

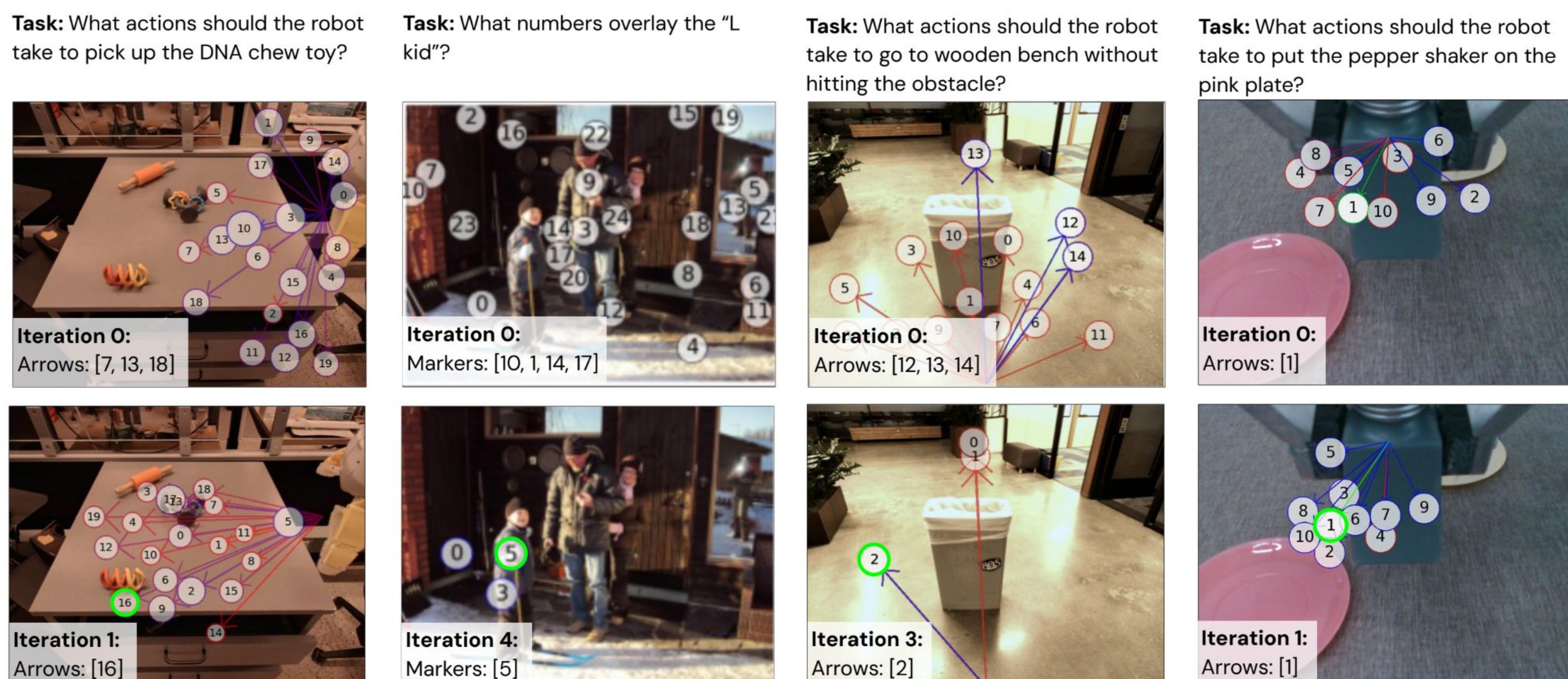


Soroush Nasiriany*, Fei Xia*, Wenhao Yu*, Ted Xiao*, Jacky Liang, Ishita Dasgupta, Annie Xie, Danny Driess, Ayzaan Wahid, Zhuo Xu, Quan Vuong, Tingnan Zhang, Tsang-Wei Edward Lee, Kuang-Huei Lee, Peng Xu, Sean Kirmani, Yuke Zhu, Andy Zeng, Karol Hausman, Nicolas Heess, Chelsea Finn, Sergey Levine, Brian Ichter*

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

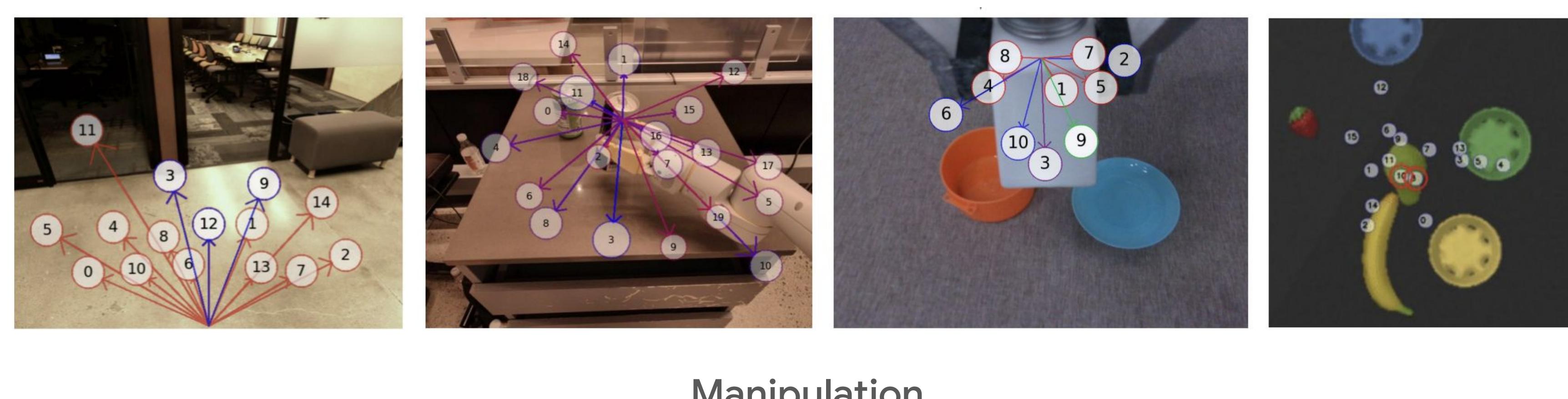
- Prompting with Iterative Visual Optimization PIVOT: casts problem as **iterative visual question answering**
- Annotate images with **visual markers** representing actions or referrals, query VLM to select best proposals
- **Iteratively refine proposals** by fitting new action distributions and re-querying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

PIVOT can be used across diverse robot and spatial reasoning tasks



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.

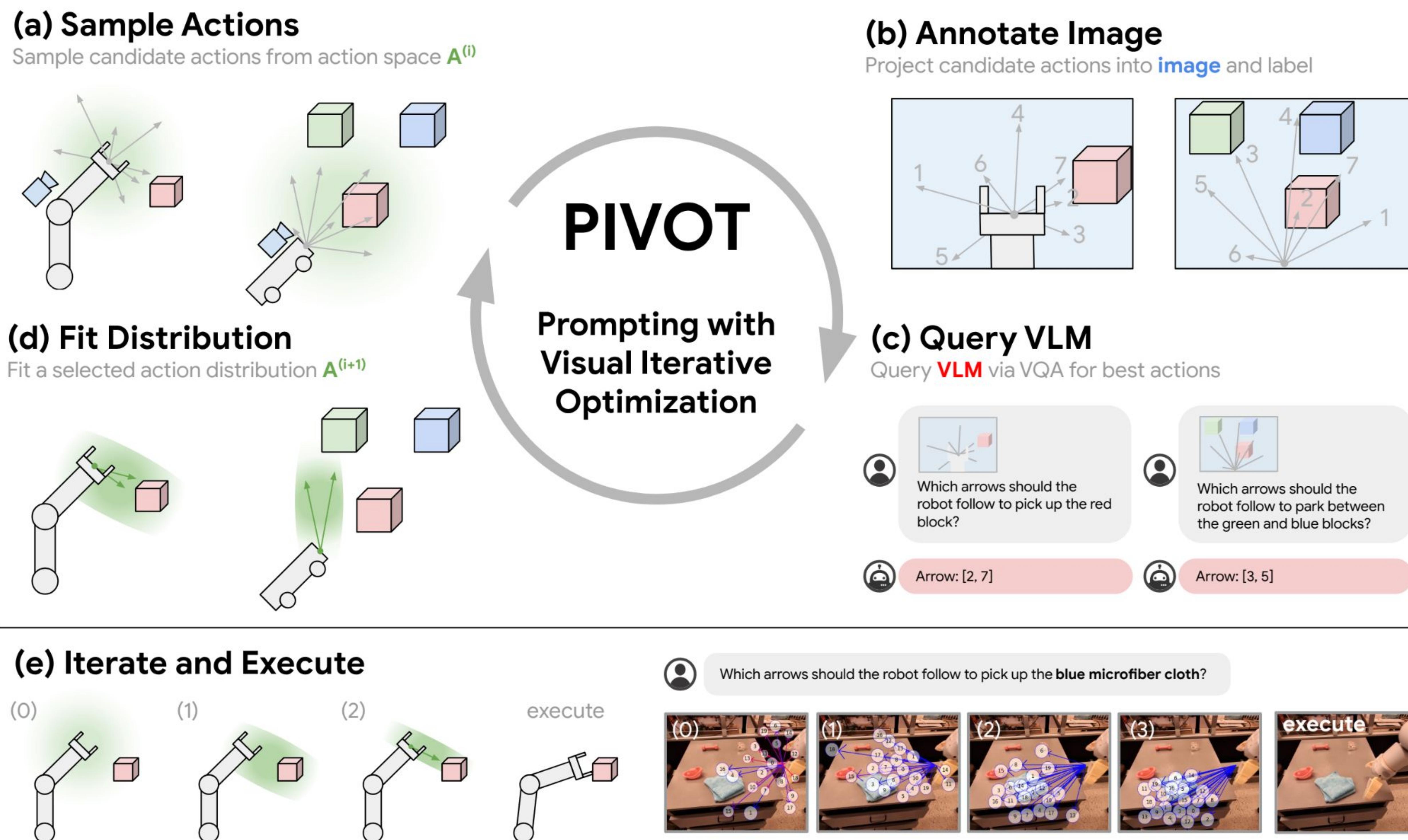


Manipulation

Task	No Iterations			3 Iterations			3 Iterations		
	No Parallel			No Parallel			3 Parallel		
Reach	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

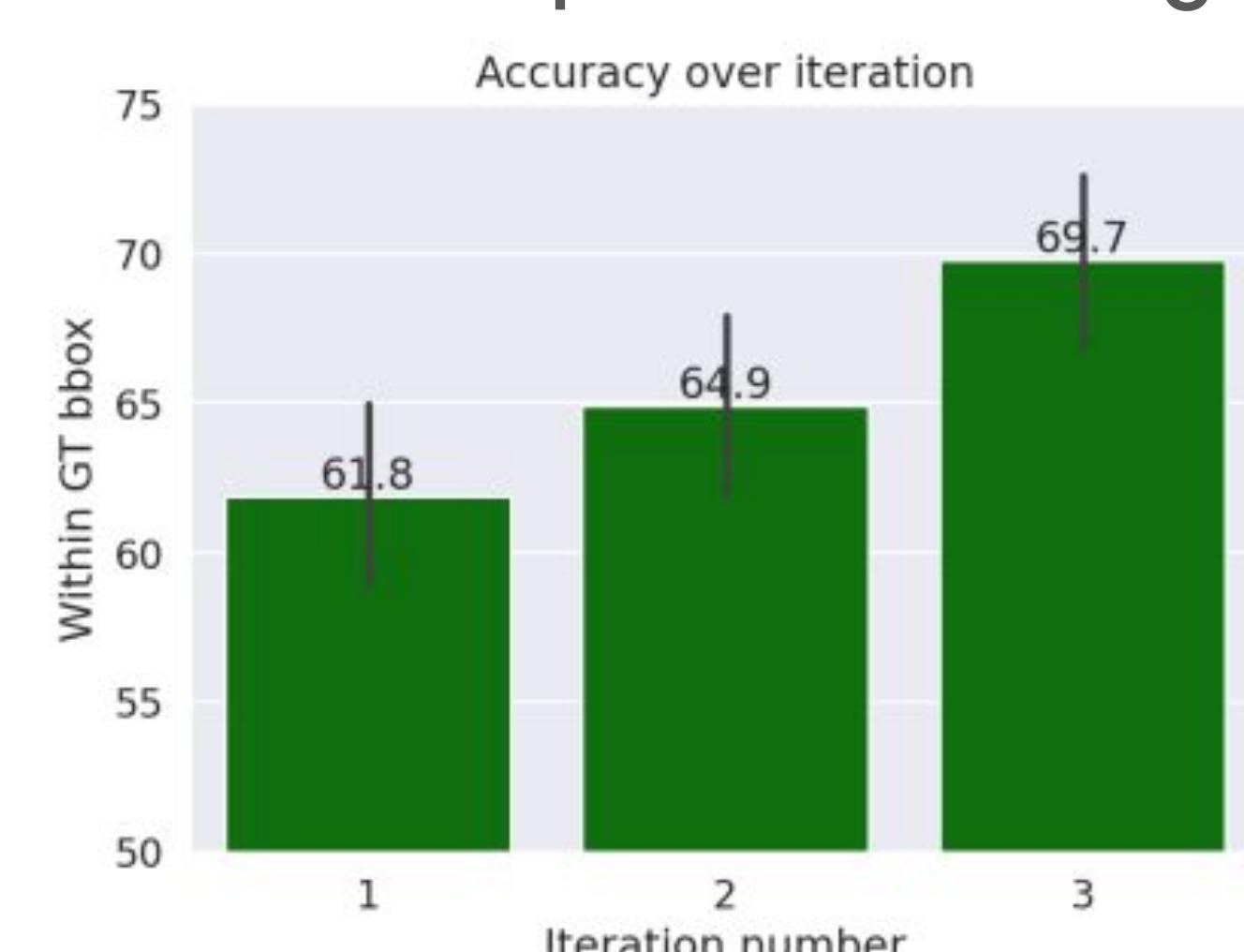
Task	No Iteration		3 Iterations		No Iteration		3 Iterations	
	No Parallel	3 Parallel						
Go to orange table with tissue box	25%		50%		75%		75%	
Go to wooden bench without hitting obstacle	25%		50%		75%		50%	
Go to the darker room	25%		50%		75%		100%	
Help me find a place to sit and write	75%		50%	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



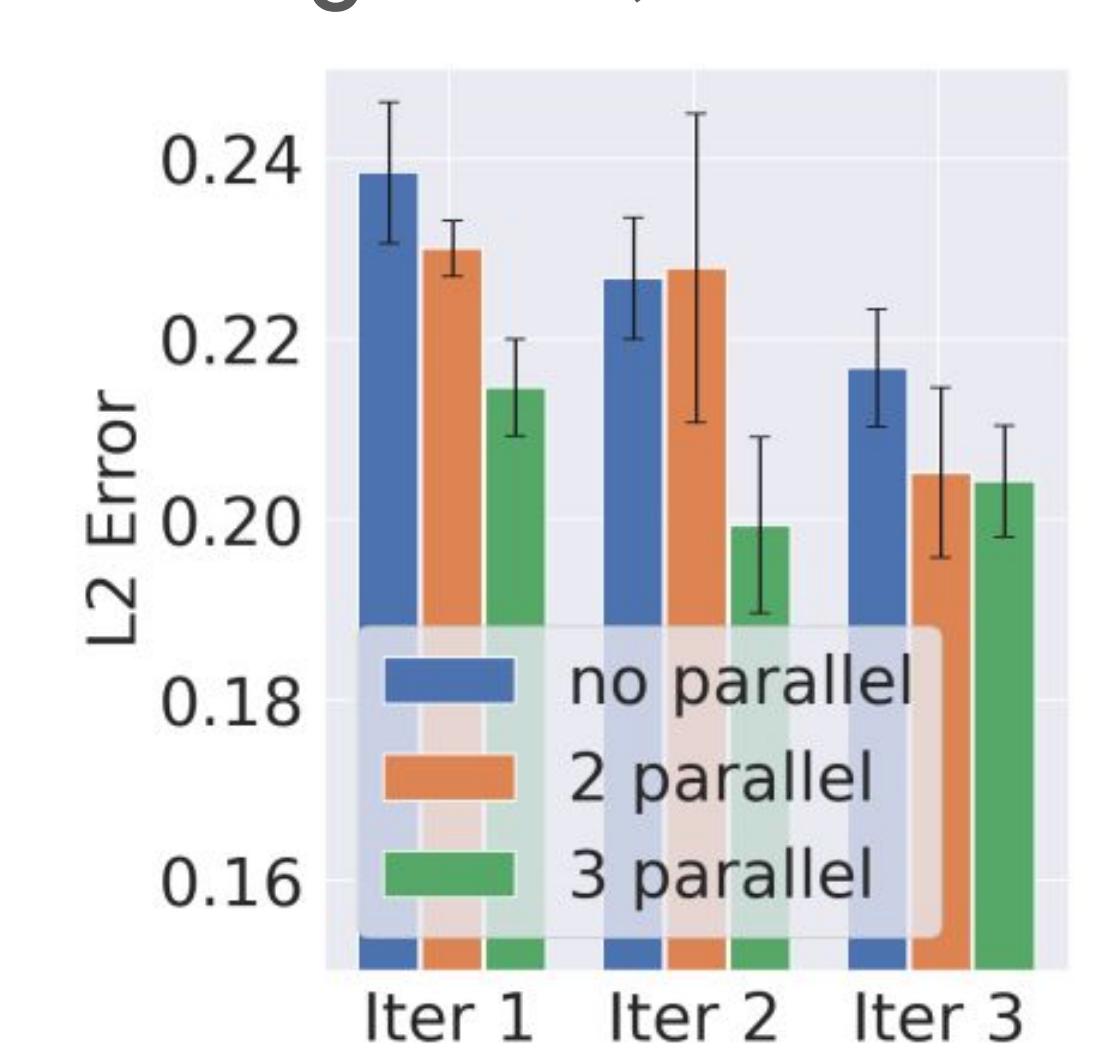
Improving reasoning through iterative refinement

Consistent improvement with iteratively resampling actions

RefCOCO spatial reasoning

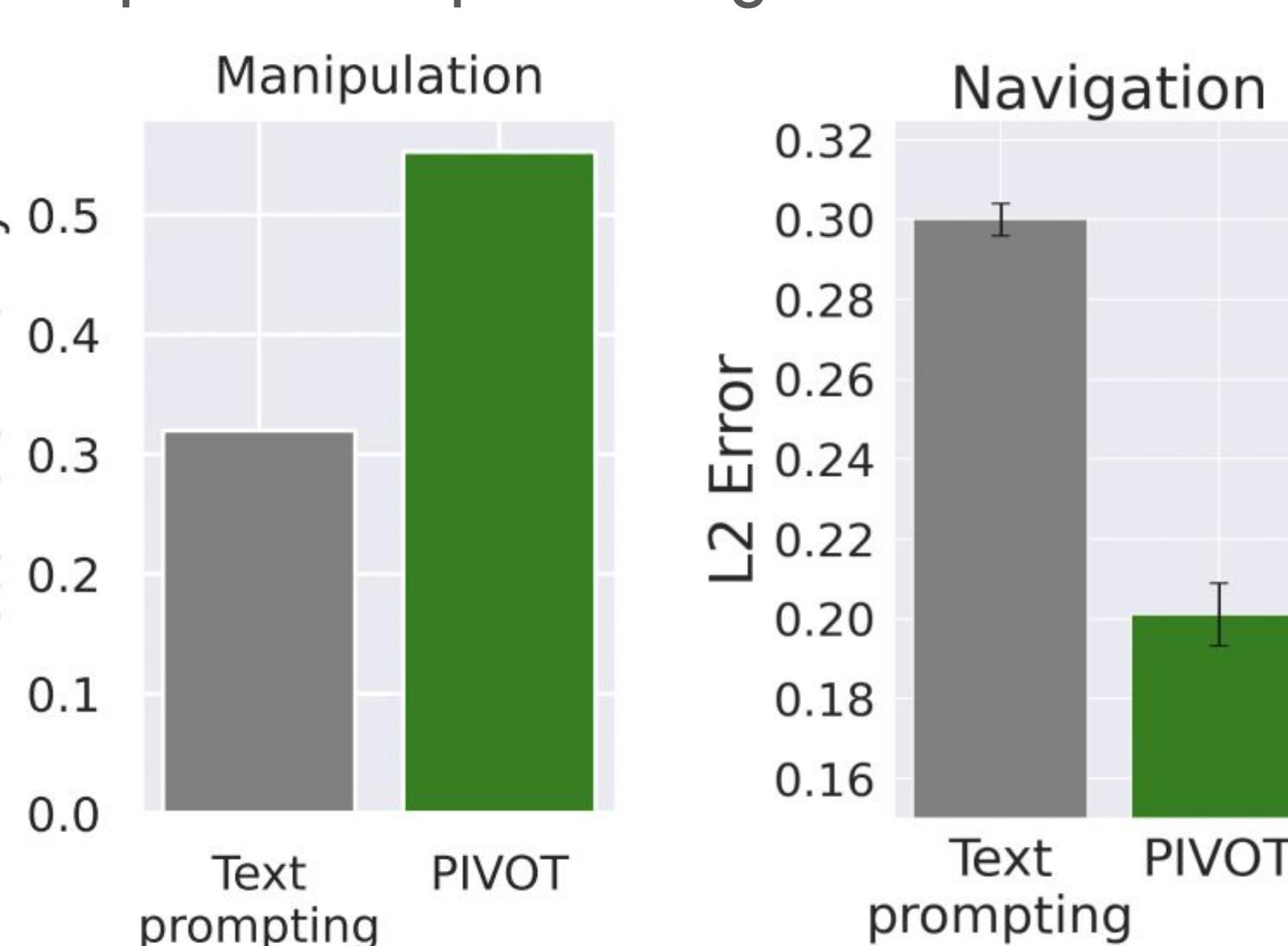


Navigation (offline eval)



Visual vs. text based markers

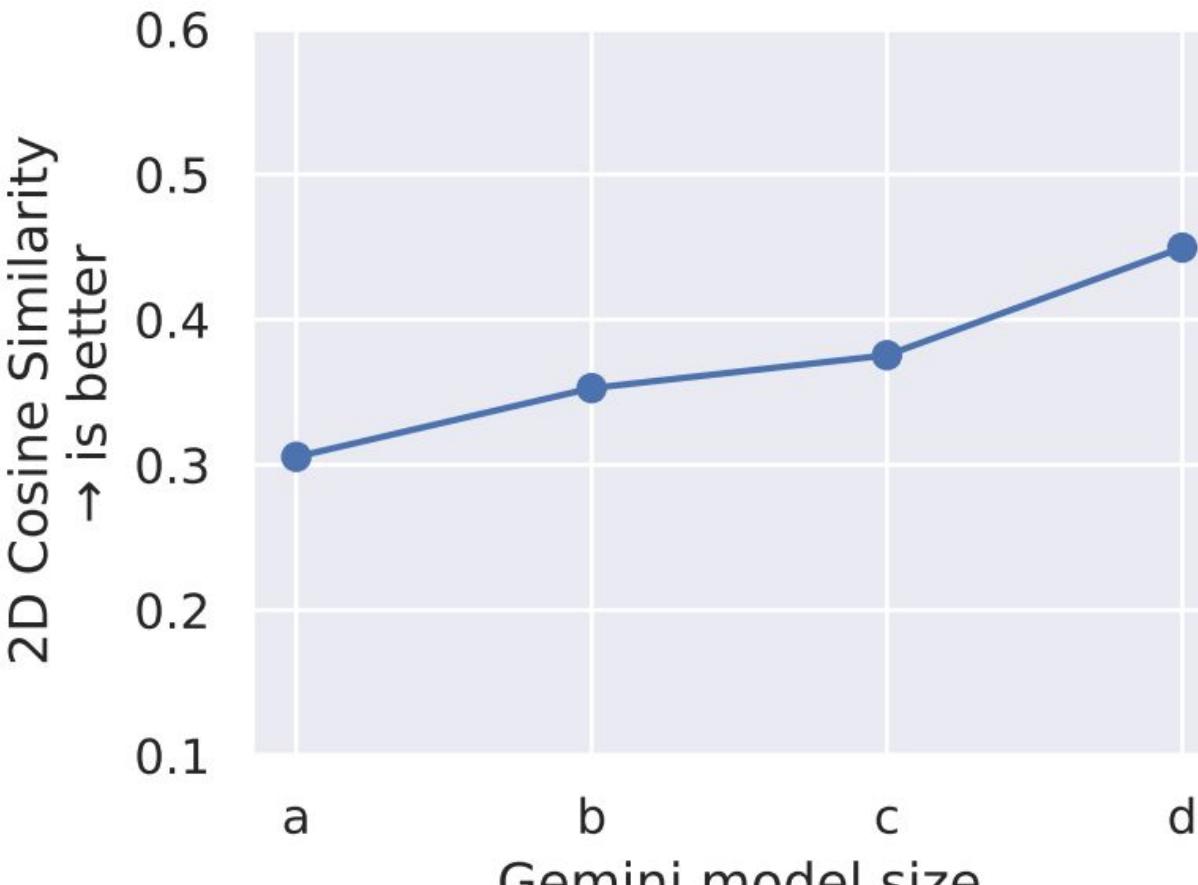
Representing actions via visual markers is superior to representing as text actions



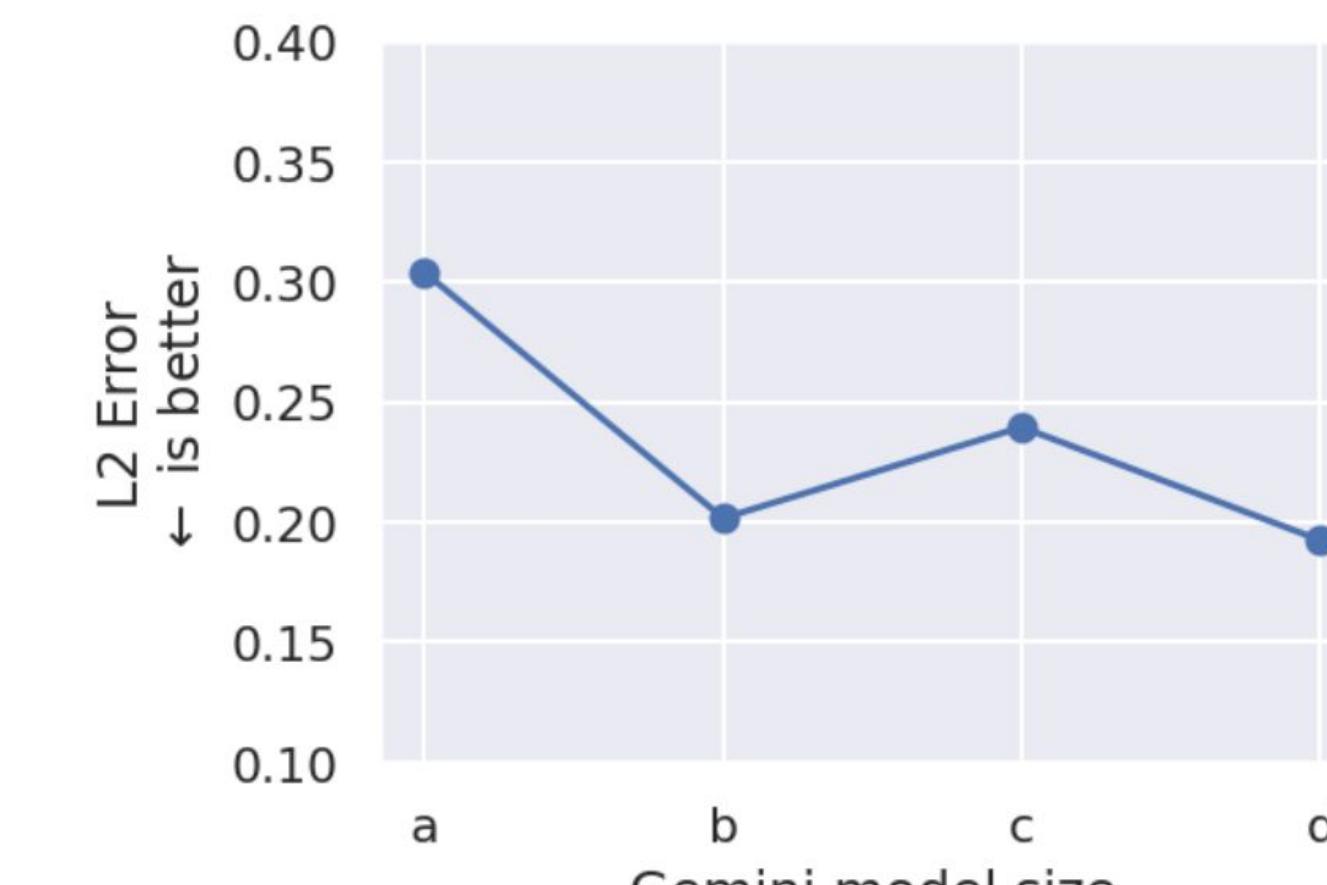
Iterative visual prompting scales with models

Performance scales with increasing Gemini model size

Manipulation



Navigation



Limitations and future steps

- Limited 3D reasoning from VLMs trained on 2D images. Explore VLMs trained to reason about 3D information
- Limited multi-step reasoning. Improve chain-of-thought reasoning capabilities of VLMs
- Limited reasoning for fine-grained manipulation tasks. Explore fine-tuning VLMs on robotic control tasks