

PartManip: Learning Cross-Category Generalizable Part Manipulation Policy from Point Cloud Observations

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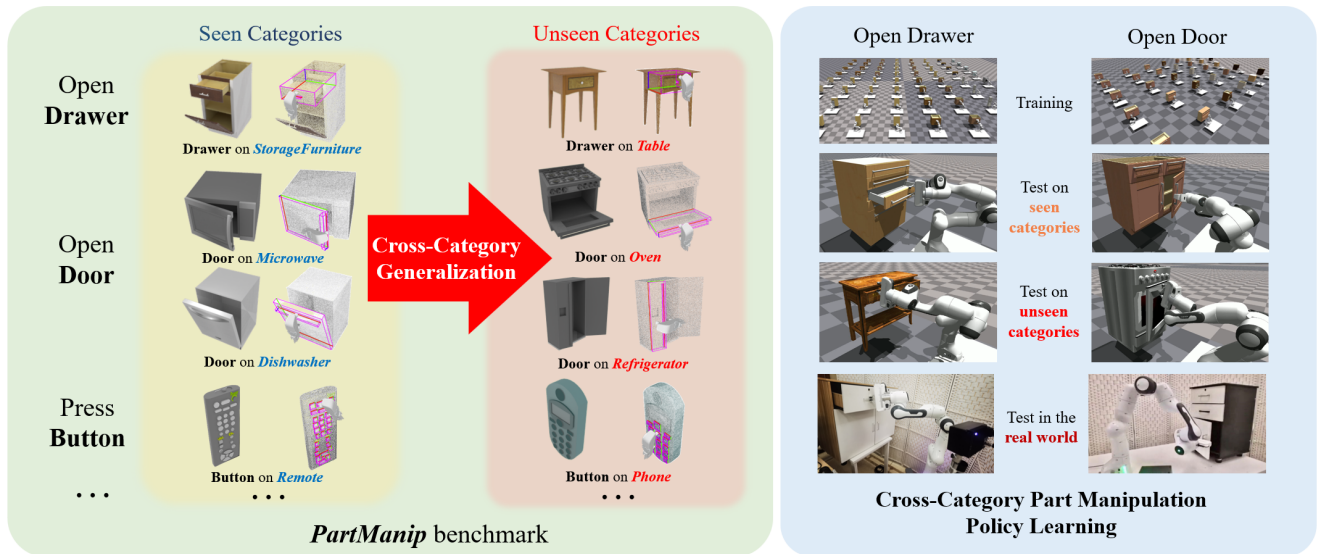


Figure 1. **Overview.** We introduce a large-scale cross-category part manipulation benchmark *PartManip* with diverse object datasets, realistic settings, and rich annotations. We propose a generalizable vision-based policy learning strategy and boost the performance of part-based object manipulation by a large margin, which can generalize to unseen object categories and novel objects in the real world.

Abstract

Learning a generalizable object manipulation policy is vital for an embodied agent to work in complex real-world scenes. Parts, as the shared components in different object categories, have the potential to increase the generalization ability of the manipulation policy and achieve cross-category object manipulation. In this work, we build the first large-scale, part-based cross-category object manipulation benchmark, *PartManip*, which is composed of 11 object categories, 494 objects, and 1432 tasks in 6 task classes. Compared to previous work, our benchmark is also more diverse and realistic, i.e., having more objects and using sparse-view point cloud as input without oracle information like part segmentation. To tackle the difficulties of vision-based policy learning, we first train a state-

based expert with our proposed part-based canonicalization and part-aware rewards, and then distill the knowledge to a vision-based student. We also find an expressive backbone is essential to overcome the large diversity of different objects. For cross-category generalization, we introduce domain adversarial learning for domain-invariant feature extraction. Extensive experiments in simulation show that our learned policy can outperform other methods by a large margin, especially on unseen object categories. We also demonstrate our method can successfully manipulate novel objects in the real world. Our benchmark has been released in <https://pku-epic.github.io/PartManip>.

1. Introduction

We as humans are capable of manipulating objects in a wide range of scenarios with ease and adaptability. For building general-purpose intelligent robots that can work in

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unconstrained real world environments, it is thus important to equip them with generalizable object manipulation skills. Towards this goal, recent advances in deep learning and reinforcement learning have led to the development of some generalist agents such as GATO [32] and SayCan [1], however their manipulation skills are limited to a set of known instances and fail to generalize to novel object instances. ManiSkill [25] proposes the first benchmark for learning category-level object manipulation, *e.g.*, learn open drawers on tens of drawer sets and test on held-out ones. However, this generalization is limited within different instances from one object category, thus falling short to reach human-level adaptability. The most recent progress is shown in GAPartNet [53], which defines several classes of generalizable and actionable parts (GAParts), *e.g.* handles, buttons, doors, that can be found across many different object categories but similar ways. For these GAPart classes, the paper then find a way to consistently define GAPart pose across object categories and devise heuristics to manipulate those parts, *e.g.*, pull handles to open drawers, based on part poses. As a pioneering work, GAPartNet points a promising way to perform cross-category object manipulation but leave the manipulation policy learning unsolved.

In this work, we thus propose the first large-scale, part-based cross-category object manipulation benchmark, **Part-Manip**, built upon GAPartNet. Our cross-category benchmark requires agents to learn skills such as opening a door on storage furniture and generalizing to other object categories such as an oven or safe, which presents a great challenge for policy learning to overcome the huge geometry and appearance gaps among object categories.

Furthermore, our benchmark is more realistic and diverse. We use partial point clouds as input without any additional oracle information like part segmentation masks in the previous benchmark ManiSkill [17,25], making our setting very close to real-world applications. Our benchmark also has much more objects than ManiSkill. We selected around 500 object assets with more than 1400 parts from GAPartNet [11] and designed six classes of cross-category manipulation tasks in simulation. Thanks to the rich annotation provided in GAPartNet, we can define part-based dense rewards to ease policy learning.

Due to the difficulty presented by our realistic and diverse cross-category setting, we find that directly using state-of-the-art reinforcement learning (RL) algorithms to learn a vision-based policy does not perform well. Ideally, we wish the vision backbone to extract informative geometric and task-aware representations, which can facilitate the actor to take correct actions. However, the policy gradient in this case would be very noisy and thus hinder the vision backbone from learning, given the huge sampling space. To mitigate this problem, we propose a two-stage training framework: first train a state-based expert that can access

oracle part pose information using reinforcement learning; and then distill the expert policy to a vision-based student that only takes realistic inputs.

For state-based expert policy learning, we propose a novel part-based pose canonicalization method that transforms all state information into the part coordinate frame, which can significantly reduce the task variations and ease the learning. In addition, we devise several part-aware reward functions that can access the pose of the part under interaction, providing a more accurate guidance to achieve the manipulation objective. In combination, these techniques greatly improve the policy training on diverse instances from different categories as well as generalization to unseen object instances and categories.

For the vision-based student policy learning, we first introduce a 3D Sparse UNet-based backbone [16] to handle diverse objects, yielding much more expressivity than PointNet. To tackle the generalization issue, we thus propose to learn domain-invariant (category-independent) features via introducing an augmentation strategy and a domain adversarial training strategy [8, 9, 22]. These two strategies can alleviate the problem of overfitting and greatly boost the performance on unseen object instances and even categories. Finally, we propose a DAgger [33] + behavior clone strategy to carefully distill the expert policy to the student and thus maintain the high-performance of the expert.

Through extensive experiments in simulation, we validate our design choices and demonstrate that our approach outperforms previous methods by a significant margin, especially for unseen object categories. We also show real-world experiments.

2. Related Work

2.1. Learning Generalizable Manipulation Skills

Generalization is crucial yet challenging for robot application. Many works [7, 10, 15, 41, 52] combine supervise learning and motion planning to learn generalizable skills, *e.g.* grasping. However, these methods often require special architecture design for each task and may be unsuitable for complex manipulation tasks. Reinforcement learning (RL) has the potential to solve more complex task [2, 31], but the generalization ability of RL is an unsolved problem [13, 21]. To facilitate the research of generalizable manipulation skills, ManiSkill [25] proposes the first category-level object manipulation benchmark in simulation. [38] leverages imitation learning to learn complex generalizable manipulation skills from the demonstration. However, their demonstrations are collected by RL trained on every single instance, which requires a lot of effort to tune. In contrast, our experts can be directly trained on each object category.

	Generalization Level	# of Door Ins.	# of Door Cat.	# of Drawer Ins.	# of Drawer Cat.	Realistic Input
ManiSkill 1&2	Category-level	82	1	70	1	
Ours	Cross-category-level	503	7	399	3	✓

Table 1. **Comparison with ManiSkill 1&2 [17, 25]**. Realistic input indicates whether to need oracle part segmentation masks.

2.2. Vision-based Policy Learning

A lot of efforts are made to study how to learn policy from visual input [12, 20, 39, 40, 50, 54, 55]. Some works [30, 36, 37] use a pre-trained vision model and freeze the backbone to ease the optimization. Some [47, 48] leverage multi-stage training. The most related work to us is [4], which also trains a state-based expert and then distills to a vision-based policy, but the task is quite different.

2.3. 3D Articulated Object Manipulation

Manipulating articulated objects is an important and open research area due to the complexity of different objects’ geometry and physical properties. Previous work has proposed some benchmark [25, 42] but the diversity is limited. As for the methods, [3, 18, 27] explored motion planning, and [12, 24, 45, 47, 56] leverages visual affordance learning. Other works [6, 51] design special representations for articulated object manipulation and can generalize to a novel object category, but their methods are only suitable for the suction gripper.

3. PartManip Benchmark

By utilizing the definition of the generalizable and actionable part (GAPart) presented in GAPartNet [11], we build a benchmark for a comprehensive evaluation of the cross-category generalization policy learning approaches. GAParts are some kinds of parts that have similar geometry and similar interaction strategy across different object categories. For example, the handle on tables is often similar to those on safes, so we can regard the handle as a GAPart. The nature of GAPart ensures a general way for manipulation regardless of the object category, making it possible for cross-category generalization. We thus expect the manipulation policy trained on some object categories can generalize to other unseen object categories, and build the first benchmark for cross-category generalizable part manipulation policy learning.

Furthermore, our benchmark is more diverse and realistic than previous robotic manipulation benchmarks [25]. Diversity indicates that we have more object instances and categories, as shown in Table 1. Realism indicates that our observation space has less oracle information (*i.e.*, part segmentation masks) than ManiSkill [25] as discussed in Sec. 3.4, and thus is more acquirable in the real world.

We use Isaac Gym [23] as our simulator and most experiments are done in simulation. In the following, we in-

troduce our cross-category part-based object manipulation tasks in detail.

3.1. Task Formulation

We have six classes of tasks: **OpenDoor**, **OpenDrawer**, **CloseDoor**, **CloseDrawer**, **PressButton** and **GraspHandle**. Although **OpenDoor** and **OpenDrawer** require grasping the handle first, **GraspHandle** differs from them because it contains another GAPart *lid* with more object categories. Like traditional RL tasks, our task can be formulated as a Partially Observable Markov Decision Process (POMDP), because the true environment state s_t is not fully observable (especially for objects) in each timestep t . Given current partial observation o_t , a policy π needs to predict an action a_t to control the robot. After applying the action a_t , the next observation o_{t+1} and the reward r_{t+1} will be given by the environment, which can be used to train the policy. The final goal of the policy is to reach the success state (see supp. for more) in T steps (we set episode length $T = 200$).

3.2. Object Assets

For each task, our object assets contain part-centered articulated objects, which are selected from the GAPartNet dataset [11]. GAPartNet dataset is a large-scale articulated object dataset with GAPart definitions and rich part annotations, including semantics and poses. The original GAPart classes contain *Round Fixed Handle*, *Slider Lid*, *Slider Button*, *Hinge Knob*, *Line Fixed Handle*, *Slider Drawer*, *Hinge Lid* and *Hinge Door*. But in this paper we simplify them to only five classes: *handle*, *button*, *door*, *drawer* and *lid*. Each *door/drawer/lid* has a *handle* on it for manipulation. Figure 2 shows some visualization of our object assets, and Table 2 shows the statistics and split in our benchmark.

3.3. State Space and Action Space

The environment state s of each task is composed of the robot joint angles $qp \in \mathbb{R}^{11}$, joint velocity $qv \in \mathbb{R}^{11}$, gripper coordinate $x \in \mathbb{R}^3$, gripper rotation $r \in SO(3)$, and the target GAParts’ bounding boxes $b_{\text{GAParts}} \in \mathbb{R}^{3 \times 8 \times n}$, where n is the number of the target GAParts for the manipulation task. Specifically, there are two GAParts *handle* and *door/drawer/lid* for all the tasks in our benchmark except for **PressButton**, which only has one GAPart *button*.

For the action space, we use the Franka Panda arm and a parallel gripper as the end-effector. The action a_t is formulated as the gripper’s target 6 Dof pose at each timestep t for all tasks. It is then converted to the target joint angles by

	Open/CloseDoor						Open/CloseDrawer			PressButton				GraspHandle								
	Sto.	Mic.	Dis.	Ove.	Ref.	Tab.	Saf.	Sto.	Tra.	Tab.	Rem.	Was.	Mic.	Pho.	Tra.	Tab.	Sto.	Mic.	Saf.	Ove.	Dis.	Ref.
Training Set	338	4	21	-	-	-	-	238	8	-	178	30	7	-	8	36	40	3	1	-	-	-
Val-Intra Set	60	-	3	-	-	-	-	53	4	-	47	11	1	-	4	16	20	1	-	-	-	-
Val-Inter Set	-	-	-	20	43	13	1	-	-	96	-	-	-	40	-	-	-	-	-	20	24	43
Total	398	4	24	20	43	13	1	291	12	96	225	41	8	40	12	52	60	4	1	20	24	43

Table 2. **Task Statistics and Split.** Sto. = StorageFurniture, Mic. = Microwave, Dis. = Dishwasher, Ove. = Oven, Ref. = Refrigerator, Tab. = Table, Saf. = Safe, Tra. = Trashcan, Rem. = Remote, Was. = WashingMachine, Pho. = Phone. Note that all the numbers are the task number instead of the object number, *i.e.*, one object can have multiple parts and thus multiple tasks.



Figure 2. **Object Assets Visualization.** The object geometry and appearance are very different, especially in different object categories, which presents a great challenge for our *PartManip* benchmark.

inverse kinematics (IK), and used to control the robot arm by position control.

3.4. Observation Space

Because the true states of GAParts are often not observable in a realist setting, our acquirable input for policy learning is the partial observation o_t , which consists of the robot states $(qp, qv, x, r)_t$, the colored point clouds $P_t \in \mathbb{R}^{6 \times 4096}$, and a fixed point indicator $c \in \mathbb{R}^3$ indicating the center of the target GAPart.

In our paper, we use a multi-camera setting in simulation to alleviate occlusion. The colored point clouds P_t are back-projected from 3-view RGBD images, assuming the camera poses are known. One camera is set above the object facing down, and the other two are set on each side of the object facing the objects. See We our supp. for the experiments with the single-camera setting.

The point indicator c is necessary for disambiguation because some objects have multiple actionable parts (*e.g.*, double-door refrigerator) and we need a way to specify which part we want the robot to manipulate. Specifically, for those tasks that have both *handle* and *door/drawer/lid*, we only give the center of the target *door/drawer/lid* at timestep 0 as the point indicator c . The policy has to find and manipulate the corresponding *handle* by only point clouds. Compared to ManiSkill 1&2 [25], which uses the oracle segmentation mask for disambiguation, our point indicator c is easier to acquire in the real world and poses a greater challenge for policy learning. Note that the point indicator c does not update over time, so it does not leak extra information about the part’s motion.

3.5. Part Pose-aware Reward Design

We design dense rewards for policy training because we can access the ground truth (GT) environment state s in the simulator. Note that the state s is not available during testing, which makes it hard for direct motion planning. Inspired by ManiSkill [25], we designed a general reward for all tasks. The reward has 4 components:

Rotation Reward. GAParts such as *handle* and *button* can only be manipulated at certain angles. The reward $R_{rot} = \cos(\vec{a}_p \cdot \vec{a}_r)$, in which $a_p \in \mathbb{R}^3$ is the y-axis of the part bounding box and $a_r \in \mathbb{R}^3$ is the y-axis of robot gripper. When the gripper is vertical to the face of the target part, the reward reach the maximum value.

Distance Reward. The reward is the negative value of the distance from the center of two tips on gripper $c_g \in \mathbb{R}^3$ to the handle center $c_h \in \mathbb{R}^3$. We also add a discount factor $d_f \sim d_f(b_{GAParts})$ to reduce the distance reward after the target part has been removed. The intuition is that, for example, when the target door has been opened large enough, our humans won’t tightly grasp the handle in a rigid hand pose. So, we won’t encourage the gripper to grasp the handle as strictly as before either. Finally, $R_{dist} = -d_f \|c_g - c_h\|_2$.

Part Moving Reward. The reward is computed by the movement of the target GAPart, encouraging the robot to move the part to the success state. For example, for **Open-Door**, it’s the radian degree of the open angle; for **Open-Drawer**, it’s the open length. We formulate it as R_{pose} .

Tips closure Reward. The reward encourages tips to close for a stable grasping. It’s computed by the distance of

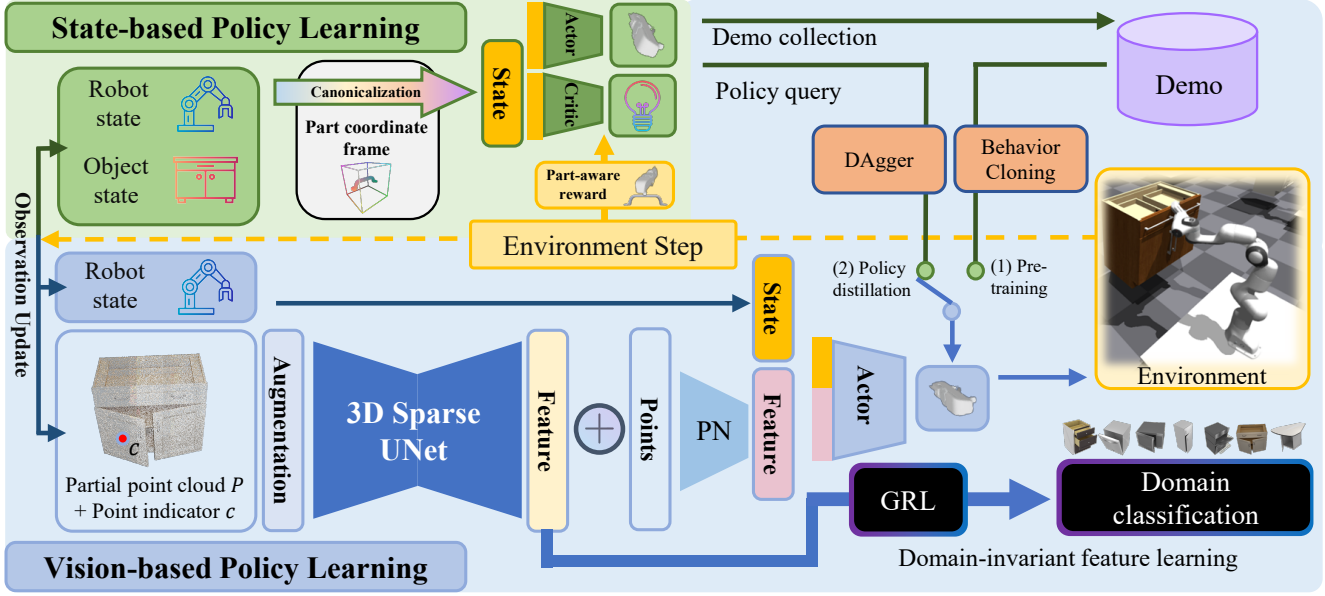


Figure 3. **Our Pipeline.** We first train state-based expert policy using our proposed canonicalization to the part coordinate frame and the part-aware reward. We then use the learned expert to collect demonstrations for pre-training the vision-based policy by behavior cloning. After pre-training, we train the vision-based policy to imitate the state-based expert policy using DAgger. We also introduce several point cloud augmentation techniques to boost the generalization ability. For the vision backbone, we introduce 3D Sparse-UNet that has a large expression capability. Furthermore, we introduced an extra domain adversarial learning module for better cross-category generalization.

two fingertips on grippers. We formulate it as R_{tips} .

The whole reward can be written as:

$$\lambda_r R_{rot} + \lambda_d R_{dist} + \lambda_p R_{pose} + \lambda_t R_{tips}$$

We use one set of hyper-parameters for each task and the specific value is shown in supp.

4. Method

Our *PartManip* benchmark is very difficult and thus simple methods can fail dramatically. Our benchmark requires the learned policy not only to manipulate multiple objects from partial visual observation but also to generalize the manipulation skill to unseen object categories. Directly applying state-of-the-art RL algorithms (*e.g.*, PPO [35]) on our benchmark to learn a vision-based policy cannot perform well, possibly due to the unstable RL training process. Therefore, we need specific designs to tackle the difficulty.

We start with expert policy learning using oracle environment state as input. Thanks to the rich part annotations in our benchmark, we propose a novel part-canonicalized strategy for policy learning in Sec. 4.1, which greatly improves the performance and generalization ability.

Given the state-based expert, we then introduce a knowledge distillation strategy to learn a vision-based student policy in Sec. 4.2, which takes input from the partial observation o instead of the oracle environment state s . Our State-to-Vision Distillation training strategy also enables visual

observation augmentation to boost the generalization ability. We thus introduce our point cloud augmentation technique here.

Additionally, due to the wide variety of objects and the inherent difficulty in processing visual input, it is crucial to use a backbone with large expression capability. To this end, we propose a Sparse Unet-based backbone architecture [16] for policy learning in Sec. 4.3, which offers superior feature extraction performance.

Last but not least, to overcome the challenges presented by cross-category task settings, we present a domain adversarial training strategy [8, 9, 11, 22] in Sec. 4.4 for our visual feature learning. This strategy improves the generalizability of the policy, particularly on novel object categories.

4.1. Part-Canonicalized State-Based RL

Compared to the partial visual observation o , using the oracle environment state s as input can greatly reduce the difficulty of policy learning, because the network will not be distracted by visual feature extraction and can focus on learning manipulation skills. So we start with the state-based expert policy learning using a state-of-the-art RL algorithm Proximal Policy Optimization (PPO).

PPO is a popular on-policy RL algorithm, which proposes a few first-order tricks to stabilize the training process. The stability is ensured by keeping the new policy close to the old one by gradient clipping or KL penalty. PPO

trains an actor and a critic, and the objective to maximize can be formulated as

$$\mathcal{L} = \mathbb{E} \left[\frac{\pi_{\theta}(a|s)}{\pi_{\theta_{old}}(a|s)} \hat{A} - \epsilon KL[\pi_{\theta_{old}}(\cdot|s), \pi_{\theta}(\cdot|s)] \right] \quad (1)$$

in which θ is the network parameters, ϵ is a hyper-parameter and \hat{A} is the estimated advantage using GAE [34]. Thanks to the GPU-parallel data sampling in Isaac Gym [23], PPO can converge fast and stably, so we choose it as our baseline and develop on it.

In our scenario, we find that the relative pose between the robot gripper and the target GPart (e.g., *handle/button*) is more critical than the absolute pose. Take the task of **OpenDoor** as an example, if the relative poses between two *handles* and two grippers are similar, we can use a similar strategy to manipulate them. It doesn't matter whether these *handles* are on a microwave or a oven. It also doesn't matter what the absolute poses of the gripper and *handles* are.

Therefore, we propose to transform all the coordinate-dependent states from world space to the target GPart's canonical space. Inspired by the normalized coordinate space (NOCS [44]) for category-level object pose estimation, we define the canonical space of each GPart category similarly using the part bounding box annotations provided by GPartNet [53]. For each GPart category, we choose the center of part bounding box as origin point, and three axes align to three vertical edges of bounding box. Here the scale is ignored because it can change the size of robot gripper and bring potential harm. For each frame t , we can use the target GPart's pose (in the format of bounding box b_{GAPart}^t) to transform all the coordinate-dependent states into the GPart's canonical space.

This part-canonicalized strategy can transform all the absolute poses into relative poses to the target GPart, and thus reduce the variance of input. In our experiments in Sec. 5, we show that this strategy can greatly improve the generalization ability of the learned policy, and achieve high success rate even on unseen object categories.

4.2. Augmented State-to-Vision Policy Distillation

Dagger-based State-to-Vision Distillation. The learned expert cannot be directly used in a realistic setting because in real world the oracle environment state s is often unknown and we can only acquire the partial observation o . However, we can leverage the state-based expert knowledge to ease the learning process of the vision-based student. This technique is often called knowledge distillation [14].

One popular and simple method for knowledge distillation is Behavior Cloning (BC). BC requires the expert to collect an offline dataset of observation-action pairs with success trajectories. The objective of BC is to minimize the difference between the action label and the student policy

output. Although it sounds reasonable and straightforward, it can suffer from the accumulating error along time because the observation distribution of the student policy is different from the one of the offline dataset.

To overcome the problem of accumulating error, we use DAgger [4, 33] for knowledge distillation. DAgger is an online imitation learning algorithm, which can directly train on the observation distribution of the student policy thanks to the online interaction. The objective of DAgger is similar to BC except the data distribution, which can be written as:

$$\mathcal{L}_{DA} = \frac{1}{|D_{\pi_{\theta}}|} \sum_{o, s \in D_{\pi_{\theta}}} \|\pi_{\text{expert}}(s) - \pi_{\text{student}}(o)\|_2 \quad (2)$$

in which $D_{\pi_{\theta}}$ is the online interacted data sampled from student policy during training.

Pretraining with BC. One potential issue we observed in DAgger is that a randomly initialized policy may perform poorly in the first few iterations, stepping out of the expert's input distribution. Since the expert policy has not encountered those out-of-distribution states, it may not know how to act correctly to finish the task. So using the output of expert policy in such states for supervision can slow down the training process of student, leading to worse performance.

To address this issue, we use the learned expert to collect offline demonstrations and pre-train the student policy with BC. Although pure offline BC cannot be superior to pure online DAgger, BC is a good choice for initialization and can boost the further DAgger training process. Using this pre-training technique along with DAgger, we employ two different ways to make full use of the expert knowledge.

Observation Augmentations. Thanks to our state-to-vision distillation method, the student policy will not suffer from the noisy gradient in RL and thus can make full use of its network capability. To improve the generalization ability of the learned policy, a promising way is to enlarge the training distribution of the object geometry and appearance. Therefore, we propose to add augmentations on point clouds during the DAgger training process. These augmentations mainly include point cloud jittering and color replacement. Please see supp. for more details.

4.3. 3D Sparse Unet-based Backbone

In order to effectively process complex and diverse visual input for cross-category generalization, it is essential to have an expressive backbone. To this end, we utilize the widely-used backbone, 3D Sparse-UNet [16], which has a stronger expression capacity compared to PointNet [28] and PointNet++ [29]. Sparse-UNet is often employed in state-of-the-art methods such as PointGroup [19] and SoftGroup [43]. However, a significant drawback of Sparse-UNet is its slow running speed. In order to address this issue, we introduce several algorithms (such as batch voxelization for

point clouds and high parallelization of sparse convolution) to optimize the implementation of Sparse-UNet. These modifications greatly speed up the forward and backward processes of the network, resulting in a runtime that is over 1.4 times faster than the best existing implementation. Additional details can be found in the supp.

As illustrated in Fig. 3, the partial colored point cloud $P \in \mathbb{R}^{N \times 6}$ is used as input to Sparse-UNet, which extracts per-point features $F \in \mathbb{R}^{N \times C}$. These per-point features are then processed by a small PointNet [28] and concatenated with the robot states to serve as input to the actor.

4.4. Domain-invariant Feature Learning

Inspired by [8, 9, 11, 22], we introduce the Gradient Reverse Layer (GRL) and a domain classifier for domain-invariant feature learning, which improves the generalization ability across object categories, especially for unseen categories. The domain classifier takes the extracted visual features from the backbone as input to distinguish domains, *i.e.* object categories in our setting, while the GRL negates the gradient and encourages the backbone to fool the classifier and thus extract domain-invariant features. For a target part with mask M_i , we first query its feature F_{M_i} from the whole feature map F . Then a classifier \mathcal{D} with a small Sparse-UNet backbone and two MLPs takes it as input and classifies the domain label. The loss can be written as :

$$\mathcal{L}_{adv} = \mathcal{L}_{cls}(\mathcal{D}(F_{M_i}), y_i^{cate.}) \quad (3)$$

where $y_i^{cate.}$ is the ground truth domain label (*i.e.*, category label).

5. Experiments

5.1. Evaluation Settings and Main Results

Because our *PartManip* benchmark emphasizes the experiment settings to be realistic, all the algorithms are evaluated using partial observation o as input except those experts in Tab. 5. We use the task success rate as our main evaluation metric. To reduce the evaluation noise, we conduct each experiment 3 times using random seeds and report the mean performance as well as the variance. See supp. for more training details.

The main results of our method are shown in Tab. 3. We can see that **CloseDoor** and **CloseDrawer** are relatively easy and our method can achieve high success rate, even on unseen object categories. The other four tasks are more challenging and the performance drops on the unseen categories, especially for **OpenDoor** and **OpenDrawer**.

5.2. Comparison with Baselines

To demonstrate the effectiveness of our method, we conduct several relative baselines on our *PartManip* benchmark. These baselines include a popular RL algorithm PPO [35],

Success rate (%)	Training Set	Val-Intra Set	Val-Inter Set
CloseDoor	88.7±1.0	88.4±2.9	87.0±1.6
CloseDrawer	99.6±0.6	97.9±2.1	98.6±1.2
OpenDoor	68.4±1.1	57.2±0.4	49.1±1.5
OpenDrawer	82.3±2.1	78.7±2.0	54.7±4.2
PressButton	89.6±2.9	79.6±4.2	66.6±4.2
GraspHandle	79.8±2.4	70.0±2.4	56.4±2.9

Table 3. Our Main Results on *PartManip* benchmark.

Success rate (%)	OpenDoor			OpenDrawer		
	Training	Val-Intra	Val-Inter	Training	Val-Intra	Val-Inter
PPO [35]	4.5±3.8	4.9±3.5	0.2±0.2	8.9±2.8	11.3±2.8	3.3±1.6
ILAD [48]	13.3±4.9	6.3±2.5	5.0±4.1	18.7±3.6	18.3±2.9	3.3±2.9
Where2act [24]	25.4±0.1	23.4±0.0	15.2±0.1	39.6±0.2	37.2±0.2	20.5±0.1
SilverBullet3D [26]	54.6±2.5	49.9±1.0	26.9±2.2	77.7±3.3	60.0±2.0	31.2±5.1
Shen et. al [38]	1.5±0.6	0.3±0.6	2.3±4.0	9.7±0.5	18.0±2.2	2.7±1.9
Wu et. al [46]	45.9±2.3	34.1±3.8	17.8±1.4	70.5±2.2	53.3±3.3	28.5±2.4
Dubois et. al [5]	35.4±4.4	25.1±2.1	1.3±1.0	61.4±4.3	38.3±2.0	2.7±1.6
Ours	68.4±1.1	57.2±0.4	49.1±1.5	82.3±2.1	78.7±2.0	54.7±4.2

Table 4. Comparison with Baselines.

an affordance-based interaction method W2A [24], a novel vision-based policy training method ILAD [48], and winners [5, 26, 38, 46] in ManiSkill Challenge [25]. Due to the page limit, we only show the results of two representative tasks, *i.e.*, **OpenDoor** and **OpenDrawer**, in our main paper. See supp. for the performance of the other four tasks.

As shown in Tab. 4, we can see that although most baselines can work to some degree on training set, the performance can drop dramatically on intra- and especially inter-category validation set. In contrast, our method can perform consistently better on all evaluation set without intense performance drop, which indicates the great generalization ability of our method.

5.3. Ablation Study

The ablation studies are shown in Tab. 5. For state-based policy learning, our proposed part-based canonicalization can significantly improve performance on all three evaluation sets, especially for the inter-category validation set. Take **OpenDoor** as an example, the policy trained with part-based canonicalization can outperform the one without by 14.4%, 12.3%, and 27.3% respectively on three sets.

For vision-based policy learning, we analyze each component below (row number is counted from the visual policy):

1) (Row 1-4) Directly using the RL algorithm PPO to learn the policy performs poorly. We deduce that the RL gradient is noisy and can ruin the learning of a vision backbone, especially for a large network (*e.g.*, Sparse-UNet). DAgger can greatly alleviate this problem and perform well on the training set, but it also suffers from overfitting and thus is lack of strong cross-category generalization ability.

3) (Row 3-6) Sparse-UNet backbone has a better expressive capacity but may overfit to the training set. Using aug-

Success rate (%)	Canon	DAgger	Augm	S-Unet	Pretrain	DomAdv	Opening Door			Opening Drawer		
							Training	Val-Intra	Val-Inter	Training	Val-Intra	Val-Inter
State-based Expert	✓						67.8±3.4	50.2±1.9	23.4±3.9	71.5±2.1	62.5±2.3	37.5±5.2
							82.2±0.2	62.5±2.6	50.7±4.1	92.7±0.9	88.1±1.0	63.4±2.4
Vision-based Student				✓			4.5±3.8	4.9±3.5	0.2±0.2	8.9±2.8	11.3±2.8	3.3±1.6
							0.8±0.5	0.4±0.2	0.0±0.0	5.9±2.3	3.9±0.6	1.0±0.2
		✓					60.3±0.7	49.2±1.1	31.5±2.9	70.9±0.6	62.0±1.1	42.7±1.8
		✓		✓			66.8±2.7	50.2±1.7	28.8±2.1	77.4±2.7	61.9±3.0	36.4±3.3
		✓	✓				60.0±1.7	54.4±2.3	40.2±3.9	69.7±2.4	69.8±2.5	49.0±2.1
		✓	✓	✓			65.5±1.5	55.9±2.7	41.7±2.5	74.6±3.4	63.8±4.7	49.1±3.4
		✓	✓			✓	61.1±3.3	55.0±1.2	37.8±2.9	71.9±3.3	72.2±3.5	50.3±2.6
		✓	✓	✓	✓	✓	71.2±1.8	57.0±0.7	37.2±1.2	82.0±3.3	73.8±2.9	48.8±4.5
	✓	✓	✓	✓	✓	68.4±1.1	57.2±0.4	49.1±1.5	82.3±2.1	78.7±2.0	54.7±4.2	

Table 5. **Ablation Study.** Canon = Part pose canonicalization for the input states; Augm = Augmentation; S-Unet = Sparse-UNet; Pretrain = Pretraining with expert demonstration; DomAdv = Domain adversarial learning.

mentation can alleviate the overfit, achieving much better generalization ability.

5) (Row 5-8) Pretraining using the demo collected by the expert can provide a better initialization for the student, ease the problem of being out of expert distribution at the beginning of DAgger, and improve performance.

6) (Row 8,9) Our domain adversarial learning can further boost the performance, especially on previously unseen instances or categories. We reason that our adversarial training strategy helps domain-invariant feature extraction and thus helps robotics policy learning.

5.4. Real-World Experiments

Finally, we validate our method in the real world, as shown in Fig. 4. We use a single RGB-D camera (Okulo) to capture visual observation and a Franka Emika robotic arm for manipulation. We try to directly apply the learned policy in simulation to the real world but find the success rate is much lower, due to the huge sim2real gap of the point cloud and the physics. Therefore, to minimize the sim2real gap, we use a digital twin system [12, 49] for the real-world experiment. The input of our method included: 1) point cloud from the simulator and 2) agent state from the real world. We then apply the output action of our policy to the robotic arm both in the simulator and the real world. Note that the testing object is unseen during policy learning. Experiments show that our trained model can successfully transfer to the real world. See supp. for more details.

6. Limitation

Although our proposed method for cross-category object manipulation has already outperformed previous work by a large margin in simulation, there is still much room for improvement. It is worth studying how to further improve the performance on unseen object instances and categories. Another limitation can be the huge sim2real gap between the point cloud and the physics. We hope that our *PartManip*

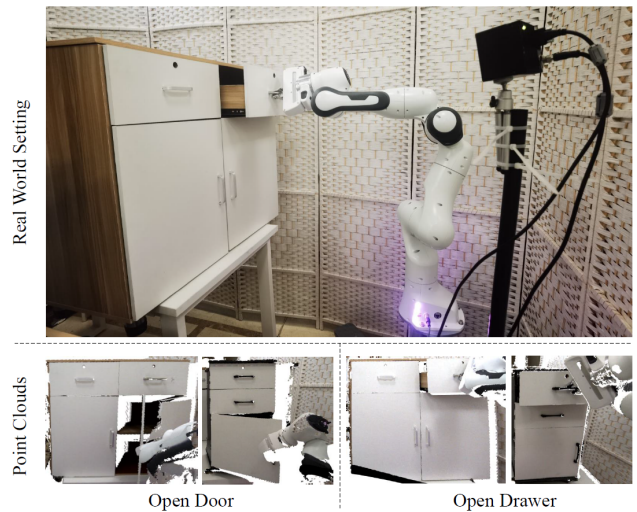


Figure 4. **Real World Experiment.**

benchmark can provide a good starting point for future research on generalizable manipulation policy learning.

7. Conclusion

In this work, we introduce a large-scale part-based cross-category object manipulation benchmark *PartManip*, with six tasks in realistic settings. To tackle the challenging problem of the generalizable vision-based policy learning, we first introduce a carefully designed state-based part-aware expert learning method, and then a well-motivated state-to-vision distillation process, as well as a domain generalization technique to improve the cross-category generalization ability. Through extensive experiments in simulation, we show the superiority of our method over previous works. We also demonstrate the performance in the real world.

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