

# GROOT saves you from retraining visuomotor policies whenever you change **backgrounds**, **move cameras**, or use **new objects**!



GROOT: Learning Generalizable Manipulation Policies with Object-Centric 3D Representations

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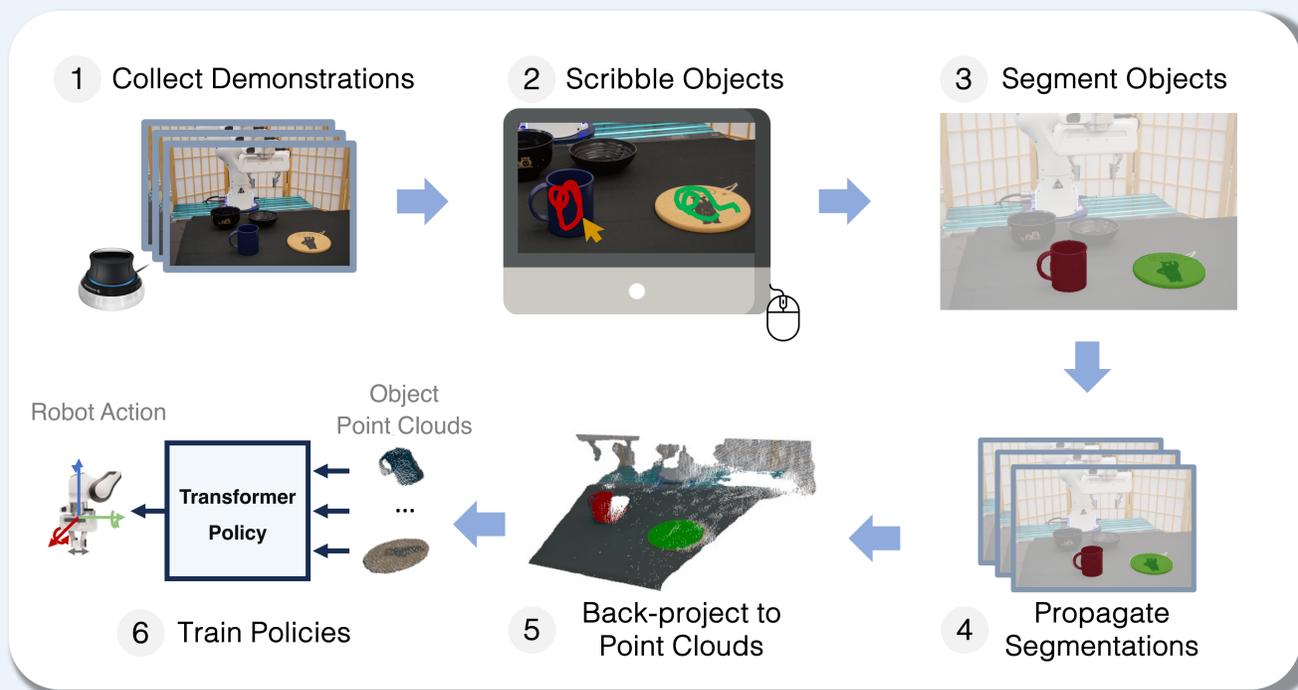
## Motivation

- Prior imitation learning methods fall short in generalization beyond the training conditions
- We want to avoid the time-consuming data re-collection and model re-training in every new setting

## Insights

- Object-centric:
  - Exploit compositional structure of visual scenes in objects and entities
  - Attend to task-relevant objects, minimize visual distractions
- 3D-aware:
  - Lift the spatial reasoning from the 2D plane to a unified reference frame of 3D coordinates
- New object generalization:
  - Use the open-vocabulary visual understanding of vision foundation models

## GROOT Overview



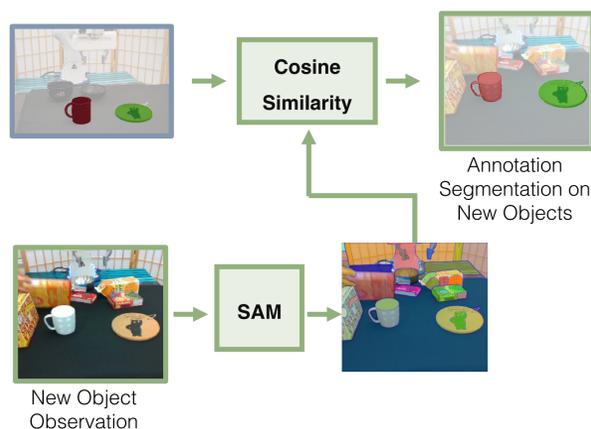
## Generalization of GROOT

- Various Visual Backgrounds:** Shows a scene with different backgrounds and a corresponding icon.
- Different Camera Angles:** Shows the same scene from different perspectives with a camera icon.
- New Object Instances:** Shows new objects in the scene with a coffee cup icon.

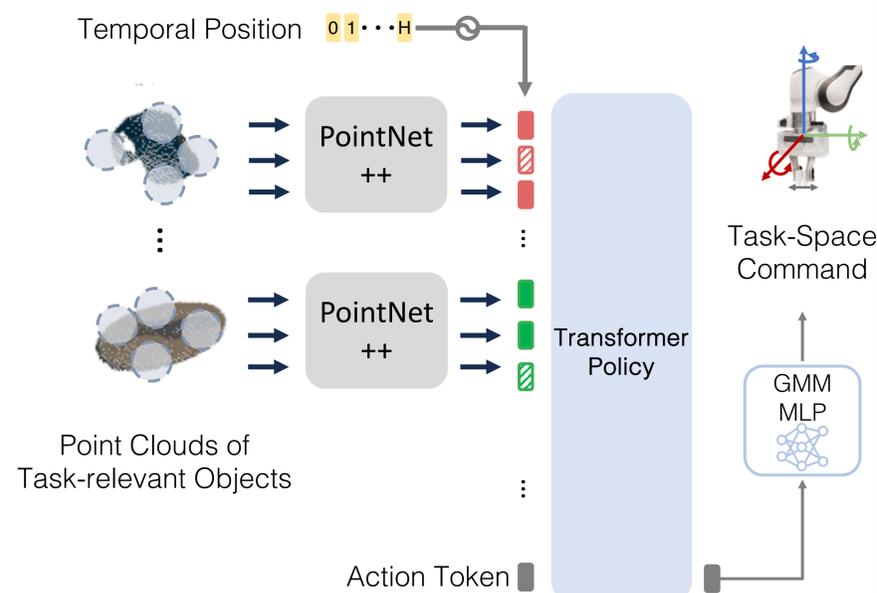
## Segmentation Correspondence Model

\*Only used during deployment

- SCM helps identify new object
- The new annotation segmentation then propagates to new objects



## Transformer Policy

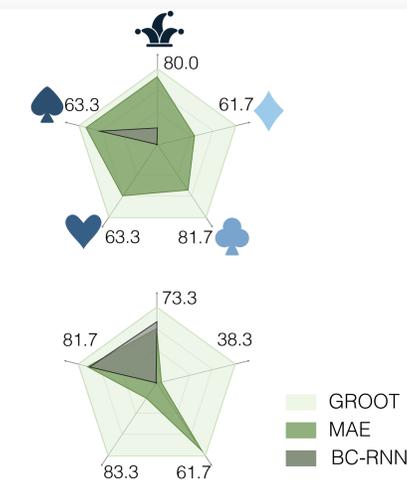
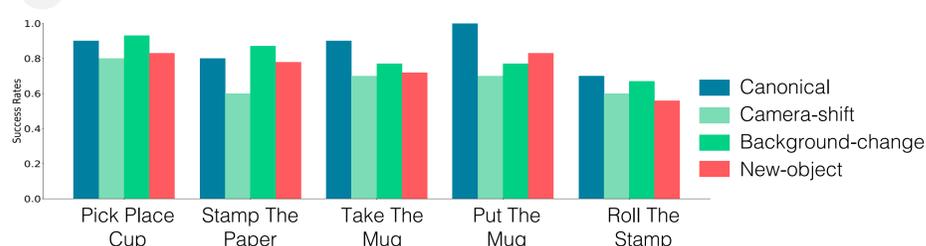


## Experiments

### A Simulation



### B Real Robot



### C New Object Generalization

