

An agent that can do many things
(by modeling the world)
Chelsea Finn



BERKELEY ARTIFICIAL INTELLIGENCE RESEARCH

UC Berkeley

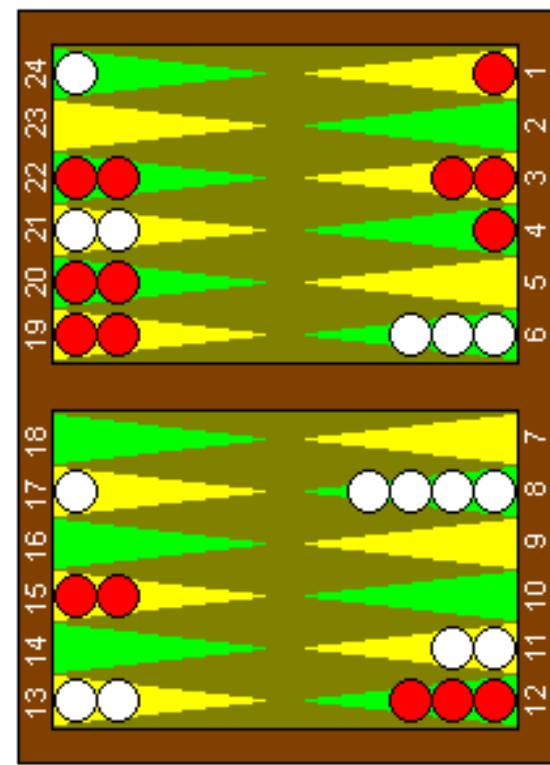


Google Brain



Stanford

Impressive Feats in AI



TD Gammon



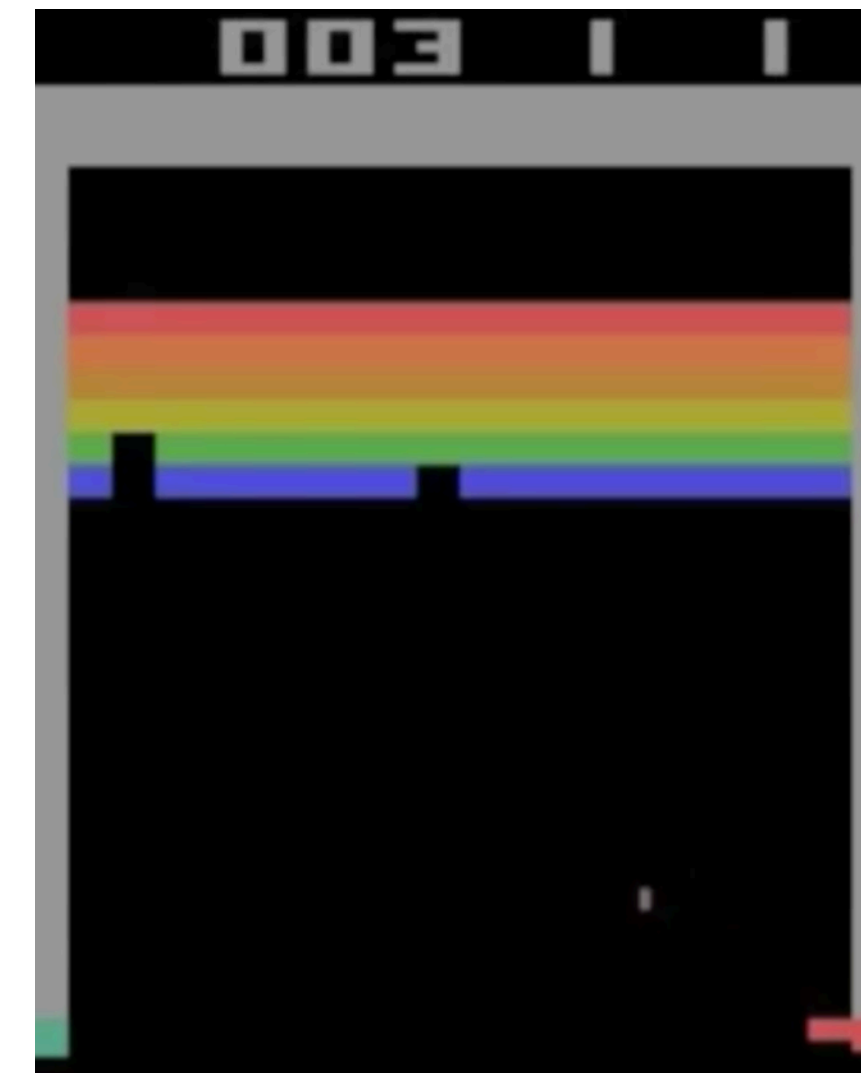
Watson



helicopter acrobatics



machine translation



DQN



Why are these impressive?

They perform a **complex task** very well, sometimes even better than a human.

“specialists”

What is equally important:
but not impressive
(on the surface)

Generality: ability to perform many tasks

How can we build *generalists*?

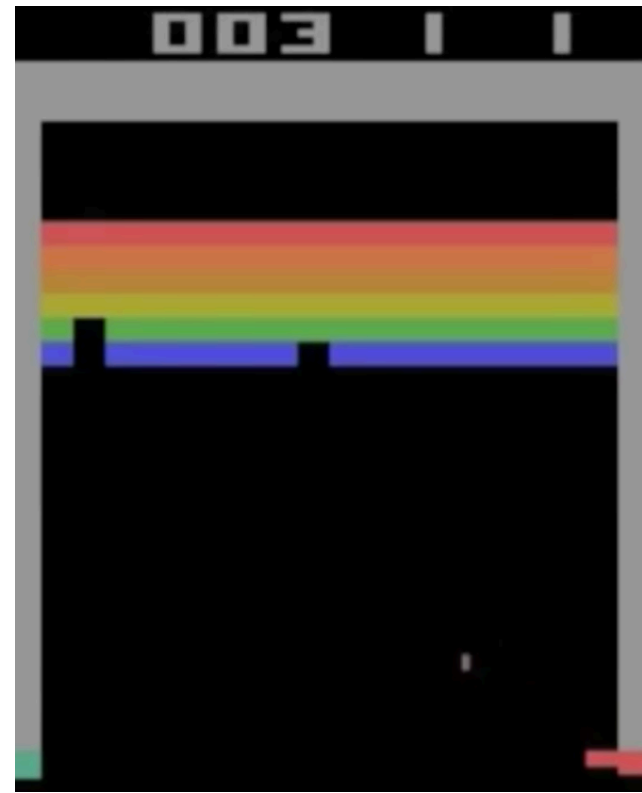


Simple, yet **general**, manipulation skills are beyond the scope of current methods.

It turns out — the **simpler**, but **broader** capabilities are **really hard**.
(Moravec's Paradox)

This talk: can we do the **unimpressive** things?

Can we build an agent that can do **many tasks**?

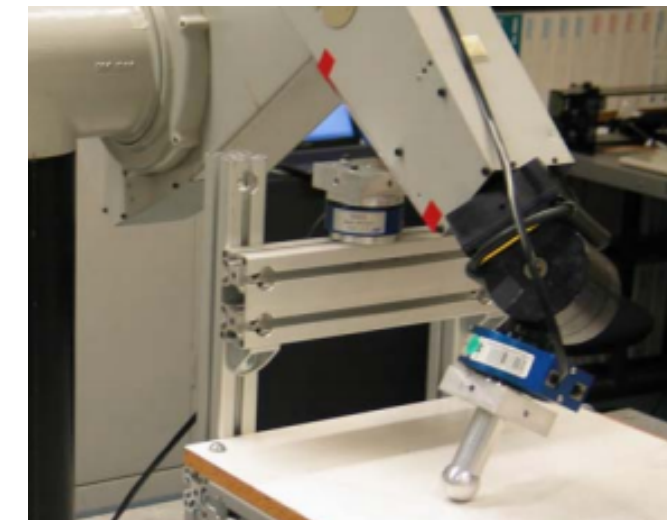


learning a **policy** in
a **closed universe**

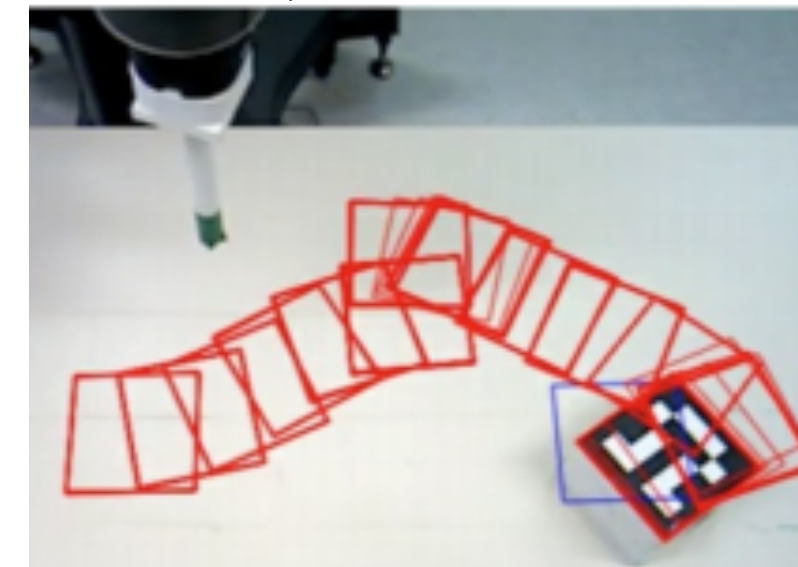


learn **general-purpose** model
+
plan with model **for many tasks**

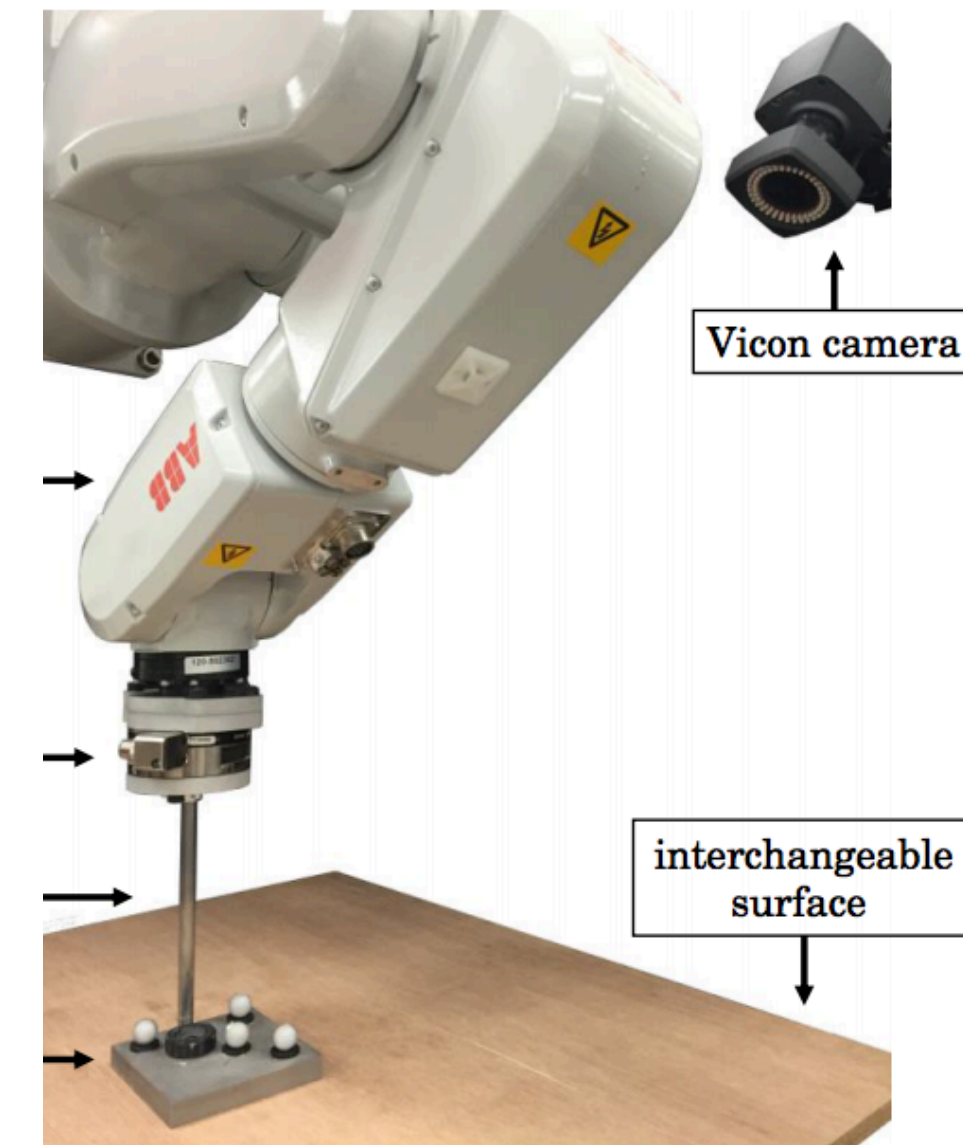
model-based control



Petrovskaya, Park, Khatib '07



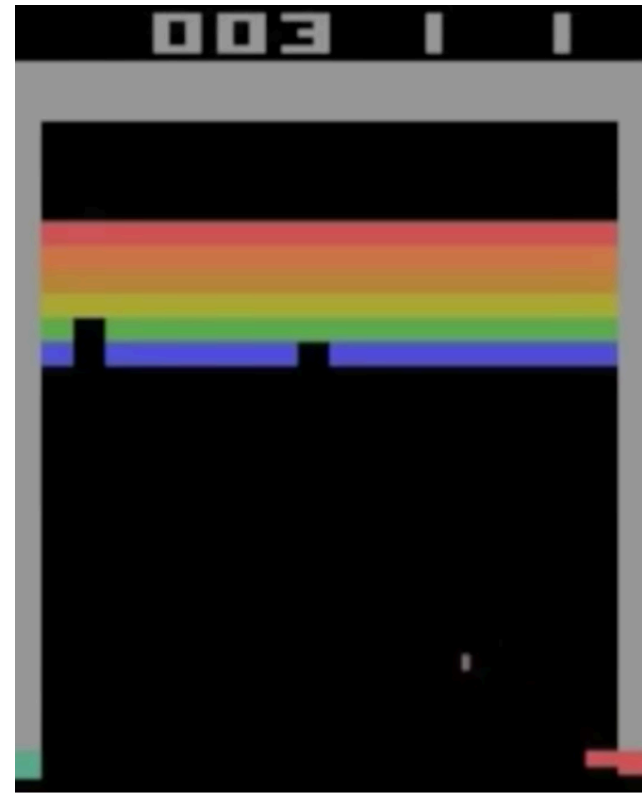
Arruda, Mathew, Kopicki,
Mistry, Azad, Wyatt '17



Yu, Bauza, Fazeli, Rodriguez '17

from **pixel observations**, with **limited supervision**, in the **physical world**

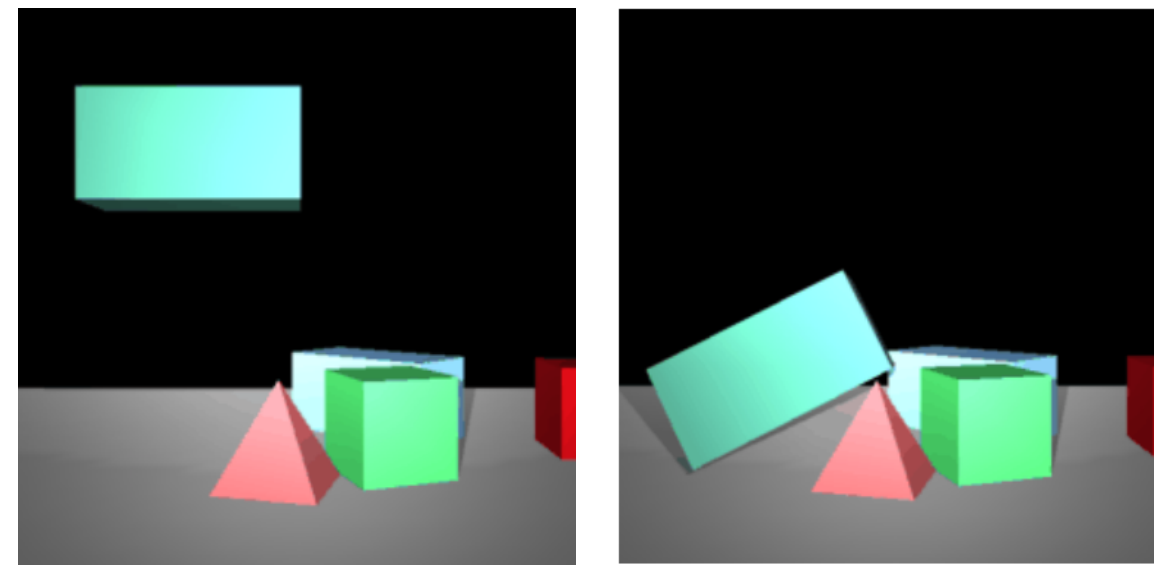
Can we build an agent that can do **many tasks**?



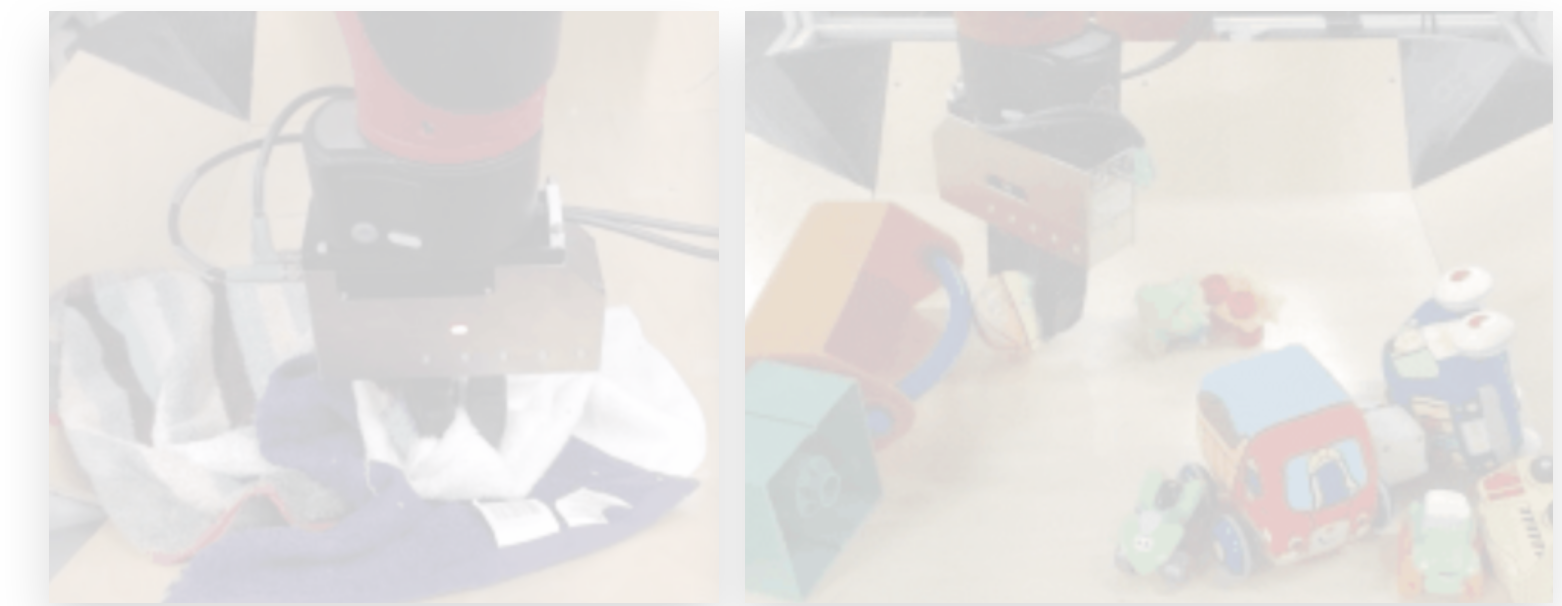
learning a **policy** in
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structured latent space
model for long-horizon tasks

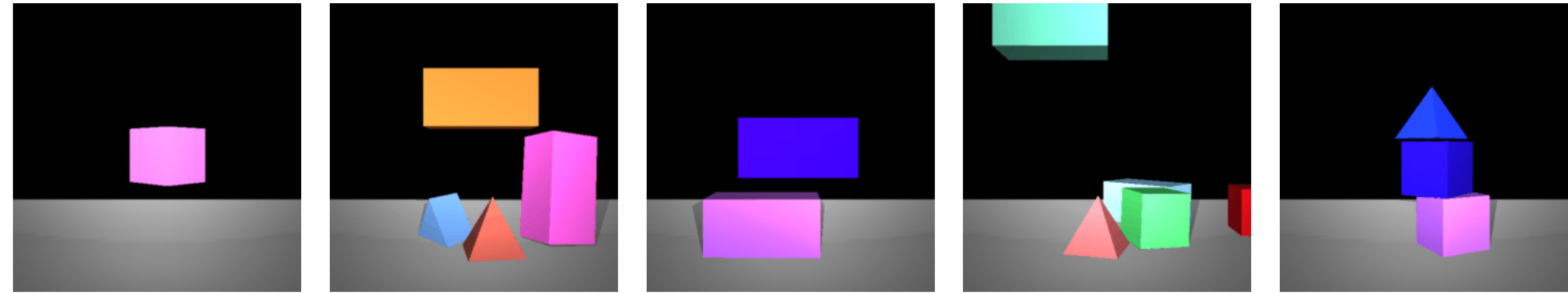


modeling **diverse, open-**
world environments

from **pixel observations**, with **limited supervision**, in the **physical world**

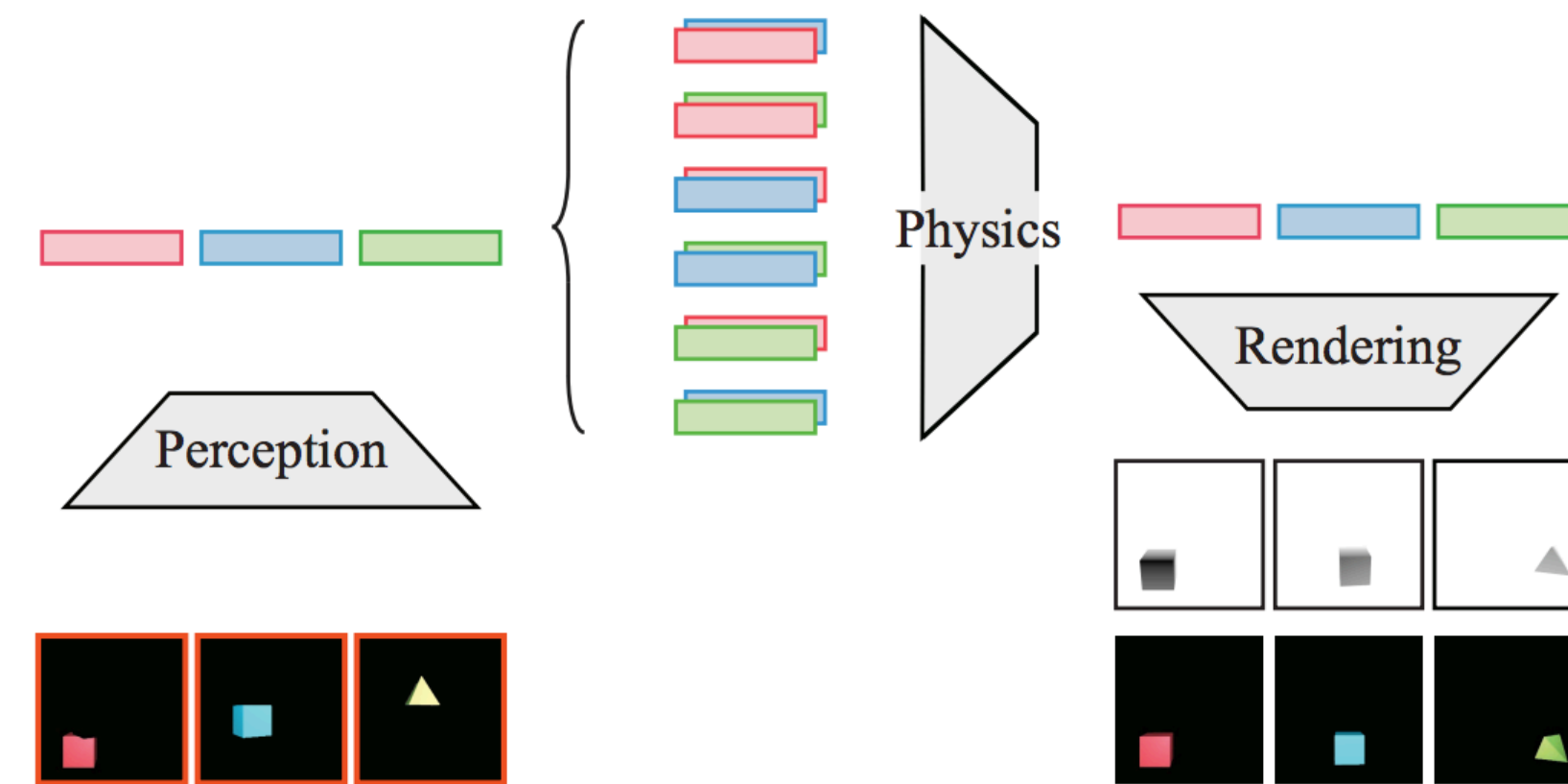
1. Collect **diverse** interactions

Greater diversity \rightarrow more general-purpose model



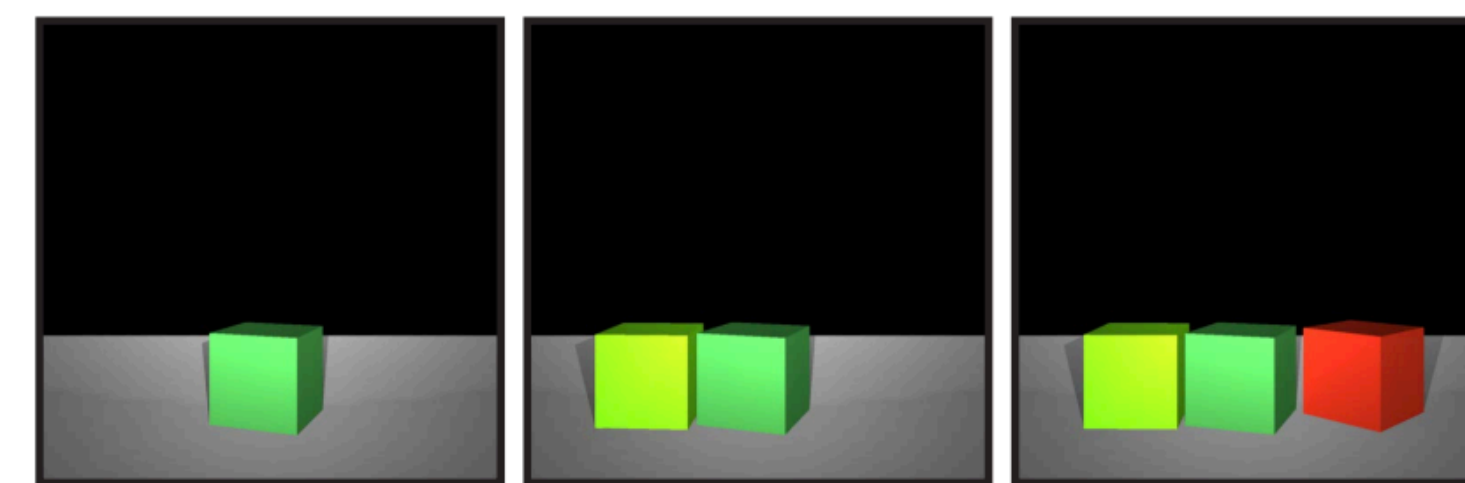
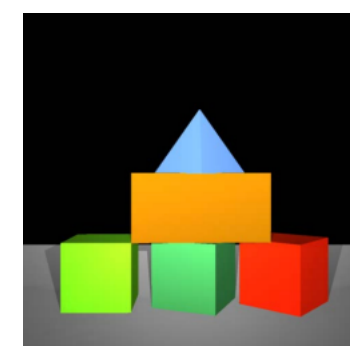
2. Learn **structured** representation & model

Structure \rightarrow long-horizon reasoning

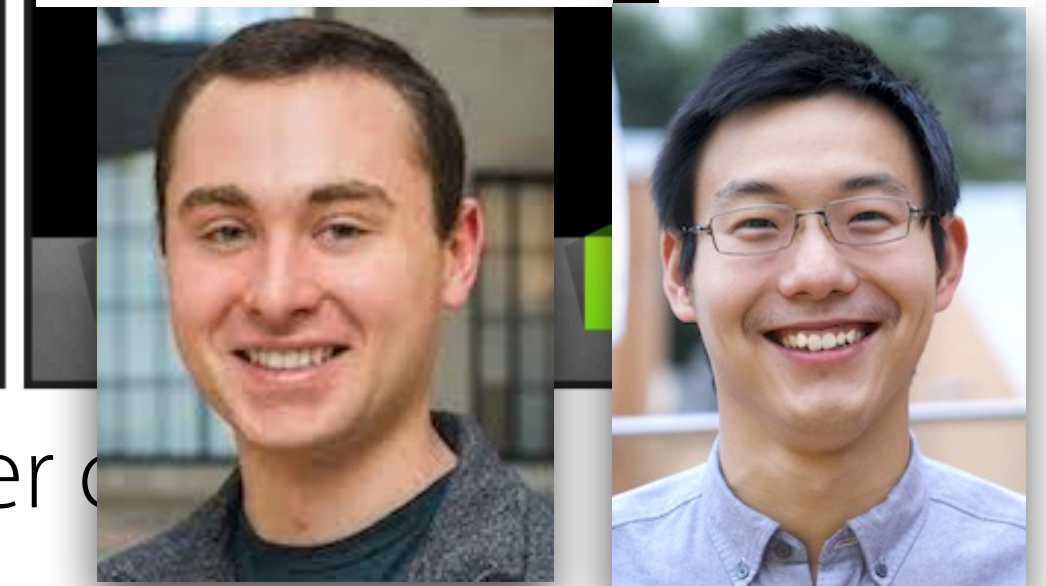


3. **Plan** using model

Online planning \rightarrow many tasks



Michael Janner | Jiajun Wu

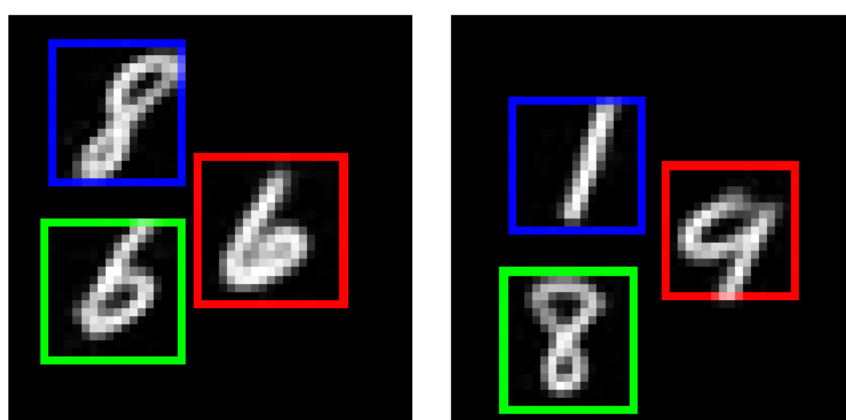


Goal: be able to build any tower of blocks

Learn **structured** representation & model *object-centric* model

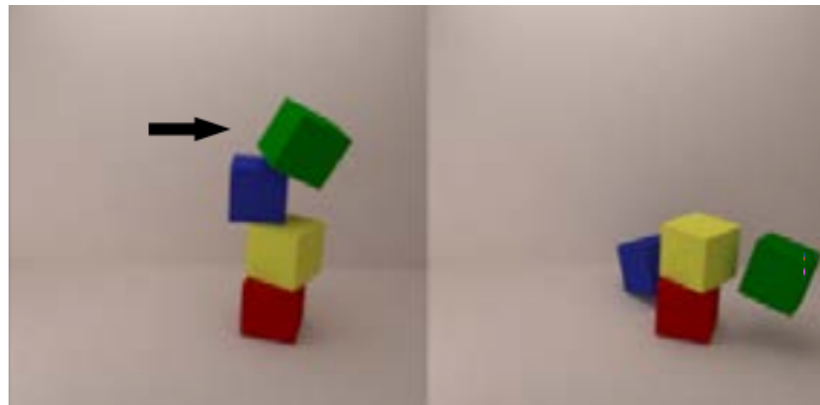
Assume: object segmentation masks for individual frames

Eslami et al. '16,
Kosiosek et al. '18



simple, 2D scenes

Wu et al. '17

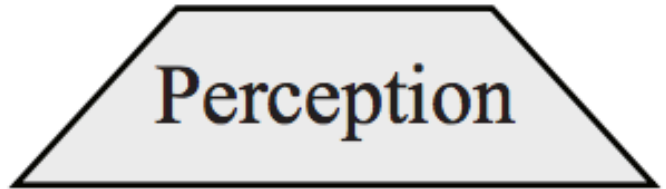


full supervision of
object properties



Learn **structured** representation & model *object-centric* model

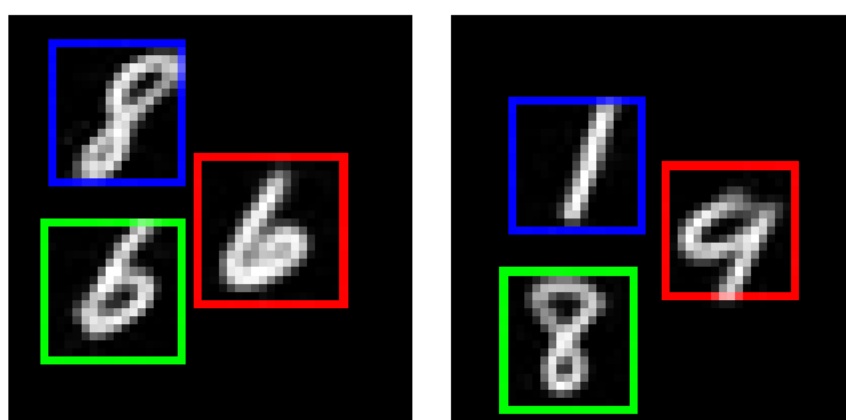
Assume: object segmentation masks for individual frames



↑ segment pixels

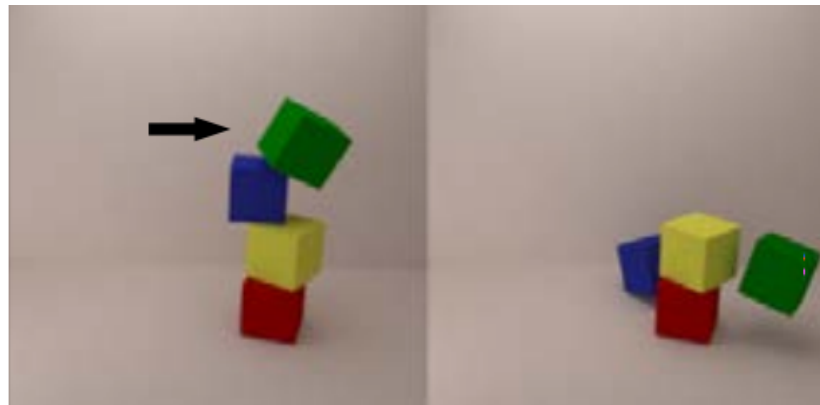


Eslami et al. '16,
Kosioerek et al. '18



simple, 2D scenes

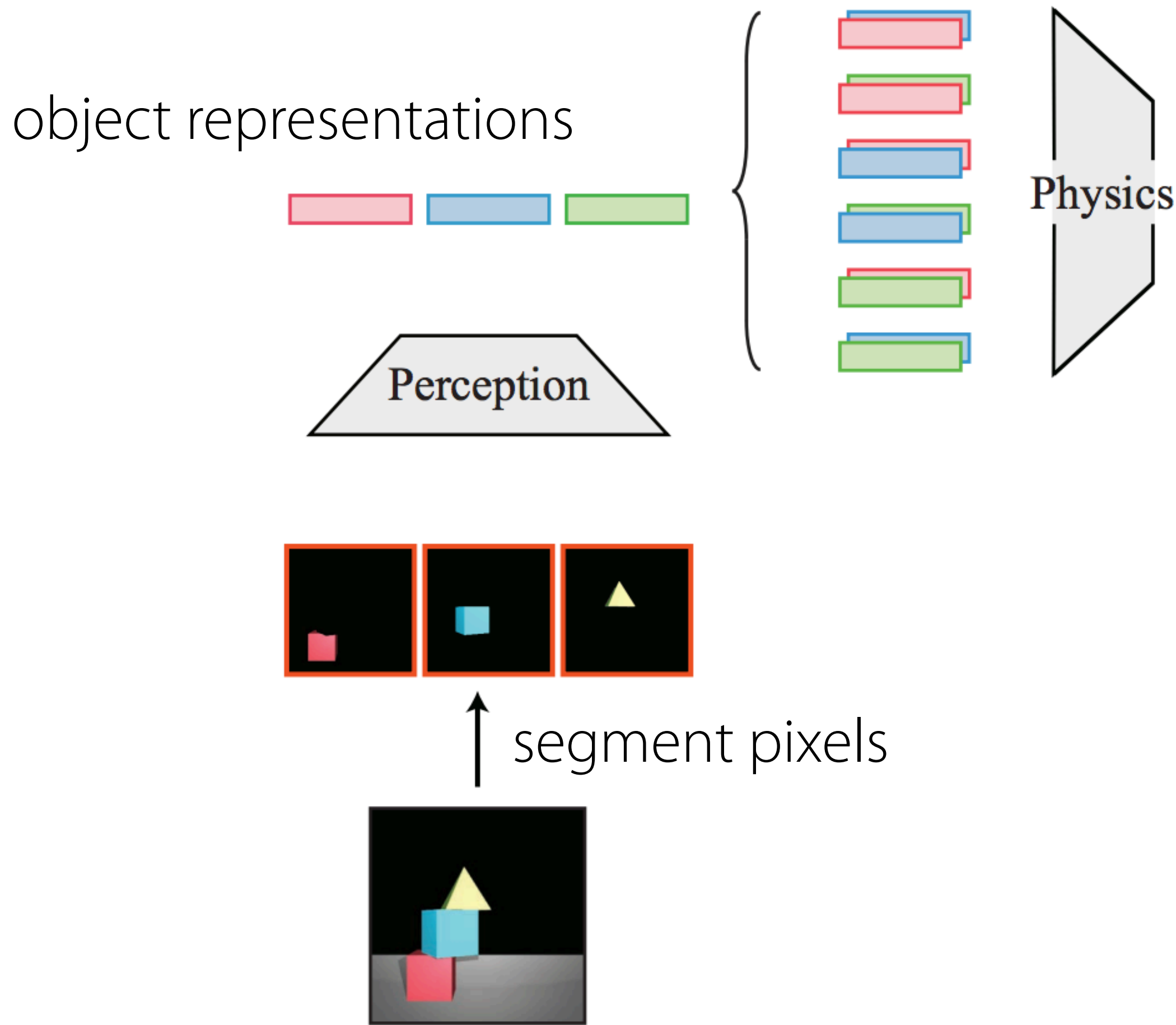
Wu et al. '17



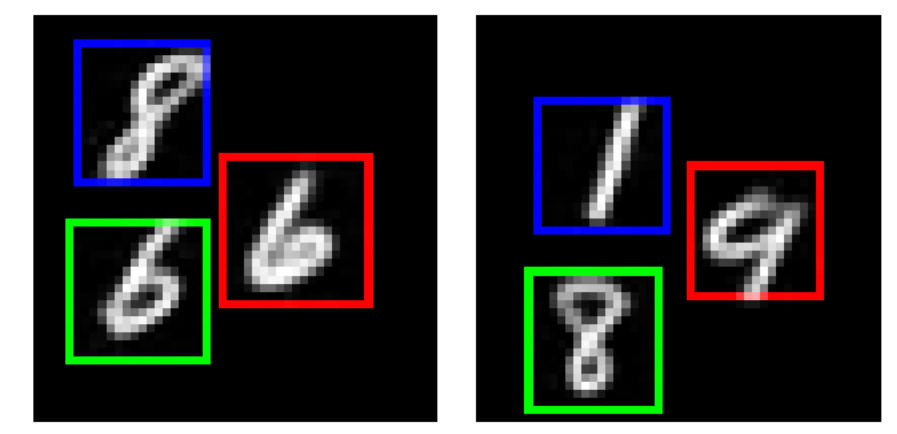
full supervision of
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Learn **structured** representation & model *object-centric* model

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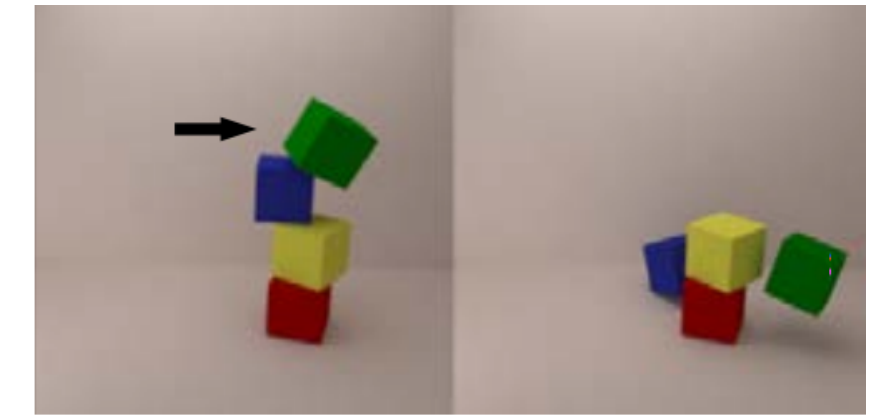


Eslami et al. '16,
Kosioerek et al. '18



simple, 2D scenes

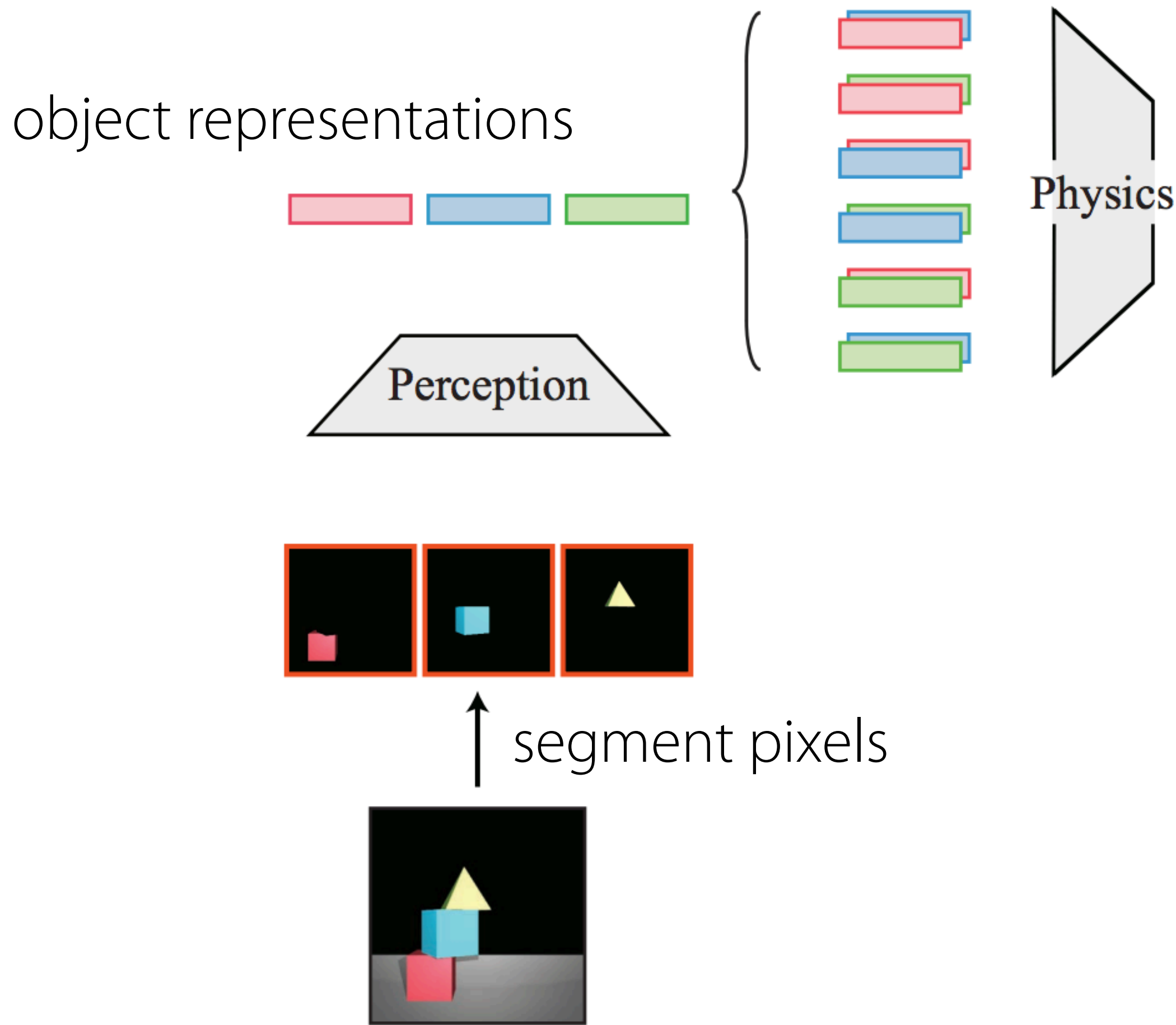
Wu et al. '17



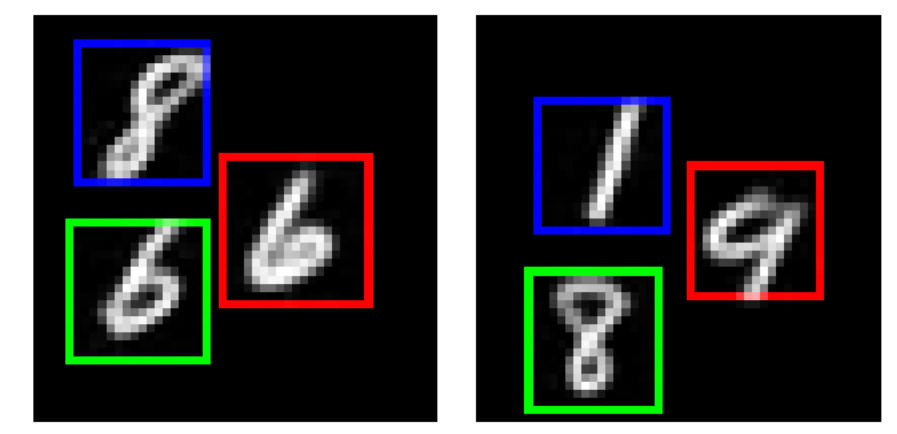
full supervision of
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Learn **structured** representation & model *object-centric* model

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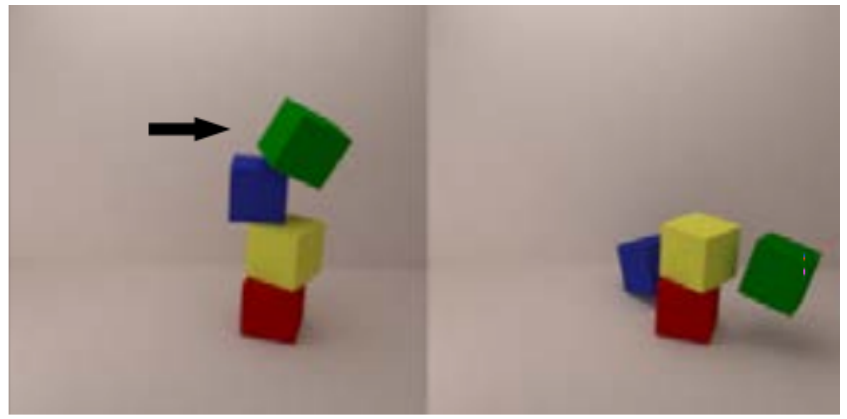


Eslami et al. '16,
Kosiorrek et al. '18



simple, 2D scenes

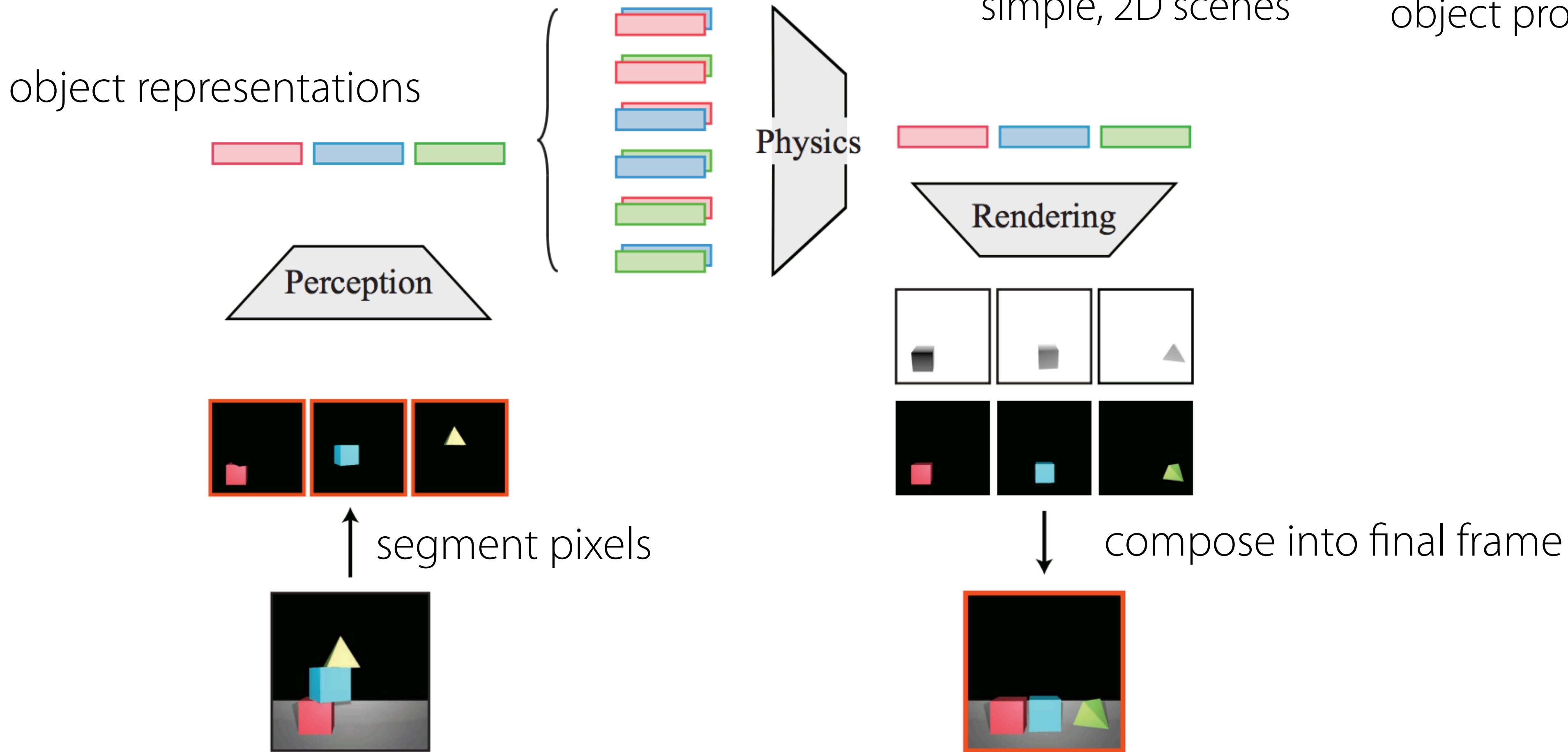
Wu et al. '17



full supervision of
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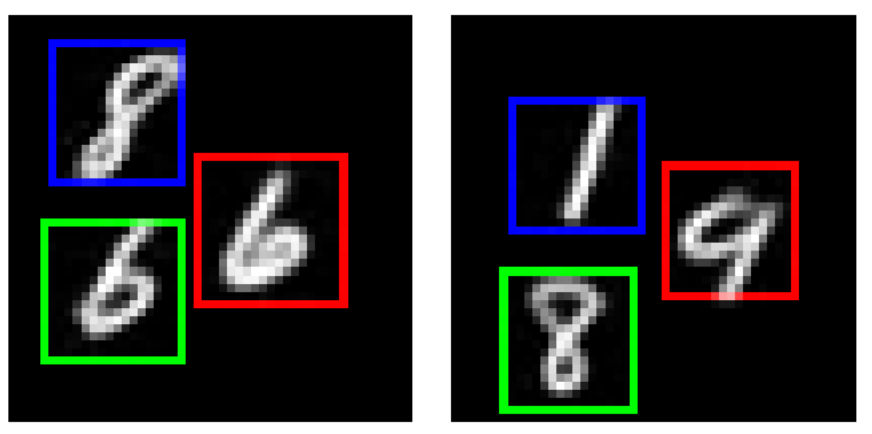
Learn **structured** representation & model *object-centric* model

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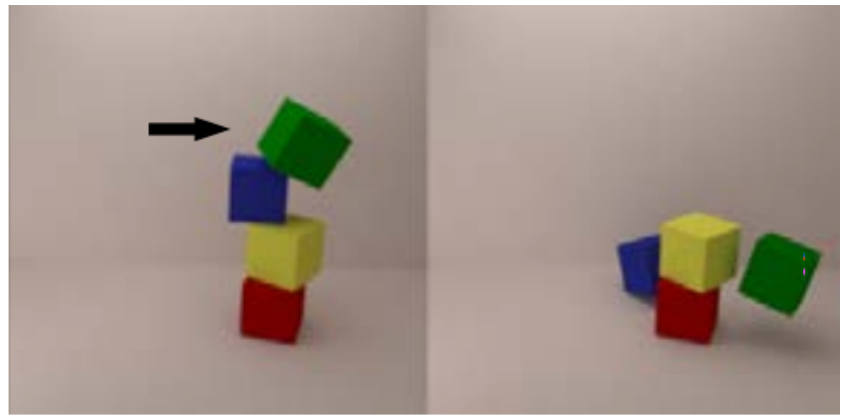
All modules trained with **reconstruction loss** (L_2+L_{VGG})

Eslami et al. '16,
Kosiorrek et al. '18



simple, 2D scenes

Wu et al. '17

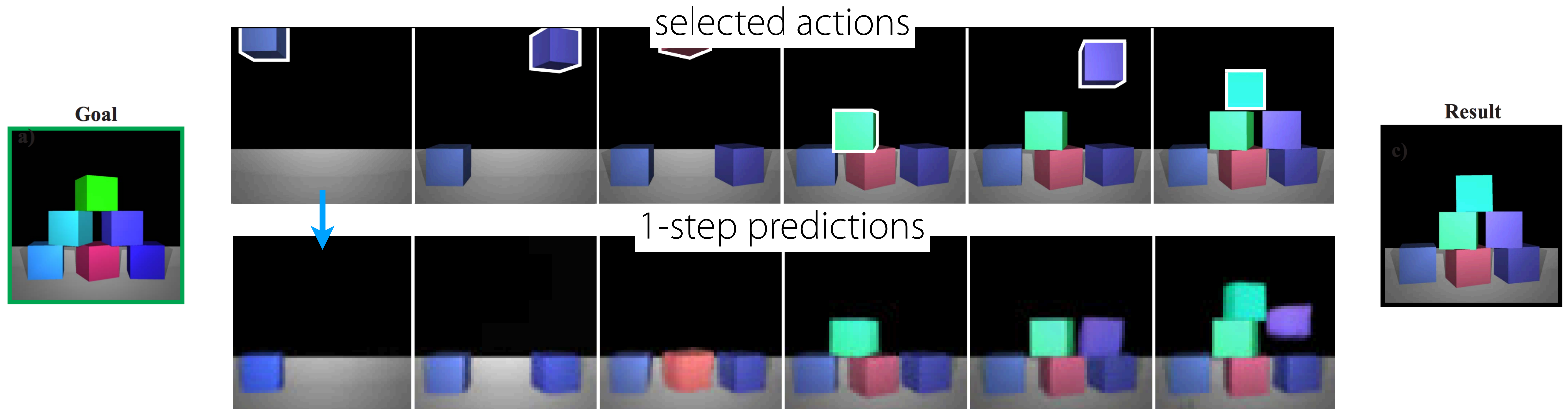


full supervision of
object properties

Plan using model

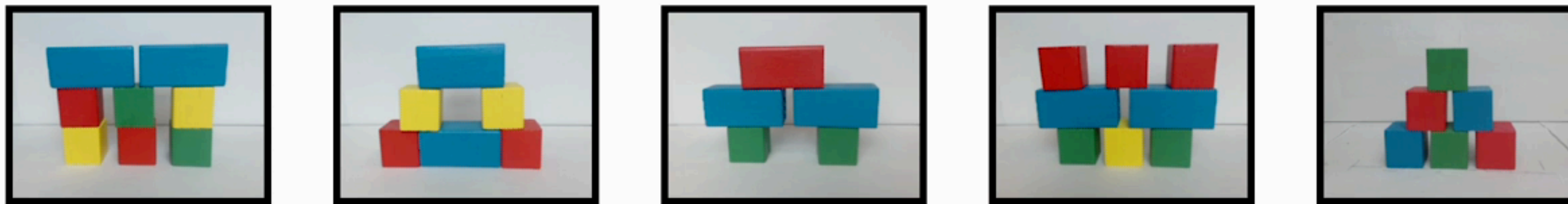
goal space: image of object configuration

action space: which object & where to drop

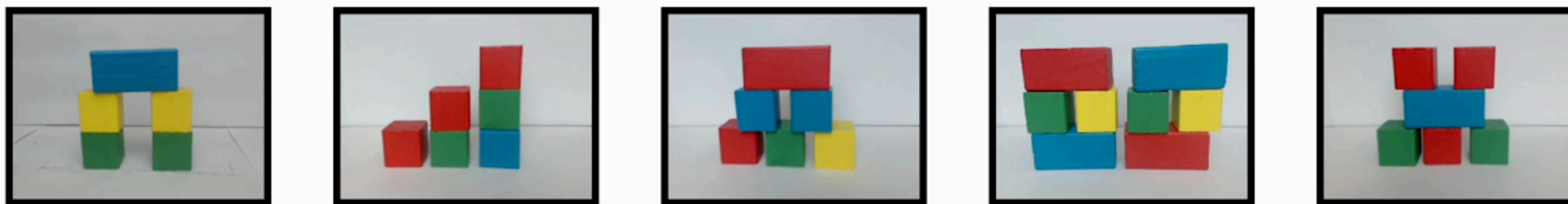


- **sampling-based, beam search** to plan action sequence
- evaluate action sequence based on **distance** in **latent space & pixel space**
- **replan** after each action

Real world performance with single mode



goal images

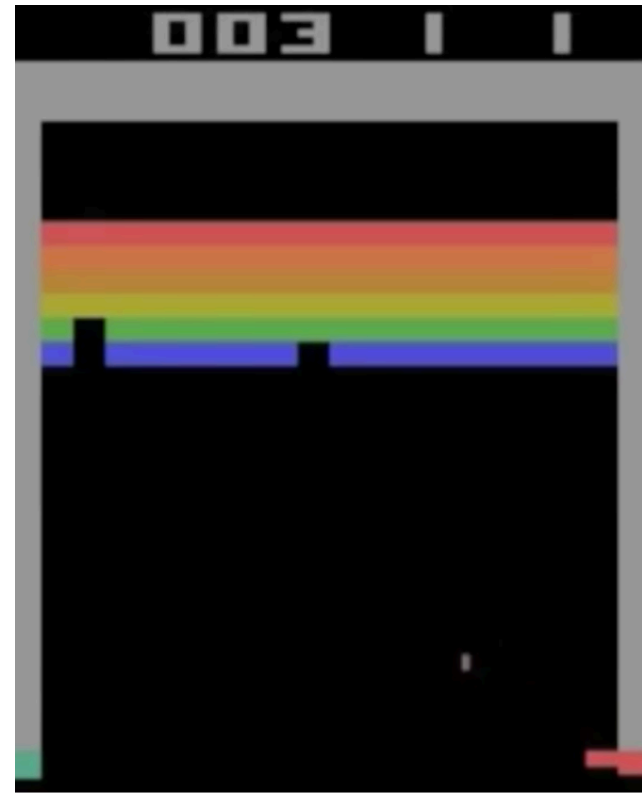


Takeaways

Learning model on diverse interactions → achieve **many** tasks

Structured latent space → achieve **complex, long-horizon** tasks

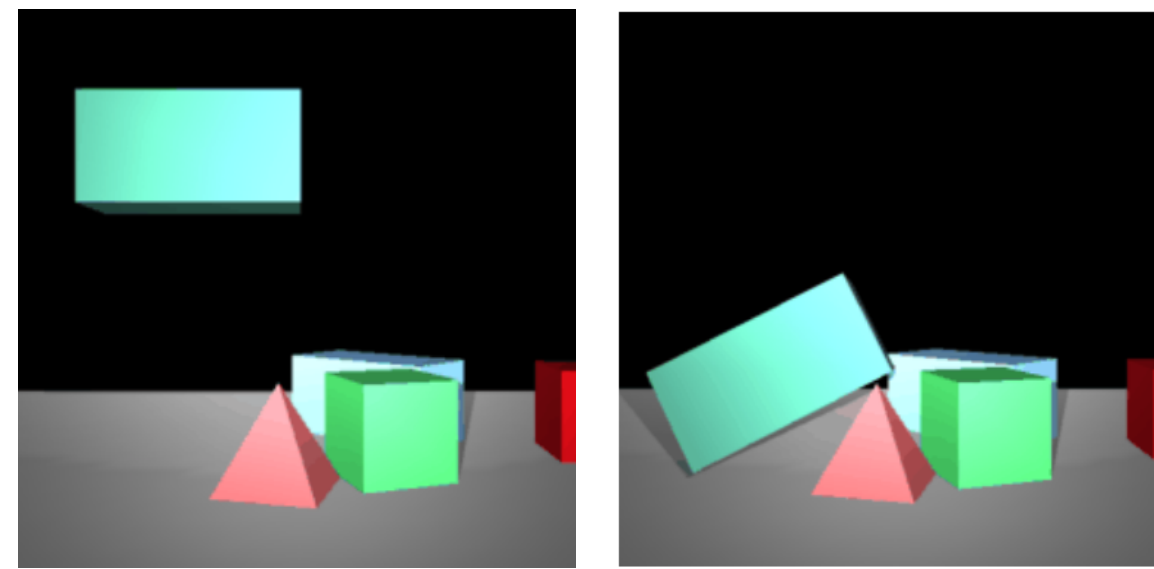
Can we build an agent that can do **many tasks**?



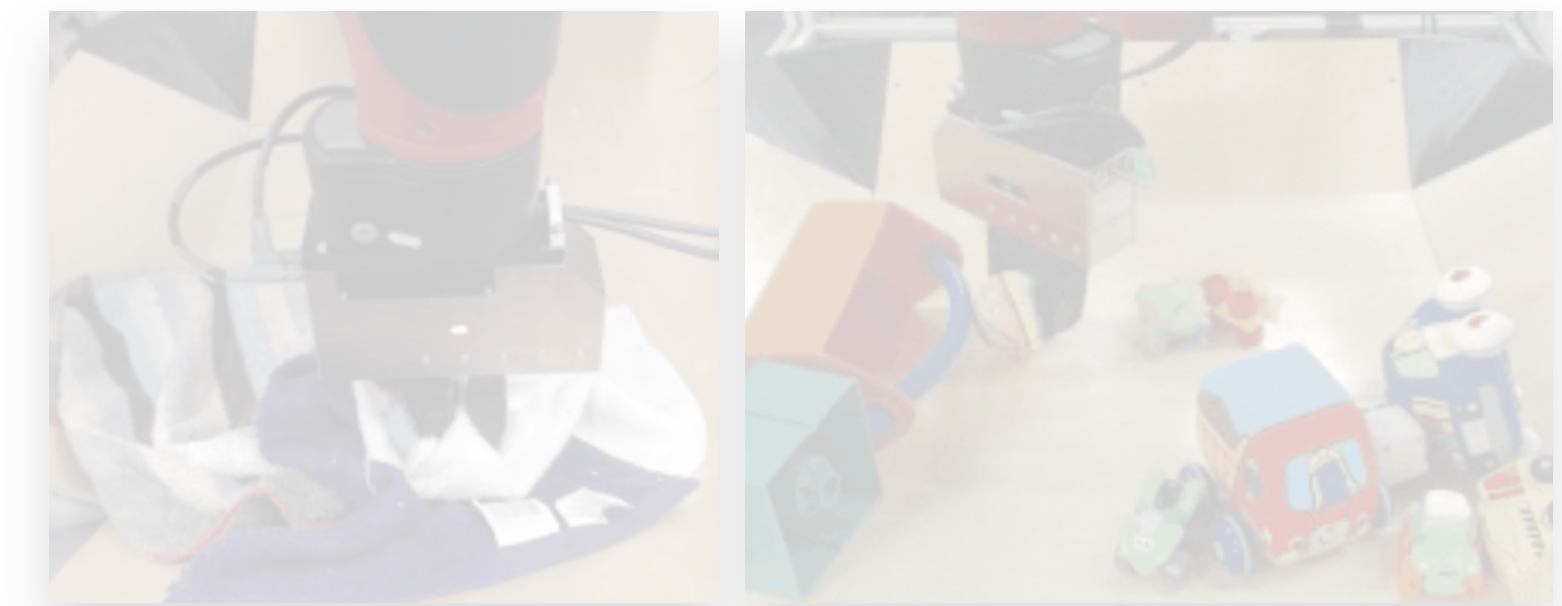
learning a **policy** in
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learn **general-purpose** model
+
plan with model **for many tasks**



structured latent space
model for long-horizon tasks



modeling **diverse, open-**
world environments

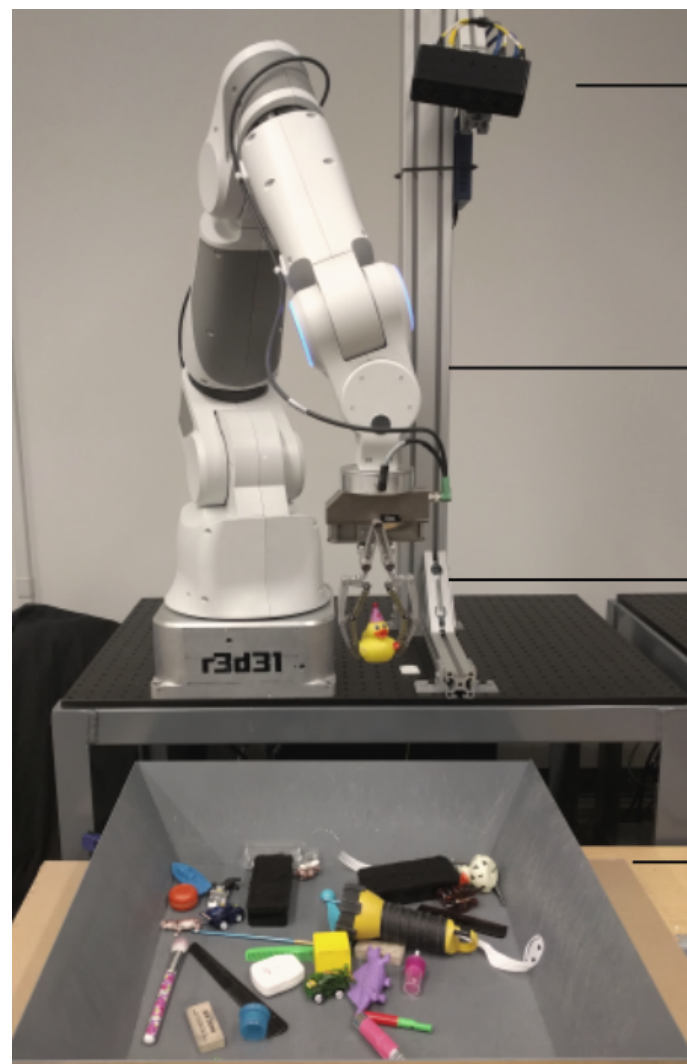
from **pixel observations**, with **limited supervision**, in the **physical world**

Diverse Open-World Environments

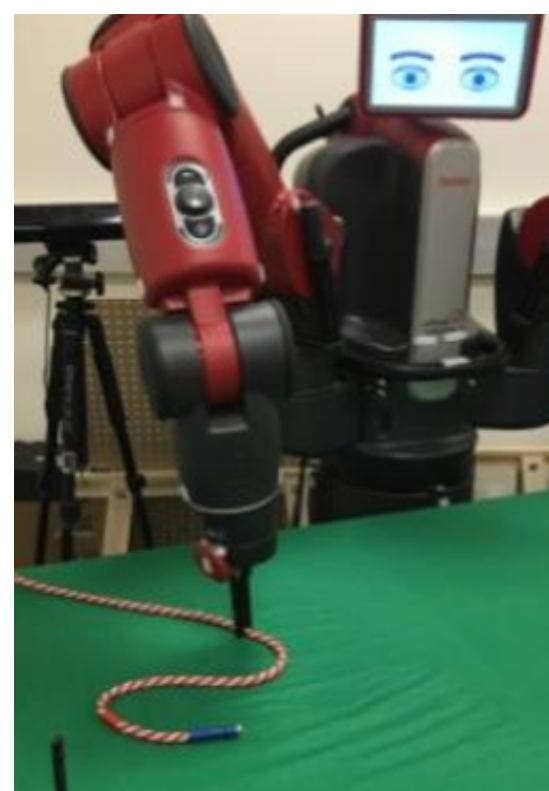
self-supervised robot learning



Pinto & Gupta '16



Levine, Pastor, Krizhevsky, Quillen '16



Nair*, Chen*, Agrawal*, Isola,
Abbeel, Malik, Levine '17

Our goal: generalize to **novel objects**
and, also to **many tasks**

(by learning a general-purpose model)

Overall approach: Collect data, learn model, plan to achieve many tasks

Learn to predict
 $I_t, a_{t:t+H} \rightarrow I_{t:t+H}$



Contrast to:



Models capture **general-purpose** knowledge about the world

Use **all** of the available supervision signal.

Also: No assumptions about task **representations**.

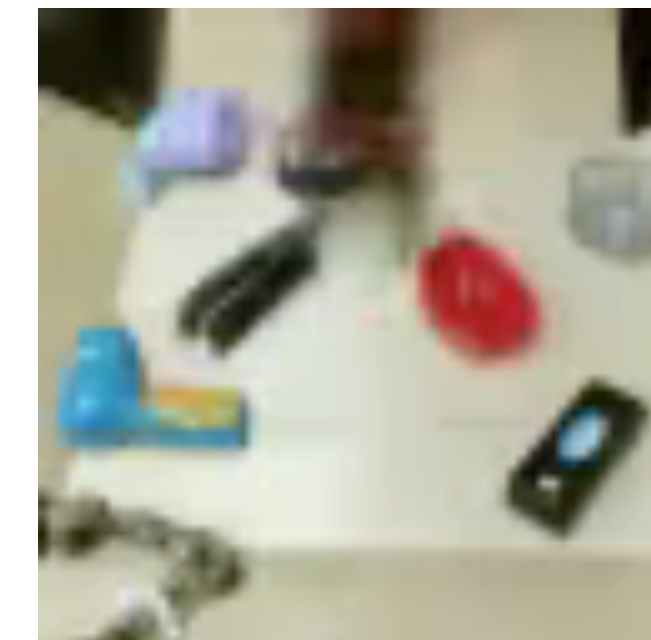
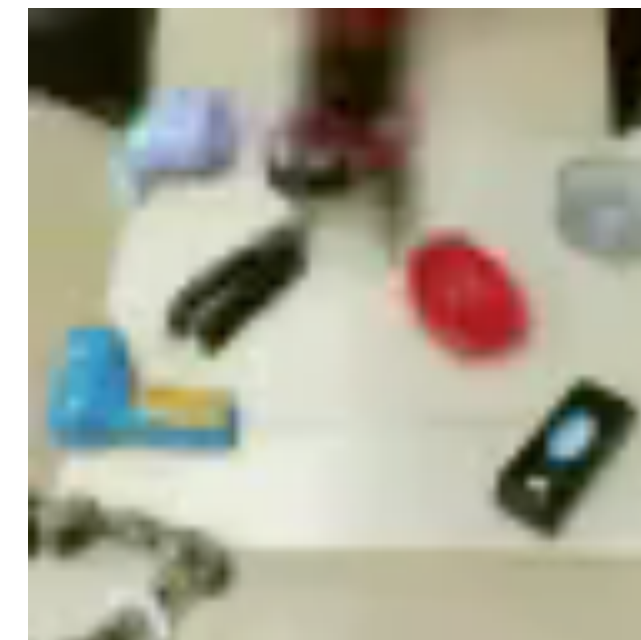
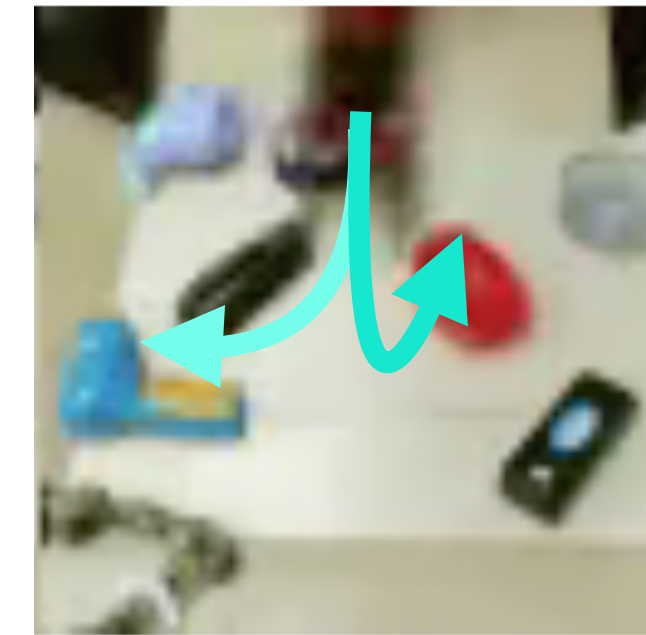


Are these models useful?

How can we use these models to plan?
(to achieve many human-specified goals)

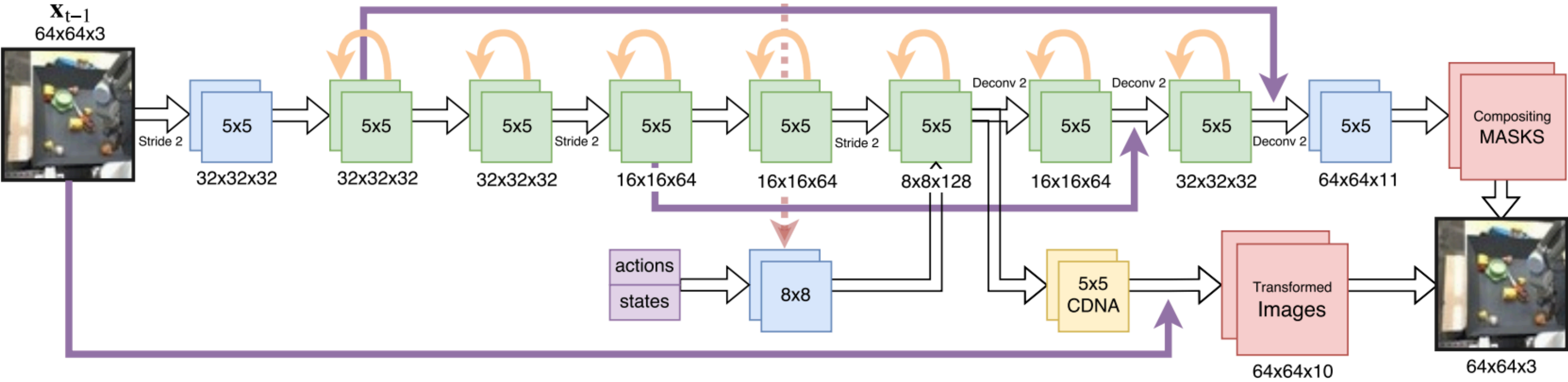
Planning with Visual Foresight

1. Consider potential action sequences
2. Predict the future for each action sequence
3. Pick best future & execute corresponding action
4. Repeat 1-3 to replan in real time



visual “model-predictive control” (MPC)

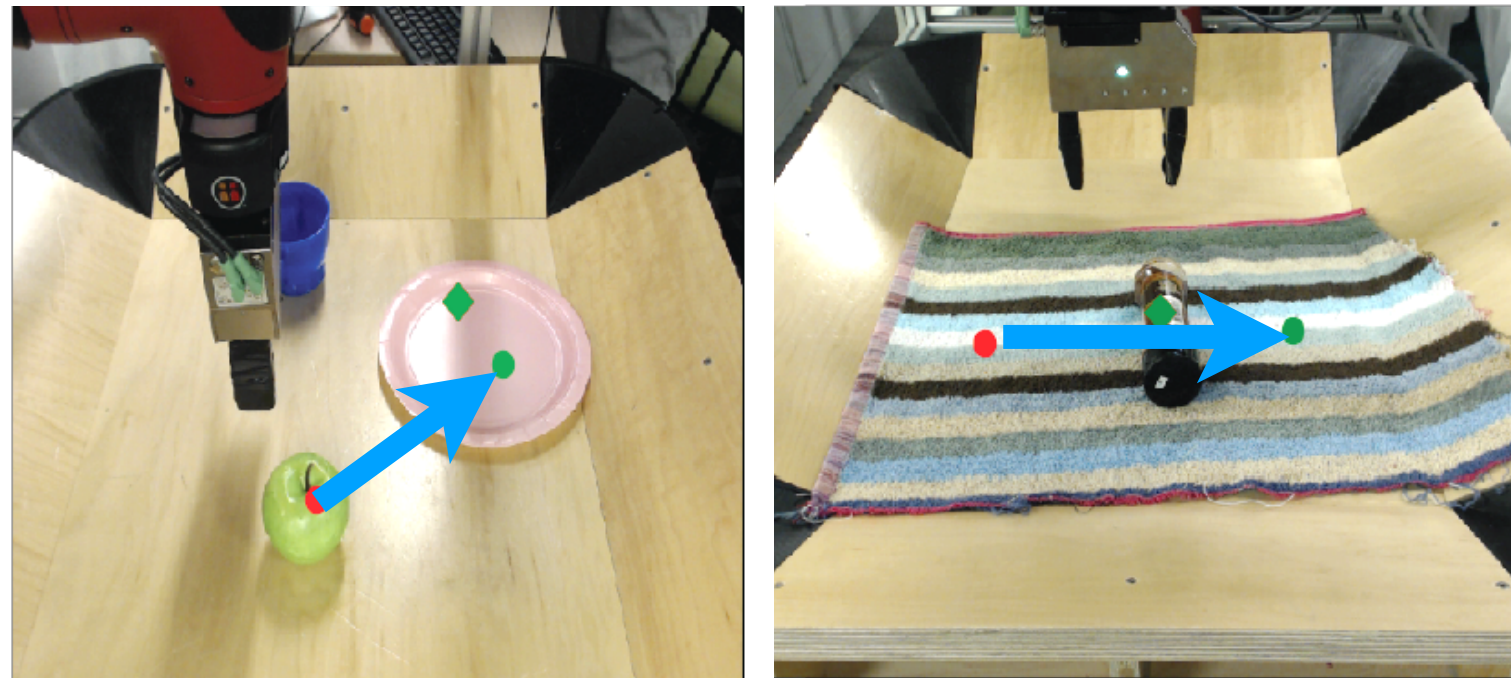
How to predict video?



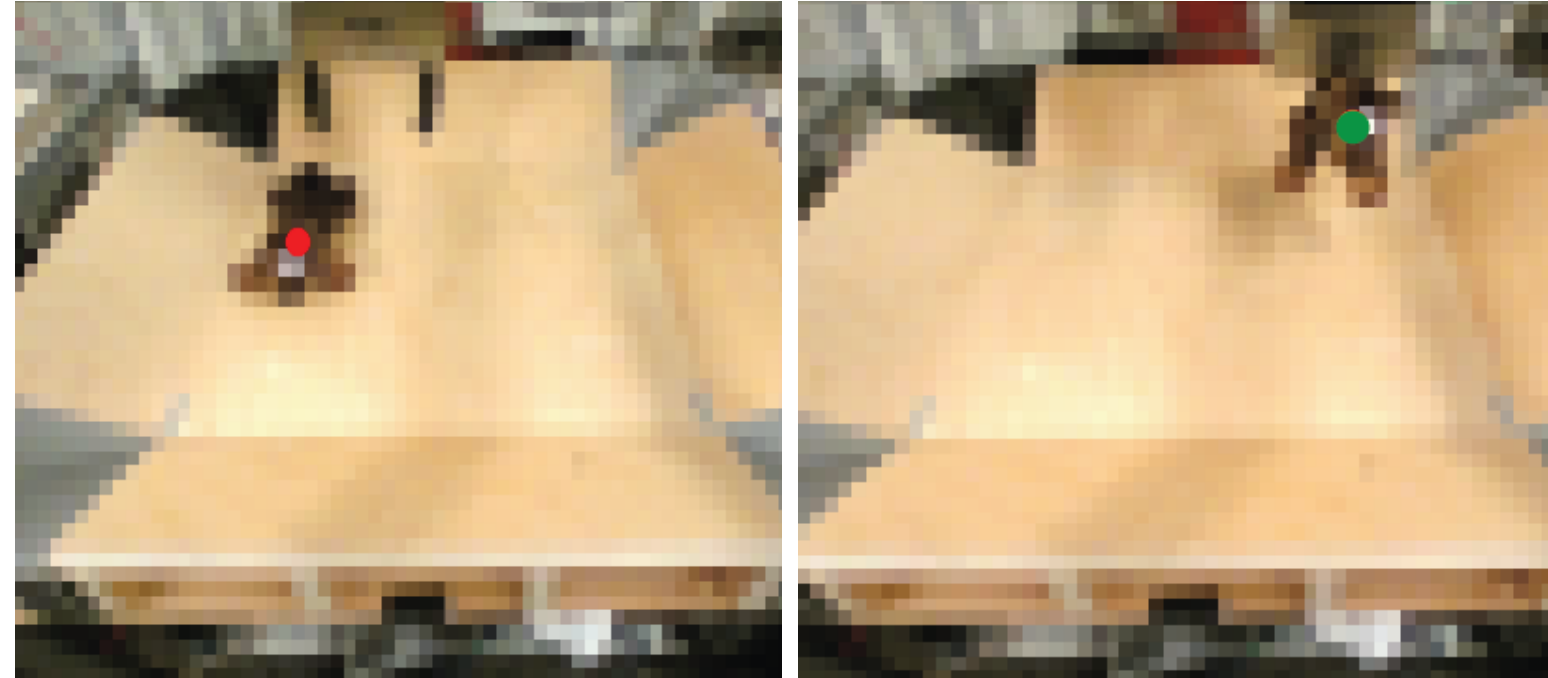
- deep recurrent network
- multi-frame prediction
- action-conditioned
- explicitly model motion

Which future is the best one?

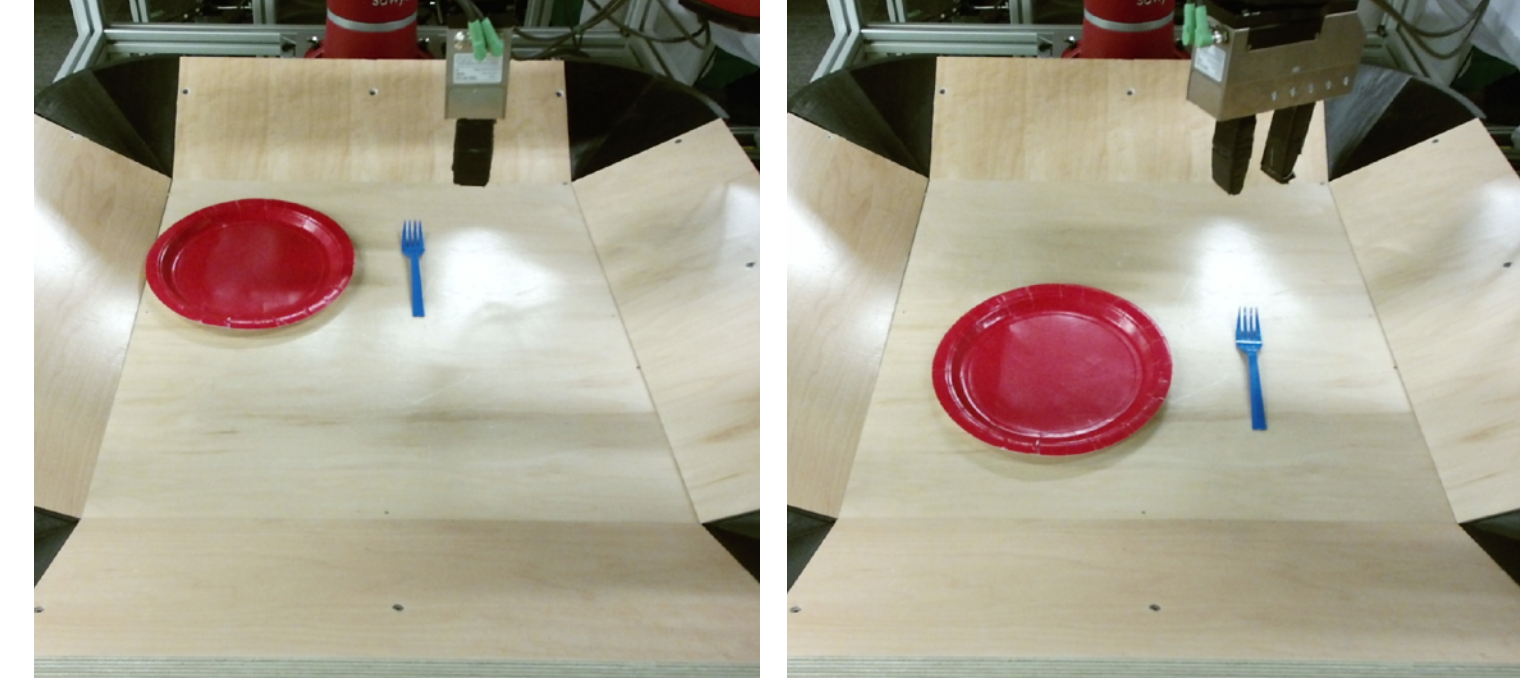
Human specifies a goal by:



Selecting where pixels should move.



Providing an image of the goal.

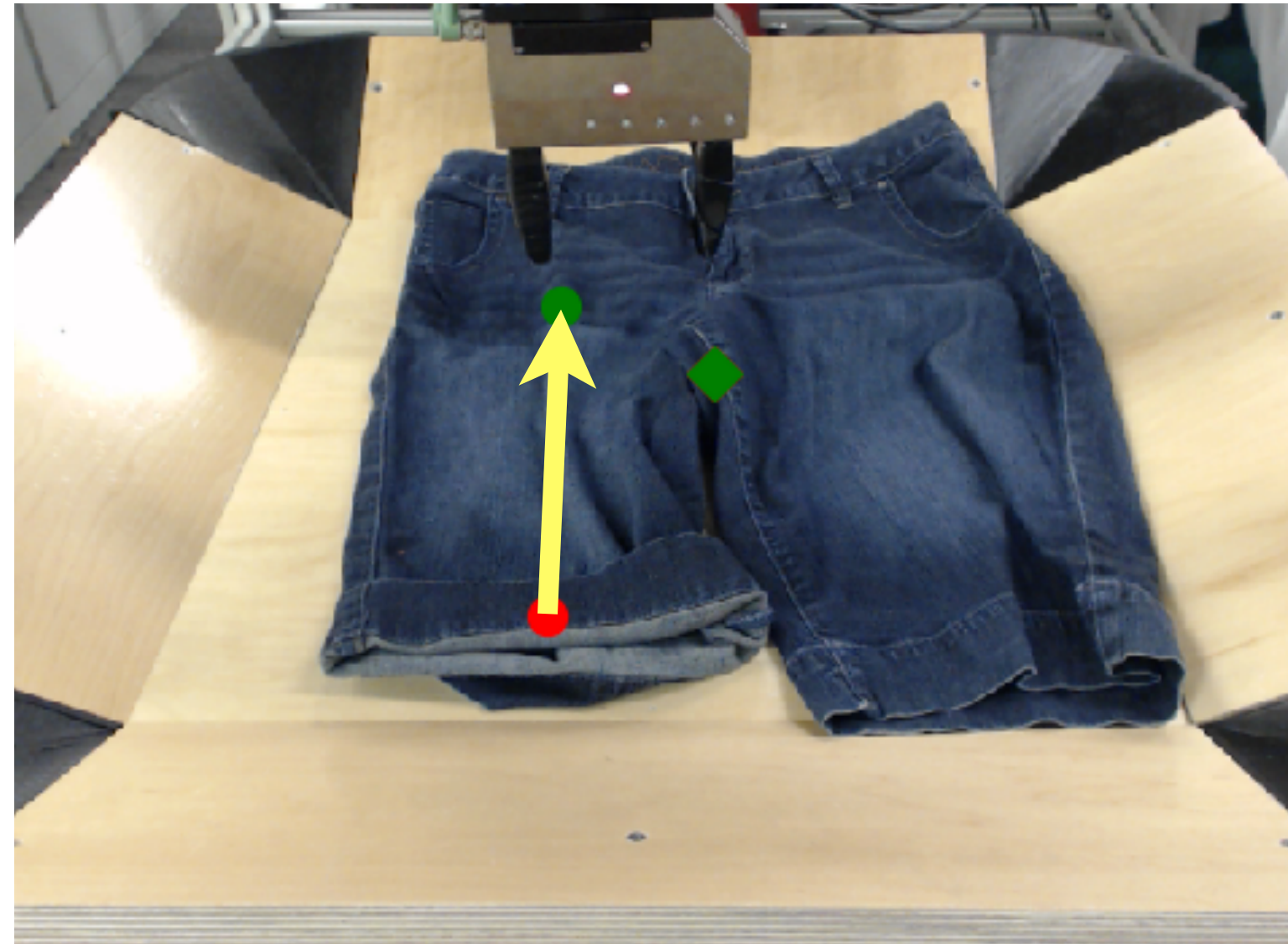


Providing a few examples of success.

Finn & Levine ICRA '17
Ebert, Lee, Levine, Finn CoRL '18
Xie, Singh, Levine, Finn CoRL '18

How it works

Specify goal



Visual MPC execution



Visual MPC w.r.t. goal



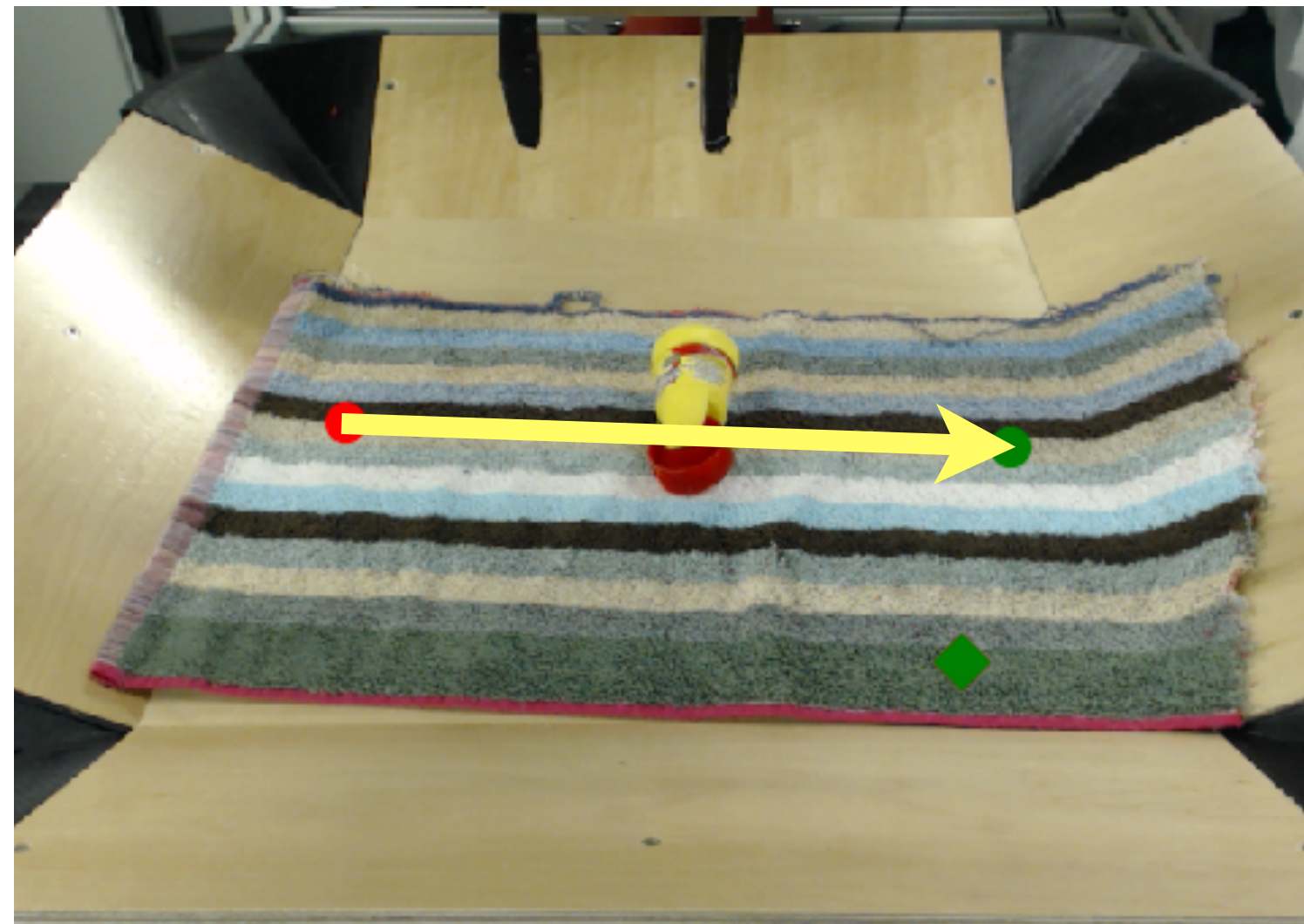
Frederik Ebert Sudeep Dasari



How it works

Visual MPC execution

Specify goal
(covering an object)



Frederik Ebert | Sudeep Dasari



How it works

Given 5 examples of success



infer goal classifier

visual MPC w.r.t.
goal classifier



Visual MPC with learned objective



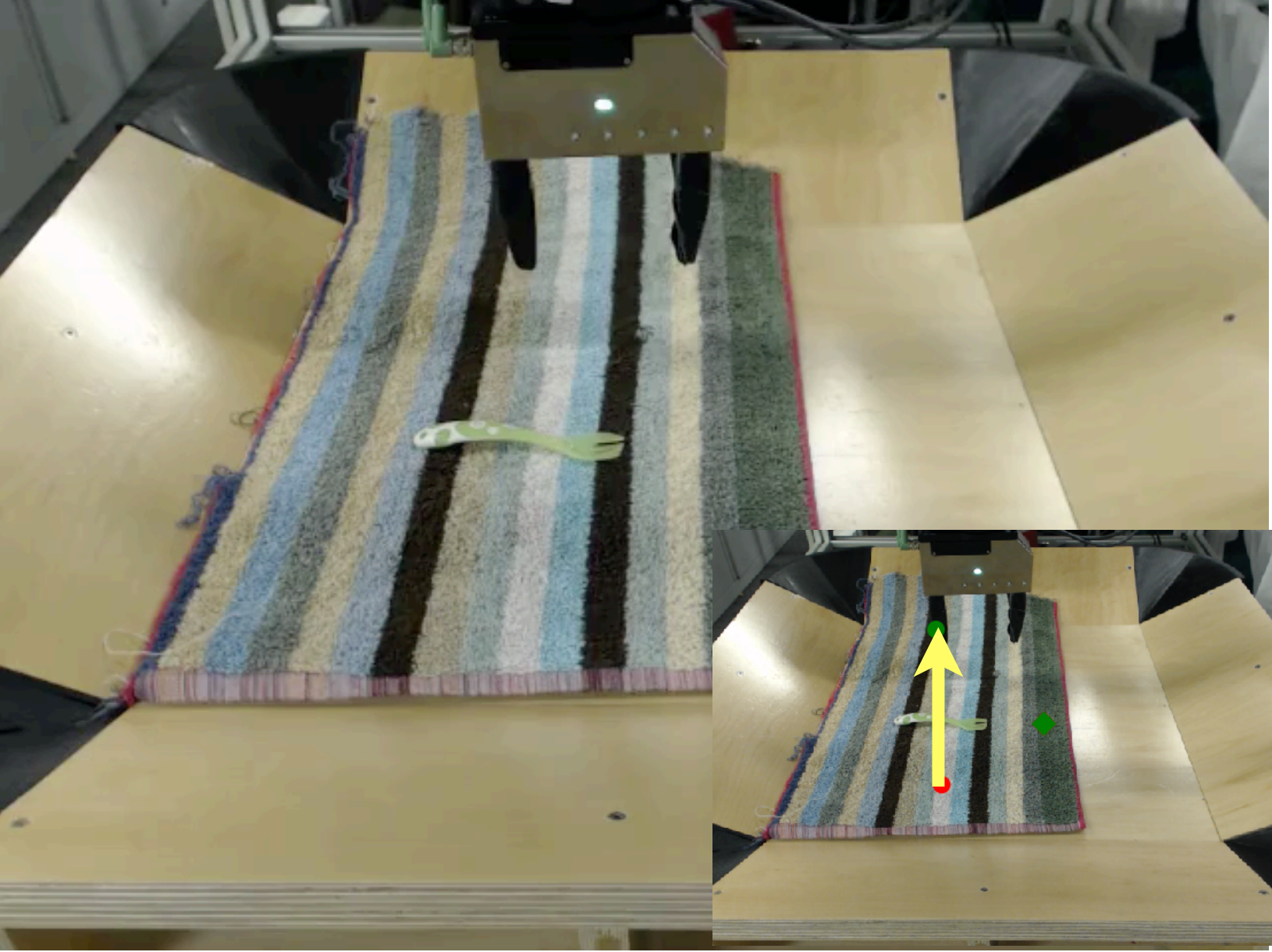
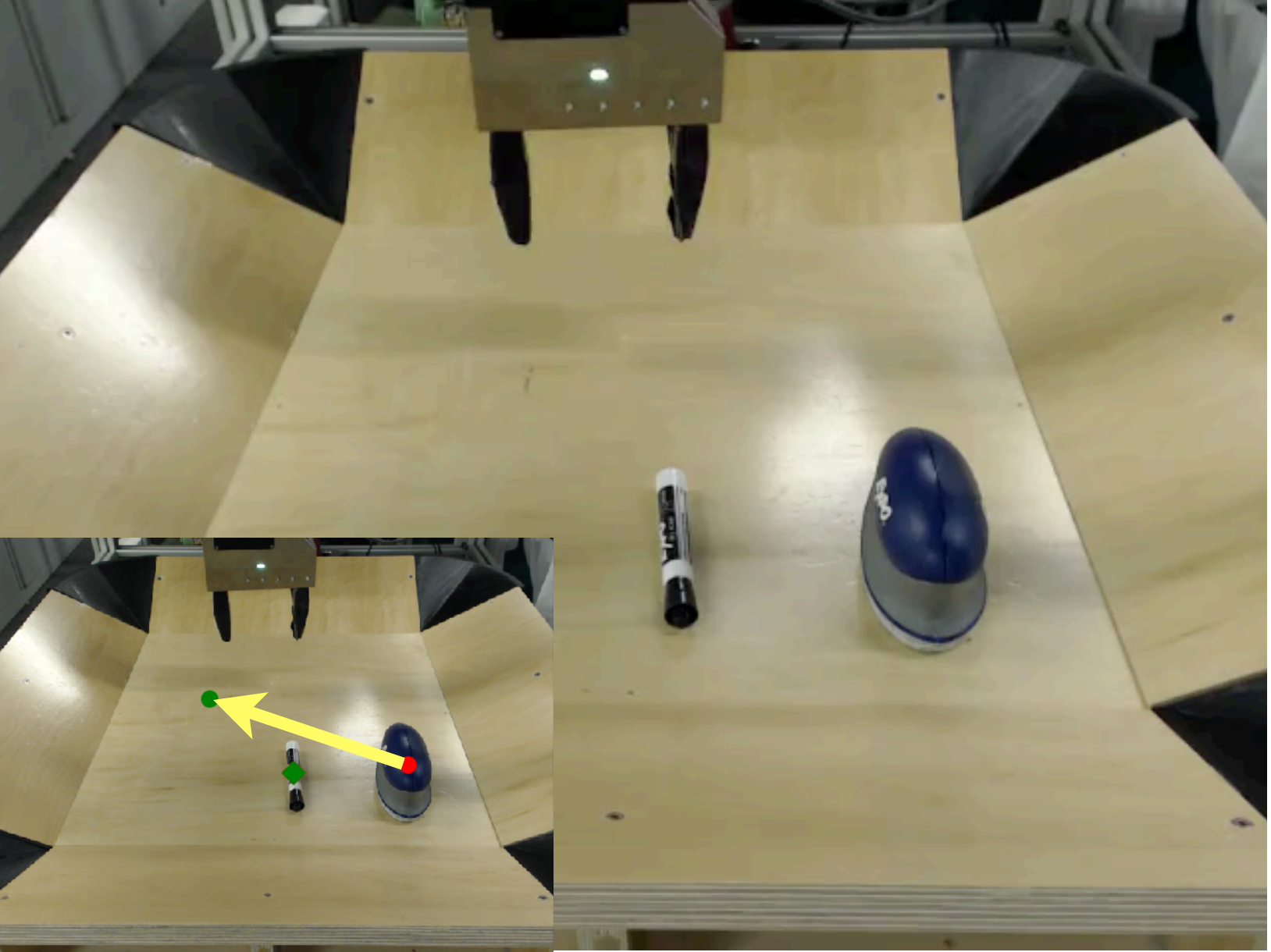
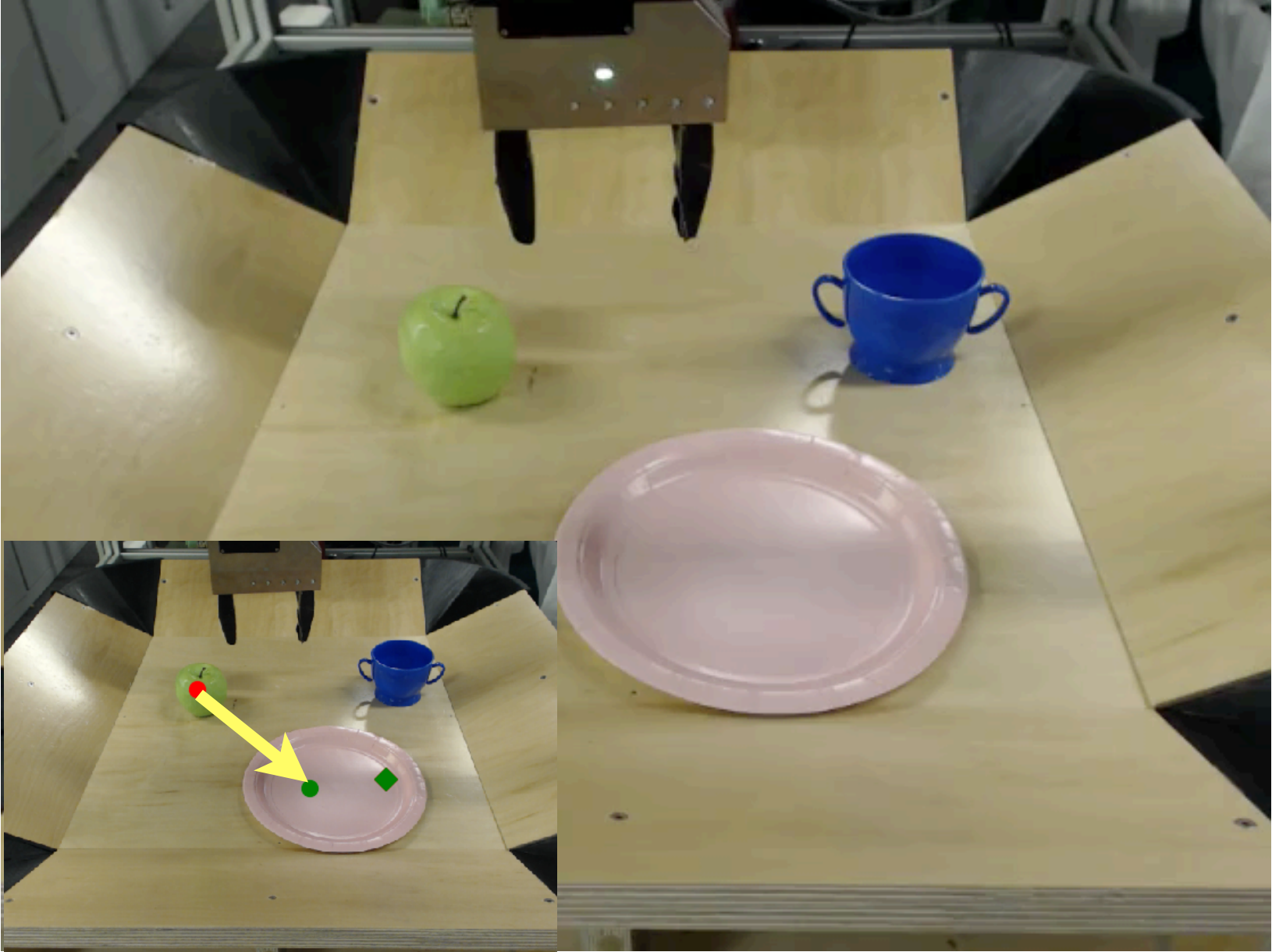
Annie Xie

Avi Singh

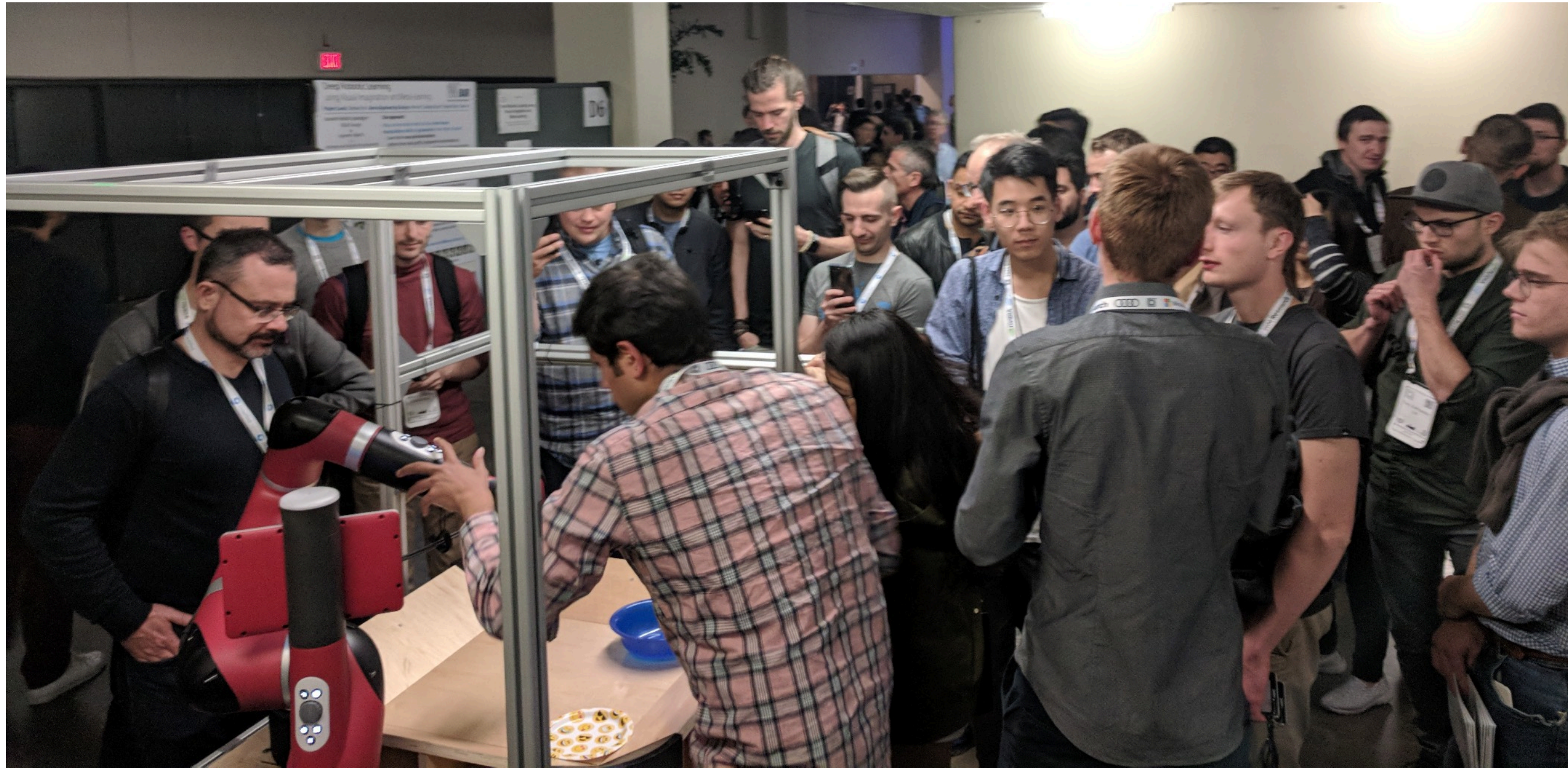


Planning with a **single model** for many tasks

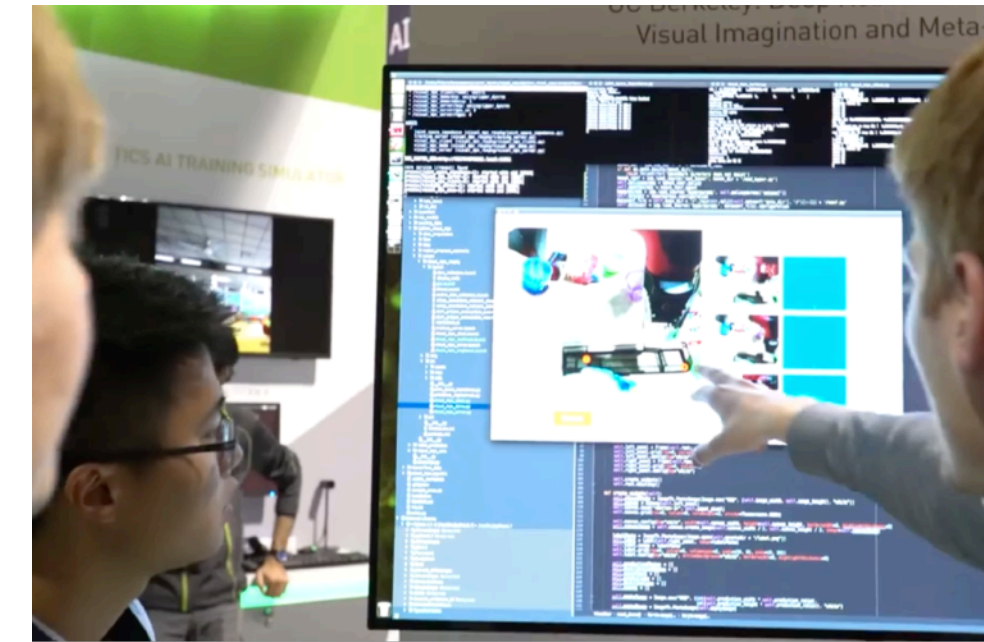
Video speed: 2x



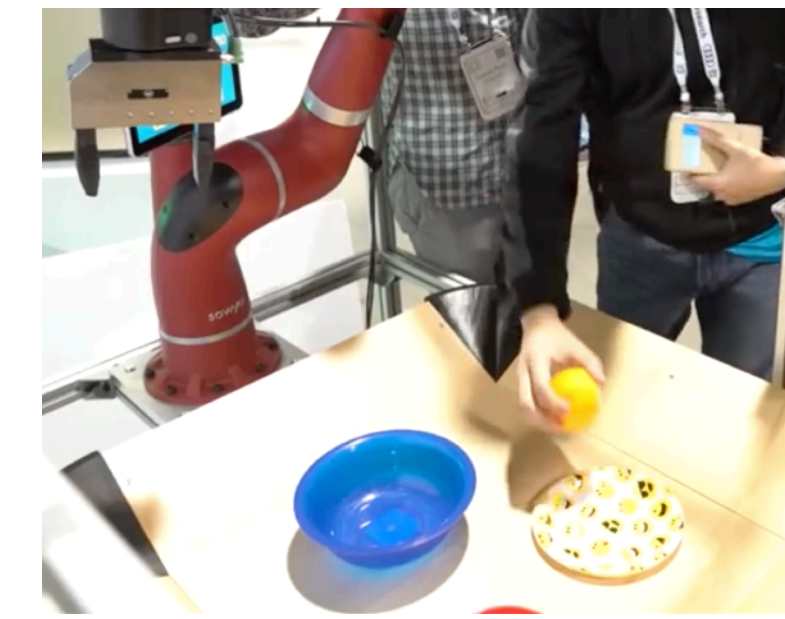
Demo at NIPS 2017: Long Beach, CA



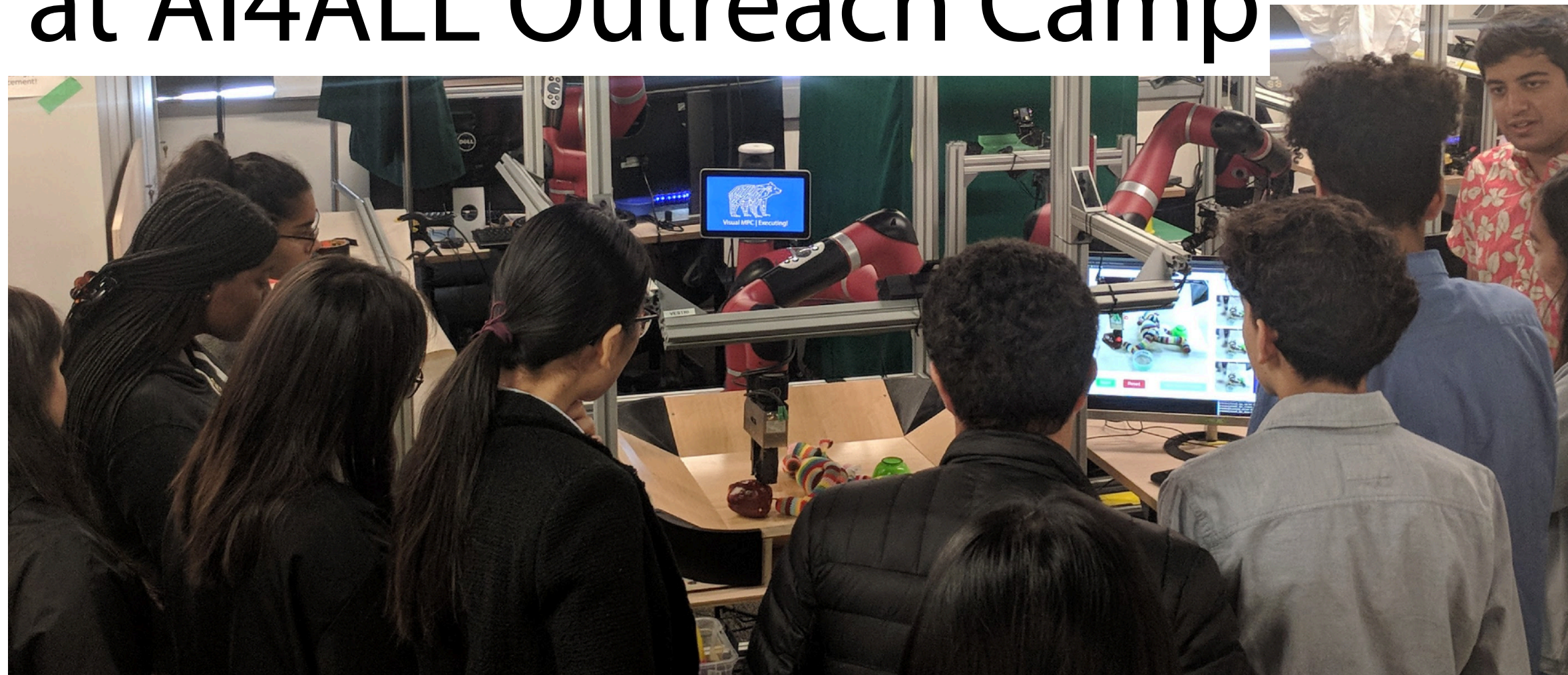
planning with visual models



one-shot
imitation



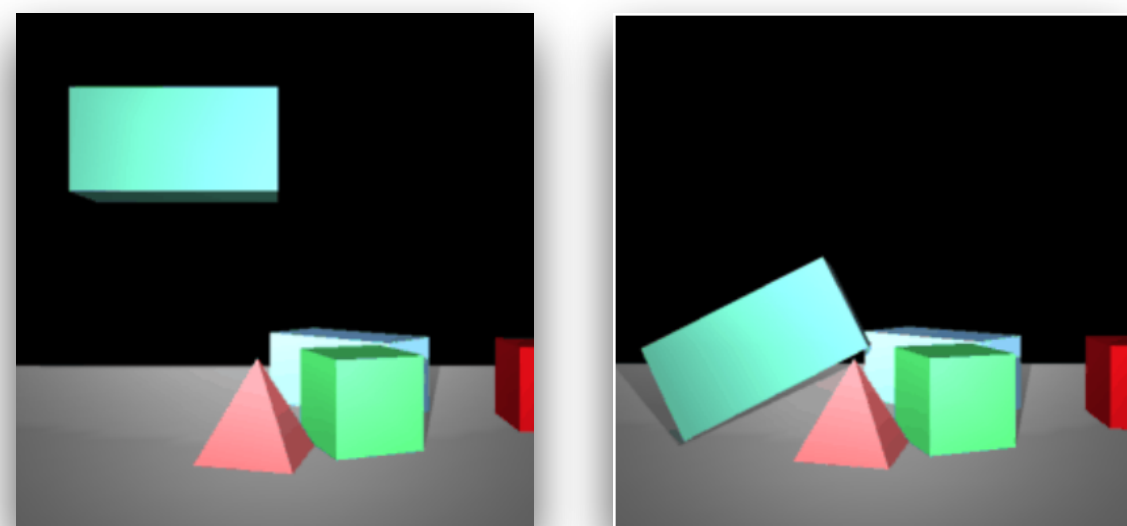
Demo at AI4ALL Outreach Camp



The students were
unimpressed.
(but still had fun)

Takeaways

Can we build an agent that can do *many tasks*?
from **pixel observations**, with **limited supervision**, in the **physical world**



structured latent space
model for long-horizon tasks

+ complex, long-horizon tasks



modeling **diverse, open-world** environments

+ significant **object diversity**
+ **minimal supervision**

Future work: best of both worlds?

Future work: How can we build better, more useful models of the world?

Can we model **uncertainty** over future observations?

More and more uncertainty over time.

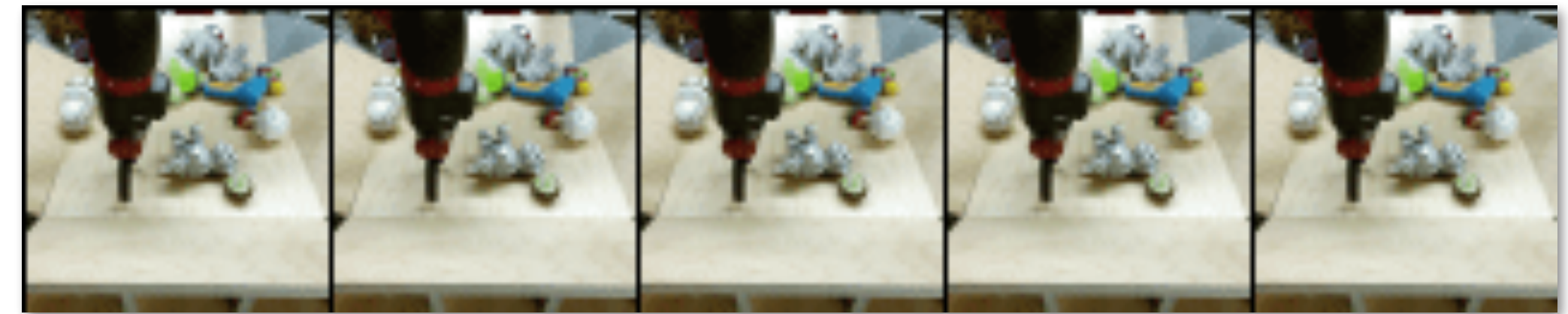
Can we **adapt the model** with a small amount of experience?

Physical properties unknown until interaction.

How should we **model the reward**?

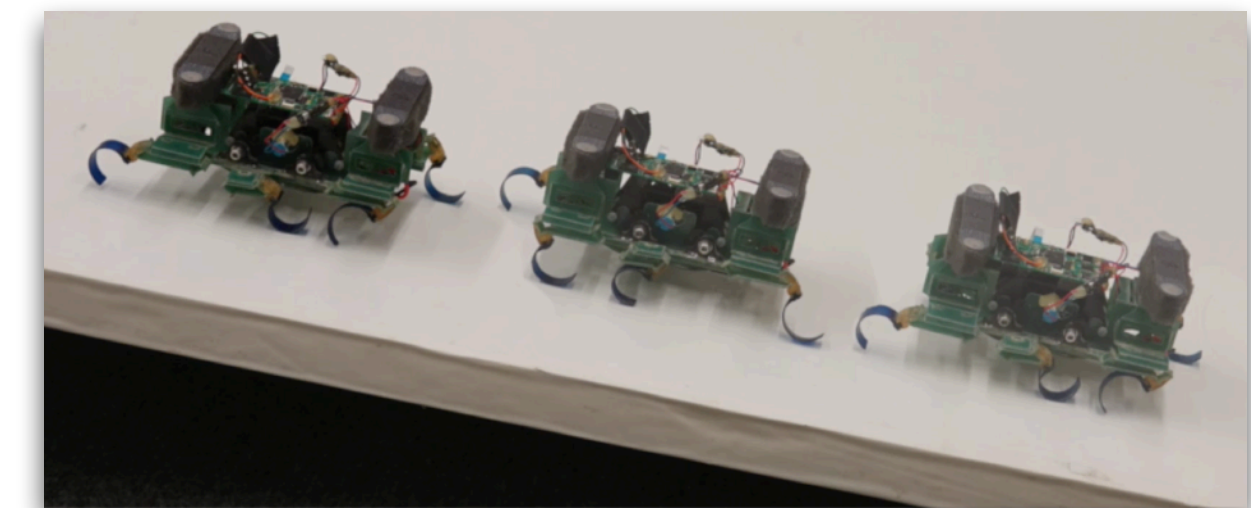
Agents need internal representation of the goal in the real world.

Stochastic adversarial video prediction



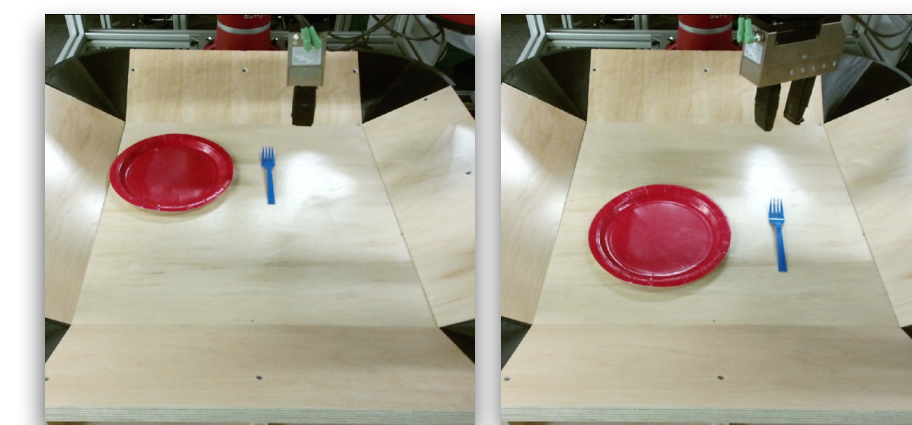
Lee, Zhang, Ebert, Abbeel, Finn, Levine. 2018

Few-shot, online model adaptation



Nagabandi*, Clavera*, Liu, Fearing, Abbeel, Levine, Finn. 2018

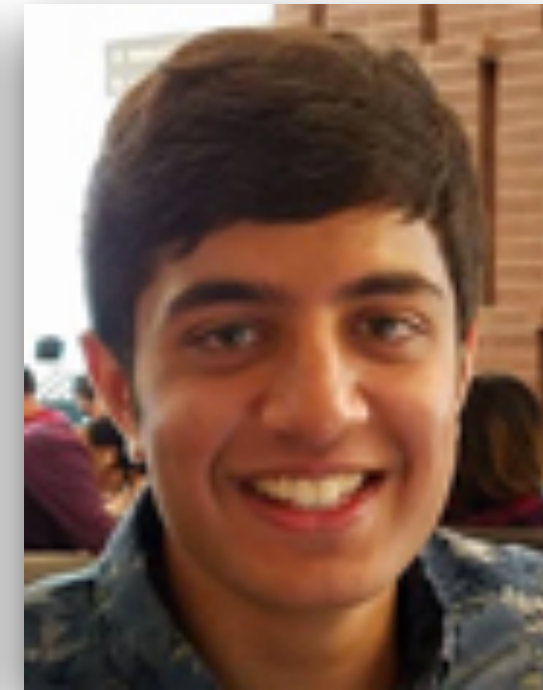
Goal inference from images



Xie, Singh, Levine, Finn. CoRL 2018

Collaborators

Frederik Ebert Sudeep Dasari



Annie Xie



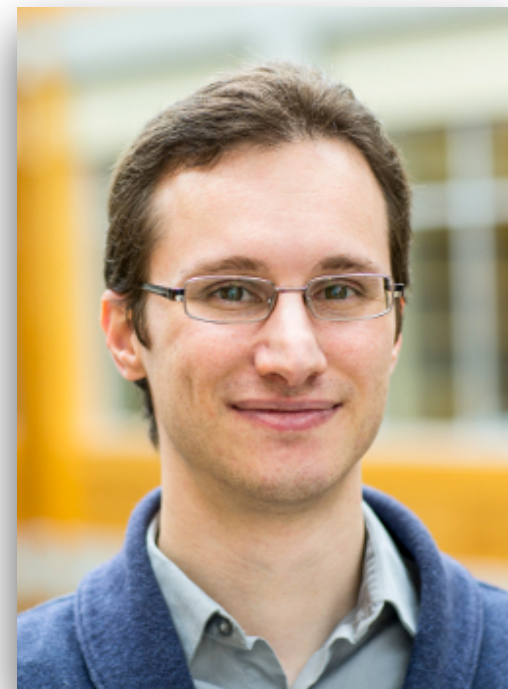
Avi Singh



Michael Janner



Sergey Levine Pieter Abbeel



Bill Freeman



Josh Tenenbaum



Jiajun Wu



Papers, data, and code linked at: people.eecs.berkeley.edu/~cbfinn

Questions?