

Machine Learning and Artificial Intelligence for Autonomous Robots

Peter Stone

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Department of Computer Science
The University of Texas at Austin

(Also, Cogitai Inc.)

A Goal of AI and Robotics

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agents in the real world

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“Good problems . . . produce good science”

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 - **Cogitai**



RoboCup Soccer

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 - Robot design to **multi-robot systems**
 - Relatively **easy entry**
 - Inspiring to many



Small-sized League



Middle-sized League



Legged Robot League




Simulation League



Humanoid League

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- Drives **research** in many areas:
 - Control algorithms; computer vision, sensing; localization;
 - Distributed computing; real-time systems;
 - Knowledge representation; mechanical design;
 - Multiagent systems; **machine learning**; **robotics**

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- **400+ publications** from simulation league alone
- **200+** from 4-legged league
- **Dozens** (at least) of Ph.D. theses

Robot Vision

- Great progress in **computer vision**
 - Shape modeling, object recognition, face detection. . .

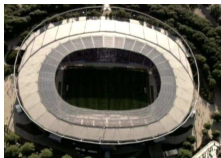


- Robot vision offers new challenges
 - Mobile camera, limited computation, color features

- **Autonomous color learning** [Sridharan & Stone, '05]
 - **Learns color map** based on known object locations
 - Recognizes and reacts to **illumination changes**



- Object detection in **real-time**, on-board a robot



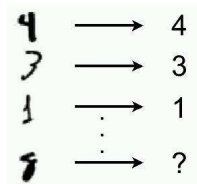


RoboCup@Home



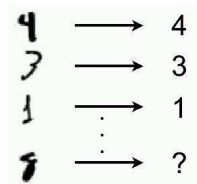
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Supervised learning **mature** [TensorFlow]



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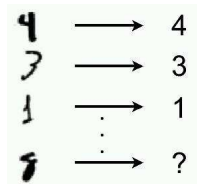
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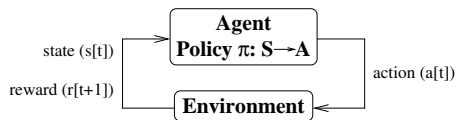
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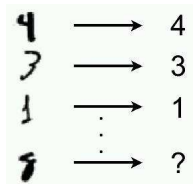


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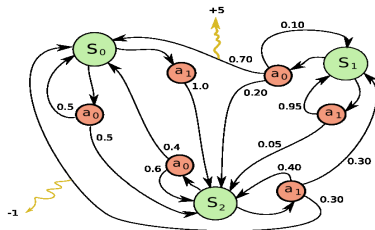
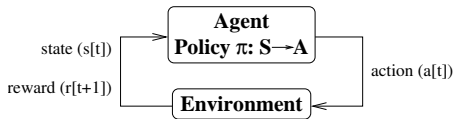


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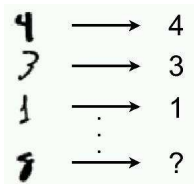


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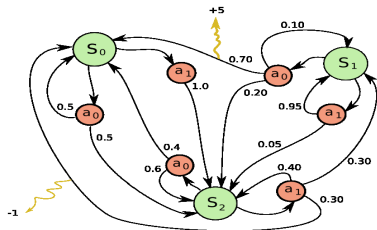
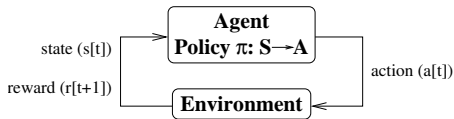


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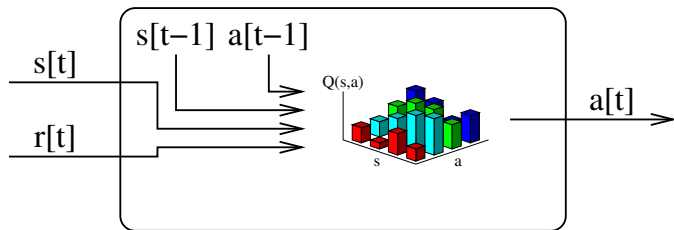
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- Foundational **theoretical** results
- Applications require **innovations** to scale up

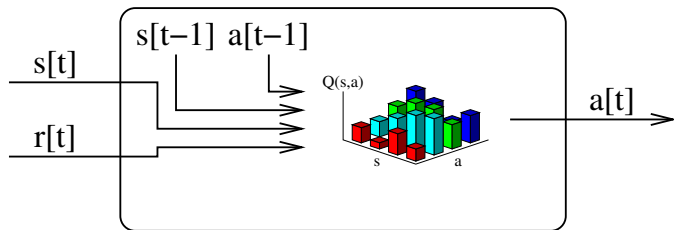
RL Theory

Success story: Q-learning converges to π^* [Watkins, 89]



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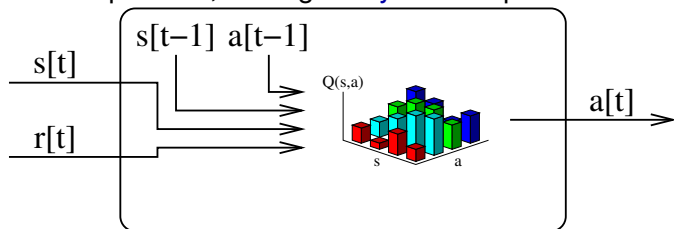
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- Table-based representation
- Visit every state infinitely often

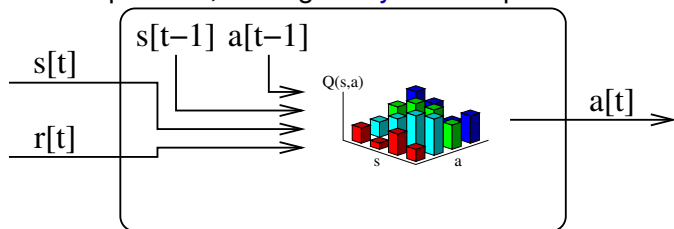
Function Approximation

In practice, visiting *every state* impossible

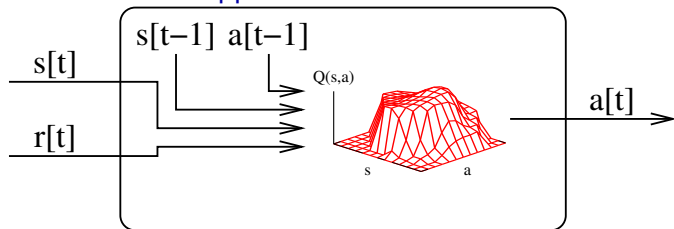


Function Approximation

In practice, visiting **every state** impossible



Function approximation of value function



Theoretical **guarantees** harder to come by

Applications: Towards a Useful Tool

- Backgammon [Tesauro, '94]
- Helicopter control [Ng et al., '03]

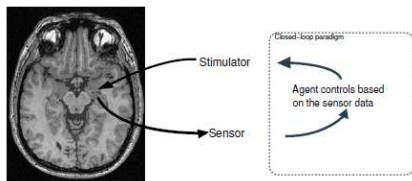


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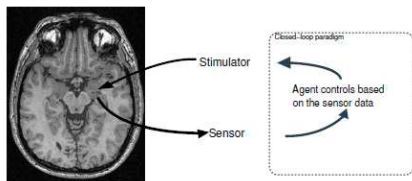
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- Google DeepMind beats human go champion, [Silver et al., '16]

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 - Advice, **Demonstration**



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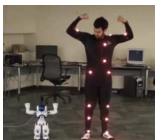
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[Knox & Stone, '09]

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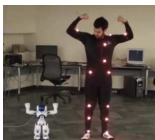
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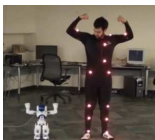
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 - Continuous state; delayed effects



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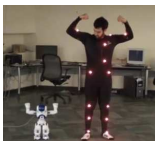
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- **Deep RL** in continuous action spaces



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Artificial Intelligence and Life in 2030

100 Year Study on AI: 1st Study Panel Report

Prof. Peter Stone*

Study Panel Chair

Department of Computer Science

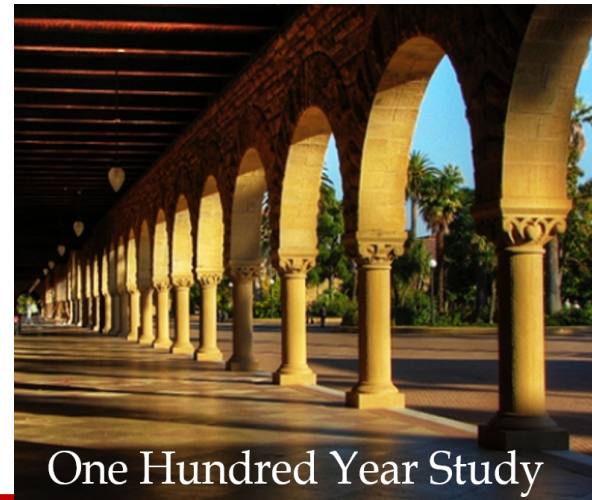
The University of Texas at Austin

**Also Cogitai, Inc.*

One Hundred Year Study

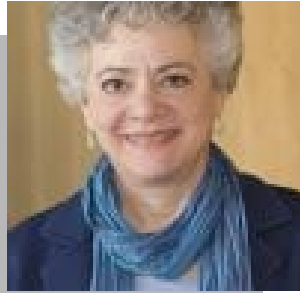
Goals of the Endowment

“To support a **longitudinal study** of influences of AI advances on people and society, centering on periodic studies of **developments, trends, futures, and potential disruptions** associated with the developments in machine intelligence, and on formulating assessments, recommendations and guidance on **proactive efforts.**” (July 2014)



One Hundred Year Study

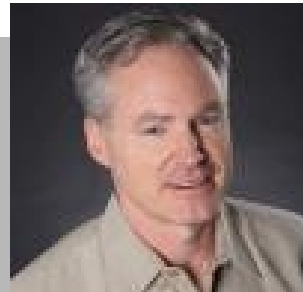
Standing Committee



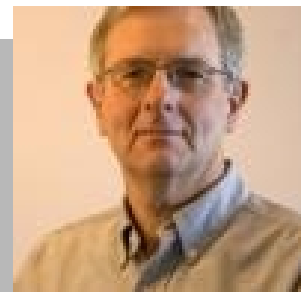
Barbara Grosz, Chair



Russ Altman



Eric Horvitz



Alan Mackworth



Tom Mitchell

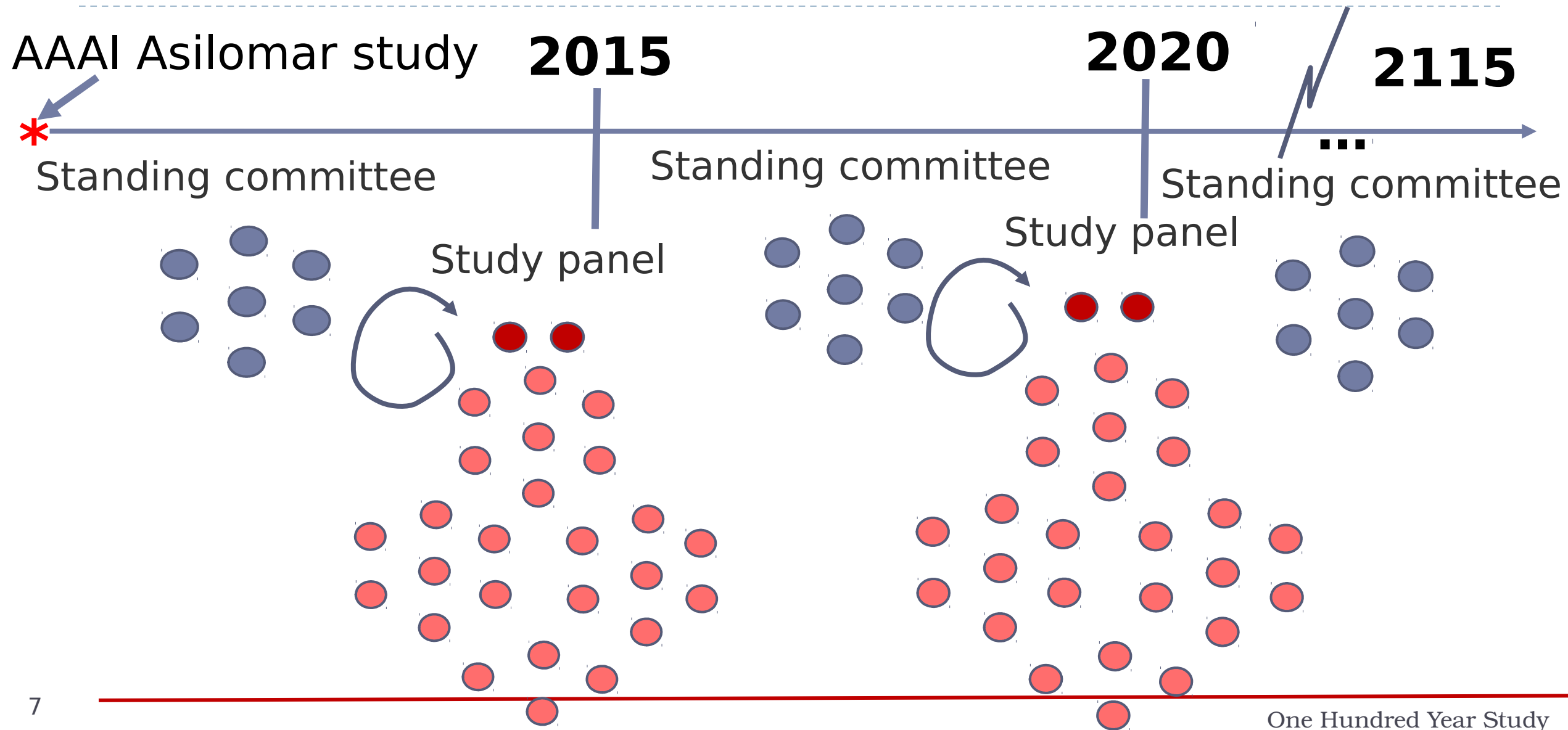


Deirdre Mulligan



Yoav Shoham

One Hundred Year Study: Timeline of Studies



One Hundred Year Study: Intended Audiences

Stanford Digital Archive

Stanford University

2015

Standing committee

Study panel

Convey results
to multiple
audiences

AI researchers

General public

Industry

Policy makers

Charge to the Inaugural Study Panel: Artificial Intelligence and Life in 2030

Identify possible *advances* in AI over next 15 years and *their potential influences on daily life*.

Specify *scientific, engineering, and legal efforts* needed to realize these developments.

Consider actions needed to shape outcomes for *societal good*, deliberating *design, ethical and policy challenges*.

Focus: *large urban regions* (typical North American city), grounding the examination of AI technologies in a context that highlights

- ▶ *potential influences on a wide variety of activities*
- ▶ *interdependencies and interactions among AI technologies*

Members of the Inaugural Study Panel Artificial Intelligence and Life in 2030

Chair: Peter Stone, UT Austin

- Rodney Brooks, Rethink Robotics
- Erik Brynjolfsson, MIT
- Ryan Calo, University of Washington
- Oren Etzioni, Allen Institute for AI
- Greg Hager, Johns Hopkins
- Julia Hirschberg, Columbia
- Shivaram Kalyanakrishnan, IIT Bombay
- Ece Kamar, Microsoft
- Sarit Kraus, Bar Ilan
- Kevin Leyton-Brown, UBC
- David Parkes, Harvard
- William Press, UT Austin
- Julie Shah, MIT
- Astro Teller, X
- Milind Tambe, USC
- AnnaLee Saxenian, Berkeley

Structure

- Preface for context
- Executive Summary (1 page)
- Overview (5 pages)
- Introduction
 - Defining AI; Current research trends
- AI by domain
 - 8 areas with likely urban impact by 2030
 - Look backwards 15 years and forward 15 years
 - Opportunities, barriers, and realistic risks
- Policy and legal issues
 - Current status; Recommendations
- Lots of callouts in the margins

Areas of Focus in the Study Panel Report

Transportation

Home-Service Robots

Healthcare

Education

Public Safety and Security

Low-resource communities

Employment and Workplace

Entertainment



hardware



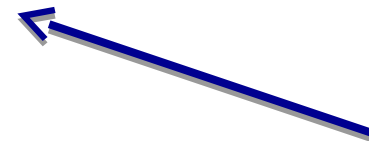
partnering with people



building trust



societal futures



interpersonal interaction

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Policy and Legal Issues

Summarizing callouts in the report



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<https://ai100.stanford.edu>

September 2016