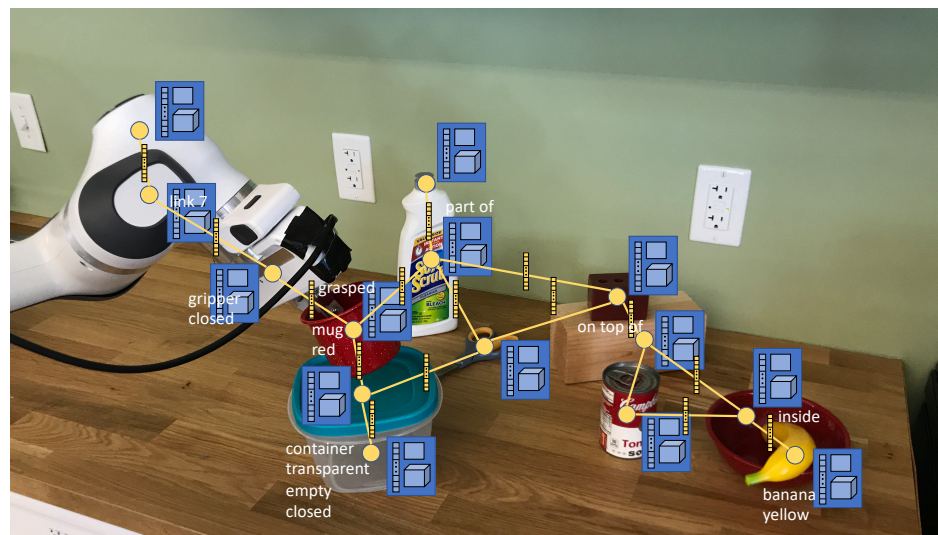


# Graph Neural Networks for Multi-Object Perception and Manipulation

Tucker Hermans; University of Utah    Dieter Fox; University of Washington

- Develop **Scene-GNNs**, a unified learning framework that provides robust solutions to key challenges in manipulation
- Unknown object instance segmentation, tracking,

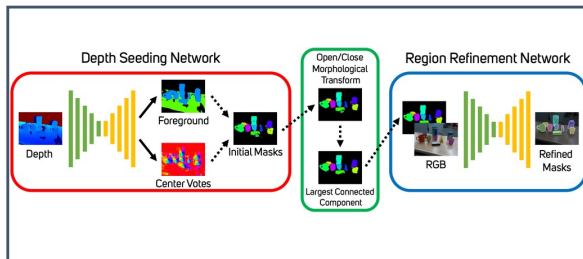


**Scene-GNN** representing a manipulation scenario with objects, attributes, and relations.

# Unseen Object instance segmentation

Learn to Segment Objects in a Scene and Improve Segmentation via Graph Neural Networks

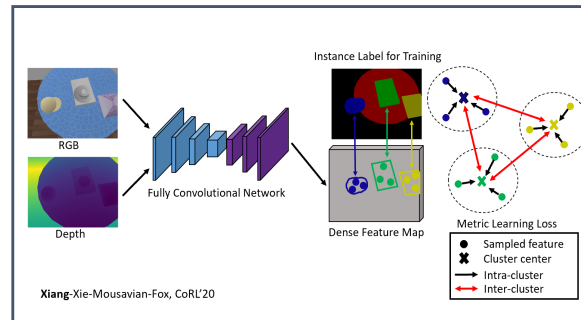
## UOIS



- Foreground segmentation and 3D center voting on depth
- Refine segmentation masks using color information

[Xie-Xiang-Mousavian-Fox: CoRL 2019, T-RO-21]

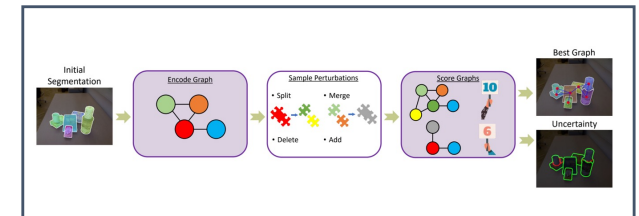
## UCN



- Contrastive learning of object consistent features
- Mean shift clustering in feature space
- Repeat on individual masks for refinement

[Xiang-Xie-Mousavian-Fox: CoRL 2020]

## RICE



- Convert initial segmentation into graph neural network
- Improve segmentation by sampling split/merge/add/delete operations
- Estimate segmentation uncertainties

[Xie-Xiang-Mousavian-Fox: CoRL-21]

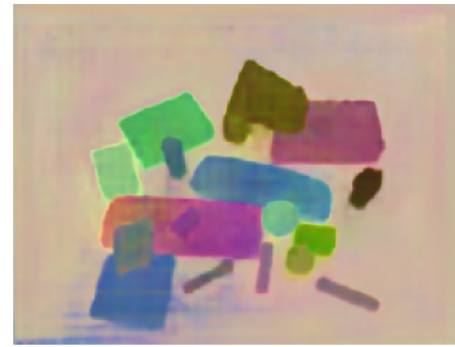
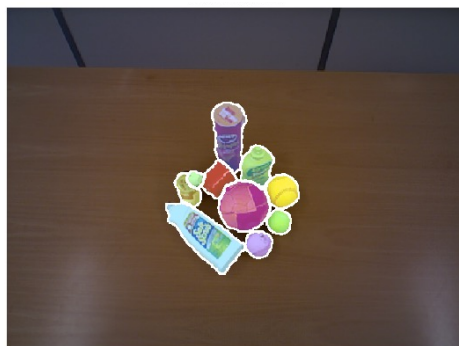
Input image



Feature map

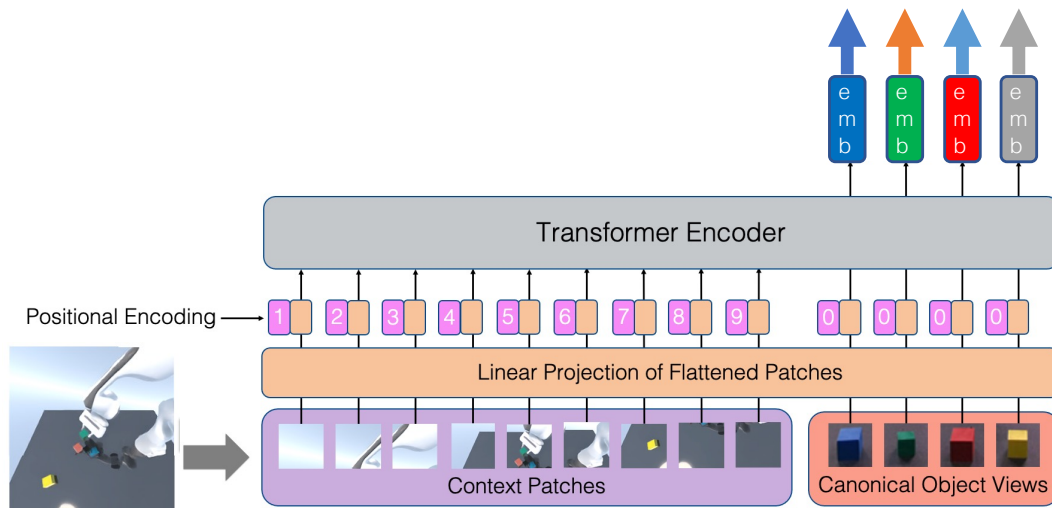


Segmentation



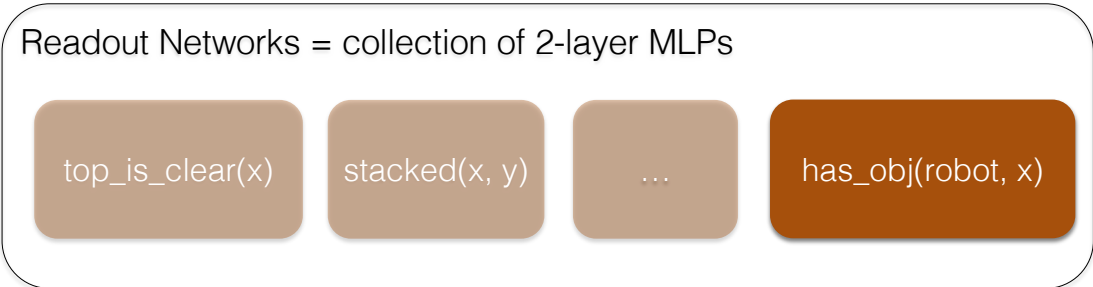
# SORNET: SPATIAL OBJECT-CENTRIC REPRESENTATION NETWORKS

Learn Object-Centric Embeddings that Encode Spatial Relations







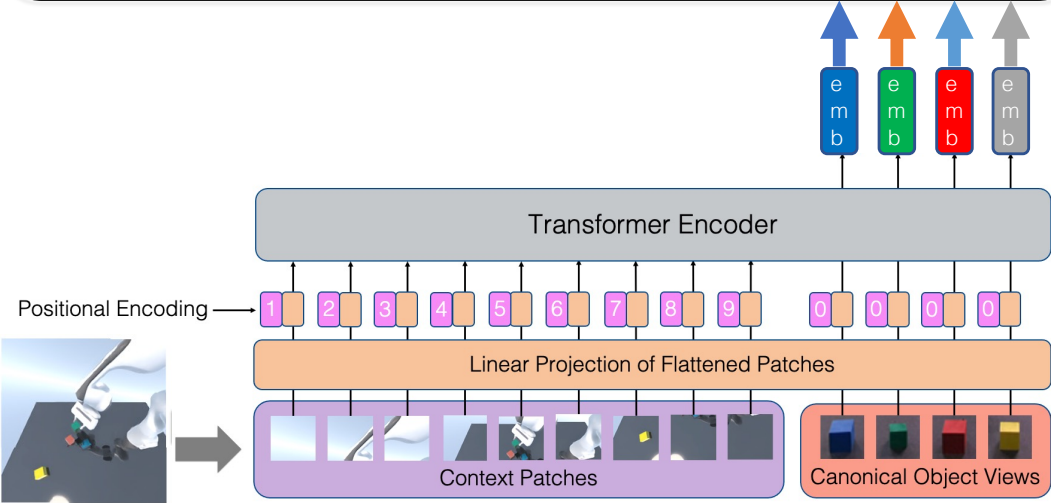
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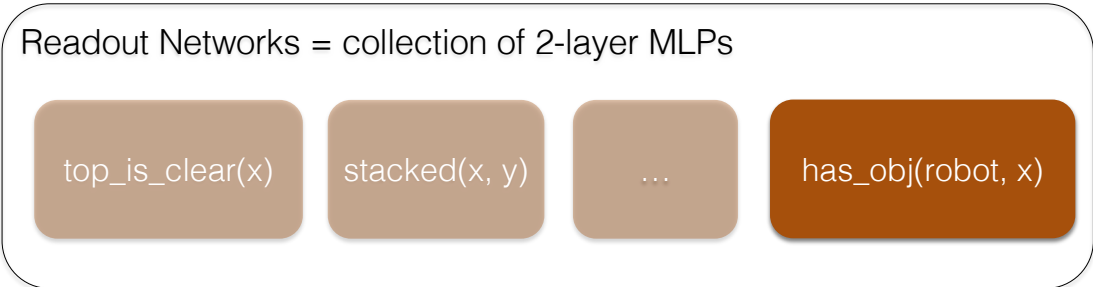
### Logical states

has\_obj(robot, ) = False  
top\_is\_clear() = True  
stacked(, ) = False  
...







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