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## Motivation

- There are lots of simulations
- Improve them all



## Acknowledgements

- Big thanks to the HULKs
- Thank you B-Human



# What did I do?



# Tried to close this reality gap with a GAN architecture





### How did I do it?





#### Image-to-image translation





#### Image-to-image translation

Some considerations:

- Unsupervised vs supervised
- One to many vs one to one
- Detangled or not



#### Variational Autoencoders











- Cycle loss A->B->A' = A
- Identity loss A->A' = A
- Discriminator loss A->B = Sample of B

#### MUNIT





#### Adjusted loss

- Only do the A->B->A from the simulation
- Increase the weights of cycle loss

#### How good did I do?



#### Evaluation

- Frechet Inception Distance (FID)
- Train a Instance Segmenter



- Curvature similarity over datasets
- Datasets approximated as multivariate gaussian

	Simulation	Real
CycleGan	207.270	52.773
CycleGan adjusted loss	176.545	38.085
MUNIT	212.587	38.982
MUNIT adjusted loss	202.637	28.096



#### MASK-RCNN

- Instance segmenter
- Bounding boxes first, then segmentation
- RCNN = Region convolutional neural net (not recurrent)





#### MASK-RCNN

#### • Segmentions Average Precision scores

	lines	robots	goalframe	goalnet	field	ball	background
Pure Simulation	4.603	72.623	50.758	81.292	92.158	80.130	92.364
CycleGan	4.76	64.572	41.892	73.729	92.424	70.392	90.300
CycleGan adjusted loss	4.88	67.298	44.736	76.739	92.539	72.374	90.936
MUNIT	3.803	54.248	29.565	63.974	90.921	49.814	86.036
MUNIT adjusted loss	4.201	58.058	33.557	66.484	91.227	61.317	87.351

	robots	ball
Pure Simulation	0	0
CycleGan	47.479	49.497
CycleGan adjusted loss	49.232	42.327
MUNIT	55.926	50.835
MUNIT adjusted loss	56.705	50.910

### Panoptic Segmentation

• Fusion of semantic segmentation and object segmentation



#### Questions?



#### Bonus



