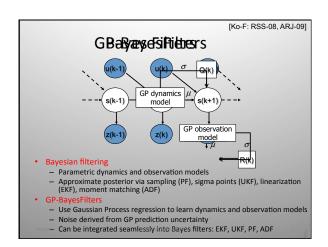
### CSE-571 Probabilistic Robotics Gaussian Processes for Bayesian Filtering Dieter Fox University of Washington



### Overview

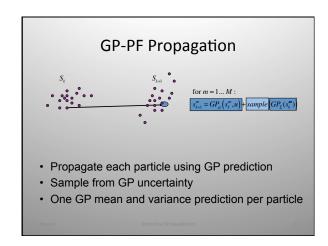
- · Gaussian Processes and Bayes Filters
- GP-BayesFilters
- Filtering and Control
- System Identification with GP-BayesFilters
- Predictive State Representations
- Conclusions

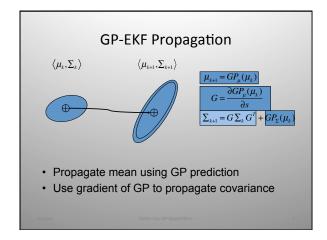
### **GP-BayesFilters**

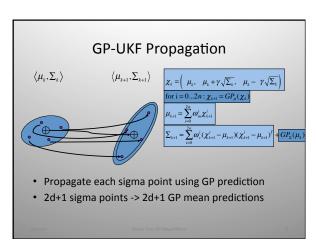
[Ko-Fox: ARJ-09]

- Learn GP:
  - Input: Sequence of ground truth states along with controls and observations: <s, u, z>
  - Learn GPs for dynamics and observation models
- Filters
  - Particle filter: sample from dynamics GP, weigh by GP observation function
  - EKF: GP for mean state, GP derivative for linearization
  - UKF: GP for sigma points

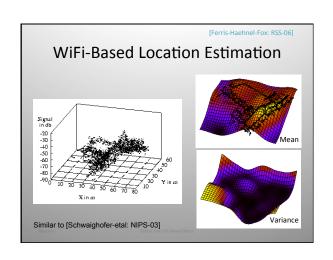
### 

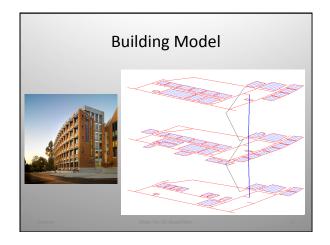


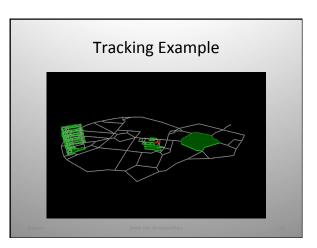




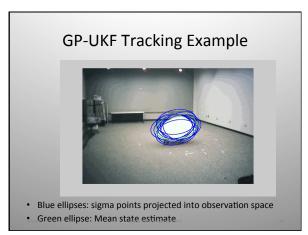
## Overview • Gaussian Processes and Bayes Filters • GP-BayesFilters • Filtering and Control • System Identification with GP-BayesFilters • Predictive State Representations • Conclusions

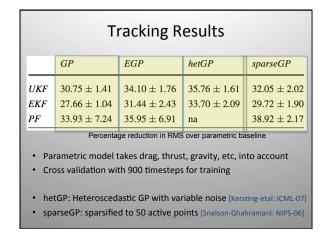


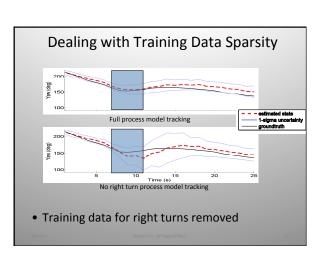


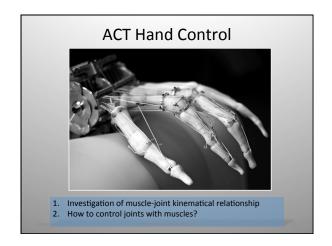


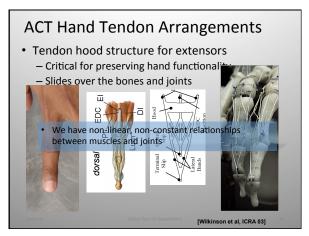


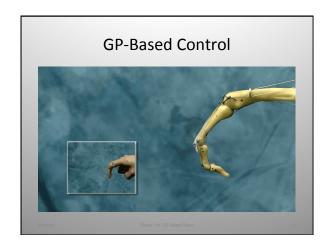










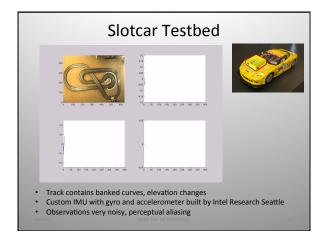


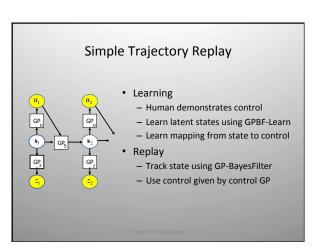
### Overview

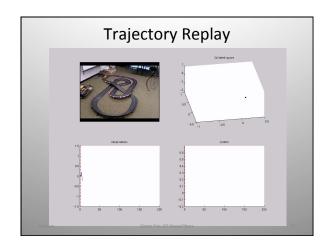
- Gaussian Processes and Bayes Filters
- GP-BayesFilters
- Filtering and Control
- System Identification with GP-BayesFilters
- Predictive State Representations
- Conclusions

### **GP Latent Variable Models**

- Sometimes ground truth states are not or only partially available
- Instead of optimizing over GP hyperparameters only, optimize over latent states *S* as well







### Overview

- Gaussian Processes and Bayes Filters
- GP-BayesFilters
- · Filtering and Control
- System Identification with GP-BayesFilters
- Predictive State Representations
- Conclusions

# In Hand Manipulation [Mordatch-Popovic-Todorov: SCA-12] Contact-invariant optimization for hand manipulation Mordatch, Popovic and Todorov SCA 2012

### Learning Models for Manipulation

- Soon manipulators / hands / robots will be equipped with a variety of complex sensors (e.g. touch sensitive skin)
- Are accurate physics-based models the most appropriate representation for controlling such complex systems?
- Rather than imposing a model on the dynamical system, learn a state space that's suitable for prediction and control
- Question: Can we learn expressive models from raw, highdimensional sensor data?

### Predictive State Representations (PSRs)





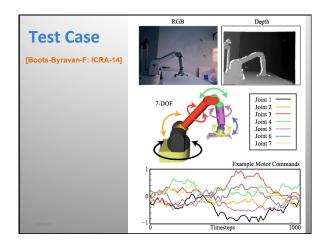








- Expressive dynamical system model
- Test: ordered sequence of action observation pairs  $au = a_1 o_1 \dots a_t o_t$
- Prediction of a test:  $\mathbb{P}\left[ au^{\mathcal{O}}\mid\operatorname{do}\left( au^{\mathcal{A}}\right),h_{t}
  ight]$
- PSR state is a prediction over a set of core tests (future observable quantities)



Learning Predictive Models of a Depth Camera & Manipulator from Raw Execution Traces

Byron Boots, Arunkumar Byravan, and Dieter Fox
Computer Science and Engineering
University of Washington

### Summary

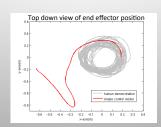
- GPs provide flexible modeling framework
- Take data noise and uncertainty due to data sparsity into account
- Seamless integration into Bayes filters
- Combination with parametric models increases accuracy and reduces amount of training data
- Subspace identification via latent variable models
- Computational complexity of GPs is a key problem
- Predictive state representations: scale to highdimensional systems

### **WAM Trajectory Replay**

### Cral filteror—

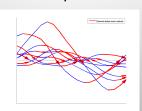
- System: Barrett Whole Arm Manipulator
  - Four joints/degrees of freedom
  - 4D control (change in joint angles)
  - Significant control noise
- · Observations:
  - 3D position of end effector
- User demonstration:
  - Manipulate to trace out circular trajectory of end effector

### **Control Experiment**



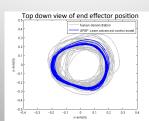
- Learn 3D latent states for system
- Replay assuming noisy encoders
- Both time-based and simple control model fail

### Simple Fix



- · Want controls which decrease prediction uncertainty
- · Prediction uncertainty obtained from GP
- Learn control model using only desired state-control pairs

### **Advanced Control Experiment**



- Learn 3D latent states for system
- Replay assuming noisy encoders
- Both time-based and simple control model fail
- Advanced control model achieves proper replay