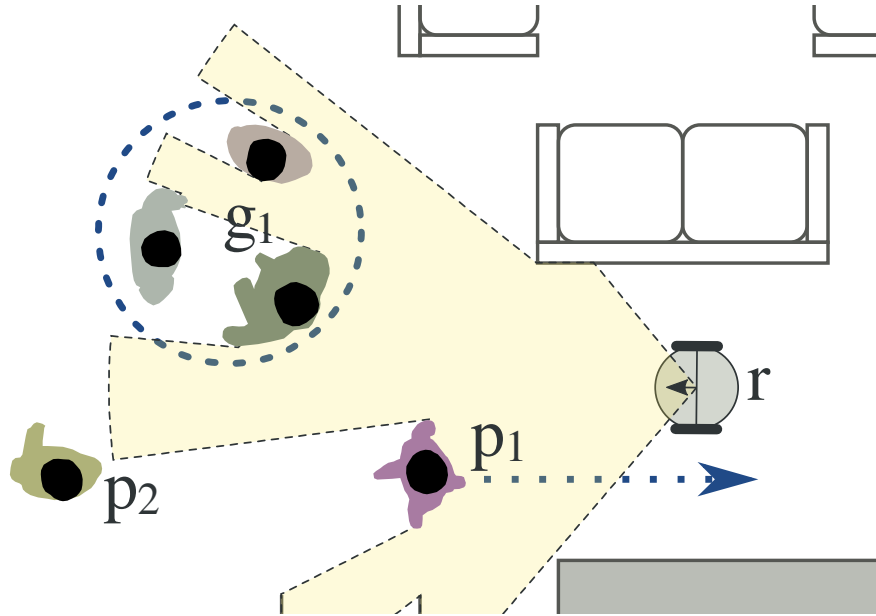


Mobile Robots and Autonomous Vehicles

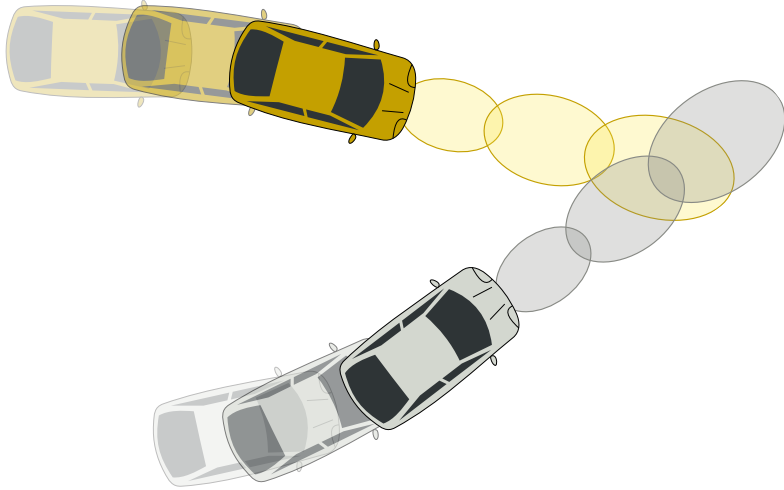
Week 5: Behavior Modeling and Learning

- Introduction

Robots in human environments



Intelligent Cars



Predicting human motion

- Input: sensor readings
- Output: Future people states (i.e. position, velocity)



Predicting human motion

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- Output: Future people states (i.e. position, velocity)

What about perception,
goals and internal state?



“Ideal” approaches

Physical Stance

- State: position and velocity
- Model: Kinematic & dynamic equations

Intentional Stance

- State: intentions, activity, mood
- Model: finite automata

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Precise but does not work
In the long term

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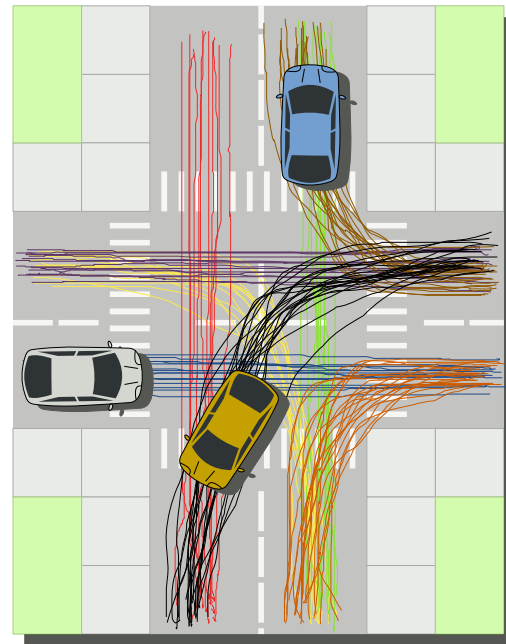
Intentional Stance

- State: intentions, activity, mood
- Model: finite automata

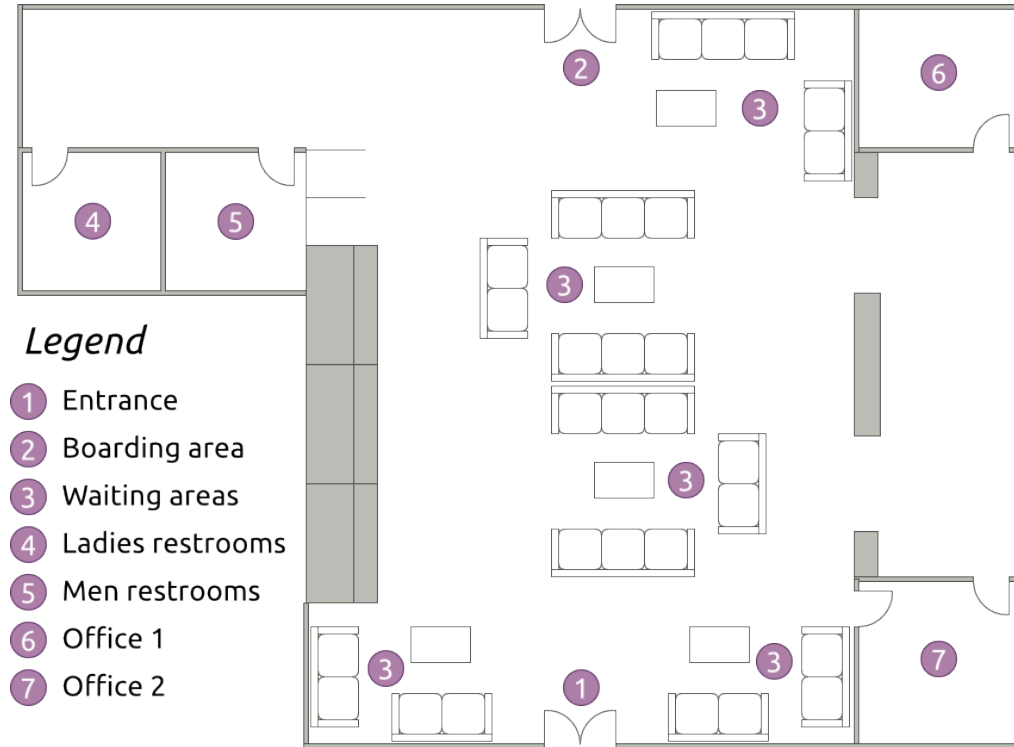
Works in the long term but
no physical interpretation

Typical motion patterns

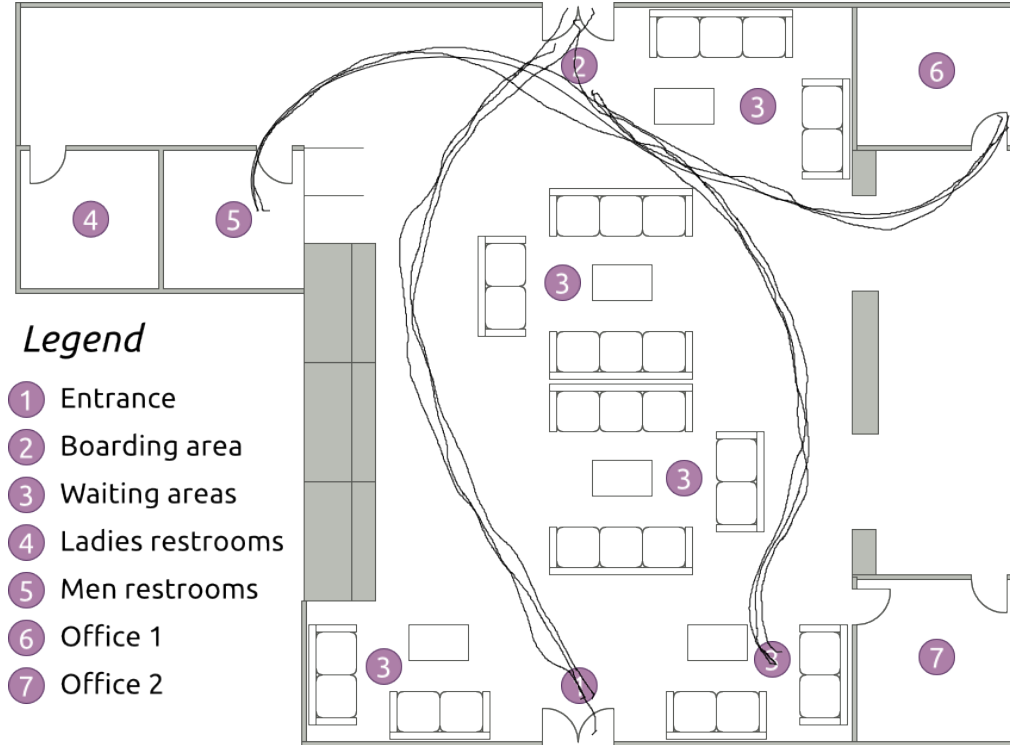
- State: discretized position and velocity
- Model: typical trajectories



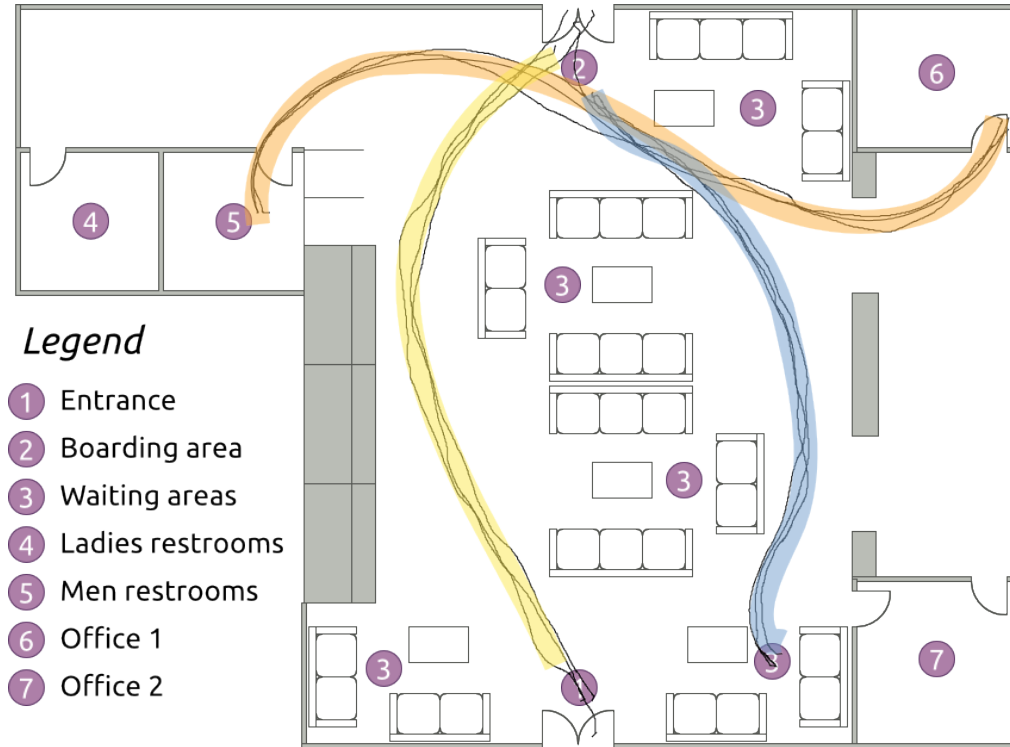
Learning typical motion patterns



Learning typical motion patterns



Learning typical motion patterns



Learning typical motion patterns



Course structure

- EM Clustering
- Learning typical trajectories
- Bayesian filter inference
- From trajectories to discrete time-state models
- Predicting Human Motion
- Typical Trajectories: drawbacks
- Other approaches: Social Forces
- Other approaches: Planning-based approaches