Architectures for Robot Control

15-494 Cognitive Robotics
David S. Touretzky & Ethan Tira-Thompson

Carnegie Mellon
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Why Is Robot Control Hard?

Coste-Maniere and Simmons (ICRA 2000):

- High-level, complex goals
  - Assemble this water pump
  - Cook my breakfast
- Dynamic (changing) environment
- Robot has dynamic constraints of its own (don't fall over)
- Sensor noise and uncertainty
- Unexpected events (collisions, dropped objects, etc.)
Approaches To Control

1. Hierarchical: classic sense-plan-act
   - “Top-down” approach
   - Start with high level goals, decompose into subtasks
   - Not very flexible

2. Behavioral
   - “Bottom-up” approach
   - Start with lots of independent modules executing concurrently, monitoring sensor values and triggering actions.
   - Hard to organize into complex behaviors; gets messy quickly.

3. Hybrid
   - Deliberative at high level; reactive at low level
Levels of Control Problem

Robots pose *multiple* control problems, at different levels.

- **Low-level control:**
  - Example: where to place a leg as robot takes its next step
  - Generally, continuous-valued problems
  - Short time scale (under a second); high frequency loop

- **Intermediate level control:**
  - Navigating to a destination, or picking up an object.
  - Continuous or discrete valued problems
  - Time scale of a few seconds

- **High level control:**
  - What is the plan for moving these boxes out of the room?
  - Discrete problems, long time scale (minutes)
Low-Level Control Issues

• Real-time performance requirement
  – Code to issue motor commands or process sensor readings must run every so many milliseconds.

• Safety: avoid states with disastrous consequences
  – Never turn on the rocket engine if the telescope is uncovered.
  – Never fail to turn off the rocket engine after at most $n$ seconds.
  – Therac-25 accident (see IEEE Computer, July 1993)
  – Safety properties sometimes provable using temporal logic.

• Liveness: every request must eventually be satisfied
• Deadlock-free
“Reactive” Architectures

- Sensors directly determine actions.
- In its most extreme form, stateless control.
- “Let the world be its own model.”
- Example: light-chasing robot:

```
(behavior chase-light
 :period (1 ms)
 :actions
   ((set left-motor (right-sensor-value))
    (set right-motor (left-sensor-value))))
```
Overriding a Behavior

- If robot loses sight of the light, turn clockwise until the light comes back into view.

```scheme
(behavior chase-light
  :period (1 ms)
  :actions
  ((set left-motor (right-sensor-value))
   (set right-motor (left-sensor-value))))

(behavior find-light
  :overrides (chase-light)
  :test (0? (+ (left-sensor-value) (right-sensor-value)))
  :actions
  ((set left-motor 0.5)))
```
Light Chasing in a State Machine Formalism

- States treated as equal alternatives.
- State is discrete, but control signal is continuous.
- “Find Light” has to know which state to return control to when the light is found.
- Usually not parallel (but can be).

![Diagram of state machine](image-url)
Rod Brooks' Subsumption Idea

- In 1986 Rod Brooks proposed the “subsumption” architecture, a kind of reactive controller.
- Robot control program is a collection of little autonomous modules (state machines).
- Hierarchy of layers of control.
- Some modules override (subsume) inputs or outputs of lower layer modules.
Genghis: Six-Legged Walker
Three Distinct Insect Gaits:
(1) slow wave, (2) ripple, (3) tripod
Coping With a Noisy World

- URBI (Baillie, 2005) provides a ~ operator to test if a condition has held true for a certain duration.
- Onleave test is true when condition ceases to hold.

You can build a state machine from these primitives.

```c
// Main behavior
whenever (ball.visible ~ 100ms) {
    headPan  = headPan + ball.a * camera.xfov + ball.x &
    headTilt = headTilt+ ball.a * camera.yfov + ball.y;
}

at (!ball.visible ~ 100ms)
    search: {
        { headPan’n  = 0.5 smooth:1s &
           headTilt’n = 1 smooth:1s } |
        { headPan’n  = 0.5 sin:period ampli:0.5 &
           headTilt’n = 0.5 cos:period ampli:0.5 }
    }

at (ball.visible) stop search;

// Sound behavior
at (ball.visible ~ 100ms) speaker = found
    onleave speaker = lost;
```
Guarded Commands vs. Finite State Machines

whenever (foo_test) foo_action;

NullTrans

at (bar_test) bar_action; onleave baz_action;

NullTrans
Why Is Complex State Bad?

- Can be expensive to compute (vision)
- Error-prone: what if you make a map, and it's wrong?
- Goes stale quickly: the world constantly changes
- But...
  - Non-trivial intelligent behavior can't be achieved without complex world state.
  - You really do need a map of the environment.
  - Can't use a subsumption architecture to play chess.
  - Or even chase a ball well...
Chase Ball 1

• Cooperation between two simple processes:
  – Point the camera at the ball
  – Walk in the direction the camera is pointing

• Each process can execute independently.

• Purely reactive control.
Chase Ball 2

• If we lose sight of the ball, must look for it.

• Now we introduce some internal state:
Chase Ball 3

- More intelligent search: direction of turn should depend on where the ball was last seen.

- Now we need to maintain world state (ball location).
Chase Ball 4

• Must avoid obstacles while chasing the ball.
  - May need to move the head to look for obstacles.
  - Attention divided between ball tracking and obstacle checking.

• May need to detour around obstacles.
  - Subgoal “detouring” temporarily overrides “chasing”.

• Where will the ball be when the detour is completed?
  - Mapping, trajectory extrapolation...

*Say “goodbye” to reactive control!*
Mid-Level Control: Task Control Languages

• Takes the robot through a sequence of actions to achieve some simple task.

• Must be able to deal with failures, unexpected events.

• There are many architectures for mid-level control. Various design tradeoffs:
  – Specialized language vs. extensions to Lisp or C
  – Client/server vs. publish/subscribe communication model
  – Provide special exception states, or treat all states the same?
  – How to provide for and manage concurrency.

• Lots of languages/tools: RAPs, TCA, PRS, Propice, ESL, MaestRo, TDL, Orccad, ControlShell, 3T, Circa.
Gat's ESL

- ESL: Execution Support Language (Gat, AAAI 1992; AAAI Fall Symposium, 1996) provides special primitives for handling failures and limiting retries.

```
(defun move-object-to-table ()
  (with-recovery-procedures
    (((:dropped-object :retries 2)
       (locate-dropped-object)
       (retry))
    (pick-up-object)
    (move-to-table)
    (put-down-object)))

(defun pick-up-object ()
  (open-gripper)
  (move-gripper-to-object)
  (close-gripper)
  (raise-arm)
  (if (gripper-empty)
    (fail :dropped-object)))
```
ESL (Continued)

- Cleanup procedures are necessary to ensure safe state after failure.
  
  ```lisp
  (with-cleanup-procedure
    ((shut-down-motors)
     (close-camera-port))
    (do-some-thing-that-might-fail))
  ```

- Deadlock prevention: ESL includes “resource locking” primitives for mutual exclusion and deadlock prevention.

- Synchronization: “checkpoints” allow one process to wait until another has caught up.
High Level Control: Planning

“Deliberative” architectures may run slowly, infrequently.

- Path planning for navigation.
- Planning as problem solving: achieve A-B-C by moving only one block at a time (gripper can't hold two blocks).
Shakey the Robot (1968) And The STRIPS Planner

Go to object bx.
GOTOB(bx)
Preconditions: TYPE(bx,OBJECT), (\exists x)[INROOM(bx,rx) \land INROOM(ROBOT,rx)]
Deletions: AT(ROBOT,$1,$2), NEXTTO(ROBOT,$1)
Additions: *NEXTTO(ROBOT,bx)

Go to door dx.
GOTOD(dx)
Preconditions: TYPE(dx,DOOR),(\exists x)(\exists y)[INROOM(ROBOT,rx) \land CONNECTS(dx,rx,ry)]
Deletions: AT(ROBOT,$1,$2), NEXTTO(ROBOT,$1)
Additions: *NEXTTO(ROBOT,dx)

Go to coordinate location (x,y).
GOTOL(x,y)
Preconditions: (\exists x)[INROOM(ROBOT,rx) \land LOCINROOM(x,y,rx)]
Deletions: AT(ROBOT,$1,$2), NEXTTO(ROBOT,$1)
Additions: *AT(ROBOT,x,y)

Go through door dx into room rx.
GOTHRUDR(dx,rx)
Preconditions: TYPE(dx,DOOR), STATUS(dx,OPEN), TYPE(rx,ROOM),
NEXTTO(ROBOT,dx),(\exists x)[INROOM(ROBOT,ry) \land CONNECTS(dx,ry,rx)]
Deletions: AT(ROBOT,$1,$2), NEXTTO(ROBOT,$1), INROOM(ROBOT,$1)
Additions: *INROOM(ROBOT,rx)
Really High Level Control

- Can potentially use cognitive modeling architectures such as SOAR (Newell) or ACT-R (Anderson) to control robots.

- RoboSoar (Laird and Rosenbloom, 1990): plan-then-compile architecture.
  - Generate high level plan.
  - Then compile into reactive rules for execution.

- ACT-R has been used in simulated worlds.

Gat's Three-Level Architecture

- Gat (Artificial Intelligence and Mobile Robots, ch. 8, 1998) proposed a different three-level architecture:
  
  - **The Controller:**
    - collection of reactive “behaviors”
    - each behavior is fast and has minimal internal state
  
  - **The Sequencer**
    - decides which primitive behavior to run next
    - doesn't do anything that takes a long time to compute, because the next behavior must be specified soon
  
  - **The Deliberator**
    - slow but smart
    - can either produce plans for the sequencer, or respond to queries from it
What Does Tekkotsu Provide?

- State machine formalism can be used for reactive control or a more hybrid approach.

- Behaviors can execute in parallel; event-based communication follows a publish/subscribe model.

- Main/Motion dichotomy – but Motion is only for ultra-low-level control.

- Could move really slow, higher level deliberative code out of Main to another process.
Tekkotsu Subsystems

• The Lookout controls the head:
  – visual search
  – target tracking
  – obstacle detection

• The Pilot controls the body:
  – walking
  – rotating in place
  – trajectory following

• The Grasper will control the arm
  – grasping, pushing, toppling, flipping, etc.
Potential for Lookout/Pilot Interactions

- The Lookout may need to turn the body in order to conduct a visual search, when head motion alone isn't enough.
  - Lookout makes a request to the Pilot for a turn.

- The Pilot may need to ask the Lookout to locate some landmarks so it can self-localize.
  - Pilot makes a request to the Lookout for a search.

- Interactions must be managed to prevent deadlock, infinite loops.

- But the user shouldn't have to worry about this.
Robot Cooperation

• An even higher level of control is cooperation among multiple robots working as a team.

• Tekkotsu allows robots to communicate by subscribing to each other's events.
  
  ```
  DoStart:
  int ip = EventRouter::stringToIntIP("172.16.0.4");
  erouter->addRemoteListener(this, ip, EventBase::motmanEGID);

  processEvent:
  if ( event.getHostID() == ip )
  cout << "Got remote event " << event.getDescription() << endl;
  ```

• Can also subscribe to state updates using
  `requestRemoteStateUpdates(ip, type, interval)`

• This is only a low-level form of coordination, but cooperation could be built on top of this.