

General Purpose Robotics with ROS



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Speakers



Tobias Weyer

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- Software Consultants at TNG Technology Consulting in Munich
- Background in Mechatronics, IT and Mathematics
- Researching Vision-Language-Action Models



Daniel Klingmann

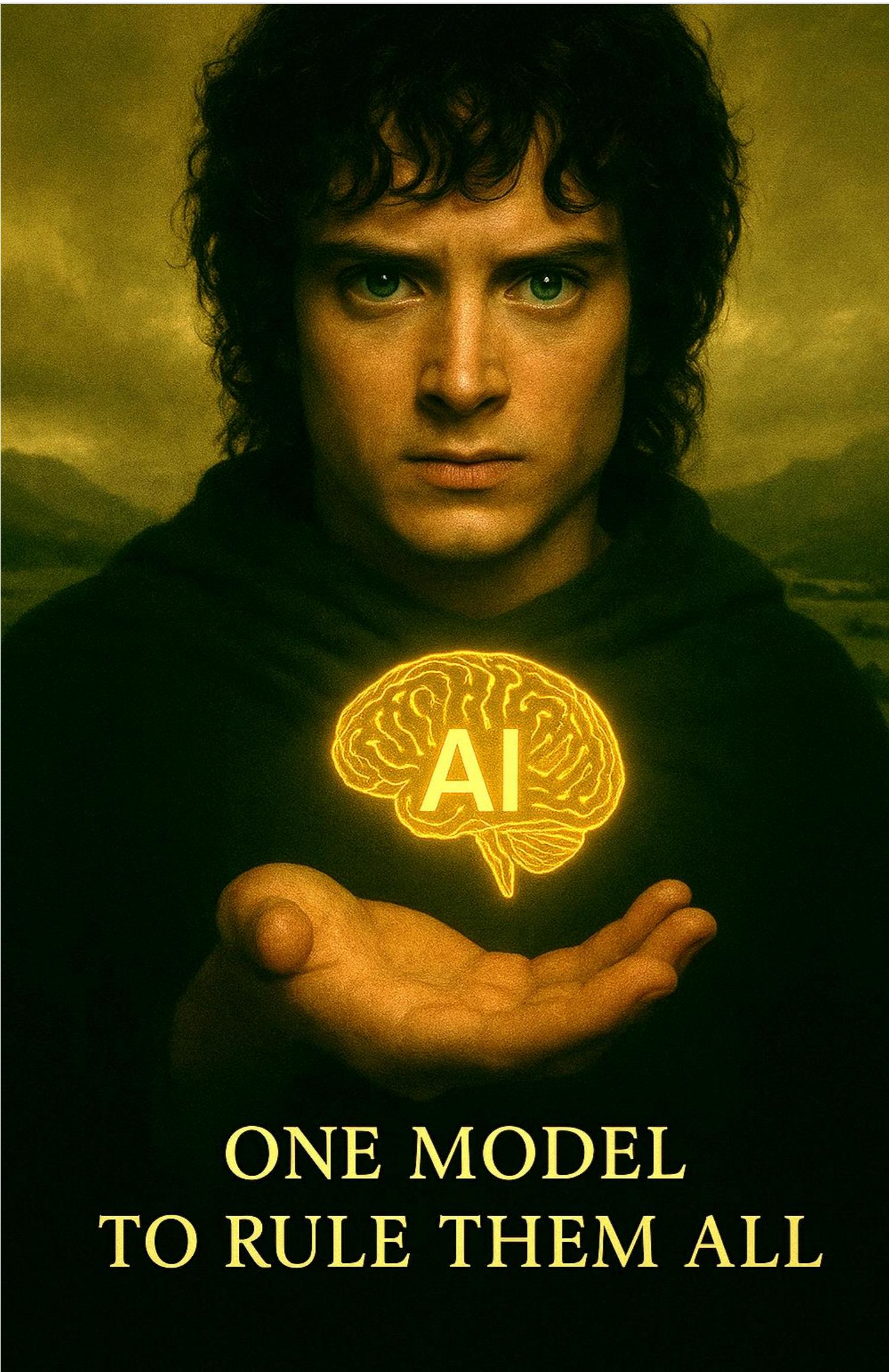
daniel.klingmann@tngtech.com

What is General Purpose Robotics



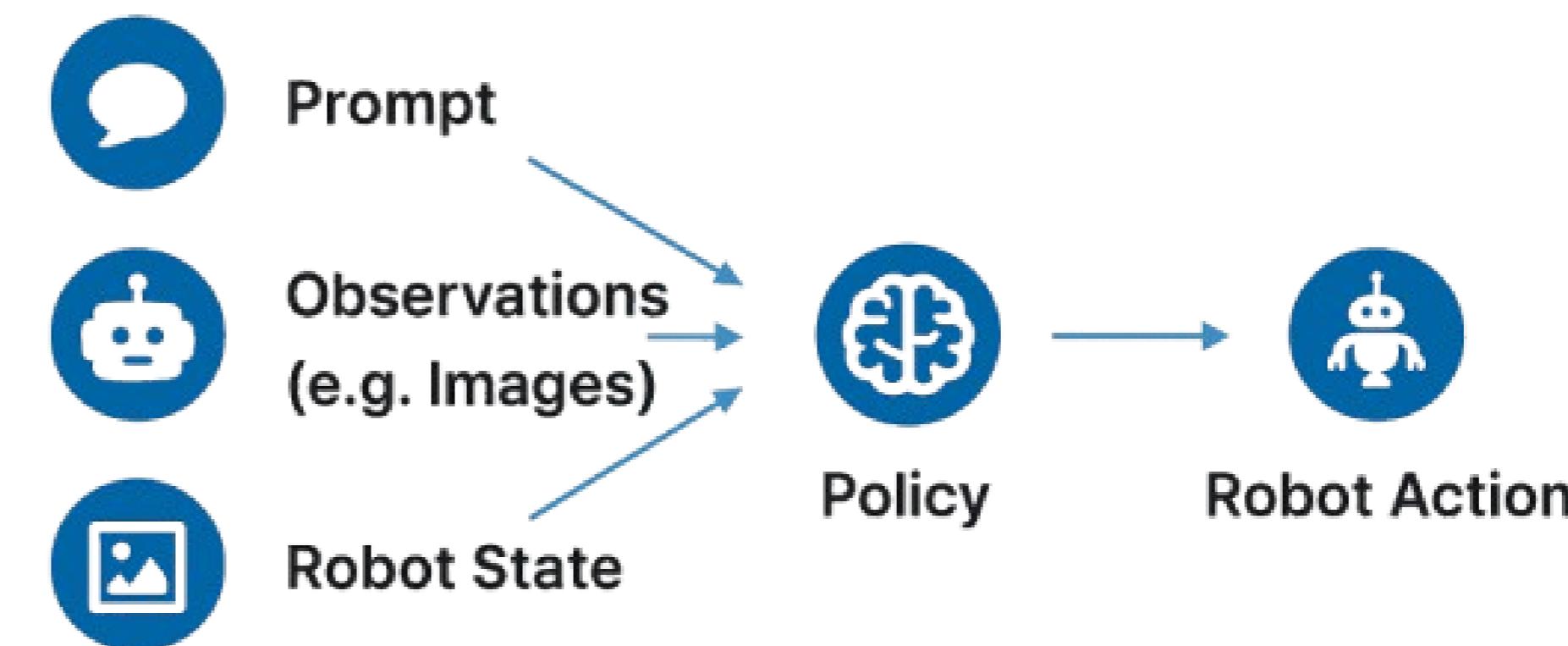
ONE MODEL TO RULE THEM ALL

What is General Purpose Robotics



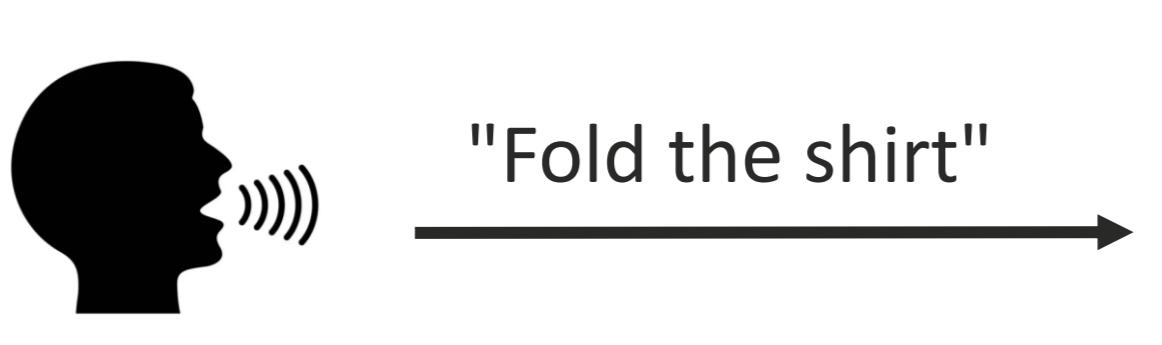
One Policy

- For complex and dexterous tasks
- For different tasks
- For different embodiments



What is General Purpose Robotics

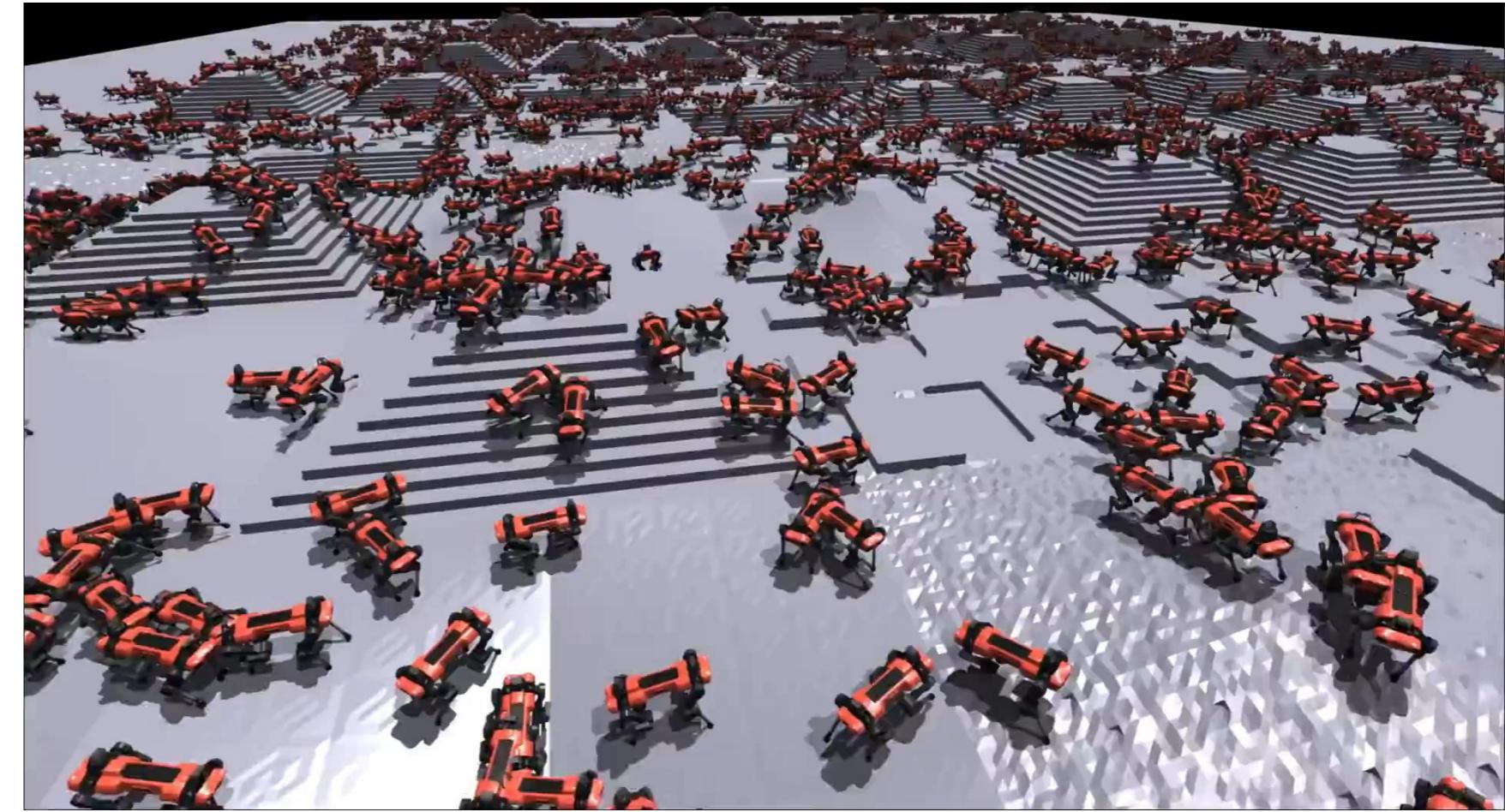
Onboarding like a human



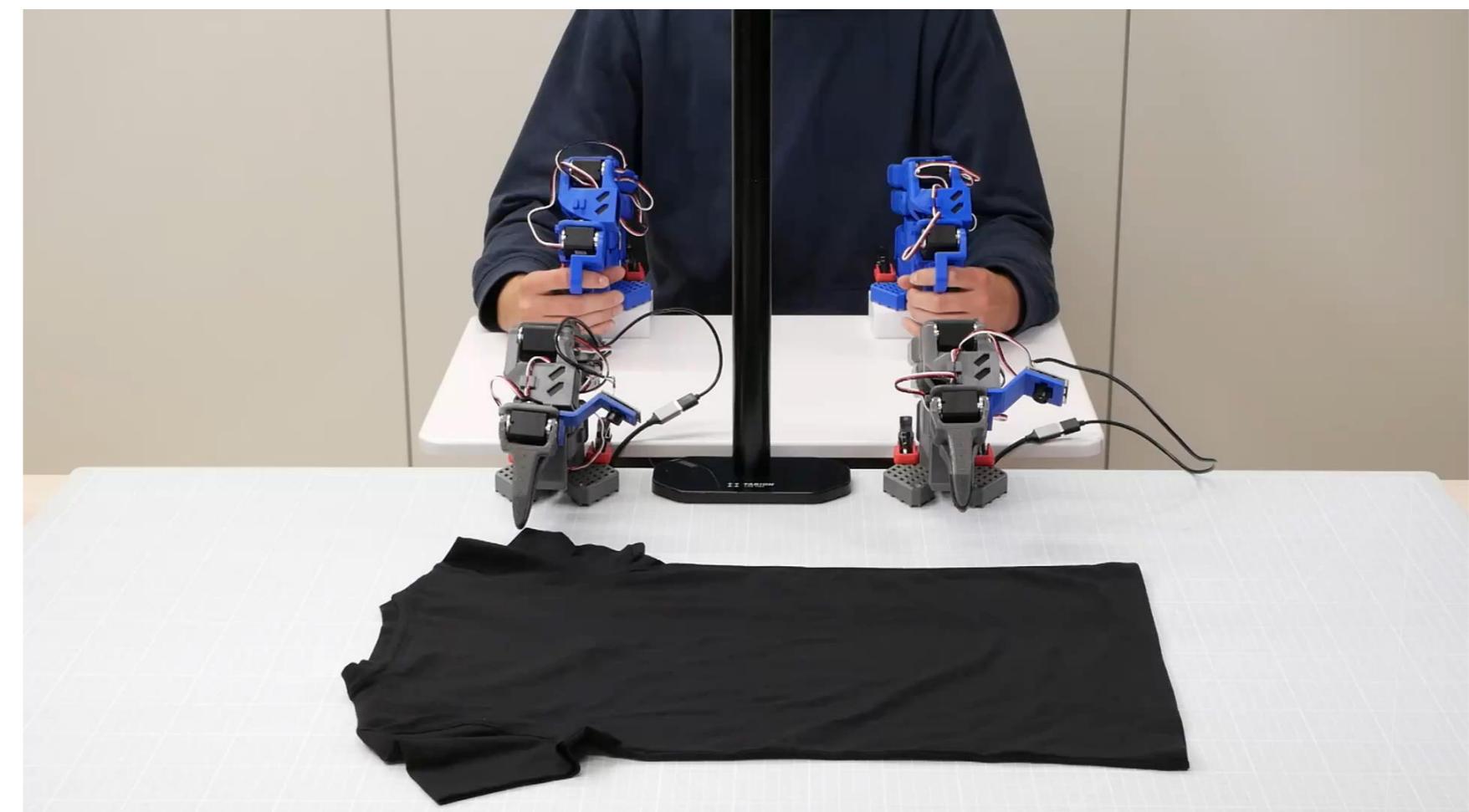
What is General Purpose Robotics

Practice makes the master

- **Reinforcement Learning**
 - Automated try and error
 - (almost) only applicable in simulation
- **Immitation Learning**
 - Learn from recorded training data
 - Lot of data needed



https://leggedrobotics.github.io/legged_gym/



Large Language and Vision Assistant

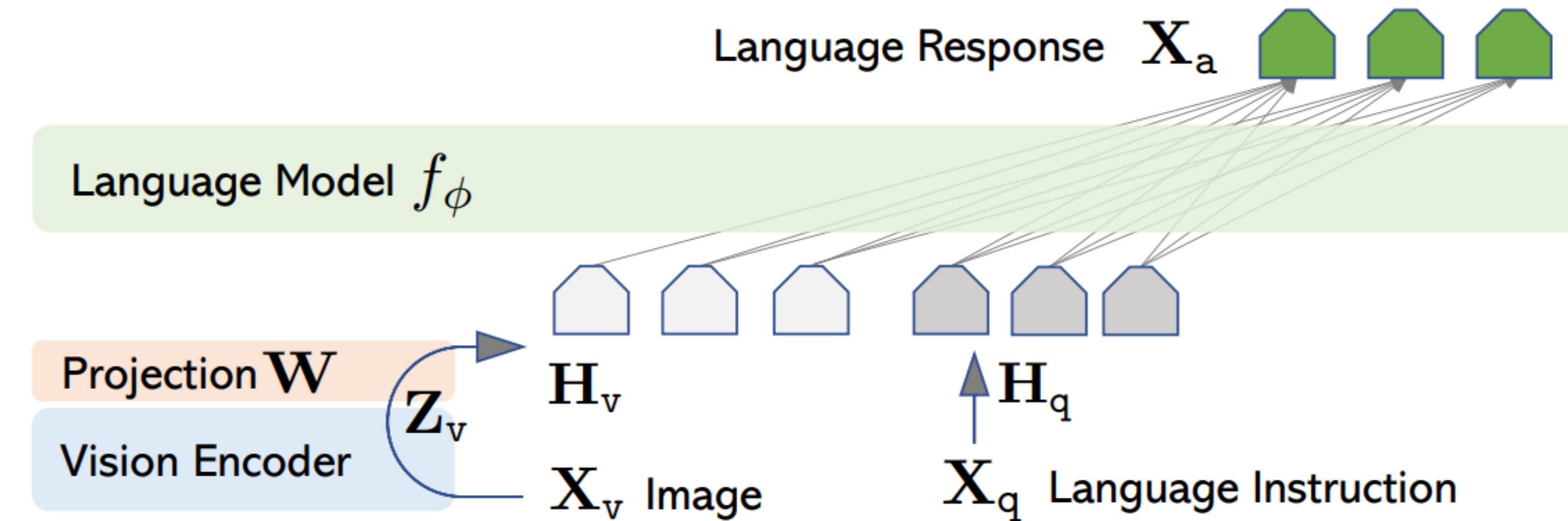
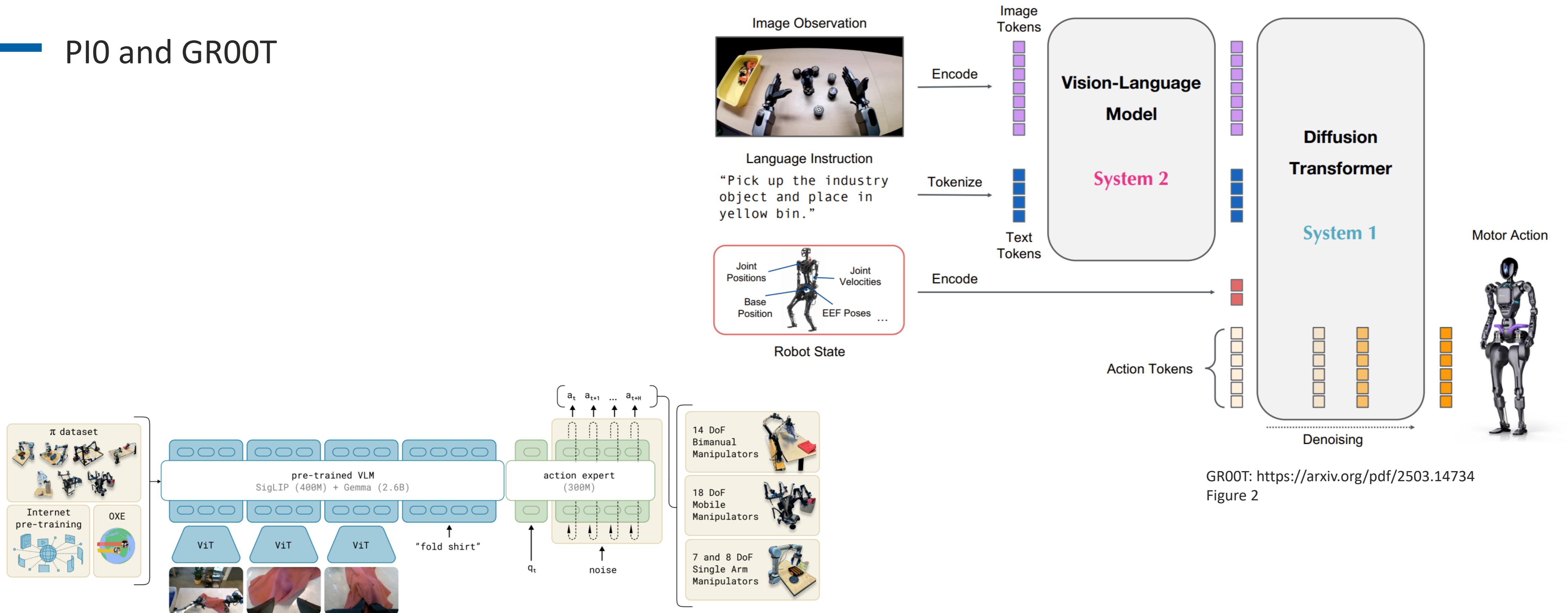


Figure 1: LLaVA network architecture.

[https://arxiv.org/pdf/2304.08485](https://arxiv.org/pdf/2304.08485.pdf)
Figure 1

Vision Language Action Models

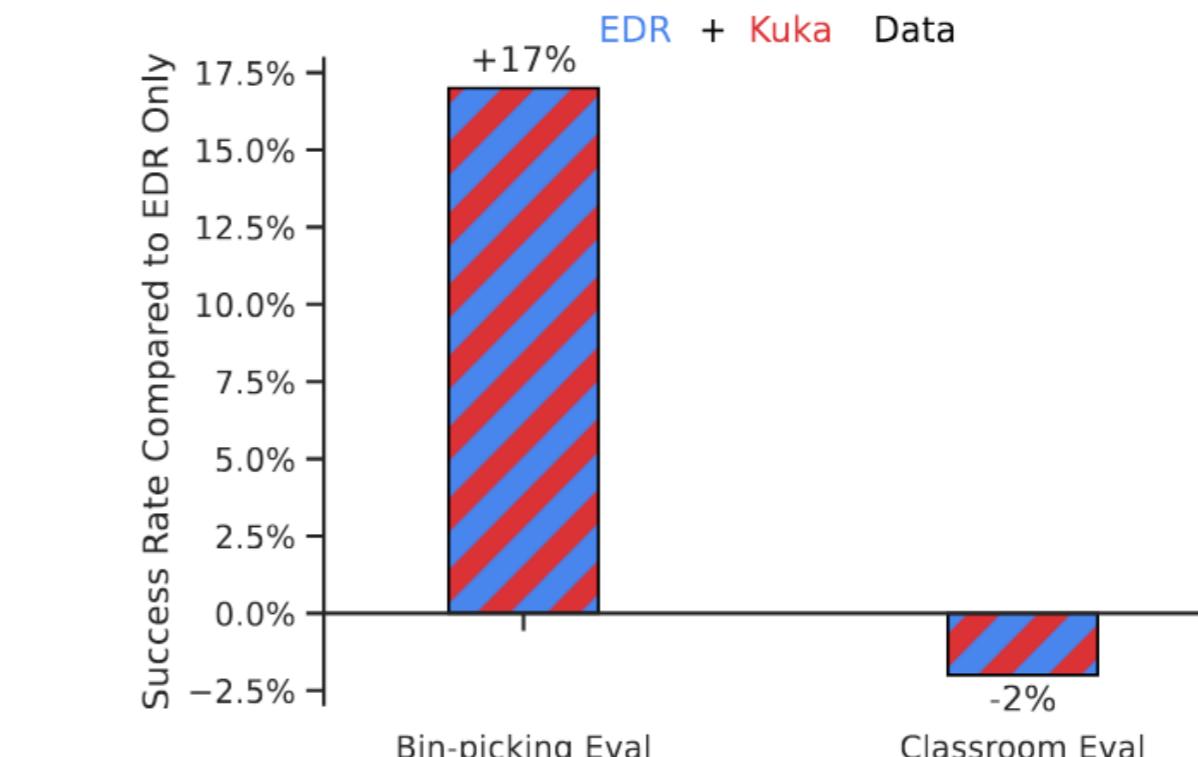
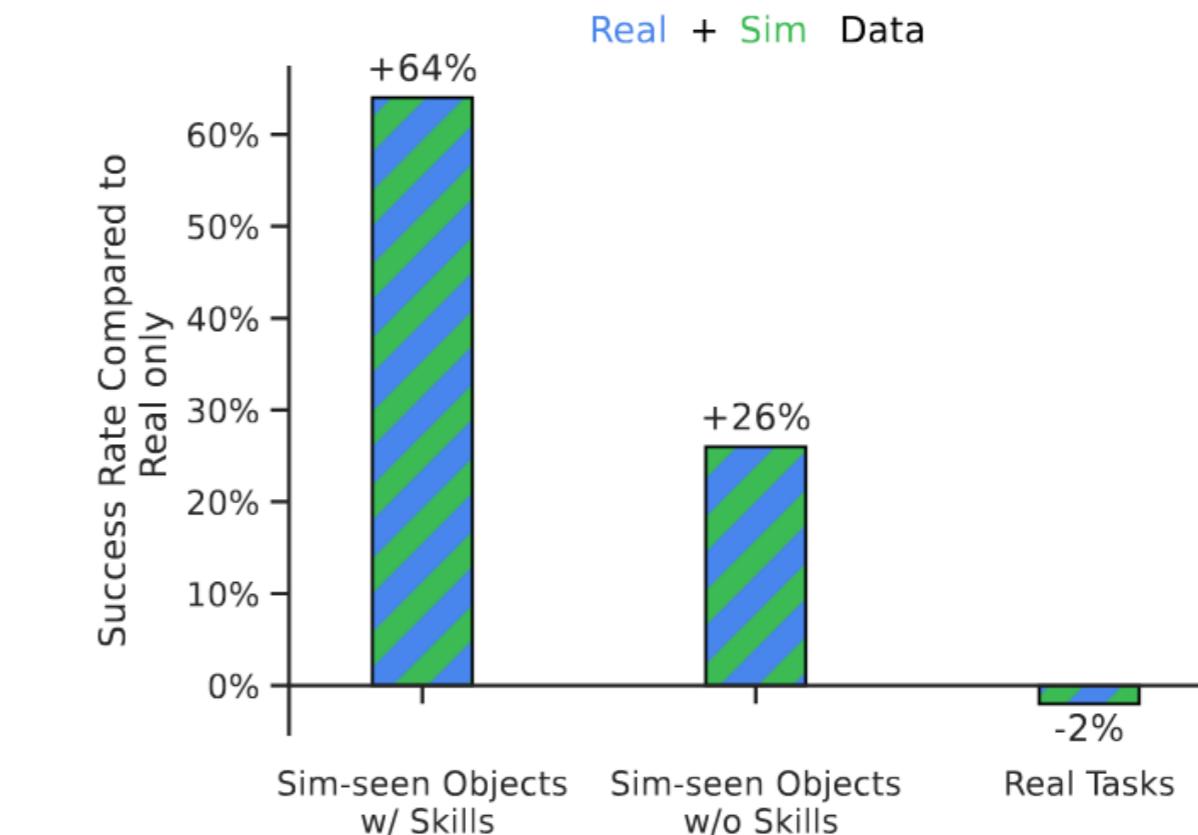
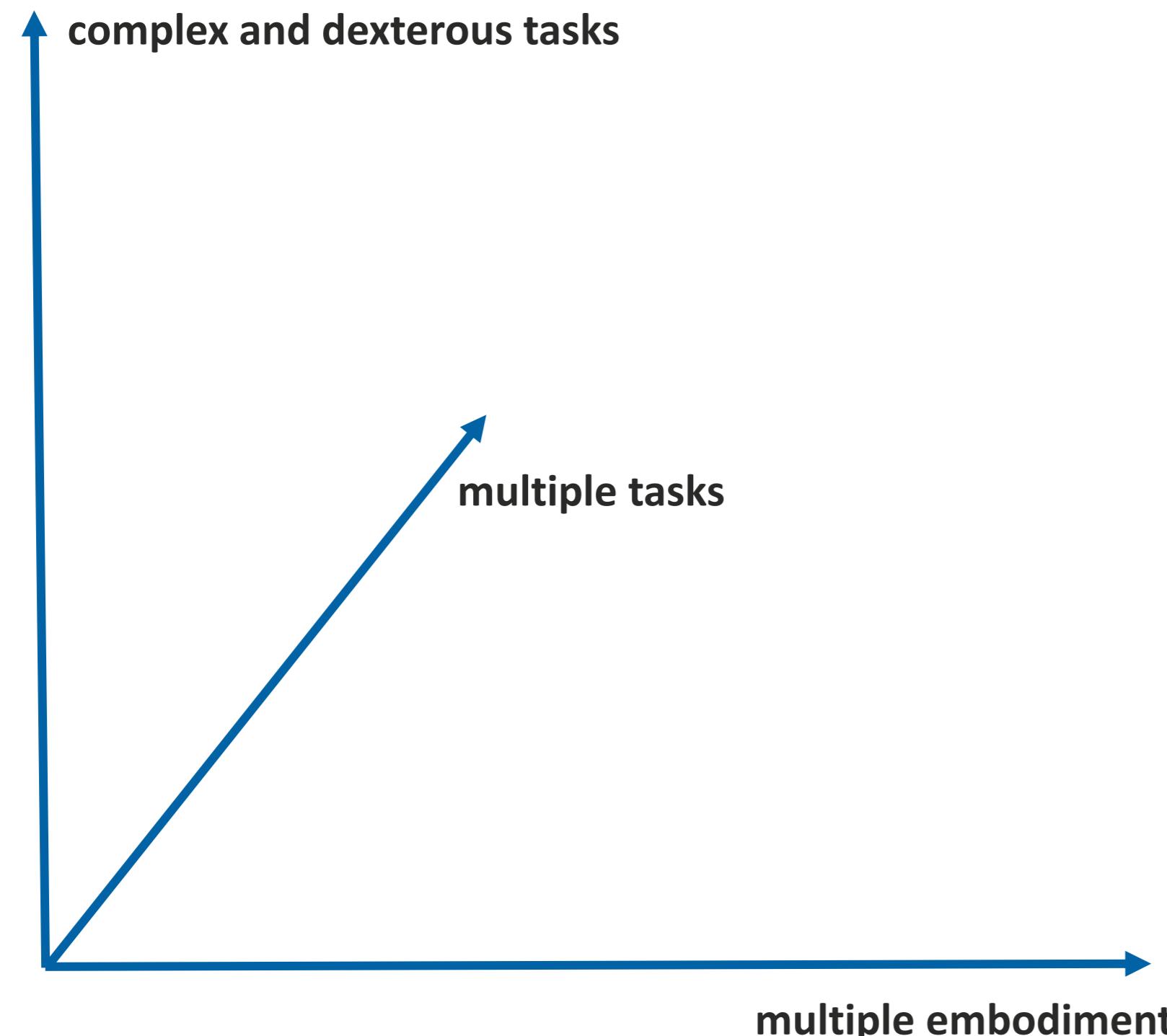
PIO and GR0OT



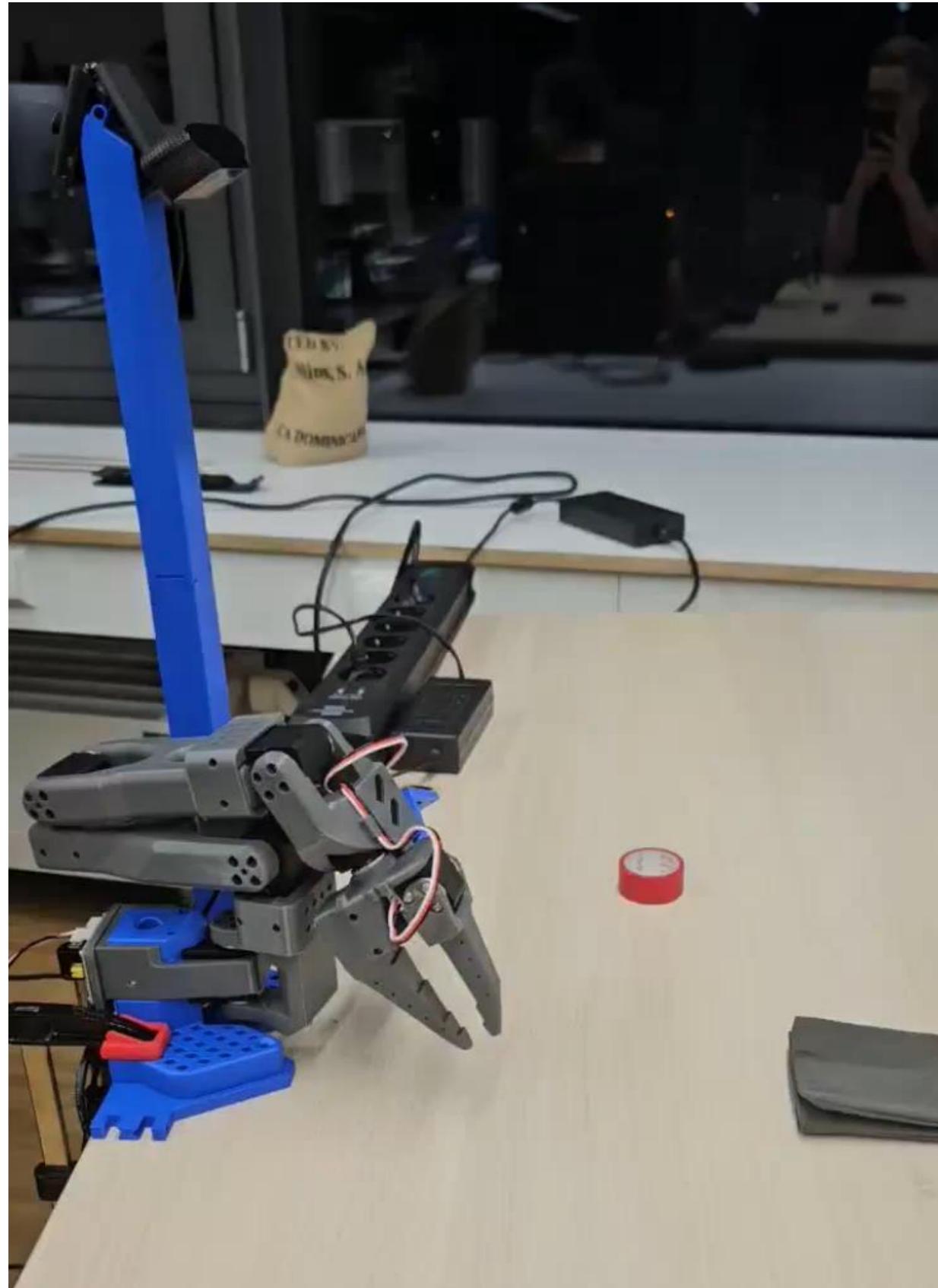
PIO: <https://arxiv.org/pdf/2410.24164>

Figure 3

3 Dimensions of Generalization



Early Approaches



Task specific finetuning required

Hard to reproduce results

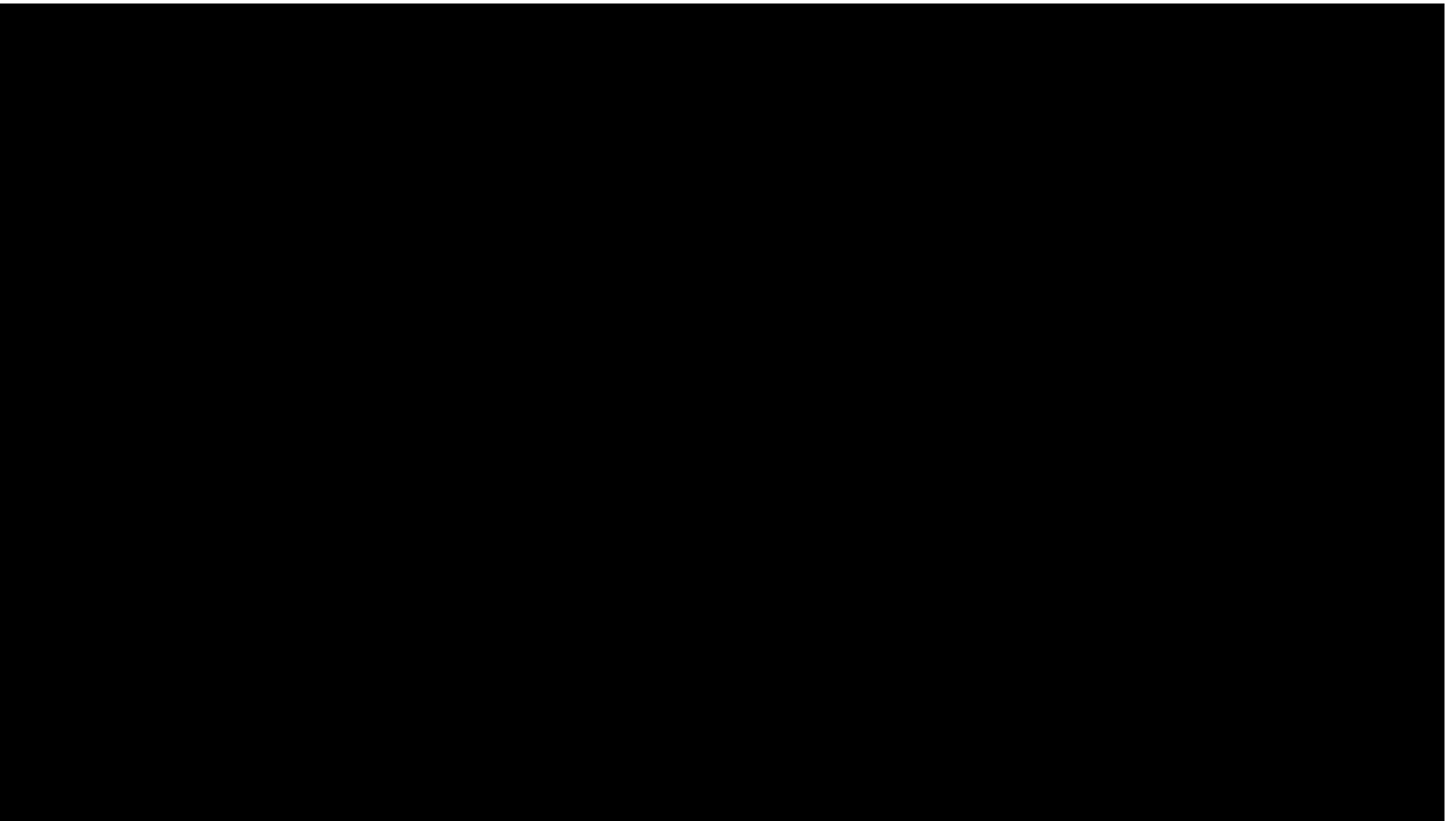
Hard to benchmark

Data collection and policy evaluation is very time consuming

Sim to Real

Setup:

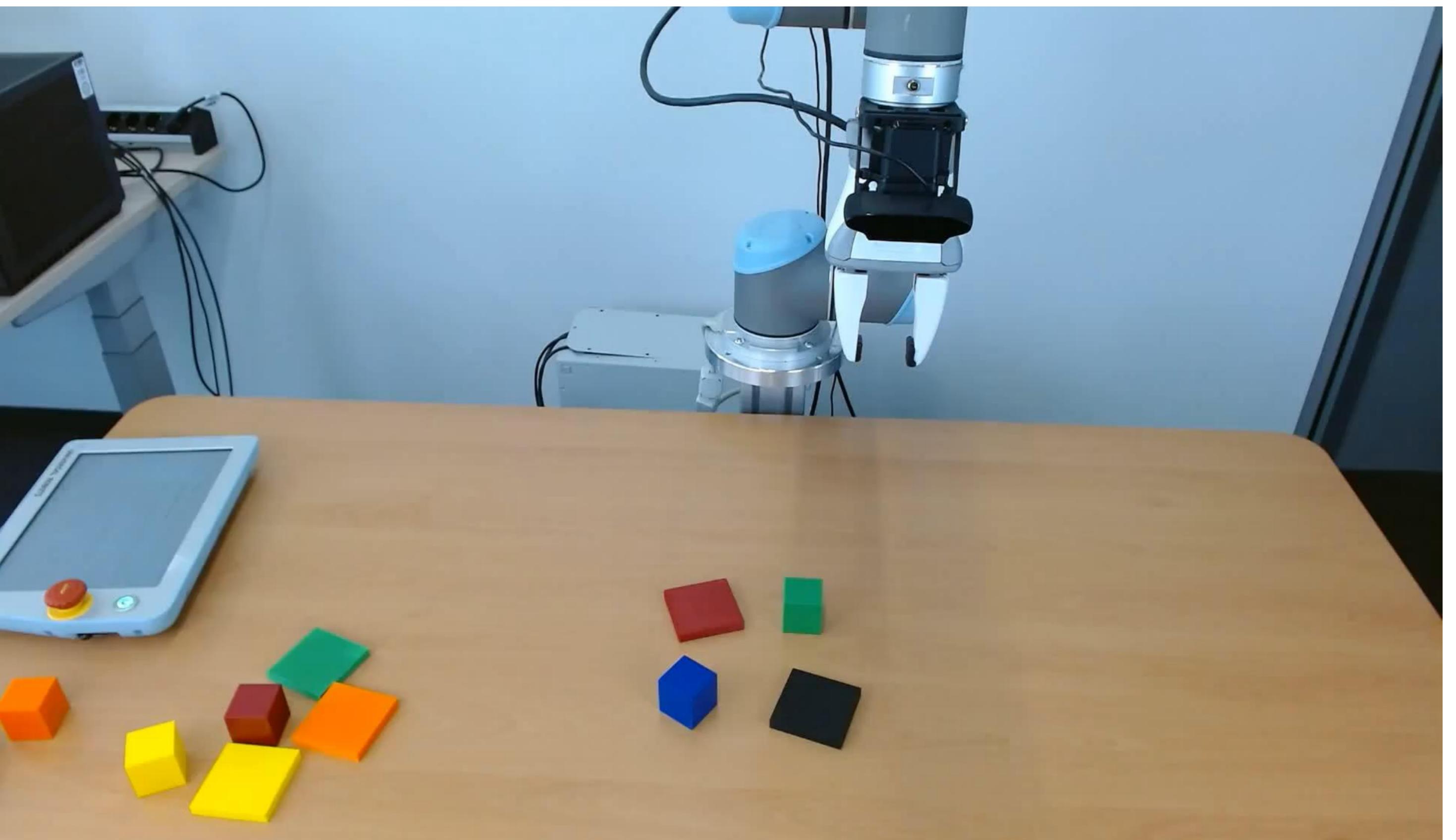
- GR00T N1.5
- Trained with simulation data from Isaac Lab
- 300 simulated episodes
- Prompt: *"Pick up the <color> cube and place it on the <color> platform"*



Sim to Real

Evaluation:

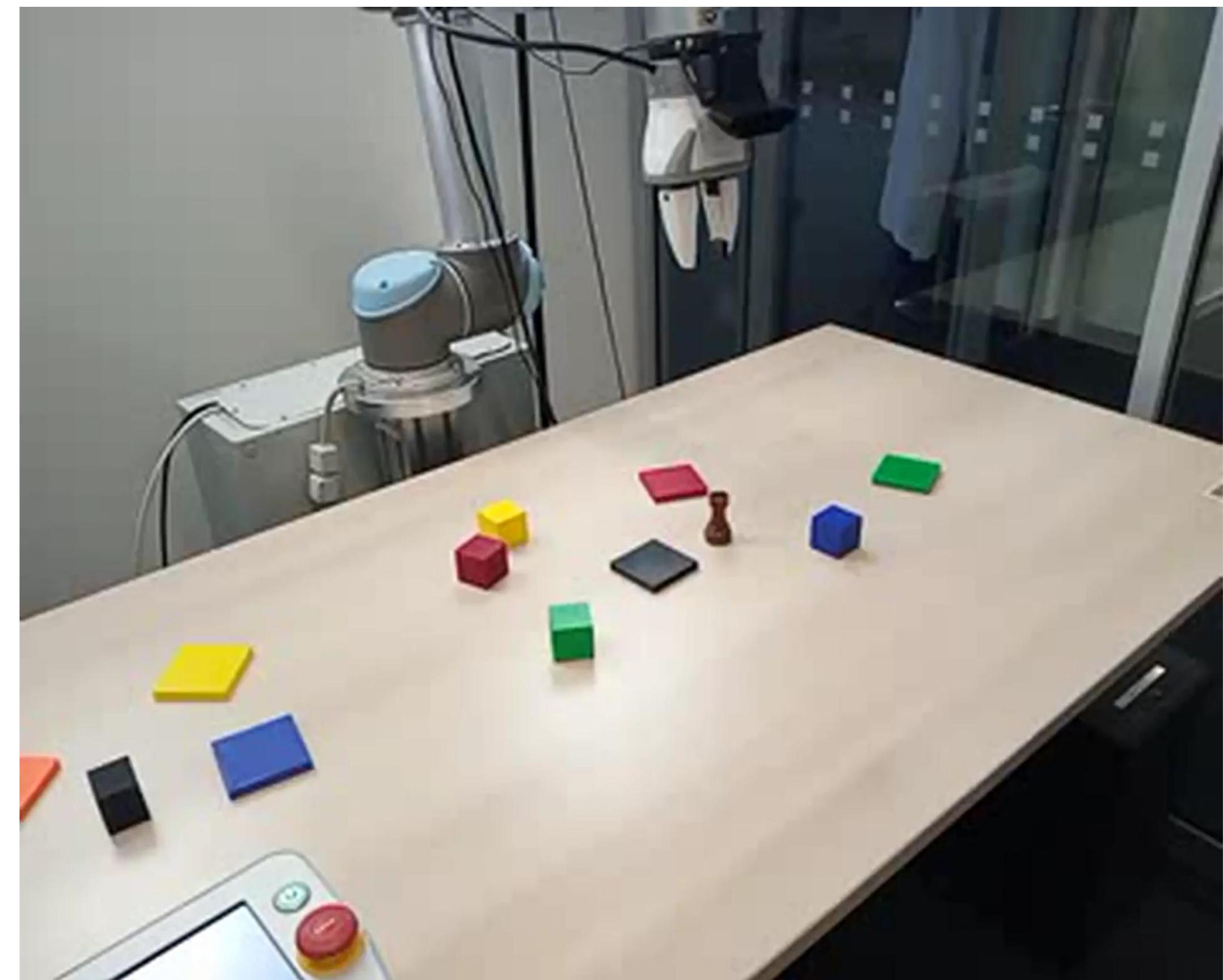
- 100% success rate in sim
- Deployed on real robot (70% success rate)
- Sensitive to lighting conditions
- Strong out of distribution generalization
 - Different surrounding than simulation
 - Worked for colors that weren't in training data
 - Worked with different prompts in different languages (e.g. *"Bitte, lieber Roboter, hebe den himmelfarbenen Würfel auf und setze ihn auf die bewölkte Platform, Danke"*)



Sim to Real

Challenges:

- Overfitted on kinematic space of the training data
-> Robot recognizes the chess tower but is unable to close the gripper far enough
- Adding real robot teleoperation data improves the performance for the chess tower but lowered the success rate for cubes



Prompt: "Pick up the tower and place it on the black platform"

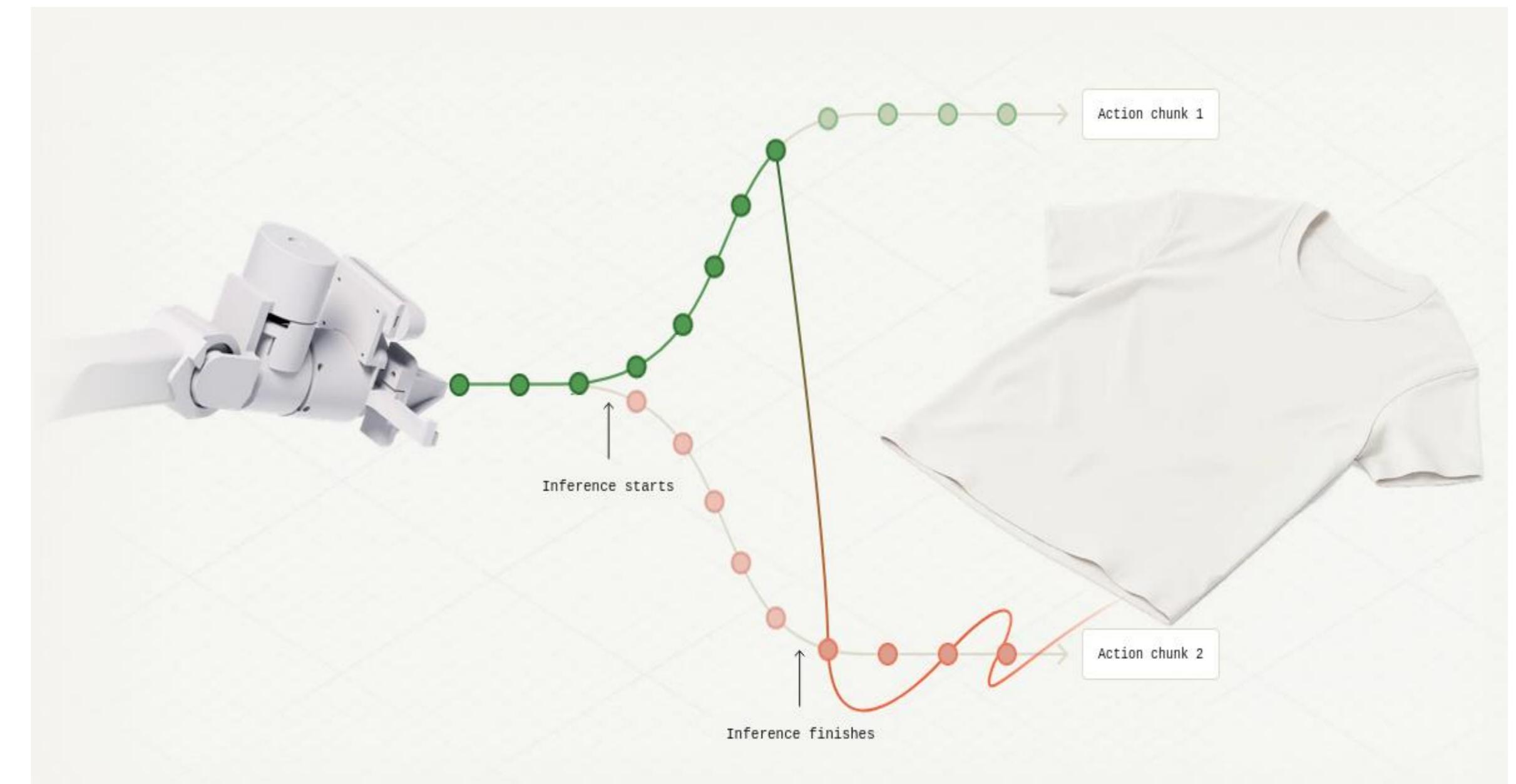
Real Time Action Chunking

Problem:

- Synchronous inference and action execution
leads to jerky movements

Proposed Solution by Physical Intelligence:

- Real-Time-Action-Chunking (RTC)
- "Inpainting" of next action chunk like for images



https://www.physicalintelligence.company/research/real_time_chunking

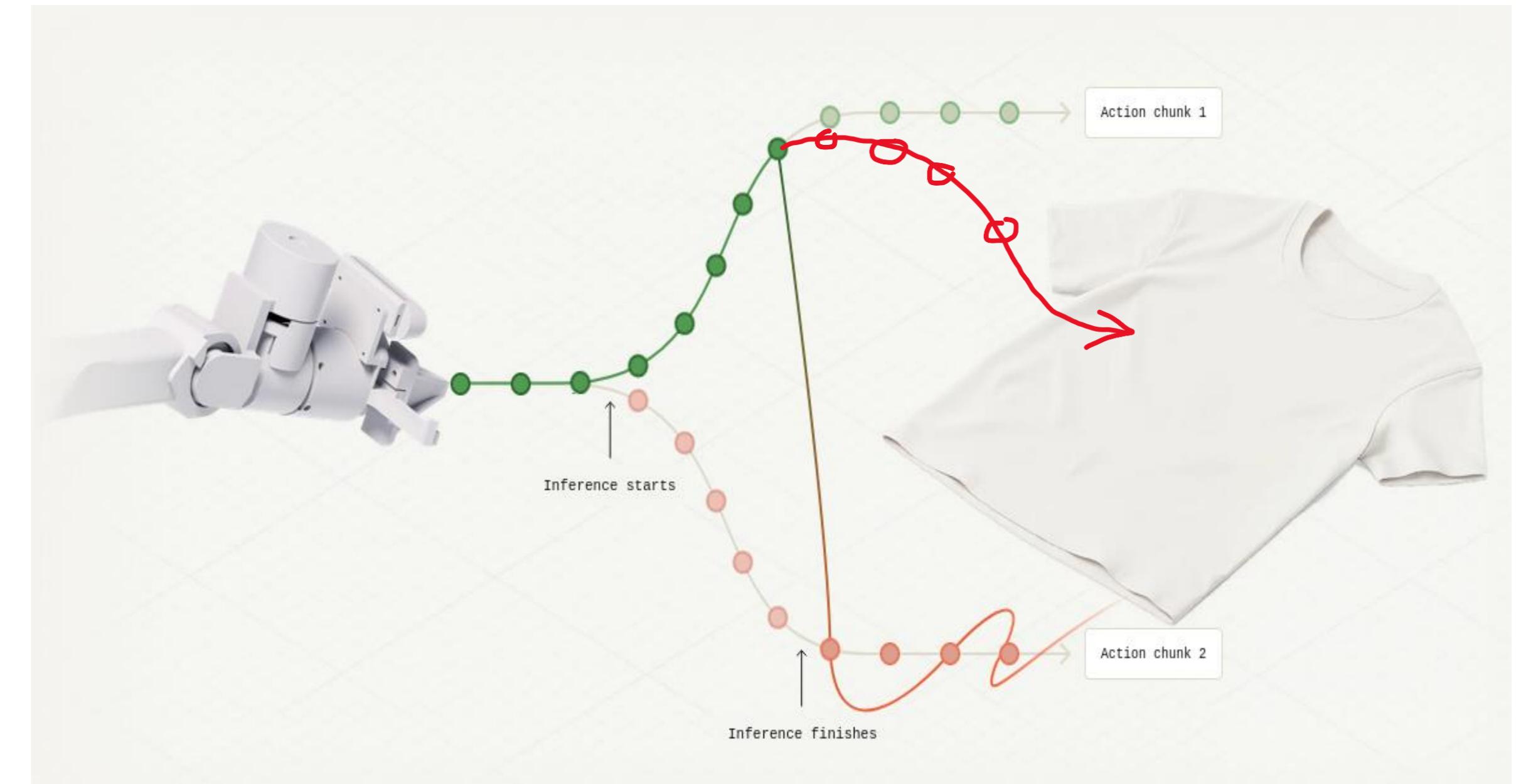
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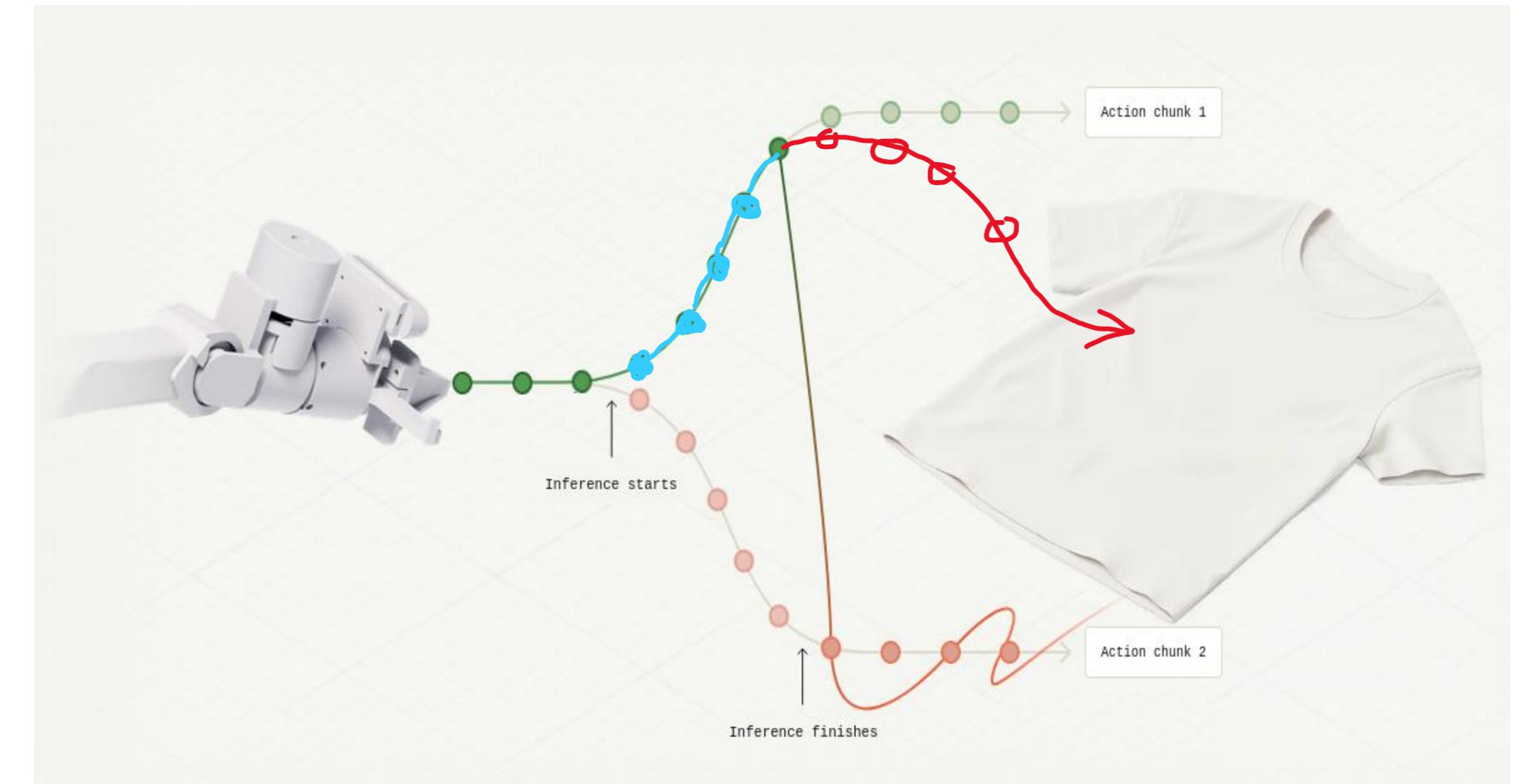
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Real Time Action Chunking

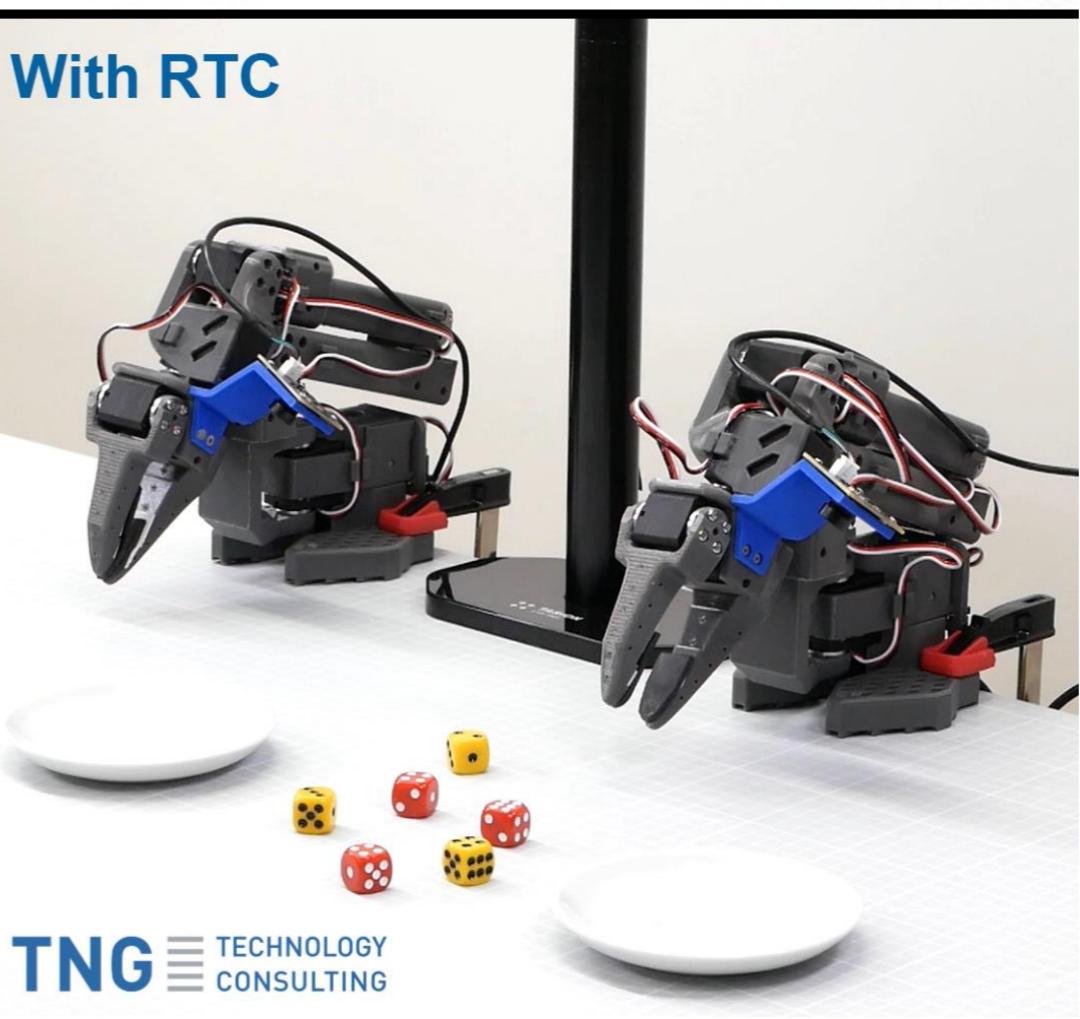
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Further general learnings

finetuning with delta joint actions or relative actions works better because the possible move directions are easier to learn than the whole robot configuration space

more cameras bring only more value when they actually see more (e.g. when the robot body is blocking the view)

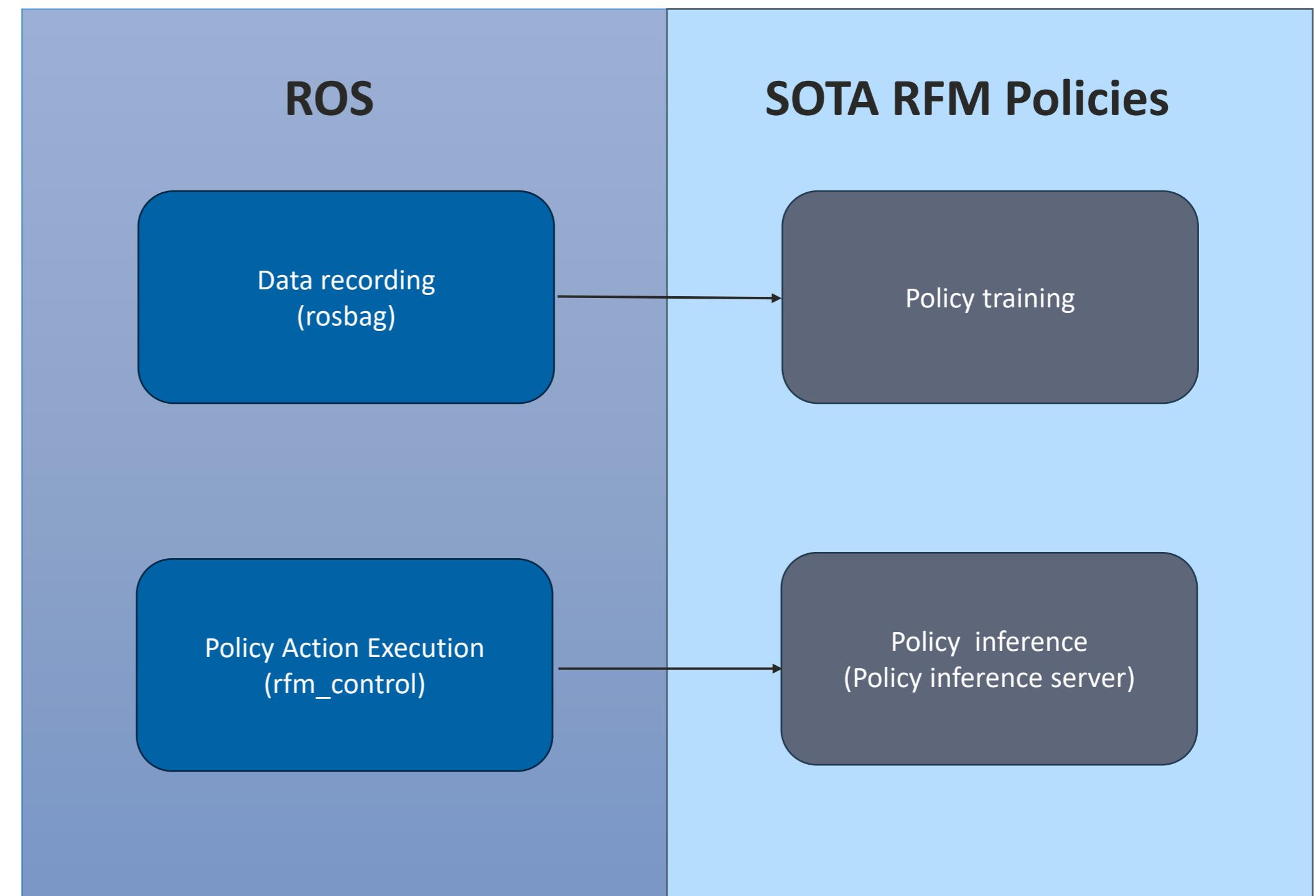
hard to benchmark in real world because of all kind of varying environment impacts

evaluation is very time consuming

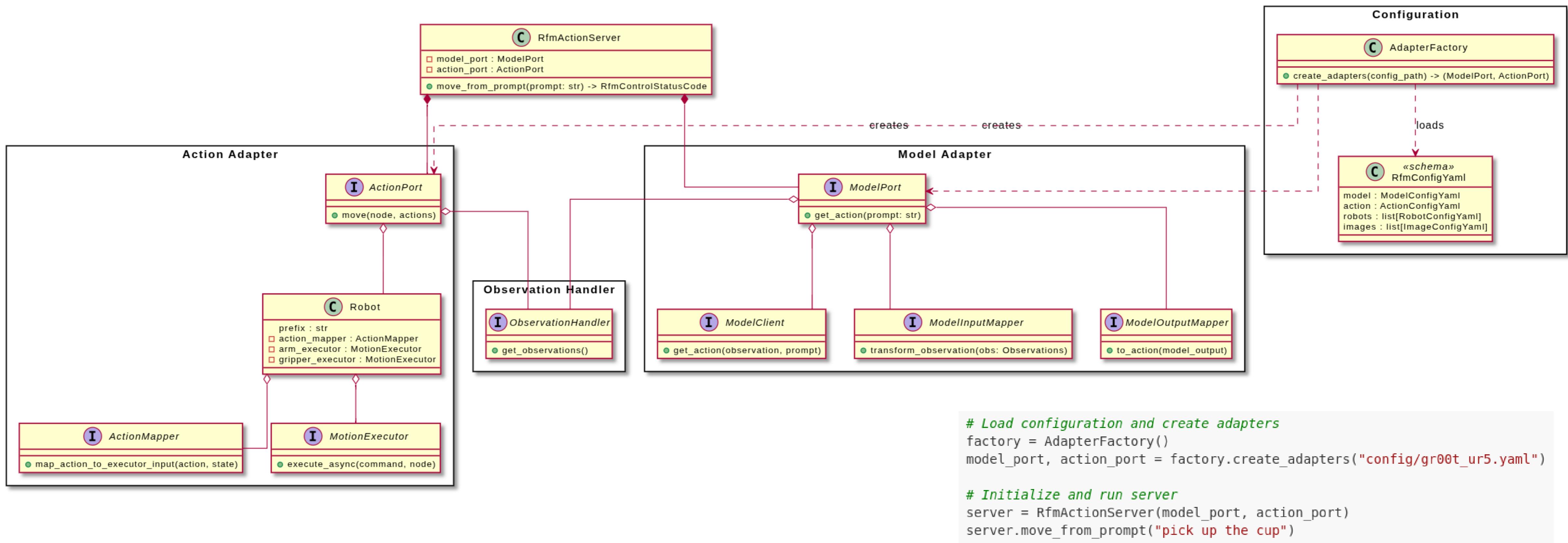


How does ROS help?

- Easy data recording with rosbag
- Great visualization capabilities out of the box (Rviz)
- Simulation interfaces
- One implementation for different robot models



Open source rfm_control package



Open source rfm_control package

- **Configuration-Driven:** Change robot setup, model type, or control strategy by editing YAML files
- **Hexagonal Architecture:** Easy to swap real implementations with mocks
- **Extendable AdapterFactory:** Simply add your own policy or action adapter
- **Documentation:** Extensive user guide



https://github.com/NeuroTo/rfm_control

Try it out and give feedback :)

Thank you for your attention



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