Environment Predictive Coding for Visual Navigation
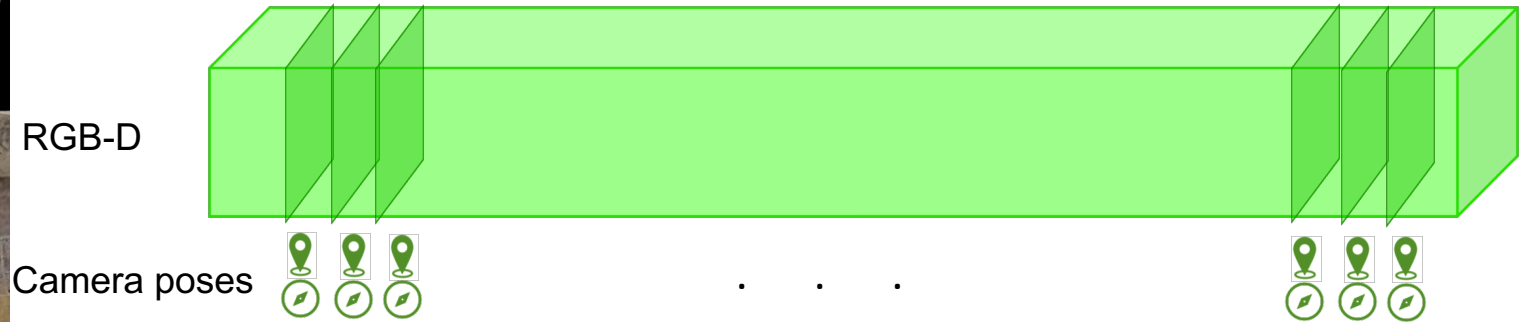
Anonymous ICLR 2022 submission

Environment Predictive Coding (EPC)
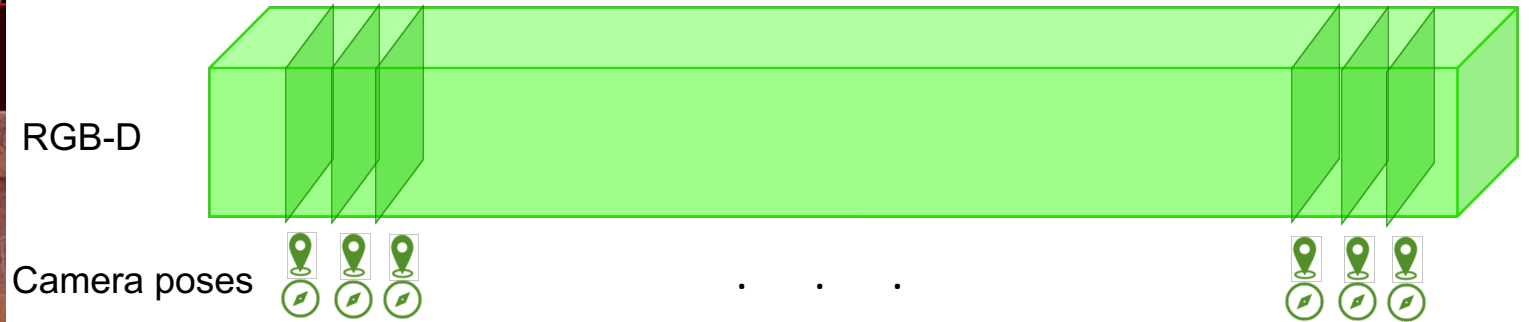
Video walkthrough

RGB-D

Camera poses . . .

We are given *video walkthroughs* collected by another agent navigating in various indoor environments.

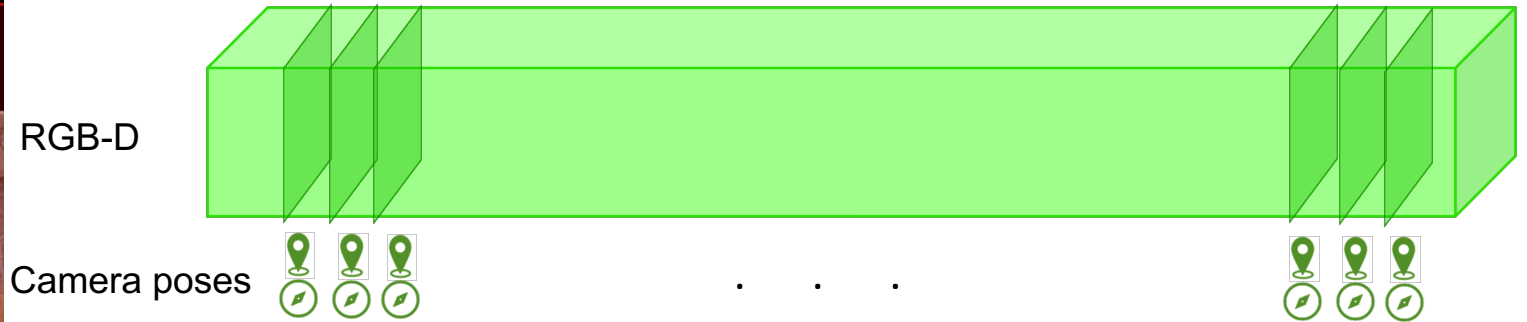# Environment Predictive Coding (EPC)

Video walkthrough

RGB-D

Camera poses

The *observed portions* of the environment are shown in red.

Environment Predictive Coding (EPC)

Video walkthrough

RGB-D

Camera poses

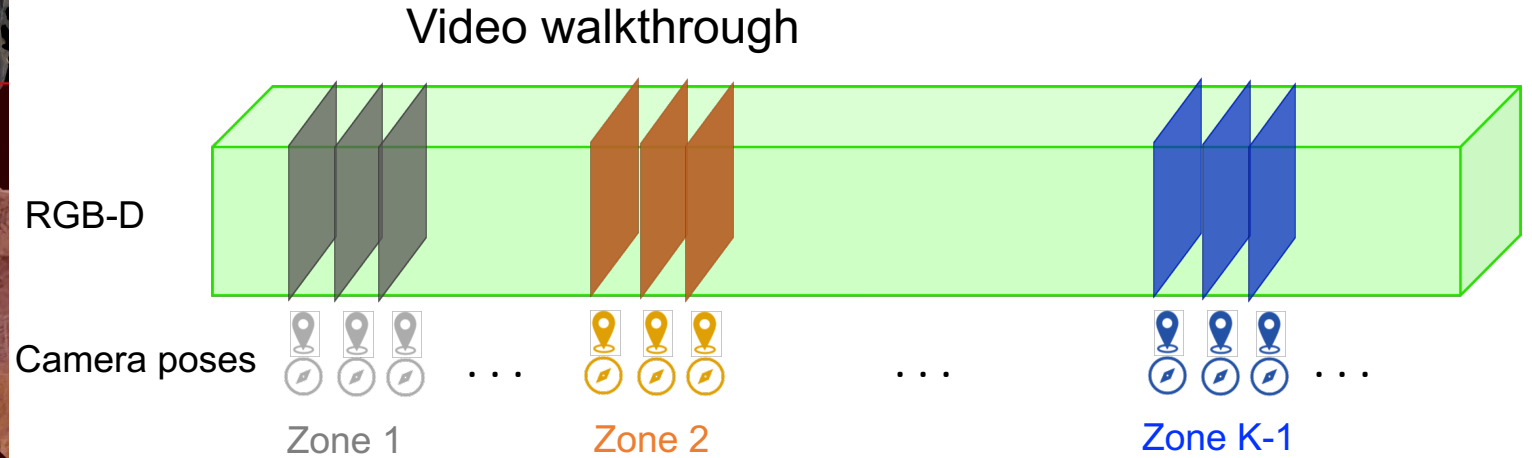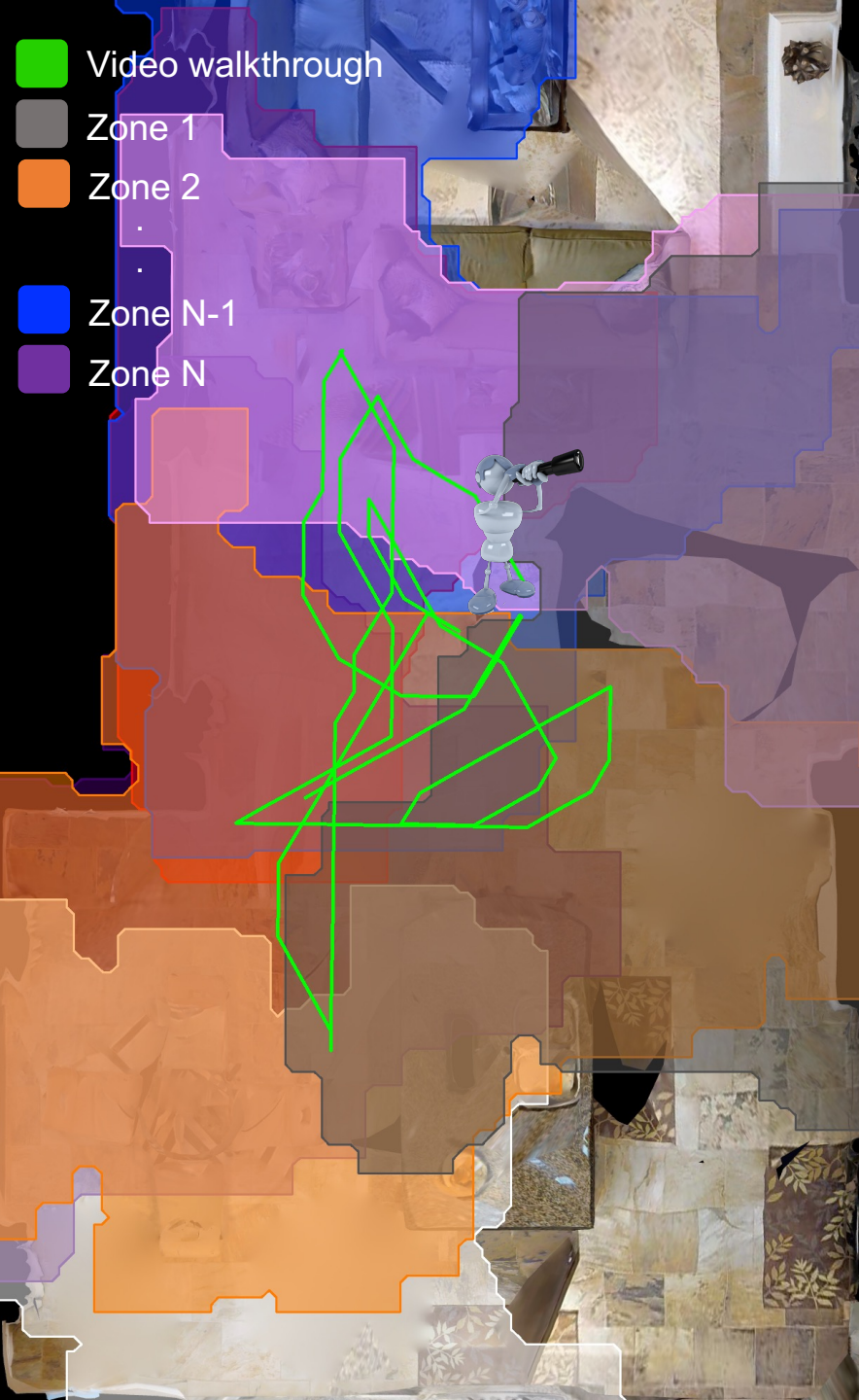. . .

- We propose the *masked-zone prediction* task for self-supervised learning.
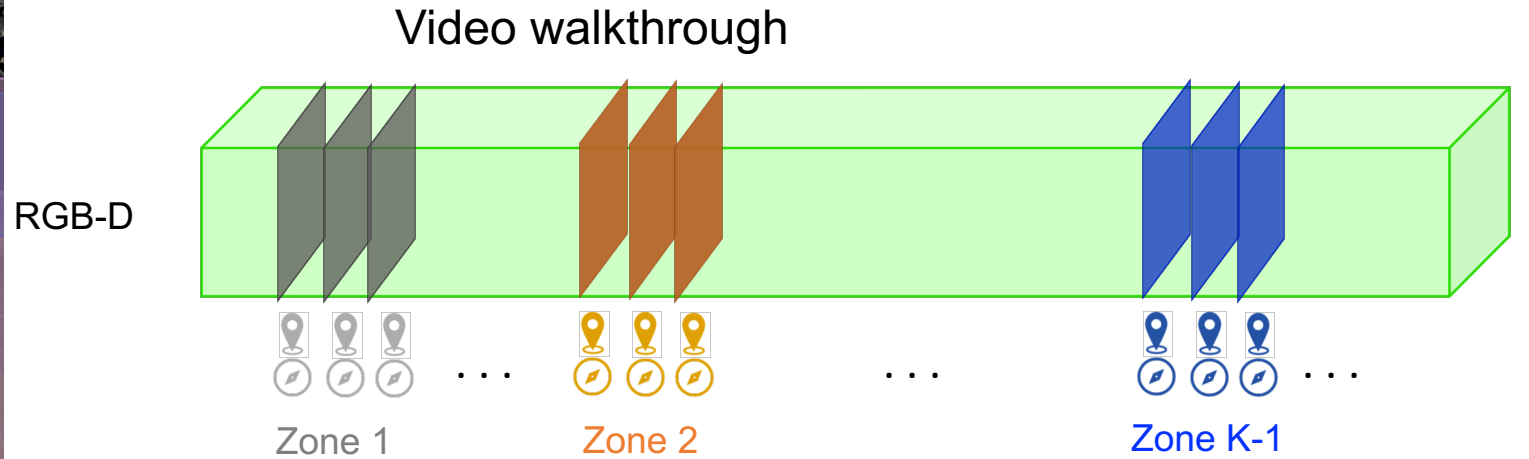- The goal is to learn environment-level representations of *egocentric observation sequences.*

Video walkthrough
Observed zones

Masked-zone prediction - Step 1: zone creation

Video walkthrough

RGB-D

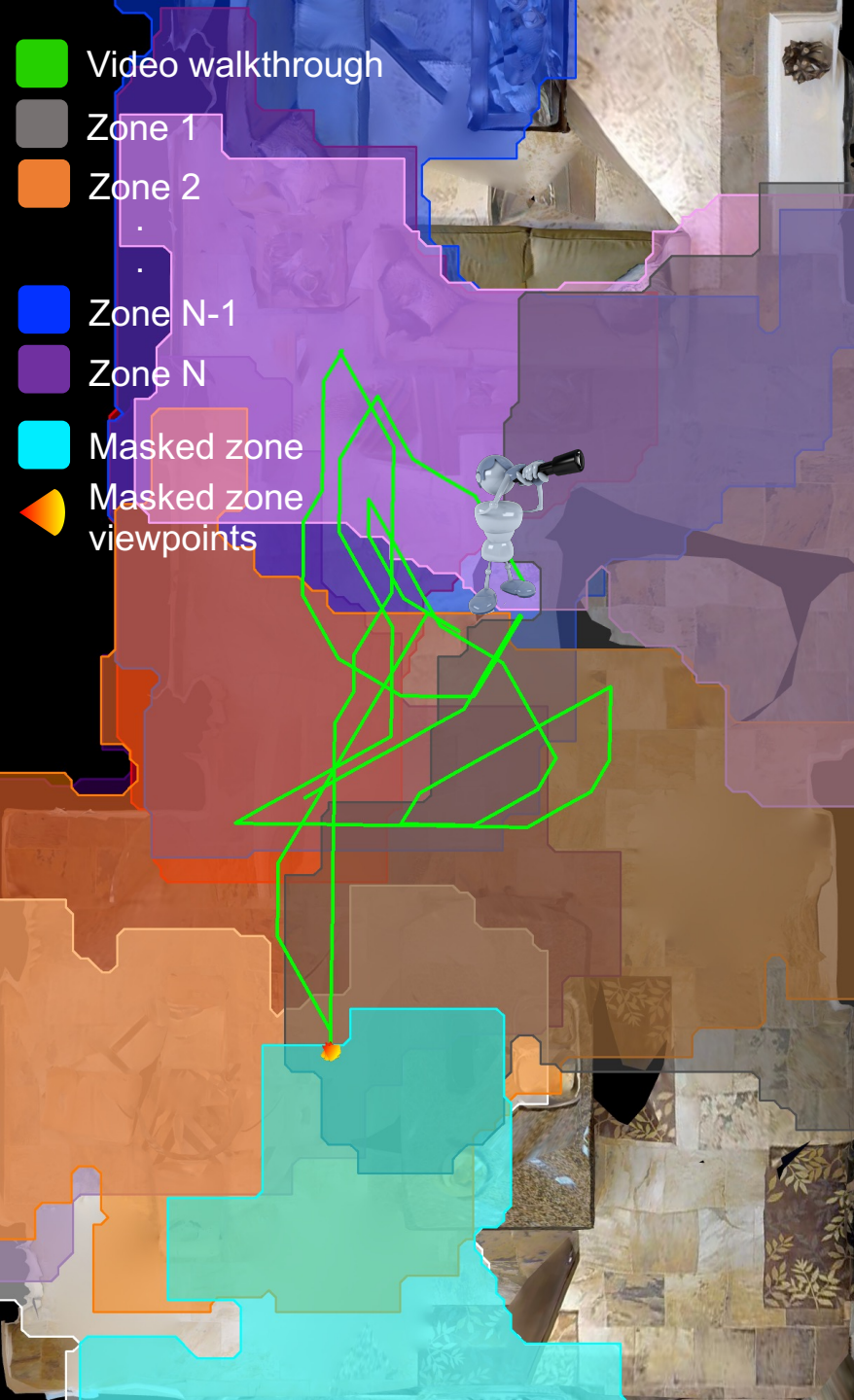Camera poses

Zone 1 · · · Zone 2 · · · Zone K-1 · · ·

- First, we segment the walkthrough into K disjoint frame sets.
- Each frame set is called a *zone*.
- Each zone contains a temporally contiguous set of N frames in the video.

Legend:
- Video walkthrough
- Observed zones

Masked-zone prediction - Step 1: zone creation

Video walkthrough

RGB-D

Zone 1   Zone 2   Zone K-1

- The structure of the zones is shown on the top-down view to the left.
- These zones typically capture partially overlapping regions in 3D.

Video walkthrough
Zone 1
Zone 2
.
.
Zone N-1
Zone N

Masked-zone prediction - Step 2: zone masking

Legend (left panel):
- Video walkthrough
- Zone 1
- Zone 2
- .
- .
- .
- Zone N-1
- Zone N
- Masked zone
- Masked zone viewpoints

Masked zone

- Next, we mask out one or more zones from the left.
- The viewpoints belonging to a masked zone are shown on the left.
- Some images sampled from the masked zone are shown above.
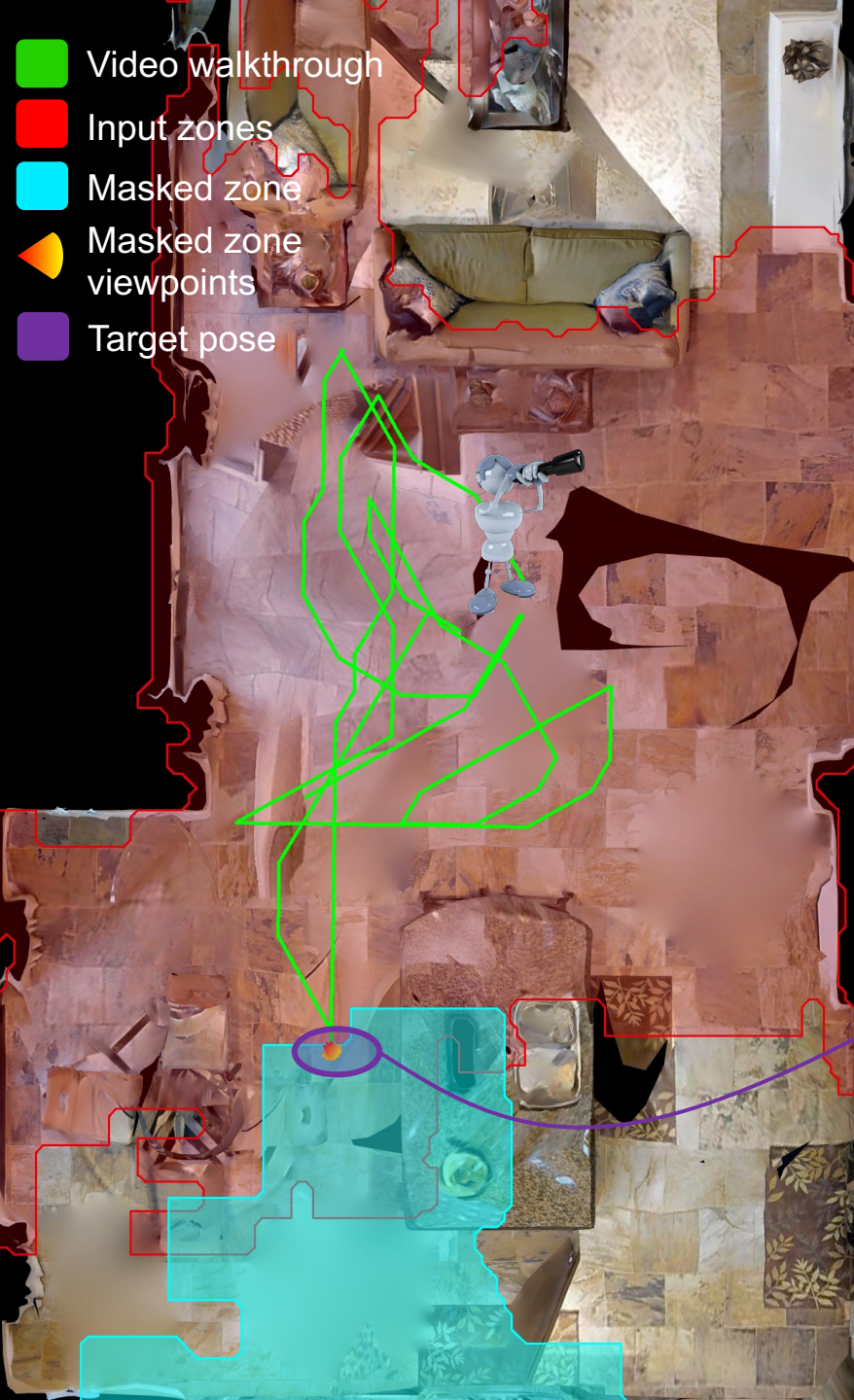- This zone contains a *part of a kitchen.*

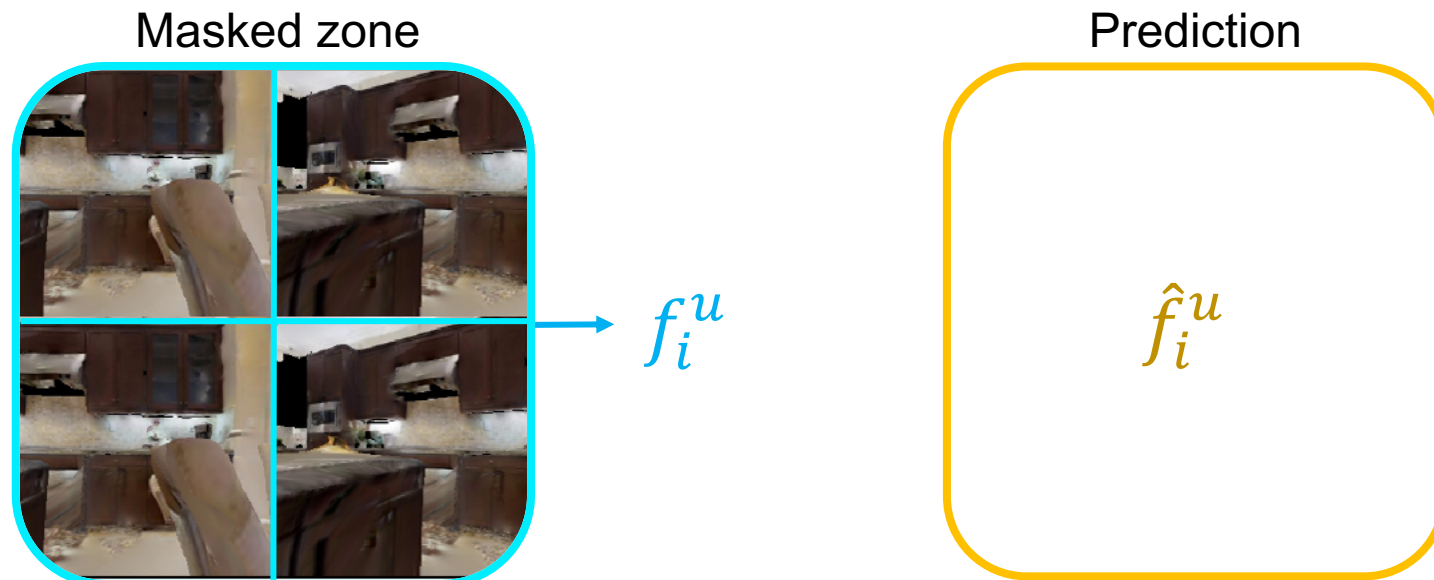# Masked-zone prediction - Step 2: zone masking
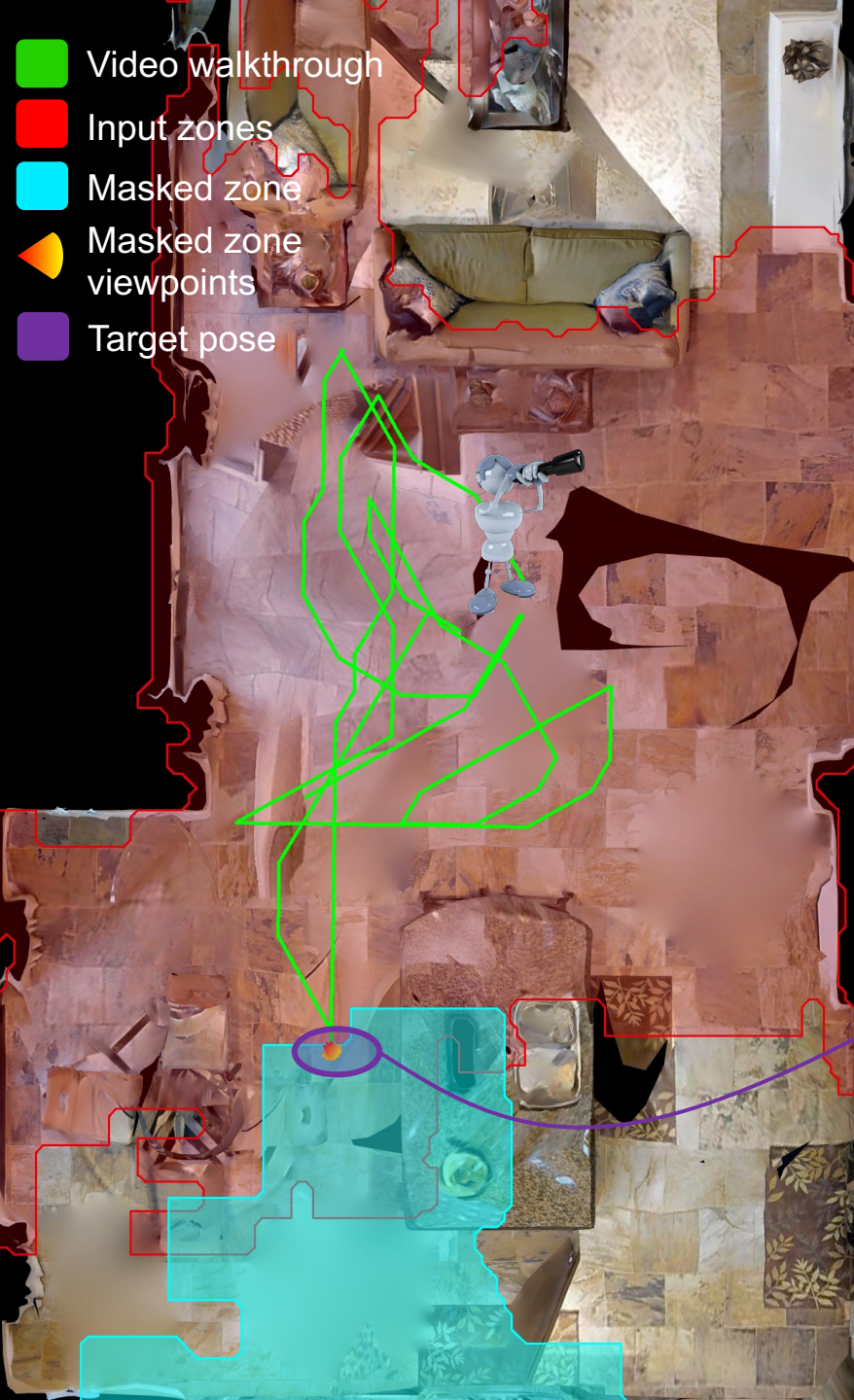
Masked zone

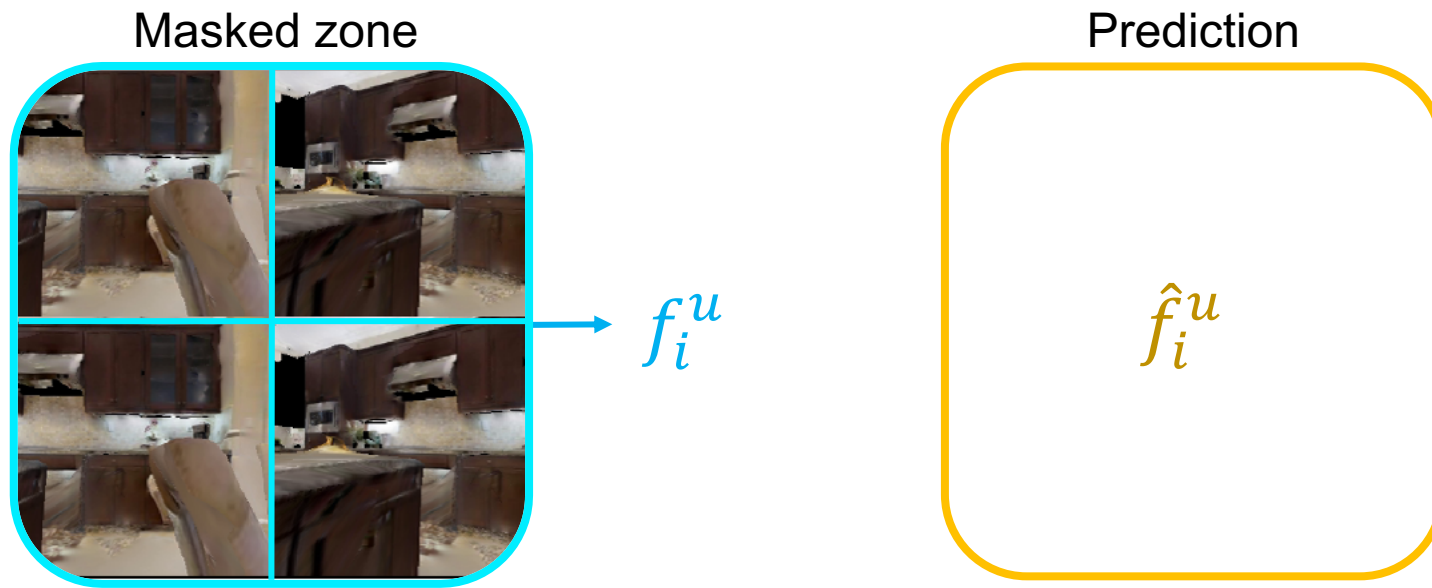- The sensor readings from the *remaining zones* serve as inputs to the prediction model.

Masked-zone prediction - Step 3: training task

Masked zone

f_i^u

Prediction

$\hat{f}_i^u$

- Inputs: frames + camera poses from input zones
- Query: *mean* target pose from masked zone
- Output: predicted zone feature $\hat{f}_i^u$

Video walkthrough
Input zones
Masked zone
Masked zone viewpoints
Target pose

Masked zone

f_i^u

Prediction

$\hat{f}_i^u$

- Inputs: frames + camera poses from input zones
- Query: a target pose from masked zone
- Output: predicted visual feature $\hat{f}_i^u$
- Contrastive loss function:

Positive zone feature

$$L_i = -\log \frac{\mathrm{sim}(\hat{f}_i^u, f_i^u)}{\mathrm{sim}(\hat{f}_i^u, f_i^u) + \sum_{i \neq j}\mathrm{sim}(\hat{f}_i^u, f_j) + \sum \mathrm{sim}(\hat{f}_i^u, f_k')}$$

Negative zones from same video   Negative zones from other videos

10

Next, we visualize the predictions made by our model on the masked-zone prediction task.
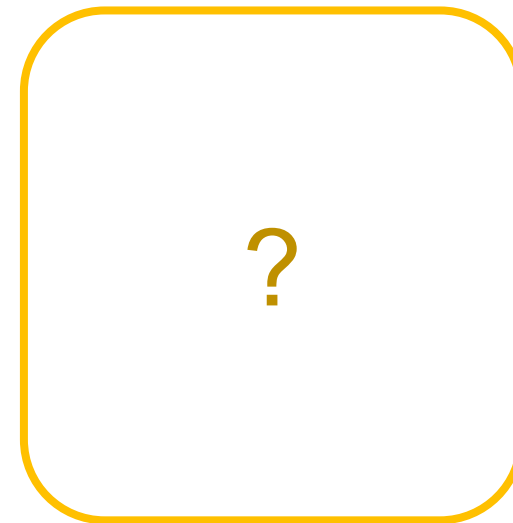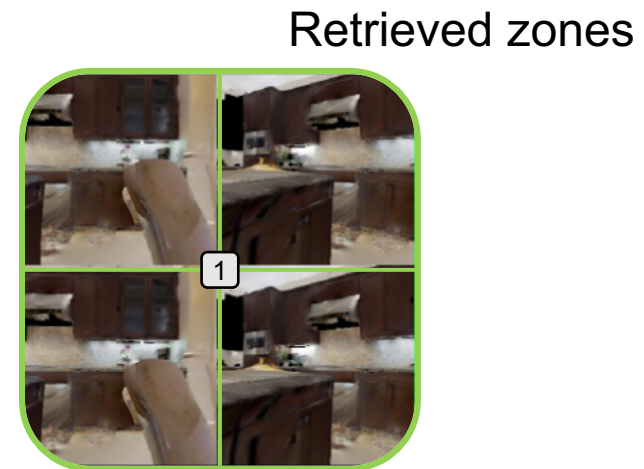
Masked-zone prediction - Visualization

Masked zone

Retrieved zones

?

- We visualize the zone prediction $\hat{f}_i^u$ using *inter-video retrieval*.
- We compare the prediction with the ground-truth f_i^u and zones $\{f_k'\}_k$ sampled from other scenes.
- We then visualize the top-4 similar zones from $[f_i^u, f_{k_1}', f_{k_2}', ...]$.

Legend:
- Video walkthrough
- Input zones
- Masked zone
- Masked zone viewpoints

Masked-zone prediction - Example

Masked zone

Retrieved zones

- The model accurately retrieves the ground-truth masked zone at the top.

Masked-zone prediction - Example
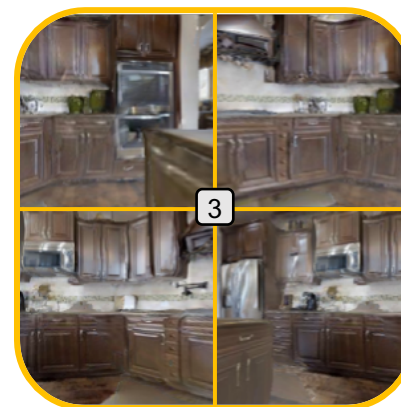
Masked zone

Retrieved zones

- Video walkthrough
- Input zones
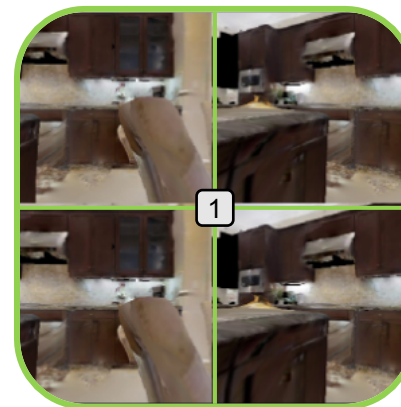- Masked zone
- Masked zone viewpoints

- The next two retrieved zones from other scenes also correspond to kitchens. This suggests that our learned feature representation captures general semantic concepts.