



Offre n°2025-09022

PhD Position F/M Embodied AI

Le descriptif de l'offre ci-dessous est en Anglais

Type de contrat : CDD

Niveau de diplôme exigé : Bac + 5 ou équivalent

Fonction : Doctorant

Niveau d'expérience souhaité : Jeune diplômé

Contexte et atouts du poste

The Phd will be done at Inria in the Willow research team.

Mission confiée

Recent progress in embodied AI has enabled significant advancements in robots' ability to understand the physical world. While learning-based robotic policies often struggle with generalization, foundational models impart rich scene understanding to robotics, thereby opening the path for addressing various challenges. Robotic manipulation is one such challenge that involves handling diverse objects and novel placements.

Generalization: The project proposes to use vision-language models (VLM) to improve object grounding capabilities of manipulation systems. Previous approaches have used Mask-RCNN [1], Segment Anything Model (SAM) [2] to segment out novel objects. In contrast, the proposed method would use Vision-language Models (VLMs) to handle novel object instances as well as generalize to unseen object categories by grounding objects from multi-view images to obtain precise poses.

Successful manipulation also requires an in-depth understanding of object affordances. Thus, the project would also explore fine-tuning VLMs to predict

spatial affordances of objects by leveraging large-scale internet video demonstrations [3, 4]. These video demonstrations provide multiple instances and scenarios to grip a particular object. These demonstrations can be used to generate datasets with heatmaps or designated grasp points, and introduce task variations and diversity. Vision-language benchmarks such as [2, 1, 5] will be used to evaluate the effectiveness of vision-language-guided manipulation in constrained settings, including changes to environment and camera setup.

Long-Horizon Tasks: Another challenge in manipulation involves generalizing to long-horizon tasks. Initial attempts break the tasks to a hierarchy of skills and perform skill-chaining [6, 7]. However, they operate on a limited category of sub-tasks and assume a pre-defined hierarchy. The project proposes using imitation learning to train foundation models or VLMs on video demonstrations (collected via simulation or teleoperation) of long-horizon tasks. The objective is to enable these models to generate low-level, fine-grained actions by learning reference trajectories from human demonstrations [8, 9, 10]. Comparative evaluations will be conducted against traditional diffusion-based or RL-based policies. The project would also explore decomposing a long horizon task into a sequence of intermediate tasks intertwining multi-modal prompts and task descriptions for the VLM.

Inference Speed: A major drawback of foundation models is inference speed. I intend to tackle hardware constraints limiting the deployment of multimodal learning in the real-world. To address this limitation, the project aims to develop specialized, quantized models that are trained for specific categories of tasks. By incorporating vision-language action models such as TinyVLA [11, 12], the approach seeks to achieve real-time performance on physical robotic manipulators, thus facilitating faster and more efficient execution of tasks.

Dexterous Manipulation: In addition to generalization and long-horizon tasks, the project focuses on dexterous manipulation. Current learning-based methods, such as ViViDex [13], employ imitation learning from video demonstrations combined with trajectory-guided rewards to train RL policies. The project seeks to extend these methods by introducing novel objects and unfamiliar tasks, enabling vision-language models to acquire robust dexterous manipulation skills. Moreover, these models are expected to support long-horizon tasks and recovery from failure scenarios in highly cluttered environments [14].

In summary, the project explores vision-language guided robotic manipulation and advances object grounding and spatial affordance estimation for novel objects. The project also proposes decomposing long-horizon tasks into fine-grained actions, and specialized, quantized models for real-time performance. These components collectively contribute to generalization, efficient task execution, and improved dexterous manipulation.

References

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- [2] R. Garcia, S. Chen, and C. Schmid, “Towards generalizable vision-language robotic manipulation: A benchmark and llm-guided 3d policy,” in ICRA 2025.

- [3] K. Fang, T.-L. Wu, D. Yang, S. Savarese, and J. J. Lim, “Demo2vec: Reasoning object affordances from online videos,” in 2018 IEEE/CVF Conference on Computer Vision and Pattern Recognition, pp. 2139–2147, 2018.
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- [5] K. Zheng, X. Chen, O. Jenkins, and X. E. Wang, “VLMbench: A compositional benchmark for vision-and-language manipulation,” in NeurIPS, 2022.
- [6] S. Cheng and D. Xu, “League: Guided skill learning and abstraction for long-horizon manipulation,” 2023.
- [7] Z. Chen, Z. Ji, J. Huo, and Y. Gao, “SCar: Refining skill chaining for long-horizon robotic manipulation via dual regularization,” in The Thirty-eighth Annual Conference on Neural Information Processing Systems, 2024.
- [8] F. Ceola, L. Natale, N. S. Underhauf, and K. Rana, “Lhmanip: A dataset for long-horizon language grounded manipulation tasks in cluttered tabletop environments,” 2024.
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- [11] J. Wen, Y. Zhu, J. Li, M. Zhu, K. Wu, Z. Xu, N. Liu, R. Cheng, C. Shen, Y. Peng, F. Feng, and J. Tang, “Tinyvla: Towards fast, data-efficient vision-language-action models for robotic manipulation,” 2024.
- [12] M. Kim, K. Pertsch, S. Karamcheti, T. Xiao, A. Balakrishna, S. Nair, R. Rafailov, E. Foster, G. Lam, P. Sanketi, Q. Vuong, T. Kollar, B. Burchfiel, R. Tedrake, D. Sadigh, S. Levine, P. Liang, and C. Finn, “Openvla: An open-source vision-language-action model,” arXiv preprint arXiv:2406.09246, 2024.
- [13] Z. Chen, S. Chen, E. Arlaud, I. Laptev, and C. Schmid, “Vividex: Learning vision-based dexterous manipulation from human videos,” 2025.
- [14] H. Liu, S. Guo, P. Mai, J. Cao, H. Li, and J. Ma, “Robodexvlm: Visual language model-enabled task planning and motion control for dexterous robot manipulation,” 2025.

Principales activités

Main activities:

- Analyse and implement related work.

- Design novel innovative solutions.
- Write progress reports and papers.
- Present work at conferences.

Compétences

Technical skills and level required : programming skills are required.

Languages : English and possibly French.

Relational skills : Good communication skills.

Avantages

- Subsidized meals
- Partial reimbursement of public transport costs
- Leave: 7 weeks of annual leave + 10 extra days off due to RTT (statutory reduction in working hours) + possibility of exceptional leave (sick children, moving home, etc.)
- Possibility of teleworking and flexible organization of working hours
- Professional equipment available (videoconferencing, loan of computer equipment, etc.)
- Social, cultural and sports events and activities
- Access to vocational training
- Social security coverage

Informations générales

- **Thème/Domaine** : Robotique et environnements intelligents
Statistiques (Big data) (BAP E)
- **Ville** : Paris
- **Centre Inria** : [Centre Inria de Paris](#)
- **Date de prise de fonction souhaitée** : 2025-09-01
- **Durée de contrat** : 3 ans
- **Date limite pour postuler** : 2025-07-24

Contacts

- **Équipe Inria** : [WILLOW](#)
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A propos d'Inria

Inria est l'institut national de recherche dédié aux sciences et technologies du numérique. Il emploie 2600 personnes. Ses 215 équipes-projets agiles, en général communes avec des partenaires académiques, impliquent plus de 3900 scientifiques pour relever les défis du numérique, souvent à l'interface d'autres disciplines. L'institut fait appel à de nombreux talents dans plus d'une quarantaine de métiers différents. 900 personnels d'appui à la recherche et à l'innovation contribuent à faire émerger et grandir des projets scientifiques ou entrepreneuriaux qui impactent le monde. Inria travaille avec de nombreuses entreprises et a accompagné la création de plus de 200 start-up. L'institut s'efforce ainsi de répondre aux enjeux de la transformation numérique de la science, de la société et de l'économie.

L'essentiel pour réussir

Essential qualities in order to fulfil this assignment are feeling at ease in an environment of scientific dynamics and wanting to learn and listen. Prior experience in research is a plus.

Attention: Les candidatures doivent être déposées en ligne sur le site Inria. Le traitement des candidatures adressées par d'autres canaux n'est pas garanti.

Consignes pour postuler

Sécurité défense :

Ce poste est susceptible d'être affecté dans une zone à régime restrictif (ZRR), telle que définie dans le décret n°2011-1425 relatif à la protection du potentiel scientifique et technique de la nation (PPST). L'autorisation d'accès à une zone est délivrée par le chef d'établissement, après avis ministériel favorable, tel que défini dans l'arrêté du 03 juillet 2012, relatif à la PPST. Un avis ministériel défavorable pour un poste affecté dans une ZRR aurait pour conséquence l'annulation du recrutement.

Politique de recrutement :

Dans le cadre de sa politique diversité, tous les postes Inria sont accessibles aux personnes en situation de handicap.