

# Human motion prediction for “human-aware” robots



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Research Group Leader



# Human **Space Sharing** Skills



# Human **Interactive** Manipulation



- **Pick**
- **Place**
- ➔ **Give**
- ➔ **Receive**
- ➔ **Co-Manipulate**



# Dynamic **Social** Movement

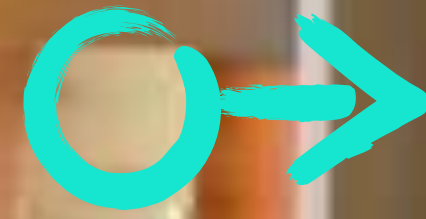
Anticipation



Anticipation

Legibility

?



Anticipation

Legibility

Coordination



Anticipation

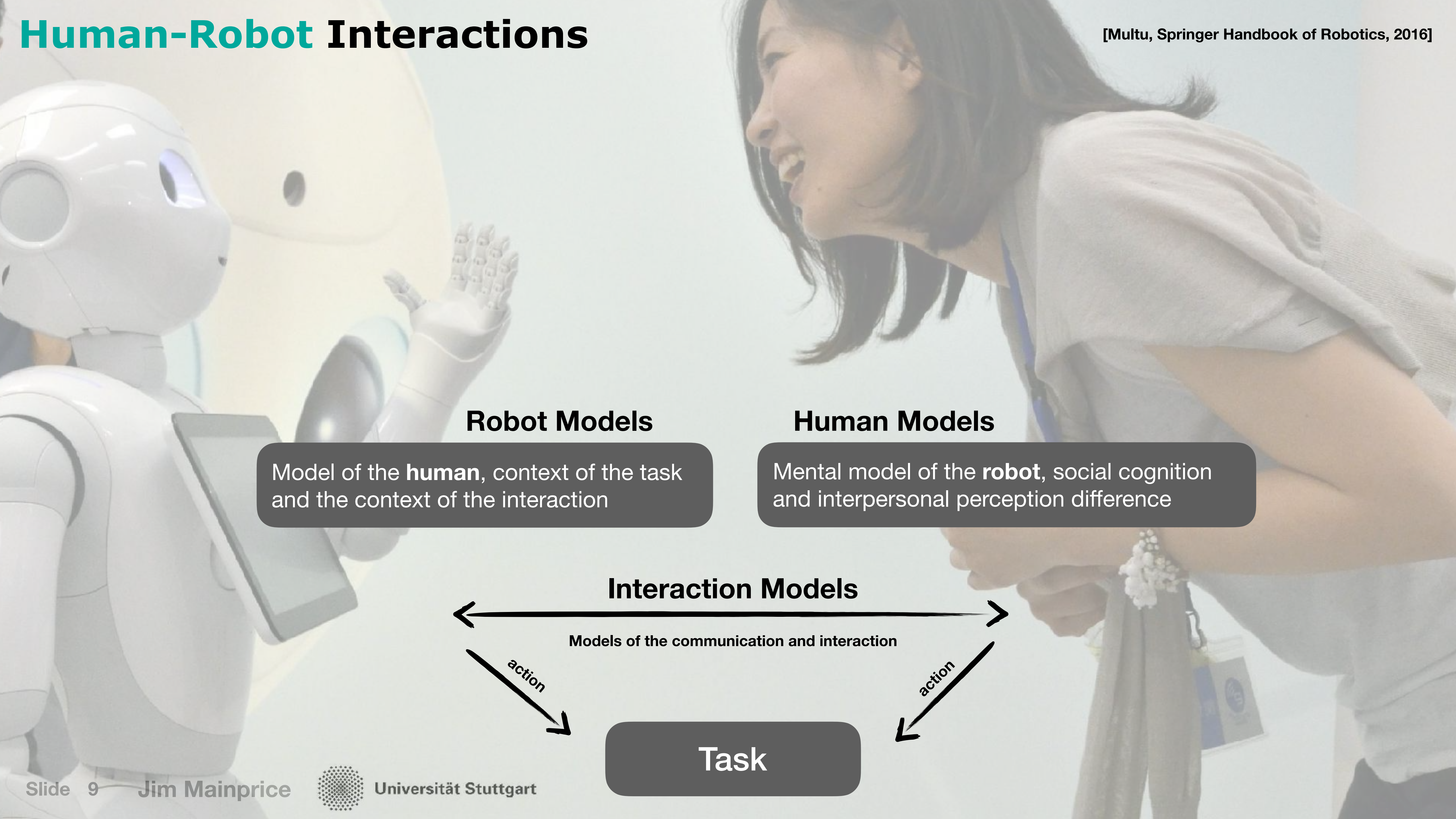
Legibility

Coordination

Learning







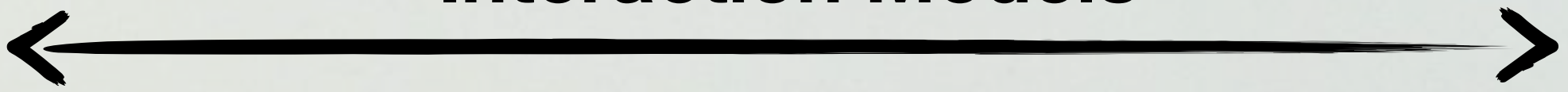
## Robot Models

Model of the **human**, context of the task and the context of the interaction

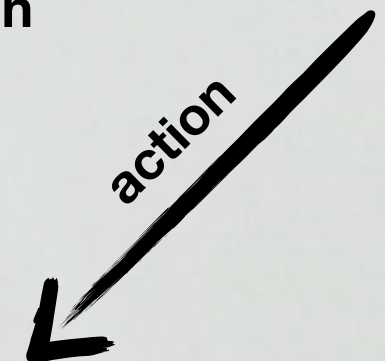
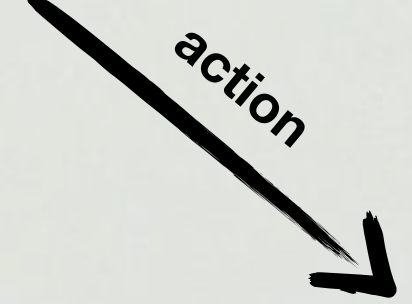
## Human Models

Mental model of the **robot**, social cognition and interpersonal perception difference

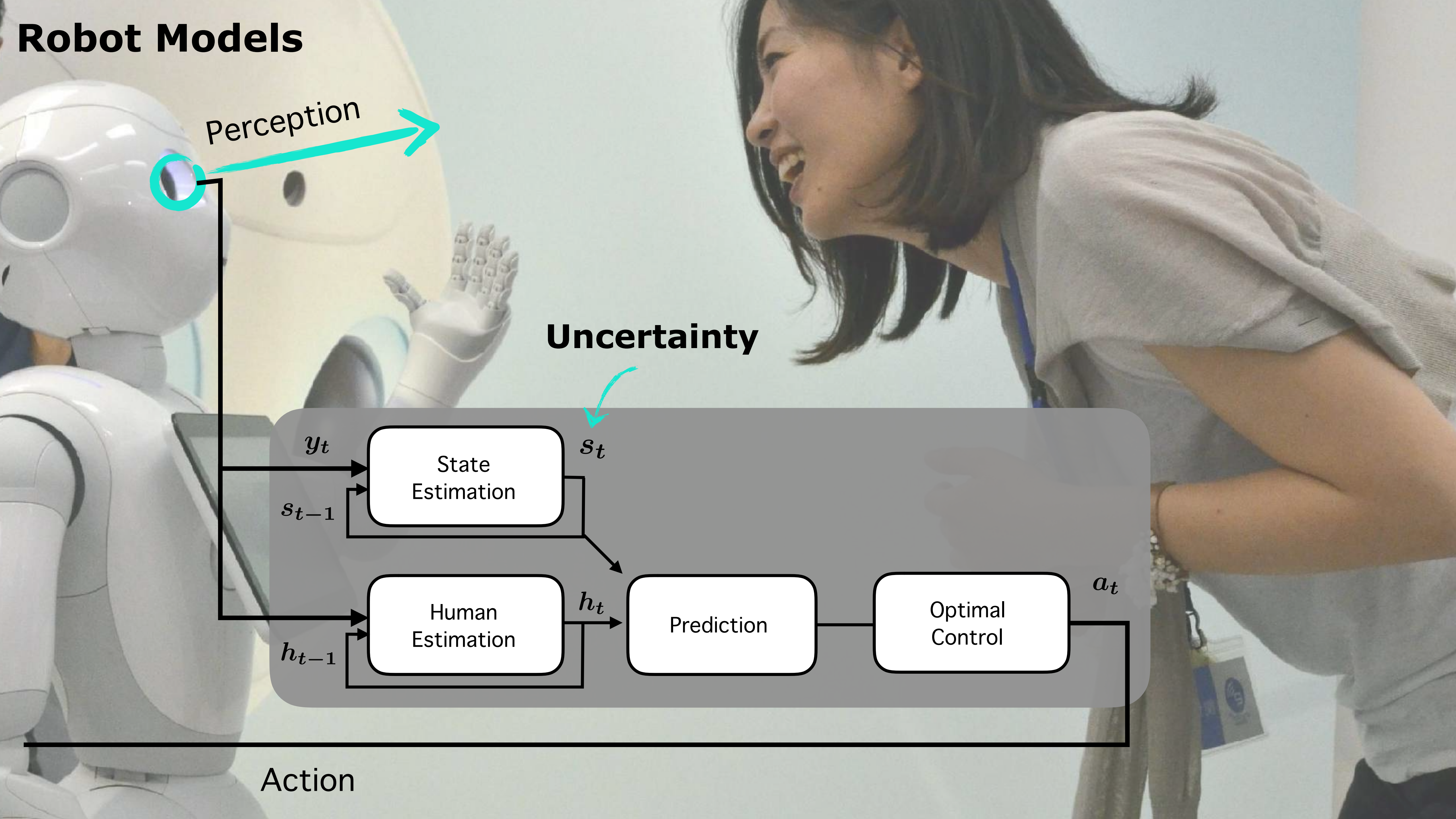
## Interaction Models



Models of the communication and interaction



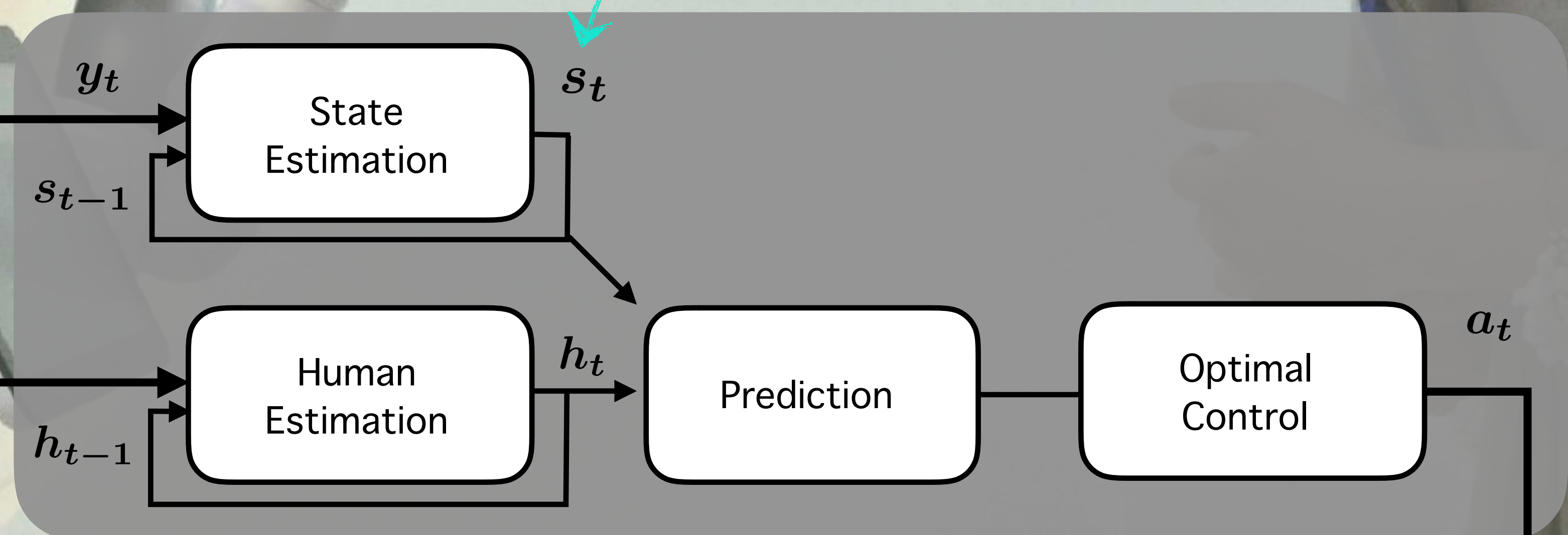
**Task**



# Robot Models

Perception

Uncertainty



Action

# Outline

A woman with long dark hair, wearing a light grey t-shirt, is leaning forward and smiling as she interacts with a white humanoid robot. The robot has a friendly-looking face with large eyes and is holding a tablet. The background is a plain, light-colored wall.

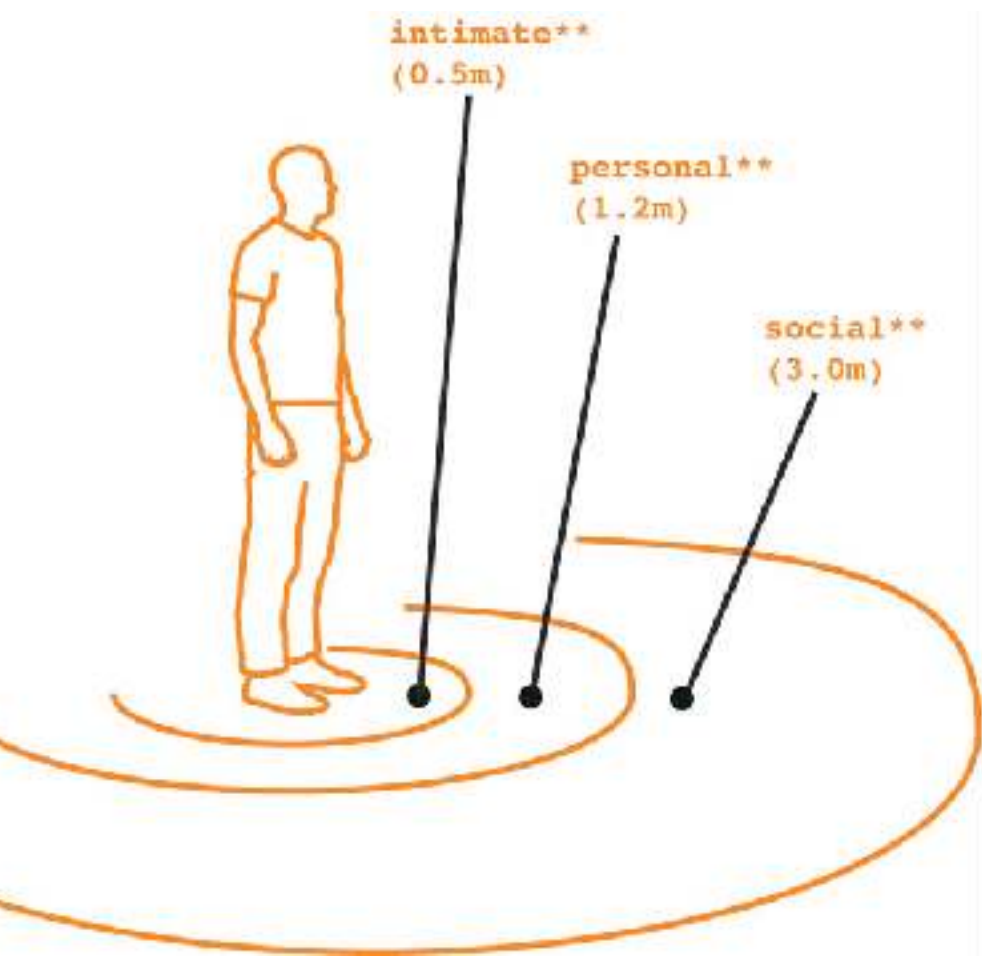
1. Human Aware Motion Planning
2. Inverse Optimal Control of Collaborative Motion
3. Combining with Data Driven Dynamical Models

# Outline

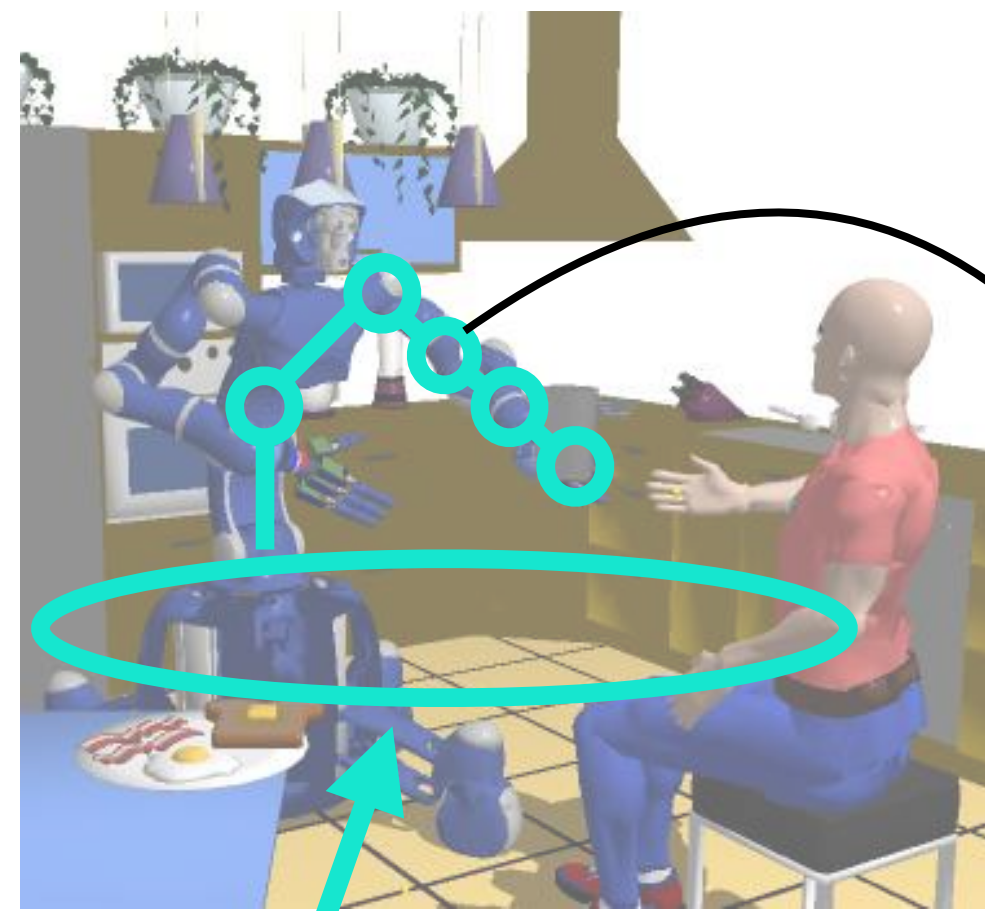
A woman with long dark hair, wearing a grey t-shirt, is leaning forward and smiling as she interacts with a white humanoid robot. The robot has a friendly-looking face with large eyes and is gesturing with its right hand. The background is a plain, light-colored wall.

- 1. Human Aware Motion Planning**
2. Inverse Optimal Control of Collaborative Motion
3. Combining with Data Driven Dynamical Models

# “Human-Aware” extension of motion planning algorithms



Anthropological Studies :  
Theory of « proxemics » [Hall66]



Trajectory Space

$$\Xi = \{\xi \mid \xi : [0, 1] \rightarrow \mathcal{C}\}$$

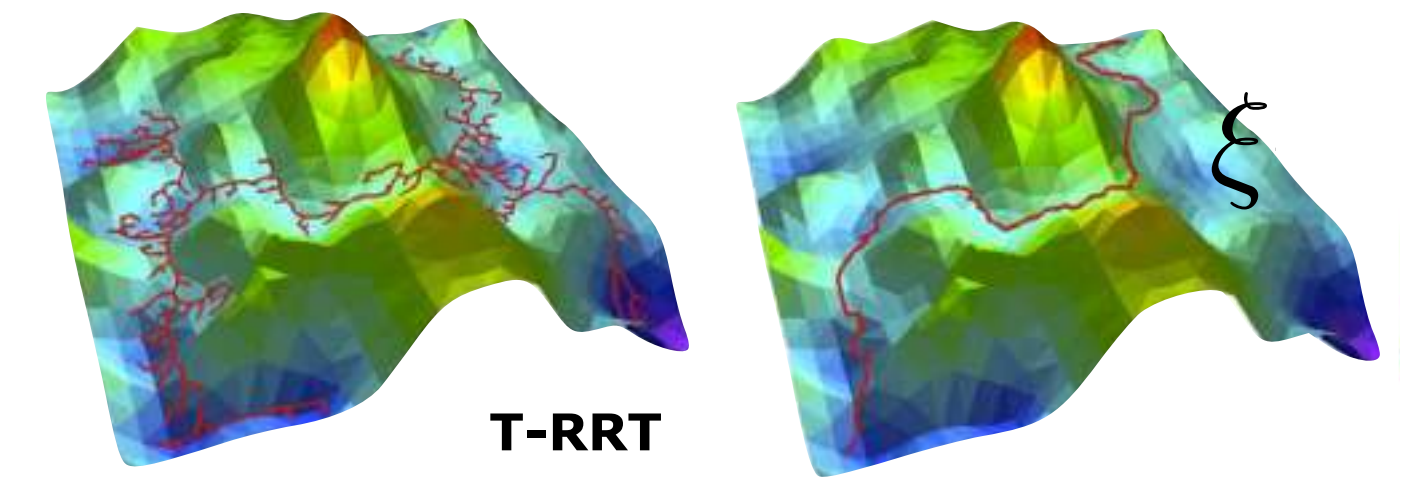
Configurations Space

$$\mathcal{C} = \{q \in \mathbb{R}^d\}$$

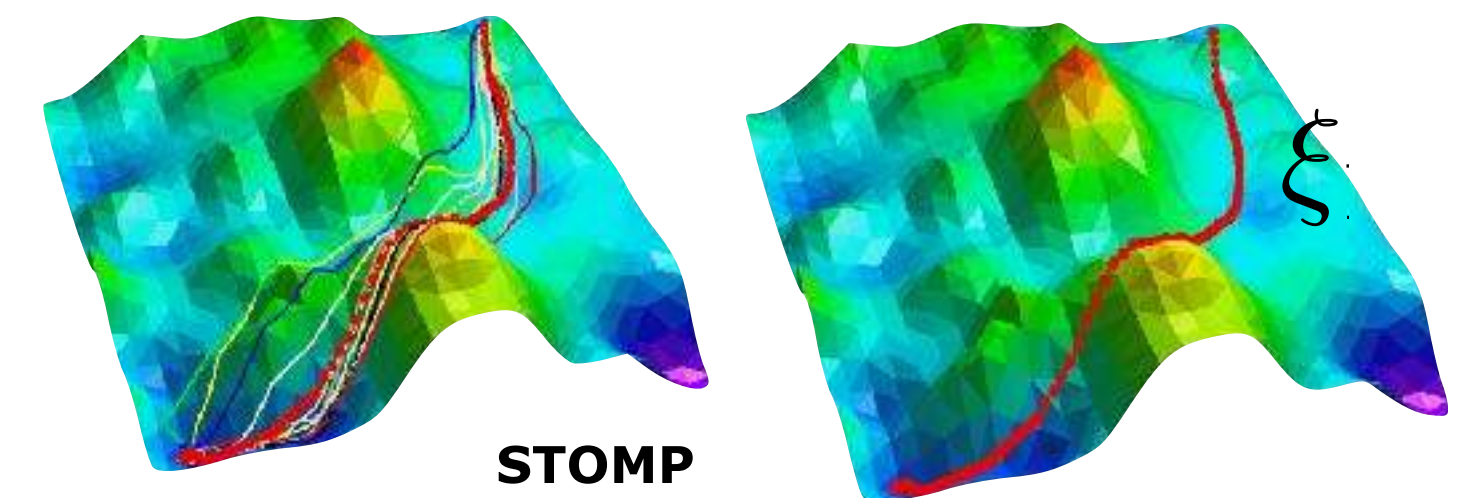
Workspace

$$\mathcal{W} = \{x \in \mathbb{R}^3\}$$

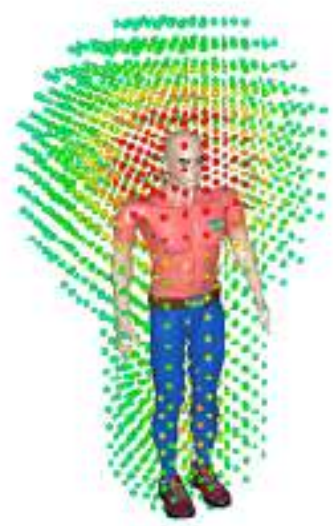
Explores trajectories **globally**



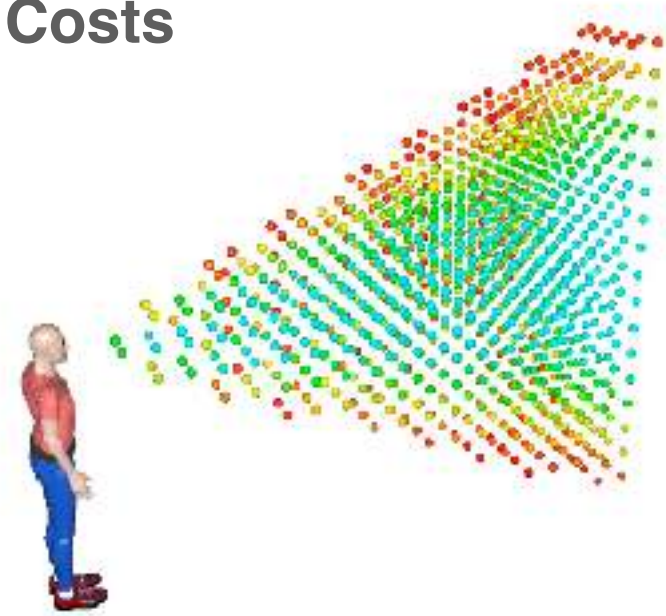
Explores trajectories **locally**



Elementary **Interaction Costs**



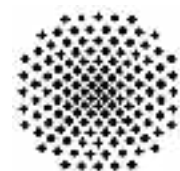
1 - Distance



2 - Visibility

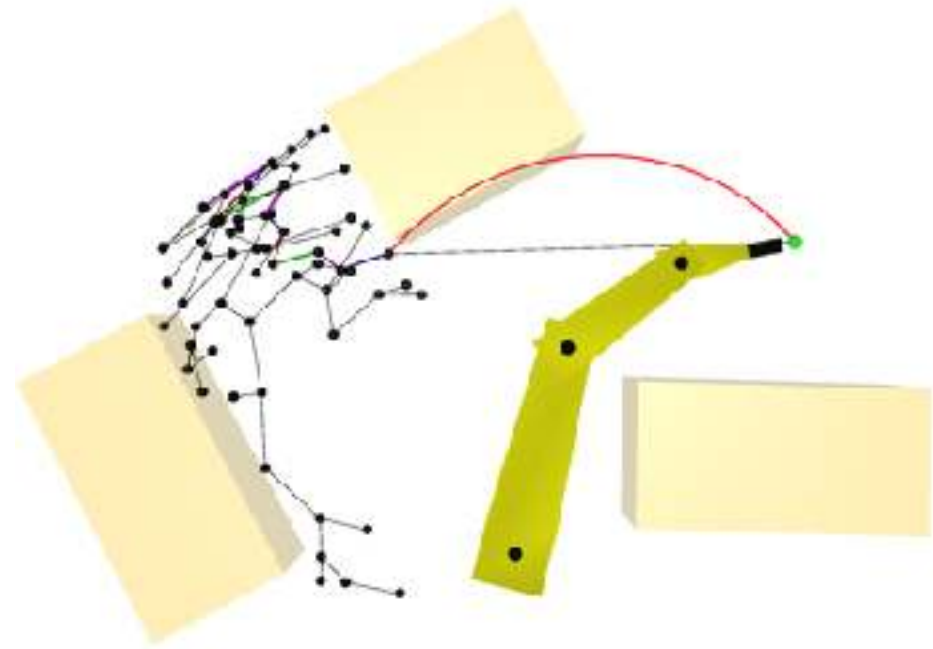


3 - Musculoskeletal Effort

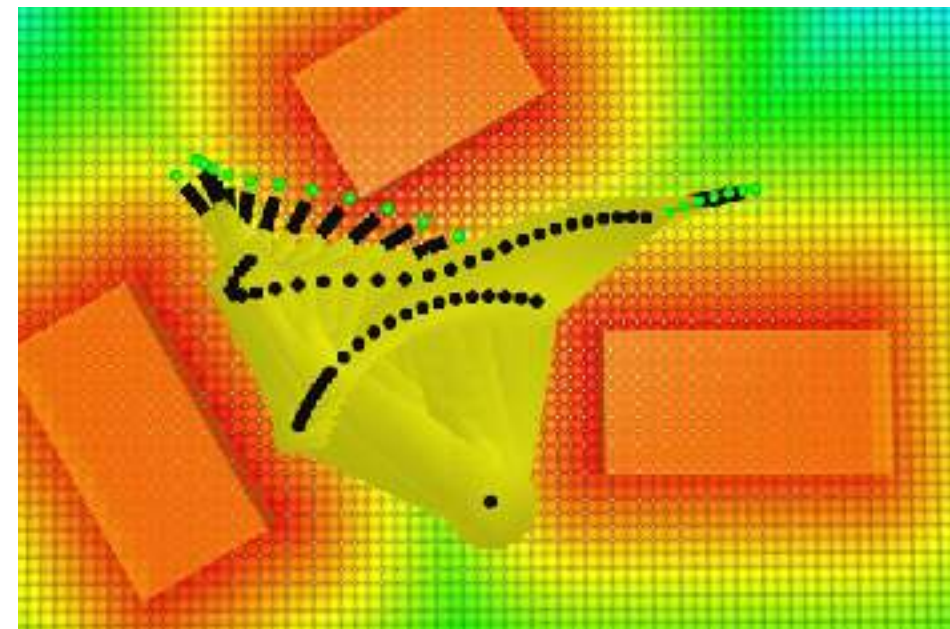


# “Human-Aware” extension of motion planning algorithms

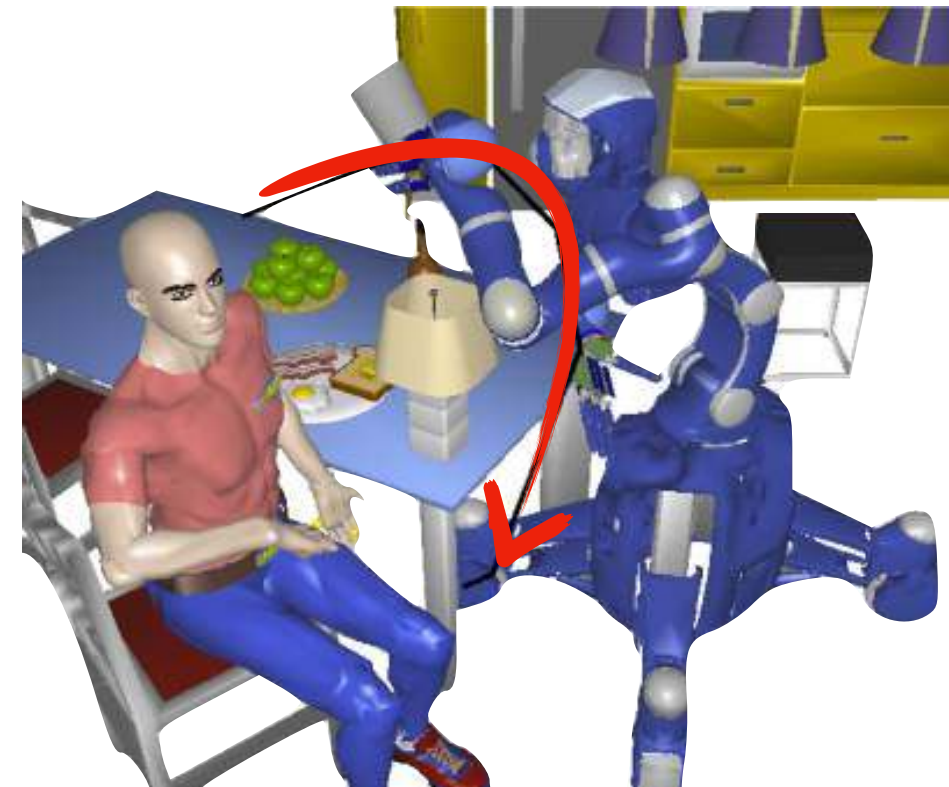
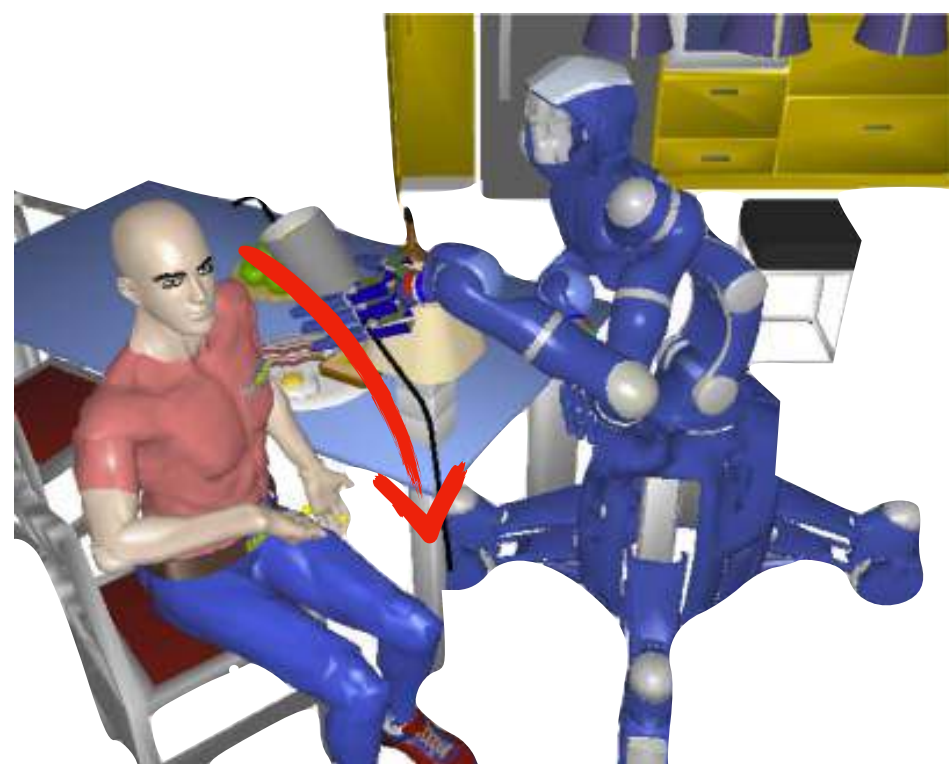
Motion planning with **binaire vs. continu** cost maps



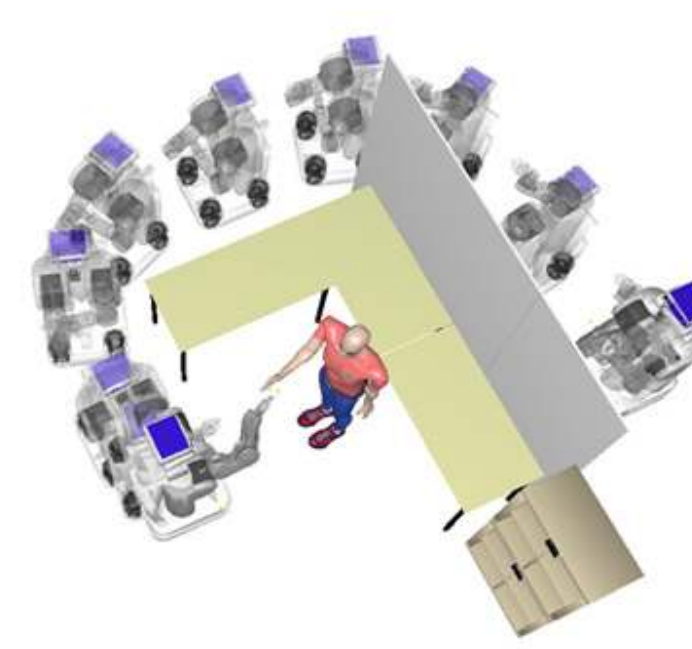
RRT



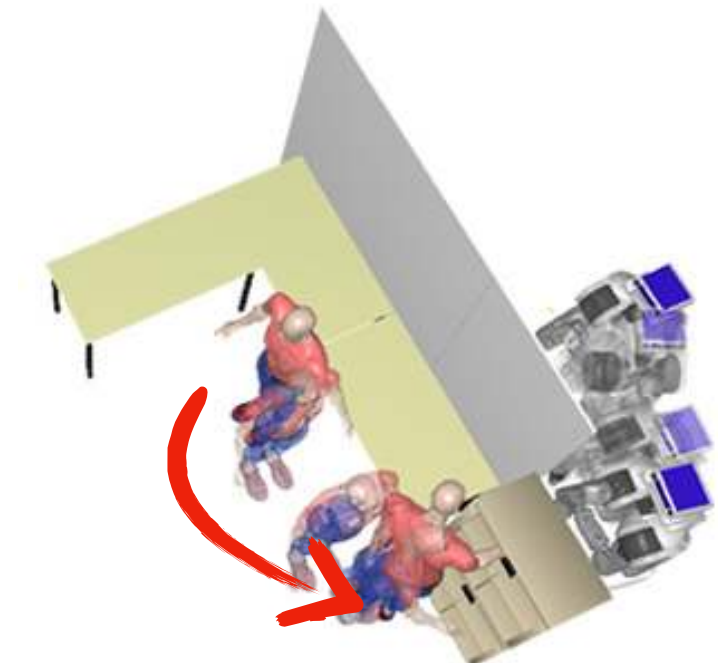
T-RRT + STOMP



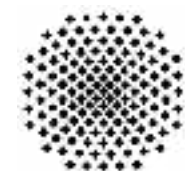
Motion planning with **statique vs. mobile** human receiver



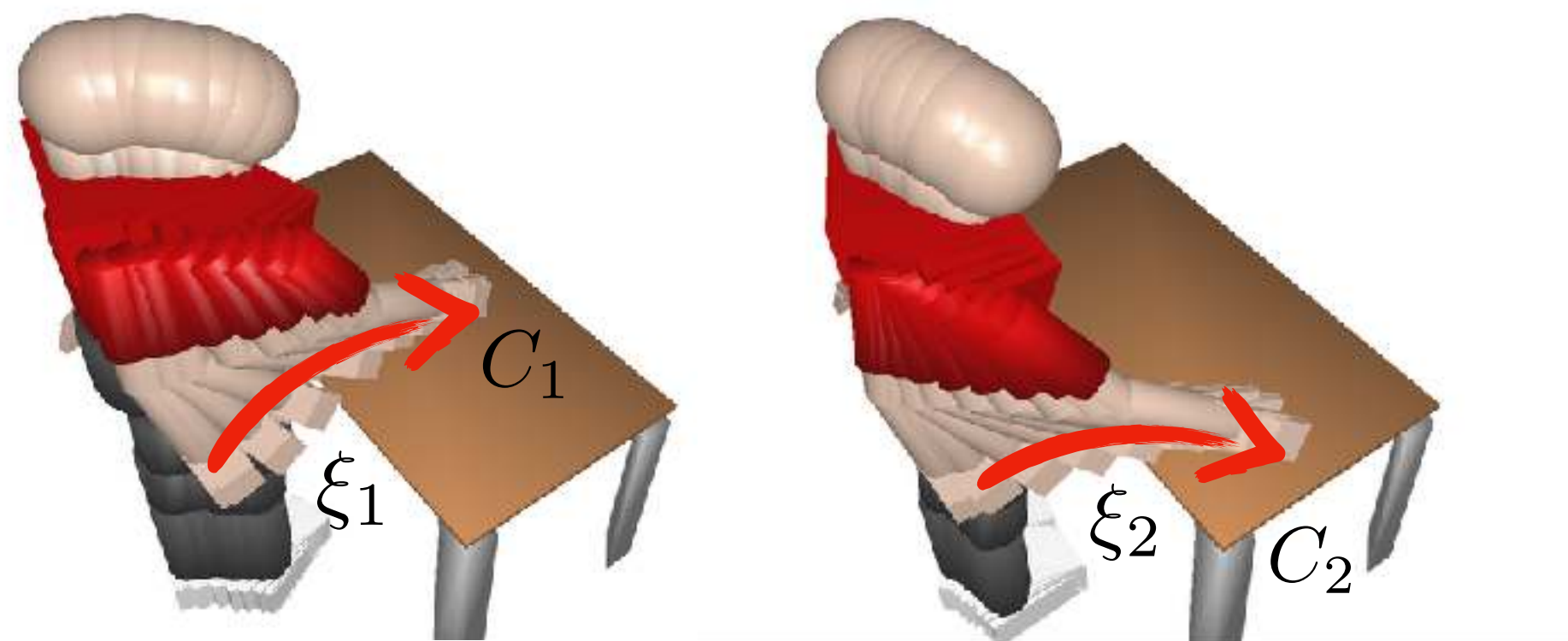
Statique



Mobile



# Anticipation of **human movement** in dynamic motion planning



Number of classes

Voxel

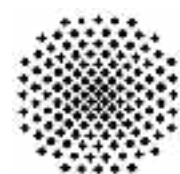
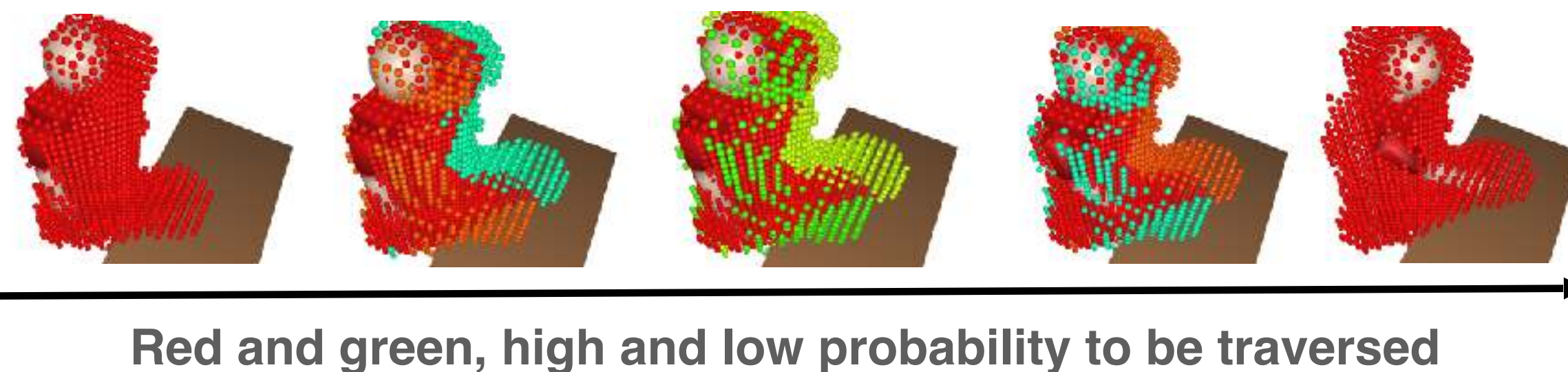
Probability of **traverse** in class  $m$

$$p(x|\xi) = \sum_{m=1}^M p(x|C_m)p(C_m|\xi)$$

Partial trajectory

Probability to belong to class  $m$  encoded in a GMM

**Solution** : Prediction of swept volume



# Outline

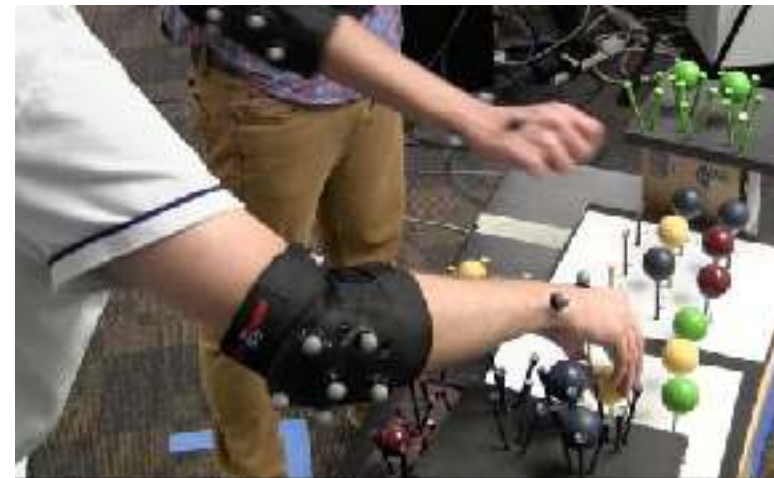
1. Human Aware Motion Planning
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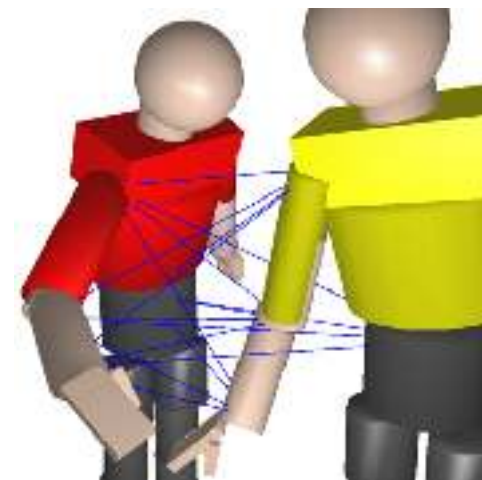
# Imitation of interactive behaviors

How to balance the elementary **interaction** features in the **cost function** ?

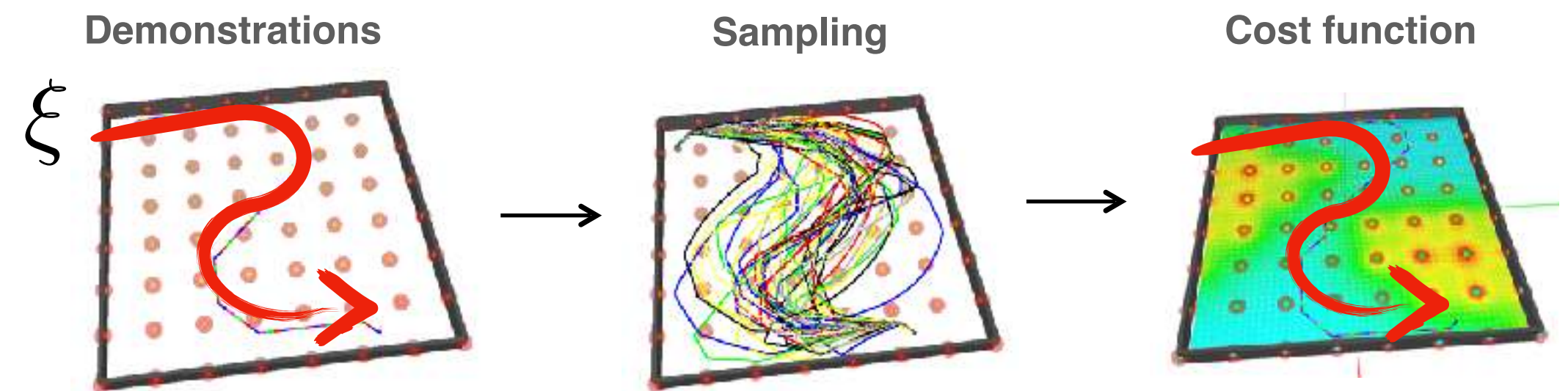
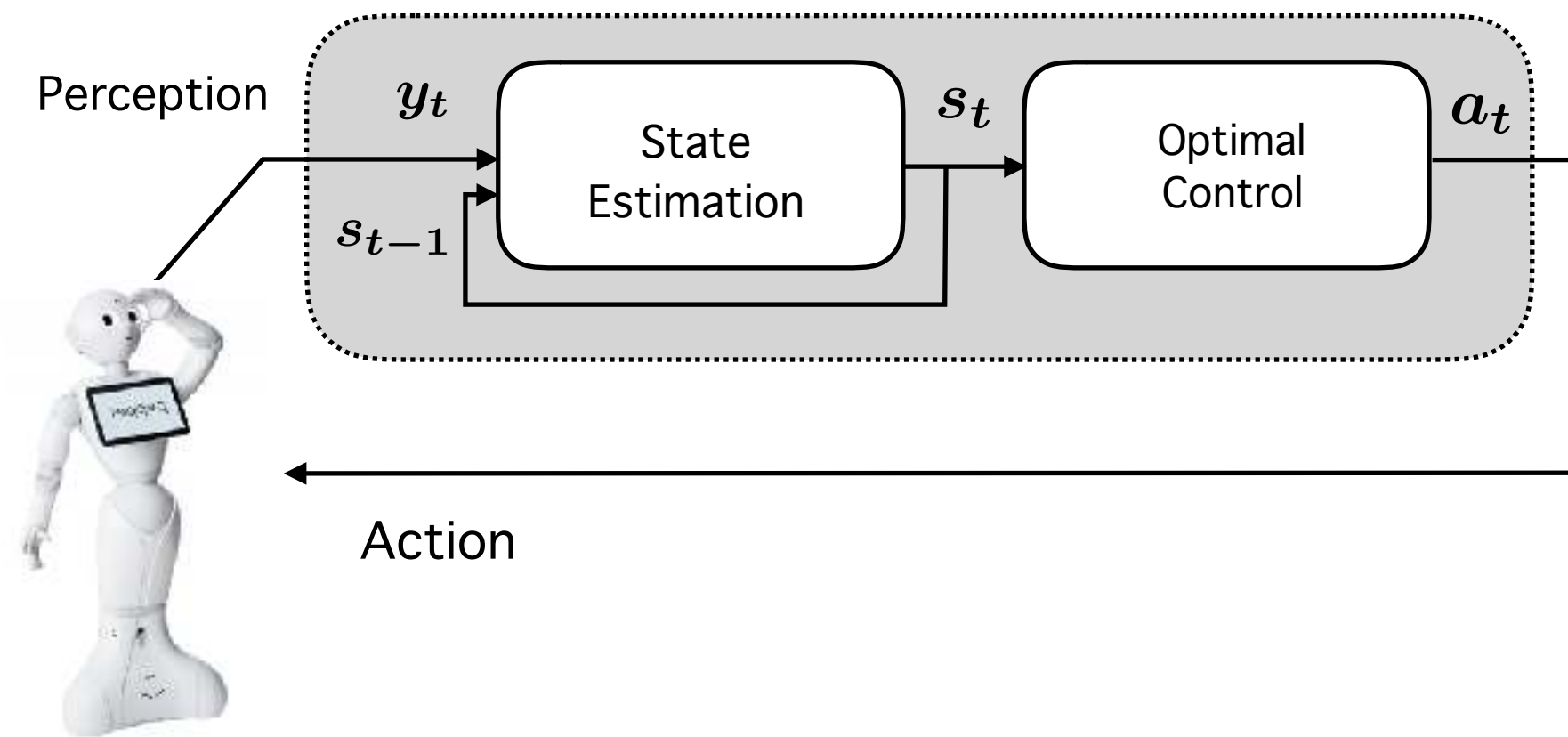
1) Demonstration



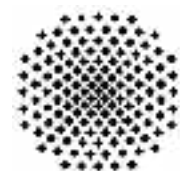
2) Features



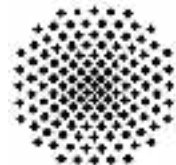
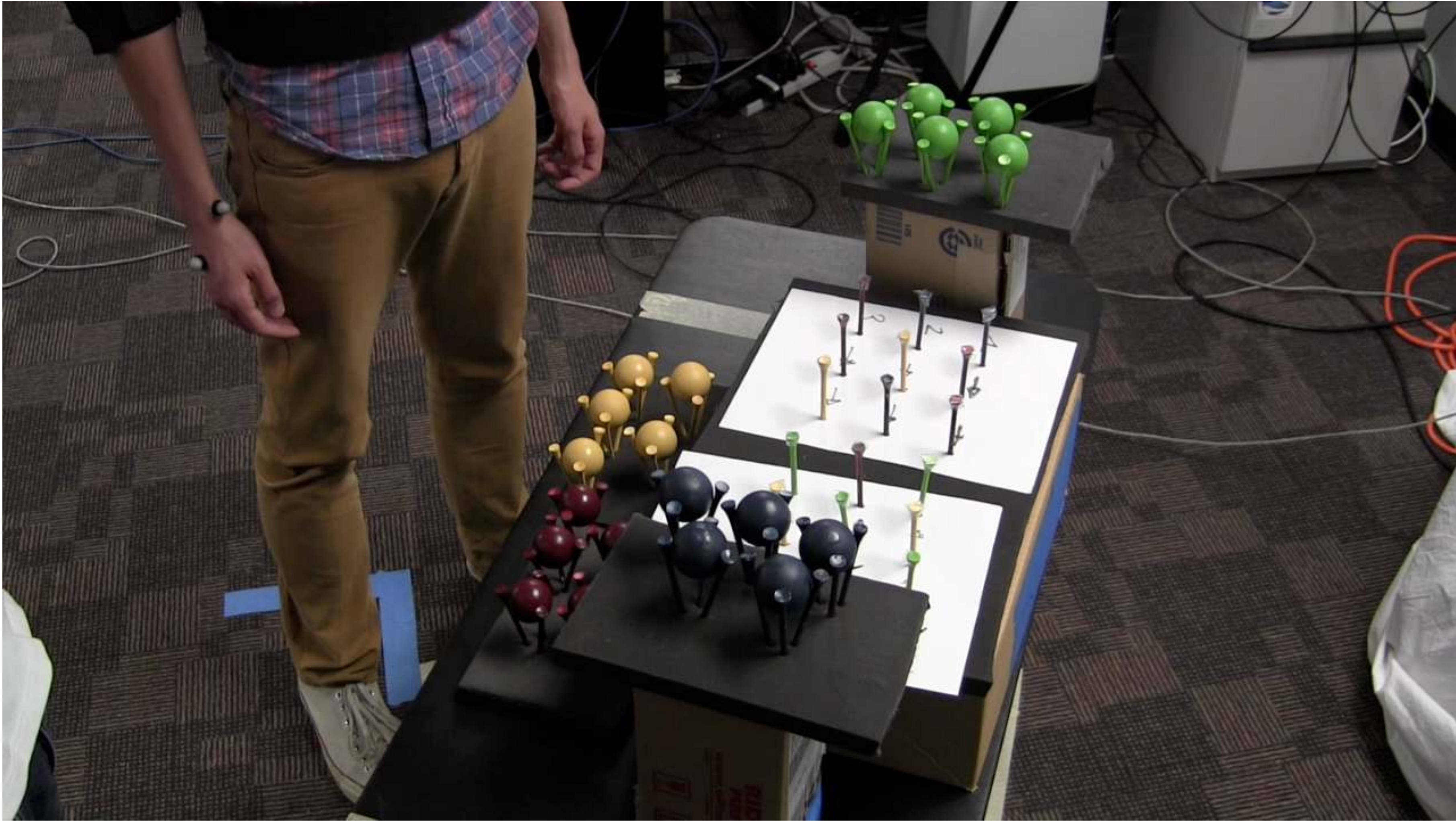
**Solution : Inverse Optimal Control**



$$\underbrace{c(\xi)}_{\text{cost function}} = \int_T \sum_{i=1:N} \underbrace{w_i}_{\text{weight}} \underbrace{e^{-\|\xi(t) - \mathbf{x}_i\|^2}}_{RBF} dt$$

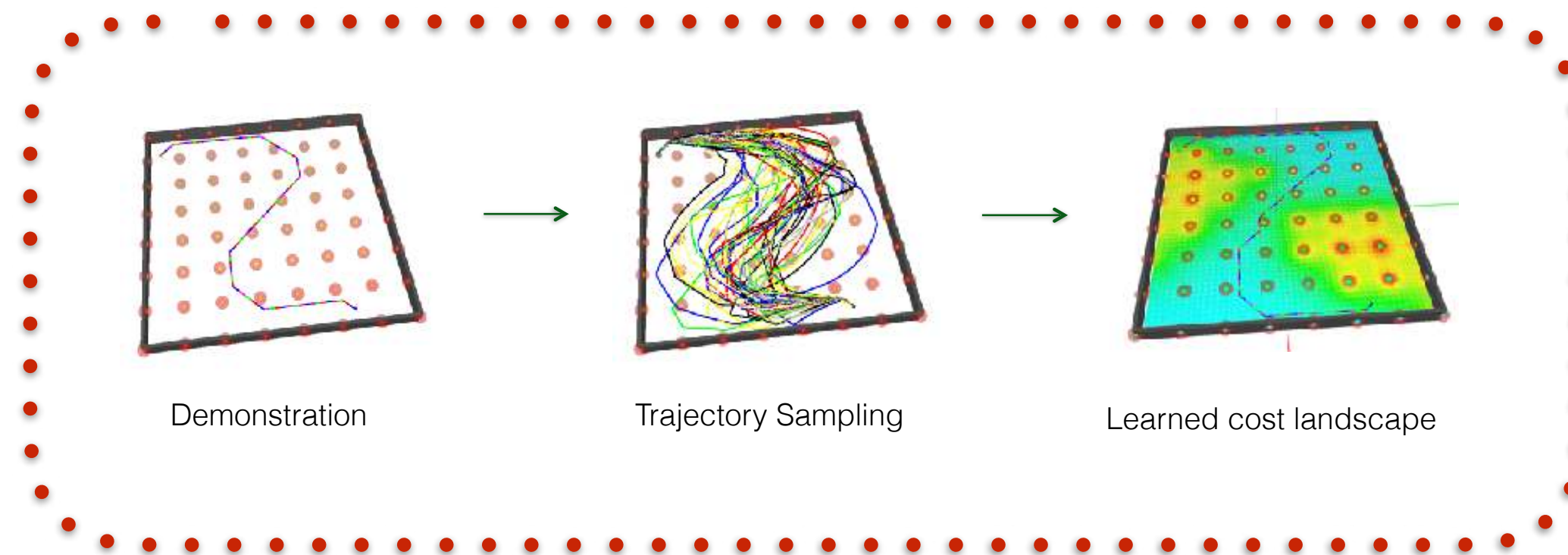


# Collaborative Manipulation Experiment



# Goalset Stochastic Inverse Optimal Control

## Learning PIIRL [Kalakrishnan 13]



Trajectory vector

$$\xi = [ \mathbf{q}_1 \ \dots \ \mathbf{q}_N ]^T$$

Smoothness Metric

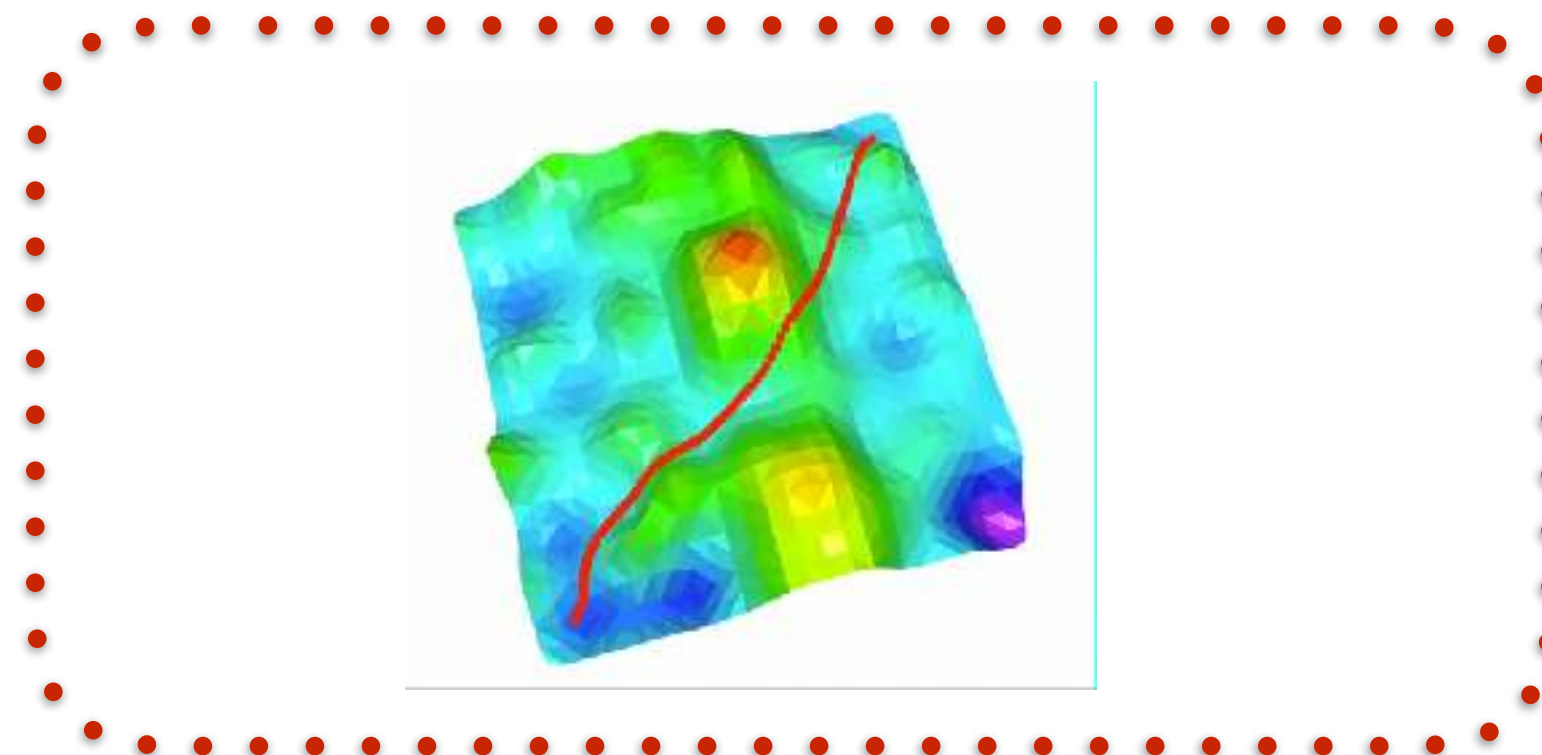
$$\mathbf{R} \leftarrow K^T K$$

## Goalset Trajectory Sampling

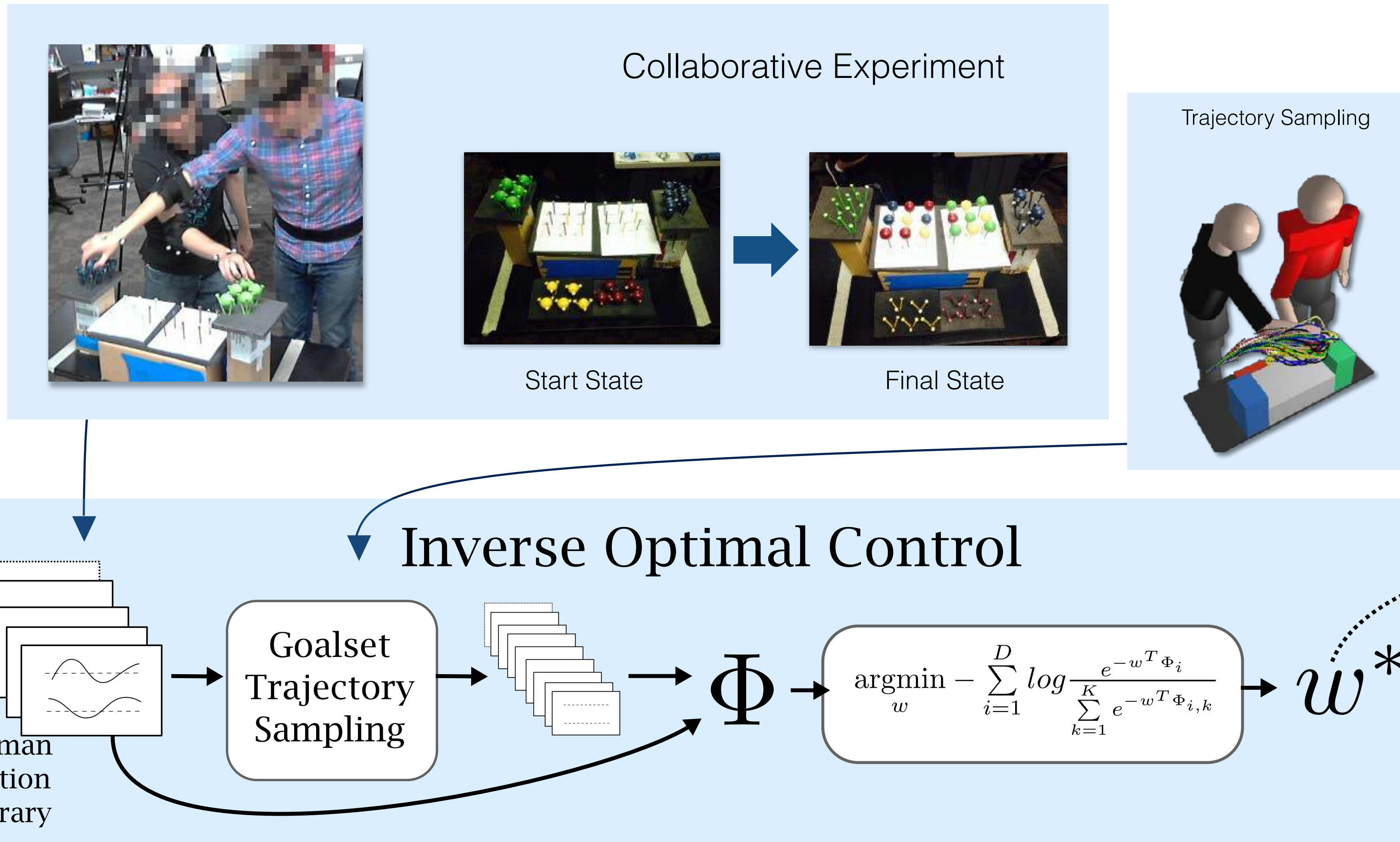
- Modified covariance
- Project the samples to the goal region with respect to the smoothness metric

$$\begin{array}{ll} \underset{\Delta\xi}{\text{minimize}} & \frac{1}{2} \|\Delta\xi\|_{\mathbf{R}}^2 \\ \text{subject to} & h(\xi_t + \Delta\xi) = 0 \end{array}$$

## Prediction STOMP [Kalakrishnan 11]

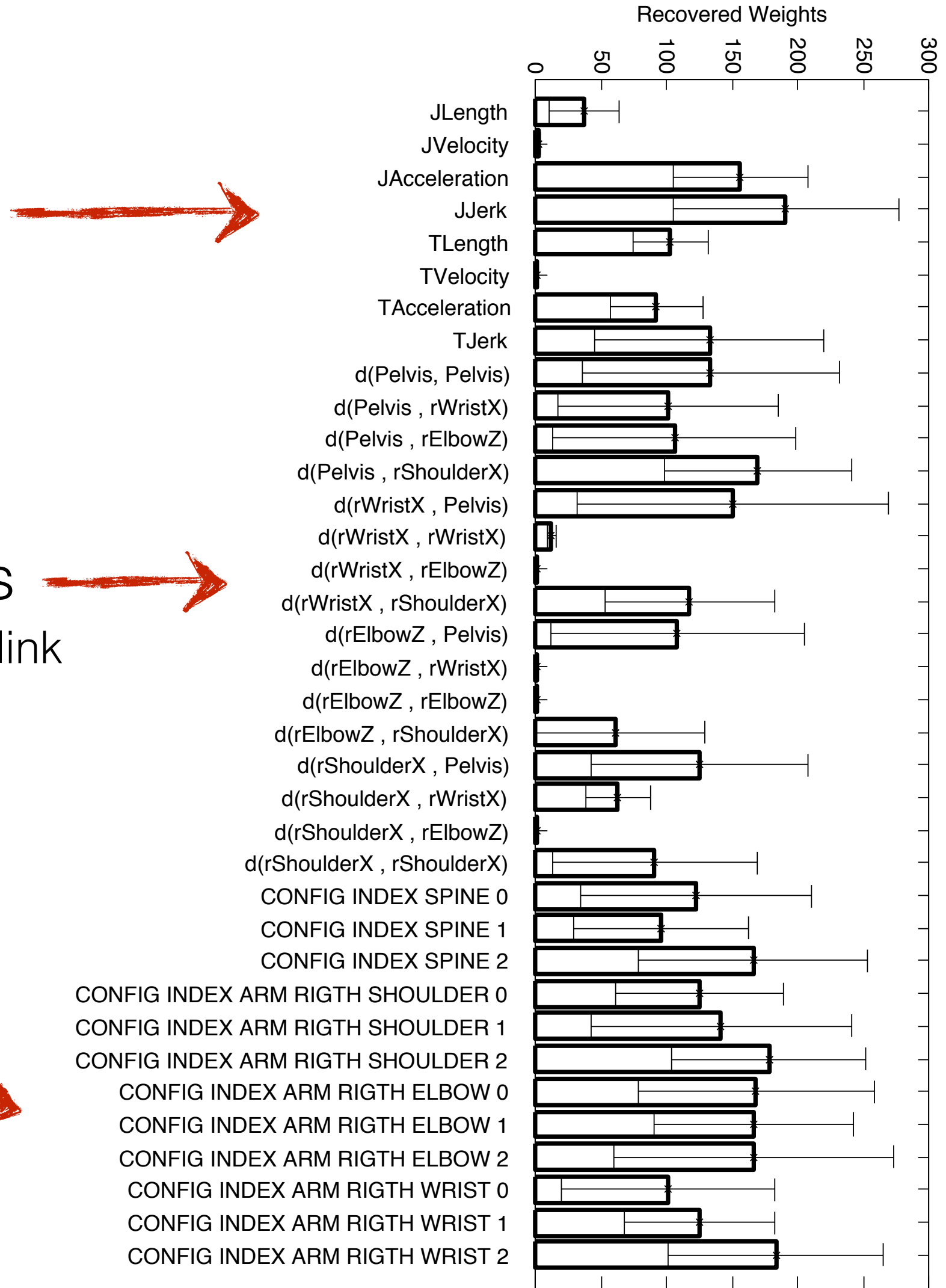


# Learning Collaborative Motion Objectives

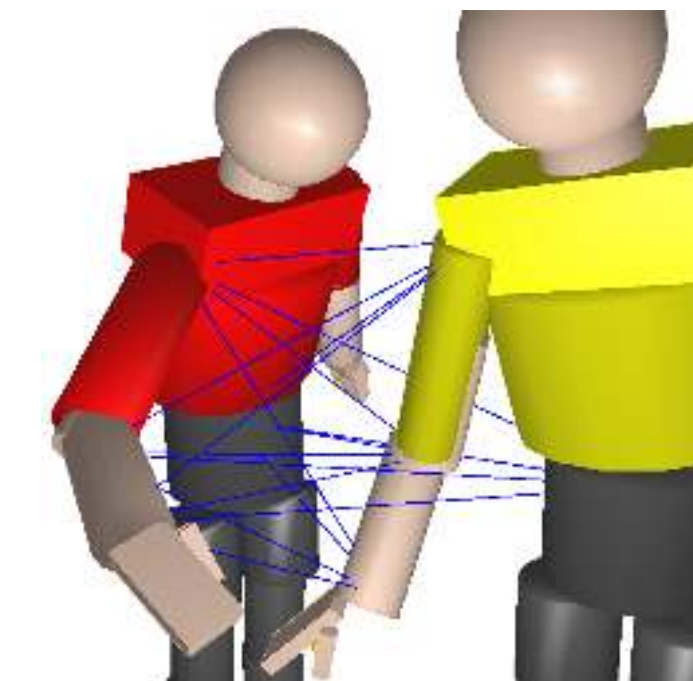


# Interactive Features Importance

- Smoothness
  - Length
  - Sum of squared velocity, acceleration and jerk
- Interpersonal distances
  - Between the center of each link
    - Shoulder
    - Elbow
    - Wrist
- C-space distance to a resting posture
  - 12 DoFs considered

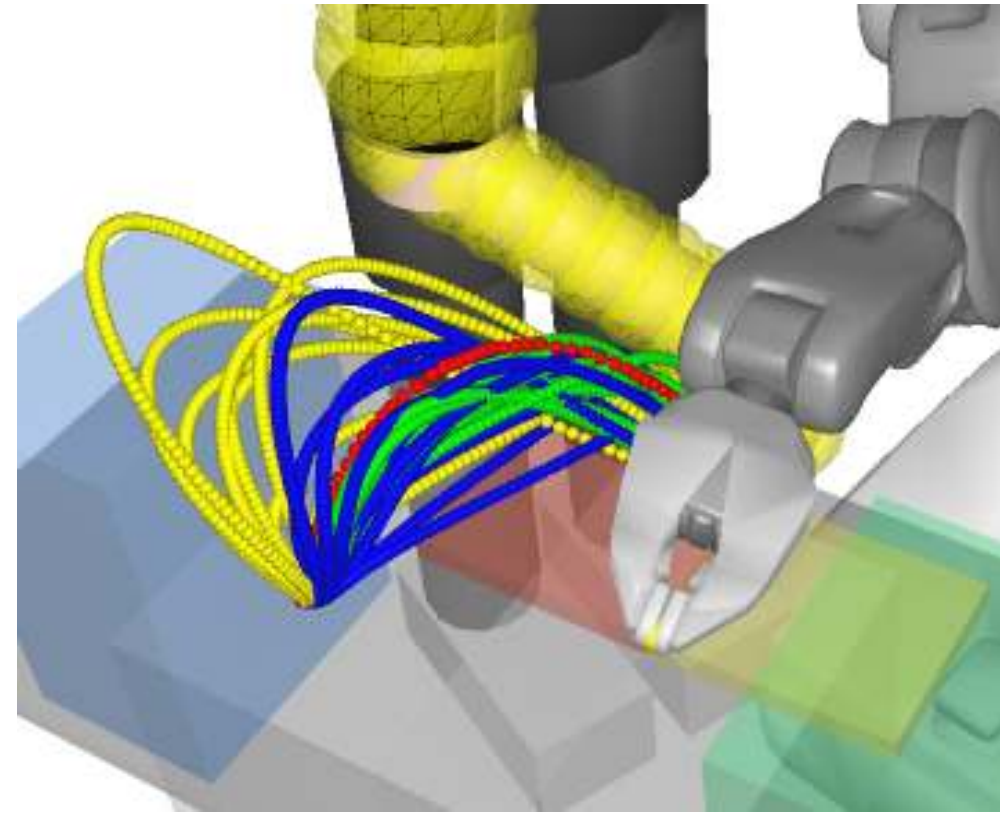


Significant interference example



Interpersonal distances

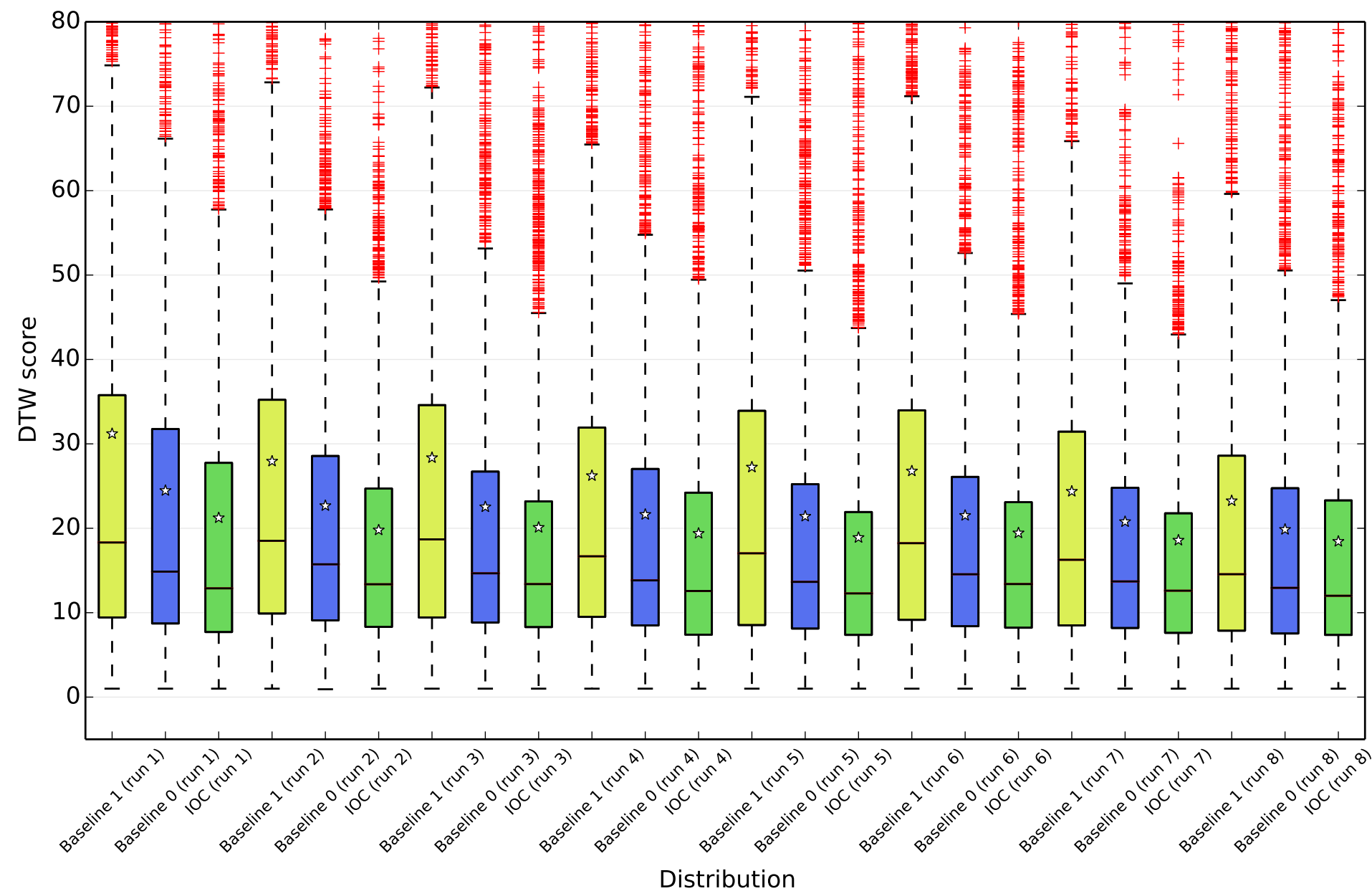
# Anticipation of Human-Robot movement by Inverse Optimal Control



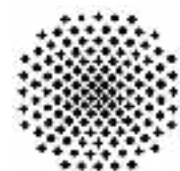
15 users x 8 execution = 2120 trajectories

IOC better than **manual tuning** of the cost function and **GMMs**

- **The robot is executing fixed trajectories**
- **Compare against baseline tunings**
  - Conservative : all distances active
  - Agressive: no-interlink distances
- **Compare with multiple metrics**
  - Joint center distances
  - Task space metric



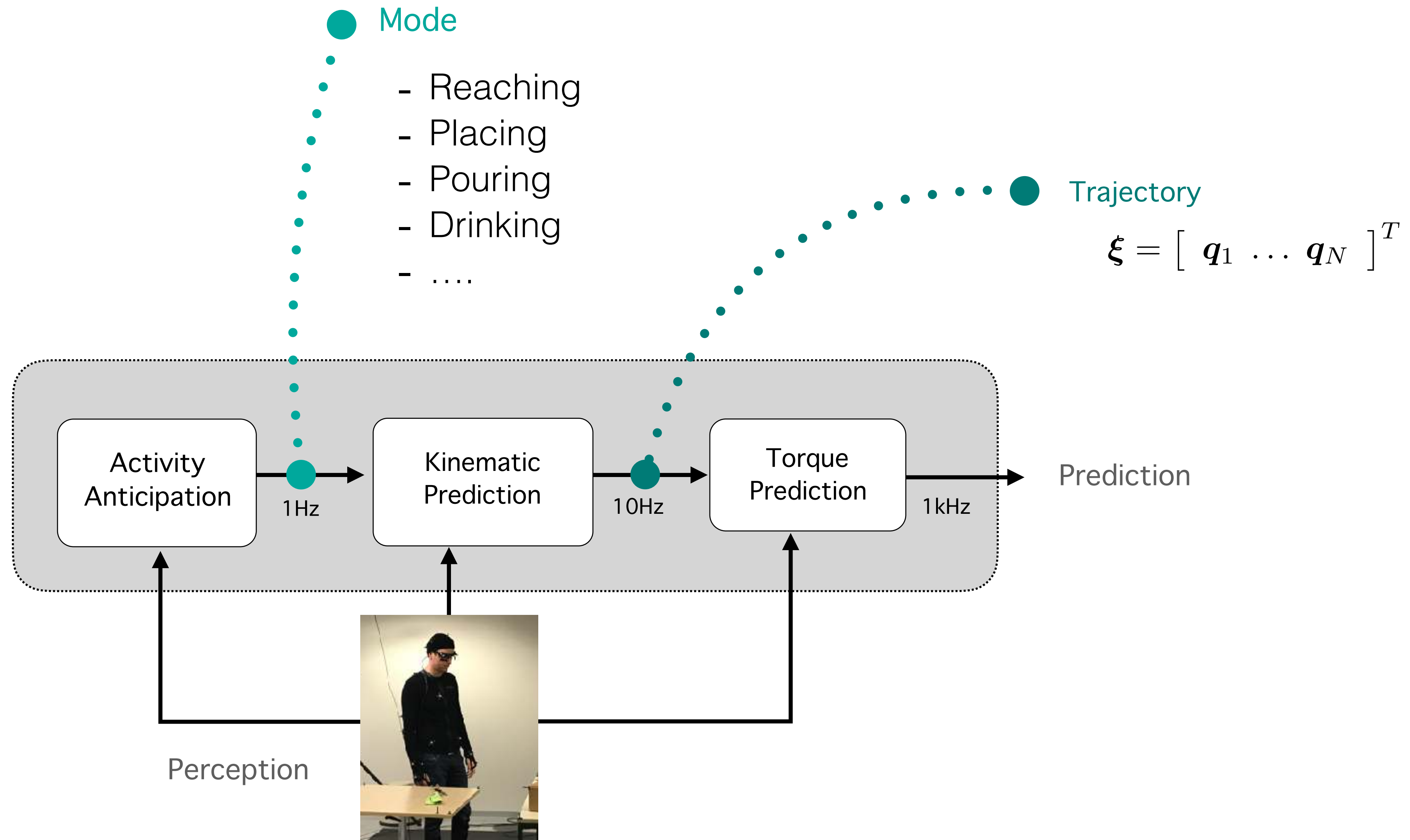
$$d(T_1, T_2) = \|p_1 - p_2\| + 0.1 * \cos^{-1}(|\langle v_1, v_2 \rangle|)$$



# Outline

1. Human Aware Motion Planning
2. Inverse Optimal Control of Collaborative Motion
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# Long-term activity and motion prediction



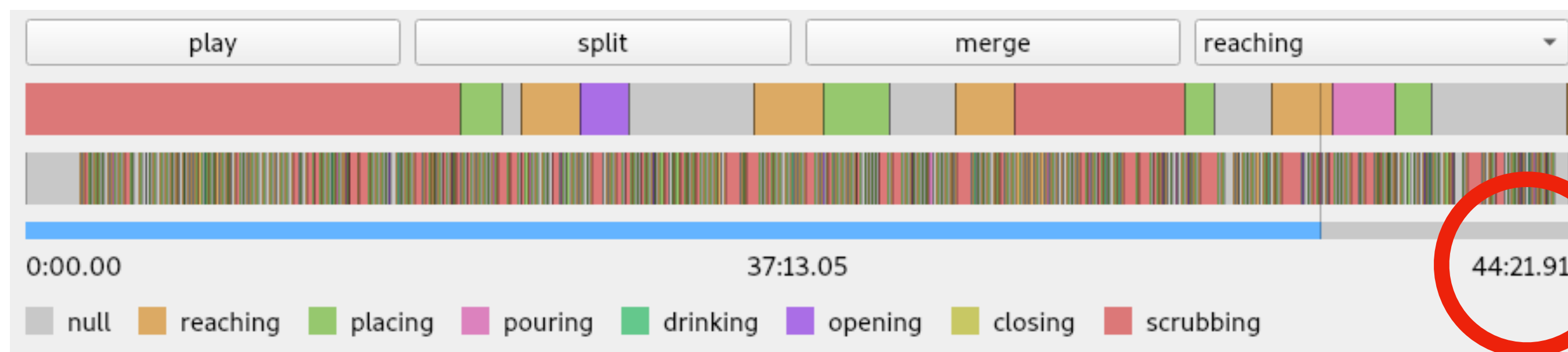
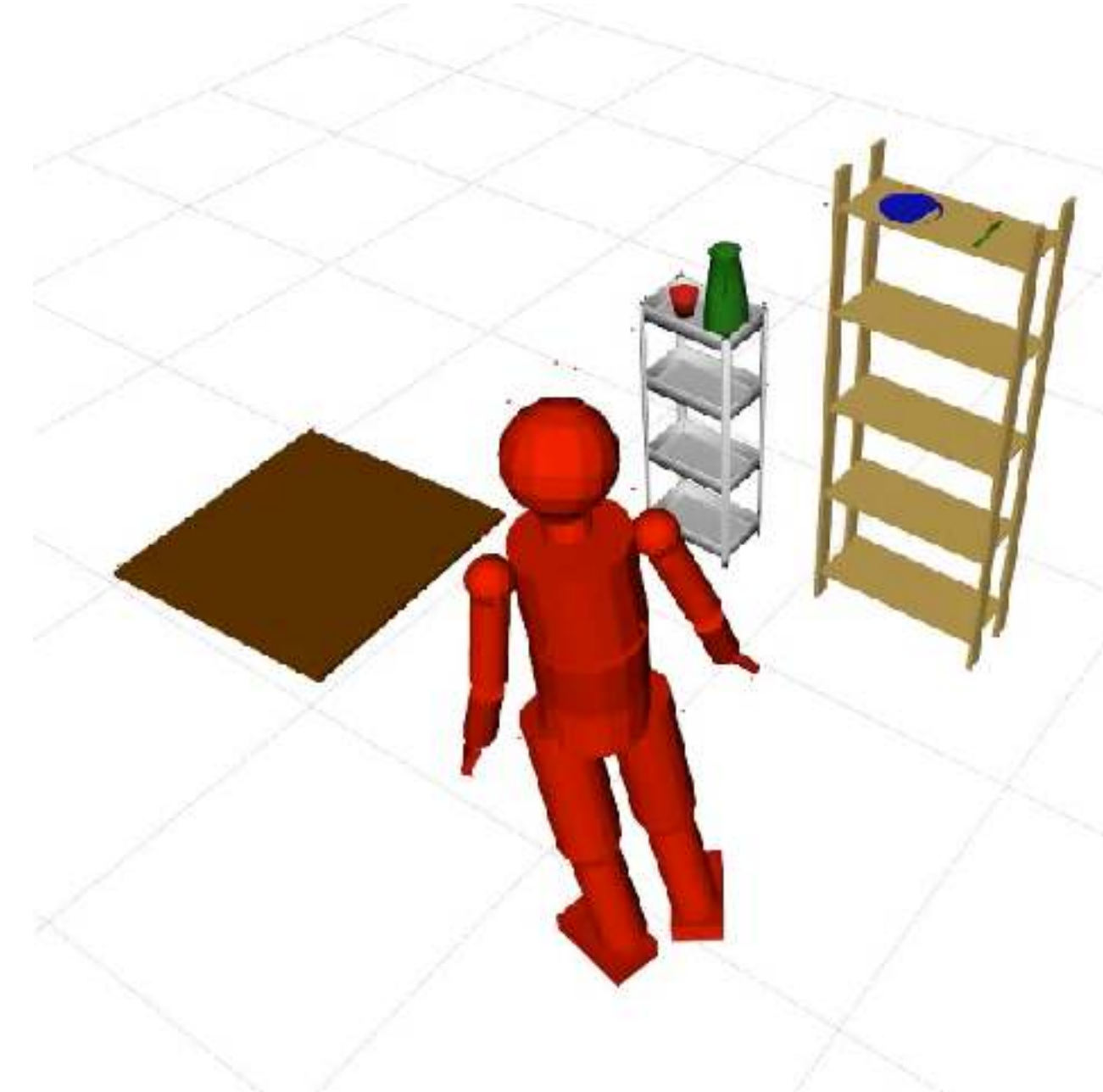


# Data gathering of activity and motion

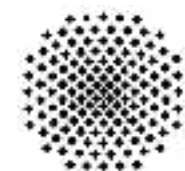
PUPIL sensor



Fullbody Data



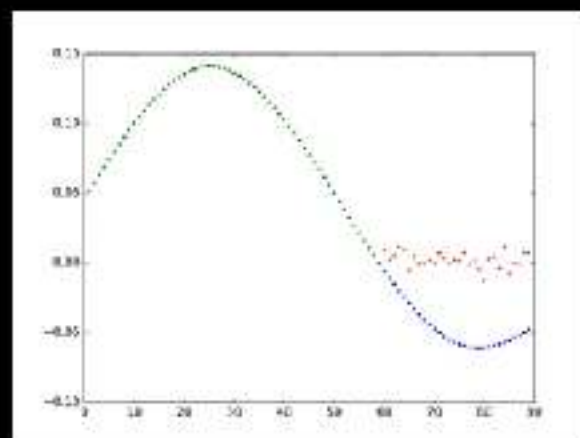
~1 hour of data  
7 different activities  
Tracking objects and human



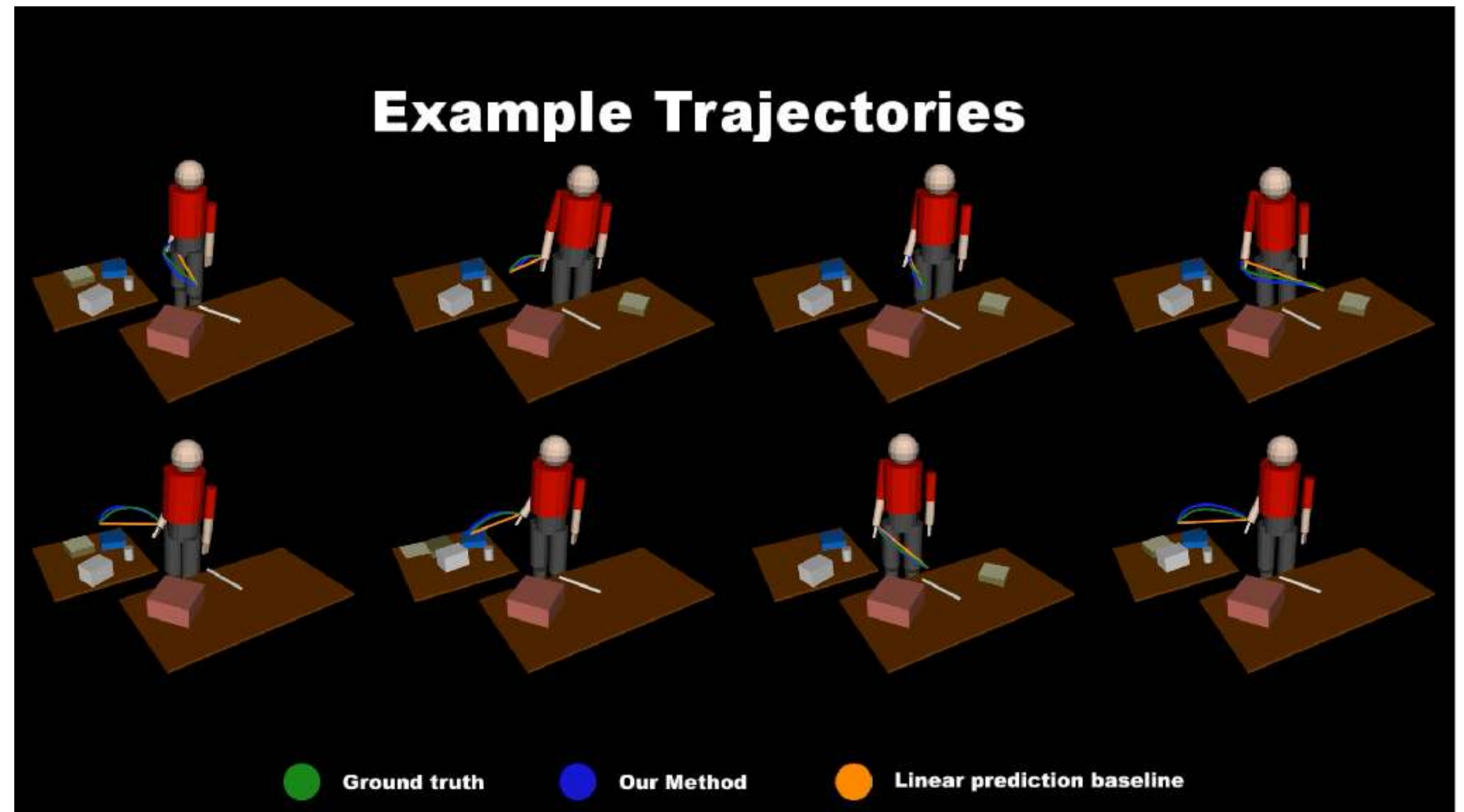
# Combining Data Driven Dynamical Models with Trajectory Optimization

- Discrete trajectory of states:  $\xi_t = (s_0, \dots, s_t)$
- Step 1:
  - Learn dynamic behavior of humans:  $s_{t+1} = f(\xi_t)$
  - We do this using a Gaussian process (GP)
- Step 2:
  - Unroll the prediction
  - Iteratively apply  $s_{t+1} = f(\xi_t)$
- Step 3:
  - Account for constraints e.g. target state
  - Optimize the trajectory

## Step 3: Optimize the trajectory

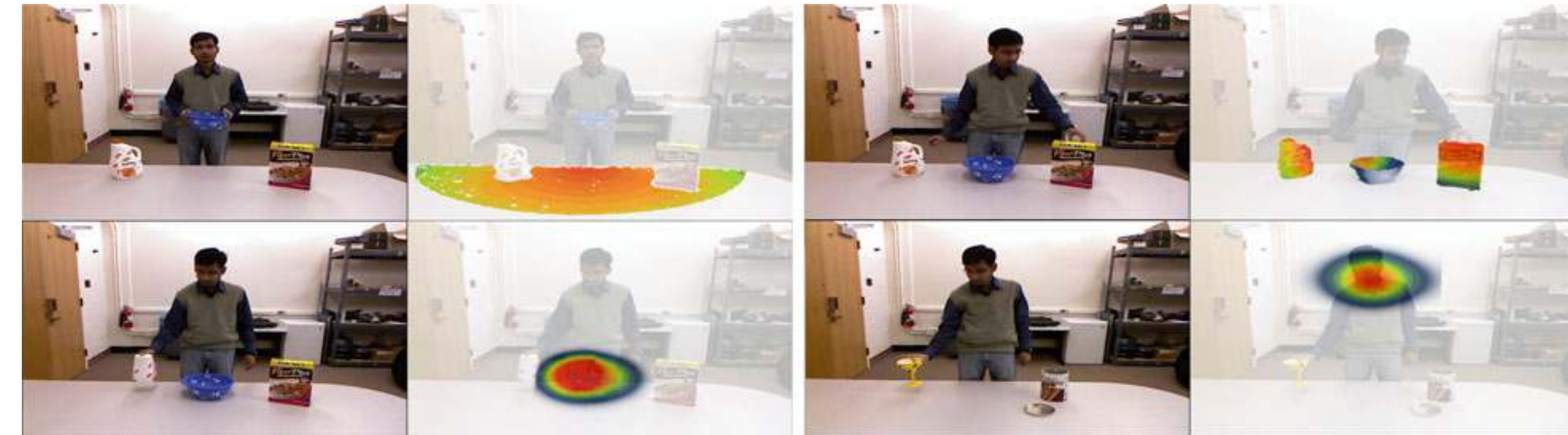
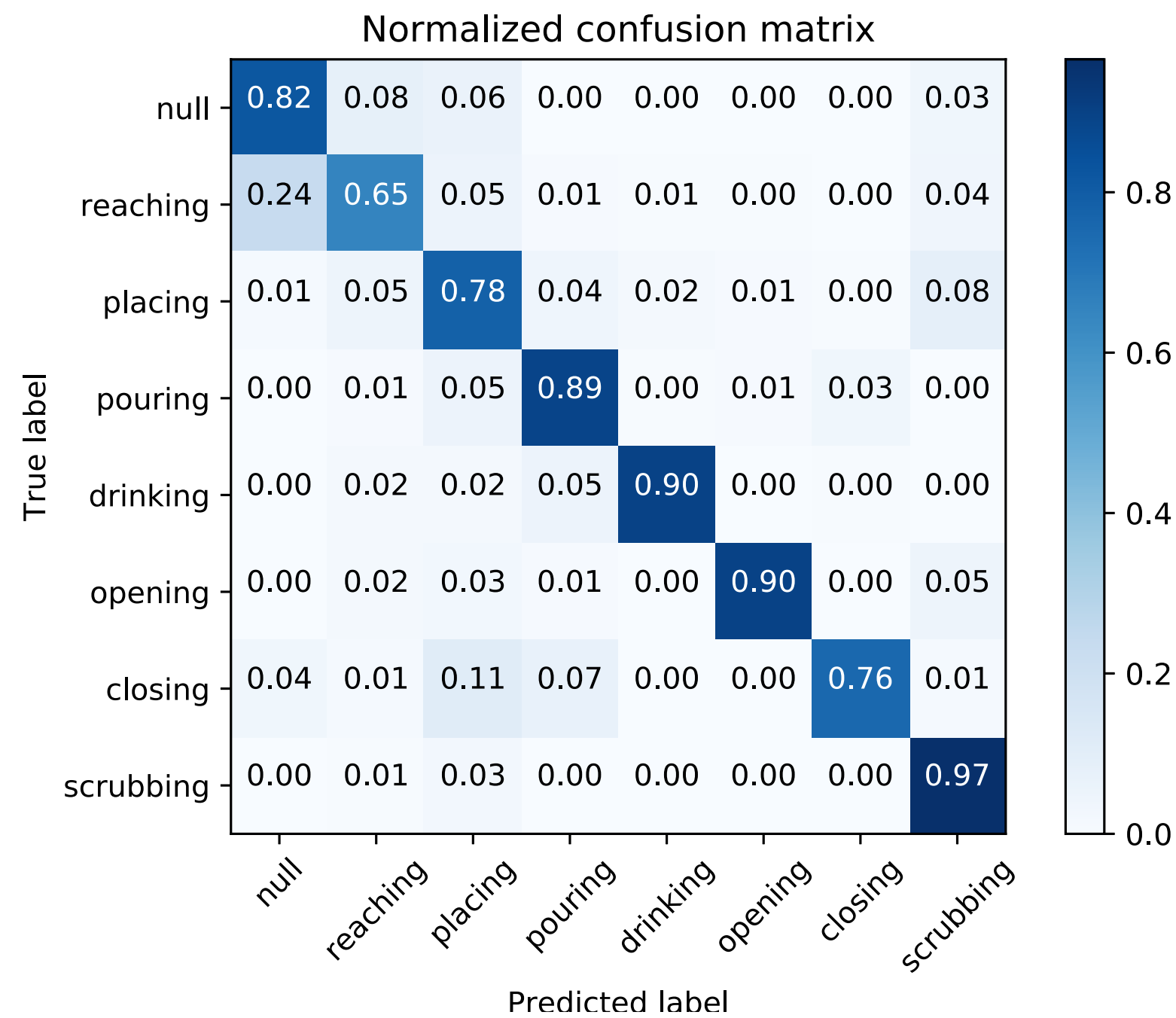


Synthetic 1D data with target state constraint



# Prediction of human activity

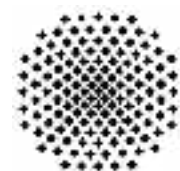
[Koppula 16]



Affordance Sampling

## Algorithm:

- Sample Affordances
- Generate Spline Trajectories
- Evaluate the features
- Evaluate Energy/Cost for sampled frame

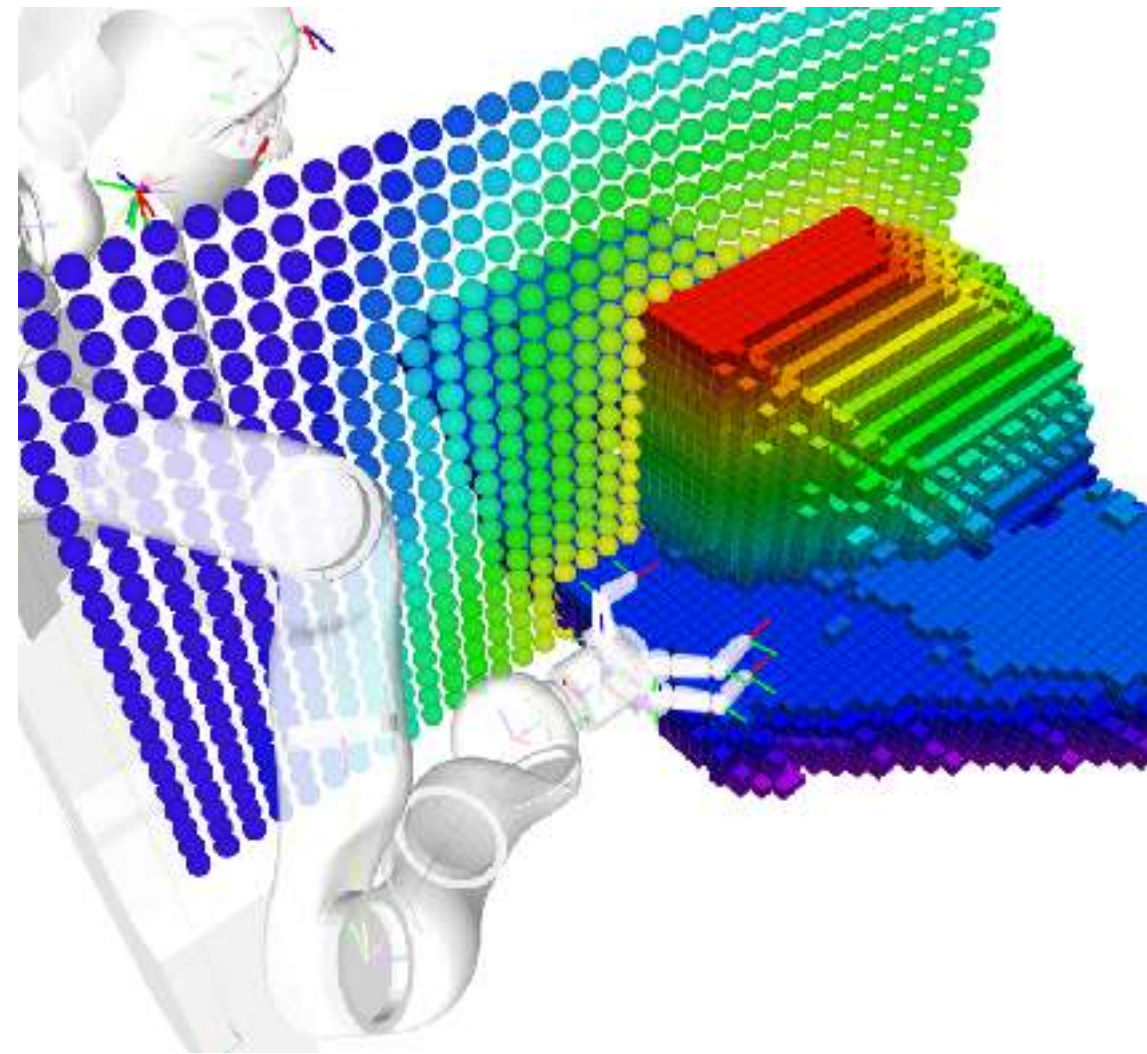


**Outline**

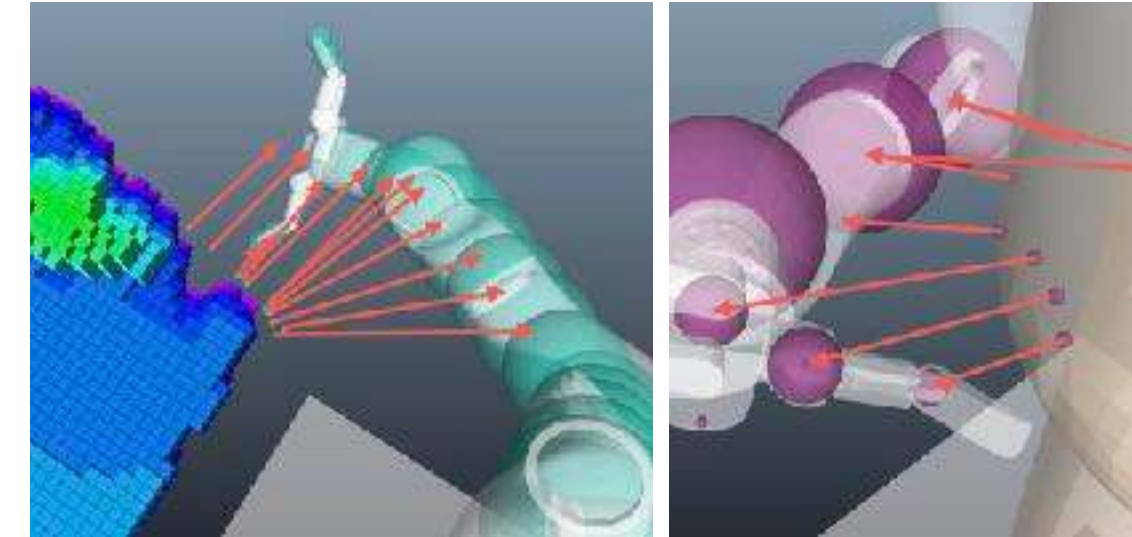
A woman with dark hair, wearing a light grey t-shirt and a blue lanyard, is leaning forward and smiling as she interacts with a white humanoid robot. The robot has a friendly-looking face with blue eyes and is holding a tablet. The background is a plain, light-colored wall.

## Architectures for Reactive Manipulation

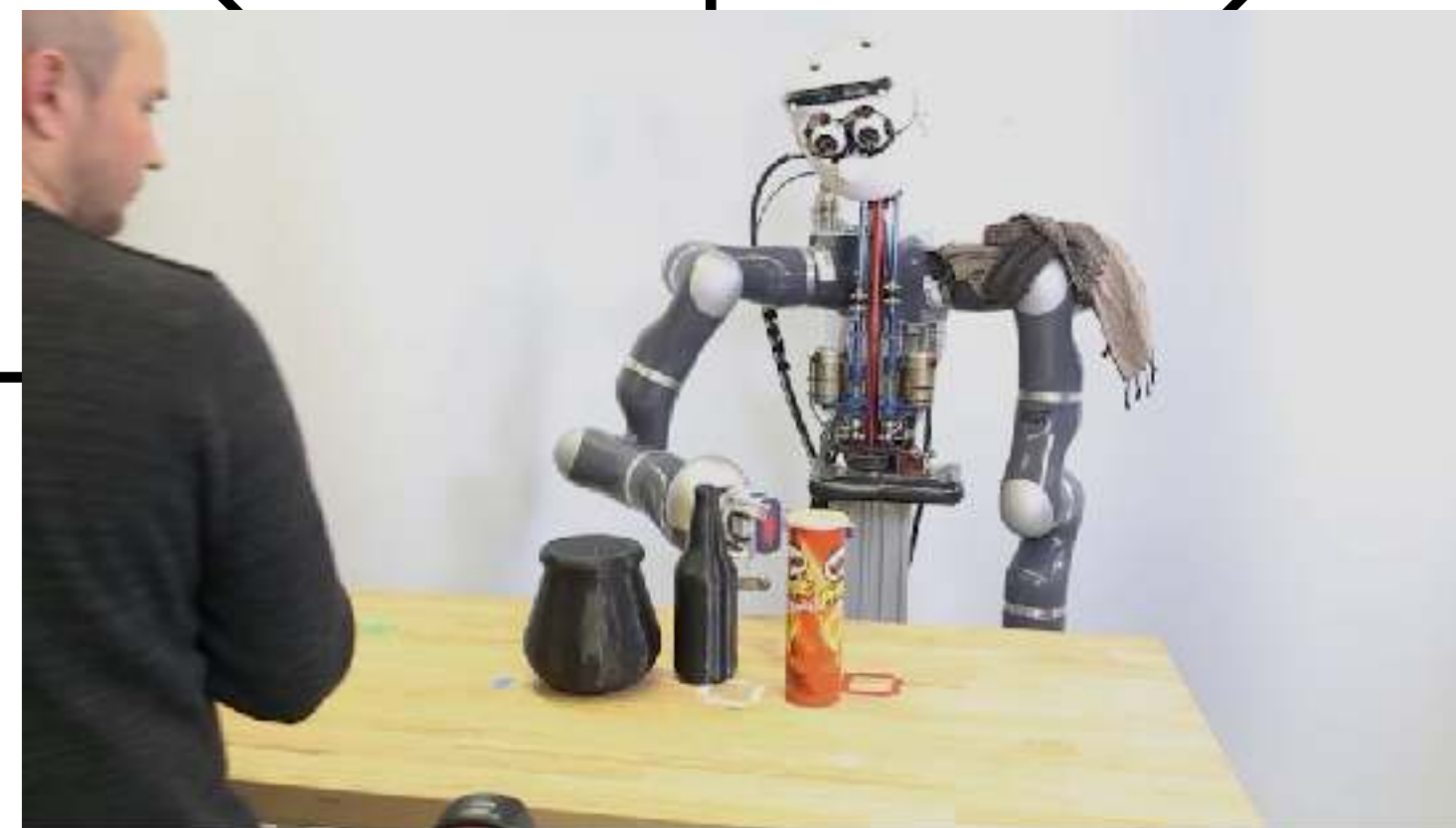
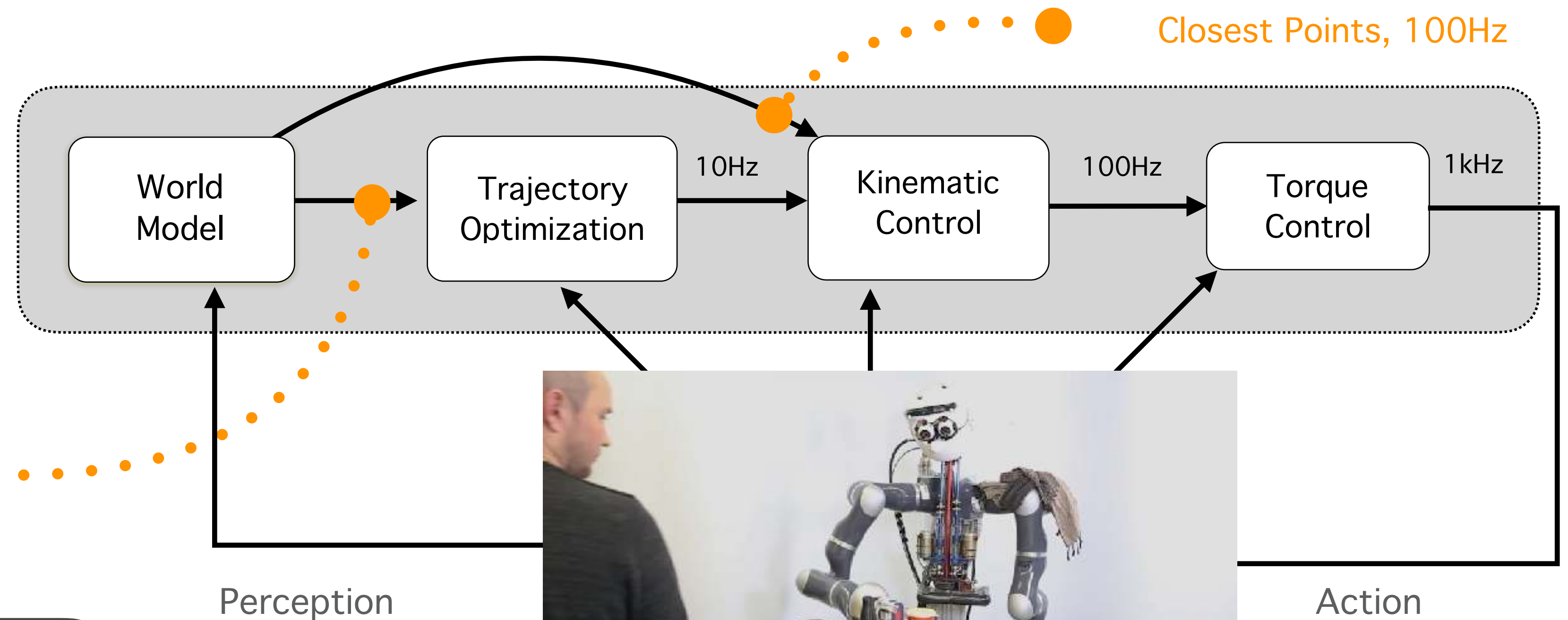
# Integrating **feedback** at multiple time scales



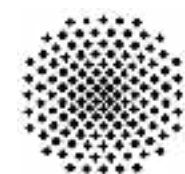
Distance Field, 10Hz



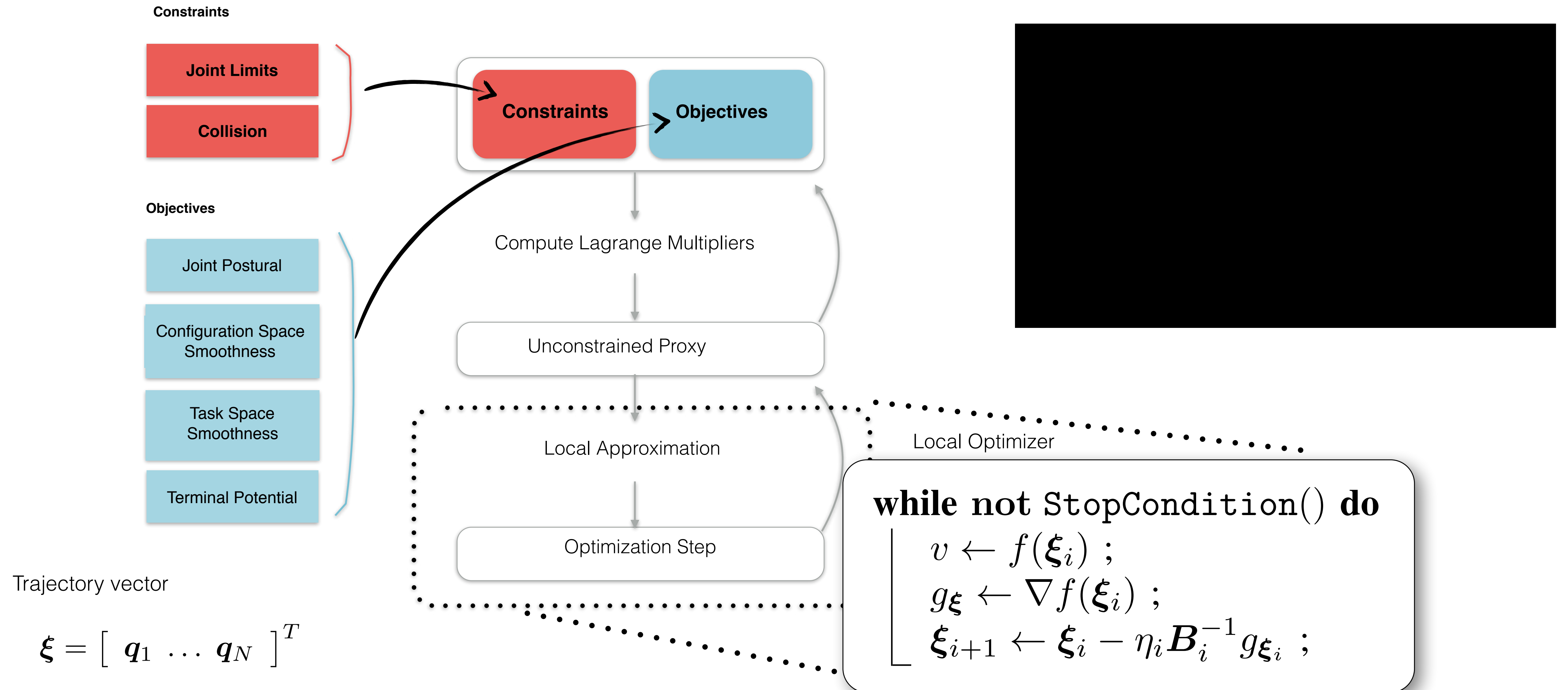
Closest Points, 100Hz



300+ experiments on 4 dynamic scenarios with dynamical geometries

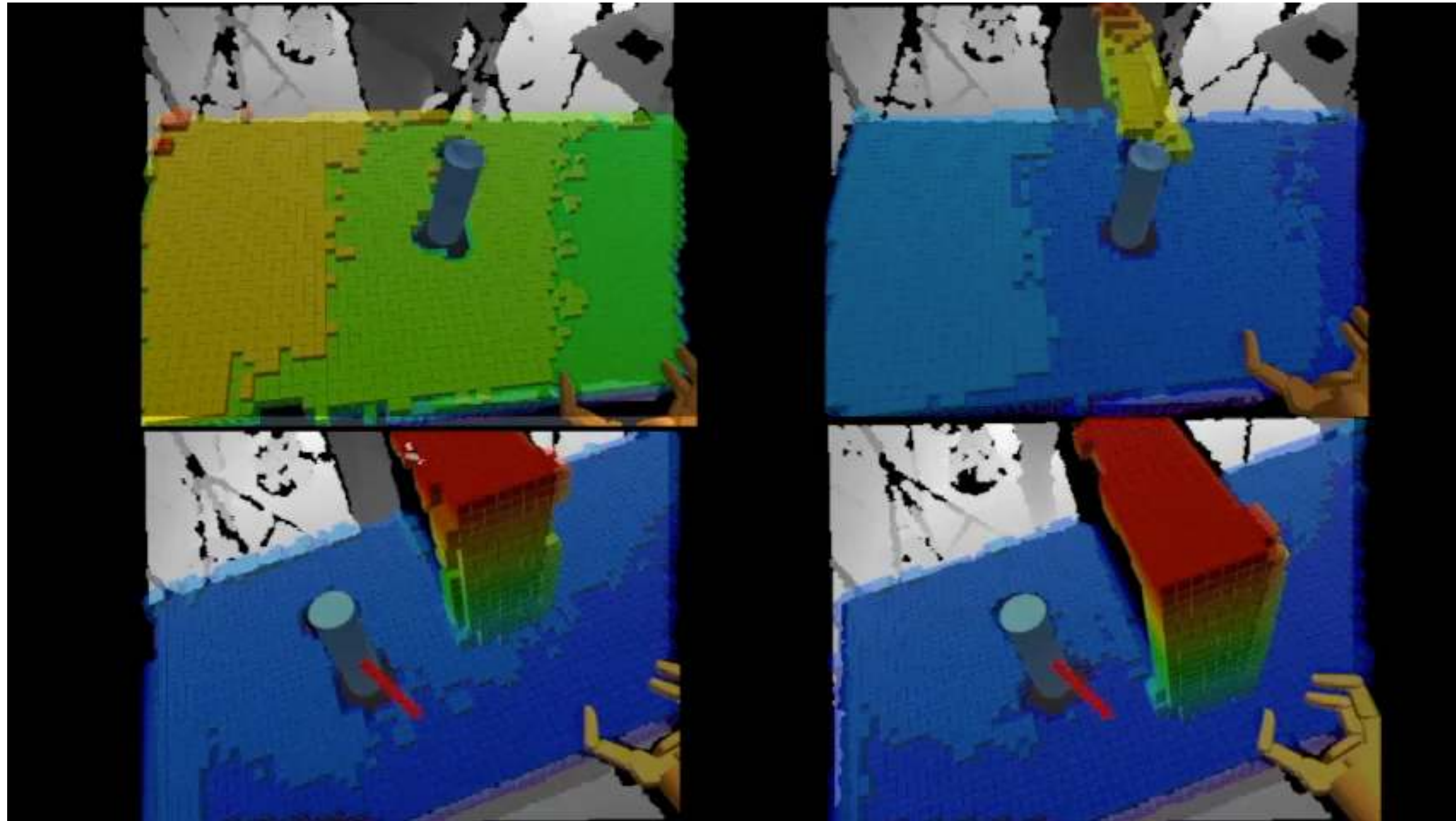


# "Gauss-Newton" for motion planning



# Modeling the Environment

Smooth occupancy grids  
using tri-cubic splines



# Conclusion

The background of the slide features a white humanoid robot on the left side, looking towards the right. On the right side, there is a close-up of a person's arm and shoulder, wearing a light-colored t-shirt. A large, dark, rounded rectangular text box is centered over the image, containing the main text of the slide.

- **Motion planning for manipulation**
  - ➔ High-DOF, Continuous state-space
  - ➔ Sampling-based + local methods
- **Human-awareness requires a predictive models of human motion**
  - ➔ safety, comfort (i.e, social awareness)
- **Challenges:**
  - ➔ Model environment : affordances
  - ➔ Model awareness : theory of mind
  - ➔ Hierarchical representations



## Collaborators Past and Present



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# Questions



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Rafi Haynes, Paul Oh**  
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**Nathan Ratliff, Daniel Kappler,  
Jeannette Bogh, Stefan Schaal**  
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**Martin Giese**  
Universität de Tübingen

