

# Mobile robot programming using natural language

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# Contents



**Abstract** How will naive users program robots?

**Introduction** Naive users + intelligent bots = user-specific learning

**IBL model** Instruction-Based Learning

**System architecture** Third...

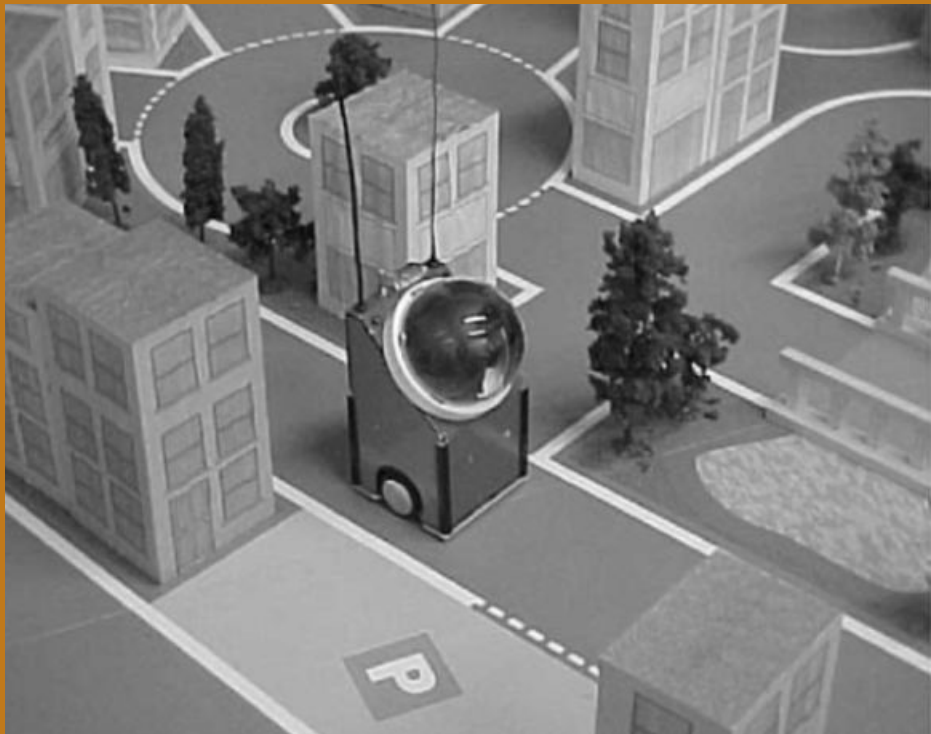
**Corpus collection and  
data analysis** .....

**Discussion** ...

**Conclusions** Conclusion

# Setup & specifications

Robot



Environment



Onboard software



# Definitions

Chunking = division of tasks into subtasks (chunks)

Sequencing = chunk-primitive correspondence, update knowledge graph

Repair = handles user error, underspecification, learning

Corpus = collection of command primitives between natural language and computer language

Discourse Representation Structure (DRS) = knowledge graph

Action, Symbol = procedure, identifier

# Route instructions corpus

	Count	Primitive procedures
1	308	MOVE FORWARD UNTIL [(past   over   across) <landmark>]   [(half_way_of   end_of) street ]   [after <number><landmark> [left   right]]   [road_bend]
2	183	TAKE THE [<number>] turn [(left   right)]   [(before   after   at) <landmark>]
3	147	<landmark> IS LOCATED [left   right   ahead]   [(at   next_to   left_of   right_of   in_front_of   past   behind   on   opposite   near) <landmark>]   [(half_way_of   end_of   beginning_of   across) street]   [between <landmark> and <landmark>]   [on <number> turning (left   right)]
4	62	GO (before   after   to) <landmark>
5	49	GO ROUND ROUNDABOUT [left   right]   [(after   before   at) <landmark>]
6	42	TAKE THE <number> EXIT [(before   after   at) <landmark>]
7	12	FOLLOW KNOWN ROUTE TO <landmark> UNTIL (before   after   at) <landmark>
8	4	TAKE ROADBEND (left   right)
9	4	STATIONARY TURN [left   right   around]   [at   from <landmark>]
10	2	CROSS ROAD
11	2	TAKE THE ROAD in_front
12	2	GO ROUND <landmark> TO [front   back   left_side   right_side]
13	1	PARK AT <location>
14	1	EXIT [car_park   park]

# Program architecture

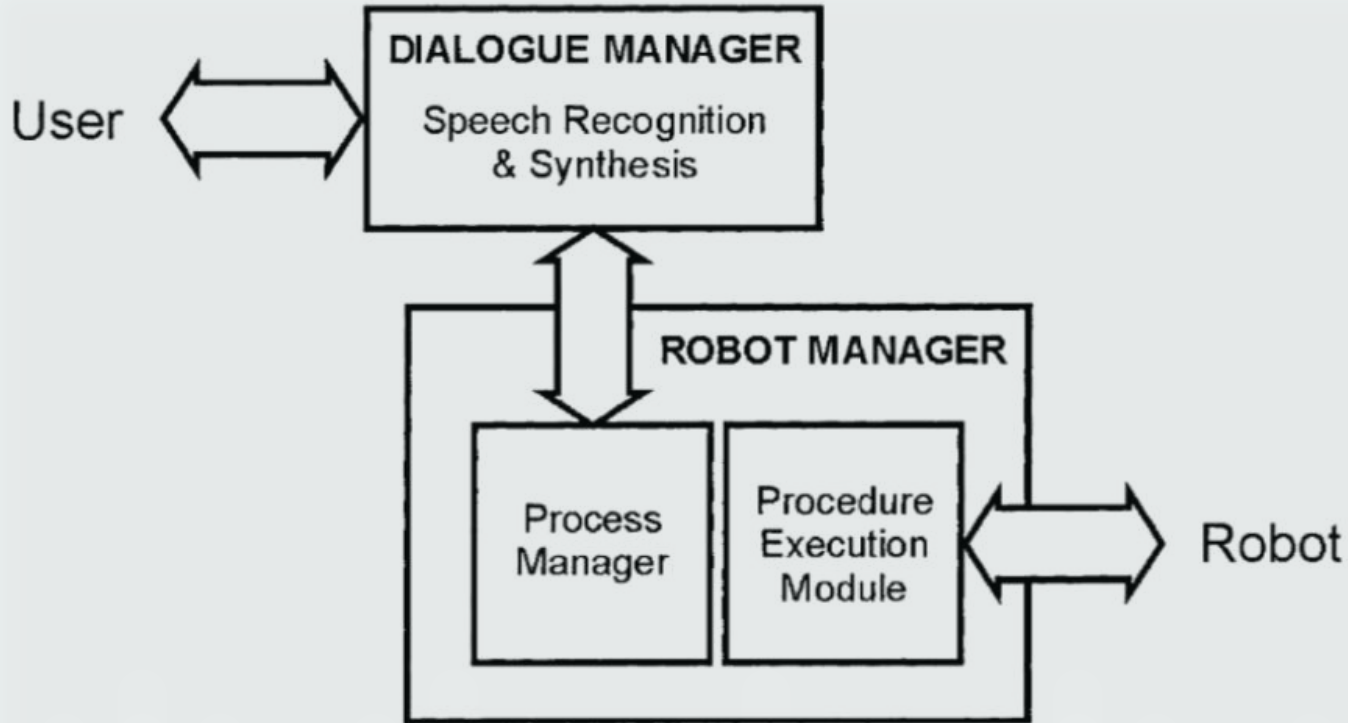
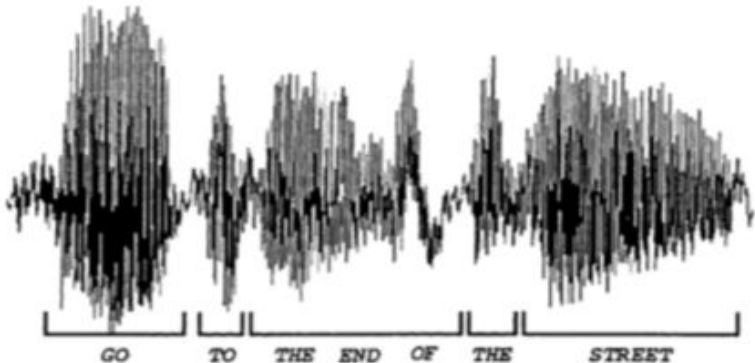
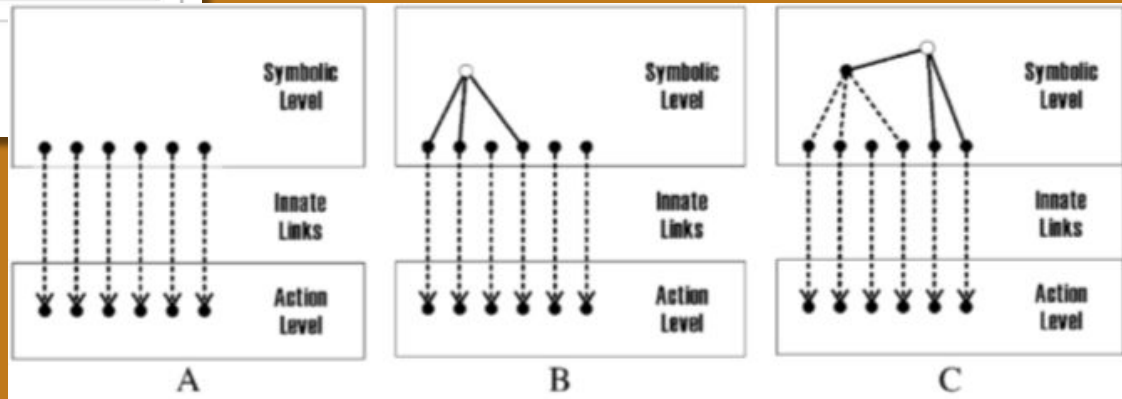
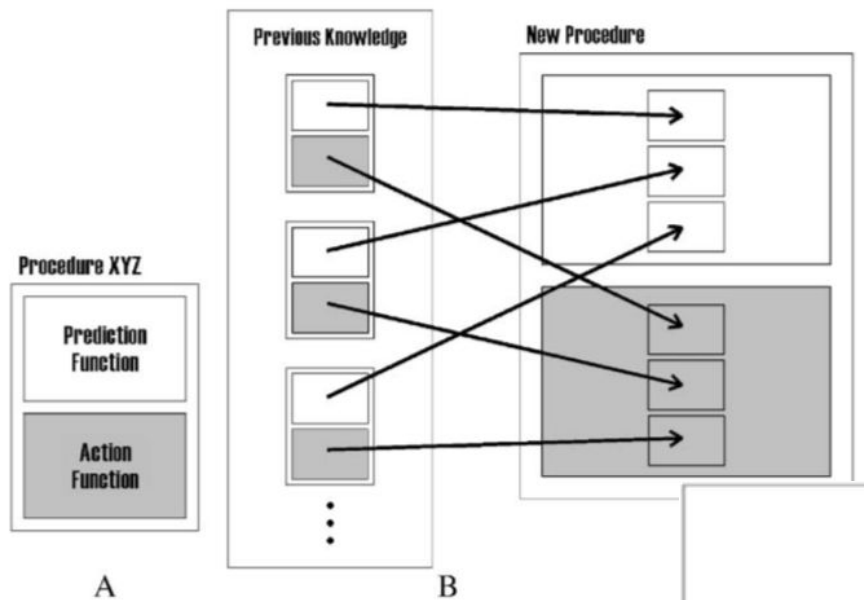


Fig. 4. IBL system's architecture (see text for description).

# Natural language processing

Analysis			Repair
<div>↓</div> <div>↓</div> <div>↓</div> <div>↓</div>	Speech recognition		<div>↑</div> <div>↑</div> <div>↑</div> <div>↑</div>
	Tagging	Go/VB to/TO the/DT end/NN of/IN the/DT street/NN	
	Syntactic Parsing	[VG go] [to to] [NG the end of the street]	
	Semantic Analysis	Robot ( x ), end_of_street ( y ), request_go ( x, y )	
	Functional Mapping	Goto("end_of_street")	
	Robot program	Until found(end_of_street) follow_the_road()	

# Instruction-Based Learning (IBL)







# Conclusions

Complexity of primitives can vary widely

Corpus vocabulary is not closed → new command primitives need to be defined

Learning is done at the symbolic level → requires fairly comprehensive corpus, route can be validated prior to execution

Testing results not included → difficult to judge validity, opens the to further research