

1/15 (Fri.) 13:30-14:00 14:00-14:30 14:30-15:00

11:00-11:30

2/22 (Mon.) 10:00-10:30 10:30-11:00

金崎研究室の紹介

Introduction of Automation & Knowledge Laboratory

情報理工学院・情報工学系・准教授 金崎朝子 / Asako Kanezaki

Tokyo Tech

TECHNISCHE

UNIVERSITÄT

- Mar 2008 Graduated from Department of Mechanical Information Engineering, Faculty of Engineering, The Univ. of Tokyo
- Mar 2010 Completed master's course, Graduate School of Information Science and Technology, The Univ. of Tokyo



2010-2011 (a half year) visiting research at Technische Universität München

- Mar 2013 Ph.D. (Information Science and Technology), The Univ. of Tokyo,
- Apr 2013 Full-time employee, Research and Development Center, Toshiba Corporation
- Dec 2013 Assistant Professor, Graduate School of Information Science and Technology, The Univ. of Tokyo



2015.8-9 visiting research at Microsoft Research Redmond



- Apr 2016 Researcher -> Senior Researcher, Artificial Intelligence Research Center, National Institute of Advanced Industrial Science and Technology (AIST)
- Apr 2020 Associate Professor, School of Computing, Tokyo Institute of Technology







RotationNet: Joint Object Categorization and Pose Estimation Using Multiviews from Unsupervised Viewpoints

<u>Asako Kanezaki</u>, Yasuyuki Matsushita, and Yoshifumi Nishida. National Institute of Advanced Industrial Science and Technology (AIST)





Approaches:



Here



State-of-the-art scores on the ModelNet

dataset http://modelnet.cs.princeton.edu/

- ModelNet40: 40 categories
- ModelNet10: 10 categories
- leaderboard ⇒

ModelNet40

First : RotationNet Multi-view based

Second : iMHL Multi-view based

ModelNet10

First : RotationNet Multi-view based

Second : SPNet Multi-view based

Algorithm	ModelNet40	ModelNet40 Retrieval	ModelNet10 Classification	ModelNet10 Retrieval
	(Accuracy)	(mAP)	(Accuracy)	(mAP)
RS-CNN[63]	93.6%	-	-	-
LP-3DCNN[62]	92.1%	-	94.4%	-
LDGCNN[61]	92.9%	-		-
Primitive-GAN[60]	86.4%	-	92.2%	-
3DCapsule [59]	92.7%	-	94.7%	-
3D2SeqViews [58]	93.40%	90.76%	94.71%	92.12%
 OrthographicNet [57]	-	-	88.56%	86.85%
Ma et al. [56]	91.05%	84.34%	95.29%	93.19%
MLVCNN [55]	94.16%	92.84%	-	-
iMHL [54]	97.16%	-	-	-
HGNN [53]	96.6%	-	-	-
SPINet [52]	92.63%	85.21%	97.20%	94.20%
MINDIN [51]	94./		95.0	- 00.60
VIPGAN [50]	91.98	89.25	94.05	90.69
Triplet Center Less [48]	92.00	- 88.0%	95.50	-
PVNat[47]	93.2%	89.5%		-
GVCNN[46]	93.1%	85.7%	-	-
MI H-MV[45]	93.11%	03.170	94.80%	-
MVCNN-New[44]	95.0%		24.0070	
SeqViews2SeqLabels[43]	93.40%	89.09%	94 82%	91.43%
G3DNet[42]	91.13%		93.1%	
VSL [41]	84.5%		91.0%	
3D-CapsNets[40]	82.73%	70.1%	93.08%	88.44%
KCNet[39]	91.0%		94.4%	
FoldingNet[38]	88.4%		94.4%	
binVoxNetPlus[37]	85.47%		92.32%	
DeepSets[36]	90.3%			
3D-DescriptorNet[35]			92.4%	
SO-Net[34]	93.4%		95.7%	
Minto et al.[33]	89.3%		93.6%	
RotationNet[32]	97.37%		98.46%	
LonchaNet[31]			94.37	
Achlioptas et al. [30]	84.5%		95.4%	
PANORAMA-ENN [29]	95.36%	86.34%	96.85%	93.28%
3D-A-Nets [28]	90.5%	80.1%		
Soltani et al. [27]	82.10%			
Arvind et al. [20]	80.30%		04 279/	
2Dm EV Mat [24]	01.69/		94.3776	
Zamuttigh and Minta [23]	97.0%		91.270	
Wang at al. [22]	93.8%		91.576	
FCC [21]	83.2%		90.0%	
PANORAMA-NN [20]	90.7%	83.5%	91.1%	87.4%
MVCNN-MultiRes [19]	91.4%			
FPNN [18]	88.4%			
PointNet[17]	89.2%			
Klokov and Lempitsky[16]	91.8%		94.0%	
LightNet[15]	88.93%		93.94%	
Xu and Todorovic[14]	81.26%		88.00%	
Geometry Image [13]	83.9%	51.3%	88.4%	74.9%
Set-convolution [11]	90%			
PointNet [12]			77.6%	
3D-GAN [10]	83.3%		91.0%	
VRN Ensemble [9]	95.54%		97.14%	
ORION [8]			93.8%	
FusionNet [7]	90.8%		93.11%	ļ
Pairwise [6]	90.7%	70.51/	92.8%	
MVCNN [3]	90.1%	/9.5%	02.25%	01.129/
GIFT[0] VerNet [0]	83.10%	81.94%	92.30%	91.12%
VOXIVET [2]	0376 77 629/	76.9194	7270 85.459/	84 1994
3DShaneNets [1]	77%	49.2%	83.5%	68.3%
	11/1	77.479	00.070	00.070

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Object recognition by robots "Move and see" to achieve better performance



[a single image input] Not always captured from a best view to recognize an object.





Multi-view images

A

Object category and pose

Ŕ

Improve accuracy by rotating in a direction that is easy to recognize





Video https://kanezaki.github.io/rotationnet/







Each segment is shown in a random identical color.

<u>A. Kanezaki*</u>, W. Kim*, and M. Tanaka. "Unsupervised Learning of Image Segmentation Based on Differentiable Feature Clustering." IEEE Transactions on Image Processing, vol. 29, pp. 8055-8068, 2020. *equal contribution



- In this paper, good conditions for image segmentation are defined as follows:
 - (a) Pixels of similar features should be assigned the same label.
 - (b) Spatially continuous pixels should be assigned the same label.
 - (c) The number of unique cluster labels should be large.

The three conditions will never be met at the same time, but they will settle at a moderate balance.







Results with scribbles as input





 Results with reference image(s)
 video

Network is unsupervisedly trained with a single first frame



egmentatio

age





🔊 – Robot navigation using deep learning

Video https://kanezaki.github.io/goselo/



Robot navigation using deep learning

Key Idea: By creating a goal-directed map representation, we can learn the relationship between visual patterns of the surrounding environment and movement patterns without being constrained by the shape of a particular environment!





Follow-up studies (1/2)

- Yoko Sasaki, Syusuke Matsuo, <u>Asako Kanezaki</u>, and Hiroshi Takemura. "A3C Based Motion Learning for an Autonomous Mobile Robot in Crowds." *IEEE International Conference on System Man and Cybernetics (SMC2019)*, pp.1046-1052, 2019.
- 佐々木洋子,松尾修佑,金崎朝子,竹村裕.歩行者観測履歴を用いた深層強化学習による車輪ロボットの雑踏切り抜け動作生成.日本機械学会ロボティクス・メカトロニクス講演会,2019.

渋谷 薫, <u>金崎 朝子</u>, 大西 正輝.
 深層学習による画像識別問題
 に帰着した人の流れのシミュレーション. Meeting on
 Image Recognition and
 Understandings (MIRU), 2018.



Learned policy simulation 20



- Follow-up studies (2/2)

Imitation learning of waypoints estimation using path planning as an expert

Reinforcement learning using the estimated Waypoints as a guide Improve learning efficiency and generalizability



K. Ota, Y. Sasaki, D. K. Jha, Y. Yoshiyasu, and <u>A. Kanezaki</u>. "Efficient Exploration in Constrained Environments with Goal-Oriented Reference Path." IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS), 2020.



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Research plan IOP (Internet of Perception)?

 \bigcirc A robot system for active information search and database construction



"Automation & Knowledge" Actively collect data and create knowledge ⇔ Collect knowledge and act wisely



Machine

Learning

Robotics

Research topics (examples)

- Action planning for autonomous mobile robots using <u>reinforcement learning</u>
- Automatic generation of <u>daily life search engines</u>.
- Information collection planning for <u>interactive robots</u>
- Robot intelligence with superhuman recognition technology
- Since the second section of the second section of the second section of the second section of the second se

Human-Computer

Computer Vision





- Action planning for autonomous p
- Automatic generation of <u>daily</u>
- Information collection pl
- Robot intelligence
- Global and le

Ater Learning Vision Robotics

Machine

Map, GP

Global and local movements (Manipulation, etc.)



Computer Interaction

Lab information



- Location: West Building 8, Ookayama Campus
- Core time: Weekly lab meeting
- Members:
 - 2020.9~ 2 Master
 - 2021.4 \sim 5 Master and 3 Ph.D cand.
- Infrastructure :
 - Use of computer clusters such as TSUBAME, AIST-ABCI
 - Managing source code and tips on GitHub
 - Sharing of library know-how such as deep learning and robot simulation

Lab information



- Location: West Building 8, Ookayama Campus
- Core time: Weekly lab meeting



Sofa and coffee machine

(now vacant) desks