

Module: Advanced Agent Competition - [PJ] Künstliche Intelligenz in Robocup

Human - Robot Collaboration and Teamwork “in Smart Urban Factory towards Industry 4.0”

Perspective taking (Theory of Mind) and adaptive decision-making in HRI

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MILESTONE 3 Presentation

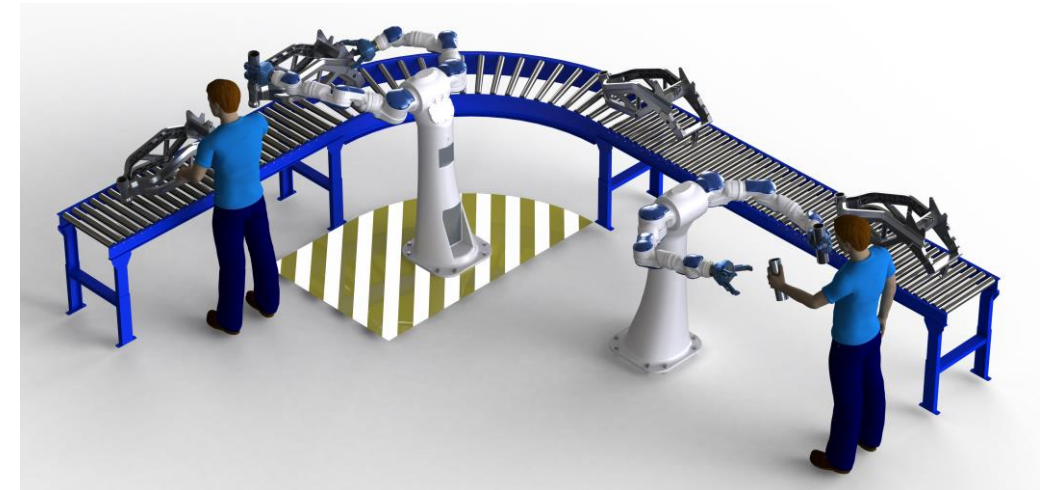
Agenda

- ▶ Motivation
- ▶ Problem definition
- ▶ Architecture
- ▶ MDP/POMDP model
- ▶ Demo
- ▶ (if time left: Challenges)



Motivation

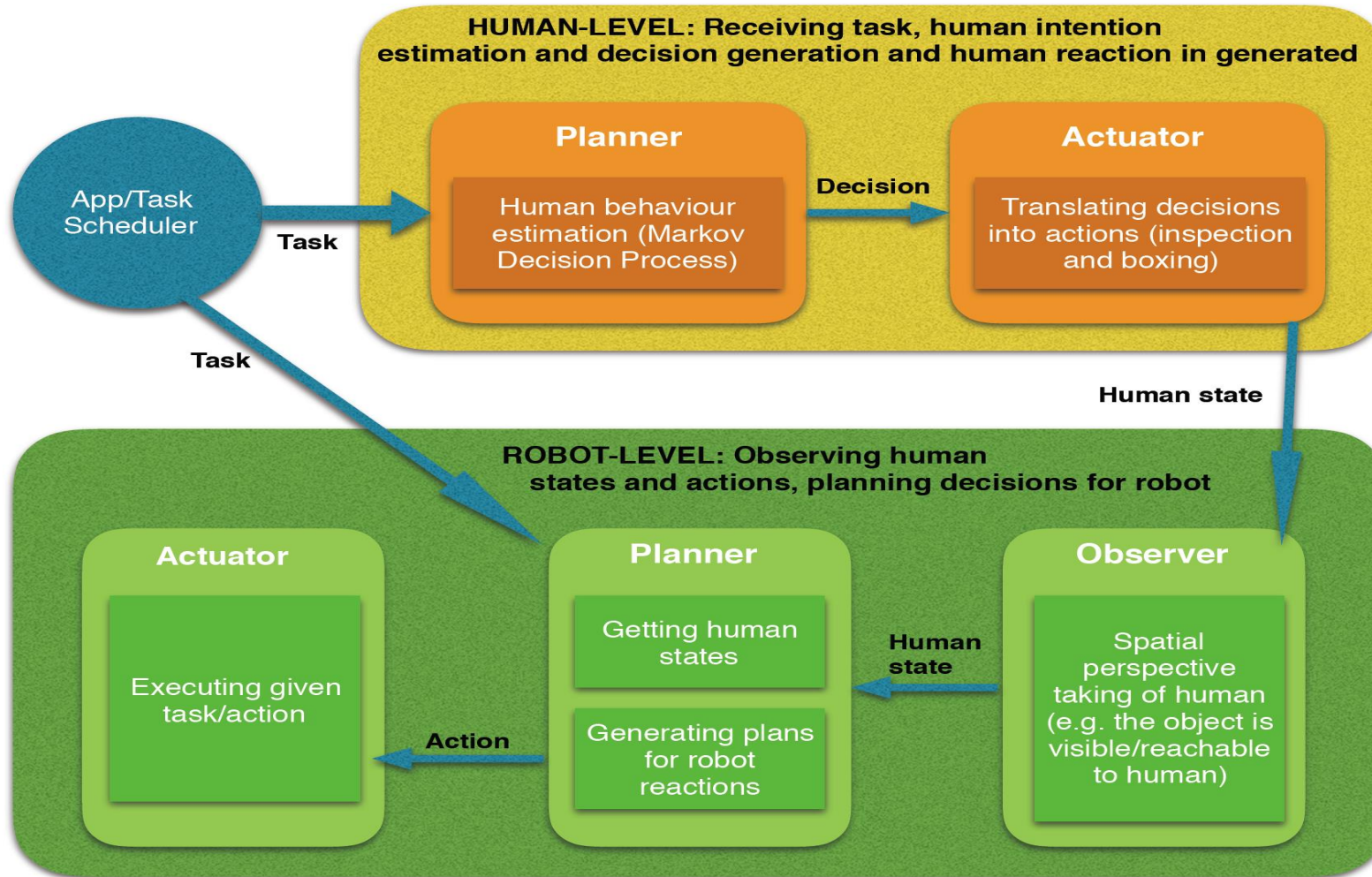
- ▶ Human-Robot-Collaboration biggest part in Industry 4.0
- ▶ Human will be replaced more and more with robots in industrial production
- ▶ Advantages Robot:
precise, fast, monotonous, repetitive work
- ▶ Human-Robot-Collaboration is a future branch



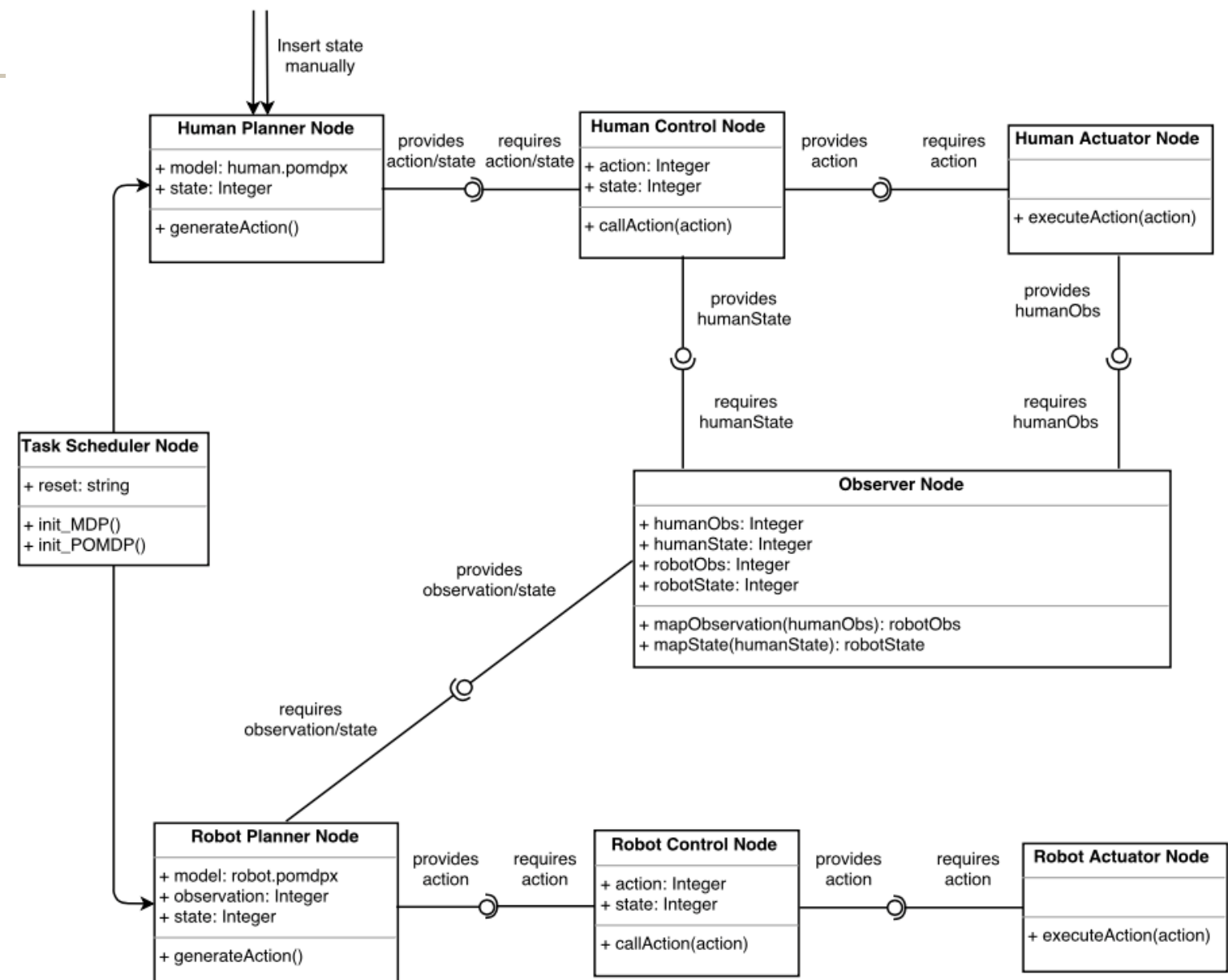
Problem definition

- ▶ Development of an interface to generate decisions according to the object parameters
- ▶ Animating and Modelling Human, Robot using MORSE
- ▶ Defining states and actions for Human using MDP (Markov Decision Process)
- ▶ Robot decision making and collaboration with Human using POMDP (Partially Observable Markov Decision Process)

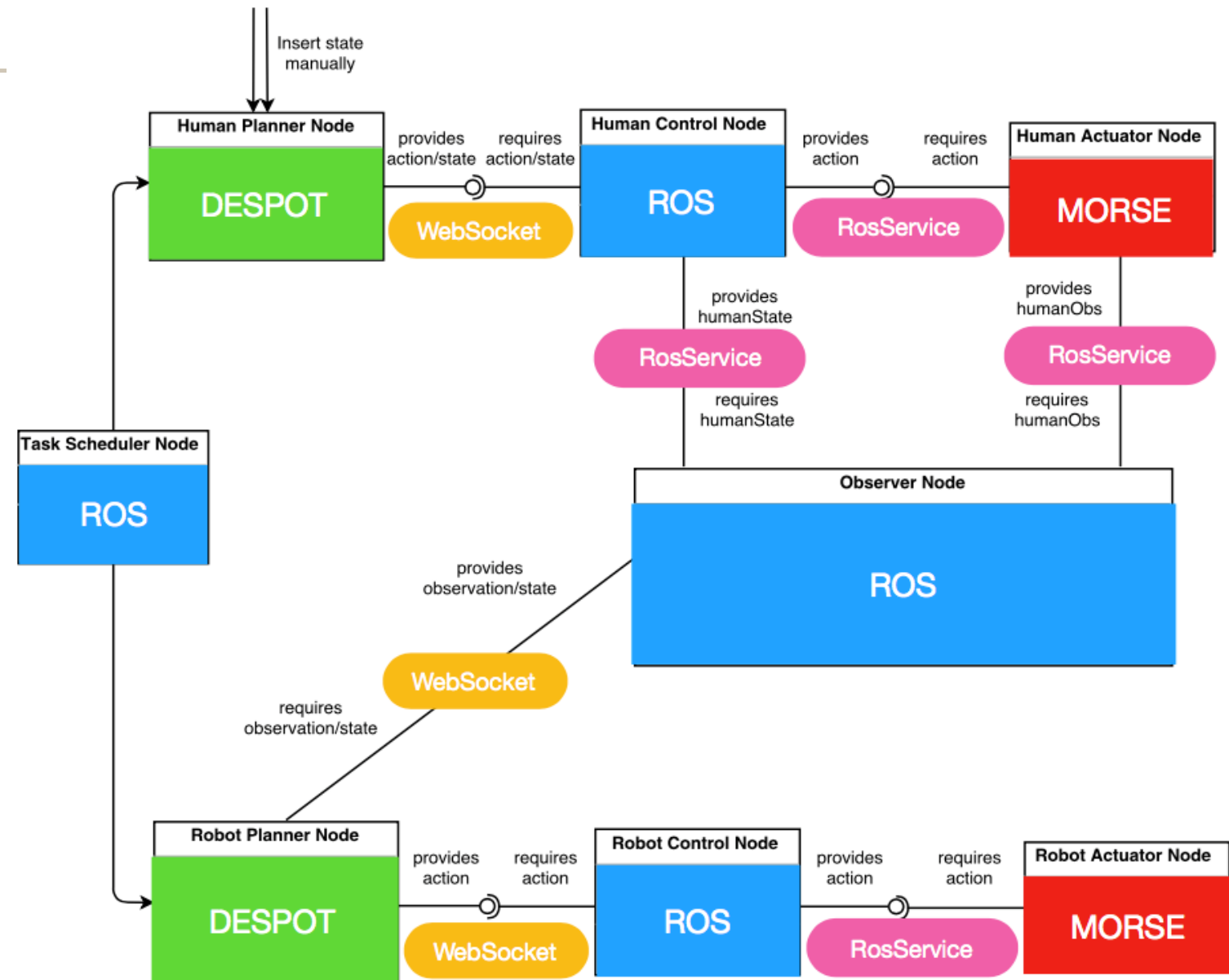
General architecture



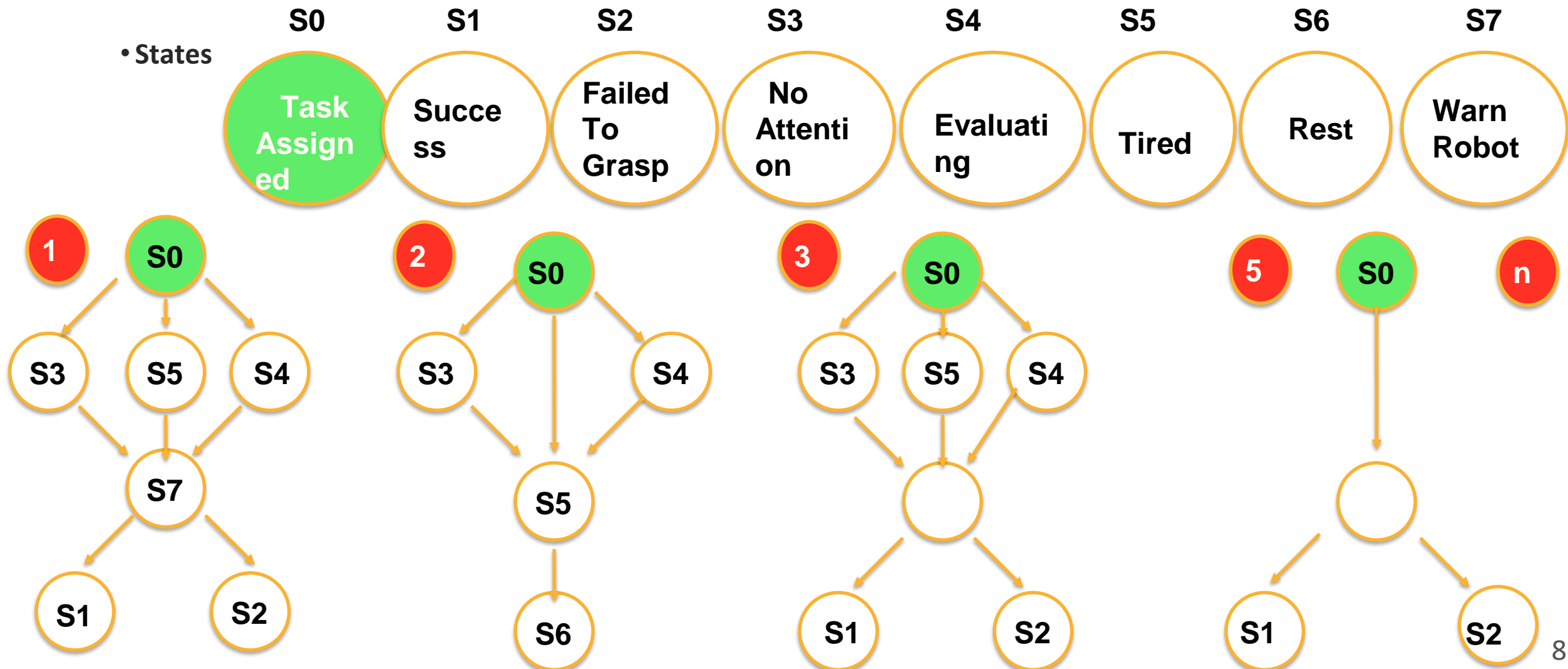
Detailed Architecture



Solution Approach



Human Modelling - Semi-Autonomous



Human Modelling - Fully Autonomous

```

curr state: 7 && prev state: 7
Model = N6despot6POMDPXE
Random root seed = 933698000
Search depth = 90
Discount = 0.98
Simulation steps = 90
Number of scenarios = 500
Search time per step = 1
Regularization constant = 0
Lower bound = DEFAULT
Upper bound = DEFAULT
Policy simulation depth = 90
Target gap ratio = 0.95

```

```

##### Round 0 #####
Initial state:
[state_1:task_assigned]

```

```

- Agent Acts = 2:idle

```

```

-----Round 0 Step 0-----
Agent Took: a2, in the State: [state_1:task_assigned]

```

```

Please enter the next state [integer from 0 to 6, press any]
State is manually entered: 6

```

```

curr state: 6 && prev state: 0

```

```

prev_state before cast: (state_id = -1, weight = 0, text =

```

```

prev_state after cast: (state_id = -1, weight = 0, text = |

```

```

=== RESULTS ===

```

```

- Resulting State:[state_1:recovery]

```

```

- Reward = 0

```

```

- Accumulated rewards:

```

```

discounted / undiscounted = 0 / 0

```

```

- Agent's belief for the obs:0: [state_1:evaluating]

```

```

[state_1:evaluating] = 0.354785

```

```

[state_1:task_assigned] = 0.0452148

```

```

- Agent Acts = 2:idle

```

```

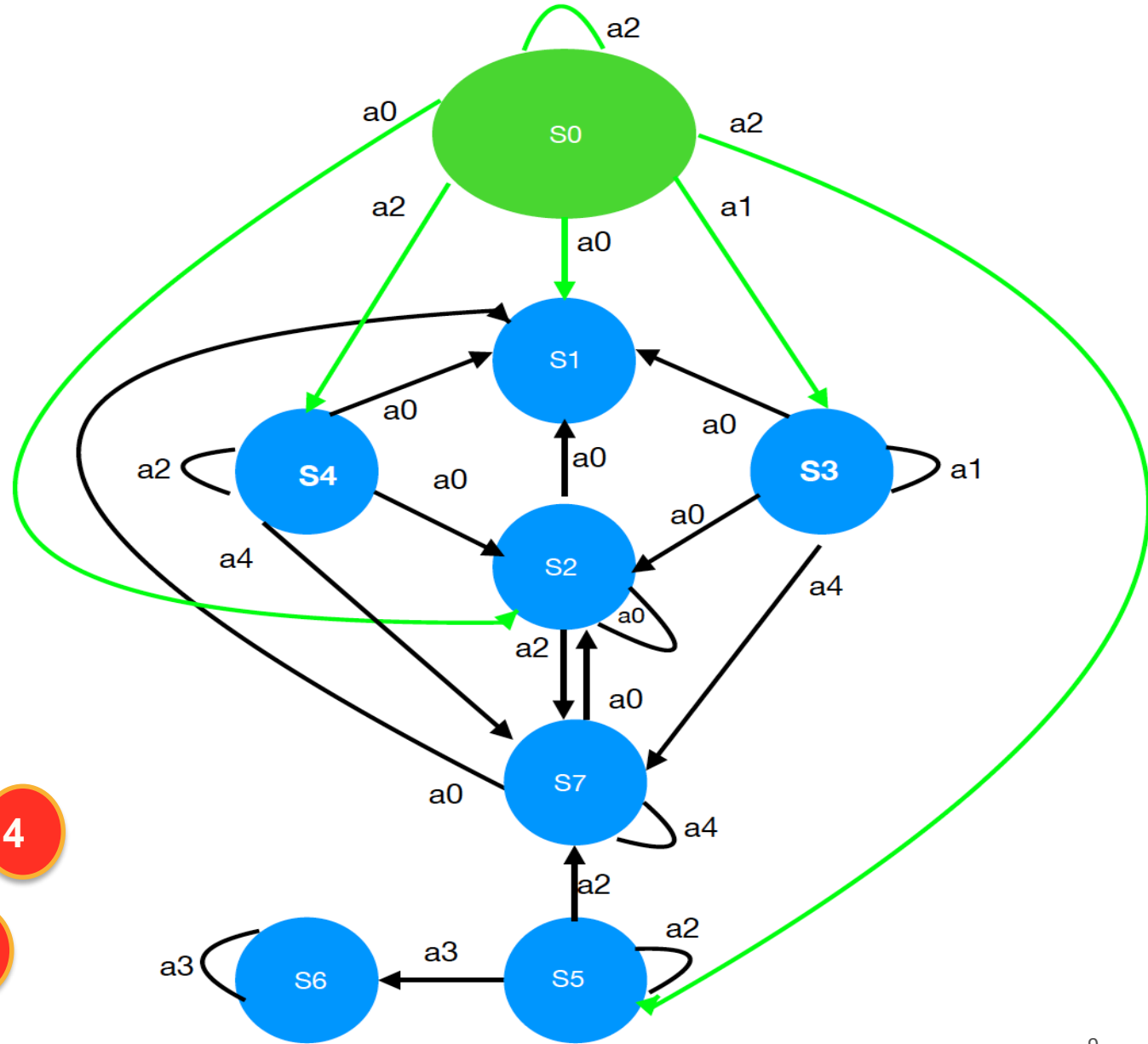
-----Round 0 Step 1-----

```

```

Agent Took: a2, in the State: [state_1:recovery]

```



```
gazelle@ubuntu:~/appl-0.96/src$ ./pomdp
Loading the model ...
input file : ../examples/POMDP/hu
loading time : 0.00s
Generate MDP Policy
gazelle@ubuntu:~/appl-0.96/src$ ./pomdp
Loading the model ...
input file : ../examples/POMDP/hu
Loading the policy ...
input file : out.policy
Simulating ...
action selection : one-step look ahead
-----
#Simulations | Exp Total Reward
-----
100          212.403
200          212.375
300          212.305
400          212.309
500          212.35
600          212.371
700          212.371
800          212.356
900          212.345
1000         212.34
-----
Finishing ...
```

Simulations

#Simulations	Exp Total Reward	95% Confidence Interval
1000	212.34	(212.202, 212.478)

```
<Vector action="2" obsValue="0">110.571 0 118.318 87.1199 221.613 48.4387 48.4387 253.329 </Vector>
<Vector action="2" obsValue="0">115.256 0 122.793 85.3775 221.681 51.97 51.97 248.263 </Vector>
<Vector action="2" obsValue="0">125.555 0 124.217 97.6401 237.281 55.4306 55.4306 238.431 </Vector>
<Vector action="2" obsValue="0">129.582 0 127.554 95.6872 237.035 58.822 58.822 233.663 </Vector>
<Vector action="3" obsValue="0">0 0 0 111.021 220.684 0 0 322.829 </Vector>
<Vector action="2" obsValue="0">16.3235 0 15.7272 126.966 240.97 4.5 4.5 310.045 </Vector>
<Vector action="2" obsValue="0">30.9253 0 30.0593 124.427 240.65 8.91 8.91 303.844 </Vector>
<Vector action="2" obsValue="0">44.0046 0 43.0985 121.939 240.337 13.2318 13.2318 297.767 </Vector>
<Vector action="2" obsValue="0">68.7885 0 64.3793 121.994 251.994 21.6178 21.6178 280.256 </Vector>
<Vector action="2" obsValue="0">78.5785 0 73.8 25.6855 25.6855 274.651 </Vector>
<Vector action="2" obsValue="0">87.3861 0 82.4 25 29.6718 29.6718 269.158 </Vector>
<Vector action="2" obsValue="0">95.3238 0 90.2016 123.227 230.407 33.5783 33.5783 263.775 </Vector>
<Vector action="2" obsValue="0">102.491 0 97.1276 121.122 249.899 37.4068 37.4068 258.499 </Vector>
<Vector action="2" obsValue="0">136.031 0 122.588 117.075 253.277 58.822 58.822 224.41 </Vector>
<Vector action="2" obsValue="0">150.664 0 128.726 115.529 254.264 71.7227 71.7227 202.849 </Vector>
<Vector action="4" obsValue="0">0 0 0 0 0 0 0 350 </Vector>
```

Policy

2114.36	1097	74200	126.421	186.17	59.7699	180	27934
2115.52	1098	74255	126.421	186.181	59.7608	180	27940
2117.54	1099	74327	126.421	186.178	59.757	180	27968
2118.36	1099	74350	126.421	186.178	59.757	180	27983
2119.1	1100	74403	126.421	186.176	59.7552	180	27997
2121.14	1101	74489	126.421	186.175	59.7543	179	28035
2121.35	1101	74500	126.421	186.175	59.7543	180	28036
2123.36	1102	74569	126.421	186.167	59.7465	180	28064

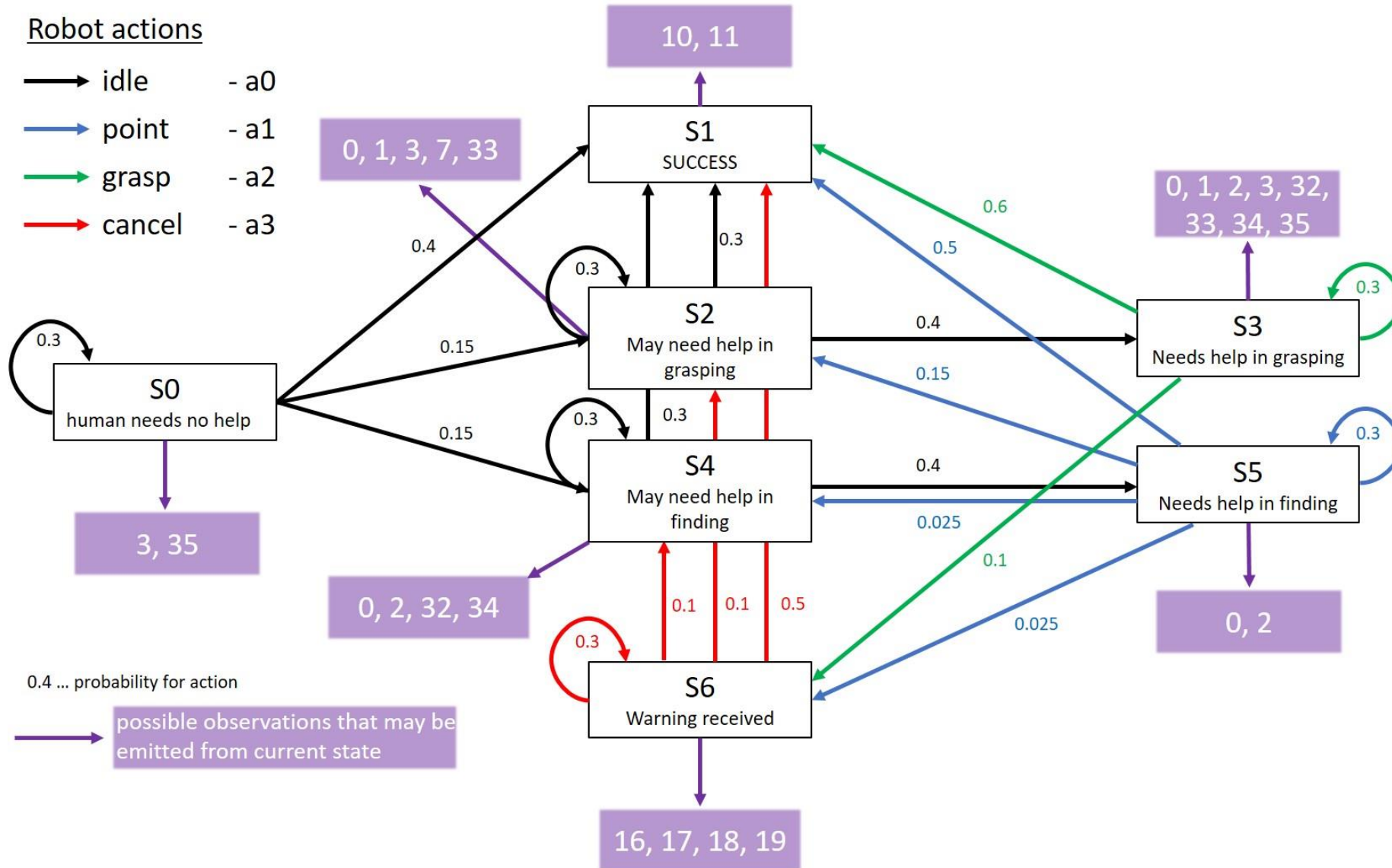
^C*** Received SIGINT. User pressed control-C. ***

Solving Time

Time	#Trial	#Backup	LBound	UBound	Precision	#Alphas	#Beliefs
2124.04	1102	74583	126.421	186.167	59.7465	180	28074

Writing out policy ...

Robot Modeling - POMDP



Binary Overview of Observations

Binary overview all possible observations = 2^m

# of observations	object visible	object in range	grasping attempt a0	has object	warning received a4	idle a2	omit reason
0	0	0	0	0	0	0	
1	1	0	0	0	0	0	
2	0	1	0	0	0	0	
3	1	1	0	0	0	0	
4	0	0	1	0	0	0	Logic
5	1	0	1	0	0	0	Logic
6	0	1	1	0	0	0	Logic
7	1	1	1	0	0	0	
8	0	0	0	1	0	0	
9	1	0	0	1	0	0	Logic
10	0	1	0	1	0	0	
11	1	1	0	1	0	0	
12	0	0	1	1	0	0	Logic

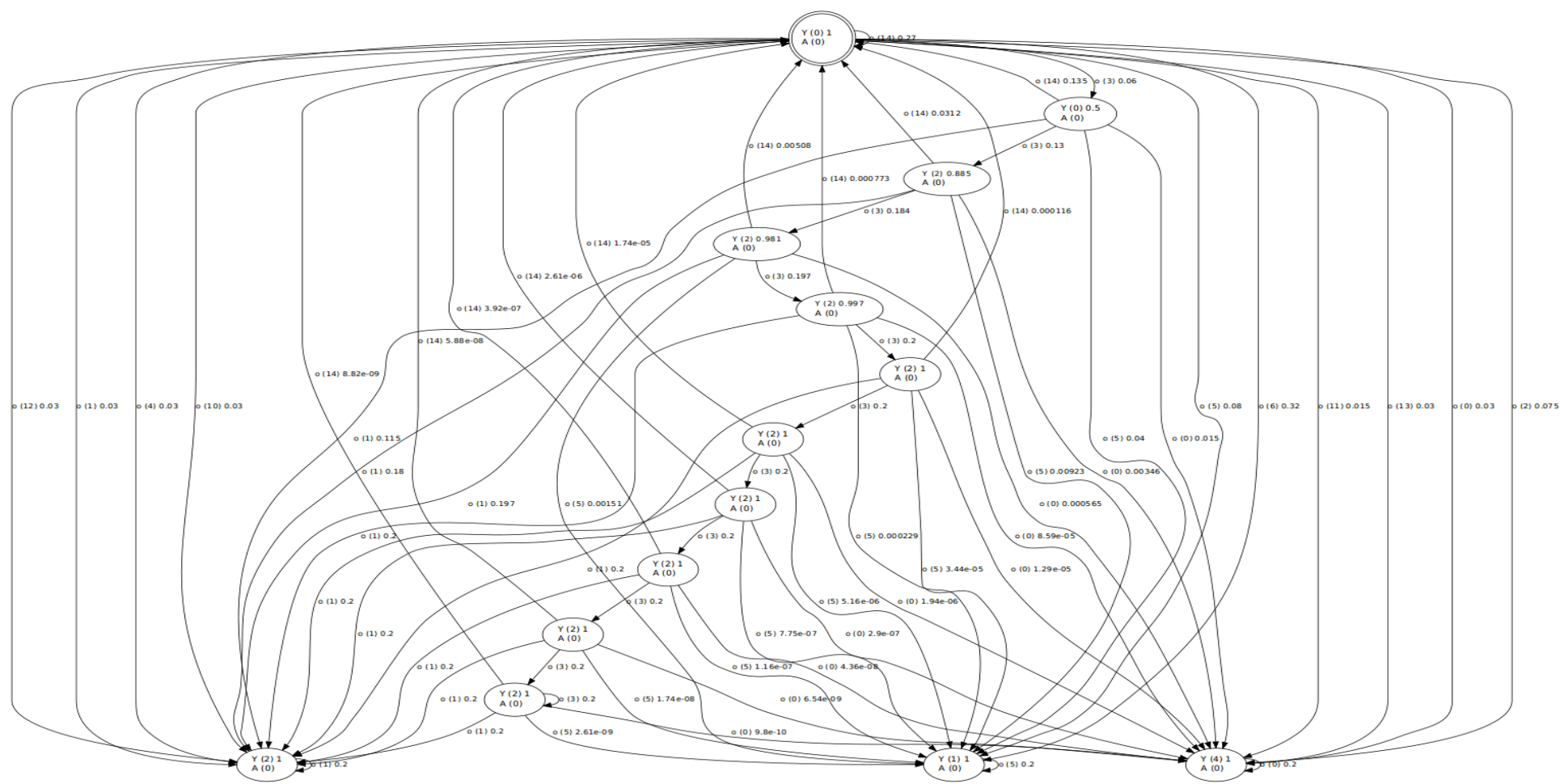
POMDP Example: Different state transitions and their visualization

```
#####  
# State Transitions  
#  
#  
  
T : rIdle  
0.3    0.4    0.15    0        0.15    0        0  
0      1      0      0        0      0      0  
0      0      1      0        0      0      0  
0      0      0      1        0      0      0  
0      0      0      0        1      0      0  
0      0      0      0        0      1      0  
0      0      0      0        0      0      1  
  
#T : rIdle  
#0.3    0.4    0.15    0        0.15    0        0  
#0      1      0      0        0      0      0  
#0      0.3    0.3    0.4      0      0      0  
#0      0      0      1        0      0      0  
#0      0.3    0      0        0.3    0.4      0  
#0      0      0      0        0      1      0  
#0      0      0      0        0      0      1  
  
T : rPoint_obj  
1      0      0      0        0      0      0  
0      1      0      0        0      0      0  
0      0      1      0        0      0      0  
0      0      0      1        0      0      0
```



Graph

Human Modeling - MDP



Human Modeling - MDP

```
-----
Time    |#Trial |#Backup |LBound    |UBound    |Precision |#Alphas |#Beliefs
-----
0        0        0      -8.33525e-05 7.16734    7.16742    4        1
0        3        50      6.70426    7.02582    0.321562   36       21
0        6        100     6.86548    6.95732    0.0918391  67       39
0.01     8        150     6.88694    6.94384    0.0569017  100      59
0.02    11       209     6.89289    6.93114    0.038247   151      80
0.02    12       250     6.89305    6.92961    0.0365587  180      97
0.03    15       300     6.89312    6.91561    0.0224853  225     104
0.04    17       357     6.89702    6.90697    0.0099472  238     122
0.06    18       400     6.89773    6.90526    0.00753515 280     144
0.07    20       461     6.898      6.905      0.00699308 314     159
0.08    22       507     6.89801    6.90463    0.00661937 339     176
0.1     24       555     6.89802    6.9027     0.0046799  381     188
0.11    26       607     6.89804    6.90195    0.00390427 412     203
0.13    27       650     6.89805    6.90181    0.00376455 442     223
0.15    29       700     6.89805    6.9015     0.0034538  458     238
0.18    31       755     6.89806    6.90099    0.00292904 477     260
0.2     33       807     6.89825    6.90074    0.00249829 520     273
0.22    34       850     6.89826    6.90071    0.00244848 563     292
0.26    36       915     6.89828    6.90038    0.00210772 606     315
0.28    37       950     6.89828    6.90036    0.00208363 625     328
0.32    39      1003     6.89835    6.89965    0.00130364 657     345
0.36    40      1050     6.89838    6.89951    0.00112529 682     362
0.4     41      1100     6.89839    6.8995     0.00111304 732     376
0.45    43      1159     6.89839    6.8995     0.00110839 758     396
0.48    44      1200     6.89839    6.89949    0.00110541 780     405
0.52    45      1250     6.89839    6.89946    0.00106739 830     431
0.58    47      1303     6.89839    6.89941    0.00101755 823     448
0.62    48      1351     6.89839    6.89941    0.00101689 871     467
0.68    50      1409     6.89839    6.89941    0.00101605 900     484
0.73    51      1450     6.89839    6.8994     0.00100579 904     496
0.8     53      1517     6.89839    6.8994     0.00100565 971     513
0.83    54      1543     6.89839    6.89922    0.000831687 962     517
-----

SARSOP finishing ...
target precision reached
target precision : 0.001000
precision reached : 0.000832

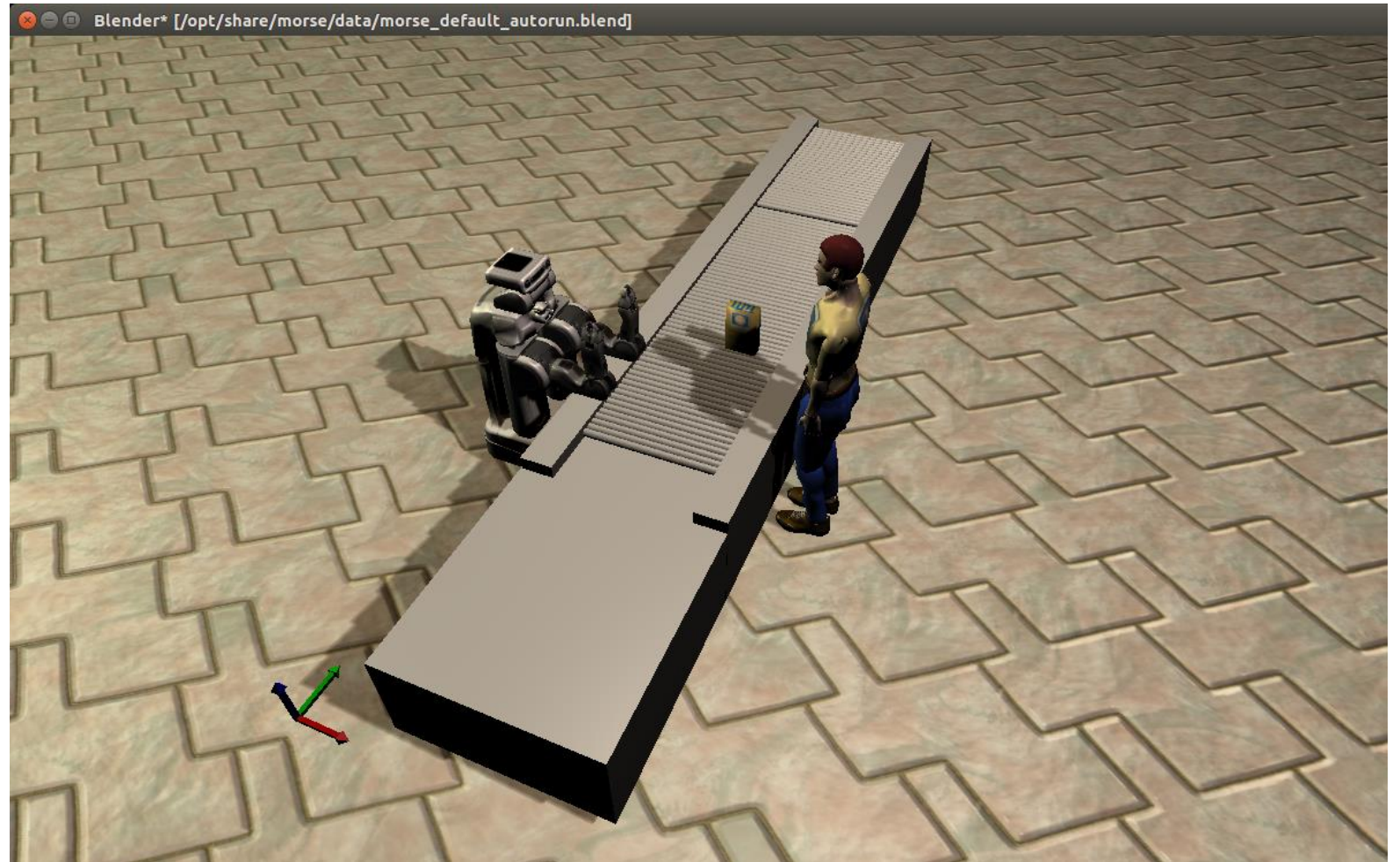
-----
Time    |#Trial |#Backup |LBound    |UBound    |Precision |#Alphas |#Beliefs
-----
0.84    54      1543     6.89839    6.89922    0.000831687 962     517
-----

writing out policy ...
output file : out.policy
```


DEMO

1. Evaluating Human

2. Tired Human



Thank you for your interest!



Challenges

- Poor documentation of MORSE for simulating our Human and Robot
 - Overwriting MORSE functions and overlaying ROS services for MORSE
- Not enough resource for writing model for MDP and running it with no Belief interfere
- SPARK for observation
 - Problems in installation (no support for MORSE)
 - Workaround with binary overview for observations
- Integration
 - Adding web sockets
 - No available ROS package for our models (POMDP/MDP)
- Synchronisation problem
 - Two independent models and difficulties in adding interruptions in between actions