



Rationale-based Visual Planning Monitors

Zohreh Alavi and Michael T. Cox —

Wright State University Dayton, OH 45435 Wright State Research Institute Beavercreek, OH 45431

Vision, Planning and Goal Reasoning

Research Problem

- Planning in dynamic environments
- Goal monitors and goal reasoning
 - The world may change, resulting in no goal change
 - The world may change, resulting in a new goal
 - The world may change, resulting in a different goal

• Plan monitors and vision

• Provides a means of focusing visual attention on world

features likely to affect the plan

• The planner (SHOP) generates plan monitors to interact with a vision system



Red block about to become not clear

• Planning determines what part of world to be monitored

Plan Monitors

- Integrating the tasks of planning/act and interpretation/perception
- Focus on one way interaction of planning and interpretation
- Vision serves the needs of the planner
- Monitors parametrizes perception to seek some state changes
- Interpreter checks for state change
- Plan adaptation in response to changes



Add steps to the plan





pickup(A), stack(A, B)

unstack(Y,A),putdown(Y), pickup(A), stack(A, B)

Monitor handles situation where someone places Y on A or B during planning.

Experiment on Modified Blocksworld Domain





- Goal: on(A,B)
- A is on fire, and fire extinguisher is inside of X.
- Monitor handles situation when the fire goes out during planning.

Conclusion

- The integration of planning and interpretation in a cognitive architecture
- We showed how using vision monitors improves planning in a dynamic environment
- Future work:
 - goal monitors; Some monitors may change the goal when fired
 - Using plan monitors during execution
- Vision has an important role in supporting the intentions and actions of the agent

Extra slides



Monitors Restrict the Vision

