



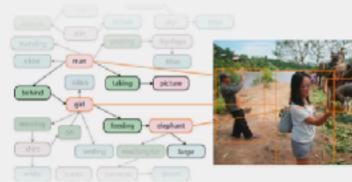
## **Embodied Reasoning Through Planning with Language and Vision Foundation Models**

Georgia Tech CS 7643/4644: Deep Learning Fei Xia, Google DeepMind 11/7/2023

Google DeepMind

### From "Internet AI" to "Embodied AI"





Visual Genome, Krishna et al 2017.







Pascal VOC, Everingham et al 2012.



ShapeNet, Chang et al 2015.

Detection

MS COCO, Lin et al 2014.



Internet AI

Tasks

Datasets



Generation





OpenImage, Krasin et al 2016.



RLBench, James et al 2020.





TDW Gan et al 2020. Ikea assembly, Lee et al 2019.







Meta World, Yu et al 2020. DoorGym, Urakami et al 2019.





#### Visual Navigation

Manipulation





**Mobile Manipulation** 

**Instruction Following** 

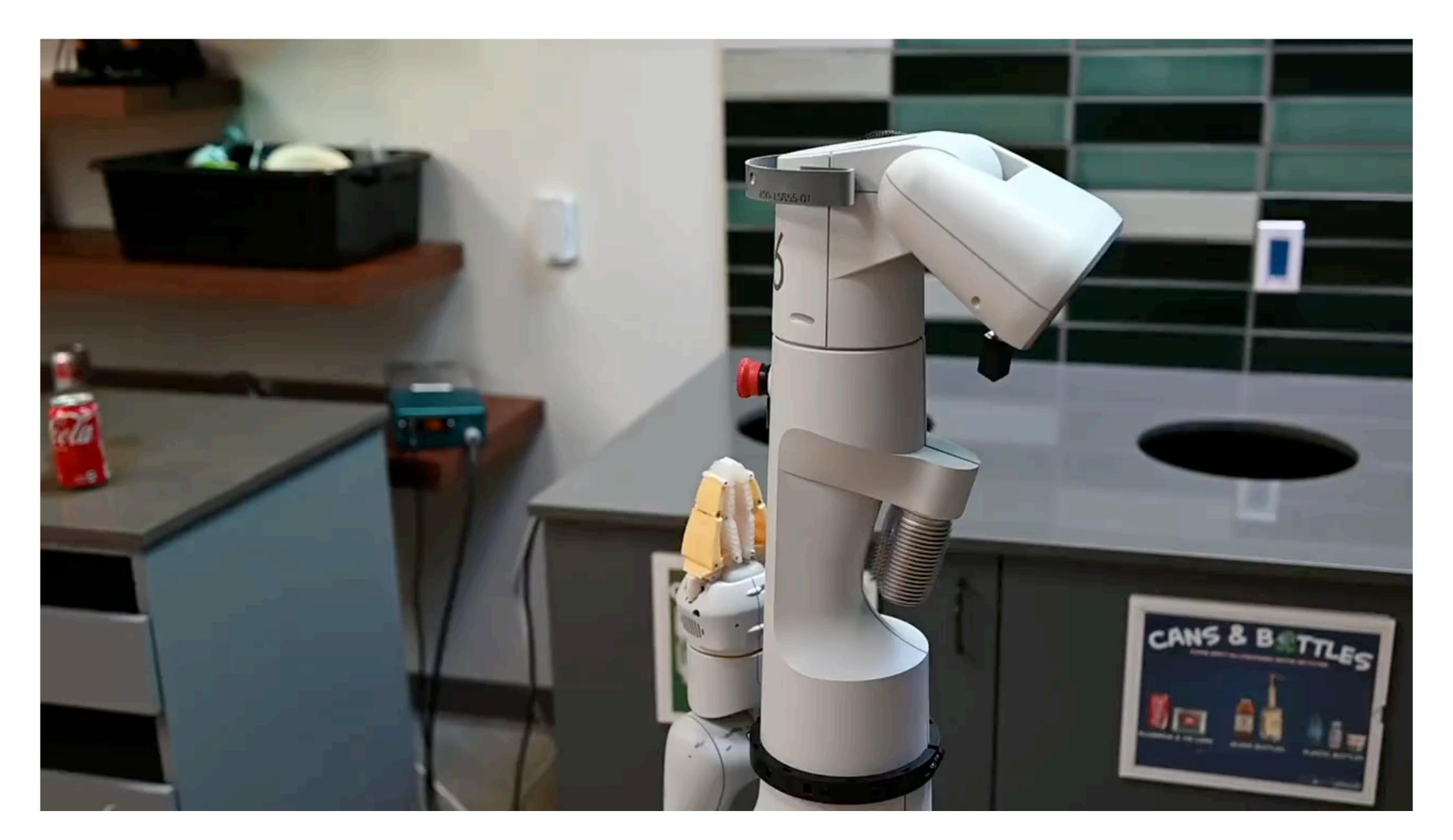


**Embodied AI** 



## Do as I Can, Not as I Say (SayCan): Grounding Language In Robotic Affordances

Say-Can.github.io



## How do we make robot learning more useful?

I spilled my drink, can you help?

I just worked out, can you bring me a snack and a drink to recover?

I'm feeling tired, can you make me a latte?



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# Language Conditioned Robot Behavior

Naive language conditioned imitation learning works on short horizon tasks but struggles with long-horizon tasks and complex instructions.



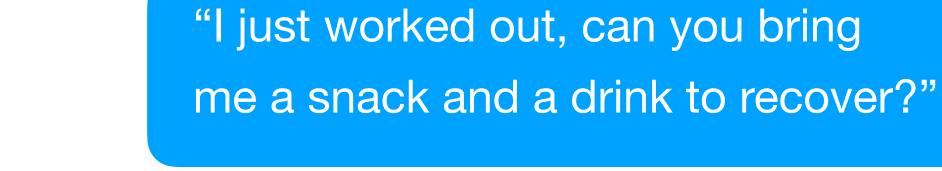


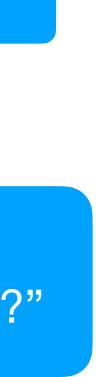




#### [BC-Z, E. Jang et al, 2021]

"I spilled my drink, can you help with that?"





### Mixing language and robotics

#### Large Language Models (LLMs)

### Lots of recent breakthroughs, contain a wealth of knowledge and can handle sequences, memory, and more

**a** 

User	What can you tell me about cell biology?	
Gopher	Sure, I can tell you some basic facts. The nucleus is the central part c DNA. Each chromosome contains many genes. Cells divide when the duplicated before this happens. A group of similar cells is called a tis	
User	What is the technical name for single-cell organisms?	
Gopher	They're known as prokaryotes.	A STATEMENT
User	Are humans prokaryotes?	
Gopher	No, they're eukaryotes.	-
User	What's an example of a prokaryote?	
Gopher	Well, bacteria and archaea are prokaryotes.	
User	What's a common species of bacteria that lives in the gut?	
Gopher	Well, I believe it's Escherichia coli.	
User	Is E. Coli always dangerous?	
Gopher	Not always - but in some cases, it can be pathogenic. That means it	
User	Which strains are dangerous?	÷
Gopher	The most dangerous ones are serotype O157:H7 and serotype O111:H.	
User	Can you give me a link where I can learn more?	
Gopher	Yes, here you go: <u>https://en.wikipedia.org/wiki/Escherichia_coli_0157</u>	

Explaining a joke

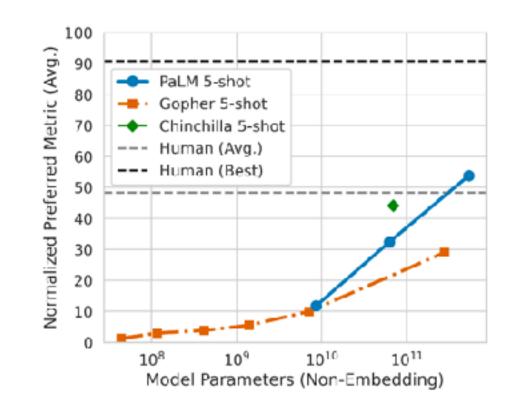
#### Prompt

Explain this joke:

Joke: Did you see that Google just hired an eloquent whale for their TPU team? It showed them how to communicate between two different pods!

#### Model Response

Prediction: TPUs are a type of computer chip that Google uses for deep learning. A "pod" is a group of TPUs. A "pod" is also a group of whales. The joke is that the whale is able to communicate between two groups of whales, but the speaker is pretending that the whale is able to communicate between two groups of TPUs.



PaLM, Chowdhery et al, 2022

## LLMs for robotics

### Challenges:

1. Robot Language: Our robots can only do a fixed number of commands and need the problem broken down in actionable steps. This is not what LLMs have seen.

2. Grounding: LLMs have not directly "experienced" the physical world.

3. Safety, alignment, interpretability...

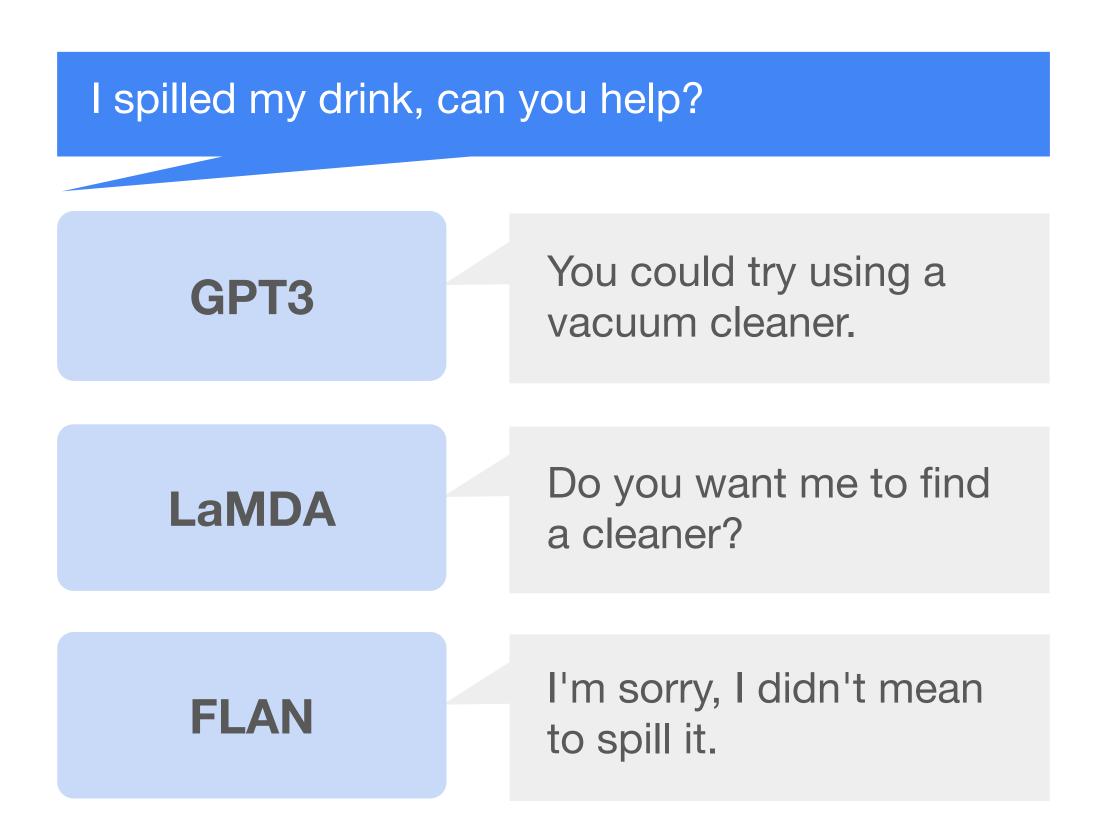
I spilled my drink, can you help?

I just worked out, can you bring me a snack and a drink to recover?

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## LLMs for robotics



Problem: Our robots can only do a fixed number of commands and need the problem broken down in actionable steps. This is not what LLMs have seen.

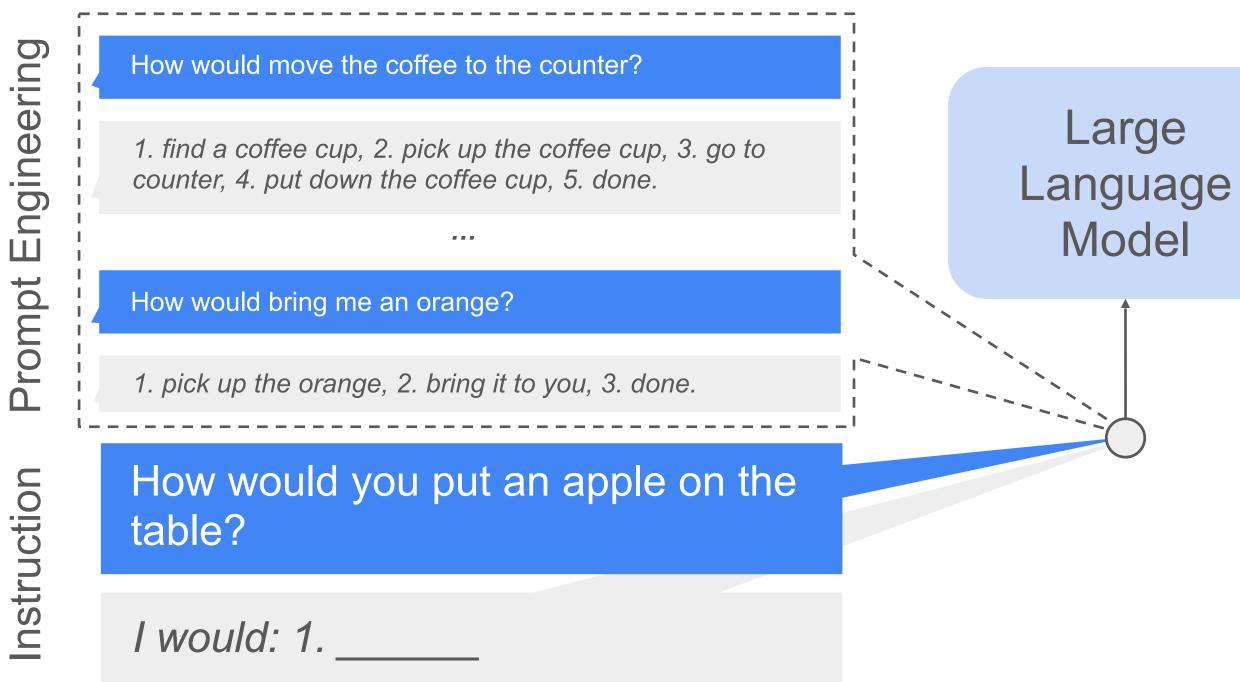
We need to get LLMs to speak "robot language"!





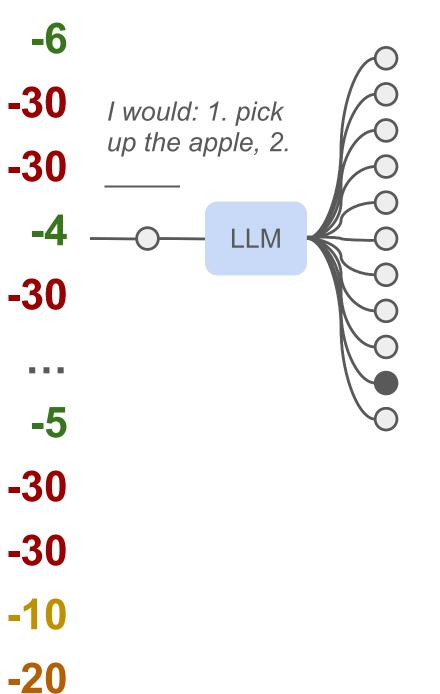


## LLMs for robotics



Problem: LLMs aren't grounded in the real-world. They don't know what's actually possible from a state with a given embodiment.

Find an apple Find a coke Find a sponge Pick up the apple Pick up the coke Place the apple Place the coke Place the sponge Go to the table Go to the counter

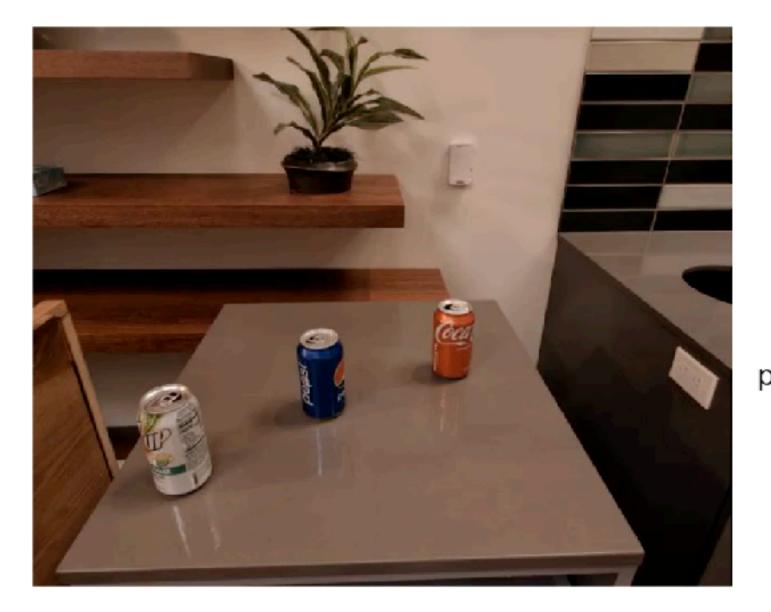


### We need to ground LLMs in robotic affordances!

## Robotic affordances

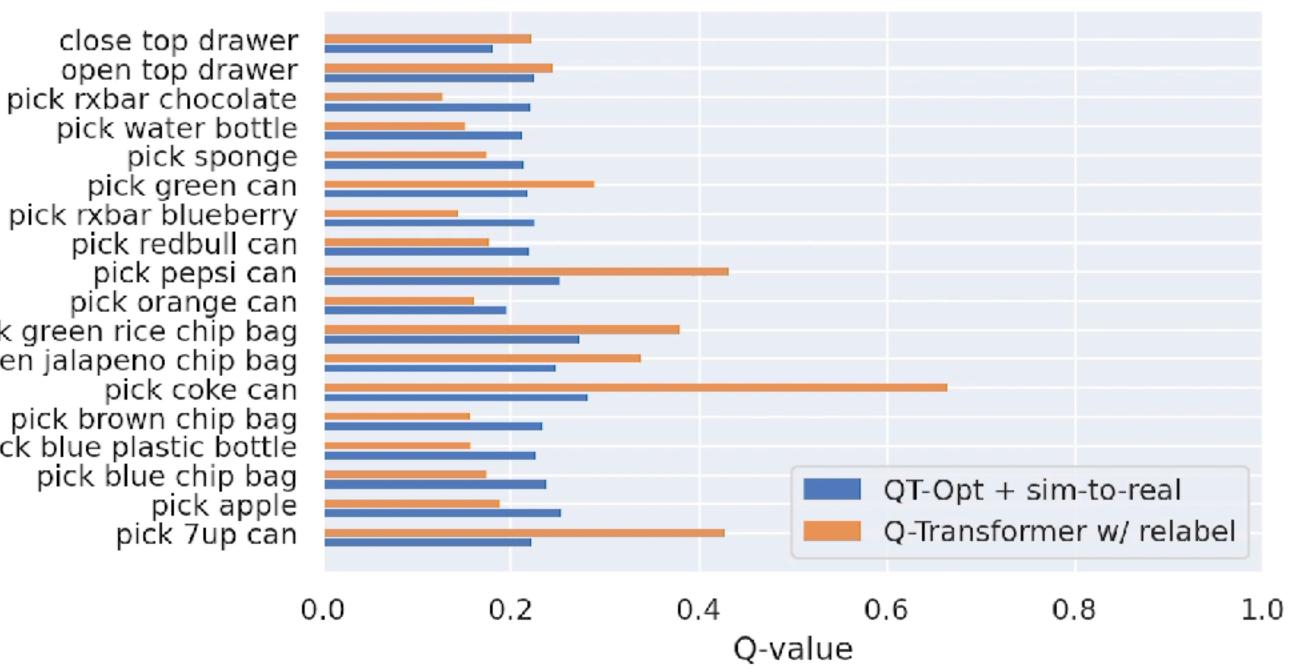
Reinforcement learning already provides task-based affordances.

They are encoded in the value function!



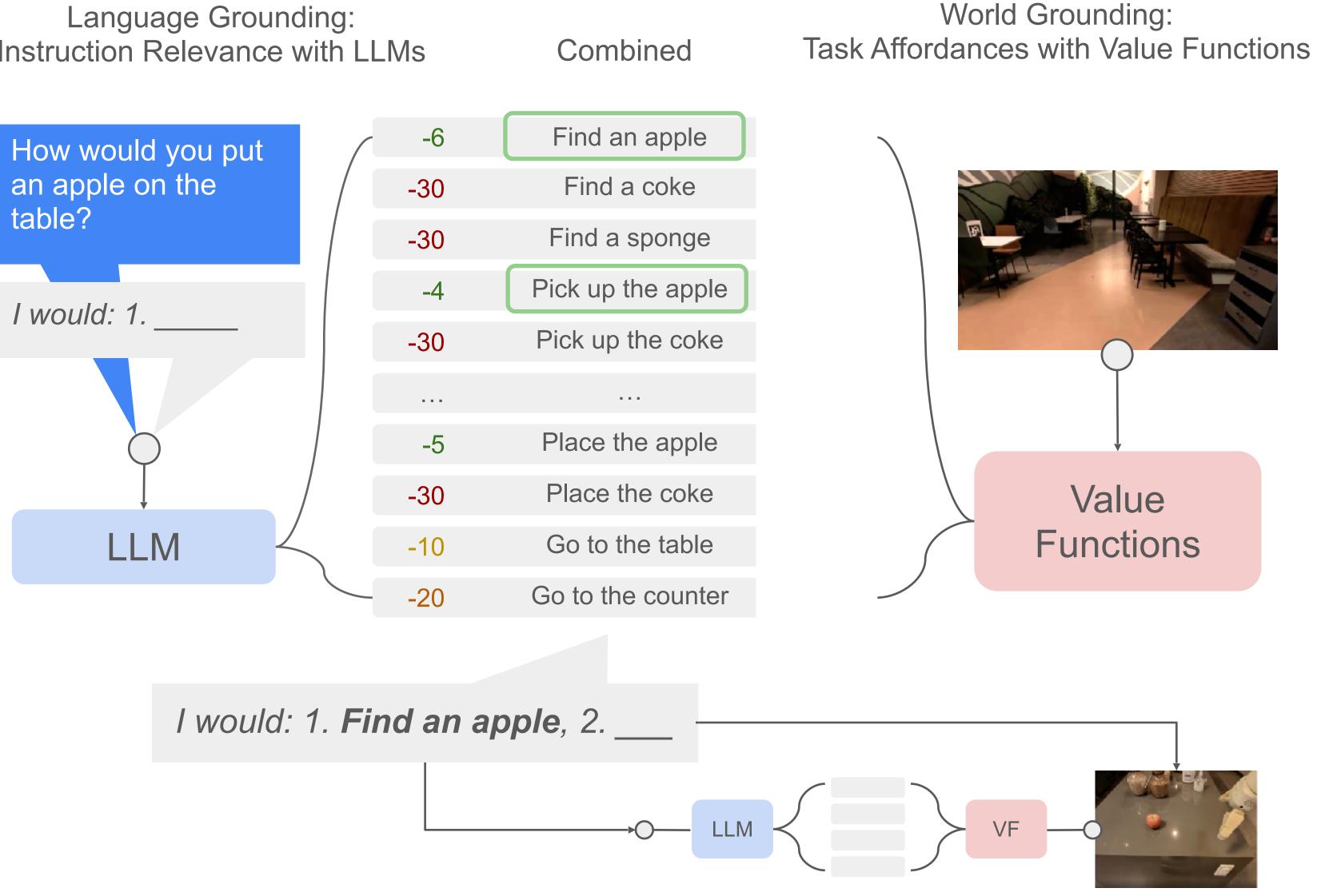
pick green rice chip bag pick green jalapeno chip bag pick blue plastic bottle

[Value Function Spaces, Shah, Xu, Lu, Xiao, Toshev, Levine, Ichter, ICLR 2022] Q-Transformer, 2023.



## LLMs for robotics and robotics for LLMs

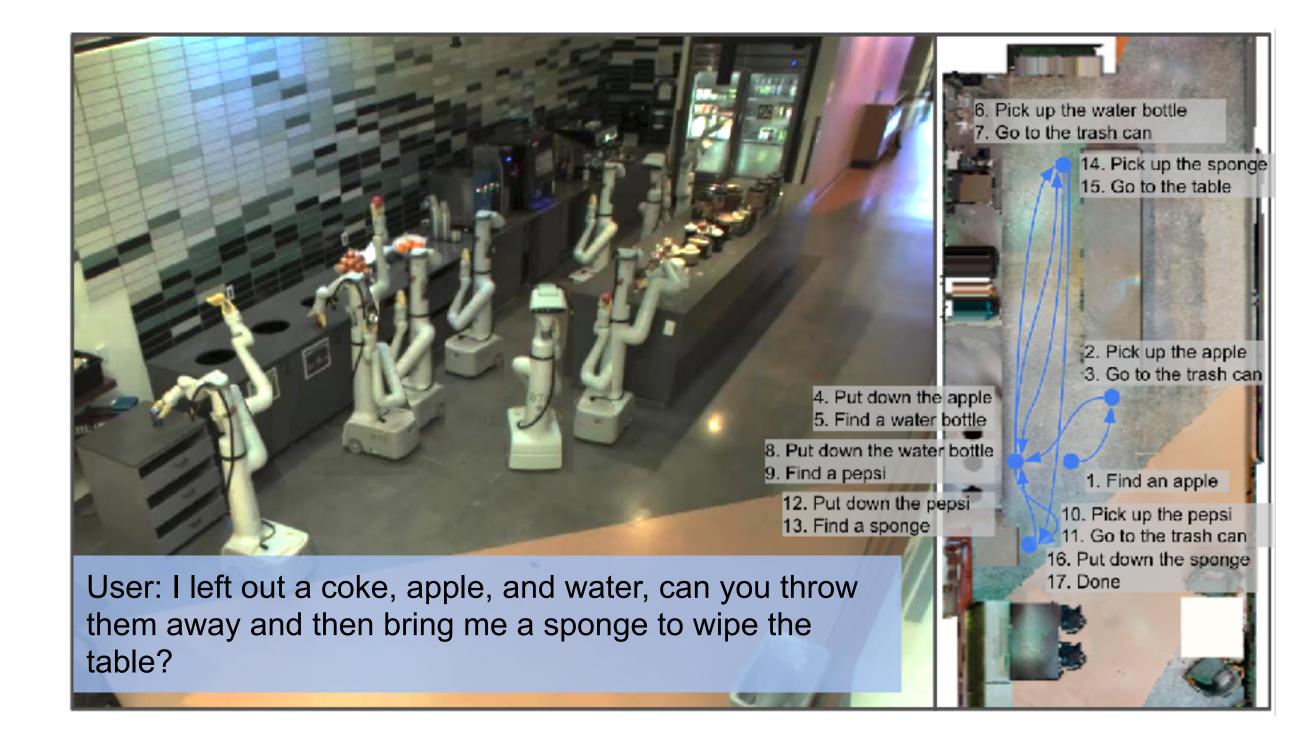
Language Grounding: Instruction Relevance with LLMs

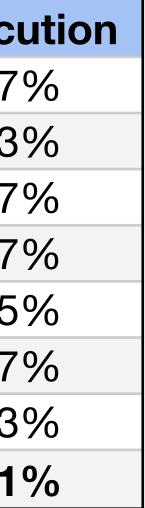


## **Experiment Overview**

- 70% planning rate
- 61% execution rate
- 101 long-horizon instructions
- 10+ navigation and manipulation skills in a row
- Without grounding nearly halves performance

Instruction Family	Num	Plan	Exec
Natural Language Single Primitive	15	67%	67
Natural Language Nouns	15	60%	53
Natural Language Verbs	15	80%	67
Structured Language	15	100%	87
Embodiment	11	64%	55
Crowd Sourced	15	73%	67
Long-Horizon	15	47%	33
Total	101	70%	61



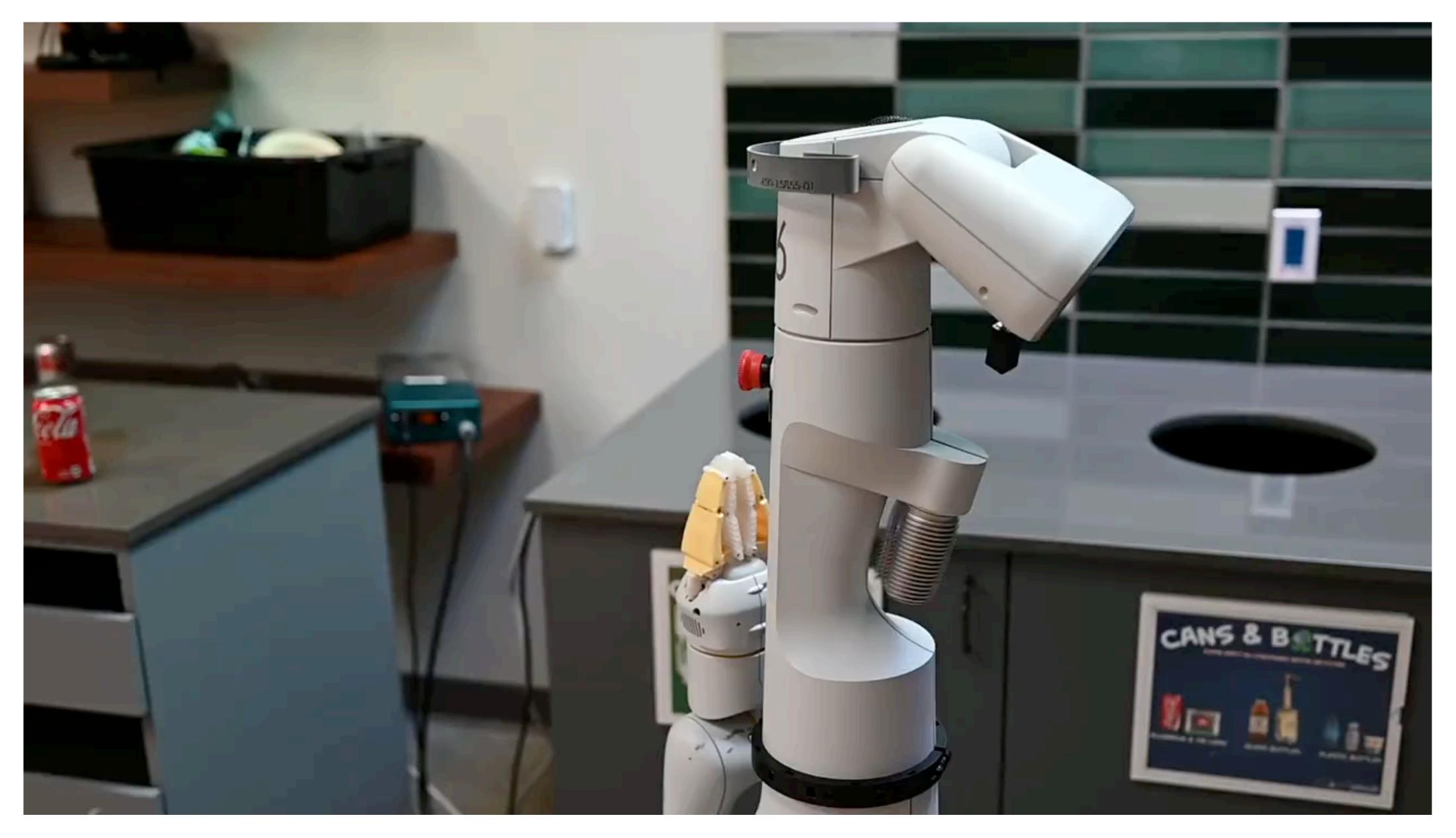


## PaLM-SayCan vs FLAN-SayCan

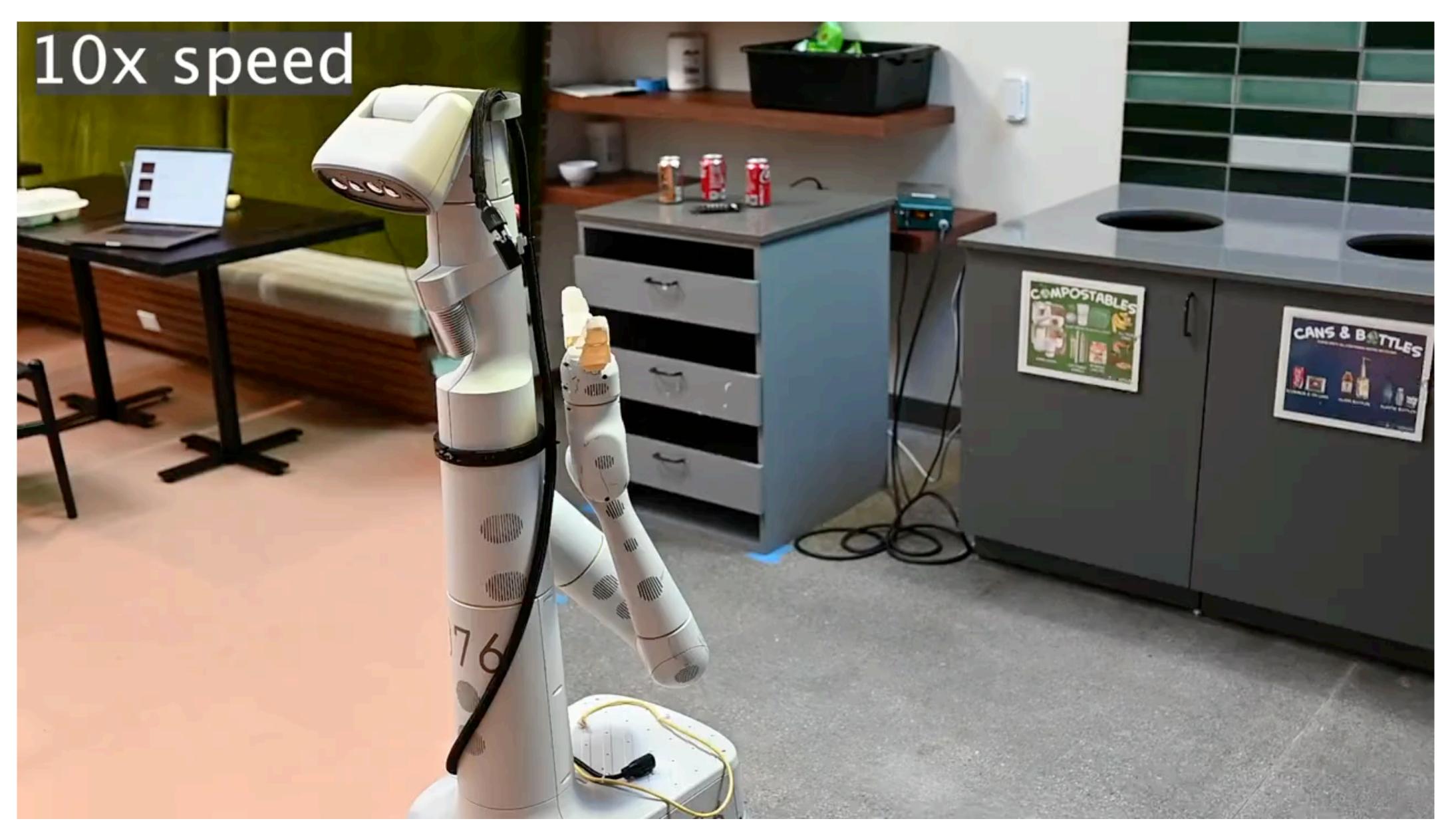
		plan	execute	plan	execute
PALM		Pa	LM	FLA	AN
Family	Num	SayCan	SayCan	SayCan	SayCan
NL Single	15	100%	100%	67%	67%
NL Nouns	15	67%	47%	60%	53%
NL Verbs	15	100%	93%	80%	67%
Structured	15	93%	87%	100%	87%
Embodiment	11	64%	55%	64%	55%
Crowd Sourced	15	87%	87%	73%	67%
Long-Horizon	15	73%	47%	47%	33%
Total	101	84%	74%	70%	61%

+14% Planning success rate overall +26% Planning success rate on long-horizon tasks

## SayCan: Grounding Language in Robotic Affordances



## SayCan: Grounding Language in Robotic Affordances

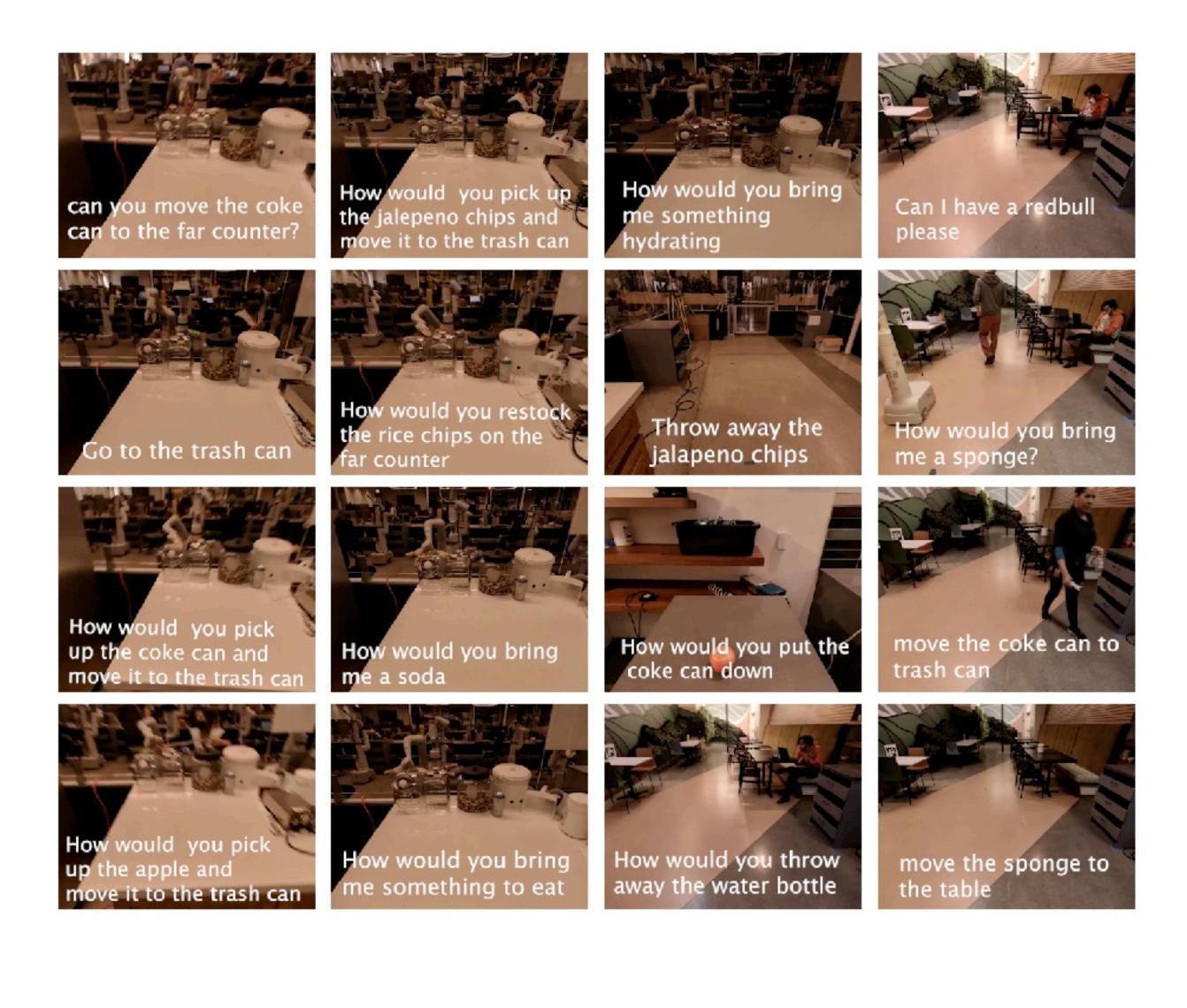


## SayCan: Takeaways

- LLMs can provide task grounding
- (Robotic) value functions provide real-world grounding
- This is compatible with any policy as long as there is an affordance

### Challenge:

- One bottleneck is still on the skills
- Language-conditioned affordance model



## RT-1: Robotics Transformer for Real-World Control at Scale



### **ROSIE: Scaling Robot Learning with Semantically Imagined Experience**



Discussions

## PaLM-E: An Embodied Multimodal Language Model

Image data



Danny Driess, Fei Xia, Mehdi S. M. Sajjadi, Corey Lynch, Aakanksha Chowdhery, Brian Ichter, Ayzaan Wahid, Jonathan Tompson, Quan Vuong, Tianhe Yu, Wenlong Huang, Yevgen Chebotar, Pierre Sermanet, Daniel Duckworth, Sergey Levine, Vincent Vanhoucke, Karol Hausman, Marc Toussaint, Klaus Greff, Andy Zeng, Igor Mordatch, Pete Florence

Google Research

Text data





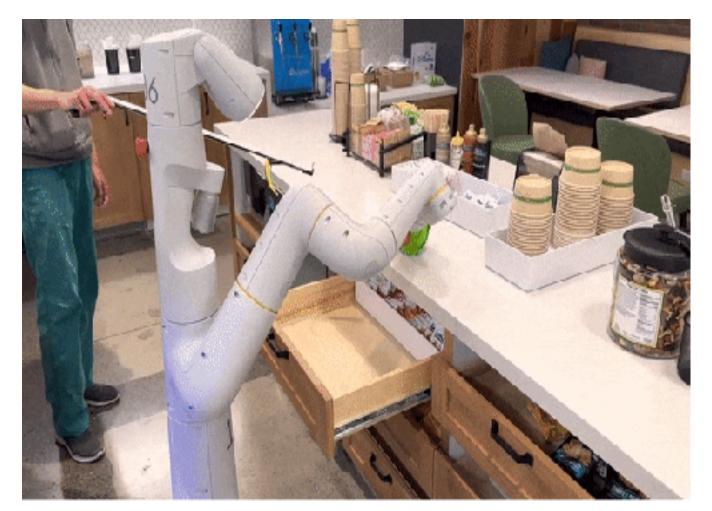
#### "One model"

- Embodied robotics tasks \*\*\*\*\*\*\*\*\*\*\*\*
- Vision-language
- Language
- ... across multiple robot embodiments
- ... across multiple modalities (vision, states, neural scenes)

#### Positive transfer

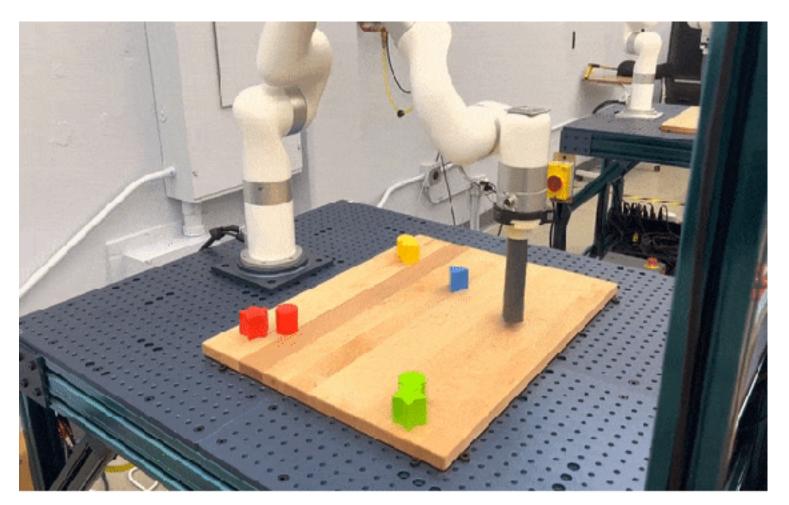
#### **Closed-loop end-to-end planning**

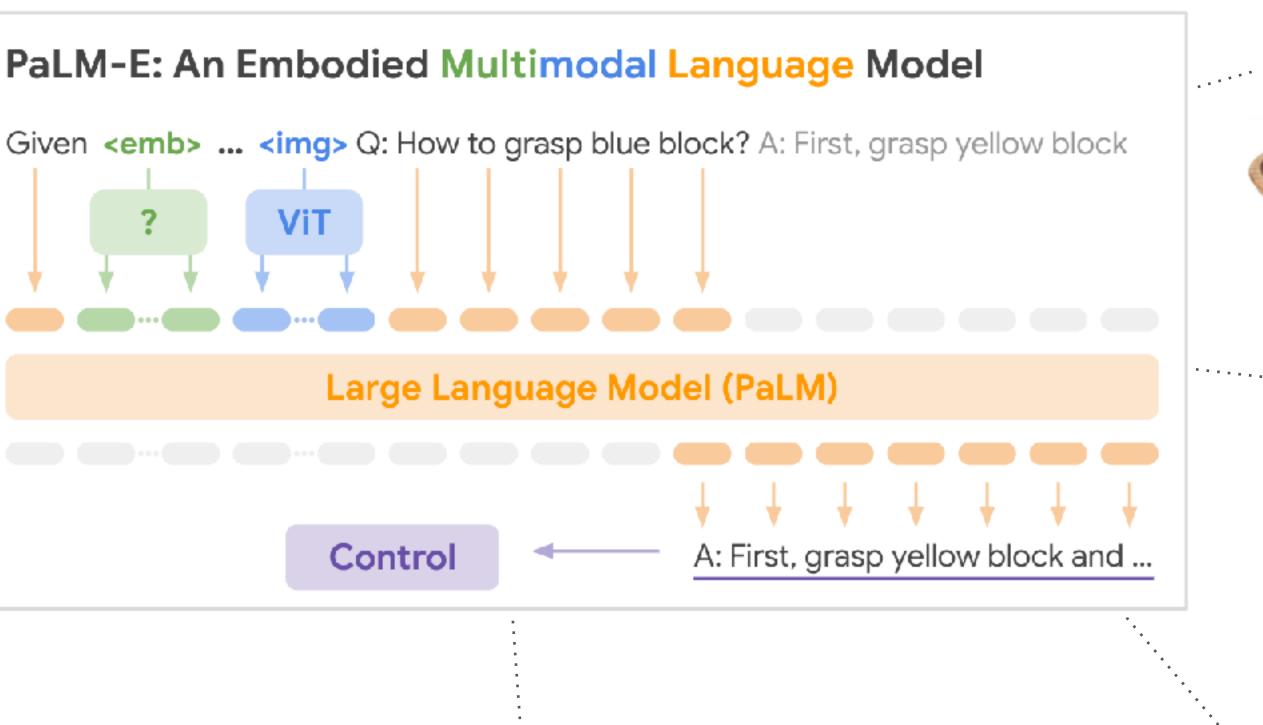
("Given <img>... Bring me the rice chips from the drawer ")



#### Long-horizon tasks ("Given <img>.... Sort the blocks by colors into corners")

ViT





#### Vision-language generalist



Given <img>. Q: What's in the mage? Answer in emojis. A: 🍏 🍌 🍇 🍐 🍑 🍈 🍒

#### **Emergent visual-language** capabilities

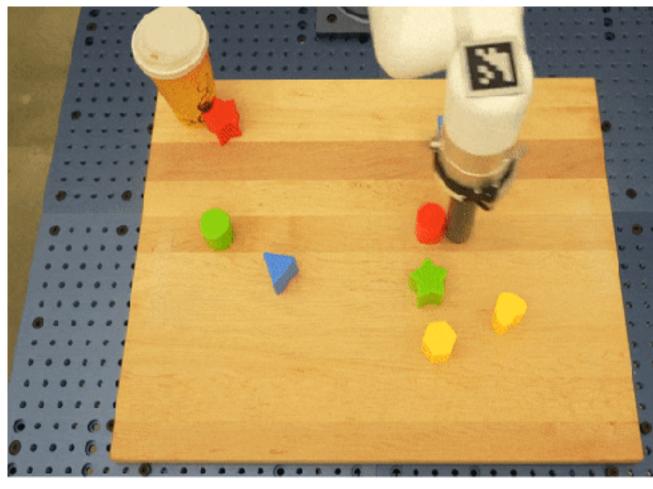
Zero-shot multimodal CoT, multi-image reasoning



Given <img>. Q: Can I go down street on a bicycle, yes or A: Let's think step by step. . do not enter. 2. except bicycles. 3. do not entry except icycles. 4. yes.

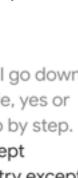


(unseen object pairings, or objects)







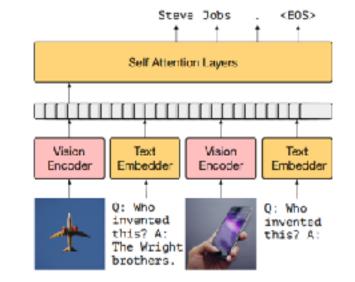


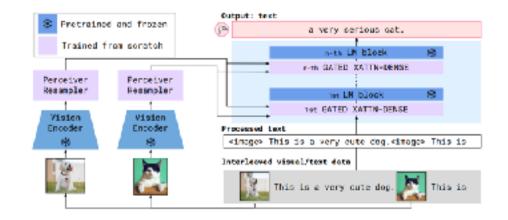


### Multimodal Language Models

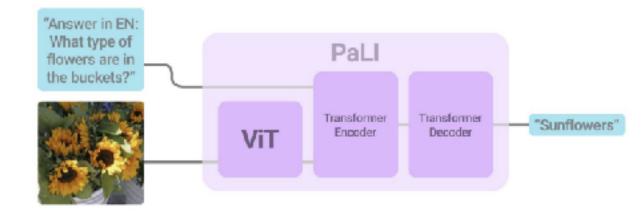
"Frozen", Tsimpoukelli et al.

Flamingo, Alayrac et al.





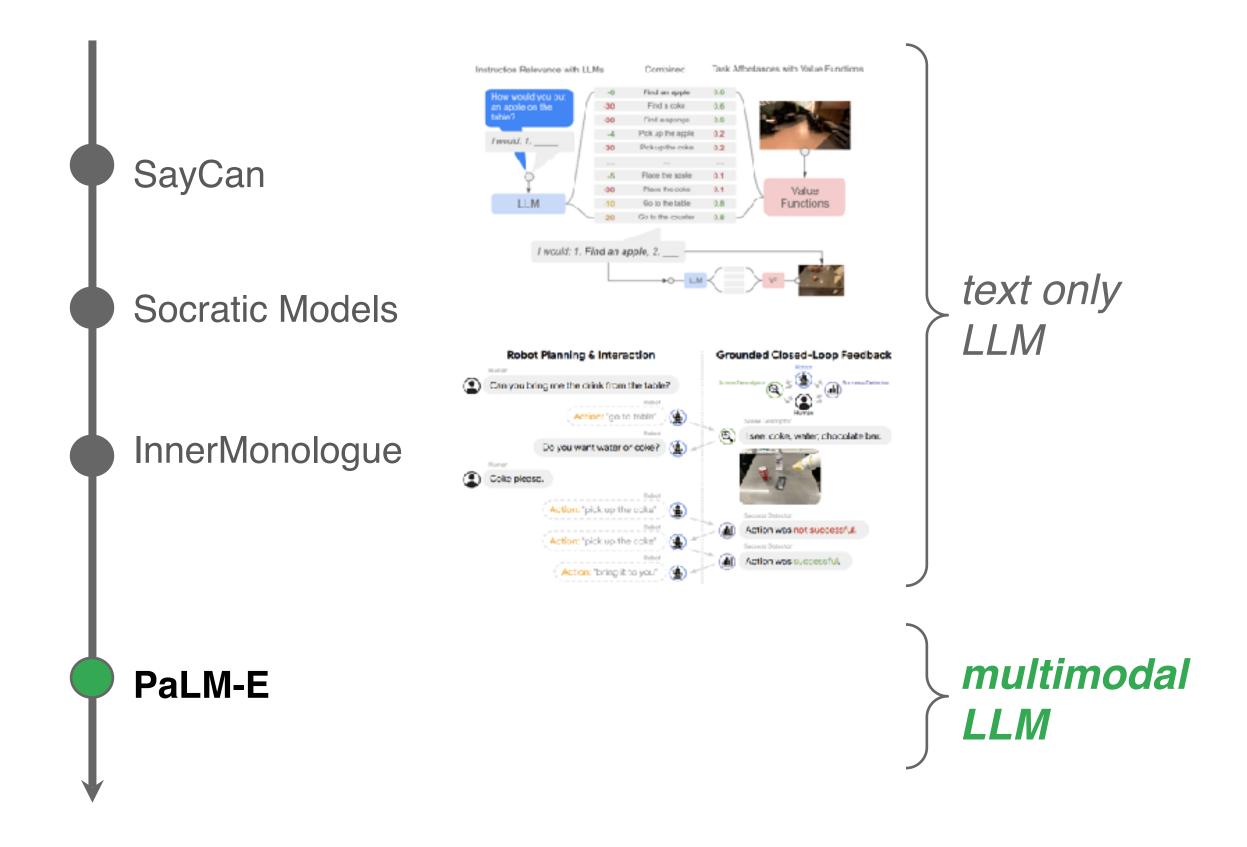
• PaLI, Chen et al.



• BLIP-2, Kosmos-1, GPT-4, ...

## Language + Robotics

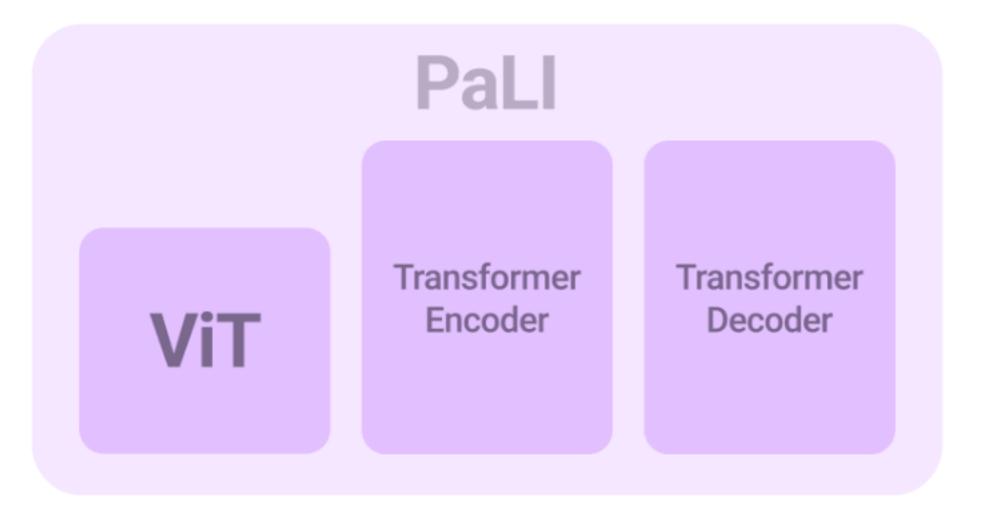
LLMs + robots for high-level planning



Language conditioned policies

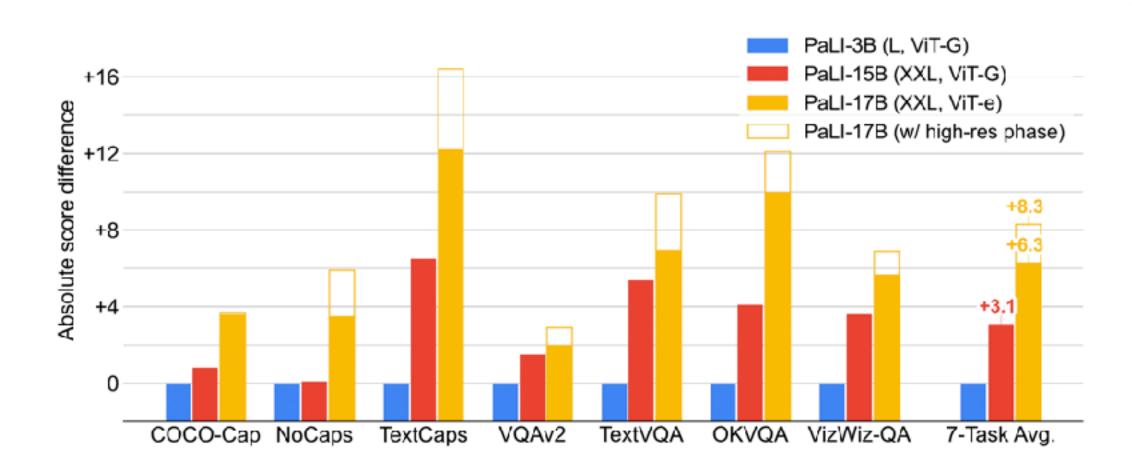
- Interactive Language, Lynch et al.
- RT-1, Brohan et al.

# PaLI (Google 2022)



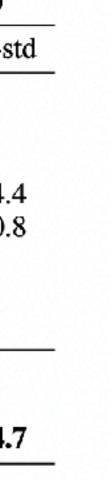
# PaLI (Google 2022)

	VQ.	Av2	OKVQA	A TextVQA		VizWiz	-QA
Method	test-dev	test-std	val	val	test	test-dev	test
SimVLM	80.03	80.34	-	-	-	-	-
CoCa (2.1B)	82.3	82.3	-	-	-	-	-
GIT (0.7B)	78.56	78.81	-	59.93	59.75	68.0	67.5
GIT2 (5.1B)	81.74	81.92	-	68.38	67.27	70.97	70.1
OFA (0.9B)	82.0	82.0	-	-	-	-	-
Flamingo (80B)	82.0	82.1	57.8*	57.1	54.1	65.7	65.4
BEiT-3 (1.9B)	84.2	84.0	-	-	-	-	-
KAT	-	-	54.4	-	-	-	-
Mia	-	-	-	-	73.67†	-	-
PaLI-3B	81.4	-	52.4	60.12	-	67.5	-
PaLI-15B	82.9	-	56.5	65.49	-	71.1	-
PaLI-17B	84.3	84.3	64.5	71.81	73.06	74.4	73.3

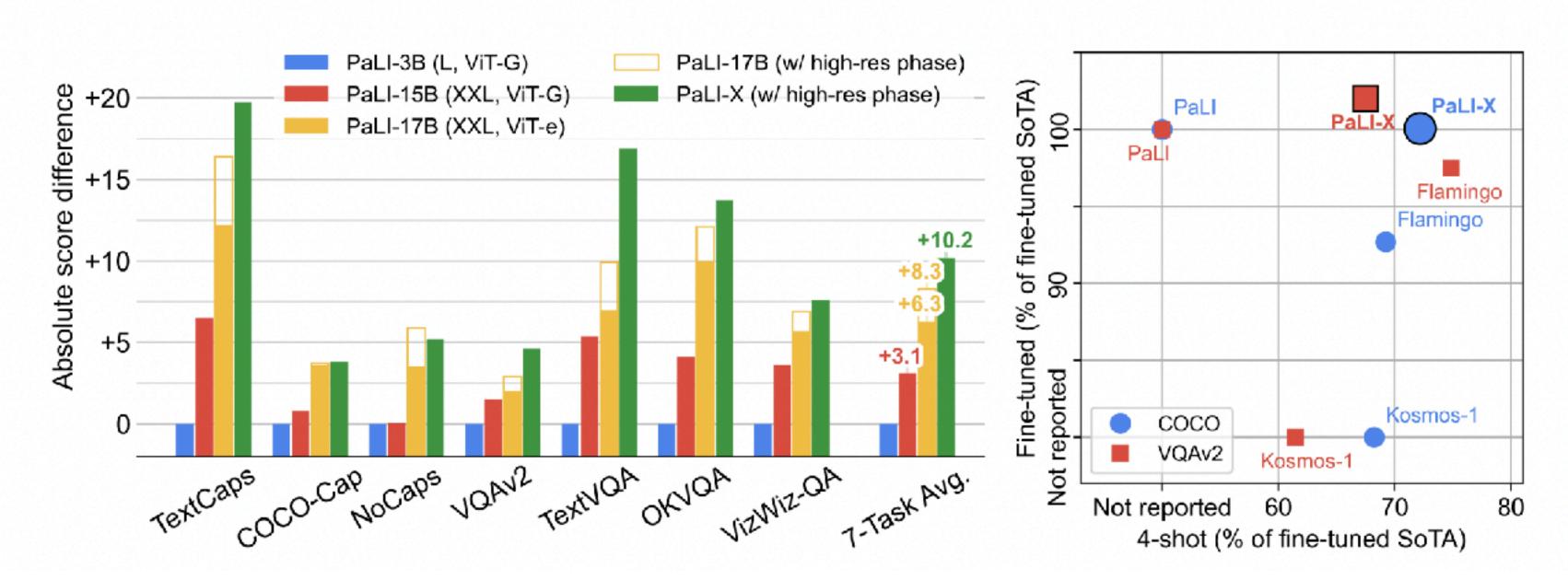


	ST-V	VQA
	val	test
	-	-
	-	-
6	<b>69.1</b>	69.6
7	5.1	75.8
	-	-
	-	-
	-	-
	-	-
	-	-
6	57.5	69.7
7	3.2	76.5
7	7.1	79.9

	COCO	No	NoCaps		Caps	VizWi	z-Cap
Model	Karpathy-test	val	test	val	test	test-dev	test-st
LEMON (0.7B)	139.1	117.3	114.3	-	_	-	-
SimVLM	143.3	112.2	110.3	-	-	-	-
CoCa (2.1B)	143.6	122.4	120.6	-	-	-	-
GIT (0.7B)	144.8	125.5	123.4	143.7	138.2	113.1	114.4
GIT2 (5.1B)	145.0	126.9	124.8	148.6	145.0	119.4	120.8
OFA (0.9B)	145.3	-	-	-	-	-	-
Flamingo (80B)	138.1	-	-	-	-	-	-
BEiT-3 (1.9B)	147.6	-	-	-	-	-	-
PaLI-3B	145.4	121.1	-	143.6	-	117.2	-
PaLI-15B	146.2	121.2	-	150.1	-	121.7	-
PaLI-17B	149.1	127.0	124.4	160.0	160.4	123.0	124.7



## PaLI-X (Goodle 2023)



prompt: detect knife and left half of watermelon and prompt: detect window and cat and bike and door and tree and this is prompt1: detect bowls right half of waternelon and right hand and left hand

293 483 721 581 right half of watermelon and 382 188

779 260 knife and 202 265 535 493

298 284 722 493 left half of watermelon and

output

paradise and 259 839 424 984 window and output: 259

737 778 bike and 550 839 759 942 door and 256 363 424 430 window 422 305 window and 254 715 422 774 window and 254 115 and 258 422 177 and 549 161 vent

output: 193 56 827 980 bowls prompt2: detect bowl

output: 213 55 594 431 bowl and 192 429 535 772 bowl and 511 322 822 638 bowl and 467 630 826 979 bovl

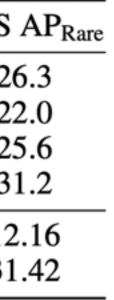


Credits: Watermelon/Cat; Sarah Pflug (burst), Bowls; ariesandrea (flickr), Wall; Matthew Henry (burst) Figure 2: Examples demonstrating multilingual, OCR and other capabilities transferred to detection.

prompt(KO): cetect 랩탑 and 딥 and 고양이 cuputt 459 447 779 679 포상이 and 675 659 962 818 🔛 and 349 0 964 478 영합 prompt (HI): detect लैपटॉप and कप and बिल्ली cutput 469 447 779 672 जिल्ली and 679 656 and 352 0 966 479 हैप



	LVIS AP	LVIS
ViLD [74] (tuned on non-rare LVIS)	29.3	26
Region-CLIP [75] (tuned on non-rare LVIS)	32.3	22
OwLViT-L/16 [28] (tuned on non-rare LVIS)	34.7	25
OwLViT-L/16 [28] (with Object365 and VG datasets)	34.6	31
PaLI-X (Zeroshot)	12.36	12
PaLI-X (Detection-tuned)	30.64	31



# PaLI-3: Smaller, Faster, Stronger

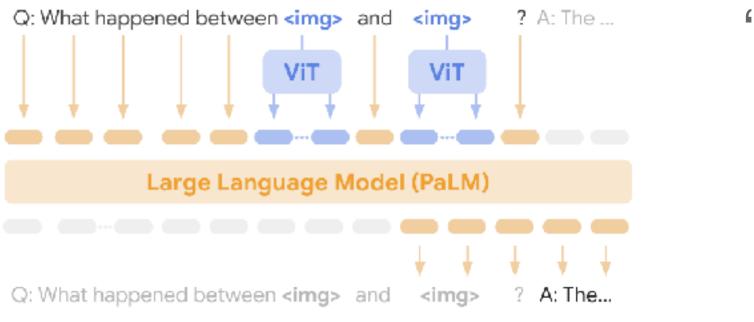
	COCO	VQ.	Av2	OKVQA	TallyQA	
Model	Karptest	test-dev	test-std	val	Simple	Complex
SimVLM	143.3	80.03	80.34	_	-	-
CoCa (2.1B)	143.6	82.3	82.3	-	-	-
GIT (0.7B)	144.8	78.56	78.81	-	-	-
GIT2 (5.1B)	145.0	81.74	81.92	-	-	-
OFA (0.9B)	145.3	82.0	82.0	-	-	-
Flamingo (80B)	138.1	82.0	82.1	57.8*	-	-
BEiT-3 (1.9B)	147.6	84.2	84.0	-	-	-
PaLM-E (562B)	138.7	80.0	-	66.1		
MoVie	-	69.26	-	-	74.9	56.8
PaLI-17B	149.1	84.3	84.3	64.5	81.7	70.9
PaLI-X (55B)	149.2	86.0	86.1	66.1	86.0	75.6
PaLI-3 (5B)	145.9	85.0	85.2	60.1	83.3	70.5

**Contrastive or classification pretraining for ViT?** 

		Probe	Ca	Captioning		VQA			RefCOCO		
		8 tasks	COCO	XM	3600	v2	OK	Text	val	+	g
G/14	Classif	88.1	139.9	94.5	44.7	76.7	57.2	31.9	51.6	43.5	43.4
	SigLIP	-2.5	<b>+0.4</b>	+ <b>1.6</b>	<b>+0.7</b>	<b>+0.8</b>	+ <b>1.4</b>	<b>+18.7</b>	<b>+15.1</b>	<b>+19.1</b>	+17.
L/16	Classif	86.2	132.6	93.0	42.3	73.7	55.6	24.9	46.9	38.8	38.8
	SigLIP	- <b>2.8</b>	+ <b>3.2</b>	+1.4	+1.4	<b>+1.9</b>	<b>+1.9</b>	<b>+16.2</b>	+17.4	+ <b>20.9</b>	+20.
B/16	Classif	83.7	127.7	91.7	40.7	72.3	54.7	22.5	46.3	38.1	38.4
	SigLIP	- <b>2.6</b>	<b>+3.6</b>	<b>-2.0</b>	- <b>0.2</b>	<b>+1.4</b>	<b>+0.9</b>	<b>+13.3</b>	<b>+16.8</b>	<b>+19.6</b>	<b>+19.</b>



### Method & detailed experiments

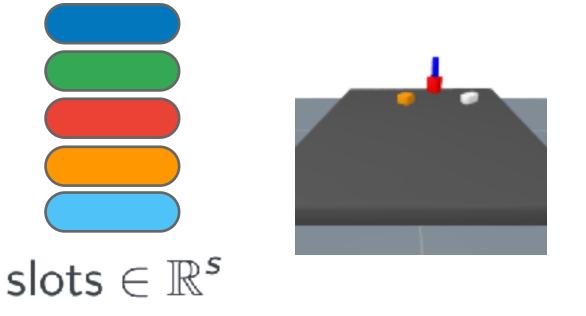


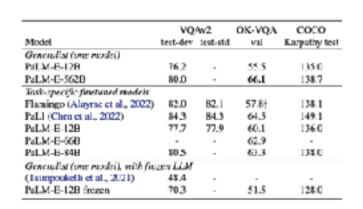
- Generalist visual-language model
- PaLM-540B and ViT-22B !
- Trained on: robot data, Internet-scale VQA, captioning

- Neural 3D scene, and robot state encoders into the LLM **Object-centric reasoning**
- Arbitrary interleaving of text + multimodal modalities



- Several different domains/categories of robot tasks
  - Standard vision-language tasks
  - Standard language-only tasks





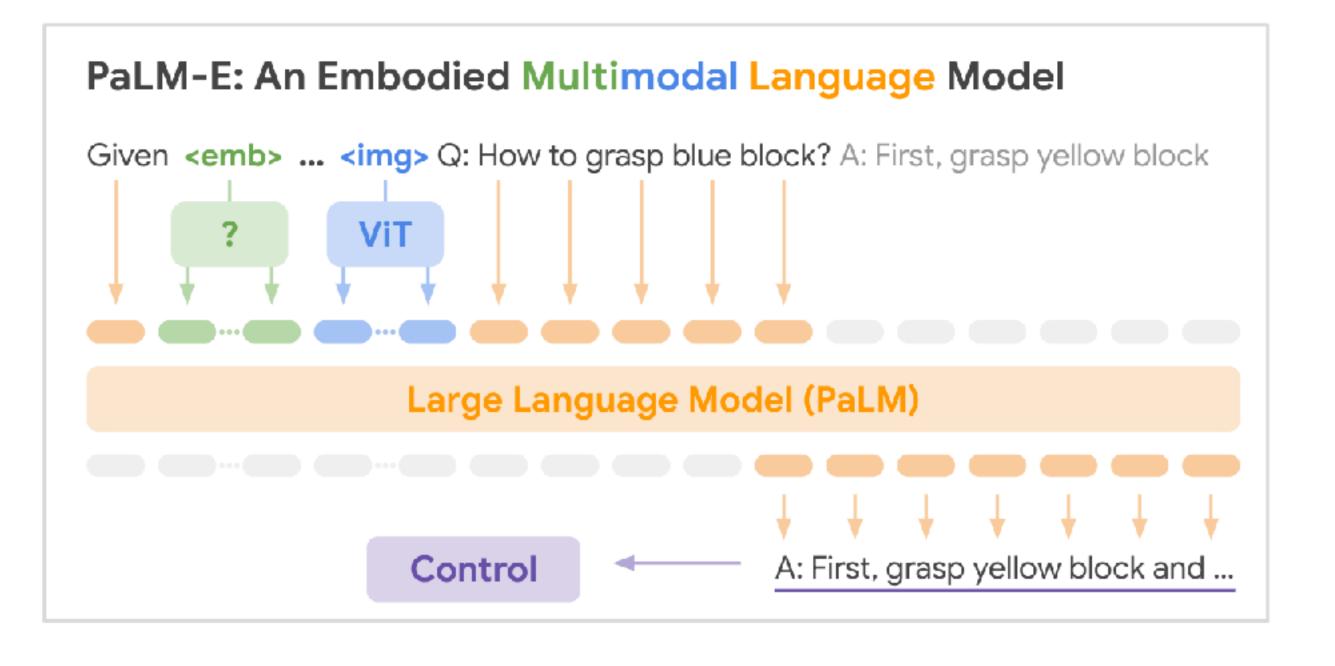
S-allot avails		damplesseed		(maglesyme)		Employee,	canger;
TeviqA (viki) dMb	48.5	10.1	72.7	31.8	制人	74.6	NLC
Natural Questions (UNA)	10.4	1.6	87.4	9.6	89.1	81.1	14.4
WebQuestions (ER)	12.4	3.4	19.8	7.9	32.4	21.8	NLC
Laminuta Helli Swag	224 641	44.4	72,5	登5	85.C	#5. #5.	200
StoryClose	38.2	68.7	83.8	83.9	86.1	86.7	NL
Wonigrad	単位人	75.8	80.5	85.4	80.0	890 J	798.4
Winsgrunde	68.3	55.3	76.8	72.5	83.7	83.0	NEA
PACT M	40.1	49.7	454.1	57.4	485	760 1	NEE
RACE-H	48.4	33.2	48.7	42.3	52.1	52.8	NLA
PROA	76.	68.1	80.9	78.2	83.5	84.1	NLA
ABER	71.2	53.4	198.09	71.4	85.8	86.2	741.5
ARC+	42.5	30.9	51.8	46.7	60.1	42.4	NEA
OpenBeerlag A.	47.4	41.4	#1.2	81.4	83.4	0.0.0	MLA
BooD	64.7	61.6	83.1	81.5	88.7	89.1	NEA
Cons	182.4	22.0	93.0	91.0	95.8	95.0	NEX
CTF.	87.1	54.9	71.5	79.6	78.7	25.1	NL
Wild	50.4	50.0	48.6	50.2	63.2	64.1	NLA
W136	88.4	108.10	84.9	2.8.8	88.2	6.7.4	Delta
ReCaRD	87.1	71.2	91.0	78.5	92.1	92.7	NL
198	41.1	37.6	51.4	78.2	85.4	80.1	NL
Ang HLU	64.7	55.0	72.3	69.2	78.2	78.7	
AND NEAR	344	4.1	10.0	18.4	59.4	24.1	
NRAL debas (K., sedativa)		-16.015		4.9%		-0.25	
NLGalelia (li, relative)		-87.9%		-6.6%		-3.89	

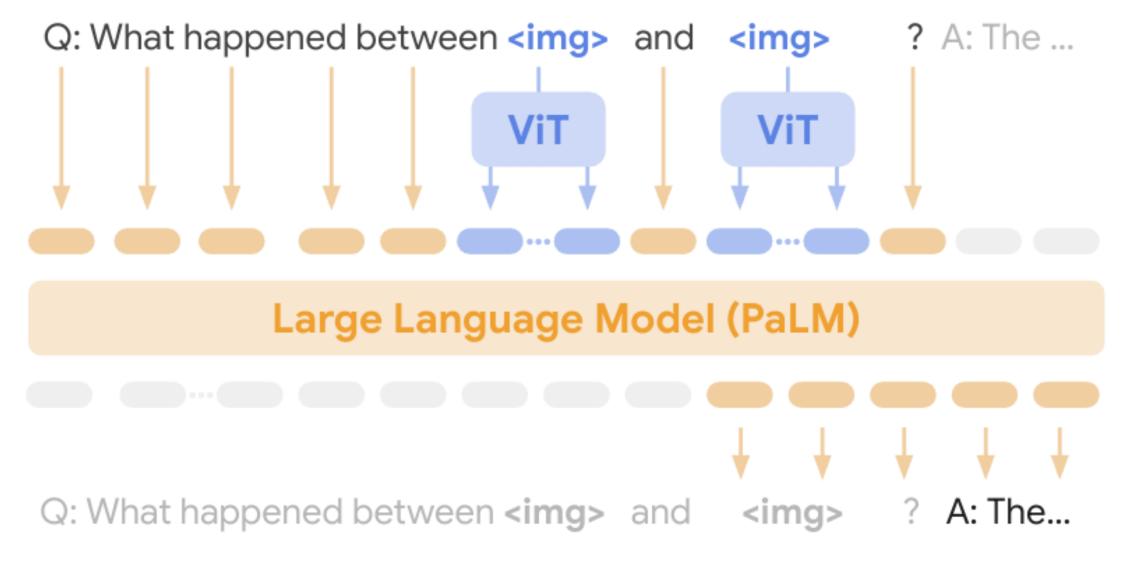
LM-E

#### "Main" model: PaLM-E-562B

Also explored with PaLM-E:

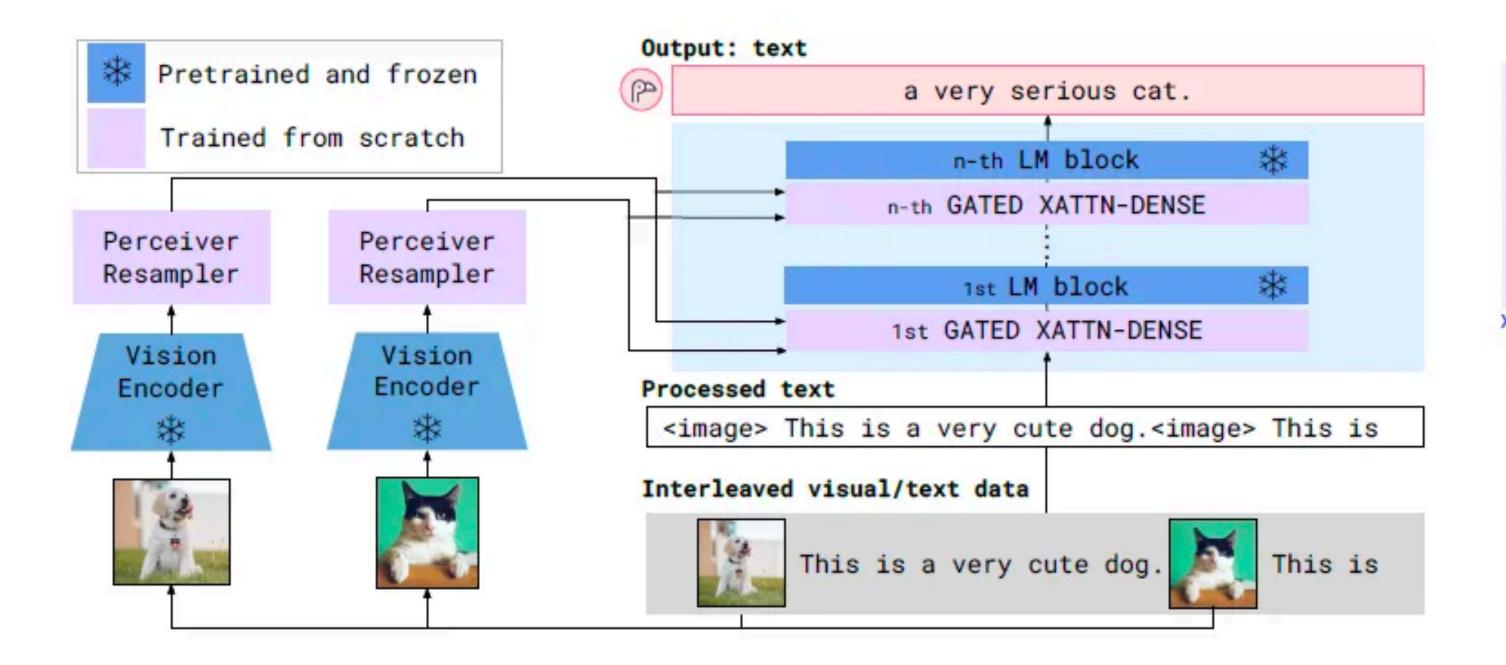
# Simple Architecture of PaLM-E

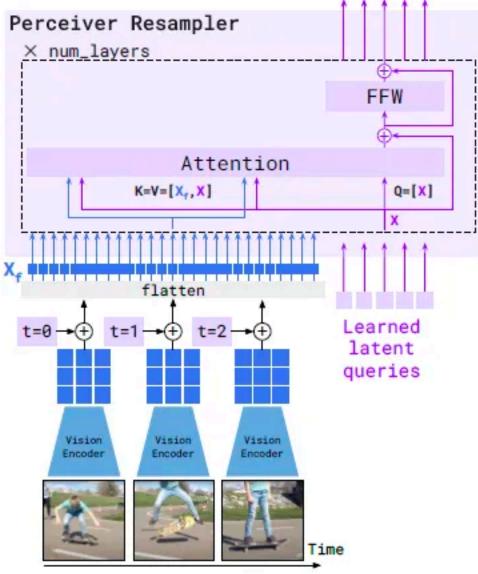


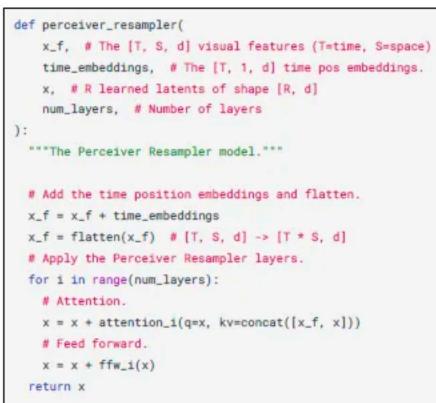


Arbitrary interleaving

# Comparison to Flamingo

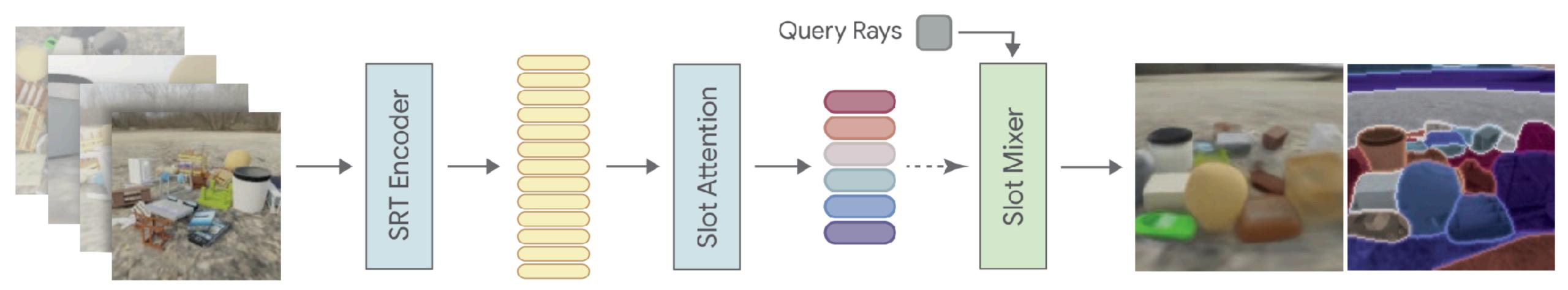






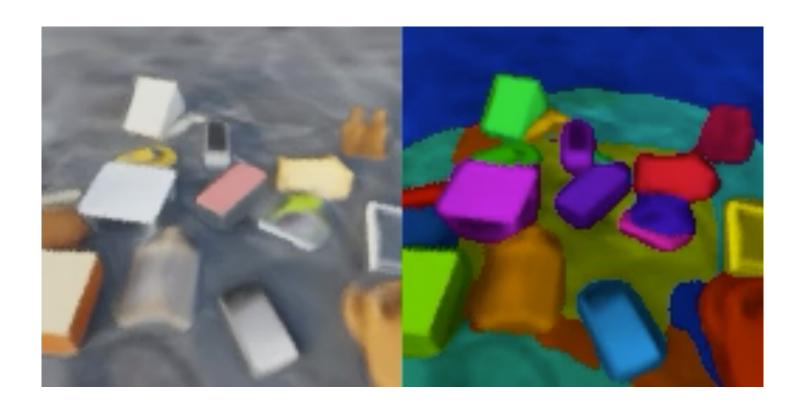


## Scene Representation: Object Scene Representation Transformer



Novel Scene Input Views (one or more)

Set-Latent Scene Representation

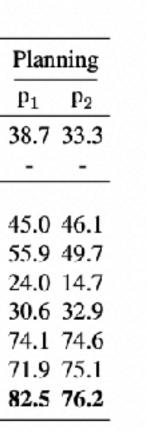




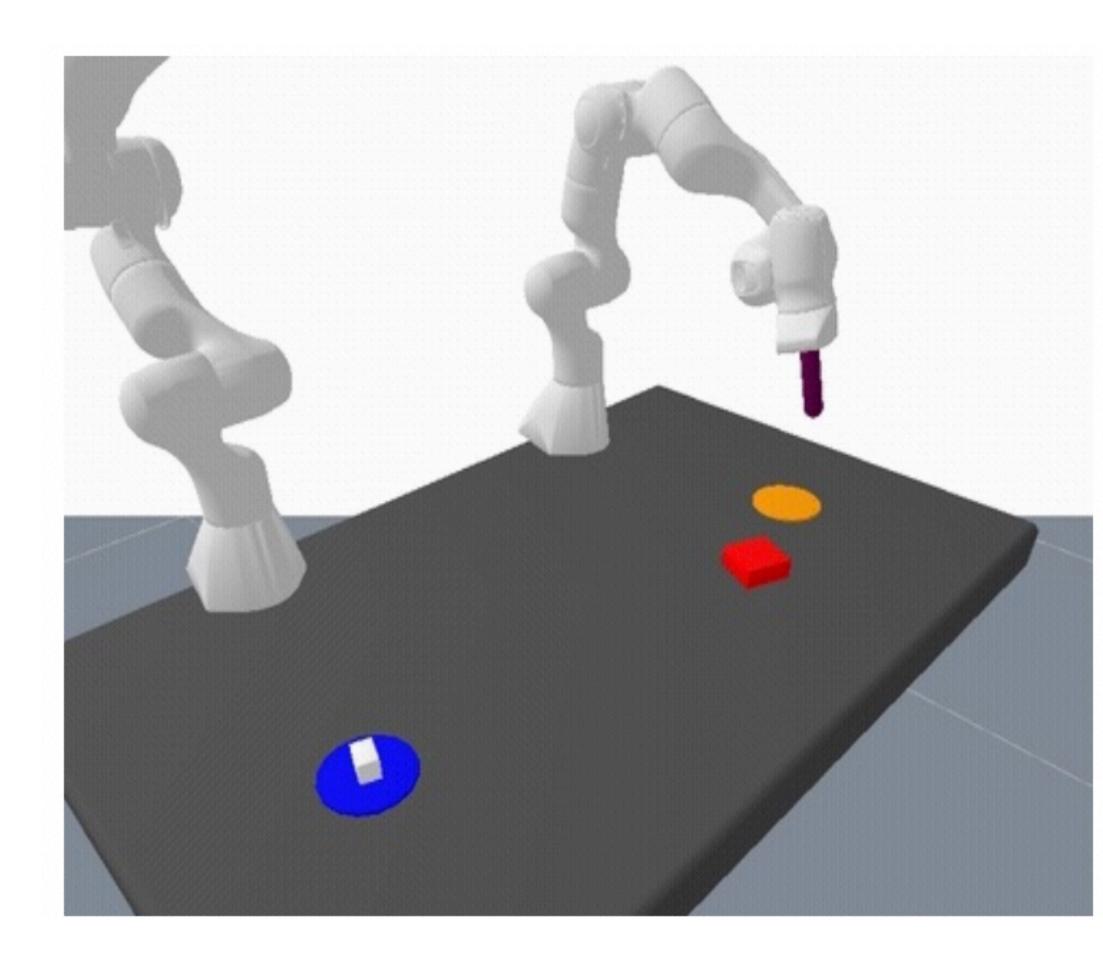
**Slot Scene** Representation Object-Decomposed Novel Views

	Object-	LLM	En	nbodi	ed VQ.	A	
	centric	pre-train	$\mathbf{q}_1$	$\mathbf{q}_2$	$\mathbf{q}_3$	$\mathbf{q}_4$	
SayCan (oracle afford.) (A	hn et al., 2022)	1	-	-	-	-	
PaLI (zero-shot) (Chen et a	ıl., 2022)	1	-	0.0	0.0	-	
PaLM-E (ours) w/ input en	c:						
State	✔(GT)	×	99.4	89.8	90.3	88.3	4
State	✔(GT)	1	100.0	96.3	95.1	93.1	
ViT + TL	✔(GT)	1	34.7	54.6	74.6	91.6	1
ViT-4B single robot	×	1	-	45.9	78.4	92.2	
ViT-4B full mixture	×	1	-	70.7	<b>93.</b> 4	92.1	'
OSRT (no VQA)	1	1	-	-	-	-	'
OSRT	1	1	99.7	98.2	100.0	93.7	1



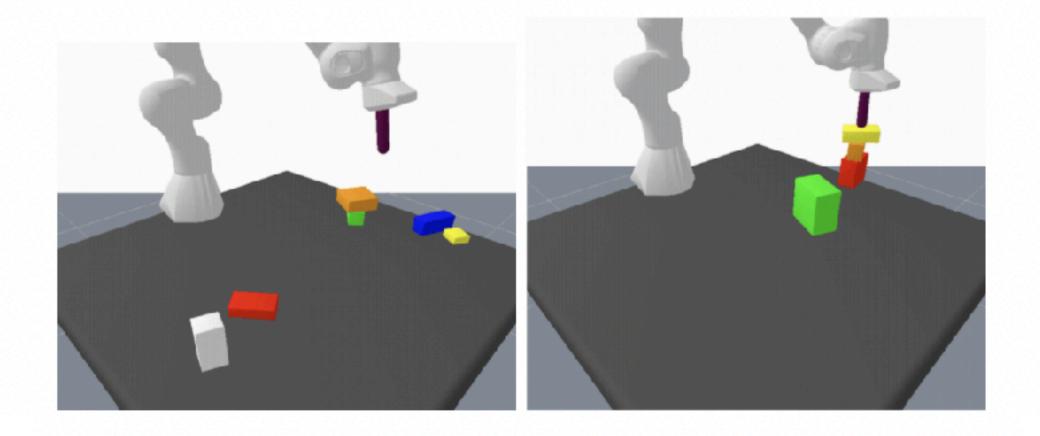


## PaLM-E on TAMP-like tasks



Given **img**. Q: How to stack the white object on top of the red object?

A: First grasp the red object and place it on the table, then grasp the white object and place if on the red object.



## Highlight: Zero-shot Multimodal Chain-of-Thought



#### Given <img>.

Q: In this photo, are there more cats, or more dogs? A: Let's think step by step. There are 2 dogs and 2 cats. 2 and 2 are equal. Therefore there are equal number of cats and dogs.



see (image omitted). Description: A cow sitting on a rug. Joke: Why is the cow sitting on a rug? Because it wants to be a cow-ch! ... | see <img>. Description: a donkey is carrying a dog, cat, and rooster. Joke: what do you call a donkey with a rooster on his back. A rooster booster.



Given **<img>**. Q: Can I go down this street on a bicycle, yes or no? A: Let's think step by step. 1. do not enter. 2. except bicycles. 3. do not entry except

bicycles.

4. yes.



#### Given **<img>**.

Q: I am getting just two custom pizza for me and my friend. How much should I pay in total? A: Let's think step by step.

1st step: 2 custom pizzas. 2nd step: 2 x \$9.99. 3rd step: \$19.98.

## Highlight: Complex Multi-image Reasoning





Photo 1: <img1>. Photo 2: <img2>. Q: What is in Photo 1 but NOT in Photo 2? A: Let's think step by step and explain. Photo 1 has sunglasses on top of folded clothes. Photo 2 does not have sunglasses on top of folded clothes. Therefore, sunglasses are in Photo 1 but not in Photo 2.





Photo 1: <img1>. Photo 2: <img2>. Q: Which t-shirt from Photo 2 matches the sweatshirt from Photo 1? A: Let's think step by step and explain.

- . photo 1 has sweatshirt.
- 2. photo 2 has t shirts.
- 3. photo 1 has blue sweatshirt.
- 4. photo 2 has blue t shirt.
- 5. blue t shirt matches blue sweatshirt.

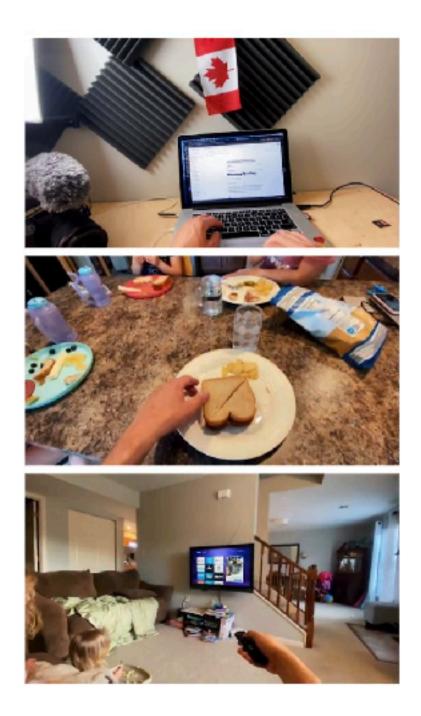
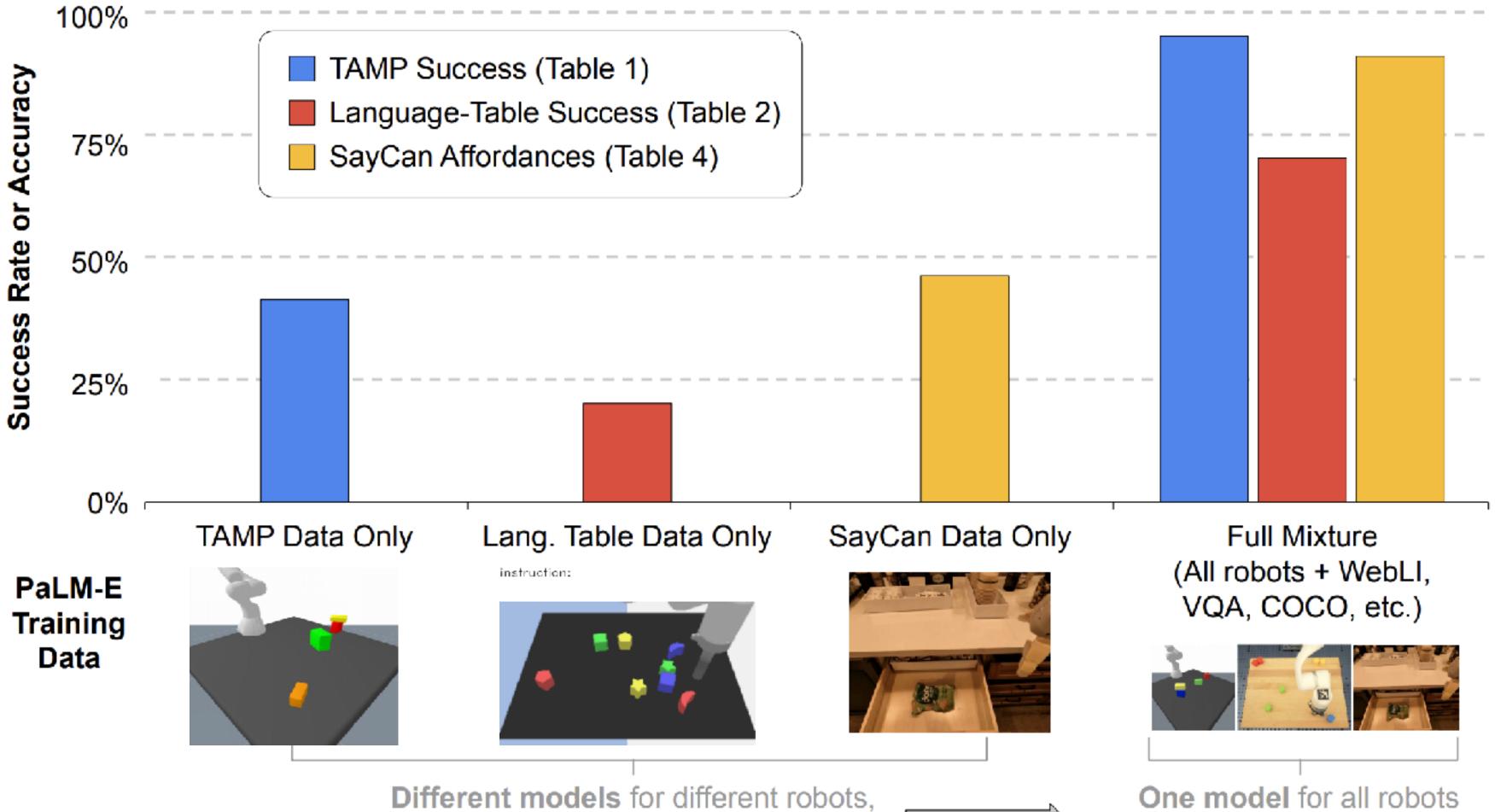


Photo 1, at 10:30 am: <img1>. Photo 2, at 12:45 pm: <img2>. Photo 3, at 3:45 pm: <img3>. Q: I forget, what did I have for lunch, and what time was it? A: Let's think step by step. 1. you had a sandwich for lunch.

2. it was 12:45 pm.



## PaLM-E: Positive Transfer



trained from scratch

**One model** for all robots with ViT + PaLM pre-training

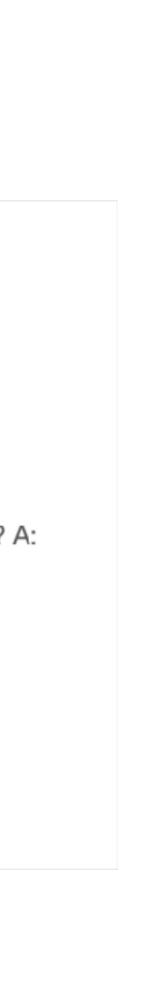
ferent robots, atch

# **Real Robot Results**

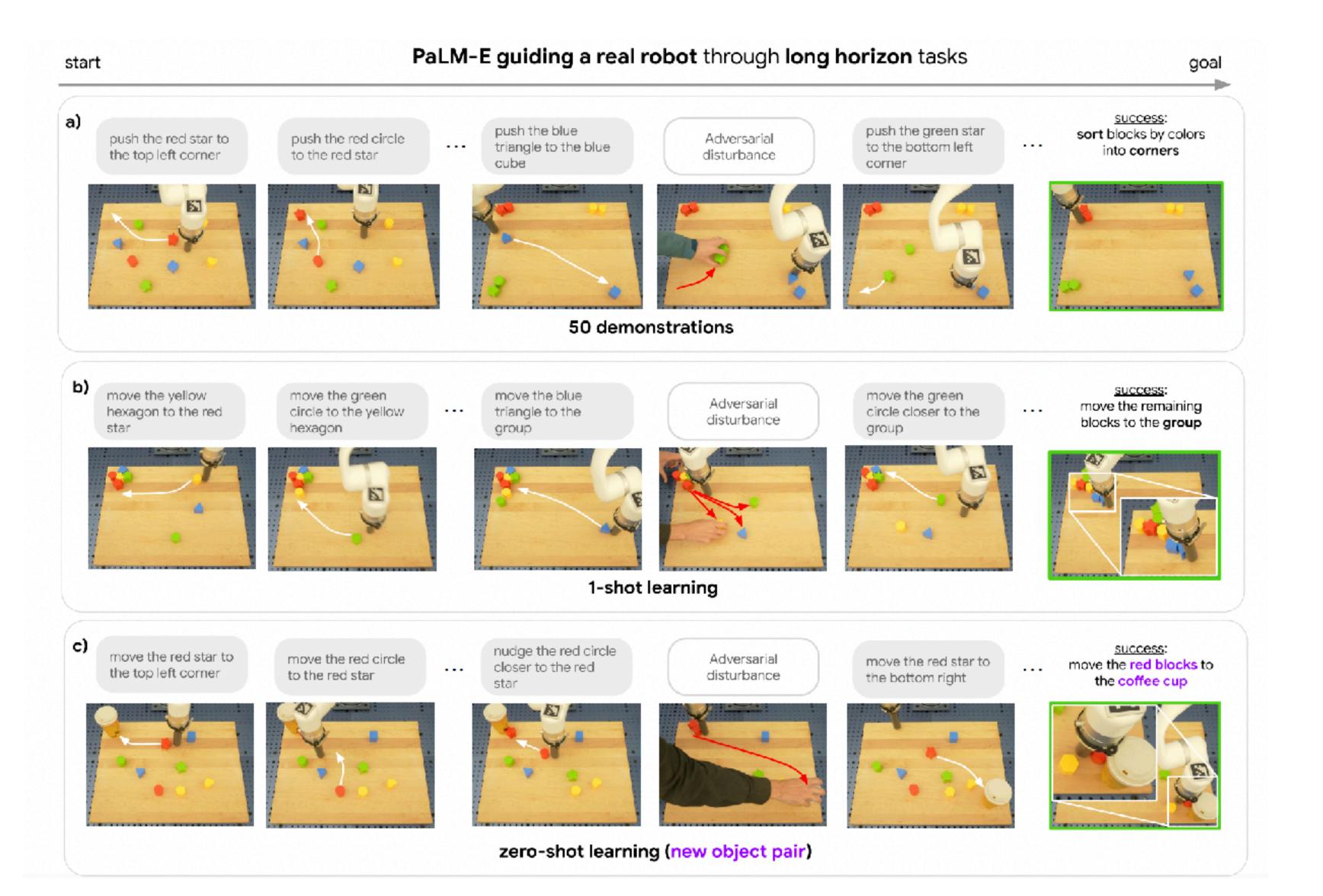


(PaLM-E can be a multi-embodiment robot brain)

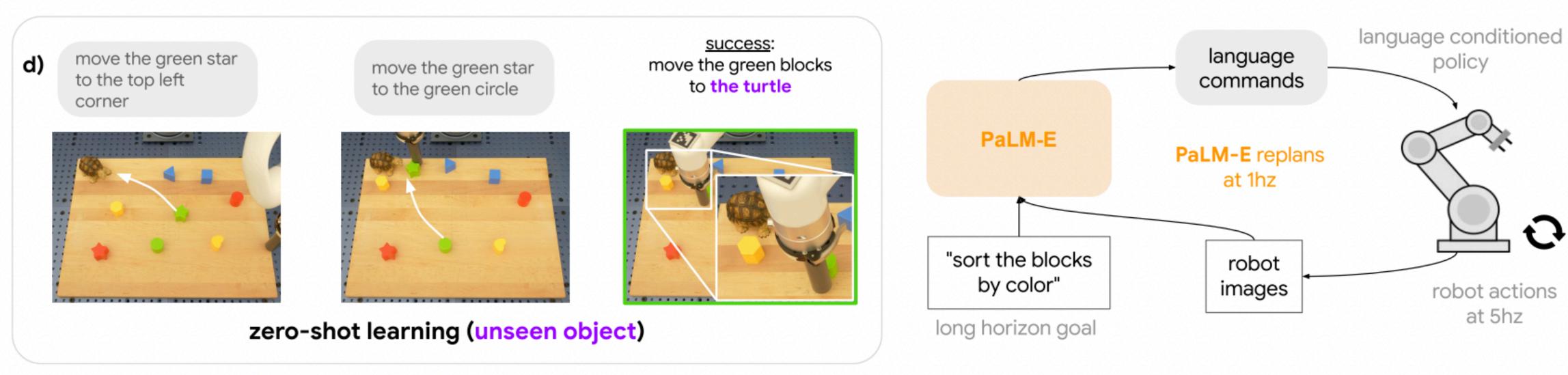
#### Same exact model checkpoint!



# Sample-efficient learning

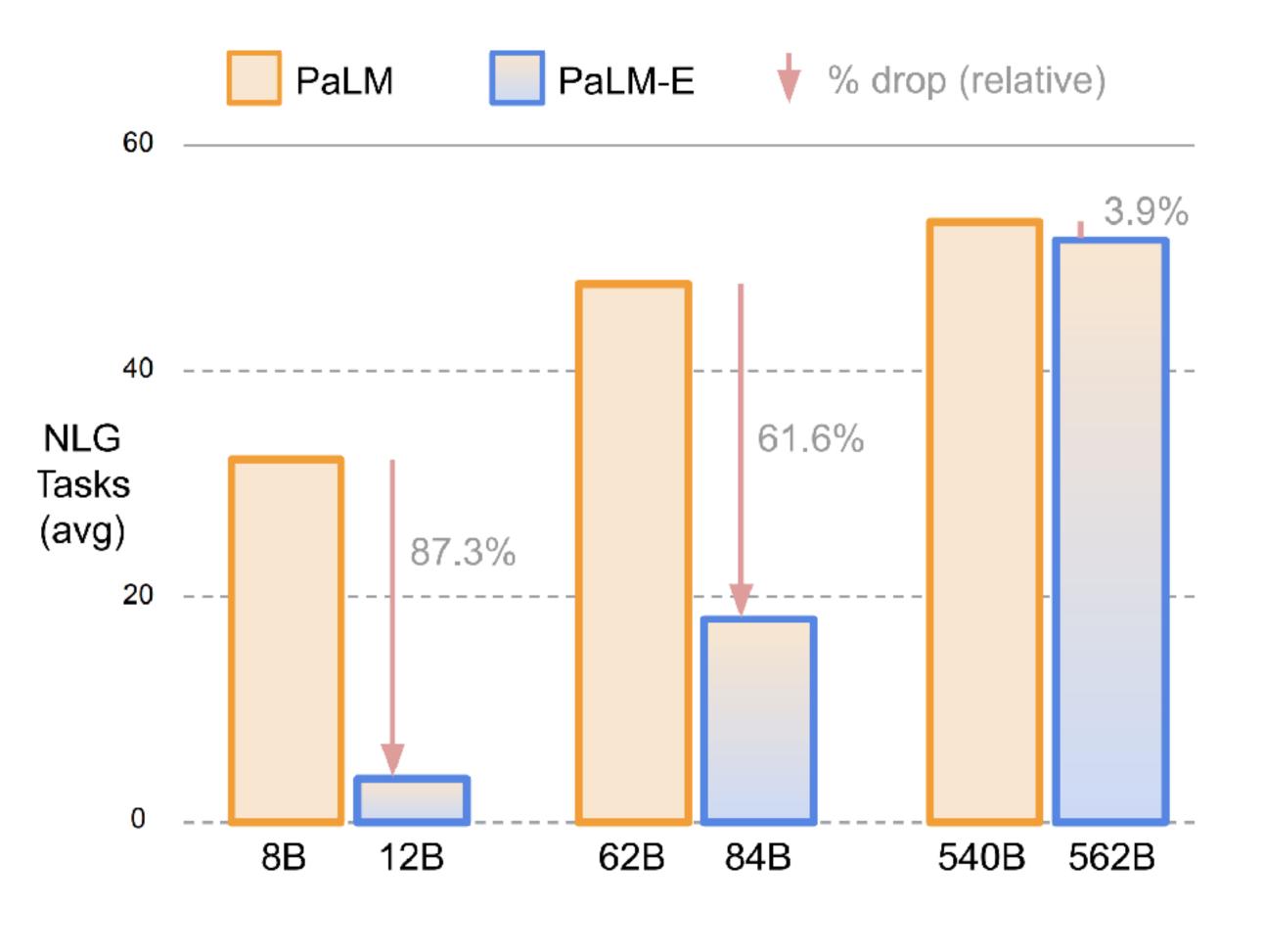


# Sample-efficient learning





# Language catastrophic forgetting reduced with scale



# For more on PaLM-E

See paper + videos + inference examples at <u>palm-e.github.io</u> 

#### Demo

The examples below are all example completions (in orange) from PaLM-E. The prompt is the one or more images and the text in gray.





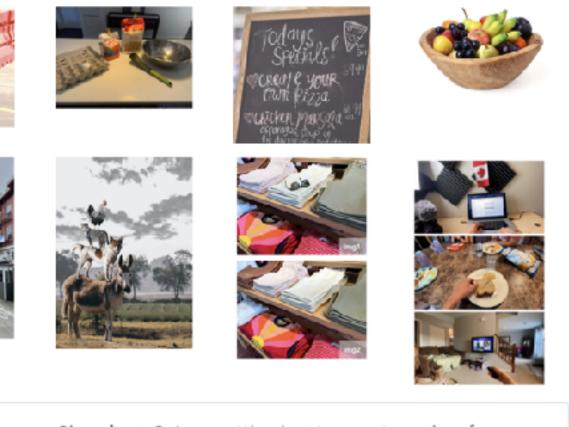












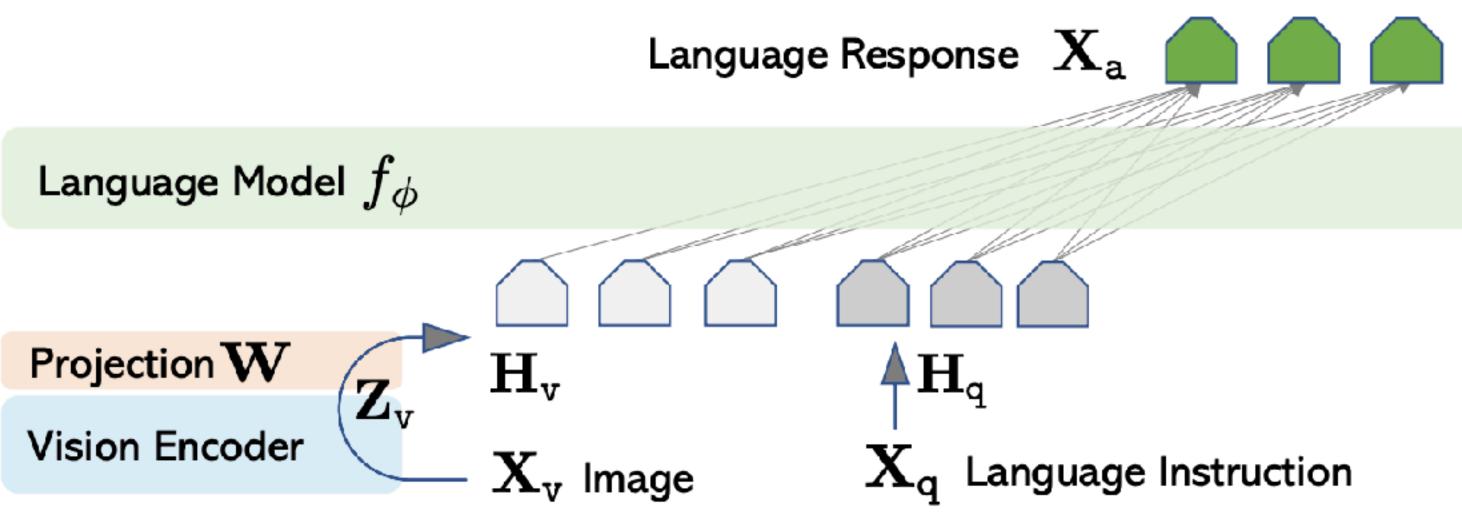
Given img. Q: I am getting just two custom pizza for me and my friend. How much should I pay in total? A: Let's think step by step.

1st step: 2 custom pizzas. 2nd step: 2 x \$9.99. 3rd step: **\$19.98**.

# Hands-on VLMs

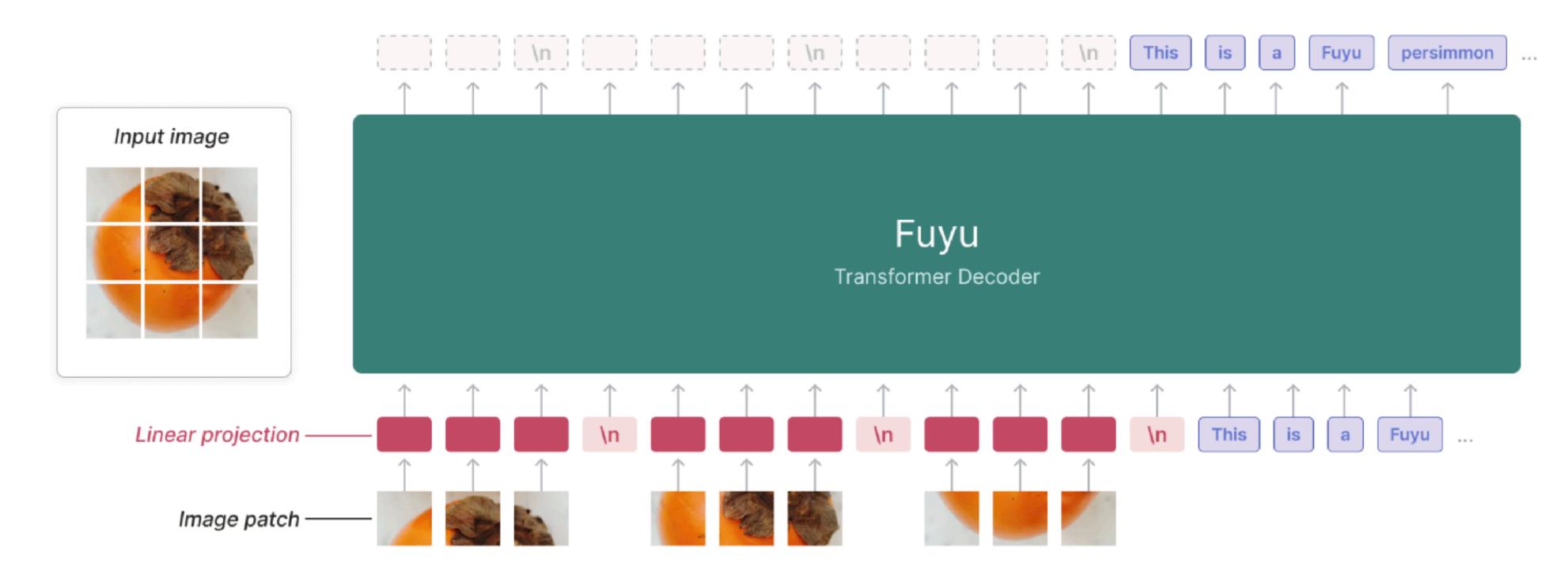
# LLaVA: Large Language and Vision Assistant

## Visual Instruction Tuning



- NeurIPS 2023 (Oral)
- Haotian Liu<sup>\*</sup>, Chunyuan Li<sup>\*</sup>, Qingyang Wu, Yong Jae Lee
- University of Wisconsin-Madison > Microsoft Research > Columbia University
  - \*Equal Contribution

# Hands-on VLMs, Fuyu-8b and open source PaLM-E



- A good programming exercise:
- Fix the bug in
- https://github.com/kyegomez/PALM-E/blob/main/palme/model.py

Discussions

# **RT-2:** Vision-Language-Action Models Transfer Web Knowledge to Robotic Control

Anthony Brohan, Noah Brown, Justice Carbajal, Yevgen Chebotar, Xi Chen, Krzysztof Choromanski, Tianli Ding, Danny Driess, Avinava Dubey, Chelsea Finn, Pete Florence, Chuyuan Fu, Montse Gonzalez Arenas, Keerthana Gopalakrishnan, Kehang Han, Karol Hausman, Alexander Herzog, Jasmine Hsu, Brian Ichter, Alex Irpan, Nikhil Joshi, Ryan Julian, Dmitry Kalashnikov, Yuheng Kuang, Isabel Leal, Lisa Lee, Tsang-Wei Edward Lee, Sergey Levine, Yao Lu, Henryk Michalewski, Igor Mordatch, Karl Pertsch, Kanishka Rao, Krista Reymann, Michael Ryoo, Grecia Salazar, Pannag Sanketi, Pierre Sermanet, Jaspiar Singh, Anikait Singh, Radu Soricut, Huong Tran, Vincent Vanhoucke, Quan Vuong, Ayzaan Wahid, Stefan Welker, Paul Wohlhart, Jialin Wu, Fei Xia, Ted Xiao, Peng Xu, Sichun Xu, Tianhe Yu, Brianna Zitkovich







# Robotics @ Google

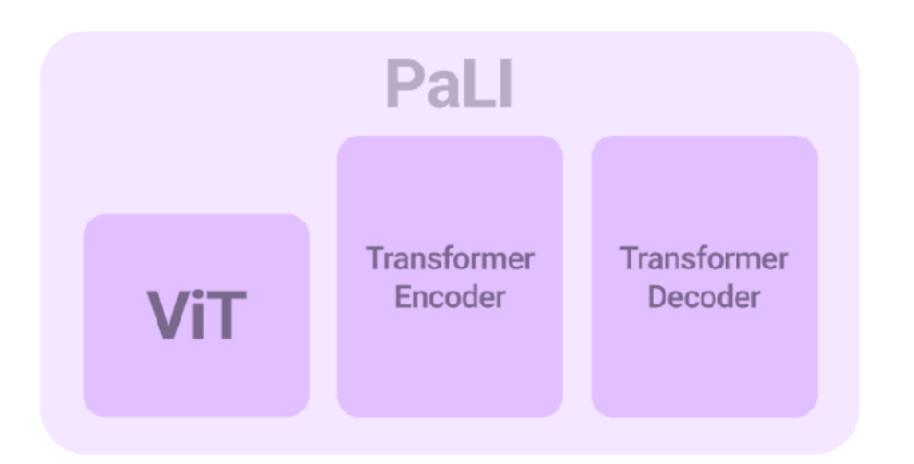
In



# Let's dive into RT-2!



# Vision-Language Models

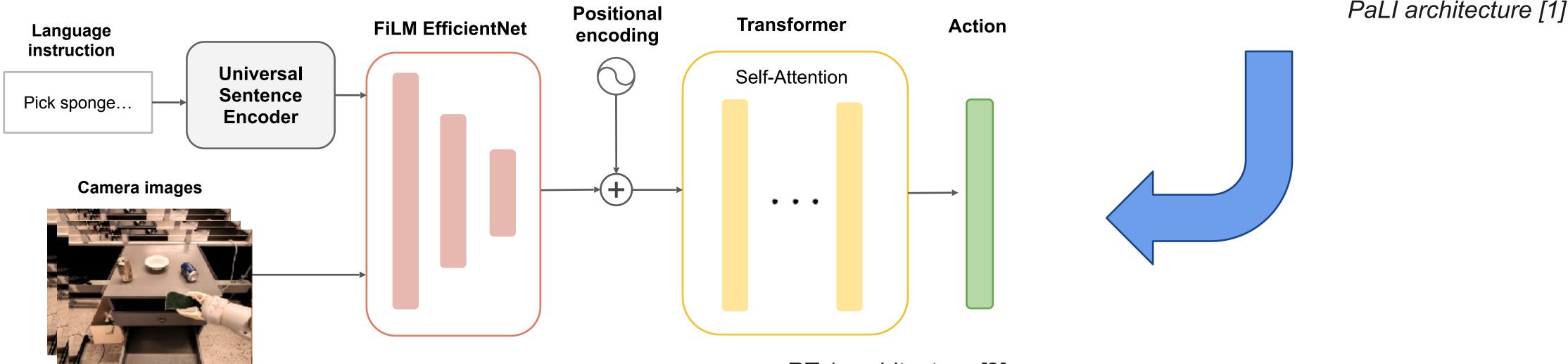


- In Robotics we have to deal a lot with **both** of these
- How do we leverage all of this knowledge?

[1] PaLI: A Jointly-Scaled Multilingual Language-Image Model. Chen et al. 2022.

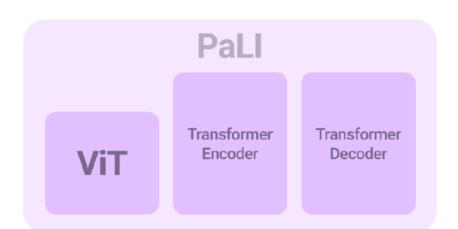
# VLMs encompass both visual and semantic understanding of the world

# VLMs as Robot Policies



- **RT-1:** image + text  $\rightarrow$  **discretized actions**
- Similar to a Visual-Language Model (VLM) with different output tokens Use large pre-trained VLMs directly as the **policy**!
- How do we deal with actions when using pre-trained VLMs?

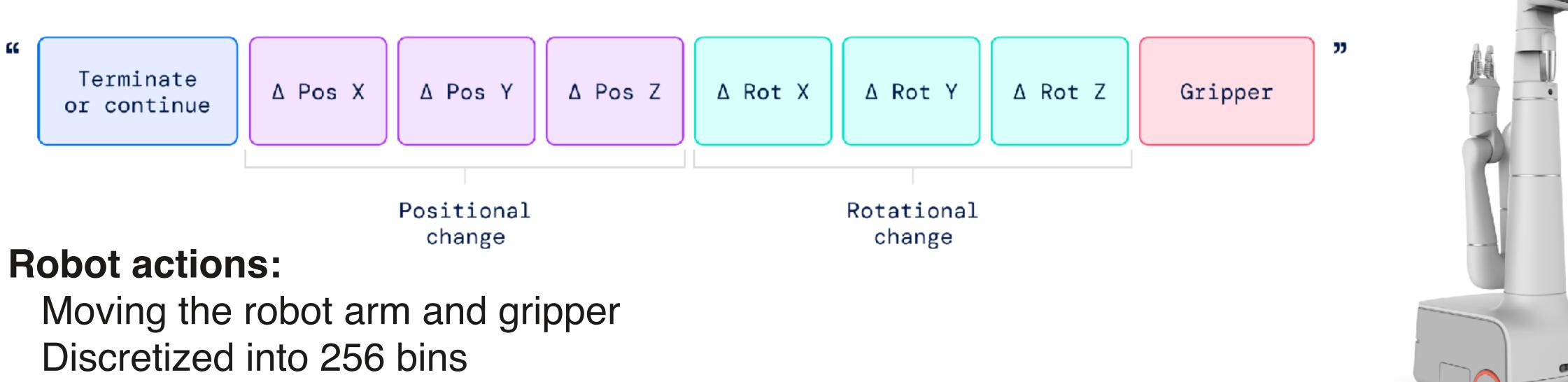
[1] PaLI: A Jointly-Scaled Multilingual Language-Image Model. Chen et al. 2022. [2] RT-1: Robotics Transformer for Real-World Control at Scale, Robotics at Google and Everyday Robots, 2022.



RT-1 architecture [2]



# **Representing Actions in VLMs**



## **Robot actions:**

- Ο
- $\bigcirc$

### Actions in VLMs

- Convert to a string of numbers Ο
- Example: "1 127 115 218 101 56 90 255" Ο
- Alternatives: Ο
  - Float numbers more tokens needed
  - Human language (left, right etc.) can't be directly executed on a robot

## → Vision-Language-Action (VLA) model!



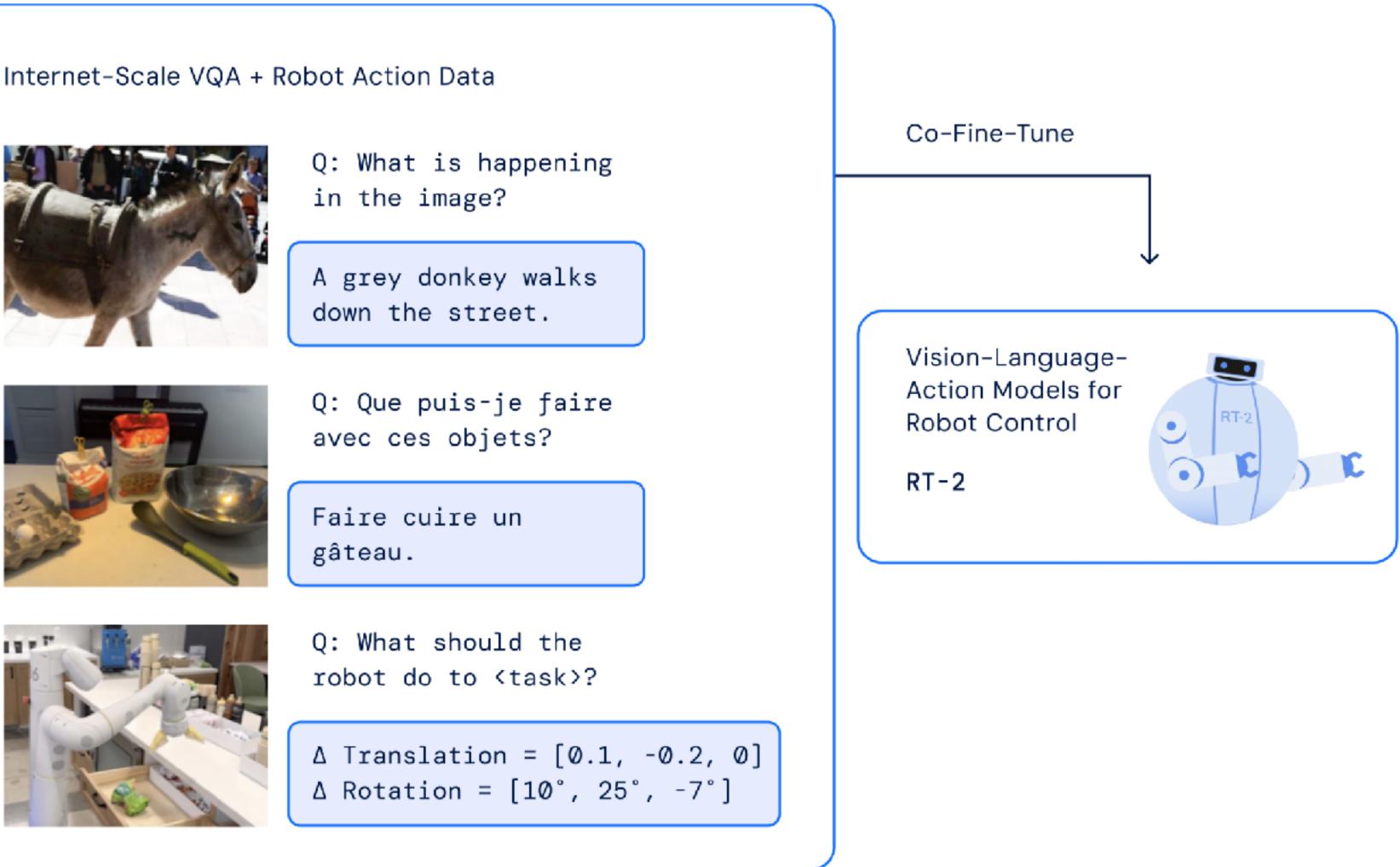
# Training data and underlying models

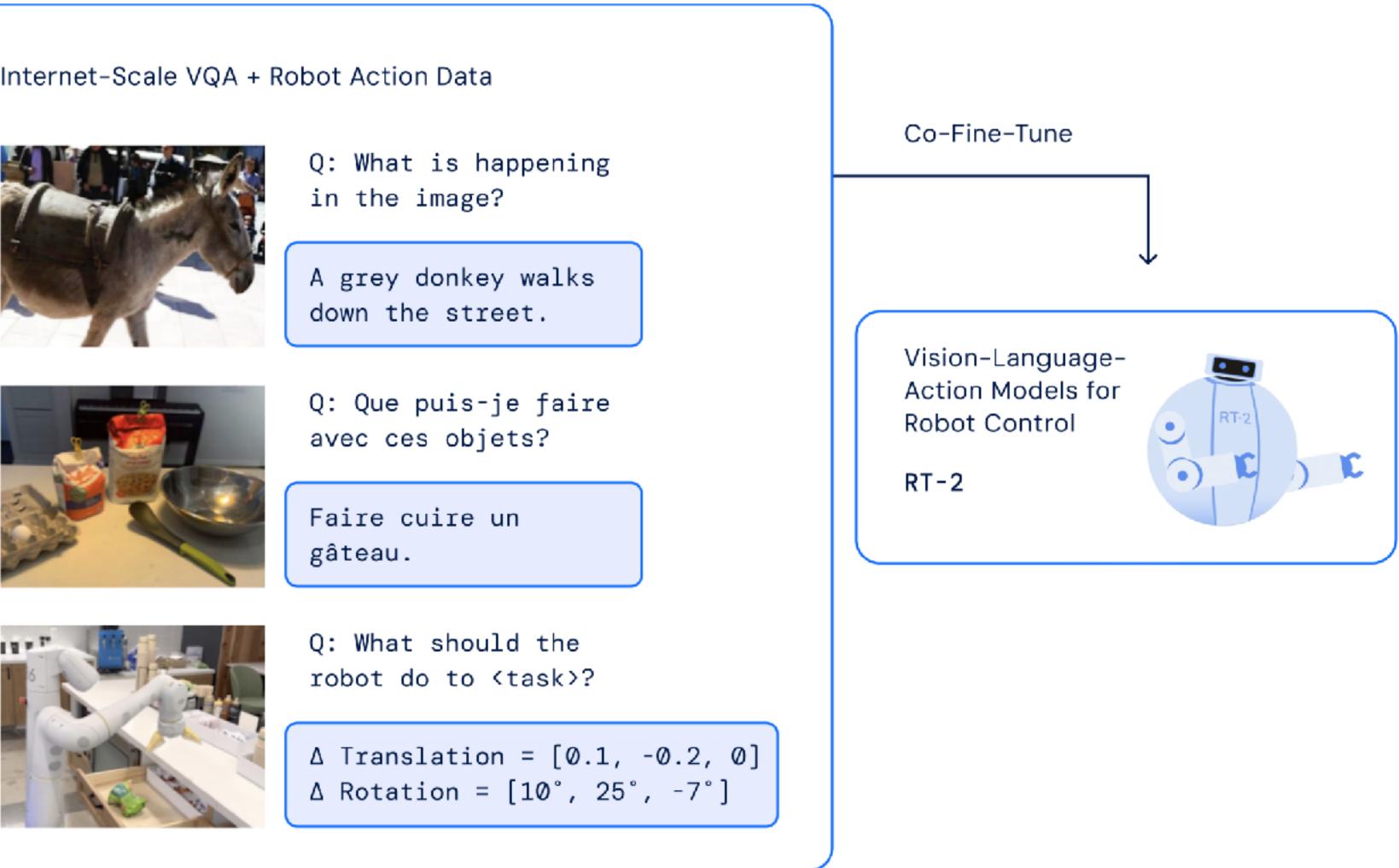
## Models

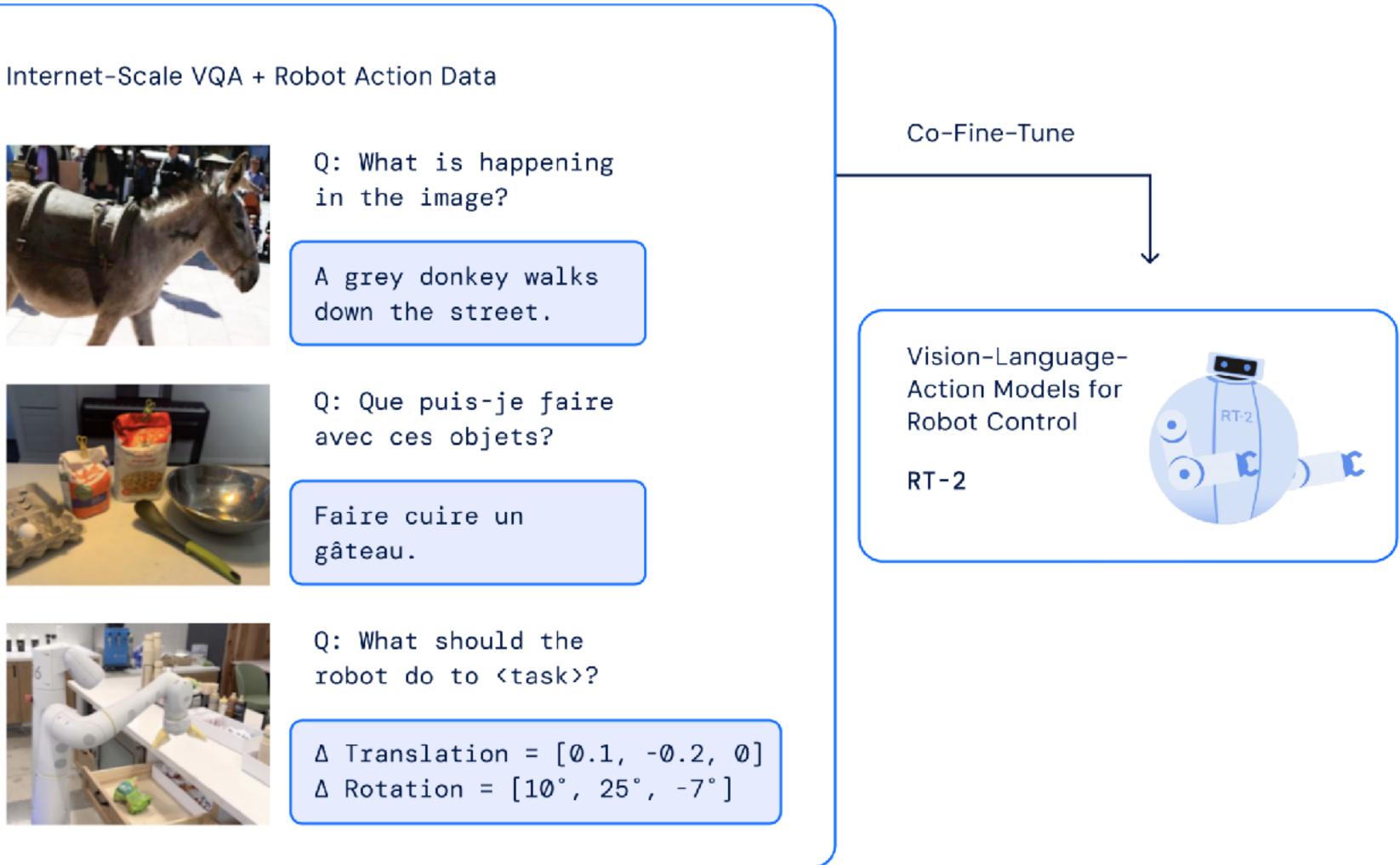
- PaLI-X (5B, 55B)
- PaLM-E (12B)

### Data

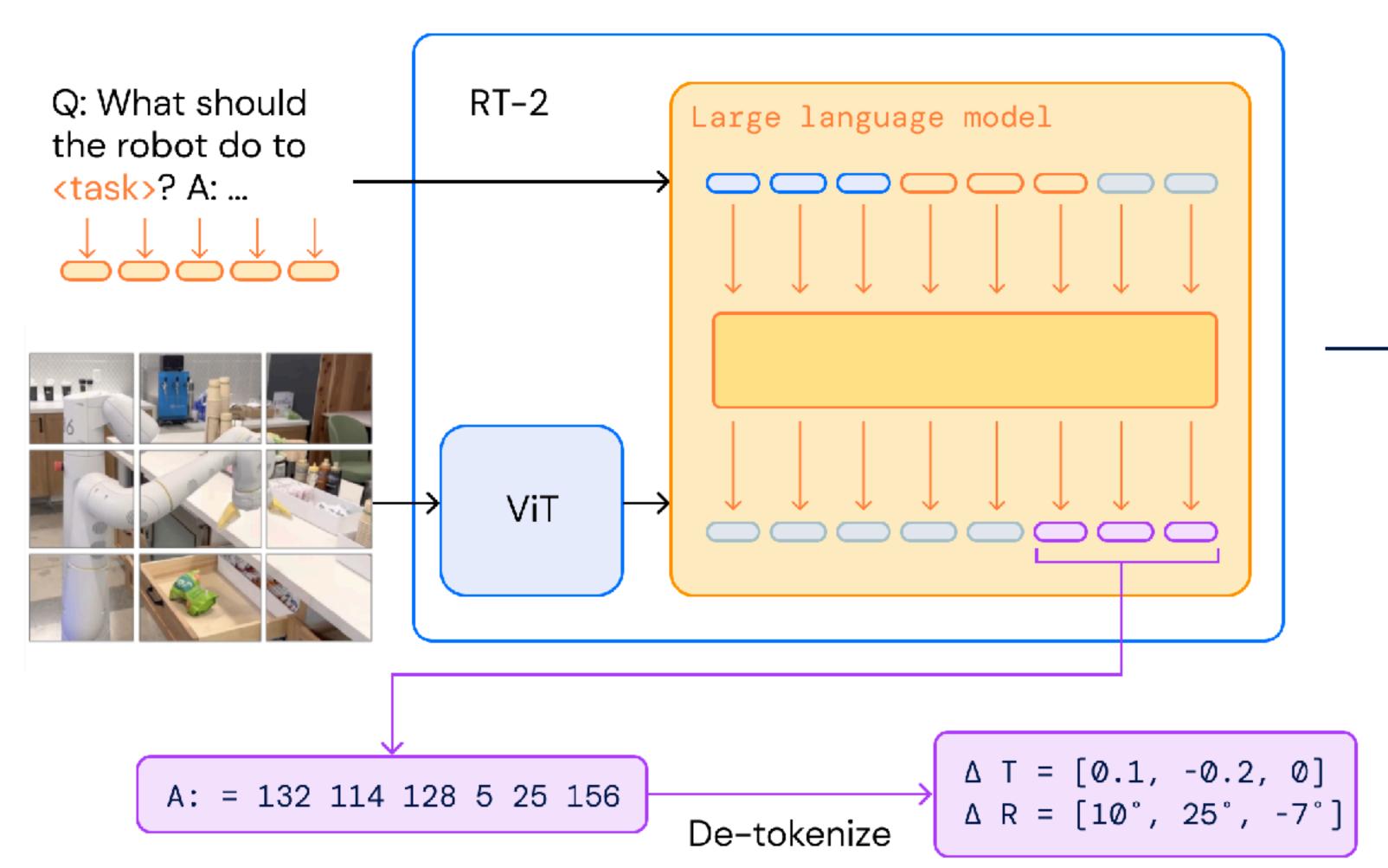
- Pretraining: Web-data
- Robot data
  - RT-1 data  $\bigcirc$
  - Human demos  $\bigcirc$
  - 13 robots Ο
  - 17 months Ο





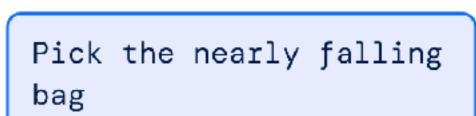


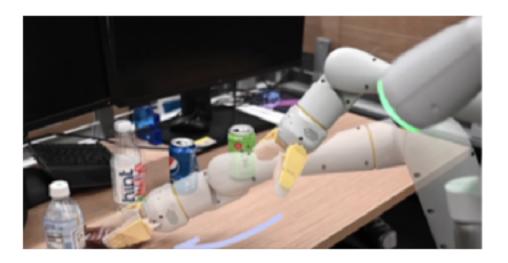
# Inference



Robot action







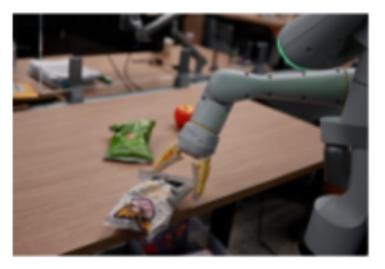
Pick object that is different



# Results: Emergent skills



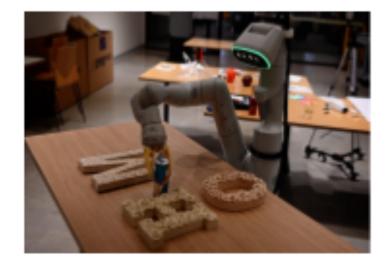
put strawberry into the correct bowl



pick up the bag about to fall off the table



move apple to Denver Nuggets

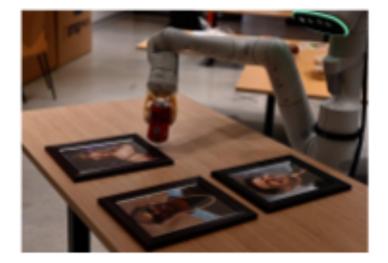


move redbull can to H

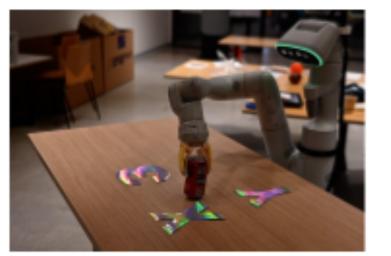


move soccer ball to basketball



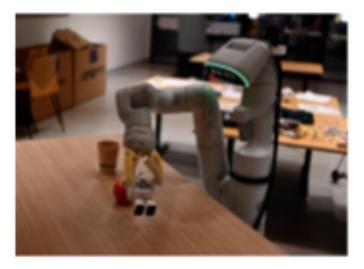


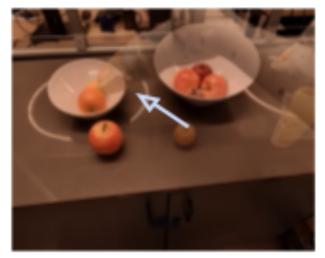
move coke can to Taylor Swift



move coke can to X



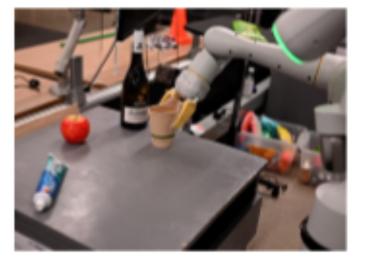




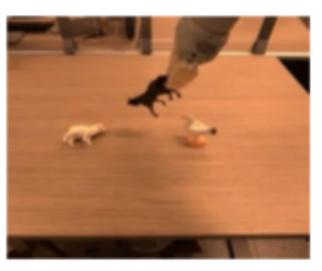
pick robot

place orange in the matching bowl

move banana to Germany



move cup to the wine bottle



pick animal with different color

move bag to Google

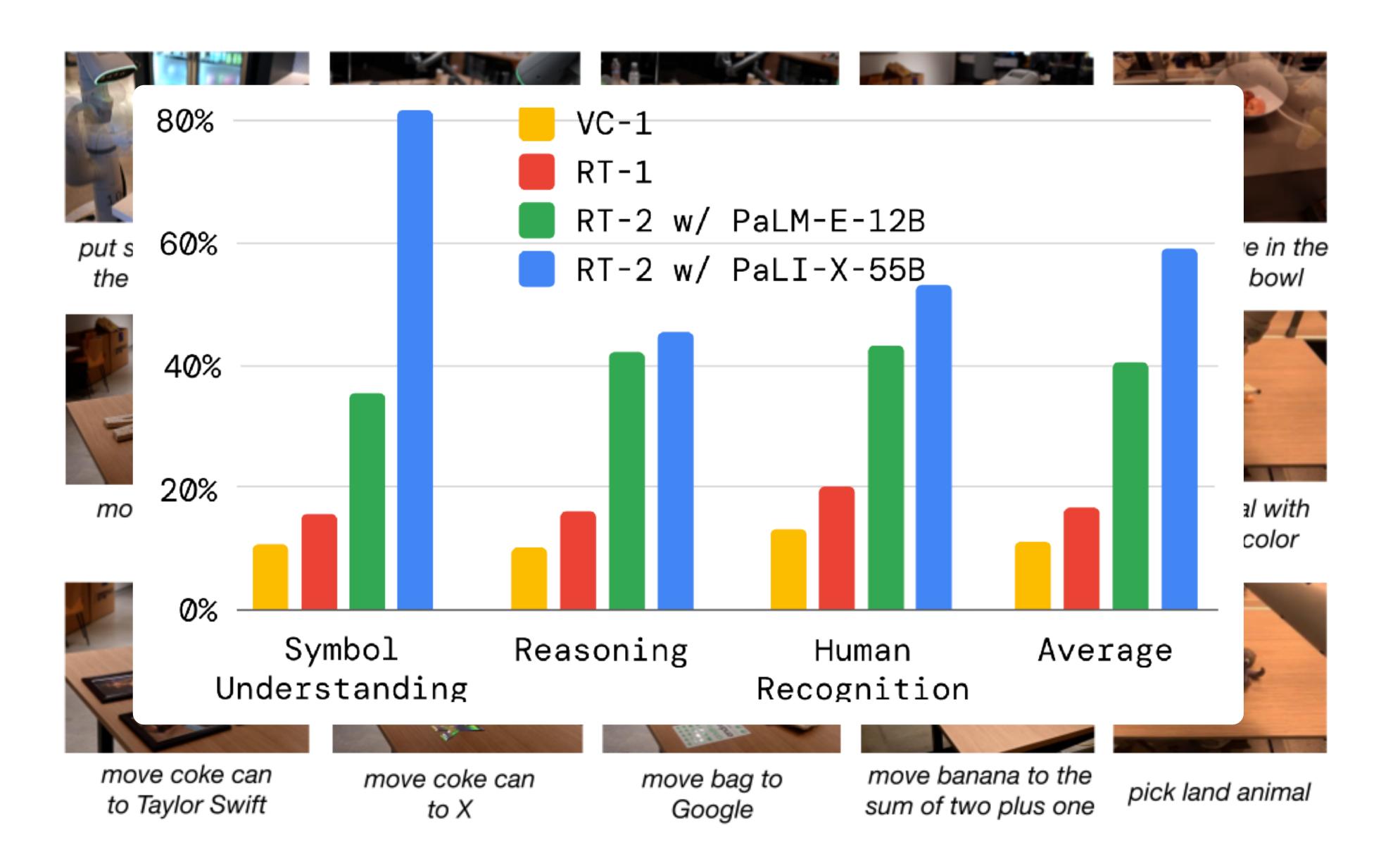


move banana to the sum of two plus one



pick land animal

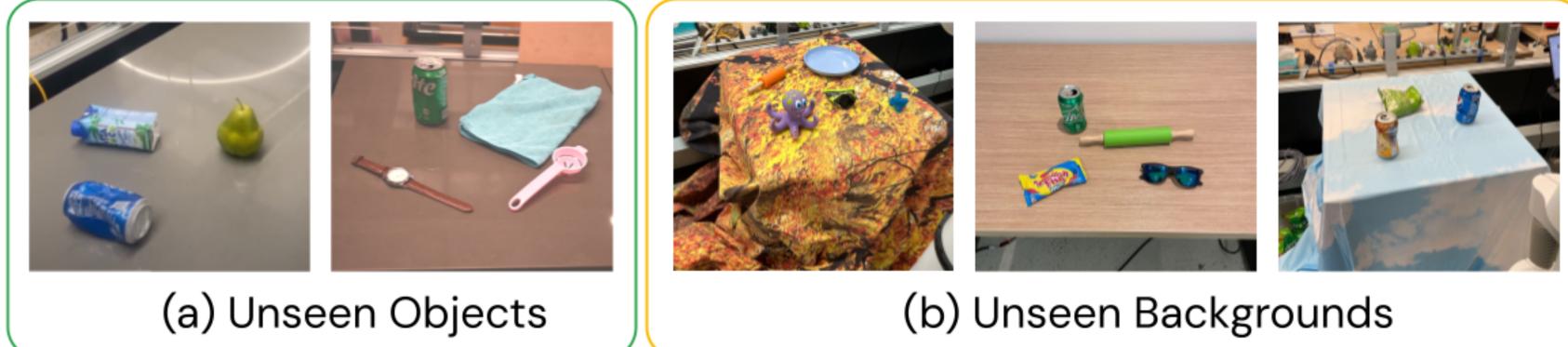
# Results: Emergent skills

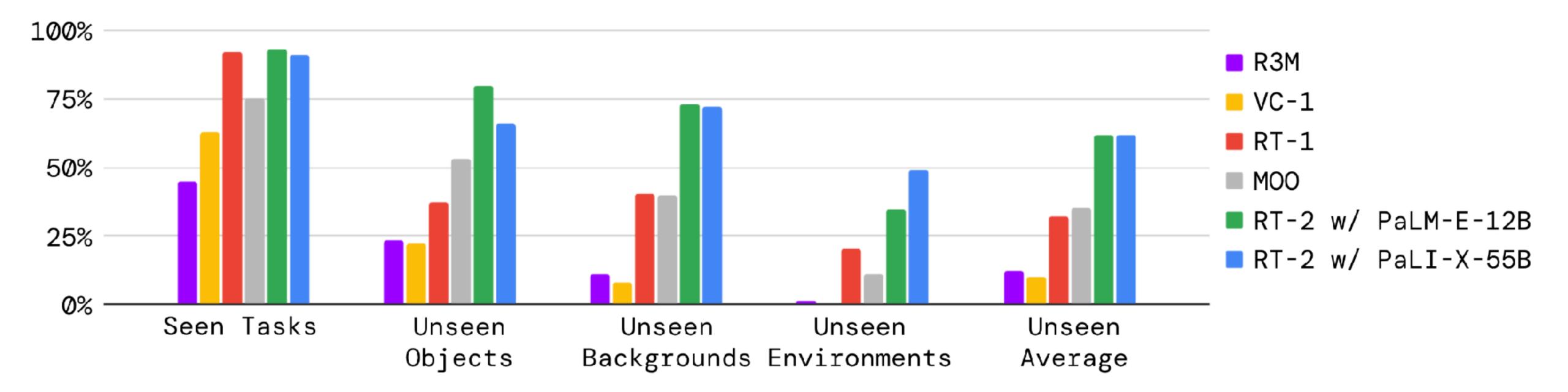


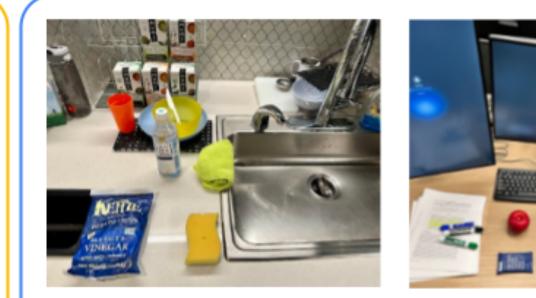
## Results: Emergent skills



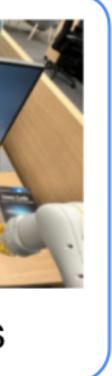
## Results: Quantitative evals



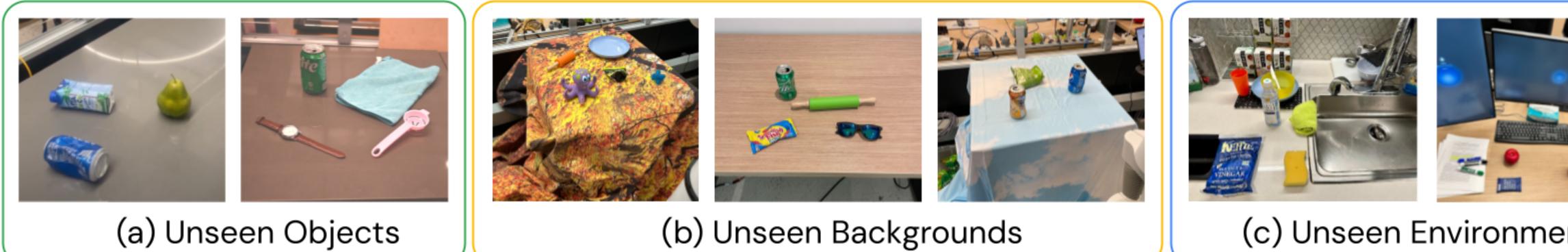




#### (c) Unseen Environments



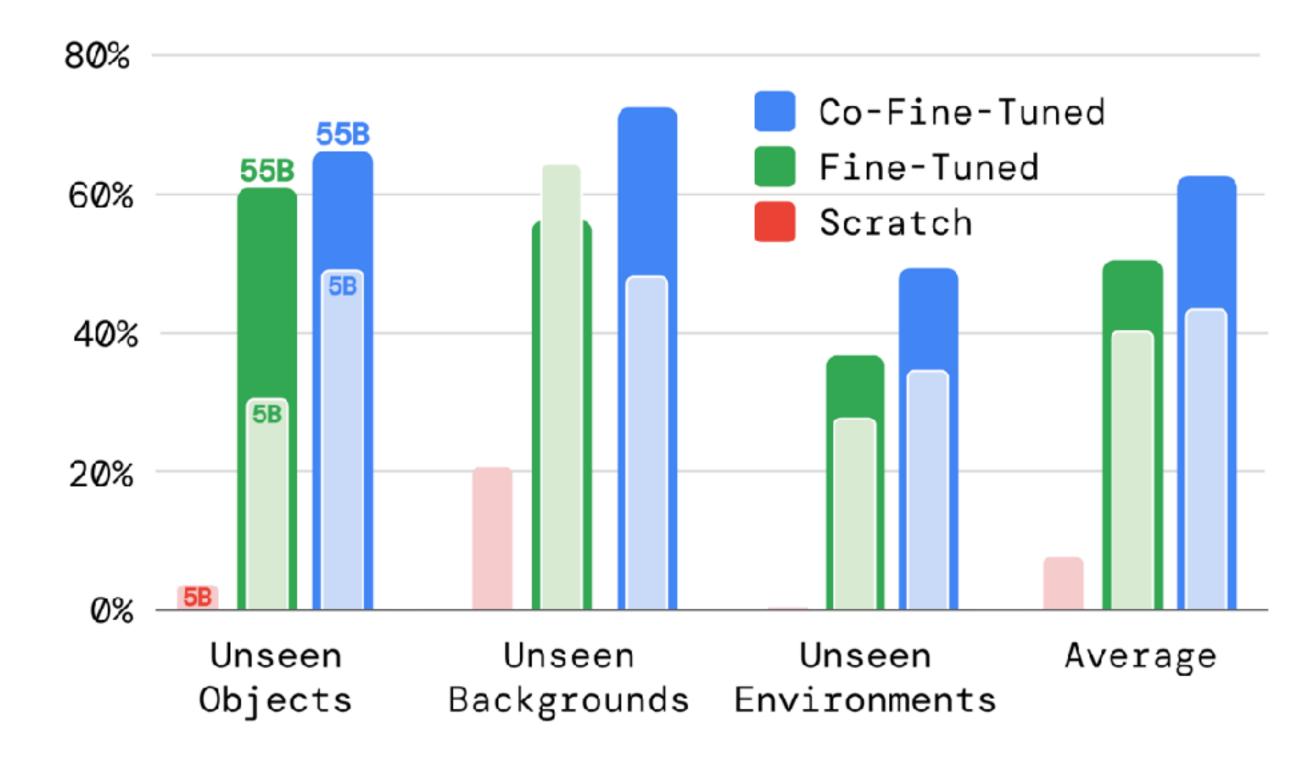
# **Results: Quantitative evals**



## **RT2 w/ PaLI-X-55B ablations**

- Co-Fine-Tuning with VQA data
- Fine-Tuning on robot data only
- Training on robot data from scratch

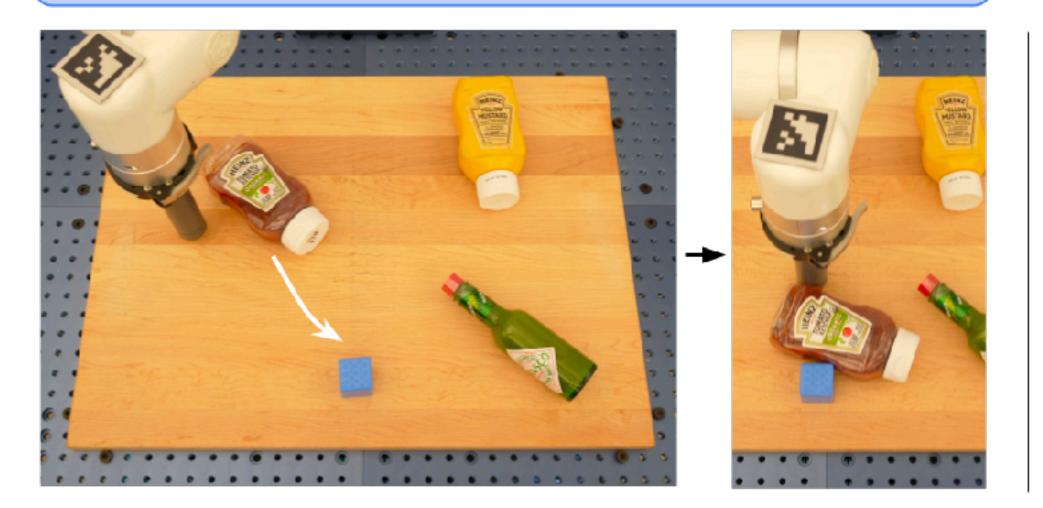
#### (c) Unseen Environments





# Results: Language Table

#### Push the ketchup to the blue cube

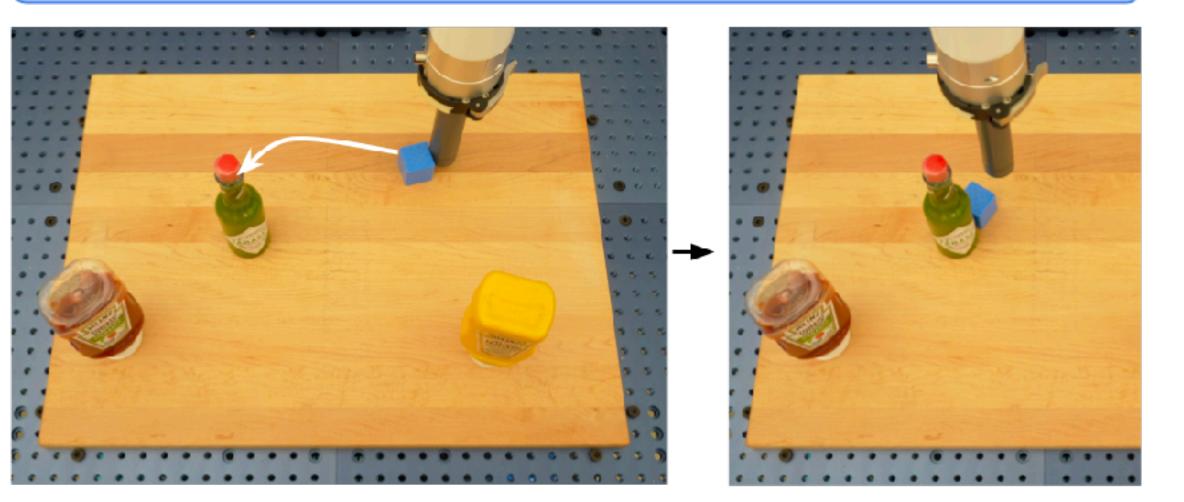


## Language Table Benchmark

- Trained on pushing cubes only
- Generalizing to new objects

BC R' L

#### Push the blue cube to the tabasco



Model	Language-Table
C-Zero (Jang et al., 2021) T-1 ( <mark>Brohan et al., 2022</mark> )	72 ± 3 74 ± 13
AVA (Lynch et al., 2022)	77 ± 4
RT-2-PaLI-3B (ours)	<b>90</b> ± 10

# Results: Chain-of-Thought with RT-2-PaLM-E

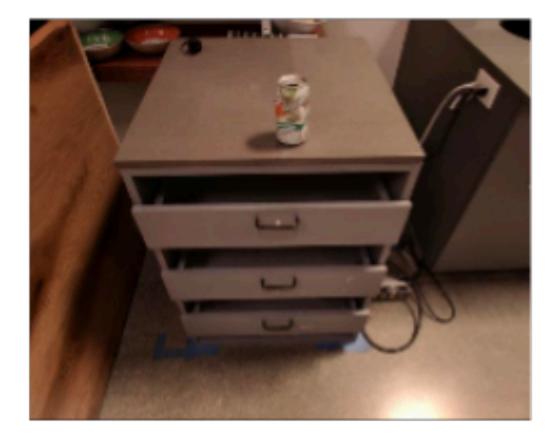
Prompt:

Given <img> Instruction: Bring me a drink. Prediction: Plan: pick 7up can. Action: 1 143 129 123 145 Plan: move green can near 114 115 127

#### Prompt:

Given <img> Instruction: Move all the objects together. Prediction:

green rice chip bag. Action: 1 128 126 127 135 123 119 127





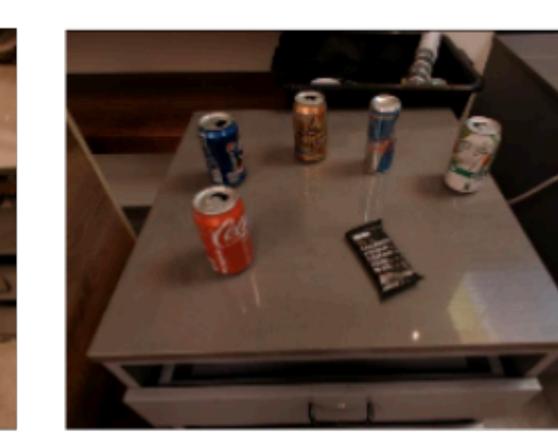
#### Prompt:

Given <img> I need to hammer a nail, what object from the scene might be useful? Prediction: Rocks. Action: 1 129 138 122 132 135 106 127



Prompt:

- Given <img> Instruction: Pick the object that is different from all other objects
- Prediction:
- Plan: pick rxbar
- chocolate. Action: 1 128 129 125 131 125 128 127

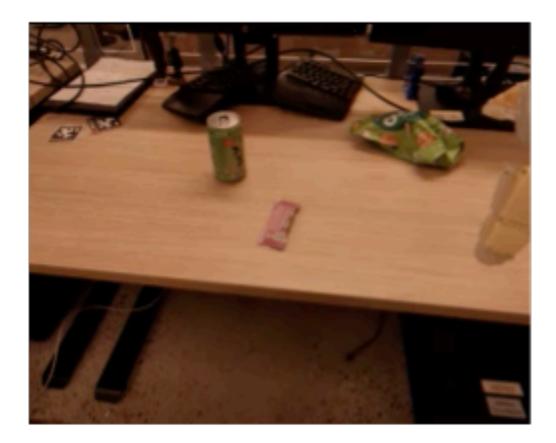


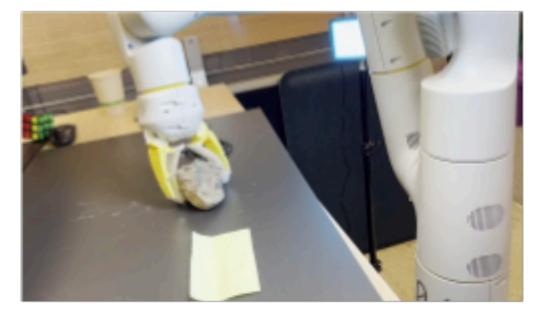
#### Prompt:

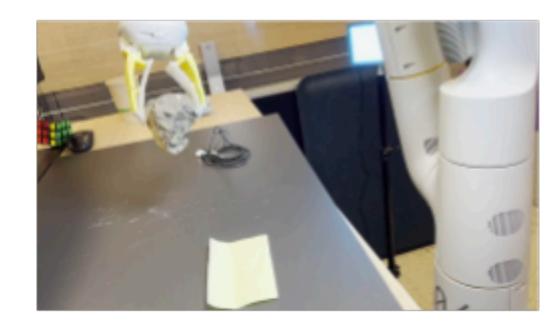
Given <img> Instruction: Move the green objects together.

Prediction:

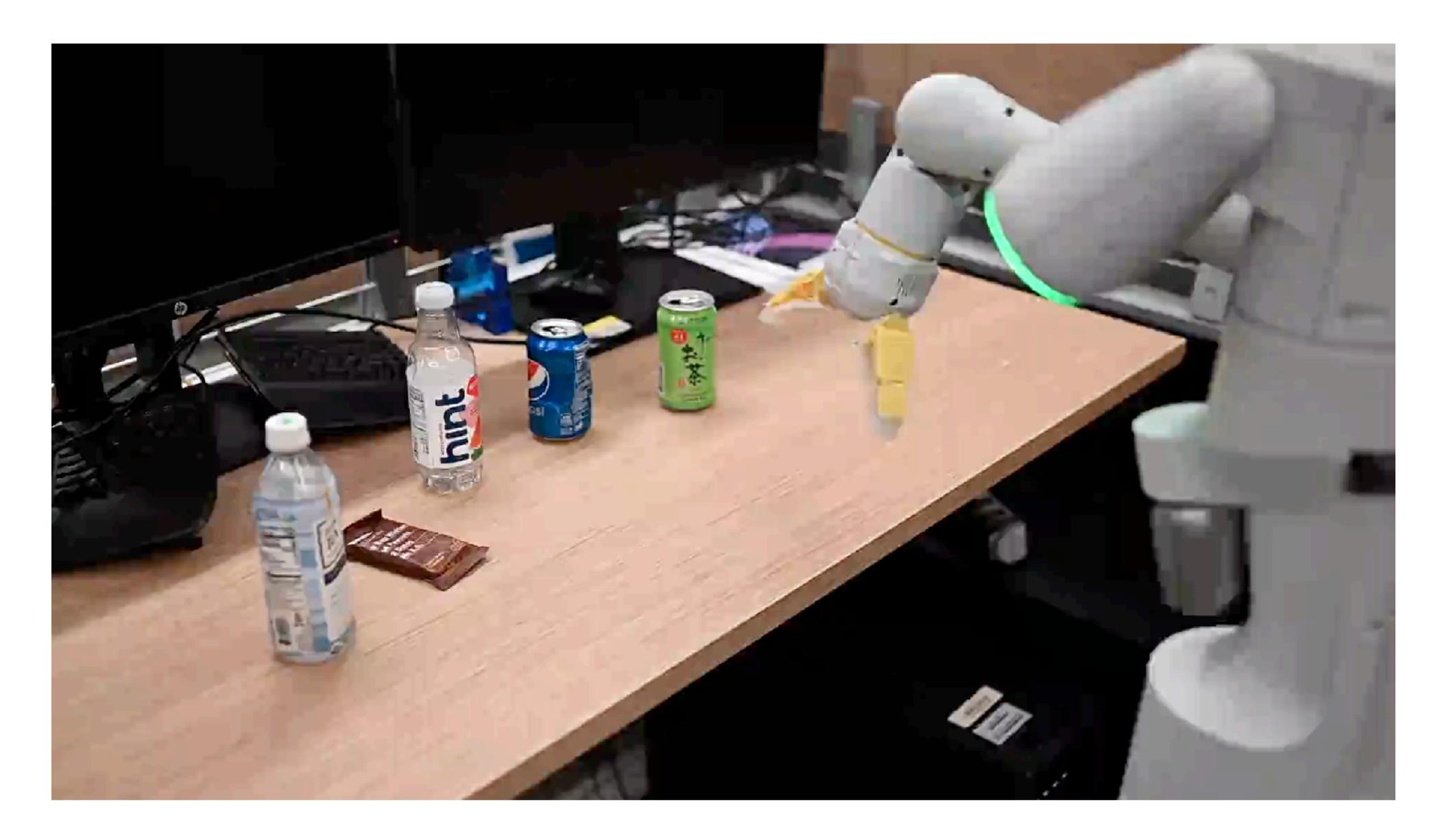
Plan: move green can near green rice chip bag. Action: 1 130 129 121 131 127 128 127



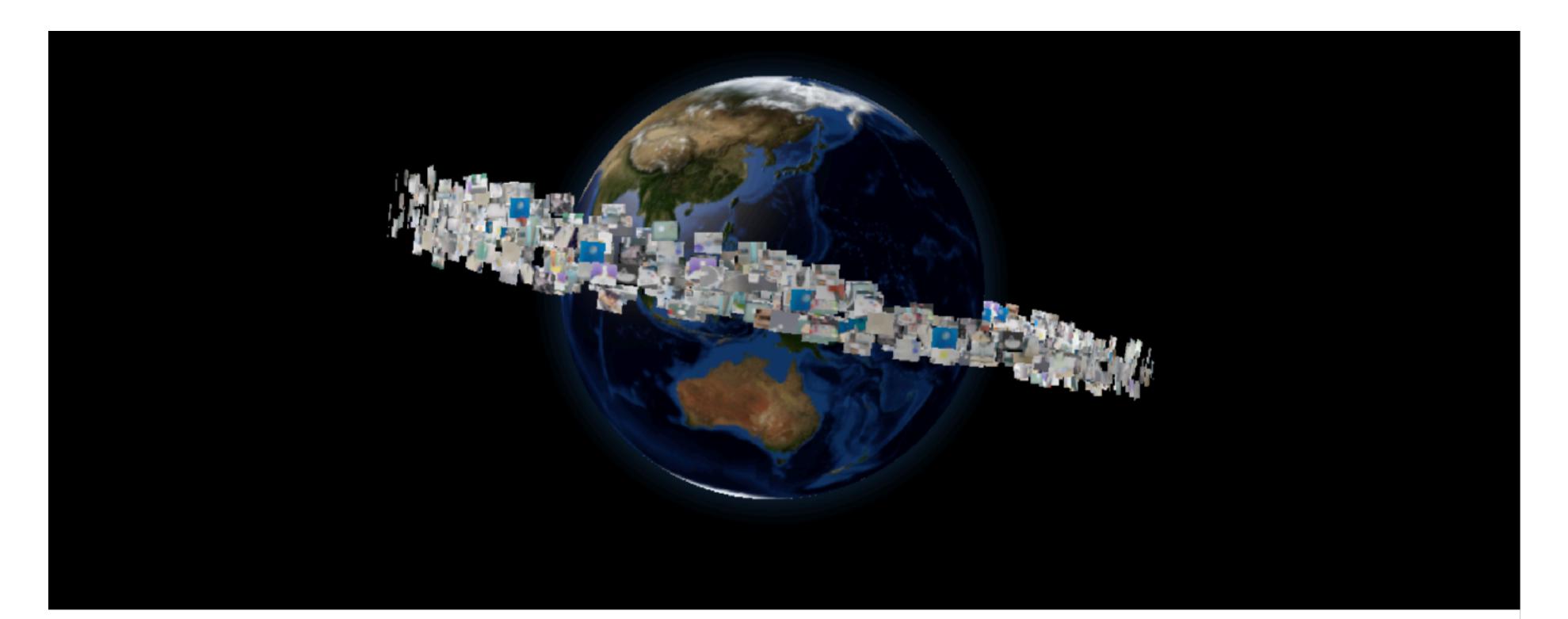




# Results: Chain-of-Thought with RT-2-PaLM-E



# Project idea: Open-source VLMs on RT-X data



# Open X-Embodiment: Robotic Learning Datasets and RT-X Models

Open X-Embodiment Collaboration





# **Embodied Reasoning Through Planning with Language and Vision Foundation Models**

Georgia Tech CS 7643/4644: Deep Learning Fei Xia, Google DeepMind 11/7/2023

Google DeepMind