



SORNet: Spatial Object-Centric Representations for Sequential Manipulation

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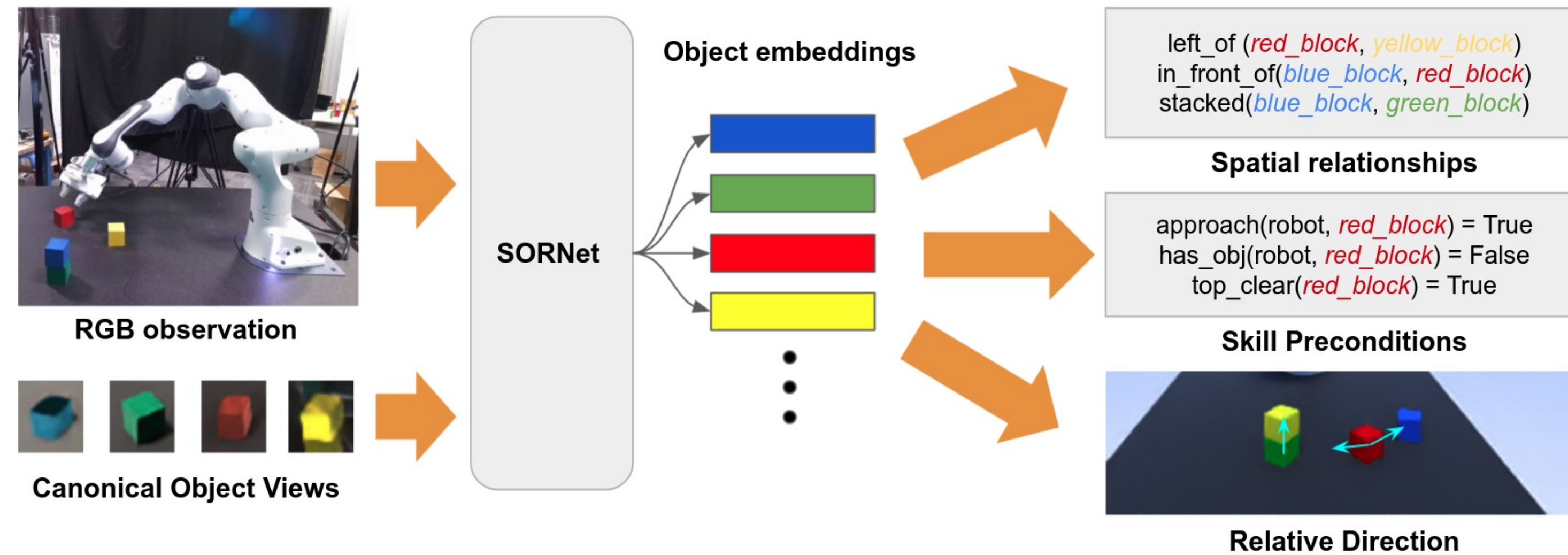
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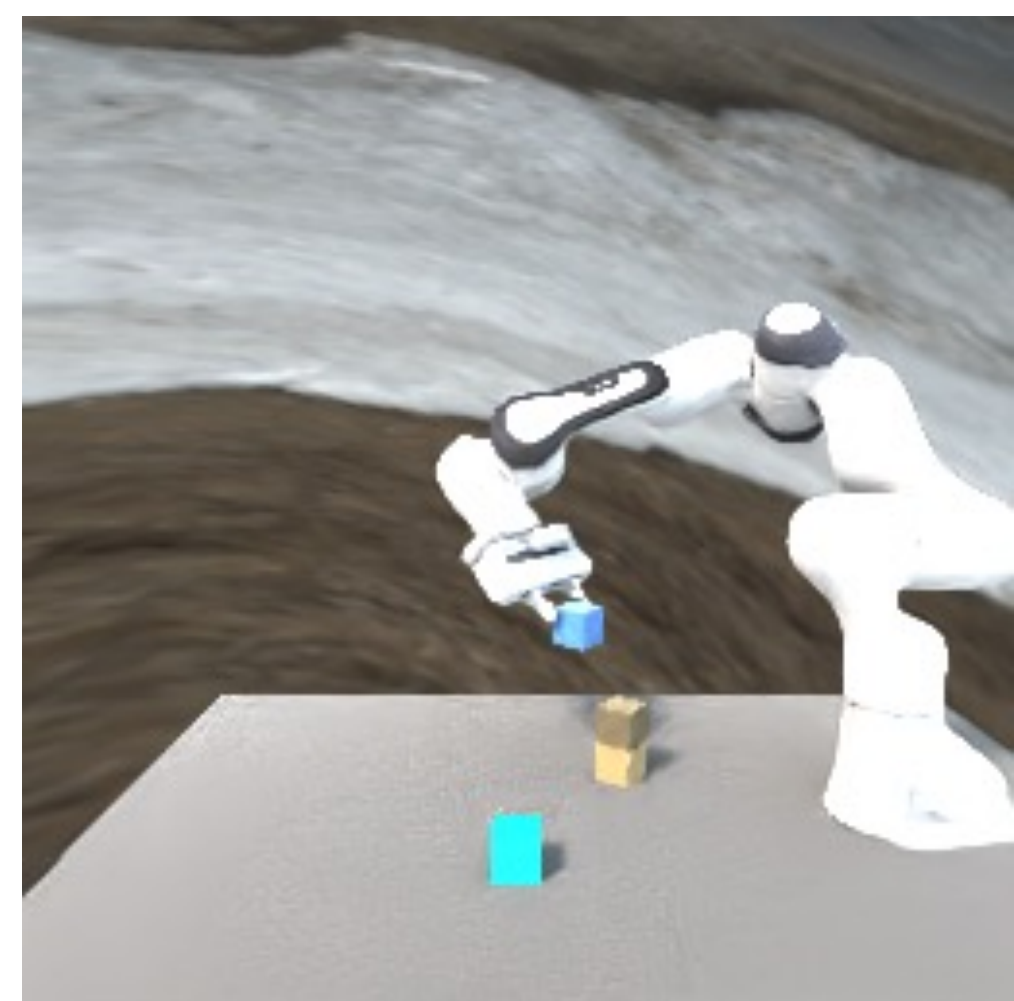
Overview

We propose **SORNet**: **S**patial **O**bject-centric **R**epresentation **N**etwork to learn object-centric embeddings that encode spatial relationships



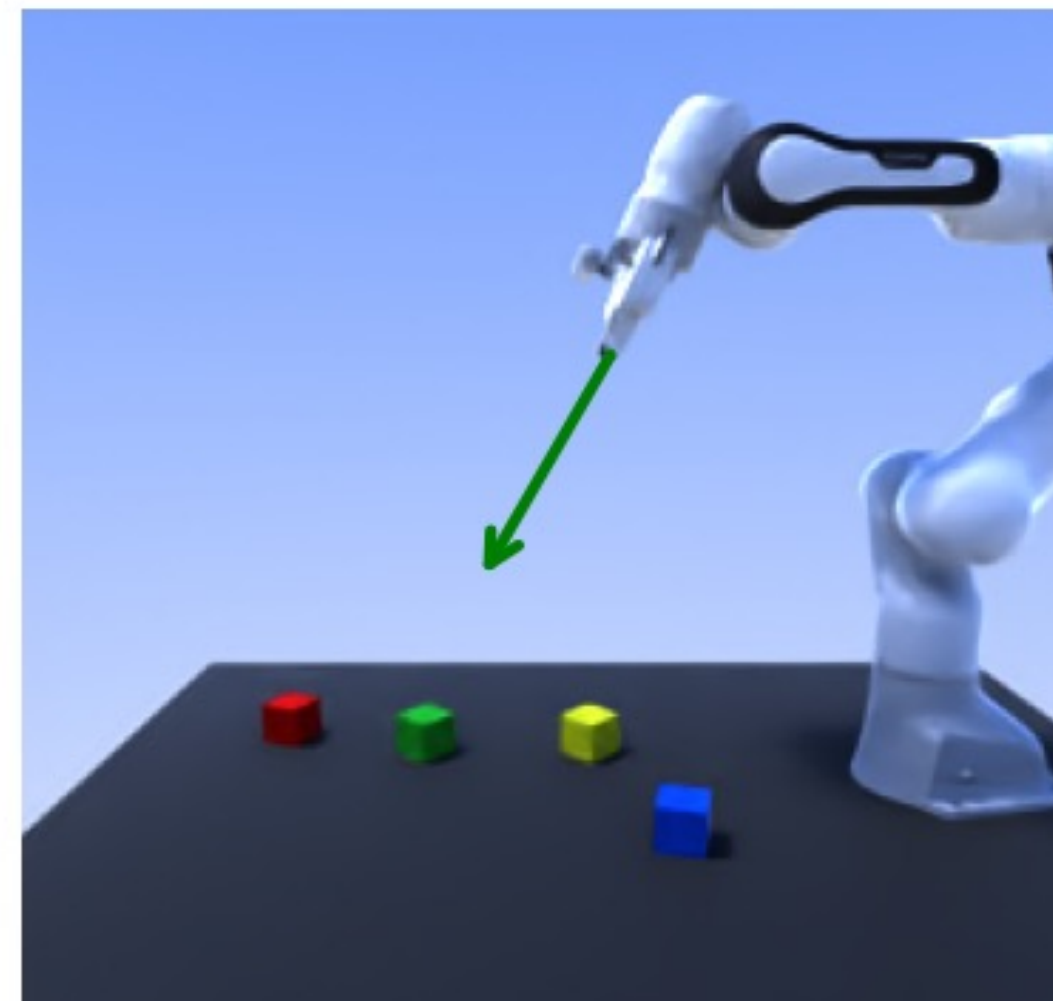
- SORNet is trained only on classification of **logical** predicates, but captures **continuous** spatial relationships;
- SORNet generalizes **zero-shot** to scenes with unseen objects and different number of objects.

Training Objective (logical predicates)



`has_obj(robot, azure_block)`
`top_is_clear(beige_block)`
`on_surface(cyan_block, right)`
`stacked(brown_block, beige_block)`

Inference Objective (continuous direction)

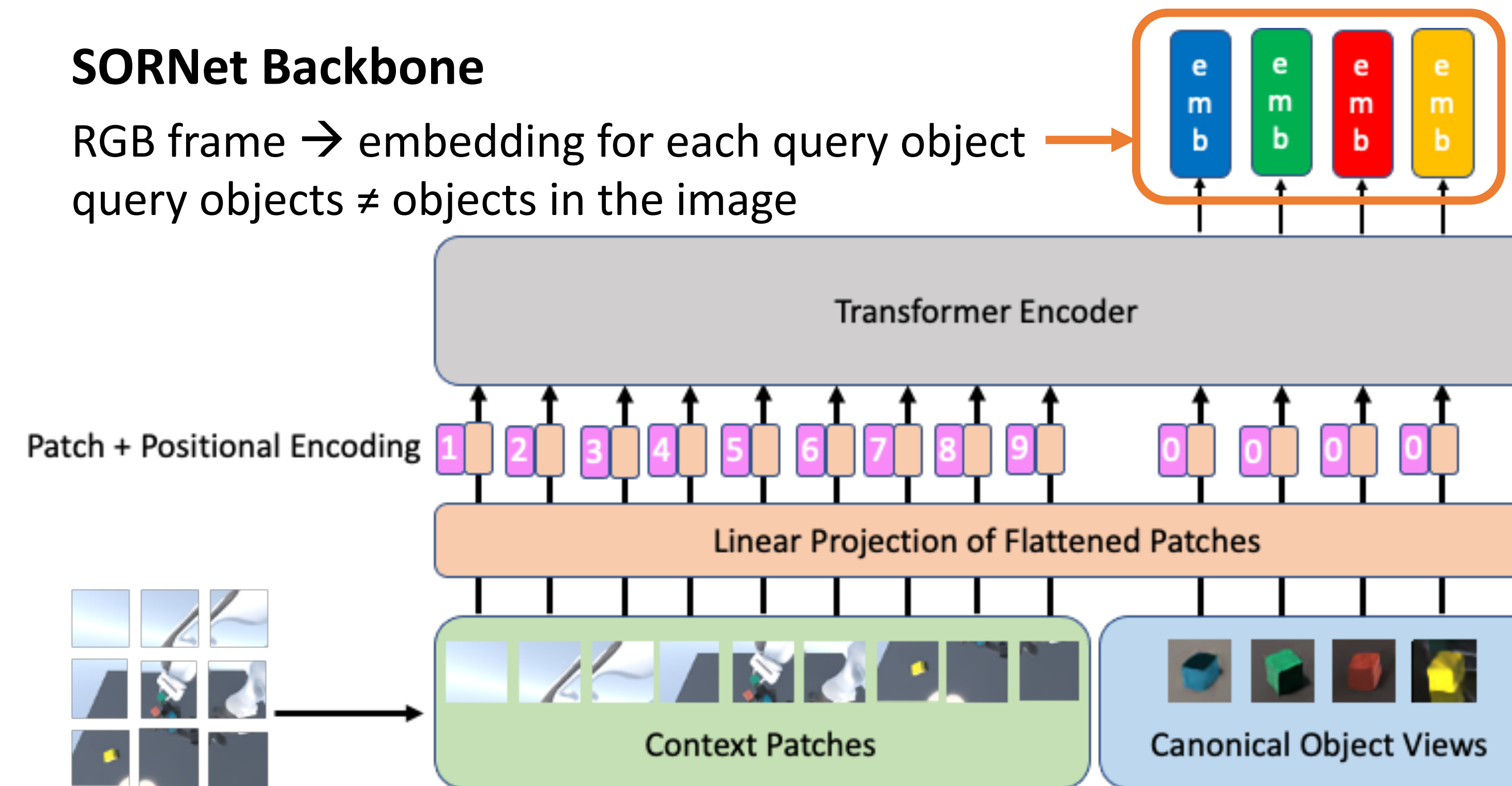


Arrow = predicted unit direction scaled by predicted distance from end effector to green block (unseen during training)

Approach

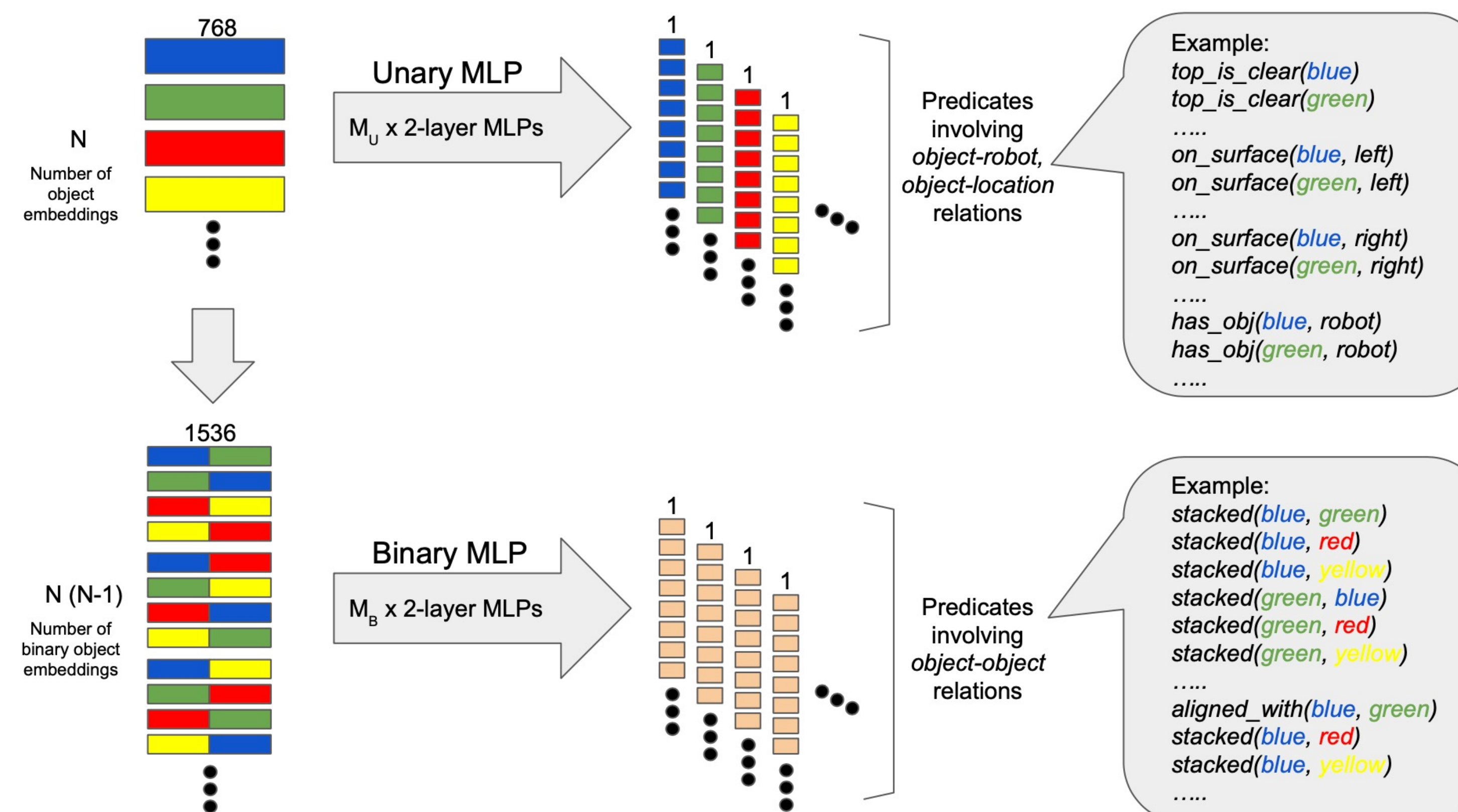
SORNet Backbone

RGB frame \rightarrow embedding for each query object
 query objects \neq objects in the image

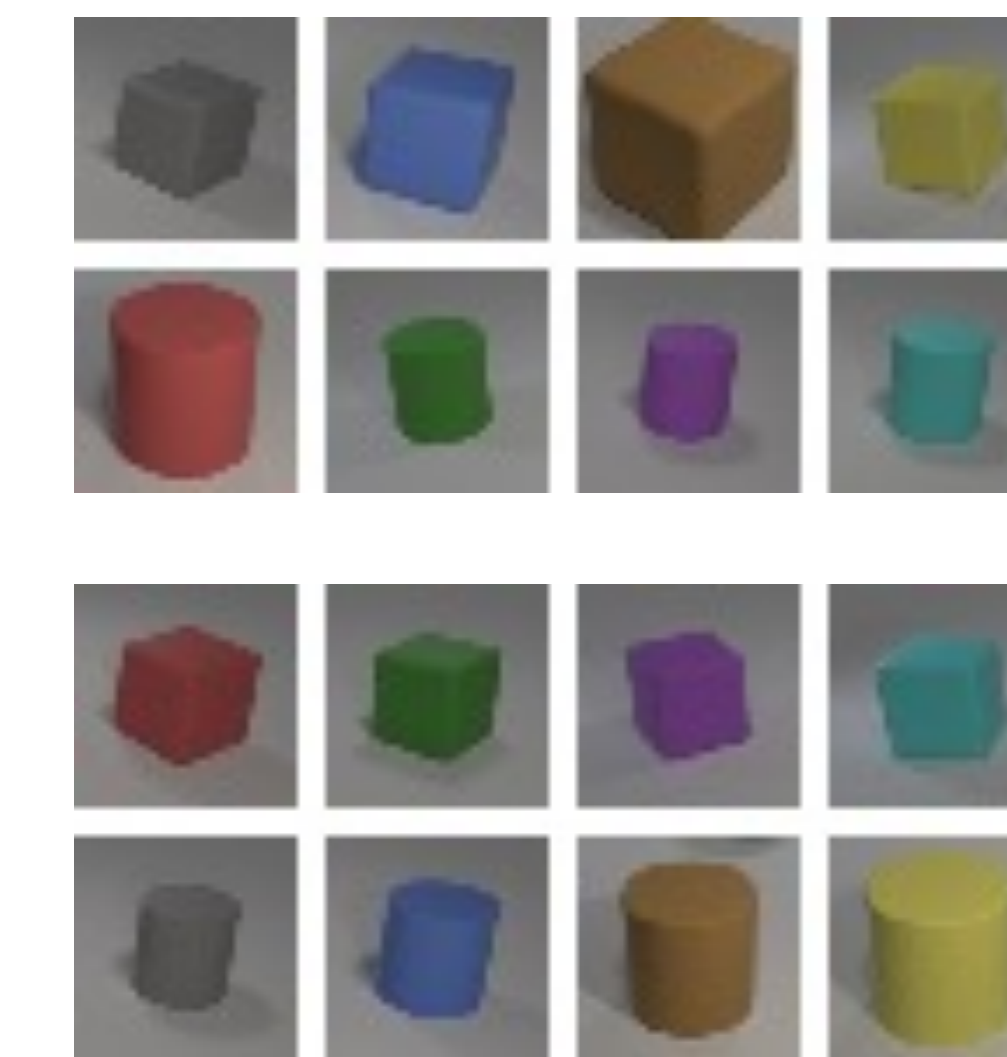


Predicate Classifier

Number of outputs changes adaptively with number of input embeddings



Results



Training (Condition A)

- Cubes are **gray**, **blue**, **brown**, or **yellow**
- Cylinders are **red**, **green**, **purple**, or **cyan**
- Spheres can have any color

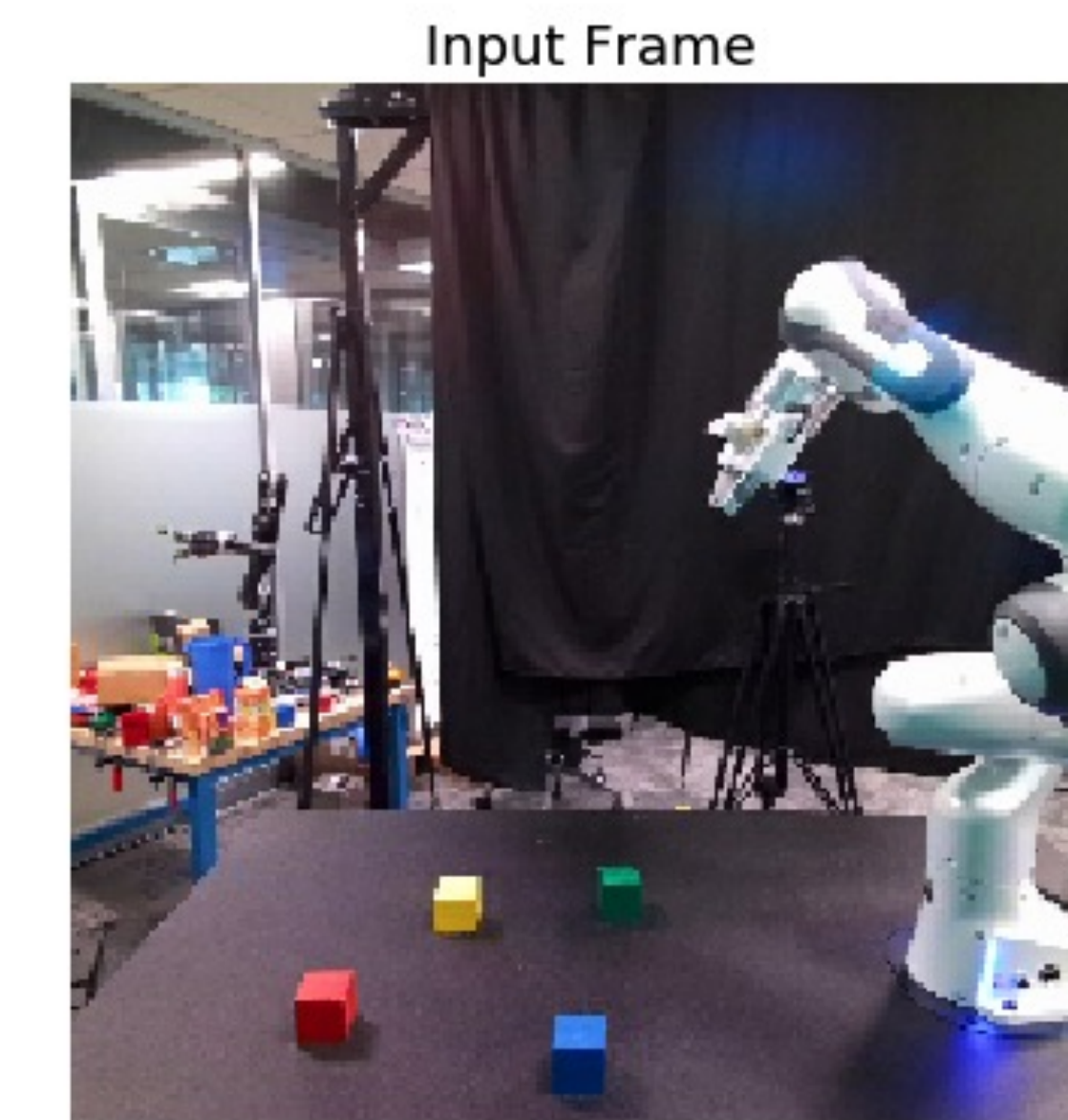
Testing (Condition B)

- Cubes are **red**, **green**, **purple**, or **cyan**
- Cylinders are **gray**, **blue**, **brown**, or **yellow**
- Spheres can have any color

Zero-shot Spatial Relationship Prediction Accuracy

	MDETR [29]	SORNet (ours)
ValA Accuracy	84.950	90.909
ValB Accuracy	59.627	89.403

Real-world Open-loop Planning



Goal Conditions

`has_anything(robot) = False`
`on_surface(red_block, right) = True`

Predicates Predicted

`on_surface(red_block, left)`
`on_surface(blue_block, left)`
`on_surface(green_block, right)`
`on_surface(red_block, far)`
`on_surface(yellow_block, center)`
`top_is_clear(red_block)`
`top_is_clear(green_block)`
`top_is_clear(blue_block)`
`top_is_clear(yellow_block)`

Plan Generated

`approach_obj(red_block)`
`grasp_obj(red_block)`
`lift_obj_from_tabletop(red_block)`
`place_on_right(red_block)`