The Influence of Robot Traits and Evolutionary Dynamics on the Reality Gap

Fuda van Diggelen, Eliseo Ferrante, Nihed Harrak, Jie Luo, Daan Zeeuwe and A.E. Eiben

IEEE Transactions on Cognitive and Developmental Systems: https://ieeexplore.ieee.org/document/9536611



Evolution can be used to automatically optimize robot designs





Evolution can be used to automatically optimize robot designs



Optimization often leads to exploitation

Unfortunately, exploitation in simulation often leads to a so-called reality gap



Here, we aim to investigate the onset and progression of the RG

We evolved gait in 6 different morphologies

RevDE, 100 generations 60 ind



We evolved gait in 6 different morphologies



We evolved gait in 6 different morphologies

... and select the median controller out of 31 runs to test in the real world



Subsequently, we test the median controllers in real twins













An example video

https://www.youtube.com/watch?v=spetUQIfPdM&t=68s

Results: Reality gap as a function of generations

Evolutionary Dynamics



We are interested in predictors of the reality gap

Evolutionary dynamics



Results: Reality gap as a function of generations

Evolutionary Dynamics



We are interested in predictors of the reality gap

Evolutionary dynamics

Morphological descriptors







Results: Reality gap as a function of morphology

Morphological descriptors



We are interested in predictors of the reality gap

Evolutionary dynamics

Morphological descriptors

Behavioural measures











Results: Reality gap as a function of behaviour

Behavioural descriptors



Application of results

We re-run an evolutionary experiment with the use of a heuristics based on our results



(a) Vertical speed



Application of results

We re-run an evolutionary experiment with the use of a heuristics based on our results

if vertical speed > 4 cm/s fitness set to 0



(a) Vertical speed



Application of results

We re-run an evolutionary experiment with the use of a heuristics based on our results



Questions?

Morphological descriptors

Symmetry: a ratio of modules that match on the opposite side of a line of symmetry, divided by the total number of possible module matches.





Morphological descriptors

Limb ratio: the number of actual limbs divided by how many limbs a specific morphology could have had.



Morphological descriptors

Block ratio: the total number of block components divided by the total number of modules present in the body.



Behavioural measures

Vertical speed: the sum of the absolute velocity in the Z-direction of the center of mass during a run





Behavioural measures

Velocity direction: the sum of the absolute angle of the center of mass velocity with respect to the horizontal plane





Behavioural measures

Balance: the total absolute roll and pitch angle of the robot head component relative to the horizontal plane.

