

Introduction to Cognitive Robotics

Module 7: Cognitive Architectures

Lecture 5: The CRAM cognitive architecture: structure

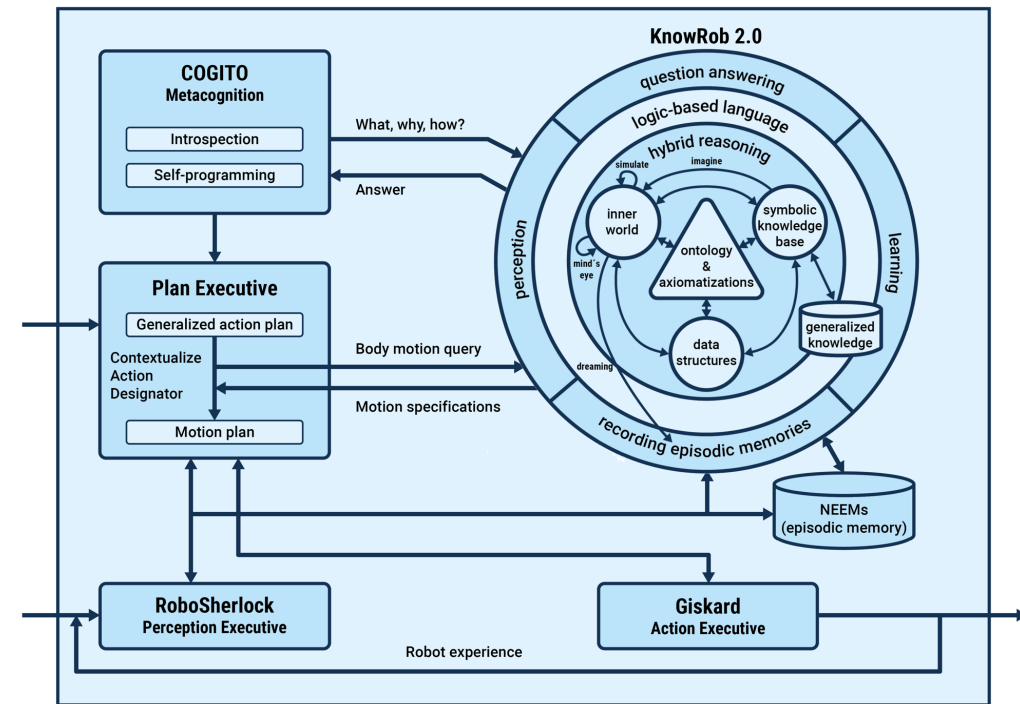
David Vernon
Carnegie Mellon University Africa

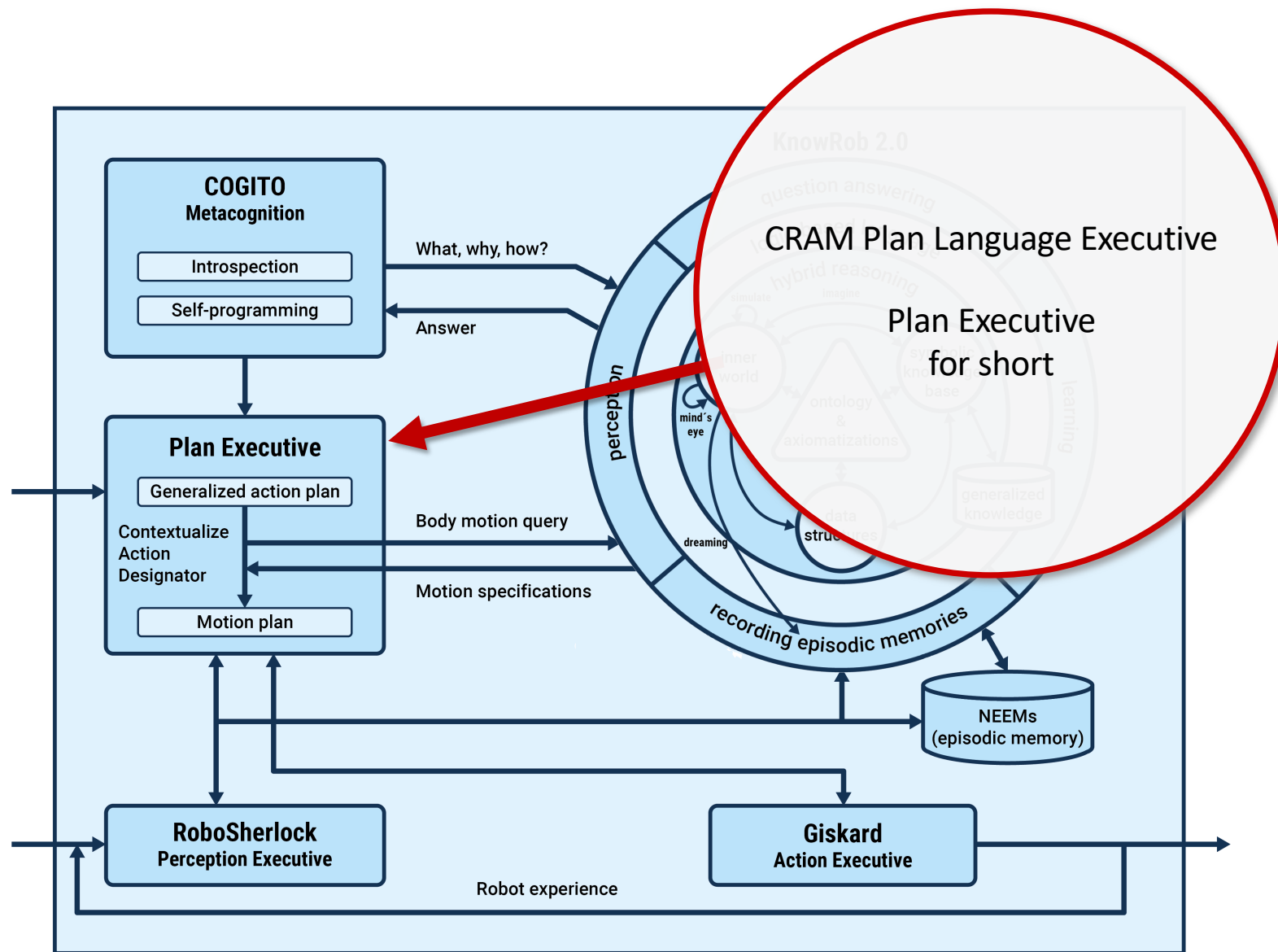
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The CRAM Cognitive Architecture

CRAM has five core elements:

1. CRAM Plan Language (CPL) executive
2. KnowRob2.0 knowledge-bases and associated reasoning processes
3. RoboSherlock, the perception executive
4. Giskard, the action executive
5. COGITO, a metacognition system





CRAM Plan Language (CPL) Executive

- Tasks are accomplished by executing plans written in the CRAM Plan Language (CPL)
- CPL is an extension of Lisp
- A CPL plan represents all key aspects of the plan as persistent **first-class objects** in a **first-order logic**
 - **Plans** themselves **can be reasoned about**, even at runtime
 - Particularly relevant for the meta-cognition system, COGITO

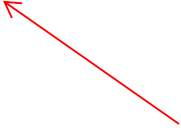
CRAM Plan Language (CPL) Executive

- Plans specify how the robot should respond to
 - Sensory events
 - Changes in belief states
 - Failures in plans
- All of which can be queried, inspected, and reasoned about

CRAM Plan Language (CPL) Executive

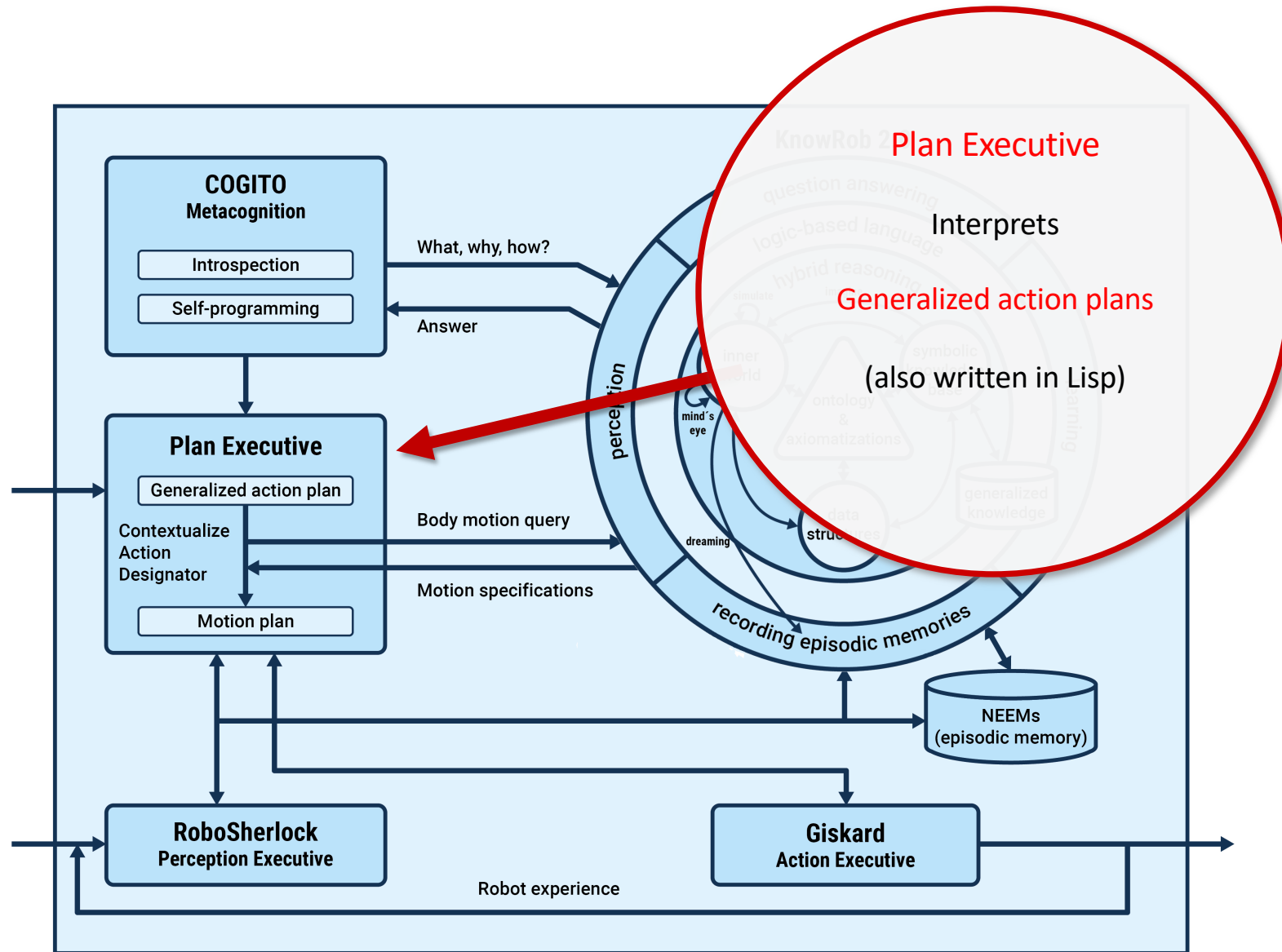
- A plan comprises set of **abstract plan designators** for

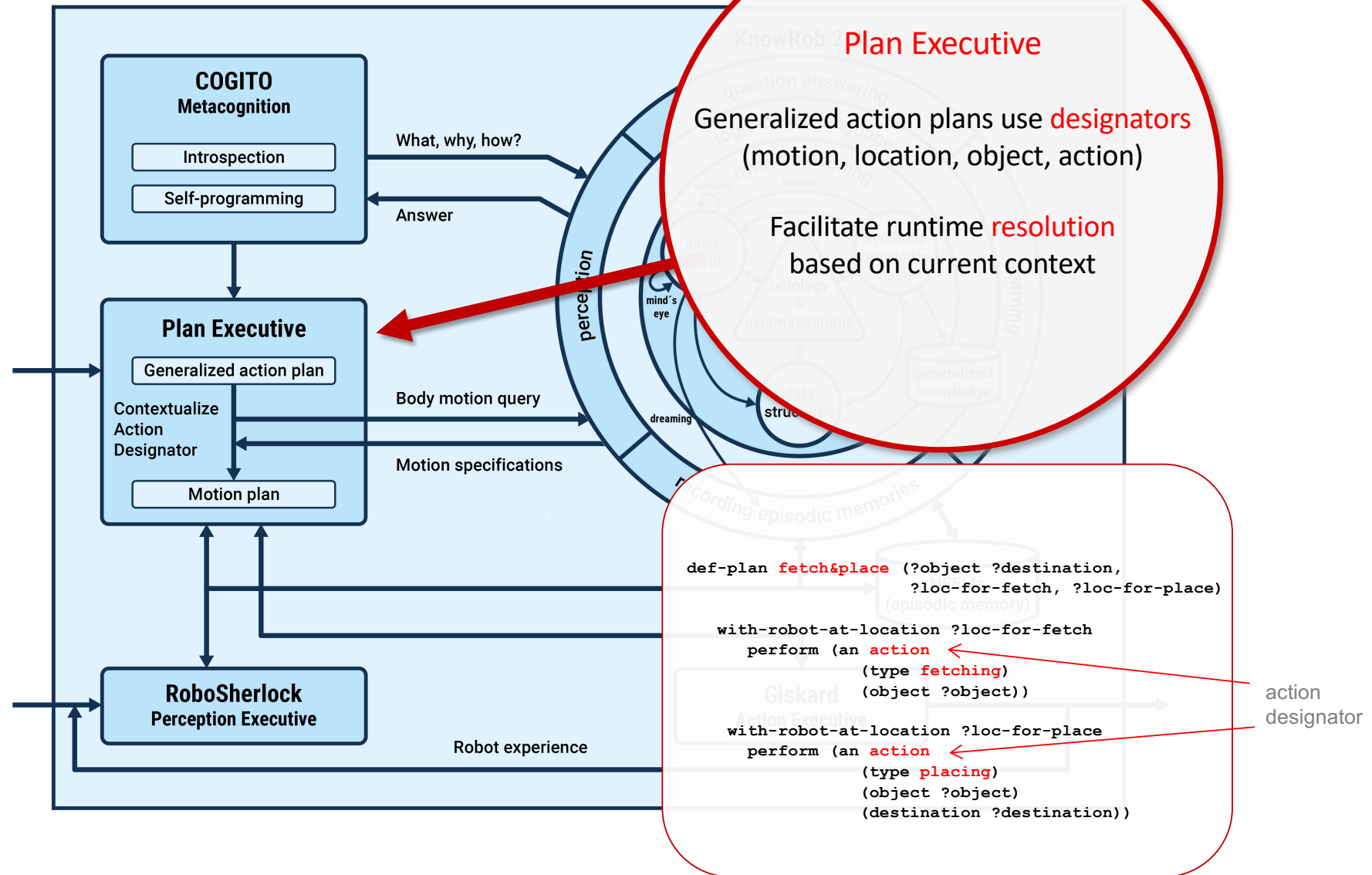
- actions
- objects
- locations
- motions (i.e. elementary movements)

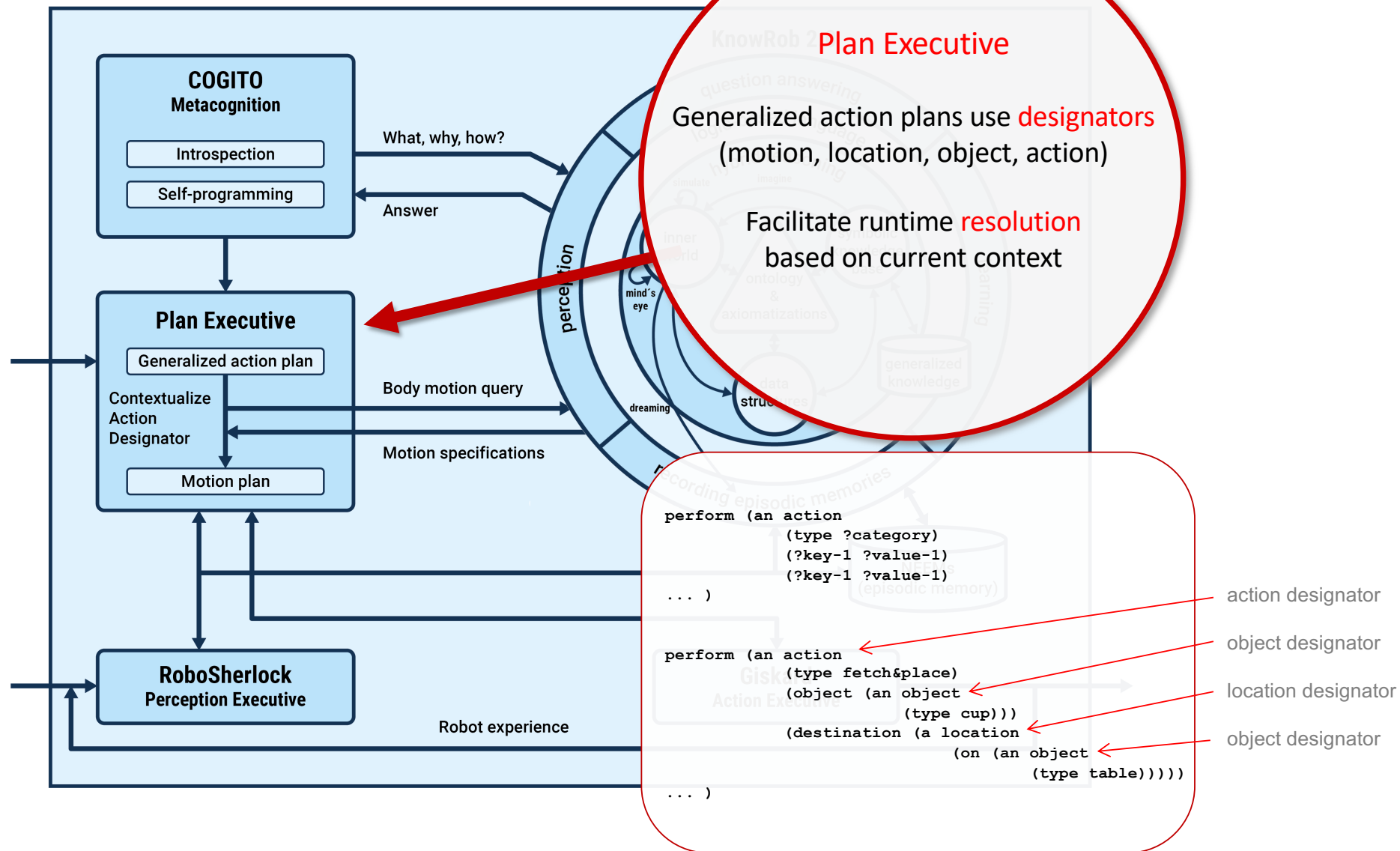


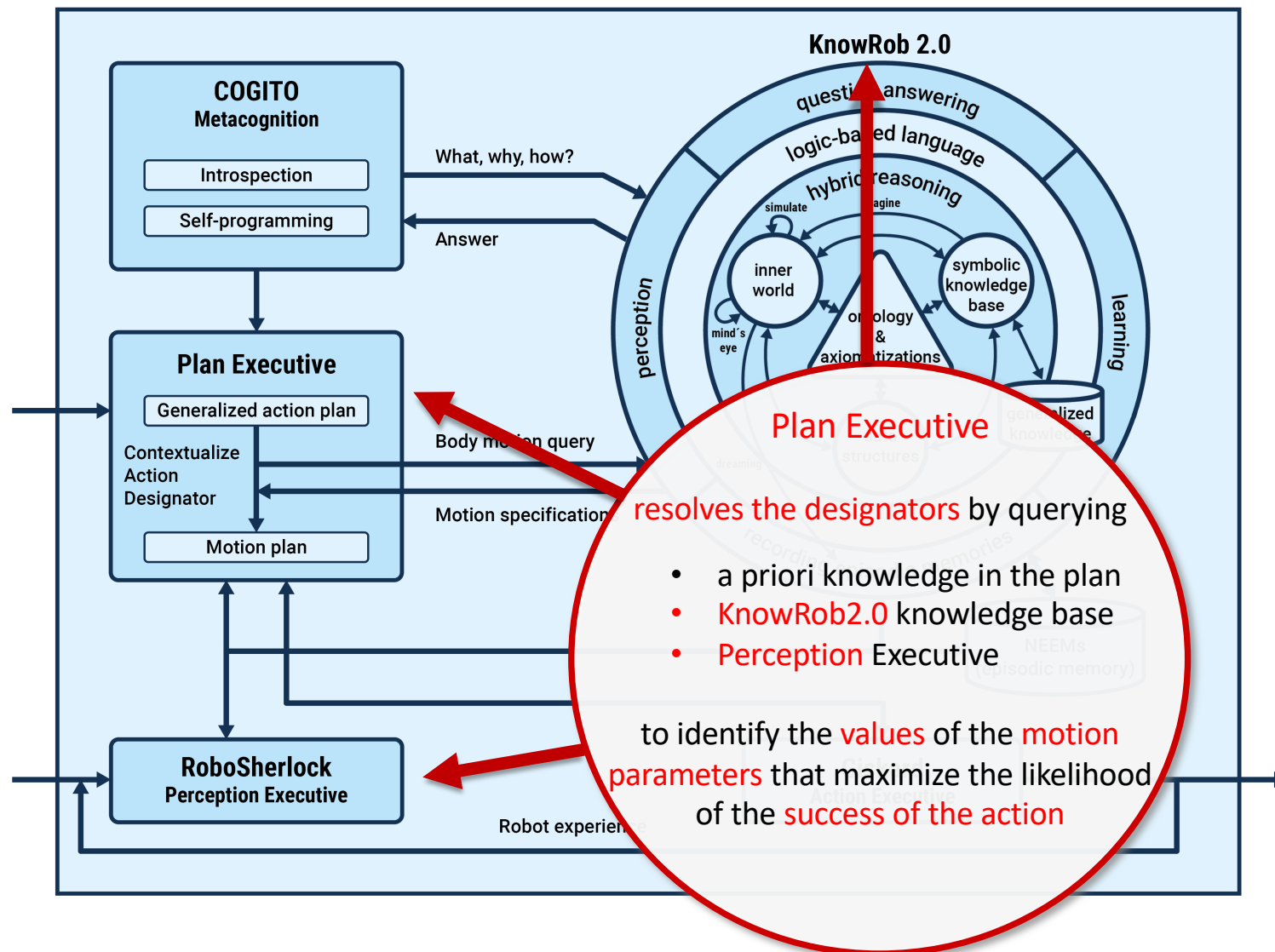
Designators are effectively
placeholders

require runtime **resolution** based on
the current **context** of the task action



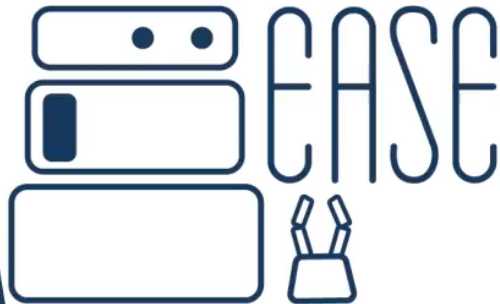


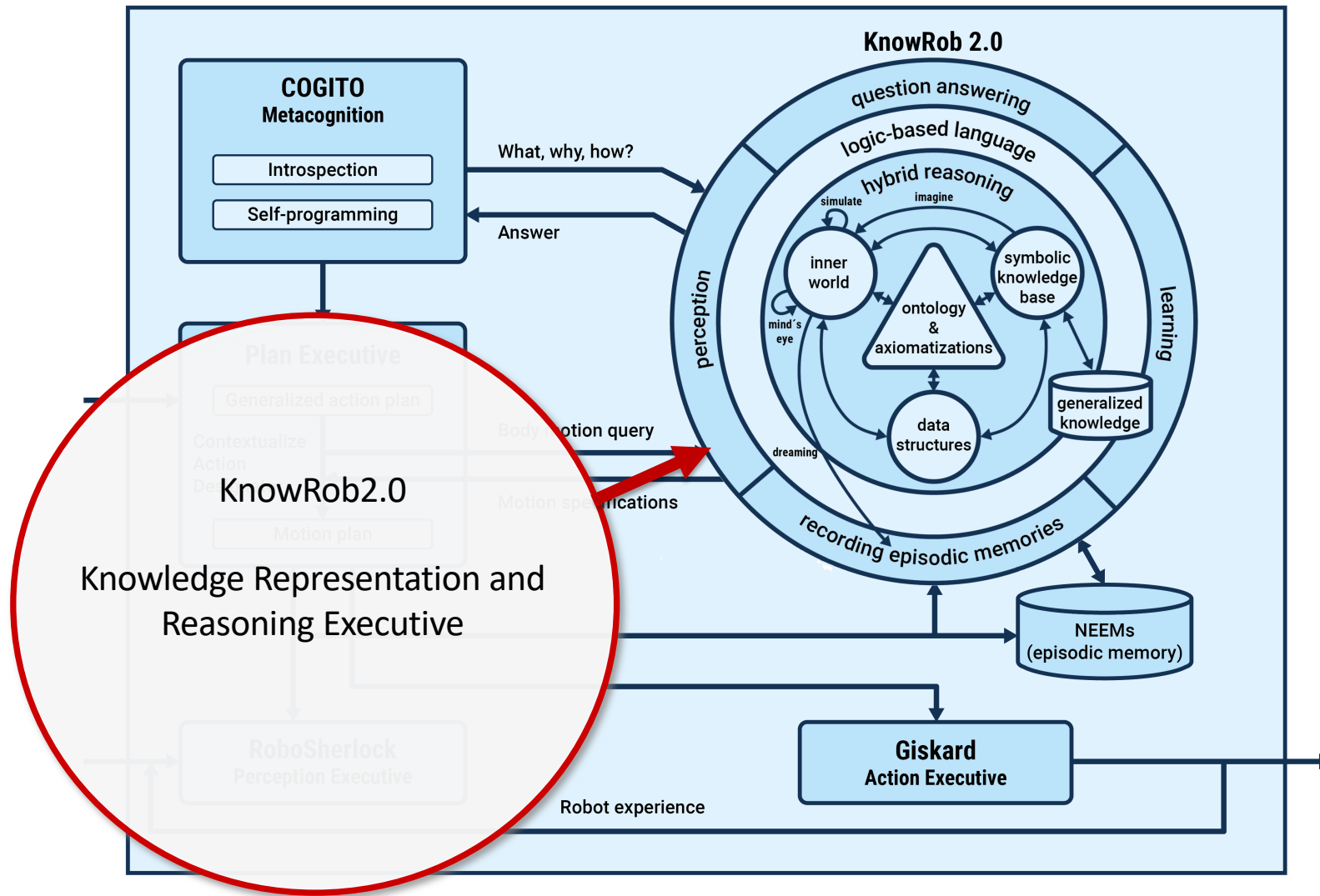


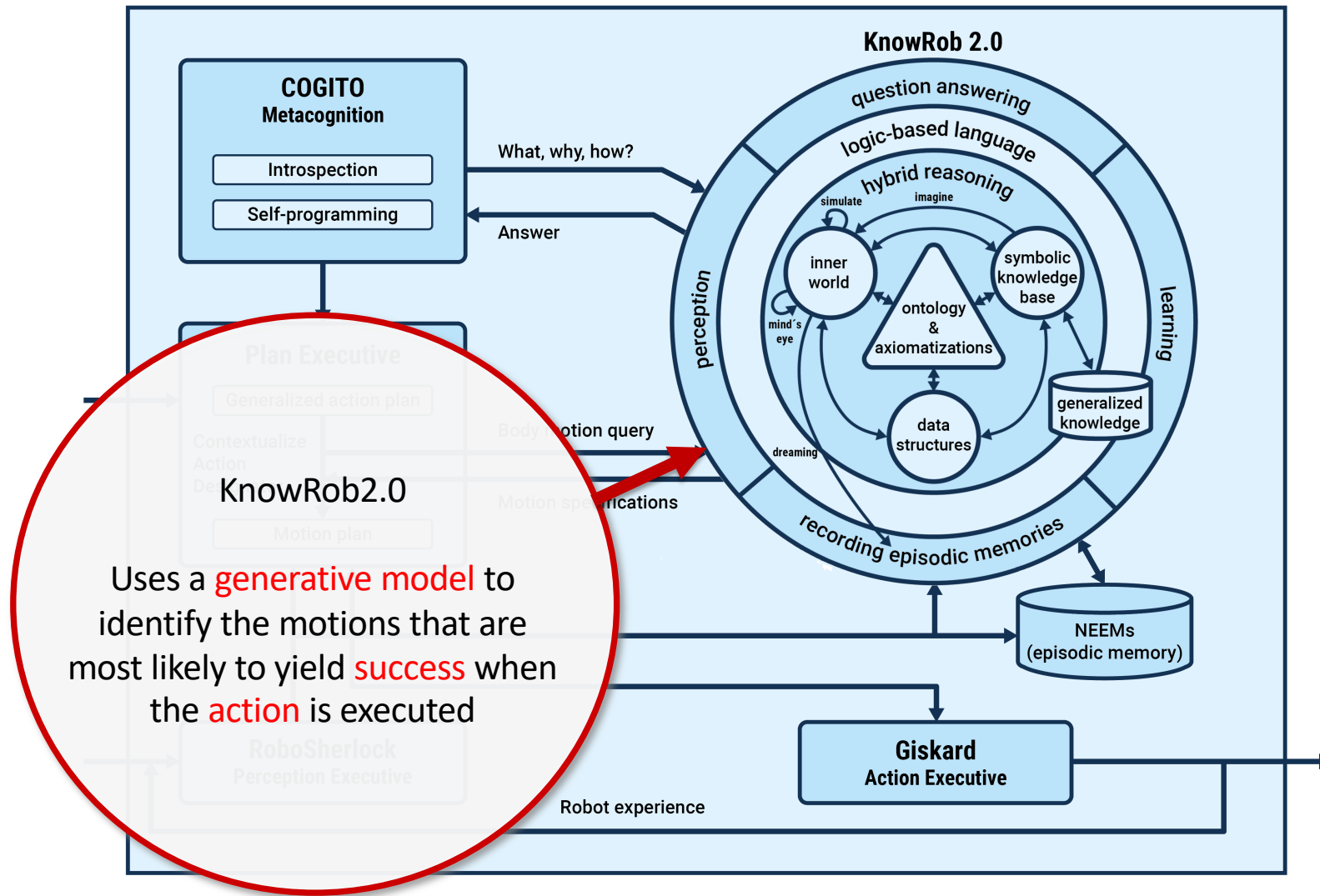


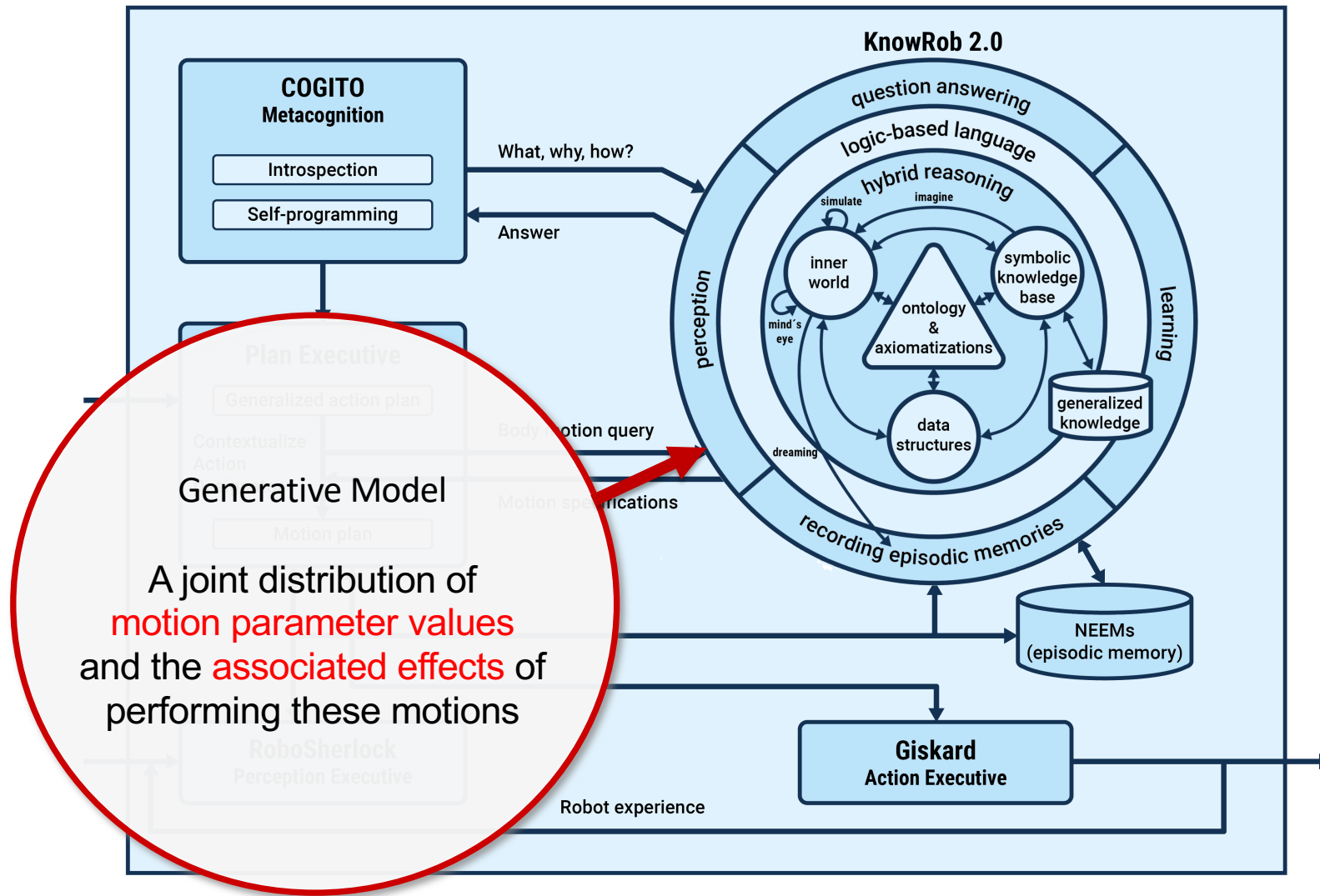
Programming Robotic Agents with Action Descriptions

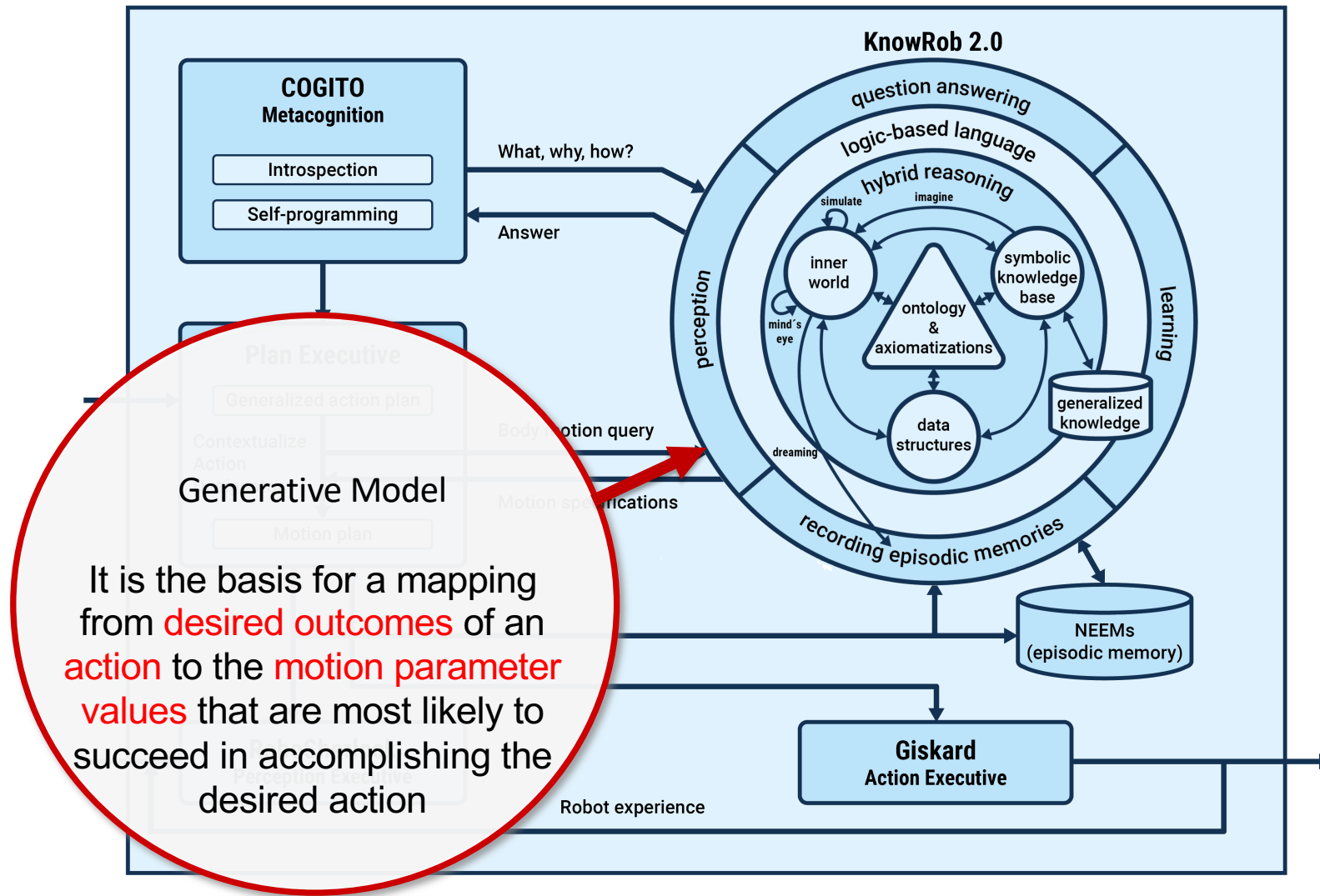
Gayane Kazhoyan and Michael Beetz











KnowRob2 Knowledge Base

- Knowledge representation and reasoning framework for robotic agents
 - Implemented in Prolog
- Exposed as a conventional first-order time interval logic knowledge-base
- However, many logic expressions are constructed on-demand from sensorimotor data computed in real-time

KnowRob2 Knowledge Base

- Provides the **background commonsense intuitive-physics knowledge** required by the CPL executive to implement its goal-directed under-determined task plans, e.g.
 - How to grasp an object (depending on the object's shape, weight, softness, and other properties)
 - How it has to be held while moving it (e.g. upright to avoid spilling its contents)
 - Where the object is normally located.

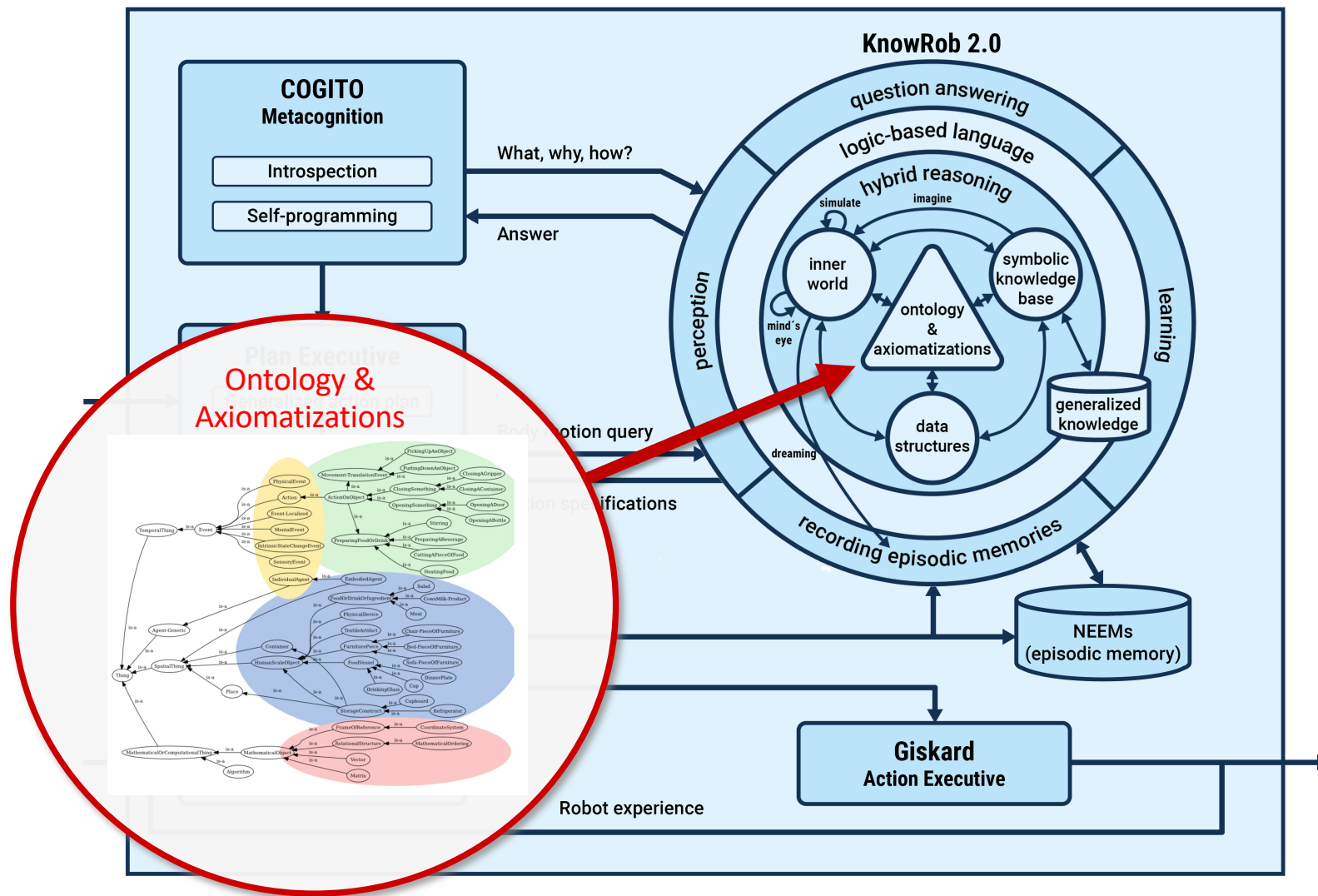
KnowRob2 Knowledge Base

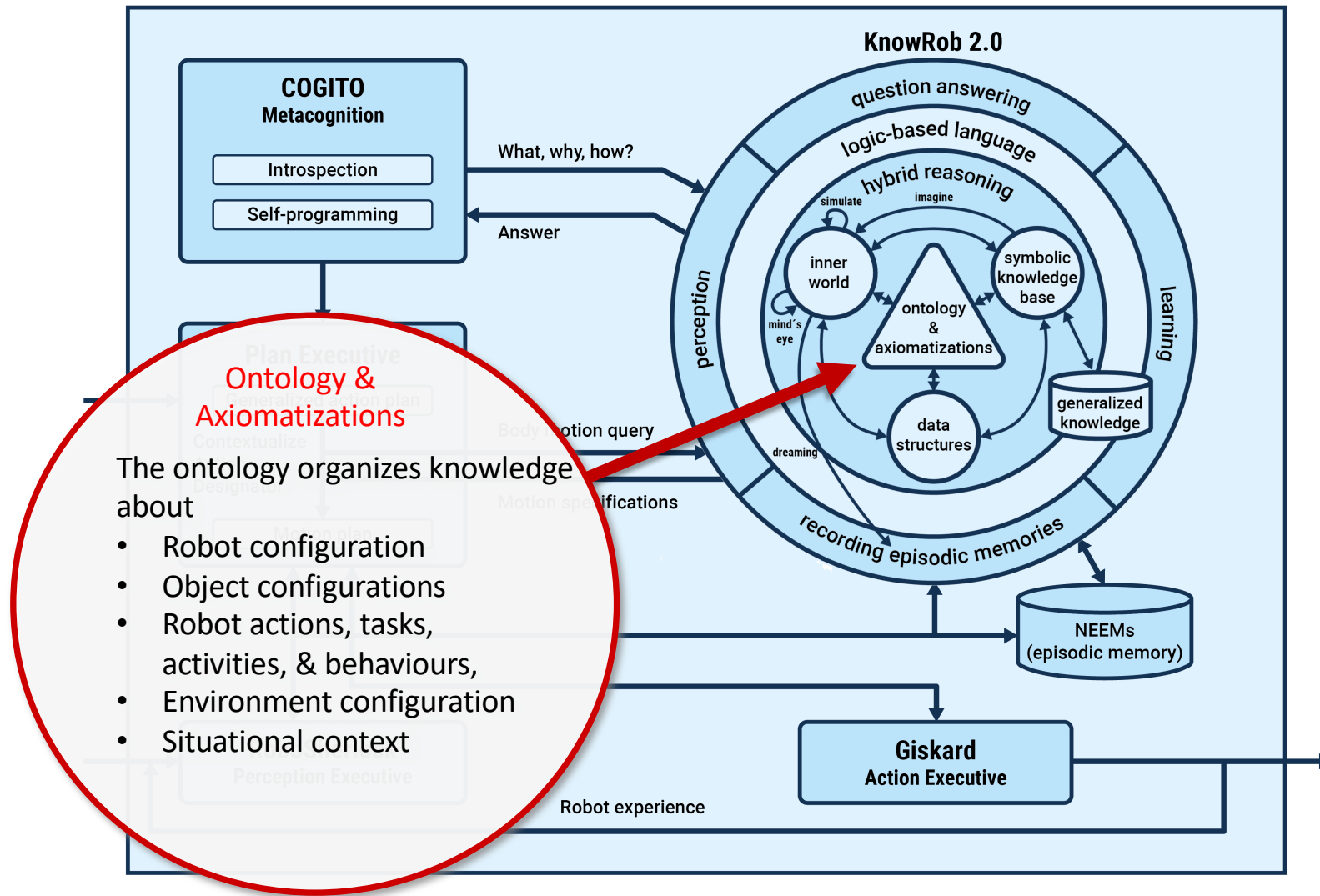
- Source of knowledge:
 - Some is specified **a priori**
 - Some is derived from **experience**
 - Some is the result of **simulated execution of candidate actions** using a high-fidelity virtual reality physics engine simulator
- All represented by a first-order time interval logic expression, **and reasoned about** as needed.

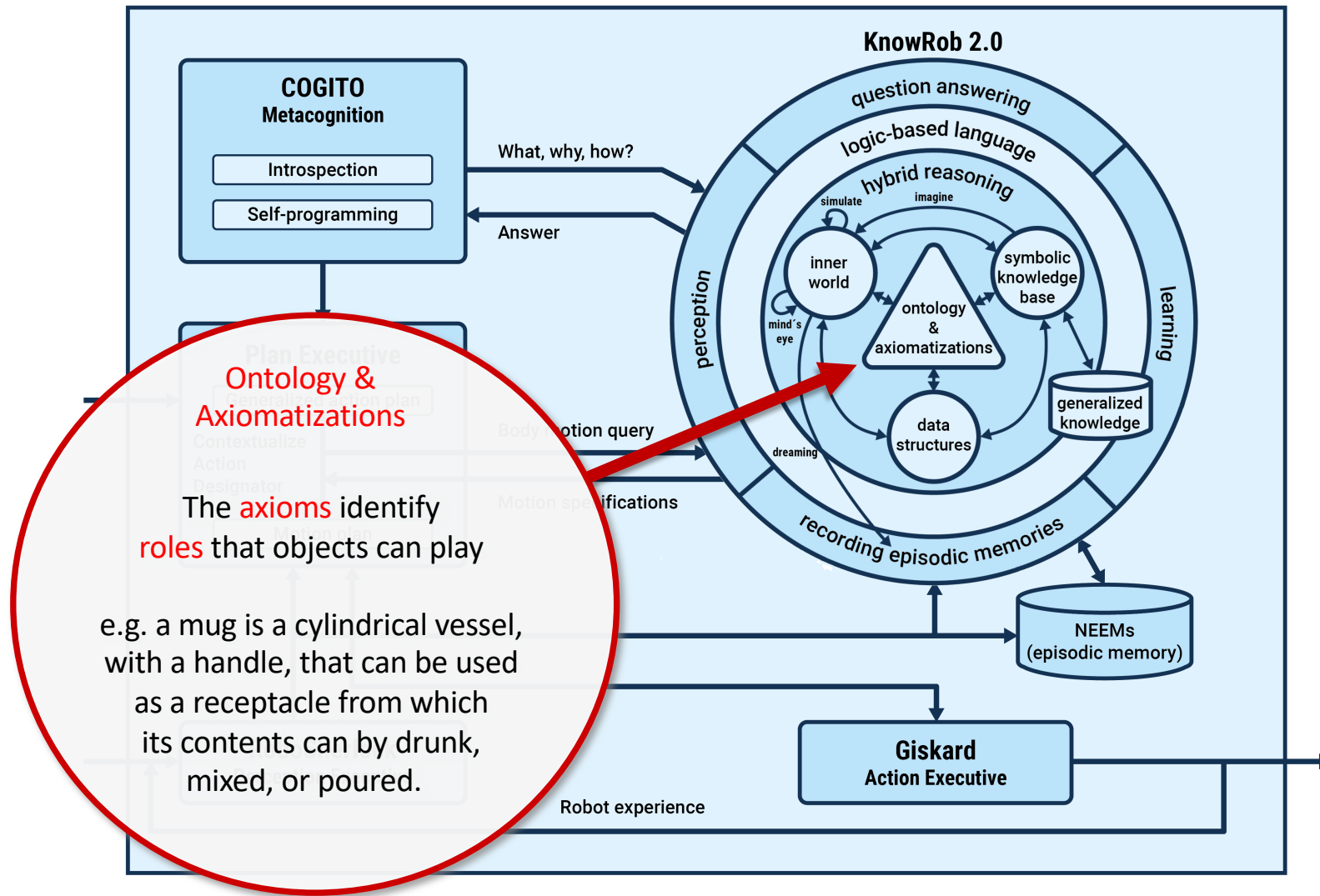
KnowRob2 Knowledge Base

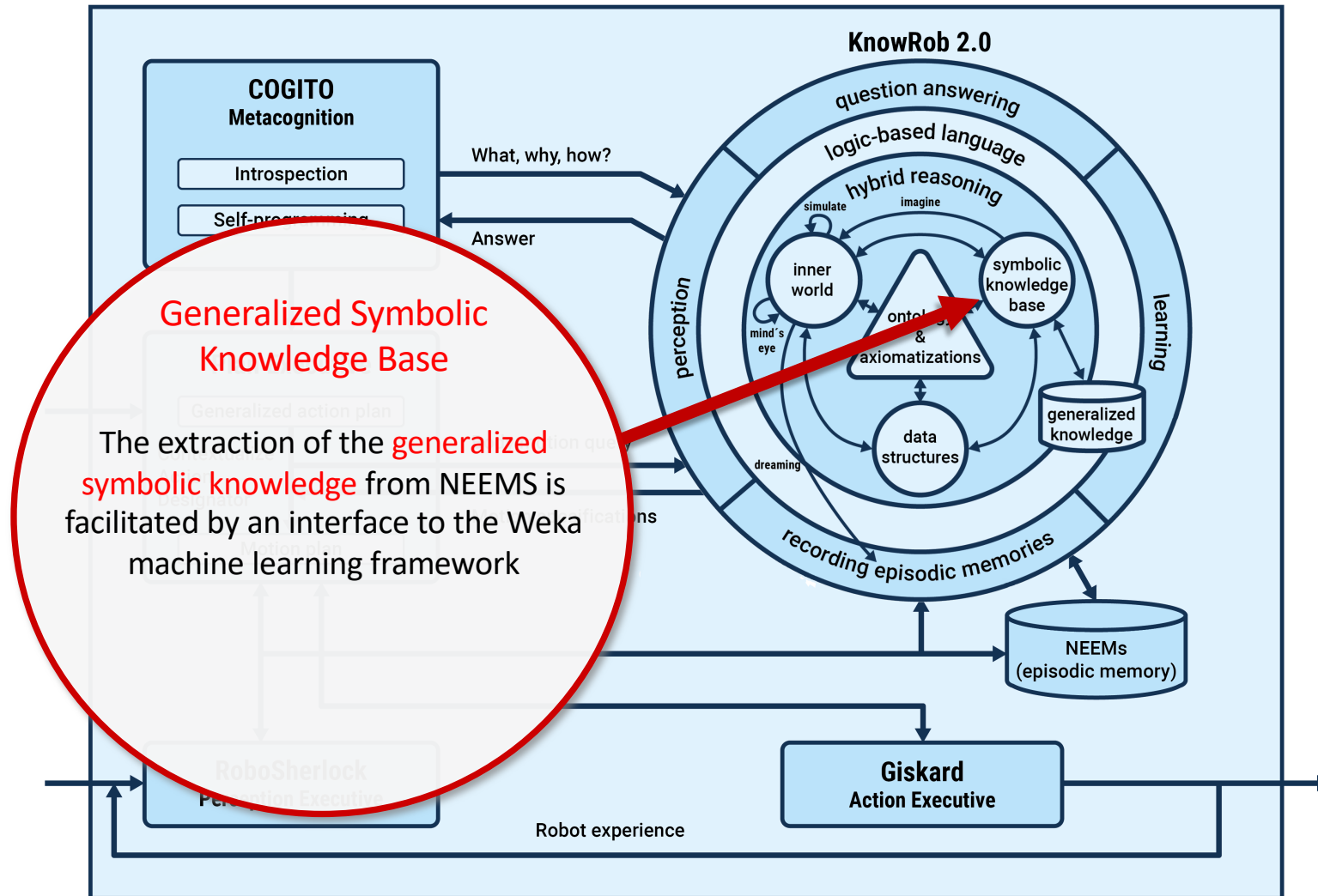
KnowRob2 comprises **five core elements**

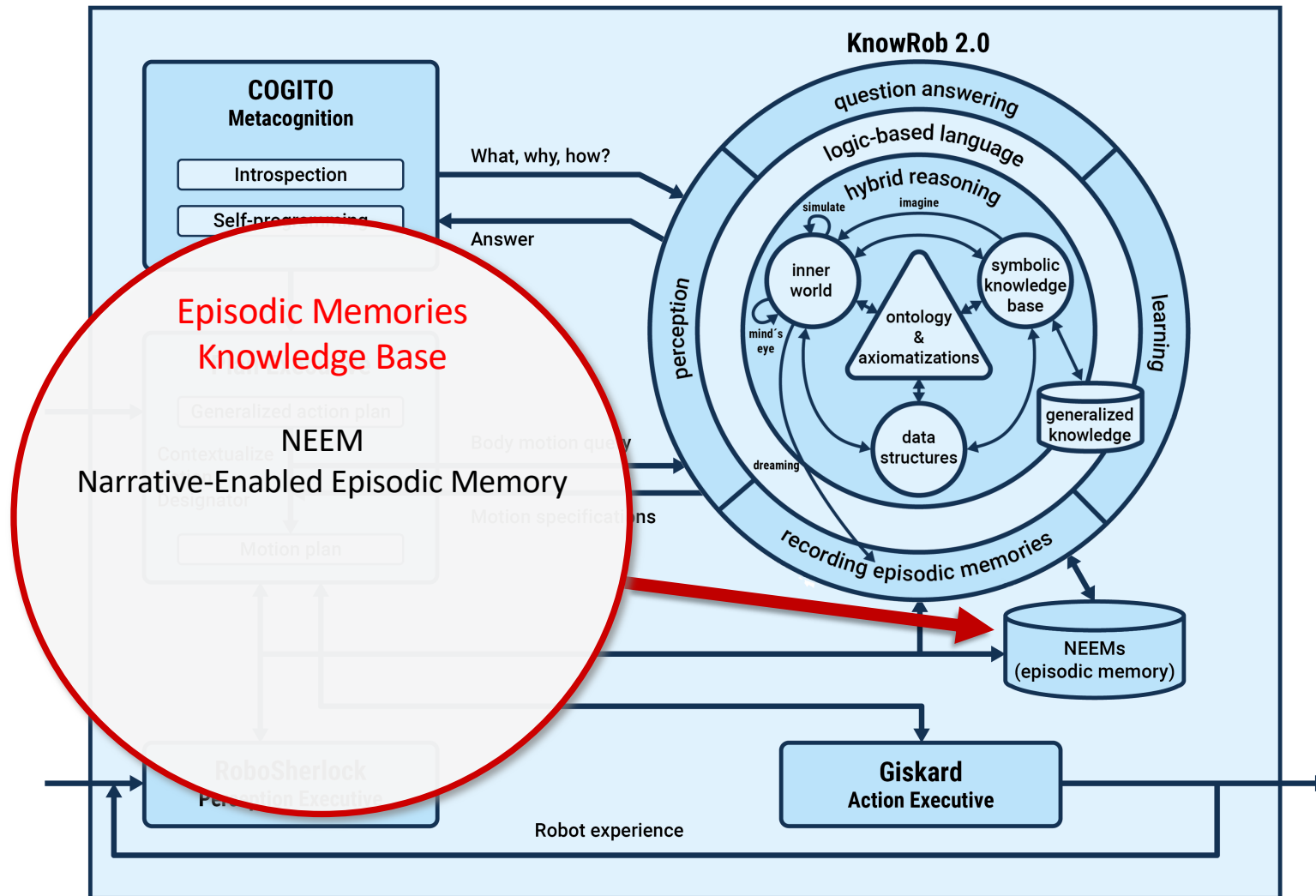
- embedded in a **hybrid** multi-formalism **reasoning** shell
- exposed through a **logic-based language** layer

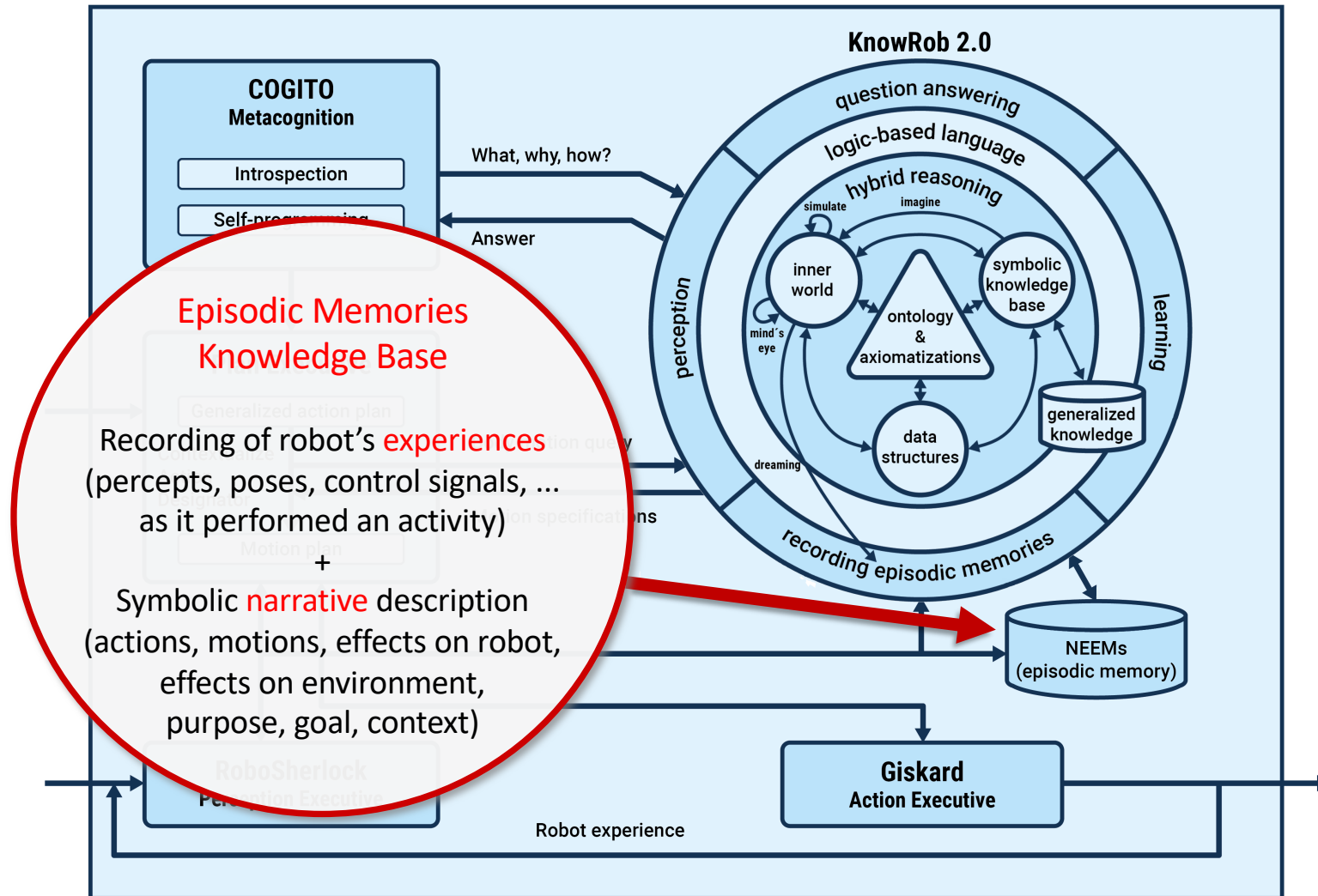


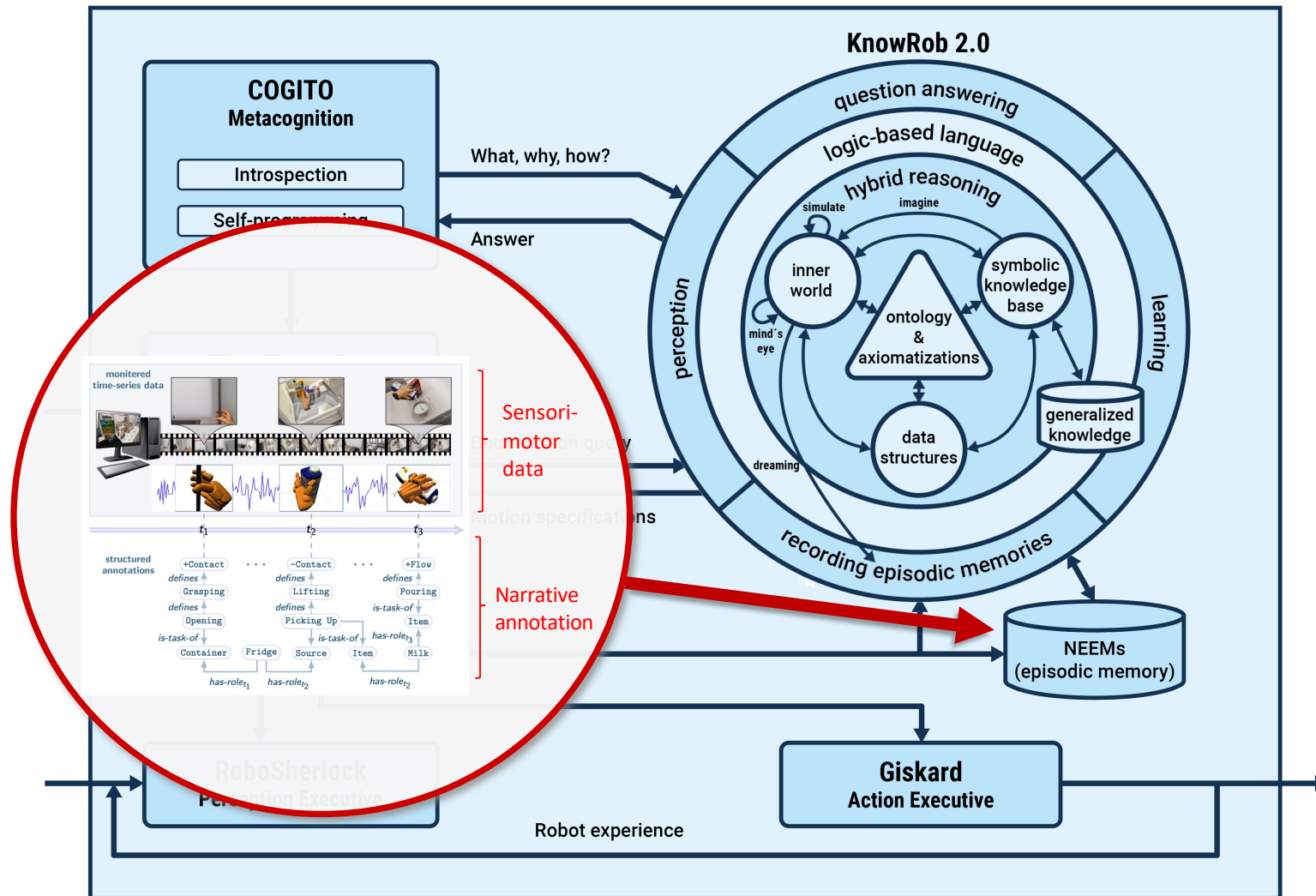


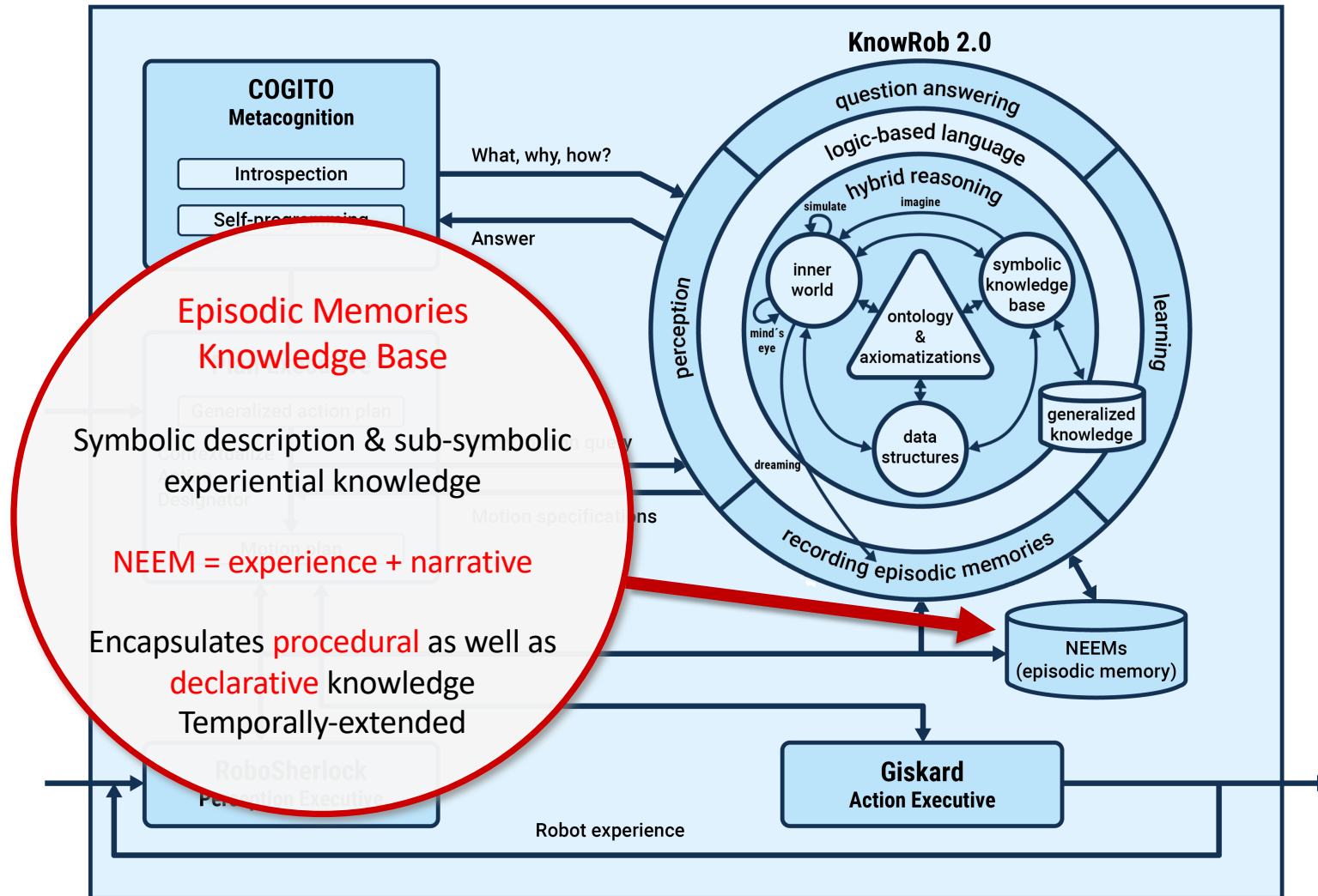


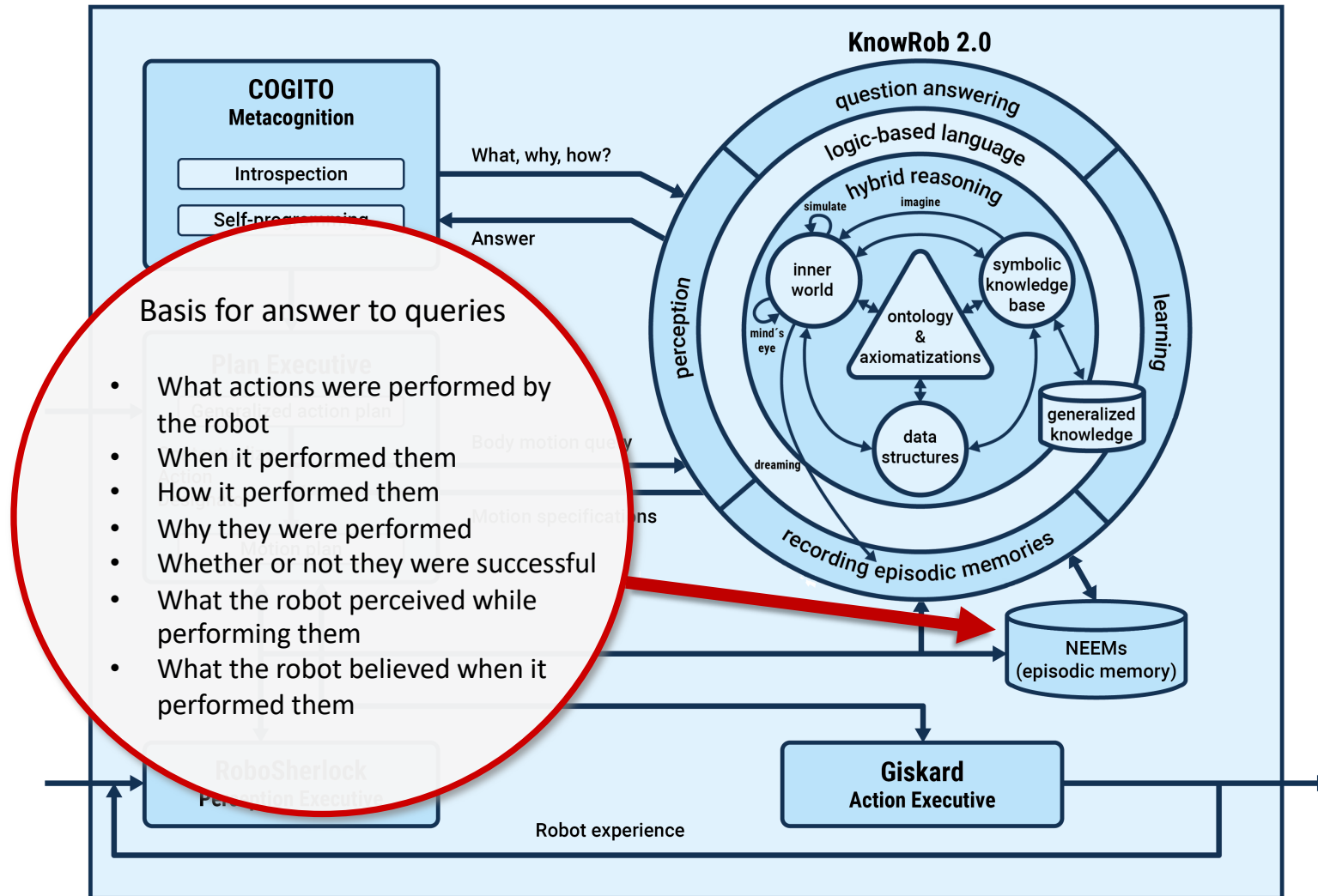


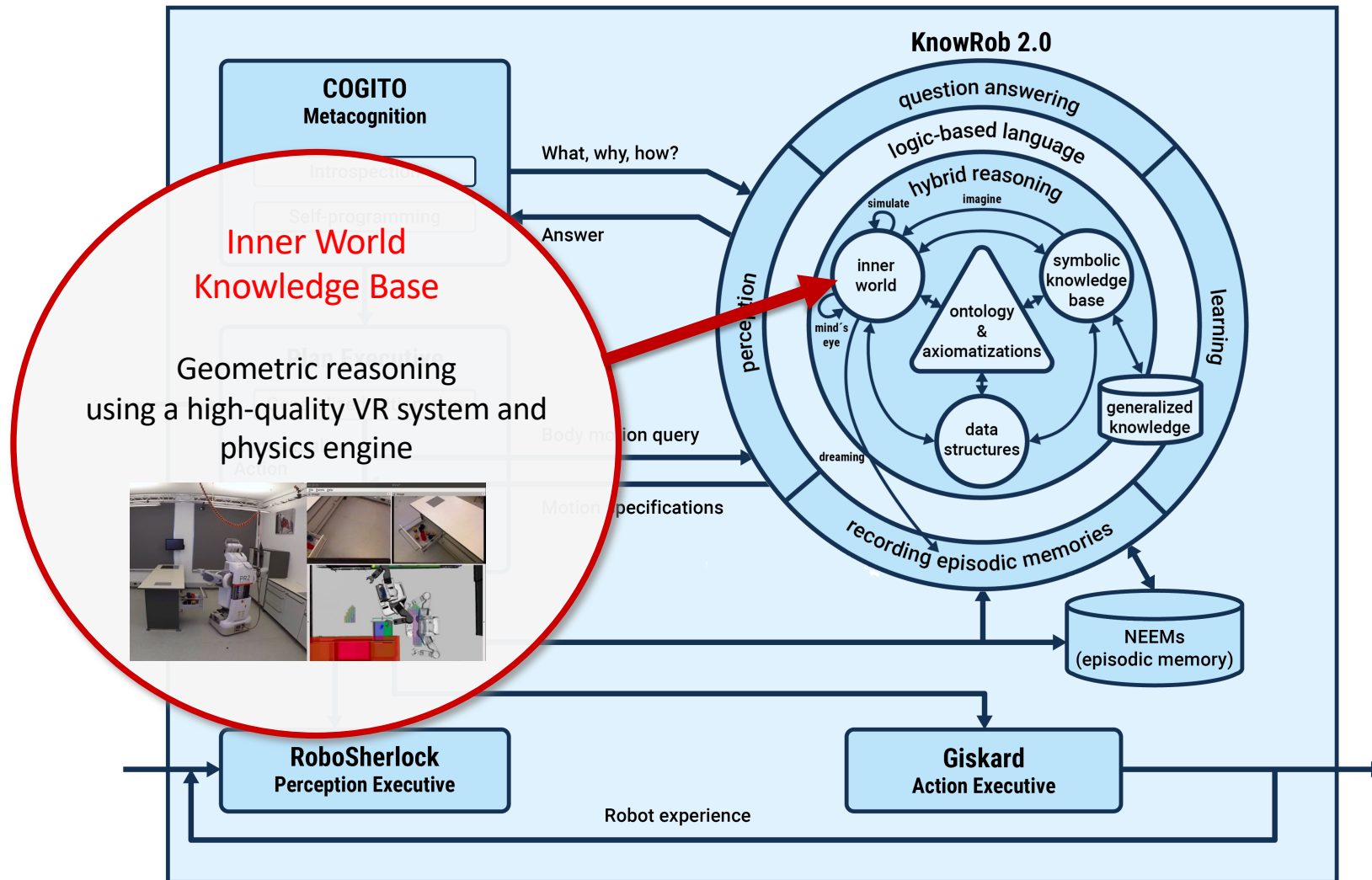


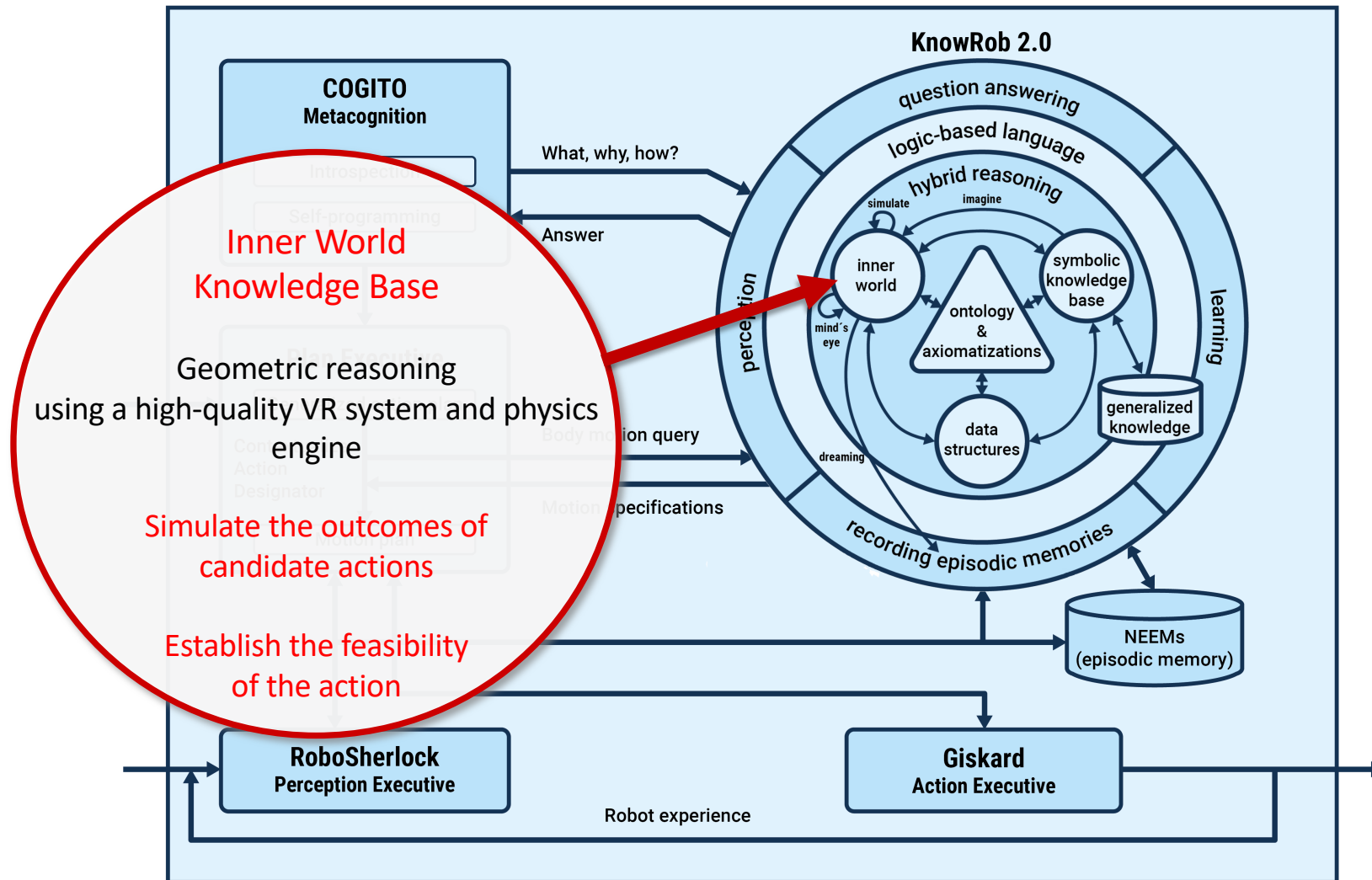


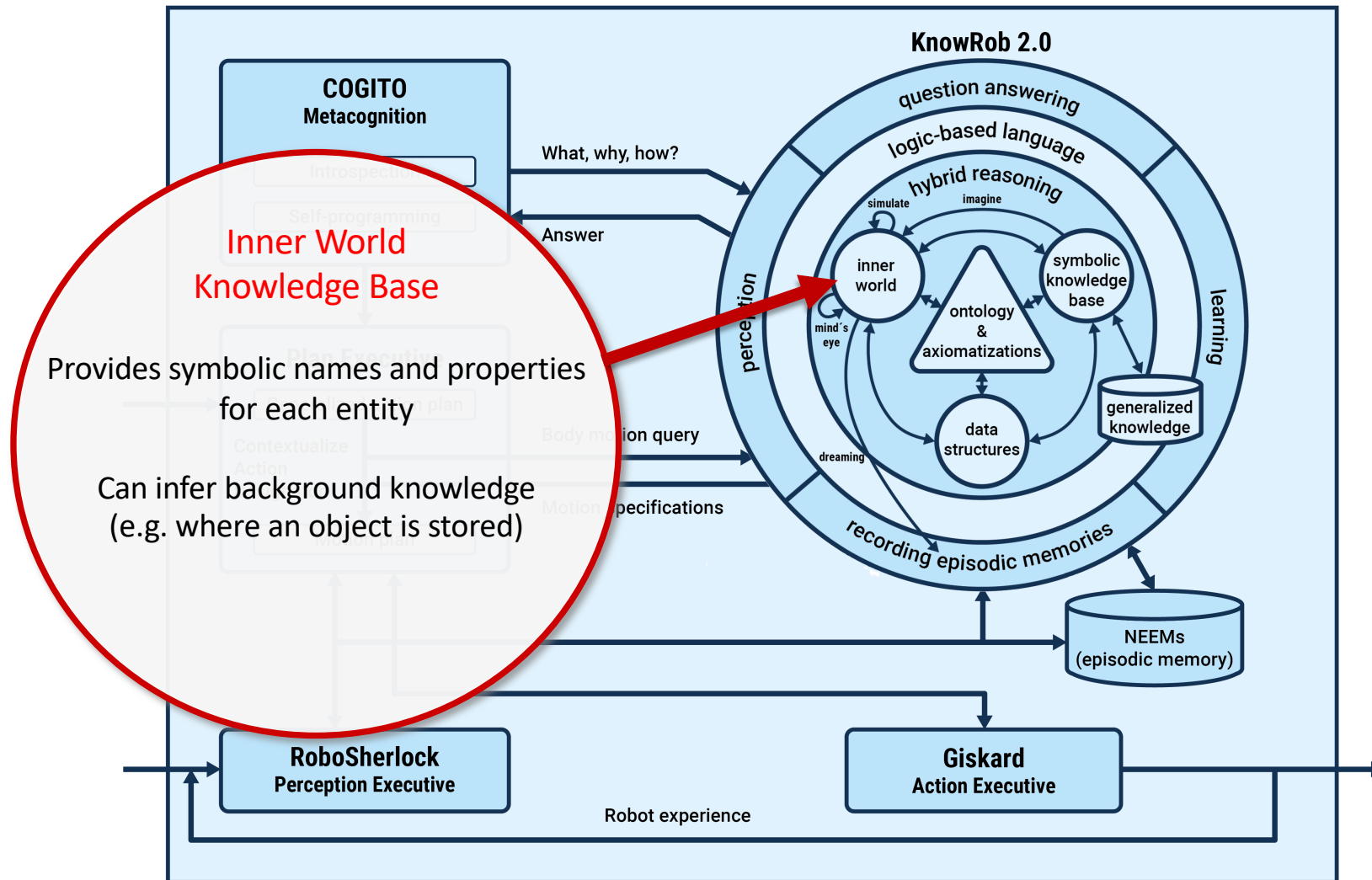


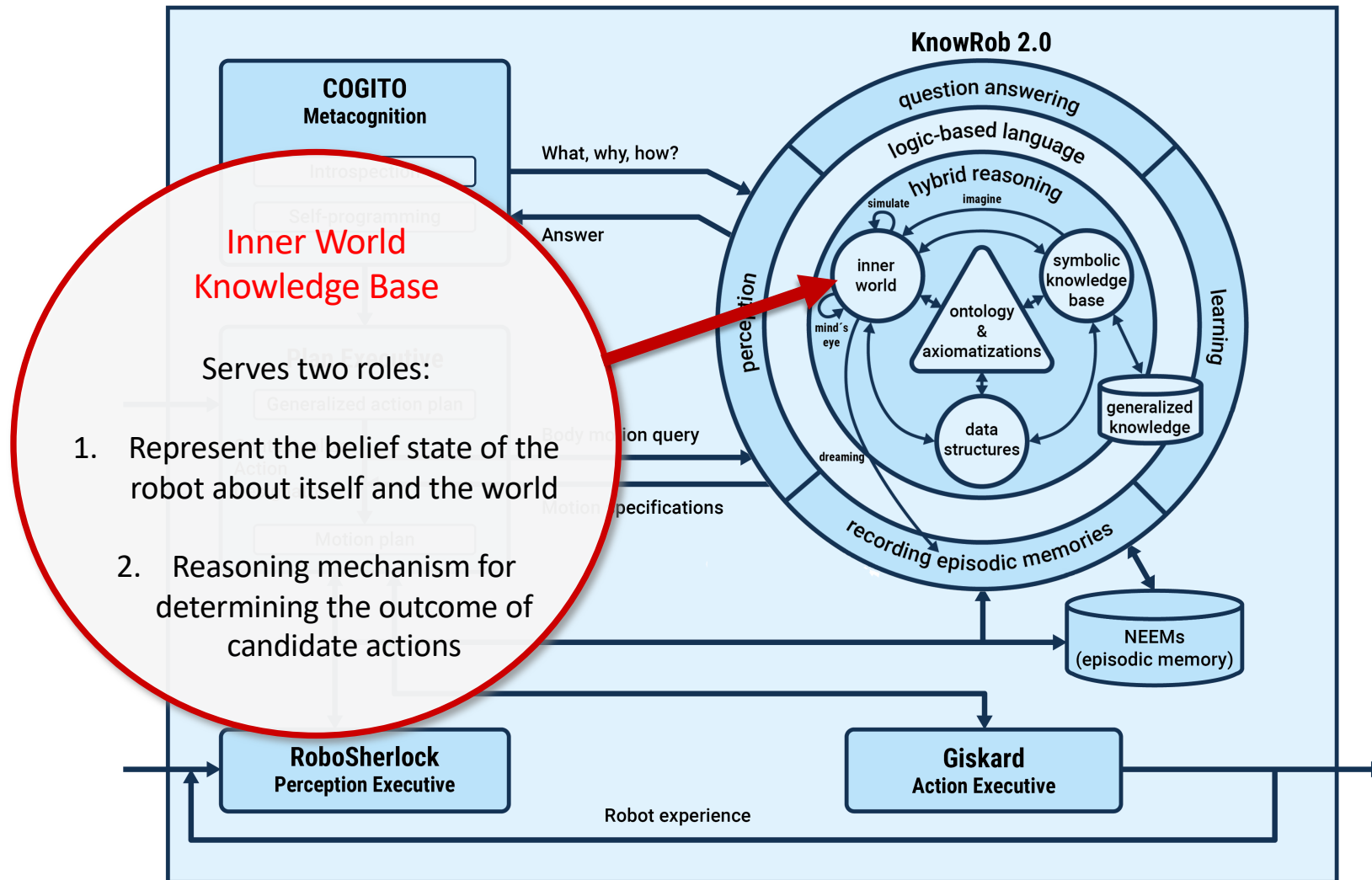


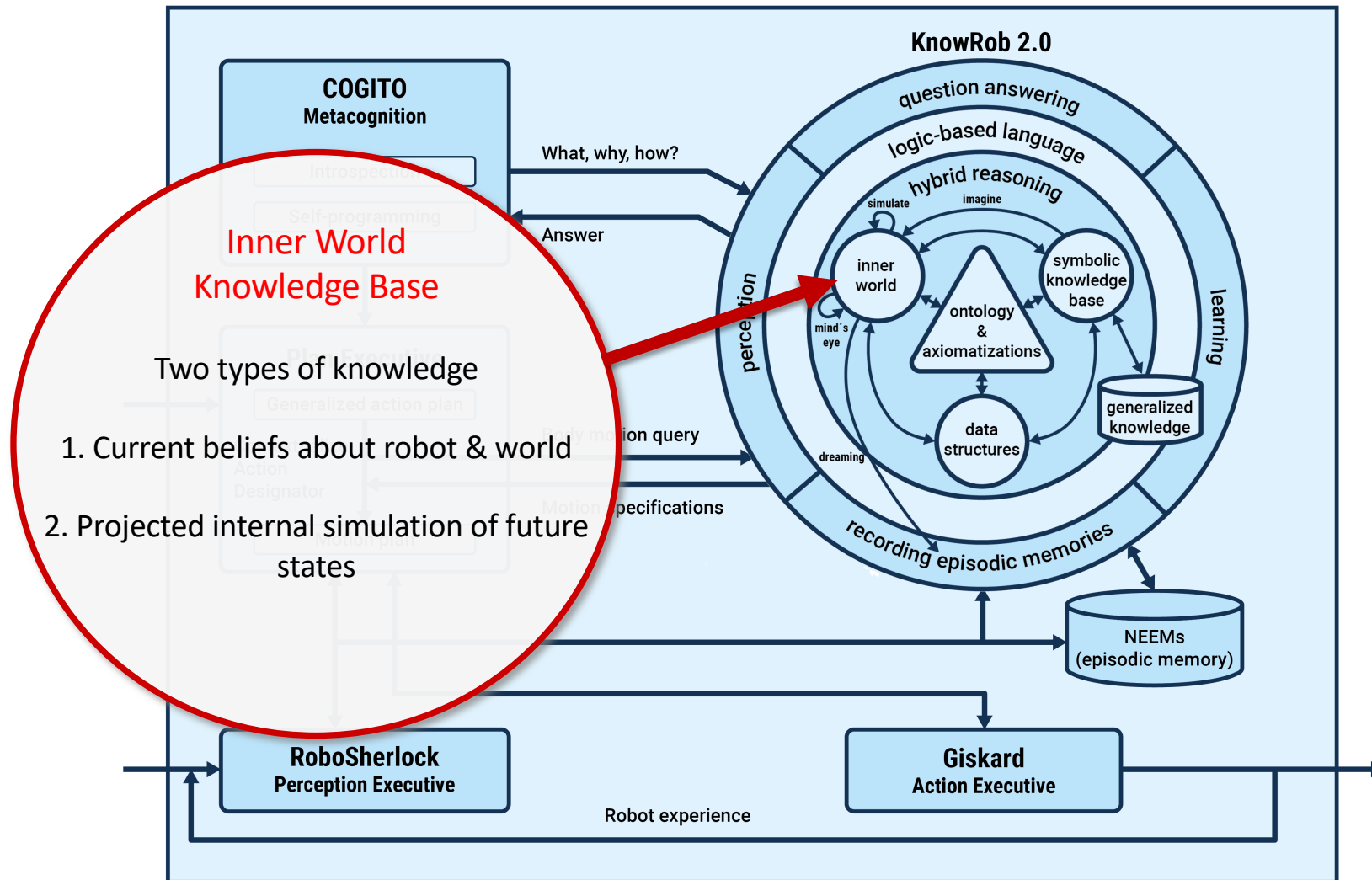


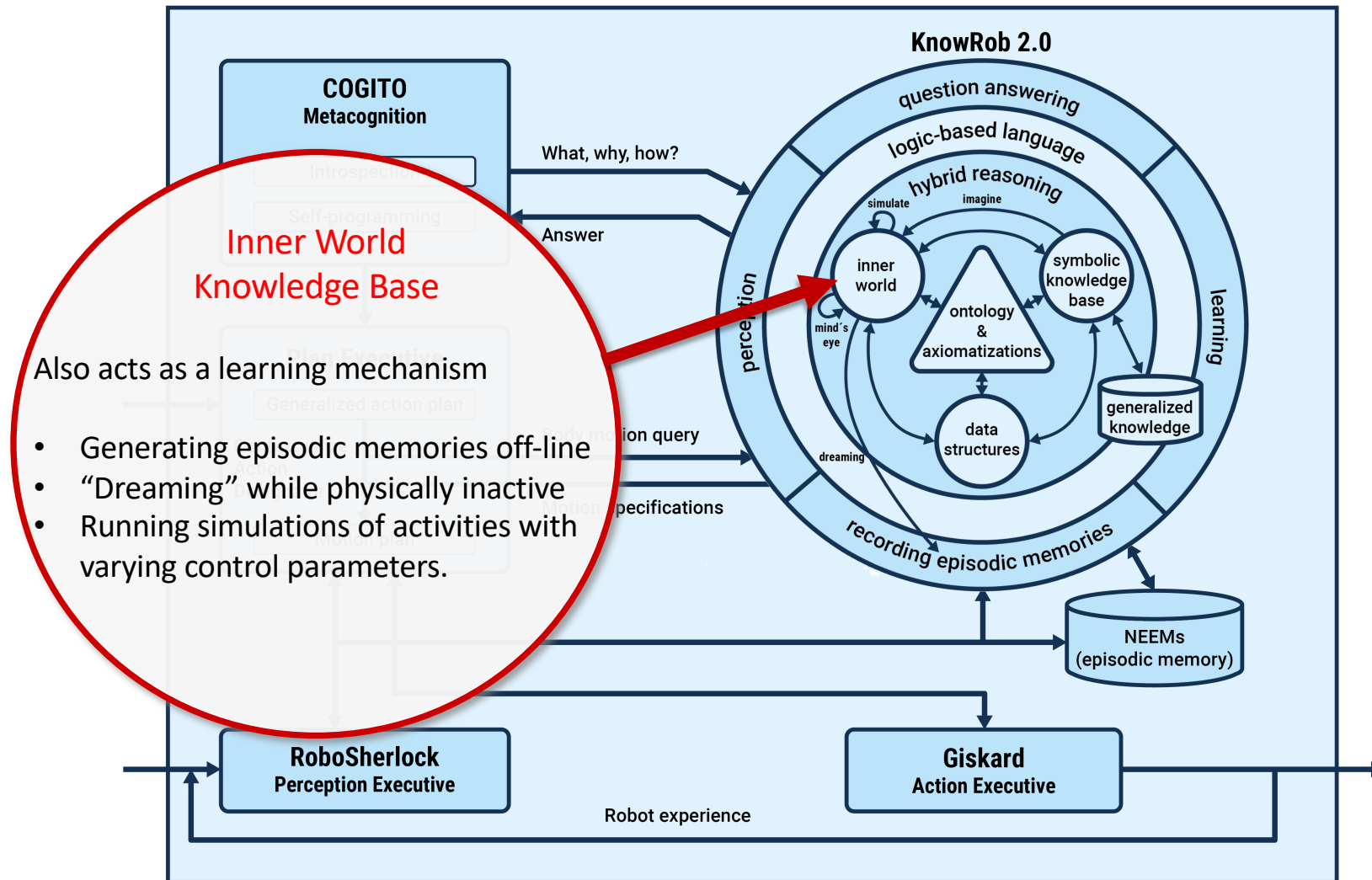


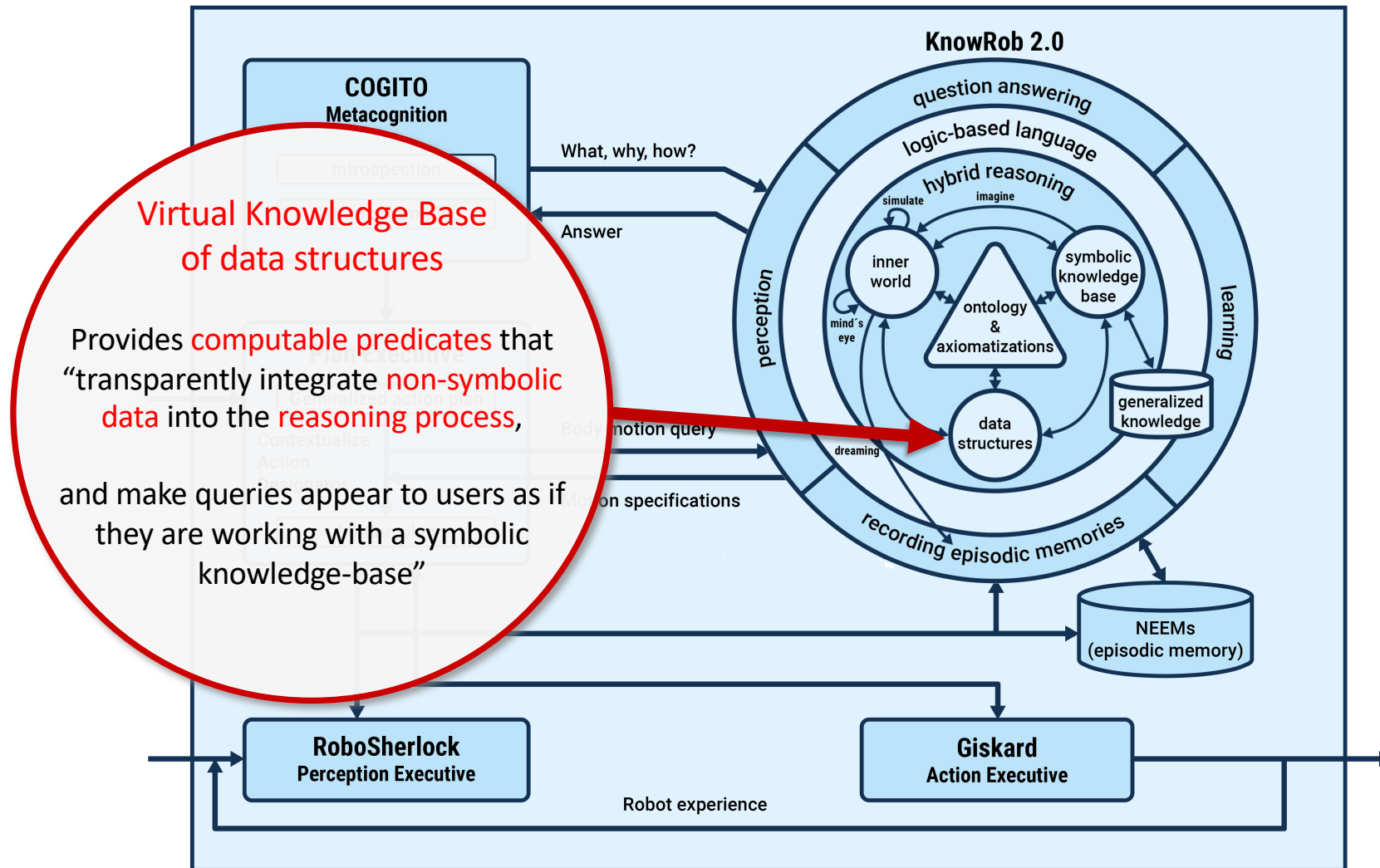


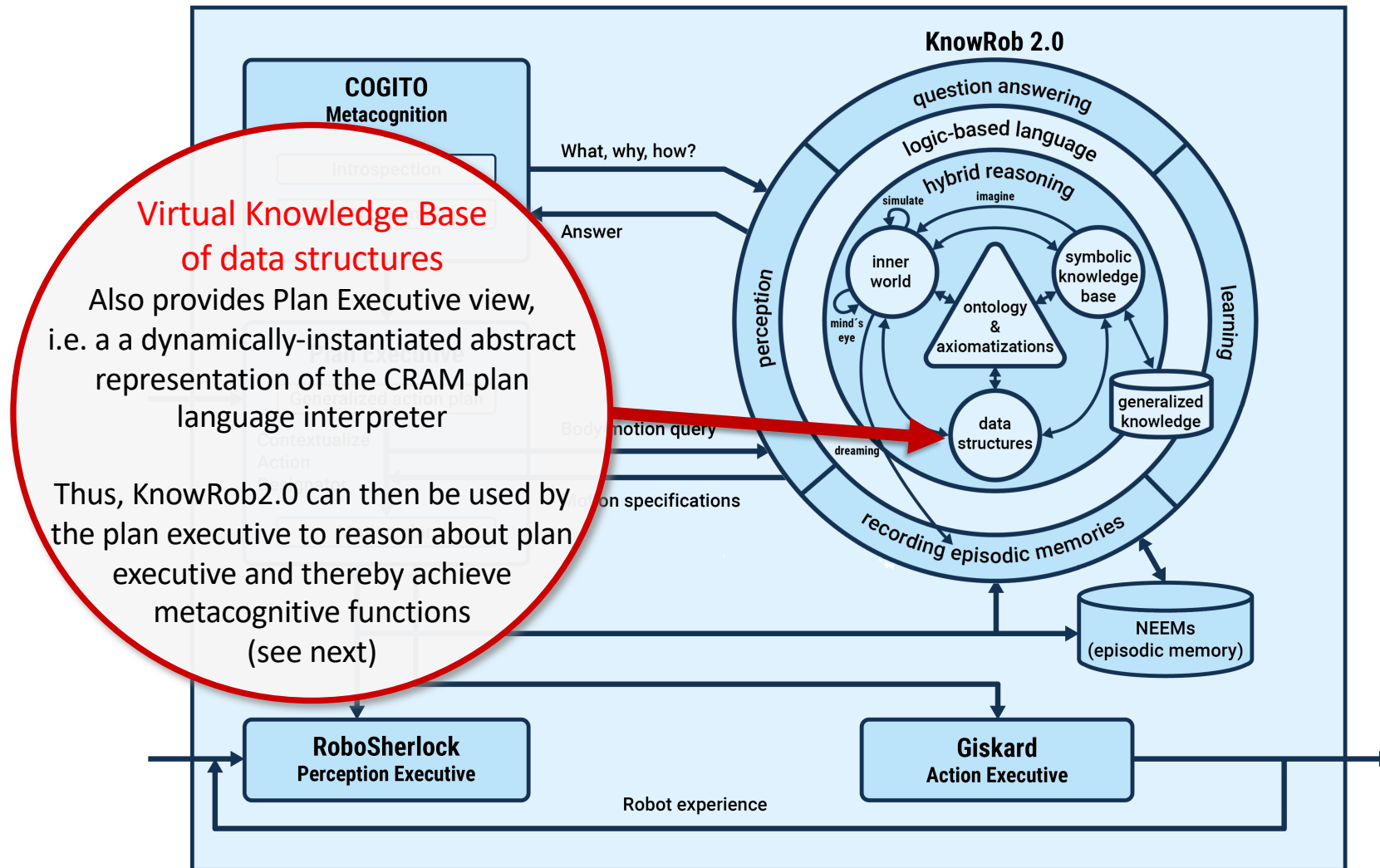


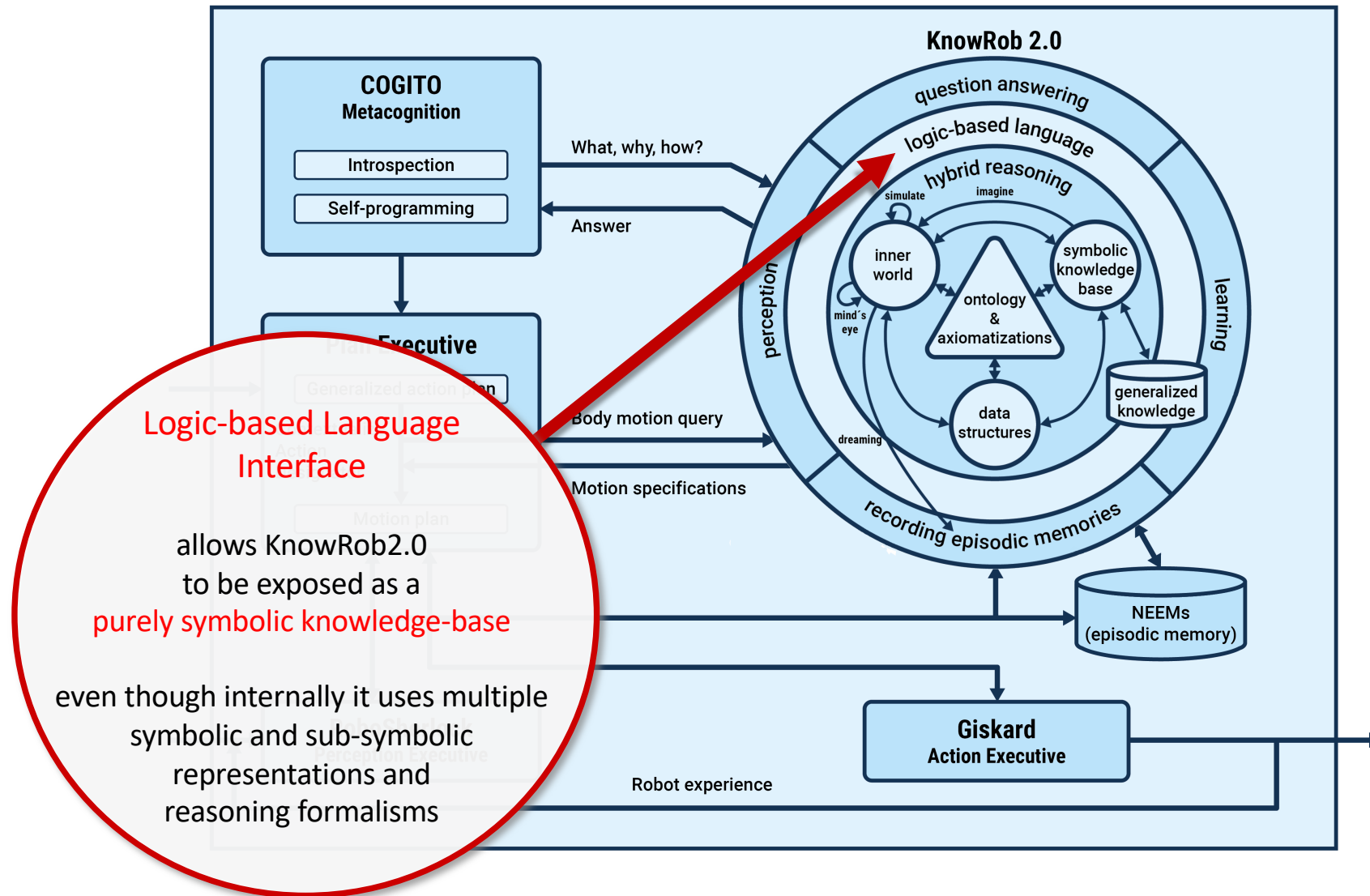


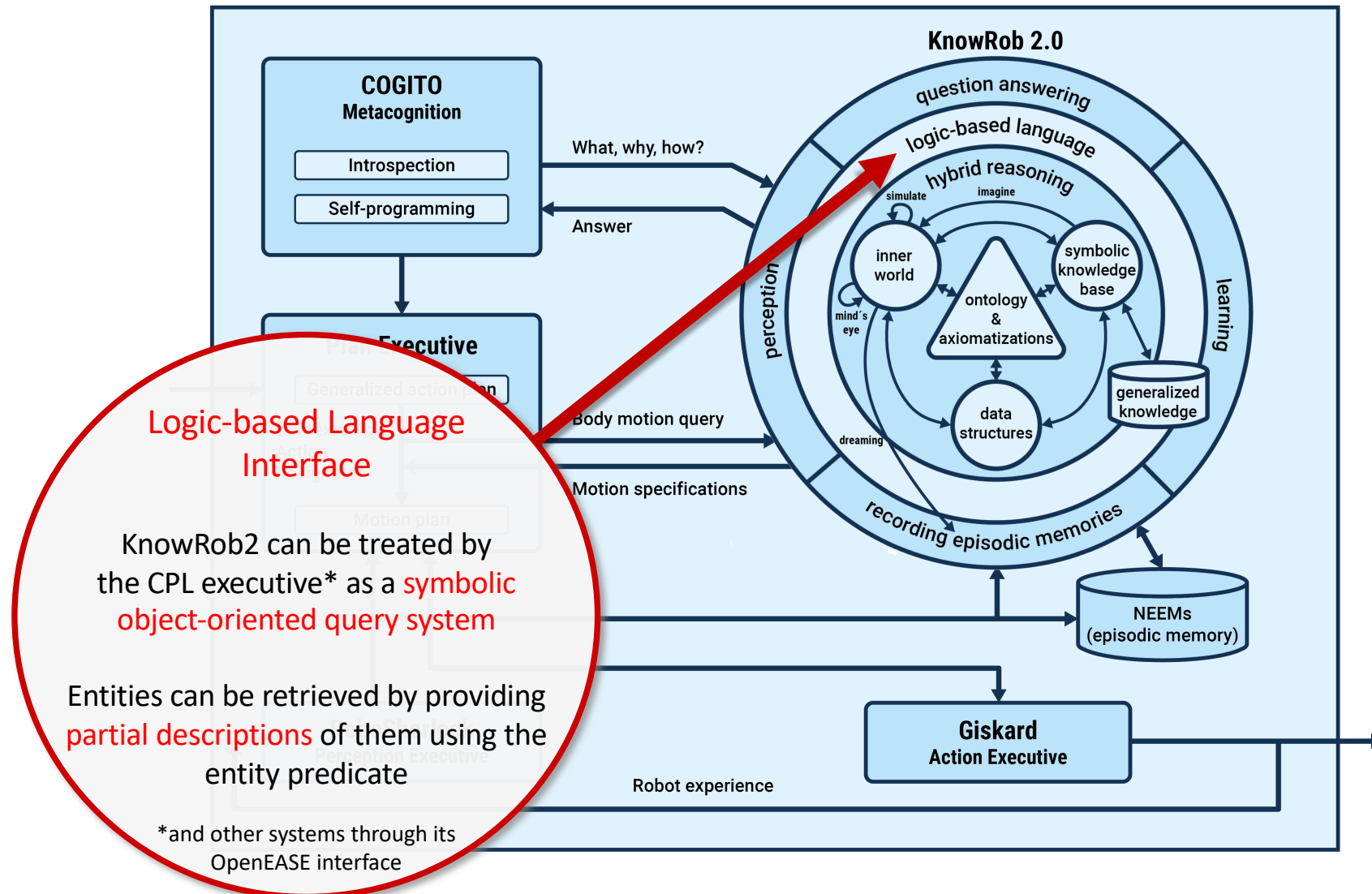


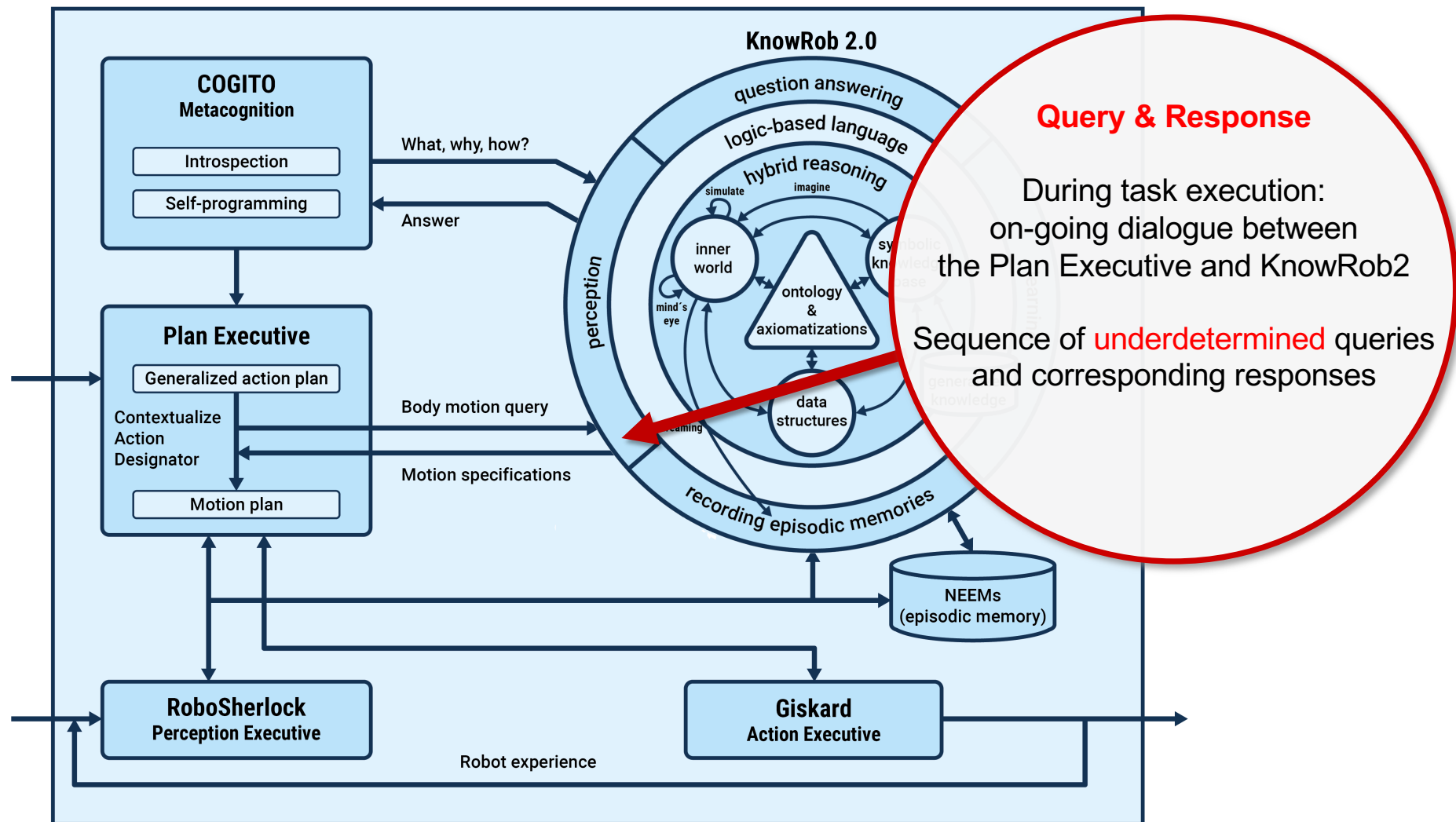


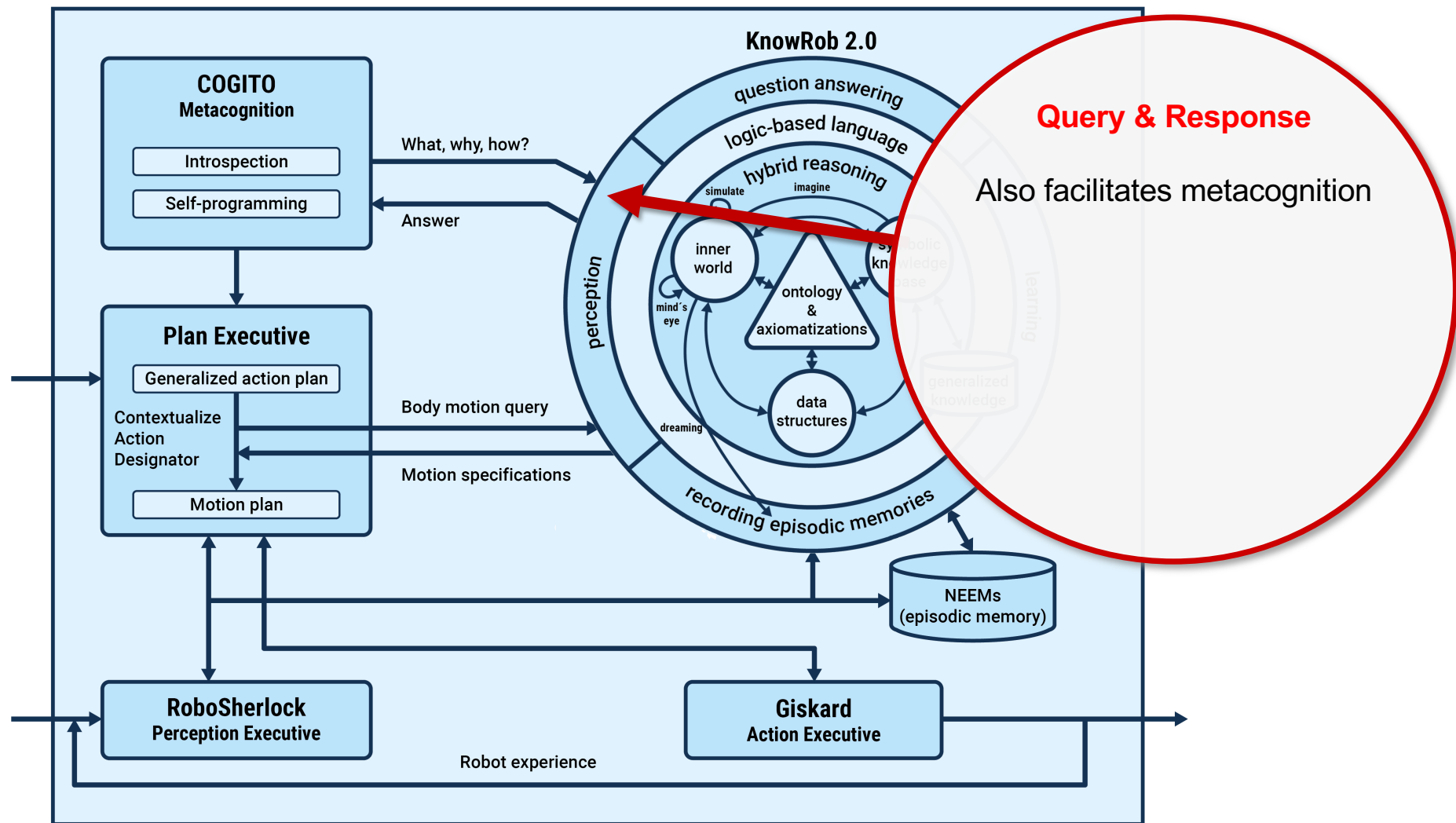


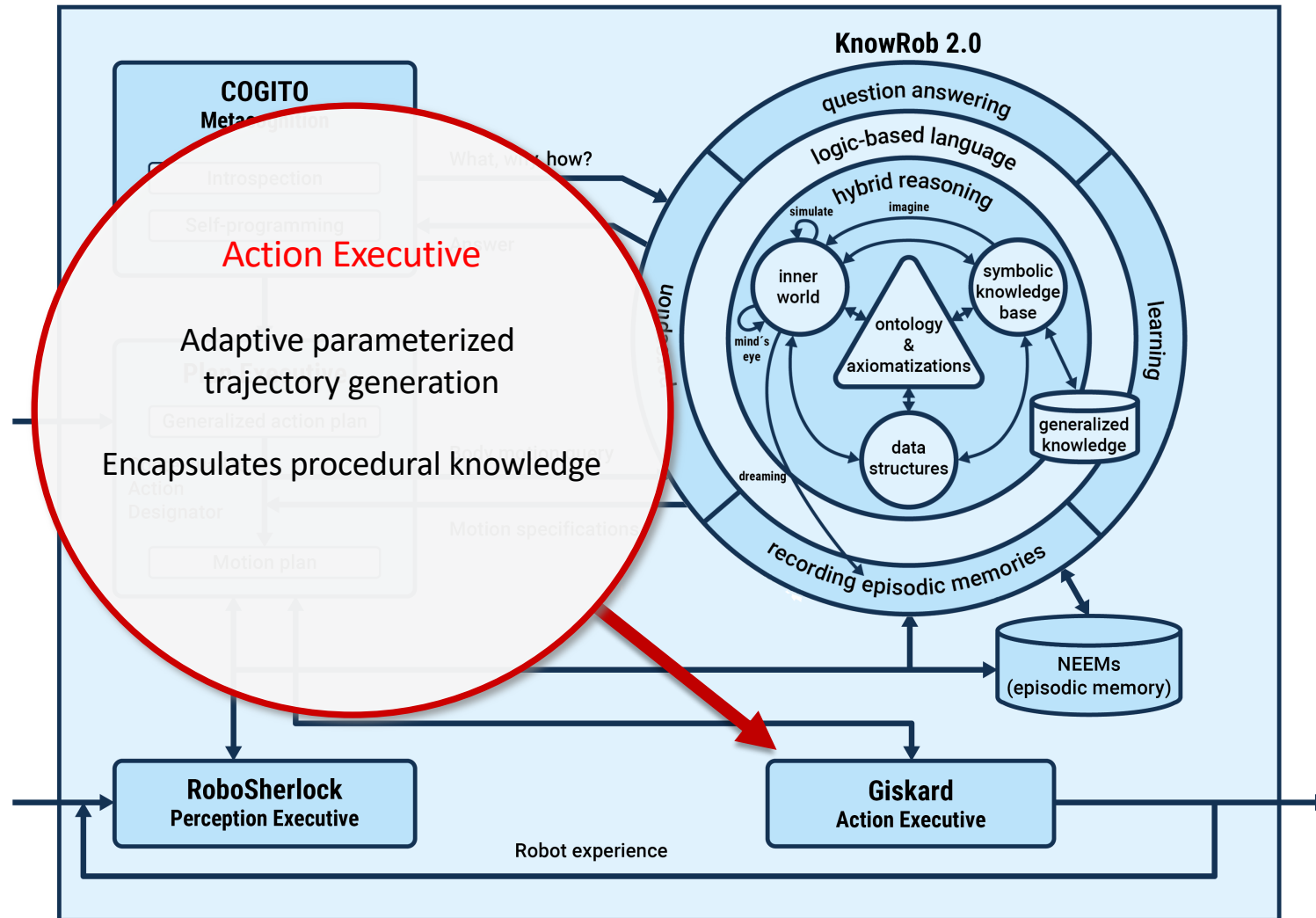


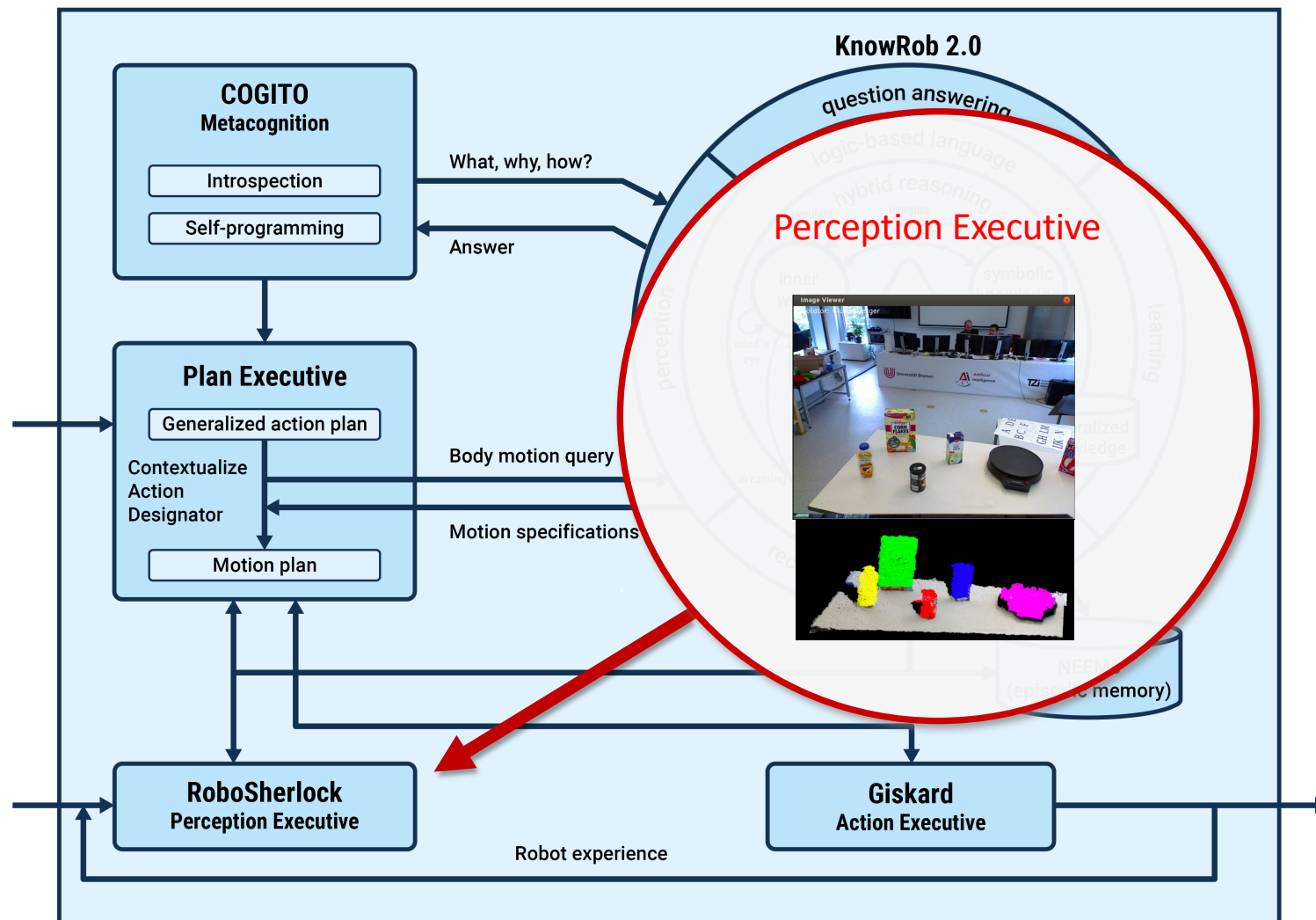


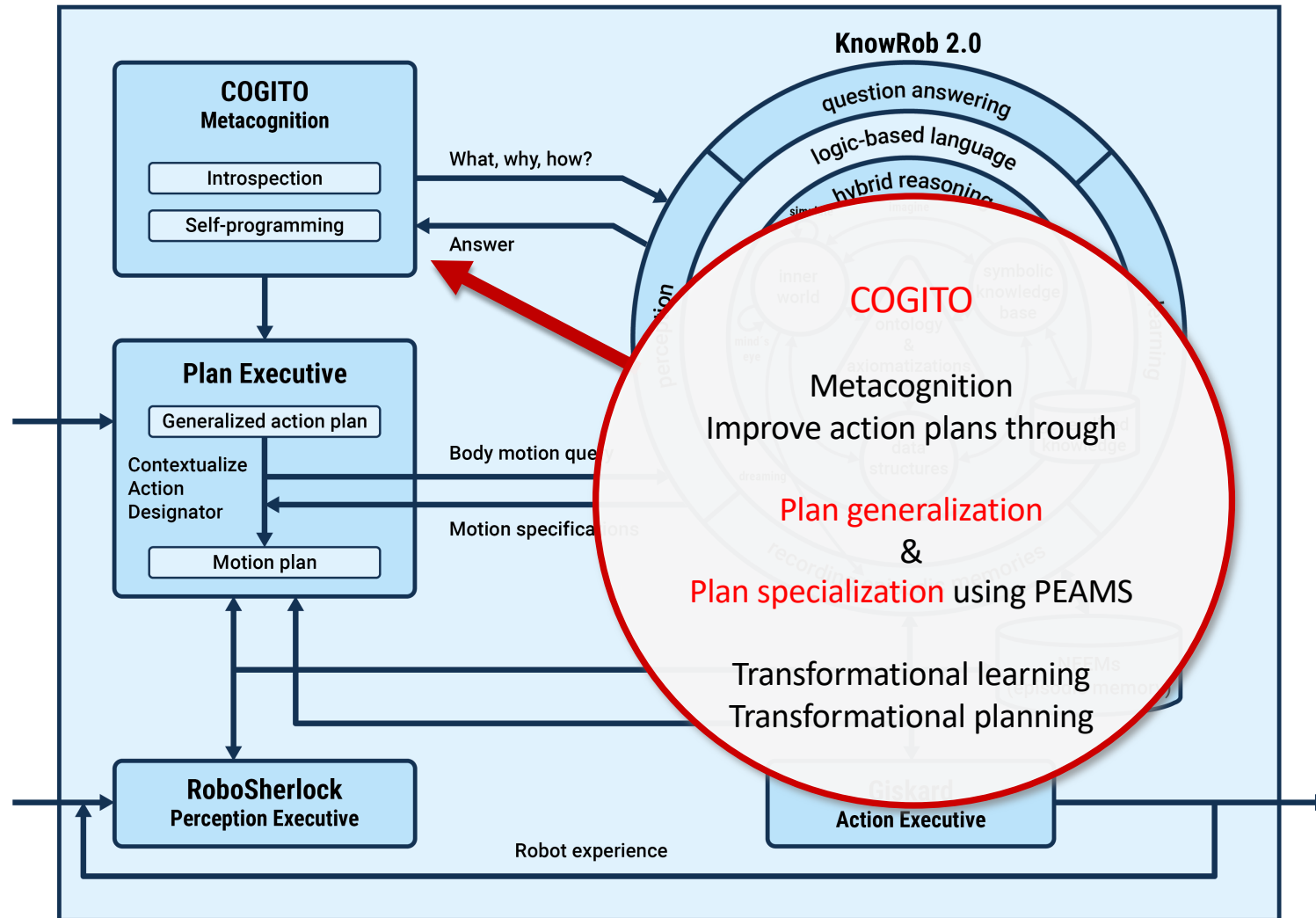


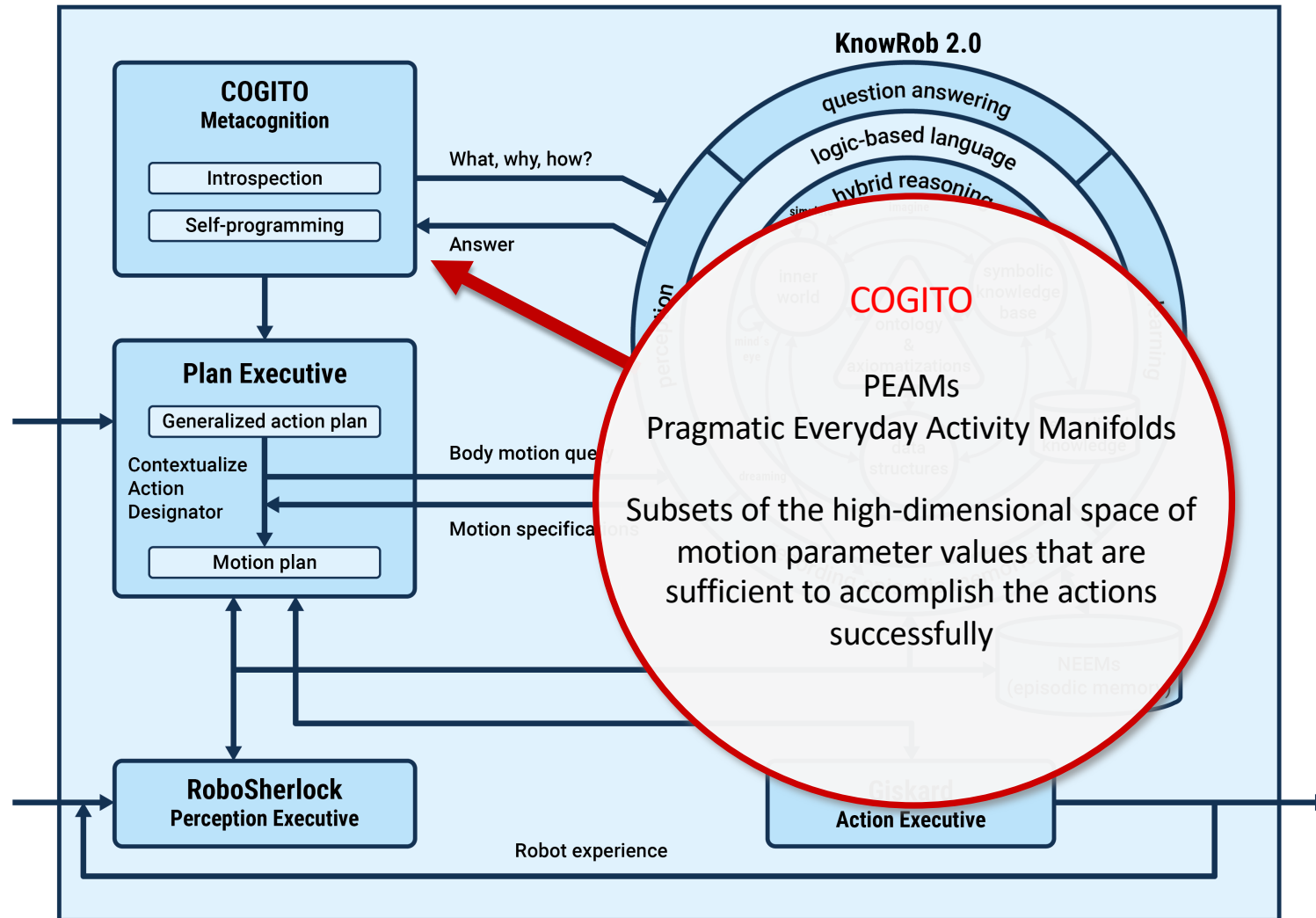












Recommended Reading

- M. Beetz, L. Mösenlechner, and M. Tenorth. CRAM – A Cognitive Robot Abstract Machine for Everyday Manipulation in Human Environments. In IEEE/RSJ International Conference on Intelligent Robots and Systems, pages 1012–1017, Taipei, Taiwan, October 2010.
- M. Beetz, D. Beßler, A. Haidu, M. Pomarlan, A. Kaan Bozcuoglu, G. Bartels, "KnowRob 2.0 – A 2nd Generation Knowledge Processing Framework for Cognition-enabled Robotic Agents", In International Conference on Robotics and Automation (ICRA), Brisbane, Australia, 2018.