



# **AskGrasp: Is this grasp suitable for performing a task on a particular object?**

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CS6301.001-Introduction to Robot Manipulation and Navigation

# Till now



Given an object(here **cube**), a Robot picks the object.

Given an object and a set of predefined grasps, robot picks an objects by selecting a feasible grasp from the set based on the environment.

**Now what?**

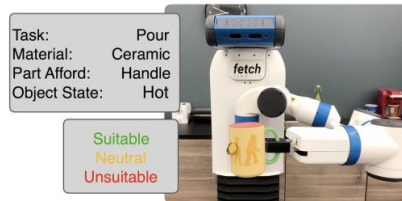
**How to make the robot capable of doing various tasks using the object?**

# Few Approaches



(a) Object parts and Affordance detection

<https://arxiv.org/pdf/2009.01439.pdf>



(b) Semantic Knowledge in Robotics

<https://arxiv.org/pdf/1909.11142.pdf>



(c) Semantic knowledge: Same Object, Different Grasps

<https://arxiv.org/pdf/2011.06431.pdf>

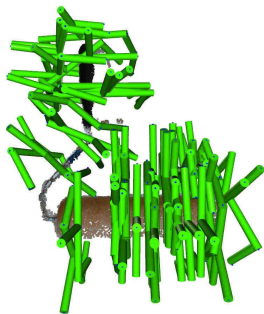
# Goal: Classify the given set of **Grasps** on an **Object** based on whether it can perform the given **Task**



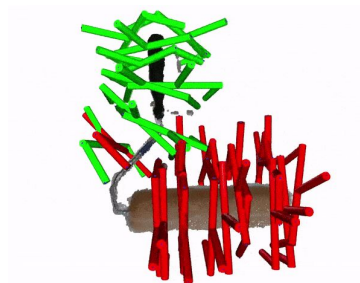
(1) Robot views the scene



(2) Get **Object** point cloud (here: Paint Roller)

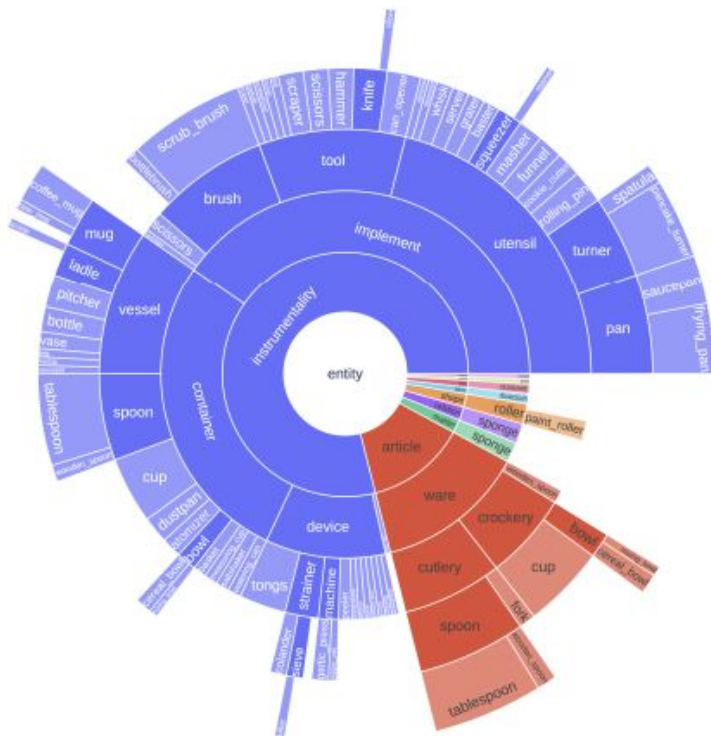


(3) Sample possible **Grasps** on the **Object**



(4) **Good/Bad** Grasps conditioned on **Task** (here: Paint)

# Dataset: TaskGrasp



**250K** task-oriented grasps

**56** tasks

**191** household and kitchen objects

- **75** distinct object categories

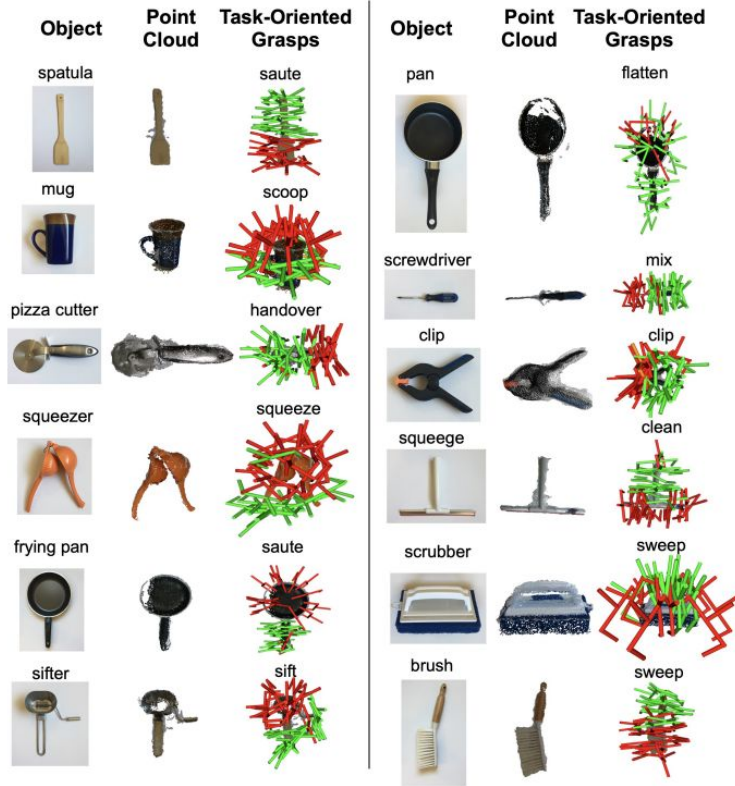
**RGB-D** information

**Grasp Type - SE(3)**

Source: TaskGrasp

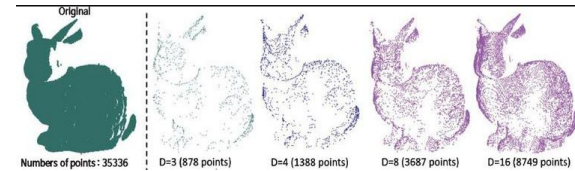
<https://arxiv.org/pdf/2011.06431.pdf>

# Dataset: TaskGrasp cont...



## Point Cloud:

- A point cloud is a collection of tiny individual points captured using a 3D laser scanner and plotted in 3D space.
- The denser the points, the more detailed the representation.

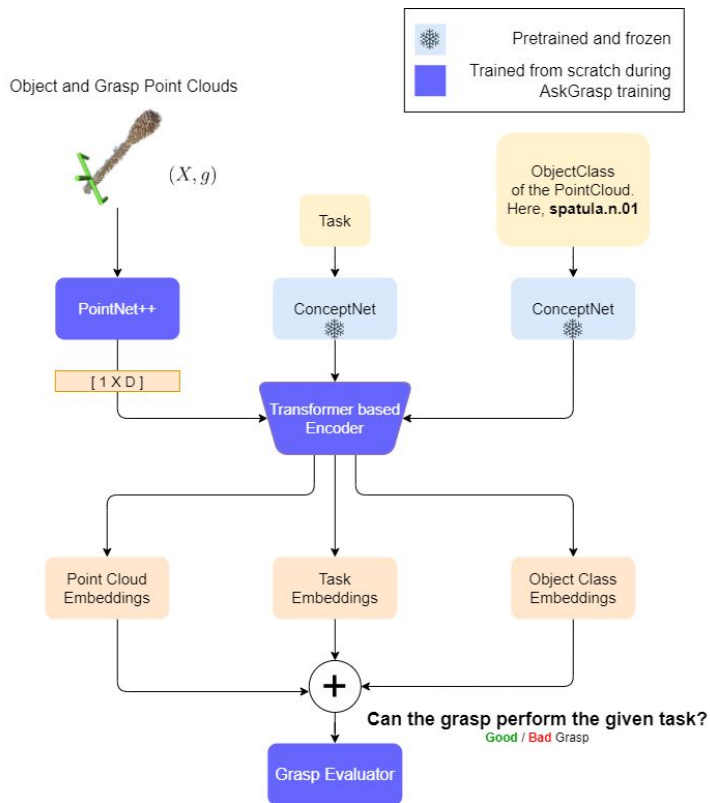


<https://content.iospress.com/articles/journal-of-intelligent-and-fuzzy-systems/ifs182742>

Source: TaskGrasp

<https://arxiv.org/pdf/2011.06431.pdf>

# Our AskGrasp Model



- **PointNet++:**
  - Encode 3D point clouds into meaningful embedding considering local and global features
- **ConceptNet:** <https://arxiv.org/abs/1612.03975>
  - used to create word embeddings -- representations of word meanings as vectors, similar to word2vec, GloVe, or fastText, but better.
- **Transformer based Encoder:** <https://arxiv.org/abs/1706.03762>
  - To leverage the self-attention mechanism
  - Useful blog: <https://jalammar.github.io/illustrated-transformer>
- **Grasp Evaluator:**
  - MLP with (256, 256, 256)
- **Loss**
  - Binary Cross Entropy

# Model Hyperparameter used for training

- **Batch\_size** = 16
- **Num\_points** = 4096
- **Epochs** = 200
- **Adam\_Optimizer\_lr** =  $1e-4$
- **D\_models** = 300
- **Nhead** = 6
- **Dim\_feedforward** = 1024
- **Dropout** = 0.2
- **Layers** = 4

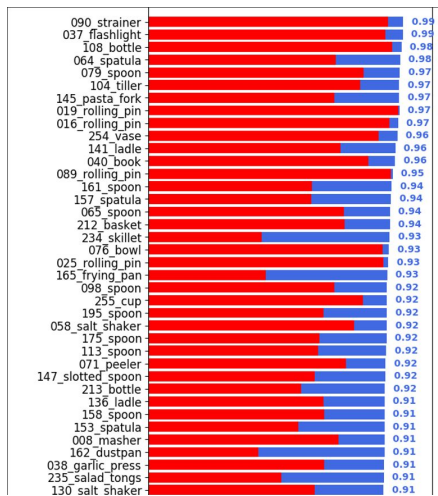


# Results

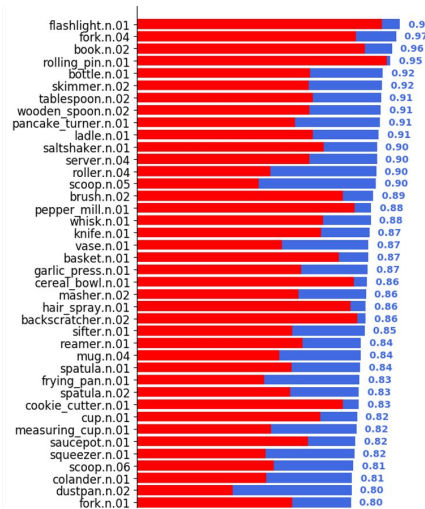
Model	Test Performance(mAP)		
	Instance	Classes	Tasks
<b>Random</b>	59.75	60.28	54.76
<b>SGN</b>	78.51	75.08	68.8
<b>SGN+word embedding</b>	79.74	77.91	<b>74.36</b>
<b>GCNGrasp</b>	<b>80.25</b>	<b>77.94</b>	73.71
<b>AskGrasp (ours)</b>	77.67	76.43	63.10

**Object Instance Generalization**

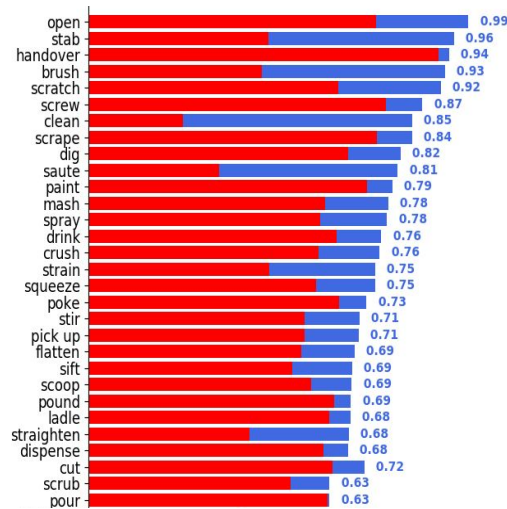
# Results Continued...



Instance (mAP = 77.67%)



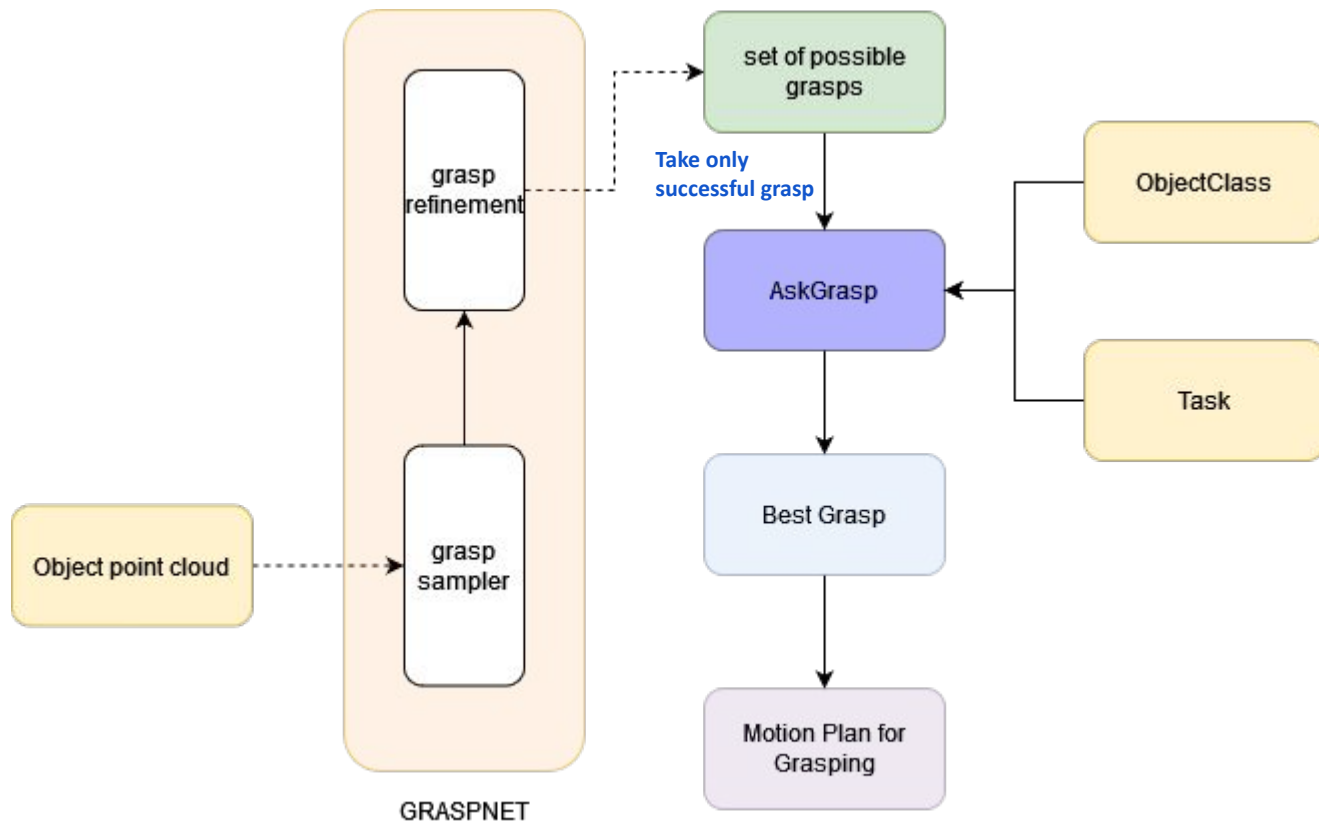
Class (mAP = 76.43%)



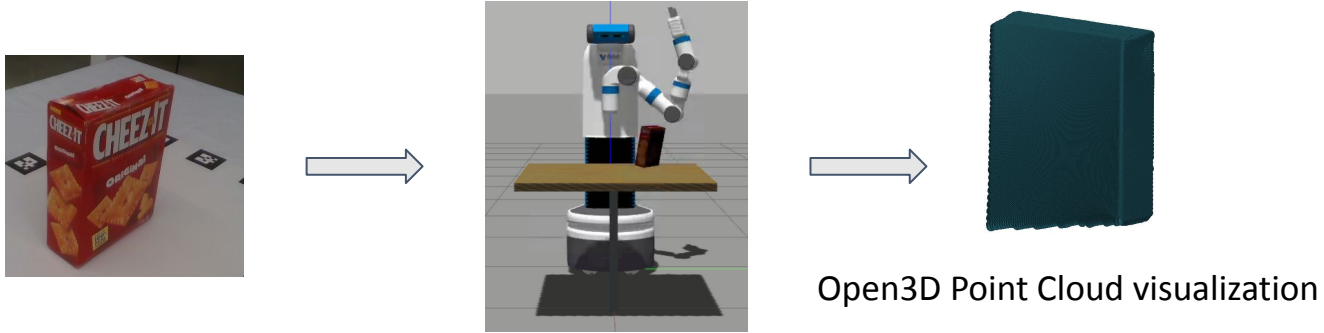
Task (mAP = 63.10%)

Inference

# Workflow



# Step-1: Point Cloud Generation



The point clouds are used in grasp generation and fed into the AskGrasp model for inference.

# Step-2: Grasps Generation

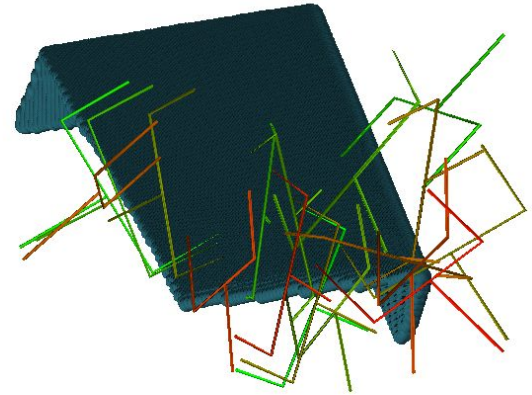
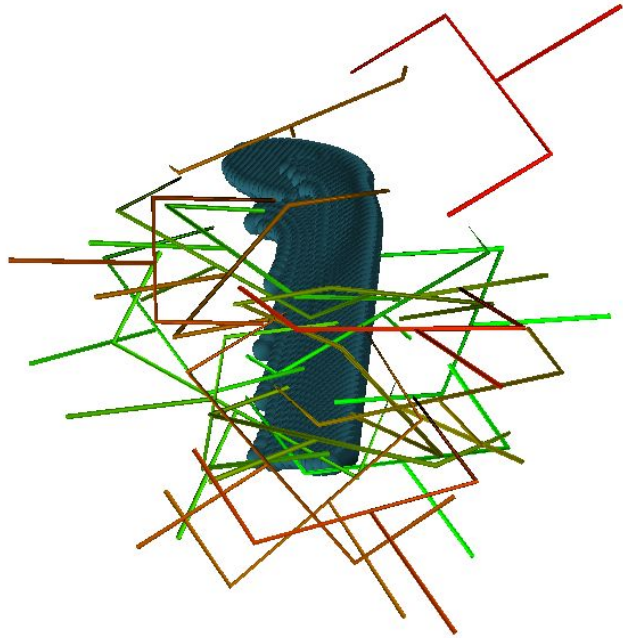
## Grasp:

It represents a final pose of gripper link of fetch robot which will result in a successful hold over the object in camera frame.

## Grasp Generation:

- Made use of [6-DOF GraspNet](#) which produces possible grasps for a given input of point clouds generated from depth camera.
- Pytorch Implementation: [https://github.com/jsll/pytorch\\_6dof-graspnet](https://github.com/jsll/pytorch_6dof-graspnet)
- **Input** : Point cloud from depth camera of fetch robot simulation in gazebo
- **Output** : Set of possible grasps generated by combination of grasp sampler and grasp refinement network trained from GitHub

# Examples for generated Grasps



Green/Red colors indicate feasible/infeasible grasps

**NOTE:** These grasps are not conditioned on tasks

Questions?