# Representation Learning and Activity Prediction from Video

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Computer Science VI Autonomous Intelligent Systems



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## Many New Application Areas for Robots

- Self-driving cars
- Logistics
- Agriculture, mining
- Collaborative automation
- Personal assistance
- Space, search & rescue
- Healthcare
- Toys

## Need more cognitive abilities!















## Some of our Cognitive Robots

- Equipped with numerous sensors and actuators
- Complex demonstration scenarios



Soccer

Domestic service

Mobile manipulation

Bin picking

Aerial inspection



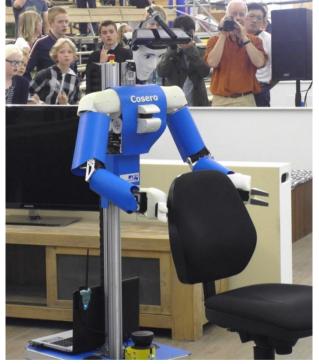
## **RoboCup 2019 in Sydney**





#### **Our Domestic Service Robots**





Dynamaid

- Cosero
- [Stückler et al.: Frontiers in Robotics and AI 2016]



- Size: 100-180 cm, weight: 30-35 kg
- 36 articulated joints
- PC, laser scanners, Kinect, microphone, ...

#### **Cognitive Service Robot Cosero**





## **3D Mapping by RGB-D SLAM**

- Modelling of shape and color distributions in voxels
- Local multiresolution
- Efficient registration of views on CPU

 Global optimization

Multi-camera SLAM







5cm

2,5cm

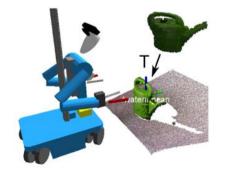
#### Learning and Tracking Object Models

Modeling of objects by RGB-D-SLAM



Real-time registration with current RGB-D frame



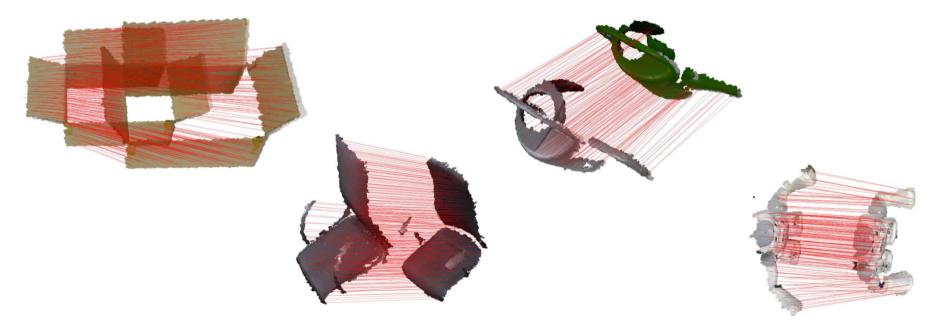






#### **Deformable RGB-D-Registration**

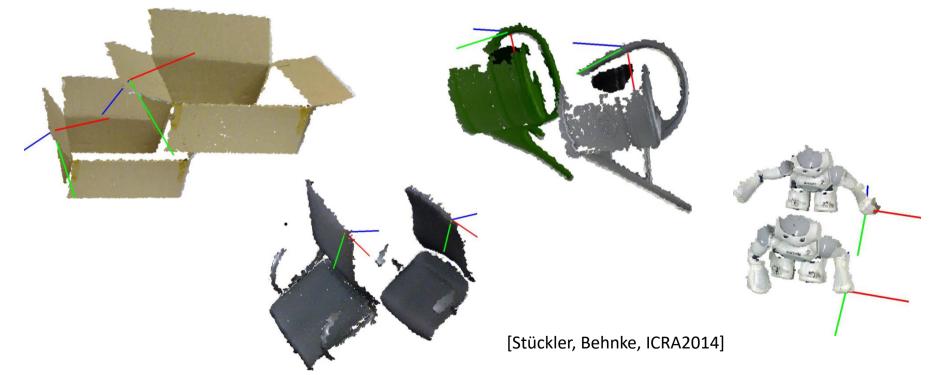
- Based on Coherent Point Drift method [Myronenko & Song, PAMI 2010]
- Multiresolution Surfel Map allows real-time registration





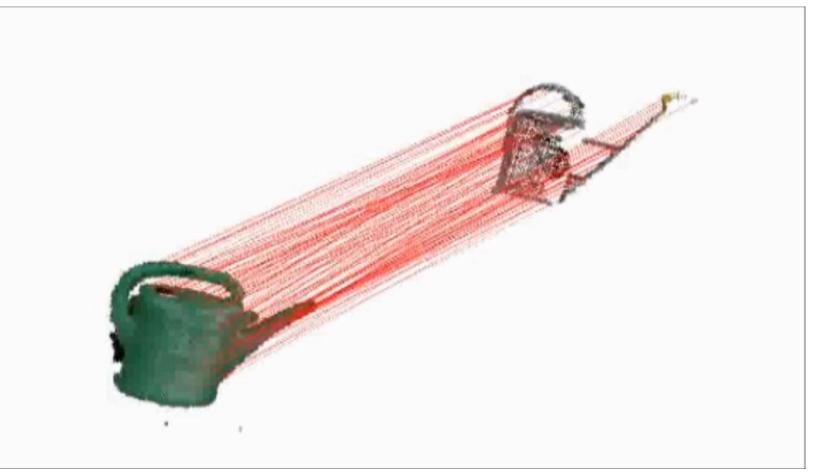
## **Transformation of Poses on Object**

Derived from the deformation field





#### **Demonstration of Complex Manipulation Tasks**



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#### **The Data Problem**

- Learning in robotics suffers from shortage of available examples
- We address this problem in two ways:

#### 1. Generating data:

Automatic data capture, online mesh databases, scene synthesis

2. Improving generalization: Object-centered models, deformable registration, transfer learning, semi-supervised learning



## **Object Capture and Scene Rendering**



[Schwarz et al. ICRA 2018]



#### Semantic Segmentation Example



bronze\_wire\_cup conf: 0.749401 irish\_spring\_soap conf: 0.811500 playing\_cards conf: 0.813761 w\_aquarium\_gravel conf: 0.891001 crayons conf: 0.422604 reynolds\_wrap conf: 0.836467 paper\_towels conf: 0.903645 white\_facecloth conf: 0.895212 hand\_weight conf: 0.928119 robots\_everywhere conf: 0.930464



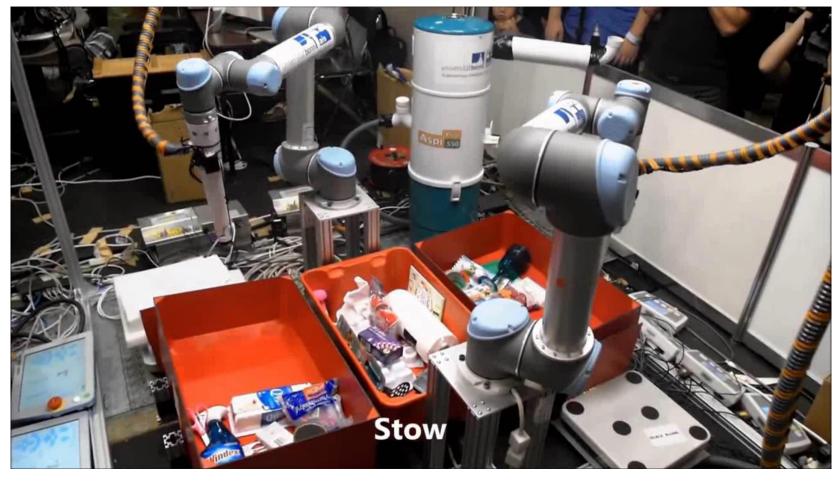
mouse\_traps conf: 0.921731 windex conf: 0.861246 q-tips\_500 conf: 0.475015

fiskars\_scissors conf: 0.831069 ice\_cube\_tray conf: 0.976856



14

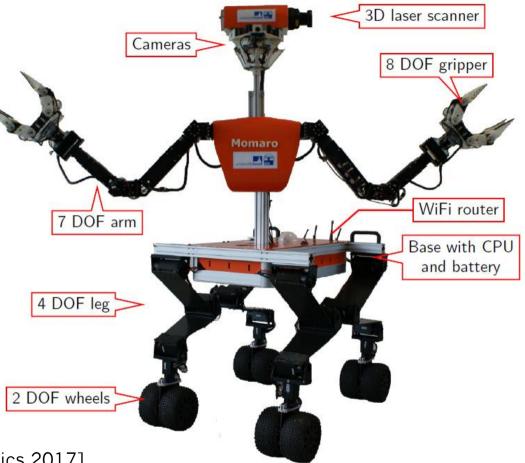
#### Amazon Robotics Challenge 2017





#### Mobile Manipulation Robot Momaro

- Four compliant legs ending in pairs of steerable wheels
- Anthropomorphic upper body
- Sensor head
  - 3D laser scanner
  - IMU, cameras





[Schwarz et al. Journal of Field Robotics 2017]

#### **DARPA Robotics Challenge**





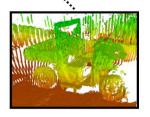
## Allocentric 3D Mapping

 Registration of egocentric maps by graph optimization



[Droeschel et al., Robotics and Autonomous Systems 2017]

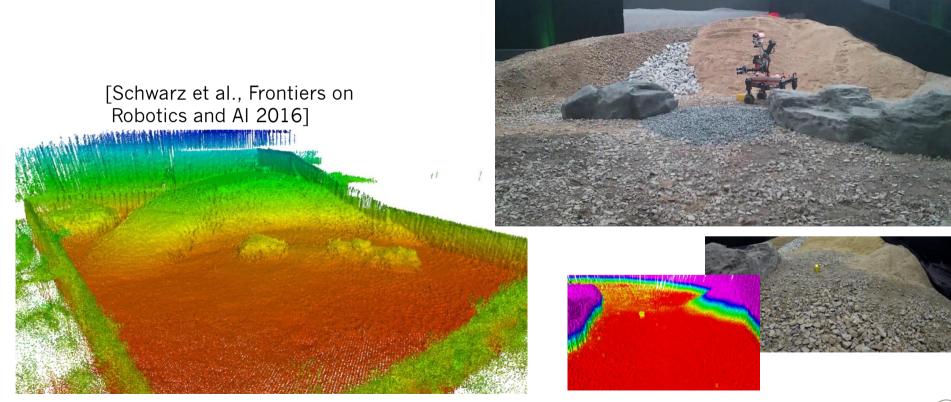




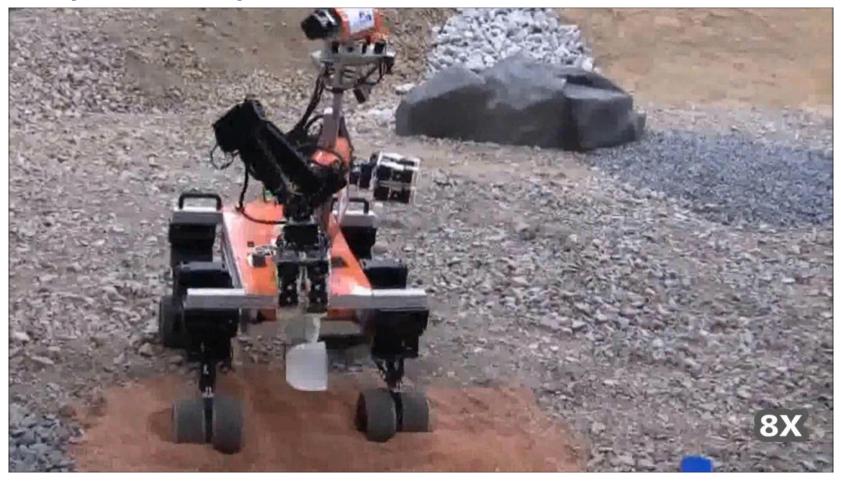


#### DLR SpaceBot Cup 2015

Mobile manipulation in rough terrain



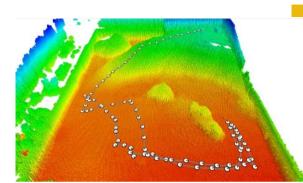
## DLR SpaceBot Cup 2015



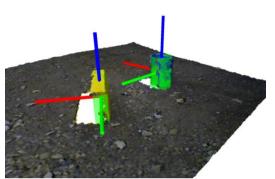


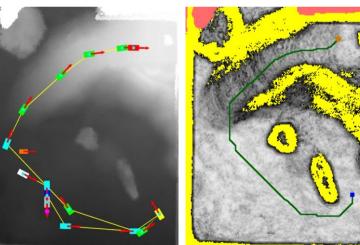
## **Autonomous Mission Execution**

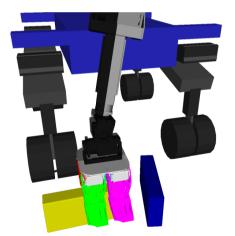
 3D mapping, localization, mission and navigation planning



3D object perception and grasping







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#### **Centauro Robot**





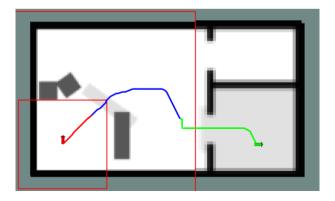
- Serial elastic actuators
- 42 main DoFs
- Schunk hand
- 3D laser
- RGB-D camera
- Color cameras
- Two GPU PCs

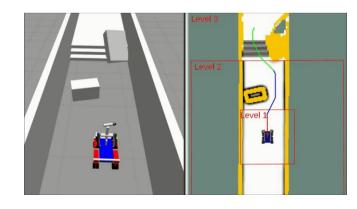
[Tsagarakis et al., IIT 2017]



## Hybrid Driving-Stepping Locomotion Planning: Abstraction

Level	N	1ap Resolution	Map Features	Action Semantics					
1		• 2.5 cm • 64 orient.	• Height				$\bigwedge$	<ul> <li>Individual Foot Actions</li> </ul>	
2		• 5.0 cm • 32 orient.	<ul><li>Height</li><li>Height Difference</li></ul>					• Foot Pair Actions	
3		• 10 cm • 16 orient.	<ul><li>Height</li><li>Height Difference</li><li>Terrain Class</li></ul>	$\bigvee$				• Whole Robot Actions	





[Klamt and Behnke, IROS 2017, ICRA 2018]



#### **Evaluation @ KHG: Locomotion Tasks**





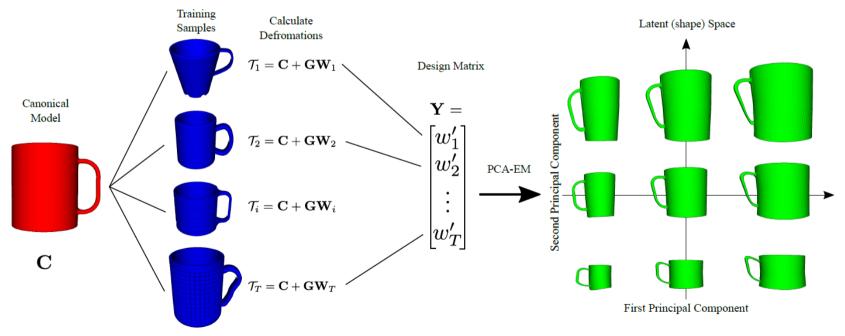
#### **Transfer of Manipulation Skills**





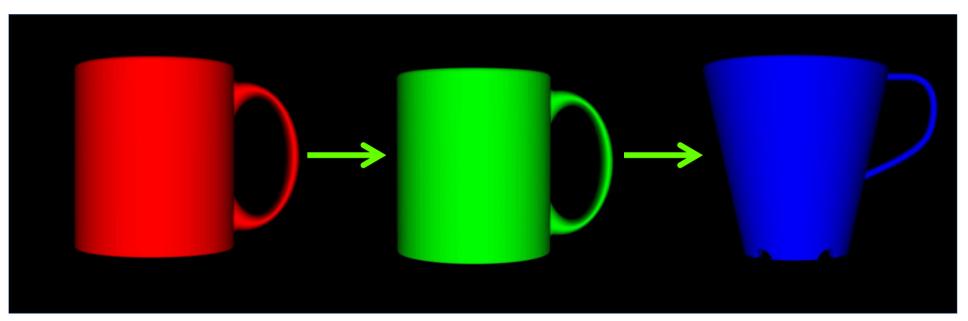
## Learning a Latent Shape Space

- Non-rigid registration of instances and canonical model
- Principal component analysis of deformations





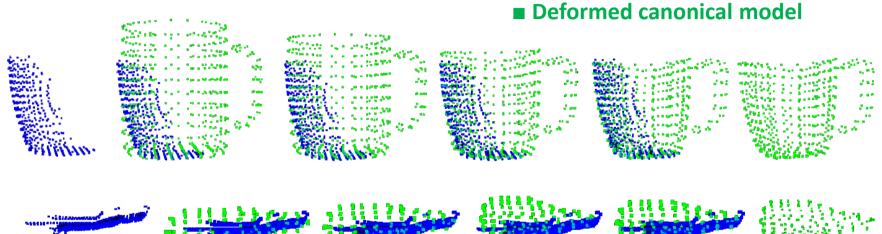
#### **Interpolation in Shape Space**



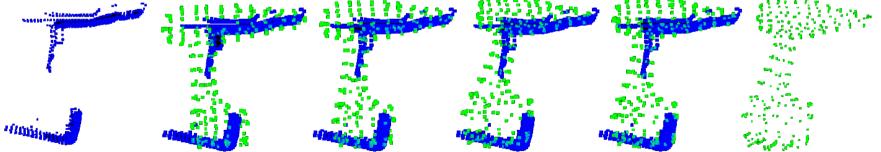


[Rodriguez and Behnke ICRA 2018]

#### **Shape-aware Non-rigid Registration**



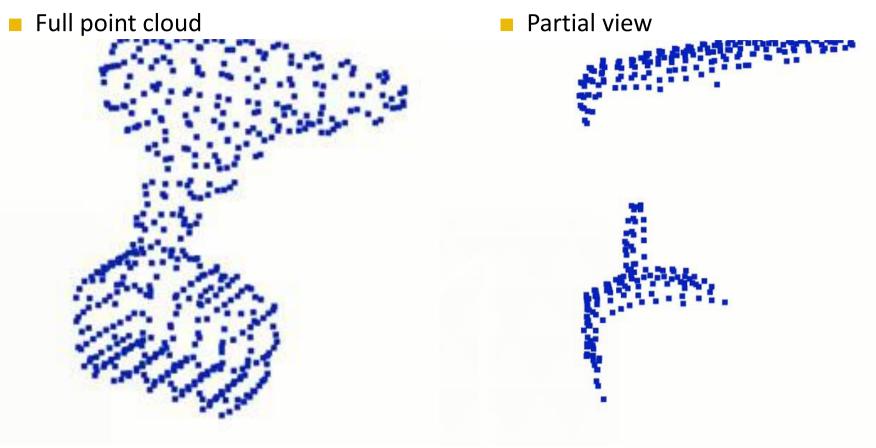
Partial view of novel instance





[Rodriguez and Behnke ICRA 2018]

#### Shape-aware Registration for Grasp Transfer

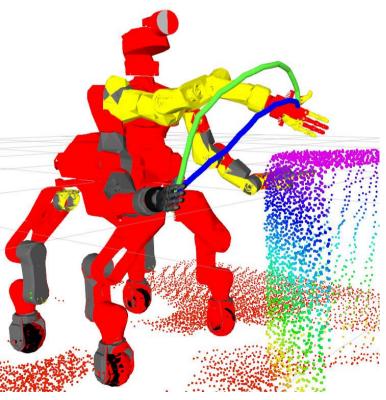




## **Collision-aware Motion Generation**

Constrained Trajectory Optimization:

- Collision avoidance
- Joint limits
- Time minimization
- Torque optimization



[Pavlichenko et al., IROS 2017]



#### Grasping an Unknown Power Drill and Fastening Screws



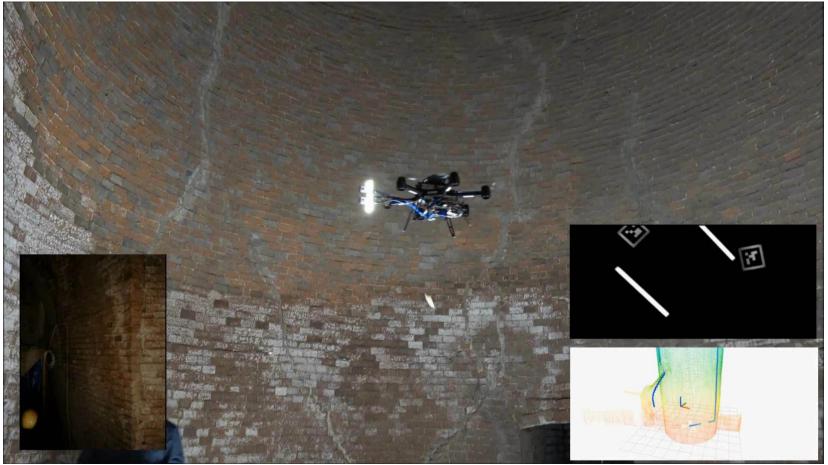


## **Complex Manipulation Tasks**





#### Autonomous Micro Aerial Vehicles





#### FOR2535 P7: Learning Hierarchical Representations for Anticipative Human-Robot Collaboration

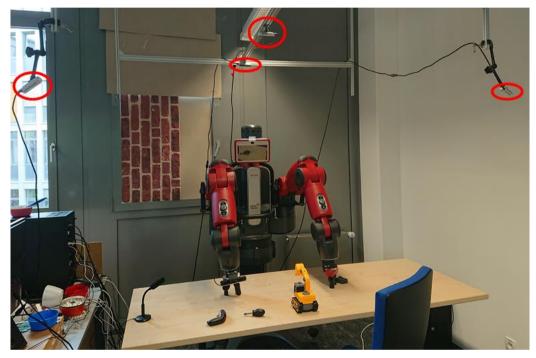
#### **Objectives:**

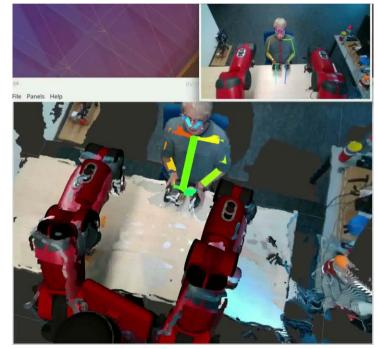
- Overall: Learn a sequence of representations of the shared human-robot workspace which are increasingly abstract and which allow for predictions for increasing time horizons such that future semantically meaningful states can be predicted and anticipatory robot behavior in human-robot collaboration can be realized
- O1: Unsupervised learning of hierarchical representations for prediction
- O2: Supervised prediction of semantic percepts
- O3: Anticipative human-robot collaboration



## **Collaborative Manipulation Setup**

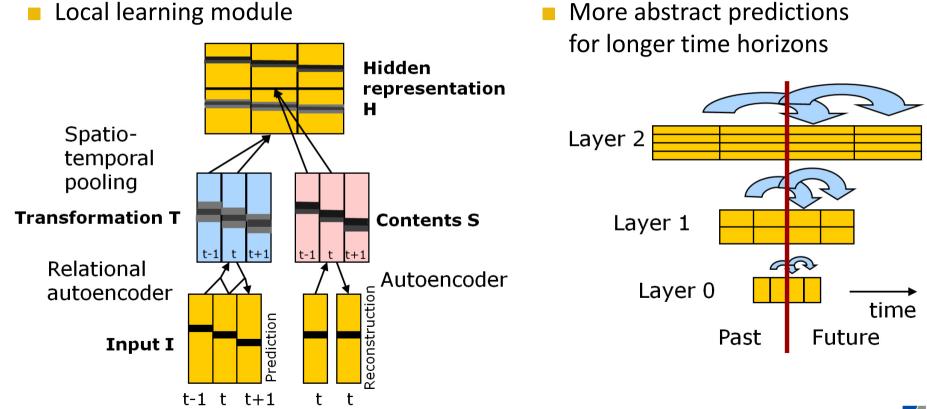
- Baxter robot + RGB-D cameras
- Human pose estimation (OpenPose), object detection and pose estimation
- Robot shall provide parts and tools needed for human assembly/cocking tasks







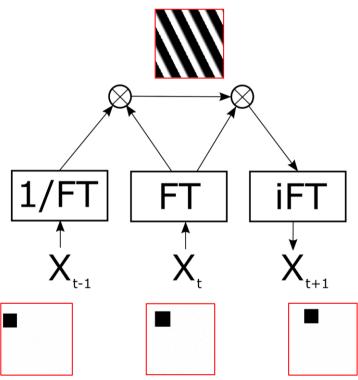
#### Unsupervised Learning of Hierarchical Representations for Prediction



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## Motion Estimation in Frequency Space

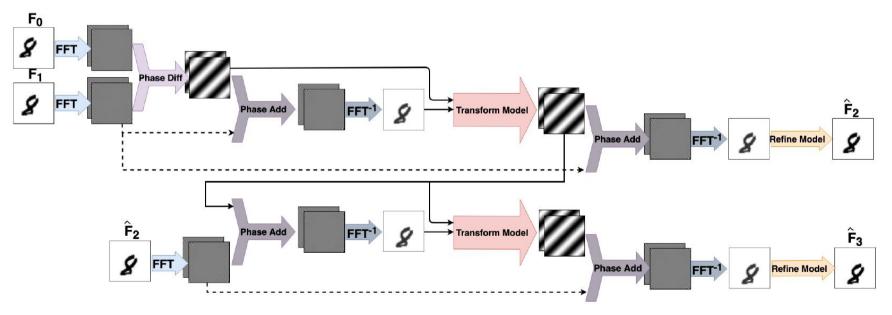
By element-wise division of Fourier coefficientsSimple hard-wired computation graph





#### Frequency Domain Transformer Networks (FDTN)

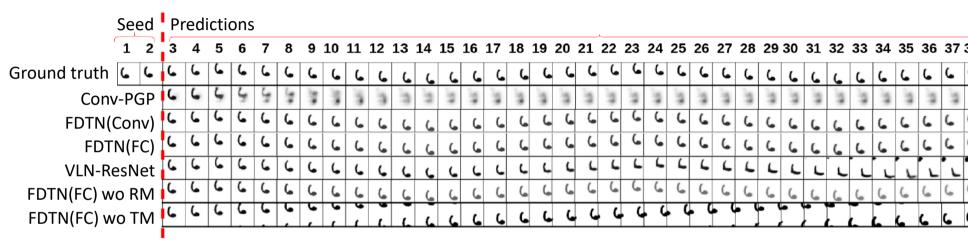
- Estimate motion by computing phase differences
- Model changes of motion, e.g. reflection at the image border (Transform model)
- Reconstruct signal (Refine model)





#### Frequency Domain Transformer Networks (FDTN)

Moving MNIST: digit moving with constant random speed, bouncing at border

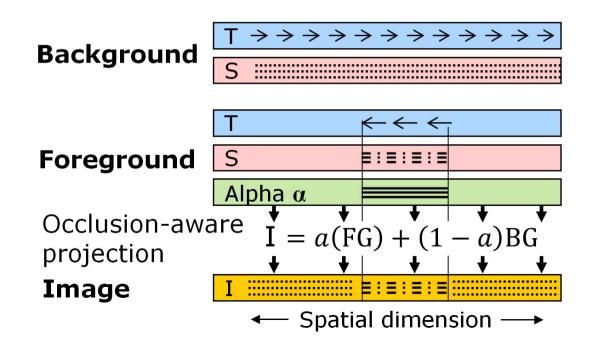


Model	MSE	Parameters
Conv-PGP	0.06963	32K
FDTN(Conv)	0.00316	22K
FDTN(FC)	0.00285	160K
VLN-ResNet	0.00544	1.3M



## **Depth-layered Models for Prediction**

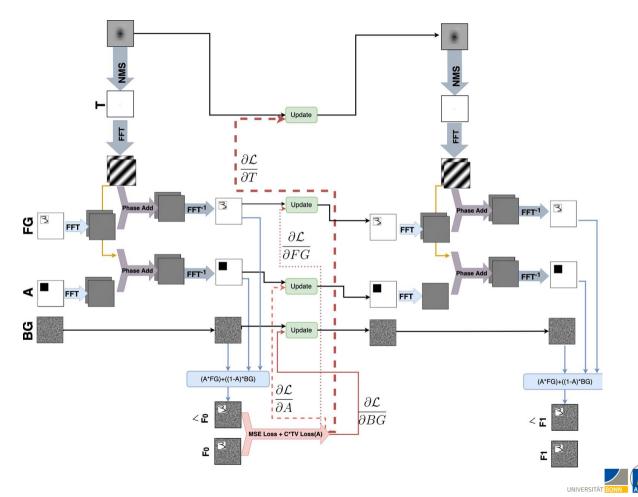
- Motion not uniform in image
- Use layers with separate models for motion (T) and content (S)
- Model occlusion of layers





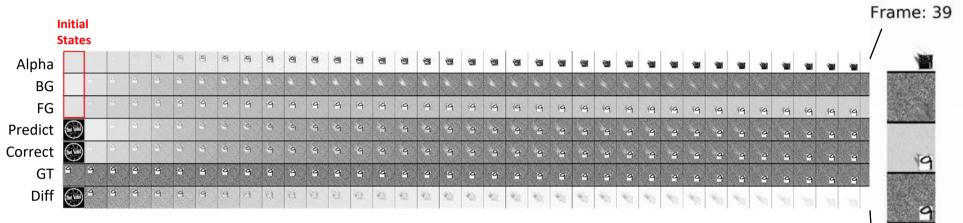
## **Frequency Domain Motion Segmentation**

- Model stationary background and moving foreground
- Hard-wired network inspired by Kalman filter
- Prediction based on applying motion estimate
- Loss: MSE+TV(A)
- Correction by gradient descent



#### **Frequency Domain Motion Segmentation**

Digit moving with constant random speed, stationary random background



#### **Frequency Domain Motion Segmentation**

Digit moving with constant random speed, stationary random background

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Predict			9	9	9	9	2	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	. 9	9	9	E CONTRACTOR
Correct		9	9	9	9	4	9	9	9	9	9	9	٩	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	
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