

PSASI

(Phase-Specific Agents with State Interpolation) for ARNOLD Challenge

Challenge Team: SSU Reality Lab



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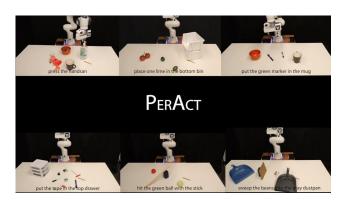


Introduction

The ARNOLD Challenge benchmarks language-grounded robotic manipulation with continuous states

Utilized the PerAct model as a baseline







Key Approach

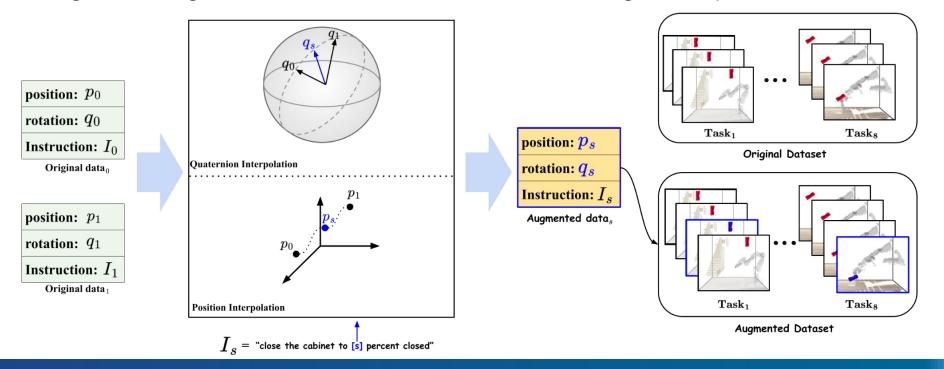
Phase-Specific Agents: Training agents specialized for each manipulation phase, grasping an object and manipulating it toward the goal state

State Interpolation: Interpolating continuous goal states for data augmentation, enabling better generalization to novel states



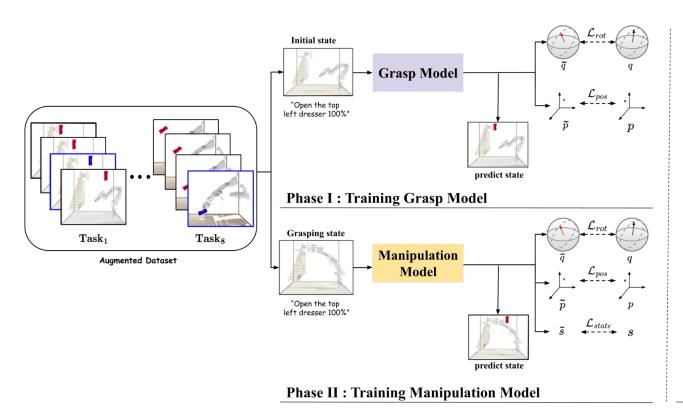
Proposed Method : State Interpolation (SI)

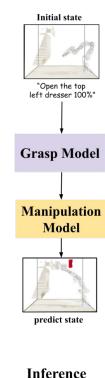
Augment original state data with numbers through interpolation





Proposed Method : Phase-Specific Agents (PSA)







Results

Each component of PSASI improves the success rate of manipulation

	Method		
	PerAct [†]	PSA	PSASI (Ours)
Phase-Specific Agent (PSA)	×	✓	~
State Interpolation (SI)	×	×	✓
Grasp	0.46	0.61	0.61
Manipulation	0.42	0.58	0.57
Grasp + Manipulation	0.34	0.45	0.45
Grasp + Manipulation	0.22	0.28	0.31
	Phase-Specific Agent (PSA) State Interpolation (SI) Grasp Manipulation Grasp + Manipulation	State Interpolation (SI) Grasp 0.46 Manipulation Grasp + Manipulation Grasp + Manipulation 0.34 Grasp + Manipulation 0.22	Phase-Specific Agent (PSA) X X State Interpolation (SI) X X Grasp 0.46 0.61 Manipulation 0.42 0.58 Grasp + Manipulation 0.34 0.45 Grasp + Manipulation 0.22 0.28

[†] denotes baseline.



Result on Arnold Challenge

3rd Rank

Rank \$	Participant team \$	SR(↑) \$
1	EBDAI	0.45
2	Fun Guy (Fusion(SD&PC))	0.39
3	Reality Lab (combine_all)	0.31
4	Windboy (DT1)	0.25
5	MilkyWay	0.25
6	MCC-EAI	0.25
	Baseline	B 0.22

Secured **3rd place**, showcasing a remarkable improvement over the other teams, highlighting our model's advanced capabilities and its competitive performance in the challenge.



Conclusion

Phase-Specific Agents and State Interpolation significantly enhanced our performance

- Phase-Specific Agents: Enabled better understanding of the characteristics of each phase (grasp and manipulate) and facilitated appropriate training for each phase
- State Interpolation : Augmented training data to ensure robust performance across various states, not just constrained ones



Thank you

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