

# CS 188: Artificial Intelligence Spring 2010

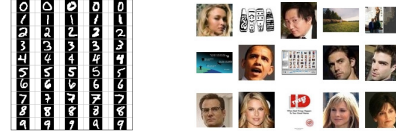
## Advanced Applications: Robotics

Pieter Abbeel – UC Berkeley  
A few slides from Sebastian Thrun, Dan Klein

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## Announcements

- Project 5 due Thursday --- Classification!



- Contest!!
  - Tournaments every night.
  - Final tournament: We will use submissions received by Thursday May 6, 11pm.

## Estimation: Laplace Smoothing

- Laplace's estimate (extended):
  - Pretend you saw every outcome  $k$  extra times



$$P_{LAP,k}(x) = \frac{c(x) + k}{N + k|X|}$$

$$P_{LAP,0}(X) =$$

- What's Laplace with  $k = 0$ ?
- $k$  is the **strength** of the prior

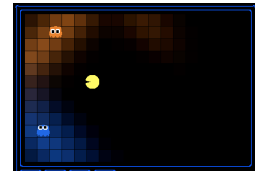
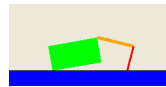
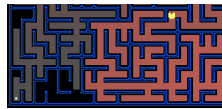
$$P_{LAP,1}(X) =$$

- Laplace for conditionals:
  - Smooth each conditional independently:

$$P_{LAP,k}(x|y) = \frac{c(x, y) + k}{c(y) + k|X|}$$

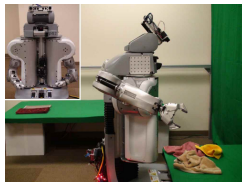
$$P_{LAP,100}(X) =$$

## So Far: Foundational Methods



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## Now: Advanced Applications



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## Robotic Control Tasks

- Perception / Tracking

- Where exactly am I?
- What's around me?



- Low-Level Control

- How to move the robot and/or objects from position A to position B



- High-Level Control

- What are my goals?
- What are the optimal high-level actions?

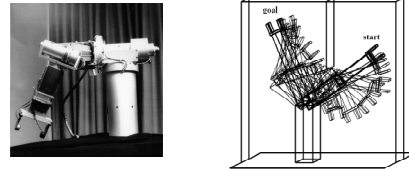
## Robot folds towels

- [pile of 5 video]

[Maitin-Shepard, Cusumano-Towner, Lei & Abbeel, 2010]

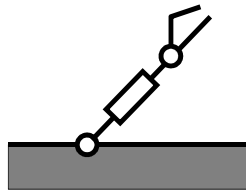
## Low-Level Planning

- Low-level: move from configuration A to configuration B



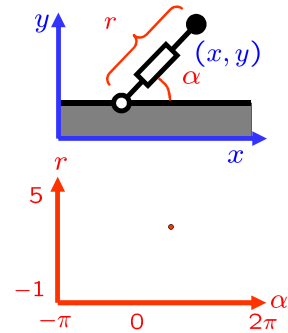
## A Simple Robot Arm

- **Configuration Space**
  - What are the natural coordinates for specifying the robot's configuration?
  - These are the *configuration space* coordinates
  - Can't necessarily control all degrees of freedom directly
- **Work Space**
  - What are the natural coordinates for specifying the effector tip's position?
  - These are the *work space* coordinates



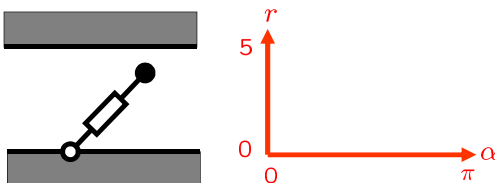
## Coordinate Systems

- **Workspace:**
  - The world's  $(x, y)$  system
  - Obstacles specified here
- **Configuration space**
  - The robot's state
  - Planning happens here
  - Obstacles can be projected to here

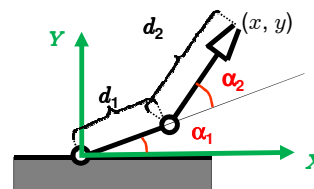


## Obstacles in C-Space

- What / where are the obstacles?
- Remaining space is *free space*



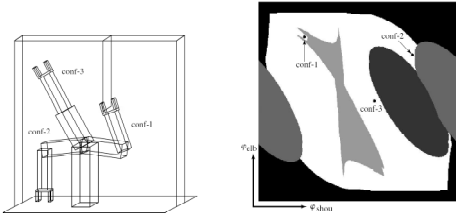
## Two-link manipulator



$$x = d_1 \cos \alpha_1 + d_2 \cos(\alpha_1 + \alpha_2)$$

$$y = d_1 \sin \alpha_1 + d_2 \sin(\alpha_1 + \alpha_2)$$

## Example Obstacles in C-Space



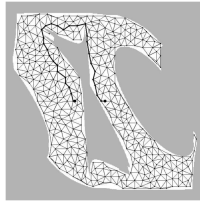
## Two-link manipulator

### Demo

<http://www-inst.eecs.berkeley.edu/~cs188/fa08/demos/robot.html>

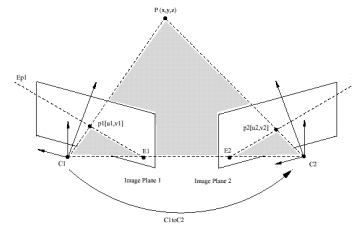
## Probabilistic Roadmaps

- Idea: sample random points as nodes in a visibility graph
- This gives *probabilistic roadmaps*
  - Very successful in practice
  - Lets you add points where you need them
  - If insufficient points, incomplete or weird paths

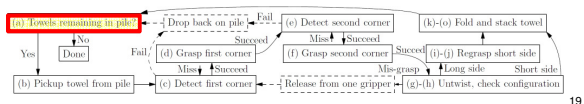


## Perception

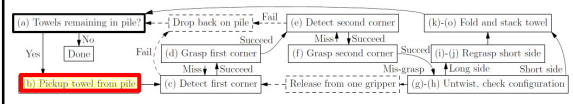
- Find a point see in two camera views
- Find 3D coordinates by finding the intersection of the rays




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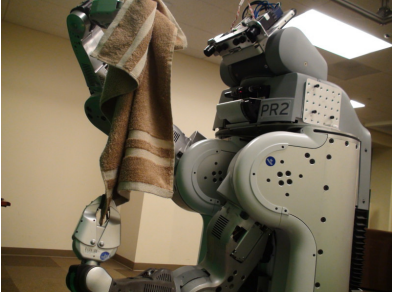


PR2

```

    graph TD
      A{a) Towels remaining in pile?} -- No --> B{Done}
      A -- Yes --> C{b) Pickup towel from pile}
      C --> D{d) Grasp first corner}
      D -- Miss --> E{c) Detect first corner}
      D -- Succeed --> F{f) Grasp second corner}
      E --> F
      F -- Miss --> G{g) Release from one gripper}
      F -- Succeed --> H{h) Utwist, check configuration}
      G --> H
      H --> I{e) Detect second corner}
      I -- Miss --> J{f) Grasp second corner}
      I -- Succeed --> J
      J -- Miss --> K{g) Release from one gripper}
      J -- Succeed --> L{i) Regrasp short side}
      K --> L
      L -- Long side --> M{e) Detect second corner}
      L -- Short side --> N{k) Fold and stack towel}
      M --> N
  
```

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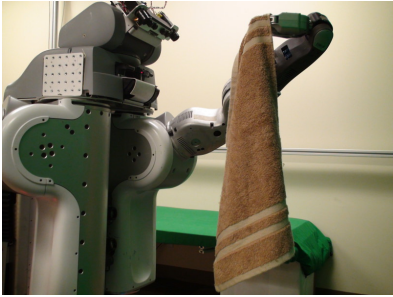


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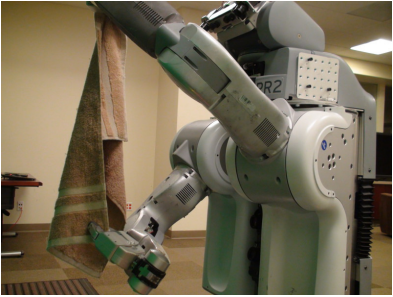


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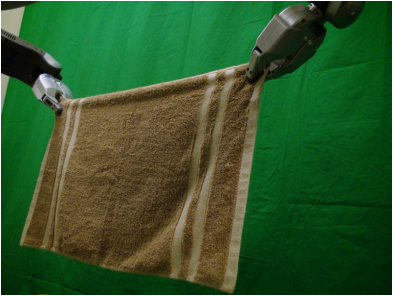
24



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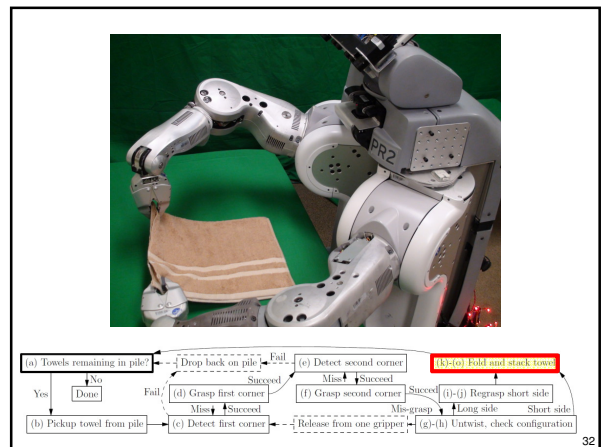
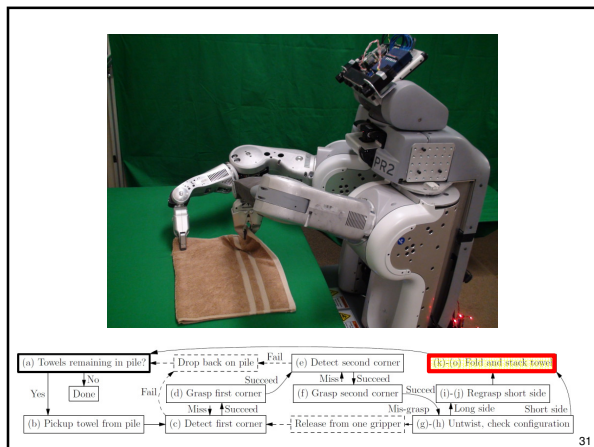
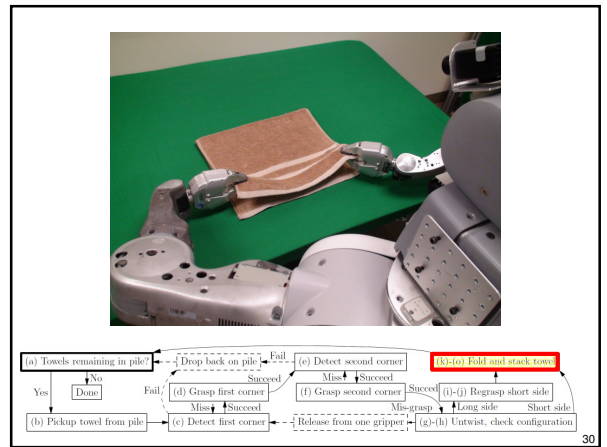
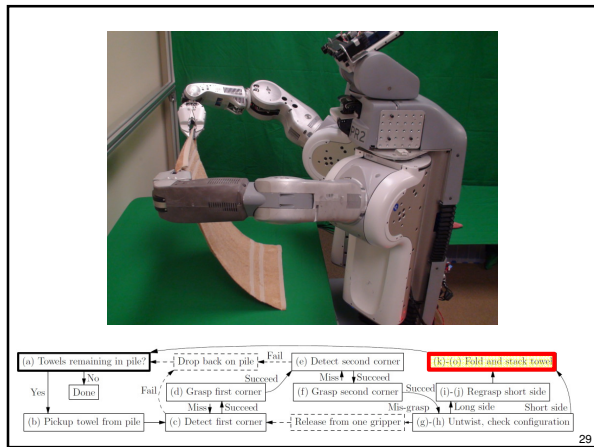
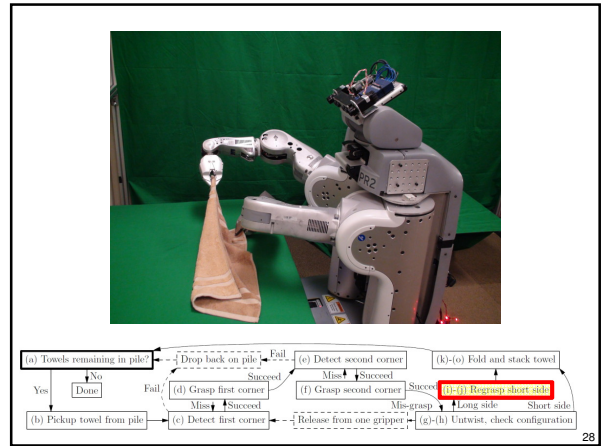
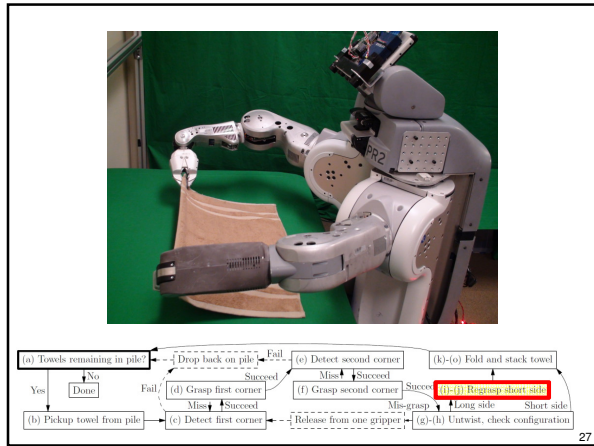



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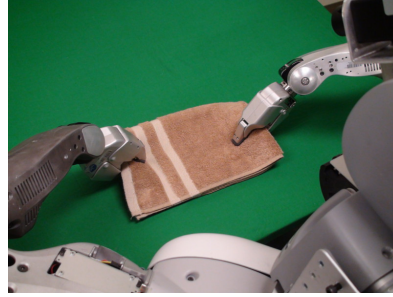






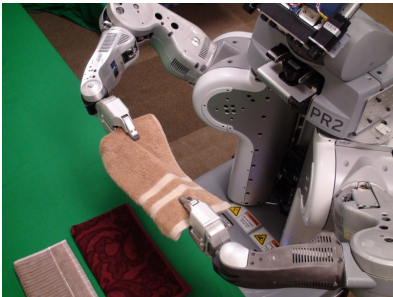
(a) Towels remaining in pile? → Yes → Done; No → Drop back on pile → Fail → (d) Grasp first corner → Miss → Succeed → (e) Detect first corner → Miss → Succeed → (f) Grasp second corner → Miss-grasp → Succeed → (g)-(h) Untwist, check configuration → (i)-(j) Regrasp short side → Long side → Short side → (k)-(l) Fold and stack towel

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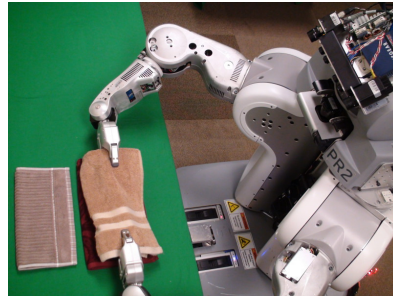
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### Glanced over

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- Calibration of camera and robot
- Recognition of corners
- More generally: visual feedback during all manipulations
- How should we move the corners such that we obtain the desired result?

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### Now: Advanced Applications

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## Motivating Example



- How do we specify a task like this?

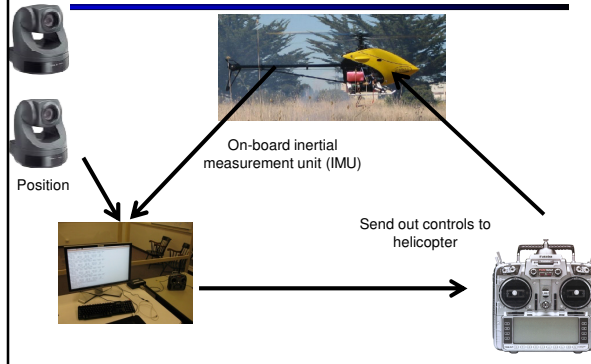
[demo: autorotate / ticoc]

## Autonomous Helicopter Flight

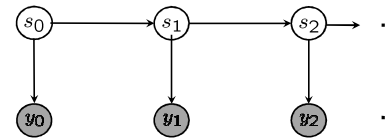


- Control inputs:
  - $a_{lon}$ : Main rotor longitudinal cyclic pitch control (affects pitch rate)
  - $a_{lat}$ : Main rotor latitudinal cyclic pitch control (affects roll rate)
  - $a_{coll}$ : Main rotor collective pitch (affects main rotor thrust)
  - $a_{rud}$ : Tail rotor collective pitch (affects tail rotor thrust)

## Autonomous Helicopter Setup



## HMM for Tracking the Helicopter



- State:  $s = (x, y, z, \phi, \theta, \psi, \dot{x}, \dot{y}, \dot{z}, \dot{\phi}, \dot{\theta}, \dot{\psi})$
- Measurements:
  - 3-D coordinates from vision, 3-axis magnetometer, 3-axis gyro, 3-axis accelerometer
- Transitions (dynamics): [time elapse update]
  - $s_{t+1} = f(s_t, a_t) + W_t$   
[f encodes helicopter dynamics]  
[w is a probabilistic noise model]

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## Helicopter MDP

- State:  $s = (x, y, z, \phi, \theta, \psi, \dot{x}, \dot{y}, \dot{z}, \dot{\phi}, \dot{\theta}, \dot{\psi})$
- Actions (control inputs):
  - $a_{lon}$ : Main rotor longitudinal cyclic pitch control (affects pitch rate)
  - $a_{lat}$ : Main rotor latitudinal cyclic pitch control (affects roll rate)
  - $a_{coll}$ : Main rotor collective pitch (affects main rotor thrust)
  - $a_{rud}$ : Tail rotor collective pitch (affects tail rotor thrust)
- Transitions (dynamics):
  - $s_{t+1} = f(s_t, a_t) + w_t$   
[f encodes helicopter dynamics]  
[w is a probabilistic noise model]
- Can we solve the MDP yet?



## Problem: What's the Reward?

- Rewards for hovering: [demo: hover]
 
$$R(s) = -(\alpha_x(x - x^*)^2 + \alpha_y(y - y^*)^2 + \alpha_z(z - z^*)^2 + \alpha_{\dot{x}}(\dot{x} - \dot{x}^*)^2 + \alpha_{\dot{y}}(\dot{y} - \dot{y}^*)^2 + \alpha_{\dot{z}}(\dot{z} - \dot{z}^*)^2)$$
- Rewards for "Tic-Toc"?
  - Problem: what's the target trajectory?
  - Just write it down by hand?

[demo: bad]

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[demo: unaligned]

## Helicopter Apprenticeship?

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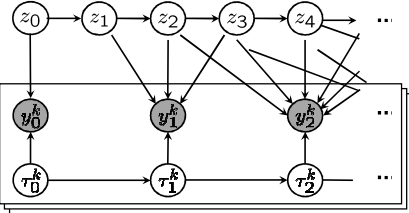
## Probabilistic Alignment

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Intended trajectory  
 $z_{t+1} = f(z_t) + \omega_t$

Expert demonstrations  
 $y_j = z_{\tau_j} + \nu_j$

Time indices



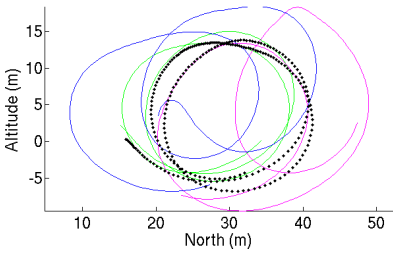
- Intended trajectory satisfies dynamics.
- Expert trajectory is a noisy observation of one of the hidden states.
  - But we don't know exactly which one.

[Coates, Abbeel & Ng, 2008]

[demo: alignment]

## Alignment of Samples

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- Result: inferred sequence is much cleaner!

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[demo: airshow]

## Final Behavior

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