

Perform actions to the environment

Action policy

Skill Explore -> (Produced by action planner) LookDown_15,

MoveAhead, ..., RotateRight

Skill NavigateToObject ->

(Produced by action planner) MoveAhead, ..., RotateLeft, MoveAhead, MoveAhead

...

Feed output to action policy to obtain executable actions

Executor output

Thought: I will explore the room to have a general idea of the environment.

Action: Play[Explore, None]

Executor input

Observation: You are in a kitchen. There are no objects currently in your view. You are not holding any objects.

Found objects: None.

Objects seeing in current observation: None.

Previous steps: steps=[]

Current objective: Explore the room to have a general idea of the environment.

Skill library

Explore, LookAround, NavigateTo, RequireReplan,

The OPEx framework

Planner: decompose a task into sub-tasks.

Observer: collect information from environment and prior experience.

Executor: produce actions based on Planner's plan and Observer's observation guidance.

Observer input

Setup: You are a helpful assistant helping Please output the description of the environment with the header 'Observation:'.

Room type: Kitchen.

Task description: Explore the room to have a

general idea of the environment.

Previously found objects: None. (From semantic

map)

Extract

objects

informatioin

and skill

library.

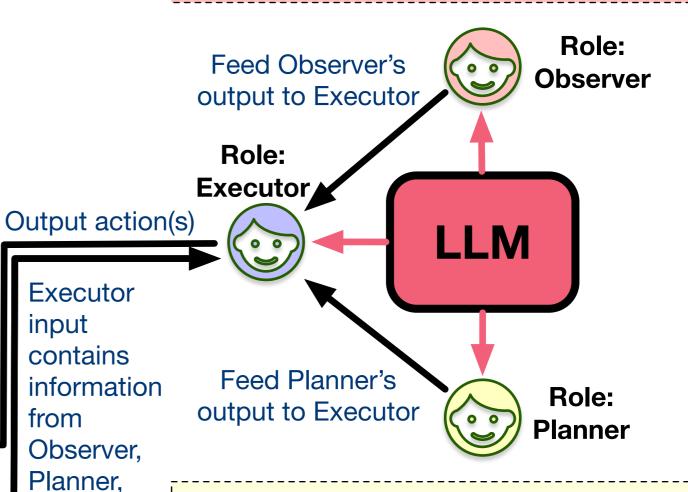
Objects seen in current observation: None. (From

RGB image)

Holding object: None. **Error message:** None.

Observer output

Observation: You are in a kitchen. There are no objects currently in your view. You are not holding any objects.



Planner input

Setup: You are an intelligent planner for a household robot agent Please output the task type starting with the header 'Task type:'. Please output the plan starting with the header 'Plan' and At the end of your plan, say '<END_OF_PLAN>'.

Task: put a washed bowl away in a kitchen cabinet.

Planner output

Task type:

PICK_CLEAN_THEN_PLACE_IN_RECEP

Thought: To complete the task, the robot needs
to....

Plan:

- 0. Explore the room to have a general idea of the environment.
- 1. Find a bowl in the room.

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6. Put the bowl in the cabinet.

<END_OF_PLAN>