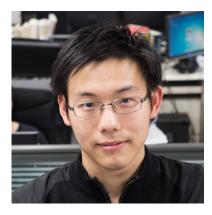
Galileo: Perceiving Physical Object Properties by Integrating a Physics Engine with Deep Learning



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NIPS 2015









What can we learn from this video?



Understanding Dynamic 3D Scenes

- What can we learn from this video?
 - 3D object shapes
 - Physical events
 - Physical object properties
 - Masses
 - Coefficients of frictions



collisions

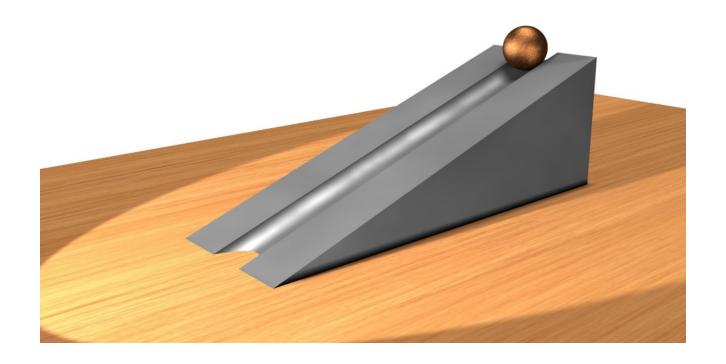


rolling

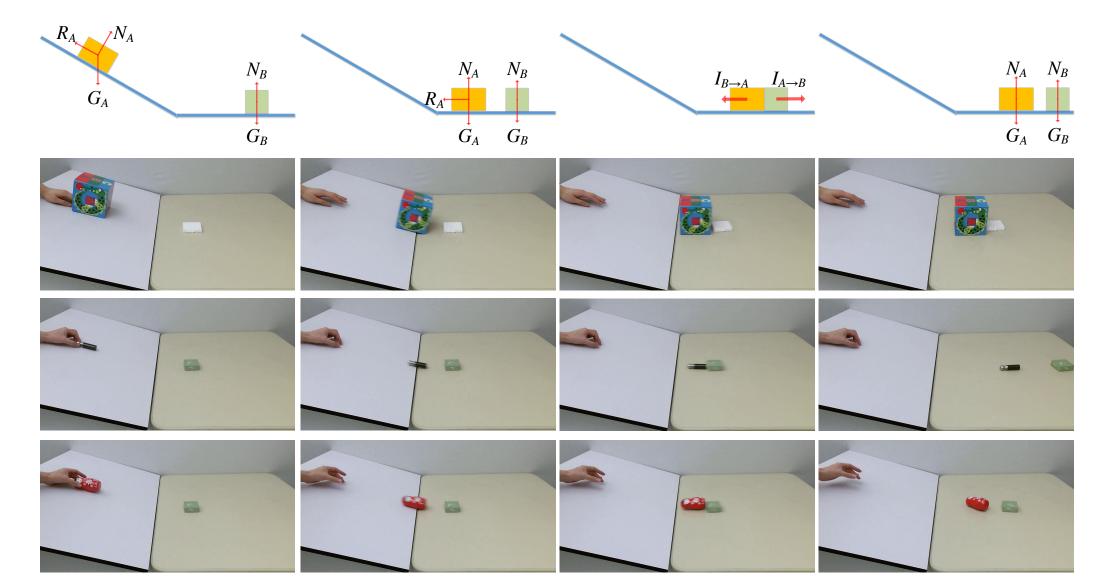
- Humans recover rich information from short videos.
- Generalization: Humans easily answer questions like
 - What will happen next?

A Simple Scenario in the Real World

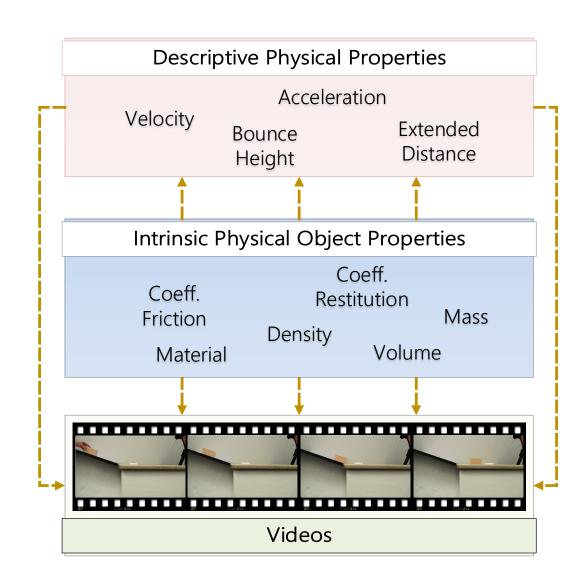
• Galileo's inclined surface experiment

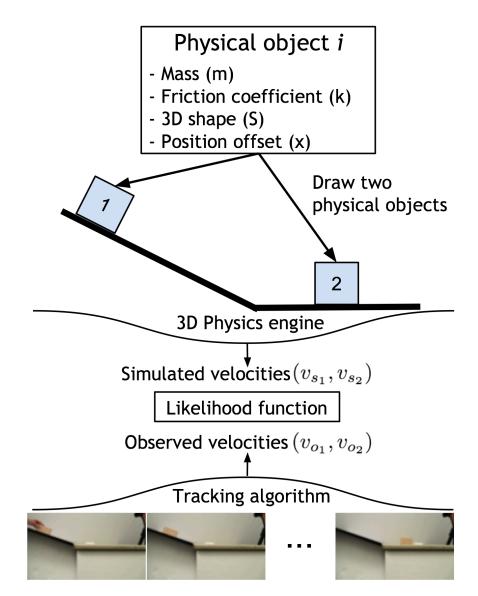


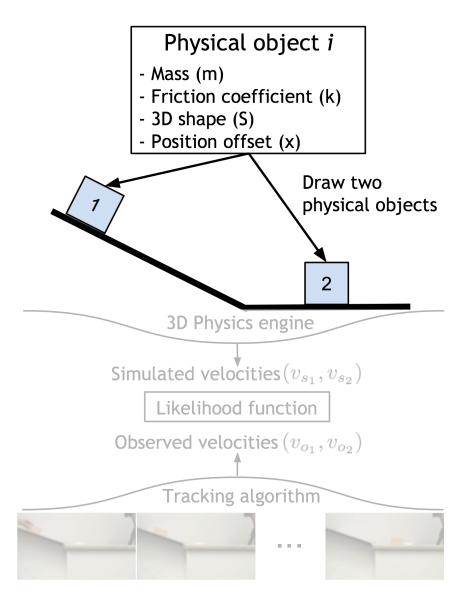
Rich Physics in Simple Scenarios

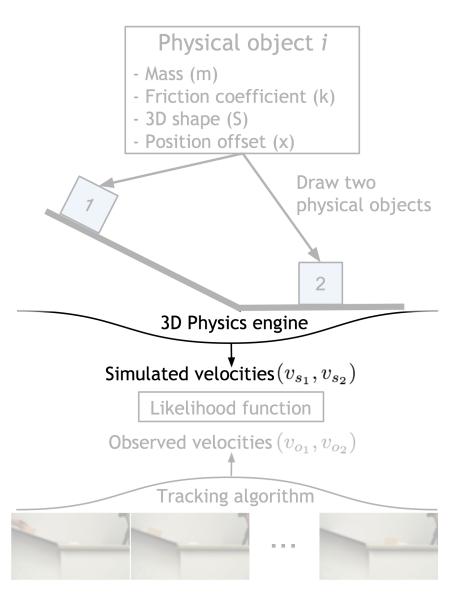


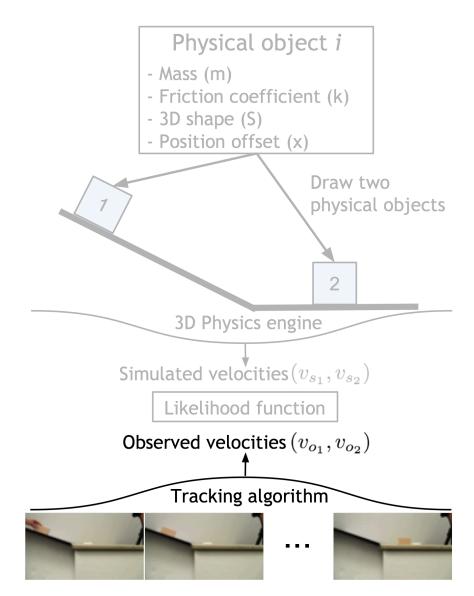
Modeling the Physical World

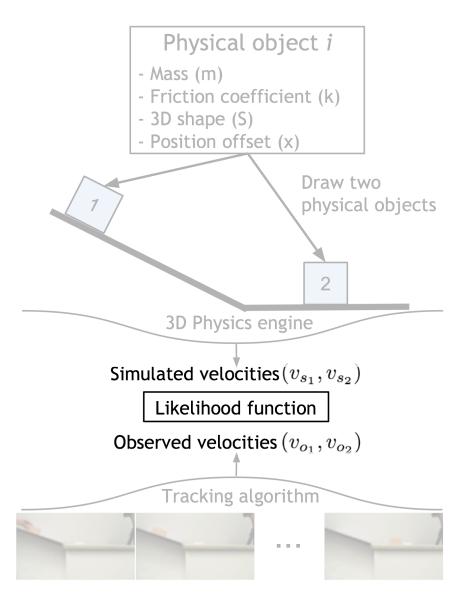


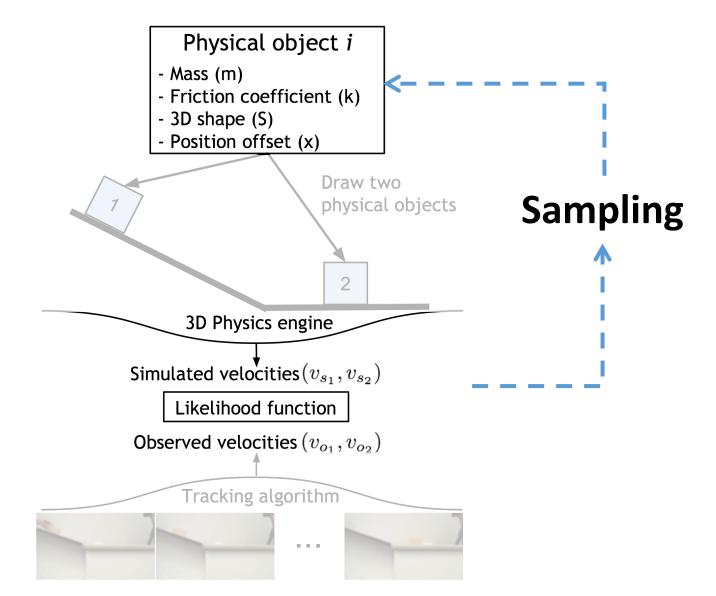




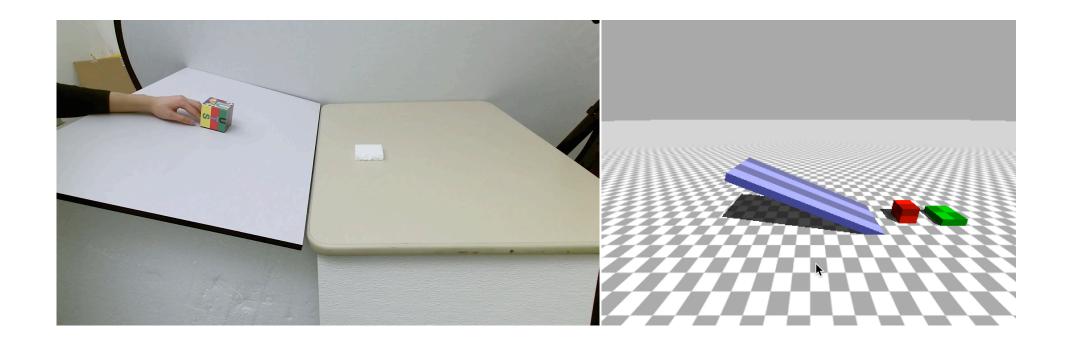


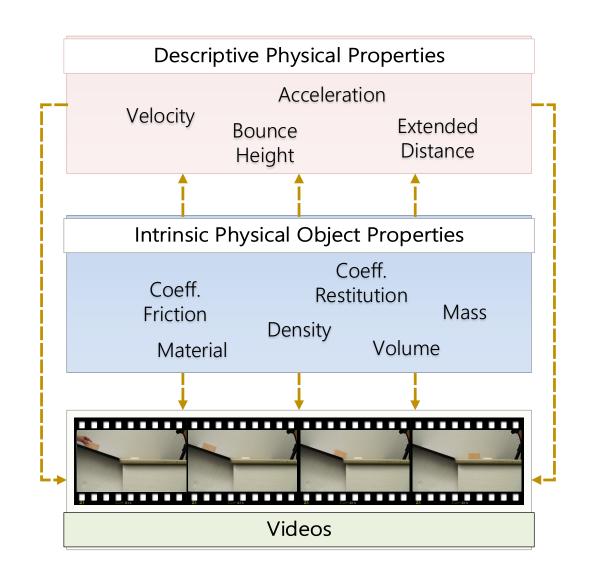


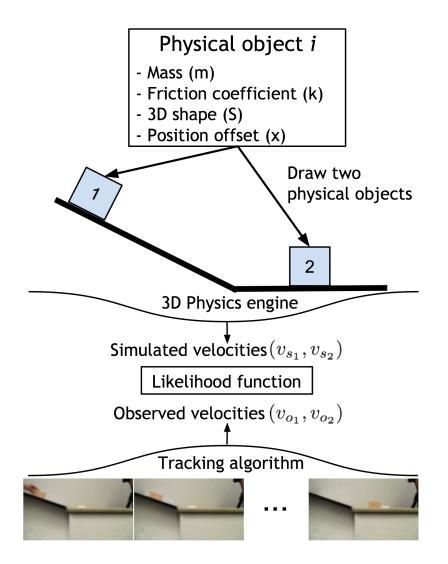


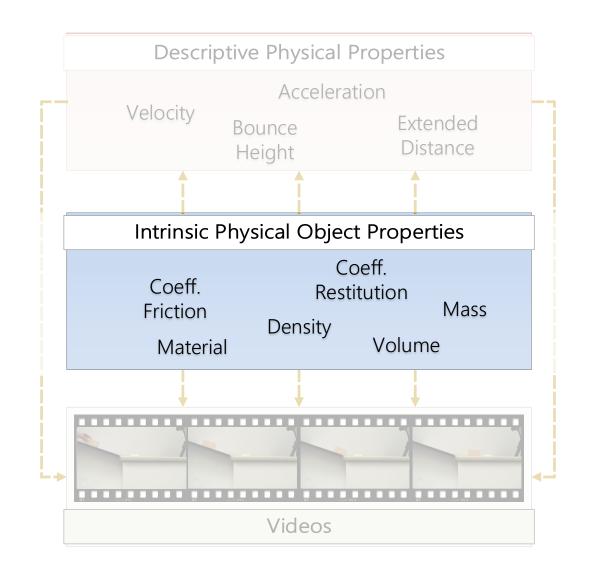


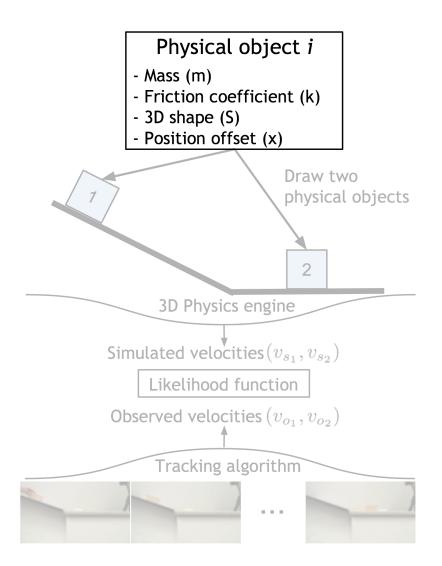
Results

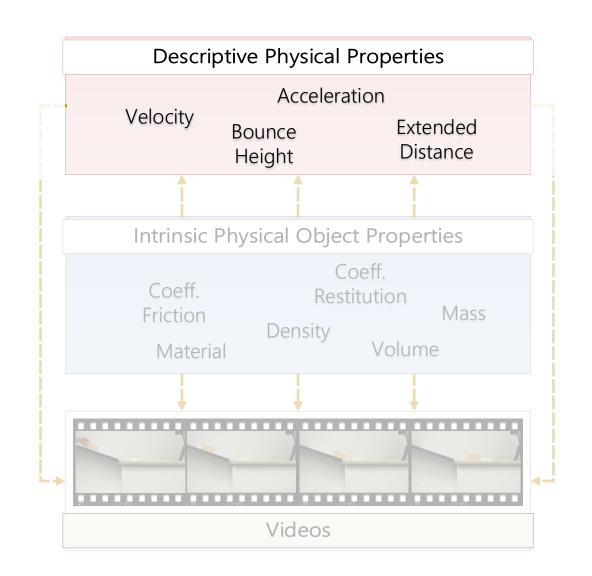


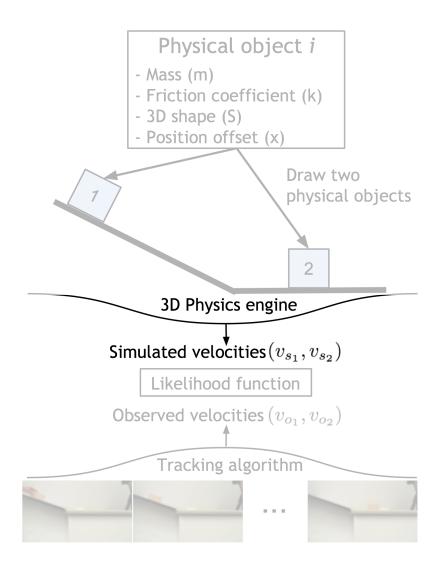


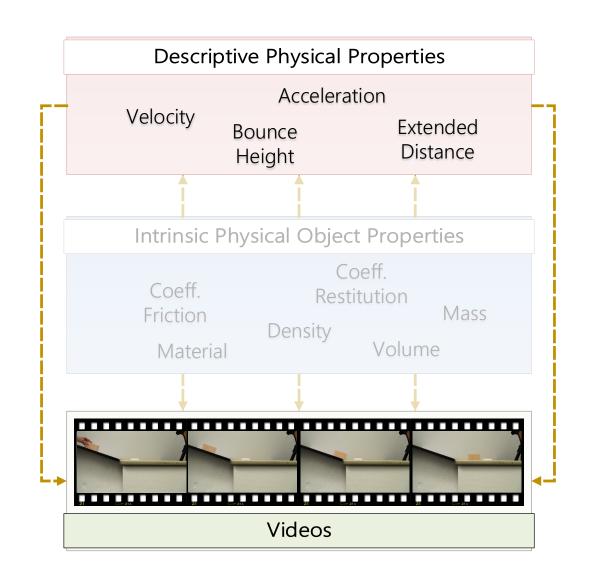


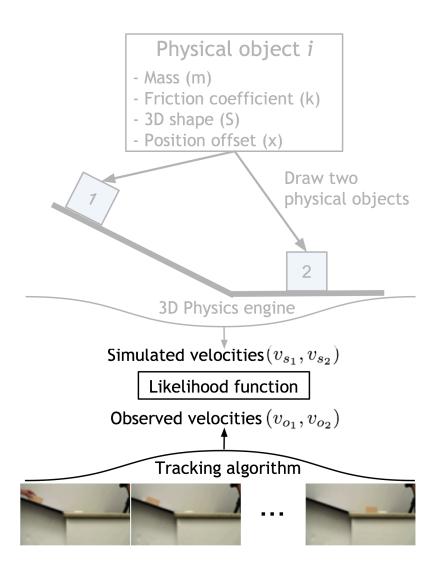






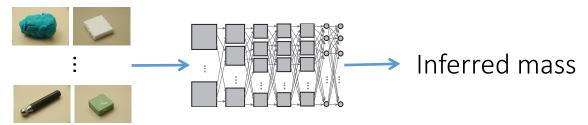


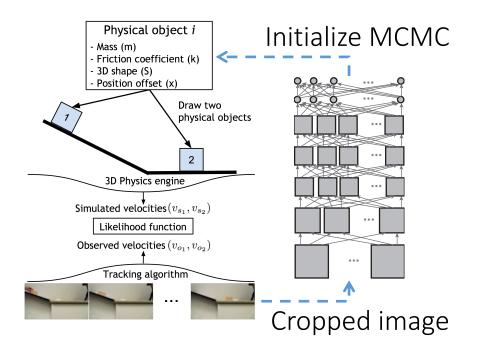


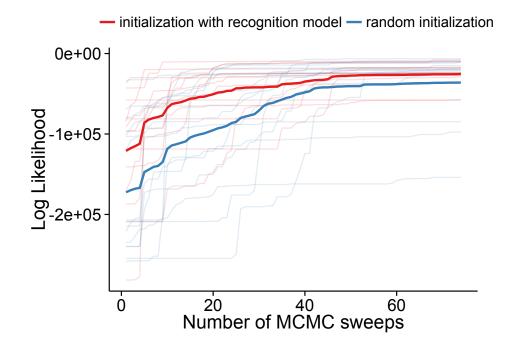


Generative + Recognition Model

If the model has prior knowledge like humans do...

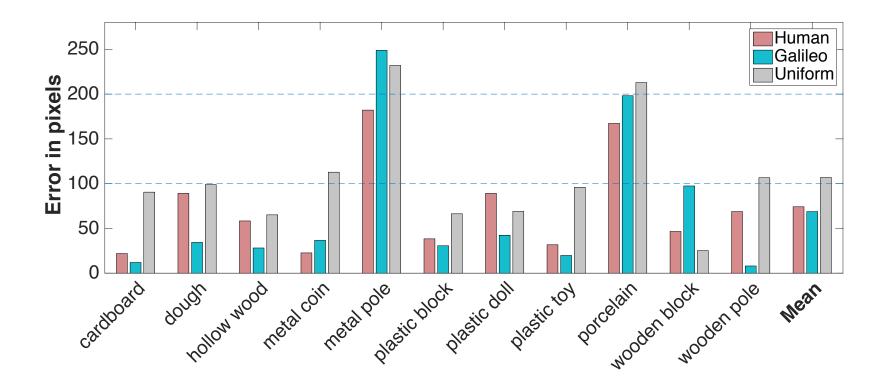






Behavior Tests

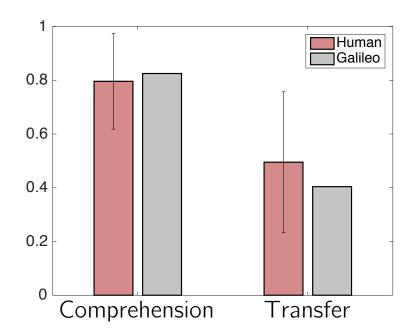
- Prediction task
 - How far will the object travel after collision?



Method	od Mean	
Human	75.3	
Galileo	71.9	
Uniform	106.4	

Behavior Tests

- Comprehension task
 - Which of the two objects is heavier?
- Transfer task
 - Will the object slide shown in a new scene setting?



	Comprehension	Transfer
Human vs. Galileo	0.51	0.56
Human vs. Truth	0.68	0.42
Galileo vs. Truth	0.52	0.20

Correlation coefficients between pairs of responses