

# G54DIA: Designing Intelligent Agents

## Lecture 8: Hybrid Architectures II

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# Outline of this lecture

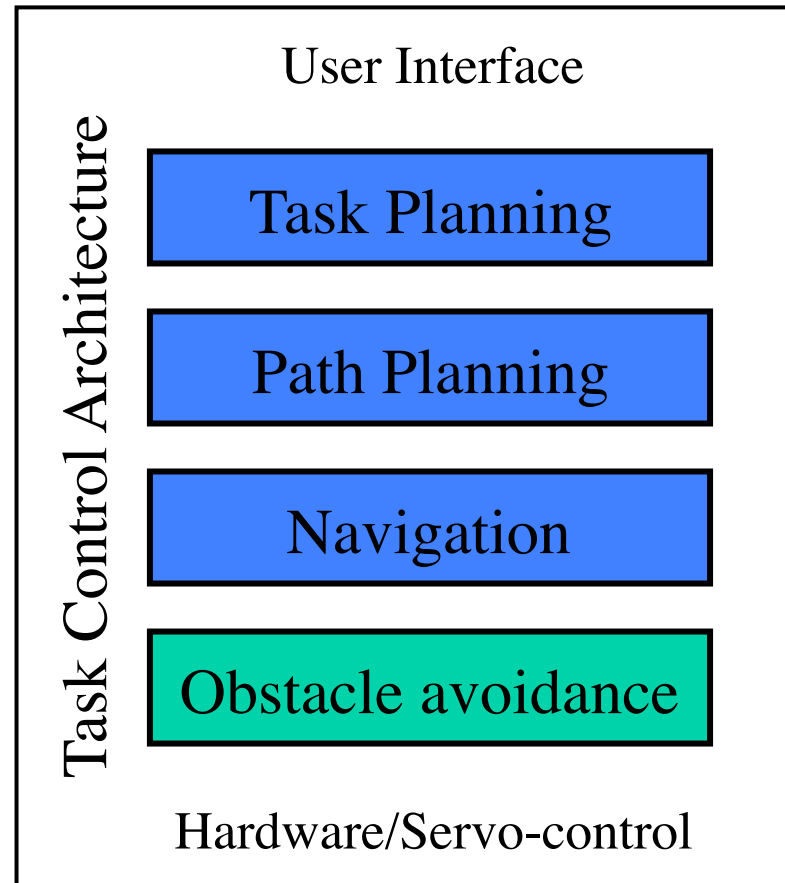
- another example of hybrid architecture: Xavier
- early module feedback

# Xavier's percepts and actions

- sensors:
  - bump panels
  - odometers
  - 24 sonar sensors
  - front-pointing laser striper
  - colour camera
- actuators:
  - 4 drive wheels
  - speech output
  - Wavelan wireless ethernet card
- on-board processing: two 66MHz i486 computers & a i486 laptop (all running Linux)



# Xavier's architecture



# Task planning

- task planning is performed using the PRODIGY partial order planner
- integrates new asynchronous requests into the current plan
- prioritises tasks
- opportunistically achieves compatible tasks
- determines the order in which to interleave the actions required for each task
- consults the path planner to determine the expected travel time between two locations

# Path planning

- determines how to travel efficiently from one location to another
- uses a decision theoretic approach to choose plans with high expected utility
- uses sensitivity analysis to determine which alternatives to consider
- actuator and sensor uncertainty complicates path planning
  - the robot may not be able to follow a path accurately
  - the shortest distance path is not necessarily the fastest

# Navigation

- navigation layer directs the robot to a given goal location
- uses Partially Observable Markov Decision Process models
- maintains a probability distribution of where the robot is at all times and chooses actions based on that distribution
- generally follows the path suggested by the path planner
- it may deviate from the desired path since it has to deal with sensor and motor uncertainty—if an error is detected, it issues corrective actions that re-orient the robot towards its goal

# Obstacle avoidance

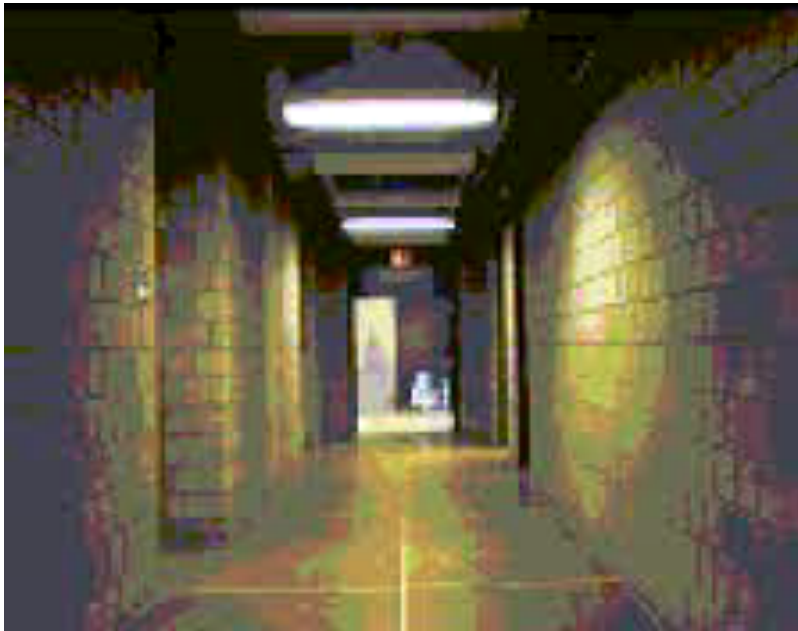
- obstacle avoidance is performed using a curvature velocity method
- keeps the robot moving in the desired direction, while avoiding static and dynamic obstacles (e.g., tables and people)
- takes the robot's dynamics into account
- real time optimisation problem that combines safety, speed and progress along the desired heading



# Integration

- reliability and efficiency is achieved using reliable and efficient components and through the interaction of the layers
- each layer uses a more abstract representations of the data from lower layers
- higher layers can guide the lower layers into regions of the environment where safe and efficient navigation can take place
- lower layers take care of details abstracted away by higher layers
- lower layers propagate failures up to higher layers when they find they can't handle certain exceptional situations

# Xavier's task environment



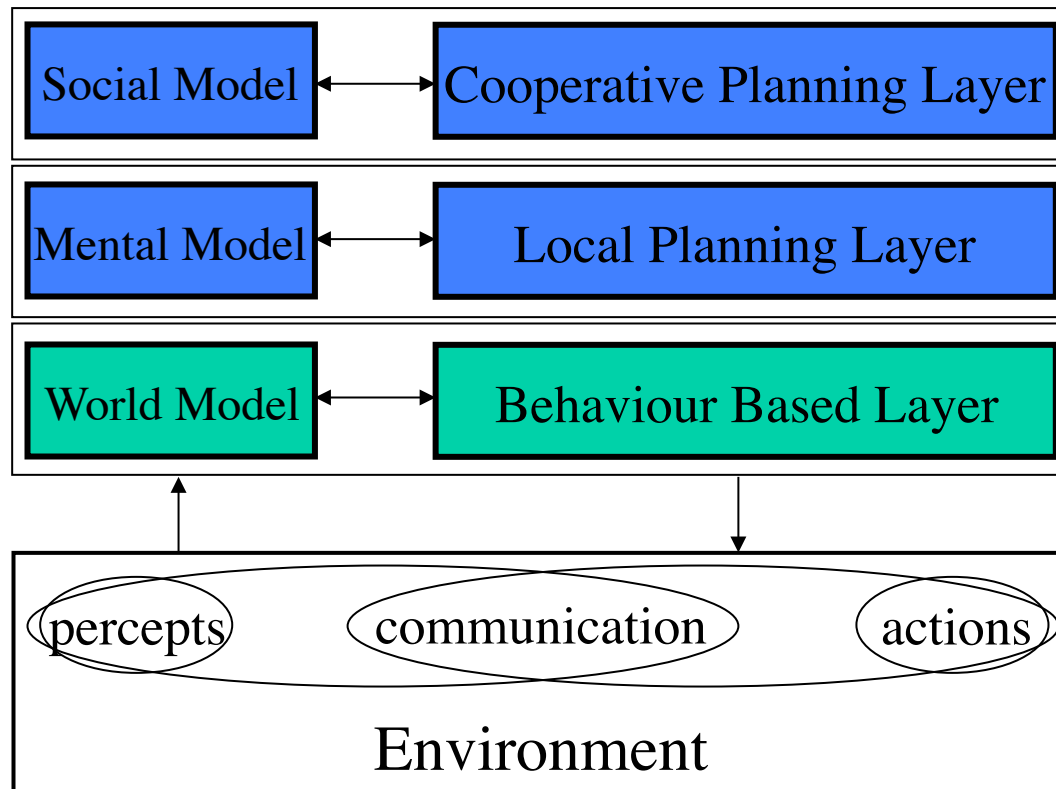
# Xavier takes the elevator



# Example: InteRRaP

- InteRRaP is a hybrid architecture which integrates behaviour-based control, deliberation and joint planning
- used in FORKS—a software and hardware simulation of an automated loading dock
- agents receive orders to load and unload trucks
- while performing their tasks they may run into conflicts with other agents, e.g., if both agents try to move to the same place at the same time

# InteRRaP architecture



# InteRRaP layers

The architecture is has three layers:

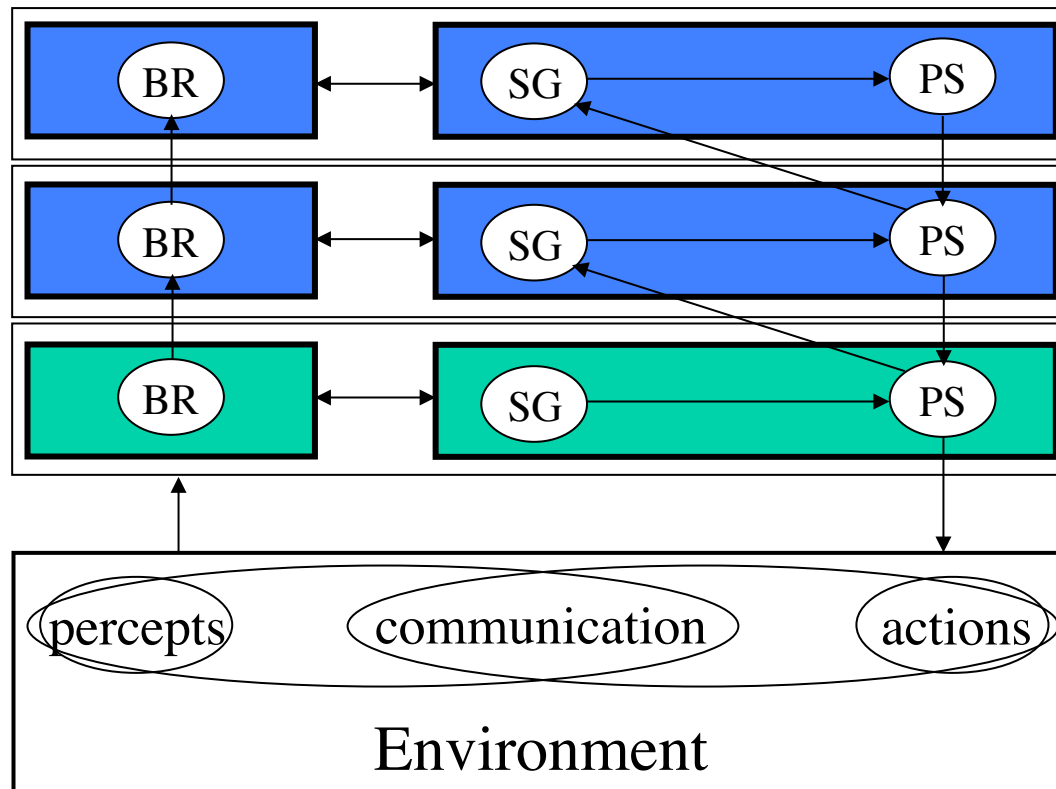
- *behaviour-based layer* allows the agent to react to critical situations (using reactor *patterns of behaviour*) and to deal with routine situations (using procedure *patterns of behaviour*)
- *local planning layer* allows the agent to do domain dependent planning, using information from the *world model* together with the agents current goals and intentions held in the *mental model*
- *cooperative planning layer* extends the planning functionality to joint plans, i.e., plans involving multiple agents which resolve conflicts and allow the agents to cooperate

# InteRRaP layer functions

Each layer implements 3 functions:

- Belief Revision (BR): belief revision and knowledge abstraction, which maps the agent's current percepts and old beliefs to new beliefs
- Situation Recognition and Goal Activation (SG): derives new goals from the agent's new beliefs and its current goals
- Planning and Scheduling (PS): derives a set of new intentions (commitments to courses of action) based on the agent's current goals (selected by SG) and the agent's current intentions

# InteRRaP architecture detail





# The next lecture

*Description of Coursework 1*