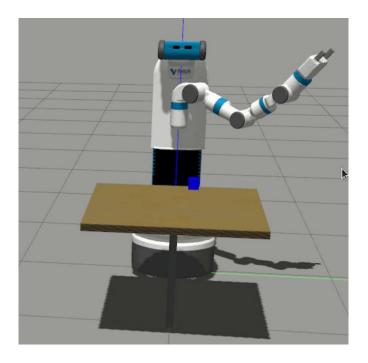
AskGrasp: Is this grasp suitable for performing a task on a particular object?

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Team-11

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

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



Fetch-Image: https://fetchrobotics.com/fetch-mobile-manipulator Other media: https://github.com/adithyamurali/TaskGrasp



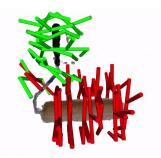
(1) Robot views the scene



(3) Sample possible Grasps on the Object

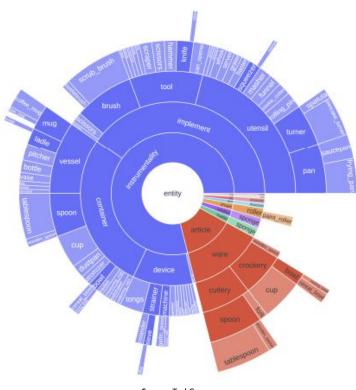


(2) Get **Object** point cloud (here: Paint Roller)



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

Dataset: TaskGrasp



Source: TaskGrasp https://arxiv.org/pdf/2011.06431.pdf **250K** task-oriented grasps

56 tasks

191 household and kitchen objects

- **75** distinct object categories

RGB-D information

Grasp Type - SE(3)

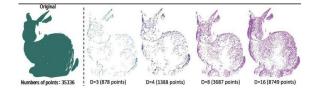
Dataset: TaskGrasp cont...



Source: TaskGrasp https://arxiv.org/pdf/2011.06431.pdf

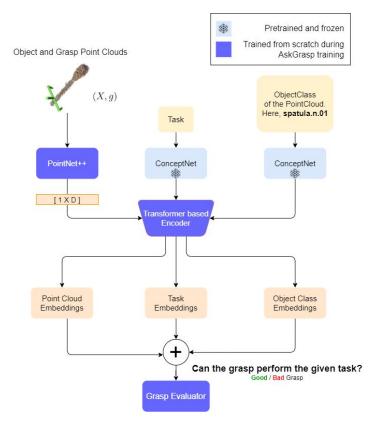
Point Cloud:

- 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

Our AskGrasp Model



• PointNet++:

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

Model Hyperparameter used for training

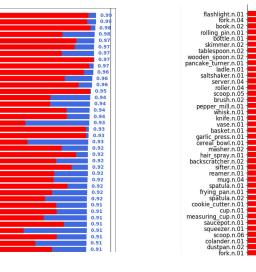
- Batch_size = 16
- Num_points = 4096
- Epochs = 200
- Adam_Optimizer_lr = 1e-4
- **D_models** = **300**
- Nhead = 6
- **Dim_feedforward** = 1024
- Dropout = 0.2
- Layers = 4

Results

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

Object Instance Generalization

Results Continued...



Instance (mAP = 77.67%)

090 strainer 037 flashlight

108 bottle

064_spatula

079_spoon 104_tiller

141 ladle -

040 book

157_spatula -065_spoon -

212 basket -234 skillet -

098_spoon -255_cup -

195 spoon

175_spoon 113_spoon

213 bottle -136 ladle -

158 spoon

153 spatula

008 masher

162 dustpan

038 garlic press -235_salad_tongs -

130 salt shaker

076_bowl -025_rolling_pin -165_frying_pan -

058_salt_shaker

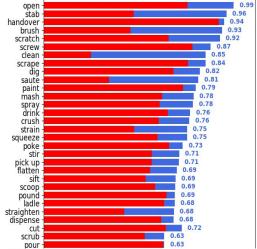
071_peeler -147_slotted_spoon -

145_pasta_fork -019_rolling_pin -

016_rolling_pin -254_vase -

089_rolling_pin -161_spoon -

open 0.97 stab 0.96 handover 0.95 brush 0.92 0.92 scratch 0.91 screw 0.91 0.91 clean 0.91 scrape dig 0.90 0.90 0.90 saute 0.90 paint 0.89 mash 0.88 0.88 spray drink 0.87 0.87 crush 0.87 0.87 strain 0.86 squeeze 0.86 poke 0.86 stir 0.86 0.85 pick up 0.84 flatten 0.84 0.84 sift 0.83 scoop 0.83 pound 0.83 0.82 0.82 straighten 0.82 dispense 0.82 0.81 cut 0.81 scrub 0.80 pour 0.80

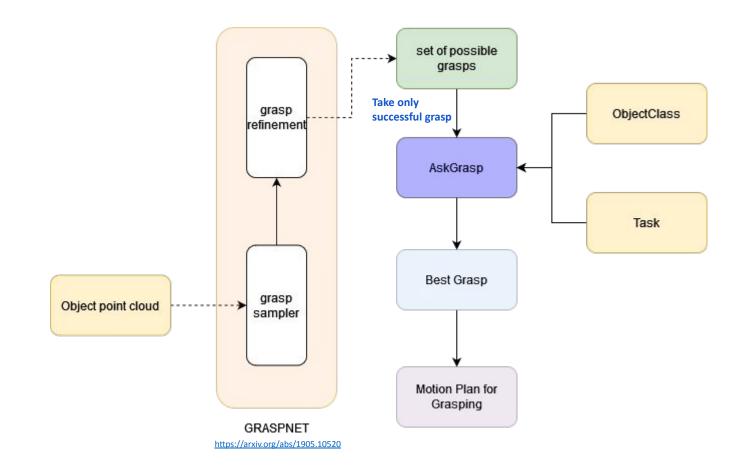


Task (mAP = 63.10%)

Class (mAP = 76.43%)

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

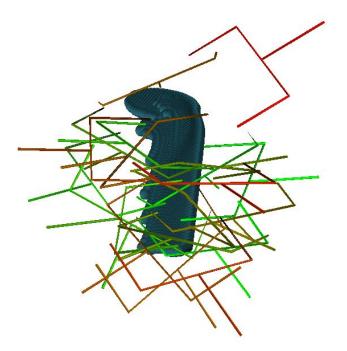
Grasp:

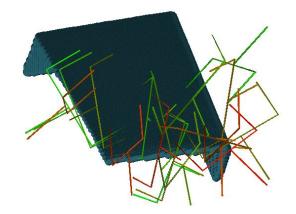
It represents a final pose of gripper link of fetch robot which will result in a successful hold over the object in camera frame.

Grasp Generation:

- Made use of <u>6-DOF GraspNet</u> which produces possible grasps for a given input of point clouds generated from depth camera.
- Pytorch Implementation: <u>https://github.com/jsll/pytorch_6dof-graspnet</u>
- 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 <u>NOTE</u>: These grasps are not conditioned on tasks

Questions?