

# Integrating Probabilistic Belief Revision and Planning for Mobile Robot Control

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# Outline

## 1 Introduction

- Autonomous Mobile Robots
- Hybrid control architecture
- Planning

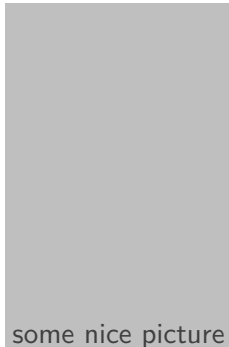
## 2 Planning

## 3 Description Logic

## 4 Belief Revision

## 5 Application Scenario

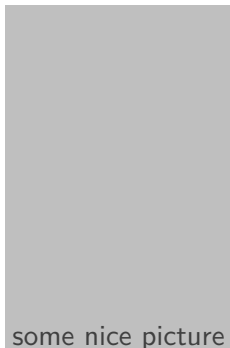
# Autonomous Mobile Robots



KURT robots:

- 3D laser scanner
- cameras

# Autonomous Mobile Robots



KURT robots:

- 3D laser scanner
- cameras

current PhD projects:

- mapping and integration of symbolic data
- calculating polygon maps from point clouds
- object recognition, building semantic maps
- **planning based on semantic maps**

# Hybrid control architecture

- reactive layer
  - object recognition
  - following a path
  - navigating to a waypoint
  - grasping an object
  - ...

# Hybrid control architecture

- reactive layer
  - object recognition
  - following a path
  - navigating to a waypoint
  - grasping an object
  - ...
- higher-level planning layer
  - sequence of high-level actions to perform a task
  - e.g., “open fridge; grasp bottle of beer; close fridge; go to living room; deliver beer to user”

# Planning

Separate research area: action planning

- solving abstract planning problems
- large improvement over recent years
- many good planners readily available



# Dissertation project

## Goal of dissertation project

Using a general-purpose planner for mobile robot control, based on sensor data from 3D laser scanners and cameras

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Using a general-purpose planner for mobile robot control, based on sensor data from 3D laser scanners and cameras

Problems:

- incomplete and noisy sensor information
- changes in a dynamic environment

→ inconsistencies in the global world model

# Proposed Solution

- 1 general-purpose planner (HTN planner)
  - accepts a consistent planning task
  - returns a sequence of actions

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- 2** ontology in Description Logic (OWL-DL)
  - captures background knowledge about the world
  - detects inconsistencies

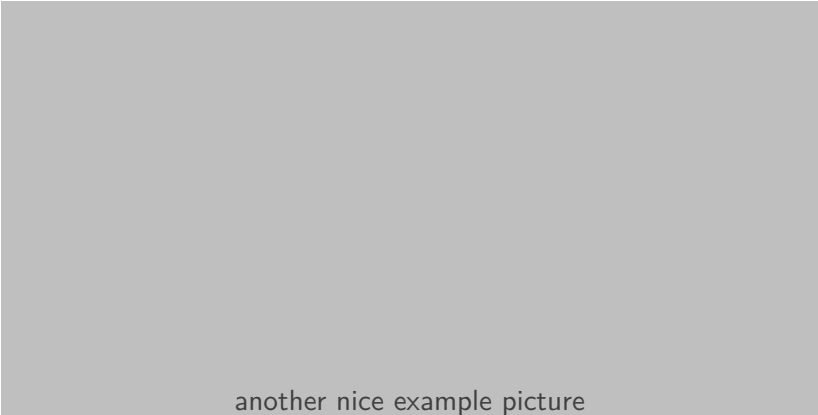
# Proposed Solution

- 1** general-purpose planner (HTN planner)
  - accepts a consistent planning task
  - returns a sequence of actions
- 2** ontology in Description Logic (OWL-DL)
  - captures background knowledge about the world
  - detects inconsistencies
- 3** probabilistic belief revision model
  - keeps track of evidence for facts
  - decides on the most probable consistent world model

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## Physical Blocks World (“Copy Demo”, 1970)



another nice example picture

# Planning Domain Description (STRIPS)

goal specification

$\text{Goal}(\text{On}(A, B) \wedge \text{On}(B, C))$

action specification

Action( PutOn( $x, y$ ),

Precond:  $\text{On}(x, z) \wedge \text{Clear}(x) \wedge \text{Clear}(y)$

$\wedge x \neq z \wedge x \neq y \wedge y \neq z$

Effect:  $\text{On}(x, y) \wedge \neg \text{On}(x, z) \wedge \text{Clear}(z) \wedge \neg \text{Clear}(y)$  )



# HTN Planning

## Hierarchical Task Networks

- provide knowledge about the hierarchical structure of the planning domain
- dependency among actions can be given in the form of networks
- 3 different types of tasks:
  - primitive tasks ( $\approx$  STRIPS actions)
  - compound tasks (composed of simpler tasks)
  - goal tasks ( $\approx$  STRIPS goals, but more general)

# Problems with real Sensor Data

Planners need a complete & consistent world model, but...

- 1 sensors are not perfect
  - incomplete information:  $\text{On}(C, A) \wedge \text{OnTable}(B)$
  - inconsistent information:  $\text{On}(C, A) \wedge \text{On}(A, C)$
- 2 the world changes dynamically
  - how to integrate new information?

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## Description Logic

- family of knowledge representation languages
- used to represent terminological knowledge
- middle ground solution: more expressive than propositional logic, decidable or more efficient decision problems than predicate logic
- used in the semantic web (OWL-DL)
- many efficient reasoners are available

# Using DLs for Planning

- create an ontology to encode constraints of the domain
- use a DL reasoner to detect inconsistencies

## Problem

But: How to decide between multiple consistent worlds?

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# Logical Belief Revision

- AGM postulates (Alchurrón, Gärdenfors & Makinson, 1985)
- how to integrate new and old facts in a consistent manner
- not directly applicable here, because accuracy information from the sensors is ignored

# Probabilistic Belief Revision

- two main methods: Bayesian belief networks (Pearl, 1988) and probability kinematics (Jeffrey, 1965)
- beliefs as a probability distribution
- can be used to decide between different consistent world models based on, e. g.,
  - estimated accuracy of the object classification
  - source of information (user-given information, sensor data, ...)
  - amount of time since a particular piece of information was sensed



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## Application Scenario

- office floor (rooms + corridor) with obstacles (tables, chairs)
- objects of interest: traffic cones, wooden cubes, ...
- tasks: bringing objects to target locations, generate target aggregates
- exogenous events (opening/closing doors, moving/adding/removing objects)

# Questions?

Thank you for your attention!  
Any questions?

# Proofs, Definitions and Friends

Proof.

Proof



Definition

Definition

Lemma

*Lemma*

Theorem

*Theorem*

## color test

■ item

**1** enumerate

## color test

■ item

**1** enumerate

## color test

■ item

**1** enumerate