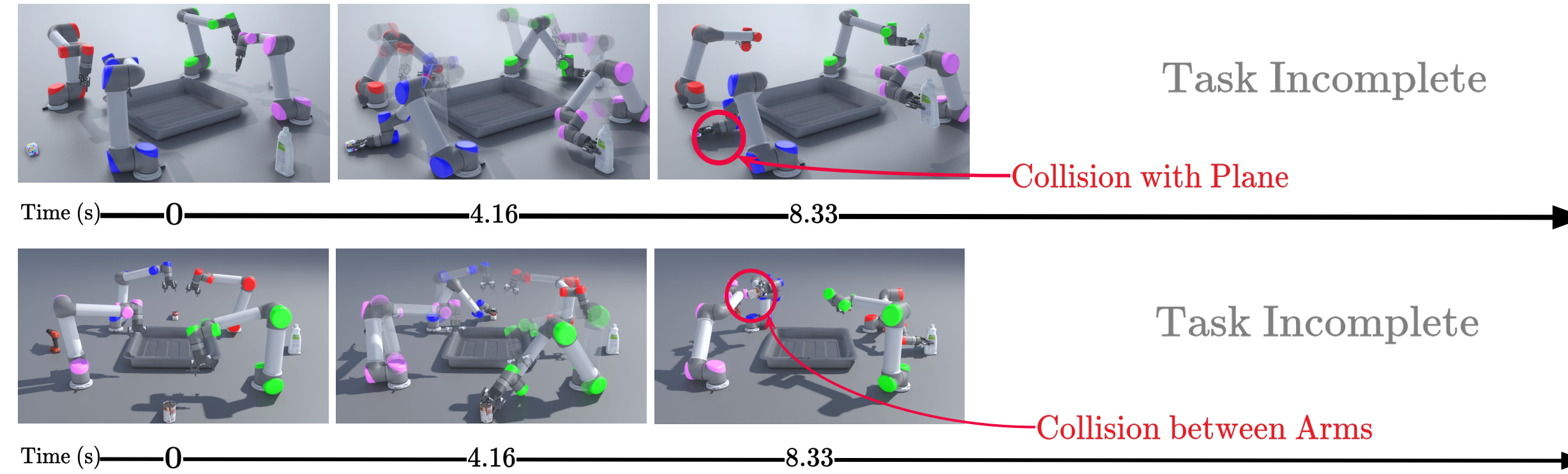


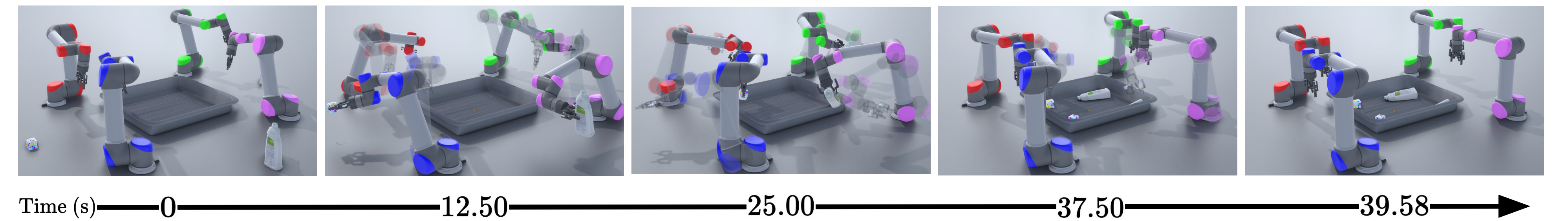
Enabling scalable coordination of multiple robotic arms by combining diffusion-based models with MAPF-inspired search without relying on massive datasets

## ① Motivation

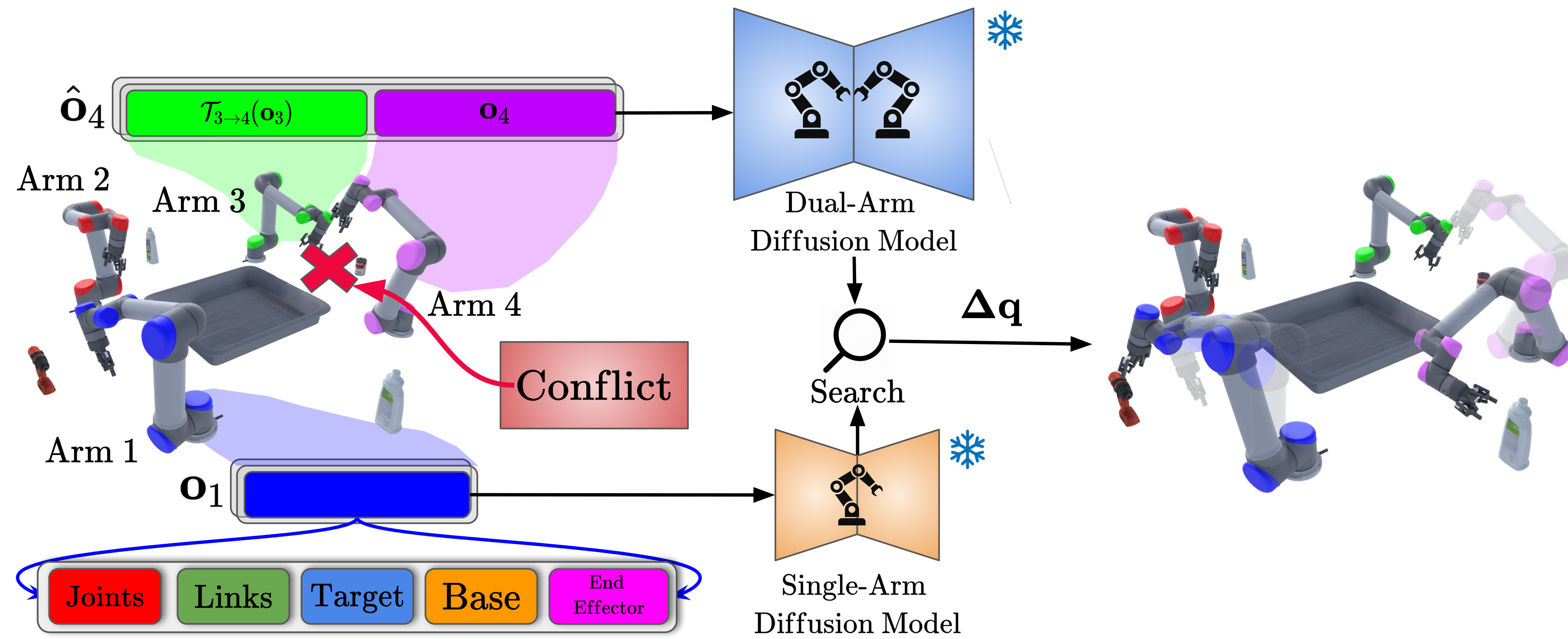
- **Learning-based** Multi-Arm Motion Planners [1]
  - Extremely **fast**
  - Reliance on **massive datasets**
- **Search-based** Multi-Arm Motion Planners [3]
  - **Scale** very well
  - **Slower** runtime



## With Diffusion-Guided Search



## ② High-Level Overview



## ③ Algorithmic Details

**Algorithm 1** Diffusion-Guided Multi-Arm Planner (DG-MAP)

```

1: Input: Models  $\epsilon_{\theta_1}, \epsilon_{\theta_2}$ 
2: Output: Collision-free plan  $\{\Delta q_i\}_{i=1}^N$  or best effort
3: Initialize: Frontier set  $\mathcal{F} \leftarrow \emptyset$ , collision cache  $\mathcal{C} \leftarrow \emptyset$ 
4: for  $i = 1 \dots N$  do
5:    $o_i \leftarrow \text{GetObs}(i)$ 
6:    $\mathcal{P}_i \leftarrow \epsilon_{\theta_i}(o_i, \cdot, \cdot)$ 
7: end for
   // Generate initial plans independent of each other
8:  $\mathcal{N}_0 \leftarrow \text{Node}(b = \vec{0}, \mathcal{K} = \emptyset)$ 
   // Node stores indices and conflicting plan indices
9:  $\mathcal{F}.\text{Insert}(\mathcal{N}_0, g(\mathcal{N}_0))$ 
10: while  $\mathcal{F}$  not empty and time not exceeded do
11:    $\mathcal{N}' \leftarrow \mathcal{F}.\text{ExtractMin}()$ 
12:    $\tau \leftarrow \{\Delta q_i^{N', b_i}\}_{i=1}^N$ 
13:    $c \leftarrow \text{FindFirstCollision}(\tau, \mathcal{C})$ 
14:   if  $c$  is null then
15:     return  $\tau, t^*$  // Solution found
16:   end if
17:    $(i, j, t) \leftarrow c$  // Conflicting pair and time
18:    $t^* = \min(t^*, t)$  // Update earliest collision time
19:    $\kappa_i = \mathcal{N}.\mathcal{K} \cup \mathcal{N}.b_i$  // Attempt to fix for arm i
20:    $\text{Rebranch}(i, \kappa_i)$ 
21:    $\kappa_j = \mathcal{N}.\mathcal{K} \cup \mathcal{N}.b_j$  // Attempt to fix for arm j
22:    $\text{Rebranch}(j, \kappa_j)$ 
23:    $\text{Repair}(j, t, \kappa_j)$ 
24:    $\text{Repair}(i, t, \kappa_i)$ 
25: end while
26: return Best plan found in  $\mathcal{F}$  based on cost
   // Timeout or failure

```

**Algorithm 2** Generate Successors by Rebranch

```

1: Input: ego arm, conflicts  $\kappa$ 
2: for  $m = 1 \dots |\mathcal{P}_{\text{ego}}|$  do
3:   if  $m \notin \kappa$  then
4:      $b_{\text{ego}}^{\text{new}} \leftarrow m$ 
5:      $b' \leftarrow (b_1, \dots, b_{\text{ego}}^{\text{new}}, \dots, b_N)$ 
6:      $\mathcal{N}' \leftarrow \text{Node}(b = b', \mathcal{K} = \kappa)$ 
7:      $\mathcal{F}.\text{Insert}(\mathcal{N}', g(\mathcal{N}'))$ 
8:   end if
9: end for

```

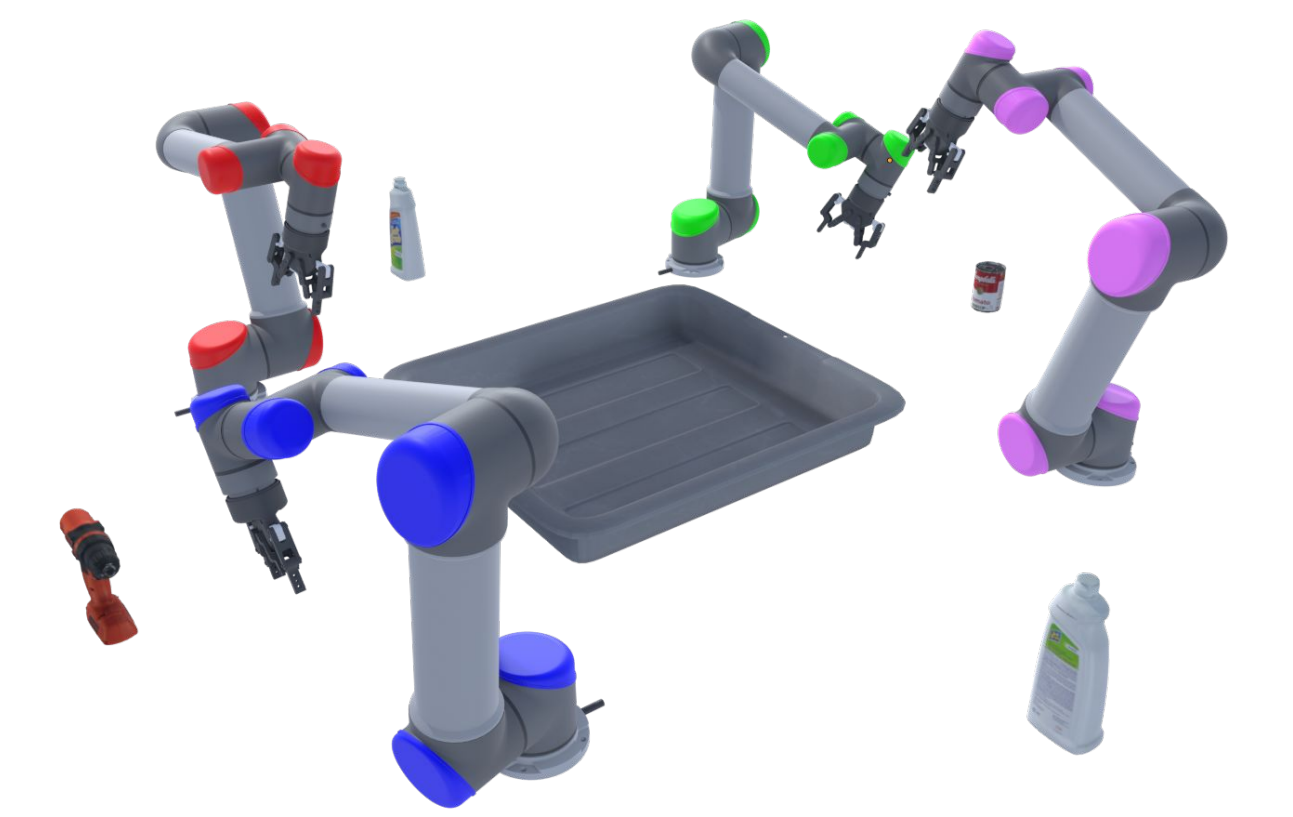
**Algorithm 3** Generate Successors by Repair

```

1: Input: ego arm, other arm, conflicts  $\kappa$ , Model  $\epsilon_{\theta_2}$ 
2:  $\hat{o}_{\text{ego}} \leftarrow \text{GetPairedObs}(\text{ego}, \text{other})$ 
3:  $\text{Sample } \{\Delta q_{\text{ego}}^{\text{new}, m}\}_{m=1}^B$  using  $\epsilon_{\theta_2}(\hat{o}_{\text{ego}}, \cdot, \cdot)$ 
4: for  $m = 1 \dots B$  do
5:    $b_{\text{ego}}^{\text{new}} \leftarrow \mathcal{P}_{\text{ego}}.\text{Update}(\Delta q_{\text{ego}}^{\text{new}, m})$ 
6:    $b' \leftarrow (b_1, \dots, b_{\text{ego}}^{\text{new}}, \dots, b_N)$ 
7:    $\mathcal{N}' \leftarrow (b = b', \mathcal{K} = \kappa)$ 
8:    $\mathcal{F}.\text{Insert}(\mathcal{N}', g(\mathcal{N}'))$ 
9: end for

```

## ④ Pick-and-Place



Method	Success ( $\uparrow$ )	Steps ( $\downarrow$ )
Baseline-LD	0.375	4479
Baseline-ED	0.714	6018
DG-MAP	<b>0.890</b>	5390

Table 3: Success rate (% , higher is better) along with average number of steps (lower is better) taken by the methods to complete the full cycle of multi-arm pick-and-place task.

## ⑤ Comparison with Limited Data Baseline

Arms	Easy		Medium		Hard		Average	
	Baseline LD	DG-MAP Ours ( $\uparrow$ )	Baseline LD	DG-MAP Ours ( $\uparrow$ )	Baseline LD	DG-MAP Ours ( $\uparrow$ )	Baseline LD	DG-MAP Ours ( $\uparrow$ )
3	0.349	<b>0.984</b>	0.426	<b>0.975</b>	0.460	<b>0.965</b>	0.412	<b>0.975</b>
4	0.032	<b>0.981</b>	0.024	<b>0.969</b>	0.060	<b>0.953</b>	0.039	<b>0.968</b>
5	0.224	<b>0.972</b>	-	<b>0.958</b>	-	<b>0.905</b>	0.075	<b>0.945</b>
6	0.145	<b>0.976</b>	0.011	<b>0.921</b>	0.008	<b>0.888</b>	0.055	<b>0.928</b>
7	0.113	<b>0.955</b>	-	<b>0.918</b>	-	<b>0.907</b>	0.038	<b>0.926</b>
8	0.067	<b>0.951</b>	-	<b>0.933</b>	-	<b>0.888</b>	0.022	<b>0.924</b>

## ⑥ Comparison with Extended Data Baseline

Arms	Easy		Medium		Hard		Average	
	Baseline ED	DG-MAP Ours ( $\uparrow$ )	Baseline ED	DG-MAP Ours ( $\uparrow$ )	Baseline ED	DG-MAP Ours ( $\uparrow$ )	Baseline ED	DG-MAP Ours ( $\uparrow$ )
3	0.980	<b>0.984</b>	0.973	<b>0.975</b>	0.943	<b>0.965</b>	0.965	<b>0.975</b>
4	0.973	<b>0.981</b>	0.961	<b>0.969</b>	0.950	<b>0.953</b>	0.961	<b>0.968</b>
5	0.963	<b>0.972</b>	0.947	<b>0.958</b>	0.891	<b>0.905</b>	0.934	<b>0.945</b>
6	0.950	<b>0.976</b>	0.887	<b>0.921</b>	0.882	<b>0.888</b>	0.906	<b>0.928</b>
7	0.950	<b>0.955</b>	0.913	<b>0.918</b>	0.891	<b>0.907</b>	0.917	<b>0.926</b>
8	<b>0.951</b>	<b>0.951</b>	0.911	<b>0.933</b>	0.859	<b>0.888</b>	0.907	<b>0.924</b>

## References

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