

Sensor Fusion in the Situation Calculus

Christoph Schwering

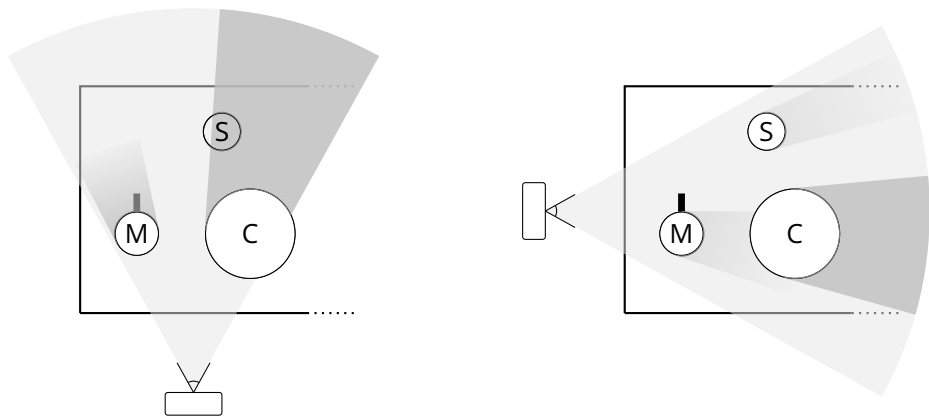
RWTH Aachen University

May 26, 2014

Scenario: Table Top Perception



Scenario: Table Top Perception



KR approach for ...

1. Sensing

Incorrect sensings

Unknown number of objects

KR approach for ...

1. Sensing

Incorrect sensings

Unknown number of objects

2. Fusion of sensings

If I once saw that M is a *Mug* and else saw that it is a *Cup*,
then I believe it is a *Mug*

KR approach for ...

1. Sensing

Incorrect sensings

Unknown number of objects

2. Fusion of sensings

If I once saw that M is a *Mug* and else saw that it is a *Cup*,
then I believe it is a *Mug*

3. Closed world assumption

After looking at the table for long enough,

I believe everything I haven't *seen* on the table *is* not the table

KR approach for ...

1. Sensing

Incorrect sensings

Unknown number of objects

2. Fusion of sensings

If I once saw that M is a *Mug* and else saw that it is a *Cup*,
then I believe it is a *Mug*

3. Closed world assumption

After looking at the table for long enough,

I believe everything I haven't *seen* on the table *is* not the table

4. Forgetting

When I return to the table after an hour,

I revoke my assumption about what's (not) on the table

KR approach for ...

1. Sensing

Incorrect sensings

Unknown number of objects

2. Fusion of sensings

If I once saw that M is a *Mug* and else saw that it is a *Cup*,
then I believe it is a *Mug*

3. Closed world assumption

After looking at the table for long enough,

I believe everything I haven't *seen* on the table *is* not the table

4. Forgetting

When I return to the table after an hour,

I revoke my assumption about what's (not) on the table

Situation calculus + Possible worlds as epistemic states

The Logic \mathcal{ESF}

Long story short: \mathcal{ESF} is a modal first-order logic for actions and knowledge

The Logic \mathcal{ESF}

Long story short: \mathcal{ESF} is a modal first-order logic for **actions** and **knowledge**

Long story long:

- ▶ Language

- ▶ Terms: $M, C, S, Mug, Coffee, Sugar, \dots$
- ▶ Atoms: $On(M), Is(M, Mug), \dots$
- ▶ Logical connectives: $Is(M, Mug) \vee Is(M, Cup), \dots$

- ▶ Semantics

- ▶ World: truth values of atoms \rightarrow truth of sentences

The Logic \mathcal{ESF}

Long story short: \mathcal{ESF} is a modal first-order logic for actions and knowledge

Long story long:

- ▶ Language

- ▶ Terms: $M, C, S, Mug, Coffee, Sugar, \dots$
- ▶ Atoms: $On(M), Is(M, Mug), \dots$
- ▶ Logical connectives: $Is(M, Mug) \vee Is(M, Cup), \dots$
 $[pickup(o)] \quad \neg On(o)$

- ▶ Semantics

- ▶ World: truth values of atoms in situations \rightarrow truth of sentences
- ▶ Situation: sequence of action

The Logic \mathcal{ESF}

Long story short: \mathcal{ESF} is a modal first-order logic for actions and knowledge

Long story long:

- ▶ Language
 - ▶ Terms: $M, C, S, Mug, Coffee, Sugar, \dots$
 - ▶ Atoms: $On(M), Is(M, Mug), \dots$
 - ▶ Logical connectives: $Is(M, Mug) \vee Is(M, Cup), \dots$
 $[pickup(o)] \mathbf{K} \neg On(o)$
- ▶ Semantics
 - ▶ World: truth values of atoms in situations \rightarrow truth of sentences
 - ▶ Situation: sequence of action
 - ▶ Set of worlds: what's known = what's true in every world

The Logic \mathcal{ESF}

Long story short: \mathcal{ESF} is a modal first-order logic for actions and knowledge

Long story long:

- ▶ Language

- ▶ Terms: $M, C, S, Mug, Coffee, Sugar, \dots$
- ▶ Atoms: $On(M), Is(M, Mug), \dots$
- ▶ Logical connectives: $Is(M, Mug) \vee Is(M, Cup), \dots$

[pickup(o)] $\mathbf{K}\neg On(o)$

[sense] $\mathbf{S}_{sense}^1 On(o)$

- ▶ Semantics

- ▶ World: truth values of atoms in situations \rightarrow truth of sentences
- ▶ Situation: sequence of action
- ▶ Set of worlds: what's known = what's true in every world

Actions have different kinds of effects:

- ▶ **physical**: change truth value
- ▶ **sensing**: the compatible epistemic state is memorized
- ▶ **epistemic**: rule out or reinstate possible worlds
 - ▶ fusion of sensings
 - ▶ closed world assumption
 - ▶ forgetting

1. Sensing
2. Fusion of sensings
3. Closed world assumption
4. Forgetting

Problem 1: Sensing

- ▶ Sensor reports **wrong** values and **unknown count** of objects
- ▶ Real world constrain possible results:

$$\begin{aligned}\Box SR(\text{sense}, x) \supset \exists o. x = \text{obj}(o) \vee \\ \exists o, t. o = \text{type}(o, t)\end{aligned}$$

- ▶ Possible world must agree:

$$\begin{aligned}\Box SR(\text{sense}, x) \equiv \exists o. x = \text{obj}(o) \wedge \text{On}(o) \vee \\ \exists o, t. o = \text{type}(o, t) \wedge \text{Is}(o, t)\end{aligned}$$

- ▶ Epistemic state of sensing = possible worlds w' compatible with real world w

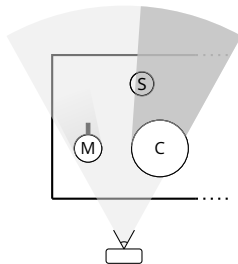
$$\{w' \mid w'[SR(\text{sense}, x), z] = w[SR(\text{sense}, x), z] \text{ for all } x\}$$

Problem 1: Sensing

- ▶ One epistemic state per sensing
- ▶ $\mathbf{S}_a^n \alpha$ iff α holds in all w' from n th last sensing a
iff α compatible with n th last sensing a
- ▶ What was sensed (with projection):

$[\text{sense}] \mathbf{S}_{\text{sense}}^1 (\text{On}(C) \wedge \text{On}(M))$

$[\text{sense}][\text{pickup}(M)] \mathbf{S}_{\text{sense}}^1 (\text{On}(C) \wedge \neg \text{On}(M))$



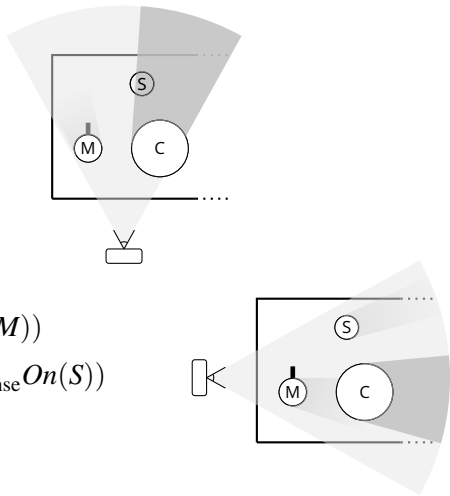
Problem 1: Sensing

- ▶ One epistemic state per sensing
- ▶ $\mathbf{S}_a^n \alpha$ iff α holds in all w' from n th last sensing a
iff α compatible with n th last sensing a
- ▶ What was sensed (with projection):

$[\text{sense}] \mathbf{S}_{\text{sense}}^1 (\text{On}(C) \wedge \text{On}(M))$

$[\text{sense}][\text{pickup}(M)] \mathbf{S}_{\text{sense}}^1 (\text{On}(C) \wedge \neg \text{On}(M))$

$[\text{sense}][\text{move}][\text{sense}] (\neg \mathbf{S}_{\text{sense}}^2 \text{On}(S) \wedge \mathbf{S}_{\text{sense}}^1 \text{On}(S))$



Problem 2: Fusion

- ▶ Fusion formulas:

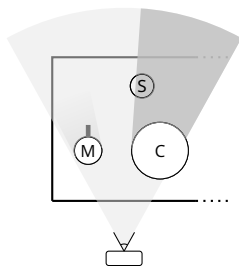
$$\mathbf{S}_{\text{sense}}^1 On(o) \vee \mathbf{S}_{\text{sense}}^2 On(o) \supset On(o)$$

$$\mathbf{S}_{\text{sense}}^1 Is(o, t) \wedge (t = Cup \supset \neg \mathbf{S}_{\text{sense}}^2 Is(o, Mug)) \supset Is(o, t)$$

- ▶ Epistemic effect of fuse action:

$$[\text{sense}][\text{fuse}] \mathbf{K}Is(M, Cup)$$

$$[\text{sense}][\text{fuse}] \mathbf{K}(o \in \{M, C\} \supset On(o))$$



Problem 2: Fusion

- ▶ Fusion formulas:

$$\mathbf{S}_{\text{sense}}^1 On(o) \vee \mathbf{S}_{\text{sense}}^2 On(o) \supset On(o)$$

$$\mathbf{S}_{\text{sense}}^1 Is(o, t) \wedge (t = Cup \supset \neg \mathbf{S}_{\text{sense}}^2 Is(o, Mug)) \supset Is(o, t)$$

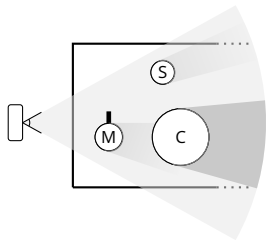
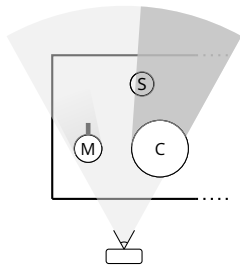
- ▶ Epistemic effect of fuse action:

$$[\text{sense}][\text{fuse}] \mathbf{K}Is(M, Cup)$$

$$[\text{sense}][\text{move}][\text{sense}][\text{fuse}] \mathbf{K}Is(M, Mug)$$

$$[\text{sense}][\text{fuse}] \mathbf{K}(o \in \{M, C\} \supset On(o))$$

$$[\text{sense}][\text{move}][\text{sense}][\text{fuse}] \mathbf{K}(o \in \{M, C, S\} \supset On(o))$$



Problem 3: Closed World Assumption

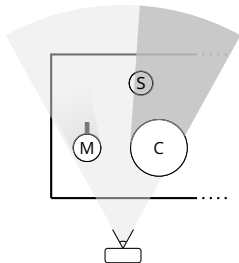
- ▶ Local CWA on $On(x)$:

$$CW(\text{close}, x) \equiv On(x)$$

- ▶ Epistemic effect of close action:

$$[\text{sense}][\text{fuse}] \mathbf{K}(o \in \{M, C\} \supset On(o))$$

$$[\text{sense}][\text{fuse}][\text{close}] \mathbf{K}(o \in \{M, C\} \equiv On(o))$$



Problem 4: Forgetting

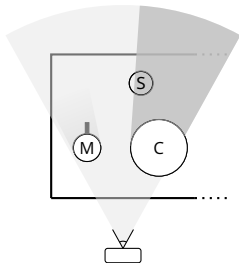
- ▶ $\text{forget}(a)$ undoes epistemic effect of a

reinstates possible worlds

- ▶ Epistemic effect of close action:

$[\text{sense}][\text{fuse}][\text{close}] \mathbf{K}(o \in \{M, C\}) \equiv \text{On}(o)$

$[\text{sense}][\text{fuse}][\text{close}][\text{forget}(\text{close})] \mathbf{K}(o \in \{M, C\}) \supset \text{On}(o)$



Conclusion

- ▶ Incorrect sensing results
- ▶ Memorize sensing results, no immediate effect on knowledge
- ▶ Fusion actions turn memorized sensings into knowledge
- ▶ Closed world assumption
- ▶ Fusion and CWA can be undone through forgetting

Future Work

- ▶ Uncertainties in sensing
 - M is a *Mug* with confidence 0.7
 - M is a *Cup* with confidence 0.3
- ▶ Decidable reasoning
- ▶ Belief revision
 - “it’s a cup unless we see a handle, then it’s a mug”

Slide Cemetery

\mathcal{ESF} is a modal first order logic for actions and knowledge:

- ▶ Situation aka sequence of actions
- ▶ When is an object on the table?

$$\Box[a]On(x) \equiv a = \text{putdown}(x) \vee (On(x) \wedge a \neq \text{pickup}(x))$$

- ▶ After $\text{pickup}(x)$, do we know that x would be on the table after putting it down?

$$[\text{pickup}(x)]\mathbf{K}[\text{putdown}(x)]On(x)$$

- ▶ According to the second to last sense action, M is a mug or a cup:

$$\mathbf{S}_{\text{sense}}^2(Is(M, Mug) \vee Is(M, Cup))$$

- ▶ A world $w : atoms \times action\ sequences \rightarrow \{0, 1\}$
- ▶ Set of possible worlds aka **epistemic state**
- ▶ The set of possible worlds
- ▶ α is known in a set of worlds e iff $w' \models \alpha$ for all $w' \in e$
- ▶ Example (informal notation):

$$\begin{aligned}
 e = \{w' \mid w' \models & On(M) \wedge Is(M, Mug) \wedge \neg On(S) && \text{or} \\
 & On(M) \wedge Is(M, Cup) \wedge \neg On(S) && \text{or} \\
 & On(M) \wedge Is(M, Mug) \wedge On(S)\}
 \end{aligned}$$

- ▶ knows that $On(M)$
- ▶ knows that $Is(M, Mug) \vee Is(M, Cup)$
- ▶ doesn't know if $On(S)$ or $\neg On(S)$

-
- ▶ Not much is specified about the real sensing results x in real world w :

$$\begin{aligned} \Box SR(\text{sense}, x) &\supset \exists o. x = \text{obj}(o) \vee \\ &\quad \exists o, t. o = \text{type}(o, t) \end{aligned}$$

-
- ▶ Not much is specified about the real sensing results x in real world w :

$$\begin{aligned}\Box SR(\text{sense}, x) &\supset \exists o. x = \text{obj}(o) \vee \\ &\quad \exists o, t. o = \text{type}(o, t)\end{aligned}$$

- ▶ A possible world w' should agree with all sensing results x :

$$\begin{aligned}\Box SR(\text{sense}, x) &\equiv \exists o. x = \text{obj}(o) \wedge \text{On}(o) \vee \\ &\quad \exists o, t. o = \text{type}(o, t) \wedge \text{Is}(o, t)\end{aligned}$$

- ▶ Not much is specified about the real sensing results x in real world w :

$$\Box SR(\text{sense}, x) \supset \exists o. x = \text{obj}(o) \vee \\ \exists o, t. o = \text{type}(o, t)$$

- ▶ A possible world w' should agree with all sensing results x :

$$\Box SR(\text{sense}, x) \equiv \exists o. x = \text{obj}(o) \wedge \text{On}(o) \vee \\ \exists o, t. o = \text{type}(o, t) \wedge \text{Is}(o, t)$$

- ▶ The epistemic state of action sense in situation z :

$$\{w' \mid w'[SR(\text{sense}, x), z] = w[SR(\text{sense}, x), z] \text{ for all } x\}$$

w' is compatible w iff x is a sensing result in w' iff it's one in w

▶ $\mathbf{S}_a^n \alpha$ holds iff $w' \models \alpha$ for all w' compatible with the sensing result of the n th last a

▶

$$\mathbf{S}_{\text{sense}}^1 On(x) \vee \mathbf{S}_{\text{sense}}^2 On(x) \supset On(x)$$

- ▶ Suppose the *first* sensing yields:

$$SR(\text{sense}, x) \equiv x \in \{obj(C), type(C, Coffee), \\ obj(M), type(M, Cup)\}$$

- ▶ Recall the *SR* axiom, which formalizes which w' agree with sensings results:

$$\Box SR(\text{sense}, x) \equiv \exists o. x = obj(o) \wedge On(o) \vee \\ \exists o, t. o = type(o, t) \wedge Is(o, t)$$

- ▶ Sensing history contains worlds compatible with

$$On(C) \wedge Is(C, Coffee) \wedge On(M) \wedge Is(M, Cup)$$

$$On(C) \wedge Is(C, Coffee) \wedge On(M) \wedge Is(M, Mug) \wedge On(S) \wedge Is(S, Sugar)$$

- ▶ Suppose the **second** sensing yields:

$$SR(\text{sense}, x) \equiv x \in \{obj(C), type(C, Coffee), \\ obj(M), type(M, Mug), \\ obj(S), type(S, Sugar)\}$$

- ▶ Recall the *SR* axiom, which formalizes which w' agree with sensings results:

$$\Box SR(\text{sense}, x) \equiv \exists o. x = obj(o) \wedge On(o) \vee \\ \exists o, t. o = type(o, t) \wedge Is(o, t)$$

- ▶ Sensing history contains worlds compatible with

$$On(C) \wedge Is(C, Coffee) \wedge On(M) \wedge Is(M, Cup) \\ On(C) \wedge Is(C, Coffee) \wedge On(M) \wedge Is(M, Mug) \wedge On(S) \wedge Is(S, Sugar)$$

► Thus we have:

$$\mathbf{S}_{\text{sense}}^1 Is(M, Cup) \wedge \mathbf{S}_{\text{sense}}^2 Is(M, Mug)$$

$$\neg \mathbf{S}_{\text{sense}}^1 \neg On(S) \wedge \mathbf{S}_{\text{sense}}^2 On(S)$$

-
- ▶ have a few worlds
 - ▶ CWA erases all $\neg On(S)$ worlds

-
- ▶ just mention that we reinstate worlds

Initially, the robot is at the long side.

1. It erroneously thinks M is a *Cup*.
[sense][fuse]**KIs**(M , *Cup*)

Entailments of the example's theory.

Initially, the robot is at the long side.

1. It erroneously thinks M is a Cup .

[sense][fuse]**KIs**(M , Cup)

2. It realizes that M is a Mug ; forget(fuse) avoids inconsistency.

[sense][fuse][move][sense][forget(fuse)][fuse]**KIs**(M , Mug)

Entailments of the example's theory.

Initially, the robot is at the long side.

1. It erroneously thinks M is a Cup .

[sense][fuse] $\mathbf{K}Is(M, Cup)$

2. It realizes that M is a Mug ; forget(fuse) avoids inconsistency.

[sense][fuse][move][sense][forget(fuse)][fuse] $\mathbf{K}Is(M, Mug)$

3. It believes that M and C are on the table ...

[sense][fuse] $\mathbf{K}(x = M \vee x = C \supset On(x))$

Entailments of the example's theory.

Initially, the robot is at the long side.

1. It erroneously thinks M is a *Cup*.

[sense][fuse] $\mathbf{K}Is(M, Cup)$

2. It realizes that M is a *Mug*; forget(fuse) avoids inconsistency.

[sense][fuse][move][sense][forget(fuse)][fuse] $\mathbf{K}Is(M, Mug)$

3. It believes that M and C are on the table ...

[sense][fuse] $\mathbf{K}(x = M \vee x = C \supset On(x))$

4. ... but not that they're all objects on the table, ...

[sense][fuse] $\neg\mathbf{K}(x = M \vee x = C \subset On(x))$

Entailments of the example's theory.

Initially, the robot is at the long side.

1. It erroneously thinks M is a *Cup*.

[sense][fuse] $\mathbf{K}Is(M, Cup)$

2. It realizes that M is a *Mug*; forget(fuse) avoids inconsistency.

[sense][fuse][move][sense][forget(fuse)][fuse] $\mathbf{K}Is(M, Mug)$

3. It believes that M and C are on the table ...

[sense][fuse] $\mathbf{K}(x = M \vee x = C \supset On(x))$

4. ... but not that they're all objects on the table, ...

[sense][fuse] $\neg\mathbf{K}(x = M \vee x = C \subset On(x))$

5. ... which it does believe after a CWA on *On*.

[sense][fuse][close] $\mathbf{K}(x = M \vee x = C \equiv On(x))$

Entailments of the example's theory.

Initially, the robot is at the long side.

1. It erroneously thinks M is a *Cup*.

[sense][fuse] $\mathbf{K}Is(M, Cup)$

2. It realizes that M is a *Mug*; forget(fuse) avoids inconsistency.

[sense][fuse][move][sense][forget(fuse)][fuse] $\mathbf{K}Is(M, Mug)$

3. It believes that M and C are on the table ...

[sense][fuse] $\mathbf{K}(x = M \vee x = C \supset On(x))$

4. ... but not that they're all objects on the table, ...

[sense][fuse] $\neg\mathbf{K}(x = M \vee x = C \subset On(x))$

5. ... which it does believe after a CWA on *On*.

[sense][fuse][close] $\mathbf{K}(x = M \vee x = C \equiv On(x))$

6. It sees all three objects when it inspects the table from both sides.

[sense][move][sense][fuse] $\mathbf{K}(x = M \vee x = C \vee x = S \supset On(x))$

Entailments of the example's theory.