Detecting and Accommodating Novel Types and Concepts in an Embodied Simulation Environment

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Outline

• Introduction
• Environment and Data
• Object Similarity Analysis
• Transfer Learning to Accommodate New Classes
• Inferring Abstract Concepts
• Detecting Novel Classes
• Conclusion and Future Work
Introduction

• Humans efficiently seek out informative experience, learning from few samples through previous examples (Clark, 2006)
• Artificial neural networks require large numbers of samples to train (5-8 layers of artificial neurons ~ 1 cortical neuron) (Beniaguev et al., 2021)
• They do not easily expand to accommodate new concepts given a few unseen samples
• We investigate the ability of machine learning systems to detect and acquire new concepts through interaction
• These “metacognitive” processes require the system to be aware of what it does and doesn’t know
• For tractability, we focus on a domain of object interaction, inspired by geometric children’s toys
Environment and Data

- We create environments with the VoxWorld platform for interactive agents (Krishnaswamy et al., 2022)
- Agent is presented with cube and one instance of another object (theme object)
- Pairs of objects show minimal pair distinctions (flat vs. round sides, length along an axis, etc.)
- Agent samples from environment by stochastically placing theme object on top of destination cube
- If resulting configuration is stable, theme object will stay still. If not, it will fall off
Environment and Data

• To simulate realistic environment, we perturb object placement with a “jitter” derived from object semantics in VoxML (Pustejovsky and Krishnaswamy, 2016)
• Distinctions in object behavior correspond to habitats (Pustejovsky, 2013) and affordances (Gibson, 1977) pertaining to object’s “stackability”
• Gather \textbf{10,000} samples of each object instance
• Record geometric features of object interaction and configuration
• Try to predict object type from its behavior under interaction
Object Similarity Analysis

- Try to predict object type from its behavior under interaction
- 4-layer (200, 100, 50, 25) feed-forward neural network, Leaky ReLU activation function, weight decay 0.01, Adam optimization, trained for 200 epochs
- Perform Multi-Dimensional Scaling (MDS) on final hidden layer activation to capture object similarity
Transfer Learning to Accommodate New Classes

- What features are most important? What concepts has the network modeled to make type distinctions?
- Begin by training a deep feedforward architecture on cube, sphere, and egg only, using 5000 samples
  - These objects capture distinguishing abstract properties: flatness, roundness, and axis of rotational symmetry
- Objects added one at a time to object vocabulary
- First two hidden layers of source model are frozen, a new hidden layer is added
- Source model trained on $k-1$ objects is fine tuned to target model for $k$ objects

![Fine tuning samples per object](image)
Transfer Learning to Accommodate New Classes

- Confusion matrices of transfer-learned model: (a) base, (b) +cylinder, (c) +rect. prism, (d) +cone, (e) +capsule, (f) +pyramid, (g) +small cube
- Able to maintain high classification accuracy by incrementally introducing one novel object and fine tuning source model
- As new objects are added, the number of samples *per object* needed for fine tuning goes down
- Dynamically growing model accuracy: 90%
- Equal-sized static model accuracy: 80.83%
Inferring Abstract Concepts

- Objects are not just instances of multiple classes
- Properties and contrasts also inhere across multiple object classes
- We have both round objects and flat object, and objects with both properties
- Data contains rotation of objects after action, which correlates to round or flat edge of objects with both
- Split cone and cylinder stacking data according to “resting on round edge” versus “resting on flat edge”
- Apply same fine-tuning procedure to previous 10-layer model to test if model can infer these abstract contrasts independent of type

100% accuracy!
Detecting Novel Concepts

- If an agent has a fixed concept inventory, how can it detect when a novel type of object is introduced?
- Train a Twin Delayed DDPG (TD3) policy to stack blocks
Detecting Novel Concepts

• Then, use that policy to attempt to stack a variety of objects
• Agent attempts to stack all objects *as if they were cubes*
• Store information about each attempt, including rewards

Accurate policy reward plots
Detecting Novel Concepts

- Data is now time-sensitive; train 1D CNN classifier on subset of objects (e.g. cubes and spheres only)
- Retrieve embeddings for objects and compare similarities of known objects to new samples
  - Now an outlier detection problem
- If a set of vectors fall substantially outside the subspace defined by samples of known object, these vectors likely represent a new type of object

Accuracy in detecting new types of objects vs. object known to classifier (L: without jitter, R: with jitter)
Detecting Novel Concepts

- VoxML jitter information results in impressive performance boost!
- Can correctly identify capsules and cylinders as novel, while small cube is not a novel type.
- Without implicit encoding of habitats, cubes confused with cylinders, spheres confused with capsules.

Aggregated CNN outputs over dev-test set.
Conclusion and Future Work

- A model must be able to detect when it is inadequate to the environment
- No individual component (neural network, environment model, statistical metrics) bears sole responsibility for this capability
  - Hybrid approach or combination
- Key concepts of flatness or roundness can be exposed through stacking task
- Other concepts may require other tasks to expose
- Future work: combining two suites of experiments
  - Detecting that an object type is novel, and automatically expanding or fine-tuning model to accommodate it
  - Representations from different classifiers need to be aligned for direct comparison
  - Outputs can flow backward into RL task, where policy failure is detected and adapted for
Thank you!

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