

Lazy Belief-Space Task and Motion Planning for Robots Acting in Partially Observable Environments

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Planning for Autonomous Robots

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- Robot must select both **high-level** actions & **low-level** controls
- **Application areas:** semi-structured and human environments



Household



Warehouse fulfilment



Food service



Construction

Task and Motion Planning (TAMP)

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- Plan in a **high-dimensional** and **hybrid** space
- **Variables**
 - **Continuous:** robot configuration, object poses, door joint positions, ...
 - **Discrete:** is-on, is-in-hand, is-holding-water, is-cooked, ...
- **Actions:** move, pick, place, push, pull, pour, detect, cook, ...



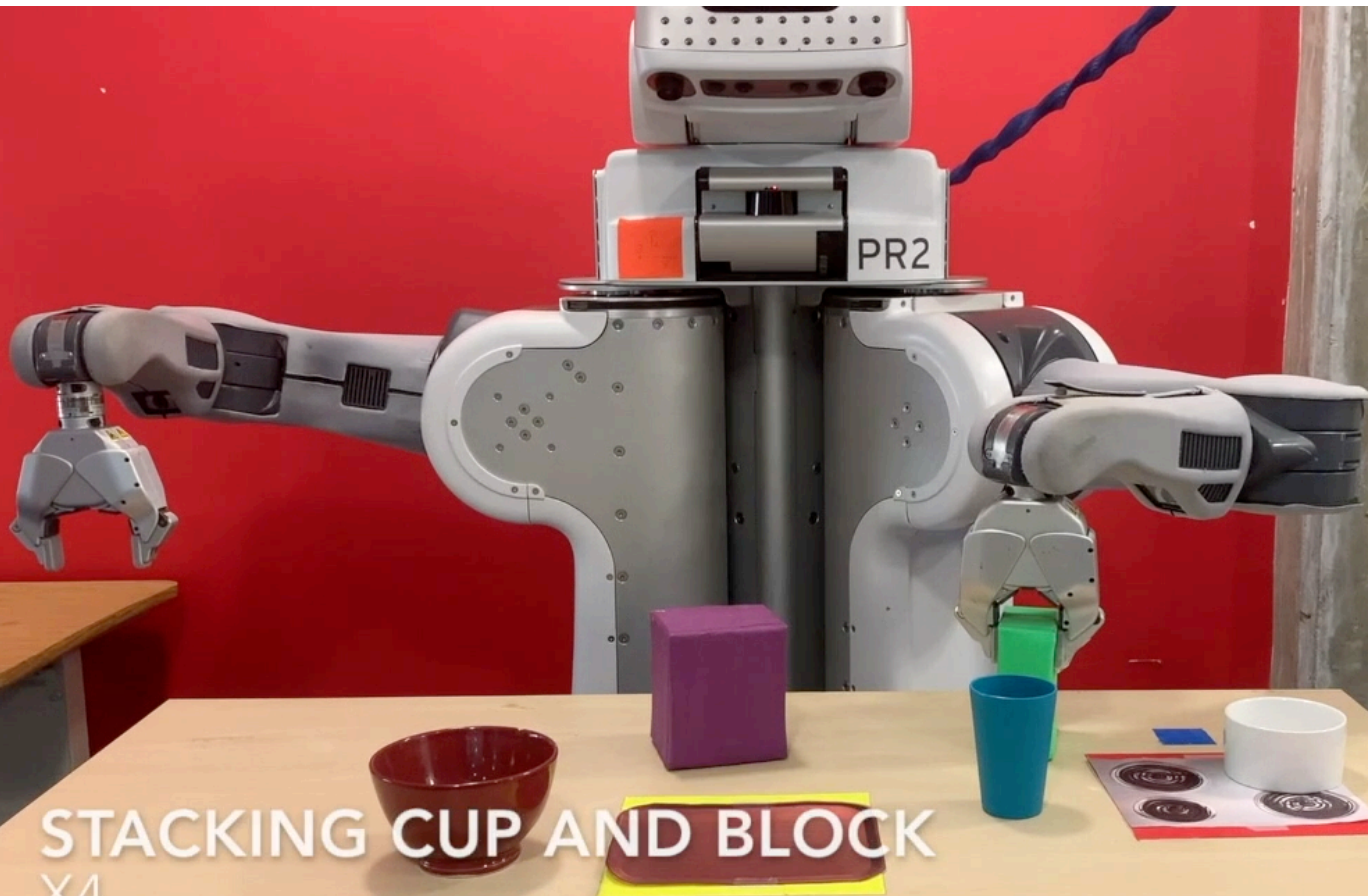
Manipulation: “Cooking”

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Manipulation: Stacking

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STACKING CUP AND BLOCK
X4

Manipulation: Preparing “Coffee”

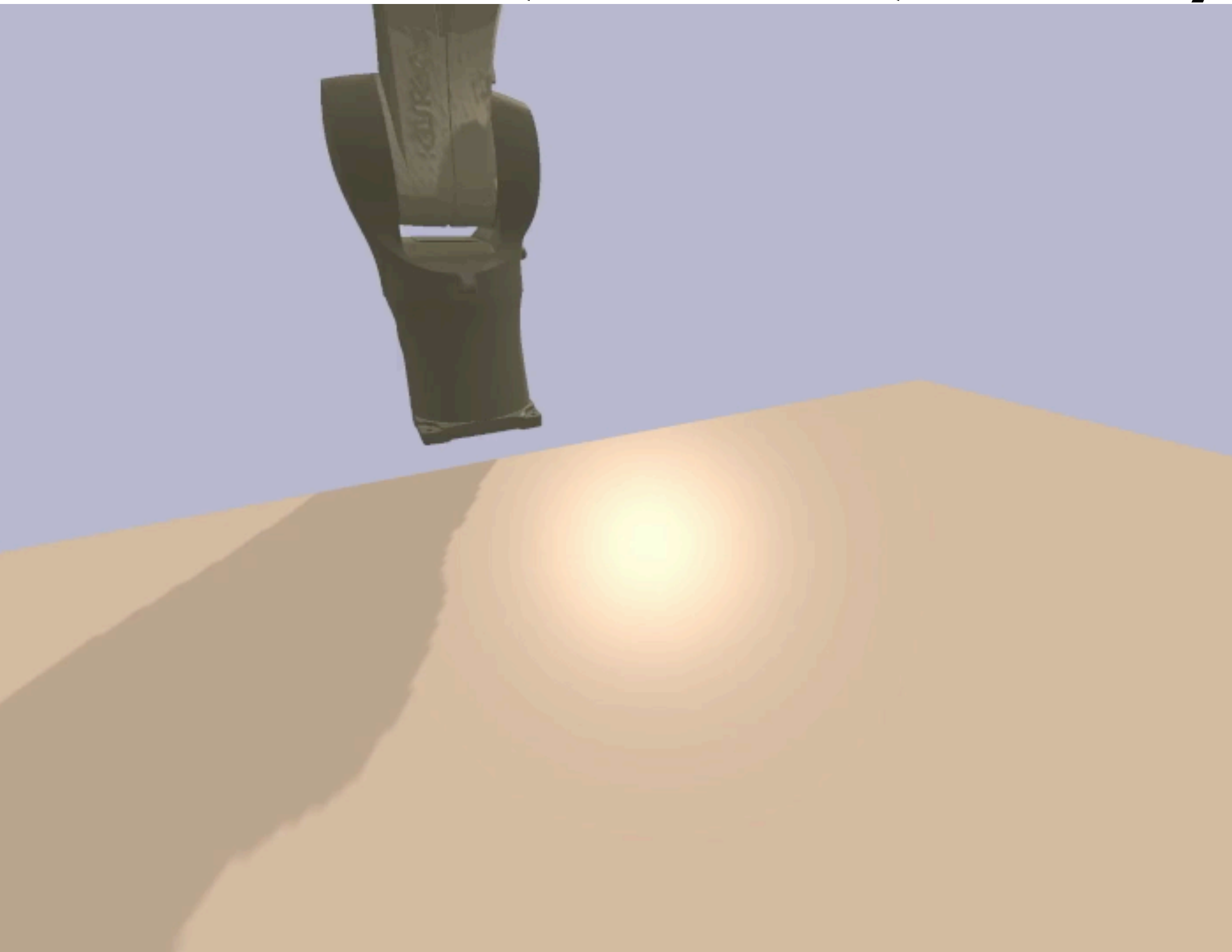
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Automated Fabrication: Voronoi

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- Plan sequence of **306** 3D printing extrusions
- Collision, kinematic, **stability** and **stiffness** constraints

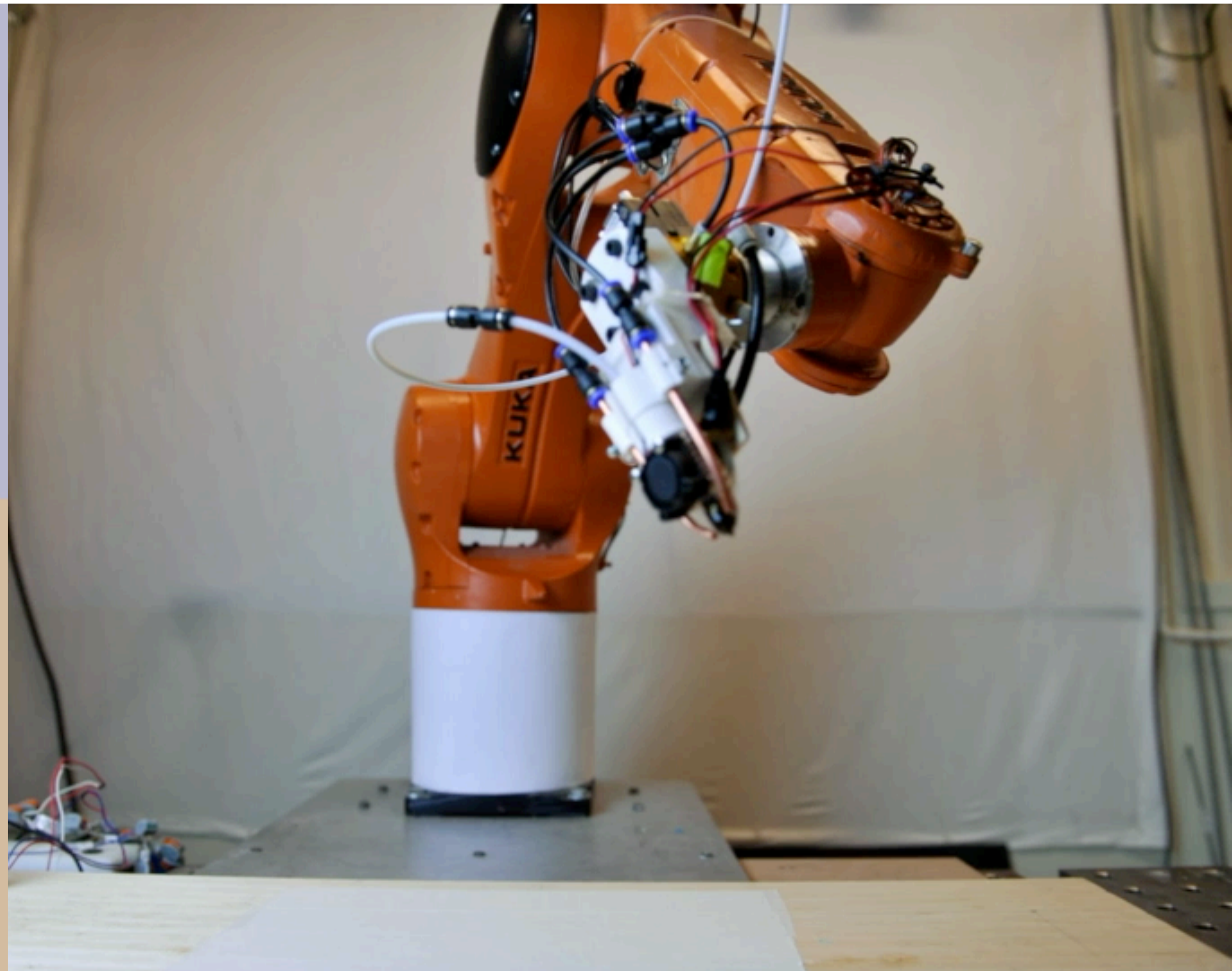
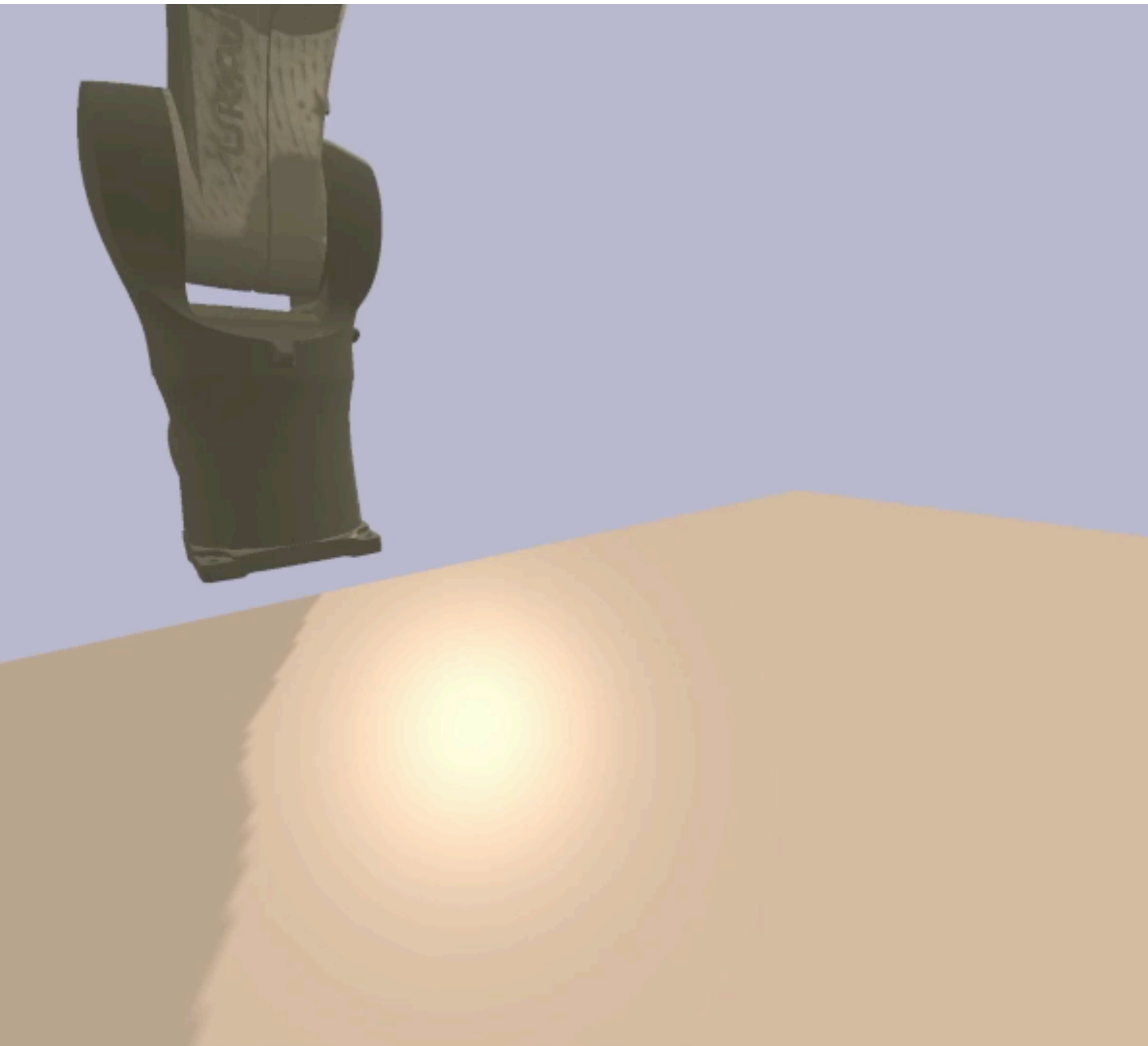


[Huang, Garrett, & Mueller 2018]

Automated Fabrication: Klein Bottle

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- Plan sequence of **246** 3D printing extrusions
- Collision, kinematic, **stability** and **stiffness** constraints



[Garrett, Huang, Lozano-Pérez, & Mueller TBA]



Background

Classical (Task) Planning

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- Plan in a large discrete space with **many variables**
- **Planning languages: STRIPS/PDDL** [Fikes 1971]
[Aeronautiques 1998]

- **Facts:** boolean state variables

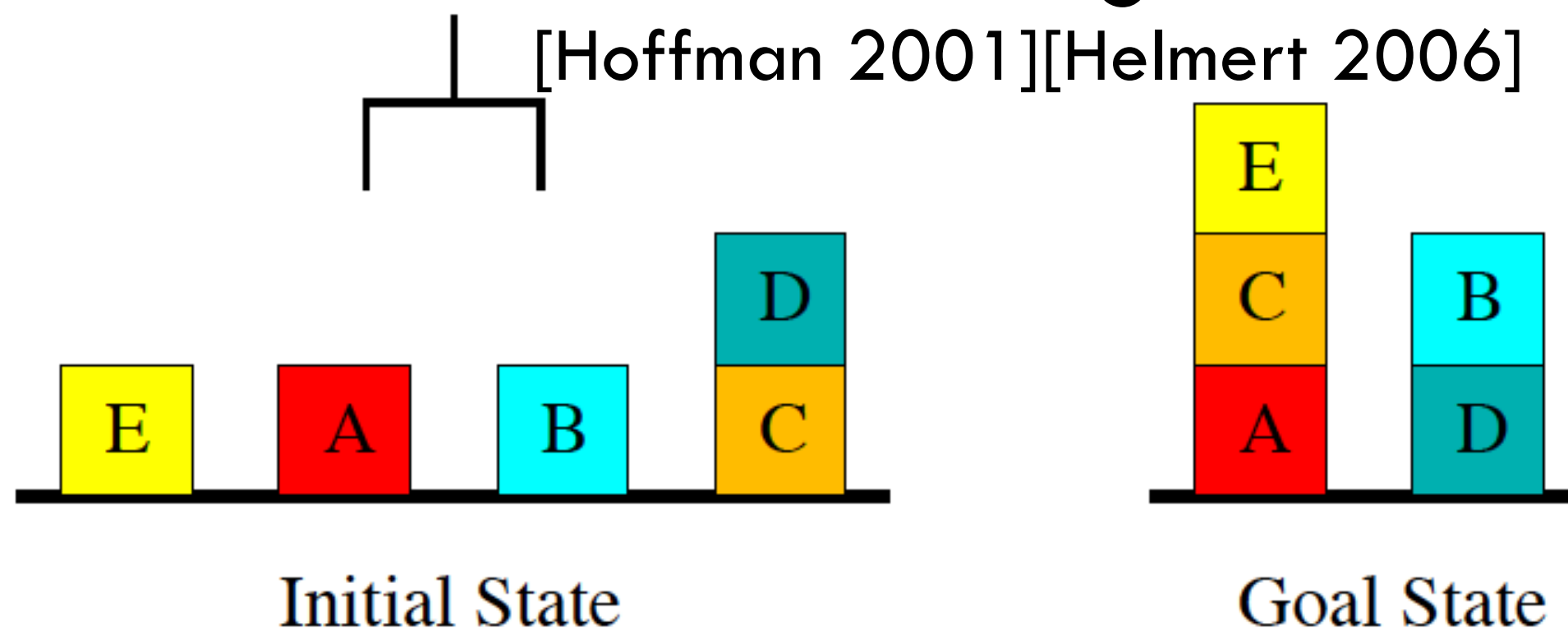
- **Parameterized** actions

- **Preconditions** test validity

- **Effects** change the state

- **Heuristic search algorithms**

[Hoffman 2001][Helmert 2006]



```
(:action stack
:parameters (?b1 ?b2)
:precondition (and
  (Holding ?b1)
  (Clear ?b2))
:effect (and
  (HandEmpty)
  (On ?b1 ?b2)
  (not (Holding ?b1))
  (not (Clear ?b2))))
```


Sampling-Based Motion Planning

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- Plan in a **continuous** configuration space
 1. **Sample** robot configurations (often randomly)
 2. **Connect** nearby configurations if collision-free path
 3. **Search** for a path within resulting graph

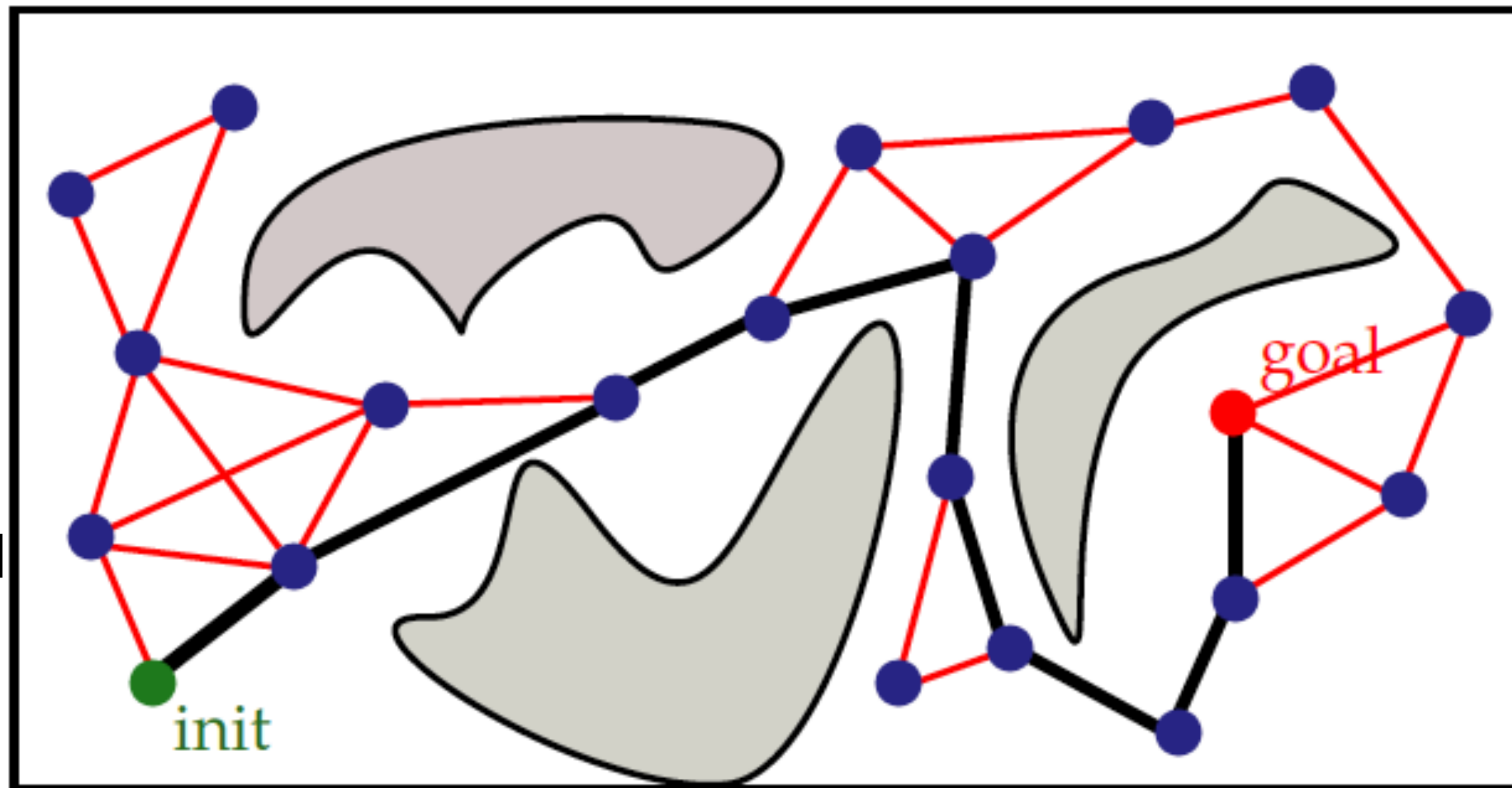
- Probabilistic Roadmap (**PRM**)

- **Lazy PRM**

- RRT [Kavraki 1994]
[Bohlin 2000]
- RRT* [Kuffner 2000]
[Karaman 2011]

- ...

[Fig from Erion Plaku]



Geometric Constraints Affect Plan

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- **Inherits challenges of both motion & classical planning**
 - **High-dimensional, continuous state-spaces**
 - **State-space exponential in number of variables**
 - **Long horizons**
- **Continuous constraints limit high-level strategies**
 - Kinematics, reachability, joint limits, collisions, grasp, visibility, stability, stiffness, torque limits, ...



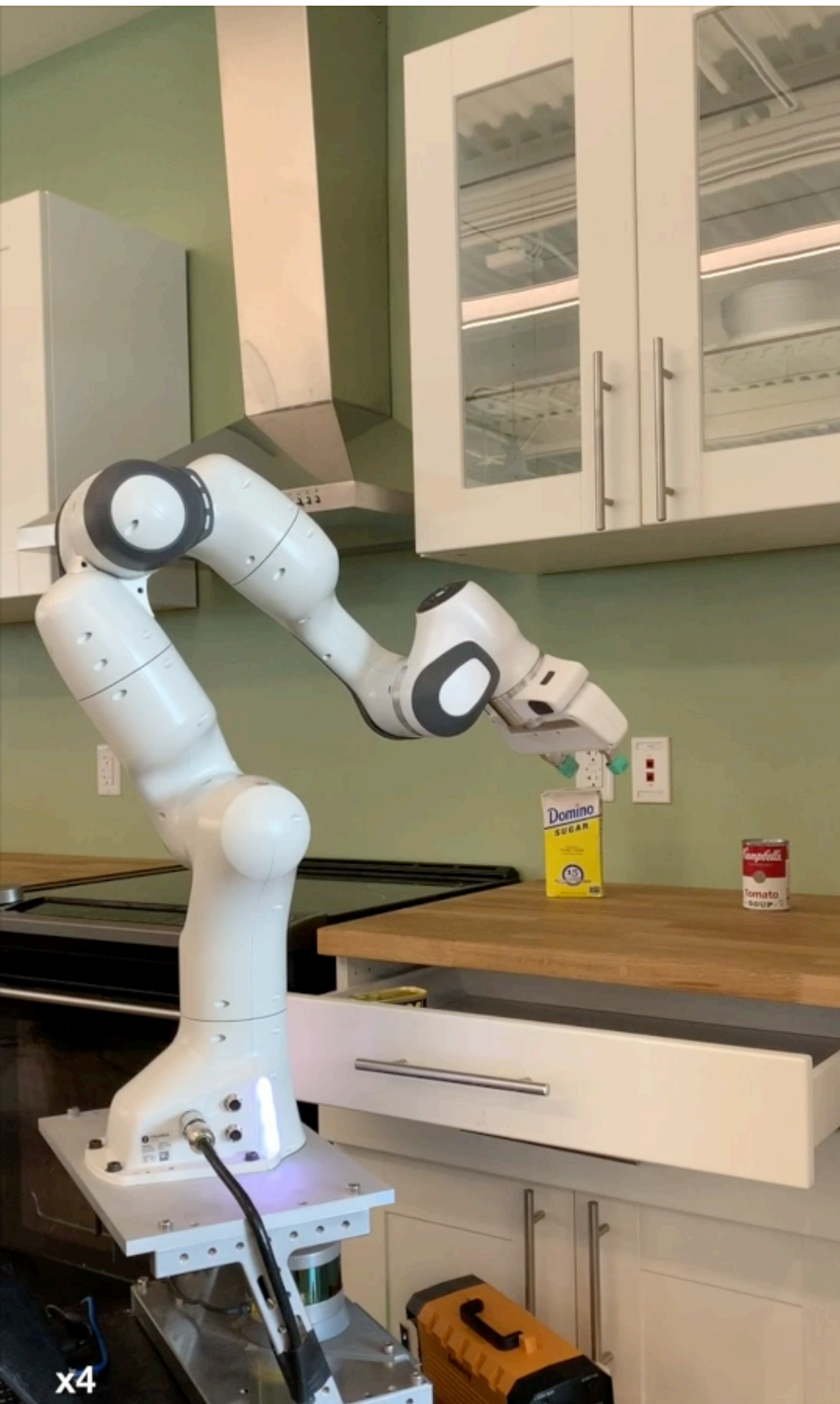
Pouring Among Obstacles

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Spam in Left Cabinet & Doors Closed

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- Physical constraints can be subtle!
- Robot forced to **regrasp** the object
 - Change from a **top** grasp to a **side** grasp
- **Non-monotonic** problem
 - Plan must **undo** goals to solve
 - **Open** then later **close** the cabinet door

Prior Work

- **Multi-Modal Motion Planning** - *Alami, Siméon et al., Hauser and Latombe, Plaku and Hager, Barry et al., Toussaint, Vega-Brown and Roy*
 - Inefficient in high-dimensional state-spaces
- **Semantic Attachments** - *Dornhege et al., Erdem et al., Lagriffoul et al., Dantam et al., Ferrer-Mestres et al.*
 - Assumes an a priori state-space discretization
- **Task & Motion Interface** - *Gravot et al., Cambon et al., Kaelbling and Lozano-Pérez, Srivastava et al., Garrett et al.*
 - Inflexible to new domains
- **No general-purpose, flexible framework** for modeling a variety of TAMP domains

Our Approach: PDDLStream

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- Extends Planning Domain Description Language (**PDDL**)
 - Modular & **domain-independent**
 - Enables the specification of **sampling procedures**
 - Can encode domains with **infinitely-many** actions
- Admits **generic** algorithms that operate using the samplers as **blackbox inputs**
 - The user only needs to specify the samplers
- **Probabilistically complete** when given samplers that densely sample the appropriate constraints

PDDLStream Language

[Garrett, Lozano-Pérez, Kaelbling 2020]

PDDL: Factored Action Language

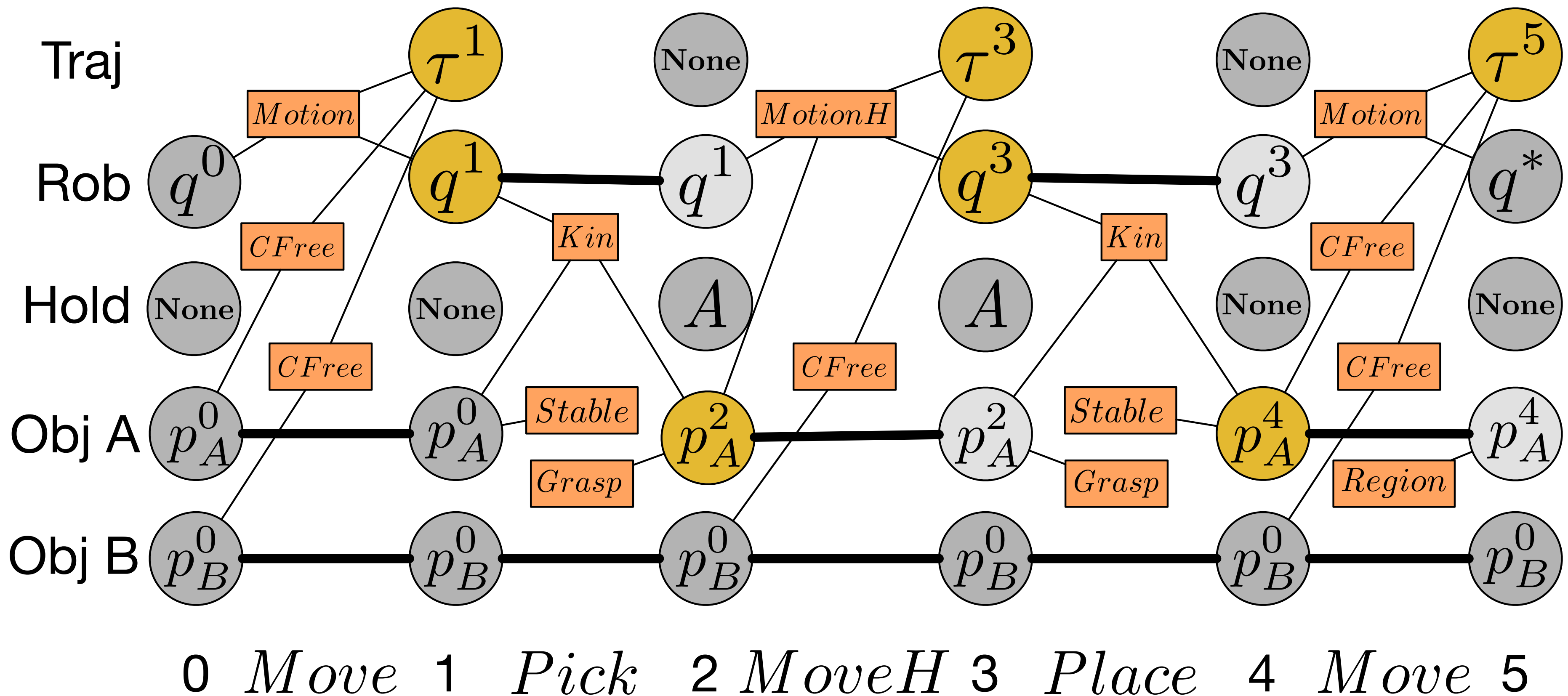
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- Efficient discrete **search algorithms** that exploit logically **factored** state & action structure
- Actions encodes the **difference** between two states using preconditions & effects
 - Most variables are **unchanged**
 - Transitions can be described using **few parameters**

```
(:action stack
:parameters (?b1 ?b2)
:precondition (and (Holding ?b1 (Clear ?b2))
:effect (and (HandEmpty) (On ?b1 ?b2)
              (not (Holding ?b1)) (not (Clear ?b2))))
```


Hybrid Constraint Network

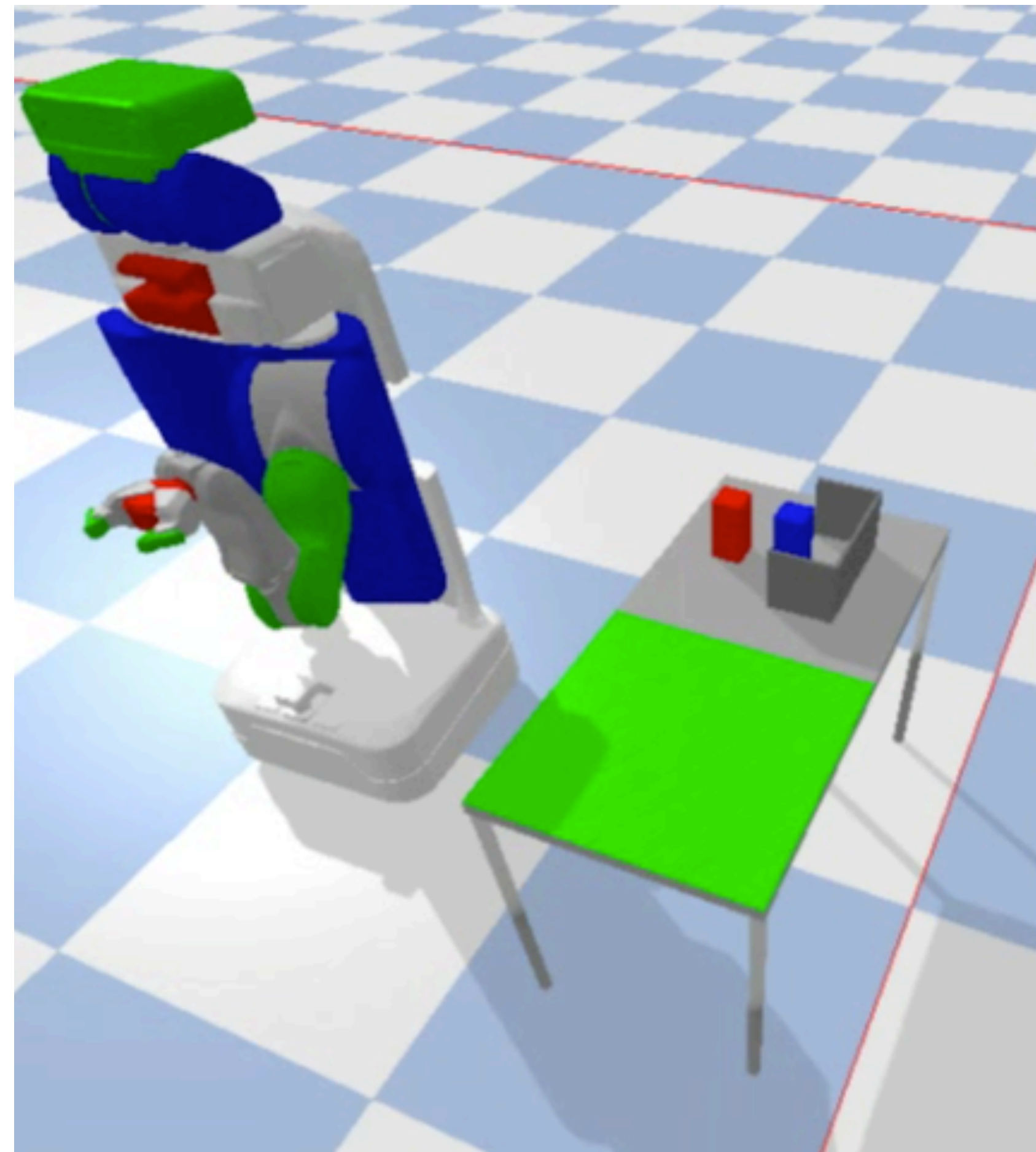
- **Sparse interactions** between variables
- Only 7 out of 29 parameters are **free parameters**



Motivating Pick & Place Example

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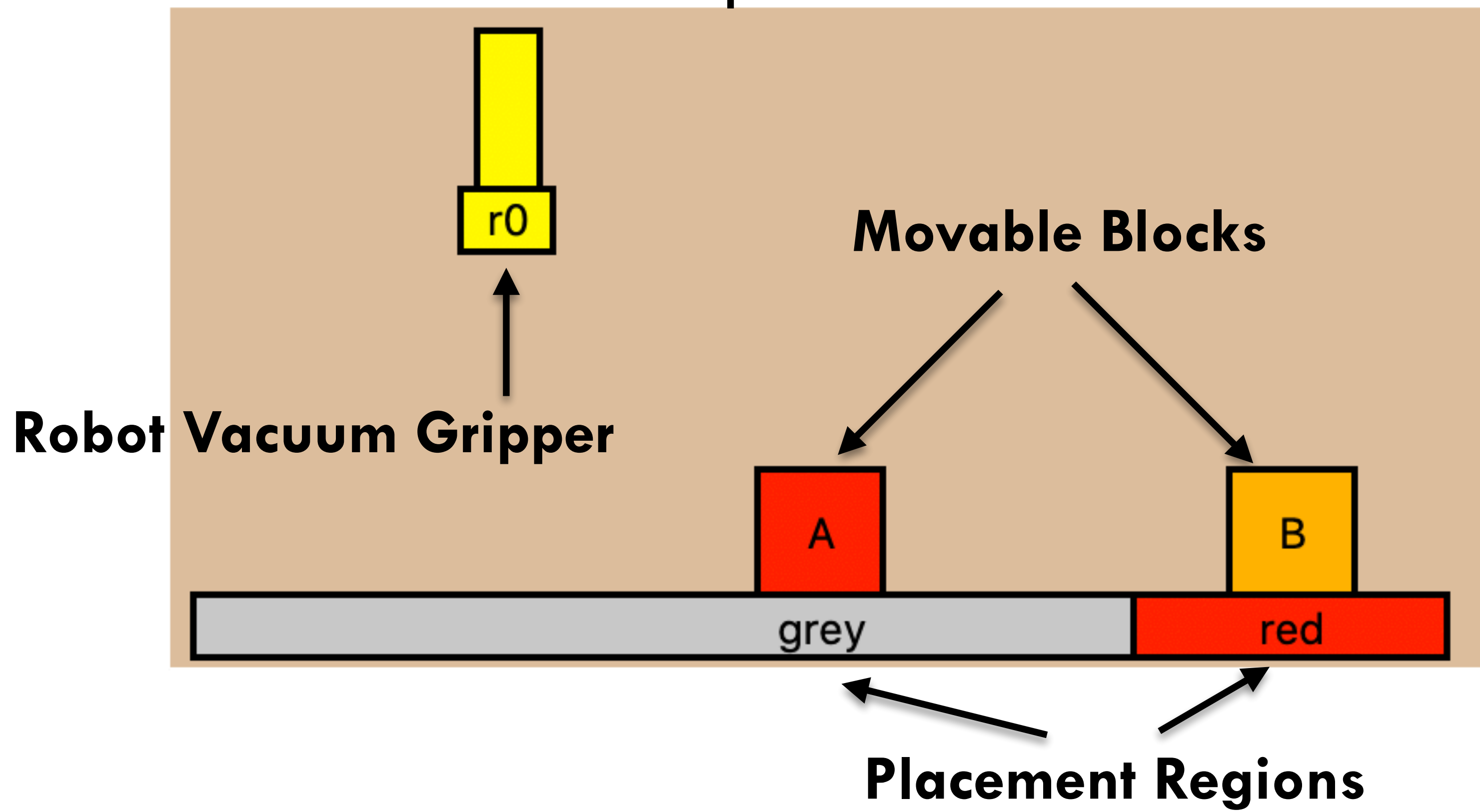
- Single **red** object **prevents** a goal **blue** object from being grasped
- Focus on a compact **2D** **version**
- Formulation almost the same for 3D



2D Pick-and-Place Example

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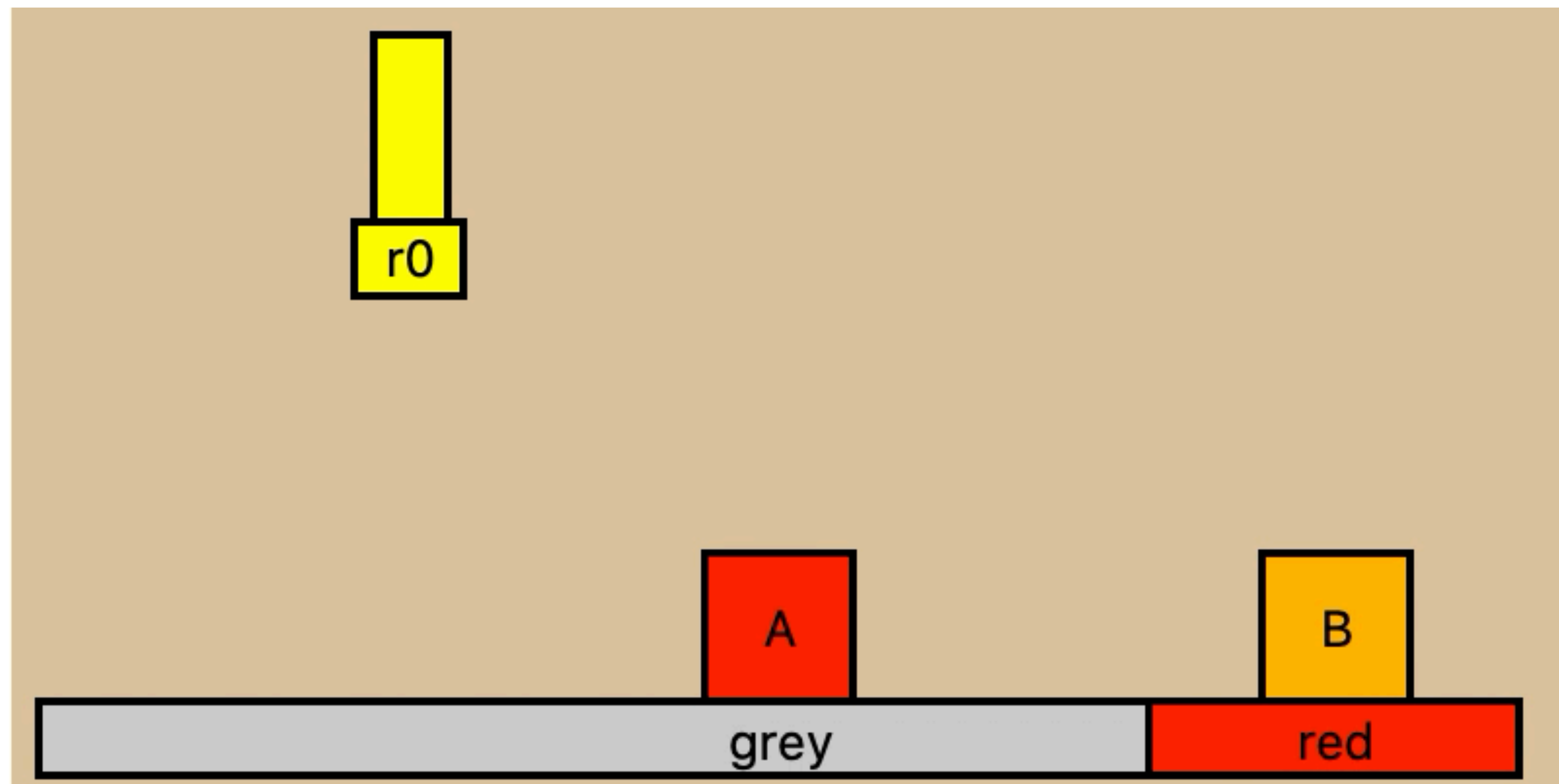
- **Goal:** block **A** within the **red** region
- Robot and block poses are continuous $[x, y]$ pairs
- Block **B** obstructs the placement of **A**



2D Pick-and-Place Solution

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- One (of infinitely many) possible solutions
 - move, pick **B**, move, place **B**,
move, pick **A**, move, place **A**



2D Pick-and-Place Initial & Goal

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- Some constants are **numpy arrays**
- **Static initial facts** - value is **constant** over time
 - (Block, A), (Block, B), (Region, red), (Region, grey),
(Conf, [-7.5 5.]), (Pose, A, [0. 0.]), (Pose, B, [7.5 0.]),
(Grasp, A, [0. -2.5]), (Grasp, B, [0. -2.5])
- **Fluent initial facts** - value **changes** over time
 - (AtConf, [-7.5 5.]), (HandEmpty),
(AtPose, A, [0. 0.]), (AtPose, B, [7.5 0.])
- **Goal formula:** `(exists (?p) (and (Contained A ?p red)
(AtPose A ?p)))`

2D Pick-and-Place Actions

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- Typical PDDL action description except that arguments are **high-dimensional & continuous!**
- To use the actions, must **prove** the following **static facts**:

`(Motion ?q1 ?t ?q2), (Kin ?b ?p ?g ?q)`

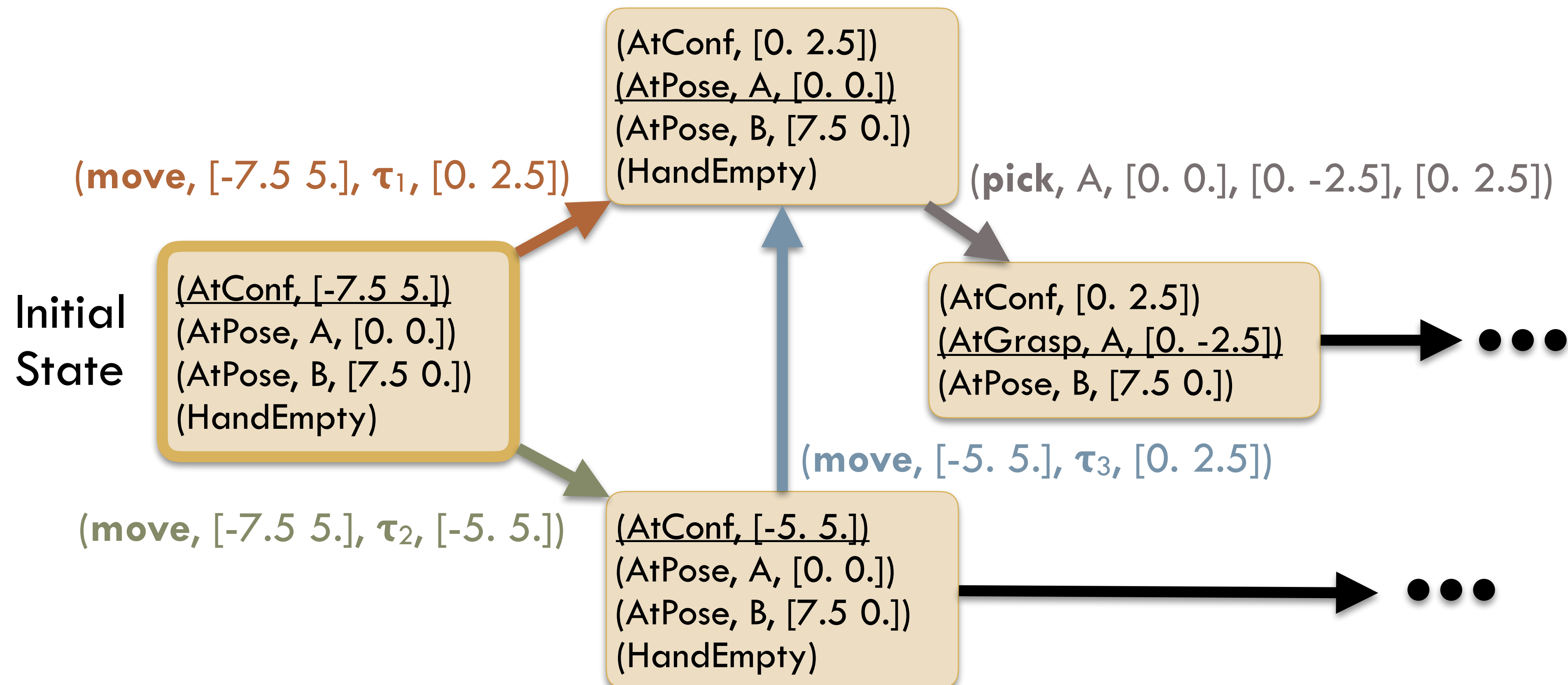
```
(:action move
:parameters (?q1 ?t ?q2)
:precondition (and (Motion ?q1 ?t ?q2) (AtConf ?q1))
:effect (and (AtConf ?q2) (not (AtConf ?q1))))

(:action pick
:parameters (?b ?p ?g ?q)
:precondition (and (Kin ?b ?p ?g ?q)
                  (AtConf ?q) (AtPose ?b ?p) (HandEmpty))
:effect (and (AtGrasp ?b ?g)
             (not (AtPose ?b ?p)) (not (HandEmpty))))
```


BFS in Discretized State-Space

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- Suppose we were **given** the following additional static facts:
 - $(\text{Motion}, [-7.5 \ 5.], \tau_1, [0. \ 2.5]), (\text{Motion}, [-7.5 \ 5.], \tau_2, [-5. \ 5.]),$
 $(\text{Motion}, [-5. \ 5.], \tau_3, [0. \ 2.5]), (\text{Kin}, A, [0. \ 0.], [0. \ -2.5], [0. \ 2.5]), \dots$

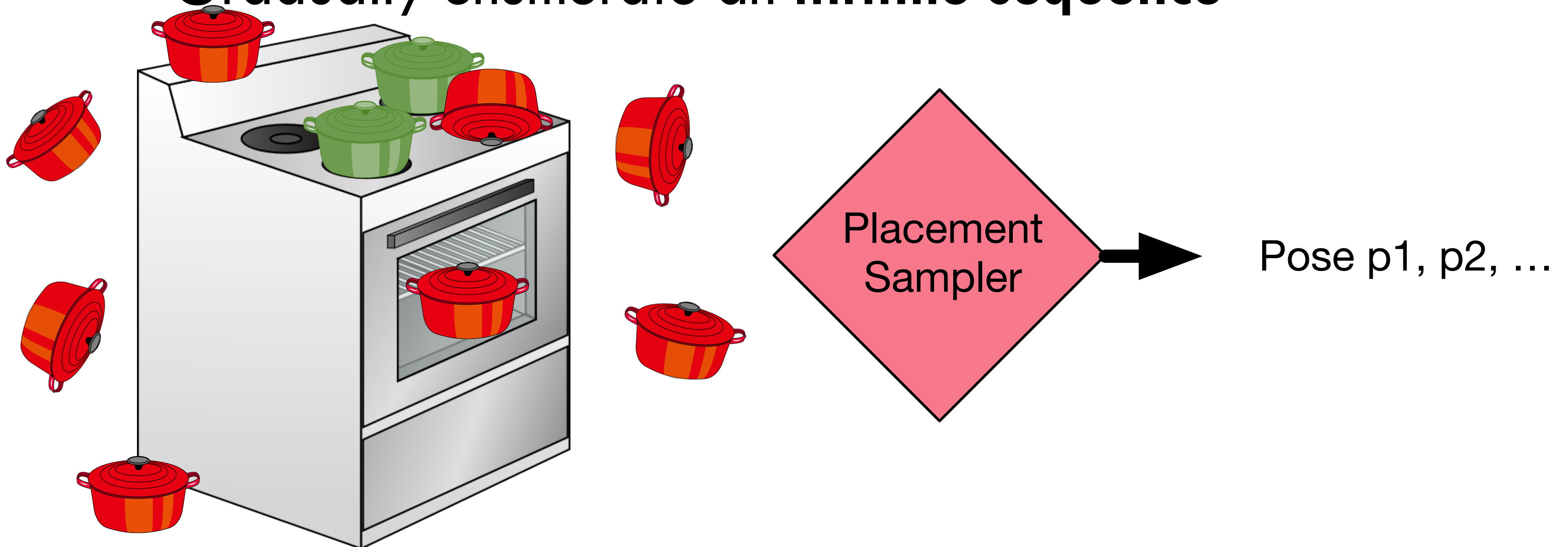


No a Priori Discretization

- **Values given at start:**
 - 1 initial configuration: (Conf, [-7.5 5.])
 - 2 initial poses: (Pose, A, [0. 0.]), (Pose, B, [7.5 0.])
 - 2 grasps: (Grasp, A, [0. -2.5]), (Grasp, B, [0. -2.5])
- **Planner needs to find:**
 - 1 pose within a region: (Contain A ?p red)
 - 1 collision-free pose: (CFree A ?p ? B ?p2)
 - 4 grasping configurations: (Kin ?b ?p ?g ?q)
 - 4 robot trajectories: (Motion ?q1 ?t ?q2)

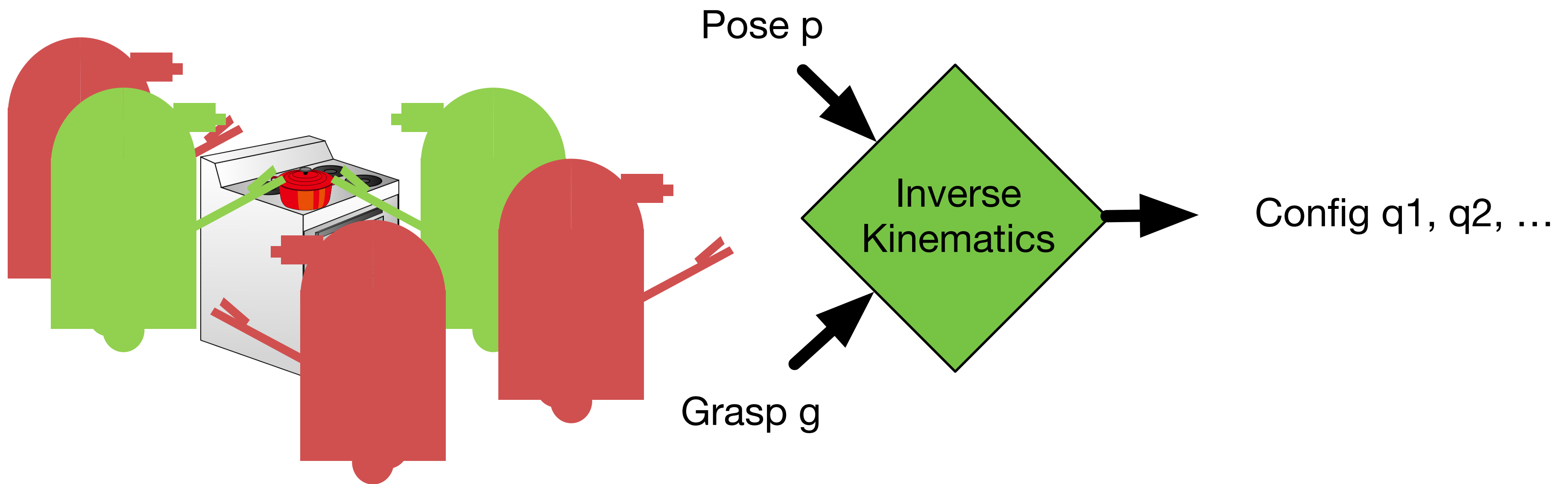
What Samplers Do We Need?

- **Low-dimensional** placement stability constraint (`Contain`)
 - *i.e.* 1D manifold embedded in 2D pose space
- **Directly sample values that satisfy the constraint**
- May need **arbitrarily many** samples
- Gradually enumerate an **infinite sequence**

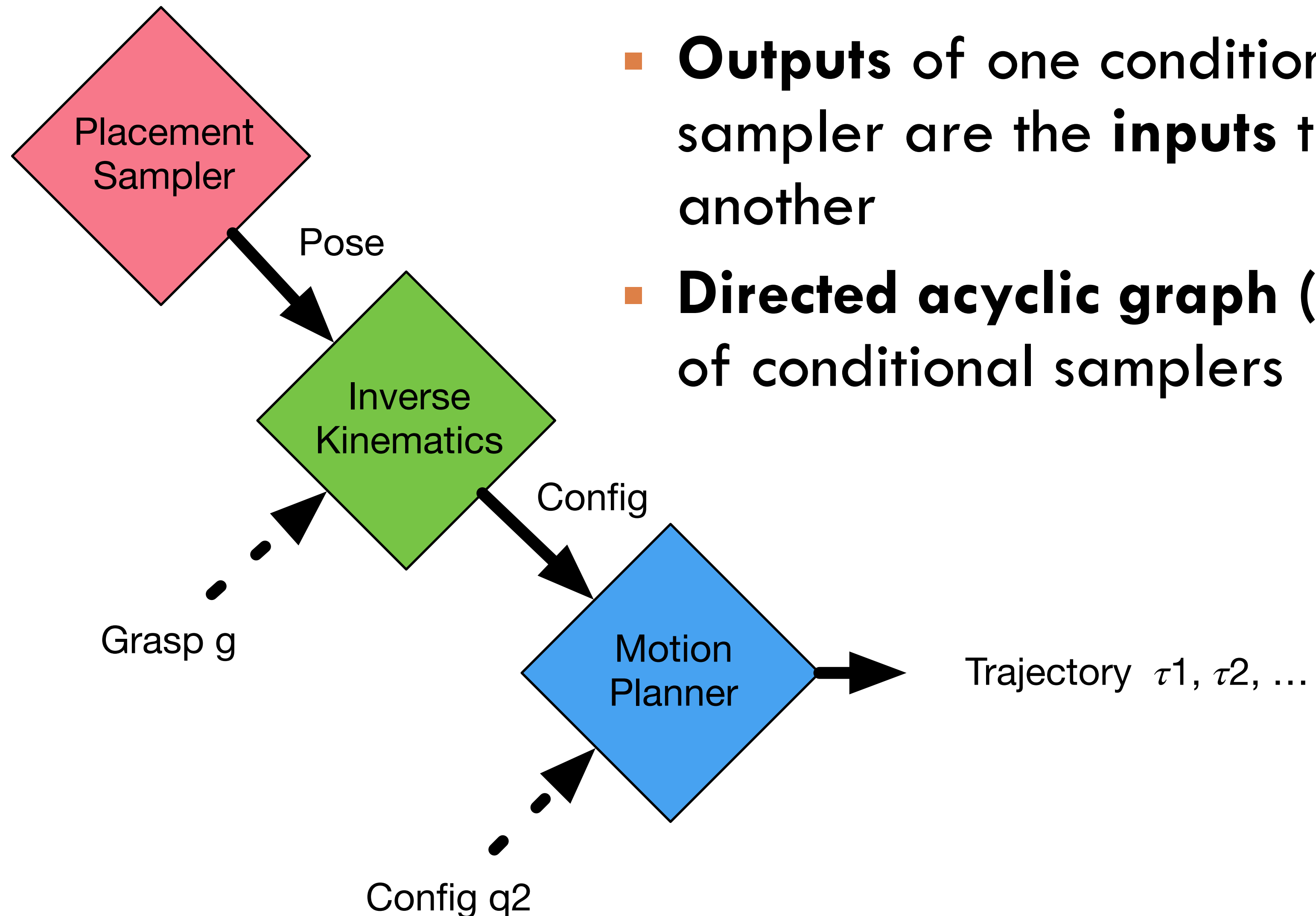


Intersection of Constraints

- **Kinematic constraint** (K_{in}) involves poses, grasps, and configurations
- **Conditional samplers** - samplers with inputs



Composing Conditional Samplers



- **Outputs** of one conditional sampler are the **inputs** to another
- **Directed acyclic graph (DAG)** of conditional samplers

Stream: a function to a generator

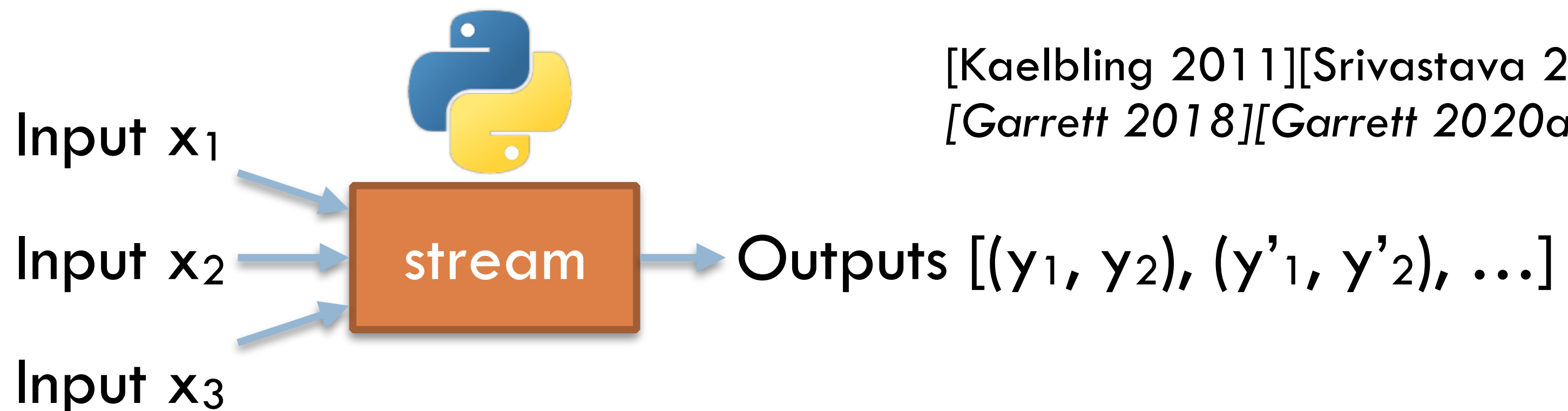
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- **Advantages**

- Programmatic implementation
- Compositional
- Supports infinite sequences

```
def stream(x1, x2, x3):  
    i = 0  
    while True:  
        y1 = i*(x1 + x2)  
        y2 = i*(x2 + x3)  
        yield (y1, y2)  
        i += 1
```

- **Stream** - function from an **input object tuple** (x_1, x_2, x_3) to a (potentially infinite) sequence of **output object tuples** $[(y_1, y_2), (y'_1, y'_2), \dots]$



[Kaelbling 2011][Srivastava 2014]
[Garrett 2018][Garrett 2020a]

Stream Certified Facts

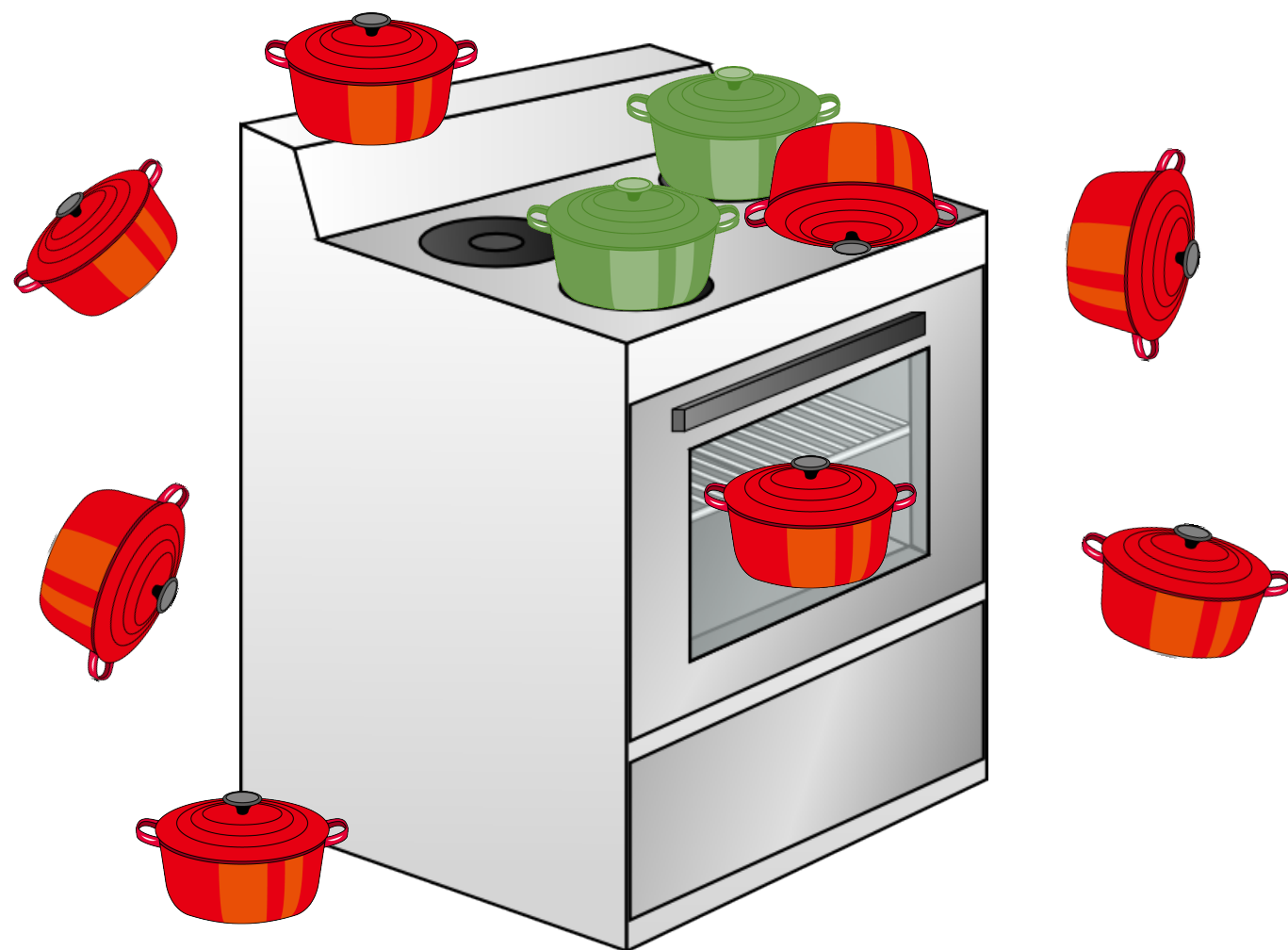
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- Objects alone aren't helpful: **what do they represent?**
 - Communicate semantics using **predicates!**
- Augment stream specification with:
 - **Domain facts** - static facts declaring legal **inputs**
 - e.g. only configurations can be motion inputs
 - **Certified facts** - static facts that all **outputs** satisfy with their corresponding **inputs**
 - e.g. poses sampled from a region are within it

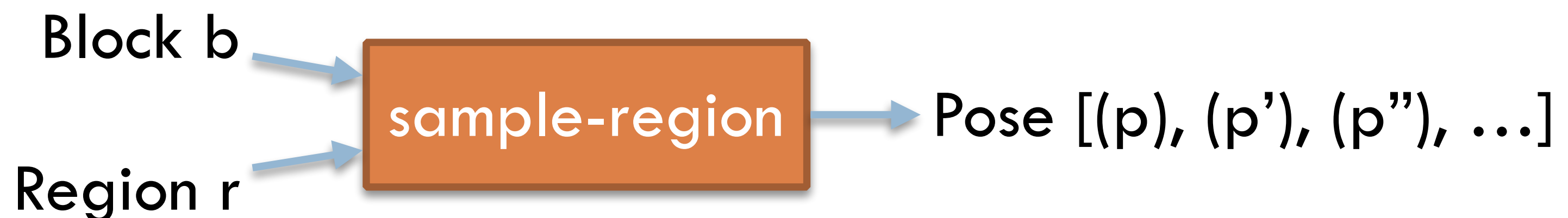
Sampling Contained Poses

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```
(:stream sample-region
 :inputs  (?b ?r)
 :domain  (and (Block ?b) (Region ?r))
 :outputs (?p)
 :certified (and (Pose ?b ?p) (Contain ?b ?p ?r)))
```



```
def sample_region(b, r):
    x_min, x_max = REGIONS[r]
    w = BLOCKS[b].width
    while True:
        x = random.uniform(x_min + w/2,
                           x_max - w/2)
        p = np.array([x, 0.])
        yield (p,)
```

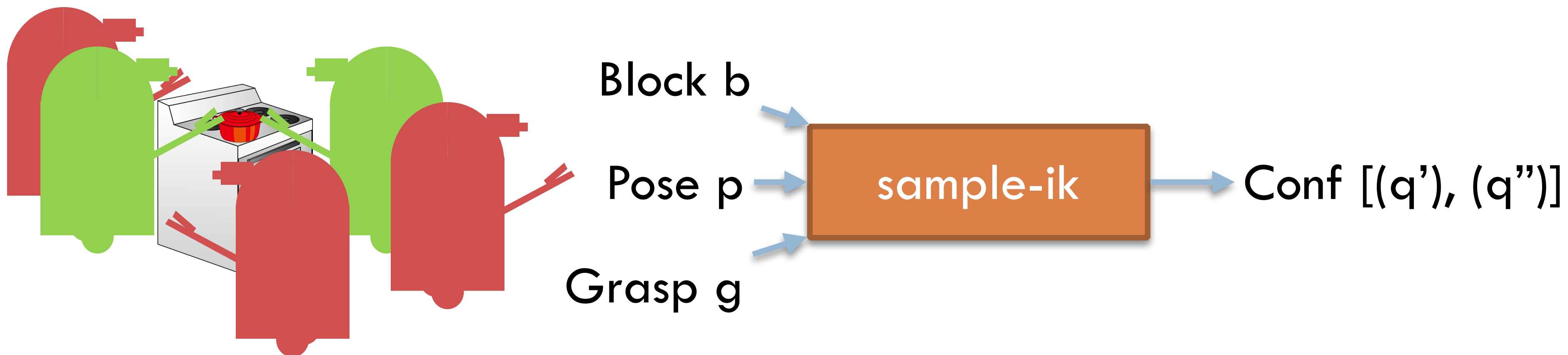


Sampling IK Solutions

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- **Inverse kinematics (IK)** to produce robot grasping configuration
- Trivial in 2D, non-trivial in general (e.g. 7 DOF arm)

```
(:stream sample-ik  
  :inputs  (?b ?p ?g)  
  :domain  (and (Pose ?b ?p) (Grasp ?b ?g) )  
  :outputs (?q)  
  :certified (and (Conf ?q) (Kin ?b ?p ?g ?q) ) )
```



Calling a Motion Planner

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- “Sample” multi-waypoint trajectories
- Use off-the-shelf motion planner (e.g. RRT)

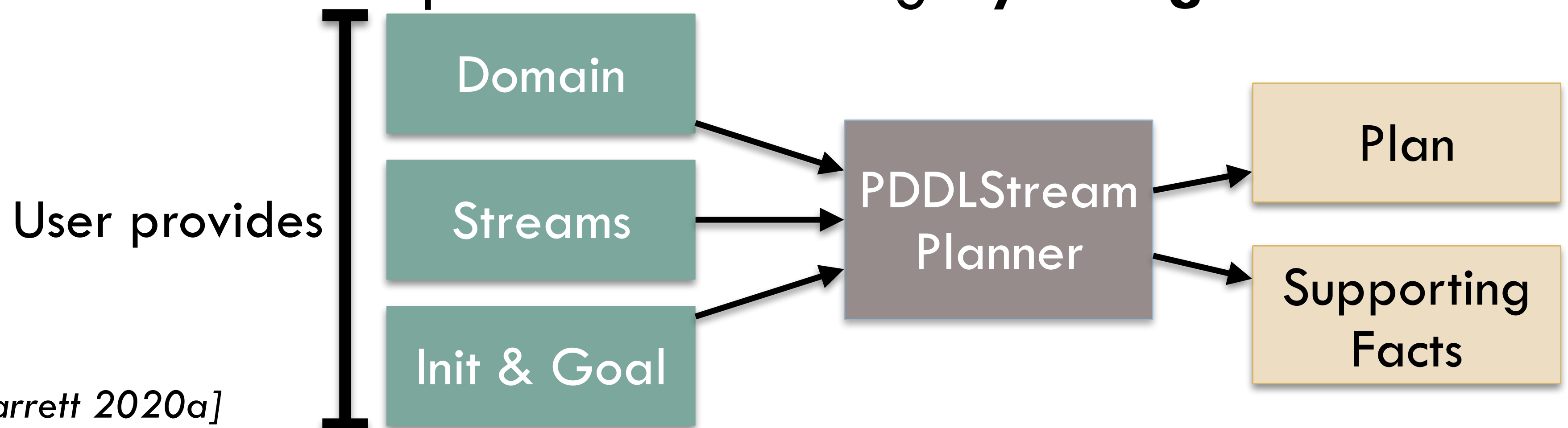
```
(:stream sample-motion  
  :inputs (?q1 ?q2)  
  :domain (and (Conf ?q1) (Conf ?q2))  
  :outputs (?t)  
  :certified (and (Traj ?t) (Motion ?q1 ?t ?q2)))
```



PDDLStream = PDDL + Streams

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- **Domain dynamics** (*domain.pddl*): declares actions
- **Stream properties** (*stream.pddl*)
 - Declares stream inputs, outputs, and certified facts
- **Problem and stream implementation** (*problem.py*)
 - Initial state, **Python constants**, & goal formula
 - Stream implementation using **Python generators**



PDDLStream Algorithms

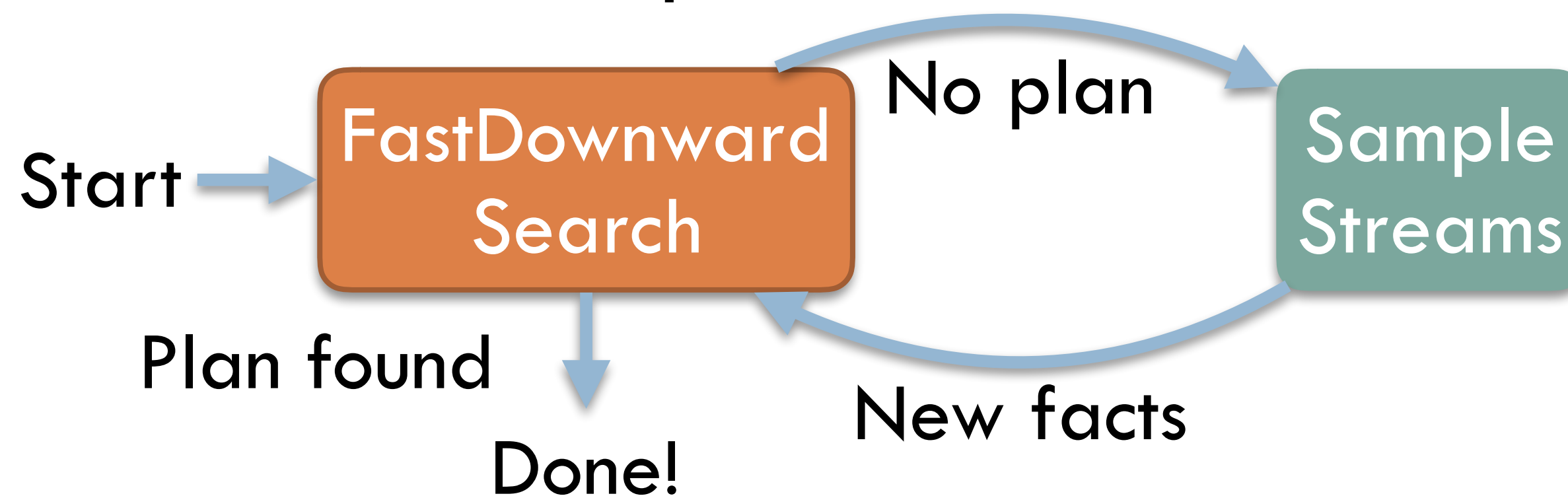
[Garrett, Lozano-Pérez, Kaelbling 2020]

Two PDDLStream Algorithms

- **PDDLStream planners decide** which streams to use
- Algorithms alternate between **searching & sampling**:
 1. **Search** a finite PDDL problem for plan
 2. **Modify** the PDDL problem (depending on the plan)
- Search implemented using **off-the-shelf algorithms**
 - **Off-the-shelf AI planner** - FastDownward
 - Exploits **factoring** in its search heuristics (e.g. h_{FF})
- **Probabilistically complete** given *sufficient* samplers

Incremental Algorithm

- Incrementally construct all possible initial facts
- Periodically check if a solution exists
- Repeat:
 1. **Compose** and **evaluate** a finite number of streams to unveil more facts in the initial state
 2. **Search** the current PDDL problem for plan
 3. **Terminate** when a plan is found



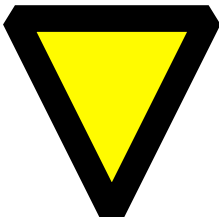



[Garrett 2018]
[Garrett 2020a]

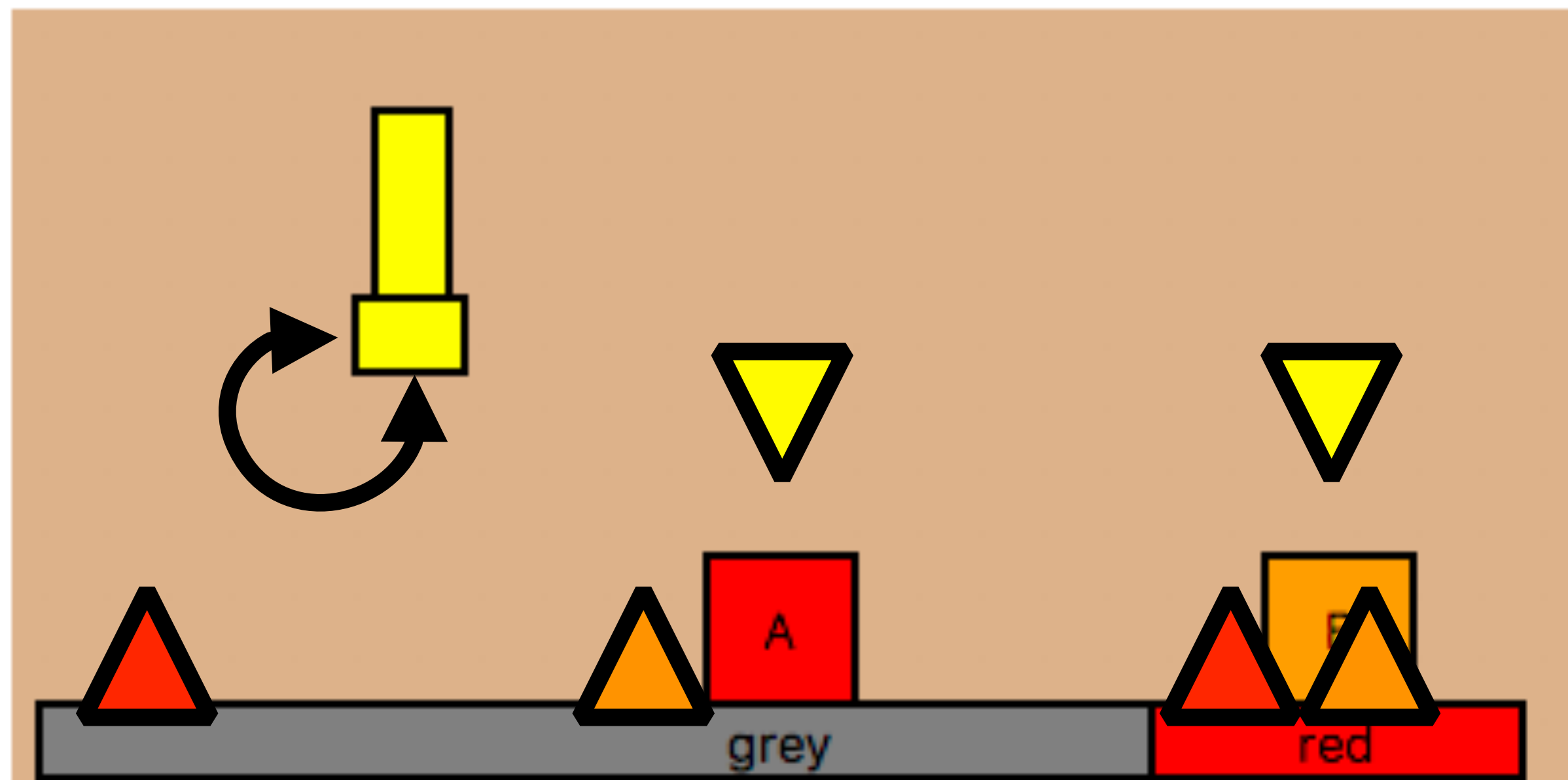
Incremental: Sampling Iteration 1

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Iteration 1 - 14 stream evaluations

- **Sampled:**

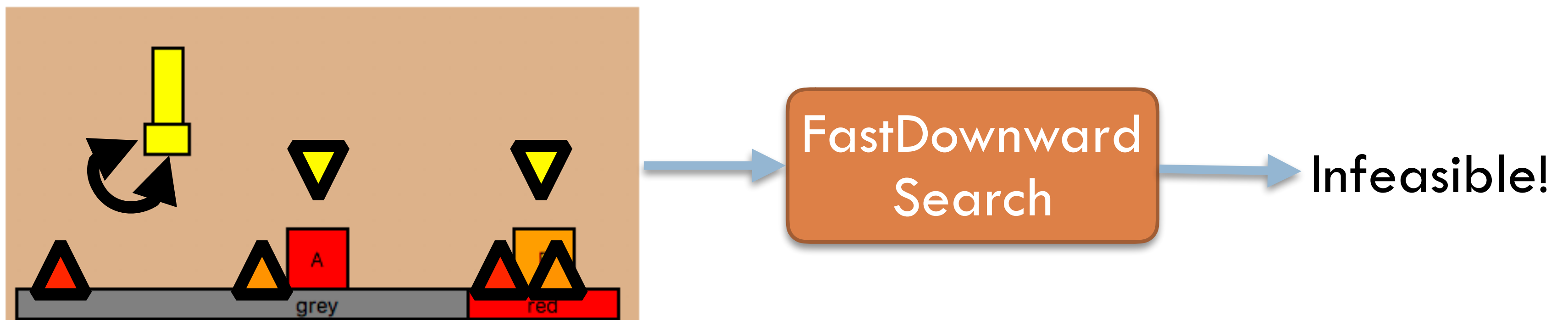
- 2 new robot configurations: 
- 4 new block poses:  
- 2 new trajectories: 



Incremental: Search Iteration 1

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- Pass current discretization to FastDownward
- If **infeasible**, the current set of samples is insufficient







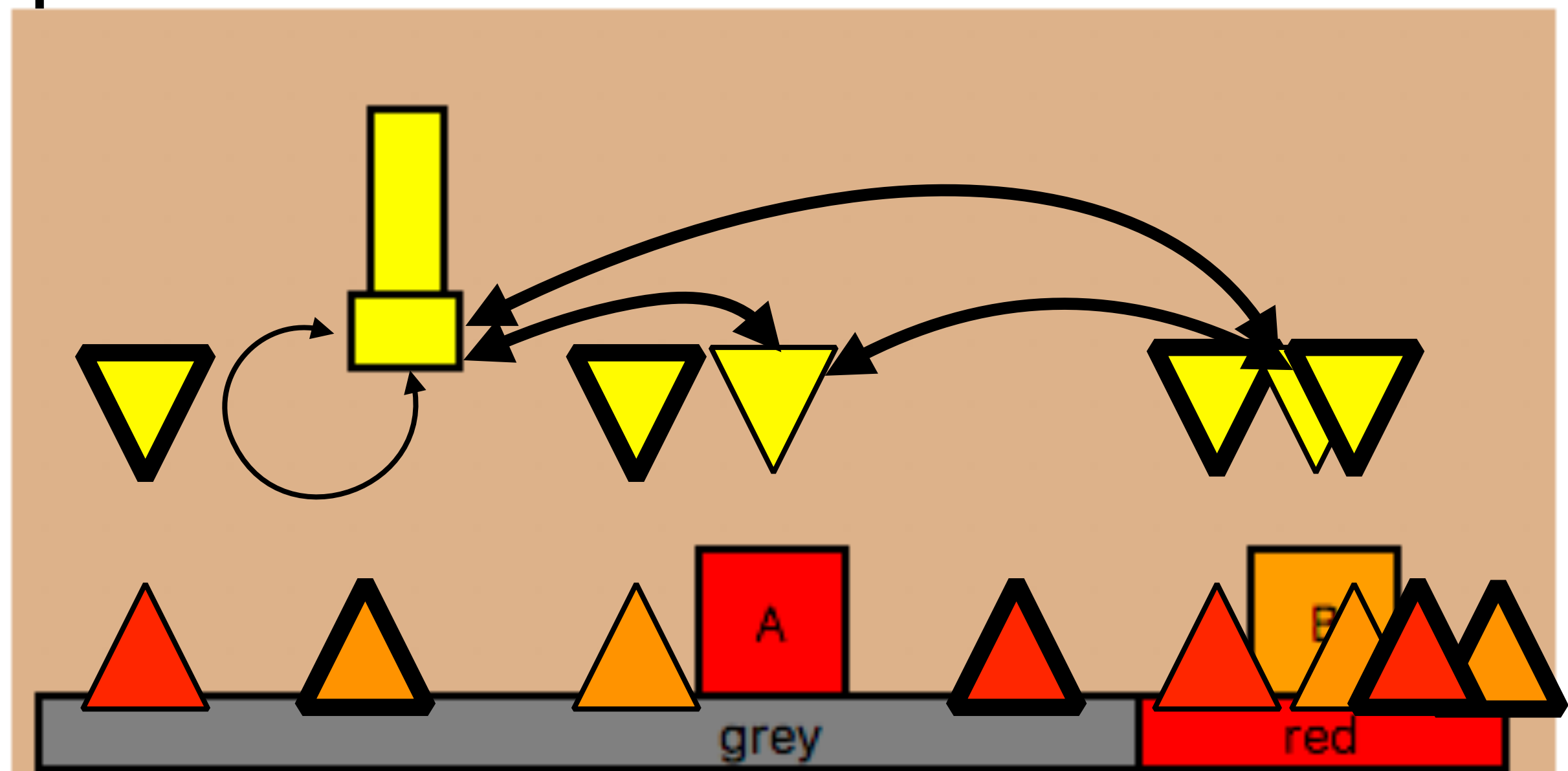
Incremental: Sampling Iteration 2

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Iteration 2 - 54 stream evaluations

- **Sampled:**

- 4 new robot configurations: 
- 4 new block poses:  
- 10 new trajectories: 



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-
- A diagram of a robotic arm with a yellow vertical bar and a yellow square base. The arm is positioned over a grey base with a red section. On the grey base, there are several yellow triangles and a yellow square labeled 'A'. On the red base, there are several yellow triangles and a yellow square labeled 'B'. Arrows indicate the movement of the arm from the grey base to the red base.

► Still infeasible!

Incremental Example: Iterations 3-4

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Iteration 3 - 118 stream evaluations

Iteration 4 - 182 stream evaluations

Solution:

- 1) **move** [-7.5 5.] [[-7.5 5.], [-7.5 5.], [7.5 5.], [7.5 2.5]] [7.5 2.5]
- 2) **pick B** [7.5 0.] [0. -2.5] [7.5 2.5]
- 3) **move** [7.5 2.5] [[7.5 2.5], [7.5 5.], [10.97 5.], [10.97 2.5]] [10.97 2.5]
- 4) **place B** [10.97 0.] [0. -2.5] [10.97 2.5]
- 5) **move** [10.97 2.5] [[10.97 2.5], [10.97 5.], [0. 5.], [0. 2.5]] [0. 2.5]
- 6) **pick A** [0. 0.] [0. -2.5] [0. 2.5]
- 7) **move** [0. 2.5] [[0. 2.5], [0. 5.], [7.65 5.], [7.65 2.5]] [7.65 2.5]
- 8) **place A** [7.65 0.] [0. -2.5] [7.65 2.5]

- **Drawback** - many unnecessary samples produced
 - **Computationally expensive** to generate
 - **Induces large discrete-planning problems**

Optimistic Stream Outputs

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- Many TAMP streams are exceptionally **expensive**
 - Inverse kinematics, motion planning, collision checking
- **Only** query streams that are **identified** as useful
 - Plan with **optimistic hypothetical** outputs [Srivastava 2014]
- Inductively create **unique first-class** placeholder object for each stream instance output (has **#** as its prefix)

Optimistic evaluations:

1. **s-region:(block-A, red-region)->(#p0)**
2. **s-ik:(block-A, [0. 0.], [0. -2.5])->(#q0),**
3. **s-ik:(block-A, #p0, [0. -2.5]) ->(#q2)**

[Garrett 2018]

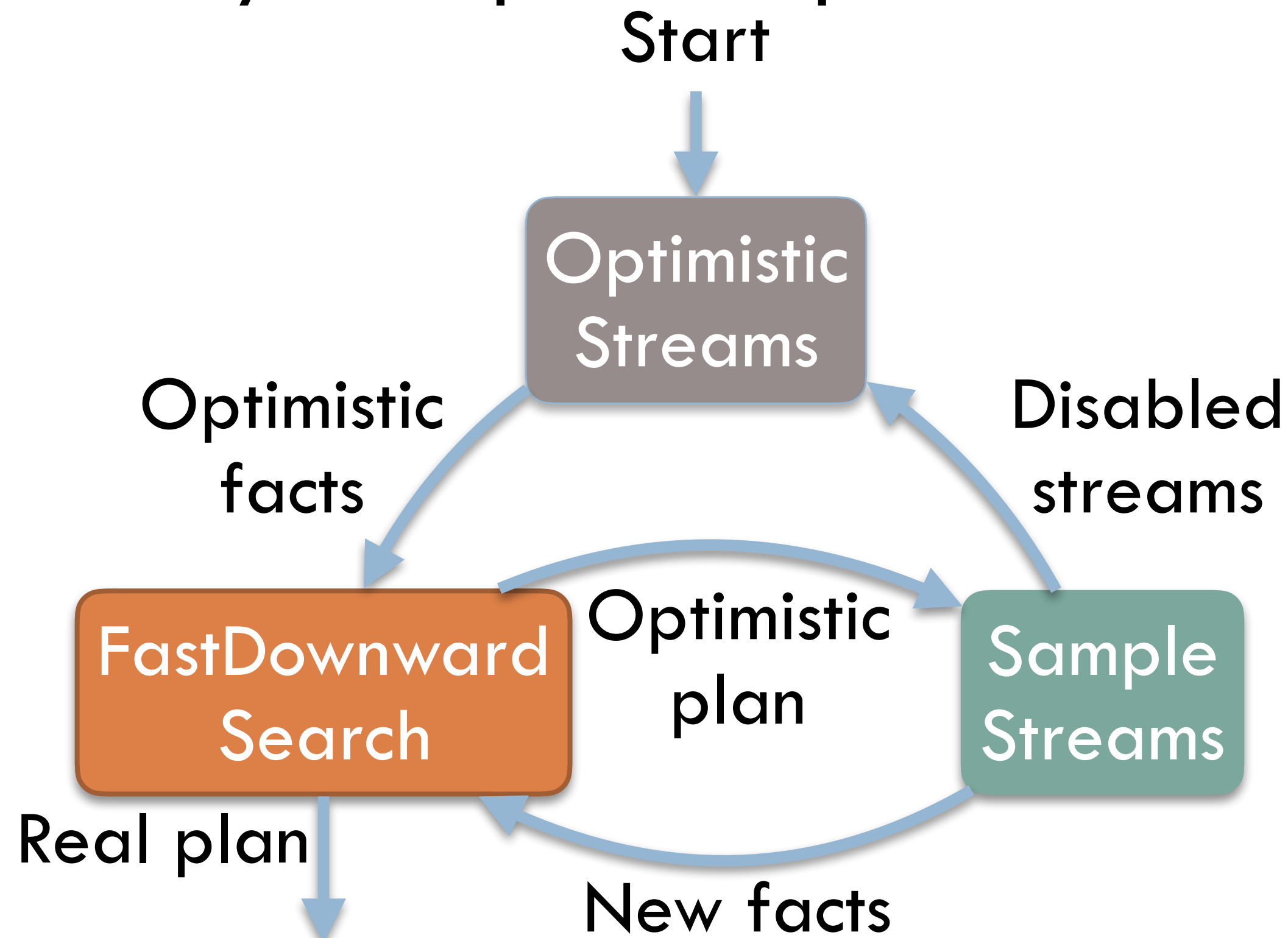
[Garrett 2020a]

Focused Algorithm

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- **Lazily** plan using optimistic outputs **before** real outputs
- **Recover** set of streams used by the optimistic plan
- Repeat:

1. Construct active **optimistic** objects
2. **Search** with **real & optimistic** objects
3. If **only real objects** used, **return plan**
4. **Sample** used streams
5. **Disable** used streams



[Garrett 2018][Garrett 2020a]

Focused Example 1

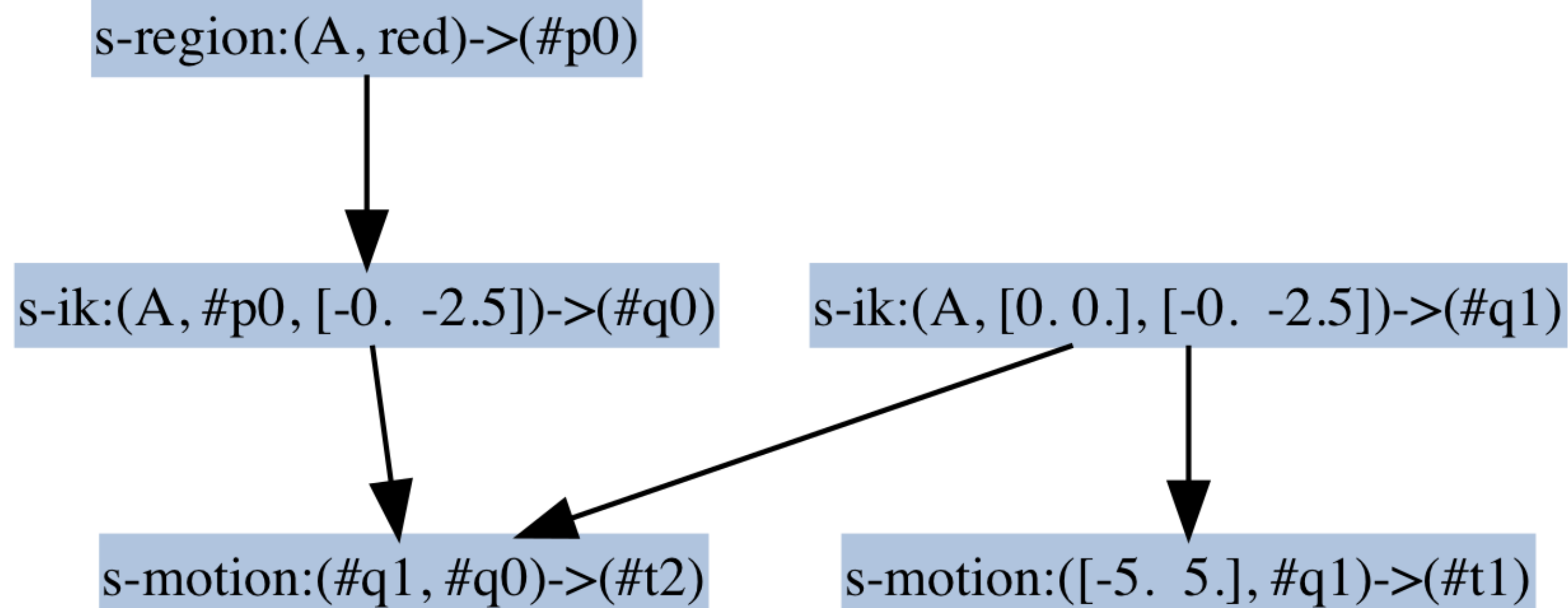
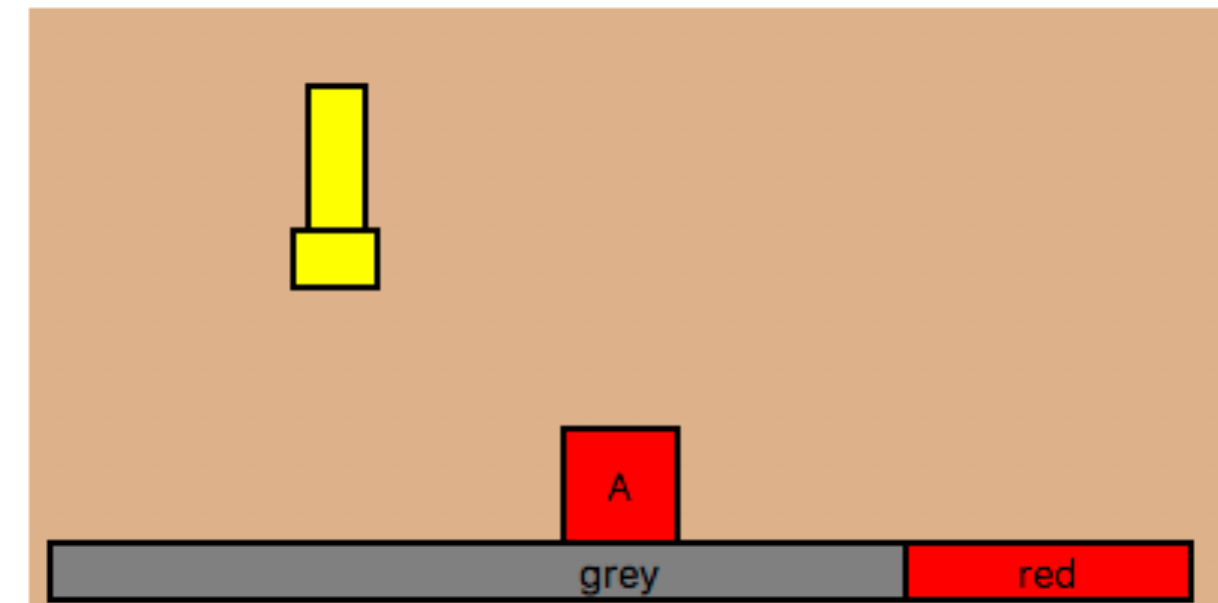
46

Optimistic Plan:

move([-5. 5.], #t0, #q0), **pick**(A, [0. 0.], [-0. -2.5], #q0),
move(#q0, #t2, #q1), **place**(A, #p0, [-0. -2.5], #q1)

Constraints:

(kin, A, #q0, #p0, [-0. -2.5]),
(kin, A, #q1, [0. 0.], [-0. -2.5]),
(motion, [-5. 5.], #t1, #q1),
(motion, #q1, #t2, #q0),
(contain, A, #p0, red),



Focused Example 2: Iteration 1

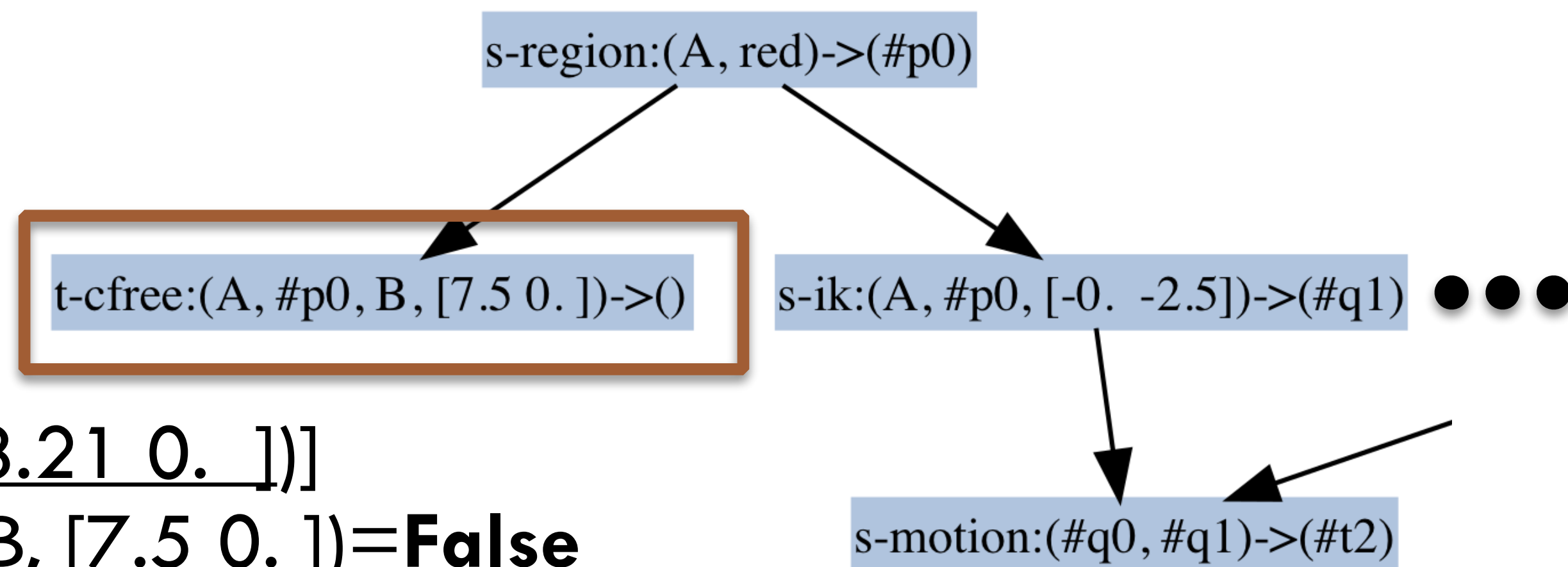
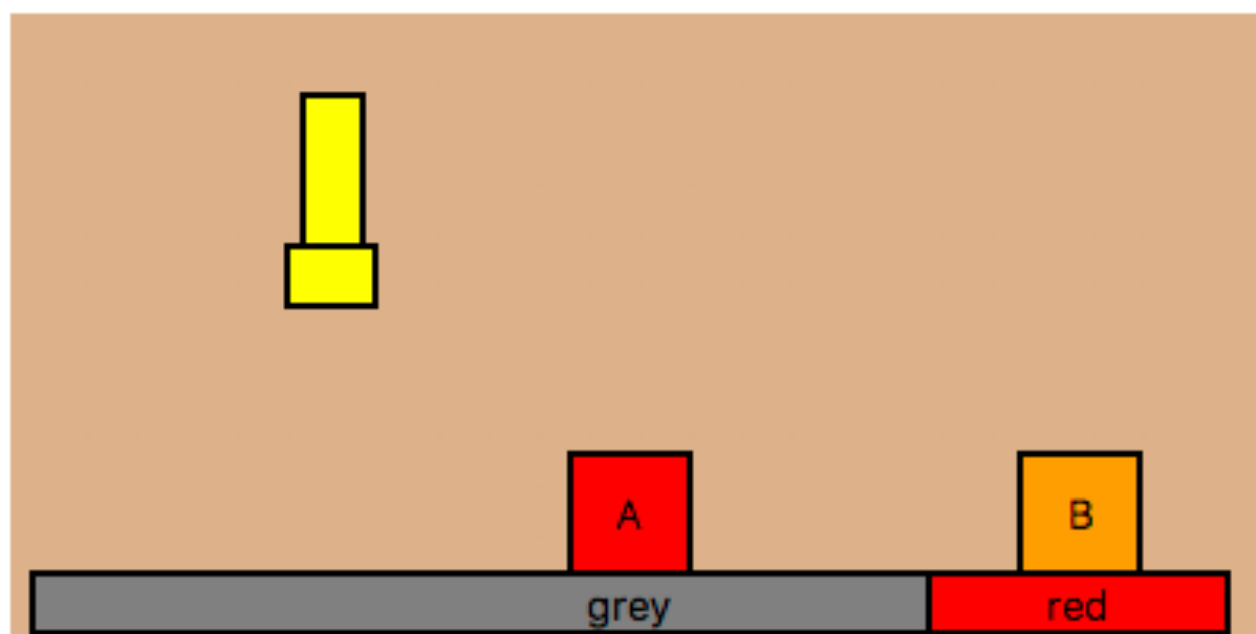
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Optimistic Plan:

move([-5. 5.], #t0, #q0), **pick**(A, [0. 0.], [-0. -2.5], #q0),
move(#q0, #t2, #q1), **place**(A, #p0, [-0. -2.5], #q1)

Constraints:

(cfree, A, #p0, B, [7.5 0.]), (contain, A, #p0, red),
(kin, A, #q0, [0. 0.], [-0. -2.5]), (kin, A, #q1, #p0, [-0. -2.5]),
(motion, #q0, #t2, #q1), (motion, [-5. 5.], #t0, #q0)



Stream evaluations:

1. **s-region**:(A, red)->([8.21 0.])

2. **t-cfree**:(A, [8.21 0.], B, [7.5 0.])=**False**

These stream instances are **removed** from subsequent searches

Focused Example: Iteration 2

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Optimistic Plan:

move([-5. 5.], #t4, #q2), **pick**(B, [7.5 0.], [-0. -2.5], #q2),
move(#q2, #t9, #q3), **place**(B, #p1, [-0. -2.5], #q3),
move(#q3, #t6, #q0), **pick**(A, [0. 0.], [-0. -2.5], #q0),
move(#q0, #t8, #q4), **place**(A, [8.21 0.], [-0. -2.5], #q4)



t-cfree:(A, [8.21 0.], B, [7.5 0.]) previously **failed**
t-cfree:(A, [8.21 0.], B, #p1) might **succeed**

s-region:(B, grey)->(#p1)

t-cfree:(B, #p1, A, [0. 0.])->()

t-cfree:(A, [8.21 0.], B, #p1)->()

s-ik:(B, [7.5 0.], [-0. -2.5])->(#q3)

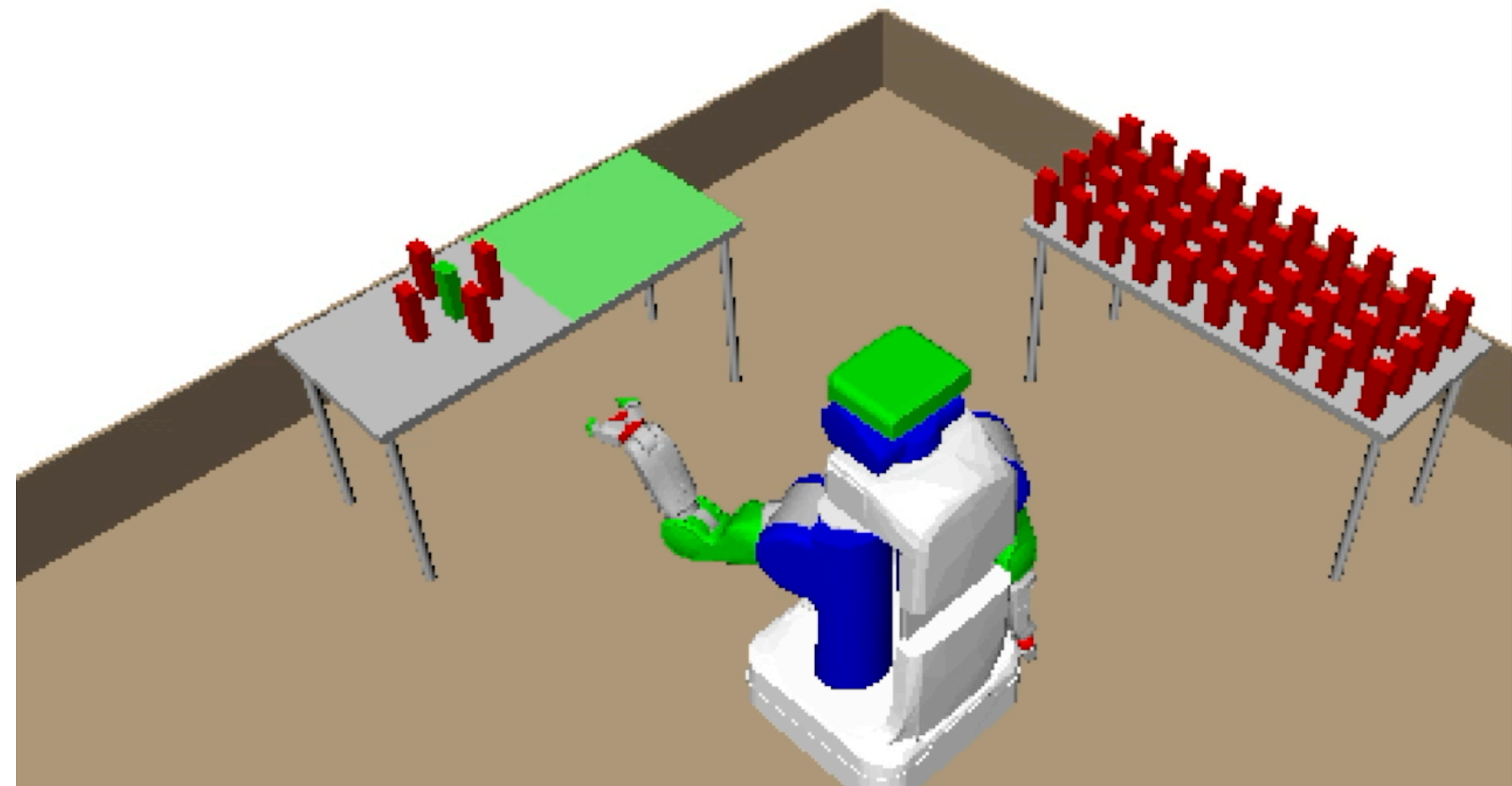
s-motion:([-5. 5.], #q3)->(#t4)

...

Focused Outperforms Incremental

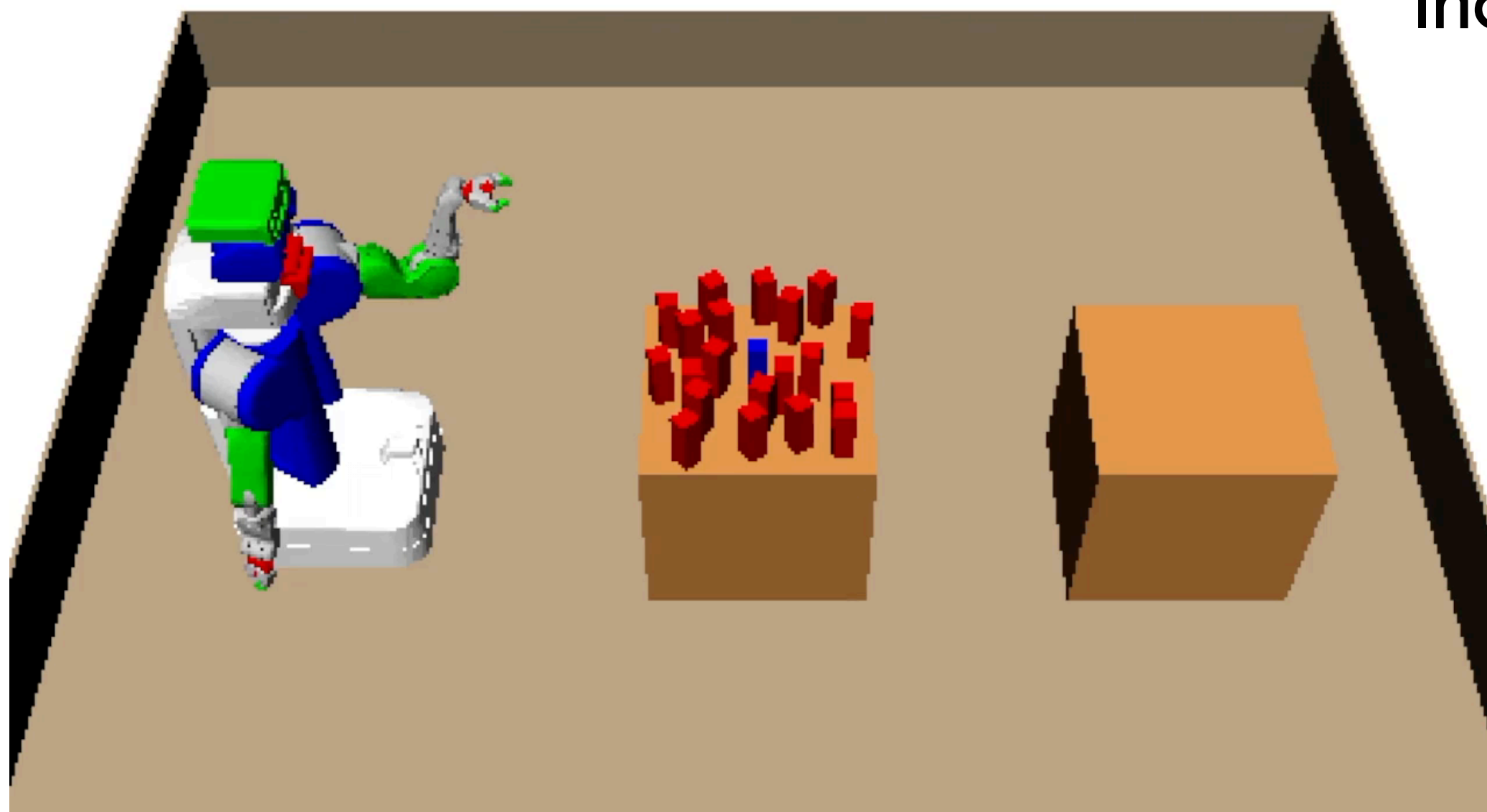


Incremental ~20s
Focused ~10s



Incremental 120+
Focused ~25s

Incremental 120+
Focused ~20s



[Garrett 2018]



Learning Samplers

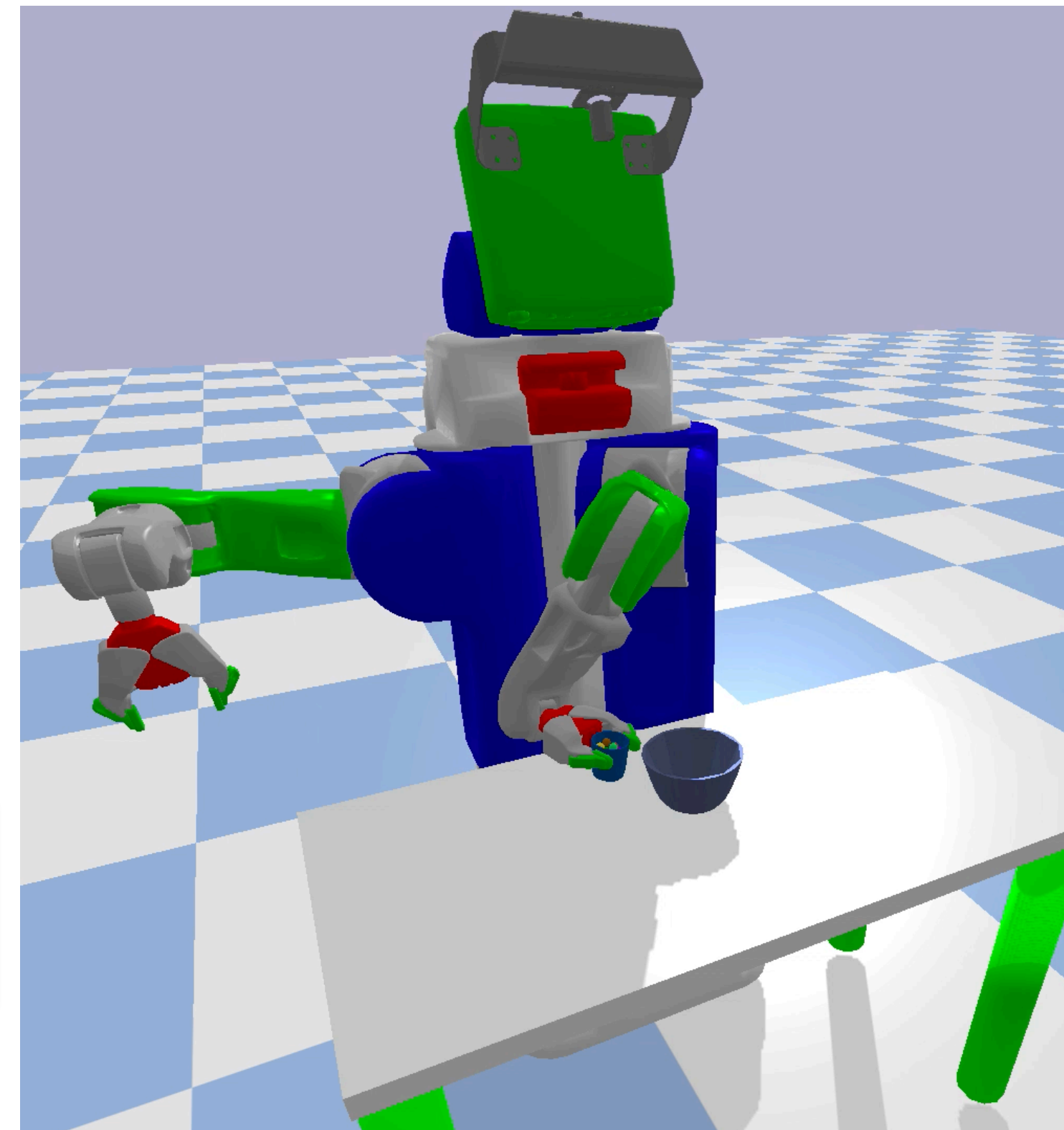
Learning Samplers for Dynamic Skills

51

- Learn **many** good pours
 - % particle mass in bowl
- **Gaussian Processes Regression**
 - **Uncertainty** quantification

given sample

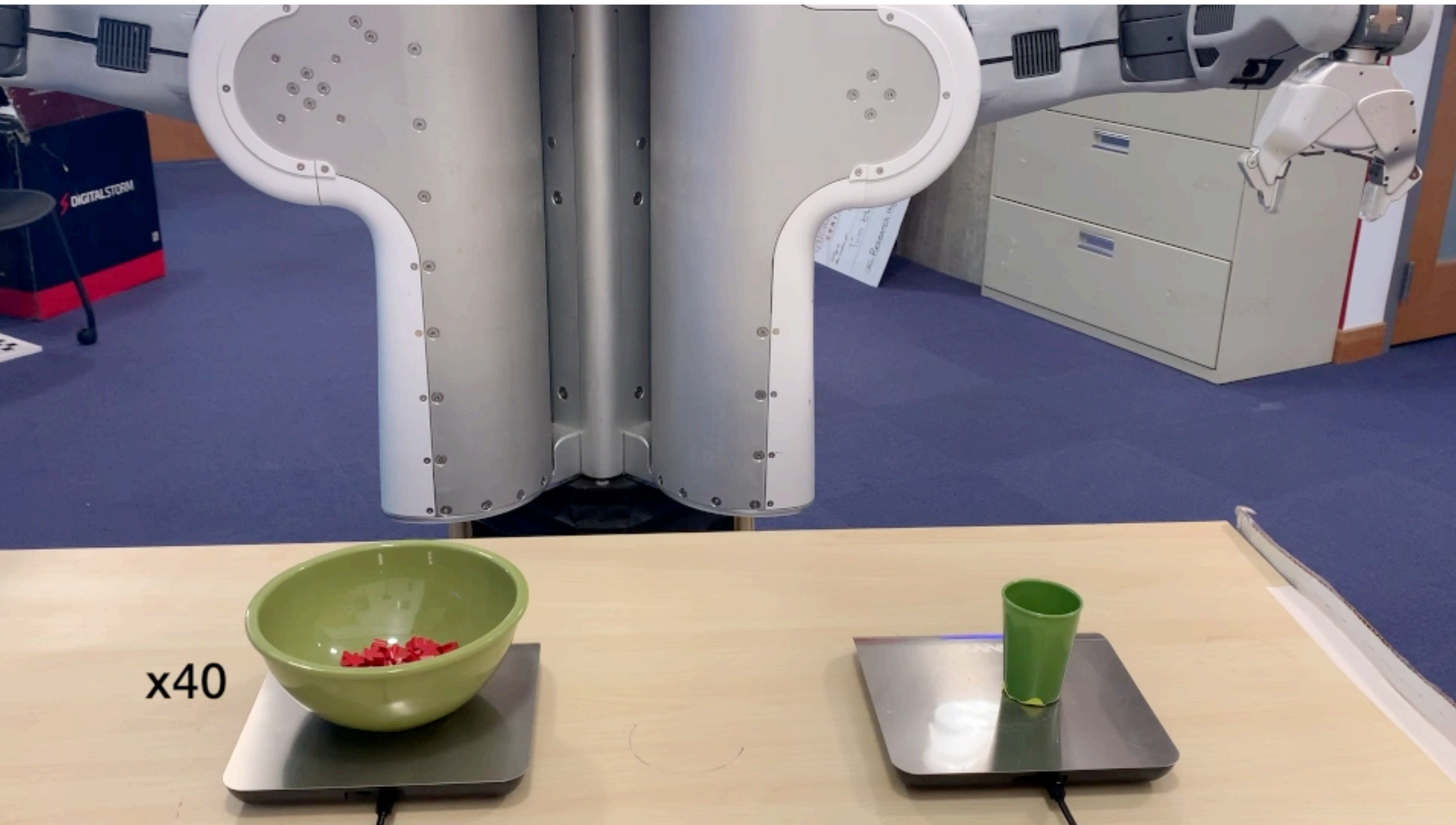
score($\underbrace{radius, height}_{\theta}, \underbrace{position, axis, pitch}_{\text{sample}}$) > 0



```
(:action pour
:parameters (?arm ?bowl ?pose ?cup ?grasp ?conf ?traj)
:precondition (and (GoodPour ?arm ?bowl ?pose ?cup ?grasp ...))
:effect (and (HasWater ?bowl) (not (HasWater ?cup))))
```


PDDLStream Planning to Collect Data

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Training: Active Exploration

53



Testing: Predicted Best Sample

54



TAMP Under Uncertainty

[Garrett, Paxton, Lozano-Pérez, Kaelbling, & Fox 2020]

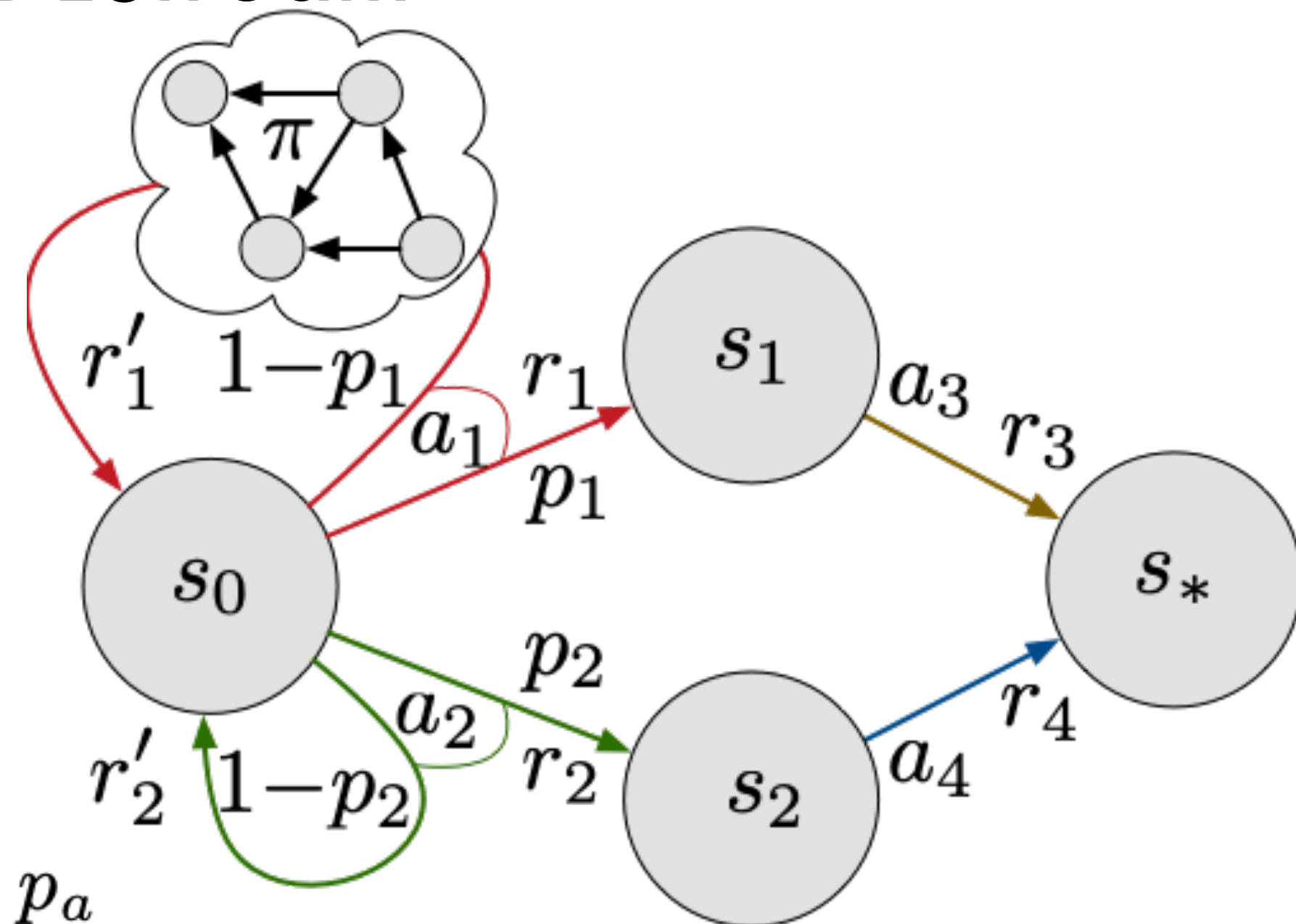


NVIDIA

Addressing Stochasticity

56

- Compute policy **online** via **replanning**
- Approximate MDP as a **cost-sensitive deterministic** problem (**determinization**) [Yoon 2007]
- Allows us to leverage PDDLStream
- Class of simple MDPs where **deterministic planning is optimal**
- Combines **reward & probability** of transition



$$\hat{c}_a = -r_a - \sum_{t=1}^{\infty} r'_a (1 - p_a)^t = -r_a - r'_a \frac{1 - p_a}{p_a}$$

[Keyder 2008]

Addressing Partial Observability

57

- **Occlusions** due to limited field of view, doors, drawers, movable objects, robot, ...
- Update a **belief** (probability distribution) over states
- Plan in the **space of beliefs** (belief space planning)

[Kaelbling 2013]

- **Factor** into a pose belief per movable object
- Use **particle-based** beliefs to capture multi-modal distributions



Movable Object Occlusion

58



Goal: Cook Spam
x4

Observation Actions

59

- State variables are **distributions over values**
- Intentionally take **observation actions**

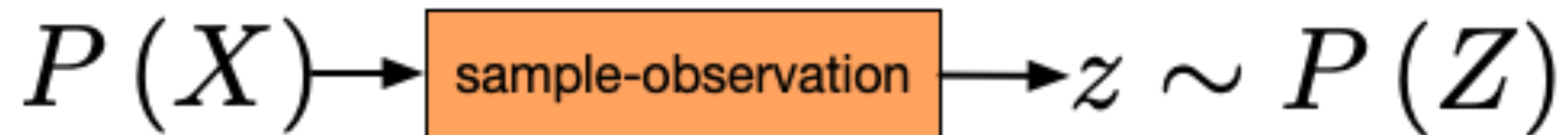
```
(:action detect
:param (?o ?pb1 ?obs ?pb2)
:pre (and (BeliefUpdate ?o ?pb1 ?obs ?pb2)
  (AtPoseB ?o ?pb1) (BVisible ?o ?pb1 ?obs))
:eff (and (AtPoseB ?o ?pb2) (not (AtPoseB ?o ?pb1))
  (incr (total-cost) (ObsCost ?o ?pb1 ?obs))))
```

- Streams used sample and compute **belief dynamics**
- Visible with **high probability** precondition
- Action costs incorporate **observation likelihoods**

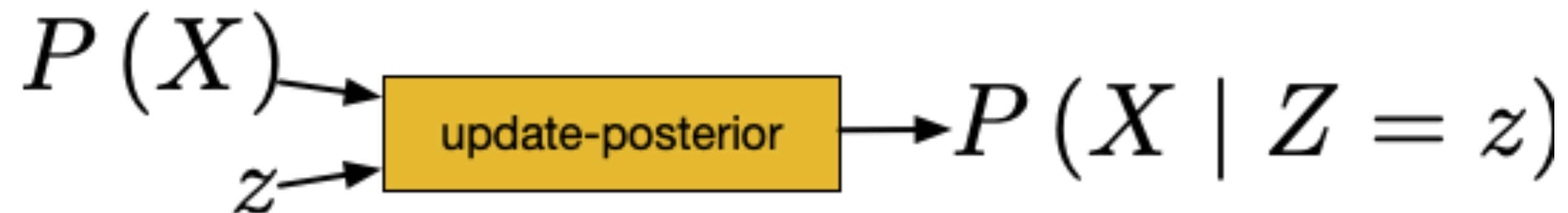
Observation Streams

60

- Streams operate on **distributions** rather than **points**
- Sample** possible observations



- Deterministic belief update** given observation



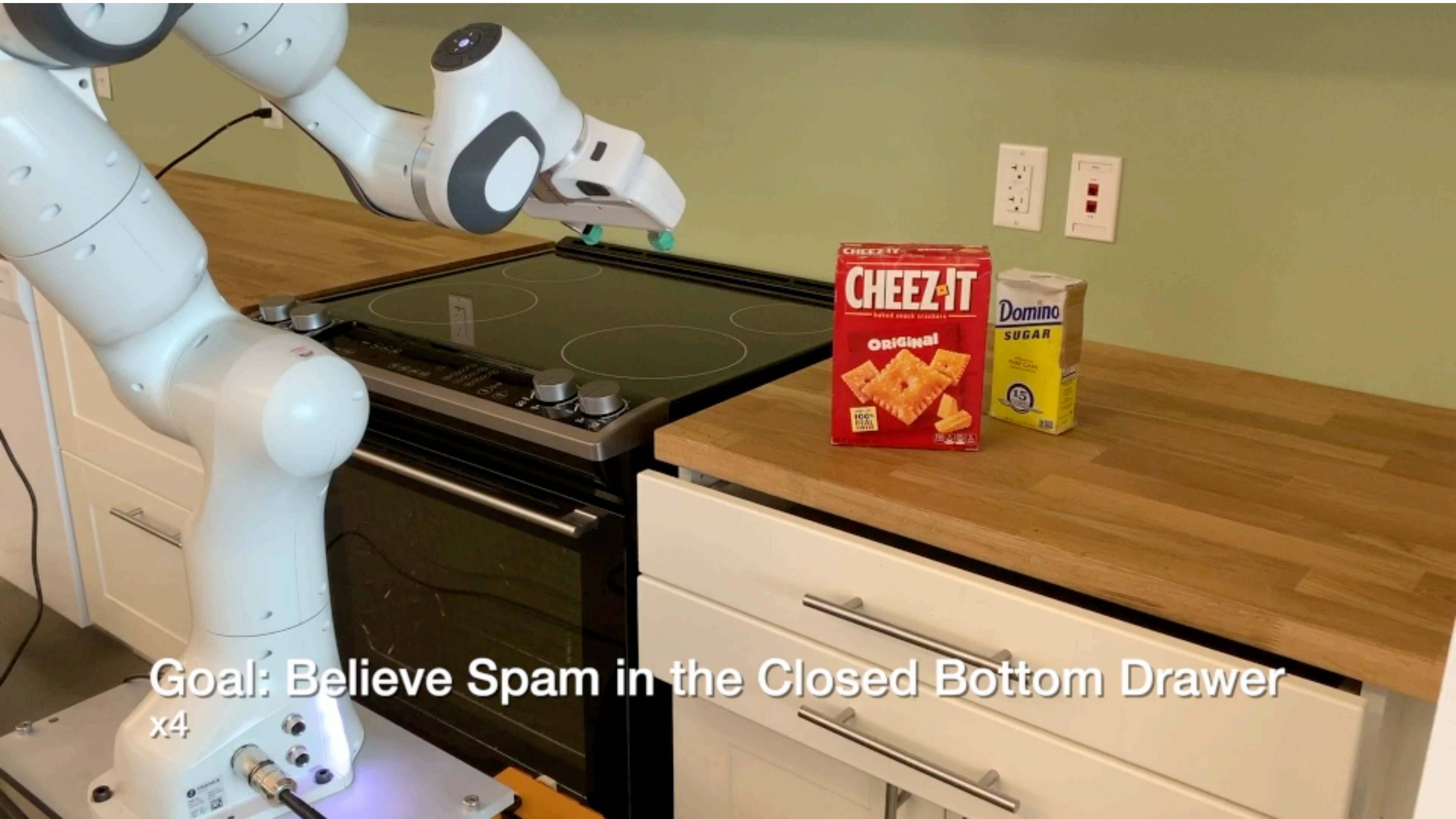
- Compute the **likelihood of an observation**



- Incorporate into detect cost

Prior: Spam in One of the Drawers

61



Prior: Spam in One of the Drawers

62



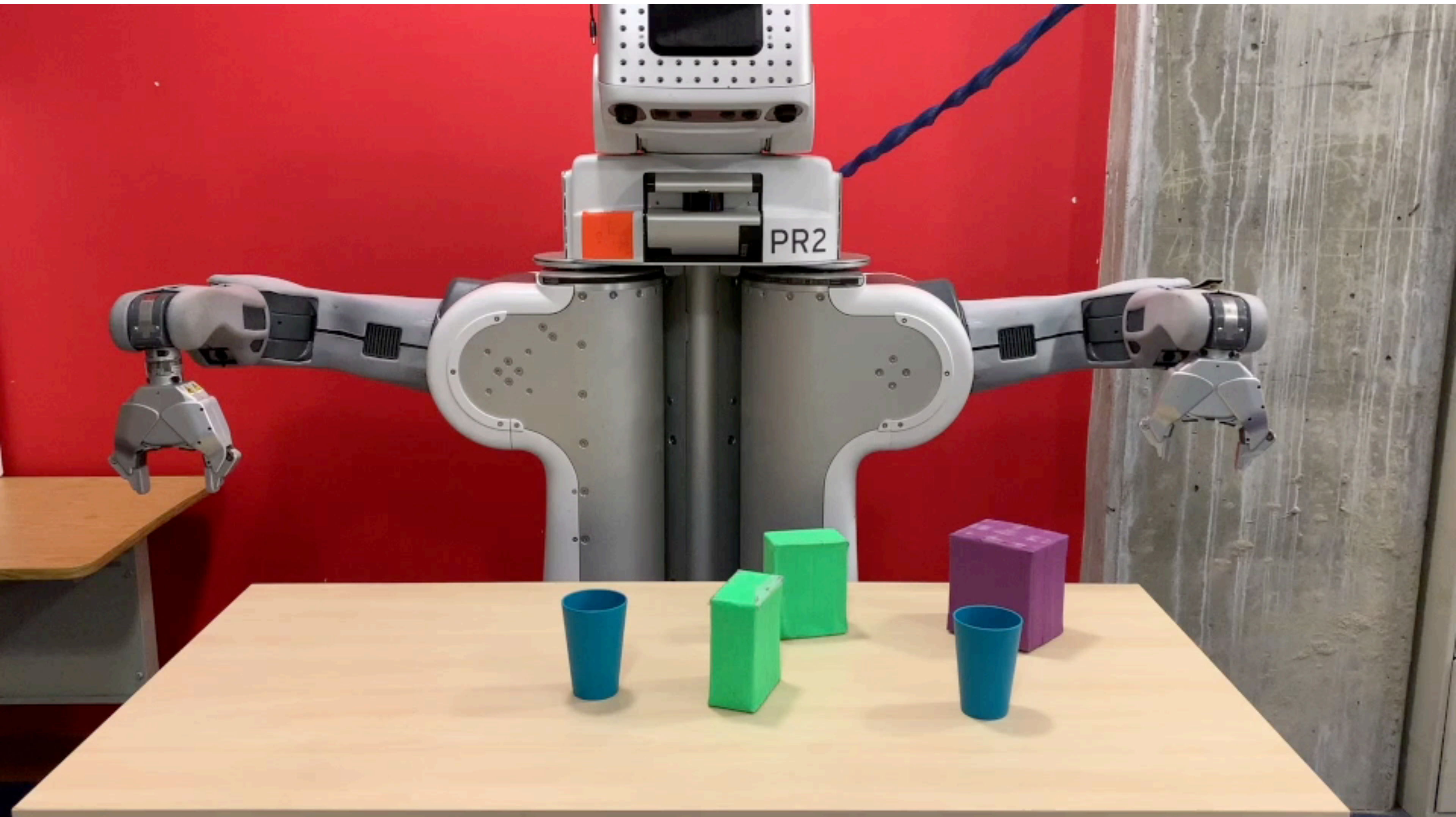
Goal: Believe Spam in Closed Bottom Drawer
x4

Takeaways

- **PDDLStream**: planning language that supports **sampling procedures** as blackbox streams
- **Lazy/optimistic** planning intelligently queries only a small number of samplers (focused algorithm)
- React online to stochasticity using **cost-sensitive, deterministic** replanning
- Define **streams over distributions** to perform belief-space planning

Questions? (and Outtakes!)

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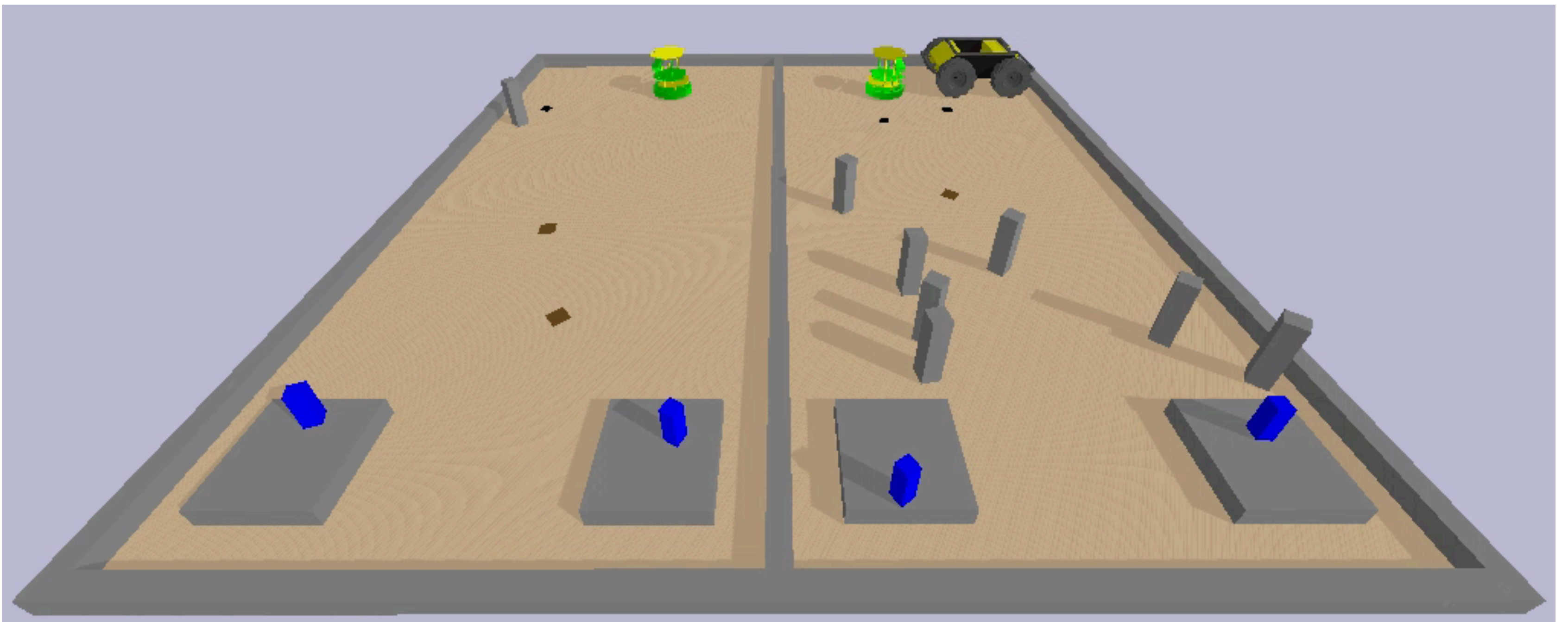




Multi-Robot TAMP

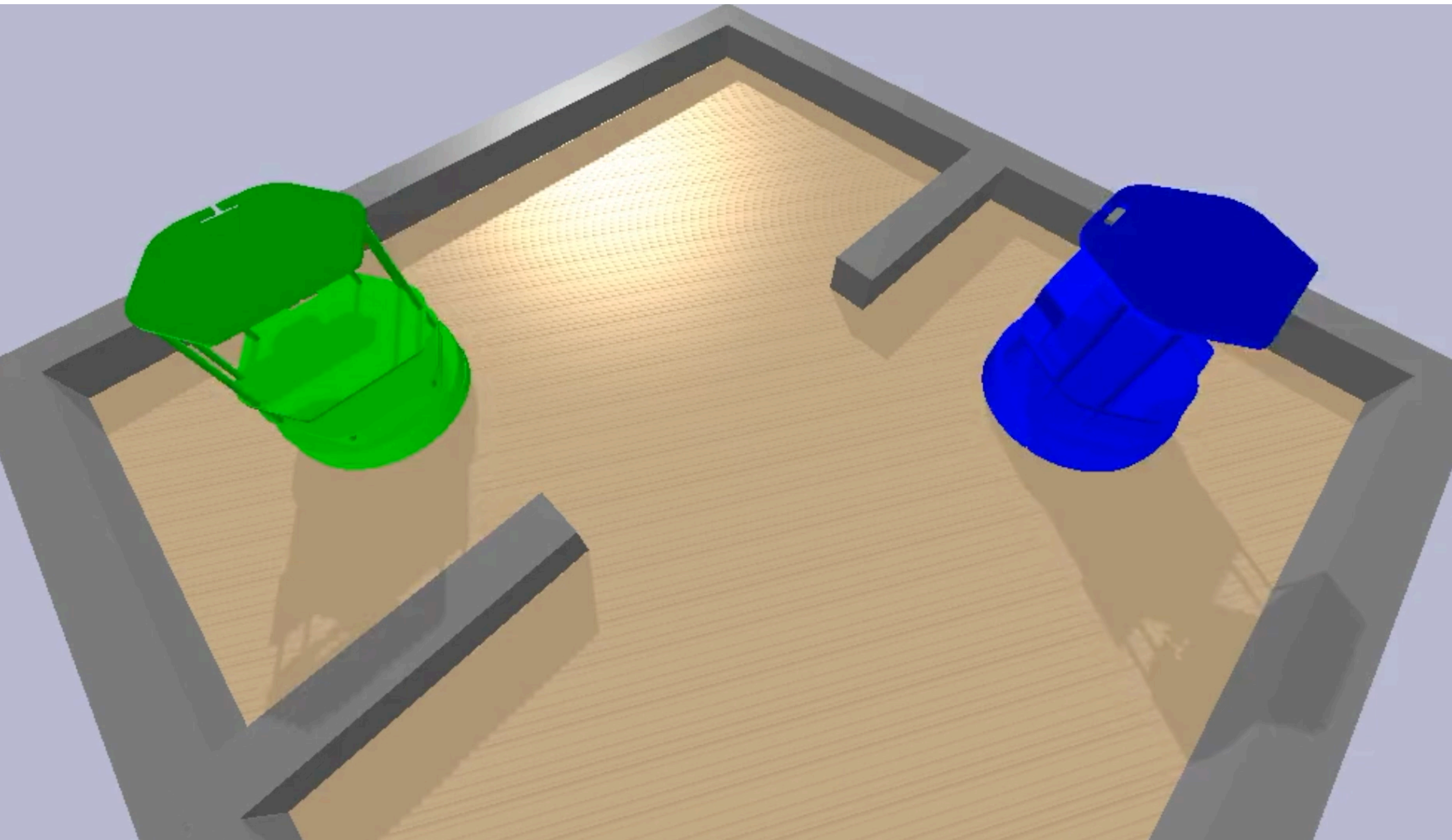
Centralized Turtlebot Imaging

- Rovers domain with **visibility** and **reachability**
- How can we plan for **simultaneous** execution?
- Use a **temporal planner** as search subroutine (e.g. **Temporal FastDownward**) [Eyerich 2009]



Swap Initial Configurations

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