

Learning in Heuristic Search-based Planning

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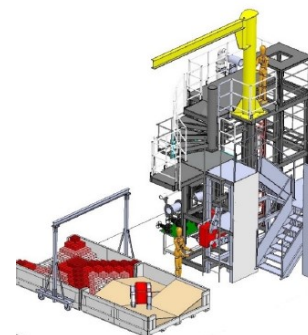
Search-based Planning Lab (SBPL)

Joint work with

Ishani Chatterjee, Ben Cohen, Andrew Dornbush, Victor Hwang,

Venkatraman Narayanan, Michael Phillips, Kalyan Vasudev

- Robot models and simple world interactions can be pre-encoded
- Planning on those models enables the robots to operate under benign/narrow conditions right away



Waseda/Mitsubishi robot



- **Real-world: real-time + going beyond what's given**

Speeding up
planning

Learning
cost function

Going beyond
the prior model



Waseda/
Mitsubishi

Re-use of previous results within search (Phillips et al., '12; Islam et al., '18)

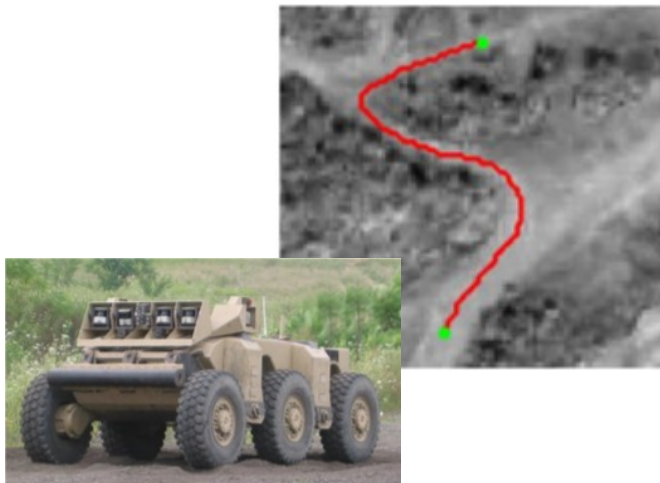
Learning heuristic functions (Bhardwaj et al., '17; Paden & Frazzoli, '17; Thayer et al., '11)

Learning order of expansions (Choudhary et al., '17)

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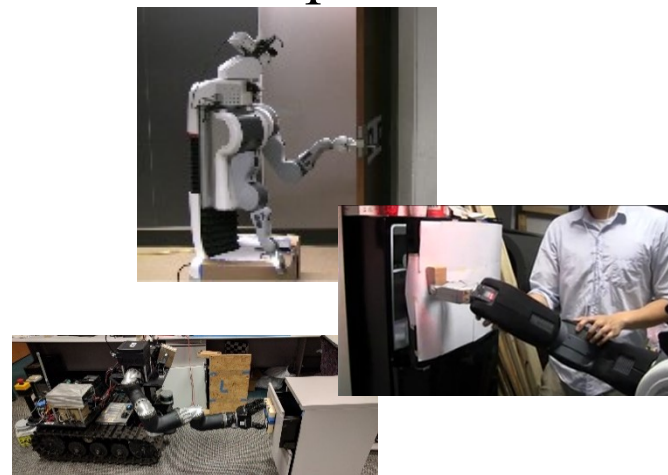
Crusher (from Ratliff et al., '09 paper)

Learning a cost function from demonstrations (Ratliff et al., '09; Wulfmeier et al., '17)

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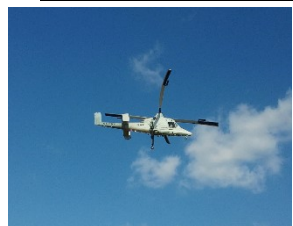


Learning additional dimensions to reason over (Phillips et al., '13)
Combining learned skills and prior model (Vasudev et al., ongoing)

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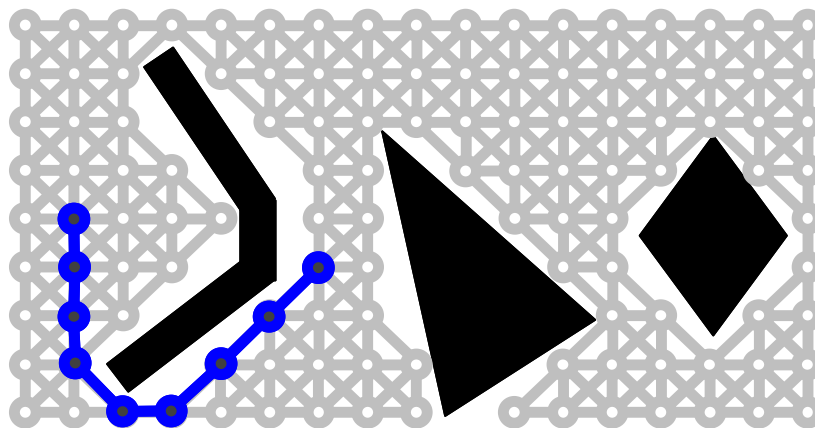
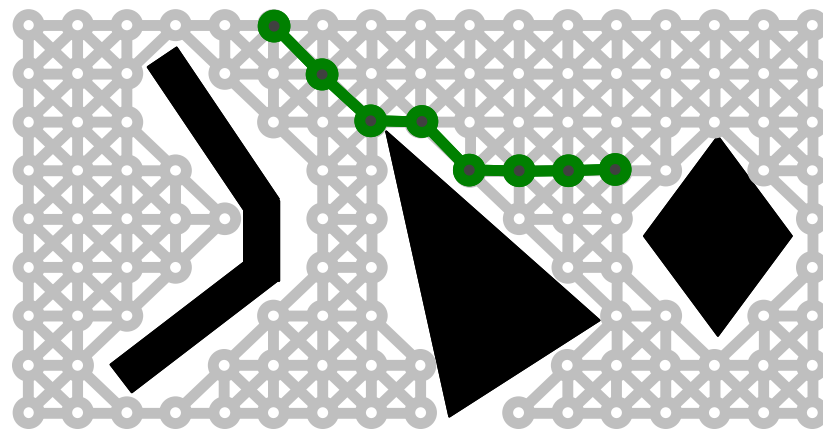
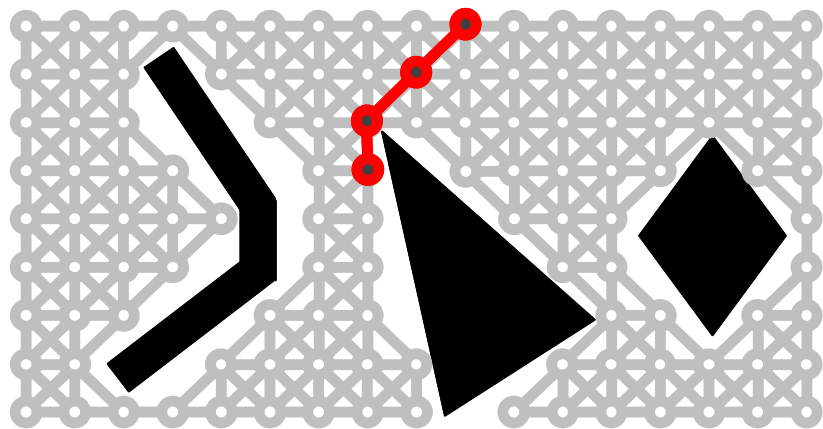
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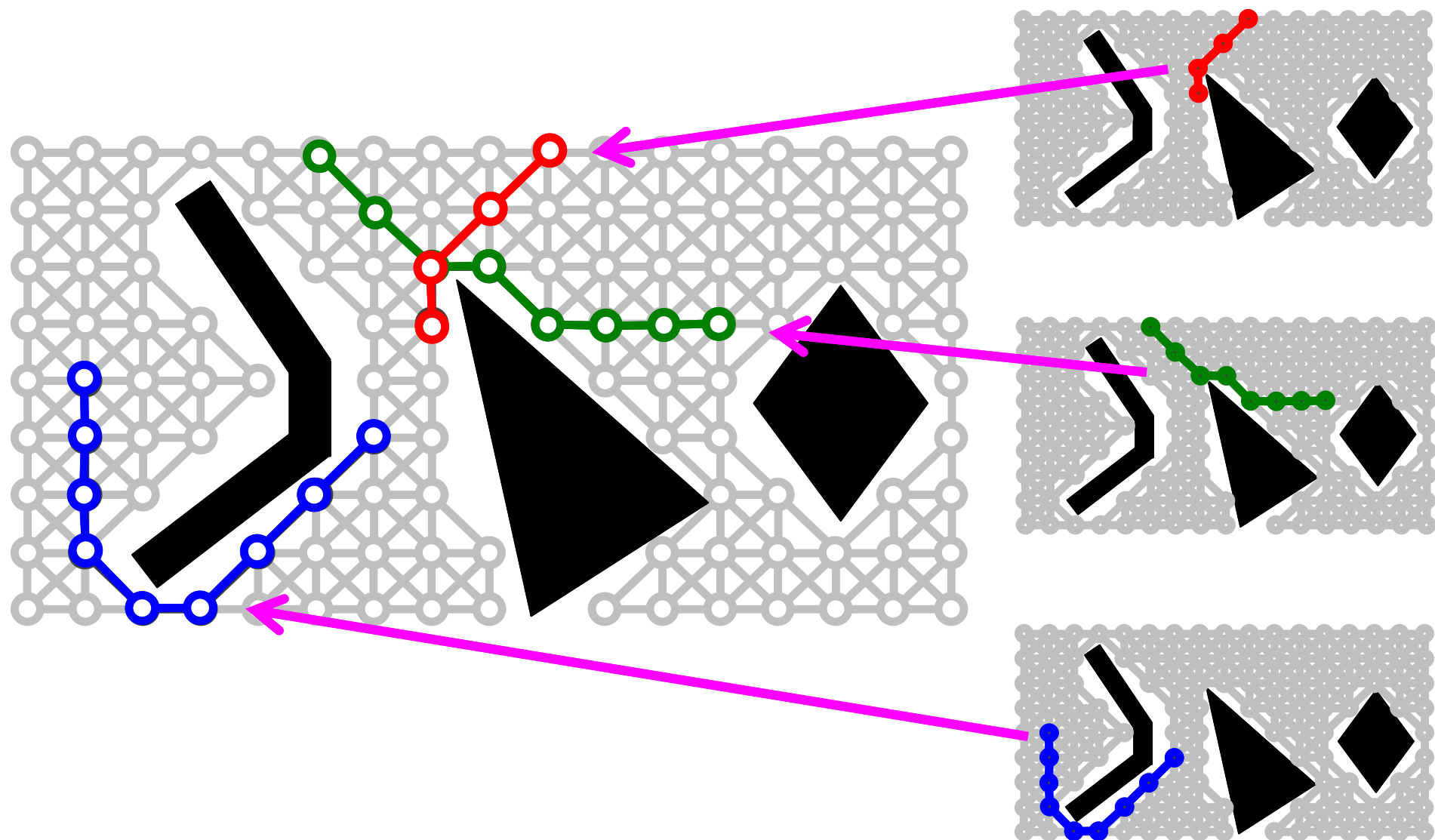
- Many planning tasks are repetitive
 - loading a dishwasher
 - opening doors
 - moving objects around a warehouse
 - ...
- Can we re-use prior experience to accelerate planning, in the context of search-based planning?
- Especially useful for high-dimensional problems such as mobile manipulation!



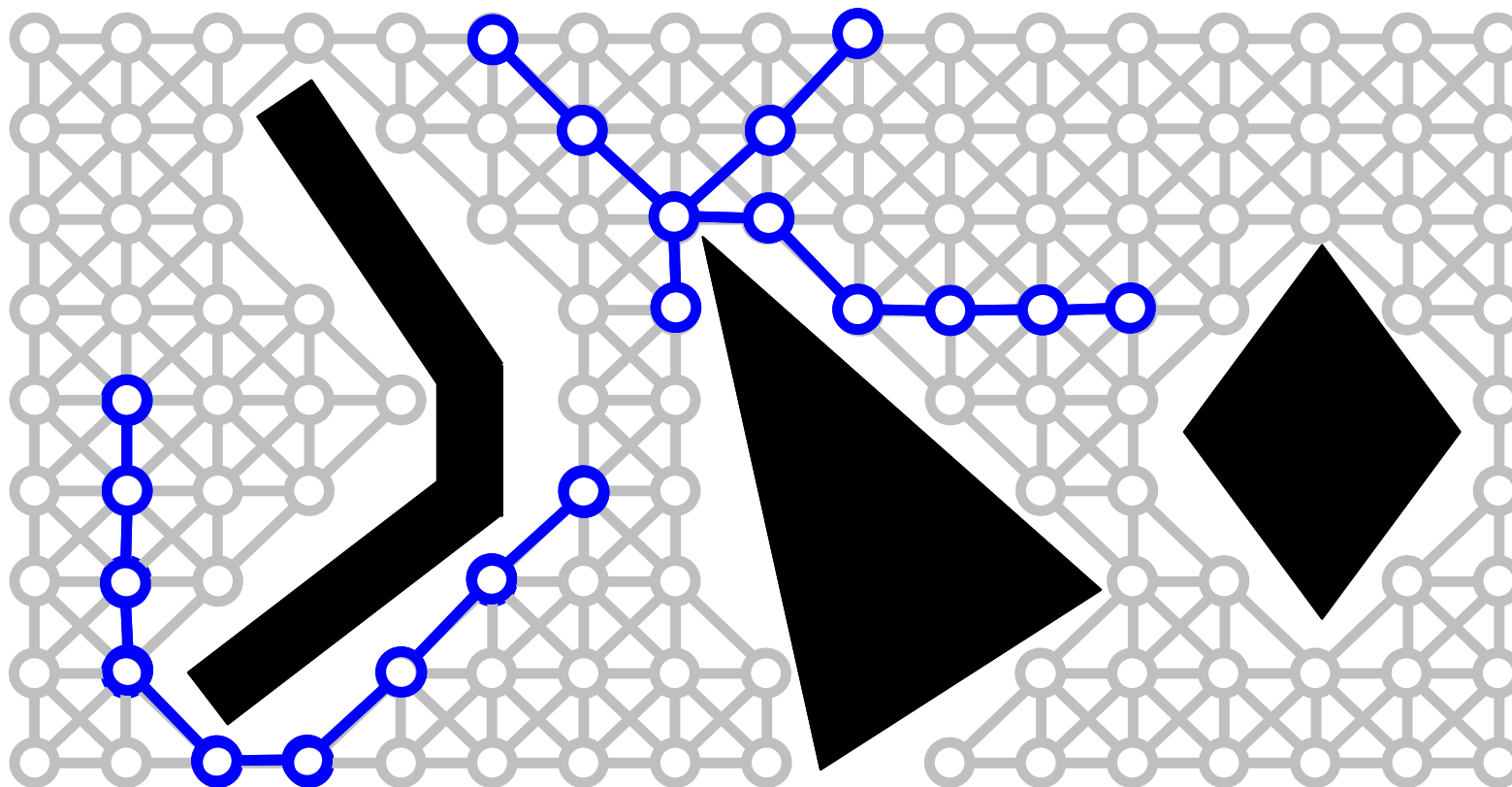
Given a set of previous paths (experiences)...



Put them together into an *E*-graph (Experience graph)



Given a new planning query...

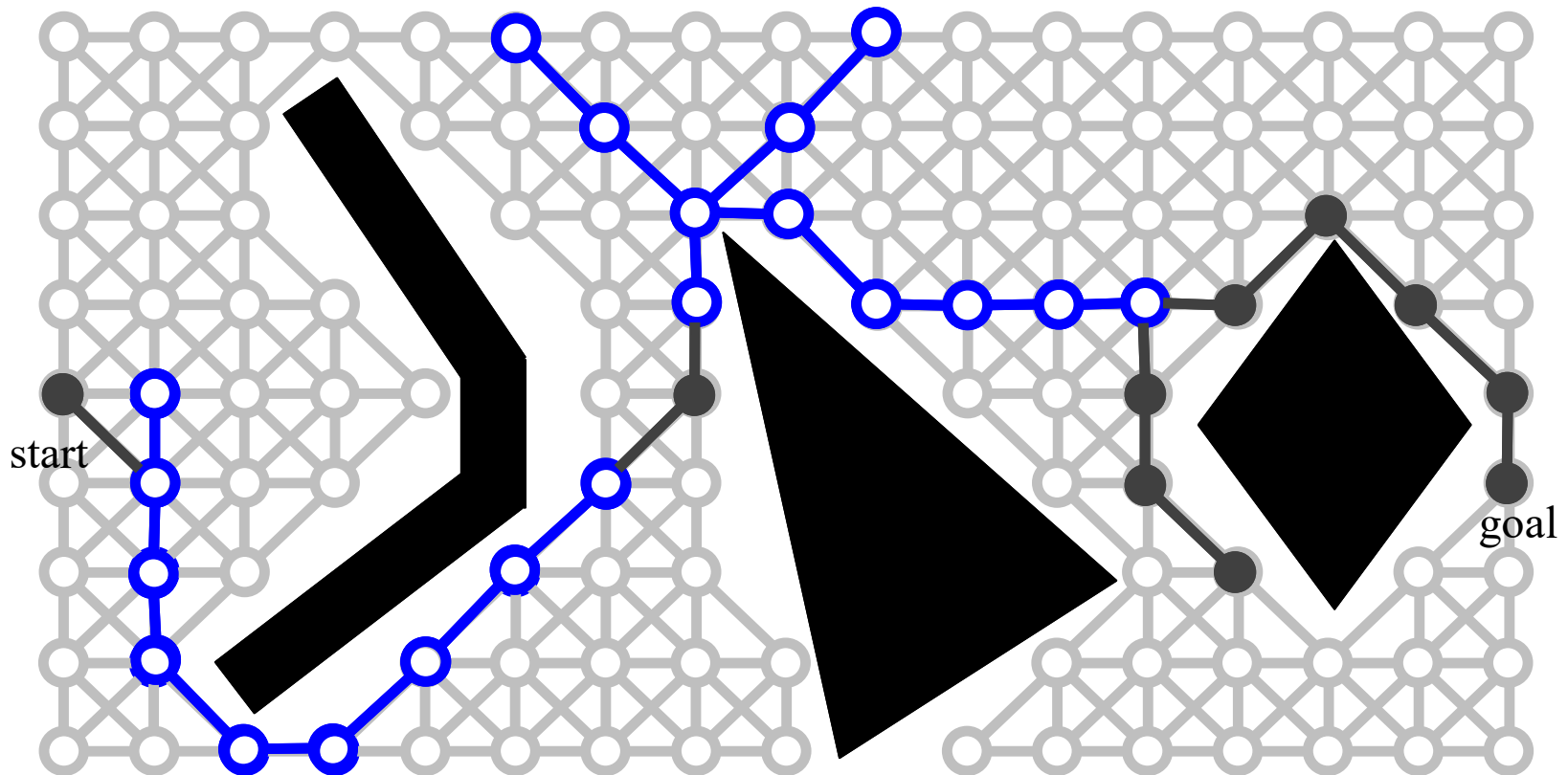


[illegible]

...would like to re-use E-graph to speed up planning in similar situations

Re-use is via focusing search with a recomputed $h^\mathcal{E}()$ heuristic function:

$$h^\mathcal{E}(s_0) = \min_{\pi} \sum_{i=0}^{N-1} \min\{\varepsilon^\mathcal{E} h^G(s_i, s_{i+1}), c^\mathcal{E}(s_i, s_{i+1})\}$$

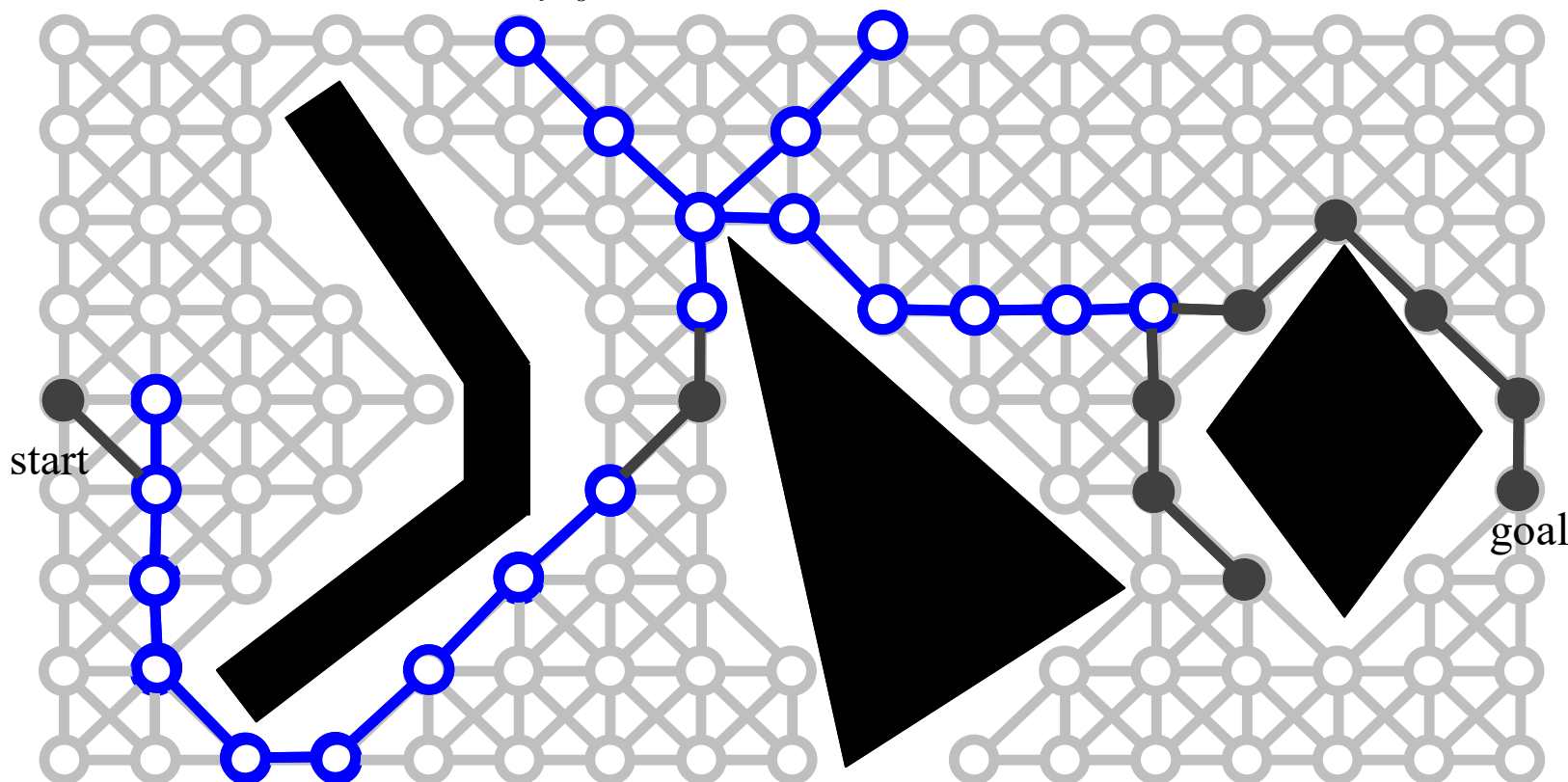


tions

Re-use is view

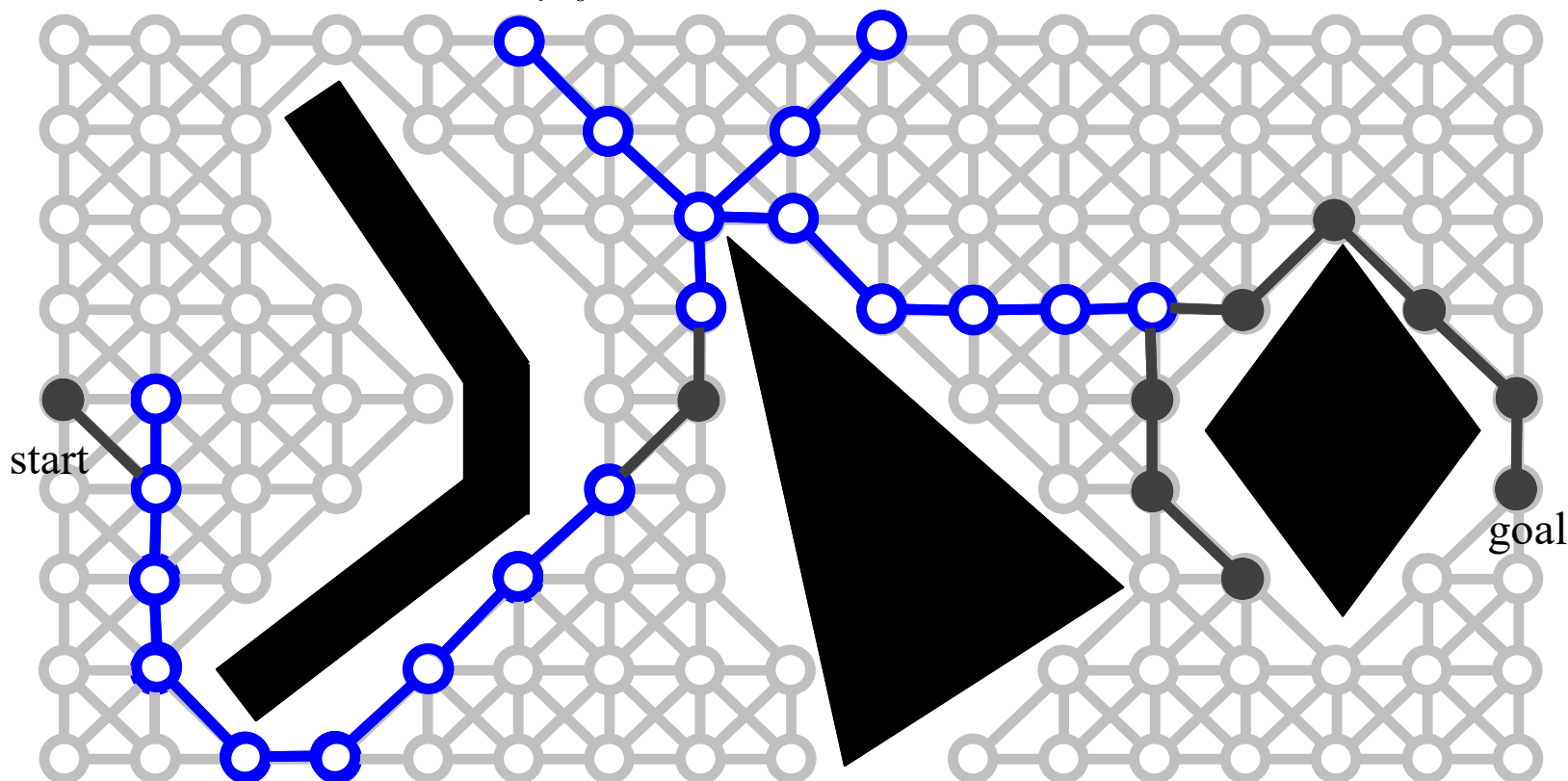
Graph isomorphism:

$$h^{\mathcal{E}}(s_0) = \min_{\pi} \sum_{i=0}^{N-1} \min\{\varepsilon^{\mathcal{E}} h^G(s_i, s_{i+1}), c^{\mathcal{E}}(s_i, s_{i+1})\}$$



Can be computed via a single Dijkstra's search on the Experience Graph

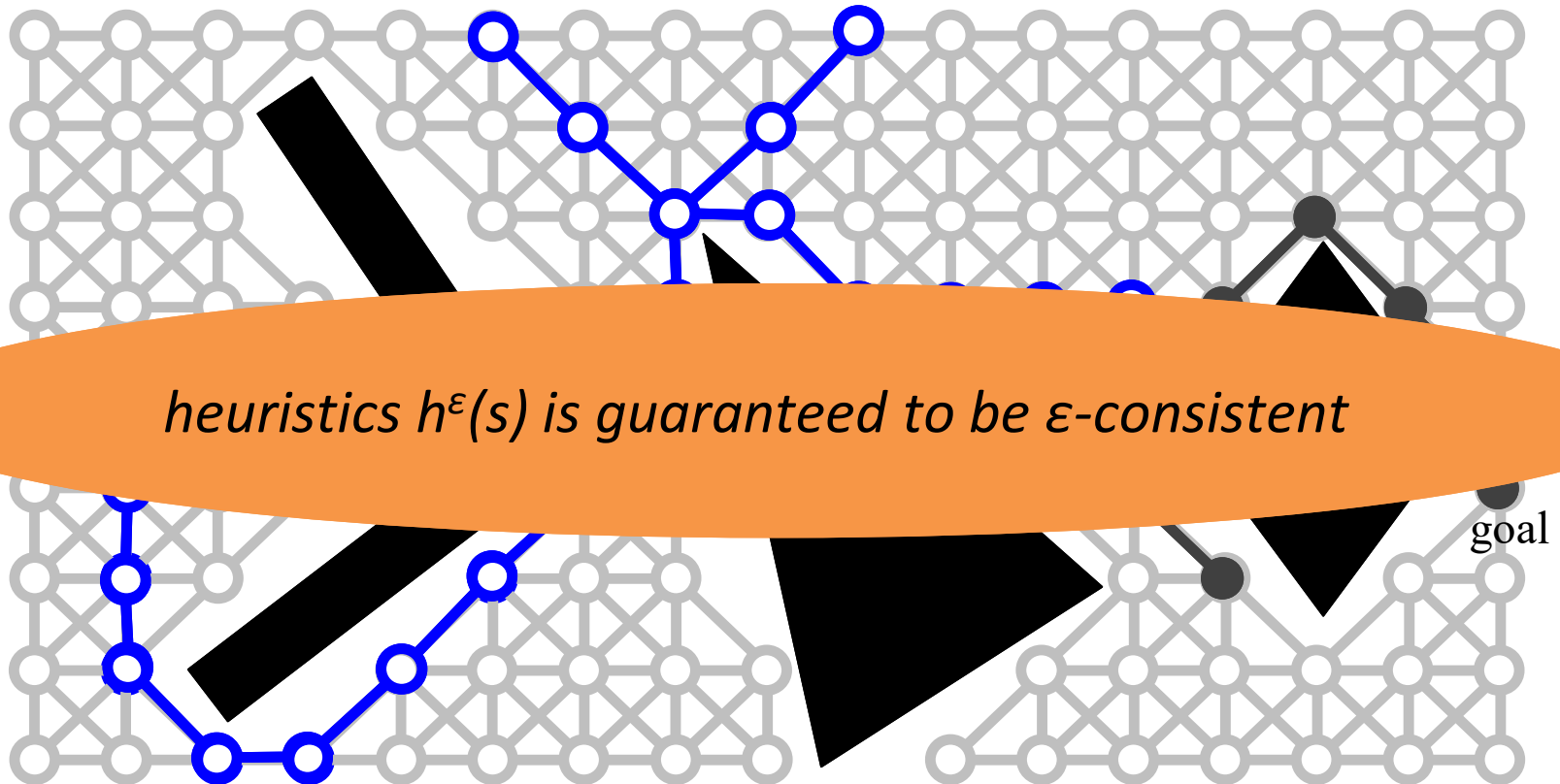
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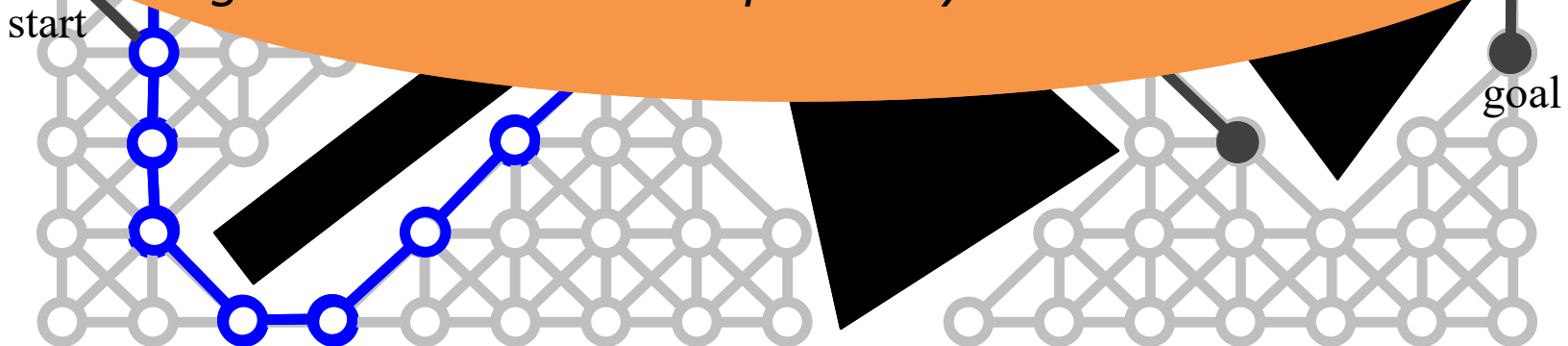
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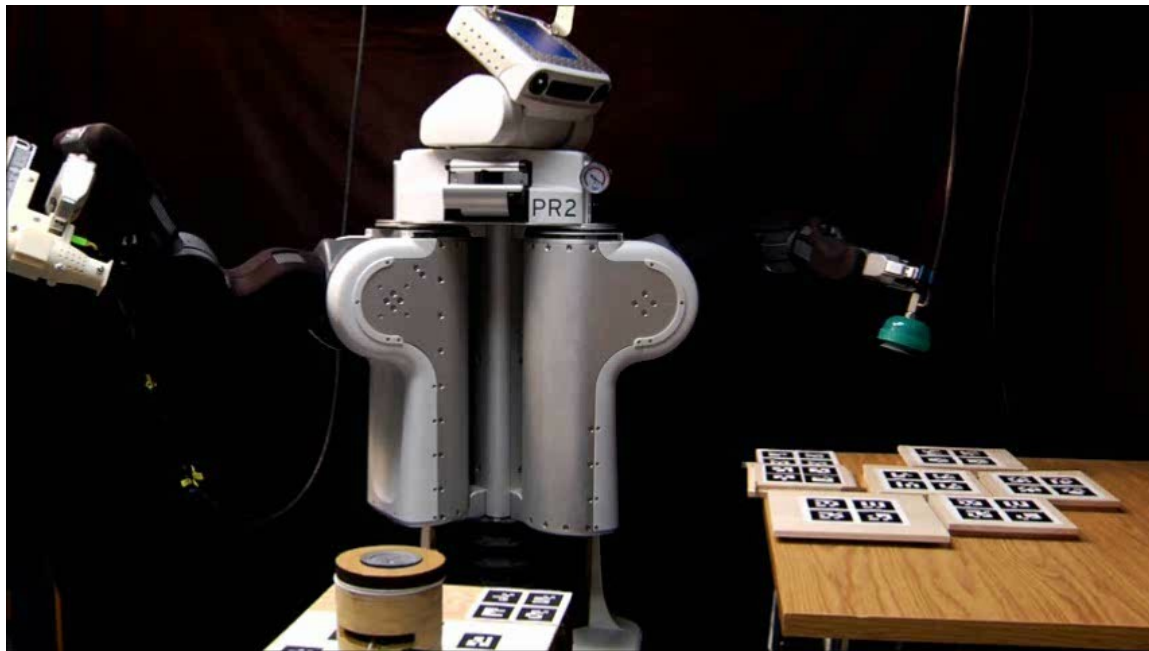
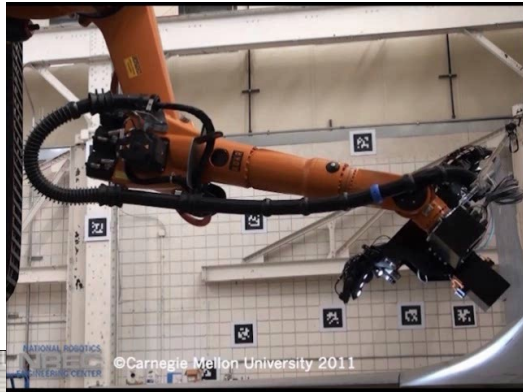
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Theorem 1: Algorithm is complete with respect to the original graph

Theorem 2: The cost of the solution is within a given bound on sub-optimality



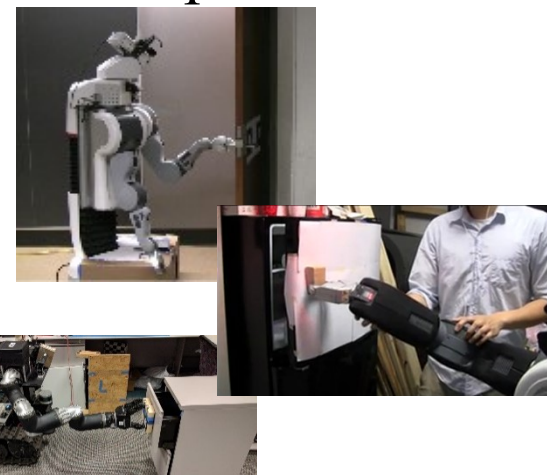
- Learning to plan faster from experience and demonstrations



Speeding up
planning

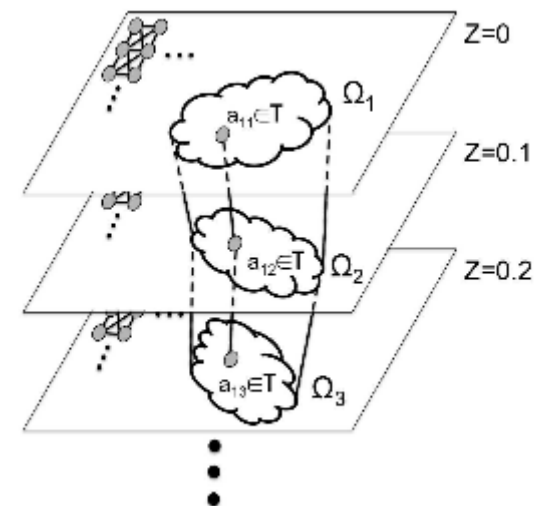
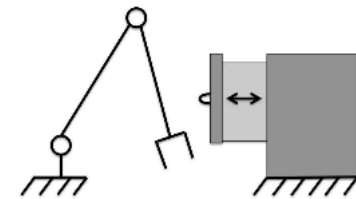
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Learning additional dimensions to reason over (Phillips et al., '13)
Combining learned skills and prior model (Vasudev et al., ongoing)

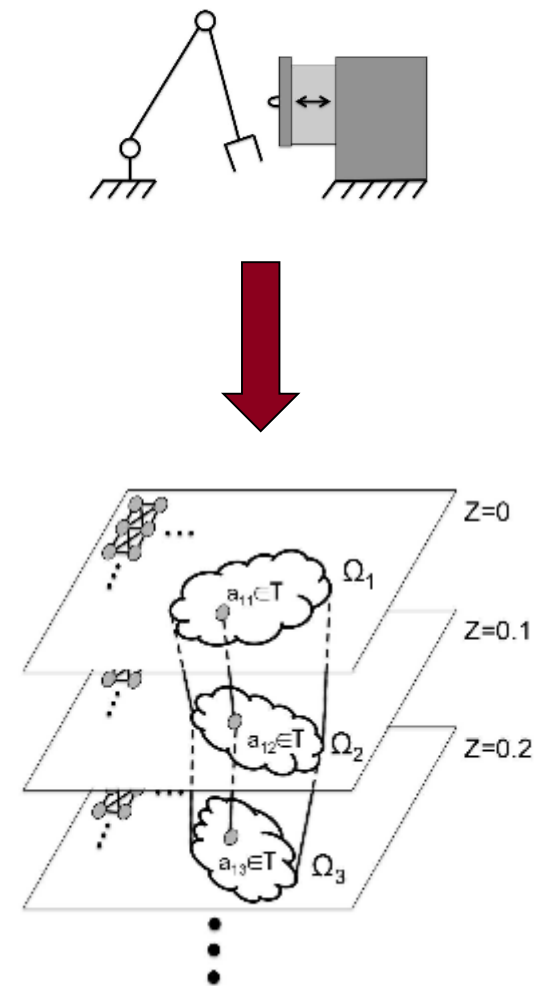
- Learning Additional Dimensions in the Graph from Demonstrations [Phillips et al., RSS'13]



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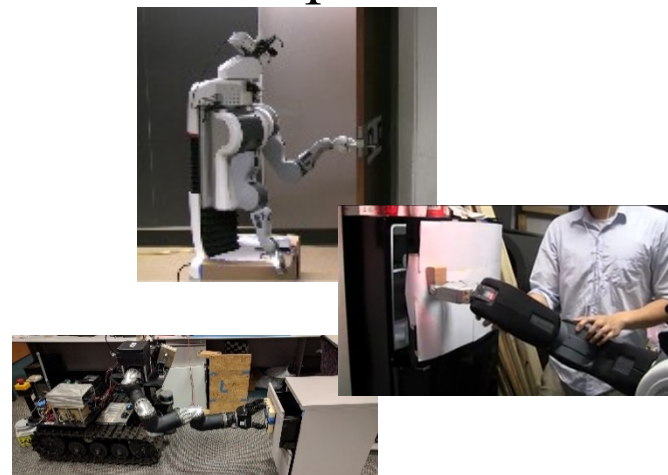
Demonstrations provided in simulation; work by A. Dornbush



Speeding up
planning

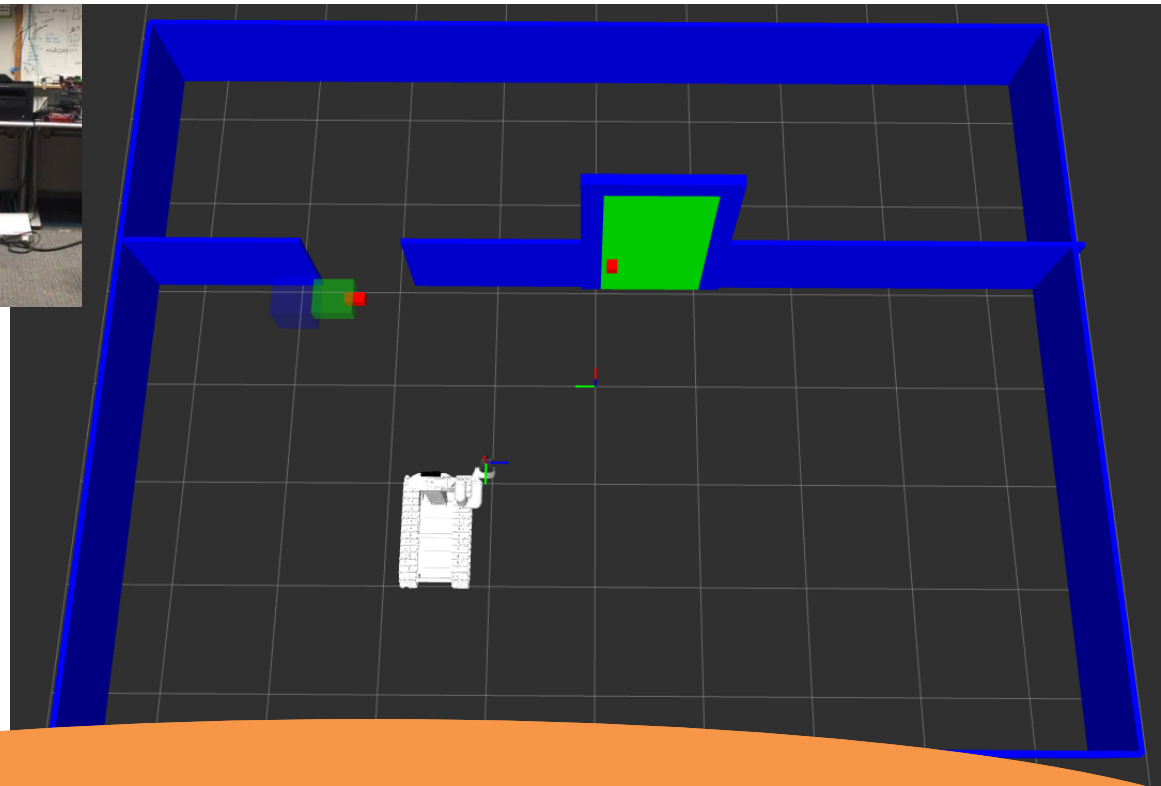
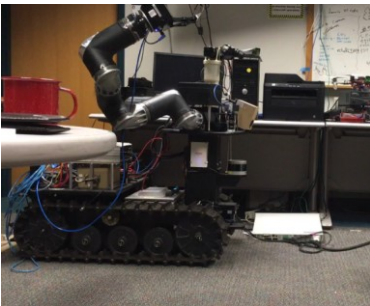
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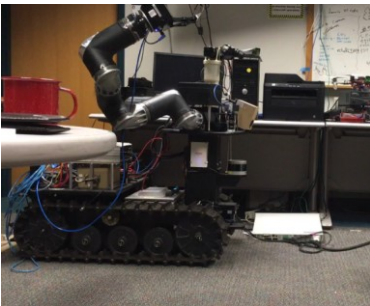
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- Suppose:
 - We have a graph $G = \{S, E\}$ that describes how the robot can move its base/arms
 - We have a set of k skills $\psi^{i \dots k}$ that include skills for pushing/pulling doors/drawer

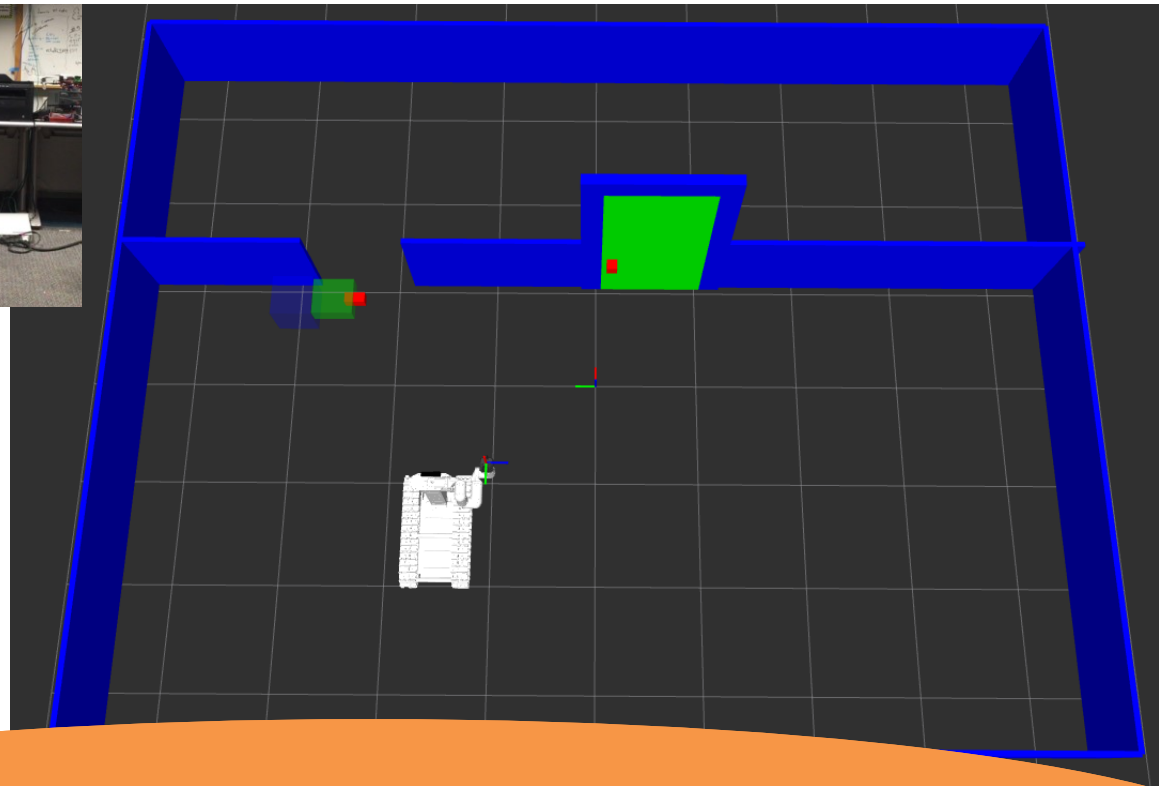
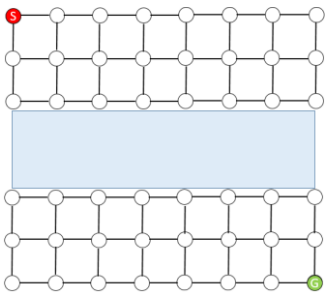


How skills $\psi^{i \dots k}$ should be integrated with G , so that a planner can generate an overall plan?

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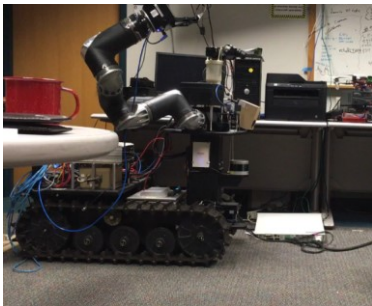


skills connect disconnected components in G

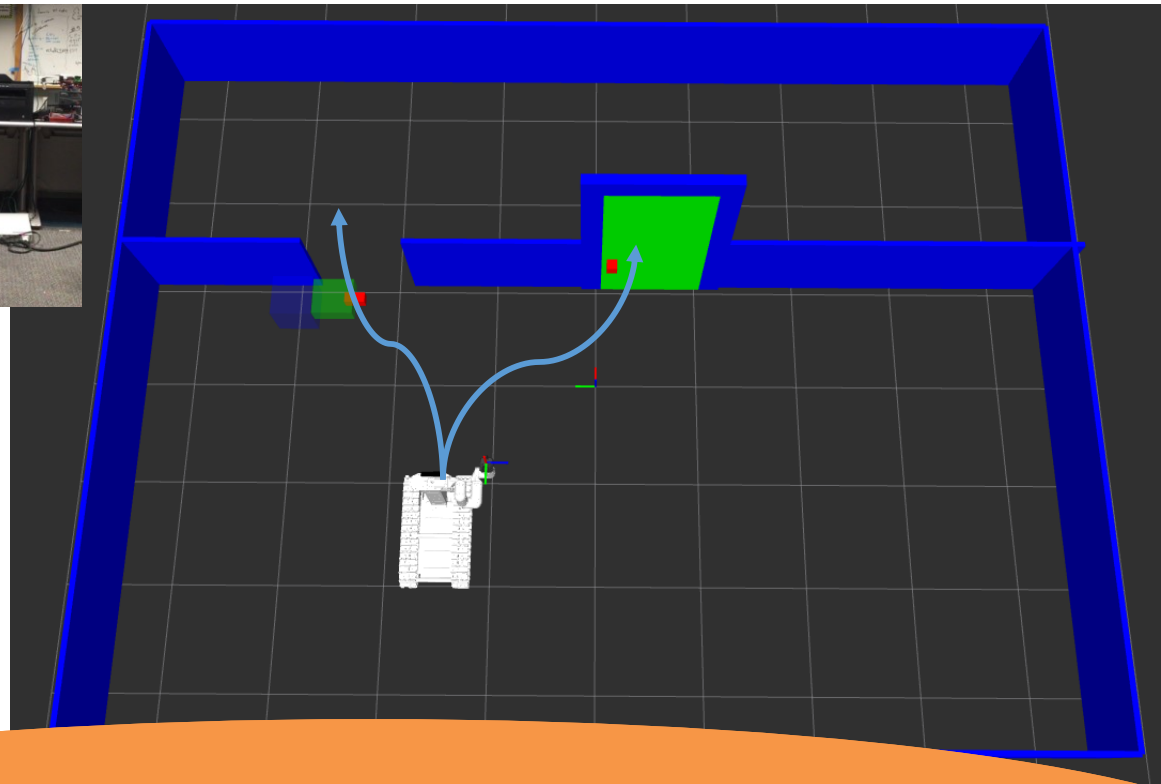
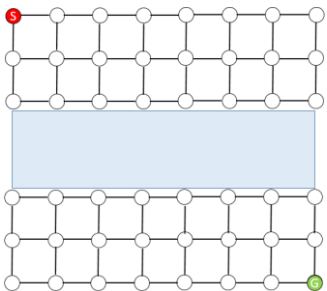


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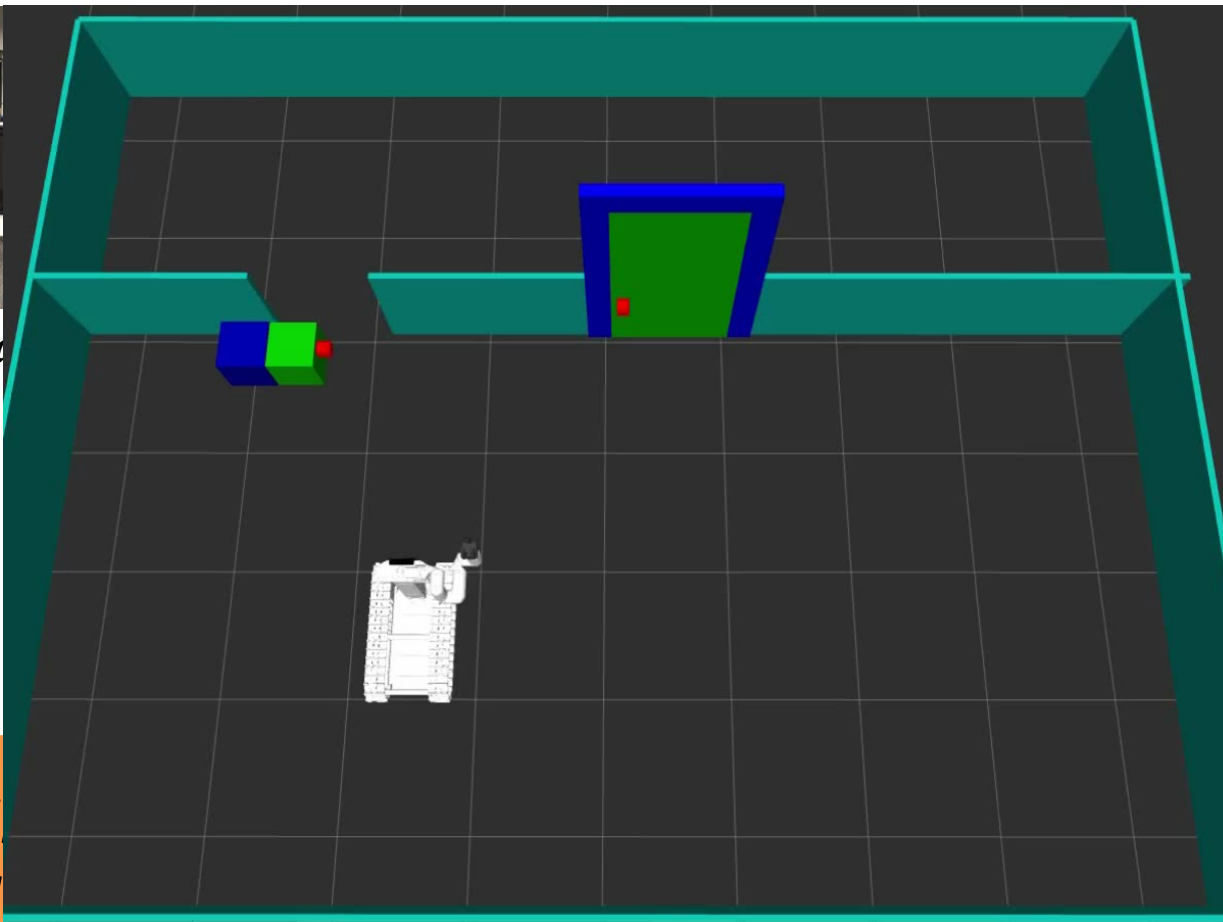
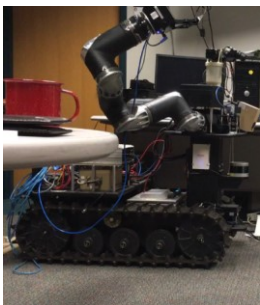


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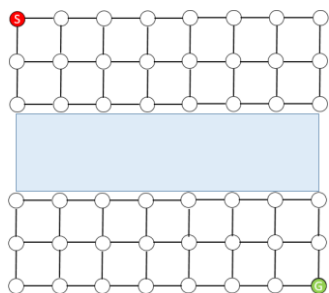


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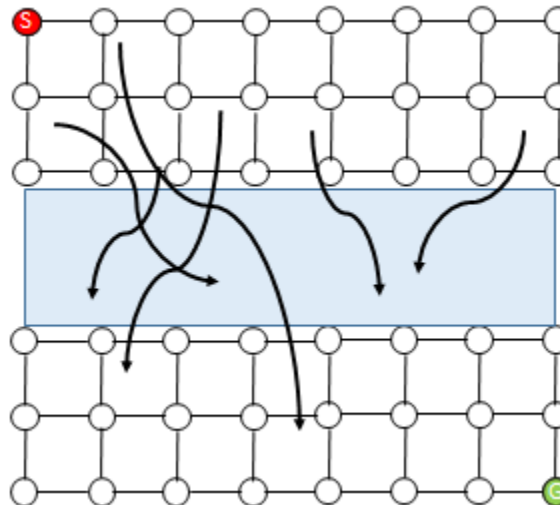


*How skill
that a pl*

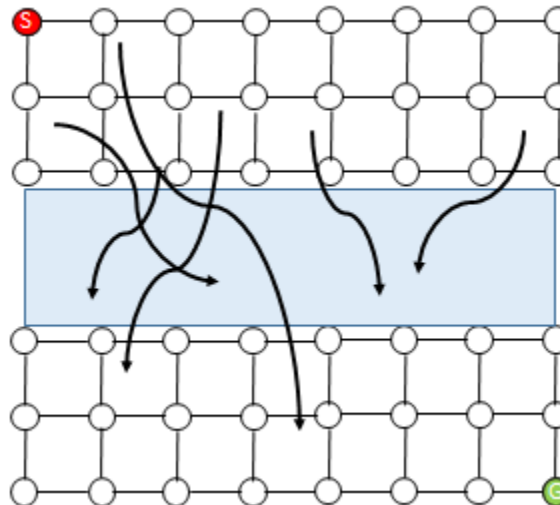
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*We assume $\psi^i: X \rightarrow \{a, X'\}$,
and each X maps onto unique S*

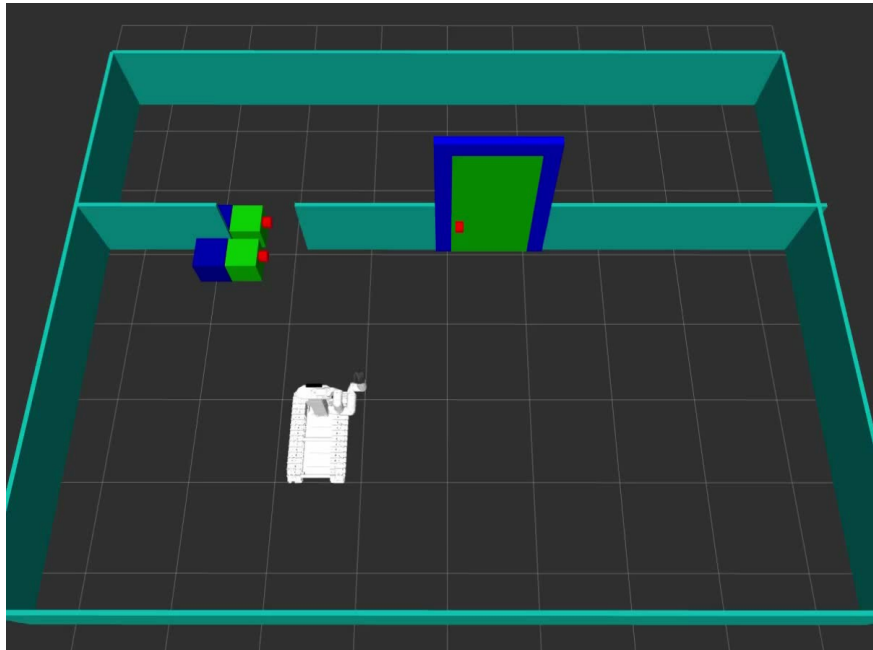
*A skill could potentially be available at each state S ,
but depending on data, at some states there is higher
confidence in its success than at others*



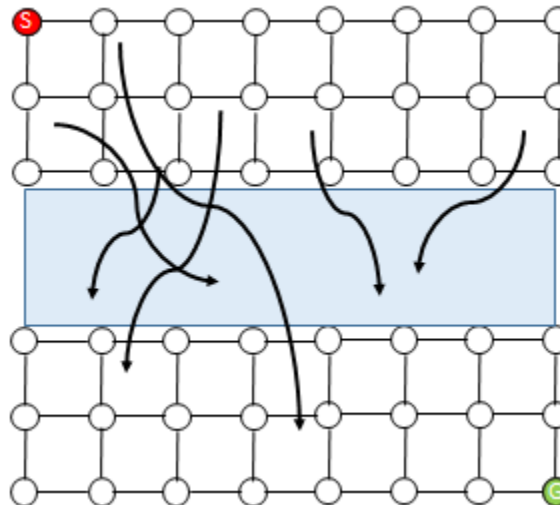
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 - Option 1: $\text{cost}(s, a', s')$ is inflated proportionally to the estimated confidence



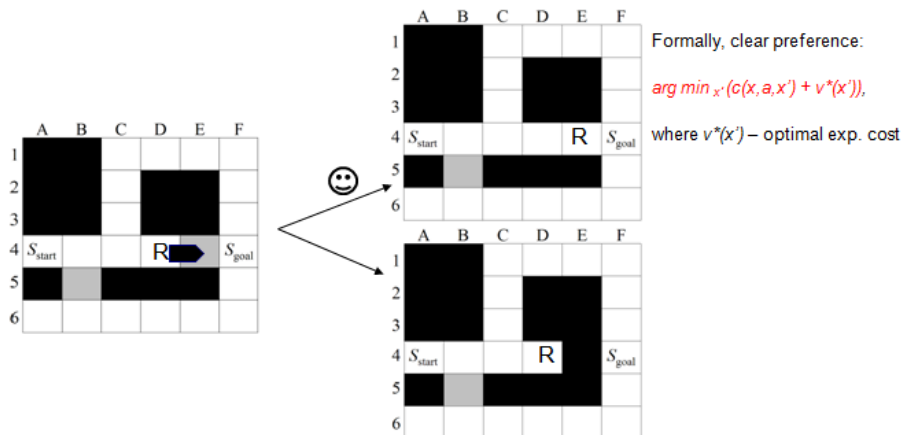
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 - **Option 2: represent the planning problem as POMDP ☹**
 - planning is exponential in (S, ψ^i) pairs
 - however, there exists a **clear preference** on the outcomes: *it is always preferred for a skill to be successful at a given S*



Suppose

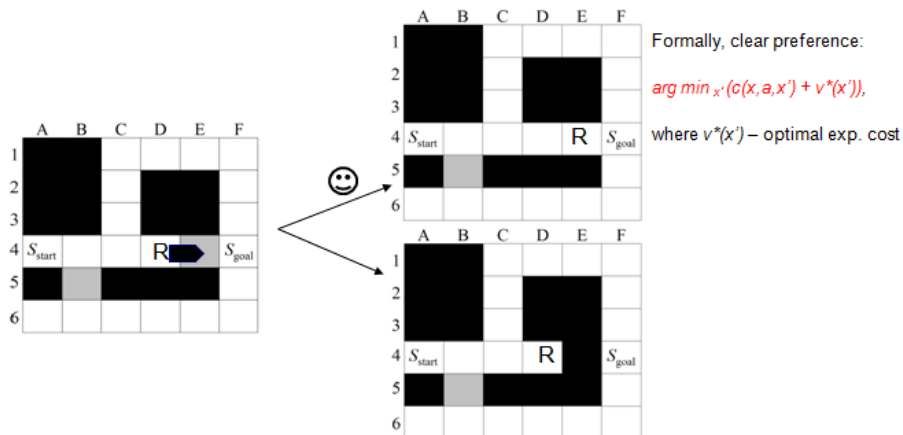
Planning problem can be decomposed into a series of graph searches using PPCP (Likhachev & Stentz, '09):

- *avoids planning in a belief state-space*
- *scales to large-scale problems in real-time*
- *provides rigorous theoretical guarantees*

If conf.

ψ^i , then:

- Option 1: $\text{cost}(s, a, \psi^i)$ is the estimated confidence
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- Explore option 2 (POMDP planning with uncertainty due to skills)
- Relax the assumption that each X maps onto unique S
- Apply the framework to few domains including navigation through crowded areas

- Students & Staff:
 - Ishani Chatterjee
 - Ben Cohen
 - Andrew Dornbush
 - Victor Hwang
 - Venkatraman Narayanan
 - Michael Phillips
 - Kalyan Vasudev
- Funding:
 - ARL
 - ONR
 - Mitsubishi