

OpenDriveLab



上海人工智能实验室
Shanghai Artificial Intelligence Laboratory

面向机器人操作的视觉表征预训练

《端到端具身智能体》讲习班

2024.6.9

曾嘉 上海人工智能实验室

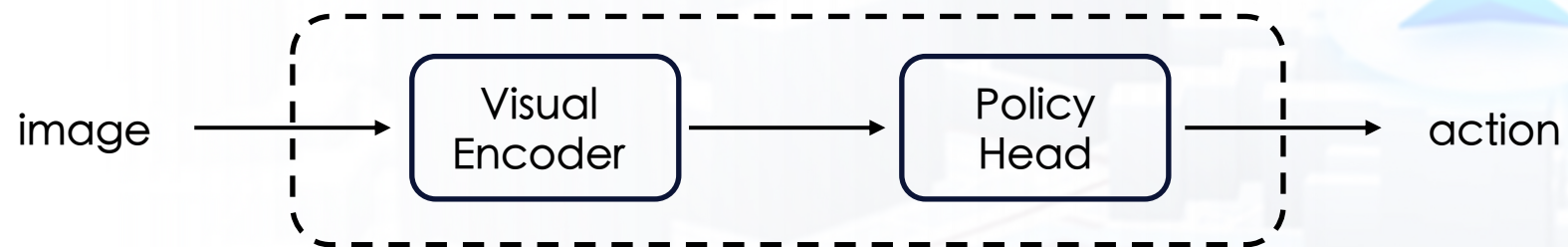
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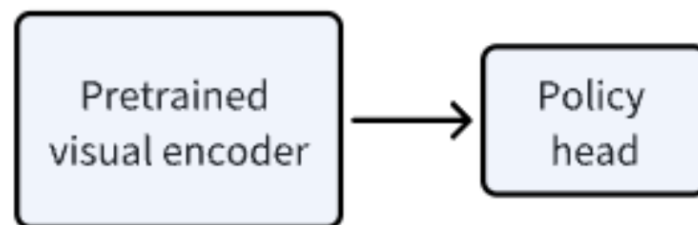
面向具身操作的视觉表征方法解析

Background: Robotic Manipulation



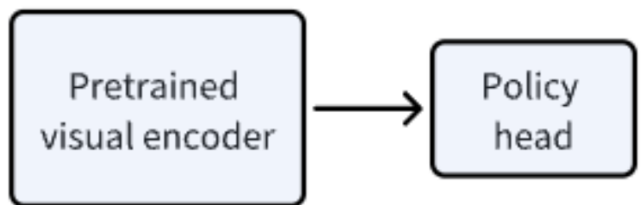
Background

In the field of visuomotor control, a number of approaches find that existing representations such as features from models trained on ImageNet, or features from CLIP *enable more efficient learning* for imitation learning and reinforcement learning

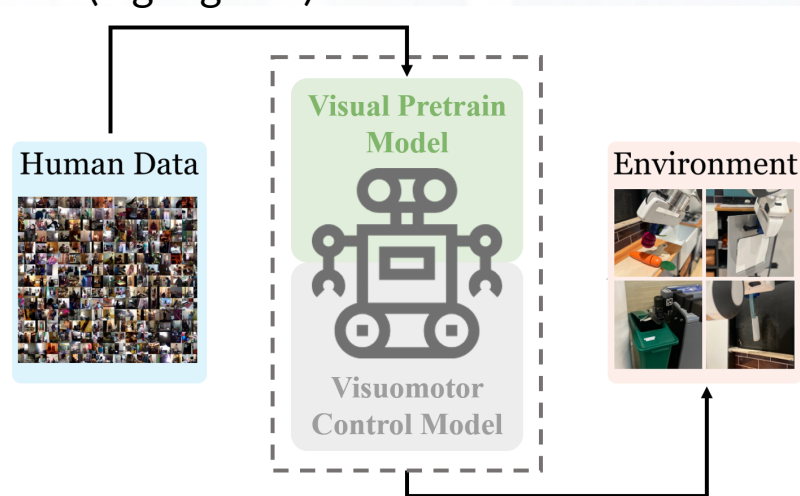


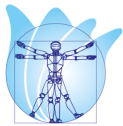
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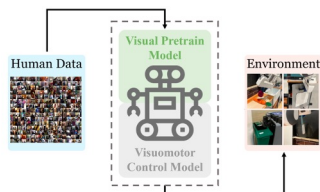


However, **in-domain robot data is scarce**, whereas there is a much more abundant supply of human data performing daily tasks (e.g. Ego4D).





Representation Learning for Robotic Manipulation



CoRL 2022
R3M^[2]



2022/03



2022/03

MVP^[1]

CoRL 2022 Oral



Time

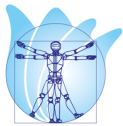
[1] Ilija Radosavovic, Tete Xiao, Stephen James, Pieter Abbeel, Jitendra Malik, and Trevor Darrell. Real-world robot learning with masked visual pre-training. In CoRL, 2022.

[2] Suraj Nair, Aravind Rajeswaran, Vikash Kumar, Chelsea Finn, and Abhinav Gupta. R3M: A universal visual representation for robot manipulation. In CoRL, 2022.

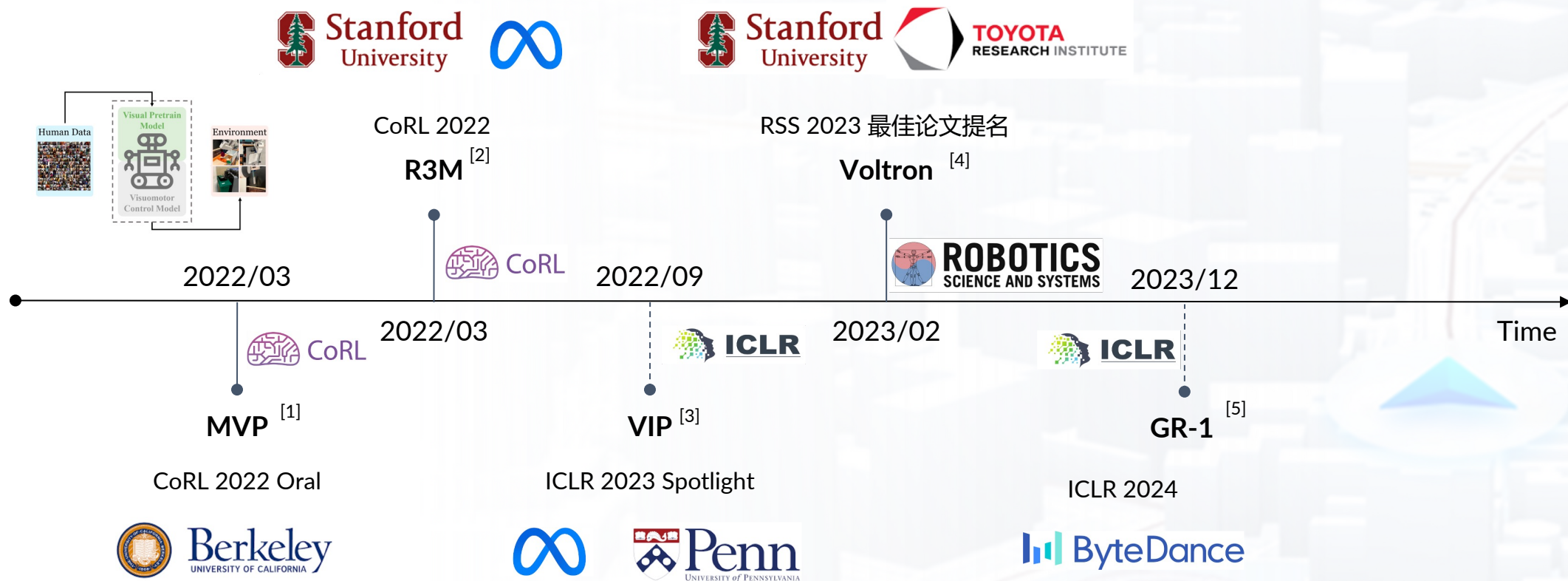
[3] Yecheng Jason Ma, Shagun Sodhani, Dinesh Jayaraman, Osbert Bastani, Vikash Kumar, and Amy Zhang. VIP: Towards universal visual reward and representation via value-implicit pre-training. In ICLR, 2023.

[4] Siddharth Karamcheti, Suraj Nair, Annie S Chen, Thomas Kollar, Chelsea Finn, Dorsa Sadigh, and Percy Liang. Language-driven representation learning for robotics. In RSS, 2023.

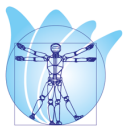
[5] Wu H, Jing Y, Cheang C, Chen G, Xu J, Li X, Liu M, Li H, Kong T. Unleashing Large-Scale Video Generative Pre-training for Visual Robot Manipulation. In ICLR, 2024.



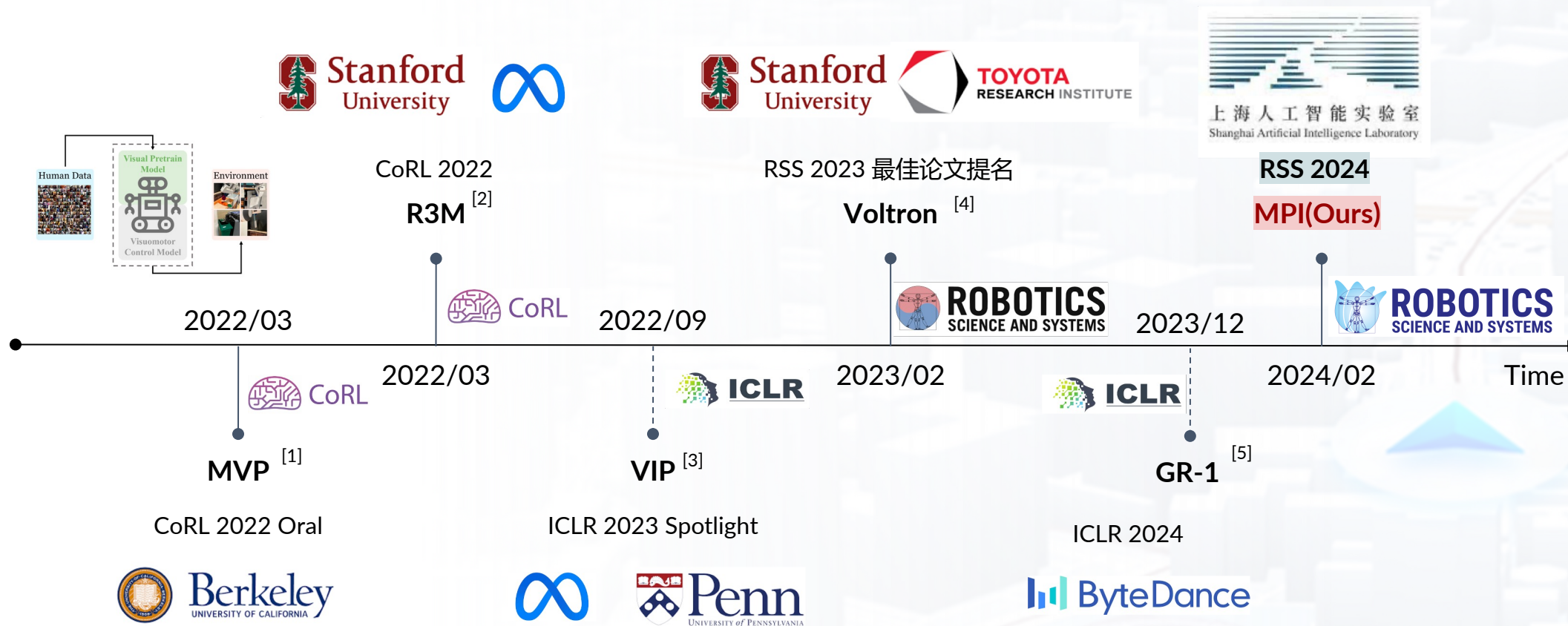
Representation Learning for Robotic Manipulation



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Representation Learning for Robotic Manipulation



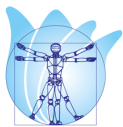
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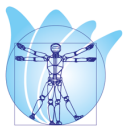


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MPI相比于R3M、MVP、Voltron等工作，对下游任务的泛化能力更强



Representation Learning for Robo

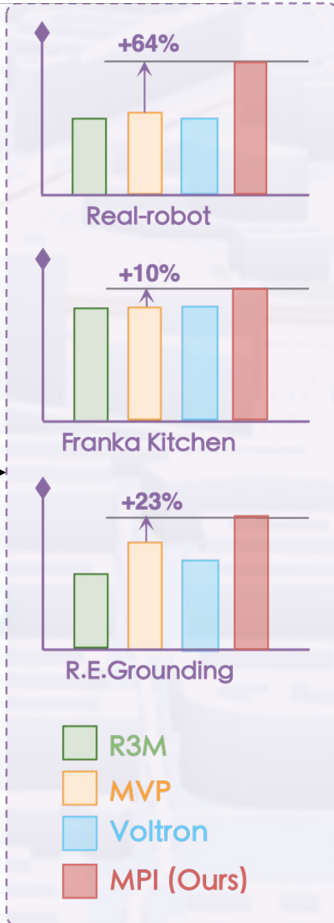
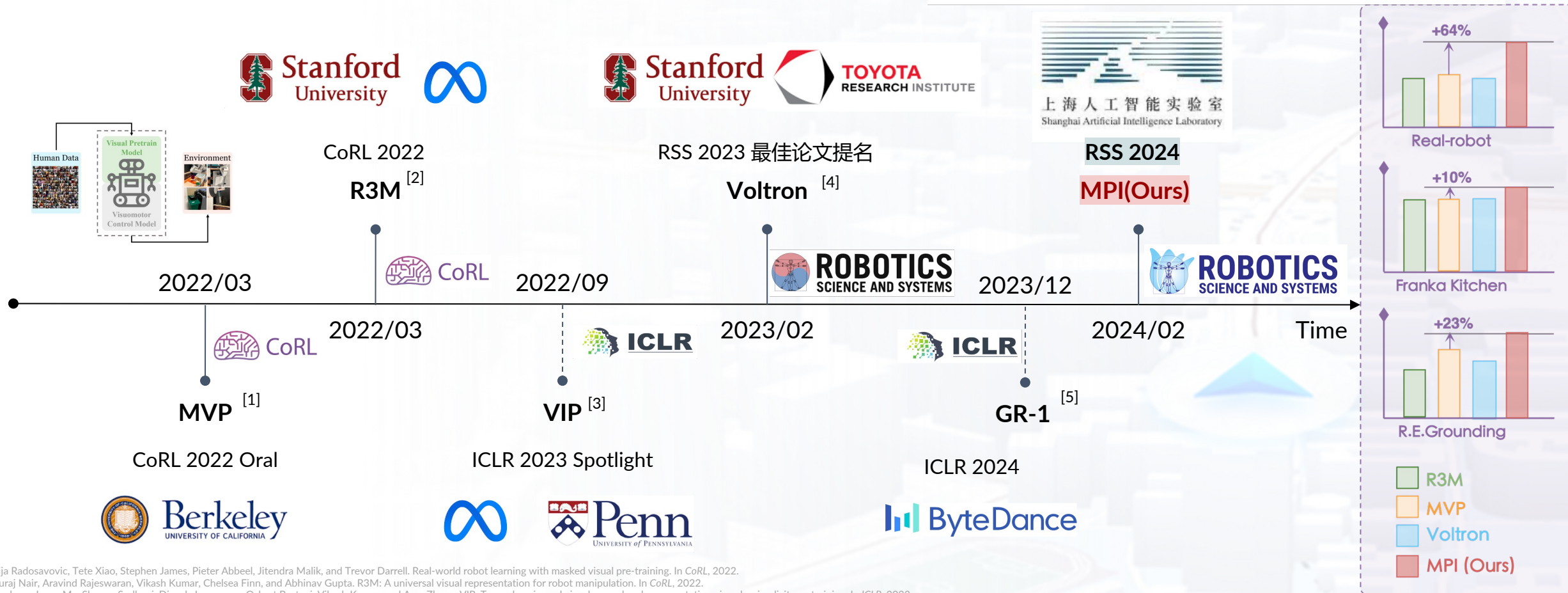
交互导向的机器人视觉
表征预训练

中稿机器人最难会议 RSS
2024 年共收录135篇

Learning Manipulation by Predicting Interaction

Jia Zeng^{1,*}, Qingwen Bu^{1,6,*}, Bangjun Wang^{1,*}, Wenke Xia^{4,1,*}, Li Chen^{1,2}, Hao Dong⁵,
Haoming Song^{6,1}, Dong Wang^{1,3}, Di Hu⁴, Ping Luo², Heming Cui²,
Bin Zhao^{1,3,3}, Xuelong Li³, Yu Qiao¹ and Hongyang Li^{1,2,3}

¹Shanghai AI Lab ²University of Hong Kong ³Northwestern Polytechnical University
⁴Renmin University of China ⁵Peking University ⁶Shanghai Jiao Tong University
*Equal contribution. ³Corresponding authors.



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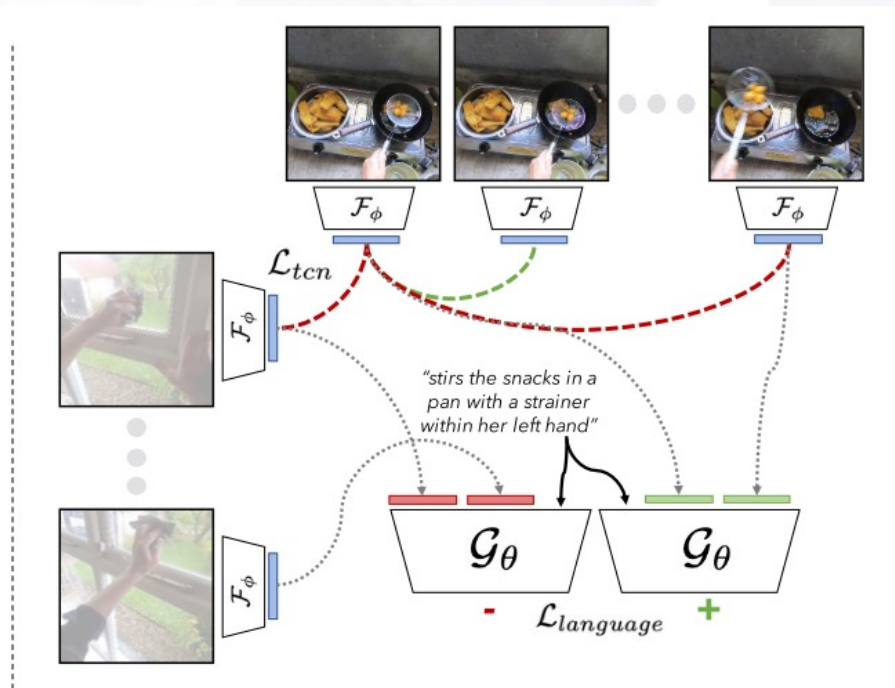
Introduction | Representation Learning for Robotic Manipulation

R3M : A Universal Visual Representation for Robot Manipulation

CoRL 2022

[Project page](#) | [Paper](#) | [Code](#)

Research team: Stanford University, Meta AI

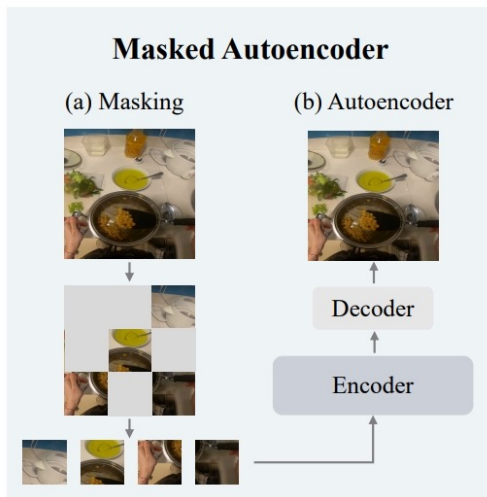
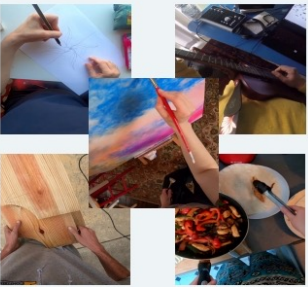


Contrastive learning

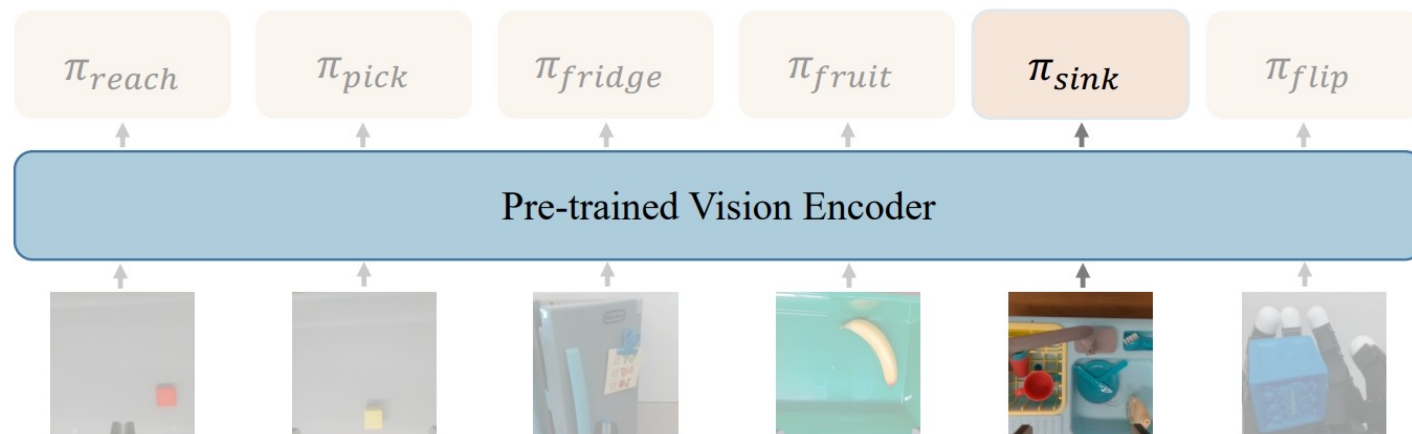
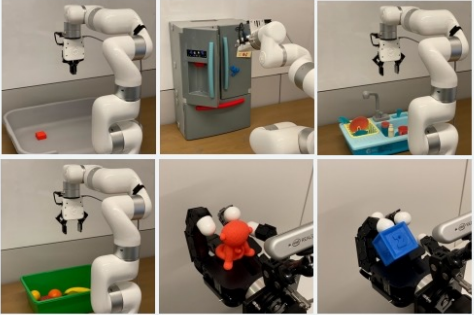
- Constructing positive and negative sample pairs from paired video and text
- Construct sample pairs within a video, where closely spaced frames are more similar than distant ones

Introduction | Representation Learning for Robotic Manipulation

In-the-Wild Data
Over 4.5 million images
Five diverse data sources



Real-World Robotic Tasks
Two robots (xArm, Allegro hand)
Eight tasks (scenes, objects)



Real-World Robot Learning with Masked Visual Pre-training (MVP)

CoRL 2022 oral

[Project page](#) | [Paper](#) | [Code](#)

Research team: University of California, Berkeley

Introducing the MAE-style image encoder pre-training into robotic manipulation tasks.

Introduction | Representation Learning for Robotic Manipulation

Language-Driven Representation Learning for Robotics

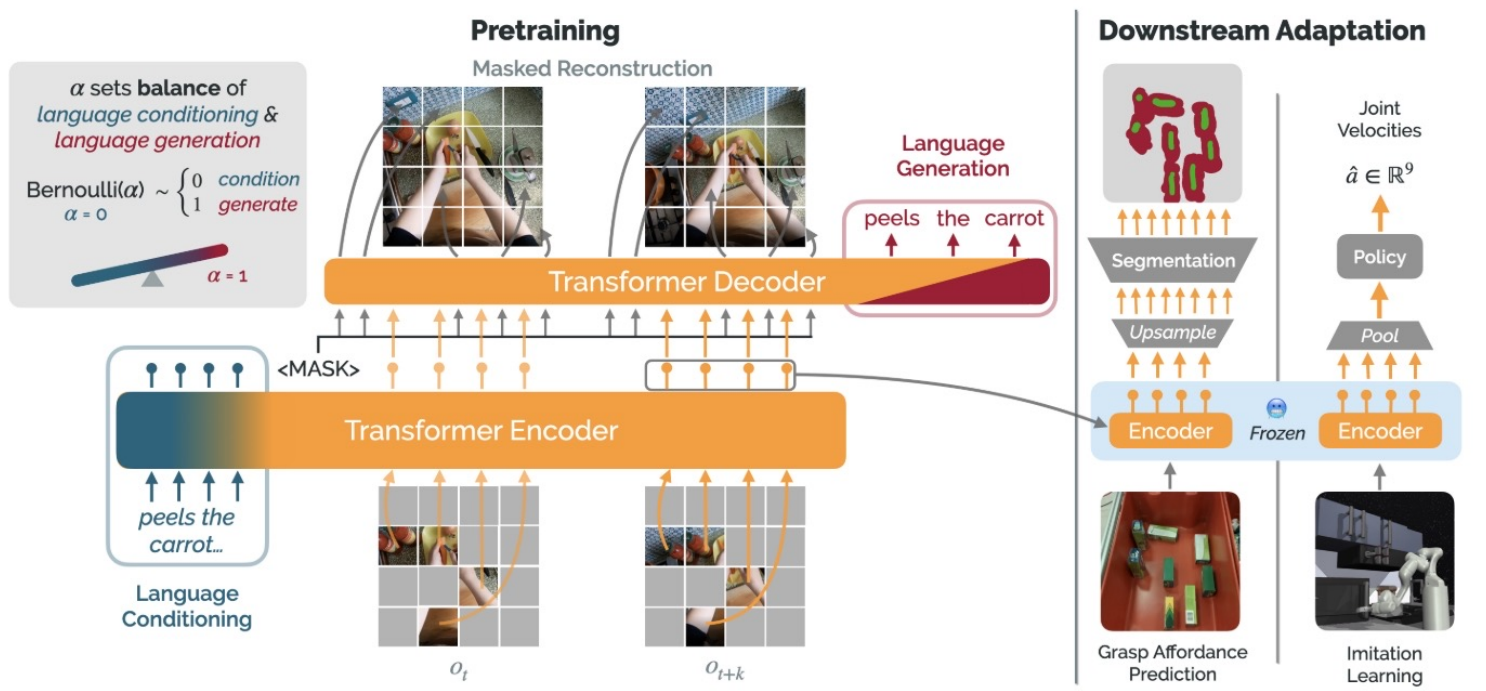
RSS 2023 Best Paper Award Finalists

[Project page](#) | [Paper](#) | [Code](#)

Research team: Stanford University, Toyota Research Institute

$$\mathcal{L}(\theta) = \mathcal{L}_{\text{reconstruct}}(\theta) + \mathcal{L}_{\text{generate}}(\theta)$$
$$= \begin{cases} \text{MSE}(v_{\text{masked}}, \mathbf{R}_{\theta}(\mathbf{E}_{\theta}(v_{\text{visible}}, c))) & \text{if } z = 0 \\ \text{MSE}(v_{\text{masked}}, \mathbf{R}_{\theta}(\mathbf{E}_{\theta}(v_{\text{visible}}, \langle \text{NULL} \rangle))) & \text{if } z = 1 \\ \quad + \text{NLL}(c, \mathbf{G}_{\theta}(\mathbf{E}_{\theta}(v_{\text{visible}}, \langle \text{NULL} \rangle))) & \end{cases}$$

and $z \sim \text{Bernoulli}(\alpha)$



Pre-train the visual encoder using a blend of **standard MAE**, **Language-conditioned MAE**, and **language**. This approach improves pixel-level detail recognition and high-level scene comprehension.

Motivation

R3M: Focus on **high-level semantic information**.

MVP: Focus on **low-level pixel cues**.

Voltron: By combining multiple pre-training tasks such as Language-conditioned MAE, vanilla MAE, and Language generation, the model focuses on both **high-level semantic information** and **low-level pixel cues**.

Motivation:

Existing pre-training methods **lack the interactive-level features required for robot manipulation** and do not adequately understand **interactive dynamics**, which refers to the patterns of behavior and physical interactions that occur between a robot and the environment.

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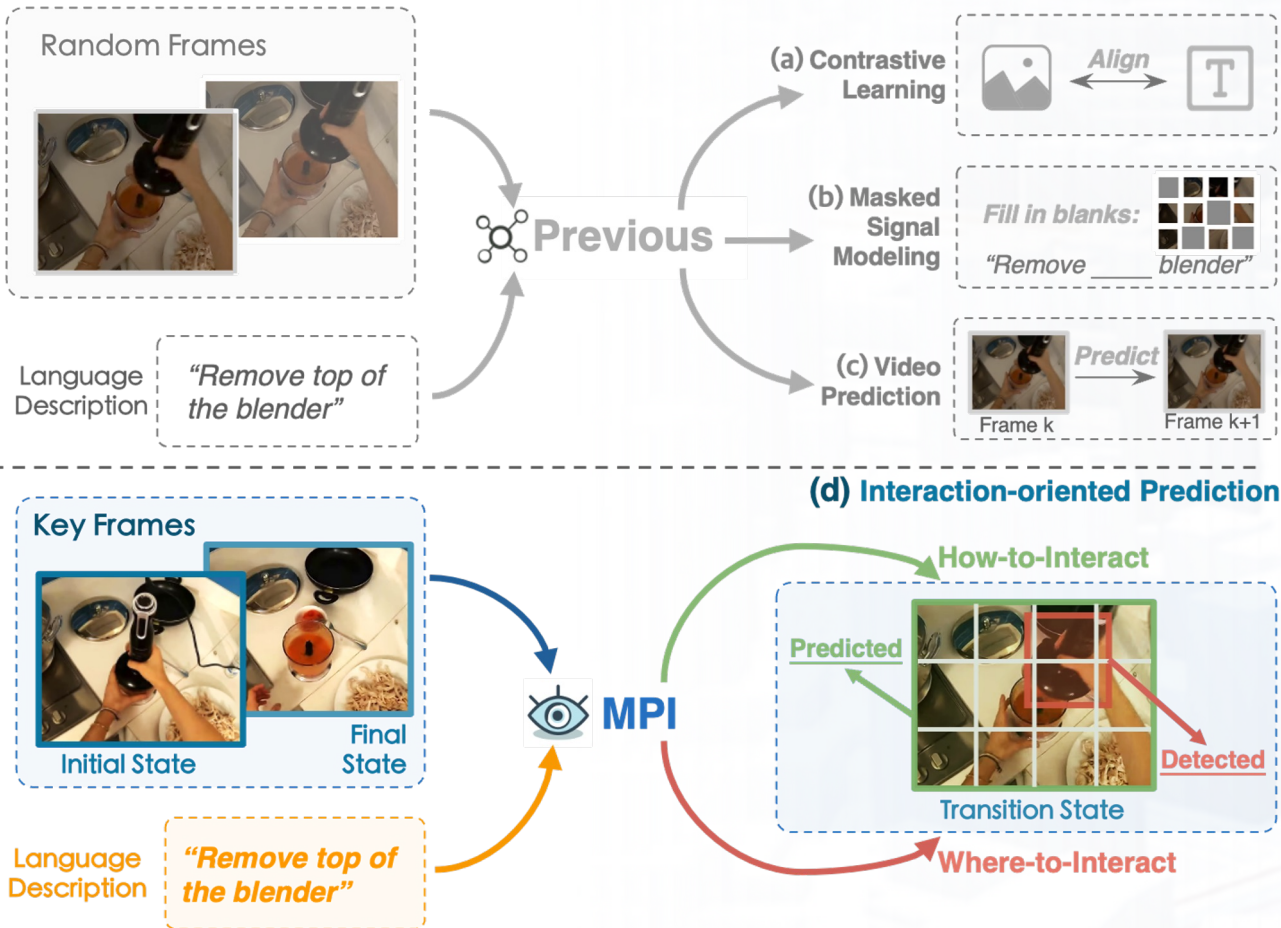


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基于预测交互过程的视觉表征预训练方法 MPI

Learning Manipulation by Predicting Interaction (MPI)

Method Comparison



lack explicit interaction modeling

Past

- (a) R3M: utilize contrastive learning, focus on **high-level semantics**.
- (b) MVP: apply MAE, mine **low-level and fine-grained cues**
- (c) GR-1: sequential video prediction, easy to introduce **noise** or **redundant information**

✗ effectively capture the dynamic interactions

Ours

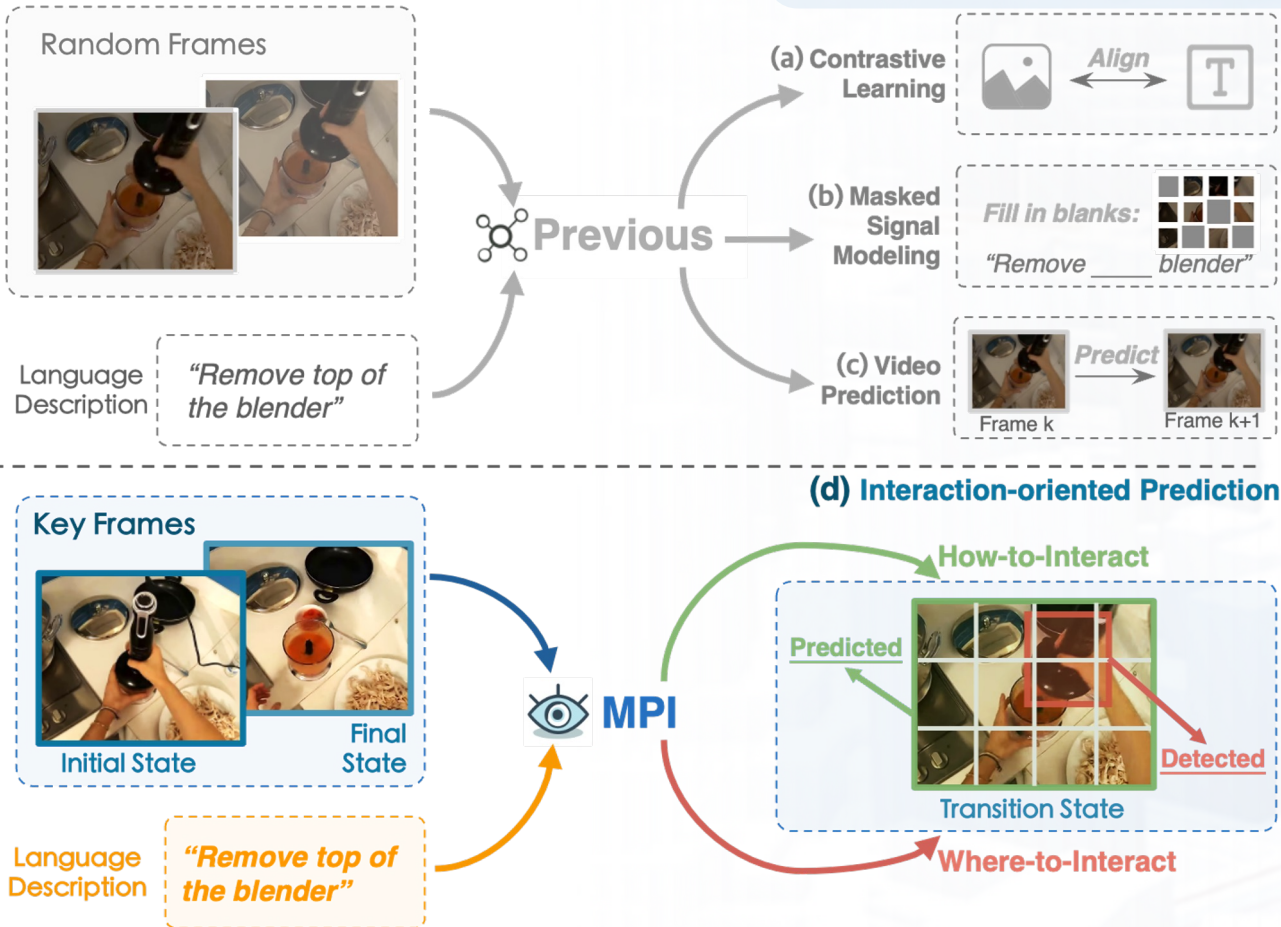
- Reflect upon the pre-training objectives
- Instill **interactive dynamics** by proposing an interaction-oriented prediction paradigm

*Paraphrase for **interactive dynamics**: the patterns of behavior and physical interactions that occur between a robot and the environment

Learning Manipulation by Predicting Interaction (MPI)

Method Comparison

- arXiv: <https://arxiv.org/abs/2406.00439>
- Project page: <https://opendriveLab.com/MPI/>
- code: <https://github.com/OpenDriveLab/MPI>



lack explicit interaction modeling

Past

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X *effectively capture the dynamic interactions*

Ours

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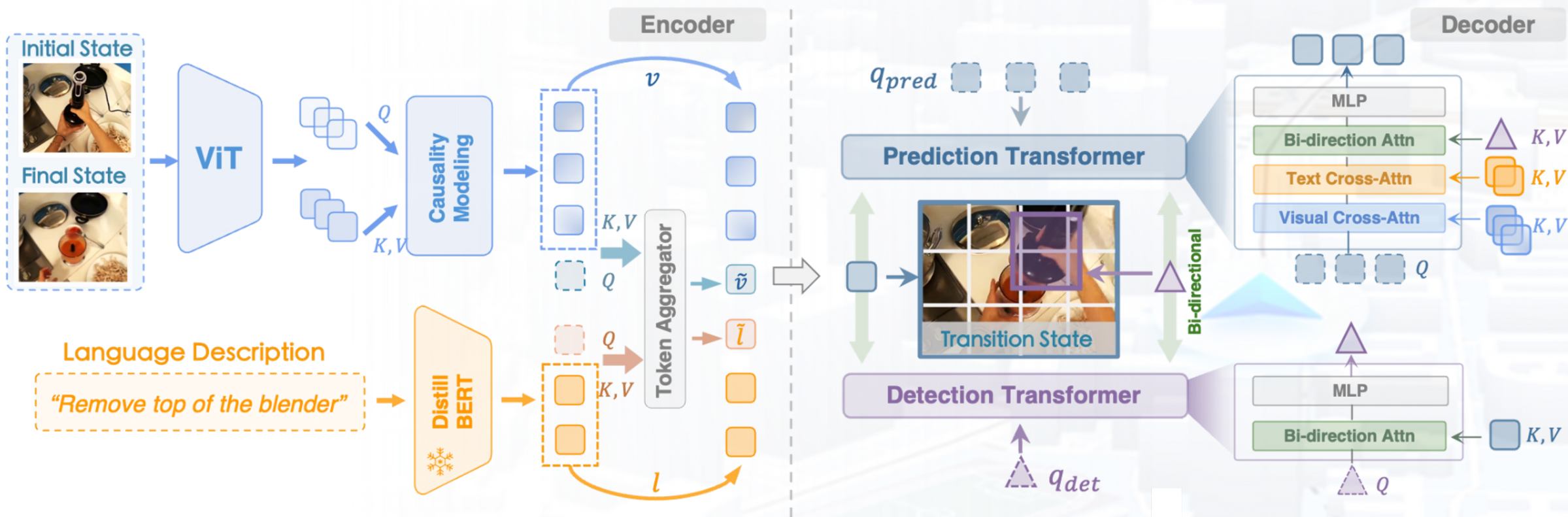
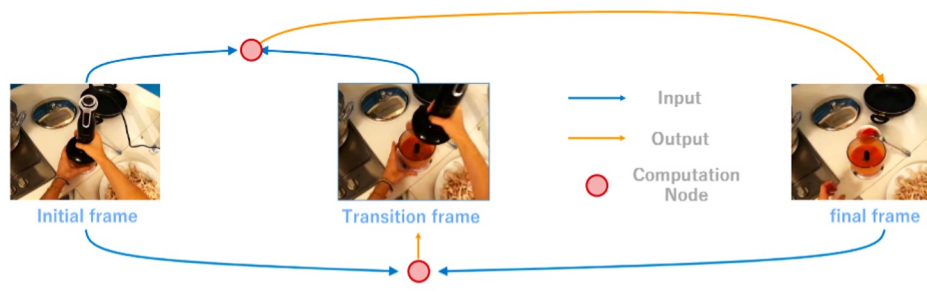
MPI | Pipeline and Framework

Pipeline

Two Training Objectives

“where to interact”

“how to interact”



MPI | Dataset

Ego4D
Hand-and-Object subset

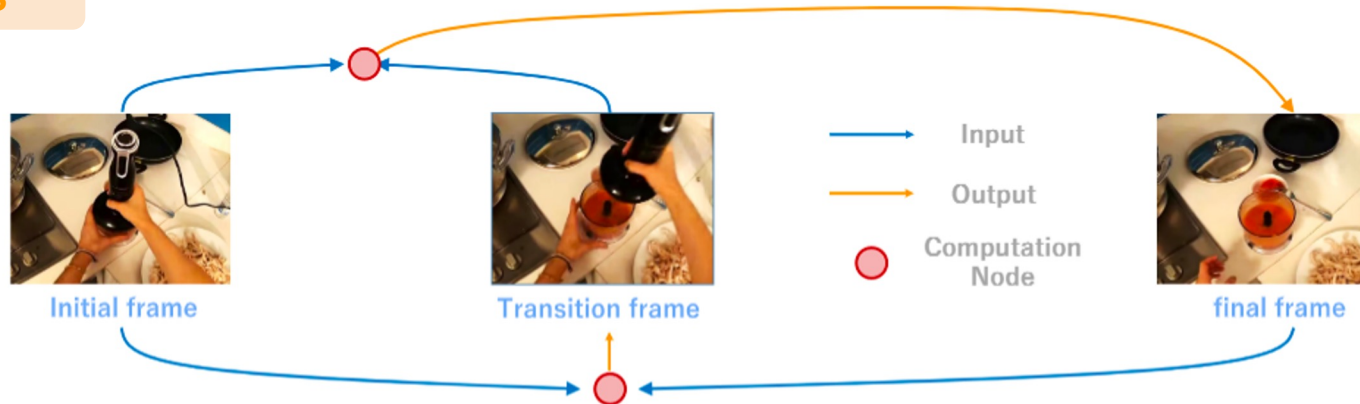


State-change: Plant removed from ground

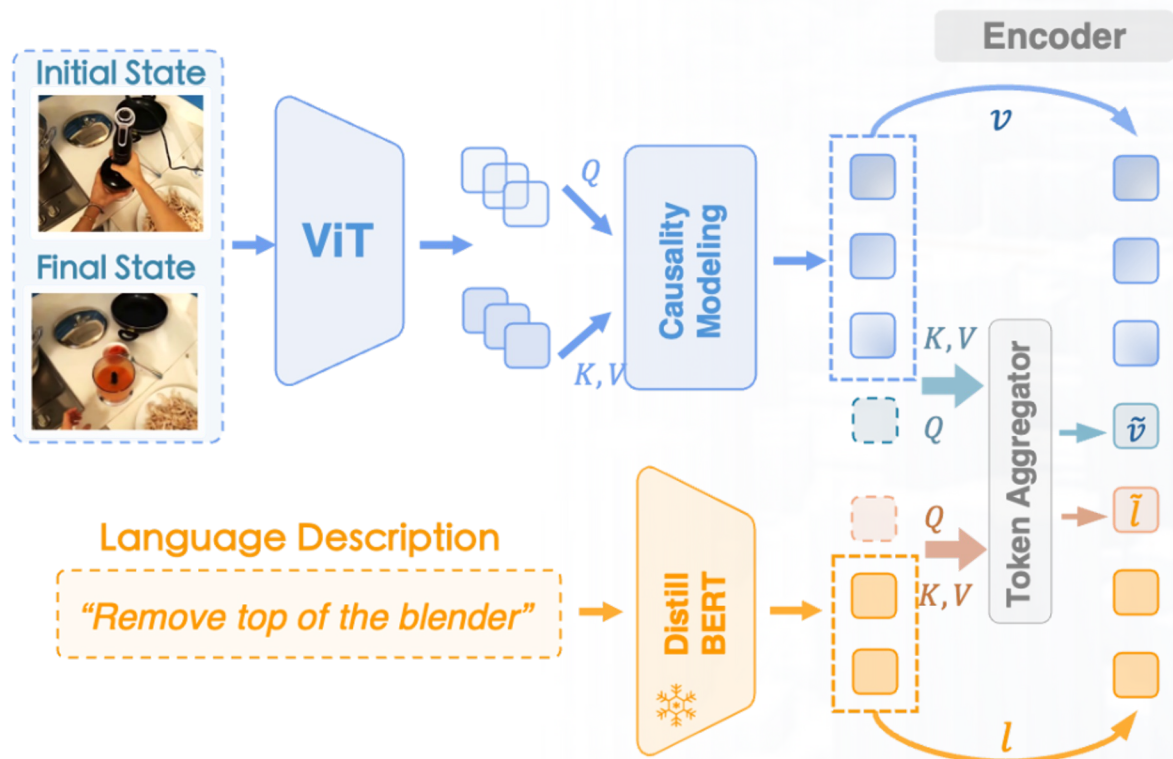


State-change: Wood smoothed

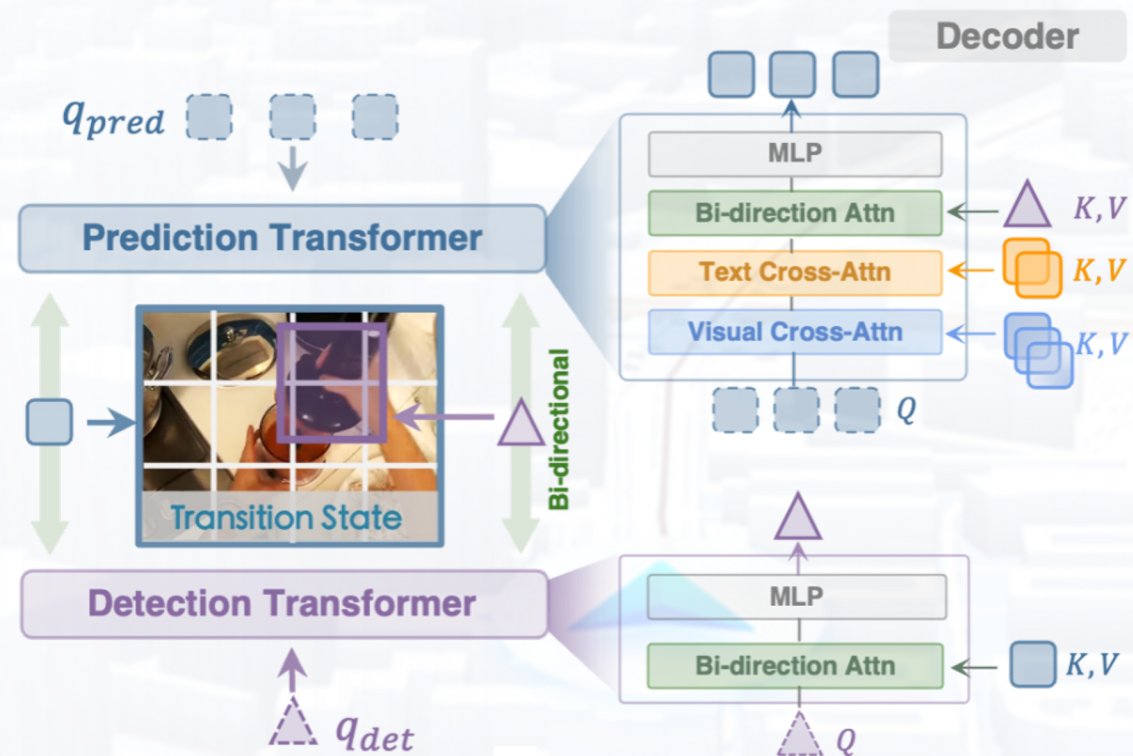
Keyframes



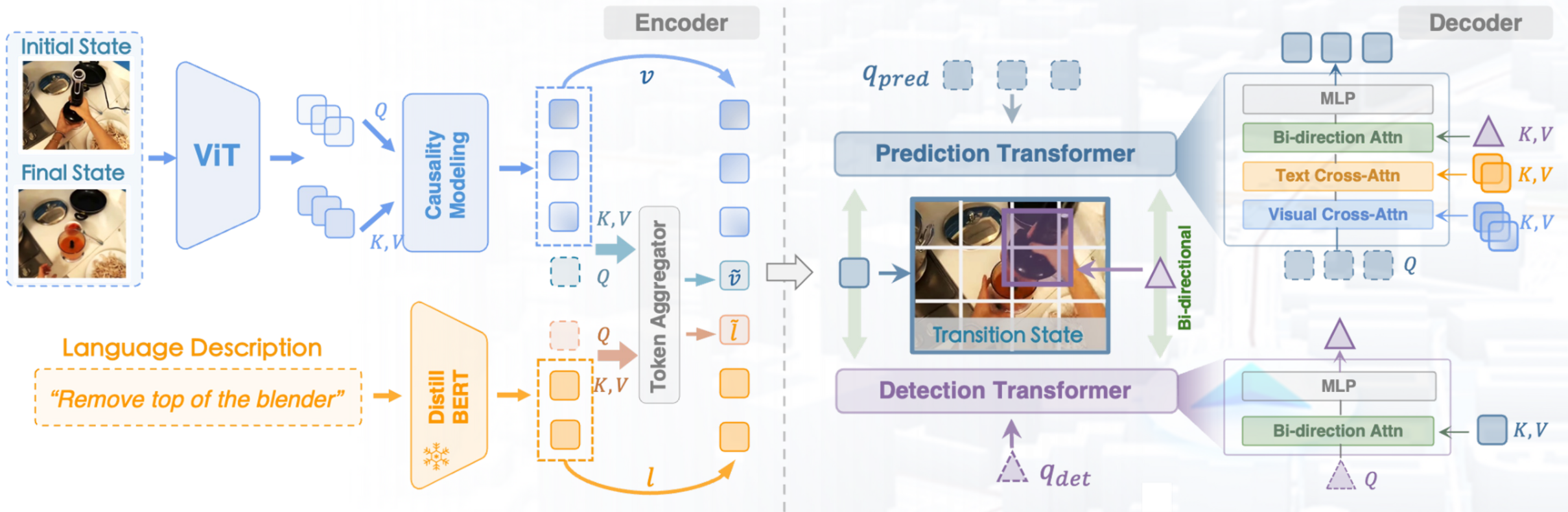
MPI | Network



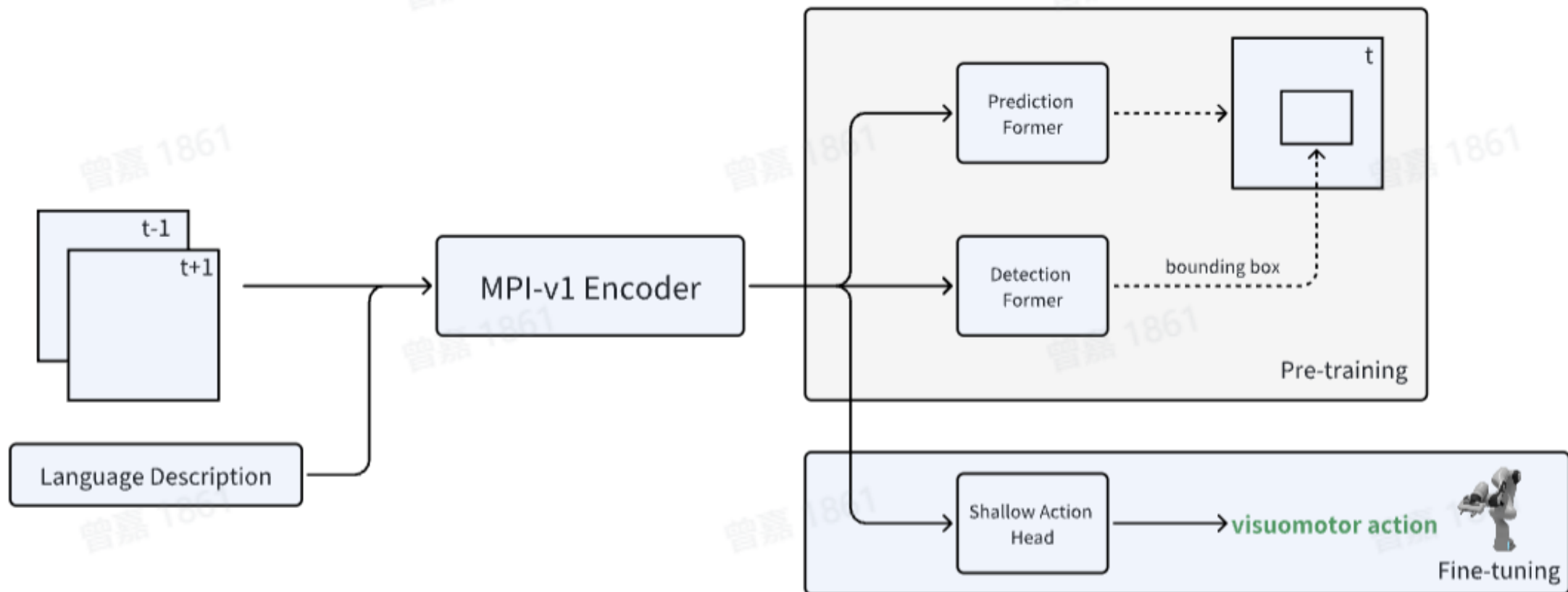
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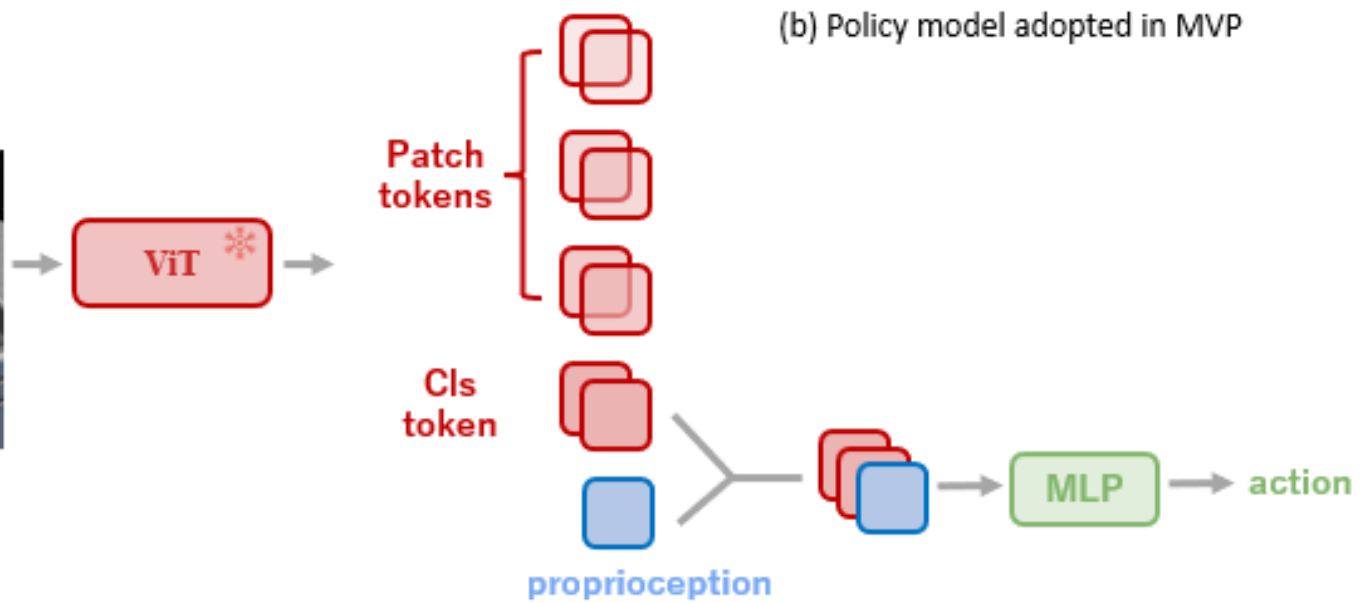
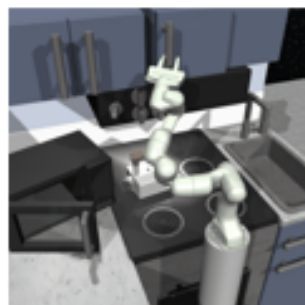
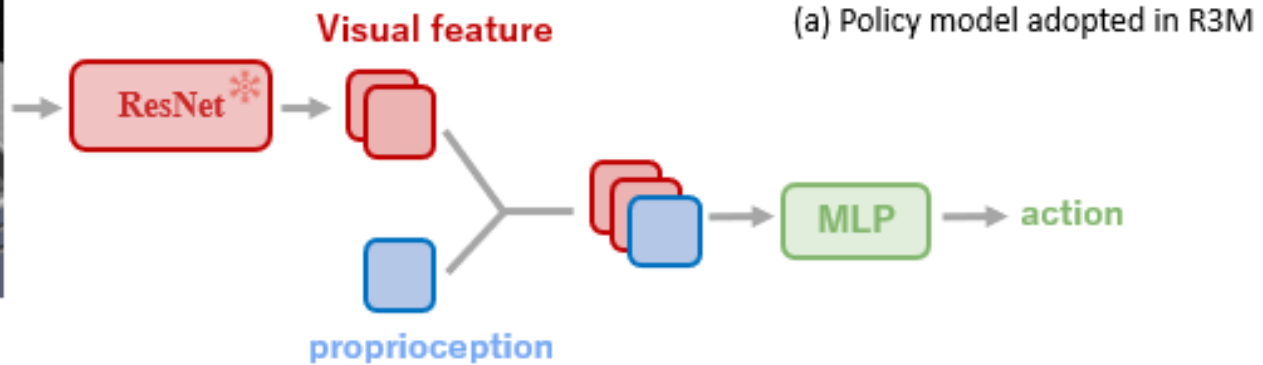
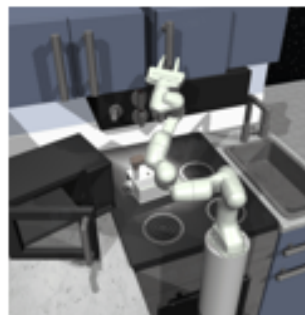
MPI | Network



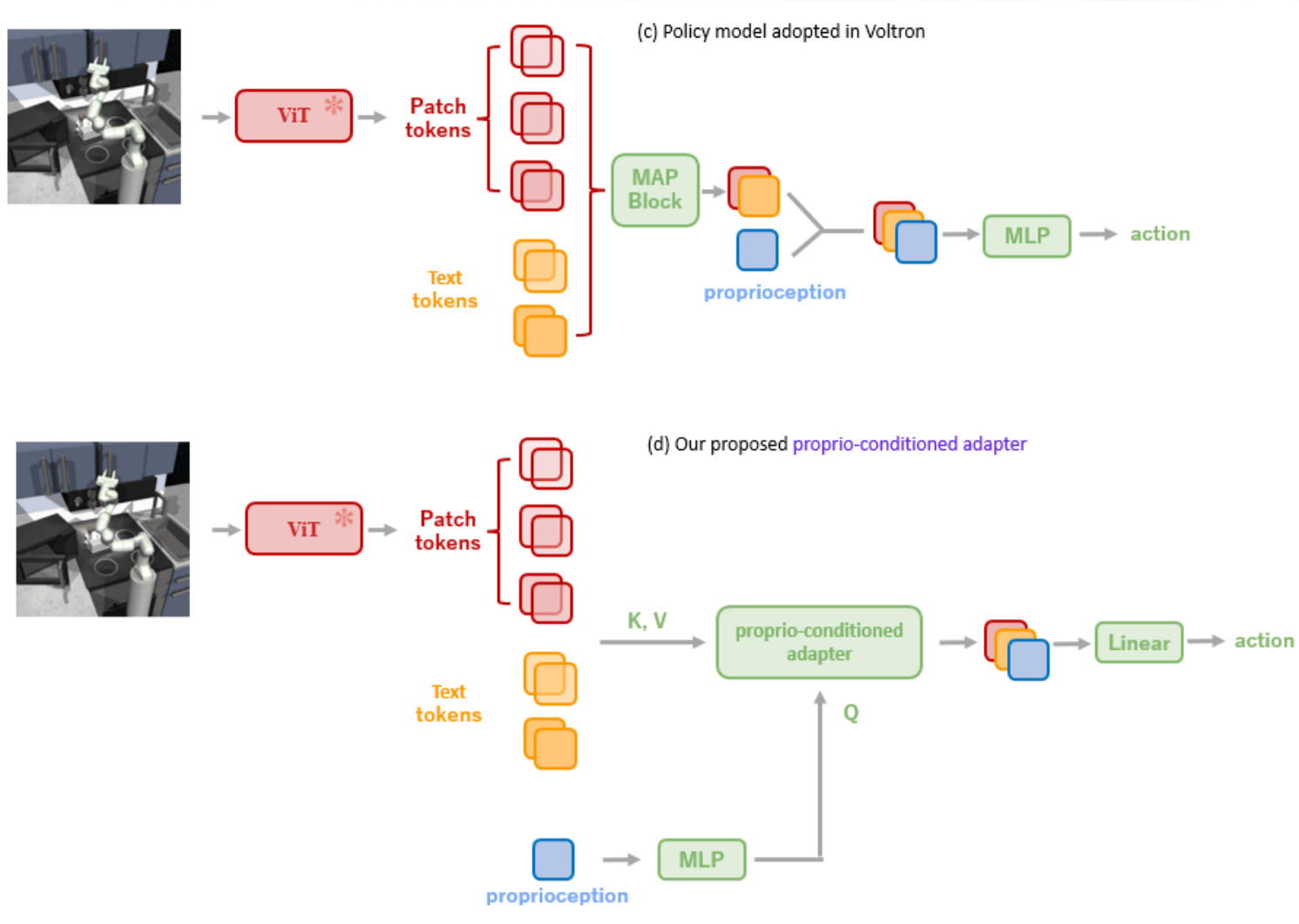
MPI | Pipeline



MPI | Pipeline



MPI | Pipeline



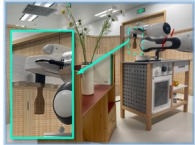
MPI | Experiments



Real-robot Experiment Setting

5 complex kitchen environment

10 clean background



Take spatula off the shelf



Put pot into sink



Put banana into drawer



Lift up the lid



Close drawer



Put the orange into basket



Pick up bread



Close laptop



Scan code



Push block



Stack block



Water roses



Put croissant on the plate

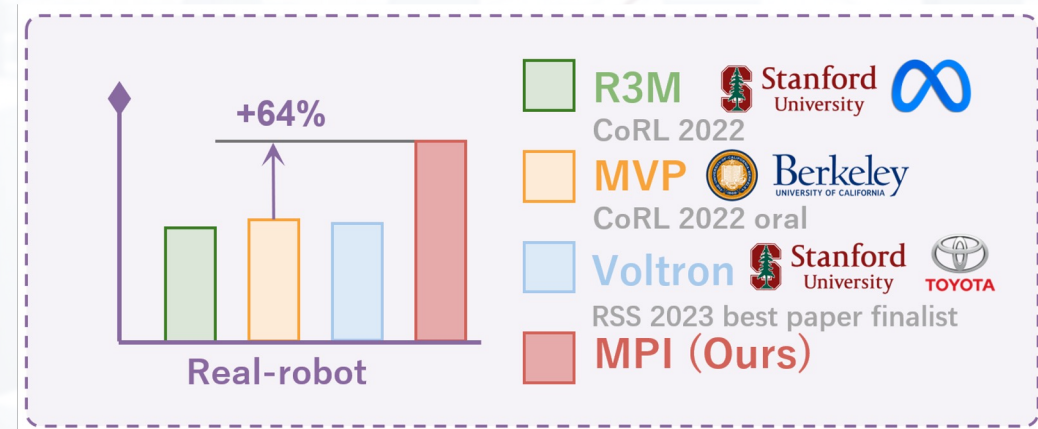


Pick up ice cream

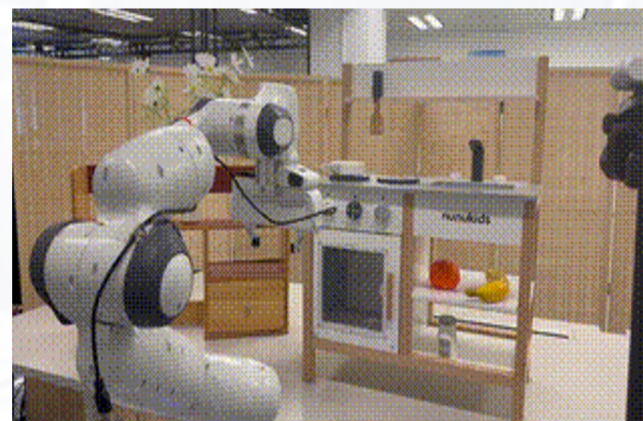
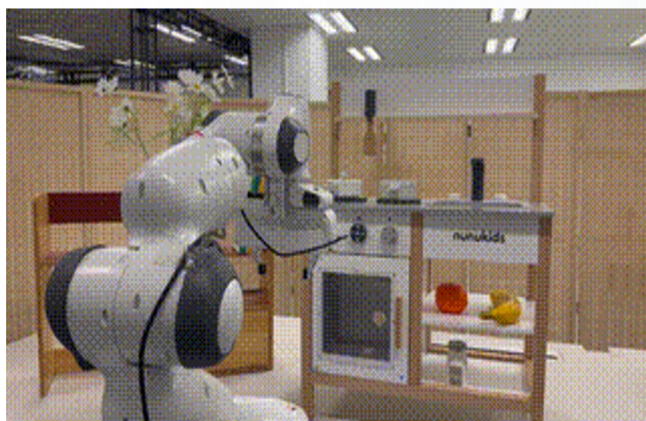
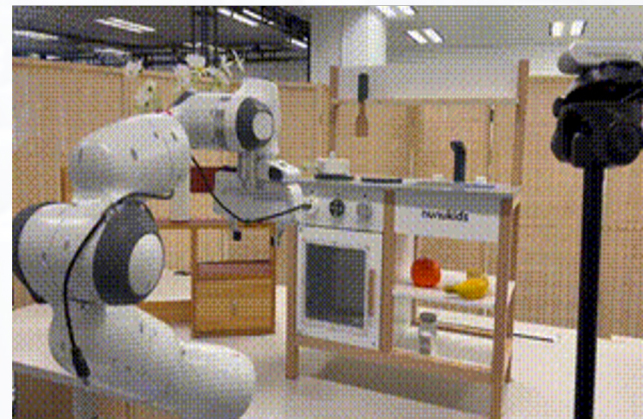
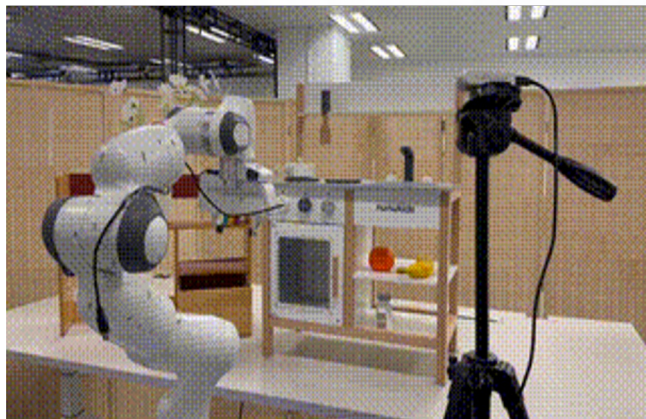


Put pepper on the plate

Performance Comparison



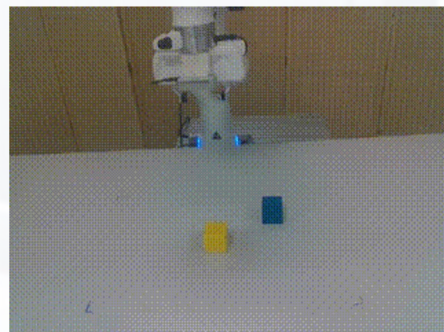
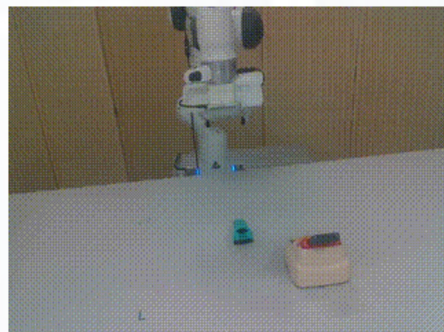
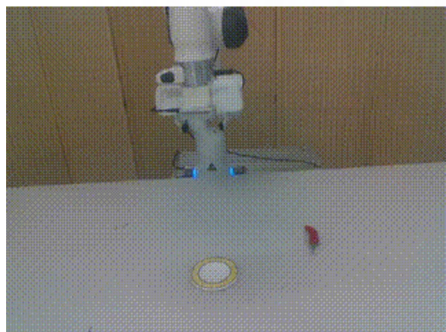
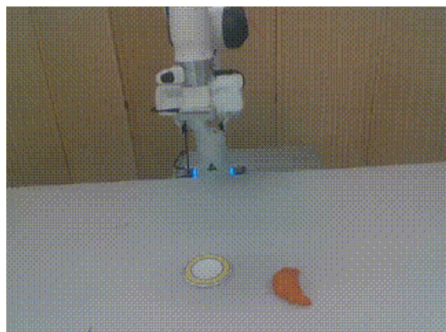
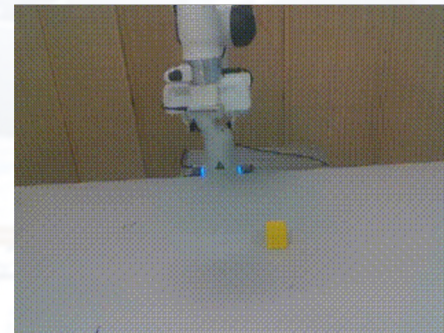
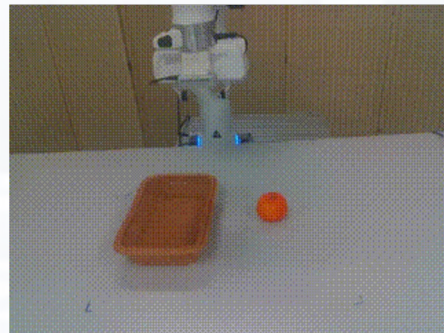
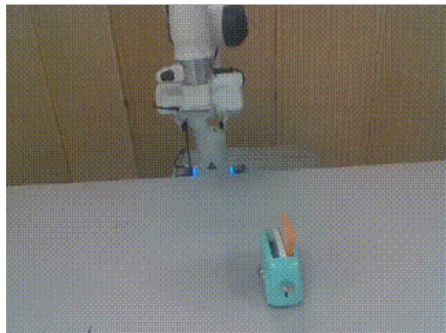
Demos in kitchen environment



MPI - Testament on Real Robots

真机效果

Demos in clean background



MPI - Generalization

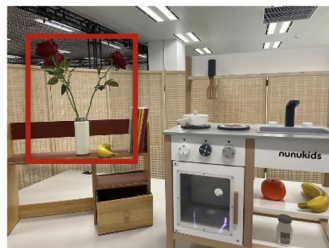
Generalization Validation

Robustness to Visual Distractions



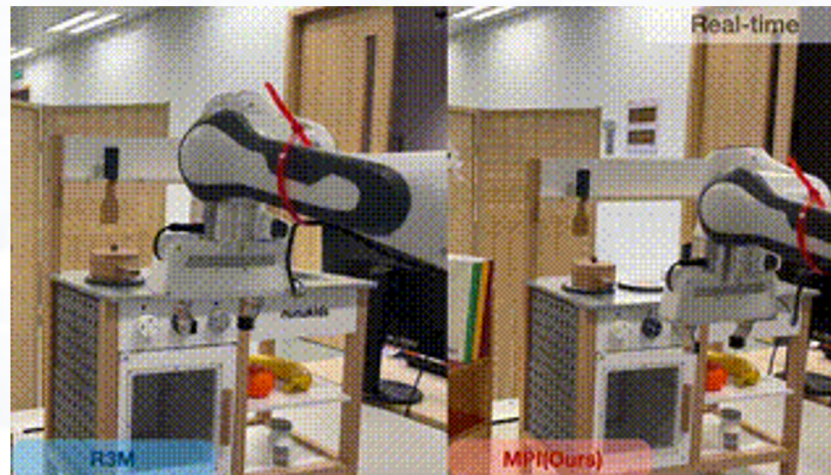
(a) Original Setting

(b) BG. Distraction



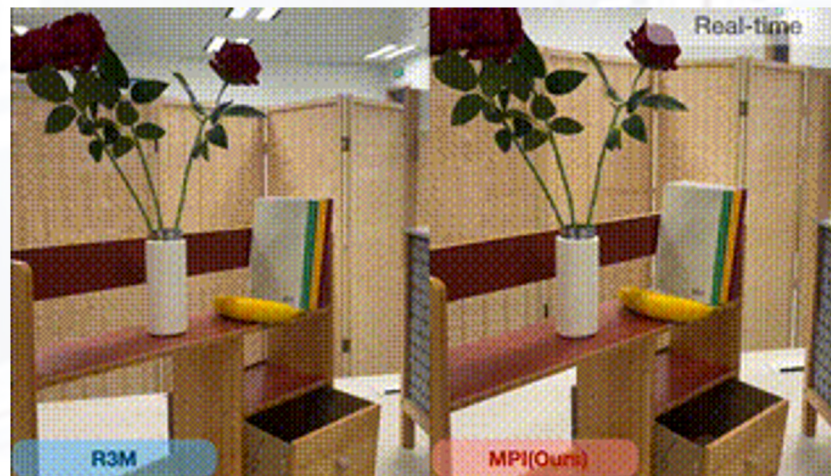
(c) Obj. Variation

Validation on generalization



Object Variation

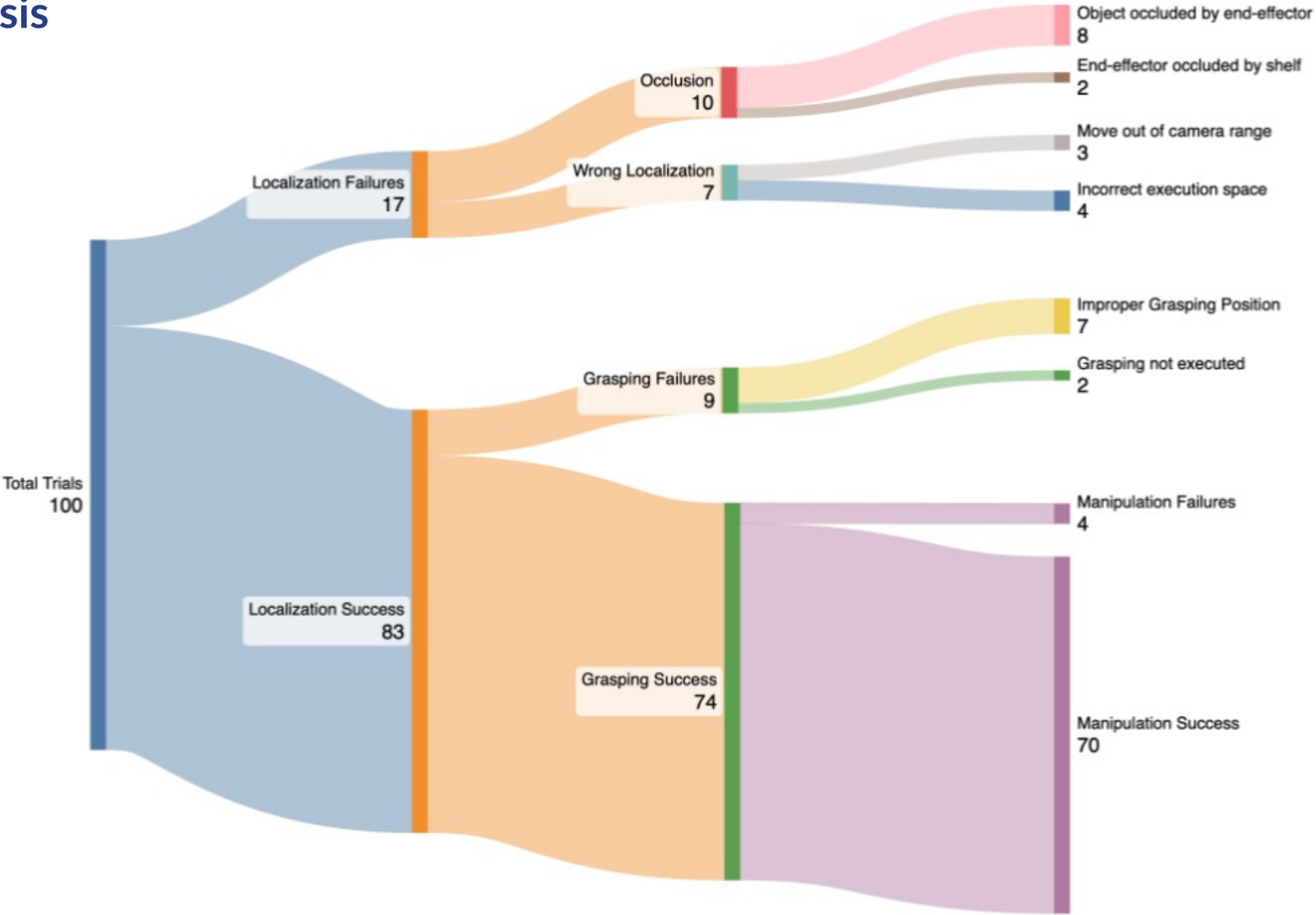
White plastic pot
→ Wooden pot



Background Distraction

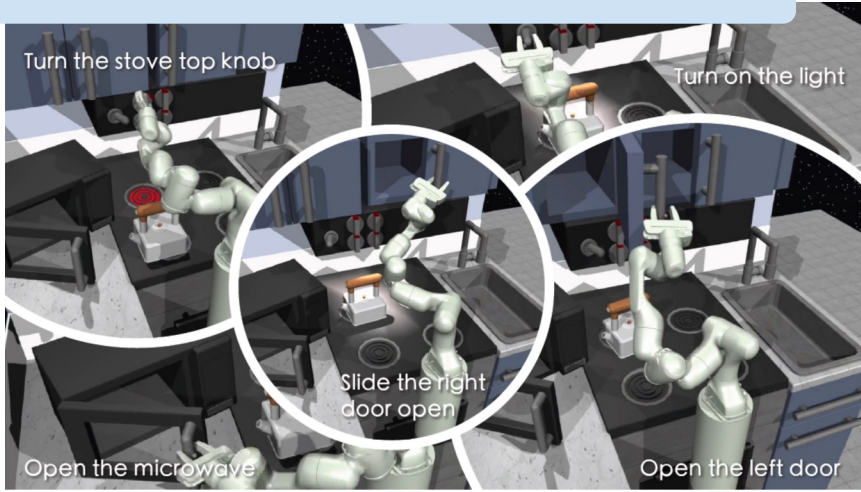
Daisies → Roses

Failure Analysis

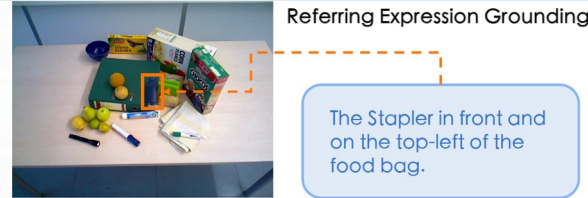


MPI | Experiments

Visuomotor Control in Simulation



Referring Expression Grounding



Method	Embedding	Average Precision (AP)		
		@0.25	@0.5	@0.75
R3M [36]	\mathbb{R}^{2048}	85.27	71.79	42.66
MVP [40]	\mathbb{R}^{384}	93.07	85.32	60.37
Voltron [24]	$\mathbb{R}^{196 \times 384}$	92.93	84.70	57.61
MPI (Ours)*	\mathbb{R}^{384}	96.29	92.10	71.87
MPI (Ours)	$\mathbb{R}^{196 \times 384}$	96.04	92.05	74.40



The experimental results reveal that MPI yields **state-of-the-art** performance on a broad spectrum of downstream tasks. 🏆

TABLE II: **Results of single-task visuomotor control on Franka Kitchen.** We report the success rate (%) over 50 randomly sampled trajectories. We **bold** the best result for models with similar parameters and underline the second. “INSUP” represents classification-based supervised learning on ImageNet. MPI consistently exhibits superior performance across multiple tasks.

Method	Backbone	Param.	Turn knob	Open door	Flip switch	Open microwave	Slide door	Average
INSUP. [21]	ResNet50	25.6M	28.0	18.0	50.0	26.7	75.7	39.7
CLIP [39]	ResNet50	25.6M	26.3	13.0	41.7	24.7	86.3	38.4
R3M [36]	ResNet50	25.6M	53.3	50.7	86.3	59.3	97.7	69.5
Voltron [24]	ViT-Small	22M	<u>71.7</u>	45.3	95.3	40.3	99.7	70.5
MPI (Ours)	ViT-Small	22M	83.3	<u>50.3</u>	<u>89.0</u>	59.7	100.0	76.5
MVP [40]	ViT-Base	86M	79.0	48.0	90.7	41.0	100.0	71.7
Voltron [24]	ViT-Base	86M	76.0	45.3	91.0	41.0	99.3	70.5
MPI (Ours)	ViT-Base	86M	89.0	57.7	93.7	54.0	100.0	78.9

TABLE III: **Results of single-task visuomotor control on Meta-World simulation environment.** We report the success rate (%) over 50 randomly sampled trajectories. The best results are **bolded** and the second highest are underlined. MPI showcases exemplary performance across three tasks, exhibiting a superior average success rate in comparison to prior methods.

Method	Backbone	Param.	Assemble	Pick & Place	Press Button	Open Drawer	Hammer	Average
R3M [36]	ResNet50	25.6M	94.0	60.3	66.3	100	93.7	82.9
MVP [40]	ViT-Base	86M	<u>82.7</u>	82.0	62.7	100	<u>95.7</u>	<u>84.6</u>
Voltron [24]	ViT-Small	22M	72.3	57.3	30.7	100	83.0	68.7
MPI (Ours)	ViT-Small	22M	69.0	<u>64.0</u>	98.7	100	96.0	85.7

Conclusion and Limitation

MPI is an interaction-oriented representation learning method towards robot manipulation:

- Instruct the model towards predicting transition frames and detecting manipulated objects with keyframes.
- Foster better comprehension of “how-to-interact” and “where-to-interact”.
- Acquire more informative representations during pre-training and achieve evident improvement across downstream tasks.

Limitation:

Our framework by far utilizes explicit annotations i.e. **keyframes**, **languages**, and **bounding boxes** for interaction object) provided in the Ego4D-Hol dataset. This could limit the applicability of our methods to broader datasets.

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What's Next?

Visual Pre-training for Multimodal Model

In the provided image sequence, does the robot arm close the laptop? If not, what action should be performed next? If not, what action should be performed next?

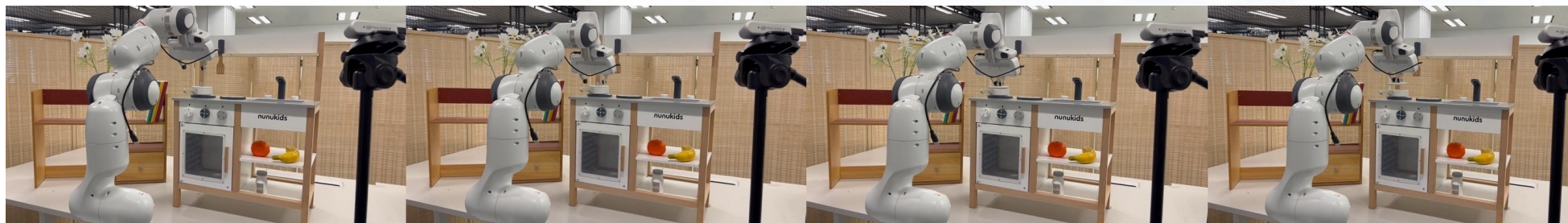


GPT-4 Poe

Based on the two images you've provided, the robot arm is in the process of closing the laptop, but the laptop is not fully closed yet. From the first image to the second, the robot arm has moved downward, and the laptop lid is partially lowered.

To complete the action, the robot arm should continue to move the laptop lid in a controlled and steady manner until the lid is fully closed onto the base of the laptop. The robot should be programmed to apply gentle force to avoid damaging the laptop, particularly the screen and the hinges. Once the lid reaches a close to horizontal position, the robot should reduce the pressure to ensure the laptop closes softly. If the robot is equipped with sensors, they can be used to ensure the lid is closed without excessive force, preventing damage to the laptop.

Visual Pre-training for MultiModal Model



What action take place in this image sequence?



GPT-4 Poe

I'm sorry, I cannot provide the requested information because the content you're asking about is not present in the images you have provided. The images appear to be very similar, if not identical, showing the robot arm in a static position near a play kitchen stove. There is no visible action taking place between these images as they are. If you have a video or additional images that show a sequence of movements, I could provide more information on the action taking place.

Existing Vision-Language Models struggle to capture such fine-grained visual information.

Visual pre-training can equip a visual encoder with enhanced sensitivity to fine-grained information within interactive environments.

Foundation model for long-horizon tasks

大方向

- Introducing Vision-Language Models and Diffusion models can significantly enhance generalization capabilities.

待突破问题

- Unable to handle tasks with **large temporal spans** and **high complexity**.
- Lacks **self-evaluation** and **self-correction** capabilities.

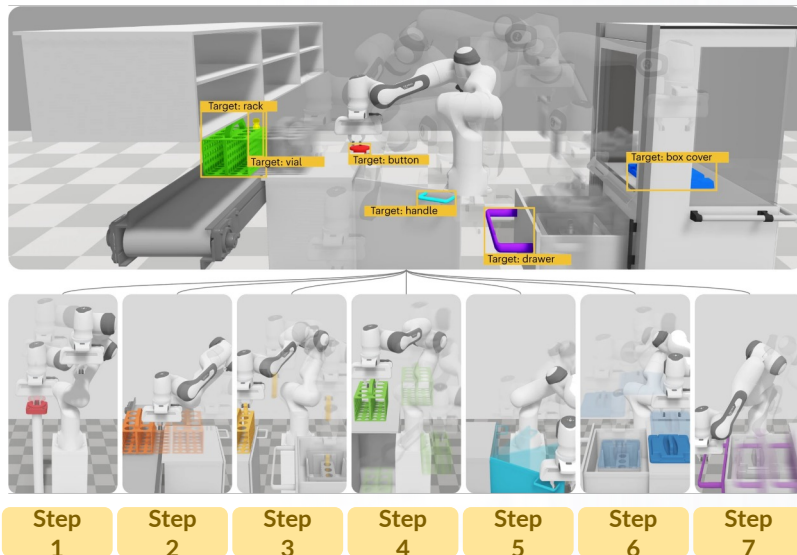


photo credit from "Hybrid hierarchical learning for solving complex sequential tasks using the robotic manipulation network ROMAN", *Nature Machine Intelligence*, 2023

Objective: Strengthen the spatiotemporal perception and causal reasoning capabilities of embodied agents

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Thanks