

# Planning for Autonomous Robots using Probabilistic Graphical Models

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Maties Machine Learning

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# Outline

- 1 Introduction
- 2 Existing Approaches to Planning
- 3 Probabilistic Graphical Models
- 4 Planning using PGMs
- 5 Experiments
- 6 Conclusions

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  - Autonomous Navigation
  - Autonav System Configuration
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# Autonomous Navigation



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## Applications

- self-driving cars

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- self-driving cars
- planetary exploration



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- self-driving cars
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- surveillance systems

## Challenges

- uncertain environments

# Autonomous Navigation



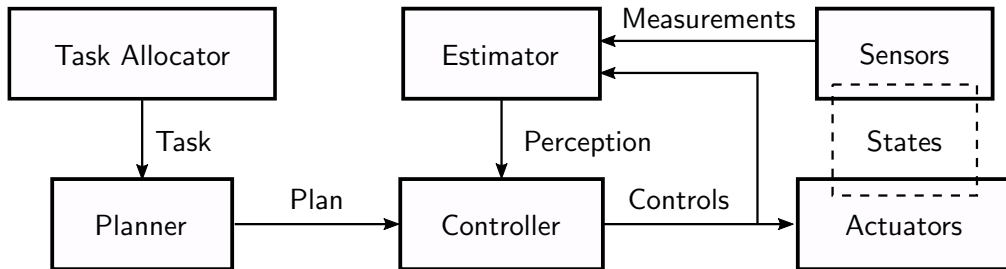
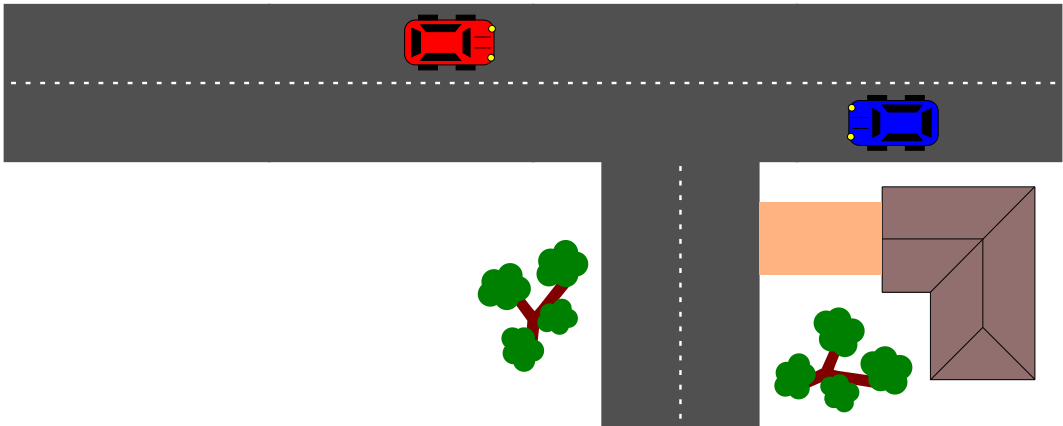
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- planetary exploration
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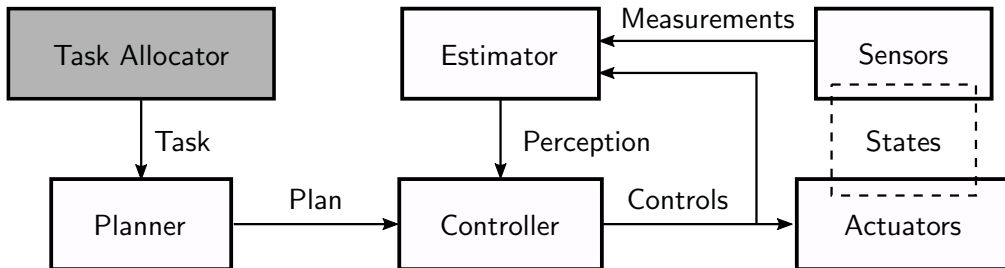
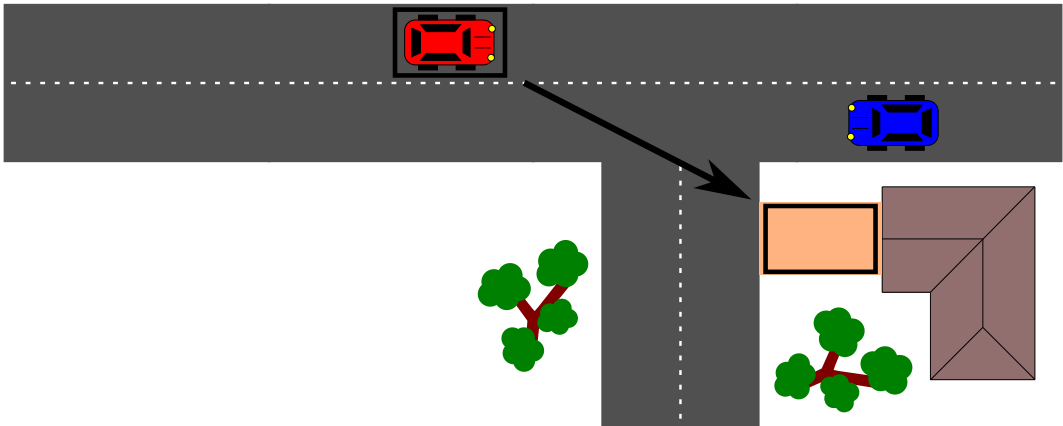
## Challenges

- uncertain environments
- continuous states

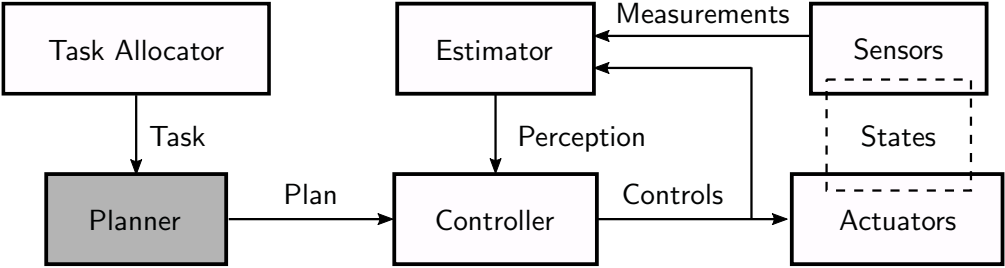
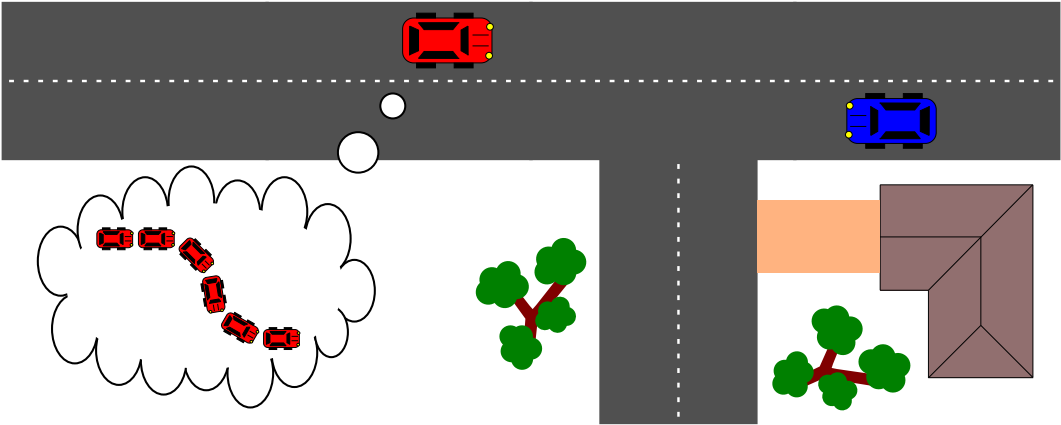
# Autonav System Configuration



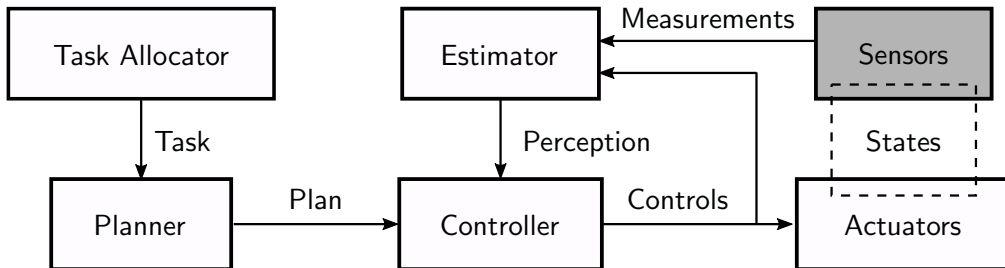
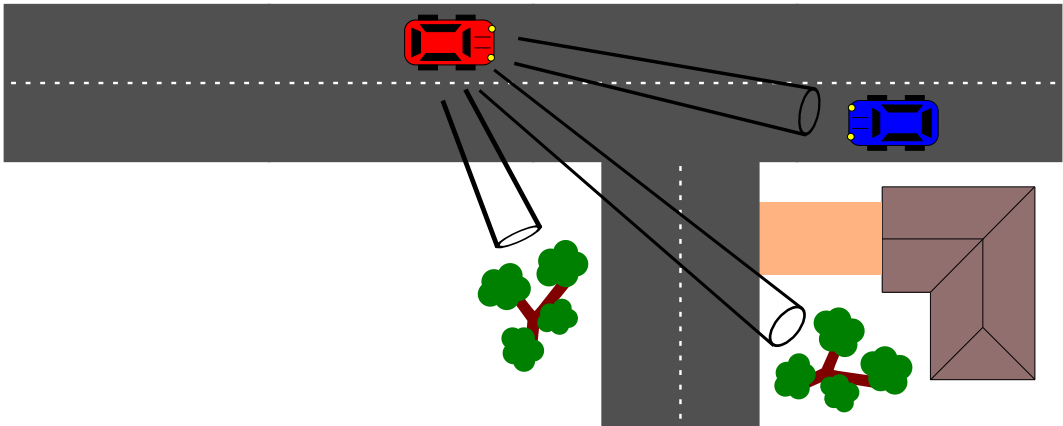
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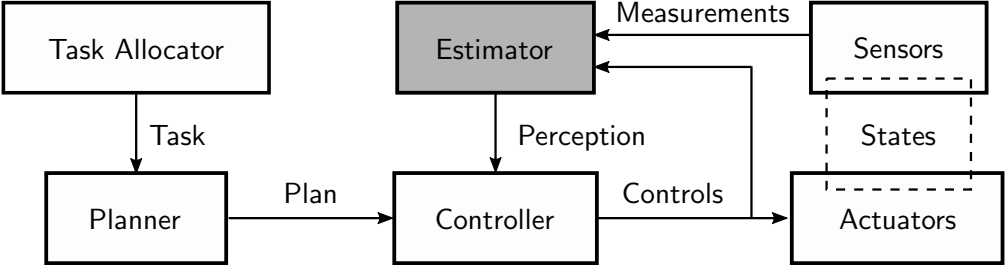
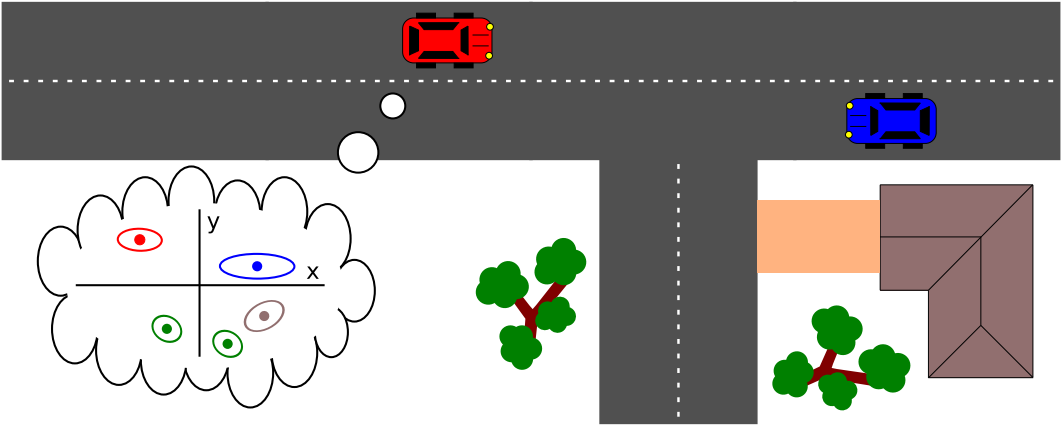
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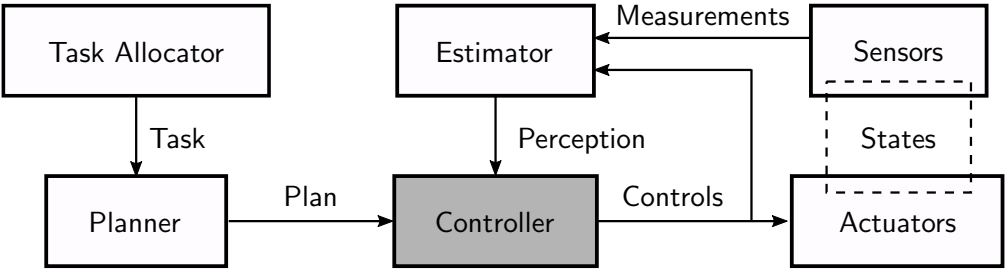
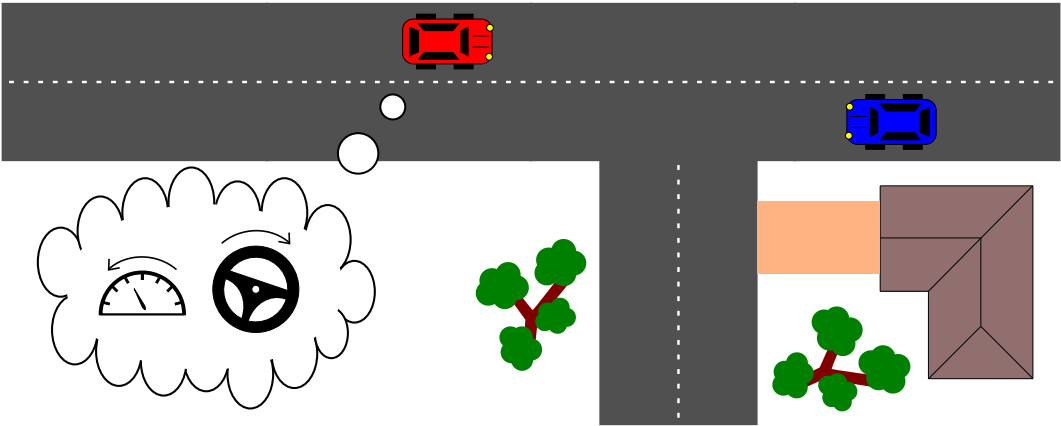


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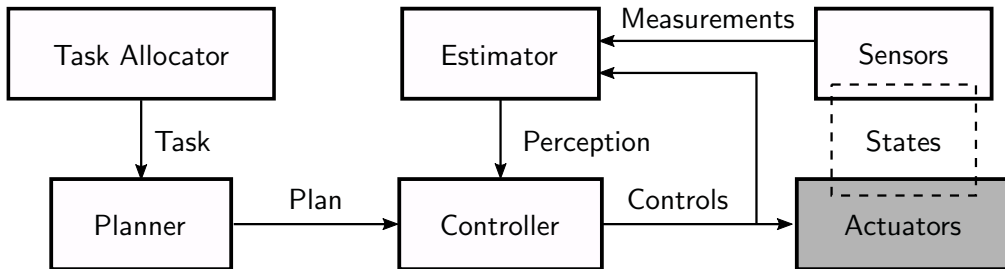
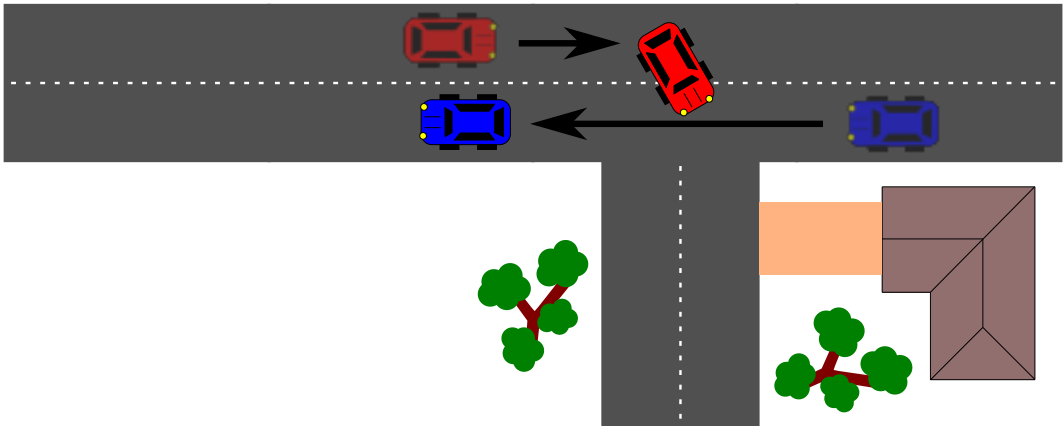




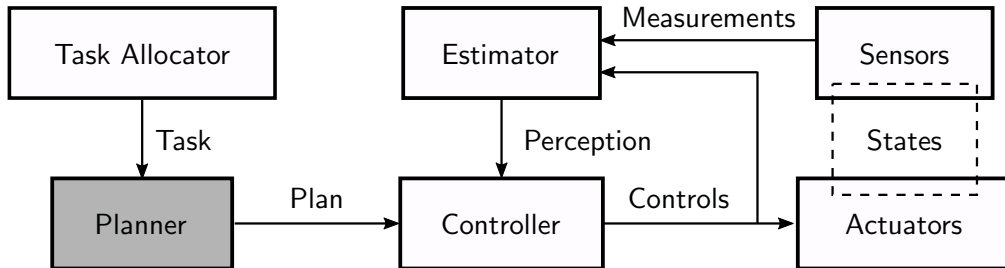
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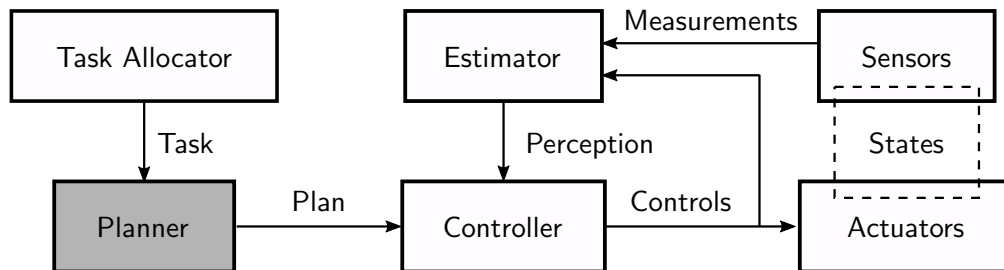
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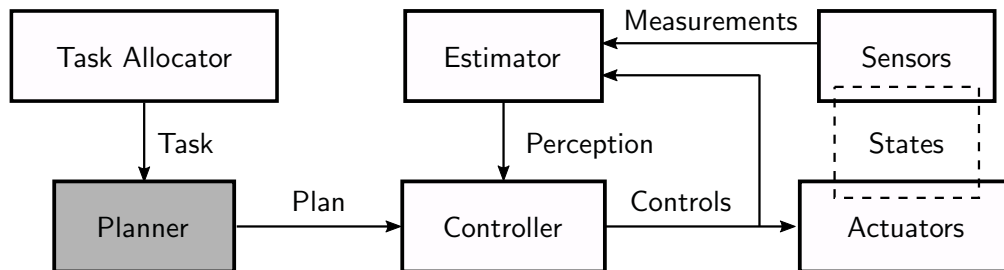


# Planning for Autonomous Robots



**Research Aim:** Develop algorithm to solve general robotic planning problems

# Planning for Autonomous Robots

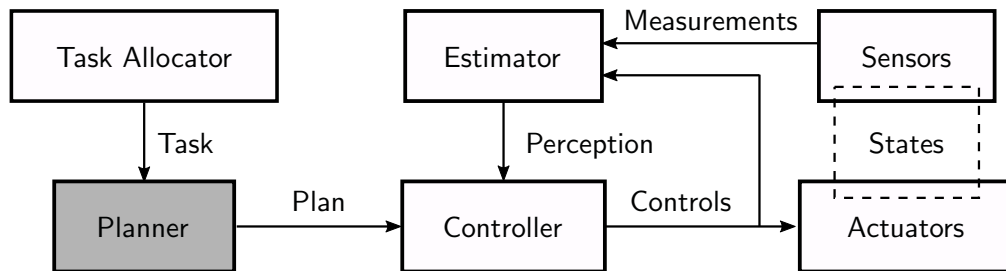


**Research Aim:** Develop algorithm to solve general robotic planning problems

## Research Objectives

- accommodate environments with significant uncertainty

# Planning for Autonomous Robots



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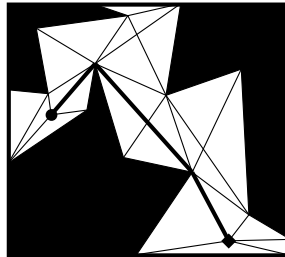
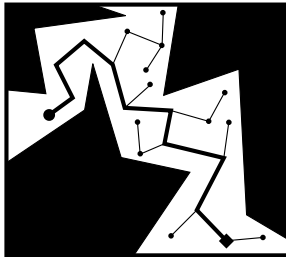
## Research Objectives

- accommodate environments with significant uncertainty
- plan for robots with continuous states

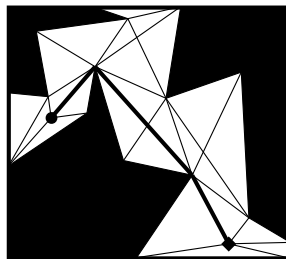
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  - Motion Planning
  - Partially Observable Markov Decision Processes
  - Reinforcement Learning
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# Motion Planning



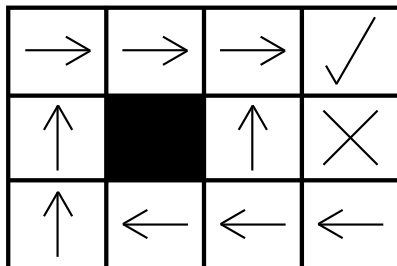




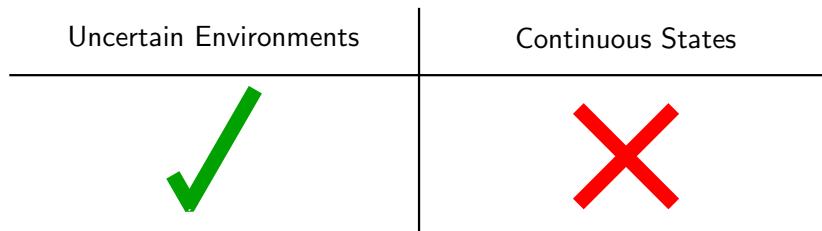
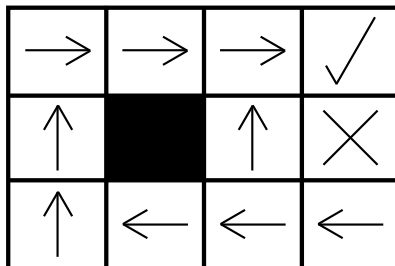
## Continuous States



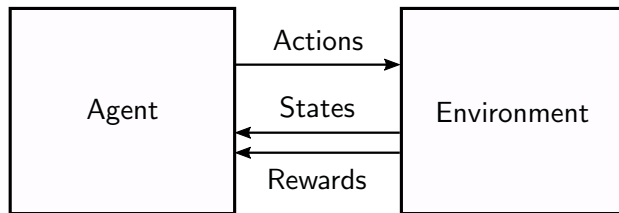
# Partially Observable Markov Decision Processes



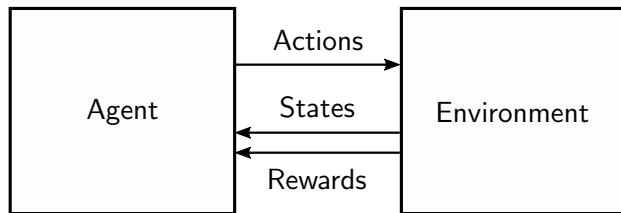
# Partially Observable Markov Decision Processes



# Reinforcement Learning



# Reinforcement Learning



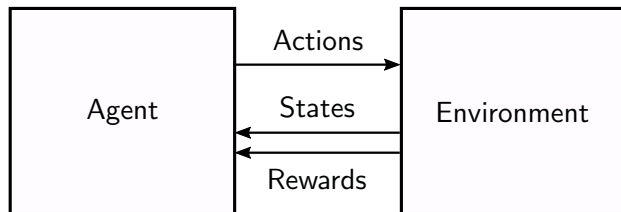
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**Model-free RL**

**Model-based RL**

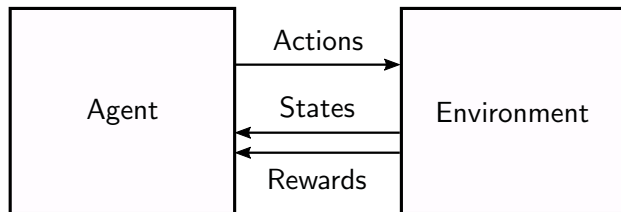
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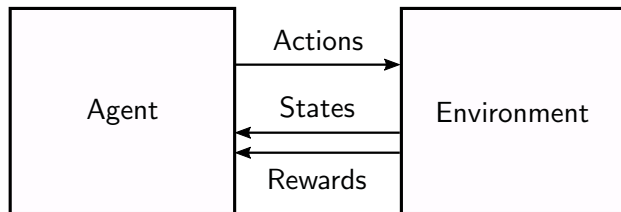
Model-free RL	Model-based RL
learn value functions	learn system dynamics model

# Reinforcement Learning



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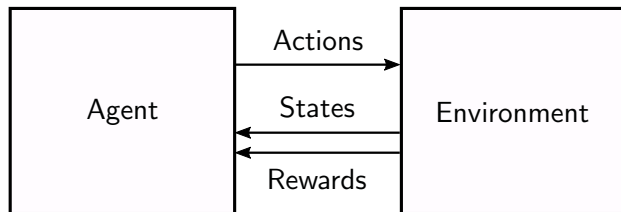
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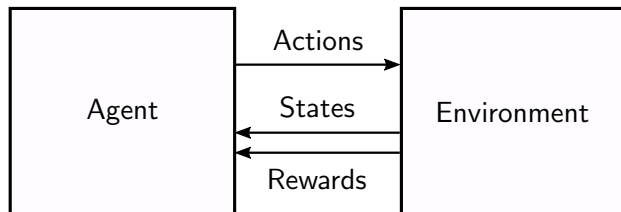


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## For a practical robotic system

- trial-and-error consequences could be disastrous

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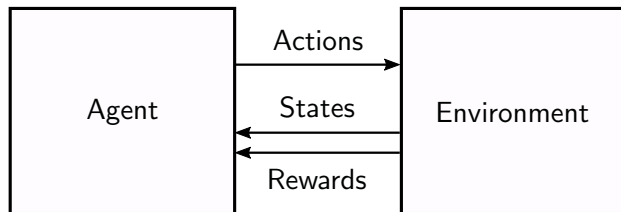


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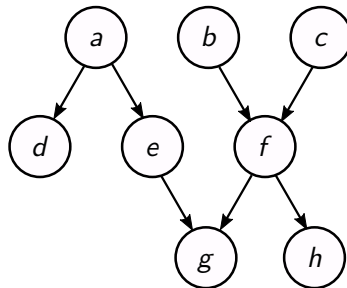
## For a practical robotic system

- trial-and-error consequences could be disastrous
- experience rate cannot be accelerated
- models are typically already available

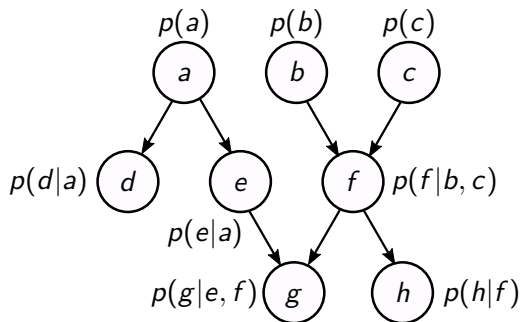
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  - Decision Theory
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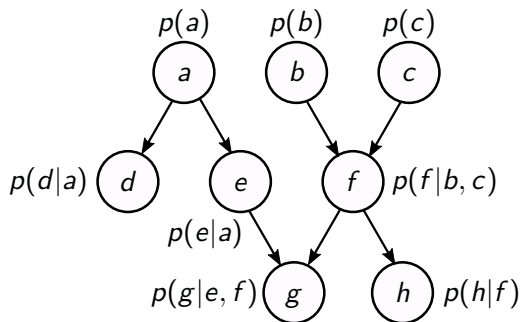
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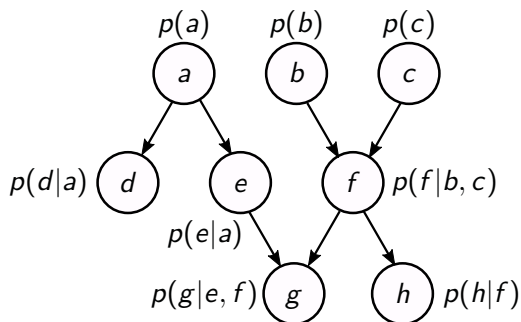


# Inference



$$p(a, b, c, d, e, f, g, h) = p(a) p(b) p(c) p(d|a) p(e|a) p(f|b, c) p(g|e, f) p(h|f)$$

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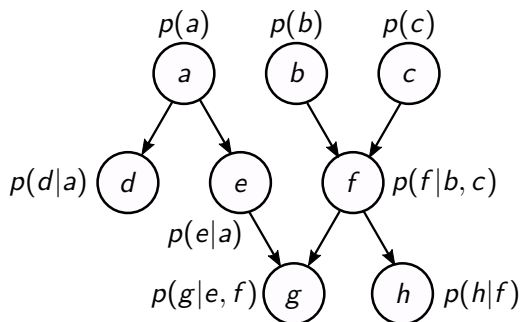


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- 1 Model problem



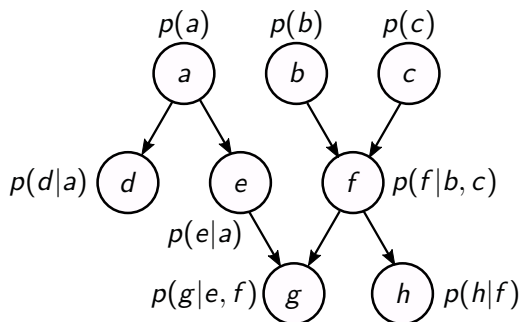
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- 2 Observe subset of variables

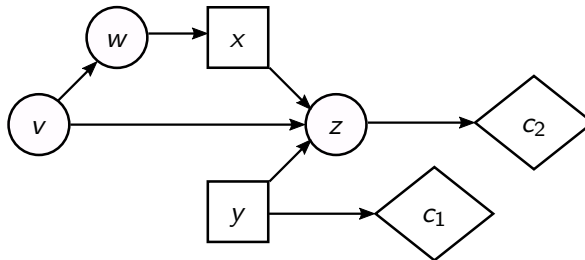
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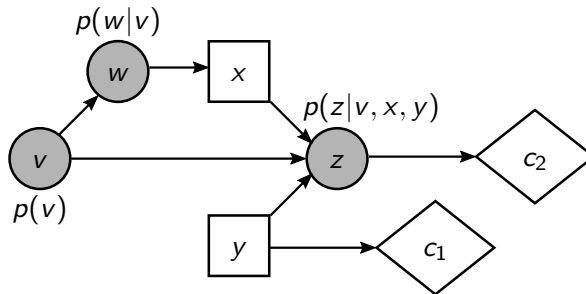
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- 1 Model problem
- 2 Observe subset of variables
- 3 Infer distribution over unobserved variables

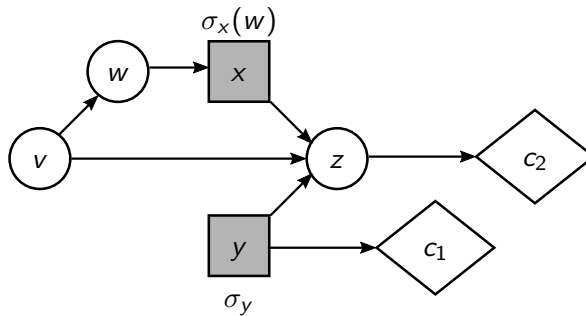
# Decision Theory



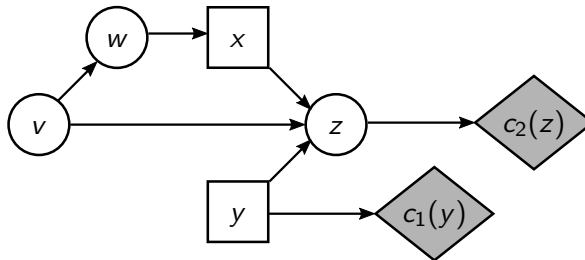
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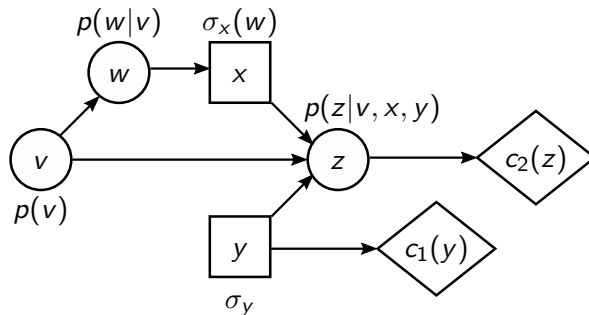
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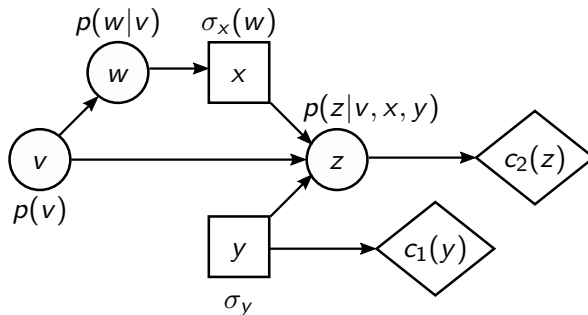


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$$\mathbb{E}[c_T|\sigma] = \sum_i \mathbb{E}[c_i|\sigma]$$

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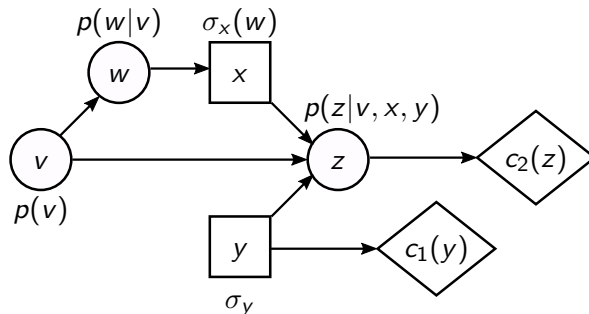


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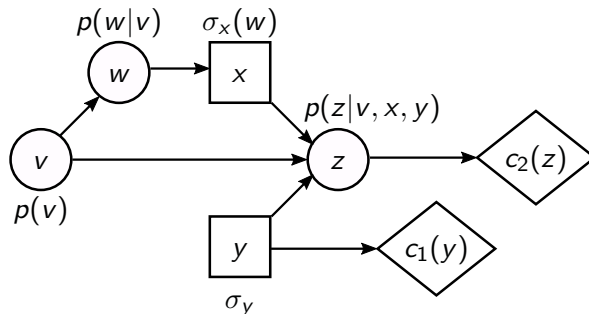
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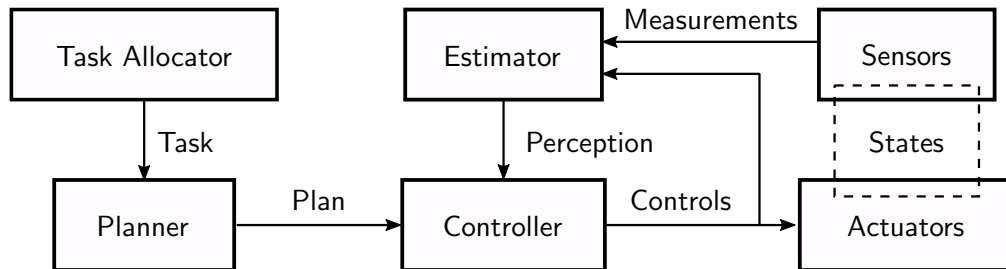
- 1 Model problem
- 2 Calculate expected cost of strategy
- 3 Optimise strategy

# Outline

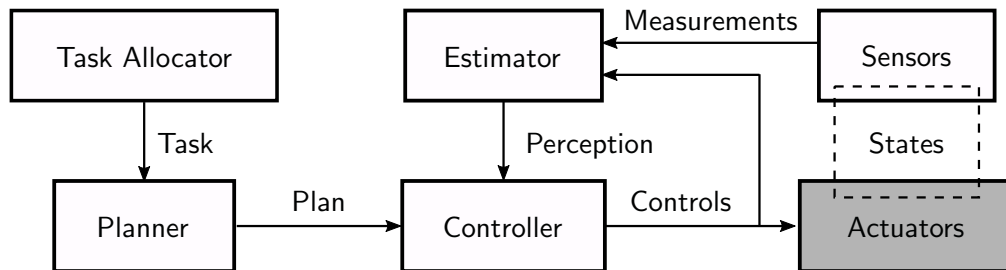
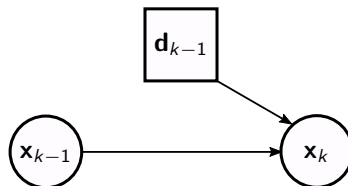
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# Modelling the Planning Problem

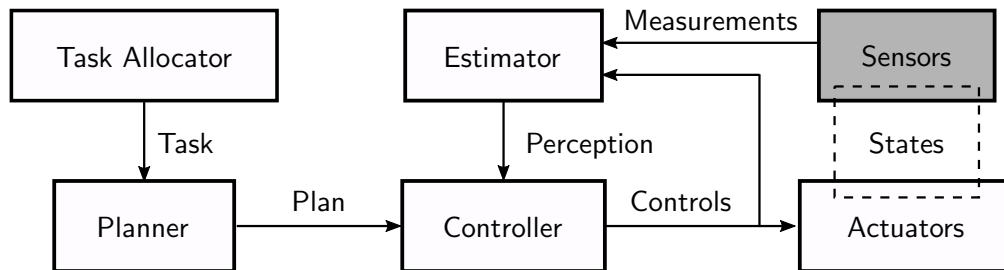
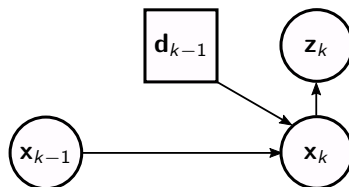
$\mathbf{d}_{k-1}$



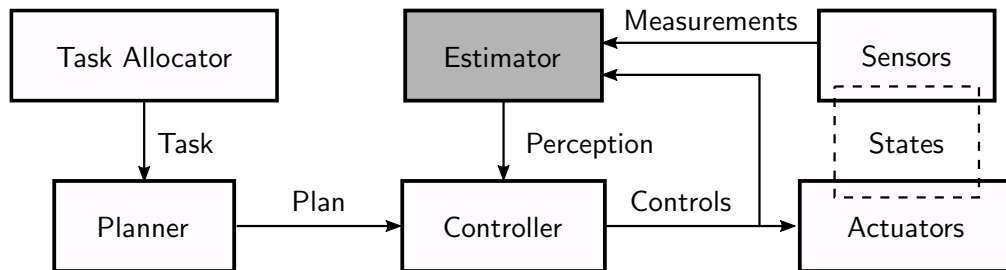
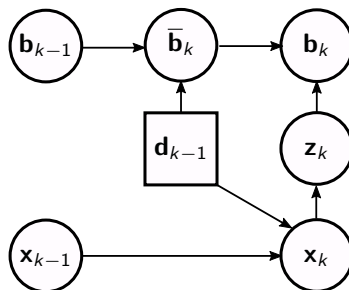
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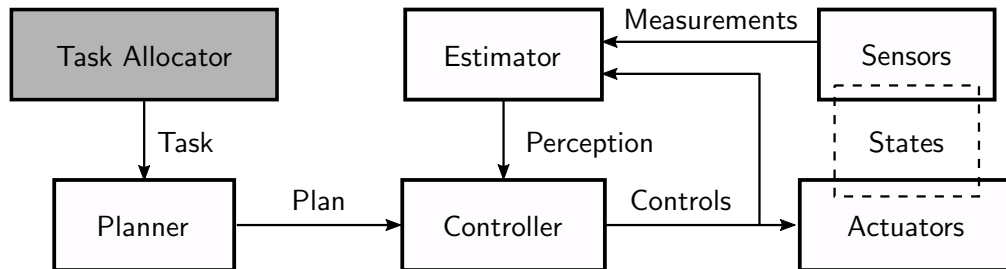
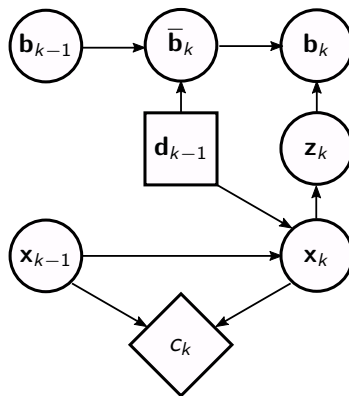
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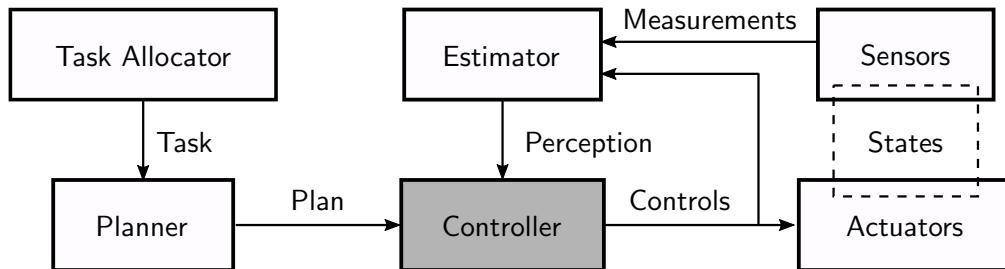
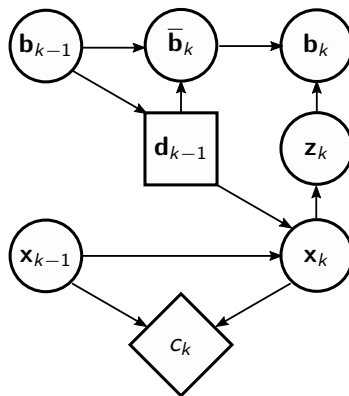


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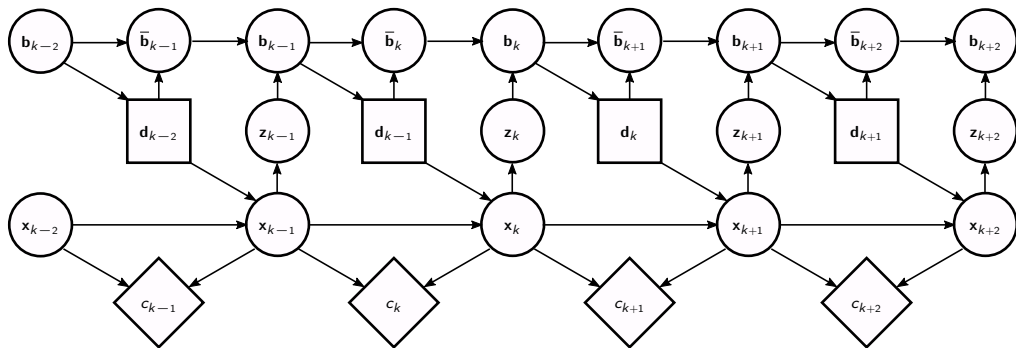




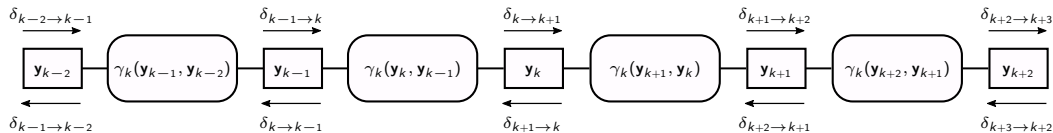
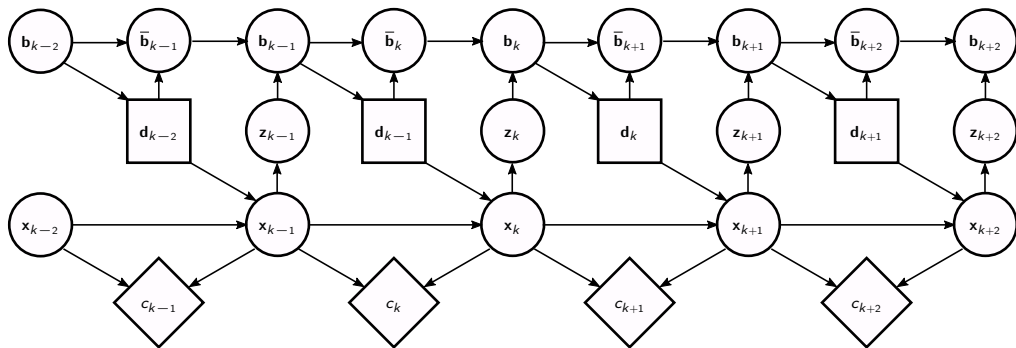
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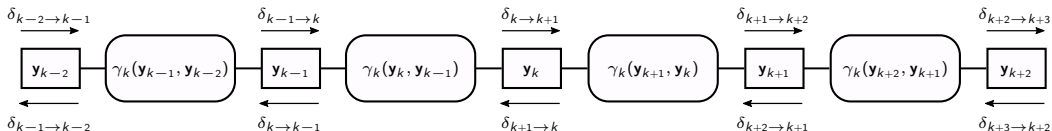
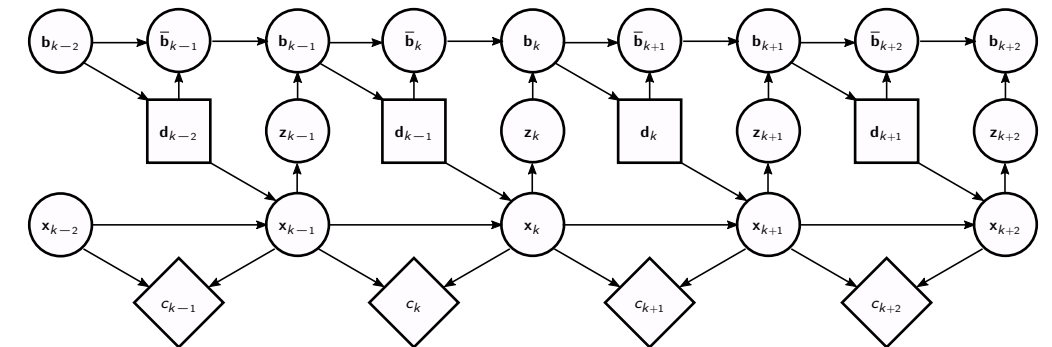
# Calculating the Expected Cost



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# Optimising the Strategy

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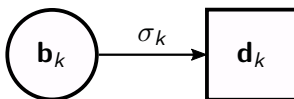
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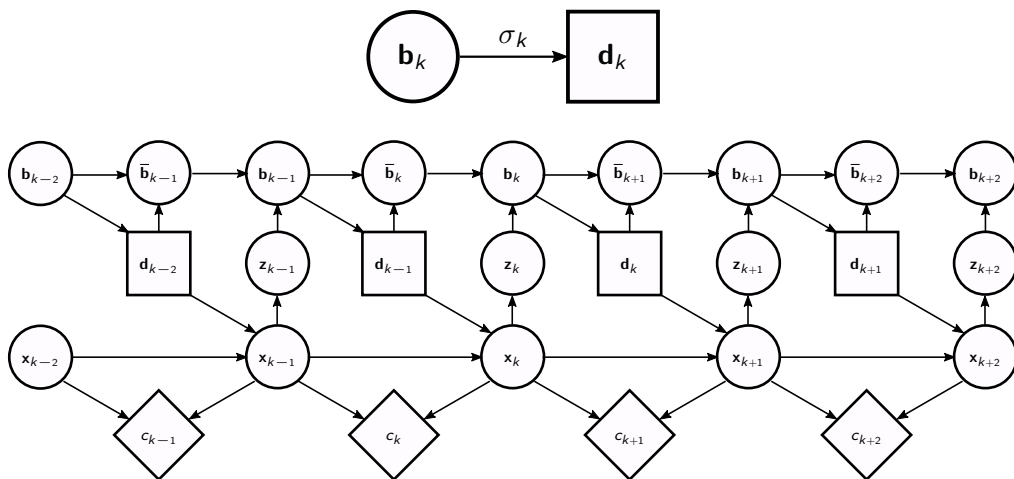


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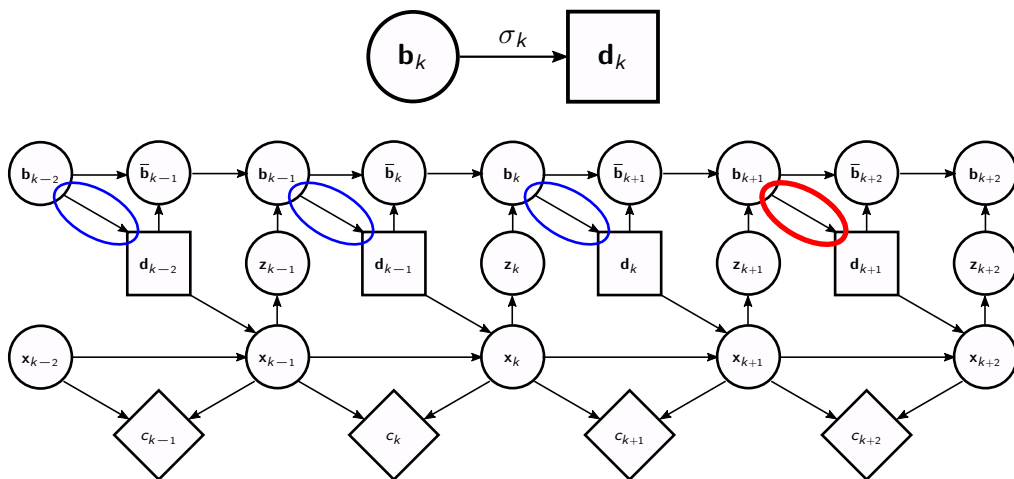


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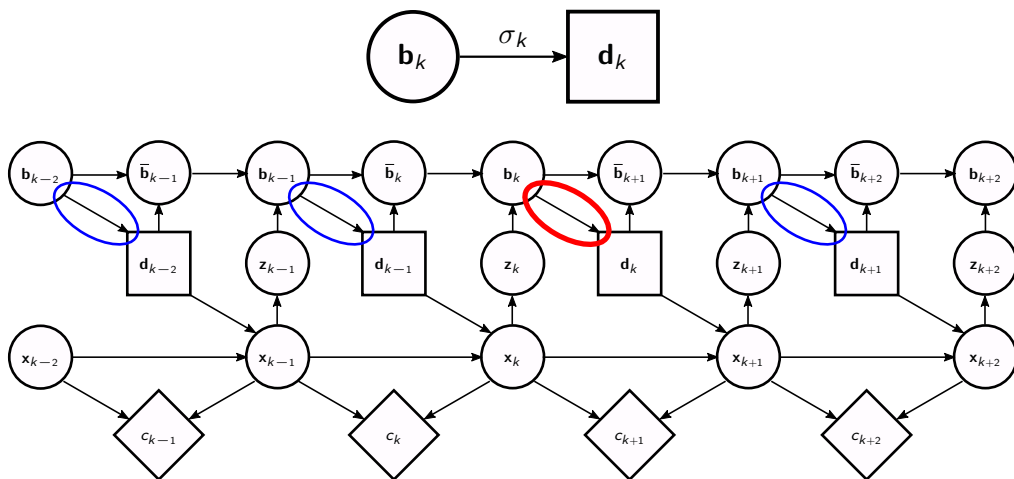


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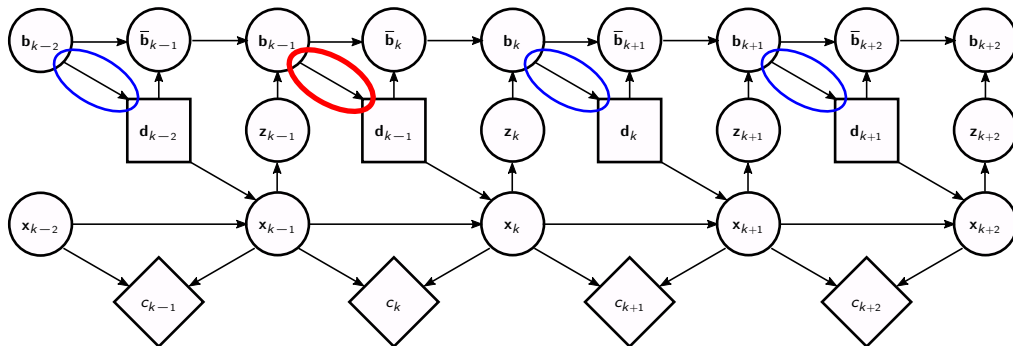
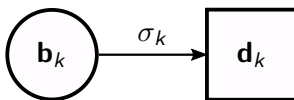


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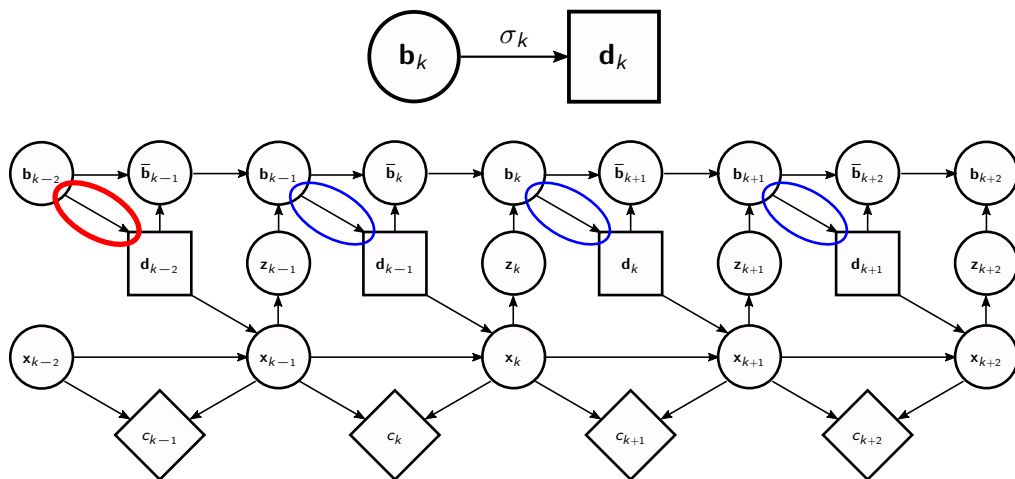


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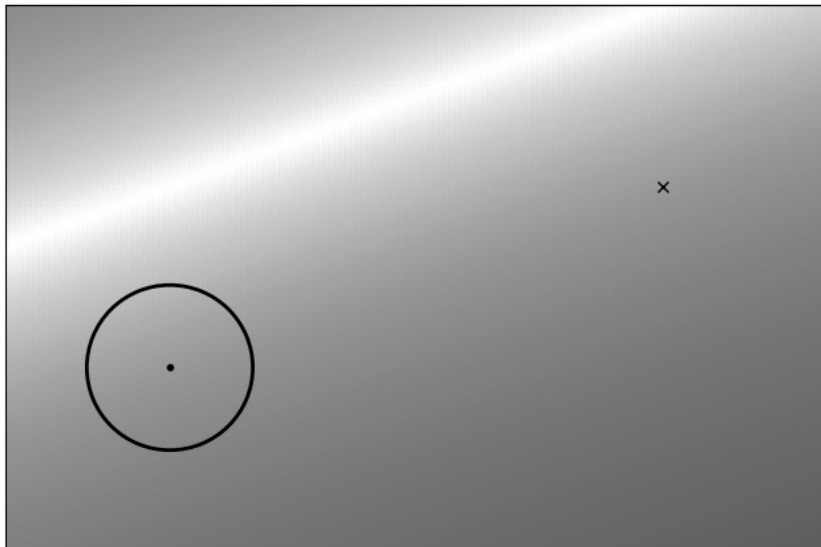
$$\sigma = \{\sigma_k\}_{k=0}^K$$



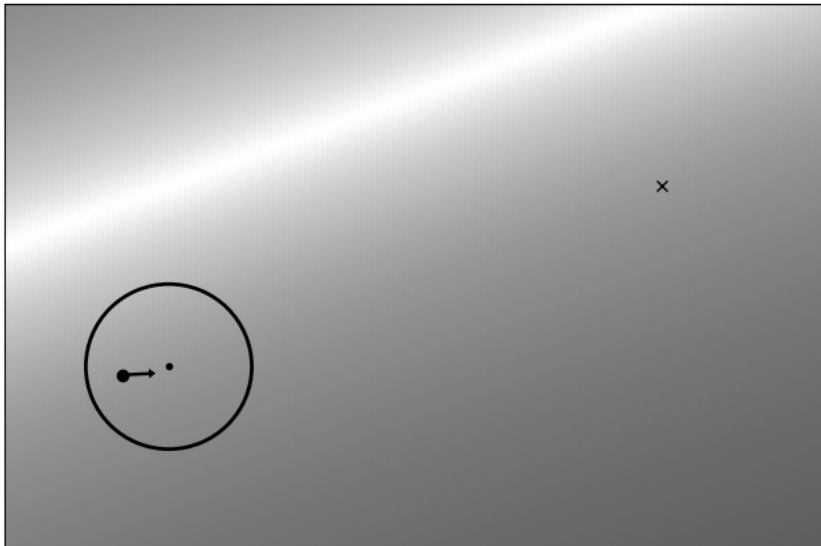
# Outline

- 1 Introduction
- 2 Existing Approaches to Planning
- 3 Probabilistic Graphical Models
- 4 Planning using PGMs
- 5 Experiments**
  - Light-dark Domain
  - Obstacle Avoidance
- 6 Conclusions

# Light-dark Domain

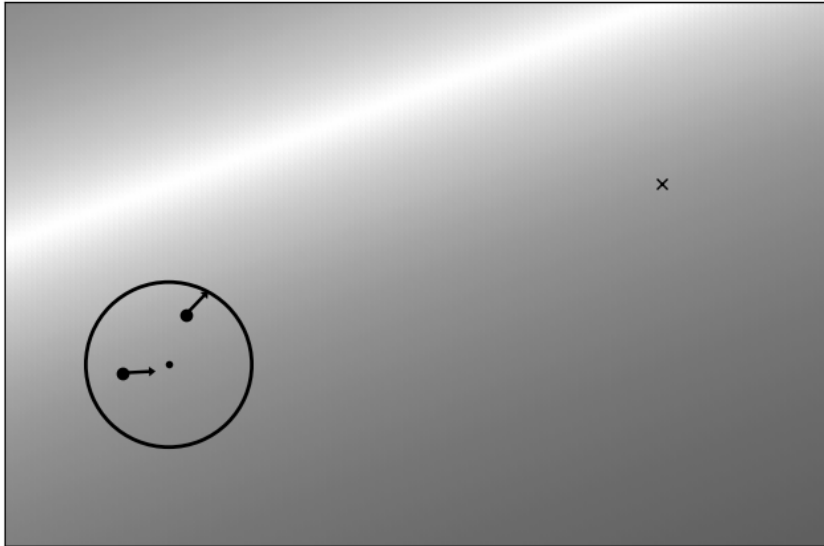


# Light-dark Domain

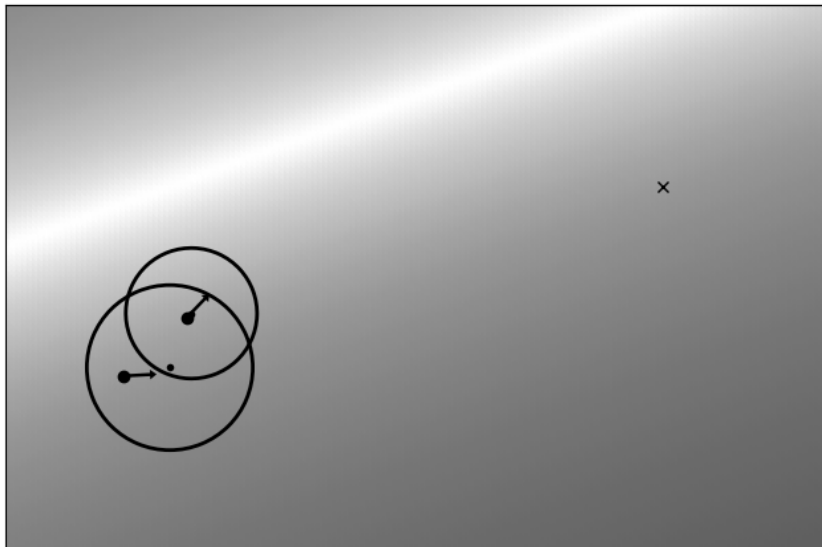




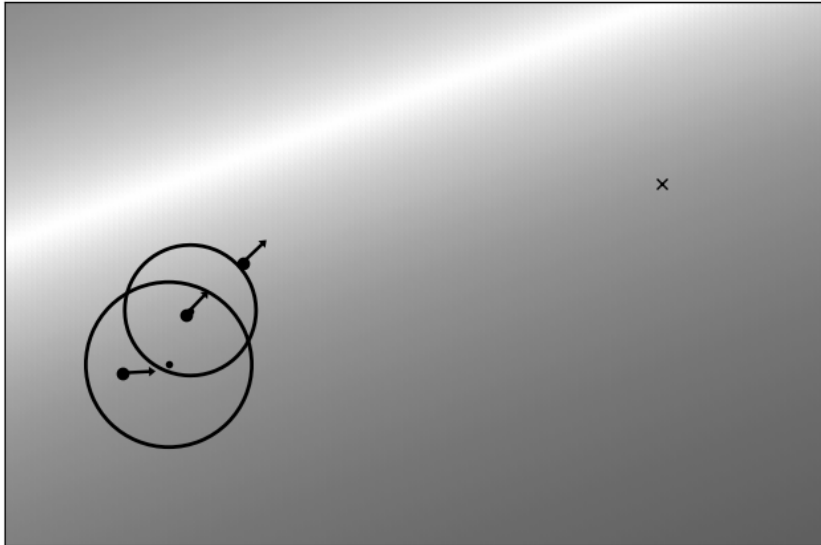
# Light-dark Domain



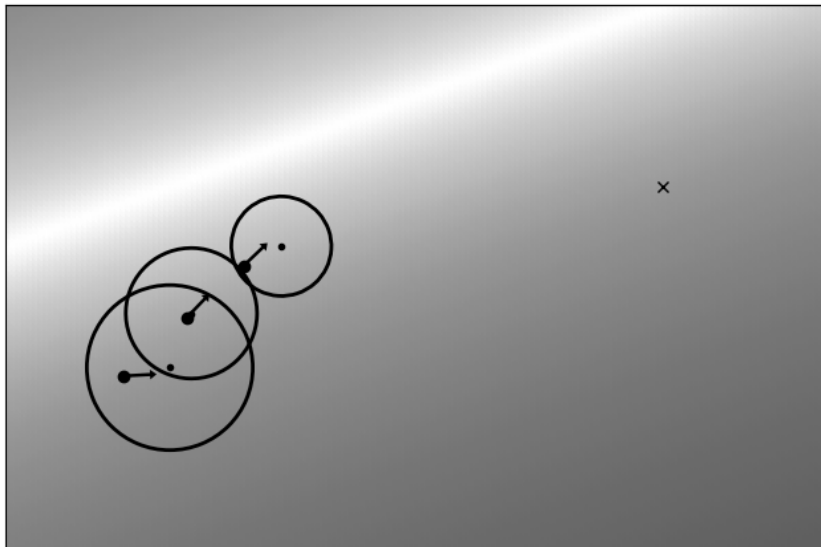
# Light-dark Domain



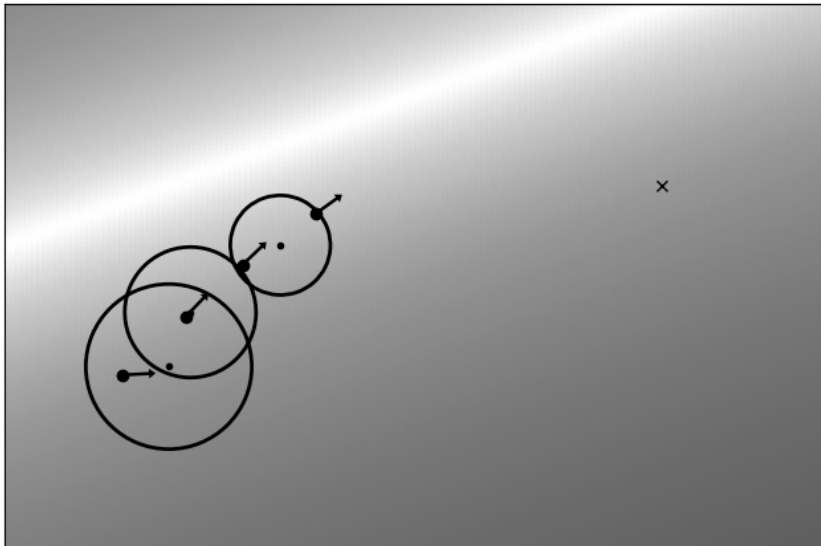
# Light-dark Domain



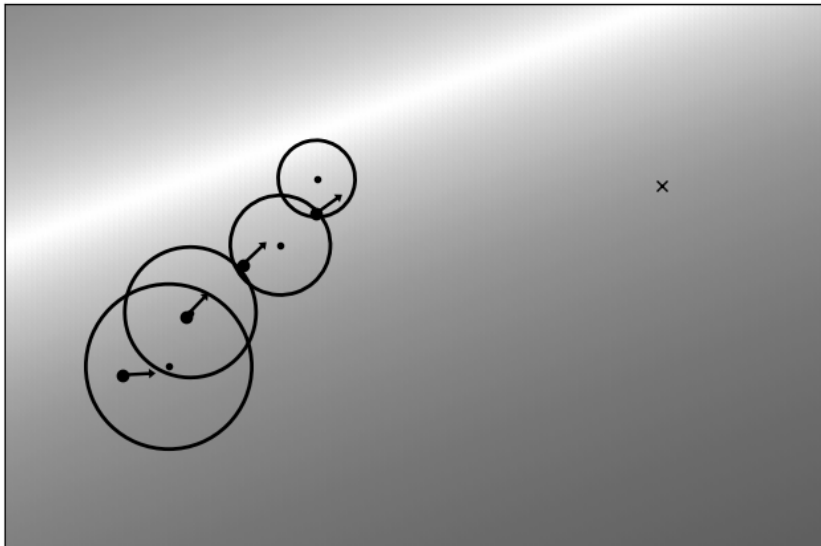
# Light-dark Domain



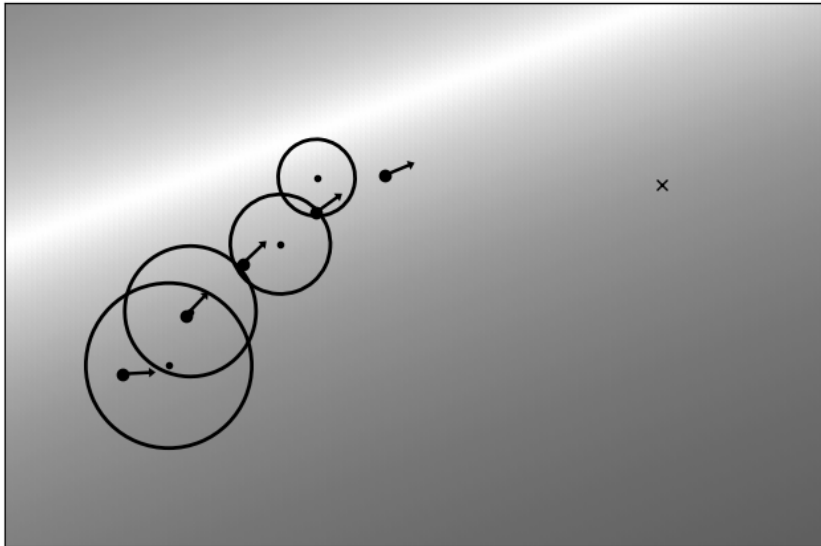
# Light-dark Domain



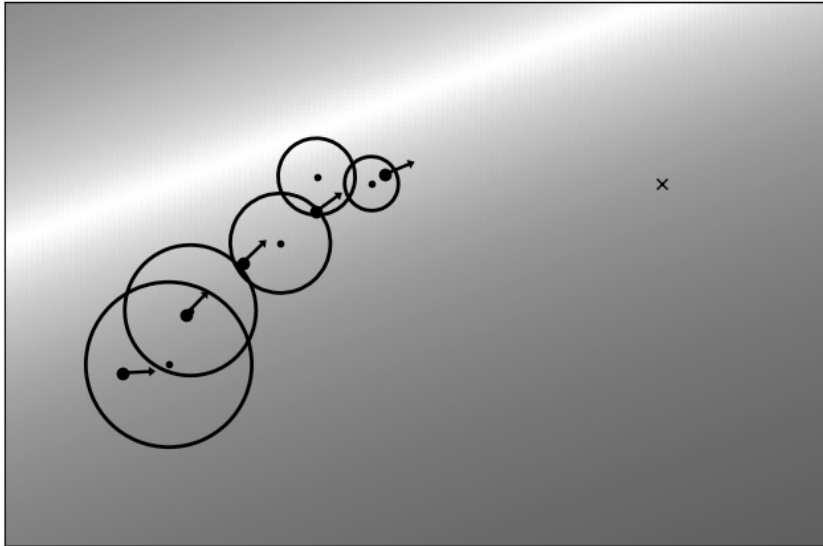
# Light-dark Domain



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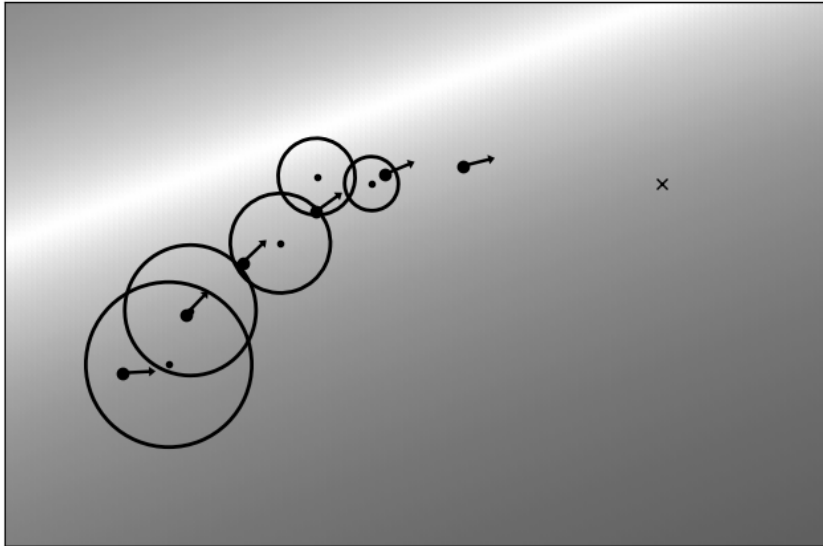


# Light-dark Domain

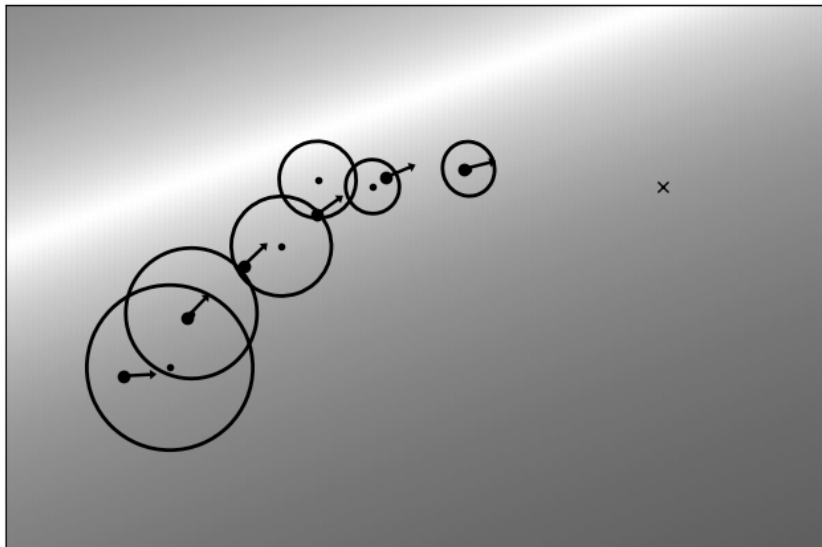




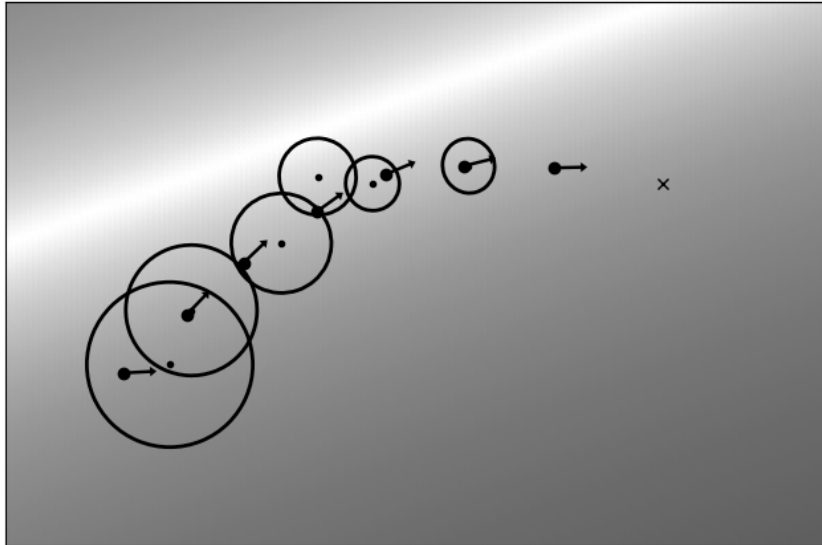
# Light-dark Domain



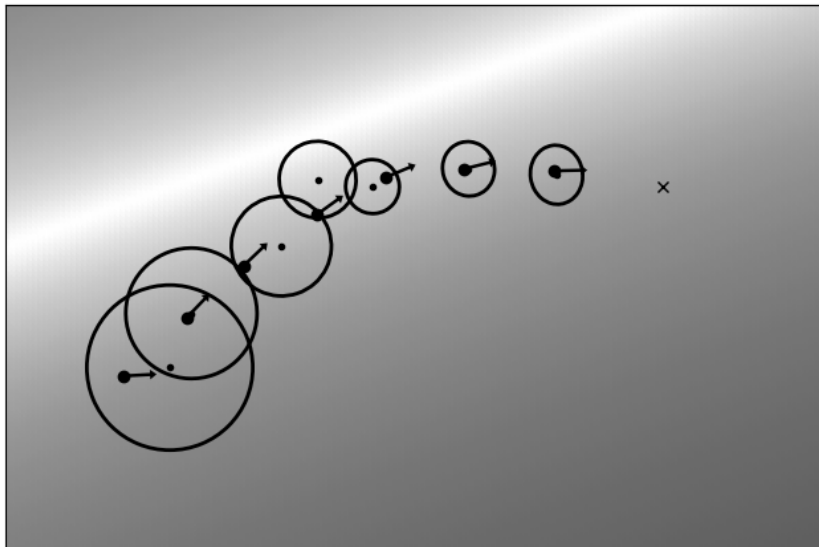
# Light-dark Domain



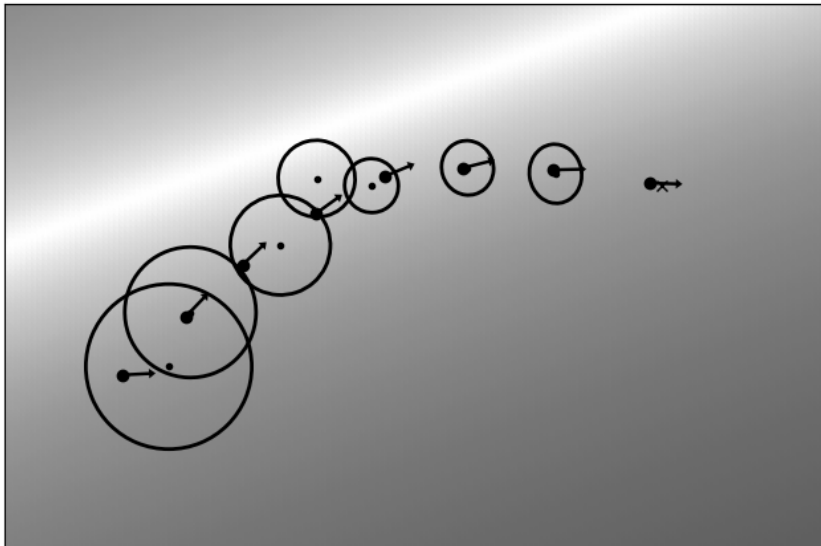
# Light-dark Domain



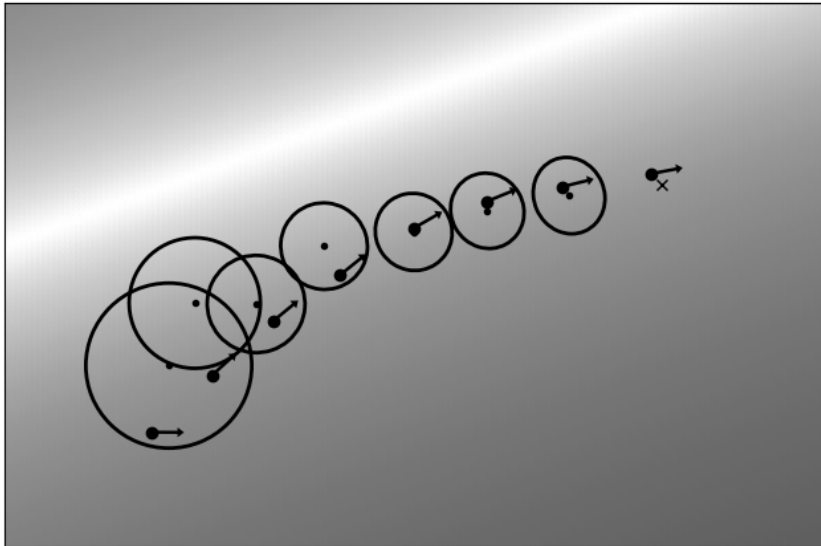
# Light-dark Domain



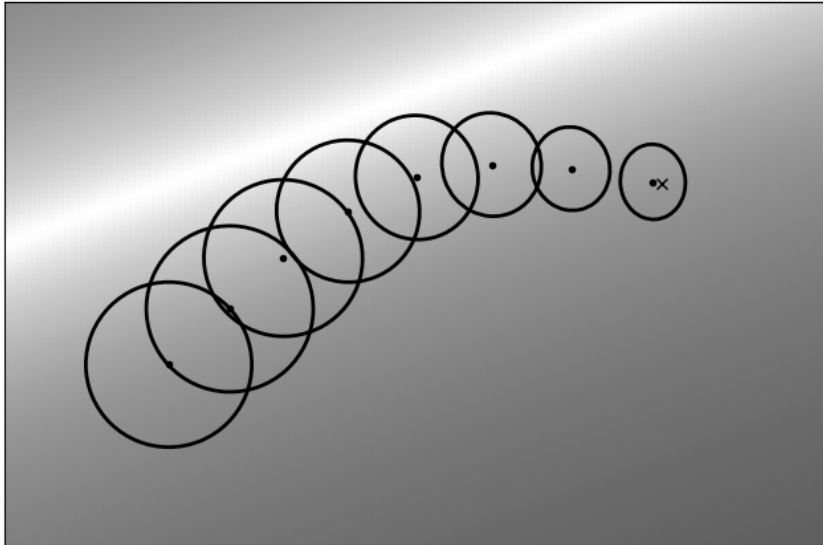
# Light-dark Domain



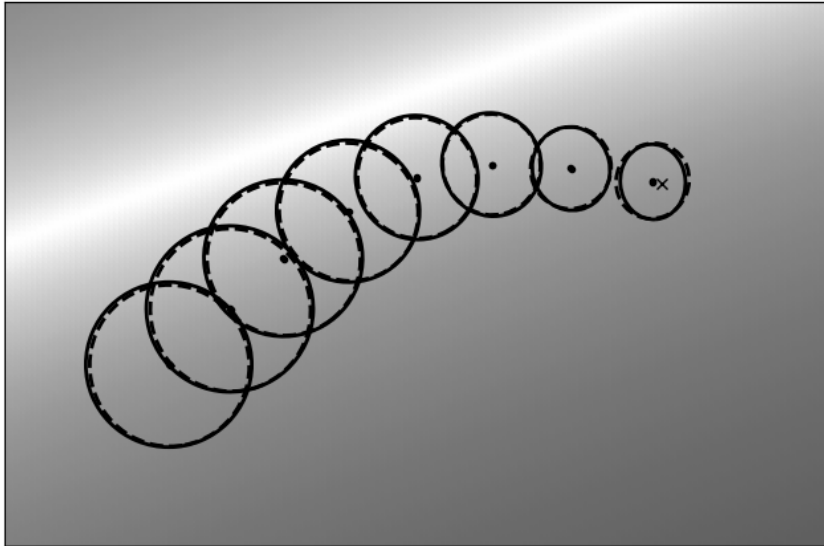
# Light-dark Domain



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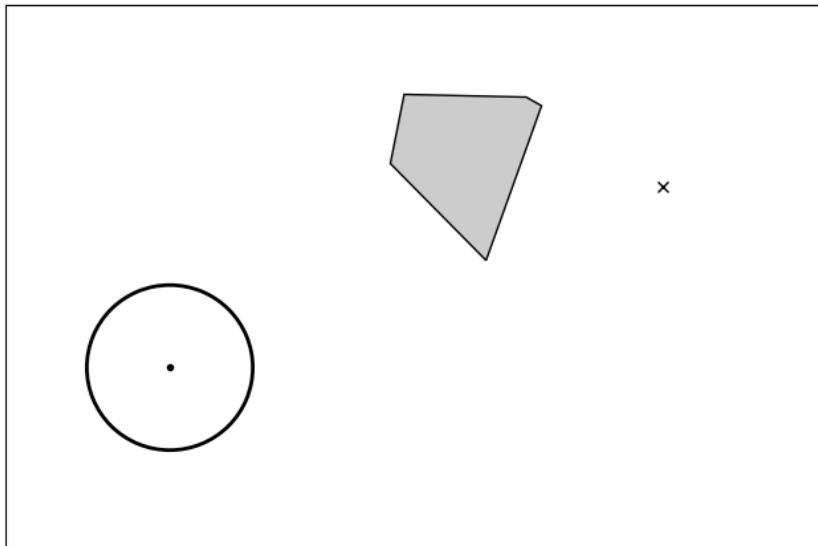


# Light-dark Domain

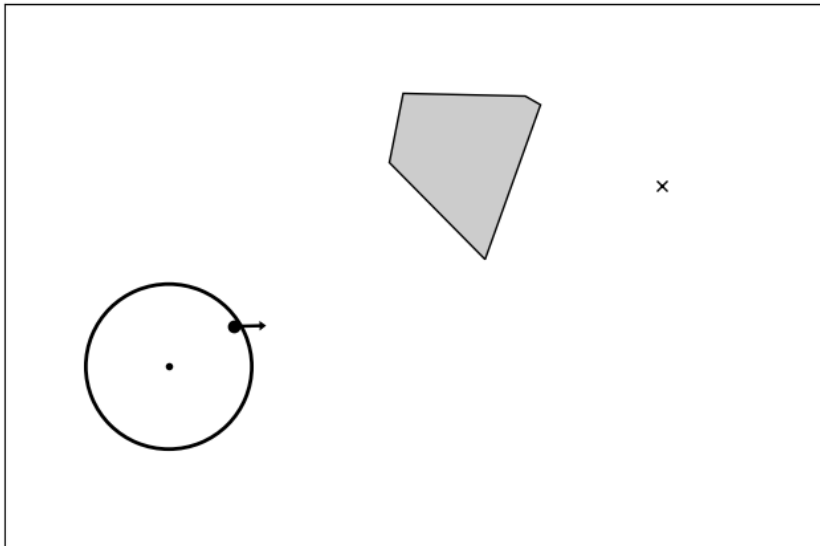




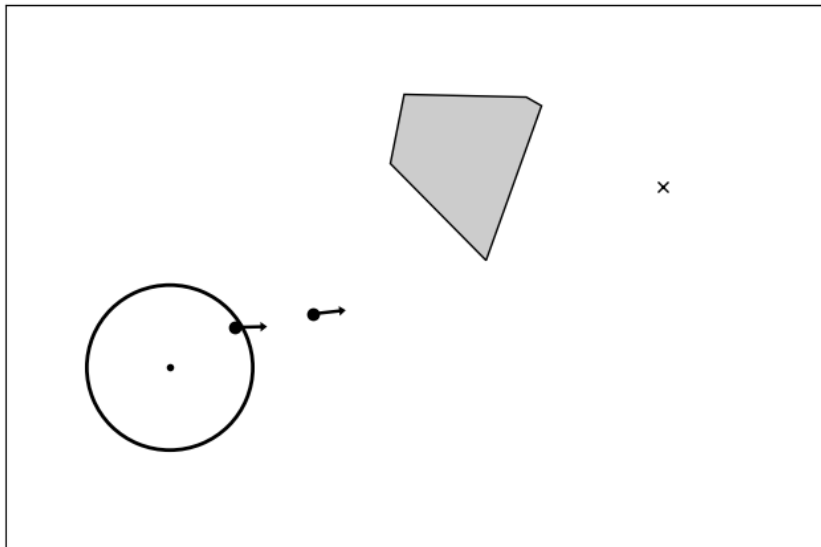
# Obstacle Avoidance



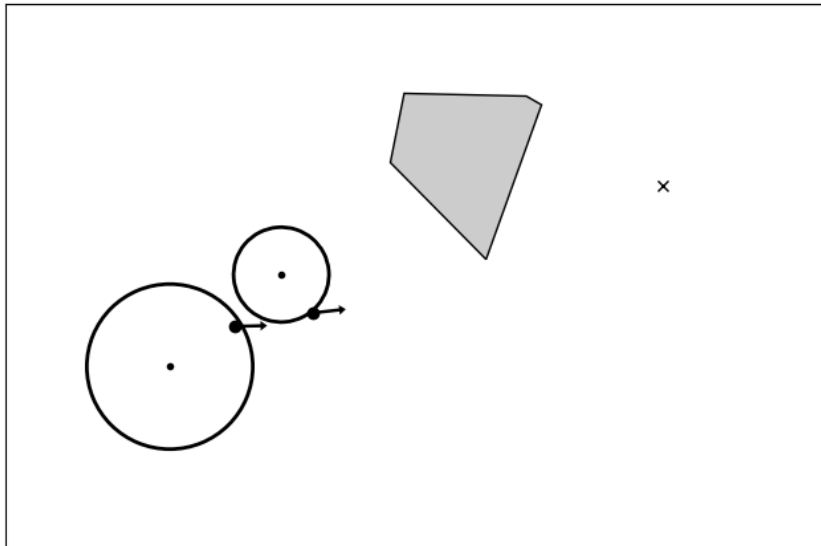
# Obstacle Avoidance



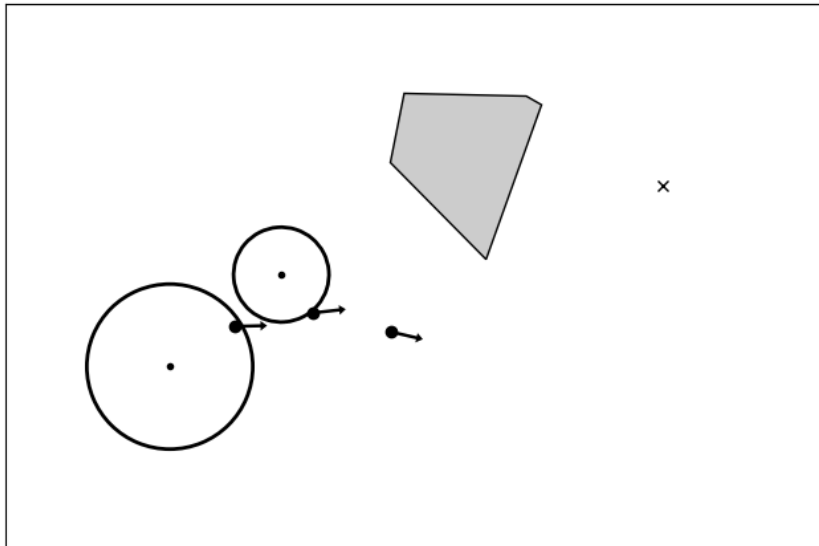
# Obstacle Avoidance



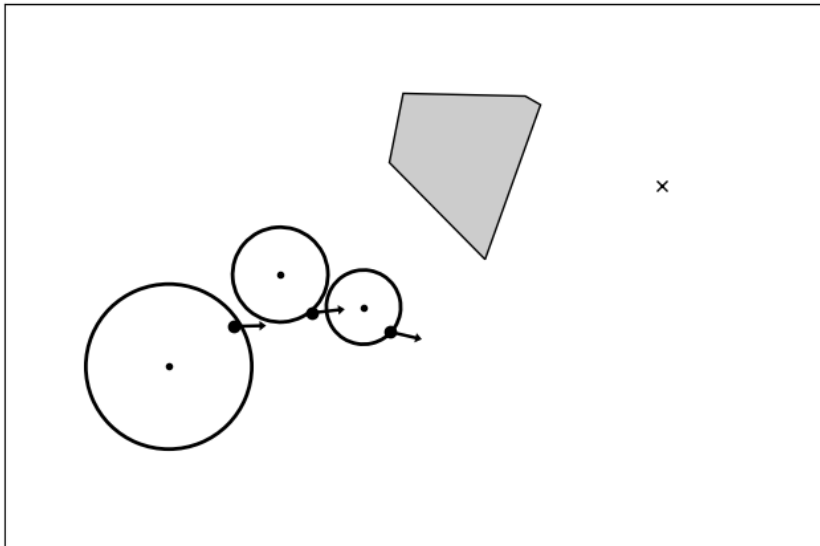
# Obstacle Avoidance



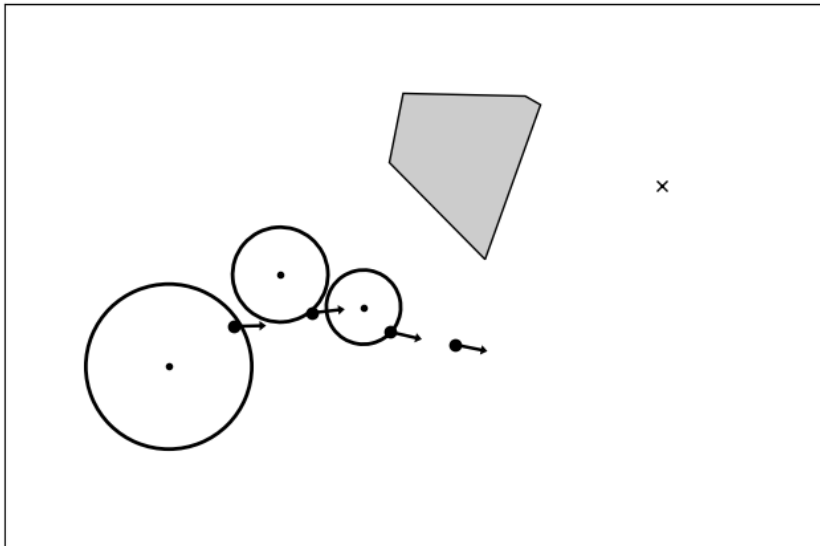
# Obstacle Avoidance



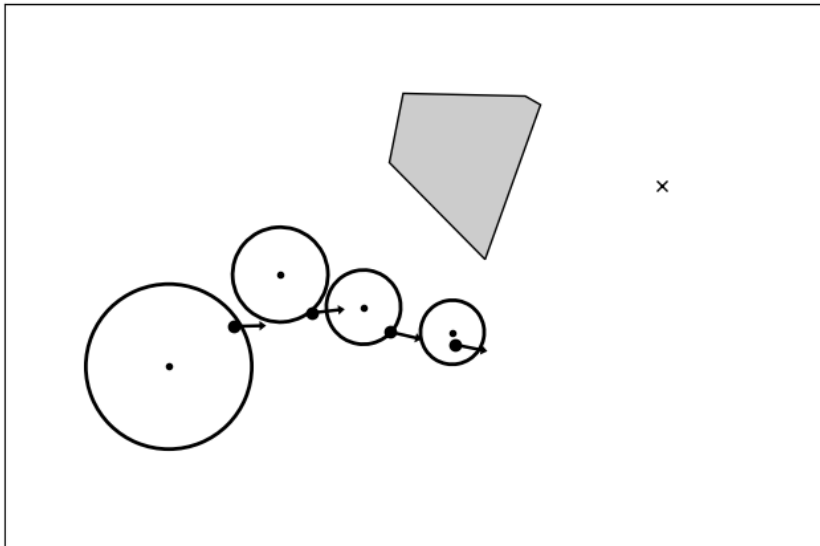
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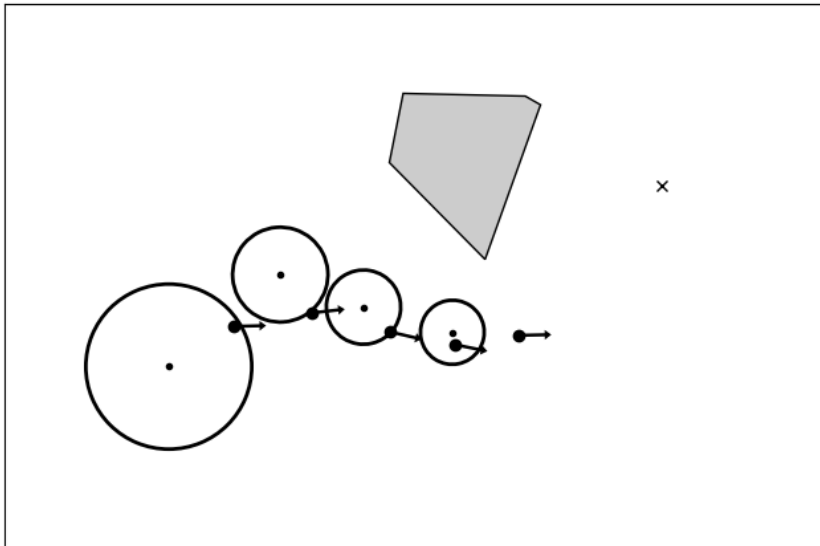


# Obstacle Avoidance

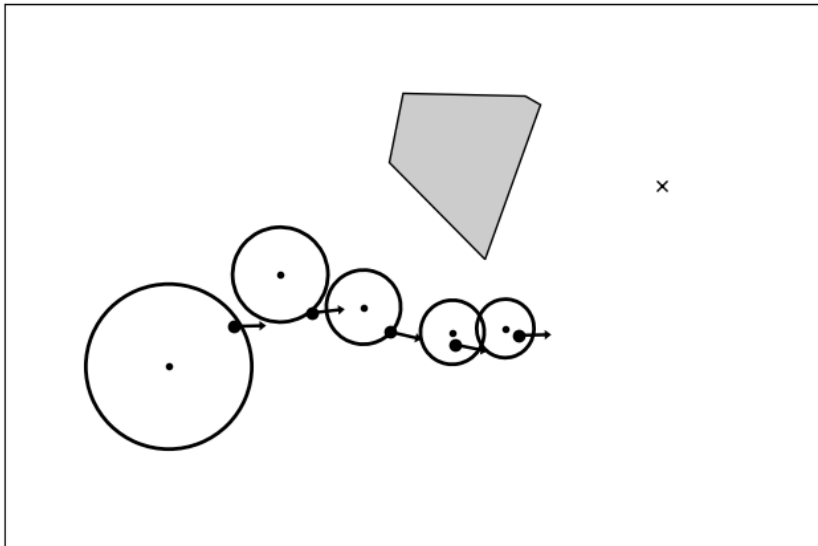




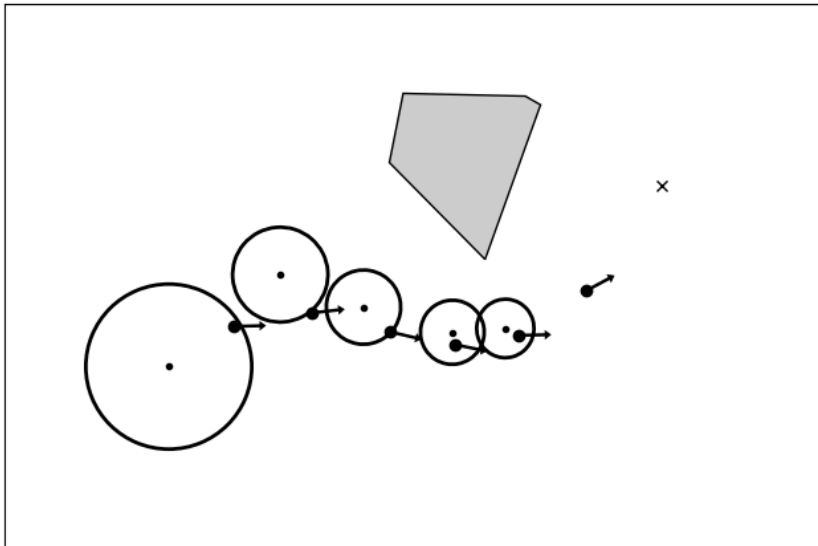
# Obstacle Avoidance



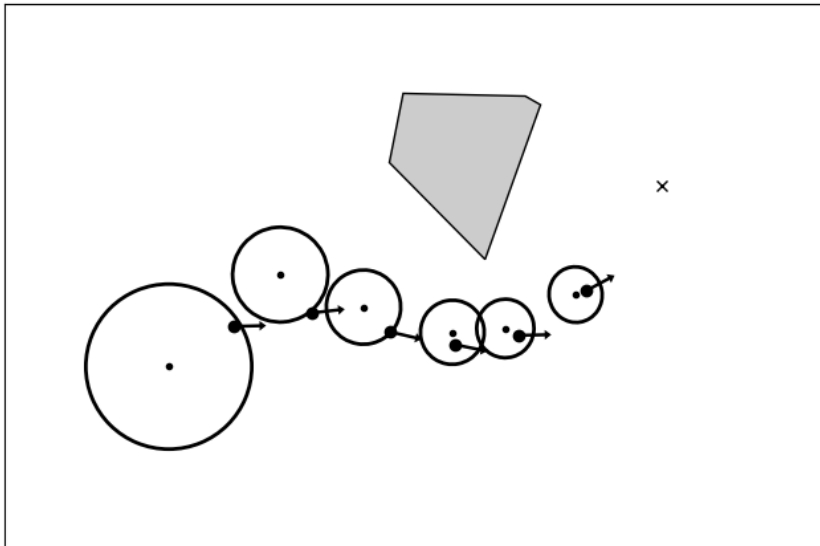
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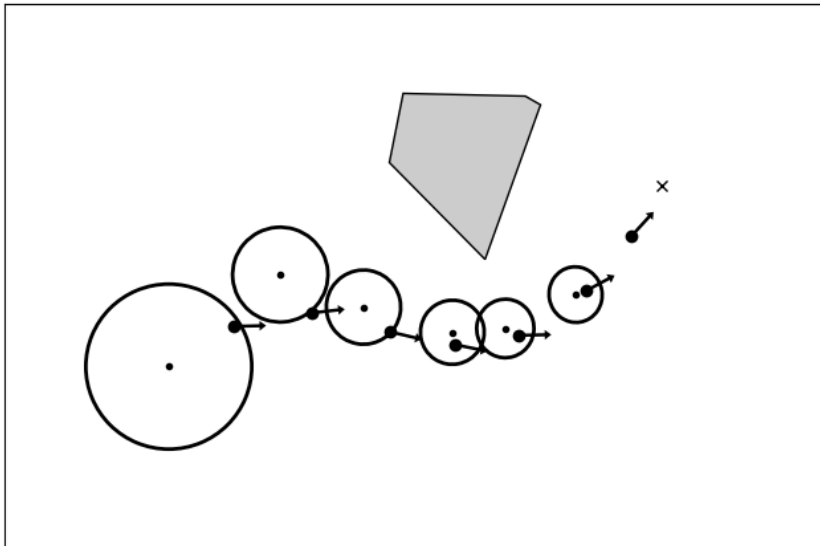
# Obstacle Avoidance



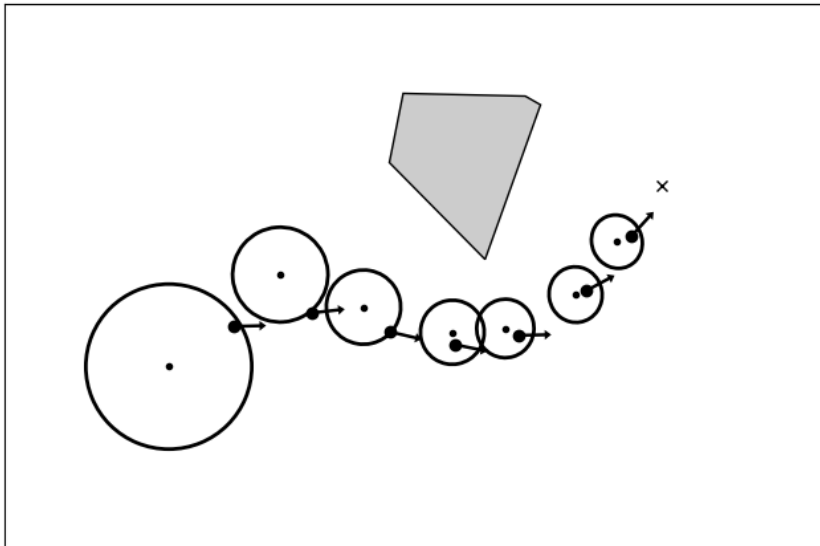
# Obstacle Avoidance



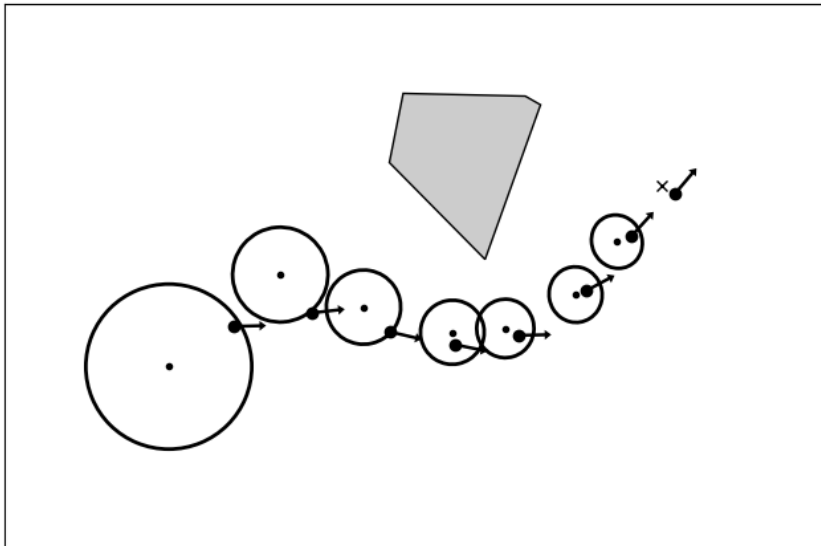
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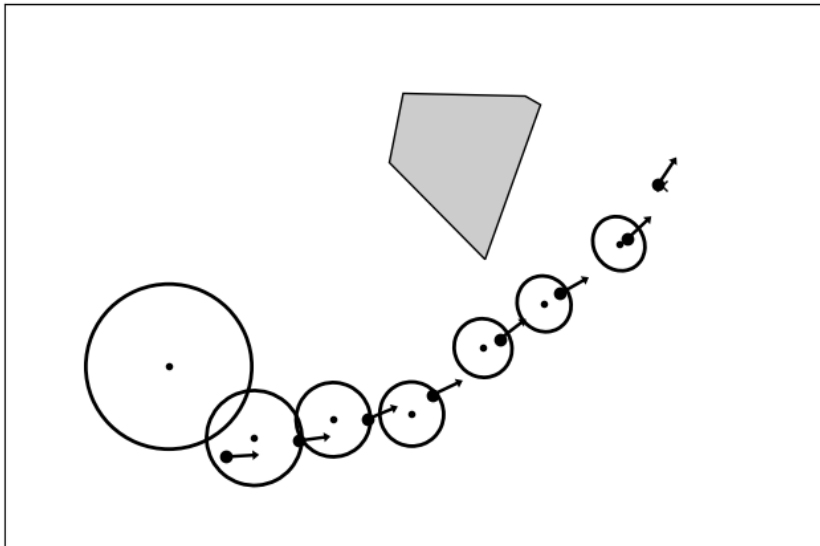
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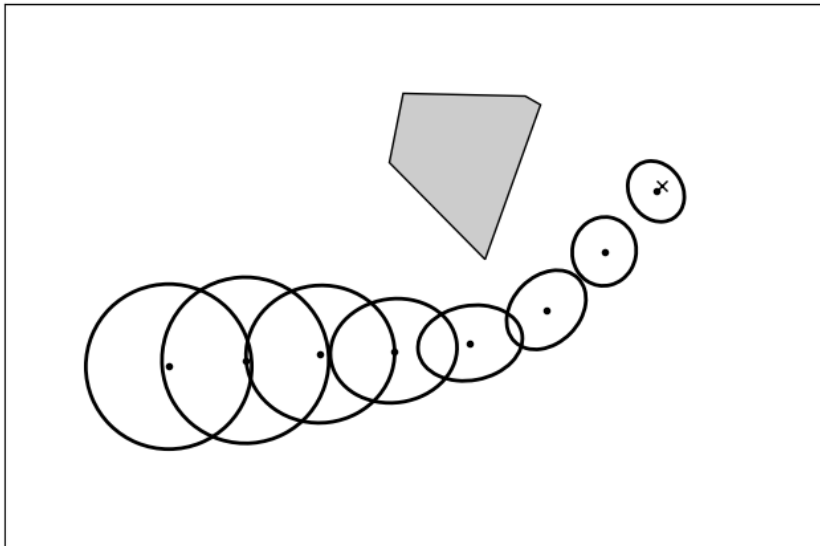


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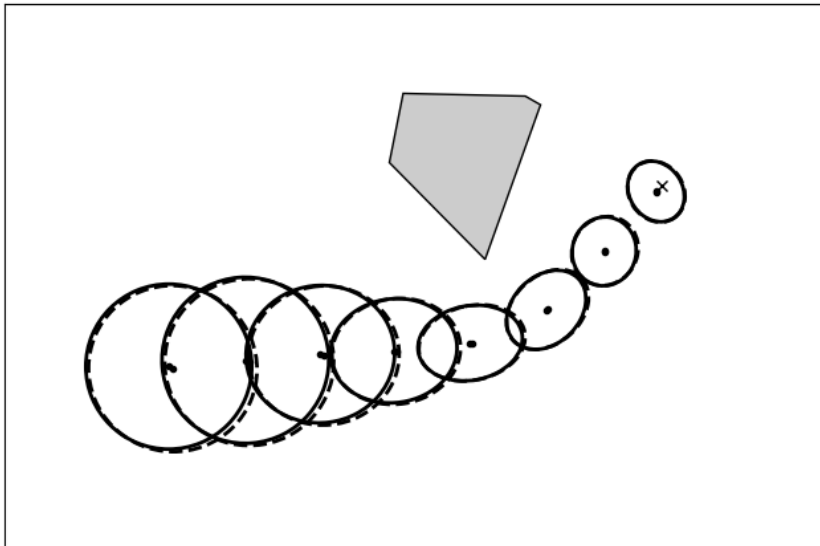




# Obstacle Avoidance



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# Conclusions

## Contribution

- PGM planning algorithm

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- Applicable to variety of tasks and platforms

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## Future Work

- Incorporate environment states

# Conclusions

## Contribution

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- Applicable to variety of tasks and platforms
- Can accommodate uncertainty
- Avoids discretising continuous states
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## Future Work

- Incorporate environment states
- Cooperative, multi-agent planning