



[졸업 작품전 - 작품]

Task-Aware Semantic Map: Autonomous Robot Task Assignment Beyond Commands

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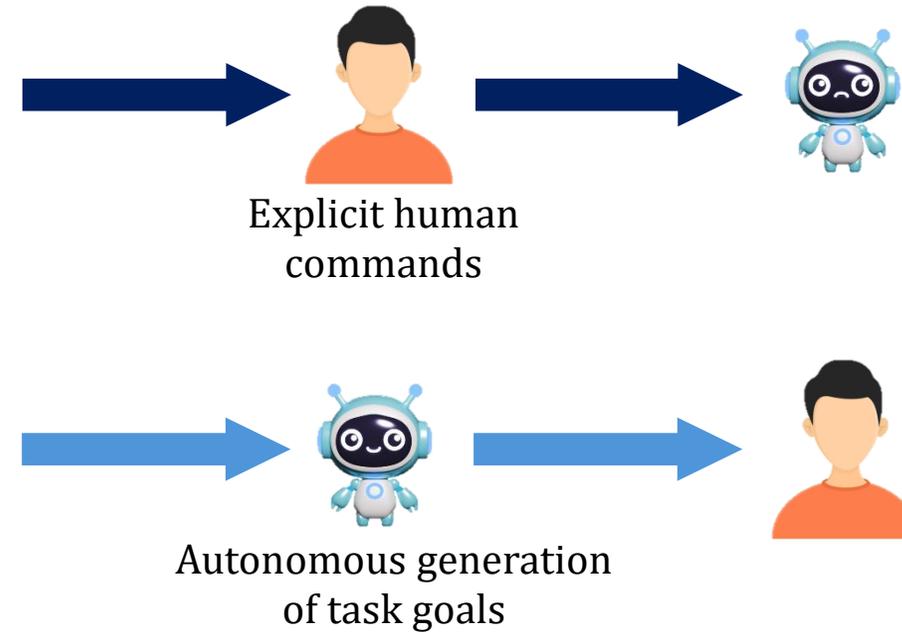
Conclusion



1

Task-Aware Semantic Map (TASMap)

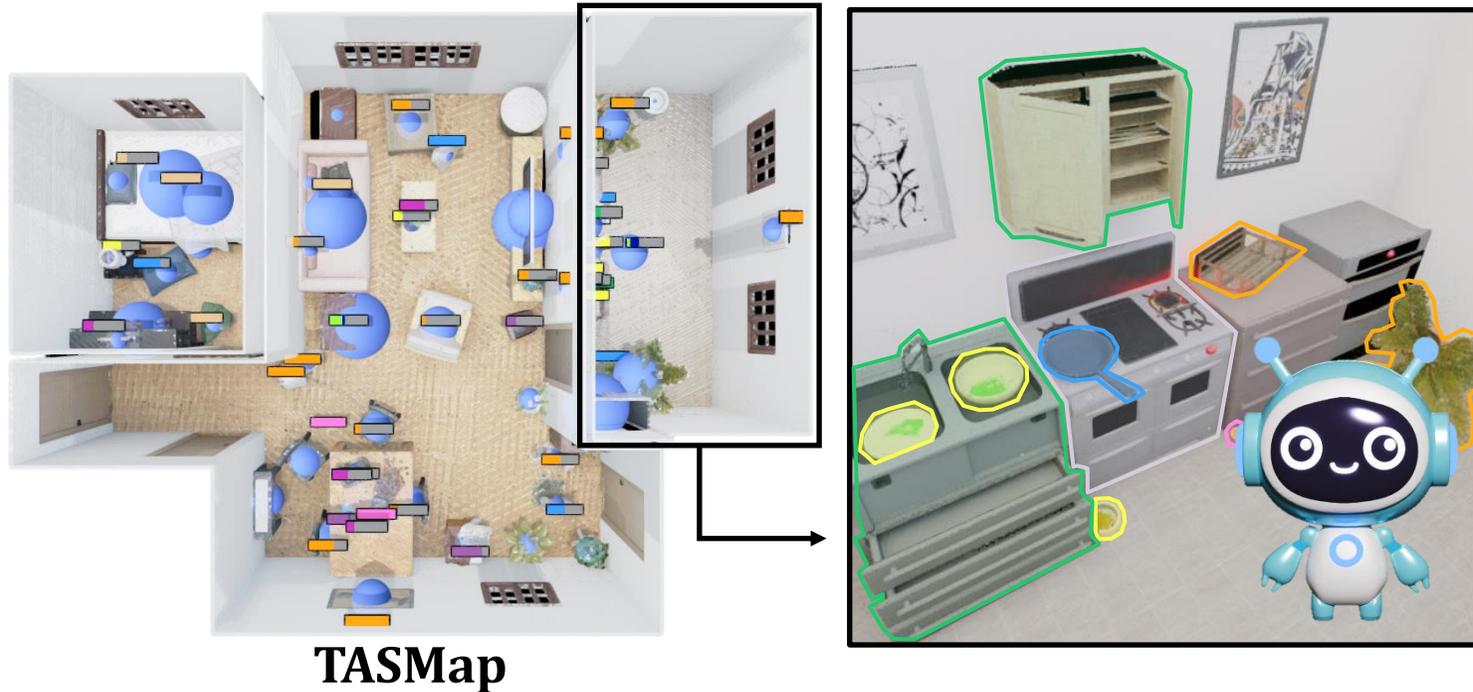
- *Why do we need a TASMap?*



1

Task-Aware Semantic Map (TASMap)

- Why do we need a TASMap?



I'm going to clean up
around the stove

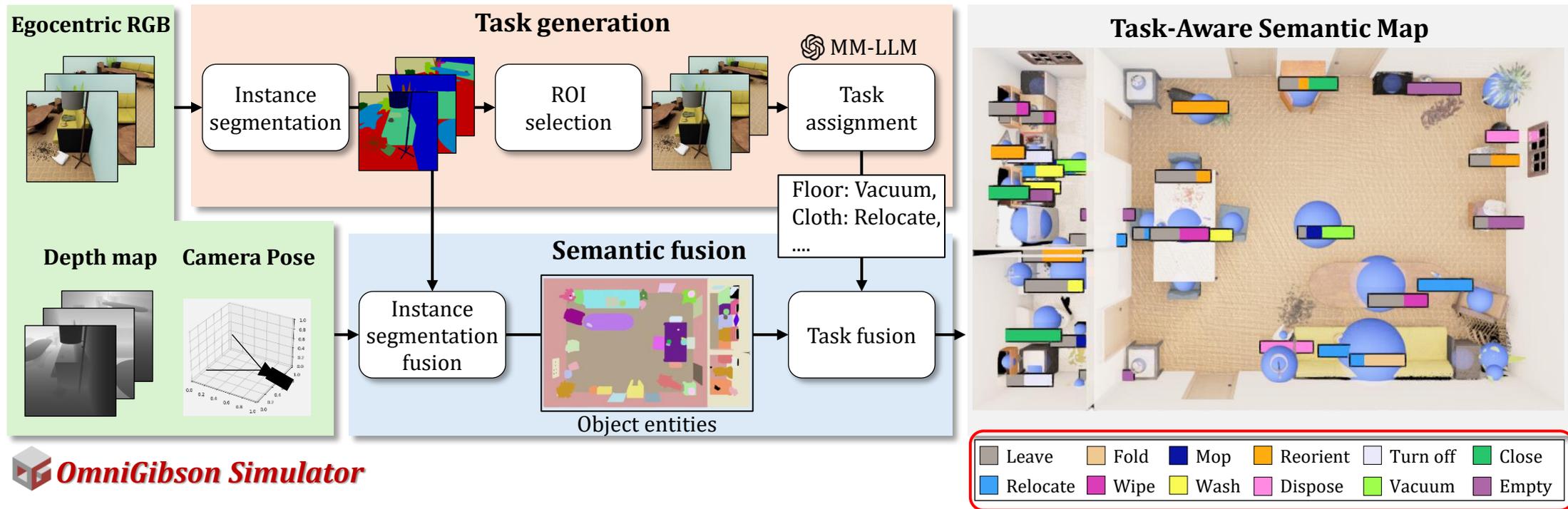
I'm going to collect
utensil to wash the
dishes

...

I'm going to find
the stinky object

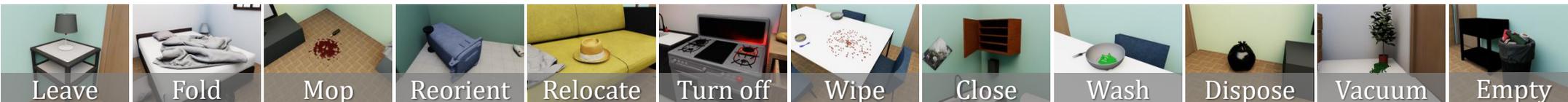
2

Framework - Overall Framework



OmniGibson Simulator

12 Tasks

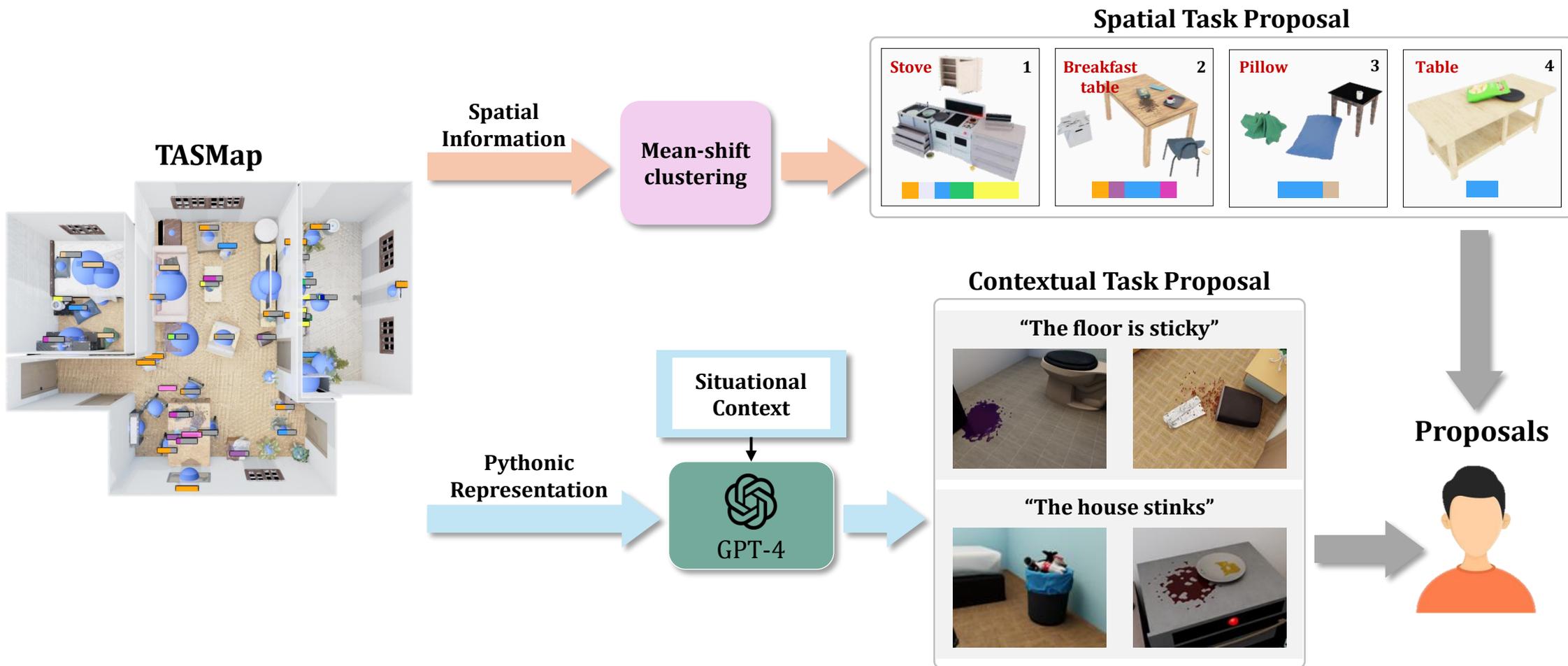


[1] BEHAVIOR-1K: A Human-Centered, Embodied AI Benchmark with 1,000 Everyday Activities and Realistic Simulation

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Application

- Task Proposal Beyond Commands



4

Dataset

a. Dataset Generation

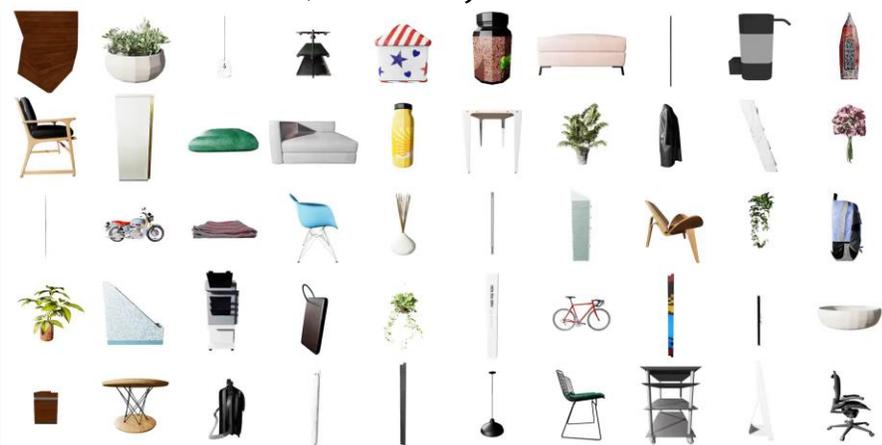
Need of an 'Untidy Indoor Scene' dataset → DATASET generation

3D-FRONT



- House structure
- Furniture placement

Behavior-1k: 9,000+ objects



- Mobile objects, particles system
- Omnigibson simulator

TASMap dataset



All object annotated with a list of ground truth tasks

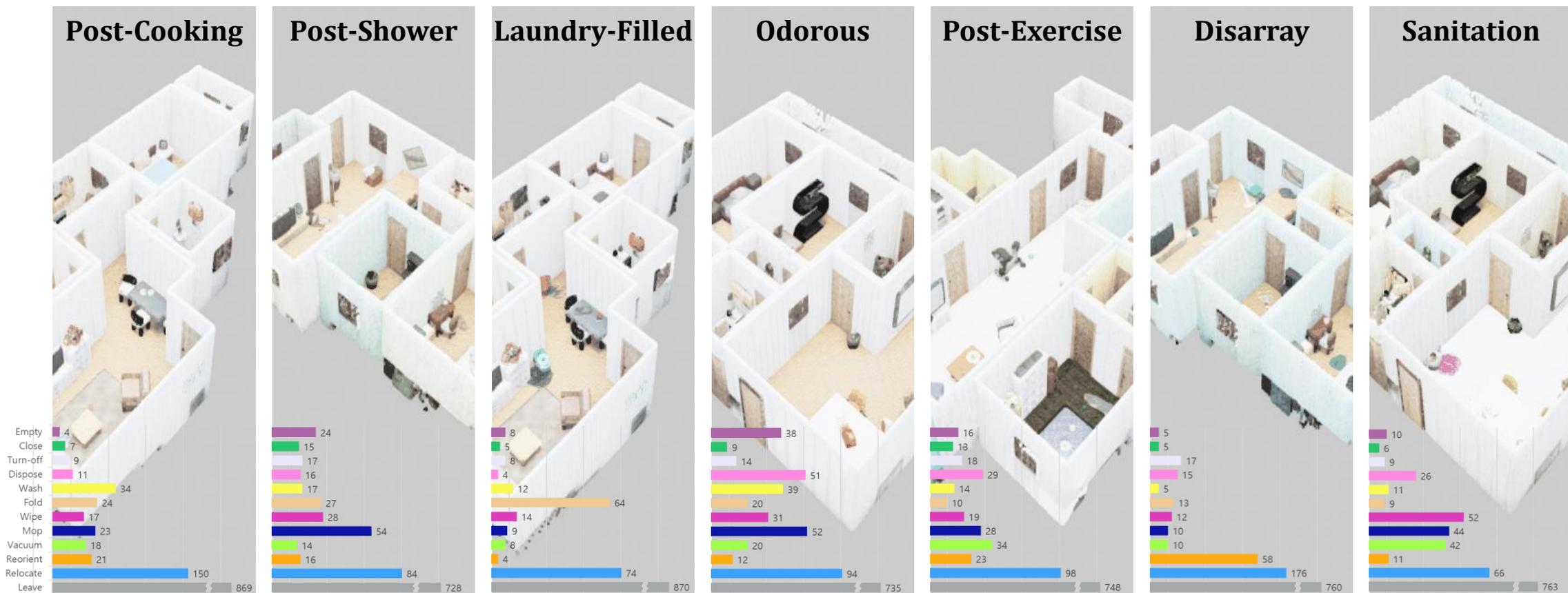
[1] 3D-FRONT: 3D Furnished Rooms with layOuts and semantics

[2] BEHAVIOR-1K: A Human-Centered, Embodied AI Benchmark with 1,000 Everyday Activities and Realistic Simulation

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Dataset b. Concepts

35 discrete 'Houses' (280 separate 'Rooms')



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Experiments & Results

a. TASMap



Map #1: Post-Cooking

 <p>table_5 wipe: 1.00</p>	 <p>armchair_10 wipe: 0.73 leave: 0.27</p>	 <p>fork_12 washing-up: 1.00</p>
 <p>plate_11 washing-up: 1.00</p>	 <p>leaf_6 dispose: 1.00</p>	 <p>cloth_10 fold: 1.00</p>
 <p>pillow_5 relocate: 1.00</p>	 <p>lamp_4 reorient: 1.00</p>	 <p>cabinet_0 close: 1.00</p>

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Experiments & Results

b. TASMap Evaluation

Multi-label Classification evaluation metrics

: Class Precision (CP), Class Recall (CR), and Class F1 Score (CF1),
Overall Precision (OP), Overall Recall (OR), and Overall F1 score (OF1)

Evaluation on all 35 Scenes

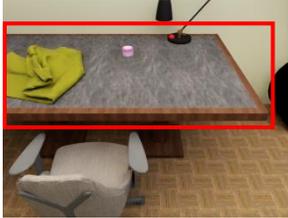
Method	CP	CR	CF1	OP	OR	OF1
GPT-4 turbo	0.46	0.74	0.51	0.50	0.74	0.61
GPT-4o	0.57	0.82	0.65	0.62	0.83	0.71

Each object entity can have multiple tasks



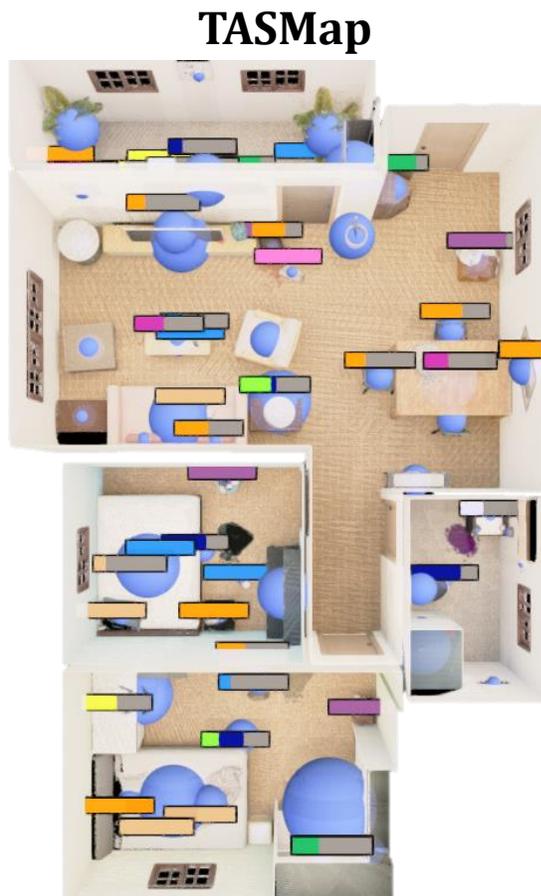
Bowl_3
GT task:
Wash
Relocate

Inability to uniquely determine necessary tasks due to the diversity in human preference

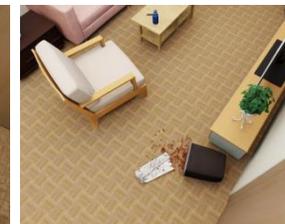
			
Table	Floor	Toothpaste	Toilet
Leave ↔ Wipe	Leave ↔ Vacuum	Relocate ↔ Close	Leave ↔ Wipe

5

Experiments & Results

c. Contextual Task Proposal Evaluation

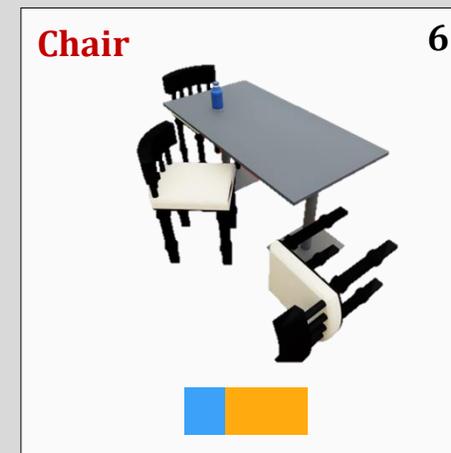
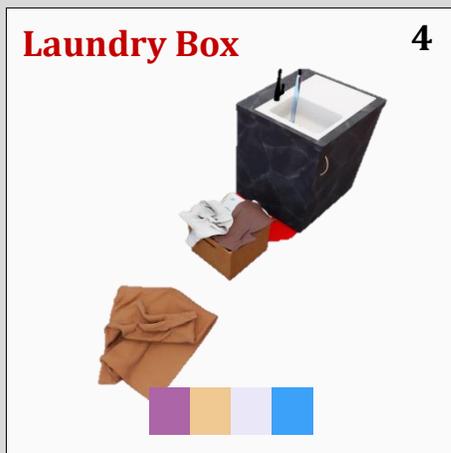
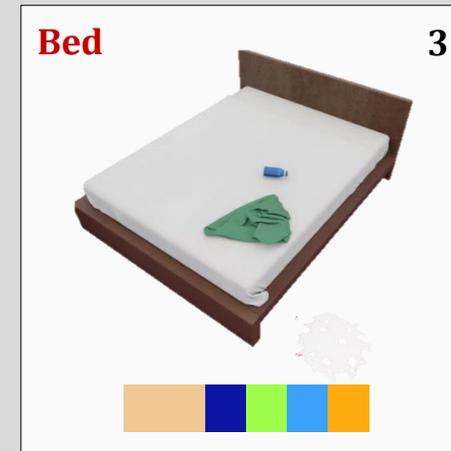
Contextual info

*“The floor is sticky”**With task-significant vector ϕ* floor_0
Mopfloor_4
Mopfloor_6
Mopfloor_10
Vacuum*Without task-significant vector ϕ (Only label)*cloth_0
Leavesink_8
Leavesoap_dispenser_5
Leave

5

Experiments & Results

d. Spatial Task Proposal Evaluation

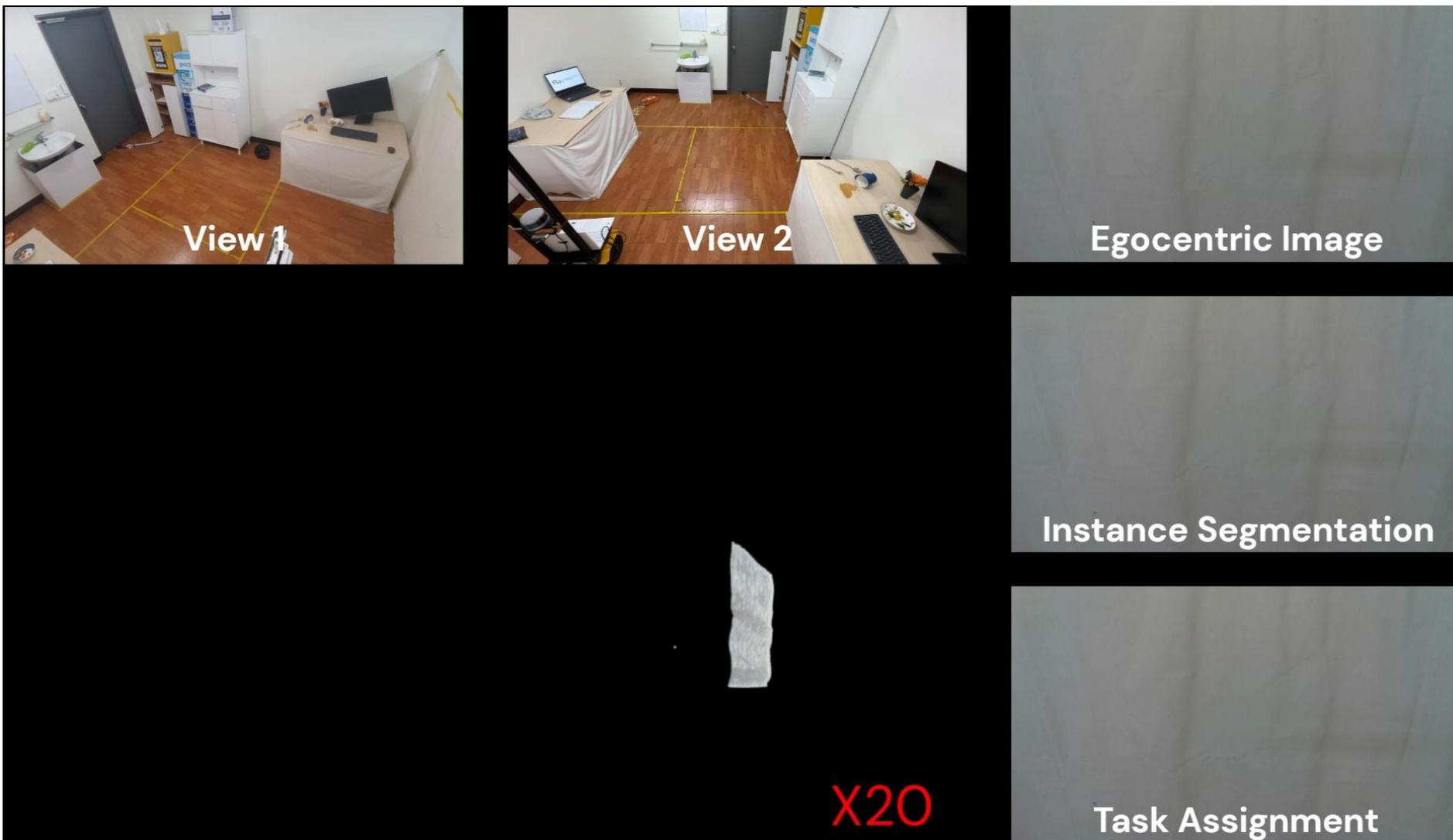


Prioritized clusters

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Experiments & Results

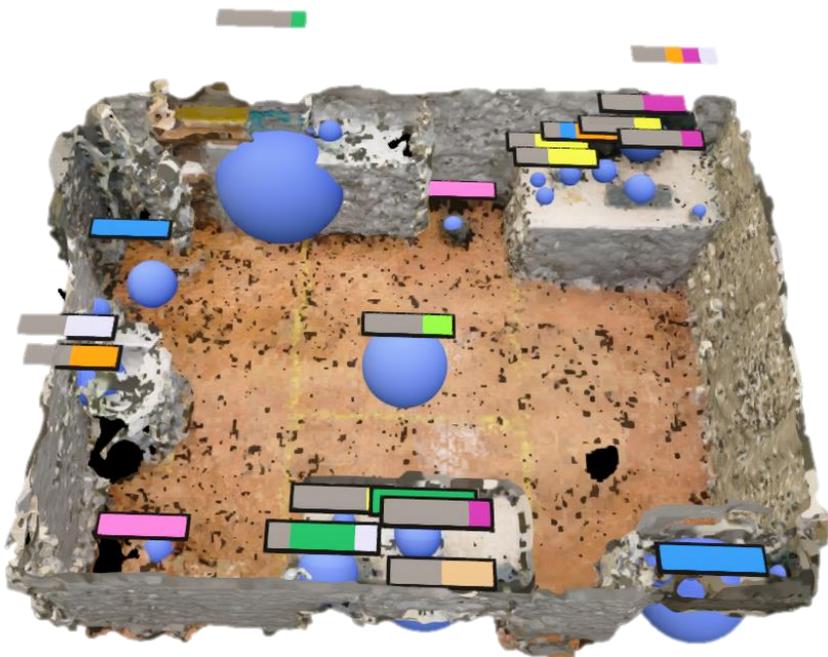
e. Real-world Experiments



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Experiments & Results

f. Real-world Experiments – Contextual Task Proposal



Leave	Fold	Mop	Reorient	Turn off	Close
Relocate	Wipe	Wash	Dispose	Vacuum	Empty

Contextual info "There is high humidity level in the house"

Sink

Umbrella

Table

Spoon

Fork

Bowl

Bowl

6 Conclusion

IEEE International Conference on Robotics and Automation (ICRA)

Task-Aware Semantic Map
Task Proposal Beyond Commands :
- Contextual Task Proposal
- Spatial Task Proposal



Generation of 'Untidy Dataset'
Groundbreaking advancement in enabling robots to *autonomously* generate tasks

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Conclusion

QnA

Task-Aware Semantic Map

Autonomous Robot Task Assignment Beyond Commands

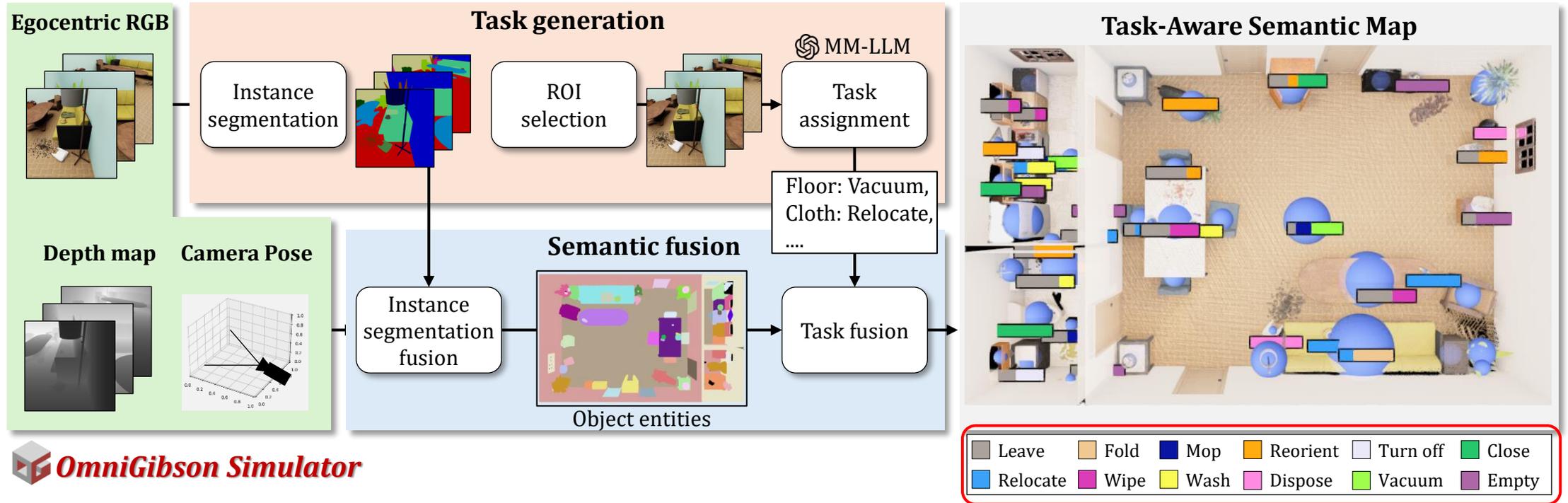
Thank You!



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APPENDIX

- Overall Framework



OmniGibson Simulator

12 Tasks

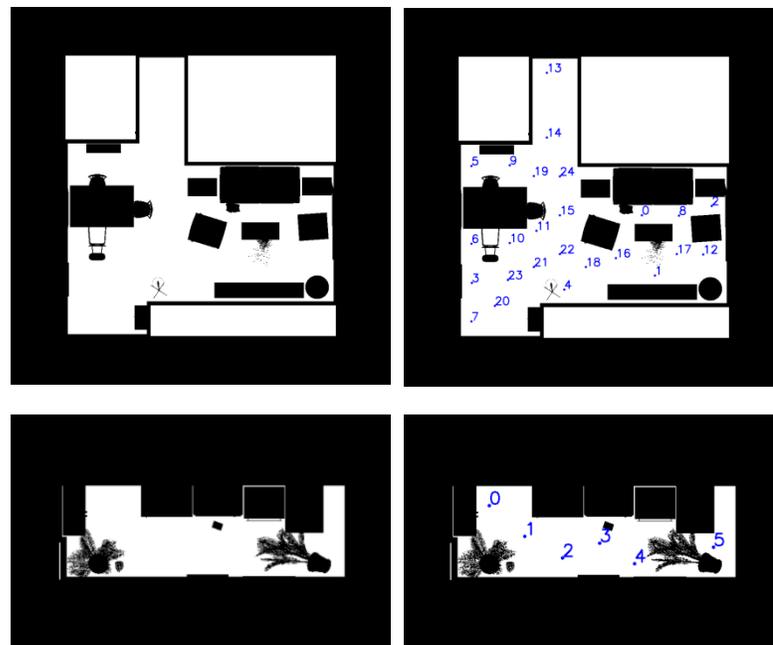
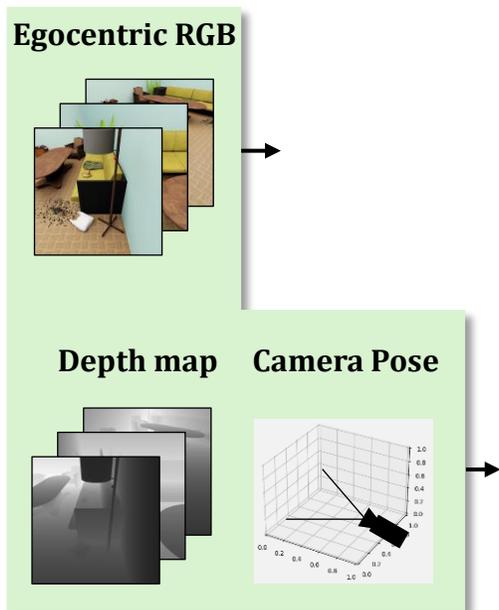


[1] BEHAVIOR-1K: A Human-Centered, Embodied AI Benchmark with 1,000 Everyday Activities and Realistic Simulation

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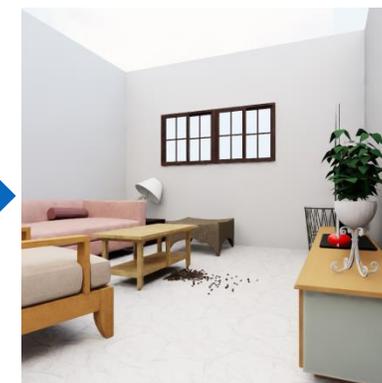
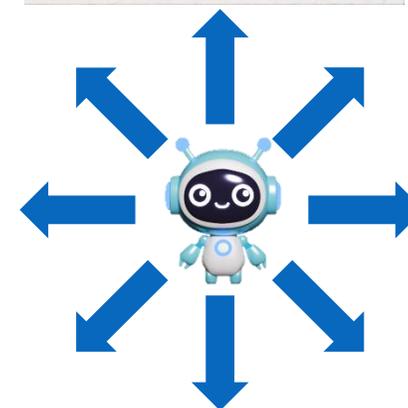
- Framework - Input Data Generation

1. Generation of waypoints



Limitation of waypoints : 4 ~ 25

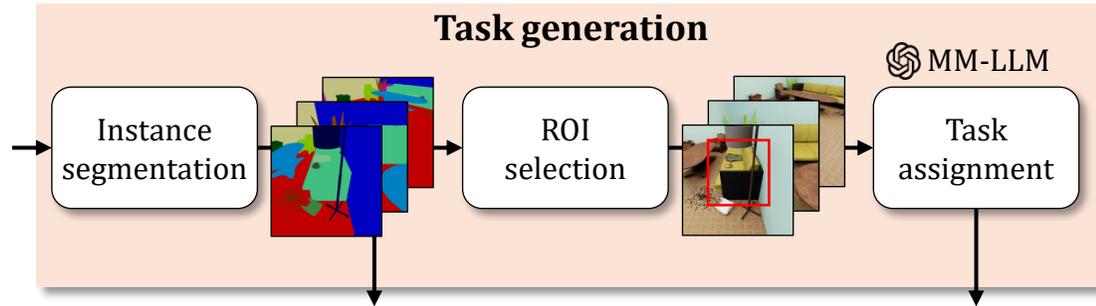
2. Observation of the environment in 8 directions



Ensure sufficient data is observed

APPENDIX

- Framework - Task Generation Module



Instance Segmentation Submodule

Identifies objects in the image, $E_i^{seg} = (I, p^c, M_i, L_i)$

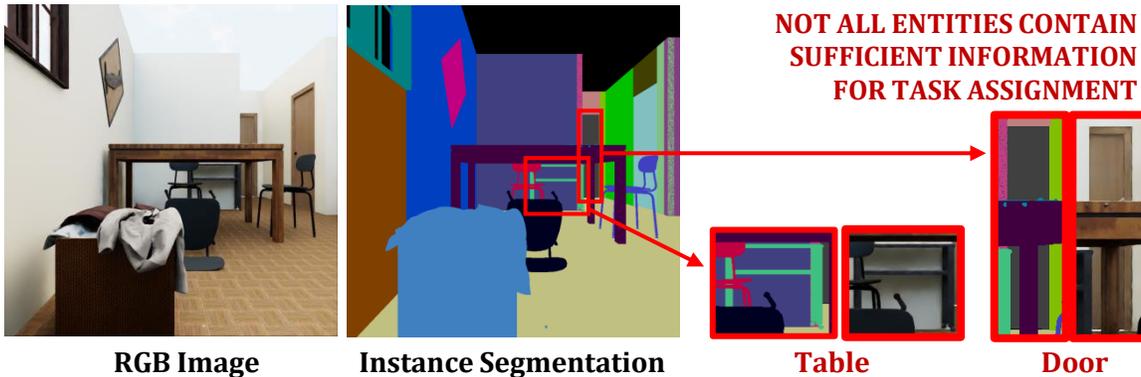
E_i^{seg} : segmented entity

I : image

p^c : camera pose

M_i : masks

L_i : labels



Task Assignment Submodule

Allocates specific tasks to object within these selected

ROIs, $E_i^{task} = (I, p^c, M_i, L_i, B_i, t_i)_{i=1}^{nR}$

E_i^{task} : tasked entity

I : image

p^c : camera pose

M_i : masks

L_i : labels

B_i : bounding boxes

t_i : suitable task



ROI Selection Submodule

Selects significant entities and ROIs, $(I, p^c, M_i, L_i, B_i)_{i=1}^{nR}$

I : image

p^c : camera pose

M_i : masks

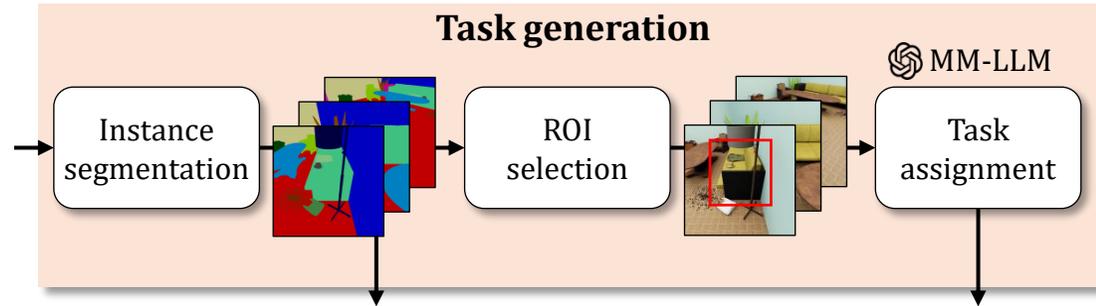
L_i : labels

B_i : bounding boxes



APPENDIX

- Framework - Task Generation Module



Task Assignment Submodule

Allocates specific tasks to object within these selected

$$\text{ROIs, } E_i^{task} = (I, p^c, M_i, L_i, B_i, t_i)_{i=1}^{nR}$$

E_i^{task} : tasked entity

I : image

p^c : camera pose

M_i : masks

L_i : labels

B_i : bounding boxes

t_i : suitable task

12 Tasks



TASK	Criteria	TASK	Criteria
Leave as it is	The target is placed in an appropriate position	Dispose	The target is no longer usable and should be thrown away
Relocate	The target is misplaced	Fold	The target is crumpled or disheveled
Reorient	The target is in an appropriate location but is misaligned	Turn off	The target is unnecessarily turned on
Wipe	The target has smudges, spills, or debris on it	Wash	The target has stains or food residues on it
Vacuum	The target is a floor surface with particles or debris	Close	The target is unnecessarily open
Mop	The target is a wet floor surface	Empty	The target's interior is full and needs to be emptied

I APPENDIX

- Framework - Task Generation Module

Prompt with In-Context Learning

You are a robot that keeps the house clean and tidy.

Your role involves choosing the appropriate task for the target when it is not in its normal state, with a focus on the target rather than other objects.

Don't consider any potential issues, such as any unseen dirt, dust, stains, marks, particles or debris.

Follow Instructions step by step. Don't perform next instruction until the previous instruction is over.

{few-shot example}

True few-shot examples

Target Object: {obj_name}

Task Candidates: [leave the (object) as it is, relocate the (object), reorient the (object), washing-up the (object), mop the (object), vacuum the (object), wipe the (object), fold the (object), close the (object), turn-off the (object), dispose of the (object), empty the (object)]
'(object)' should be replaced.

Instructions:

Reasoning steps & Chain-of-Thought

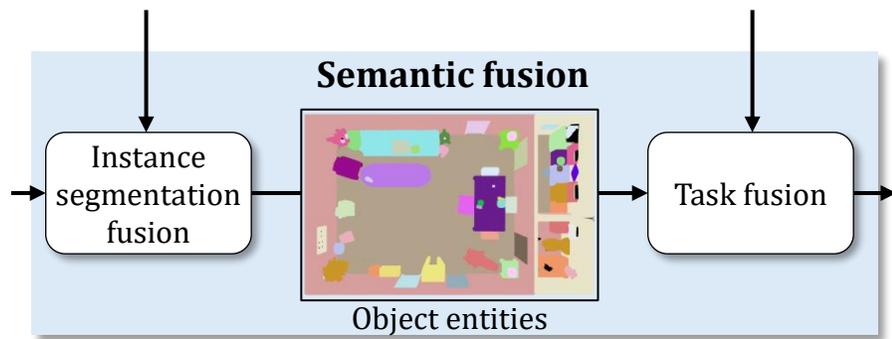
1. Target Existence: Find the {obj_name} in ROI {ROI}. If you found the {obj_name} in ROI {ROI}, answer "yes." If you couldn't find it, answer "no."
2. Target Description: Describe the state of the {obj_name}.
3. Tidying Phase:
 - If the {obj_name} needs to be tidied, list the steps according to the 'Target Description'.
 - 'task': what is executed to 'object'.
 - Only the 'object' and one of 'Task Candidates' are included in the 'task', without any additional details or specific mentions.
 - Don't consider any unseen potential issues.
4. Step Number:
 - Check if Tidying Phase has step that is 'object: {obj_name}'.
 - If 'object: {obj_name}' exists, reply with 'Step number' and if not, reply with 'None'.
5. Target's Task: 'task' in the 'Step number'. If 'Step Number' is none, reply with 'leave the {obj_name} as it is'.
6. Output JSON: Output in JSON format that contains the following keys: target_object, exists, description, task, reason according to previous instructions.

Task assignment

Floor: Vacuum,
Cloth: Relocate,
....

APPENDIX

- Framework - Semantic Fusion Module



Task Fusion

Aggregates *tasked entities* corresponding to E_k^{obj} and determines the *task-significant vector* Φ_k , $E_k^{obj} = (L_k, S_k, \Phi_k)$

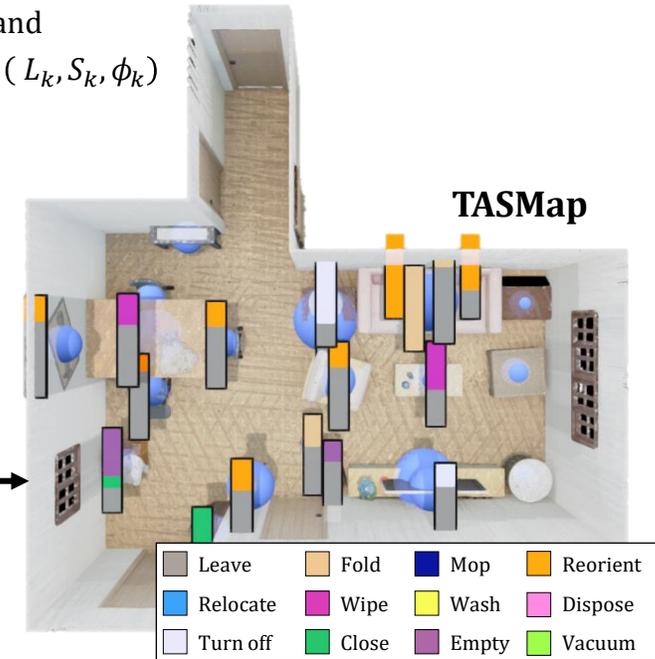
E_k^{obj} : object entity

L_k : labels

S_k : segmented entity

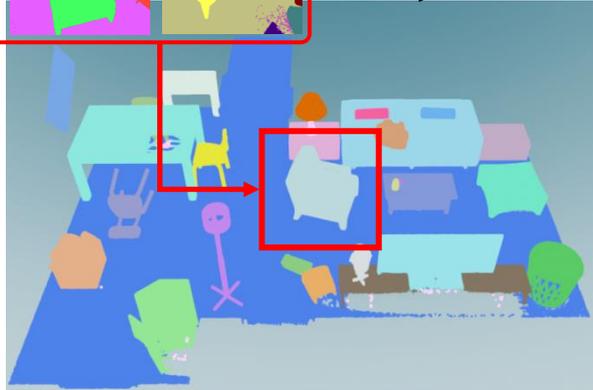
Φ_k : task-significant vector

Floor: Vacuum,
Cloth: Relocate,
Chair: Reorient,
Table: Wipe,
Chair: Leave
....
Sofa: Leave



DBSCAN clustering

Object Entities



Instance Segmentation Fusion

Identifies the *segmented entities* generated by same object, fuse these entities, and generates object entities, $E_k^{obj} = (L_k, S_k, \Phi_k)$

E_k^{obj} : object entity

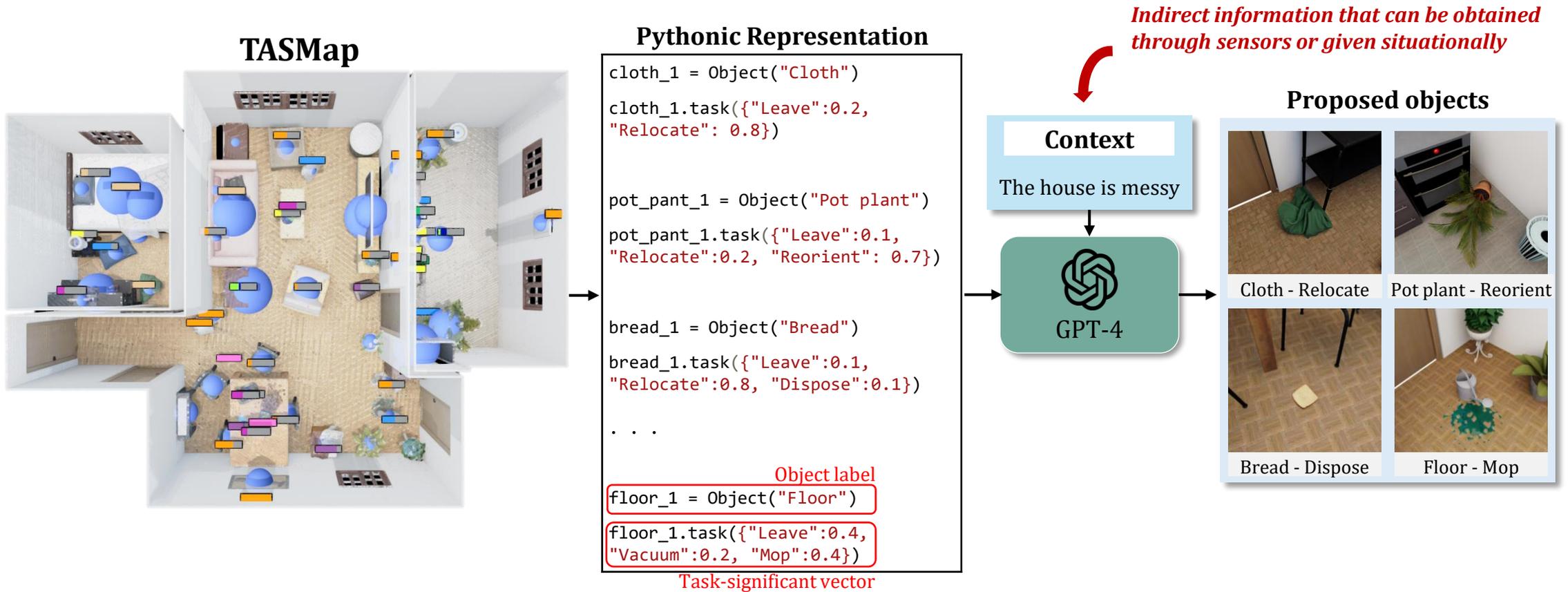
L_k : labels

S_k : segmented entity

(Φ_k : task-significant vector) → zero vector

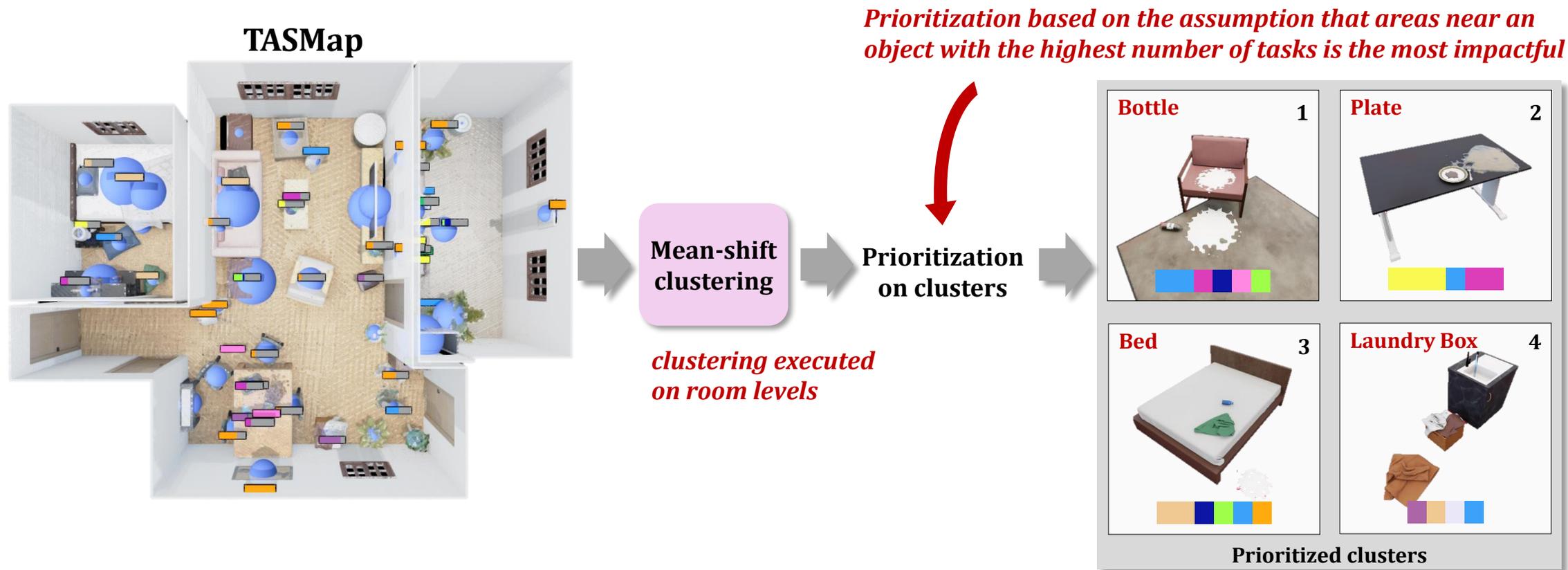
APPENDIX

- Application - Contextual Task Proposal



APPENDIX

- Application – Spatial Task Proposal



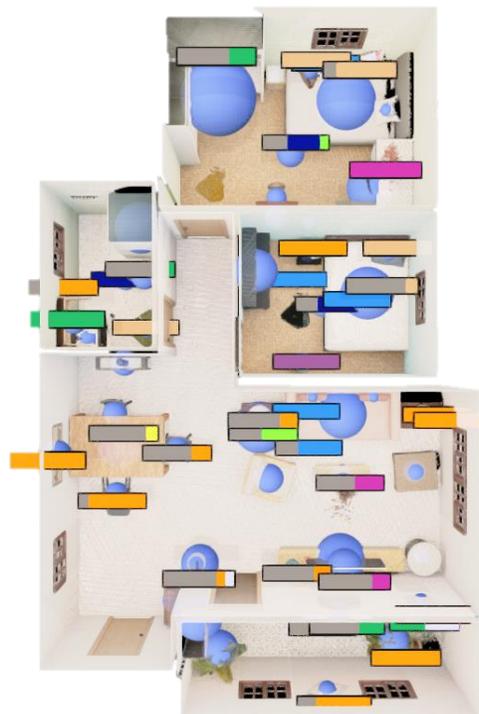


APPENDIX

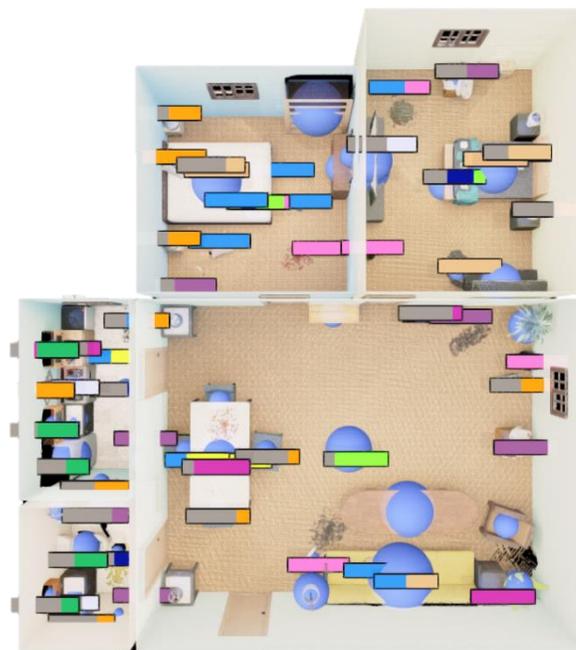
- Experiment - TASMap



Map #1: Post-Cooking



Map #2: Post-Exercise



Map #3: Odorous



Map #4: Odorous