

DeepRob

[Student] Lecture 19

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Visual Pretraining and Robot Manipulation

University of Michigan and University of Minnesota



Contents

- Pre-Training in NLP:
 - BERT
 - GPT
 - ChatGPT
- Pre-Training in CV:
 - MAE
 - CLIP
 - DALL-E
- Pre-Training in Robotics:
 - R3M
 - MVP
 - SORNet
 - DALL-E Bot

Pretraining???



Image Source:

<https://dreme.stanford.edu/news/expand-mathematical-thinking-during-block-and-pretend-play>



Image Source: <https://lovevery.eu/community/blog/child-development/when-should-my-child-be-able-to-stack-6-building-blocks/>

Foundation Models???

- Models trained on broad data.
- Using self-supervision
- Can be adapted to a wide range of downstream tasks.
- Eg: BERT, ChatGPT, GPT-3, DALL-E



Image Source :

<https://hai.stanford.edu/news/reflections-foundation-models#:~:text=We%20define%20foundation%20models%20as%20wide%20orange%20of%20downstream%20tasks.>



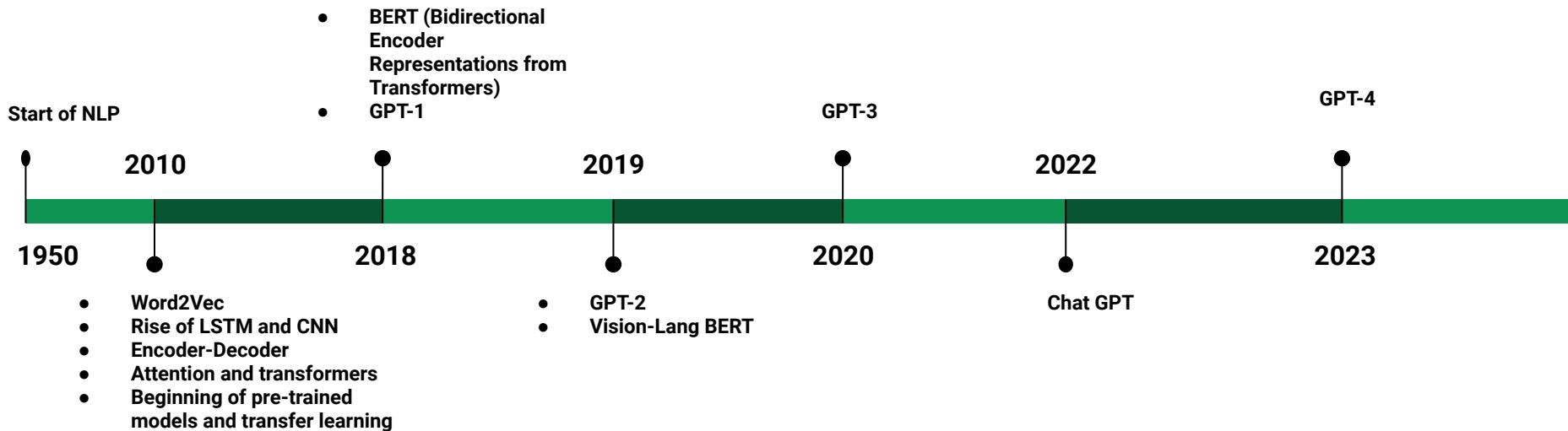
Pre-Training

Foundation Model

Fine Line

Examples of pre-training in NLP

General timeline:





BERT

BERT: Bidirectional Encoder Representations from Transformers.

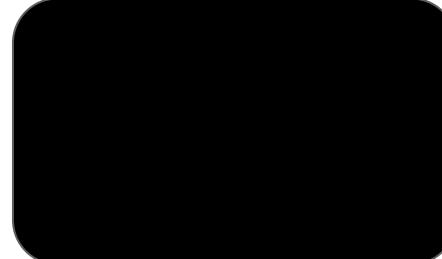
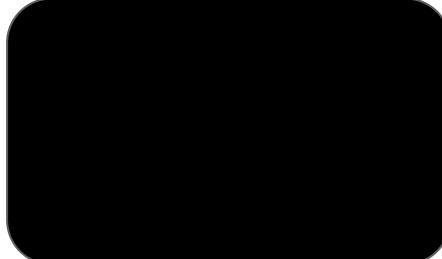


Gif Sources: <https://medium.com/mlearning-ai/getting-contextualized-word-embeddings-with-bert-20798d8b43a4>
<https://giphy.com/explore/google-bert>

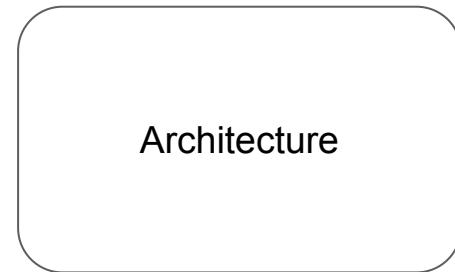
BERT

Architecture

Pretraining



BERT



BERT

Architecture

Pretraining

Fine Tuning

BERT

Architecture

Pretraining

Fine Tuning

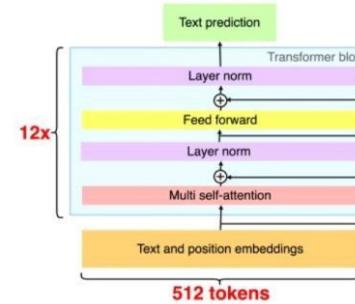
Applications

Examples of pre-training in NLP

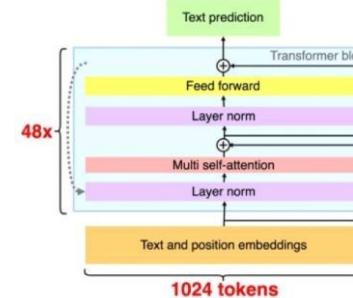
GPT: Generative Pre-training



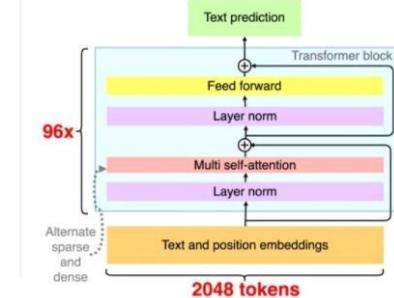
GPT-1



GPT-2



GPT-3



Examples of pre-training in NLP

GPT 1 vs GPT 2 vs GPT 3 vs GPT 4:

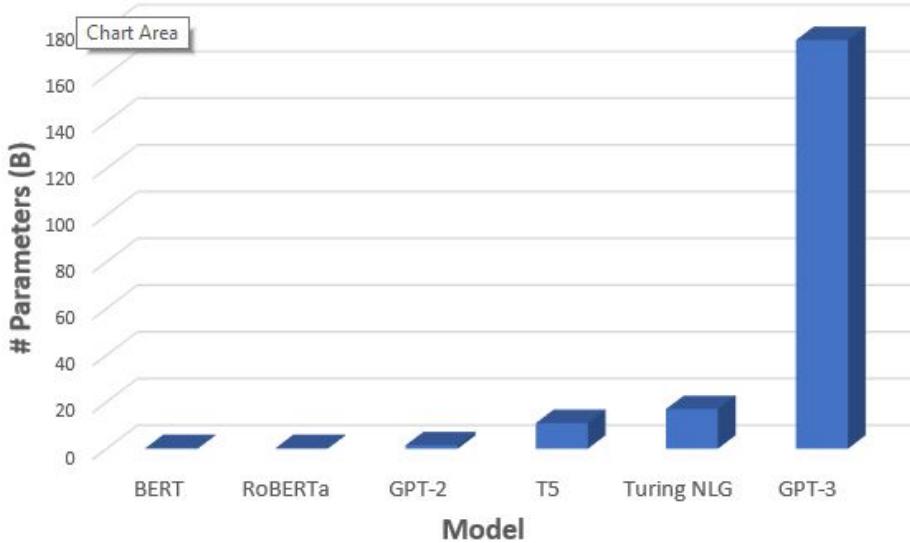


Image Source: <https://towardsdatascience.com/gpt-3-the-new-mighty-language-model-from-openai-a74ff35346fc>

Examples of pre-training in NLP

GPT 1 vs GPT 2 vs GPT 3 vs GPT 4:

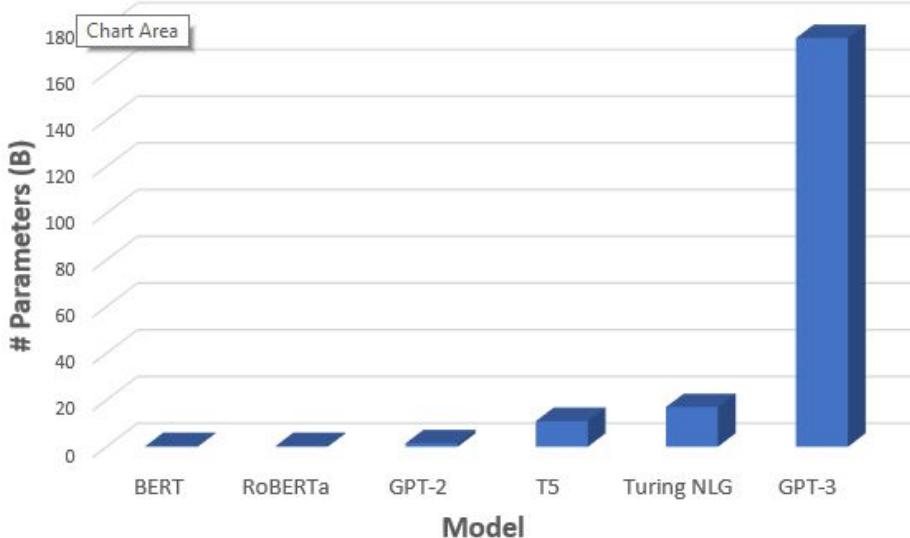
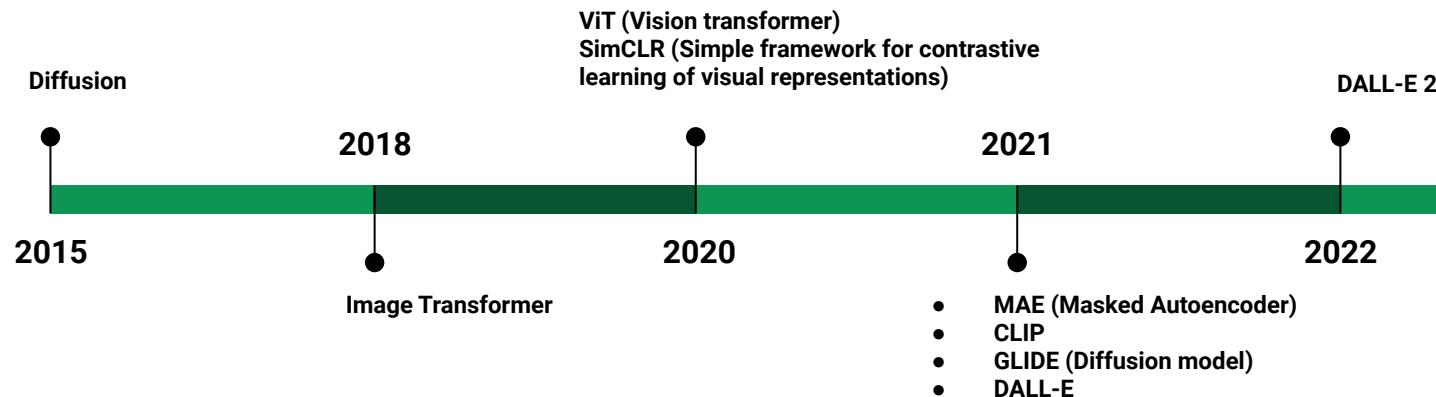


Image Source: <https://towardsdatascience.com/gpt-3-the-new-mighty-language-model-from-openai-a74ff35346fc>
<https://ai/plainenglish.io/embracing-language-model-evolution-gpt-2-gpt-3-and-gpt-4-in-the-ai-landscape-e3e340dc5693>

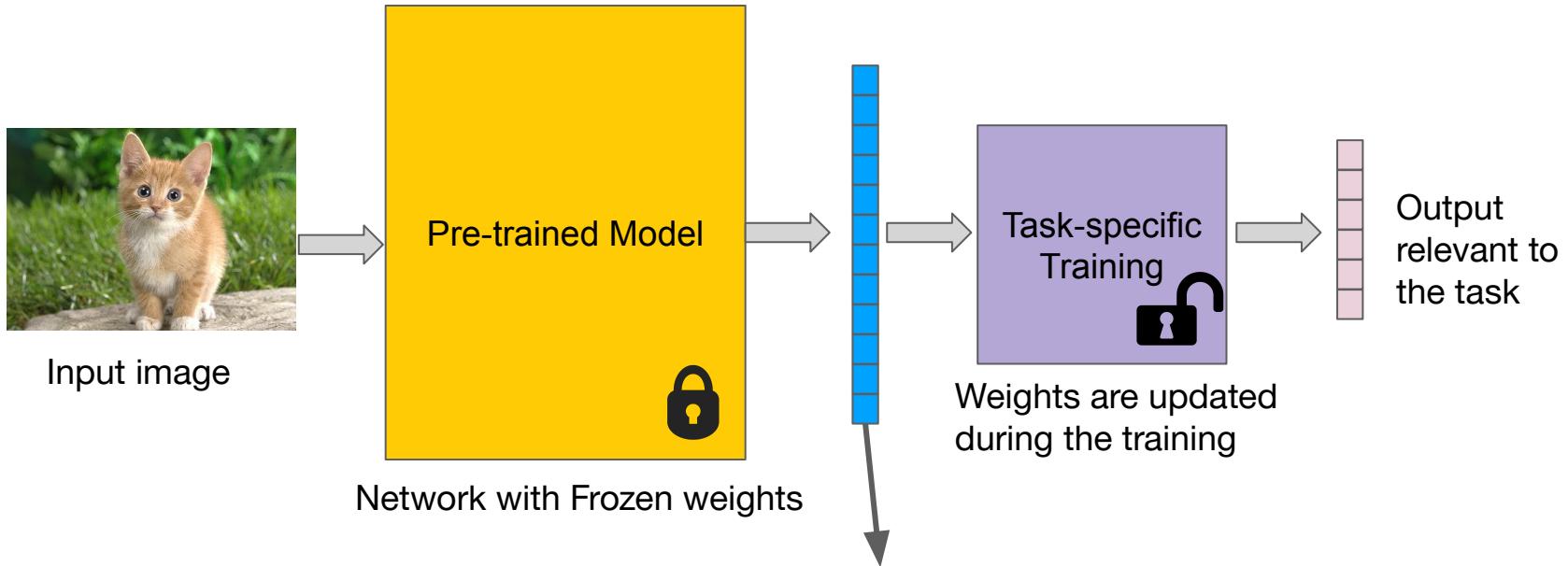
Examples of pre-training in CV

General Timeline:



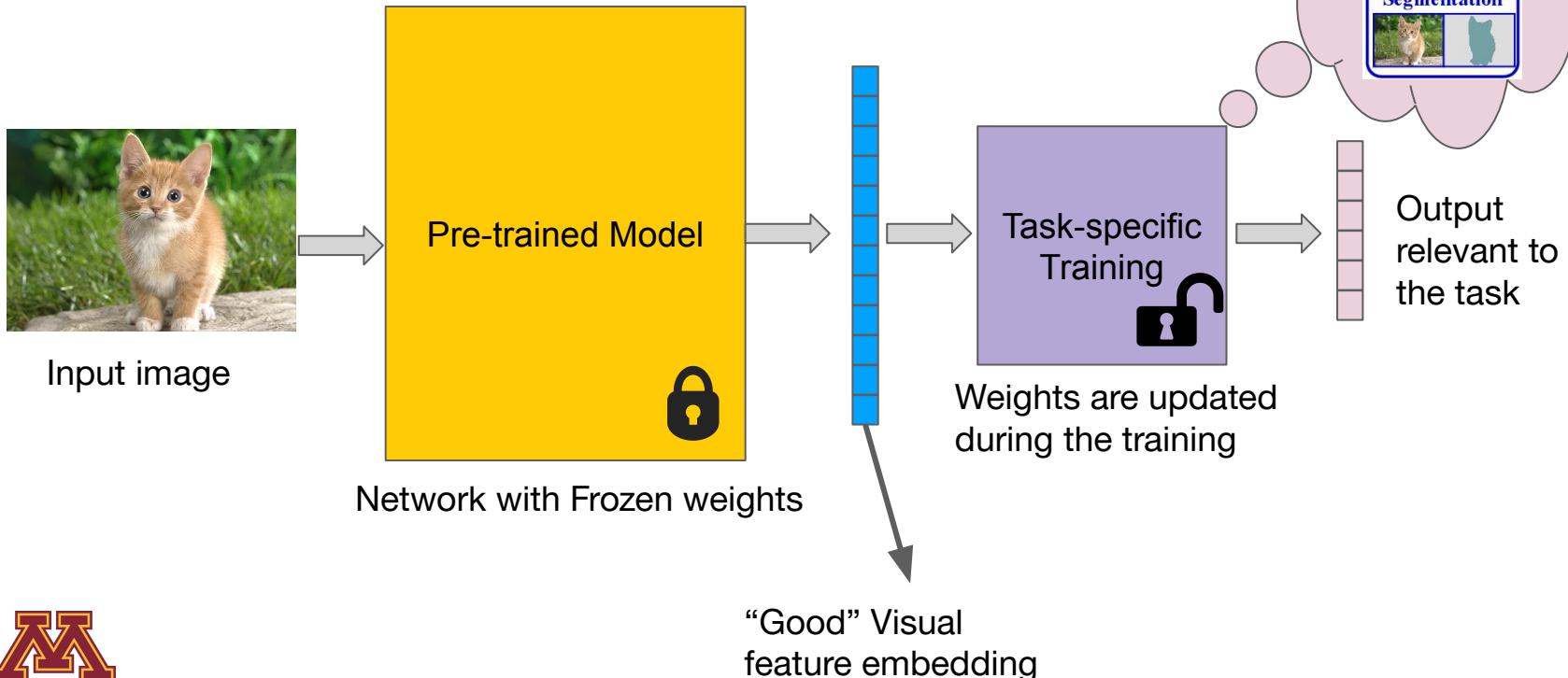
Pre-Training in CV???

Task-specific training using pre-trained model



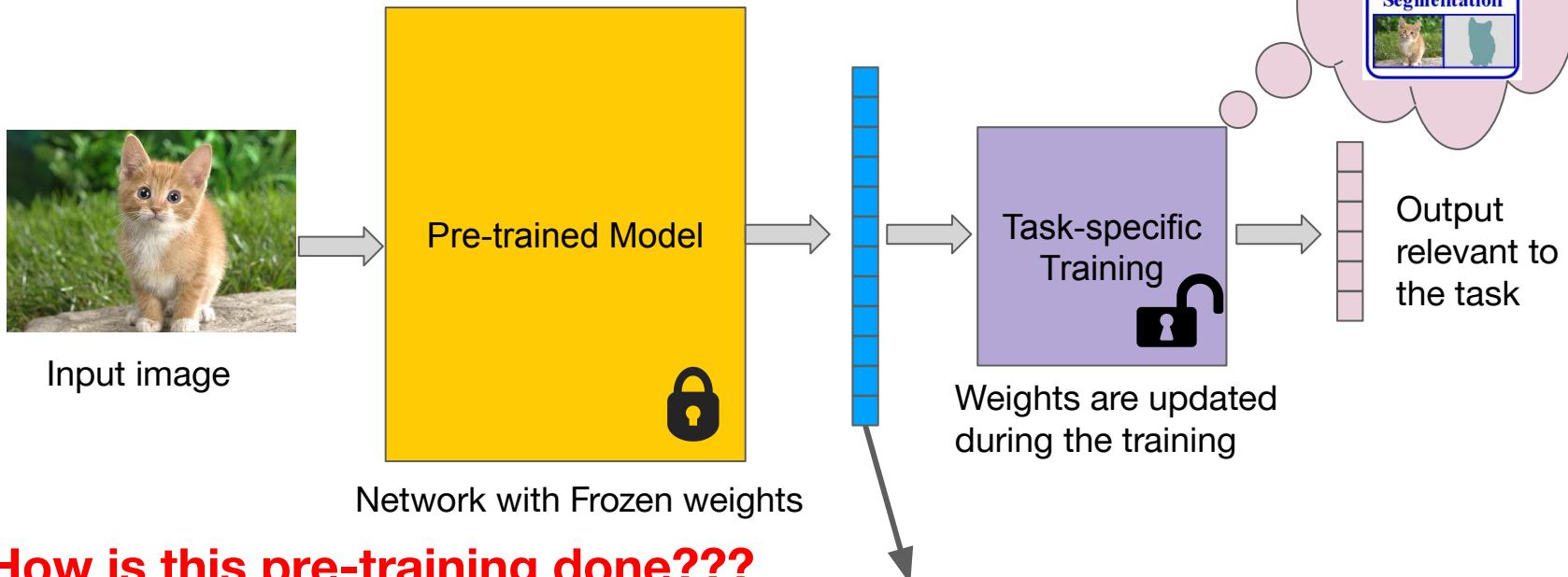
Pre-Training in CV???

Task-specific training using pre-trained model



Pre-Training in CV???

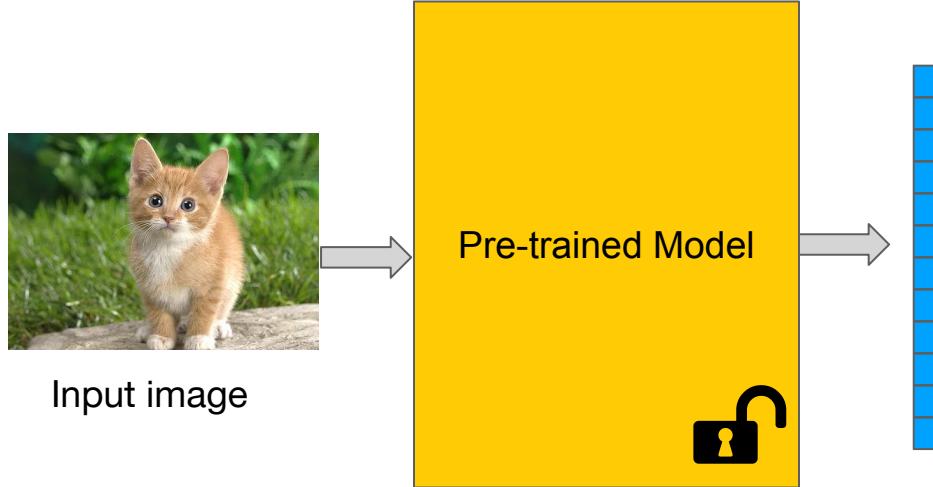
Task-specific training using pre-trained model



How is this pre-training done???

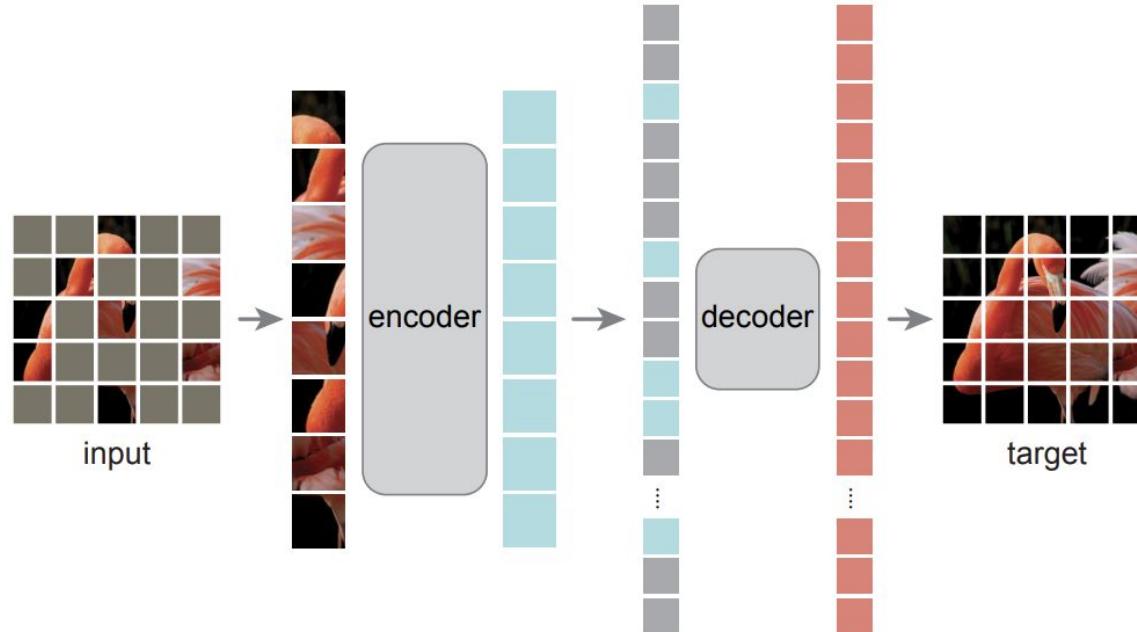


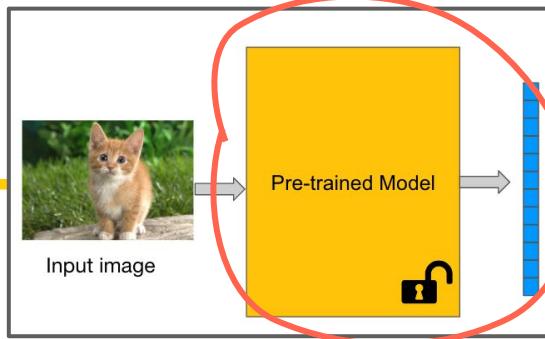
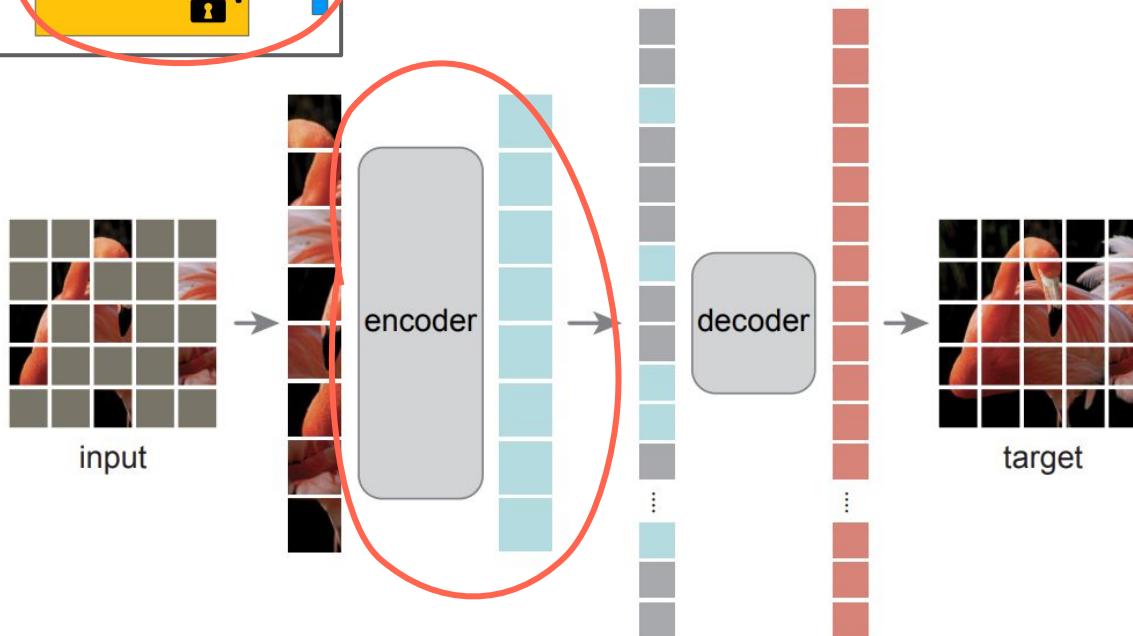
Let us look into some pre-training models



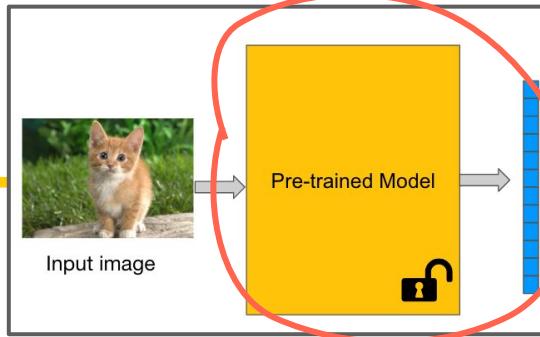
We will look into:
• MAE
• CLIP
and their training objectives

MAE

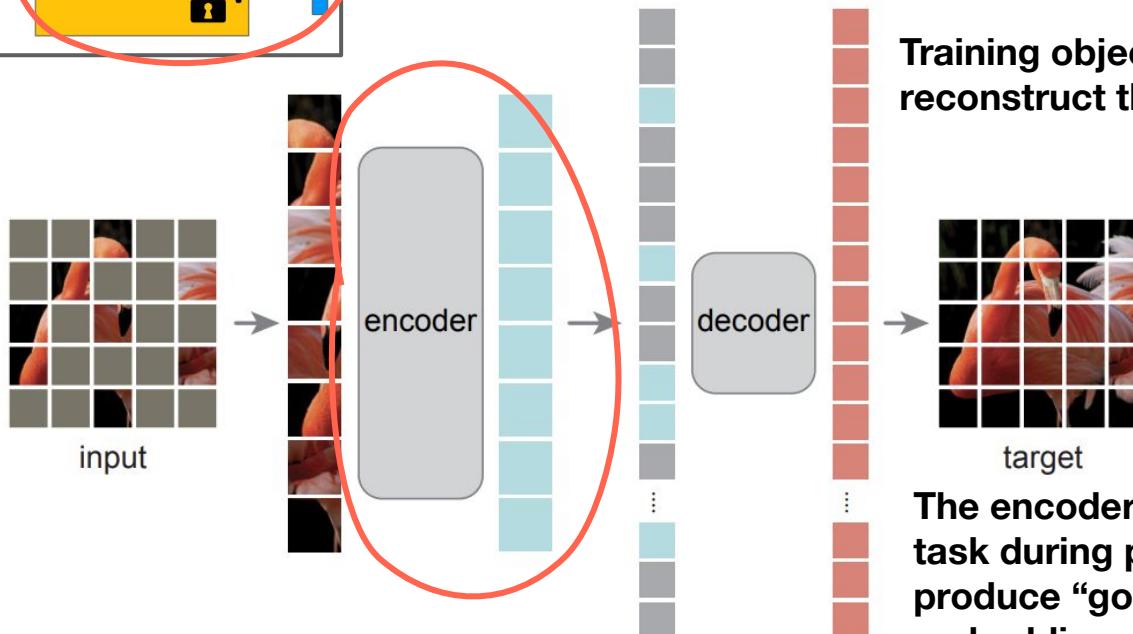


DR**MAE**

DR



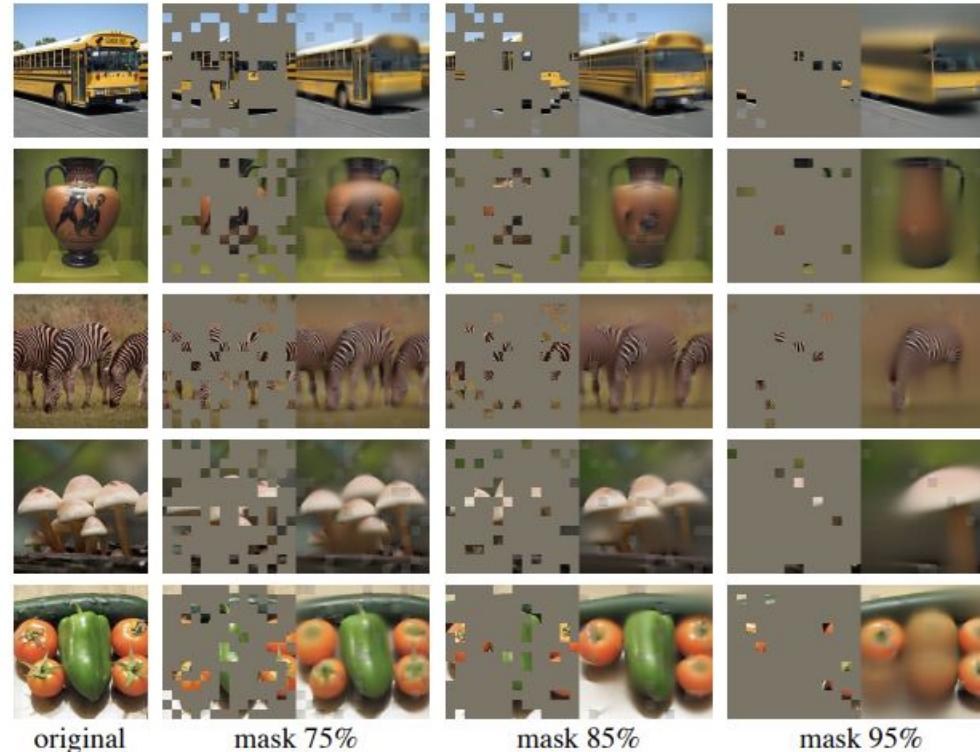
MAE



Training object is to
reconstruct the image.

The encoder is given the hard task during pretraining to produce “good” visual embeddings to aid the decoder to reconstruct the unmasked original image

MAE has challenging task at hand!



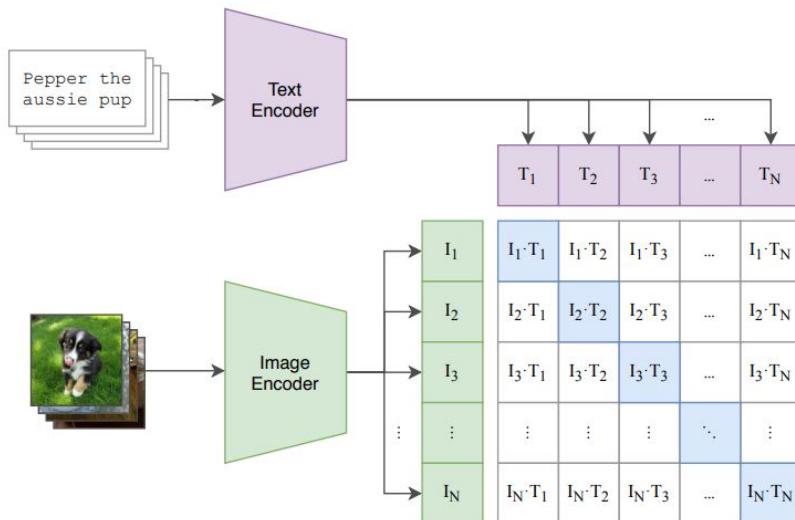
Contrastive Language-Image Pretraining (CLIP)

Turns the input (image or text) into embeddings/features
(fixed length unit vector)

The angle between the unit vectors represents how different
the inputs are.

CLIP

(1) Contrastive pre-training



Training:

$I_1 \dots I_N$ - Image embeddings

$T_1 \dots T_N$ - Text embeddings

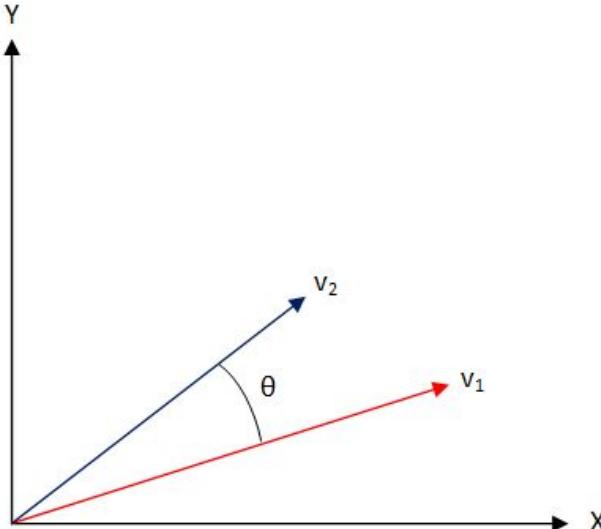
Embeddings are features vectors of fixed length and magnitude 1.

$I_x \cdot T_y$ - correlation score

(Source - Learning Transferable Visual Models From Natural Language Supervision, Radford et al., 2021)



CLIP



Correlation score:

The degree of alignment between two vectors

AKA cosine similarity

$$\cos \theta = (\mathbf{v}_1 \cdot \mathbf{v}_2) / \|\mathbf{v}_1\| \|\mathbf{v}_2\| = \mathbf{v}_1 \cdot \mathbf{v}_2$$

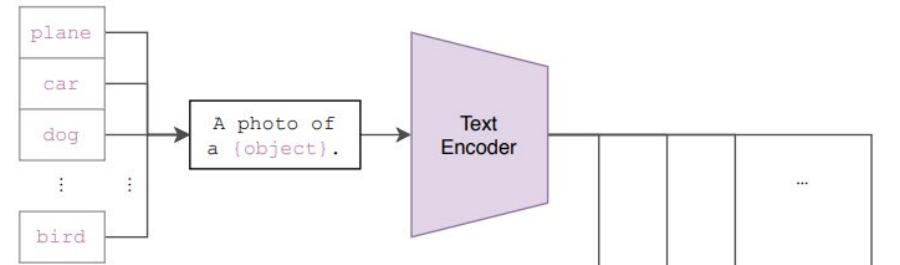
\mathbf{v}_1 and \mathbf{v}_2 are unit vectors which are feature embeddings corresponding to two images.

CLIP

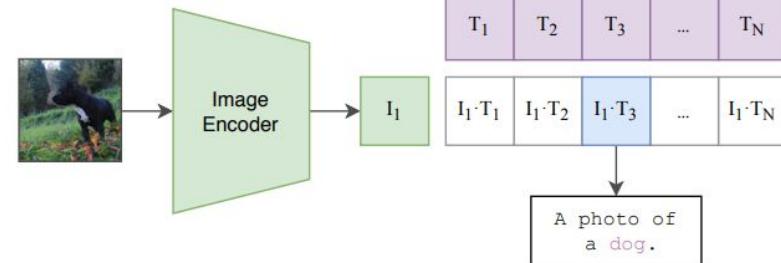
Applications:

1. zero-shot image classification
2. Providing image and language representations for downstream tasks

(2) Create dataset classifier from label text



(3) Use for zero-shot prediction

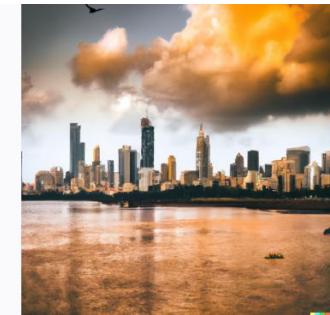
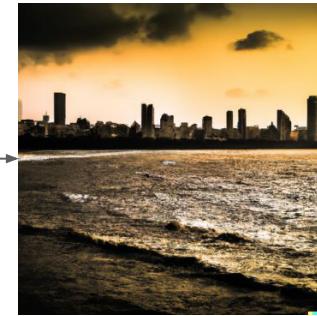
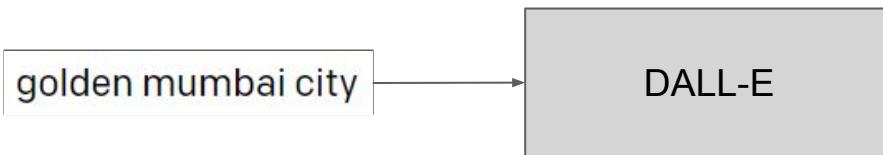


DR

Pre-trained CLIP made DALL-E possible!

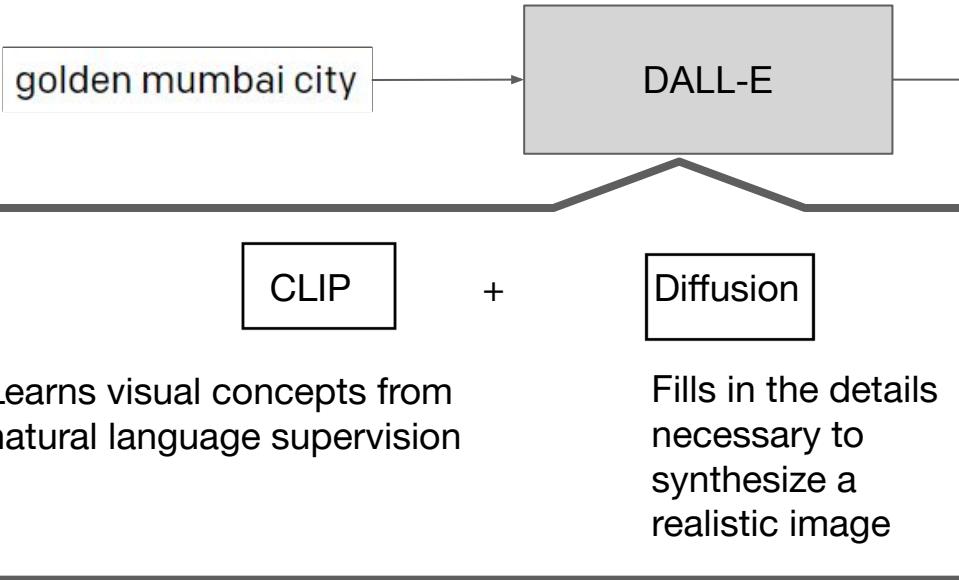
M M

Pre-trained CLIP made DALL-E possible!



Examples of pre-training in CV

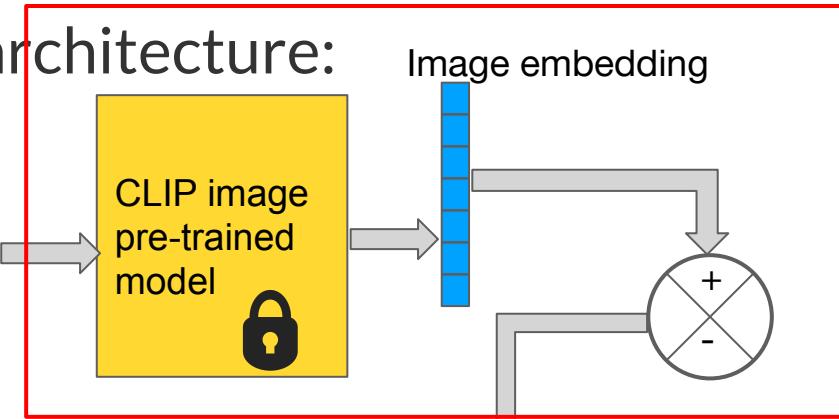
DALL-E 2:



Examples of pre-training in CV

DALL-E 2 architecture:

Training:



Trees
and river

CLIP text
pre-trained
model

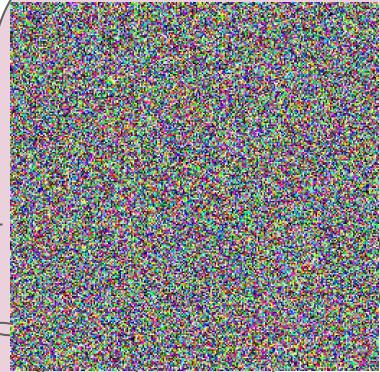
Text embedding

Prior



Image embedding

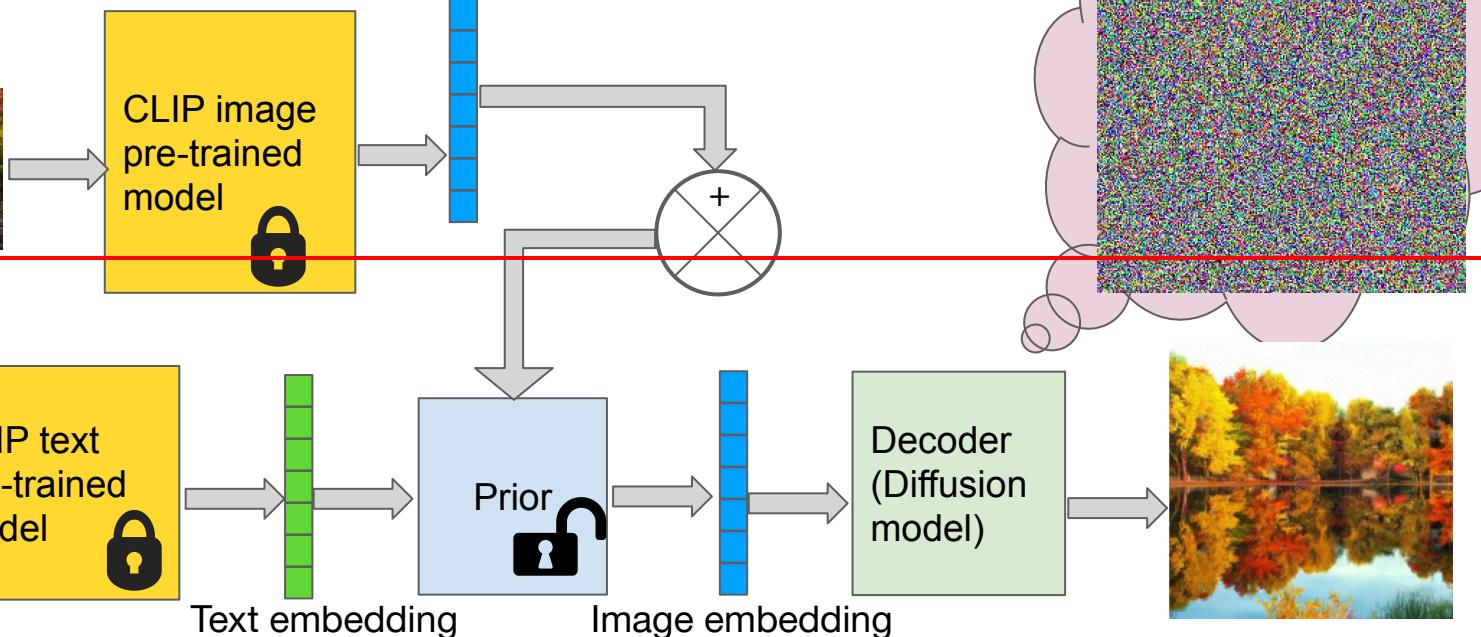
Decoder
(Diffusion
model)



Examples of pre-training in CV

DALL-E 2 architecture:

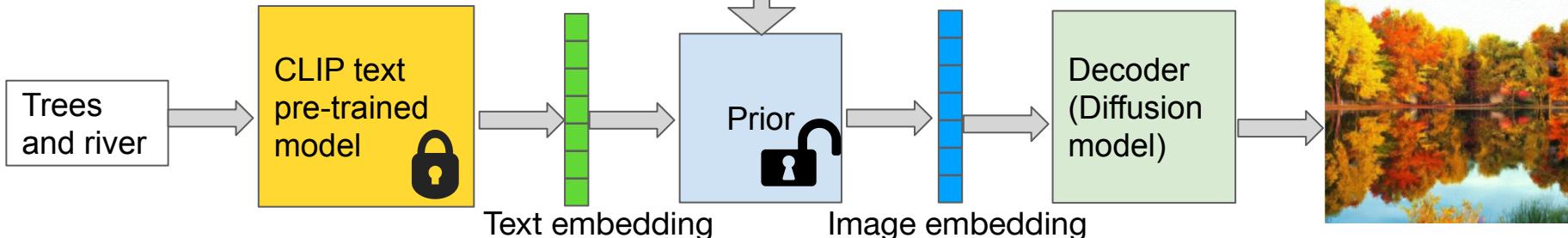
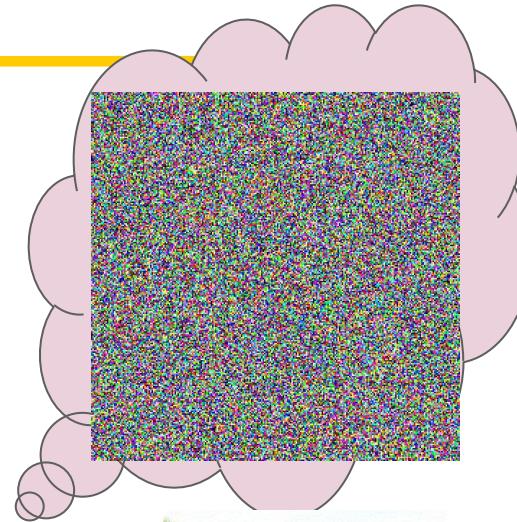
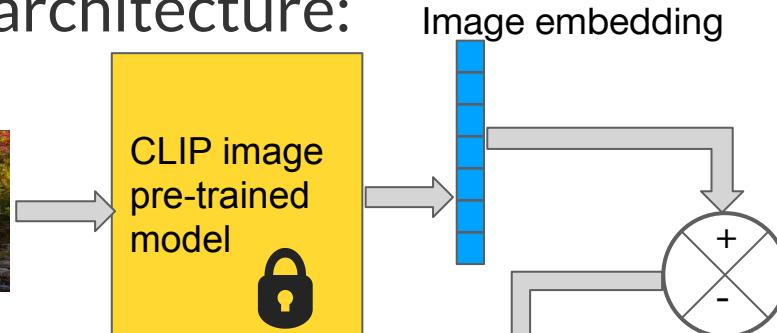
Training:



Examples of pre-training in CV

DALL-E 2 architecture:

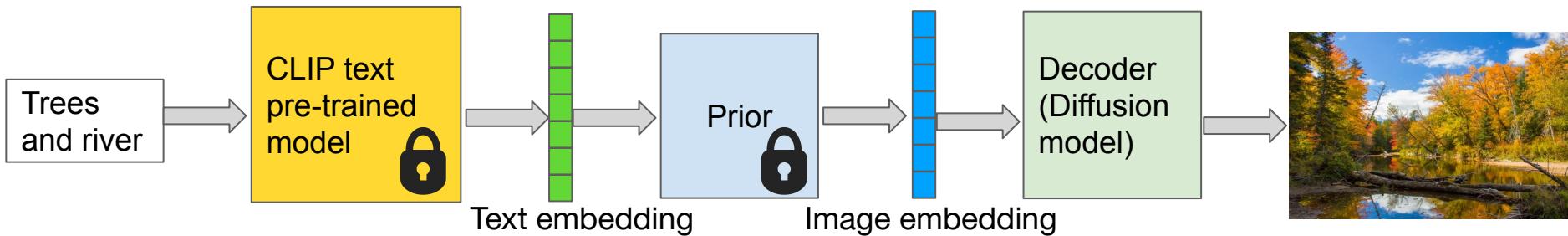
Training:



Examples of pre-training in CV

DALL-E 2 architecture:

Testing:



Examples of pre-training in CV

DALL-E 1 vs DALL-E 2:

Fox in a farm



DALL-E 1

Image source: <https://openai.com/product/dall-e-2>

Examples of pre-training in CV

DALL-E 1 vs DALL-E 2:

Fox in a farm



DALL-E 2

Image source: <https://openai.com/product/dall-e-2>

Examples of pre-training in CV

DALL-E 1 vs DALL-E 2:

- More accurate caption matching
- More photorealism

Fox in a farm



DALL-E 1



DALL-E 2

Examples of pre-training in CV

What made DALL-E 2 better than DALL-E 1:

- DALL-E 1 uses **discrete variational autoencoder (dVAE)**, **next token prediction** and **CLIP model re-ranking**.

Examples of pre-training in CV

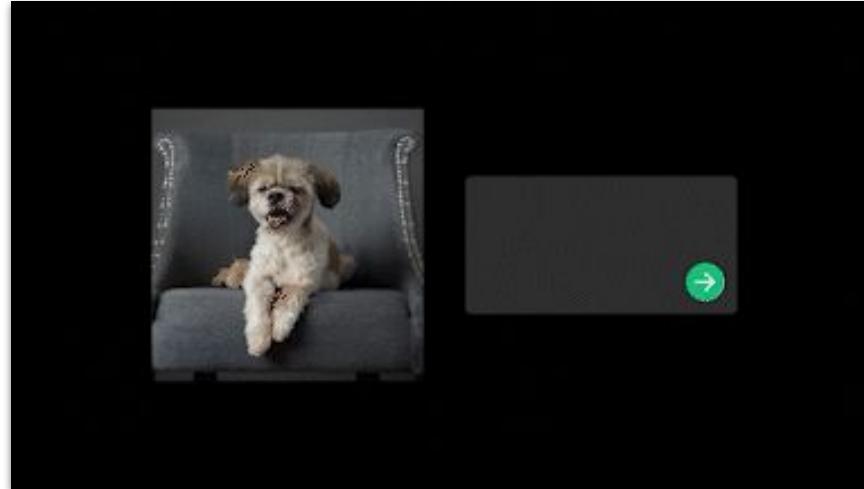
What made DALL-E 2 better than DALL-E 1:

- DALL-E 1 uses discrete variational autoencoder (dVAE), next token prediction and CLIP model re-ranking.
- DALL-E 2 uses **CLIP embedding directly** and decodes image via **diffusion** similar to GLIDE (a text guided diffusion model).

Examples of pre-training in CV

DALL-E 2 additional:

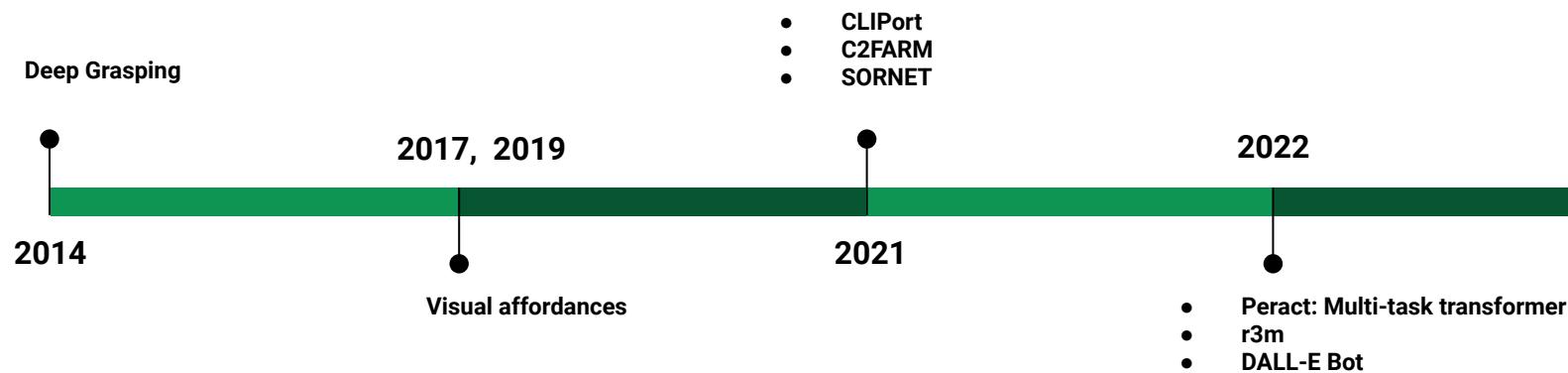
- Text based image editing



Gif source: <https://openai.com/product/dall-e-2>

Examples of pre-training in Robotics

General timeline:



R3M

R3M: Reusable Representation for Robotic Manipulation.

Universal Visual Representation: A universal visual representation refers to a visual encoding of data that can be used across multiple tasks or domains.

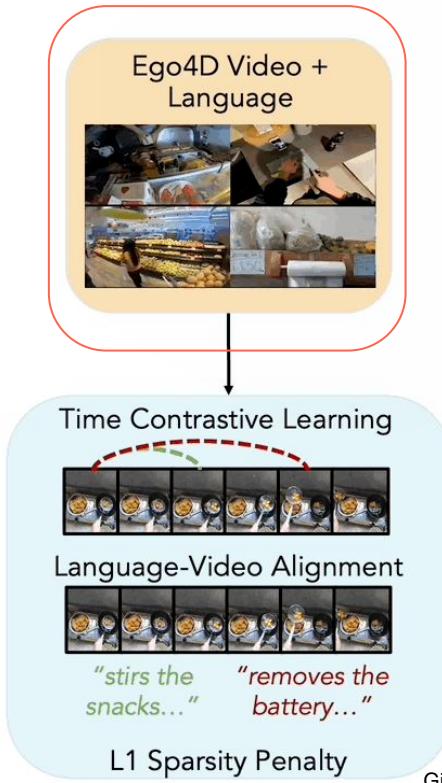
Manipulation: Ability of a robot to interact and physically manipulate objects in its environment. For example: grasping, picking up, moving, and placing objects.

Application: Anything that needs manipulation



Gif Source: <https://sites.google.com/view/robot-r3m/>

Data Set

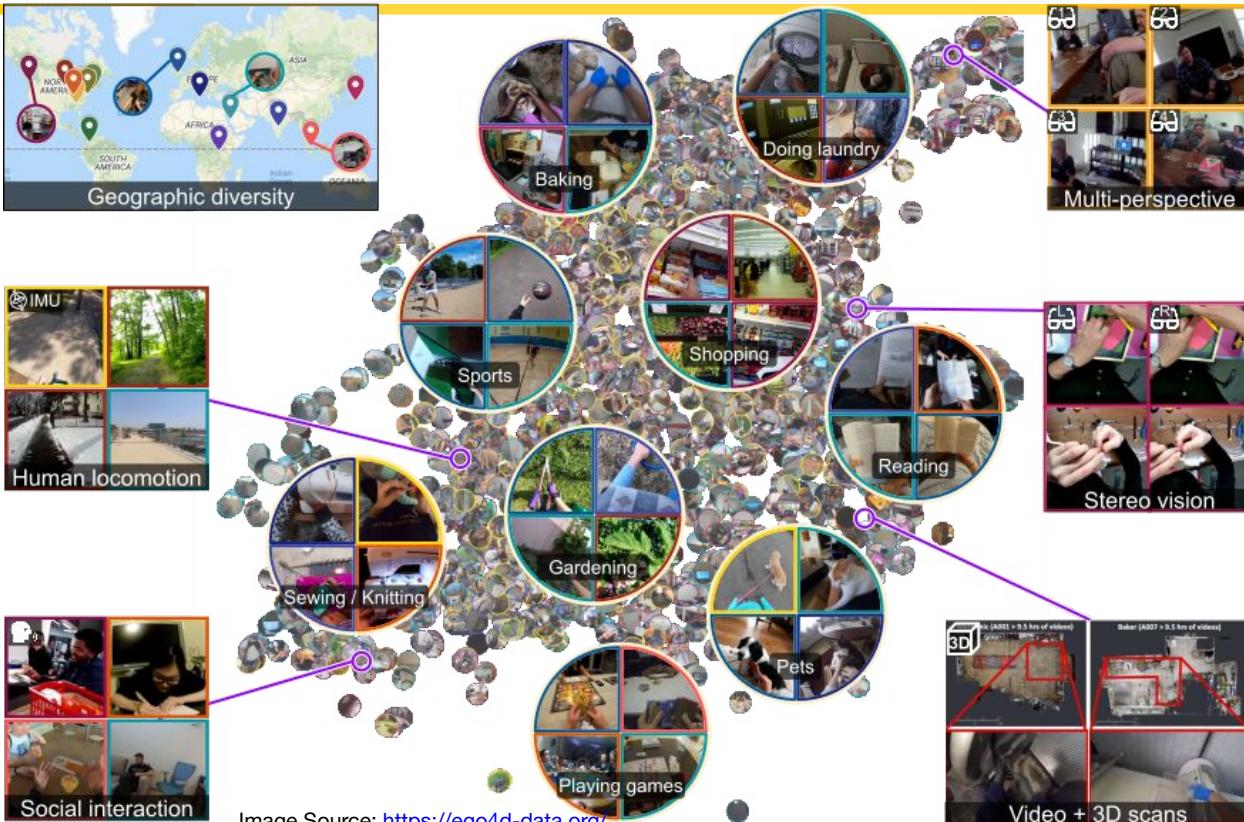


R3M: Reusable Representations for Robotic Manipulation



Gif Source : <https://sites.google.com/view/robot-r3m/>

Ego 4D



DR

Ego 4D



Gif Source: https://www.seas.upenn.edu/~shzhou2/projects/eos_dataset/



Simulation Environments

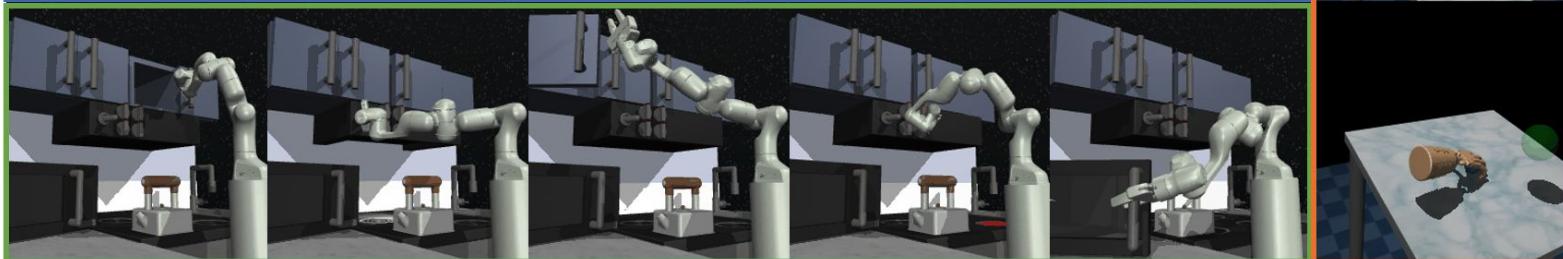
MetaWorld

Assembly, Bin Picking, Button Pressing, Drawer Opening, Hammering



Adroit

Re-orient Pen,
Relocate Ball



Franka Kitchen

Sliding Door, Turning Light On, Opening Door, Turning Knob, Opening Microwave

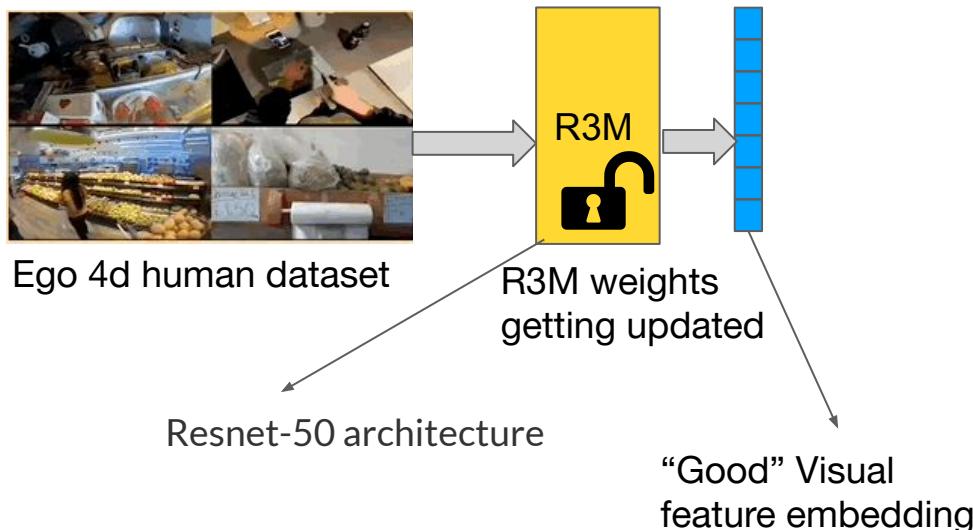


Image Source : <https://sites.google.com/view/robot-r3m/>

Examples of pre-training in Robotics

Network architecture:

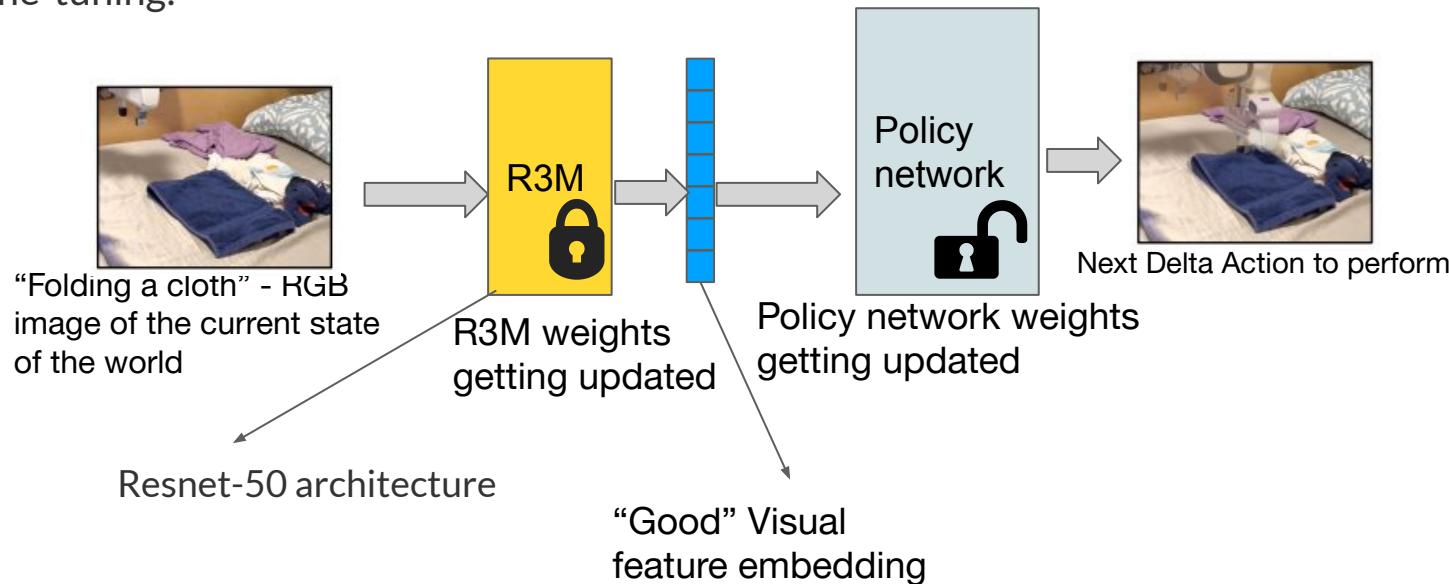
Pre-training:



Examples of pre-training in Robotics

Network architecture:

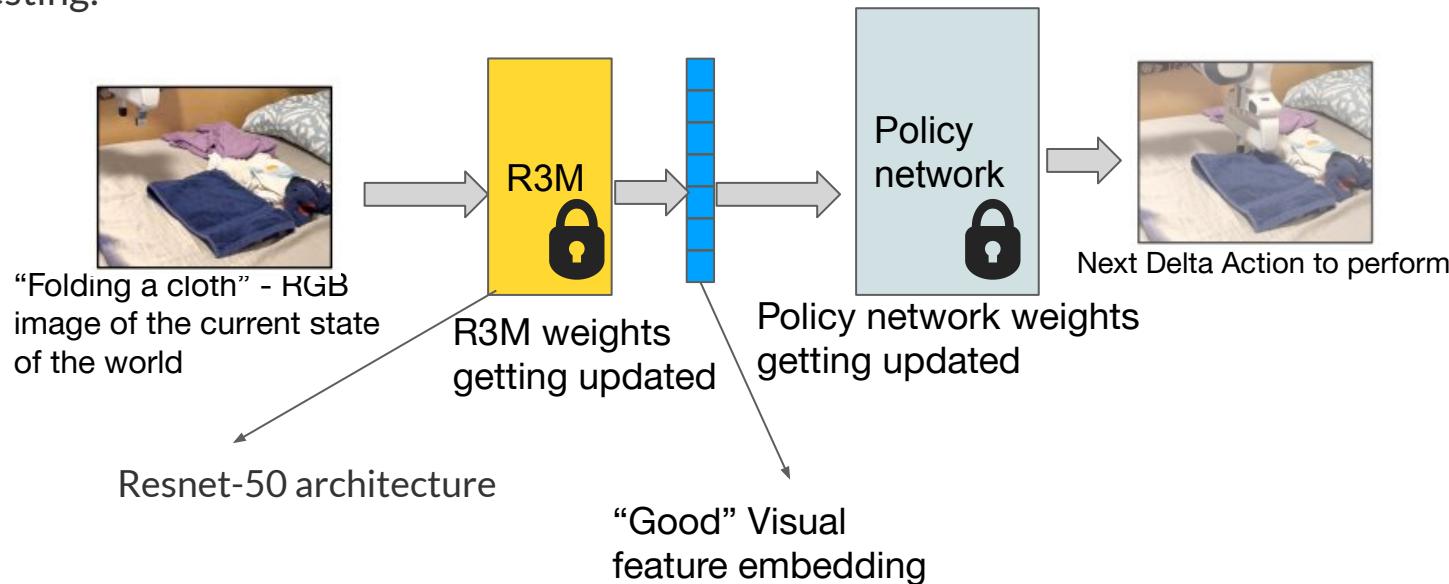
Fine-tuning:



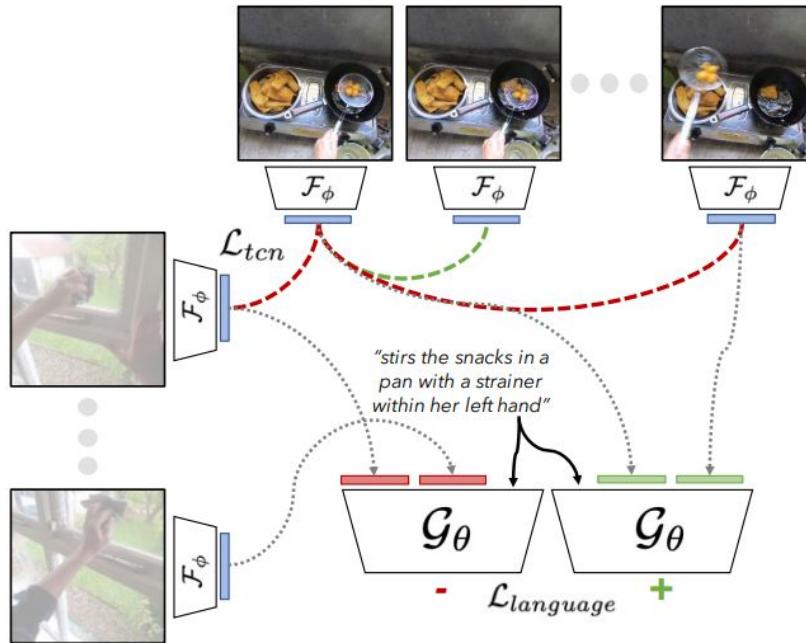
Examples of pre-training in Robotics

Network architecture:

Testing:



RESNET – Pretraining Objectives

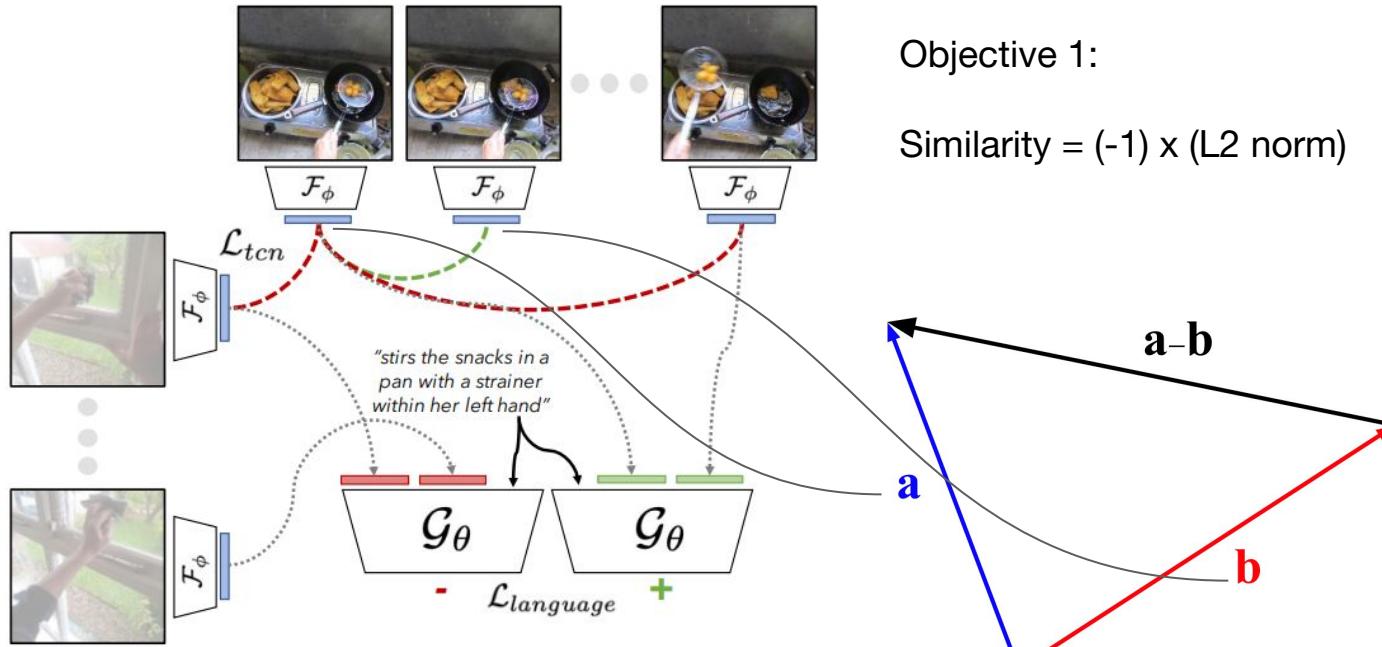


Objective 1:

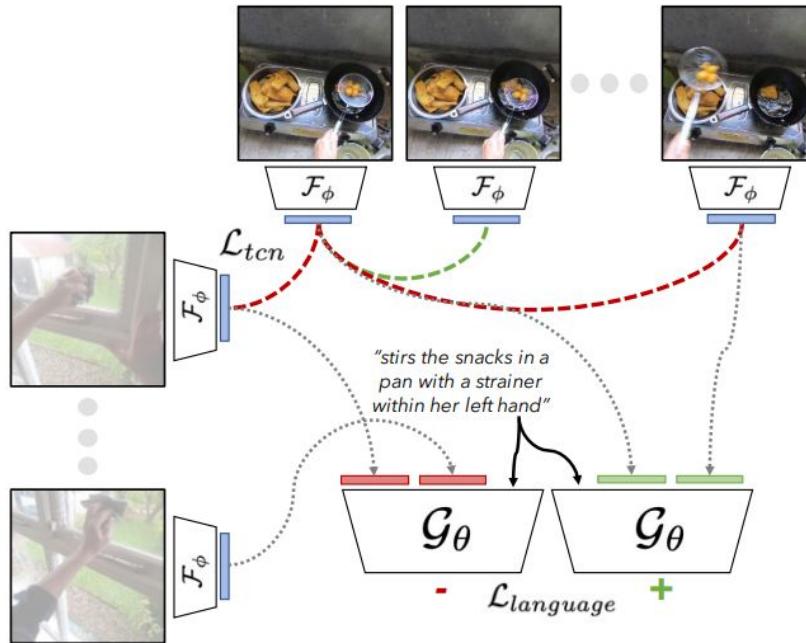
Capture the temporal dynamics

Closer frames must be more similar

RESNET – Pretraining Objectives



RESNET – Pretraining Objectives



Objective 1:

$$\text{Similarity} = (-1) \times (\text{L2 norm})$$

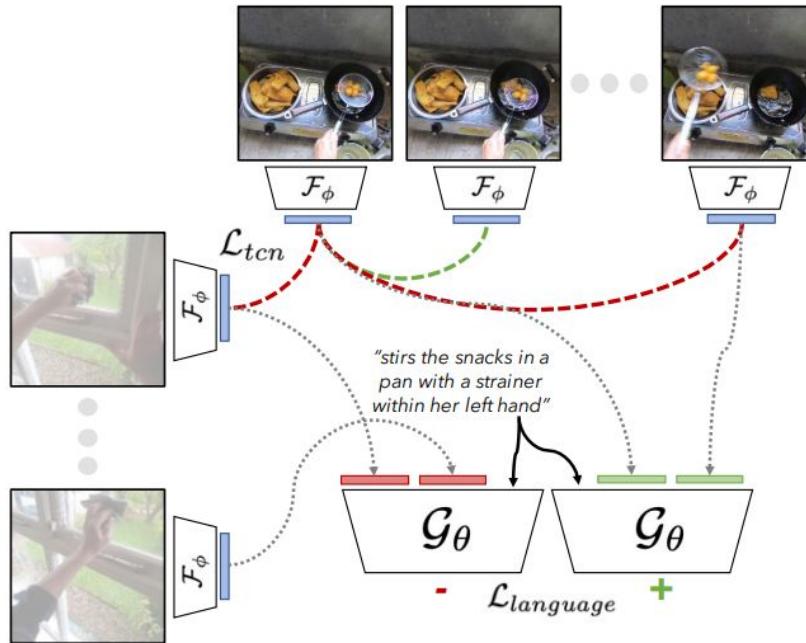
$$\mathcal{L}_{tcn} = - \sum_{b \in B} \log \frac{e^{S(z_i^b, z_j^b)}}{e^{S(z_i^b, z_j^b)} + e^{S(z_i^b, z_k^b)} + e^{S(z_i^b, z_i^{\neq b})}}$$

z_j^b - image representation

S - similarity score between two frames

I, j, \dots are randomly sampled for each video sequence

RESNET – Pretraining Objectives



Objective 2:

Capture semantically relevant features

AKA video-language alignment (similar to CLIP)

RESNET – Pretraining Objectives

Objective 2: Video alignment

$$\mathcal{L}_{language} = - \sum_{b \in B} \log \frac{e^{\mathcal{G}_\theta(z_0^b, z_{j>i}^b, l^b)}}{e^{\mathcal{G}_\theta(z_0^b, z_{j>i}^b, l^b)} + e^{\mathcal{G}_\theta(z_0^b, z_i^b, l^b)} + e^{\mathcal{G}_\theta(z_0^{\neq b}, z_{j>i}^{\neq b}, l^b)}}$$

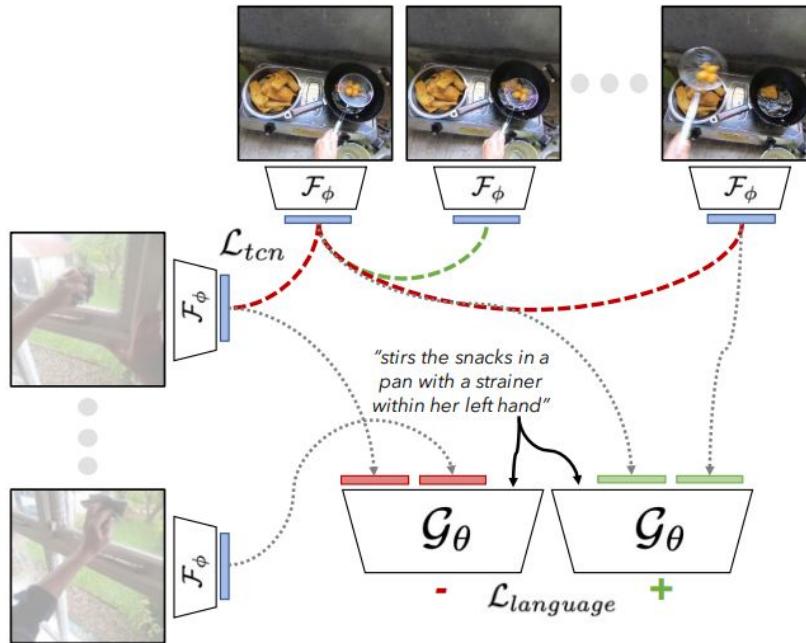
z_j^b - image representation for the j^{th} frame in the b^{th} frame sequence (video)

l^b - language representation for the text description corresponding to the b^{th} video

\mathcal{G}_θ - Transition score correlating the initial and final frames to the text label (Nair et al.)

i, j, \dots are randomly sampled for each video sequence (NCE)

RESNET – Pretraining Objectives



Objective 3:

Representations must be compact/sparse

L1 + L2 Regularization

RESNET – Pretraining Objectives

Overall objective - minimize the following loss function

$$\mathcal{L}(\phi, \theta) = \mathbb{E}_{I_{0,i,j,k}^{1:B} \sim \mathcal{D}} [\lambda_1 \mathcal{L}_{tcn} + \lambda_2 \mathcal{L}_{language} + \lambda_3 \|\mathcal{F}_\phi(I_i)\|_1 + \lambda_4 \|\mathcal{F}_\phi(I_i)\|_2]$$

1. \mathcal{L}_{tcn} - Time contrastive network loss
2. $\mathcal{L}_{language}$ - Video-language alignment loss
3. $\|\mathcal{F}_\phi\|_1$ - L1 regularization loss
4. $\|\mathcal{F}_\phi\|_2$ - L2 regularization loss

I, j and k are randomly sampled, then the mean loss is calculated over the samples.



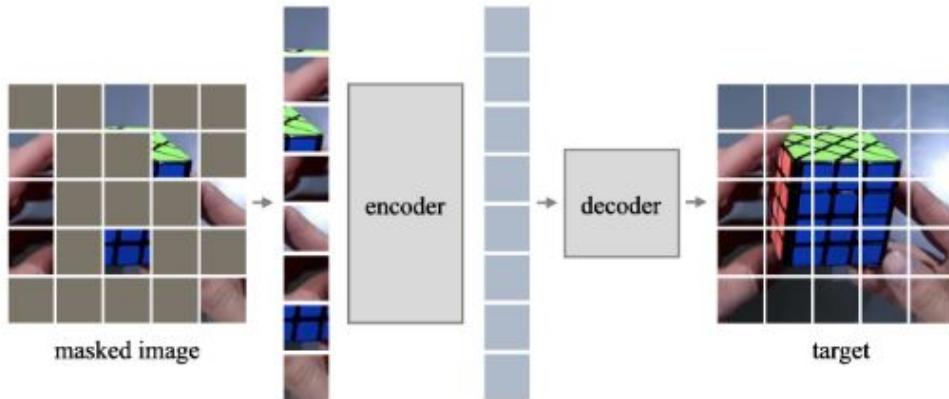
RESNET – Performance

Success out of 10 trials	R3M	CLIP
Closing Drawer	80%	70%
Putting Mask in Dresser	30%	10%
Putting Lettuce in Pan	60%	0%
Pushing Mug to Goal	70%	40%
Folding Towel	40%	0%
Average	56%	24%

Experiment derived from Parisi et al.

(additional details go [here](#))

MVP (Masked Visual Pretraining)

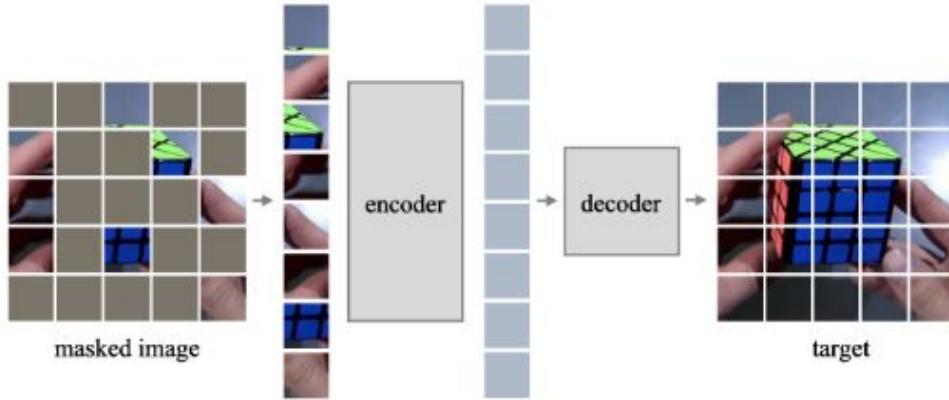


(a) masked visual pretraining

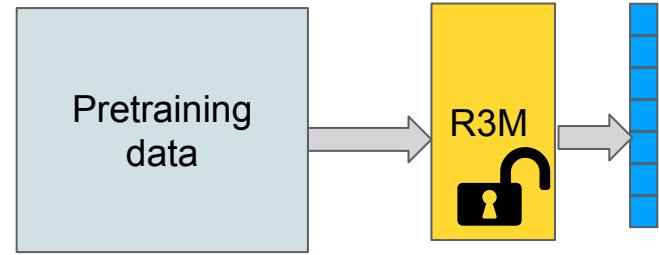
Remember MAE!



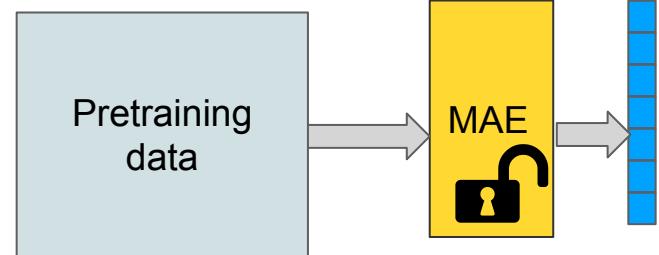
MVP (Masked Visual Pretraining)



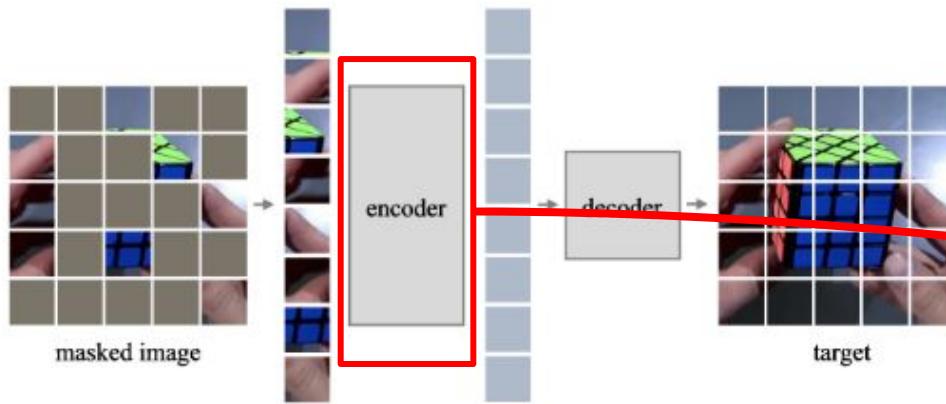
(a) masked visual pretraining



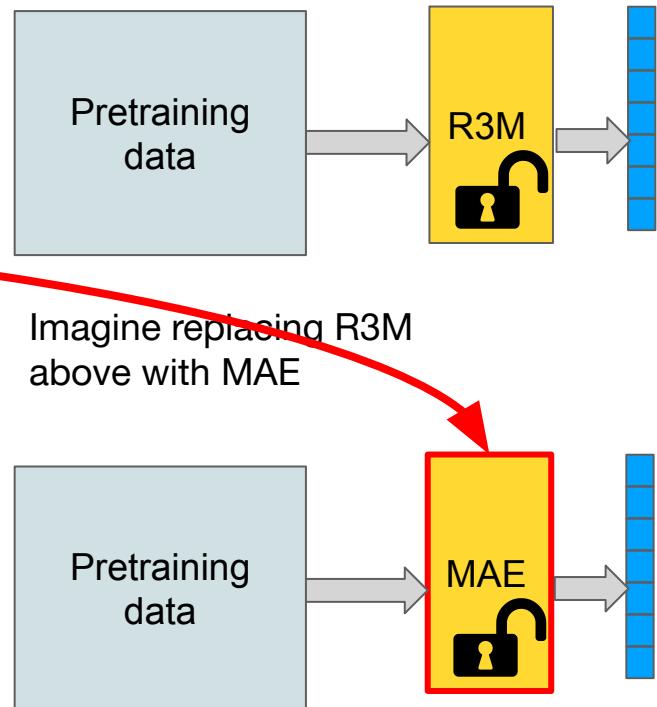
Imagine replacing R3M above with MAE



MVP (Masked Visual Pretraining)



(a) masked visual pretraining





MVP - Data Set

Egocentric Epic Kitchens dataset +

the YouTube 100 Days of Hands dataset +

the crowd-sourced Something-Something dataset =

Human-Object Interaction dataset (HOI) (~700k Images)



MAE Reconstructions



Masked

Reconstructed

Ground-Truth

Masked

Reconstructed

Ground-Truth

Masked

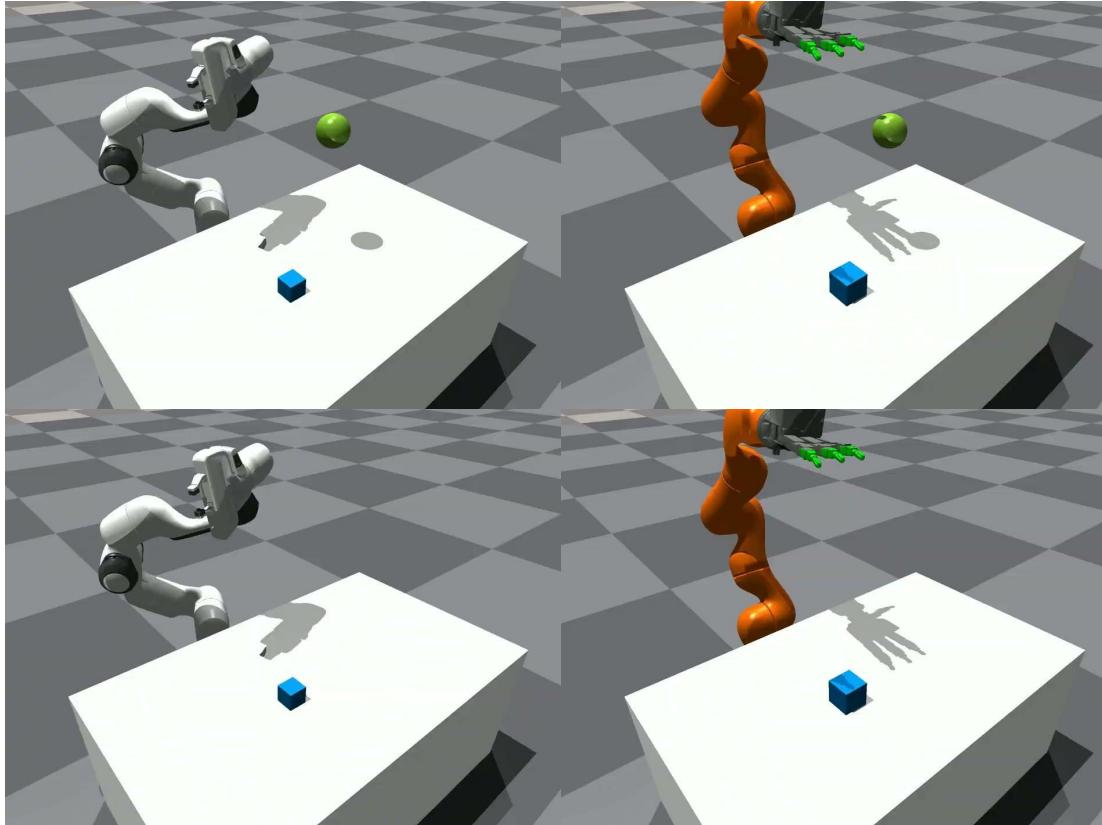
Reconstructed

Ground-Truth



MVP (Manipulation tasks)

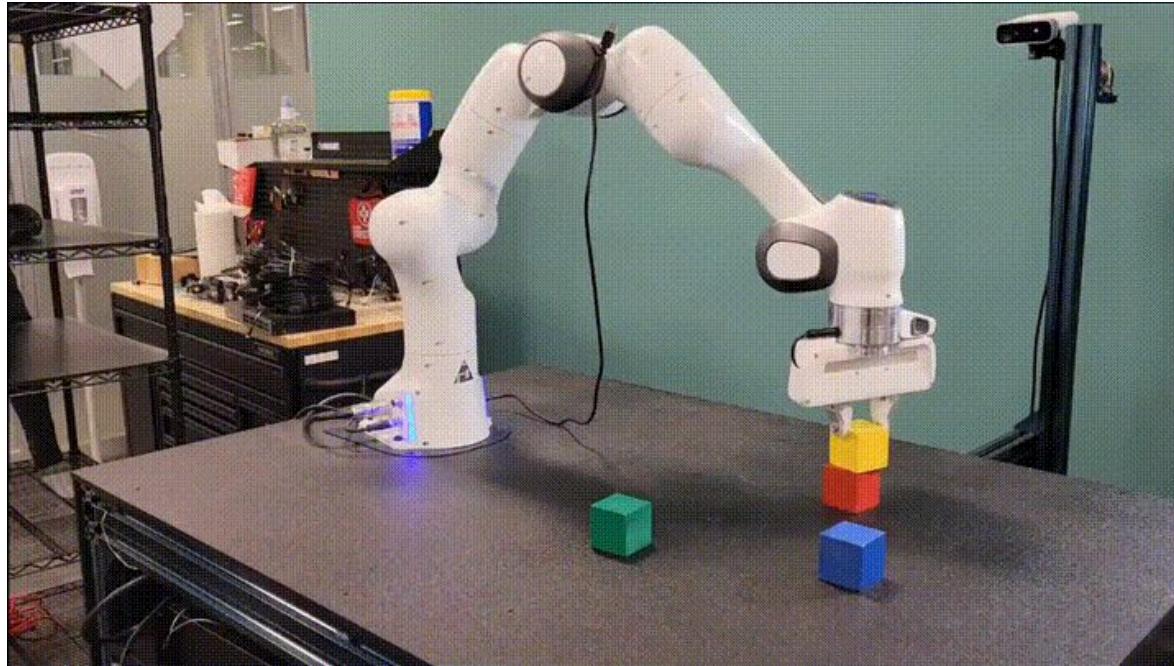
Franka



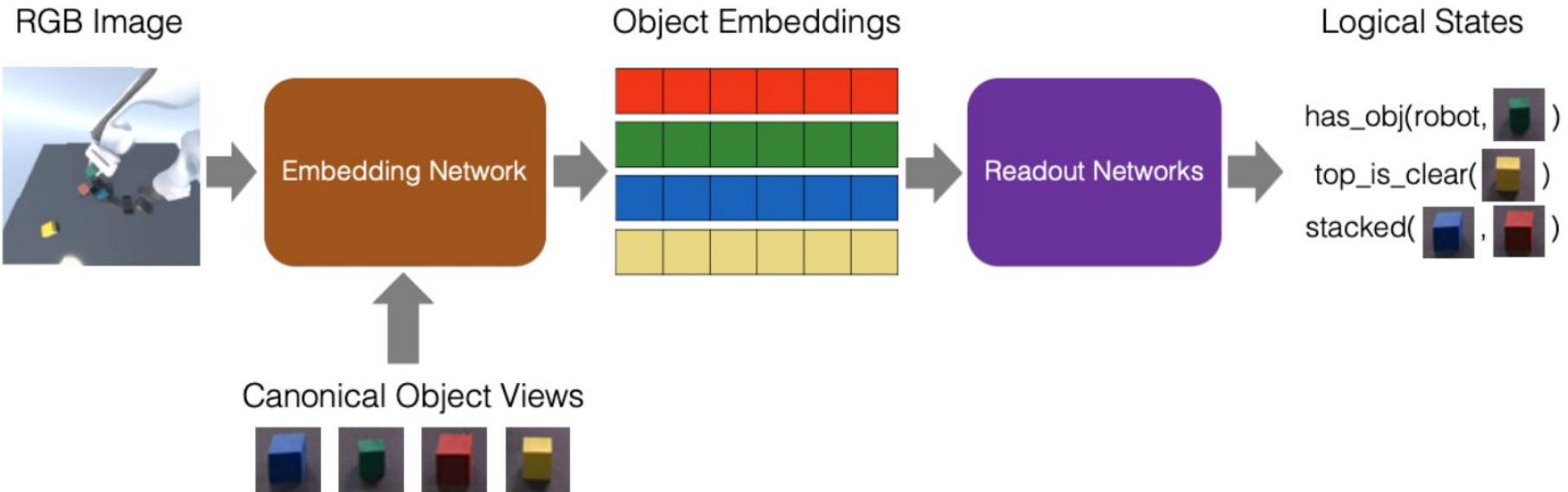
Kuka

DR

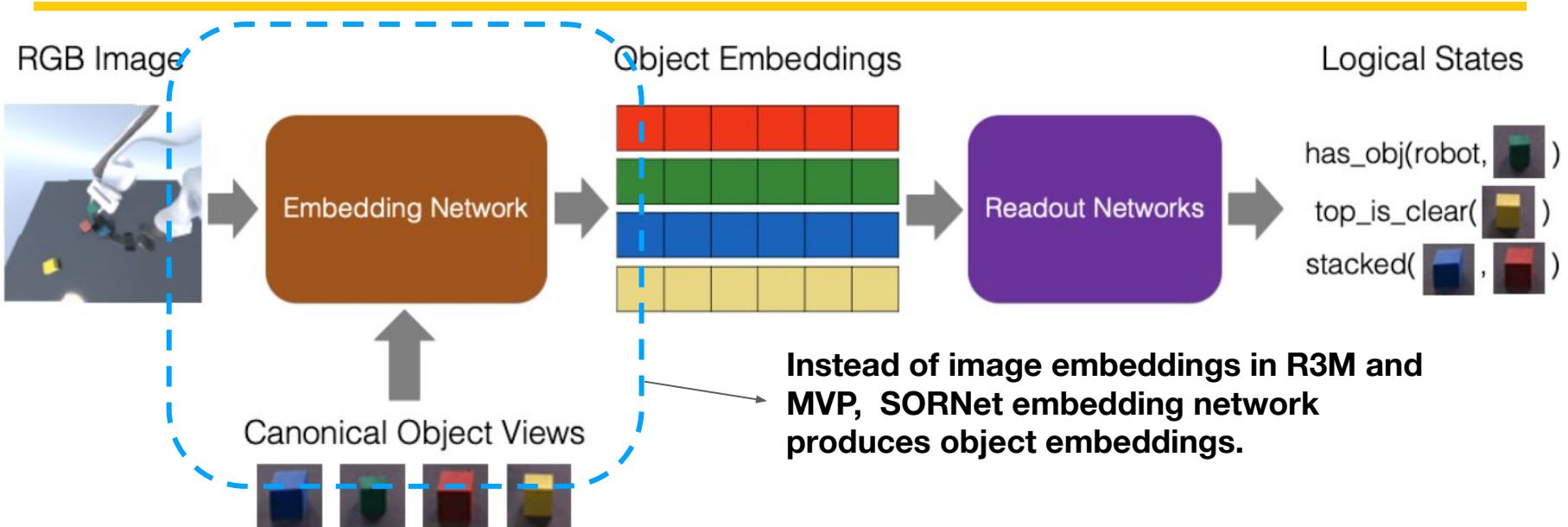
SORNet: Spatial Object-centric Representation Network



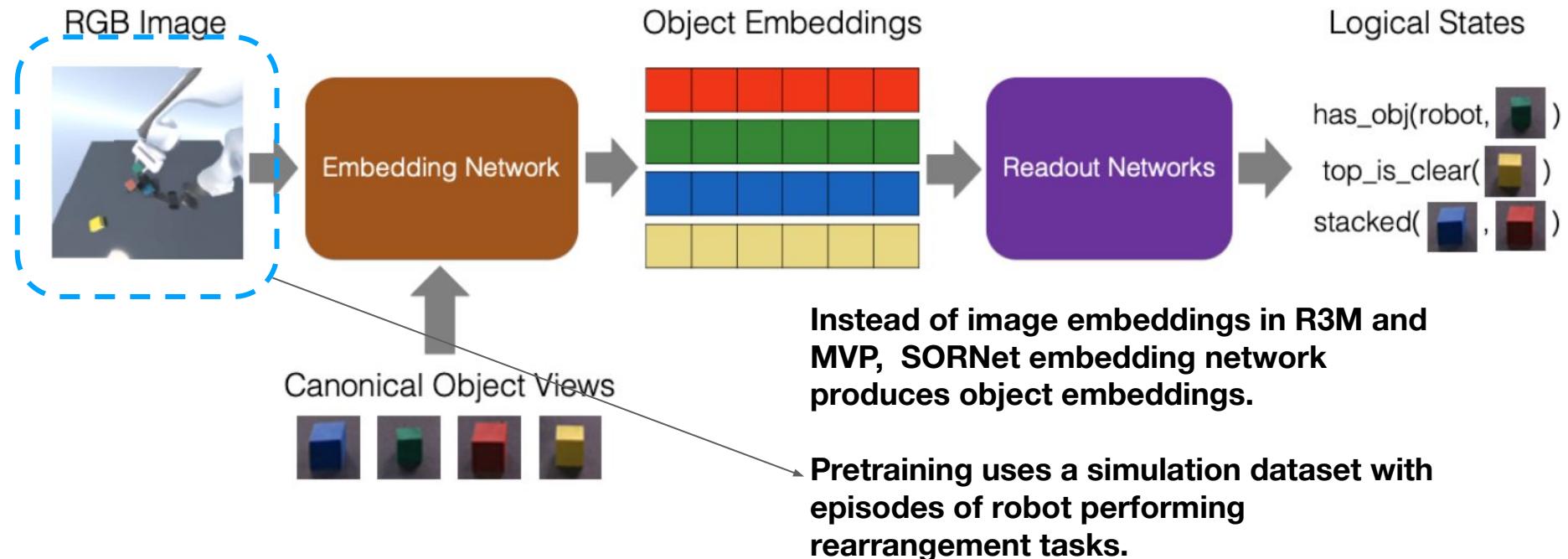
SORNET



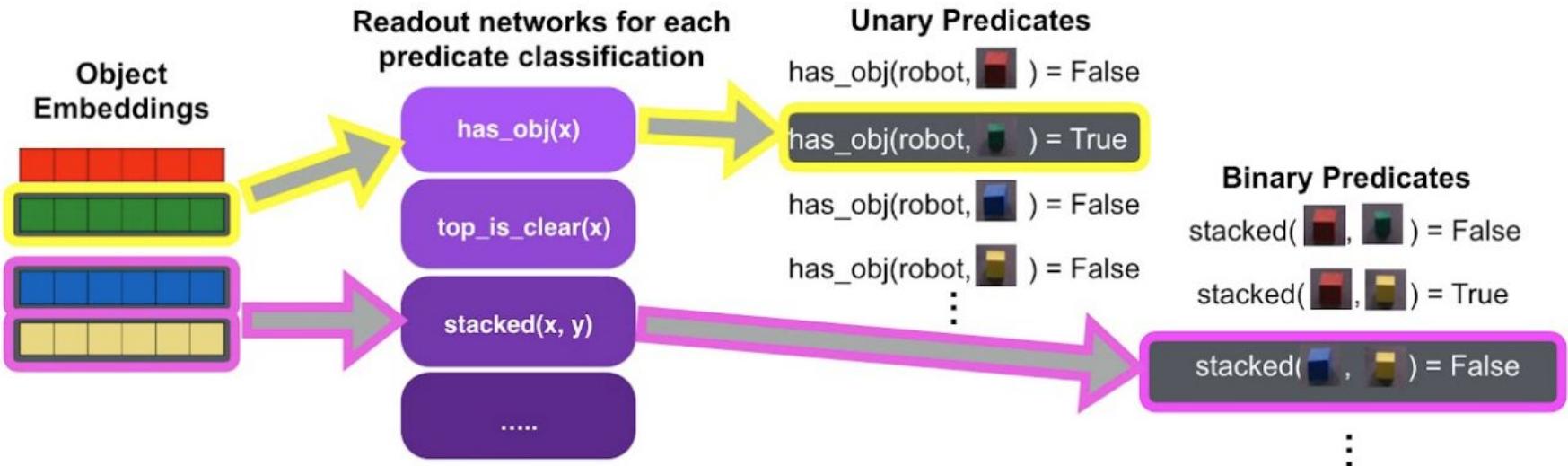
SORNET



SORNET



SORNET - Readout Networks



SORNET - DATA SET

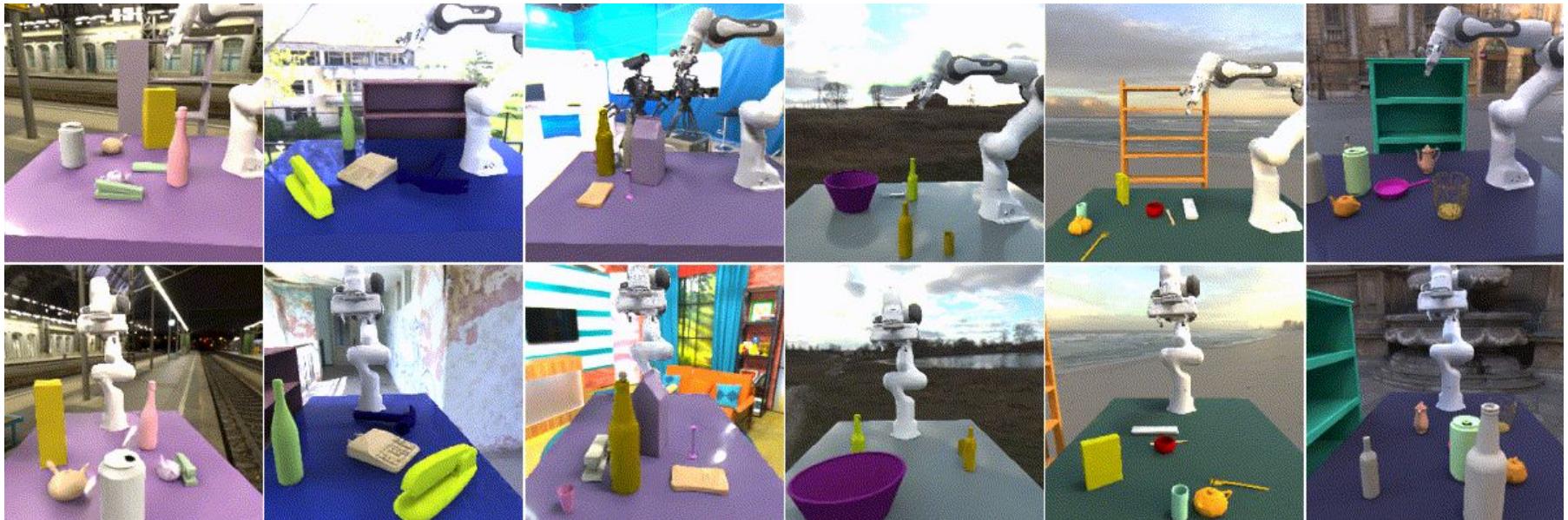


Image Source: <https://sites.google.com/view/sornet-extended>

Examples of pre-training in Robotics

DALL-E Bot:



Initial image observation



Robot Action

This model is a robotic imaginative engine where it creates the image of the goal state which the robot will try to achieve.



Image Source: <https://www.robot-learning.uk/dall-e-bot>

Examples of pre-training in Robotics

DALL-E Bot architecture:

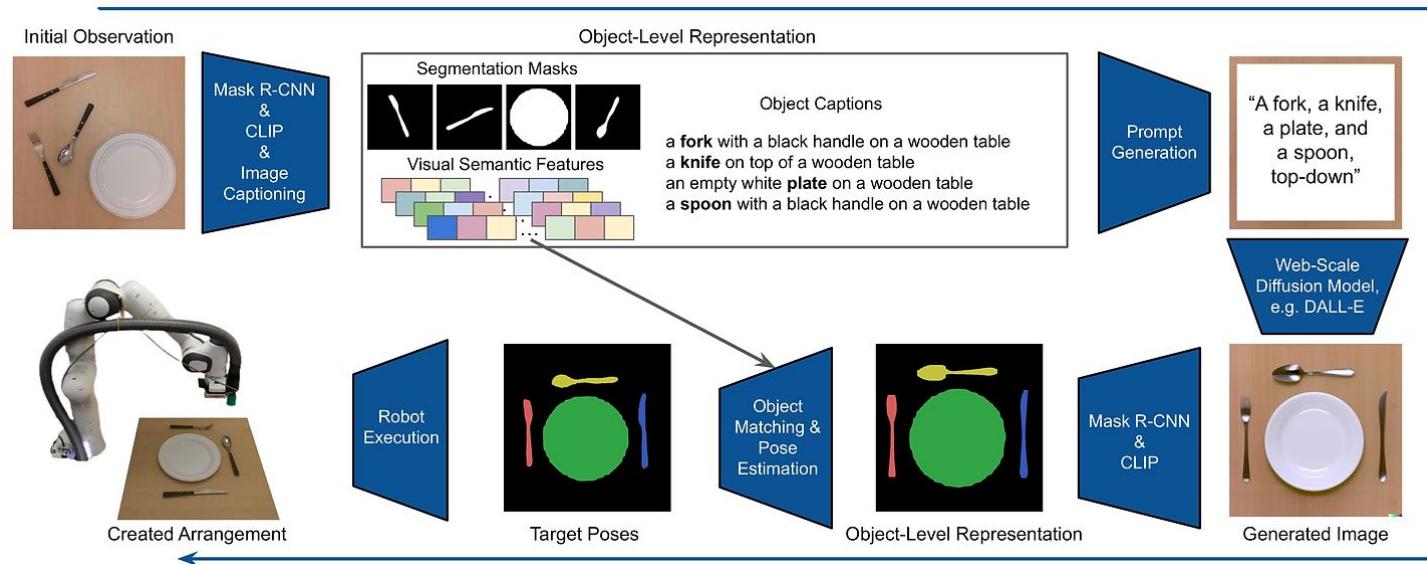


Image Source: <https://www.robot-learning.uk/dall-e-bot>

Examples of pre-training in Robotics

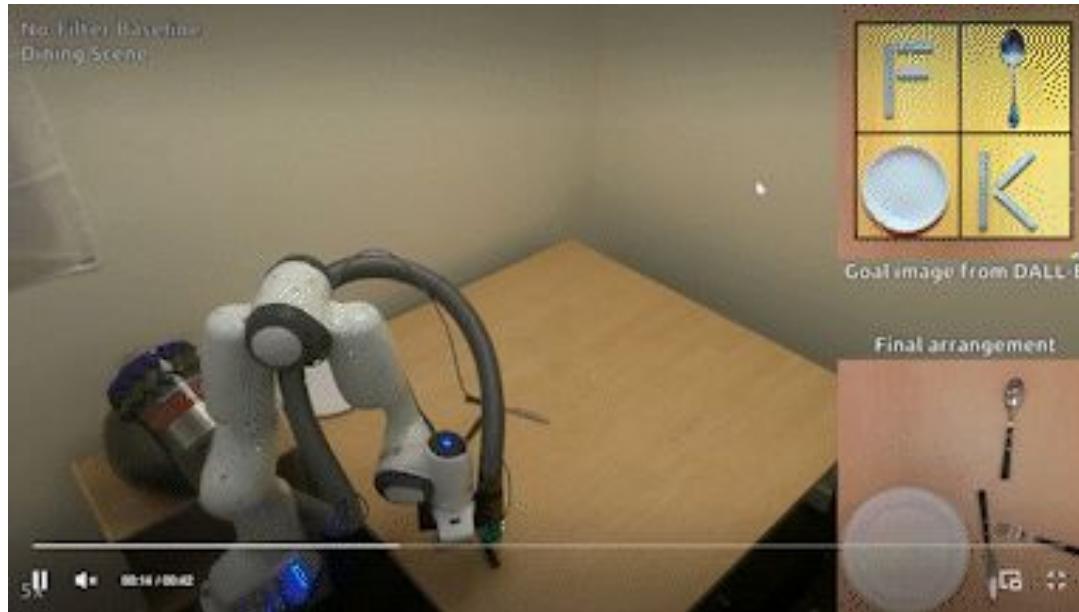
DALL-E Bot demonstration:



Gif source: <https://www.robot-learning.uk/dall-e-bot>

Examples of pre-training in Robotics

DALL-E Bot limitations :



Gif source: <https://www.robot-learning.uk/dall-e-bot>

Summary

- What are pre-trained models and foundation models
- Difference between pre-trained models and foundation models
- Pre-Training examples in NLP
 - BERT
 - GPT
 - Chat GPT

Summary

- What are pre-trained models and foundation models
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 - MAE (Masked Auto-encoders)
 - CLIP
 - DALL-E 1 and DALL-E 2

Summary

- What are pre-trained models and foundation models
- Difference between pre-trained models and foundation models
- Pre-Training in NLP
- Pre-Training in CV
- Pre-Training in Robotics
 - R3M
 - MVP
 - SORNET
 - DALL-E Bot