 0.05] m/s ² | Joint velocity noise | [-1.0, 1.0] rad/s |
| Joint position noise | [-0.01, 0.01] rad | Motor Delay | [0.02, 0.08] s |

D. Hyperparameters and Values

TABLE D.I: HYPERPARAMETERS AND VALUES

| Parameter | Value | Parameter | Value | Parameter | Value |
|-------------------|----------------|----------------|---------|------------------|-------|
| x_{scan} | 2.5 m | y_{scan} | 2.5 m | $c_{collide}$ | -40 |
| $c_{1,soft}$ | 10 | $c_{2,soft}$ | 5 | T_r | 3 s |
| $c_{1,hard}$ | 15 | $c_{2,hard}$ | 0.5 | c_{dev} | -1 |
| v_{ref} | [0.5, 1.0] m/s | c_{ω} | -0.05 | T | 12 s |
| σ_{direct} | 1.75 rad | c_{τ} | -0.0002 | c_{v_z} | -2 |
| σ_{hard} | 0.5 m | $c_{\dot{a}}$ | -0.01 | σ_{close} | 0.5 m |
| $c_{1,stop}$ | 10 | $c_{\ddot{q}}$ | -2.5e-7 | σ_{far} | 3.0 m |
| $c_{2,stop}$ | 0.2 | $c_{\ddot{a}}$ | -0.05 | c_{fwd} | 2 |
| c_{swing} | -5 | c_{stance} | -5 | c_{slide} | -5 |

References

- [1] G. B. Margolis and P. Agrawal, “Walk These Ways: Tuning Robot Control for Generalization with Multiplicity of Behavior,” in *Proc. Conf. Robot Learn.*, 2022, pp. 1-14.
- [2] J. Jin *et al.*, “Resilient Legged Local Navigation: Learning to Traverse with Compromised Perception End-to-End,” 2023, *arXiv:2310.03581*.