

Learning Grasp Phases from Human Demonstrations

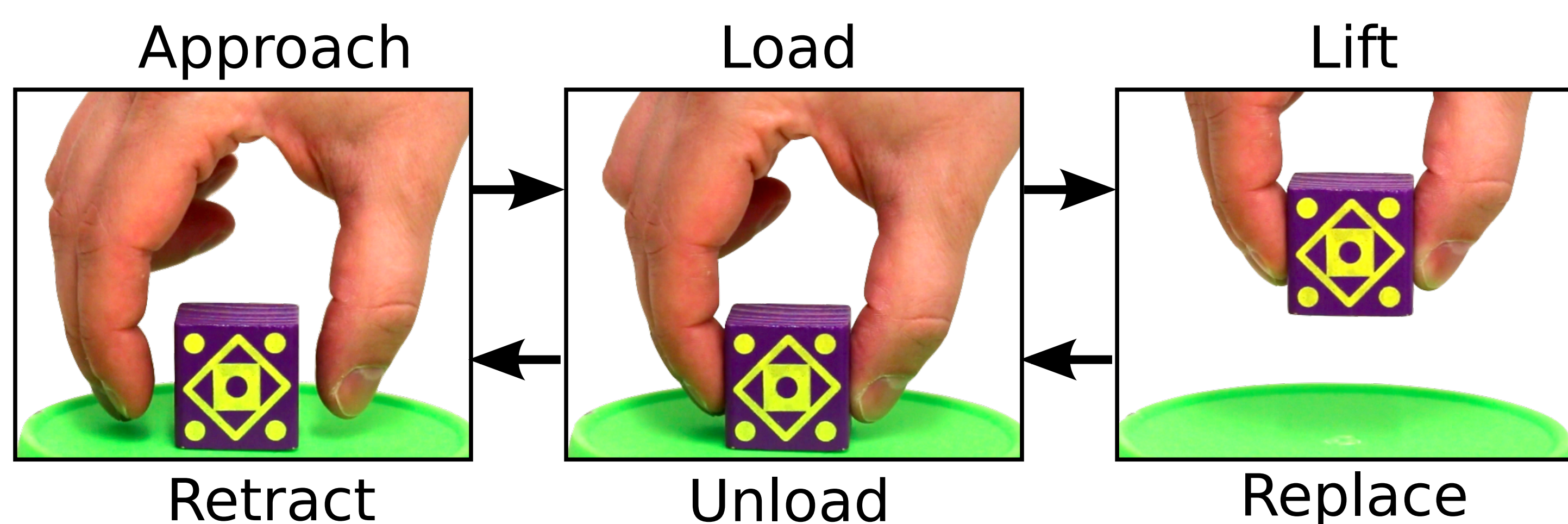
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Introduction

- Manipulation tasks can usually be decomposed into phases
- Phase transitions correspond to making and breaking of contacts
- Effects of actions depend on the current phase

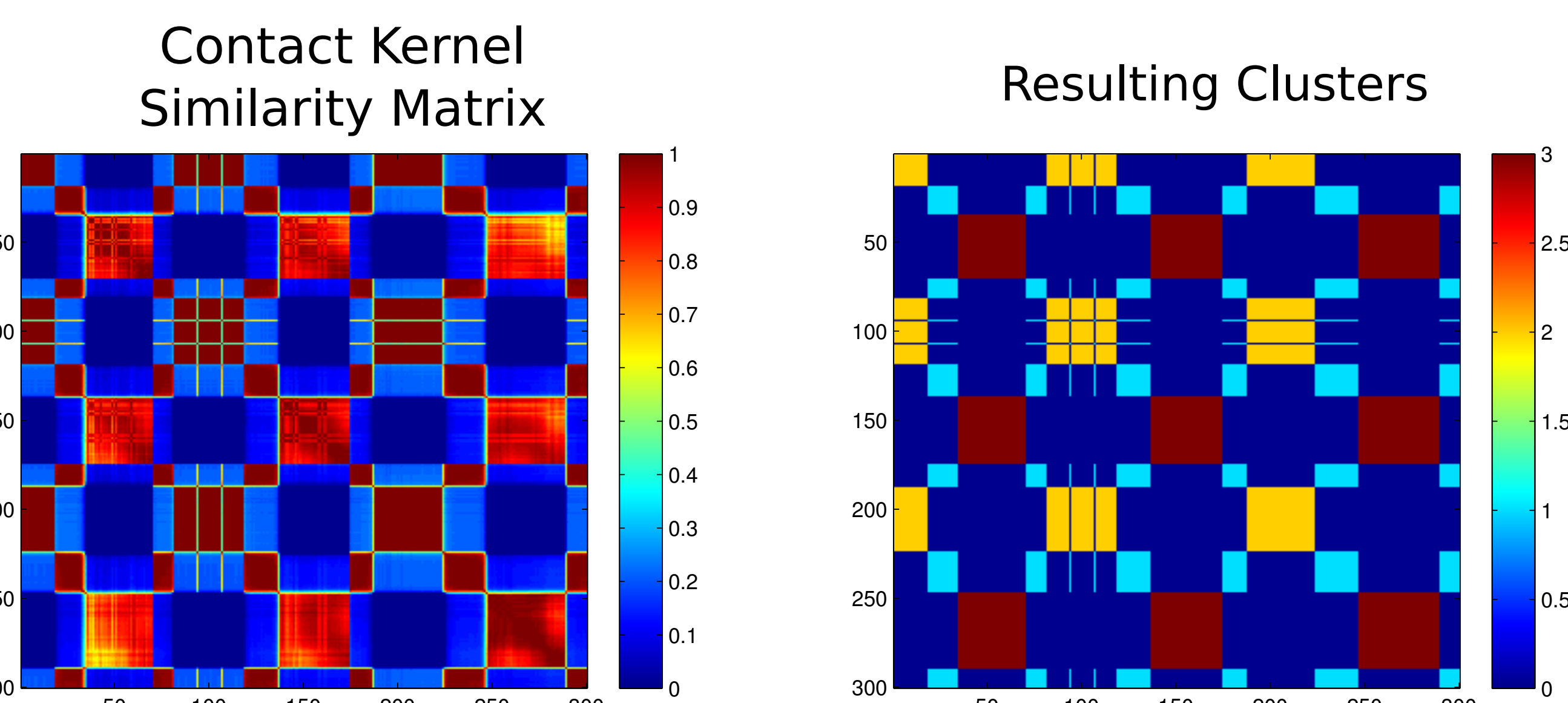


- Phase decomposition can be used to create robust controllers
- Humans perform different actions depending on the phase
- Learn task phases of manipulations from human demonstrations

[Johansson and Flanagan NatRevNeuro 2009] [Romano et al. TRO 2011]

Initialization Based on Contacts

- Expectation Maximization algorithm converges to local optimum
- Need a suitable set of initial parameters for model
- Compute similarity between samples' contact points distributions
- Cluster samples using spectral clustering

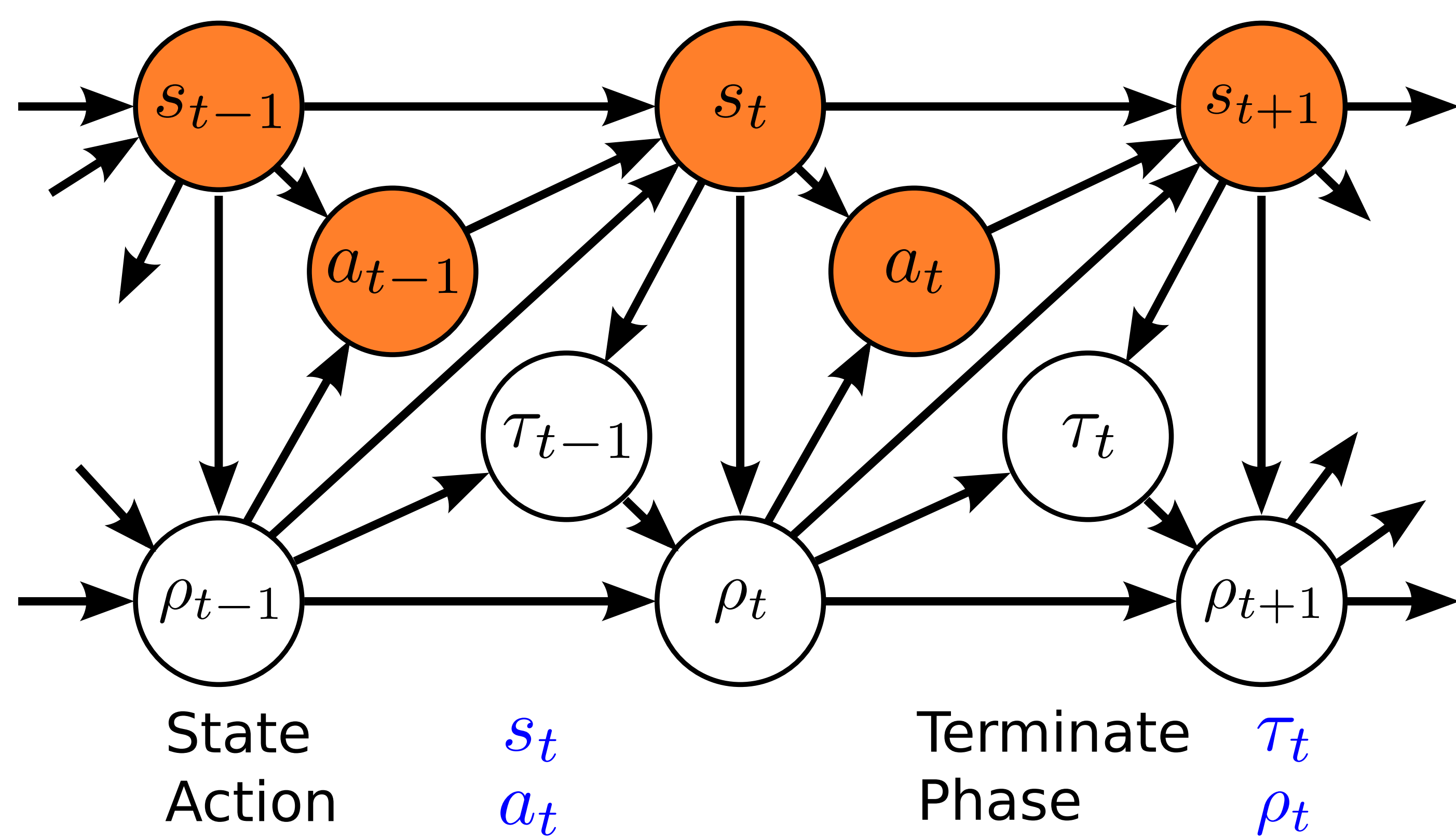


- Clusters coarsely capture structure of phases over time
- Initialize model parameters according to each cluster's samples

[Chebotar et al. IROS 2014] [Kroemer and Peters IROS 2014]

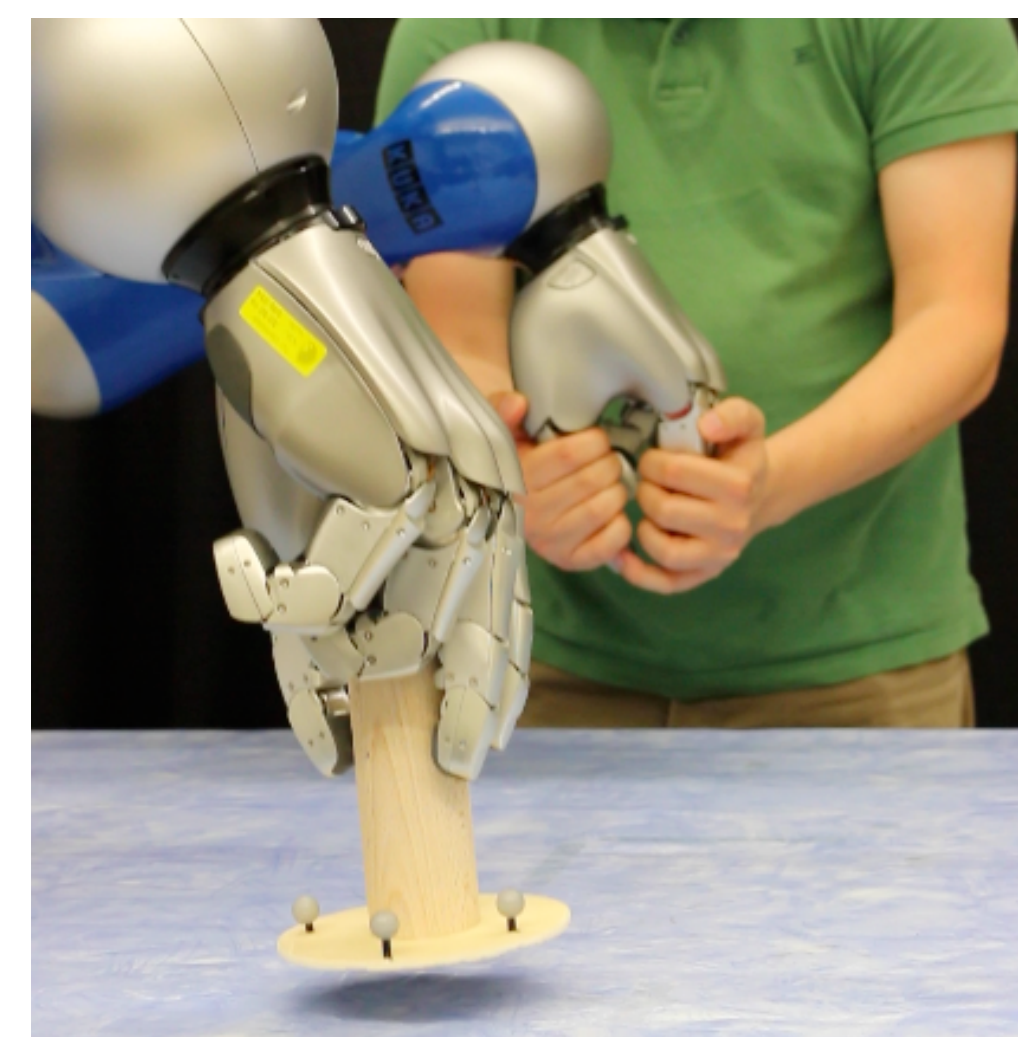
Model of Phases

- Model phases using a dynamic Bayesian network
- States and actions are observed variables (orange circles)
- Phases are latent variables (white circles)

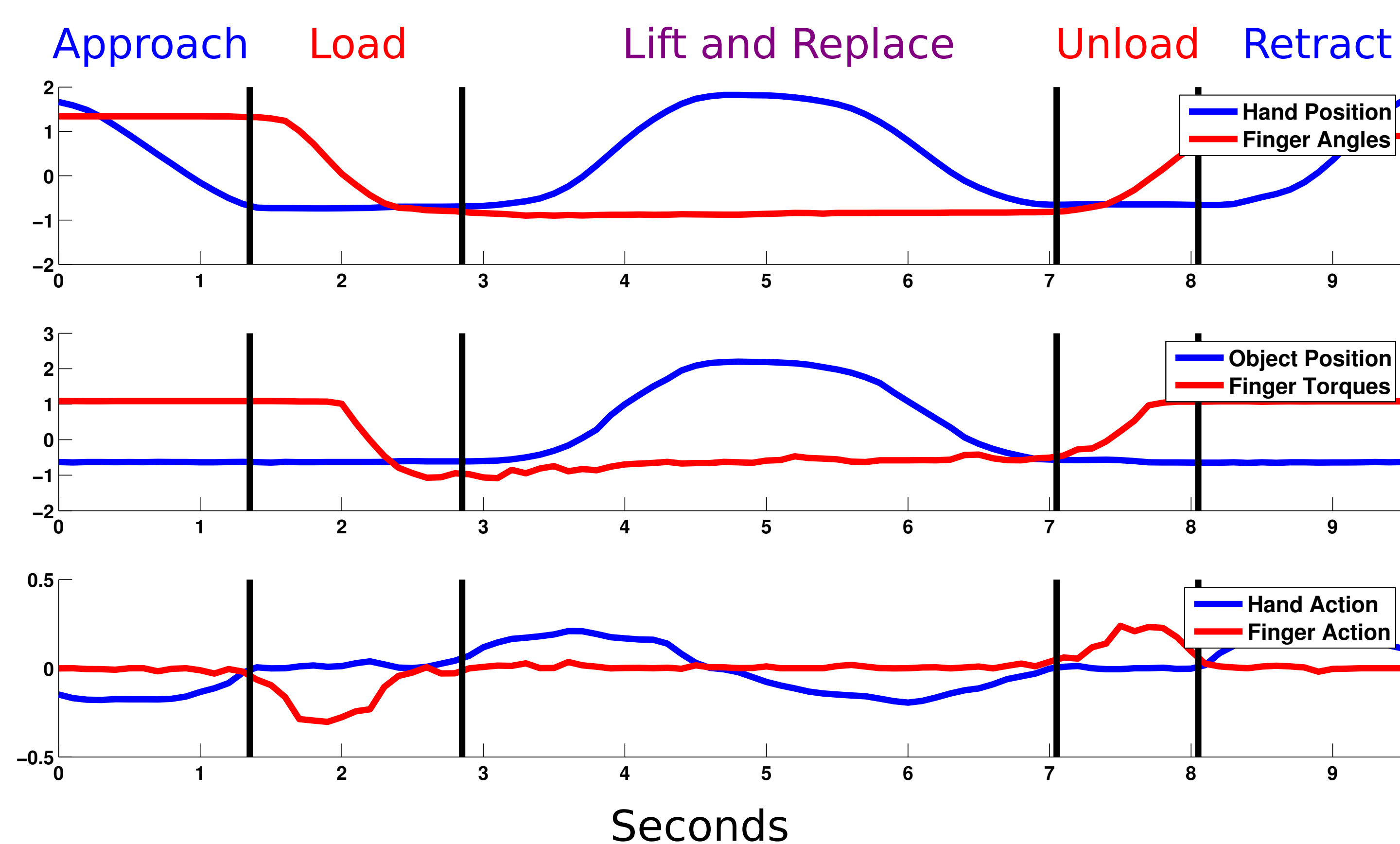


Learning Grasp Phases

- Demonstrate grasps using teleoperation
- Apply PCA to recorded data
- Learn model from ten demonstrations
- Use model to segment test data



- Example of three-phase segmentation:



Model Components

- Model phases' state transitions as linear systems and controllers

$$s_{t+1} = A_\rho s_t + B_\rho a_t + \epsilon_\rho \quad a_t = C_\rho s_t + \epsilon_\rho$$

- The phase can only change when the previous phase terminates
- Phase terminations are modeled by sigmoidal functions

$$p(\tau_{t-1} = 1 | s_t, \rho_{t-1} = i) = (1 + \exp(-\omega_i^T \phi(s_t)))^{-1}$$

- Otherwise, the distribution over next phases is given by:

$$p(\rho_t = i | s_t, \tau_{t-1} = 1) = \frac{\exp(-\omega_i^T \phi(s_t))}{\sum_j \exp(-\omega_j^T \phi(s_t))}$$

- Model parameters are learned using EM algorithm
- Use message passing to compute latent variable distributions

Conclusion

- Proposed a probabilistic model for representing grasping phases
- Demonstrations were used to help decompose task into phases
- Successfully tested proposed approach on real robot data

Future Work

- Investigate generalizing model between different objects
- Use model of phases to learn controllers for grasping

