

Introduction to Cognitive Robotics

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Lecture 31

www.vernon.eu/cognitive_robotics/CR_31.pdf

The CRAM Cognitive Architecture: Cognitive Robot Abstract Machine

1. Overview of CRAM
2. The main tools: Lisp, Emacs, **CRAM Language**, ROS
3. CRAM Beginner Tutorials with Turtlesim
4. A pick-and-place CRAM plan with a simulation of the PR2 robot

The CRAM Language

Based on CRAM documentation
<http://cram-system.org/doc>

The CRAM Language

The CRAM language is an extension of Lisp

- Recall Lisp's natural extensibility and suitability for task-specific programming languages ... the CRAM language is an extension of Lisp
- Exploiting macros and functions
- Making heavy use of the operating system's multi-threading, especially for one of the key extensions: **fluents**

The CRAM Language

The CRAM language is an extension of Lisp

- The following provides an overview of a small subset of these extensions
- mainly to allow you to understand
 - The Beginner Tutorials
 - The detailed explanation of the pick-and-place CRAM plan example
(intermediate tutorial: “How to write a simple mobile manipulation plan”)
- For more details, see the CRAM language resources at the end

Fluents

- A fluent is a proxy object for some Common Lisp object
- It is used as a variable that allows a thread to effectively monitor and act on a change in value of a Lisp object

`(wait-for fluent)`

- The current thread **blocks** (i.e. waits and does nothing) if `(value fluent)` is `nil`

`(wait-for (pulsed fluent))`

← More on pulsed fluents below

- The current thread blocks **until the value of the fluent changes**

Fluents

`(whenever fluent)`

- Iteratively repeats the body except when `(value fluent)` is `nil` before a new iteration
- If it is `nil`, the thread blocks until the fluent becomes true
- Unless `return` is called explicitly, the `whenever` form never terminates:
it either repeatedly evaluates the body or blocks

Fluents

- A fluent is created with the function `make-fluent`
- The fluent is accessed through the reader function `value`
- A fluent can be set as follows
`(setf (value fluent) <value>)`
- A fluent can be pulsed with `(pulse fluent)`

Fluents


Example

```
(let ((fl (make-fluent :test-fluent :value nil)))  
  (spawn-perception fl)  
  (wait-for fl)  
  (format t "Received value: ~a~%" (value fl)))
```

Create the fluent and initialize its value



Pass as an argument to a hypothetical function to spawn a perception thread



Block until the value is not nil



Fluents

Example

```
(let ((fl (make-fluent :test-fluent :value nil)))  
  (spawn-perception fl)  
  (whenever (fl)  
    (when (eq (value fl) :done)) } return when the fluent value is :done  
    (return-from whenever))  
    (format t "Received value: ~a~%" (value fl))))
```

Block until the value is not nil
otherwise, execute body repeatedly

Repeatedly print the value of the fluent

If you only want to print the value when it changes use

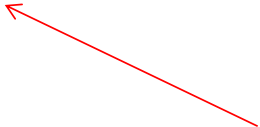
```
(whenever ((pulsed fl))  
  ...)
```

Fluent Networks

- Fluents can be combined to create fluent networks
- A fluent network updates its value whenever one of the constituent fluents changes its value
- Combination is effected using (overloaded) relational, arithmetic, and logical operators

<, >, =, eq, eql, +, -, *, /
fl-and, fl-or, fl-not

Recall the native and returns the first non-nil value
fl-and returns a fluent containing T or nil



Fluent Pulses

- Whenever the value of a fluent is set to a different value, the fluent is pulsed automatically
- You can also pulse the fluent (without changing the value) with the `pulse` method
- To construct a fluent network that reacts if its constituent fluents are pulsed, use the `pulsed` combinator

e.g. `(wait-for (pulsed fluent))`

Fluent Pulses

- `whenever` in combination with a pulse works like an infinite loop waiting for a pulse and then executing the body when the pulse occurs
- What happens if a fluent is pulsed when the body is being executed, i.e. what happens if there is a “missed” pulse?
- The `(pulsed f1)` form has **three** optional keywords to specify how pulses that occur during the execution of the body of a `whenever` are to be handled

Fluent Pulses

```
(pulsed fl :handle-missed-pulses :once)
```

Any number of missed pulses cause exactly one additional execution of the `whenever` body

```
(pulsed fl :handle-missed-pulses :never)
```

Missed pulses don't cause any additional execution of the `whenever` body

```
(pulsed fl :handle-missed-pulses :always)
```

The number of iterations of the `whenever` body exactly matches the number of missed pulses: the `whenever` body gets executed for every value change

Definition of Functions

- When defining functions to implement CRAM plans, use `def-cram-function` instead of `defun`
- `def-cram-function` uses the same syntax as `defun`

Top-level

- CRAM language forms must be executed in a top-level environment:

```
(top-level
  ...
)
```

- Alternatively, you can define a plan using

```
(def-top-level-plan
  ...
)
```

This contains an implicit top-level form

Concurrency

- Functions can be called sequentially or concurrently
- Sequential execution

```
( seq  
  ...  
)
```

- Execute forms sequentially
- Equivalent to `progn`
- Fails if **one** of the component sub-forms fails
- Succeeds when **all** of the component sub-forms succeed

Concurrency

- Functions can be called sequentially or concurrently
- Sequential execution

```
(try-in-order  
  ...  
)
```

- Execute forms sequentially
- Fails if **all** of the component sub-forms fail
- Succeeds if **one** of the component sub-forms succeeds

Concurrency

- Functions can be called sequentially or concurrently
- Parallel execution

```
(par  
  ...  
)
```

- Execute forms in parallel
- Fails if **one** of the component forms fails
- Succeeds when **all** the component sub-forms succeed

Concurrency

- Functions can be called sequentially or concurrently
- Parallel execution

```
(pursue  
  ...  
)
```

- Execute forms in parallel
- Fails if **one** of the component forms fails
- Succeeds when **one** the component sub-forms succeeds
- All other forms are evaporated (abandoned) when one form succeeds

Concurrency

- Functions can be called sequentially or concurrently
- Parallel execution

```
(pursue
  (wait-for (robot-at waypoint))
  (loop do
    (update-navigation-cmd waypoint)
    (sleep 0.1))
)
```

- Terminates successfully when the robot is at the waypoint
- Navigation commands to approach the waypoint are sent to the robot repeatedly

Concurrency

- Functions can be called sequentially or concurrently
- Parallel execution

```
(try-all  
  ...  
)
```

- Execute forms in parallel
- Fails if **all** of the component forms fail
- Succeeds when **one** the component sub-forms succeeds

Exception Handling

Plan failures are generated and thrown using (`fail ...`)

(`with-failure-handling ...`)

Wraps function calls so that, if a failure occurs, failure handling is executed

Exception Handling

```
(with-failure-handling
  ((trajectory-controller-failed (e)
    (declare (ignore e))
    (retry))))
  (move-arm-to-point side pre-grasp-pos grasp))
```

body

- Monitor for failures of type `trajectory-controller-failed`
- In the event of a failure, call `(retry)` to run the **body** again on each failure
- Keep retrying until we succeed
- [Not a great strategy; the fetch-and-place example has a more sophisticated strategy using these constructs]

CRAM Reasoning

- The `cram_reasoning` package contains a full-featured Prolog interpreter (written in Lisp)
- The interpreter return a lazy list of solutions

Solutions are generated on demand by accessing the element of the list

CRAM Reasoning

(**prolog** ...) executes the interpreter and proves a goal

```
CRS> (prolog '(member ?x (a b c)))  
(((?X . 1)) . #S(CRAM-UTILITIES::LAZY-CONS-ELEM :GENERATOR ...))
```

First solution of the lazy list result; this solution is a tuple (i.e. a cons) with variable name in the `car` and the value in the `cdr`

force expansion of the lazy list

```
CRS> (force-ll (prolog '(member ?x (a b c))))  
(((?X . 1)) ((?X . 2)) ((?X . 3)))
```

List of all three conses

CRAM Reasoning

(**var-value** ...) accesses the values

```
CRS> (var-value '?x (lazy-car (prolog `(member ?x (a b c)))))
```

A



Result

CRAM Reasoning

- Two ways to define a predicate
 - use a **fact-group**
 - Implement a Lisp function to get the current bindings and the predicate's parameters, and return a list of binding sets

CRAM Reasoning

```
(def-fact-group name (public-predicate*) fact-definition)
```

- Defines a fact group
- The `public-predicate` field declares which predicates can be defined in other fact-groups
- Predicates are defined using `<-`

```
(def-fact-group member-group ()  
  (<- (member ?x (?x . ?_))  
    (<- (member ?x (?y . ?z)  
      (member ?x ?z)))
```

CRAM Language Resources

CRAM Language http://cram-system.org/doc/package/cram_language

CRAM Reasoning http://cram-system.org/doc/package/cram_reasoning

Background Reading

G. Kazhoyan, Lecture notes: Robot Programming with Lisp 7. Coordinate Transformations, TF, ActionLib, slides 5-8.

https://ai.uni-bremen.de/_media/teaching/7_more_ros.pdf

T. Rittweiler, CRAM – Design and Implementation of a Reactive Plan Language, Bachelor Thesis, Technical University of Munich, 2010.

<https://common-lisp.net/~trittweiler/bachelor-thesis.pdf>