

# DeepRob Discussion 0

1/13/2026



# Session Objective

- Overview of ML and the path forward
- Overview of the tools and how they relate
- Overview of the autograder
- Solve a couple cases of P0 together
- Everyone leaves with at least 10 points of P0

# Learning Objective

- Describe general structure of a machine learning models and how it relates to robot vision tasks.

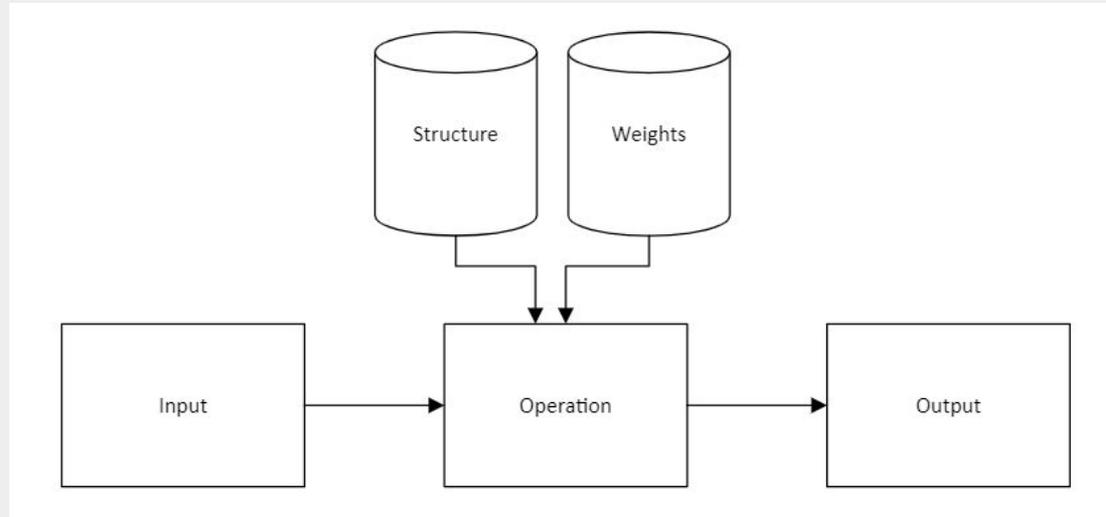


# AI/ML Background

## Input/Output Formats

- Text
- Numbers
- Images
- Video
- Multi-Modal

All are converted to numbers to feed into model



# Operation Simple Case

$$(\text{Input} * 5.3 + 3.6) = \text{Output}$$

Structure:

$$(\text{Input} * p1 + p2) = \text{Output}$$

Weights/Parameters:

$$P1 = 5.3, P2 = 3.6$$



# (Slightly less) Simple Case

$$(\text{Input} * 5.3 + 3.6) * 6.4 + 3.9 = \text{Output}$$

Structure:

$$(\text{Input} * P1 + P2) * P3 + P4 = \text{Output}$$

Weights/Parameters:

$$P1 = 5.3, P2 = 3.6, P3 = 6.4, P4 = 3.9$$

If  $f$ :  $\text{Input} * x + y = \text{Output}$

$$f(f(\text{Input})) = \text{Output}$$

However X's and Y's are different for each layer!

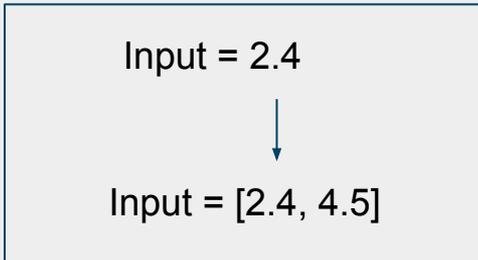


# (Slightly, slightly less) Simple Case

$$(\text{Input} * 5.3 + 3.6) * 6.4 + 3.9 = \text{Output}$$

Structure:

$$(\text{Input} * P1 + P2) * P3 + P4 = \text{Output}$$



Weights:

$$P1 = 5.3, P2 = 3.6, P3 = 6.4, P4 = 3.9$$



Weights (Matrix):

$$P1 = [5.6, 5.3], P2 = [p21, p22], \dots$$



# (Slightly, slightly less) Simple Case

$$(\text{Input} * 5.3 + 3.6) * 6.4 + 3.9 = \text{Output}$$

Structure:

$$(\text{Input} * P1 + P2) * P3 + P4 = \text{Output}$$

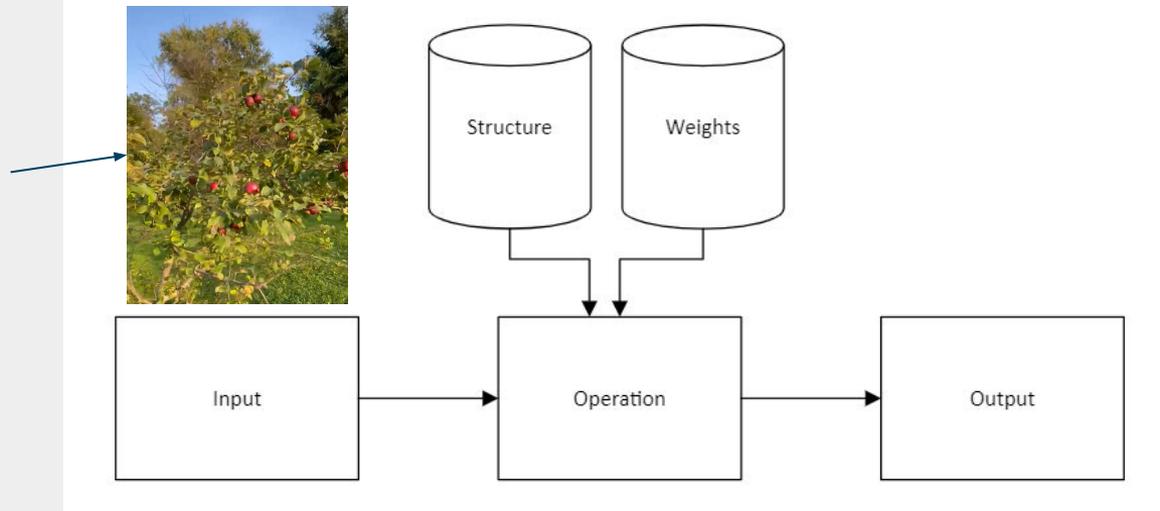


This operation is orders of magnitude  
more efficient on GPUs



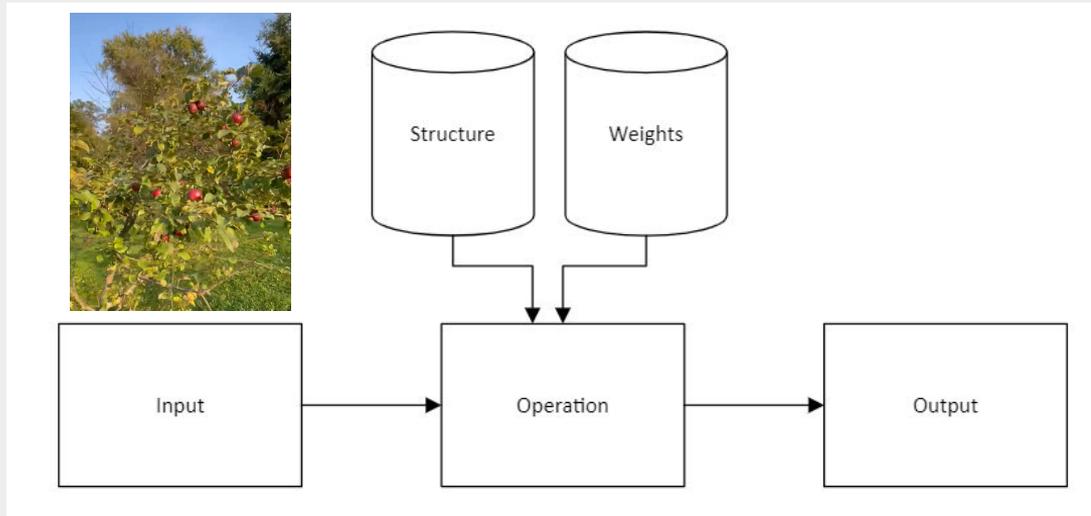
# Bringing It Back, Input and Output

- Input for vision models are images and video
- An image is represented by a matrix of pixels
- A video is a dimensional extension of images





# Bringing It Back, Input and Output



- Output is determined by the structure of the function
- Structure of the function is chosen to facilitate a task



# What vision tasks can we design for? How does it relate to output?

Input



Output Formats

Text

“apple, tree,  
leaf, outdoors”

Example: CLiP

Numbers

apple is located  
at  $[x,y]$  and is  
 $[w,z]$  in size

Examples:  
YOLO,  
PoseCNN

Images

Pixel  
segmentation,  
color correction

Example:  
YOLO-Seg,  
Affinity-LCFCN

Video\*

Video  
segmentation

Example: SAM2



# Potential Vision Outputs: Text

Youtube-BB

airplane, person (89.0%) Ranked 1 out of 23 labels



✓ a photo of a **airplane**.

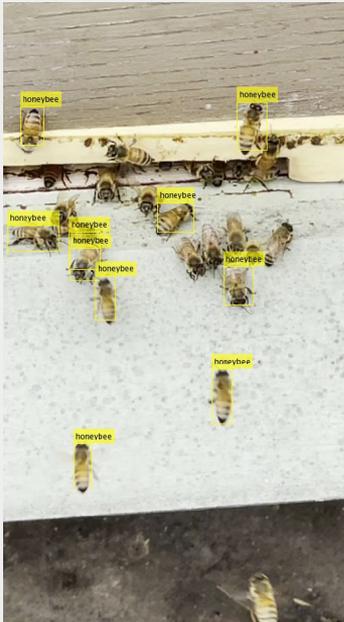
✗ a photo of a **bird**.

✗ a photo of a **bear**.

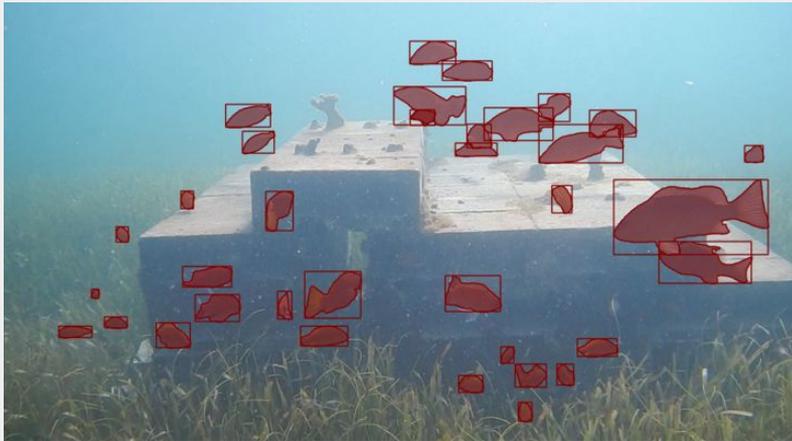
✗ a photo of a **giraffe**.

✗ a photo of a **car**.

# Potential Vision Outputs: Numbers



# Potential Vision Outputs: Images (Masks)





# Back to Our Learning Objective

- Describe general structure of a machine learning models and how it relates to robot vision tasks.
- Machine learning paradigms are composed of inputs, outputs, structures and weights
- Inputs for machine vision are primarily images and video
- Structure is determined by task to be accomplished
- Weights are tuned via training
- Outputs are determined by structure: example outputs shown included recognition, detection, classification, and segmentation



# Demo - SAM3 Playground



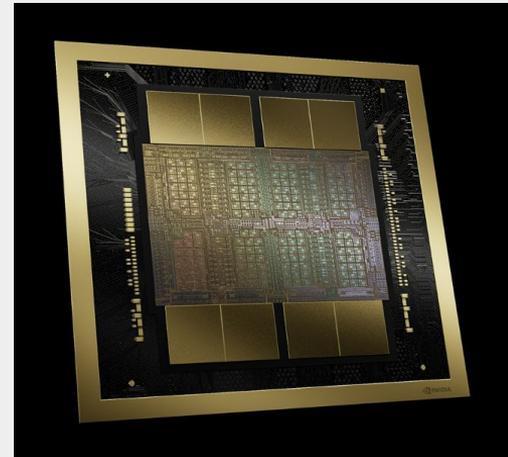
# Learning Objective

- Identify core tools used in this class
  - Hardware
  - Programming Languages
  - Libraries
  - Environments
  - Course Tools



# Hardware

- GPUs
  - Specifically CUDA-enabled
- What are some of the advantages?
- What are some of the disadvantages?
- Specific to class?





# Programing Languages

- Python!
- What are some of the advantages?
- What are some of the disadvantages?
- Specific to class?





# Libraries

- PyTorch ecosystem
- What are some of the advantages?
- What are some of the disadvantages?
- Specific to class?



# Environments

- Colab vs. Local
- What are some of the advantages?
- What are some of the disadvantages?
- Specific to class?



Visual Studio Code

# Learning Objective

- Identify core tools used in this class
  - Hardware - **CUDA hardware**
  - Programming Languages - **Python**
  - Libraries - **PyTorch**
  - Environments - **Colab/VS Code**

Quick break!

# Learning Objective - Class Tools

- Class Specific Tools
  - Autograder
    - Demo Later
    - Nuances of submission
  - Piazza