

CAREER: Robust Perception and Customization for Long-Term Autonomous Service Mobile Robots

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Perception for Long-Term Autonomy

- How can a robot reason about possible reconfigurations of the world?
- How can a robot iteratively build probabilistic models of semantically meaningful entities over time?
- How can a robot perform real-time inference using such a formulation?

Introspective Perception

- How can a robot autonomously build models of competency of perception, and identify causal factors of competency?
- How can a robot improve competency over time?

End-User Customization

- How can a robot learn preferences from a minimal set of examples?
- How can a robot learn new tasks from minimal demonstration?

Thrust 1: The long-term joint perception formulation (LT-JPF) to reasoning about the state of the world in terms of its composing entities, and their long-term distributions.

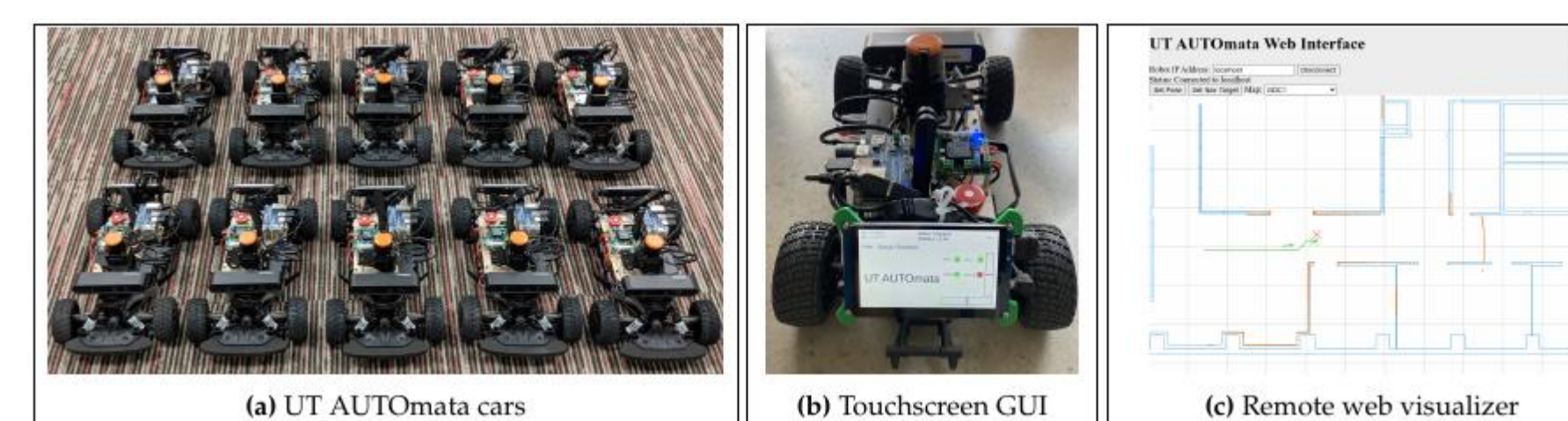
Thrust 2: Introspective perception (IPr) as a self-supervised approach to empower robots to identify perception failures by relying on

Societal Impact

- Service robots deployed autonomously in real human environments over extended periods of time
- Reduced reliance on expert supervision
- End-user adaptability of service robots

Teaching

Hands-on robotics with the UT AUTOmata:



Outreach: Introduction to computing with UT AUTOmata and robot soccer

Technical Formulation And Preliminary Results

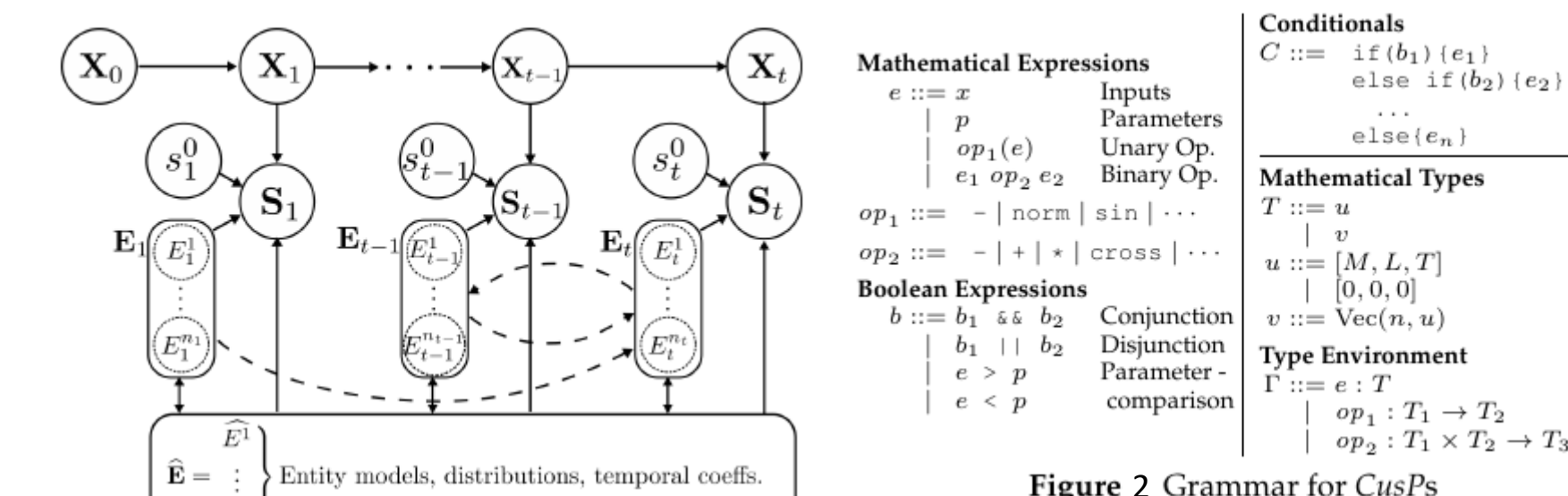


Figure 1: Varying Graphical Network of the Joint Perception Formulation. Robot states are X_t , environment states E_t , observations S_t , and the long-term environment \bar{E} . Each environment state E_t consists of n_t sub-states $E_t^1 \dots E_t^{n_t}$, where n_t may vary at every time-step. Varying nodes and correlations (dashed edges) are unknown a-priori.

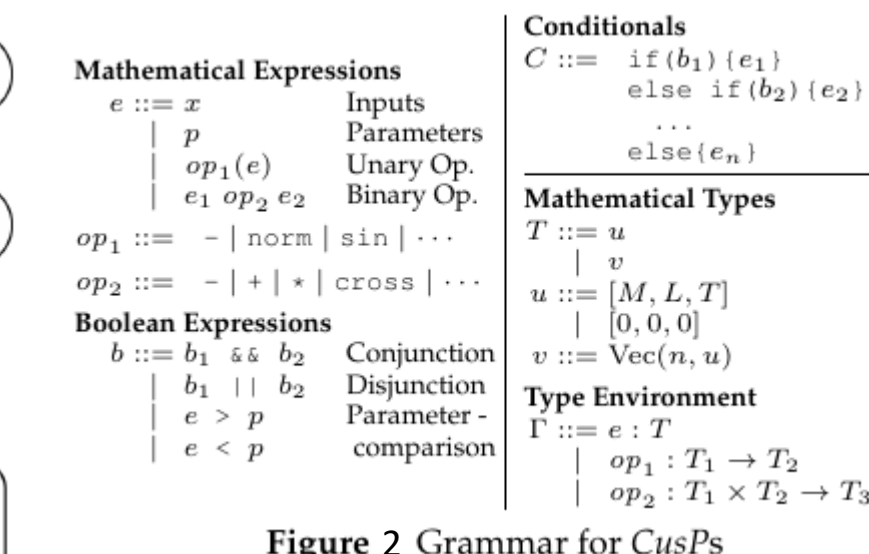


Figure 2: Grammar for CusPs

Expression	Input Dim. Constraints	Result Dim.
$a + b, a - b$	$a : u, b : u$	u
$a \cdot b, a \div b$	$a : \text{Vec}(n, u), b : \text{Vec}(n, u)$	$\text{Vec}(n, u)$
$a \cdot b$	$a : u_1, b : u_2$	$u_1 + u_2$
a/b	$a : u_1, b : u_2$	$u_1 - u_2$
$a * b$	$a : u_1, b : \text{Vec}(n, u_2)$	$\text{Vec}(n, u_1 + u_2)$
$\sin(a)$	$a : [000]$	$[000]$

Figure 3: Unit checking of mathematical operators

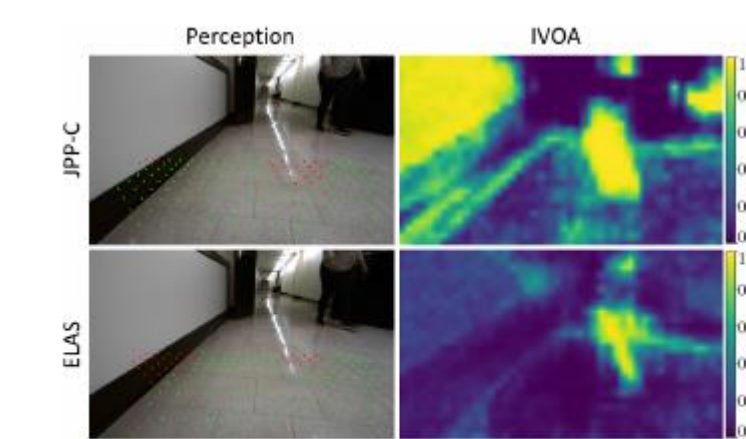


Figure 4: IVOA over two QPAs: JPP-C (top row) and ELAS (bottom). Left: QPA-predicted obstacles (red dots) and free space (green dots). Right: IVOA Predictions.

Algorithm	TE %	RE (deg/m)	MDBF (m)
IV-SLAM	5.85	0.523	621.1
ORB-SLAM	9.20	0.558	357.1

Figure 5: IV-SLAM vs. ORB-SLAM on real robot data: translation error (TE), rotation error (RE), mean distance between failures (MDBF).

Policy	Attacker		Deflector	
	(%)	N	(%)	N
LSTM-Full	78	778408	70	440385
LSTM-Half	32	389204	61	220192
LSTM-Synth	25	750	38	750
LDIPS	87	750	81	750

Figure 6: Performance vs. # of examples (N).

Scenario	Attacker			Deflector		
	Ref	LSTM	LDIPS	Ref	LSTM	LDIPS
Sim	89	78	87	86	70	81
Real	42	48	50	70	16	52
Repaired	70	-	64	78	-	72

Figure 7: LDIPS performance (%) vs. LSTM.

Policy	# Enumerated			Success Rate %		
	Att	Def	Pass	Att	Def	Pass
LDIPS-L3	175	174	345	87	81	74
Dimension Pruning	696	696	1230	87	81	74
Signature Pruning	4971	5013	366	78	76	60
No Pruning	14184	14232	7528	-	-	-

Figure 8: Features enumerated at depth 3.

online supervisory sensing or offline post-hoc analysis.

Thrust 3: Physics-informed customizable program synthesis (PI-CusPS) as a class of symbolic approaches to generate and repair human-interpretable symbolic programs from a limited set of human guided demonstrations.

Broader Impact

- Wider deployability of service mobile robots in human environments
- Curation of long-term datasets to identify open challenges
- Ability to conduct longitudinal studies of robots embedded in human environments