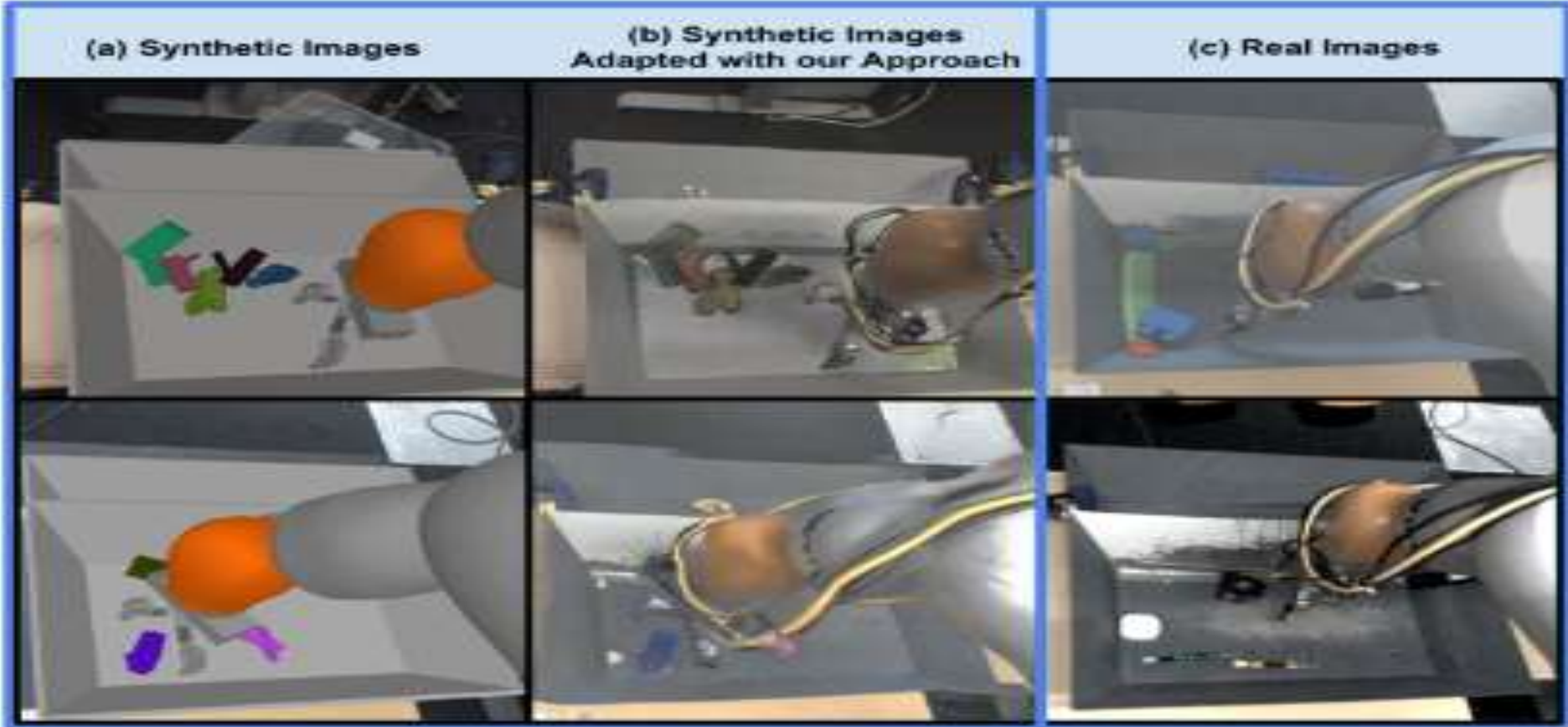


Using Simulation & Domain Adaptation to Improve Deep Robotic Vision

Overview

- Collecting Datasets – Very time consuming and expensive
- Use off-the-shelf simulators to generate synthetic data
 - ❖Ground truth annotations are automatically generated.
 - ❖Models trained purely on synthetic data fail to generalize in real world.
- Use simulated environments and domain adaptation methods.
 - ❖ Employs pixel level domain adaptation called GraspGAN.

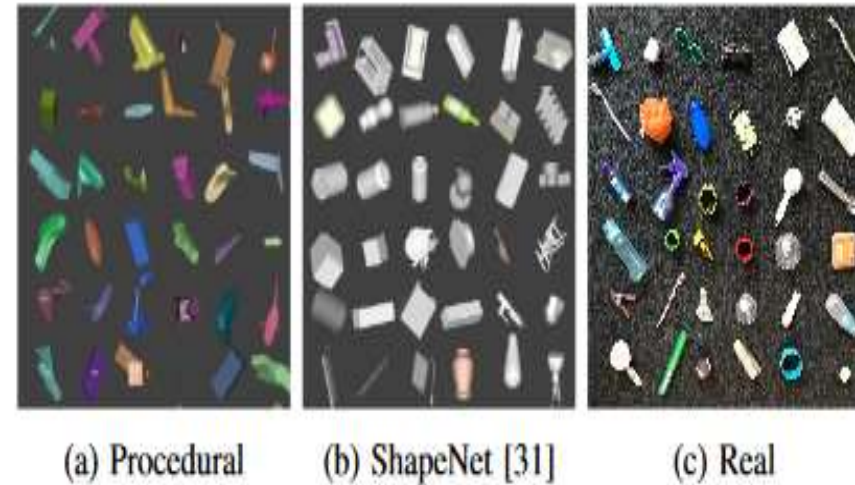
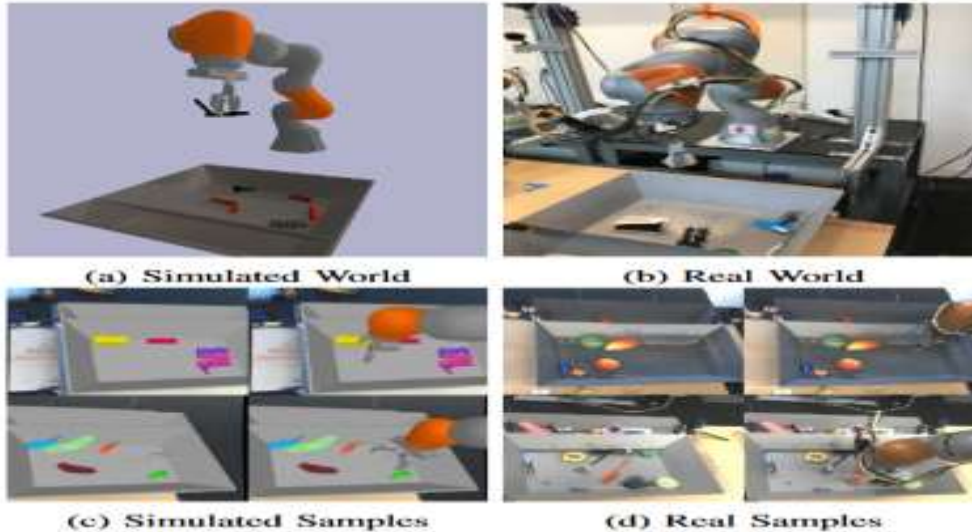
Bridging the Reality Gap



- a) Synthetic images produced by simulator
- b) Adapted images that look similar to real world ones
- c) Real world images produced by camera

- Train the network with real and adapted images
- Refine with feature level adaptation

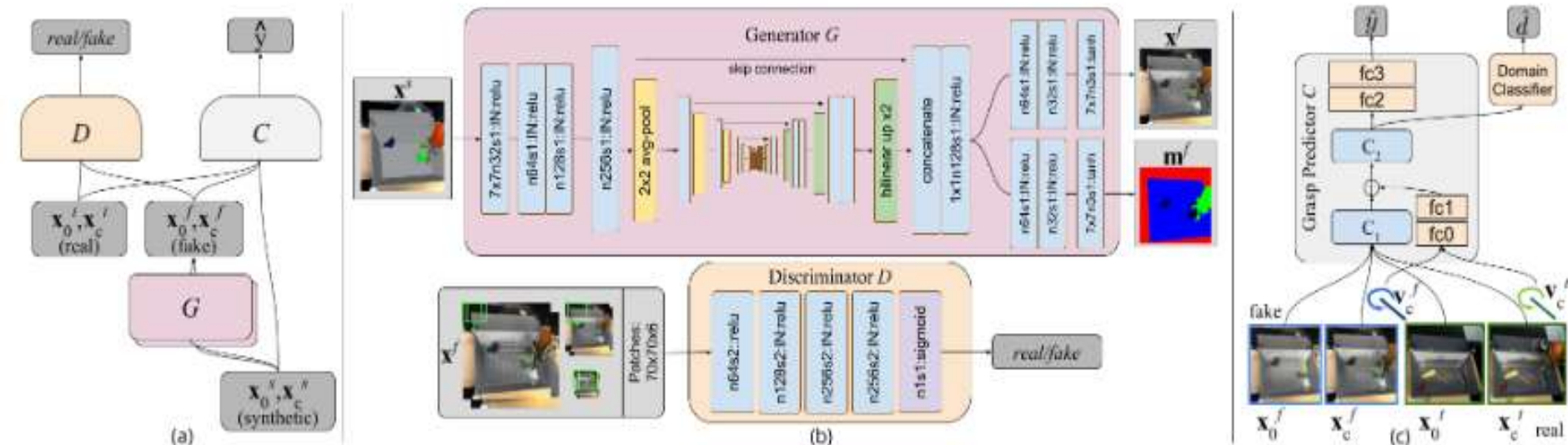
Simulation



- Construct simulators which ensure diversity sufficient for effective generalization to real world settings.
- To evaluate simulation, collect one real world dataset and multiple such datasets in simulation.
- Built a basic virtual environment (Bullet physics simulator and simple renderer).
- Apply Virtual Scene Randomization
 - ❖ Visual Randomization : Vary background texture, object texture and color, lighting direction and brightness.
 - ❖ Dynamic Randomization : Vary object mass, object lateral/rolling/spinning friction coefficients.

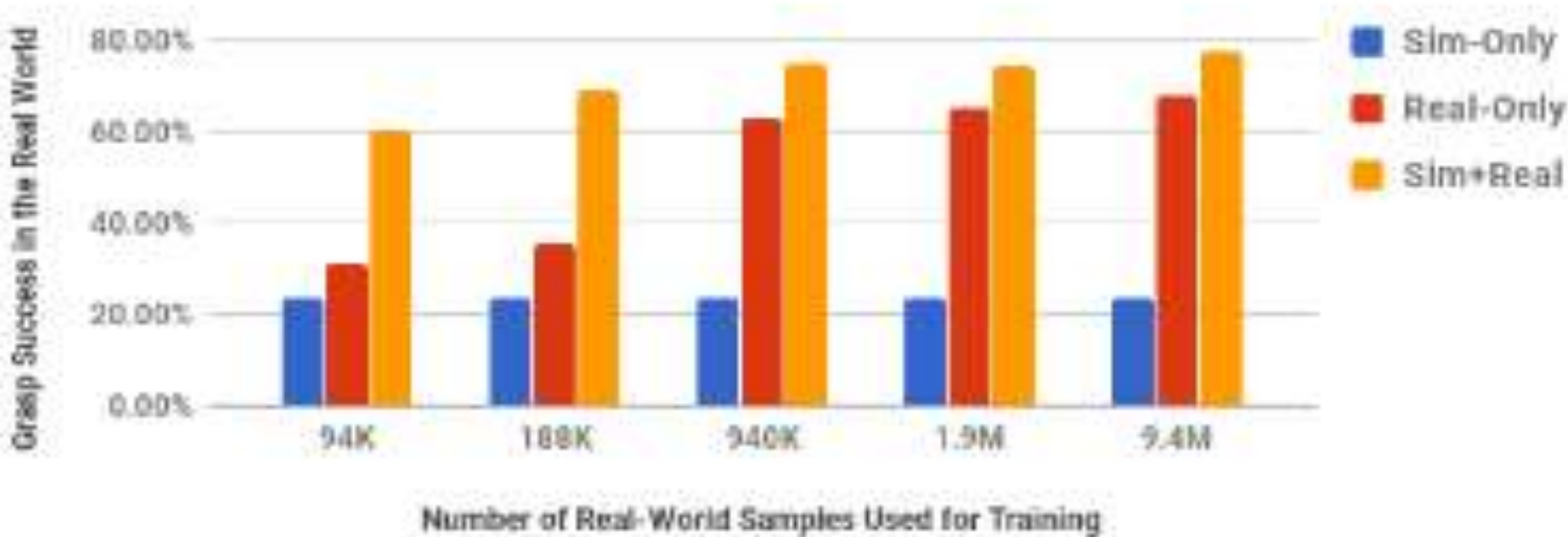
Domain Adaptation

- Pixel level adaptation using GraspGAN.
 - ❖ Given original synthetic images, GraspGAN produces adapted images that look more realistic.



- D (Discriminator) gets unlabeled real world images x_t and x_f . D is trained to distinguish them.
- C is the grasp success prediction network trained in parallel.
- G (Generator) gets feedback from D and C.
- Simulated images are fed into G to produce realistic versions(x_f).

Evaluation/Results



- Simulated data from simulator aids in improving vision based performance.
- We do not need realistic 3d models for simulated training to obtain these gains.
- Using random procedurally generated data/shapes in combination with 10 percent of real world data gives better results.
- Achieves better performance with 50 times fewer real world samples.