WAYVE

The Frontiers of Embodied Artificial Intelligence

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Wayve @ OSU AI Club, 2024-11-20

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Agenda

Plan for this evening

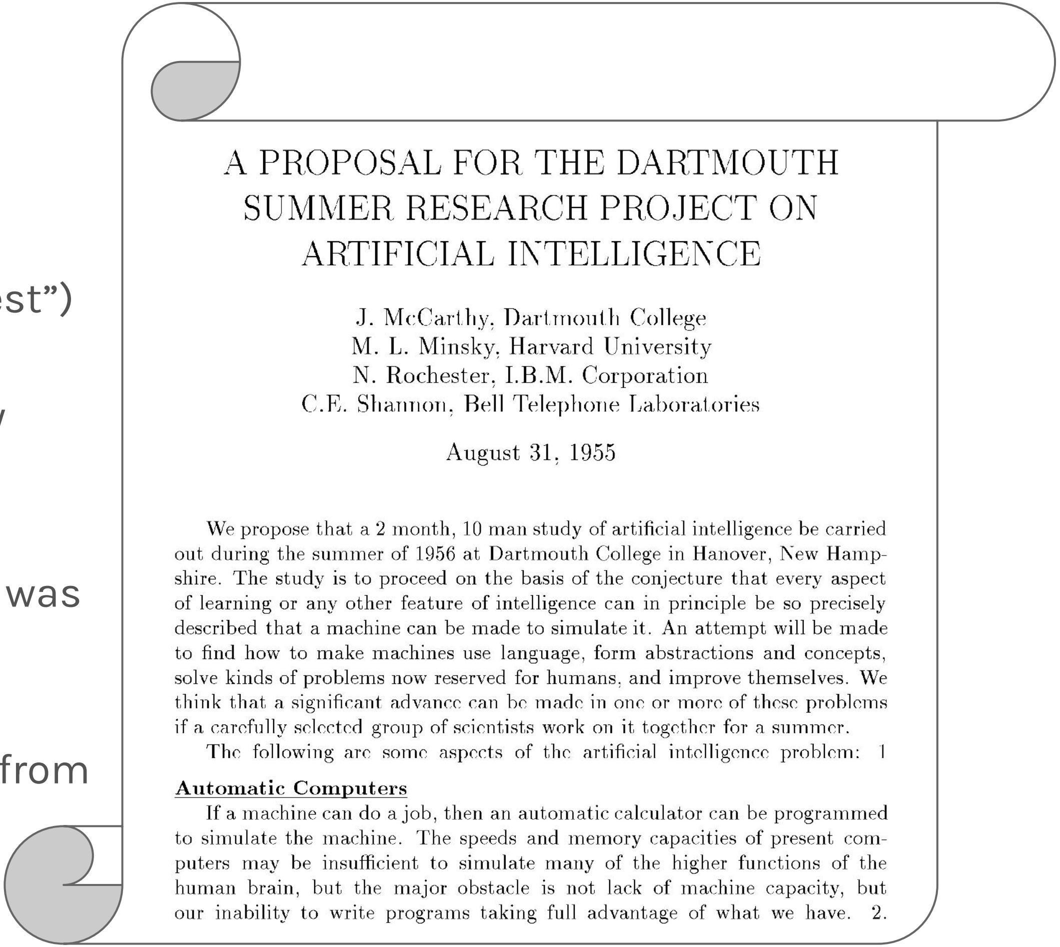
- History of AI + Robotics
- Deep Learning and Computer Vision
- Autonomous Driving, E2E Driving
- Science @ Wayve
- Parting Thoughts
- Q&A

AI + Robotics

Early Beginnings

AI + Robotics

- Imitation Game (aka the “Turing Test”) coined by Alan Turing in 1950
- Dartmouth Workshop organized by McCarthy, Minsky, Rochester, and Shannon in 1956
- Unimate, the first industrial robot, was built in 1961
- Shakey the Robot, the first general purpose robot, is developed at SRI from 1966–1972



A PROPOSAL FOR THE DARTMOUTH SUMMER RESEARCH PROJECT ON ARTIFICIAL INTELLIGENCE

J. McCarthy, Dartmouth College
M. L. Minsky, Harvard University
N. Rochester, I.B.M. Corporation
C.E. Shannon, Bell Telephone Laboratories

August 31, 1955

We propose that a 2 month, 10 man study of artificial intelligence be carried out during the summer of 1956 at Dartmouth College in Hanover, New Hampshire. The study is to proceed on the basis of the conjecture that every aspect of learning or any other feature of intelligence can in principle be so precisely described that a machine can be made to simulate it. An attempt will be made to find how to make machines use language, form abstractions and concepts, solve kinds of problems now reserved for humans, and improve themselves. We think that a significant advance can be made in one or more of these problems if a carefully selected group of scientists work on it together for a summer.

The following are some aspects of the artificial intelligence problem: 1

Automatic Computers

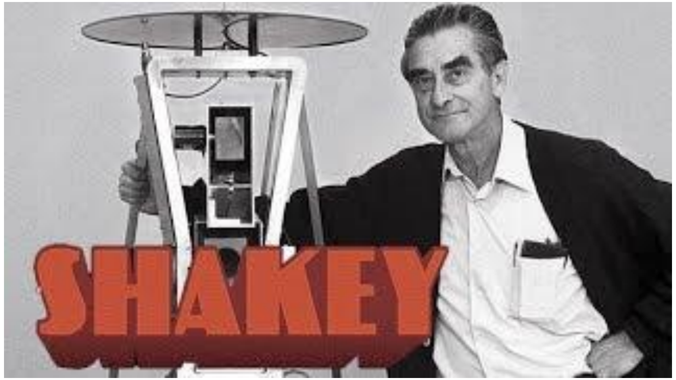
If a machine can do a job, then an automatic calculator can be programmed to simulate the machine. The speeds and memory capacities of present computers may be insufficient to simulate many of the higher functions of the human brain, but the major obstacle is not lack of machine capacity, but our inability to write programs taking full advantage of what we have. 2.

Source: McCarthy, J., et al. (1955). A Proposal for the Dartmouth Summer Research Project on Artificial Intelligence.

Milestones in Robotics

AI + Robotics

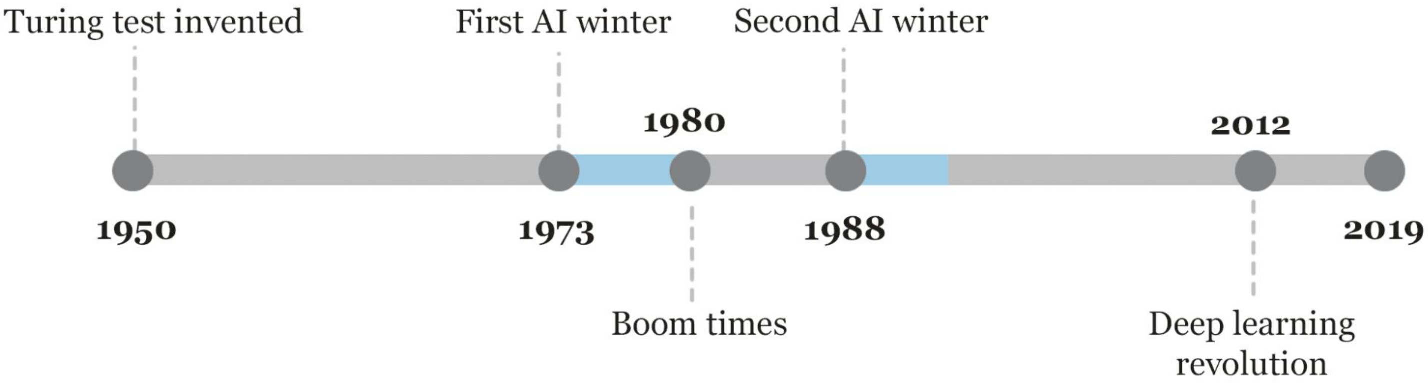
- 1966s–1972s: Shakey (first general-purpose robot)
- 1980s–90s: Autonomous vehicles (DARPA-funded, like ALVINN)
- Late 90s, 2000s: Introduction of ASIMO by Honda, Boston Dynamics



AI Winter(s)

AI + Robotics

- First winter in 1974–1980, second winter (the one you might be more familiar with) was 1987-2000.
- Causes: Unrealistic expectations, limited computing power
- Impact: Funding cuts, skepticism among researchers

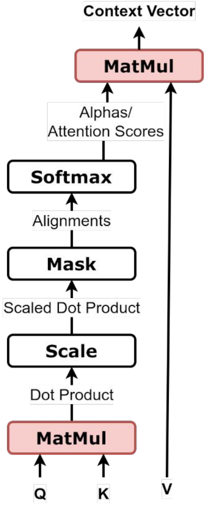


Source: Schuchmann, S. (2019). History of the first AI Winter.

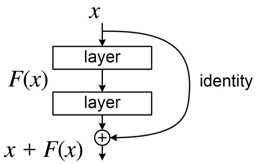
Resurgence of AI: AI Spring 2012

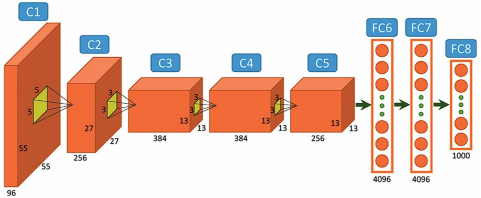
AI + Robotics

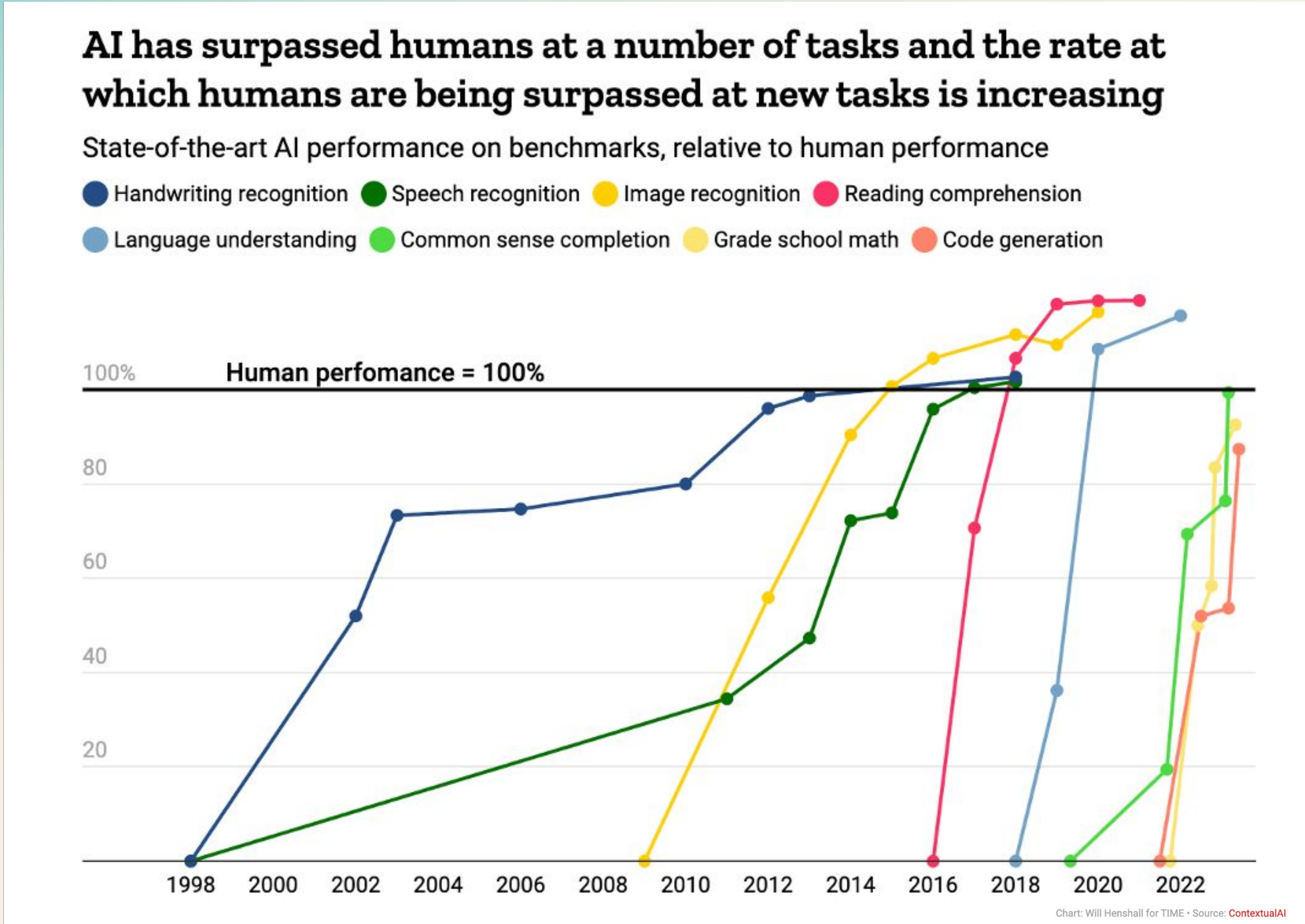
- Key events: ImageNet (and AlexNet), advances in deep learning
- Moore's Law: Driving the computational power necessary for breakthroughs



Scaled Dot-Product Attention







AI has surpassed humans at a number of tasks and the rate at which humans are being surpassed at new tasks is increasing

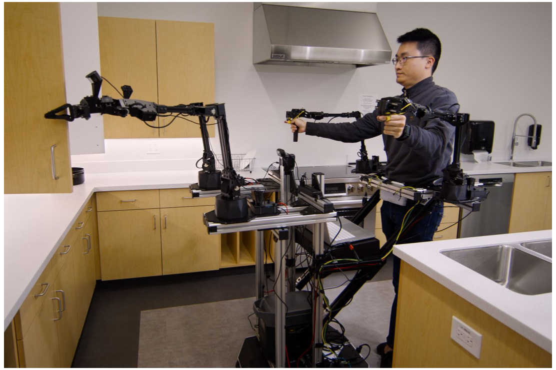
State-of-the-art AI performance on benchmarks, relative to human performance

Chart: Will Henshall for TIME • Source: ContextualAI

Embodied AI

AI + Robotics

- Systems that perceive, interact, and learn from the physical world
- Examples: Robotics in manufacturing, smart home assistants, self-driving cars



Deep Learning

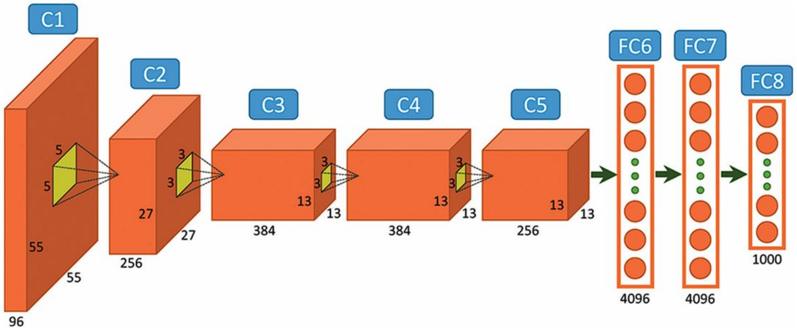
+

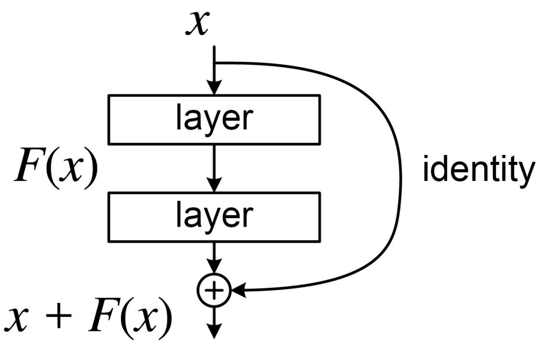
Computer Vision

ImageNet Moment

Deep Learning + Computer Vision

- Database launches at CVPR 2009, competition launches in 2010
- 2010-2012 dominated by classical models (e.g. SVMs)
- 2012: AlexNet winning ImageNet competition, sparking renewed interest in neural networks (and GPU training!)
- 2015: Superseded by “Very Deep CNNs” or ResNets





Object Detection, Segmentation

Deep Learning + Computer Vision

- Early example: SegNet (**Vijay Badrinarayanan**, **Alex Kendall**, Roberto Cipolla)
- Key models: YOLO, Faster R-CNN, Mask R-CNN, DETR
- Applications: Self-driving cars, healthcare, industrial automation

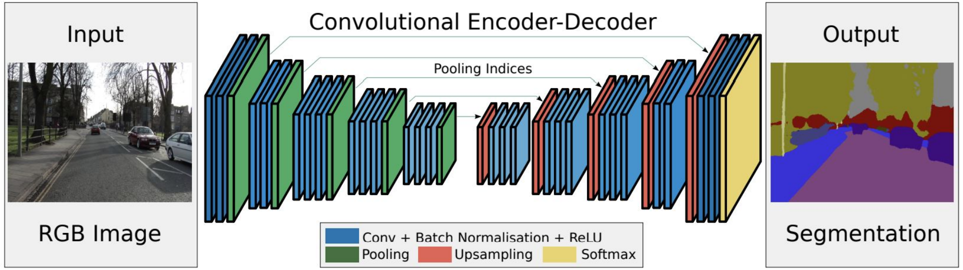
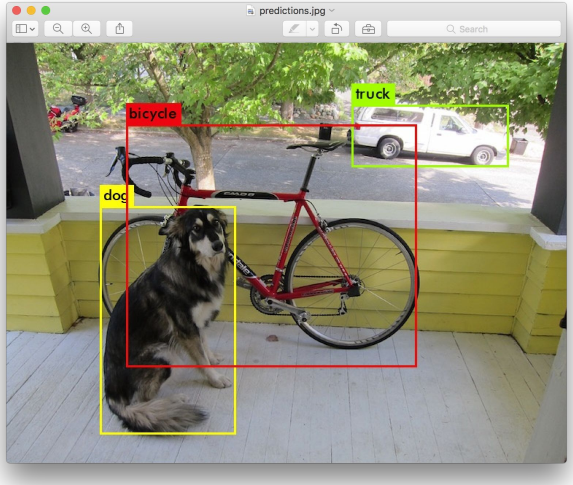


Fig. 2. An illustration of the SegNet architecture. There are no fully connected layers and hence it is only convolutional. A decoder upsamples its input using the transferred pool indices from its encoder to produce a sparse feature map(s). It then performs convolution with a trainable filter bank to densify the feature map. The final decoder output feature maps are fed to a soft-max classifier for pixel-wise classification.

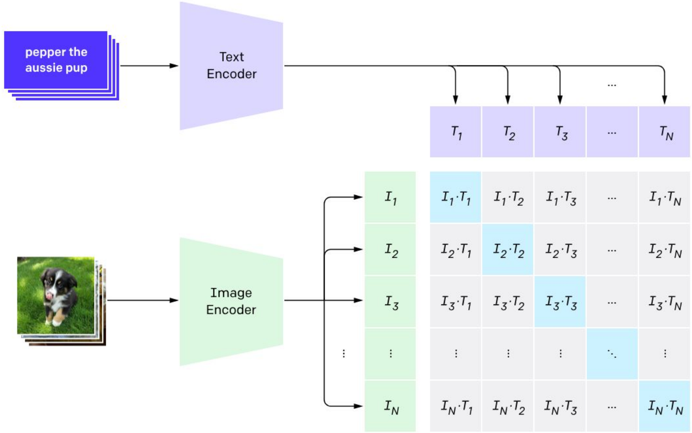


Source: Schuchmann, S. (2019). History of the first AI Winter.

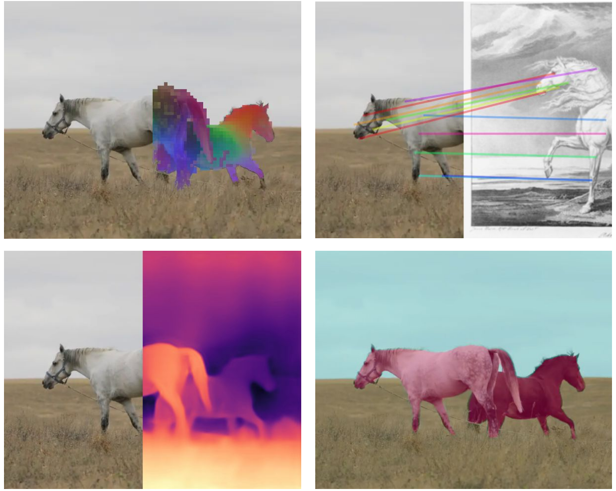
Transfer Learning

Deep Learning + Computer Vision

- Concept: Using pre-trained models for new tasks (CLIP, DINO)
- Impact: Reducing training times, increasing accessibility of AI tools



	T_1	T_2	T_3	...	T_N
I_1	$I_1 \cdot T_1$	$I_1 \cdot T_2$	$I_1 \cdot T_3$	...	$I_1 \cdot T_N$
I_2	$I_2 \cdot T_1$	$I_2 \cdot T_2$	$I_2 \cdot T_3$	...	$I_2 \cdot T_N$
I_3	$I_3 \cdot T_1$	$I_3 \cdot T_2$	$I_3 \cdot T_3$	...	$I_3 \cdot T_N$
$\vdots$	$\vdots$	$\vdots$	$\vdots$	$\ddots$	$\vdots$
I_N	$I_N \cdot T_1$	$I_N \cdot T_2$	$I_N \cdot T_3$	...	$I_N \cdot T_N$

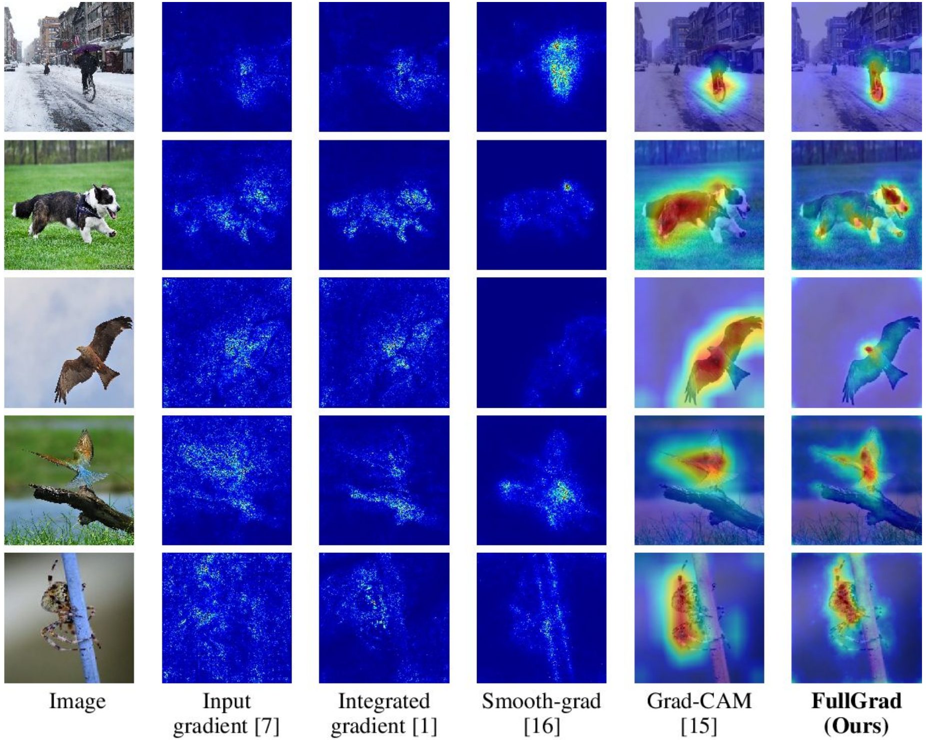


Source: Radford, A., et al. (2021). Learning Transferable Visual Models From Natural Language Supervision.
Source: Caron, M., et al. (2021) Emerging Properties in Self-Supervised Vision Transformers.

Explainability

Deep Learning + Computer Vision

- Why it matters: Safety-critical applications like healthcare and autonomous driving
- Methods: Saliency maps, feature visualization

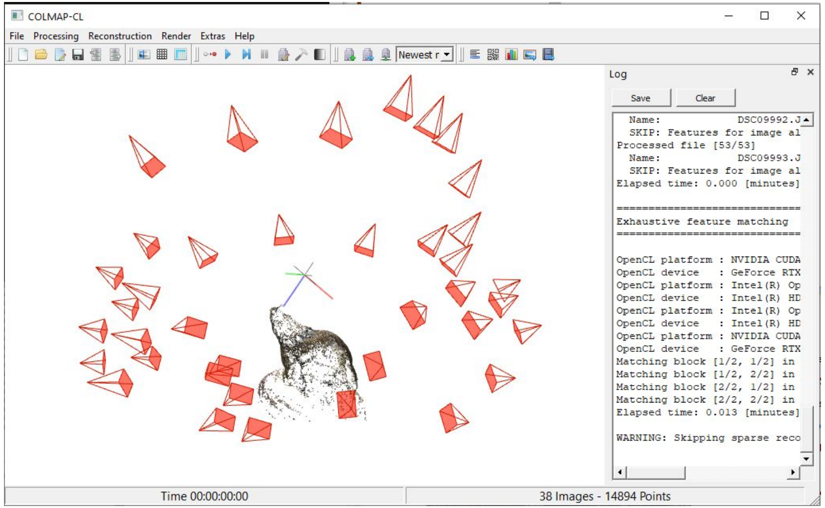


Source: Srinivas, S., Fleuret, Francois. (2019). Full-Gradient Representation for Neural Network Visualization.

3D (and 4D)

Deep Learning + Computer Vision

- Understanding depth (3D) and time (4D) in real-world perception
- Applications: Simultaneous Localization and Mapping (SLAM), 3D object detection



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Exhaustive feature matching
==============================

OpenCL platform : NVIDIA CUDA
OpenCL device   : GeForce RTX
OpenCL platform : Intel(R) Op
OpenCL device   : Intel(R) HD
OpenCL platform : Intel(R) Op
OpenCL device   : Intel(R) HD
OpenCL platform : NVIDIA CUDA
OpenCL device   : GeForce RTX
Matching block [1/2, 1/2] in
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Matching block [2/2, 1/2] in
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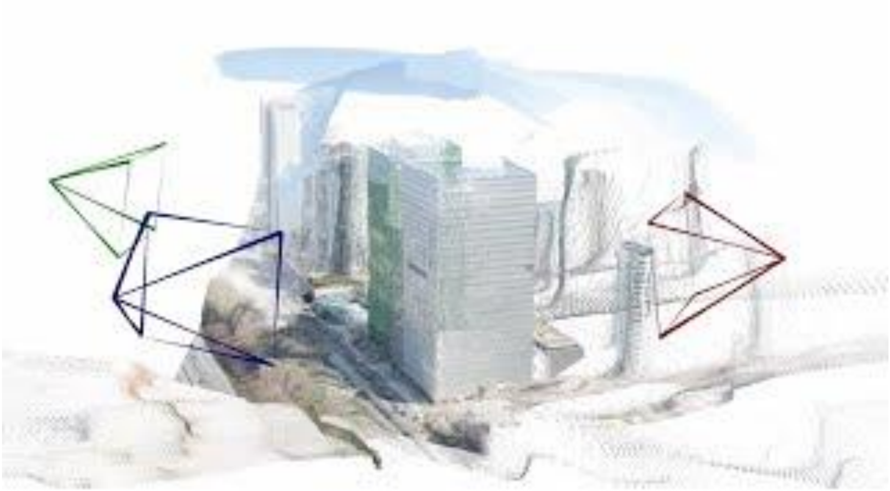
38 Images - 14894 Points



Source: Wang, S., et al. (2023). DUSt3R: Geometric 3D Vision Made Easy.

Autonomous Driving

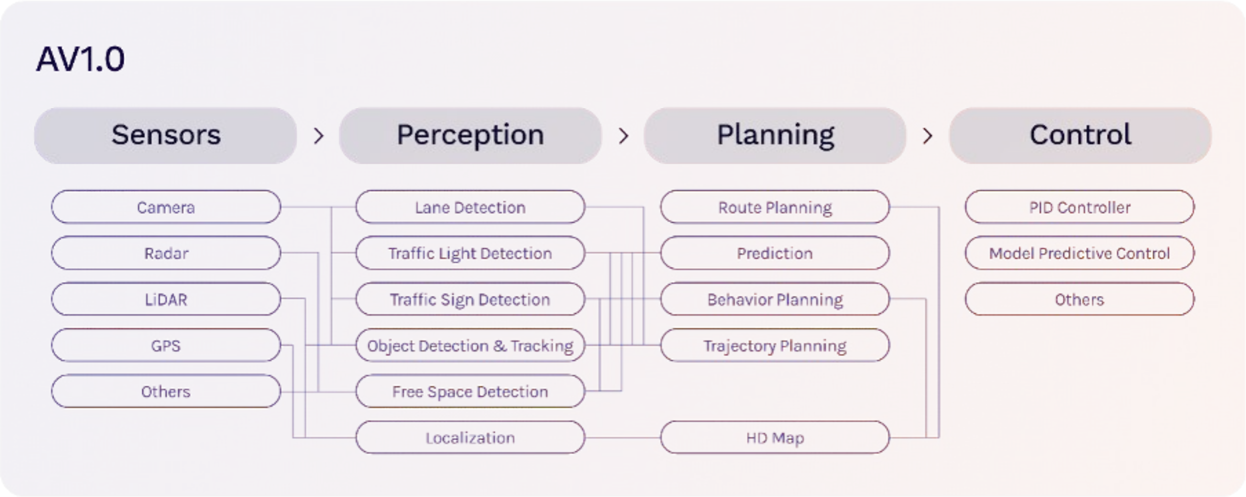
Why AV?

Autonomous Driving

- Reliable robots
- Easy to collect expert demonstrations
- Expert demonstrations come with lots of diversity, utility, volume
- Valuable service (utility, safety, efficiency, ...)

The Problem

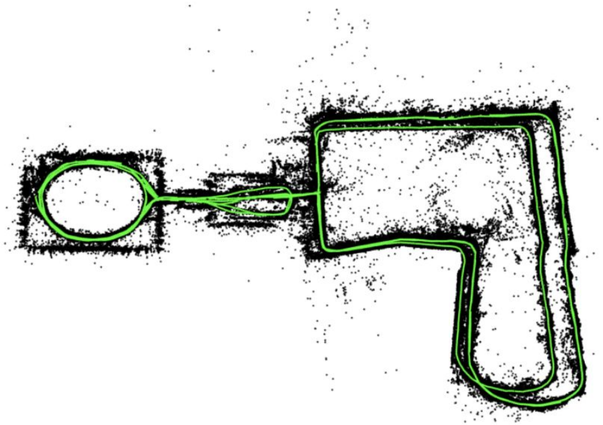
Autonomous Driving

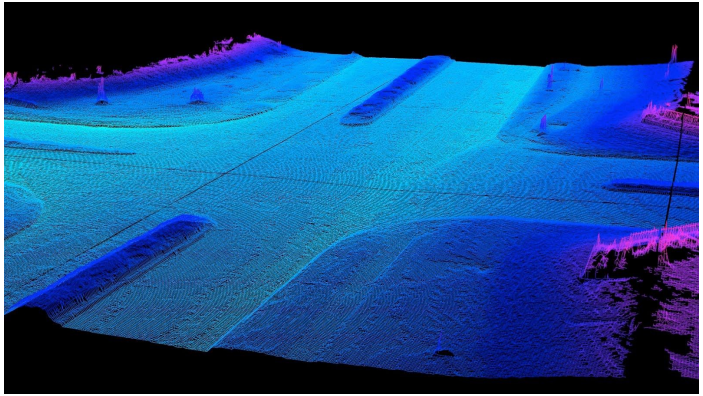


SLAM and Mapping

Autonomous Driving

- Techniques: Using sensors to build and update maps in real-time
- Importance: Localization and navigation for autonomous systems





Source: Mur-Artal, R., et al. (2015). ORB-SLAM: a Versatile and Accurate Monocular SLAM System.
Source: Waymo Team. (2016). Building maps for a self-driving car.

Challenges of Modular Approach

Autonomous Driving

- Rule-based systems: Hand-coded rules and logic
- Limitations: Struggling with complex, unpredictable environments

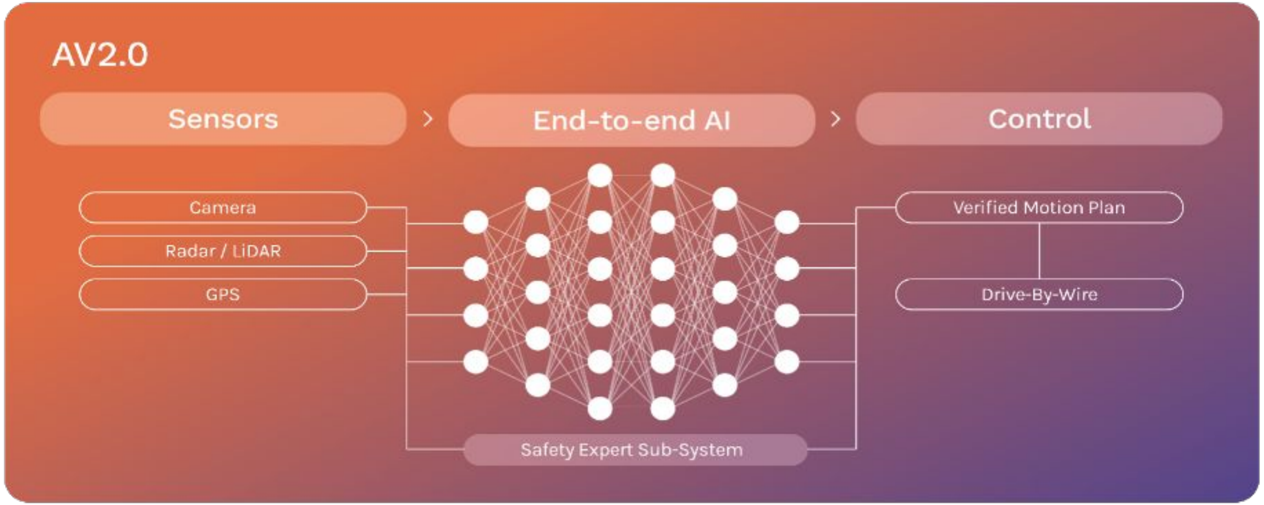
E2E Driving

AV 2.0

WING-STOP
PALACE
Harry Pot
AND THE CURSED CH

AV2.0

E2E Driving



Advantages

E2E Driving

Wayve's Approach: Using E2E learning for real-world driving in complex cities

- Simplifying the traditional autonomous vehicle stack
- Potential for improved generalization and adaptability
- Reduced engineering complexity
- Faster adaptation to new environments

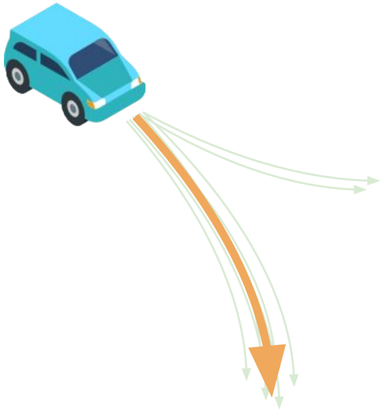
DreamWorks

HOW TO TRAIN YOUR MODEL

Approaches

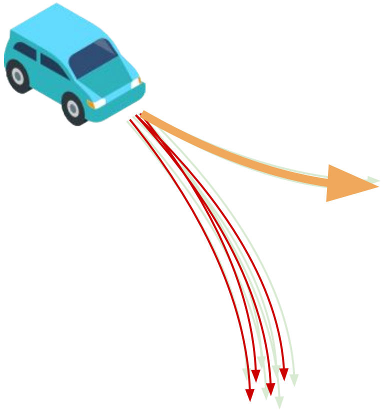
Imitation Learning (IL)

IL tries to copy the most “popular” *positive demonstration.*



Reinforcement learning (RL)

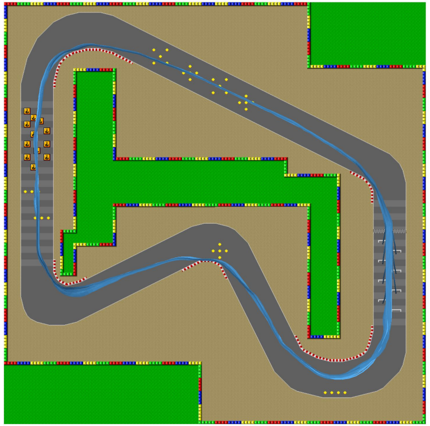
RL tries to seek *positive feedback* while avoiding *negative feedback.*



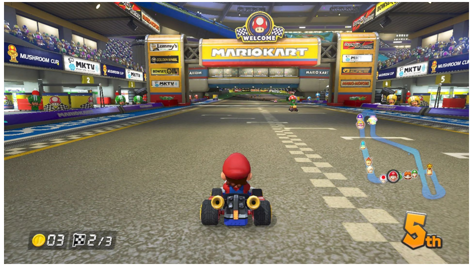
Imitation Learning

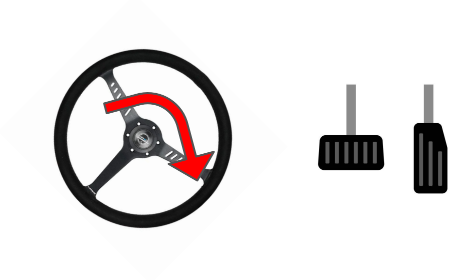
$$\hat{\pi}\left(s\right) = \underset{\pi\in\Pi}{\operatorname{argmin}} \underset{s\sim d_{\pi^*}}{\mathbb{E}} \left[\left(\ell\left(s,\pi\right)\right)\right]$$

Expert Demonstrations

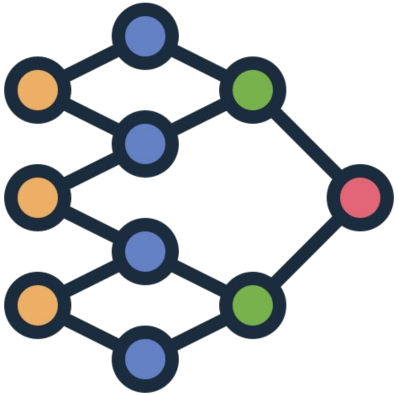


State/Action Pairs



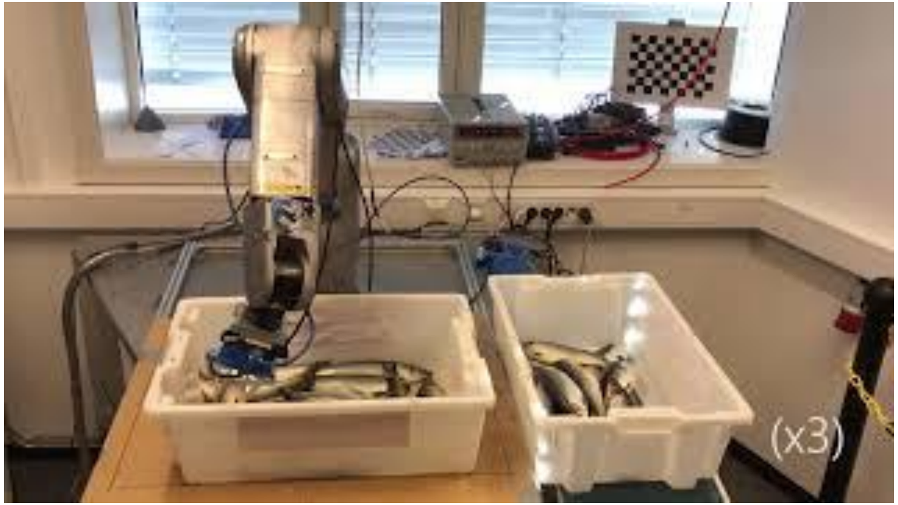


Learning



Imitation Learning

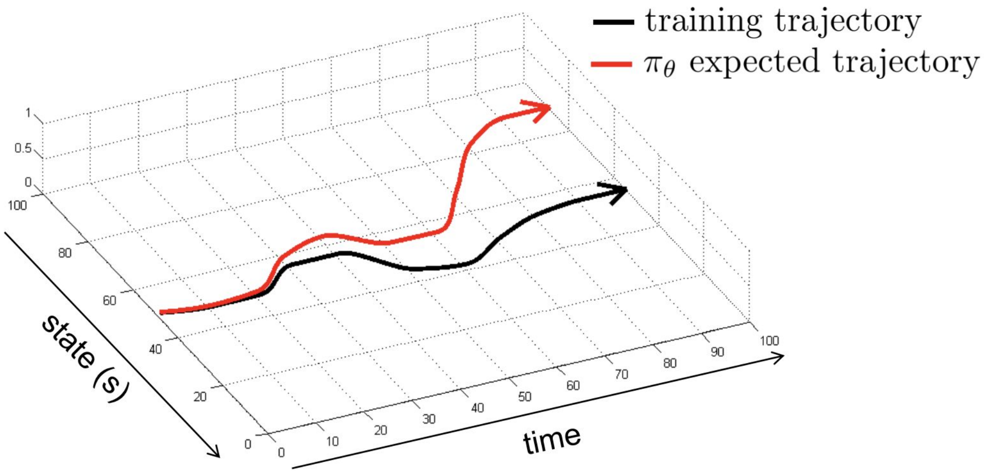
Does it work?



Accumulating errors in IL

Imitation Learning

Imitation Learning often encounters accumulating errors when deployed in practice due to **distribution shift**: the data-collecting policy differs from the learned policy



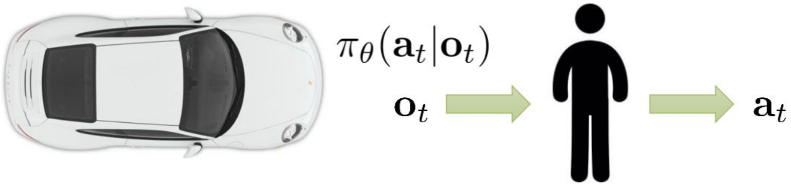
Source: Levine, S., et al. (2020). Deep Reinforcement Learning.

DAgger

Imitation Learning

Idea: Solve distribution shift by collecting expert demonstrations on-policy!

1. train $\pi_\theta(\mathbf{a}_t|\mathbf{o}_t)$ from human data $\mathcal{D} = \{\mathbf{o}_1, \mathbf{a}_1, \ldots, \mathbf{o}_N, \mathbf{a}_N\}$
2. run $\pi_\theta(\mathbf{a}_t|\mathbf{o}_t)$ to get dataset $\mathcal{D}_\pi = \{\mathbf{o}_1, \ldots, \mathbf{o}_M\}$
3. Ask human to label $\mathcal{D}_\pi$ with actions $\mathbf{a}_t$
4. Aggregate: $\mathcal{D} \leftarrow \mathcal{D} \cup \mathcal{D}_\pi$

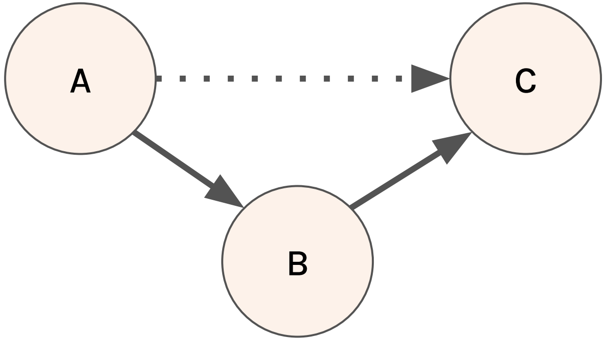


Source: Ross, S., et al. (2010). A Reduction of Imitation Learning and Structured Prediction to No-Regret Online Learning
Source: Levine, S., et al. (2020). Deep Reinforcement Learning.

IL limitations

Imitation learning

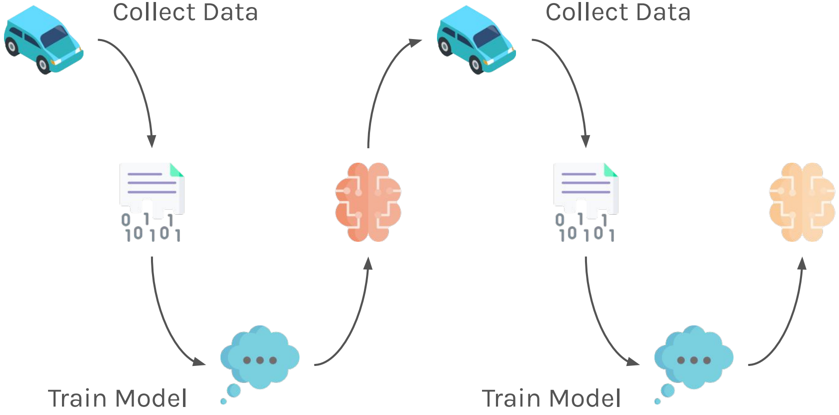
- IL cannot perform better than human expert. DAgger is expensive in the real world!
- Can we learn from non-expert data and perform better than human experts?
  - Can we learn about the action that directly takes us from A to C?



Types of RL Algorithms

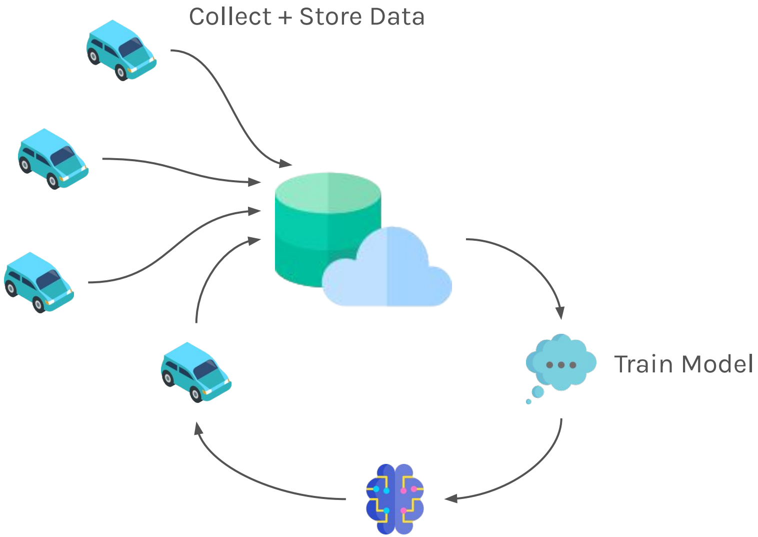
On-policy

Improve the policy with data collected by the *current* policy.



Off-policy

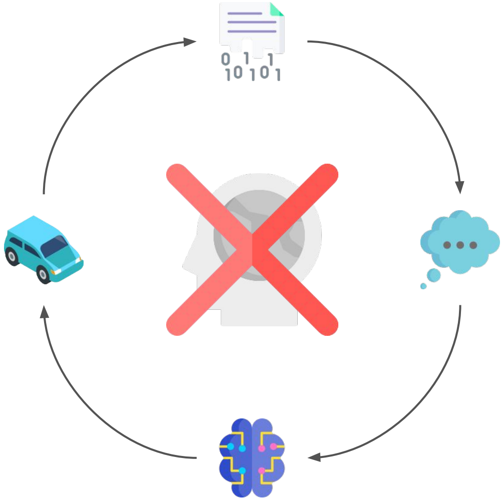
Improve the policy with data collected by *any* policy.



Types of RL Algorithms

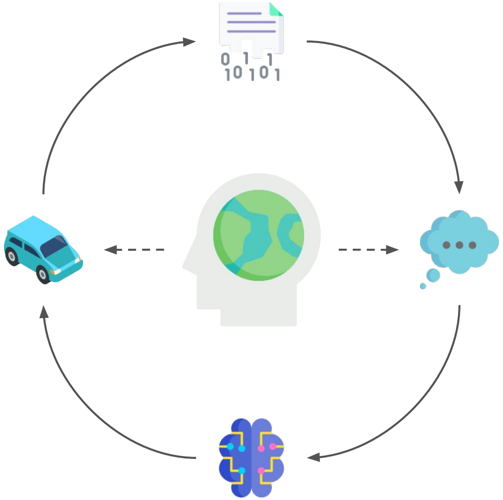
Model-free

Training (and inference) have access to *experience* only.

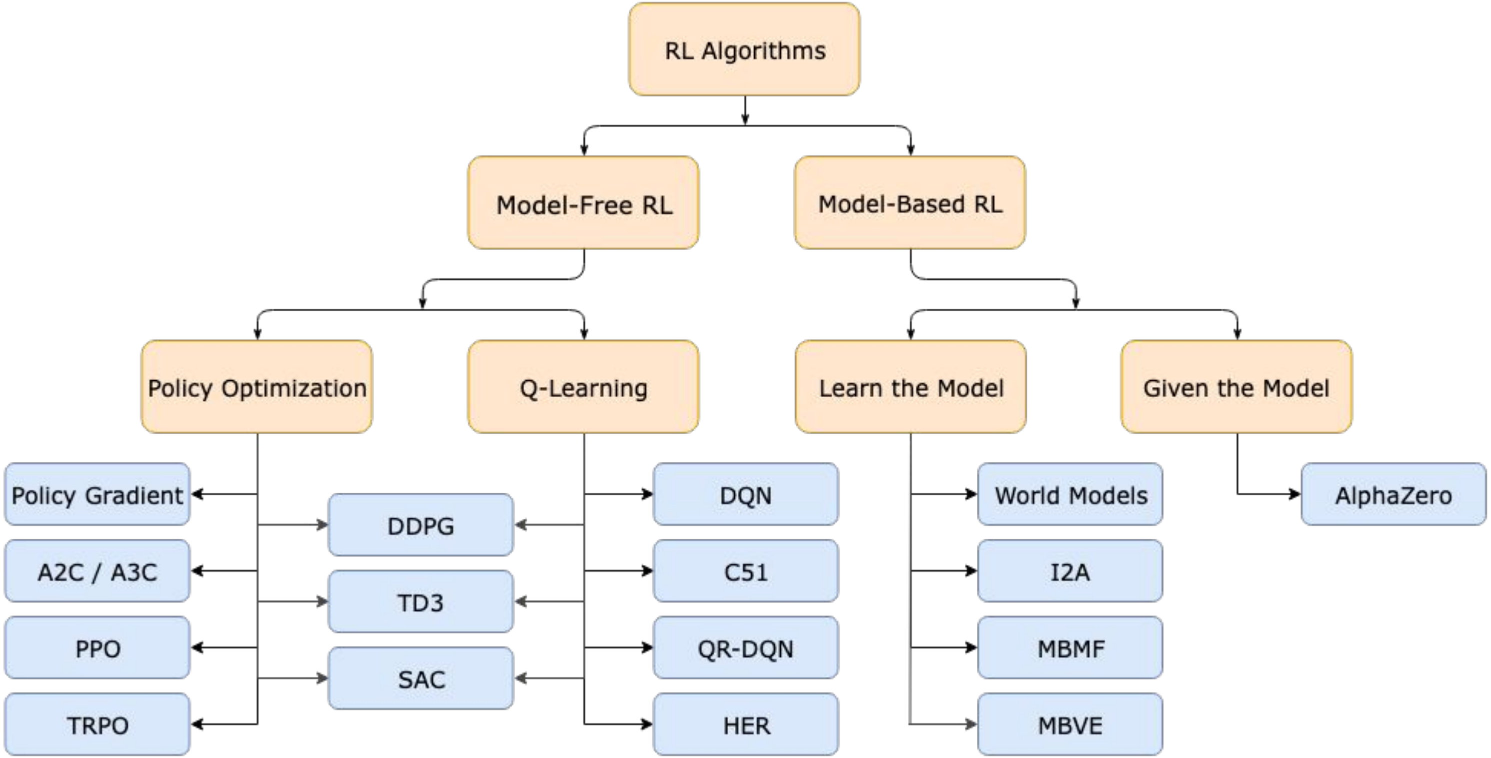


Model-based

Training (and inference) have access to both experience and a *world model*.



Types of RL Algorithms



Source: Achiam, J. Spinning Up.

Q-Learning

Reinforcement Learning

Off-policy RL algorithm that estimates expected future rewards (Q-value) given an action-state pair

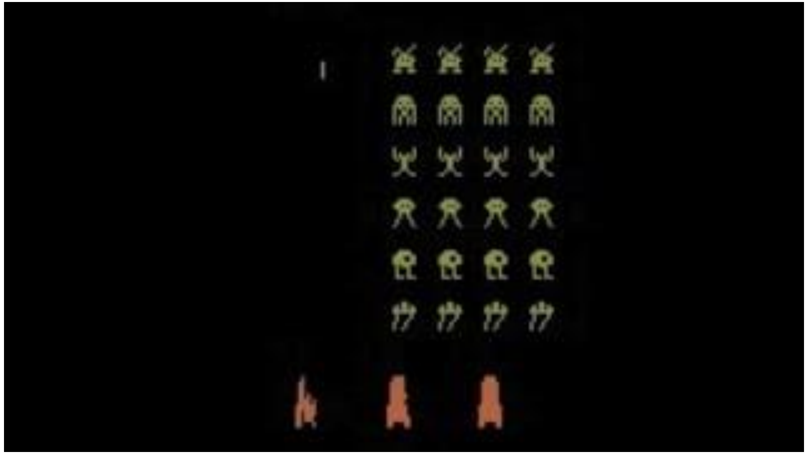
Updates are made using the Bellman equation:

$$Q(s,a) \leftarrow Q(s,a) + \alpha \left[R(s,a) + \gamma \max_{a'} Q(s',a') - Q(s,a) \right]$$

DQL

Reinforcement Learning

Use a neural network to learn the Q function!

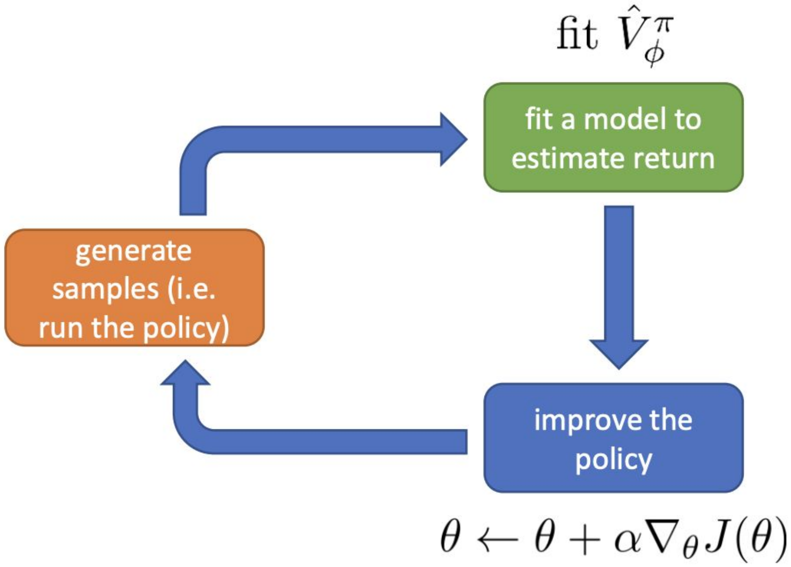


Actor Critic

Reinforcement Learning

- **Actor:** learns to maximize performance under critic
  - Trained with policy gradients
- **Critic:** learns to estimate action-values
  - Trained with Monte Carlo / TD updates

Basic recipe covers all modern model-free RL algorithms (e.g., SAC, PPO, TD3)


fit $\hat{V}_\phi^\pi$
fit a model to estimate return
improve the policy
generate samples (i.e. run the policy)
$\theta \leftarrow \theta + \alpha \nabla_\theta J(\theta)$

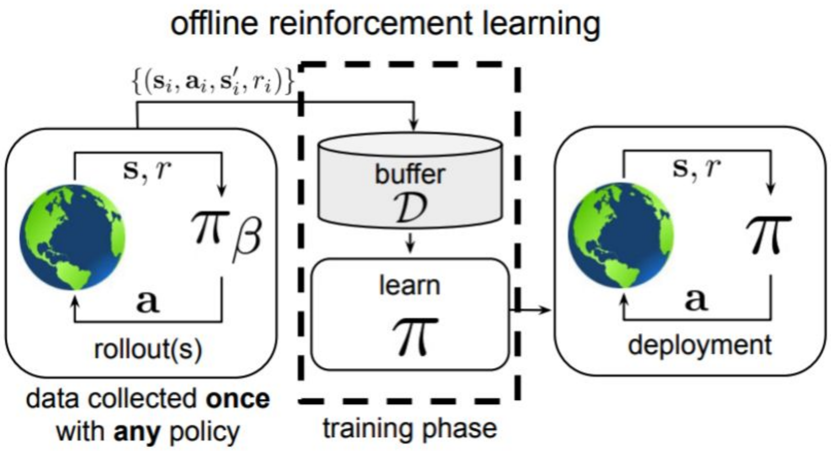
Source: Levine, S., et al. (2020). Deep Reinforcement Learning.

Offline RL

Reinforcement Learning

Uses pre-collected data to train a policy without needing to directly interact with the environment

Can greatly improve scale as data collection is cheaper than deployment

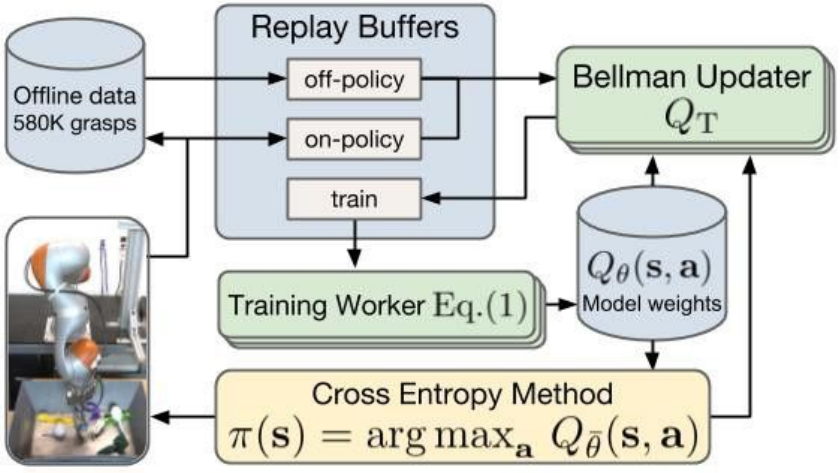


Source: Levine, S., et al. (2020). Deep Reinforcement Learning.

Mixed Online/Offline RL

Reinforcement Learning

Some approaches provide for mixing on-policy and off-policy data



The system is trained on about
1000 visually and physically diverse objects

Source: Kalashnikov, D., et al. (2018) QT-Opt: Scalable Deep Reinforcement Learning for Vision-Based Robotic Manipulation

Science @ Wayve

History

Science @ Wayve

- 2017: Founded in Cambridge
- 2019: Wayve was the first company to demonstrate an end-to-end learned driving system on UK public roads
- 2022: Demonstrated AI model driving multiple types of vehicles and in multiple cities across the UK
- 2023-Present: …

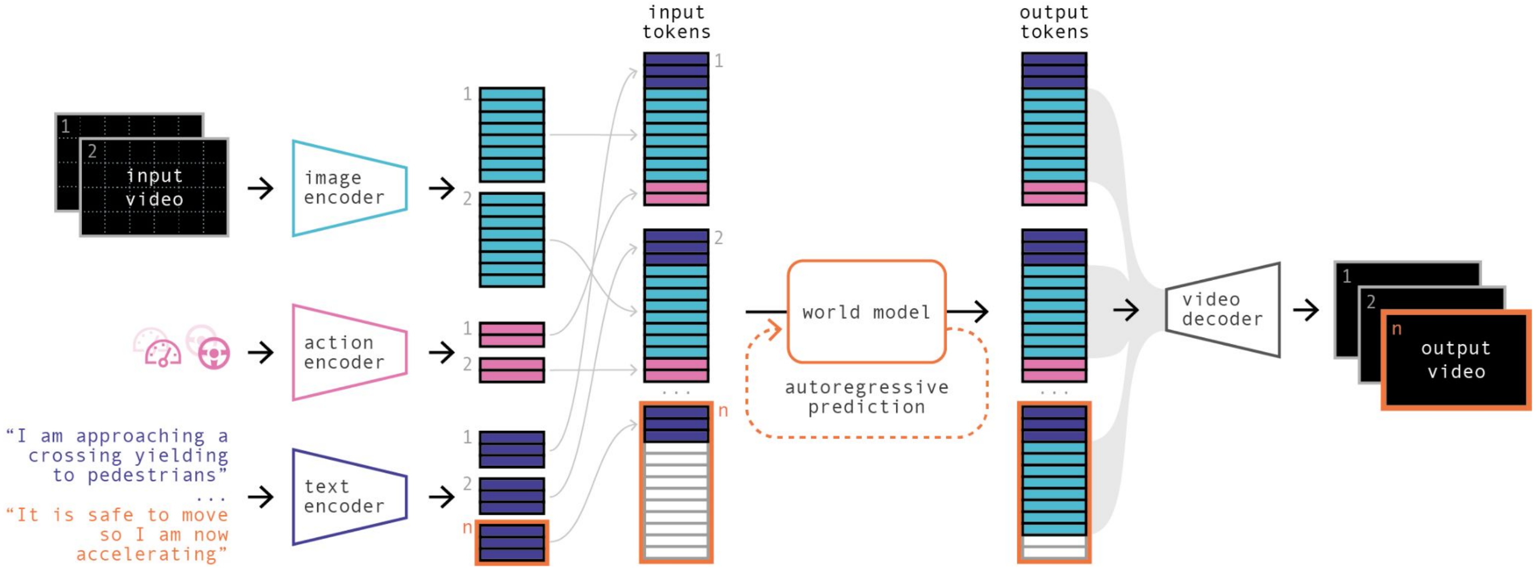
WAYVE

WAYVE
4X SPEED

GAIA

World Modelling

GAIA-1



Hu, A., et al. (2023). GAIA-1: A Generative World Model for Autonomous Driving. http://arxiv.org/abs/2309.17080

4X SPEED
Generated by GAIA-1

WAYVE
Generated by GAIA-1
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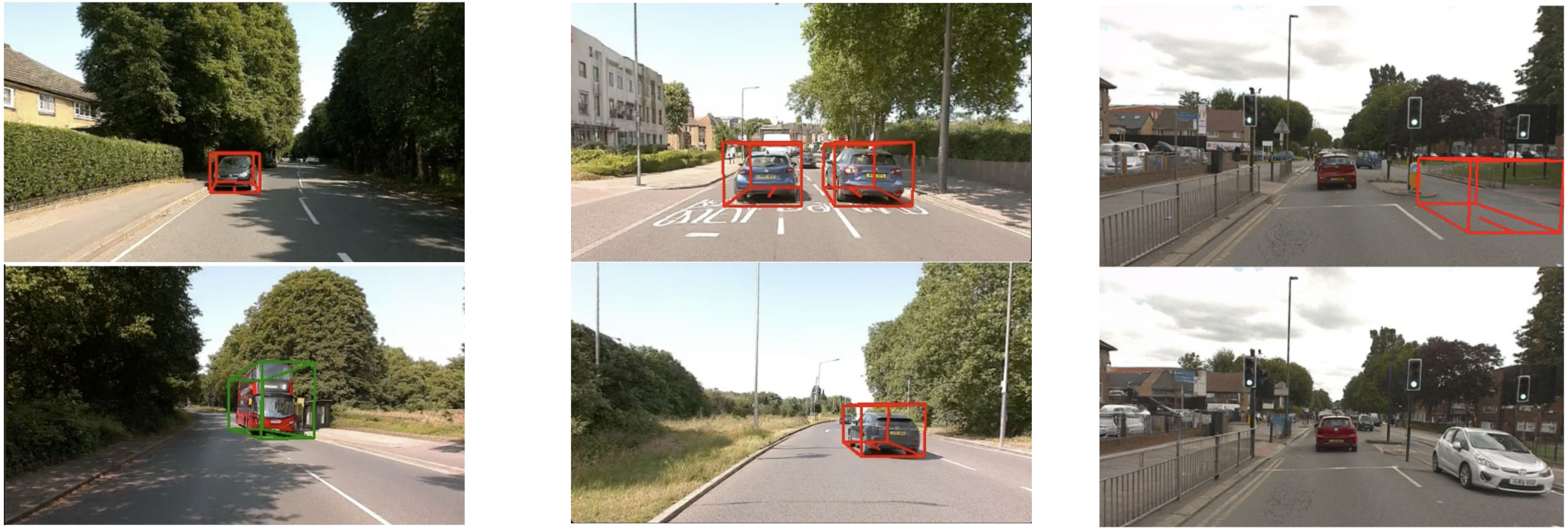
Controlling Dynamic Agents

GAIA-1

Extension to GAIA-1 demonstrated at CVPR 2024...



Controlling Dynamic Agents

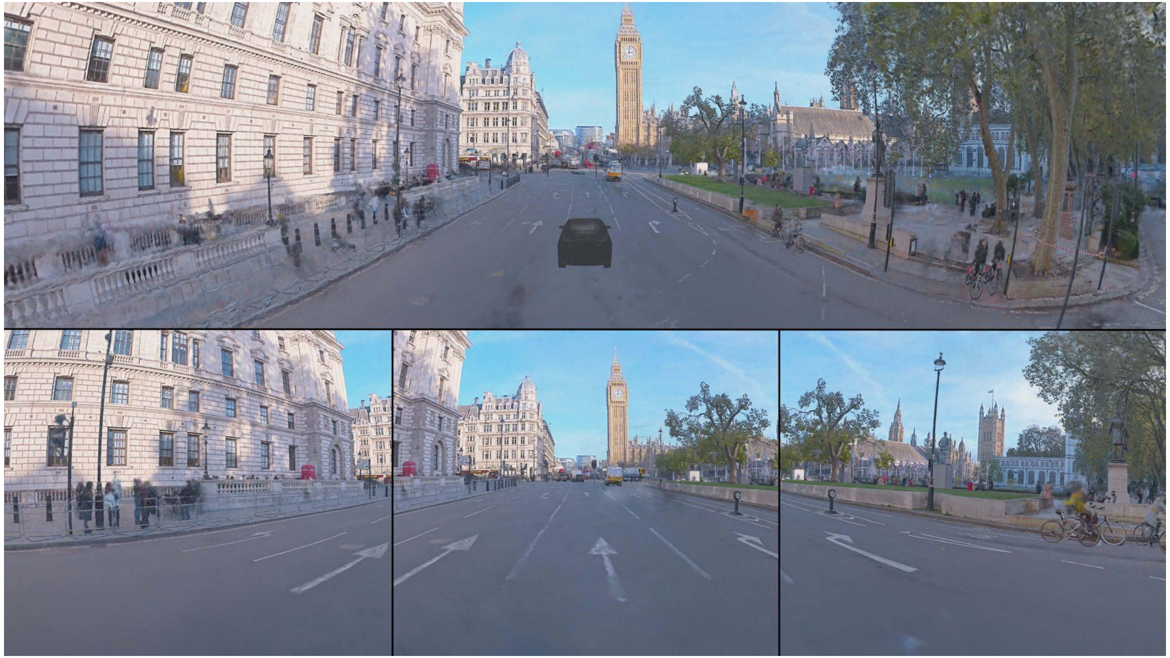
GAIA-1

Extension to GAIA-1 demonstrated at CVPR 2024…

PRISM + Ghost Gym

Scene Reconstruction

Ghost Gym & PRISM



Zürn, J., et al. (2024). WayveScenes101: A Dataset and Benchmark for Novel View Synthesis in Autonomous Driving. https://arxiv.org/abs/2407.08280
Introducing PRISM-1: Photorealistic reconstruction in static and dynamic scenes. https://wayve.ai/thinking/prism-1/

WAYVE
PRISM-1

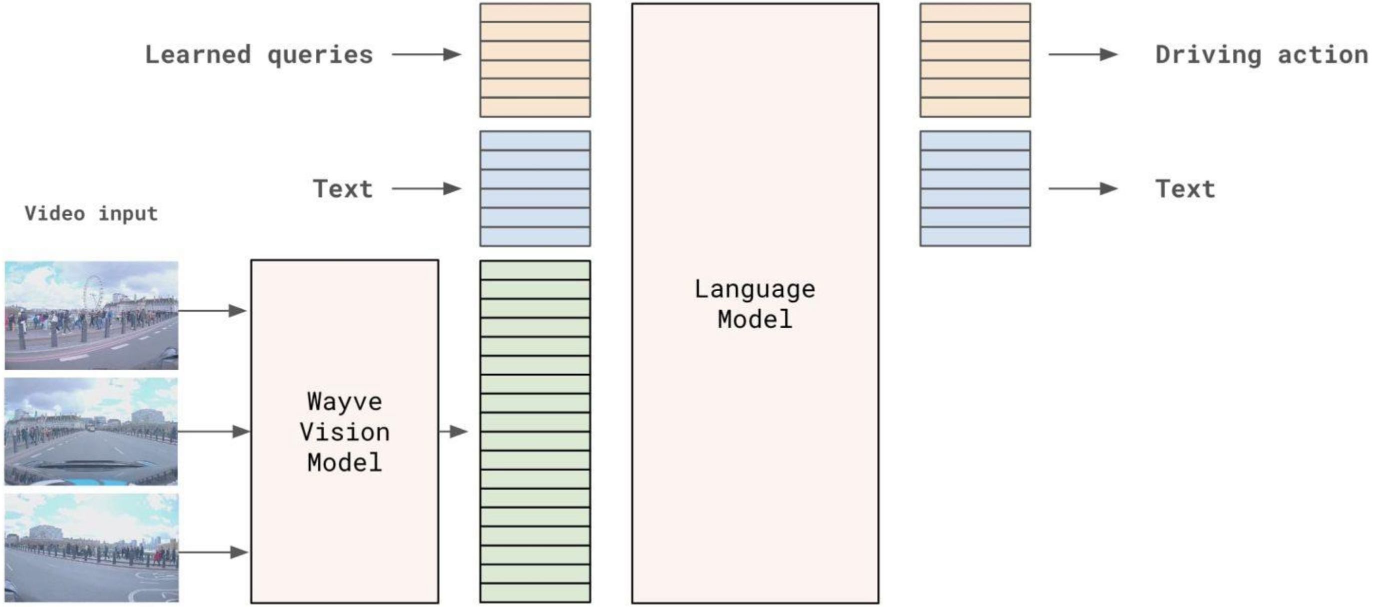
Freeze Time
PRISM-1

WAYVE
Freeze Time
PRISM-1

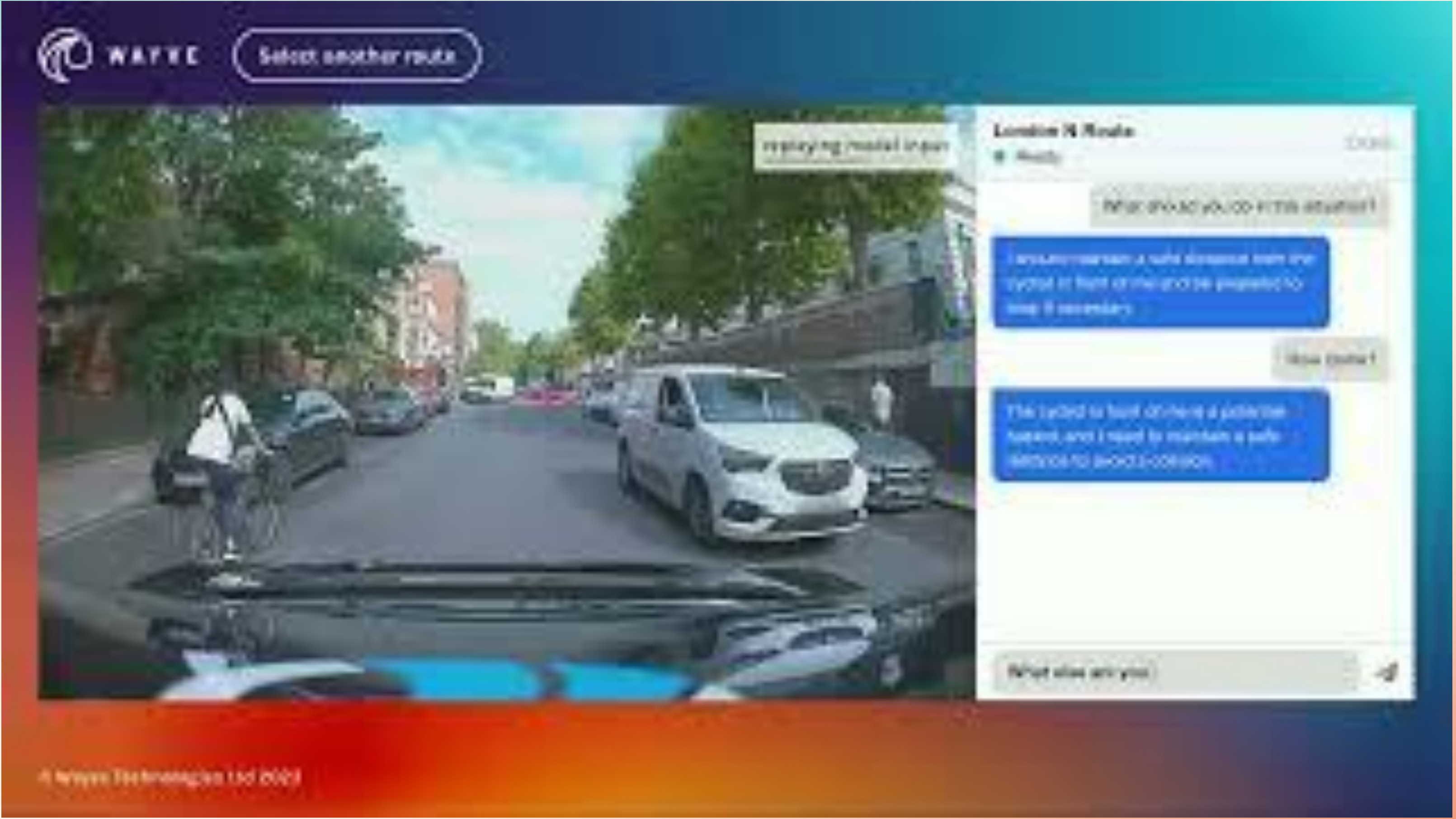
LINGO

Language

LINGO-1 & LINGO-2



Source: Marcu, A., et al. (2023). LingoQA: Visual Question Answering for Autonomous Driving.



London N Route
● Ready
Close

What should you do in this situation?

I should maintain a safe distance from the cyclist in front of me and be prepared to stop if necessary.

How come?

The cyclist in front of me is a potential hazard and I need to maintain a safe distance to avoid a collision.

What else are you

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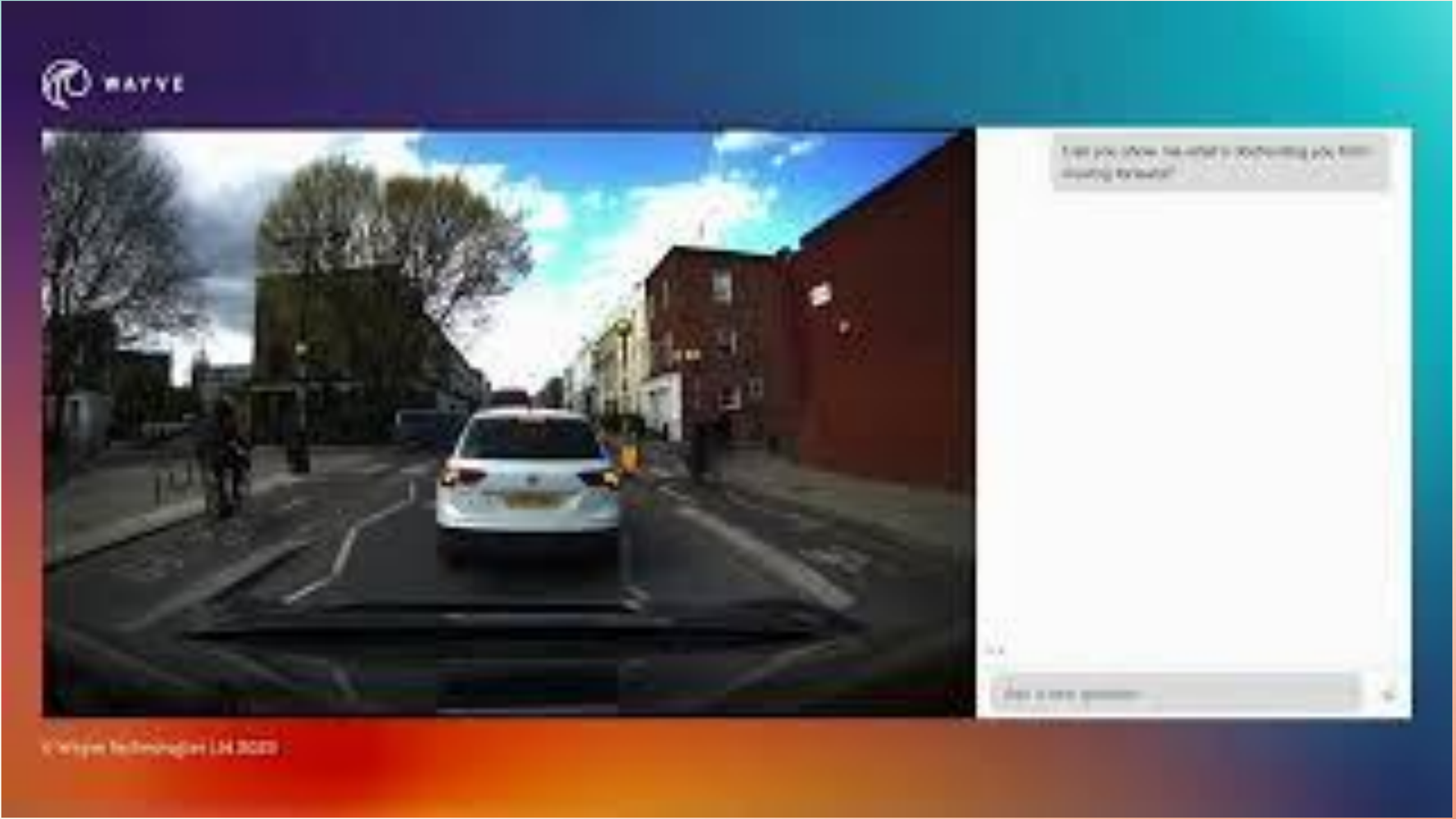

Can you show me what is preventing you from moving forward?

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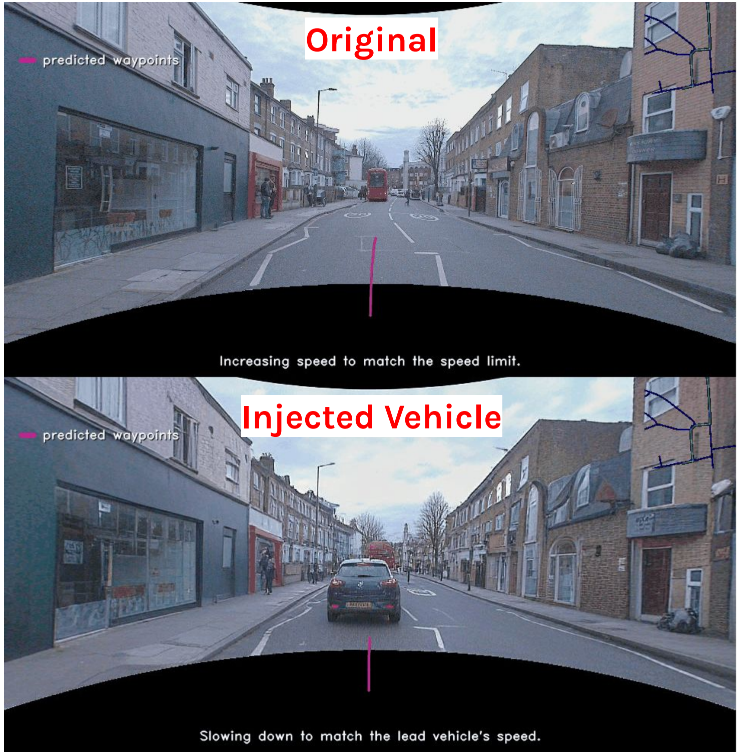
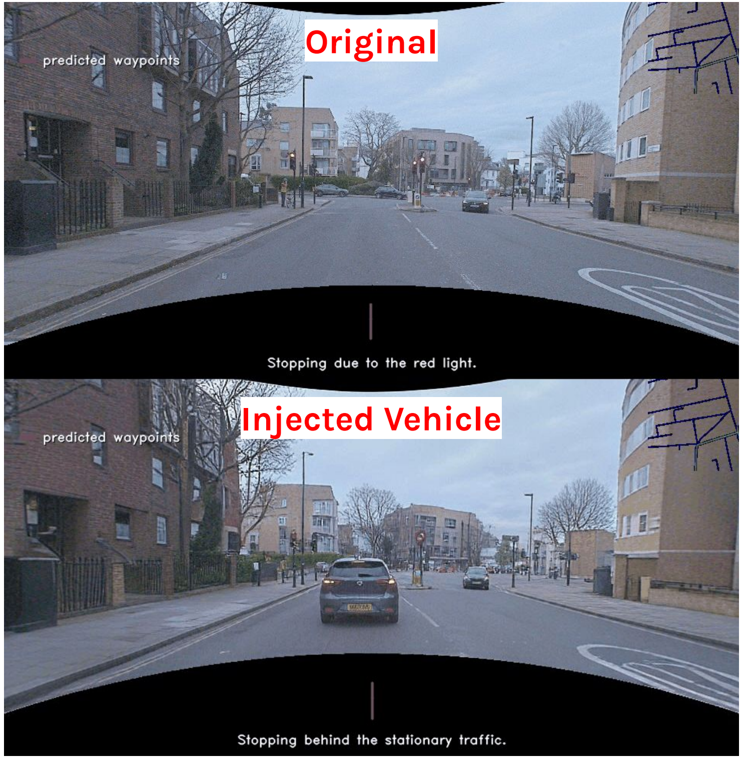
Autonomous: True
Speed: 13.98 mph
WAYVE
Keeping pace with the lead vehicle.

Counterfactuals (GAIA + LINGO)

LINGO


Original
predicted waypoints
Increasing speed to match the speed limit.
Injected Vehicle
predicted waypoints
Slowing down to match the lead vehicle's speed.


Original
predicted waypoints
Stopping due to the red light.
Injected Vehicle
predicted waypoints
Stopping behind the stationary traffic.

Foundation Models

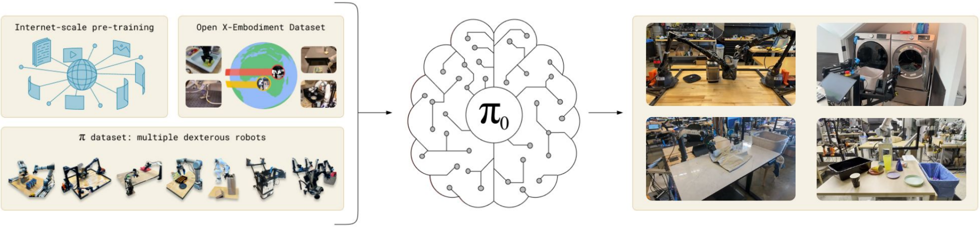
Foundation Models Today

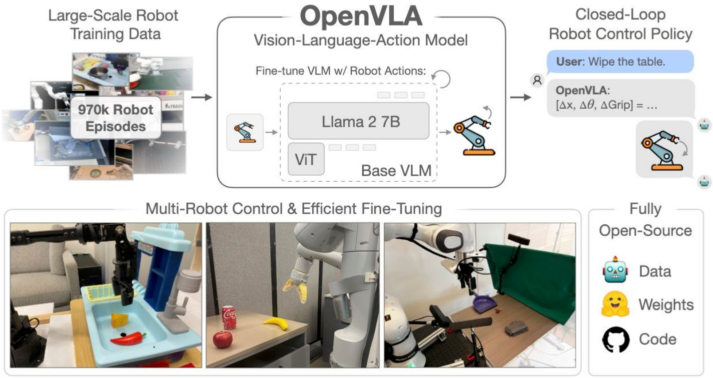
Foundation Models

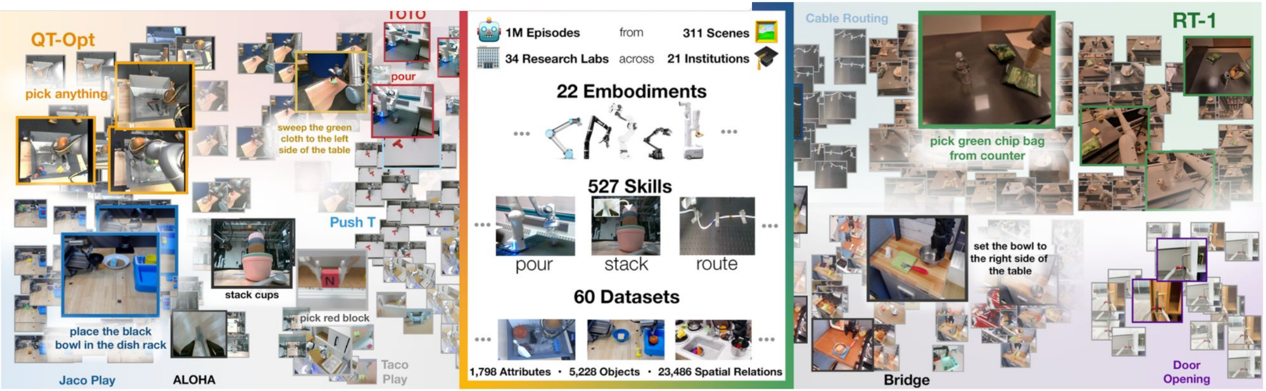
- Examples
  - Language: GPT, Gemini, Llama
  - Vision: CLIP, DINO, JEPA, MAE
  - Embodied: OpenVLA, π0
- Challenges
  - Many robotics tasks need great video features that include 3D/4D understanding!
  - Many robotics tasks require inference at > XX Hz frequencies!

FMs ⇔ Robotics

Foundation Models


Internet-scale pre-training
Open X-Embodiment Dataset
π dataset: multiple dexterous robots
π_0


Large-Scale Robot Training Data
970k Robot Episodes
OpenVLA
Vision-Language-Action Model
Fine-tune VLM w/ Robot Actions:
Llama 2 7B
ViT
Base VLM
Closed-Loop Robot Control Policy
User: Wipe the table.
OpenVLA: [Δx, Δθ, ΔGrip] = ...
Multi-Robot Control & Efficient Fine-Tuning
Fully Open-Source
Data
Weights
Code


QT-Opt
pick anything
TOTO
pour
sweep the green cloth to the left side of the table
Push T
stack cups
pick red block
place the black bowl in the dish rack
Jaco Play
ALOHA
Taco Play
1M Episodes from 311 Scenes
34 Research Labs across 21 Institutions
22 Embodiments
527 Skills
pour
stack
route
60 Datasets
1,798 Attributes • 5,228 Objects • 23,486 Spatial Relations
Cable Routing
RT-1
pick green chip bag from counter
set the bowl to the right side of the table
Bridge
Door Opening

Black, K., et al. (2024). π0: A Vision-Language-Action Flow Model for General Robot Control.
Kim, M., et al. (2024). OpenVLA: An Open-Source Vision-Language-Action Model.
Open X-Embodiment Collaboration, et al. (2023). Open X-Embodiment: Robotic Learning Datasets and RT-X Models.

Parting Thoughts

Takeaways

Parting Thoughts

- Simple objectives perform surprisingly well when trained at scale (in terms of both model size and data corpus size)
- The trend across robotics is moving from modular systems to end-to-end systems, including our simulators
- Foundation models are increasingly becoming critical components of embodied systems
- Diversity, quantity, and quality of data is **key** to solving robotics

We’re Hiring

Parting Thoughts

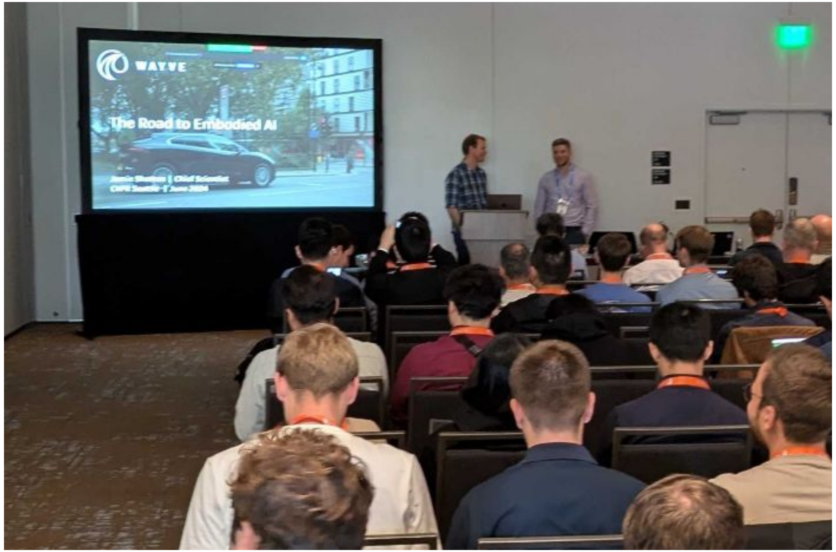
- We are hiring in Science and Engineering across all our offices (London, Silicon Valley, and Vancouver).
- Stay tuned for internship opportunities being posted to wayve.ai/careers

See you at NeurIPS 2024!

NEURAL INFORMATION PROCESSING SYSTEMS

Parting Thoughts

- Wayve will be a sponsor at NeurIPS 2024. If you are attending stop by and see us for some updates on GAIA at Booth 129!



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