

ROBOCD: ROBOTIC ORDER CUPS DEMO

AN INTERACTIVE DOMESTIC SERVICE ROBOTICS DEMO

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The Bigger Picture

- Application in Domestic Service Robotics (DSR) as is aimed for in RoboCup@Home league [3]
- Combine modules for interaction with deliberation
- Make use of sophisticated logic-based high-level control which allows for decision-theoretic planning like in [10]

The Robot CAESAR

- Intelligent domestic service robot [6]
- Based on former soccer platform
- Component-based control software [7]
- Logic-based [9] high-level control using a Golog [2] dialect called READYLOG [1]

The Perception

- Data from RGB-D camera (Kinect)
- Fit model for tables and cups

The Interaction Modules

- Robust speech recognition [4]
- 3D (pointing) gesture recognition [5]
- Post output to central blackboard

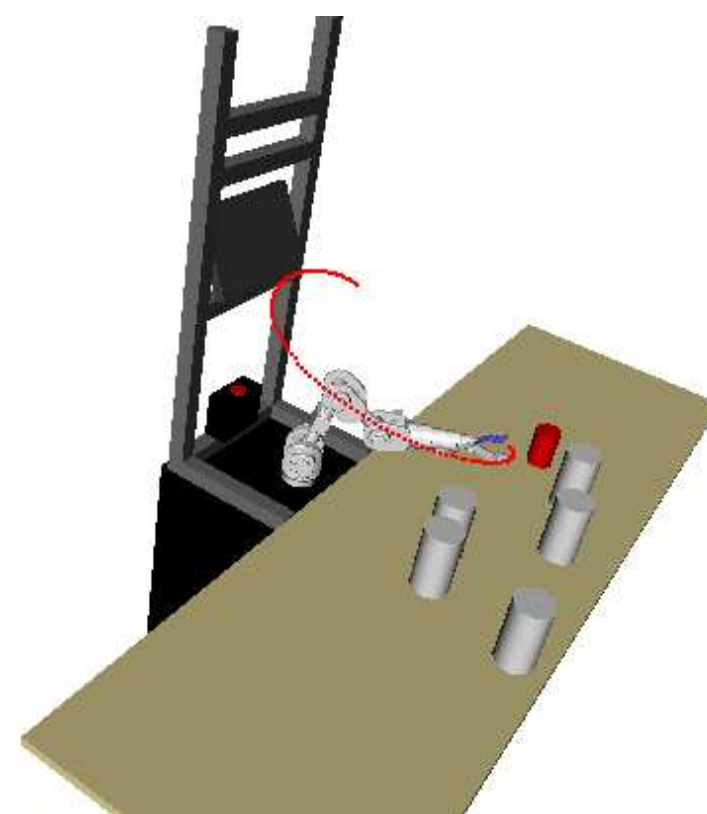
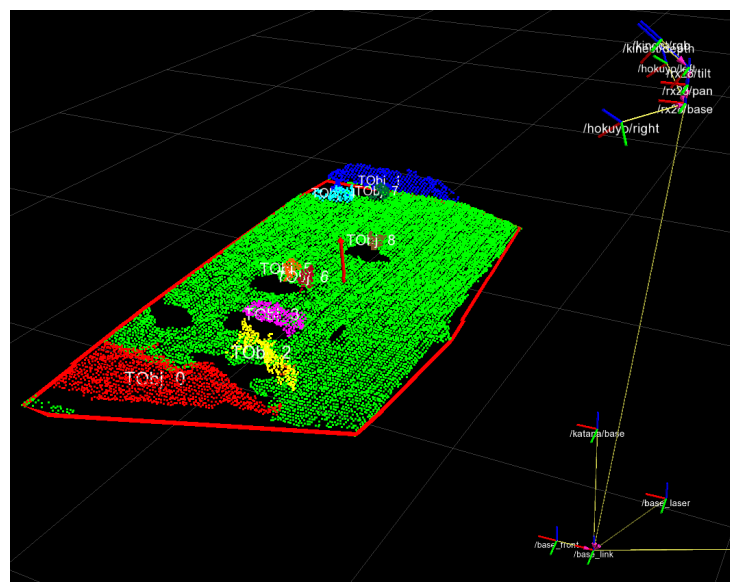
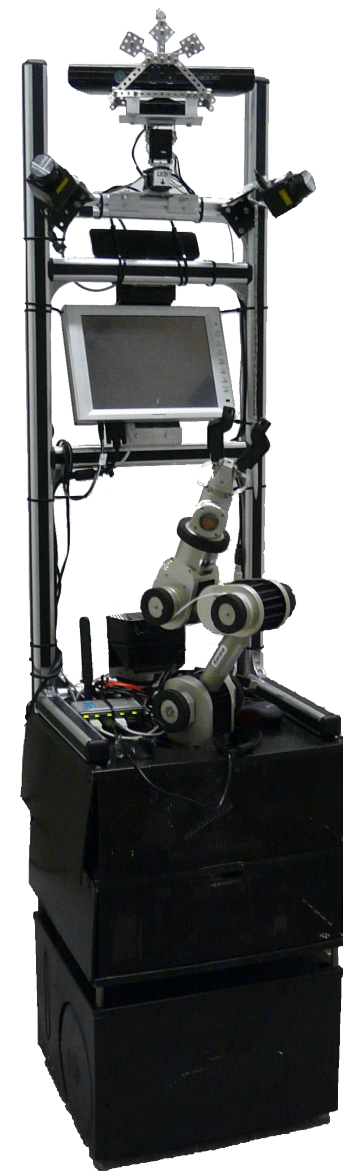
The Execution Cycle

- Robot perceives scene with initial cup setup and generates local model for motion planning
- User announces color of cup to place at a position and indicates the desired positions with pointing
- Robot starts planning to compute a program that re-orders the cups with a minimum #moves
- Robot plans trajectories using OpenRAVE [11] and moves cups with 5 DOF arm (Katana6M)

Extended Scenario

- Robot drives around looking for tables
- Moves cups from one table to another
- Uses localization & path planning
- Shown at RoboCup German Open & int'l conf.

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The Task

- Robot should help re-decorating the table
- Gather desired setup of cups on desk from user
- Come up with optimal course of action wrt #moves

The High-level Program

READYLOG [1] program for robOCD.

- p_1 to p_4 denote four positions on the table
- I_i and P_i are variables that hold color of cup at position i in initial and goal situation, respectively
- $pos(C)$ returns position of cup with color C

```
1 proc order_cups_demo,  
2   get_Initial_Order( $I_1, I_2, I_3$ );   %% perceive initial order  
3   get_Goal_Order( $P_1, P_2, P_3$ );   %% inquire about goal order  
4   sort_cups( $P_1, P_2, P_3, 4$ );     %% start planner  
5 endproc  
  
6 proc sort_cups( $P_1, P_2, P_3, H$ ),  
7   solve( $H, reward\_cup(P_1, P_2, P_3)$ ,  
8     while( $\neg(p_1 = pos(P_1) \wedge p_2 = pos(P_2) \wedge p_3 = pos(P_3))$ ) do  
9       pickBest( $cup, \{red, green, blue\}$ ,  
10      pickBest( $to, \{p_1, p_2, p_3, p_4\}, move\_cup(cup, pos(cup), to)$ ))  
11     endwhile  
12   endsolve  
13 endproc
```

The Result of Planning

Simplified READYLOG policy for example run

- initial order was "green, blue, red"
- desired order is "red, green, blue"

```
1 exogf_Update, if  $\neg done$  then  
2   move_cup(blue, cup_position(blue),  $p_4$ ),  
3   exogf_Update, if  $\neg done$  then  
4     move_cup(green, cup_position(green),  $p_2$ ),  
5     exogf_Update, if  $\neg done$  then  
6       move_cup(red, cup_position(red),  $p_1$ ),  
7       exogf_Update, if  $\neg done$  then  
8         move_cup(blue, cup_position(blue),  $p_3$ )  
9   done
```

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