

A Computational Model for the Alignment of Hierarchical Scene Representations in Human-Robot Interaction

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Introduction

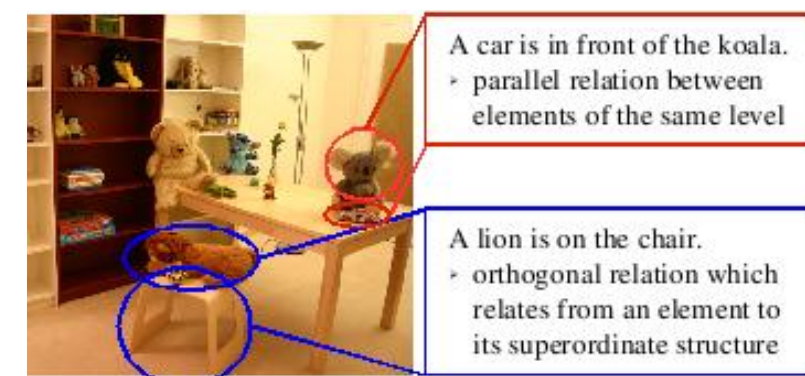
- scenario: talking to a robot about
a pen lying beside a book on a table that should be placed back into a drawer under the desk
- scene representation on different granularity levels
- implicit learning of room layouts from verbal user descriptions
- alignment of spatial structures between a robot and the user

Empirical Foundation

- people's descriptions reflect their mental representation of the perceived scenes
- psycholinguistic study:
 - 10 German native speakers were shown a photo of a real room and have to describe it freely
 - objects are localized relative to their supporting room structure
 - orthogonal relation (\mathbf{rel}_{\perp}): *a lion is on the chair*
 - parallel relation (\mathbf{rel}_{\parallel}): *a car lies in front of the koala*

Computational Model

- verbal descriptions: sequence of
orthogonal and parallel relations between objects



In the corner is a lamp. Soft toys are on the table, a rose is on the table, and a car is in front of the koala. A lion is on the chair. A small robot lies in front of the lion. In the left cupboard (cupboard2) are books. Also there are games in the cupboard2. Next to fred is a raven. Below the raven are the pokemon. In the right cupboard (cupboard3) are games. Also a candle is in cupboard3. Above the candle is a dog.

- hierarchical organization of related objects in set of dependency trees T (parent node holds superordinate structure of subordinated elements)

- manipulate-operations:
 $\text{obj}("o")$, $\text{child}(n_o, n_p)$, $\text{delete}(n_p)$
- query-operation:
 $\text{bool} = \text{ischild}(n_o, n_p)$

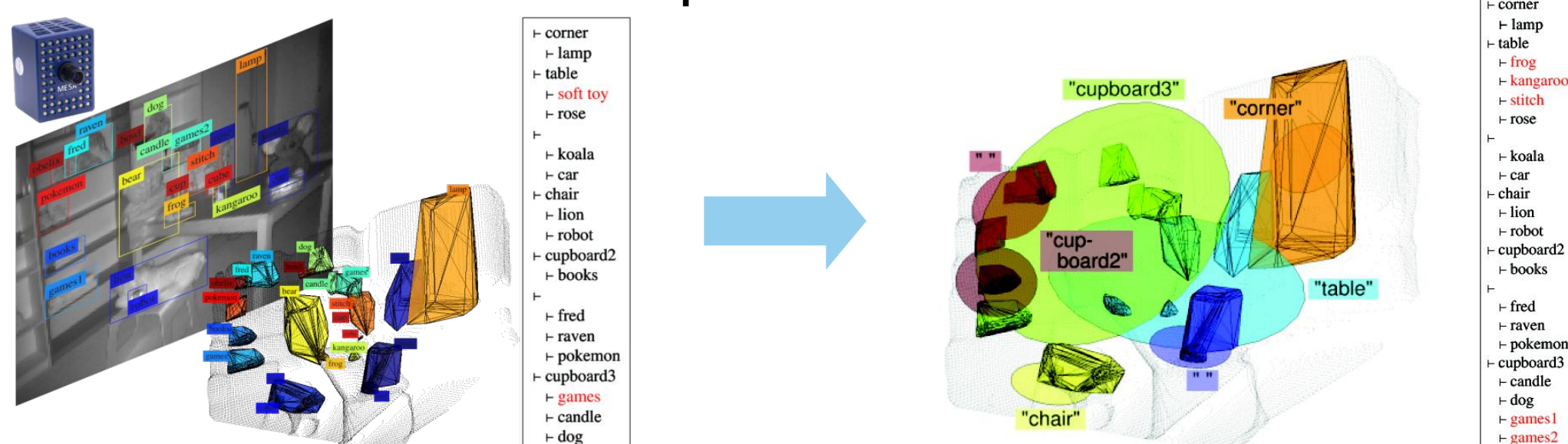
- rules:

$$\begin{array}{ll}
 (1) \quad \mathbf{rel}_{\parallel}(o_1, o_2) \wedge \begin{array}{|l|} \hline \vdash o_1 \\ \vdash \dots \\ \vdash o_2 \\ \vdash \dots \\ \hline \end{array} \Rightarrow \begin{array}{|l|} \hline \vdash o_1 \\ \vdash \dots \\ \vdash o_2 \\ \vdash \dots \\ \hline \end{array} & (3) \quad \mathbf{rel}_{\parallel}(o_1, o_2) \wedge \begin{array}{|l|} \hline \vdash p \\ \vdash o_1 \\ \vdash o_2 \\ \vdash \dots \\ \hline \end{array} \Rightarrow \begin{array}{|l|} \hline \vdash p \\ \vdash o_1 \\ \vdash o_2 \\ \vdash \dots \\ \hline \end{array} \\
 (2) \quad \mathbf{rel}_{\perp}(o_1, o_2) \wedge \begin{array}{|l|} \hline \vdash o_1 \\ \vdash \dots \\ \vdash o_2 \\ \vdash \dots \\ \hline \end{array} \Rightarrow \begin{array}{|l|} \hline \vdash o_2 \\ \vdash \dots \\ \vdash o_1 \\ \vdash \dots \\ \hline \end{array} & (4) \quad \mathbf{rel}_{\perp}(o_1, o_2) \wedge \begin{array}{|l|} \hline \vdash o_2 \\ \vdash \dots \\ \vdash o_1 \\ \vdash \dots \\ \hline \end{array} \Rightarrow \begin{array}{|l|} \hline \vdash o_2 \\ \vdash \dots \\ \vdash o_1 \\ \vdash \dots \\ \hline \end{array}
 \end{array}$$

↳ corner
 ↳ lamp
 ↳ table
 ↳ soft toy
 ↳ rose
 ↳ koala
 ↳ car
 ↳ chair
 ↳ lion
 ↳ robot
 ↳ cupboard2
 ↳ books
 ↳ fred
 ↳ raven
 ↳ pokemon
 ↳ cupboard3
 ↳ games
 ↳ candle
 ↳ dog

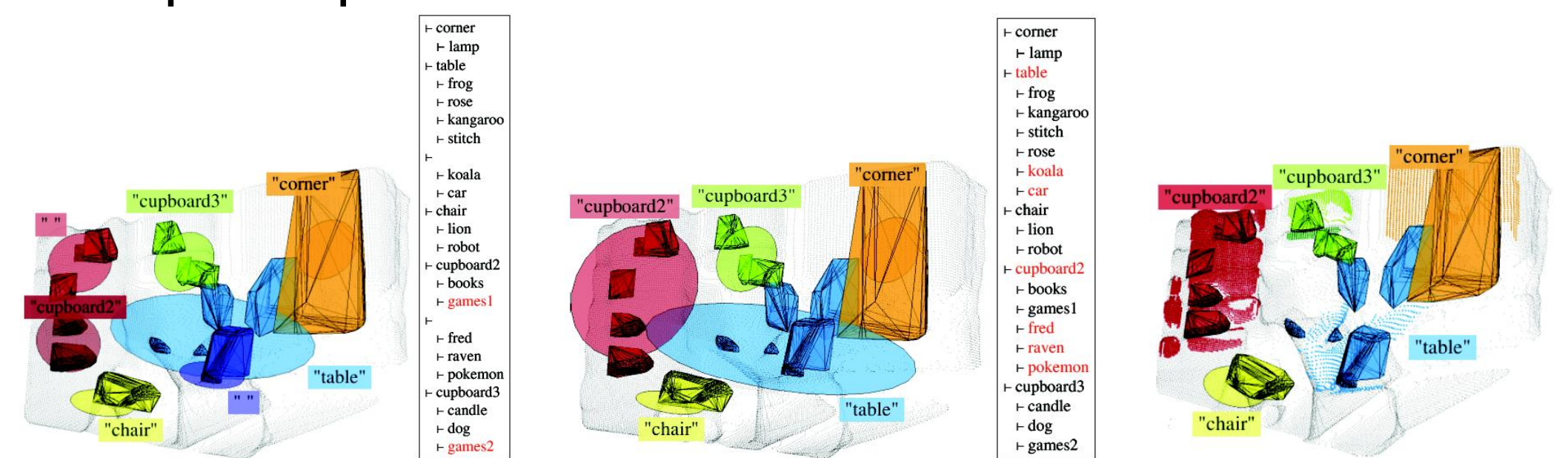
Computing Potential Planar Patches

- planar surfaces:
supporting structures of movable objects
- confirmed objects $O_{\text{con}} \in T$ and potential objects $O_{\text{pot}} \notin T$
- compute for each parent node from O_{con}
plane parameters ($P: \mathbf{n} \cdot \mathbf{x} - d = 0$)
 - on-relation: horizontal plane
 - in-relation: vertical plane



Adaptation to Real Data

- extract bottom-up real planar patches
- correct misleadingly assigned objects
- introduce relations (not mentioned explicitly, e.g., "table")
- map computational model on real data



Results (for 10 subjects of the experiment)

