

Pitch: How can we enable VLMs to solve robot control and spatial reasoning tasks **without any fine-tuning?**

- Prompting with Iterative Visual Optimization PIVOT: casts problem as **iterative visual question answering**
- Annotate images with **visual markers** representing actions or referrals, query VLM to select best proposals
- Iteratively refine proposals** by fitting new action distributions and re-querying VLM

PIVOT can be used across diverse robot and spatial reasoning tasks

Task: What actions should the robot take to pick up the DNA chew toy?

Iteration 0:
Arrows: [7, 13, 18]

Iteration 1:
Arrows: [16]

Task: What numbers overlay the "L kid"?

Iteration 0:
Markers: [10, 1, 14, 17]

Iteration 4:
Markers: [5]

Task: What actions should the robot take to go to wooden bench without hitting the obstacle?

Iteration 0:
Arrows: [12, 13, 14]

Iteration 3:
Arrows: [2]

Task: What actions should the robot take to put the pepper shaker on the pink plate?

Iteration 0:
Arrows: [1]

Iteration 1:
Arrows: [1]

Robot Experiments

Across three robot manipulation domains and one robot navigation domain, we show that PIVOT can perform a diverse set of tasks zero-shot.

Manipulation

Task	No Iterations No Parallel			3 Iterations No Parallel			3 Iterations 3 Parallel		
	Reach	Steps	Grasp	Reach	Steps	Grasp	Reach	Steps	Grasp
Pick coke can	50%	4.5	0.0%	67%	3.0	33%	100%	3.0	67%
Bring the orange to the X	20%	4.0	-	80%	3.5	-	67%	3.5	-
Sort the apple	67%	3.5	-	100%	3.25	-	75%	3.0	-

Navigation

Task	No Iteration No Parallel	3 Iterations No Parallel	No Iteration 3 Parallel	3 Iterations 3 Parallel
Go to orange table with tissue box	25%	50%	75%	75%
Go to wooden bench without hitting obstacle	25%	50%	75%	50%
Go to the darker room	25%	50%	75%	100%
Help me find a place to sit and write	75%	50%	100%	75%

