

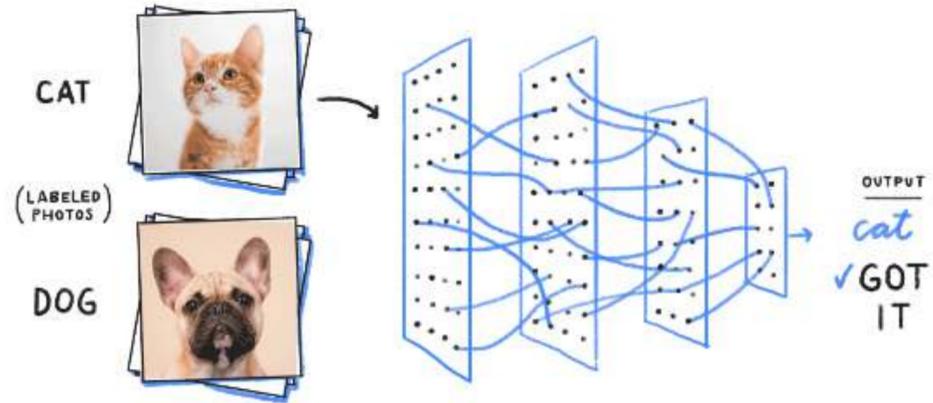
Learning How-To Knowledge from the Web

Yuke Zhu

IROS 2019



Advances in Artificial Intelligence



Visual Recognition

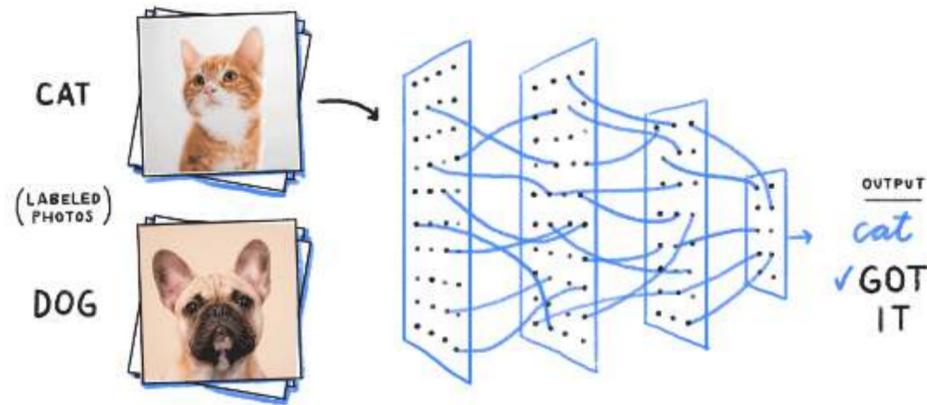


Machine Translation



Question Answering

The Unsung Hero: Web Data



Visual Recognition

ImageNet

[Deng et al. 2009]

14 million web images annotated by AMT workers

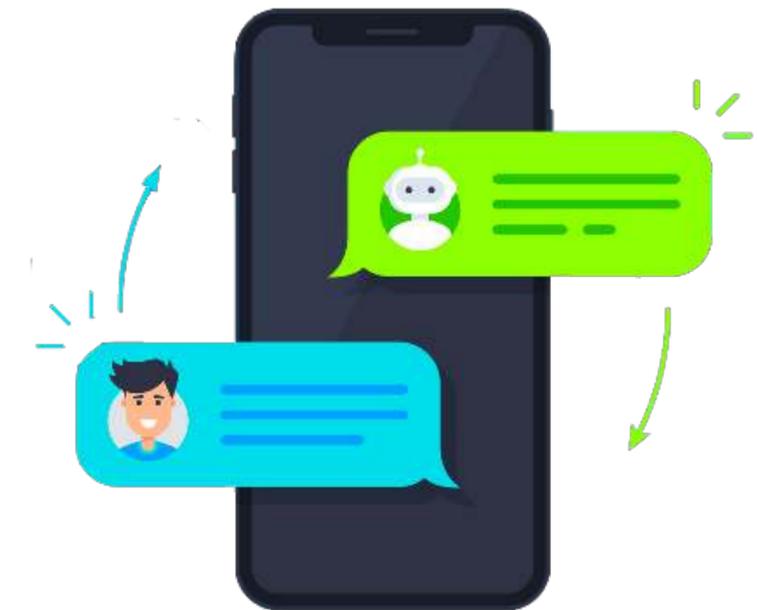


Machine Translation

Google NMT

[Wu et al. 2016]

WMT En→Fr dataset with 36M sentence pairs



Question Answering

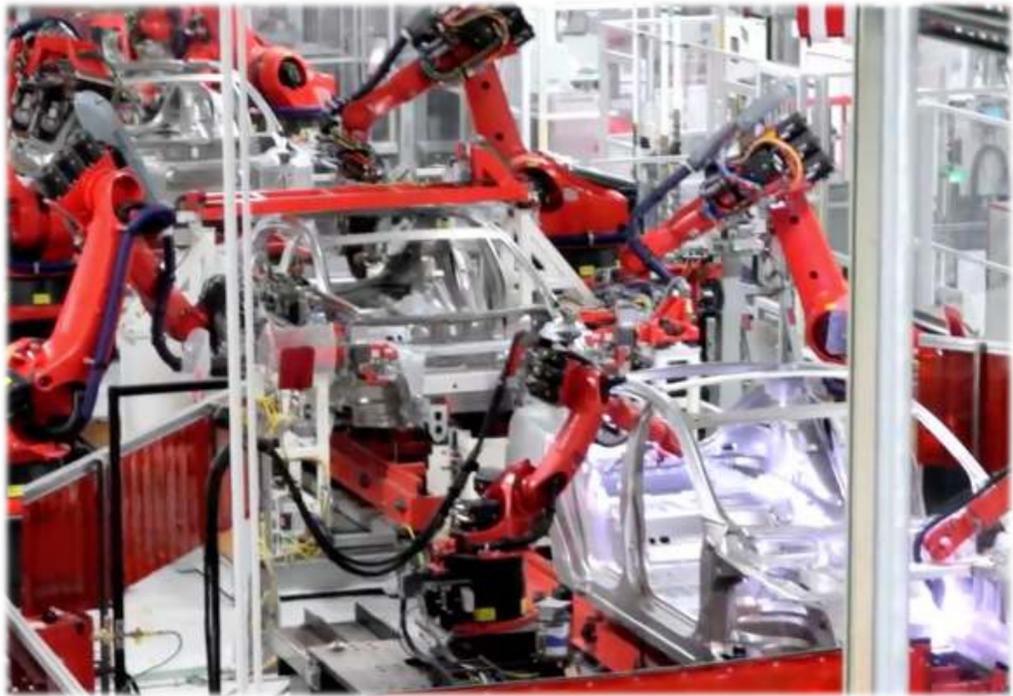
SQuAD QA Dataset

[Rajpurkar et al. 2016]

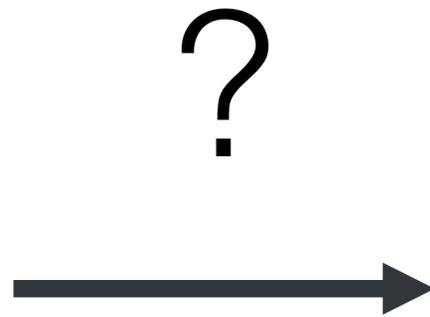
100,000+ questions posed by crowdworkers on a set of Wikipedia articles

The Unsung Hero: Web Data

What's the role of web data in improving robot intelligence?



Traditional form of automation



Intelligent robots in real world

What knowledge do we need for robotics?



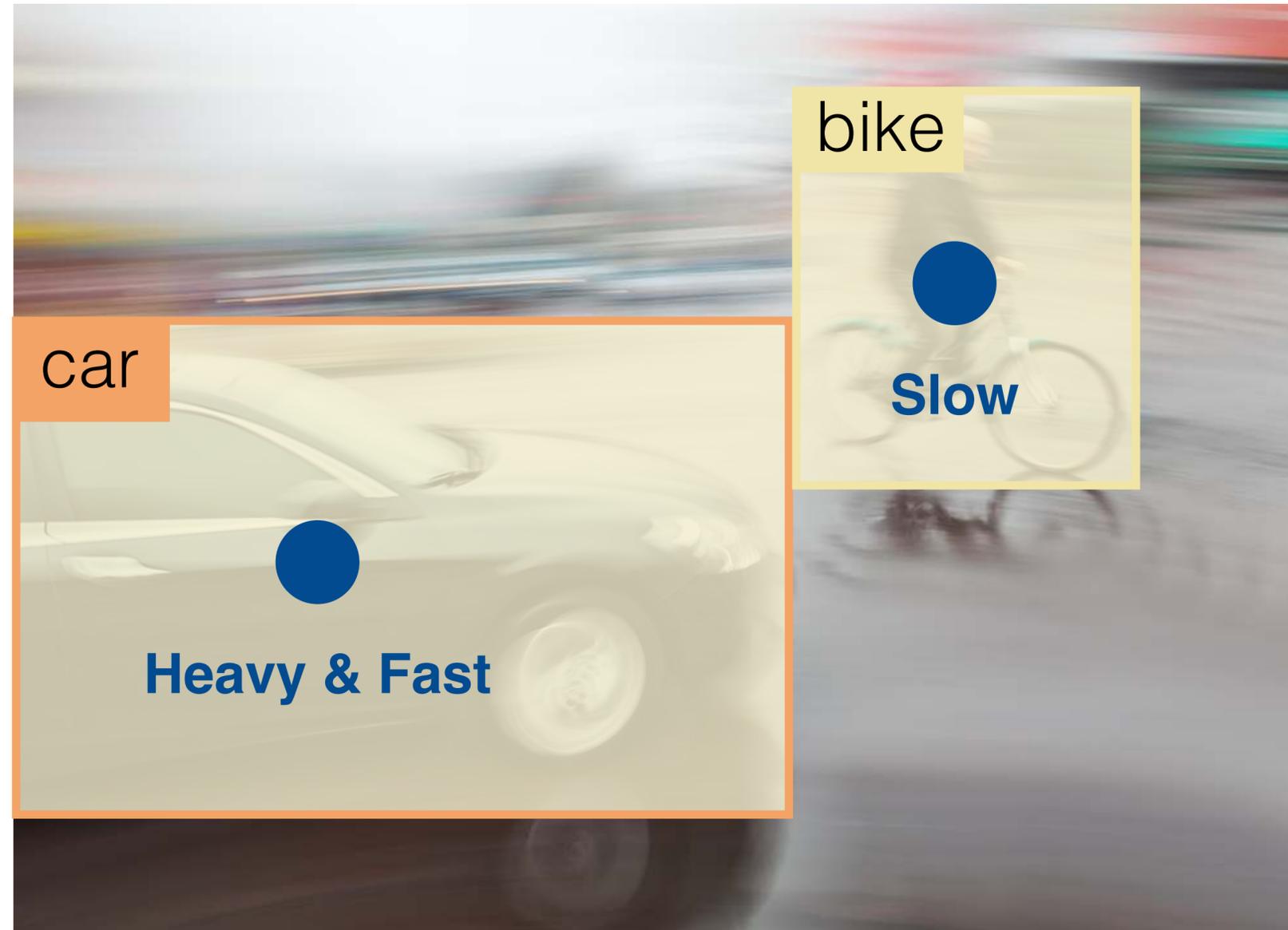
“To accelerate or to brake?”

What knowledge do we need for robotics?

Declarative knowledge

Understanding the world

- ❖ Describes facts of the world
- ❖ Easy to articulate (conscious)



Knowledge of “That-Is”

What knowledge do we need for robotics?

Declarative knowledge

Understanding the world

- ❖ Describes facts of the world
- ❖ Easy to articulate (conscious)



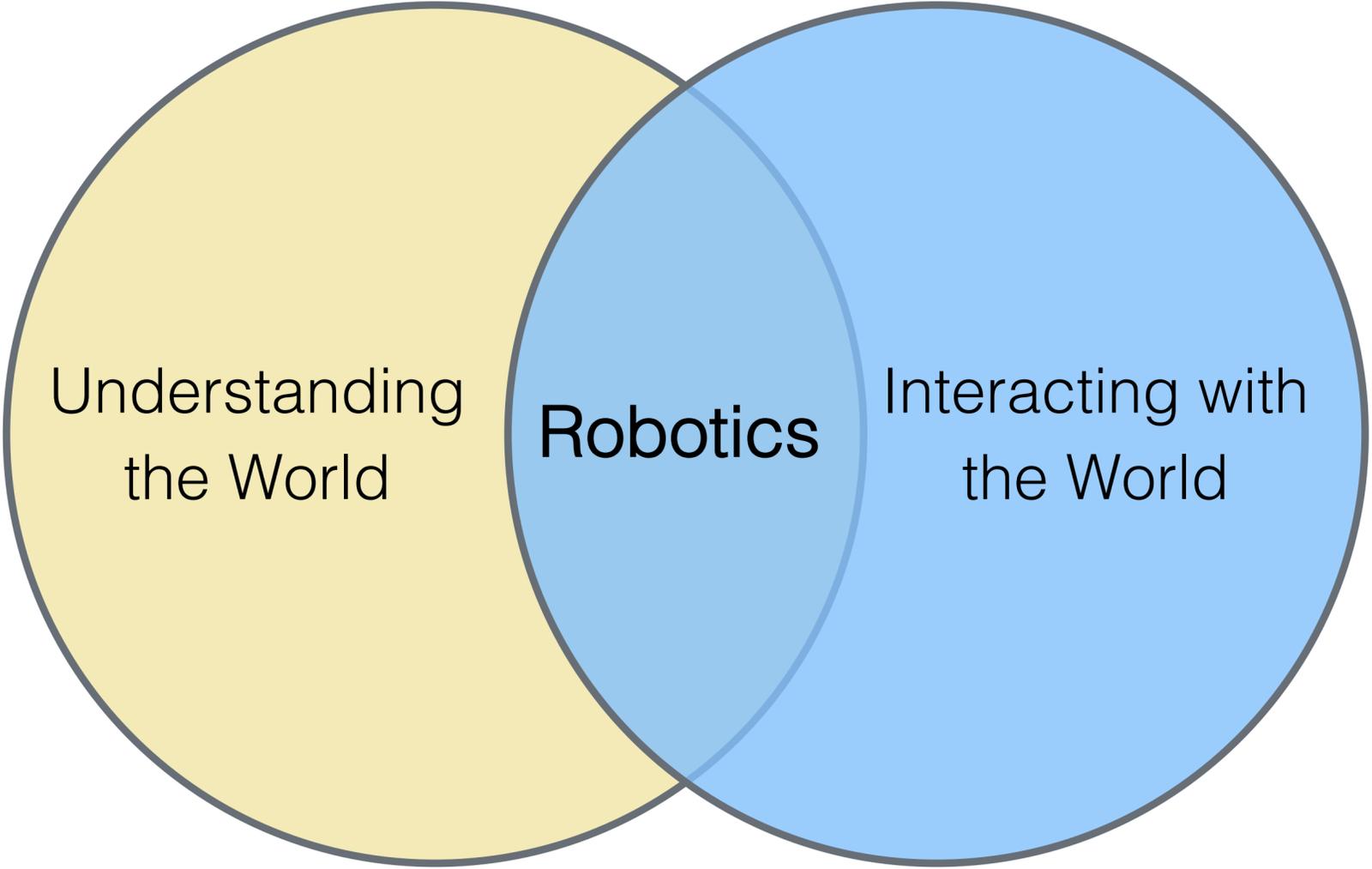
Procedural knowledge

Interacting with the world

- ❖ Describes how to perform tasks
- ❖ Hard to pinpoint (unconscious)

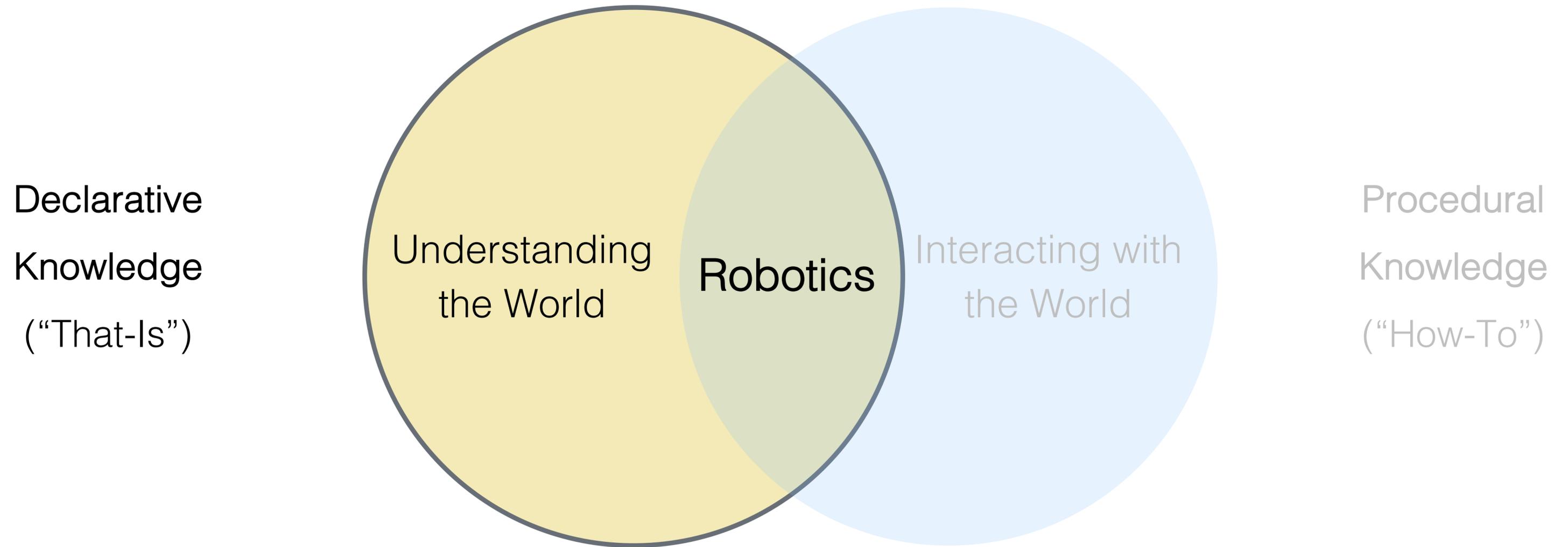
Knowledge of "How-To"

Declarative
Knowledge
("That-Is")



Procedural
Knowledge
("How-To")

Learning Declarative (“That-Is”) Knowledge from the Web



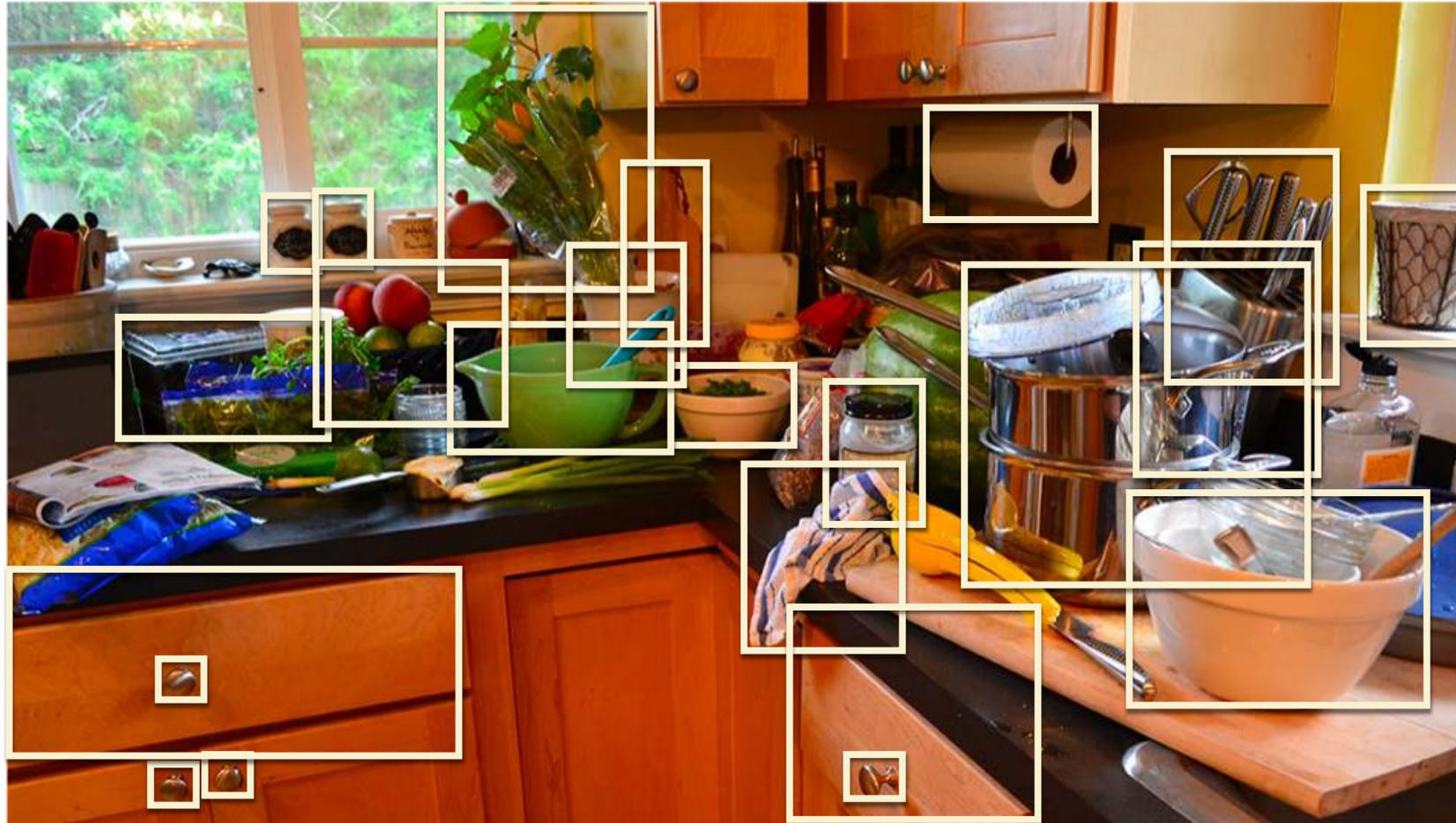
Understanding the world is the cornerstone of interacting with the world.

The Visual Genome Project

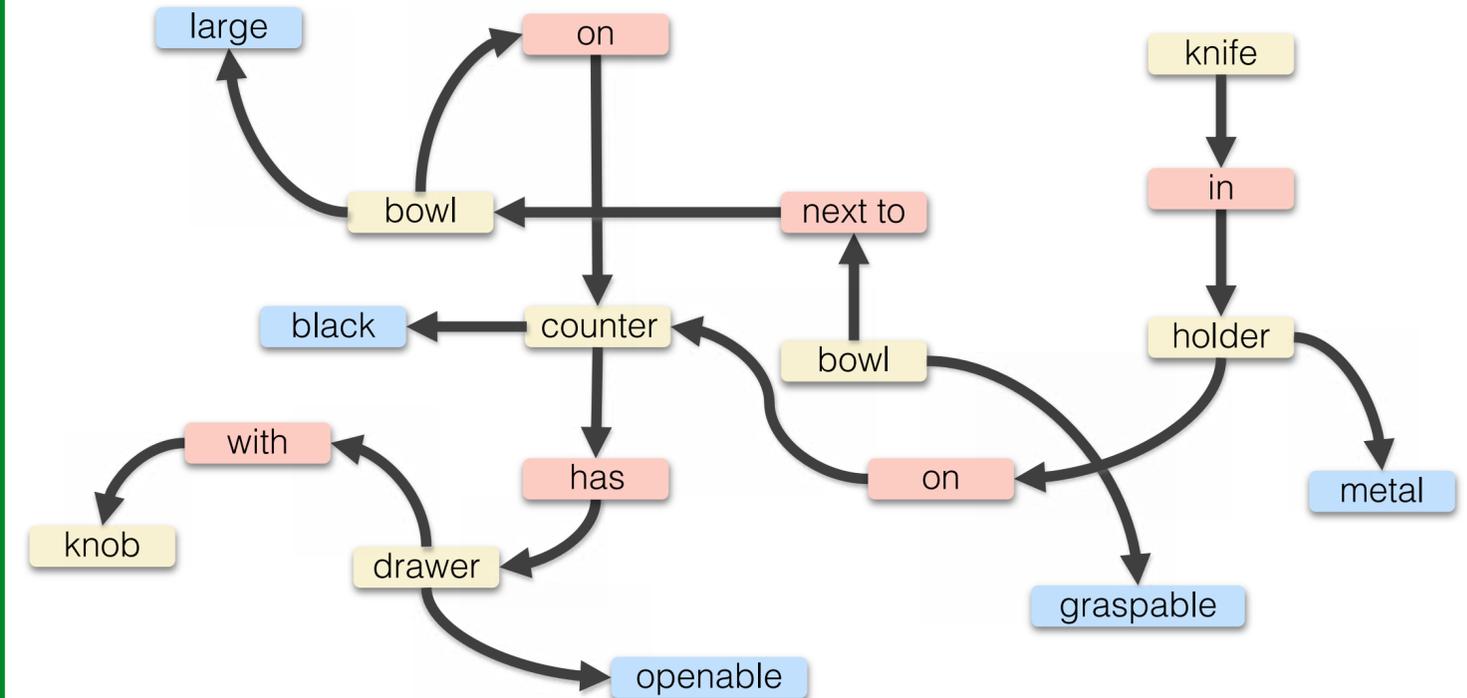
A large-scale visual knowledge base of structured image concepts



Visual Genome



Scene Graph: Objects + Attributes + Relationships



Questions

1. Q: What's the color of the counter? A: Black.
2. Q: How many drawers can you see? A: Two.
3. Q: What's the material of the pots? A: Metal.

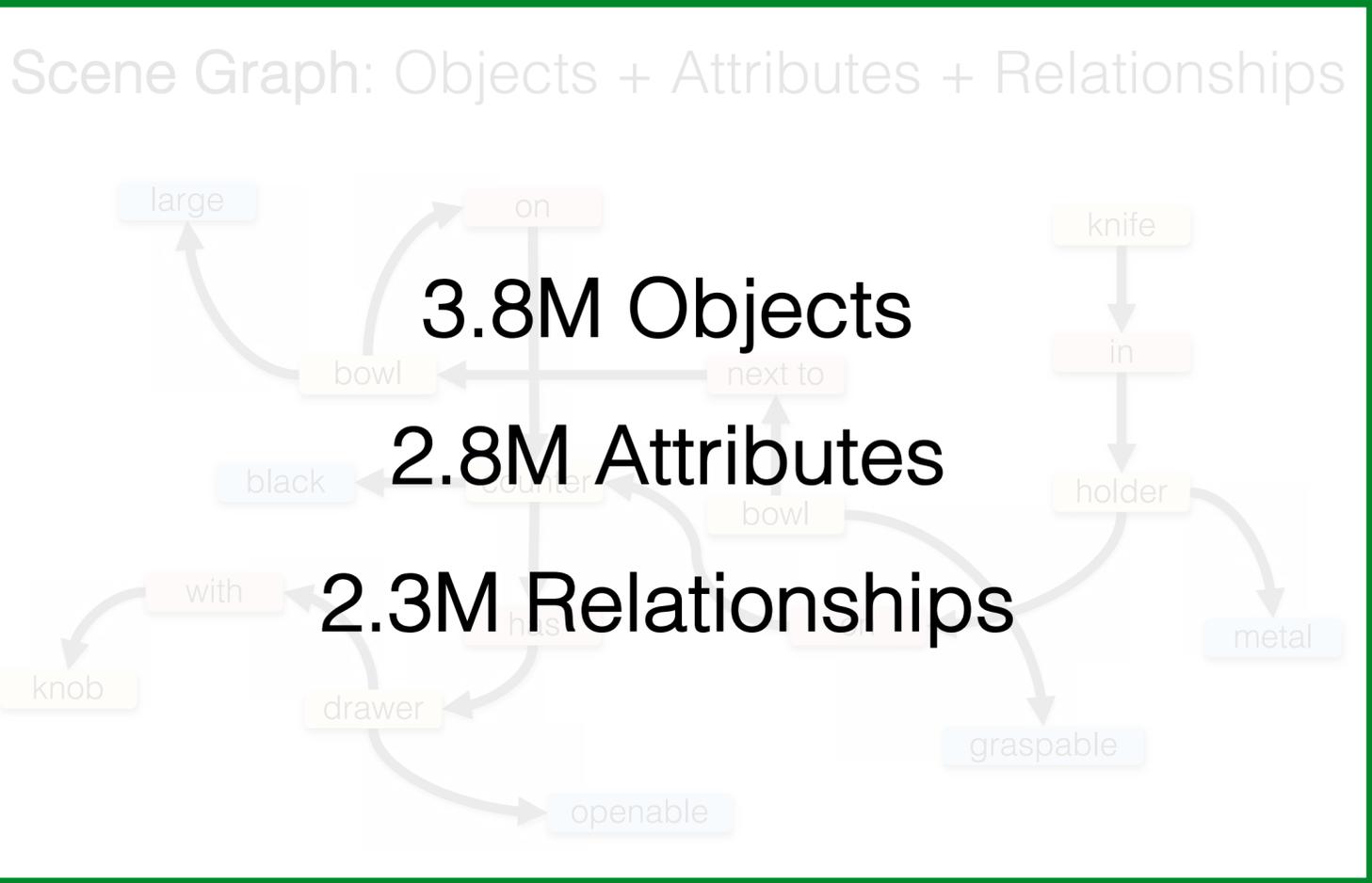
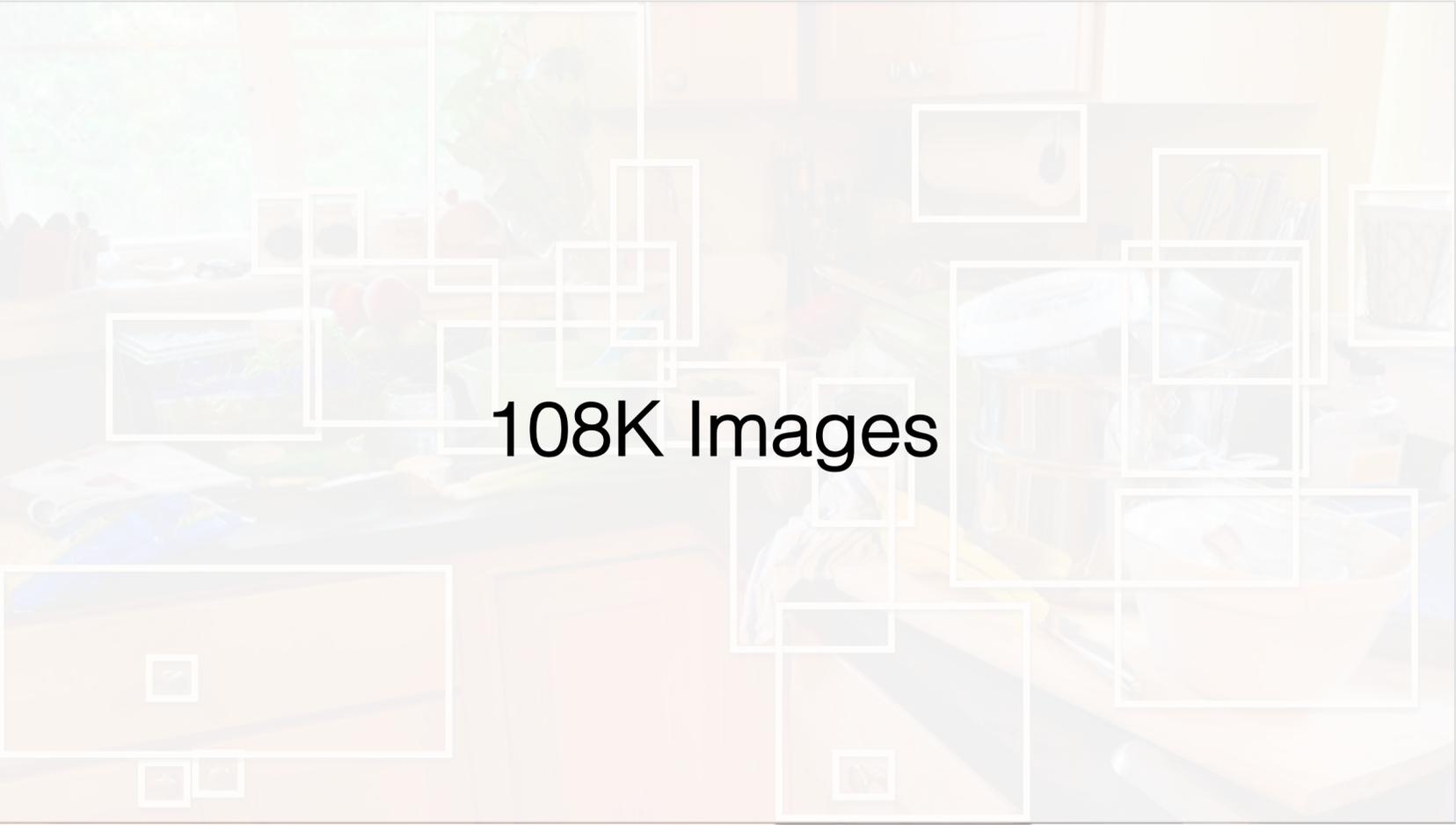
.....

Region Descriptions

1. There a green bowl on the black counter.
2. The cabinet door is closed.
3. Six knives are placed in the knife holder.

.....

Visual Genome



Questions

1. Q: What's the color of the counter? A: Black.
2. Q: How many drawers can you see? A: Two.
3. Q: What's the material of the pots? A: Metal.
.....

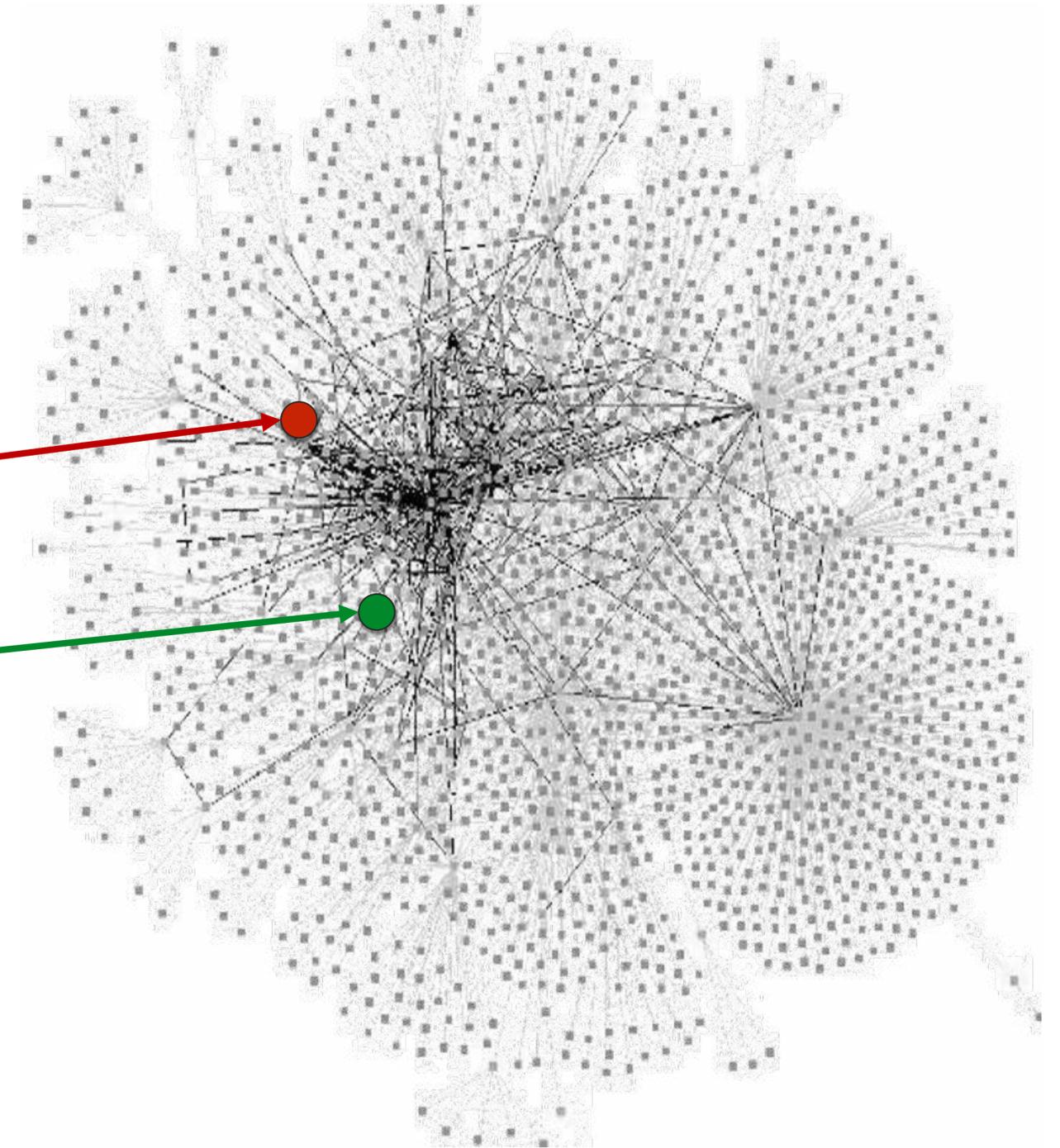
1.7M Questions

Region Descriptions

1. There a green bowl on the black counter.
2. The cabinet holds a bowl.
3. Six knives are placed in the knife holder.
.....

5.4M Region Descriptions

Visual Genome



<https://visualgenome.org>

An ontology of visual concepts

two ceramic jars



knives in a holder



green onions sitting on the counter



wooden drawer is closed



a big white bowl



Q: When was the picture taken?

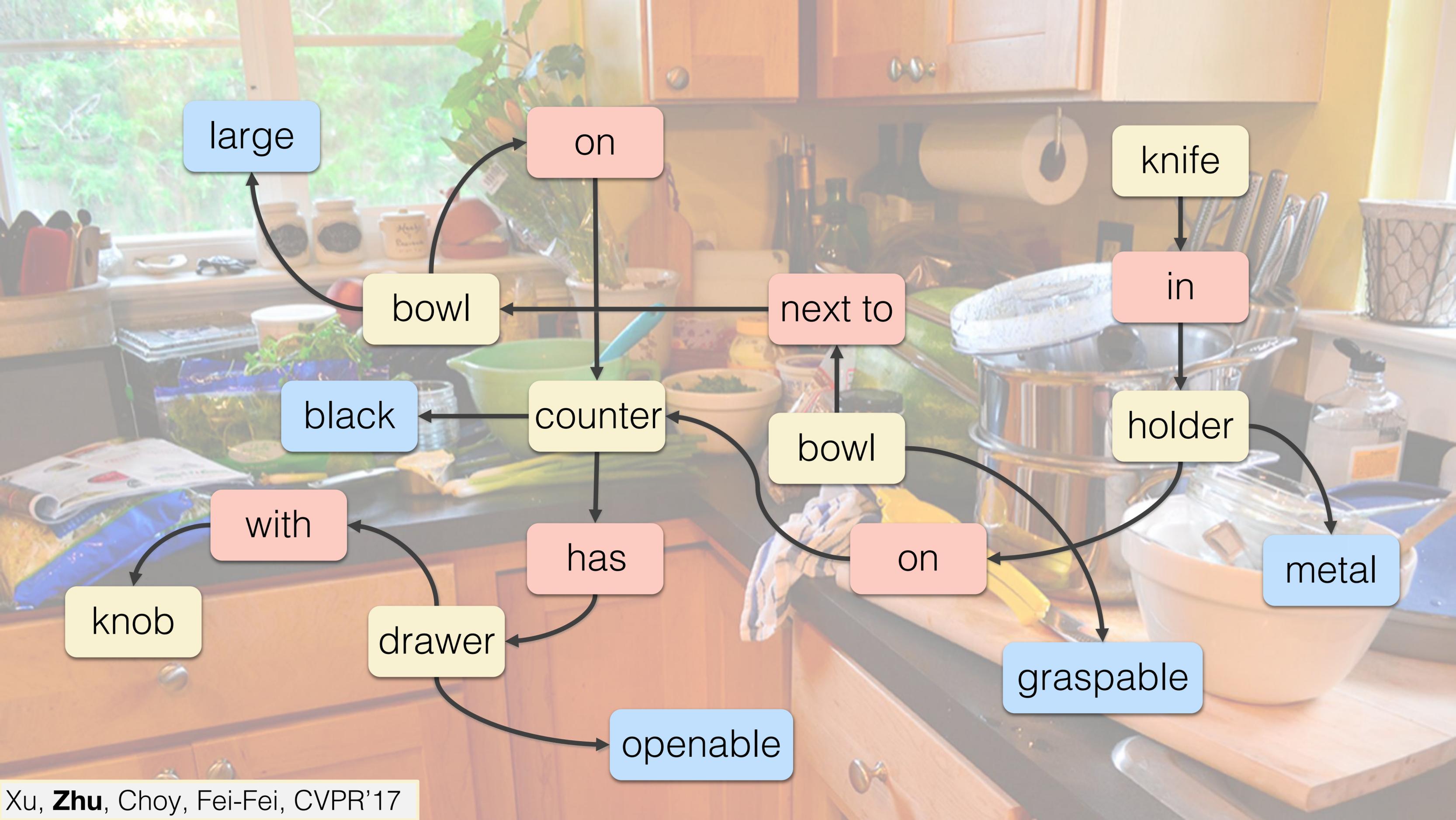
A: In the daytime.

Q: What color is the countertop?

A: Black.

Q: How many drawer knobs can you see?

A: Seven.



large

on

knife

bowl

next to

in

black

counter

bowl

holder

with

has

on

metal

knob

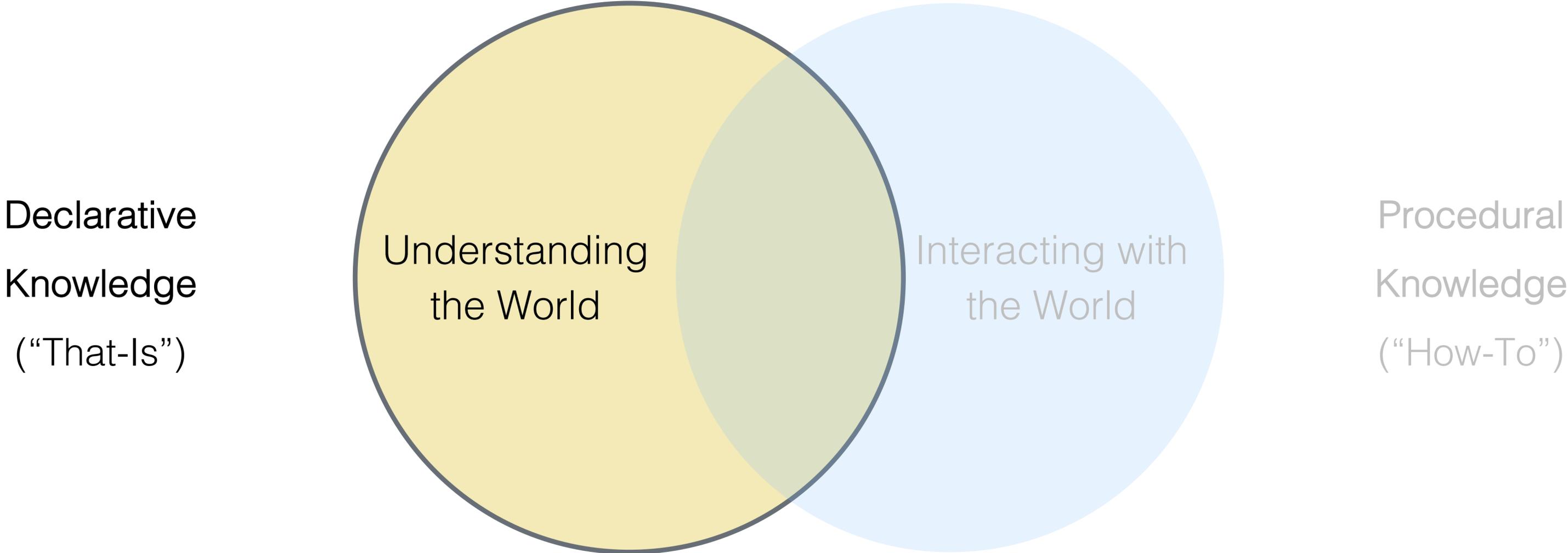
drawer

graspable

openable

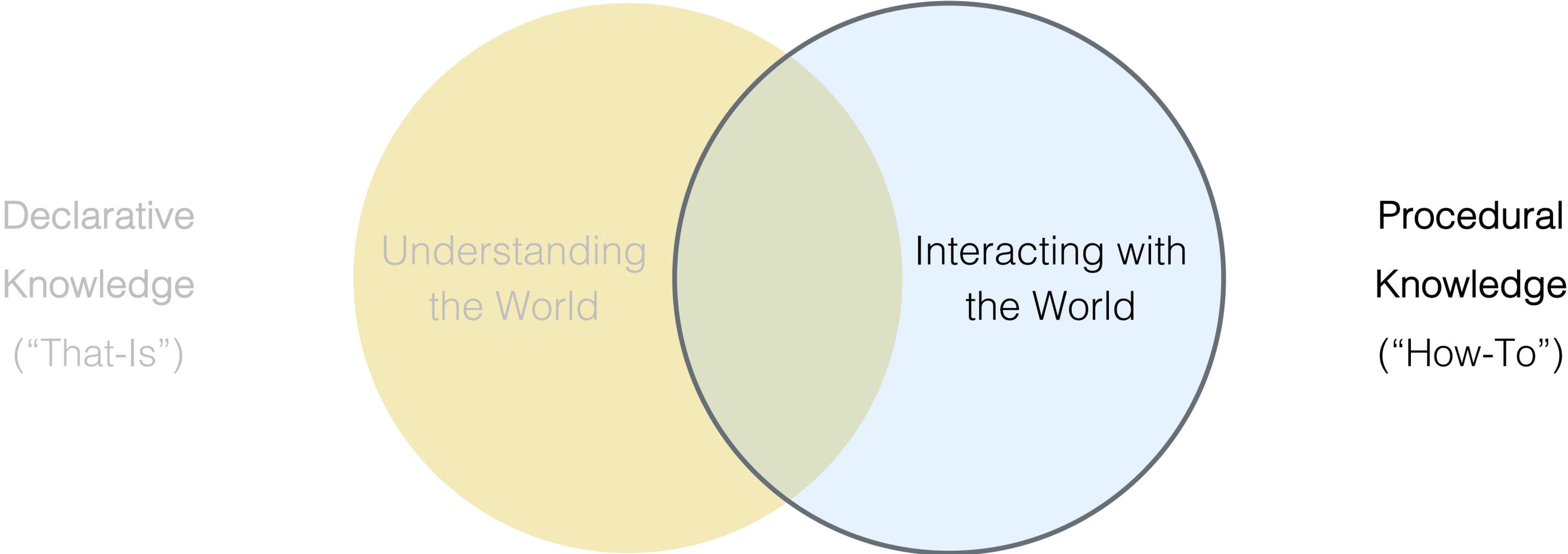
Visual Genome learns Declarative Knowledge from the web.

We built a large-scale visual knowledge base via online crowdsourcing.



Learning **Procedural Knowledge** needs new methodology.

It is **hard to pinpoint** and **difficult to verbally described**.



Learning Procedural (“How-To”) Knowledge from the Web

Three Key Questions

- ❖ What’s a [good representation](#) of procedural knowledge?
- ❖ How do we learn procedural knowledge [from the web](#)?
- ❖ How can [robots](#) take advantage of such knowledge?

Part I: Learning from Video Demonstrations

Part II: Learning from Crowd Teleoperation

Part I: Learning from Video Demonstrations

Part II: Learning from Crowd Teleoperation

Web videos supply massive knowledge of **how to** solve new tasks.

TECH YOUTUBE CULTURE

Half of YouTube viewers use it to learn how to do things they've never done

Some of us are on there just to pass the time, though

By Patricia Hernandez | @xpatriciah | Nov 7, 2018, 12:36pm EST

f t SHARE

how to

- how to make slime
- how to tie a tie
- how to draw
- how to basic
- how to get boogie down dance
- how to cake it
- how to train your dragon 3
- how to get the galaxy skin in fortnite
- how to make slime without glue
- how to solve a rubik's cube

Report search predictions

NOVEMBER 7, 2018

f t in

Many Turn to YouTube for Children's Content, News, How-To Lessons

An analysis of videos suggested by the site's recommendation engine finds that users are directed toward progressively longer and more popular content

BY AARON SMITH, SKYE TOOR AND PATRICK VAN KESSEL



(MaaHoo Studio/Getty Images)

Humans learn efficiently from **video demonstrations**.

Imitation of Televised Models by Infants

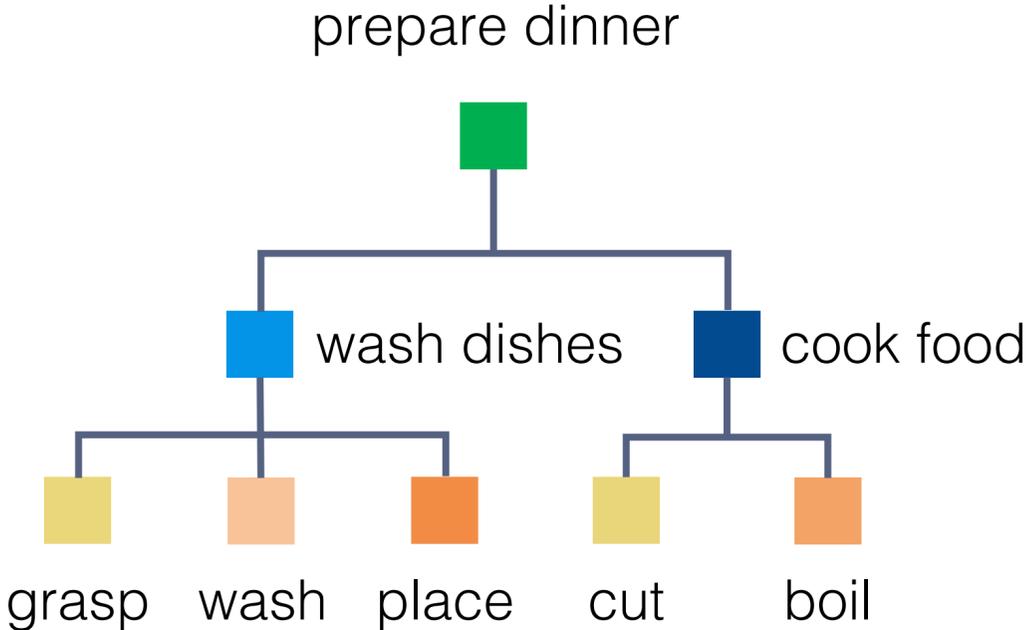
Andrew N. Meltzoff, *Child Development* 1988

Babies (14-24 months) can learn by imitating demonstrations from the TV screen.



Our Goal: Learning **procedural knowledge** as **compositional task structures** from **video demonstrations** of a task

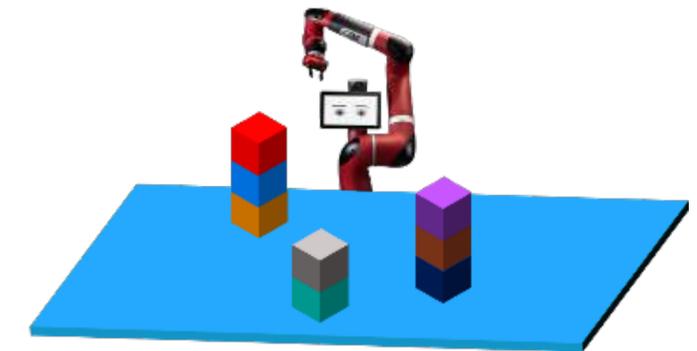
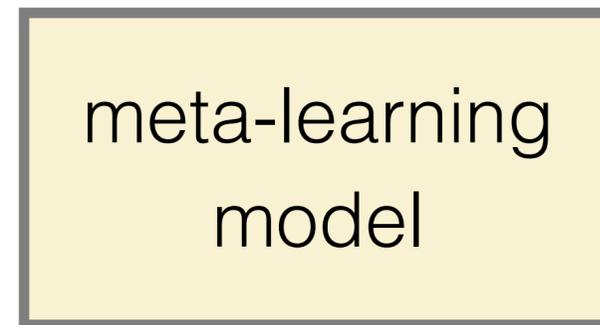
prepare dinner



One-Shot Imitation Learning from Videos

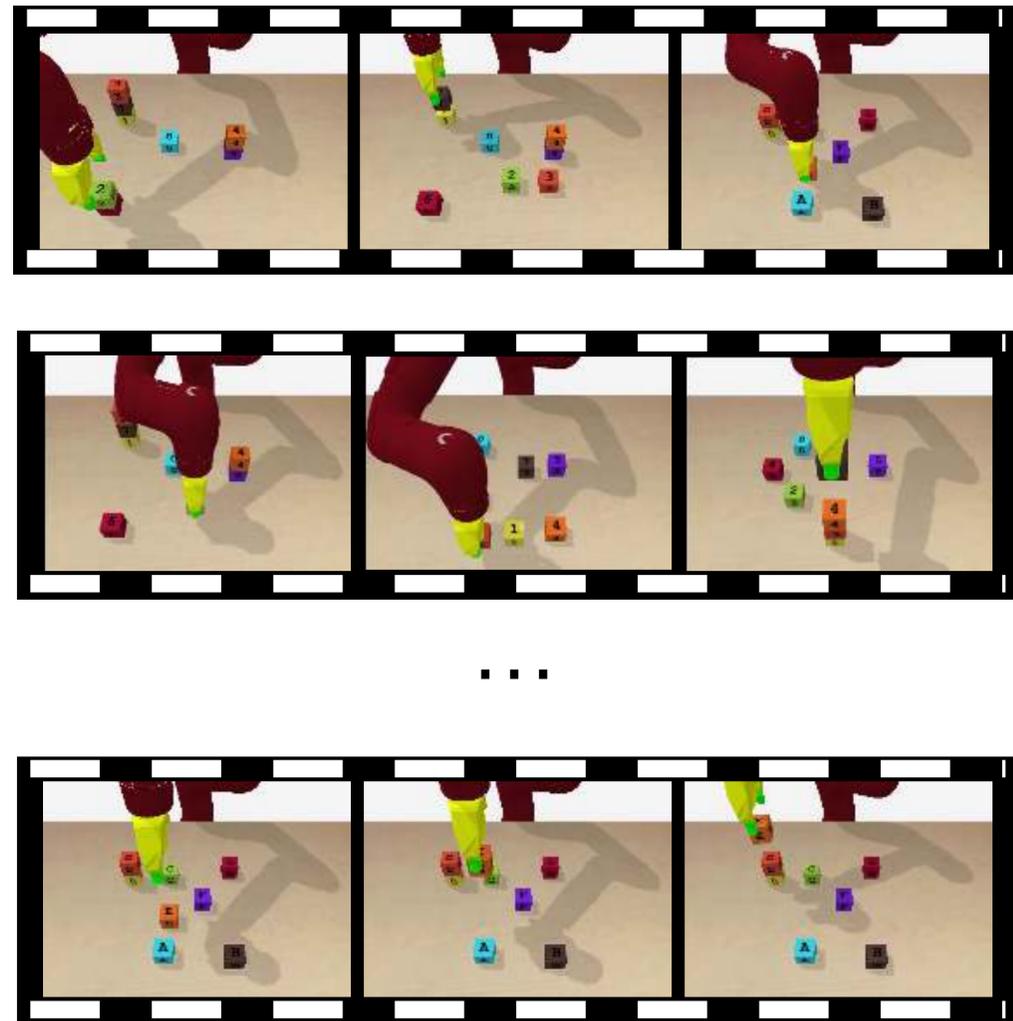


single video demonstration

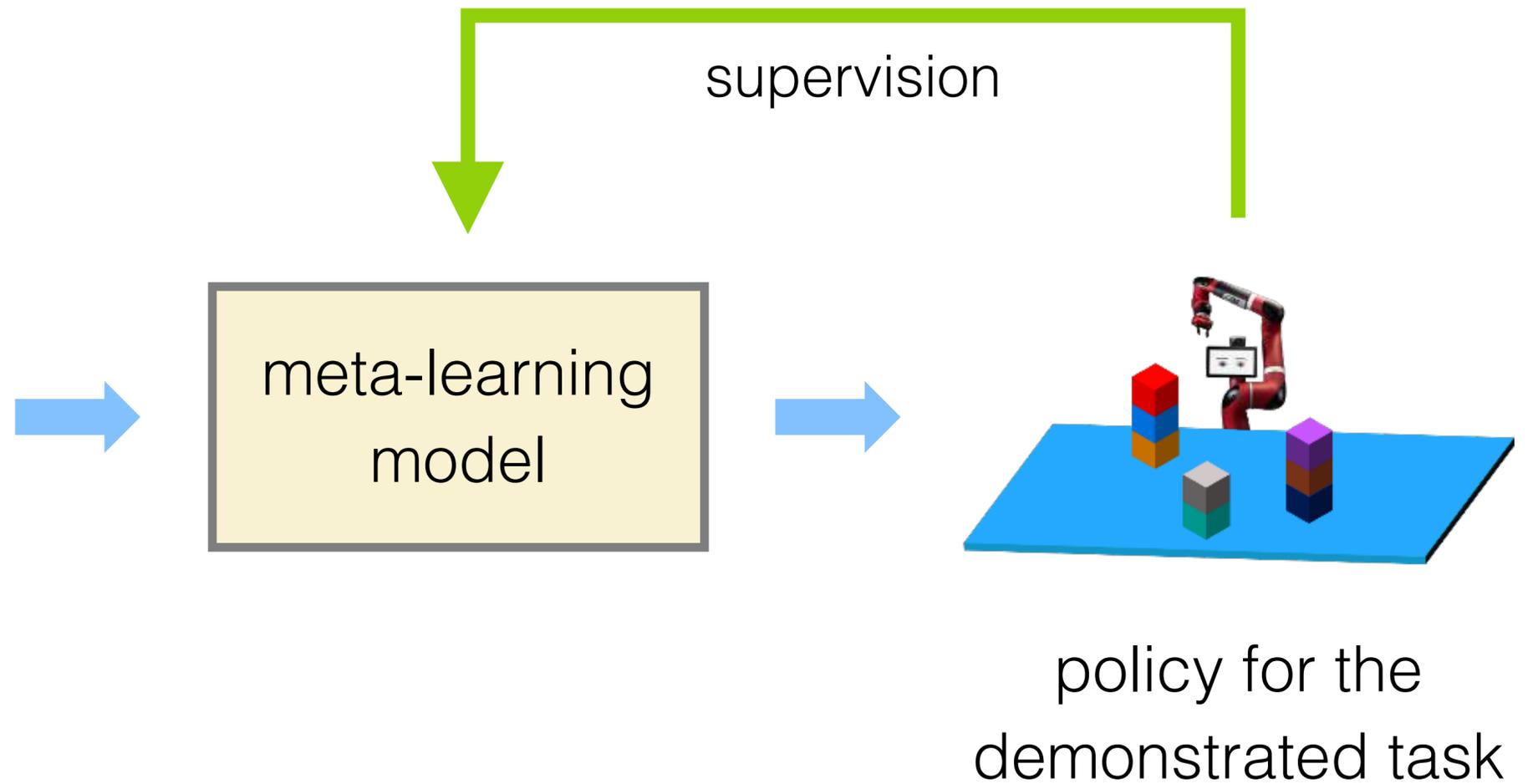


policy for the demonstrated task

One-Shot Imitation Learning from Videos



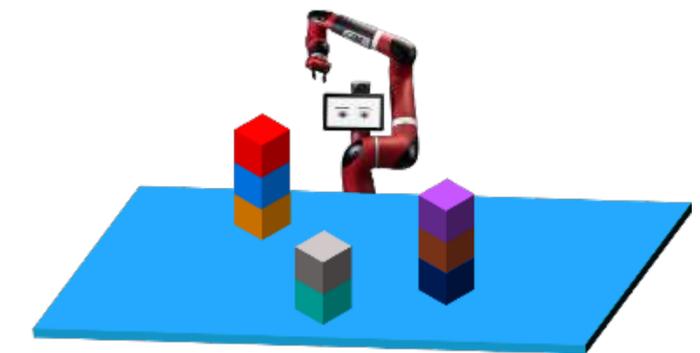
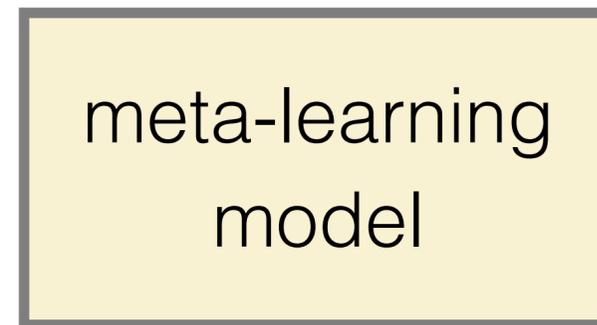
a lot of training videos
(seen tasks)



One-Shot Imitation Learning from Videos

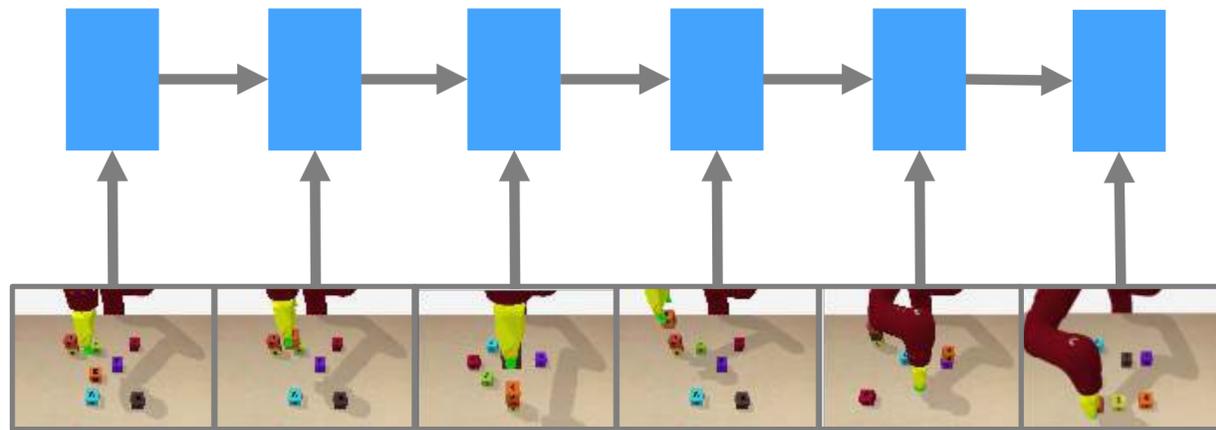


single test video
(unseen task)



policy for the
demonstrated task

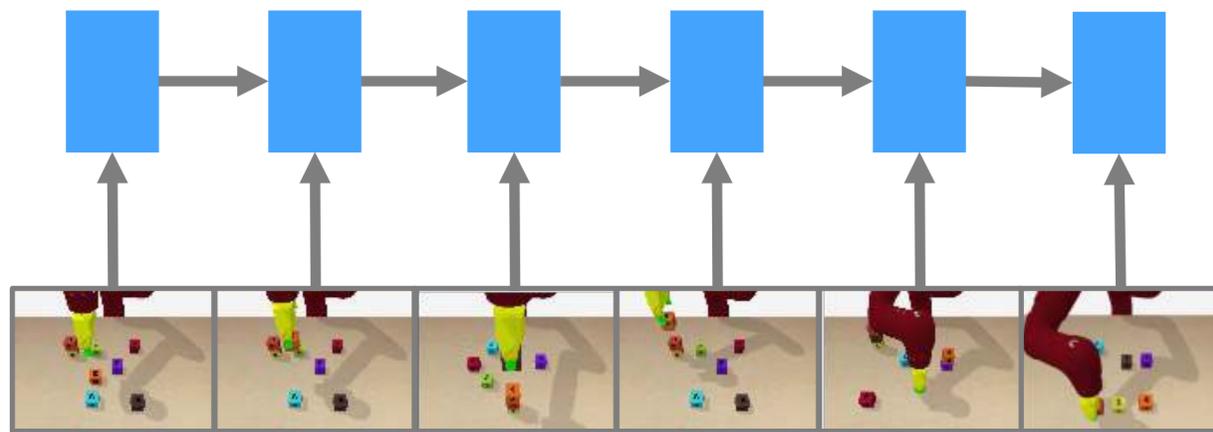
One-Shot Imitation Learning from Videos



[Duan et al. 17; Finn et al. 2017; Wang et al. 2017; Yu et al. 2018]

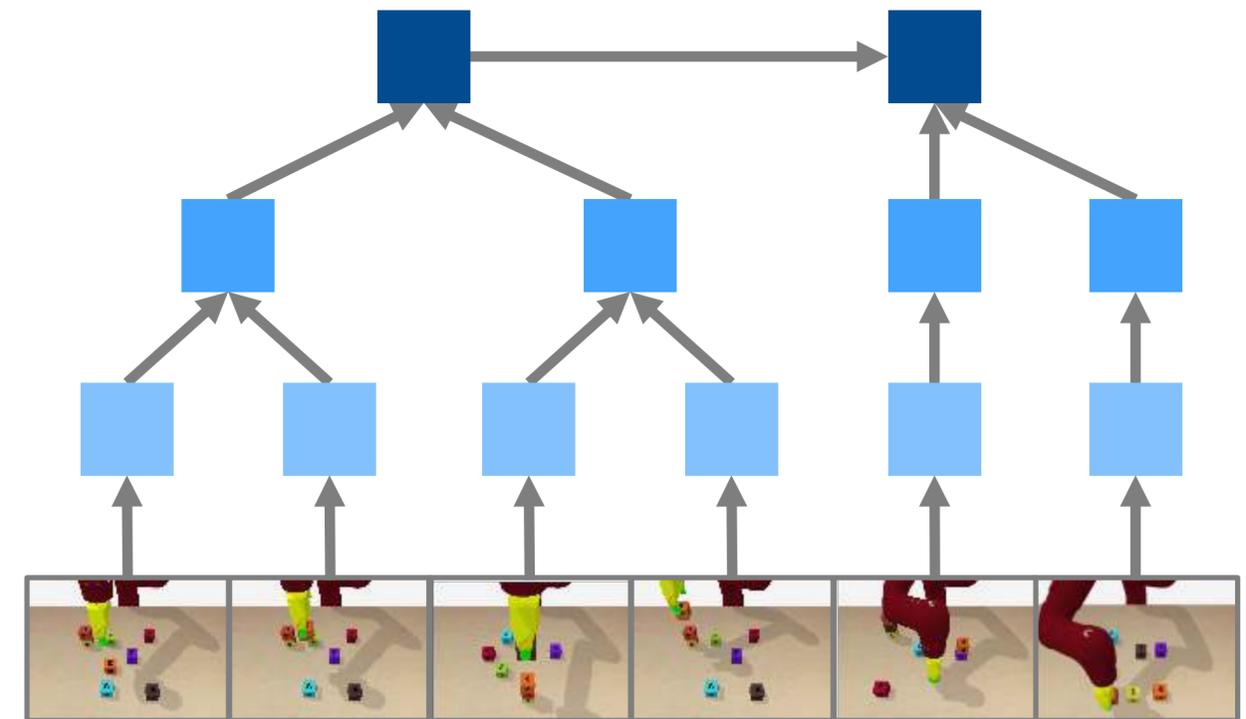
modeling demonstration
as a **flat sequence**

One-Shot Imitation Learning from Videos



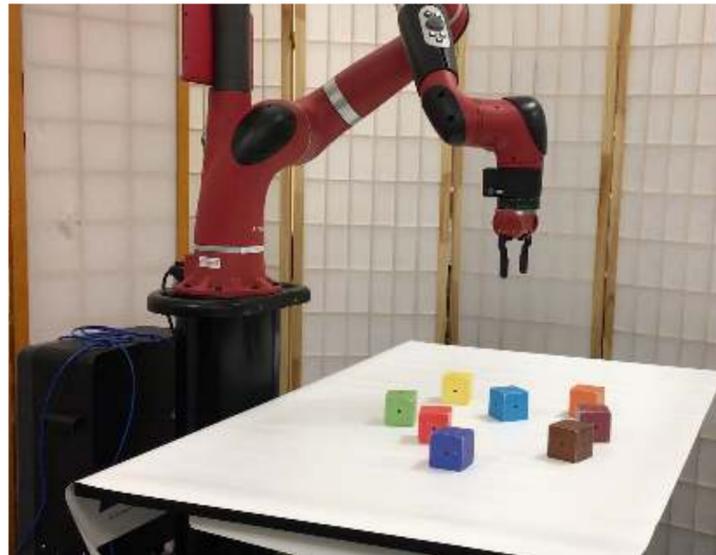
[Duan et al. 17; Finn et al. 2017; Wang et al. 2017; Yu et al. 2018]

modeling demonstration
as a **flat sequence**

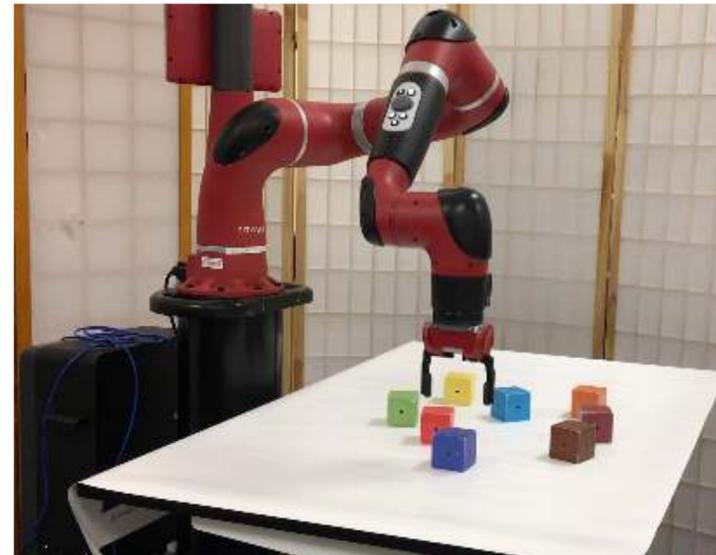


modeling demonstration
as a **compositional structure**

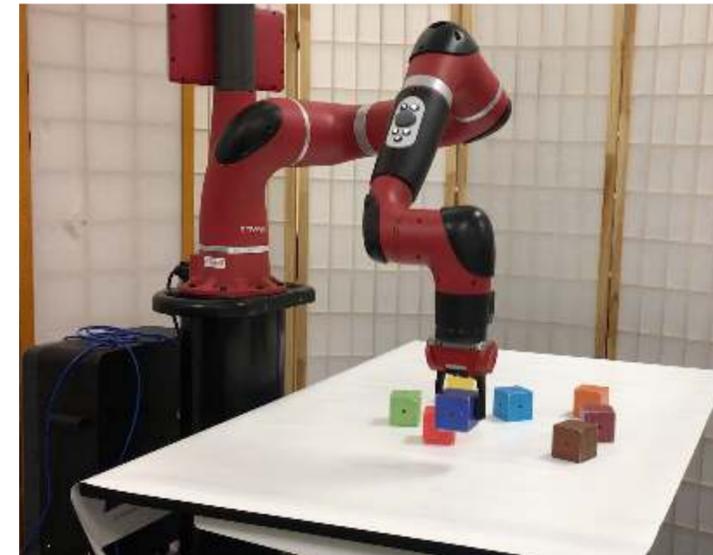
Neural Task Programming (NTP): Hierarchical Policy Learning as Neural Program Induction



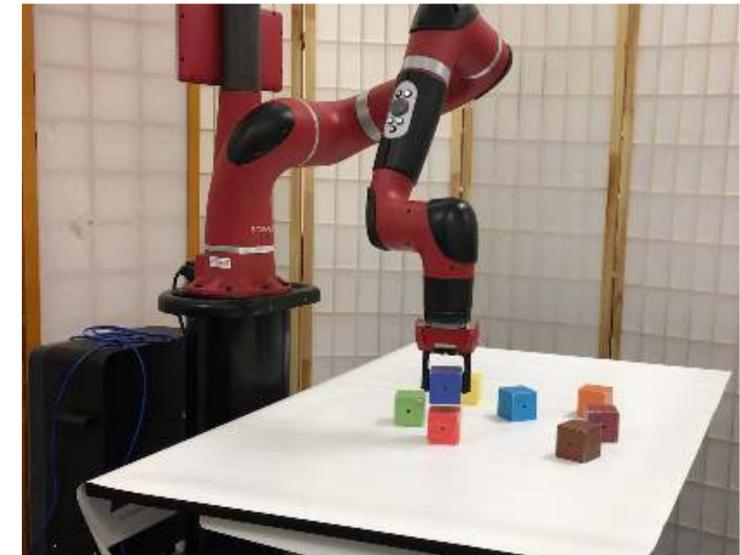
Move_to (Blue)



Grip (Blue)

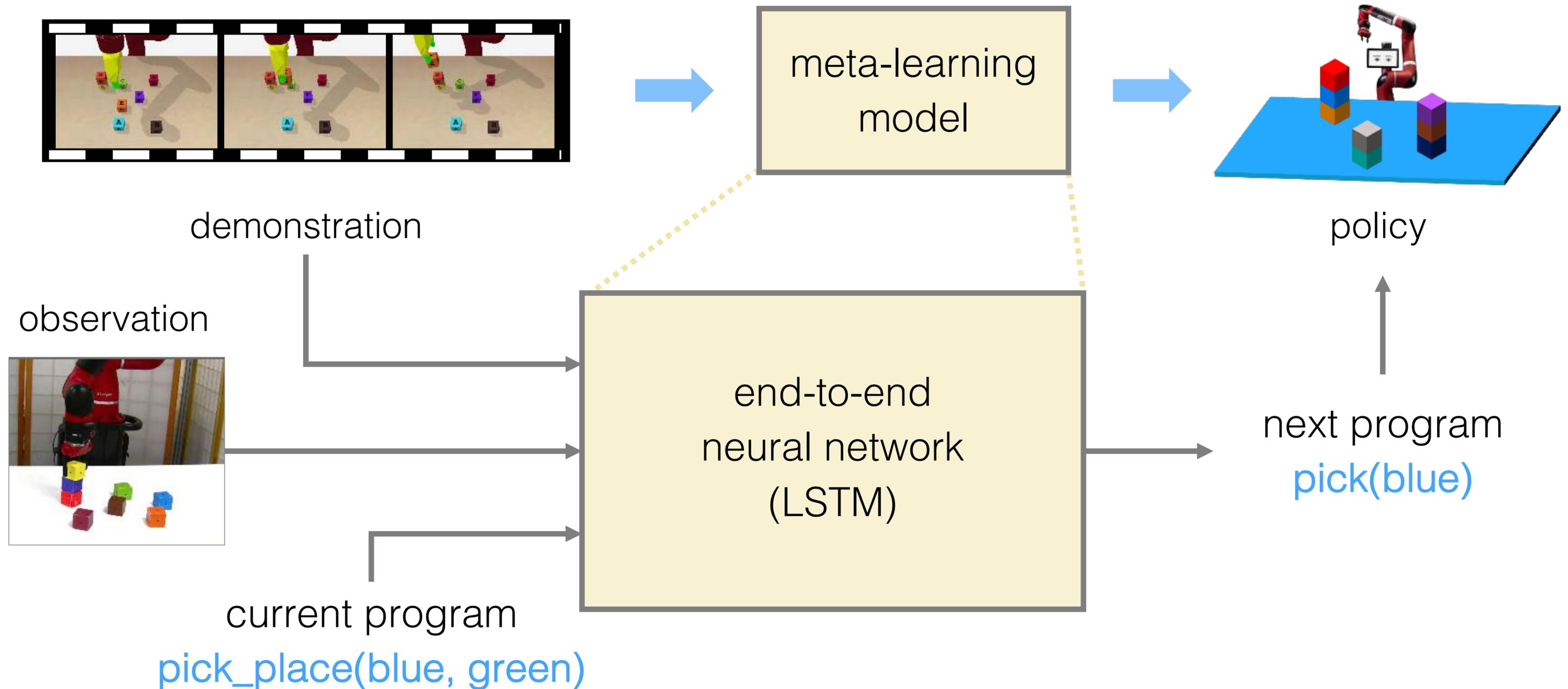


Move_to (Red)

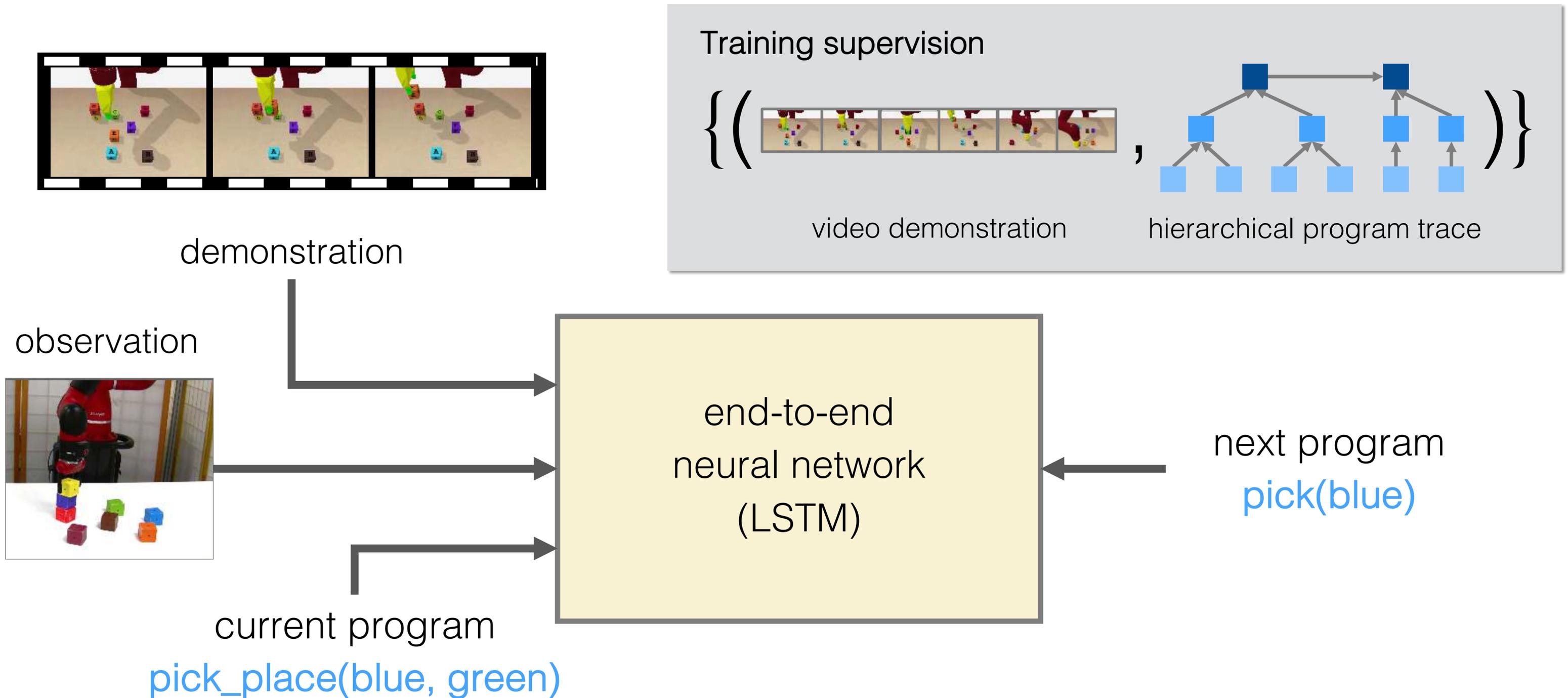


Release()

One-Shot Imitation Learning from Videos: Neural Task Programming (NTP)



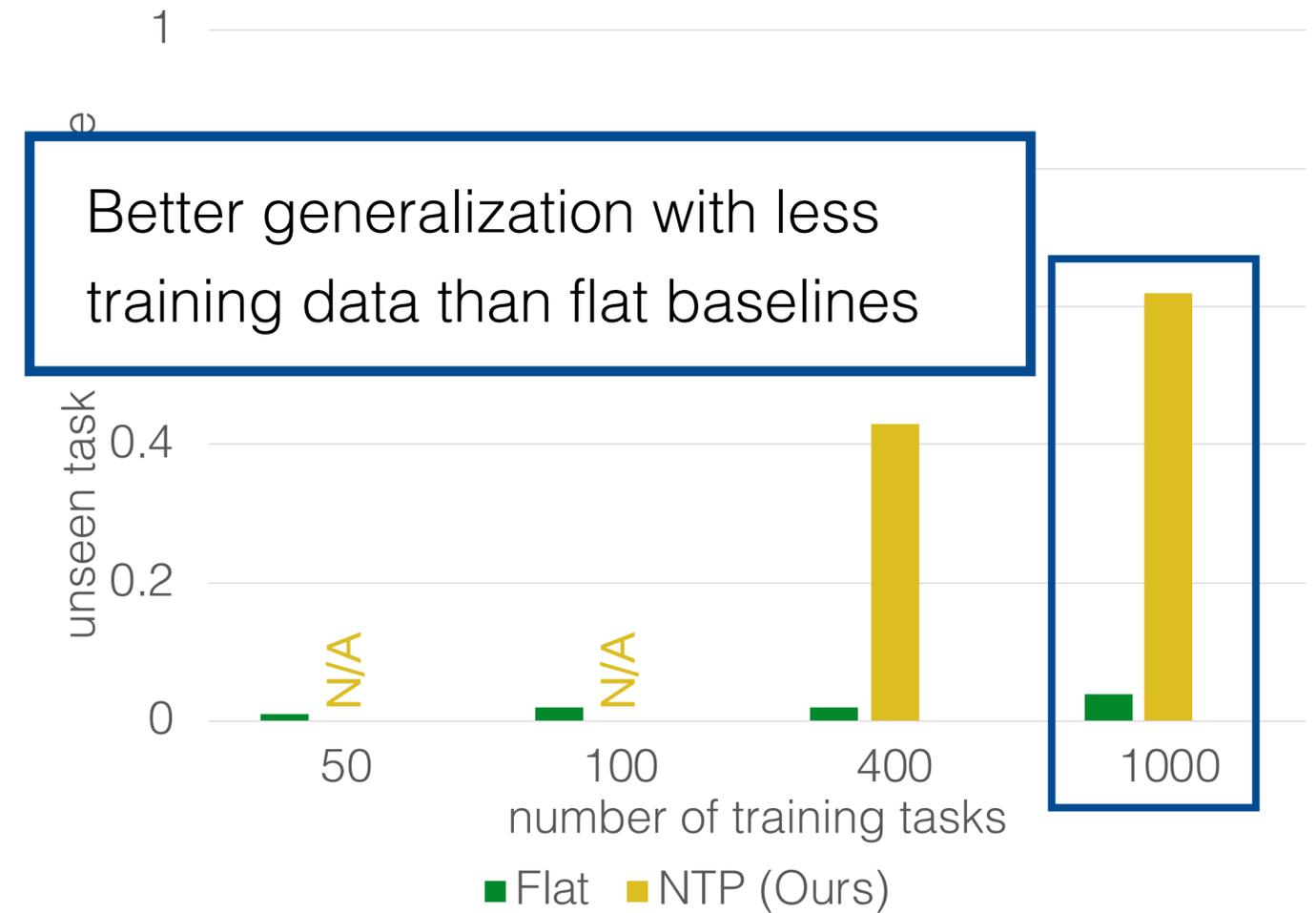
One-Shot Imitation Learning from Videos: Neural Task Programming (NTP)



One-Shot Imitation Learning from Videos: Neural Task Programming (NTP)

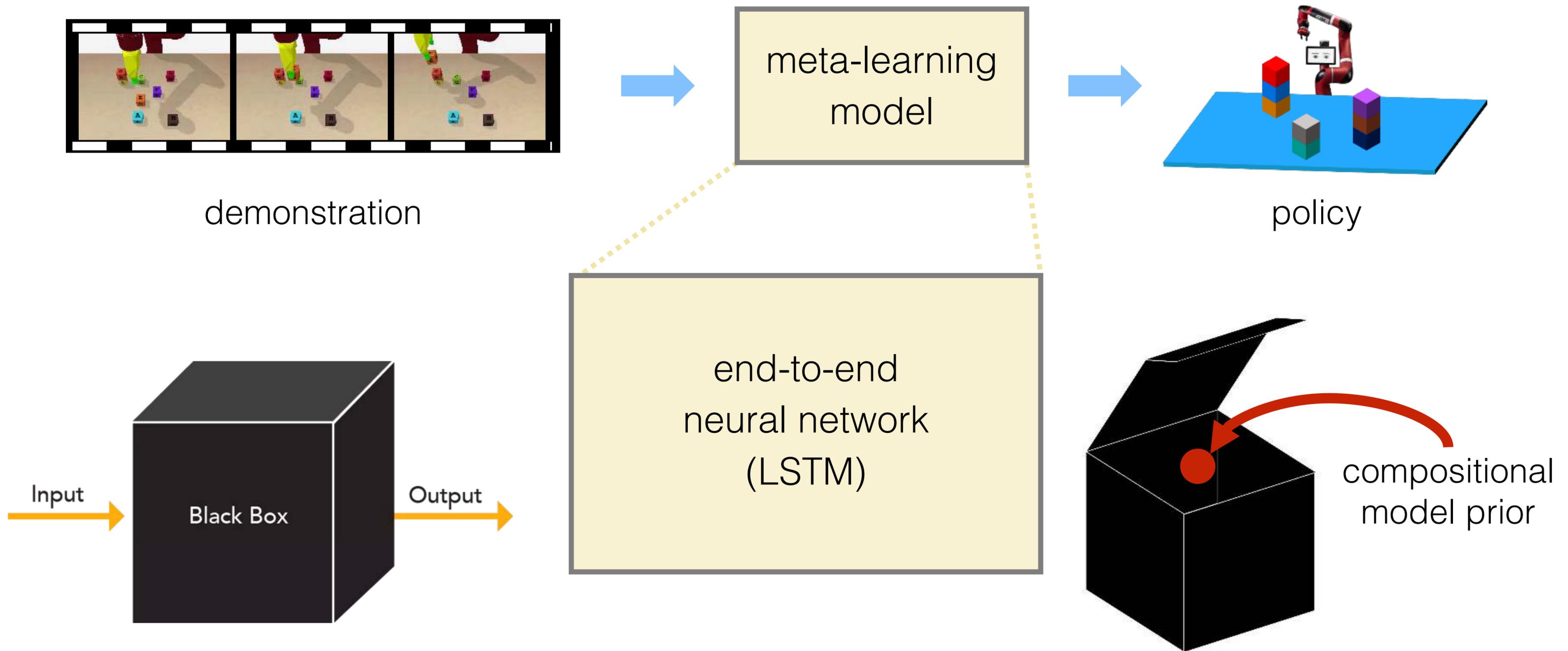


Qualitative

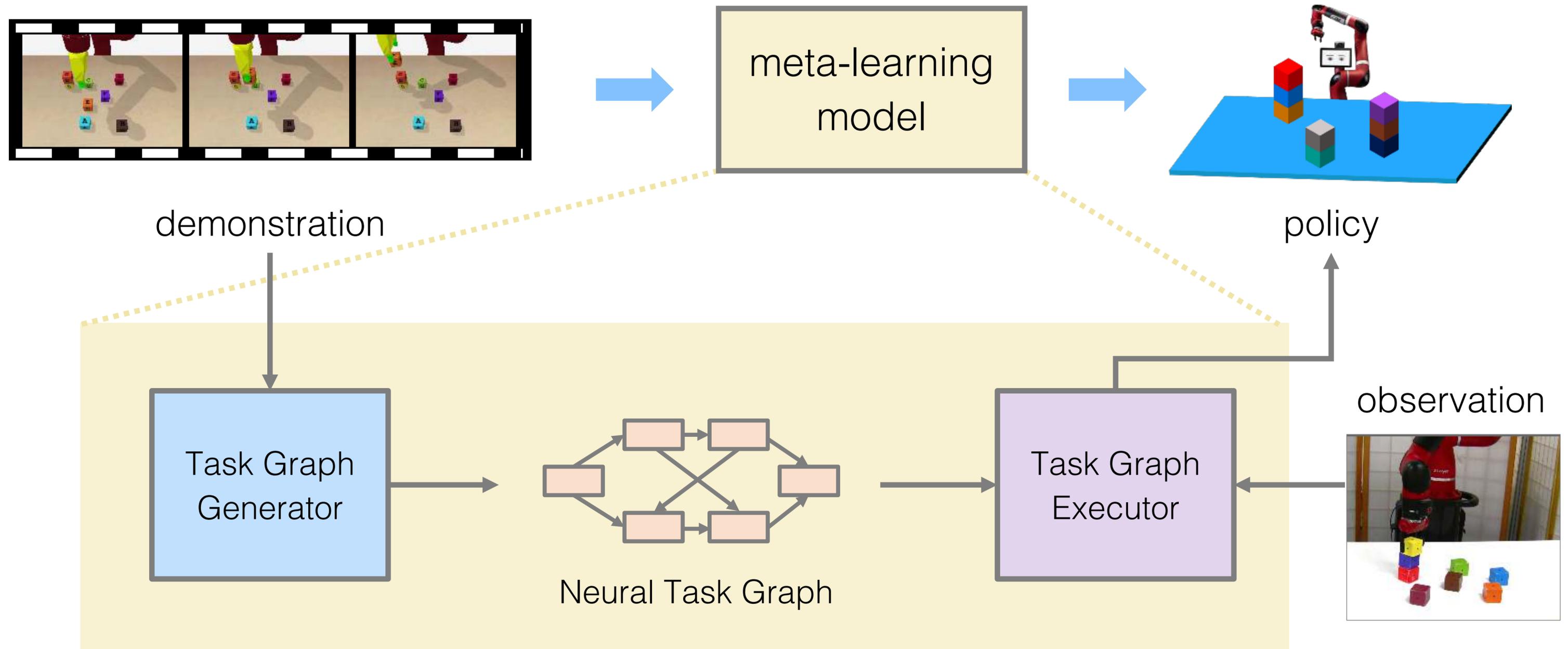


Quantitative
(the higher the better)

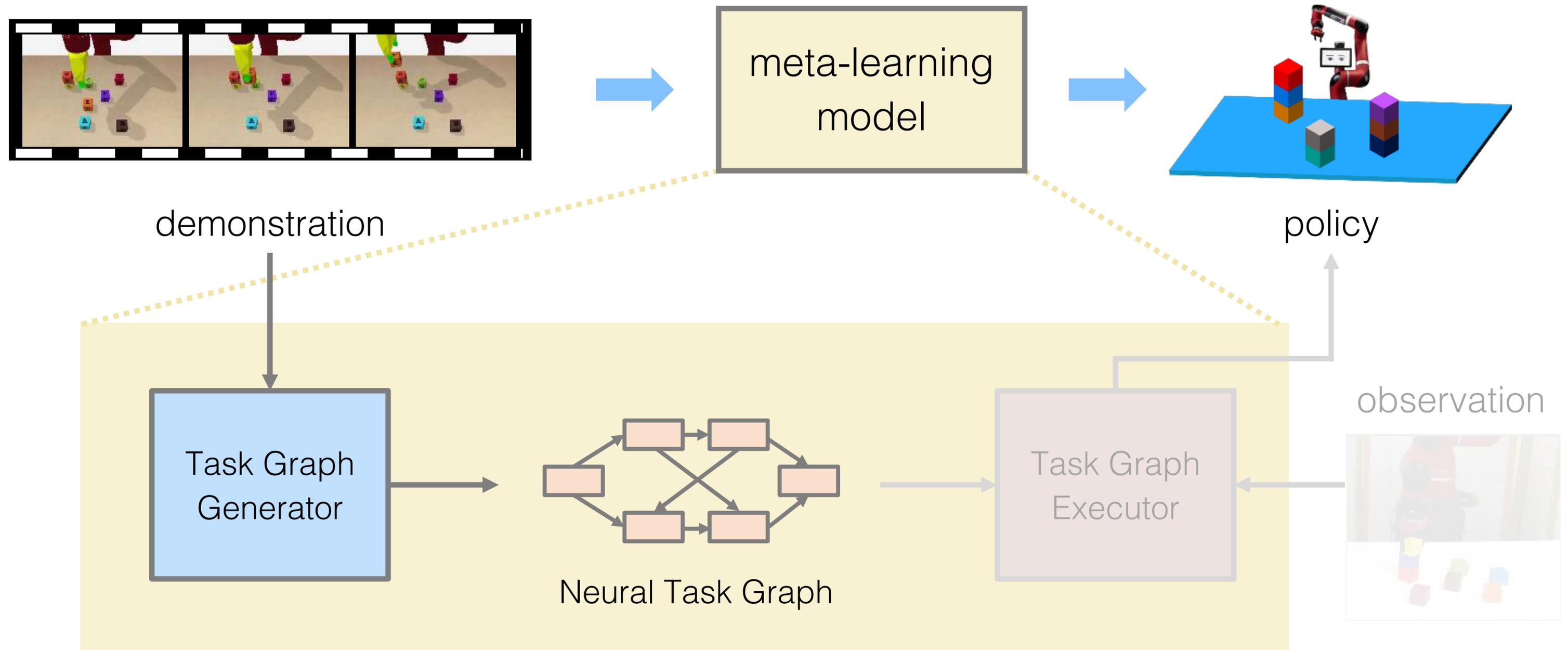
One-Shot Imitation Learning from Videos: **Neural Task Programming (NTP)**



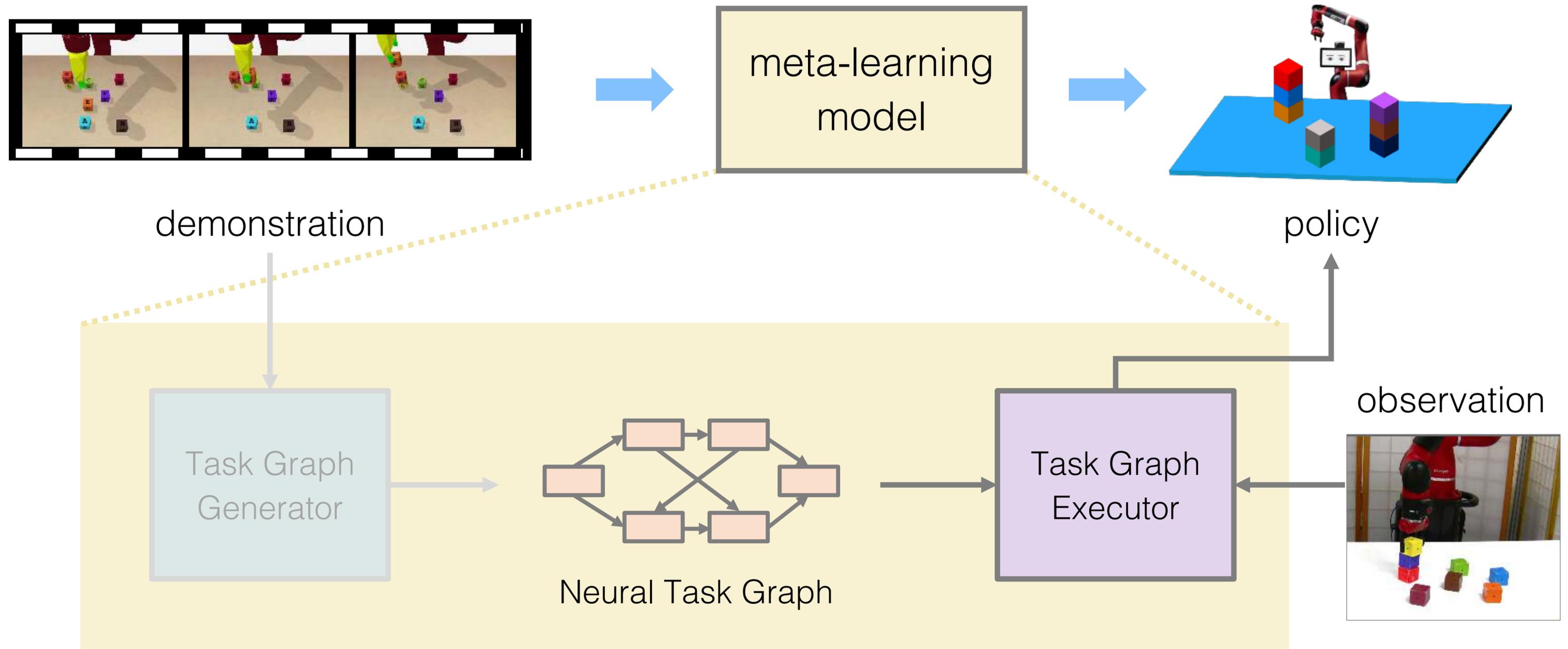
One-Shot Imitation Learning from Videos: Neural Task Graphs (NTG)



One-Shot Imitation Learning from Videos: Neural Task Graphs (NTG)

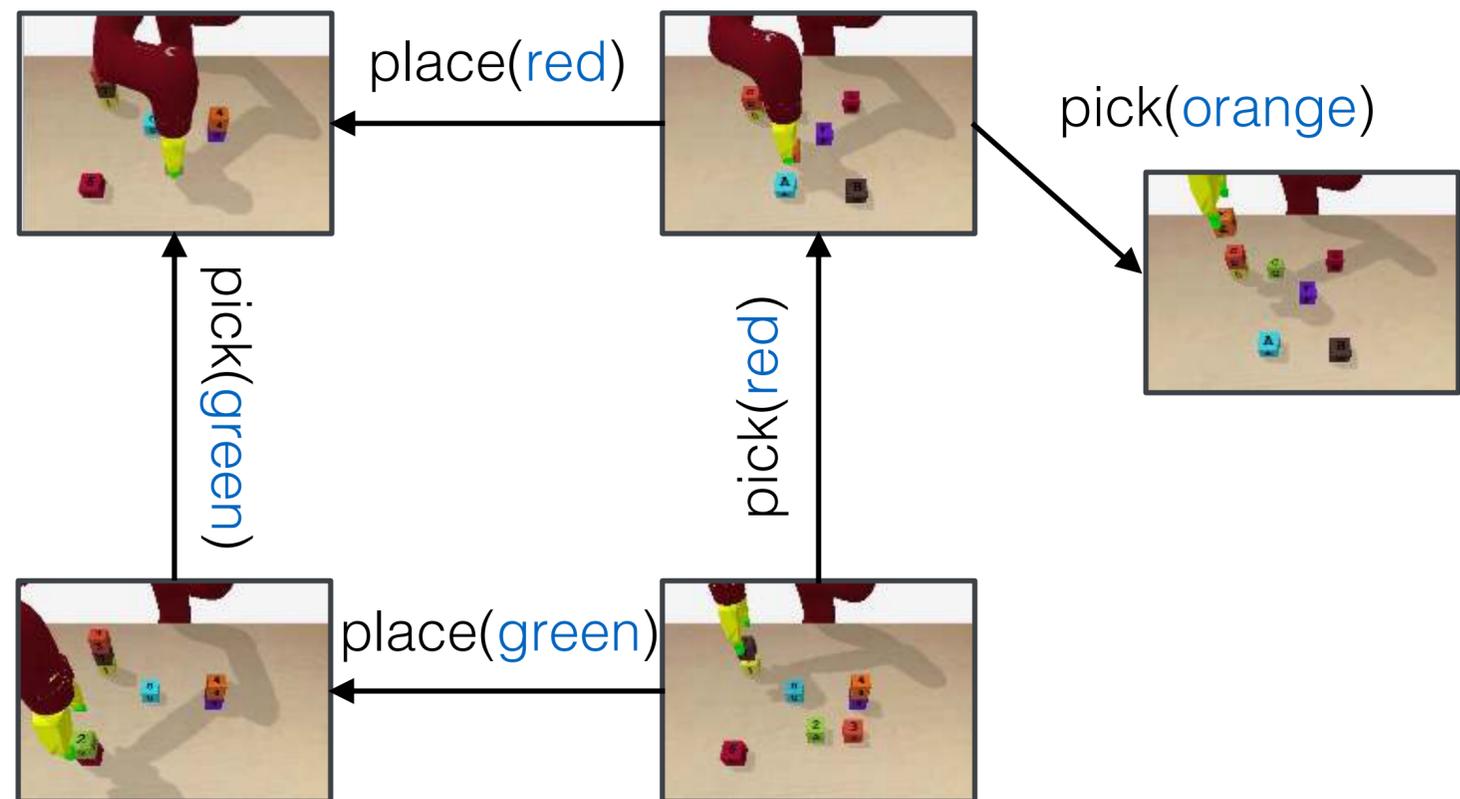


One-Shot Imitation Learning from Videos: Neural Task Graphs (NTG)



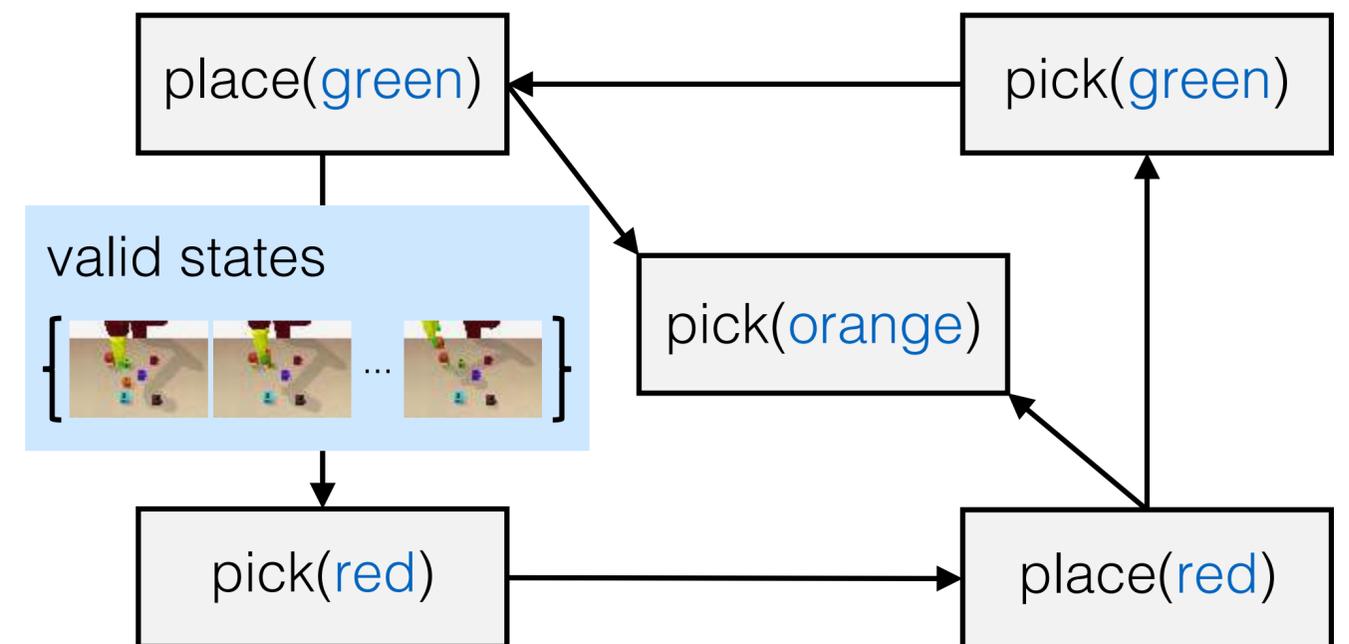
One-Shot Imitation Learning from Videos: Neural Task Graphs (NTG)

Task Graph



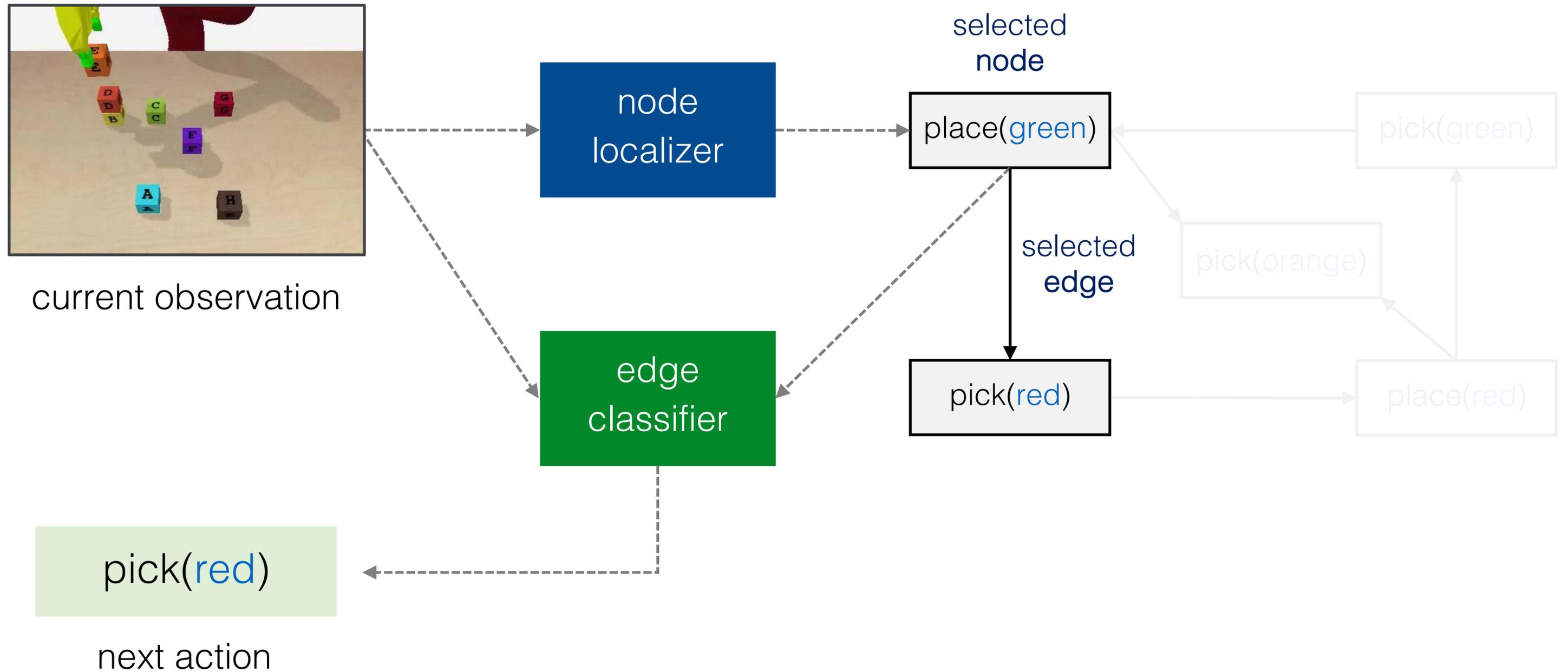
Nodes States **infinite**
Edges Actions

Conjugate Task Graph



Nodes Actions **finite**
Edges States (Preconditions)

One-Shot Imitation Learning from Videos: Neural Task Graphs (NTG)

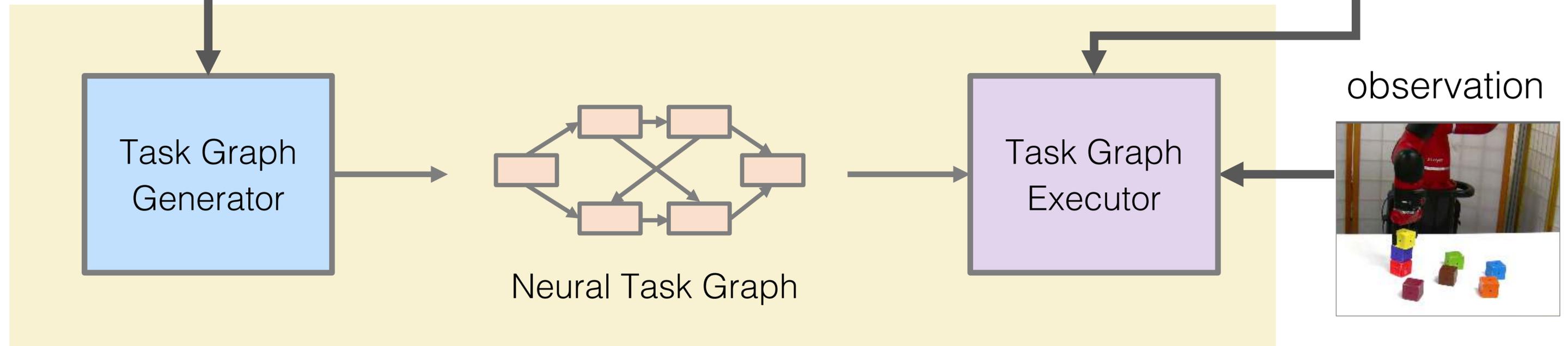
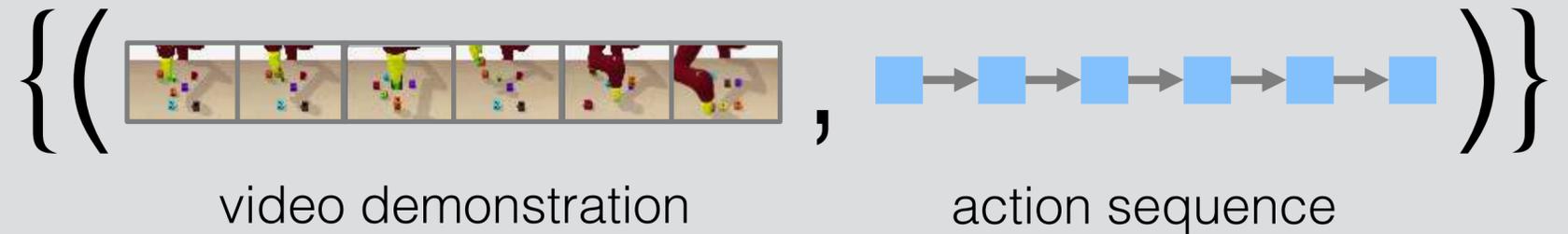


One-Shot Imitation Learning from Videos: **Neural Task Graphs (NTG)**



demonstration

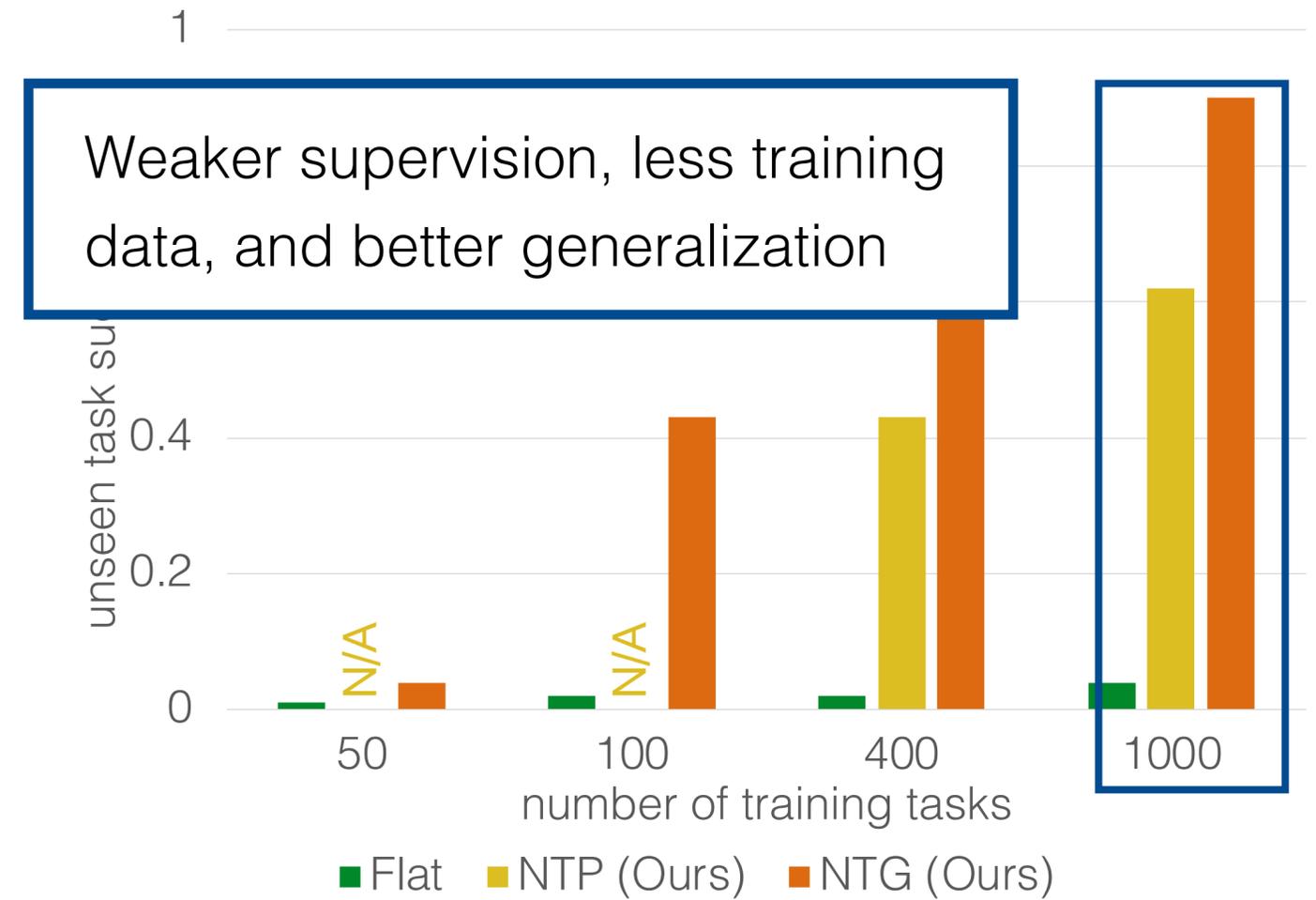
Training supervision



One-Shot Imitation Learning from Videos: Neural Task Graphs (NTG)

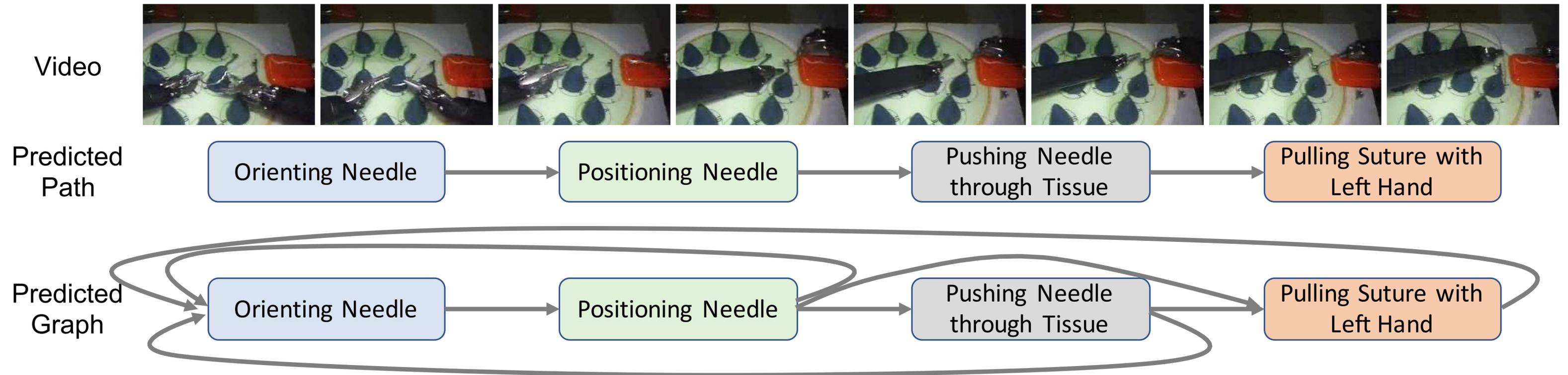


Qualitative

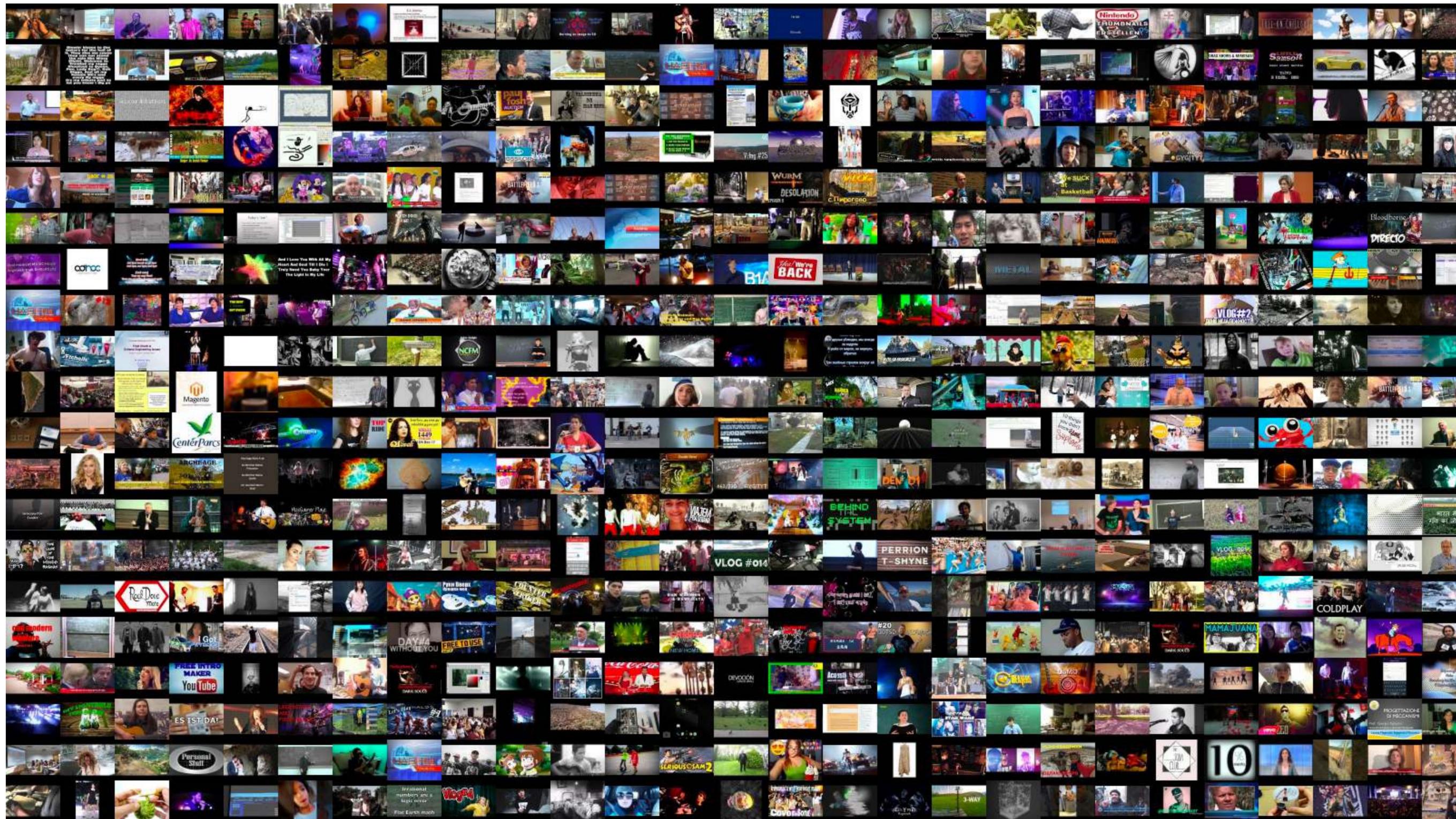


Quantitative
(the higher the better)

One-Shot Imitation Learning from Videos: Neural Task Graphs (NTG)

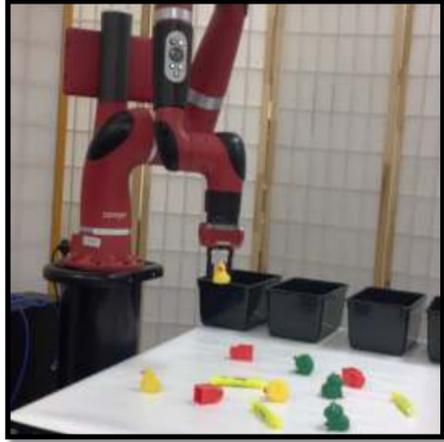


Applying NTG to the real-world surgical video dataset JIGSAWS



Next Goal: Learning task knowledge from web videos

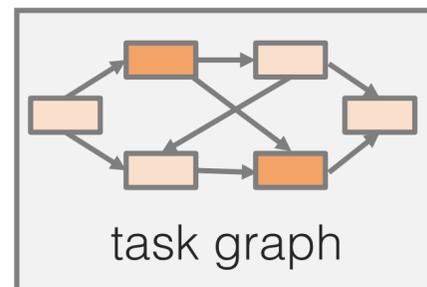
Summary - Part I



Extracting how-to knowledge about the **compositional task structure** of complex tasks from **video demonstrations**

black box

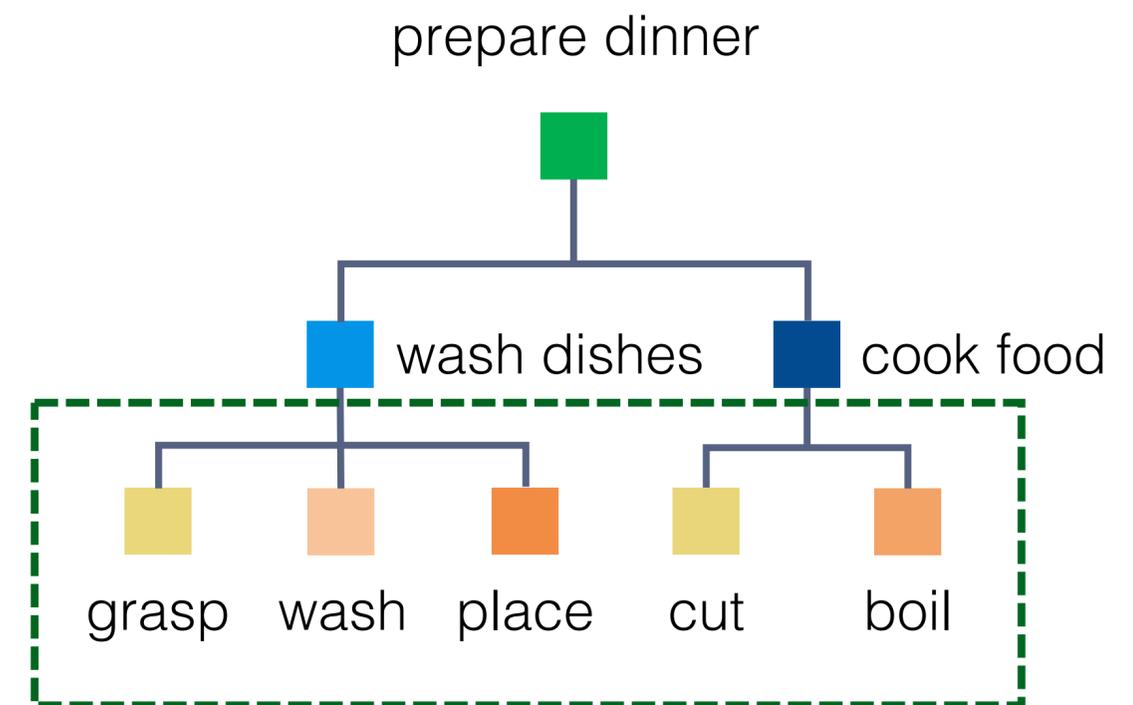
vs.



Meta-learning models with compositional priors generalize better than black-box models

NTP and NTG learn **how-to knowledge** in the form of **compositional task structures** while **motor skills** are abstracted away.

prepare dinner



modeled as pre-defined “API calls”

NTP and NTG learn **how-to knowledge** in the form of **compositional task structures** while **motor skills** are abstracted away.



How can we collect data
for learning **motor skills**
from the web?

Manually defining motor skills is intractable.
We need to learn from data.

Part I: Learning from Video Demonstrations

Part II: Learning from Crowd Teleoperation

Data is critical for learning robot motor skills.

Imitation Learning

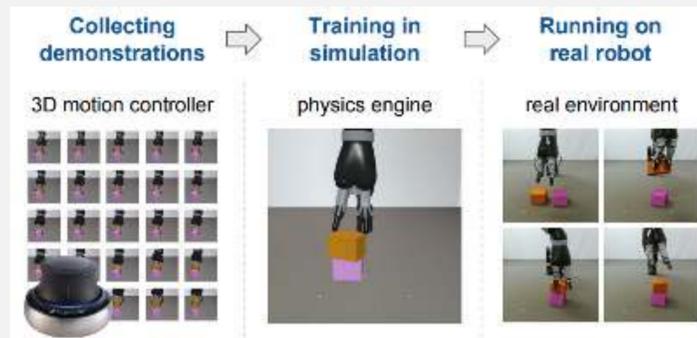
Rajeswaran et al. 2018: 25 demos



Finn et al. 2017: 30 demos



Zhu et al. 2018: 30 demos

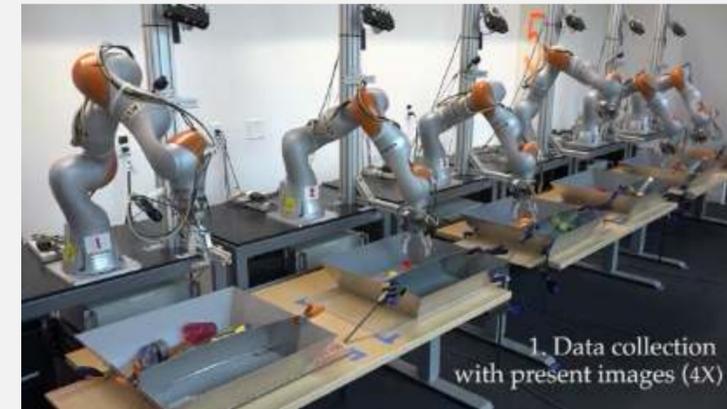


Vecerik et al. 2017: 100 demos



Reinforcement & Self-Supervised Learning

Levine et al. 2016



Kalashnikov et al. 2018



Pinto et al. 2016



Fang et al. 2018



Large demonstration datasets is hard to collect.

Humans need to **demonstrate** not **label**.

Data can be **low quality** due to lack of expert.

Data is critical for learning robot skills.

How to scale up high-quality **human supervision** for robotics?

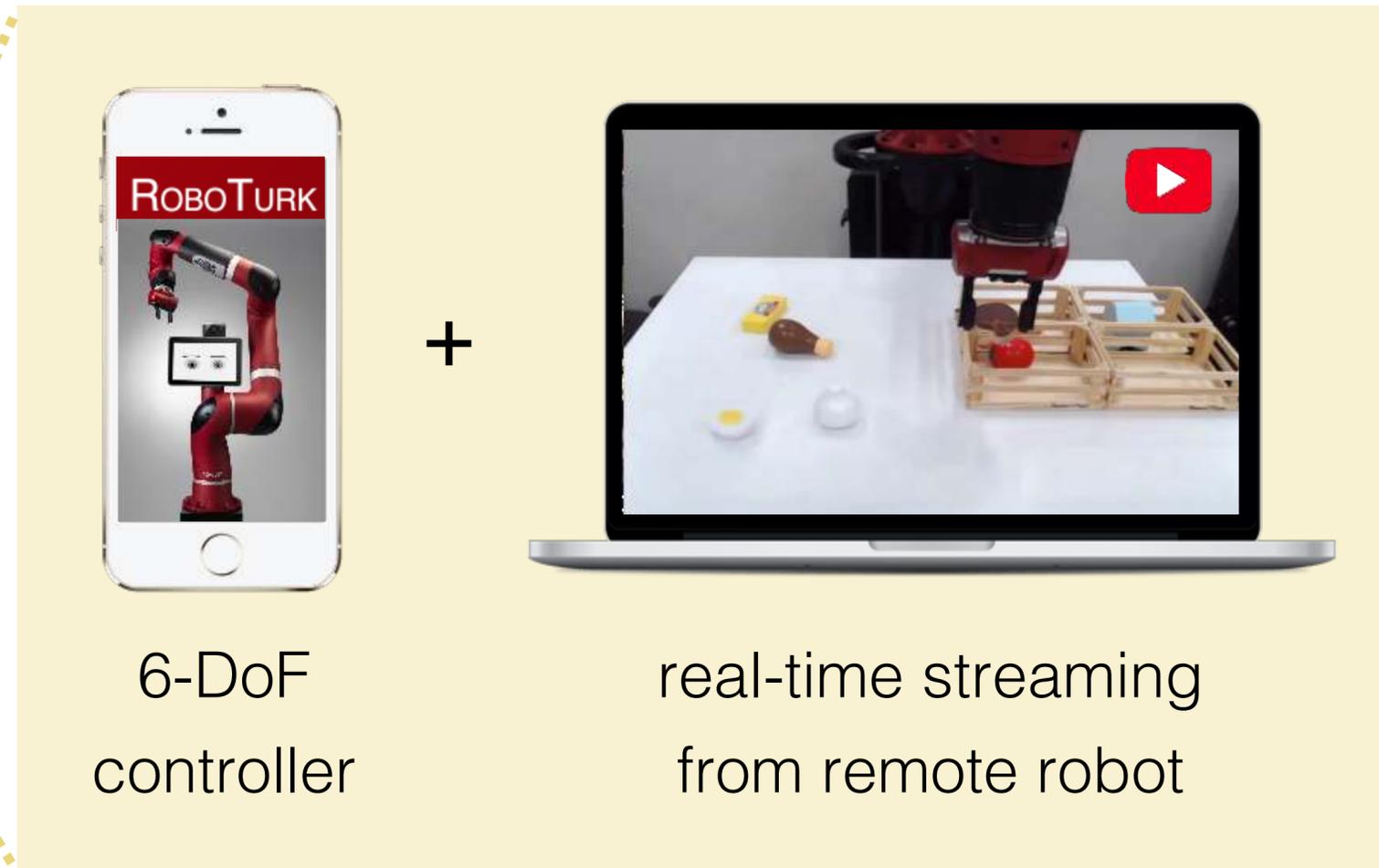
Provide a natural way for anyone to provide demonstrations

Web-based Crowd Teleoperation with RoboTurk

RoboTurk: Crowdsourcing Platform for Large-Scale Demonstration Collection



RoboTurk in action

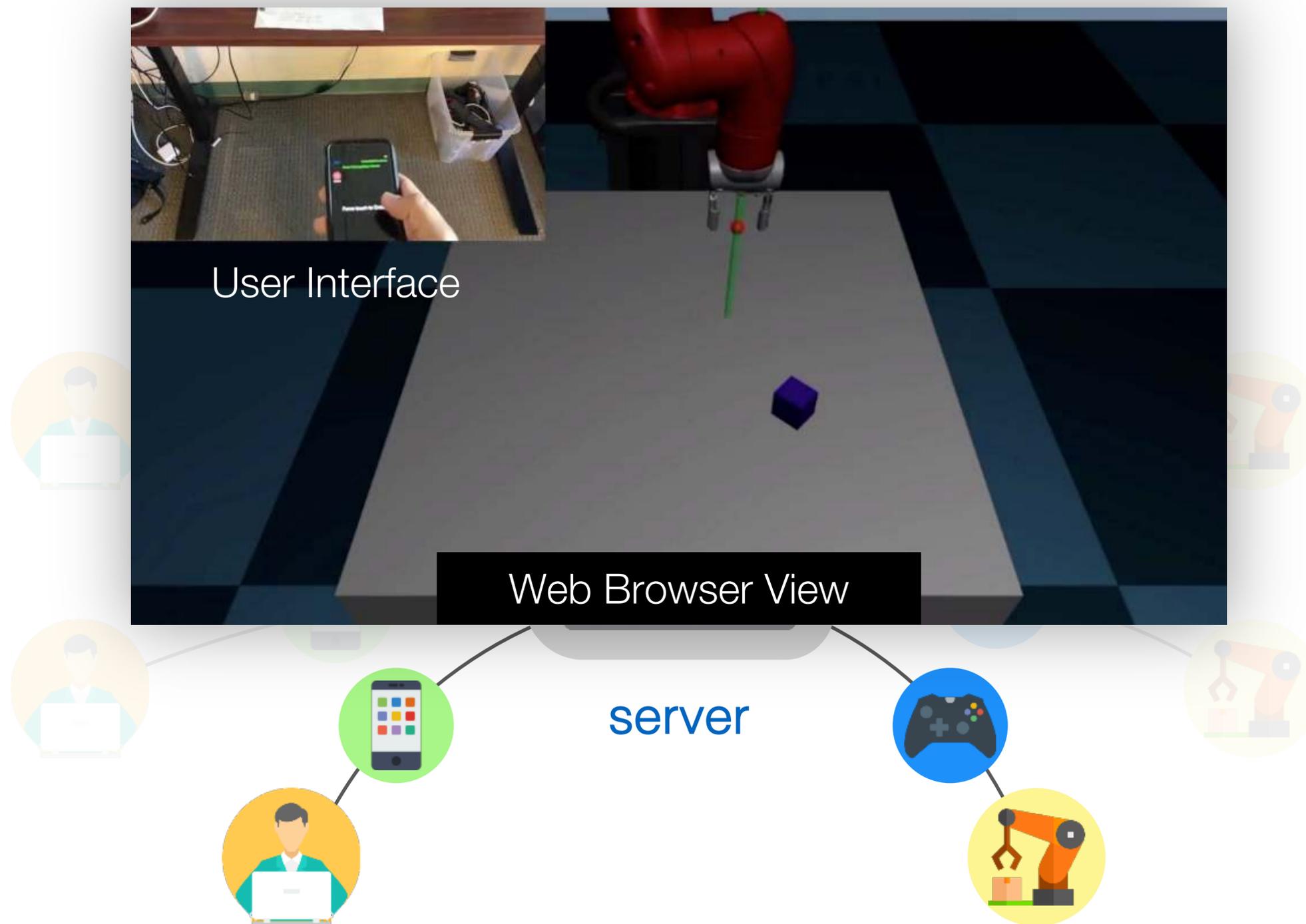


Web-based Crowd Teleoperation with RoboTurk



Web-based Crowd Teleoperation with RoboTurk

cloud
users



remote
robots

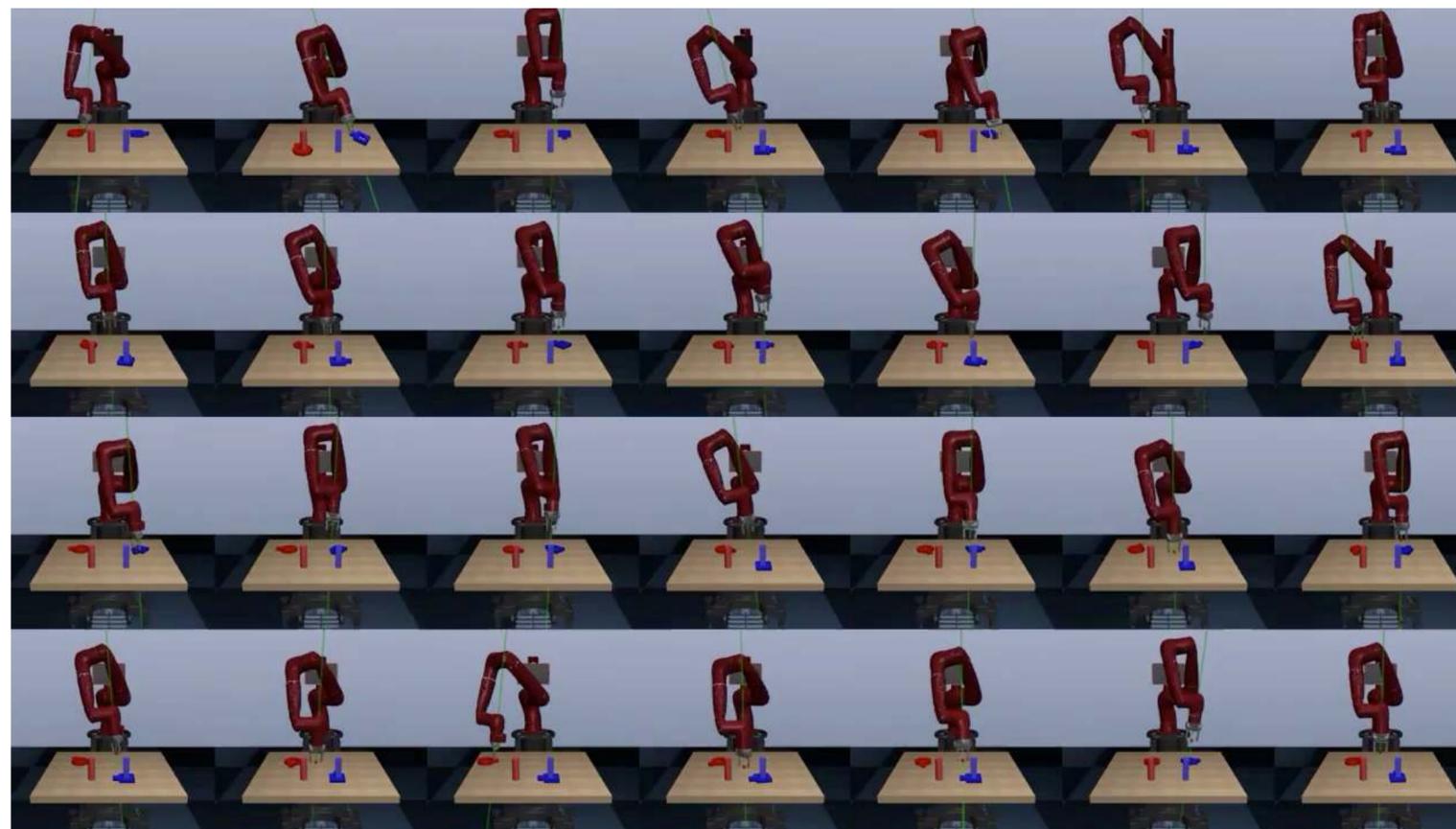
Web-based Crowd Teleoperation with RoboTurk

RoboTurk Pilot Dataset

137.5 hours of demonstrations

22 hours of total platform usage

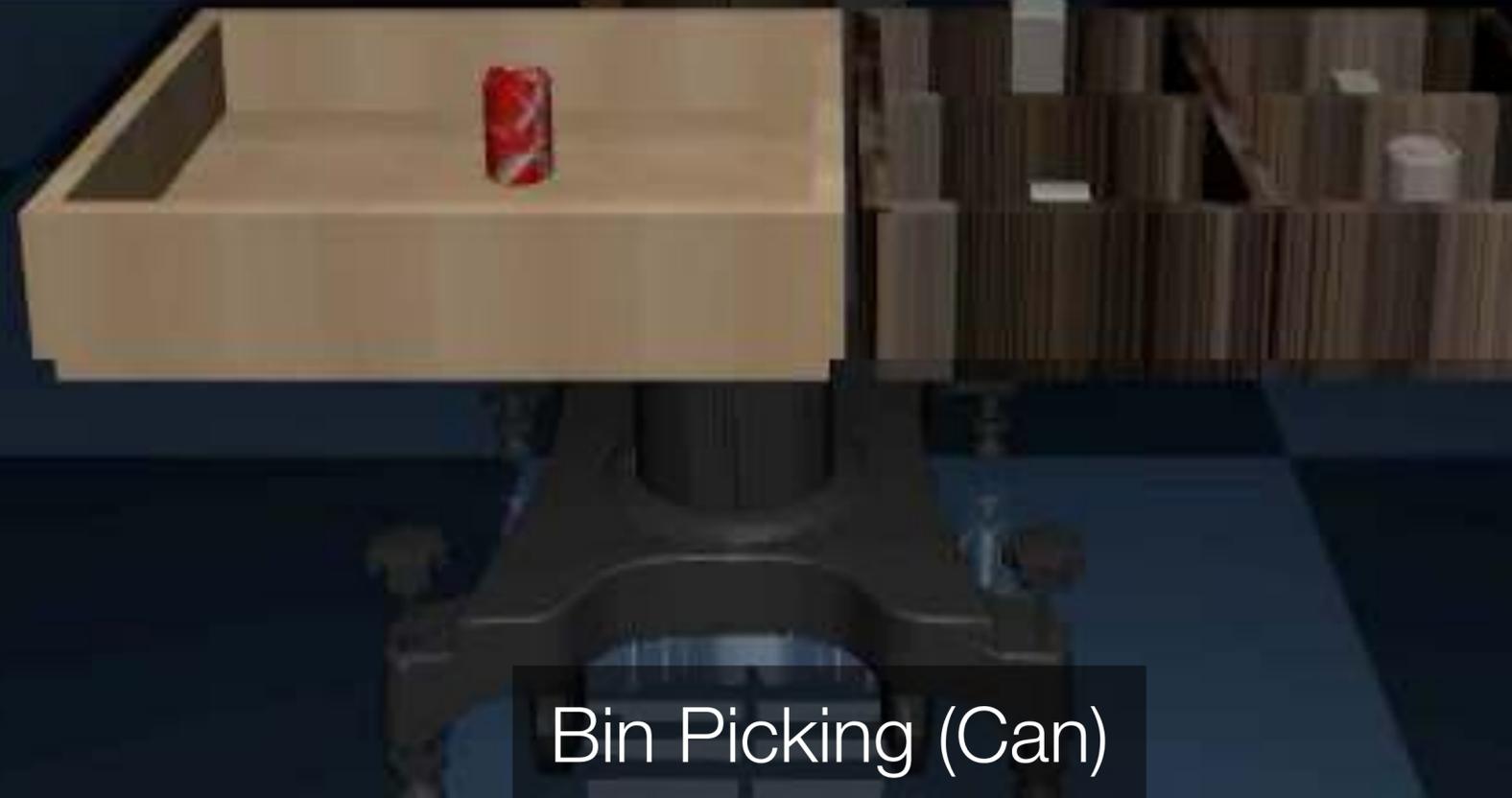
2218 successful demonstrations



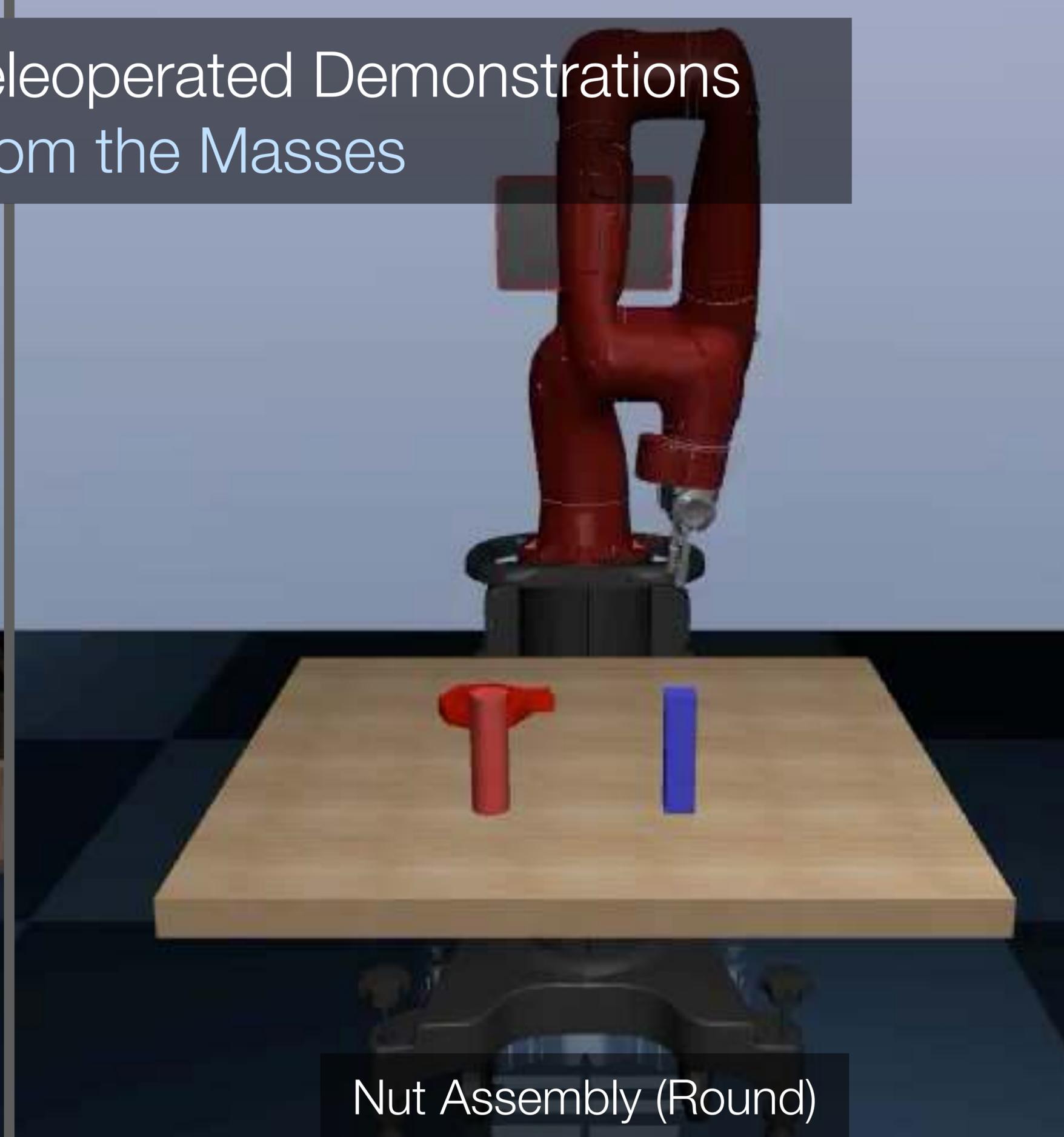
teleoperated demonstrations

Policy Learning from Teleoperated Demonstrations

Learning from the Masses



Bin Picking (Can)



Nut Assembly (Round)

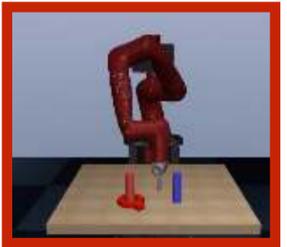
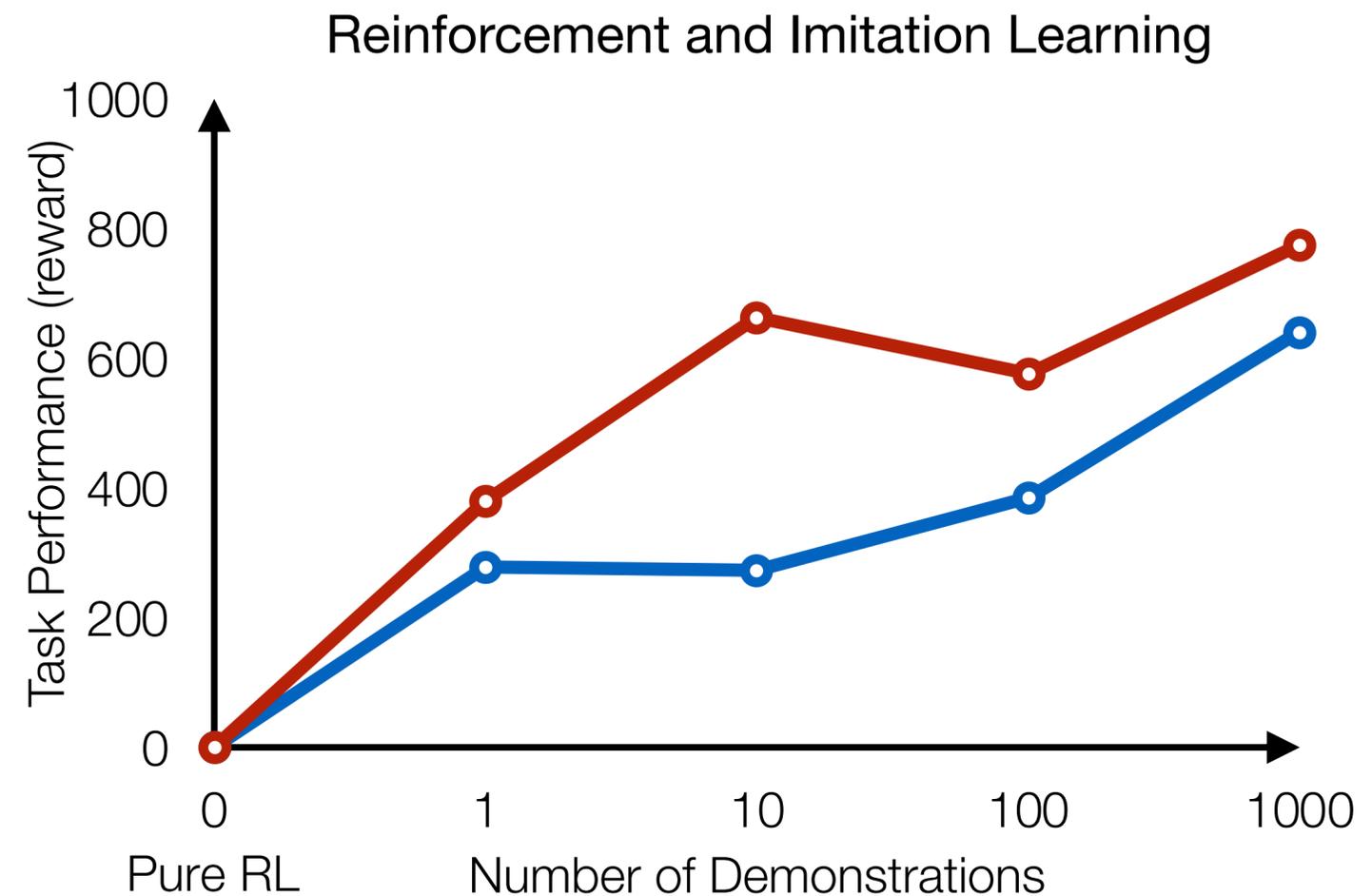
Reinforcement and Imitation Learning: **Data**

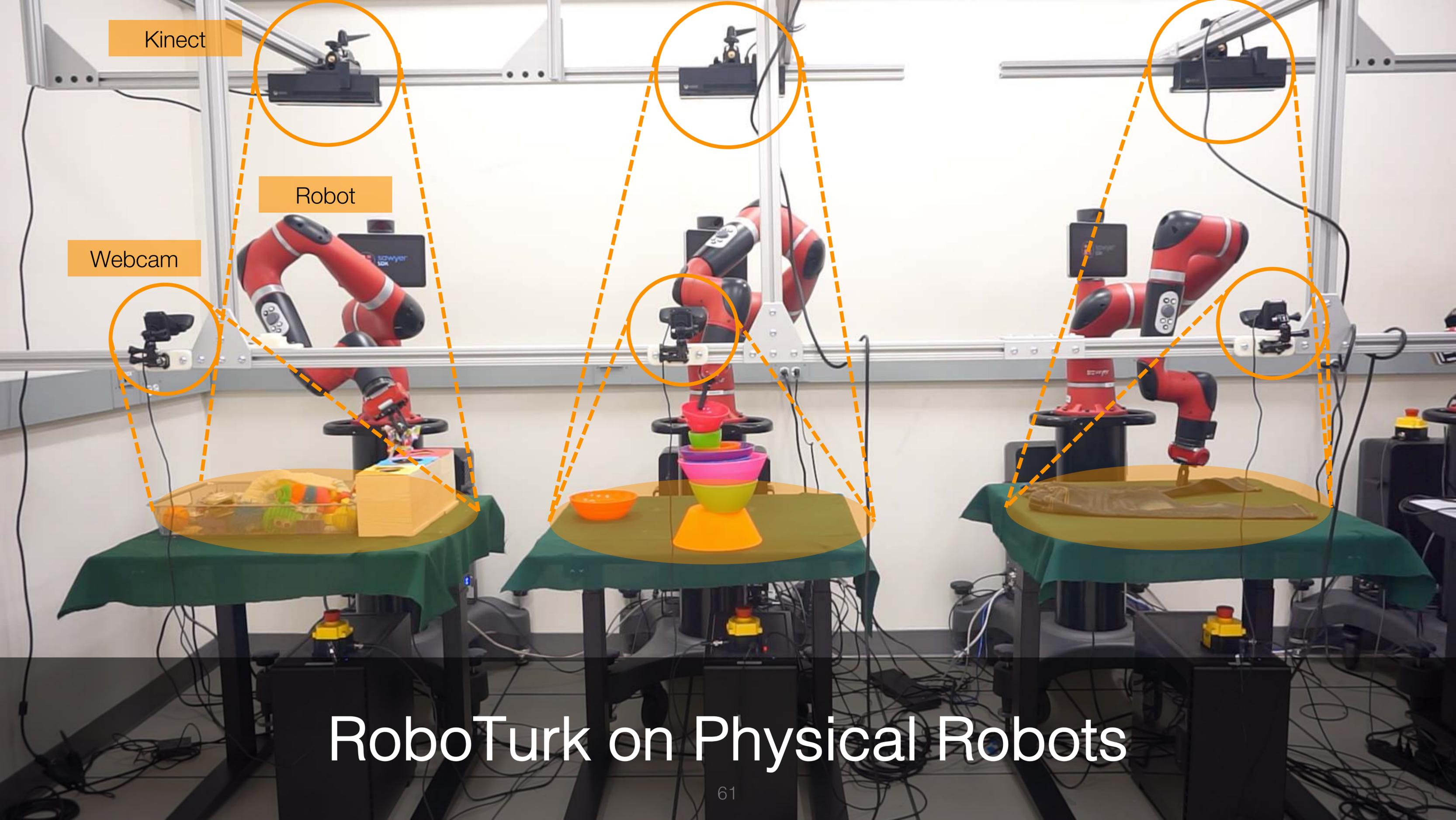
RoboTurk Pilot Dataset

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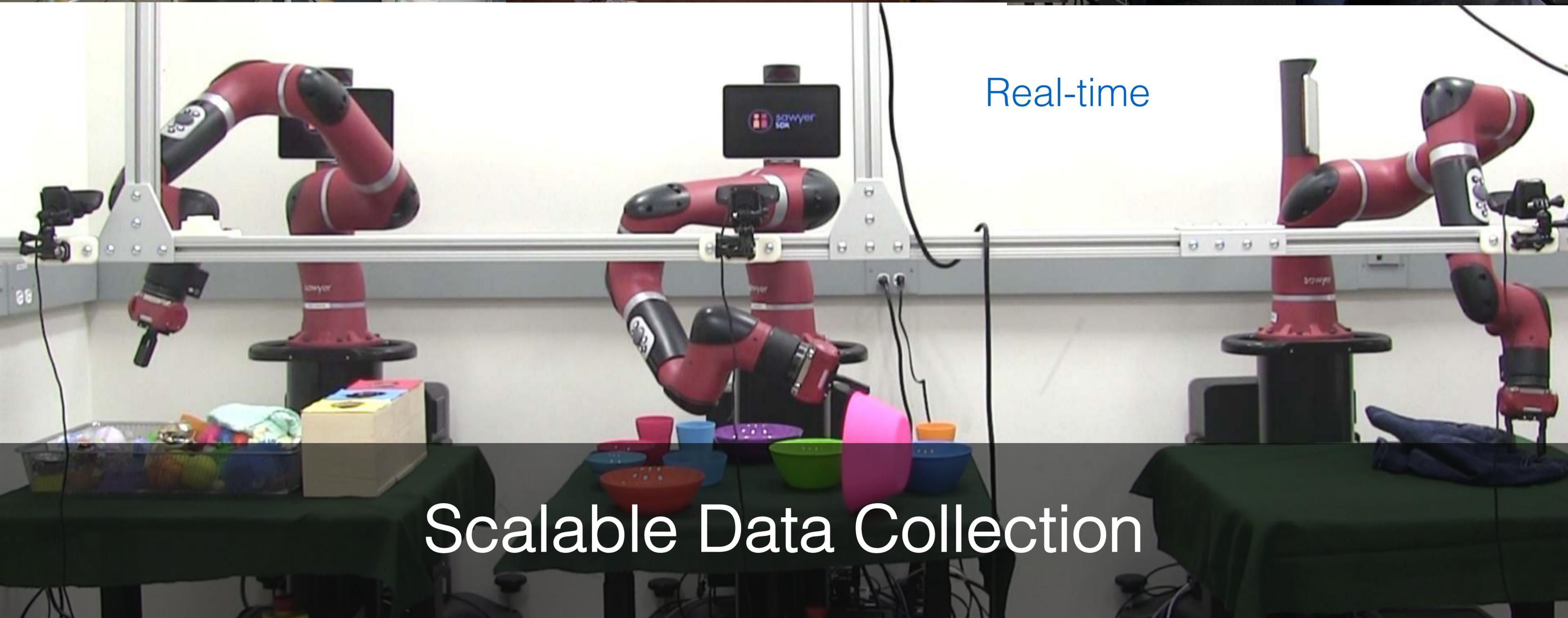


Kinect

Robot

Webcam

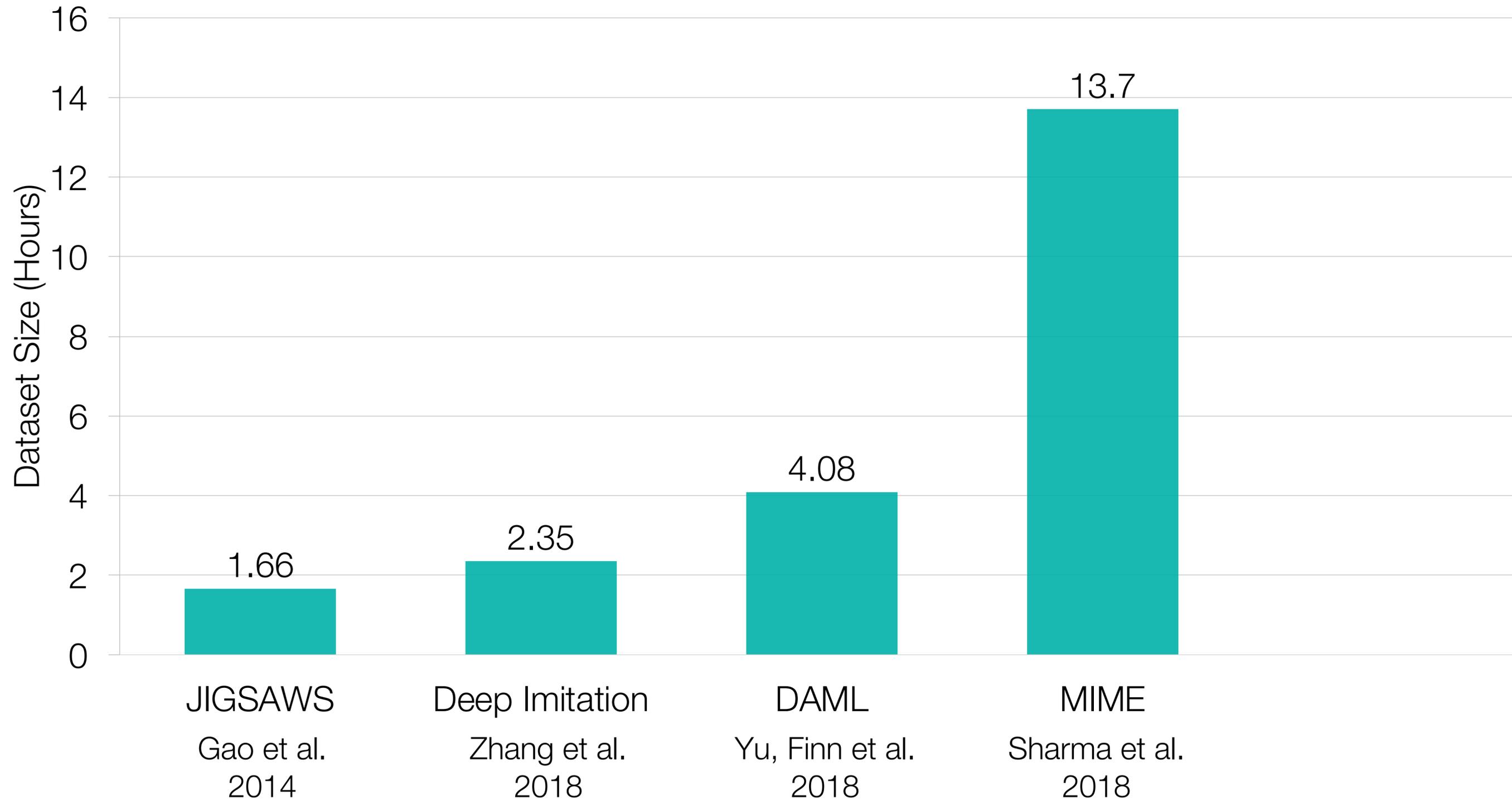
RoboTurk on Physical Robots



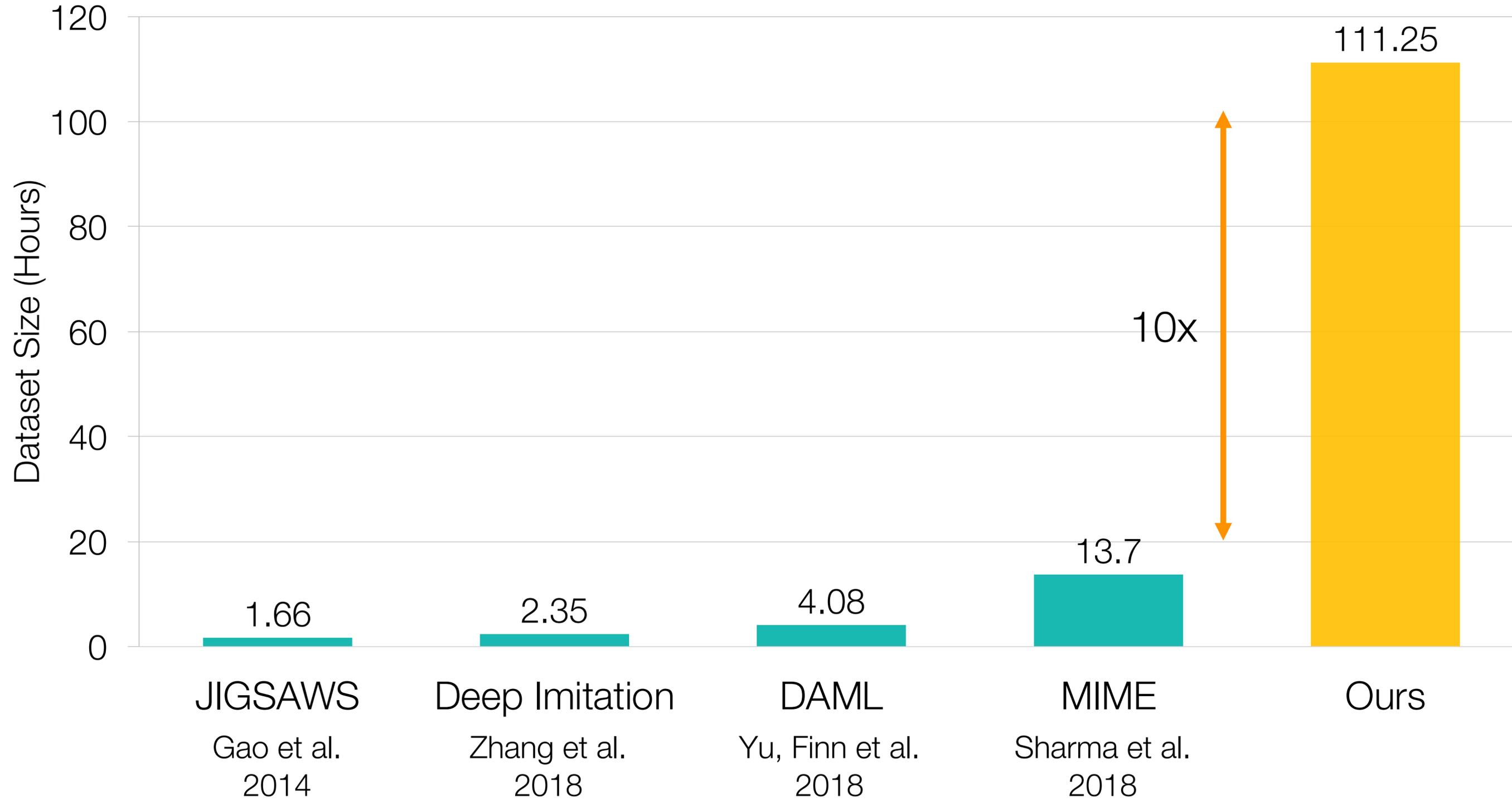
Real-time

Scalable Data Collection

Dataset Size Comparison



Dataset Size Comparison

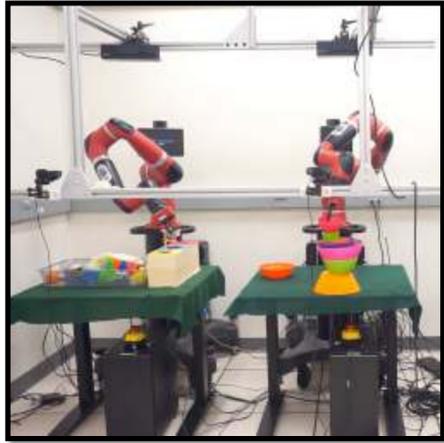




RoboTurk for
everyone, everywhere



Summary - Part II



RoboTurk scales up demonstration collection with **teleoperated crowdsourcing** from web users



Large-scale **crowdsourced data** enables us to train more effective **motor skill learning** algorithms.

Learn More about RoboTurk?

Come to our IROS Presentation

RoboTurk: Human Reasoning and Dexterity for Large-Scale Dataset Creation

Tuesday 15:45-16:00, Award Session II: Paper TuBT4.5

Part I: Learning from Web Videos

Extracting compositional task structures from video data

Part II: Learning from Crowd Teleoperation

Crowdsourcing teleoperated demonstrations for skill learning

Conclusions

❖ What's a **good representation** of procedural knowledge?

High-level task structures & low-level motor skills

❖ How do we learn procedural knowledge **from the web**?

Large-scale web videos & crowd teleoperation from online users

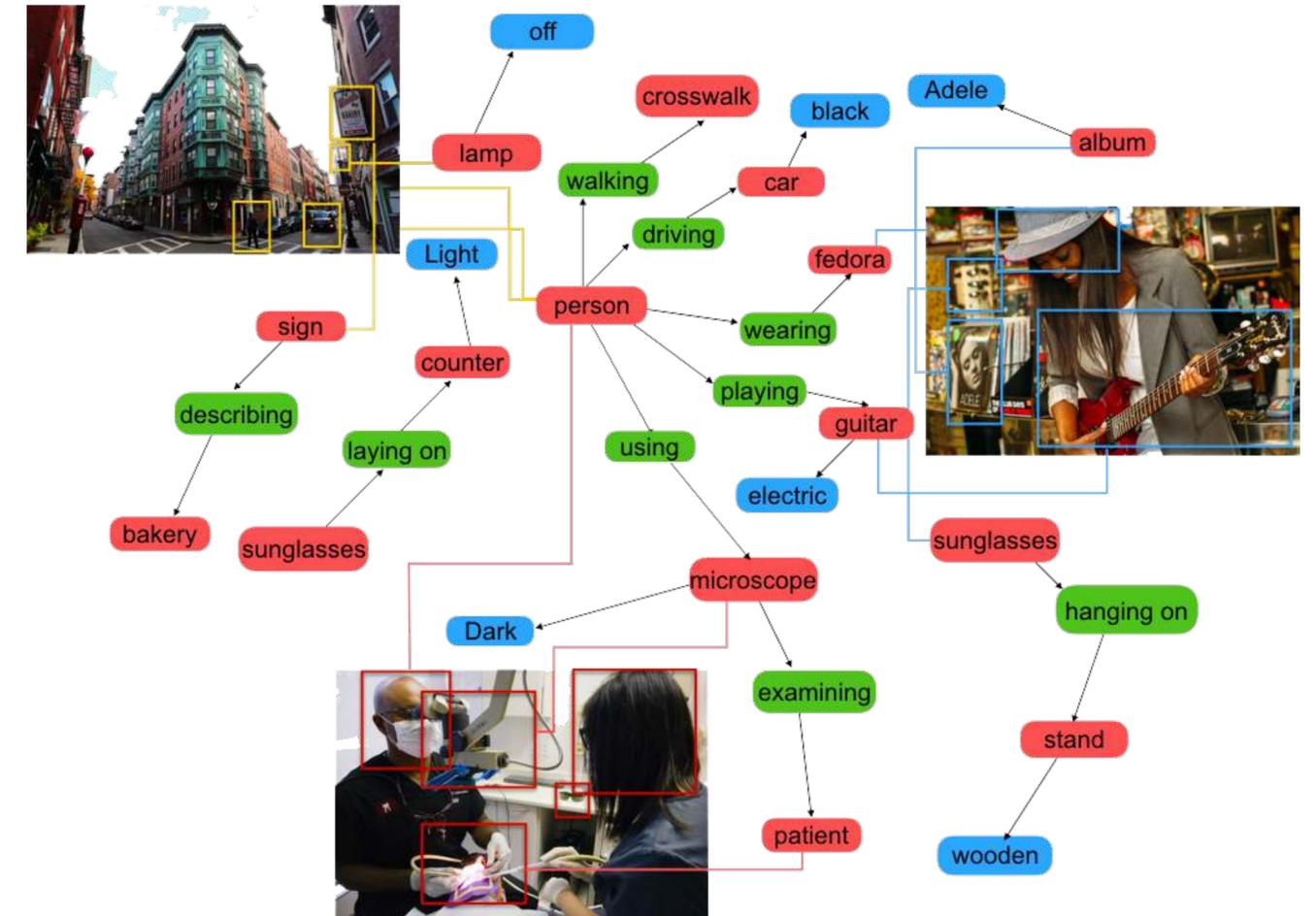
❖ How can **robots** take advantage of such knowledge?

Machine learning algorithms, e.g., meta-learning & imitation learning

Conclusions

Open Question:

How to integrate **procedural knowledge** and **declarative knowledge** into a unified knowledge ontology for building intelligent algorithms in robotics?



Acknowledgements



Fei-Fei Li



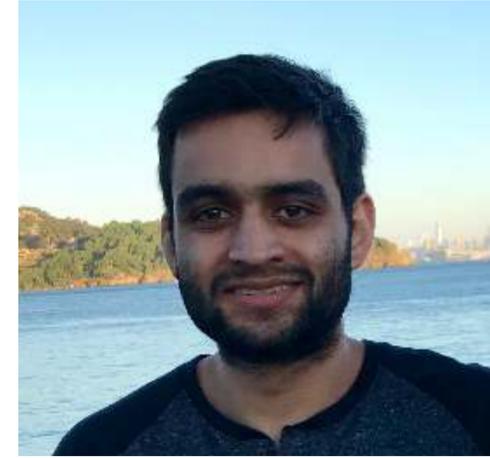
Silvio Savarese



Animesh Garg



Danfei Xu



Ajay Mandlekar



De-An Huang



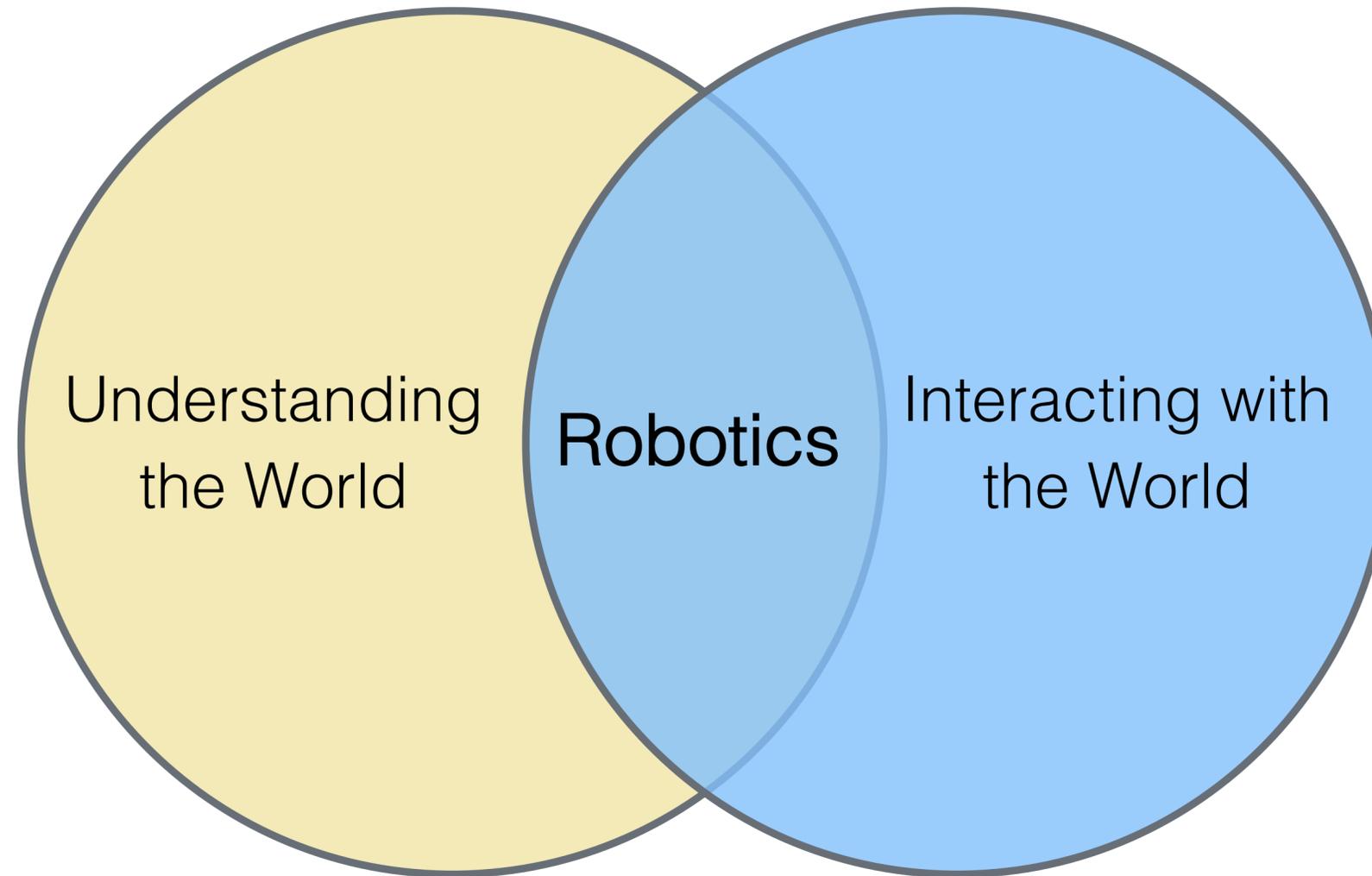
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Declarative
Knowledge
("That-Is")



Procedural
Knowledge
("How-To")

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