OstrichRL: A Musculoskeletal Ostrich Simulation to Study Bio-mechanical Locomotion

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TLDR

- Muscle actuation is studied in many fields such as biomechanics, robotics and graphics.
- Existing models mostly use the OpenSim simulator that is too slow to be easily integrated into RL pipelines.
- We propose a fast and accurate 3D model of an ostrich using the MuJoCo physics engine.
- Ostriches are the fastest bipeds on earth with a top speed of over 40 km/h (25 mph).
- We release dm_control tasks including motion capture tracking.

Muscle actuation modeling

- Hill-type muscle models are often used in biomechanics to estimate active and passive forces with respect to length, activation and velocity.
- **OpenSim** is a popular physics engine in biomechanics.
- **MuJoCo** is a popular physics engine in RL, roughly 300 times faster than OpenSim.



muscles. Dissection OpenSim model CT scans **Force-Velocity curve** standing clips. the beak. velocity (L0/s) Muscle force policies.

Proposed ostrich model

- **Existing OpenSim model** of the legs, adapted to have more realistic feet and converted to a MuJoCo model.
- **CT scans** to obtain the geometries for the remaining body parts (rib cage, wings, neck, head).
- **Dissection** to gather anatomical muscle data, including muscle routing and pennation angle.
- **Complex overactuated model** including 48 joints and 121
- Torque-controlled skeletal model for comparison.



Proposed dm_control tasks

- **Run forward** as fast as possible.
- MoCap tracking of running and
- **Foraging** random targets with

Reinforcement learning

- **TD4 agent** combining TD3 and D4PG features.
- **Tonic RL library** to easily train, analyze results and explore







Cassie

- MuJoCo model.



Ressources https://github.com/vittorione94/ostrichrl

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• The Cassie robot has an ostrich-like morphology.

• We applied the proposed MoCap tracking pipeline to its existing