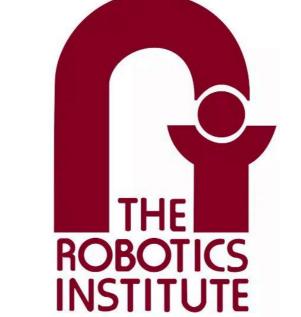
Energy-based Models are Zero-Shot Planners for Compositional Scene Rearrangement

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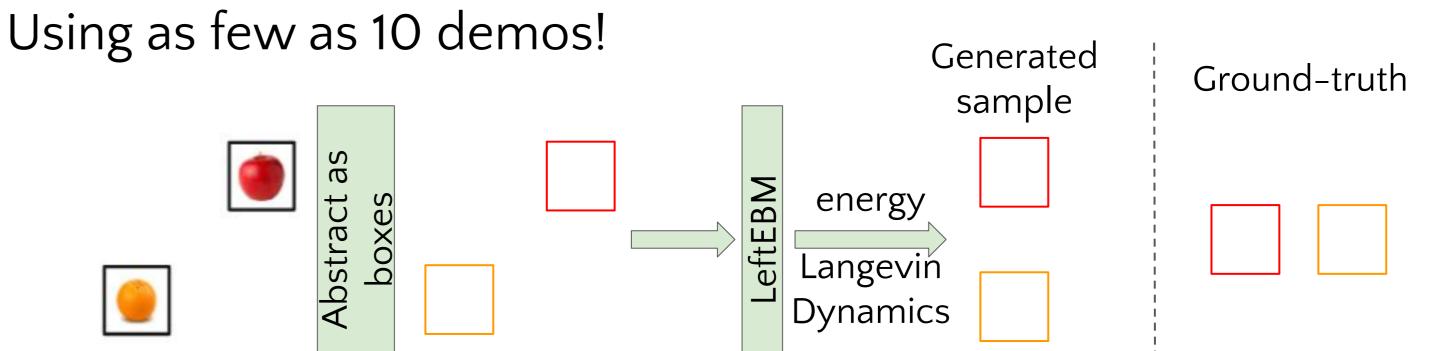
Introduction

If we teach a robot the concepts "*left/right/front of*", can it generalize to "place the apple in front of the duck, left of the avocado and **right of** the green bowl"?

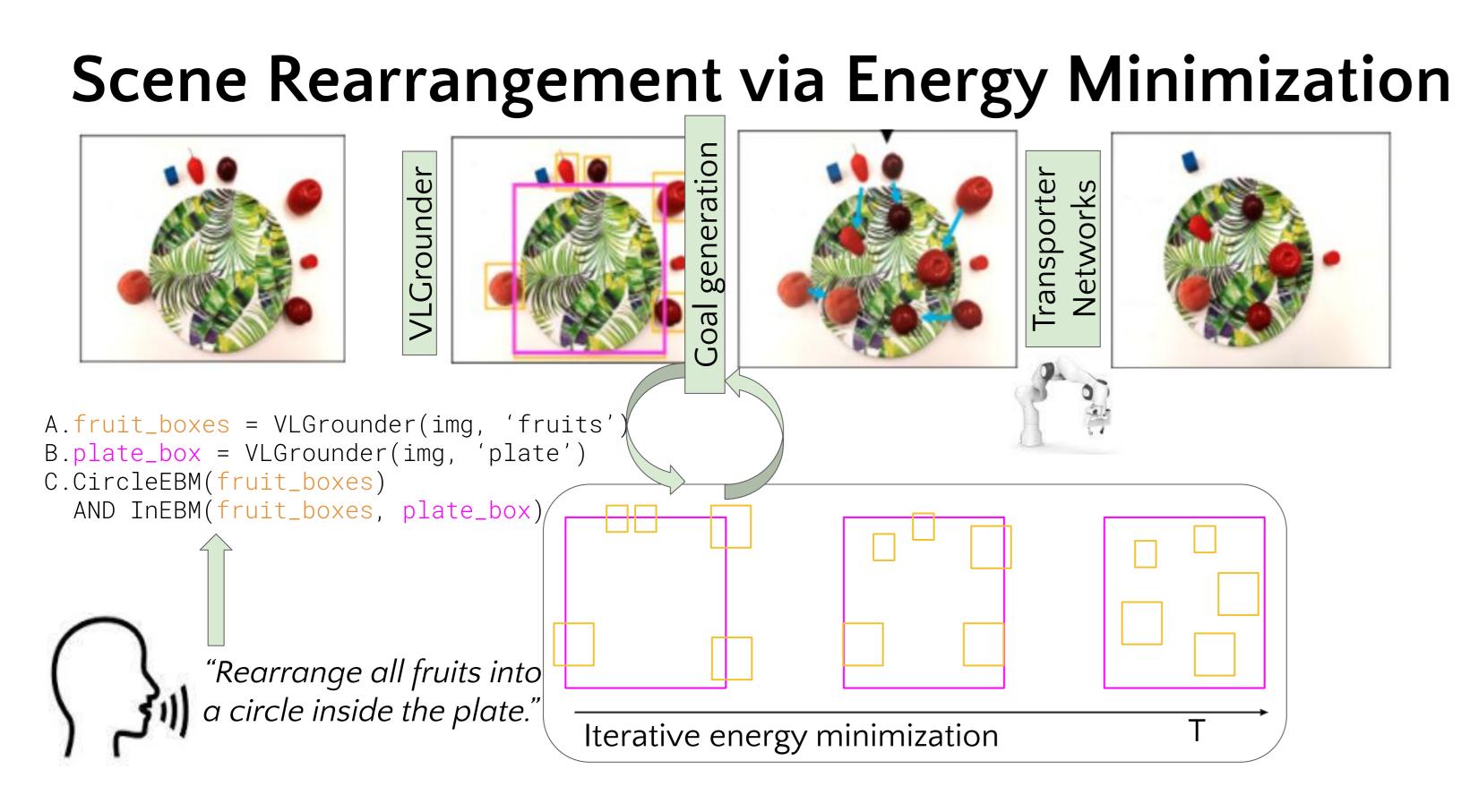
How can we build robots that:

decompose complex instructions into familiar concepts,

EBMs are trained on atomic concepts





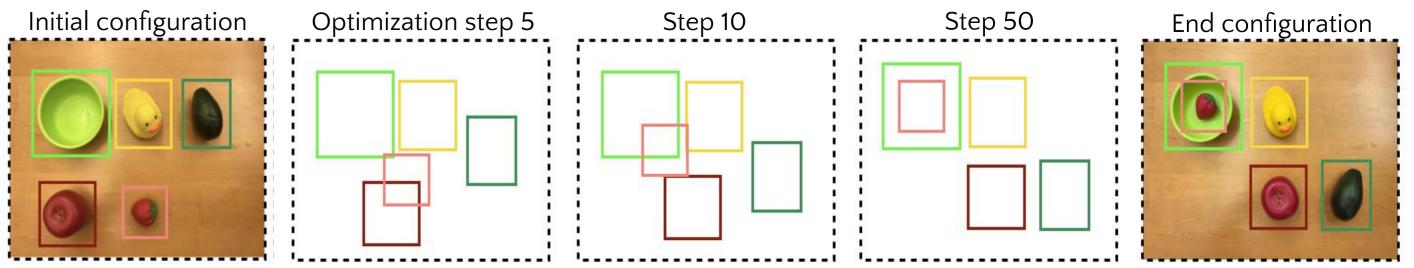


SREM is a modular framework for scene rearrangement:

The instruction is first parsed into a list of calls to a vision-language grounder and energy-based models. The grounder locates the objects mentioned in the instruction. The energy-based models (EBMs) infer a goal configuration for all mentioned objects jointly. A policy moves the objects to the predicted goal locations.

Library for the orange." of EBMs

EBMs are composable!



Energy minimization E = FrontEBM([], []) + LeftEBM([], []) + RightEBM([], []) + InsideEBM([], []) + FrontEBM([], [])



"Place the apple in front of the duck, left of the avocado and right of the green bowl. Put the strawberry inside the green bowl. Move the avocado in front of the duck."

Why is joint optimization important?

Experimental setup:

- Training on individual concepts (e.g., "make a line of fruits")
- Test of compositional instructions (e.g., "put the red bowl to the right of the yellow cube and above the blue cylinder").

Human: Put the strawberry to the right of the apple and

Scene: There is an apple, a green bowl and a strawberry

Robot Action: Put the strawberry to the right of the apple.

Robot Thought: The goal state is ["strawberry right of

Robot Action: Put the strawberry in front of the green

apple", "strawberry in front of green bowl"]

"pack all the blue and yellow

boxes in the brown box'

in front of the green bowl.

in the scene.

Executor: Done.

Executor: Done.

bowl.

End-to-end language-to-action mapping does not generalize to longer instructions.

action

Initial Configuration

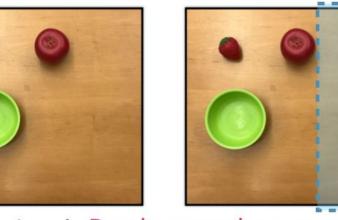
Valid Goal Region

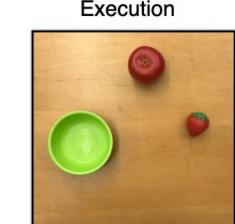
negative

energy

positive

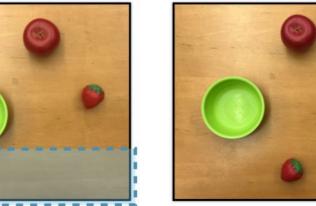
energy -





Action 1: Put the strawberry to the right of the apple.

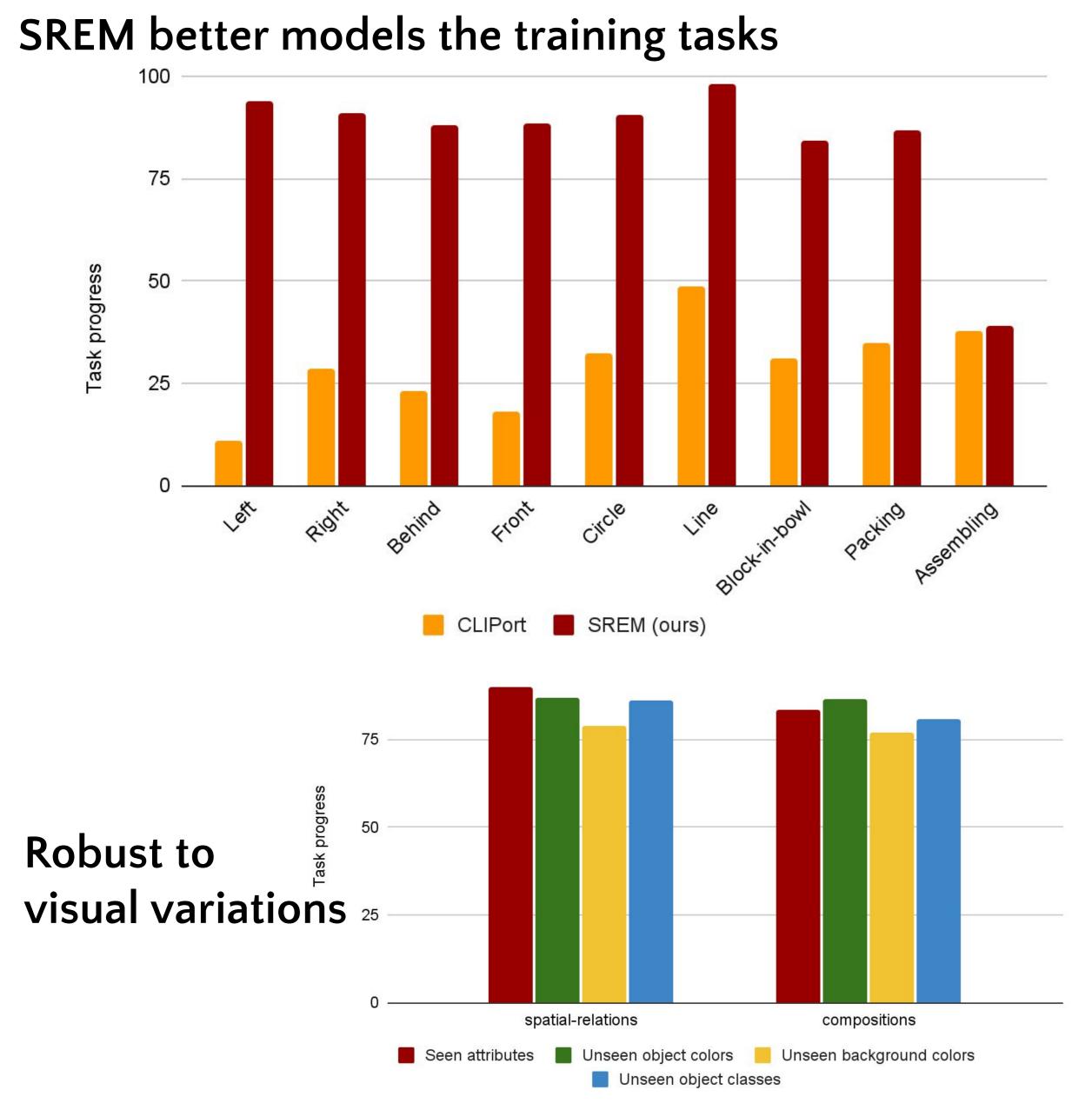




Action 2: Put the strawberry in front of the green bowl.

Language subgoals using LLMs: sequential execution does not guarantee correctness!

Results



Zero-shot generalizes to compositional instructions

