

THOTH

Beyond the world with AI

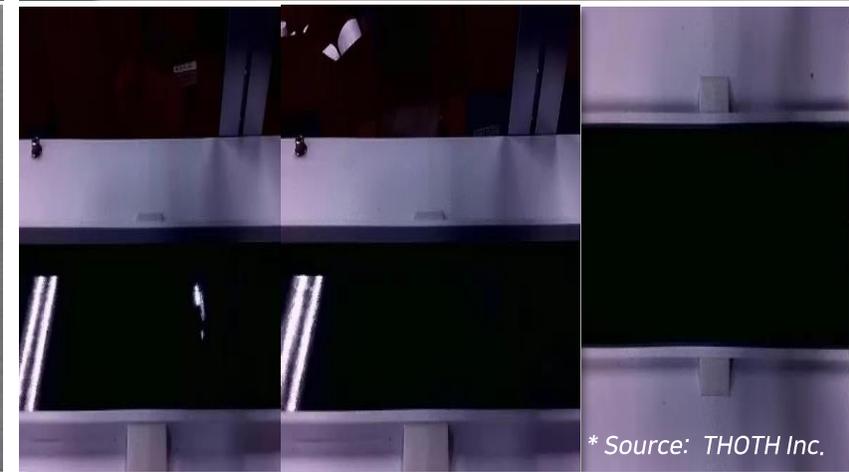
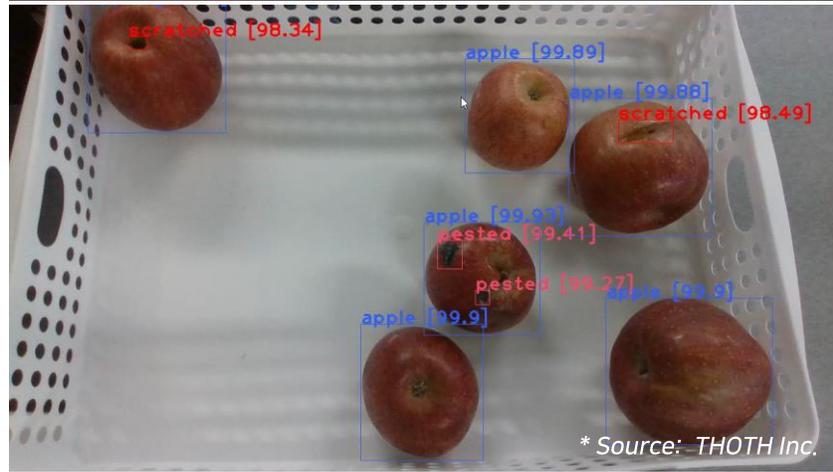
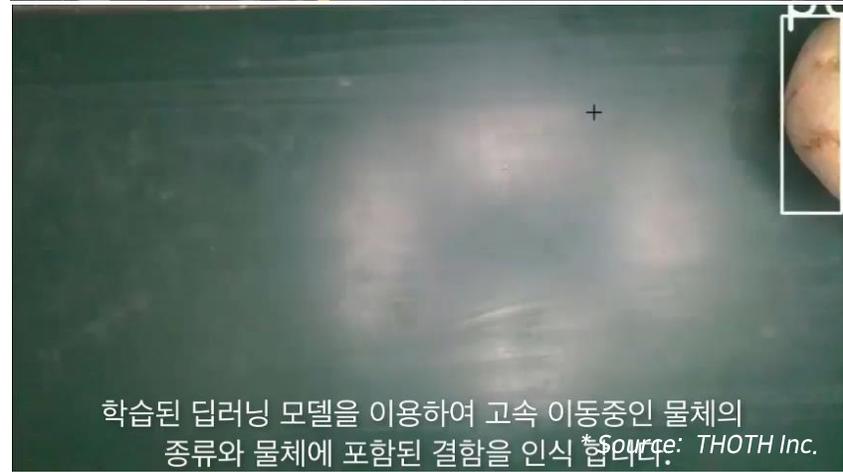
Technologies of THOTH

: Main Technologies for Robot AI



Representative examples of AI applications

- Applications: inspection, monitoring, guidance, tracking, screening etc.



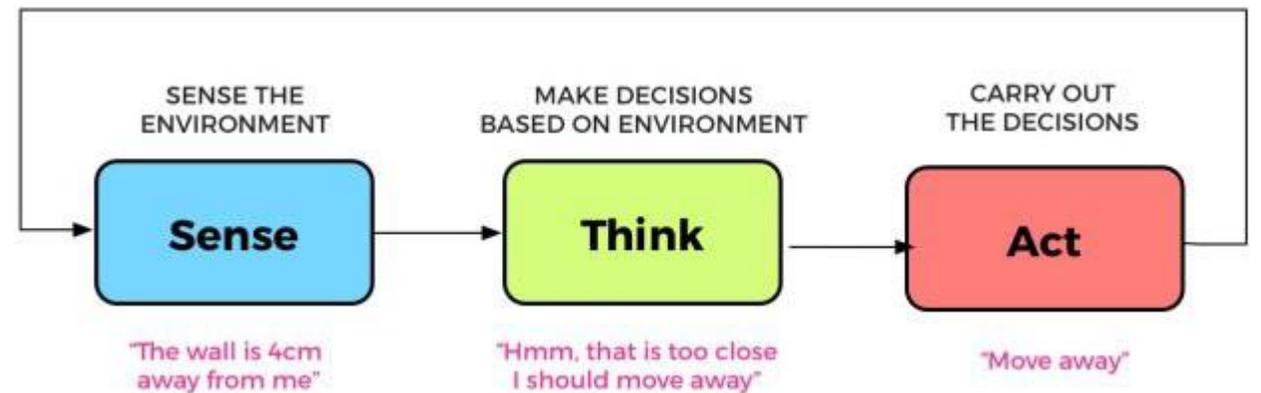
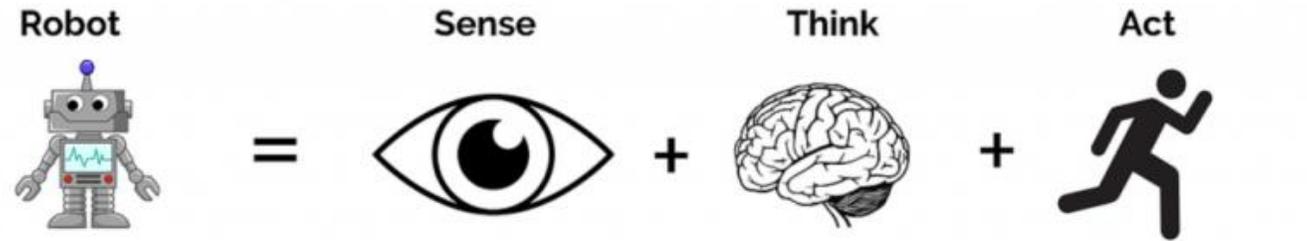
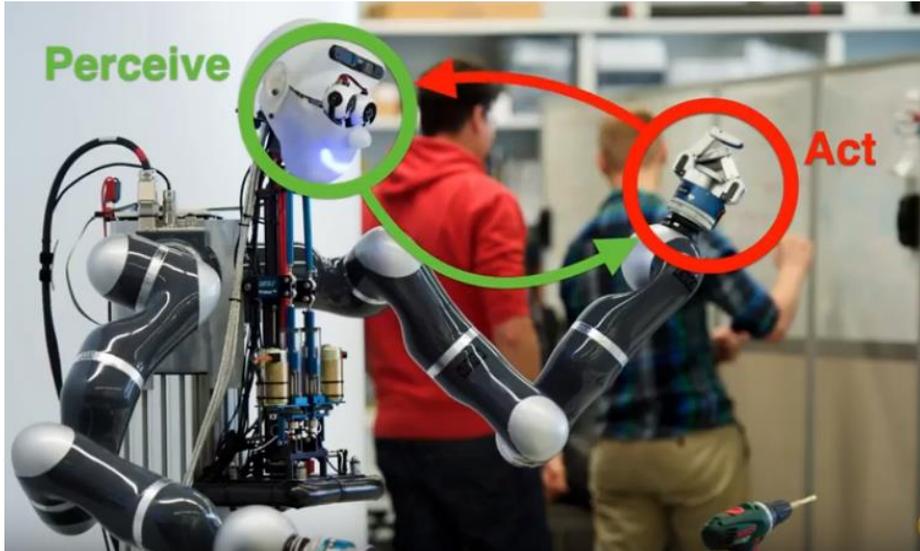
Q1. How will you create or collect your training data?
 Q2. Can you be sure your training data is good data?

A1. Data synthesis is a trend these days.
 A2. Teachers(You) should select good data.

} Know-how

What is the difference between AI and Robot AI?

“Robot AI = AI + Body(Act) = Embodied AI”



How to make embodied AI?

- **Programming? vs. Learning?**

Programming



- **Fixed or static environment**
- **Repetitive behaviors**

Learning



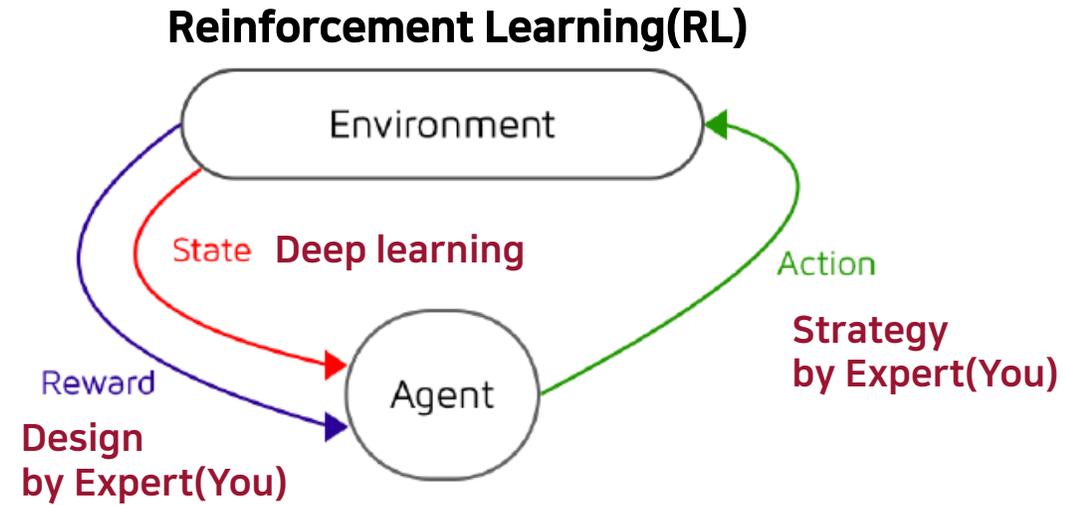
- **Dynamic environment**
- **Behaviors w/ uncertainty**

Q1. How will you create or collect your training data?

Q2. Can you be sure your training data is good data?

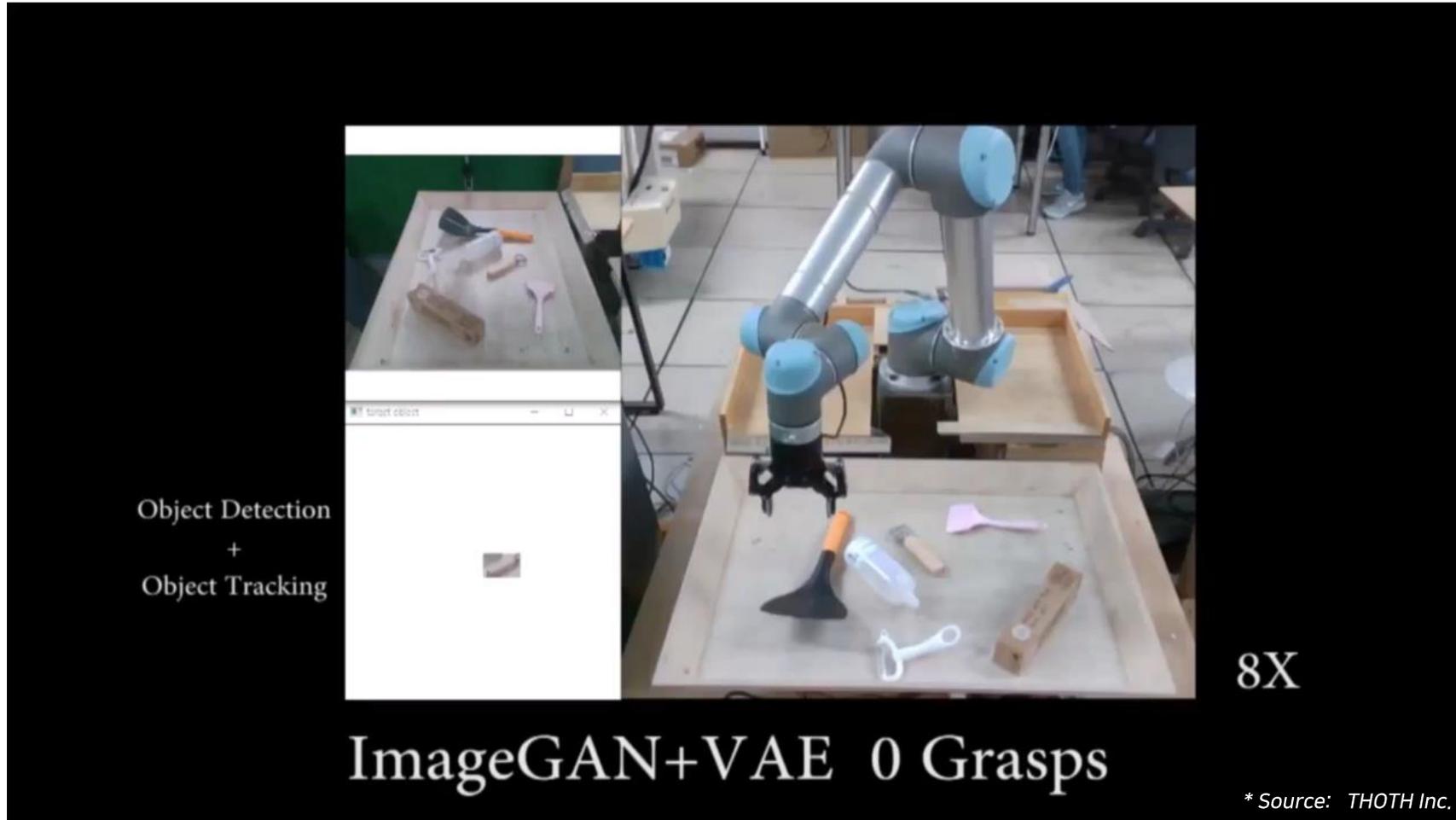
***** Training Embodied AI will be more difficult than training AI.**

Let's make the robot itself.



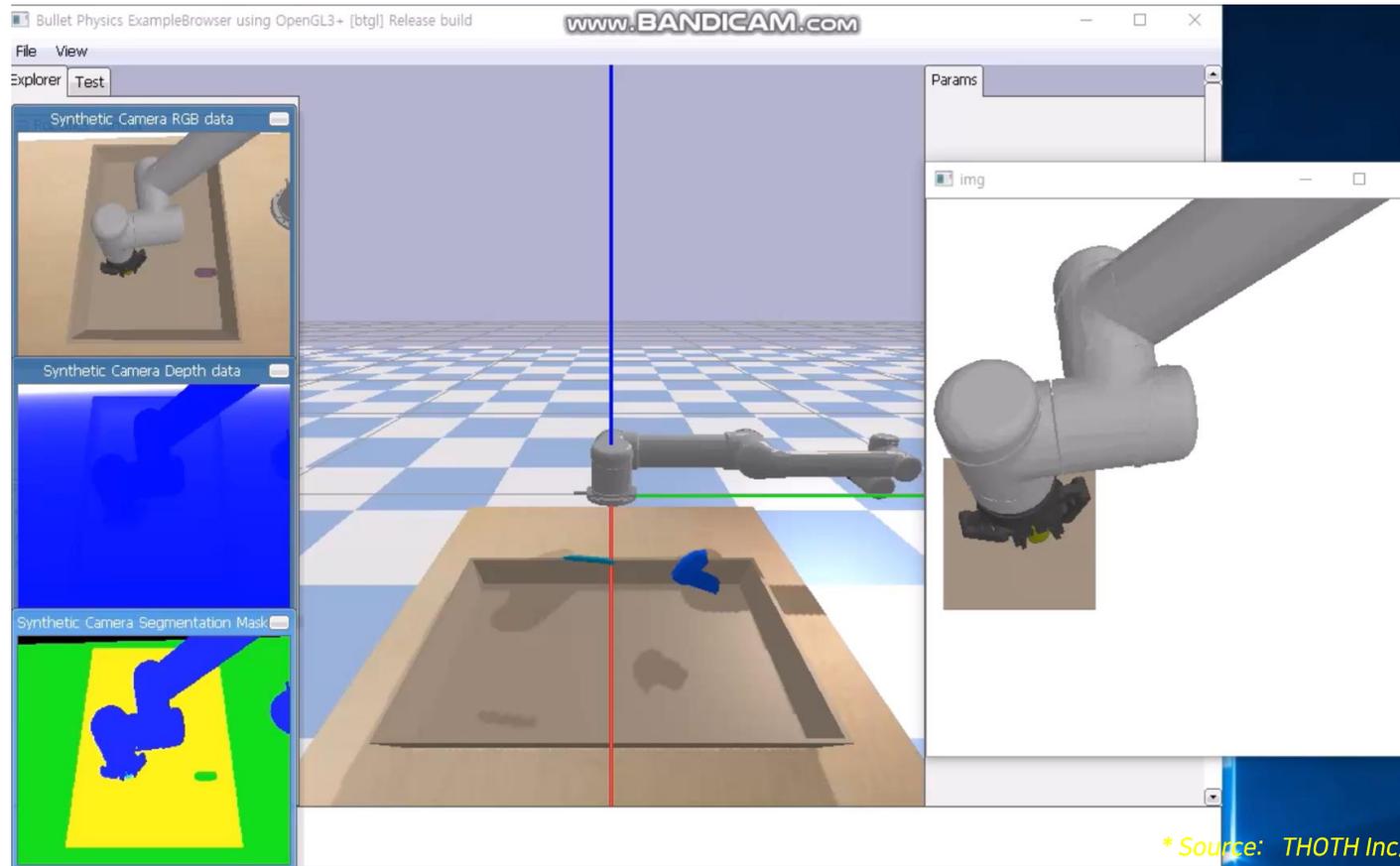
Let the robot learn while making good training data by a specific strategy.

Finding the grasping point of an object for pick-and-place



Hundreds to tens of thousands of iterations for learning
(requires too much time and money)

Finding the grasping point of an object for pick-and-place

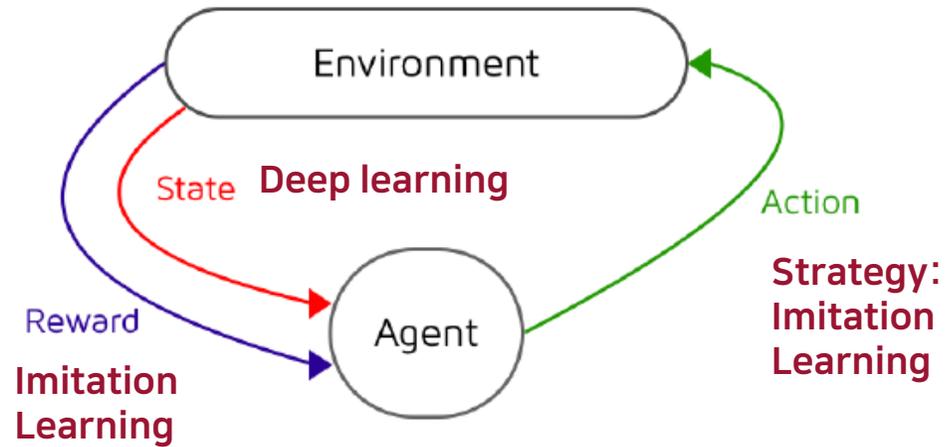
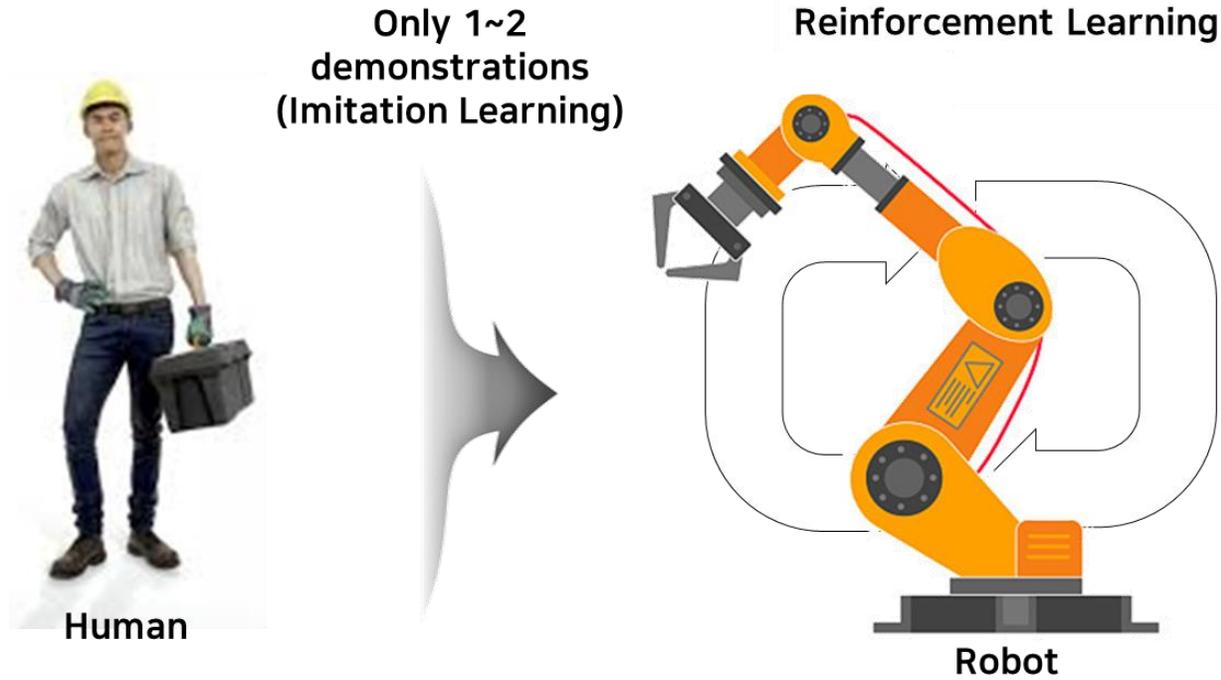


**Simulation is used to reduce training costs and time.
The robot can learn by creating and collecting good data on its own.
However, it still requires too much time and money. (Because of random initialization and exploration)**

Finding the grasping point of an object for pick-and-place

Grasping with
The Proposed
Singulation
8X

Time and cost of RL can be reduced through Imitation Learning (IL)



Pen-in-hole under the assumption that a vision error occurred

**Human demonstrations for [Hole-search]
and [Peg-insertion] in four different directions
of the peg-in-hole task**

** Source: THOTH Inc.*

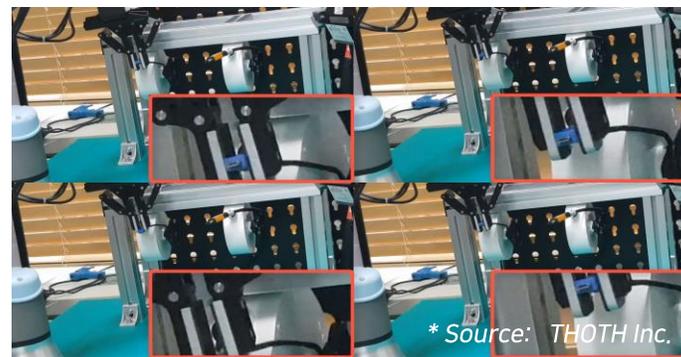
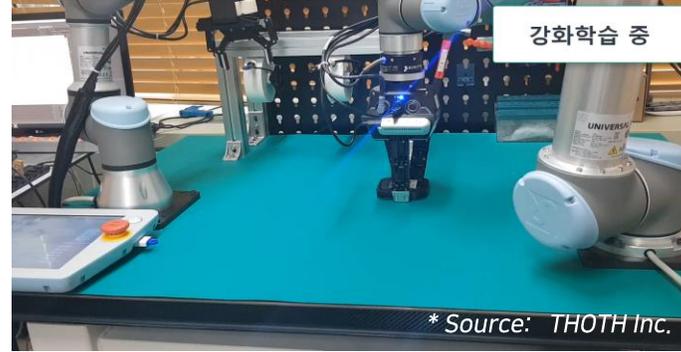
**When a human provides demonstrations,
the robot can learn to suit itself by repeating dozens to hundreds of iterations.**

Inserting connectors for set-top box performance testing

Demonstrations for IL



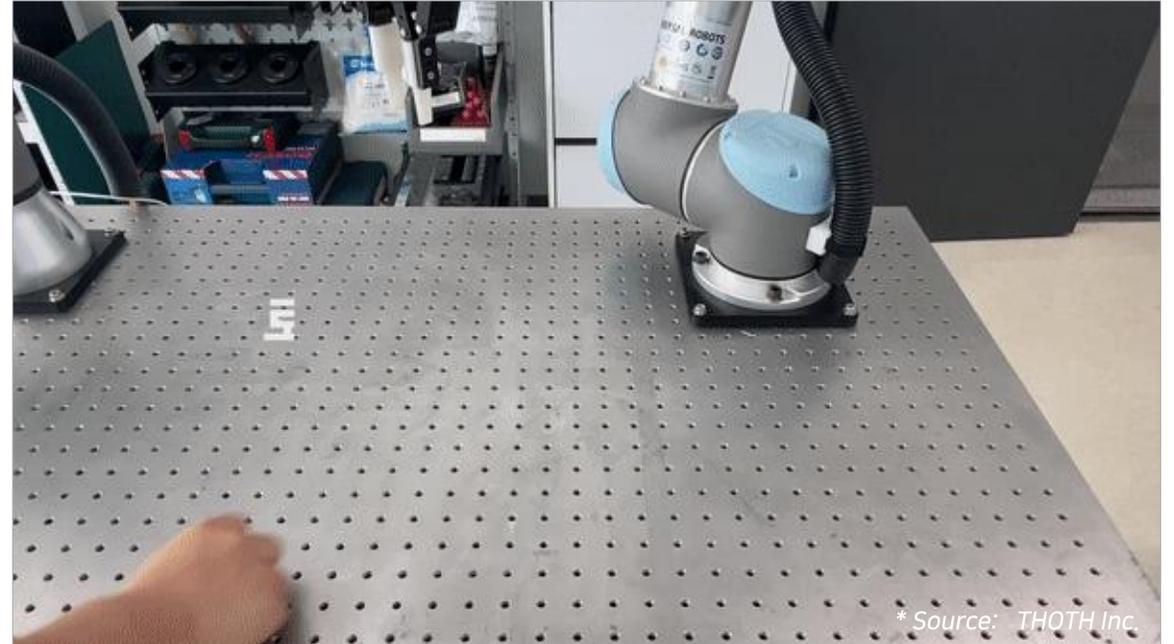
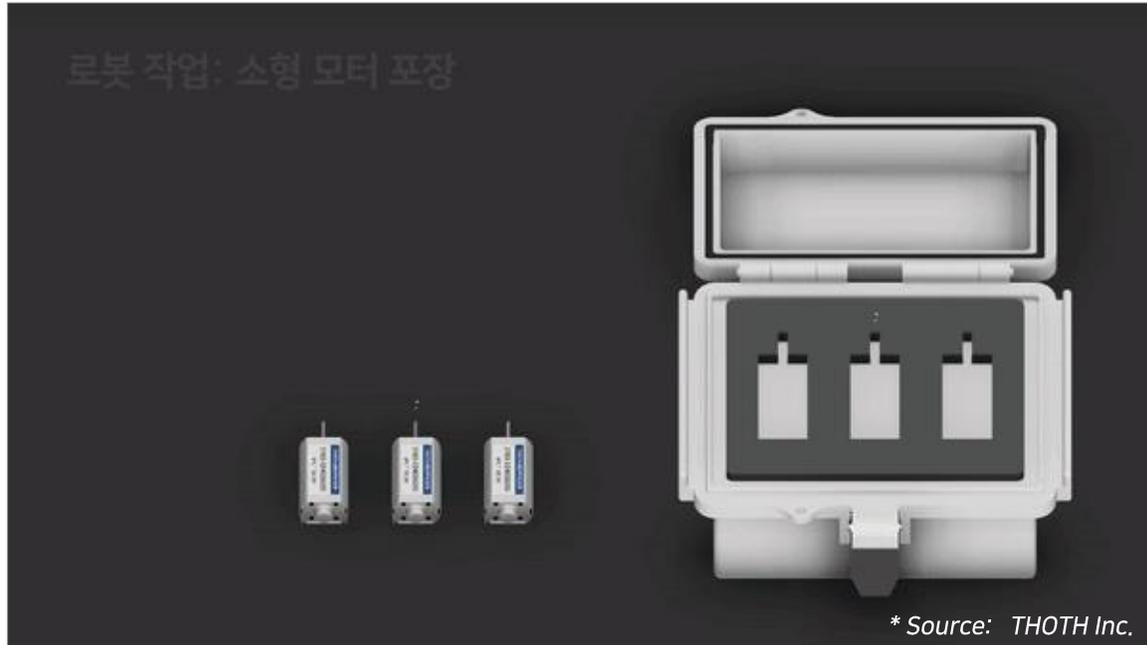
Learning by RL



Planning after IL and RL



Packing the motors in the motor case



Palletizing 2 types of boxes in multiple stages



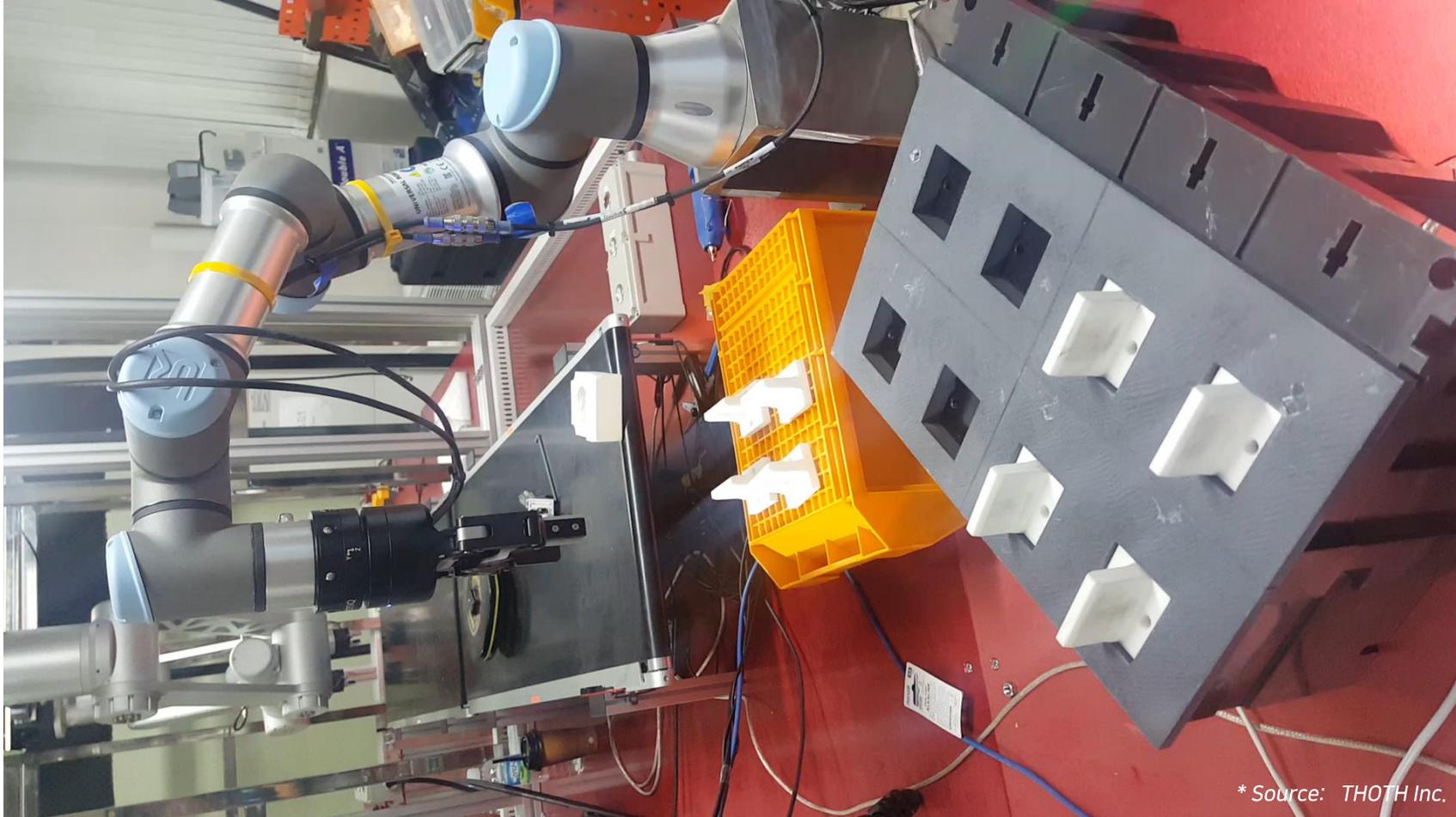
* Source: THOTH Inc.

Aligning car parts with orientation

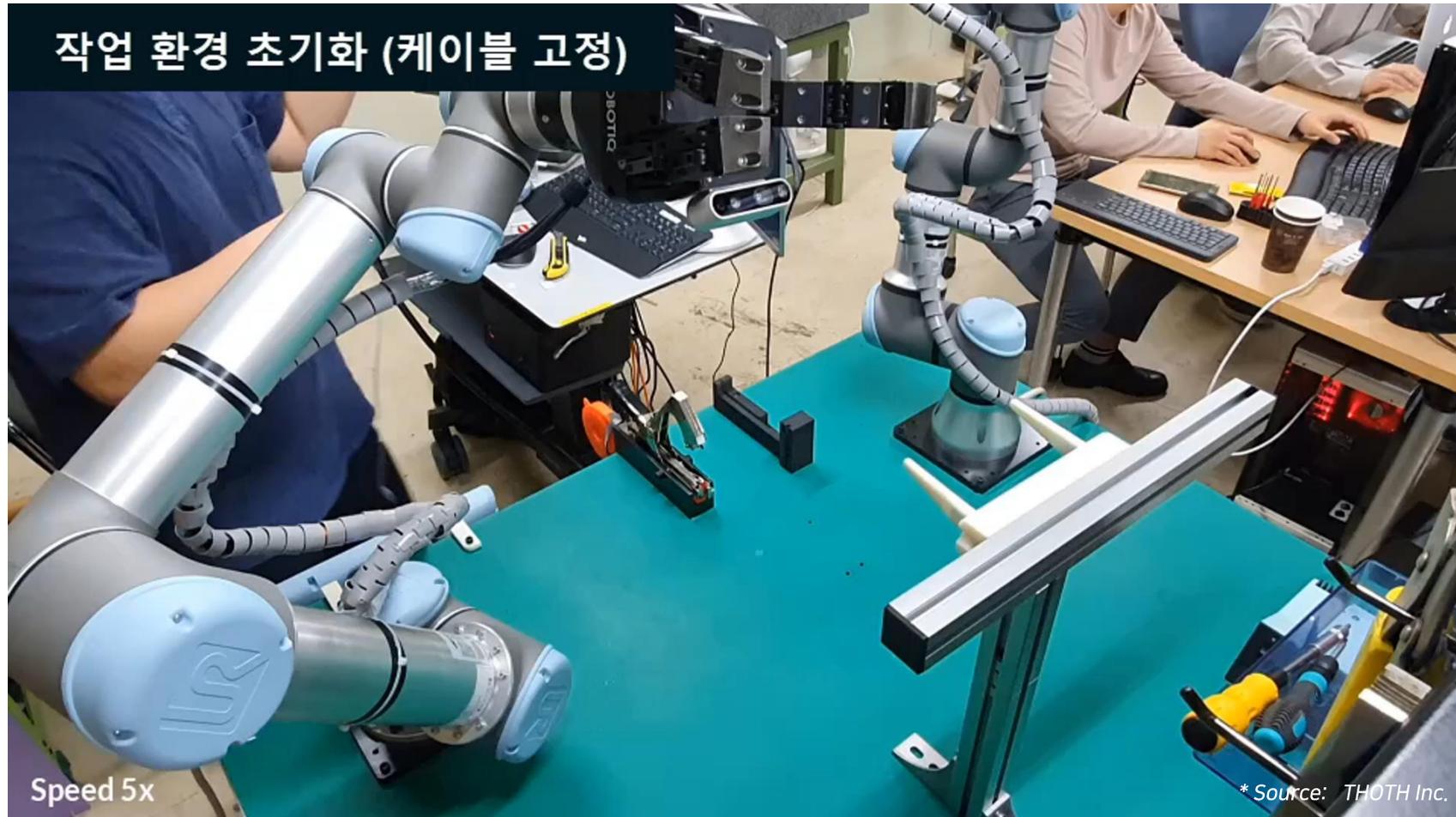


* Source: THOTH Inc.

Inserting busbar components with a low-cost camera



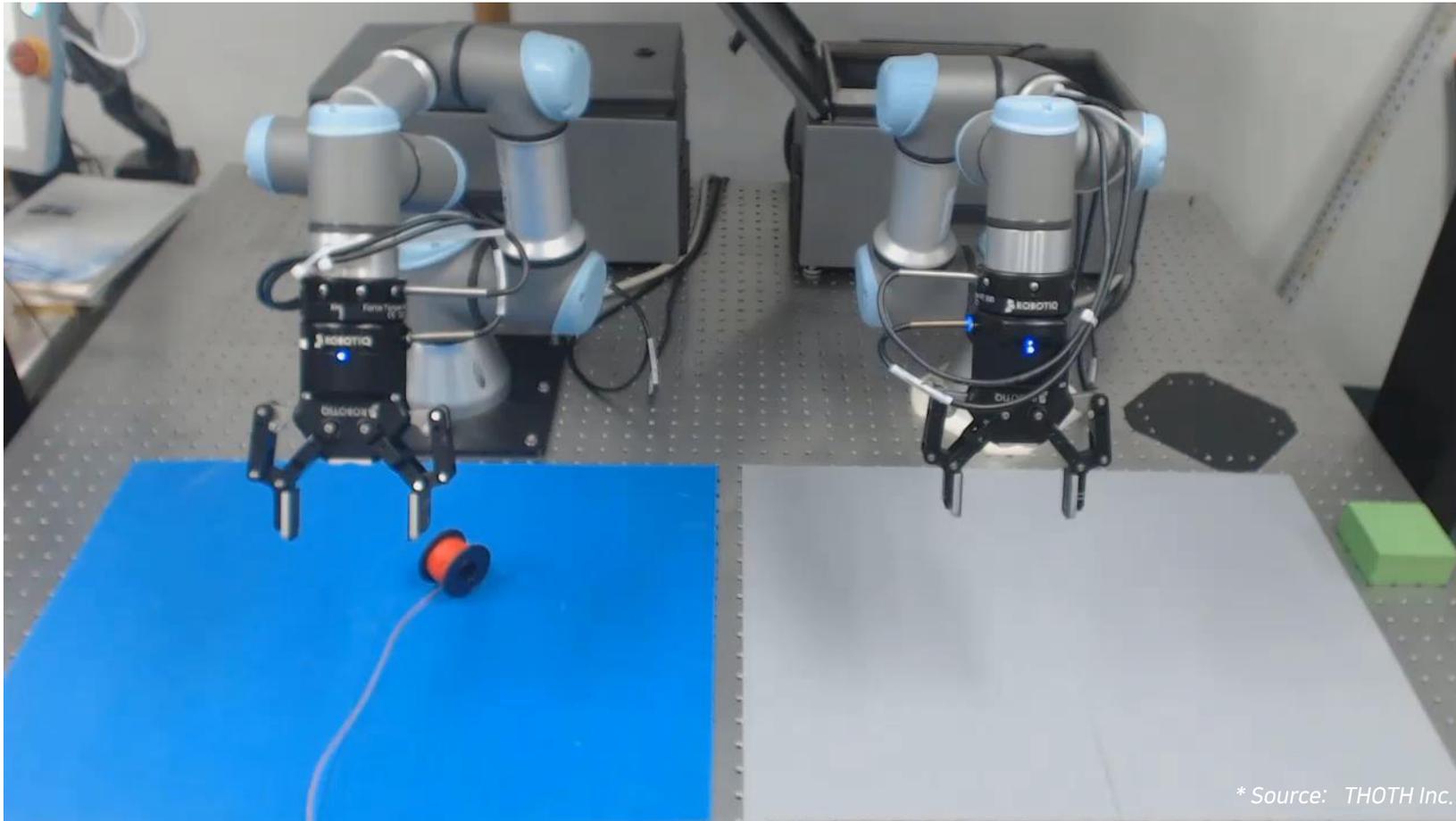
Fasten with tape after tidying up electric wires



Inserting connectors for set-top box performance testing

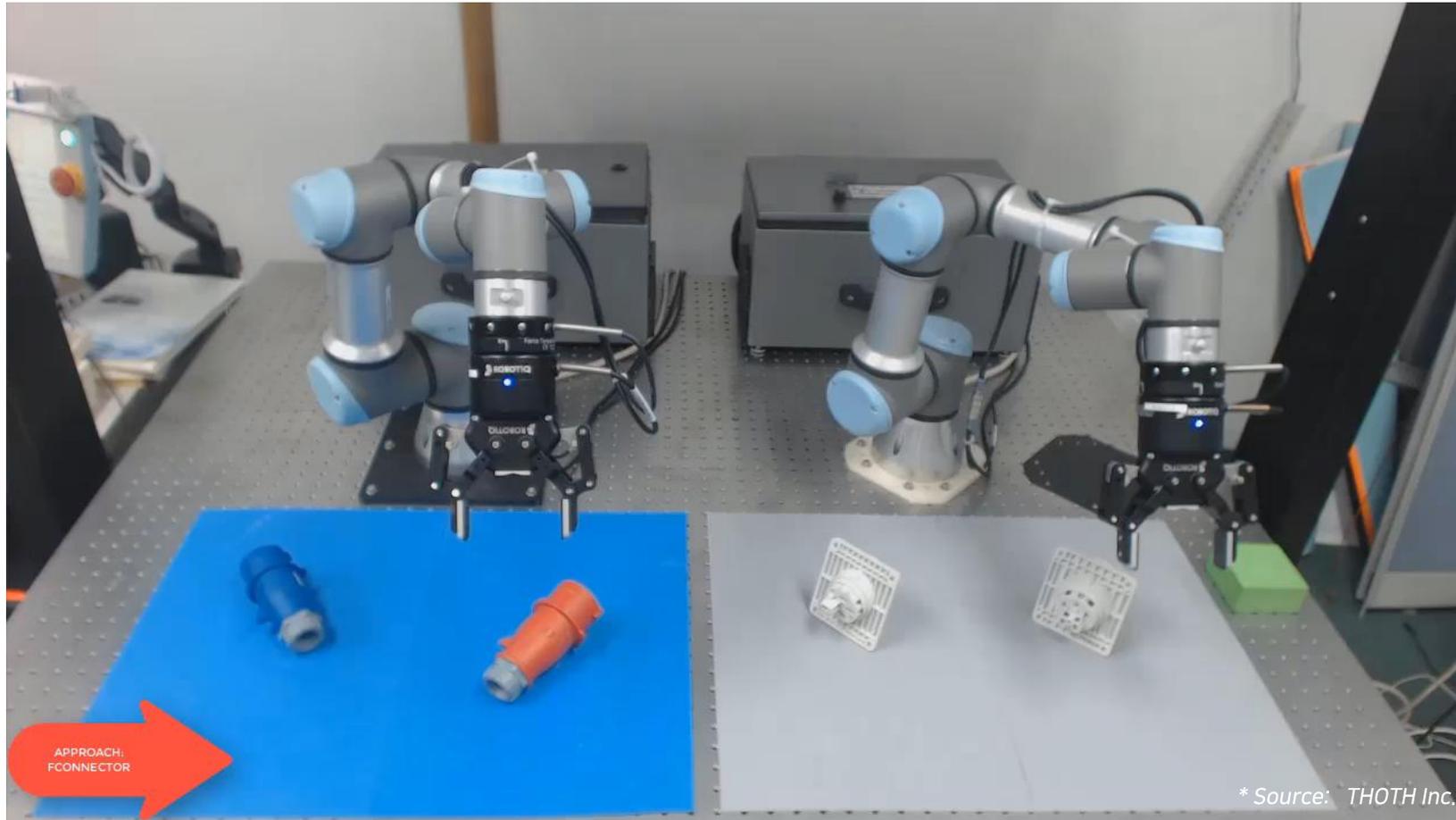


Winding the cable on a pulley

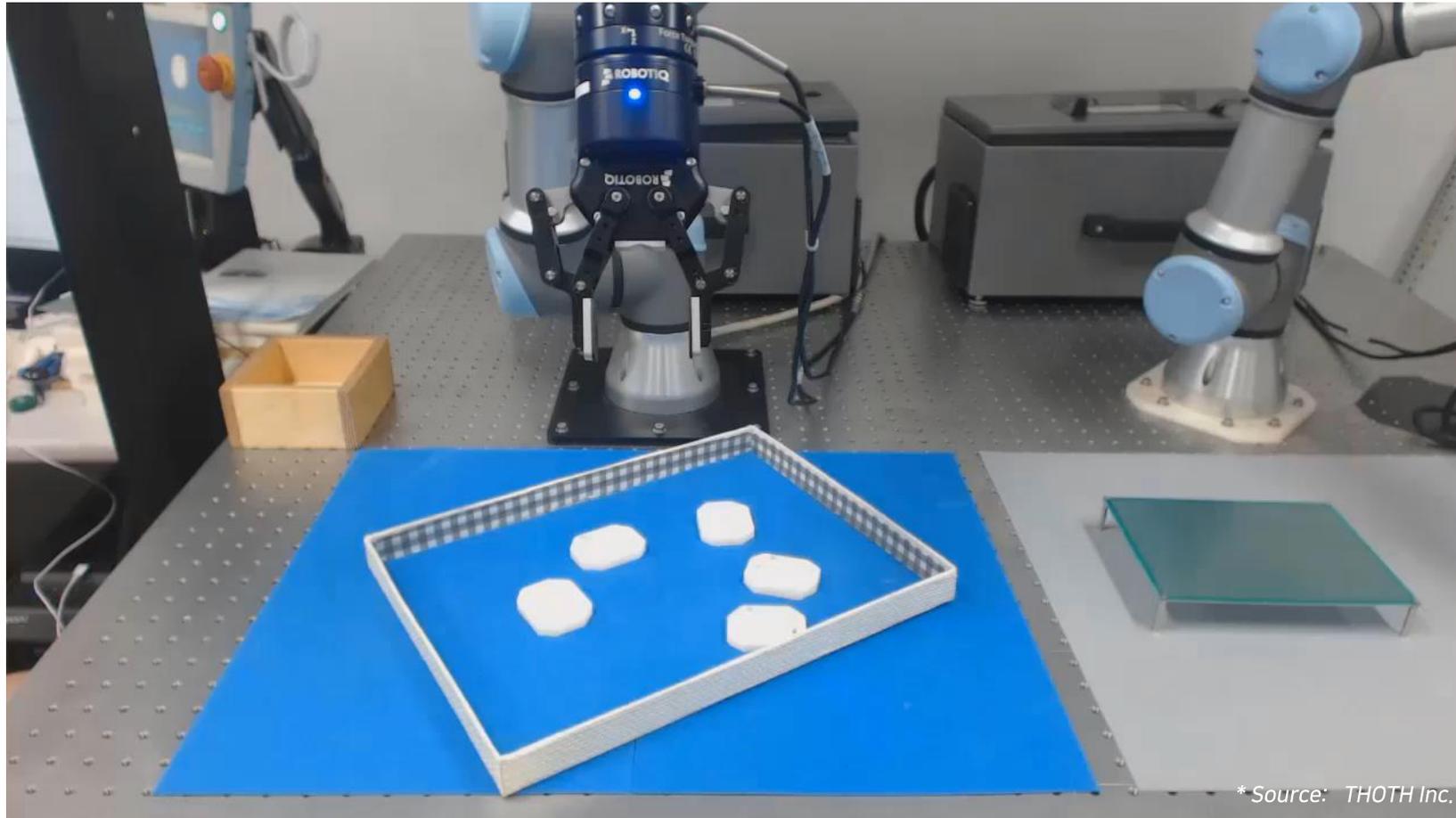


* Source: THOTH Inc.

Combining two parts for checking the condition of plastic injection



Pick-and-place with Robotiq camera



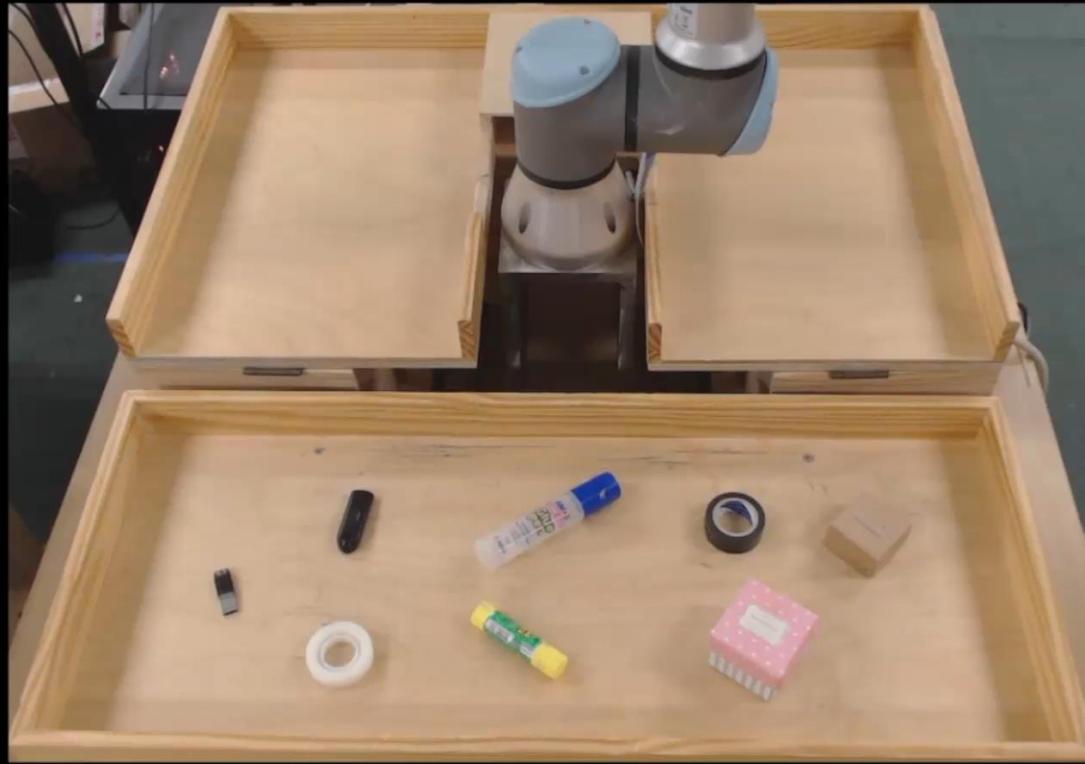
* Source: THOTH Inc.

Predicting the 6D pose of an object using an RGB camera



Pick-and-place on first sight objects

class label: glue - substitution



* Source: THOTH Inc.
wrist camera images

Assisting a worker by recognizing his working status (Proactive planning)

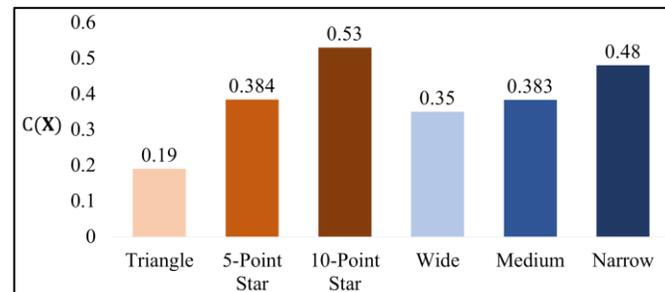
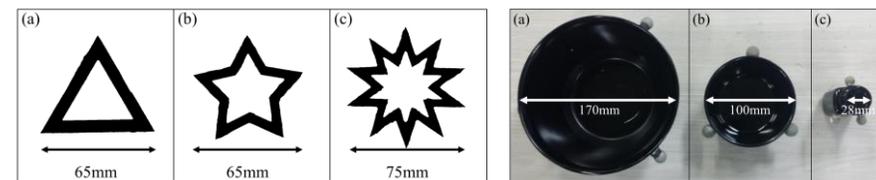
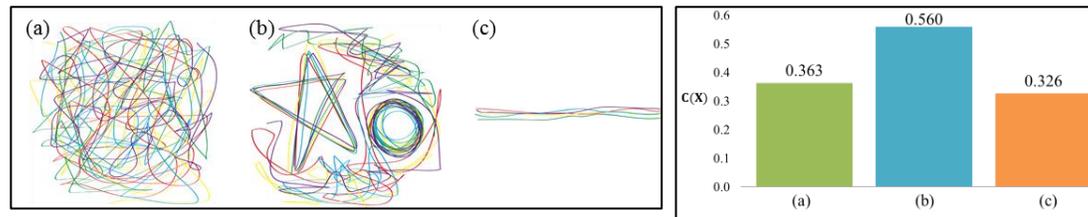
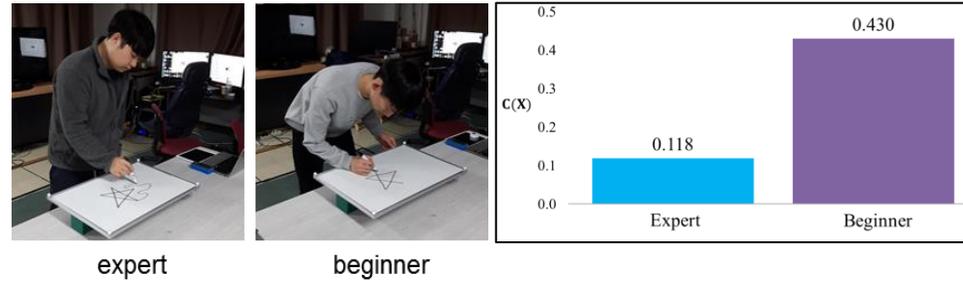


Should robots learn all human demonstrations?

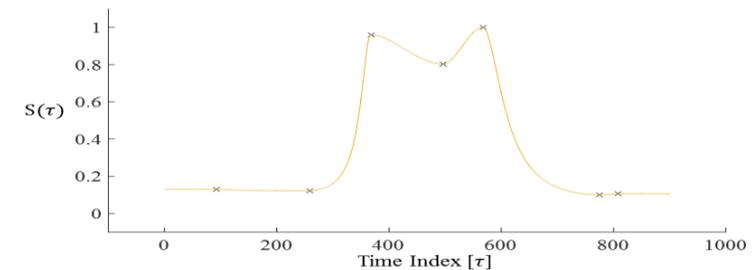
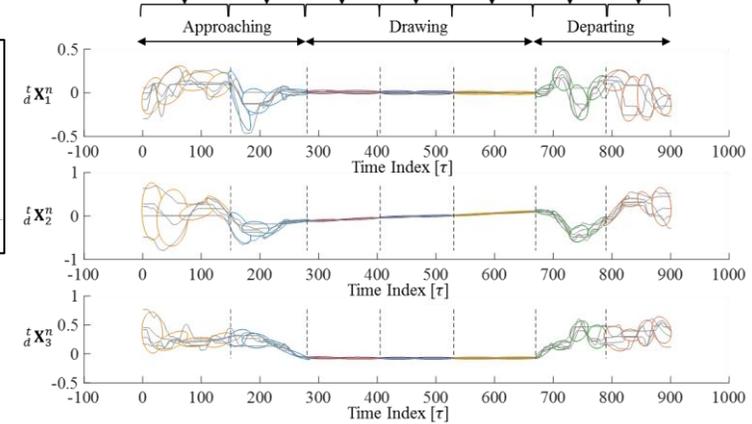
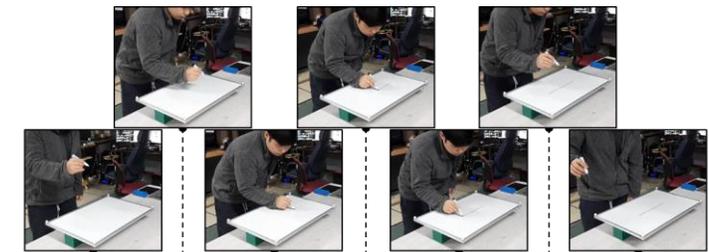


* Source: Planet of the apes

Motion Complexity



Motion Significance



TUM kitchen dataset



* Source: Reproduction by THOTH Inc.



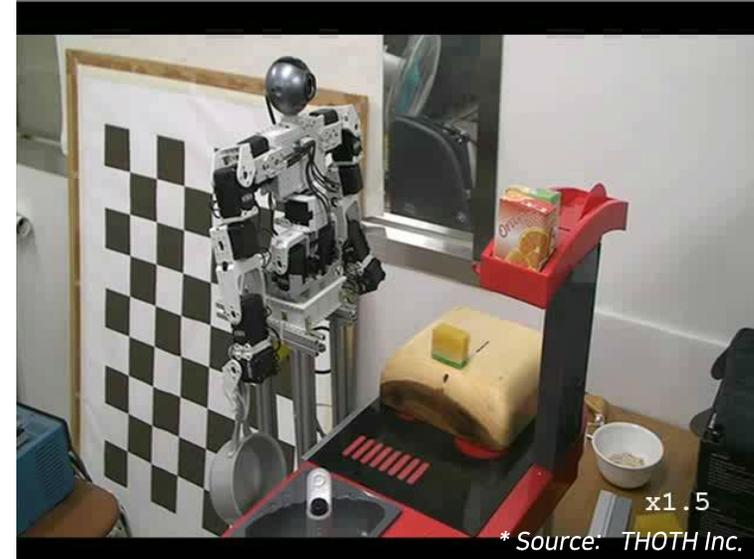
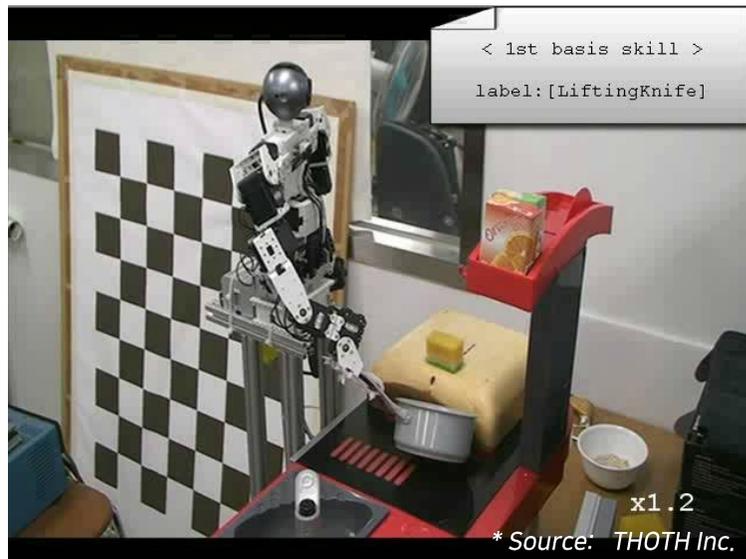
Similarity
92%

Task Skill Learning from Imitation : Autonomous Segmentation and Recombination

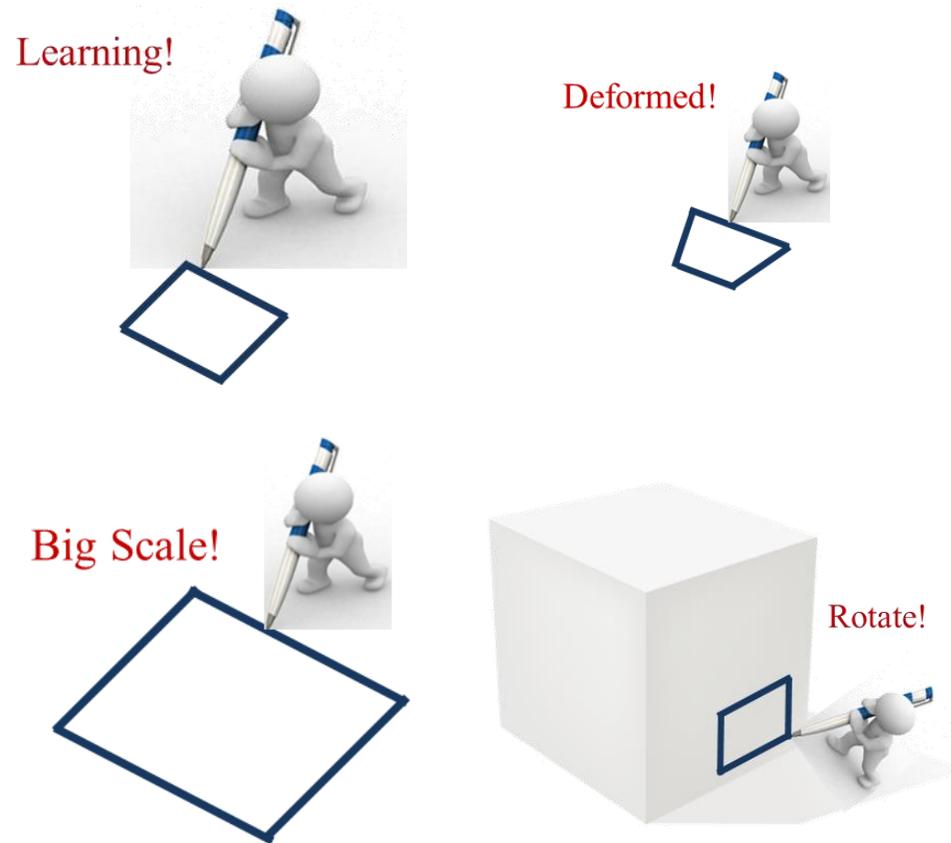
(Making Bibimbap)

** Source: THOTH Inc.*

Advantages of motion segmentation in a demonstration



Advantages of motion segmentation in a demonstration

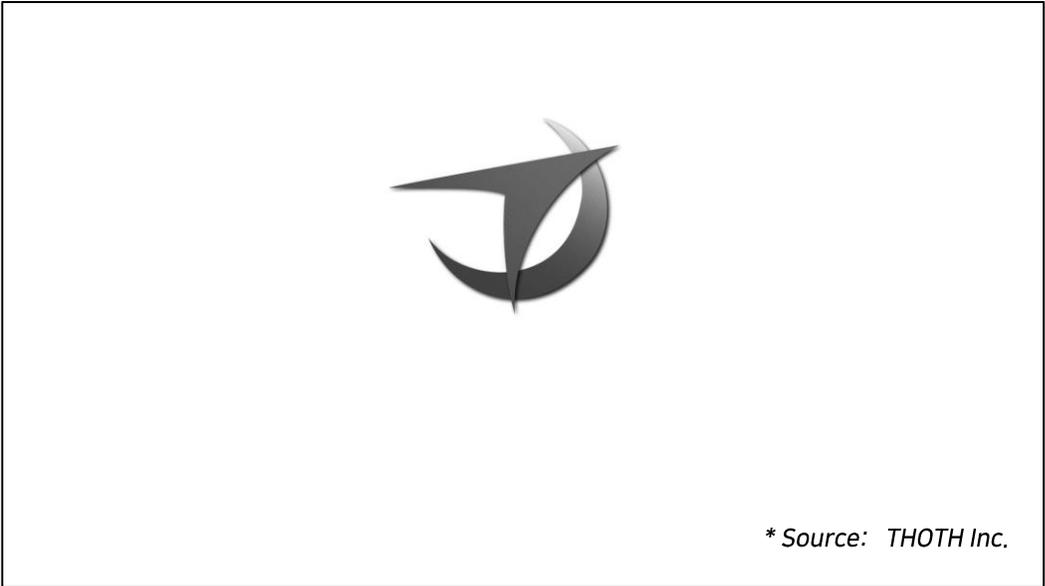
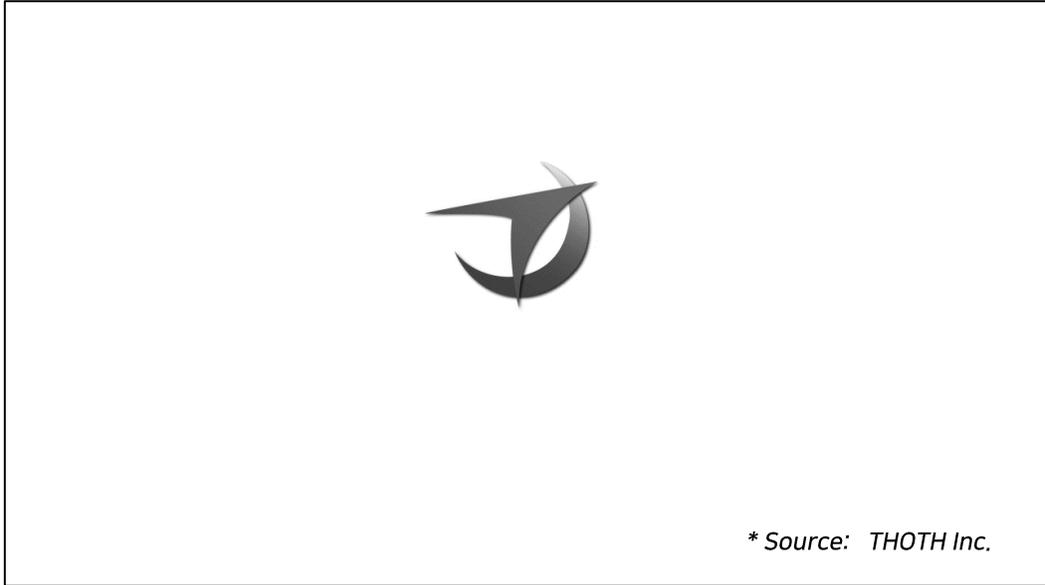
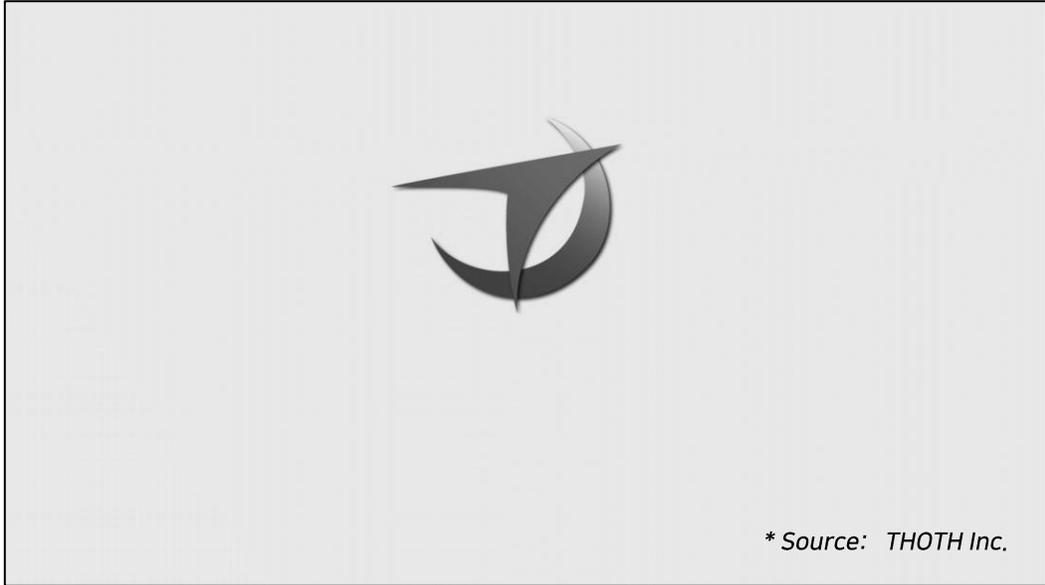


1. Drawing Figures

< Rectangle >

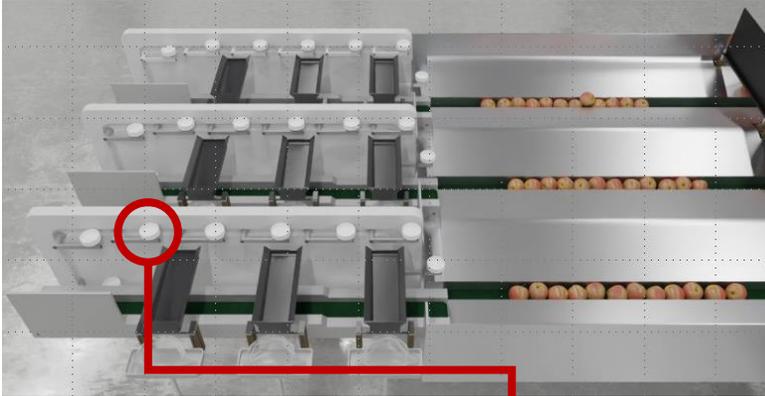
* Source: THOTH Inc.

The need for physics-engine-mounted simulation

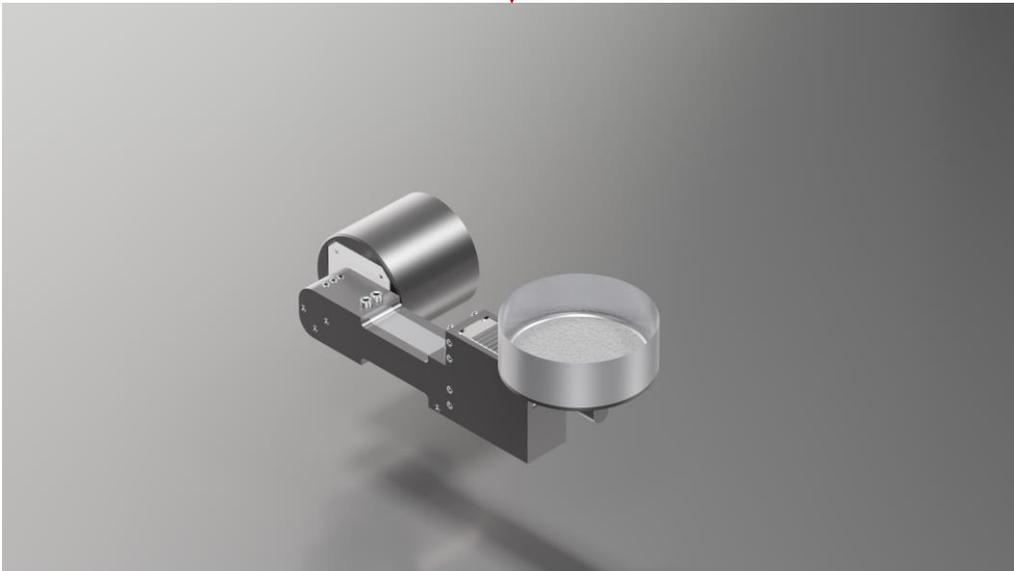


The need for physics-engine-mounted simulation

HCP-T01

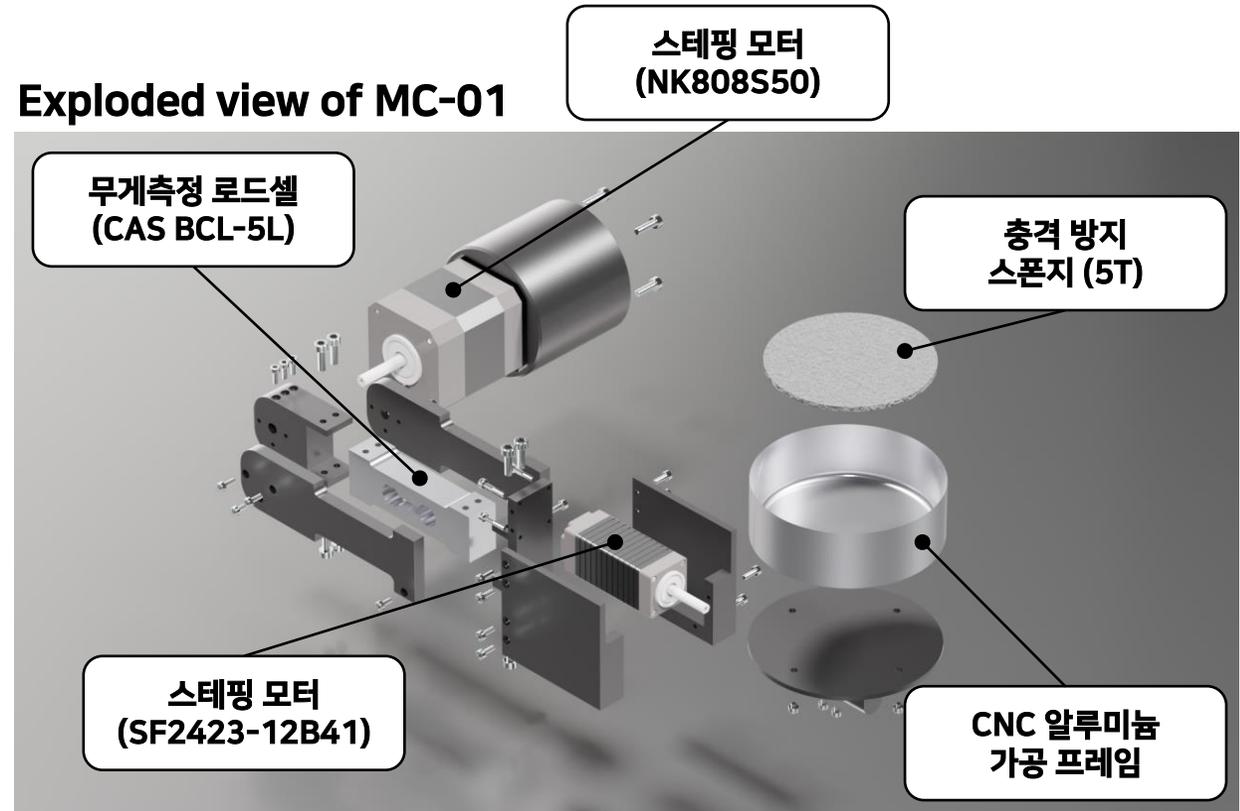


Measuring cup (MC-01)



"Modeling with parts for sale"

Exploded view of MC-01



※ 연결 부품은 강화 플라스틱 및 M2 & M3 렌치볼트 사용

The importance of reactions between virtual characters



01:05, 01:34

The importance of reactions between virtual characters

Training Data of Five Social Interaction: Hand Slapping, Hand Shaking, Shoulder Holding, Object Passing, and Target Kicking

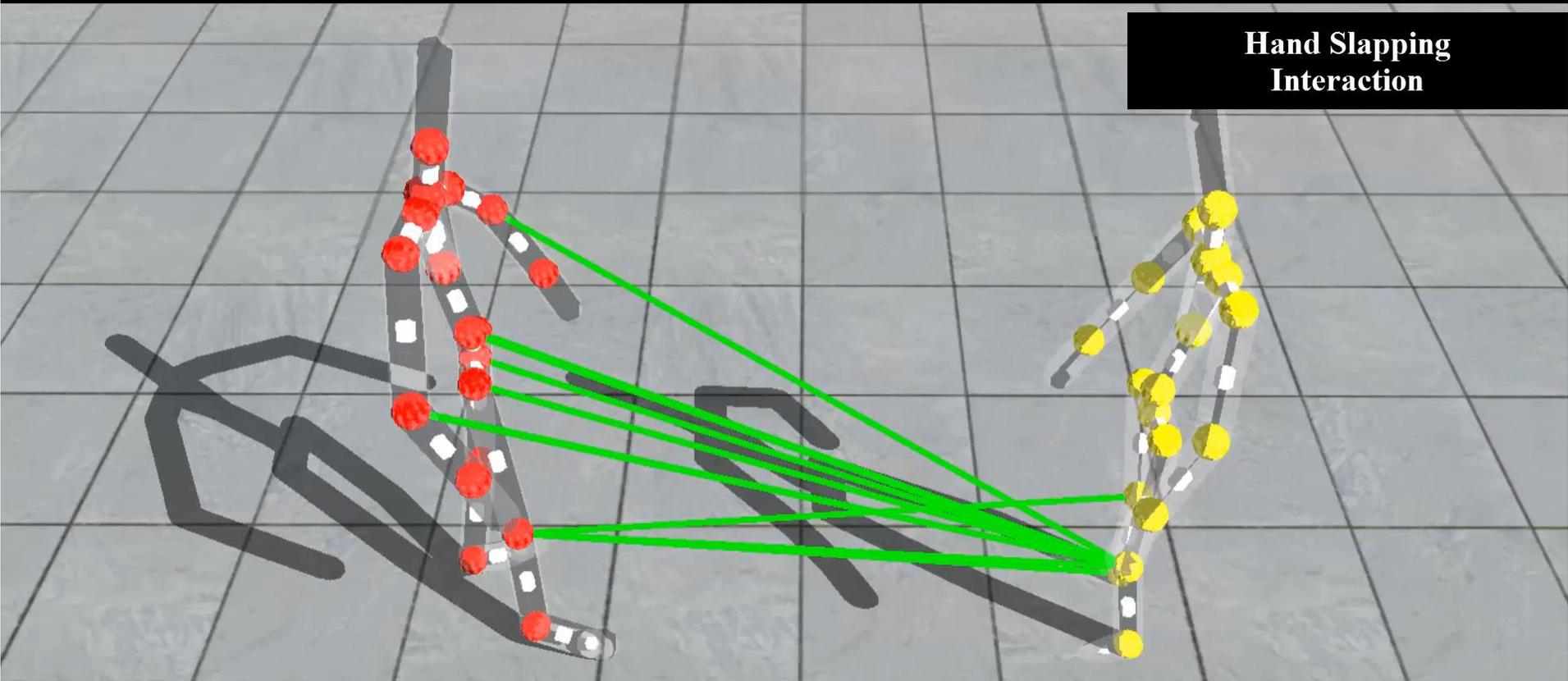
* Source: THOTH Inc.

Social Interaction Modeling Based on Joint Motion Significance

** Source: THOTH Inc.*

The importance of reactions between virtual characters

The Significant Features Selected as The Top Nine by The Joint Motion Significance



Significant Features Selected by Our Method

* Source: THOTH Inc.

The importance of reactions between virtual characters

Evaluating Our Proposed Method

* Source: THOTH Inc.

Beyond the world with AI **THOTH**



AI-based Robot Automation One-stop Solution

