

# Visual Imitation Learning

Generalization, Perceptual Grounding, and Abstraction

Yuke Zhu

RSS 2020



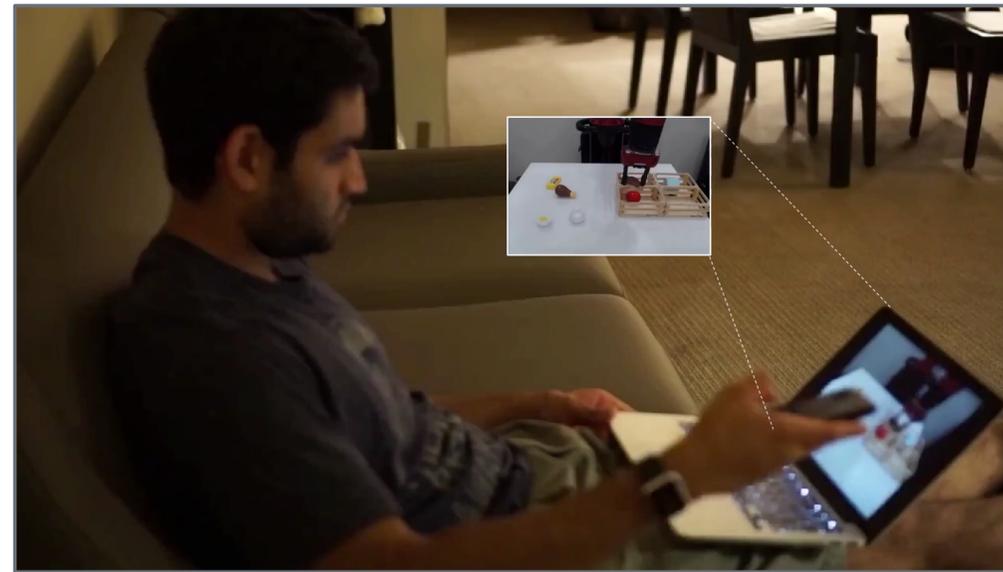
# Imitation Learning in Robotics



Kinesthetic Teaching

“Dynamic Movement Primitives”

[Schaal et al. 2002; Pastor et al. 2009]



Teleoperation

“RoboTurk”

[Mandlekar et al. IROS'19; Mandlekar CoRL'18]

Learning to imitate, from video, without supervision



3rd-person observation

Imitation from Observation

“Time Contrastive Network”

[Sermanet et al. ICRA 2018]

# Why Imitation from Observation?

Humans learn efficiently from **visual 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.



# Why Imitation from Observation?

Humans learn efficiently from **visual demonstrations**.

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)

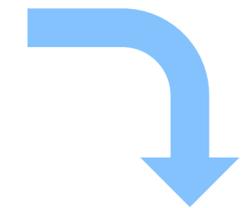
# Why Imitation from Observation?

Towards **large-scale imitation learning** in the wild

- **Demonstrator flexibility**: Allow humans to perform the task using their own body.
- **High-DoF robots**: Get around the difficulty of controlling complex robot morphologies with high degrees of freedom.
- **Massive video data sources**: Internet videos of human doing tasks -- enabling “web-scale” imitation learning



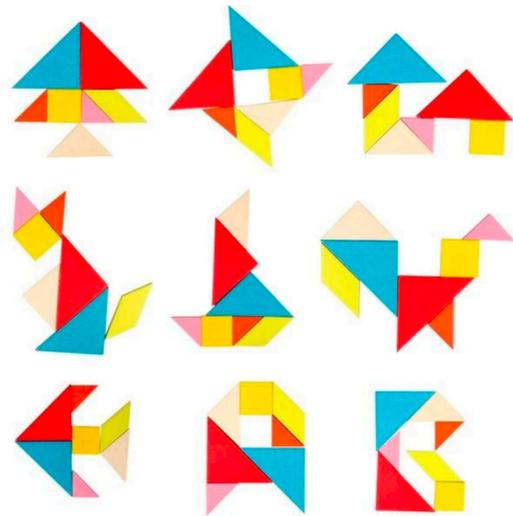
video demonstration



robot execution

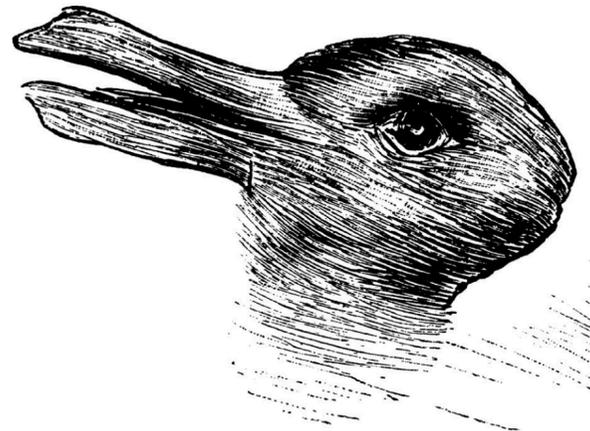
# Today's Talk

## Visual imitation Learning from video demonstrations



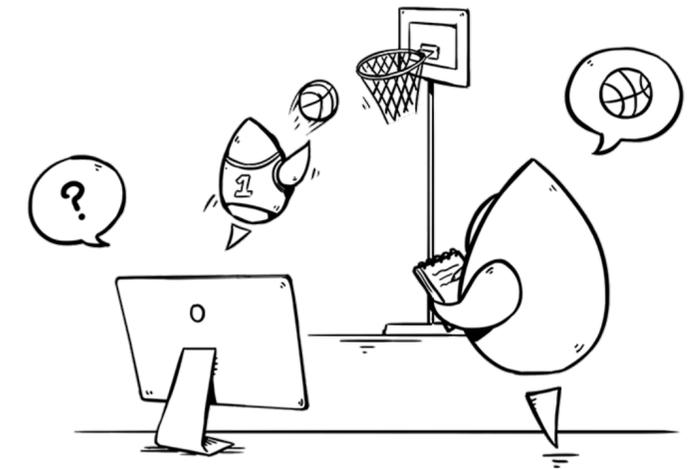
### Compositional Generalization

How can we generalize across task structures and task goals?



### Perceptual Uncertainty

How to address perceptual uncertainty arising from visual imitation?

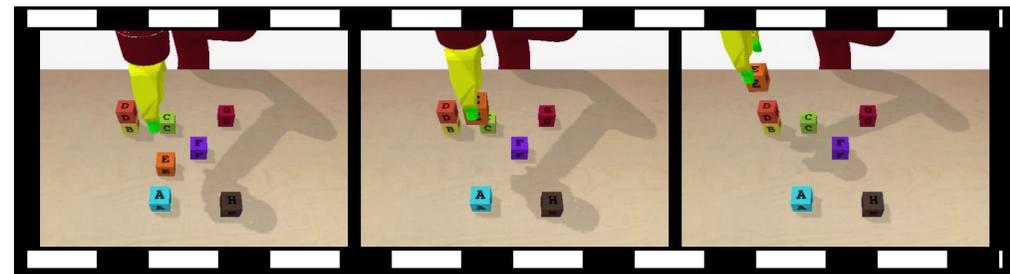


### Long-horizon Tasks

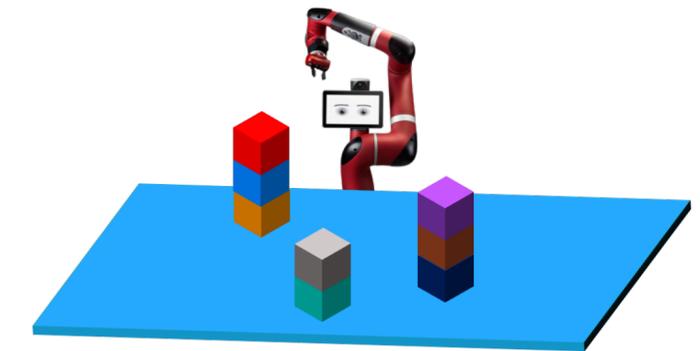
How can we extrapolate to long-horizon tasks?

# Visual Imitation Learning

one-shot visual imitation learning as **meta-learning**



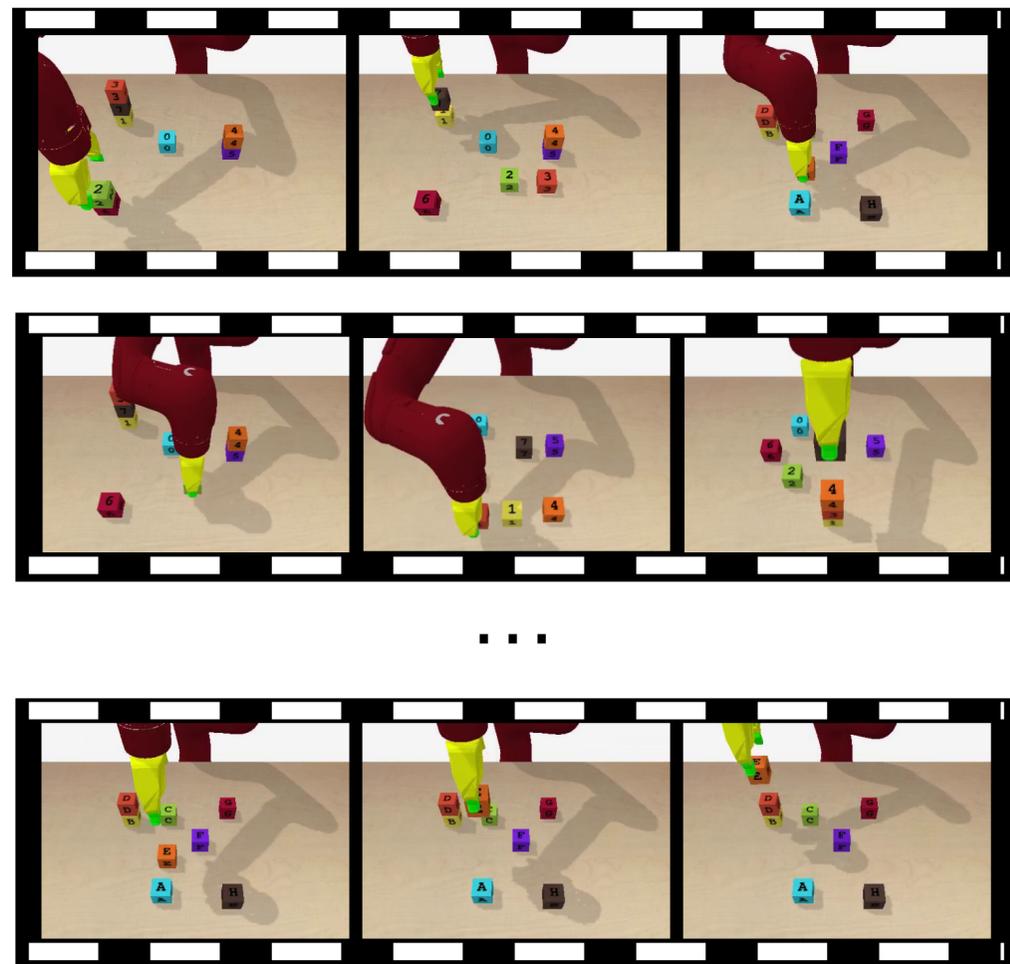
single video demonstration



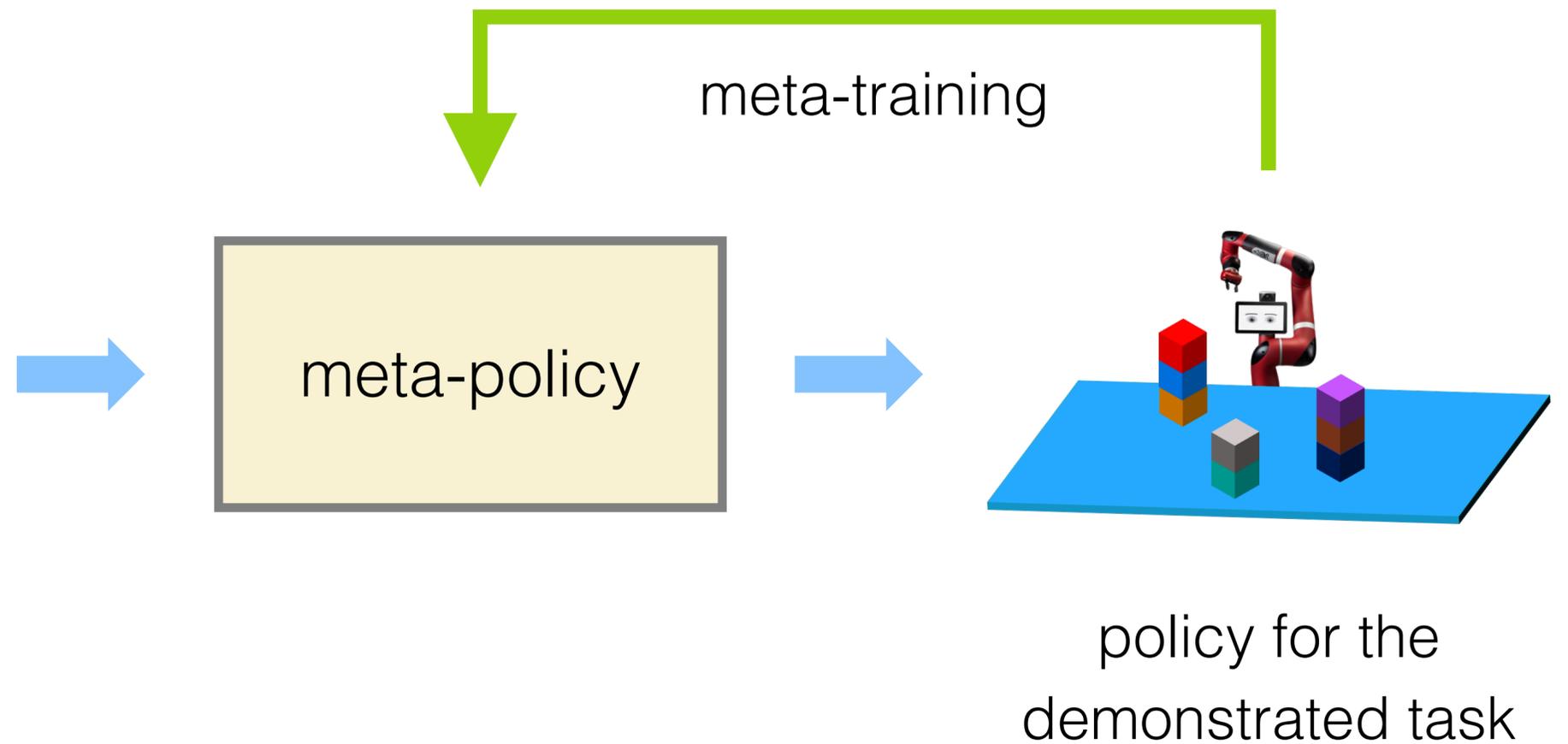
policy for the demonstrated task

# Visual Imitation Learning

one-shot visual imitation learning as **meta-learning**

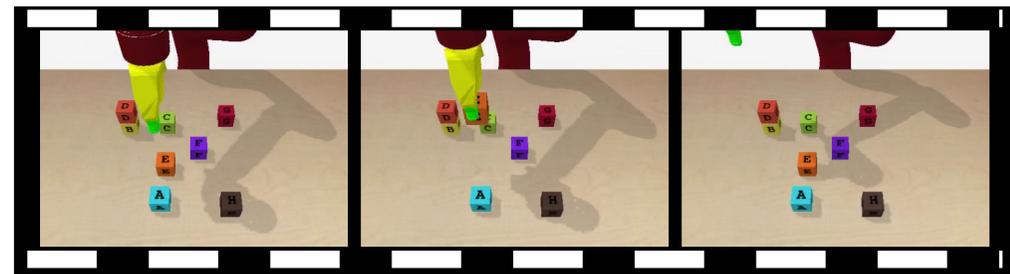


training videos (seen tasks)

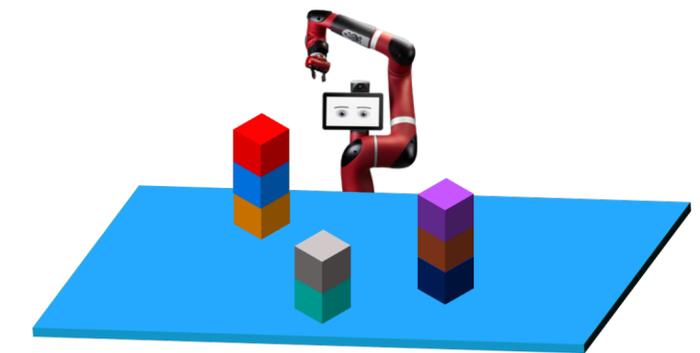


# Visual Imitation Learning

one-shot visual imitation learning as **meta-learning**



single test video  
(unseen task)



policy for the  
demonstrated task

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



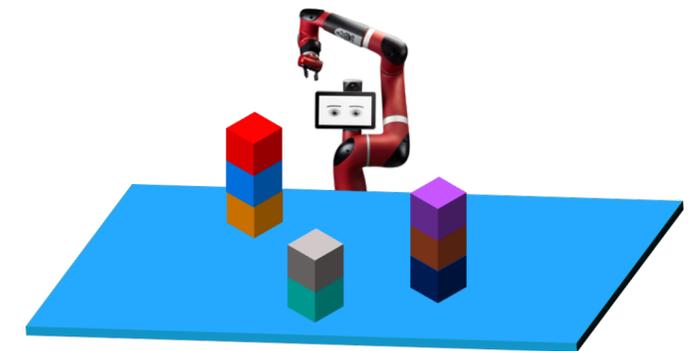
video demonstration



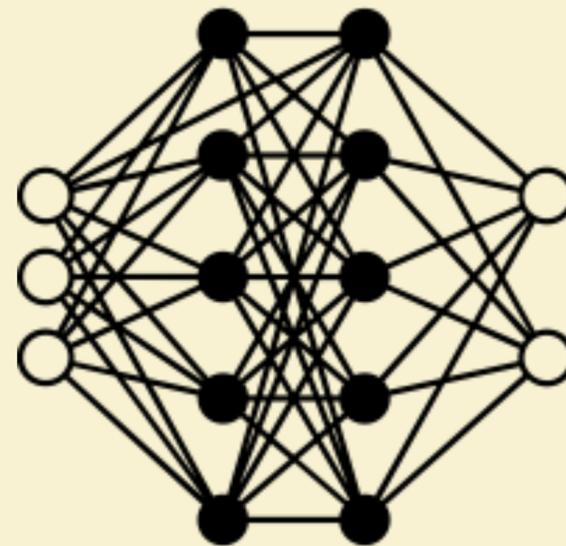
current observation



meta-policy



demo conditional policy



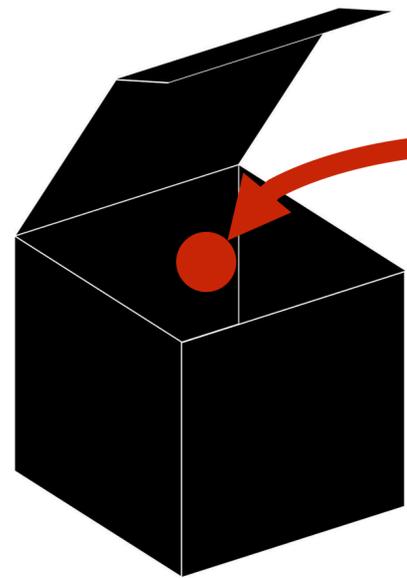
next action  
pick (A)

[Duan et al. 2017; Finn et al. 2017; Wang et al. 2017; Yu et al. 2018; Xu et al. 2018 “Neural Task Programming”]

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

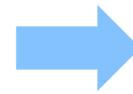


video demonstration

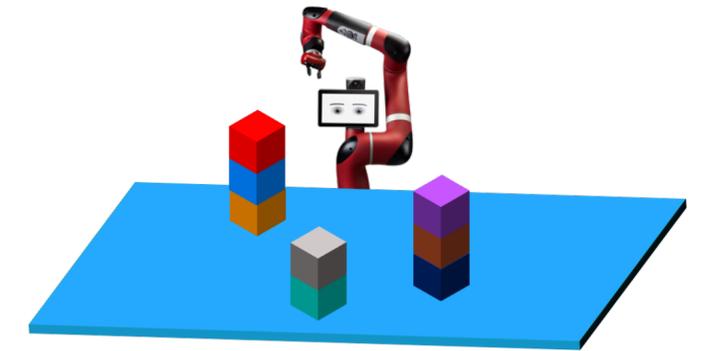


compositional  
model prior

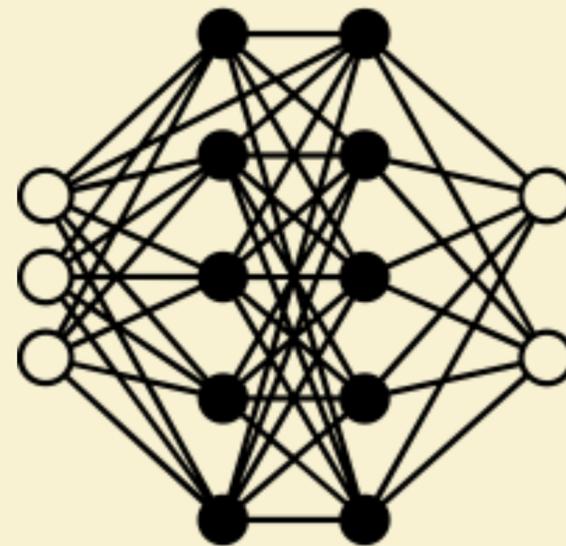
Key idea: **Opening the Black Box**



meta-policy

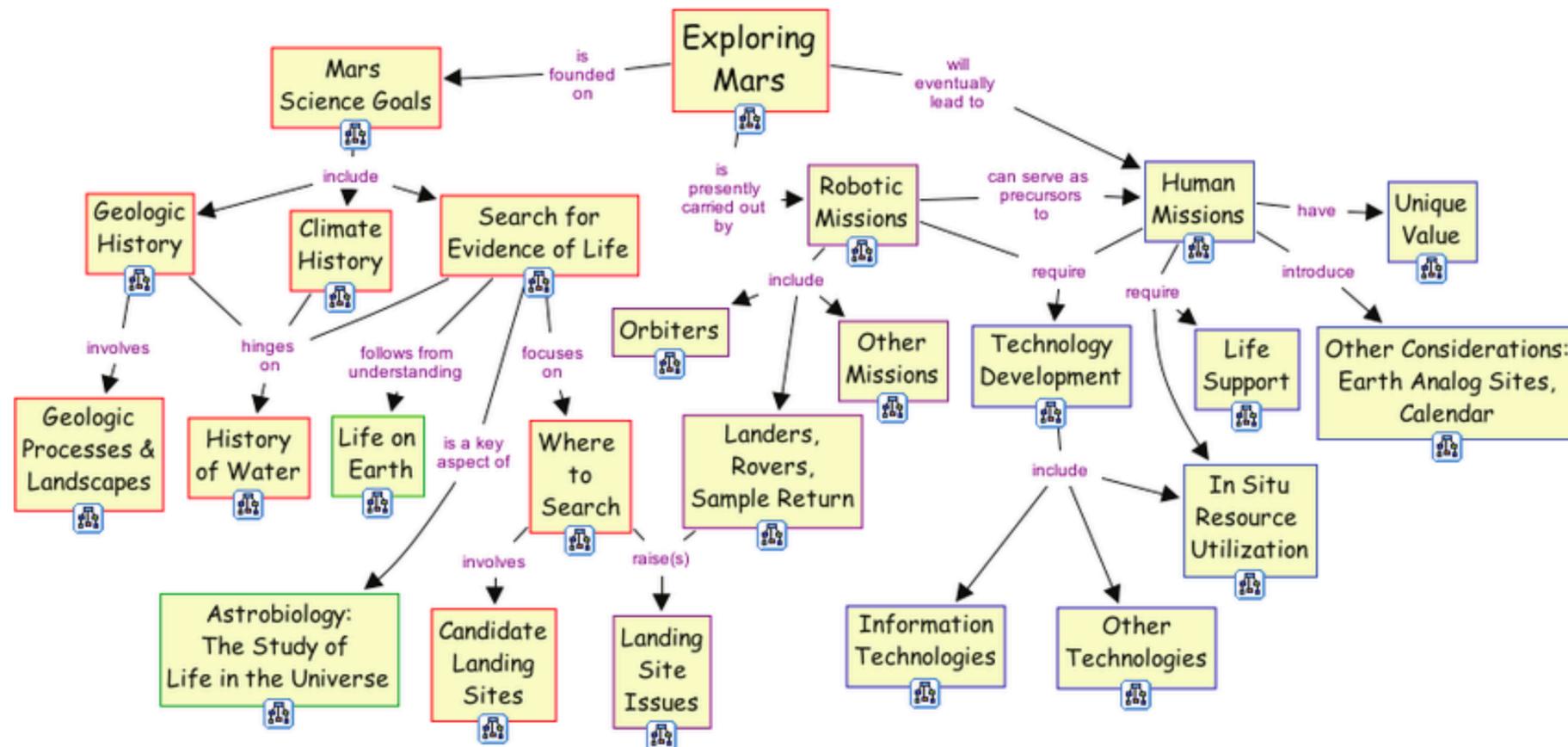


demo conditional policy



“the black box”

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



Task Graph created by NASA for Mars Exploration

Capturing compositional structures

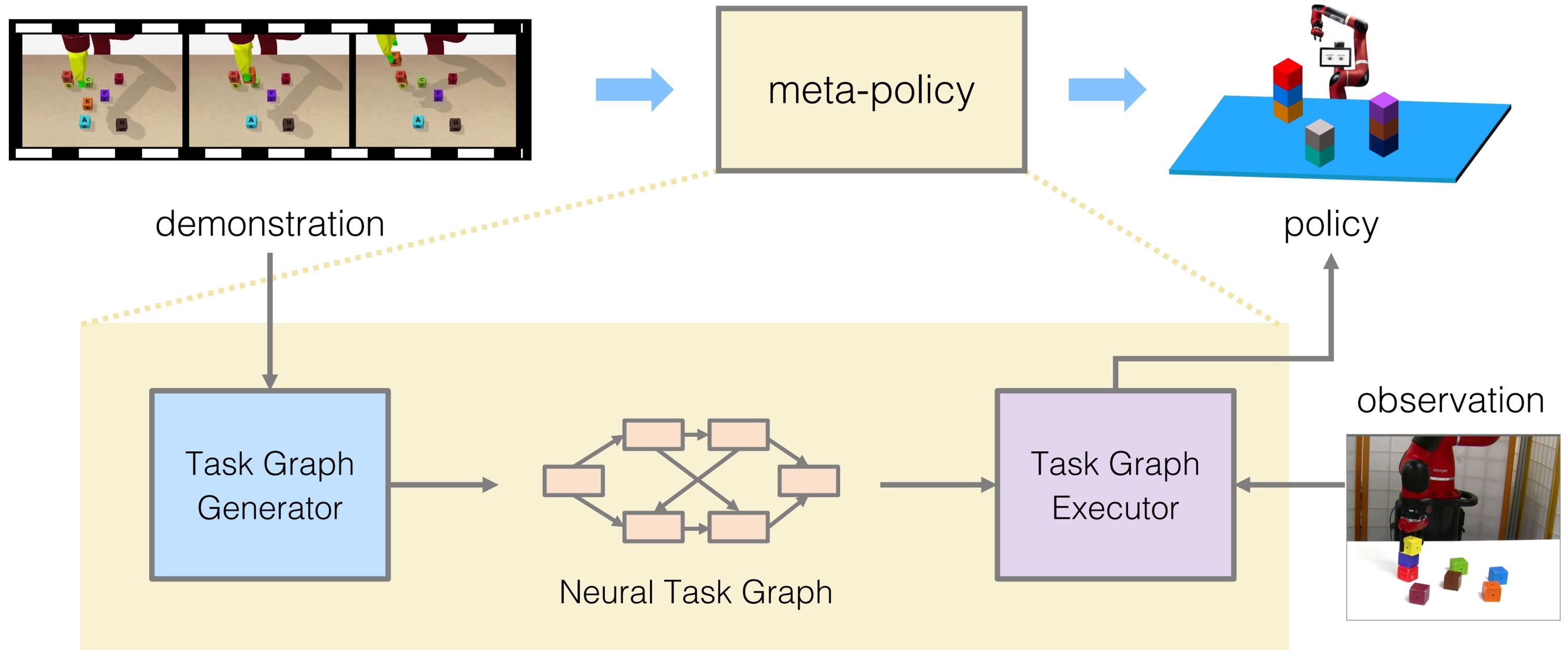
High degree of human interpretability

## Questions

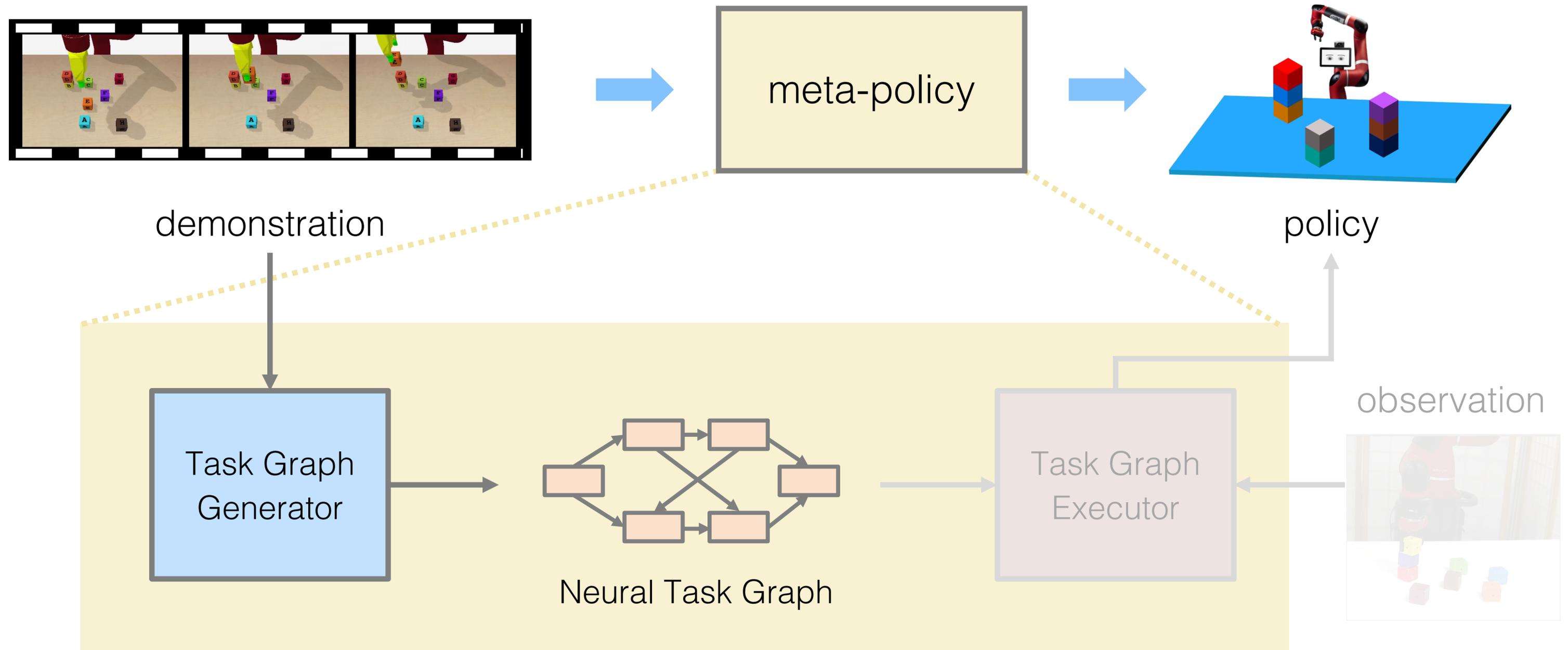
How to automatically construct these task graphs from video demonstrations?

How to use these task graphs as model priors in deep learning methods?

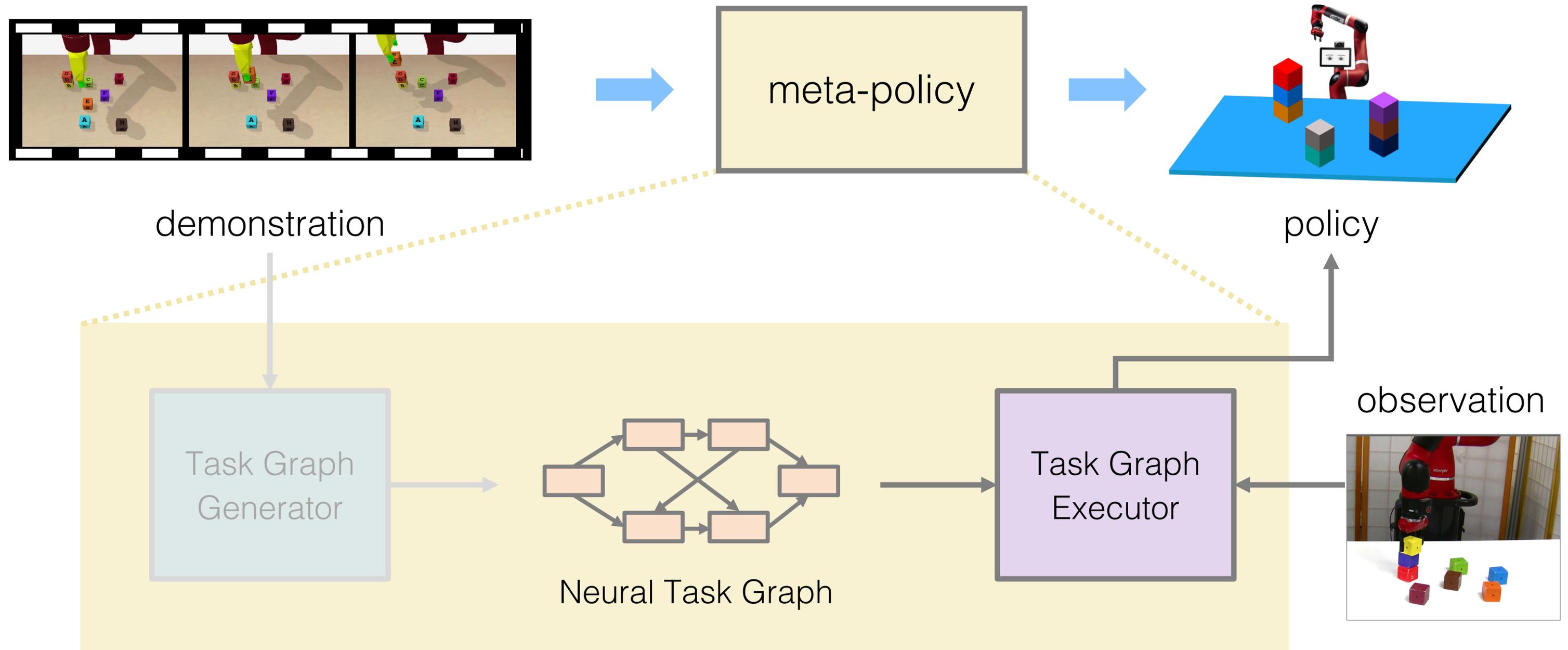
# One-Shot Imitation Learning from Videos: **Neural Task Graphs (NTG)**



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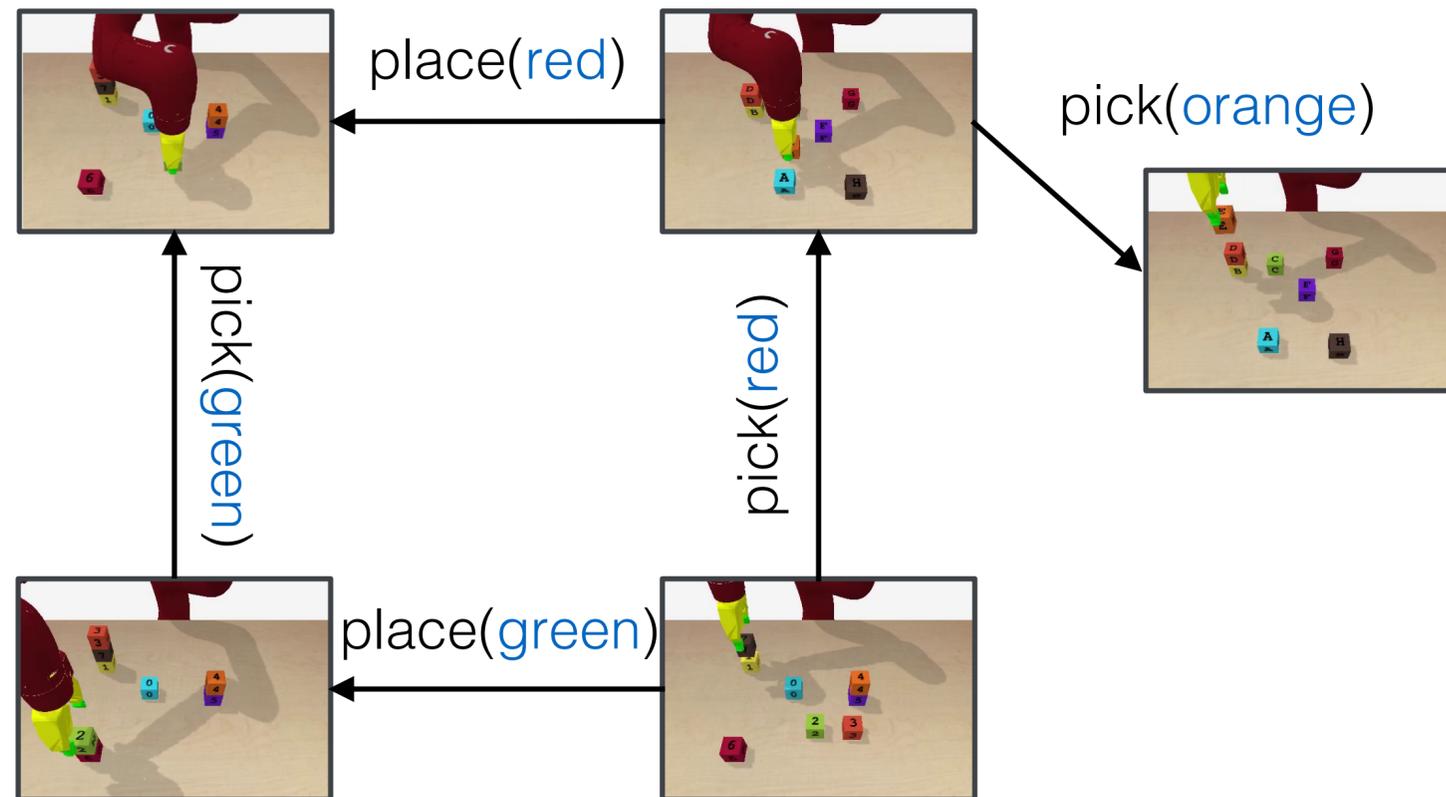


# One-Shot Imitation Learning from Videos: **Neural Task Graphs (NTG)**



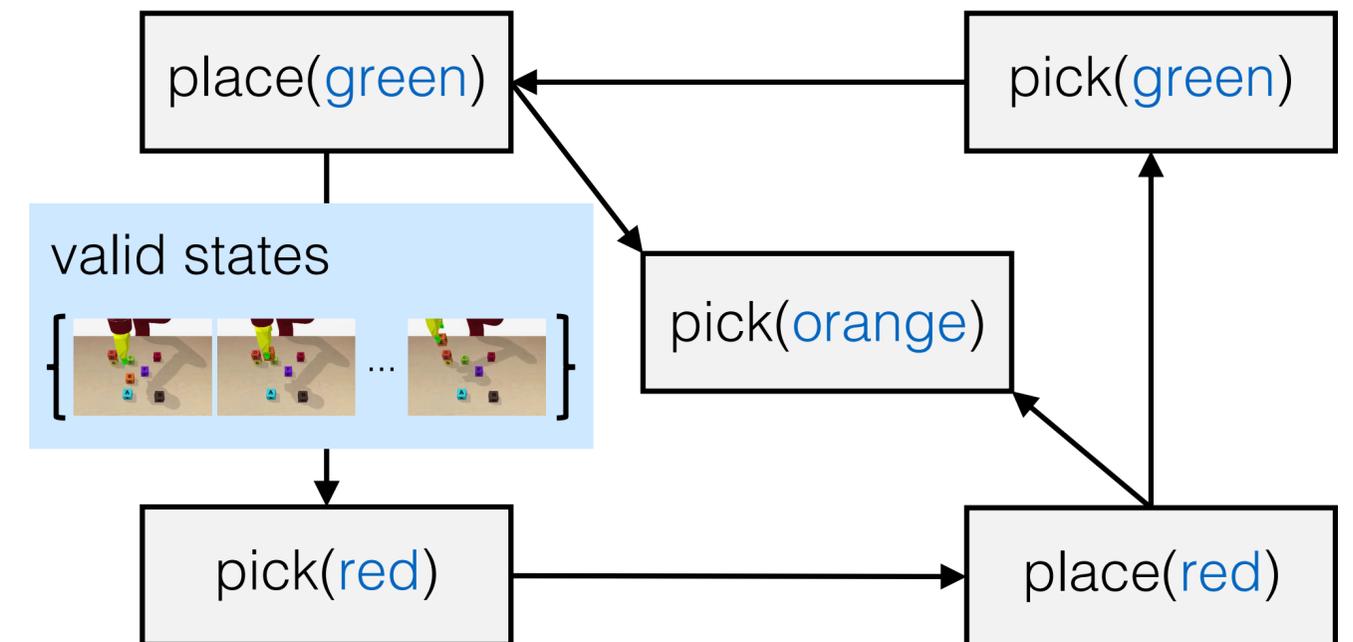
# One-Shot Imitation Learning from Videos: **Neural Task Graphs (NTG)**

Task Graph



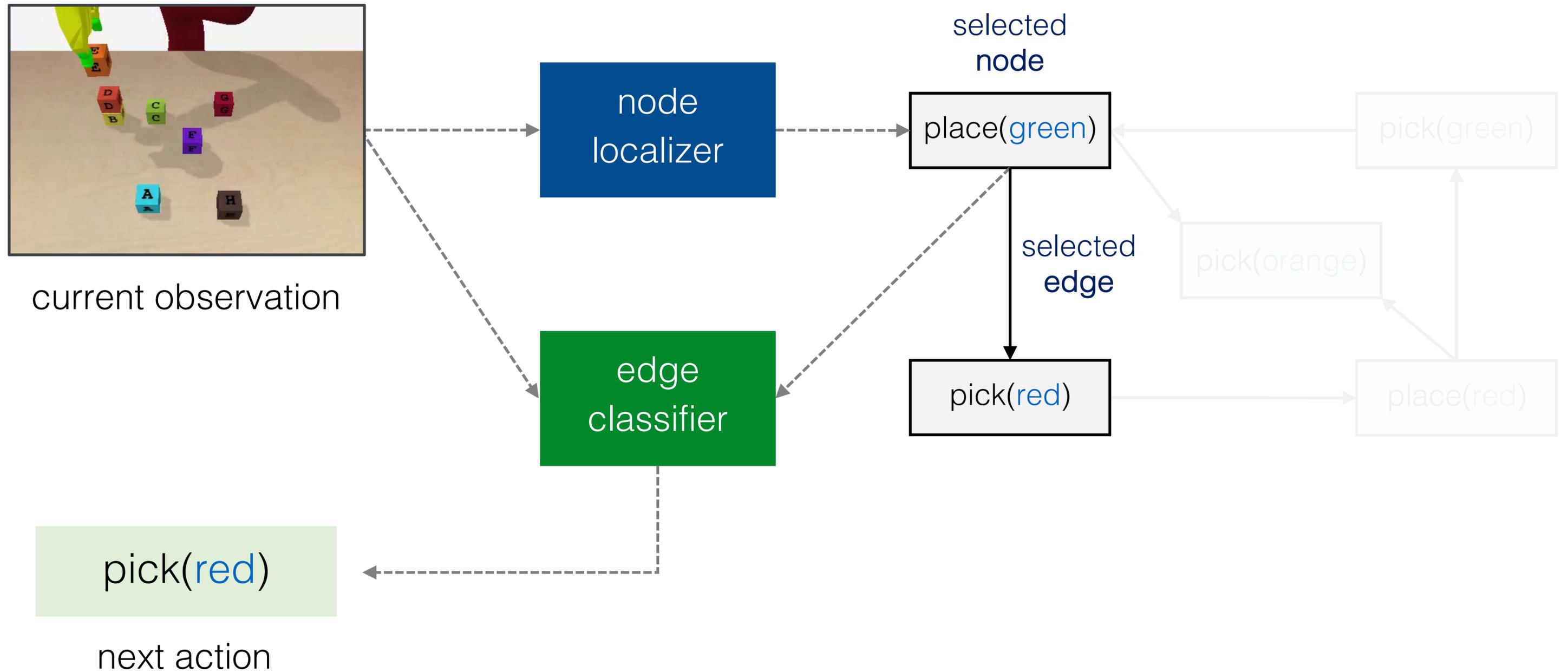
Nodes States **combinatorial**  
Edges Actions

Conjugate Task Graph

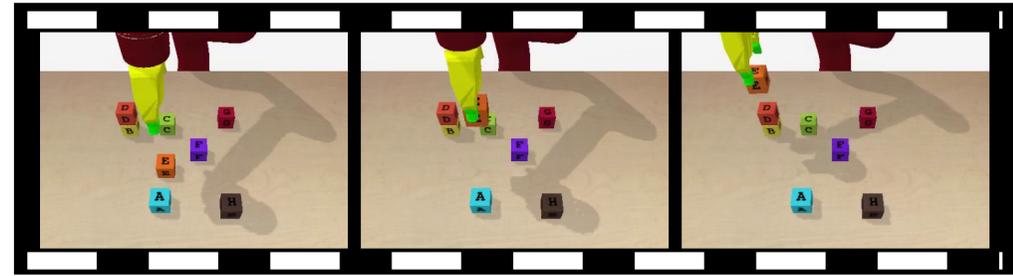


Nodes Actions **finite**  
Edges States (Preconditions)

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

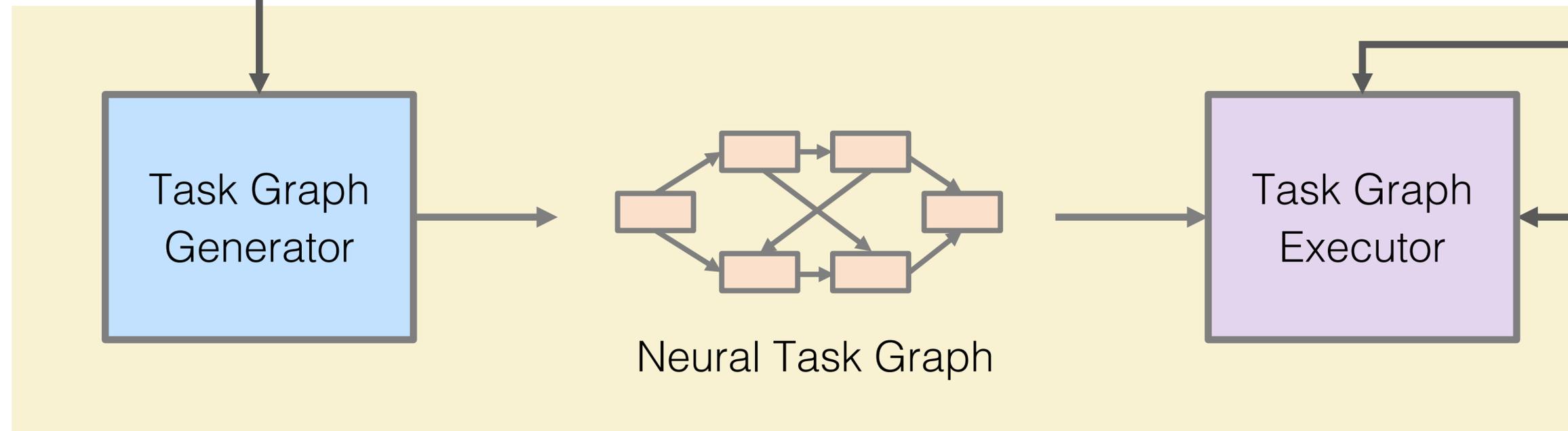
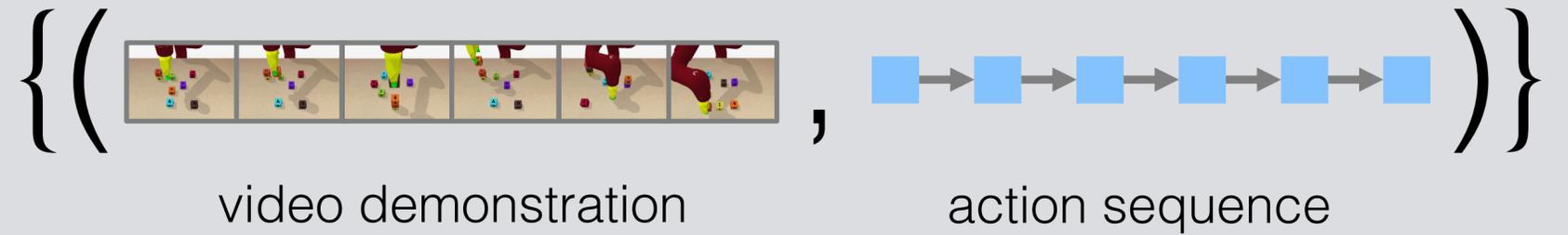


# One-Shot Imitation Learning from Videos: **Neural Task Graphs (NTG)**



demonstration

Training supervision

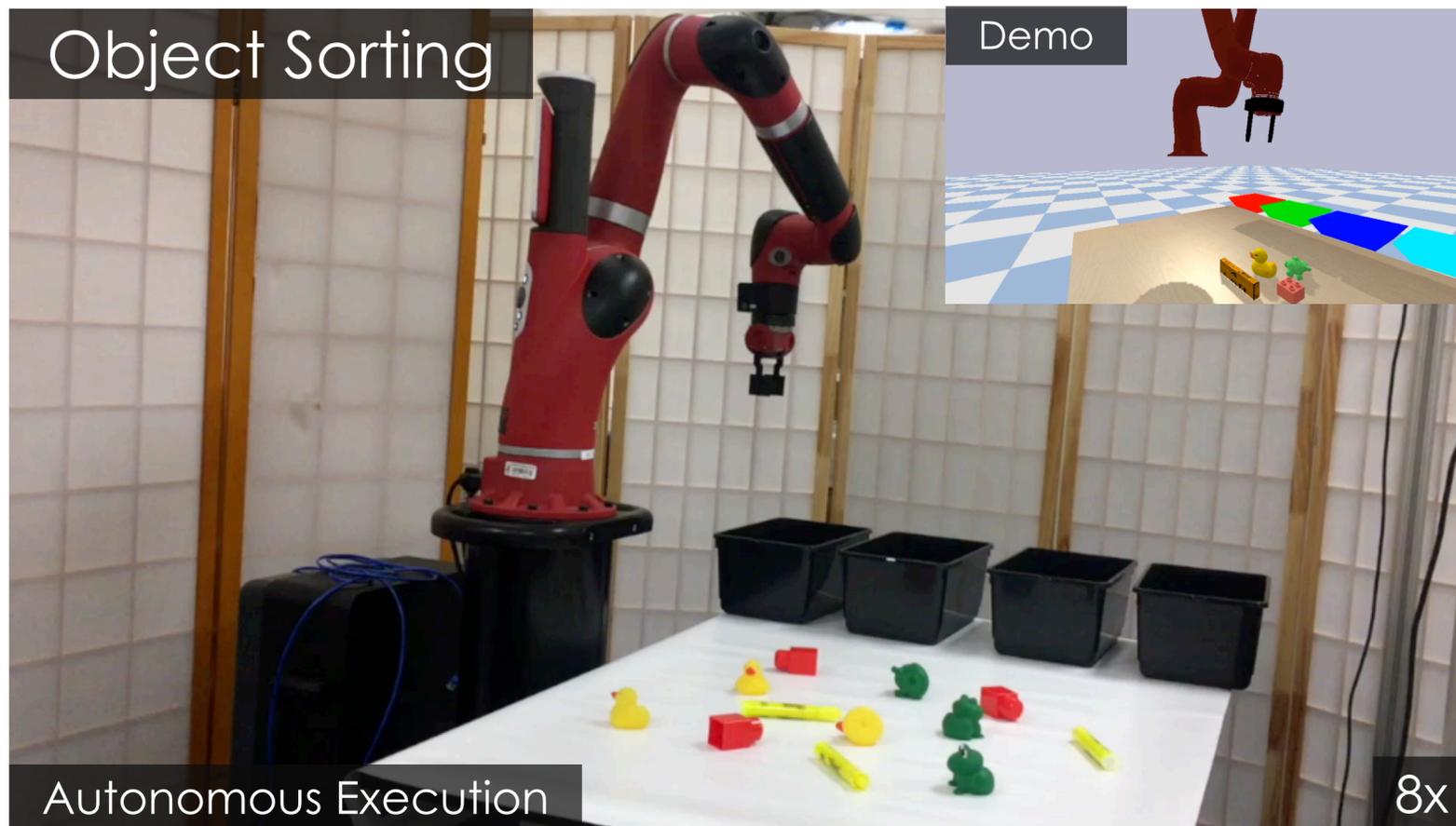


policy

observation



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

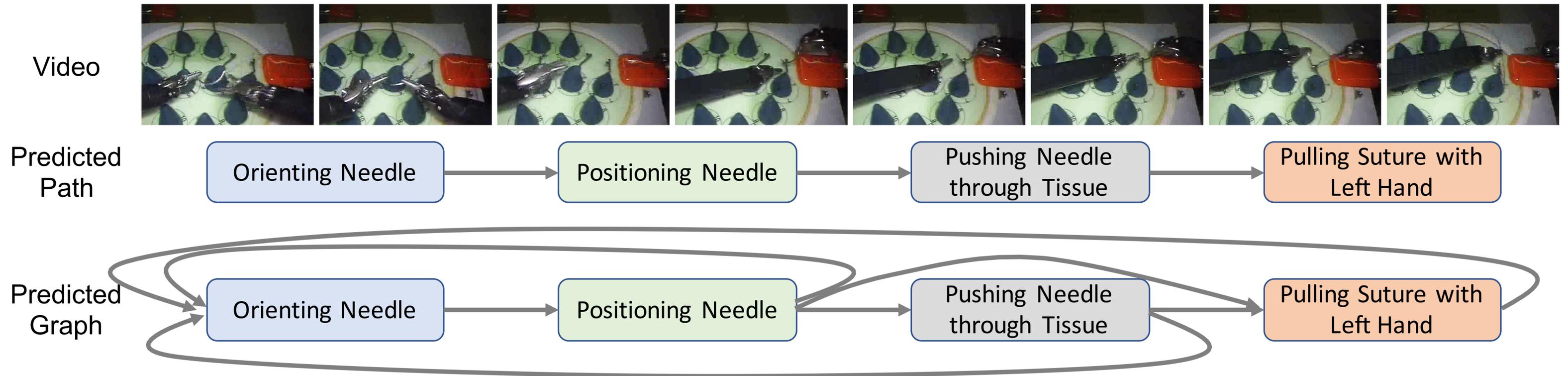


Qualitative



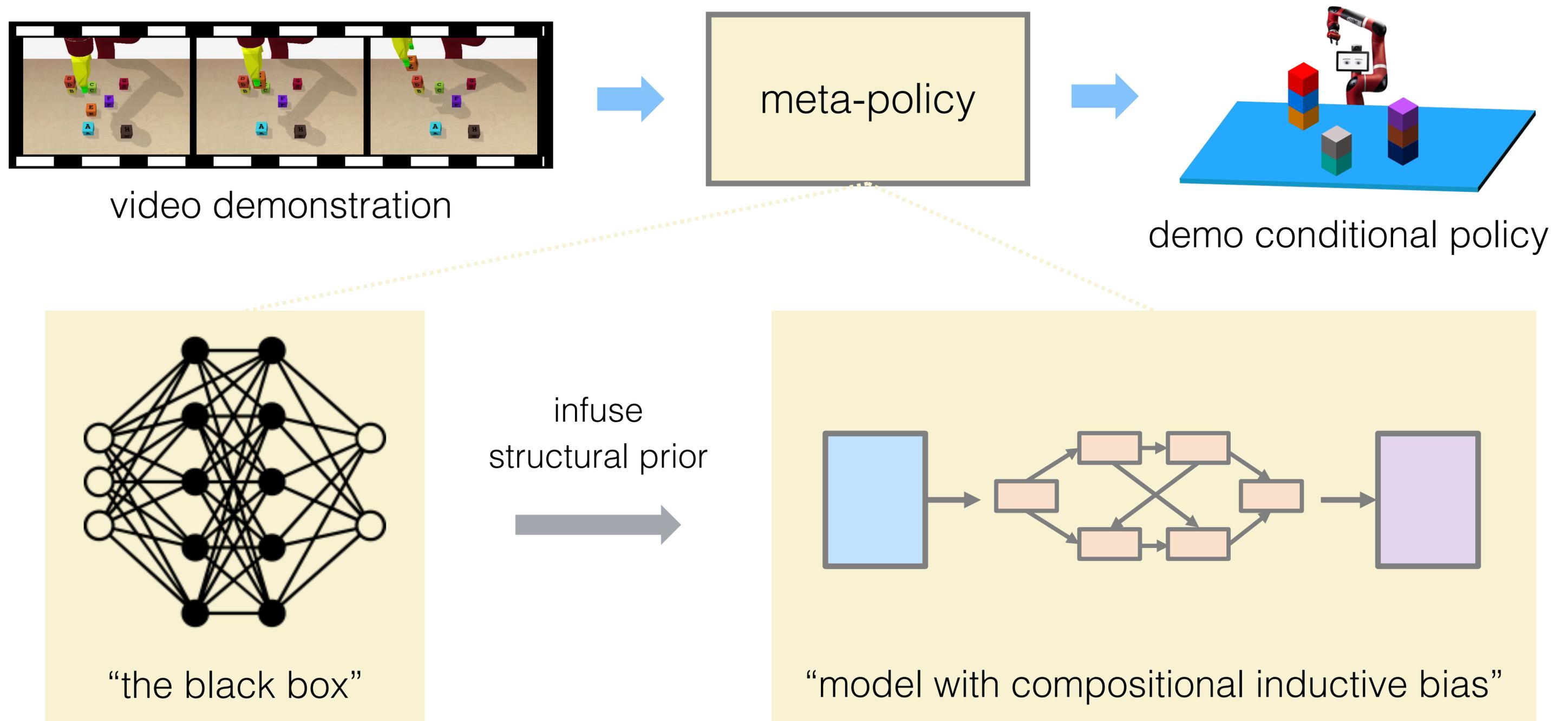
Quantitative  
(the higher the better)

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

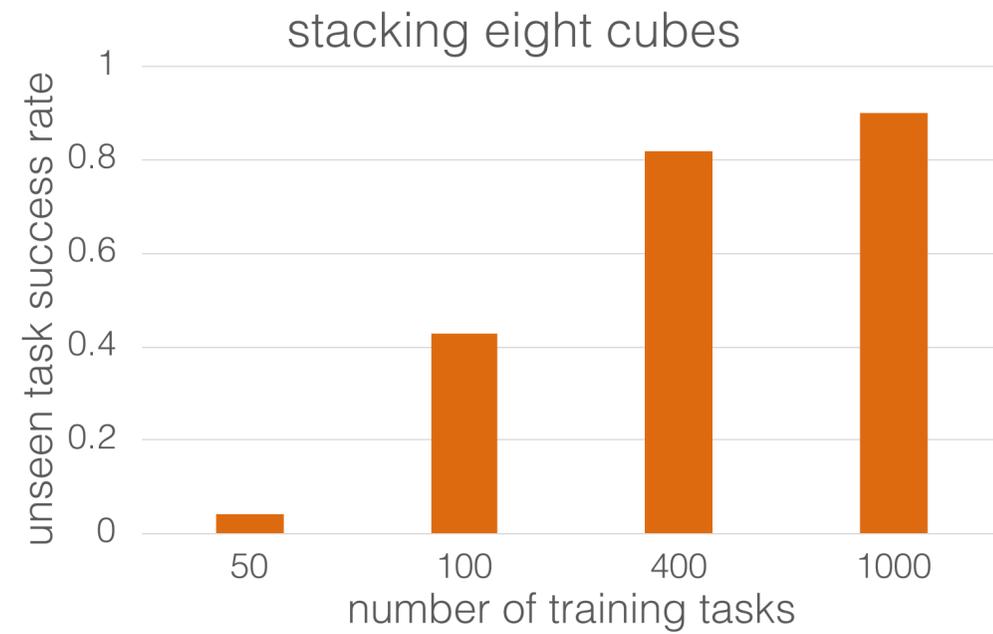


Applying NTG to the real-world surgical video dataset JIGSAWS

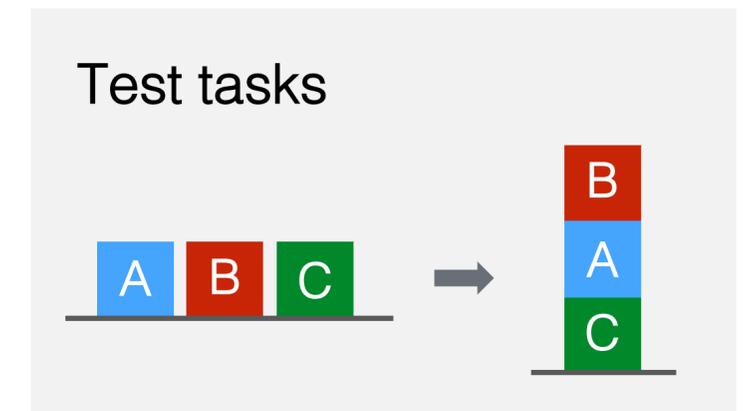
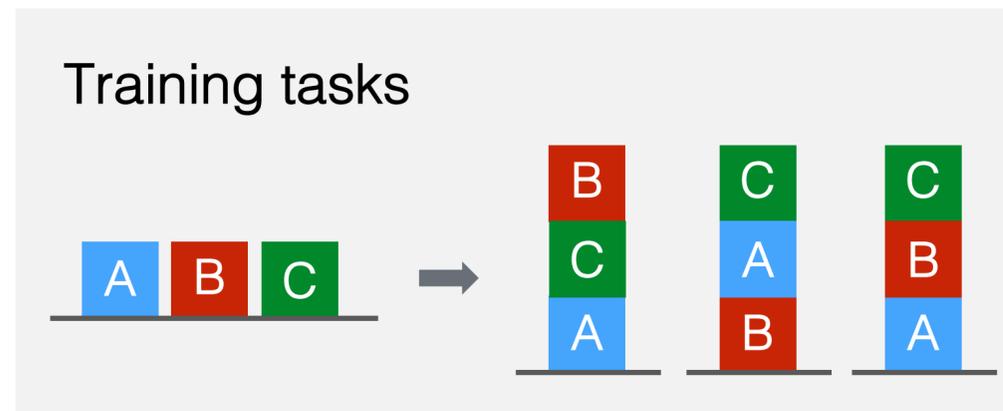
# One-Shot Imitation Learning from Videos: **Neural Task Graphs (NTG)**



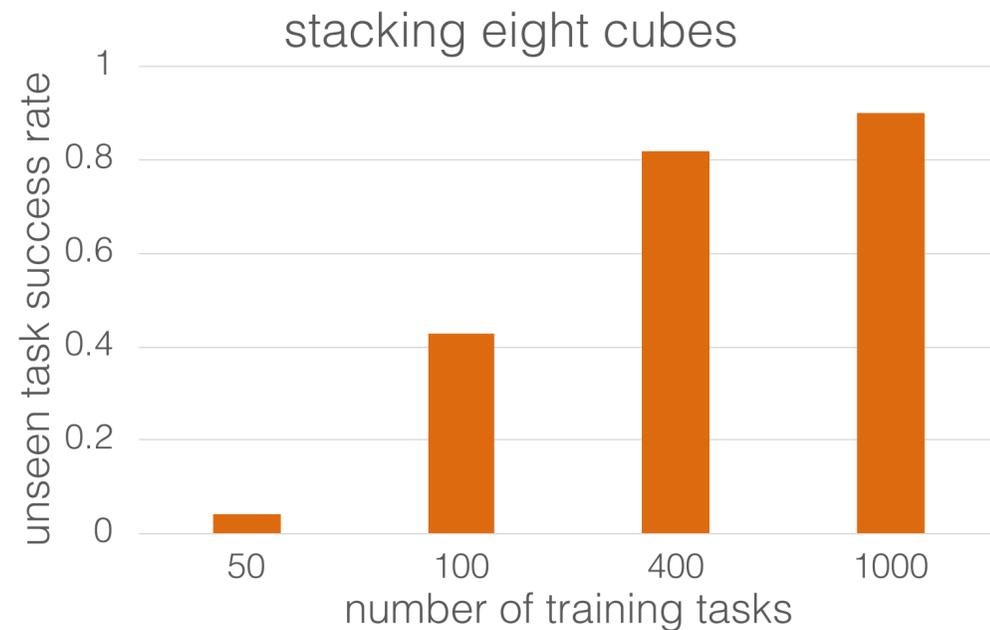
# One-Shot Imitation Learning from Videos: **Neural Task Graphs (NTG)**



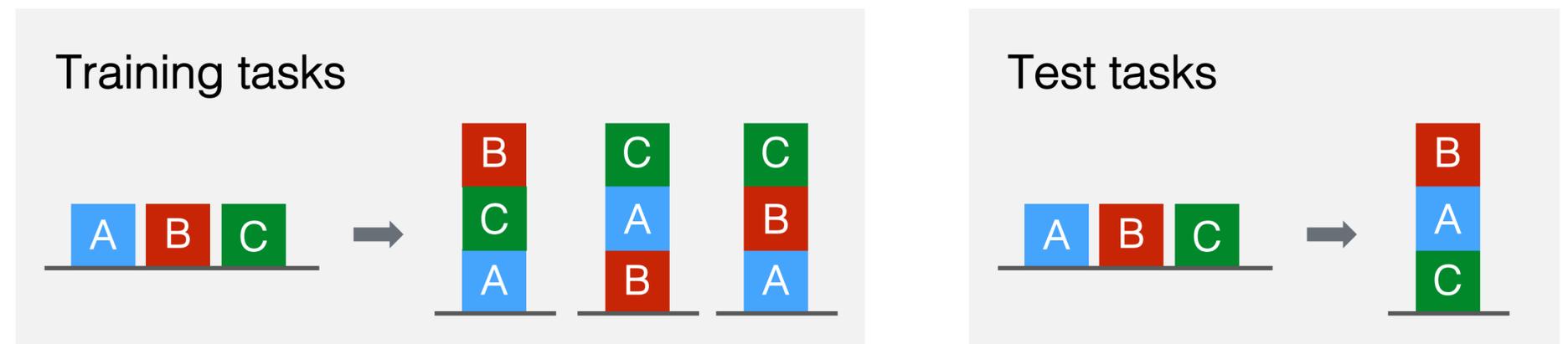
Compositional inductive bias in deep models is very effective for “in-distribution” task generalization (interpolation).



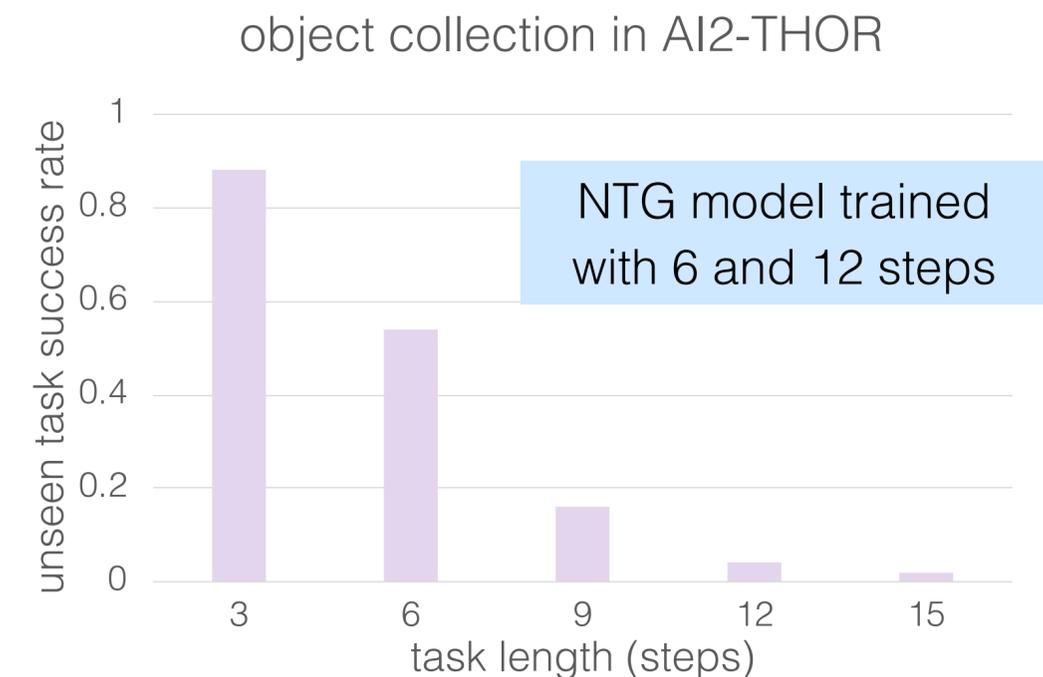
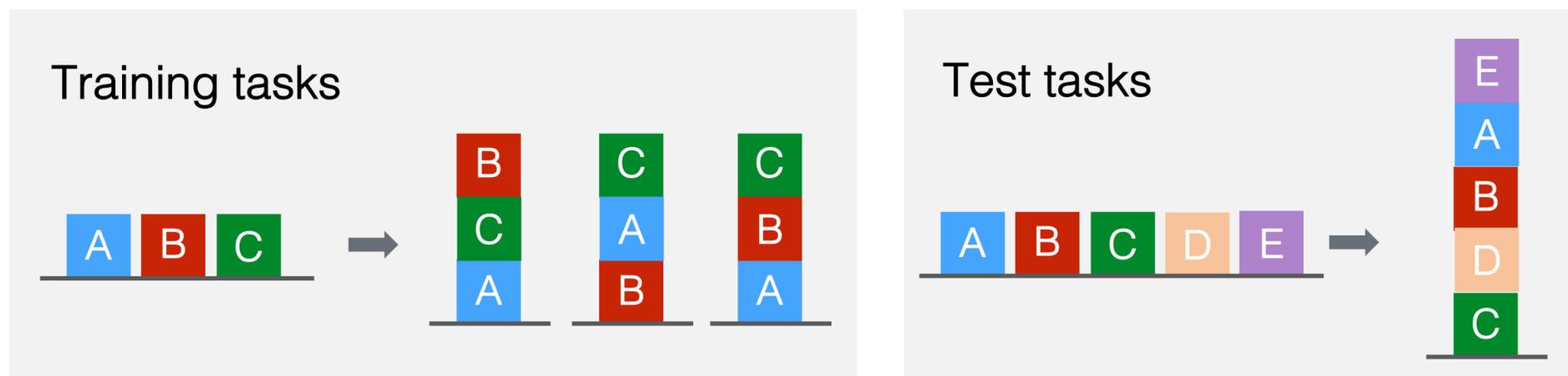
# One-Shot Imitation Learning from Videos: **Neural Task Graphs (NTG)**



Compositional inductive bias in deep models is very effective for “**in-distribution**” task generalization (interpolation).



NTG is data-hungry and insufficient for “**out-of-distribution**” task generalization (extrapolation).

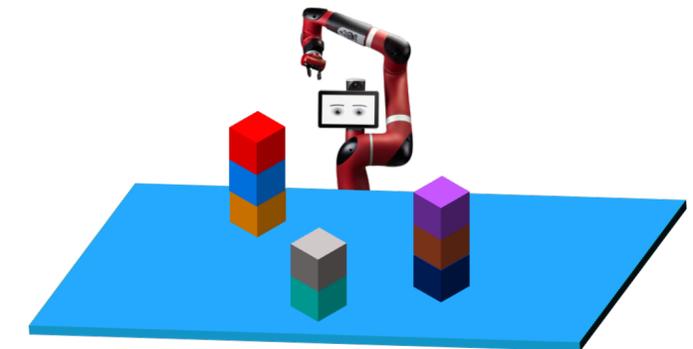


# Visual Imitation Learning

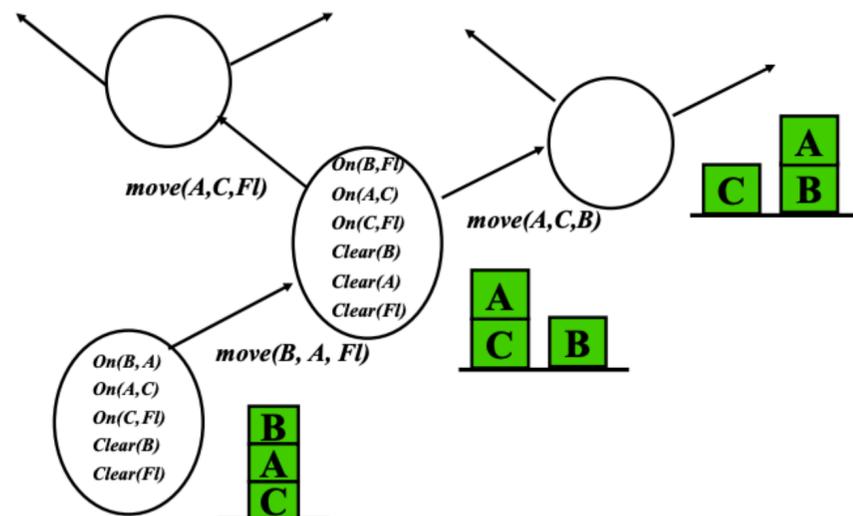
One-shot imitation with **stronger task generalization**



video demonstration



demo conditional policy



Classic symbolic planning (with additional domain knowledge) is capable of strong generalization.



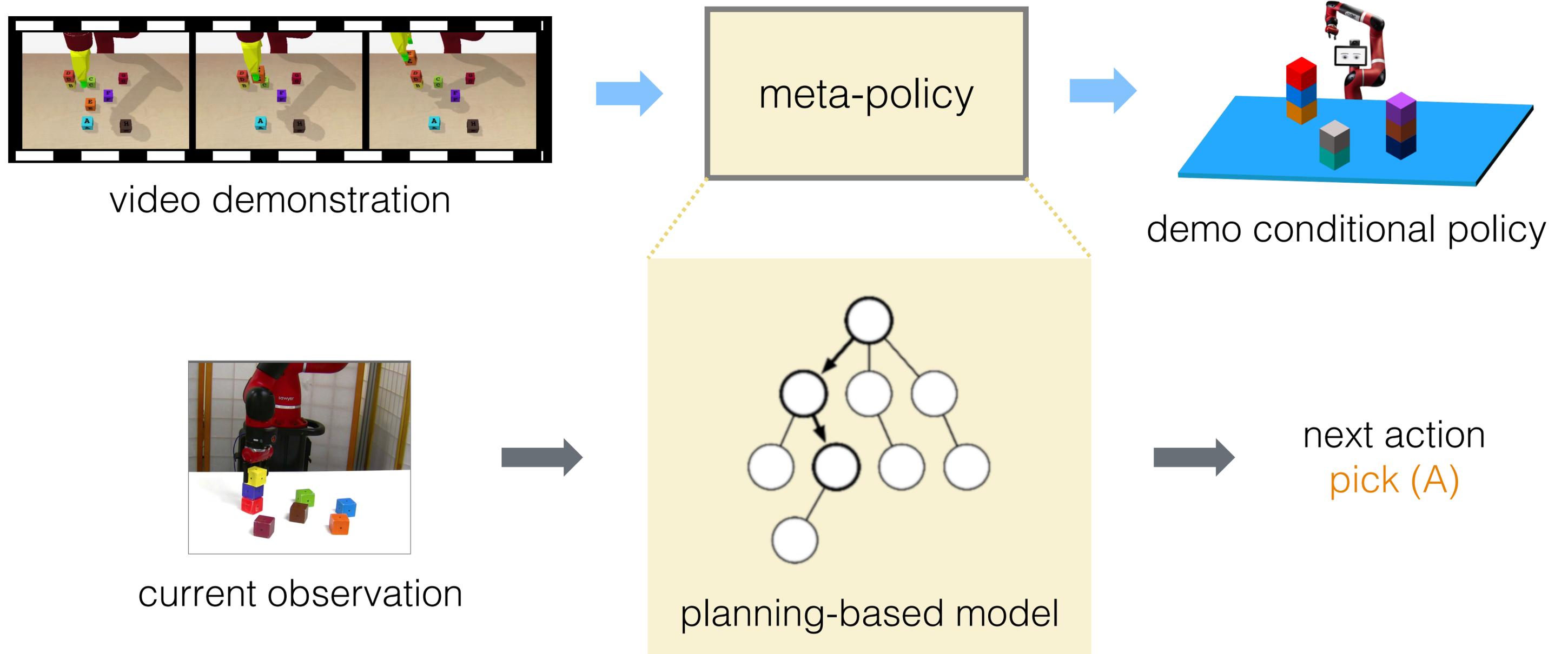
**Blocks Word Domain File**

```
(define (domain hw5)
  (:requirements :strips)
  (:constants red green blue yellow)
  (:predicates (on ?x ?y) (on-table ?x) (block ?x) ... (clean ?x))
  (:action pick-up
    :parameters (?obj1)
    :precondition (and (clear ?obj1) (on-table ?obj1)
                       (arm-empty))
    :effect (and (not (on-table ?obj1))
                 (not (clear ?obj1))
                 (not (arm-empty))
                 (holding ?obj1)))
  ... more actions ...)
```

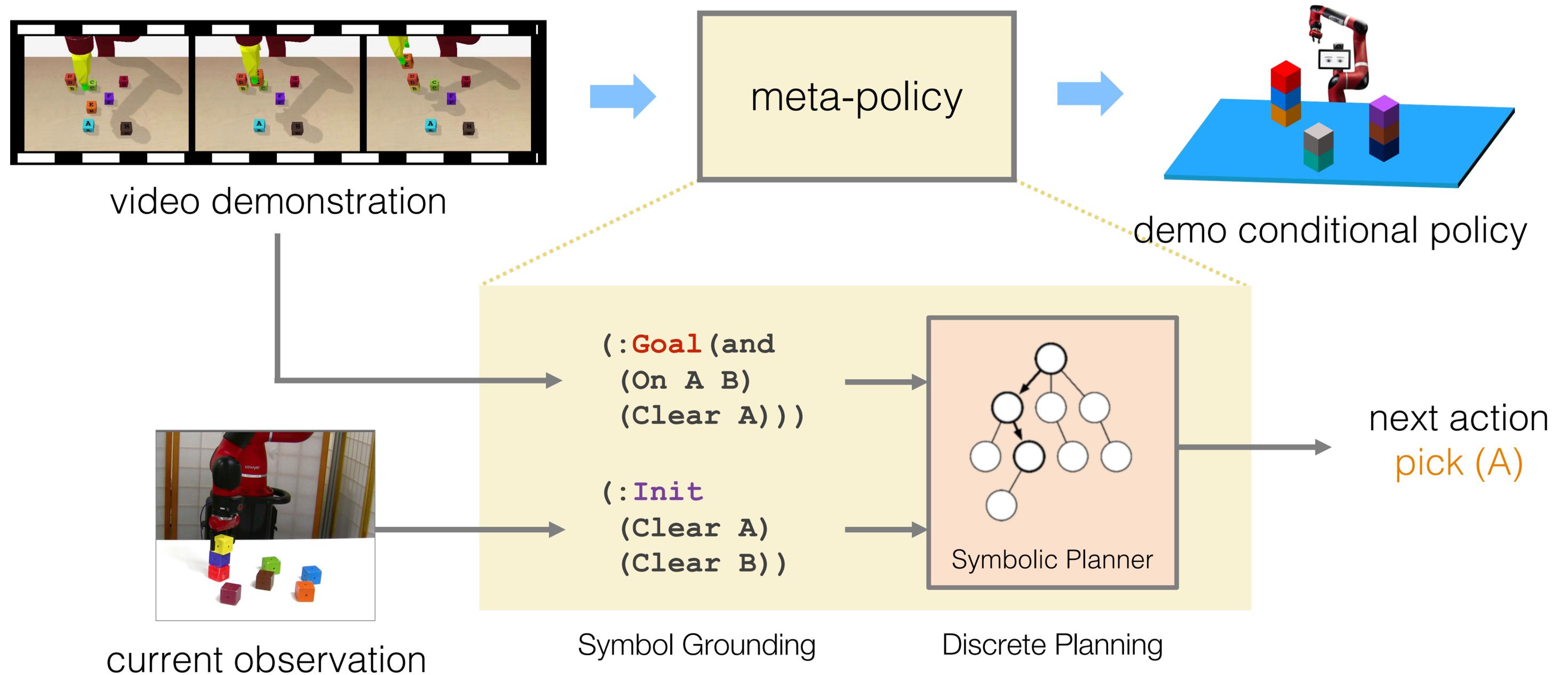


# Visual Imitation Learning

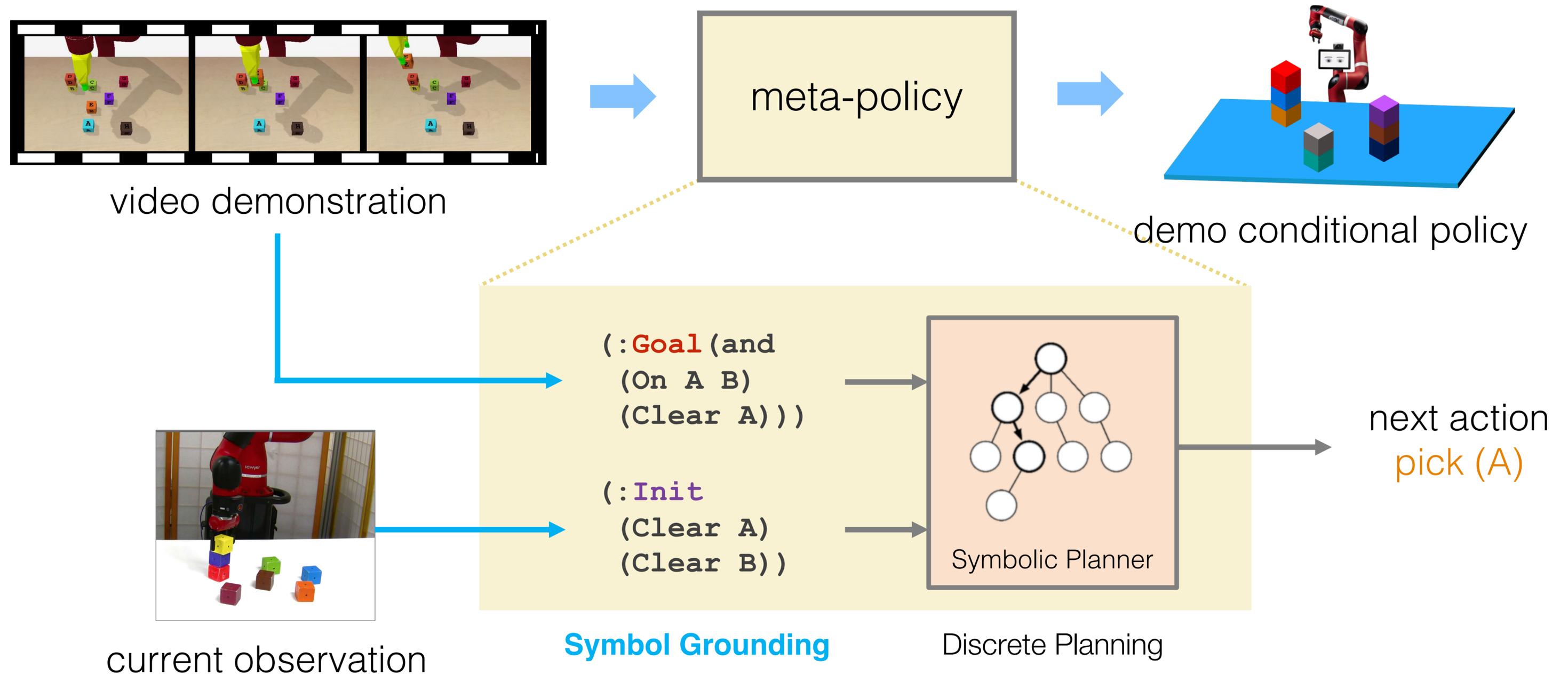
One-shot imitation with **stronger task generalization**



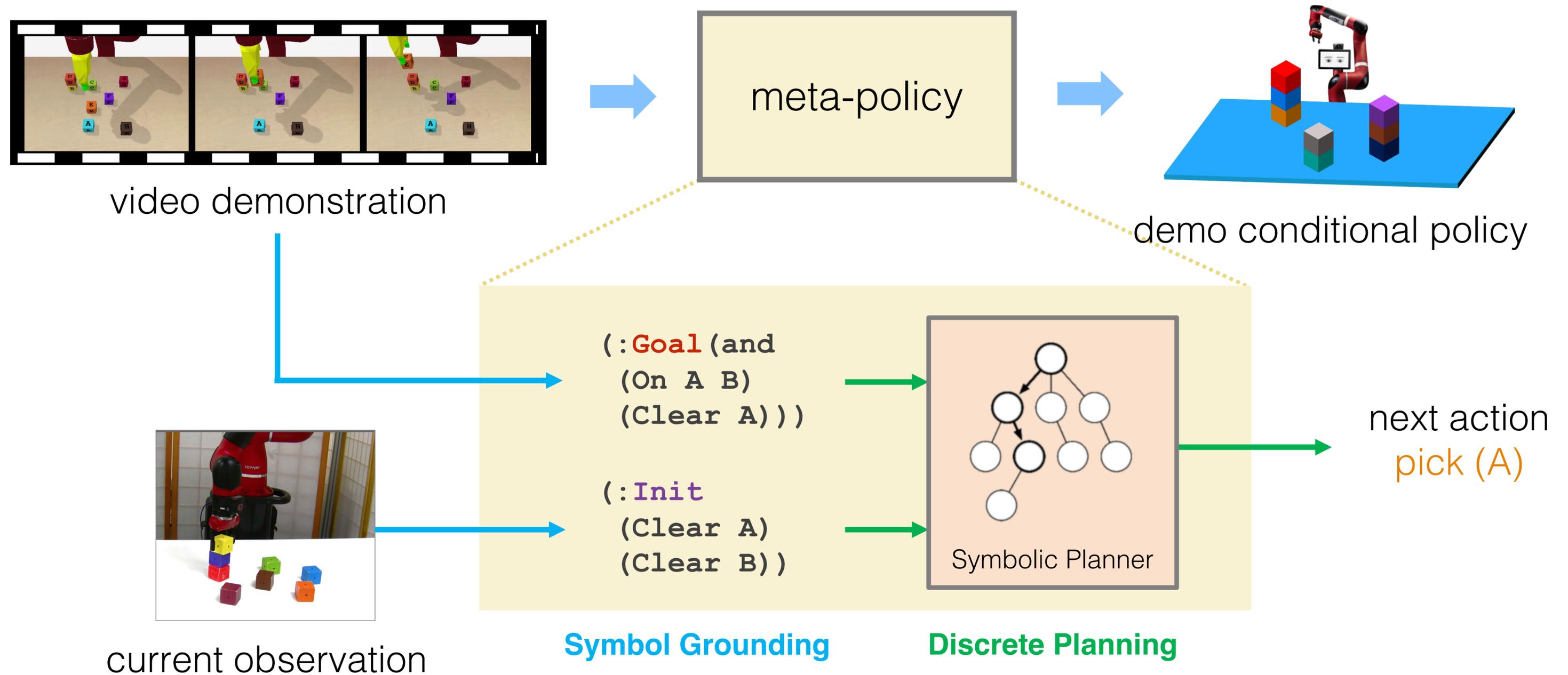
# Planning-based One-Shot Visual Imitation: **Continuous Planner**



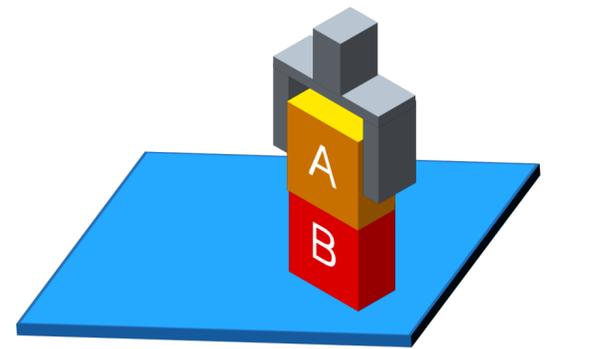
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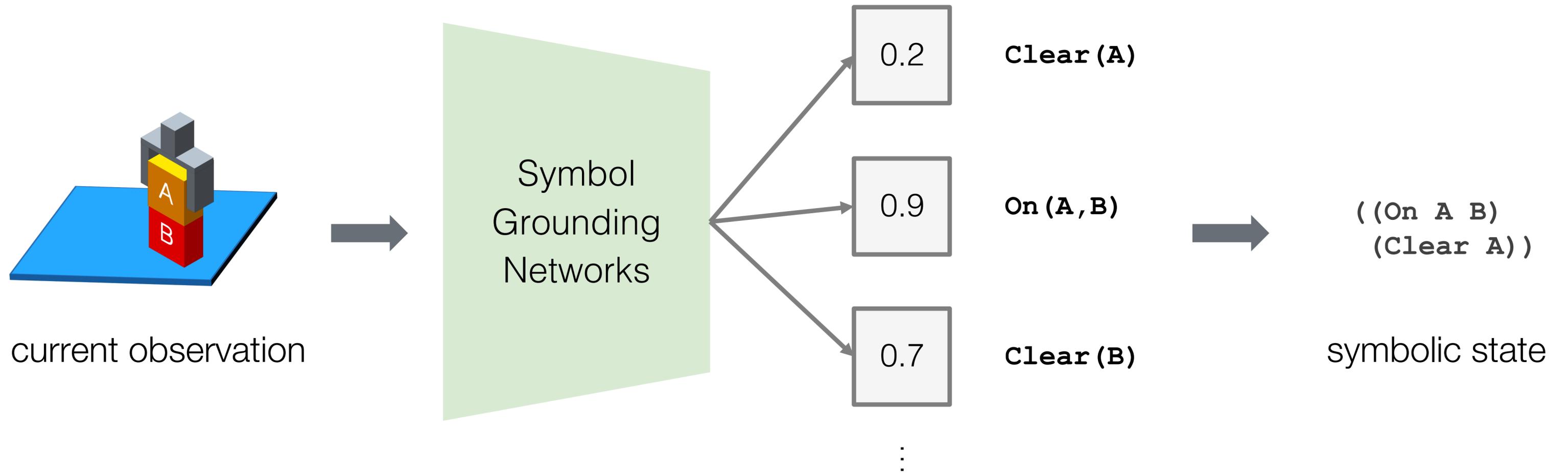
current observation



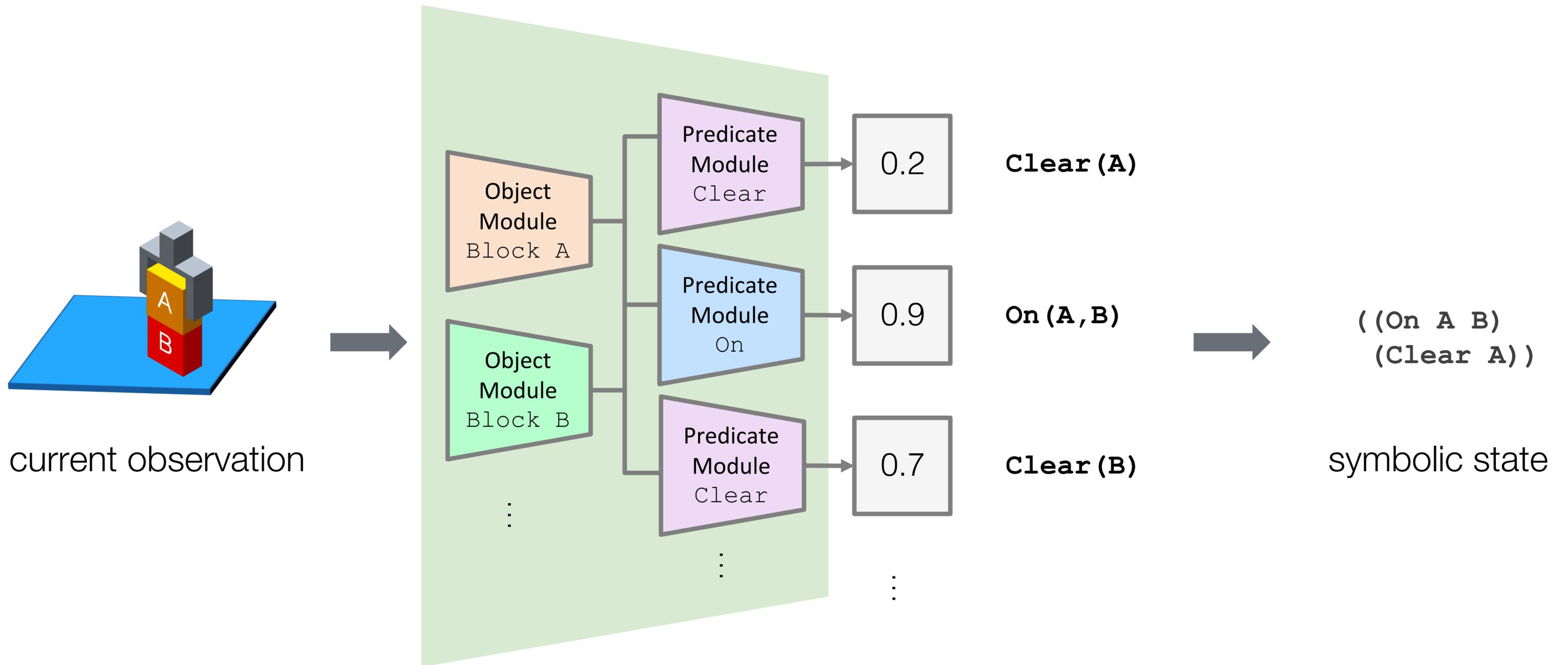
```
((On A B)  
(Clear A))
```

symbolic state

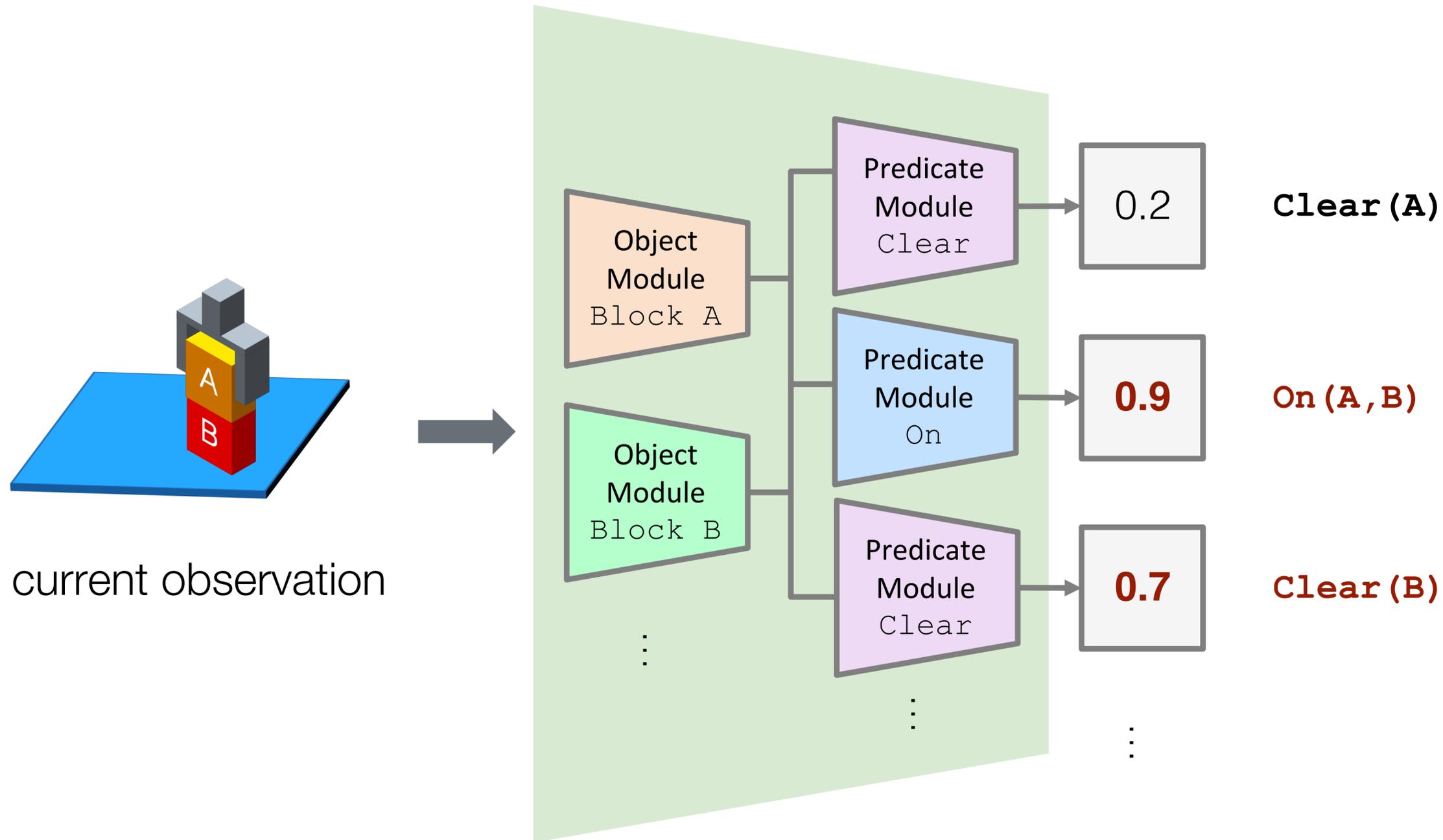
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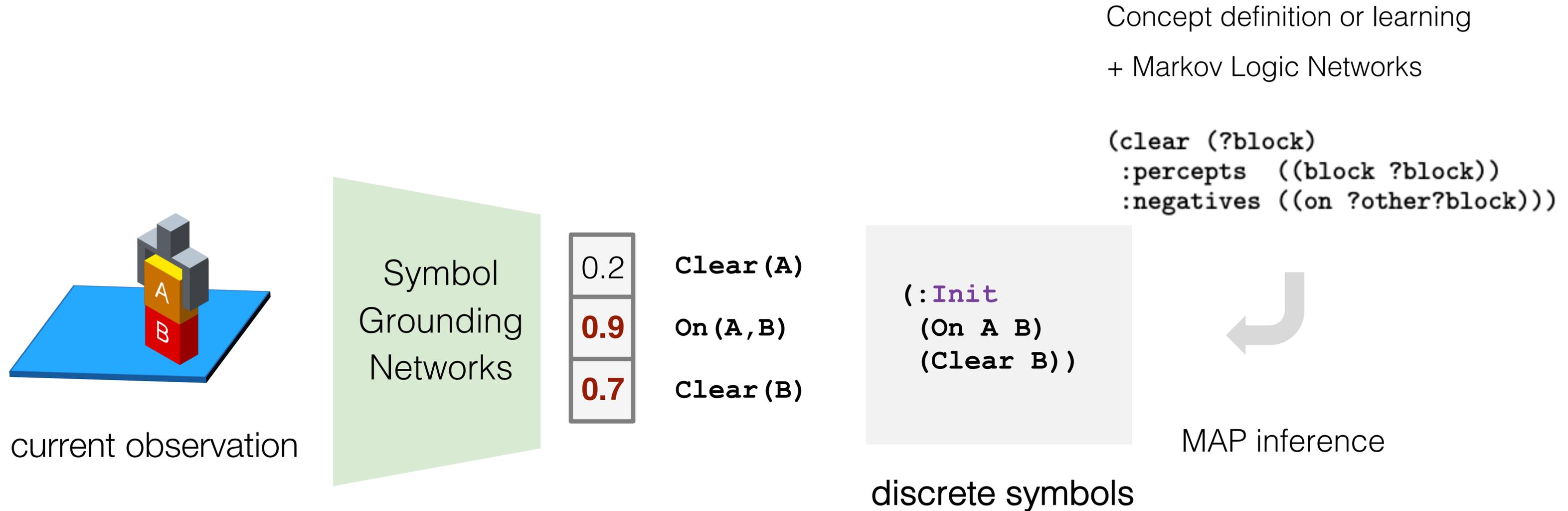


Predicate predictions are continuous arising from **perceptual uncertainty**.

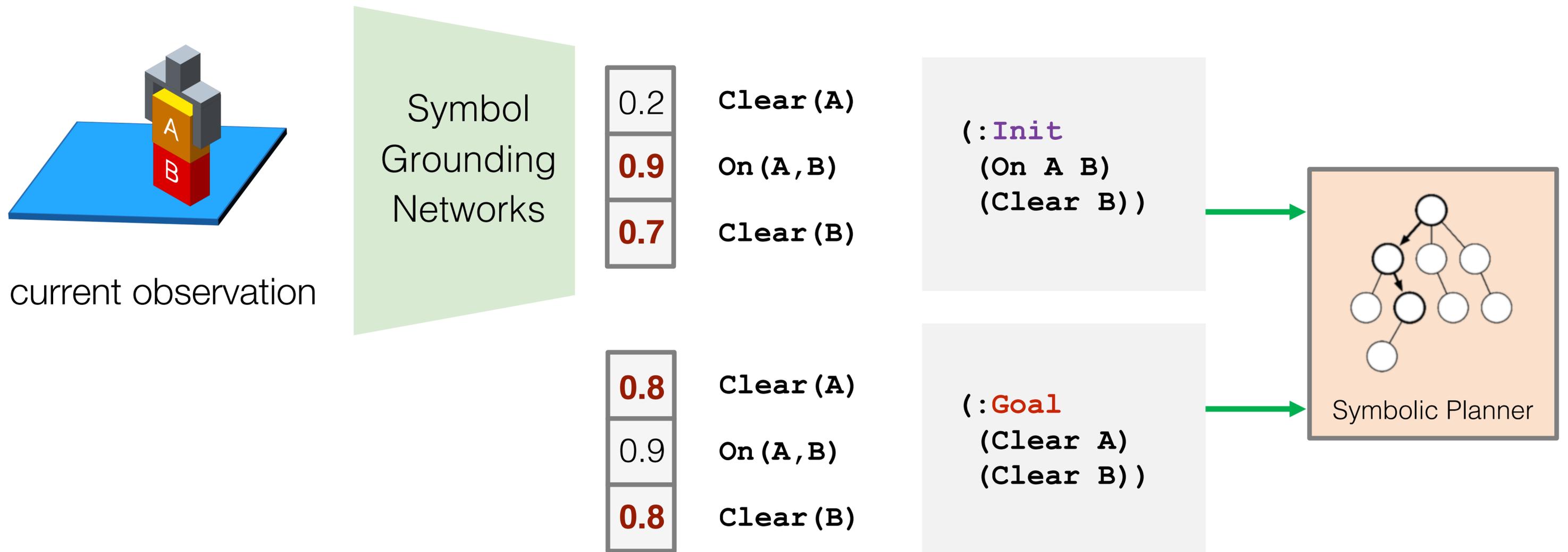
**Inconsistency** might occur when we discretize the predictions.

Inconsistency leads to automatic **planning failure** (no way to reach the goal state).

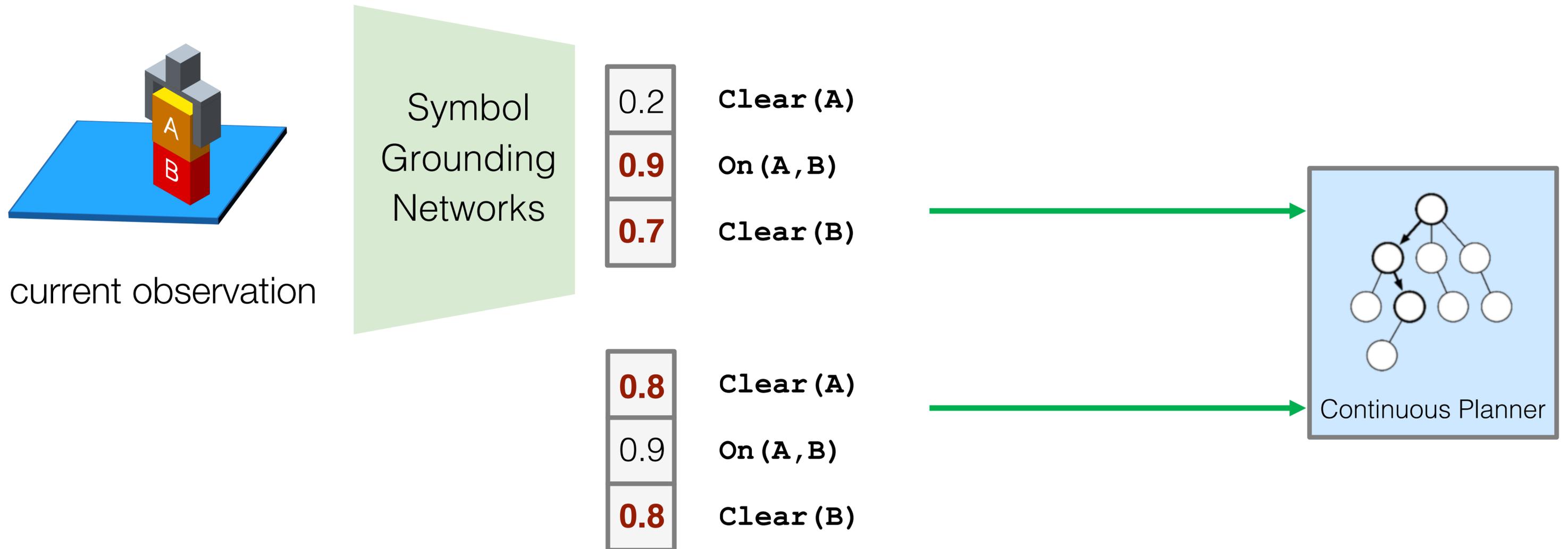
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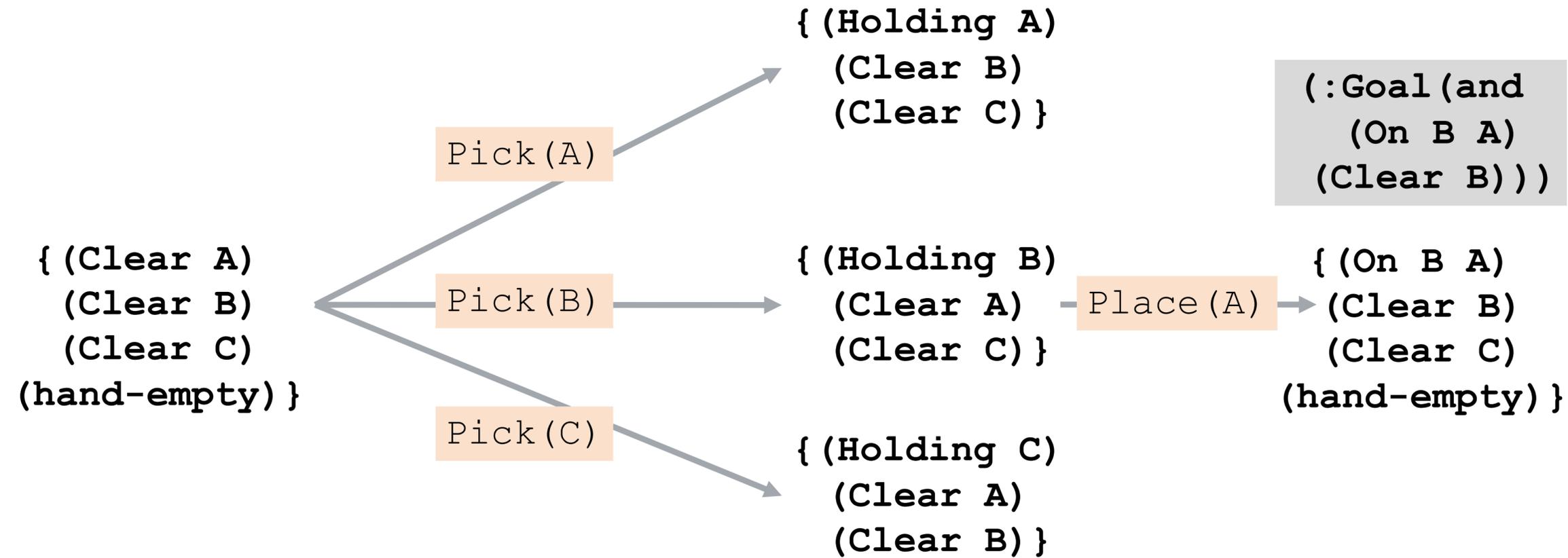
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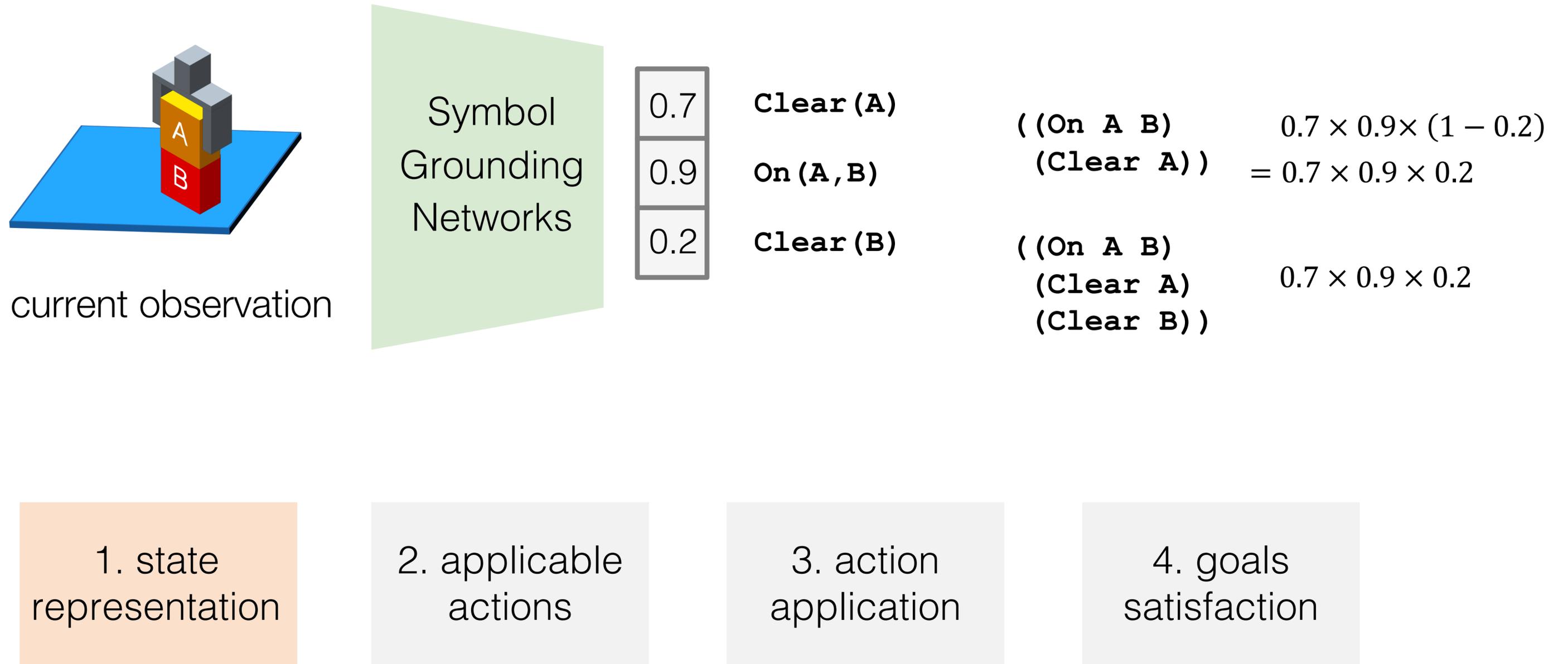
1. state representation

2. applicable actions

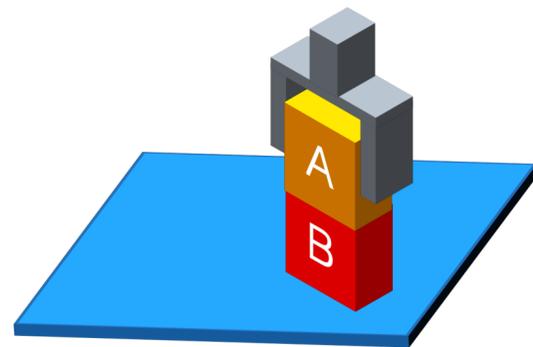
3. action application

4. goals satisfaction

# Planning-based One-Shot Visual Imitation: **Continuous Planner**



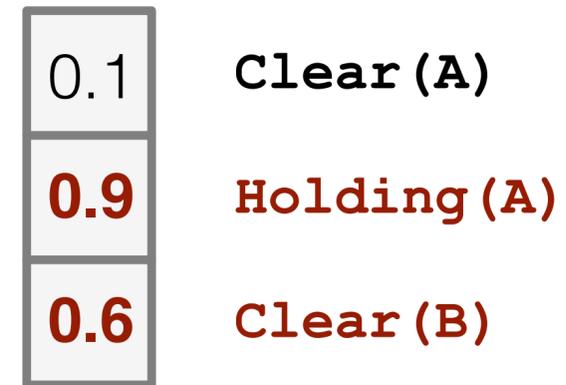
# Planning-based One-Shot Visual Imitation: **Continuous Planner**



current observation

Stack (B, A)

```
(:Precondition  
(and  
  (Clear B)  
  (Holding A)  
  ...))
```



$0.6 \times 0.9 \times \dots$

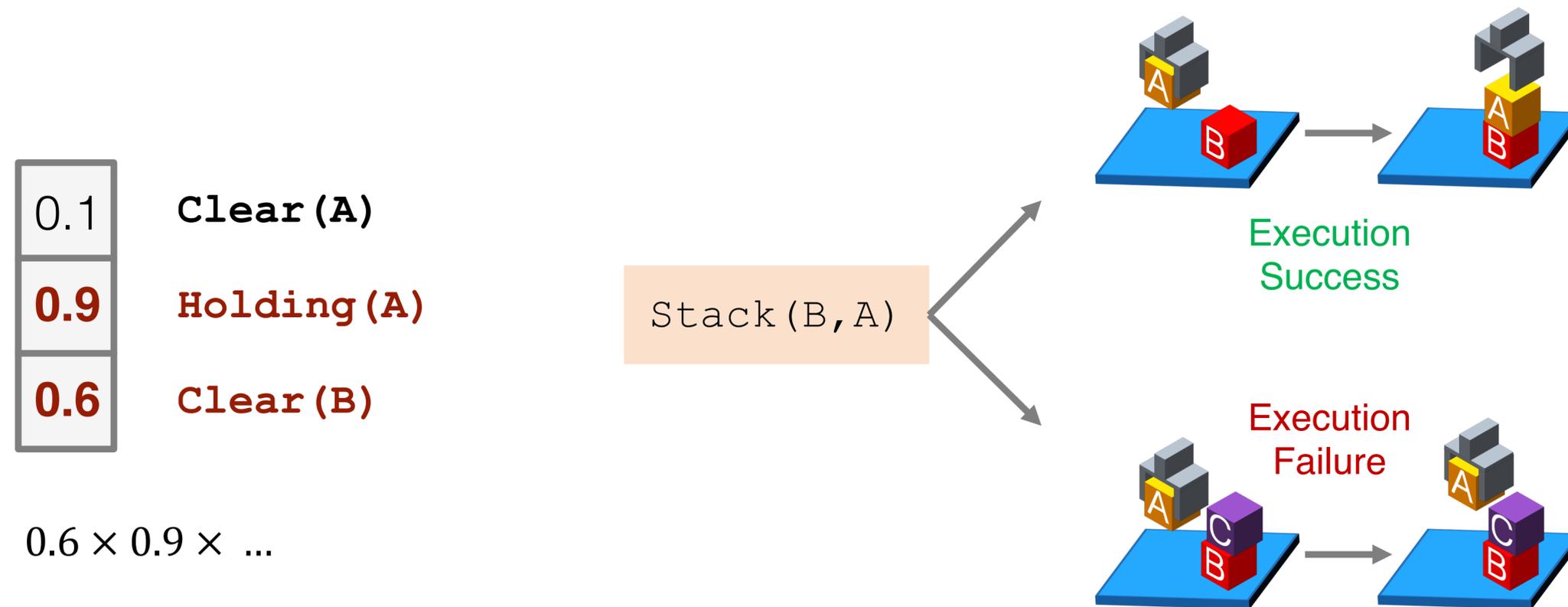
1. state  
representation

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satisfaction

# Planning-based One-Shot Visual Imitation: **Continuous Planner**



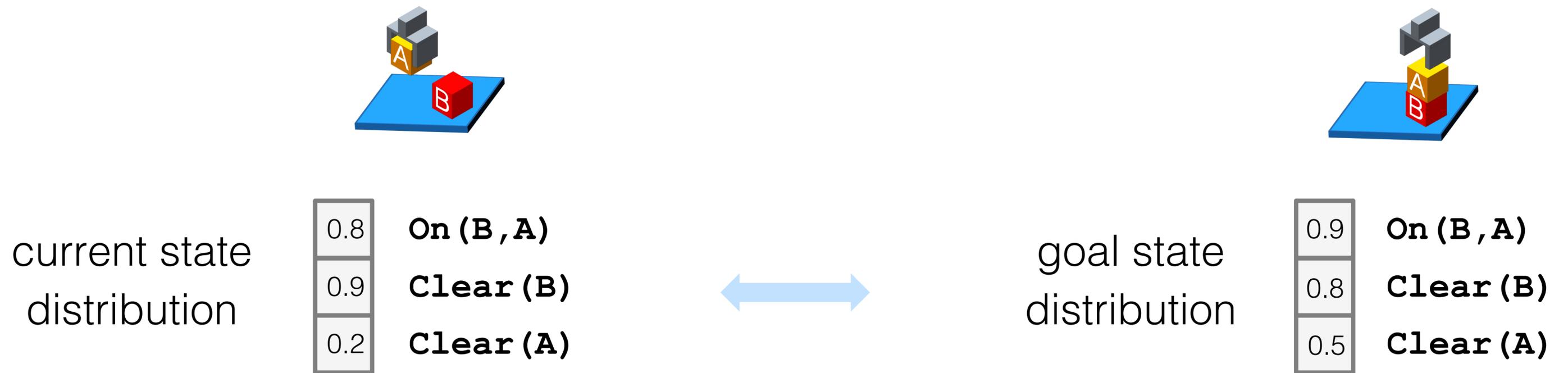
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# Planning-based One-Shot Visual Imitation: **Continuous Planner**



1. state representation

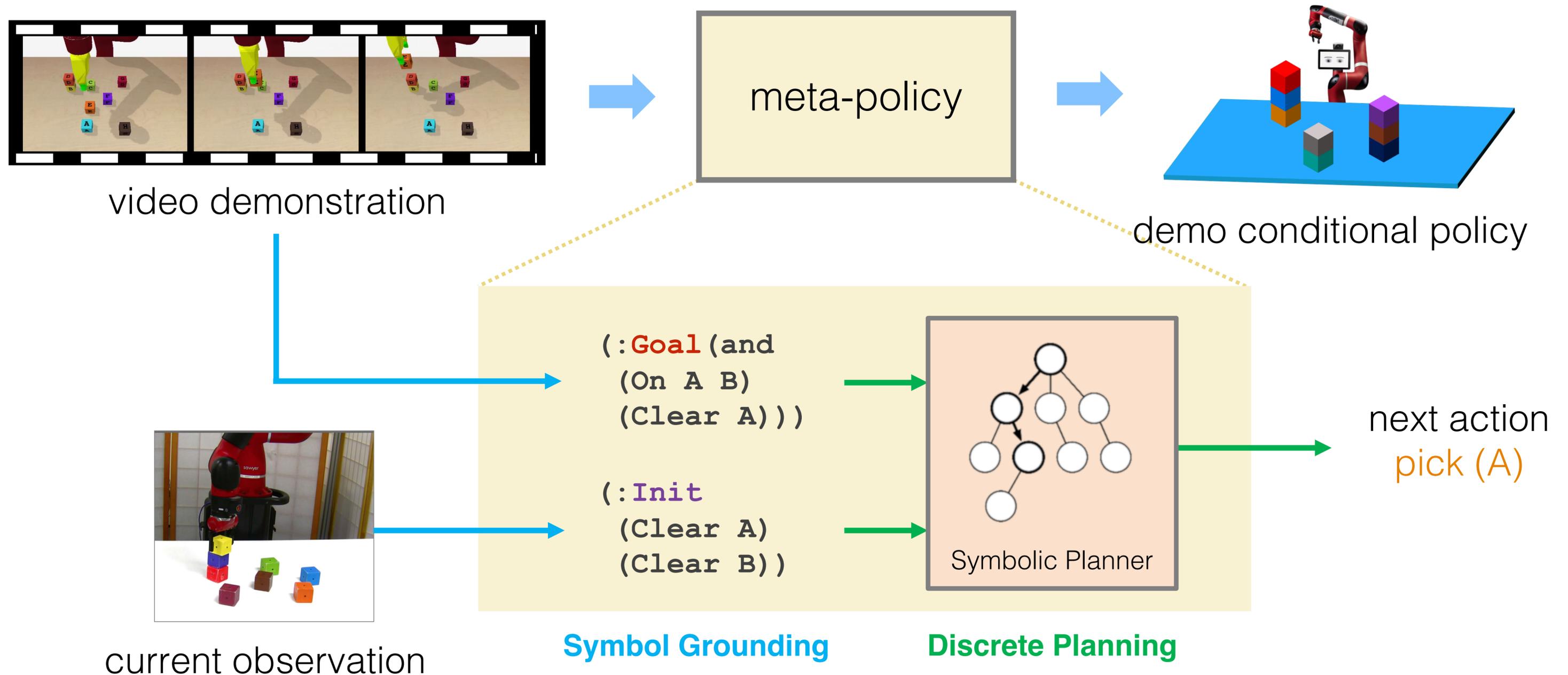
2. applicable actions

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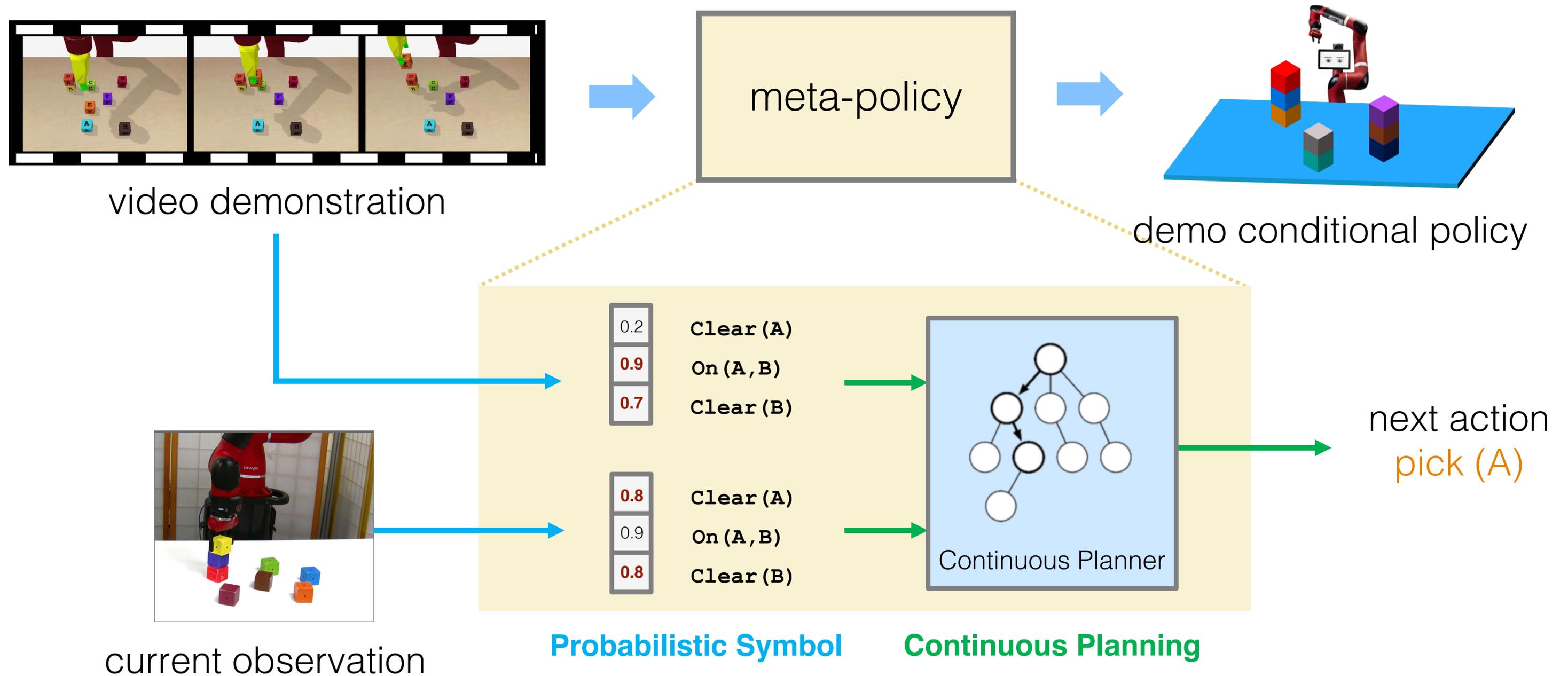
# Planning-based One-Shot Visual Imitation: **Continuous Planner**

Key idea: **Continuous Relaxation of Discrete Symbolic Reasoning**



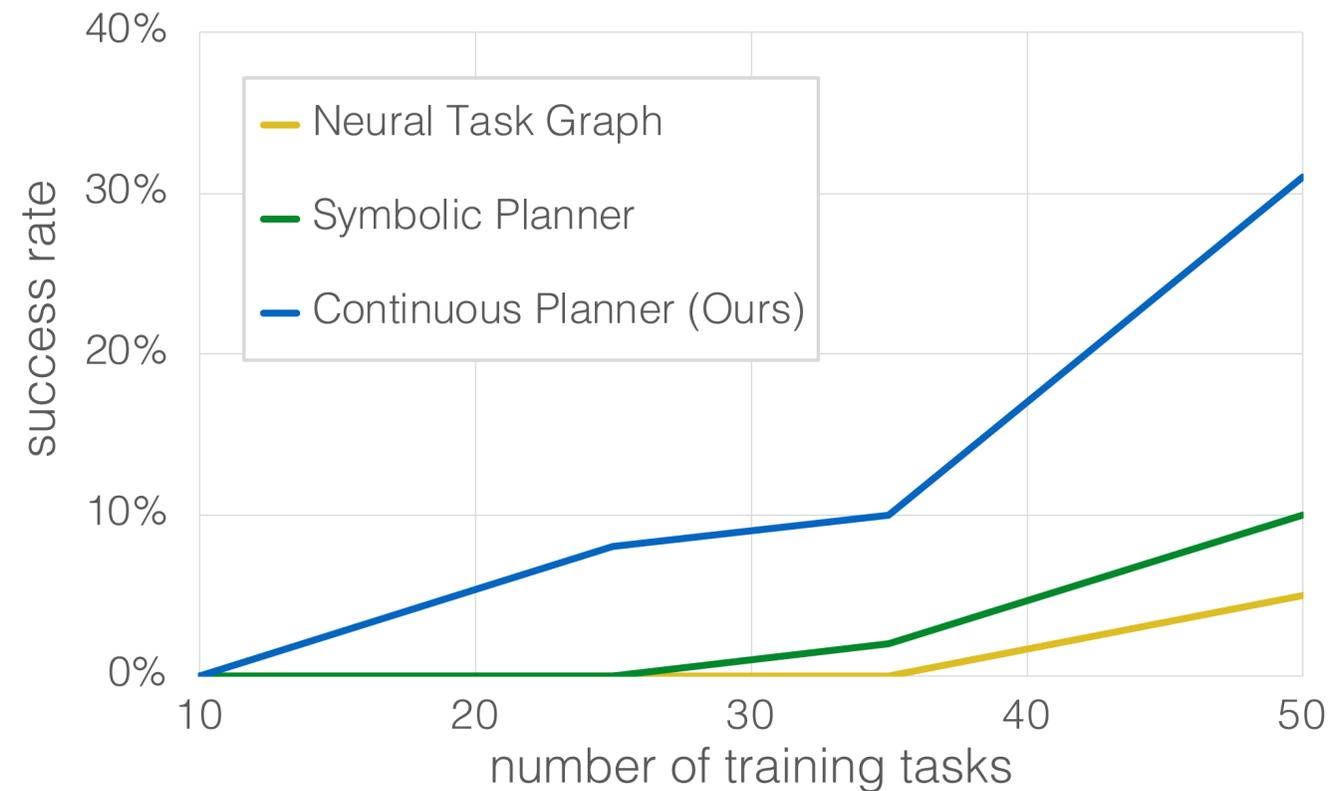
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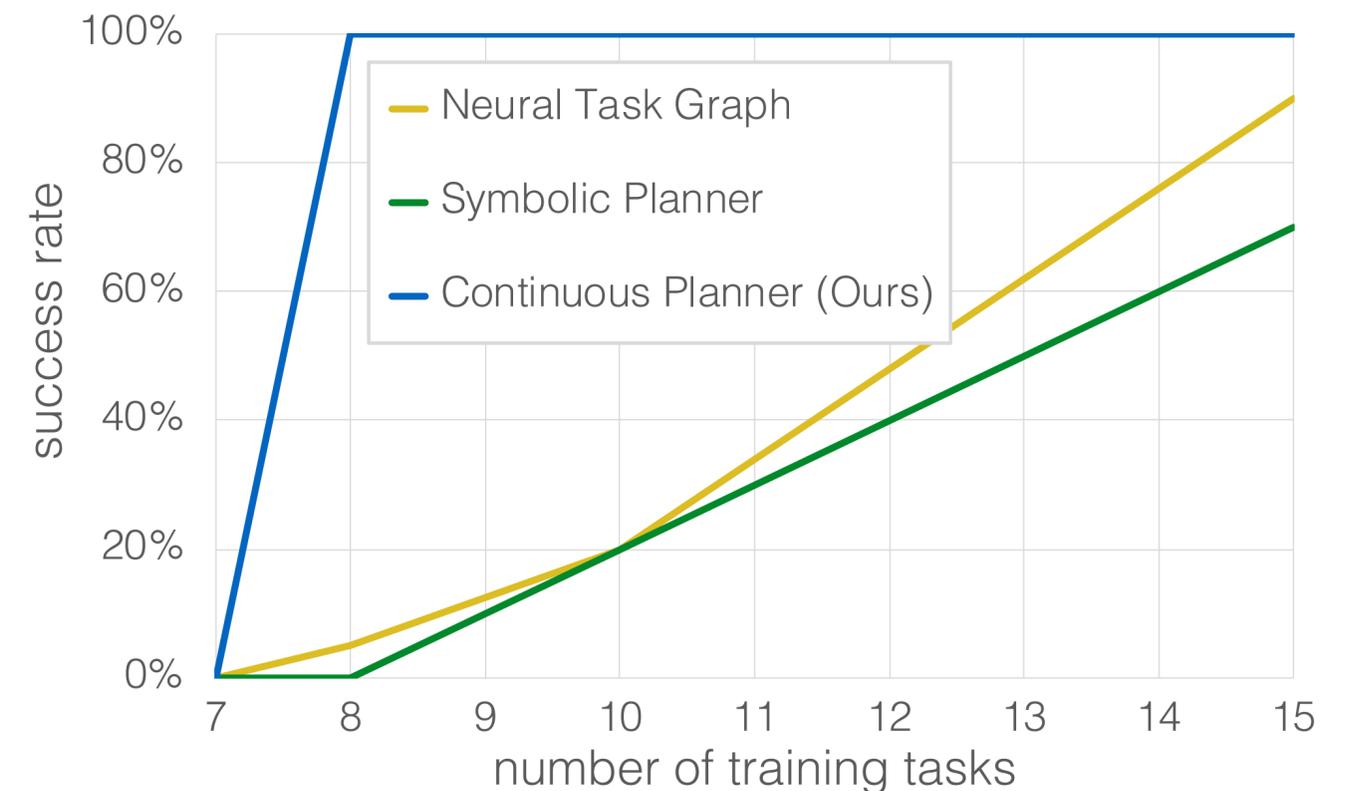


# Planning-based One-Shot Visual Imitation: **Continuous Planner**

## Block Stacking



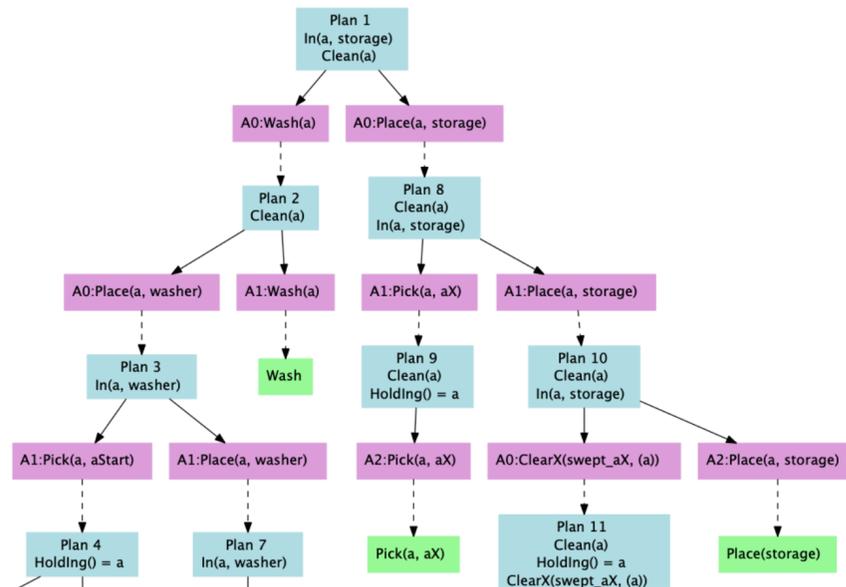
## Object Sorting



Stronger generalization and alternative execution orders from limited training demonstrations

# Visual Imitation Learning

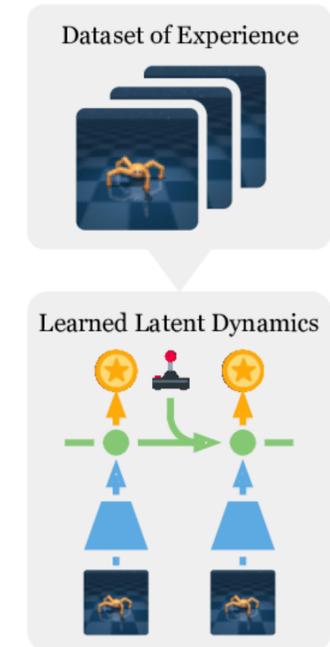
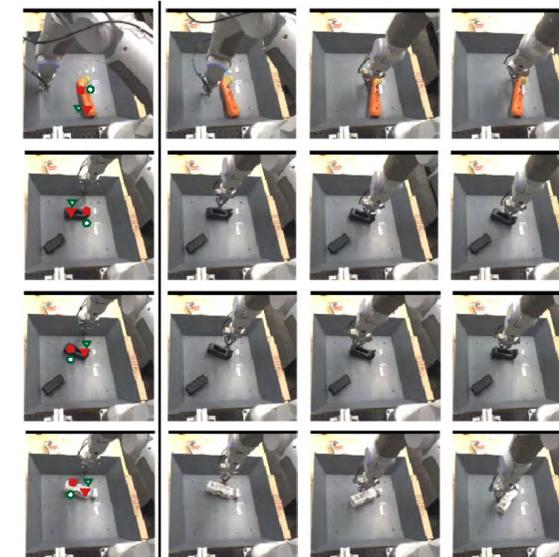
integrating **deep learning** with **symbolic reasoning**



[Waldinger 1975; Korf 1987; Kaelbling ICRA'11]

classical symbolic planning

human-interpretable and long-horizon  
symbols and planning domain required



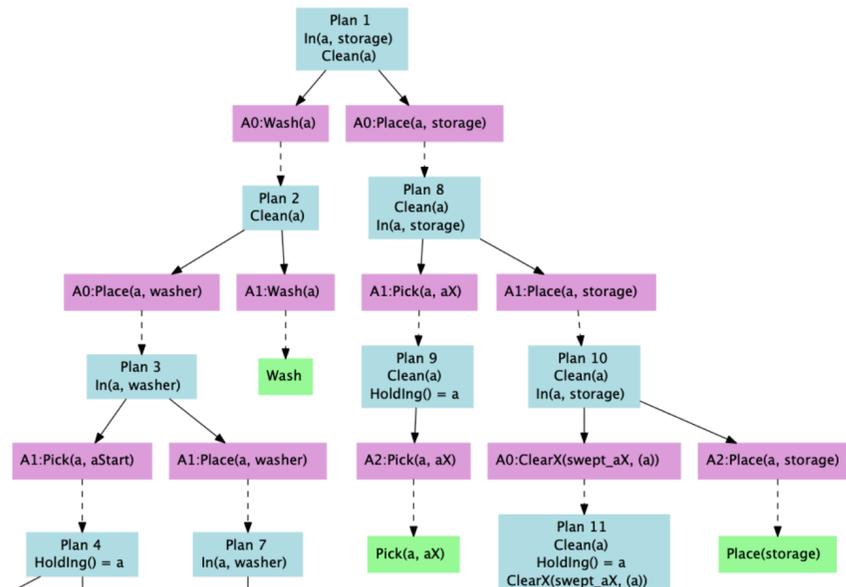
[Finn et al. ICRA'17; Oh et al. NIPS'15; Hafner et al. ICLR'20]

plan from observations

grounded on raw sensory data  
myopic sampling, short-horizon tasks

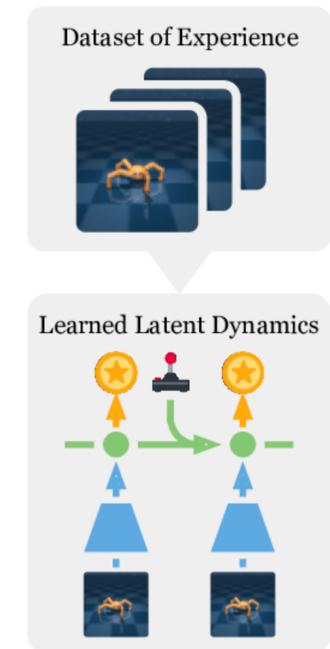
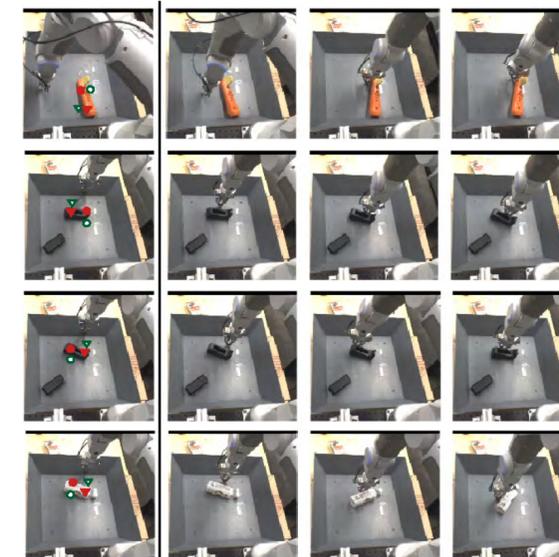
# Visual Imitation Learning

integrating **deep learning** with **symbolic reasoning**



[Waldinger 1975; Korf 1987; Kaelbling ICRA'11]

classical symbolic planning



[Finn et al. ICRA'17; Oh et al. NIPS'15; Hafner et al. ICLR'20]

plan from observations

plan backward (regression planning) in a symbolic space conditioning on the visual observation

No planning domain required

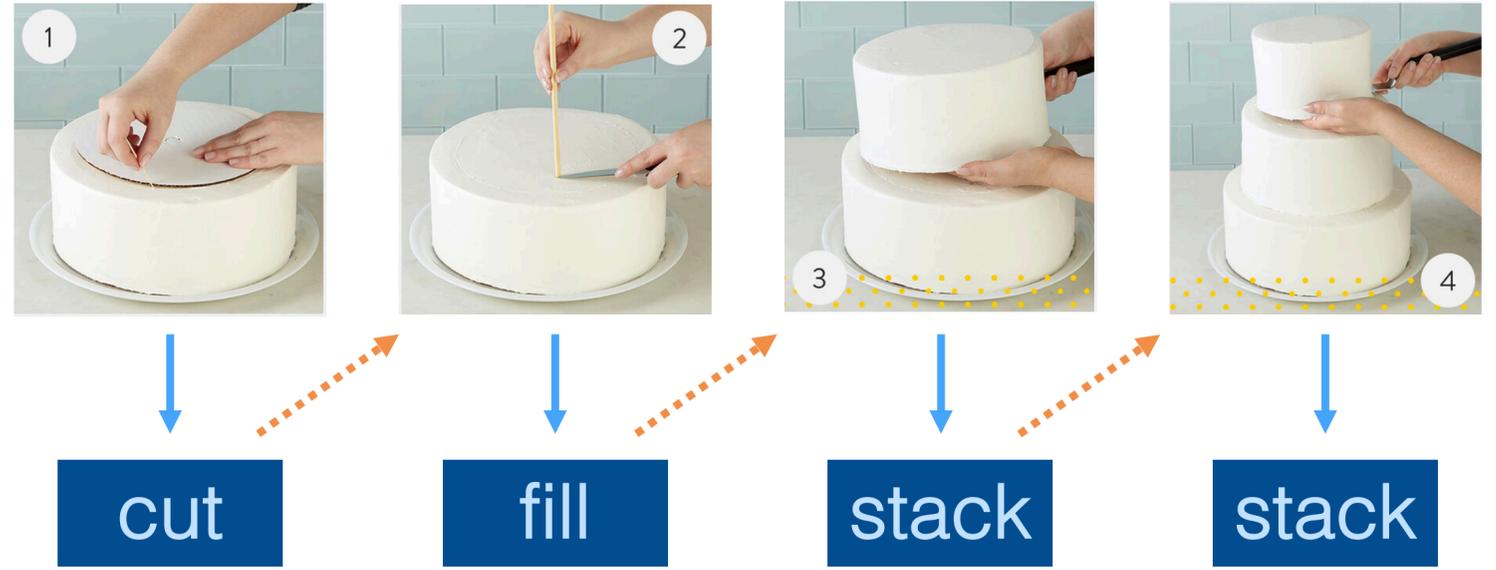
Strong generalization to long-horizon tasks

“How to make a cake?”



high-level plan

low-level action



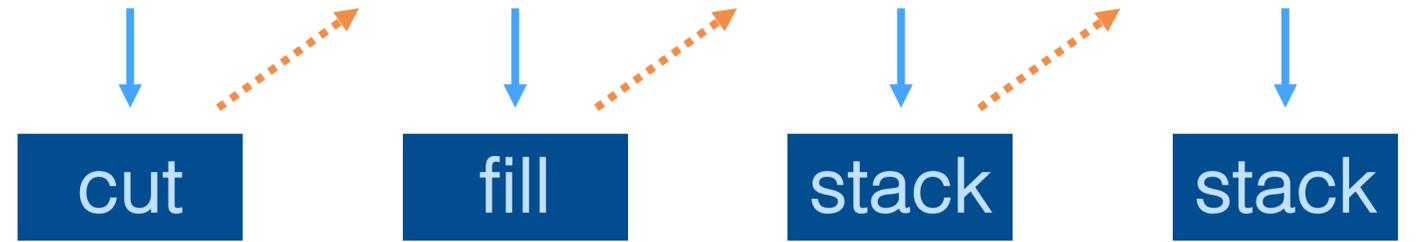
“How to make a cake?”



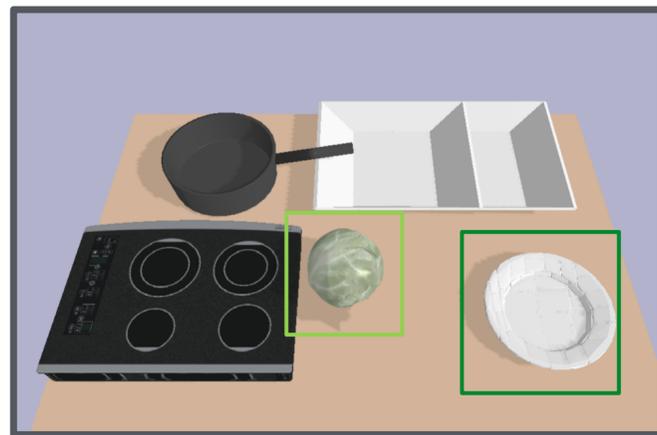
high-level plan



low-level action

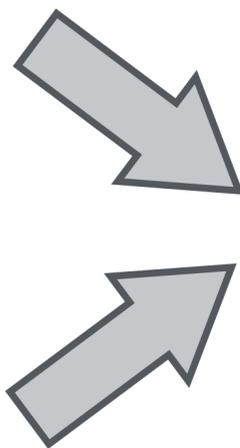


Current Observation

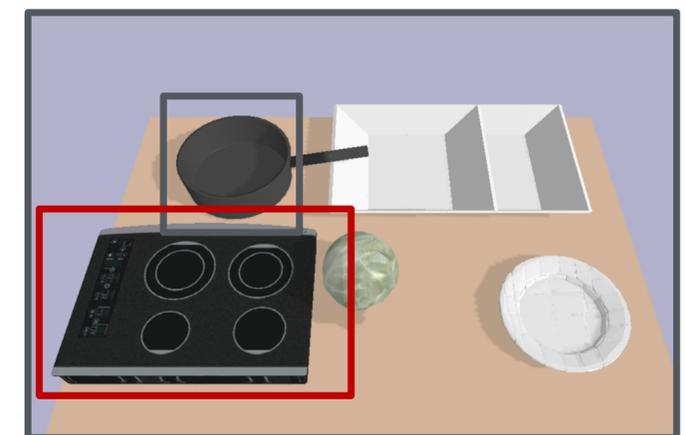
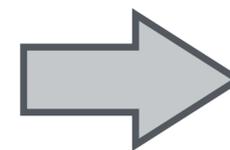


Task Goal

Cooked (Cabbage)  
On (Cabbage, Plate)

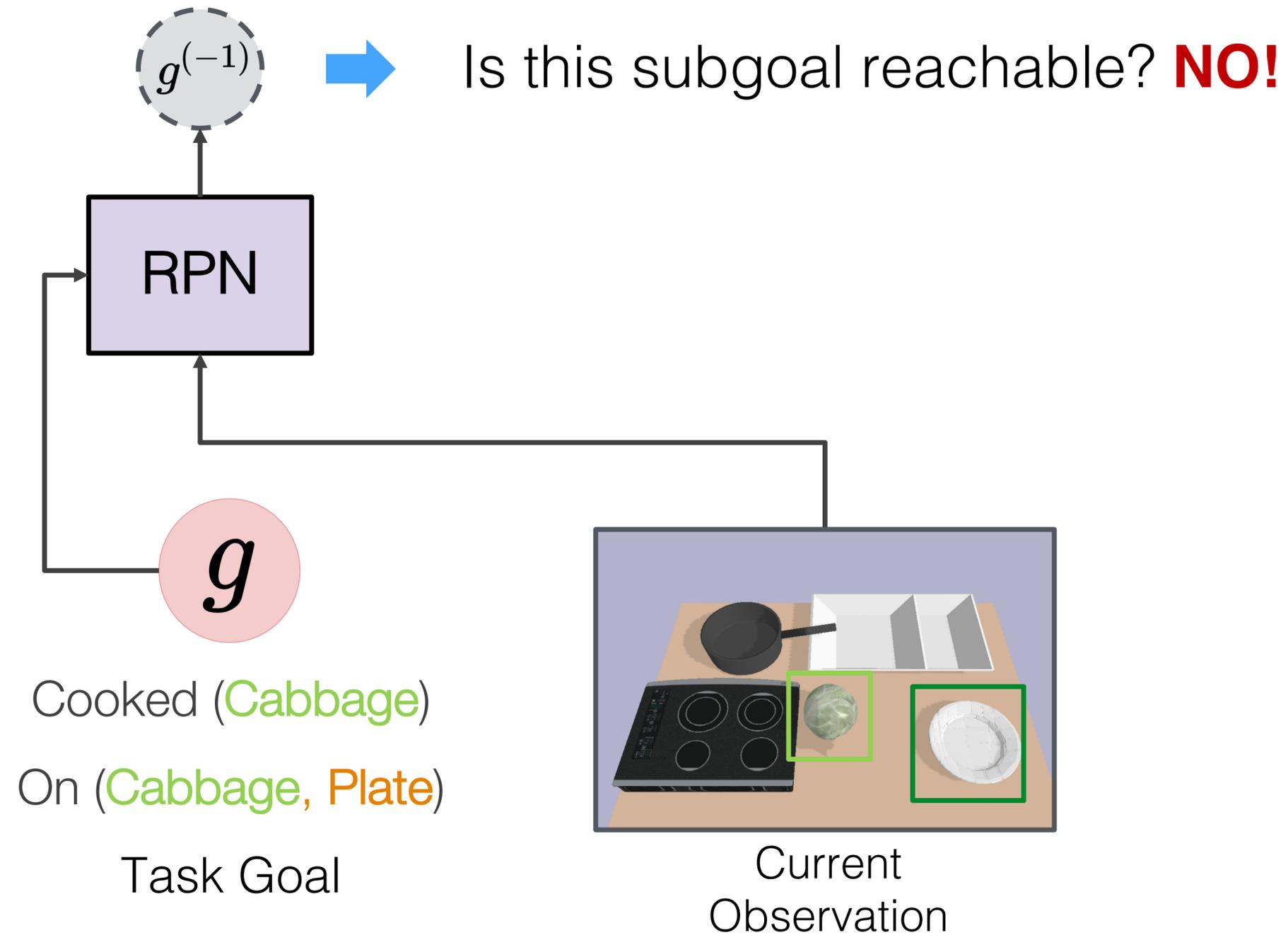


RPN

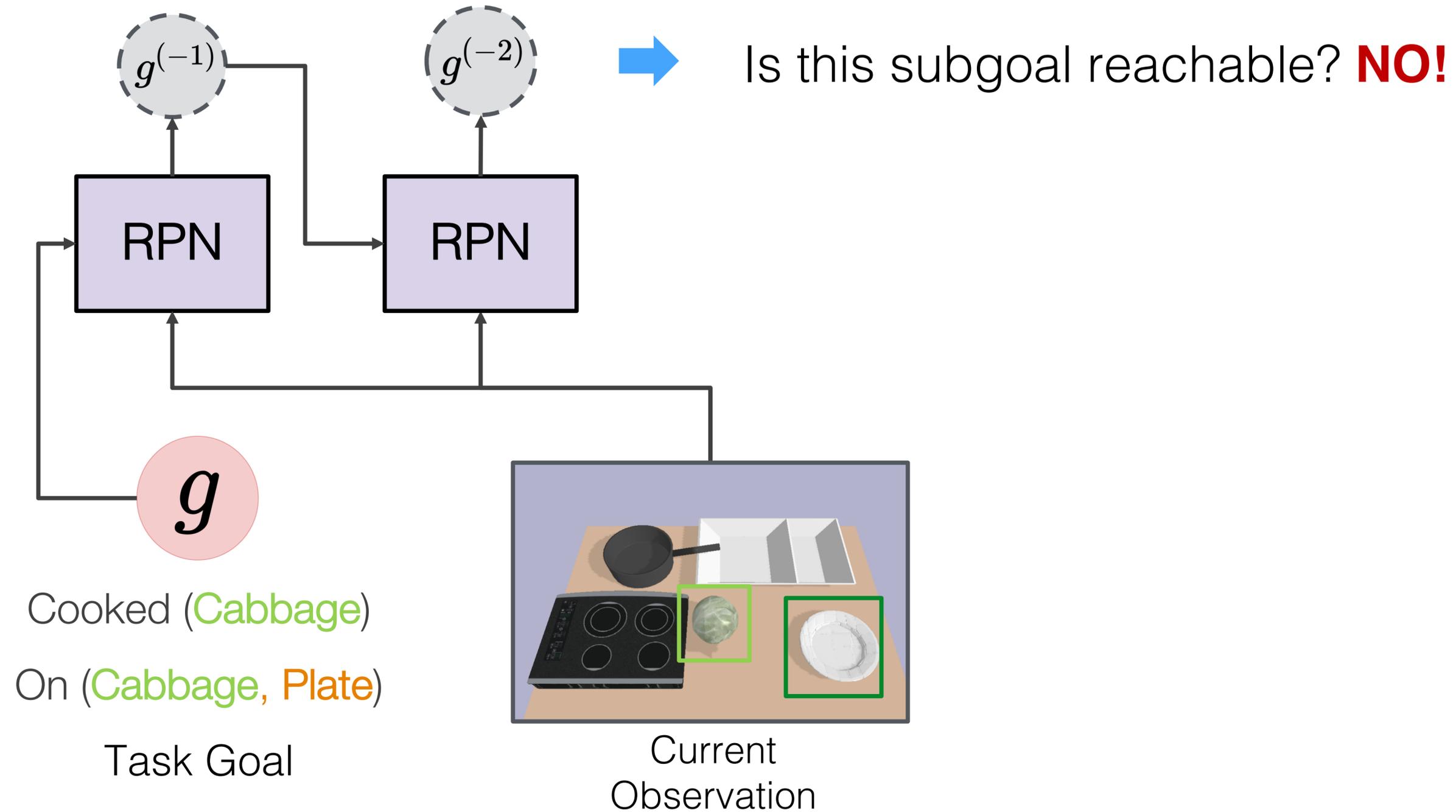


On(Pot, Stove)  
Next Subgoal

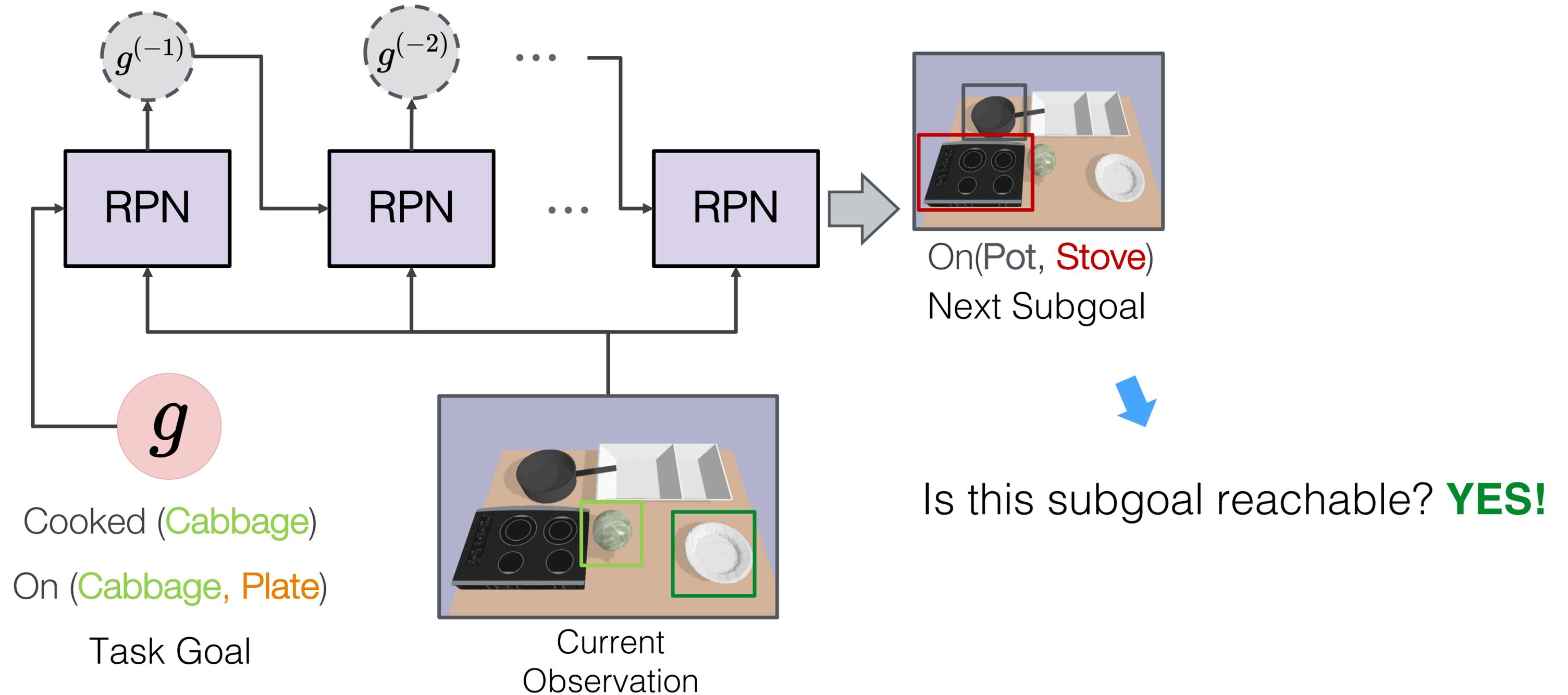
# Learning to Plan from Observations: **Regression Planning Network**



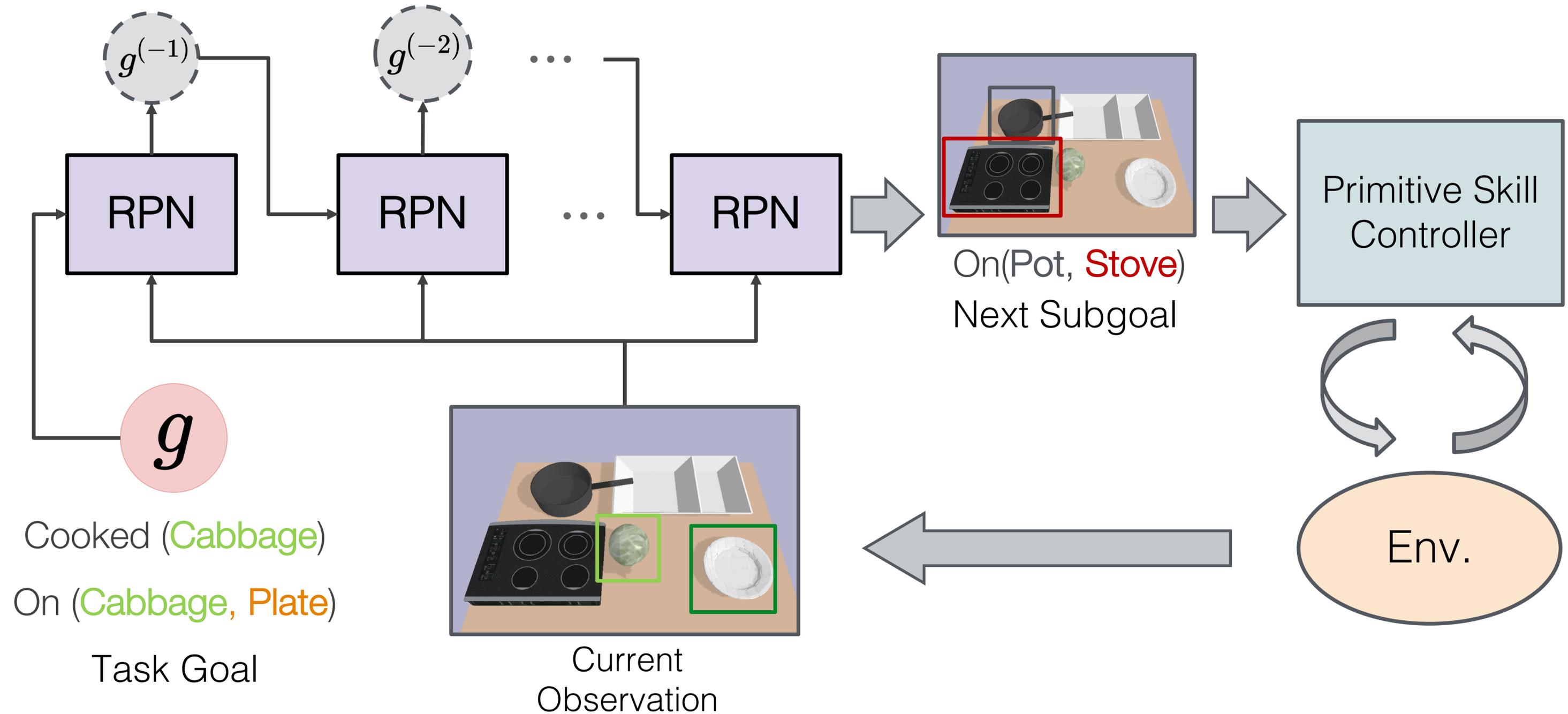
# Learning to Plan from Observations: **Regression Planning Network**



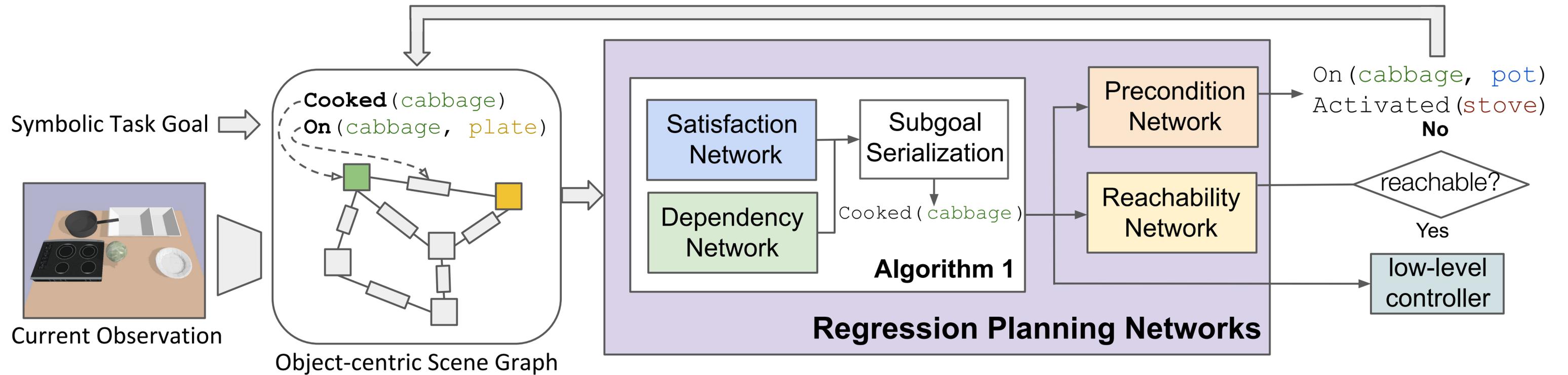
# Learning to Plan from Observations: **Regression Planning Network**



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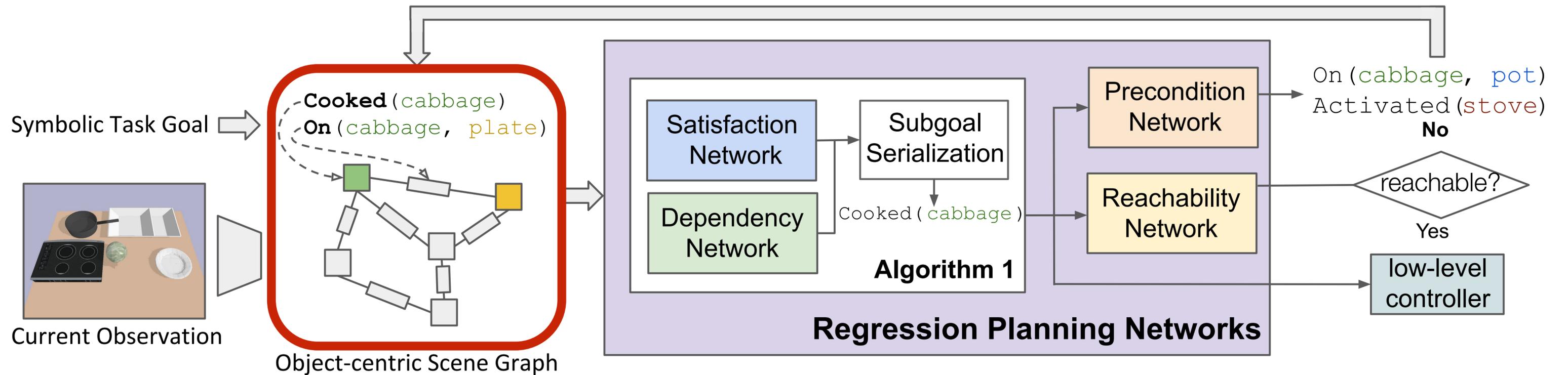


# Learning to Plan from Observations: **Regression Planning Network**



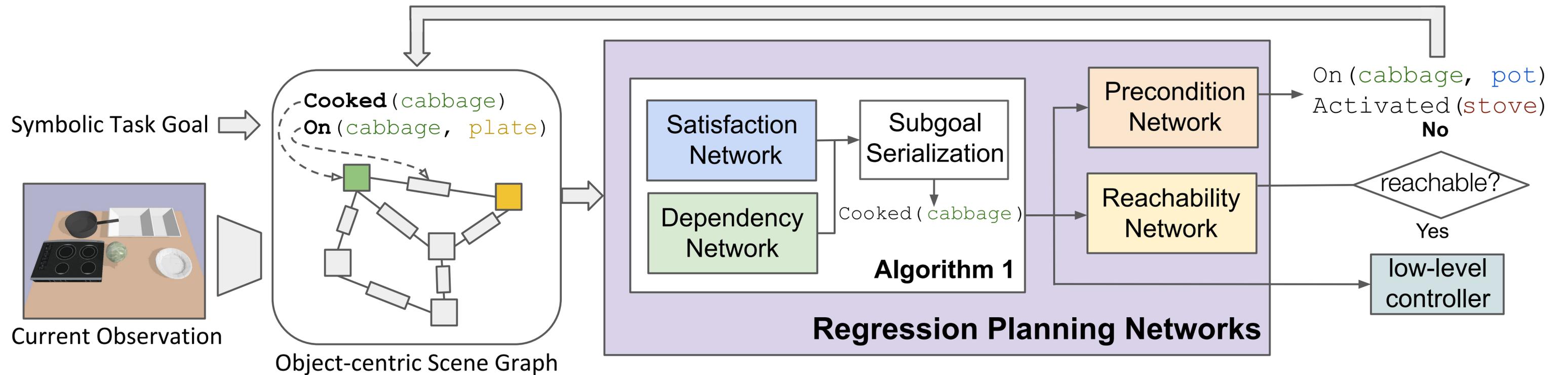
→ : depends on  
● : precondition of

# Learning to Plan from Observations: **Regression Planning Network**



Scene graph as **object-centric representations** for entities and relationships

# Learning to Plan from Observations: **Regression Planning Network**



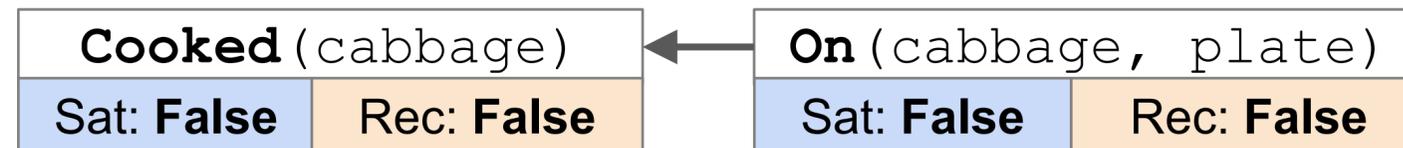
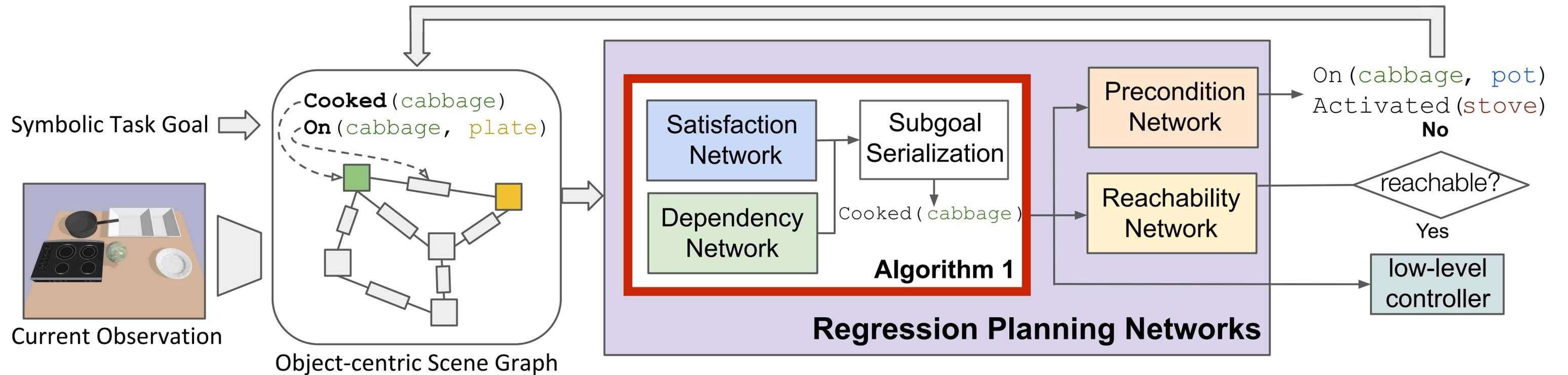
<b>Cooked</b> (cabbage)	
Sat: <b>False</b>	Rec: <b>False</b>

<b>On</b> (cabbage, plate)	
Sat: <b>False</b>	Rec: <b>False</b>

→ : depends on

● : precondition of

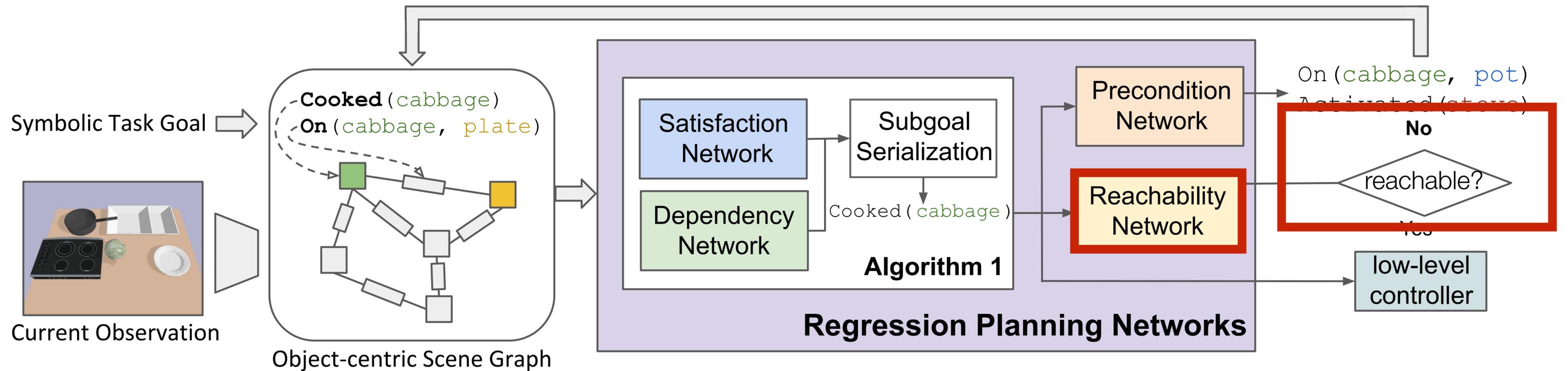
# Learning to Plan from Observations: Regression Planning Network



**Subgoal serialization:** determine the execution order of subgoals by predicting their dependencies

- : depends on
- : precondition of

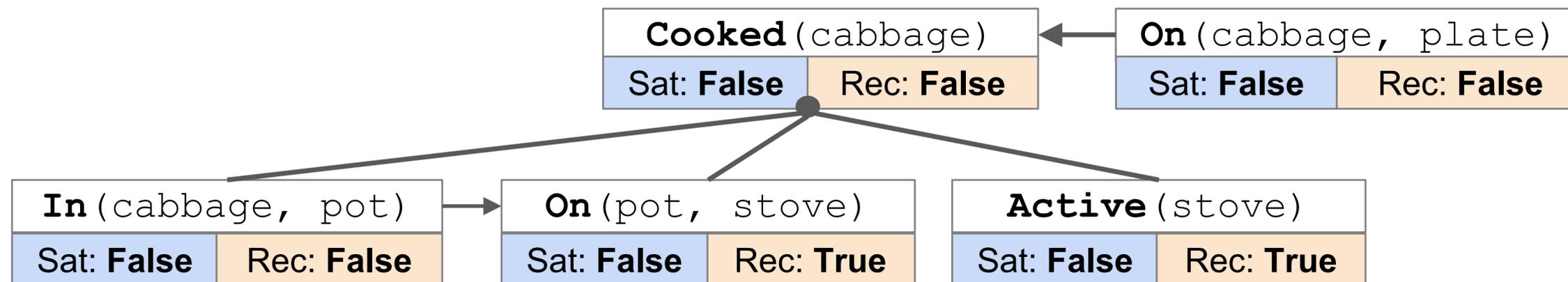
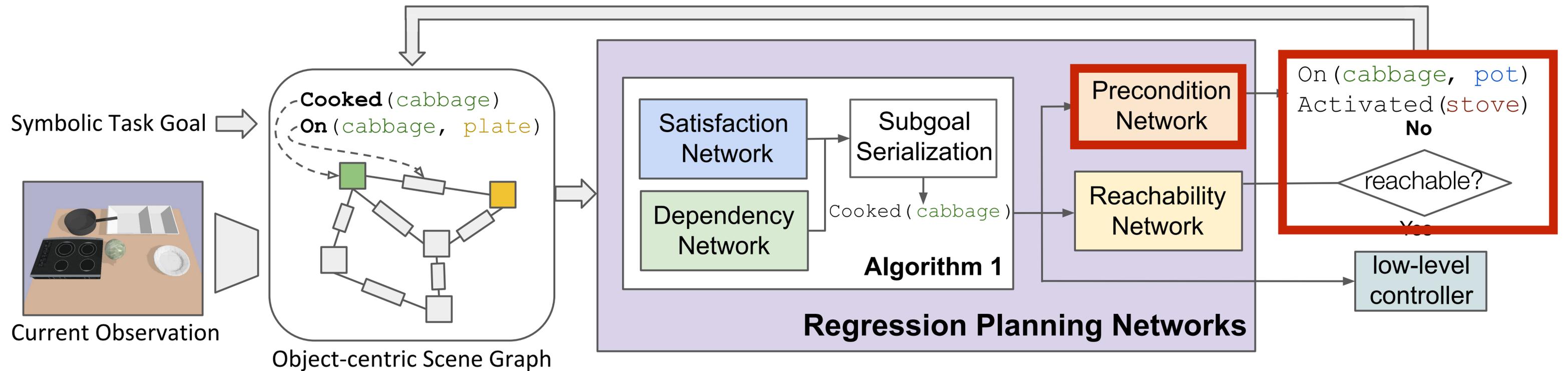
# Learning to Plan from Observations: **Regression Planning Network**



**Reachability:** determines if the subgoal can be achieved by a low-level primitive skill

- : depends on
- : precondition of

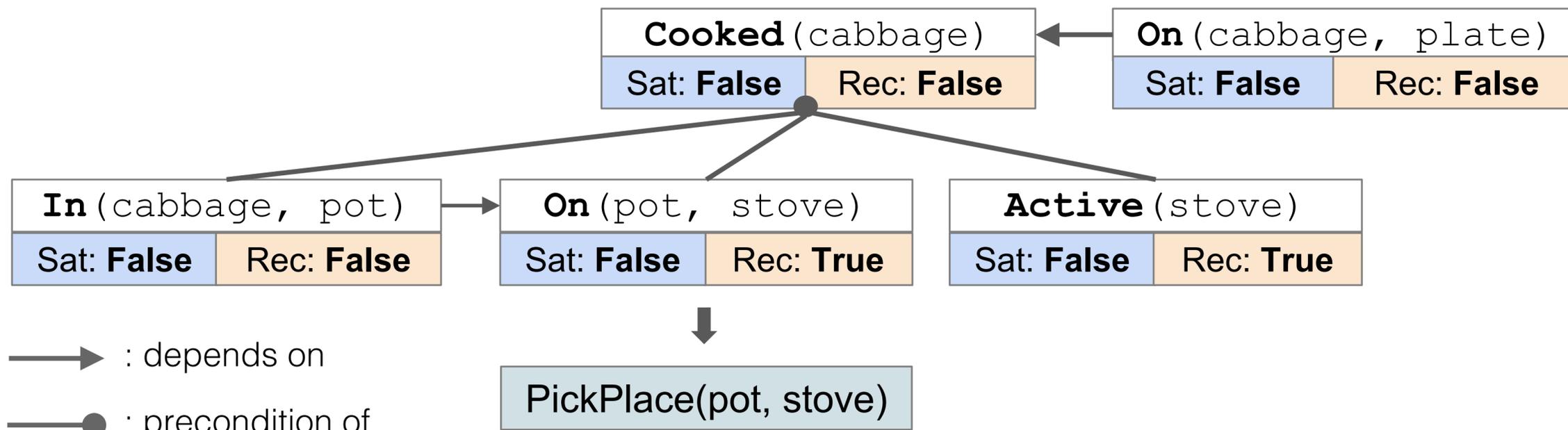
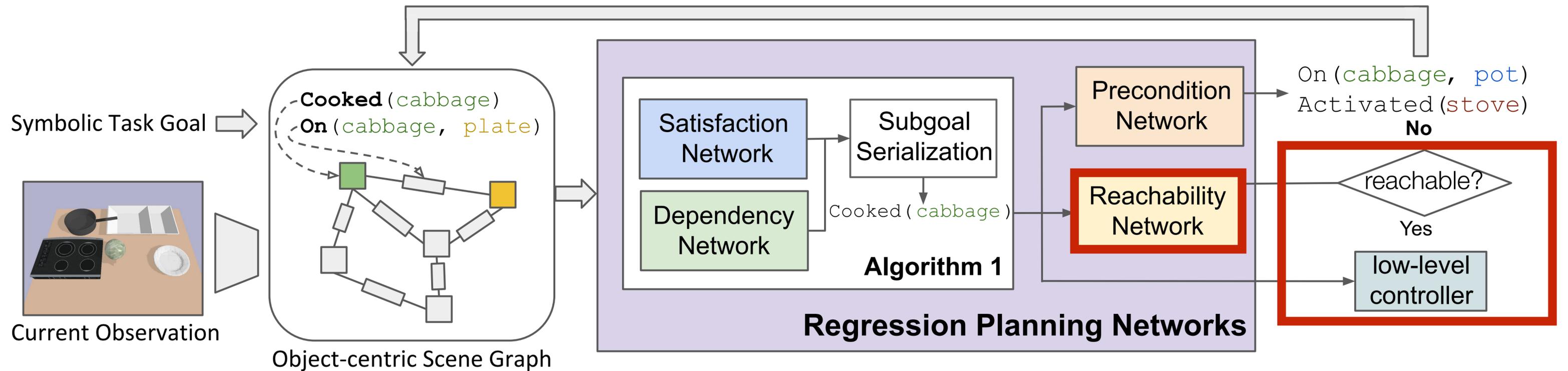
# Learning to Plan from Observations: Regression Planning Network



**Precondition network:**  
Predict the predecessor subgoals that need to be satisfied

→ : depends on  
● : precondition of

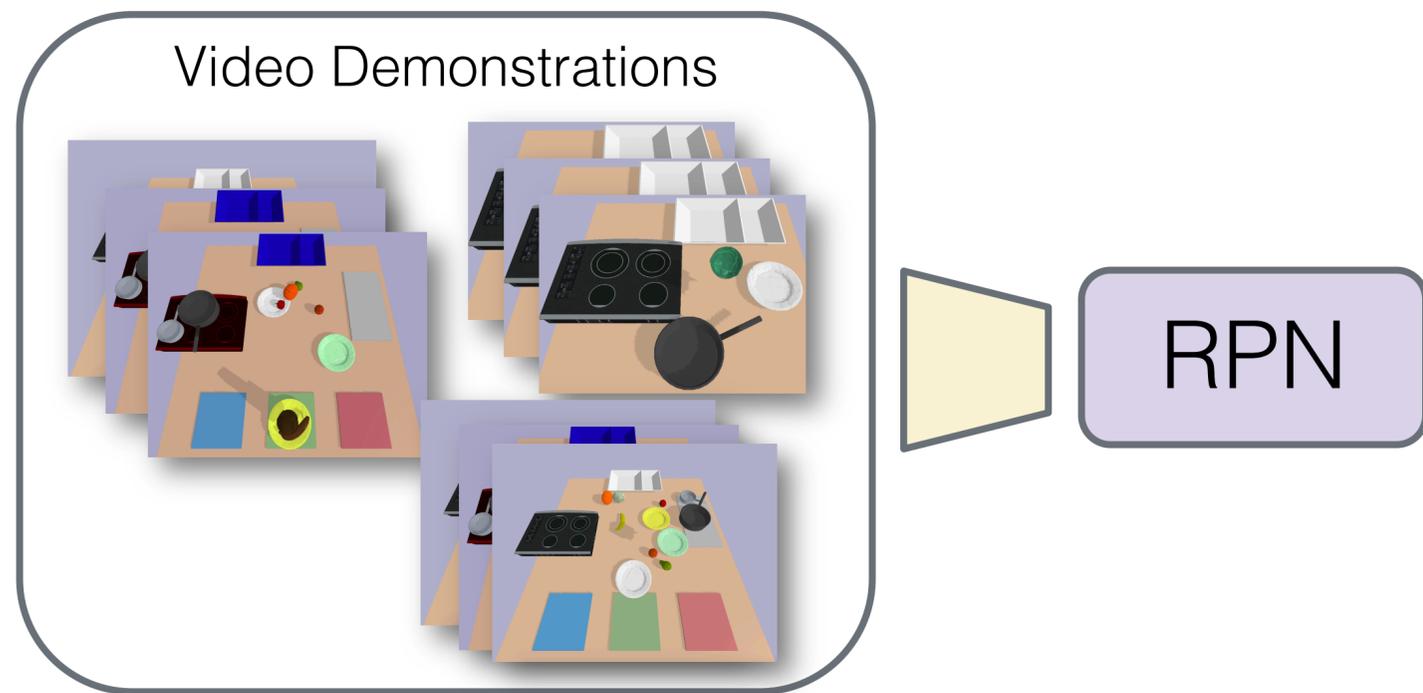
# Learning to Plan from Observations: **Regression Planning Network**



**Low-level controller:**  
 Execute skills to achieve the subgoal

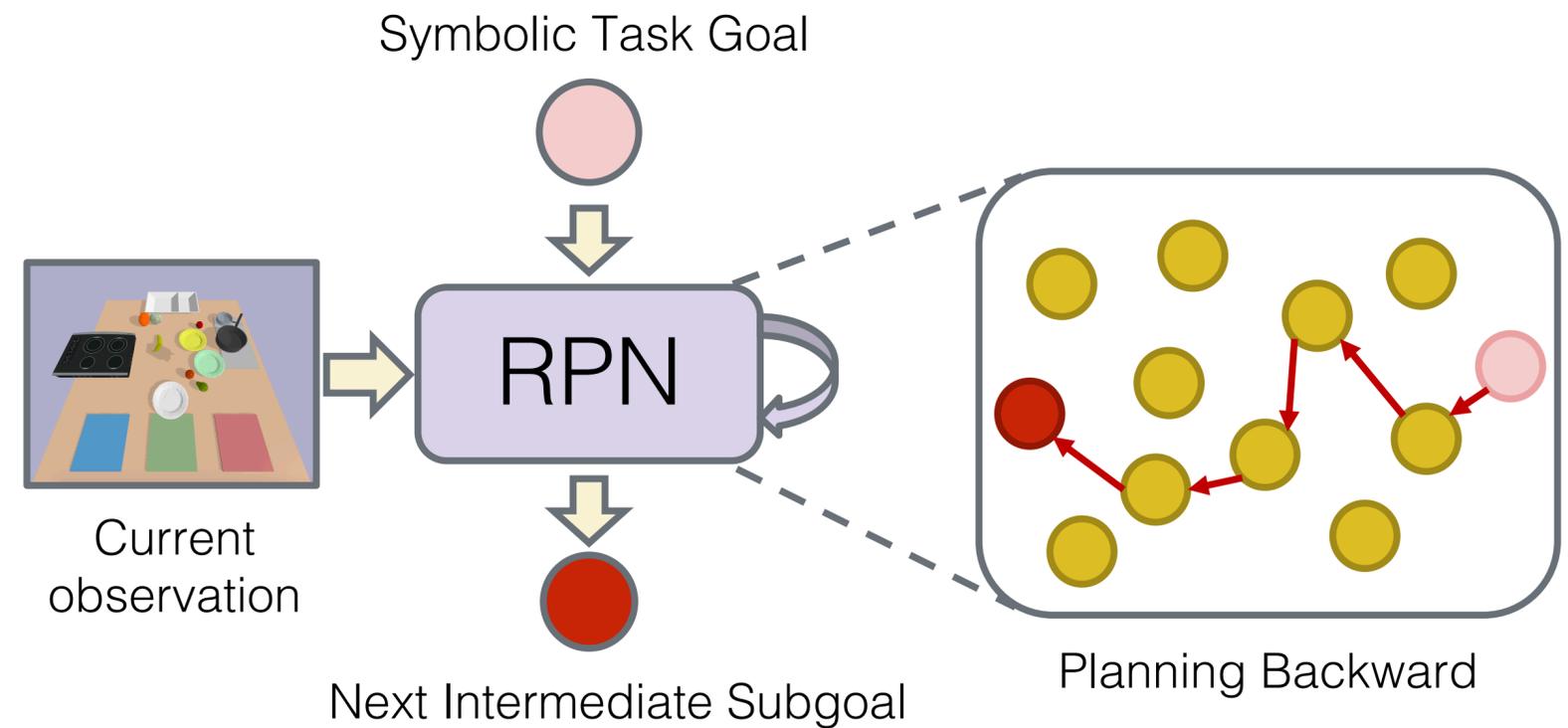
# Learning to Plan from Observations: **Regression Planning Network**

## Learning



Trained on expert demonstrations  
{(observation  $o_t$ , action  $a_t$ , subgoal  $g_t$ )}

## Planning



Tested on unseen task goals  
(does not require test-time demonstration)

# Learning to Plan from Observations: **Regression Planning Network**

## Goal Multiplicity (DoorKey)

**Train:** Open two doors

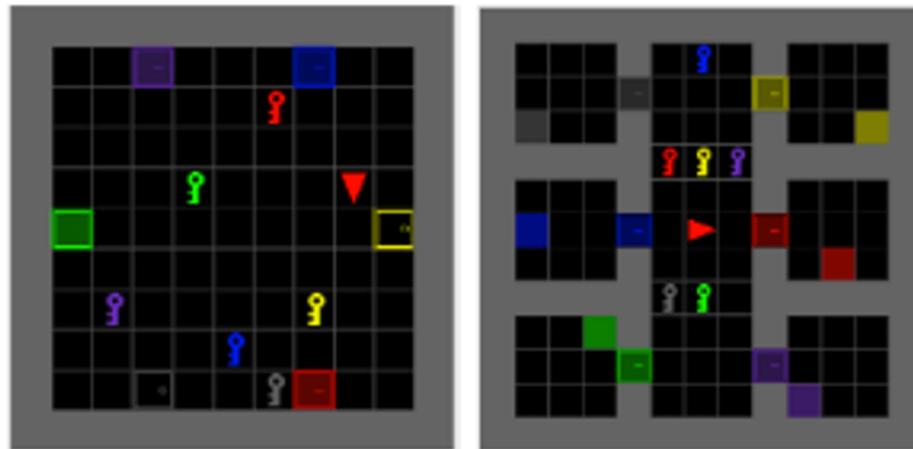
**Test:** Open  $D > 2$  doors

## Plan Composition (RoomGoal)

**Train:** 1. get key  $\rightarrow$  open door

2. open door  $\rightarrow$  reach goal

**Test:** get key  $\rightarrow$  open door  $\rightarrow$  reach goal



Domain	DoorKey			RoomGoal		
	Train	Eval		Train		Eval
Task	D=2	D=4	D=6	k-d	d-g	k-d-g
E2E [34]	81.2	1.2	0.0	100.0	100.0	3.2
RP-only	92.2	18.2	0.0	100.0	100.0	<b>100.0</b>
SS-only	99.7	46.0	21.1	99.9	100.0	7.8
RPN	99.1	<b>91.9</b>	<b>64.3</b>	98.7	99.9	<b>98.8</b>

# Learning to Plan from Observations: **Regression Planning Network**

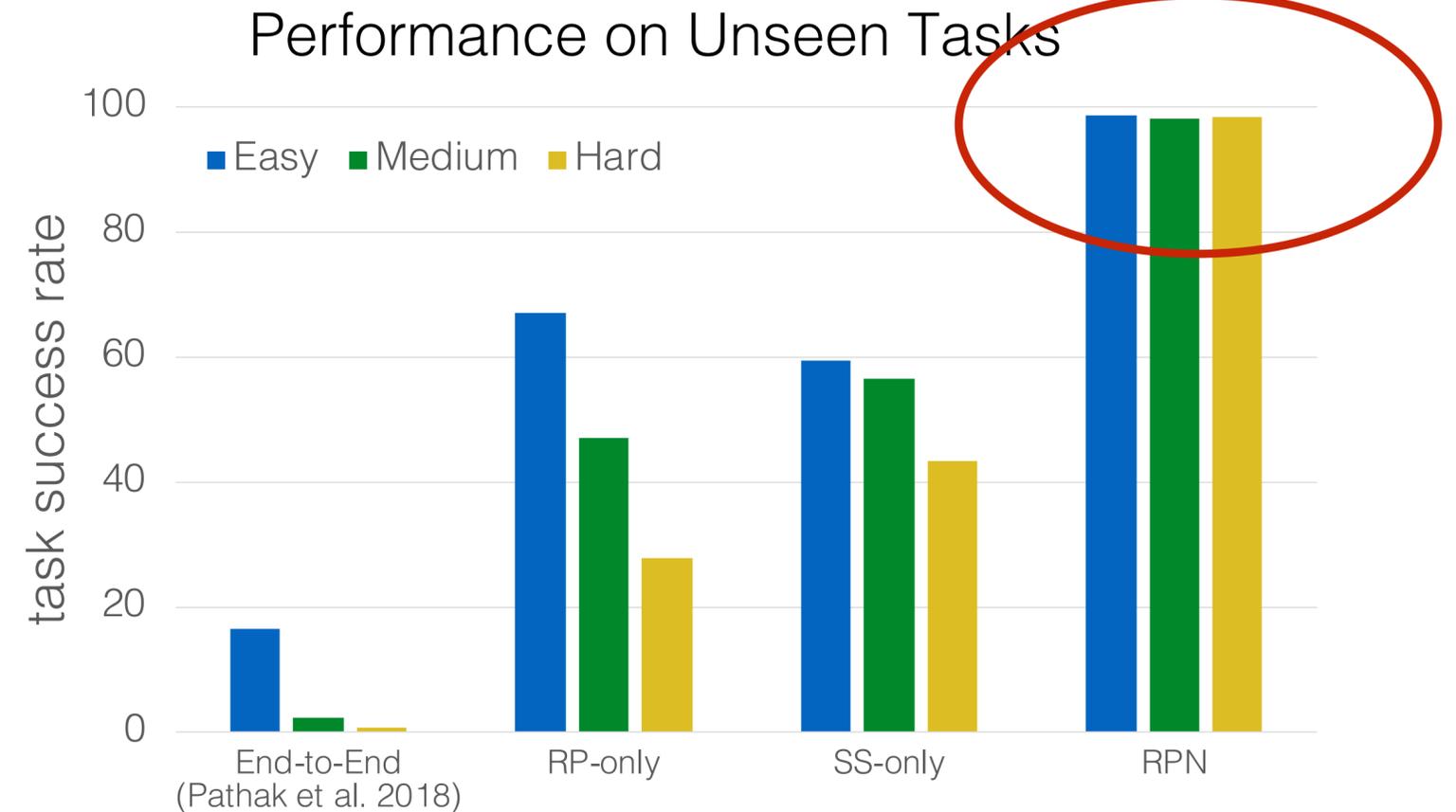
Model trained on **2** dishes with **3** ingredients



Qualitative

(cook **3** dishes with **4** ingredients)

near perfect  
generalization  
to longer tasks

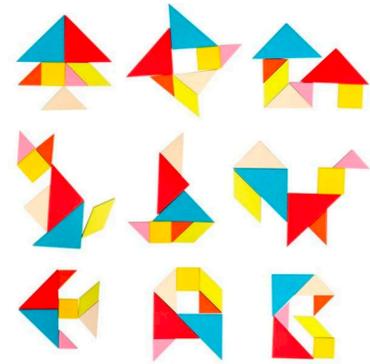


Quantitative

(the higher the better)

# Conclusions

**Visual imitation Learning** from video demonstrations



## Compositional Generalization

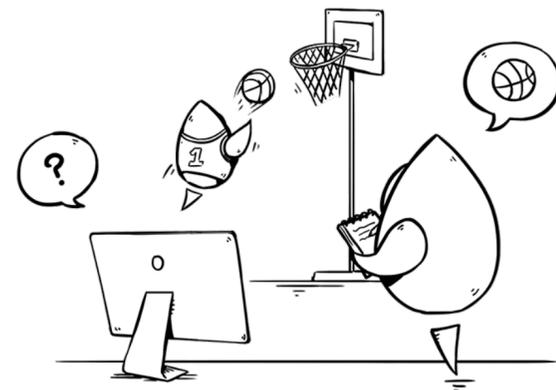
How can we generalize across diverse task structures and task goals?

Using neural task graph as compositional inductive bias [CVPR'19]

## Perceptual Uncertainty

How to address perceptual uncertainty arising from visual imitation?

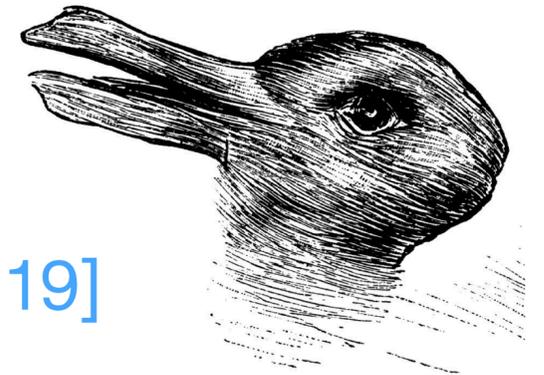
Continuous relaxation of symbolic planner for one-shot imitation [IROS'19]



## Long-horizon Tasks

How can we extrapolate to long-horizon tasks?

Symbolic regression planning with deep learning [NeurIPS'19]





De-An Huang



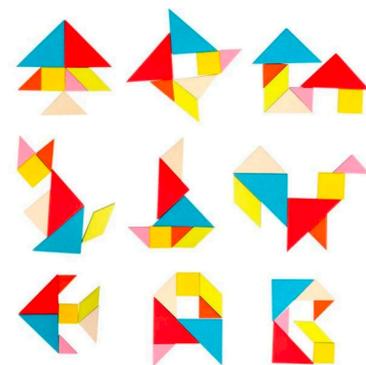
Danfei Xu



Suraj Nair

# Conclusions

## Visual imitation Learning from video demonstrations



### Compositional Generalization

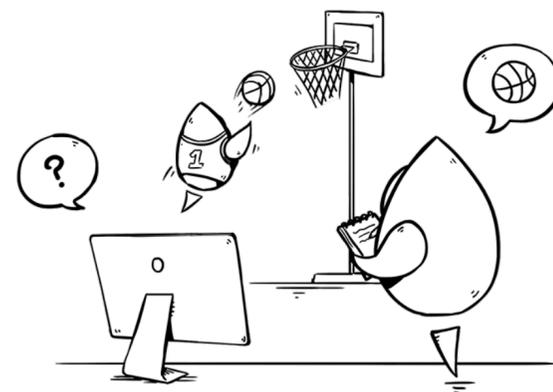
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# Open Challenges

Towards **web-scale visual imitation learning**



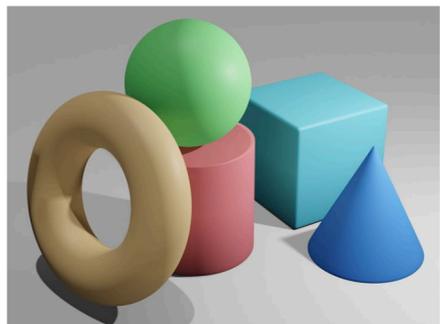
**Imitation learning meets activity understanding.**

Extracting meaningful task knowledge from unconstrained web video data.



**Where are the symbols coming from?**

Concept learning and symbol discovery from self-supervised active exploration.

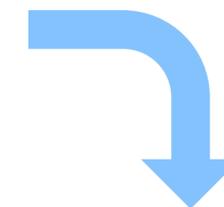


**The next generation of hybrid AI systems**

Imitation learning algorithms that seamlessly integrate neuro-symbolic hybrid methods.



video demonstration



robot execution