

# Proactive Human-Robot Interaction using Visuo-Lingual Transformers and Object Interaction Graphs

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Humans possess innate ability to extract latent visuo-lingual cues to infer context through observation and human interaction.

Enables proactive prediction of the underlying intention engendering an intuitive method for task agnostic collaboration

**Goal:** Endow social robots with the ability to reason about the end goal and proactively predict intermediate tasks without hand-crafted triggers which are specific to a scene



# Contributions

- End-to-end multimodal transformer architecture ViLing-MMT that uses visual cues from the scene and intermediate task instructions to initiate pro-active behavior
- Incorporating graphical representation of learnt prior objectobject relations in an unsupervised manner

## **Transformer Encoder-Decoder**

on the table. Do you want water. <EOS>

### Transformer Encoder

- Lingual instructions represented by a sequence of tokens
- Combined with vision embeddings and object-object interaction graph embedding to create vRL<sup>(t)</sup><sub>emb</sub>

 $\mathbf{f}_{\theta_{enc}}(\mathbf{w}_{1:N}, \mathbf{I}^{(t)}, M_{n \times n}) = \mathbf{v} \mathbf{R} \mathbf{L}_{emb}^{(t)}$ 

# **Evaluation**

drink<EOS>

Georgia



h<sub>v</sub>(i+1)

h<sub>L</sub>(i+1,



Co-attentional Transformer Layer

### Method

### Vision Encoder

- Incorporate visual context awareness using an encoder based upon the Darknet-53 neural network architecture [1]
- Generate image region features by extracting bounding-boxes and their visual features

- Encoder shares architectural similarities with ViLBERT [3]
   which uses multi-modal streams of data that interact
   through co-attentional transformer layers
- Novel cross-modal key and value communication allows variable individual modality-specific depths and promotes cross-modal connections at various depths

### Transformer Decoder

$$\mathbf{p}_{\theta_{enc},\theta_{dec}}(\mathbf{o}_{1:N'}|\mathbf{w}_{1:N},\mathbf{I}^{(t)},M_{n\times n})$$

$$=\prod_{i=1}^{N'} \mathbf{p}_{\theta_{enc},\theta_{dec}}(\mathbf{o}_{i}|\mathbf{o}_{0:i-1},\mathbf{w}_{1:N},\mathbf{I}^{(t)},M_{n\times n})\forall i \in 1,\cdots,N'$$

$$=\prod_{i=1}^{N'} \mathbf{p}_{\theta_{dec}}(\mathbf{o}_{i}|\mathbf{o}_{0:i-1},\mathbf{vRL}_{emb}^{(t)})\forall i \in 1,\cdots,N'$$

• Defines the conditional probability distribution of target sequence given the contextualized encoding sequence

### Training

### Datasets:

- Flickr8K [4] and MSCOCO [5] for pre-training
- Flickr8K annotations augmented with reference captions

### Ablation Studies: Precision, Recall, F1 and BLEU score

	Simulated Scene				
Model	Precision	Recall	F1	BLEU	

 Apply RolAlign pooling to normalize the sizes of feature maps as well as global average pooling (GAP) to reduce the feature representation dimension

### Graph Encoder

- Use class occurrences of objects to form a graph encoding historical object-object relations
- Each class c<sub>n</sub> is represented as a vertex **v<sub>cn</sub> ∈ V** , N (V) = **n** and a relation is denoted by an edge
- The weight w<sub>c1c2</sub> of the edge is a measure of the extent to which the object classes c<sub>1</sub> -c<sub>2</sub> are



and task suggestions along with trigger variable

### Loss:

Minimize cross-entropy loss of action triggering and sum of the negative log-likelihood of the word provided in the ground truth description

 $\mathcal{L}_d = -log(p(O_t))$  $\mathcal{L} = \mathcal{L}_{ce}(\hat{i_t}, i_t) + \Sigma_t i_t \Sigma_{i=1}^{N'} \mathcal{L}_d$ 

	ViLing-MMT-G	0.625	0.667	0.645	0.418		
	ViLing-MMT	0.867	0.813	0.838	0.498		
	Model	Real-World Scene					
		Precision	Recall	F1	BLEU		
	ViLing-MMT-G	0.734	0.734	0.734	0.526		
	ViLing-MMT	0.75	1	0.857	0.566		

#### Ablation Studies: Precision, Recall, F1 and BLEU score

### References

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