

# Segmenting Unseen Objects for Robotic Grasping



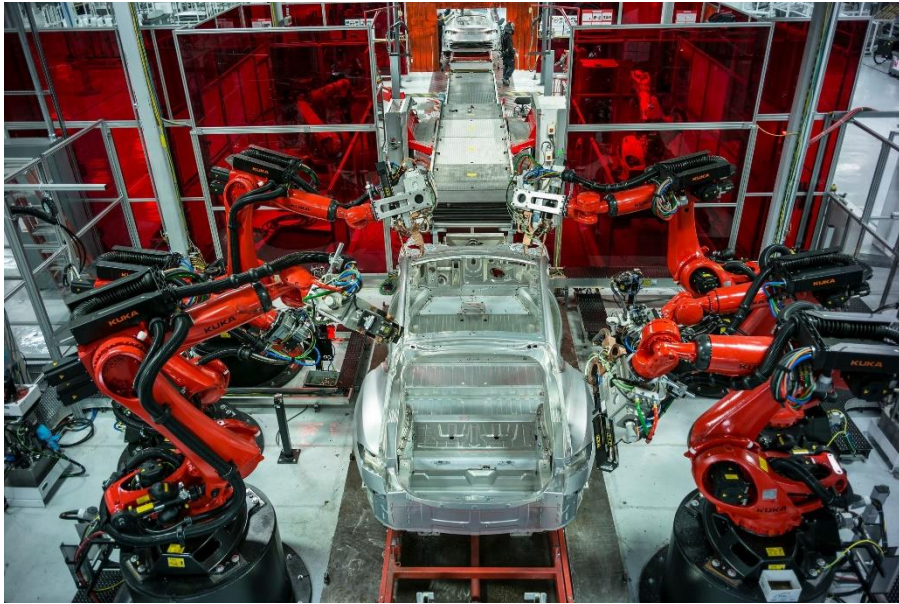
Yu Xiang

Assistant Professor

Computer Science

The University of Texas at Dallas

# Robots in Factories and Warehouses



Welding and Assembling

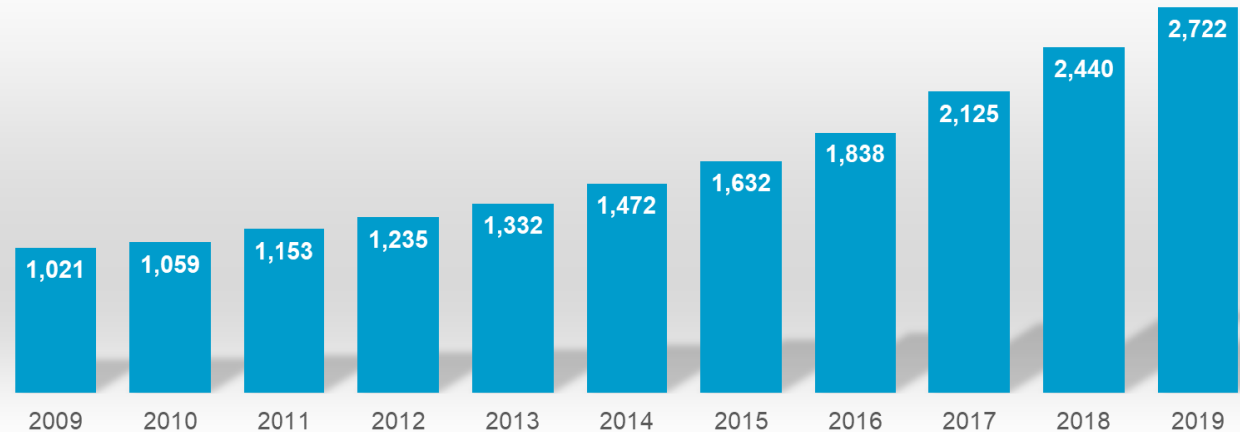


Material Handling



Delivering

Operational stock of industrial robots - World  
1,000 units



Source: World Robotics 2020

# Current Robots in Human Environments



Cleaning Robots



Telepresence Robots



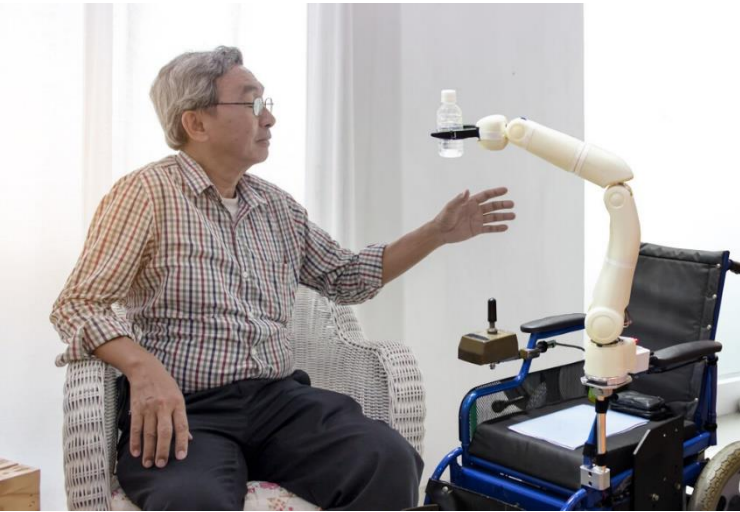
Smart Speakers

How can we have more powerful robots assisting people at homes or offices?

- Mobile manipulators
- Humanoids



# Future Intelligent Robots in Human Environments



Senior Care



Assisting



Serving



Cooking



Cleaning



Dish washing

# Robot Manipulation

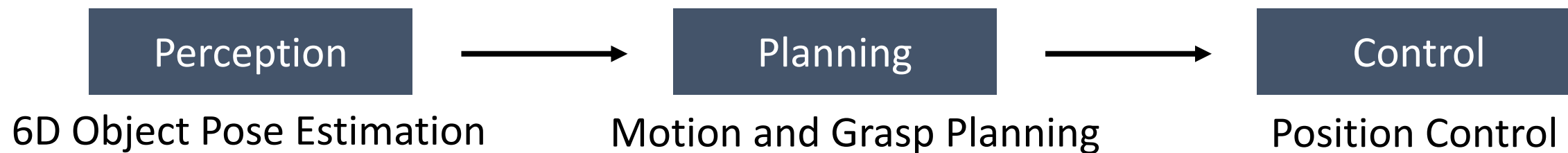


Assembling



Cooking

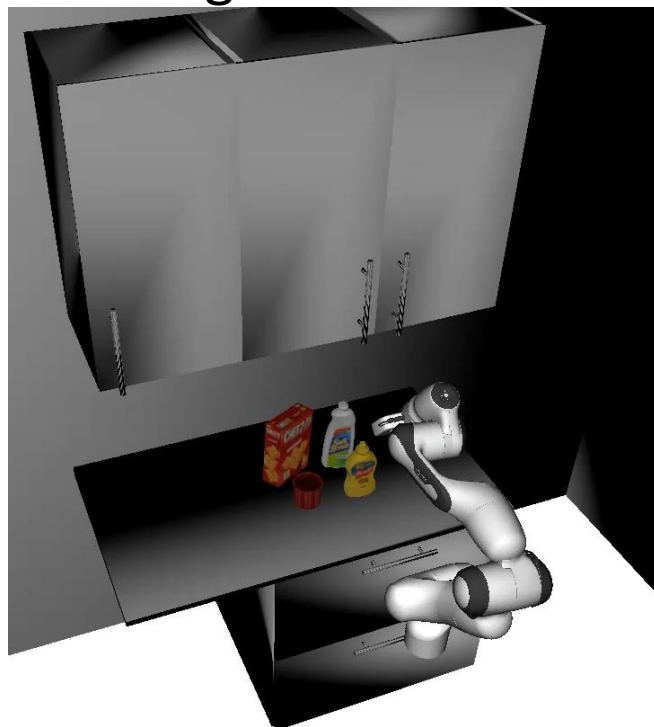
# Model-based Robotic Grasping



Sensed image



Planning scene



Real world execution



We need to have 3D models of objects

# Robots in Unstructured Environments



How can a robot manipulate objects in this cluttered kitchen?

# Model-free Robotic Grasping

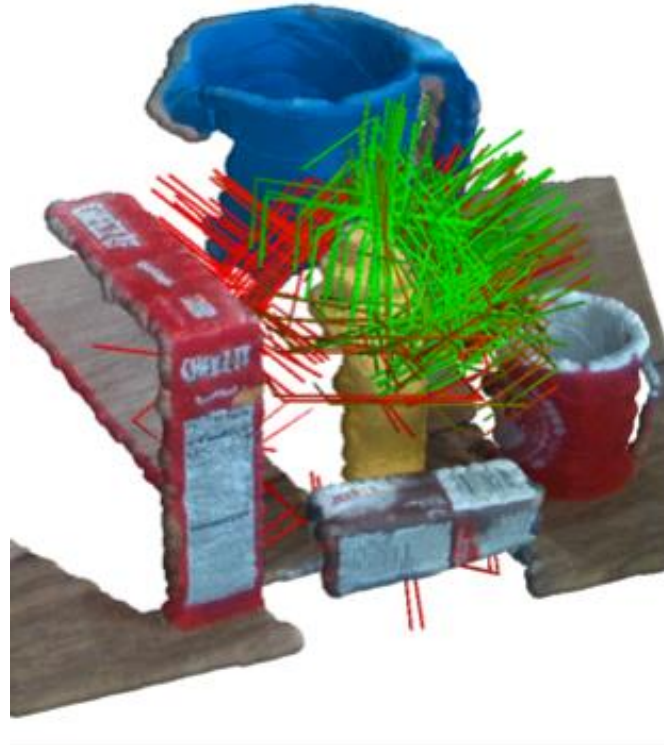
Perception



Planning



Control



Unseen object instance segmentation

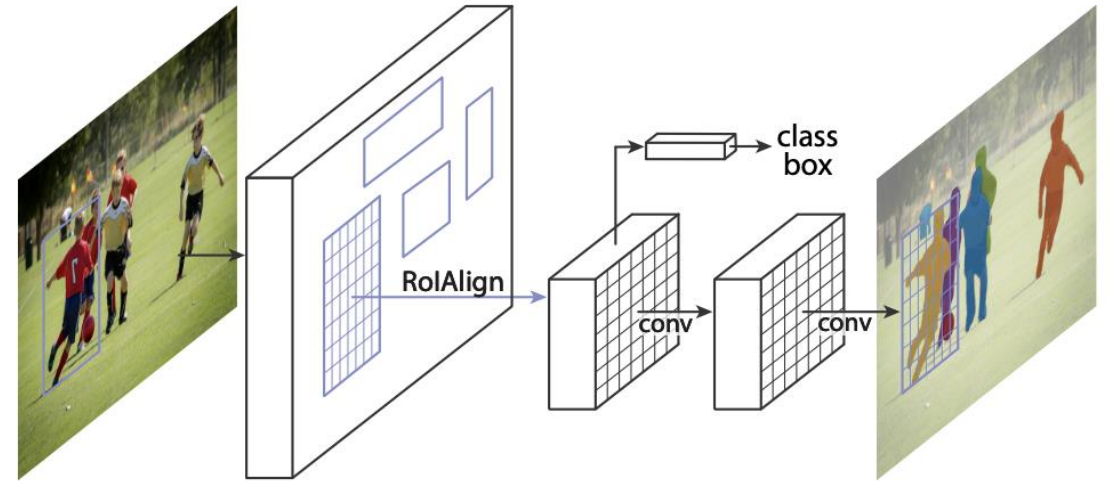
Grasp planning from point clouds

Position control to reach grasp



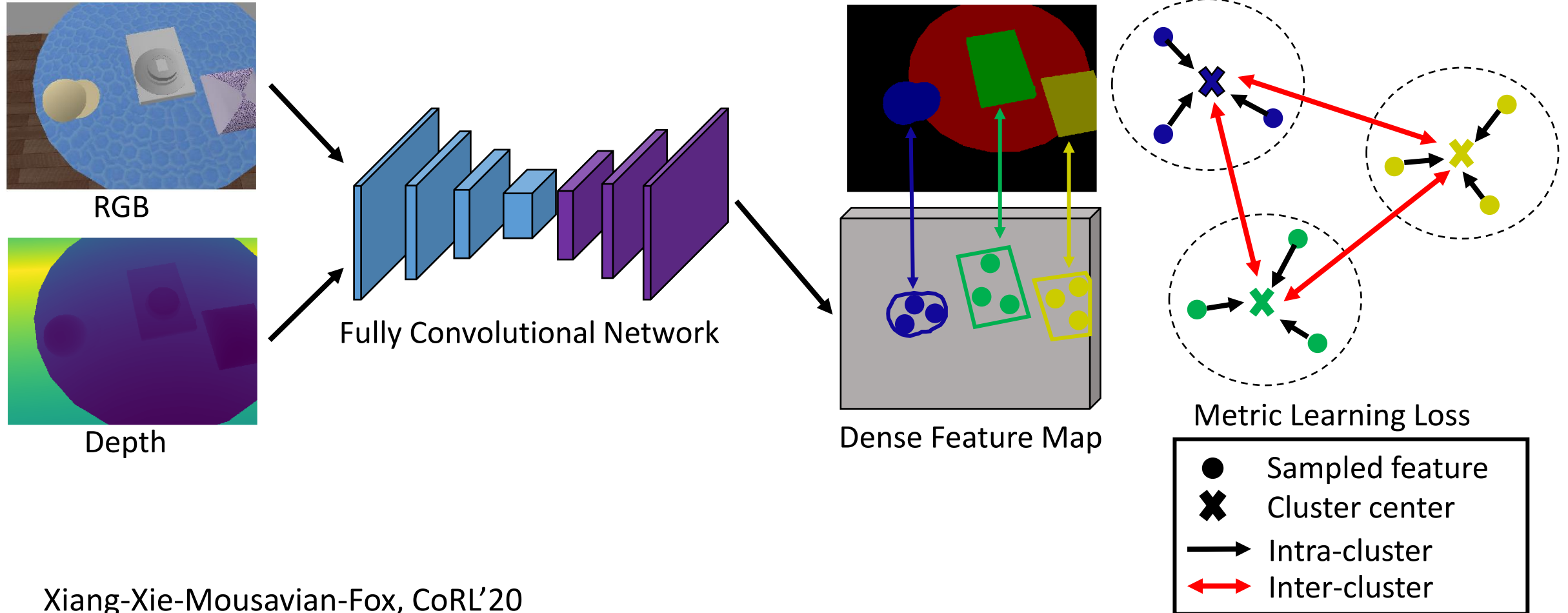
# Unseen Object Instance Segmentation

- Top-down approaches
  - Mask R-CNN (objects vs. background)
  - UOAIIS-Net (Back et al. ICRA'22)



- Bottom-up approaches
  - UOIS-Net (predicting object centers) Xie et al. CoRL'19, T-RO'21
  - UCN (feature learning + mean shift clustering) Xiang et al. CoRL'20
  - Fully Test-time RGBD Embeddings Adaptation (FTEA) Zhang et al. arXiv'23

# Unseen Object Instance Segmentation: Learning RGB-D Feature Embeddings

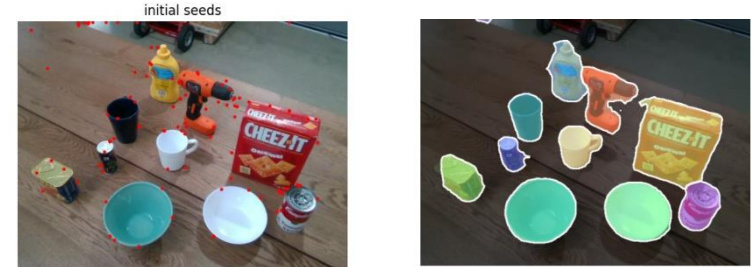


Xiang-Xie-Mousavian-Fox, CoRL'20

# von Mises-Fisher (vMF) Mean Shift Clustering

- Input data points  $\mathbf{X} \in \mathbb{R}^{n \times C}$  Unit length vectors
- Sample  $m$  initial clustering centers using furthest point sampling

$$\mu^{(0)} \in \mathbb{R}^{m \times C}$$



- For each of the  $T$  iterations

- Compute weight matrix

$$\mathbf{W} \leftarrow \exp(\kappa \mu^{(t-1)} \mathbf{X}^T)$$

$m \times n$

- Update clustering centers

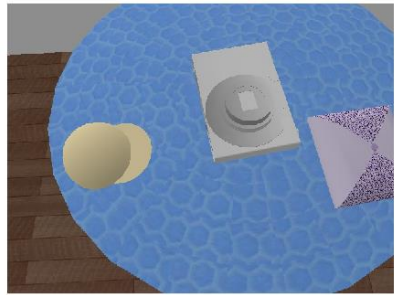
$$\mu^{(t)} \leftarrow \mathbf{W} \mathbf{X}$$

$m \times C$

Normalize each row

- Merge clustering centers with cosine distance smaller than  $\epsilon$

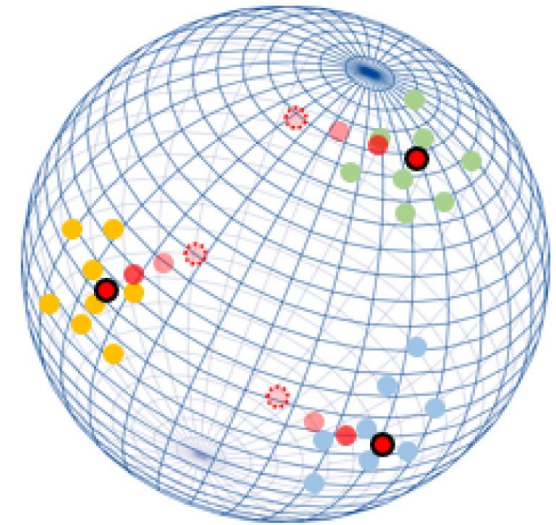
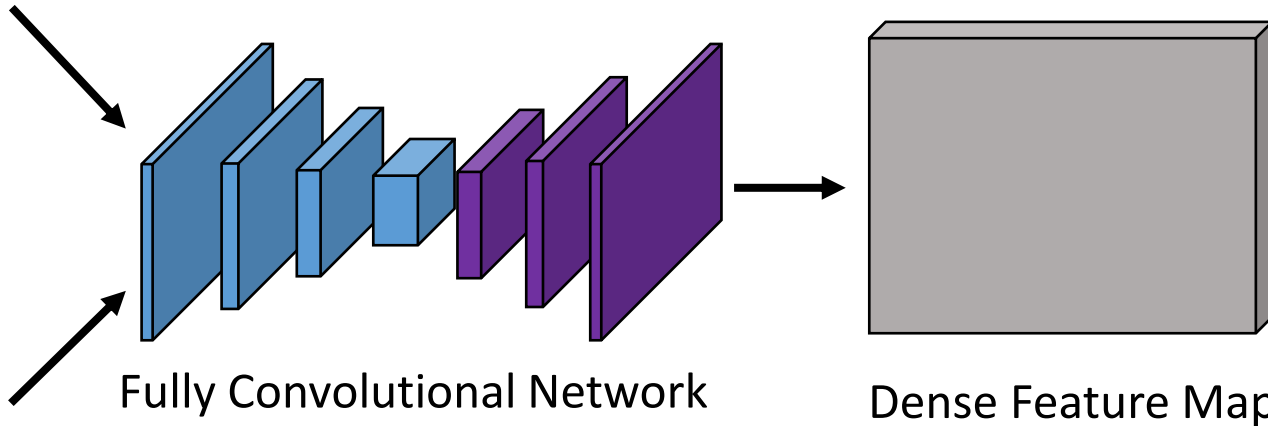
# Mean Shift Clustering is Non-Differentiable



RGB



Depth



Mean Shift Clustering

**Disconnected from the network**

Can we learn a differentiable clustering module jointly with the image feature embeddings?

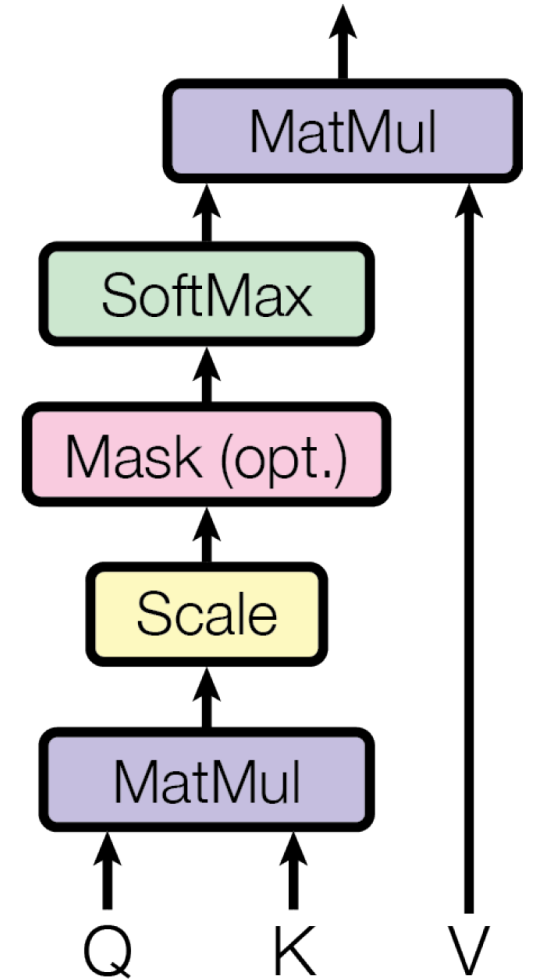
# Transformer: Attention

- Scaled Dot-Product Attention
  - Keys  $K : m \times d_k$
  - Values  $V : m \times d_v$
  - n queries  $Q : n \times d_k$

$$\text{Attention}(Q, K, V) = \text{softmax}\left(\frac{QK^T}{\sqrt{d_k}}\right)V$$

$n \times d_v$

↑  
weights



# vMF Mean Shift vs. Scaled Dot-Product Attention

- vMF mean shift updating rule

$$\mu^{(t)} \leftarrow \exp(\kappa \mu^{(t-1)} \mathbf{X}^T) \mathbf{X}$$

- Scaled Dot-Product Attention

$$\text{Attention}(Q, K, V) = \text{softmax}\left(\frac{QK^T}{\sqrt{d_k}}\right)V$$

Query Q as clustering centers  $\mu^{(t)} \in \mathbb{R}^{m \times C}$

Keys and values as data points  $\mathbf{X} \in \mathbb{R}^{n \times C}$

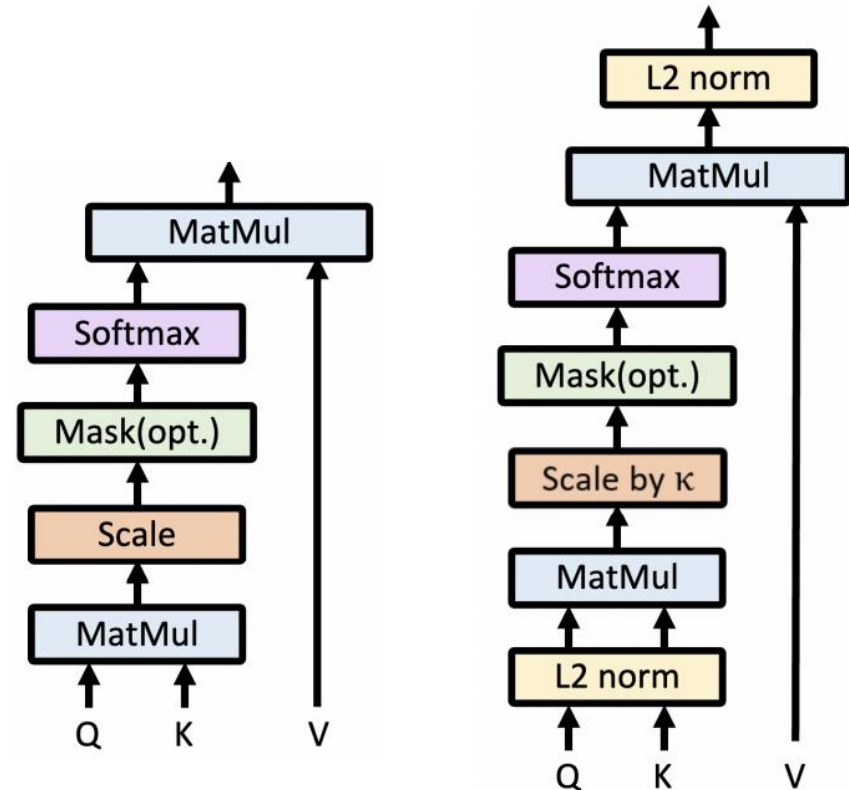
# Our Proposed Hypersphere Attention

- Hypersphere Attention

$$\text{HSAtten}(\mathbf{Q}, \mathbf{K}, \mathbf{V}) = g(\text{softmax}(\kappa g(\mathbf{Q})g(\mathbf{K})^T))\mathbf{V} \quad g(\mathbf{x}) = \frac{\mathbf{x}}{\|\mathbf{x}\|}$$

scaled dot-product attention

$$\text{Attention}(\mathbf{Q}, \mathbf{K}, \mathbf{V}) = \text{softmax}\left(\frac{\mathbf{Q}\mathbf{K}^T}{\sqrt{d_k}}\right)\mathbf{V}$$



# Our Masked Mean Shift Cross-Attention

$$\mu_l = \mu_{l-1} + g(\text{softmax}(\mathcal{M}_{l-1} + \kappa g(\mathbf{Q}_l)g(\mathbf{K}_l)^T) \mathbf{V}_l)$$

$$\mu_l \in \mathbb{R}^{m \times C} \quad \text{Clustering centers at layer } l \quad g(\mathbf{x}) = \frac{\mathbf{x}}{\|\mathbf{x}\|}$$

$$\text{Query } \mathbf{Q}_l = f_Q(\mu_{l-1}) \in \mathbb{R}^{m \times C}$$

$$\text{Key, Value } \mathbf{K}_l, \mathbf{V}_l \in \mathbb{R}^{H_l W_l \times C} \quad \text{Pixel embeddings}$$

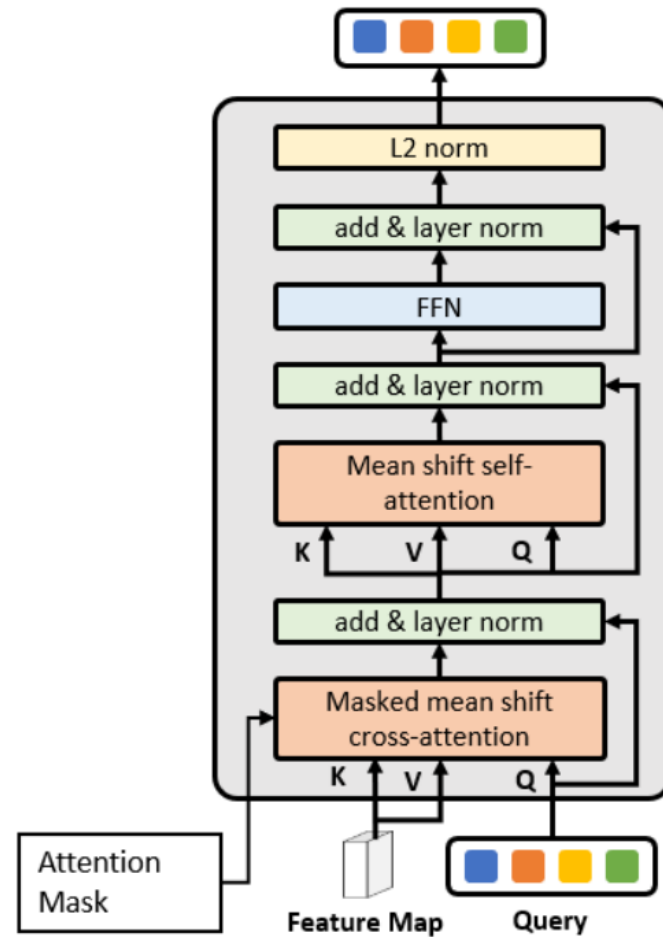
$$\text{Attention mask } \mathcal{M}_{l-1}(x, y) = \begin{cases} 0 & \text{if } M_{l-1}(x, y) = 1 \\ -\infty & \text{otherwise} \end{cases}$$

$$\text{Mask prediction } M_{l-1} \in \{0, 1\}^{m \times H_l W_l}$$



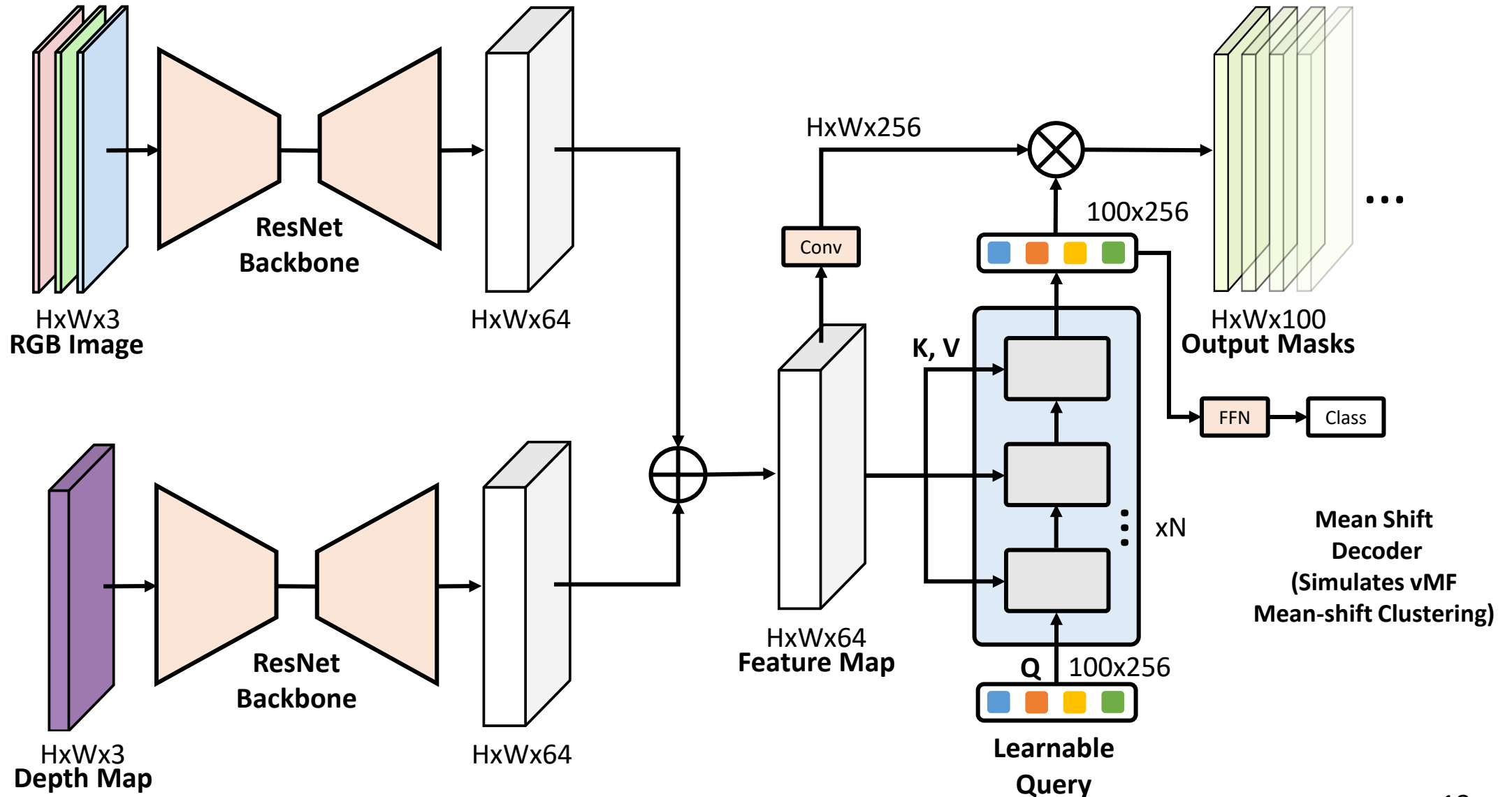
# Our Mean Shift Decoder Layer

$$\mu_l = \mu_{l-1} + g(\text{softmax}(\mathcal{M}_{l-1} + \kappa g(\mathbf{Q}_l)g(\mathbf{K}_l)^T) \mathbf{V}_l)$$

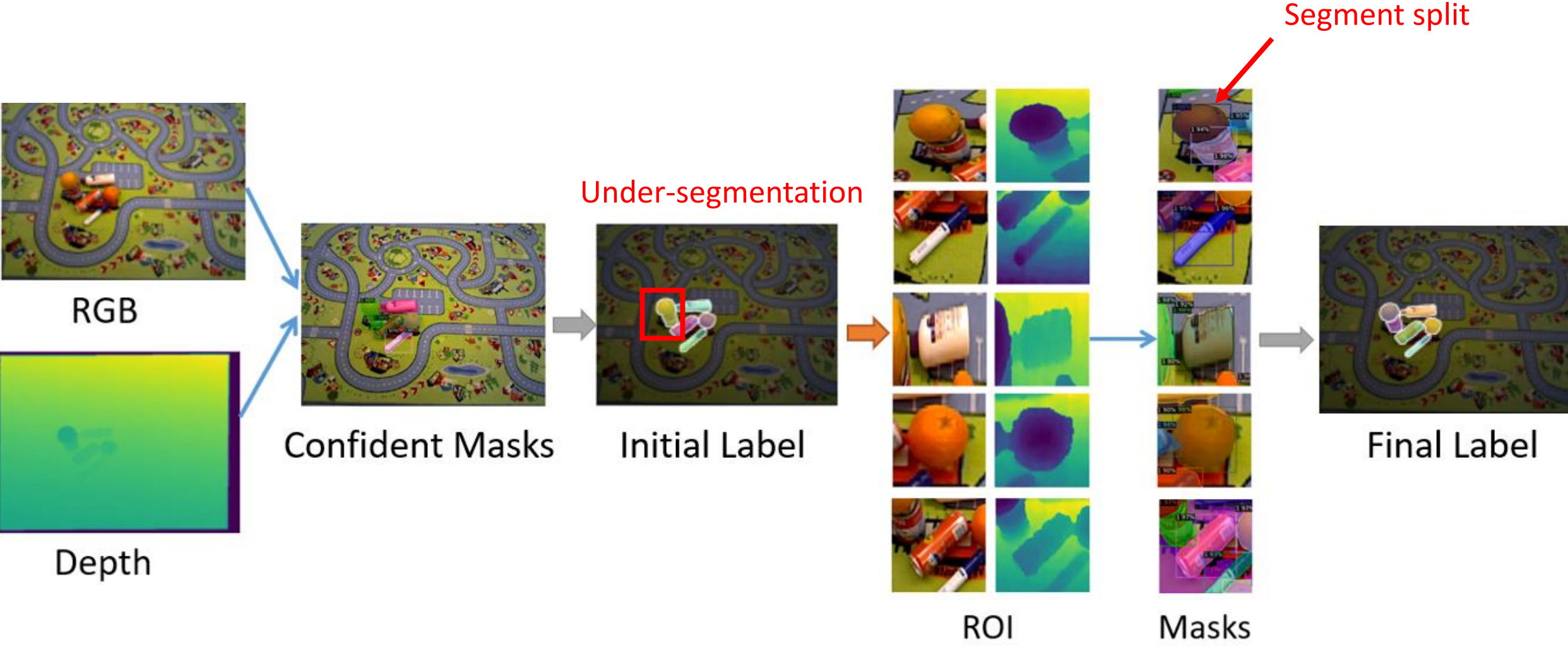


# Our Mean Shift Mask Transformer

Can be trained end-to-end



# Two-stage Segmentation



# Experiments: Testing Datasets

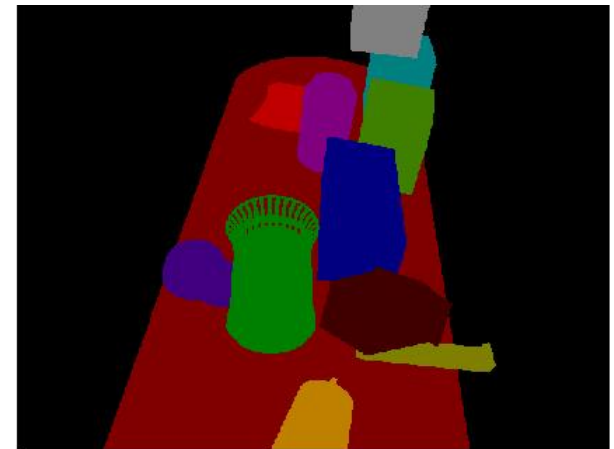
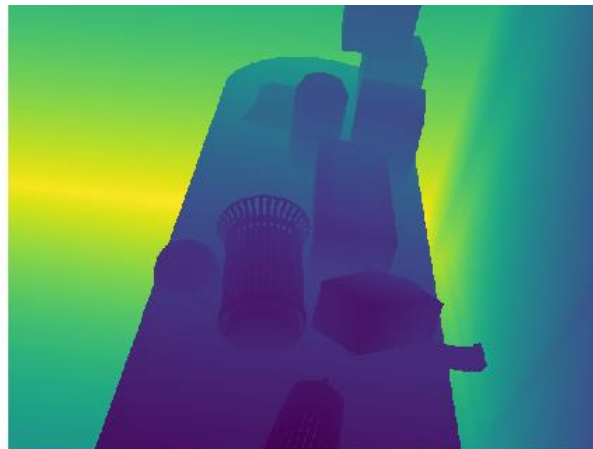
- Object Cluster Indoor Dataset (OCID), 2,390 RGB-D images Sushi et al. ICRA'19



- Object Segmentation Database (OSD), 111 RGB-D images Richtsfeld et al. IROS'12



# Experiments: Learning from Synthetic Data



RGB

Depth

Instance Label

40,000 scenes  
7 RGB-D images per scene

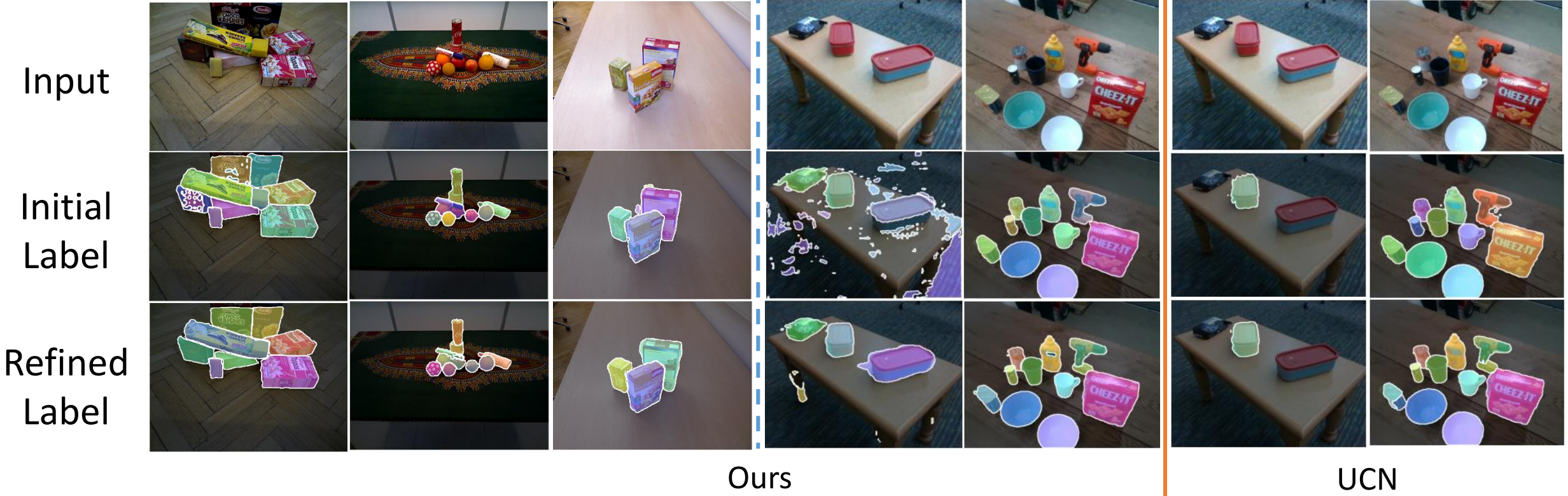
ShapeNet objects in the PyBullet simulator

Xie et al. CoRL'19

# Experimental Results

Method	Input	OCID (2390 images)							OSD (111 images)						
		Overlap			Boundary				Overlap			Boundary			
		P	R	F	P	R	F	%75	P	R	F	P	R	F	%75
MRCNN [14]	RGB	<b>77.6</b>	67.0	67.2	<b>65.5</b>	53.9	54.6	55.8	<b>64.2</b>	61.3	62.5	50.2	40.2	44.0	31.9
UCN [40]	RGB	54.8	<b>76.0</b>	59.4	34.5	45.0	36.5	48.0	57.2	<b>73.8</b>	63.3	34.7	50.0	39.1	52.5
UCN+ [40]	RGB	59.1	74.0	61.1	40.8	55.0	43.8	<b>58.2</b>	59.1	71.7	<b>63.8</b>	34.3	<b>53.3</b>	39.5	<b>52.6</b>
Mask2Former [5]	RGB	67.2	73.1	67.1	55.9	<b>58.1</b>	54.5	54.3	60.6	60.2	59.5	48.2	41.7	43.3	32.4
MSMFormer (Ours)	RGB	72.9	68.3	<b>67.7</b>	60.5	56.3	<b>55.8</b>	52.9	63.4	64.7	63.6	48.6	47.4	<b>47.0</b>	40.2
MSMFormer+ (Ours)	RGB	73.9	67.1	66.3	64.6	52.9	54.8	52.8	63.9	63.7	62.7	<b>51.6</b>	45.3	<b>47.0</b>	41.1
MRCNN [14]	Depth	85.3	85.6	84.7	83.2	76.6	78.8	72.7	77.8	85.1	80.6	52.5	57.9	54.6	77.6
UOIS-Net-2D [42]	Depth	88.3	78.9	81.7	82.0	65.9	71.4	69.1	80.7	80.5	79.9	66.0	67.1	65.6	71.9
UOIS-Net-3D [43]	Depth	86.5	86.6	86.4	80.0	73.4	76.2	77.2	85.7	82.5	83.3	<b>75.7</b>	68.9	71.2	73.8
UCN [40]	RGBD	86.0	92.3	88.5	80.4	78.3	78.8	82.2	84.3	<b>88.3</b>	86.2	67.5	67.5	67.1	79.3
UCN+ [40]	RGBD	91.6	<b>92.5</b>	<b>91.6</b>	86.5	<b>87.1</b>	86.1	<b>89.3</b>	<b>87.4</b>	87.4	<b>87.4</b>	69.1	70.8	69.4	<b>83.2</b>
UOAIS-Net [1]*	RGBD	70.7	86.7	71.9	68.2	78.5	68.8	78.7	85.3	85.4	85.2	72.7	<b>74.3</b>	<b>73.1</b>	79.1
Mask2Former [5]	RGBD	78.6	82.8	79.5	69.3	76.2	71.1	69.3	75.6	79.2	77.3	54.1	64.0	58.0	65.2
MSMFormer (Ours)	RGBD	88.4	90.2	88.5	84.7	83.1	83.0	80.3	79.5	86.4	82.8	53.5	71.0	60.6	79.4
MSMFormer+ (Ours)	RGBD	<b>92.5</b>	91.0	91.5	<b>89.4</b>	85.9	<b>87.3</b>	86.0	87.1	86.1	86.4	69.0	68.6	68.4	80.4

# Segmentation Examples



UCN: Xiang-Xie-Mousavian-Fox, CoRL'20

# Failure Cases



Under-segmentation

Over-segmentation



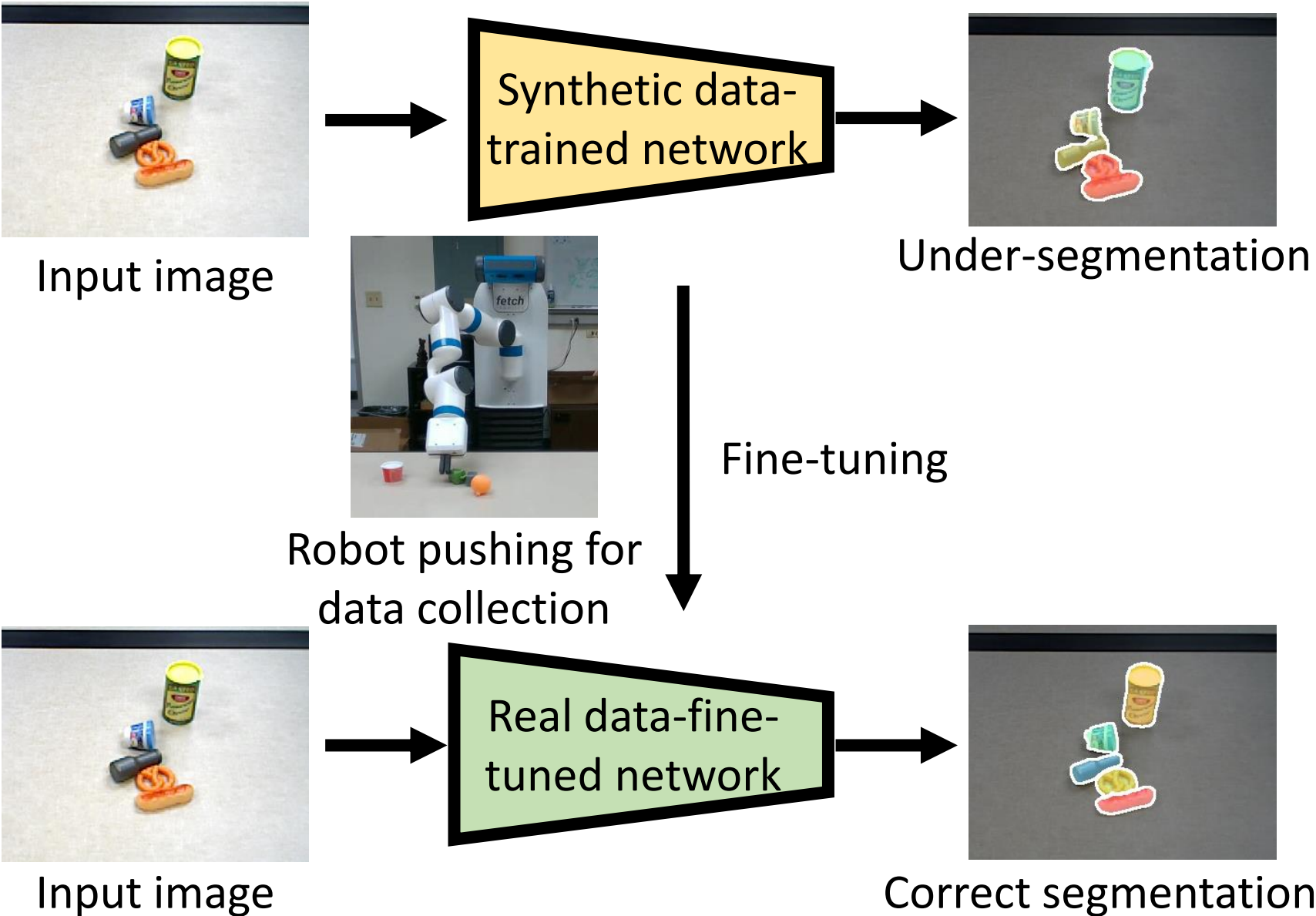
# How Can We Fix These Failures?

- Better models
  - Swin Transformers
  - OpenAI CLIP
  - ?
- Better training data
  - Photo-realistic synthetic data
  - Real-world data  
(How can we obtain real-world data for training?)

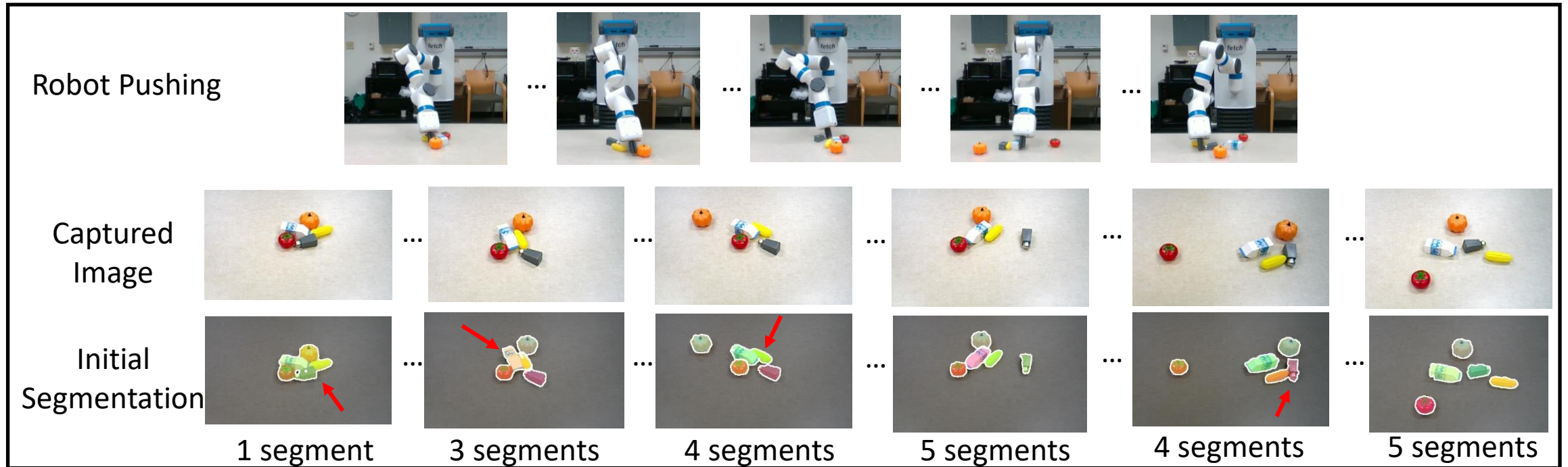


UOAIIS-Net (Back et al. ICRA'22)

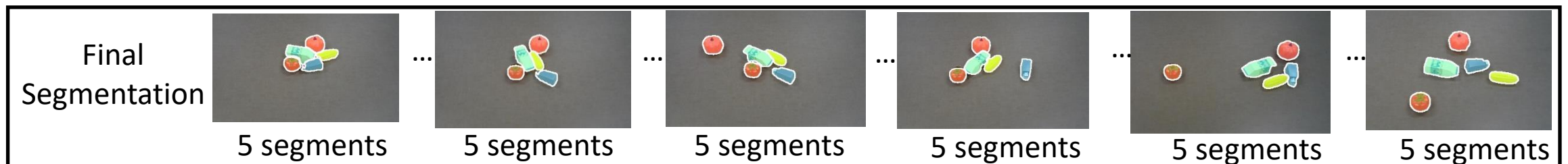
# Self-supervised Segmentation with Robot Interaction



# Leveraging Long-term Robot Interaction

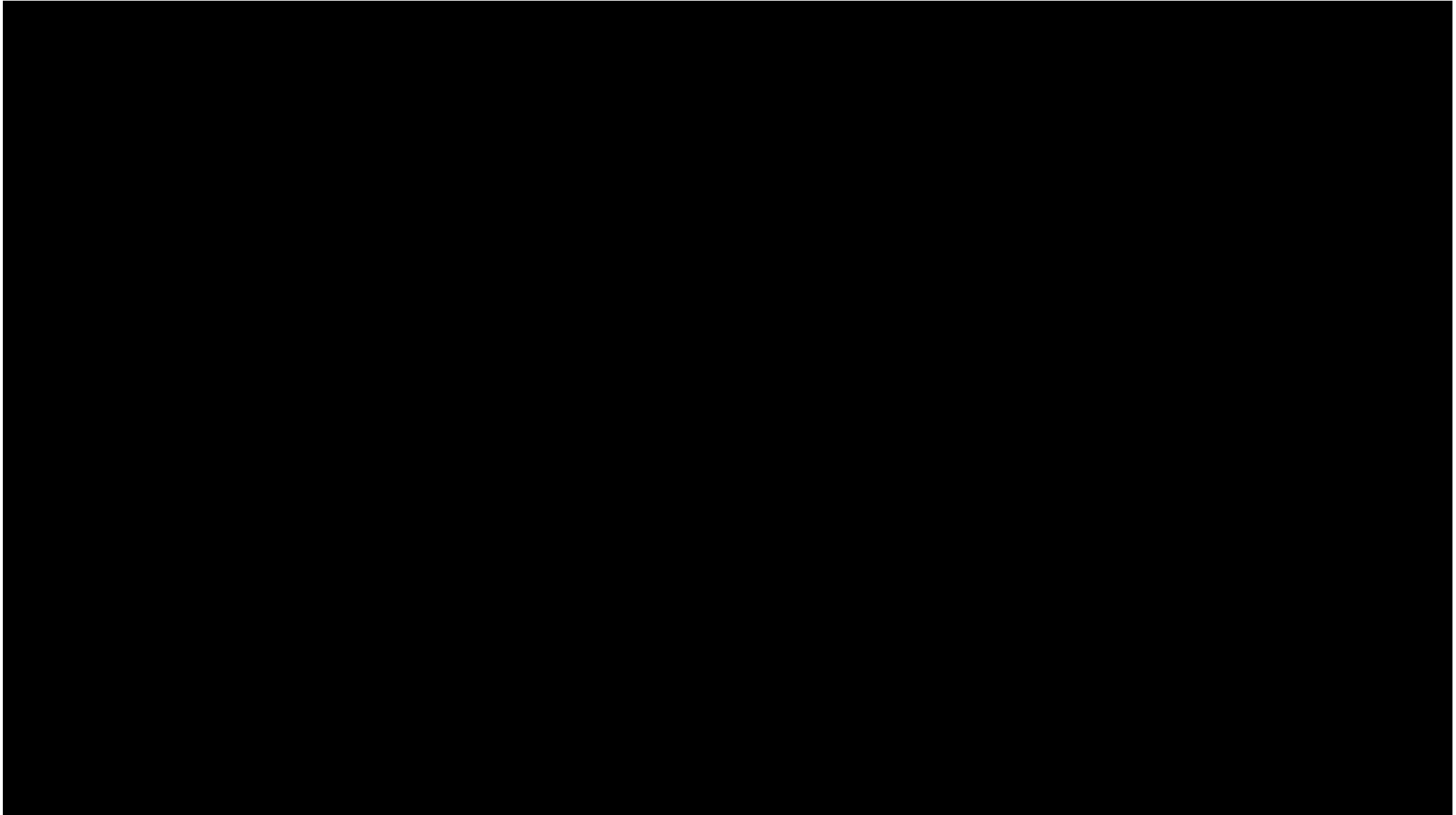


Optical-flow based Multi-Object Tracking +  
Video Object Segmentation



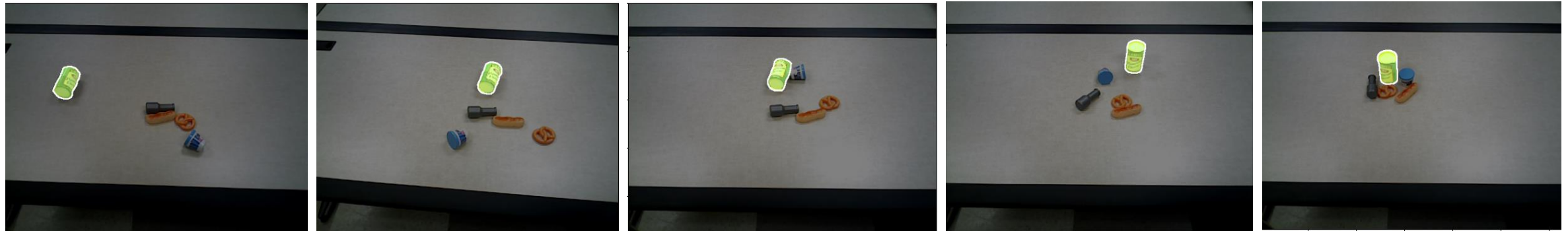
Time

# Data Collection in the Real World





# Mask Propagation via Video Object Segmentation



Initial mask: frame 20



frame 10



frame 7



frame 4



frame 0

Select the highest score mask in a tracklet

Propagation to other frames



Initial mask: frame 21



frame 19



frame 9



frame 3



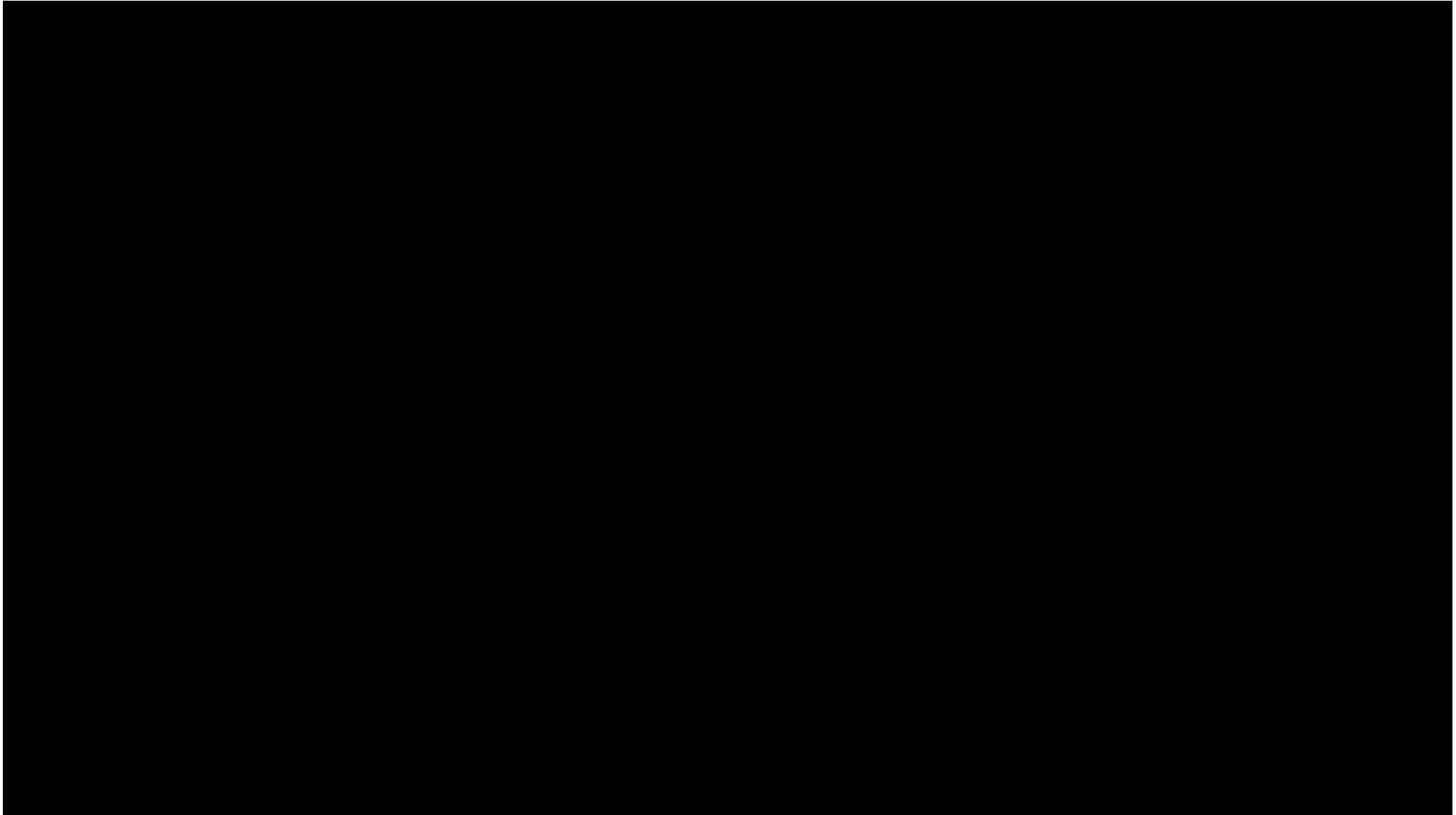
frame 0

**Long-Term Video Object Segmentation with an Atkinson-Shiffrin Memory Model.**

[Ho Kei Cheng, Alexander Schwing, ECCV, 2022.](#)

<https://github.com/hkchengrex/XMem>

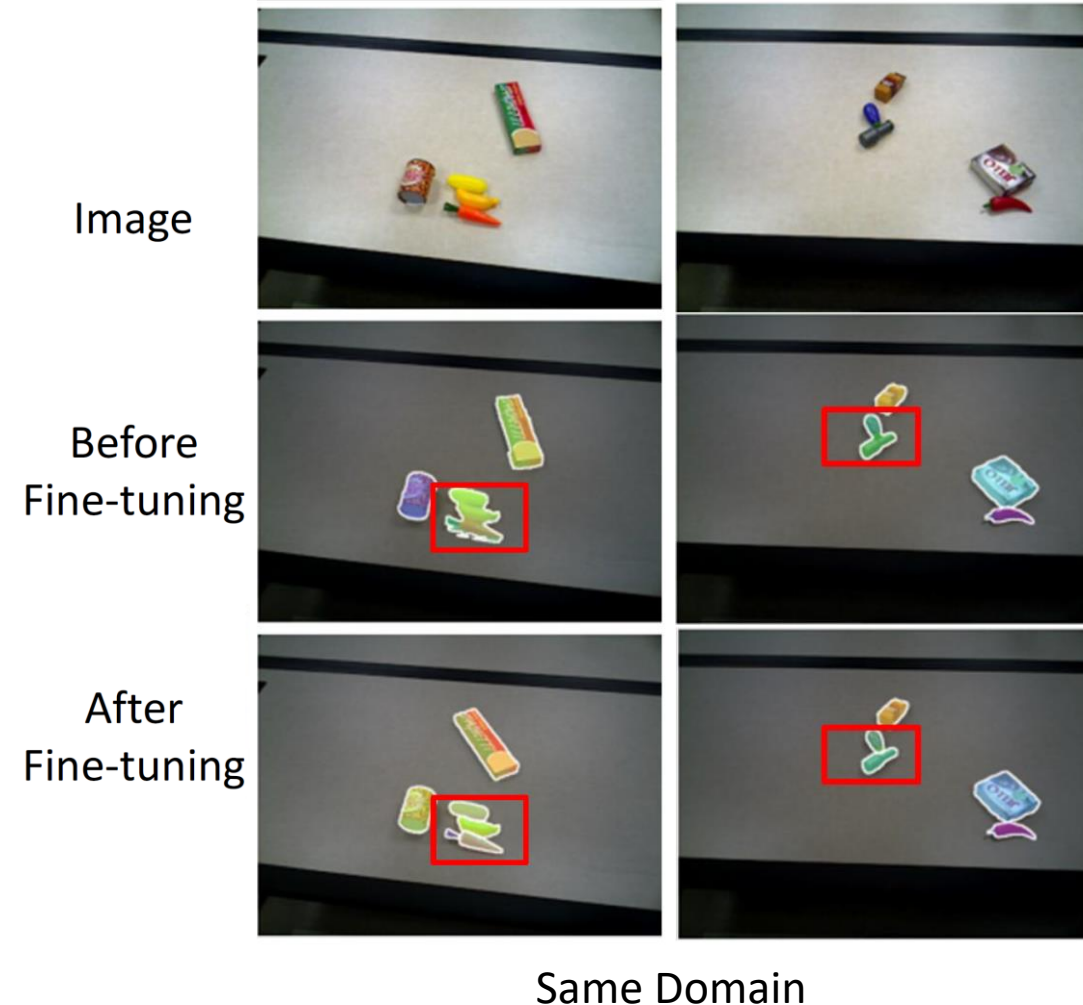
# Data Collected by the Robot



# Fine-tuning MSMFormer for Unseen Object Segmentation

Method	Same Domain Dataset (107 images)						
	Overlap			Boundary			%75
	P	R	F	P	R	F	
RGB Input with ResNet-50 backbone							
MF [19]	81.7	81.7	81.6	75.7	73.1	73.7	66.2
MF*	<b>90.6</b>	<b>92.7</b>	<b>91.6</b>	<b>87.3</b>	<b>88.6</b>	<b>87.6</b>	<b>90.7</b>
MF+Zoom-in	75.9	81.0	78.1	68.0	63.7	65.1	61.6
MF+Zoom-in*	90.1	89.6	89.7	88.0	84.4	85.5	83.5
MF*+Zoom-in	83.2	90.9	86.7	74.4	78.2	75.8	85.5
MF*+Zoom-in*	<b>91.0</b>	<b>93.3</b>	<b>92.1</b>	<b>89.7</b>	<b>89.6</b>	<b>89.3</b>	<b>92.2</b>
RGB-D Input with ResNet-34 backbone							
MF [19]	85.8	88.9	87.2	81.7	78.7	79.9	75.1
MF*	<b>90.9</b>	<b>91.9</b>	<b>91.3</b>	<b>86.5</b>	<b>85.9</b>	<b>85.9</b>	<b>84.8</b>
MF+Zoom-in	88.9	89.8	89.3	86.6	84.4	85.3	80.7
MF+Zoom-in*	90.7	90.2	90.4	86.0	85.9	85.6	84.3
MF*+Zoom-in	91.0	<b>91.9</b>	91.3	<b>89.6</b>	87.2	88.2	87.0
MF*+Zoom-in*	<b>92.5</b>	<b>91.9</b>	<b>92.1</b>	89.3	<b>87.8</b>	<b>88.3</b>	<b>88.0</b>

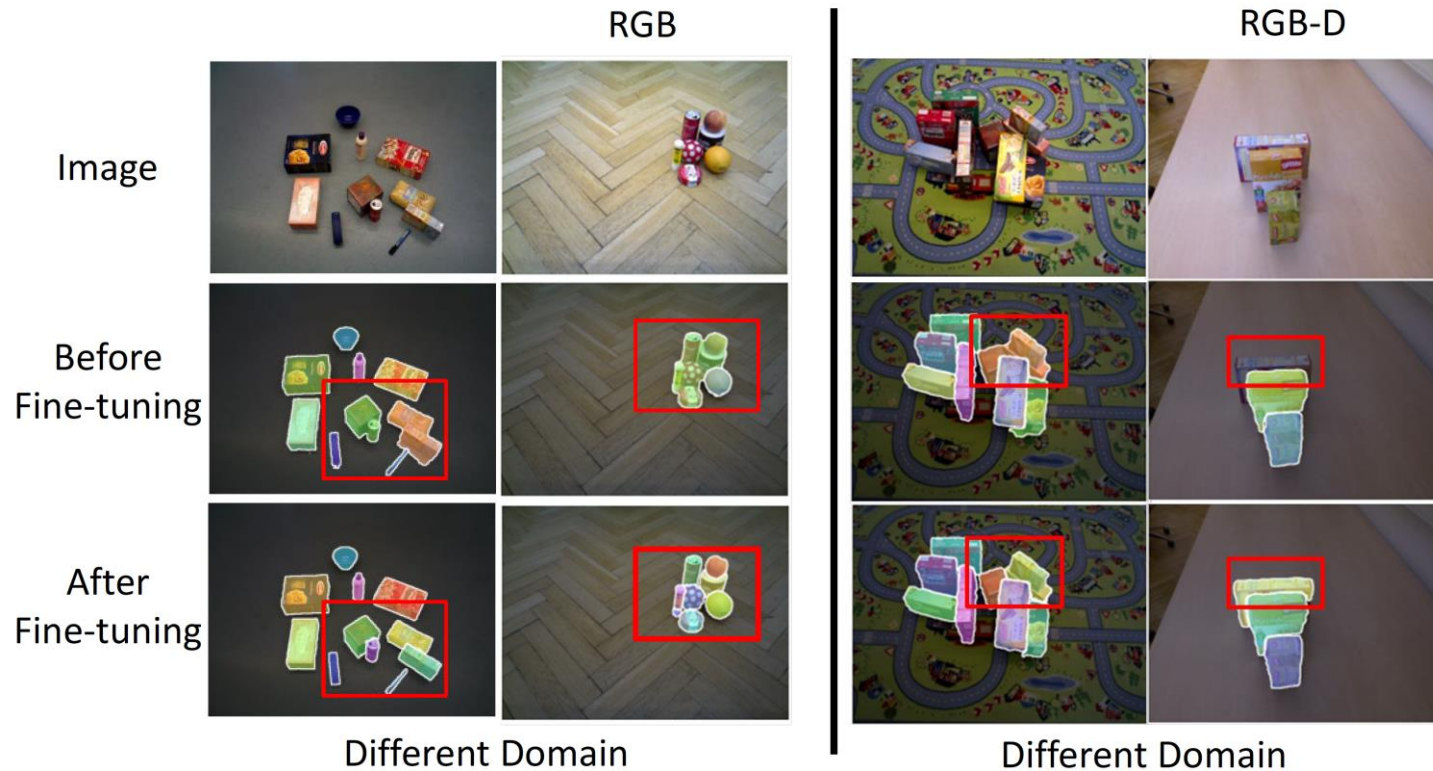
\*: model after fine-tuning



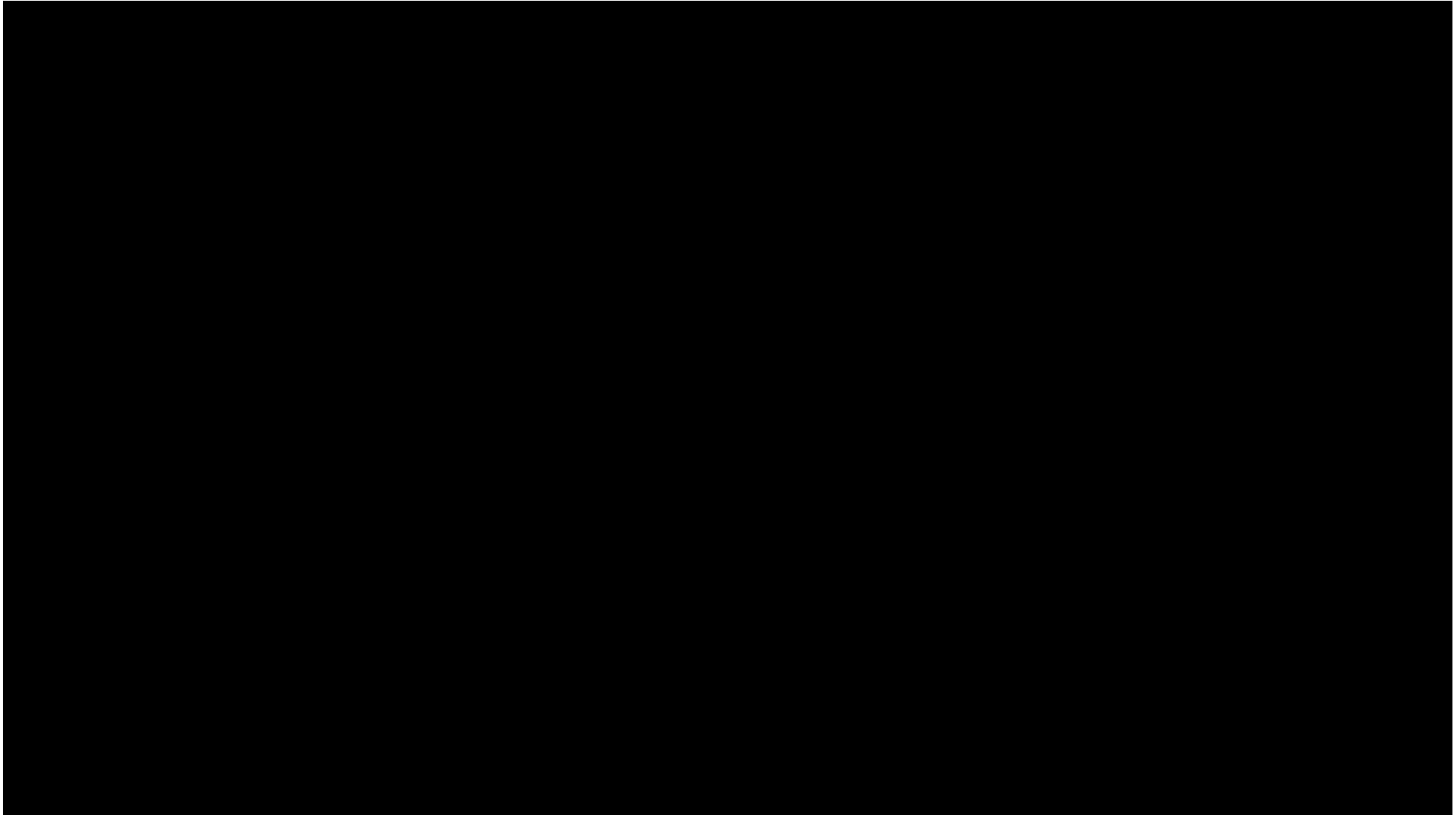


# Fine-tuning MSMFormer for Unseen Object Segmentation

# of scenes	# of images	OCID (2390 images)							OSD (111 images)						
		Overlap			Boundary				Overlap			Boundary			
		P	R	F	P	R	F	%75	P	R	F	P	R	F	%75
MSMFormer [19]	0	88.4	<b>90.2</b>	88.5	84.7	83.1	83.0	80.3	79.5	86.4	82.8	53.5	71.0	60.6	79.4
3	62	89.7	89.8	88.7	82.8	85.5	83.0	85.3	83.6	85.8	84.6	58.7	75.4	65.5	80.6
6	124	91.0	89.1	89.5	80.7	85.0	82.0	<b>87.0</b>	83.7	85.1	84.3	59.1	74.6	65.3	78.0
9	190	91.4	89.6	90.0	83.7	<b>85.6</b>	84.0	86.0	83.9	86.4	85.1	58.6	76.4	65.8	81.0
12	256	<b>92.1</b>	89.7	<b>90.3</b>	86.2	84.9	84.9	86.3	<b>87.6</b>	<b>86.6</b>	<b>87.0</b>	64.6	<b>77.5</b>	<b>69.7</b>	<b>85.6</b>
15 (All)	321	91.2	90.1	90.1	<b>87.2</b>	85.5	<b>85.7</b>	83.9	85.1	84.4	84.6	<b>67.8</b>	71.4	69.0	76.2



# Top-Down Grasping



# Conclusion



- Mean Shift Mask Transformer for Unseen Object Instance Segmentation <https://arxiv.org/abs/2211.11679>
  - Convert vMF mean shift clustering into decoder layer in transformer
  - An end-to-end differentiable segmentation model
- Self-supervised unseen object instance segmentation <https://arxiv.org/abs/2302.03793>
  - Leverage long-term robot interaction with objects
  - Combine multi-object tracking and video object segmentation to obtain ground truth segmentation labels
  - Fine-tune segmentation networks with the collected real-world data