

## 具身智能基础技术路线

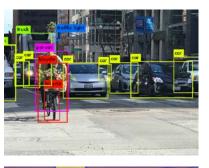
董云龙

2024.05

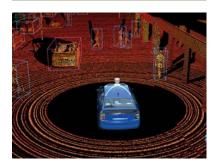
https://github.com/yunlongdong/Awesome-Embodied-AI

### 具身智能(Emboided AI)

Emboided AI: 集成环境理解、智能交互、认知推理、规划执行于一体的系统化方案

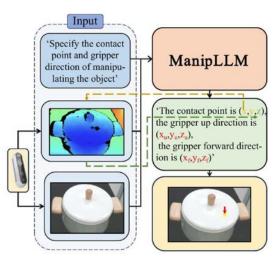






环境理解











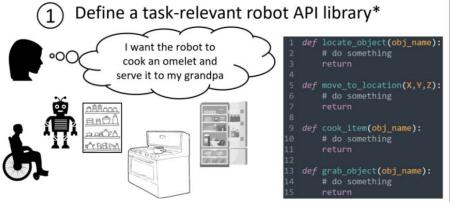




规划执行

#### LLM As General Planner

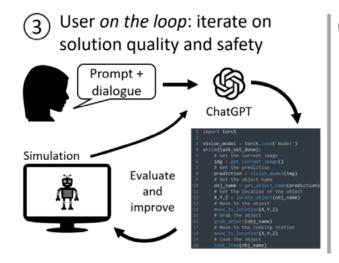
通过**包罗万象**的Tokens训练的LLM,其内蕴的**Common Sense**以及**思维逻辑**,能够成为面向机器人的General Planner



\*APIs should be easily implementable on the robot and have descriptive text names for the LLM. They can be chained together to form more complex functions.

Build prompt following engineering principles

Consider you are a home assistant robot. You goal is to prepare an omelette for an elderly person. You are equipped with functions:
locate\_object(obj\_name): returns a X,Y,Z tuple representing the location of the desired object defined by string "obj\_name";
move\_to\_location(X,Y,Z): moves the robot's hands to a specific X,Y,Z location in space. Returns nothing;
cook\_item(obj\_name): cooks a particular item defined by "obj\_name". Returns nothing;
grab\_object(obj\_name): picks a particular object defined by "obj\_name". Returns nothing;
Output python code with the sequence of steps that achieves your objective.

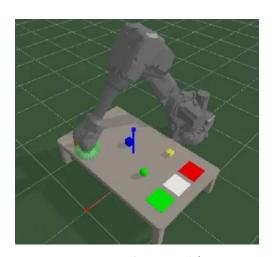




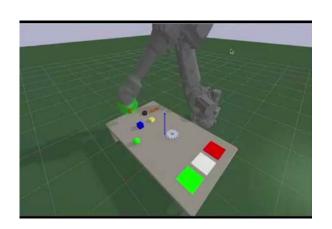




#### LLM As General Planner: TinyRobotBench



PyBullet演示环境



#### **Prompt**

你现在是一个负责给机器人生成规划代码的模块,以下是你能够直接调用的 API:

- 1. get\_location\_by\_name(name): 根据输入的name获取其对应物体所在的xyz位置,用来找到对应物体的位置
- 2. move\_tool(xyz): 将末端夹爪移动到xyz位置。
- 3. grasp(): 末端夹爪执行抓取,能够抓住当前机器人夹爪附近的物体。
- 4. ungrasp(): 松开末端夹爪抓取,所夹住的物体会落在当前位置。
- 5. get\_names\_on\_table(): 返回类型List,返回所有在桌面上物体的名字。
- 6. get\_box\_postion(): 返回可以暂时存放物体的box的xyz位置。

请你根据上述API,基于python只实现编码plan()函数,<del>将桌面上所有的物体移动到目标位置</del>,只输出代码,不需要输出其他描述。

#### **⑤OpenAI** GPT-3.5 **◄**



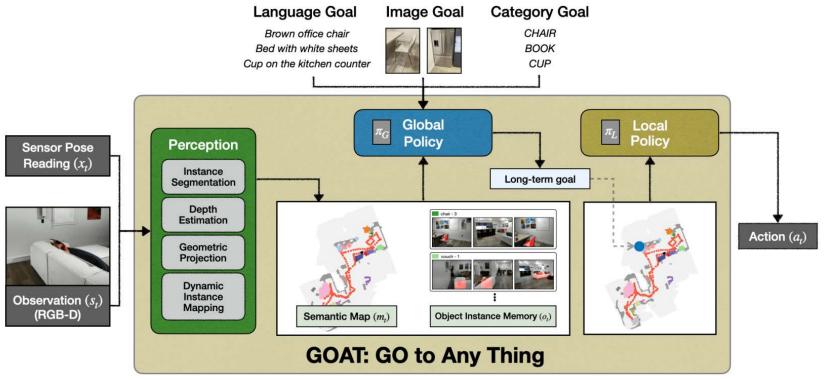
```
def plan():
    table_objects = get_names_on_table()

for obj_name in table_objects:
    obj_location = get_location_by_name(obj_name)
    target_box_position = get_box_postion()

    move_tool(obj_location)
    grasp()
    move_tool(target_box_position)
    ungrasp()
```

LLM可以作为一个桥接人类指令意图到具体规划代码生成的媒介

#### Embodied AI: A System View (Navigation)



- ▶ 使用**MaskRCNN**实例分割进行目标检测和像素分割
- ▶ 使用MiDaS单目深度估计进行RGBD传感器数据修复
- ▶ 分割后的RGBD投影Semantic Map进行环境建图
- ➤ 使用SuperGLUE进行图像与图像匹配
- ▶ 使用CLIP进行文本与图像匹配
- ▶ 使用Mistral 7B从复杂指令抽提Object Category



#### Embodied AI: A System View (Navigation & Grasping)



- ➤ 使用AnyGrasp生成Grasping Candidates
- ▶ 使用**Lang-SAM**,分割特定文本物体Mask
- ▶ 基于规则在Mask内选择最终Grasping Pose

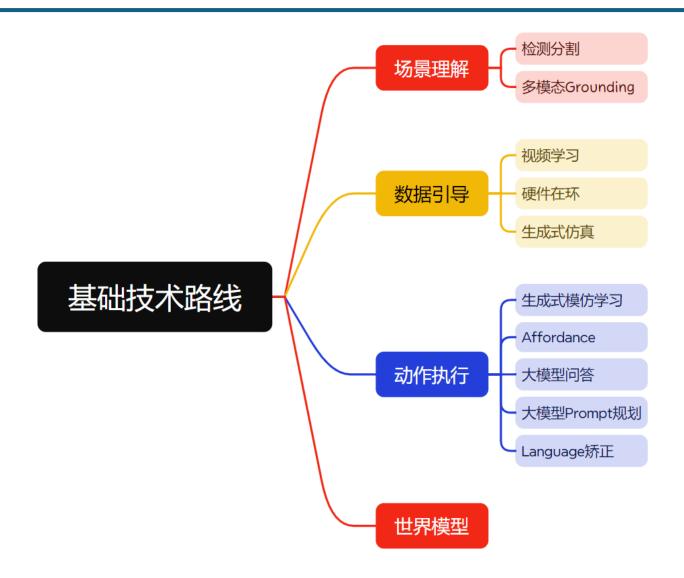


Grasp filtering

Final grasp



### 基础技术路线



从场景理解、数据引导、动作执行、世界模型这四个方面进行基础技术路线的拆解

### 场景理解——分割、检测



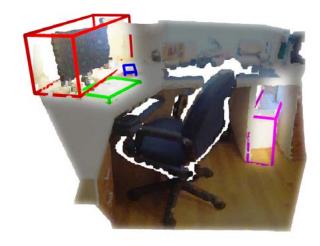
SAM



SAM3D



Open-Voc Detection



Open-Voc Detection in Point Cloud

### 场景理解——多模态Grounding (Image)

Describe the image in detail. Please output interleaved segmentation mask





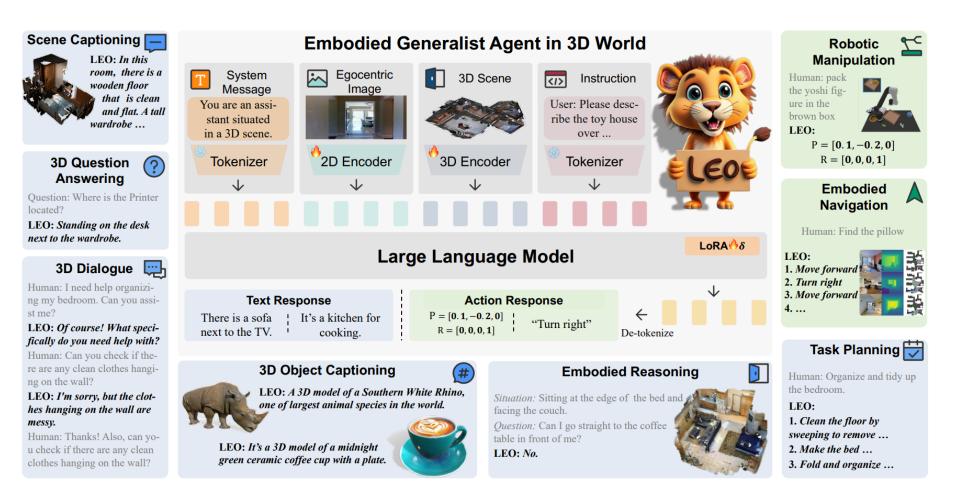
The image showcases a large, white building with a red roof, surrounded by a well-manicured lawn and palm trees. The sky is visible over the building, the pavement, and the grass. The grass is also seen extending to the pavement.

多模态(文本、图像)大模型能够实现<mark>像素级别</mark>的细粒度Grounding,表征着大模型的理解能力大幅度提高



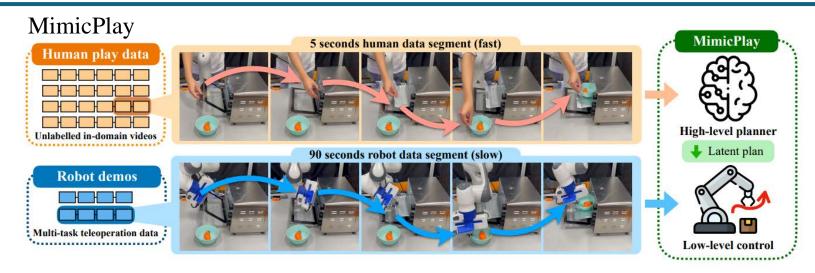
Prompt的**多样化**使得Grounding 具有更好的针对性

### 场景理解——多模态Grounding (3D)

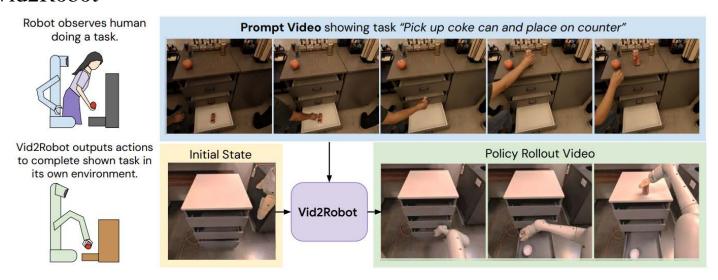


#### 多模态、多任务赋能的LLM具有更加通用的场景理解能力

### 数据引导——From Video



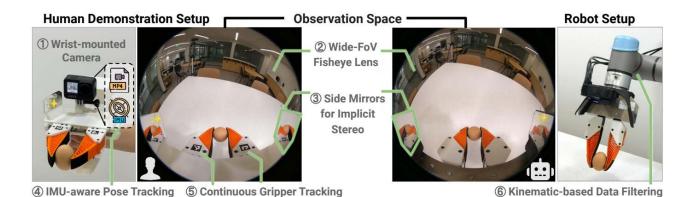
#### Vid2Robot



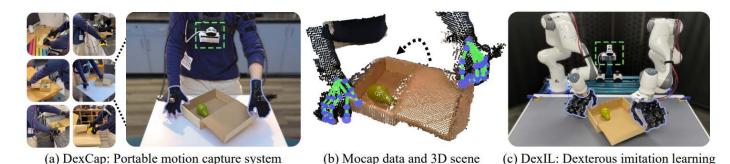
Chen Wang et. al., MimicPlay: Long-Horizon Imitation Learning by Watching Human Play, 2023 Vidhi Jain et. al., Vid2Robot: End-to-end Video-conditioned Policy Learning with Cross-Attention Transformers, 2023

### 数据引导——Light-weight Hardware

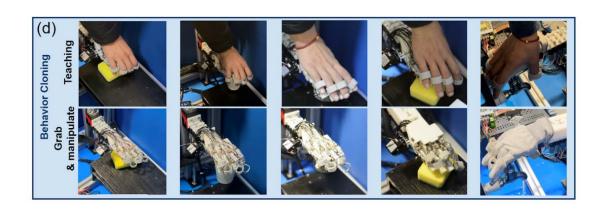
**UMI** 



DexCap



HIRO Hand



### 数据引导——Heavy Hardware

#### 人形机器人灵巧操作数据

搭建灵巧操作数据采集平台,对齐人类和机器人的观测和操作空间

VR显示器

VR手套



人类专家

动作空间

人形机器人



Sanctuary AI



Tesla



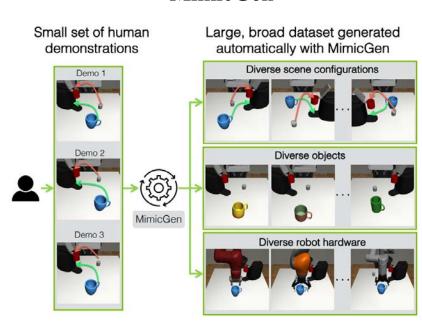


#### 数据引导——Generative Simulation

#### RoboGen



#### MimicGen



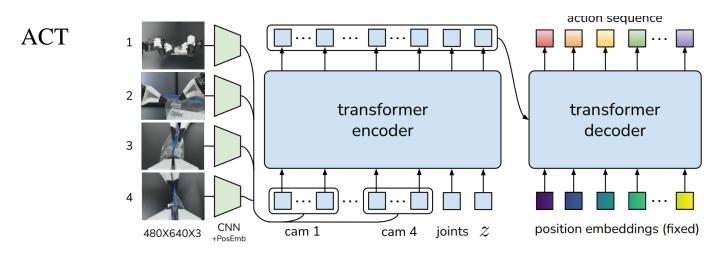
Propose-generate-learn cycle

Demonstrations augmentation

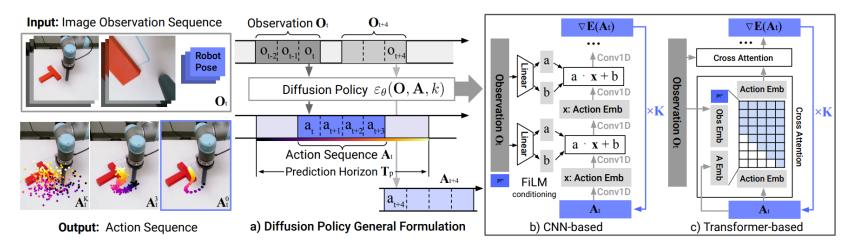
#### More Controllable

Ajay Mandlekar et. al., MimicGen: A Data Generation System for Scalable Robot Learning using Human Demonstrations, 2023 Yufei Wang et. al., ROBOGEN: TOWARDS UNLEASHING INFINITE DATA FOR AUTOMATED ROBOT LEARNING VIA GENERATIVE SIMULATION, 2023

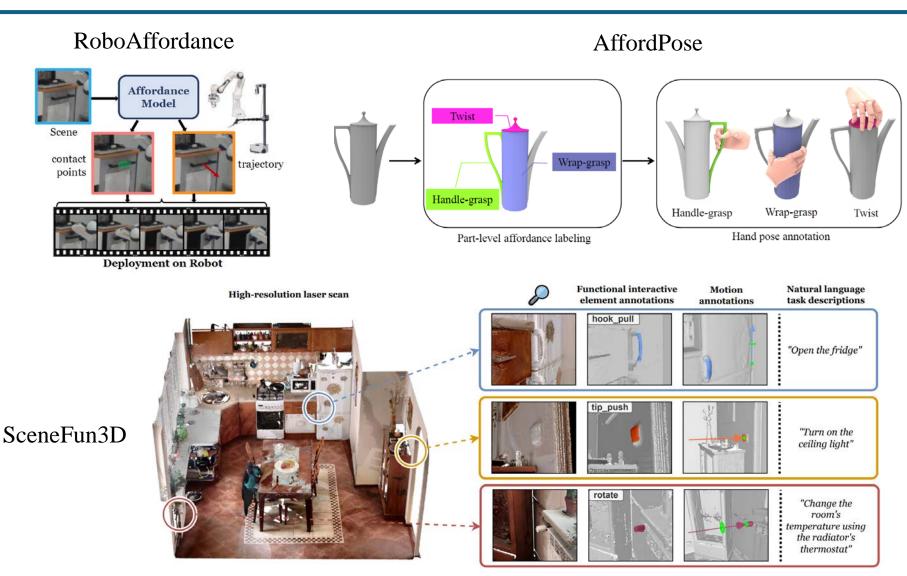
### 动作执行——Generative Imitation Learning



#### **Diffusion Policy**



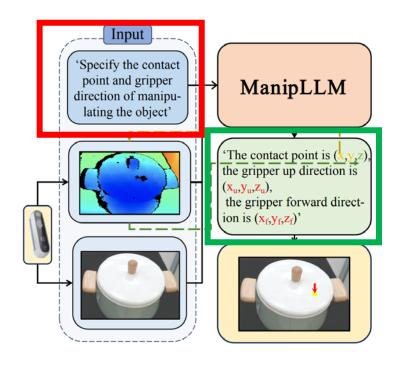
### 动作执行——Affordance



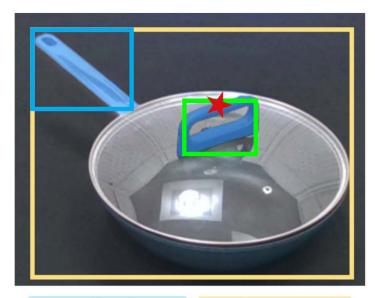
Shikhar Bahl et. al., Affordances from Human Videos as a Versatile Representation for Robotics, 2023
Juntao Jian et. al., AffordPose: A Large-scale Dataset of Hand-Object Interactions with Affordance-driven Hand Pose, 2023
SceneFun3D et. al., SceneFun3D: Fine-Grained Functionality and Affordance Understanding in 3D Scenes, 2024

### 动作执行——Q&A from LLM

#### ManipLLM



#### ManipVQA



**User**: *Handle of the pan.*  $\bigcirc$ : [0.09, 0.11, 0.41, 0.42].

User: Can contain liquids?

: True.

User: Grasp to open the lid.

(i): [0.40, 0.31, 0.71, 0.52], contact point ★.

### 动作执行——Prompt Planning from LLM



Please pass me the blue empty plate.

充分利用GPT-4V的多模态理解、复杂规划能力







- 1. Pick up apple
- 2. Place apple on table

- 3. Pick up banana
- 4. Place banana on table

- 5. Pick up blue plate
- 6. Place blue plate in human hand



Hard2Simple

We are having an art class, please prepare an area for the children.



- 1. Pick up screwdriver
- 2. Place screwdriver in box

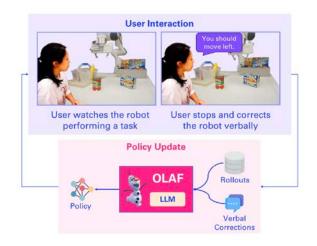


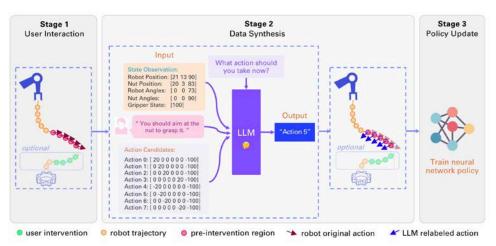
3. Pick up knife



4. Place knife in box

### 动作执行——Language Corrections





**OLAF** 

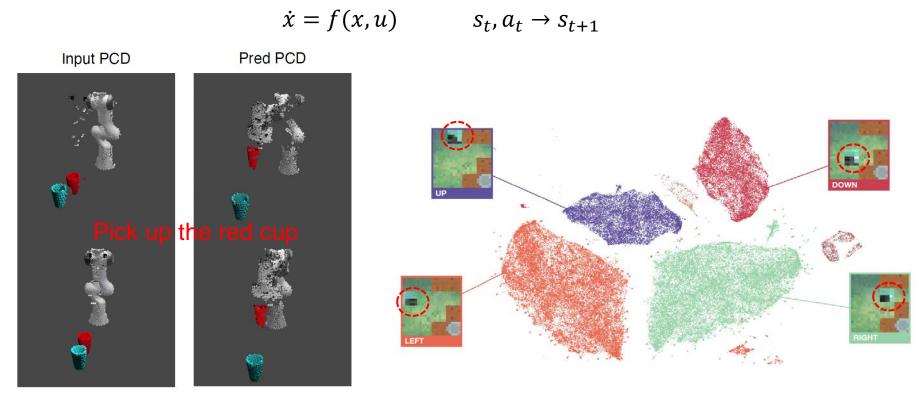


Yell At Your Robot

Shi L X et al. Yell At Your Robot: Improving On-the-Fly from Language Corrections, 2024. Liu H et al. Interactive robot learning from verbal correction, 2023.

### 世界模型

**FOCUS:** Understanding the world in terms of objects and the possible interplays with them is an important cognition ability, especially in robotics manipulation, where many tasks require robot-object interactions.

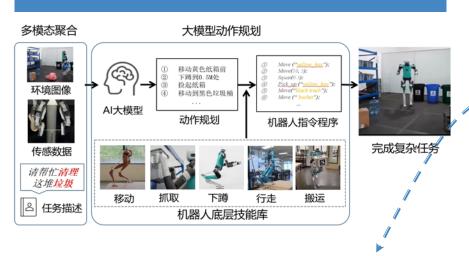


3D VLA LAPO

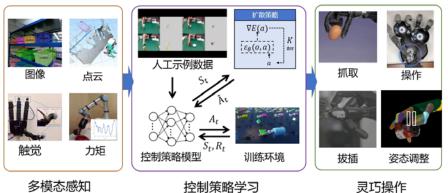
Stefano Ferraro et. al., FOCUS: Object-Centric World Models for Robotics Manipulation, 2023 Haoyu Zhen et. al., 3D-VLA: A 3D Vision-Language-Action Generative World Model, 2024 Dominik Schmidt et. al., LEARNING TO ACT WITHOUT ACTIONS, 2024

### 机器人大脑、小脑发展不平衡

#### 模拟人思维决策过程——"大脑"







灵巧操作

相较于智能"大脑"的智力快速 提升, 灵巧"小脑"能够实现的 灵巧操作能力亟待加强

# 谢谢大家!