



CS391R: Robot Learning

Perception, Decision Making, and General-Purpose Autonomy

Prof. Yuke Zhu

Fall 2020



Today's Agenda

- Overview of general-purpose robot autonomy
- Why studying Robot Learning now?
- Research topics of Robot Learning
- Course content and logistics
- Student introduction

Special-Purpose Robot Automation



Structured Environments

Fixed Set of Tasks

Pre-programmed Procedures

General-Purpose Robot Autonomy ... in the Wild



Unstructured Environments

Ever-changing Tasks

Human Involvement

Special-Purpose Robot Automation





custom-built robots

human expert programming



special-purpose behaviors

General-Purpose Robot Autonomy



general-purpose robots



general-purpose behaviors

Special-Purpose Robot Automation





custom-built robots

human expert programming



special-purpose behaviors

General-Purpose Robot Autonomy



robots

Robot Learning





general-purpose behaviors

General-Purpose Robot Autonomy: Imaginations



Unimate - The First Industrial Robot British TV (1968)

General-Purpose Robot Autonomy: Challenges



DARPA Robotics Challenge (2015)

"The Moravec's paradox"

General-Purpose Robot Autonomy: Progress

We will learn the algorithms and techniques behind the latest progress.



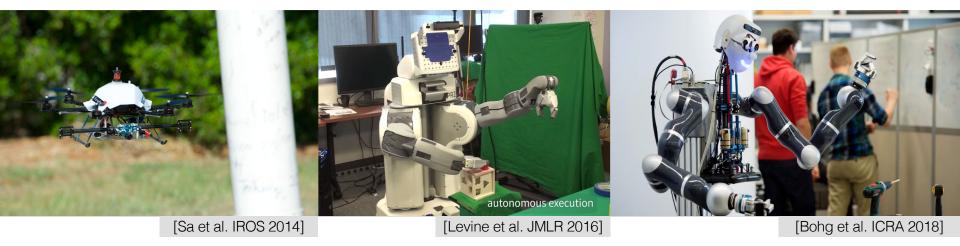
Grasping (DexNet 4.0; 2019)

Locomotion (ANYmal; 2019)

Manipulation (OpenAI; 2019)

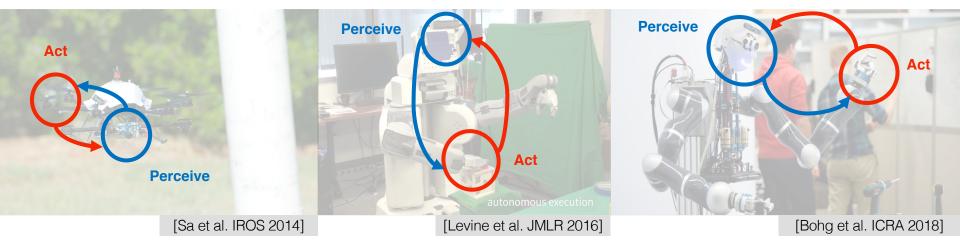
What Makes Robot Learning Special?

Robots are physically embodied and environmentally situated.

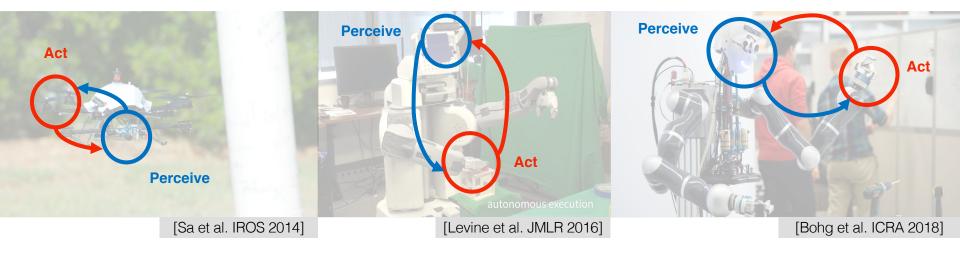


What Makes Robot Learning Special?

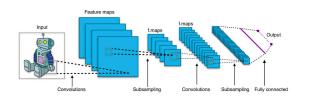
Robots are physically embodied and environmentally situated.



A key challenge in **Robot Learning** is to close the **perception-action loop**.



Now is the best time to study and work on Robot Learning.







Recent breakthroughs in machine learning and computer vision, e.g., deep learning (Turing awards 2018)

Computing Power

Your smartphone is millions of times more powerful than all of NASA's combined computing in 1969.



Robot Hardware

More reliable and affordable cobot hardware that costs around annual salary of American workers

Now is the best time to study and work on Robot Learning.

Positive and negative **societal impacts** of robot learning research is an important part of our in-class discussions.



Coronavirus: Will Covid-19 speed up the use of robots to replace human workers?

By Zoe Thomas Technology reporter

③ 19 April 2020



Coronavirus pandemic



KAT-FULLEE BACKCHANNEL 05.22.2020 07:00 AM

Covid-19 Will Accelerate the AI Health Care Revolution

Disease diagnosis, drug discovery, robot delivery—artificial intelligence is already powering change in the pandemic's wake. That's only the beginning.

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Signin Subscribe

Covid-19 could accelerate the robot takeover of human jobs

Machines were supposed to take over tasks too dangerous

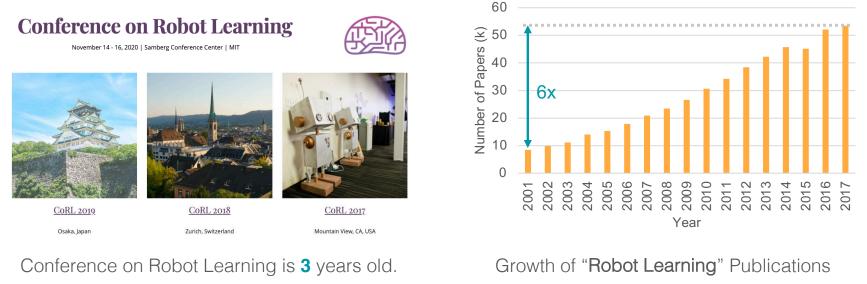
the solution

for humans. Now humans are the danger, and robots might be



https://www.therobotreport.com/tag/coronavirus/

Robot Learning as a Growing Research Community



[Source: Google Scholar]

CS391R: Robot Learning (Fall 2020)

When **NOT** to Make Robots Learn?

Learning is not for every problem in robotics.

Harnessing the priors and structures of a problem goes a long way...



Learning is most effective when used in conjunction with modeling.



When to Make Robots Learn?

Learning is critical for getting robots to work in the real world.



object variation



environment uncertainty



adaptation

You learn **CS391R: Robot Learning** so that Robots learn **faster** and **better**.



Key Ingredients of General-Purpose Robot Autonomy





Perception

seeing and understanding 3D environments

Decision Making

planning and control for long-term interactions



Intelligence

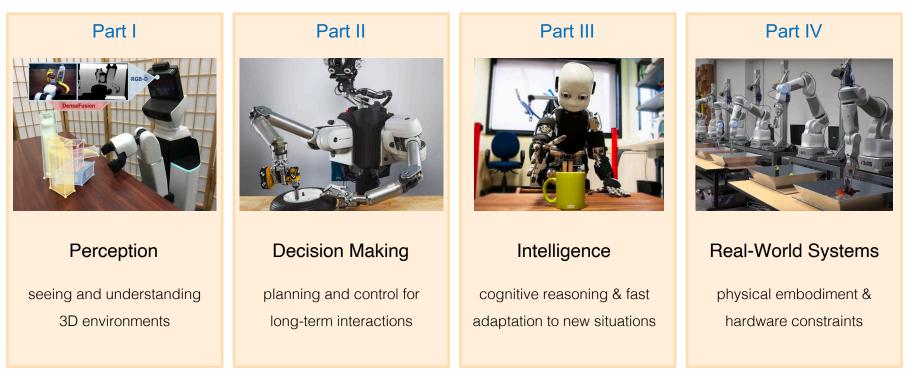
cognitive reasoning & fast adaptation to new situations



Real-World Systems

physical embodiment & hardware constraints

Course Content We review the Robot Learning literature in these topics.

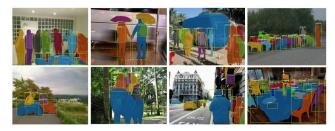


Prerequisite: coursework / experience in AI and Machine Learning

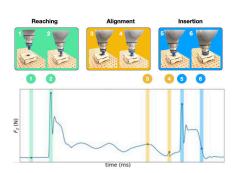
Course Content



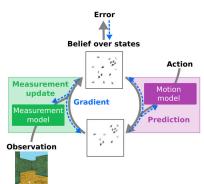
Course Content: Perception



object detection



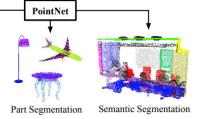
multimodal understanding



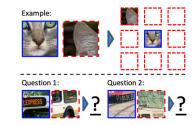
mug? table? car?

Classification

recursive state estimation



3d point cloud



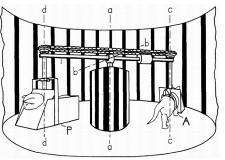
unsupervised visual learning



visual tracking



pose estimation



interactive perception

Course Content

Part



Perception

seeing and understanding 3D environments



Decision Making

planning and control for long-term interactions Part II



Intelligence

cognitive reasoning & fast adaptation to new situations

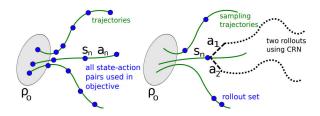
Part IV



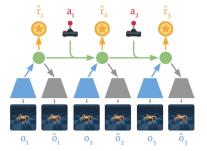
Real-World Systems

physical embodiment & hardware constraints

Course Content: Decision Making



model-free reinforcement learning



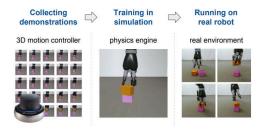
model-based reinforcement learning



imitation as supervised learning

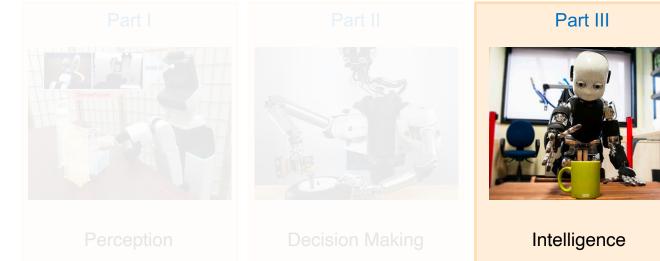


inverse reinforcement learning



adversarial imitation learning

Course Content

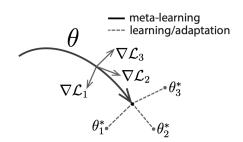


cognitive reasoning & fast adaptation to new situations

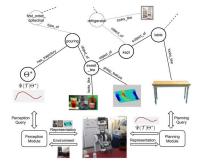


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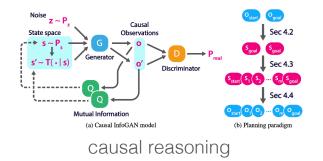
Course Content: Intelligence



learning to learn: meta-learning

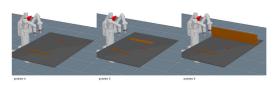


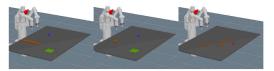
learning to learn: lifelong learning



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compositionality: hierarchy





compositionality: task and motion

Course Content



Perception

seeing and understanding 3D environments



Decision Making

planning and control for long-term interactions cognitive reasoning & fast

adapting to new situations





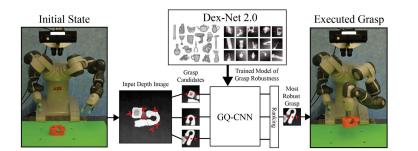
Real-World Systems

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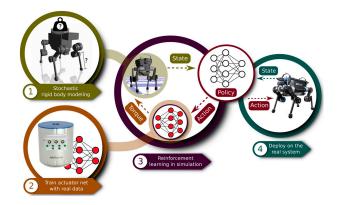
Course Content: Systems



simulation-reality gap



data-driven robotic grasping



building robotic systems

Learning Objectives

- understand the potential and societal impact of general-purpose robot autonomy in the real world, the technical challenges arising from building it, and the role of machine learning and AI in addressing these challenges;
- get familiar with a variety of **model-driven** and **data-driven principles** and **algorithms** on robot perception and decision making;
- be able to evaluate, communicate, and apply **advanced AI-based techniques** to robotics problems.

... through literature reviews, research presentations, and course projects

Learning Objectives

Get a taste of Robot Learning research in the full circle





Lectures

Time: 2:00-3:30pm CT, Tuesdays and Thursdays

Location: Online (Zoom links on Canvas)

Office Hours

Instructor: TBA next week

TA: TBA next week

Fill in the time zone survey on Canvas!



	Part I: Robot Perception		
Week 2 Tue, Sept 1	Lecture Overview of Robot Perception • The Limits and Potentials of Deep Learning for Robotics. Niko Sünderhauf, Oliver Brock, Walter Scheirer, Raia Hadsell, Dieter Fox, Jürgen Leitner, Ben Upcroft, Pieter Abbeel, Wolfram Burgard, Michael Milford, Peter Corke (2018) • A Sensorimotor Account of Vision and Visual Consciousness. Kevin O'Regan and Alva Noë (2001)		Instructor Lectures overview of research topics
Week 2 Thu, Sept 3	Object Detection • Mask R-CNN. Kaiming He, Georgia Gkioxari, Piotr Dollar, Ross Girshick (2017) • You Only Look Once: Unified, Real-Time Object Detection. Joseph Redmon, Santosh Divvala, Ross Girshick, Ali Farhadi (2015) • Faster R-CNN: Towards Real-Time Object Detection with Region Proposal Networks. Shaoqing Ren, Kaiming He, Ross Girshick, Jian Sun (2015) • CornerNet: Detecting Objects as Paired Keypoints. Hei Law, Jia Deng (2018)		Student Presentations presentation of research papers
Week 3 Tue, Sept 8	 3D Point Cloud Processing PointNet: Deep Learning on Point Sets for 3D Classification and Segmentation. Charles R. Oi, Hao Su, Kaichun Mo, Leonidas J. Guibas (2016) Dynamic Graph CNN for Learning on Point Clouds. Yue Wang, Yongbin Sun, Ziwei Liu, Sanjay E. Sarma, Michael M. Bronstein, Justin M. Solomon (2018) PointNet++: Deep Hierarchical Feature Learning on Point Sets in a Metric Space. Charles R. Oi, Li Yi, Hao Su, Leonidas J. Guibas (2017) 4D Spatio-Temporal ConvNets: Minkowski Convolutional Neural Networks. Christopher Choy, JunYoung Gwak, Silvio Savarese (2019) 		Final Project Spotlights
Week 15 Tue, Dec 1	Spotlight Final Project Spotlights I		spotlight talks of course projects
Week 15 Thu, Dec 3	Spotlight Final Project Spotlights II		
Week 16 Fri, Dec 11	No Class	Final Report Due	

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Grading Policy

Student presentation (20%)

Paper reviews (30%)

Course project (40%)

In-class participation (10%)



20% each

- At least **one presentation** for each student (chances to do more)
- Length: 25min (± 1min) + 5min Q&A
- Format: problem formulation, technical approach, results, ... (see slide template for more details)
- Followed by 5-10min in-class discussions
- Email the slides to the TA and the instructor seven days (EOD) prior to the presentation date
- Presentation recordings posted in Canvas (protected under FERPA)
- Breakout rooms and in-class discussions will NOT be recorded.

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Paper reviews (30%)

Course project (40%)

In-class participation (10%)



1.5% each x 20 reviews

- Due by **9:59pm** the previous night of each student presentation
- Write a review for **one paper** from the required readings (2 choices for each class)
- Online review form in R:SS format



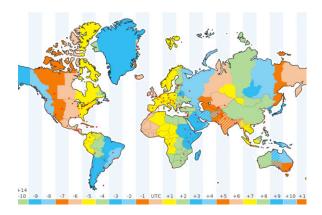
CS391R: Paper Review Form

This form is used for CS391R (Fall 2020) students to submit the paper reviews. The paper reviews must be submitted by 11:59pm the previous night for each class of student presentations in order to receive a grade.

- No late date but more than 20 presentation classes (feel free to skip some)
- Have energy to do more? Top-scored 20 for grading
- Class attendance and participation is required for review grades

Online Learning Considerations

For students studying online in a different time zone, they may submit their written responses to the discussion questions on Canvas within 48hrs after the class as an alternative to in-class attendance.



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Paper reviews (30%)

Course project (40%)

In-class participation (10%)

40%

- Project Proposal (5%). Due Thu Sept 17.
- Project Milestone (5%). Due Thu Oct 22.
- Final Report (25%). Due Fri Dec 11.
- Spotlight Talk (5%). Week 15.

Hands-on experience of robot learning research





Grading Policy

Student presentation (20%)

Paper reviews (30%)

Course project (40%)

In-class participation (10%)



Tutorials, computing resources, potential project ideas, ...

Course Project

The primary objective of the course project is to give you in-depth, hands-on experiences applying Al-based techniques to practical robot learning problems. A successful project topic should involve at least one, ideally both, of the two critical components: a **perception** component, i.e., processing raw sensory data, and a **decision making** component, i.e., controlling robot actions, for example,

- · Learning vision-based robot manipulation with deep reinforcement methods;
- · Self-supervised representation learning of visual and tactile data;
- · Model-based object pose estimation for 6-DoF grasping from RGB-D images

Potential projects can have the following flavors:

- Improve an existing approach. You can select a paper you are interested in, reimplement it, and improve it with what you learned in the course.
- Apply an algorithm to a new problem. You will need to understand the strengths and weaknesses of an existing algorithm from research work, reimplement it, and apply it to a new problem.
- · Stress test existing approaches. This kind of project involves a thorough comparison of several existing approaches to a robot learning problem.
- Design your own approach. In these kinds of projects, you come up with an entirely new approach to a specific problem. Even the problem may be something that has not been considered before.
- Mix and Match approaches. For these projects, you typically combine approaches that have been developed separately to address a larger and more complex problem.
- Join a research project. You can join an existing Robot Learning project with UT faculty and researchers. You are expected to articulate your own
 contributions in your project reports (more detail below).

You may work individually or pair up with one teammate on the project, and grades will be calibrated by team size. Projects of a larger scope are expected for teams of two. Your project may be related to research in another class project as long as consent is granted by instructors of both classes; however, you must clearly indicate in the project proposal, milestone, and final reports the exact portion of the project that is being counted for this course. In this case, you must prepare separate reports for each course, and submit your final report for the other course as well.

Grading Policy

The course project is worth 40% of the total grade. The following shows the breakdown:

- Project Proposal (5%). Due Thu Sept 17.
- · Project Milestone (5%). Due Thu Oct 15.
- Final Report (25%). Due Fri Dec 11.

More details on the website!

Grading Policy

Student presentation (20%)

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Tutorials, computing resources, potential project ideas, ...

Do Robot Learning with Simulated Environments

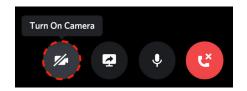
Grading Policy

Student presentation (20%)

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Tell Us About Yourself

