

Robust Vision-Language-Action Models for Robotic Grasping in Corner Case Scenarios

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Problem: VLA suffers from corner cases.

- We train a good VLA model in familiar environments, but it faces a lot of failures in real environment, due to corner cases.
 - including extreme lighting, changed background, mist environment, and so on.



How to avoid failures and improve VLA performance with these corner cases?
Lighting Changed, Background Changed, Mist due to climate.



Problem based on real experiments.

- Well trained model (SmoVLA) cannot handle different corner cases.



Original Image

Generated by
Up camera.



new background

Generated by
RemoveBG2.0 and
generate BG with stable
diffusion 1.5.



Extreme Lighting

Generated by OpenCV to
relighting Image



Mist effect

Generated by OpenCV to
add mist effect



Original Image

Success

Error < 1

Non-Sensitive

New background

Failure

Error > 90

Sensitive

Extreme Lighting

Failure

Error > 40

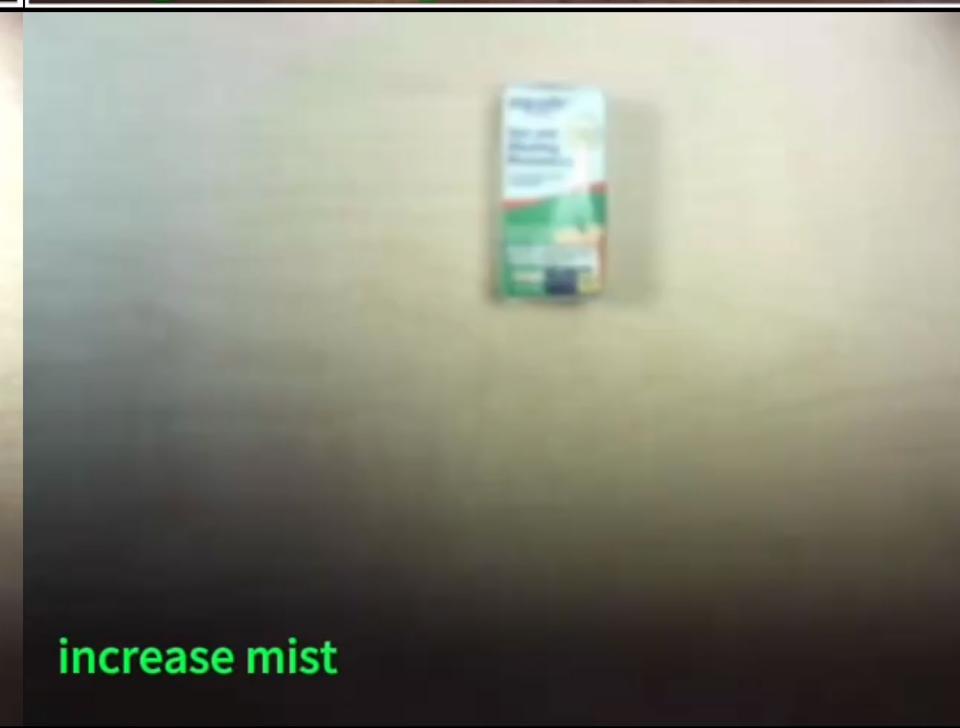
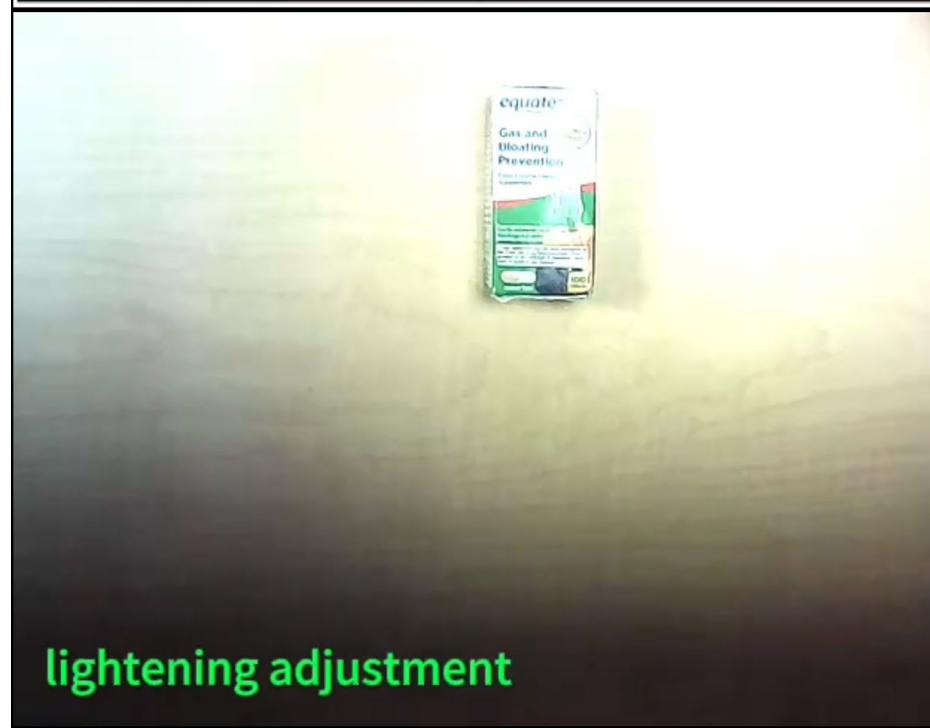
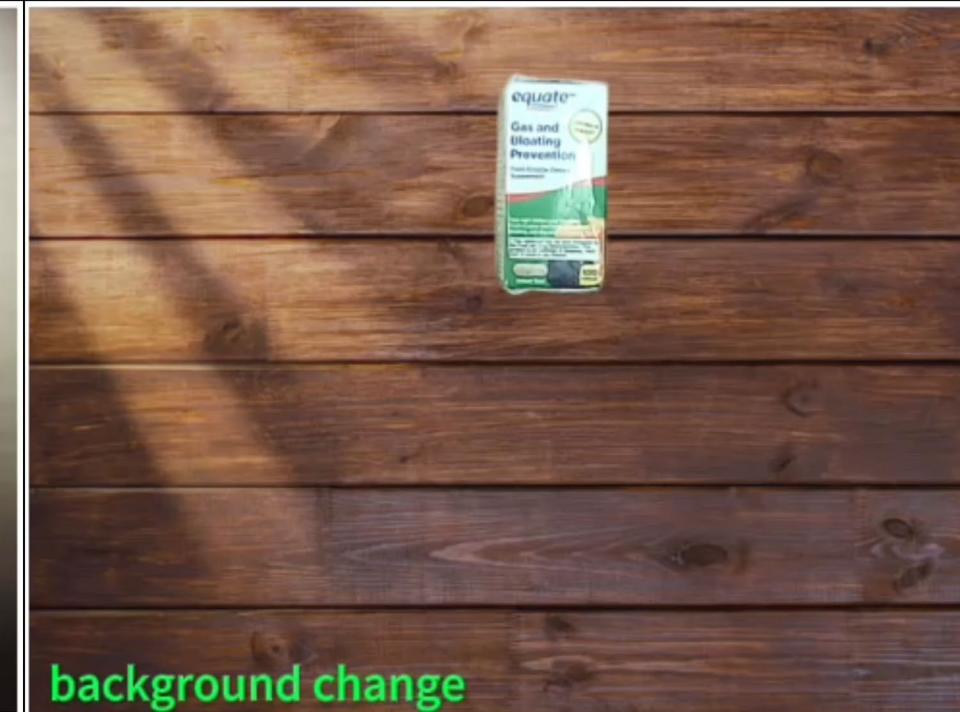
Sensitive

Mist effect

Success

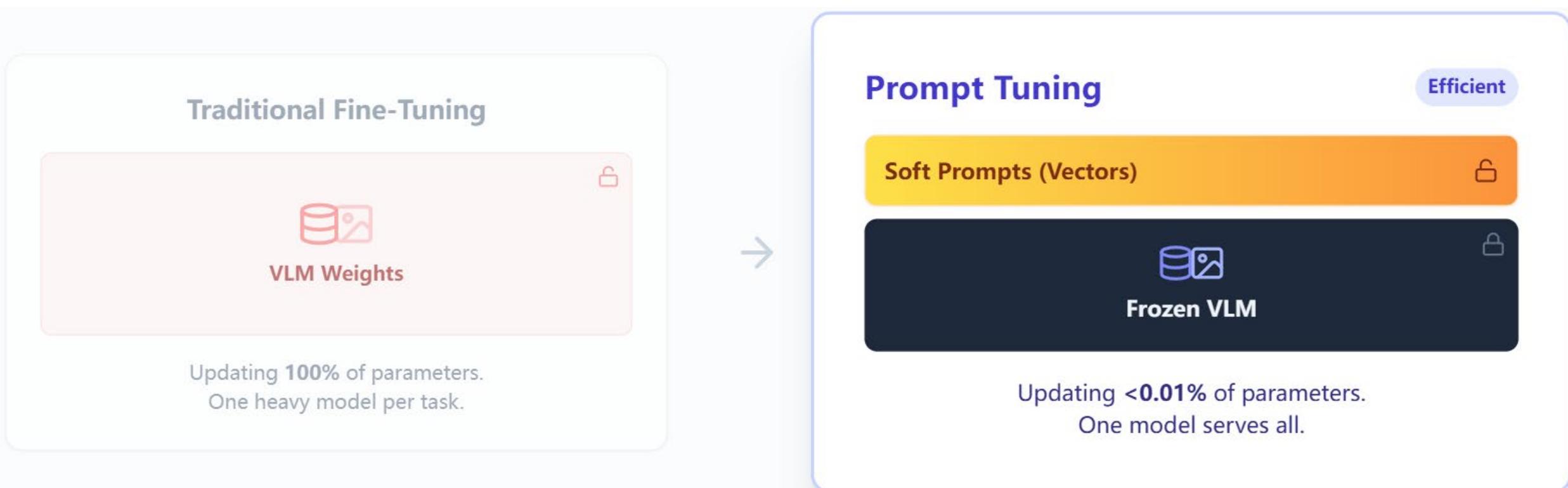
Error < 4

Non-Sensitive



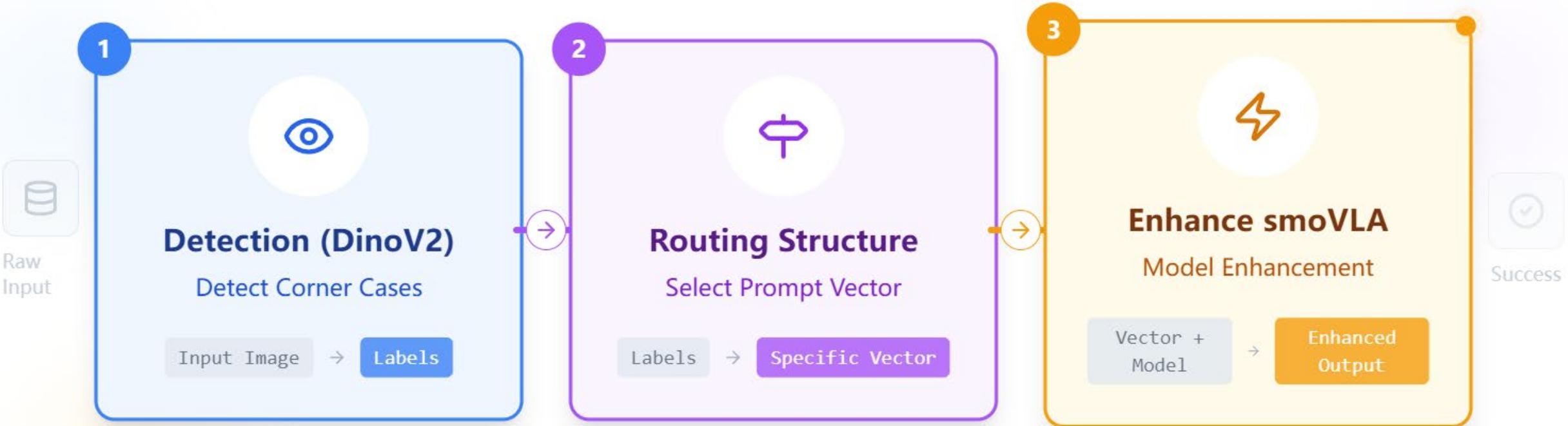
Motivation: An effect way to tackle corner cases

- We want to use prompt tuning to improve the performance.
- A prompt vector for one kind of corner cases.

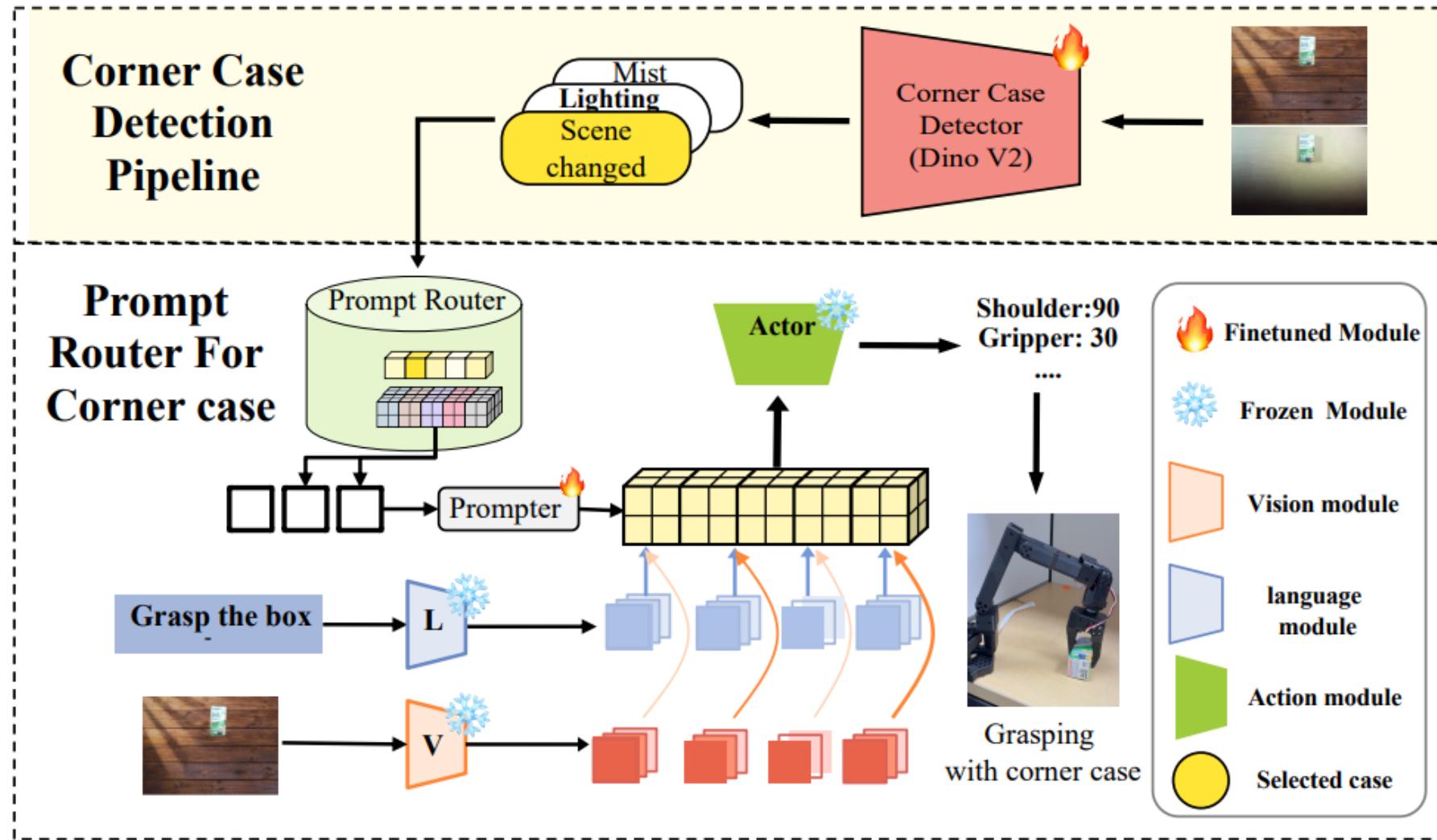


Challenge: a new routing structure for corner cases

- How to use Prompt tuning to handle different kinds of corner cases?
 - First, we use DinoV2 to detect the corner cases' labels
 - Second, We design a routing structure to select prompt vector.
 - Third, we use the prompt vector to improve smoVLA.



Solution: A new routing structure for handling corner cases





Result: We achieve huge success.

Original Image

Success

Success rate
=100%
in ten tests

New background

Success

Success rate
=80%
in ten tests



Extreme Lighting

Success

Success rate
=90%
in ten tests

Mist effect

Success

Success rate
=100%
in ten tests





Unfortunately, the idea was published in EMNLP 2025

- In September.

LLM-empowered Dynamic Prompt Routing for Vision-Language Models Tuning under Long-Tailed Distributions

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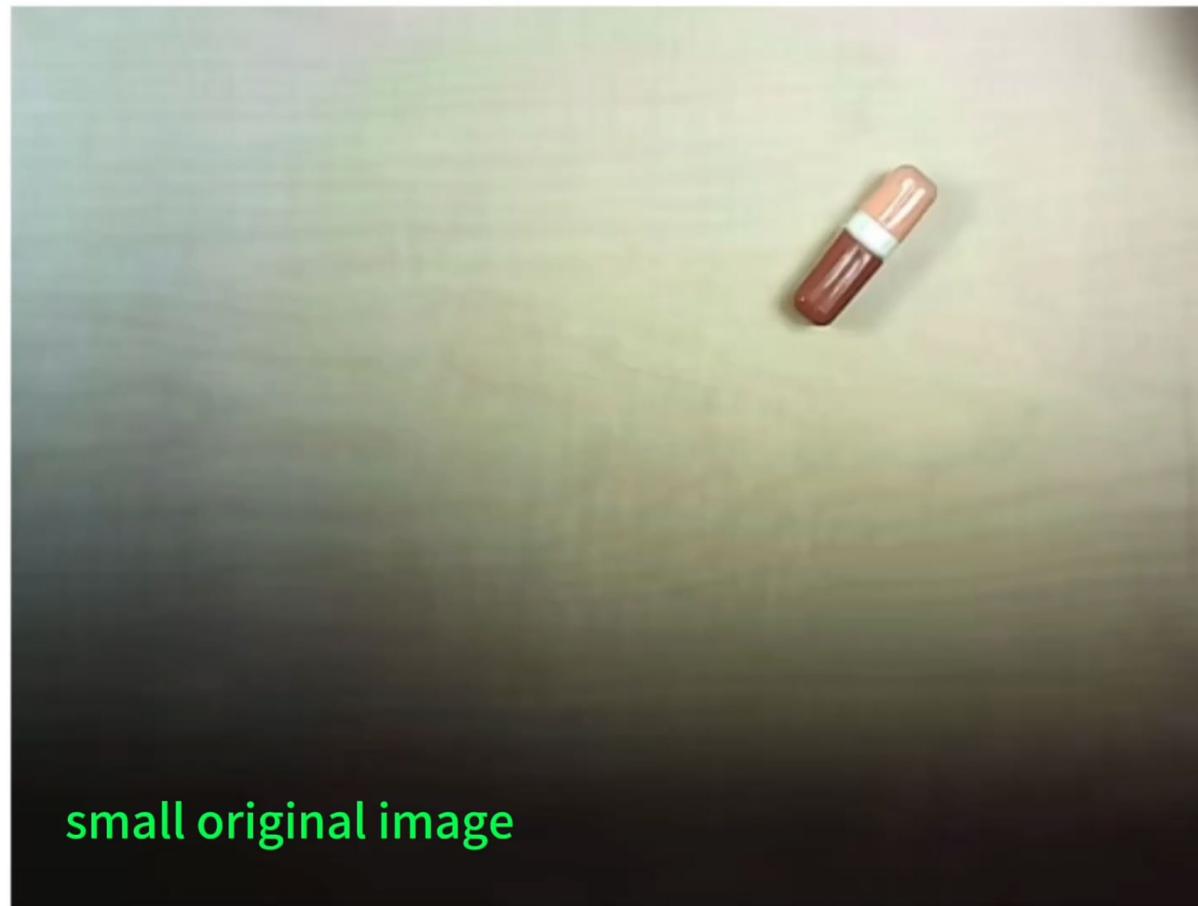
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But we already find a new idea:

- Key Insight:
 - We found out: different corner case has different difficulties.
 - The changed background is the most difficult, the mist is the least difficult.
 - But the previous papers ignore this:
 - They use the same K prompt vectors to finetune each kind of corner cases.
 - We believe 1 prompt vector is enough for mist, and 10 prompt vectors might not be enough for images with changed background.
 - So how to use prompt pool + graphcut pooling to tackle the problem.
 - Already talked with Qifan.
 - If you are interested, please contact us.

Some other results (small objects/baseline)



Some other results (small objects/tuned)

