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SAM a great Semantic Segmentations LLM to generate the reward function

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Multi-modal processing structure



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Figure: Multi-modal processing structure







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Prompt-based Techniques



- 1. Instruct Tunning
- 2. Prompting





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Motivation

- $1.\ to \ build \ a \ good \ big-modal \ based \ image \ model$
- 2. to harness the capability of zero-shot





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Scientific Questions

- 1. What task will enable zero-shot generalization?
- 2. What is the corresponding model architecture?
- 3. What data can power this task and model?



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General Methods







(c) Data: data engine (top) & dataset (bottom)

- 1. Promptable Segmentations
- 2. Encoder-Decoder Architecture
- 3. Data Engine with Dataset



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Task



- 1. Translating the idea of Prompting to the task of semantic segmentation
- 2. Generate mask for any prompt



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Pretrain



- 1. Provide with positive and negative clicks
- 2. Present the answer of correct mask
- 3. Unlike the classic interactive semantic segmentation, the annotator can provide the mask for any prompt



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Model Architecture



- 1. Image Encoder
- 2. Prompt Encoder
- 3. Mask Decoder
- 4. Resolving Ambiguity



Image Encoder

1. MAE 2. ViT





Vision Transformer (ViT)

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prompt Encoder / Decoder



- 1. Prompt of Dense and Sparse
- 2. masks / points, boxes, text
- 3. Mask encoder map the image embedding, mask and prompts to the result mask



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Resolving Ambiguity



- $1. \ \mbox{Three mask}$ is usually sufficient for representing
- 2. add estimated IoU





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Training

1. Assisted-manual stage

- $1.1\,$ like classic interactive semantic segmentation
- $1.2\,$ have mechanism for solving granularity problem
- $1.3\,$ annotations are based on the models' output
- 2. Semi-automatic stage
 - 2.1 Aims to increase the diversity of masks in order timprove the model's generalization ability
 - 2.2 Ask the annotators to provide different masks
- 3. Fully-automatic stage



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Edge Detection







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Instance Segmentation



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Text-to-Mask



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LLAVA-PLUS





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Language Segment-Anything





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Transfer



Method	Seen	Unseen	New background	More distractors	Average
Ours	82.5	80.0	65.0	75.0	75.625
-replace mask with bbox	50.0	40.0	25.0	30.0	36.25
-w/o tracking	70.0	50.0	55.0	70.0	61.25
-single view	65.0	80.0	20.0	70.0	58.75
-RGB-M only	85.0	70.0	50.0	70.0	68.75



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Grasp Anything



Fig. 2. Dataset creation pipeline.







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Instruct2Act





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Agriculture Robots



Fig. 1: Overview of the robot platform architecture showing its components and relations



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OVIR-3D



Figure 2: Pipeline of the proposed method.



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Takeaways

- 1. A good semantic segmentation model
- 2. Encoporating human interaction like Prompting can give more possibliities
- 3. An existing experiment pattern can achieve great result when combined with new emerging techniques