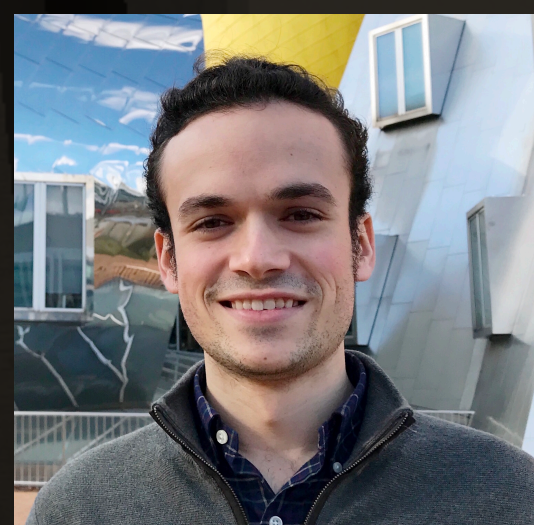
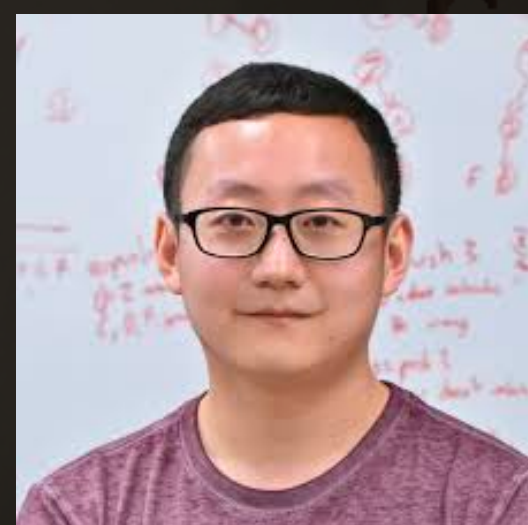


# Watch-And-Help

A Challenge for Social Perception and Human-AI Collaboration



Xavier Puig



Tianmin Shu



Shuang Li



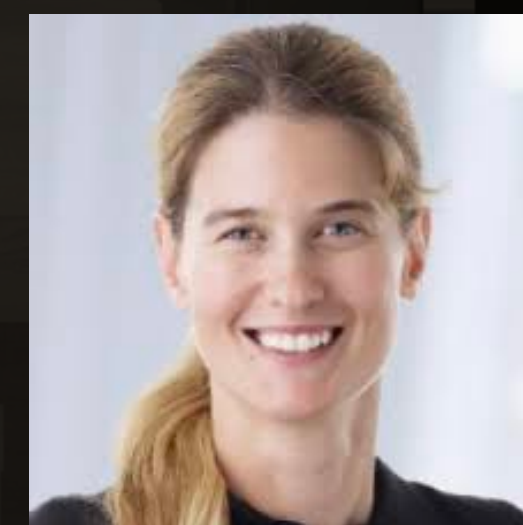
Zilin Wang



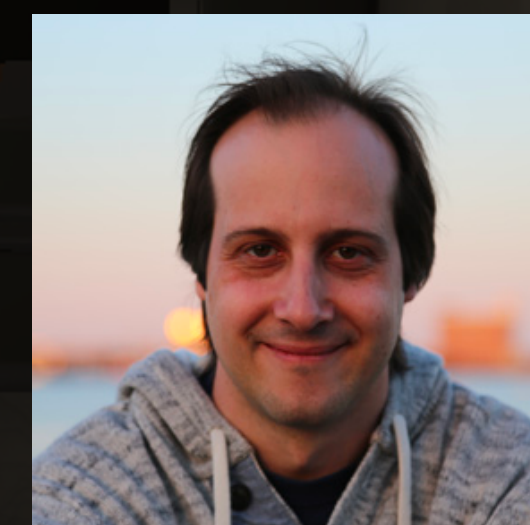
Yuan-Hong Liao



Josh Tenenbaum



Sanja Fidler



Antonio Torralba



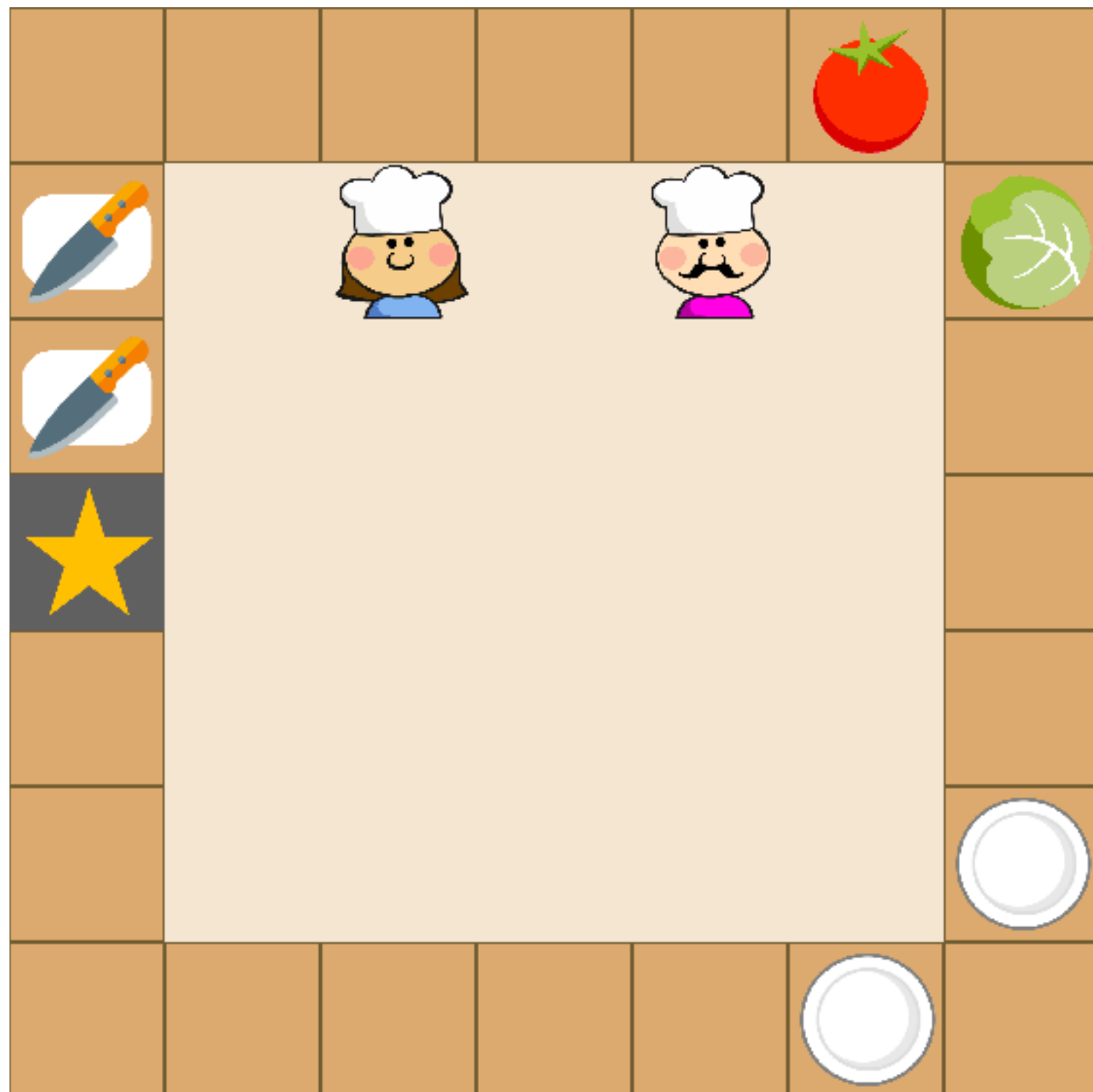
# Humans routinely help each other





# Such altruistic behavior requires

1. Fast and accurate goal inference
2. Planning and coordination



Wang et al., 2020



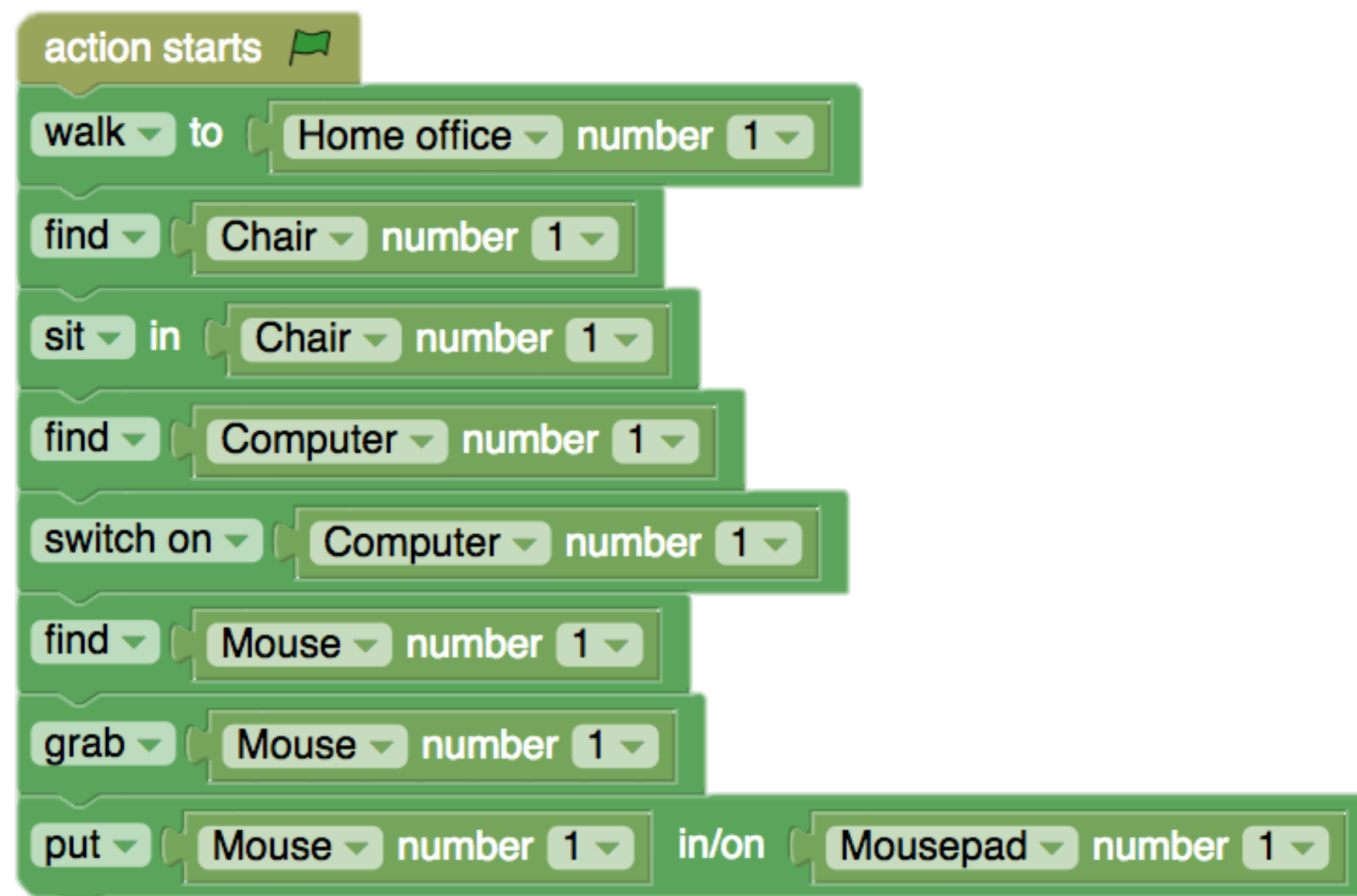
Unhelkar et al., 2019



# VirtualHome-Social

**Robots wikiHow** to do anything...   Knowledge Base of Household Tasks

<b>Action:</b> Work on computer <b>Description:</b> Turn on your computer and sit in front of it. Type on the keyboard, grab the mouse to scroll.	<b>Action:</b> Make coffee <b>Description:</b> Go to the kitchen and switch on the coffee machine. Wait until it's done and pour the coffee into a cup.	<b>Action:</b> Read a book <b>Description:</b> Sit down in recliner. Pick up a novel off of coffee table. Open novel to last read page. Read.
--	--	--





# Watch-And-Help Challenge



**Main agent:** setup a table



**Helper agent:** infer **Main's** goal





# Watch-And-Help Challenge



**Main agent:** setup a table



**Helper agent:** infer **Main's** goal





# Watch-And-**Help** Challenge



**Main agent:** setup a table



**Helper agent:** help on the **inferred** goal





# Building planning-based agents



**Main agent**

**Goal:** Put Glasses in Dishwasher



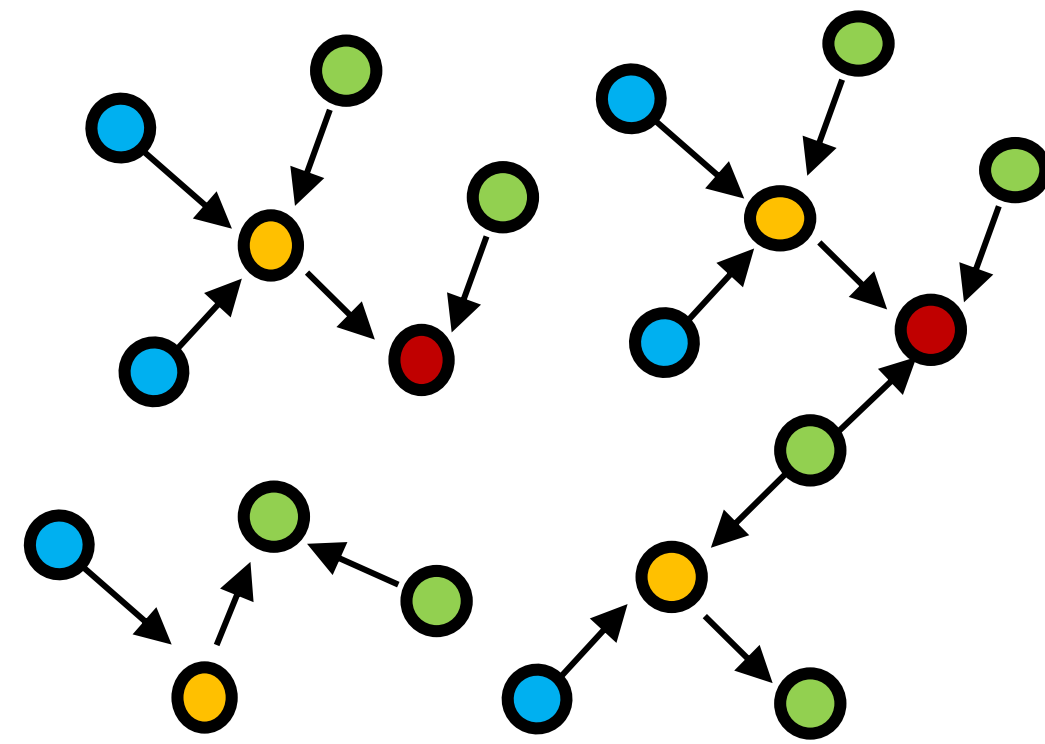


# Building planning-based agents



**Main agent**

**Goal:** Put Glasses in Dishwasher



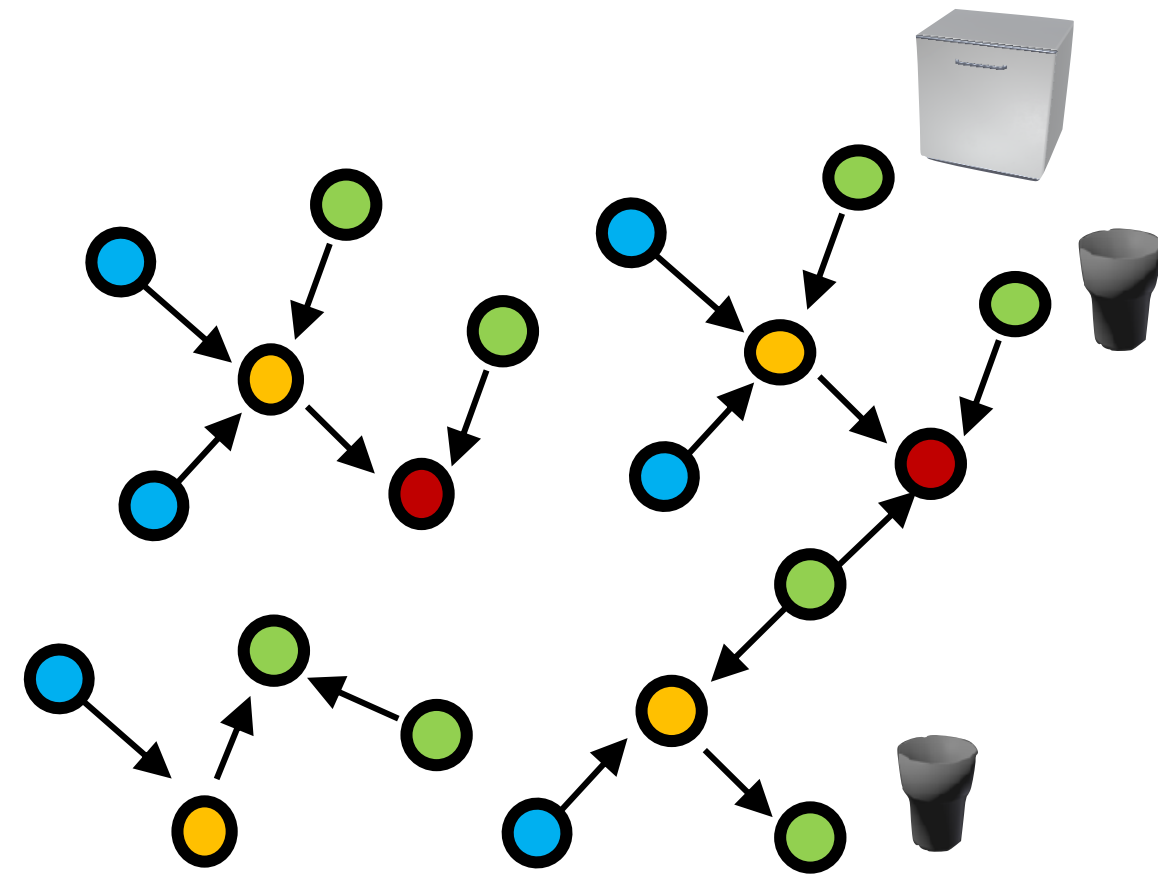


# Building planning-based agents



**Main agent**

**Goal:** Put Glasses in Dishwasher



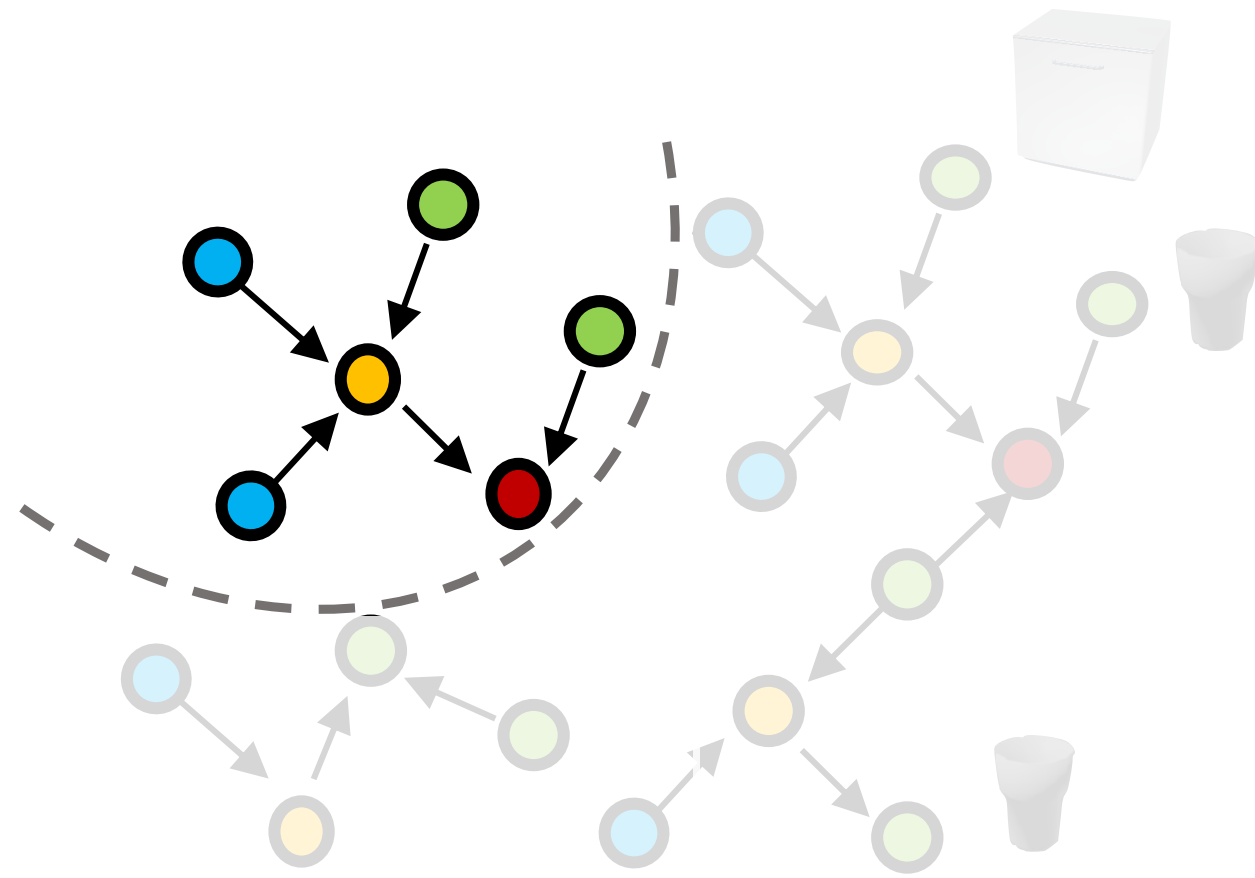


# Building planning-based agents



**Main agent**

**Goal:** Put Glasses in Dishwasher



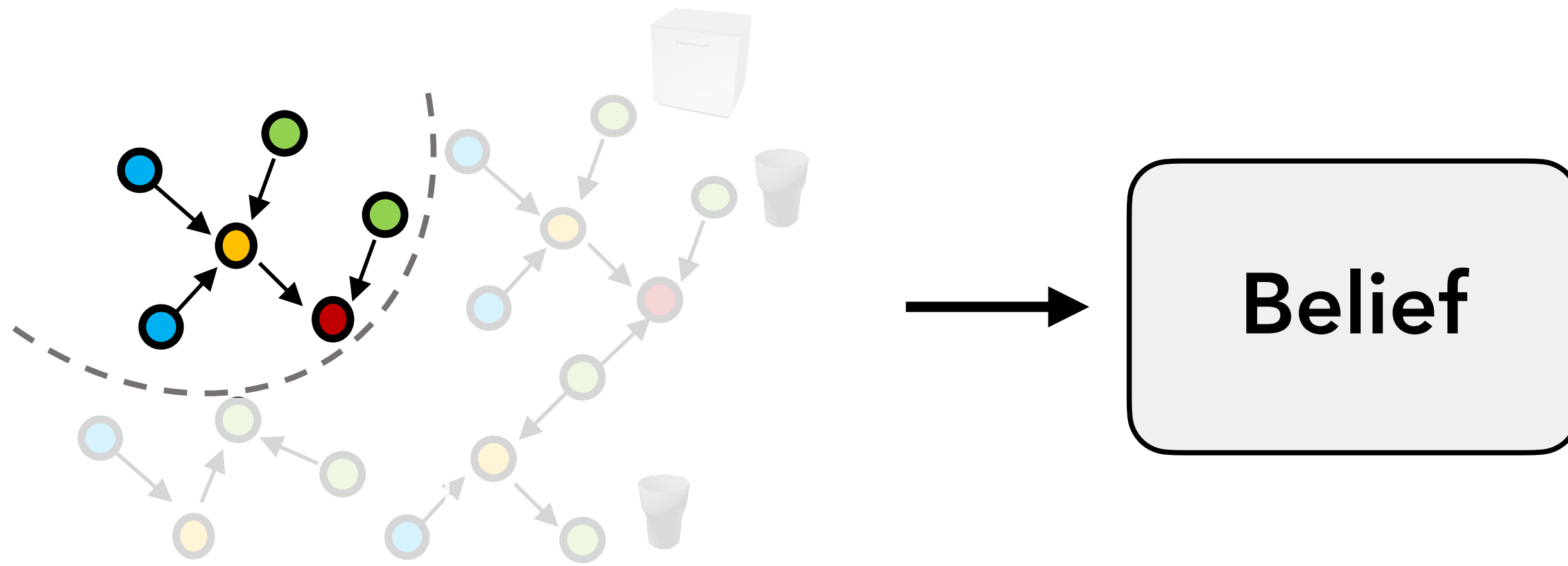


# Building planning-based agents



**Main agent**

**Goal:** Put Glasses in Dishwasher



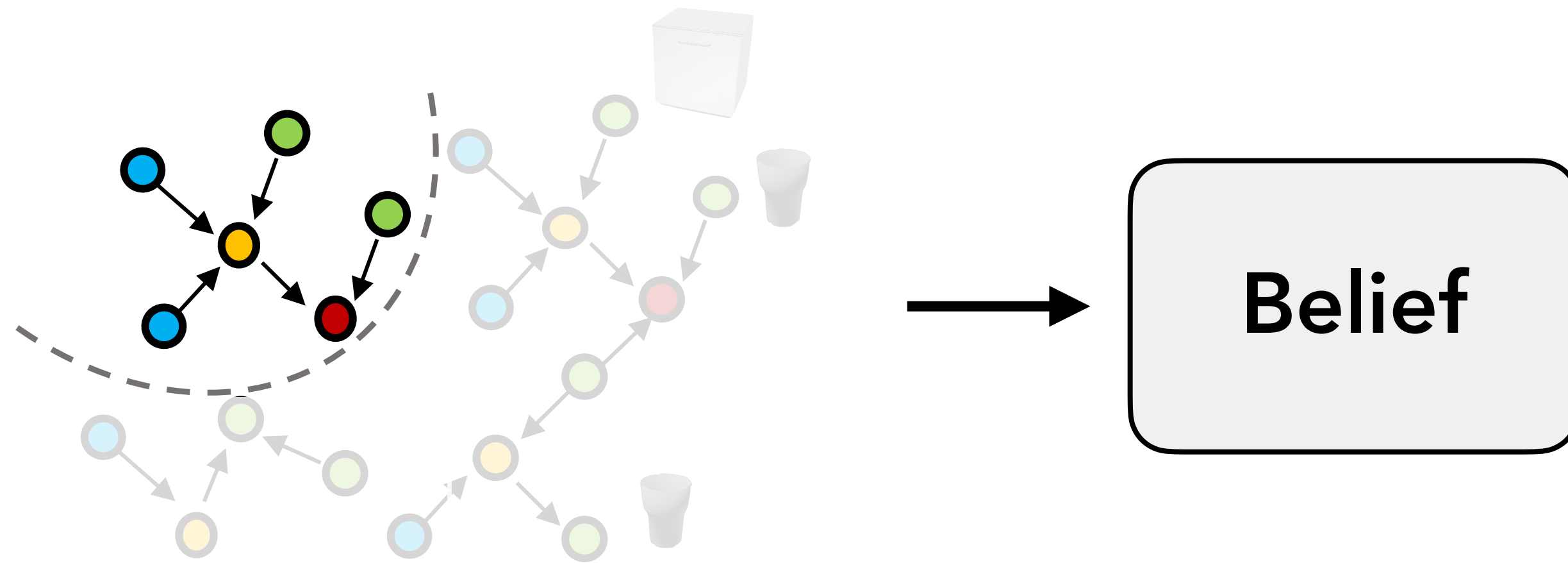


# Building planning-based agents



**Main agent**

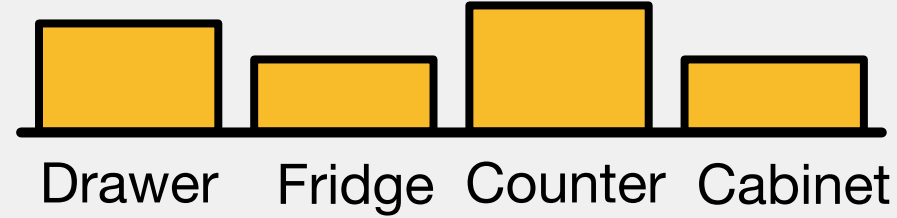
**Goal:** Put Glasses in Dishwasher



Prior

● fork ● wine glass ● apple

Location distribution of wine glass



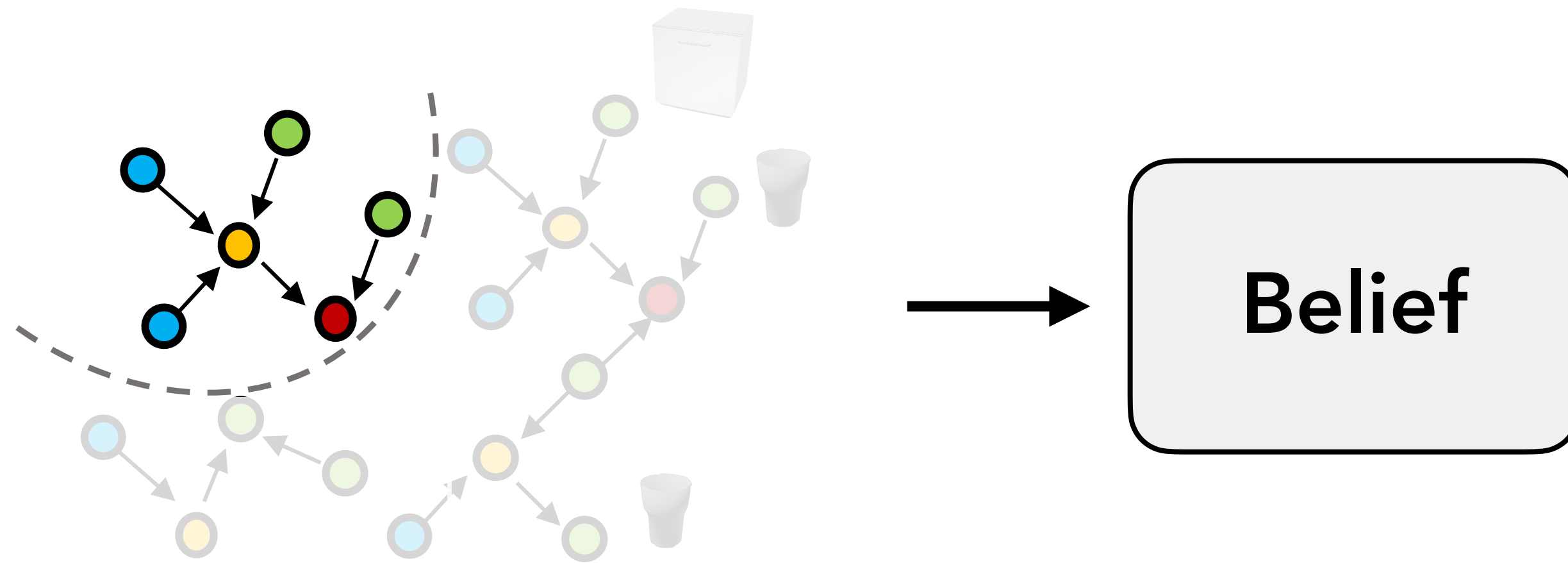


# Building planning-based agents



**Main agent**

**Goal:** Put Glasses in Dishwasher

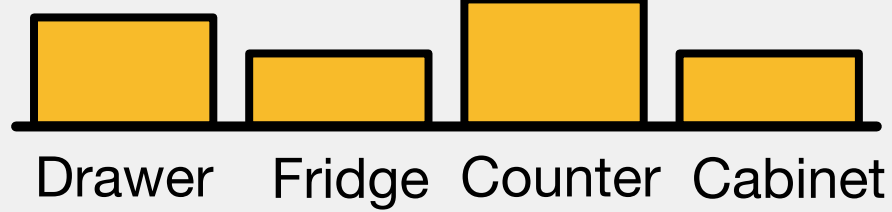


**Belief**

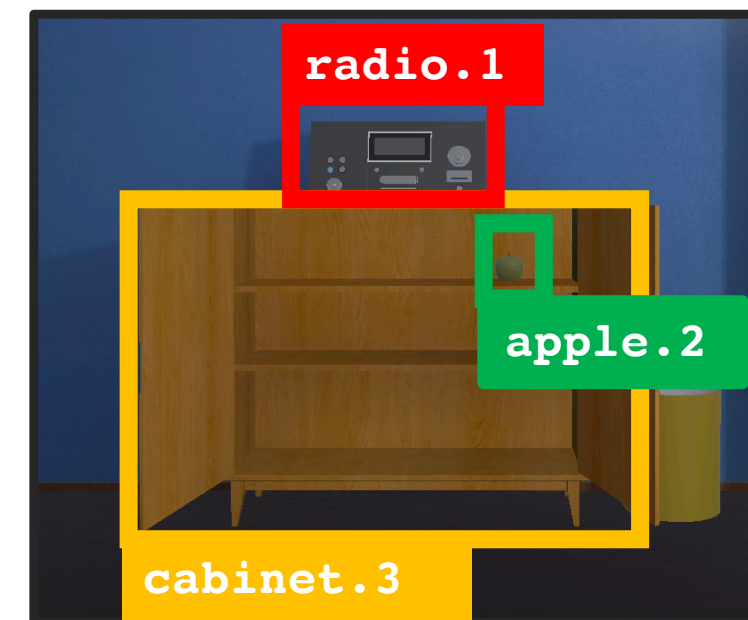
**Prior**

● fork ● wine glass ● apple

Location distribution of wine glass



**Observation**



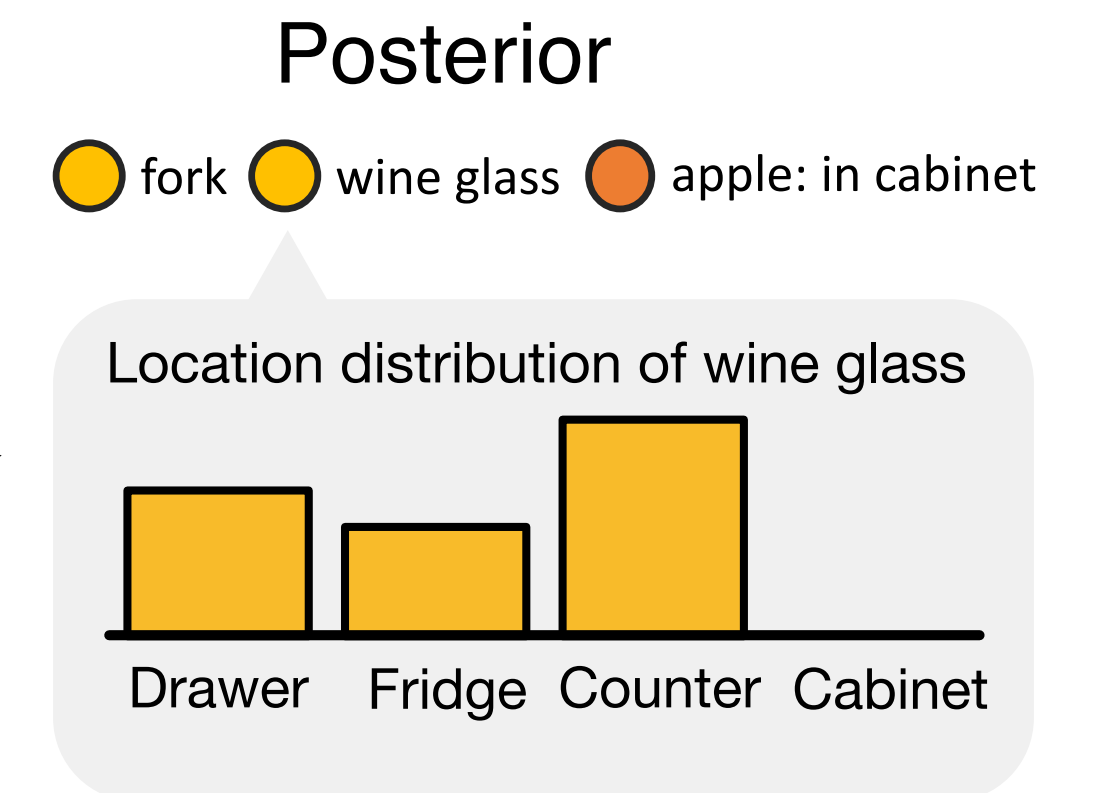
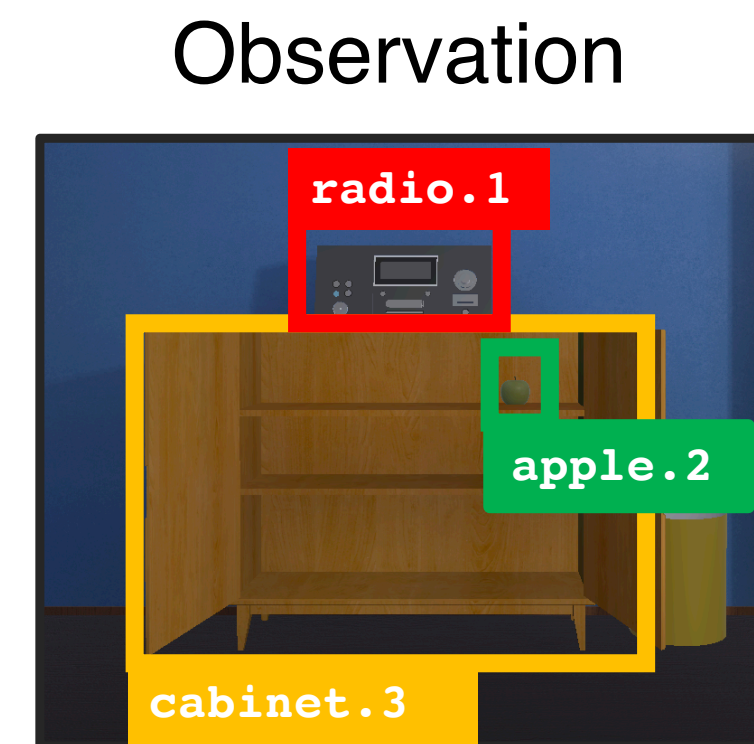
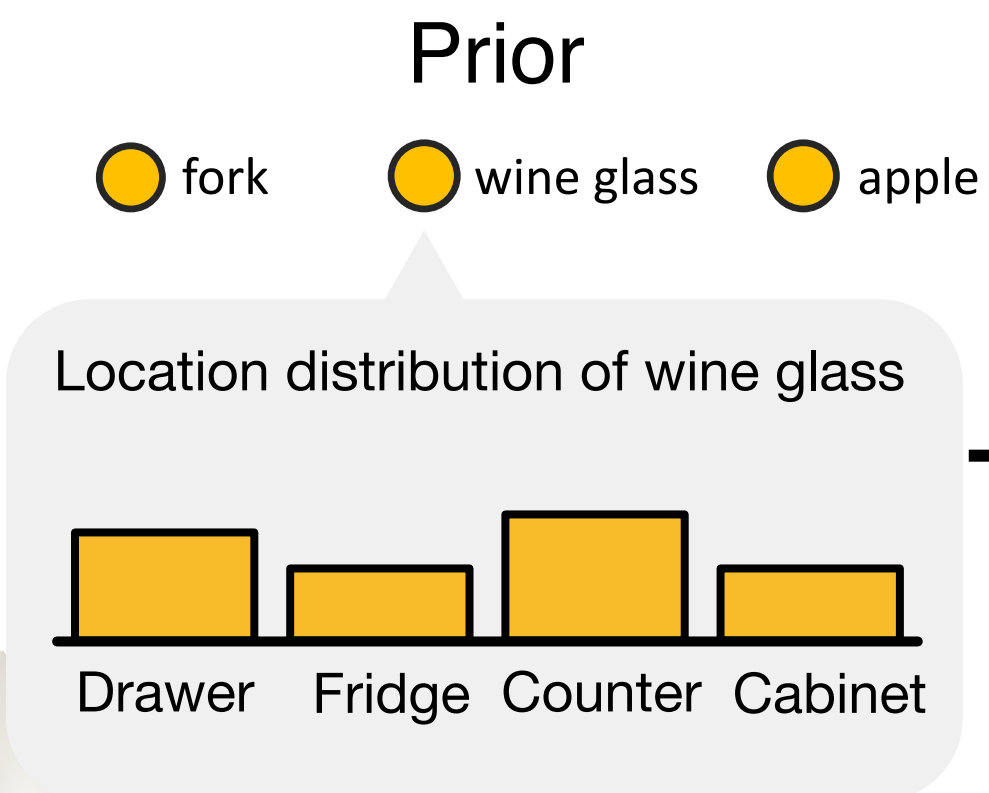
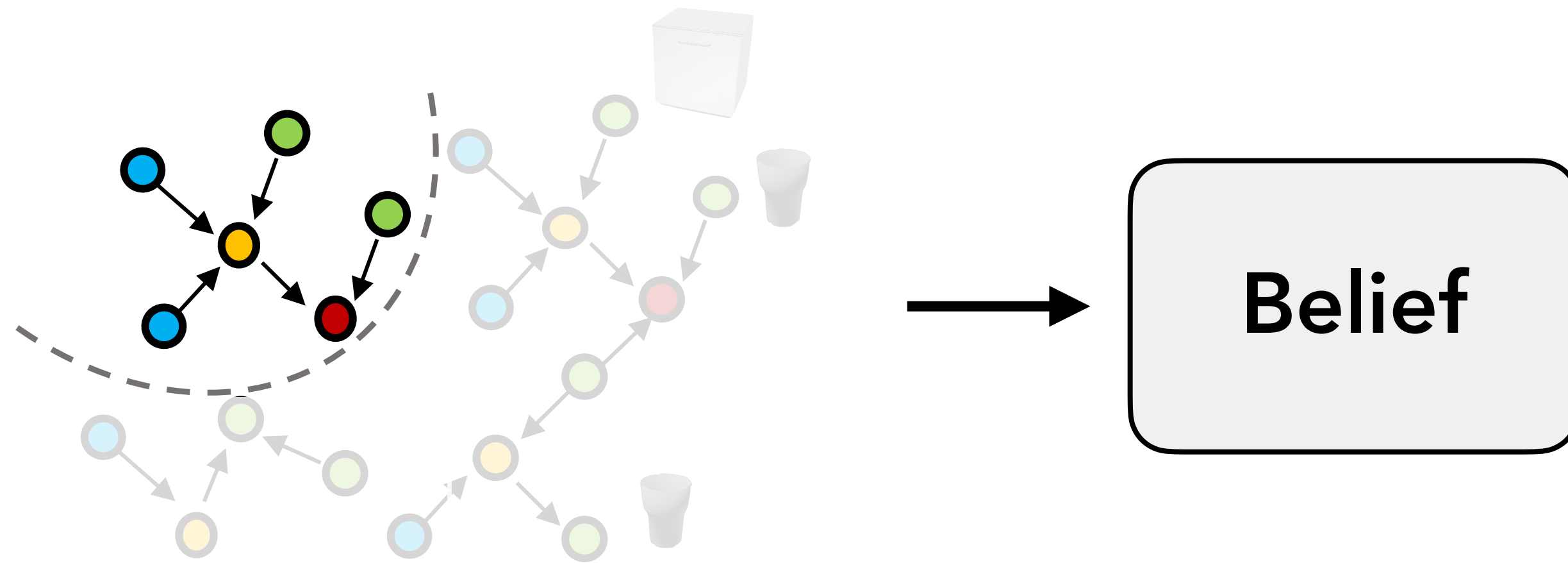


# Building planning-based agents



**Main agent**

**Goal: Put Glasses in Dishwasher**



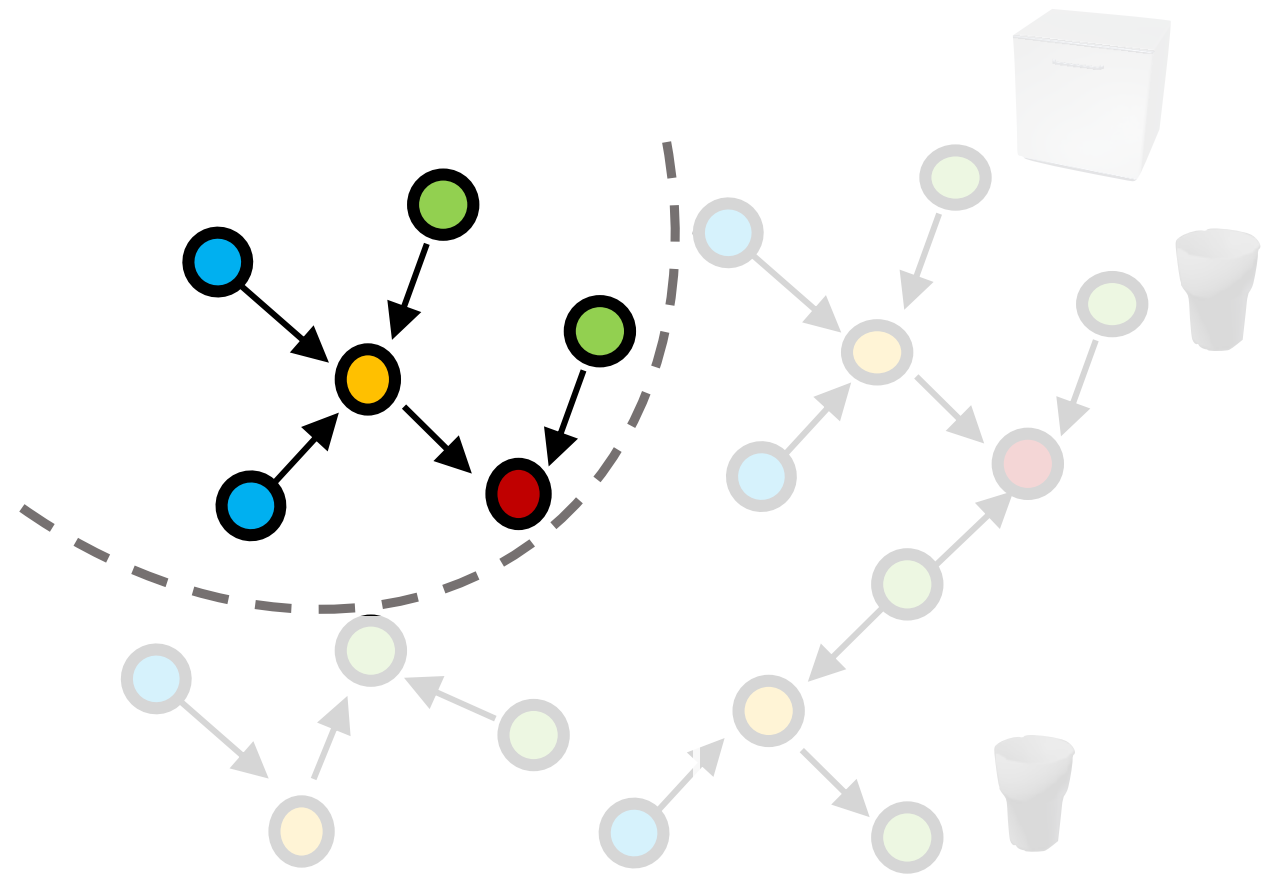


# Building planning-based agents



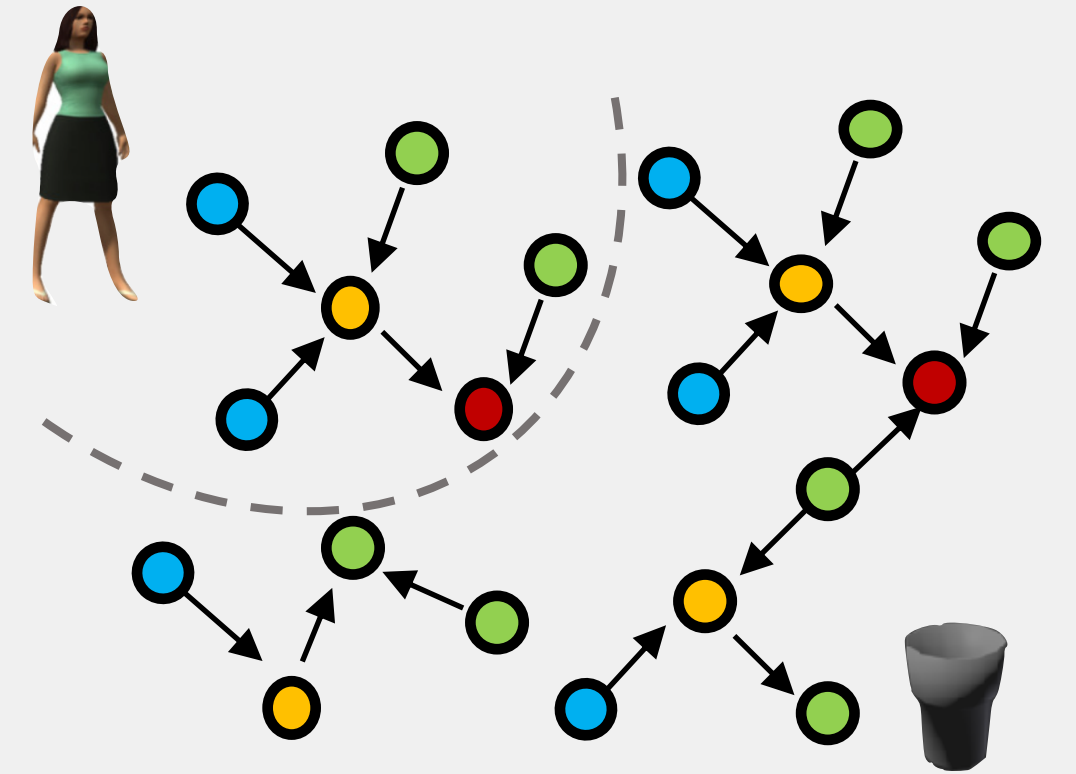
**Main agent**

**Goal:** Put Glasses in Dishwasher



**Belief**

**Sampled graph**



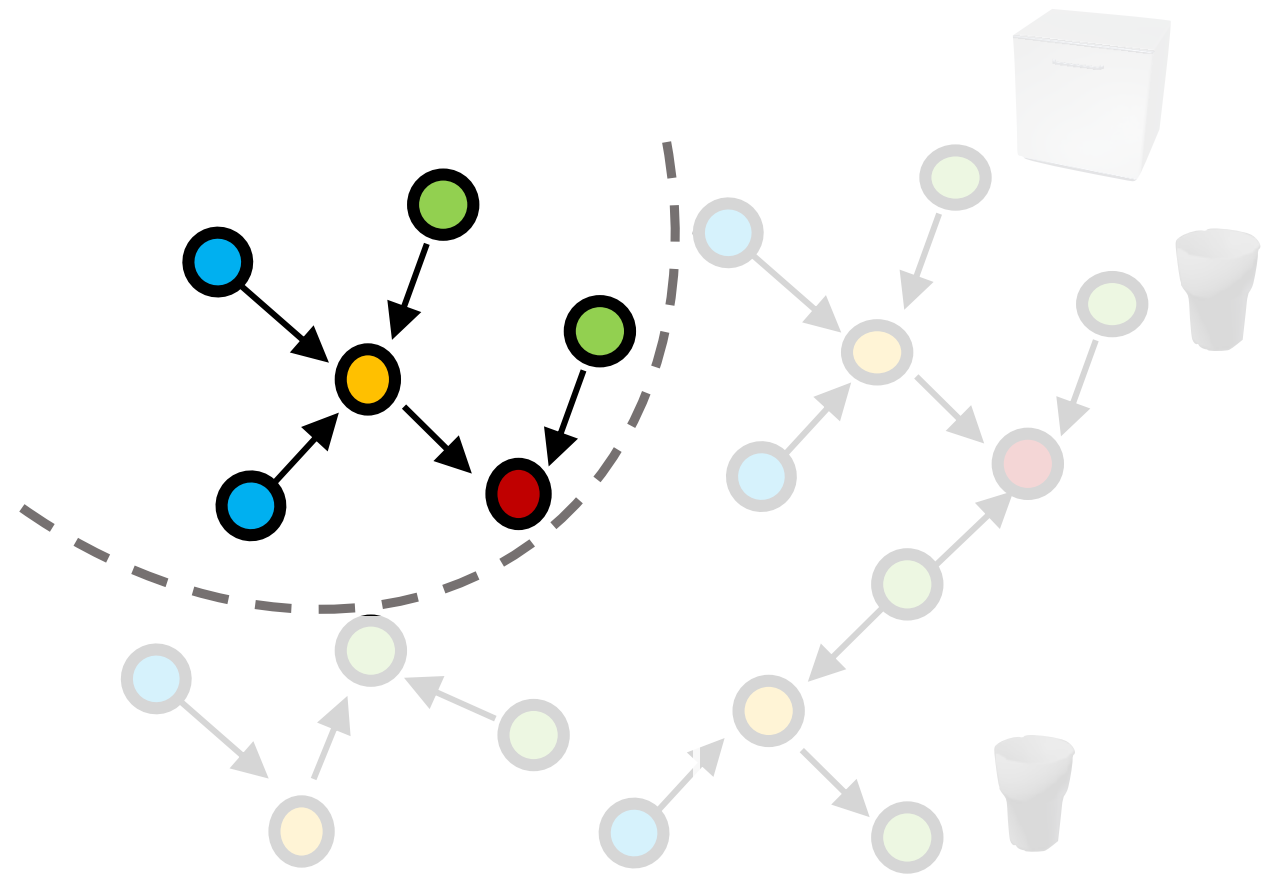


# Building planning-based agents



**Main agent**

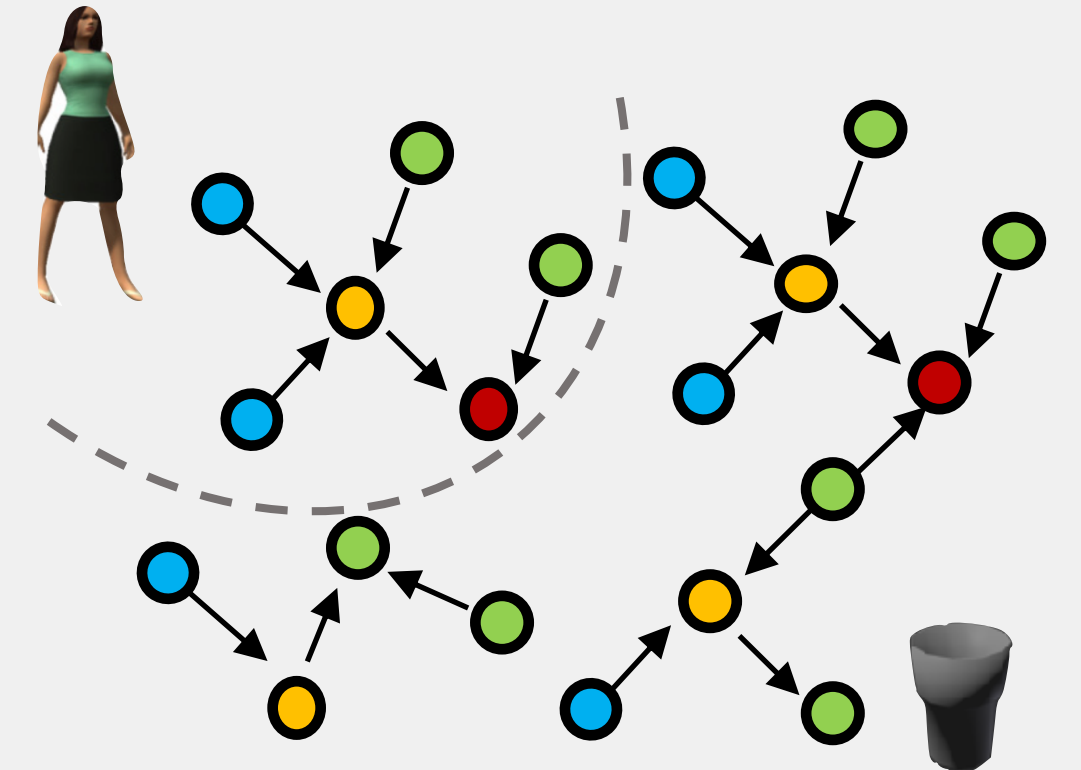
**Goal:** Put Glasses in Dishwasher



**Belief**



**Sampled graph**



**Activity Predicates**

`CLOSED(Dishw.)`

`IN(Cup, Dishw.)`

`IN(Glass, Dishw.)`



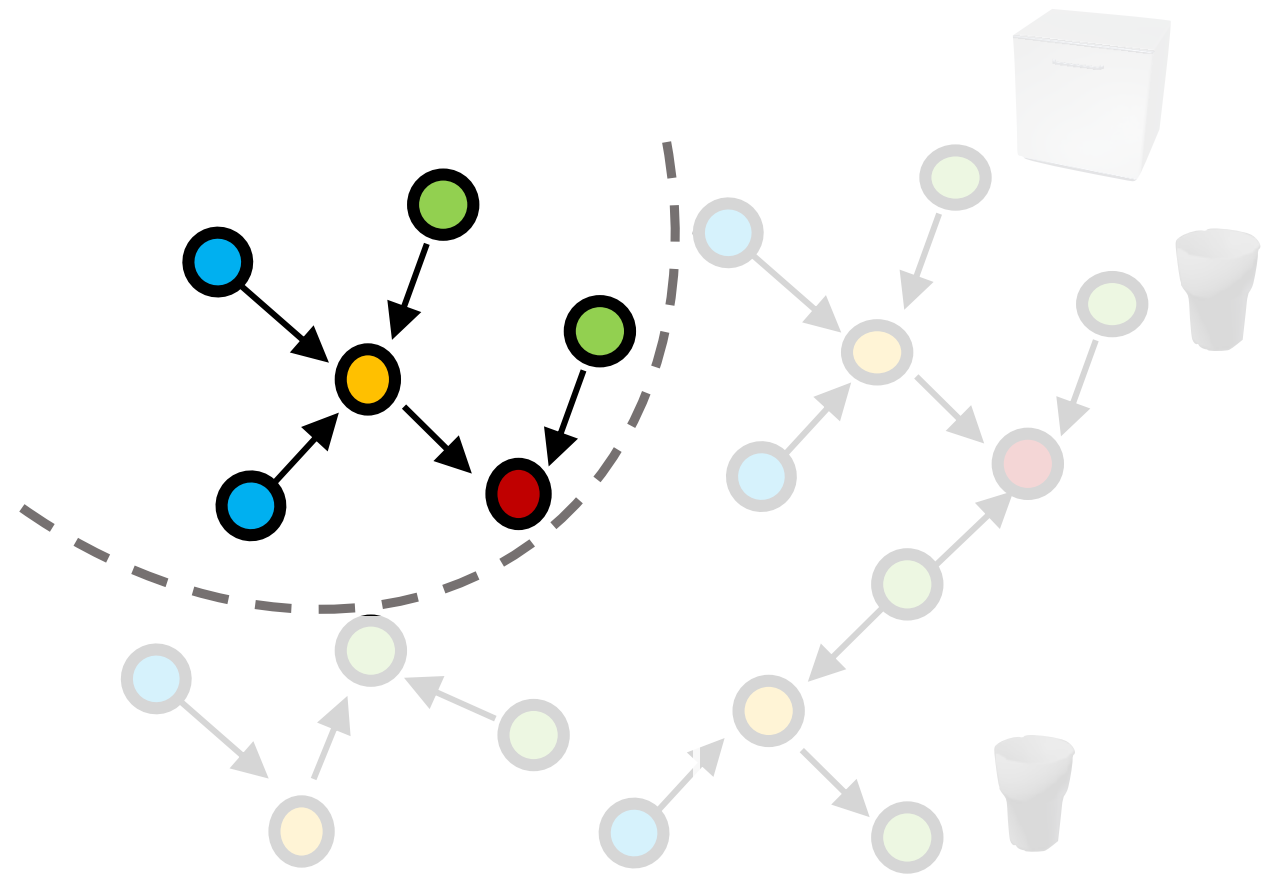


# Building planning-based agents



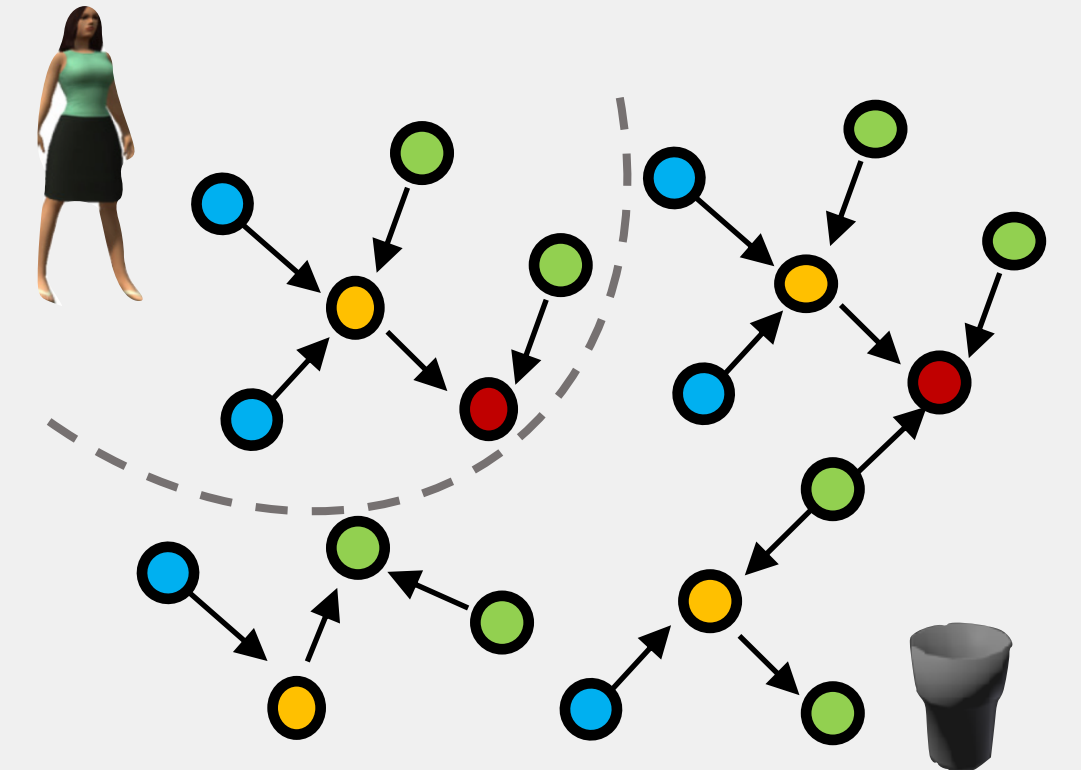
**Main agent**

**Goal:** Put Glasses in Dishwasher



**Belief**

**Sampled graph**



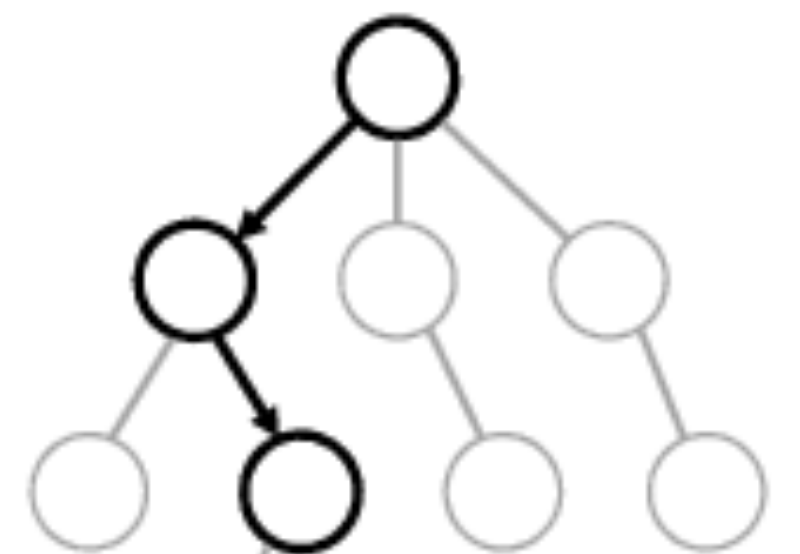
**MCTS Planner**

**Activity Predicates**

`CLOSED(Dishw.)`

`IN(Cup, Dishw.)`

`IN(Glass, Dishw.)`



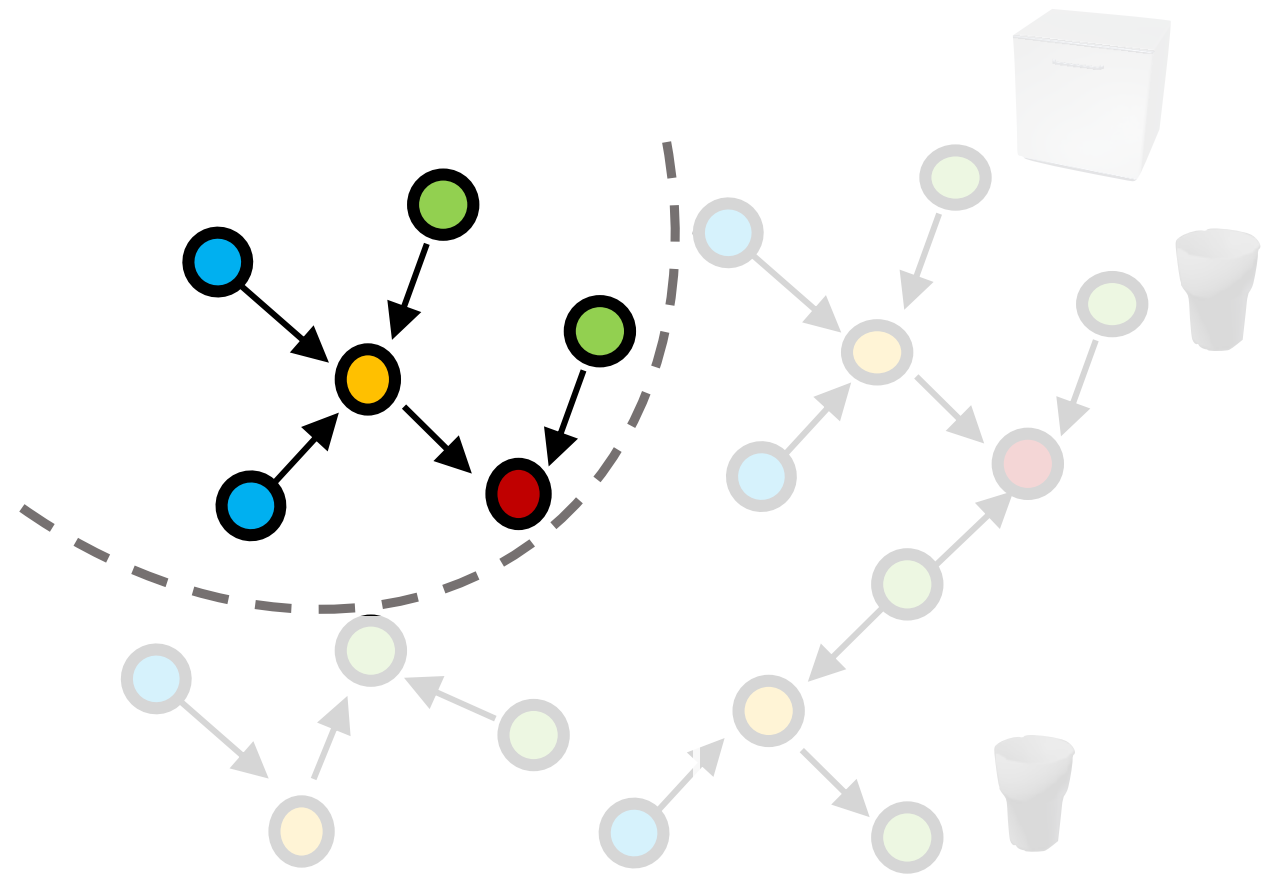


# Building planning-based agents



**Main agent**

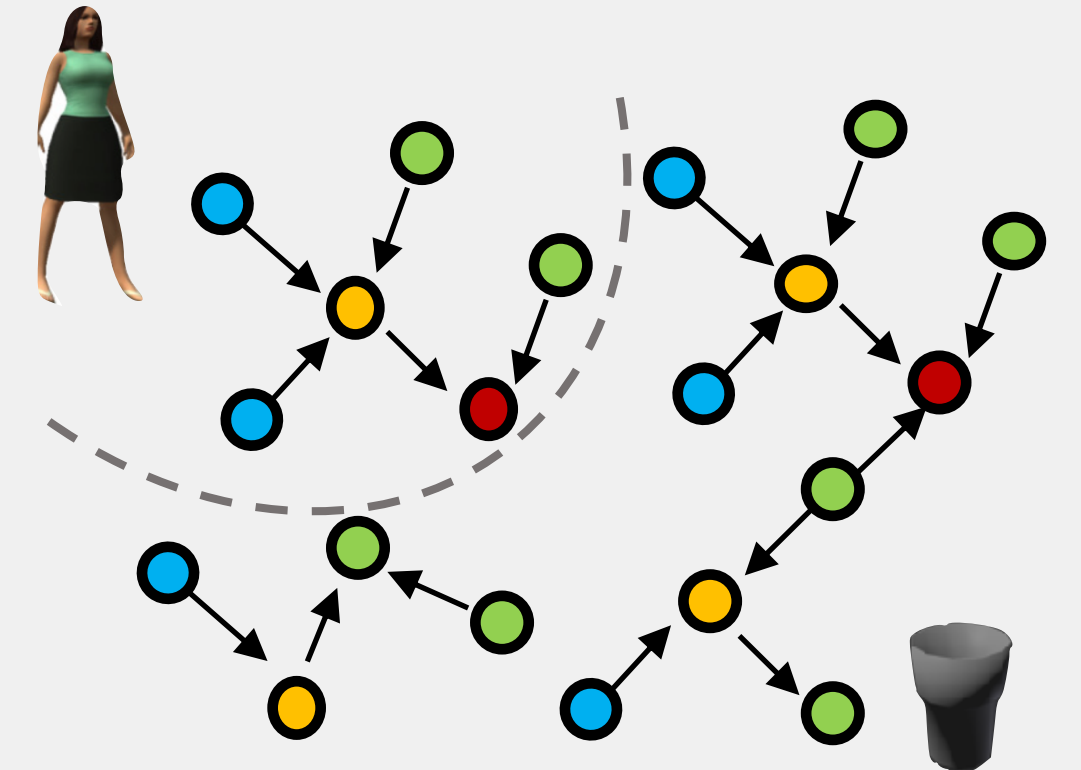
**Goal:** Put Glasses in Dishwasher



**Belief**



**Sampled graph**



**MCTS Planner**

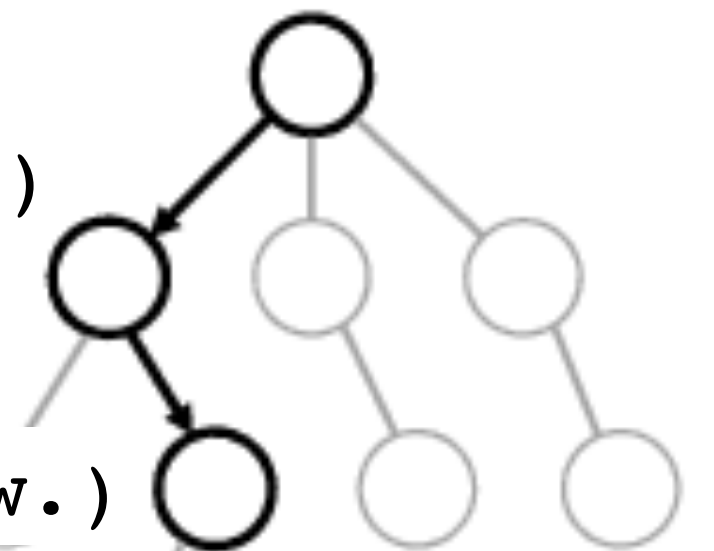
**Activity Predicates**

CLOSED(Dishw.)  
IN(Cup, Dishw.)  
IN(Glass, Dishw.)

IN(Glass, Dishw.)

IN(Cup, Dishw.)

CLOSED(Dishw.)



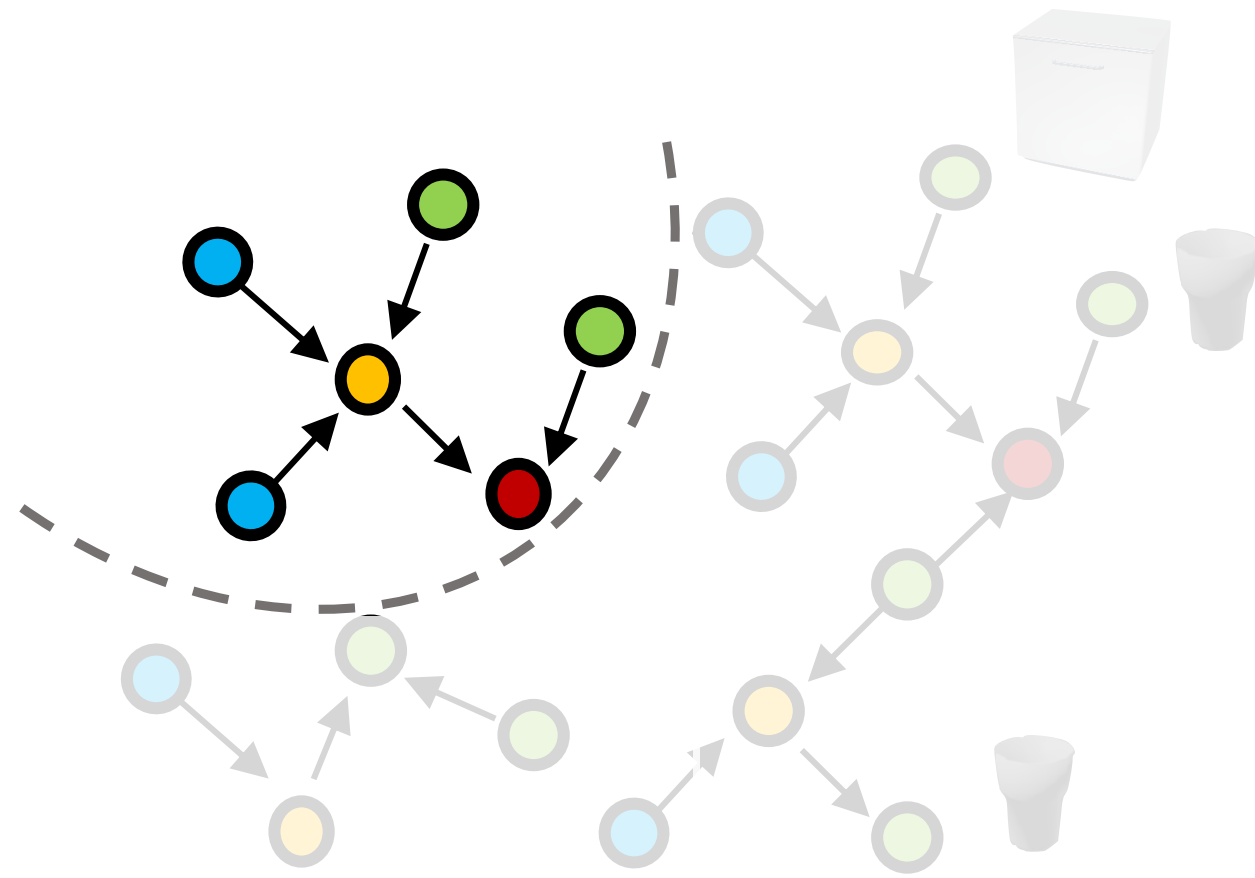


# Building planning-based agents



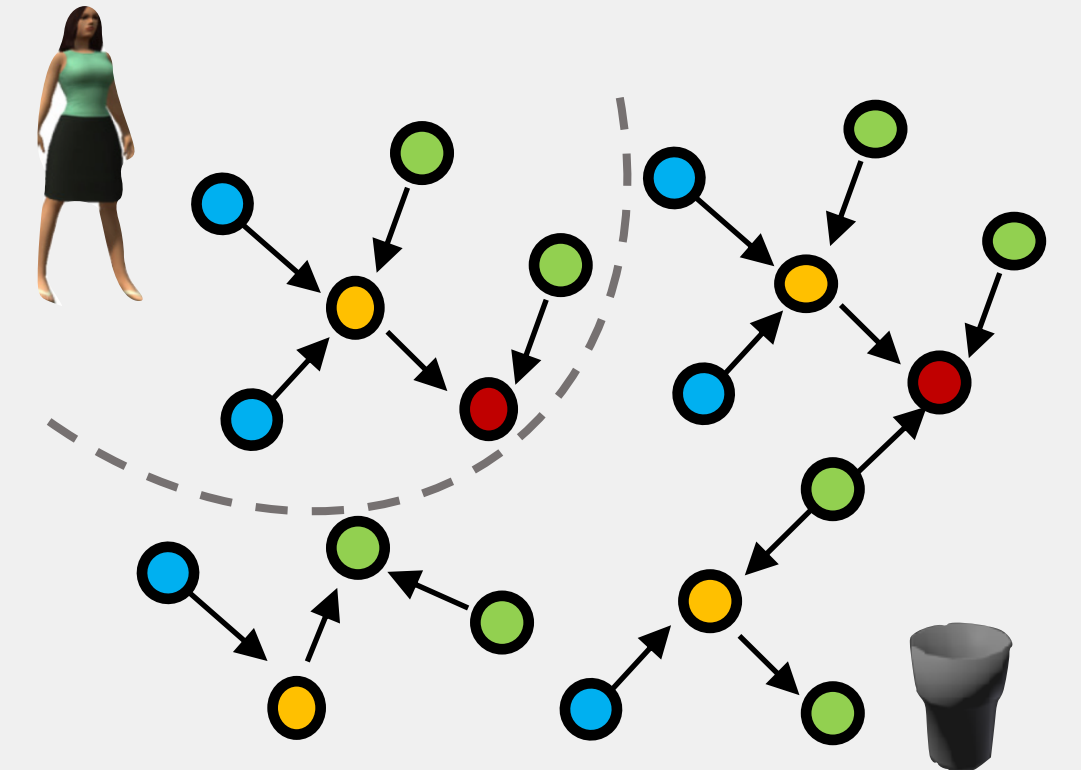
**Main agent**

**Goal:** Put Glasses in Dishwasher



**Belief**

**Sampled graph**



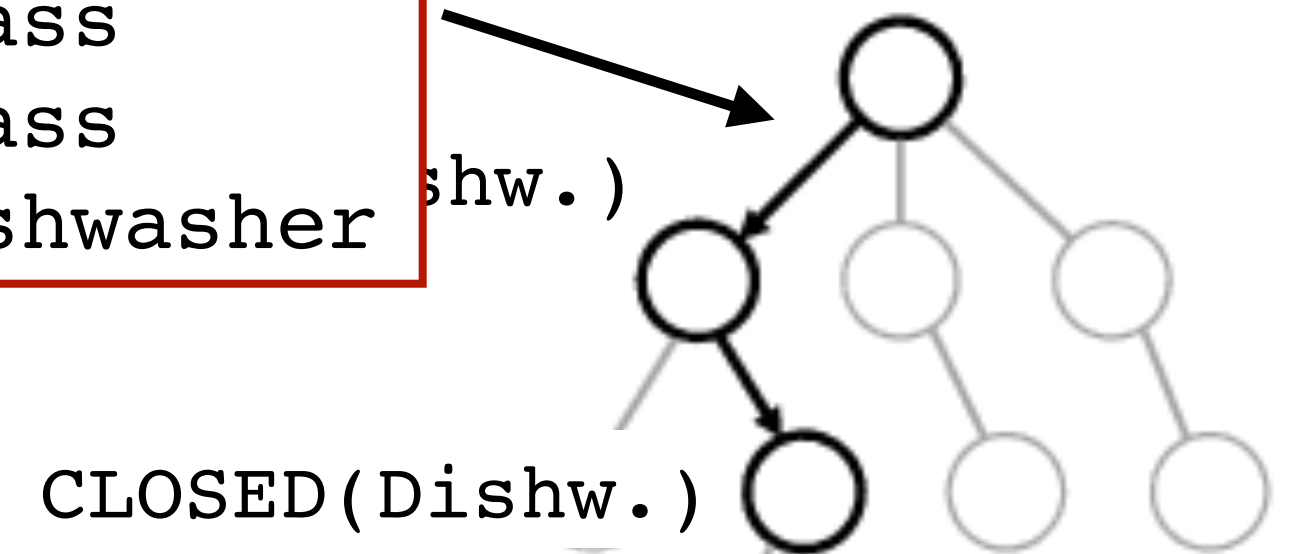
**MCTS Planner**

**Activity Predicates**

`CLOSED(Dishw.)`  
`IN(Cup, Dishw.)`  
`IN(Glass, Dishw.)`

Put glass  
1. walk glass  
2. grab glass  
3. walk dishwasher

`IN(Glass, Dishw.)`

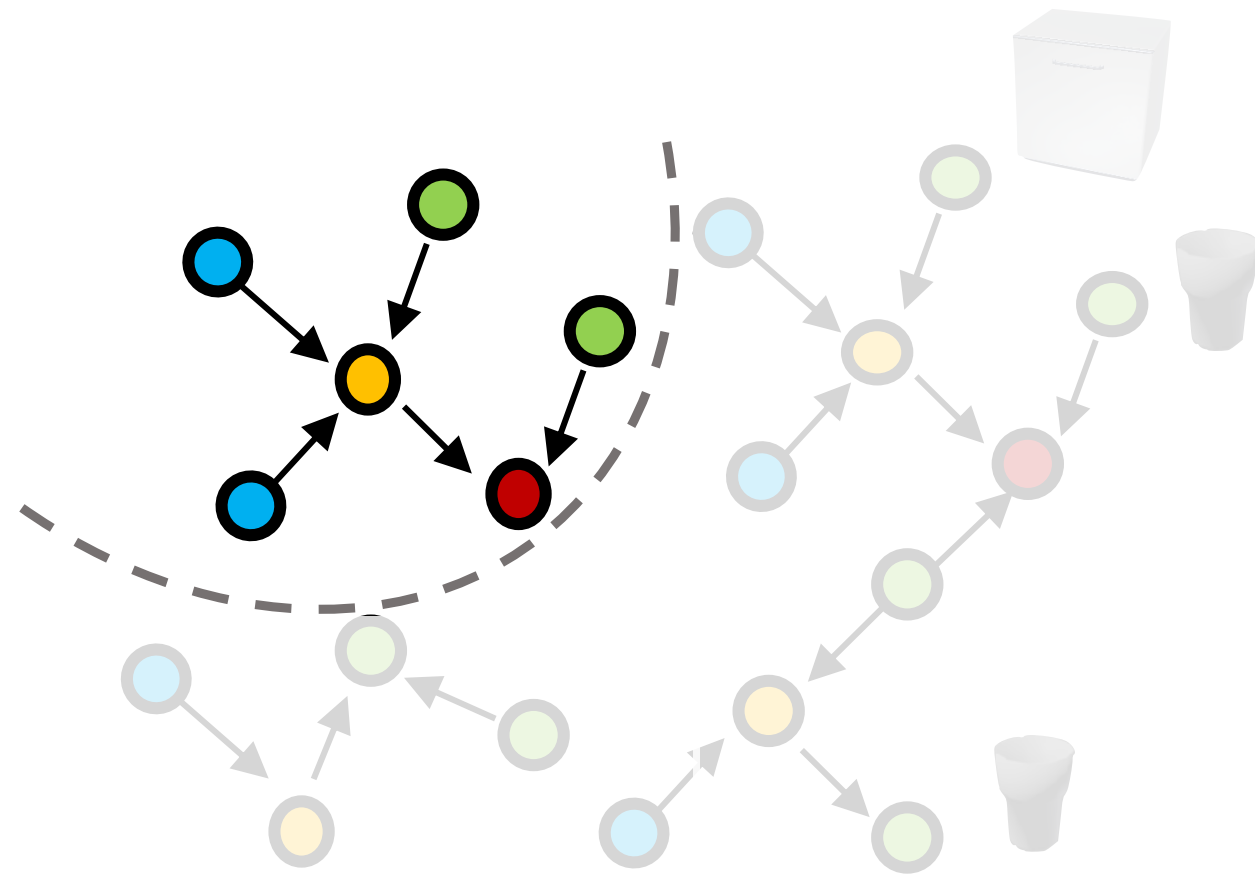


# Building planning-based agents



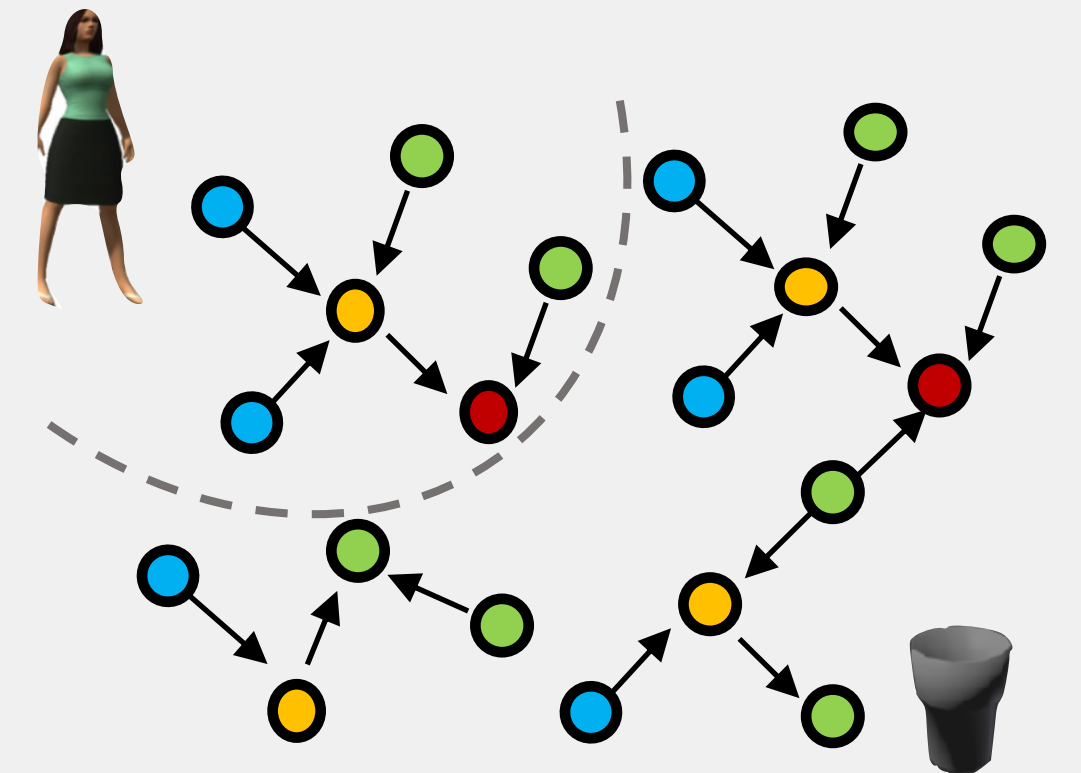
**Main agent**

**Goal:** Put Glasses in Dishwasher



**Belief**

**Sampled graph**



**MCTS Planner**

**Activity Predicates**

`CLOSED(Dishw.)`  
`IN(Cup, Dishw.)`  
`IN(Glass, Dishw.)`

Put glass

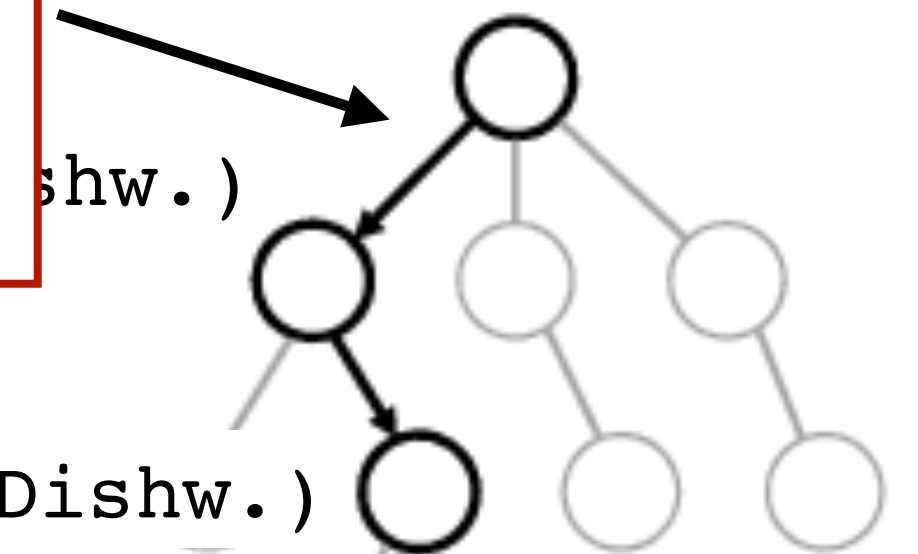
**1. walk glass**

2. grab glass

3. walk dishwasher

`IN(Glass, Dishw.)`

`CLOSED(Dishw.)`



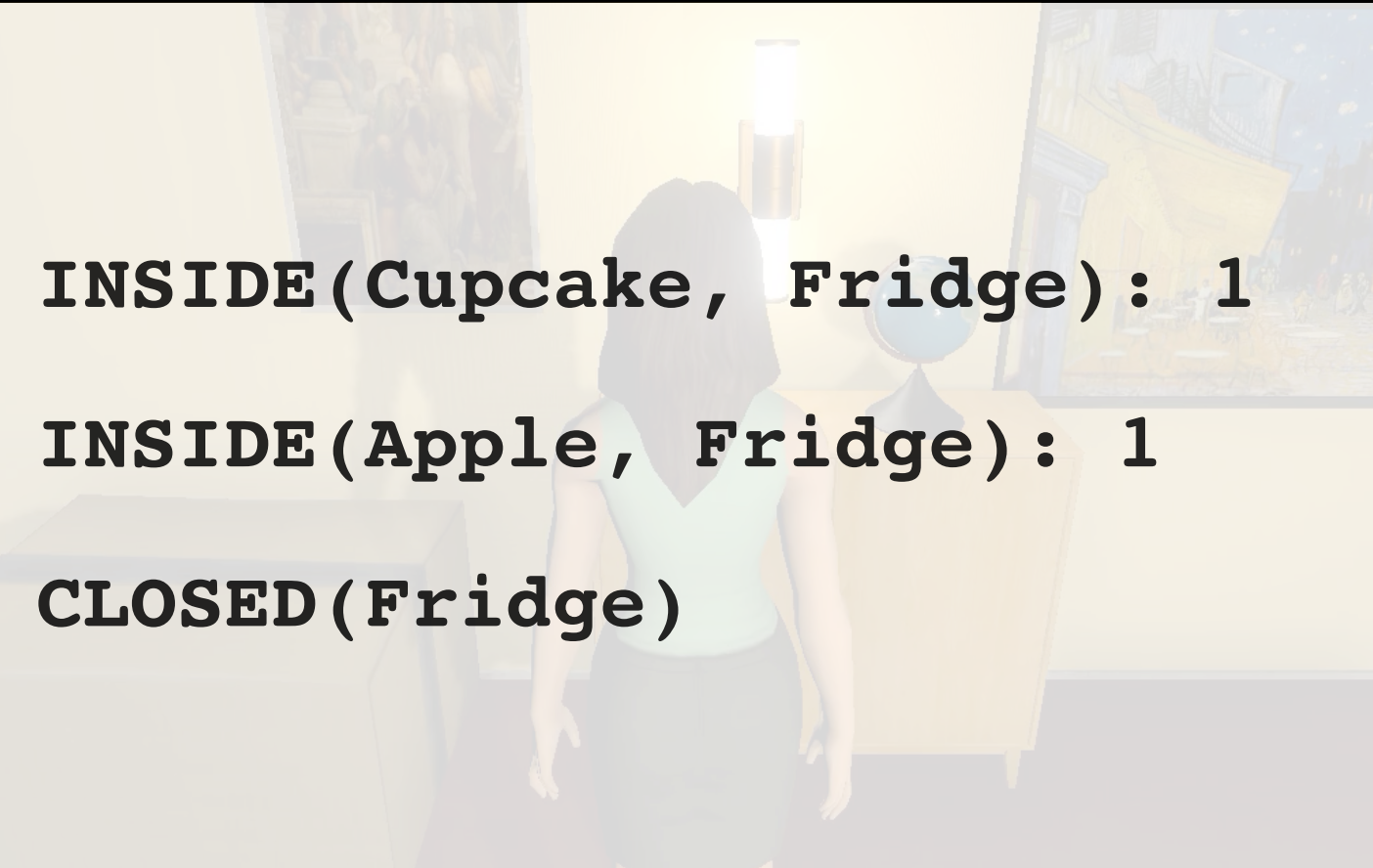
**Step**





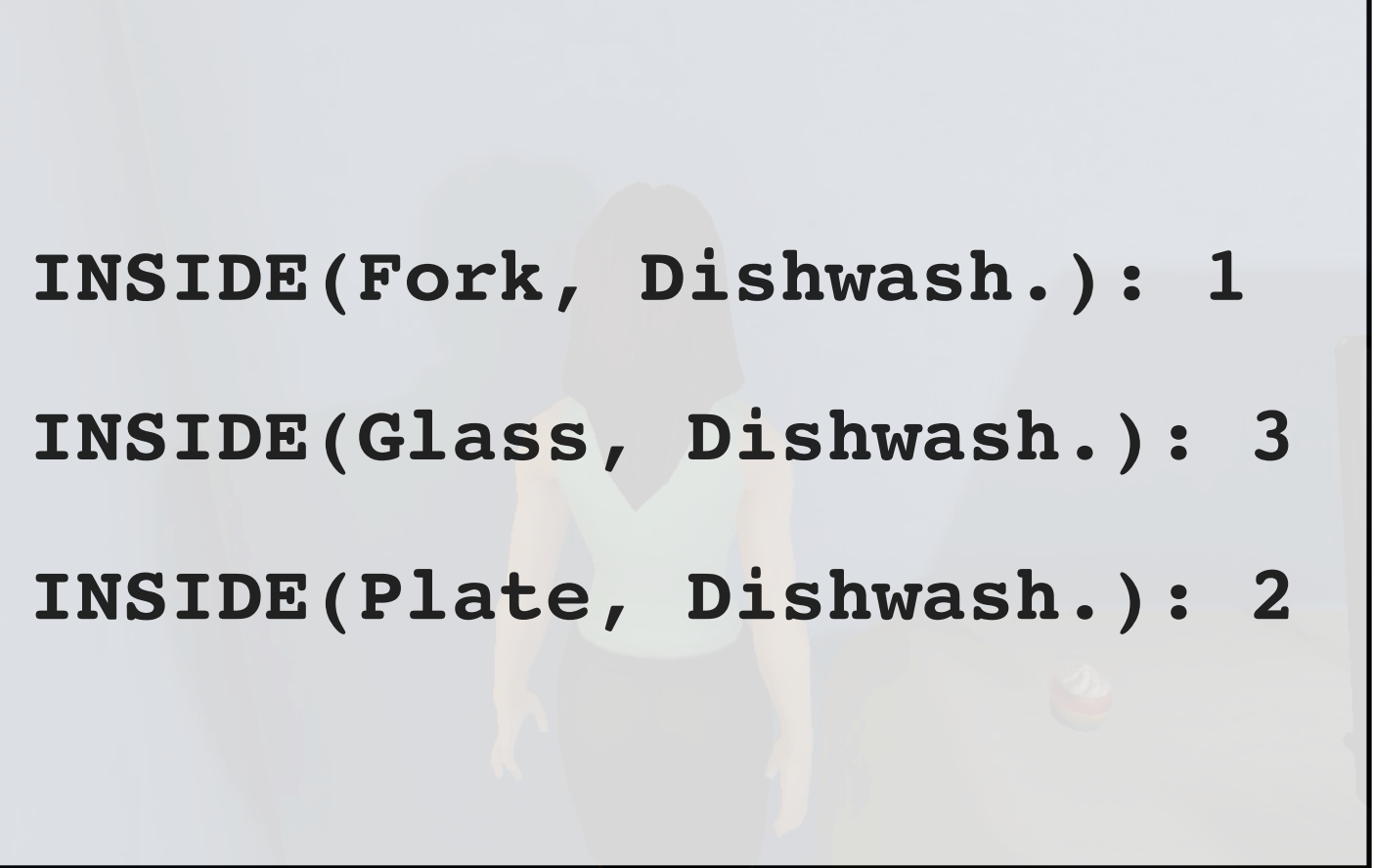
# Activity Set

## Put groceries in fridge



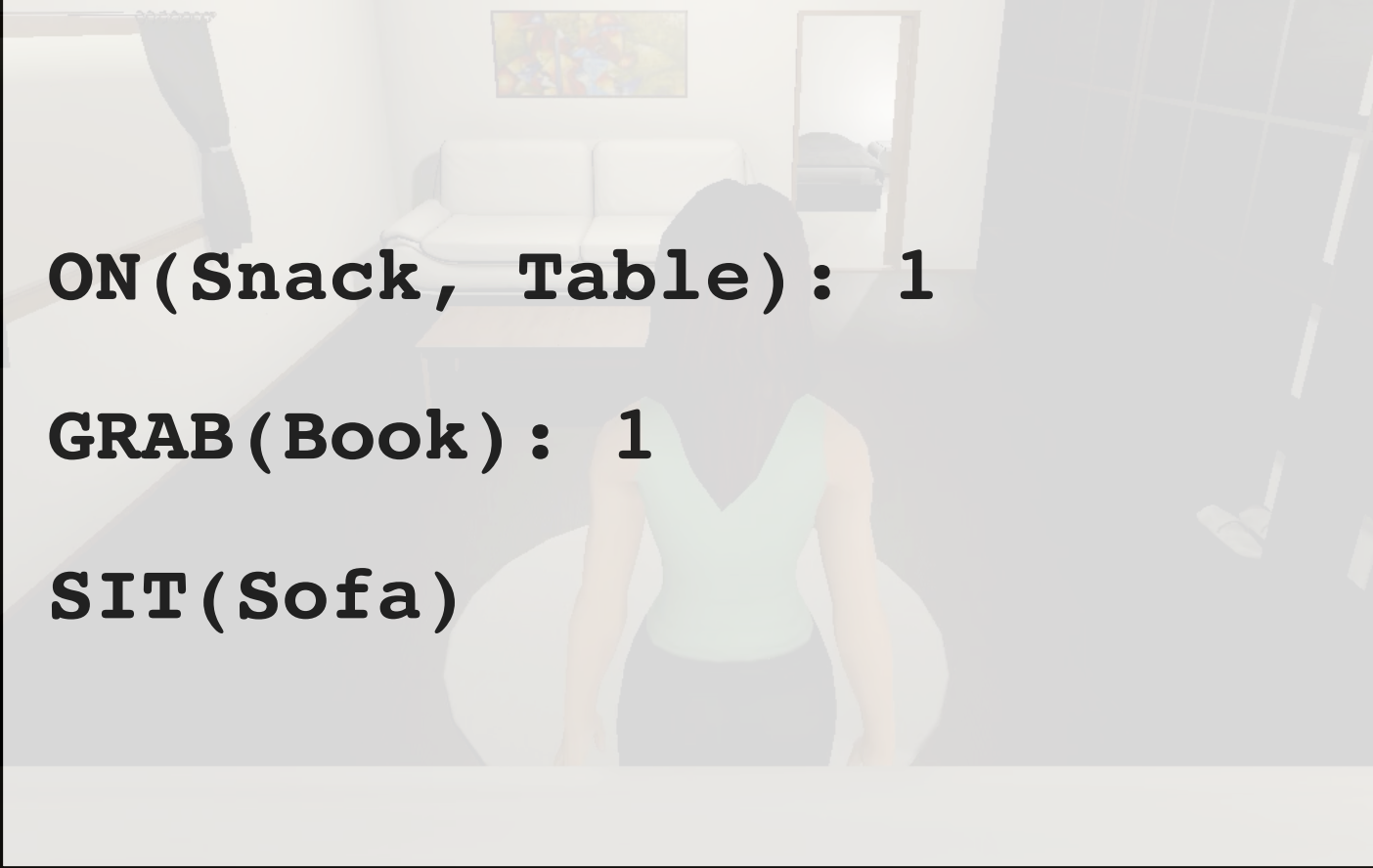
**INSIDE(Cupcake, Fridge): 1**  
**INSIDE(Apple, Fridge): 1**  
**CLOSED(Fridge)**

## Put dishwasher



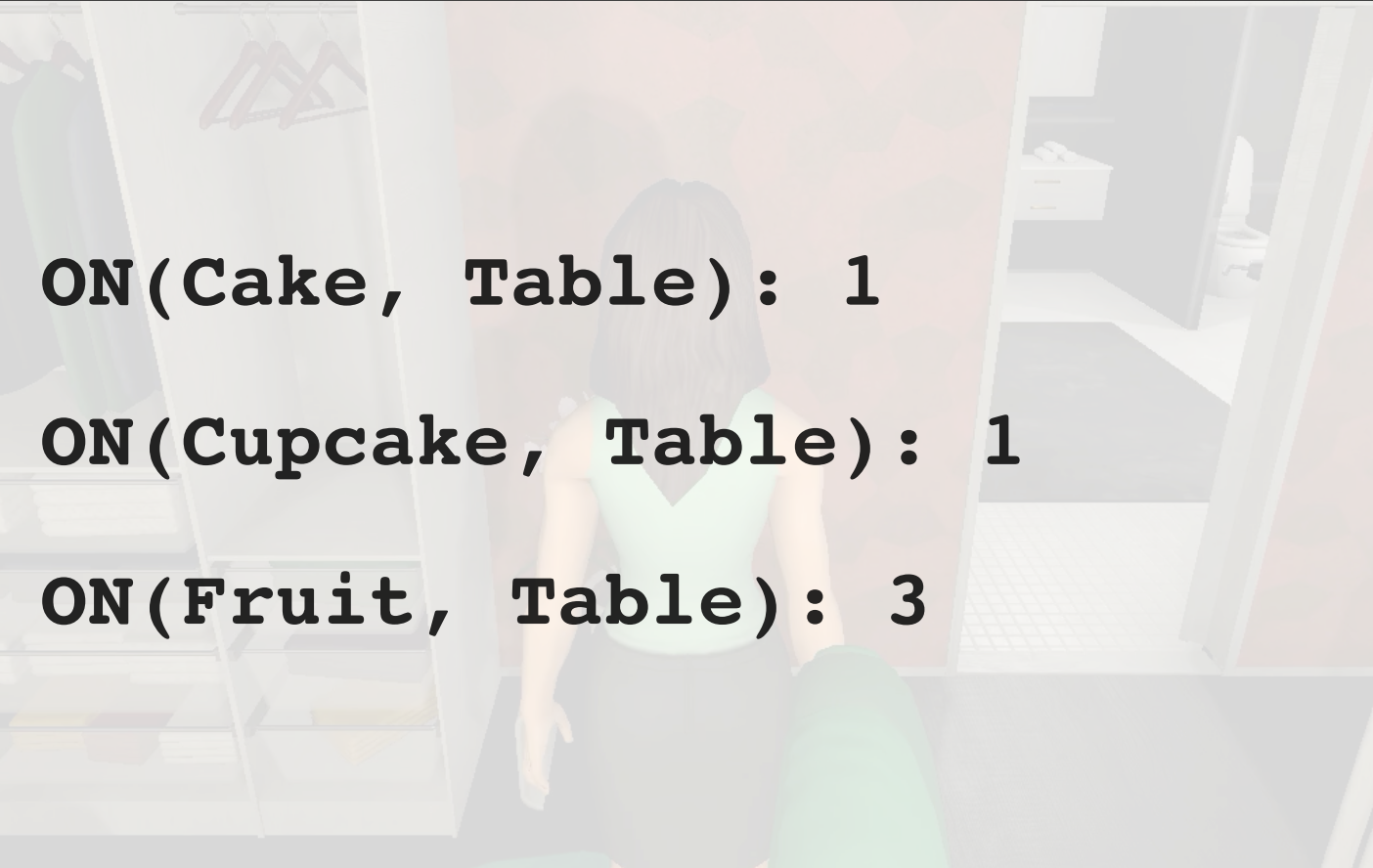
**INSIDE(Fork, Dishwash.): 1**  
**INSIDE(Glass, Dishwash.): 3**  
**INSIDE(Plate, Dishwash.): 2**

## Read book



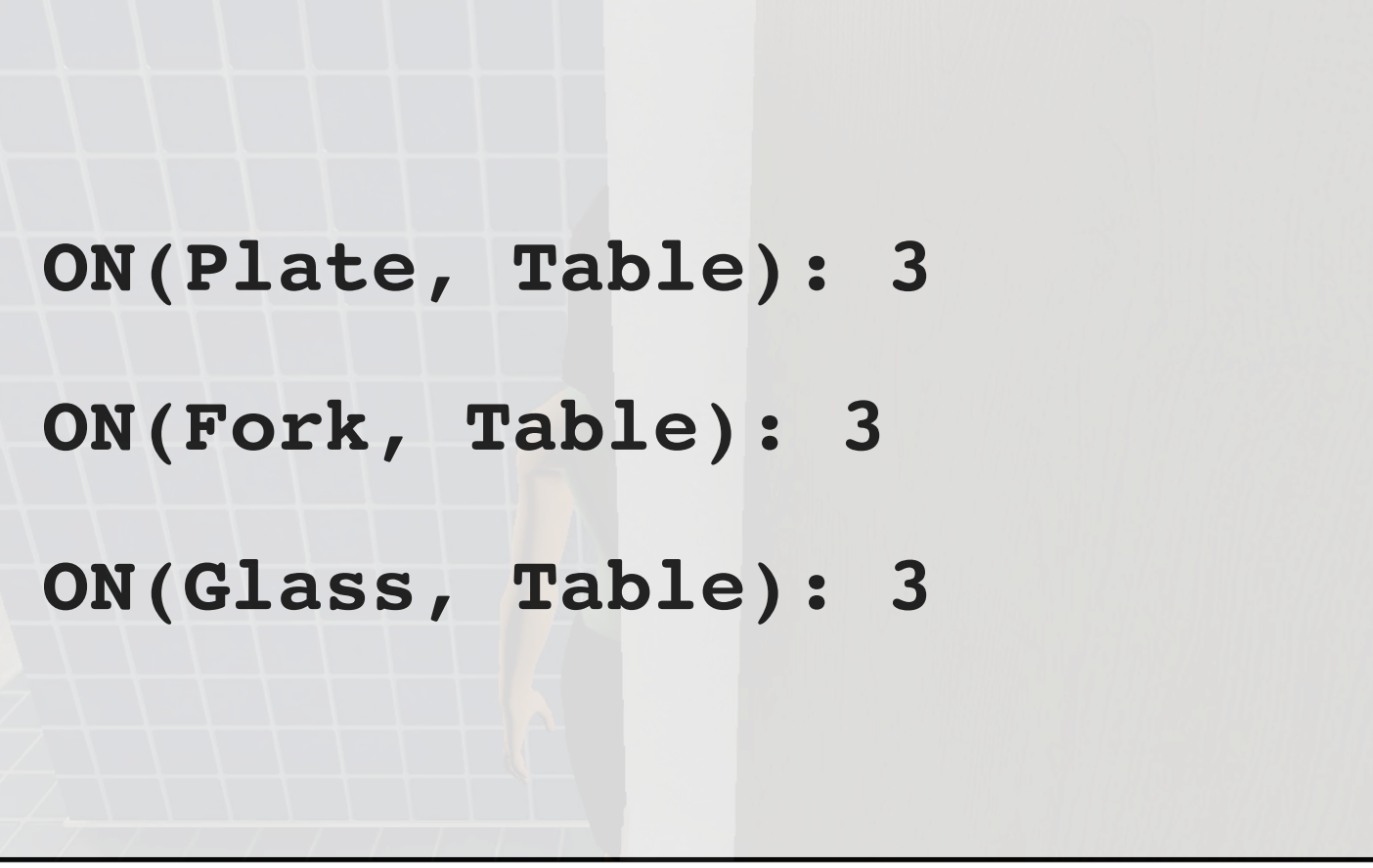
**ON(Snack, Table): 1**  
**GRAB(Book): 1**  
**SIT(Sofa)**

## Prepare food



**ON(Cake, Table): 1**  
**ON(Cupcake, Table): 1**  
**ON(Fruit, Table): 3**

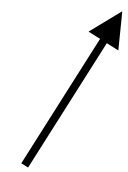
## Setup Table



**ON(Plate, Table): 3**  
**ON(Fork, Table): 3**  
**ON(Glass, Table): 3**

# Building a Helper Agent

## Generate Demonstration



## Sample task: Set Table

```
ON(plate, table)  
ON(glass, table)  
ON(fork, table)
```





# Building a Helper Agent

## Generate Demonstration



Watch Model

## Predict Task

```
ON(plate, table)
ON(glass, table)
```

## Sample task: Set Table

```
ON(plate, table)
ON(glass, table)
ON(fork, table)
```



# Building a Helper Agent

## Generate Demonstration



Watch Model

## Predict Task

ON(plate, table)  
ON(glass, table)

## Sample task: Set Table

ON(plate, table)  
ON(glass, table)  
ON(fork, table)

Help Model

## Help Environment





# Helping

# Helping

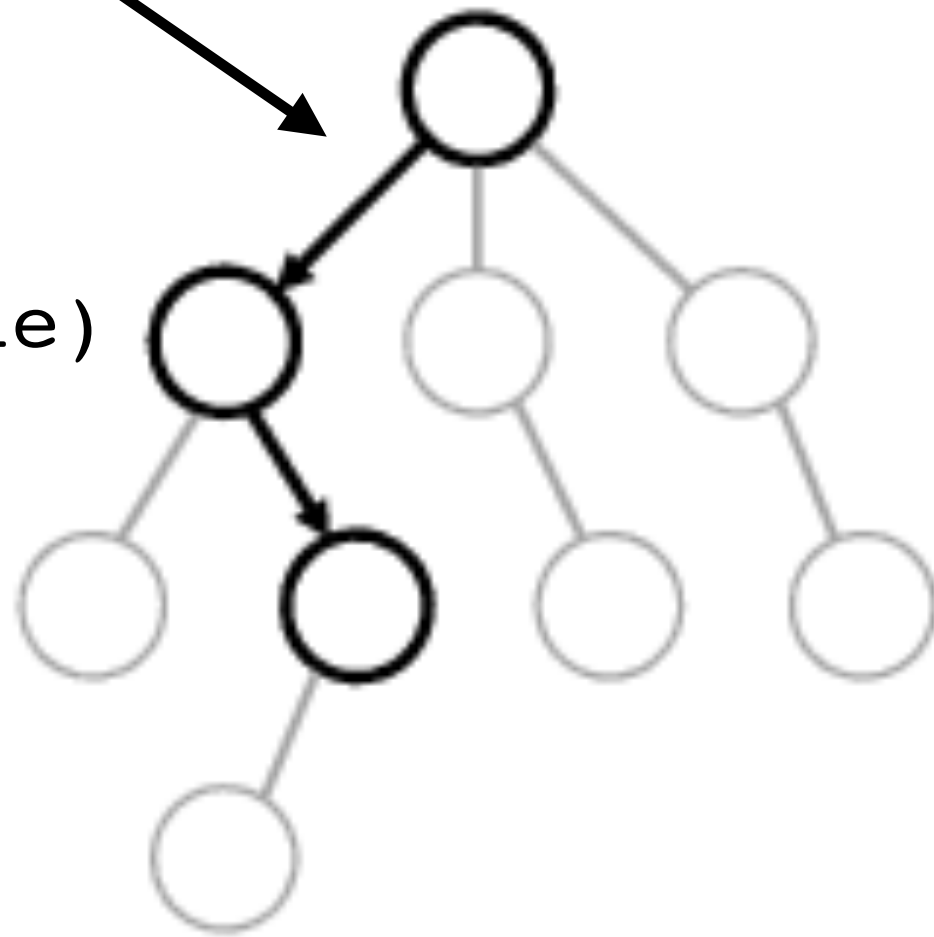
## Planning

Observations      Predicates

Put glass  
1. **walk.glass**  
2. grab.glass  
3. walk.table

ON(Glass, Table)

ON(Plate, Table)

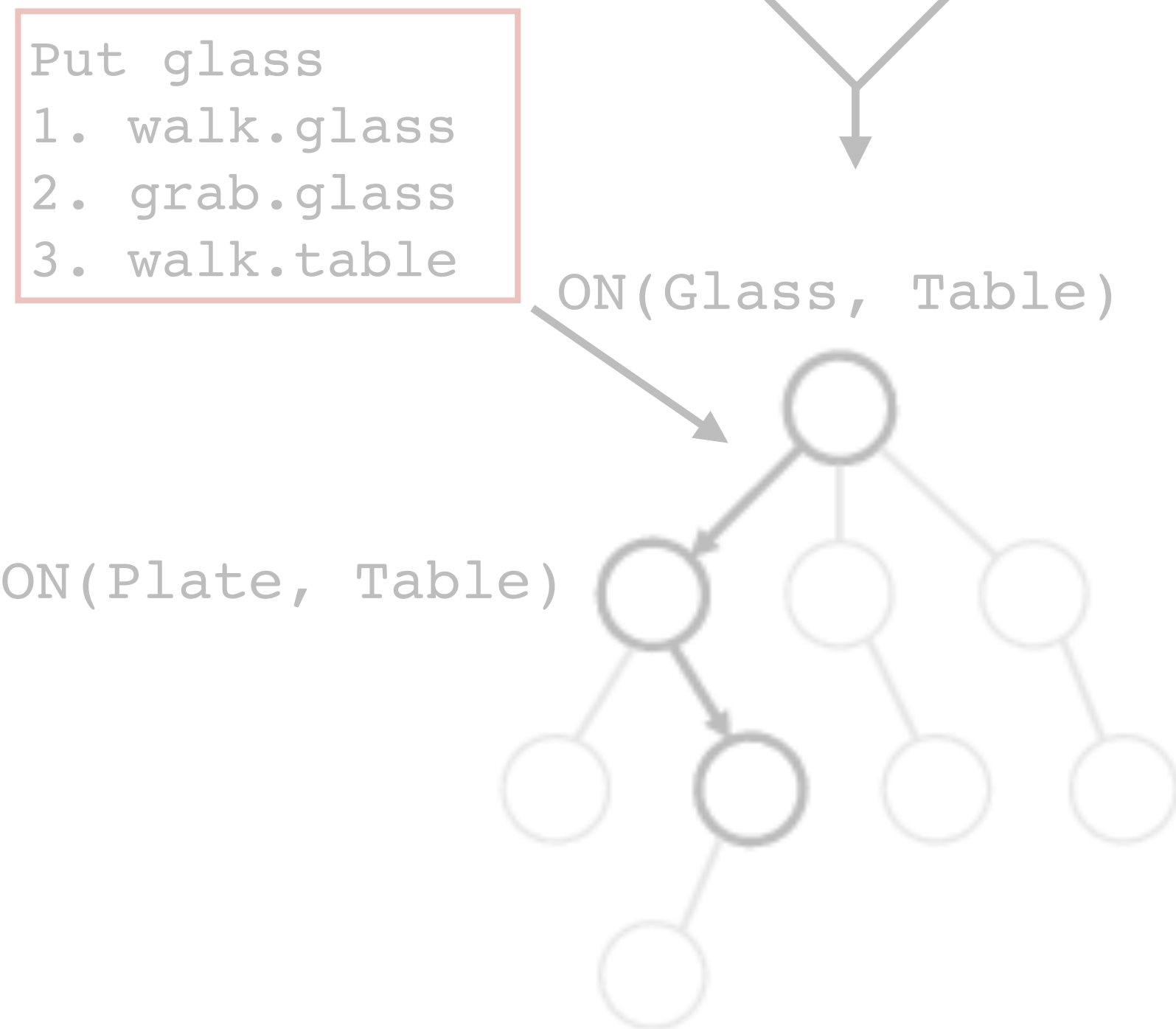




# Helping

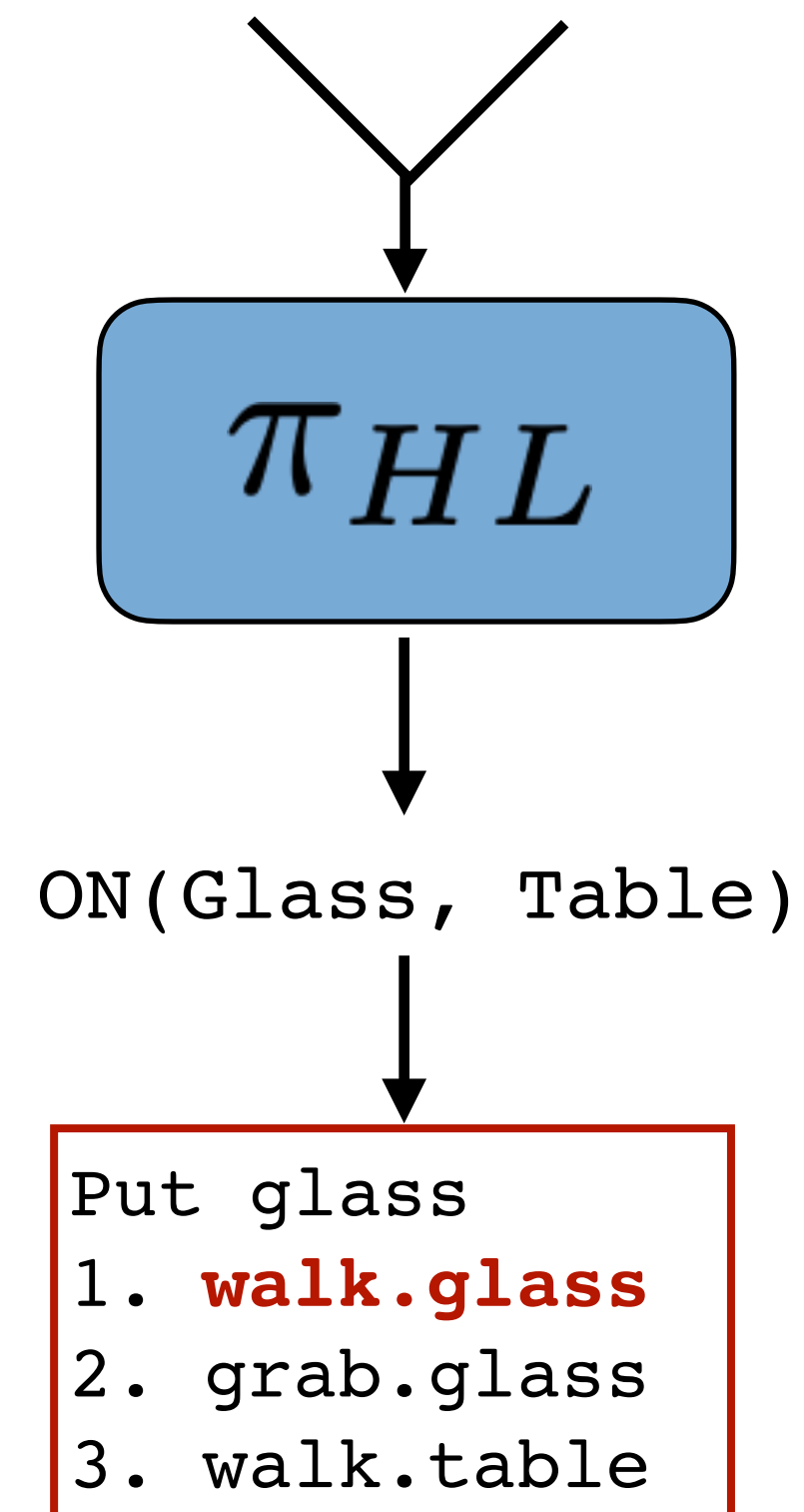
## Planning

Observations      Predicates



## Hybrid RL

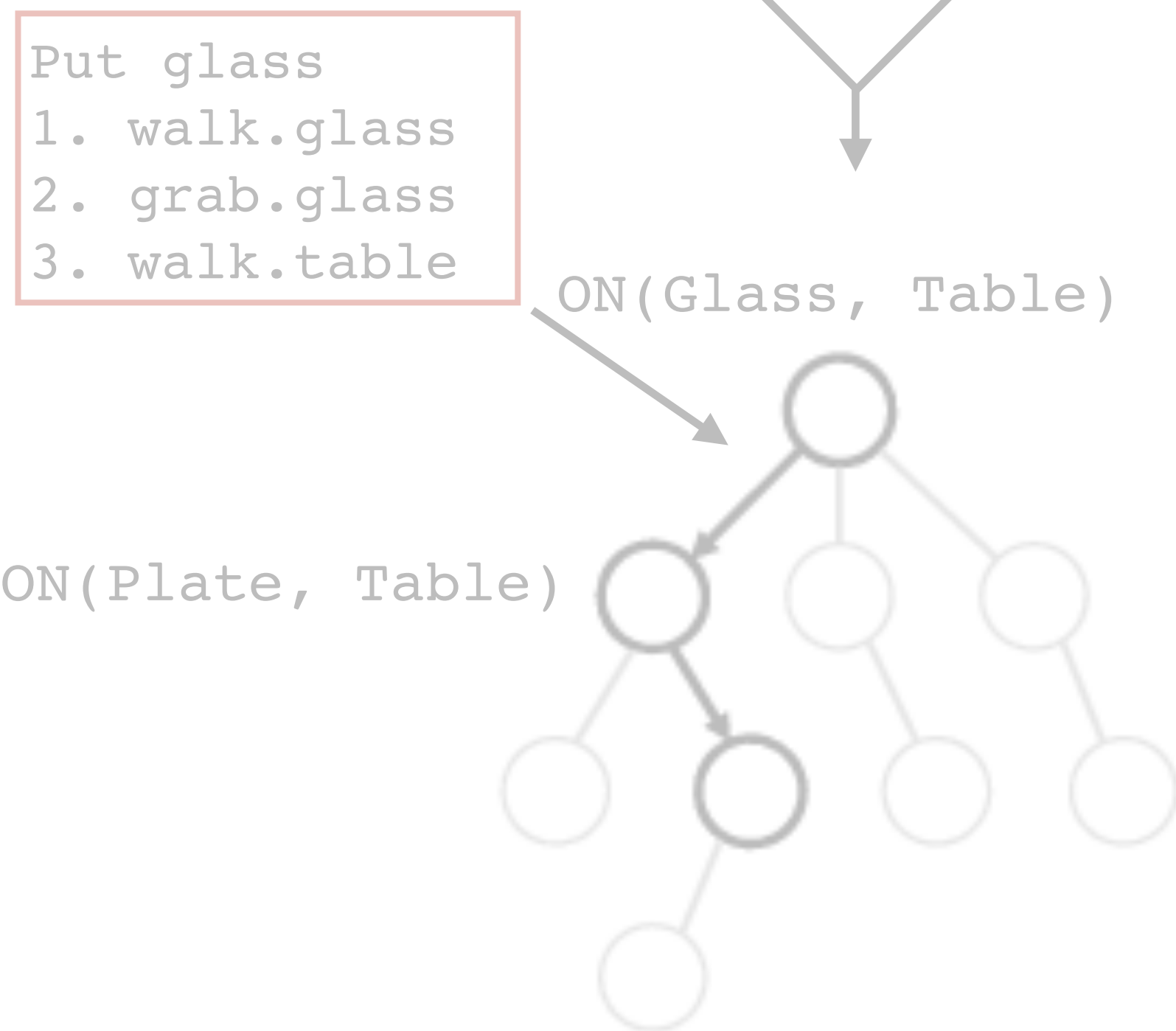
Observations      Predicates



# Helping

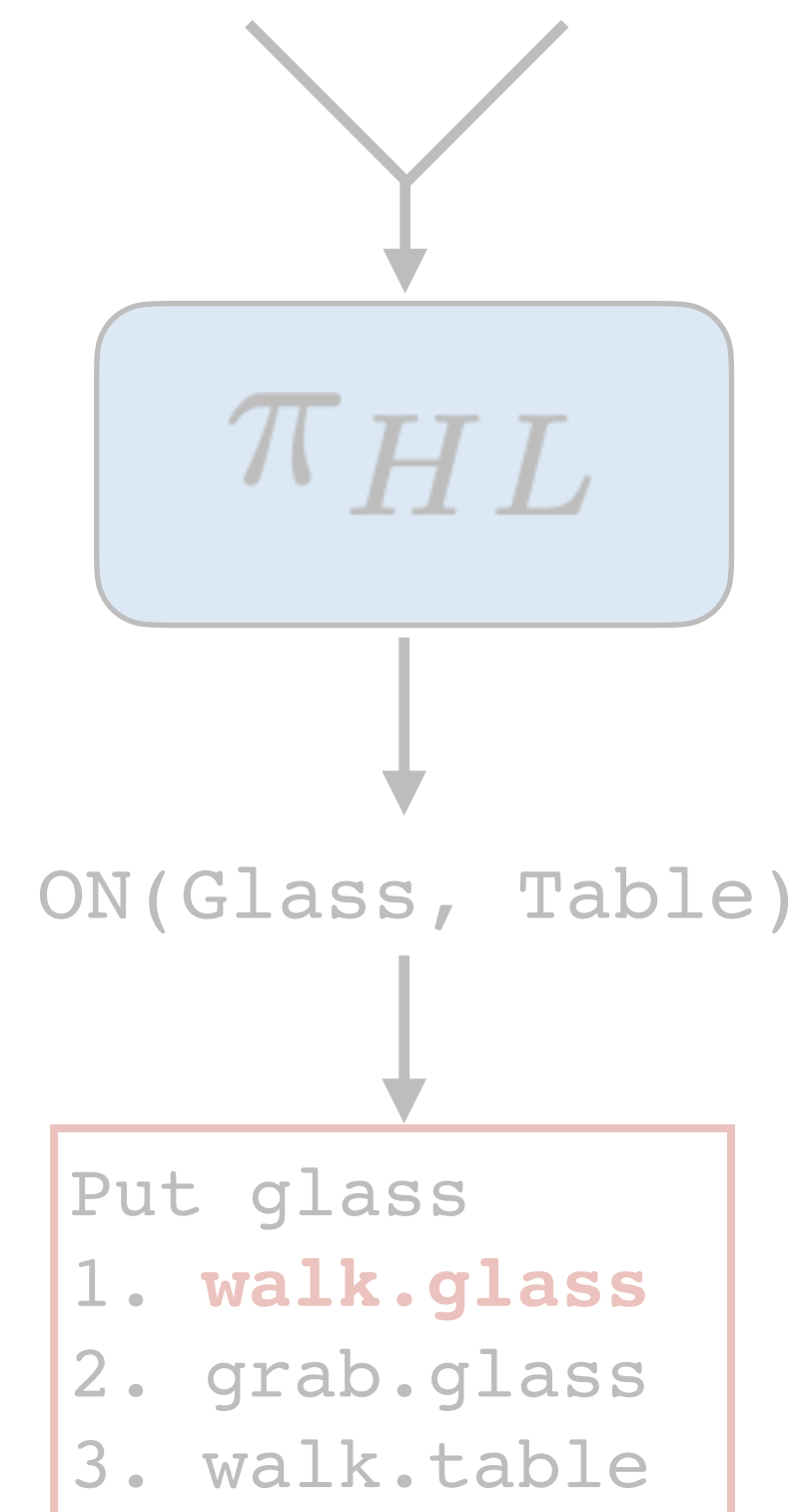
## Planning

Observations      Predicates



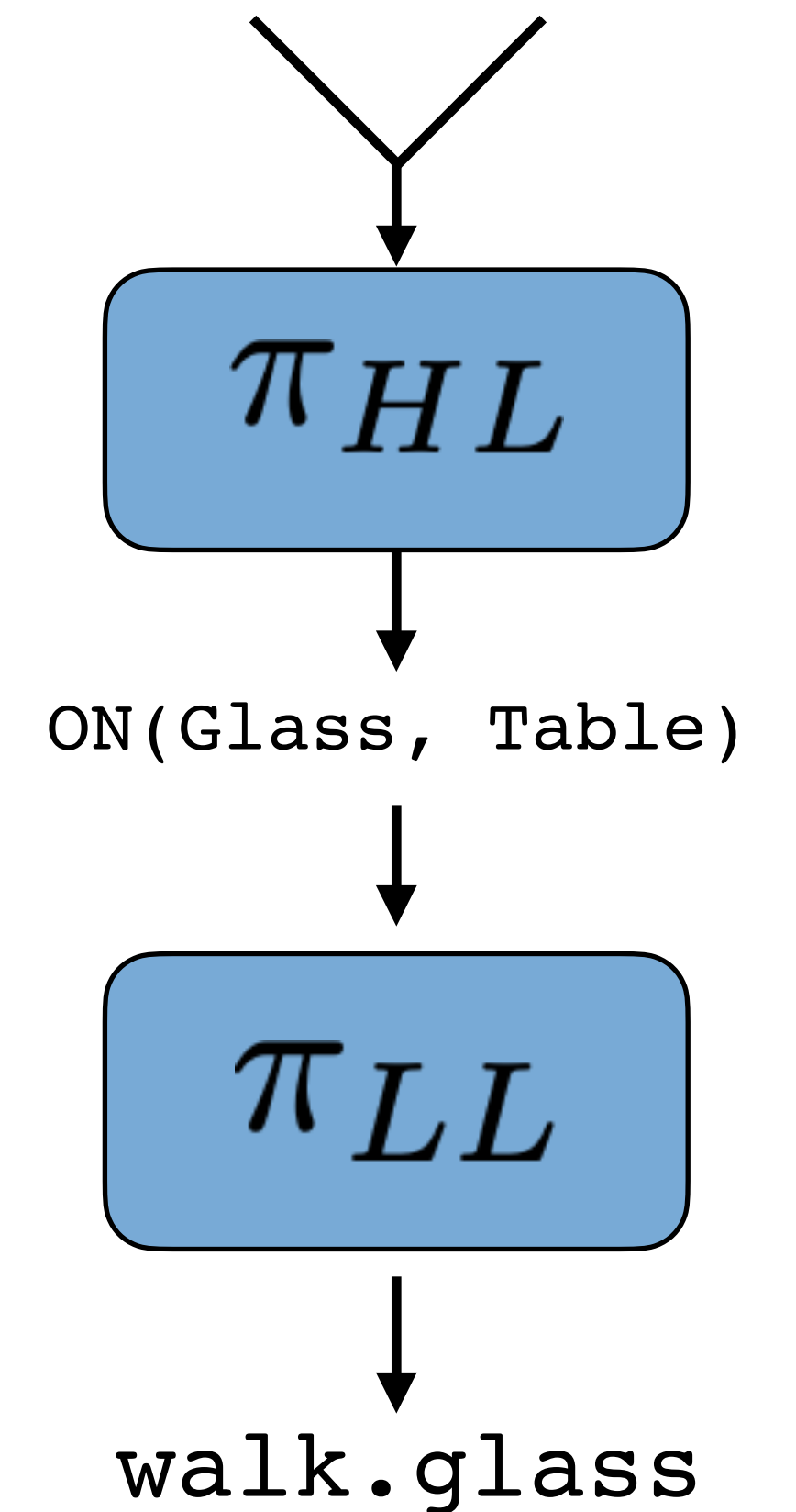
## Hybrid RL

Observations      Predicates



## Hierarchical RL

Observations      Predicates

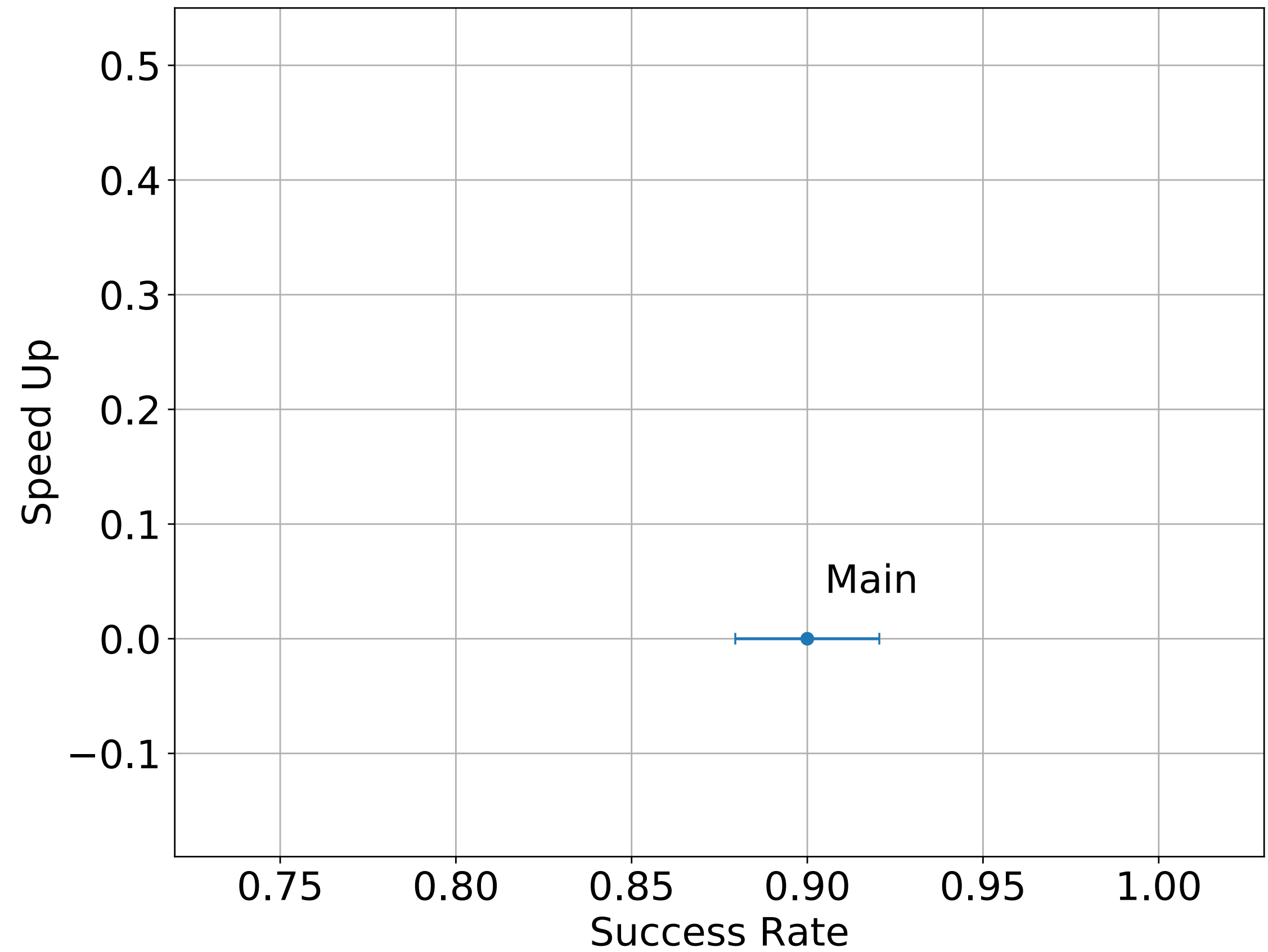




# Watch And Help Performance

## Evaluate:

1. Success Rate
2. Collaboration Speed Up



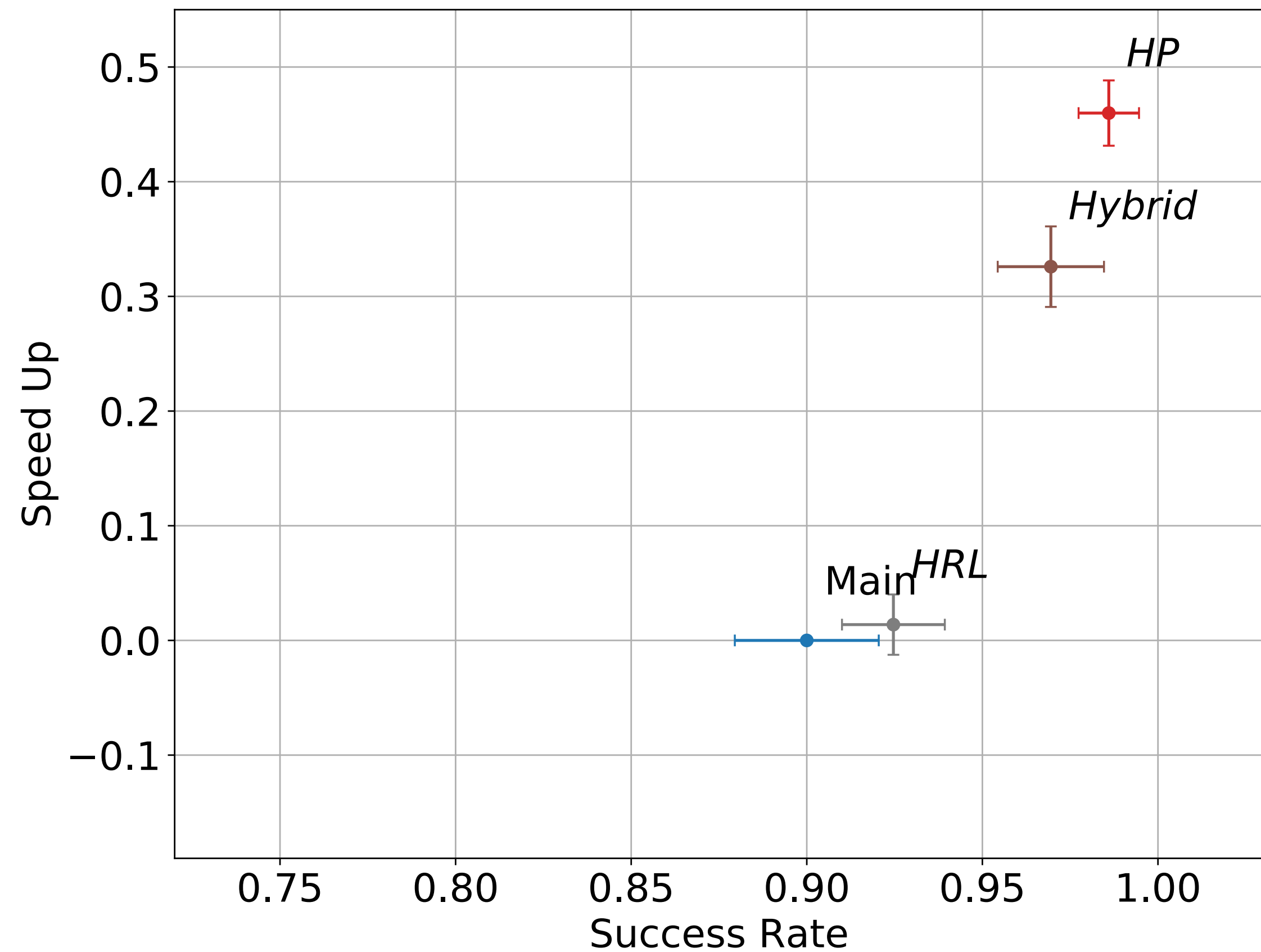
# Watch And Help Performance

## Evaluate:

1. Success Rate
2. Collaboration Speed Up

## Helper Agents

1. Planning Based (HP)
2. Hybrid
3. Learning Based (HRL)





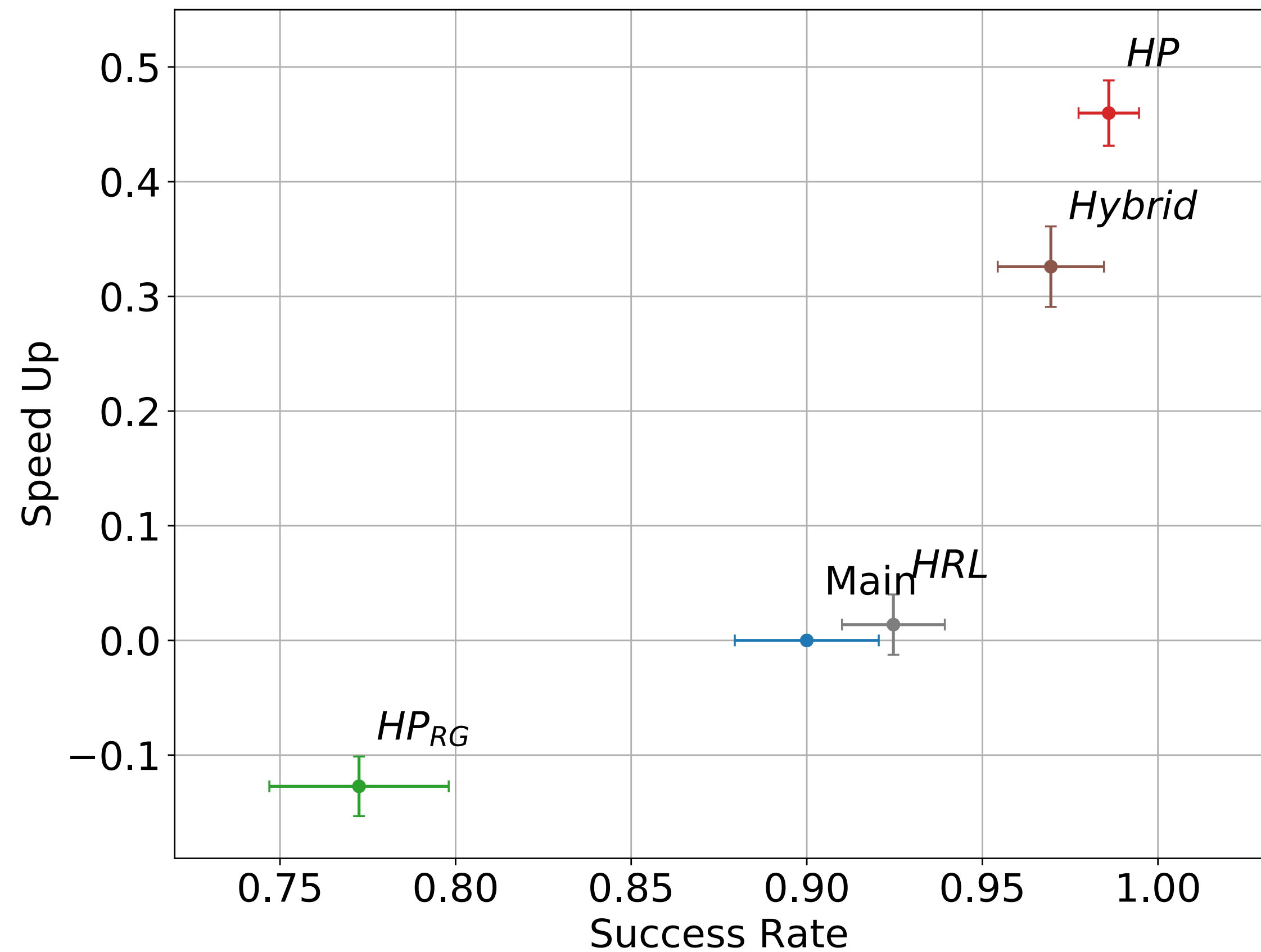
# Watch And Help Performance

## Evaluate:

1. Success Rate
2. Collaboration Speed Up

## Helper Agents

1. Planning Based (HP)
2. Hybrid
3. Learning Based (HRL)
4. Planning with wrong goals



# Watch And Help Performance

## Conflicting goals

### True Goal:

- 1 Glass on the table
- 2 Forks on the table

### Random Goal:

- 1 Glass on the dishwasher





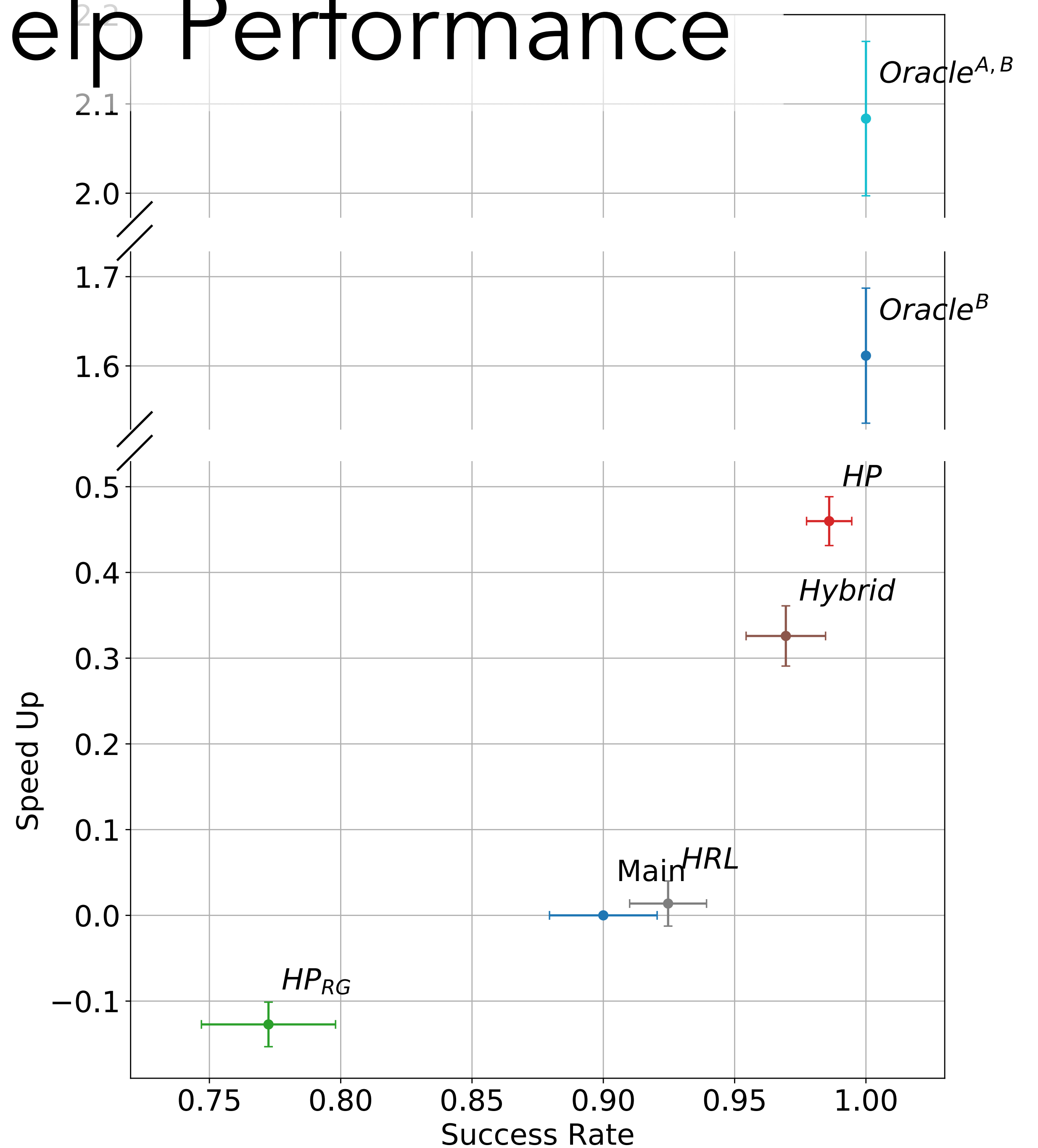
# Watch And Help Performance

## Evaluate:

1. Success Rate
2. Collaboration Speed Up

## Helper Agents

1. Planning Based (HP)
2. Learning Based (HRL)
3. Hybrid
4. Planning with wrong goals
5. Fully observable oracles





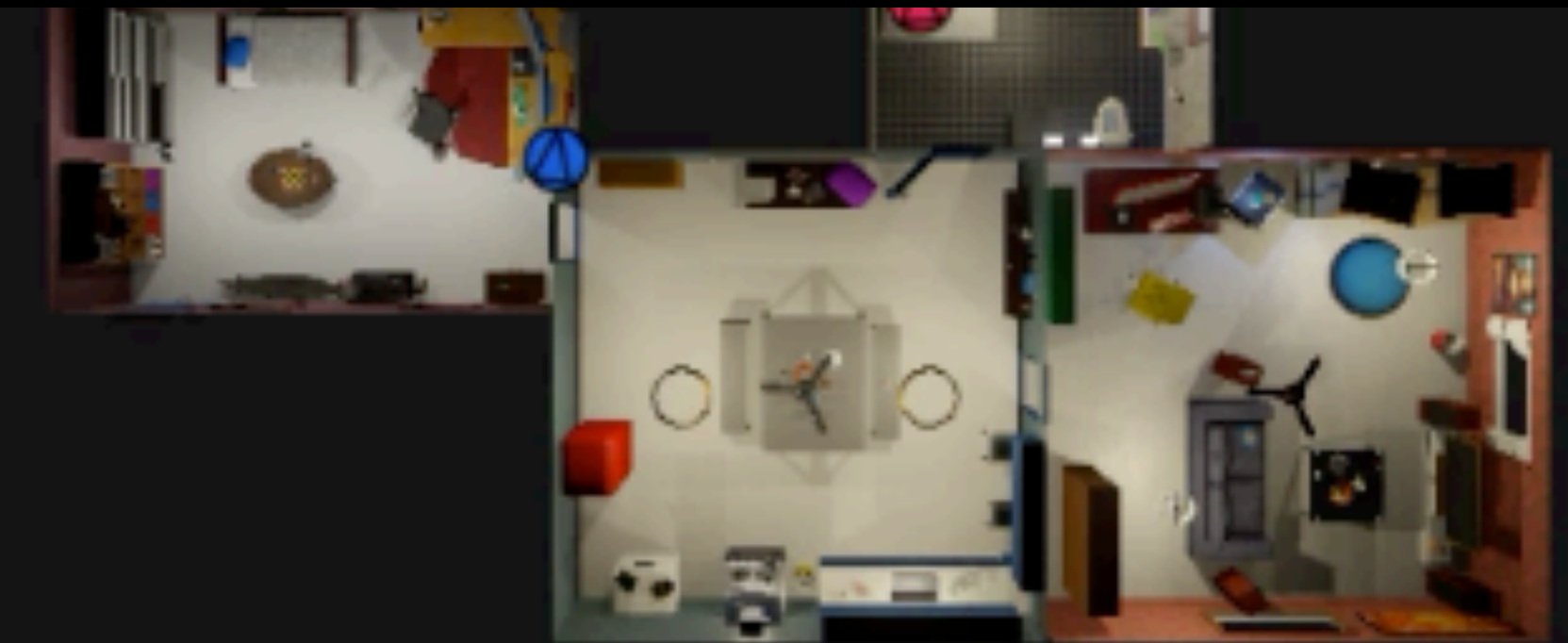
# Collaboration

## Goal

INSIDE(Cupcake, Fridge): 2

INSIDE(Wine, Fridge): 1

Main Agent  
Helper Agent









# Modeling other agents minds

## Improving beliefs

Help by showing where objects are.



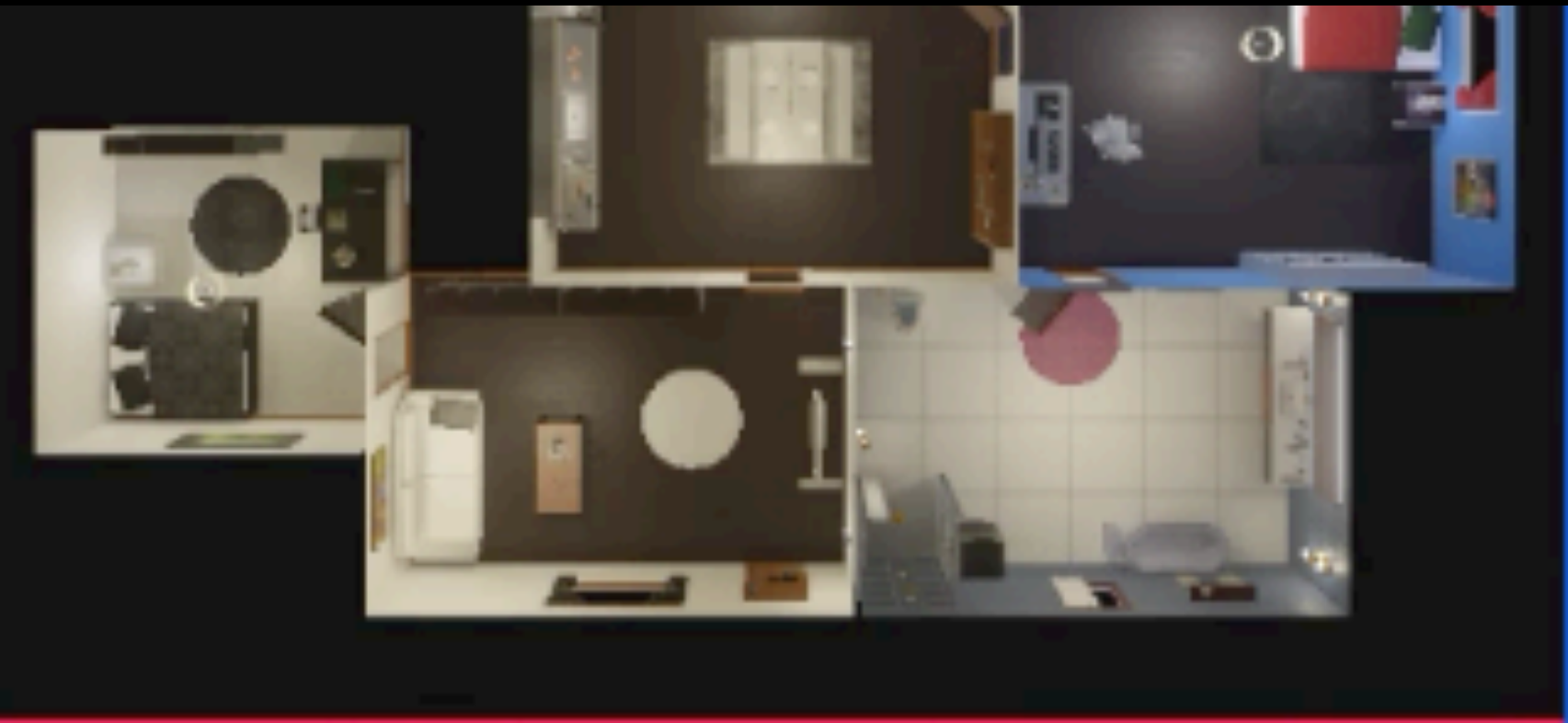


# False Beliefs

## Goal

**INSIDE(Apple, Fridge): 2**

**INSIDE(Cupcake, Fridge): 1**



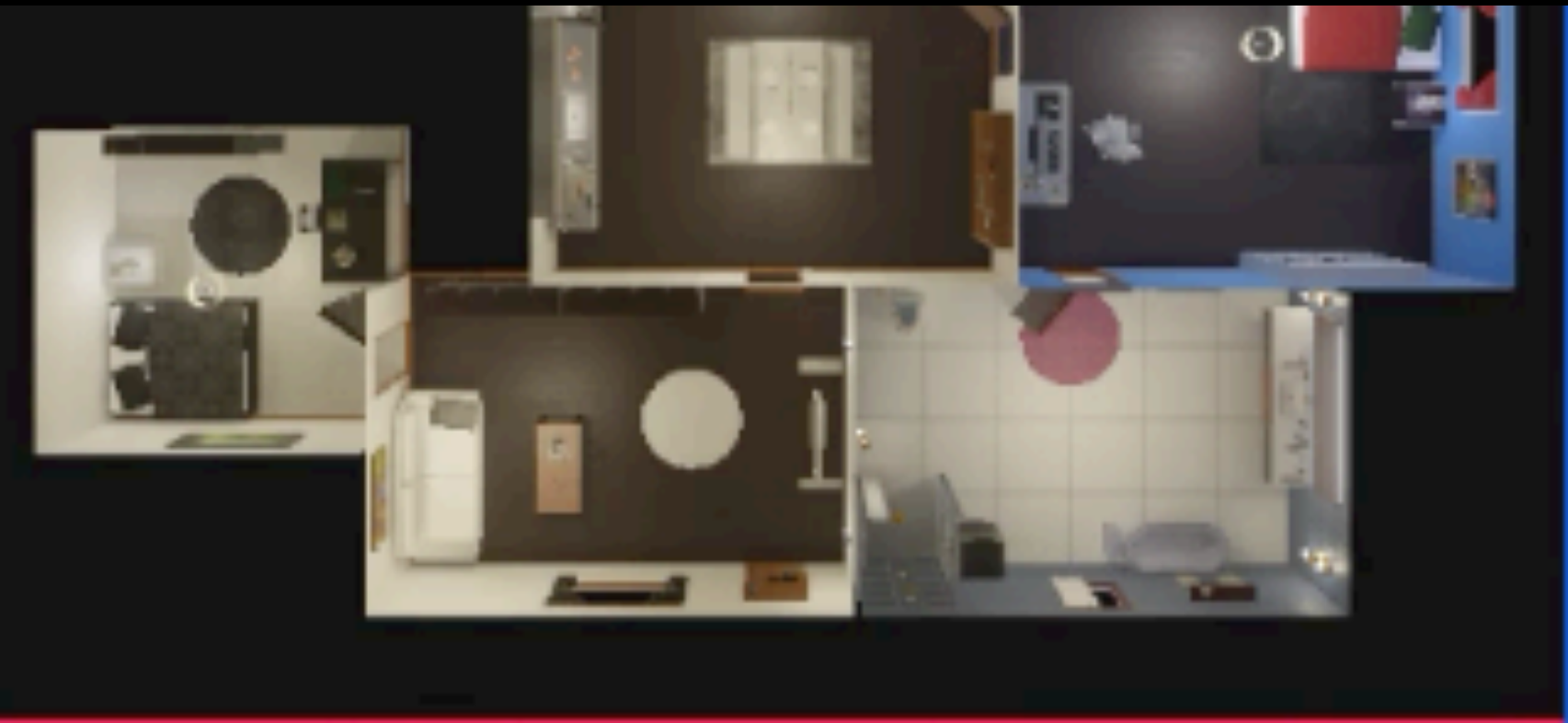


# False Beliefs

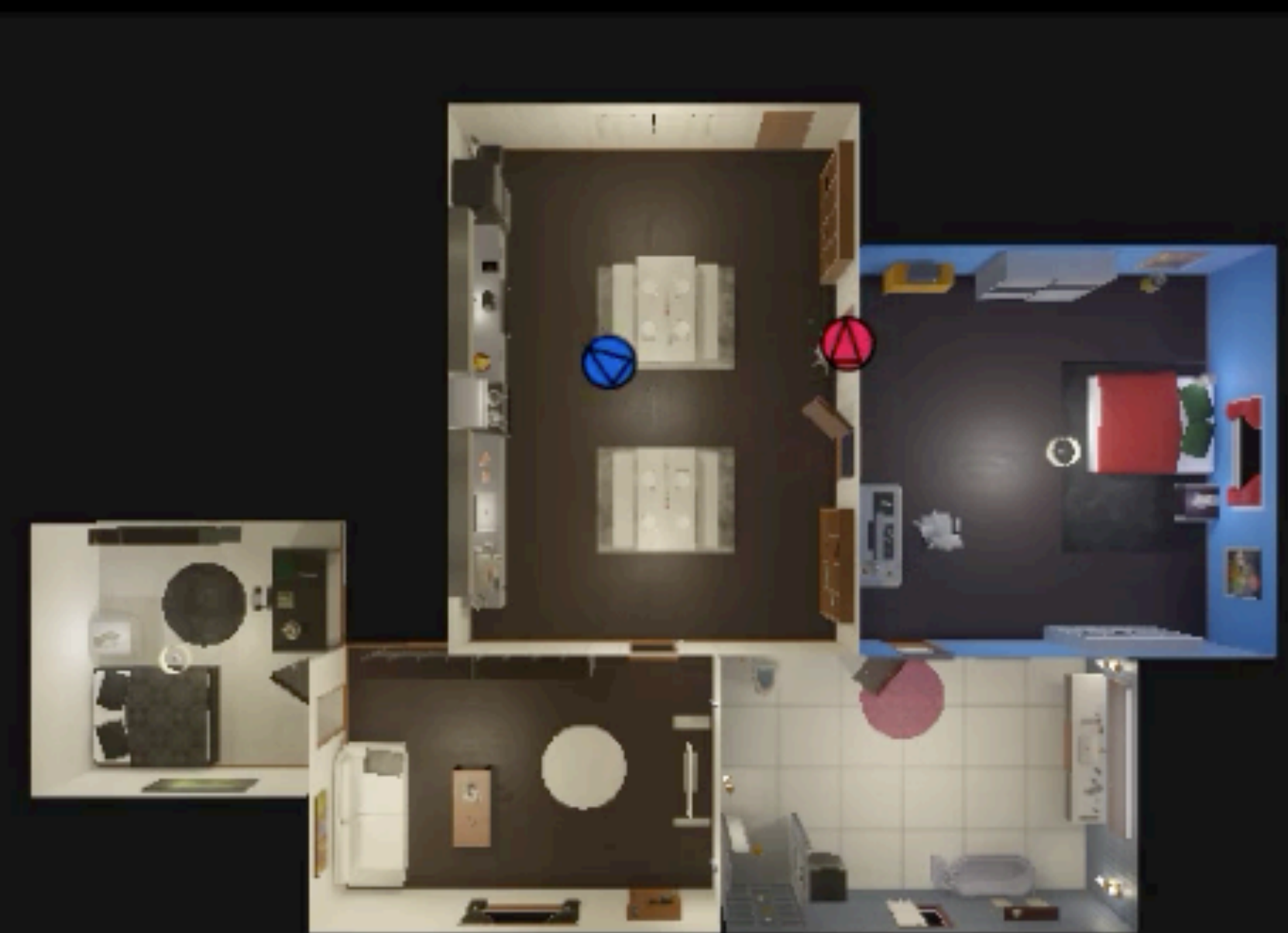
## Goal

**INSIDE(Apple, Fridge): 2**

**INSIDE(Cupcake, Fridge): 1**









# How realistic are these agents?

Next Task Refresh

Activity 1/2 #Steps 0/250

Activity name: read\_book

Tasks:

- on cupcake coffeetable: 0/1
- on pudding coffeetable: 0/2
- hold book: 0/1

Tasks Completed: 0/4 false

Visible Objects [About](#)

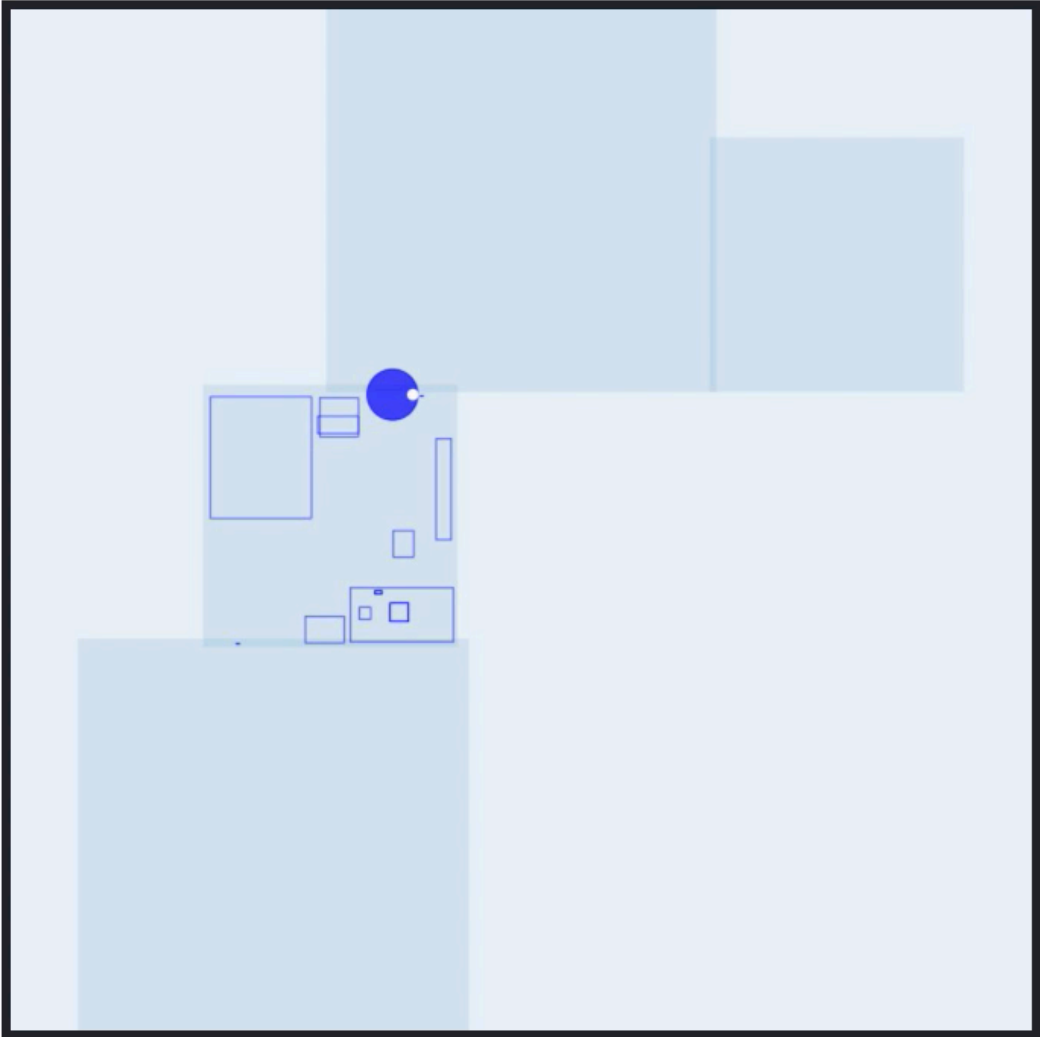
Other locations inside room

Containers/Surfaces

<div>cabinet.1</div> <div></div>	<div>chair.5</div> <div></div>	<div>desk.1</div> <div>plate.7</div>	<div>nightstand.3</div> <div></div>
----------------------------------	--------------------------------	--------------------------------------	-------------------------------------

Walk to

kitchen bathroom bedroom livingroom



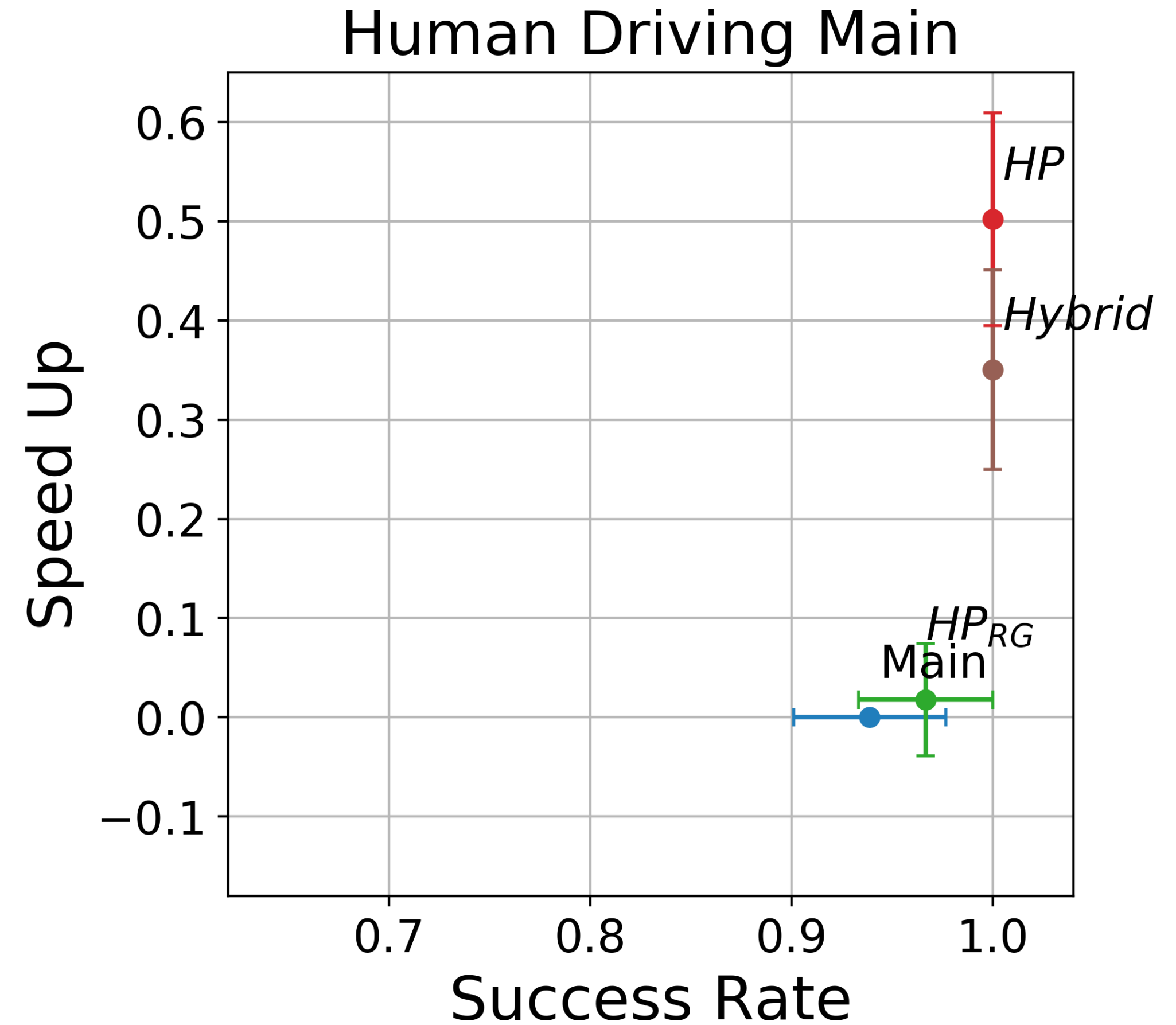
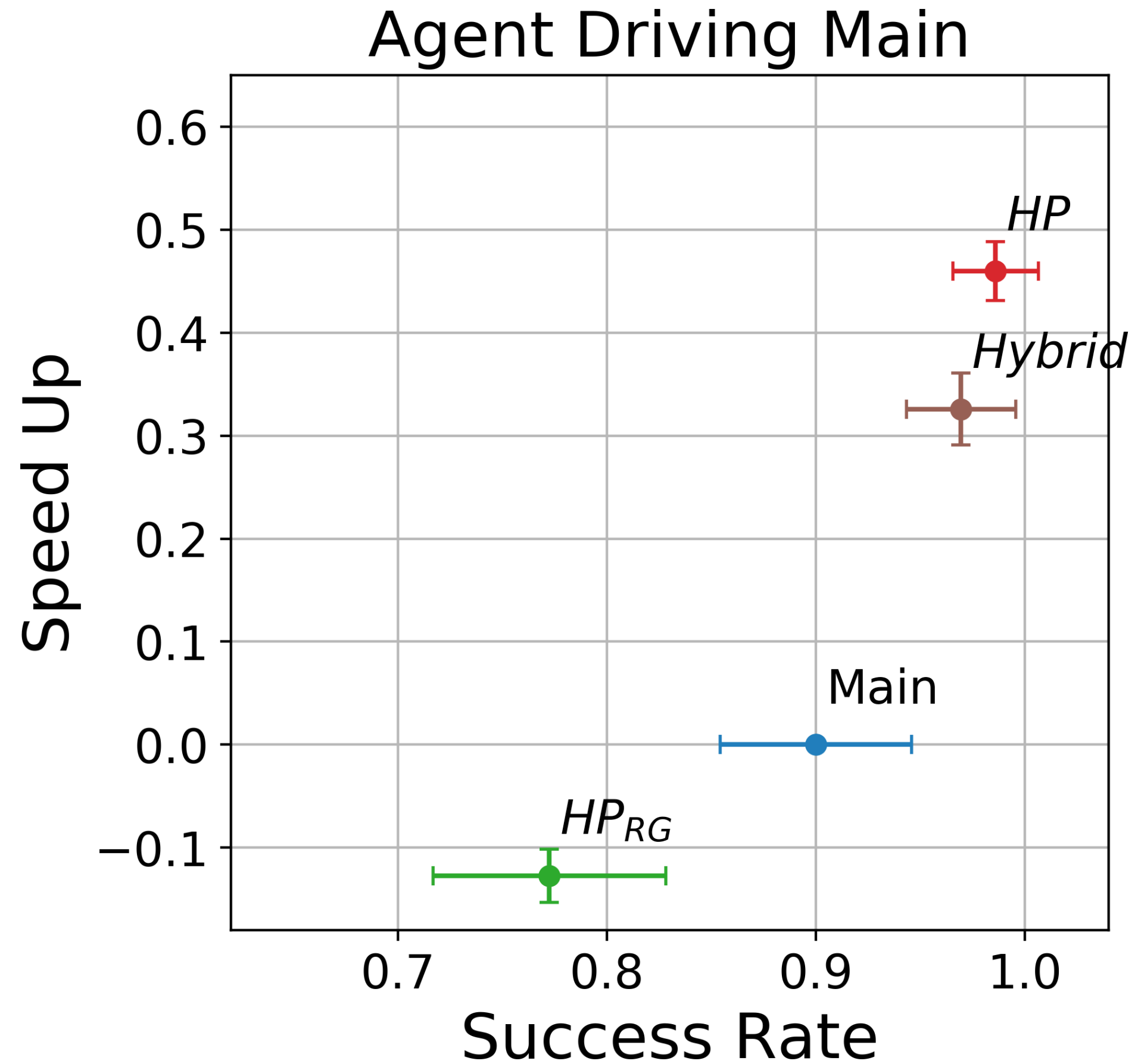
Agent

Location: bedroom

Grabbed Object: **Nothing**



# How realistic are these agents?

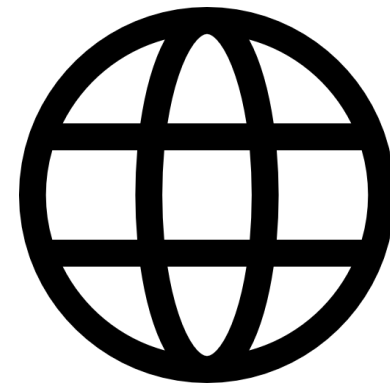


# Thank you!

Poster Id 2576

Poster Session 8

May 5th, 9am-11am PDT



**Info and Datasets**

[virtual-home.org](http://virtual-home.org)



**Watch and Help Code**

[https://github.com/xavierpuigf/watch\\_and\\_help](https://github.com/xavierpuigf/watch_and_help)