

Autonomous and Mobile Robotics M

WRITTEN EXAM SAMPLE - Theory

Some questions may have more than one correct answers: for each question, indicate all the correct answers.

1. A constraint is said *holonomic* if:
 - ☐ the differential relation between the coordinates is not reducible to finite form
 - ☒ finite relations between the coordinates of the system are present
 - ☒ if differentiable/integrable relations between the coordinates of the system are present
2. The constraint introduced by a single wheel can be expressed as:
 - ☐ $x \sin \theta - y \cos \theta = 0$
 - ☒ $\dot{x} \sin \theta - \dot{y} \cos \theta = 0$
 - ☐ $x \sin \dot{\theta} - y \cos \dot{\theta} = 0$
3. A single Swedish wheel:
 - ☐ enables to control the motion along both the rolling and the driven directions
 - ☒ does not allow any control in the rolling direction
 - ☐ does not allow to control the motion neither along the rolling nor the driven directions
4. In reactive navigation, the robot:
 - ☐ plans the trajectory using a map of the environment
 - ☐ updates the planned path on the based of sensor information
 - ☒ navigates the environment on the base of the sensor information only
5. The distance transform of a map
 - ☒ has the same size of the original map
 - ☒ has elements which values is the distance to the target position
 - ☐ can be computed only usign Euclidean distance
6. Sequential Monte-Carlo Localization:
 - ☐ resamples the particles on the based of their spacial distribution
 - ☐ performs better than the EKF in case the robot configuration is described by a Gaussian distribution
 - ☒ works also in case the probability distribution function of the robot configuration is not known
7. In Reinforcement Learning algorithms, the reward:
 - ☒ is a scalar feedback signal
 - ☐ is minimized by the agent
 - ☒ indicates how well agent is doing at step t
8. The future discounted reward is defined as:
 - ☒ $G_t = R_{t+1} + \gamma R_{t+2} + \gamma^2 R_{t+3} + \dots = \sum_{i=0}^{\infty} \gamma^i R_{t+i+1}$
 - ☐ $G_t = R_{t+1} + R_{t+2} + R_{t+3} + \dots = \sum_{i=0}^{\infty} R_{t+i+1}$
 - ☐ $G_t = R_{t-1} + \gamma R_{t-2} + \gamma^2 R_{t-3} + \dots = \sum_{i=0}^{\infty} \gamma^i R_{t-i-1}$
9. The agent state:
 - ☐ is always the same as the environment state
 - ☒ is the same as the environment state in case of fully observable environments
 - ☒ is the same as the environment state in Markov decision processes
10. The *state value function* is defined as:
 - ☐ $v_{\pi}(s) = \mathbb{E}_{\pi}[R_{t+1}|S_t = s]$
 - ☒ $v_{\pi}(s) = \mathbb{E}_{\pi}[G_t|S_t = s]$
 - ☒ $v_{\pi}(s) = \mathbb{E}_{\pi}[R_{t+1} + \gamma v_{\pi}(s')|S_t = s]$

WRITTEN EXAM SAMPLE - Open Questions

The student is asked to answer the following questions.

1. Describe synthetically with words and formulas the main steps of the EKF localization:

$$\begin{aligned}
 \hat{\mathbf{q}}^+(k+1) &= \mathbf{f}(\hat{\mathbf{q}}(k), \hat{\mathbf{u}}(k)) && \text{State prediction} \\
 \hat{\mathbf{P}}^+(k+1) &= \mathbf{F}_q \hat{\mathbf{P}}(k) \mathbf{F}_q^T + \mathbf{F}_v \hat{\mathbf{V}} \mathbf{F}_v^T && \text{Covariance projection} \\
 \mathbf{v} &= \mathbf{z}^\#(k+1) - \mathbf{h}(\hat{\mathbf{q}}^+(k+1), \mathbf{p}_i) && \text{Innovation} \\
 \mathbf{K} &= \hat{\mathbf{P}}^+(k+1) \mathbf{H}_q^T (\mathbf{H}_q \hat{\mathbf{P}}^+(k+1) \mathbf{H}_q^T + \mathbf{H}_w \mathbf{W} \mathbf{H}_w^T)^{-1} && \text{Kalman gain} \\
 \hat{\mathbf{q}}(k+1) &= \hat{\mathbf{q}}^+(k+1) + \mathbf{K} \mathbf{v} && \text{State update with innovation} \\
 \hat{\mathbf{P}}(k+1) &= \hat{\mathbf{P}}^+(k+1) - \mathbf{K} \mathbf{H}_q \hat{\mathbf{P}}^+(k+1) && \text{Covariance update}
 \end{aligned}$$

2. The λ -return G_t^λ combining all n -step returns $G_t^{(n)}$ can be expressed as:

$$G_t^\lambda = (1 - \lambda) \sum_{n=1}^{\infty} \lambda^{n-1} G_t^{(n)}$$

WRITTEN EXAM SAMPLE - Exercise

The student is asked to solve the following problem.

Let us consider a fully observable and deterministic environment with 7 states $s_{\{1, \dots, 7\}}$.

s_1	s_2	s_3	s_4	s_5	s_6	s_7
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- Action set : $\{\text{TryLeft}, \text{TryRight}\}$
- Rewards:
 - +1 in state s_1
 - +10 in state s_7
 - 0 in all other states
- Transition model:
 - $p(s_1|s_1, \text{TryRight}) = p(s_2|s_1, \text{TryRight}) = 0.5$
 - $p(s_1|s_2, \text{TryLeft}) = p(s_2|s_2, \text{TryLeft}) = 0.5$
 - $p(s_2|s_2, \text{TryRight}) = p(s_3|s_2, \text{TryRight}) = 0.5$
 - ...
- Policy: $\pi(\text{TryLeft}|s_{\{1, \dots, 7\}}) = \pi(\text{TryRight}|s_{\{1, \dots, 7\}}) = 0.5$
- Discount factor $\gamma = 0.5$

Starting from an arbitrary initialisation of the state value function, compute the first iteration of the state value function evaluation provided by a Dynamic Programming algorithm assuming the random policy π .

$v_\pi(s_1)$	$v_\pi(s_2)$	$v_\pi(s_3)$	$v_\pi(s_4)$	$v_\pi(s_5)$	$v_\pi(s_6)$	$v_\pi(s_7)$

Solution:

The state value function is initialized to 0 for all the states.

$v_\pi(s_1)$	$v_\pi(s_2)$	$v_\pi(s_3)$	$v_\pi(s_4)$	$v_\pi(s_5)$	$v_\pi(s_6)$	$v_\pi(s_7)$
0.75	0.25	0	0	0	2.5	7.5