# AdaptBot: Supplementary Material

## Contents

1	Turtle Data Format Overview			
		1.0.1	Turtle Syntax	2
	1.1	Query	ying the Turtle Data with SPARQL	2
		1.1.1	Queries for Object Locations	2
		1.1.2	State-Based Actions	3
		1.1.3	Updating the RDF Graph	3
2	Question asked during Knowledge Expansion			
	2.1 Question asked for unknown action			4
	2.2	2.2 Question asked for unknown item		
3	Classes of Tasks			

#### 1 Turtle Data Format Overview

We used the Turtle (Terse RDF Triple Language) format to represent the ontology of the environment we are operating in. Our ontology describes different objects, locations, tools, and the relationships between them. We used SPARQL to retrieve or update the state of the environment in a structured manner.

#### 1.0.1 Turtle Syntax

Turtle syntax represents data as triples consisting of a subject, predicate, and object, which form a statement. The subject is the entity, the predicate is the relationship, and the object is the value.

```
@prefix ex: <http://example.org/> .
@prefix rdf: <http://www.w3.org/1999/02/22-rdf-syntax-ns#> .
@prefix rdfs: <http://www.w3.org/2000/01/rdf-schema#> .
ex:robot rdf:type rdfs:agent;
    ex:agent_near ex:cabinet ;
    ex:agent_location ex:kitchen.
```

In this example, the data states that the robot is near the cabinet, which is located in the kitchen.

## 1.1 Querying the Turtle Data with SPARQL

We used SPARQL (SPARQL Protocol and RDF Query Language) to extract or modify the data from the RDF graph representing the environment. The robot interacts with the ontology using SPARQL queries to determine the state of the items in the environment and to perform actions on them. This structure allows for dynamic queries and updates, enabling the robot to navigate and manipulate the environment effectively.

#### 1.1.1 Queries for Object Locations

The robot queries the ontology to determine the various states of objects, tools, and receptacles using SPARQL queries. For instance, to find the location of an *apple*, the following query is used:

```
PREFIX ex: <http://example.org/>
SELECT ?obj_location
WHERE {
    ex:apple ex:obj_location ?obj_location .
}
    This query retrieves the location of apple.

PREFIX ex: <http://example.org/>
SELECT ?status
WHERE {
    ex:apple ex:IsCleaned ?status.
}
```

This query tells if the apple is cleaned or not.

This query lists all the items present in the fridge that are not clean.

#### 1.1.2 State-Based Actions

The agent (robot) uses the ontology to perform actions like moving to a location, picking up objects, and interacting with tools or receptacles. SPARQL queries are used to verify states (e.g., whether an object is in a specific location or if a task like cleaning or slicing has been completed).

For example, the robot queries whether an object is "cleaned" before proceeding with a task:

```
PREFIX ex: <http://example.org/>
SELECT ?status
WHERE {
    ex:object ex:IsCleaned ?status .
}
```

This query returns the cleaning status of the object.

#### 1.1.3 Updating the RDF Graph

SPARQL is also used to update the environment. After the robot performs an action (e.g., cleaning an object), the RDF graph is updated using SPARQL INSERT and DELETE operations. For example, after performing the cleaning action on an *item*, its IsCleaned status is updated using the query:

```
DELETE WHERE {{
          ex:{item} ex:IsCleaned false.
}}
INSERT DATA {{
          ex:{item} ex:IsCleaned true.
}}
```

## 2 Question asked during Knowledge Expansion

## 2.1 Question asked for unknown action

Revising action name.

• **Robot:** I do not know how to execute action 'place', am I mistaking it for another action? Please answer in 'Yes' or 'No'.

• Human: Yes

• Robot: Please revise the action name

• **Human:** put\_down\_obj

pick\_up\_obj ("apple", "initial\_state.ttl")
put\_down\_obj ("apple", "sink")
clean ("apple", "updated\_state.ttl")
pick\_up\_obj ("apple", "updated\_state.ttl")
put\_down\_obj ("apple", "countertop")
pick\_up\_tool ("knife", "updated\_state.ttl")
slice ("apple", "knife", "updated\_state.ttl")
put\_down\_tool ("knife", "countertop")
pick\_up\_rec ("plate", "updated\_state.ttl")
put\_down\_rec ("plate", "countertop")
place ("sliced\_apple", "plate")



pick\_up\_obj ("apple", "initial\_state.ttl")
put\_down\_obj ("apple", "sink")
clean ("apple", "updated\_state.ttl")
pick\_up\_obj ("apple", "updated\_state.ttl")
put\_down\_obj ("apple", "countertop")
pick\_up\_tool ("knife", "updated\_state.ttl")
slice ("apple", "knife", "updated\_state.ttl")
put\_down\_tool ("knife", "countertop")
pick\_up\_rec ("plate", "countertop")
put\_down\_rec ("plate", "countertop")
put\_down\_obj ("sliced\_apple", "plate")

## Removing unexecutable action.

• **Robot:** I do not know how to execute action 'squeeze', am I mistaking it for another action? Please answer in 'Yes' or 'No'.

• Human: No

pick\_up\_rec ("glass", "initial\_state.ttl")
put\_down\_rec ("glass", "countertop")
pick\_up\_object ("water", "updated\_state.ttl")
put\_down\_object ("water", "glass")
pick\_up\_object ("lemon", "updated\_state.ttl")
squeeze ("lemon", "glass")



pick\_up\_rec ("glass", "initial\_state.ttl")
put\_down\_rec ("glass", "countertop")
pick\_up\_object ("water", "updated\_state.ttl")
put\_down\_object ("water", "glass")
pick\_up\_object ("lemon", "updated\_state.ttl")

Agent skips the action when it is not executable.

#### 2.2 Question asked for unknown item

Adding an item to  $G_s$  and  $G_k$ .

## Example 1 - Adding mango to KG

- **Robot:** Item 'mango' is not present in my knowledge base. Is it present in the environment? Please answer in 'Yes' or 'No'. If I am mistaking it for another item, please enter 'correct\_item'.
- Human: Yes.
- Robot: What kind of item is 'mango'? Choose from: 'edible\_object', 'receptacle', 'tool'.

• Human: edible\_object

• **Robot:** What is the location of the object?

• Human: Fridge

• Robot: Is it sliceable? Please answer in 'True' or 'False.

• Human: True

• **Robot:** Is it boilable? Please answer in 'True' or 'False'.

• Human: False

• Robot: Is it fryable? Please answer in 'True' or 'False'.

• Human: False

• Robot: Does this object needs cleaning? Please answer in 'True' or 'False'.

• Human: True

## Example 2 - Adding bowl to KG

• **Robot:** Item 'bowl' is not present in my knowledge base. Is it present in the environment? Please answer in 'Yes' or 'No'. If I am mistaking it for another item, please enter 'correct\_item'.

• Human: Yes.

• Robot: What kind of item is 'bowl'? Choose from: 'edible\_object', 'receptacle', 'tool'.

• Human: receptacle

• **Robot:** What is the location of the object?

• Human: Cabinet

• Robot: Is receptacle sensitive? Please answer in 'True' or 'False.

• Human: True

• Robot: Can this receptacle be used for slicing on? Please answer in 'True' or 'False'.

• Human: False

• Robot: Does this receptacle needs cleaning? Please answer in 'True' or 'False'.

• Human: True

## Example 3 - Adding fork to KG

• **Robot:** Item *'fork'* is not present in my knowledge base. Is it present in the environment? Please answer in 'Yes' or 'No'. If I am mistaking it for another item, please enter 'correct\_item'.

• Human: Yes.

• **Robot:** What kind of item is 'fork'? Choose from: 'edible\_object', 'receptacle', 'tool'.

• Human: tool

• **Robot:** What is the location of the object?

• Human: rack

• Robot: Is it a slicing tool? Please answer in 'True' or 'False.

• Human: False

• Robot: Does this tool needs cleaning? Please answer in 'True' or 'False'.

• Human: True

## Revising the item name.

• **Robot:** Item 'sauce' is not present in my knowledge base. Is it present in the environment? Please answer in 'Yes' or 'No'. If I am mistaking it for another item, please enter 'correct\_item'.

• Human: correct\_item.

• Robot: Please revise the object name.

• Human: ketchup

## Item isn't present in the environment.

• **Robot:** Item 'grapes' is not present in my knowledge base. Is it present in the environment? Please answer in 'Yes' or 'No'. If I am mistaking it for another item, please enter 'correct\_item'.

• Human: No.

pick\_up\_rec ("plate", "initial\_state.ttl")
put\_down\_rec ("plate", "countertop")
pick\_up\_obj ("apple", "updated\_state.ttl")
put\_down\_obj ("apple", "plate")
pick\_up\_obj ("banana", "updated\_state.ttl")
put\_down\_obj ("banana", "plate")
pick\_up\_obj ("grapes", "updated\_state.ttl")
put\_down\_obj ("grapes", "updated\_state.ttl")



pick\_up\_rec ("plate", "initial\_state.ttl")
put\_down\_rec ("plate", "countertop")
pick\_up\_obj ("apple", "updated\_state.ttl")
put\_down\_obj ("apple", "plate")
pick\_up\_obj ("banana", "updated\_state.ttl")
put\_down\_obj ("banana", "plate")

Agent skips the action when item is not available.

## 3 Classes of Tasks

In order to evaluate the ability of our framework to adapt to different classes of tasks, we considered cooking and cleaning tasks. We considered 30 different cooking tasks in a kitchen; These tasks were created by randomly sampling from the Recipe1M+ dataset<sup>1</sup>. In addition, we considered 12 variants of cleaning/clearing tasks that involved the agent cleaning specific objects or surfaces or arranging objects in desired configurations in particular rooms.

<sup>1</sup>https://paperswithcode.com/dataset/recipe1m-1

## Recipes sampled from Recipe1M+ dataset

- chocolate cookies
- peanut butter cookies
- italian burger
- bbq crunch burger
- mac and cheese burger
- onion sandwich
- mushroom sandwich
- chicken salad sandwich
- french toast sandwich
- tomato soup
- cucumber salad
- greek salad
- peppermint iced tea
- chai tea latte
- ginger iced tea
- chargrilled bbq burger
- chili burger
- tea scones
- stop and go tea sandwich
- green tea lava cake
- egg and spinach sandwich
- chocolate and banana toasted sandwich
- veggie sandwich panini
- split pea soup
- potato soup
- weight watchers golden cream soup
- basil tomato mozzarella salad
- ham pea and cheese salad
- anja's egg salad
- mozzarella beef burger

## Cleaning/Clearing tasks

- clean the bedroom
- dust the TV
- wash the clothes
- water the plant
- take out trash
- wash the dishes
- clean the window
- mop the countertop
- clean the table
- pick up and put all the toys to the toy box
- charge the phone
- play the music