

# *Endomorphic metalanguage and abstract planning for real-time intent recognition*



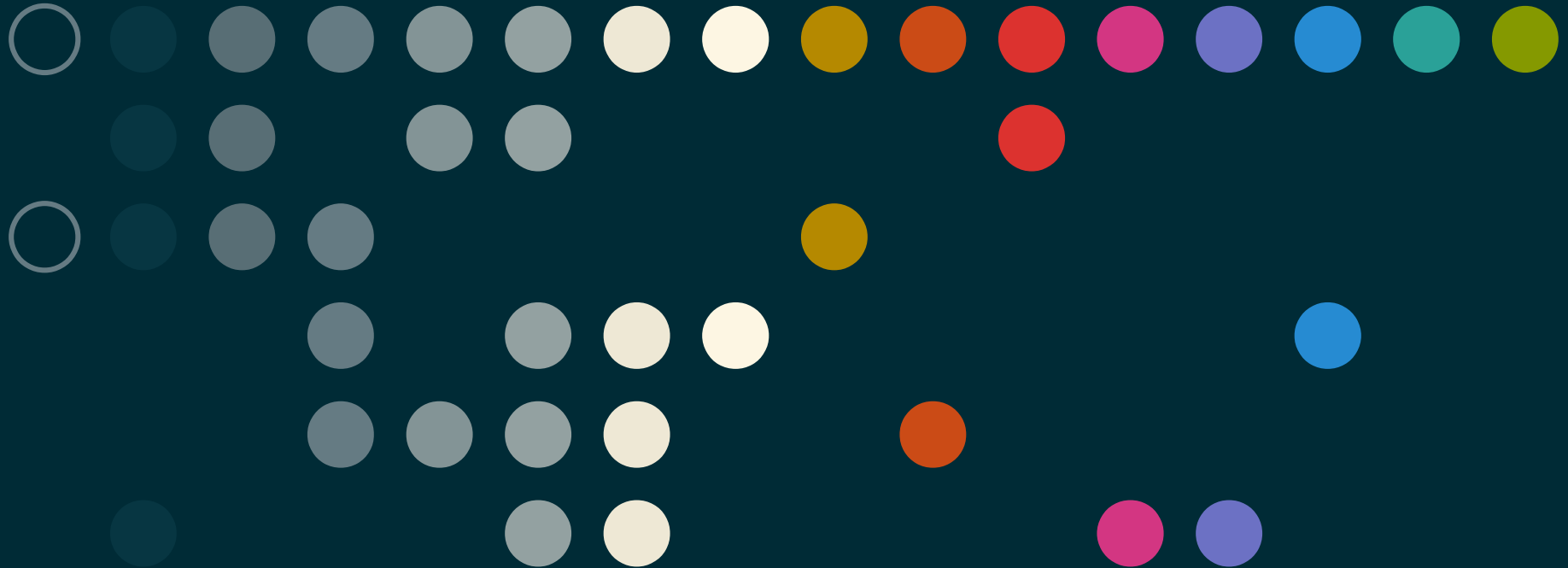
**LIRiS**



**Lyon 1**

**Antoine Gréa**

# 1 Introduction

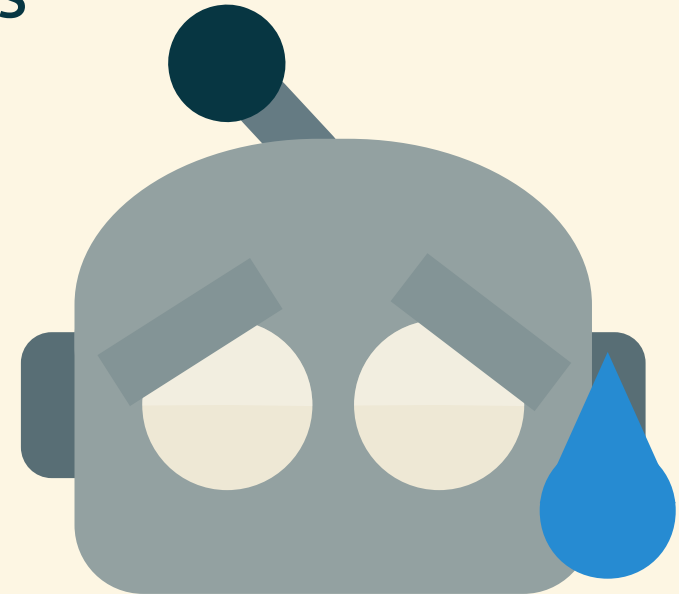


# A what ?

- *Dependent people need help !*
  - Not **annoying** the person
  - Can't see *everything* they are doing
- How to help without asking ?
  - Guessing the intent somehow

- **Intent Recognition**

- Observed behavior → Goal
- Using action sequences:  
Plans

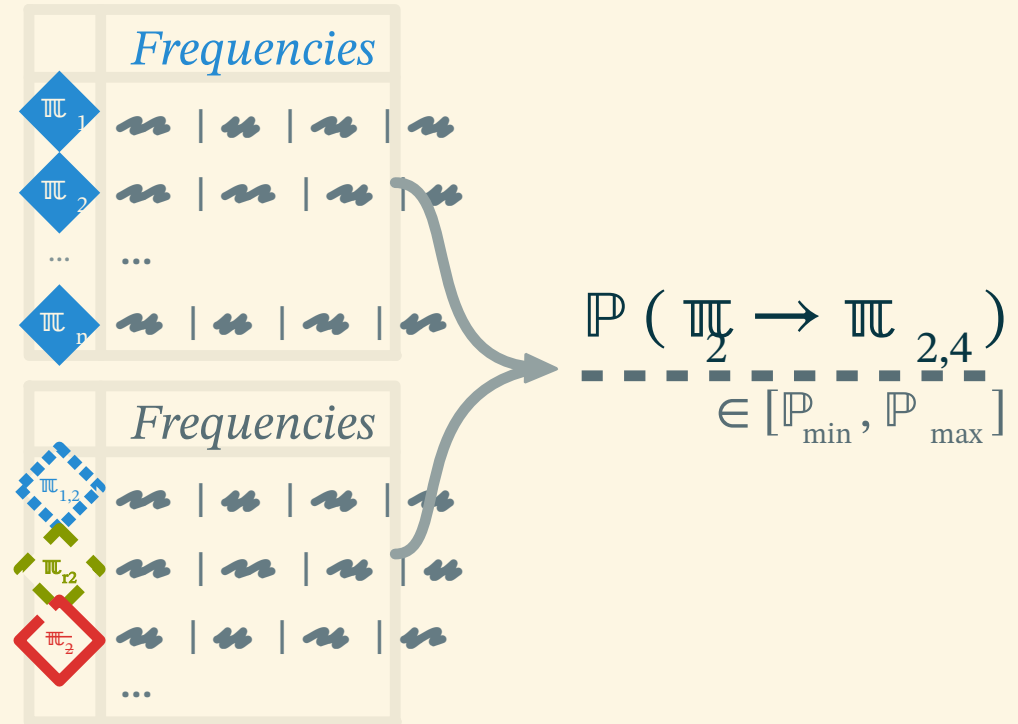
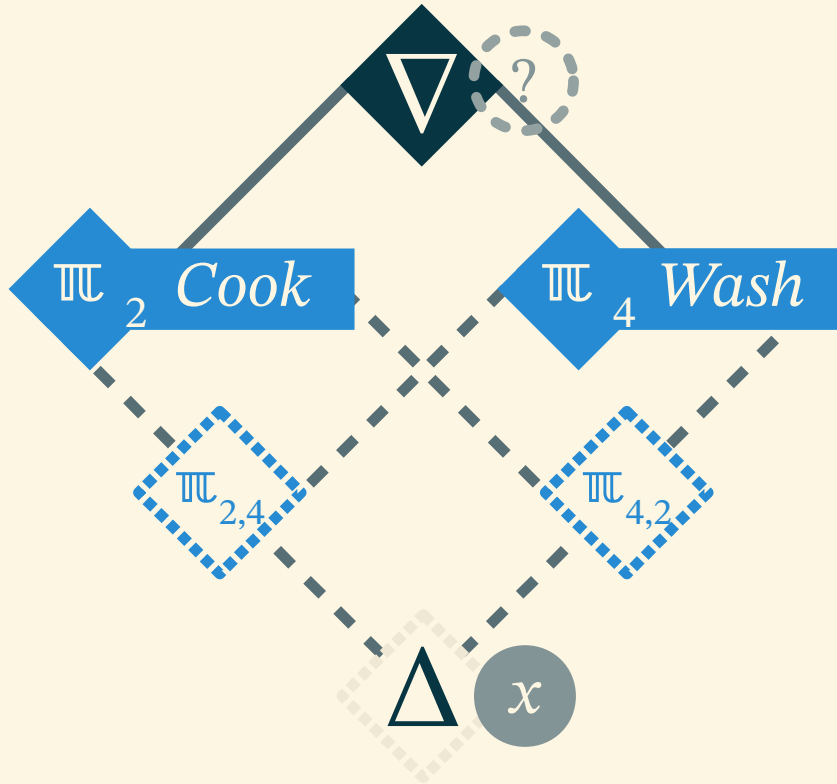


# 2 Intent Recognition



# 2.1 Logic Approach

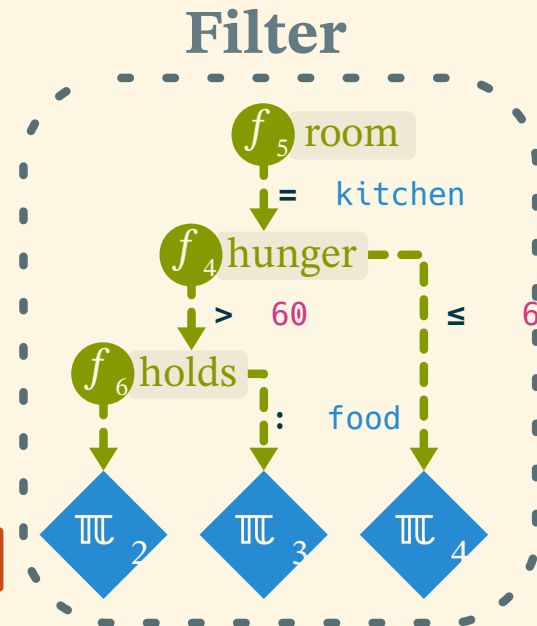
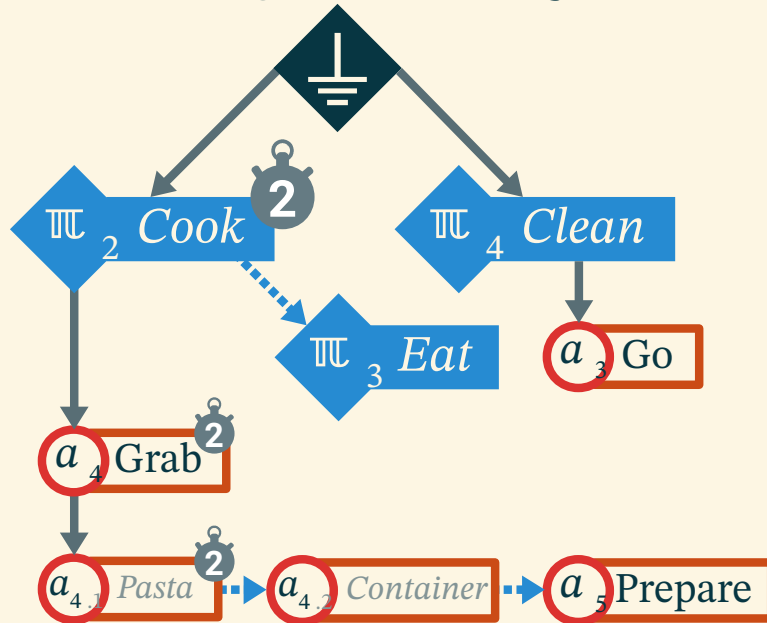
- Lattice Based : ✓ Fast computations ✗ Exponential growth



[@BOUCHARD\_2006]

## 2.2 Stochastic Approach

- And/Or and decision tree :
  - ✓ Accurate and efficient
  - ✗ Handmade plan library and tree

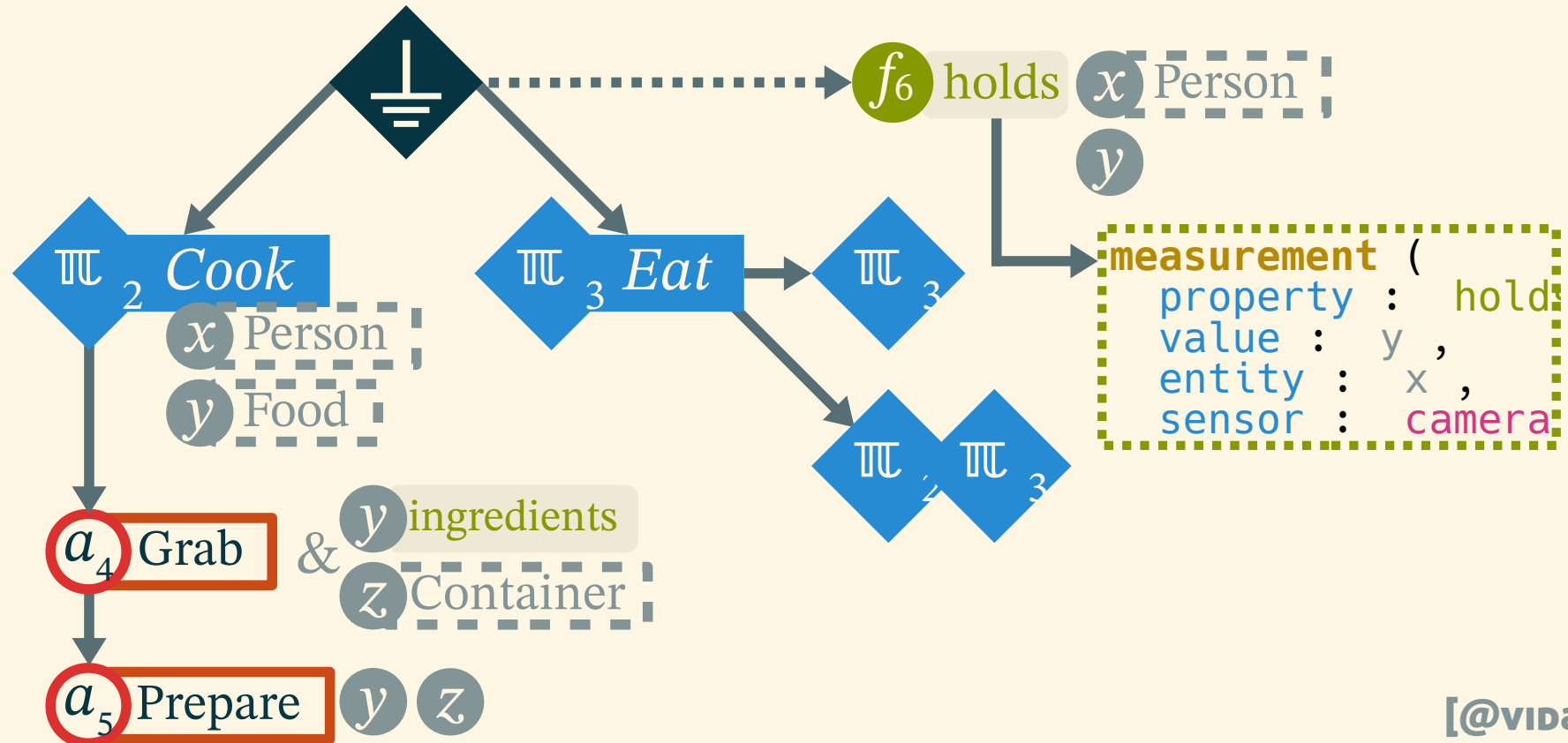


[@avrahami\_2006]

# 2.3 Grammatical Approach

7

- Valued Grammar : ✓ Versatile    ✗ Slow refresh rate (~40s)



[@VIDAL\_2010]

## 2.4 Invert Planning

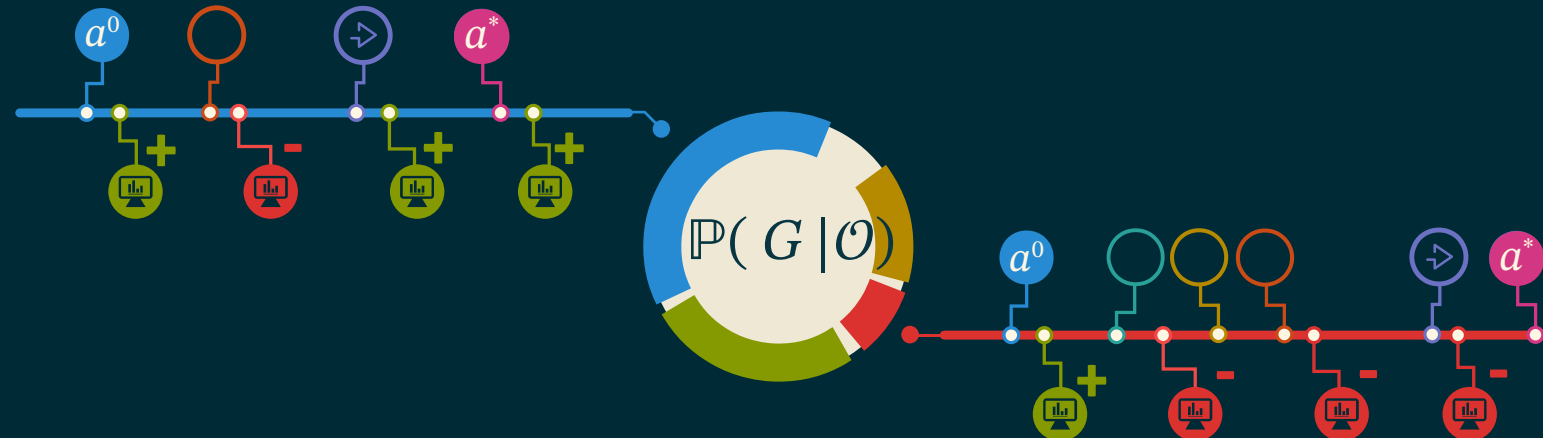
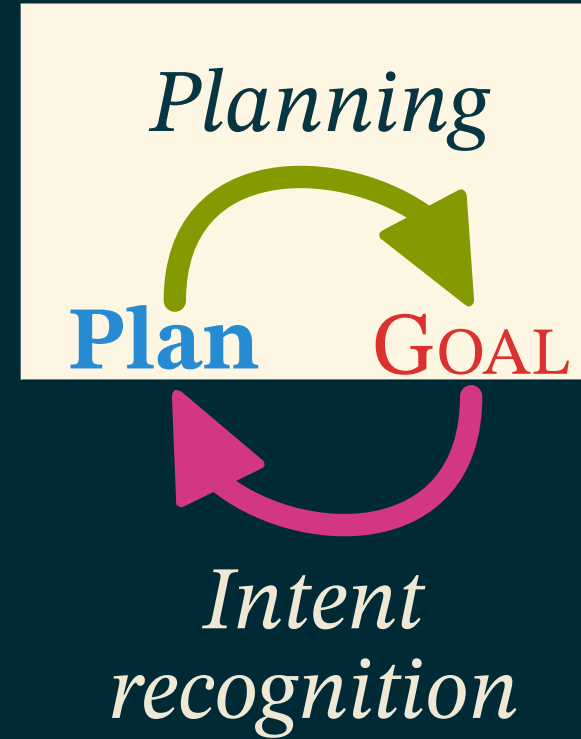
8

- Theory of Mind :

✓ Flexible

✗ More complex

“The easier the plan,  
the more likely the  
goal”



[@ramirez\_2008]



## 2.5 Framework Stacks

9

- Existing
- Contributions



- 1 Intent Recognition
- 2 Knowledge Representation
- 3 General Planning
- 4 Flexible Online Planning
- 5 Perspectives
- 6 Conclusion

# 3 Knowledge Representation



- **Abstraction**
  - How to **refer** to something
- **Formalization**
  - How to **talk** about something
- **Interpretation**
  - How to **know** about something



# Issues Expressing Knowledge

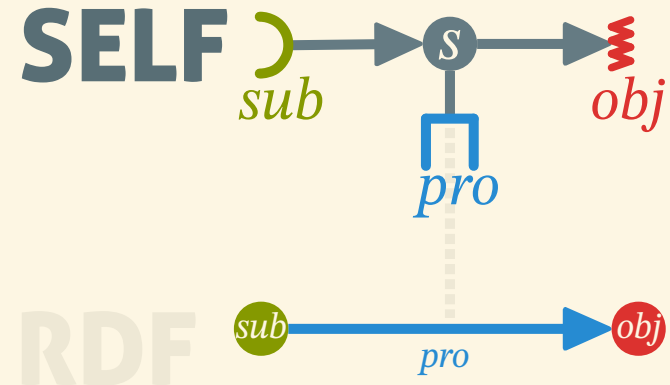
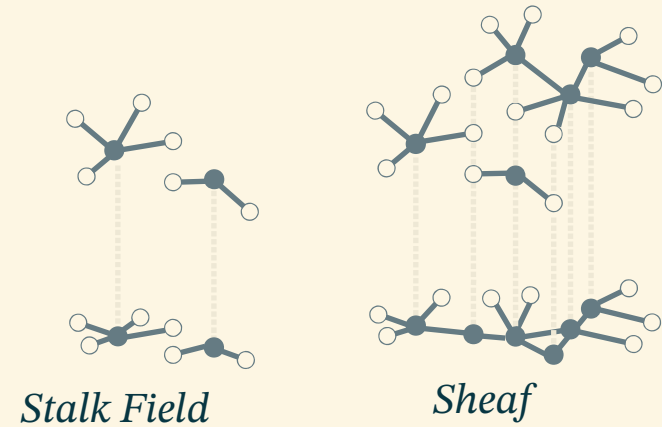
13

- **Abstraction**
  - Incomplete information
- **Formalization**
  - Informal bases
- **Interpretation**
  - Non defined terms



# SELF

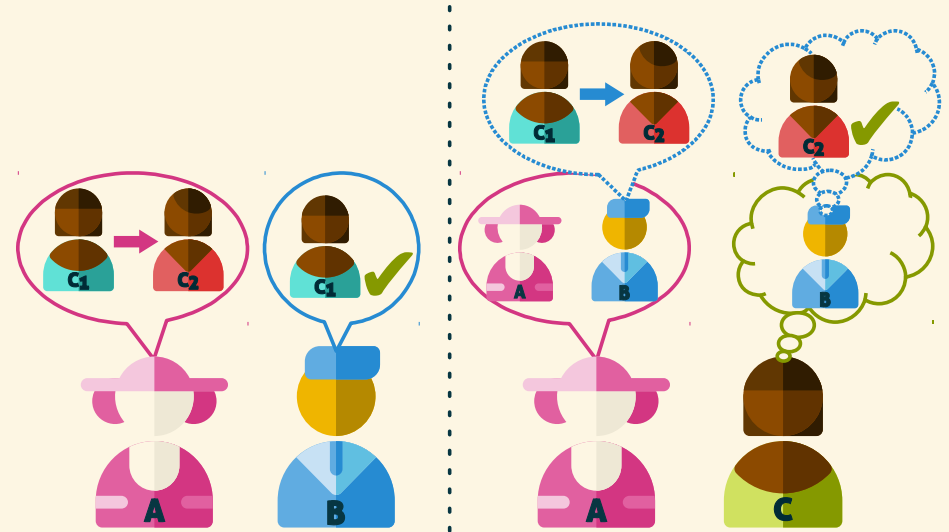
- Using sheaf-like structure
- Allows for more expressiveness
- Defined by structure
- Fit for modal logic
  - Used in planning for fluents and states
  - Used in HTN for plans



# Example of Modal Logic

15

- Alice to Beatrice:
  - Claire looks better in style 2
- Beatrice to Alice:
  - Claire looks ok in style 1
- Alice to Claire:
  - Beatrice to Alice:
    - Claire looks better in style 2
- Claire to herself:
  - Beatrice to herself:
    - Claire looks ok in style 2



# 4 General Planning





# Classical Planning

17

- Domain
  - Fluents
    - Formula over objects
  - States
    - Properties of the world
    - Formula over fluents
  - Actions
    - Precondition
    - Effects
- Problem
  - Initial state
  - Goal state
- Plan (solution)
  - Action sequence
  - Order
    - Total
    - Partial

# Example

- Having some tea, aren't we ?

- **Fluents**

- thing taken
- hot water, tea ready



*Initial State*

- **Actions**

- take, brew, boil, ...

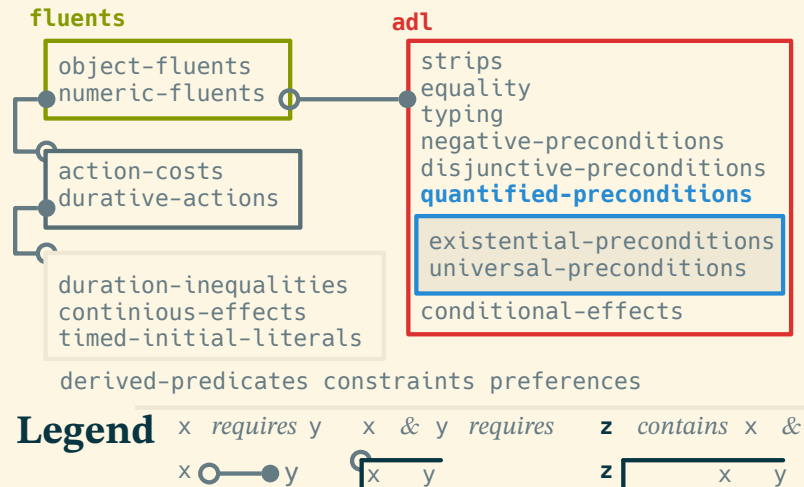


**Goal State**

# Existing Frameworks

19

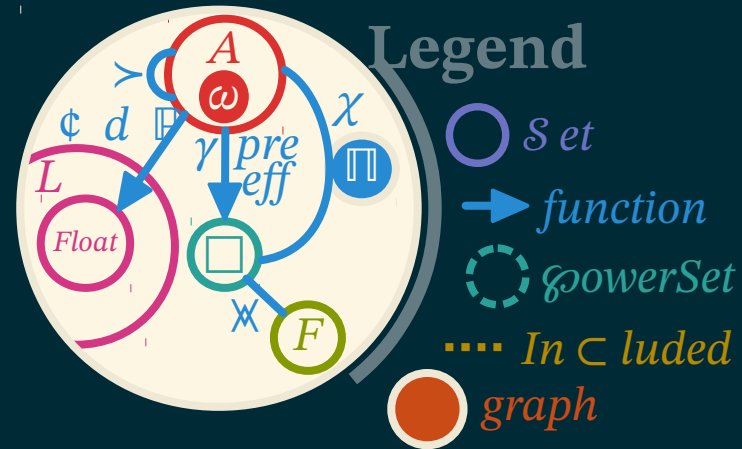
- PDDL:
  - Numerous extensions to the language
  - Not used in probabilistic or HTN planning
  - Most of the time translated into an intermediate language for planners



- Temporal
  - PDDL+
  - ANML
- Probabilistic
  - PPDDL
  - RDDDL
- Multi-Agent
  - MAPL
  - MA-PDDL
- Hierarchical
  - UMCP
  - SHOP2
  - HDDL
  - HPDDL
- Ontological
  - WebPDDL
  - OPT
- Hybrids
  - SIADEx

# 20

- Search Space
  - Starting point
  - Iterator
  - Solution predicate



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# 5 Flexible Online Planning

23



# Planning Phases

- Phases dependent on
  - Available information
  - Timing constraints
  - Planning paradigm

Domain   
compilation

*Initialisation*  

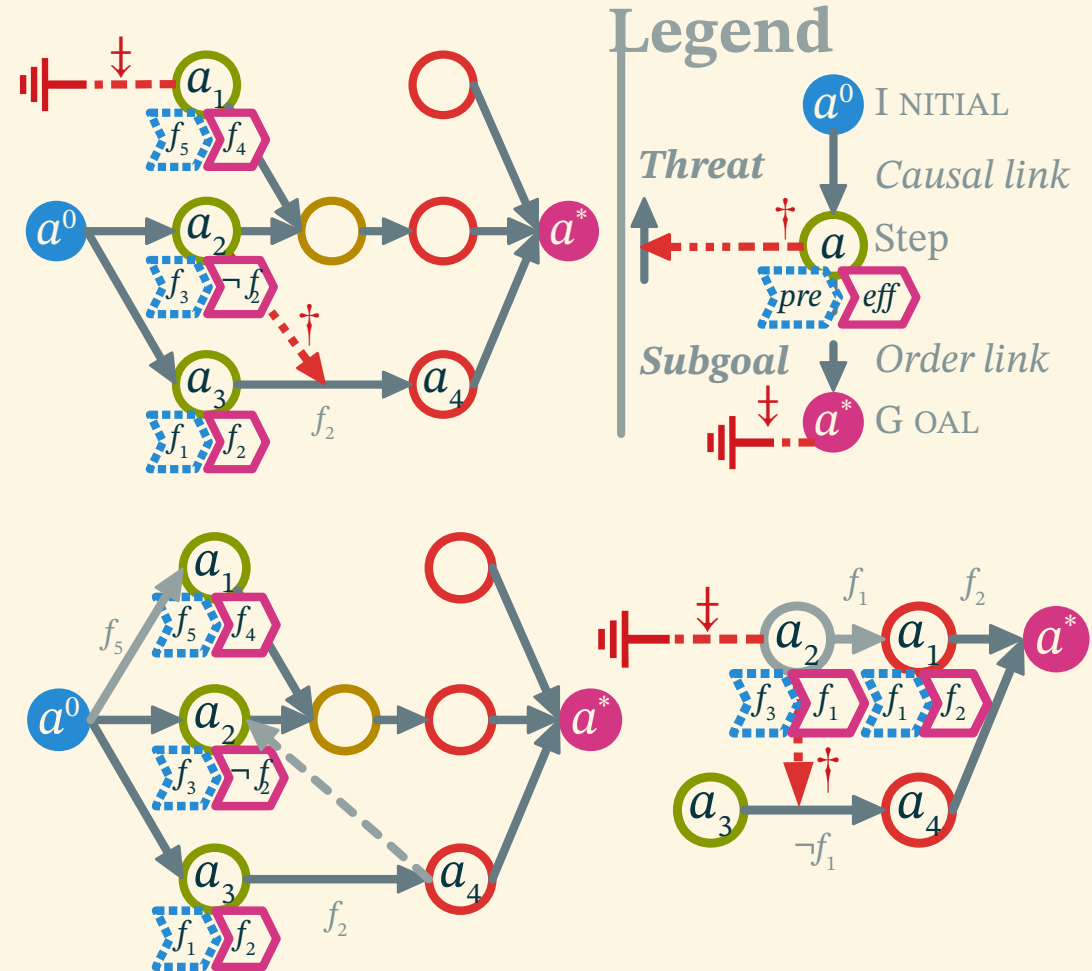

**Planning**  


 Solution  
optimisation



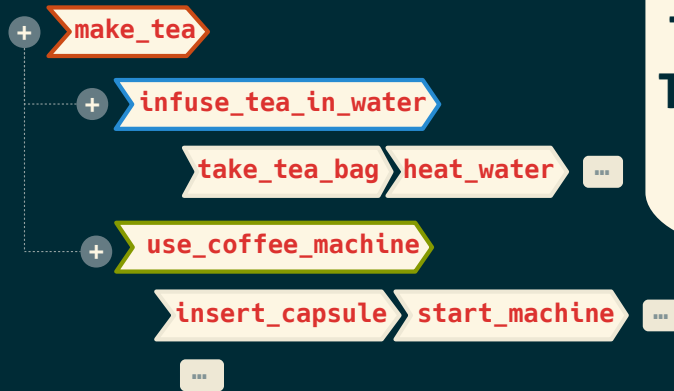
# Plan Space Planning

25

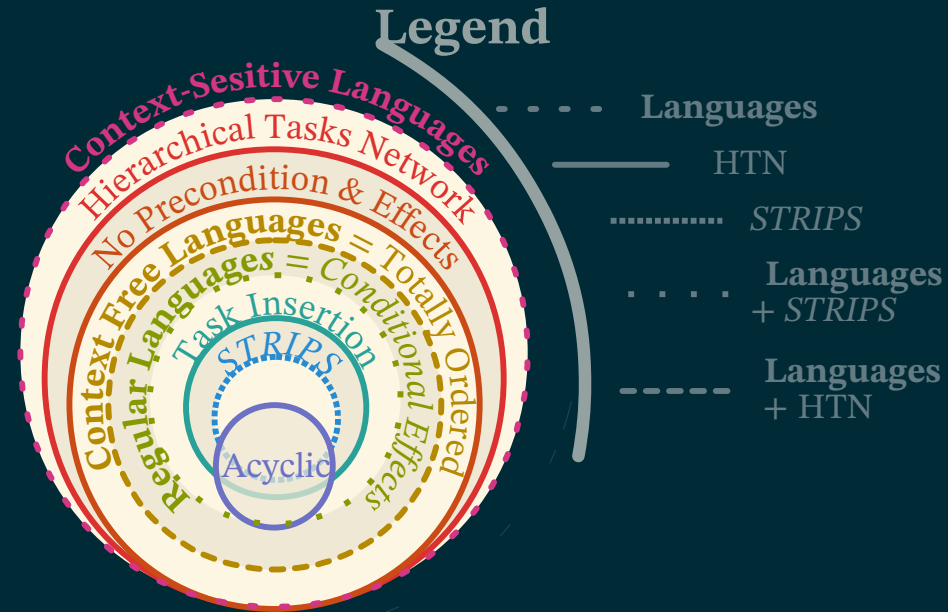


# Hierarchical Task Networks

- Based on tasks
- Decomposition
- Vary in complexity



**TODO : Citation of  
The difference with  
planning**

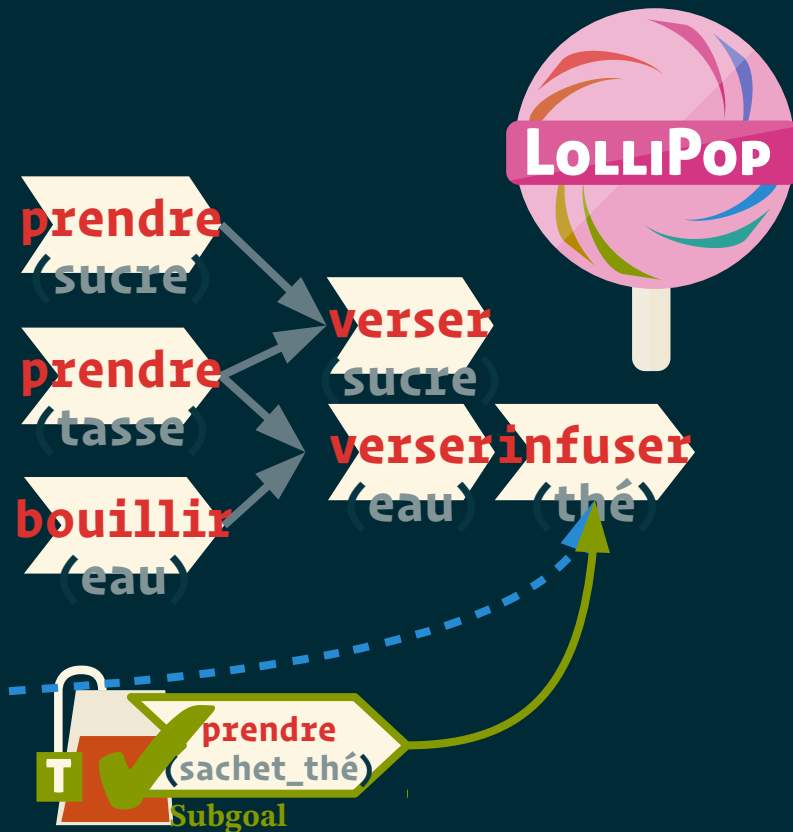


# Plan Repair Prototype

- Partial Order Planner (POP)
- Operator dependency graph
- Negative refinements
- Alternatives & Orphans



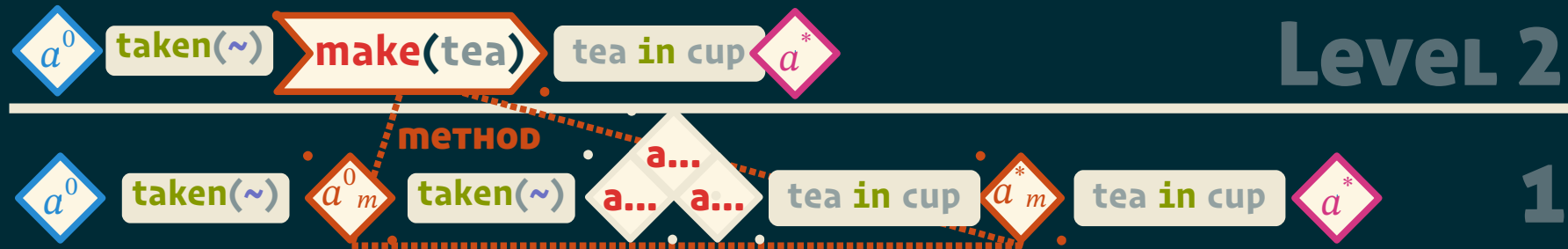
- Utility Heuristics



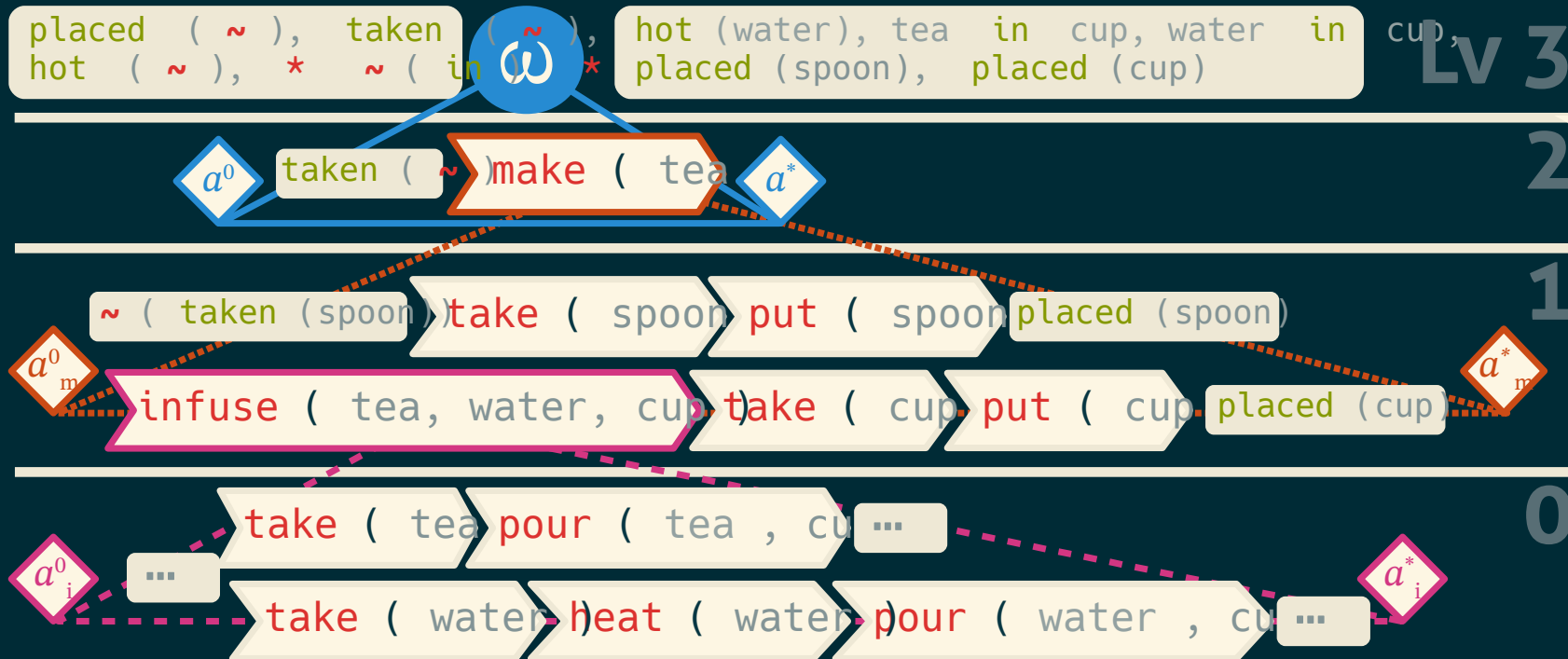
# Abstract Planning

28

- HTN + POP planning
- Partial Resolution
  - An abstract solution at every level of abstraction
- Search by level
  - Expansion after completion :
- Decomposition flow
  - Resolver : Decompose one composite action in the plan



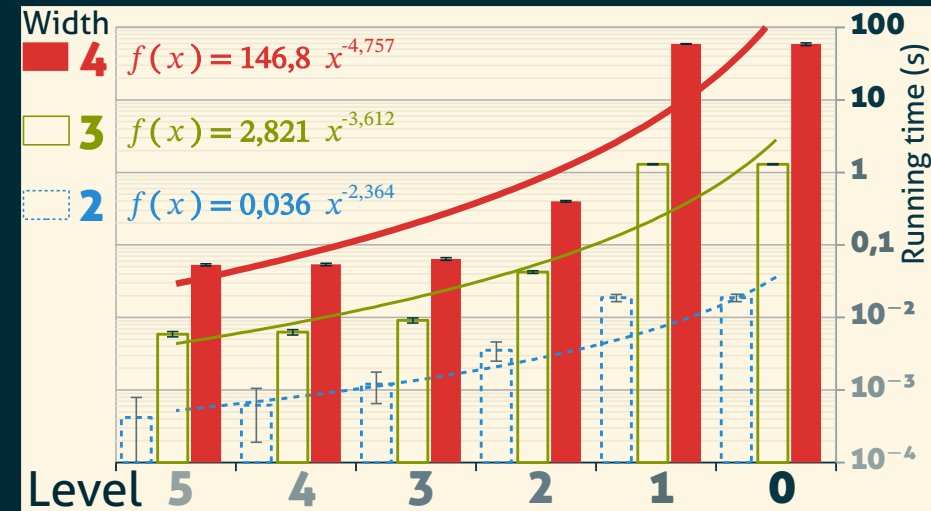
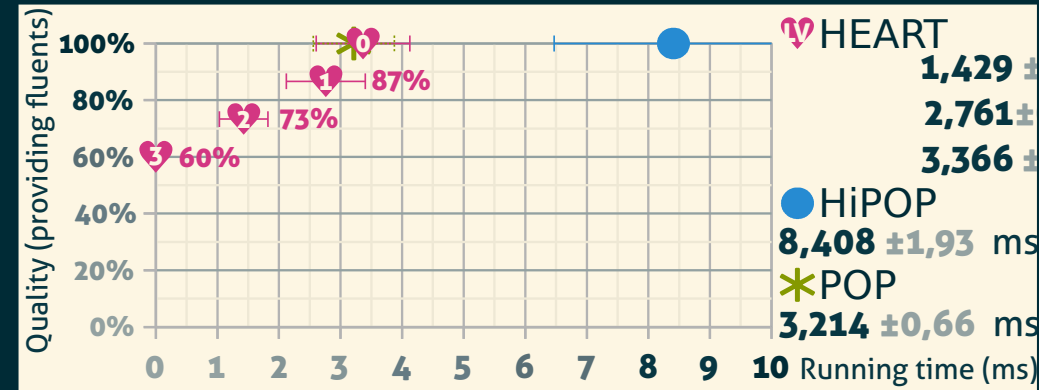
- Low priority for expansion
- Each level is a plan (abstract solution)
- Change of level
  - Propagation of atomic actions
  - Expansion of Composite Equities



**TODO:**  
Animate for  
step by step

# Results

- 60% of the fluents before planning
- Exponentially faster at high abstraction levels
- Faster than HiPOP on some problems
- Common problems solved in milliseconds!



# 6 Conclusion

31



# Contributions & Results

32

- SELF: A knowledge description language defined by structure
- COLOR: A general framework for planning with its formalization
- LOLLIPOP: A plan repair planner for online planning
- HEART: A flexible approach to real-time planning for abstract planning



# SELF Improvement

33

- Simplify the instantiation workflow
- Allow for different amount of flexibility/performances
- Test and improve performance and queries

# Planning Colorized

34

- Research new uses for the expressivity
- Conversion tool from PDDL
- Make a clean implementation for community use

# Fixing Planning Domains

35

- Allow HEART to discover new HTN methods (macro-action learning)
- Make a debug tool to improve domains by logging dead-ends
- Benchmark HEART and explore heuristics

# Toward Intent Recognition

36

- Formalize the linearization process
- Implement forward chaining version
- Test on more applied cases

# Thanks for listening !

