

# Physical Intelligence: Foundation and Systems (ESE 6510)

Instructor:  
Antonio Loquercio

Fall 2025  
University of Pennsylvania

# Today

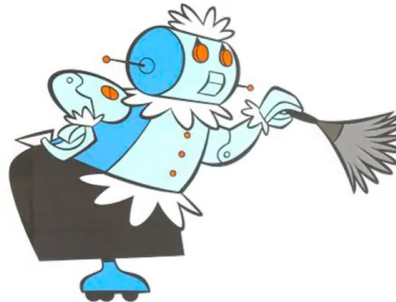
What is this class about?

- What are you getting into?
- What are you getting out of it?
- What are the expectations?

Why is now a good time to study robot learning?

How we thought  
the future would be.

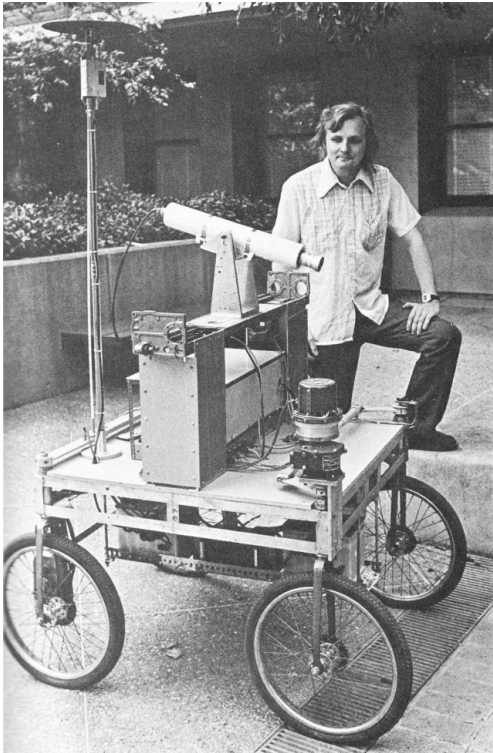
The Jetsons, ca. 1960



How the future  
is going to be.



# Moravec's Paradox

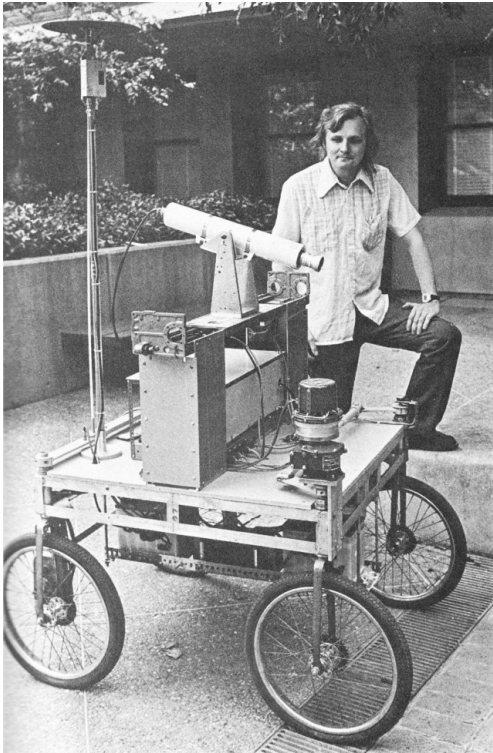


*It is comparatively easy to make computers exhibit adult level performance on intelligence tests or playing checkers, and difficult or impossible to give them the skills of a one-year-old when it comes to perception and mobility.*

*Mind Children, H. Moravec, 1988*



# Hans Moravec's PhD Thesis



During this period a number of incoming students were assigned to the "cart project". Each correctly perceived the situation within a year, and went on to something else. The cart's reputation as a serious piece of research apparatus, never too high, sank to new depths.

# Why care about **Physical** Intelligence?

*“What’s so special about robotics?  
Surely, the same ‘foundational model’ should work for everything?”*

- In the long term, likely yes
- I don’t think we are there yet
  - We don’t have enough data
  - We don’t have the right data
  - We don’t know the right objective(s)
- Even with infinite data, there are challenges that we don’t yet know how to solve:
  - Safety (Hallucinations have significant consequences in robotics)
  - Computational efficiency
  - Stuff breaks
  - I am certainly very biased! 😊

# Why care about Physical **Intelligence**?

*“What if I don’t care about this wishy-washy learning stuff?  
I just want to make my robot go!”*

Small Reason:

If your task is well defined, other stuff might work better (e.g., Roomba)

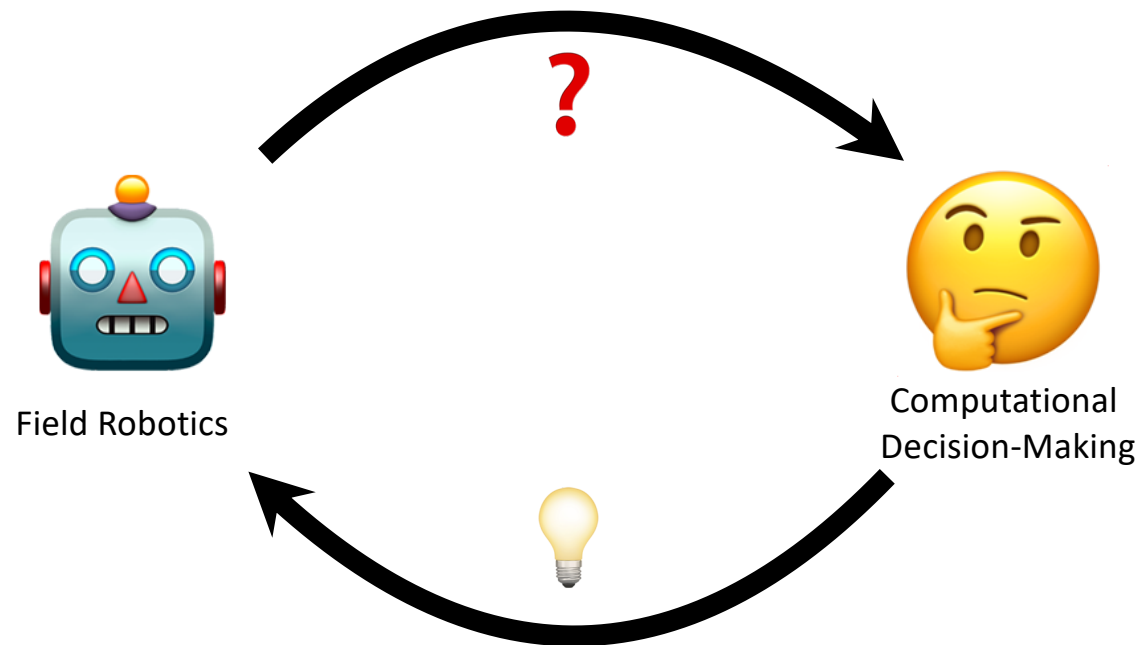
Bigger Reason:

We have not yet figured out how to build robots that are as adaptable as humans. Learning seems promising (look at CV + NLP).

Biggest Reason:

Science! Emergence of Intelligence is probably the biggest mystery in the universe. We can’t help ourselves but try to model it!

# Overreaching Theme



# Why care about the **Real World**?

*“Why bother with the real-world?  
I can study the exact the same problem in simulations.”*

- We can't yet model everything
  - If we could, we'd be able to predict the future!
  - Unknown unknowns are often what make a difference.
  - Need to deal with uncertainty
- Our models are limited by human cognition
  - Might be constraining if we're looking for super-human performance
- You are as smart as the environment requires
  - Can't reset or undo things
  - Intelligence  $\approx$  Reward Hacking
  - Everything works given enough constraints

CGTN



# What's different about this class?

- We will see foundational concepts together with fancy systems
  - Study theoretical concepts, then come back to the latest and greatest
- Understand that hardware is as important as software
  - Contributions are sometimes not what the authors of a paper intended to
- Understand that fancy results are almost never the result of “one” idea
  - But rather, the collection of many small improvements



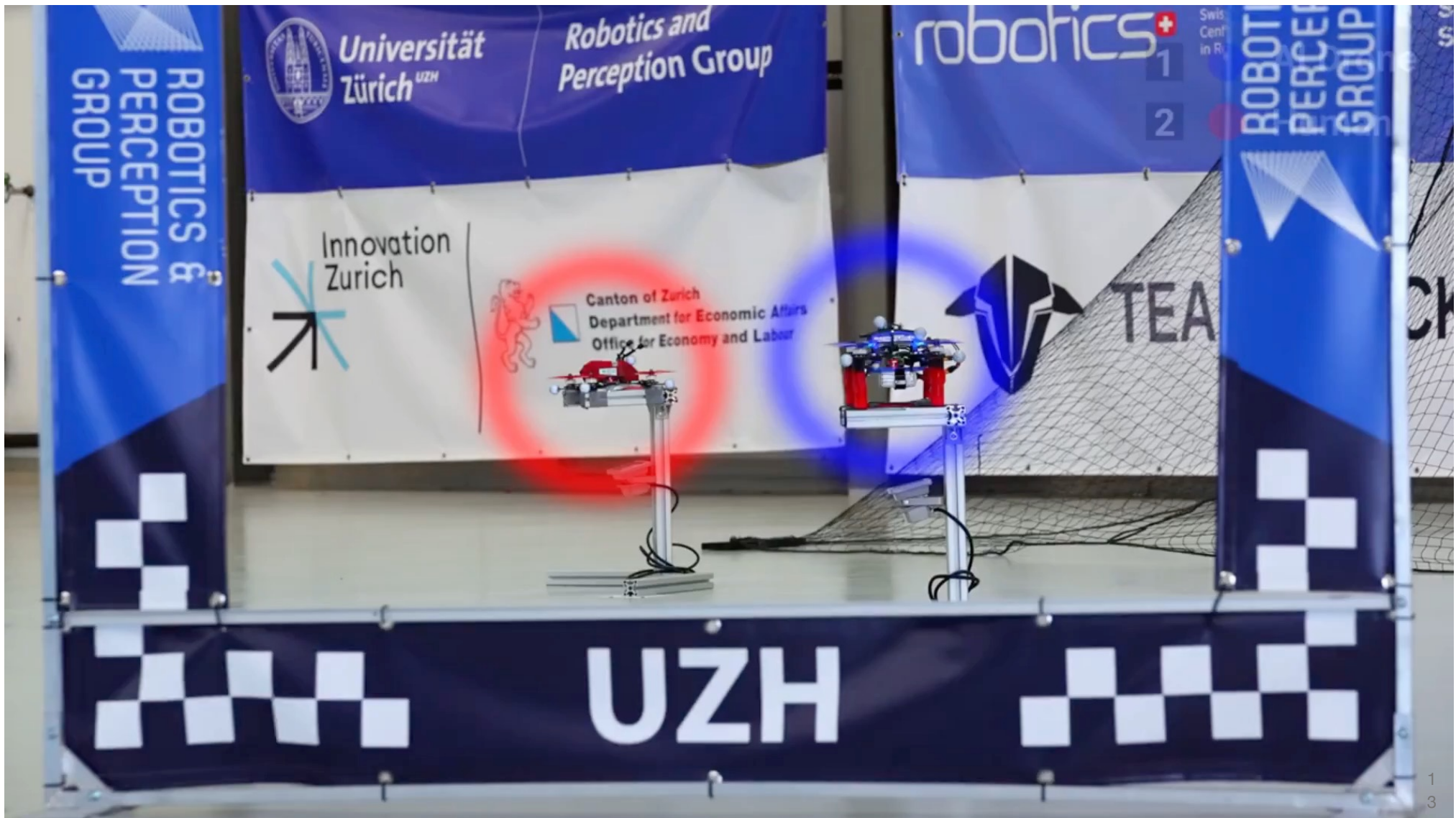
Article | [Open access](#) | Published: 30 August 2023

## **Champion-level drone racing using deep reinforcement learning**

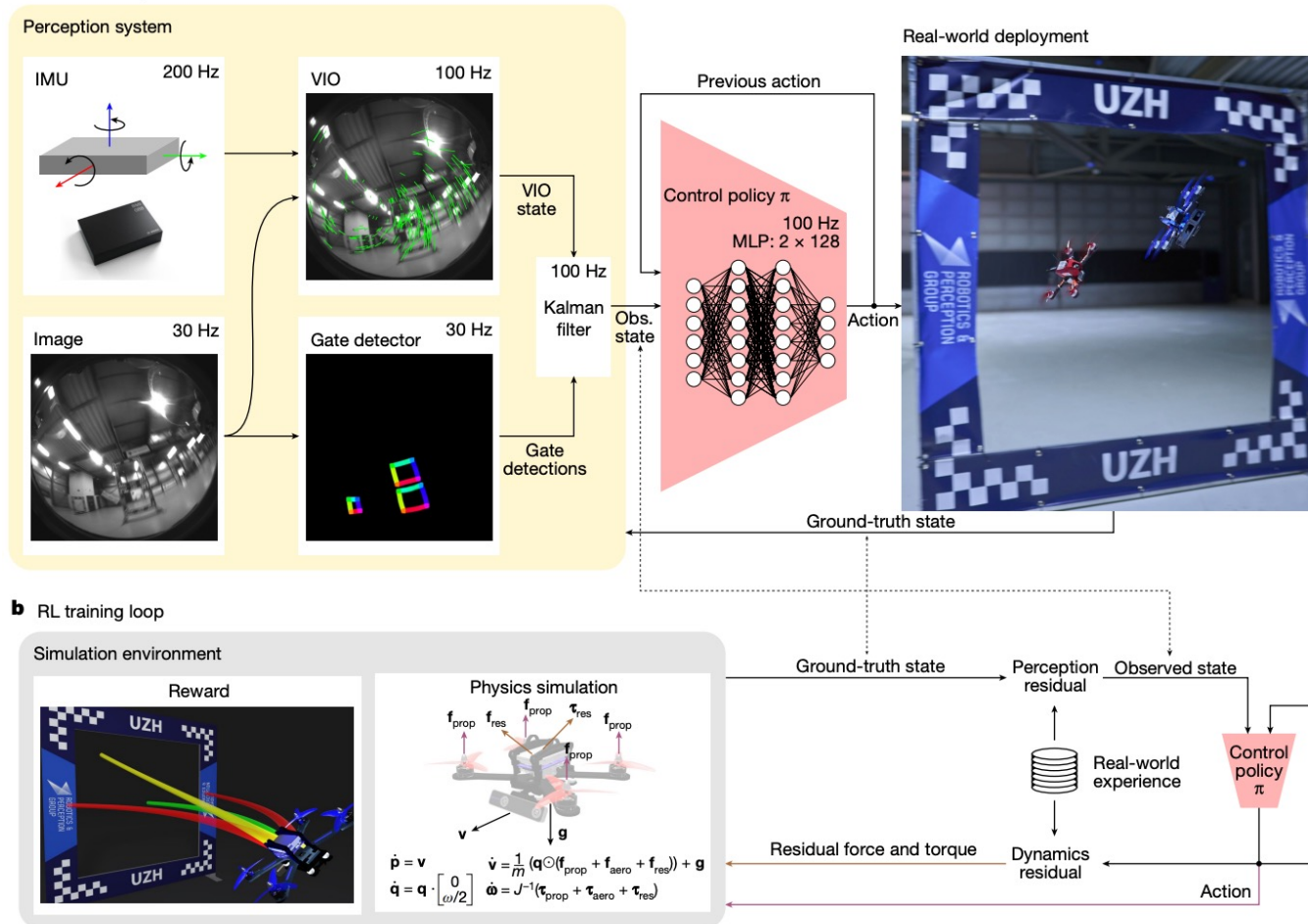
[Elia Kaufmann](#) , [Leonard Bauersfeld](#), [Antonio Loquercio](#), [Matthias Müller](#), [Vladlen Koltun](#) & [Davide Scaramuzza](#)

[Nature](#) **620**, 982–987 (2023) | [Cite this article](#)



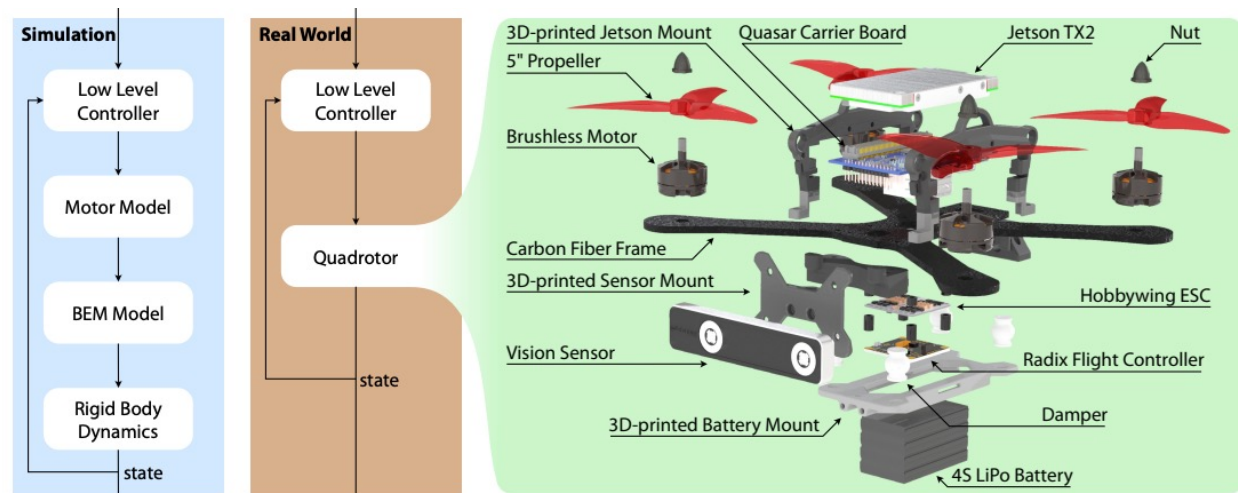


# Easy to Miss the Complexity of the System



# Easy to Miss the Complexity of the System

- The “Infrastructure” (built over three years of work)



- Latency Control
- Gaussian Mixture Models for Noise Identification
- Custom code to run vision models in embedded hardware

# Goals

- Be comfortable with the foundations of policy learning
- Get hands-on experience with robot learning
  - You never truly understand something until you have built it yourself.
- Use more learning-based techniques in your own work
- Learn how to think critically about robot learning papers and demos

# Course Organization

## Grading:

1. Class Participation (5%)
  - **Attend class.** Ask questions, be involved!
2. Midterm (30%)
3. Final Exam (50%)
  - Probably oral (depending on class size)
4. Drone Race (15%)
  - More details on this later
  - Can be done solo or in groups of 2
  - First 3 can skip the final exam

# Hands-on Tutorials (3X)

- We will do exercises/coding together in class
- There will be some quizzes during the tutorial
  - Best place to get your participation points!
- You will receive additional exercises on the topic to complete at home.
- The at-home exercises will not be graded.

# The Drone Racing Competition: Phase I



# The Drone Racing Competition: Phase I

- Time trial, solo racing. Unseen tracks.
- All groups must participate
- The top 3 teams move to the next phase.
  - Team Members can skip the exam!
- Three grading tiers
  1. Top 10 (one bonus point)
  2. Not completing the track (grade decided depending on what was implemented)
  3. Everybody else (full score)
- Need to submit a short (1-2pp) report on what was implemented



# The Drone Racing Competition: Phase II



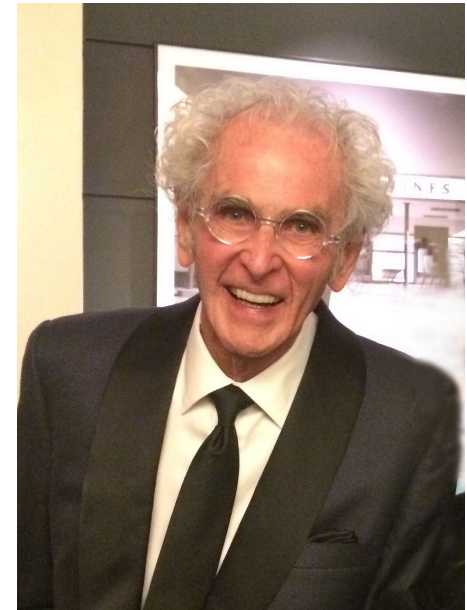
# The Drone Racing Competition: Phase II

- Drones are flying at the same time. Unseen tracks.
- Prize: dinner in my favorite restaurant in Rome (transportation not included!) or some other worthy prizes 😊
- Two grading tears
  1. First position (guaranteed top grade)
  2. Everybody else (grade decided depending on what was implemented)
- Need to do a 5 min presentation on the method after the race

# The secret to being successful at the race

... and in Robotics in general

## The *Quality* vs *Quantity* Groups



**Jerry Uelsmann**

Photographer &  
Teaching Professor at UoF

# Who this class is for

- This is not an intro level class. If you don't have previous experience with Robotics/CV/ML this will be challenging.
- We will cover the foundations of imitation and reinforcement learning, but we will have a robotics-first perspective.
- Everybody is welcome to audit

# Overlap with RWRL Seminar

- Topics will be similar, but we will go into much more detail about **hardware** and **algorithms**
- Less focus on future directions
- Many more opportunities to gain hands-on experience

# Some Polls!

- Poll of backgrounds
  - Real robot experience?
  - Have you worked on drones before?
- Poll of programs
  - PhD
  - MS
  - Undergraduates

If you're not yet admitted to the class, please indicate in waitlisty if you have access to compute resources (check the minimum requirement for training policies in Isaac Lab).

# TAs



Chunwei Xing  
(Class and Exercises)



Vineet Pasumarti  
(Race)

Some cool things I've worked on

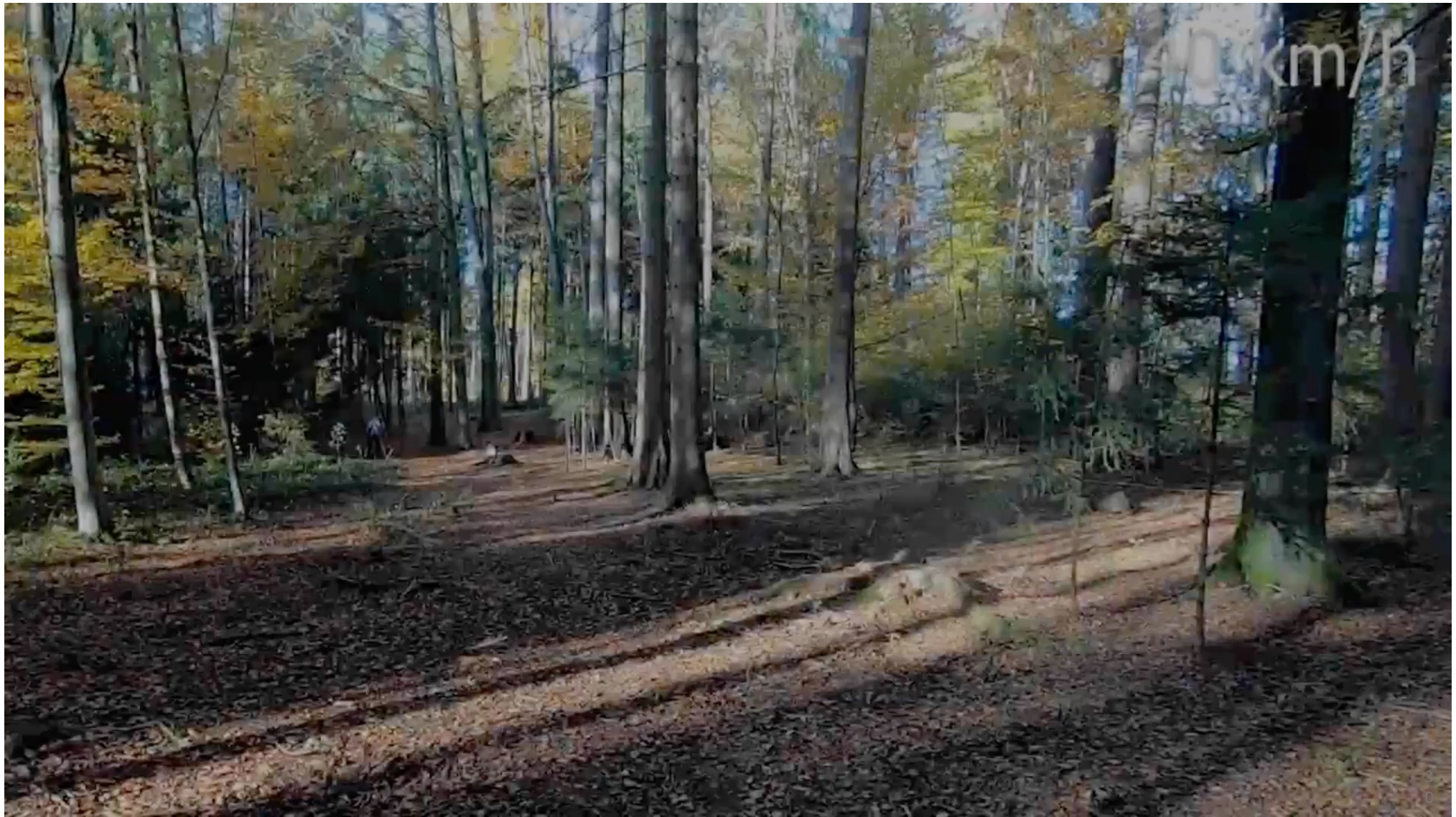




## Learning High-Speed Flight in the Wild

**Antonio Loquercio**, Elia Kaufmann, Rene Ranft,  
Matthias Mueller, Vladlen Koltun, Davide Scaramuzza

*Science Robotics*, 2021

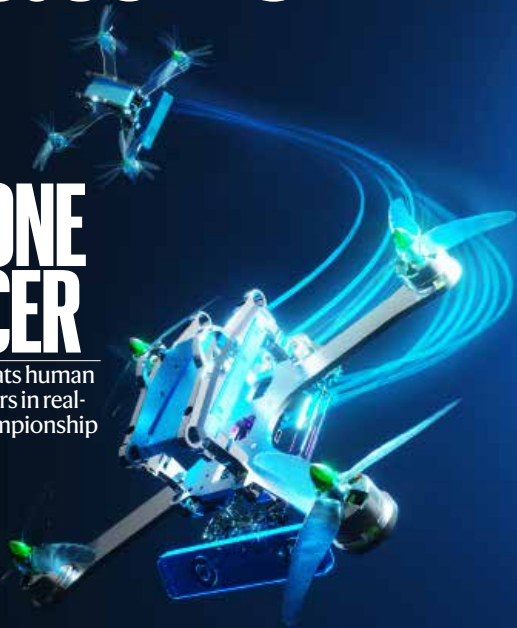


The international journal of science / 31 August 2023

# nature

## DRONE RACER

AI pilot beats human  
competitors in real-  
world championship



Vol. 620, No. 7916  
31 AUGUST 2023

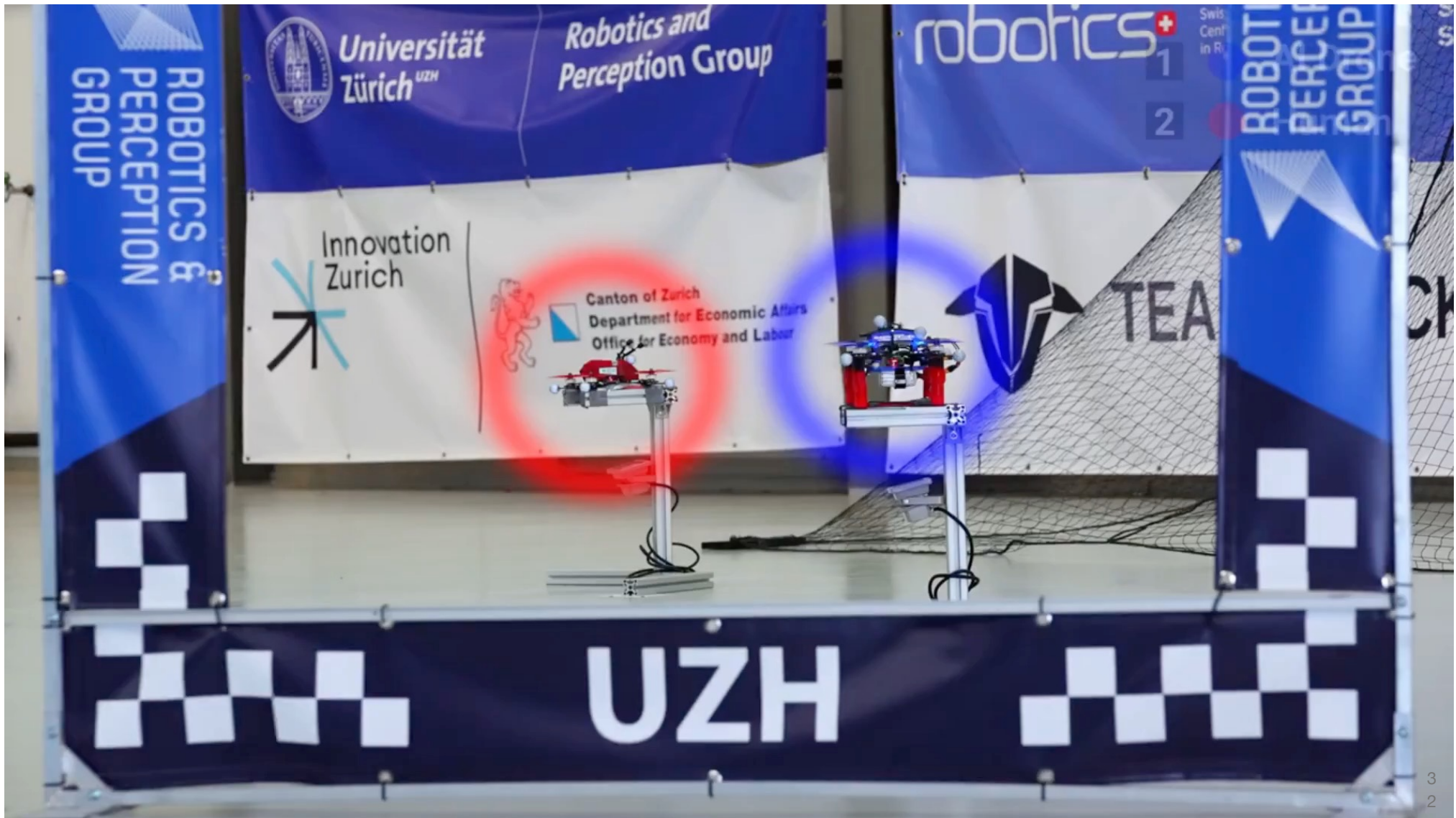
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## Champion-level drone racing using deep reinforcement learning

[Elia Kaufmann](#) , [Leonard Bauersfeld](#), [Antonio Loquercio](#), [Matthias Müller](#), [Vladlen Koltun](#) & [Davide Scaramuzza](#)

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# The Human Champions

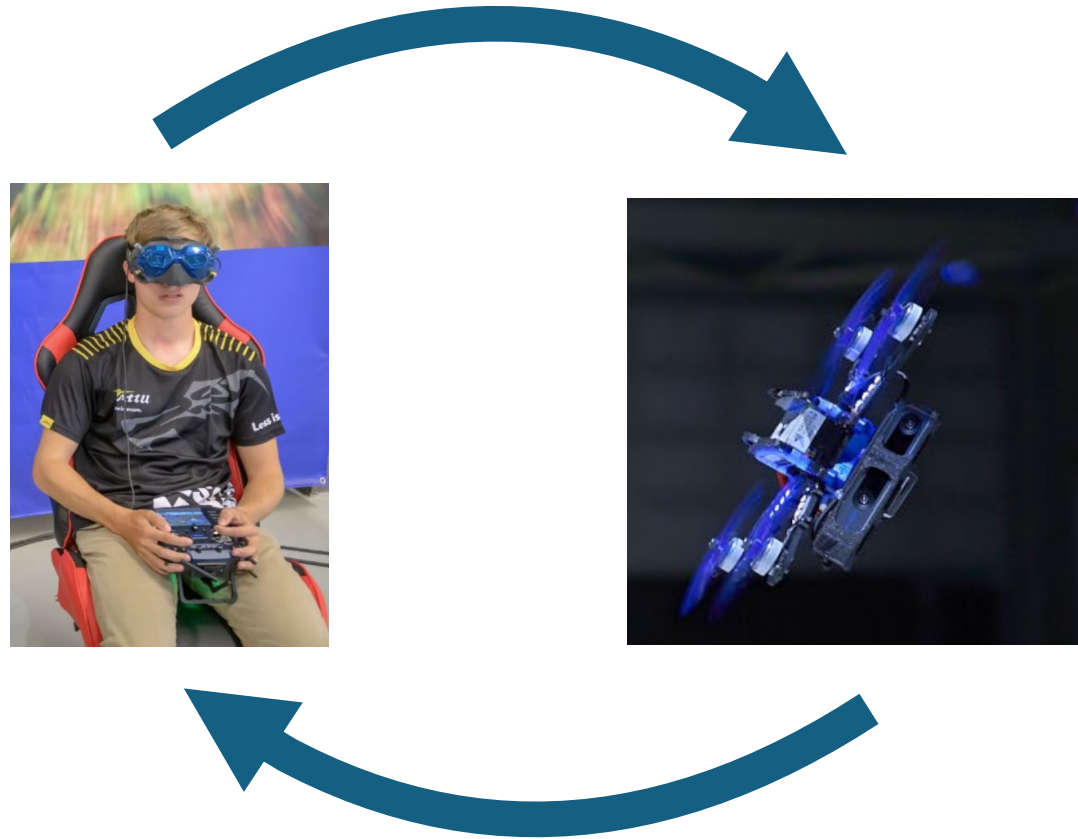








# Co-Adaptation





# Learning Visual Locomotion with Cross-Modal Supervision



Antonio Loquercio



Ashish Kumar



Jitendra Malik



**Day 1 (2X)**

Loquercio et. al,  
ICRA, 2023



# Construction Zone



Loquercio et. al,  
ICRA, 2023



Loquercio et. al,  
ICRA, 2023



# Visual Plasticity

Before Adaptation



After 1min of data



# Learning Vision-Based Pursuit-Evasion Policies



Andrea Bajcsy\*



Antonio Loquercio\*



Ashish Kumar



Jitendra Malik

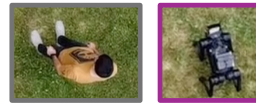


# Vision-based Pursuit-Evasion Game

Stereo RGB camera



*Unknown dynamics*



Pursuer

*I'll swerve left*

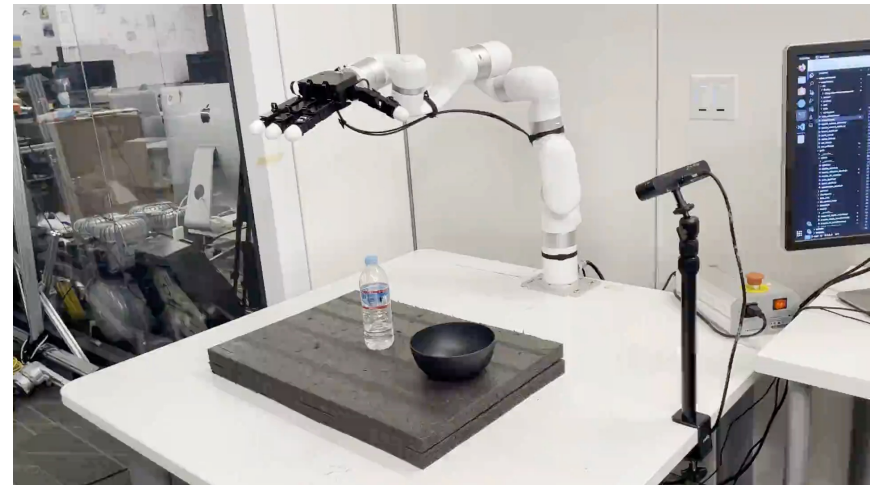
Evader



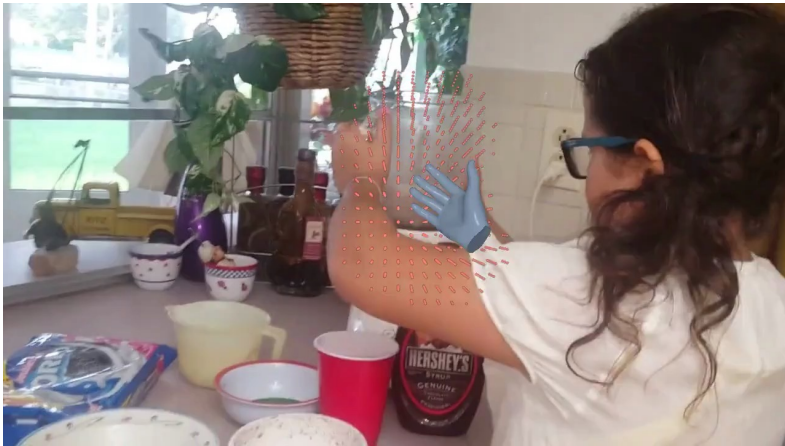




# Learning from Videos



# Human videos for scaling up robot data



1. Intuitive physics
2. Contact poses
3. Pre/Post-contact trajectories
4. Human preferences
5. ....

# Sample-efficient BC Finetuning

