

# **Unsupervised Intuitive Physics from Visual Observations**

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## Objective

Goal: Learn unsupervised predictors of physical states **directly from raw** observations and without relying on a simulator in two steps: (i) Unsupervised learning of dynamically-salient objects from videos. (ii) Train a predictor using the tracker's detection as supervisory signal. We validate our method on synthetic data and **real data** of scenarios of balls rolling on various surfaces.

### **ROLL4REAL: Our New Benchmark Dataset**



- 1118 videos containing balls rolling on complex terrains.
- Dataset split into three types of terrain:
- **POOLR**: Flat pool table; 151 videos (1 ball)
- **BOWLR**: Paper mâché Ellipsoidal Bowl; 216 videos (1 ball) • HEIGHTR: Paper mâché heightfield; 543 videos (1 b.), 208 (2 b.)
- 8 different types of balls used across all scenarios.
- Annotations of objects positions are provided for every test set.

### **Unsupervised Detection and Tracking of Dynamic Objects**

### SINGLE OBJECT DETECTION

### Key ideas:

(b)

- **1.Causality**  $(\mathcal{L}_{disc})$ : Inspired by [1]. The discriminator D ensures that extracted positions are plausible trajectories and identify temporal reshuffling.
- **2.Equivariance**  $(\mathcal{L}_{siam})$ : Detection should be equivariant w.r.t random rotation g, i.e.  $\mathbf{\Phi}(g\mathbf{x}_{\mathbf{T}}) = g \, \mathbf{\Phi}(\mathbf{x}_{\mathbf{T}}).$
- **3.Low entropy**  $(\mathcal{L}_{ent})$ : Makes sure that detection is spatially localized and locks properly onto one single object.







#### **EXTENSION TO MULTIPLE OBJECTS**

- Even when multiple objects are present, our tracker is always able to consistently track one object thanks to the entropy constraint.
- After learning the first objects, we **sequentially train** a new tracker where we mask previously detected objects on the extracted heatmaps.

### Evaluation of our Method

#### **TRACKER ERROR ON DIFFERENT DATASET**

#### WITH UNSUPERVISED DATA **EXTRAPOLATION**



- We use our tracker to train an extrapolator such as IFS [2] and {Pos, Disp, Prob}Net[3]
  - Models are trained to predict the next



• Our tracker performs well across synthetic and real datasets and different types of objects and terrains. • Variance of the error is low, tracking never fails.

## **ABLATION STUDY** BOWLR (1b.) Ablation Study Mean 40 Pixel error $\mathcal{L}_{disc} + \mathcal{L}_{ent}$ $\mathcal{L}_{disc} + \mathcal{L}_{siam}$ $\mathcal{L}_{ent} + \mathcal{L}_{siam}$ All losses Const.

 $T = \{15, 20\}$  steps observing  $T_0=4$  frames.

• Best results are obtained with \*Net models which use tensor state representations.

#### **References**:

[1] Misra, I., et al.: Shuffle and learn: unsupervised learning using temporal order verification. ECCV (2016) [2] Battaglia, P., et al.: Interaction networks for learning about objects, relations and physics. In: Proc. NIPS (2016)

[3] Ehrhardt, S., et al.: Learning to Represent Mechanics via Long-term Extrapolation and Interpolation. arXiv preprint arXiv:1706.02179 (Jun 2017)