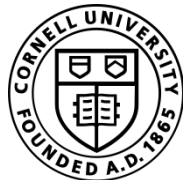


Following High-level Navigation Instructions on a Simulated Quadcopter with Imitation Learning

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Ross A. Knepper and Yoav Artzi



**CORNELL
TECH**



Cornell University

Instruction Following Task



- Instruction Understanding
- Object Recognition
- Instruction Grounding
- Continuous Corrections
- Spatial Memory
- Geometric Reasoning

Solve using:
End-to-end differentiable neural
network and tricks!

Robot Mapping Systems

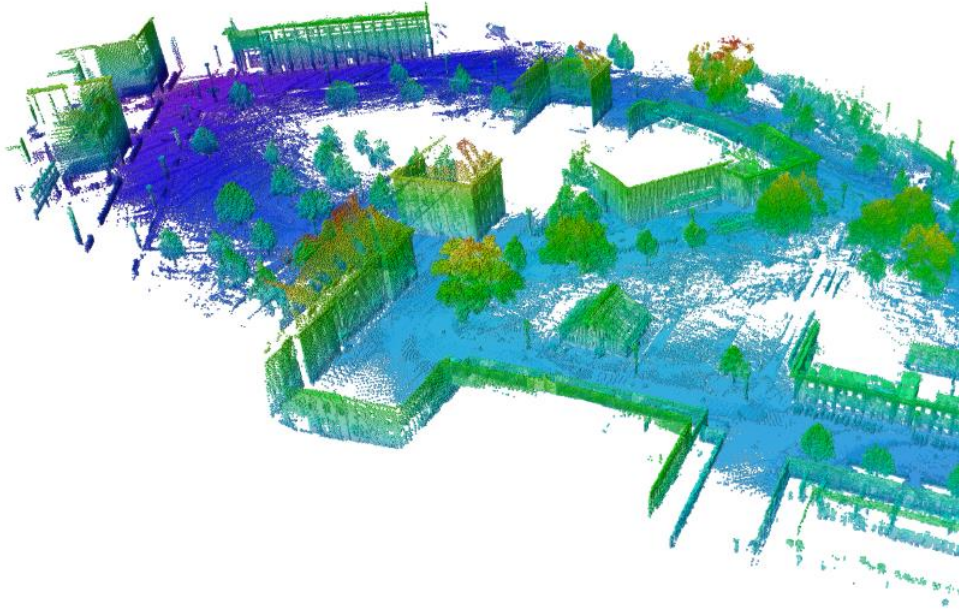


Image source: octomap.github.io

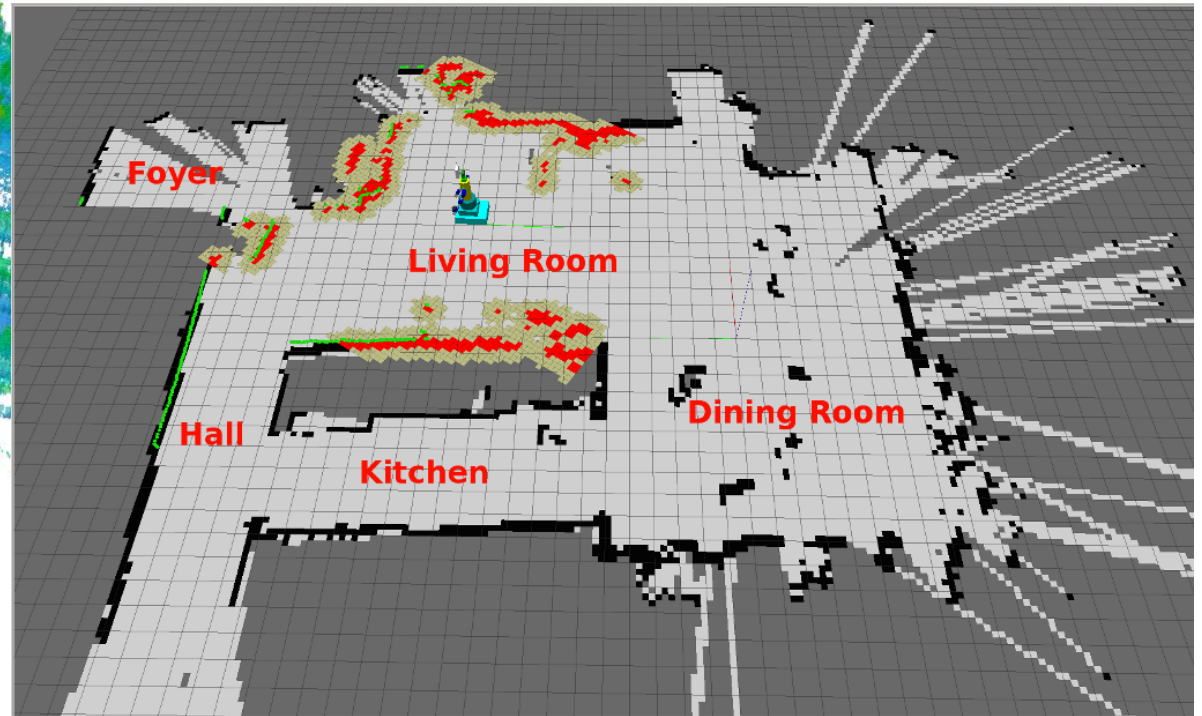
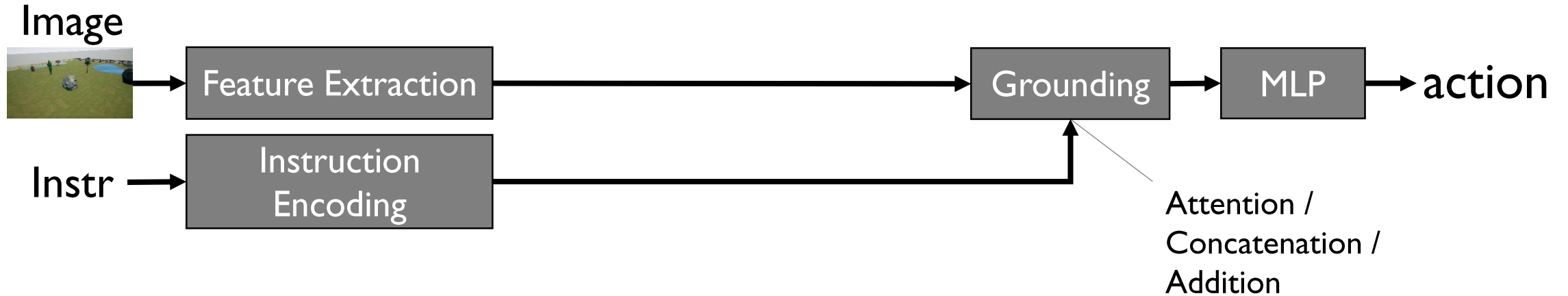


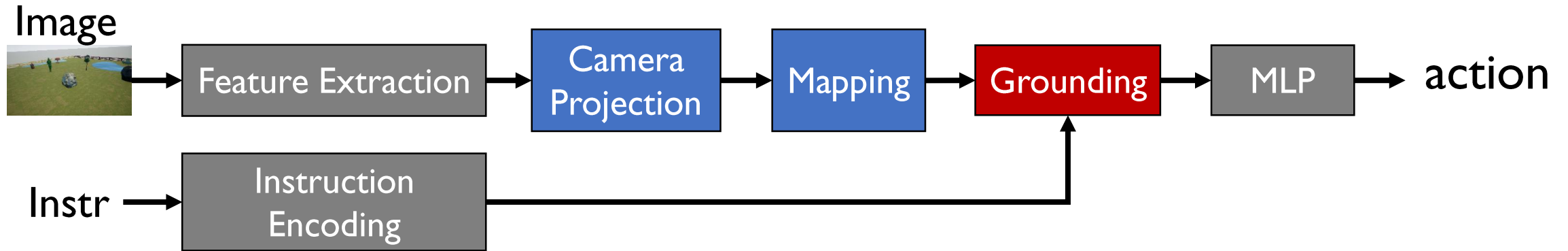
Image source: pirobot.org/blog/0015/

Neural Instruction Following Architectures



- Map from first-person images to actions
- Need to learn how to reason about changing observations

Our Approach: Neural Networks with Mapping

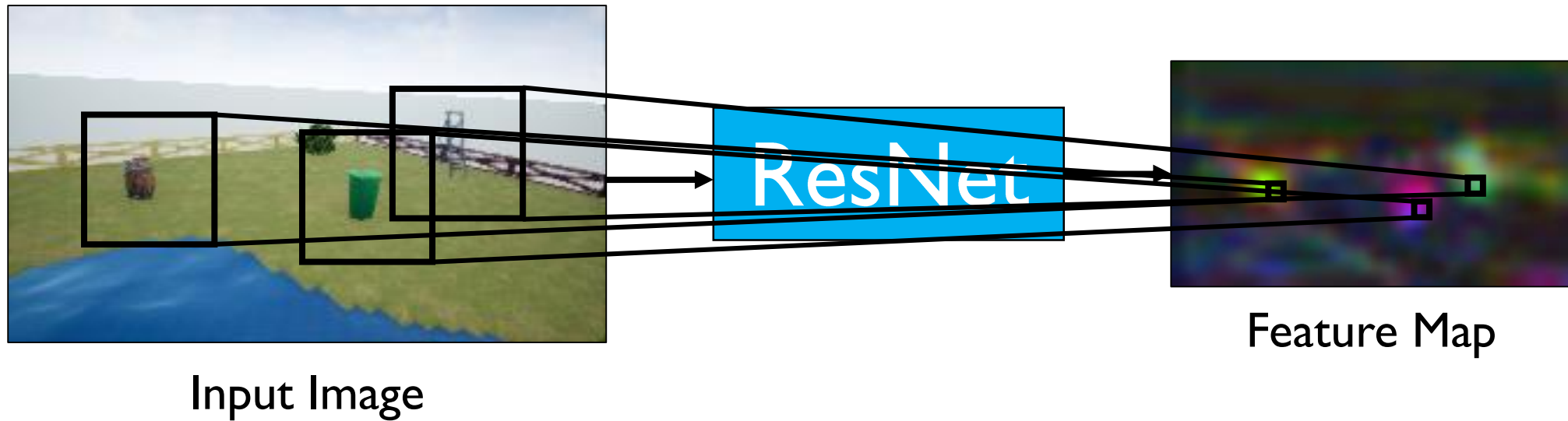


- Add explicit **Camera Projection** and **Differentiable Mapping**
- Reason about the instruction on a static map
- Automatically handle changing first-person observations

Step 1: Feature Extraction

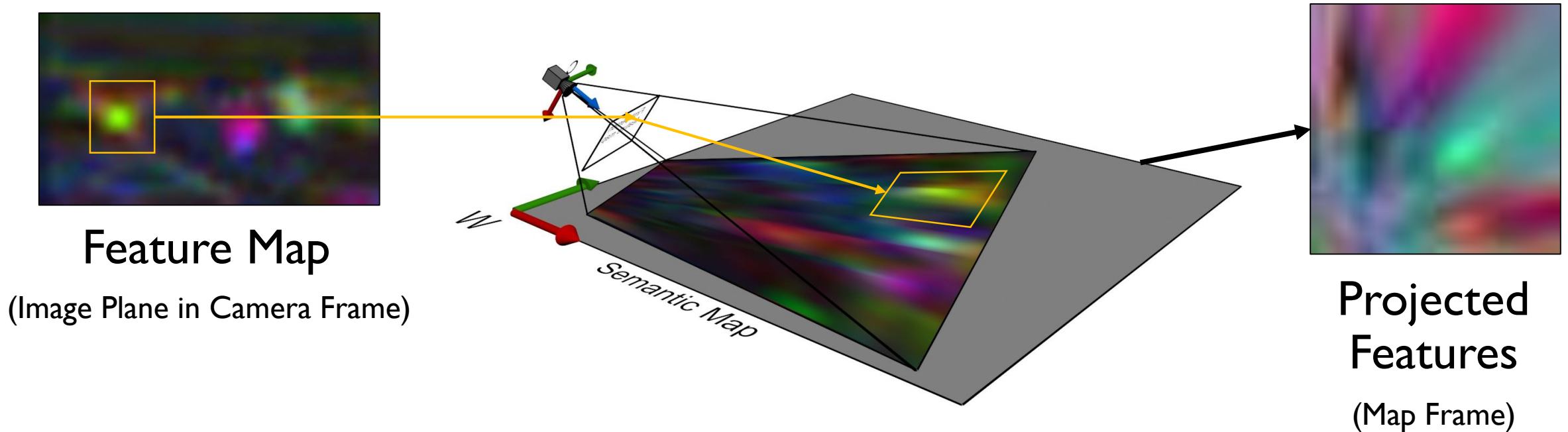
Using Residual Neural Network

Each pixel in the feature map encodes an image neighbourhood



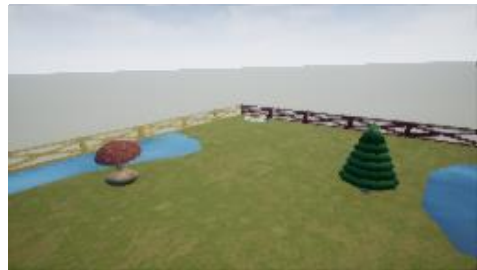
Step 2: Deterministic Projection

Project features from camera image plane to environment ground
Transform from first-person to third-person

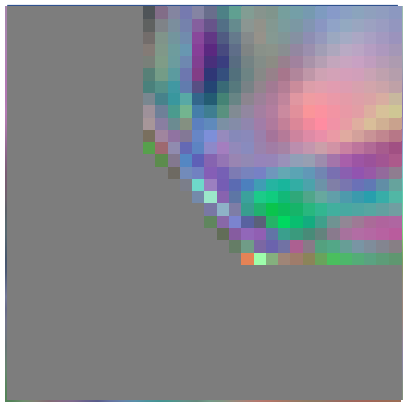


Step 3: Map Accumulation

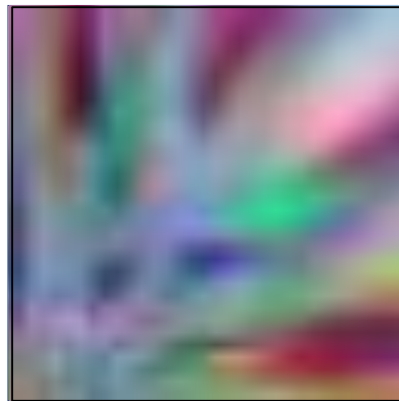
Add features into the Semantic Map over time



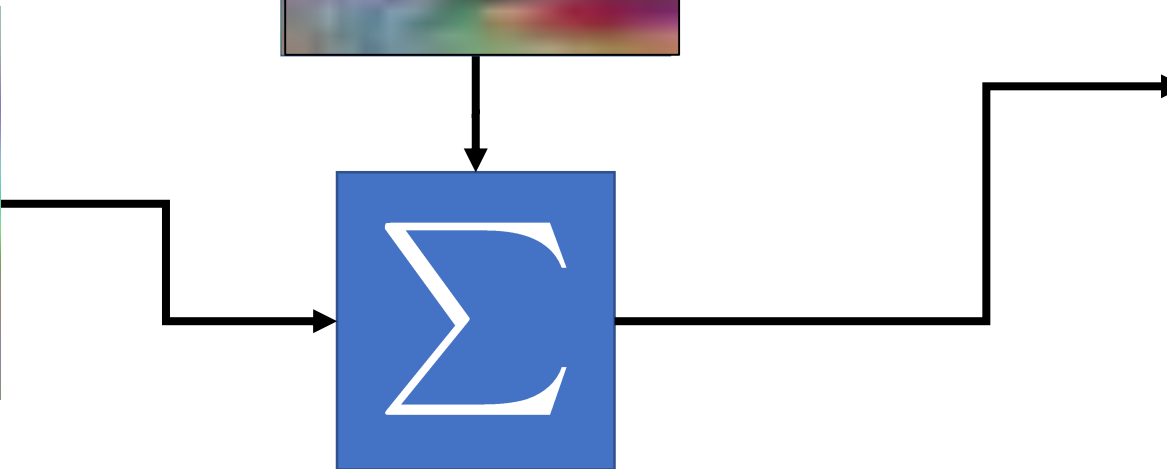
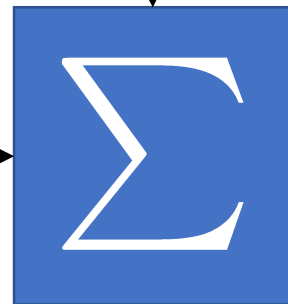
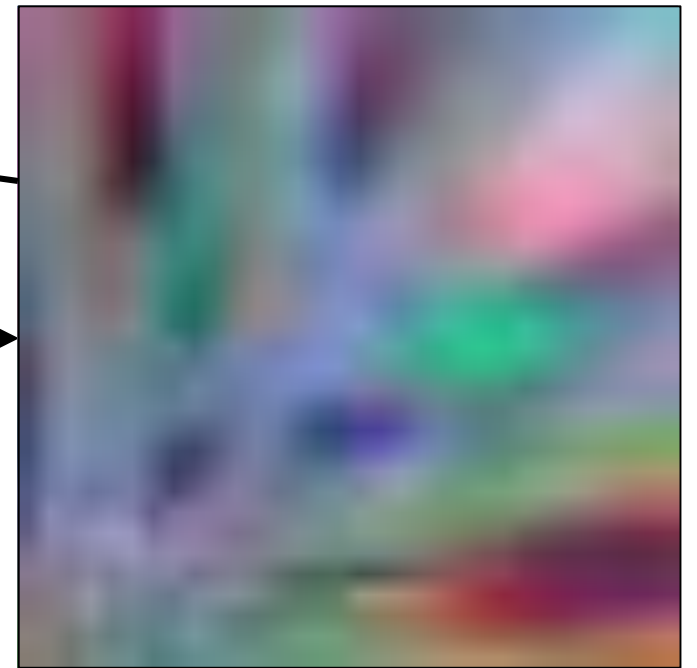
Projected features
(time T)



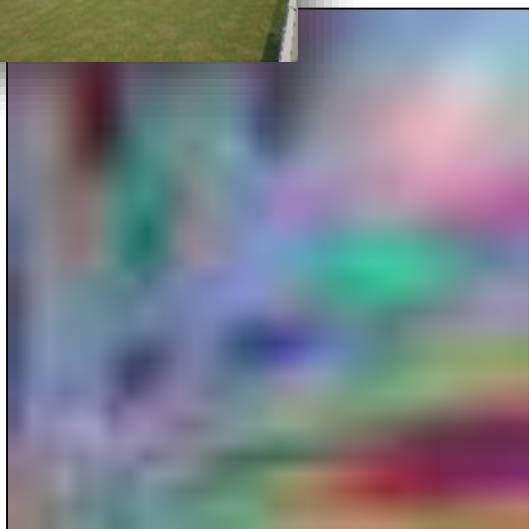
Semantic Map
(time $T - 1$)



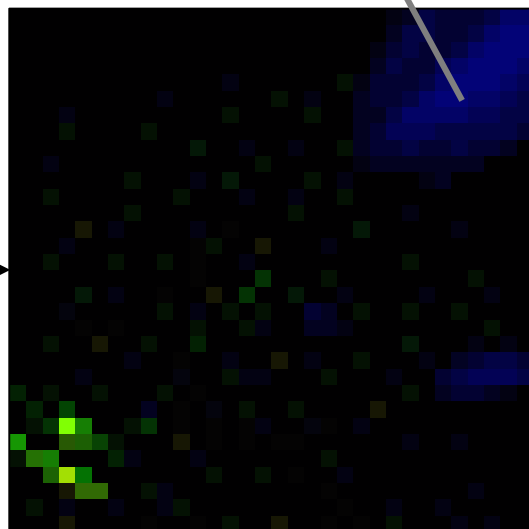
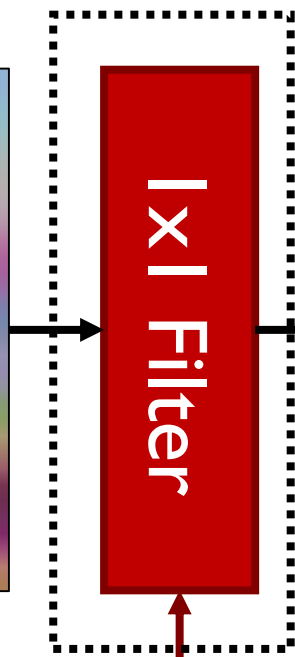
Semantic Map
(time T)



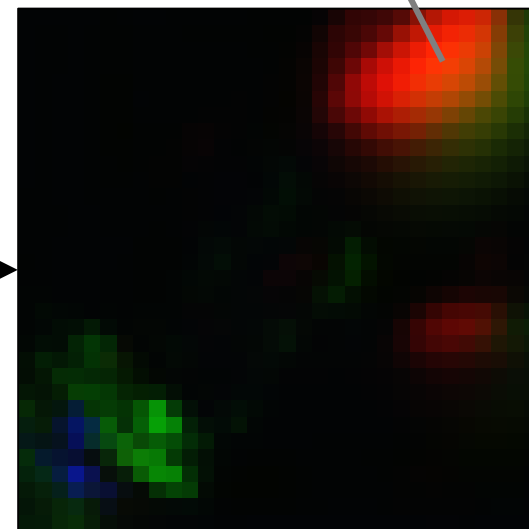
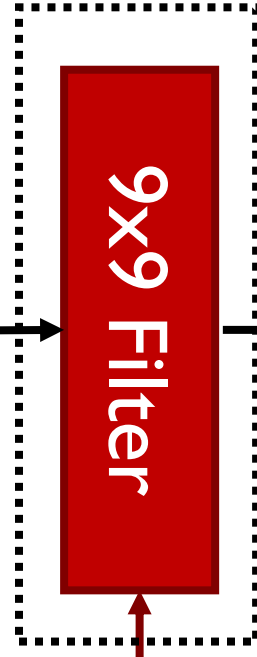
Step 4: Instruction Grounding



Semantic Map



Grounding Map



Goal Map

*go to the left
side of plane*



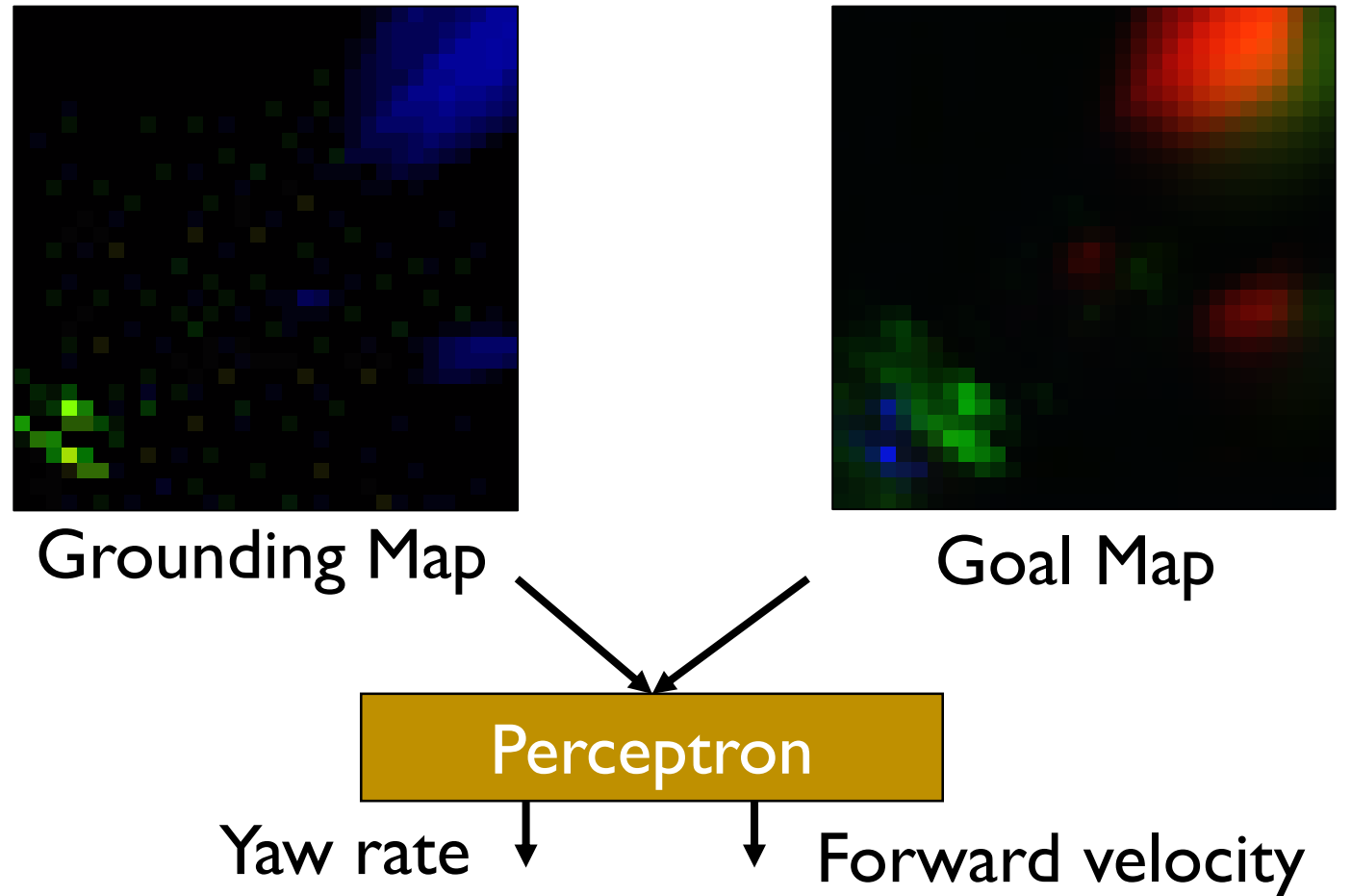
LSTM

Recognized airplane

Inferred goal location

Step 5: Control

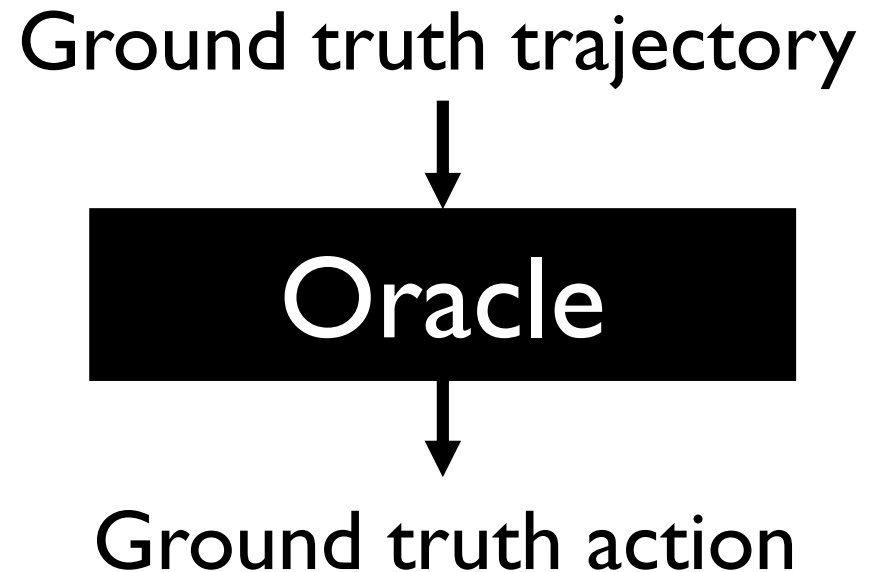
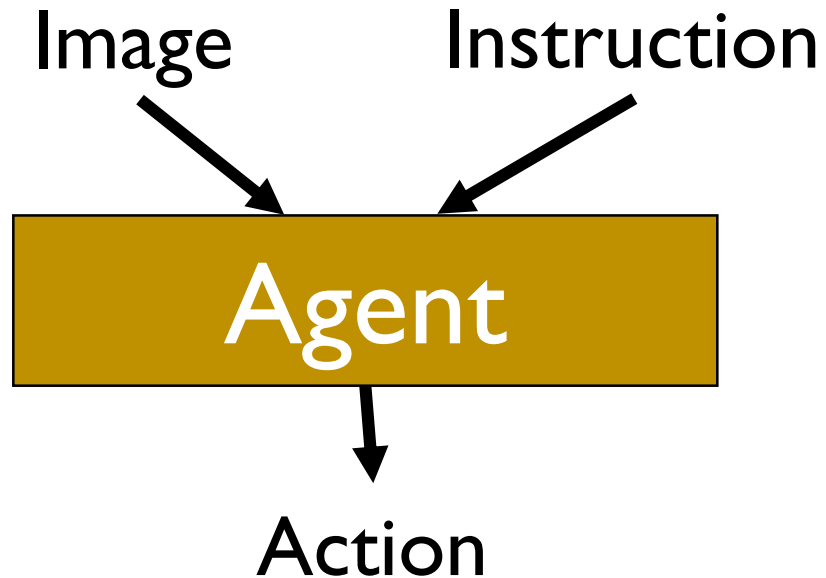
- Output the **velocity command**, given Grounding and Goal maps
- Sent to quadcopter's flight-controller



Imitation Learning

Modified variant of DAgger

Trade convergence guarantees for speed and memory efficiency



Imitation Learning in Random Environments



Go to right side of mushroom

3500 Instructions + Environments

Ground-truth trajectories

63 Landmarks

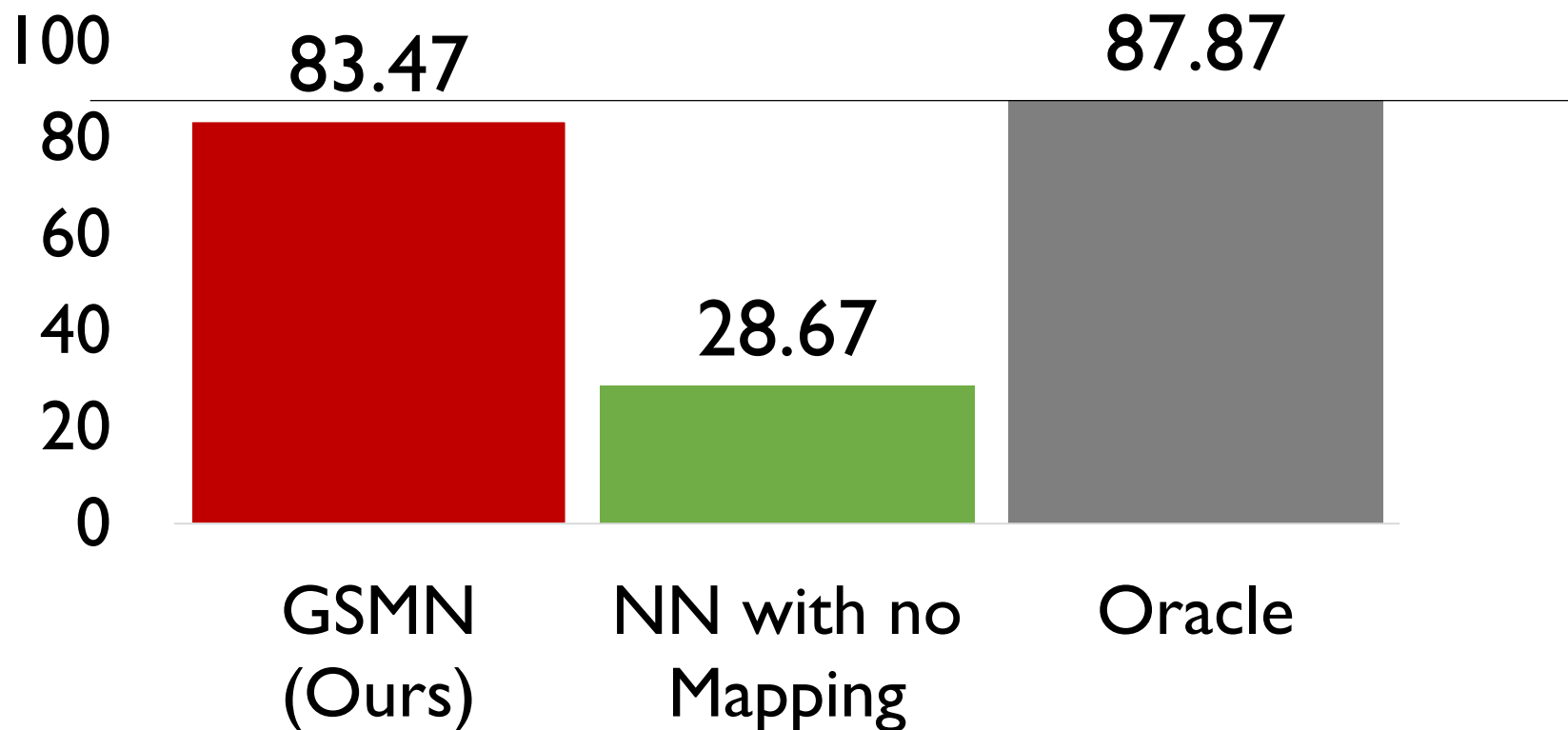
252 Possible Tasks

Total number of rollouts:

3500 oracle

2000 policy

Evaluation – Success Rate (%)



Outperform standard NN with no mapping
Very close to oracle performance

