

# Acquiring Rich Models of Objects and Space Through Vision and Natural Language

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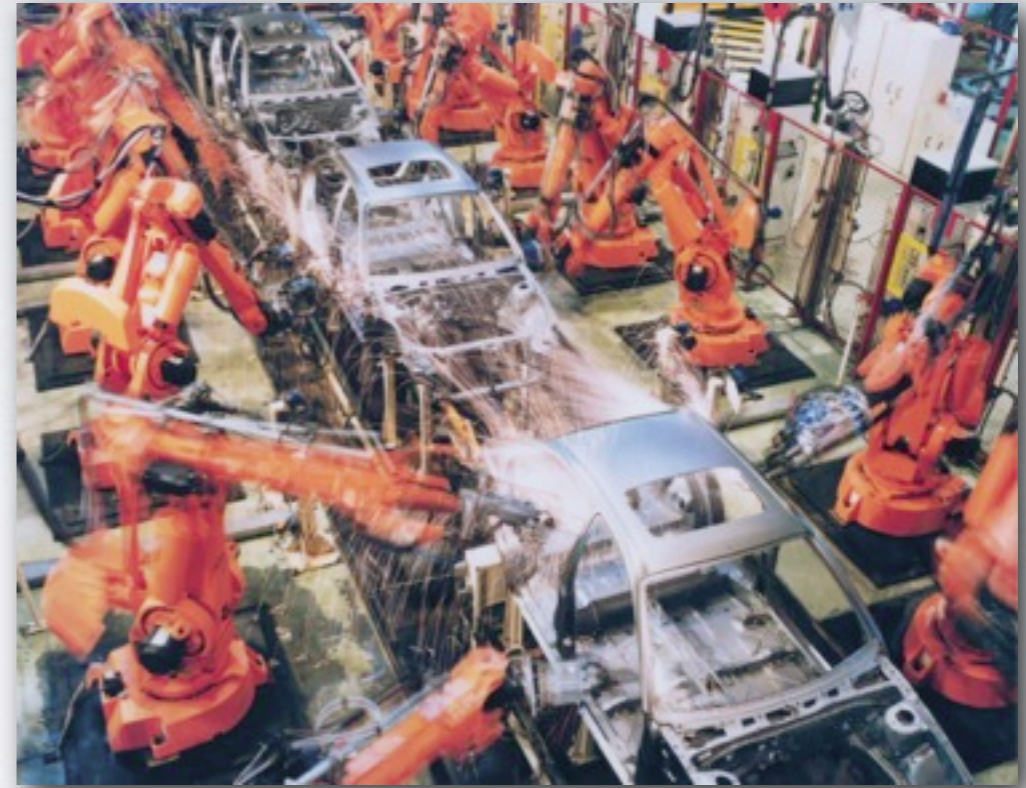
School of Computer Science  
University of Massachusetts, Amherst

February 6, 2013



# Robots as Automated Agents

- Advances in:
  - Actuation
  - Planning
  - Control
- Focus:
  - Accuracy
  - Robustness



Courtesy: ABB

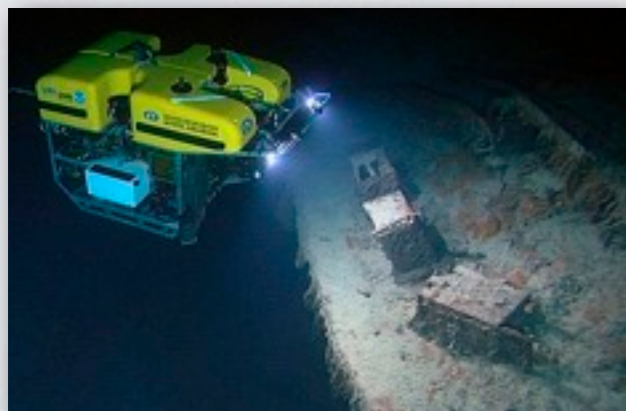


# Robots as Our Surrogates

- Advances in:
  - Estimation
  - Navigation
  - Planning under uncertainty
- Focus:
  - Accuracy
  - Robustness



[JFR 2008]



RMS Titanic

[IJRR 2006]

# Robots as Our Partners



# Now: People Accommodating Robots



Courtesy: AeroVironment



Courtesy: US Army

# Where We Need to Be

# Where We Need to Be



# Representational Divide

A robot's view of the world is very different from our own

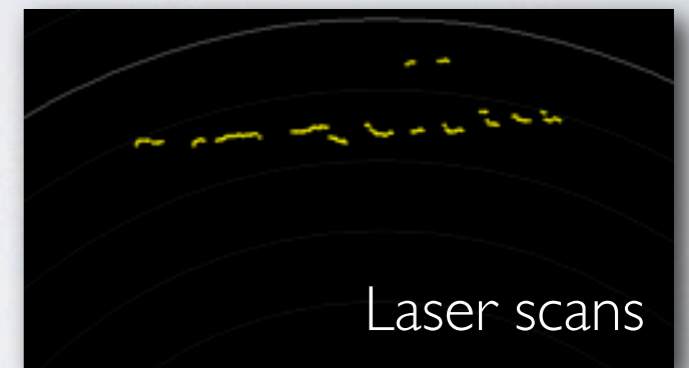
People

- Objects
- Places
- Actions
- People
- Events

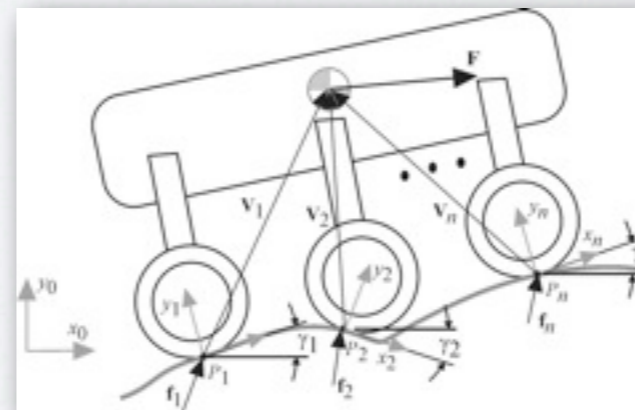
Robots

43	51	43	43	37		
44	48	63	60	60	54	
51	49	79	111	123	139	140
25	64	98	130	133	137	134
31	58	120	133	134	132	123
	78	108	135	135	125	114
		122	127	120	109	102

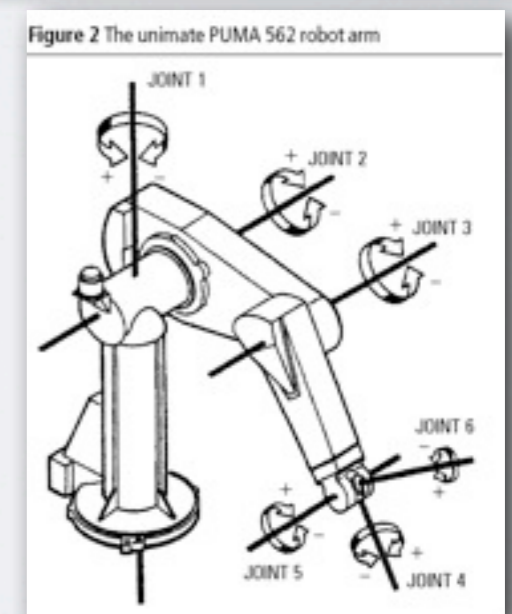
Images



Laser scans



Wheel torques



Joint angles



# Vision: Shared Situational Awareness

Spatially extended, temporally persistent  
model of the robot's surround

- Objects: Identity, properties, relations, actions
- Places: Function, identity, connectivity
- People: Locations, behavior, gestures
- Actions: Means of interacting with the world

# Vision: Learning Shared Representations

- Reason over shared knowledge representations
- Acquire situational awareness as they interact with the world
- Learn opportunistically from humans

I. Importance of Situational Awareness

**II. Persistent Object Awareness with Vision**

III. Semantic Map Learning from Natural Language Descriptions

IV. Future Directions

V. Conclusions

# Assistive Mobile Manipulation



Courtesy: University of Pittsburgh

- Material handling in unstructured environments
- Assisted living for the elderly & disabled

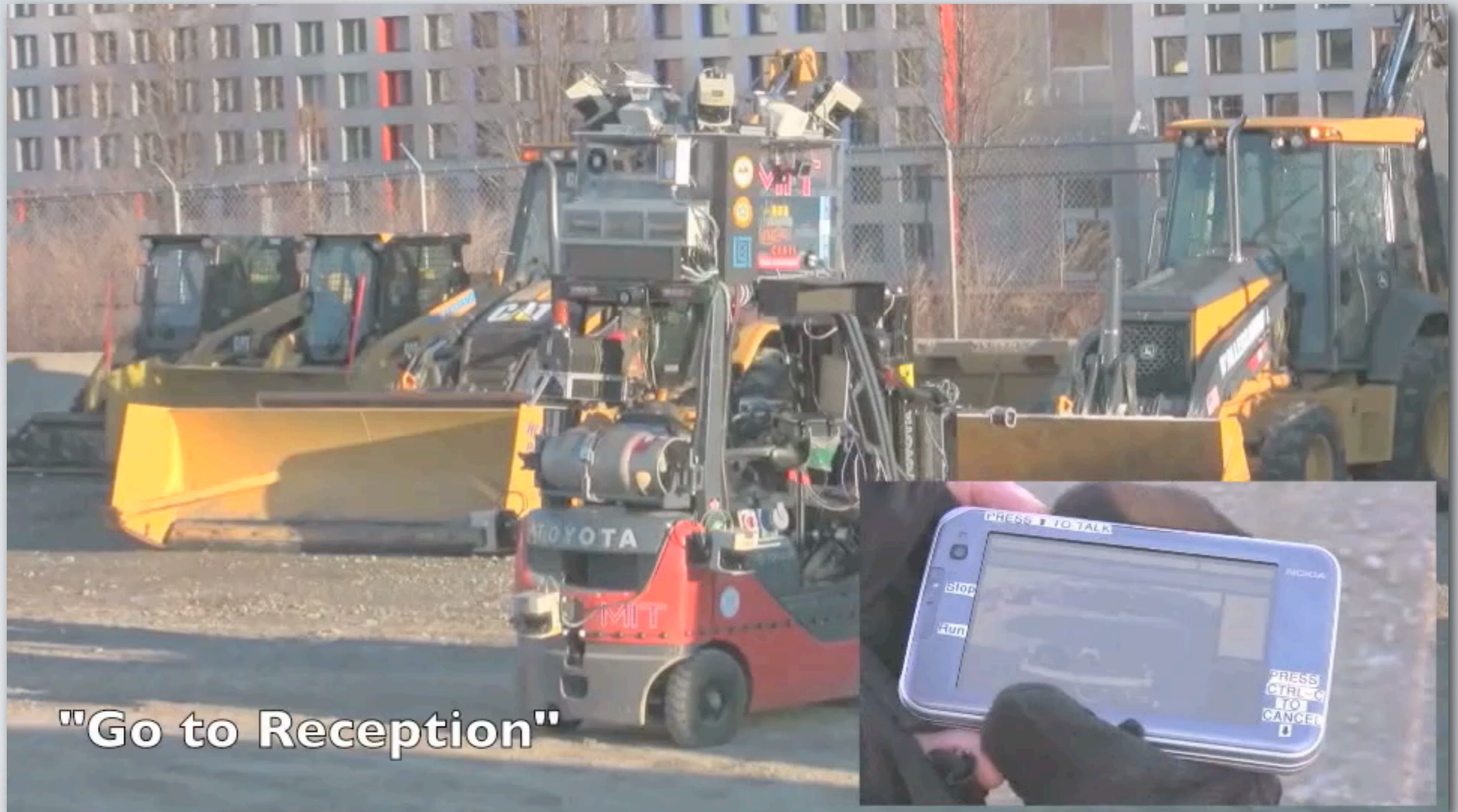
# Challenges for Mobile Manipulation



- Unprepared, dynamic environments
  - Coarse localization
  - Uneven terrain
  - Uncontrolled lighting
- Objects unknown a priori
- People everywhere
- Intuitive, human-centered control



# Shared Autonomy



# Efficient Manipulation via Object Awareness



Courtesy: Kinova Robotics

# Object Recognition is Hard!

- Usability requirements:
  - Persistent, reliable detection
  - Efficient object learning
- Challenges:
  - Variable lighting (outdoors)
  - Variable viewpoints
  - Unobserved object relocation
  - Coarse localization





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# Object Instance Recognition

	Object category detection [1]	Visual tracking [2]	This work [3]
Train from one example		✓	✓
Train online		✓	✓
Persistence (hours/days)			✓
Category recognition	✓		
Instance recognition		✓	✓
Real-time performance		✓	✓

[1] Nistér'06, Hoiem'07, Savarese'07

[2] Collins'05, Grabner'08, Kalal'09

[3] CVPRW'10, ISER'10, IJRR'12

# One-shot Appearance Learning

- Key ideas for usable object reacquisition
  - Detect *instances* of the objects used in practice
  - Take advantage of the robot's mobility for learning



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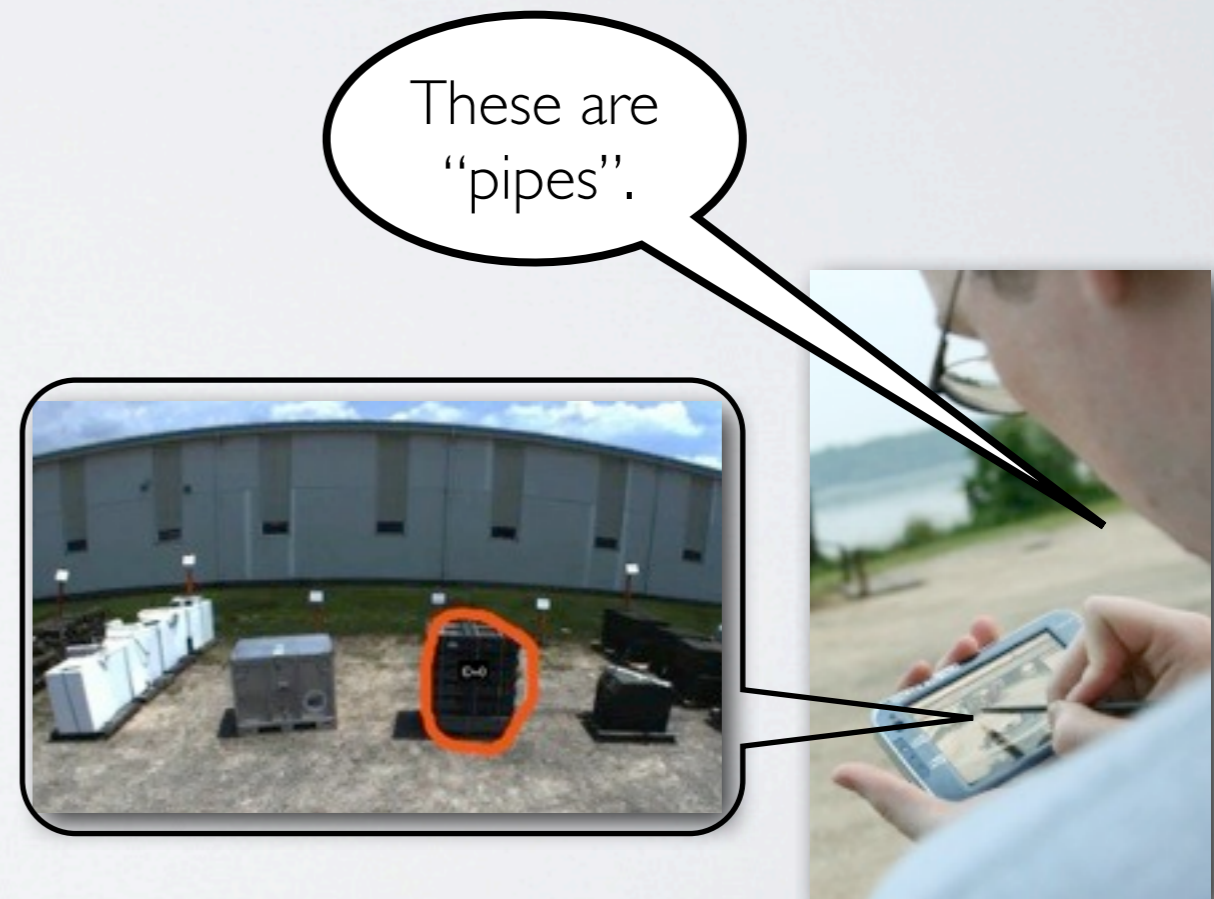


# One-shot Appearance Learning

- User provides a single example of the object's identity (name & segmentation)
- System bootstraps on user's example to build an appearance model online
- System takes advantage of robot's motion to opportunistically capture appearance variations



[ISER 2010; IJRR 2012]



# One-shot Appearance Learning

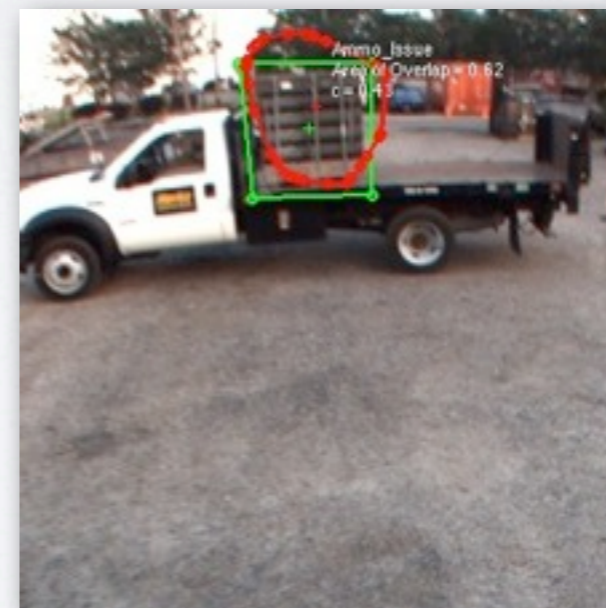
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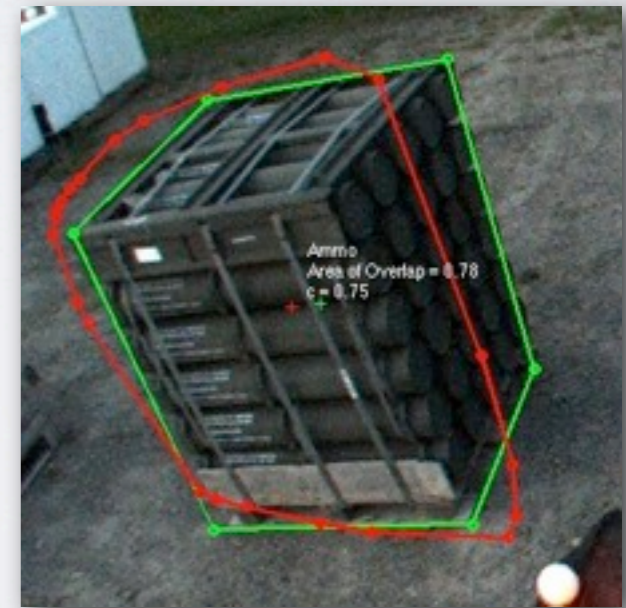
Illumination



Aspect



Relocation



Scale

[ISER 2010; IJRR 2012]

# Object Reacquisition

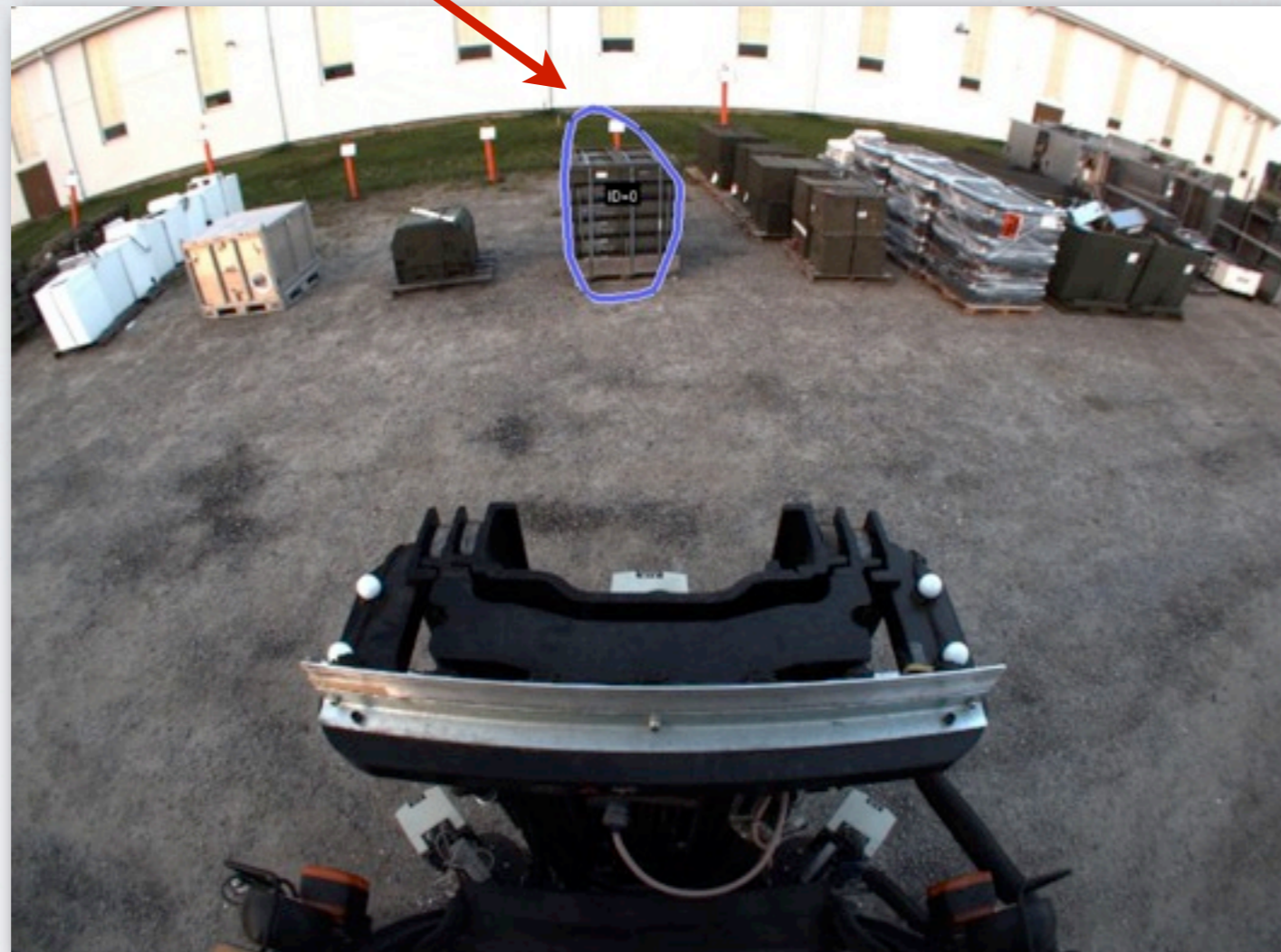


# Object Reacquisition



# Model Instantiation

User circles object in tablet image



Robot's forward-facing camera image



# Model Instantiation



SIFT features extracted from initial image

# Model Instantiation



View 0 (user gesture)



SIFT features extracted from initial image

Initialize model  $\mathcal{M}_i$   
to contain single  
view  $v_{i1}$

# Single-View Matching



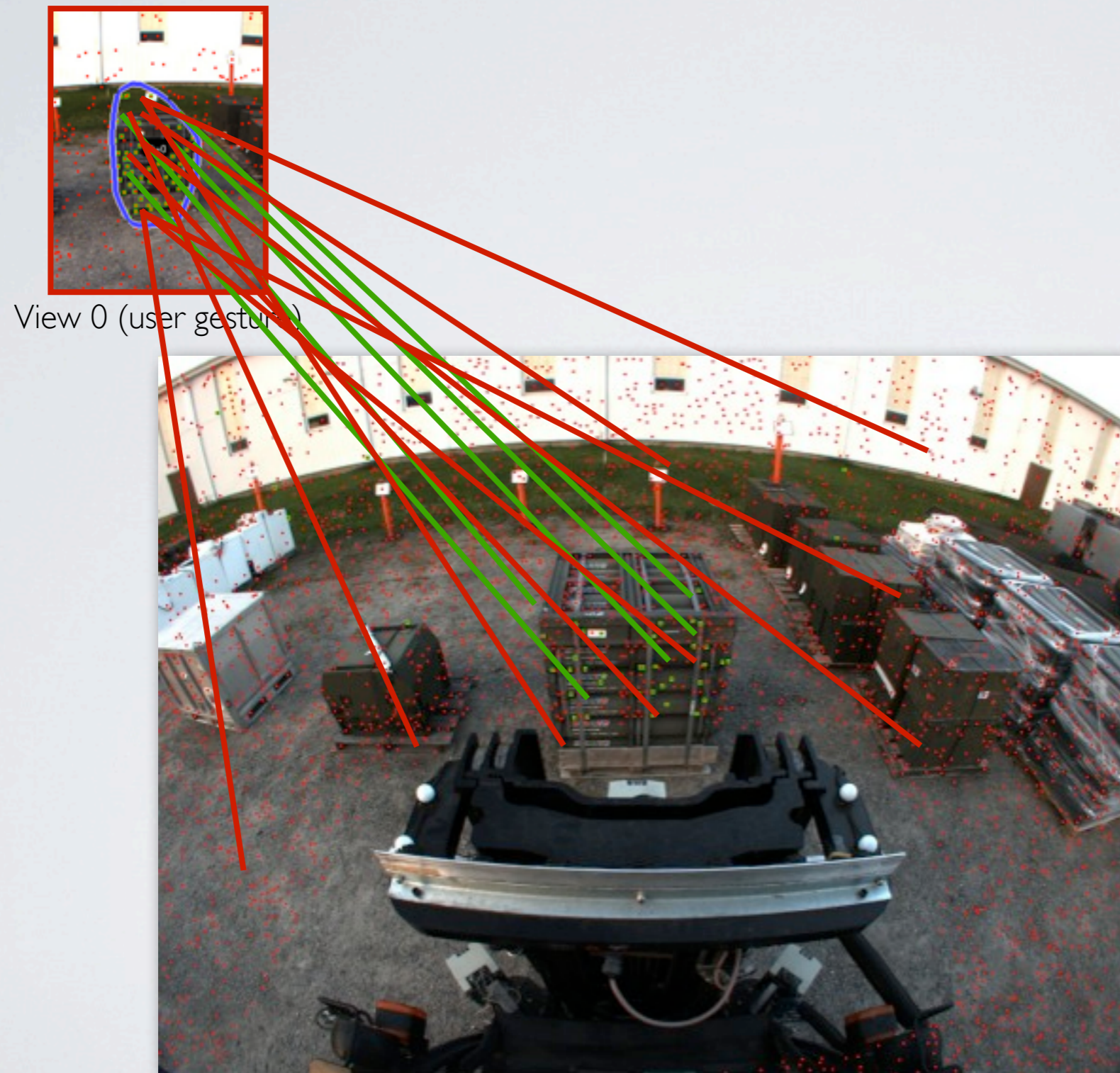
View 0 (user gesture)



SIFT features extracted from new image

Extract features and  
match against  
all views

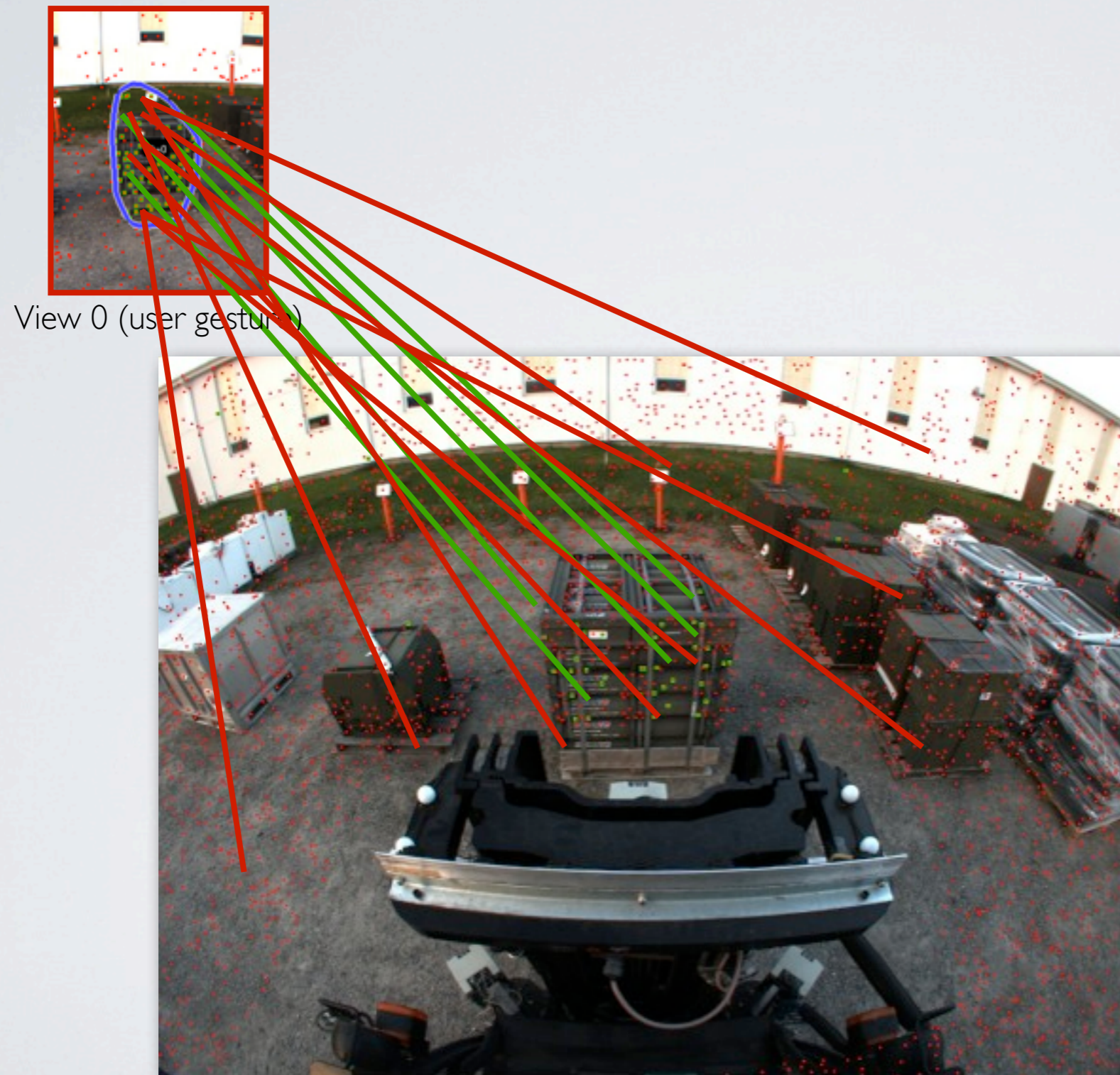
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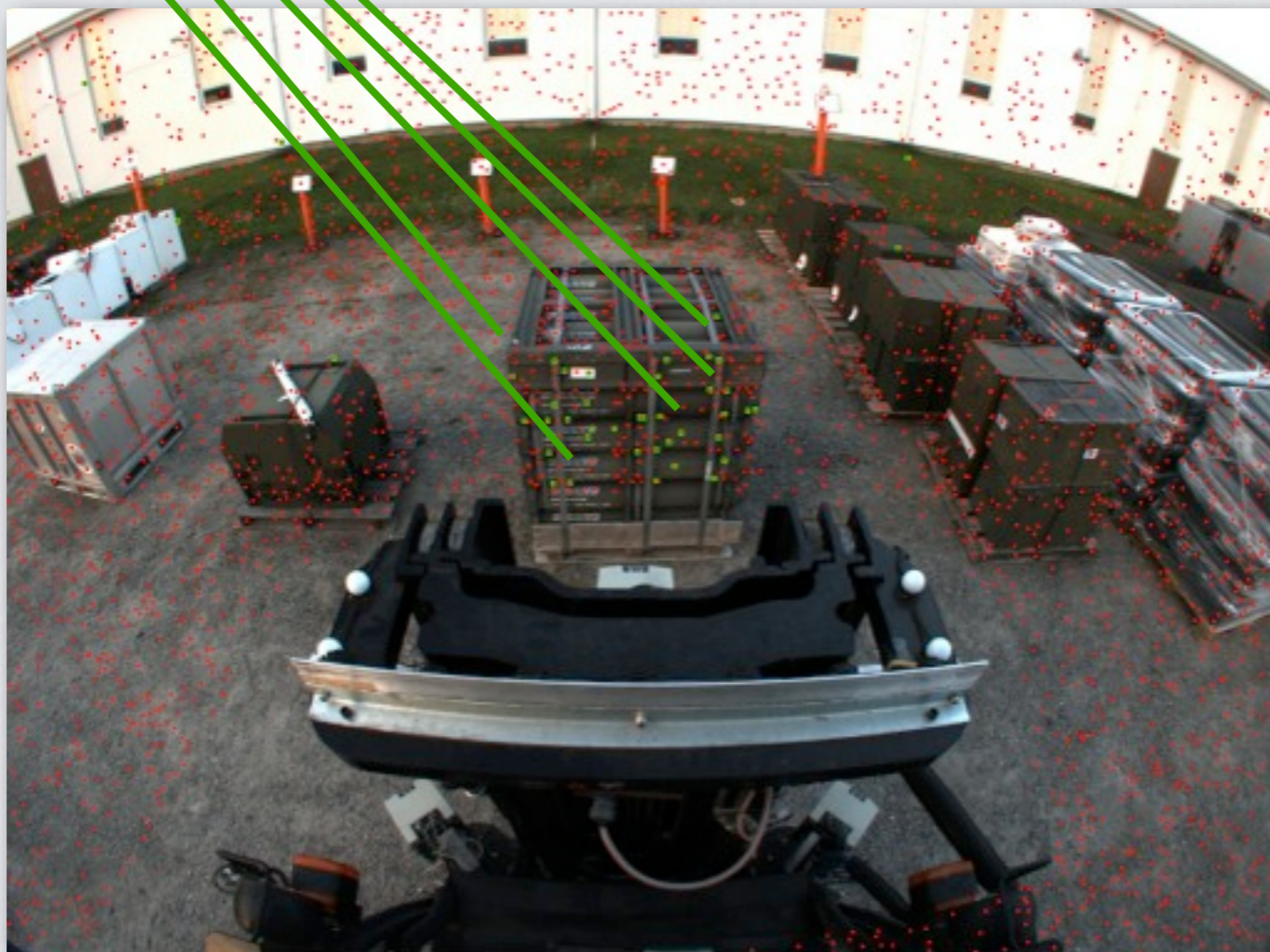
## RANSAC

1. Sample a subset of pairs
2. Estimate corresponding image-to-image transformation (plane-projective homography)
3. Check consistency with other pairs
4. Repeat if inconsistent

# Single-View Matching



View 0 (user gesture)



SIFT features extracted from new image

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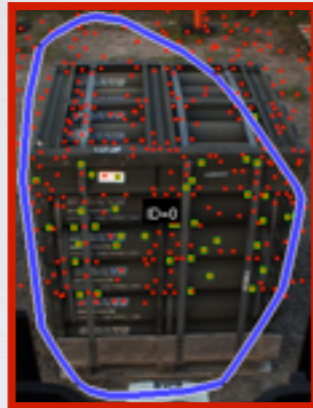
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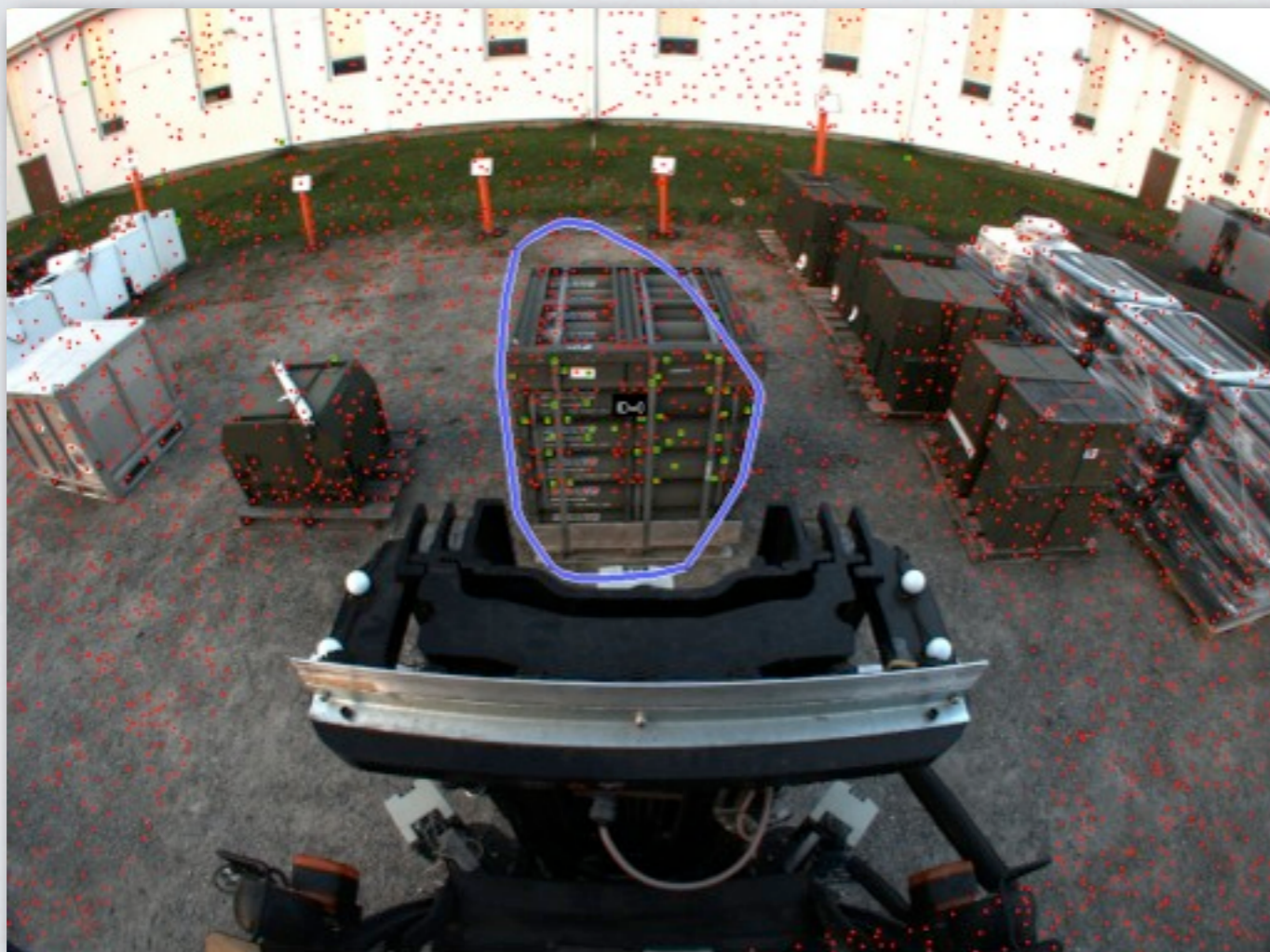
# Model Augmentation



View 0 (user gesture)



View 1



SIFT features extracted from new image

Generate  
segmentation and  
add new view

# Model Augmentation



View 0 (user gesture)

View 1



SIFT features extracted from new image

Repeat as object appearance changes

# Model Augmentation



View 0 (user gesture)



View 1



View 2



SIFT features extracted from new image

Repeat as object appearance changes

# One-shot Appearance Learning

Models opportunistically capture rich appearance variations

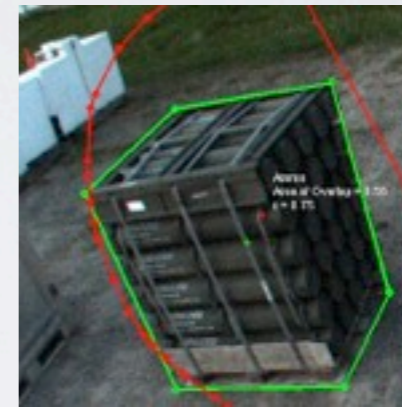


View 0 (user gesture)

# One-shot Appearance Learning

Models opportunistically capture rich appearance variations

### Model 1



View 0 (user gesture)

View 1

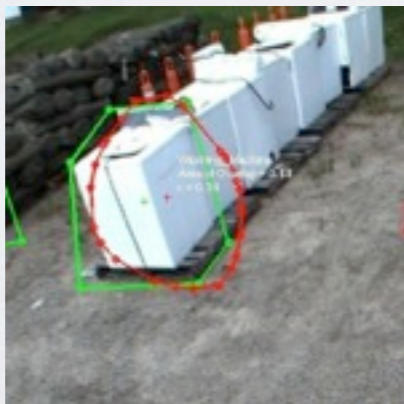
View 2

View 3

View 4

View 5

### Model 2



View 0 (user gesture)

View 1

View 2

View 3

View 4

View 5

# Visual Memory Results

- Active, outdoor military warehouse
- Tour and reacquisition separated by hours/days
- Training and detection with different cameras
- Varying conditions



# Visual Memory Results



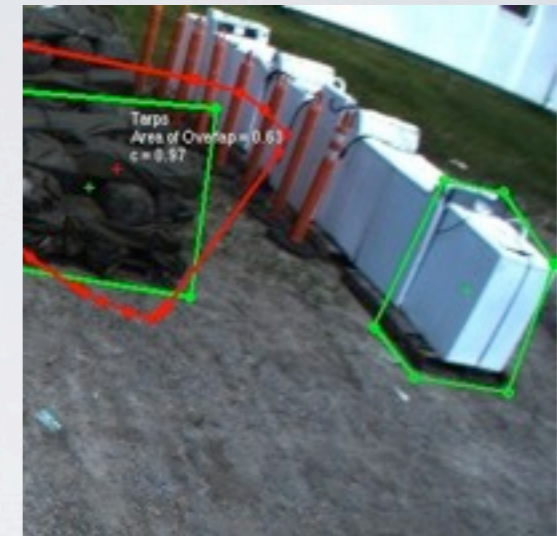
$$\text{precision} = \frac{TP}{TP + \underline{FP}}$$

$$\text{recall} = \frac{TP}{TP + \underline{FN}}$$

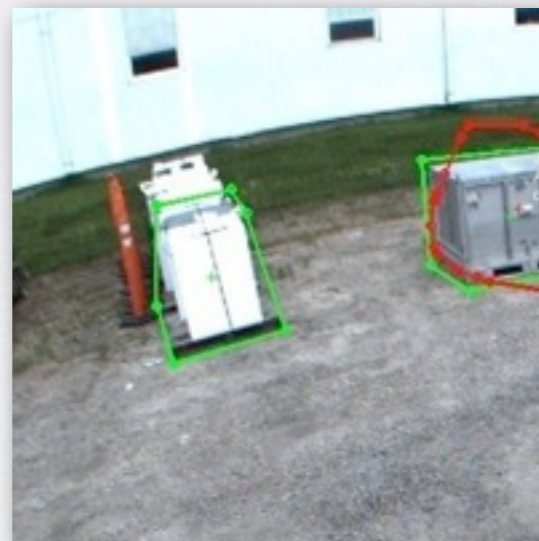
Scenario	Train	Test	Delta T	Precision	Recall
1	Afternoon	Afternoon	5 min	94%	54%
2	Evening	Evening	5 min	100%	95%
3	Morning	Evening	14 hours	100%	93%
4	Morning	Evening	10 hours	100%	94%
5	Noon	Evening	7 hours	100%	94%

# Visual Memory Results

- Severe saturation
- Motion blur
- Unobserved viewpoints



Training example

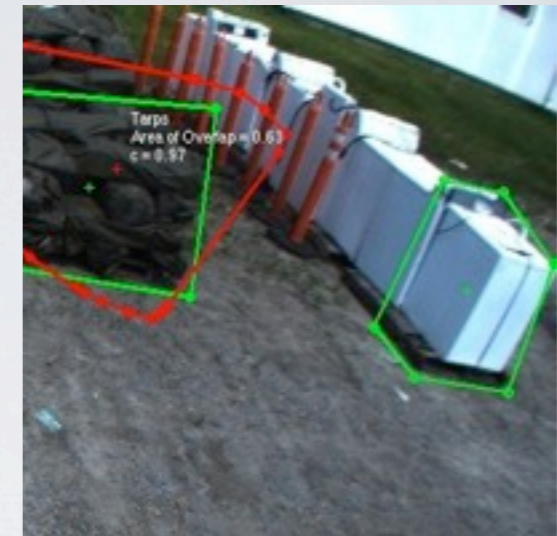


Saturation



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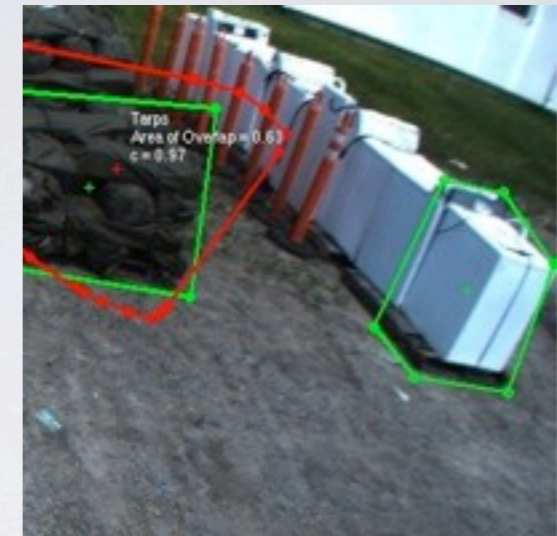
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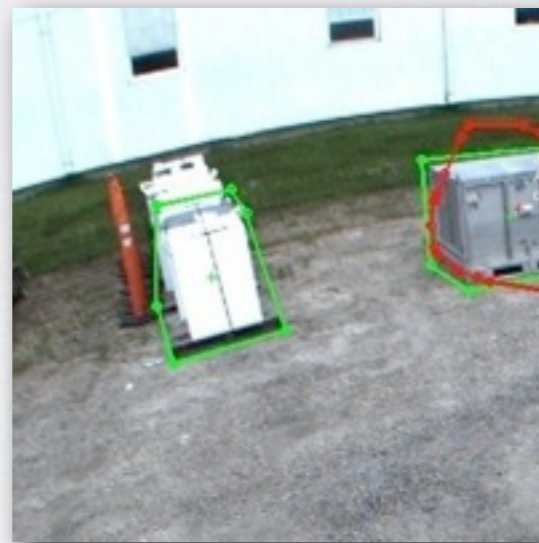
New viewpoint

# Visual Memory Results

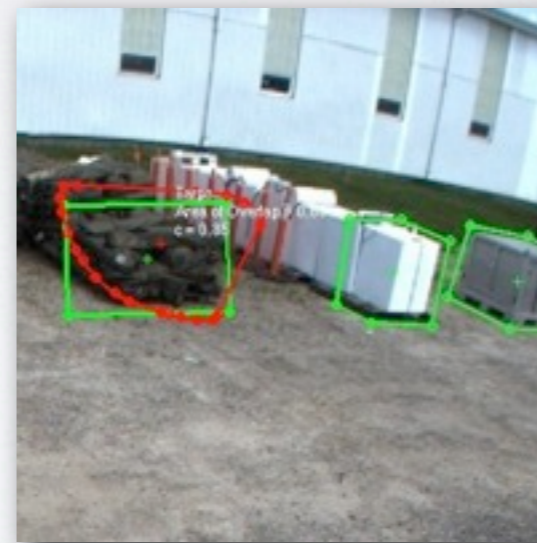
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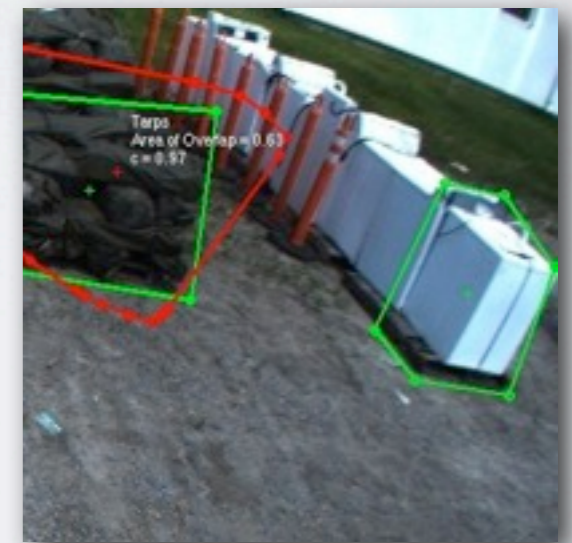
Training example



Saturation



New viewpoint



New viewpoint

# Visual Memory Results

# Visual Memory Results



# Symbol Grounding Problem



Place the lifted tyre pallet, next to another tyre pallet on the trolley.

Lift the tire pallet in the air, then proceed to deposit it to the right of the tire pallet already on the table right in front of you.

Place the pallet of tires on the left side of the trailer.

Please lift the set of six tires up and set them on the trailer, to the right of the set of tires already on it.

lift the tire pallet you are carrying and set it on the truck in front of you

Place the pallet of tires that is on the forklift next to the pallet of tires that is already loaded on the trailer.

Lift tire pallet. Move to unoccupied location on truck. Lower tire pallet. Reverse to starting location. Lower forks. End.

# Symbol Grounding Problem

Linguistic elements



“Grounding”

Correct referents in the robot's world model



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“Put the tire pallet on the truck”

- Objects
- Spatial relations
- Actions
- Places

- Object library
- Transformations, relative positions
- Paths, motion primitives, torques
- Positions, orientations



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# Grounding Natural Language Speech

(collaboration with S. Tellex, T. Kollar, S. Teller, & N. Roy)

$$\arg \max_{\text{groundings}} p(\text{groundings} | \text{language})$$

objects, actions, relations, places

“Drive to the tire pallet”

# Grounding Natural Language Speech

(collaboration with S. Tellex, T. Kollar, S. Teller, & N. Roy)

“To the tire pallet”

$$\arg \max_{\gamma \in \mathcal{X}} p(\gamma | \lambda)$$



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0.1



# Grounding Natural Language Speech

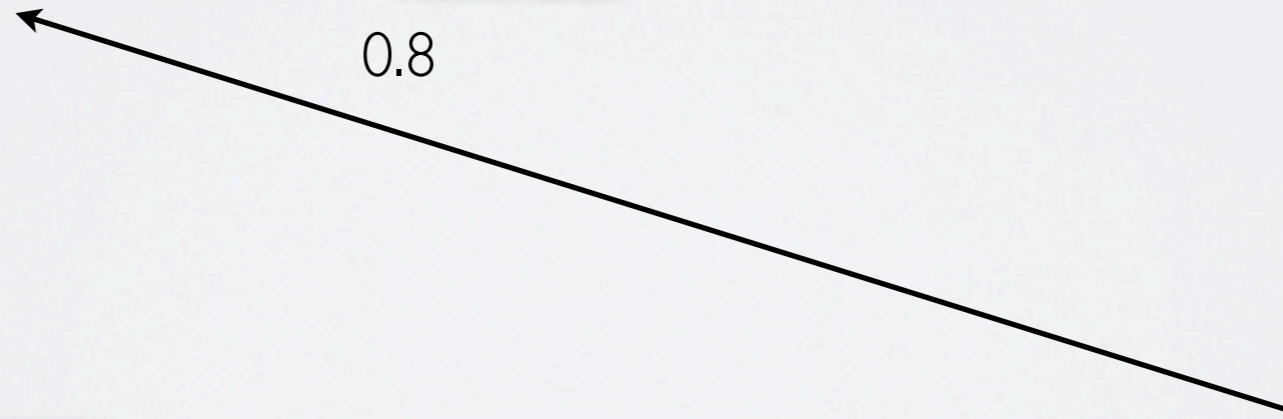
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0.8





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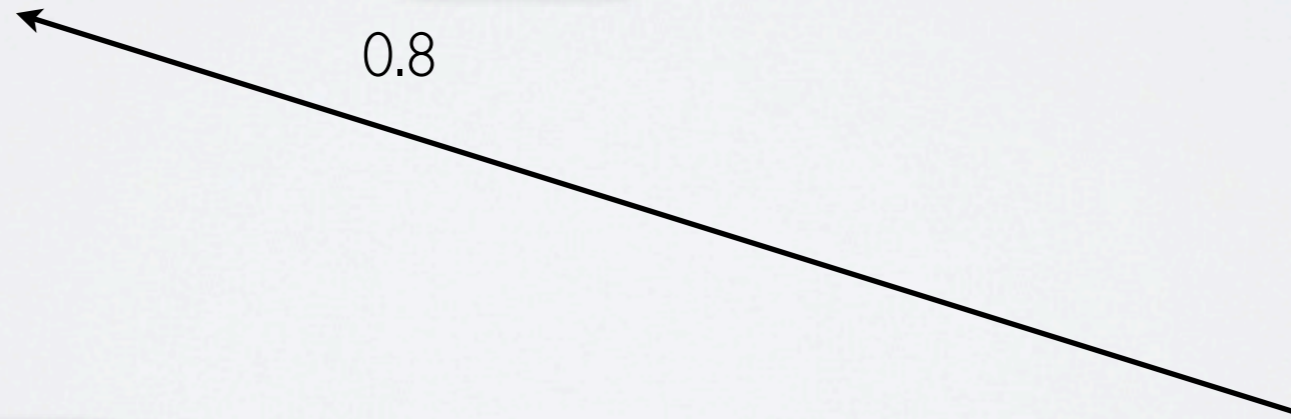
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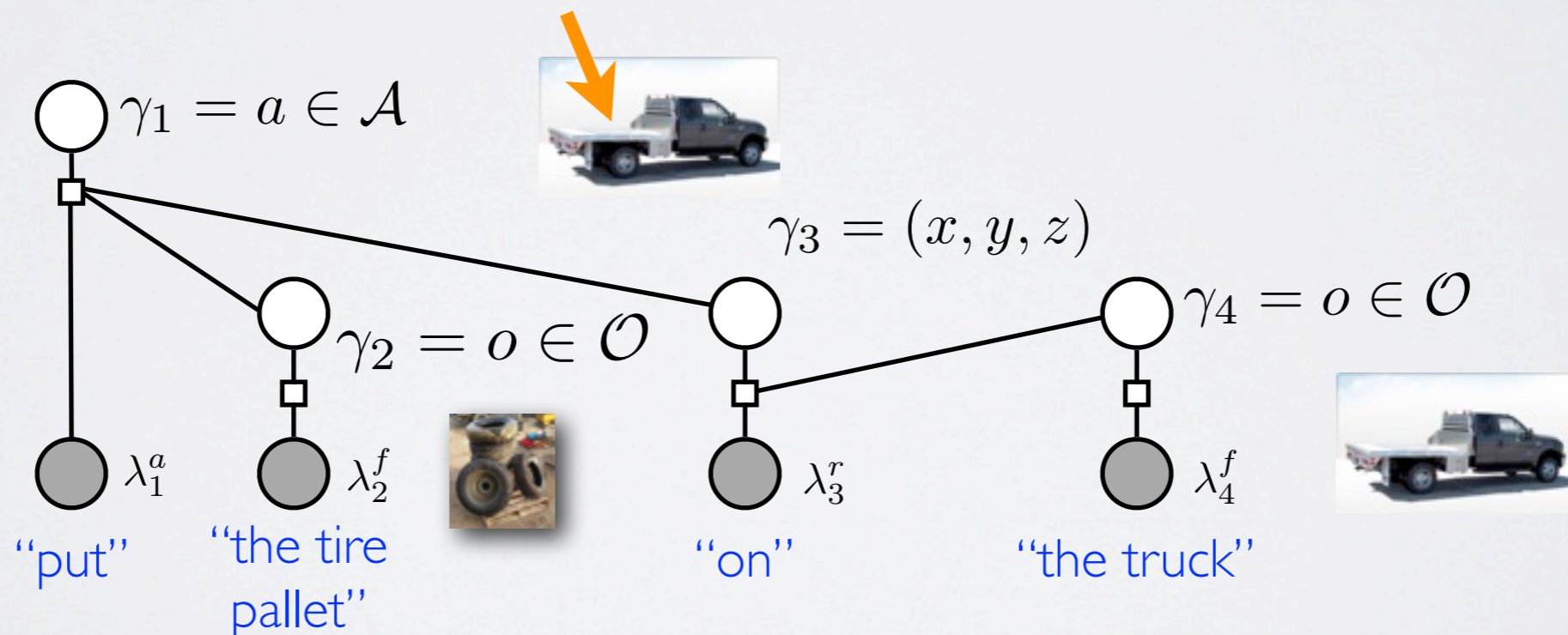
“Put the tire pallet on the truck”

[AAAI 2011; AI Magazine 2011]

# Grounding Natural Language Speech

“Put the tire pallet on the truck”

$$\arg \max_{\Gamma} (\gamma_1, \gamma_2, \gamma_3, \gamma_4 | \lambda)$$

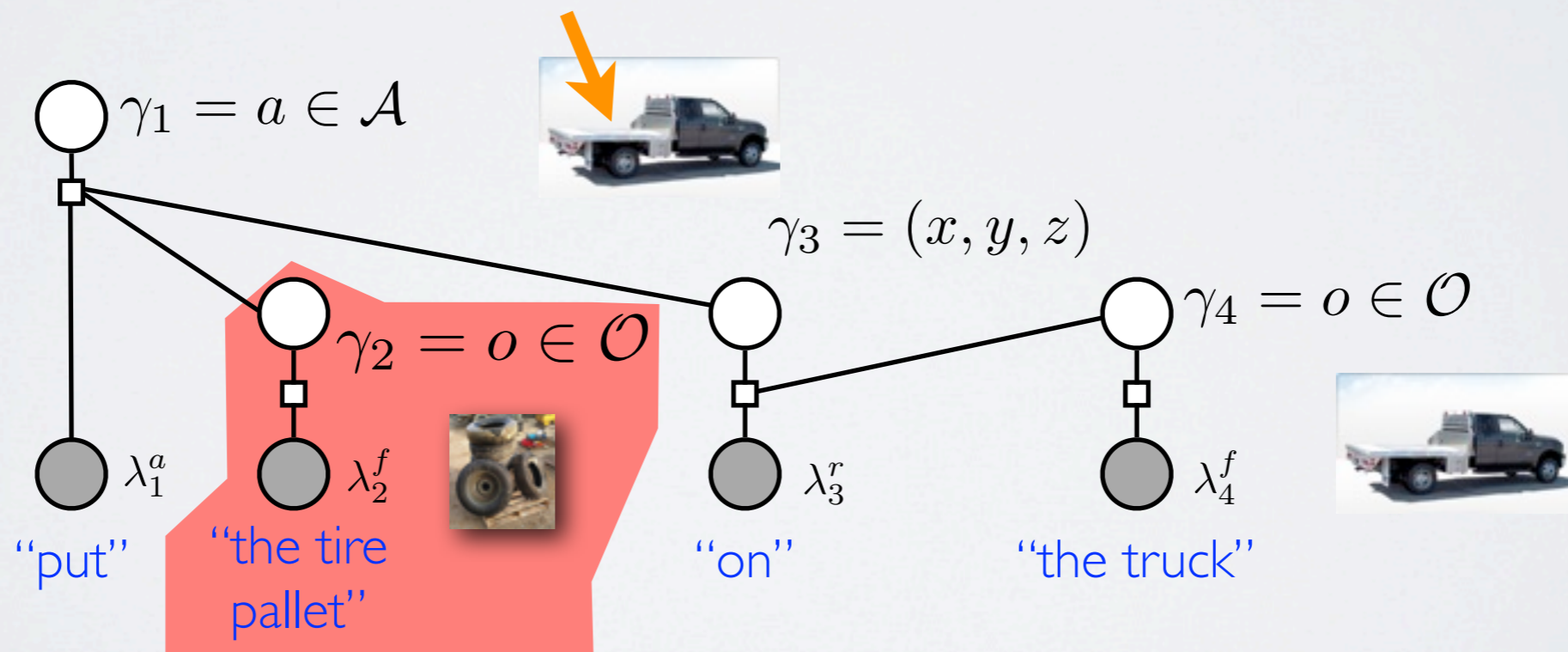


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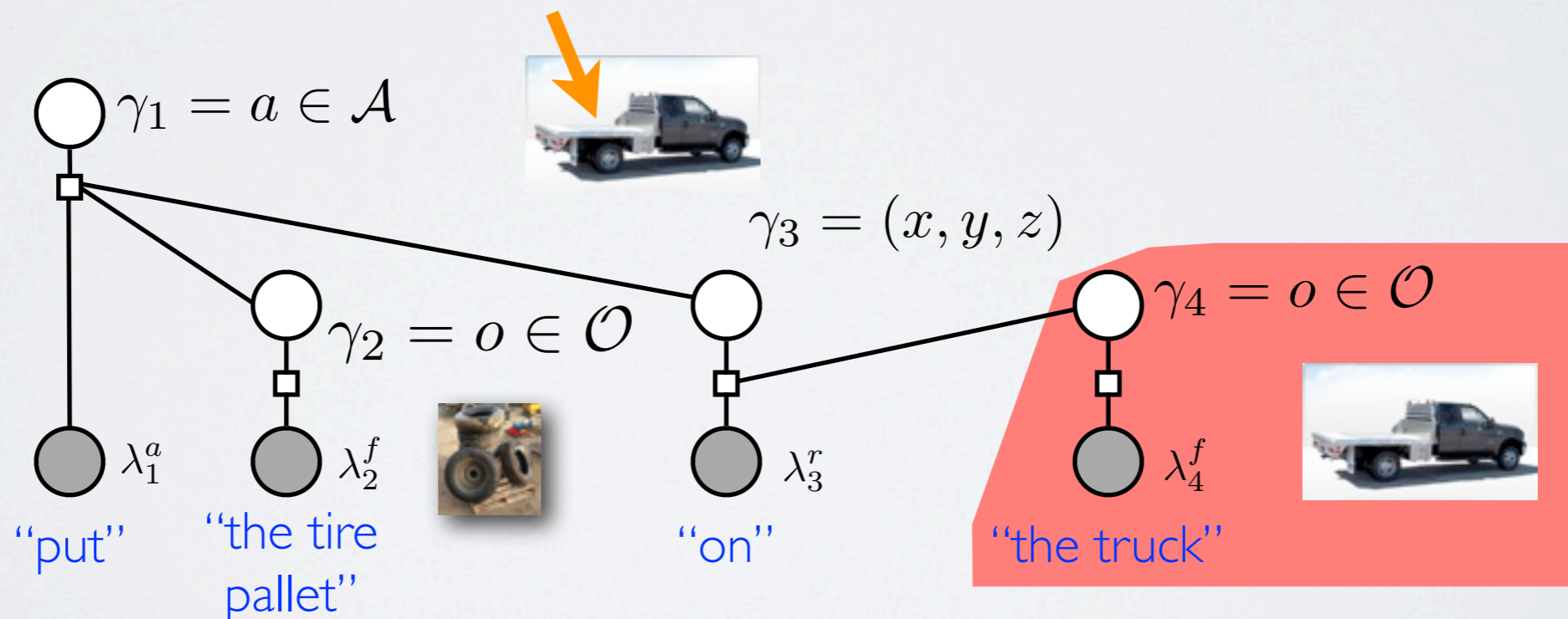
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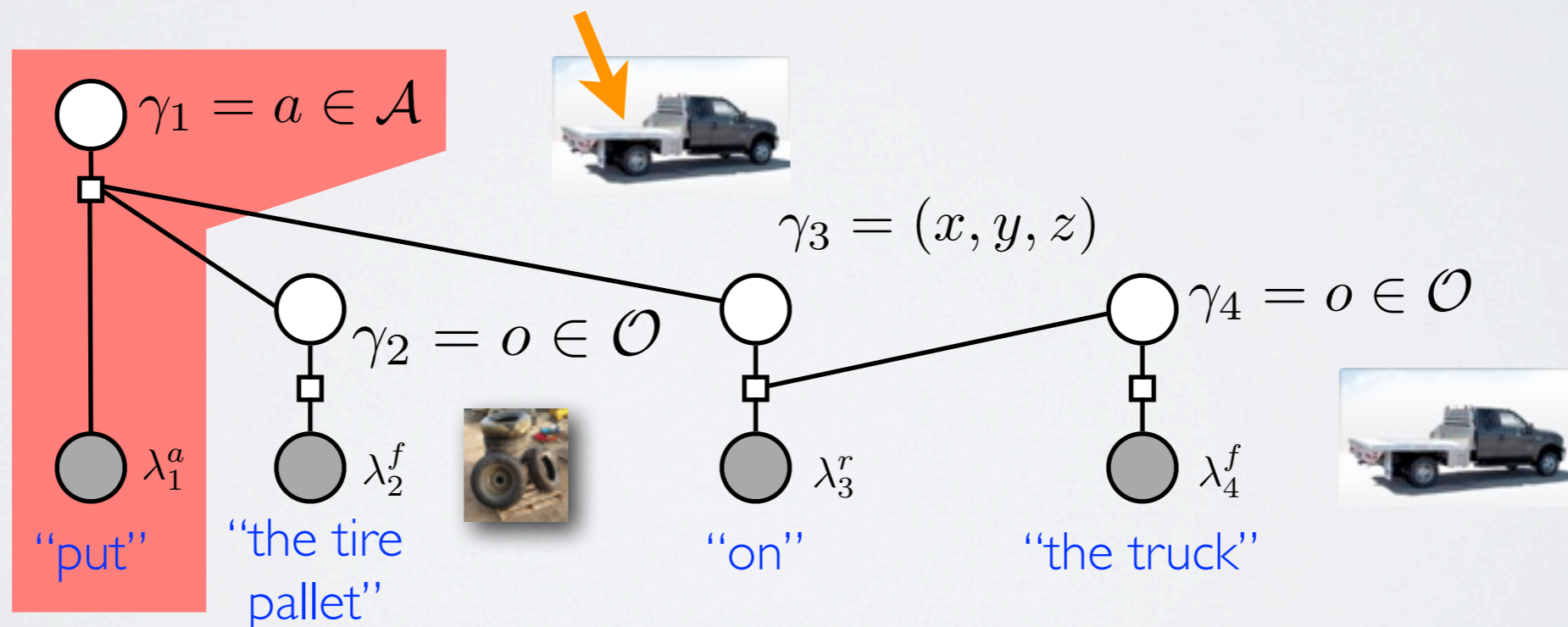




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I. Importance of Situational Awareness

II. Persistent Object Awareness with Vision

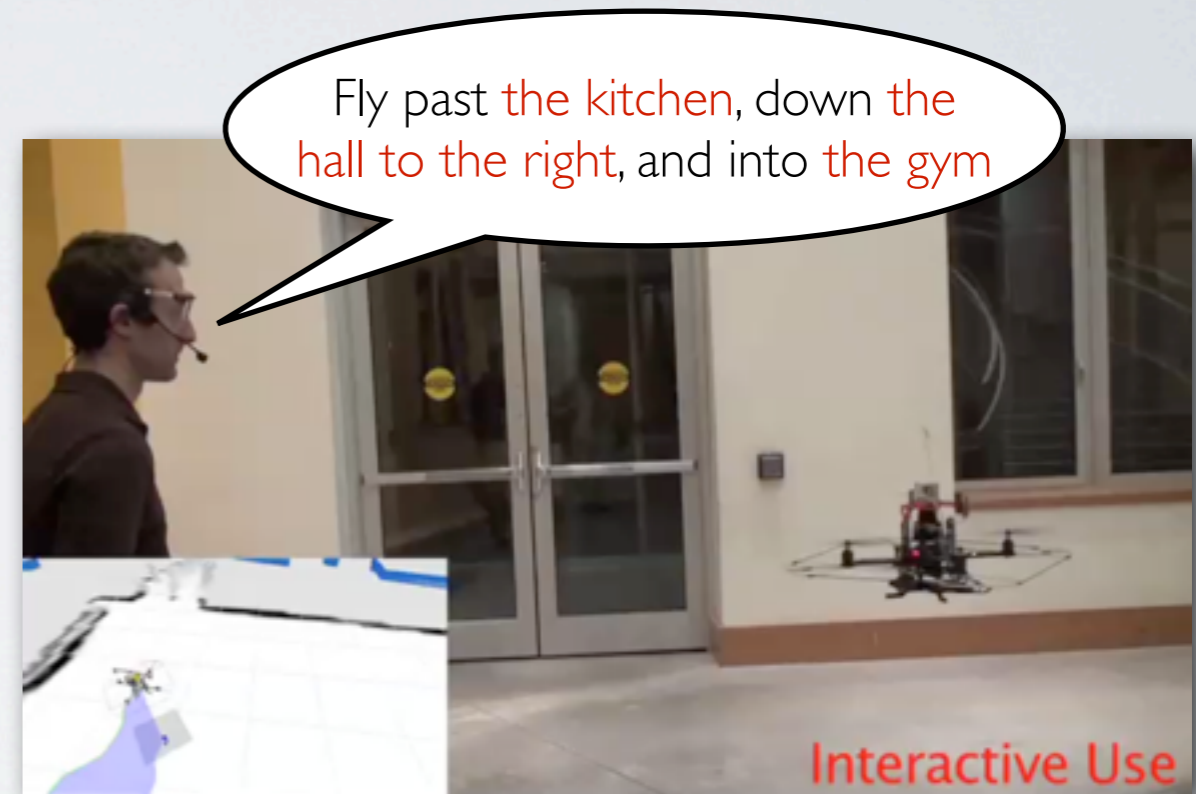
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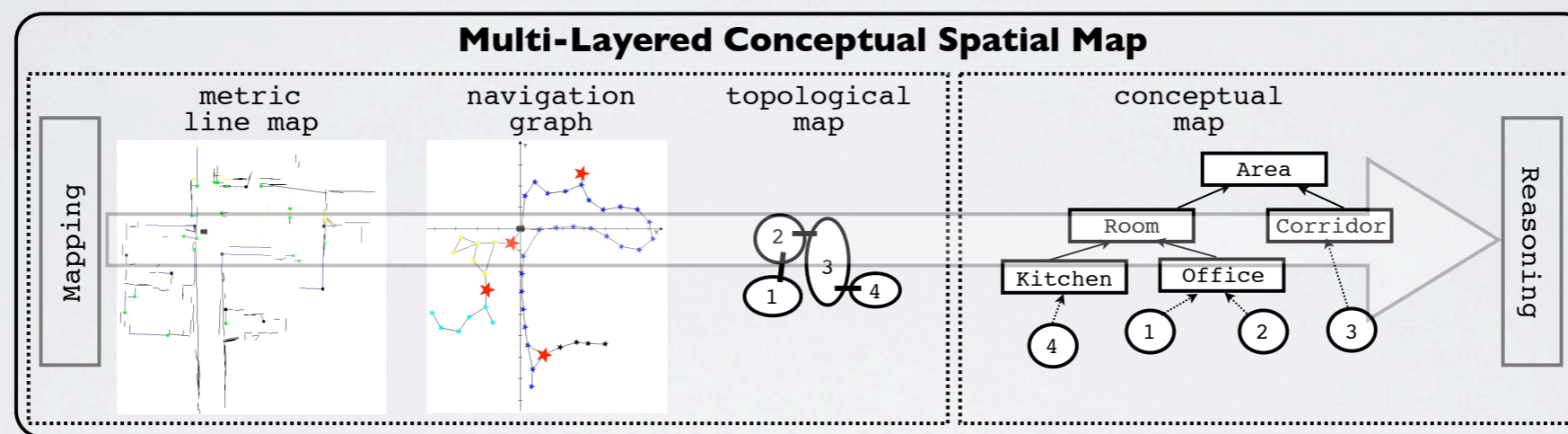
# Beyond Objects to Spaces

- Going beyond metric maps
- Human-centric representations of space
  - Spatial relations
  - Semantic attributes (names, use, etc.)
  - Connectivity



# State-of-the-Art in Semantic Mapping

- Spatial Semantic Hierarchy (Kuipers 2000)
- Augment SLAM metric/topological SLAM maps with semantic layers



Courtesy: Zender et al. 2008

- Infer semantic properties from multiple modalities:
  - Object recognition (Zender et al. 2008; Pronobis et al. 2020)
  - Spoken descriptions and other supervised labels (Diosi et al. 2005; Zender et al. 2008; Pronobis et al. 2020)
  - Place classification (Zender et al. 2008; Pronobis et al. 2020)

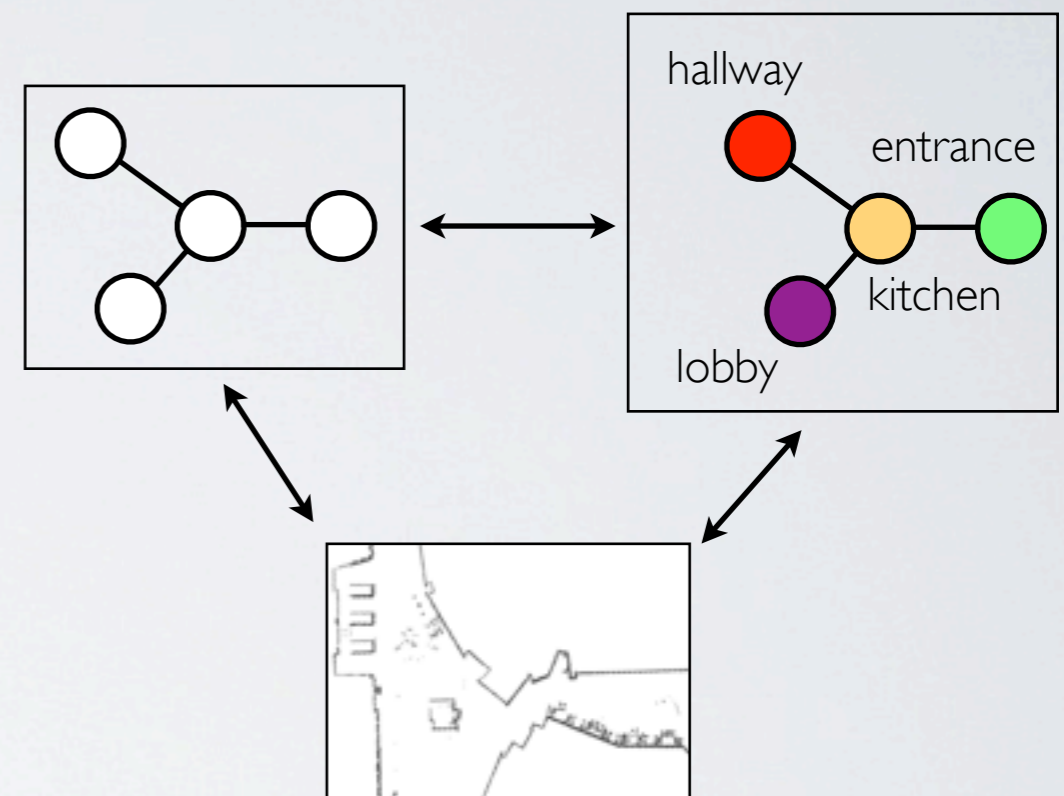
# Building Semantic Maps with Natural Language

- Learn knowledge representation from narrated tour
- Challenges:
  - People convey high-level concepts but robot perception is low-level
  - Spoken descriptions are ambiguous



# Building Semantic Maps with Natural Language

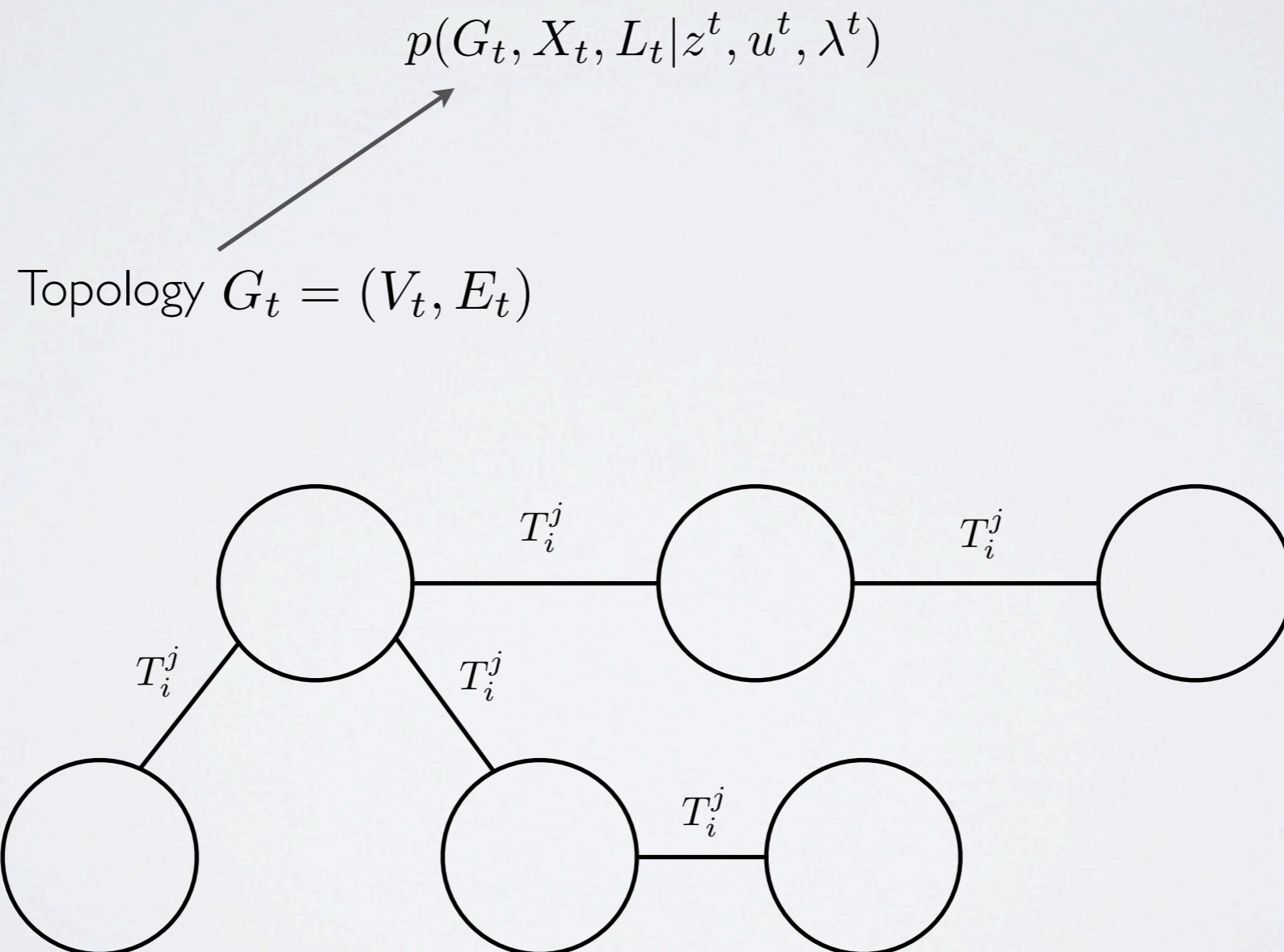
- Solution:
  - Joint metric, topologic, & semantic model supports information fusion
  - Efficient inference strategy
  - Enable layers to influence one another



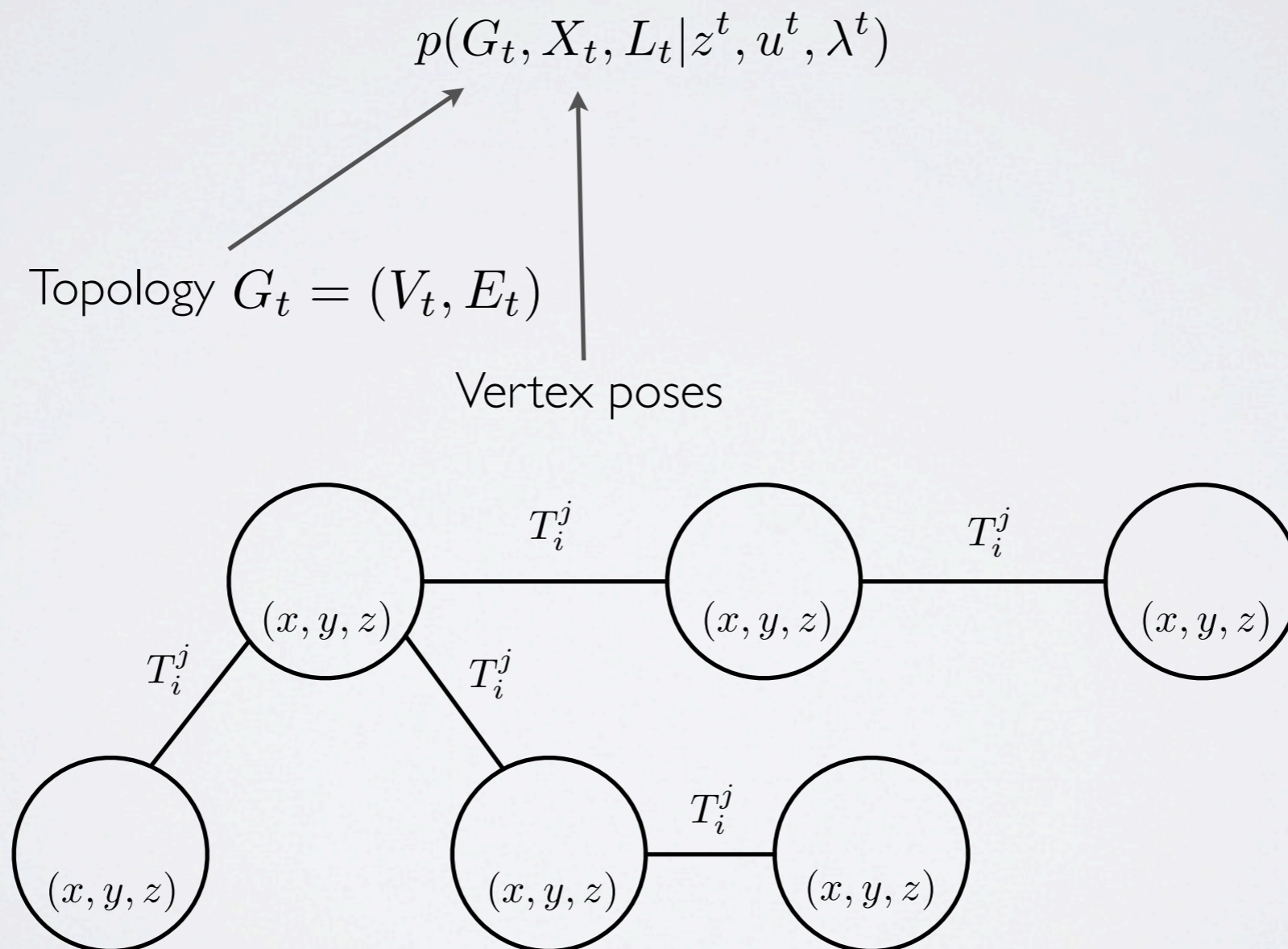
# Model: Posterior over Semantic Graphs

$$p(G_t, X_t, L_t | z^t, u^t, \lambda^t)$$

# Model: Posterior over Semantic Graphs

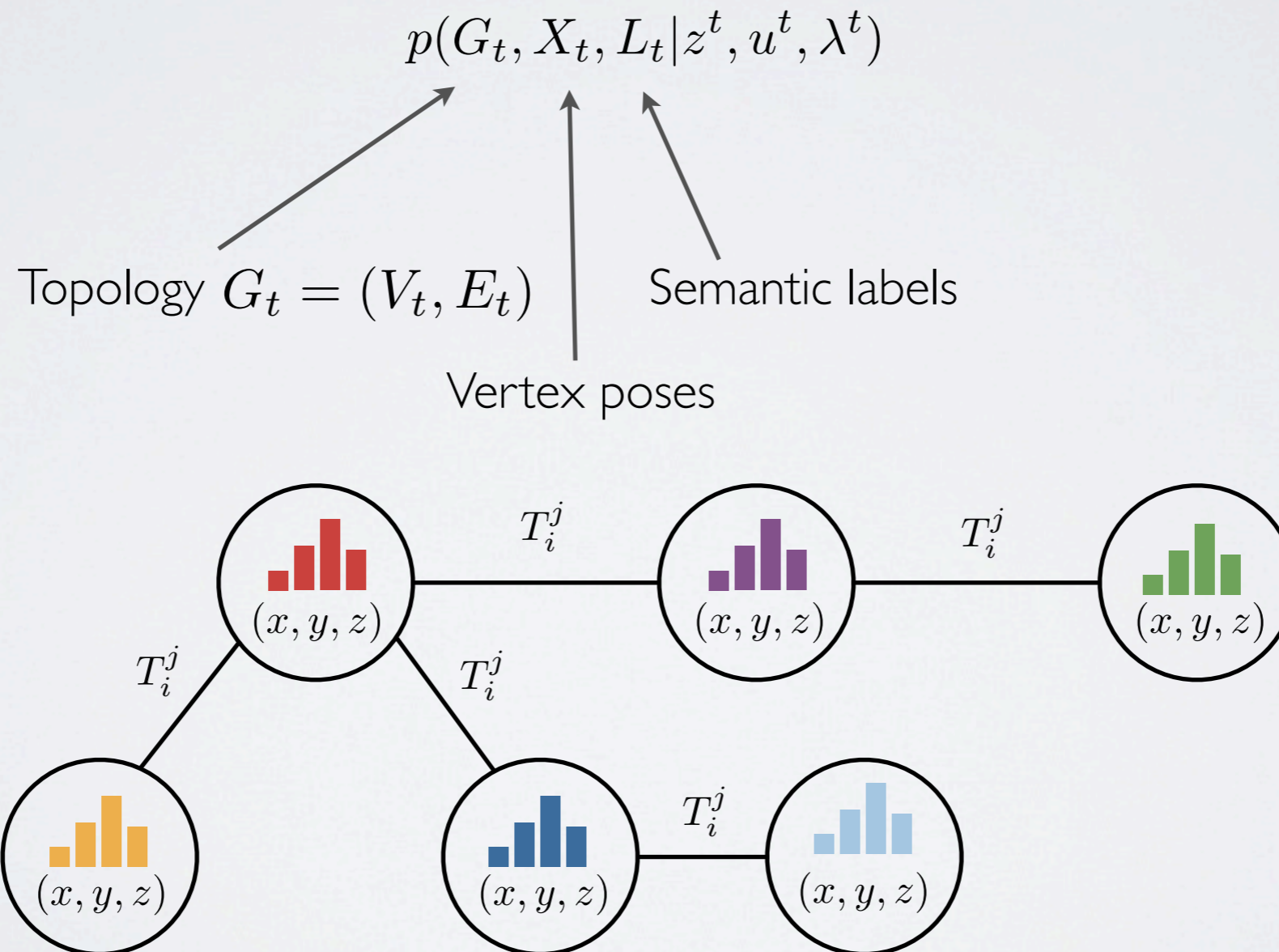


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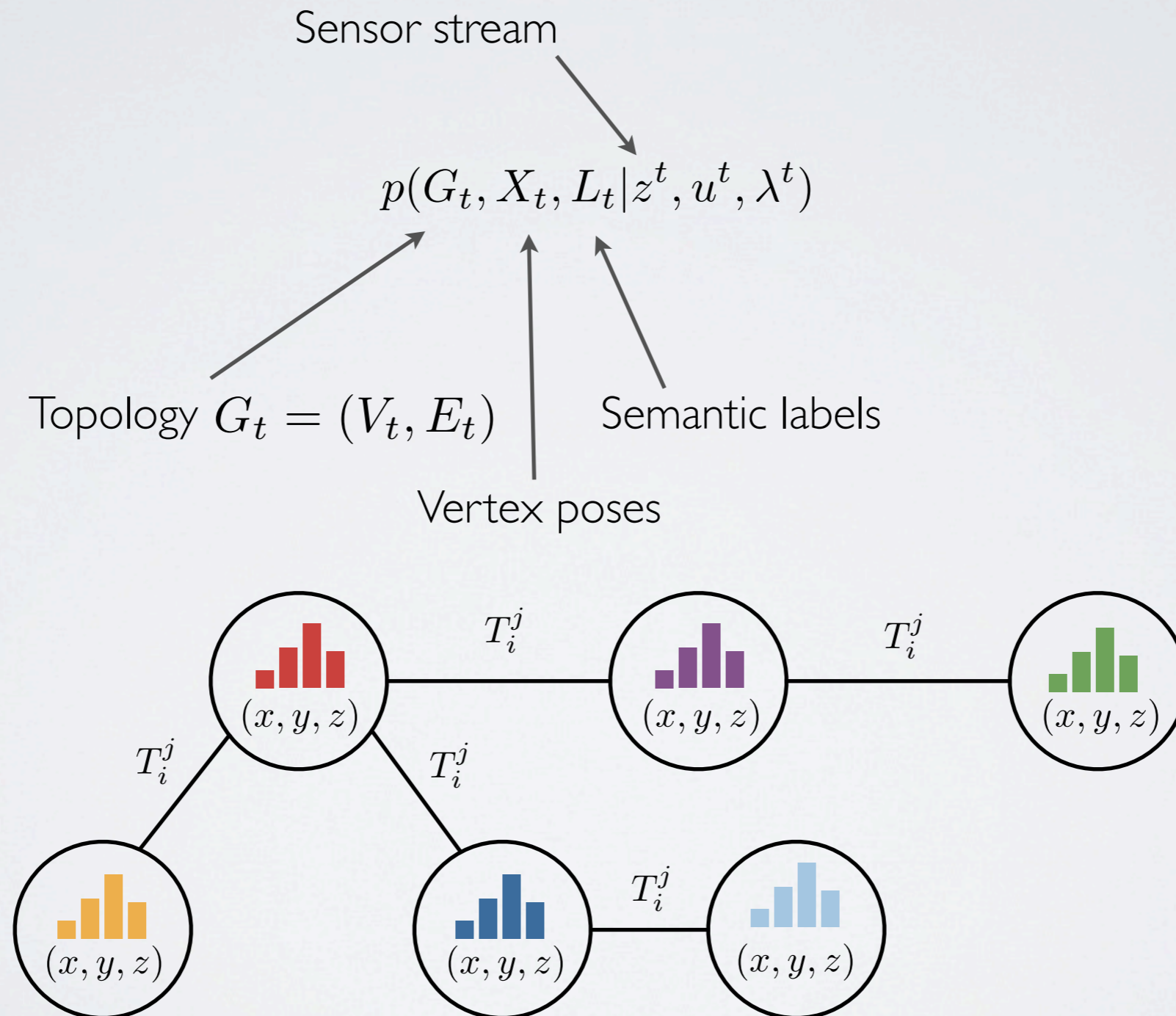




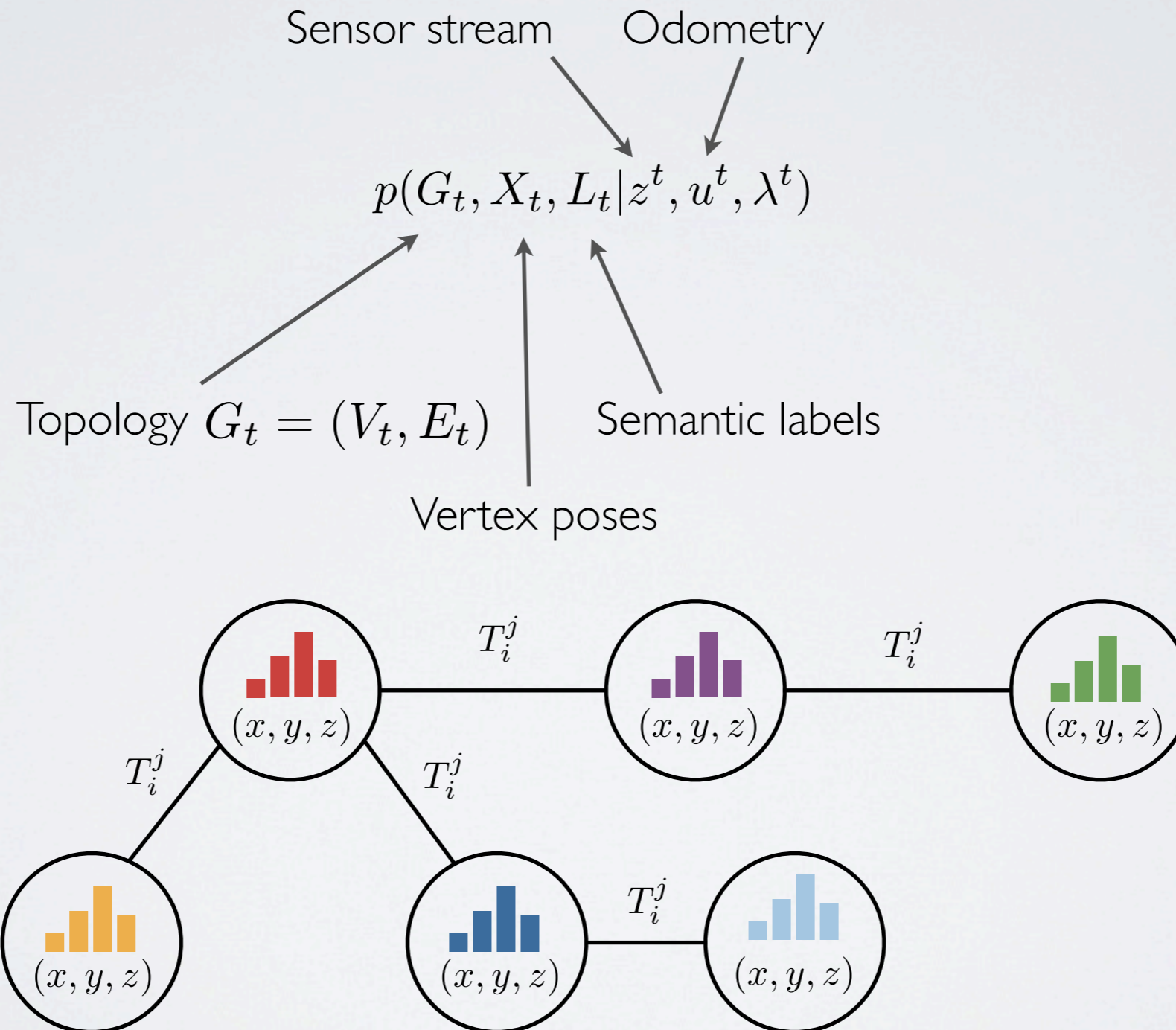
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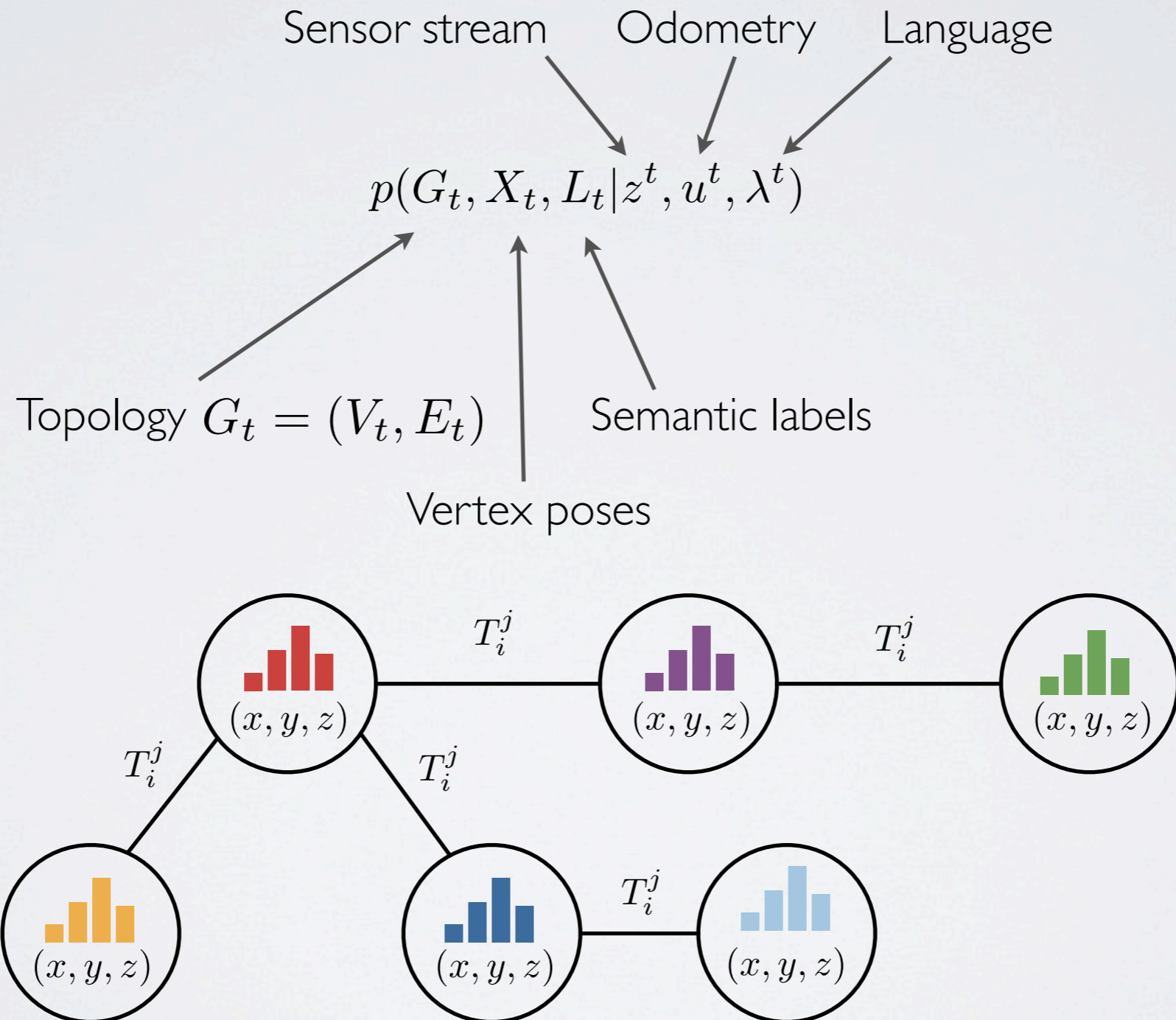
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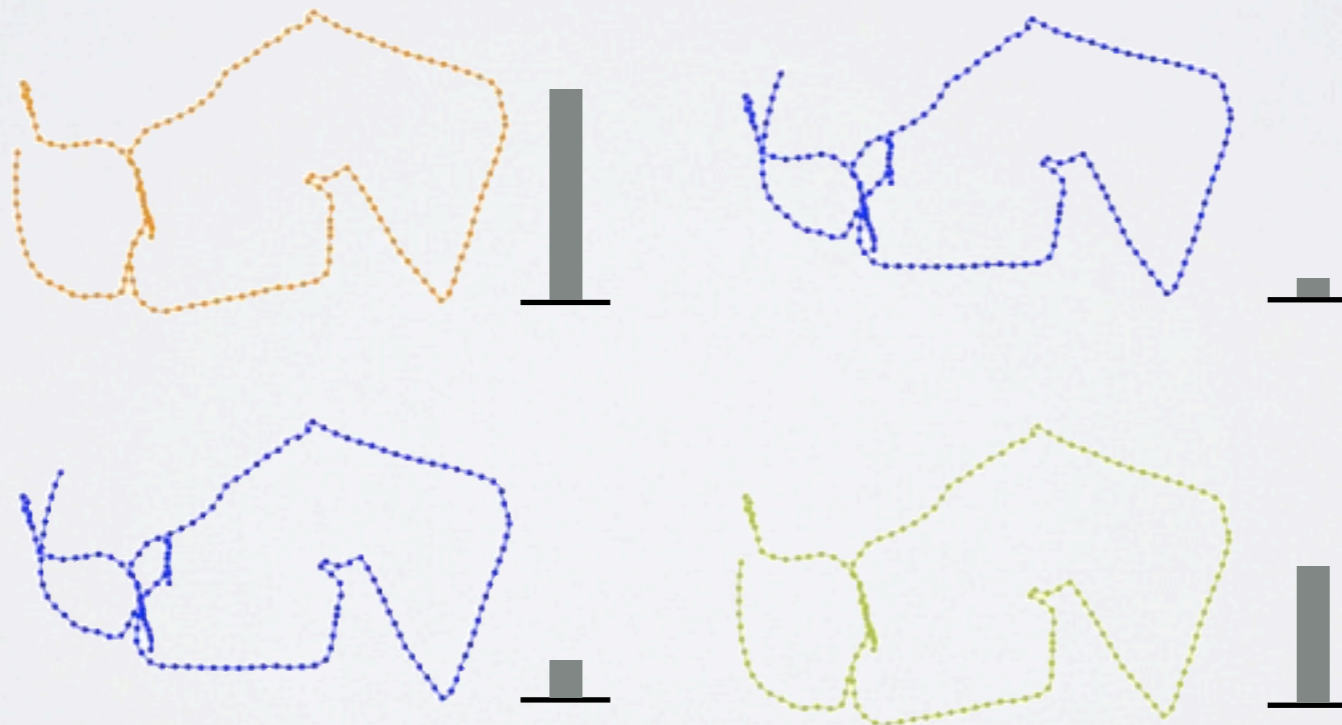
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$$p(G_t, X_t, L_t | z^t, u^t, \lambda^t) = p(L_t | X_t, G_t, z^t, u^t, \lambda^t) p(X_t | G_t, z^t, u^t, \lambda^t) p(G_t | z^t, u^t, \lambda^t)$$

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Sample-based  
representation



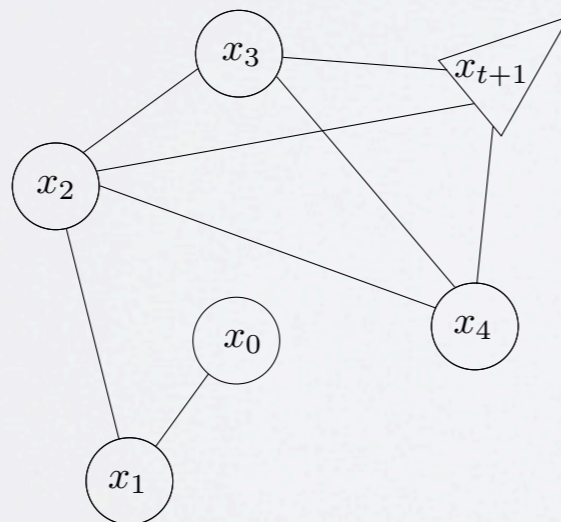
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Gaussian  
(information form)

Sample-based  
representation

$$p(X_t | G_t, z^t, u^t, \lambda^t) = \mathcal{N}^{-1}(X_t; \Sigma_t^{-1}, \eta_t)$$



	$x_0$	$x_1$	$x_2$	$x_3$	$x_4$	$x_{t+1}$
$x_0$	Black	Dark Gray	White	White	White	White
$x_1$	Dark Gray	Black	Dark Gray	White	White	White
$x_2$	White	Dark Gray	Black	Dark Gray	Dark Gray	Dark Gray
$x_3$	White	White	Dark Gray	Black	Dark Gray	White
$x_4$	White	White	Dark Gray	Dark Gray	Black	Dark Gray
$x_{t+1}$	White	White	Dark Gray	White	Dark Gray	Black

# Model: Posterior over Semantic Graphs

$$p(G_t, X_t, L_t | z^t, u^t, \lambda^t) = p(L_t | X_t, G_t, z^t, u^t, \lambda^t) p(X_t | G_t, z^t, u^t, \lambda^t) p(G_t | z^t, u^t, \lambda^t)$$

Dirichlet

 Gaussian  
(information form)
 

 Sample-based  
representation

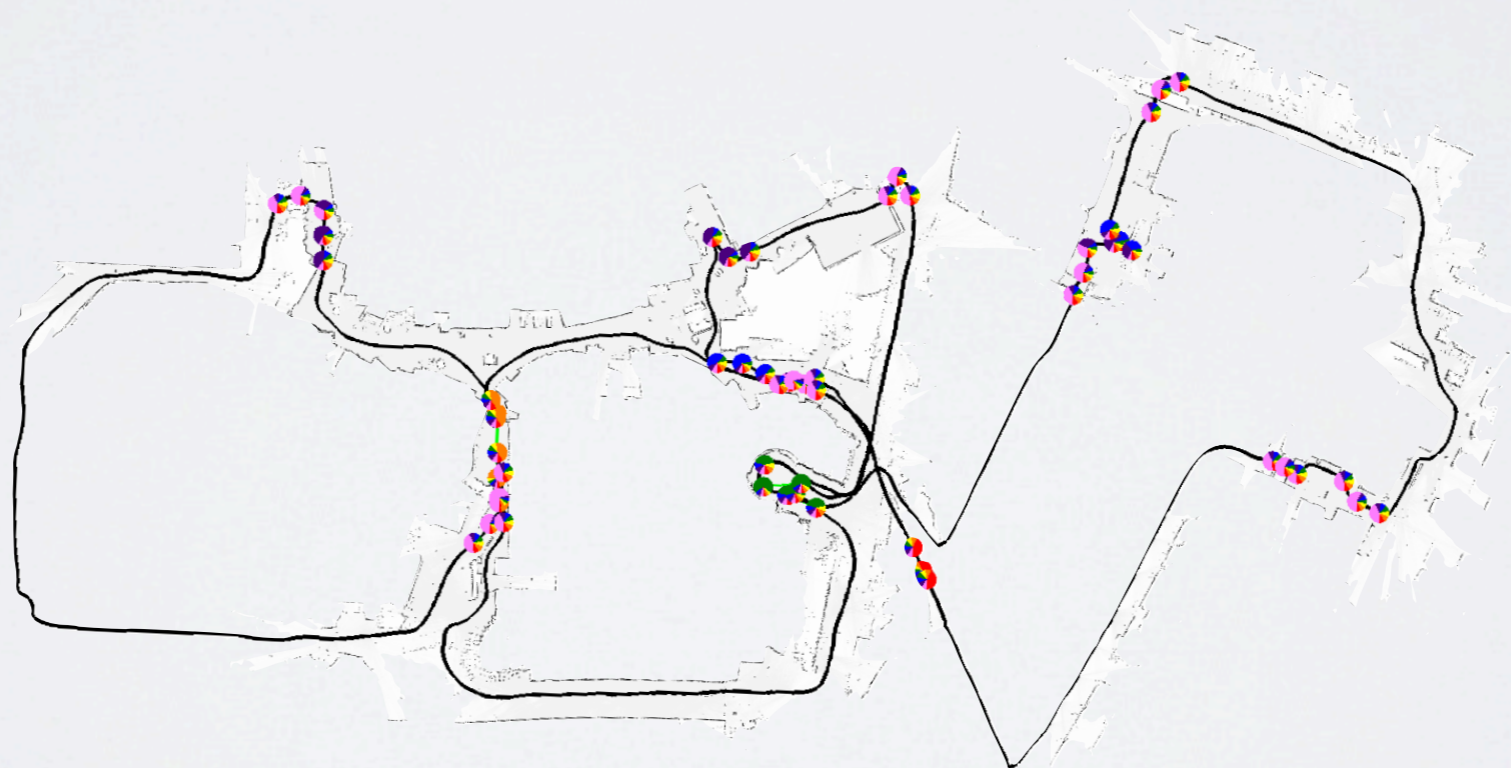


# Model: Posterior over Semantic Graphs

$$p(G_t, X_t, L_t | z^t, u^t, \lambda^t) = p(L_t | X_t, G_t, z^t, u^t, \lambda^t) p(X_t | G_t, z^t, u^t, \lambda^t) p(G_t | z^t, u^t, \lambda^t)$$

Dirichlet

Gaussian  
(information form)      Sample-based  
representation



# Rao-Blackwellized Particle Filter

$$\text{Input: } P_{t-1} = \left\{ G_{t-1}^{(i)}, X_{t-1}^{(i)}, L_{t-1}^{(i)} w_{t-1}^{(i)} \right\} \quad (u_t, z_t, \lambda_t)$$

for each particle  $i$

- 1 Propose modifications to topology based on metric and semantic maps
- 2 Perform Bayesian update of Gaussian
- 3 Update Dirichlet over labels based on language
- 4 Update weights based on metric observations

$$\text{Return: } P_t^{(i)} = \left\{ G_t^{(i)}, X_t^{(i)}, L_t^{(i)} w_t^{(i)} \right\}$$

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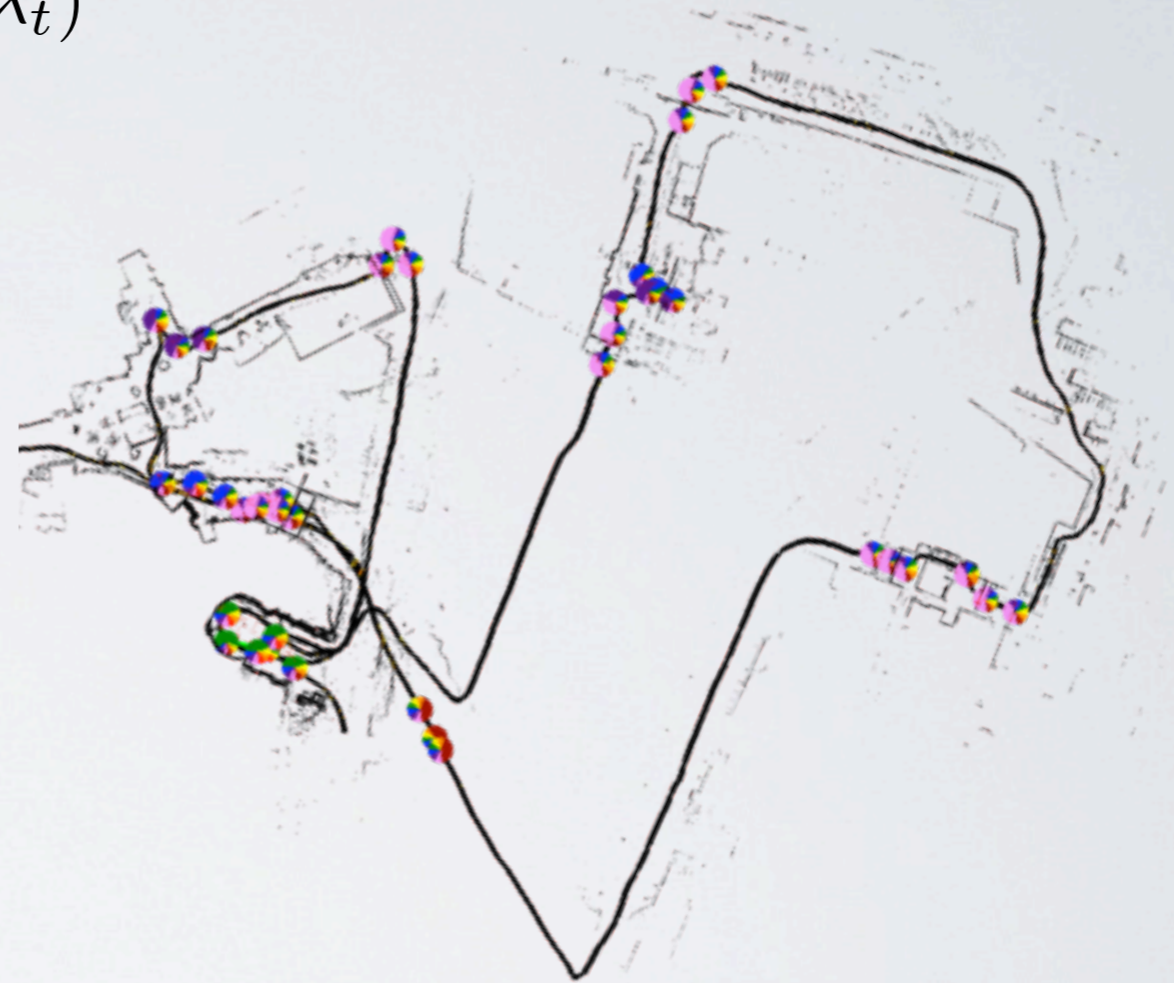
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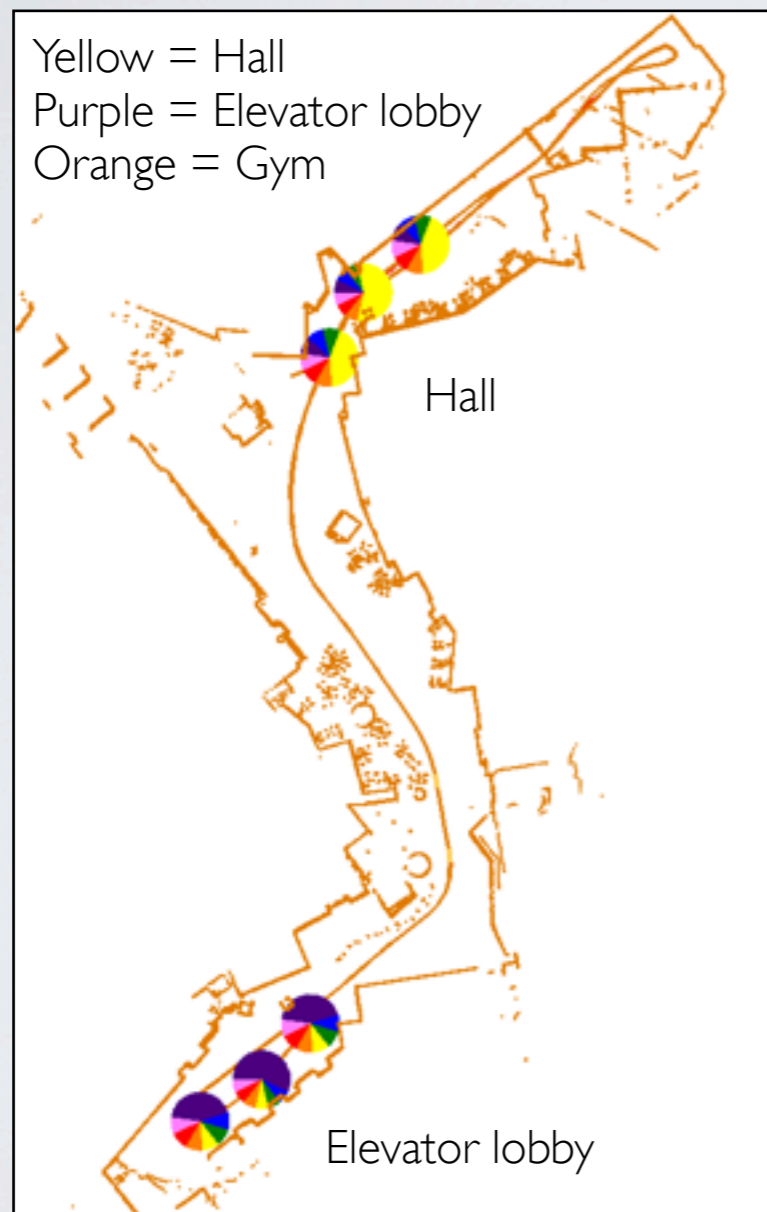
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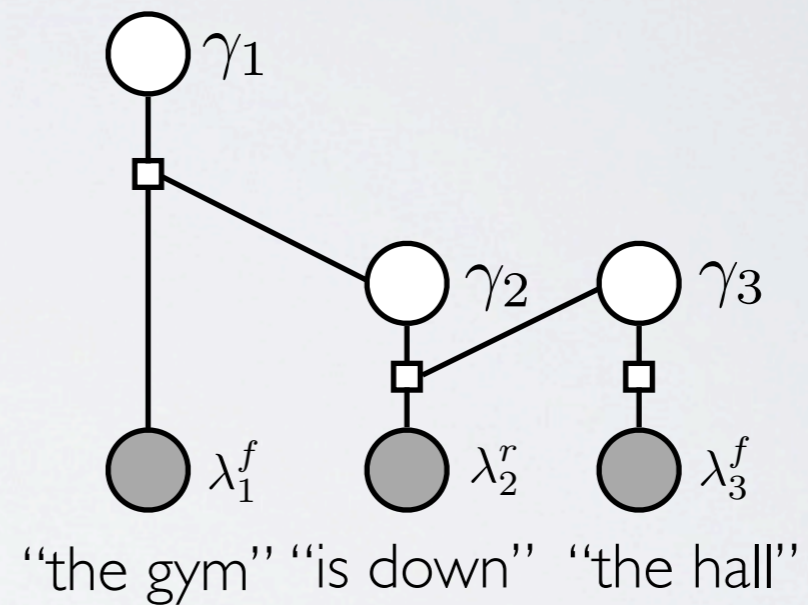
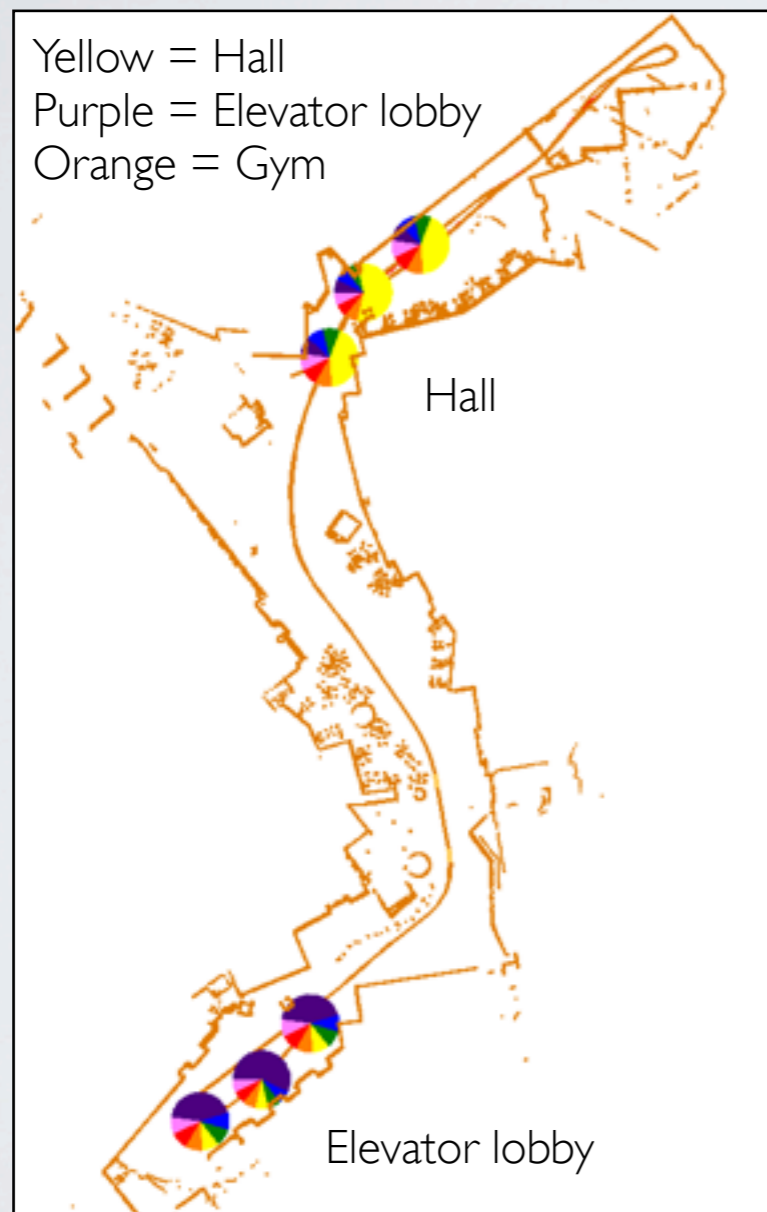
# Incorporating Natural Language Descriptions

“the gym is down the hall”



# Incorporating Natural Language Descriptions

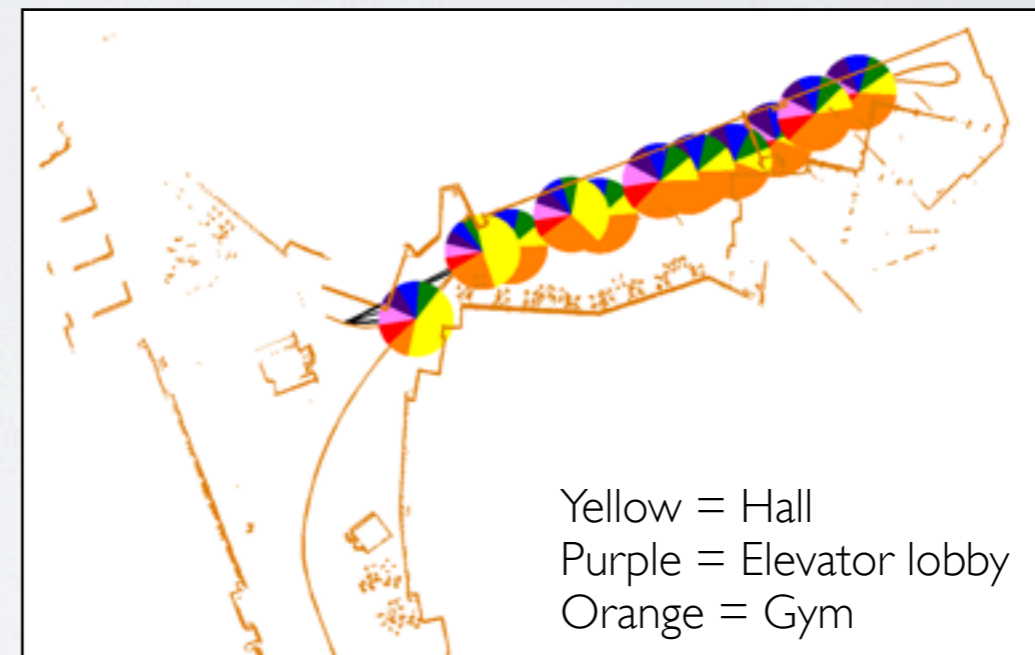
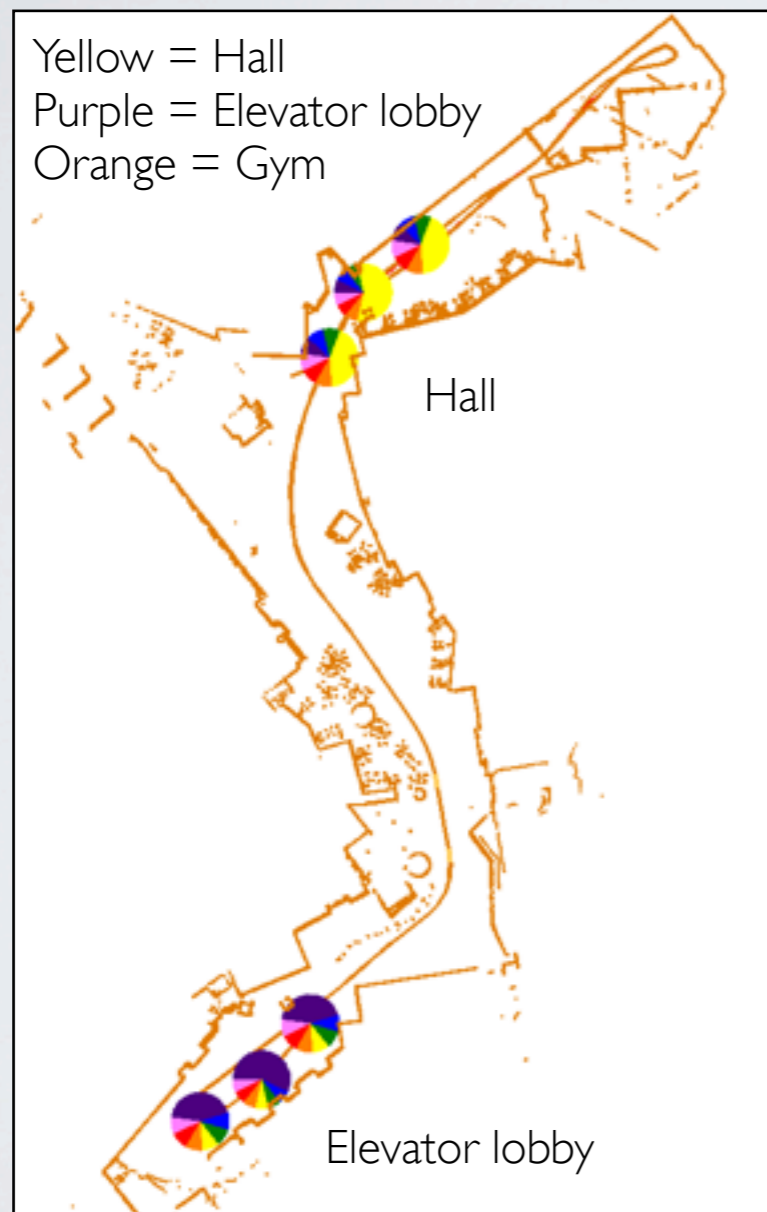
“the gym is down the hall”



$$p(L_t^{(i)} | L_{t-1}^{(i)}, G_t^{(i)}, X_t^{(i)}, \lambda_t) = \sum_{\gamma} p(L_t^{(i)} | \gamma, L_{t-1}^{(i)}, \lambda_t) \times p(\gamma | L_{t-1}^{(i)}, G_t^{(i)}, X_t^{(i)}, \lambda_t)$$

# Incorporating Natural Language Descriptions

“the gym is down the hall”

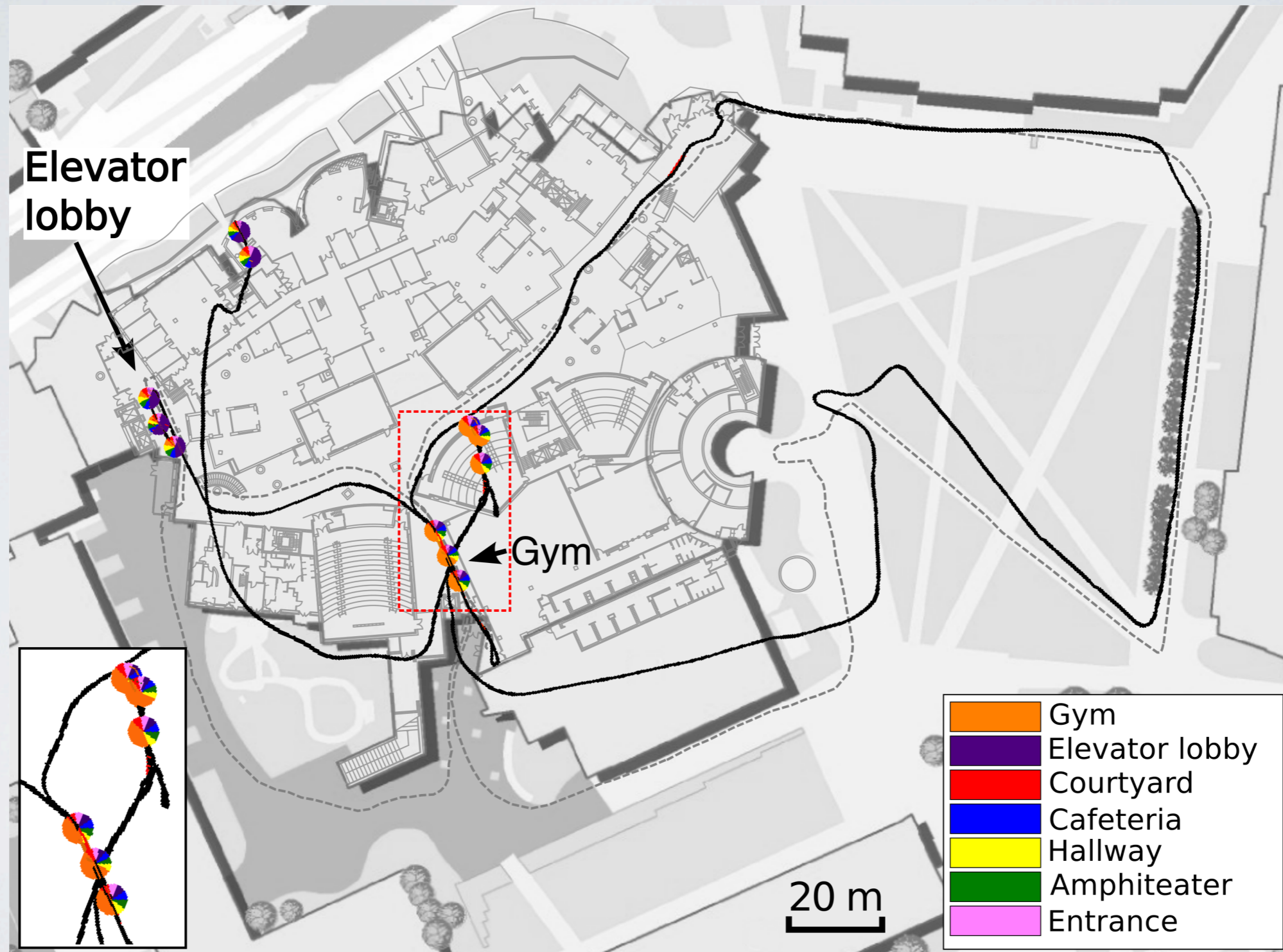




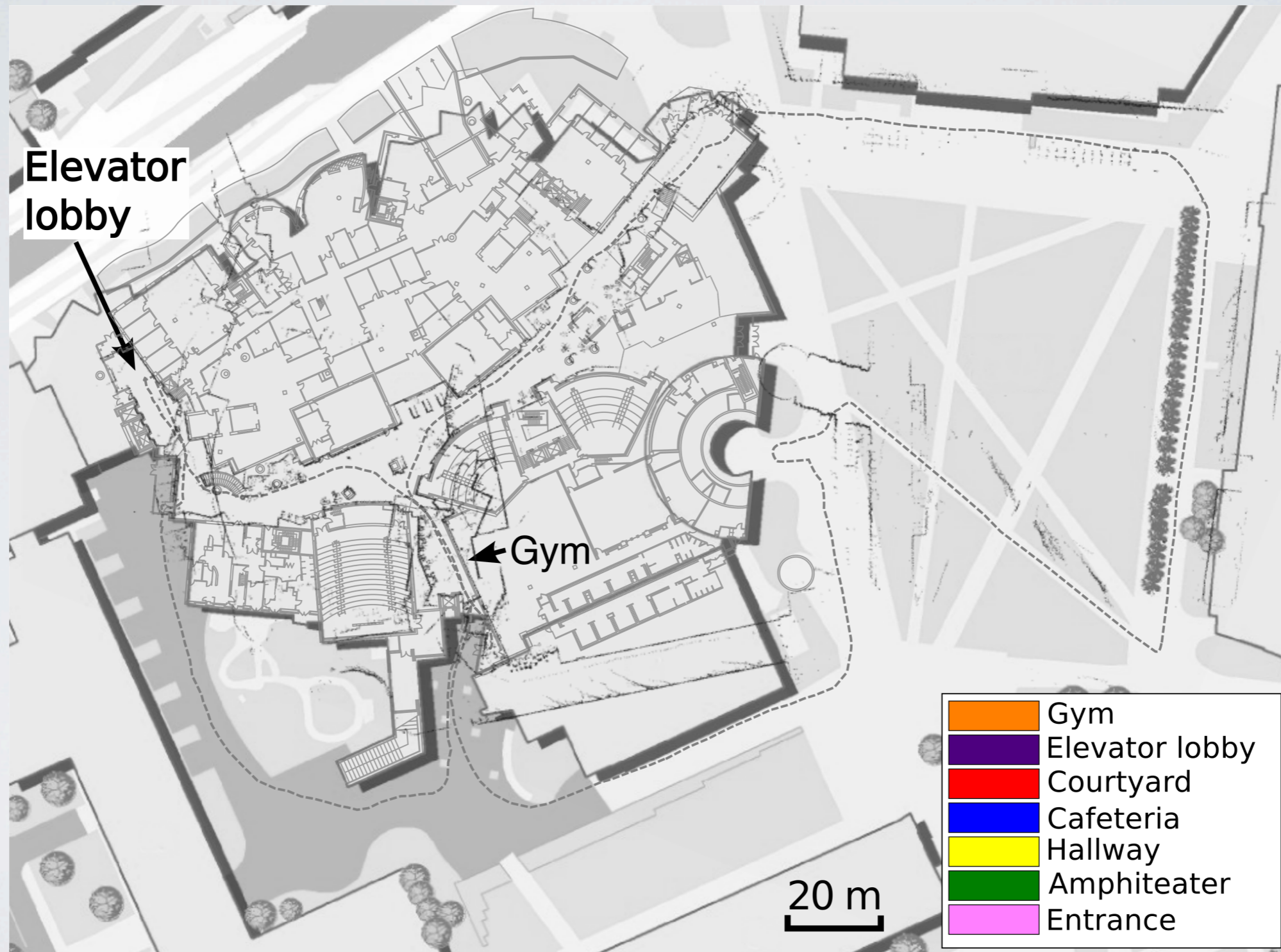
# No Language Constraints



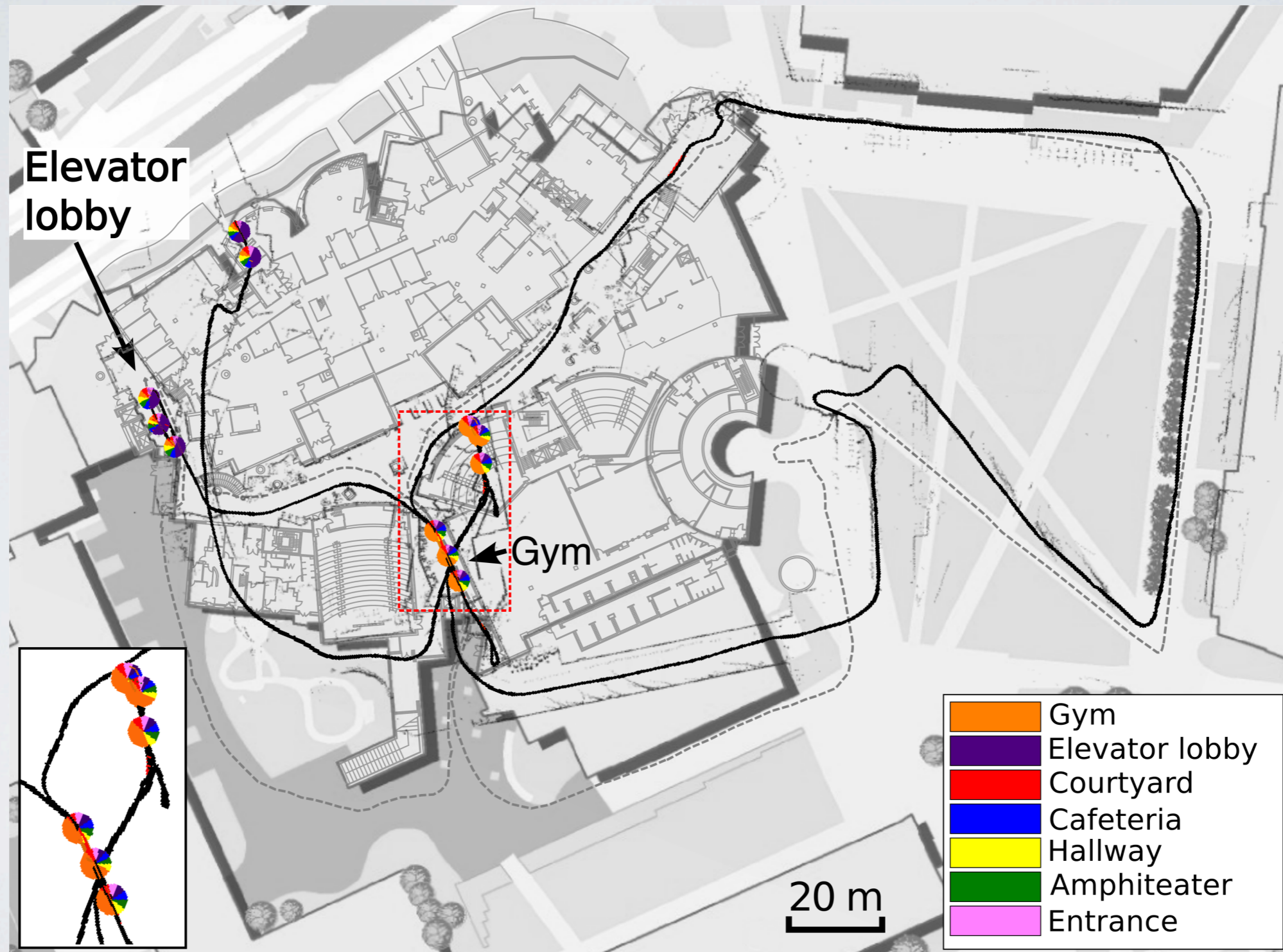
# No Language Constraints



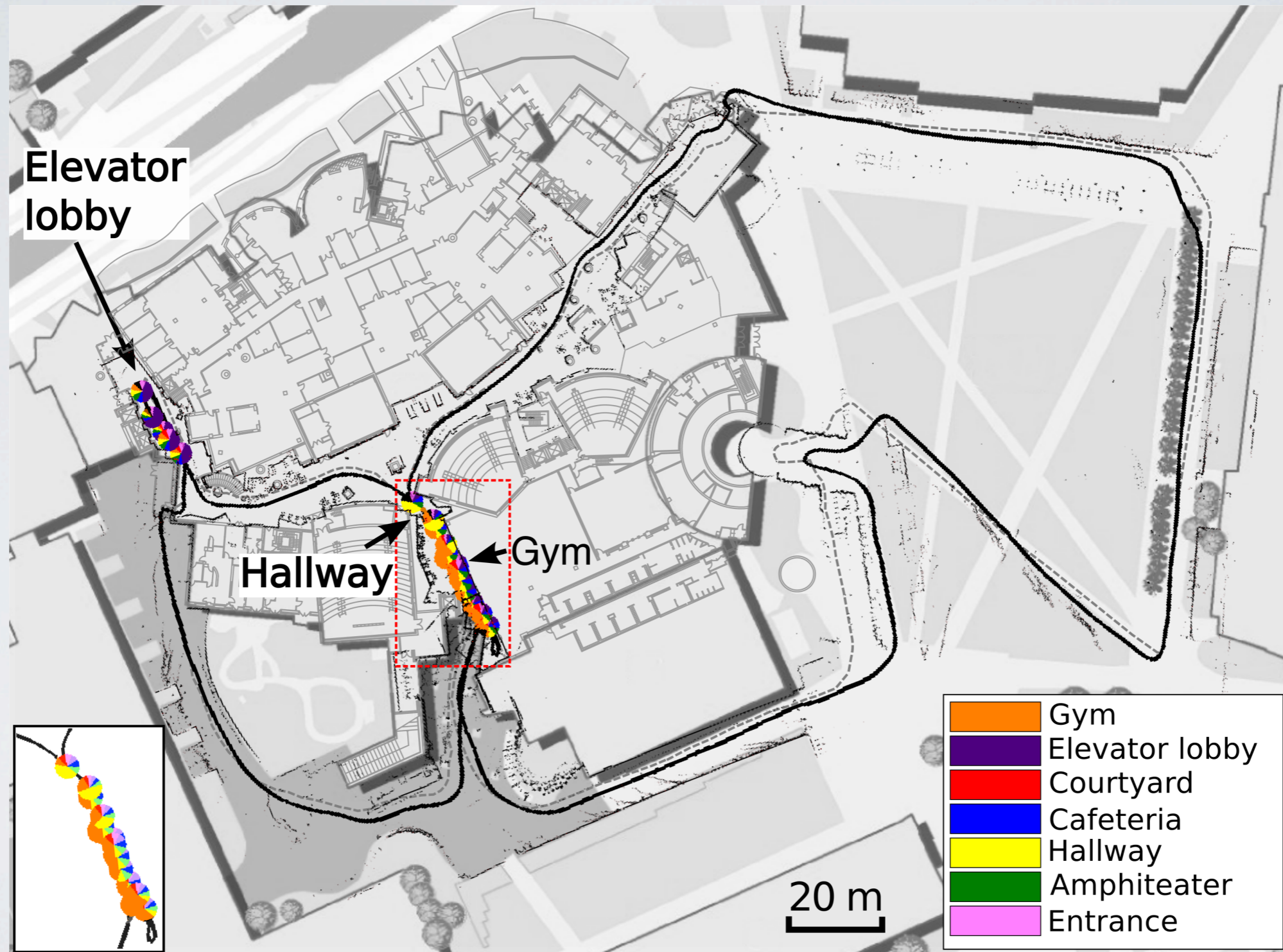
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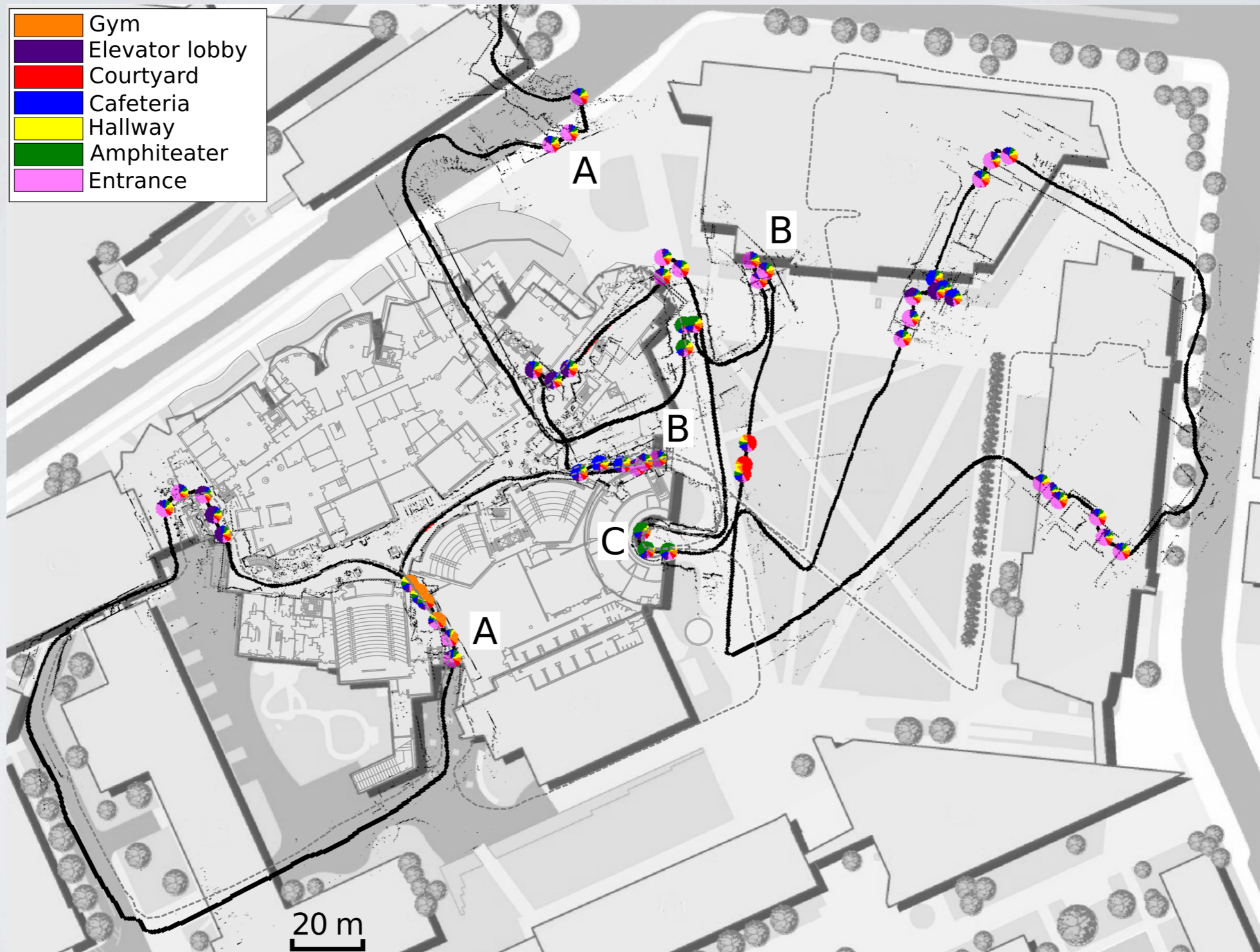
# With Language Constraints



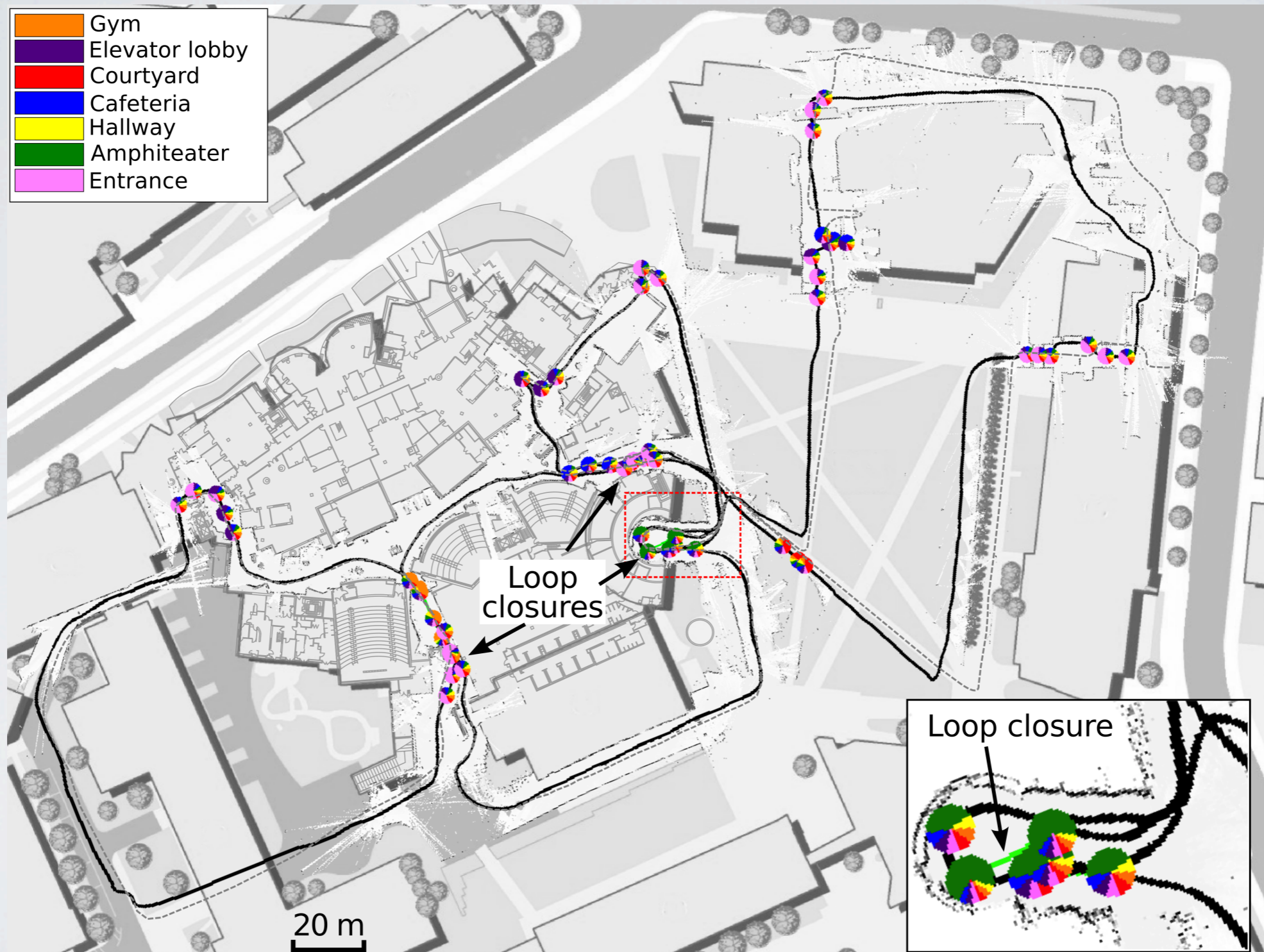
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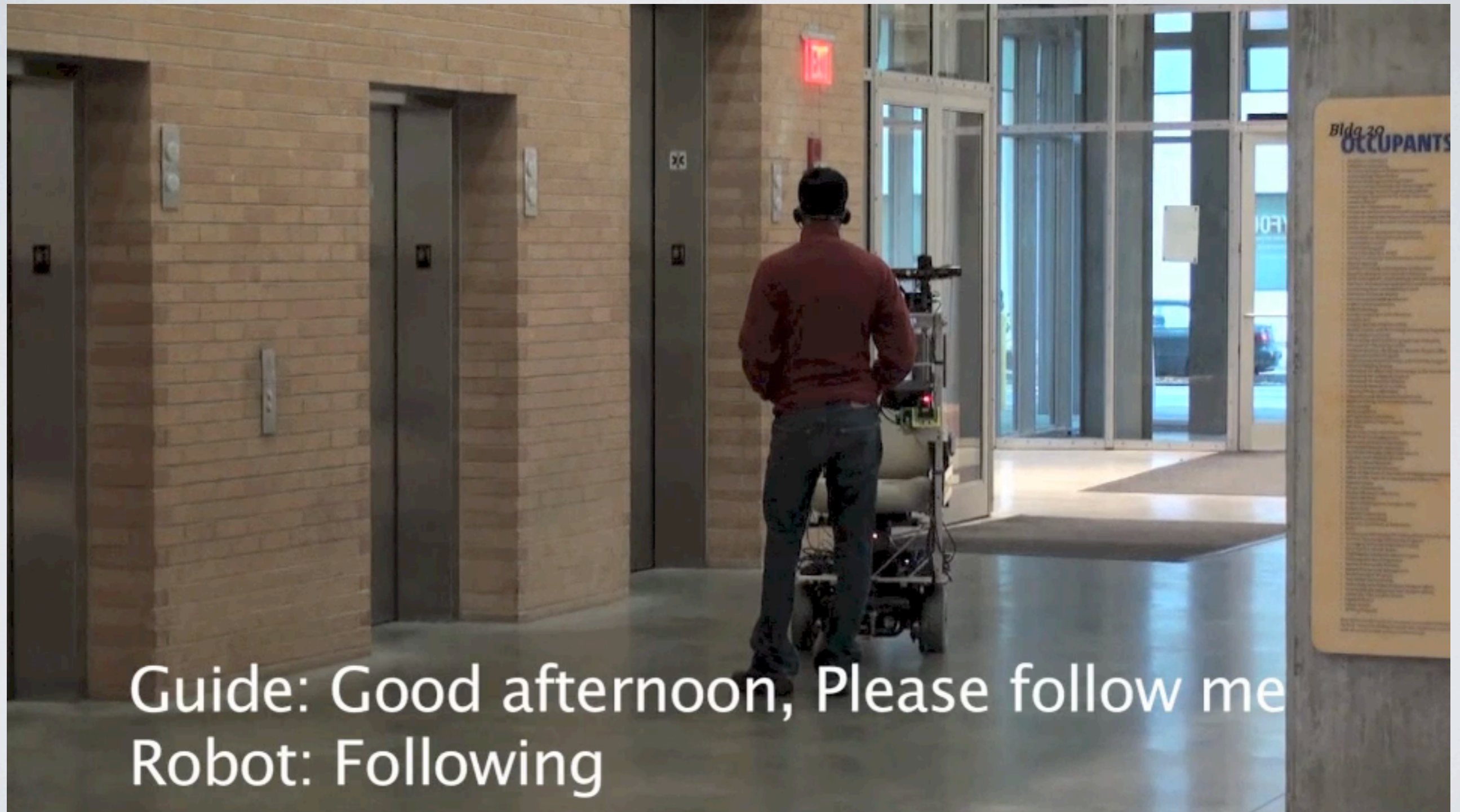


# With Language Constraints





# Preliminary Results - With Language Constraints



I. Importance of Situational Awareness

II. Persistent Object Awareness with Vision

III. Semantic Map Learning from Natural Language Descriptions

**IV. Future Directions**

V. Conclusions

# Enhancing Models of Objects and Space

- Object category recognition
  - Data-driven models
  - Transfer learning
  - Limited supervision via human intervention
  - Efficient retrieval and matching
- New sources of information
  - Objects (e.g., co-occurrence)
  - Vision-based scene classification
  - Higher-level concepts
  - Building topology databases
- Exploration-based natural language grounding

# Where are We Going?

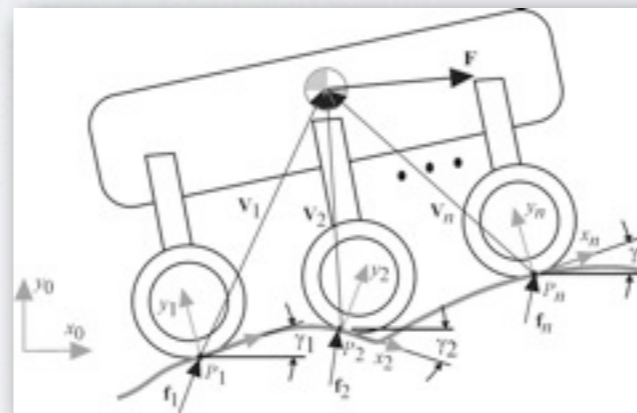
People

- Objects
- Places
- Actions
- People
- Events

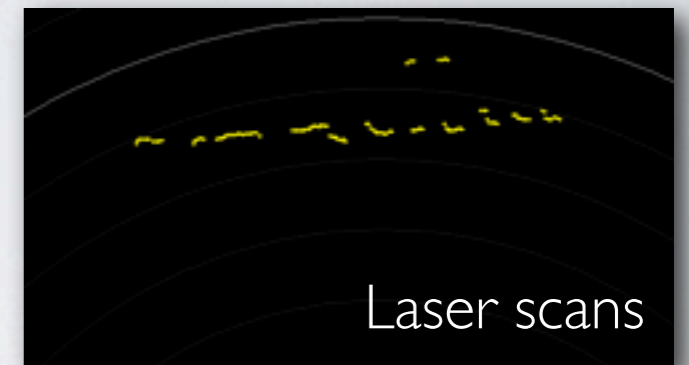
Robots

43	51	43	43	37		
44	48	63	60	60	54	
51	49	79	111	123	139	140
25	64	98	130	133	137	134
31	58	120	133	134	132	123
	78	108	135	135	125	114
		122	127	120	109	102

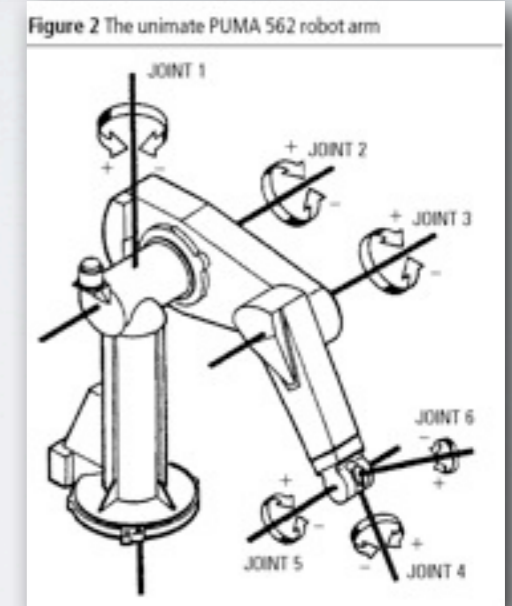
Images



Wheel torques



Laser scans



Joint angles

# Where are We Going?

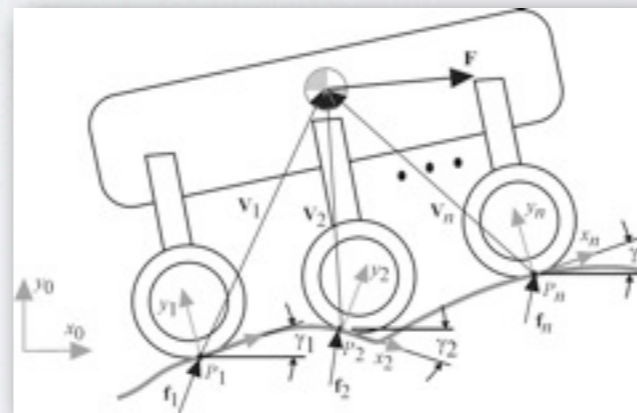
## People

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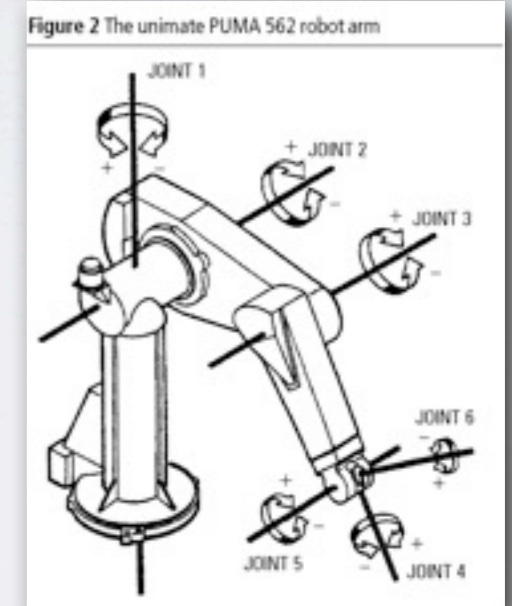
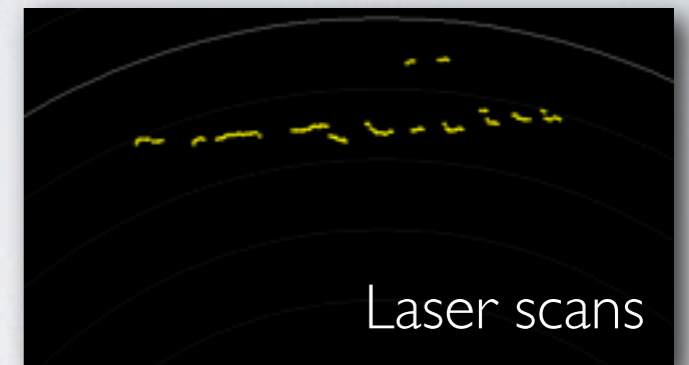
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Images



Wheel torques



Joint angles

# Learning Rich Action Spaces

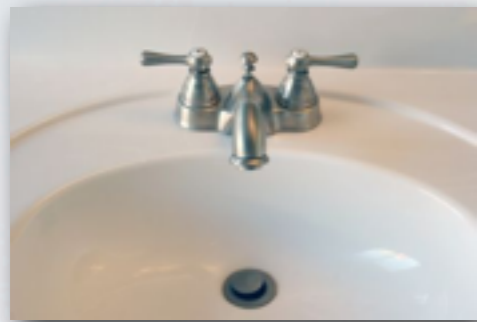
- Low-level, object-specific actions don't scale
- Long-term planning & inference is intractable



Courtesy: Willow Garage

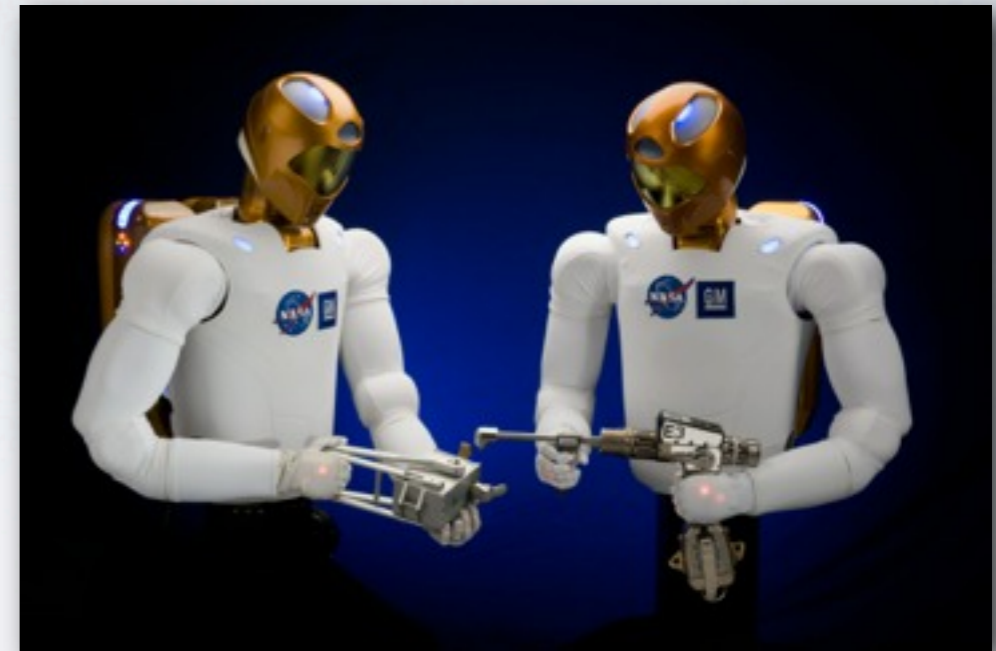
# Learning Rich Action Spaces

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# Learning Rich Action Spaces

- Robots need higher-level representations
  - Structured state/action space
  - Affordance-based action model
  - Affordances are grounded in perception
- Human-provided information is critical to efficient learning
- Robots must formulate representation based on experience





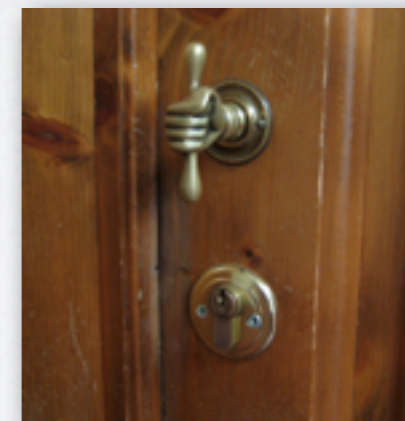
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# Learning via Deliberate Actions

- Robots need higher-level representations
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I. Importance of Situational Awareness

II. Persistent Object Awareness with Vision

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# Contributions

- Showed that human-robot collaboration requires intuitive control
- Argued that the key missing capability is situational awareness
- Perception is critical to enabling awareness
- Demonstrated algorithms that opportunistically learn rich models of objects and space from human-provided cues

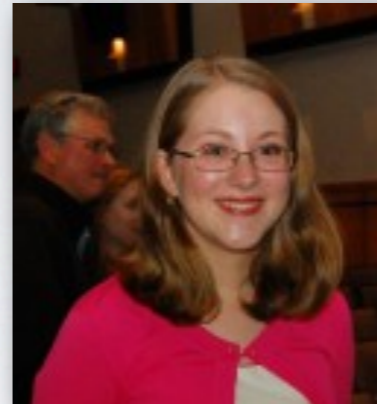
# Contributions



Sachi Hemachandra



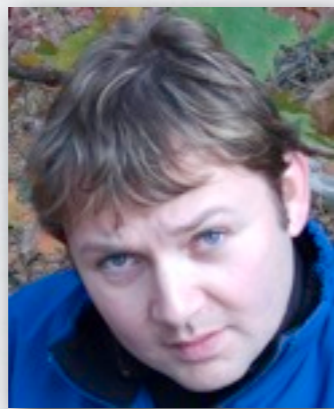
Stefanie Tellex



Bianca Homberg



Sudeep Pillai



Yuli Friedman



Matthew Antone



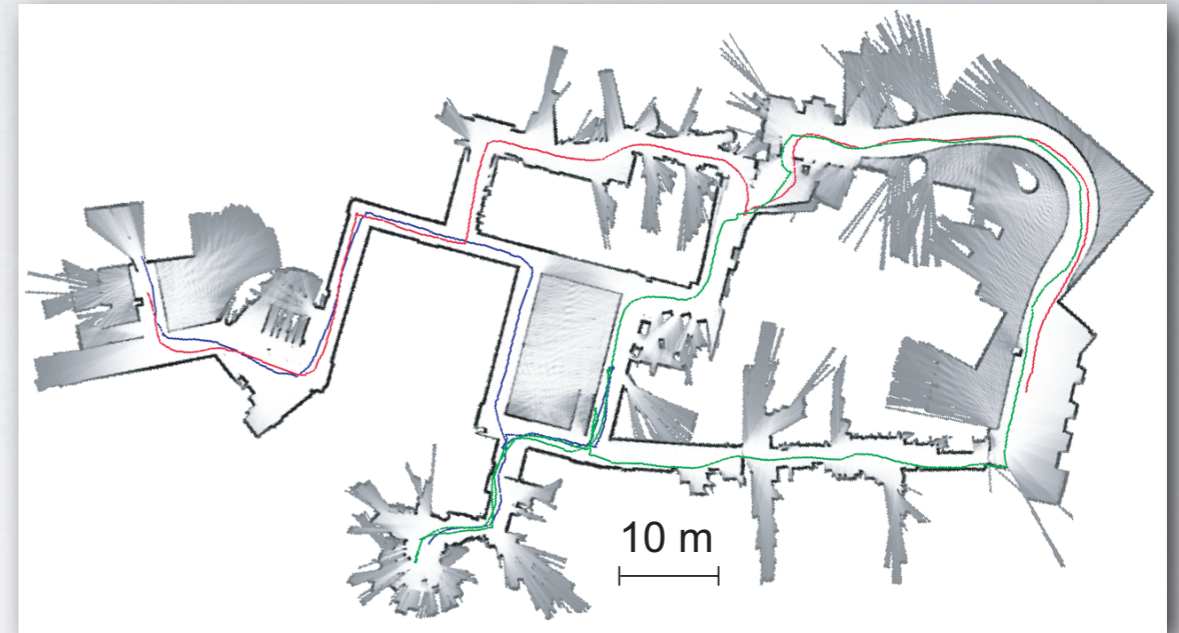
Seth Teller

# Contributions

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# Getting There

- Autonomous navigation
- Motion planning & control
- Planning under uncertainty
- Manipulation
- Localization & mapping
- Perception
- Efficient control
- Natural interaction
- Trusted autonomy



Navigation using uncalibrated cameras



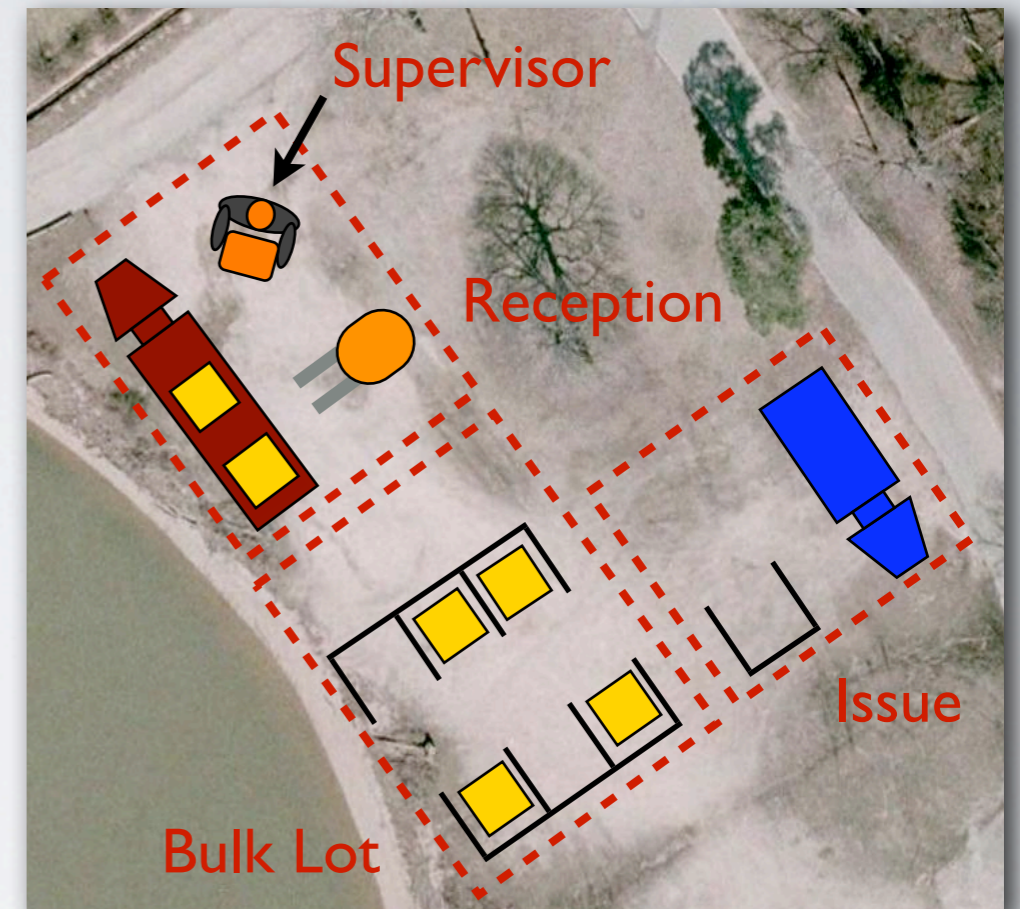
RRT



Anytime RRT<sup>★</sup>: optimal planning

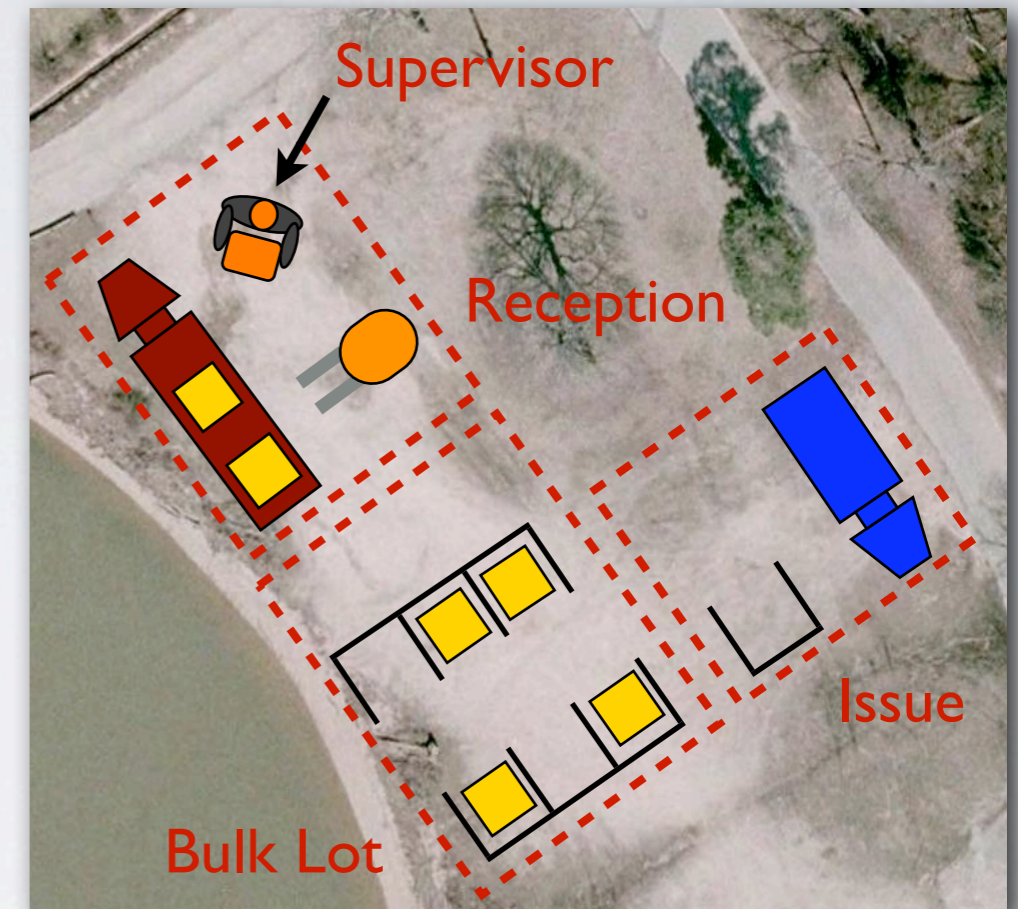


# Mobile Manipulation for Logistics



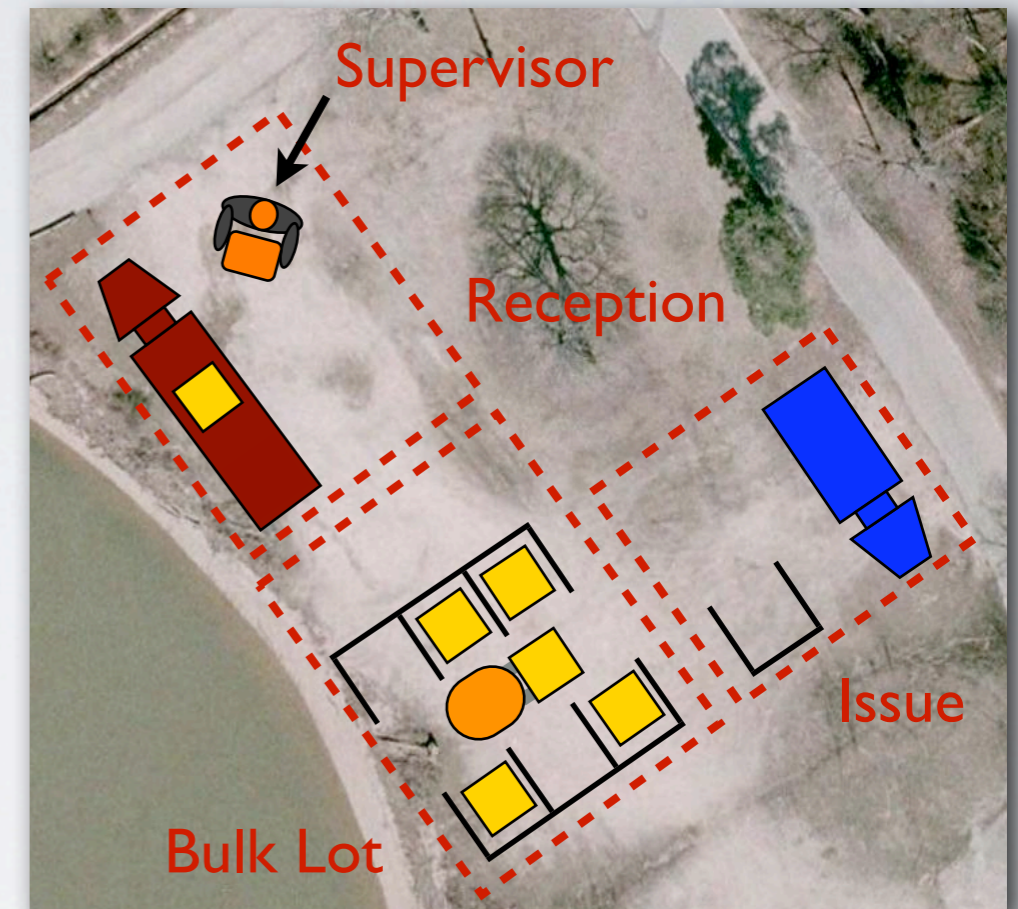
1. Pick up objects off trucks or the ground
2. Transport items to storage locations
3. Load particular objects onto customer trucks or the ground

# Mobile Manipulation for Logistics



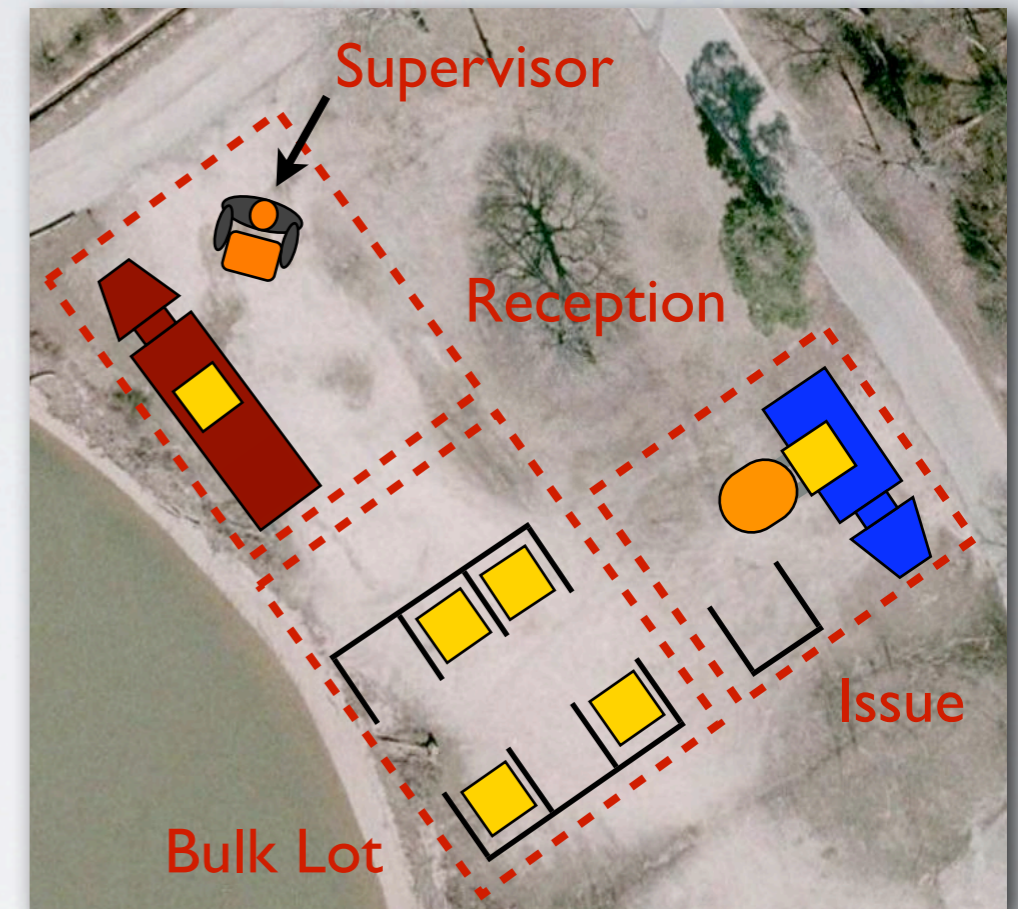
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# Mobile Manipulation for Logistics



1. Pick up objects off trucks or the ground
2. Transport items to storage locations
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# The Platform



# Teleoperation?



# Teleoperation?



# Shared Autonomy

- Hierarchical task-level autonomy
  - Reduce tasks into simpler sub-tasks
- Shared situational awareness
- Robot can request help when needed





# Command via Shared World Model

- Hand-held tablet interface
  - Robot's eye view with annotated images
  - Onboard speech recognition
  - Interprets pen-based gestures
- Microphones pick up external speech



# Grounding Natural Language Speech

(collaboration with S. Tellex, T. Kollar, S. Teller, & N. Roy)

$$\arg \max_{\text{groundings}} p(\text{groundings} | \text{language})$$

objects, actions, relations, places

“Drive to the tire pallet”

# Grounding Natural Language Speech

(collaboration with S. Tellex, T. Kollar, S. Teller, & N. Roy)

“To the tire pallet”

$$\arg \max_{\gamma \in \mathcal{X}} p(\gamma | \lambda)$$



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0.1



# Grounding Natural Language Speech

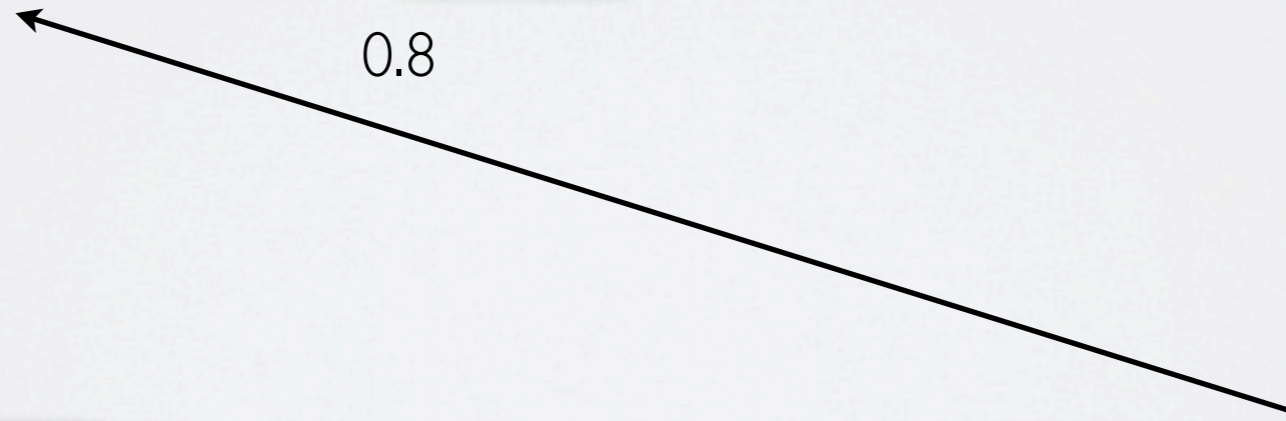
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0.8



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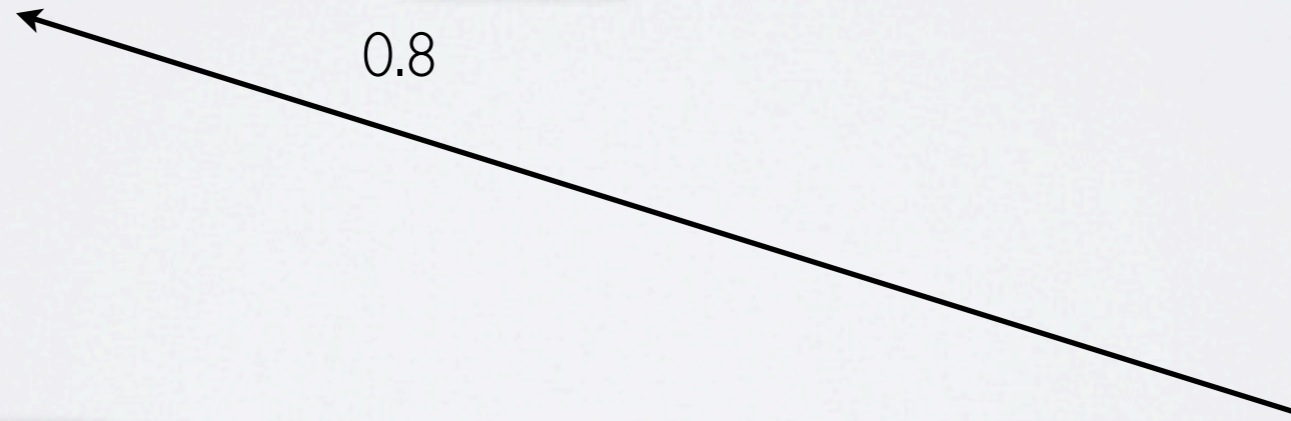
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“To the tire pallet”

$$\arg \max_{\gamma \in \mathcal{X}} p(\gamma | \lambda)$$



0.8



# Learning the Grounding Distributions

## Training Set

“To the tire pallet”



$$\gamma = (x_1, y_1, z_1)$$

⋮

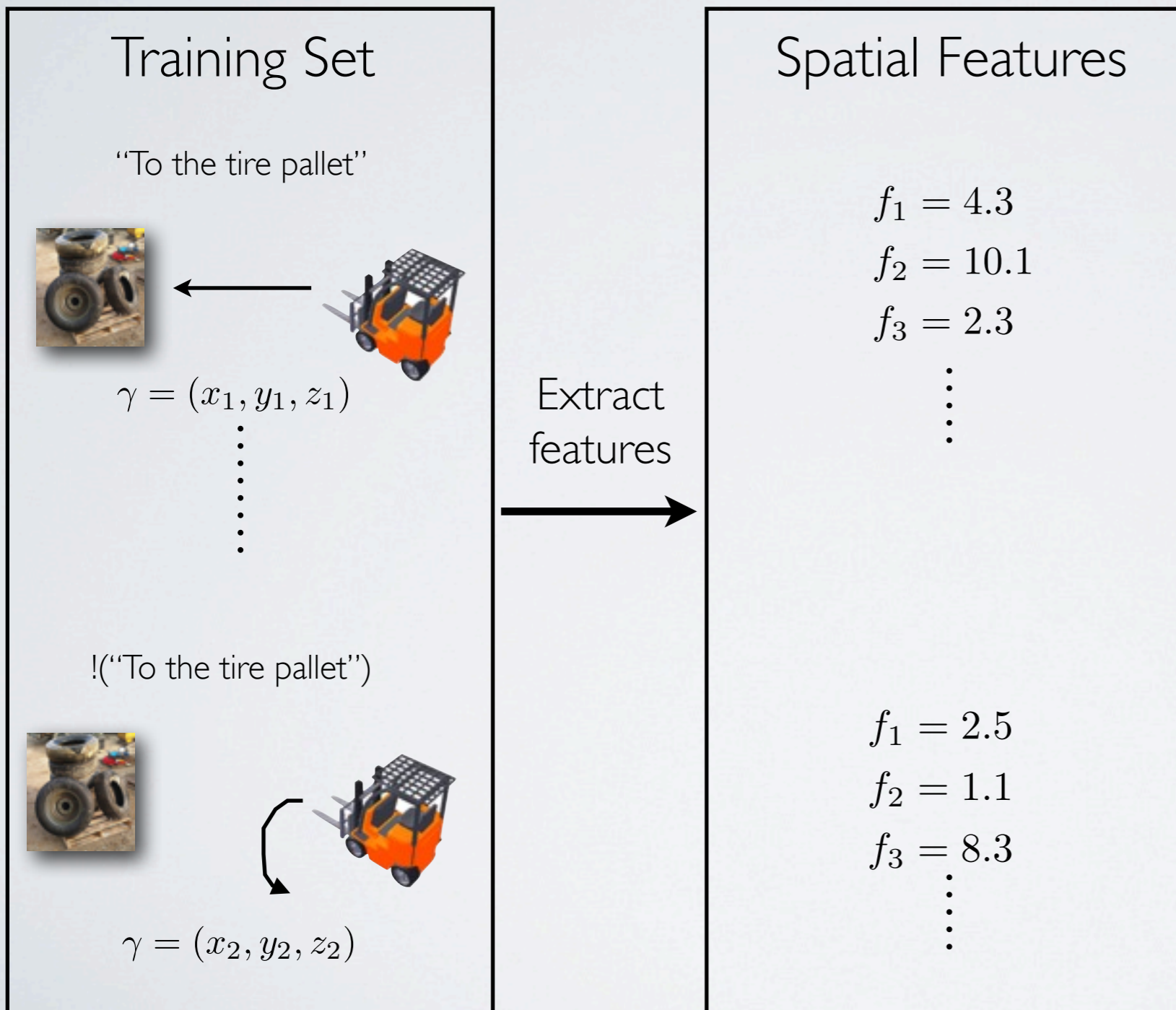
!(“To the tire pallet”)



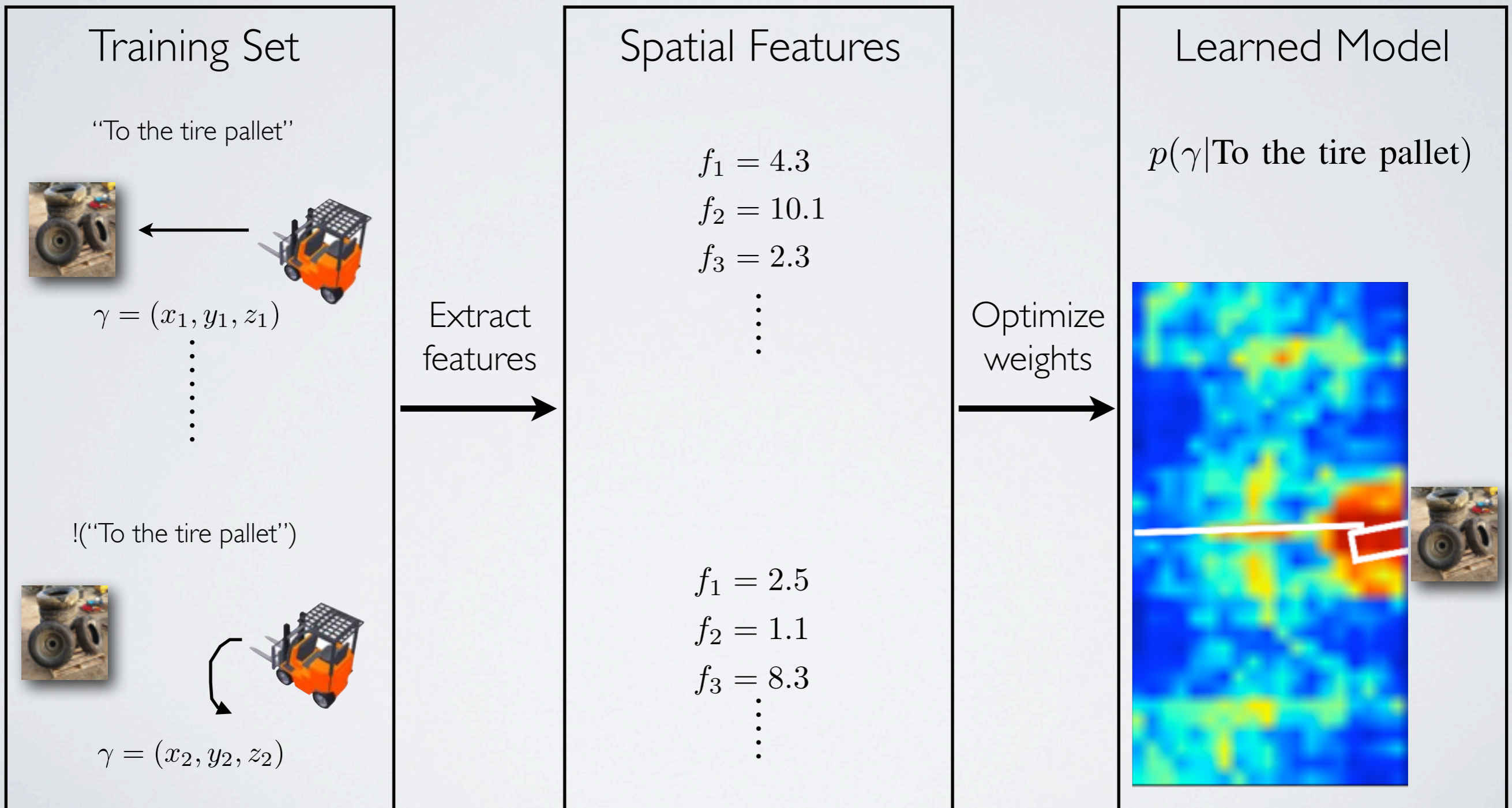
$$\gamma = (x_2, y_2, z_2)$$



# Learning the Grounding Distributions



# Learning the Grounding Distributions



# Learning the Grounding Distributions

