



Institut de Robòtica
i Informàtica Industrial



Knowledge, Reasoning and Planning

Adrià Colomé

Postdoctoral researcher


Palma, July 2022

Institut de Robòtica i Informàtica Industrial




■ Personal:


 >30
Doctors

 18
Support personel

 >40
PhD
students

 6
Administration

 >25
Other students

 >20
Robots



Tibi



Dabo



Teo



WAM



Bola

...

Integrating Knowledge, Reasoning and Planning

- What is knowledge?

*Facts, information, and skills acquired through experience or education;
the theoretical or practical understanding of a subject.*

- Reasoning?

*Inferring new information from previously known data connected logically.
The argument's conclusion must be proper if and only if the premises are true.*

- Planning?

*Realization of strategies or action sequences, typically for execution by
intelligent agents, autonomous robots and unmanned vehicles.*

Integrating Knowledge, Reasoning and Planning

Integrating Knowledge, Reasoning and Planning





DeepMind



DEMONSTRATION

BILZARD
ENTERTAINMENT

SOLVED
COMPUTERS CAN
PLAY PERFECTLY

SOLVED FOR
ALL POSSIBLE
POSITIONS

SOLVED FOR
STARTING
POSITIONS

COMPUTERS CAN
BEAT TOP HUMANS

COMPUTERS STILL
LOSE TO TOP HUMANS
(BUT FOCUSED R&D
COULD CHANGE THIS)

COMPUTERS
MAY NEVER
OUTPLAY HUMANS

TIC-TAC-TOE

NIM

GHOST (1989)

CONNECT FOUR (1995)

GOMOKU

CHECKERS (2007)

SCRABBLE

COUNTERSTRIKE

REVERSI

BEER PONG (UIUC
ROBOT)

CHESS

FEBRUARY 10, 1996:
FIRST WIN BY COMPUTER
AGAINST TOP HUMAN
NOVEMBER 21, 2005
LAST WIN BY HUMAN
AGAINST TOP COMPUTER

JEOPARDY!

STARCRRAFT

POKER

ARIMAA

GO

SNAKES AND LADDERS

MAO

SEVEN MINUTES
IN HEAVEN

CALVINBALL

XKCD comics

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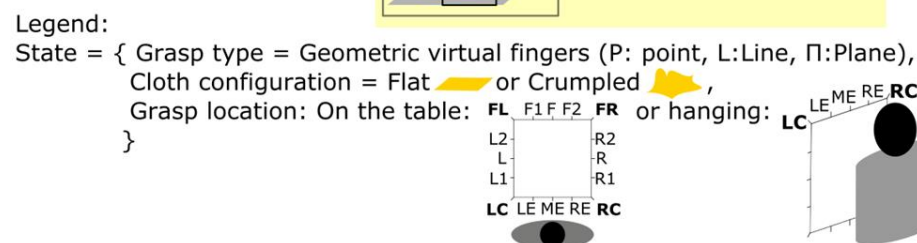
MAO

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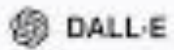
CALVINBALL

Integrating Knowledge, Reasoning and Planning





Integrating Knowledge, Reasoning and Planning



An Impressionist oil painting of sunflowers in a purple vase...



Integrating Knowledge, Reasoning and Planning



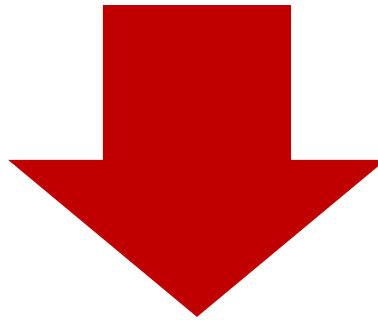
*“Nikola Tesla
playing soccer
against Leo
Messi, with
vibrant colors”*

KRP and data complexity

- Alphastar trained hundreds of agents with 200y of gameplay each.
- OpenAI 45000y of gameplay training could not beat top DOTA human.

KRP and data complexity

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What if we do not
have centuries of data
for training?

KRP and data complexity

OpenAI disbands its robotics research team

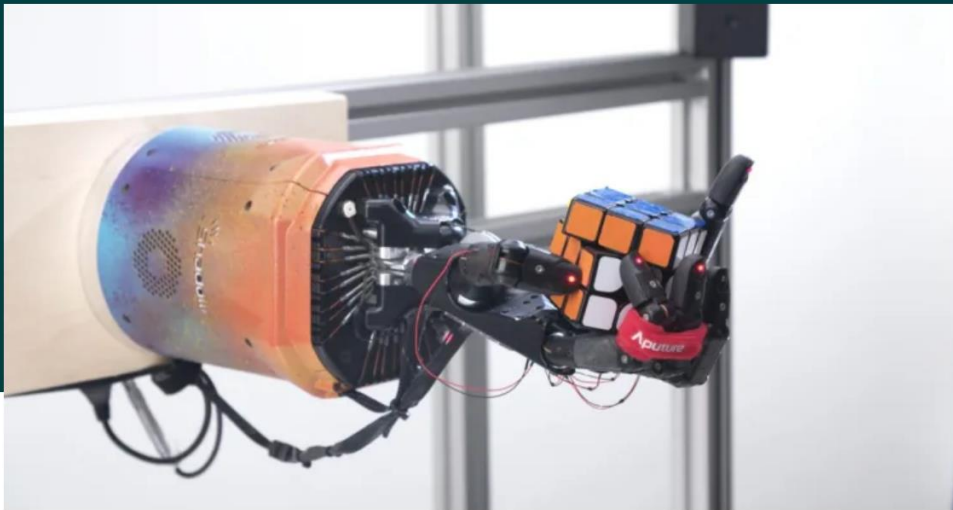
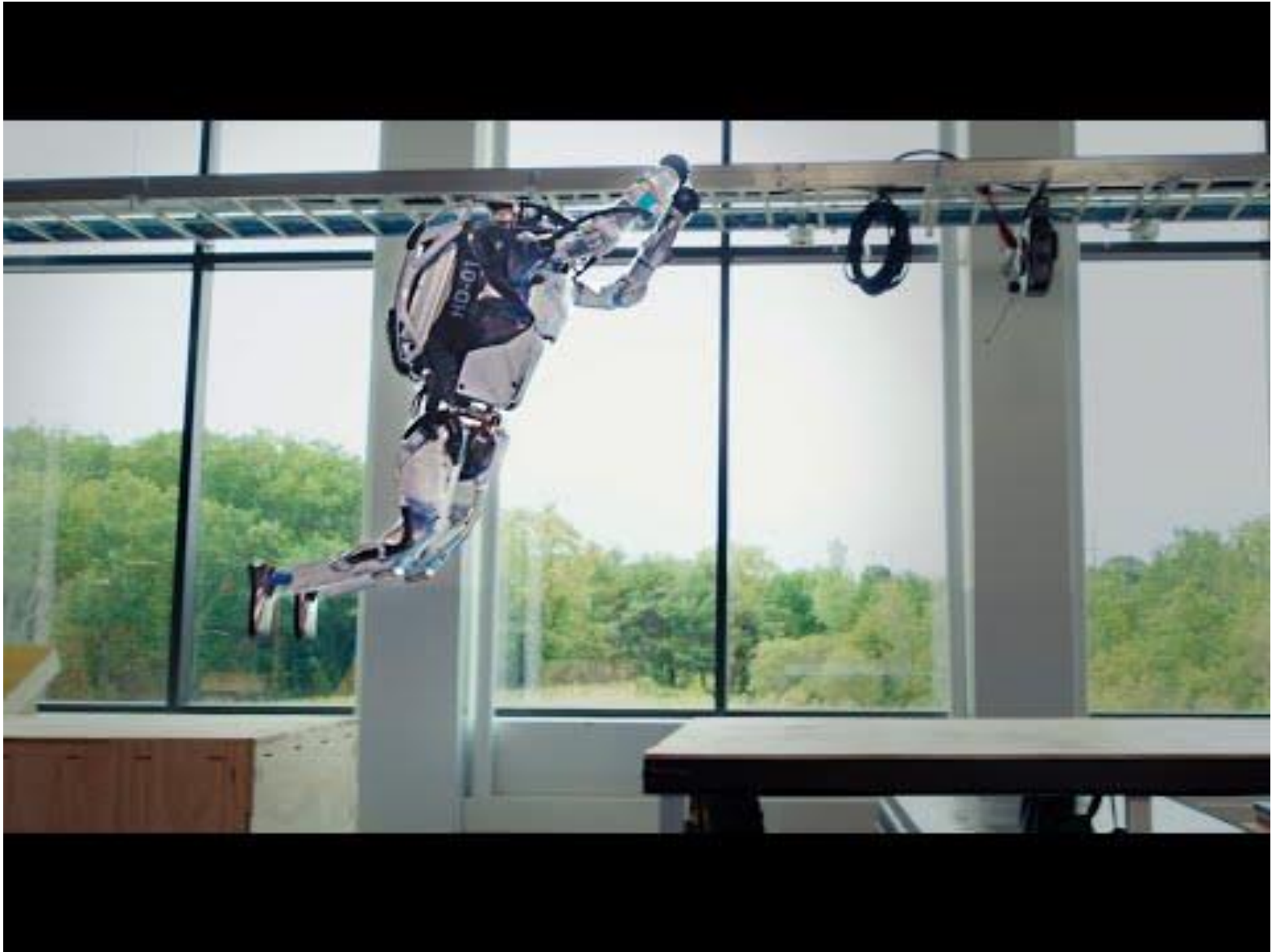


Image Credit: OpenAI

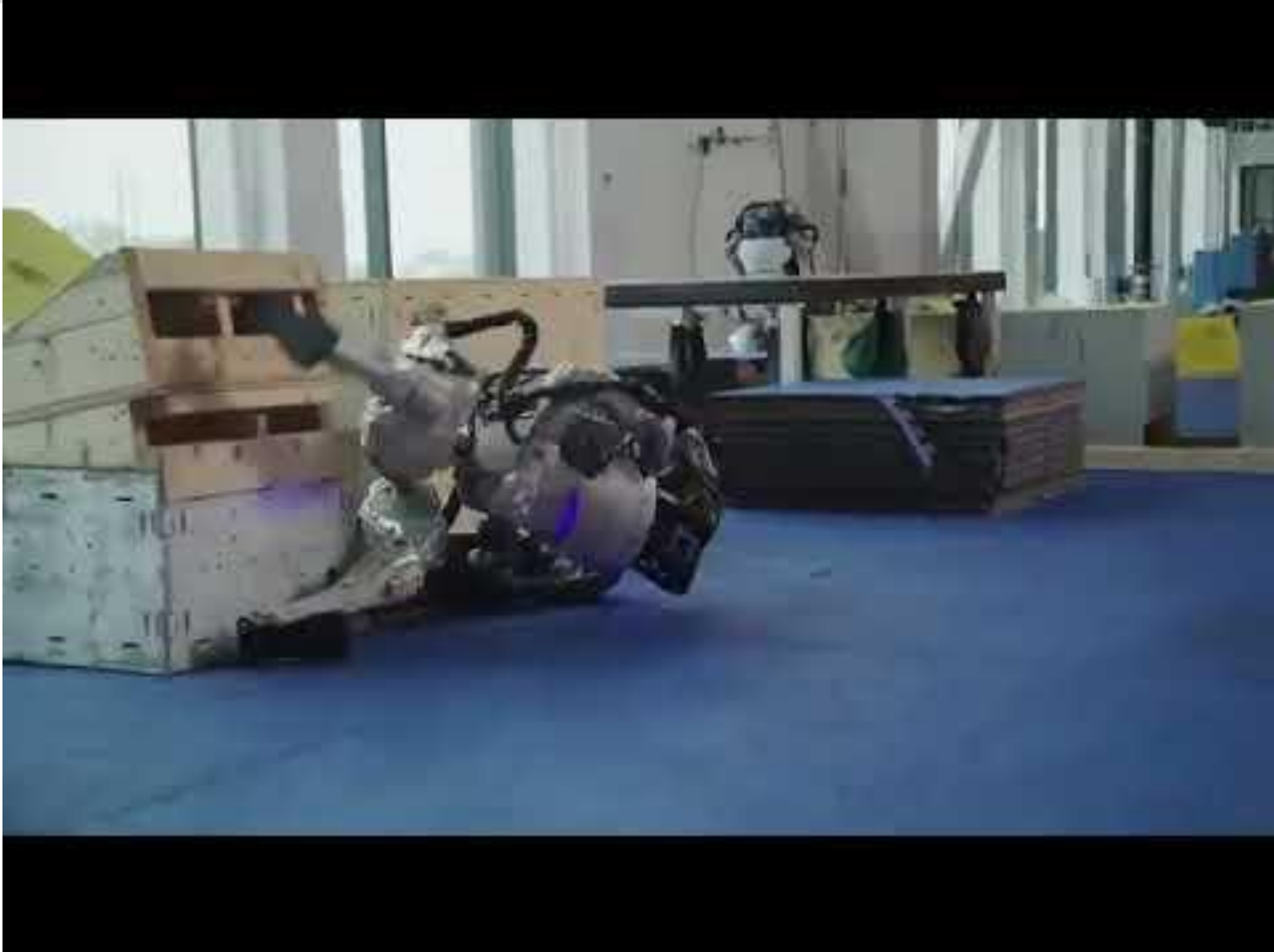
"There are actually plenty of domains that are very rich with data. Ultimately that was holding us back, in the case of robotics"

Wojciech Zaremba, cofounder of OpenAI

KRP and data complexity



KRP and data complexity



KRP and data complexity

1943: First NN by modelling how a brain works with an electric circuit

1958: First perceptron. Research in NN grows.

1969: Marvin Minsky kills research on perceptrons in his book.

AI winter

1982: US and JP start working on NN again, backpropagation is rediscovered

2000: Research on NN loosing steam. Not enough data/too costly.

AI research focused on Non-NN methods.

2006: Deep belief network. NN now called DL.

2012: Major breakthrough. AlexNet halves the competitors' error in ImageNet Large Scale Visual Recognition Challenge with a CNN. DL becomes the hot topic and the only option for certain fields. A new generation of DL researches is born.

Methodologies vs Data Volume

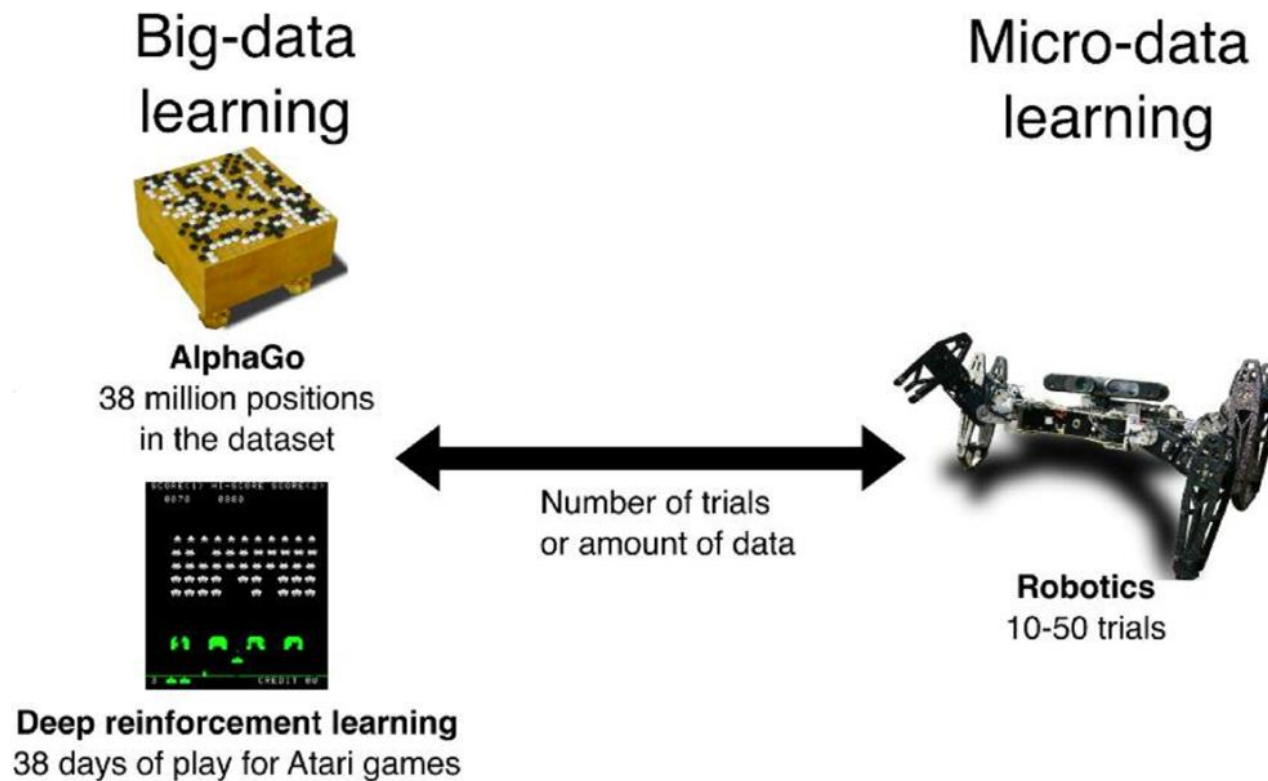
Big Data is a combination of **insane volumes of structured, semi-structured, and unstructured data** that are too complex to be analyzed and processed by traditional data-processing techniques. (...) **Big Data** is quite different from the traditional concept of **small data** in terms of volume, velocity, variety, and veracity. **Small data**, on the contrary, **is data small enough to be conveniently stored on a single machine**, particularly local servers, or a laptop, and is easily accessible.

Methodologies vs Data Volume

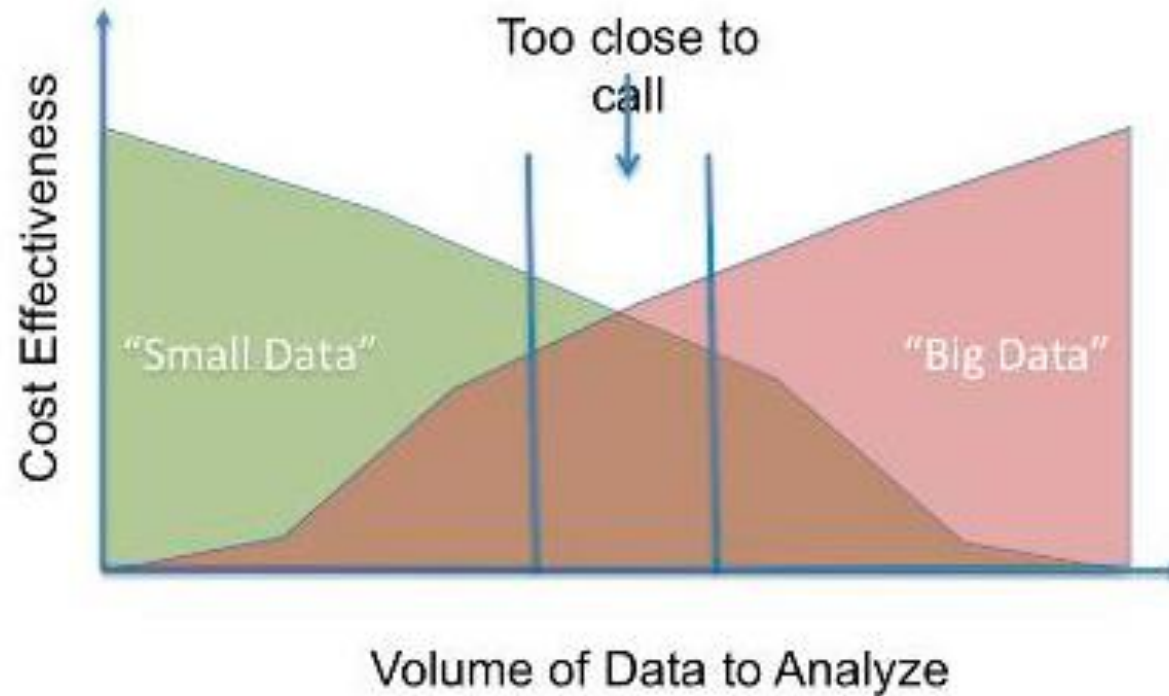
Many fields are now snowed under with an avalanche of data,** which raises considerable challenges for computer scientists. **Meanwhile, robotics (among other fields) can often only use a few dozen data points** because acquiring them involves a process that is expensive or time-consuming. **How can an algorithm learn with only a few data points?

Micro-Data Learning: The Other End of the Spectrum by Jean-Baptiste Mouret
(Inria)

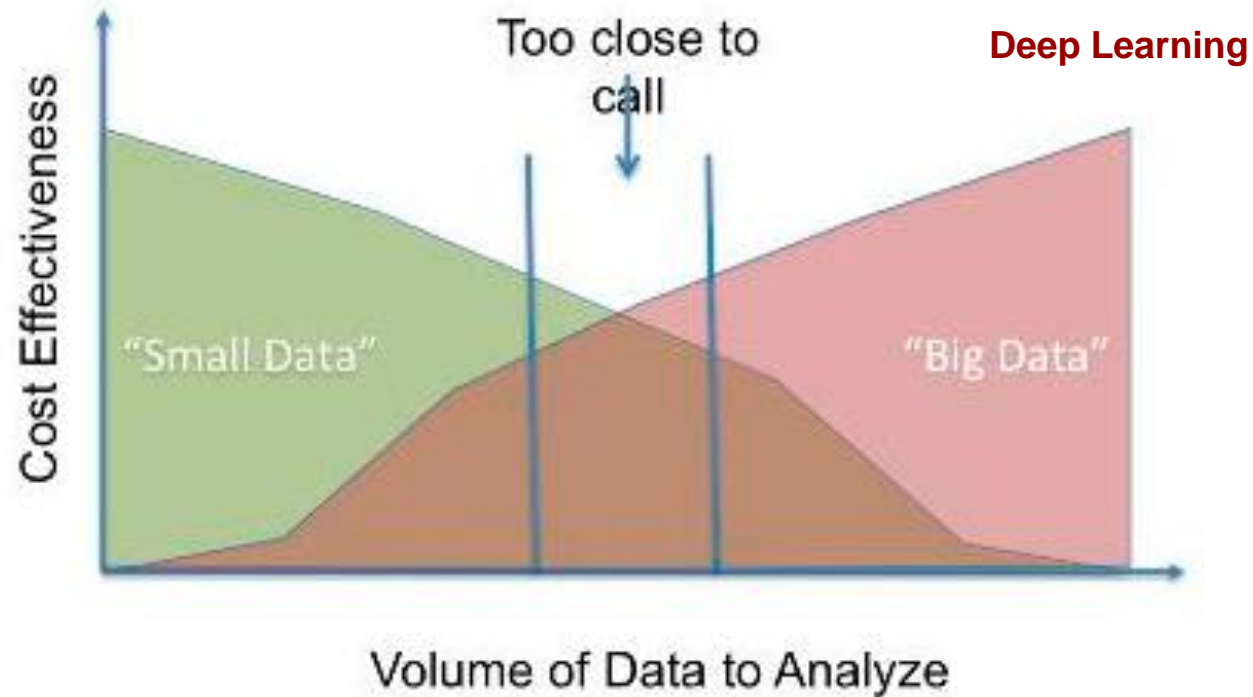
Methodologies vs Data Volume



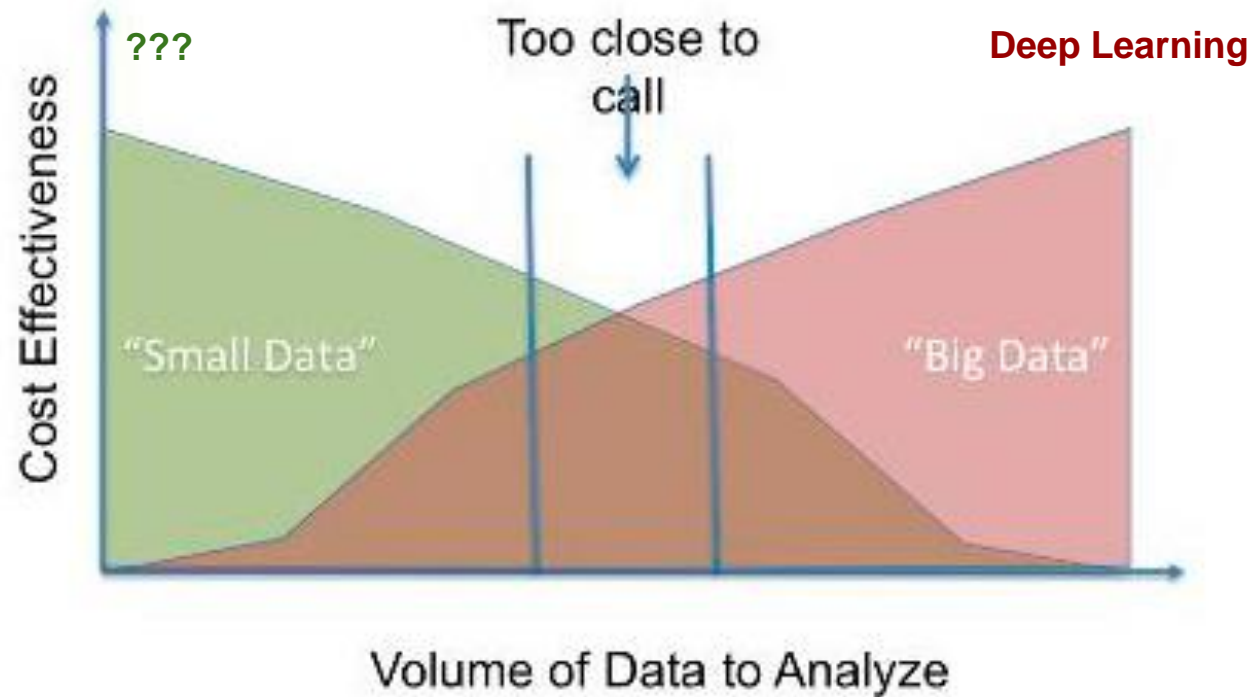
Methodologies vs Data Volume



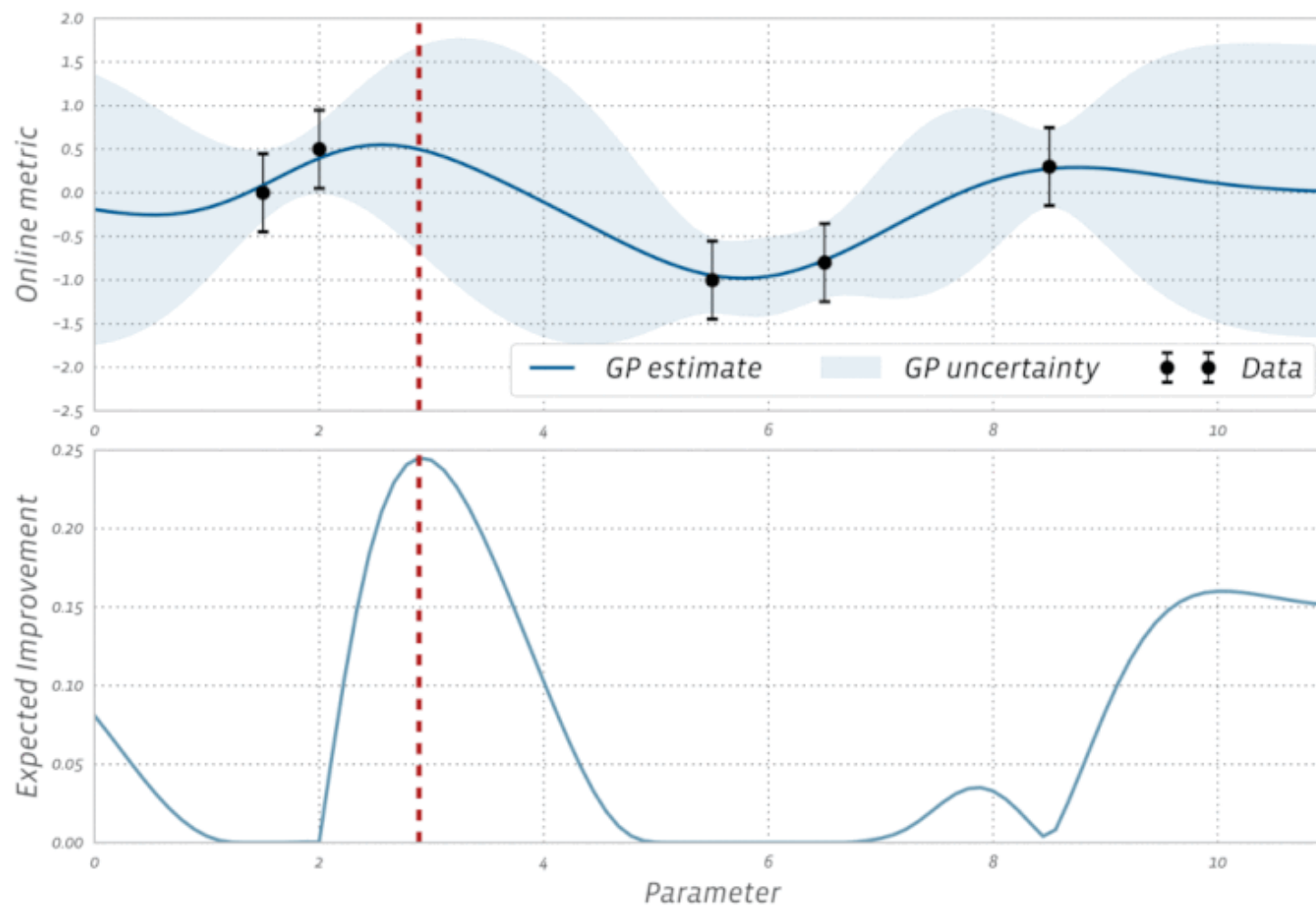
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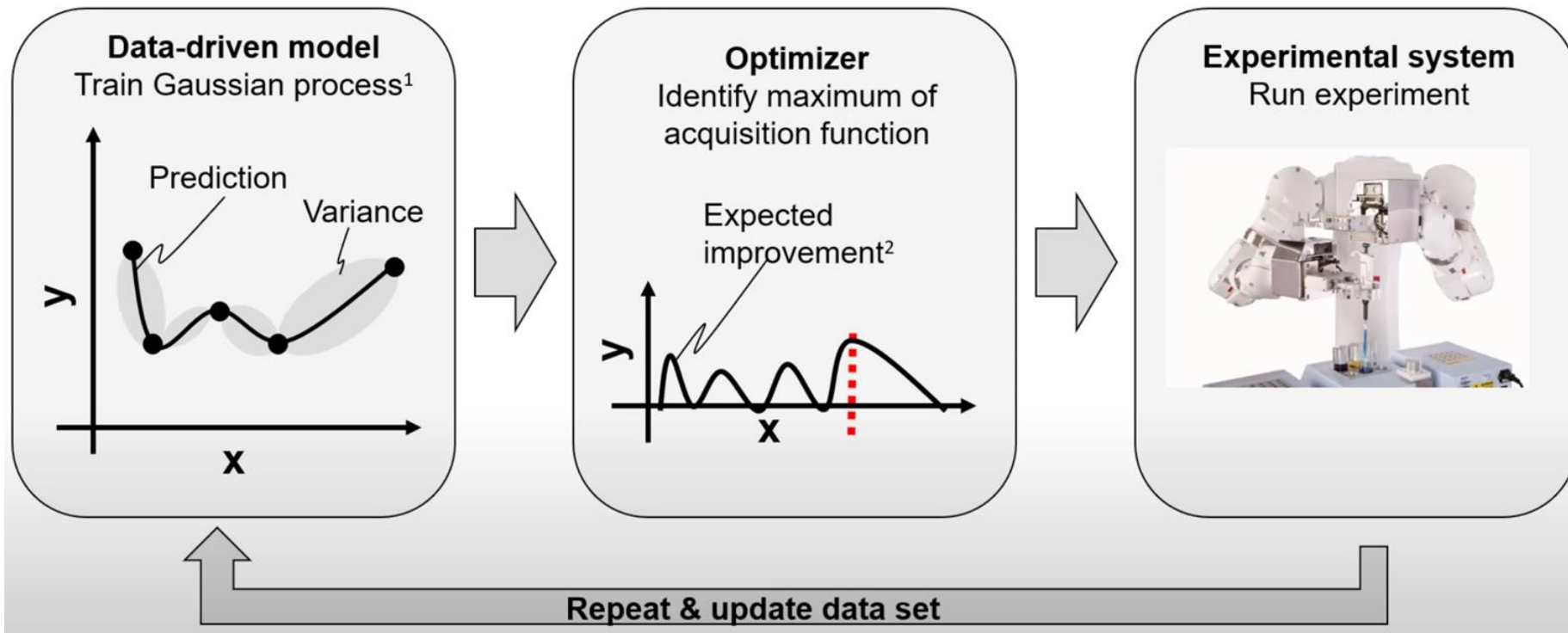


Bayesian Optimization



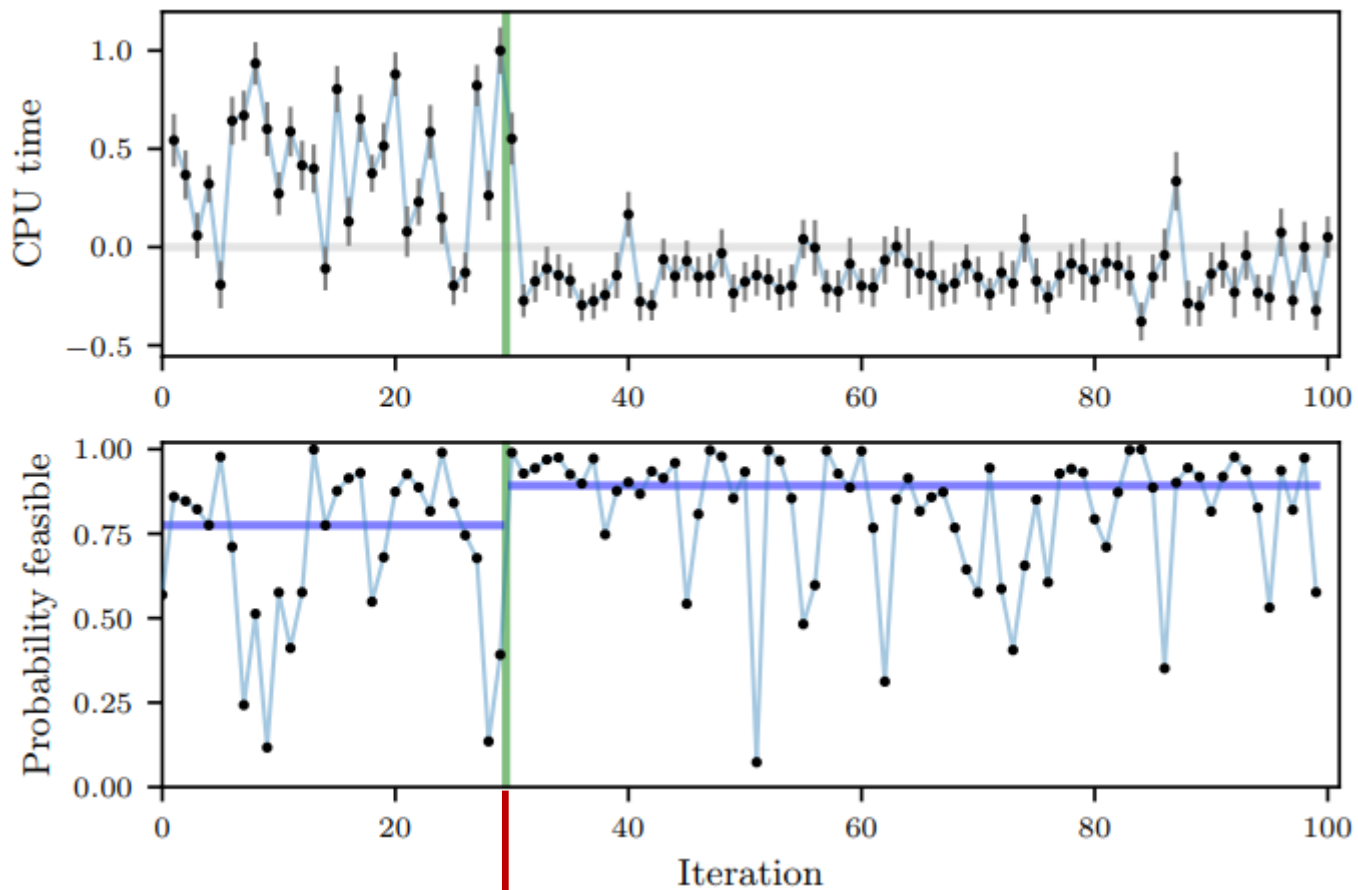
Source: B. Letham et al. Efficient tuning of online systems using Bayesian optimization. Meta

Bayesian Optimization



Source: A.M. Schweidtmann et al: *Maximizing the acquisition function of Bayesian optimization to guaranteed global optimality*

Bayesian Optimization

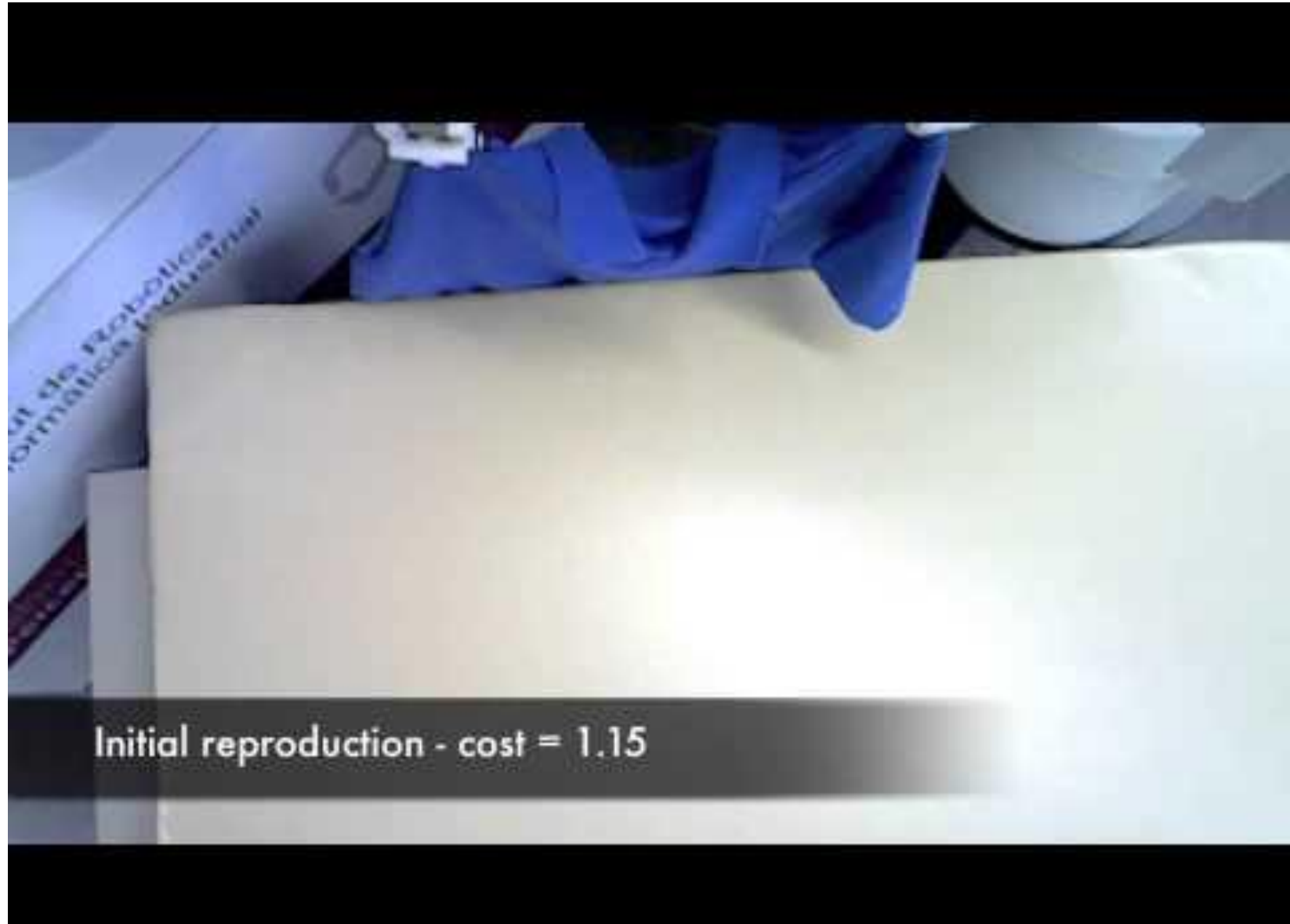


Random samples

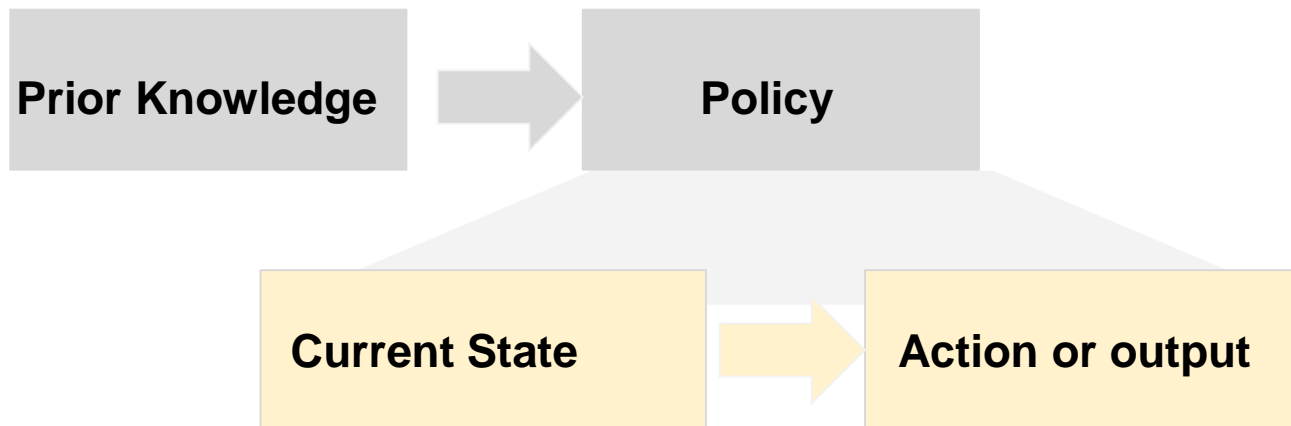
Bayesian Optimization

Reinforcement learning

Reinforcement learning

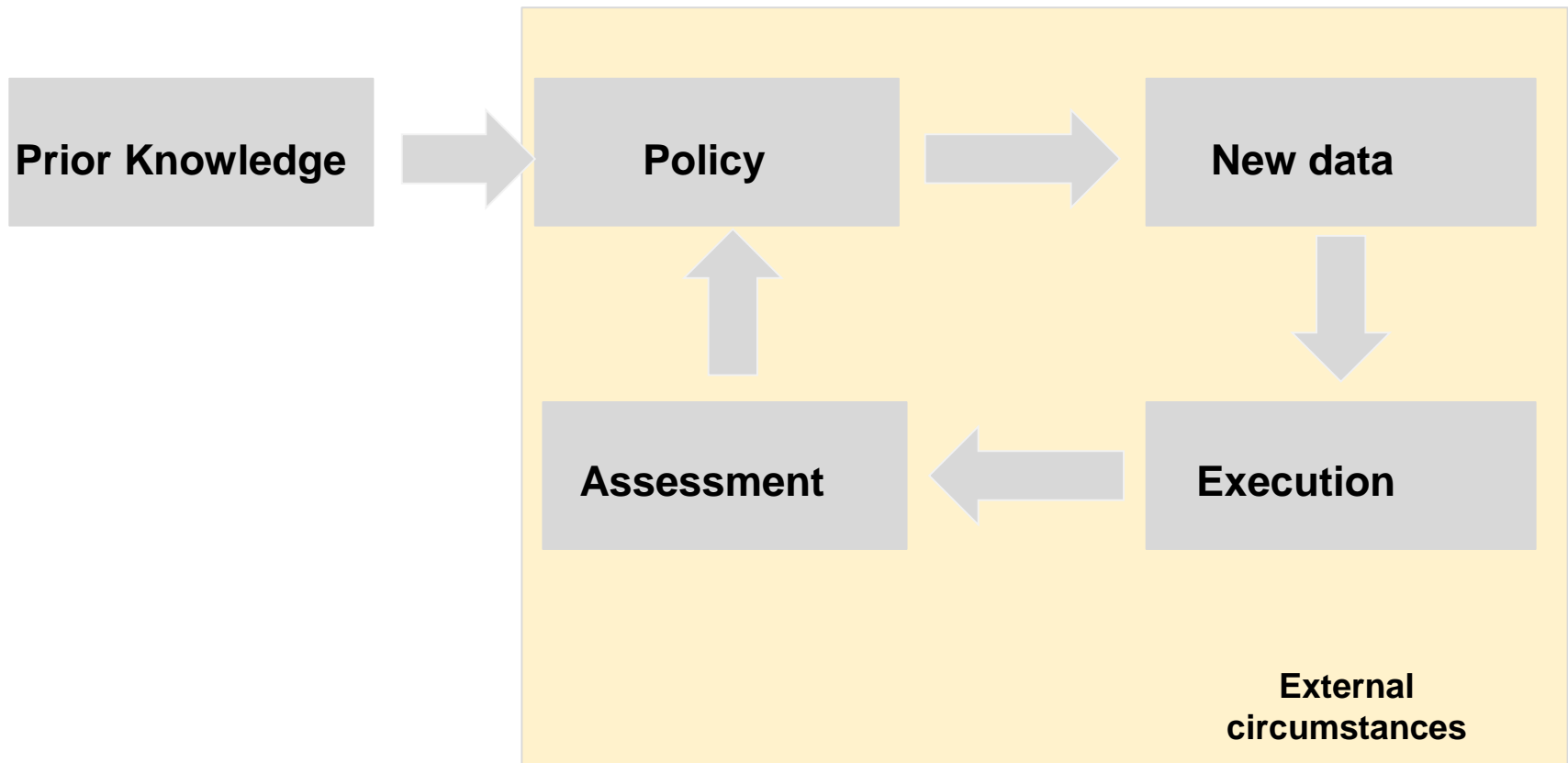


Reinforcement learning

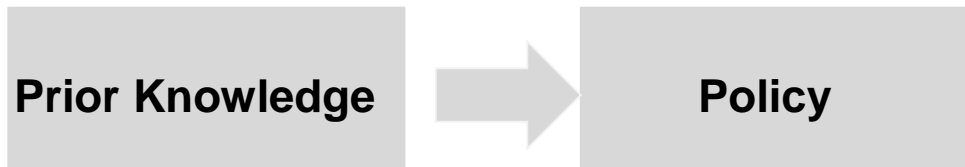


With the best expected outcome
according to knowledge

Reinforcement learning



Reinforcement learning



Reinforcement Learning

Given: (S, A, T, R)

S States

A Actions

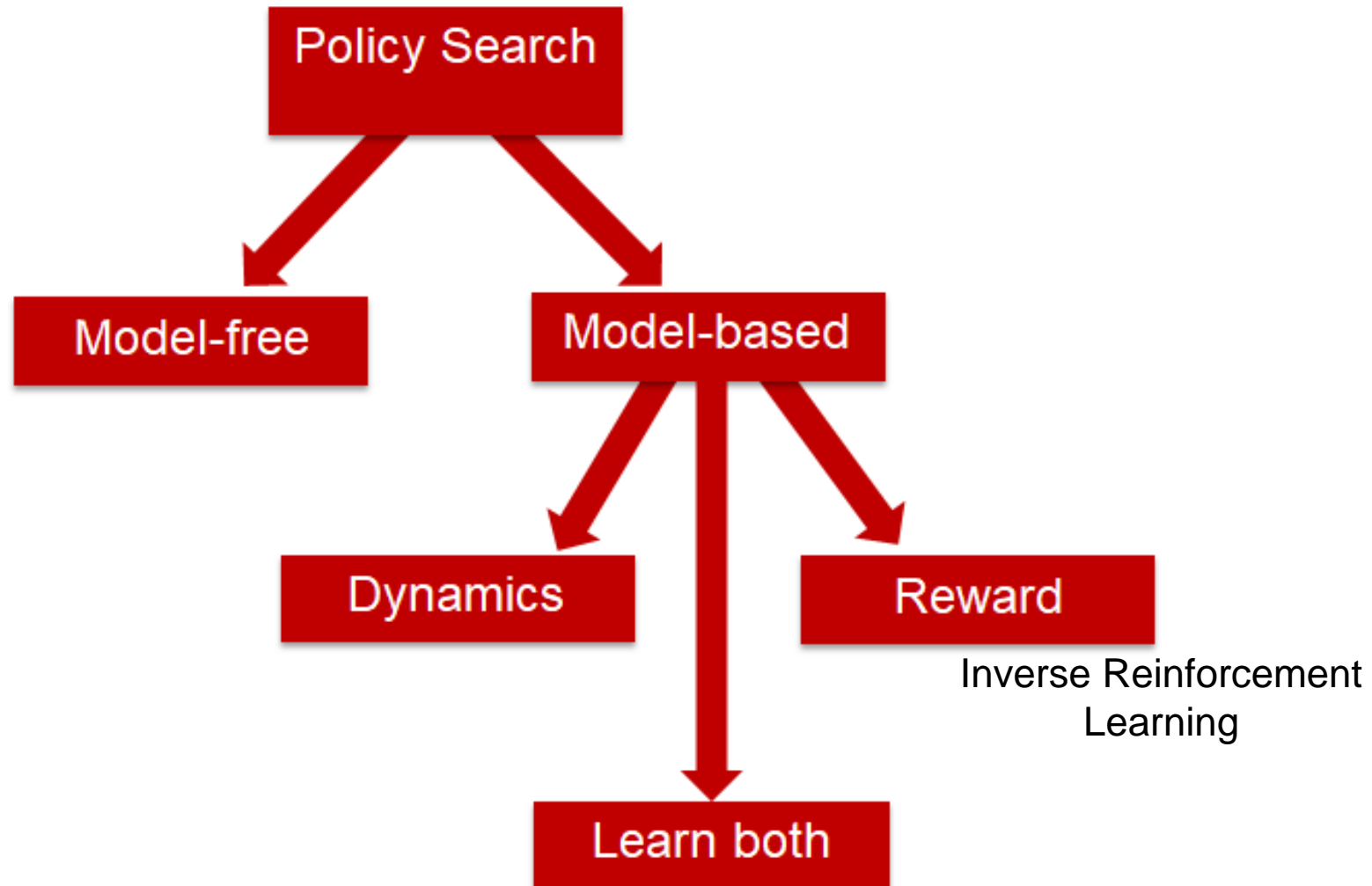
T Transitions

R Rewards

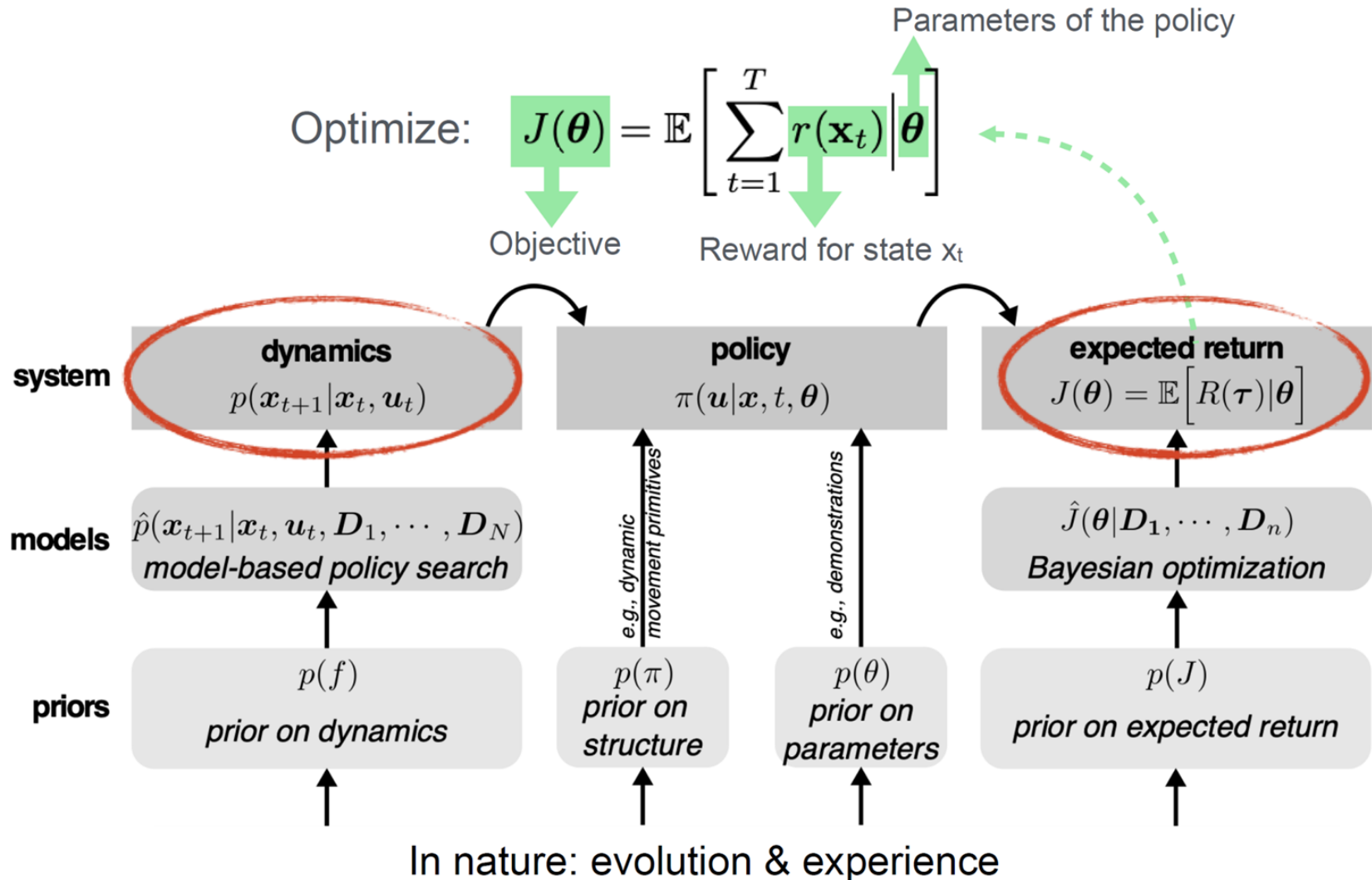


π Policy

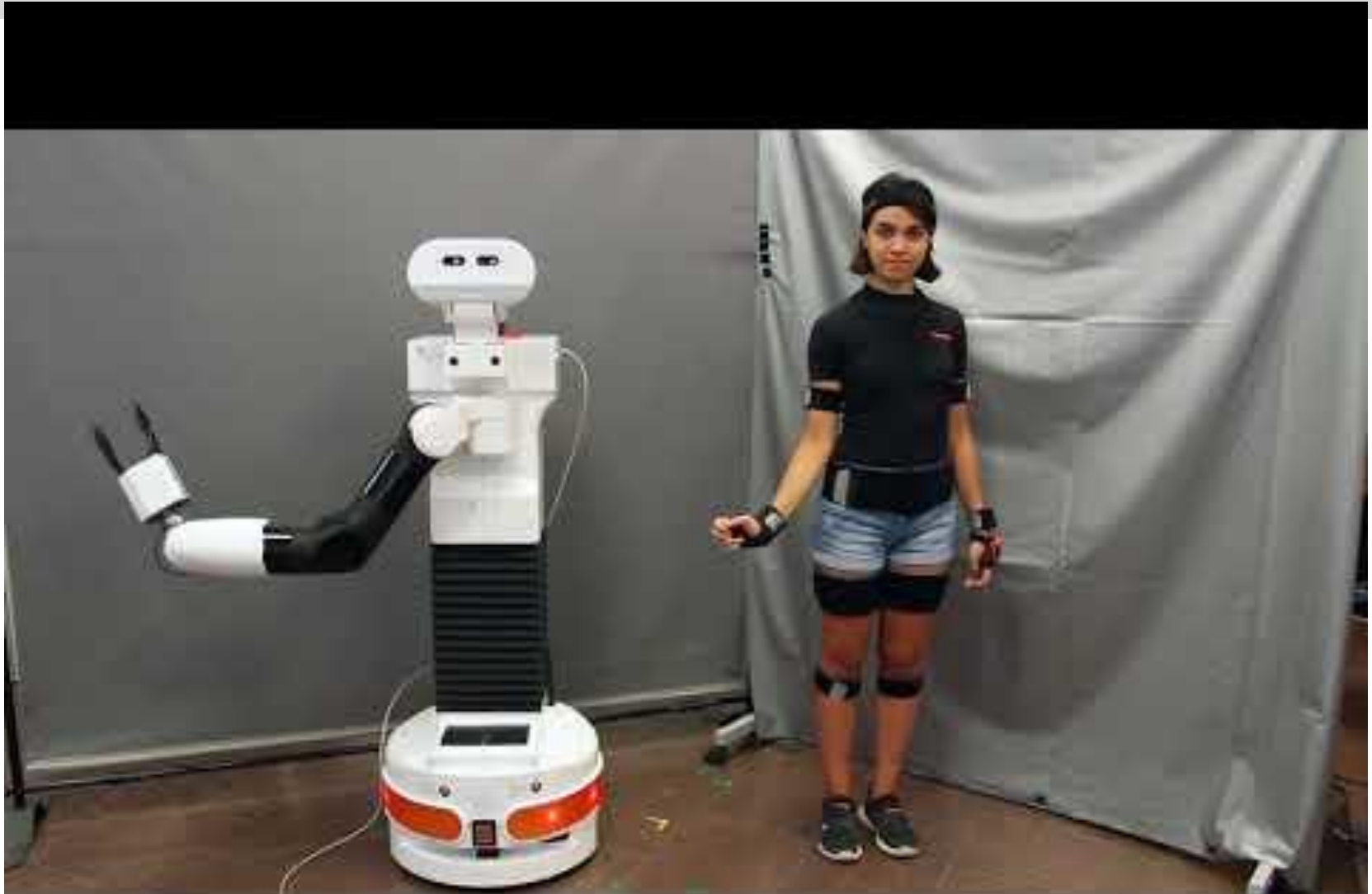
Reinforcement Learning



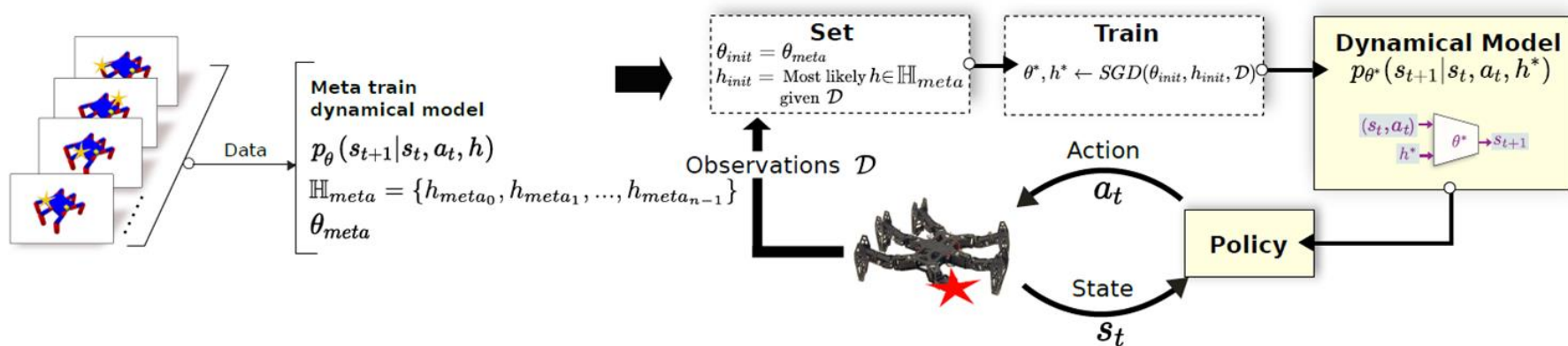
Reinforcement Learning



Transfer Learning

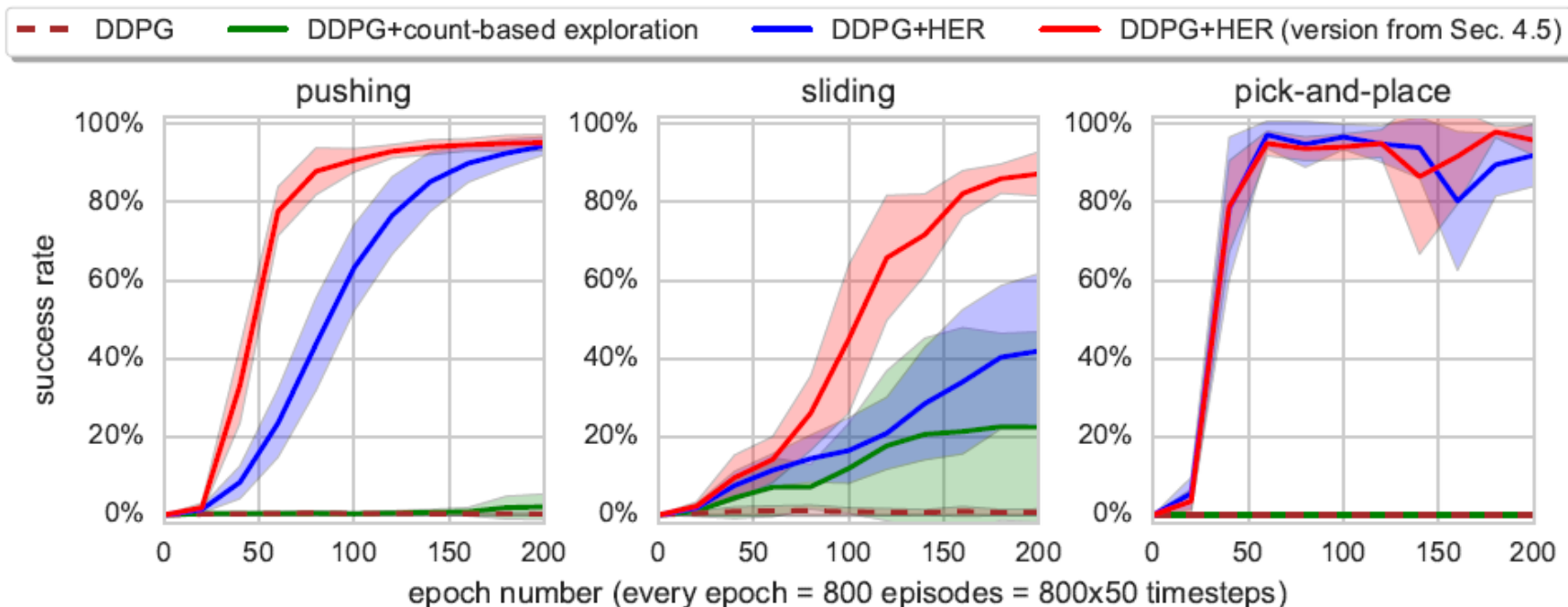


Meta Learning



Hindsight Experience Replay (HER)

Assume failed executions actually targeted the observed end-point and add them to data as such



Conclusions

- Know your problem, the type/amount of data you have
 - *DL is suitable for big data*
 - *Other methods (such as GPs) are more suitable for small data*
- If using black-box methods:
 - *Be careful with the data you provide*
 - *Check the output thoroughly*

*“if you torture the data long enough,
it will confess to anything “*

Thank you!

Questions