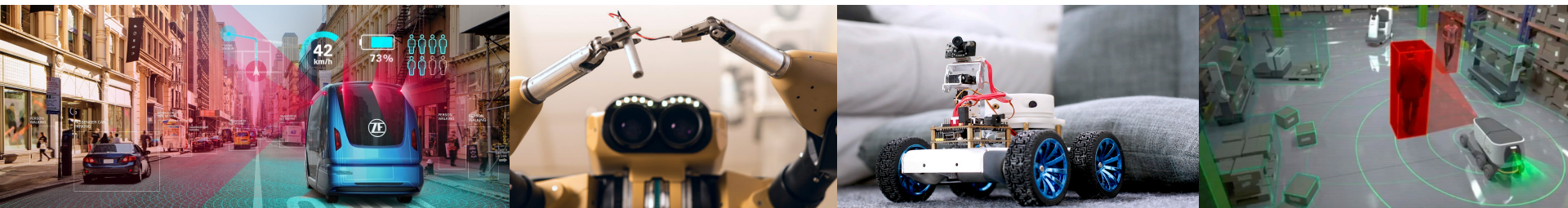


3D Vision and Robotics Workshop

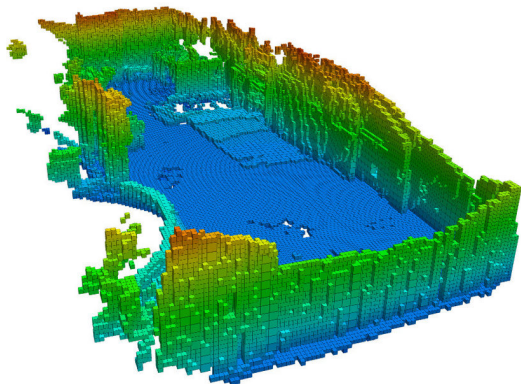
3DVR @ CVPR 2021



Yuke Zhu

The University of Texas at Austin

What is This Workshop About?



3D Vision

+



Robotics

Challenges in Robot Perception

Making sense of and interacting with the unstructured 3D world...



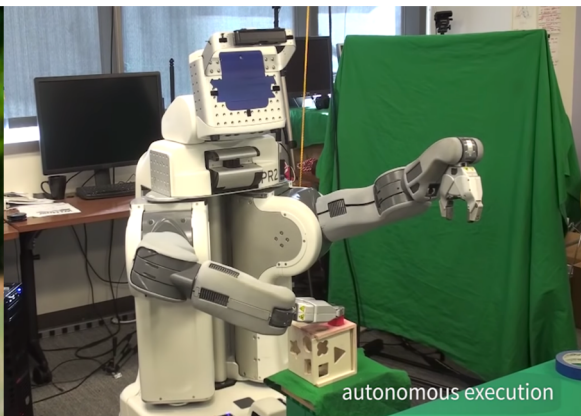
- Incomplete knowledge of objects and scene
- Imperfect actions may lead to failure
- Environment dynamics and other agents

The Perception-Action Loop

... where the challenges and promises in **3D Vision** + **Robotics** reside.



[Sa et al. IROS 2014]



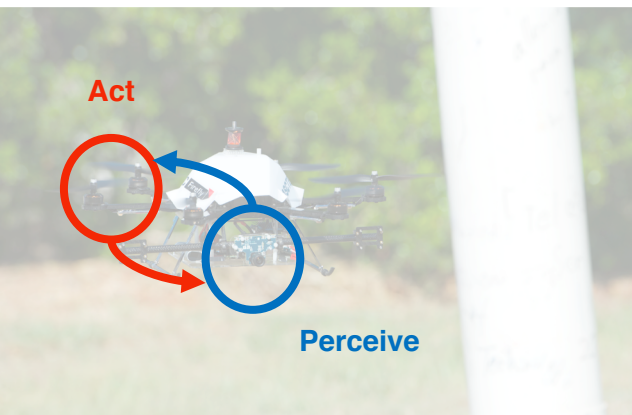
[Levine et al. JMLR 2016]



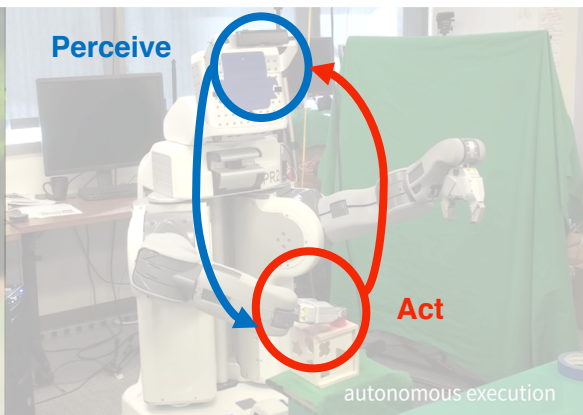
[Bohg et al. ICRA 2018]

The Perception-Action Loop

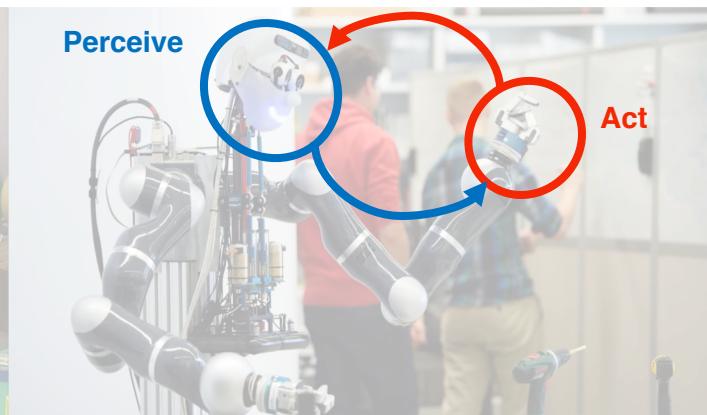
... where the challenges and promises in **3D Vision** + **Robotics** reside.



[Sa et al. IROS 2014]



[Levine et al. JMLR 2016]



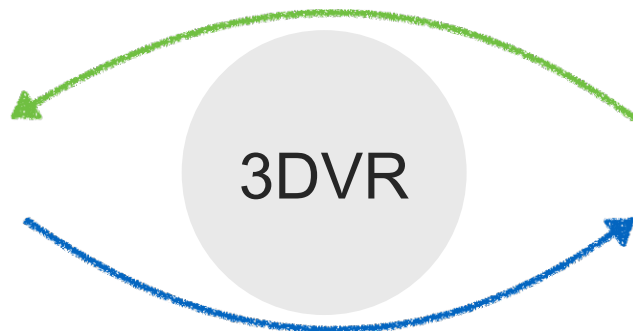
[Bohg et al. ICRA 2018]

The Perception-Action Loop

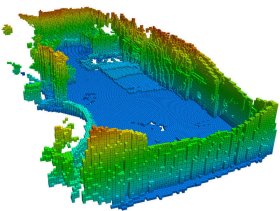
Robotics



Perception
making sense of the
3D environment



Action
interacting with the
physical world



3D Vision

3D Vision and Robotics: Landscape

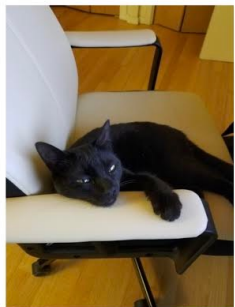
Four key themes that we will cover in this workshop:

1. **Representations:** 3D representations that inform physical interactions;
2. **Modalities:** Model architectures for processing raw sensory data;
3. **Tasks:** 3D vision and robotic tasks and datasets as new frontiers;
4. **Applications:** cutting-edge robotic applications empowered by 3D vision.

3D Vision and Robotics: Representations

A fundamental problem in robot perception is to learn the proper **representations** of the unstructured 3D world.

Things...

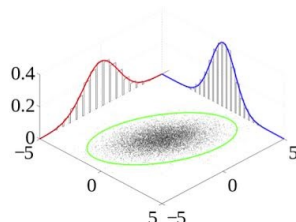
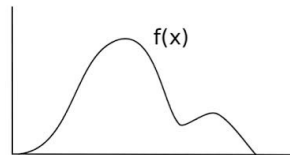
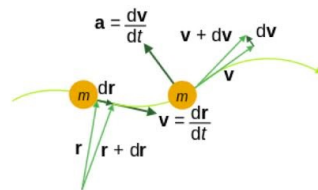


My heart beats as if the world is dropping,
you may not feel the love but i do its a heart
breaking moment of your life. enjoy the times
that we have, it might not sound good but
one thing it rhymes it might not be romantic
but i think it is great, the best rhyme i've ever
heard.



Representation

Engineering Knowledge...



Handwritten mathematical derivations for trigonometric relationships in a right triangle:

$$\begin{aligned} a^2 + b^2 &= c^2, \quad c = \sqrt{a^2 + b^2}, \\ c^2 - a^2 &= b^2, \quad c^2 - b^2 = a^2 \\ \frac{a}{c} &= \frac{HB}{a} \text{ and } \frac{b}{c} = \frac{AH}{b} \\ \text{tg } \alpha &= \frac{\sin \alpha}{\cos \alpha} \\ a^2 &= c \times HB \text{ and } b^2 = c \times AH \\ a^2 + b^2 &= c \times HB + c \times AH = c \times (HB + AH) = c^2 \\ a^2 + b^2 &= c^2, \quad \sin \alpha = \frac{a}{c}; \quad \cos \alpha = \frac{b}{c} \\ \text{ctg } \alpha &= \frac{b}{a}; \quad \text{tg } \alpha = \frac{a}{b}; \quad \text{ctg } \alpha = \frac{\cos \alpha}{\sin \alpha} \end{aligned}$$

[Source: Stanford CS331b]

3D Vision and Robotics: Representations

“Solving a problem simply means representing it so as to make the solution transparent.”

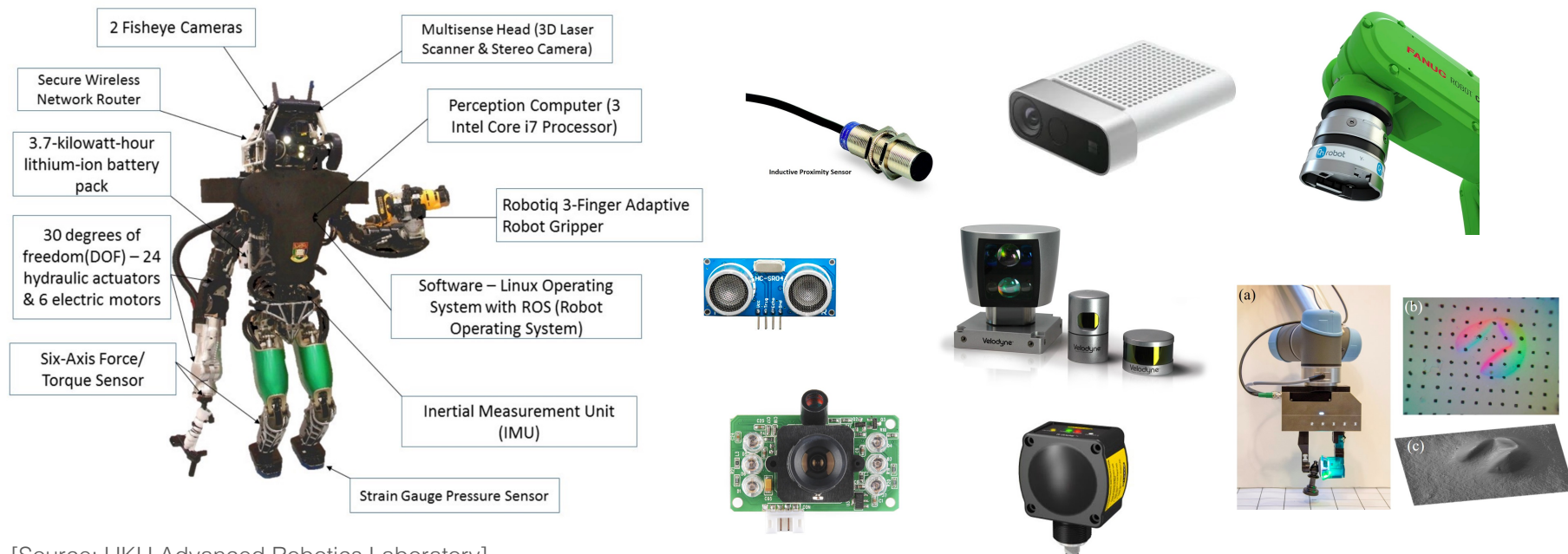
Herbert A. Simon, Sciences of the Artificial



What representations to learn? How to learn them?

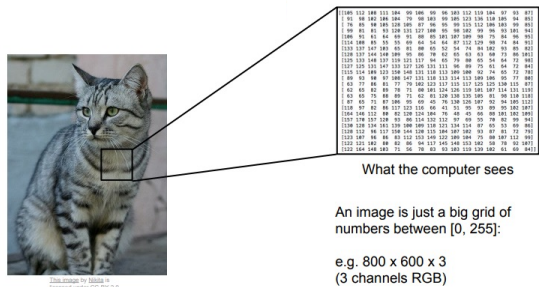
3D Vision and Robotics: Modalities

Making contact of the physical world through multimodal senses

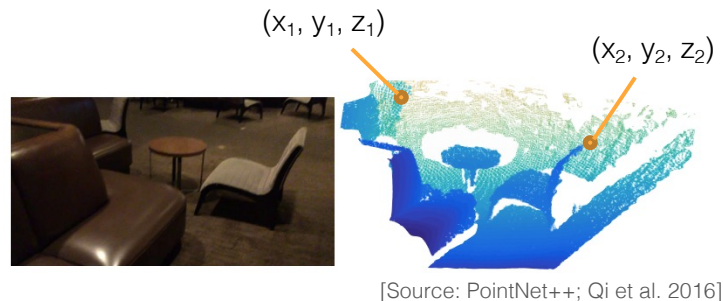


[Source: HKU Advanced Robotics Laboratory]

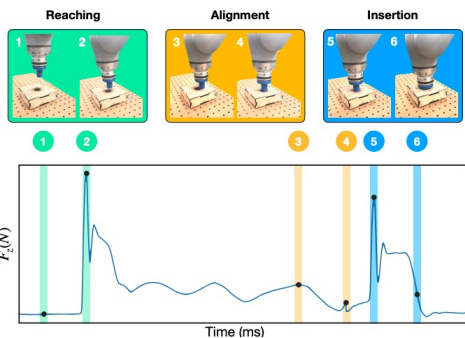
3D Vision and Robotics: Modalities



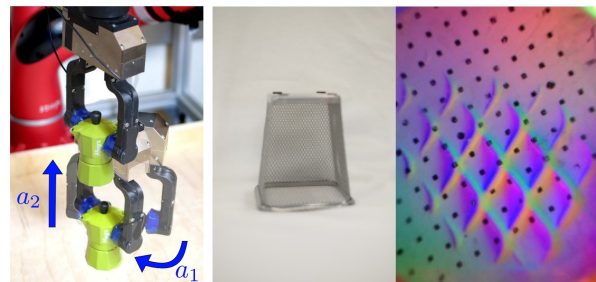
Pixels (from RGB cameras)



Point cloud (from structure sensors)



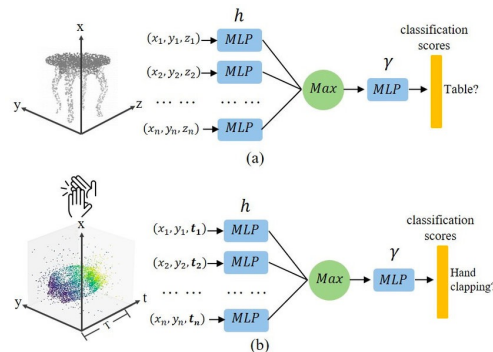
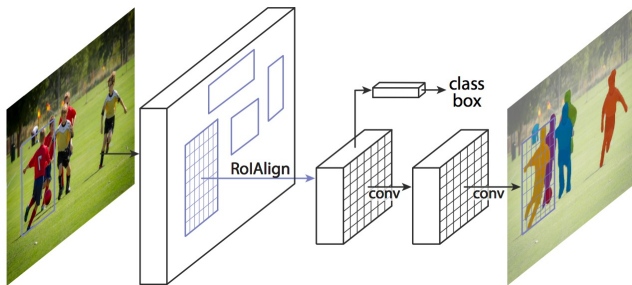
Time series (from haptics sensors)



Tactile data (from the GeSights sensors)

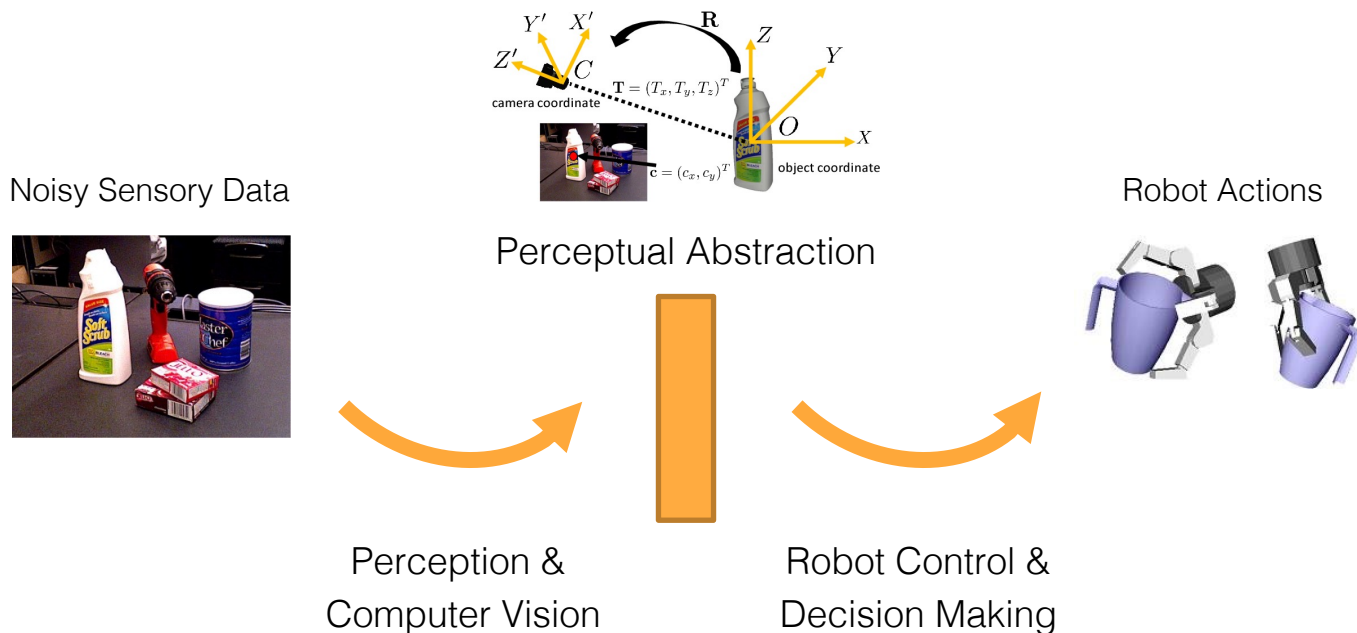
3D Vision and Robotics: Modalities

How can we design the **model architectures** that effectively process raw sensory data in vastly different forms?



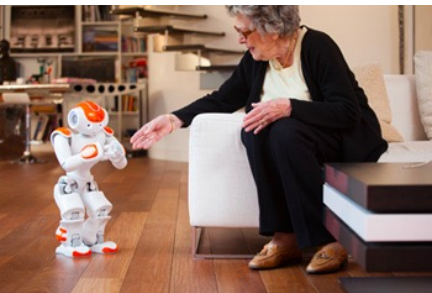
3D Vision and Robotics: Tasks

What **tasks** and **datasets** will expedite the fundamental advances in this field?



3D Vision and Robotics: Applications

What real-world **applications** will be enabled by new advances in 3D vision?



Workshop Logistics

Full-day workshop: 9:00am to 5:45pm CST

8 invited talks: 30min each

12 papers in 4 spotlight sessions

- ❖ Spotlight Session 1: Representation and Learning
- ❖ Spotlight Session 2: Recognition with Point Clouds
- ❖ Spotlight Session 3: Datasets for Vision and Robotics
- ❖ Spotlight Session 4: Applications in Vision and Robotics

9:15am - 9:45am	<u>Sanja Fidler</u> , University of Toronto
9:45am - 10:15am	<u>David Held</u> , CMU
11:30am - 12:00pm	<u>Kristen Grauman</u> , UT Austin
12:00pm - 12:30pm	<u>Manolis Savva</u> , Simon Fraser University
12:30pm - 1:00pm	<u>Franziska Meier</u> , Facebook
2:00pm - 2:30pm	<u>Hao Su</u> , UC San Diego
2:30pm - 3:00pm	<u>Andy Zeng</u> , Google
4:00pm - 4:30pm	<u>Roозbeh Mottaghi</u> , AI2

} 10:15am - 11:00am

} 3:00pm - 3:45pm

Workshop Organizers



Angel X. Chang

Simon Fraser University



Katerina Fragkiadaki

Carnegie Mellon University



Qixing Huang

The University of Texas at Austin



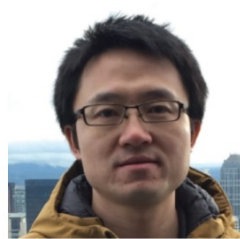
Li Erran Li

Alexa AI at Amazon



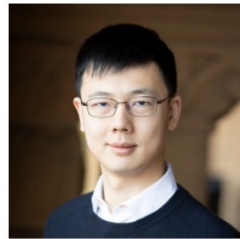
Charles Ruizhongtai Qi

Waymo LLC



Yu Xiang

NVIDIA Research



Yuke Zhu

The University of Texas at Austin

<https://sites.google.com/view/cvpr2021-3d-vision-robotics>