



### CS391R: Robot Learning

Perception and Decision Making: Architectures, Algorithms, and Applications

Prof. Roberto Martín-Martín

Fall 2022

### Today's Agenda

- A bit about me...
- What is Robot Learning?
- Why studying Robot Learning now?
- Course content overview
- Logistics
- Student introduction
- Final remarks

### A bit about me...

- I'm from Madrid, Spain
- I studied in Berlin, Germany
- I moved to Stanford, US
- And now I'm here!

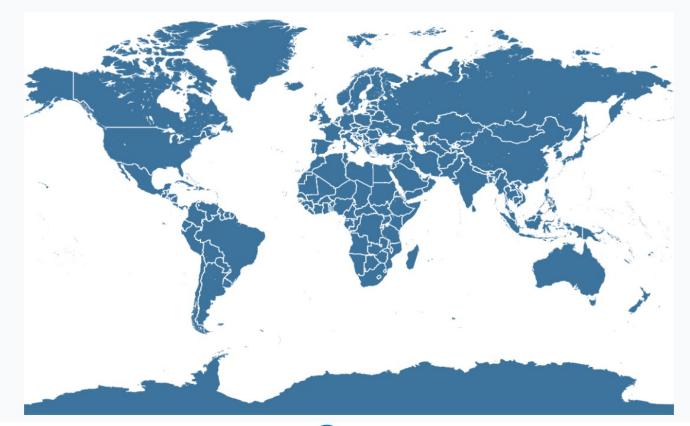




#### What about you...

- We will be using PollEv during the course
- <u>PollEv.com/robertomartinmartin739</u>

### Where are you from?





Start the presentation to see live content. For screen share software, share the entire screen. Get help at pollev.com/app

### What are you studying?

# Computer Science

# ME Others

ECE



Start the presentation to see live content. For screen share software, share the entire screen. Get help at pollev.com/app

#### A bit more about me...



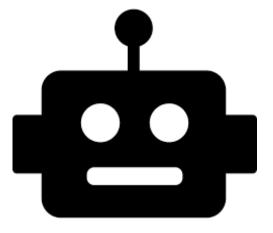
#### A bit more about me...





### What is a robot?

- A robot is an autonomous machine capable of sensing its environment, carrying out computations to make decisions, and performing actions in the real world.
- Are dishwashers robots?
- Are flushing toilets robots?
- Demonstrate intelligent behavior
  - Adaptability
  - Complex reasoning
  - Learning!





### What is **Robot Learning**?

#### Definition #1

The study of machine learning algorithms and principles with their applications to robotics problems

#### Definition #2

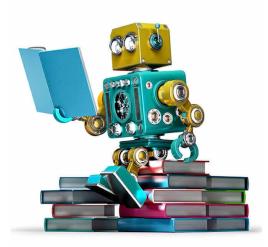
The study of methods and principles that make robots learn from data

#### Definition #3

The research field at the intersection of machine learning and robotics (copied from Wikipedia)

#### **Definition #4**

Methods to extract autonomously patterns of information from sensory data in order to make optimal decisions on how to act in the world to change it and achieve goals



### When **NOT** to Make Robots Learn?

Learning is not a solution to every problem in robotics.

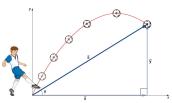
Repetitive, non-changing processes





Do not "reinvent the wheel"!

We have very good models of physical processes





### When to Make Robots Learn?

Learning is critical to bring robots to unstructured environments



structured



**unstructured** 

### When to Make Robots Learn?

Learning is critical to bring robots to unstructured environments



unstructured



# Our secret weapon?



variable



uncertain

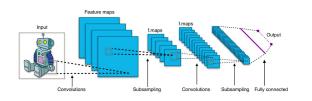


dynamic

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### Now is the best time to study and work on Robot Learning.







Recent breakthroughs in machine learning and computer vision, e.g., deep learning (Turing awards 2018)

#### **Computing Power**

Your smartphone is millions of times more powerful than all of NASA's combined computing in 1969.



#### **Robot Hardware**

More reliable and affordable cobot hardware that costs around annual salary of American workers

### Now is the best time to study and work on Robot Learning.

Positive and negative **societal impacts** of robot learning research is an important part of our in-class discussions.



#### Coronavirus: Will Covid-19 speed up the use of robots to replace human workers?

By Zoe Thomas Technology reporter

③ 19 April 2020

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Coronavirus pandemic





Disease diagnosis, drug discovery, robot delivery—artificial intelligence is already powering change in the pandemic's wake. That's only the beginning.

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Covid-19 could accelerate the robot takeover of human jobs

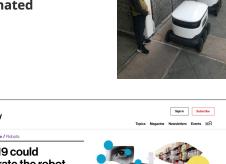
Machines were supposed to take over tasks too dangerous

the solution

for humans. Now humans are the danger, and robots might be



https://www.therobotreport.com/tag/coronavirus/



### Robot Learning as a Growing Research Community



#### Conference on Robot Learning is 6 years old.



#### Growth of "Robot Learning" Publications

[Source: Google Scholar]

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#### **Course Content**

### Robot Learning: The Good, The Bad and The Ugly

#### 50<sup>th</sup> ANNIVERSARY EDITION



### The Good: Exciting Recent Progress



Grasping (DexNet 4.0; 2019)

Locomotion (ANYmal; 2020)

Manipulation (OpenAI; 2019)

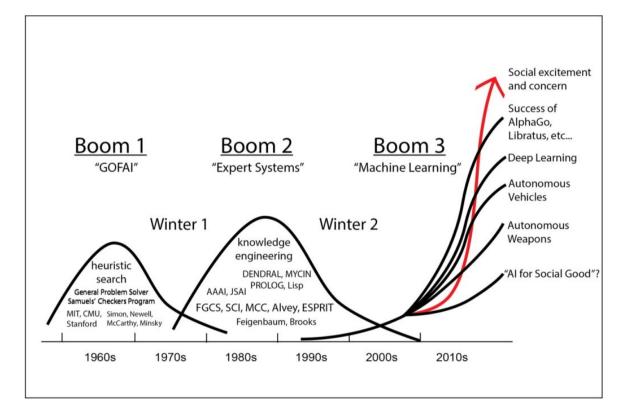
We will learn the algorithms and techniques that enabled the latest progress.

#### The Bad: Unmet Expectations



#### Unimate - The First Industrial Robot British TV (1968)

### The Bad: Unmet Expectations



#### (AI) winter is coming?



(I really don't think so...)

### The Ugly: Robot Learning is Challenging!

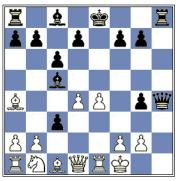


## DARPA Robotics Challenge (2015)

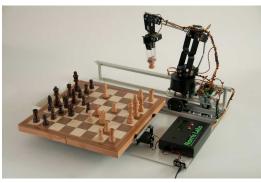
"The Moravec's paradox"

#### Moravec's paradox (1988):

"it is comparatively <u>easy</u> to make computers exhibit adult level performance on <u>intelligence tests</u> or playing checkers, and <u>difficult</u> or impossible to give them the skills of a one-year-old when it comes to <u>perception</u> and <u>mobility</u>"



[Hans Moravec (1988), Mind Children, Harvard University Press]



[source: getty]

[source: Norris Labs]

My goal (and of many robot learning researchers): Design novel learning algorithms that increase robot's physically interactive intelligence

[Gibson 1979, Bajcsy 1988, Aloimonos'88, Brooks'90-91, Ballard'91, Mason'01, Ziemke'04, Noe'04, Pfeifer'06, Rodriguez'12, Levine'16, Finn'16, Bohg'17, Batra'20]

### Key Ingredients in Robot Learning







#### Perception

seeing and understanding 3D environments

#### **Decision Making**

planning and control for long-term interactions

#### **Real-World Systems**

physical embodiment opportunities & constraints

### Course Content We review the Robot Learning literature in these topics.

#### Part I: Robot Perception



Topic 1-7

seeing and understanding the physical world

#### Part II: Robot Decision Making



Topic 8-17

planning and control of robot behaviors

#### Part III: Real-World Systems



Topic 18-20

physical embodiment challenges, sim/real

Prerequisite: coursework / experience in AI and Machine Learning

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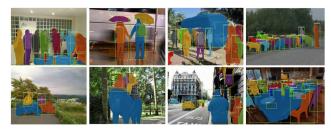


Topic 18-20

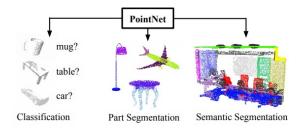
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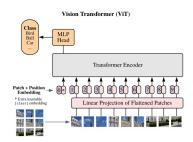
### **Robot Perception**



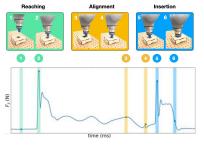
2D object detection



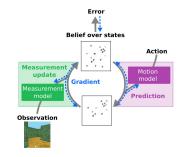
#### 3D data processing



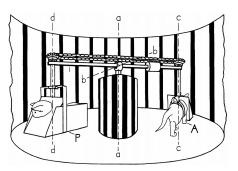
attention architectures



multimodal understanding



recursive state estimation



interactive perception

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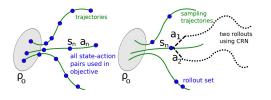


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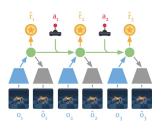
physical embodiment challenges, sim/real

Prerequisite: coursework / experience in AI and Machine Learning

### **Robot Decision Making**



model-free RL



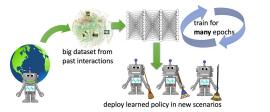
#### model-based RL



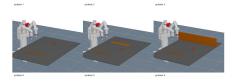
inverse RL

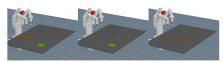


imitation as supervised learning

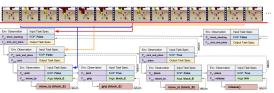


offline RL





task and motion planning



hierarchical policy learning

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#### Topic 8-17

planning and control of robot behaviors

#### Part III: Real-World Systems



Topic 18-20

physical embodiment challenges, sim/real

Prerequisite: coursework / experience in AI and Machine Learning

#### Real-World Robot Learning Systems



building robotic systems



robot learning challenges in the real-world



sim2real

### Learning Objectives

- understand the potential and societal impact of robotics and robot learning in the real world, the technical challenges in it, and the role of machine learning and AI in addressing these challenges;
- get familiar with a variety of **model-driven** and **data-driven principles** and **algorithms** on robot perception and decision making;
- be able to evaluate, communicate, and apply **advanced AI-based techniques** to robotics problems.

... through literature summaries/quizzes, research presentations, and course projects

### Learning Objectives

Get a taste of Robot Learning research in the full circle



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#### Lectures

Time: 3:30-5:00pm CT, Tuesdays and Thursdays

Location: In-person (preferred!) or on zoom (links on Canvas)

#### **Office Hours**

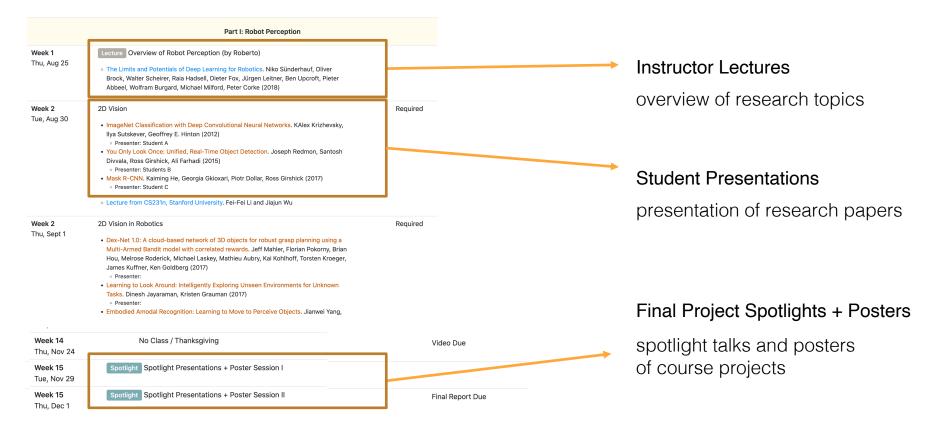
Roberto: 5-6pm Tuesdays (GDC 3.404) or by appointment

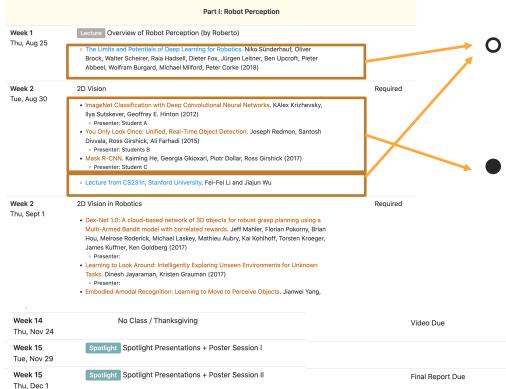
TAs:

Yifeng: Thursdays 10:30-11:30 am

Jeff: Thursdays 5-6 pm







#### Optional Readings

recommended papers and tutorials for better understanding of materials

#### Required Readings

key papers that will be discussed in class

**Grading Policy** 

### **Student presentation (20%)**

Paper abstracts/summaries and Quizzes (30%)

Course project (40%)

In-class participation (10%)

Enroll in the sheet we will send later today (firs come, first serve) 20% each

- One presentation per student
- Length: 15min (strict!) + 5min Q&A
- Format: problem formulation, technical approach, results, ... (see slide template for more details)
- Email the slides to the TA and the instructor seven days (EOD) prior to the presentation date
- Followed by final debate per session
- Email open-ended questions related to the paper for debate
- Presentation recordings posted in Canvas (protected under FERPA)
- In-class discussions will NOT be recorded.

**Grading Policy** 

### **Student presentation (20%)**

Paper abstracts/summaries and Quizzes (30%)

Course project (40%)

In-class participation (10%)

20% each

• Provide feedback to your peers!



### **Grading Policy**

Student presentation (20%)

### Paper abstracts/summaries and Quizzes (30%)

Course project (40%)

In-class participation (10%)



0.75% each x 40 abstracts/summaries = 30%

- Due by **9:59pm** the previous night of each student presentation
- Write an abstract for **each paper** from the required readings (three per class)
- No late date but more than 40 papers (60, feel free to skip some)
- Have energy to do more? Top-scored 40 for grading
- **Quizzes** about the 3 papers to be presented: multiple choice, very easy (if you have read the papers)
- 50% correct answers in the paper Quiz, class attendance and participation is required for abstract grades

### **Grading Policy**

Student presentation (20%)

Paper abstracts/summaries and Quizzes (30%)

### **Course project (40%)**

In-class participation (10%)

40%

- Project Proposal (5%). Due Thu Sept 15.
- Project Milestone (5%). Due Thu Oct 20.
- Final Report (20%). Due Fri Dec 9.
- Spotlight Talk and Interactive Poster session (10%). Week 15.

Hands-on experience of robot learning research





#### list of project topics online on canvas

#### Discussions on Piazza to form groups <u>1 group per project topic</u>

### **Grading Policy**

Student presentation (20%)

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### **Course project (40%)**

In-class participation (10%)



Tutorials, computing resources, project instructions, ...

Enroll in the sheet we will send later today (firs come, first serve)



project platform: robosuite (robosuite.ai)

Alternative projects require instructor approval.

### **Grading Policy**

Student presentation (20%)

Paper abstracts/summaries and Quizzes (30%)

Course project (40%)

### **In-class participation (10%)**





# Tell Us About Yourself



- Name (with pronouns)
- Background (academic)
- Why are you interested in Robot Learning?
- What would you like to get out the course?

# Robotics beyond CS391F

Be part of the Robotics + AI revolution.





Study and develop novel intelligent algorithms

Combine machine learning, computer vision, robotics

# **TEXAS** Robotics

https://robotics.utexas.edu/



# Summary

- We are going to learn the most influential works in robot learning, perception and decision making
- We will discuss <u>the most important challenges</u> in robotics and the opportunities machine learning provides to overcome them
- You will practice your presentation and debate skills
- You will apply what you learn on a <u>research project</u>

- Find a group+project before Friday!
- Sign-up for research presentation before Friday!