Planning with hybrid knowledge in the GeRT project



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The GeRT project

Generalizing Robot manipulation Tasks Aim: coping with novelty in manipulation tasks.

- Abstract away the variability in objects (shape, size and pose)
- Adapt to the context in which the task is performed (obstacles, initial configuration)
- Perform tasks it has not encountered before, given the necessary building blocks for that task

Achieving this involves different research areas:

Planning

To compute a sequence of actions to perform the task

Learning

To extract knowledge from example programs

Machine perception

To figure out the locations and types of objects in the scene

Grasping

Which is a difficult problem on its own

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Planning → Hybrid planning

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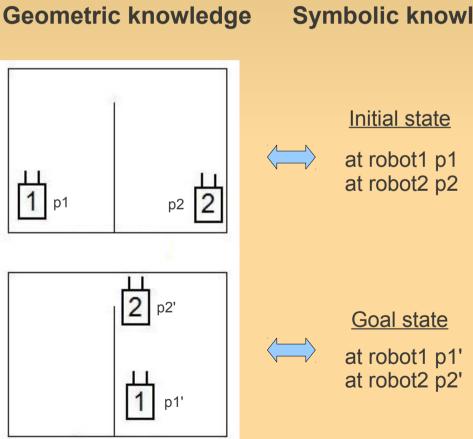
Grasping

Which is a difficult problem on its own

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Geometric knowledge

Hybrid planning



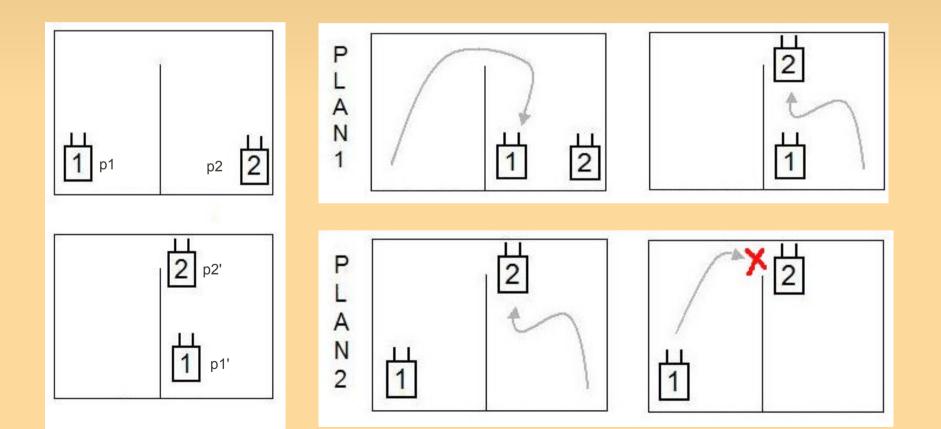
Symbolic knowledge

2 plans are solution to the symbolic problem:

PLAN1: move robot1 p1' move robot2 p2'

PLAN2: move robot2 p2' move robot1 p1'

Hybrid planning



Relation to workshop topics

• **Terminology**: ask descriptions, action recipes, skills and other primitives, and what are their relationships?

• **Conventions**: shared definitions, conventions (coordinate systems, units), and data structures

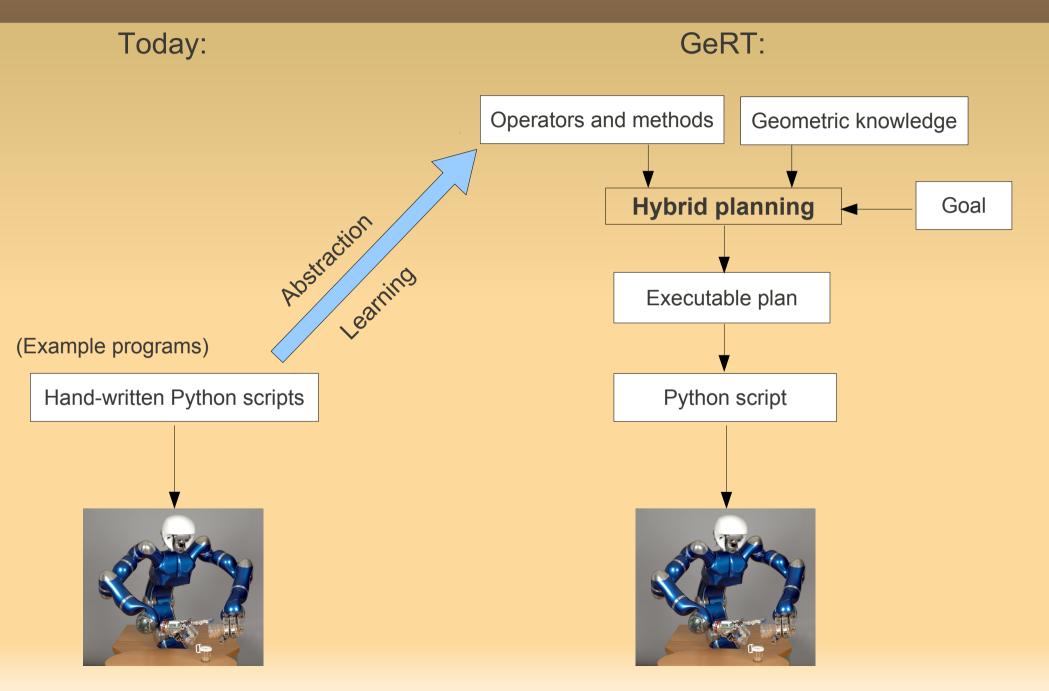
• Scene graphs: How should data be represented (maps, objects, actions)? What data should be annotated and how? What kind of reasoning is performed or needed?

Reuse of knowledge: How can a robot decide which knowledge (e.g., map or skill) to reuse in a new situation?

• **Reuse of tools**: What existing software modules, algorithms, libraries, or APIs can be reused?

• **Knowledge engineering**: How will/should the knowledge base grow? What are the processes leading to creation of a substantial knowledge base useful in real applications, i.e. the bootstrapping of the KB?

Terminology, Action recipes



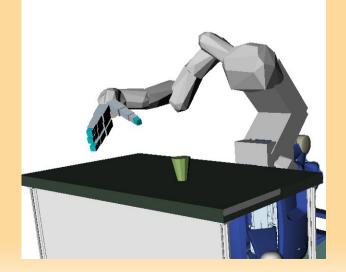
Knowledge representation

Symbolic Knowledge

| States | Actions |
|-----------------------------|---|
| On (Cup1, table) | <u>Operator:</u> Grab(hand, obj) |
| Holding (Teapot, RightHand) | <u>Preconditions:</u> Free(hand), Clear(obj) |
| Empty (Cup1) | <u>Effects:</u> NOT Free(hand), NOT On(obj, table), |
| | Holding(hand, obj) |

Geometric Knowledge

- Geometries of the robot and objects (trimeshes)
- Position and orientation of objects (transformation matrices)
- Configuration of the robot (vector)
- Relative positions (transformation matrices)



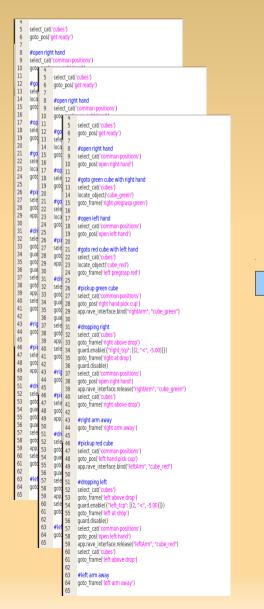
Reuse of knowledge: Abstraction

Example programs

| 4 | | | | | | | |
|----------|-----------------------|-----------------------------|--------------|----------|--|---|--|
| 5 6 | belee _ call care) | | | | | | |
| 0 | goto_pos('get ready') | | | | | | |
| 8 | # | en right hand | | | | | |
| 9 | | ect_cat('common positions') | | | | | |
| 10 | gotq | 4 | conn | | sidois j | | |
| 11 | 9010 | 5 | color | t cati | 'cubes') | | |
| 12 | #q0 | 6 | | | jet ready") | | |
| 13 | sele | 7 | 9010 | post | jerready / | | |
| 14 | loca | 8 | #ope | en righ | t hand | | |
| 15 | goto | 9 | | | 'common positions') | | |
| 16 | | 10 | gotq | 4 | | - | |
| 17 | #op | 11 | | 5 | select cat('cubes') | | |
| 18 | sele | 12 | #go | 6 | goto_pos('get ready') | | |
| 19 20 | goto | | sele | 7 | | | |
| 20 | #go | 14 | loca | 8 | #open right hand | | |
| 22 | sele | 15 | goto | 9 | select_cat('common positions') | | |
| 23 | loca | 16 17 | #op | 10 | goto_pos('open right hand') | | |
| 24 | goto | 17 | sele | 11 | Reads and a she will defend a | | |
| 25 | , i | 19 | goto | | #goto green cube with right hand | | |
| 26 | #pic | 20 | gote | 14 | select_cat('cubes') locate object('cube green') | | |
| 27 | sele | 21 | #go | 15 | goto_frame('right pregrasp green') | | |
| 28 | goto | 22 | sele | 16 | goto_numet right pregroup green / | | |
| 29 | app. | 23 | loca | 17 | #open left hand | | |
| 30 | | 24 | goto | 18 | select_cat('common positions') | | |
| 31 | #dr | 25 | | 19 | goto_pos('open left hand') | | |
| 32 | sele | 26 | #pic | 20 | | | |
| 33 34 | goto guar | 27 | sele | 21 | #goto red cube with left hand | | |
| 35 35 | goto | 28 | goto | | select_cat('cubes') | | |
| 36 | quar | 29 30 | app. | 23 | locate_object('cube_red') | | |
| 37 | sele | 30 31 | #dr | 24 | goto_frame('left pregrasp red') | | |
| 38 | goto | 32 | sele | 25 | Red down were welled | | |
| 39 | app. | 33 | goto | 26 27 | <pre>#pickup green cube select cat('common positions')</pre> | | |
| 40 | sele | 34 | quar | | goto_pos('right hand pick cup') | | |
| 41 | goto | 35 | goto | 20 | app.rave interface.bind("rightArm", "cube green") | | |
| 42 | | 36 | quar | 30 | approve_interface.bind(rightsini , cube_green) | | |
| 43 | #rig | 37 | sele | | #dropping right | | |
| 44 | goto | 38 | goto | 32 | select cat('cubes') | | |
| 45 | | 39 | app. | 33 | goto frame('right above drop') | | |
| 46 47 | #pic | 40 | sele | 34 | guard.enable({"right_tcp": [(2, "<", -5.00)]}) | | |
| 47 48 | sele | 41 | goto | 35 | goto_frame('right at drop') | | |
| 49 | goto app. | 42 43 | | 36 | guard.disable() | | |
| 50 | app | 43 44 | #rig | 37 | select_cat('common positions') | | |
| 51 | #dri | 45 | goto | 38 | goto_pos('open right hand') | | |
| 52 | sele | 46 | #pic | 39 | app.rave_interface.release("rightArm", "cube_green") | | |
| 53 | goto | 47 | sele | 40 41 | select_cat('cubes') goto_frame('right above drop') | | |
| 54 | guar | 48 | goto | 42 | goto_name(right above drop) | | |
| 55 | goto | 49 | app. | 43 | #right arm away | | |
| 56 | guar | 50 | | 44 | goto frame('right arm away') | | |
| 57 | sele | 51 | #dr | 45 | | | |
| 58 59 | goto | 52 | sele | 46 | #pickup red cube | | |
| 59 60 | app. sele | 53 | goto | 47 | select_cat('common positions') | | |
| 61 | goto | 54 | guar | 48 | goto_pos('left hand pick cup') | | |
| 62 | you | 55 56 | goto | 49 | app.rave_interface.bind("leftArm", "cube_red") | | |
| 63 | #lef | 50 | guar sele | 50 | Networks 140 | | |
| 64 | goto | 58 | goto | 51 52 | #dropping left | | |
| 65 | Ĩ | 59 | app. | 53 | select_cat('cubes') goto_frame('left above drop') | | |
| | | 60 | sele | 54 | guard.enable({"left tcp": [(2, "<", -5.00)]}) | | |
| | | 61 | goto | 55 | goto_frame('left at drop') | | |
| | | 62 | | 56 | guard.disable() | | |
| | | 63 | #lef | 57 | select_cat('common positions') | | |
| | | 64 | goto | 58 | goto_pos('open left hand') | | |
| | | 65 | | 59 | app.rave_interface.release("leftArm", "cube_red") | | |
| | | | | 60 | select_cat('cubes') | | |
| | | | | 61 | goto_frame('left above drop') | | |
| | | | | 62 | #left arm away | | |
| | | | | 63 64 | #left arm away goto frame('left arm away') | | |
| | | | | 65 | Seeo-unuel icit ann analy 1 | | |
| | | | | | | | |

Reuse of knowledge: Abstraction

Example programs

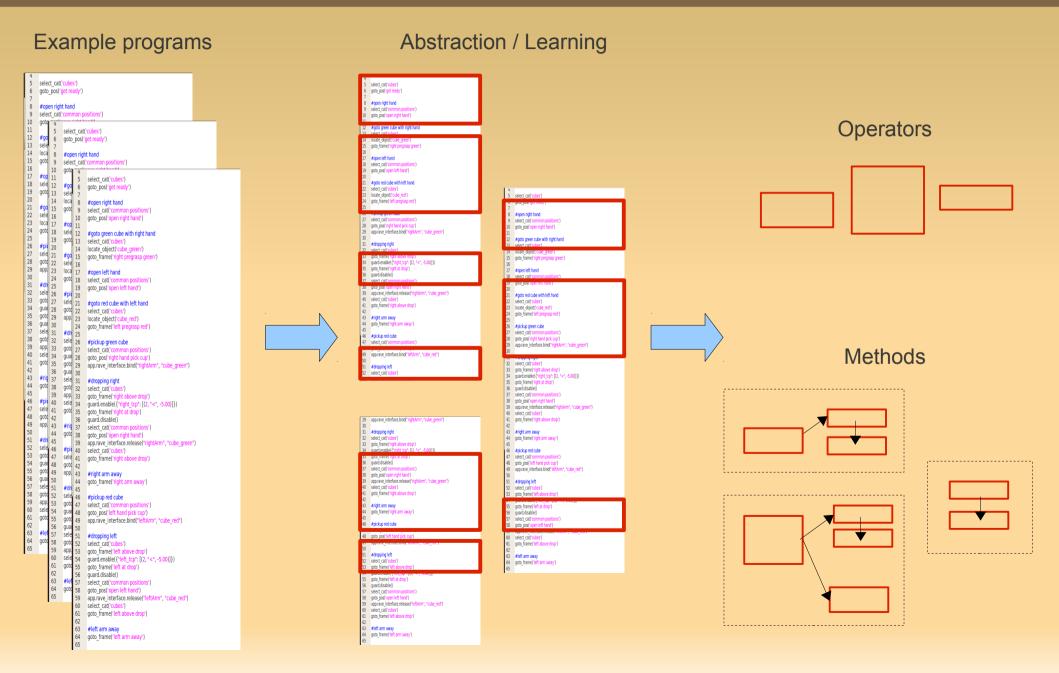


Abstraction / Learning

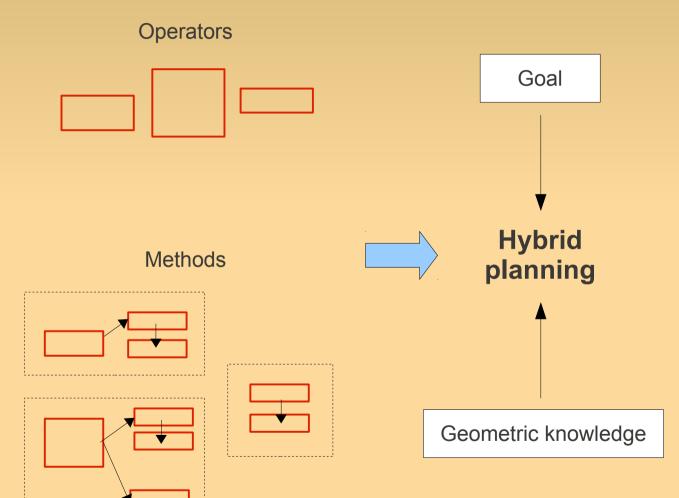


63 #left arm away 64 goto_frame('left arm away')

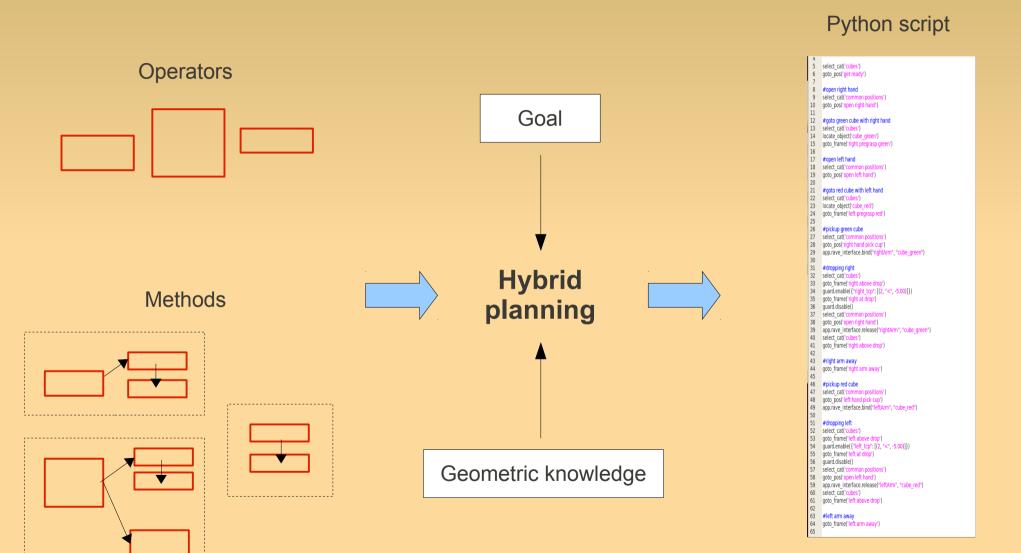
Reuse of knowledge: Abstraction



Reuse of knowledge: solving a new task



Reuse of knowledge: solving a new task





Thanks for your attention.

Questions?