Interactive Task Estimation From Unlabelled Teaching Signals

Jonathan Grizou, Inaki Iturrate, Luis Montesano, Manuel Lopes, Pierre-Yves Oudeyer



Interactive Learning in Robotics

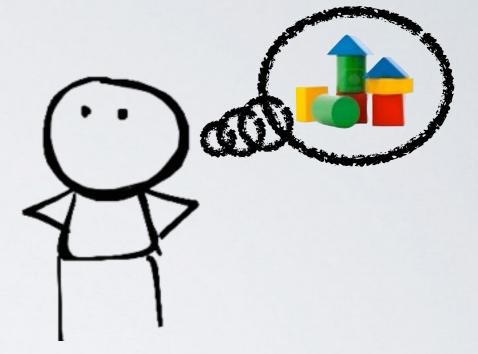
-What: Teach robots new skills.

-How:

- 1) Without programming (often not easy, requires an expert)
- 2) By demonstrating, talking, looking, pointing, directing, advising, rewarding, giving feedback...





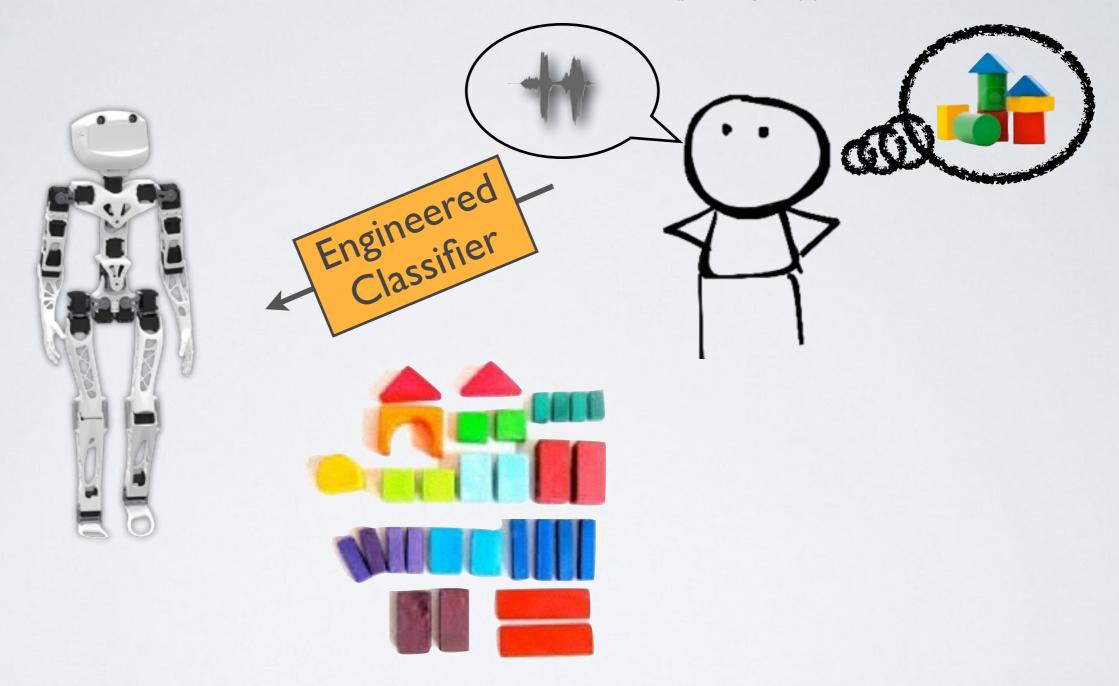


Feedback (correct/wrong) Guidance (push/grasp)

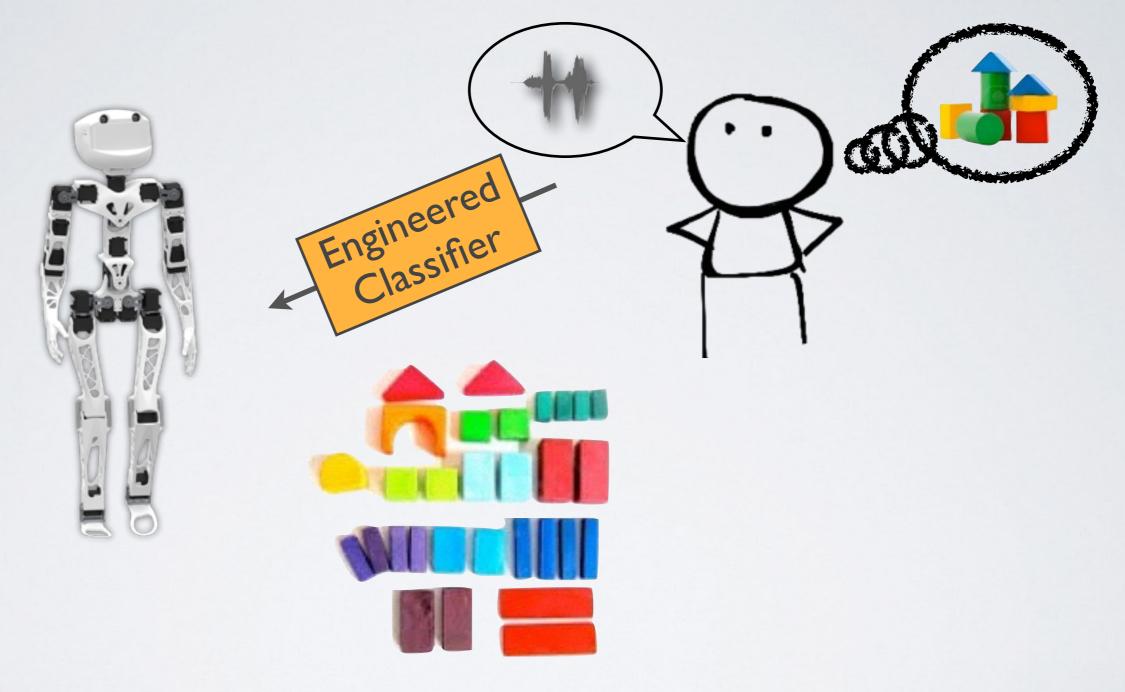




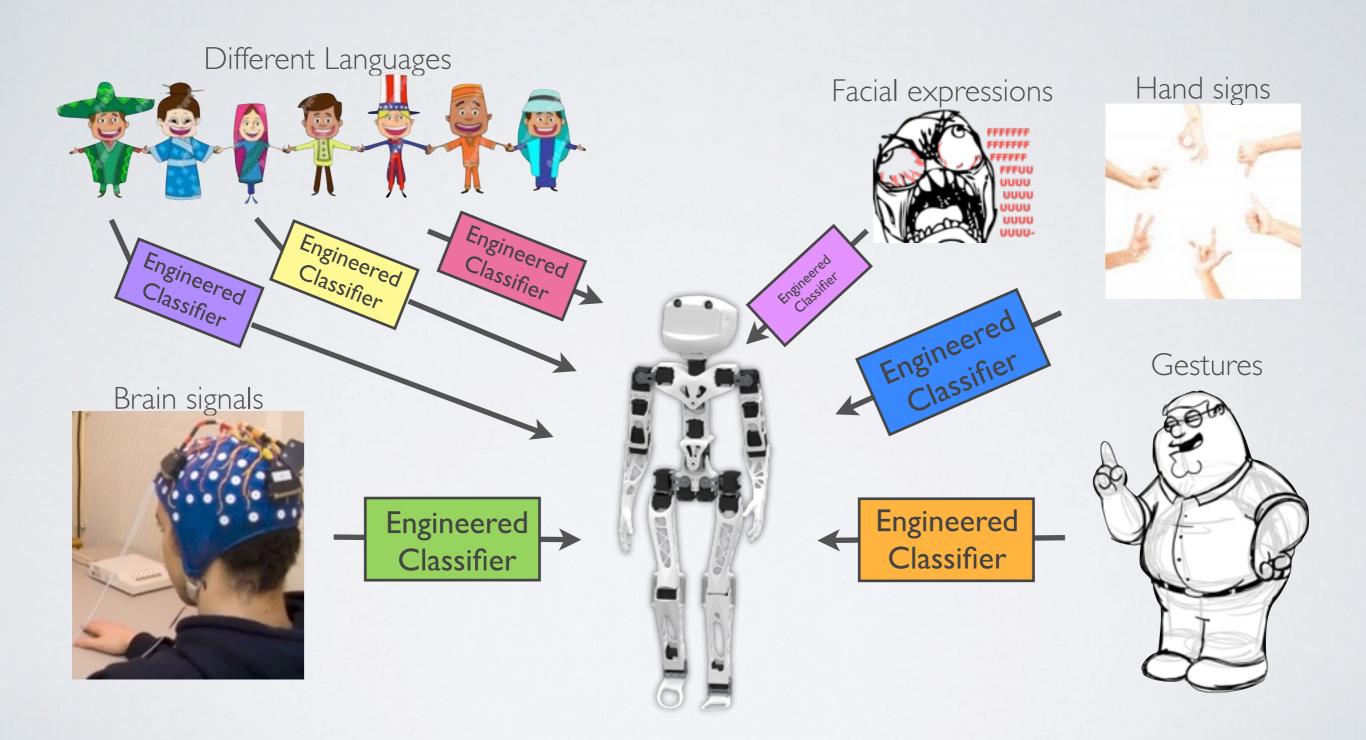
Feedback (correct/wrong)
Guidance (push/grasp)



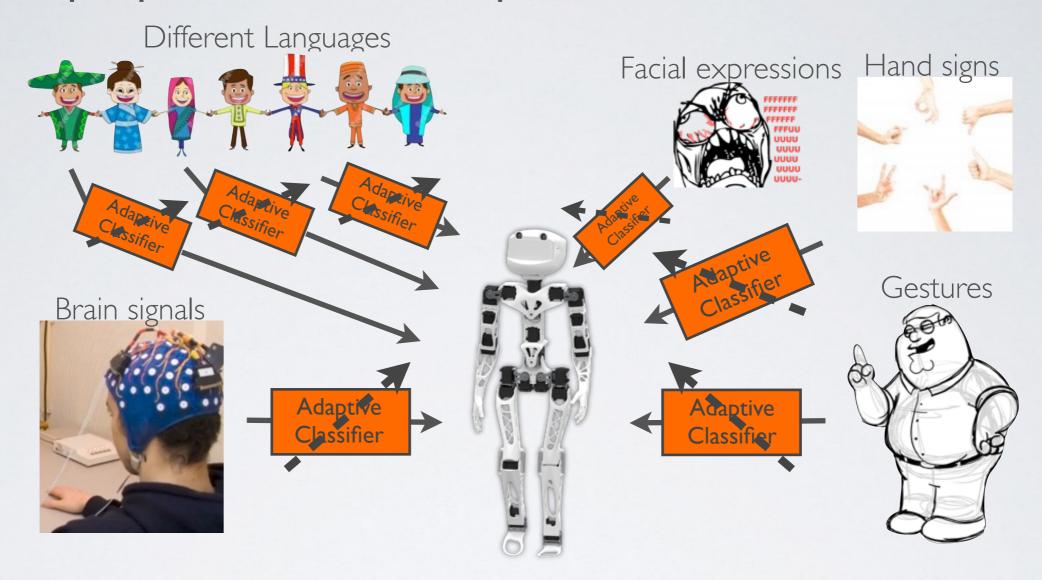
Feedback (correct/wrong)
Guidance (push/grasp)



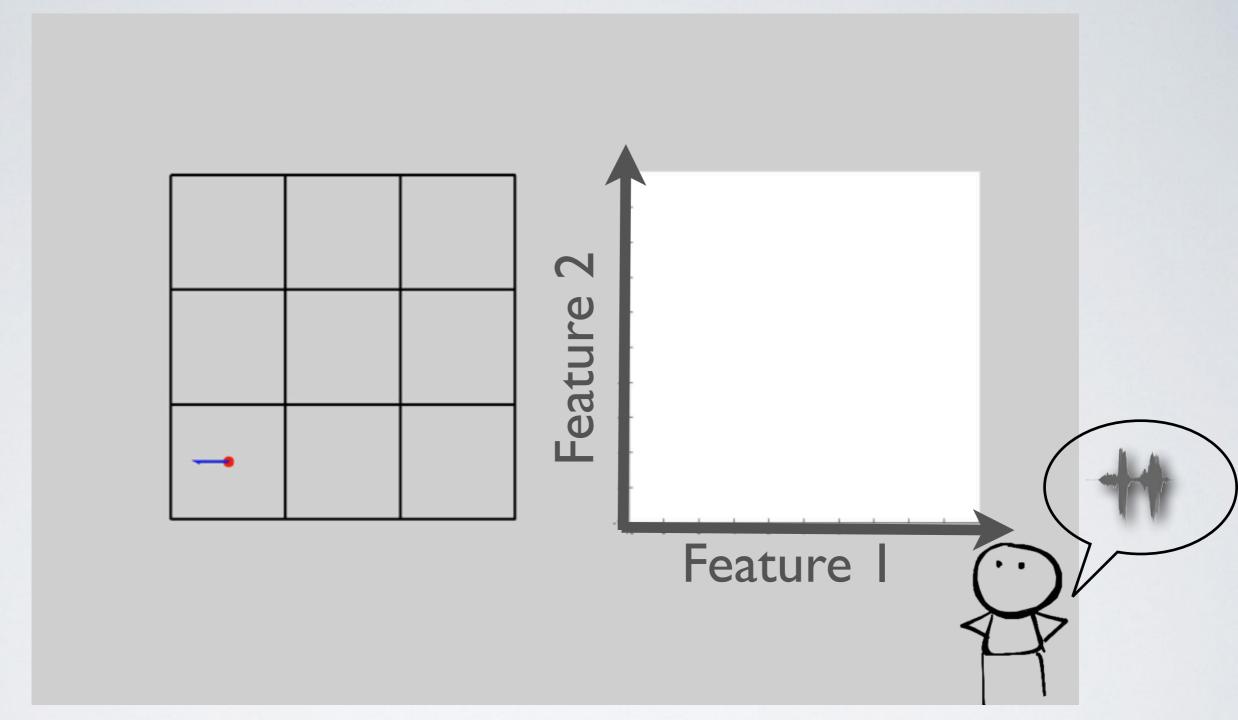
Different people, with their own preferences, skills, and limitations.



Different people, with their own preferences, skills, and limitations.

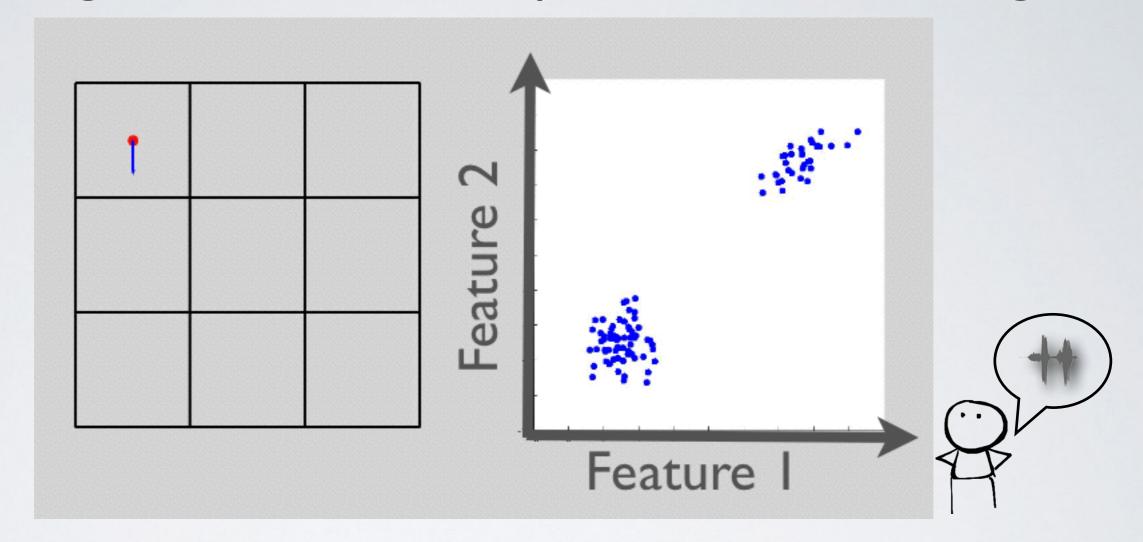


Can we adapt <u>automatically and online</u> to each user's own preferred teaching signals?



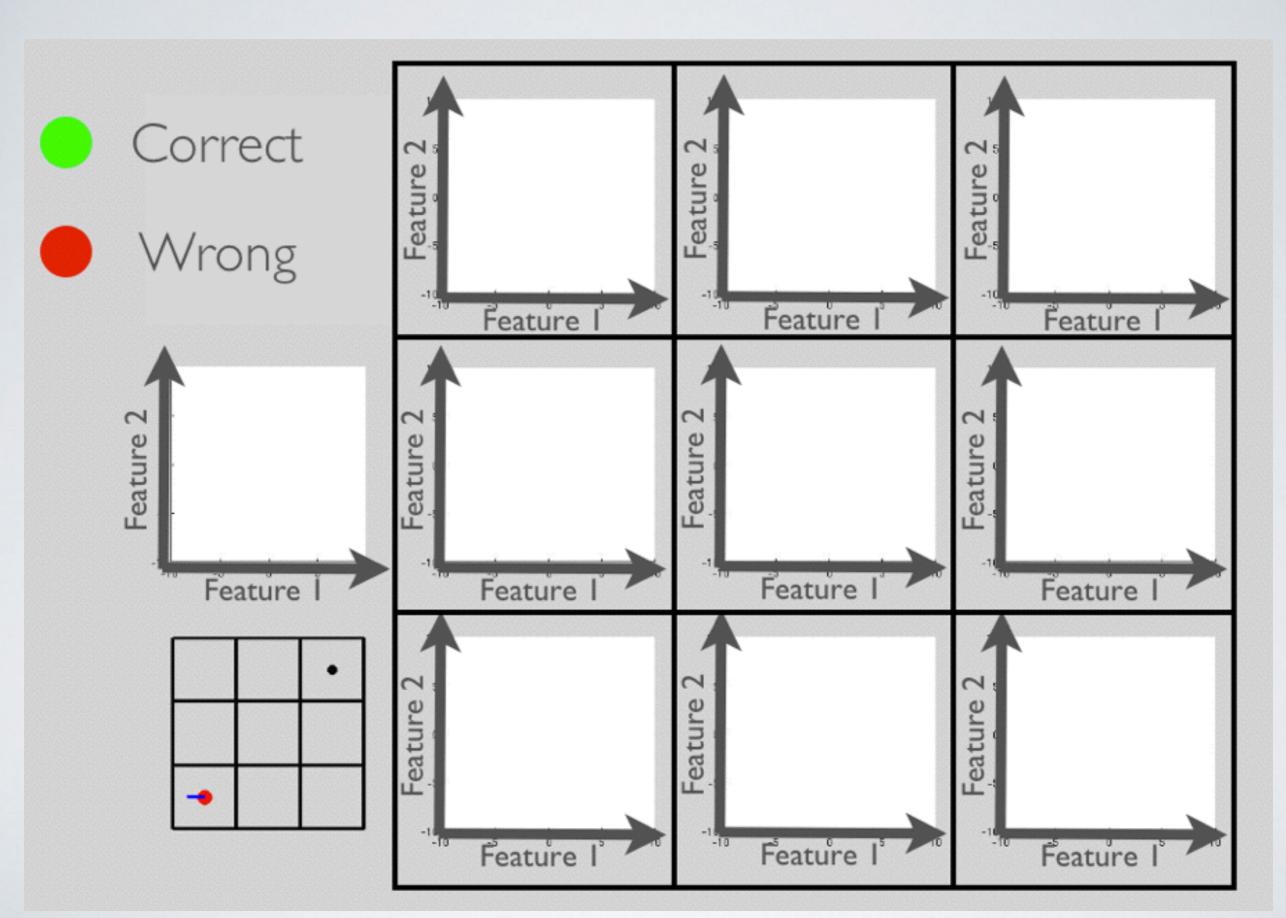
Sequential task {state, action, instruction} interaction loop Instruction are feedback or guidance on the robot action

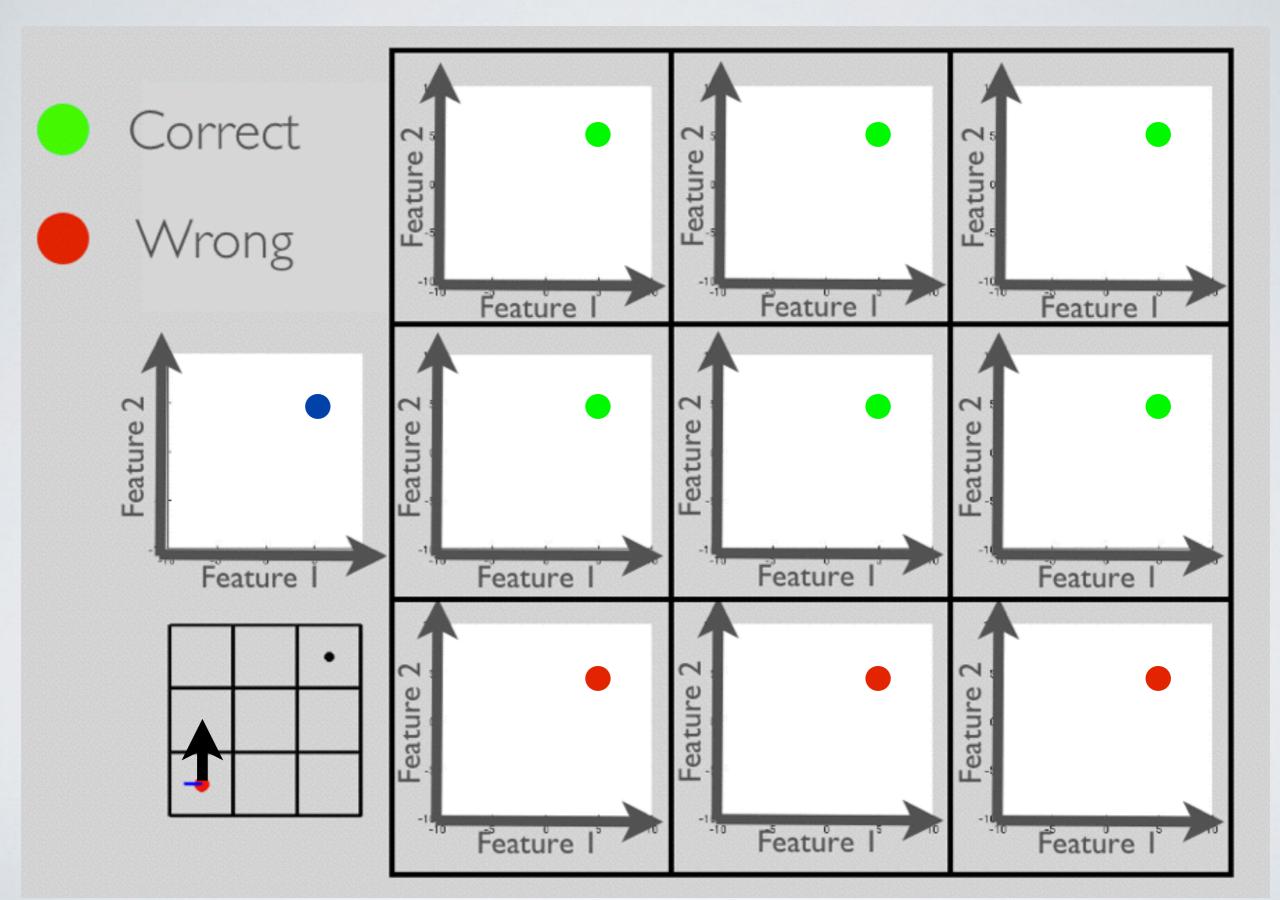
What: Finding the task that best explain the instructions signals

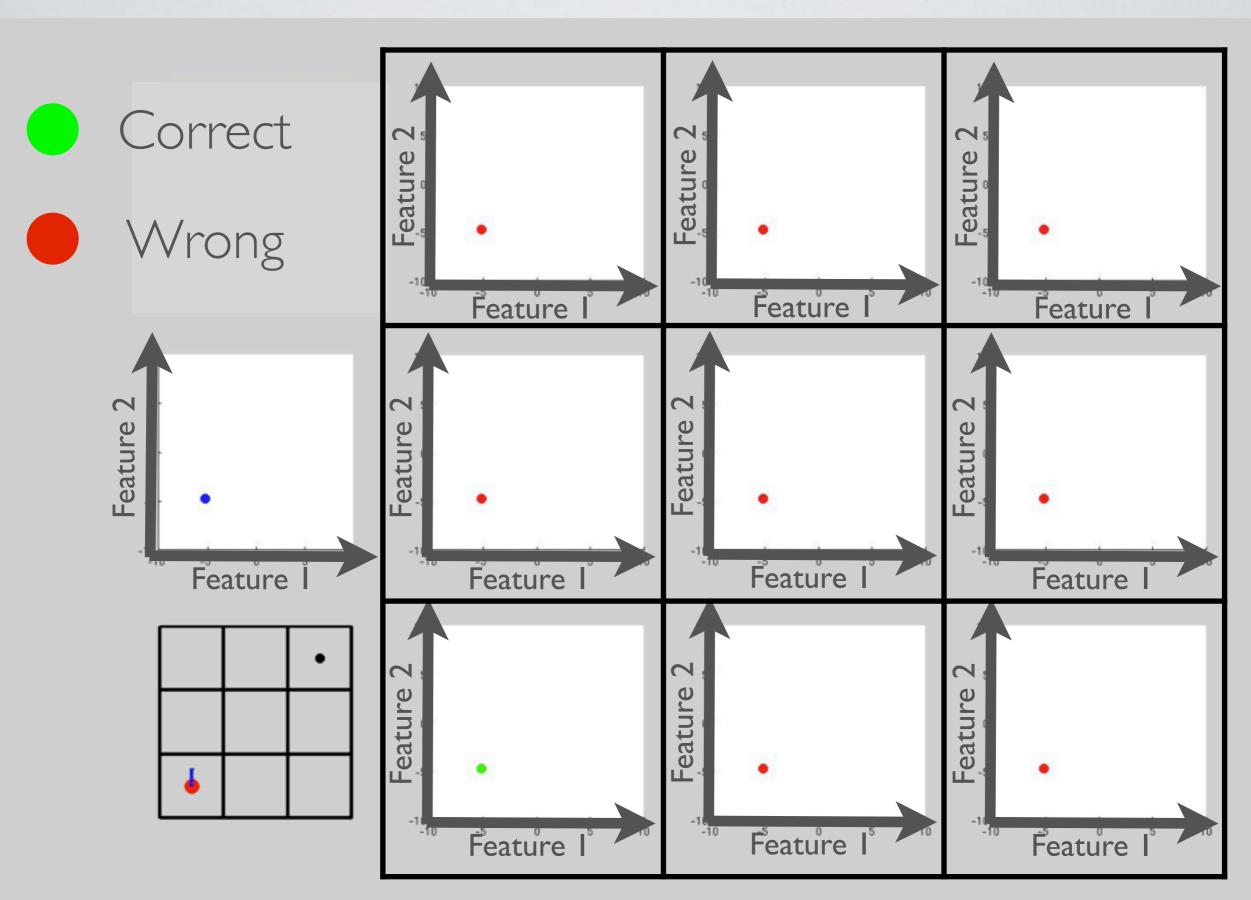


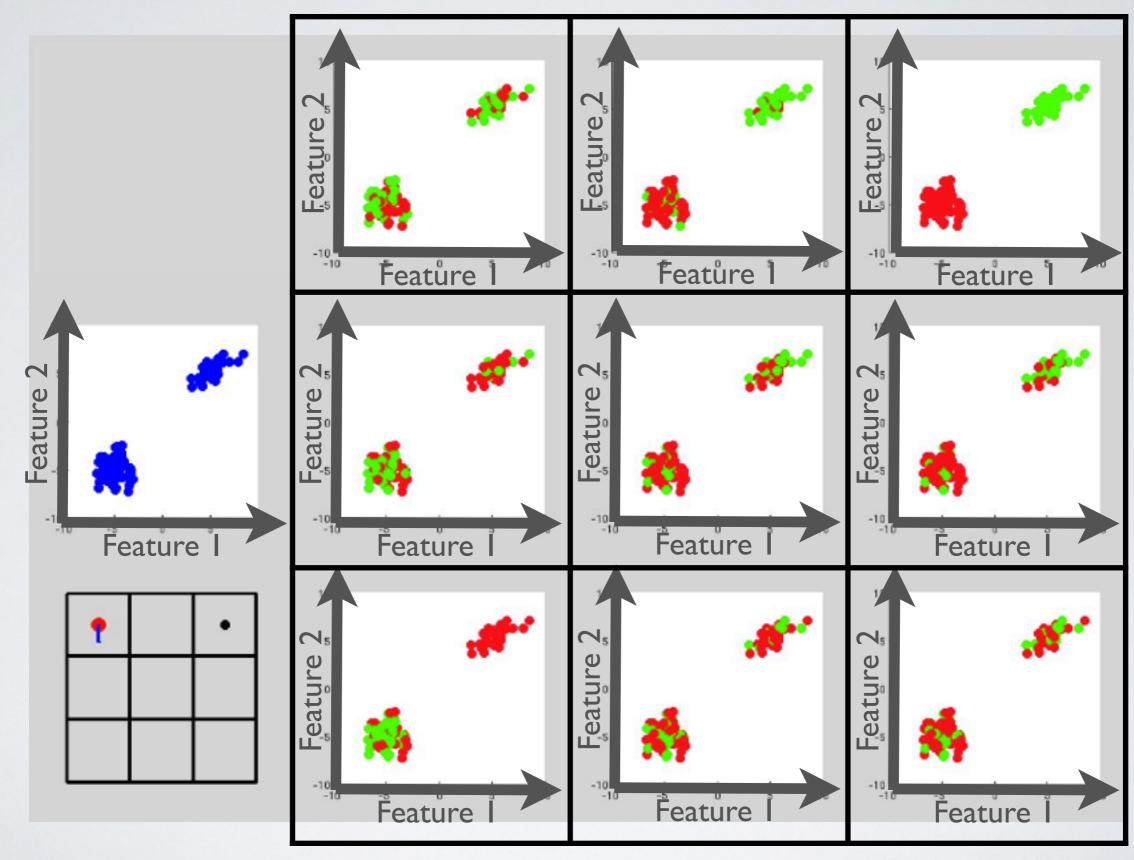
How:

- I assigning hypothetic meanings for each possible task
- 2- computing the likelihood of the resulting dataset



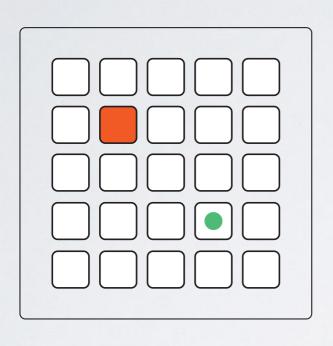


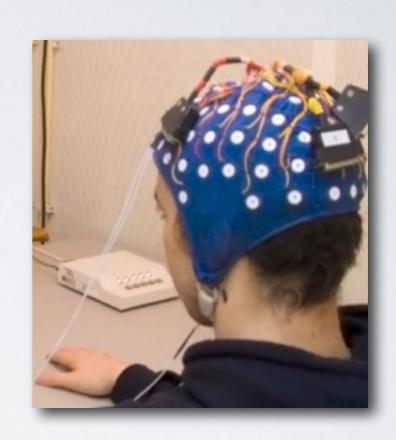




BCI control task

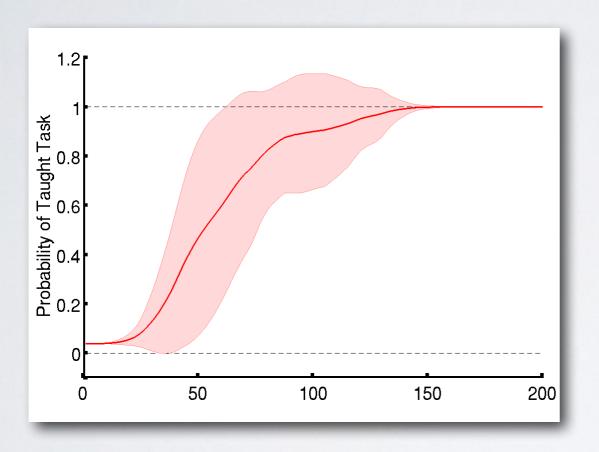
with Iñaki Itturrate and Luis Montesano, Universidad de Zaragoza, Spain

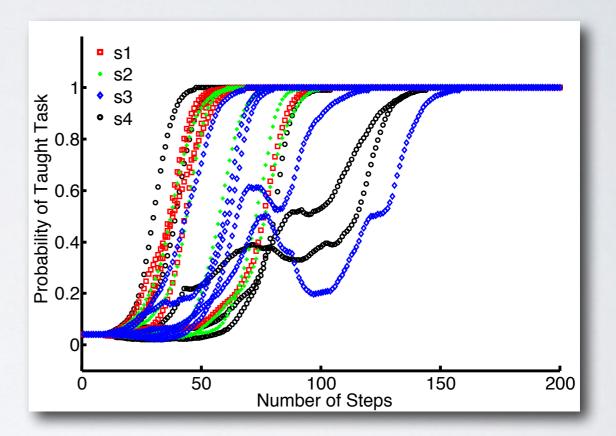




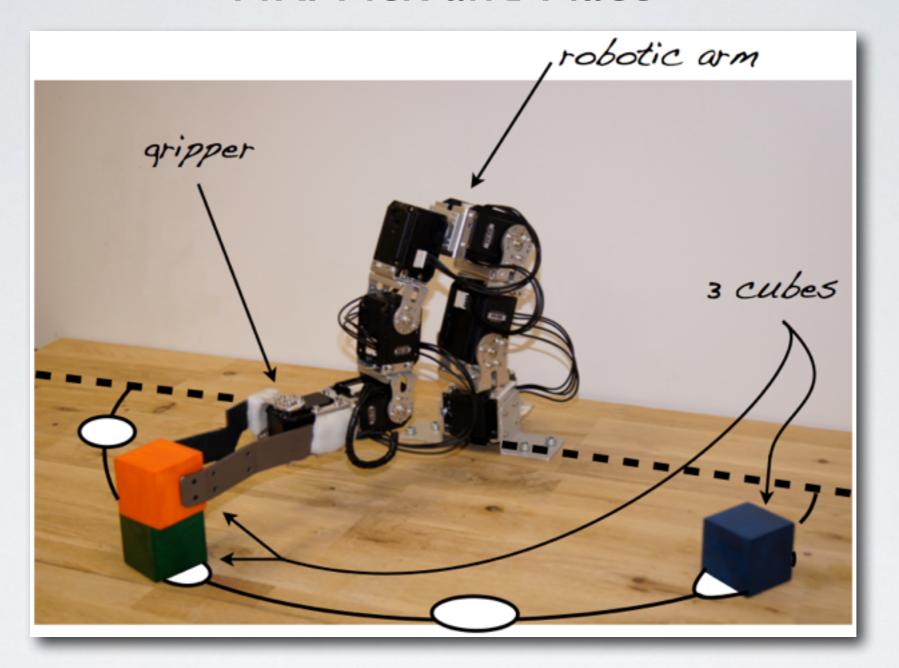
- 34 features, high amount of noise
- 25 possible tasks (5x5 grid world)

Online experiments

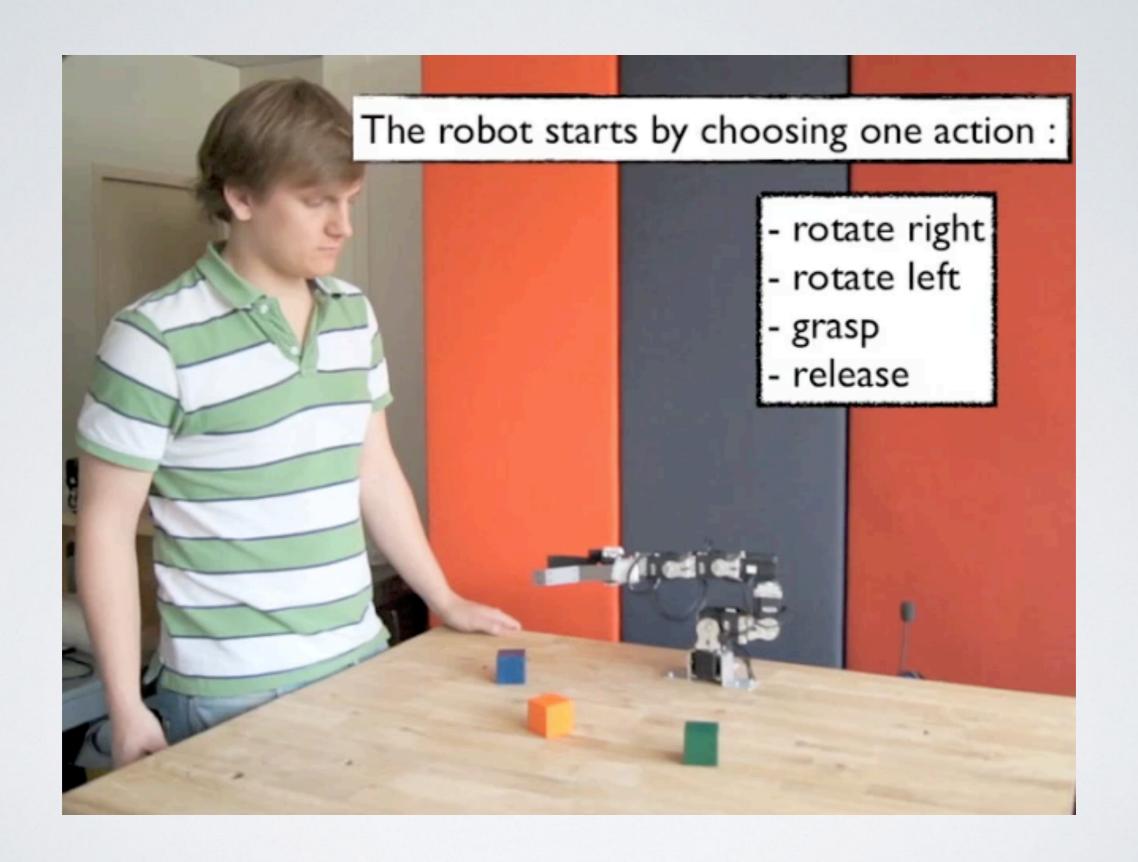




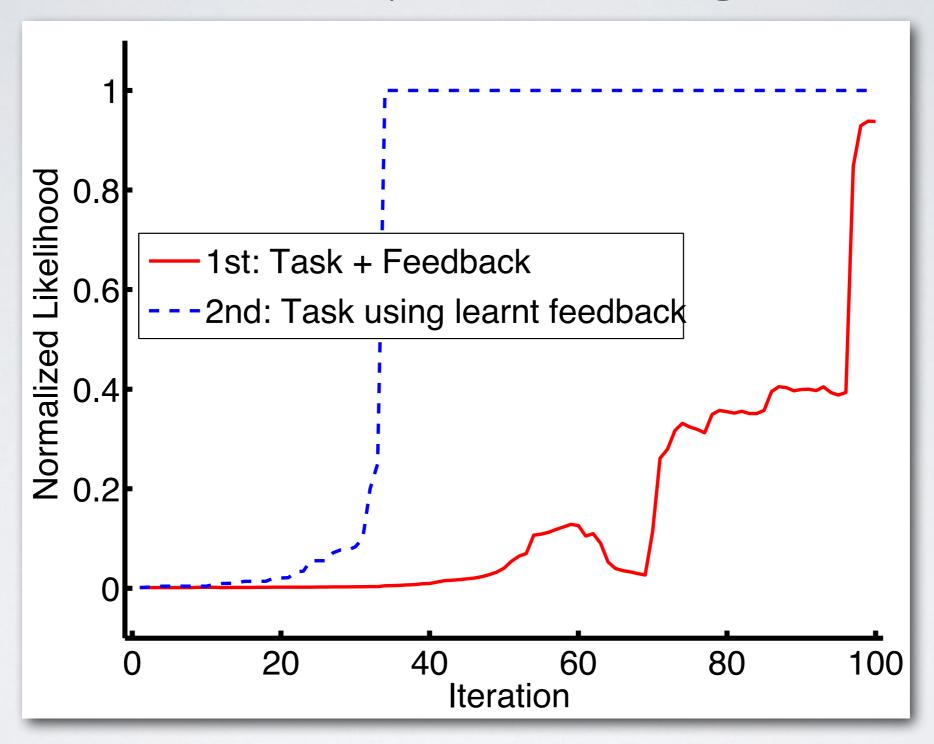
HRI Pick and Place



- Spoken words (20 features)
- 624 states, 4 actions (left,right,grasp,release)



Reuse acquired knowledge



Thank you for your attention

Questions?

mail: jonathan.grizou@inria.fr

website: https://flowers.inria.fr/jgrizou

